MARCELA NAVARRETE

PORTFOLIO







Location: San José, Costa Rica Software: Revit + Photoshop

Offices contained on 9 levels: Ozul tries to get integrated into the context referencing itself to its existent typologies so it can be appropriated in the future by the residents of the area. Fuses form, function and morphological values of the site to get a satisfactory integration of a building that will be the first of its class in the area.

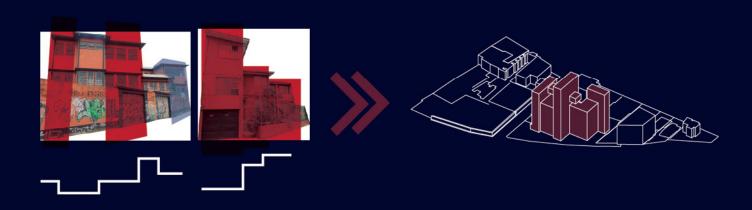
MORPHOLOGICAL CONCEPT

Reflect in the project as form, configuration, material or colors, the identity of the surrounding area and or of the patrimonial buildings on a perimeter of 1km.



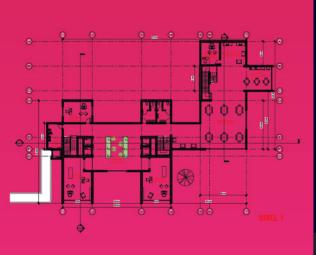
EXISTENT LANGUAGE

Rounded corners - Different levels in facades - Medium barriers between private property and public spaces - Very elaborate graffitis, high importance of green areas in existent houses. Light-central gardens in the middle Ç of the patrimonial buildings



FORM

Structural walls made of reinforced concrete, support beams and extruded slab floors of 30cm. Makes reference by the used materials and programmatic components (including a central garden) to the most emblematic houses and buildings in the area.











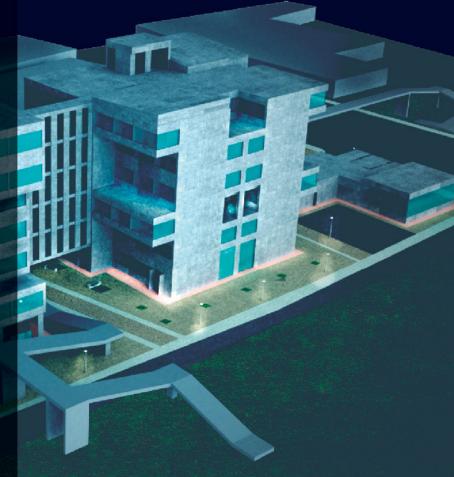
Housing + Cultural + Educational Location: La Uruca, San José, Costa

Rica

Software: Rhinoceros 4, Vray, Photos-

hop

Mixed use building it's part of a big tranformation plan of an area in La Uruca, which actually remains occupied by industrial buildings so residential and comercial areas are sparated between them by long distances. Uruca3 would work as a link between those areas and the big plan with new interventions, becoming the main access to the mentioned plan.







Coop-Housing

Location: San José, Costa Rica

Workshop 12 Lafarge-Holcim . Veri-

tas University.

Software: Revit, Photoshop

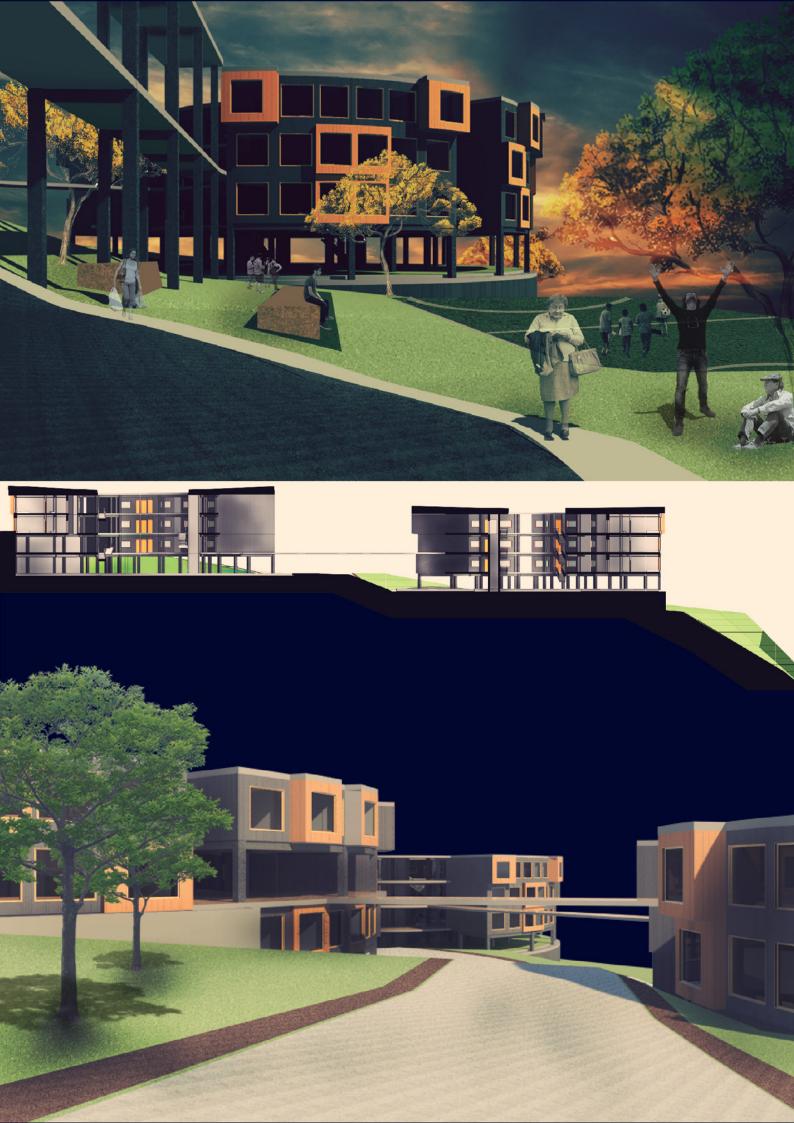
Coop-Housing High density residential buildings with shared laundry and work spaces.

COOP-CARPIO is the union between 2

existen references: German

Grossesiednlungen which didn't work properly as were "dehumanizing" and therefore got abandoned and coop-housing, which adds the human factor to the project so the errors seen in Grossensiedlungen won't repeat. Both concepts are adapted to the cultural necessities and context.







"Ciudad Anónima"

("Anonimous City". Heredia, Costa Rica)

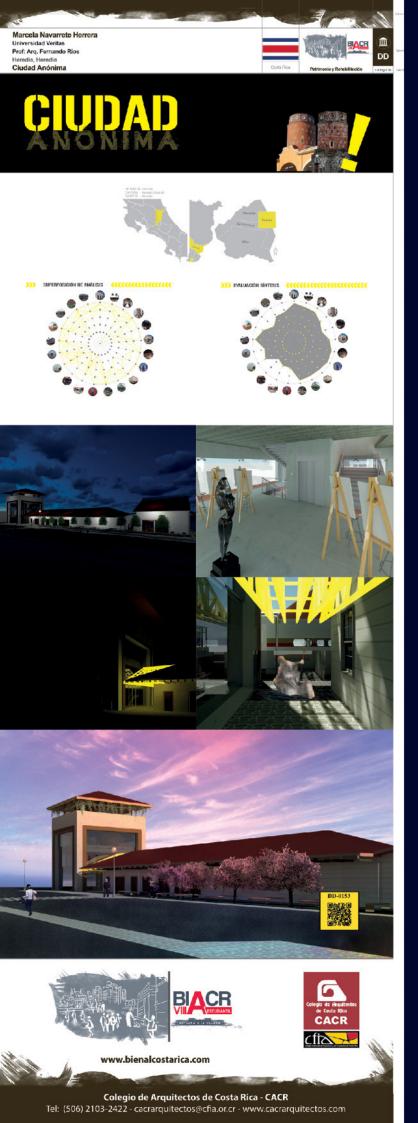
Thesis project for the bachelor of architecture. The project aims to bring back the sense of belonging of the citizens by restoring several historical buildings and giving them a stronger paper in the daily life of the people

Software: Revit, Lumion, Adobe Photoshop, Adobe Illustrator



One of this buildings is the current main train station, which is in bad conditions and is a place avoided by all the citizens unless they actually need to take the train (which is only available between 5:00 to 9:00 and from 15:00 to 20:00). The site in general is described by the people as ugly and the most insecure place of the province, so this is the emphasis of the project





Poster of participation in the 2018 Bienal of the Architects Camera of Costa Rica on the category of Rehabilitation and Heritage (DD)

Full project at Issuu.com (in Spanish)

