



PORTFOLIO
BRICE DESPORTES
ARCHITECT - DESIGNER

DATE OF BIRTH: 23.05.1988, Franco-Canadian.
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Professional and educational references on demand

ARCHITECTURAL PROFESSIONAL EXPERIENCE: **2,5 YEARS**

- **CO-FOUNDER/ BnO** - October 2012 - current
 - Furniture design: lamps, tables and event spaces
 - Competition, detail production, construction documents and prototyping.
- **PART-TIME/ Powerhouse Company** - August 2015 - Current
 ADDRESS: Jagtvej, 209 st. tv. 2100 Copenhagen Ø - DENMARK
 EMAIL: office@powerhouse-company.com
 - 3D modeling and design development.
- **INTERN/ ARROW Architects** - August 2014 - May 2015
 ADDRESS: Nørre Farimagsgade, 13 Mezz. th. 1364 Copenhagen C - DENMARK
 EMAIL: info@arrowarchitects.com
 - Design and concept development for international competitions.
- **ACTIVE MEMBER/ Green Matrix** - January 2014 - current
 - Sustainable organization focused on the production of innovative green materials.
- **INTERN/ KCAP** - mid-April 2013 - mid-July 2013
 ADDRESS: Piekstraat 27, 3071 EL ROTTERDAM, Netherlands
 EMAIL: rotterdam@kcap.eu
 - Communication, research and publication of project in the French market, design and research for international competitions.
- **INTERN/ DKV Architecten** - mid-February 2013 - mid-April 2013
 ADDRESS: Schiedamsedijk 42 3011 ED, ROTTERDAM, Netherlands
 EMAIL: info@dkv.nl
 - Competition work (research of conceptual and innovative ideas) and communication and project research in the French market.
- **INTERN/ Casanova+Hernandez** - August 2012 - mid-February 2013
 ADDRESS: Pannekoekstraat 104, 3011 LL, ROTTERDAM, Netherlands
 EMAIL: contact@casanova-hernandez.com
 - Mainly Competition work (research of conceptual and innovative ideas).
- **FREELANCE** infographist with several agencies since 2012

Before 2012:

INTERN/ Apside Architecture, Valence, France - marianne@apside-architecture.com
INTERN/ Atelier d'Architecture Bedrossian 2AB, Valence, France - rafibed@orange.fr
APPRENTICE/ KD Co, Rouen France (working site internship)

EDUCATION: **6 ARCH-YEARS + 2 YEARS**

- 2013-2015** Master Degree (complete project links on demand)
 - Architecture & Design, AAU, Aalborg, Denmark
 - Thesis subject: Research in the implementation of a new urban typology aiming at reducing space and energy consumption with sustainable architecture.
- 2011-2012** ERASMUS Program (First year of Master Degree)
 - Brno, Czech Republic
- 2008-2011** Bachelor Degree in Architecture
 - ENSAN (Ecole Nationale Supérieure d'Architecture de Normandie), France
- 2007-2008** Bachelor Degree - English language and literature
- 2006-2007** Bachelor Degree - Physics / Biology

AWARDS:

- 1st place** - Public space competition for Krāslava's historical center - Latvia, 2015
<http://goo.gl/QMWnMX>
- 3rd place** - PAVE 3D Design Challenge - Chicago 2013 GLOBALSHOP,
<http://www.paveinfo.org/PAVEWinners/3DDesignChallenge>
- Honorable Mention** - Glass House Collection - Milan 2013 Fuorisalone, <http://www.desall.com>

PUBLICATIONS:

- Desall Blog:** <http://blog.desall.com/candela-by-bno-glass-house-collection/>
- PAVE:** <http://www.paveinfo.org/PAVEWinners/3DDesignChallenge>
- Bang&Olufsen:** <https://www.facebook.com/OEBGroup>
- ArchiCAD 19 - The Definitive Guide:** <https://www.packtpub.com/hardware-and-creative/learning-archicad-17>

OTHERS:

- Software used personally:** (Mentioned in Projects), SketchUp (9years), AutoCAD (6years), Be10 (6months), BSim (6months), Velux DS (6months), Rhino (1year), Grasshopper (8months), Robot (6months) + others...
- Software used for work:** VectorWorks (6months), ArchiCAD (2months), Artlantis (6months)

Languages: French, English. Notions of Russian, German, Czech, Dutch and Danish.

Sport: High level Ice Hockey player for 15years. Lacrosse. Ski. Biking

This is meant to be read.

This is meant to give more insights about me and my working process.

Like everything else in this portfolio, this was thought and done to be as you see it now. Everything has a reason, a motive.

Nothing was left to chance. Everything has its role in a bigger scheme which is my **interpretation** of an answer to needs exposed in a brief or program and which I was contracted for.

Complex is NOT Complicated.

Every project exposed here is either mine, either part of a group work (when mentioned) but in both case was original and strongly influenced by me.

I am:

Fast and hard working, punctual, passionated, an easy learner, working well in team, a leader, honest, sadly a bit stubborn, effective, creative, social, organized, flexible, professional, positive, meticulous, willing to learn, etc.

<http://www.cvplaza.com/cv-personal-profile/top-10-personal-qualities-on-a-cv/>

I know:

Sketching, making models, AutoCAD, ArchiCad, Adobe Creative Suite (CS, CS2, CS3, CS4, CS5, CS6, CC), VectorWorks, SolidWorks, Kerkythea, 3DS Max, Blender, Vray, Podium, Thea, Mental Ray, Artlantis, Lumion, The GIMP, Rhino, Grasshopper, Robot, Revit, Microsoft Word, Excel, Powerpoint, Wordpad, Notepad, Paint, etc and I won't even mention SketchUp because it is not serious enough.

Actually, I might not even **need work**, it seems I **know everything** already.

More **seriously** now, about me, **honestly**:

I do not believe in **gurus**. I believe in the **human intellect**.

A teacher once told a colleague: "If you don't know what to do, copy.". Another told me in my early studies that I couldn't do something because I wasn't one of the "great ones". I find it **sad**.

The first thing that I do when receiving a program is to read and analyze it. I am not diving into architectural books or website to get **inspired** after reading the title.

"It is better to fail in originality than to succeed in imitation."

Herman Melville

I do start by sketching and **scribbling** even if I jump quickly to 3D modeling. I don't believe that the computer is evil and that I am a slave of his all mighty will. It is a tool, just as a pen is.

I have a lot to **learn** just as I have to **teach**.

I don't have a **style** and hopefully won't have a "white period" in my fifties.

Finally, I am **young**, just at the beginning of the **journey** and maybe all of this is wrong but I strongly doubt it.

NB: The following portfolio displays a lot of renderings.

This doesn't mean that my roommate/little sister/dog did the plans/sections/details/diagrams/preliminary studies/sketches/analysis/questioning behind each of them allowing me to build the images blindly.

This doesn't mean either that I just want to do this. I entered this profession because of its pluridisciplinarity.

SPACE METAMORPHOSIS . Aalborg (DK)

Academic . group work (2) - 150 pages booklet
2014-2015 . 5th year . 2nd semester . Master Thesis
Supervisor: Marie Frier Hvejsel

Subject:

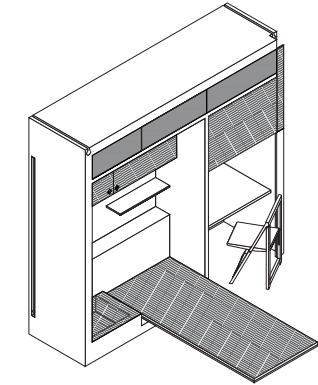
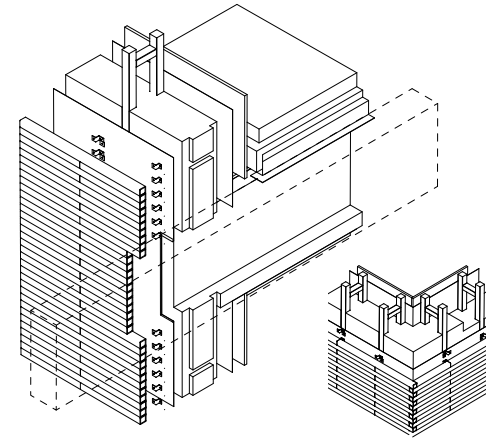
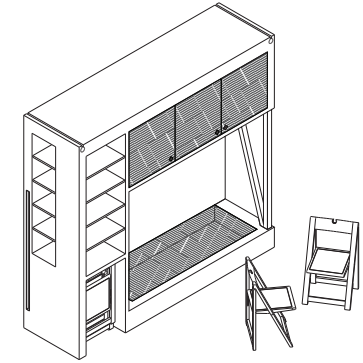
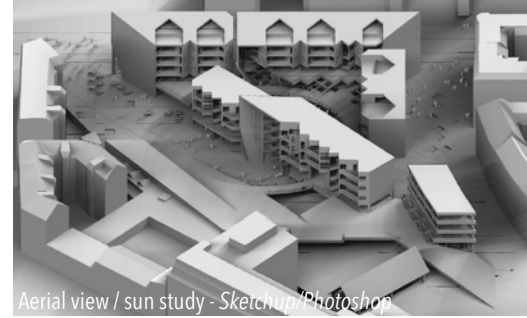
Space and energy consumption is a recurring problem in most countries right now. Every year more and more people move to urban areas and as our cities expand, urban sprawl is affecting our quality of life and the environment we live in.

Space Metamorphosis has the potential to address problems related to urban sprawl and overuse of resources, while creating an attractive platform for working and living spaces.

Application:

The concept is a cycle of space transformations, which occurs as a result of function changes according to a given time interval based on place, people and resources. By focusing on both the well being of the individual and the comfort of the community, the aim of the concept is to promote cooperation and establish a balance between public and private. The sustainable approach of the project highlights the necessity of using resources efficiently. By developing the principle of overlapping functions the project's ambition and achievement is to decrease the amount of building's embodied energy and minimize the amount of waste energy, therefore maximizing the potential of both built spaces and used resources.

This project was made possible because of its inherent complexity. It necessitated a strong unity and a steady development of all parts and components simultaneously from its urban implementation, sociological impact, energy consumption and structure to its detail design, aesthetics and indoor quality. Through optimization and innovation, we successfully exceeded all needs while using as little as 23.7kWh/m² per year solely relying on passive strategies and providing a high quality of life to its users and to the city.



Construction details - Sketchup/Illustrator

Furniture details - Sketchup/Illustrator



Day-time common unit - Sketchup/Vray/Photoshop

Night-time common unit - Sketchup/Vray/Photoshop



Access ramp - Sketchup/Vray/Photoshop

H.O.M.E. Sustainable Housing . Aalborg (DK)

Academic . group work (5) - 100 pages booklet
 2013-2014 . 4th year . 2nd semester
 Supervisors: Anne Kirkegaard Bejder - Olena Kalyanova Larsen

Demand:

Revitalize a key area in the center of Aalborg, Denmark. The site is currently occupied by a large parking and some building from a soon obsolete hospital complex. The project must be mainly housing for young couples with children to bring them back from the suburbs thus reducing car use. The buildings should meet the country's regulations in term of sustainability with a maximum annual energy consumption of 20kWh/m².

Our Answer:

A sustainable, zero energy housing development. The project is divided into towers and block with a F.A.R. of 155% and large green areas. The towers, as dense living, are contrasting with its park-like landscape, which can be compared to the suburban field or forest, while creating a sustainable landmark because of their strategically located wind turbines visible from afar. Thanks to them and almost 3000m² of integrated and precisely placed photo-voltaic panels the project is producing 25% more energy than it is using. Passive heating and cooling strategies carefully implemented within the design allow us to go below the 2020 Danish regulations with only 16.7kWh/m².

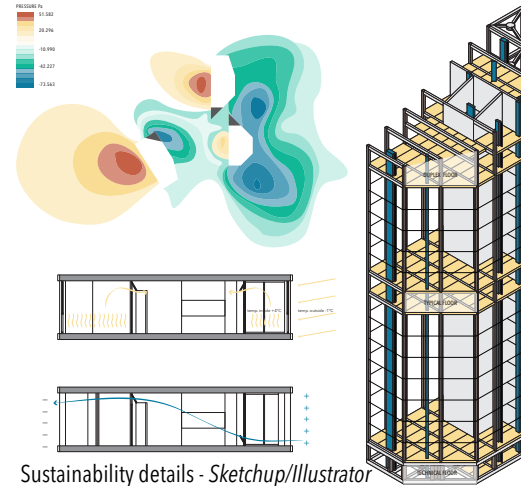
The design is not simply copying the suburban single family house into an urban context creating an isolated island, it is instead maintaining a strong relation with the urban existing urban fabric. The aim is to provide high quality apartments for every resident, hence the large quantity of green spaces and sun exposition. In order to rationalize the construction, all blocks' structures are strongly modulated, all windows sizes as well and the towers are only made of 3 different flats.



Aerial view - Sketchup/Photoshop



Raised landscape - Sketchup/Vray/Photoshop



Sustainability details - Sketchup/Illustrator



Floor plans - AutoCAD/Illustrator



Existing satellite picture

Projected satellite picture - Sketchup/Vray/Photoshop



Block's common unit, living room - Sketchup/Vray/Photoshop

Pilsēta zem jumta (City under the roof) . Kraslava (LV)

Personnal Competition . group work (2)

2015 - IN PROCESS

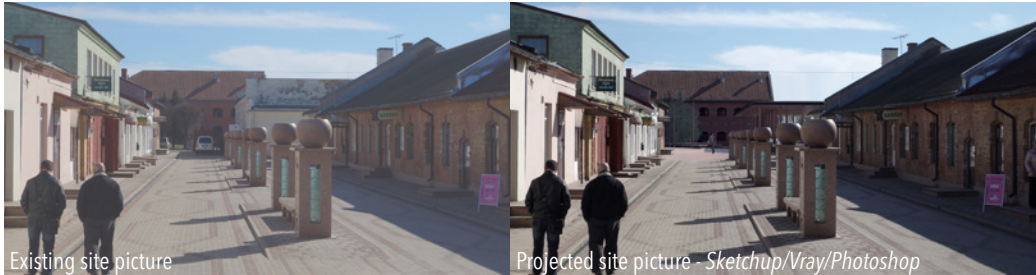
1st place

Demand:

Submit ideas and solutions to revitalize an existing public square/park and to re-purpose the space after the demolition of an adjacent building.

Our Answer:

Create a gathering space in the historic center of the city. In order to maintain the architectural volume of the demolished building and to bring more possibilities of uses, the concept of a common roof was introduced. This Pavilion gives people a shelter protecting them from the sun, rain or snow. Being simple in its architectural expression, the pavilion blends into the existing environment and brings significant qualities to the public space while improving users' experiences. It gives volume and scale to the place, defines spaces and frame main perspectives. The structure of double columns creates a promenade around the perimeter of the pavilion and at the same time highlights important landmarks. The project gives a unique opportunity to extend the main square and therefore bring diverse activities to the city center all year long. More than being a simple landscaping intervention it has the potential to become a catalyst for its neighborhood and stimulate local businesses.



Existing site picture

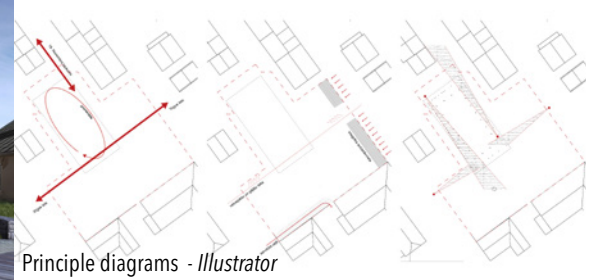
Projected site picture - Sketchup/Vray/Photoshop



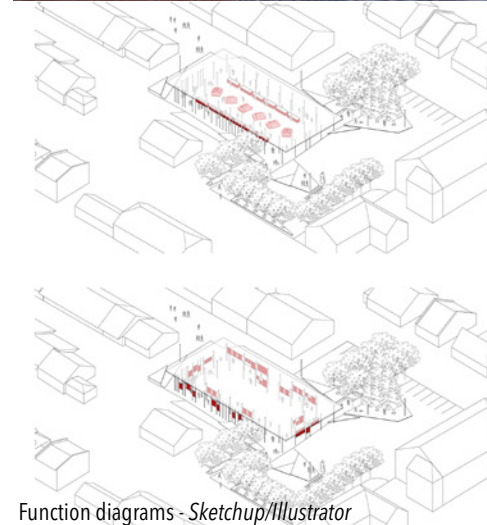
Existing site picture



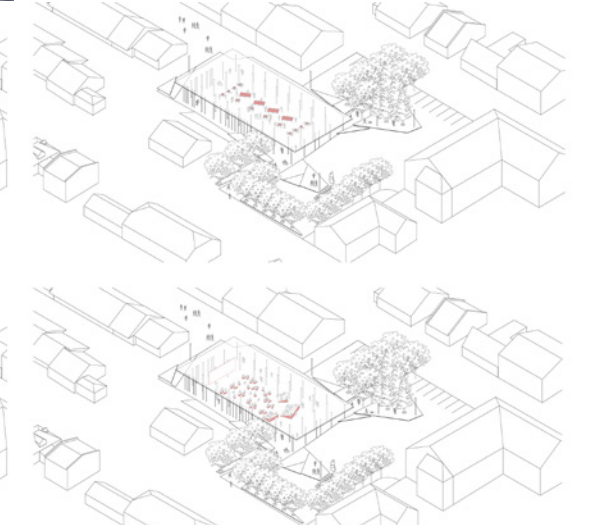
Landmark framing - Sketchup/Vray/Photoshop



Principle diagrams - Illustrator



Function diagrams - Sketchup/Illustrator



Dusk view from transversal axis - Sketchup/Vray/Photoshop

Container Forest . Next Generation Container Port Challenge . Singapore (SG)

Work Competition . individual

2012 . professional year out

Supervisor: Jesus Herandez . Casanova-Hernandez . Architect.

Brief:

The Next Generation Container Port competition challenged international participants to think beyond existing conventions and submit radical new proposals to plan, design and operate a future container port.

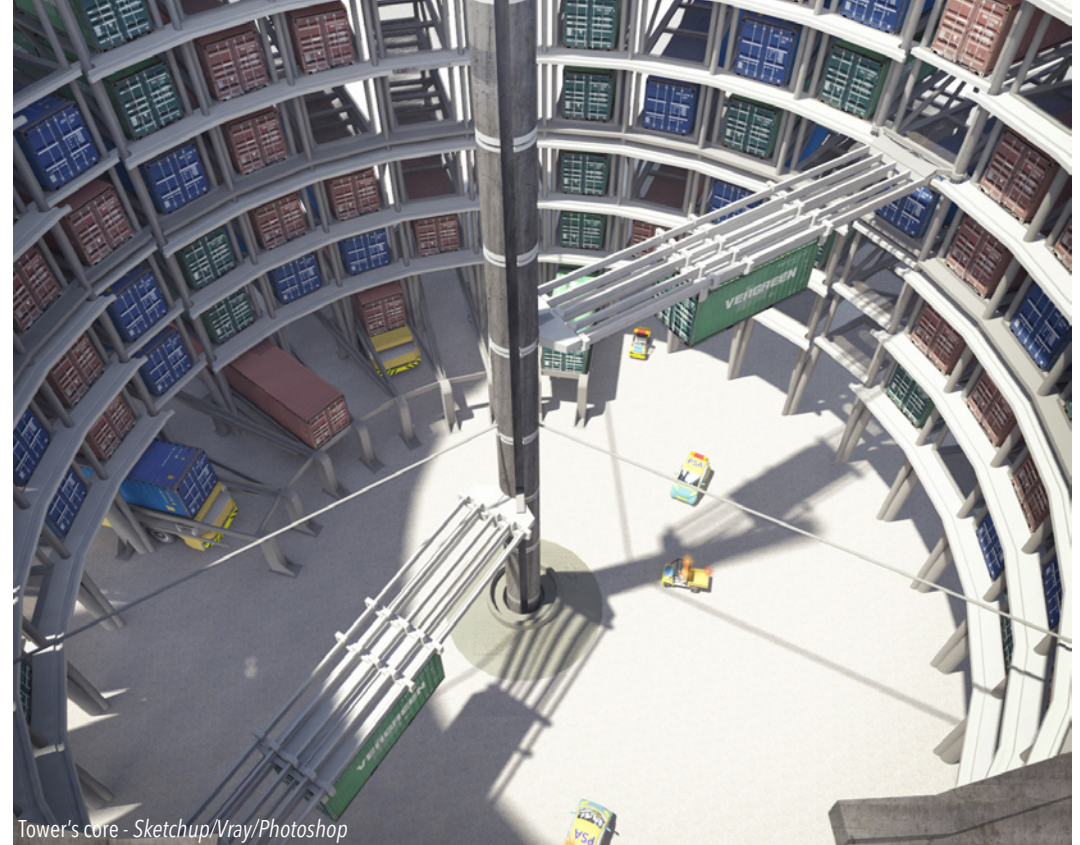
My Answer:

The first idea that came to mind was that, to increase the density, I had to go higher. Then the main problem was to reach the required productivity and efficiency. I had to go back and forth from the huge scale of the complete terminal to the small scale of the technical part design. We wanted to make a financially and technically feasible industrial project keeping an architectural state of mind.

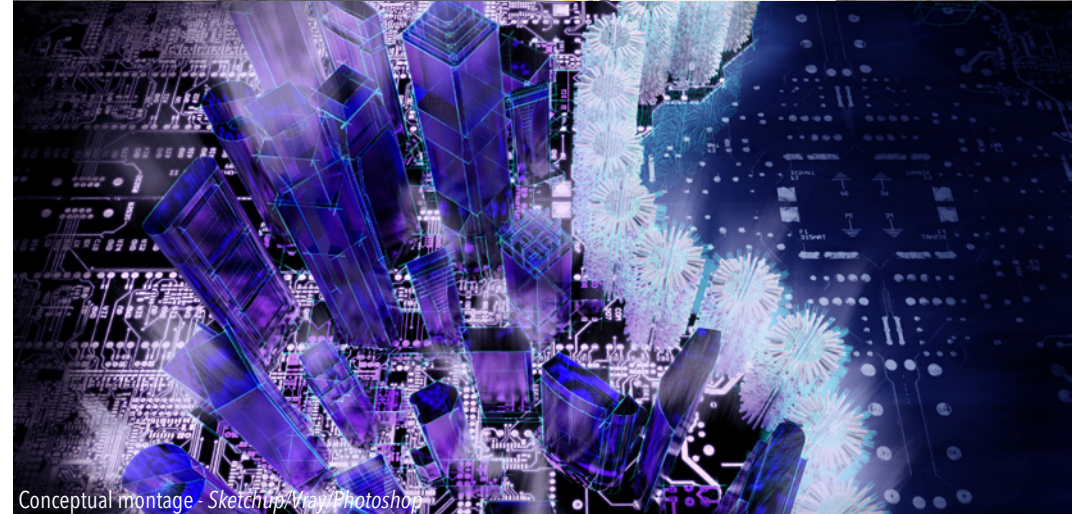
The master part of the project was of course the tower design and inside it, the lift. The most complicated was to combine logistic with architectural and industrial design and to be pulled down every now and then by "too rational" variables.



Tower section - Sketchup/Vray/Photoshop



Tower's core - Sketchup/Vray/Photoshop



Conceptual montage - Sketchup/Vray/Photoshop

INTERLOCK FURNITURE . Aalborg (DK)

Personal Work . group work (2)

2013 - BUILT

Featured on Opendesk

Need:

Need of a working desk for two people, a small table and two shelves.

Our Answer:

An easily buildable custom made set of furniture. No glue, nails or screws are necessary. All the elements were dimensioned according to the material and its structural properties (15mm pine plywood). Special features which increase efficiency of the users' working process and help to keep the table tidy and well-organized (slots to fit headphones, store cables, hold plugs, put a lamp, store pencils and ventilate laptops).



Working desk - Sketchup/Vray/Photoshop



Shelves - Sketchup/Vray/Photoshop



Working desk - Sketchup/Vray/Photoshop



Tall shelf *in-situ*



Working desk close-up



Working desk *in-situ*

DEUVO Gourmet Sweets . Event space . Los Angeles (US)

Personnal Work . group work (2)

2013 - BUILT

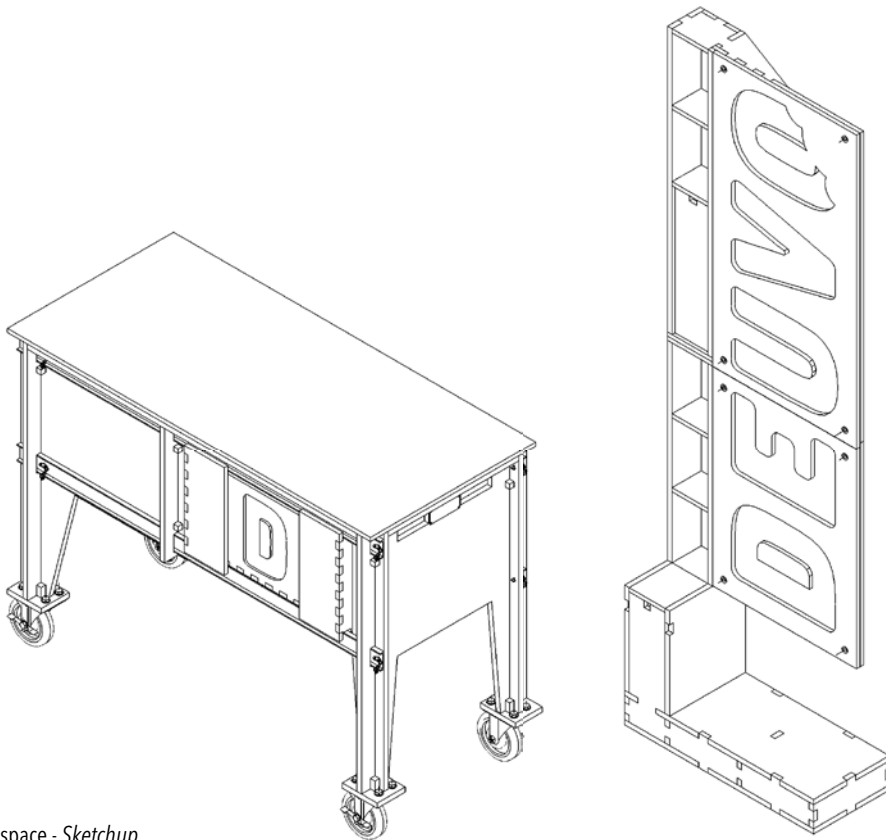
Need:

Event space with table and backdrop to display and sell pralines during events. Had to be on rollers and fit in a regular sized car.

Our Answer:

Based on the interlock principle, easy to assemble and custom made to suit the clients' needs. We detailed all necessary design and construction documents and provided a thorough follow up during the whole process.

"You two exceeded our expectations! We're so glad we got to work with you two. You guys are so talented."



Event space - Sketchup



Event space in-situ

PLAY YOUR BEAT . PAVE 3D Design Challenge for Students . Chicago (US)

Personnal Competition . group work (2)

2012 . professional year out - BUILT

3rd place

Brief:

The challenge was to design a functional headphone fixture and include a 3D rendering of the design for judging.

Our Proposal:

"Bang & Olufsen manufactures a highly distinctive and exclusive range of televisions, music systems, loudspeakers, telephones, and multimedia products that combine technological excellence with emotional appeal."

Inspired by this statement, we created an installation in which the product's operation is influenced by the user's own emotional and physiological state. This interactive fixture is intimately personal. What can be more intimate than your own heart beat?

The procedure should make the customer excited about the product, and it will make him to use his senses gradually. As they will come one after the other, they will be stronger and much more memorable.

-First, SIGHT. The user visually explores the product which is placed inside the monolithic wooden slab.

-Second, TOUCH. The user takes the product in his hands and puts it on his head.

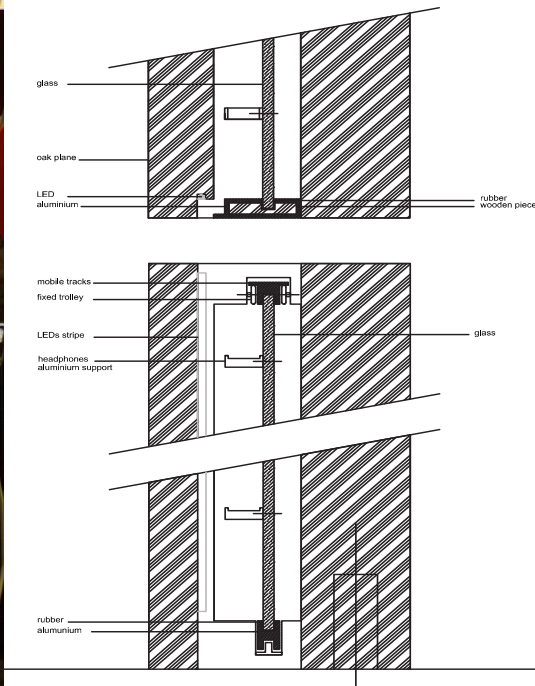
-Third, HEARING. After a moment of silence, the user's heartbeat, then music according to it.



Headphone display fixture - Sketchup/Vray/Photoshop



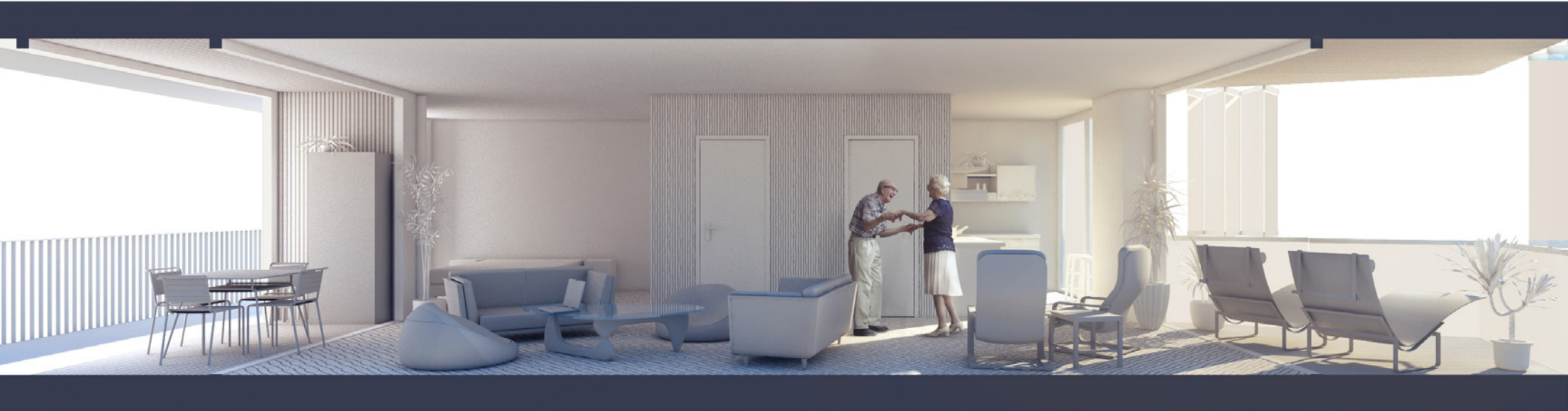
Globalshop 2013, Chicago (US)



Construction details - AutoCAD



Headphone display fixture in-situ



THANK YOU
MORE ON DEMAND