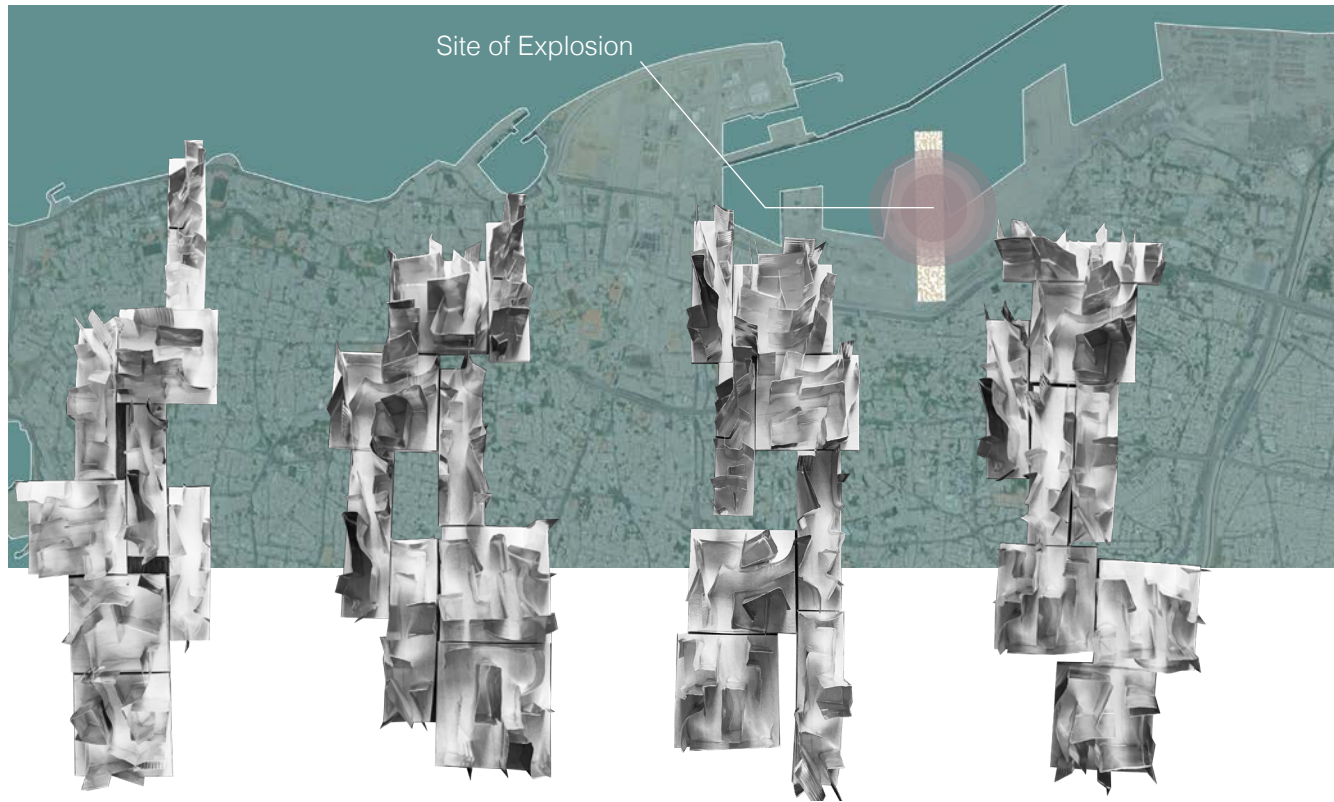




MEGAN MUELLER

Work Sample

Fragmented Model Collage inspired
by Enric Miralles



Metal City Tiling Studies

Magnum Opus

A Home for Refugees

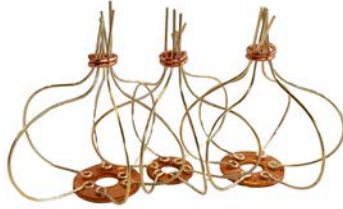
This project seeks to give free choice back to the refugees in Lebanon that have been displaced from their homes. The intention behind the design of the city is to connect large public spaces with multiple narrow passages, allowing for free movement through the new city. This city design is based on a series of drawings of Moroccan space that created the tiling models. Located on the site of the 2020 warehouse explosion in Beirut, this new micro-city interacts with the Mediterranean Sea in order to provide sources of water for desalination to combat the gap in supply and demand of drinkable water.



Moroccan Pattern Drawing



Smoke Stacks Height



Oil Droplet Formation



Non-biodegradable oil



Oil in Water



Smoke Stack Interior



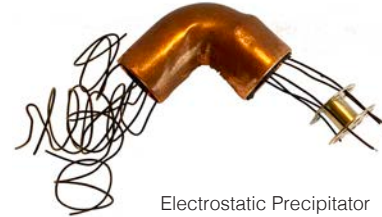
Oil Droplet Framing



Non-biodegradable oil



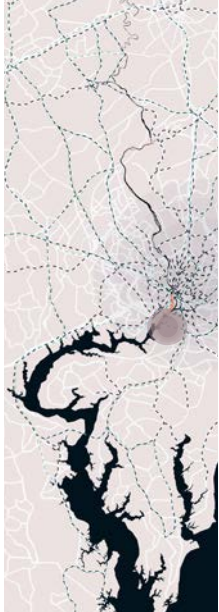
Smoke Stack Interworking



Electrostatic Precipitator



Malleable Oil Droplet



Urban Ecology Center

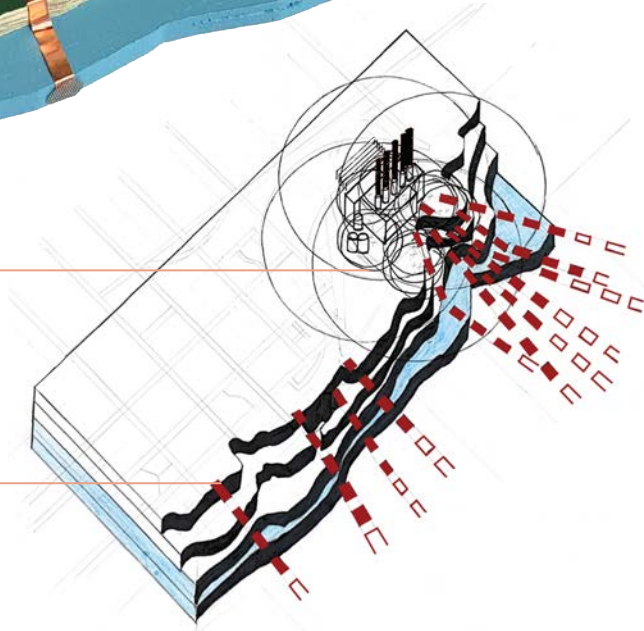
Pollution at the Potomac

I have selected the site of the, now closed, NRG Potomac River Generating Center, in Alexandria, VA, for this Urban Ecology Center that focuses on the release of oil and waste from the power plant and the release of soot into the air from the below regulation height smoke stacks. These pollution issues are what formed the ideagrams on the left. The intention of my design is to reinvent the shoreline of Alexandria and the power plant site into a layer of estuary that can filter out pollutants and to provide research facilities that sit in the estuary itself.

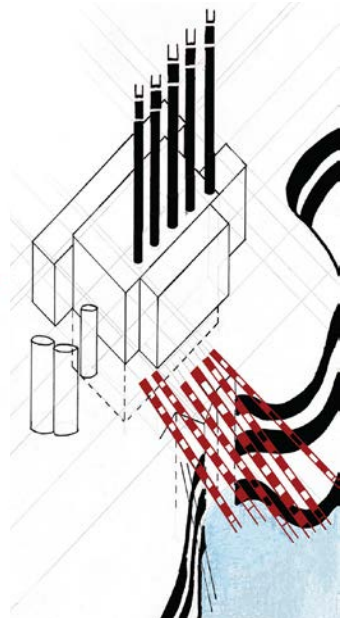


CNC
Routed
Pywood
Model

- Monitoring Wells ○
- Storm Inlets
- Manhole Locations
- Drainage Pipes ○
- Estuary Level
- Permeable Pavement
- Small Research Labs



Site Model Drawing



Power Plant Detail Drawing



Buildervi

TEAM MEMBERS:

Megan Garrick, Hailey Ciolino, Tony Cautilli,
Jillian Strauss, Sophie Johnson

TEAM ROLE: Co-Game Designer & Aid in
Block Making

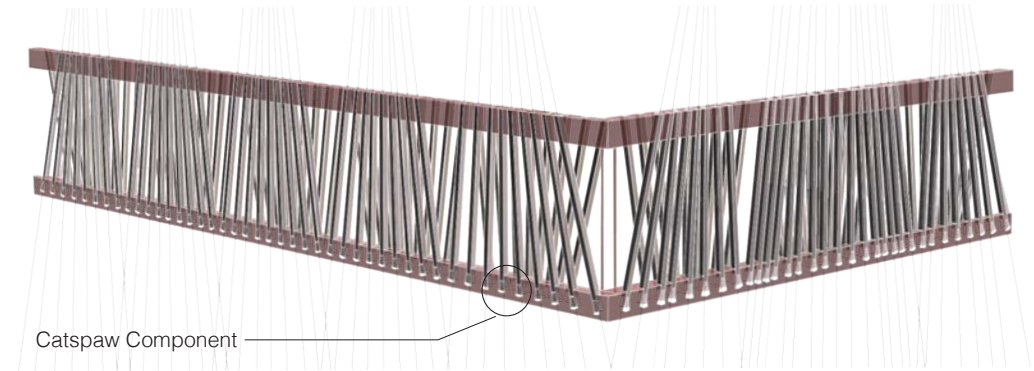
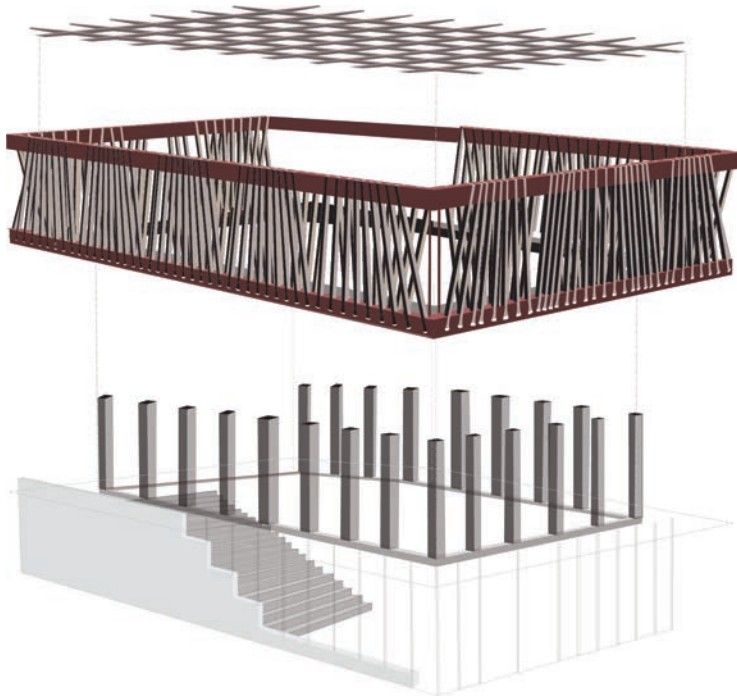
The Study of Materials

This game is designed to teach young children about different building materials and how they fit together through the use varying weights of building blocks and classic architecture case studies.

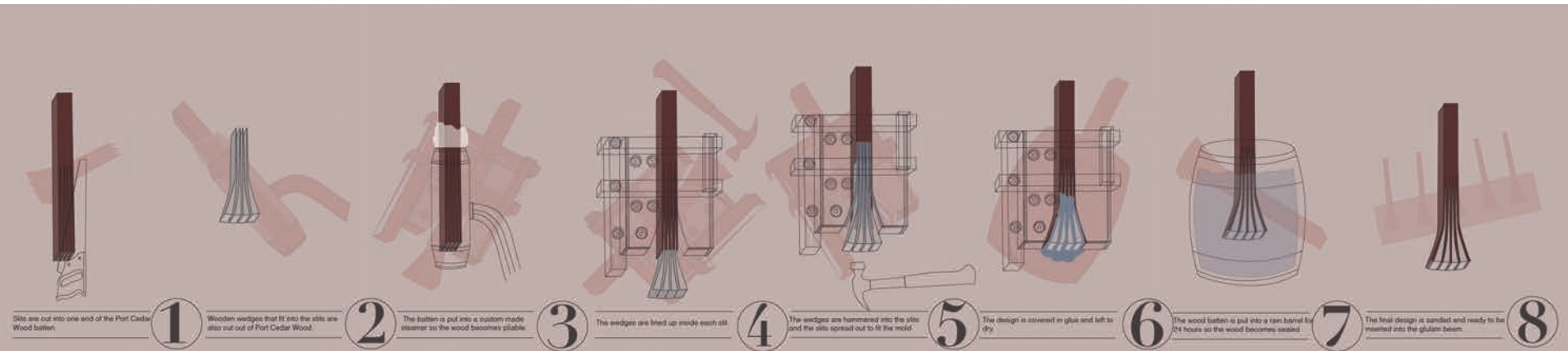
The Extraordinary

Learning From the Masters

In order to learn the complexities of digital drawing, I studied the Writer's Theatre, done by Studio Gang in 2016, through focusing in on their Canopy Walk's Catspaw component



Catspaw Component



Graphic Representation of Catspaw Component