

INTERIOR DESIGN

portfolio



2024

AVERI
WOLF

TABLE OF CONTENTS



RETAIL



HIGHER EDUCATION



HOSPITALITY
(IN SENIOR LIVING)



HEALTHCARE

PANDO

in collaboration with industrial & visual communications students

Confronted with the wicked problem of the slow food movement, we were challenged to create an innovative and sustainable retail food experience. Often excluded from the benefits of this movement are those that need them the most. Lower-income populations and marginalized communities do not have access to nutritious food due to economic disparity and living within a food desert.

The Pando hub is a three-story community flagship located in the South Side of Chicago. We are focused on circular change to fight food insecurity and provide strength, longevity, and stability. “Pando” is derived from the forest of aspen found to be a single living organism with one massive underground root system. At Pando, we are focused on intergenerational learning to be the connecting root system for Chicago.

Contribution: collaborative concept development, floor plans, renderings, material board, visualization board

Recognitions:

- studio winner with a panel of retail design professionals
- featured in Center for Architecture & Design for “Design in Education” Exhibit
- IIDA Student Project of the Year in 2023

Tools: Revit, Enscape, Photoshop, Illustrator, Miro



PANDO



CONCEPT

& brand essence

RESEARCH

There is a dire need for accessible, quality food options, especially in underserved communities. We have found that gentrification is only amplifying this issue of food deserts throughout the country. These areas also have triple the average amount of gun homicides. We decided to focus on the South Side of Chicago for our community hub.

78% of Chicago high school students are economically disadvantaged.

The Pando hub is a three story community flagship that aims to **provide a network of roots** for individuals looking to create a healthy lifestyle. Our flagship is focused on **crafting circular change to fight food insecurity** and provide **strength, longevity, and stability**.

THE DESIGN

One of our main goals with Pando was ensuring that it's an approachable and welcoming brand. We wanted everyone to feel a sense of community when being in our space. To achieve this, we took a raw and organic approach to our branding and physical design elements. We used playful, illustrative graphics, intuitive digital rewards programs, and imperfect materials such as live wood edges, washed brick, and wood chip flooring.

FOUNDING PRINCIPLES

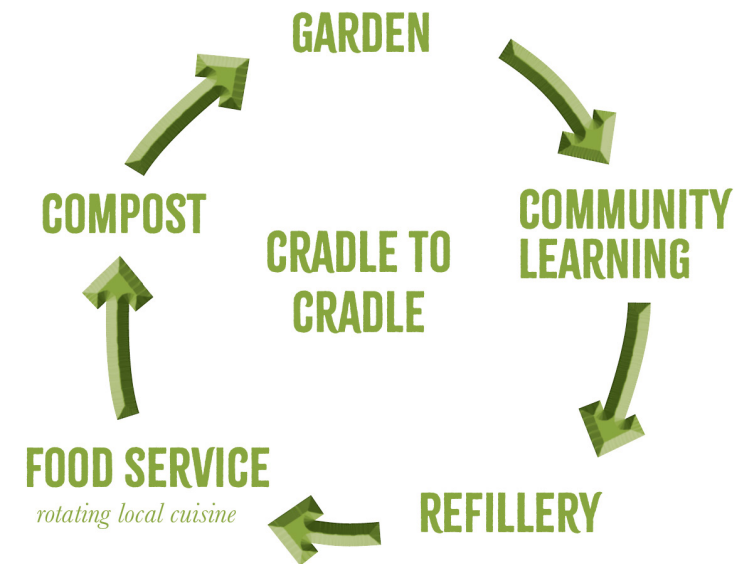
Intergenerational - providing approachable education that is relevant to all ages

Curiosity - it is important for us to questions every part of our food experience, which can lead to revolutionary developments

Accessible - providing an environment that nourishes the stomach and the soul and is available to all despite financial barriers

Cultivated - providing steps for individuals to grow and improve their health and lifestyle through a hub and spoke model of programming.

Community - bringing out and celebrating the potential in our Chicago community



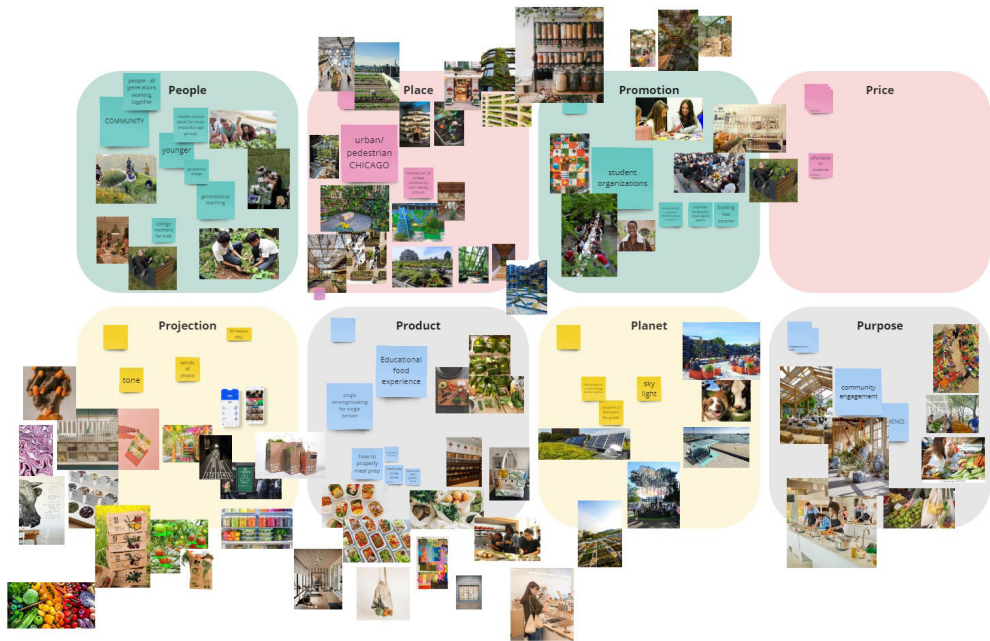
Pando is grounded in a cradle to cradle system to ensure the services we are providing are sustainable.

For example, the food produced in our onsite greenhouse is sold in our Refillery and used in our Learning Kitchen. All unused food is composted back into the greenhouse.

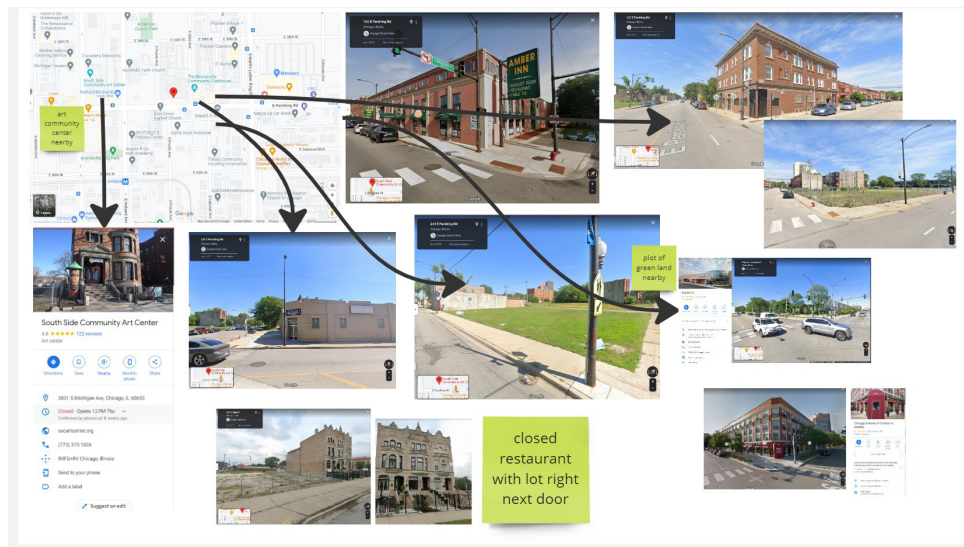


PROCESS

1 INSPIRATION GATHERING



4 SITE MAPPING



2 PERSONAS

Persona on Founders

Persona on Employees

Persona on College student

1. Design Justice Matrix

1. Name: Breanna & Kelly
2. Location: Chicago (south side)
3. Age: 23 and 29
4. Occupation: a recent college graduate (chef or business) 22; previously worked in the food industry
5. Values: experience, personal health, low cost, sustainability, community roots
6. Meyer's Briggs: B10
7. Bio: Two siblings with a single mother who struggled with having access to healthy food in the south side of Chicago. Raised in the south side of Chicago.
8. Quote: "I want our organization's image to target our crafted and nourishing attributes. I want it to be a space where people feel comfortable and grounded."

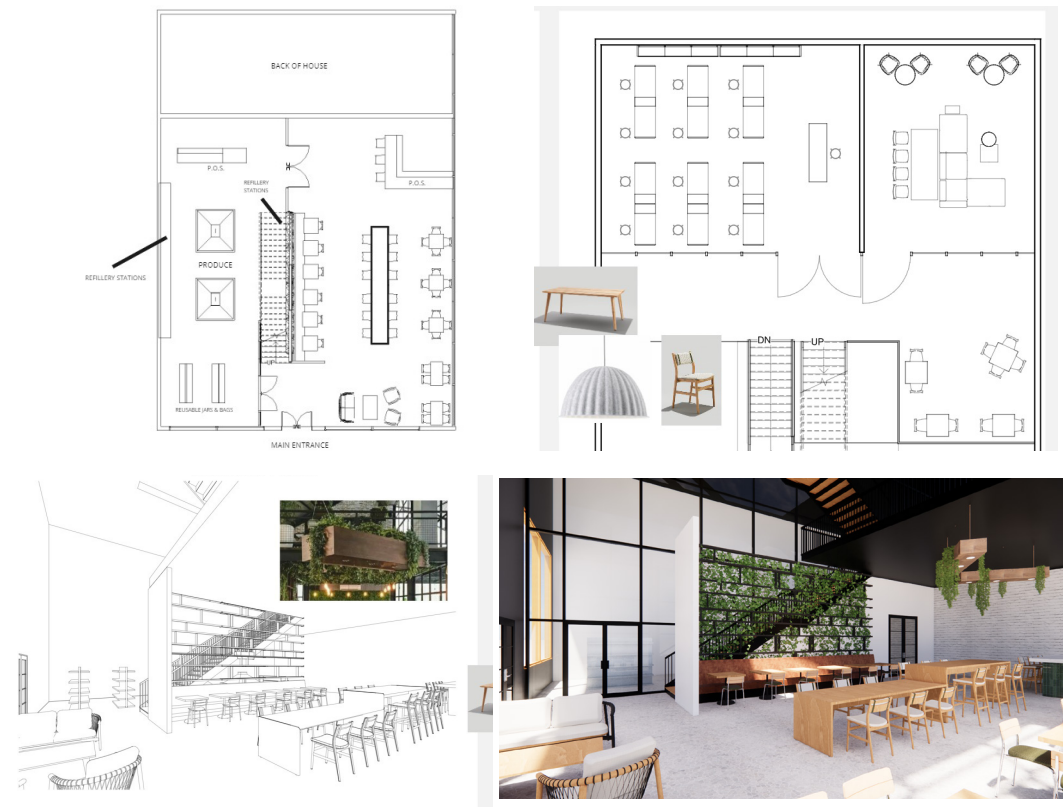
1. Name: Kelly
2. Location: Chicago (south side)
3. Age: 23
4. Occupation: a past teacher 29; familiar with Obama initiative
5. Values: education, access, fresh food, meal education, community, healthy, childhood nostalgia, youthful curiosity
6. Meyer's Briggs: B10
7. Bio: Two siblings with a single mother who struggled with having access to healthy food in the south side of Chicago. Raised in the south side of Chicago.
8. Quote: "I want our organization's image to target our crafted and curious attributes. I want our space to feel nostalgic and youthful."

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1. Name: Christian
2. Location: Chicago, IL (possibly from suburb outside of Chicago)
3. Age: 36
4. Occupation: Works for the organization, with putting product into grocery stores or collecting left over produce to sell in the store
5. Values: Food waste and food justice advocate, strong sustainability practices, family and community oriented, hard worker
6. Meyer's Briggs: ISTP
7. Bio: Christian helps out at the "insert organization name" with collecting the produce from the garden and other imported goods into the grocery store. He also helps out with the van pop up to expand food justice to surrounding suburbs of Chicago
8. Needs: Equipment to perform his job, adequate pay to support himself, healthy working environment
9. Quote: "I love my job! I get to help people and the planet!"

1. Name: Jessica
2. Location: Chicago, IL
3. Age: 20
4. Occupation: Student & Part Time Employee
5. Values: Time, Community & Sustainability, Low-Cost, Personal Health, Accessibility
6. Meyer's Briggs: ESFJ
7. Bio: Living in an off-campus apartment with one roommate, uses take as transportation
8. Needs: Needs quick small serving meals that are nutritious and require minimal cooking tools
9. Quote: "Cooking for just myself is difficult and overwhelming. I don't have the time and feel like I'm wasting food and money!"

5 INITIAL PLANNING & RENDERING



3 USER JOURNEY

WD SHOPPER JOURNEY

SHOPPER It is important to define the shopper segment that will be chronicled (demographics, psychographics, economic profile, etc.) *See Persona/Mindset Tool

TEAM: Jessica- High School

	PRE	DURING				POST		
	SPARK A need is realized	DISCOVER Determine where to go or what to buy	NAVIGATE Physically getting into the store	BROWSE Observing and comparing the options	DECIDE Selection of a particular option	TRANSACT Exchange of currency	EVALUATE Observations during use	SHARE Post-use review and communications
DO The actions and reactions physically executed by the shopper	Having been in the Spruce program since the week before Jessica jumps in the spruce to sign up to be a member with a staff member of Spruce, she mentions the opportunity.	After examining the bios of the mentees written by the mentees of course, she decides to pick Jackson to mentor.	After school, her science teacher she carools with another friend to the middle school where they will both meet their mentees.	After meeting Jackson, they head into the Spruce market bus.	Comparing on a small scale.	Exchanging money.	Feels accomplished seeing Jackson's eyes light up as he's learning, and can't help but be improving himself through experiencing this season.	Jackson and Jessica had a conversation on what they learned, as well as how he did the best before saying goodbye until next time.
THINK The statements and questions going through the shoppers mind	"I've been in this program for a while now and the things I've learned and experienced have really impacted me. My mentor really guided me, so I want to help give the same experience to someone else."	"This kid kind of reminds me of myself, I'd love to teach him what I want to know when I was his age."	"I can't wait to meet Jackson...I hope we get along!"	"He seems really engaged, and frankly, teaching him about this helps me to learn more about it more as well!"	"It's fun to help get our hands dirty, and really run physical experiences and learn through doing!"	"I love volunteering, but as a high school student, it is nice to be able to get paid a little."	"I'm really glad Jackson's into this."	"Today, we learned how to plant wiggles ourselves, and how to get a little dirty. I hope you enjoyed, and I'll see you later this week Jackson!"
FEEL Specific shopper emotion at each stage of the journey	neutral	😊	🎓	👥	🌱	💰	😊	👋
OPPORTUNITIES	extra credit	learn more	mentorship	gaining space	extra credit	extra credit	extra credit	extra credit

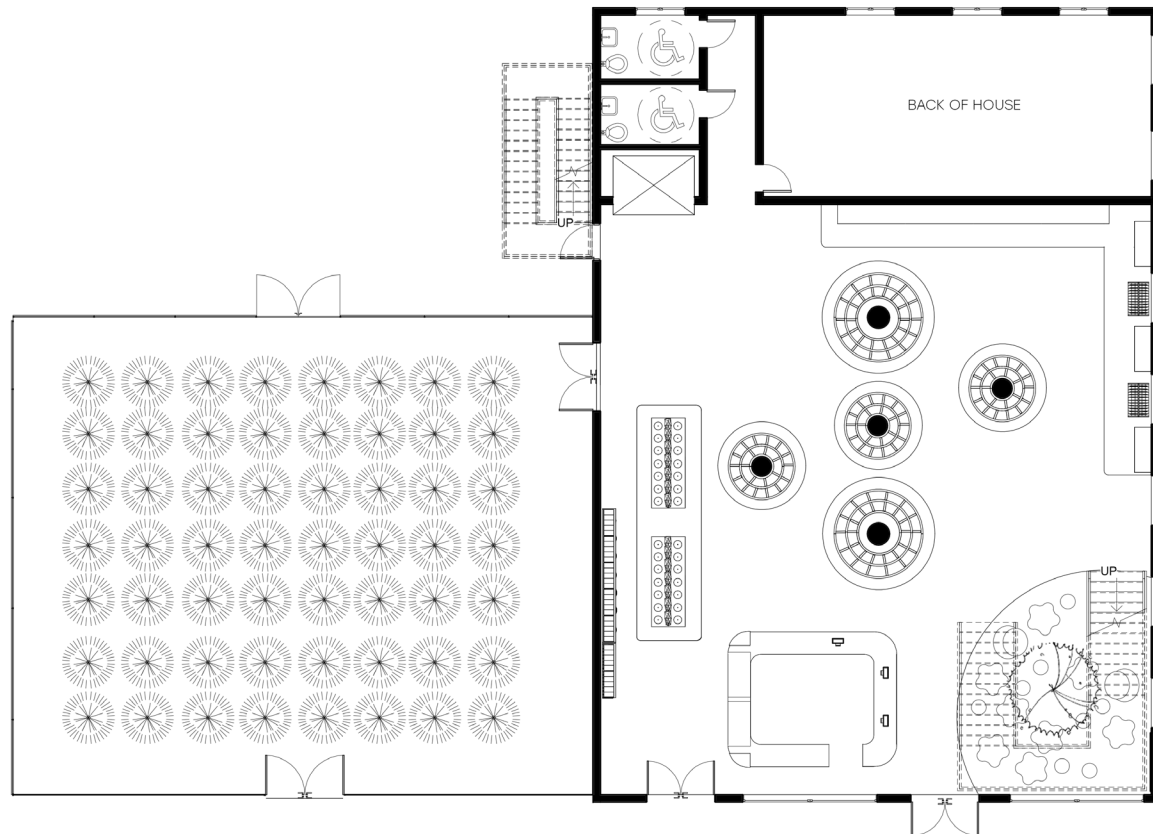
6 MATERIAL & FURNITURE EXPLORATION



REFILLERY

first floor

A sustainable refillery and grocery store is located on the first floor. It supplies fresh food grown in our onsite greenhouse to provide affordable, healthy food options for the community. Upon entering, customers will pick up their reusable baskets or jars to gather their fresh produce and grains smoothly and sustainably. The structural produce displays resemble a forest of trees that guides the user's journey through the space. Our value of transparency is shown by educating our consumers about where and how their food is produced on each display. A focal moment in our space is the large living tree that connects and grounds all three levels of Pando. At the base of the tree, an interactive play area allows parents to shop stress-free as their kids seek playful refuge under the canopy.



LEVEL 1

REFILLERY

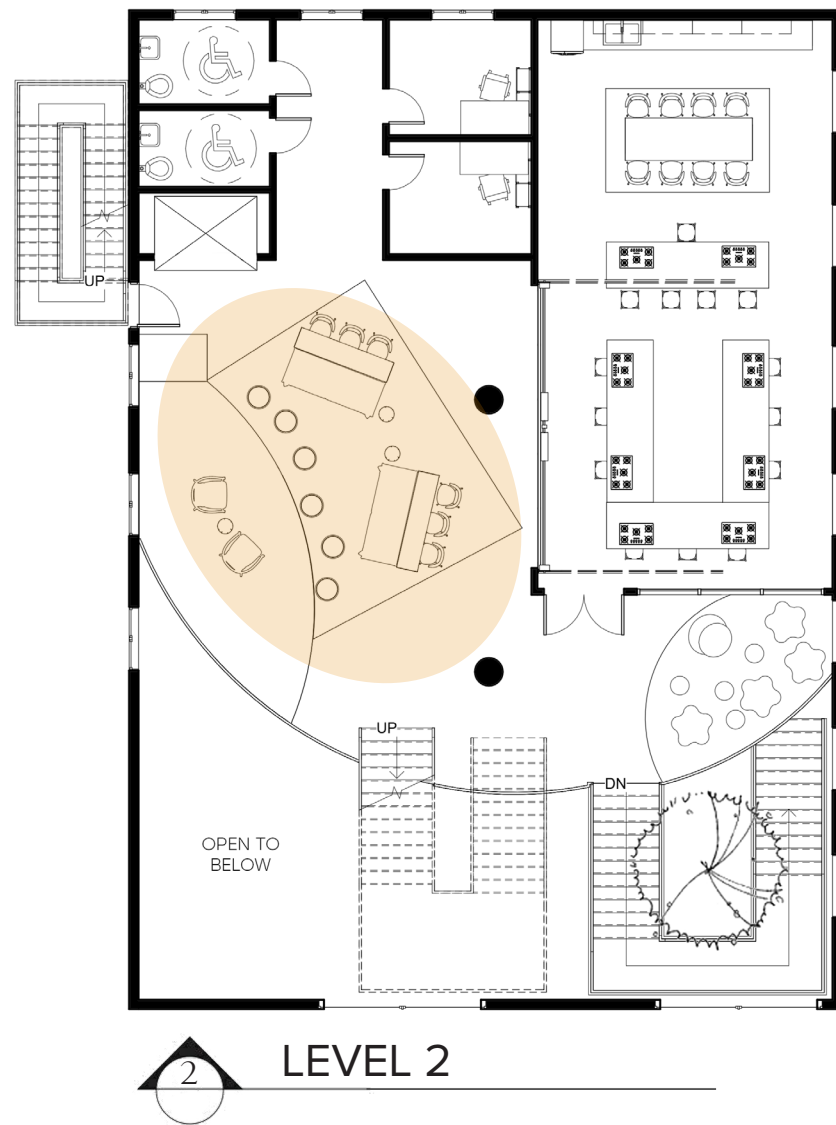
first floor



SPEAKER SPACE

second floor

Moving up to the second floor, you are met with a flexible speaker space. This area invites non-profits and organizational leaders to educate the community on various social and food-related topics. A graphic on the back wall exemplifies the various nonprofits that Pando partners with.



A large tree connects users to the outdoors and grounds the three levels of Pando.

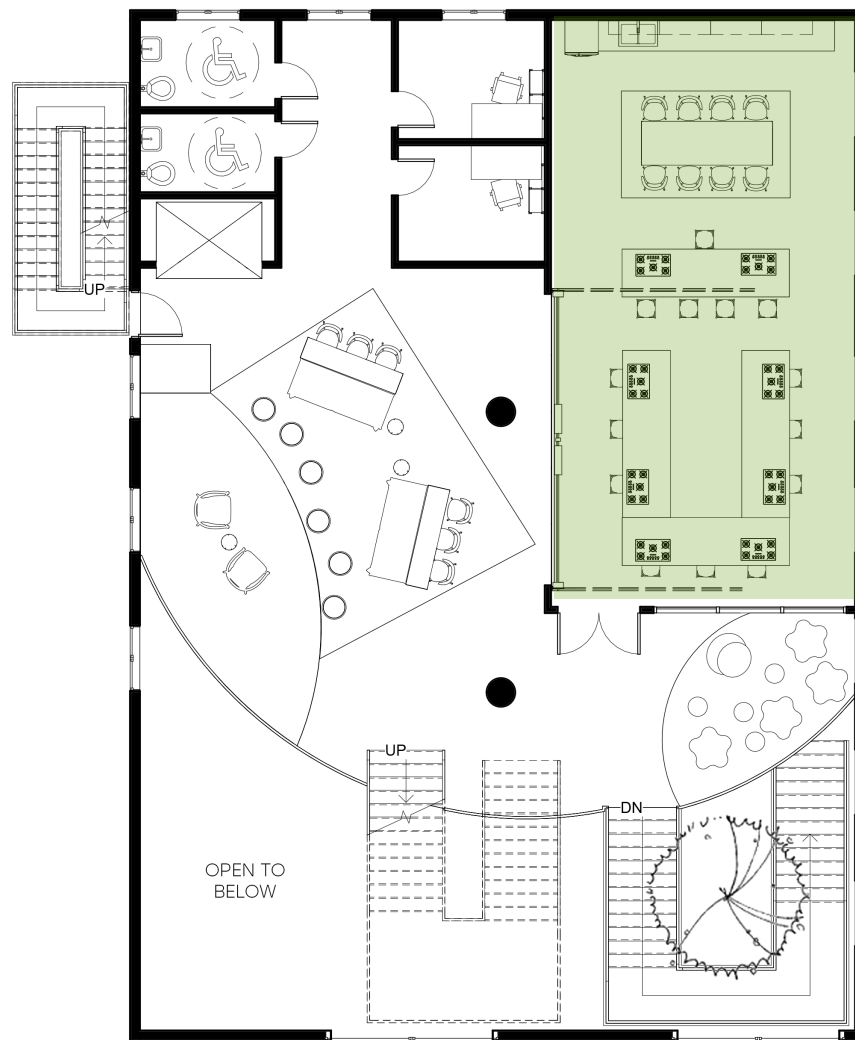


A bold, illustrative Pando graphic connects users to the first floor refillery.

LEARNING KITCHEN

second floor

The learning kitchen is adjacent to the speaker space, separated by a large garage door to allow free flow between the areas. The learning kitchen offers cooking classes for all age ranges to educate the community on preparing healthy and affordable meals while instilling them with the tools for nutritious eating and self-sufficiency.



2 LEVEL 2



The wall graphics communicate information on the “Slow Food Movement” and “Food as Medicine” to remind users of the values our educational system embodies.



A variety of classes are offered at Pando to reach people of all ages and backgrounds.

ROOFTOP EATERY

third floor

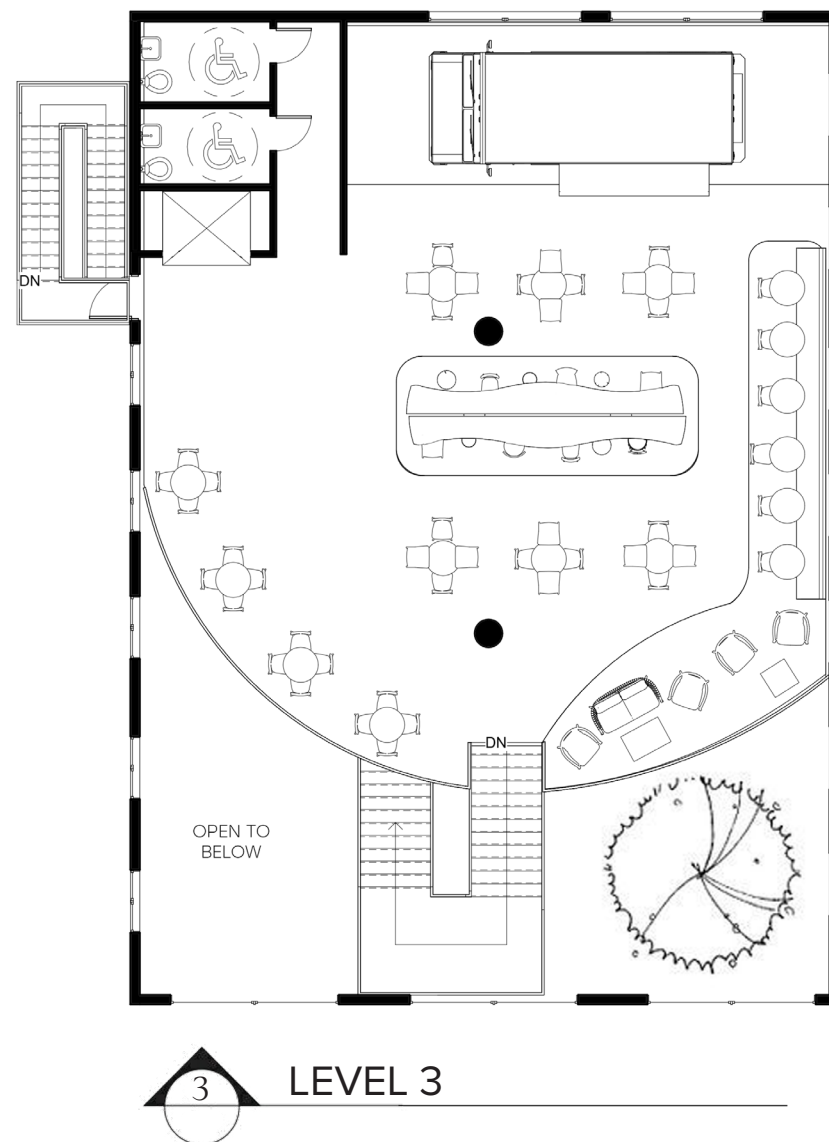
On our third and final floor is an enclosed rooftop community gathering space. It aims to cultivate a sense of togetherness in the diverse South Side of Chicago. Grounding our space is a large live edge table, surrounded by an assortment of mis-matched chairs. This is intended to symbolize that, at Pando, all walks of life deserve a seat at the table.



In the back of the space is a food truck motif that highlights local chefs through a rotating menu service. Giving businesses the outlet to share their stories and diverse nutritional offerings will heal and uplift the community.



Our tree-top lounge allows users to be present and immersed in a biophilic atmosphere.



3 LEVEL 3

SCOTT LAB REDESIGN

a Higher Education project

PROJECT DESCRIPTION

This project taps into third space design and strategy for a specific Ohio State campus building, Scott Laboratory. This building is home to the Mechanical, Nuclear and Aerospace Engineering department. Analyzing its individual characteristics, the needs of the student population, the existing issues in the space, and the relationship to active learning classrooms, I was tasked with creating a space that caters to all different types of students. From this analysis, I worked with a team to create a building strategy, which I then developed further and eventually brought to life through my individual design. I leaned into my own generations desires for how spaces can create learning experiences by leveraging technology and the new lessons gained from the pandemic. This third space design is part of the next generation of learning environments.

CONCEPT STATEMENT

Metaphor: The juxtaposition of a crisp, white lab coat and the organic shapes and vibrant colors of nature.

The design for the Scott Lab basement plays off the rhythm of the existing space, which features a linear pattern of pool classrooms with an adjacent waiting zone. The three hallways of the basement each contain a different function: one for collaboration, one for socialization, and one for respite. Vibrant colors and sharp contrast light up the collaboration area as a way to stimulate focus and synergy. The remaining space of this corridor is left as a blank canvas for students to add their own personalization and identity. The connecting hallways fade into an organic and muted palette as a way to induce calmness and rejuvenation, as well as personal reflection and well-being. All of these spaces and design choices help realign the building identity with user needs in order to increase engagement. Overall, this space uses human-centered design as a catalyst to support the natural growth and development of a local culture.

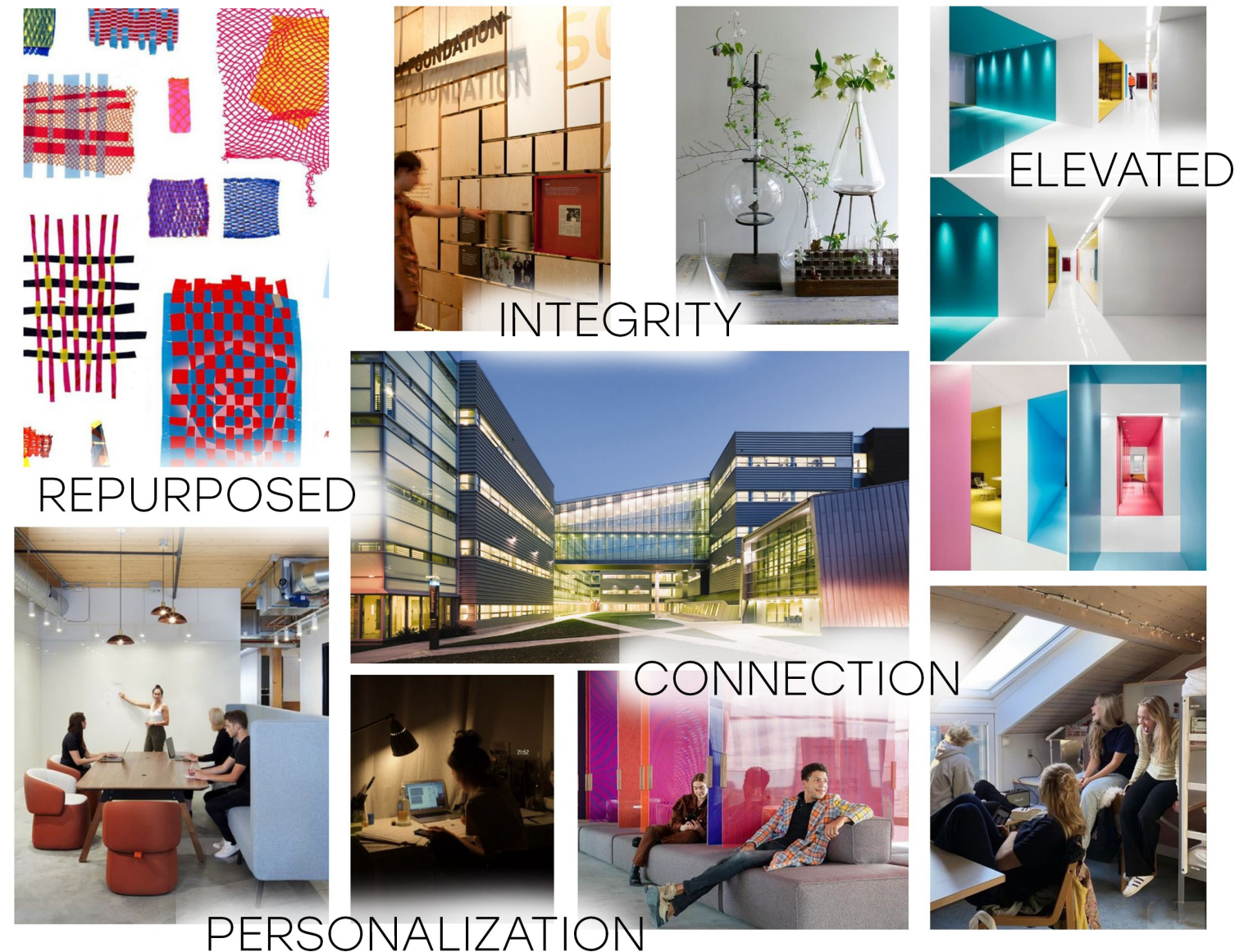
in collaboration with:



THE OHIO STATE UNIVERSITY

MillerKnoll Gensler

Tools: Revit, Enscape, Photoshop



RESEARCH

PROBLEM IDENTIFICATION



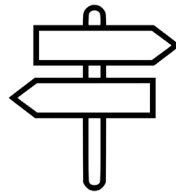
LACK OF
FUNCTIONALITY



UNCOMFORTABLE
MATERIALS & FURNITURE



NO CHARACTER
OR IDENTITY



LACK OF
WAYFINDING



LACK OF
BIOPHILIC ELEMENTS



LACK OF PRIVACY

STRATEGIES

ATTRACT

Designing spaces that are inviting and evoke a sense of belonging and encourage personalization in a multi-disciplinary environment.

ADAPT

Multifunctional design that leaves room for growth to adapt to a changing culture overtime.

REDEFINE

Intentional design choices that create a physical and functional building identity.

RECONNECT

Encouraging moments of connection to others and to oneself by facilitating interaction as well as keeping people present and grounded in the space.

INTEGRITY

Establishing a focus on repurposing existing materials to reduce the impact on the environment and honor the iconic architectural elements of Scott Lab.

INTENTIONALITY

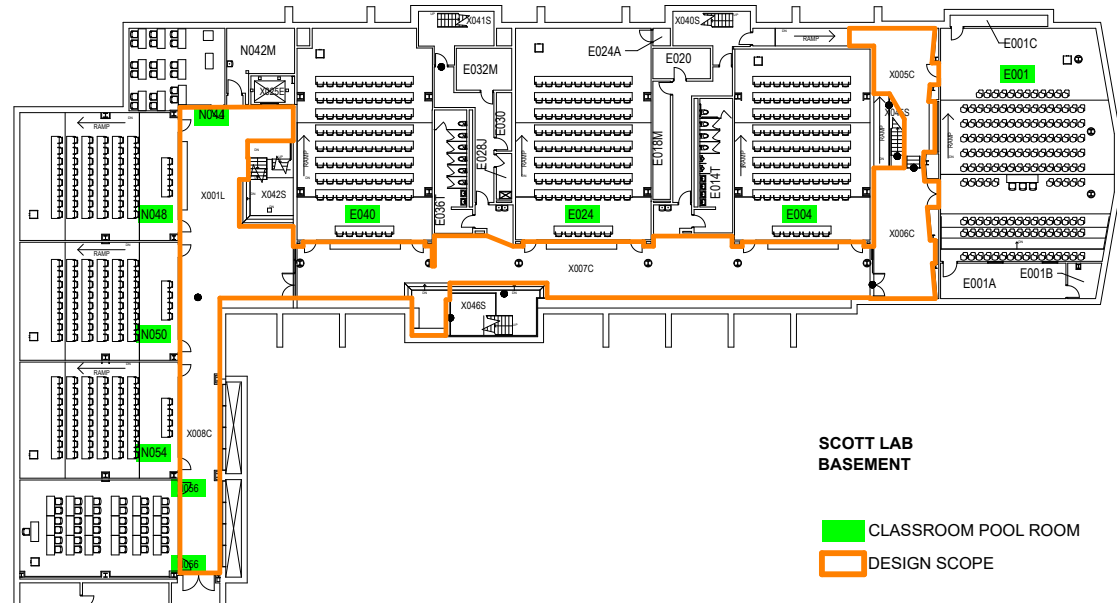
Choosing materials and furniture that create a safe and comfortable space for students to learn, work, socialize and build a culture that connects back to the values of what it means to be an Ohio State student.

MATERIALS



PROCESS

1 BUILDING SCOPE



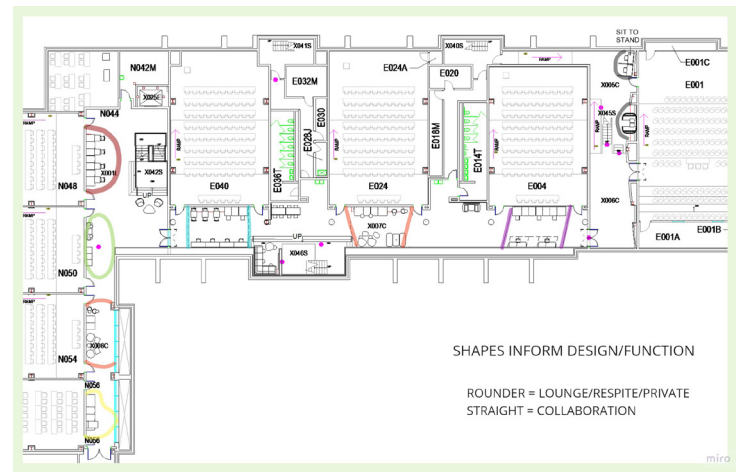
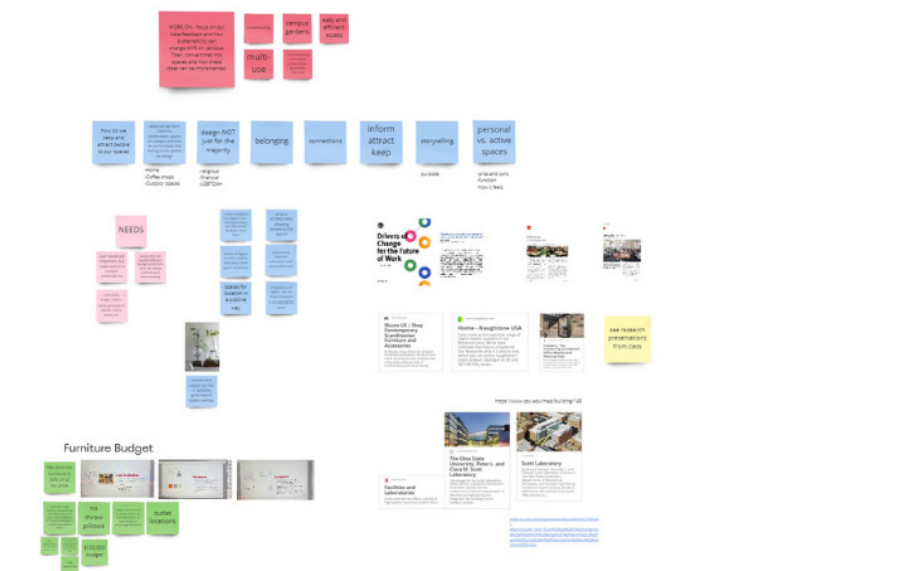
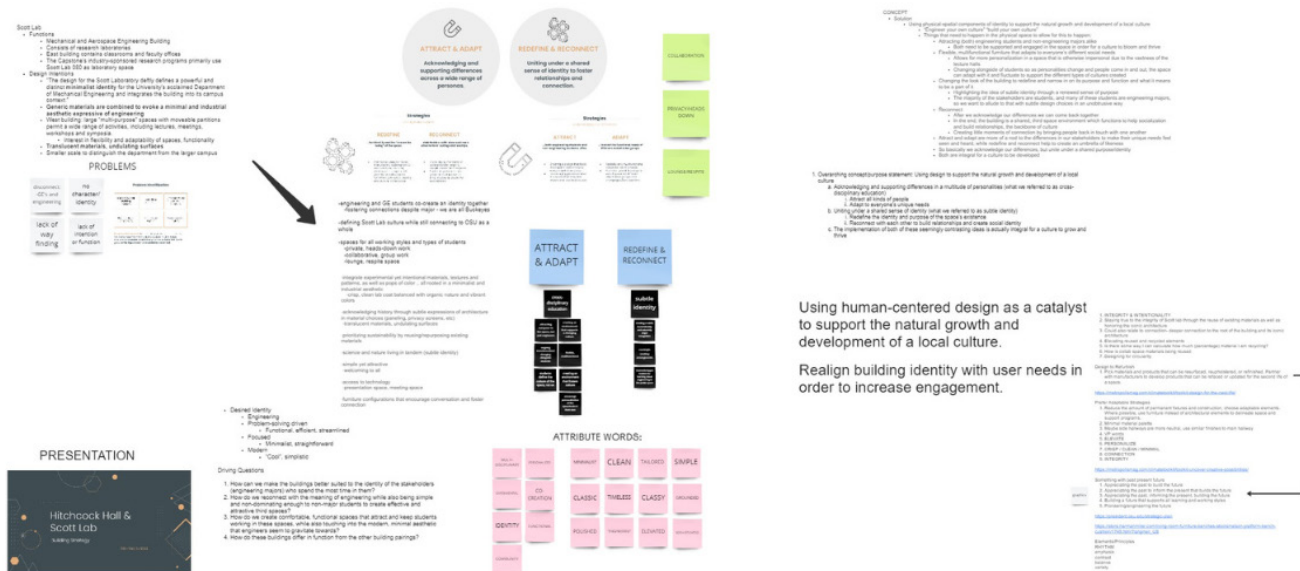
2 SITE PHOTO SKETCHES



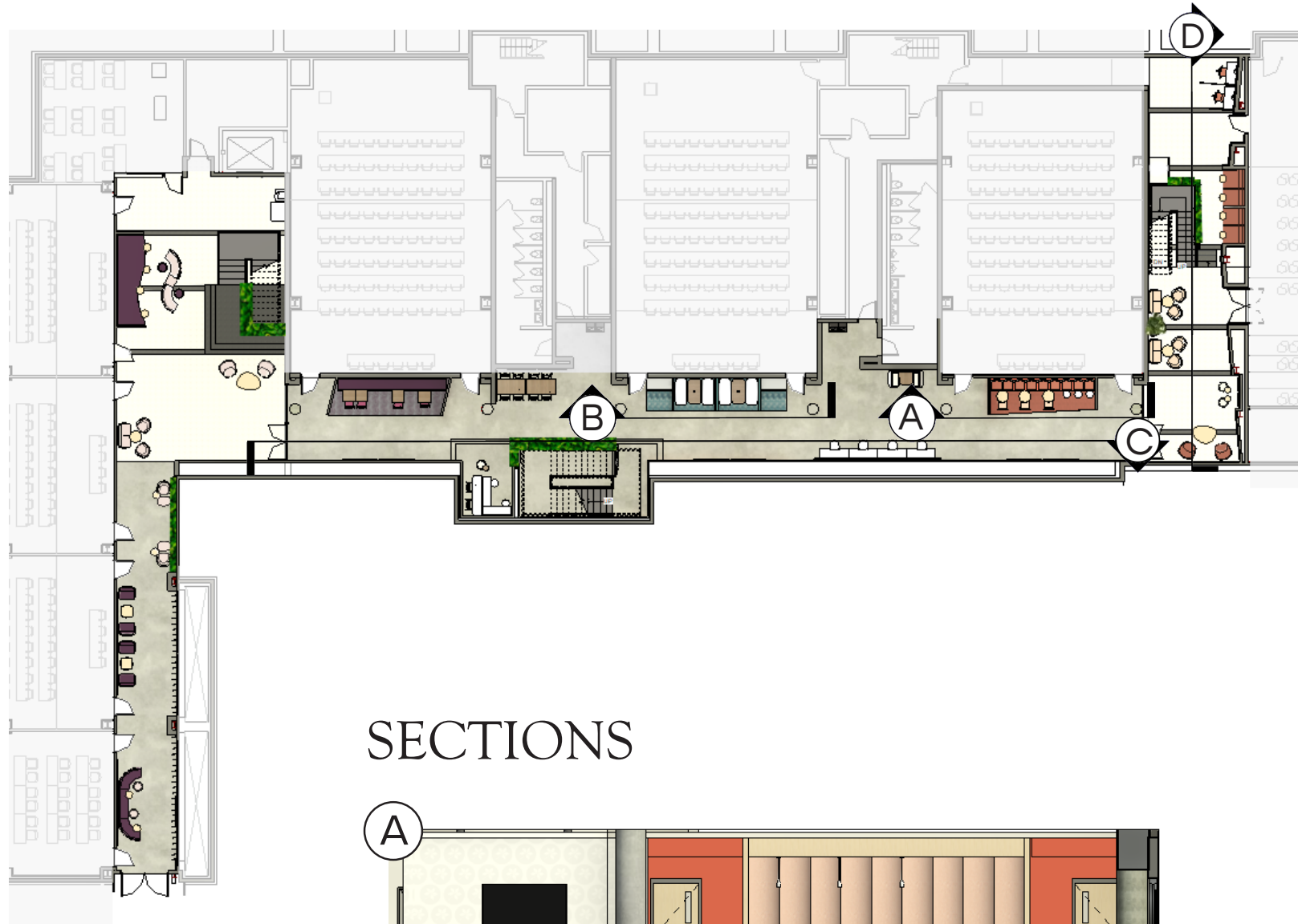
3 FLOOR PLAN IDEATIONS



4 DESIGN STRATEGY NOTES



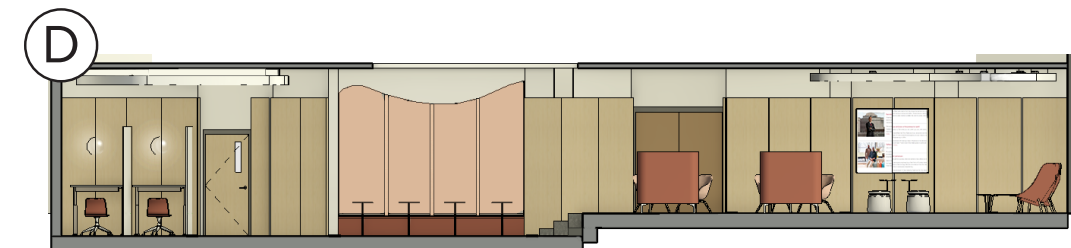
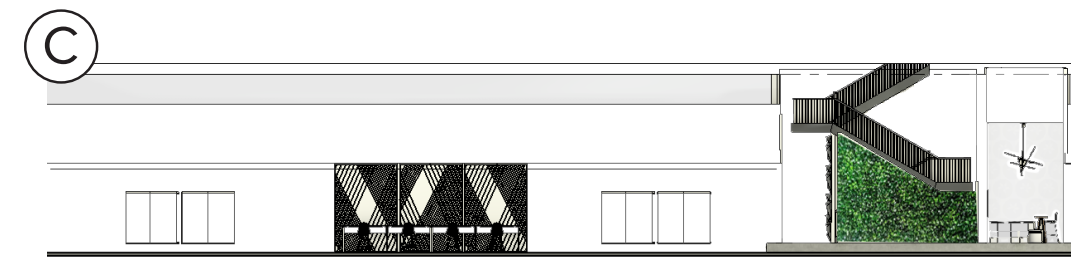
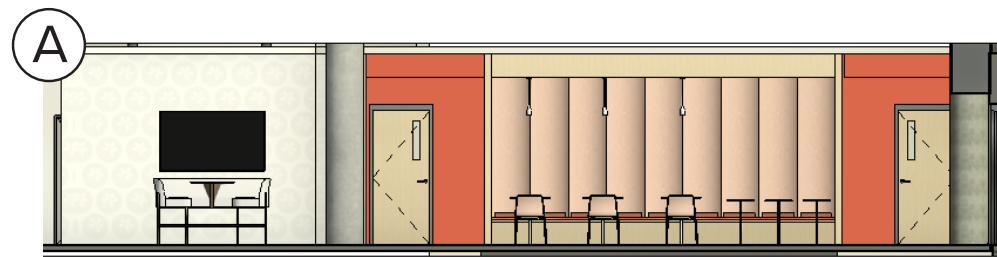
FLOOR PLAN



REFLECTED CEILING PLAN



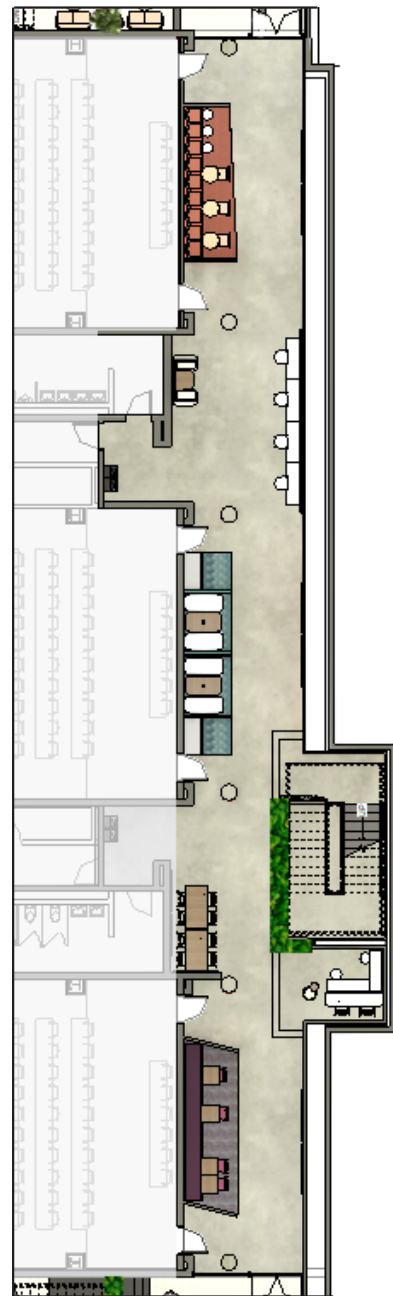
SECTIONS



MAIN CORRIDOR

The main corridor features bright colors along one side to aid in engagement and attentiveness. All of the benches are repurposed from the existing, adding soft surfaces for increased acoustical quality and comfortability. The use of wood adds biophilic elements that were previously lacking in the space.

The opposite side of the corridor is a “blank canvas” design to encourage customization and personalization from the students.



Touchdown zone for student collaboration. A simple Buckeye Leaf wallpaper acts as a subtle branding element.



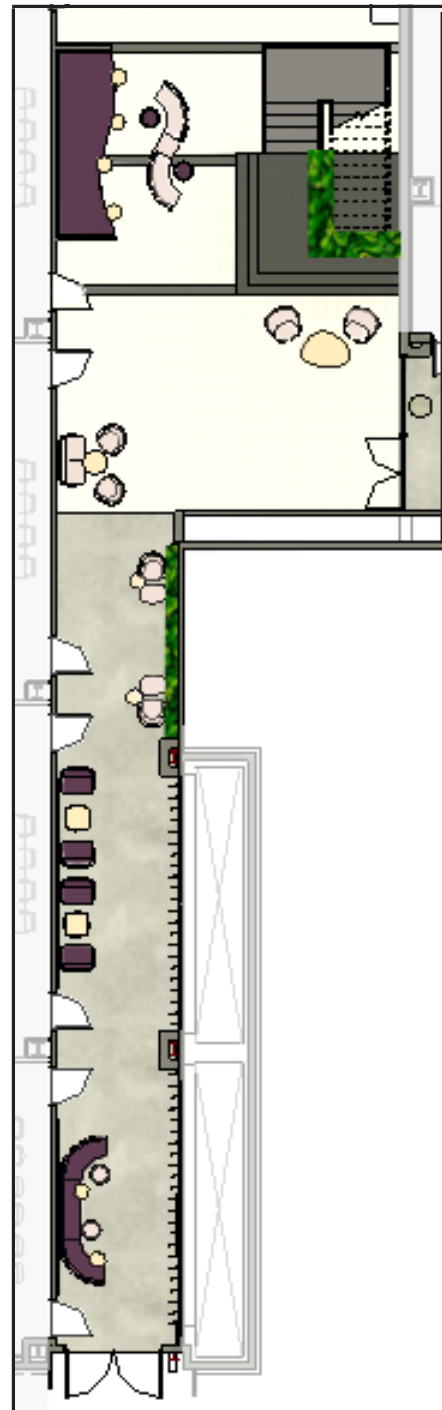
Small touchdown zones for personal or group work.



Small Technology Touchdown that can adapt to a formal or informal setting based on student need.

NORTH WING

In the North wing, there are multiple types of lounge arrangements that focus more on student socialization, and less on heads-down work. Soft materials are used for acoustical considerations and comfortability.



Deep, organic shaped benching for personal or social lounging and connection. Both the bench and wall panels are repurposed from the existing structure.

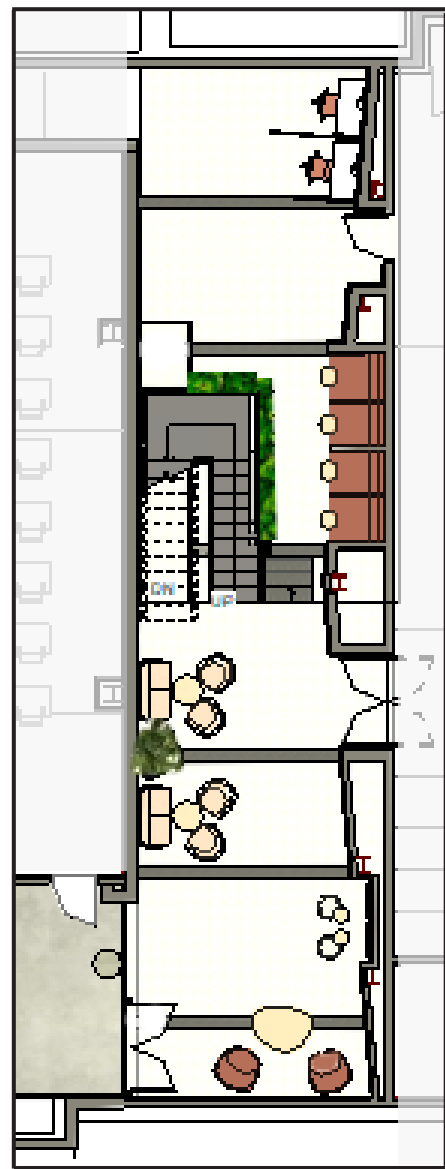


Private seating with the addition of biophilic elements to increase connection to nature.



SOUTH WING

The South wing focuses more on personal respite, heads-down work, or soft conversation amongst a small group. Here, students can come to relax and regroup after class or really focus on an assignment.



Variety of postures and seating styles for both personal work and soft conversation.



Interactive digital touchpoint for students to connect to upcoming events, notable alumni stories, and information on how to get involved in the College of Engineering.



Reuse of existing bench for deep, private pods that encourage personal reflection and heads-down work.



Sit to stand desking to accommodate a variety of working styles.

VALERIAN

a senior living project

PROJECT DESCRIPTION

Concepts of futuring are used to communicate a senior living design 50 years in the future. Research and analysis of current trends in senior living inform this 50-year future design. This project focuses on the human experience of the space by detailing services, functional design decisions, universal design features, and other age-friendly considerations. In groups, students developed a storytelling focused presentation and defined a beginning concept. An individual design was then manifested from the research.

CONCEPT STATEMENT

Valerian is a senior living community in downtown Columbus' Arena District is a holistic living space that prioritizes healing through natural methods, focusing on the mind, body, and spirit. The center's commitment to accessibility and inclusivity is evident in its attention to universal design and ADA accessibility, making it a comfortable living space for residents of all abilities. The community also manages to create a youthful and vibrant atmosphere, with a range of social activities and events to keep residents engaged and connected. This senior living community is an exceptional choice for anyone seeking an active, fulfilling, and holistic retirement.

Contribution: collaborative concept development, individual design (floor plan and renderings), visualization board, materials board

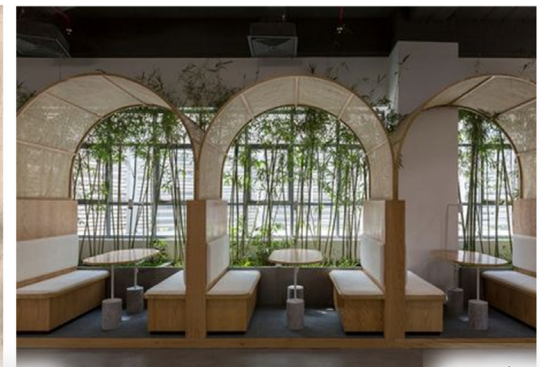
Tools: Revit, Enscape, Photoshop



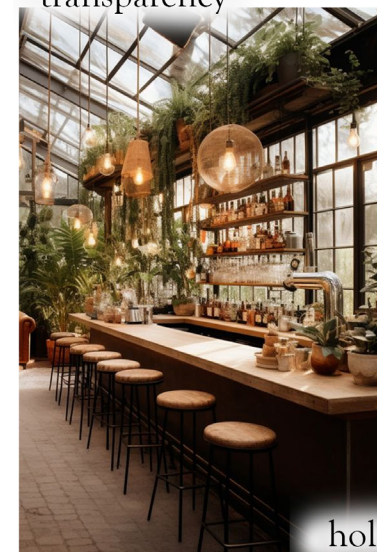
transparency



mind • body • spirit



education



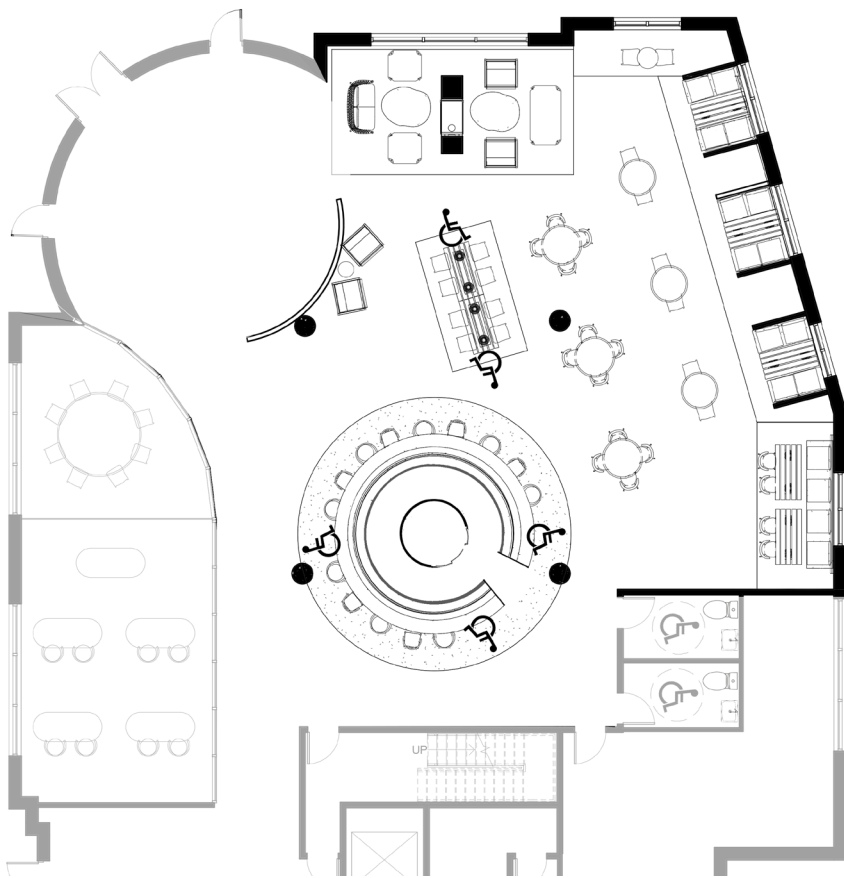
holistic



natural

RESTAURANT

I was tasked with the first floor restaurant design. This space is primarily for the residents of Valerian, but also open to the public. The bar is the focal point of the space, providing clear wayfinding and visual interest. Natural materials are used to give users direct access to biophilia and further exemplify Valerian's message.



1 LEVEL 1



A fireplace lounge for visitors to enjoy while they wait for their table.



RESTAURANT

Most of the restaurant's seating is located near the back of the space, where a combination of arched booths, two, and four top tables allow for variety and accessibility for all people.



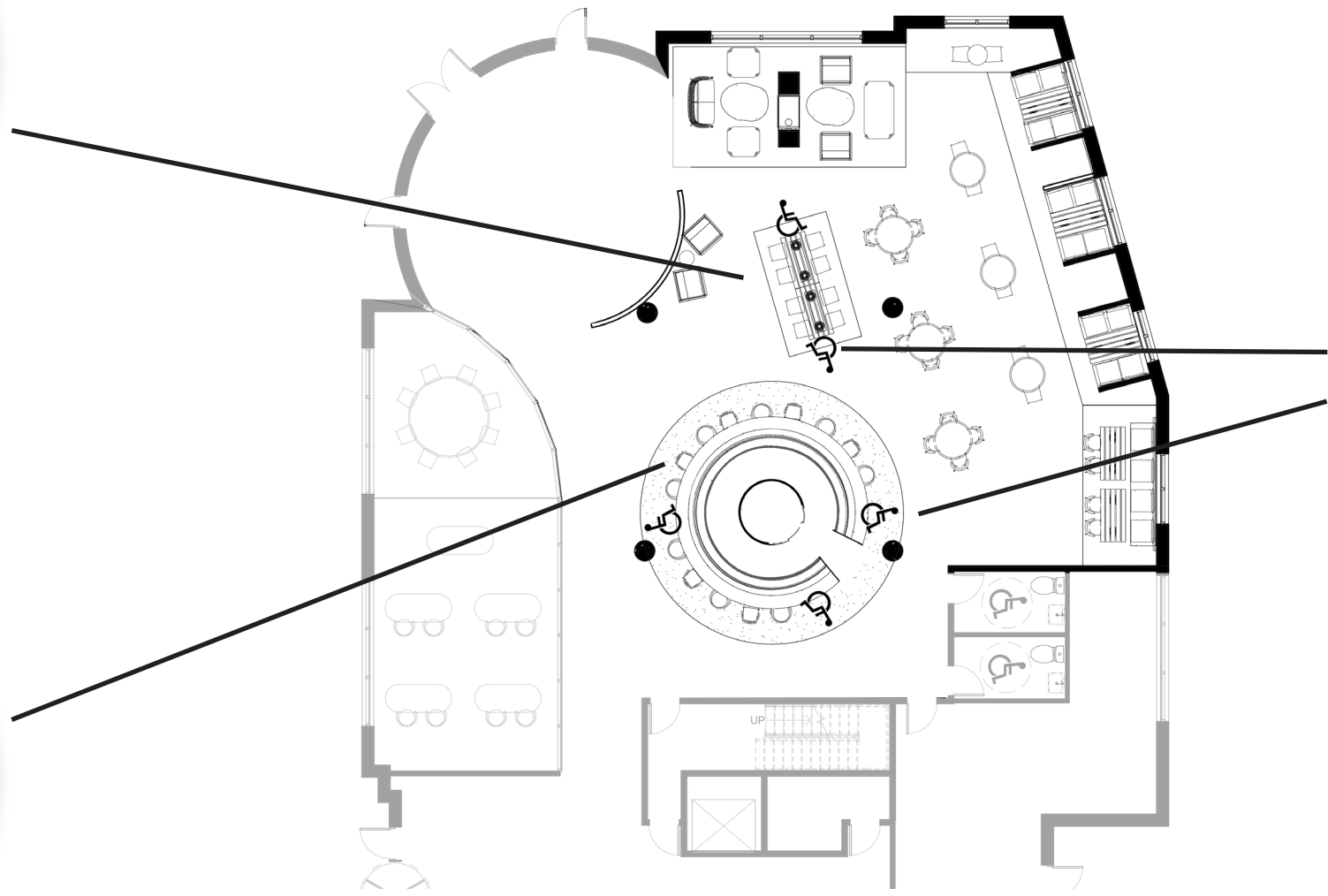
UNIVERSAL DESIGN STRATEGIES



SIMPLE & INTUITIVE USE
lighting as a wayfinding tool



SIMPLE & INTUITIVE USE
kitchen counter height bar



SIZE & SPACE FOR APPROACH & USE
variety of accessible seating options

HEALTHCARE

a Neurology Waiting Room design

PROJECT DESCRIPTION

Using concepts of Universal Design, a new solution for the Neurology Wing at the Dublin Outpatient Care facility is proposed. It is paramount that the needs of the aging population are considered within the design. Focus is on the human experience of the space by detailing qualities that support emotional needs of the aging population, functional design decisions, universal design features, and other age-friendly considerations. Ohio State is one of the first health centers in the country to combine five neuroscience-related specialties—Neurology, Neuroscience, Neurosurgery, Physical Medicine and Rehabilitation, Psychiatry and Behavioral Health—into a single, integrated program.

CONCEPT STATEMENT

The environment around us has a profound effect on our emotional well-being, especially for those struggling with neurological disorders. Through my design of the Wexner Outpatient Care Dublin Neurological Wing, I have created a space with mental health at the center. It focuses on personability and cultivating a sense of community and support through consistent access to information along with encouragement from the staff. Patients will have the choice to control and personalize their experience in the environment to be supportive of their sensory and stimulation needs. A larger waiting room will encourage socialization between patients, while an adjacent respite area has an intentional focus on personal reflection and privacy. It is especially important that patients feel safe and protected. The primary focus of this design revolves around alleviating mental burden and increasing approachability to enhance the patient experience in the healthcare setting.

in collaboration with



Private group seating that offers direct access to natural light and biophilic elements.



Individual respite pods for patient privacy. Offers direct access to natural light.



Main waiting area with subtle Ohio State graphics on wall and ceiling. High contrast in furniture for ease of visibility.

THANK
YOU.

Averi Wolf
Ohio State University