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### U.S. Returns Illegal Immigrants Who Are Fleeing Salvador War

By JOHN M. ... LOS ANGELES, March 1 — Refugee ... from the fighting in El Salvador are ... streaming into the United States in ... greater than any ... all the ... expensive and ... Central. A ... are being ... as they ... them ...

## Salvadorans Stream Into U.S., Fleeing Poverty and Civil War

By JAMES LAMOYNE  
Special to The New York Times

SAN SALVADOR, April 12 — Driven by unemployment and war at home, hundreds of thousands of Salvadorans are estimated to have gone to live in the United States in recent years, according to American ... Salvadoran migration constitutes ... from this country ... It appears to ... most determined and ... of any nation ... States in recent ... more than 400,000 ... ved to have ... illegally since ... boys, fruit pickers, construction laborers, and ... leading destination ... Alvarado, a ... Salvador, would like to ... he is 28 years old ... has almost no ... and ...

"It must be beautiful," Mrs. Alvarado said as she finished some ... last week. "Everyone who ... says they like it."

In the impoverished no ... of Santa Rita, residents say ... of their neighbors have ... United States. Elsewhere ... ca in eastern La Unión ... local officials estimat ... ge's population has ... ficult to meet a Salvac ... how humble his origins, ... have a relative or close friend ... ited States.

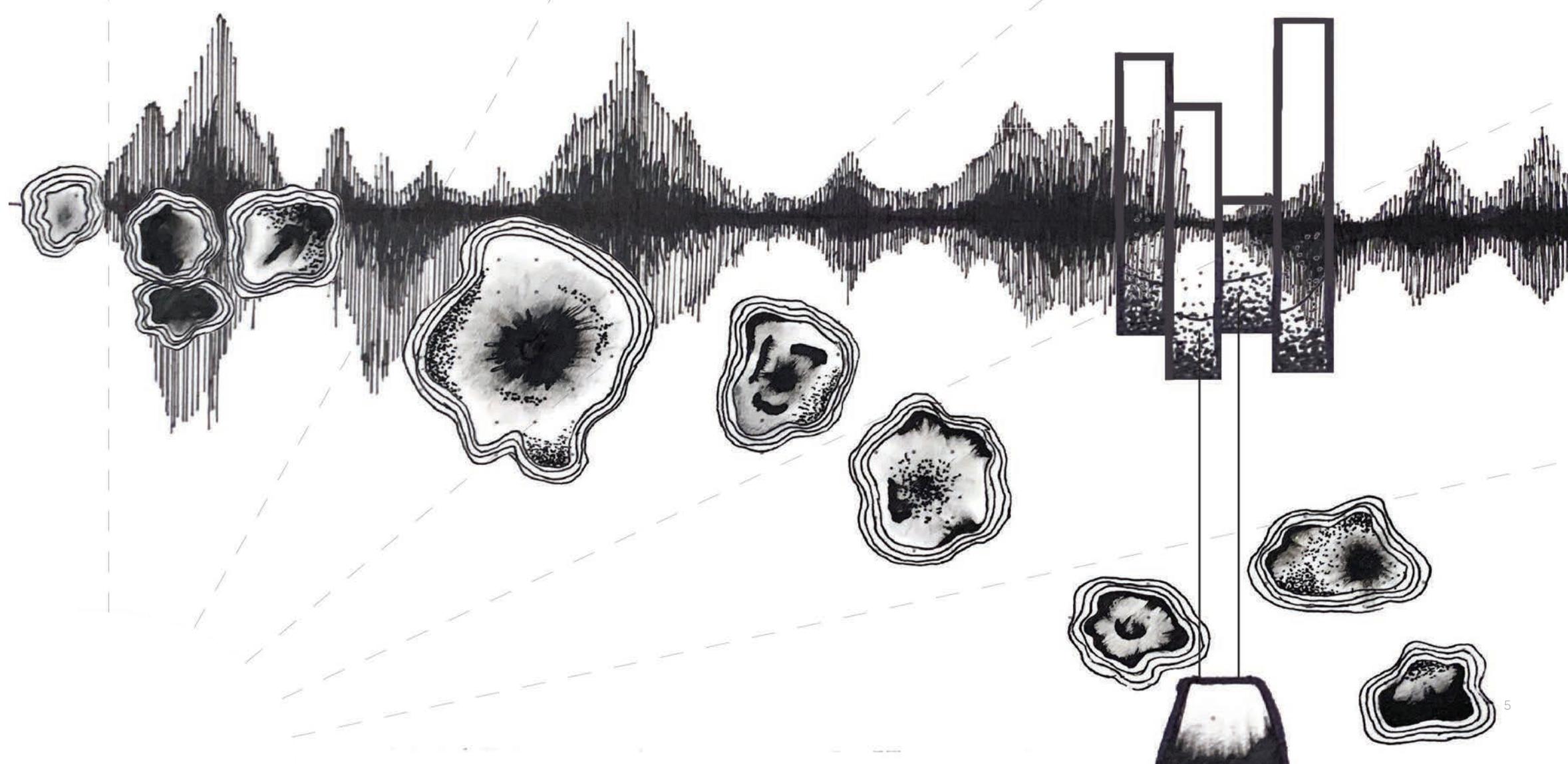
It is one of the ironies of this country that so many Salvadorans have ...



# 1983 REINTEGRATION: A LIFE AFTER AMERICA

VANESSA RODRIGUEZ  
SENIOR THESIS





PRECEDENT RESEARCH EXTERIOR RESEARCH



Studio V\_Pre-Thesis



PROGRAM AND CONCEPT RESEARCH  
 Precedents that inspired a multitude of aspects in the project including form, concept, color, and program.



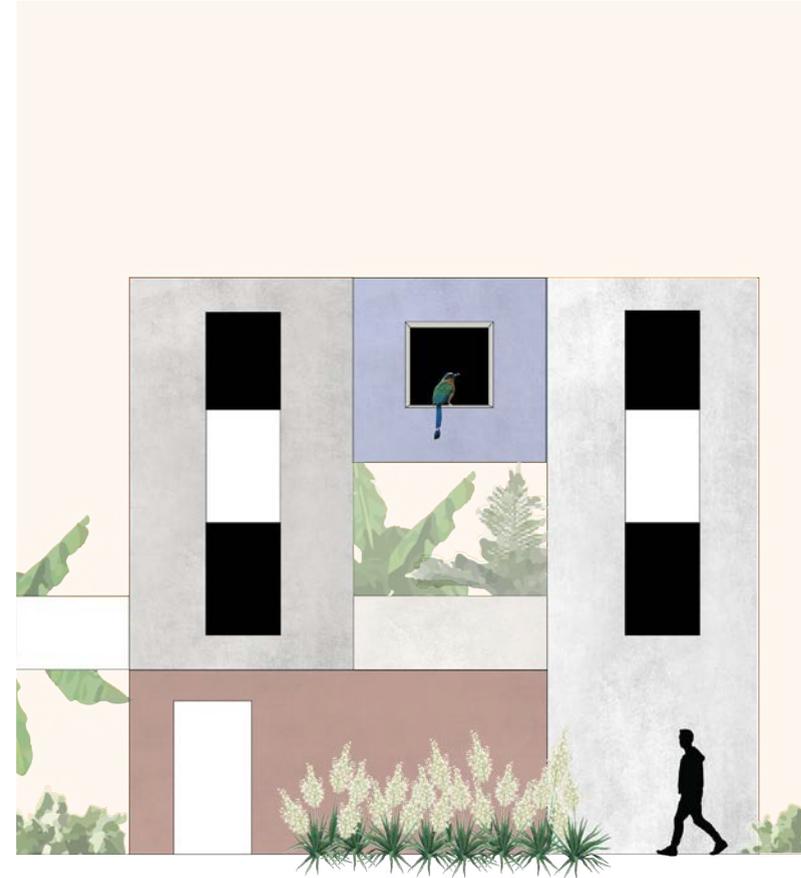
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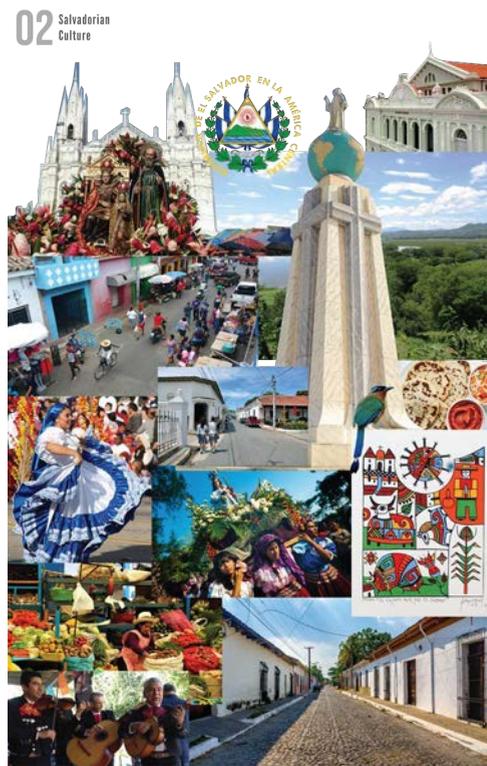
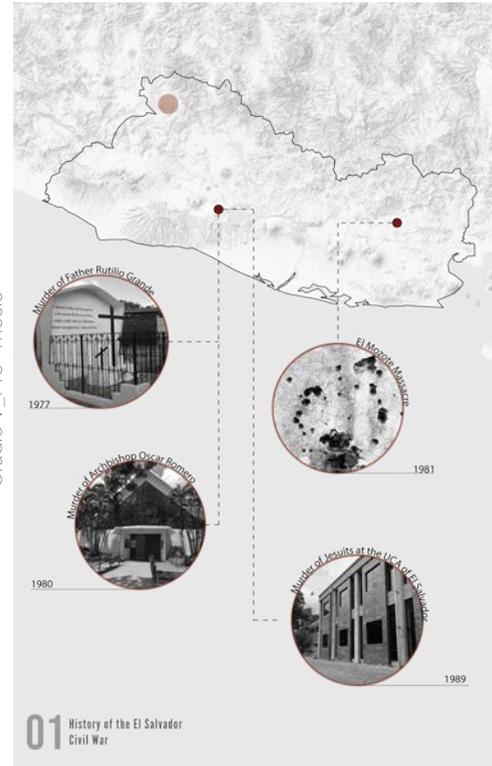
## THE ILLUSION OF THE AMERICAN DREAM

Drawings illustrating an immigrant's life when deciding to leave El Salvador for a better life in the US.

It is 1983 and the Salvadoran Civil War is almost at its peak. My father was receiving threats to join the war. Being the oldest, my father decided to flee in order to protect himself and his family from the danger that would ensue no matter what side he decided to join. In America, there was a visible shift in culture that forced him to work tirelessly just to be able to afford his basic needs. As time passed, the illusion of the "American Dream" fades and becomes impossible to achieve once you are caught and sent back to the place you once tried to escape but finding a place in which you can thrive and continue to develop a new version of the "American Dream."

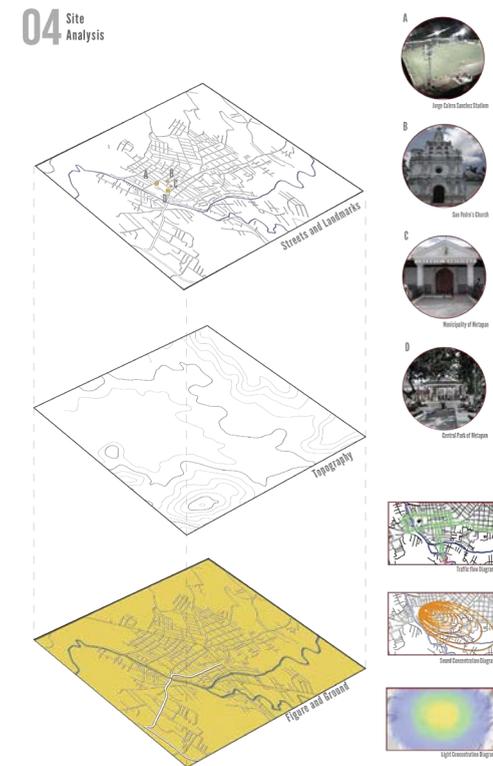
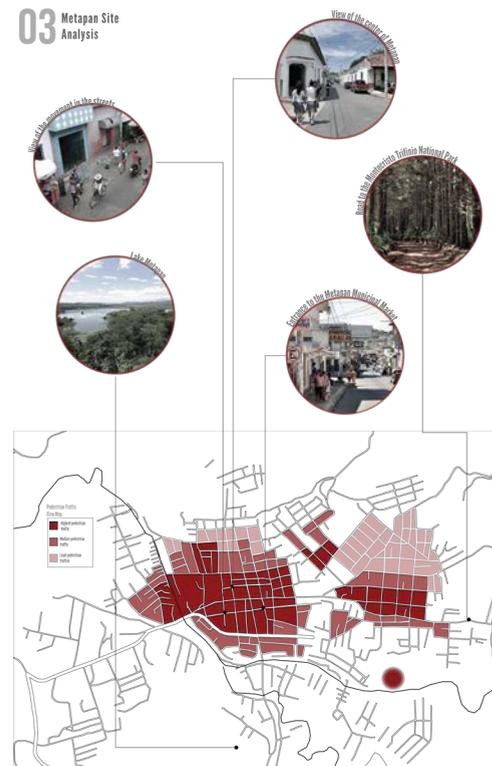


### SITE ANALYSIS



El Salvador is the smallest but most densely populated country in Latin America and also has the highest rates of gang activity, poverty and crime. Due to this, many Salvadorians make the hard decision to immigrate to the US for a chance at a better life. The rates of deported Salvadorans has also rising in the last couple of years due to the incited racism caused by the current government. This has led to a flood of immigrants being sent back to a place they originally fled from with the high chance of not finding refuge.

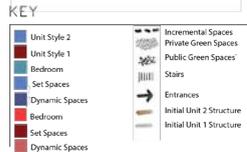
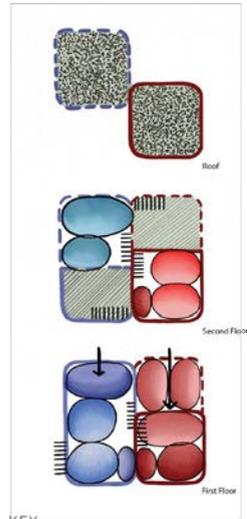
Maps illustrating the devastating events of the Salvadoran Civil War and the culture that flourished afterwards.



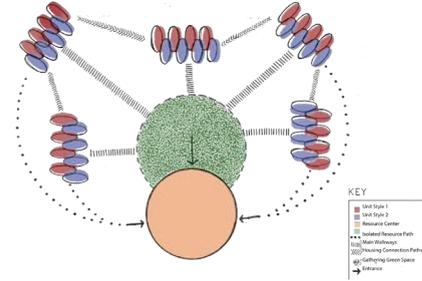
Further research looking closer into the site of Metapan, El Salvador detailing streets, topography, and major landmarks.

# ARCHITECTURAL PROGRAM

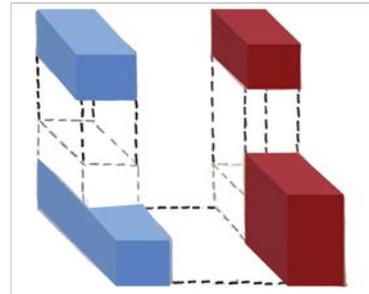
## 01 Cluster Diagram



## 02 Lobby Diagram



## 03 Starting Diagram

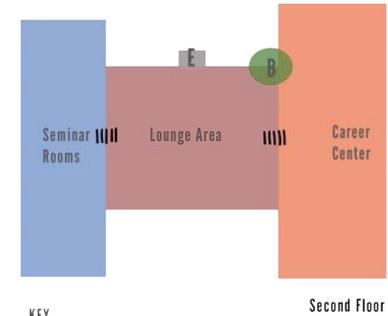
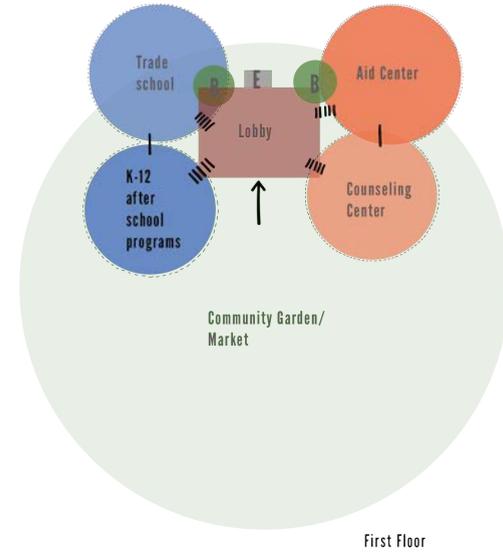


## 04 Sectional Diagram



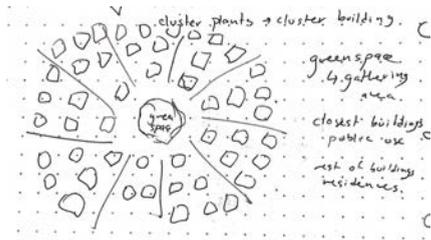
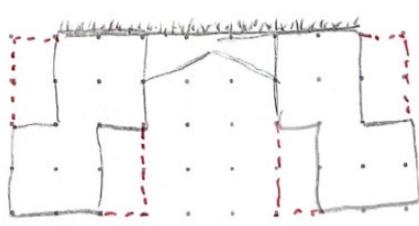
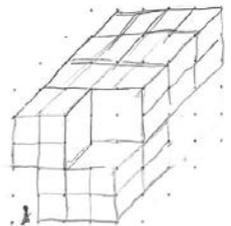
These diagrams represent the flow between the housing units, the general layout as well as the visual representation on the incremental building process of each unit.

## 05 Bubble Diagram

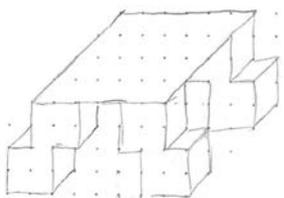
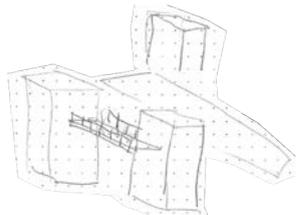


Diagrammatic representation of the resource center detailing the function of the rooms, flow within the space and breaking down the resources offered to the inhabitants.

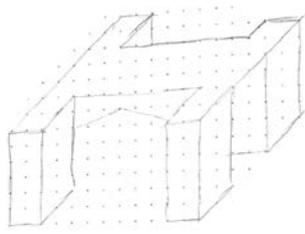
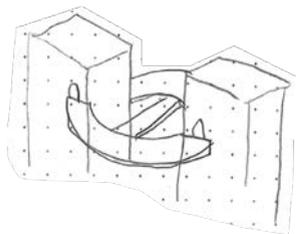
## PROGRESSION MODELS AND SKETCHES



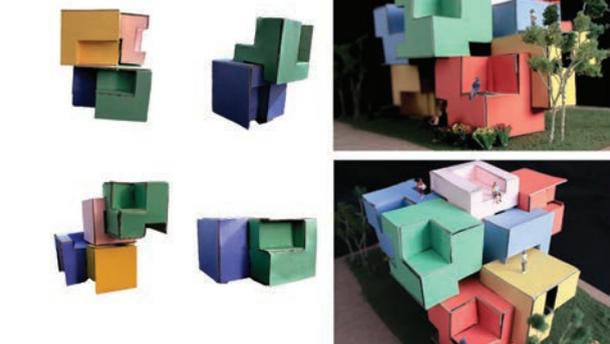
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Initial sketches that contributed to development of the current model. Display ideas of connectivity, negative space, and gathering.



First Model Iteration



Second Model Iteration



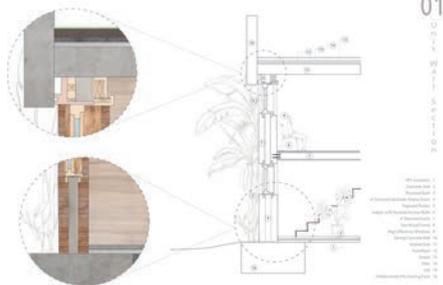
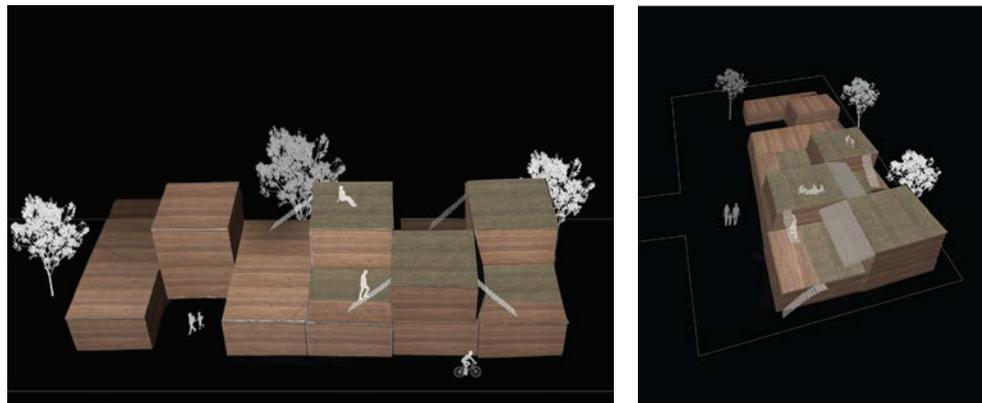
Third Model Iteration

Models demonstrating different iterations of the same project. Initially starting with a primary form and connection between the units, then a model that questions how can you connect without the use of bridges, finally leading to a model that combines the two concept ideas to develop a form that illustrates a sense of community and interaction.

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## CURRENT HOUSING MODEL

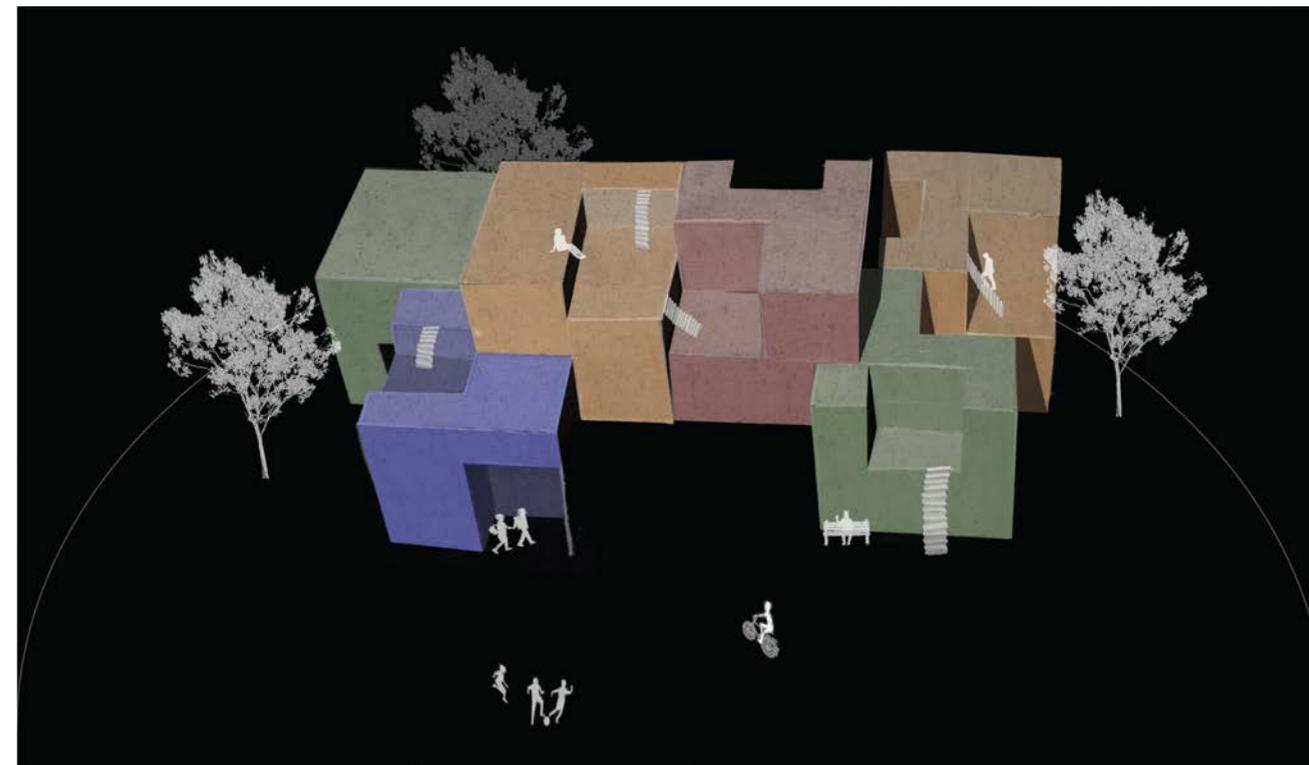
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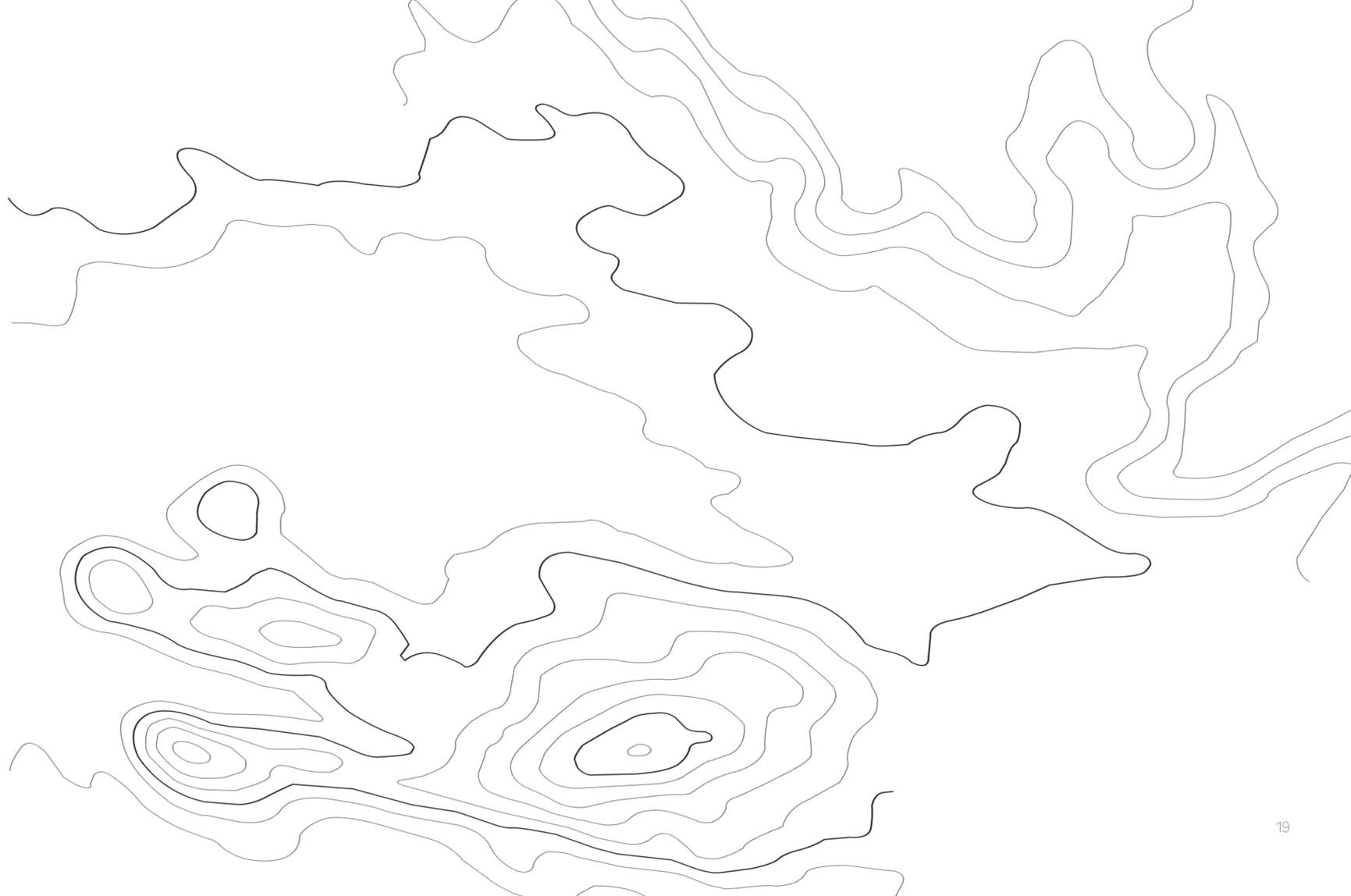
Current model rendering that shifted away from the complexity of previous models in order to provide a more realistic idea of a home that still provides the original concepts of connectivity, incremental build, and a community feel. Each unit will be made out of rammed earth in effort to lower the cost of building and environmental damage as well as provide the inhabitants the chance to participate in the building process of their home. Rendering also illustrates the progression of the building process as some units are complete while others are still in the building process in to show the idea of expansion for future generations.

## CURRENT RESOURCE CENTER MODEL



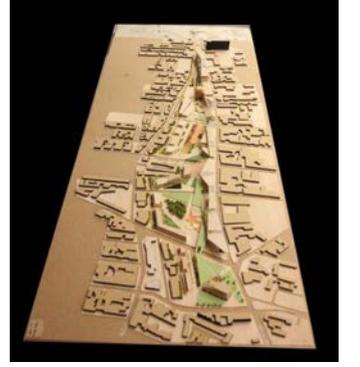
Current resource center rendering highlighting the sense of community surrounding the center as well how it is rooted in the site in its inclusion of color and public gathering spaces in which its natives recognize as an important aspect of their daily lives.

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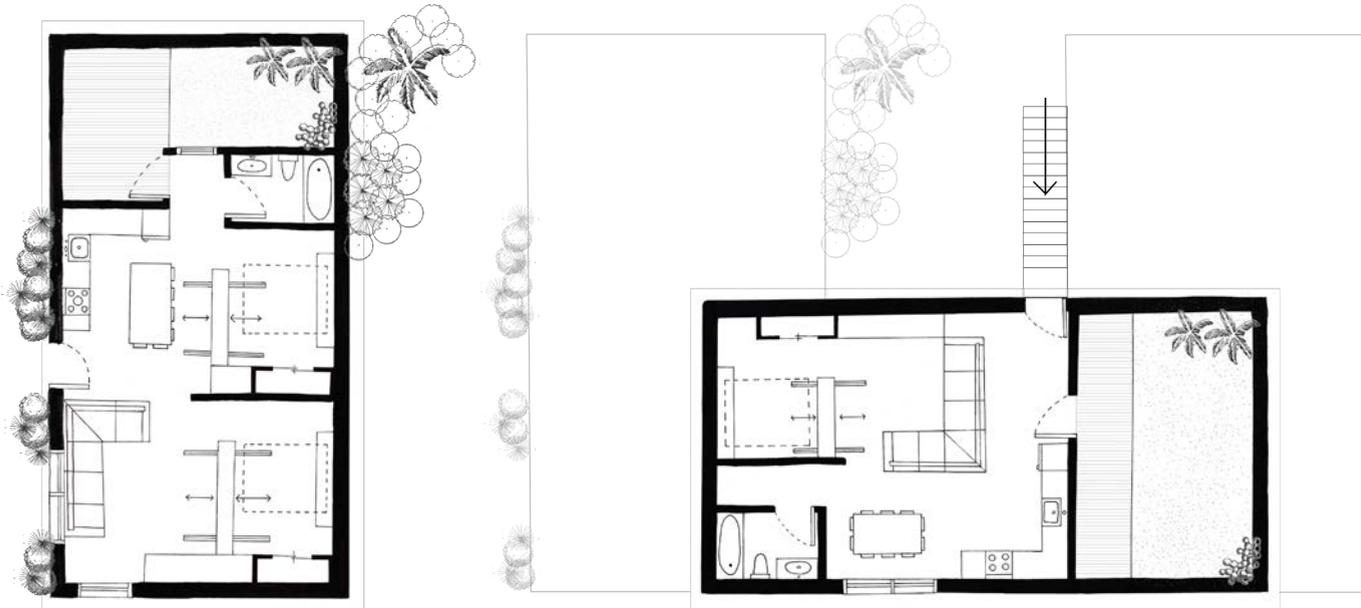
# INSPIRATION AND PRECEDENTS

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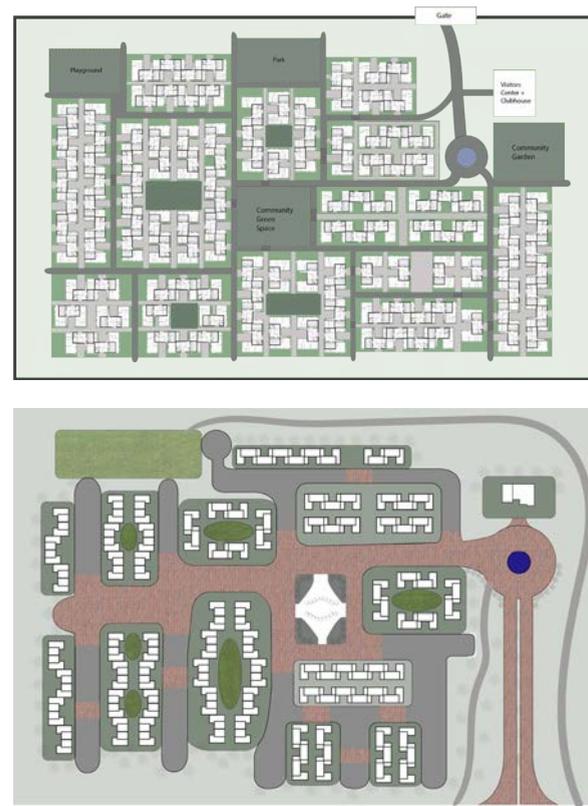


Studio V\_Senior Thesis

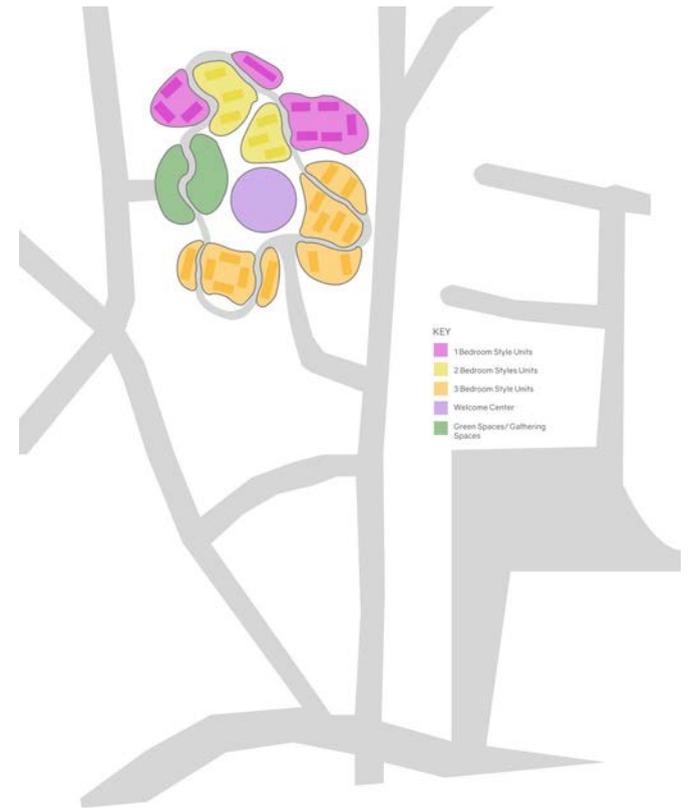
# FLOOR PLAN PROCESS



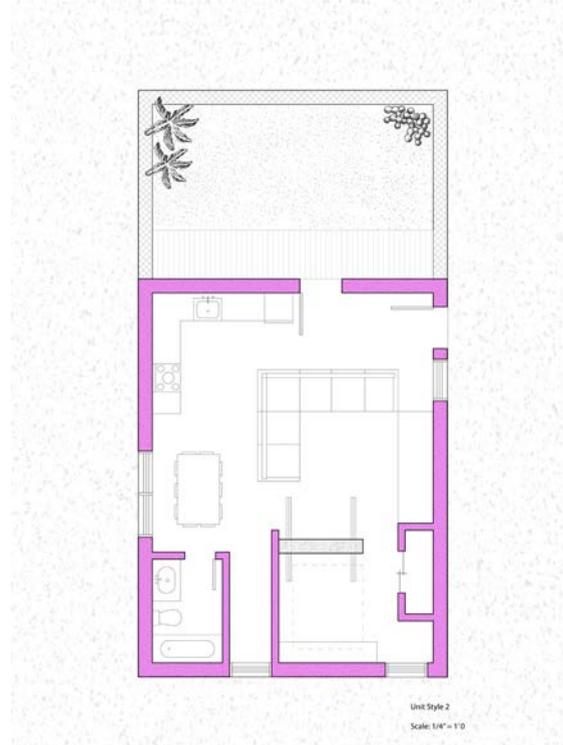
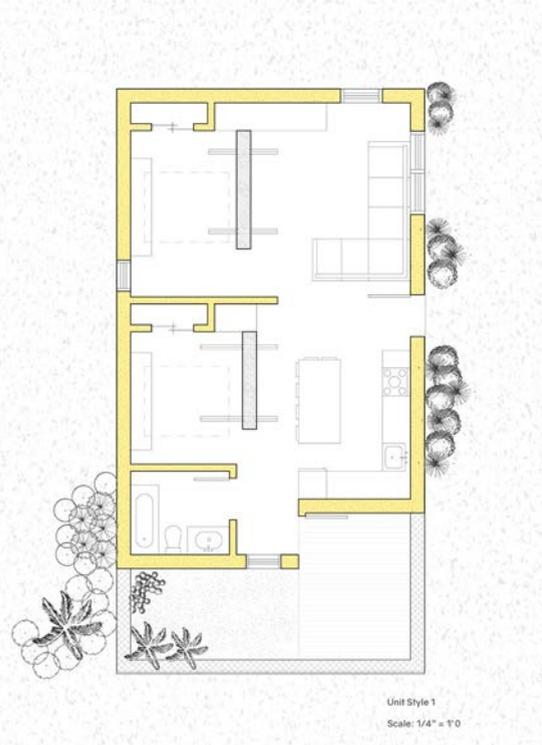
Initial floor plan concepts for the one and two bedroom units.



Initial community floor plans that worked to display different ways to arrange units and a multitude of gathering spaces within the community.



# FINAL UNIT FLOOR PLANS



Three different floor plans that illustrate the different unit styles that will be offered to residents based on the number of bedrooms initially required by the family.

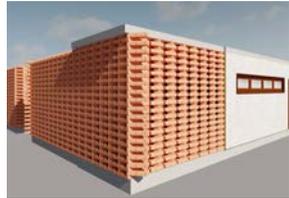
Each unit contains the essentials of a home, a bedroom, a kitchen, a bathroom and a living space with the addition of moveable walls that will allow the residents to shift the amount of space in a room at any given time, as well as a patio and a private green space.



With the idea of incremental building still in mind, each family will be able to convert the patio, or green space if needed, into more living space as it becomes needed and they are financially able to.

## UNIT ELEVATIONS

Elevations work to show the atmosphere of the community. Displaying the different gathering spaces both private and public and the different ways the residents are able to interact. Materiality and color are also shown in these drawings and illustrate the use of the concrete and the perforated brick work in order to allow air and light into the private green spaces without sacrificing the privacy of the space. The interaction of the two different units is displayed in the bottom elevation as the stacking further forces that idea of interaction between the residents.



## UNIT SECTION



Unit section illustration of the 3 bedroom unit demonstrates the feeling I would like to create within the homes. The interaction of people of different age groups within a home is tradition in Latin American culture so it was important to include that relationship. The drawing also displays the separation between the home and the outdoor areas but still allows for the connection between the spaces.

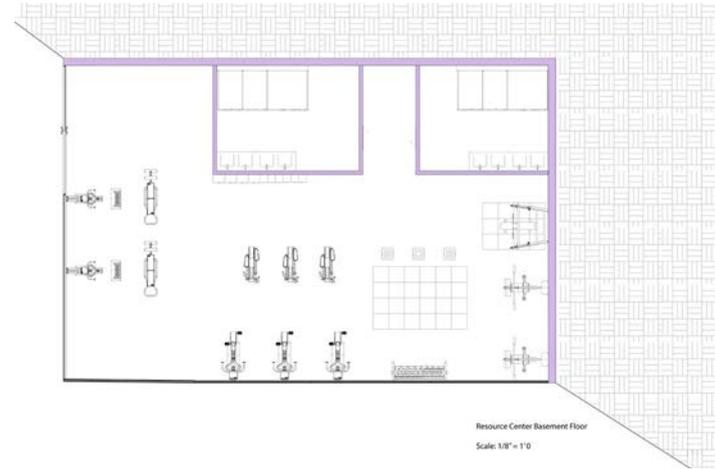
# RESOURCE CENTER FLOOR PLANS



Resource Center 2nd Floor  
Scale: 1/8" = 1'0"



Resource Center 1st Floor  
Scale: 1/8" = 1'0"



Resource Center Basement Floor  
Scale: 1/8" = 1'0"

The resource center is made up of 3 floors. The main floor contains a coffee shop, 2 lounge areas, the leasing office, and multipurpose office spaces. Basement consists of the gym facility which also features floor to ceiling windows to allow for natural light to flow into the space. The top floor contains two separate spaces, a library and an event space that can be used for different occasions. A large green roof is also located on the top floor to allow for another gathering space for those using the event spaces.

## RESOURCE CENTER ELEVATIONS

Elevations work to show the atmosphere of the resource center. Displaying the different gathering spaces both private and public and the different ways the residents are able to interact. Materiality and color are also shown in these drawings and illustrate the use of the concrete and the floor to ceiling windows incorporated in the gym and event space. The resource center work to act as both a gathering space for current residents but also a welcome center for future residents.

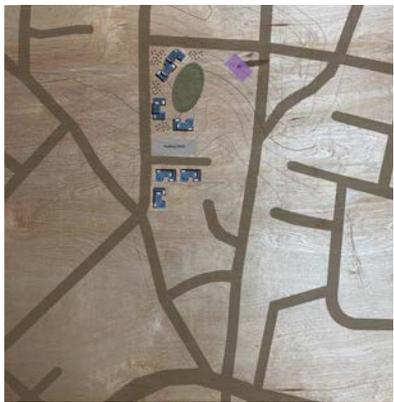


## RESOURCE CENTER SECTION

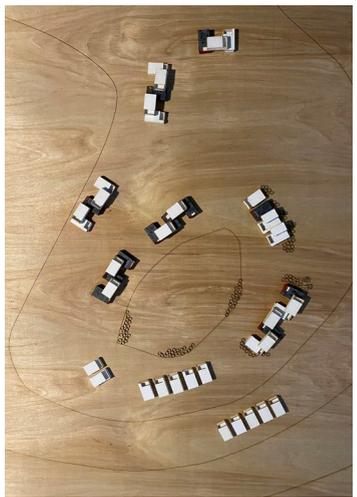


Resource center section illustrating the different activities available to the residents. Showing the interaction of residents as well as the building with the land.

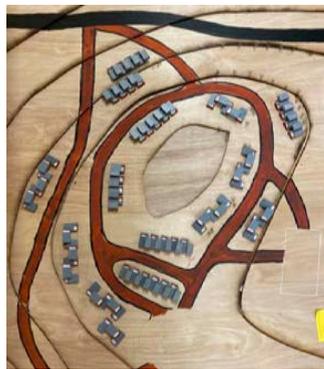
# SITE MODEL PROCESS



Iteration I



Iteration Ii



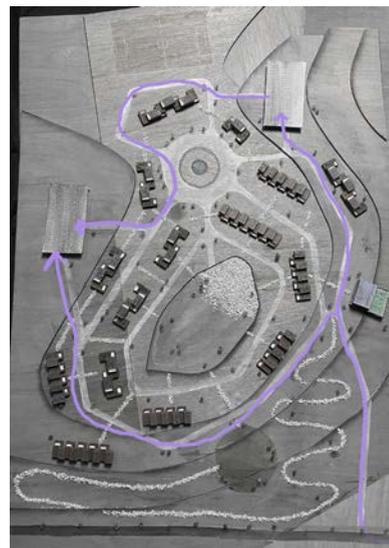
Iteration Iii

Progress models that show playfulness in the arrangement of the units and community as a whole. Worked to combine the different aspects of design including architecture, landscaping and urban design. Different iterations allowed for new exploration to develop a better knowledge of how a community flows and interacts with different aspects of the design.

# FINAL SITE MODEL

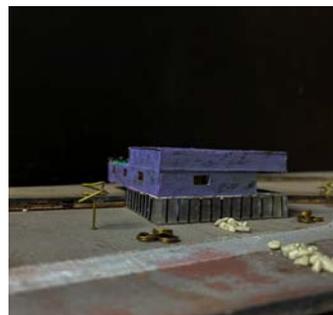


Sidewalk Pathways



Main road to access parking decks

Final community layout that works to illustrate the connection between units and other structures of the community. The layout of the final design is based on the idea of maintaining a connected community and a sense of "safety in numbers" feel through the layout of the different units and how each unit connects to gathering spaces. This community design includes one, two and three bedroom units, a resource/welcome center, picnic area, water feature, soccer field and a hiking trail.



Detail photos that demonstrates different elements of the design up close and attempt to create a sense of feeling of the community.

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THANK YOU.