

ASHTON CLARK



2025 PORTFOLIO

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## COVER IMAGES

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### Uffizi Perspective Draft

*Fall 2022*

Graphite on vellum, color inverted

*Front*

### Athena Temple

*Fall 2022*

Graphite on vellum, color inverted

*Back*

# Circleville Park Middle School

Fall 2024

State College, Pennsylvania

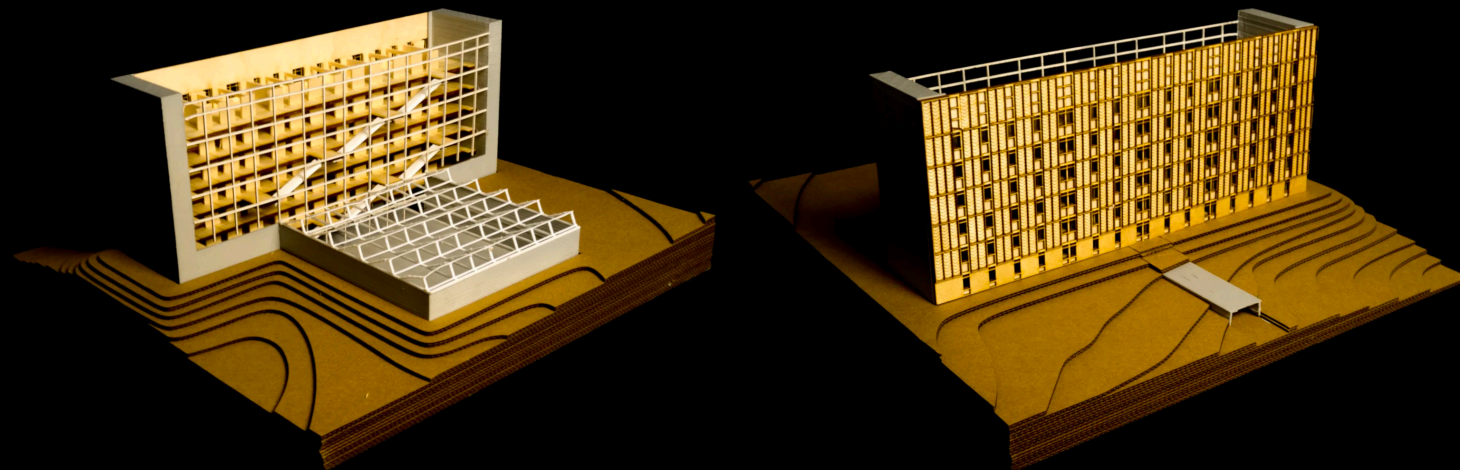
An additional building to supplement the existing Park Forest middle school. The site of Circleville Park proved to be a challenge in its form, but also in its idea. I posed the question, "How can I incorporate the park, with its sounds and senses, into this building's learning spaces?"

I accomplished this through the use of a skinny, vertical form: learning spaces on one side and an open atrium on the other. This layout allows for crossbreezes and views into the surrounding park.

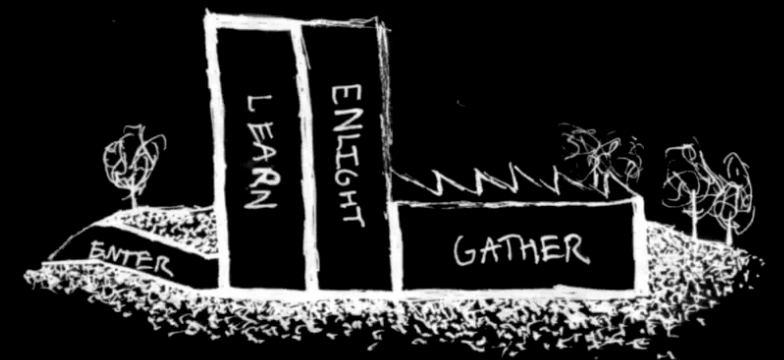
This project utilizes sustainable structural materials (CLT and Glulam beams), wall assemblies and finishes.



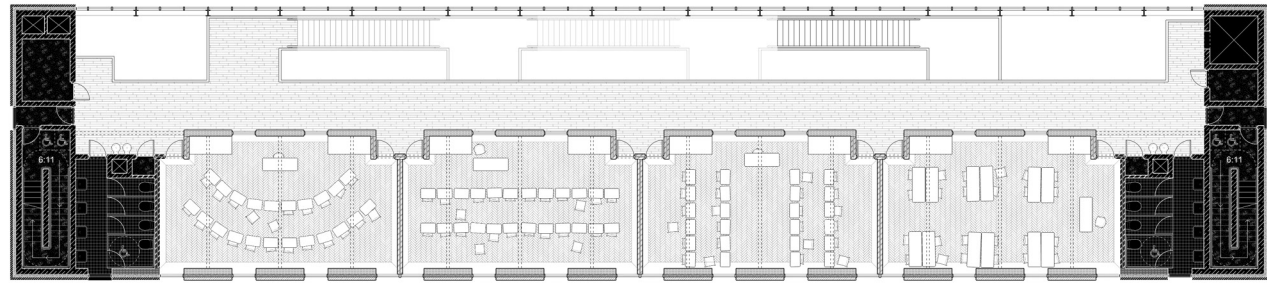
1/4" Sectional Model



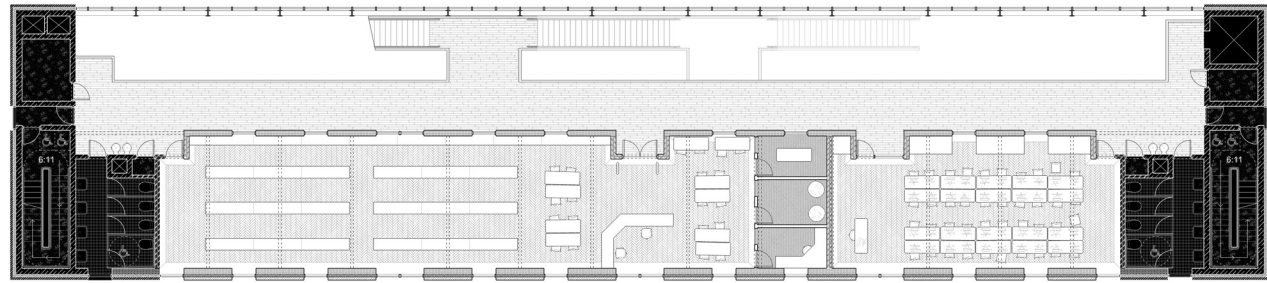
1/16" Scale Model



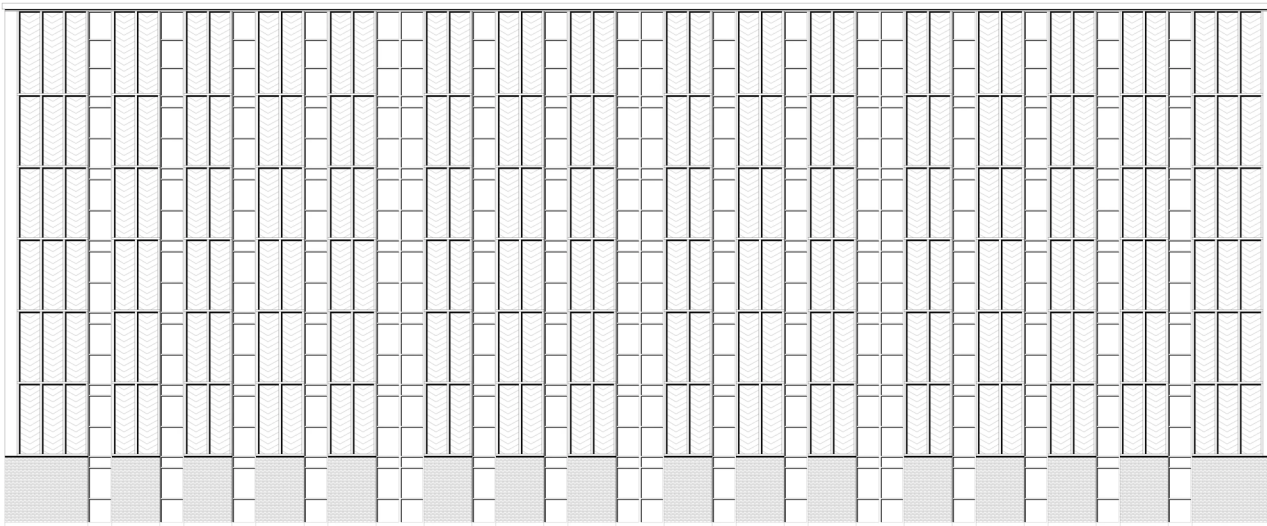
Spacial Parti



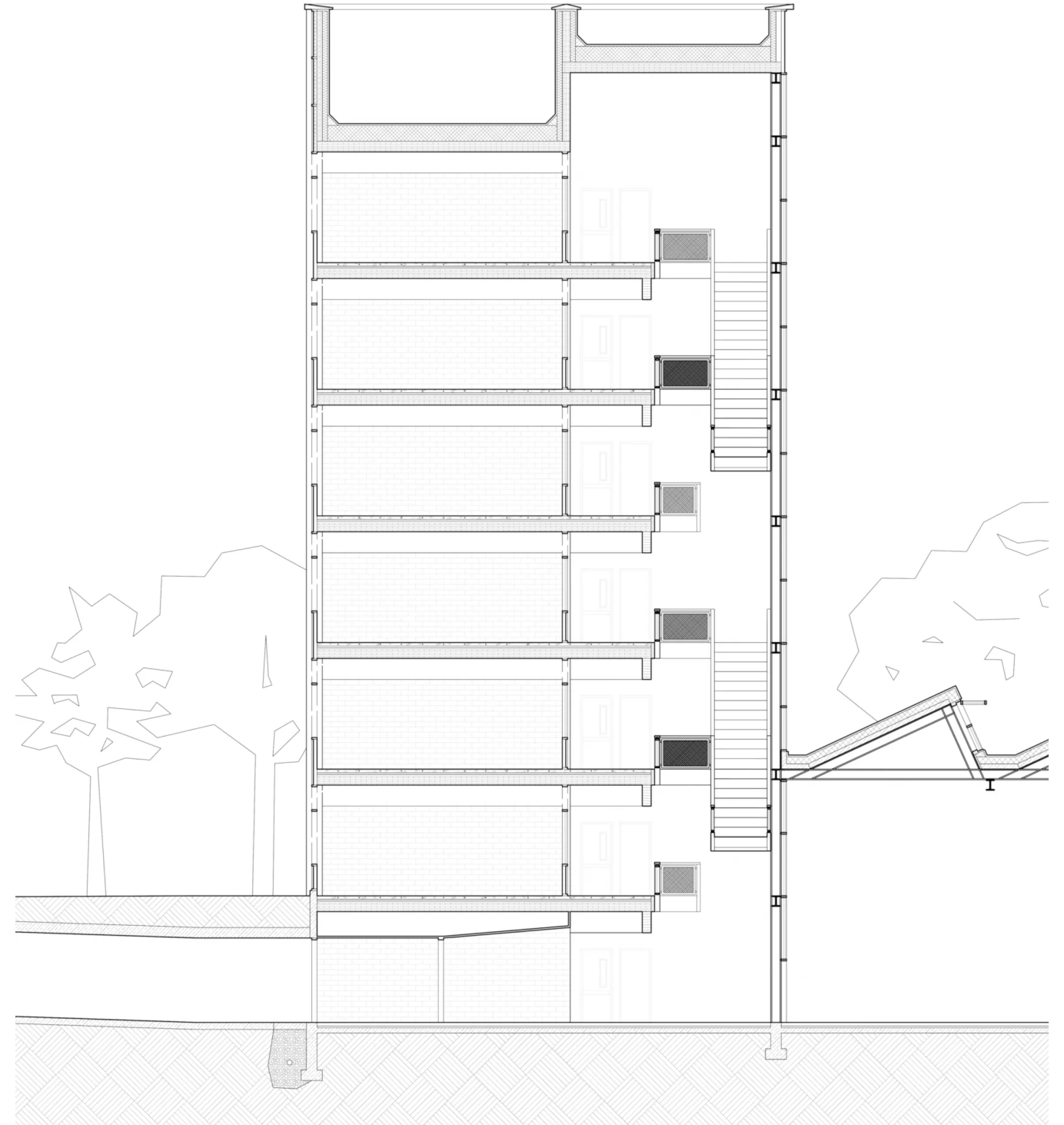
Floor 7



Floor 3



South Elevation



Transverse Detail Section

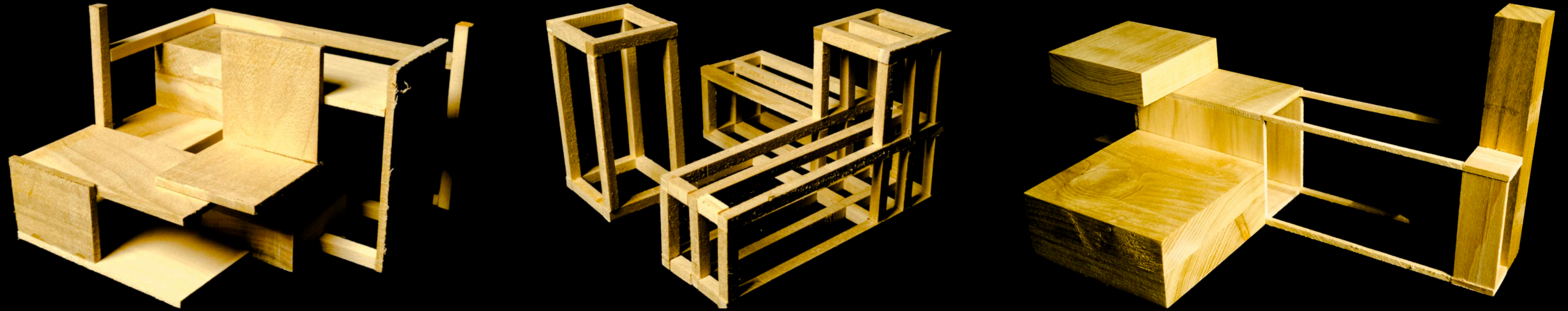
## Undine Fire House

Fall 2023

Bellefonte, Pennsylvania

A theoretical new station for Bellefonte's Undine Fire Company. This masonry oriented project began with deep explorations into form and massing. The layout and function of this project had to not only be functional, but also a unique work of architecture.

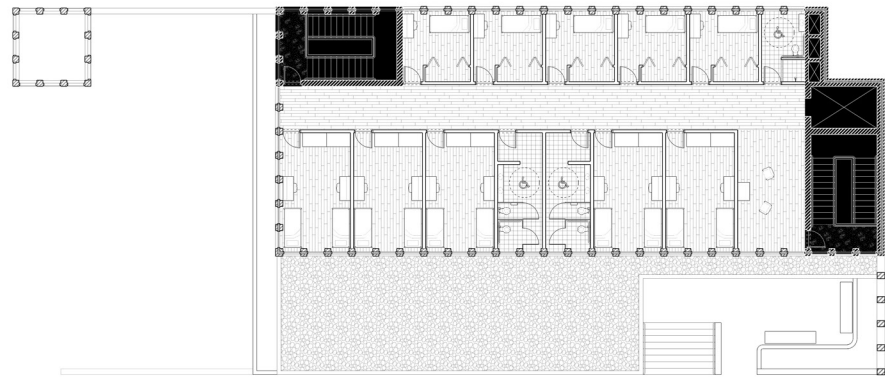
Through the use of a four foot modular grid, the building's spaces were divided into three floors: working spaces below, community spaces in the middle and private quarters above. The façade is directly related to the four foot grid, and provides a datum for spaces to be formed.



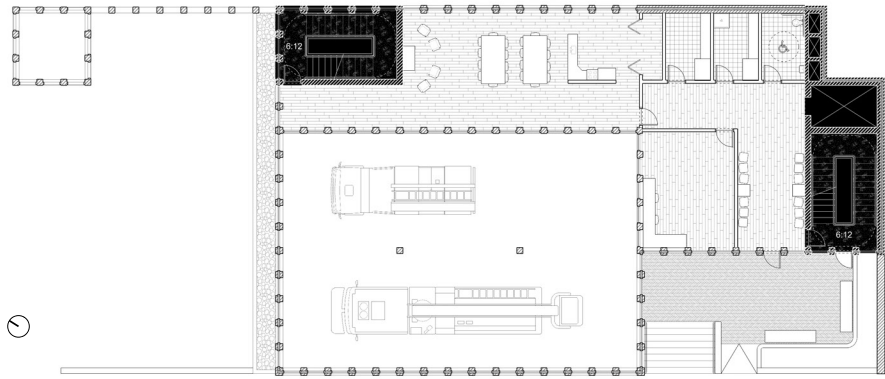
Spatial Sketch Models



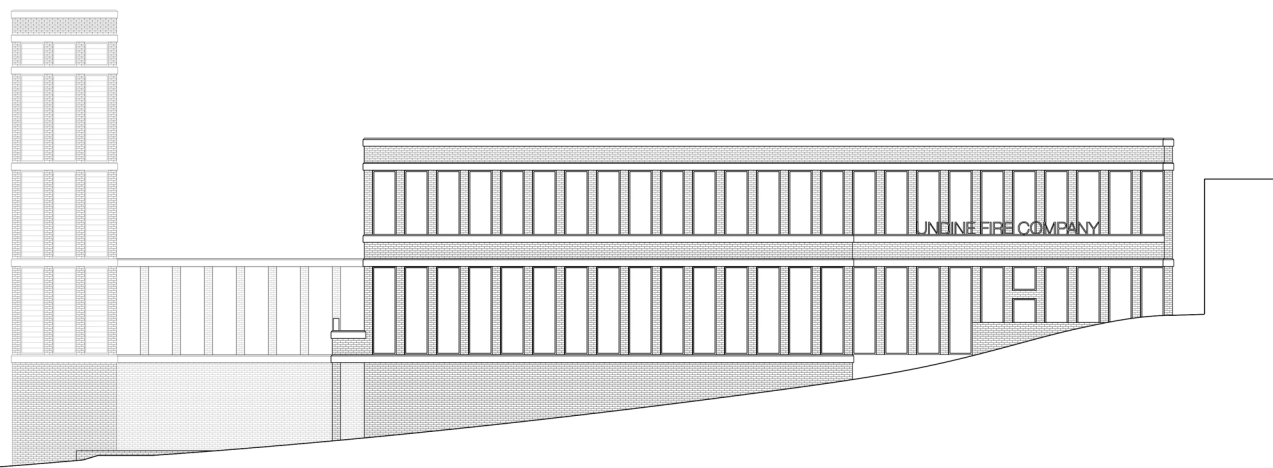
Stylized Model View



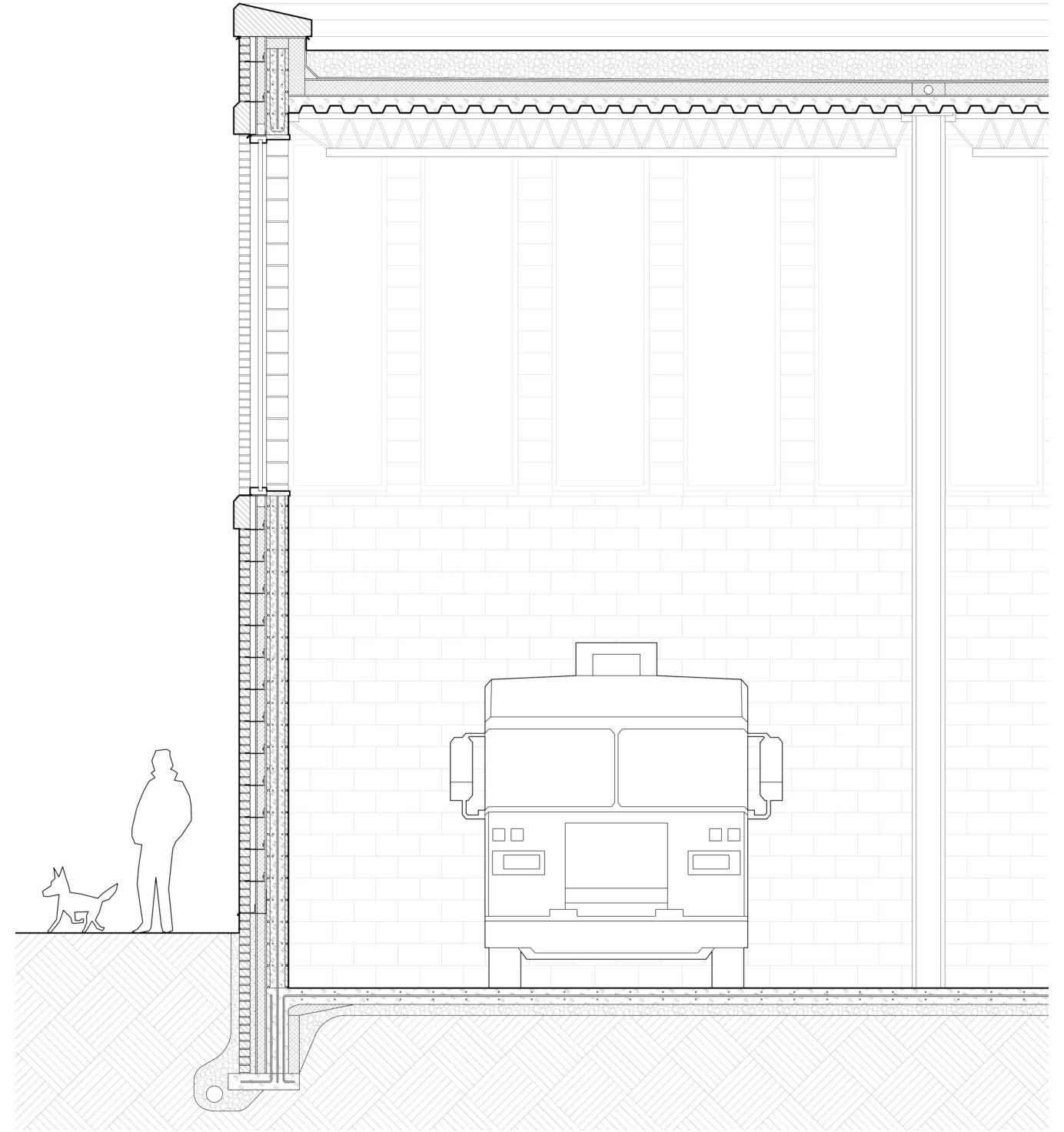
Floor 3



Floor 2



West Elevation



Transverse Detail Section

## Extension to the Neue Galerie

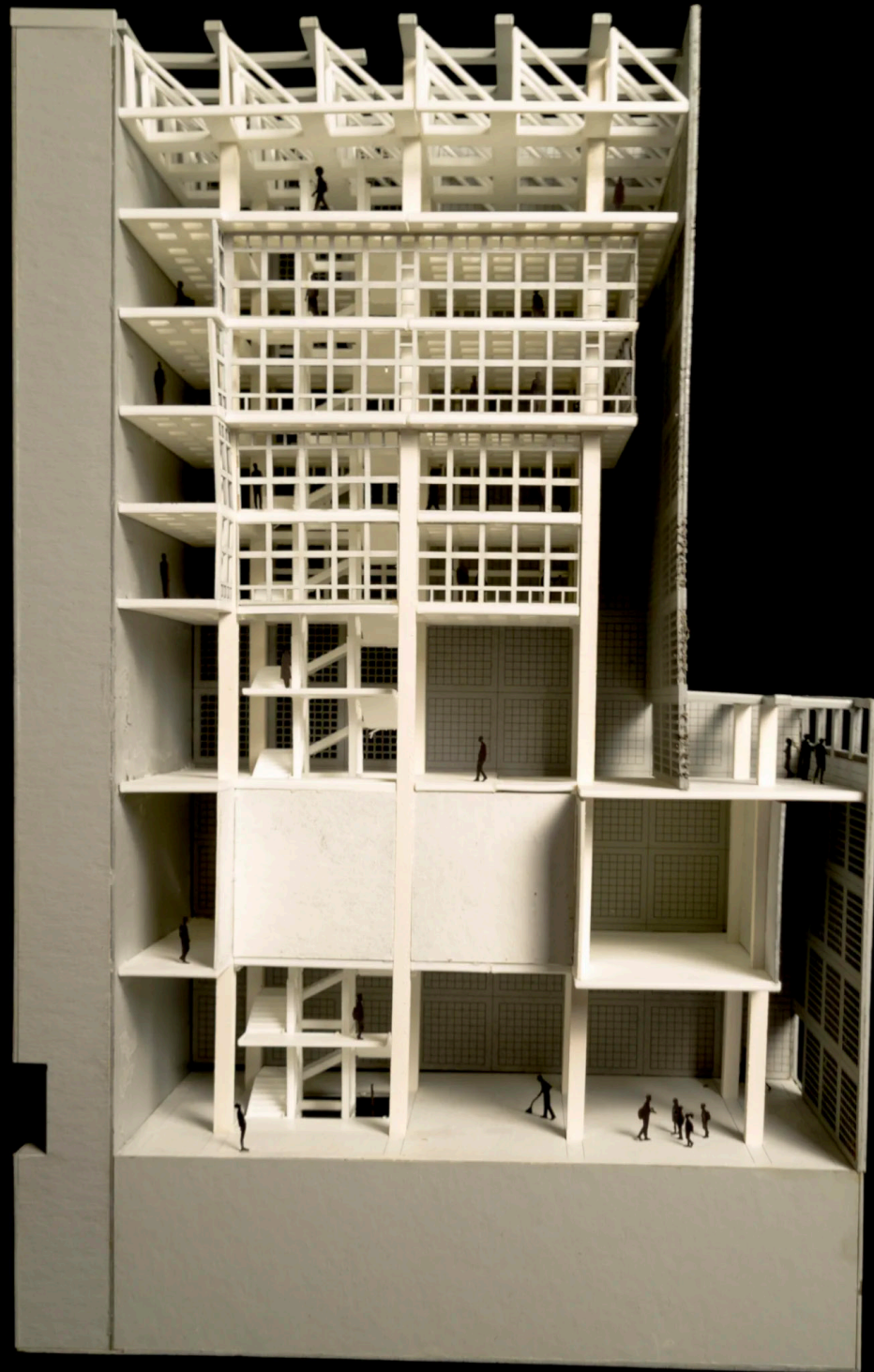
Spring 2024

New York City, New York

NCMA Design Contest Finalist

A museum dedicated to the works of early 20th century Austrian and German artists. The form of the building was inspired by a vase of Koloman Moser - a prominent Austrian artist - and the idea of the cloud.

An exterior shell of reinforced concrete and glass-inset CMU blocks opens up to a lightweight, floating mass of frosted glass and steel framing. This cloud houses the gallery spaces of the building, and gives museum goers the illusion of entering into a cloud.



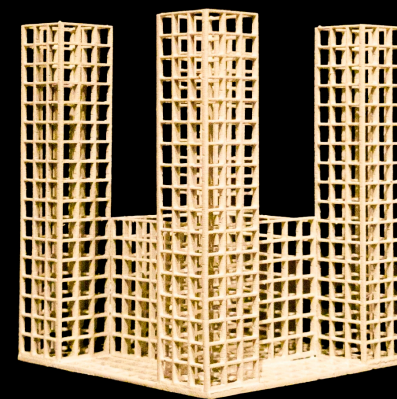
1/8" Scale Sectional Model



Exterior at Night



The 'Cloud'



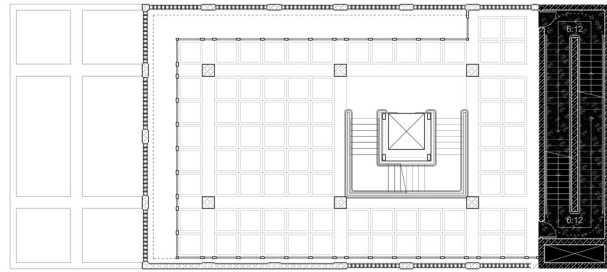
Koloman Moser Vase Recreation



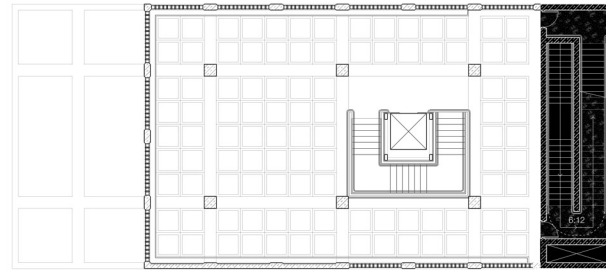
Conceptual Sketch Model



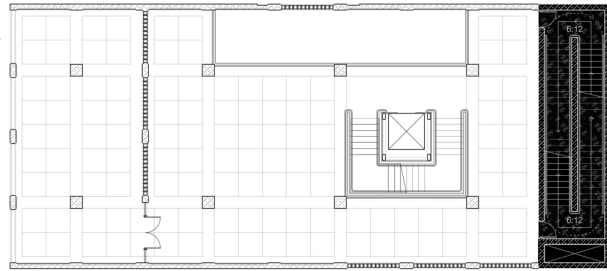
'Cloud' Parti



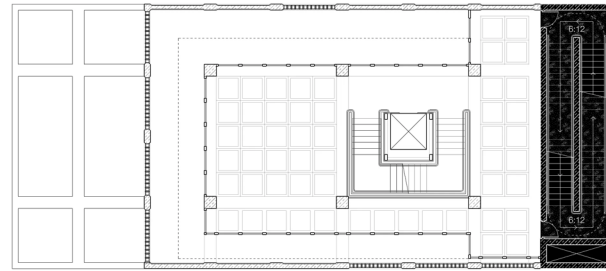
Floor 6



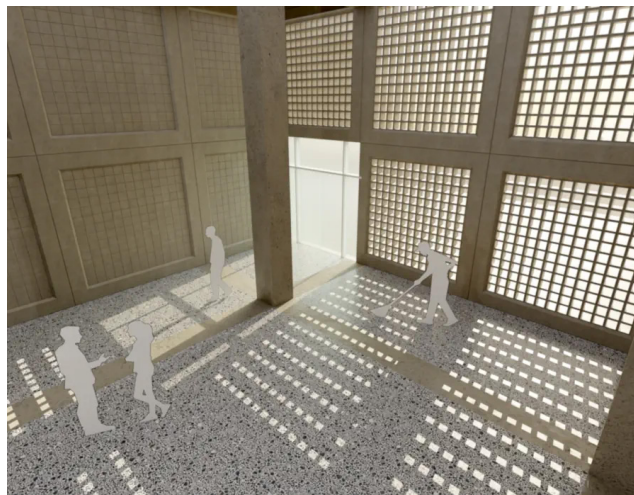
Floor 8



Floor 3



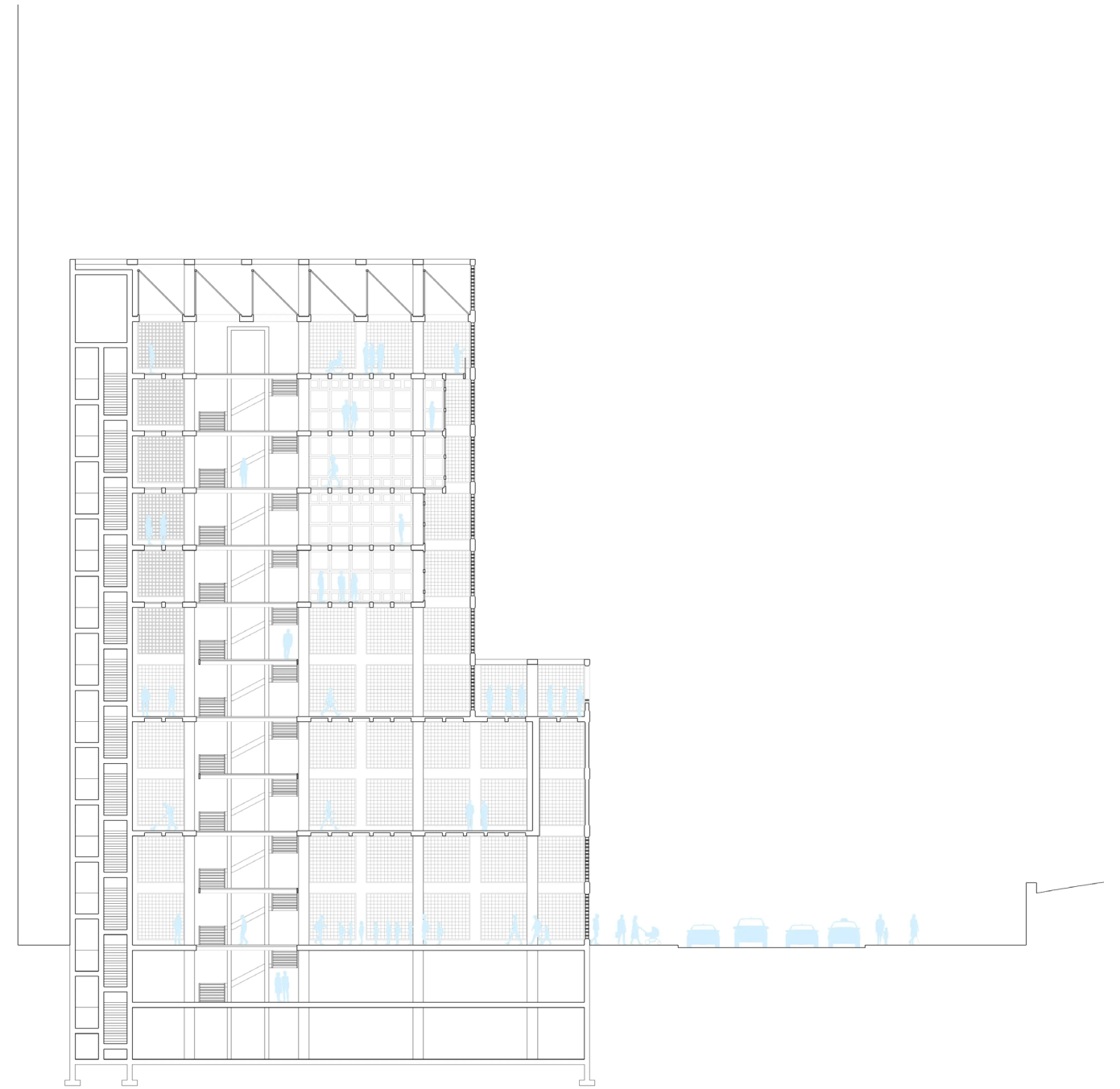
Floor 4



The Lobby



View on Floor 8



Longitudinal Section



# ARTS AND CRAFTS

A showcase of personal art, sculptural and wooding projects. Pen on paper to precisely joined wood, these works demonstrate my constant exploration into form, function and materiality.

## Ink Sketches

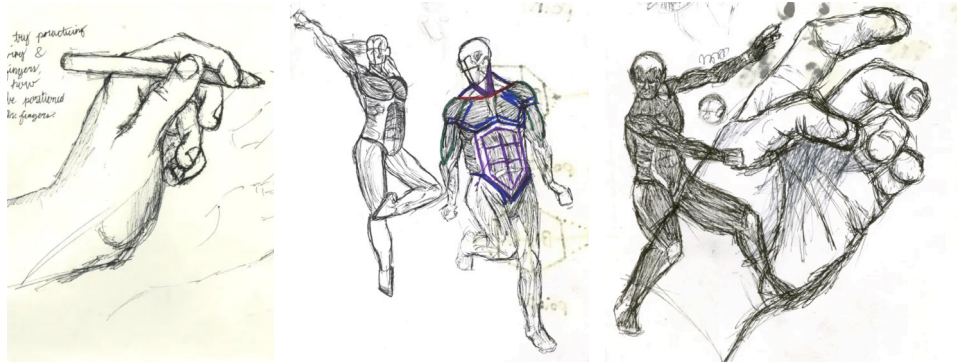
2022-2025  
Ink pen on paper

Top-left  
Sketches of life and architecture.



## Tape Boot

Fall 2024  
Masking tape  
Bottom-left  
A completely masking tape mimicry of a winter boot.



## Taboret

Spring 2023  
Stained red oak wood, cast iron hardware, polyurethane finish  
Top-right

Inspired by the functional forms of the late 19th century "Arts and Crafts" movement, special attention was given to the material choices and articulation of the joinery.



## Multi-Utensil

Fall 2024  
Maple and walnut wood, oil finish  
Bottom-right

A playful piece, exploring complex, ergonomic forms in the otherwise straightforward act of eating.



## 3D MODELLING

A selection of some different 3D modelling projects produced in my free-time with Blender and Adobe Substance Painter. I enjoy producing everything from mundane objects to detailed sci-fi technology.

### Flamethrower

*Fall 2022*  
*Bottom-right*

Based on art by [Maciej Janaszek](#), this project posed the complex task of creating a cohesive model with a variety of different hard-surfaces and organic forms.

### Laser Rifle

*Spring 2022*  
*Bottom-left*

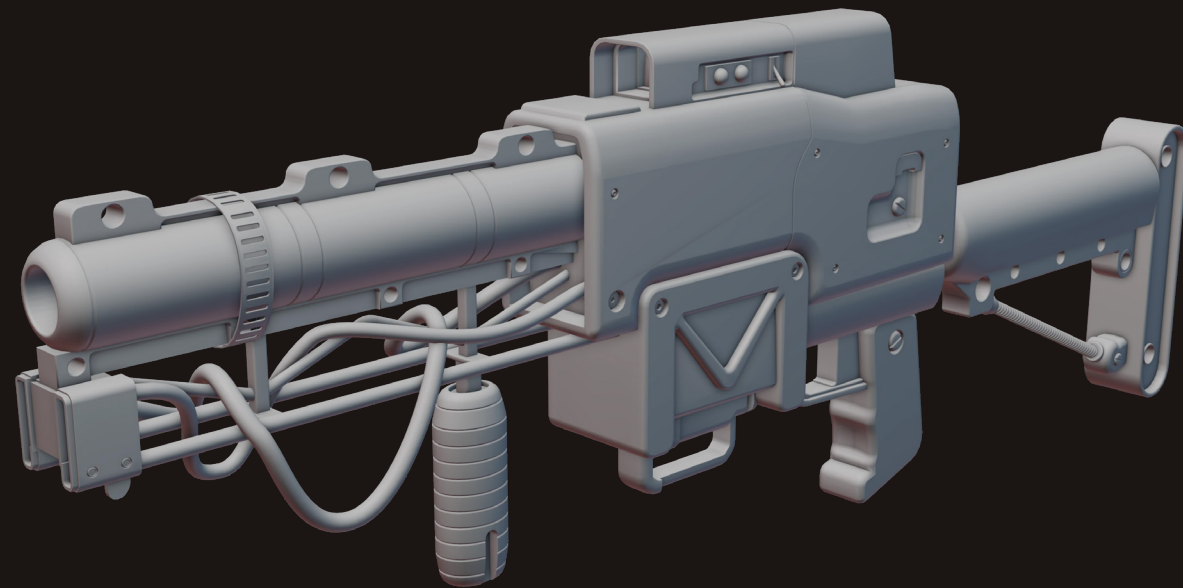
Based on art by [Fernando Correa](#). I was drawn to the sleek, yet bulky form, of the design and the articulation of its energy components. I gave exceptional detail to translating the 2D drawing to a believable, 3D form.

### Traffic Barrel & Cone

*Summer 2024*  
*Top-right*

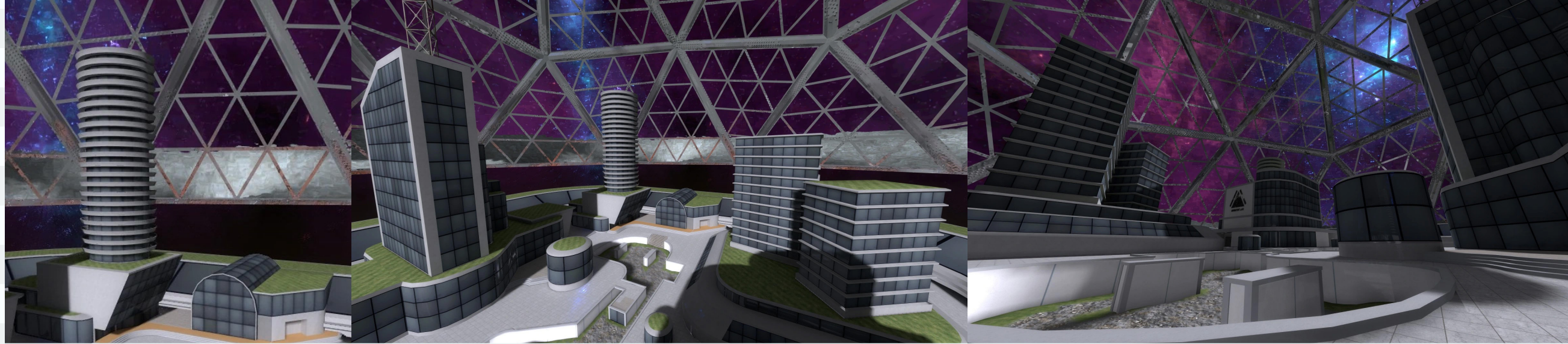
### IBC Tote

*Summer 2024*  
*Top-left*



## ENVIRONMENT DESIGN

From sci-fi to realistic environments, my designs prioritize atmosphere, lighting richness and material detail to create immersive and engaging spaces. These projects focus on technical integration with videogame engines.



## Byomy

Summer 2023

Top

A decommissioned research facility perched on a far-flung asteroid. I crafted a sterile, isolating atmosphere through the use of modern materials and cold, desaturated lighting.



## Nalwoo

Summer 2021

Middle

An abandoned mining facility nestled in a dense forest. This unique project showcases a study in verticality, decay and the use of nature in digital environments.



## Repass

Spring 2021

Bottom

An industrial sector scarred by conflict. A variety of different lighting strategies and spacial layouts were utilized to present a gritty and unforgiving cityscape.

