ALEXANDER SCHNEIDERMAN | PORTFOLIO

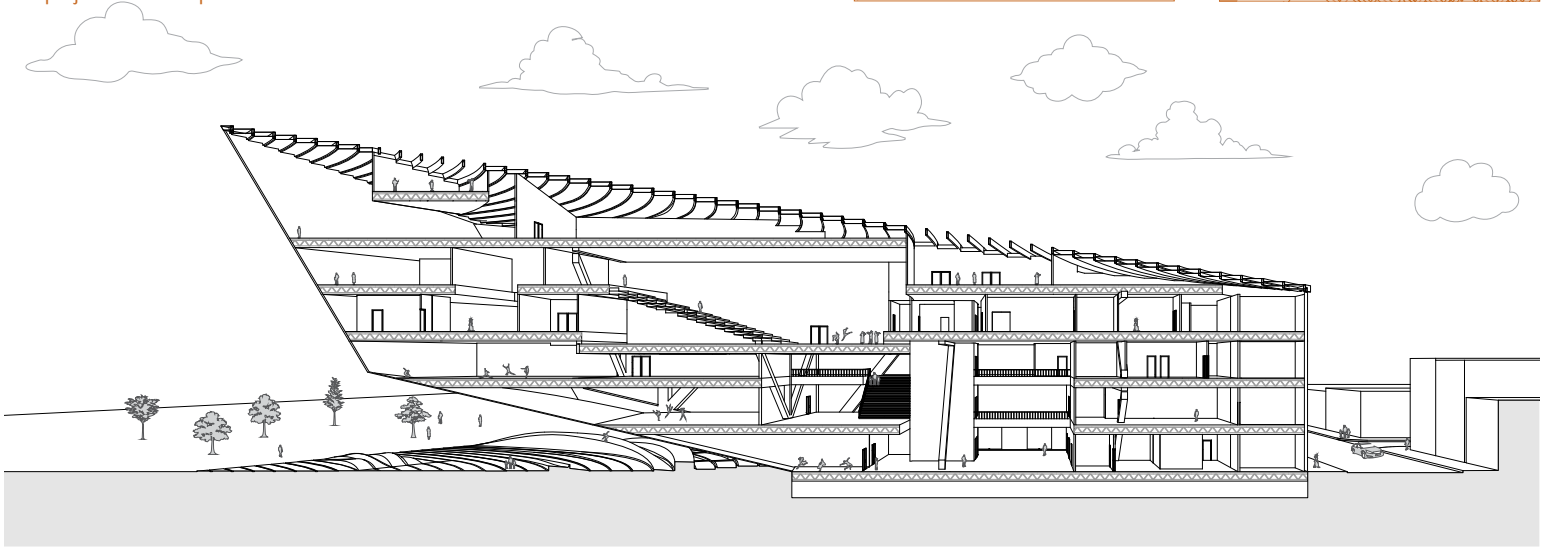
Courtyard entrance perspective ▲

Breaking Ground | Brooklyn

This design for a 150 000 sqft performing arts center was primarily driven by its site in the middle of a waterfront park in Brooklyn, NY. Given the rarity of such park space in the thoroughly urbanized Greenpoint-Bushwick neighborhoods, preserving as much of it as possible was seen as a primary goal, which—using the adjacent community center as both formal and programmatic inspiration—led to the design of a performance-based extension of the community center, cantilevering over the park to maximize publicly accessible space while grounding the performing arts center as part of the community. This project was a two-person effort.

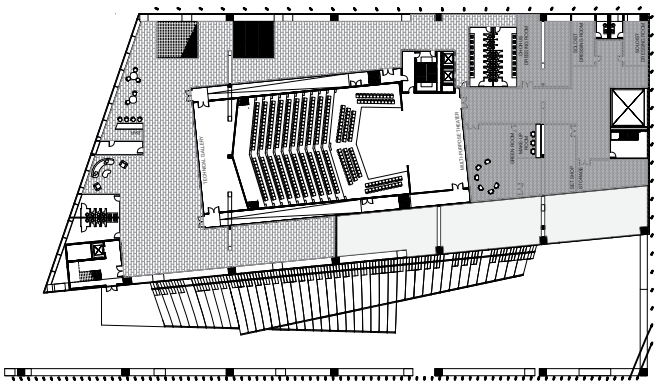
▼ Urban site: New York City

Local site: Bushwick Inlet Park ▼



Longitudinal perspective section ▲

▲ 3/16" = 1'0" presentation model, atrium detail



Fourth floor plan, depicting theater and support spaces ▲

001 917 880 2891 www.alexanderschneiderman.com alex.schneiderman@gmail.com

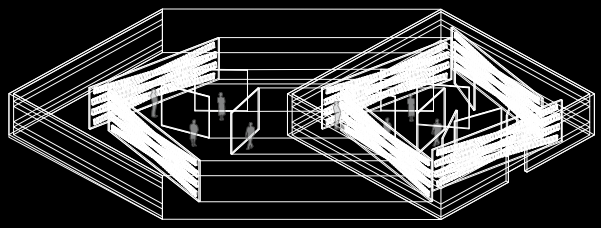
ALEXANDER SCHNEIDERMAN | PORTFOLIO

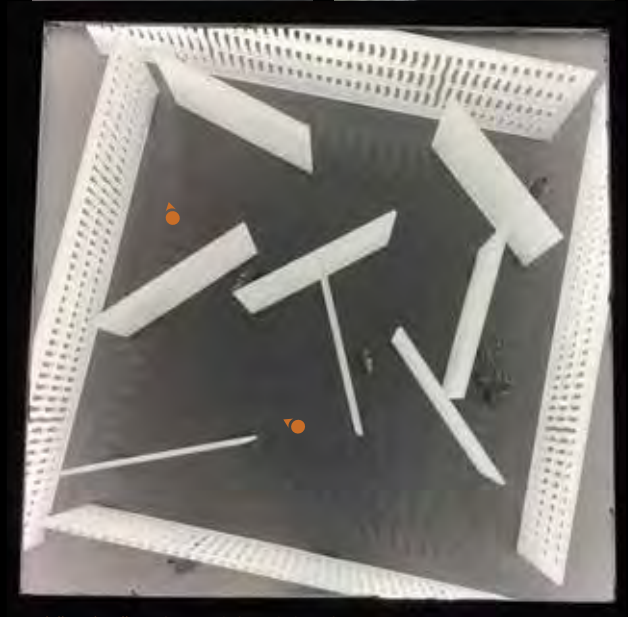
Diagram of light vector travel ▲

Luminous Multiplicities | Installation

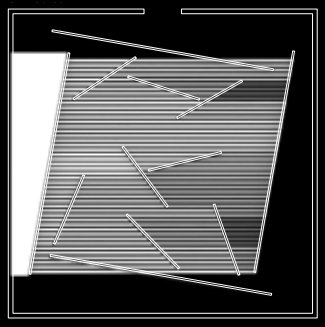
This conceptual project consists of an architectural space where light and shadow are constantly and seamlessly shifting into each other, where a multiplicity of the two phenomena makes it difficult to comprehend where one ends and the other begins. This space, and the lighting condition within, is meant to explore the inescapable duality of light and shadow; demonstrating their identity as two ends of a single, shifting gradient rather than two separate but related concepts.

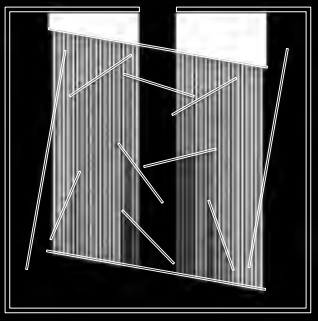
Exploded axonometric of designed installation ▼

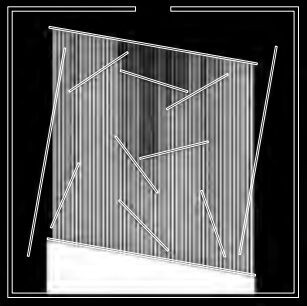


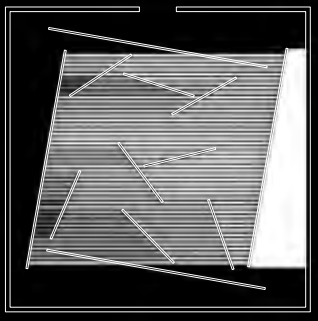


▲1/4" = 1'-0" scale model and detail views





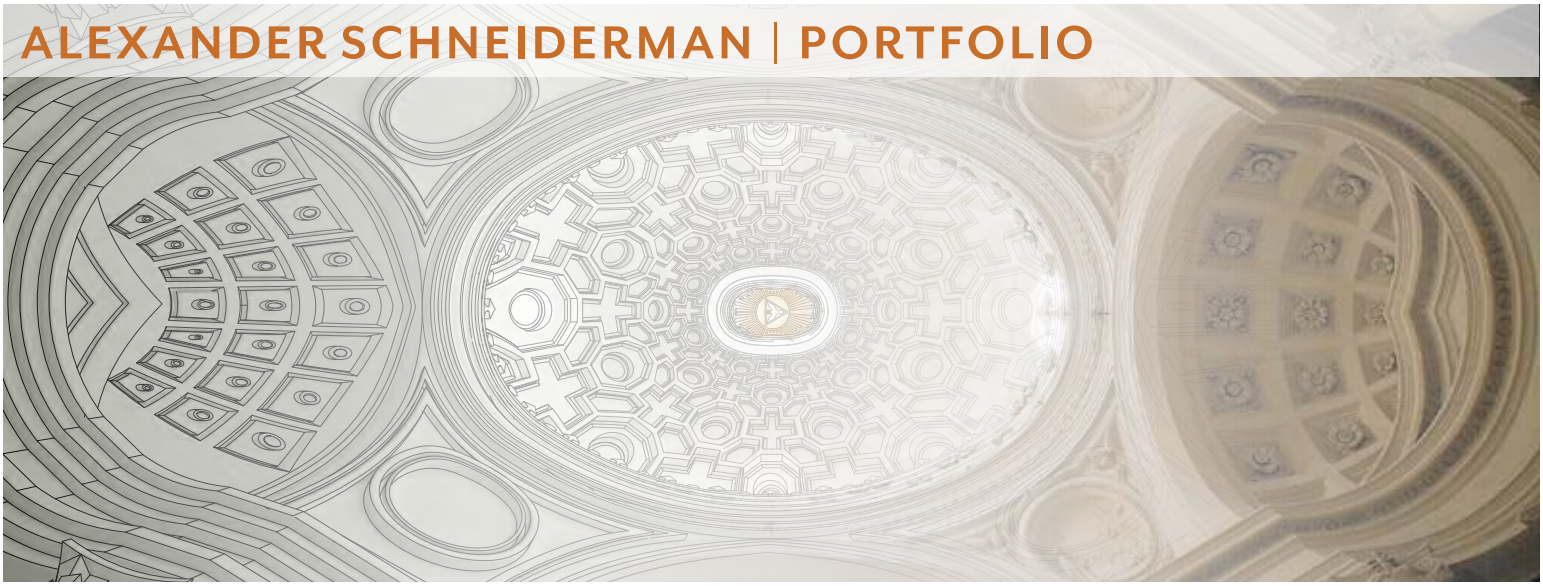




Series of lighting condition projection studies ▲

001 917 880 2891 www.alexanderschneiderman.com alex.schneiderman@gmail.com

ALEXANDER SCHNEIDERMAN | PORTFOLIO

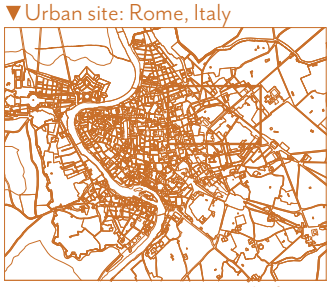


Superimposition of actual church and digital recreation ▲

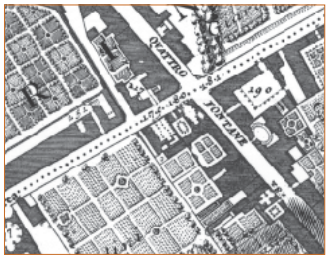
Instruments of Passion | Rome

The work presented here was done during an intensive analysis studio completed on site in Rome, Italy. Through an in-depth study of a piece of the architectural canon (in this case, Francesco Borromini's 1646 San Carlo alle Quattro Fontane) as well as the greater urban context of the city, students were meant to fully immerse themselves in the genealogy of architecture that forms the foundation of the contemporary discourse, so as to better understand how to shape it into the future. This culminated in a proposal for an evolution of the existent piece of Roman architecture—an evolution in the sense of an alternate, unrealized version of the work, rather than a potential future construction.

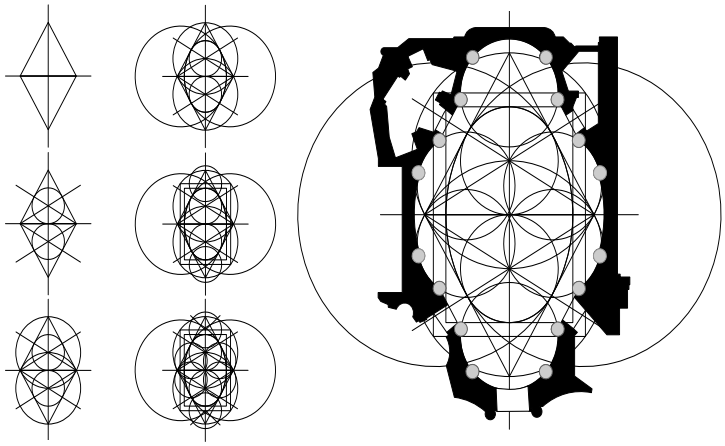
▼Urban site: Rome, Italy



Local site: Quirinal Hill ▼

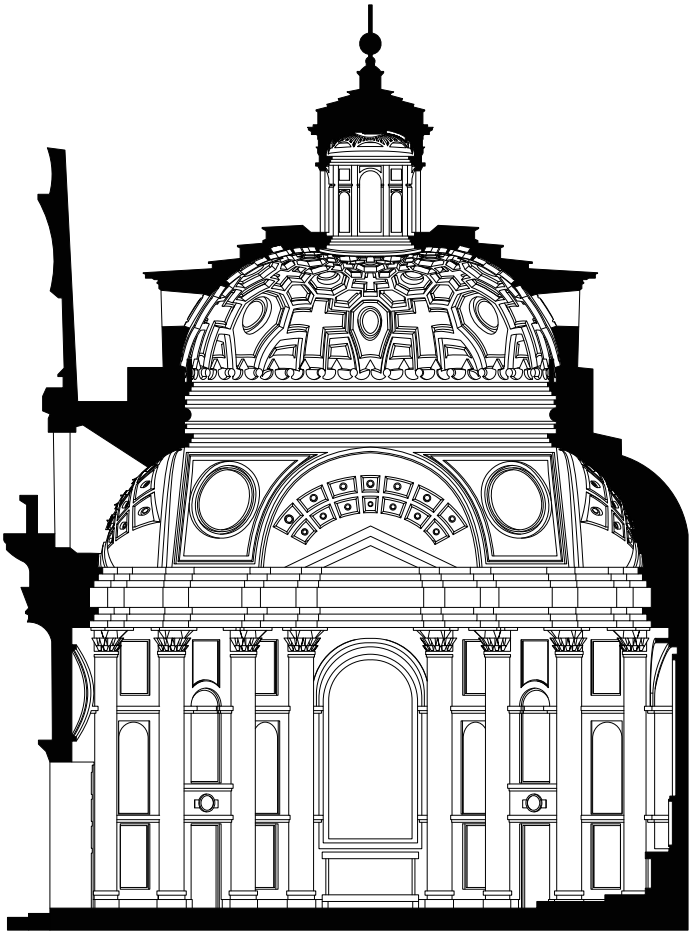


Detail of Pianta Grande di Roma, Giambattista Nolli ▲



▲ Sequence of geometric construction of plan, San Carlo alle Quattro Fontane

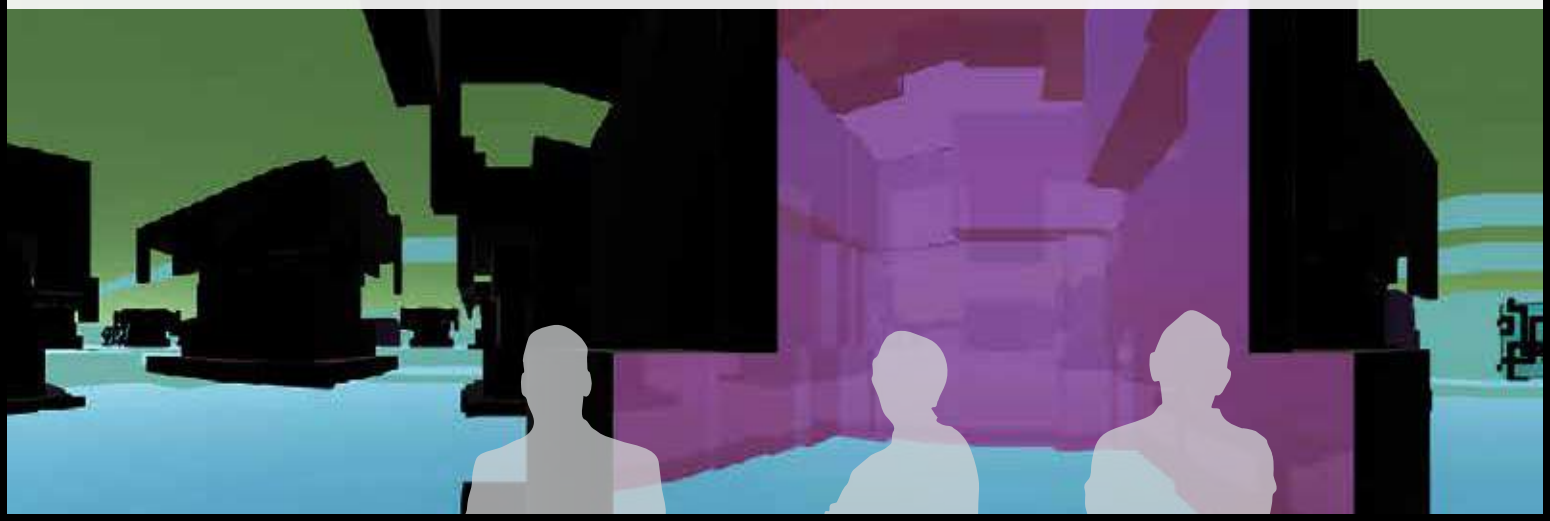
▲Church interior, with proposed evolution (rendered left, 3D printed right)



Longitudinal section. San Carlo alle Quattro Fontane ▲

001 917 880 2891 www.alexanderschneiderman.com alex.schneiderman@gmail.com

ALEXANDER SCHNEIDERMAN | PORTFOLIO

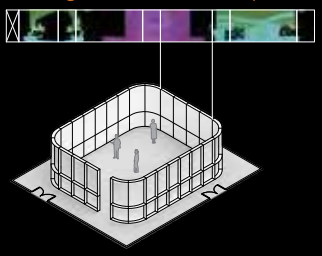


Descent | Gamespace

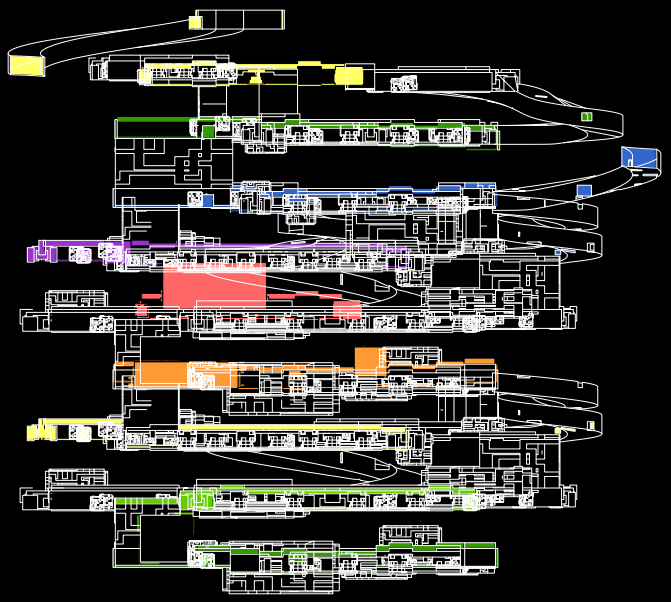
This conceptual studio, sited in an experimental 360° projection room on Rensselaer's campus, began with the prompt to design an immersive game allowing players to inhabit and experience spatial conditions that would be difficult or impossible to achieve in physical three-dimensional space. The resulting project began through experimentation with the relationship between solid and void and, more specifically, what a space might look like if that relationship began to break down. This manifested as a labyrinthine series of alternating spaces and interstitial passages between said spaces, with the goal of the game to descend through the structure and escape it. This project was a two-person effort.

▼ Image of game in play

Panoramic view of game as played ▲
Diagram of installation space ▼



▲Screenshots of game in panoramic view



Diagrammatic section of gamespace labyrinth ▲

Frames from a conceptual spatial sequence demonstrating varying means of interacting with solid and void in gamespace ▲

001 917 880 2891 www.alexanderschneiderman.com alex.schneiderman@gmail.com