

melvin veloz  
portfolio '26

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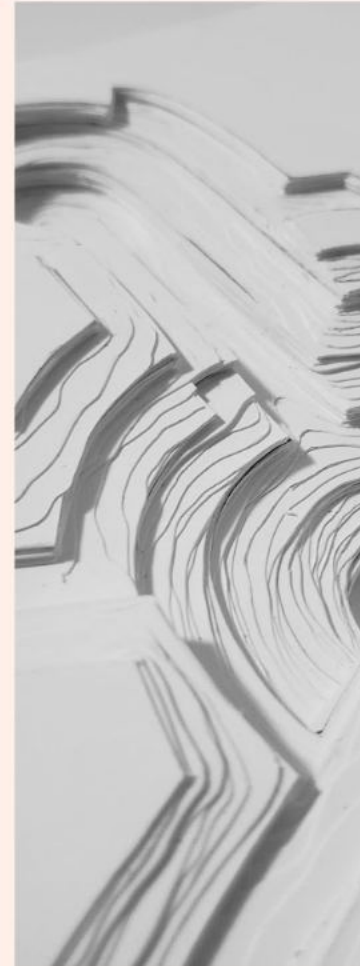
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about me and  
experience



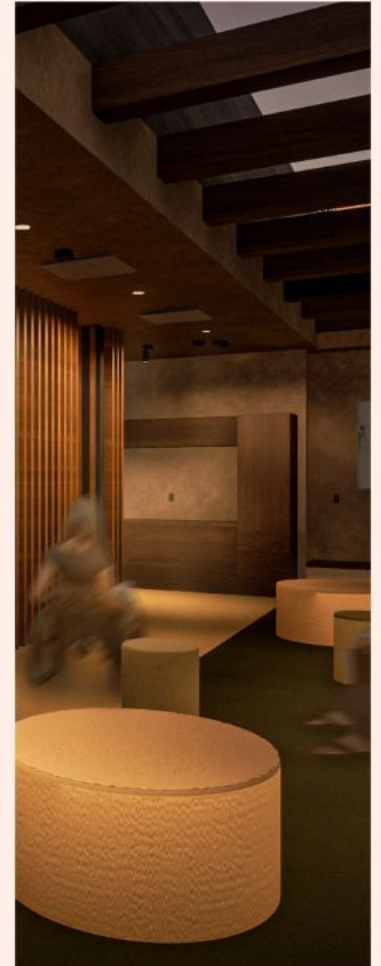
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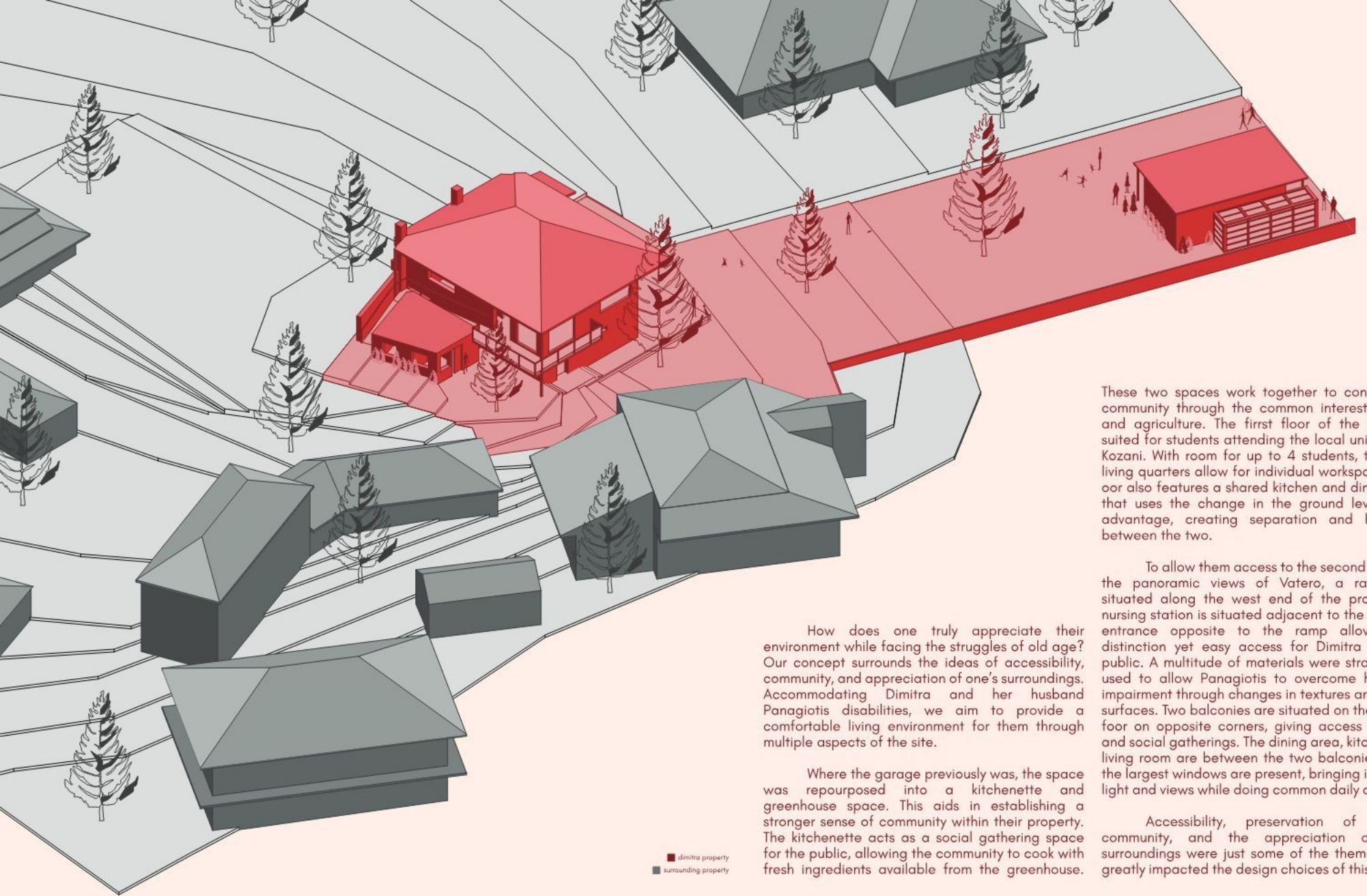
I am a 23-year-old aspiring designer who graduated with a Bachelor's degree in Interior Design from Toronto Metropolitan University. I am motivated and passionate about the field of interior design and architecture as a whole, and am looking to expand my knowledge in both avenues. In terms of design, my interests lie in creating beautiful spaces that prioritize accessibility and inclusivity for all inhabitants. Accessibility is a topic I am eager to learn more about and incorporate into my designs, as all spaces deserve to be enjoyed by everyone, regardless of who they are.

Outside of design, I like to indulge myself in different cultures, specifically cuisine and media from around the world. I am fond of Mediterranean, South Asian, and East Asian cuisine. Once I finish school, I hope to travel to these regions, experience their culture first-hand, and develop a greater appreciation of these countries.

Feel free to contact me for any business inquiries or to connect on a casual basis. Thank you!

# 00 | about me





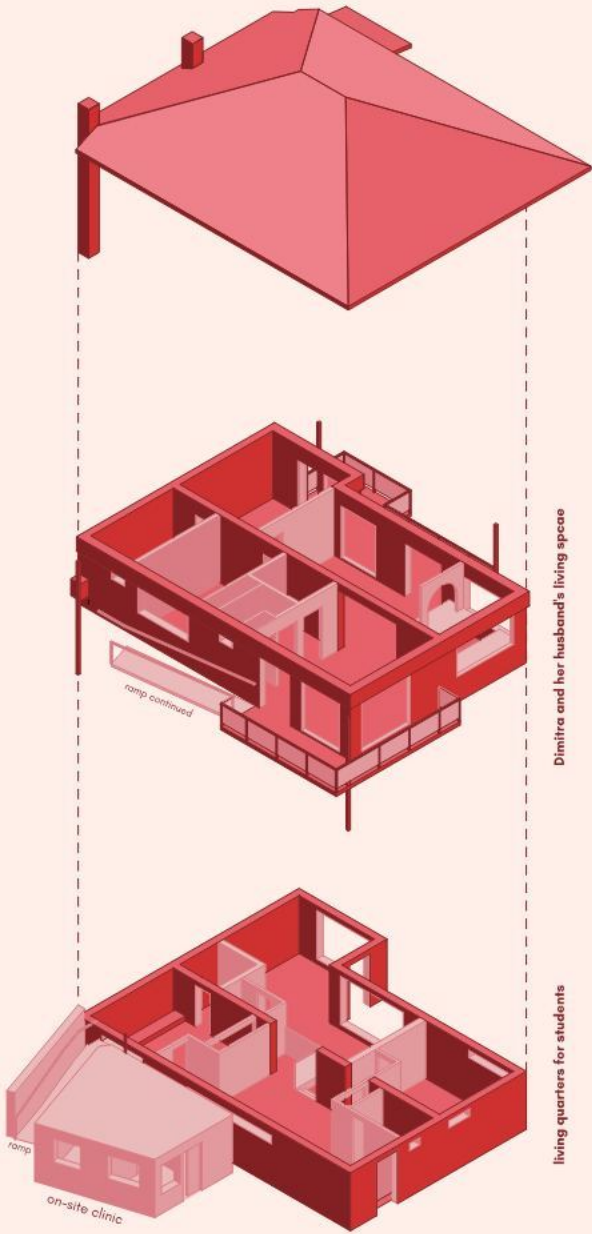
These two spaces work together to connect the community through the common interest in food and agriculture. The first floor of the house is suited for students attending the local university in Kozani. With room for up to 4 students, the large living quarters allow for individual workspaces. The porch also features a shared kitchen and dining area that uses the change in the ground level to its advantage, creating separation and hierarchy between the two.

How does one truly appreciate their environment while facing the struggles of old age? Our concept surrounds the ideas of accessibility, community, and appreciation of one's surroundings. Accommodating Dimitra and her husband Panagiotis disabilities, we aim to provide a comfortable living environment for them through multiple aspects of the site.

Where the garage previously was, the space was repurposed into a kitchenette and greenhouse space. This aids in establishing a stronger sense of community within their property. The kitchenette acts as a social gathering space for the public, allowing the community to cook with fresh ingredients available from the greenhouse.

To allow them access to the second floor and the panoramic views of Vatero, a ramp was situated along the west end of the property. A nursing station is situated adjacent to the ramp, its entrance opposite to the ramp allowing for distinction yet easy access for Dimitra and the public. A multitude of materials were strategically used to allow Panagiotis to overcome his vision impairment through changes in textures and tactile surfaces. Two balconies are situated on the second floor on opposite corners, giving access to views and social gatherings. The dining area, kitchen, and living room are between the two balconies where the largest windows are present, bringing in natural light and views while doing common daily activities.

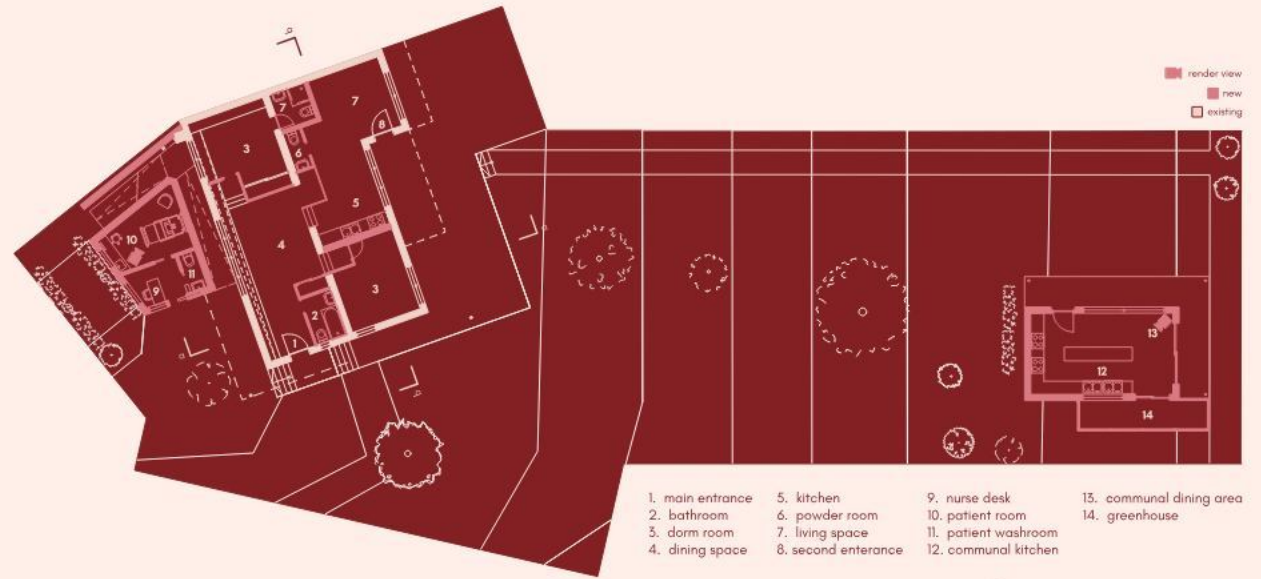
Accessibility, preservation of culture, community, and the appreciation of one's surroundings were just some of the themes which greatly impacted the design choices of this project.



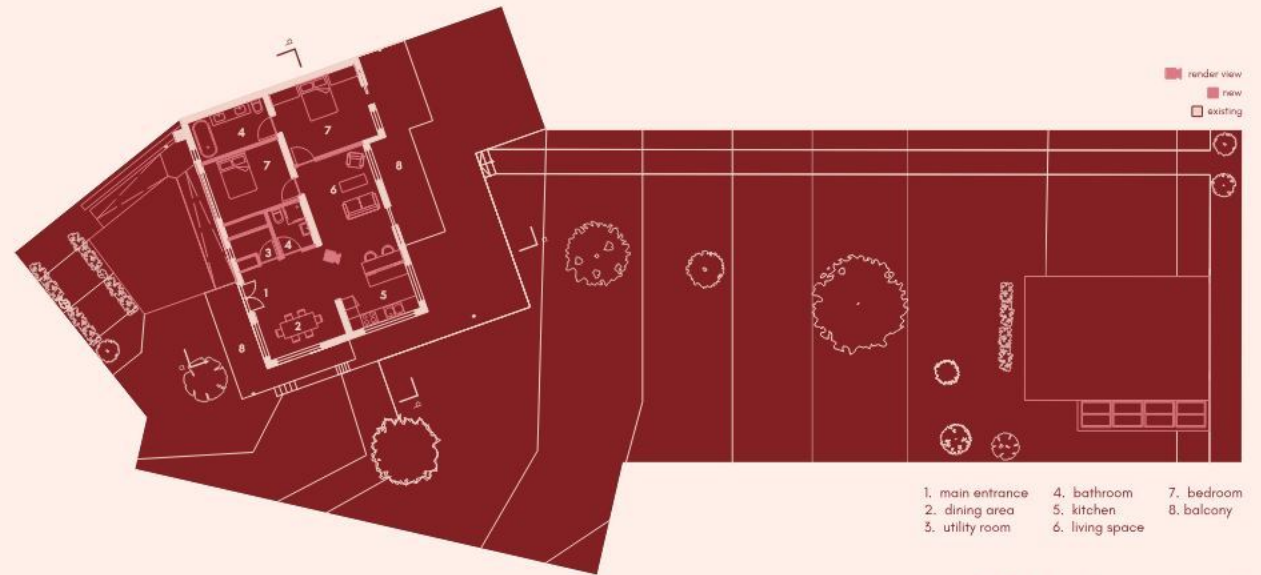
Dimitra and her husband's living space

living quarters for students

■ new  
■ existing

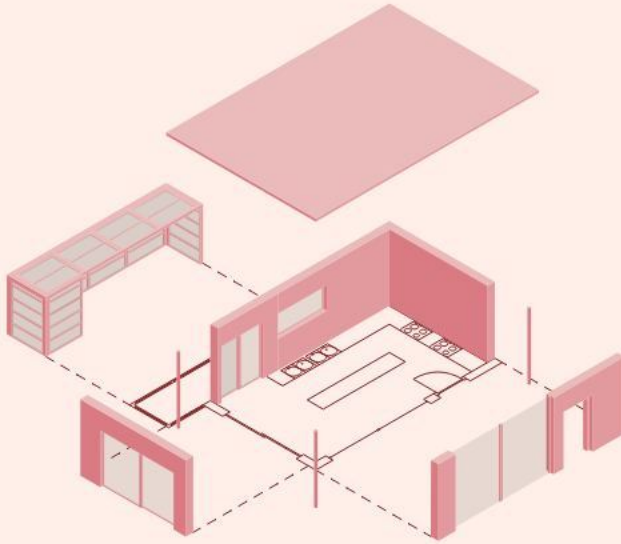


site plan | ground level



site plan | second level

## greenhouse + kitchenette nts

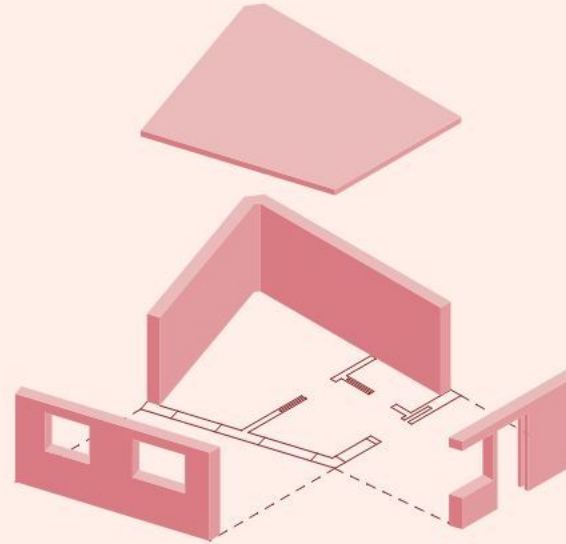


This greenhouse and kitchenette aims bring the local community together in the Dimitra property while also being accomodating to their health conditions.

Through organized gatherings and events, locals can congregate at the space towards the rear of their property and use their available resources to grow crops and cook meals. As Dimitra and her husband grow older and possibly develop disabilities that come with age, it is going to be harder for them to make the effort and participate in events outside of the comfort of their home. This space allows them to bridge that gap and brings the community to them while having a positive impact on the locals overall.



## on-site clinic nts

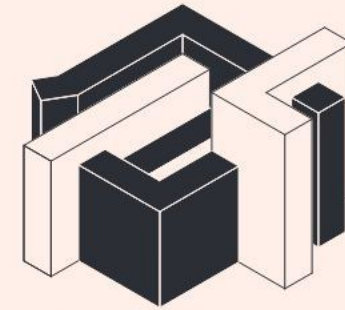
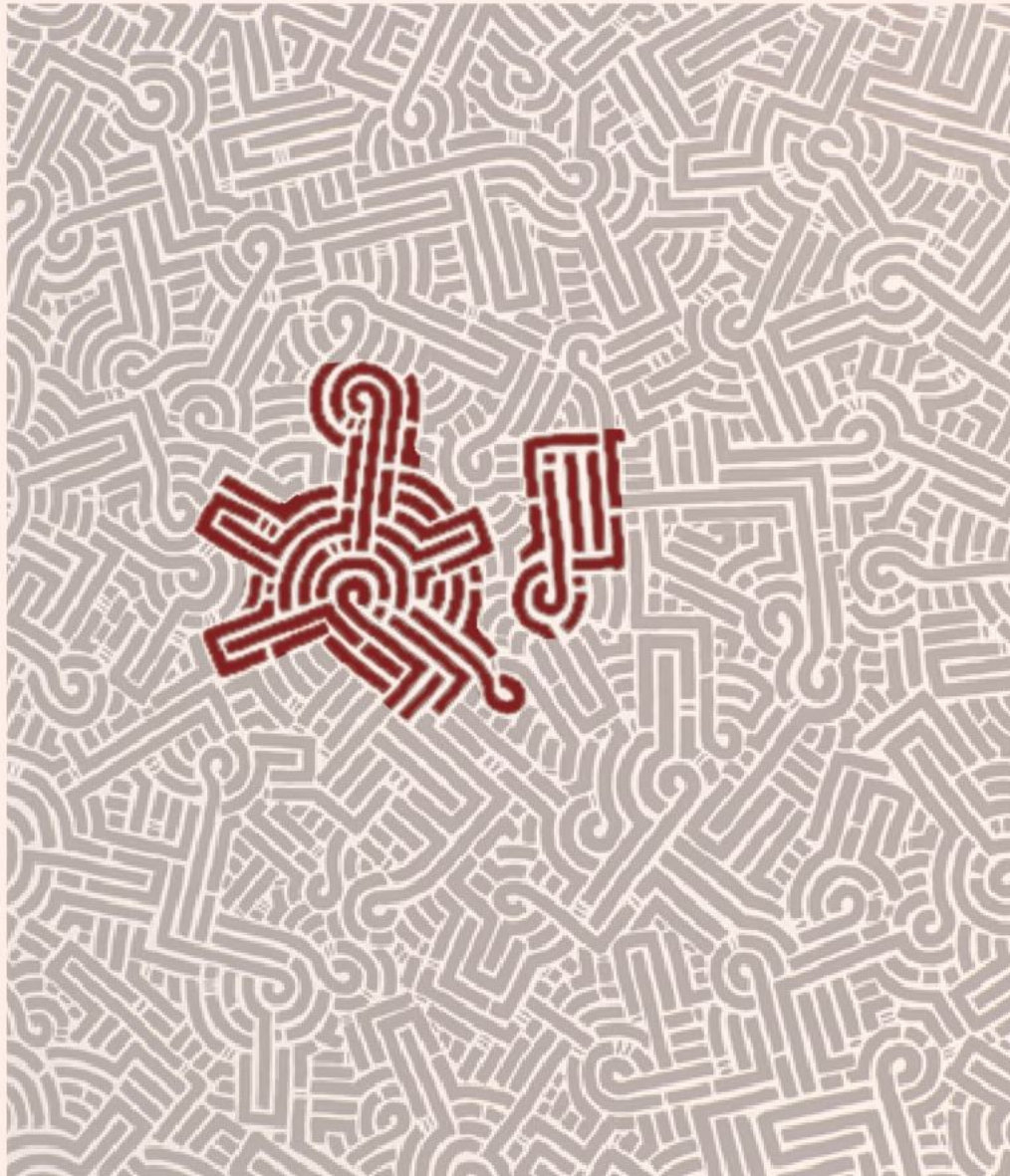


The on-site clinic is one of the many amenities that aims to help Dimitra and her husband directly with their health.

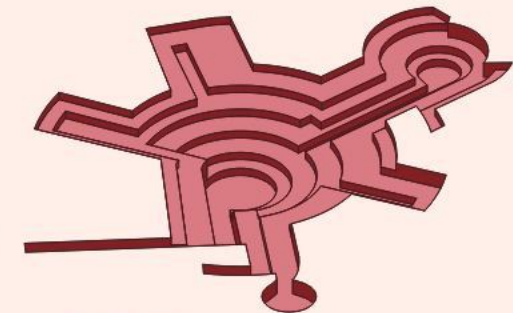
As their family gets older and their health conditions continue to impact their mobility, it will be hard for them to commute to the city to receive treatment for their conditions. With the addition of an on-site clinic, medical professionals can commute to the Dimitra property and perform routine check-ups on Dimitra and her husband.







hybrid model diagram



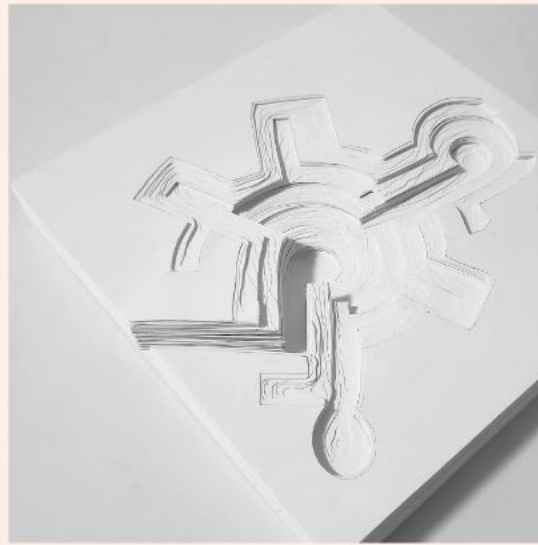
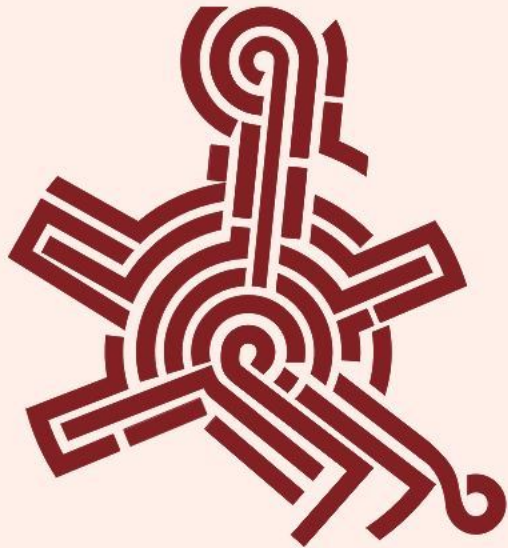
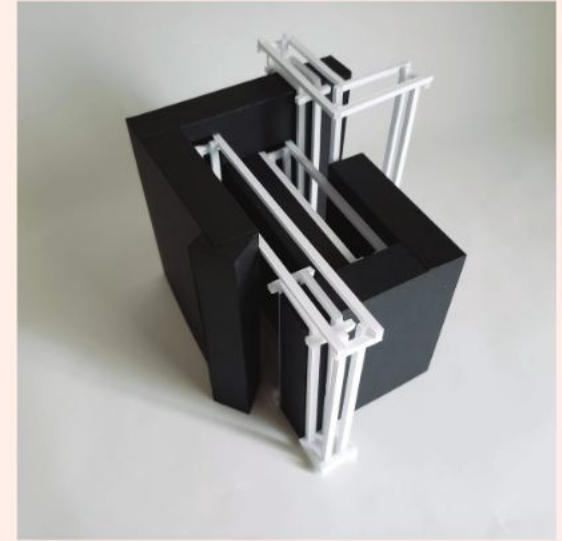
bas relief diagram

This set of models revolves around Mano Y Mano, an abstract painting made by Aaron De La Cruz. The painting features intricate linework that interweaves into a seemingly infinite composition that continues beyond the canvas. Portions of the composition that I found intriguing were taken from the artwork and interpreted as 3-dimensional forms. Each form has its own corresponding theme, bas relief and hybrid (representation of solid and void in one model).

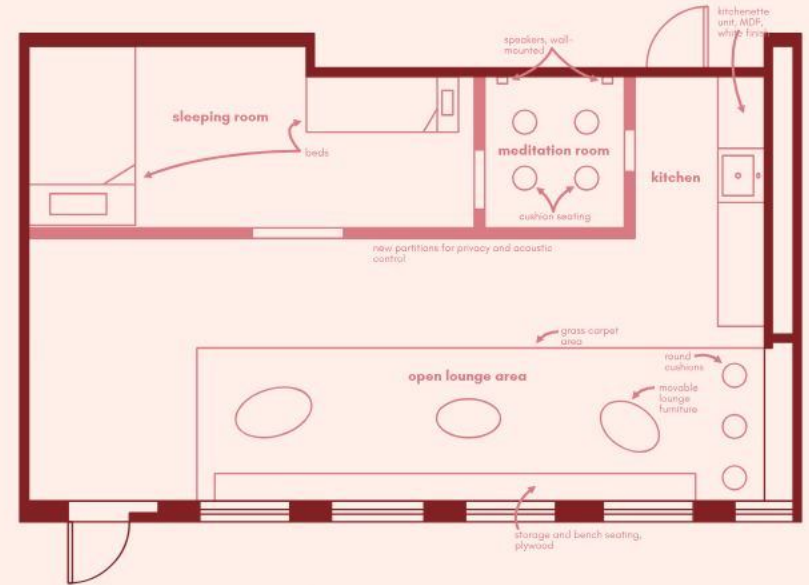
urban environments. The solids mimic the look of high-rise buildings while the voids carve into each piece similar to streets or alleyways that divide a cityscape. The bas relief model takes its inspiration from the topography of open-pit mines commonly found in Canada. This pattern found in the middle of the artwork revolves around a center point and seemingly resembles a spiral. The final three-dimensional form mimics an open-pit mine by converging onto that central point by gradually carving more material from the layers of cardstock.

The hybrid model takes its inspiration from

# hybrid



# bas relief



### programming rough draft

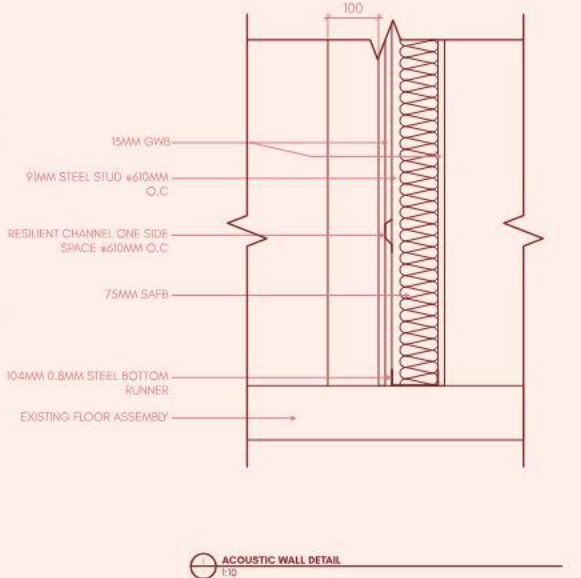
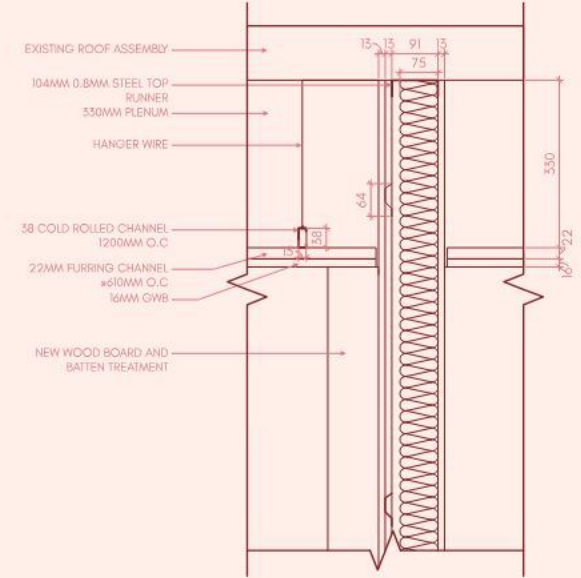
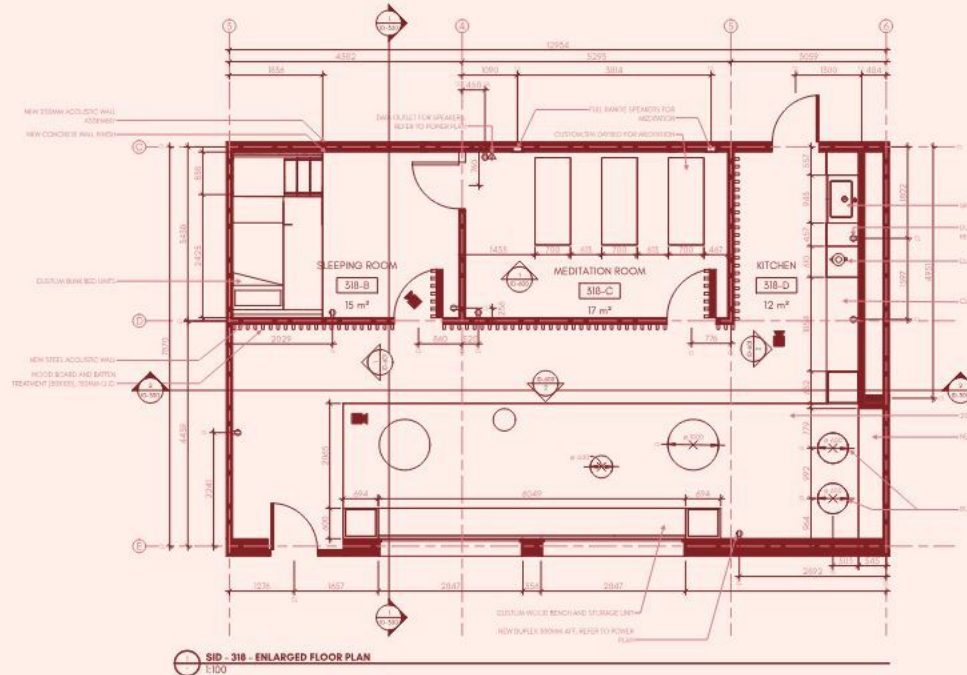
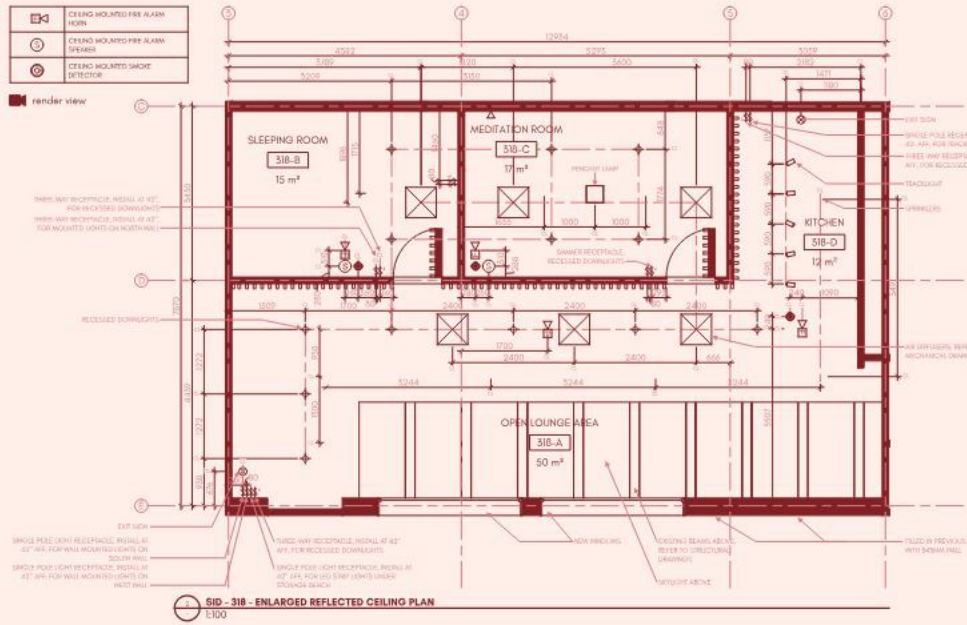
\*nts / diagram not accurate to final programming

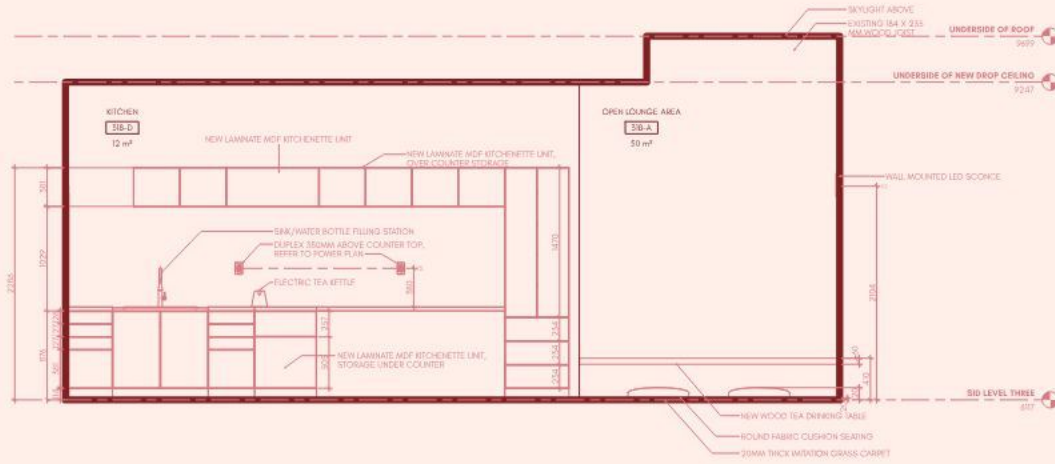
■ existing  
■ new

Schoolwork can come with a lot of stress. This hypothetical renovation project tries to repurpose one of my university's lecture halls as a meditation, rest, and leisure area, accommodating students and staff alike. Each proposed program aims to enhance the existing atmosphere to a space revolving around relaxation and tranquility. This project takes advantage of warm ambient lighting, raw material finishes, textiles, and organic forms to create a calm and inviting interior.

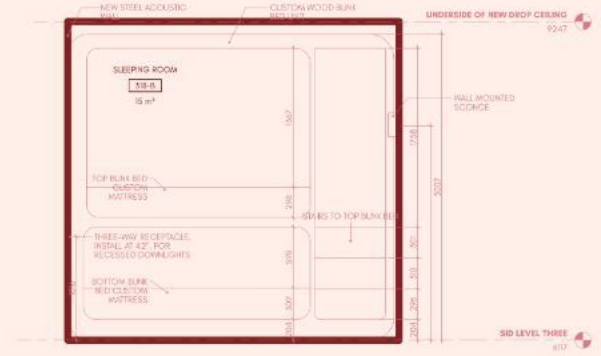
Entering the space, you are immediately introduced to the open lounge area. This space features a large seating area, fit with a custom wood bench along the perimeter of the room and

smaller cushions and tables spread along the space. A drop ceiling is incorporated to separate the existing mechanical and the integrate ceiling textiles. The sleeping and meditation rooms are more private settings. Each room features soundproofing and warm, dimmed lighting to encourage relaxation, which acts as an escape from the regular environment of the existing lecture hall. The meditation room features full-range integrated speakers within the walls of the room that allows for ambient noise if needed for meditation. The sleeping room has two bed in a bunkbed style, with stairs leading to the top mattress. These additions to the space work together to create a calm environment for visitors.

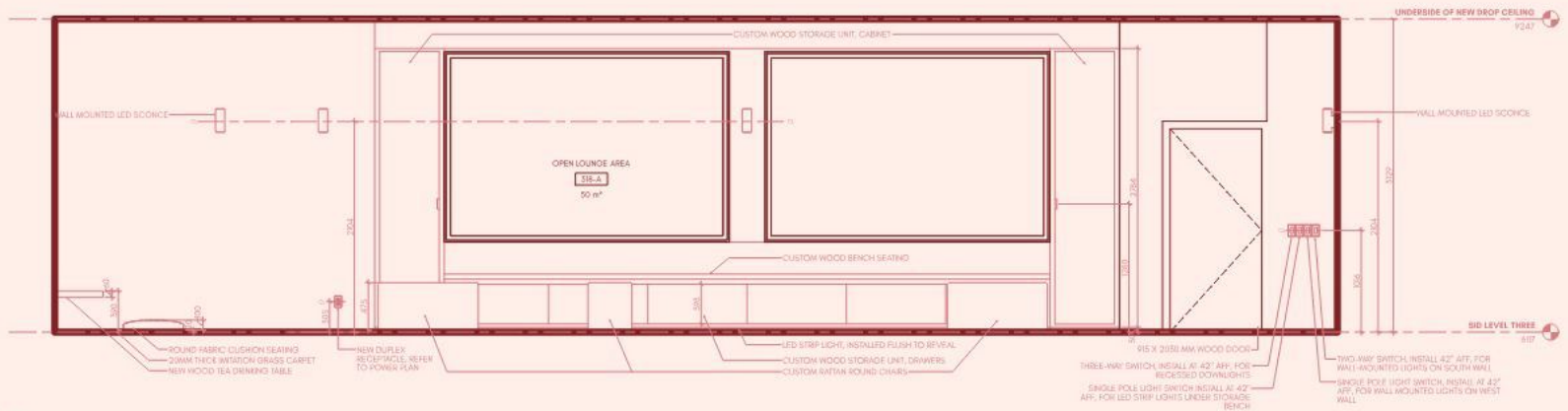




SID - 318 - INTERIOR ELEVATION EAST  
1:50



SID - 318 - INTERIOR ELEVATION WEST  
1:50



SID - 318 - INTERIOR ELEVATION SOUTH  
1:50





progression of final product

Sustainability has been a relevant topic throughout the past few years. As countries transition to renewable energy and more ecologically friendly practices, we can begin to question what more can be done to reduce our footprint. The construction industry makes up a large portion of the waste produced worldwide. As designers, we are responsible for what materials we use, and those materials are sourced. At the current rate at which we produce and consume materials and products, it is not sustainable within our finite planet. When looking at the timber industry worldwide, more than 80% of the Earth's forests have been cleared out for human use, whether for resources or land use. This has a drastic

impact on the Earth's climate, as carbon dioxide levels continue to rise at an exponential rate.

My project embraces the use of waste products, specifically wood found in construction sites. As a designer in the industry, I have observed perfectly good materials set aside and thrown away. Much of these materials are sent to landfills rather than used for a different purpose, negatively impacting the environment around us. My project gives these abandoned materials a new life as a furniture piece that challenges the notion of what is considered waste by highlighting the beauty in the material's imperfections.

04

date of completion  
fall 2024

materials used  
reclaimed wood  
cherry wood

mdf

# swivel storage

# linear experiment stacking

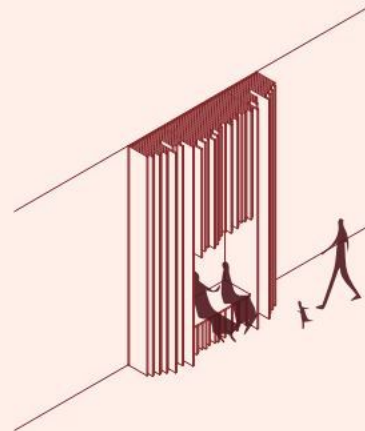
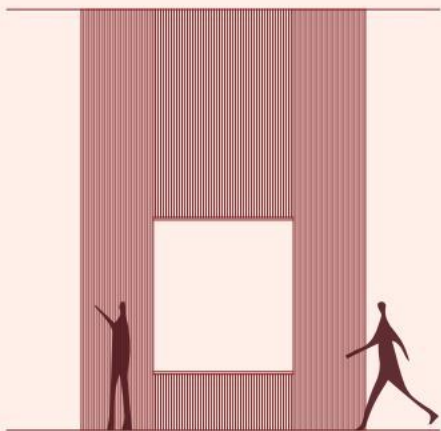


# linear experiment joinery



## project ideation

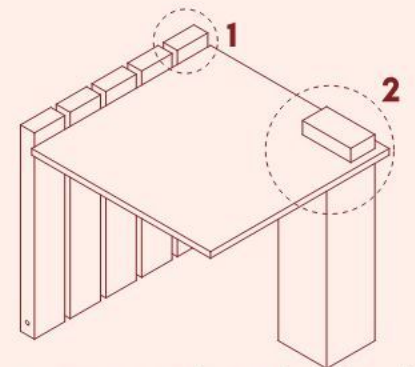
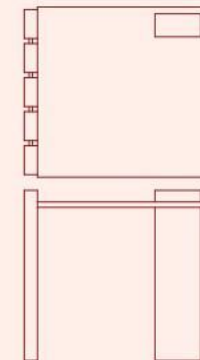
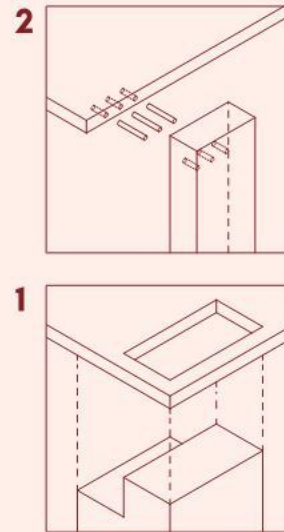
seating arrangement | nts



- wood slatting would be reclaimed (taken from unwanted subflooring)
- seating would be new material

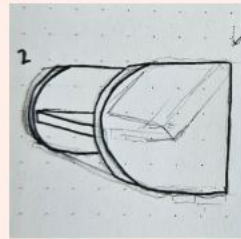
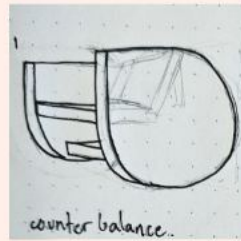
## project ideation

side table | nts

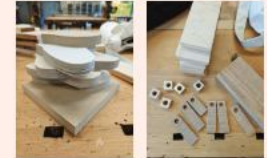


- main supports being reclaimed wood product (wood studs)
- tabletop being new product

# curvilinear exp. solid to curved material

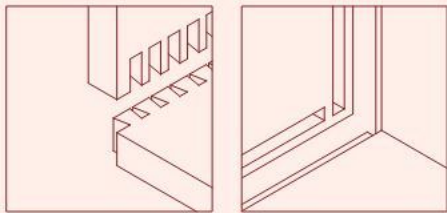


# curvilinear exp. stacking revisited

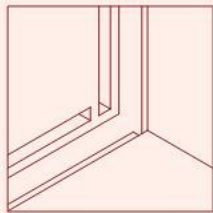


## project ideation

lounge chair | nts



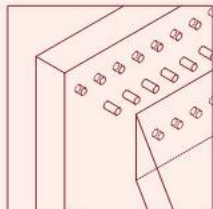
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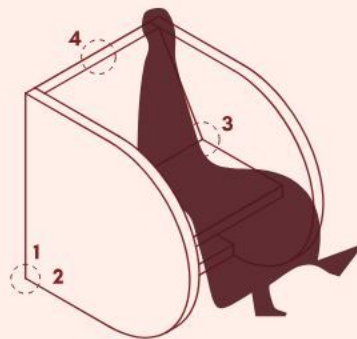
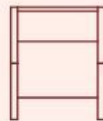
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3



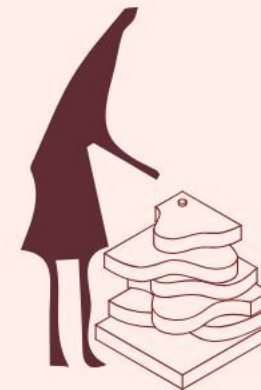
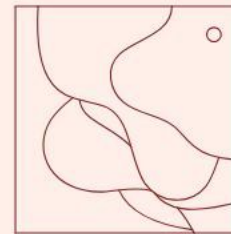
4



- whole piece would be reclaimed material
- wood would be treated to prevent issues with tactility

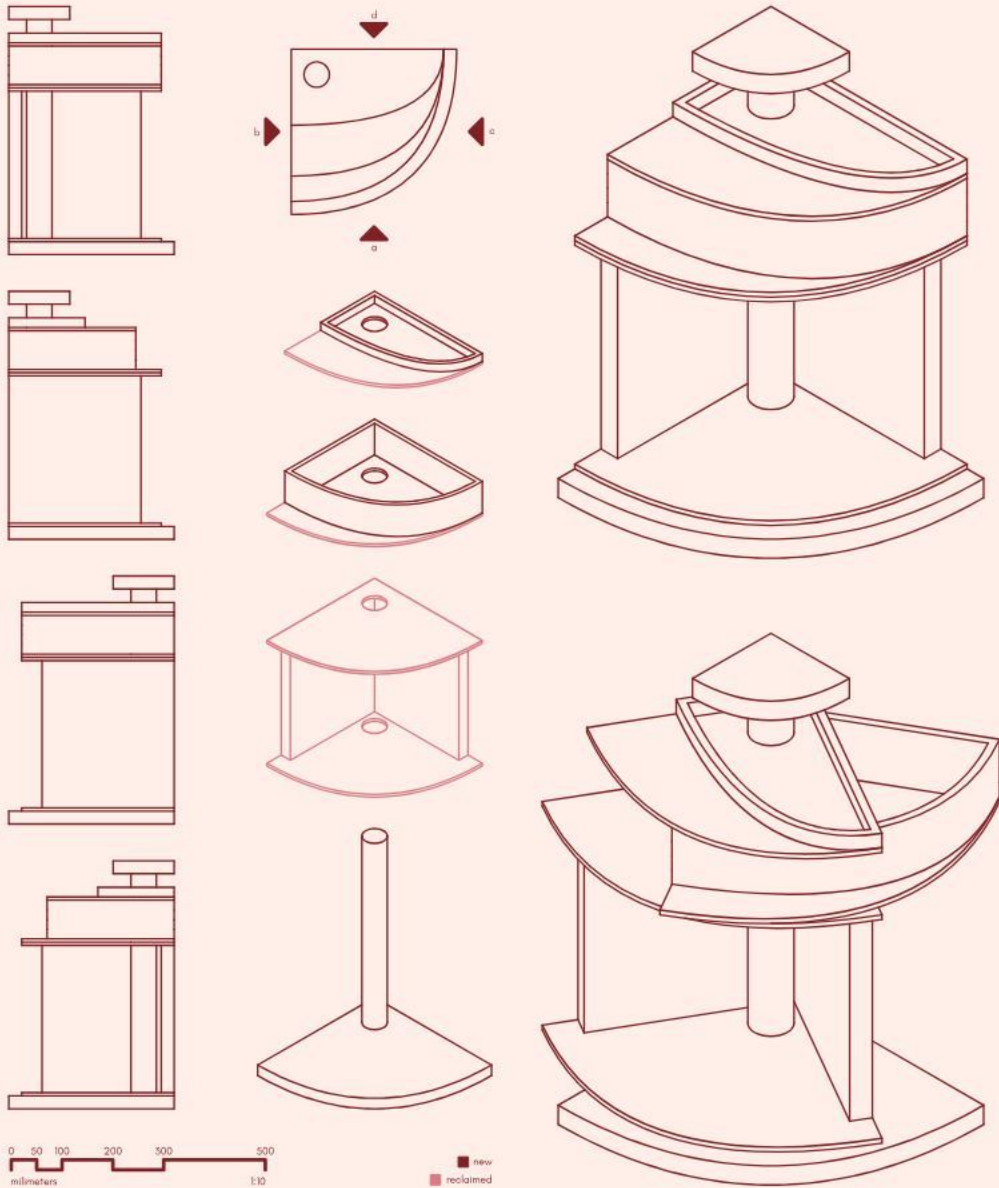
## project ideation

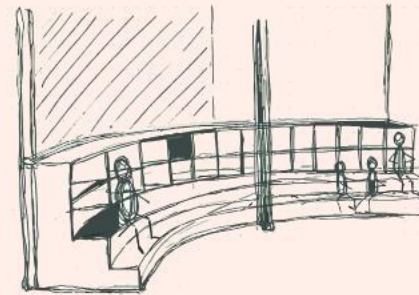
side table | nts



- each piece would be reclaimed or recycled material
- spacers in between each layer to lessen the friction when rotating

# final interation 1:10



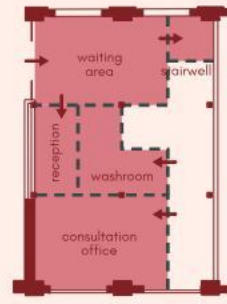
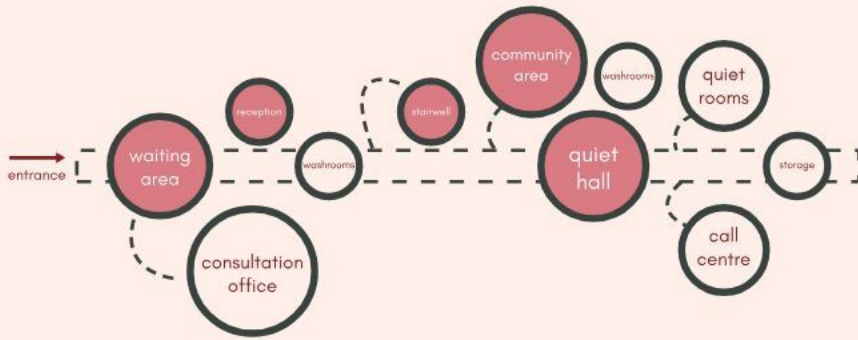


Our goal as designers is to provide functional and beautiful spaces for all inhabitants to enjoy. Inclusivity is a topic that is being touched upon more frequently as time progresses, especially in the past decade. People from all walks of life (different cultures, ethnicities, persons who are mentally and physically disabled) should all have equal opportunity and not question if they deserve to experience the same things as everyone else. My project aims to design a space that establishes a comforting and welcoming space for children and young adults in Toronto. Kids Help Phone is an NGO that provides mental health counseling for children and young adults within an anonymous setting (over the phone or through online chatrooms.) Adolescent Escape's goal is to prioritize privacy and intimacy and empower the local community of young people around 1655 Dupont Street West and Toronto.

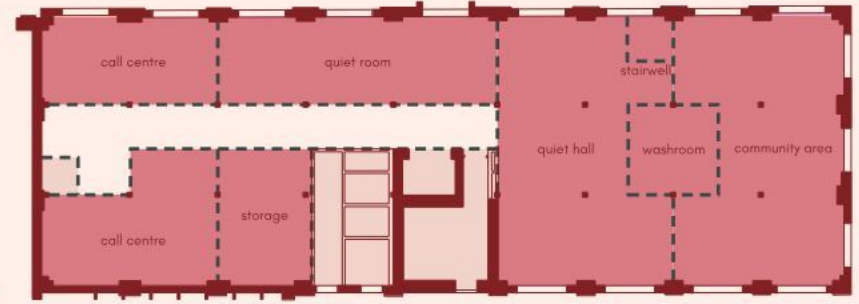
Each space in this project has the goal of creating a comfortable and inviting environment for its users. When first entering, users are greeted with

the essential amenities one might need. The check-in and security desk provides an essential barrier to entry from the public, nearby consultation rooms give users quick and private counselling if necessary, while the study hall offers a sem-private work environment for users. Moving to the second level, there is a larger focus on creating a sense of community and belonging. The main lounge makes organized events and large gatherings possible, while smaller adjacent lounge spaces are available for smaller gatherings. There is a larger community area that offers a diverse set of amenities

Overall, these spaces work together to provide a safe space for adolescents who are struggling mentally and need someone to talk to. The lounge and community areas act as social spaces where young adults can gather and express themselves away from anyone outside who may judge them. The design of Adolescent Escape provides a haven for every young adult seeking support from others.



ground floor



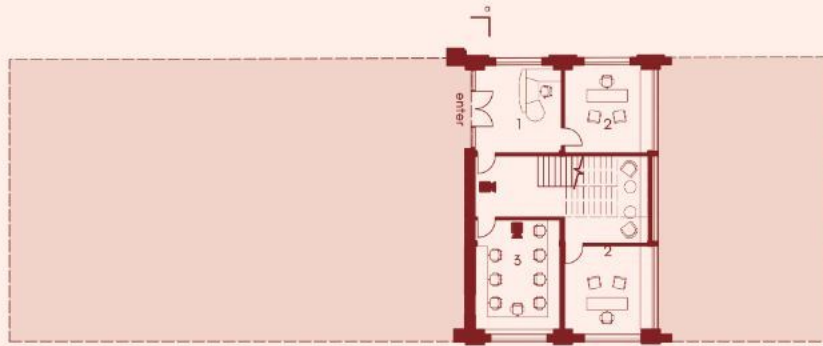
second floor

**bubble diagram**

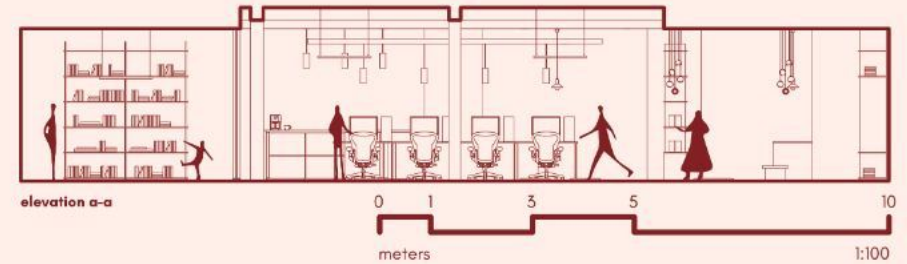
\*diagram not accurate to final programming

**block diagram** 1:250

\*diagram not accurate to final programming



ground level



elevation a-a

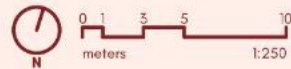
meters

1:100



second level

- 1. check-in / security desk
- 2. consultation room
- 3. study hall
- 4. main lounge
- 5. small lounge
- 6. library
- 7. tabletop game space
- 8. desktop game space
- 9. console game space
- 10. kitchenette
- 11. workshop
- 12. call center
- 13. fully-accessible washroom
- 14. meditation room
- 15. quiet room



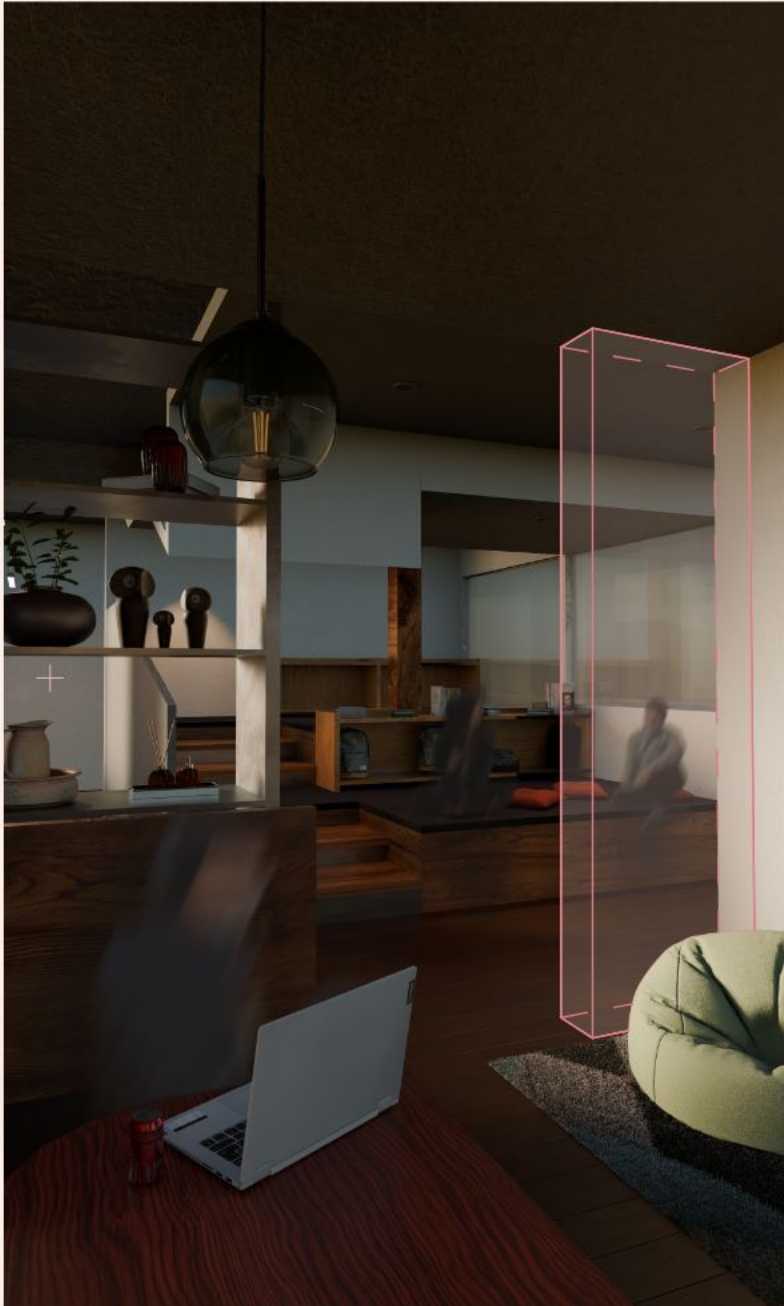
■ render view  
□ existing



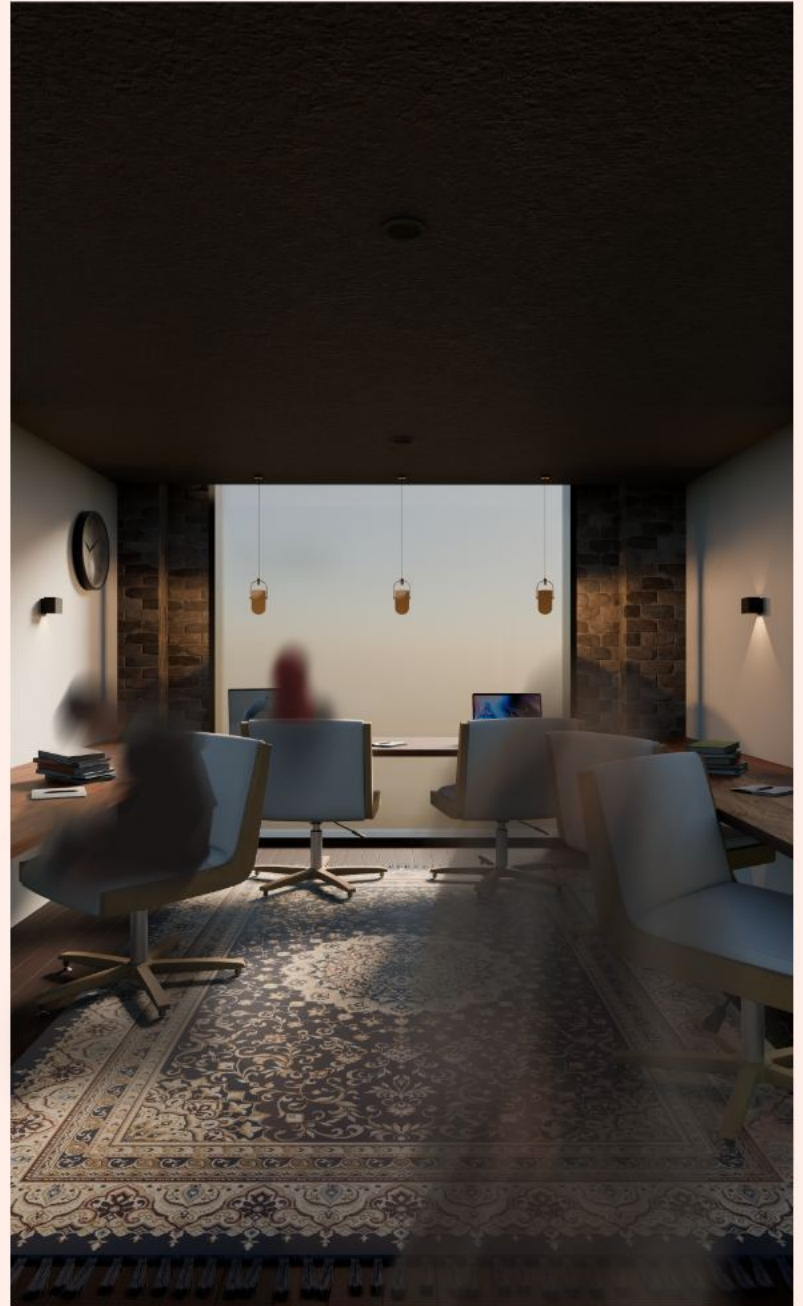
section a-a

meters

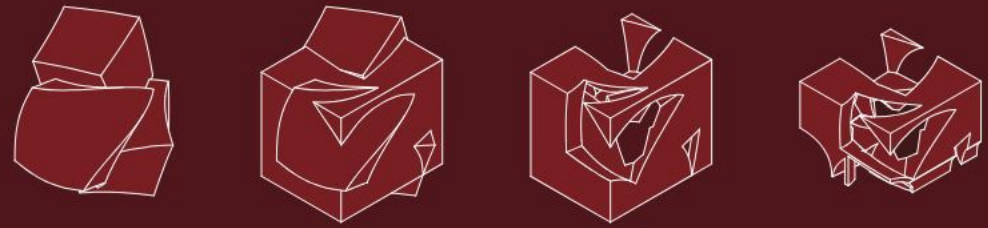
1:100



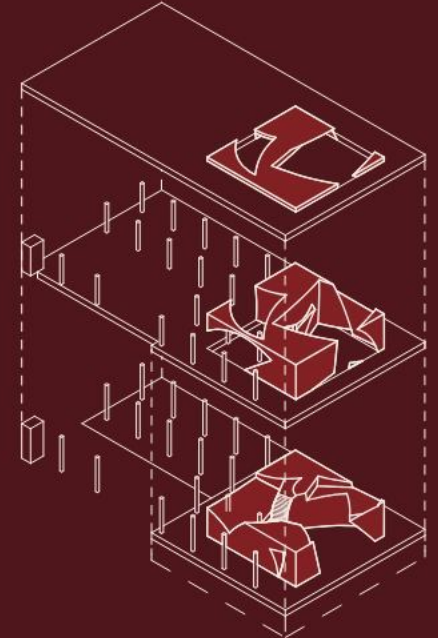
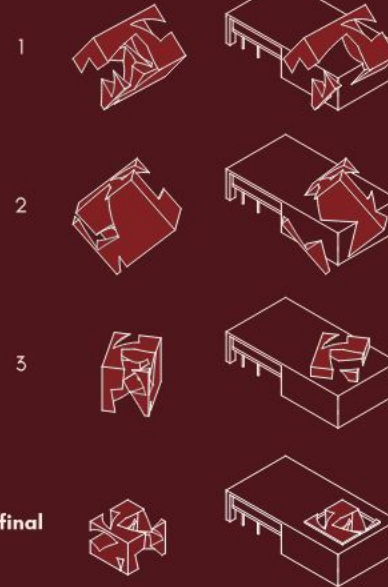
□ wall removed for clarity







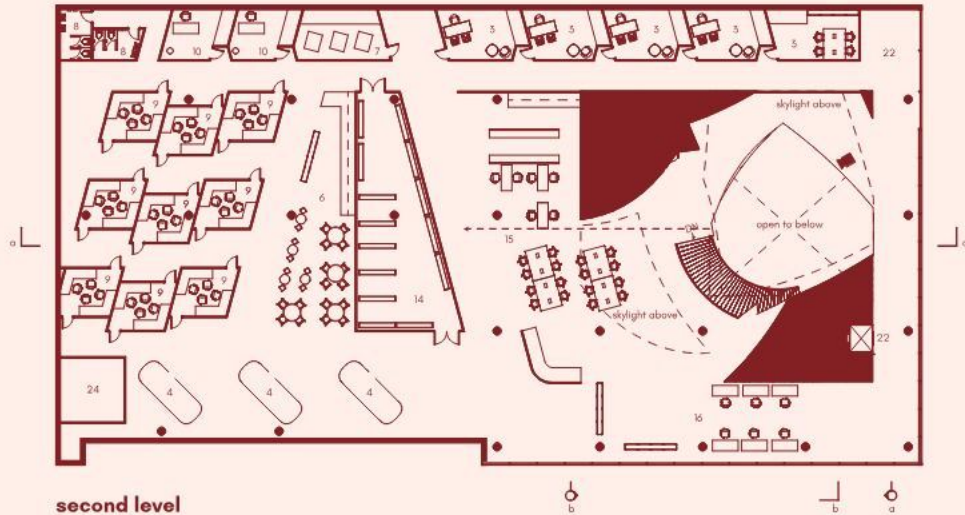
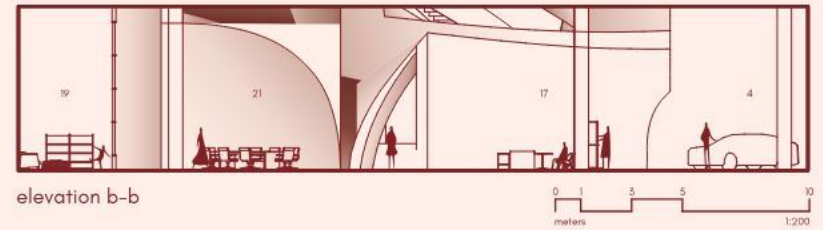
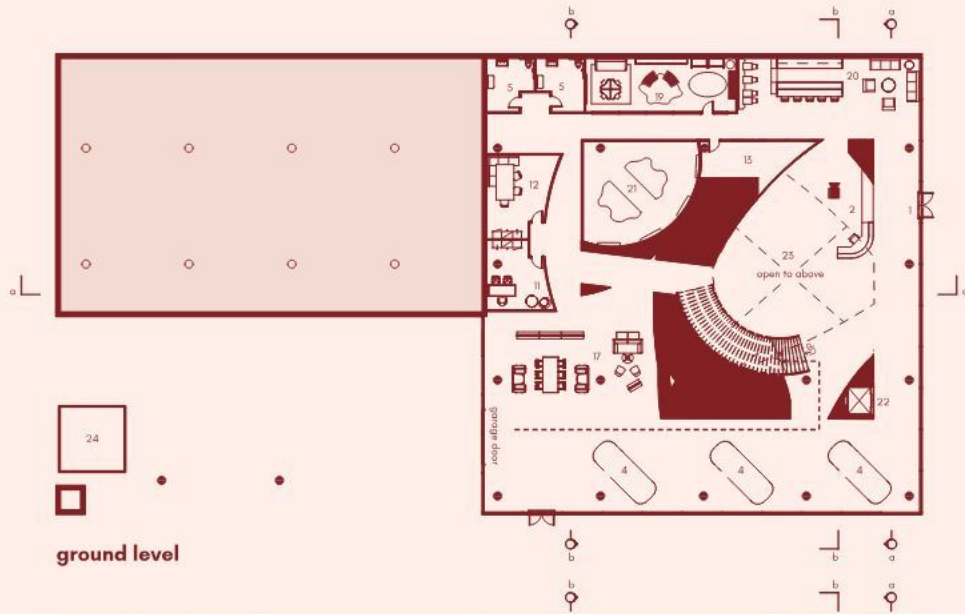
iterations



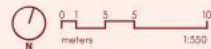
Porsche occupies a building located on Dundas Street East, along the Don Valley Parkway in downtown Toronto. The existing 2869 sqm building will be transformed into a space that connects public and private areas. The design process involves a constant balance between form and function. The massing will not only accommodate programmatic requirements but also create moments of interest. The integration of curvilinear design elements and the incorporation of Porsche's branding serve as ways to connect the spatial experience with the historical element of

the brand.

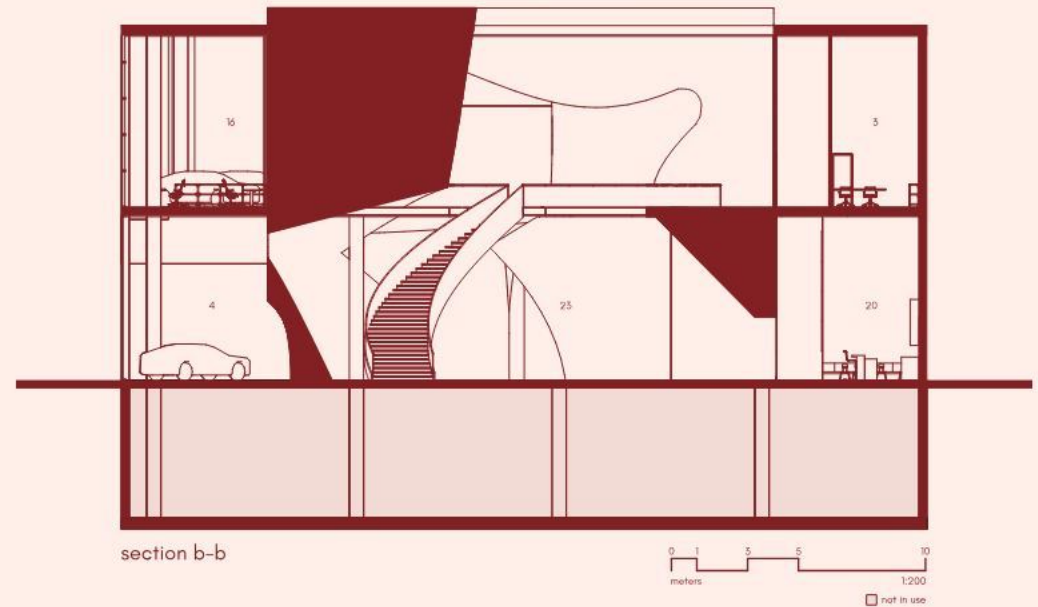
The design concept revolves around creating a hospitality aspect to the dealership experience. This space, similar to a car, offers moments of interest while responding to the functional requirements of a car dealership. The redesigned space features an inviting atrium to support public and intimate areas. The atrium acts as a central point, showcasing the brand's history and the circulation surrounding it, offering multiple interactive paths.

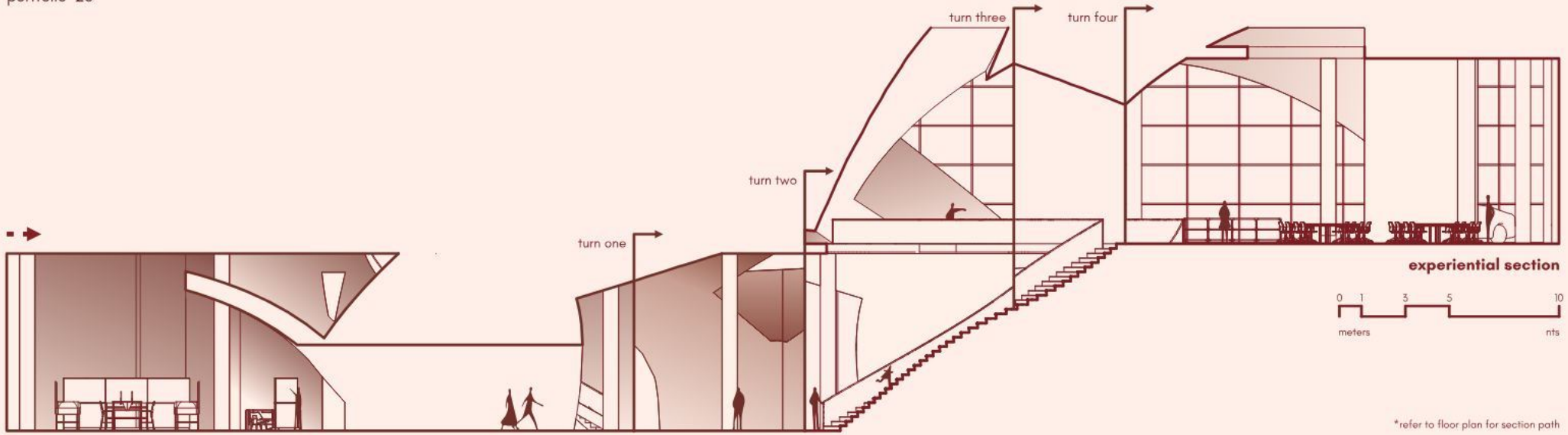


- 1. entrance/lobby
- 2. reception
- 3. sales offices
- 4. car display
- 5. customer bathrooms
- 6. staff kitchen/lunchroom
- 7. religious/meditation
- 8. employee bathrooms
- 9. staff offices
- 10. directors/manager office
- 11. small meeting room
- 12. large meeting room
- 13. storage (small, operational)
- 14. storage (large, back of house)
- 15. collaborative design studio
- 16. interactive showroom
- 17. performance centre
- 18. family washroom
- 19. kids area
- 20. public kitchenette
- 21. gift shop
- 22. elevator
- 25. atrium
- 24. car elevator

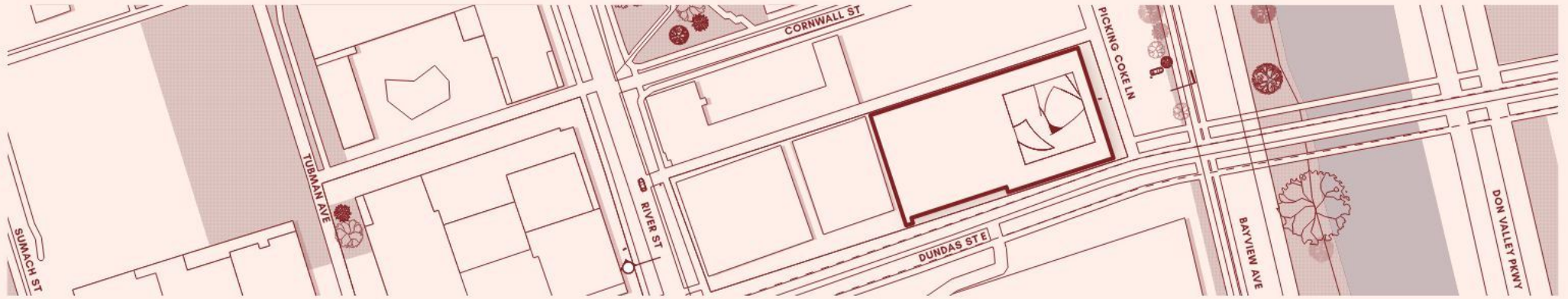


- render view
- experimental section path
- not in use

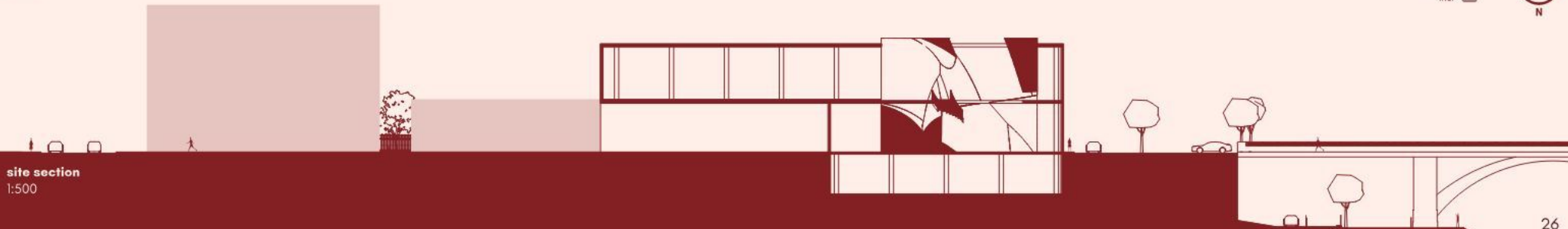




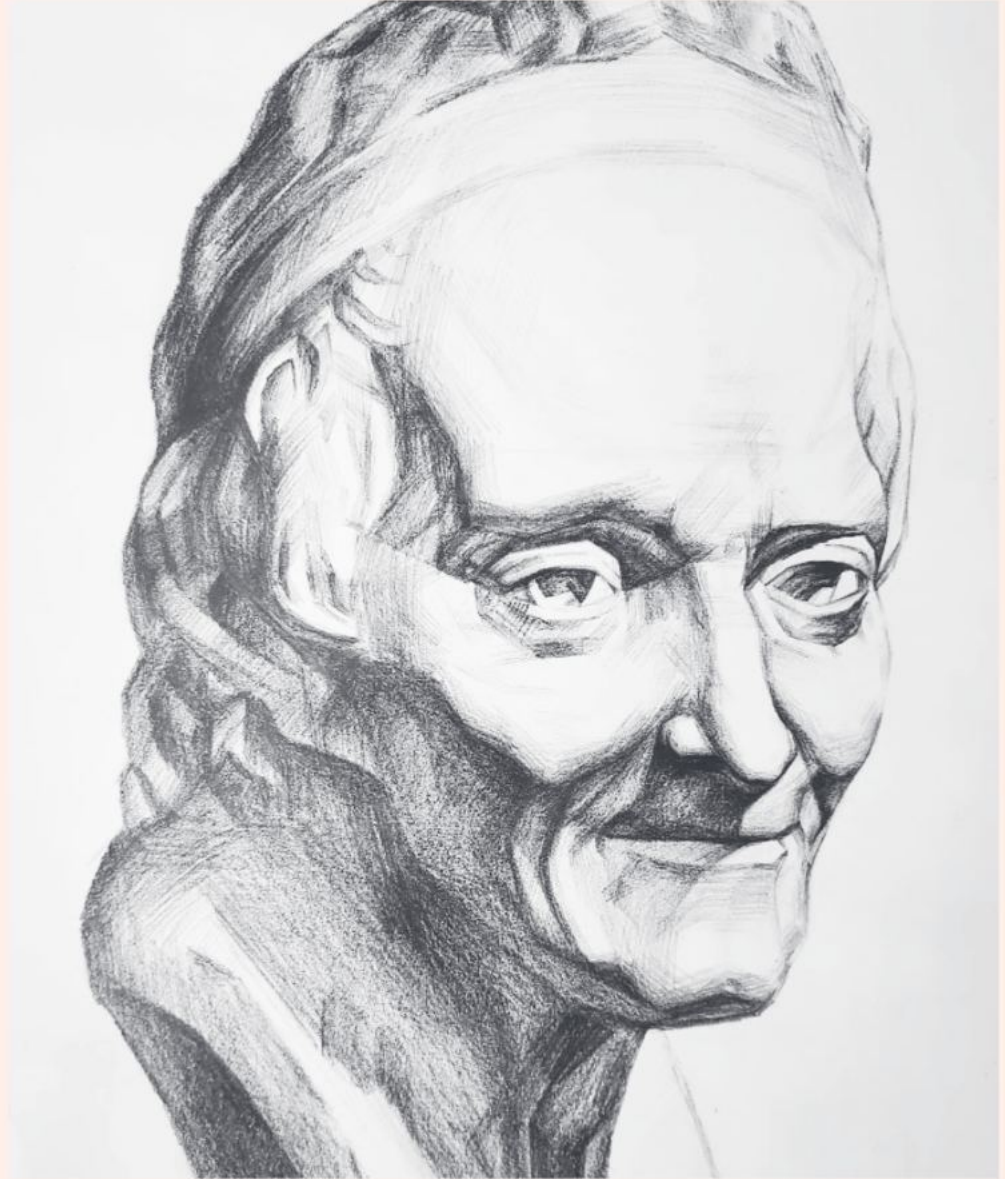
\*refer to floor plan for section path



site plan  
1:1000

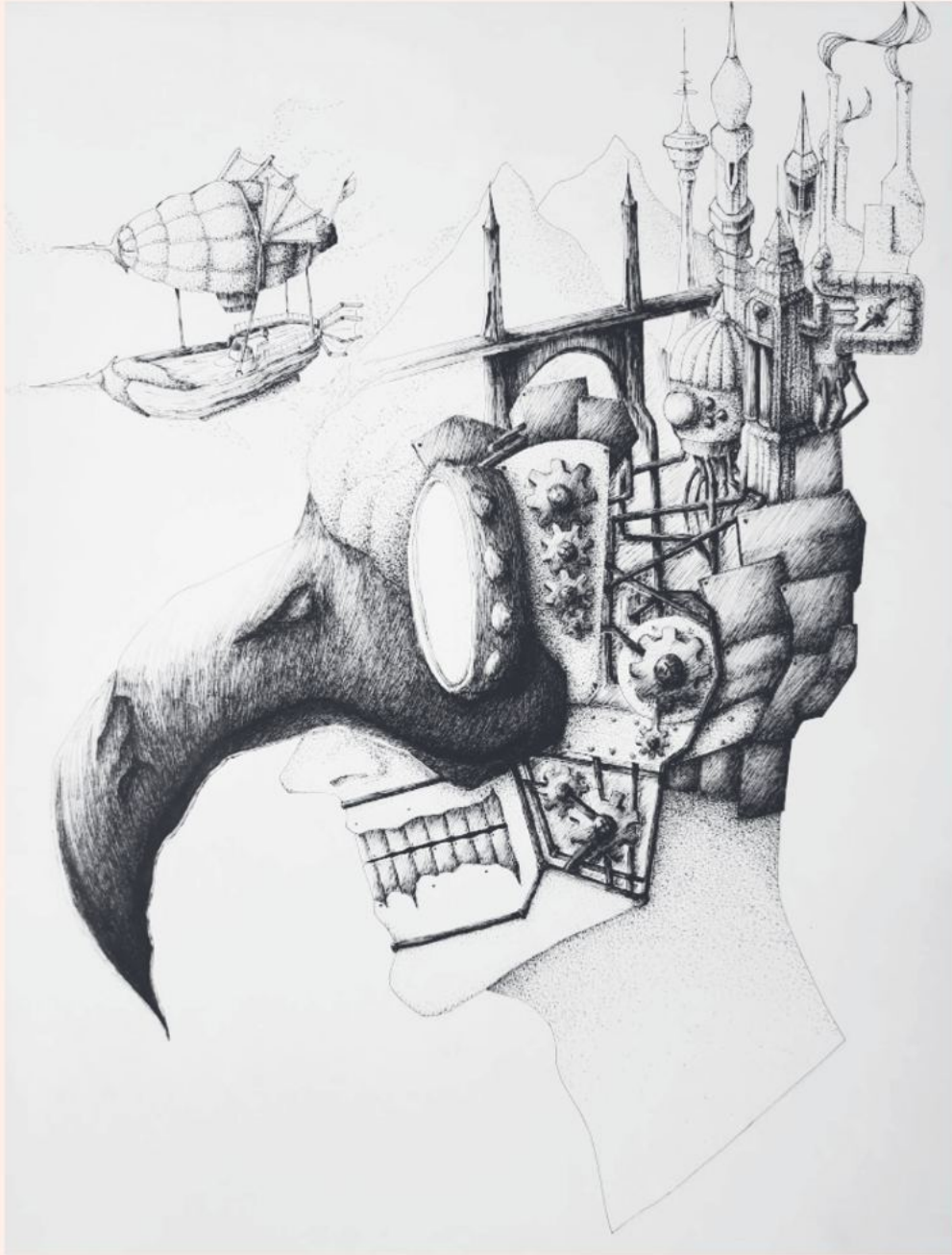






**07** | materials used  
mixed media

**personal projects**



# thank you!

I appreciate you taking time out of your day to view the work I have completed throughout the years. Feel free to contact me for any business inquiries through the information below.

Have a great rest of your day!

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