

MICHAEL THUT

# INTRO

My name is Michael Thut and I am working as an Architectural Designer in New York City, NY.

Prior to earning my M.Arch degree at the University of Michigan, I studied Math and Studio Art at Swarthmore College. These have become foundational to my architecture education and my creative practice. While this book is intended to be a presentation of my creative work to this date, it is also a manifestation of me and my interests. I believe the logic, systemization, craft, and attention to detail that are a part of my personality are on display in this body of work. I hope you enjoy my practice.



# CONTENTS

01	02	03
QUEENS	NORTHERN	PACIFIC ST.
BLVD	BLVD	TOWNHOUSE
P. 4-9	P. 10-17	P. 18-23
04	05	06
TRUNG NGUYEN	CHAIR	DRAWING
KINDERGARTEN	TRANSLATIONS	(DOORS)
P. 24-29	P. 30-37	P. 38-39

QUEENS BLVD

Location: Queens, NY  
Professional Work: FXCollaborative  
Skills Used: Revit, Enscape, Excel, InDesign, Bluebeam  
Architecture Team Members: Brian Fanning, Tim Sudweeks, Jason Voss, Christos Constantinou, Melanie Strieder, Kate Lee, Minghan (Tom) Lin

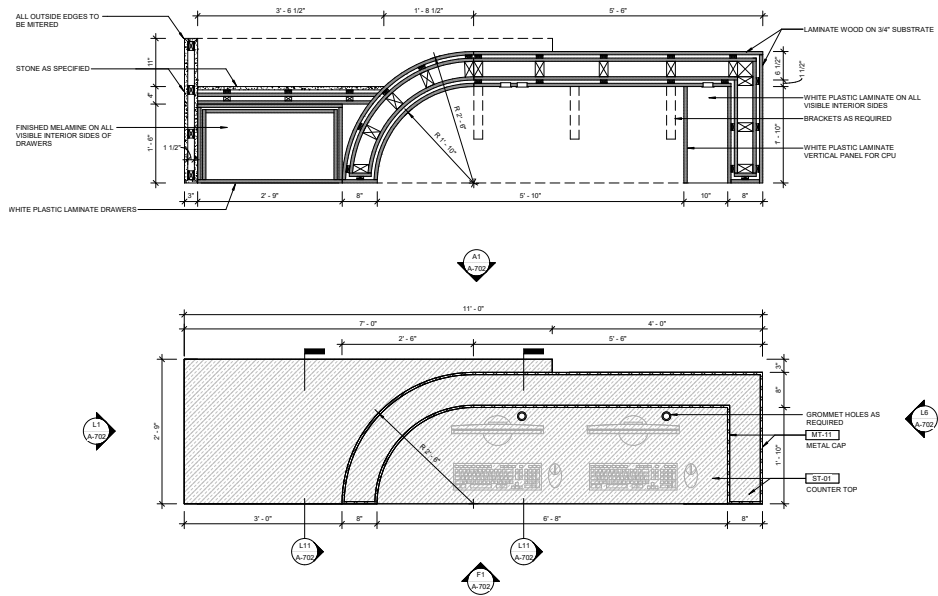
My role in this project was to aid the lead interior designer in the completion of construction documentation for the lobby, amenities, and residential kitchens/bathrooms. I helped produce client presentations, present our design strategy, and document the interior conditions across the project. This involved aiding in the documentation and detailing of the lobby and amenities in addition to taking charge of the kitchen and bathroom modeling and documentation. Additionally, the lead interior designer worked part time from home, so it was important for me to be organized, communicative, and on top of scheduling to efficiently and effectively accomplish our work.

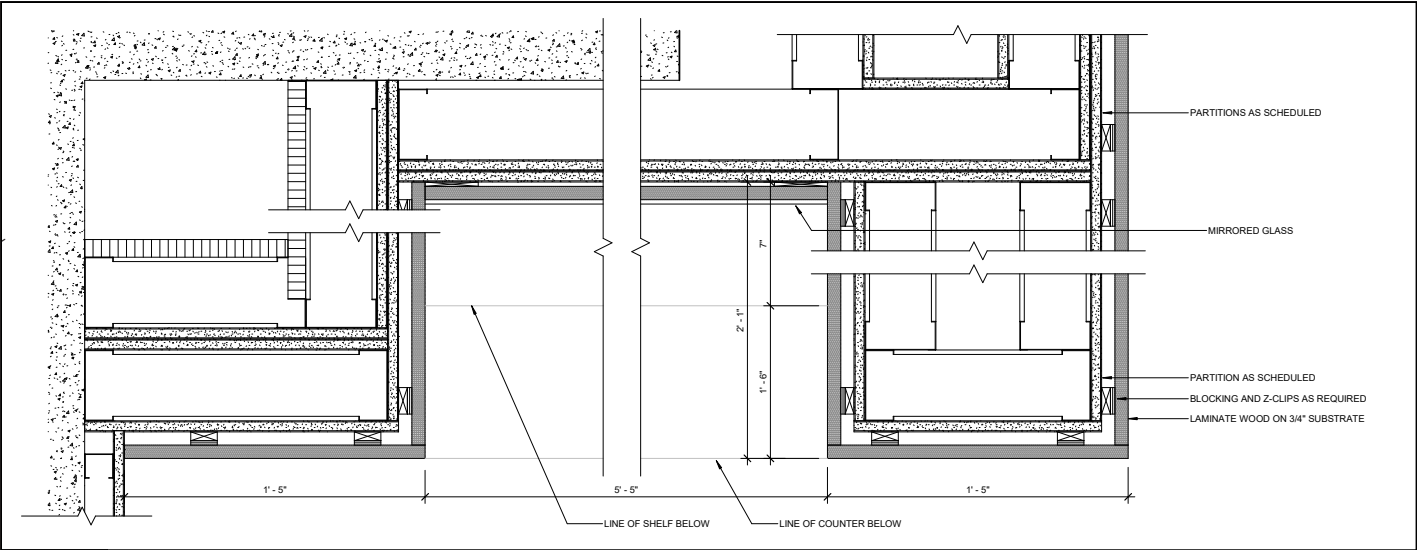
DETAILS

The plan details to the right show the construction intent for the lobby reception desk. This will continued to get refined in further construction documentation and administration.

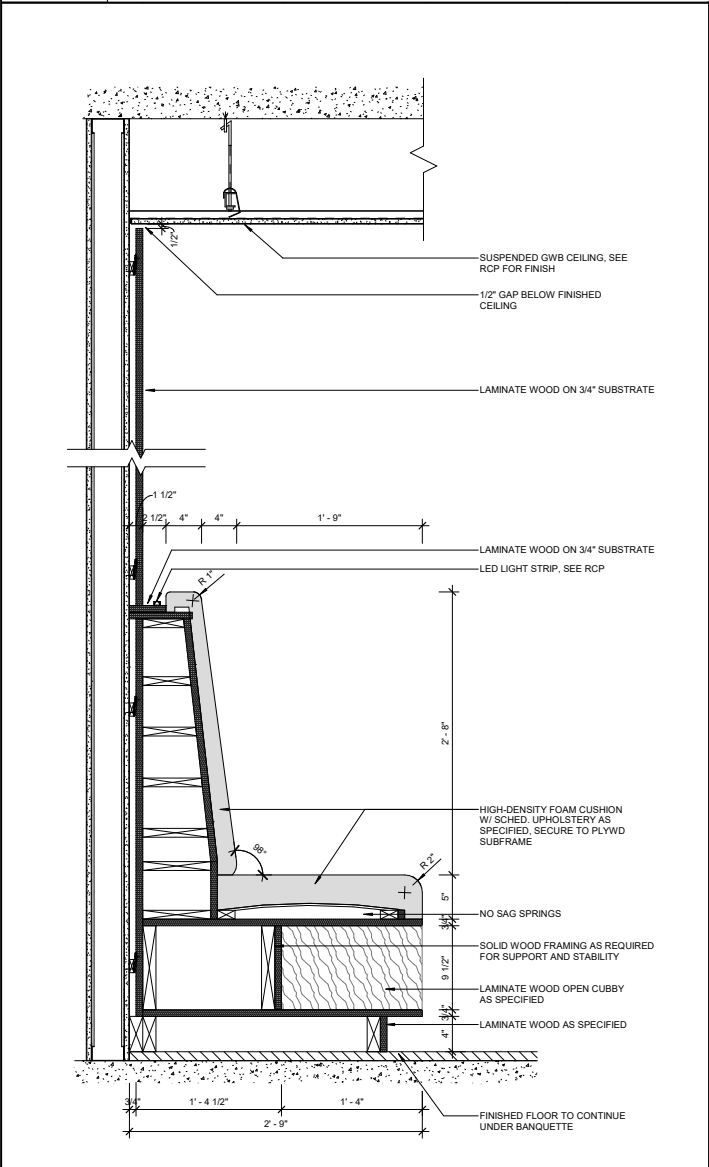
IMAGE

The image on the far right shows a portion of the lobby. It is a small space, so a warm material palette helps to make it more inviting.

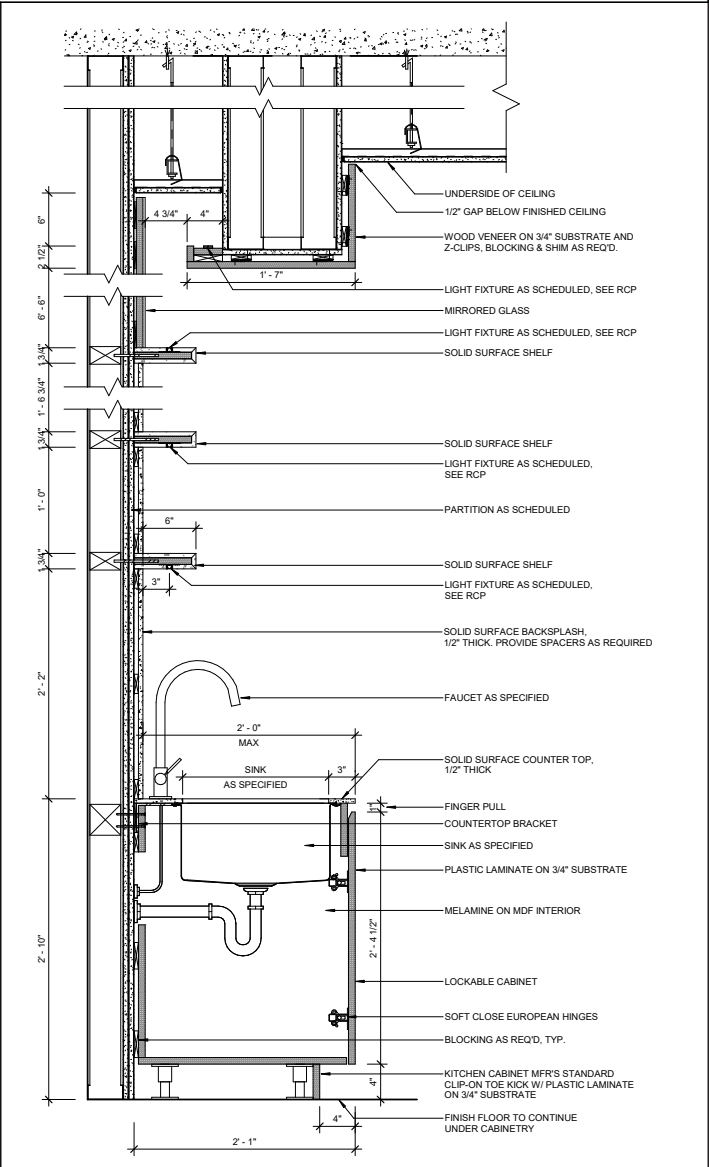




L11	PLAN DETAIL - KITCHEN WOOD SURROUND AND SHELVES
3" = 1'-0"	AMENITY LOUNGE



L16	SECTION - BANQUETTE
1 1/2" = 1'-0"	CHILDREN'S ROOM



A16	SECTION - KITCHEN SINK AND SHELVING
1 1/2" = 1'-0"	AMENITY LOUNGE



DETAILS

The drawings to the left detail out a few unique conditions in the lounge and children's room. I produced these with oversight from the lead interior designer.

IMAGES

The renderings above show the design intent for the lounge and children's room. The amenity spaces are adjacent to a parking garage ramp, so a window film and wood screen help to obstruct light pollution from car headlights.

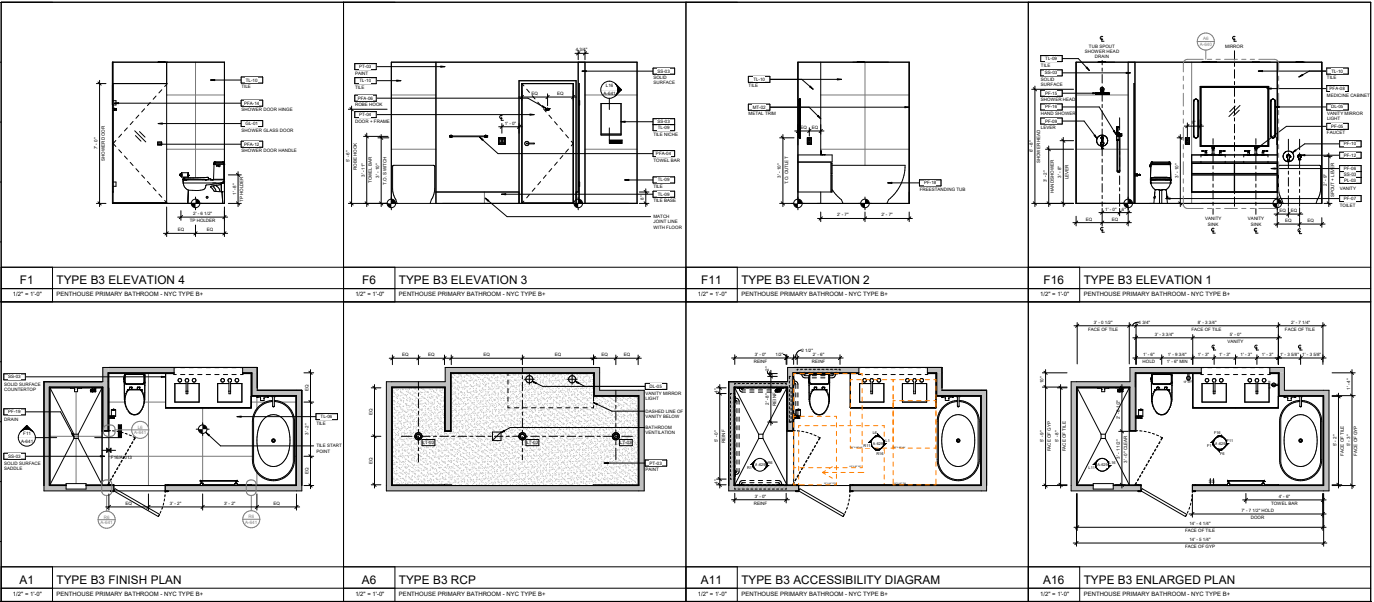
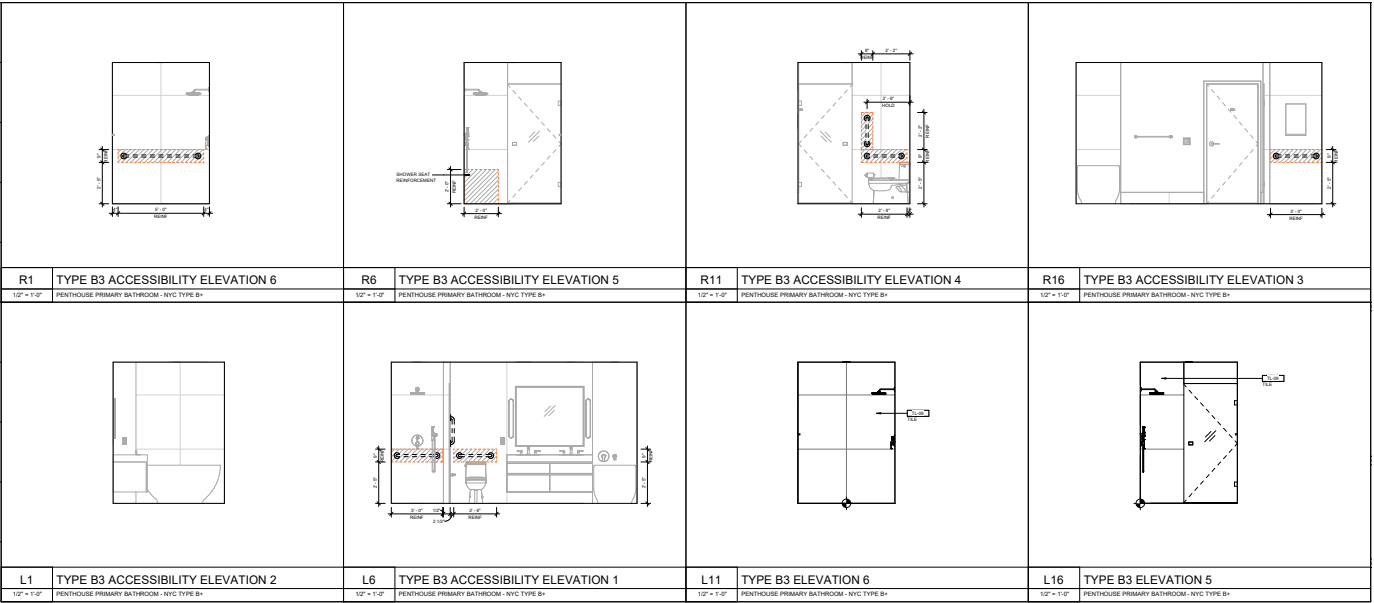
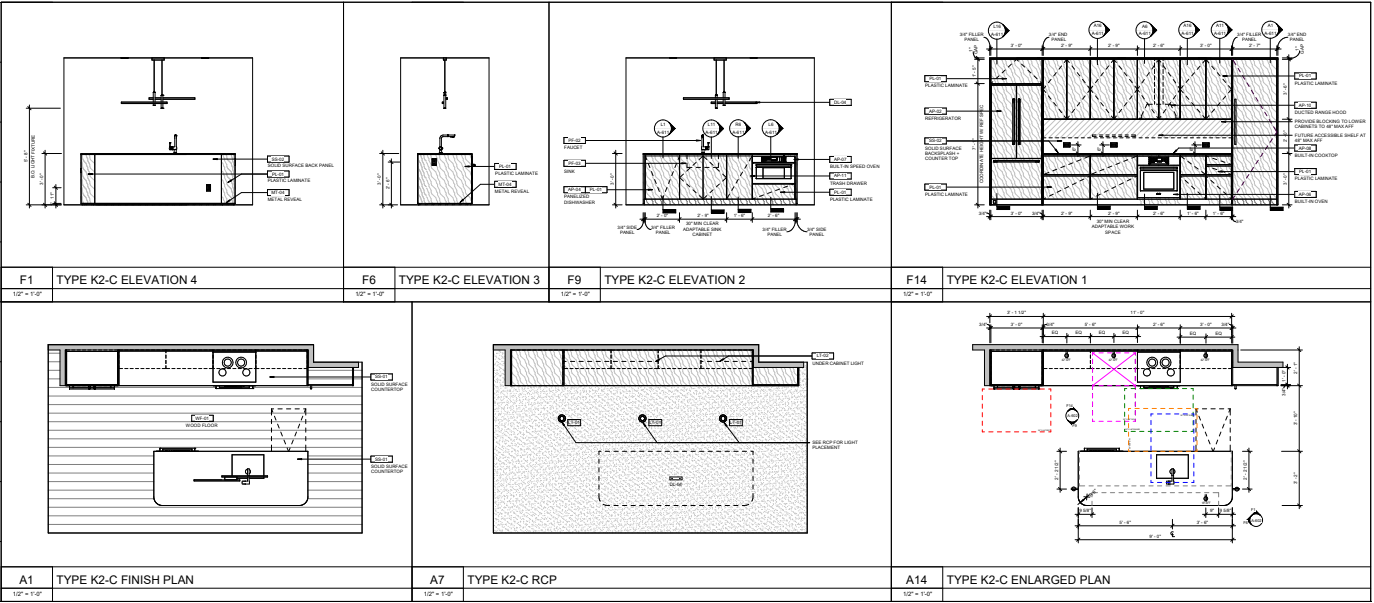


IMAGES

The renderings above showcase the design intent for the penthouse kitchen and bathroom. They were unique and exhibited much more flair than the majority of kitchens and bathrooms pictured above.

DRAWINGS

The plans, RCPs, and elevations to the right document the dimensions, material specifications, and detail tags for the penthouse kitchen and bathroom pictured above.



# NORTHERN BLVD

Location: Queens, NY  
Professional Work: FXCollaborative  
Skills Used: Revit, Enscape, Excel, InDesign, Bluebeam  
Architecture Team Members: Brian Fanning, Tim Sudweeks, Eric Laine, Christos Constantinou

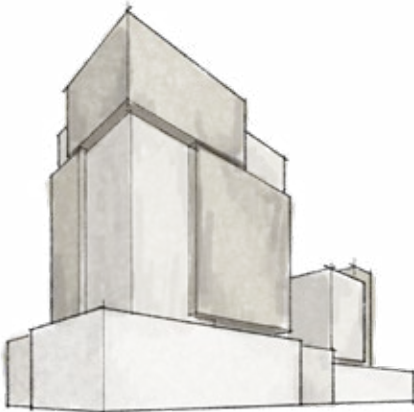
This project recently wrapped up the schematic design phase (shown here). My role was to produce unit layouts in coordination with an exterior designer and project architect. The unit mix was a spread of 1BRs, 2Br, and 3BRs, with more luxurious apartments on the upper floors. This required various floor layouts across the tower, creating a challenging architectural, structural, and mechanical coordination effort. I also helped calculate the GSF and ZSF throughout the design process to ensure we were maxing out our buildable area as things shifted.

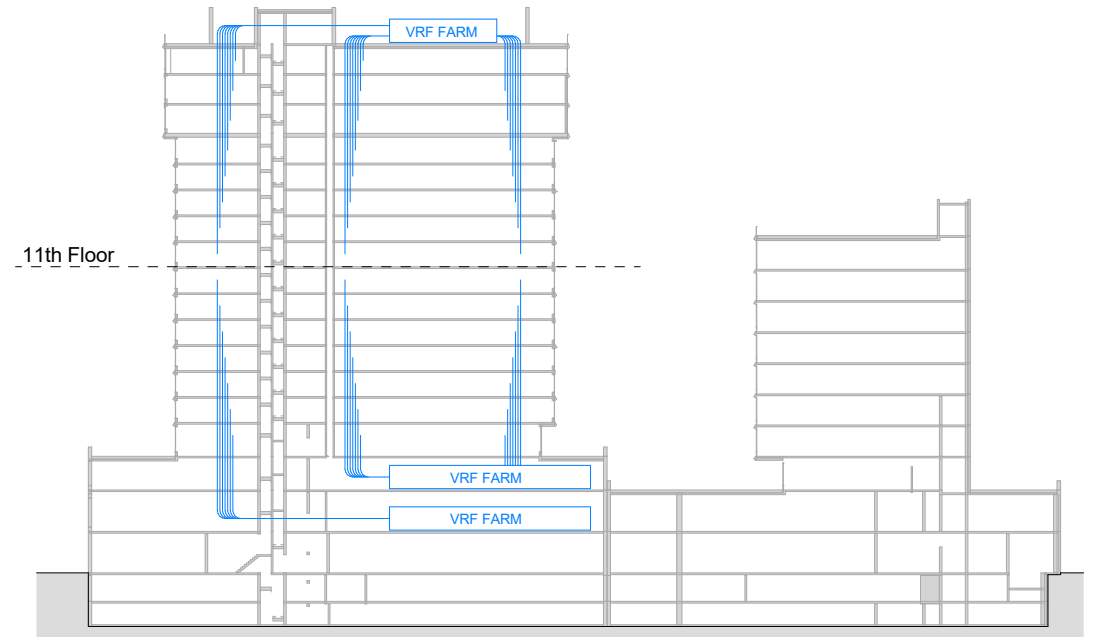
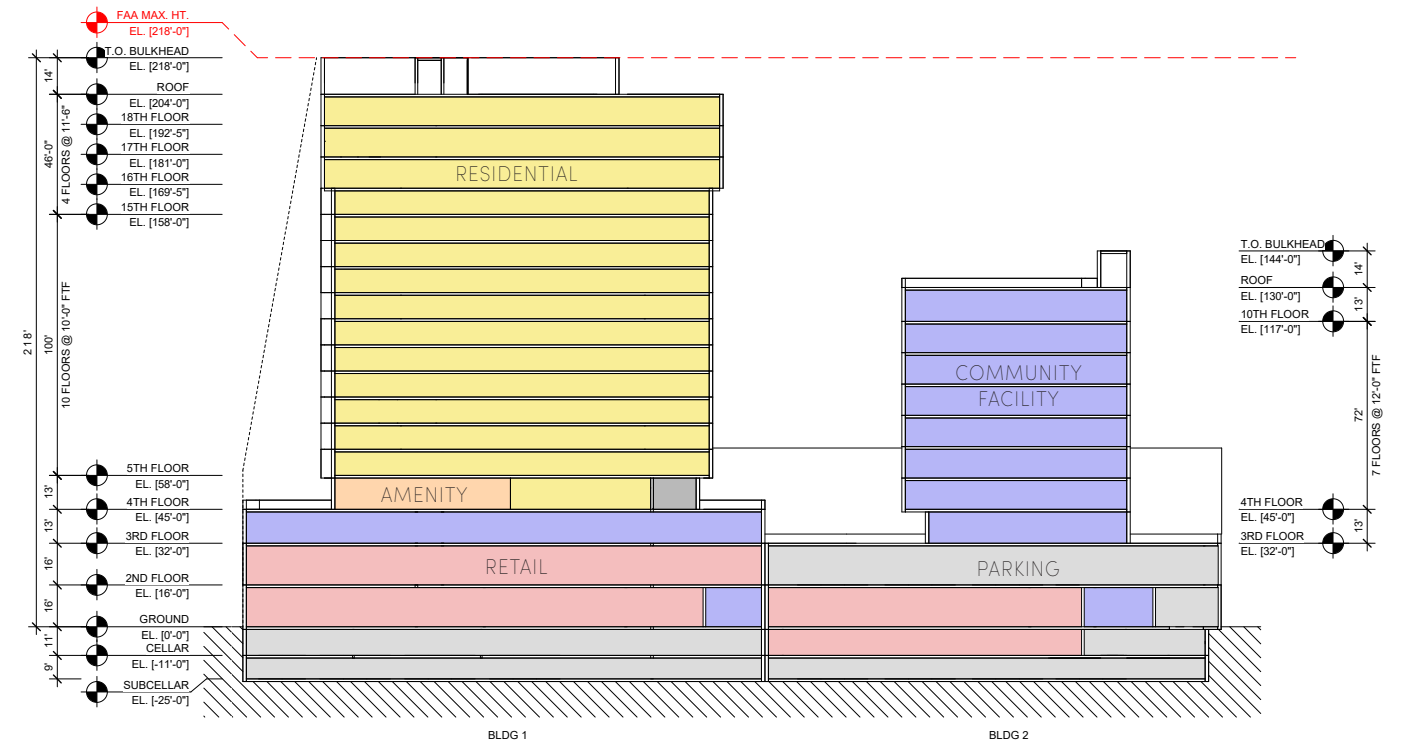
### SKETCHES

The sketches to the right show the original design intent of creating stacked boxes and how it progressed with additional detail.

### IMAGE

The image on the far right shows how the team, along with the client, structural, and MEP engineers, turned that stacked box idea into a finalized schematic design.



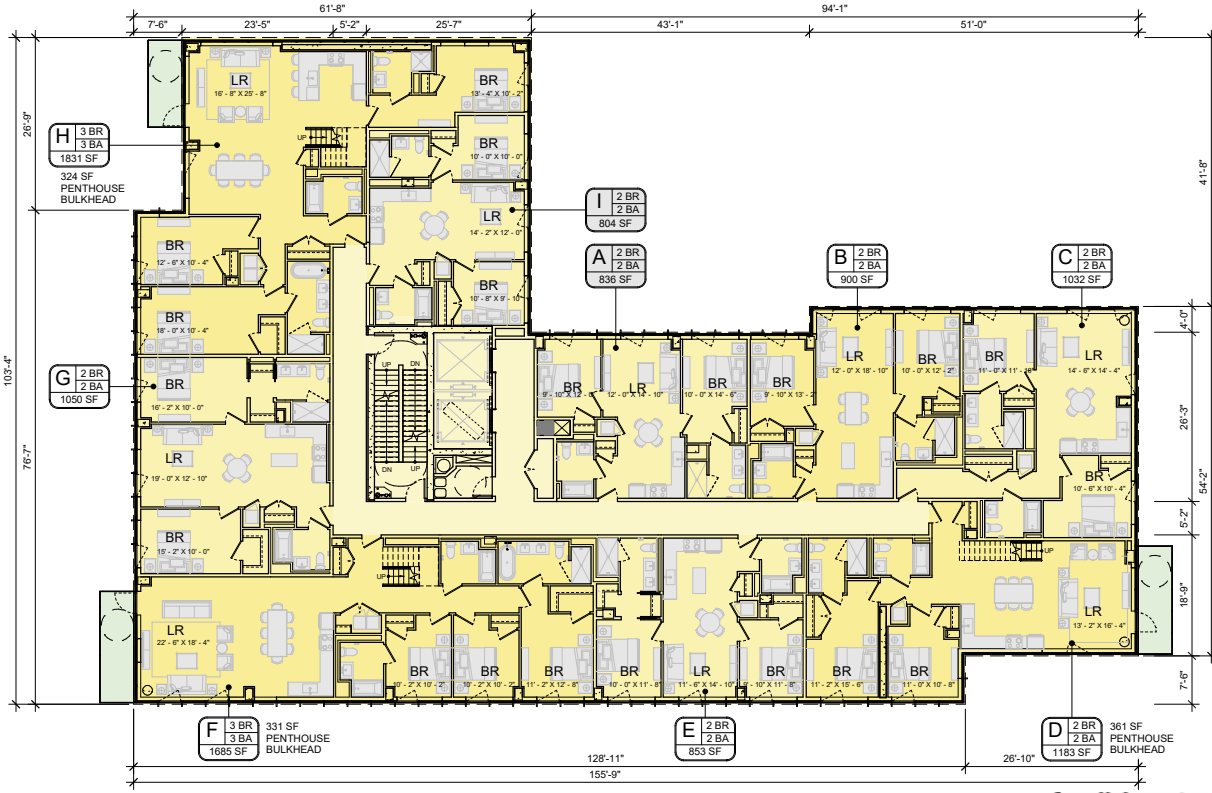
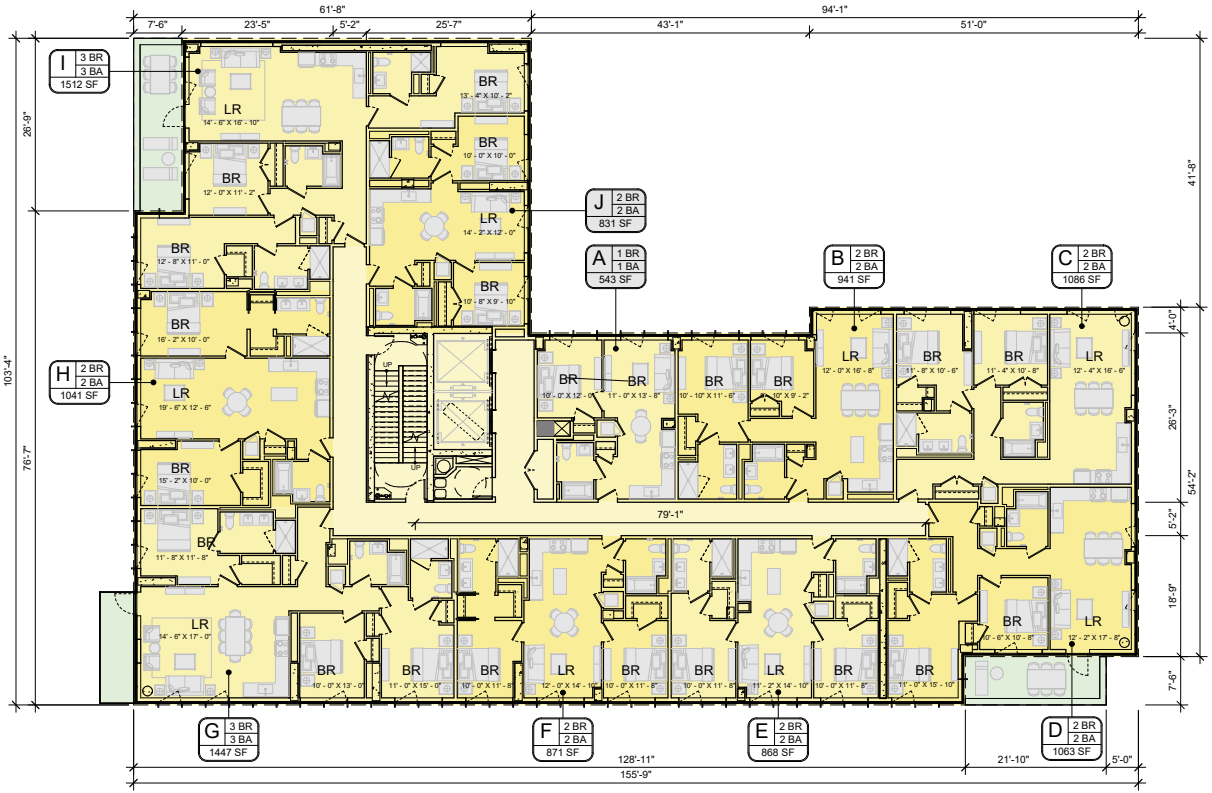
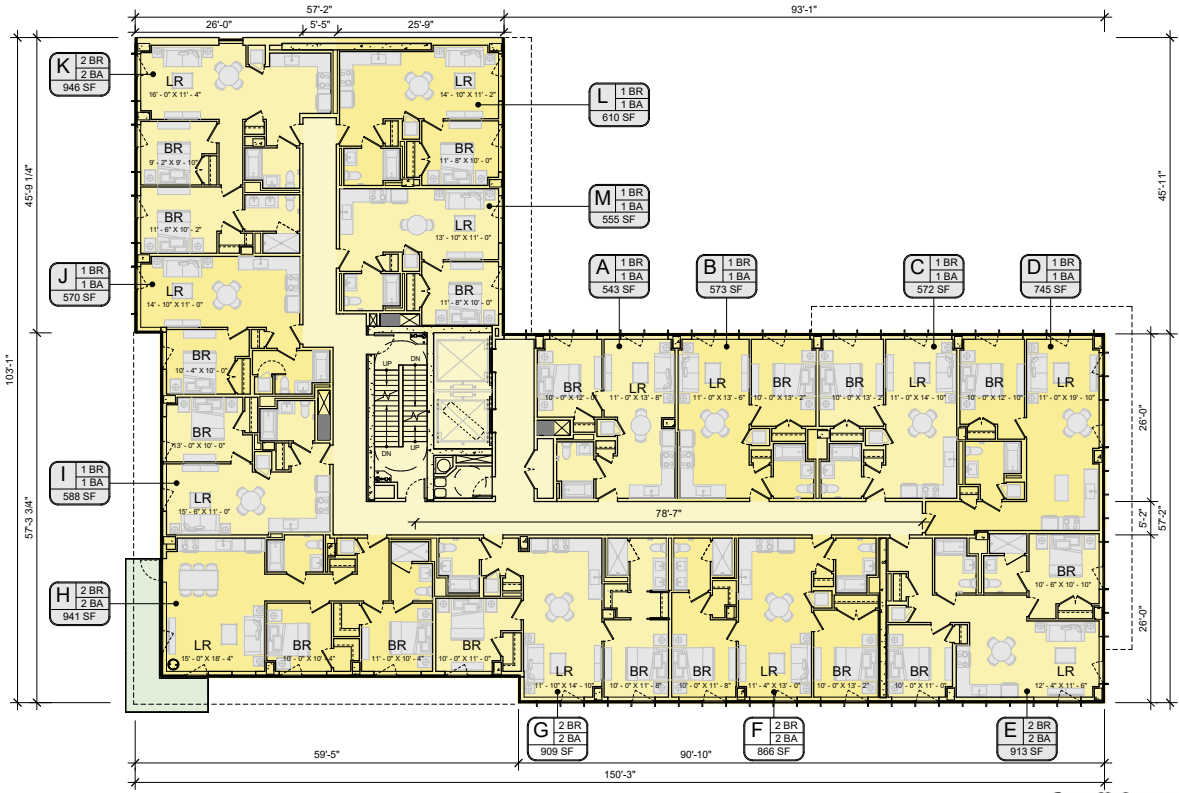
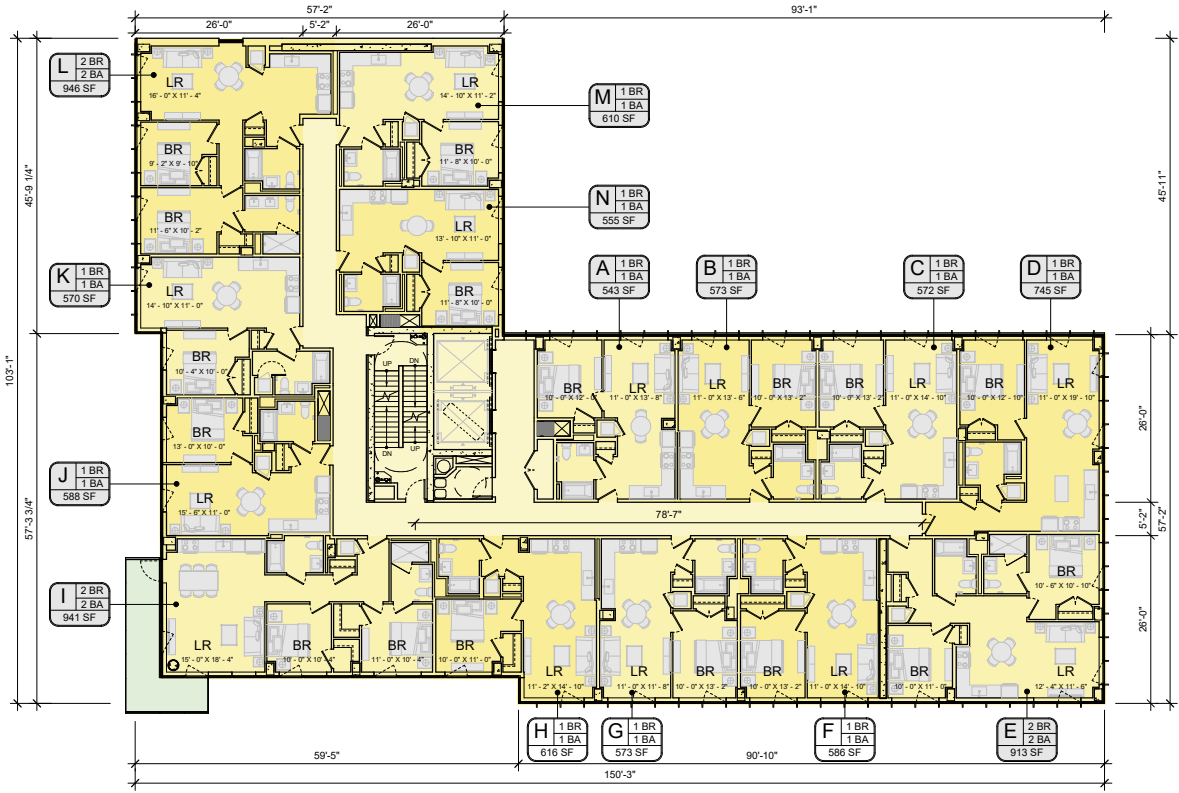


#### SKETCH

The sketch to the left highlights the open green space in the project. We had to fastidiously calculate this throughout the design process because our max height was dependent on providing a certain percentage of open space.

#### DRAWINGS

The sections above detail the various programs throughout the building and the coordination effort required to provide VRFs throughout the building. This is why stacking units became so important in the unit layout process.

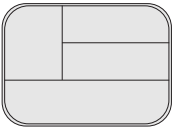


PLANS (LEFT)

The plans to the left are the bulk of the residential tower. They comprise 100 1BRs and 47 2BRs. It was crucial to maintain stacked units as much as possible to help with coordination later.

PLANS (RIGHT)

The plans to the right are of the three top floors. The client wanted luxurious units higher up because the sale price is greater, so coordinating the layouts with the floors below was a fun challenge.



= STACKED UNIT



#### IMAGE

The image to the left highlights a grand residential entrance off of the quieter road. The separation from the retail and community facility was a crucial component of the design.

#### IMAGES

The renderings above display the multi-use building in its entirety. The team put a lot of effort into trying to delineate the various programs while making the building feel cohesive.

# PACIFIC ST

Location: Brooklyn, NY  
Professional Work: FXCollaborative  
Skills Used: AutoCAD, Bluebeam  
Architecture Team Members: Brian Fanning, Tim Sudweeks, Minghan (Tom) Lin, Alekhya Goolla, Shreya Badnikai

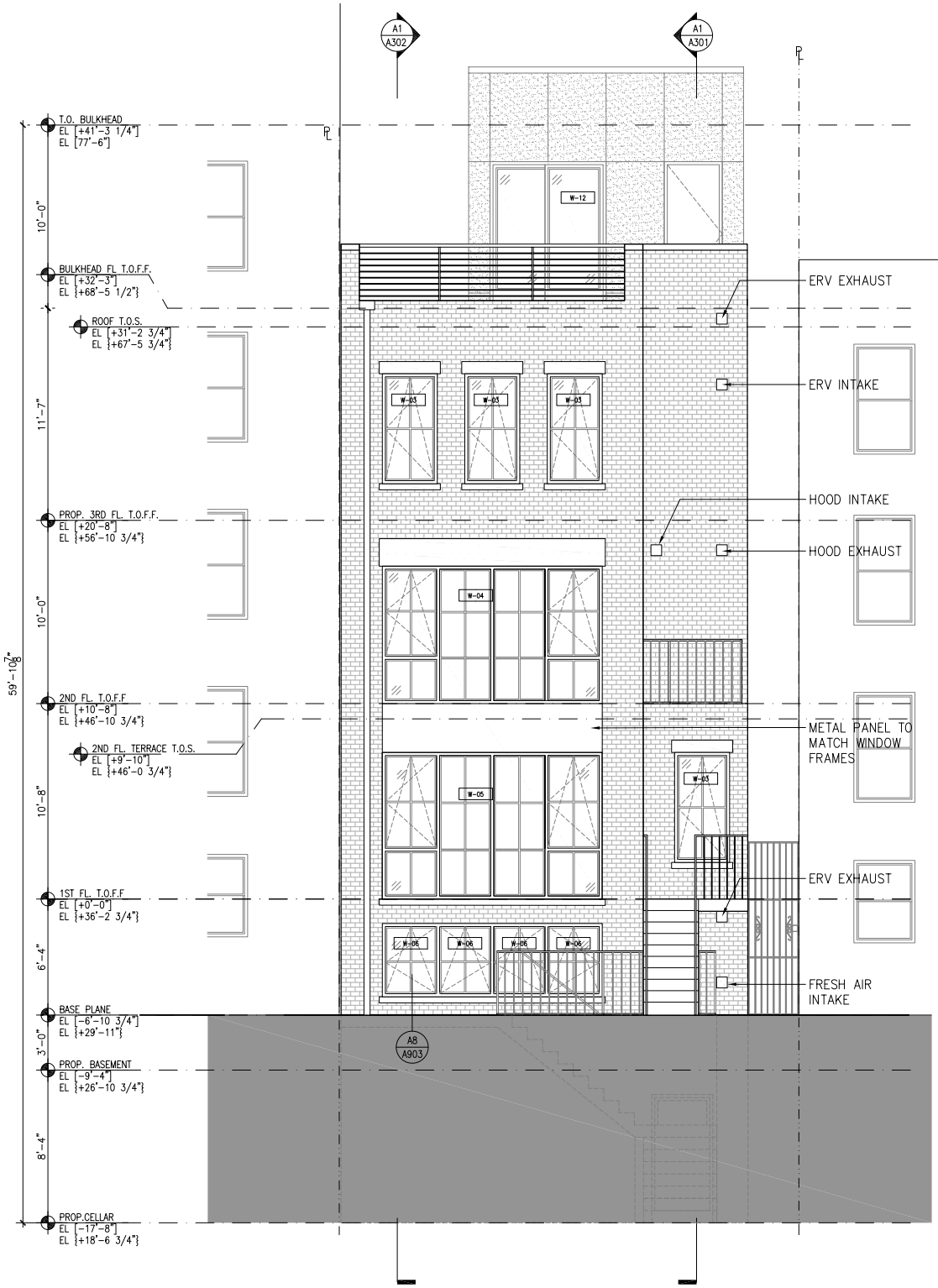
This is one in a series of historic townhouse renovations at FXCollaborative. Each project is a full gut of the existing interior (aside from the floors), often with an back end extension to max out increased ZSF. This particular renovation was designed as a two-family residence. I aided in the remodel design and took control of the project through the coordination and production of construction documents. This required close coordination with the client, MEP engineer, and structural consultant. Additionally, this project was st up with outsourced labor, so I was responsible for managing two architectural drafters from Studio Parametric Architects (located in Bangalore, India).

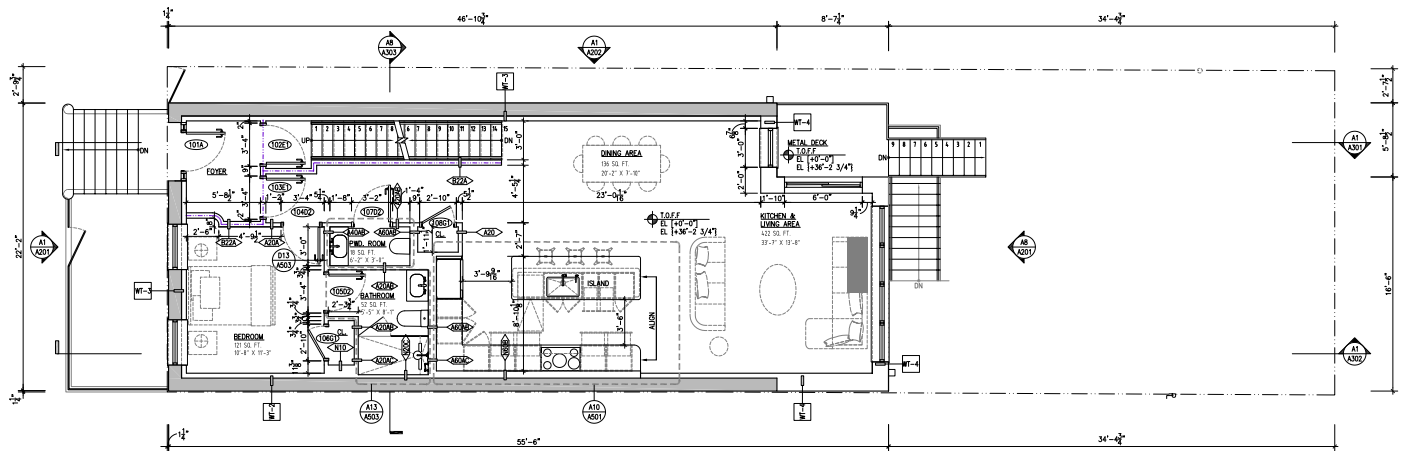
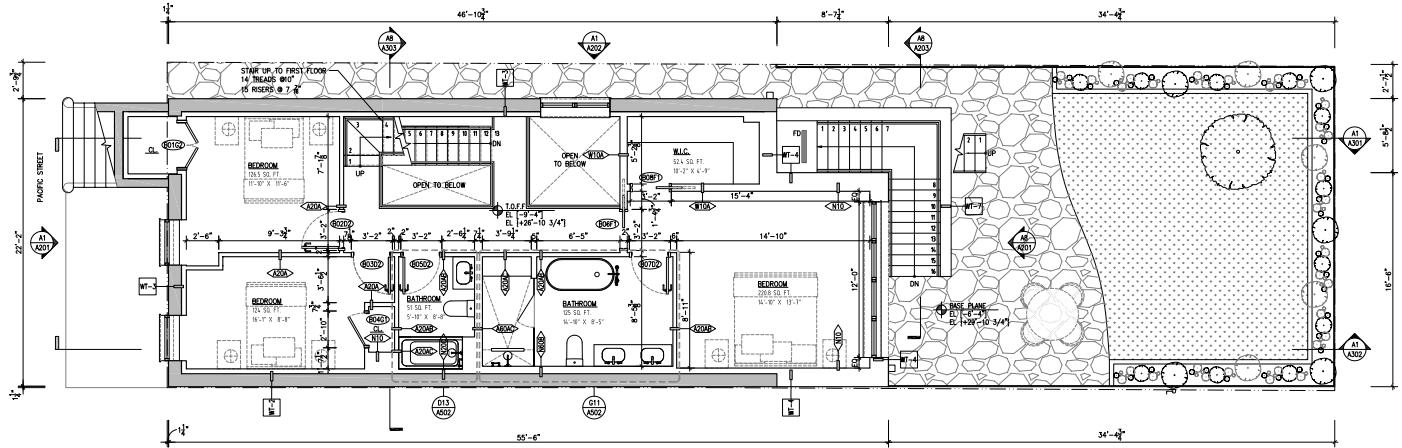
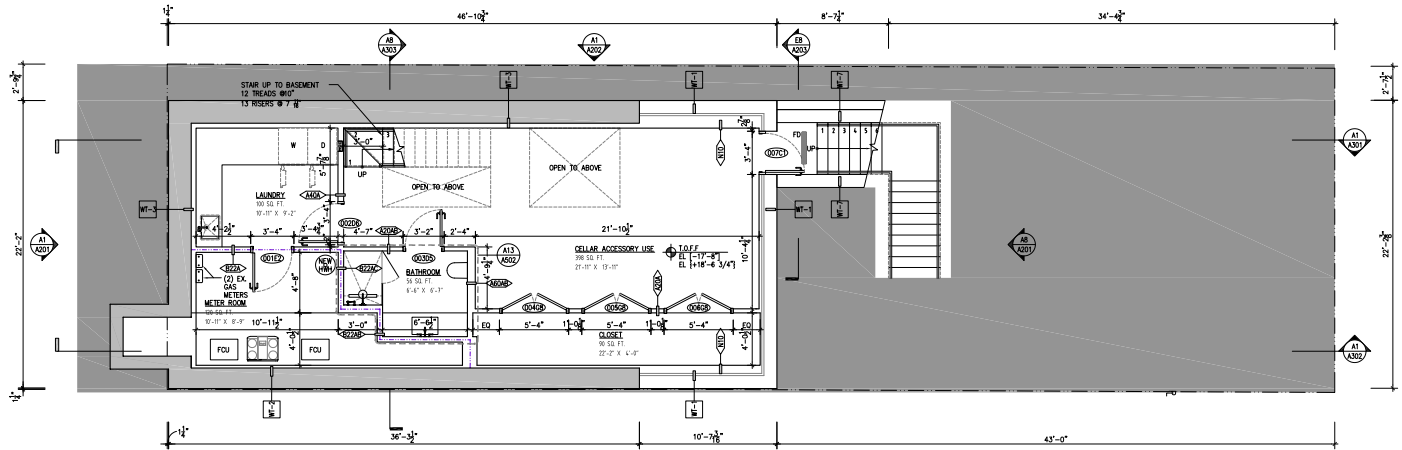
DRAWING

The front elevation to the left was updated to its original status because the townhouse is within a historic district and needed to go through an LPC process for approval.

DRAWING

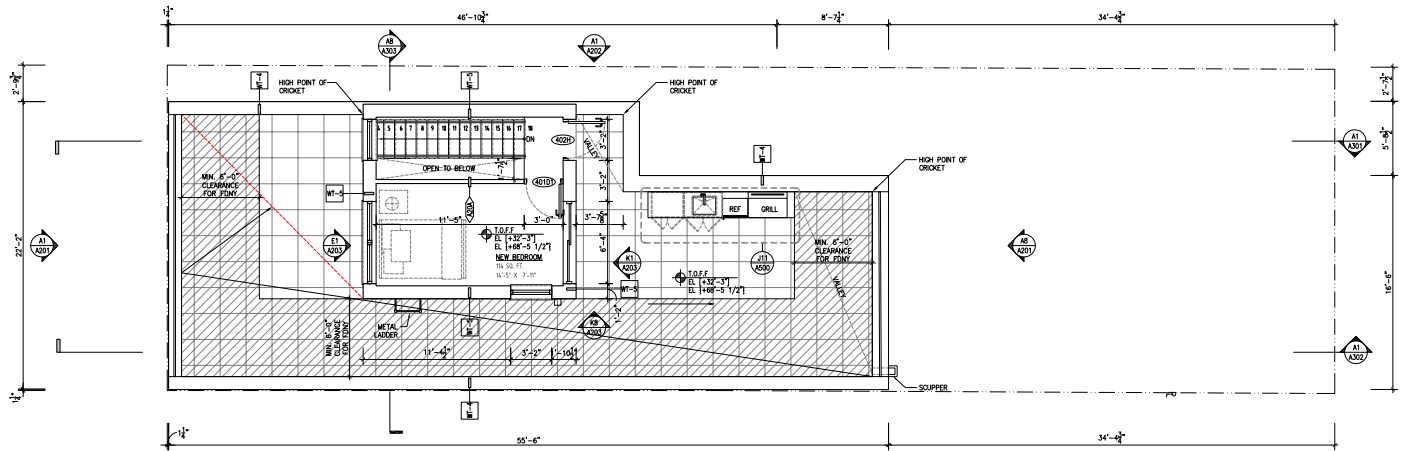
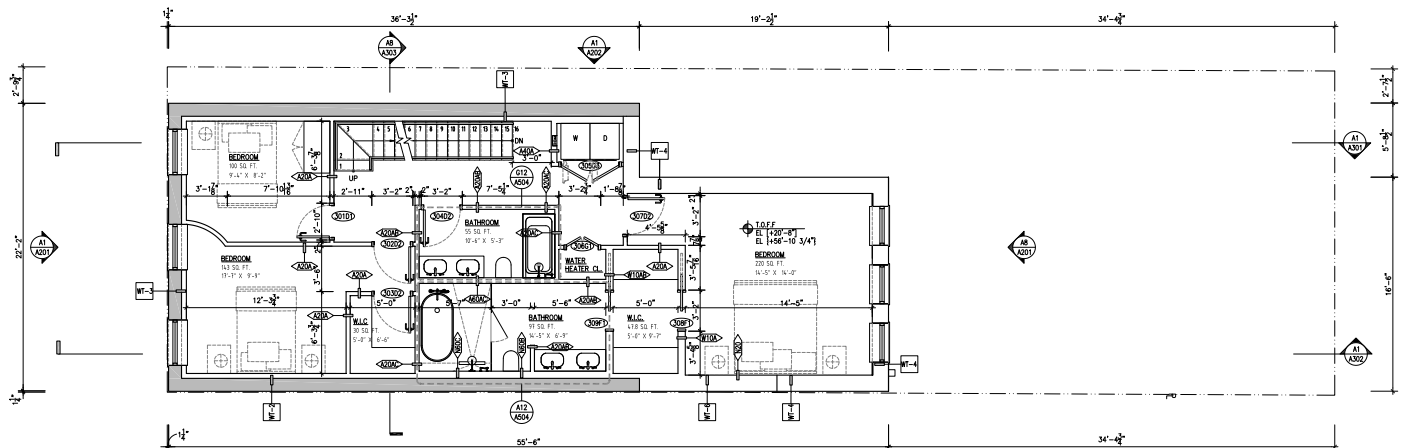
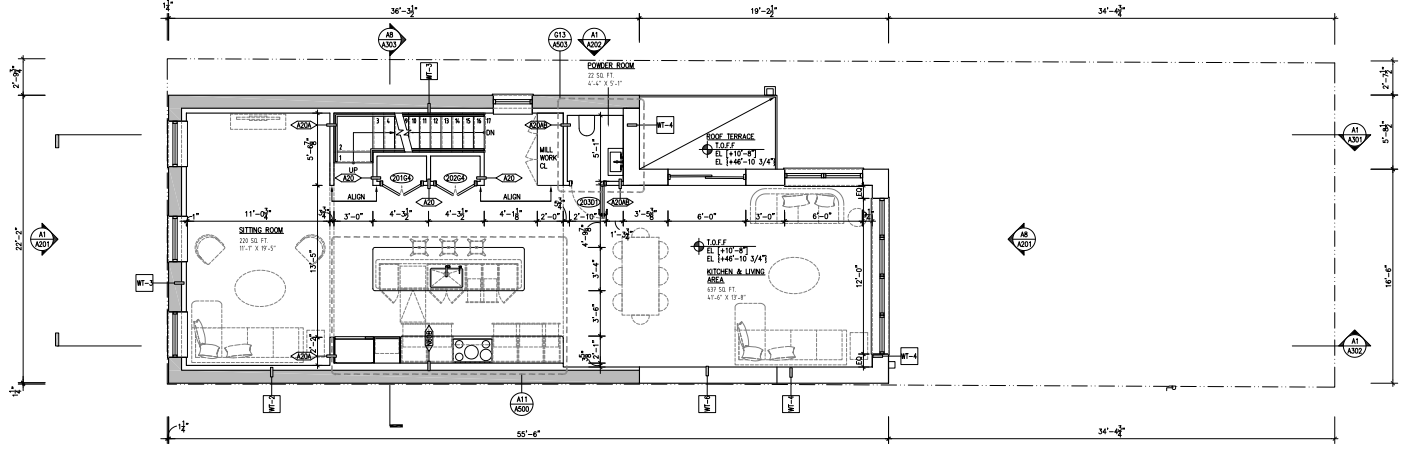
The rear elevation to the right did not require the same historic standards, so the back wall was blown out, extended, and rebuilt as new construction.

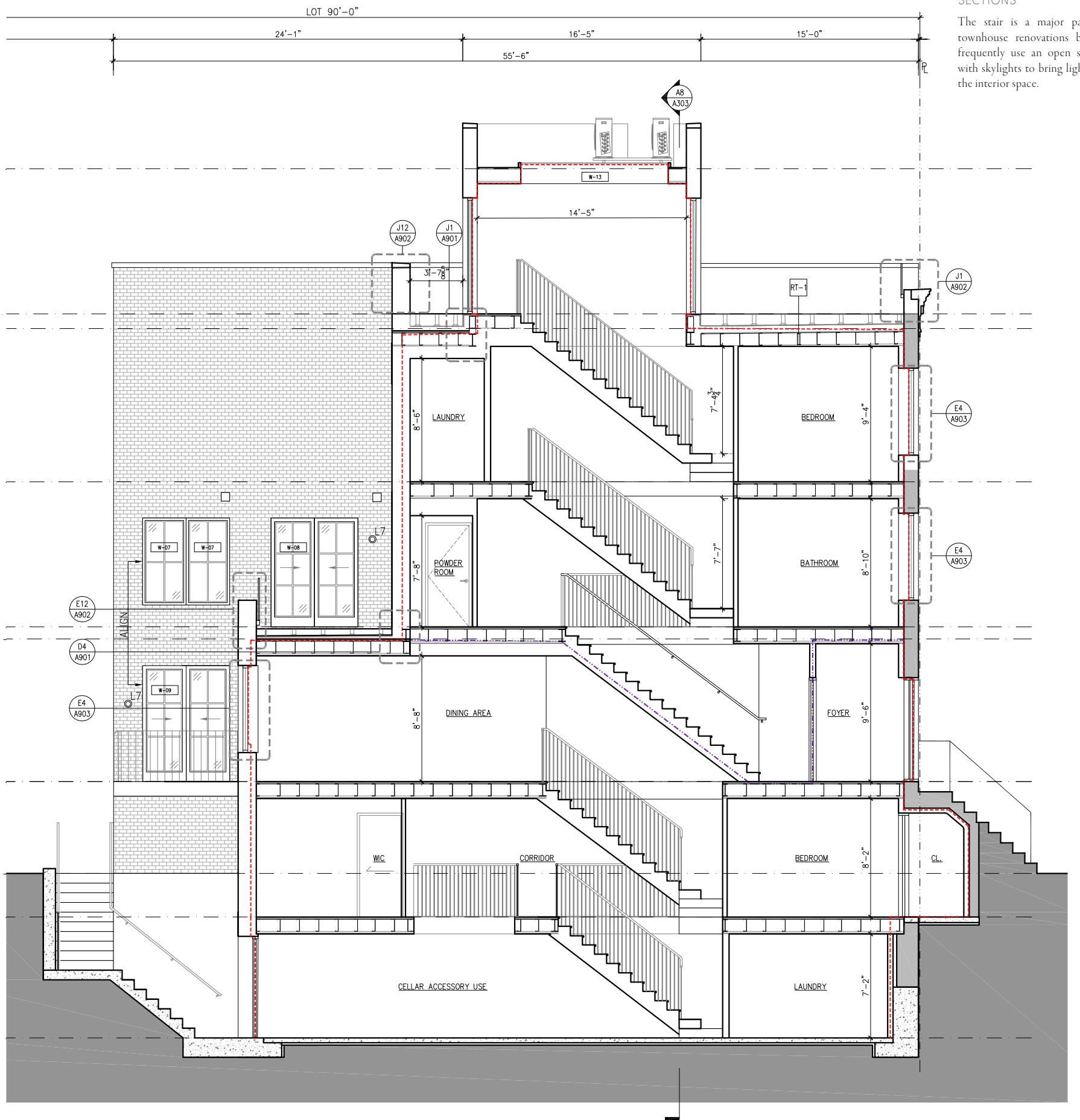
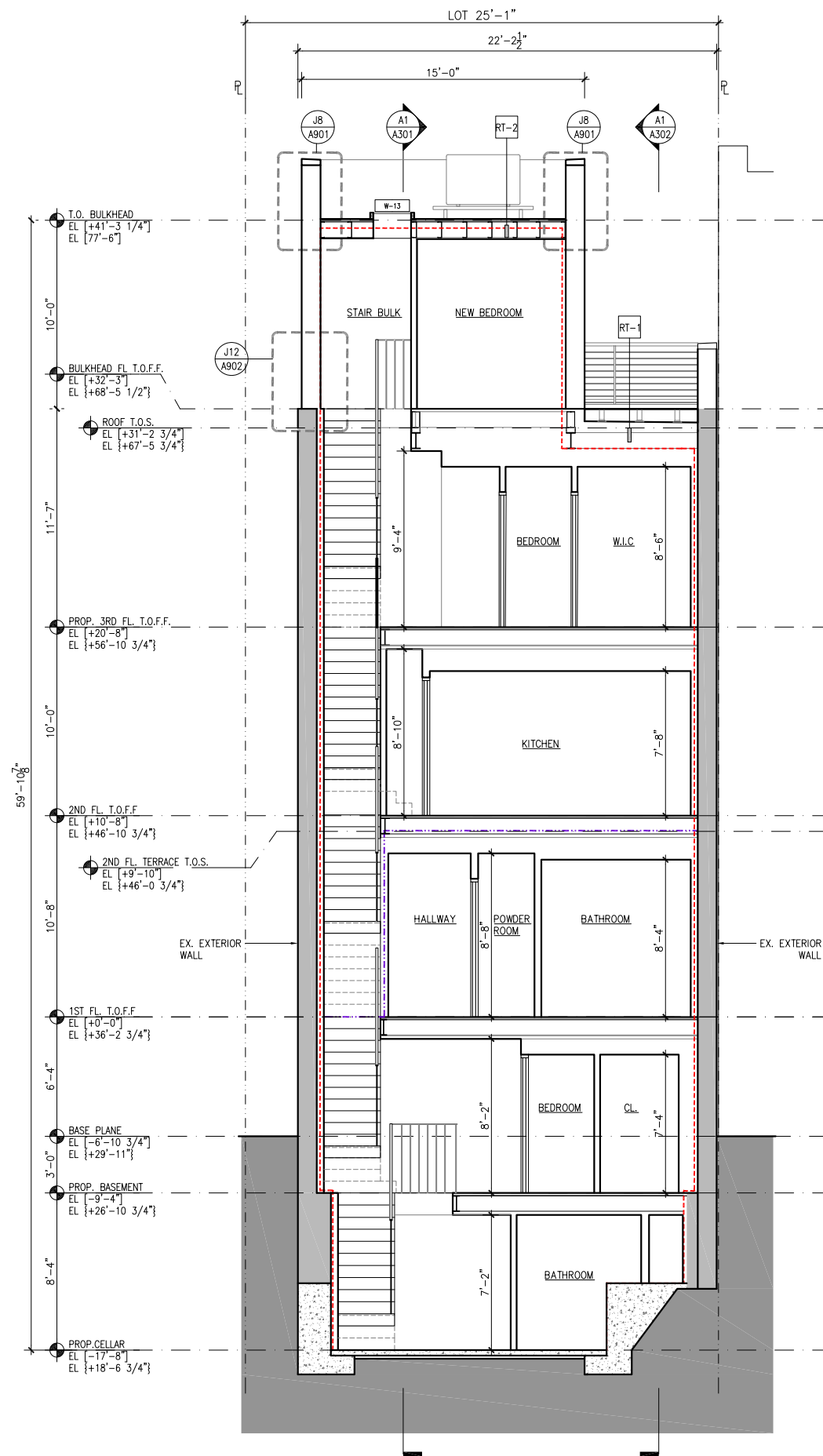




PLANS

The plans ascend from the cellar (top left) to the bulkhead (bottom right).





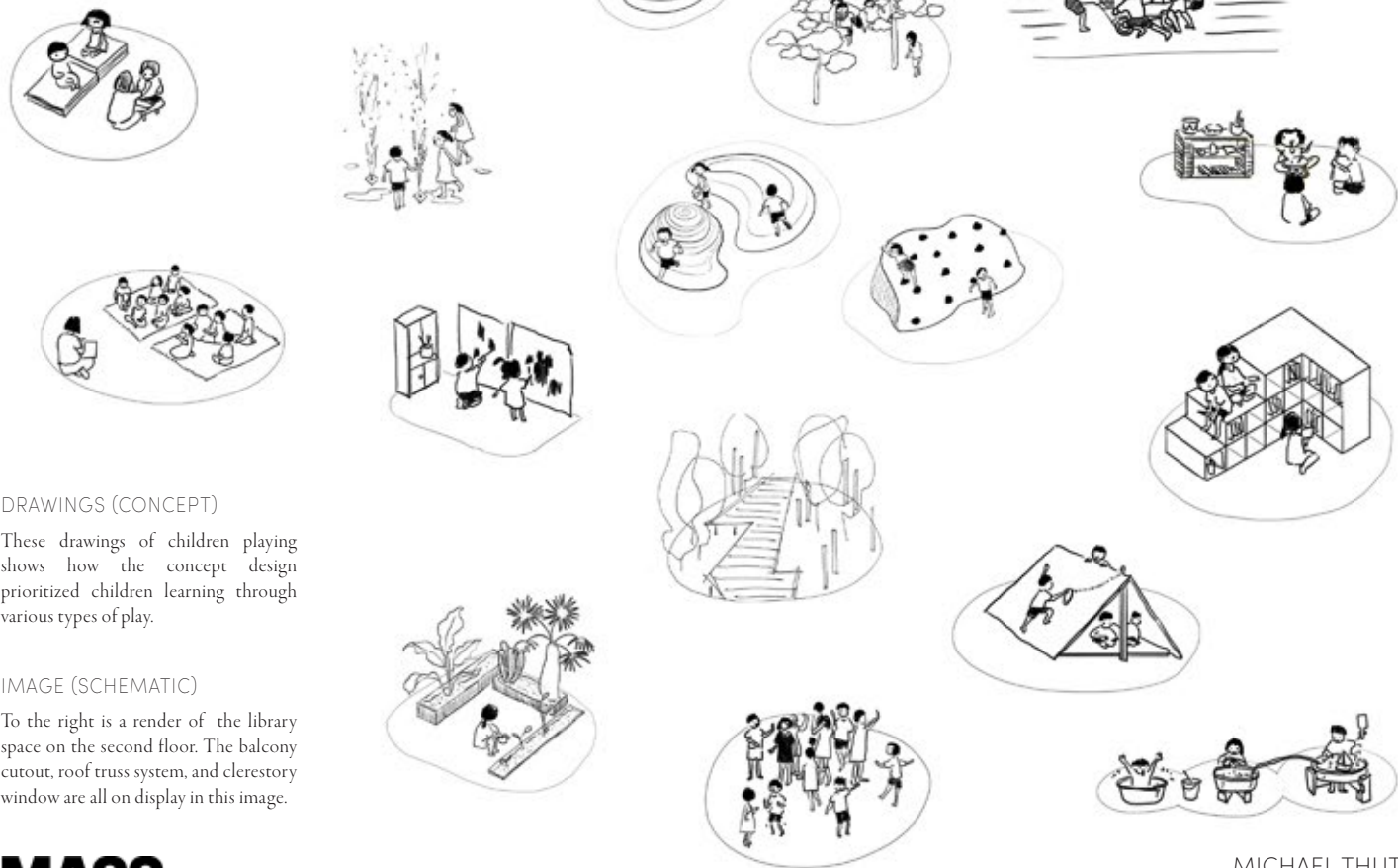
SECTIONS

The stair is a major part of these townhouse renovations because they frequently use an open stair concept with skylights to bring light down into the interior space.

# TRUNG NGUYEN KINDERGARTEN

Location: Buôn Ma Thuật, Vietnam  
Professional Work: MASS Design Group  
Skills Used: Revit, Google Slides, Lumion, Adobe Suite (Illustrator, Photoshop)  
Architecture Team Members: David Saladik, Jean Paul Sebhay Uwase, Theophile Uwayezu, Divine Mutsinzi, Emery Karenzi, and Carolyn Chelimo Bor

My role in this project was to help progress a pre-existing concept design from 2018 through the schematic design phase. Due to the client's desire for a sustainable building (both materially and systematically), the structure team designed a cross-laminated bamboo and steel truss that necessitated a strict adherence to grids. This required revising the upper level form since it was designed to connect clusters of classroom blocks on the ground. My work involved the development of the second floor plan. This included the layout, organization, and refinement of the architectural program in-tandem with the in-house engineering teams. Additionally, I presented and ran most of our in-house meetings since I was the only native-english speaker on the Rwandan architecture team.



## DRAWINGS (CONCEPT)

These drawings of children playing shows how the concept design prioritized children learning through various types of play.

## IMAGE (SCHEMATIC)

To the right is a render of the library space on the second floor. The balcony cutout, roof truss system, and clerestory window are all on display in this image.

**MASS.**

MICHAEL THUT



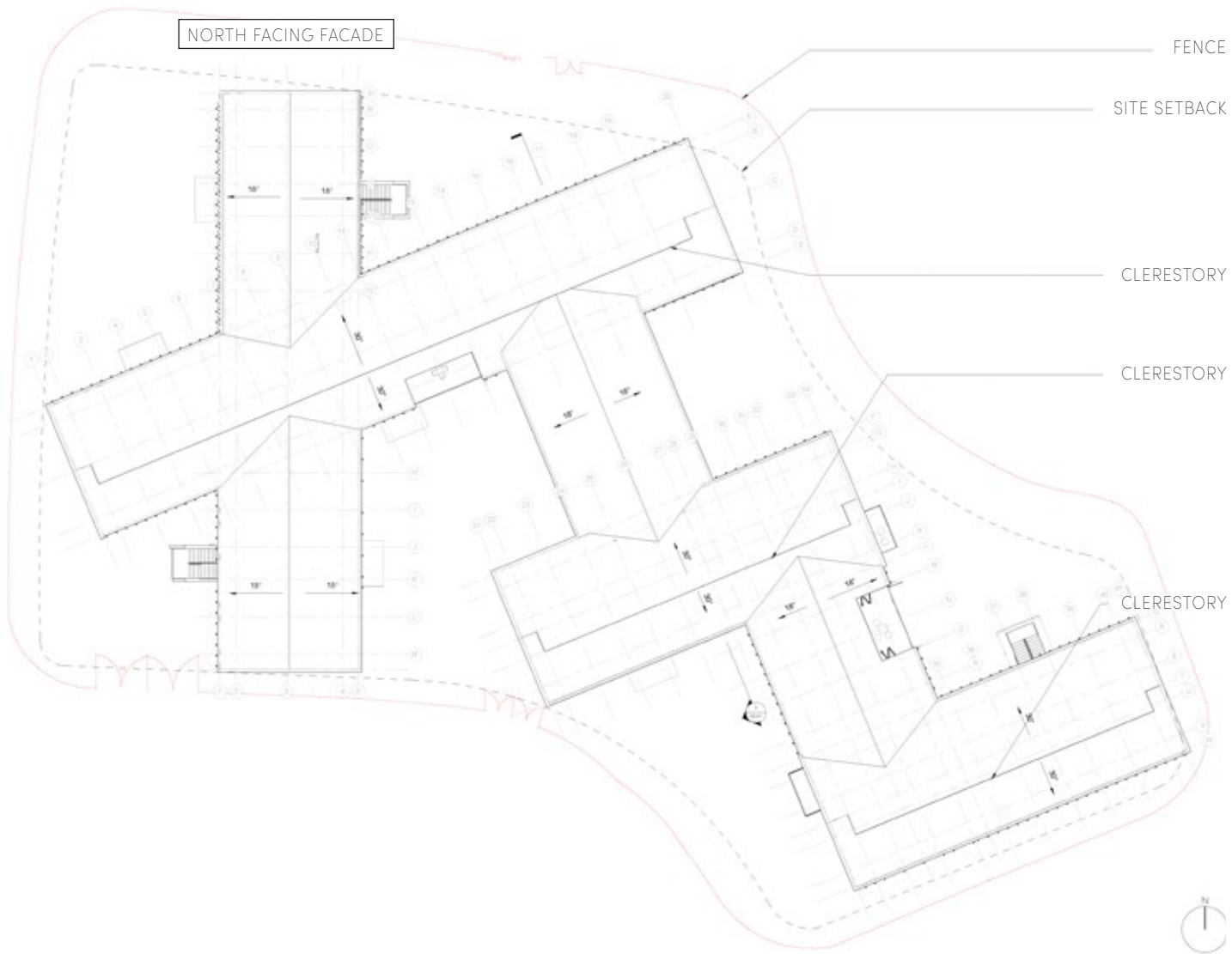


- ADMIN & STAFF
- PUBLIC
- EDUCATION
- BACK OF HOUSE
- TERRACES



**DRAWINGS (CONCEPT)**  
To the left are the original concept design floor plans for the school. These were done by a team at MASS back in 2018.

**DRAWINGS (SCHEMATIC)**  
On the right are the plans for the schematic design phase. As a new team, we had to develop the design while maintaining its architecture integrity. I was responsible for the 2nd floor plan.



#### DRAWINGS (SCHEMATIC)

The drawings to the left shows the passive roof design that we chose. Architecturally, we sharpened the intentionality of the gable with respect to structure and program.

#### IMAGES (SCHEMATIC)

The renderings above highlight the branching form of the building across the site. This clusters classrooms by age with the purpose of creating a shared, interconnected, playground.

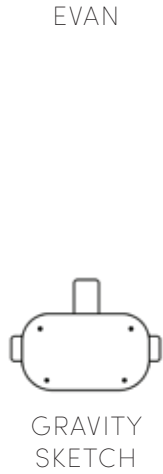
# CHAIR TRANSLATIONS

Location: Ann Arbor, MI  
Research: Architecture Student Research Grant (ASRG)  
Skills Used: LiDAR Scanning, Rhino 7, Woodworking, Adobe Suite (Illustrator, Photoshop)  
Team Members: Evan Weinman

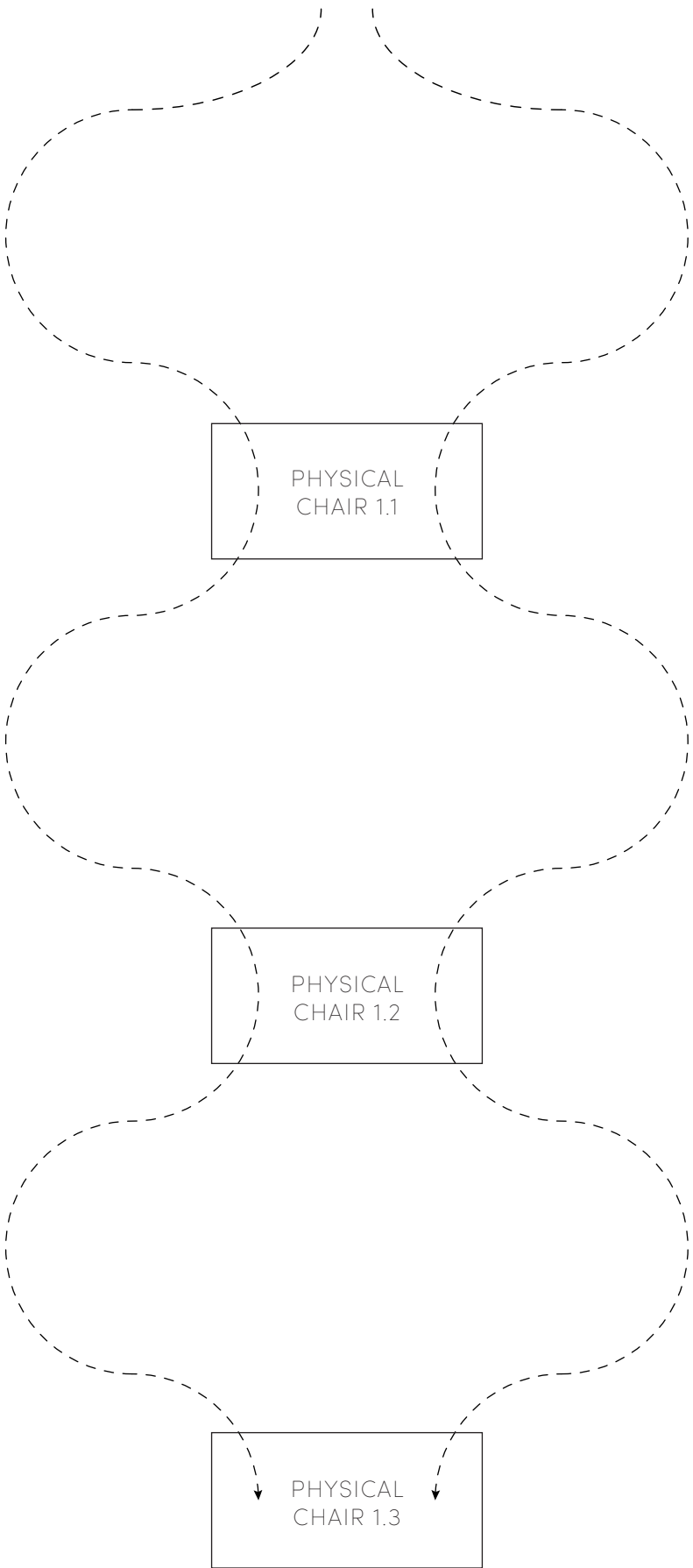
This project explores the role of cutting-edge design technologies through an iterative process combining digital tools and analog fabrication. The project utilized Gravity Sketch, a Virtual Reality CAD software, and 3D LiDAR scanning to uncover faults in the technology and capitalize on mistakes made in the translation process—digital mistranslations. Beginning with designs inspired by Finn Juhl’s FJ48 and Marcel Breuer’s Cesca Chair, the iterative process of design and fabrication resulted in the production of two series of chairs that are a direct product of the digital and physical tools used throughout the process. This allowed the makers to explore varying themes ranging from texture mapping and kitbashing to gestural motion and human proportion.

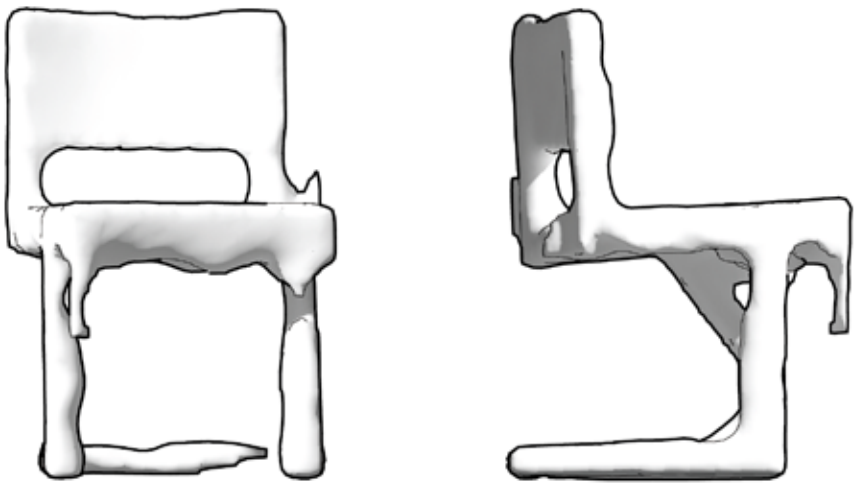
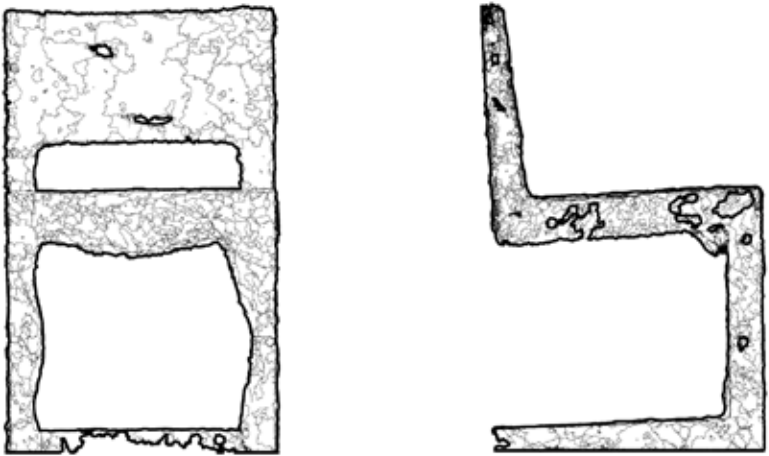
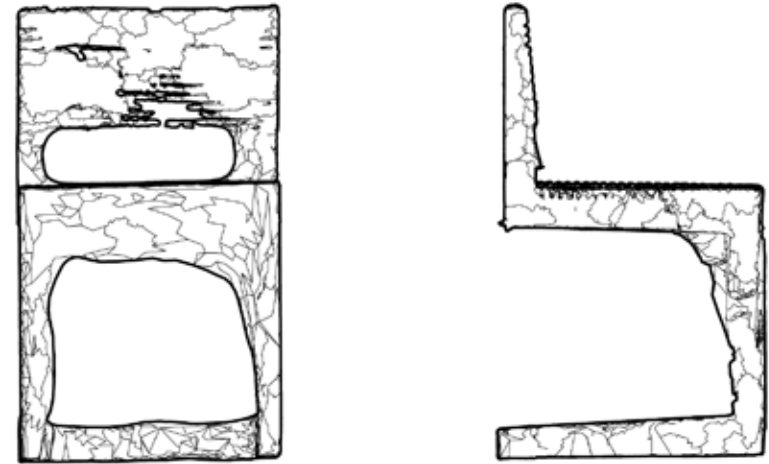
**PRECEDENTS**  
We started with the precedents on the right to focus on translation processes as opposed to the initial chair design. Evan chose FJ48 and I chose a personal reinterpretation of the Cesca chair.

**PROCESS DRAWING**  
The drawing on the far right explains the translation process we designed for the project. The iterative process followed a trajectory that flowed from physical to digital and back again.



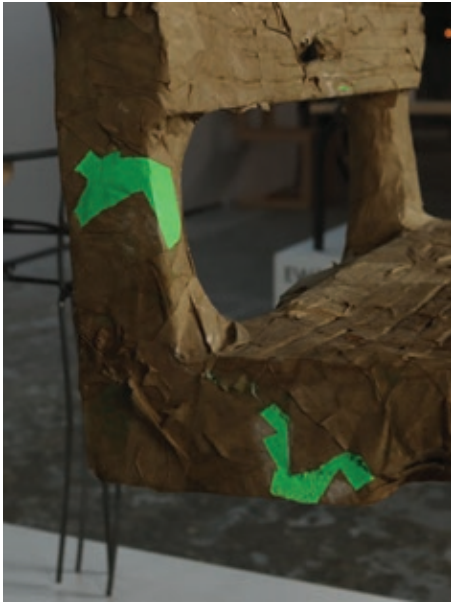
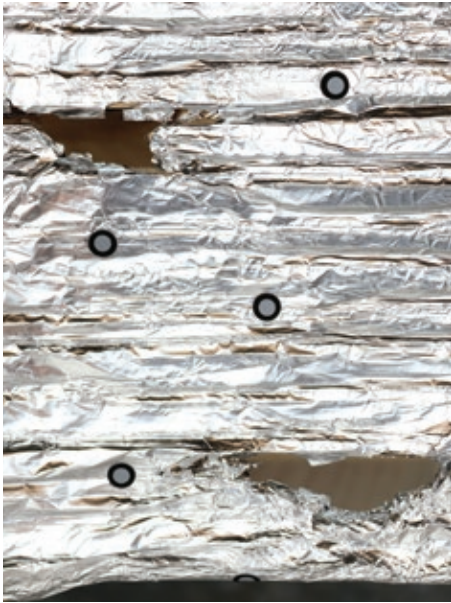
## PRECEDENT CHAIRS





**DRAWINGS**  
The drawings on the left are of the LiDAR scans I captured for each chair. They turned into the construction drawings for the next chair in the iterative, design process.

**IMAGES**  
The images on the right are of the physical chairs Evan and I produced. LiDAR scanning and the process of physical making both had a significant impact on the design of the chair.





#### PLAN

To the left is the detailed plan of the phase-three proposal. The site has resources for migrants and the surrounding neighbors interlaced across the parking lot.

#### DRAWINGS

Above is a set of two drawings detailing activities in the project. Gardening and construction education helped to provide resources and knowledge to migrants and families alike.





# CHAIR TRANSLATIONS

FROM DIGITAL TO PHYSICAL AND BACK AGAIN



# DRAWING (DOORS)

Location: 418 High St. Ann Arbor MI, 48104  
Class: ARCH 509: Directed Drawing - Melissa Harris  
Skills Used: Hand Drawing, Photography, Adobe Photoshop

This series is part of a collection of drawings that I produced in a free hand architecture drawing course. Some of these are one offs while others are drawings on top of my own previous printed drawings. This process can be repeated ad infinitum, creating abstraction on top of abstraction.

