



c o n n o r b o y d c l a r k

portfolio of work | 2017

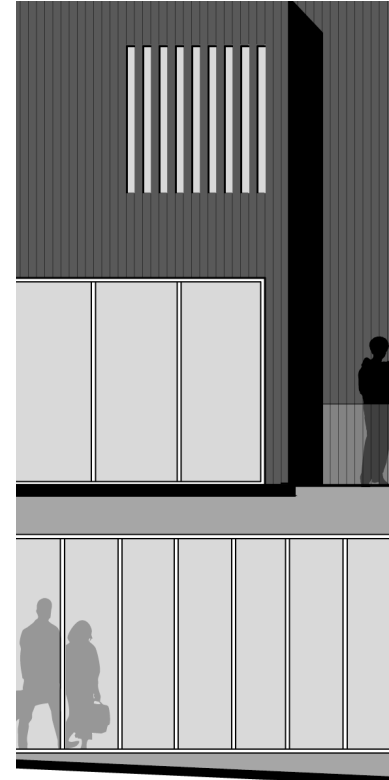
project list



The Carve
Halifax, NS - Waterfront
Design Project (2017)



ISLE Project - Float
100 Wild Islands, NS
Design-Build Installation (2017)



The Through House
Lunenburg, NS - UNESCO Site
Design Project (2016)



Wendezeit Pavilion
Berlin Wall Memorial, Germany
Design Project (2015)



Courtyard Theatre
Halifax, NS - North End
Design Project (2016)



Highlands Gridshell
Cheticamp, Cape Breton, NS
Design-Build Project (2016)



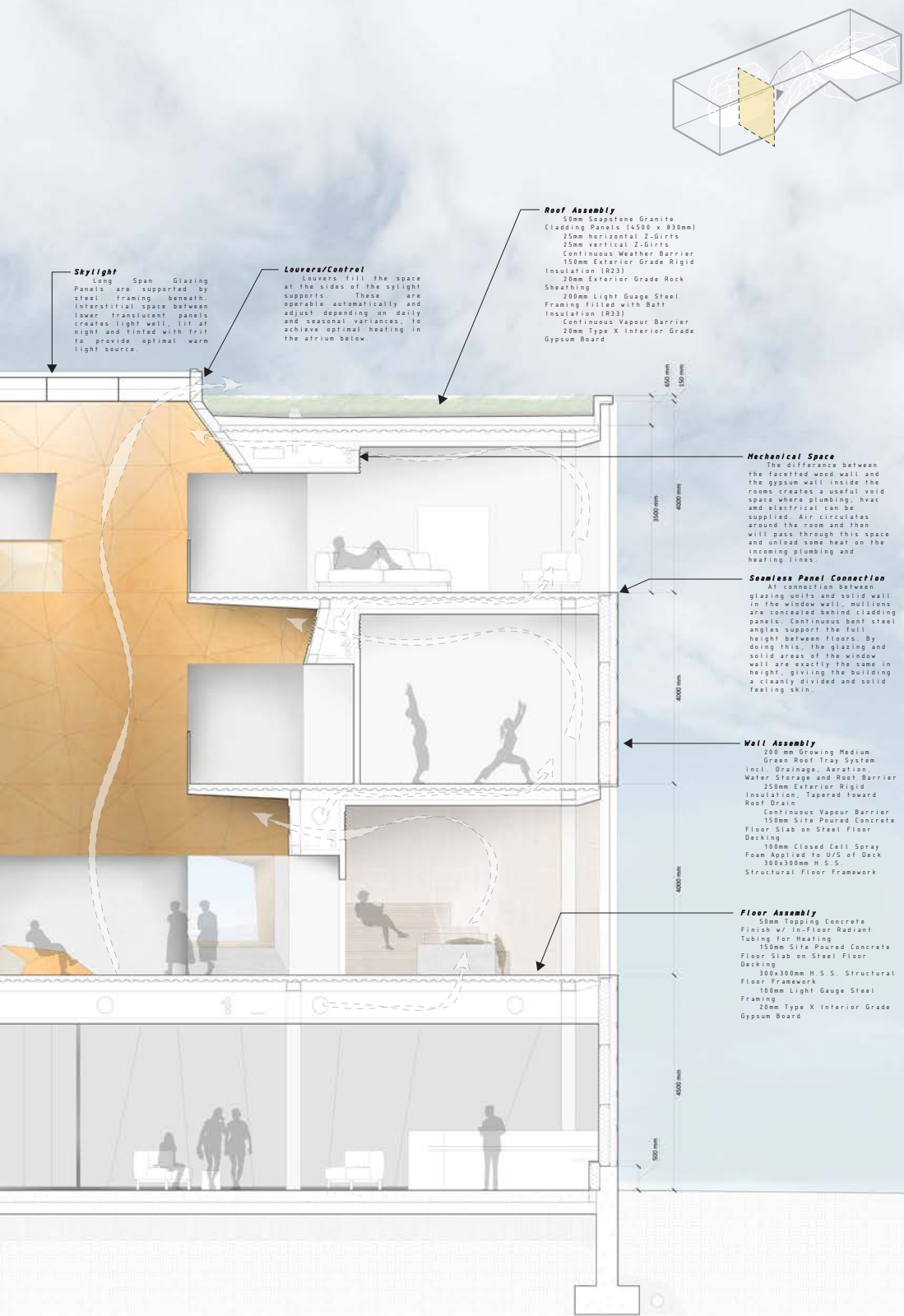
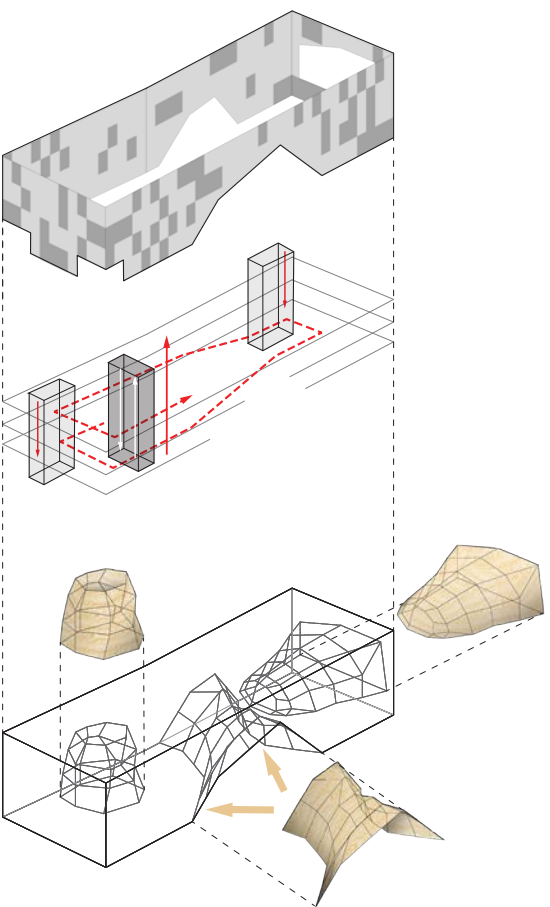
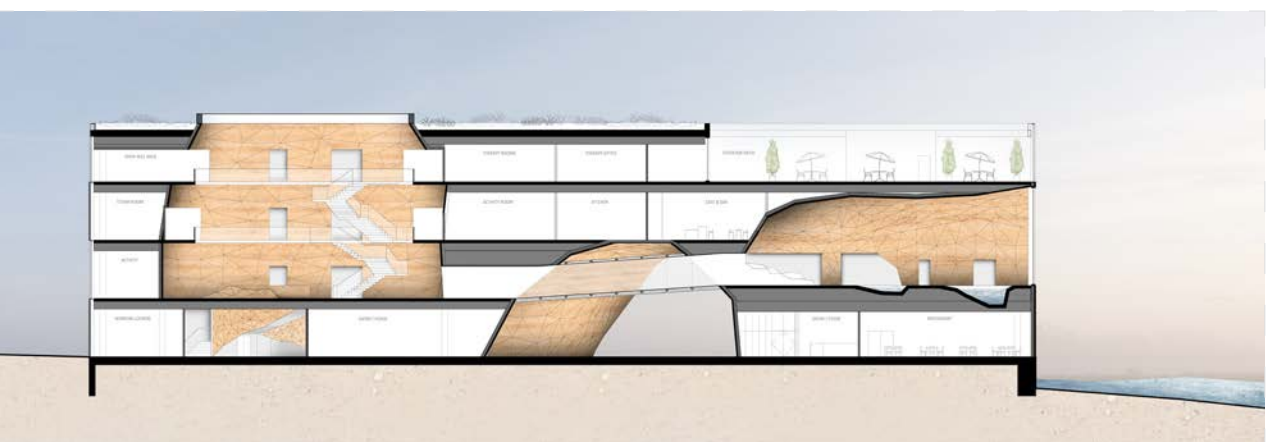
Bentwood Shelter
Iceland - Afforestation Project
Design Project (2017)

THE CARVE

Mixed-Use / Recreation - Public Bathhouse
Halifax, NS - Waterfront (Sackville Sq)
Mentor - Diogo Burnay

The Carve at Sackville Square is a project which questions the existing relation of building + path + ocean on the Halifax Waterfront. By spanning the building across the pedestrian way, and carving out a new front door, the project alters the typical experience of the boardwalk. The inside of the carve is differentiated in materiality and by hosting the main entrances to Bathhouse program, public restaurant and other facilities.

In the carve, programme intersects through two glass pedestrian bridges hanging above and through punched windows to inner program. The carve is mirrored in two secondary spaces: in the urban bathhouse (street side), a carve focuses to the sky as the program circulates around its exterior, and in the pool section (ocean side), energy is focused through double height glazing out towards the harbour.

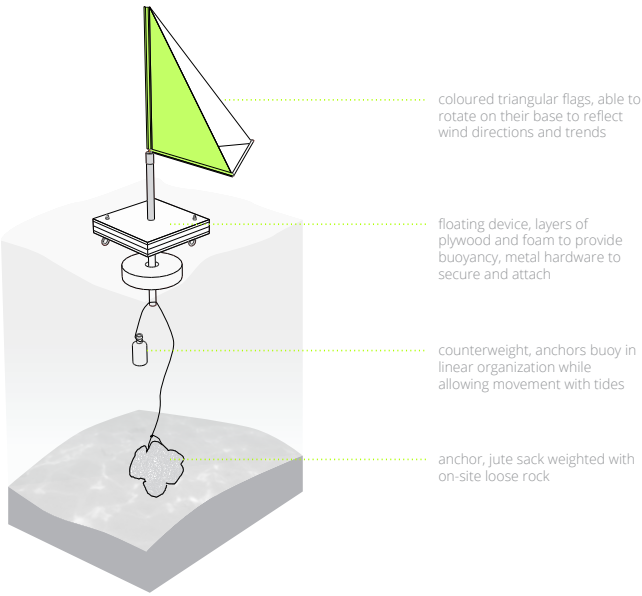
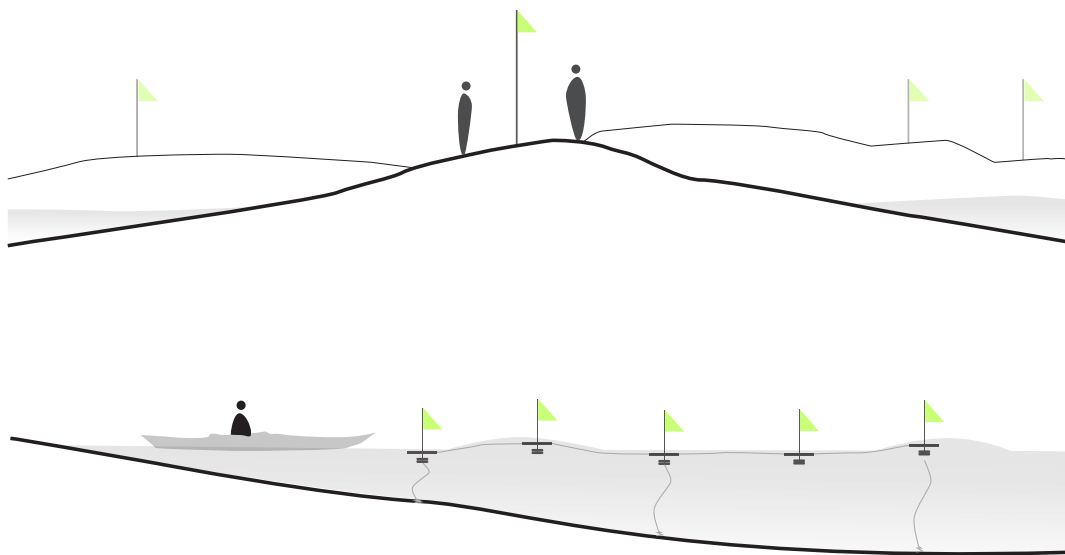
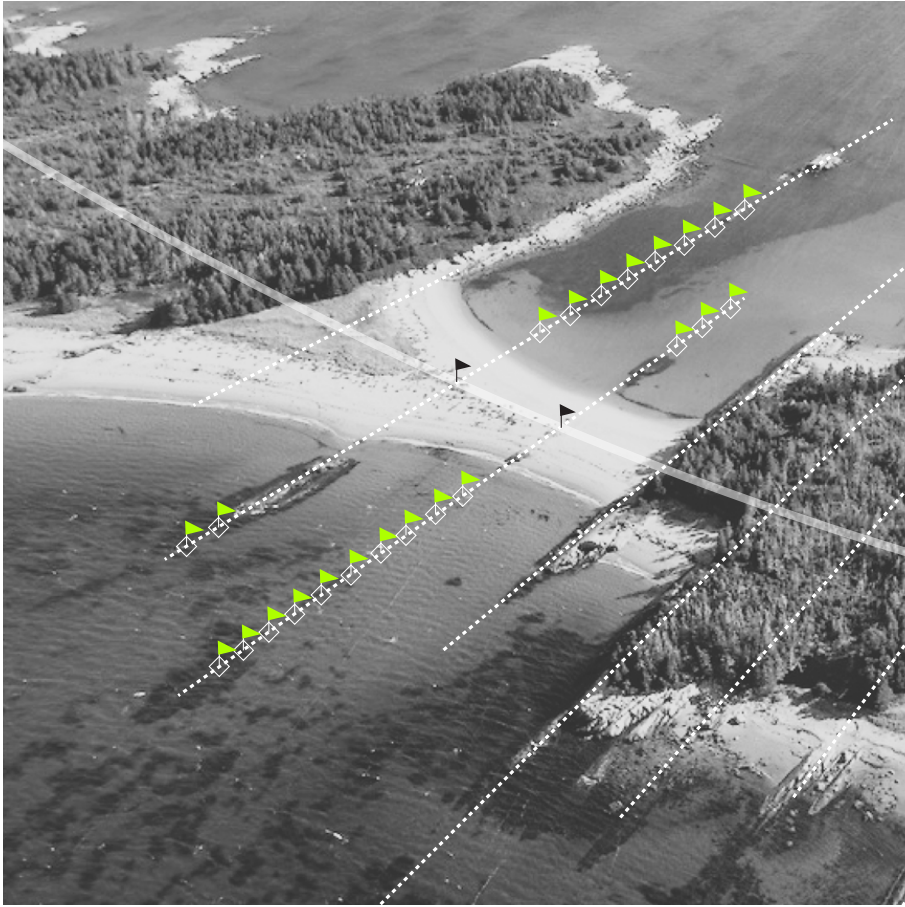


ISLE PROJECT - FLOAT

Public Installation - Environmental Awareness
100 Wild Islands, NS - Borgles Island
Group Project, Leader - Amber Kilborn

The FLOAT project is a site installation intended to bring an ecological awareness to the natural, uninhibited landforms of the 100 Wild Islands. Its aim was to express the existing geological formations on the island in areas in which they seem to disappear. Striations are represented with lines of bobbing triangular flags, connected in a series by an underwater rope system. The floating structures align with the linear alignment of the rocks, rising and falling with the tides while their coloured sails interpret the winds to the visitor.

From land and water, visitors can see the geological lines as visual continuations of otherwise invisible landforms, installed on the beach stretch, connecting the two portions of Borgles Island. Design and assembly work was completed as a group, all graphic work done by author.

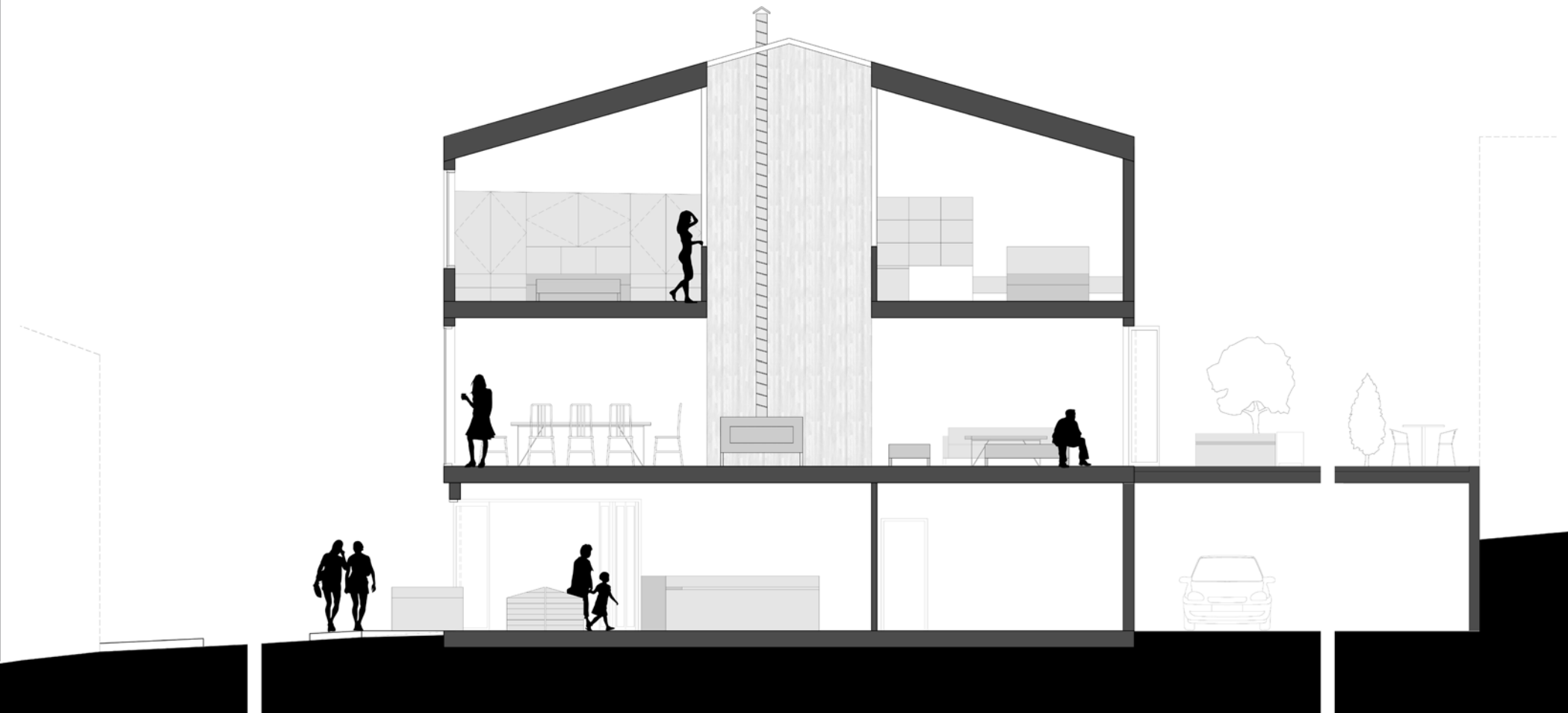
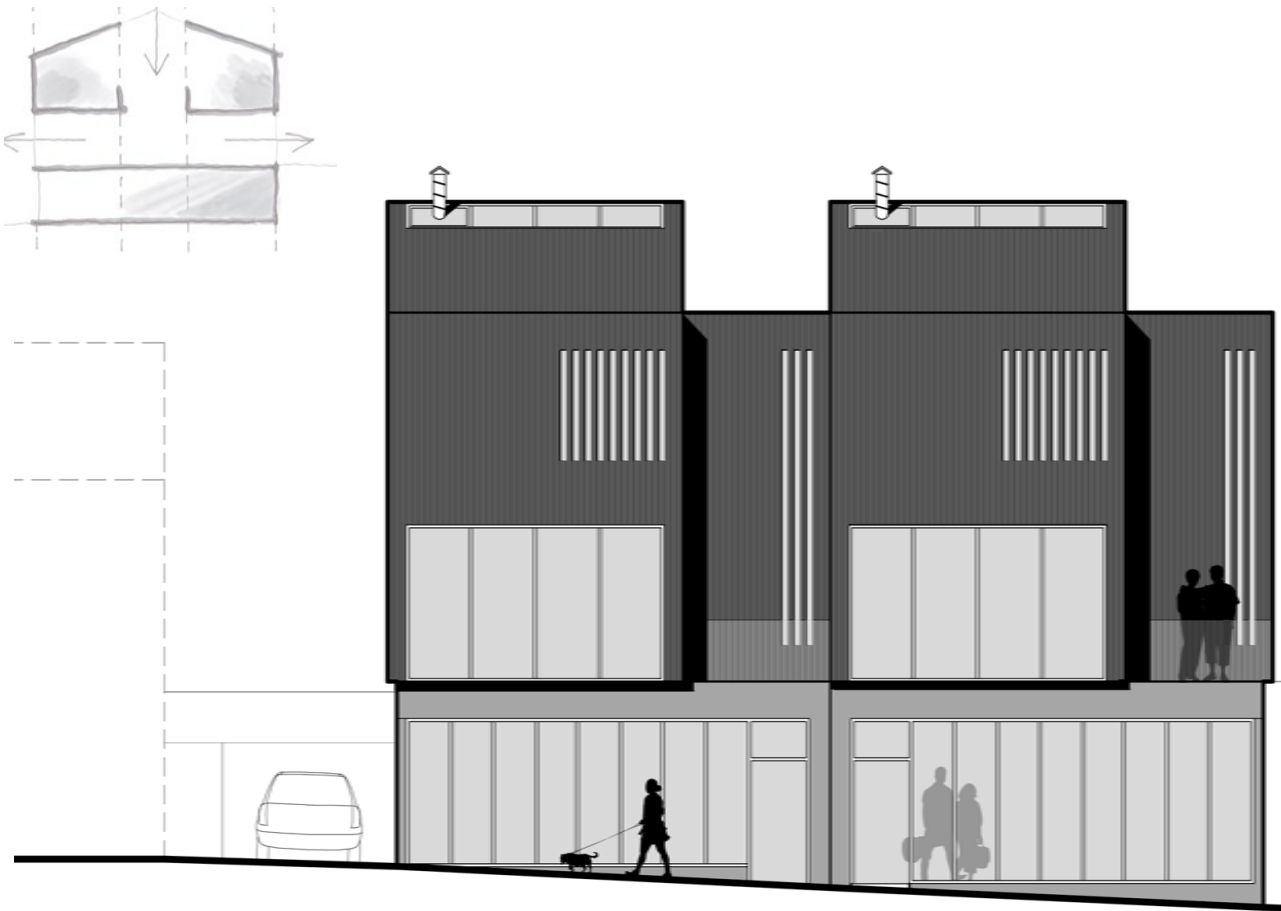


THE THROUGH HOUSE

Small Scale - Live/Work Housing
Lunenburg, NS - UNESCO Site
Mentors - J. Mandeville, J.Esposito

The Through House locates itself between the need to withhold cultural heritage in a protected site and the evolution of contemporary design and construction. It relates to the built context while strives to insert new life into the small town of Lunenburg. It is in proportion to its neighbours, and maintains a simple gable form in an atypical manor with corrugated metal cladding and a large open span inside.

The housing portion is centered around prospect and refuge. The public areas of the house are framed outward to the street, the rear courtyard and upward through a large skylight and double height space. Service functions of the building are all grouped along the east wall allowing for an open plan. The upper floor is more solid and houses the private quarters, but operable partitions allow open space when appropriate.



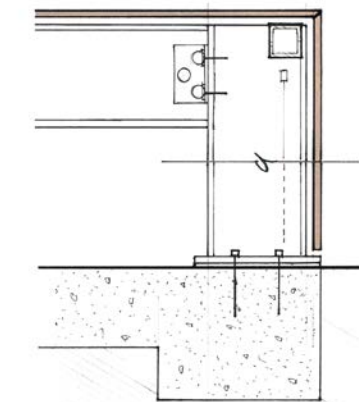
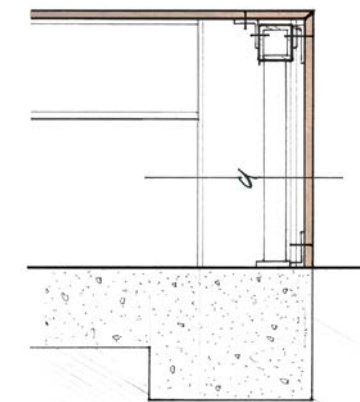
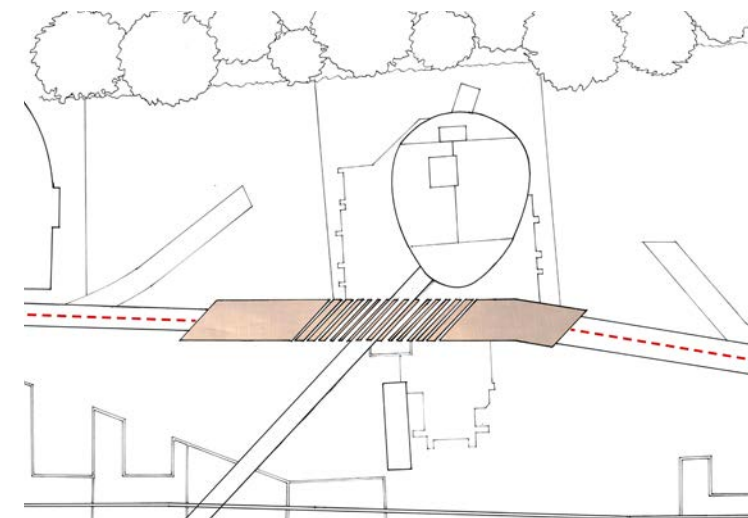
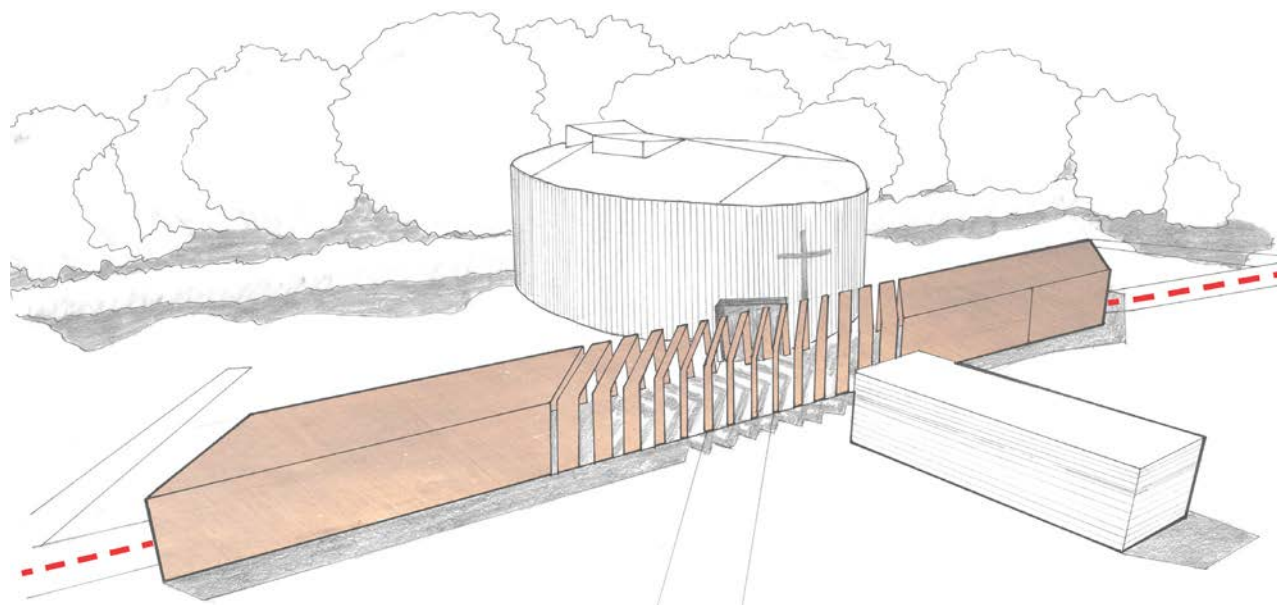
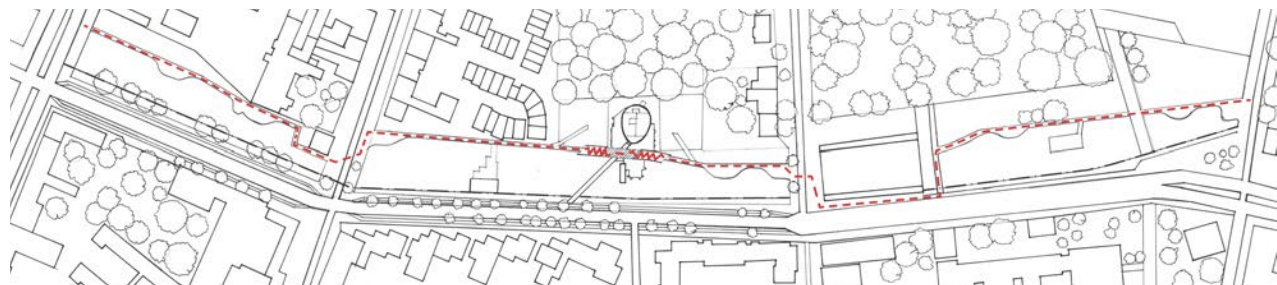
WENDEZEIT PAVILION

(the turning point)

*Public Pavilion - Experiential Path
Berlin Wall Memorial Site, Germany
Mentor: Omar Gahndi*

Located at the centre point of the Berlin Wall Memorial, the Wendezzeit pavilion aims to signify the experience of Berlin's heaviest history. The pavilion plays with light and space, constricting and obstructing the user on their journey to resolution, culminating at the Chapel of Reconciliation, completed by R. Reitermann and P. Sassenroth in 2000.

Three main access points exist on the site; two from the existing tourist trail in the memorial, and one main access from the road. The existing memorial trail causes an elongation of the pavilion and the connection to the street provides an area of interest and separation. Framed with steel member and clad with aged copper, the aim of the pavilion is to co-exist with all other memorial stops on the site, creating a consistent landscape.

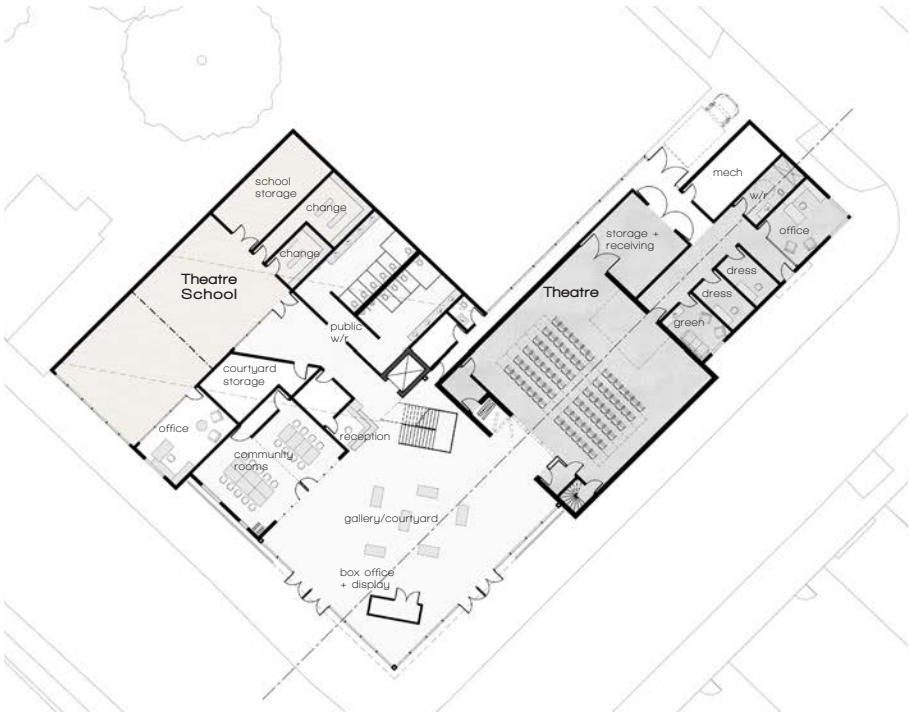


COURTYARD THEATRE

Community Theatre, Art School and Studio
Halifax, NS - North End Art Community
Mentors: Peter Henry

The Courtyard Theatre is a fusion of independent functions, centred on an interior courtyard connecting to the city outside. It differs from typical cultural centres as it offers multiples facades to the city, nestling in the surrounding community rather than acting as an object building. The cladding provides a performance to the street through it's undulating perforated metal screening,

The main public feature is the community gathering space directly adjacent to the streets, the 'courtyard'. South facing skylights fill the north facing room with sunlight. Distinct facades allow entrance to each portion of the building, allowing the community space to feel in possession of the city surrounding it. The project houses a transformative black-box theatre, aa art school, public multifunctional studio space and community gathering spaces.



HIGHLANDS GRIDSHELL

*Design-Build Project - Coastal Studio
Cheticamp, Cape Breton, NS
Highlands National Park
Director - Ted Cavanagh*

The Highlands Gridshell project is a multi-year design-build research project; the fifth gridshell in a series in collaboration with Parks Canada, co-designed with University of Arizona, University of North Carolina and University of Louisiana, which encapsulates research into efficient construction of gridshell structures.

As a design-build portion of education, every year students are employed to learn hands on skills in construction, management and detailing theories. Work was done in a group of 10 students; during my time in Cheticamp, work was focused in the manufacturing of reinforcement steel pieces, built formwork, concrete pouring and gabion structures. All photos are borrowed from Coastal Studio's Website (dalcoastalstudio.com)

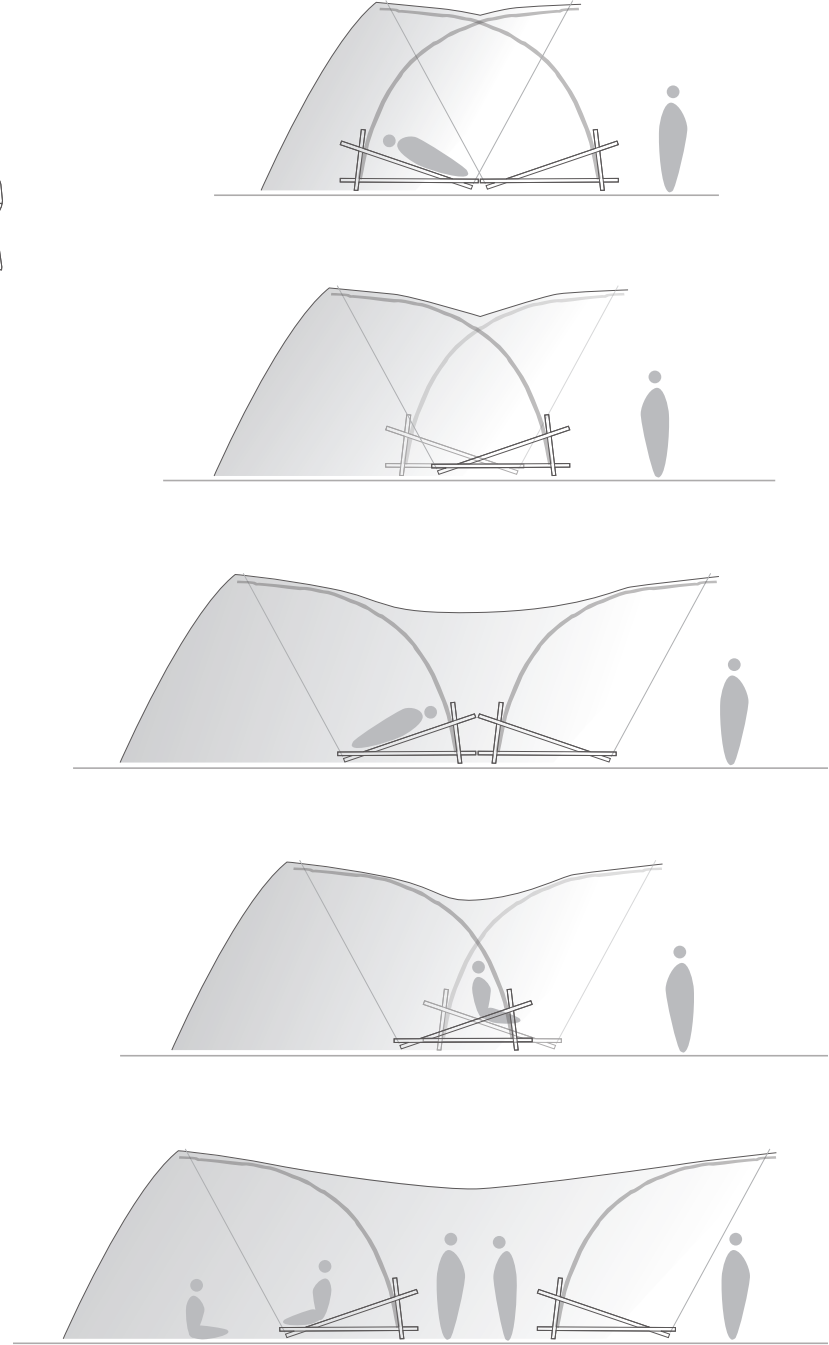
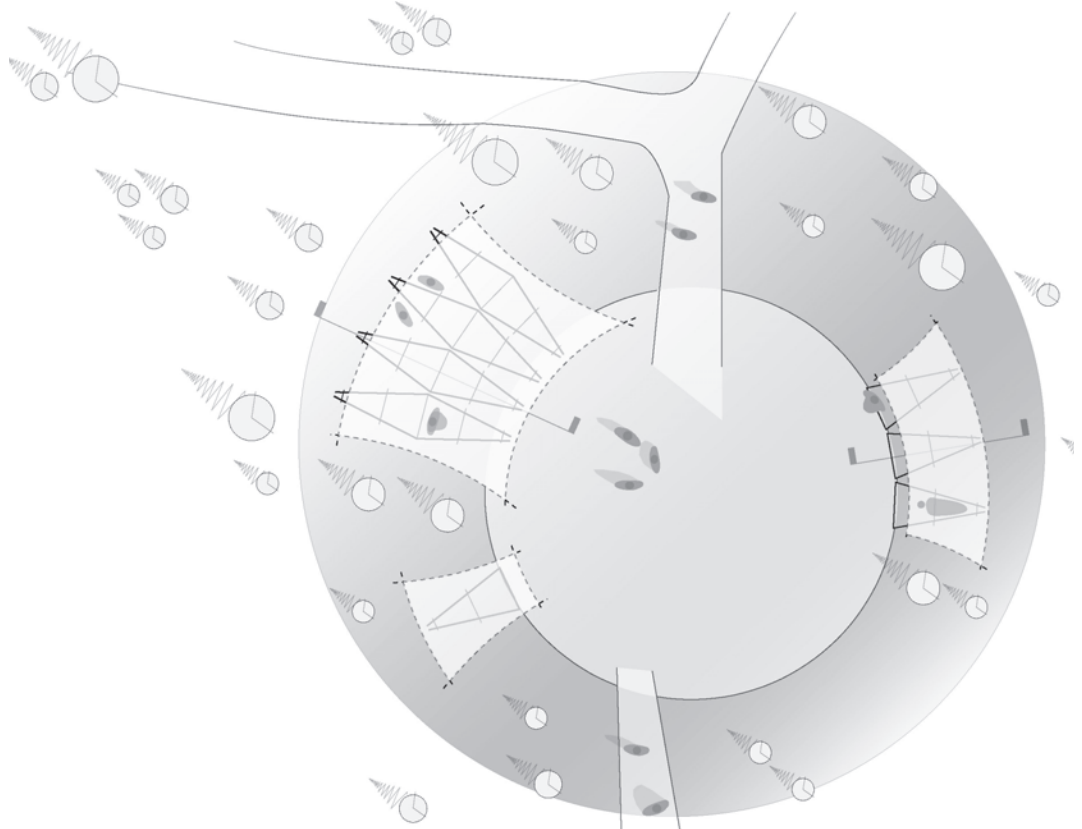
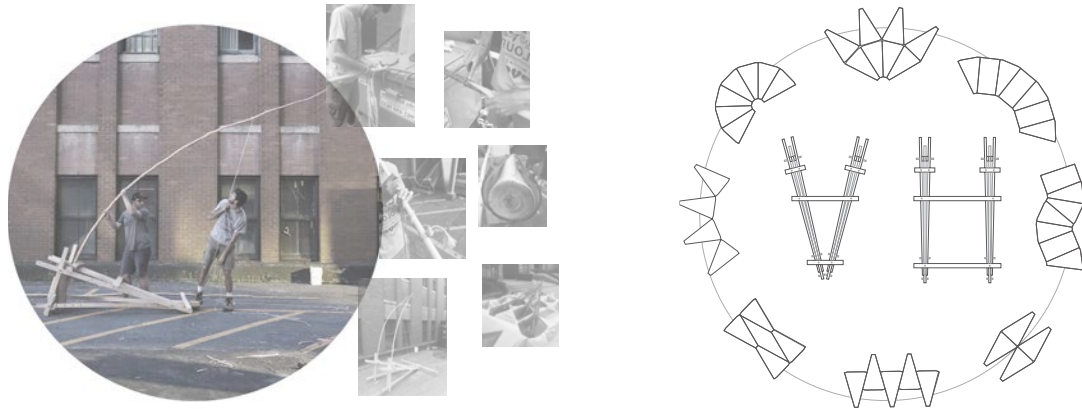
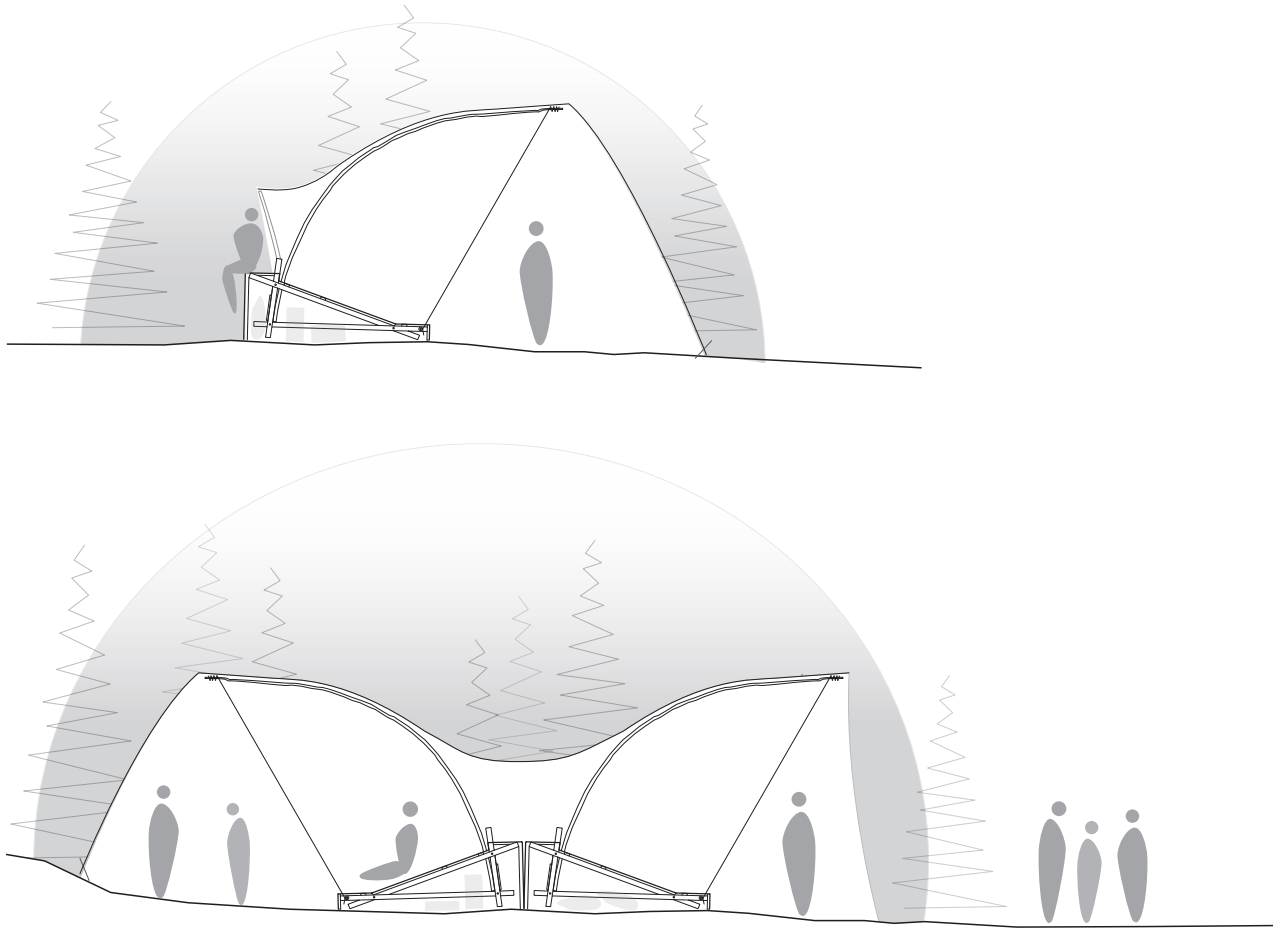


BENTWOOD SHELTER

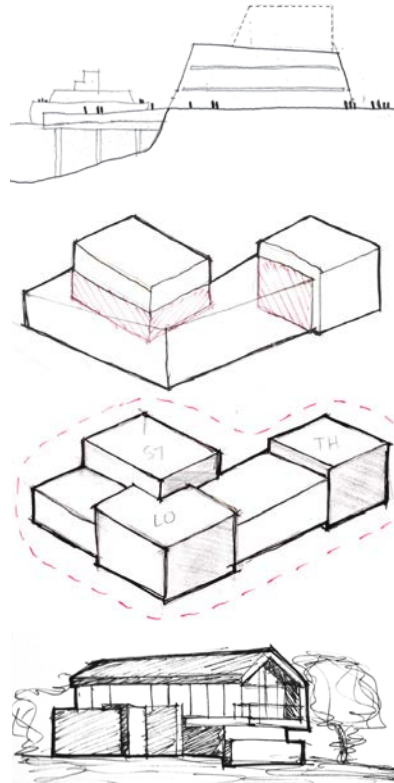
Material Exploration - Temporary Shelter
Hekla Volcano, Iceland - Afforestation Area
Partner - Kevin Dolphin
Mentor - Roger Mullin

The Bentwood Shelter is a seasonal construction which is set in an area of afforestation near volcano Hekla in South Iceland. There is a need for afforestation because of neglected and damaged lands due to over grazing and volcanic events. This project is meant to enhance the afforestation industry by promoting these landscapes to the general public as industrial, educational and gathering spaces.

The shelters construction is intentionally simple, including locally sourced coniferous trees, from thinning of these growing forests, dimensional lumber, wood dowels and a cloth exterior. The structure is constructed in units, able to be organized differently in section and in plan, to create a multitude of different forms, supporting different functions.



some other work...



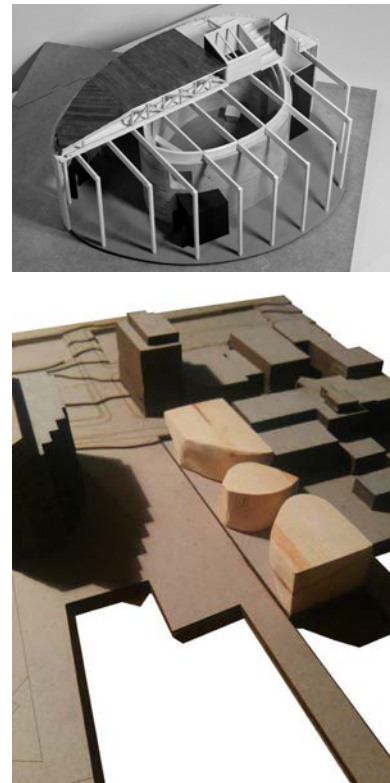
Pen Sketches

Public Ferry Terminal Section,
Courtyard Theatre Massing Studies,
Gable Cabin (design by others)



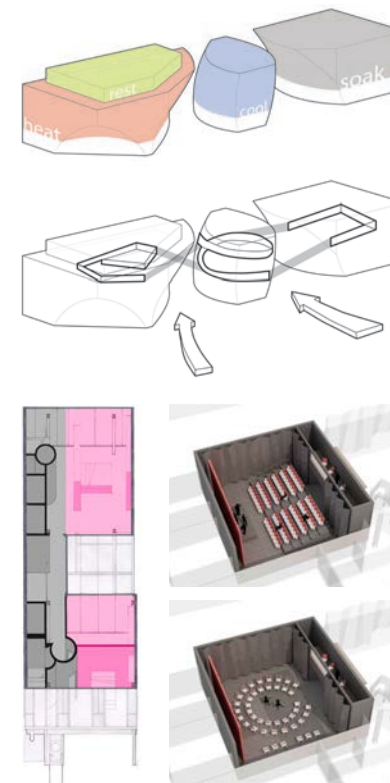
Hand Renders

Interior Volumetric Study -
Interconnected Programme, Facade
Material Exploration



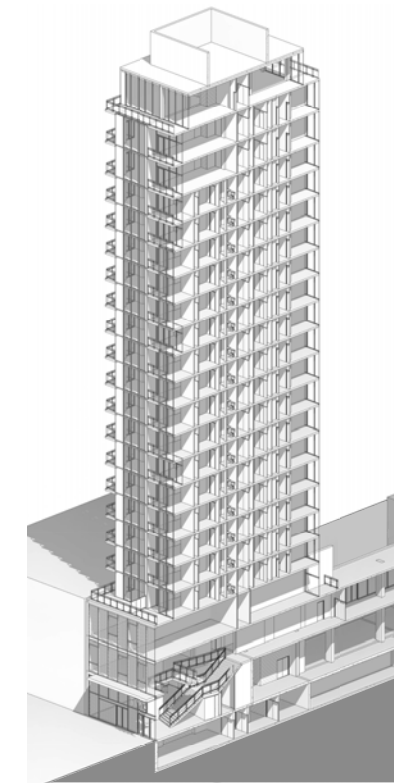
Physical Models

Chapel of Reconciliation - Wood
(1/50), Waterfront Massing - Laser
Card & Carved Wood (1/500)



Digital Diagrams

Public Spa Program & Circulation
Diagrams, Isometric Study of Barton
Myers Wolf Residence, Transforming
Theatre Diagrams



Digital Models

Tivoli Theatre & Condominium
Tower Revit Model (design by
McCallumSather Architects)



Schematic Renderings

Waterfront Carved Building
Representation, School Atrium
Rendering (design by McCallumSather
Architects)



Realistic Renderings

Gage Park Greenhouse Renderings,
(design by McCallumSather Architects)

*all work by author except where noted



thank you for your consideration
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