

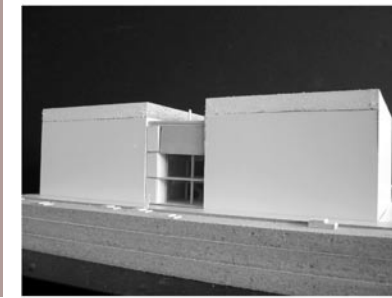
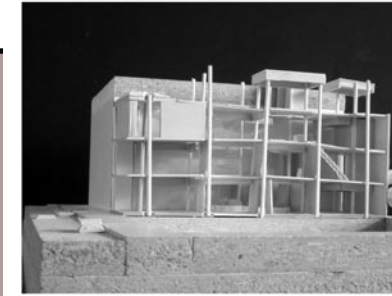
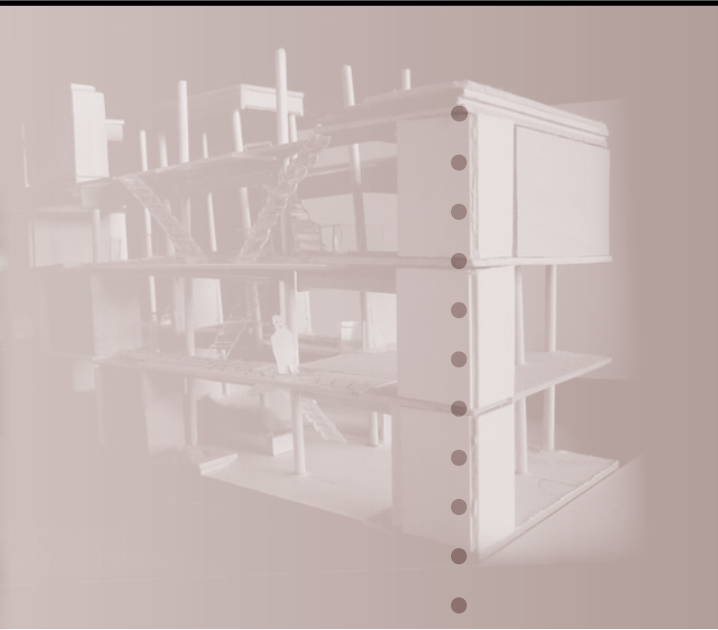
**mindlee**

**510.520.7234**

**[mindlee@gmail.com](mailto:mindlee@gmail.com)**

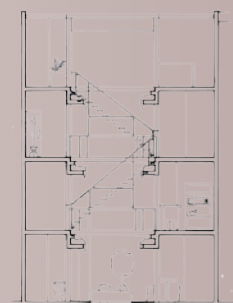
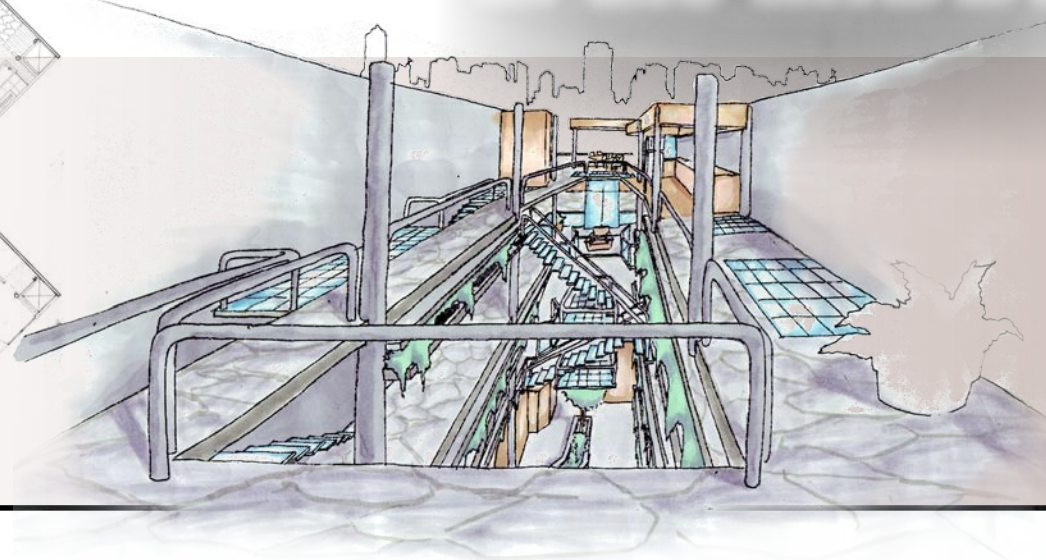
*Minlee*

**INFILLED HOUSE  
DESIGN PROJECT  
Spring 2004**

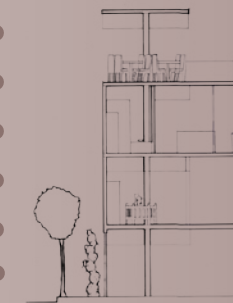


# the **BIG** hole in in the **MIDDLE**

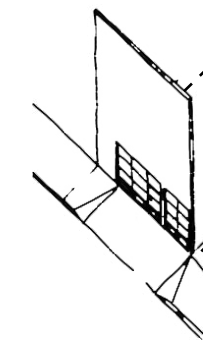
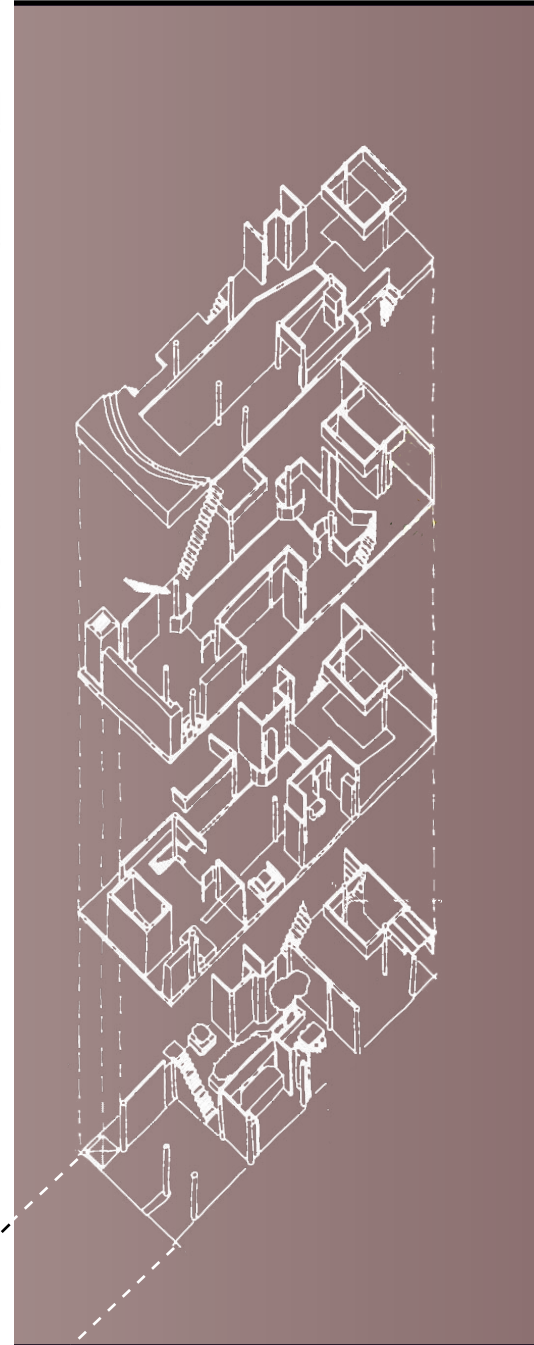
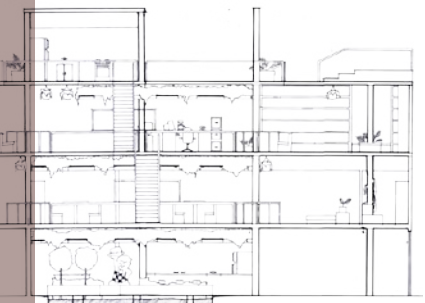
One of the main concerns this design addresses is how it deals with the location. On one side you have a busy street and the other is a filthy alley. Since the outside of the building is unpleasant, the solution is to turn the focus to the inside. The big hole in the middle is a centralized 12'x32' courtyard that spans all four floors. It is surrounded by plants and has platforms attached to the stairs that can slide across the length of the courtyard. This design allows the residents to have an enjoyable experience every time they walk through or look around.



NORTH SECTION

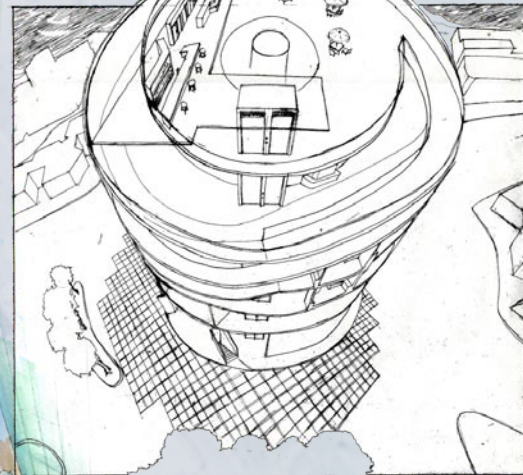
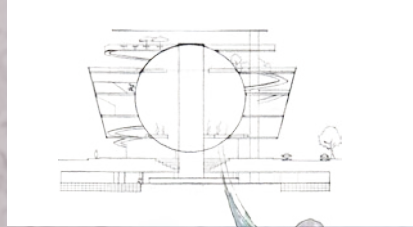


EAST SECTION



*Milner*

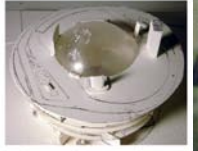
**FLUID LODGE**  
Design Project  
Summer 2004



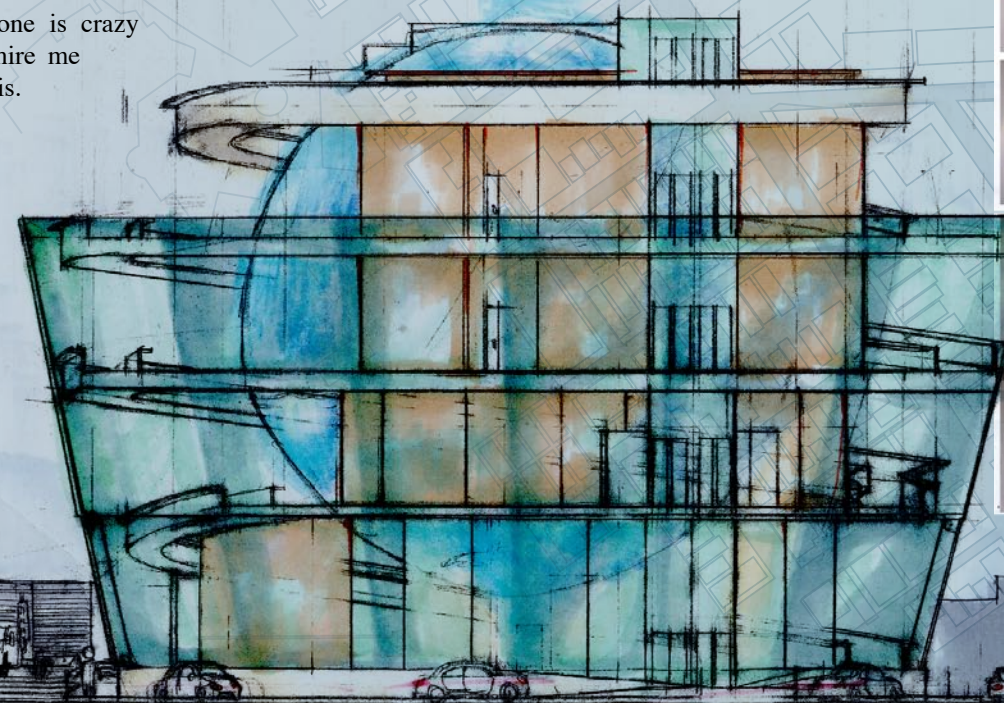
The purpose of this project was to combine a hotel with some form of water feature. The idea behind this design goes beyond creating a new *place* for people to interact with water. Instead, it creates a new *method* for people to interact with water. I do this by creating a sphere of water. A fountain will pour water around the sphere and follow its contours to create a spherical wall of water. More importantly, you no longer dive into a pool of water but rather climb up into a scuba tank or simply walk by while water trickles above you head. The water is encased by air pressure the exact same way water is retained in a straw when the top end is covered.

unique space. As you pull the panel down a stream of water is encased in between the panel and light illuminates the space through the water panels.

Lodging is a modular underground space where panels can be slid down to create your own



Most people had doubt about this project. Admittedly, I was also not sure whether or not this would work when I started this but I ran numerous tests and several calculations on this before pursuing it. Many people at the review probably thought I was crazy for doing this but I did not find any information suggesting that it would not work. The design was probably oversized for programmatic reasons, but if it was scaled down and engineered correctly I believe this would be unlike anything else. The only way to find out if this works or not is if some one is crazy enough to hire me to work on this.



Minlee

# IDYLLWILD HOUSE

Project for Developer  
Spring 2005



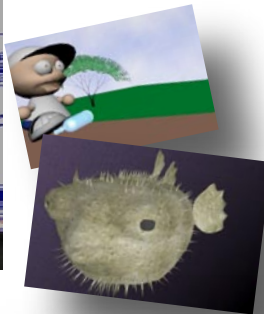
This is the design for a hillside home in the small town of Idyllwild in Southern California. The main goal for this project is to create a simple design and attractive painting for the developer to use for gaining clients' interest in this site.

# IDYLLWILD HOUSE

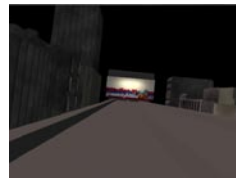
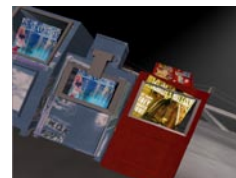
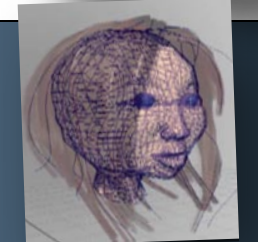
Minlee

# 3D MODELING/ANIMATION

Personal Project

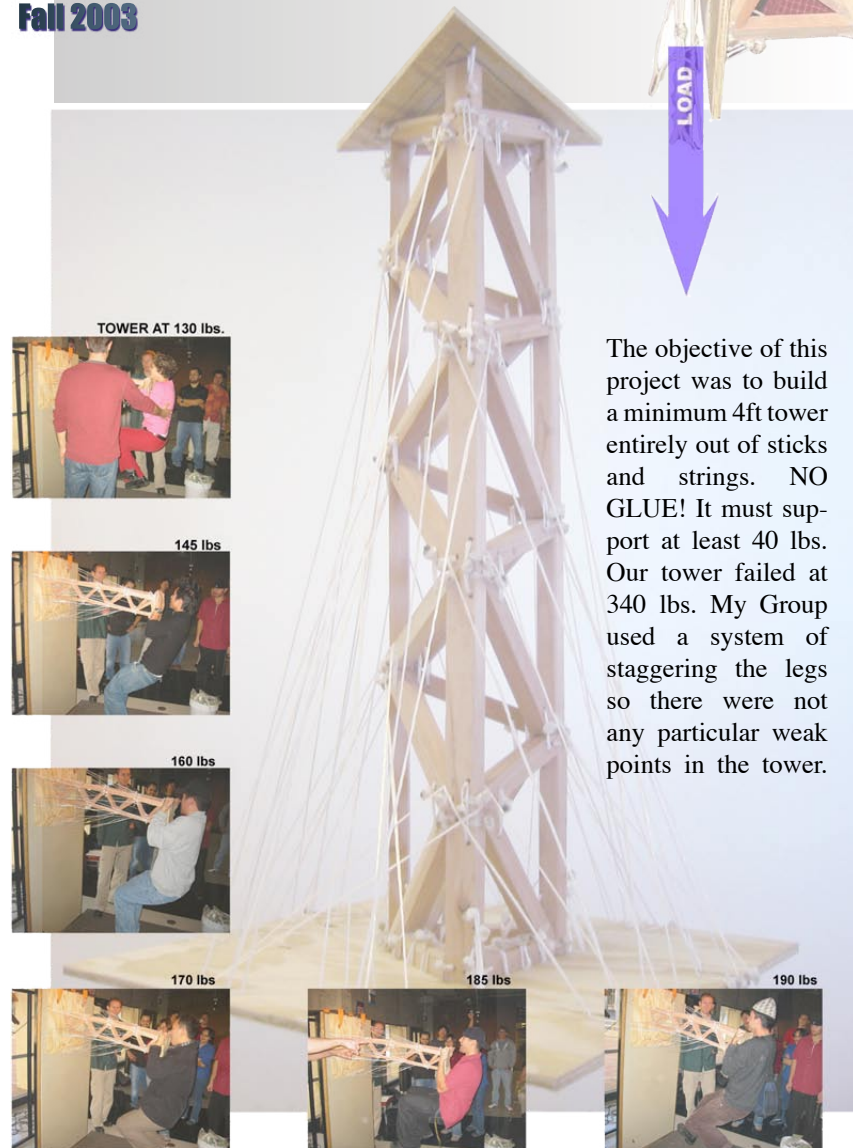


3D animation is a huge part of my career goal. This is a city I modeled and I am currently using it to create a fly through opening for a television program on the Warner Brothers Network called YOTV. This was created in Maya, but I have also used 3Ds Max and Form Z. I do all aspects of my own 3D graphics from modeling, texturing, rigging, animating, lighting and rendering. For more 3D animation (as well as some hand animation) visit my website at: <http://min.de.md>

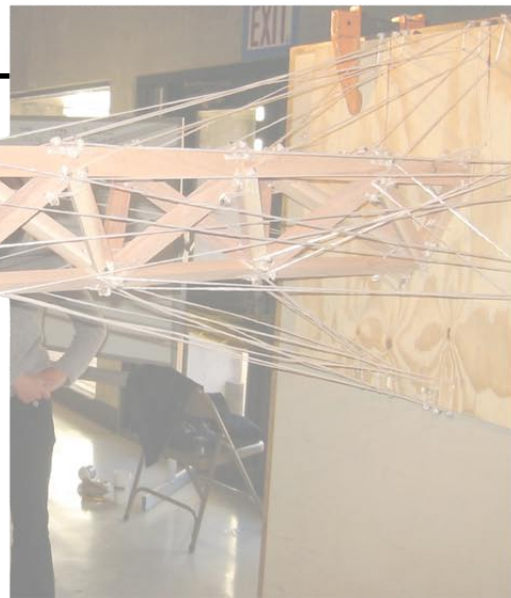


Milke

**PEOPLE'S PARK TOWER**  
Structures Class  
Group Project (3 homies)  
Fall 2003

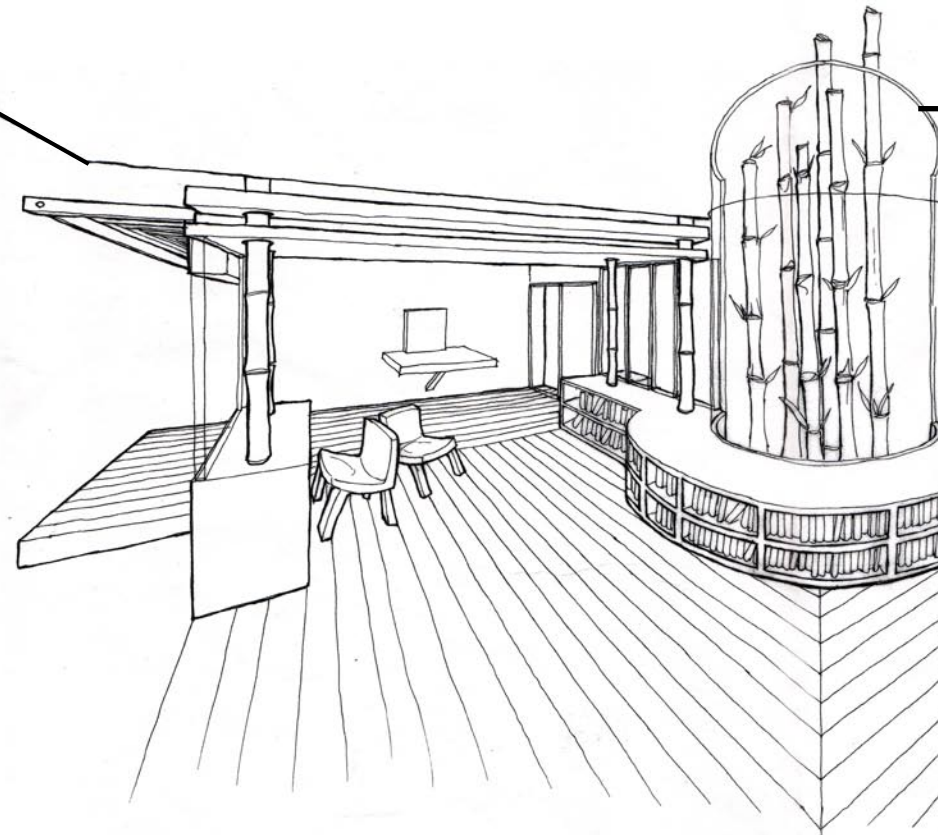


The objective of this project was to build a minimum 4ft tower entirely out of sticks and strings. NO GLUE! It must support at least 40 lbs. Our tower failed at 340 lbs. My Group used a system of staggering the legs so there were not any particular weak points in the tower.



Milke

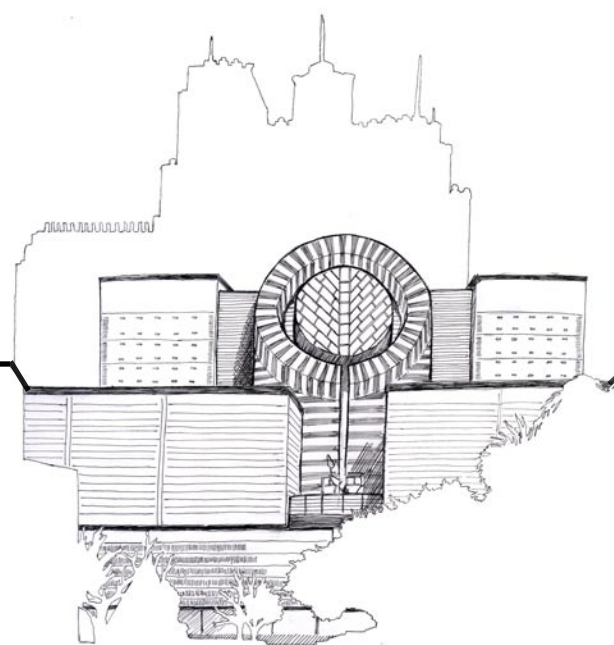
**VARIOUS SKETCHES**



**DESIGN PROJECT**  
Ink  
11"x17"  
2004

**SF MOMA**  
Ink  
9"x12"  
2001

**WURSTER HALL STAIRS**  
Tonal Pencil Drawing  
9"x12"  
1998



*Miller*

**DRAWING PROJECT**  
Rendering of Existing Building  
Spring 2003

