# Portfolio. Texas Tech University Landscape Architecture

## **Stefan Leon**

2022-2024



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#### **About Me**

Greeting's, my name is Stefan Leon, and I was born and raised in Houston, Texas and currently go to school at Texas Tech University. I am pursueing a BLA Landscape Architecture and a minor in Architectural Studies. I grew up with a very imaginative and creative mindset. Overtime, I realized my objective in my future is to make an **IMPACT** in people's lives. Landscape Architecture to me is creating for a better tomorrow and I hope in some way, I can contribute towards that cause.

#### **IMPACT** Have a strong effect in something or someone.

I believe I am a strong additon to a team, because I hold myself accountable, and I always strive to become better at something. I have proficient problem solving skills, along with a strong work ethic. I can listen and improve under critisism and always strive to improve on the previous attempt. I strive to create an impact at a firm whether it is something little or something at a large scale.





# **01.** Talkington Early Learning Center REDESIGN

CAD, ArcGis, Rhino, Lumion, Photoshop

#### **Sketches**



#### Objective

The objective of this redesign was to originally study the play behaviors of children, and aim for a enhanced play atmosphere that ties both nature with a interactive variety of plants. The redesign also allows for children to explore their different senses along with allowing for different types of thinking.

#### **Design Ideas**

A variety of plants allows for enhanced shade along with a variety of plants that encourge interaction through senses. A curvatious design allows for a free flowing space and allows for many ways to explore the site. Implementation of a playful landform allows for new ways for children to play and explore



#### Legend

- Exsisting Play Structure
  Playful Landform
- 3 Sandpit
- 4 Building
- 5 Tiered Seating
- 6 Picnic Table

Planting

- 7 Bur Oak
- 8 Mulberry
- 9 Crepe Myrtle
- 10 Lambs Ear
- 11 Lemongrass
- 12 Lavender







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#### Plantings



# 02. Hodges Park REDESIGN

CAD, SketchUp, Lumion, Photoshop



#### **Sketches**



The focus on the site is "movement in multiple forms" which focuses on different types of movements for different age ranges and different interests. The site originally had poor circulation, major erosion and prarie dog problem. By adding a variety of local vegetation the prarie dog and erosion problem could be limited. A variety of paths and spaces allows for circulation to be improves.

A mainly linear design is proposed to allow for increased connectivity along with increased walkability. Different forms of activities are proposed to allow for many to be interested in the site. Local vegetation is planned to allow for easy maintnance of the site and different colors allow for a visually appealing site.

#### Site Plan



- Legend
- **Bioswale** 1
- Boardwalk 2
- **Seating Spaces** 3
- **Basketball Court** 4
- **Tennis Court** 5
- **Outdoor Gym** 6
- Playgrounds 7
- Dog Park 8

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- **He-Brews Coffee** 9
- 10 Conquistador Lake
- 11 Parking Lots
- 12 Open Green Lawn
  13 Prarie Dog Area

#### **Sections Basketball Court** A'-A''



Seating Space

**Basketball Court** 

#### Whole Site Section B'-B"



Parking Lot

Open Green Lawn Playground

Hi-Brews Parking Lot House



**Tennis Courts** 





#### **Planting Bed Section**

C'-C''



Playground

#### Planting **Bed Plan**



#### **Basketball** Perspective







# **03. Business Courtyard** PROPOSAL

CAD, Photoshop









#### Perspectives



#### Objective

The objective is to apply ADA accessibility along with designing a functional site using a blank slate. Additionally, an overhead space had to be considered along with a variety of seating







#### West Facing









#### **Site Isometric**



# **04. Urbanovisky Pavilion** ARCHITECTURAL DESIGN

Rhino, Photoshop, InDesign



#### **Objective**

The objective is to use the words "bend and deform" in order to create a pavilion. By utalizing many modular pieces that are the same, a curvatious and sweeping design is created

#### **Design Ideas**

After different trials, a paperlike material was considered as best fit. Using Rhino and trial and error, an ideal design was created utalizing the different elevation and exsisitng hardscapes.

#### System Design











#### **Exploded Isometric**

A site analysis was created where the pedestrian movement, vehicular movement, noise source, sun path, and wind path is considered in addition to the pavilion.

PROPOSAL OVERVIEW PAVILION PROPOSAL PATHS TREES SITE **EXPLODED ISOMETRIC** 



PEDESTRIAN MOVEMENT

VEHICULAR MOVEMENT

NOISE SOURCE

SUN PATH (SUMMER)

WIND PATH

#### **Sections**





#### SECTION CUT A

SECTION CUT B

# **05. Personal Projects**





**Personal Sketches** 

#### **Photos Taken**





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# Thank You Stefan Leon

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