

Matthew Terrell



ARCHITECTURE  
PORTFOLIO



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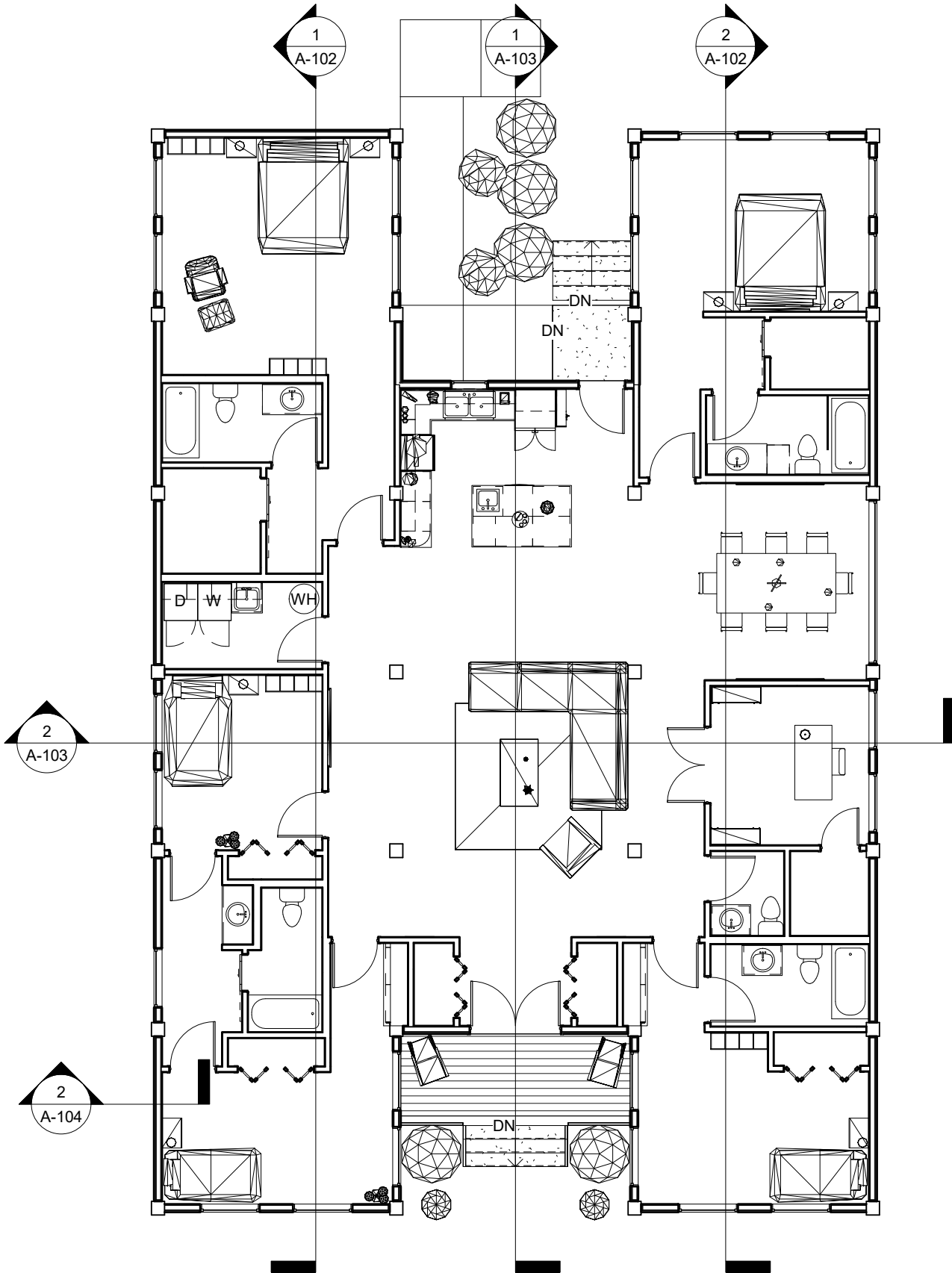
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Other Projects

My name is Matthew Terrell and I am an alumni from the College of Design at the University of Kentucky. Thank you for taking the time to look at my work from the past few years.



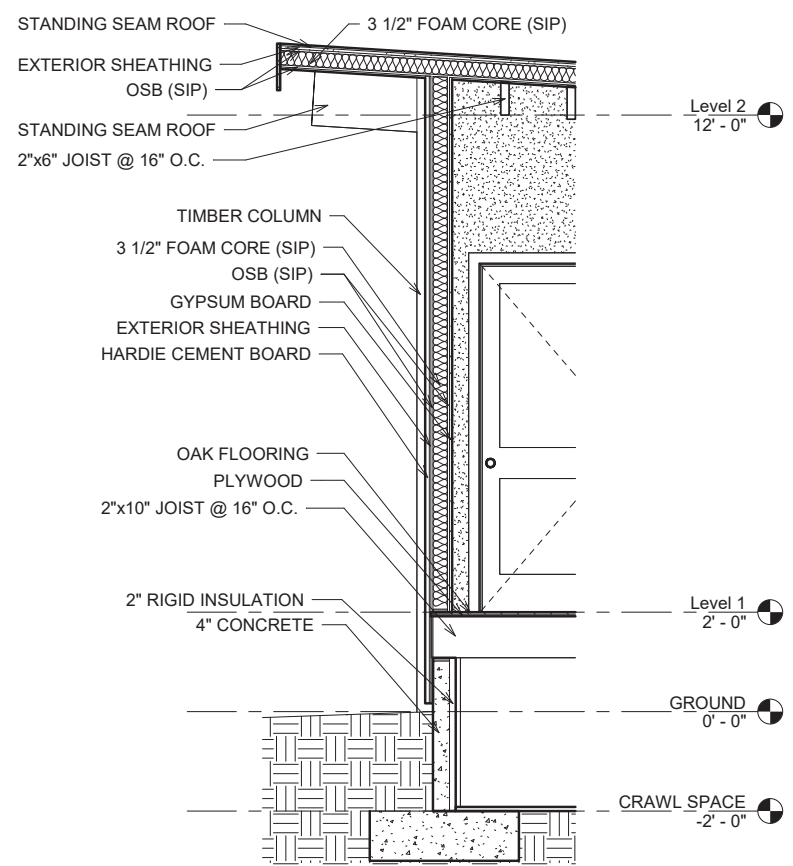
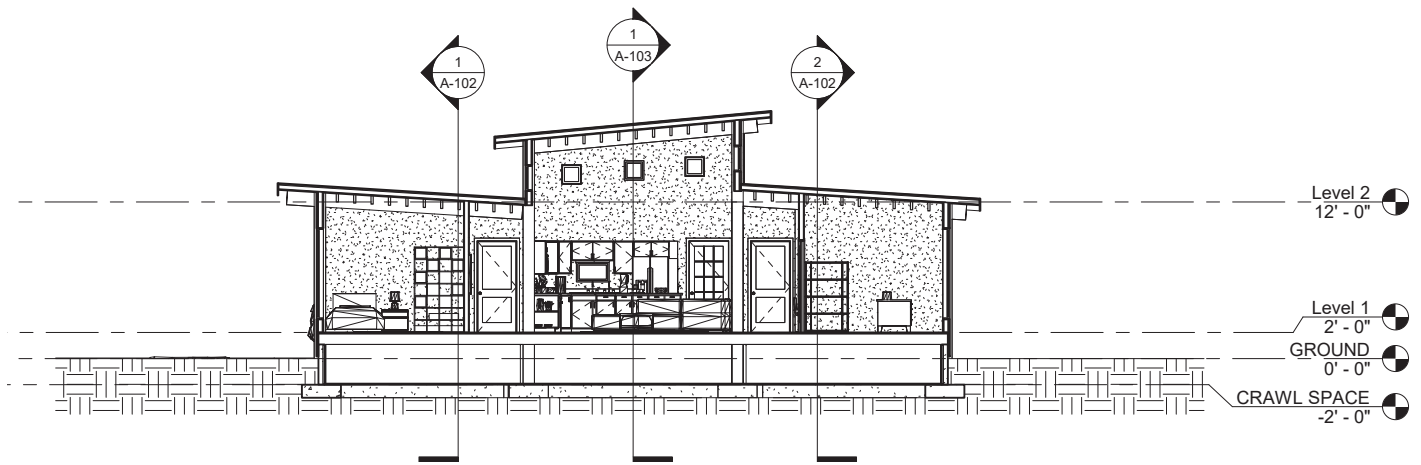
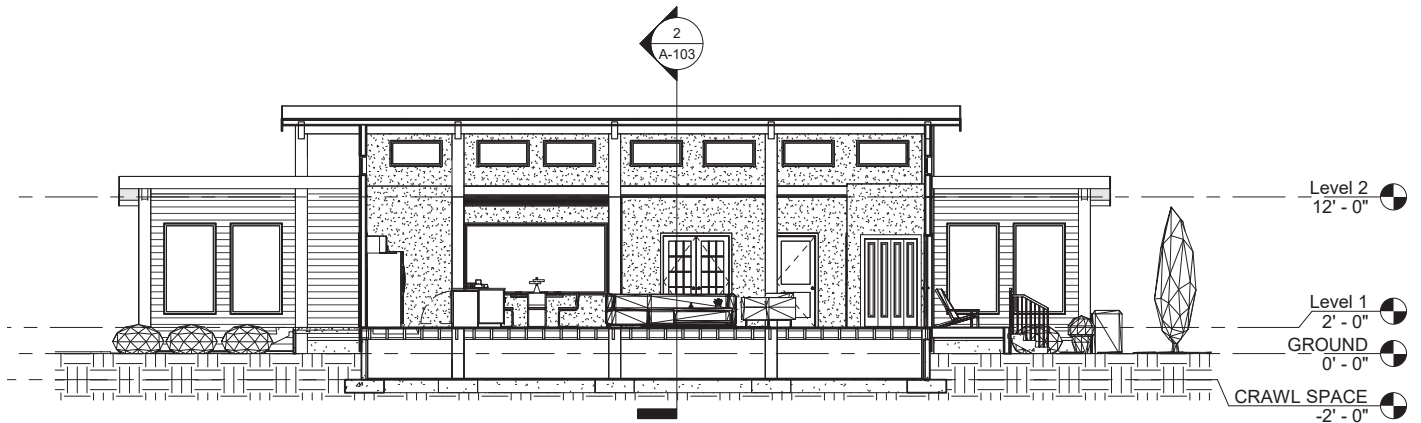
# MASS TIMBER HOUSING

Bruce Swetnam's fall 2023 semester consisted of a 4-week long project with focus on housing. This design proposes a solution to inefficient multi-generational housing with the use of mass timber. The home features private spaces for each resident to retire to while also featuring a main living space. The exterior walls consist of structurally insulated panels all over a warm crawl where the heating and cooling system is placed.



The site has access to a main road and features a driveway in the rear. There is plenty of parking for the residents and a carport with access to an ADA ramp leading into the back of the house.







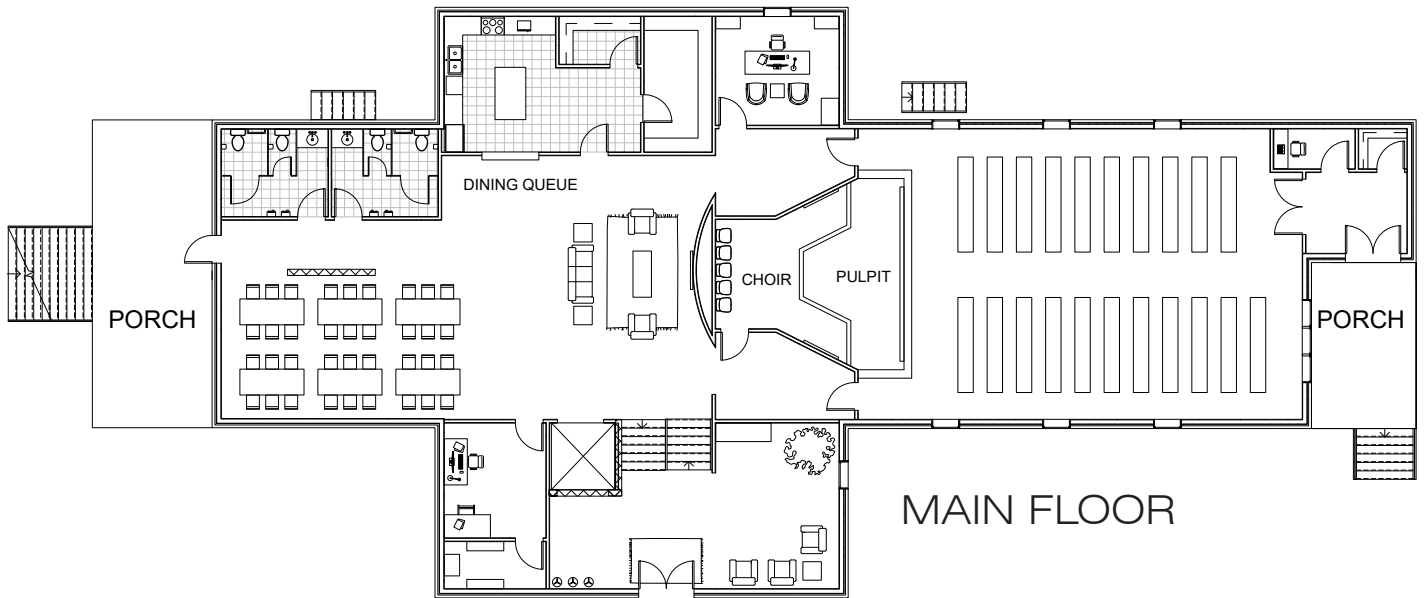
# Wesley Chapel Renovation

In collaboration with Matt VanWinkle, Ricardo Mendoza, and Chris Osborne

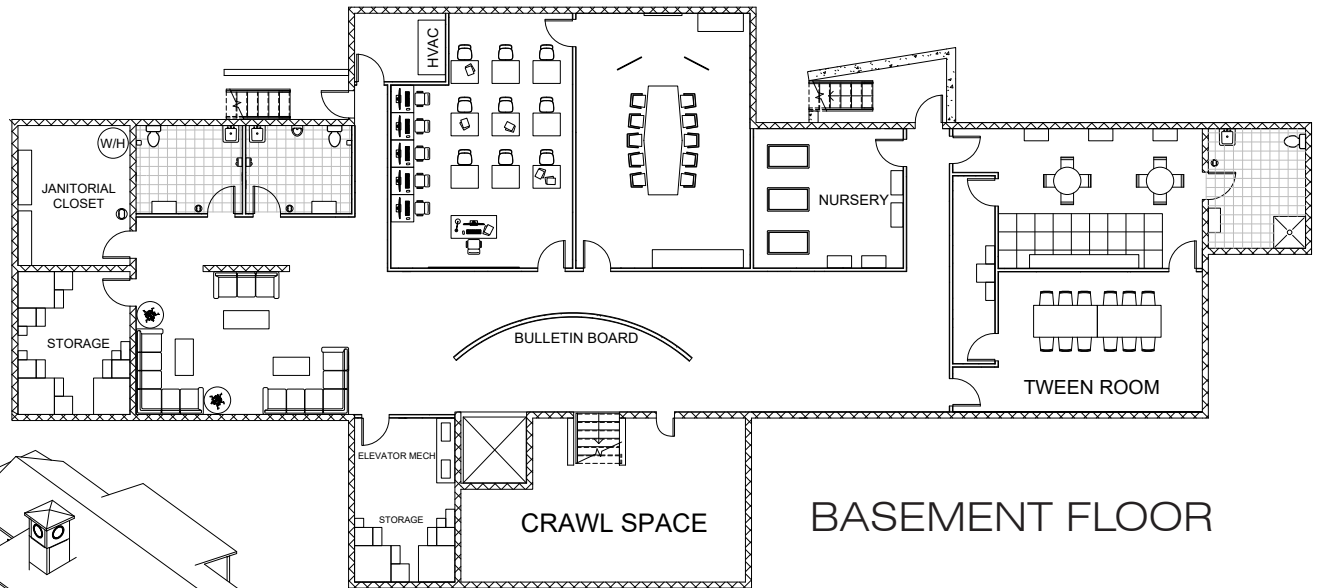
Bruce Swetnam's fall 2023 semester created an opportunity to work alongside the Nehemiah Foundation to renovate historic African American churches in western Kentucky. Our group picked Wesley Chapel, in which we designed 3 different phases of renovation and restoration ranging from fixing the most important issues, to going above and beyond providing a space for the congregation and community to grow.



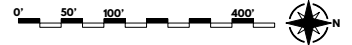
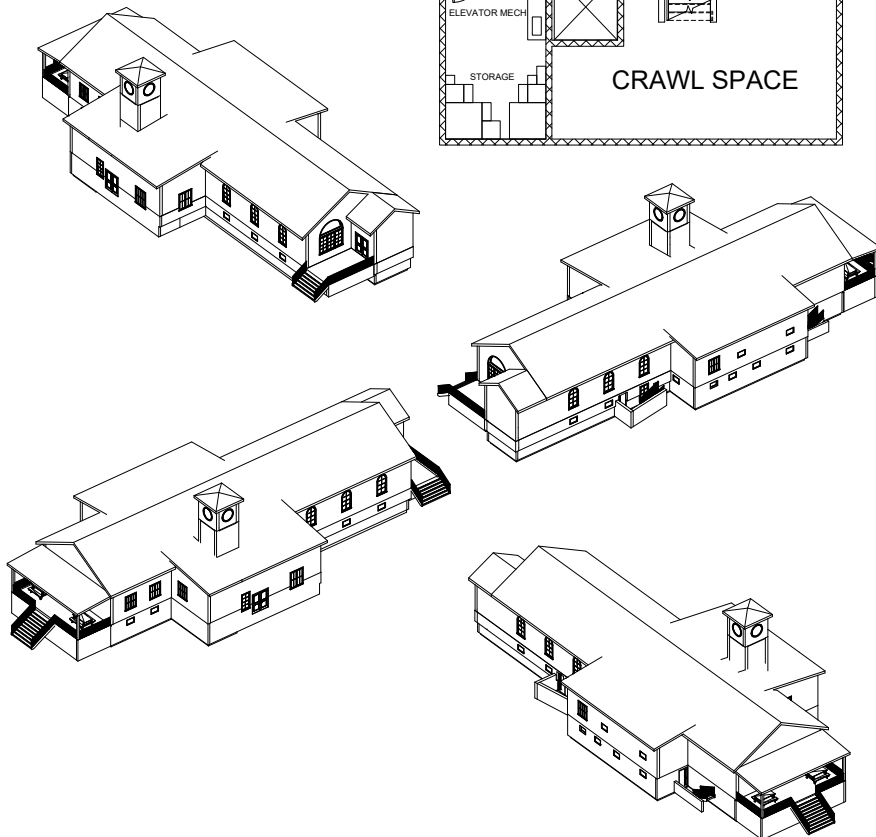


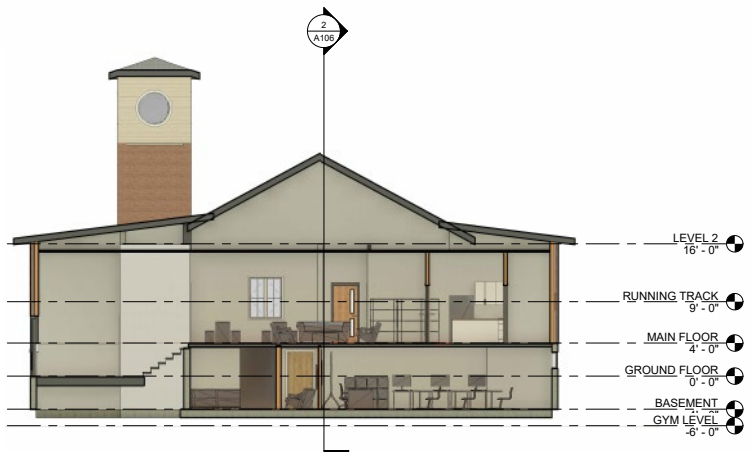
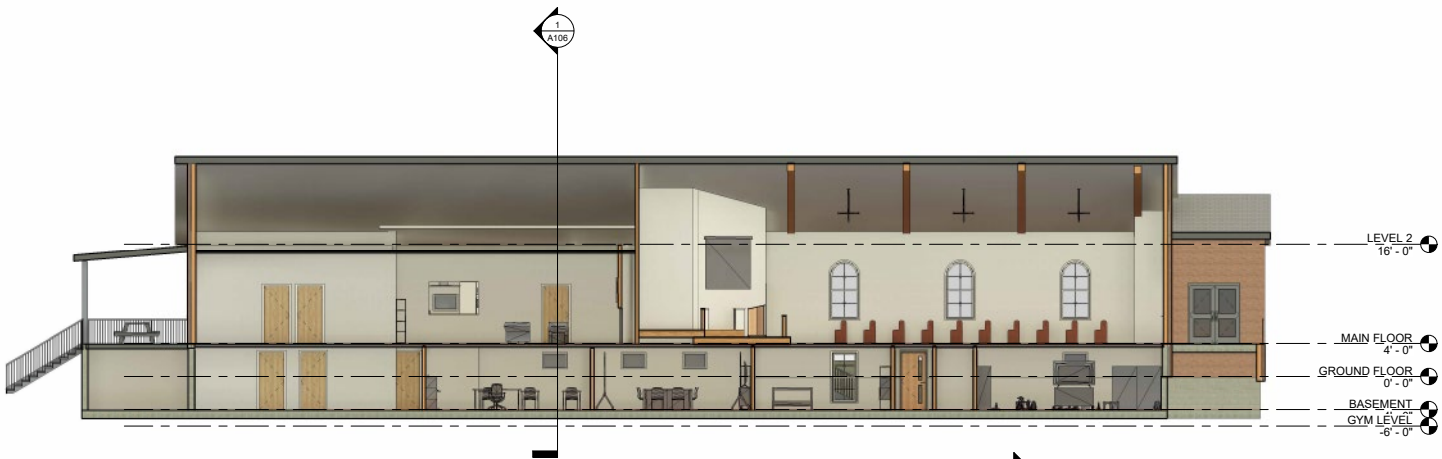


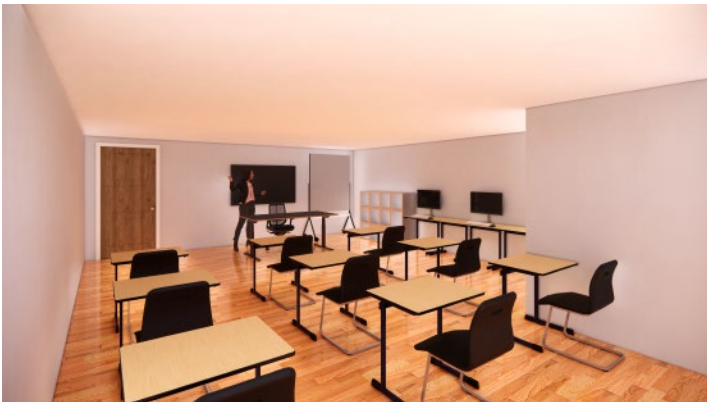
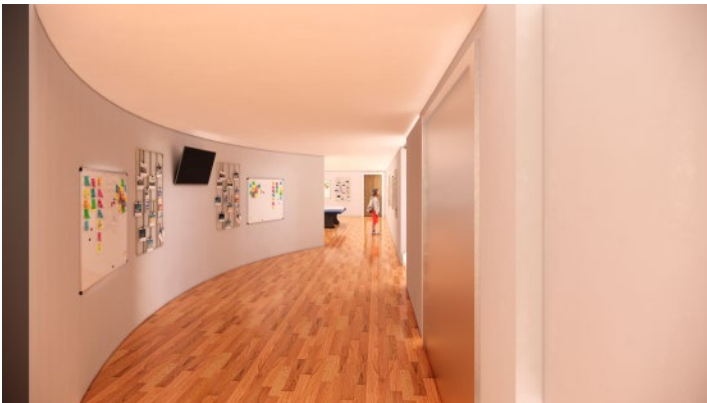
MAIN FLOOR



BASEMENT FLOOR

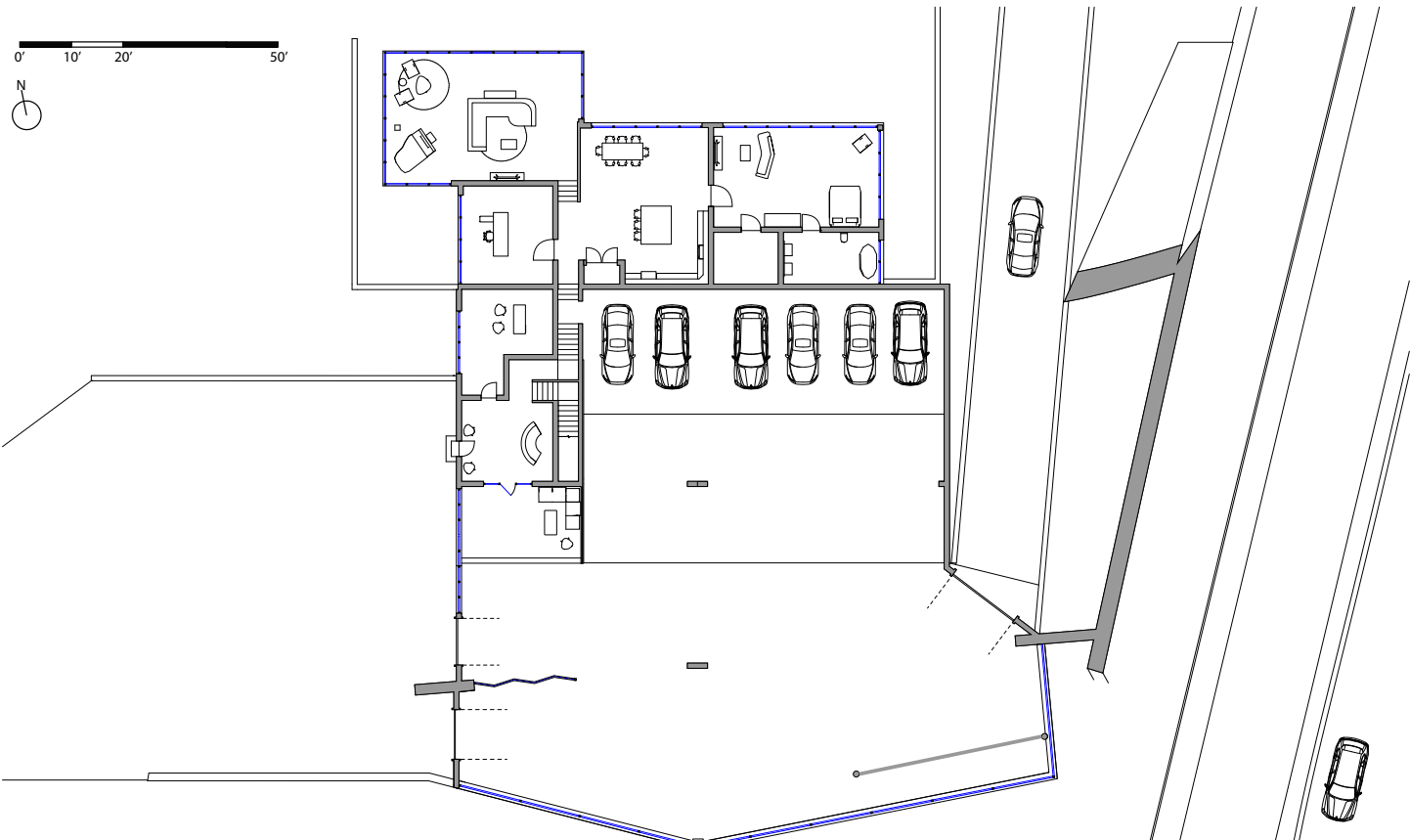






William Massie's spring semester 2023 studio was focused on influencers who were living in a space which also housed a billboard displaying their content. The site for this project is located a few miles above Paris, Kentucky, at an intersection that is cut down into a hill exposing layers of limestone. This building focuses on the site context and stepping into the landscape. The influencers living in this building create content relating to vehicles while the building doubles as a vehicle warehouse.

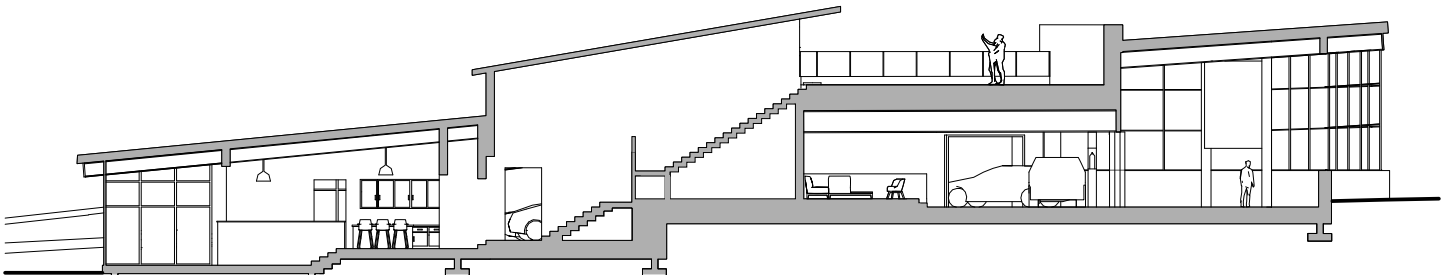




# 03

This building features a large garage for vehicle storage, a lounge and reception area for potential customers, and a residential section for the influencer couple which has access to a greenroof for views of the surrounding landscape.

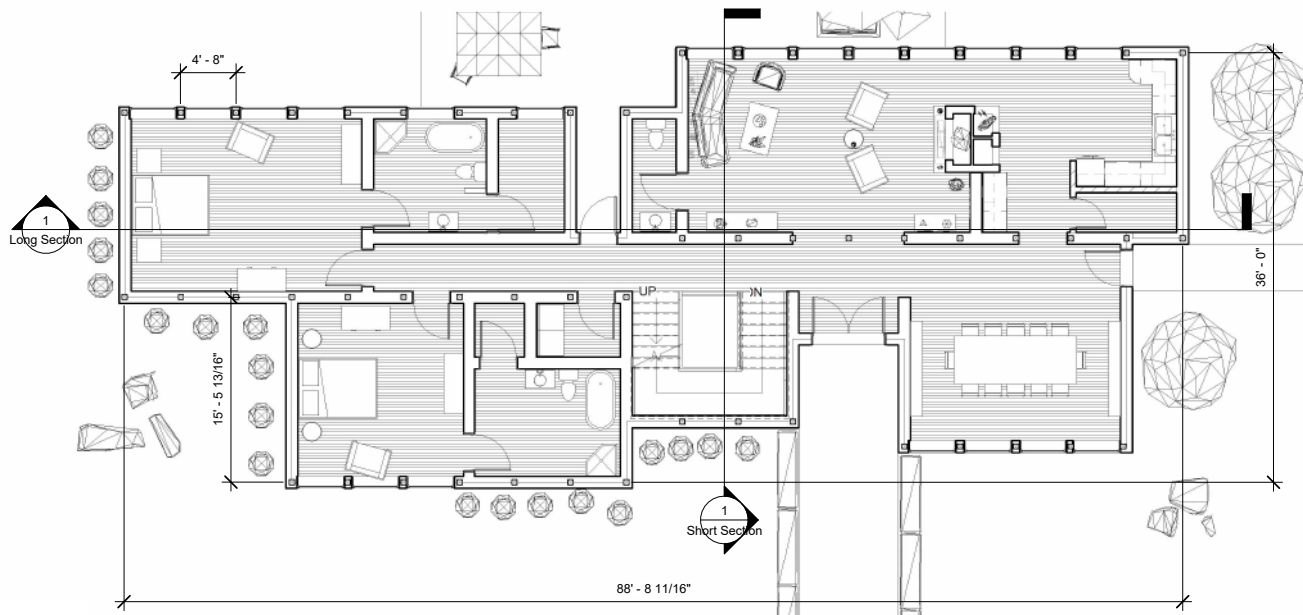




Mark O'Bryan's Fall 2022 studio was tasked with creating a 'mini-village' in the wilderness. The land was going to consist of 7 buildings that were mid-century modern. Each building had specific building specifications along with client specifications. The buildings included a 5,000 sqft main house, a guest house, garage with studio apartment above, a cabin, an equipment shed, a warehouse that could be used as a flea market, and a folly tower to see the property and surrounding landscape.



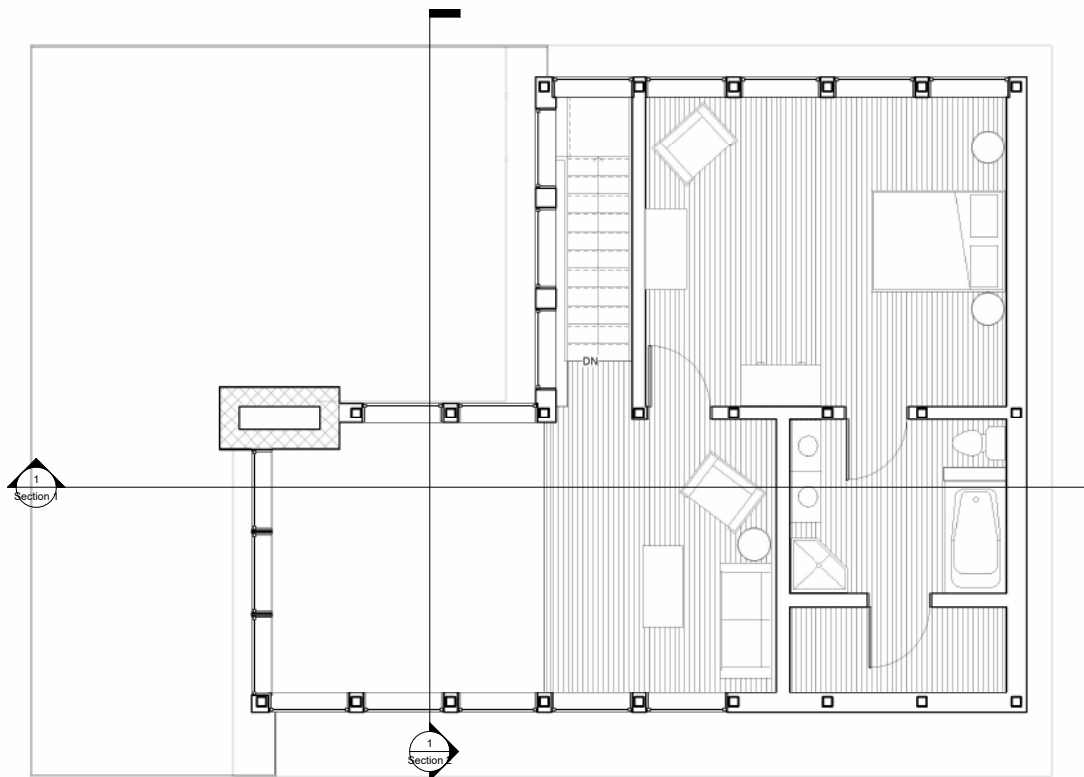
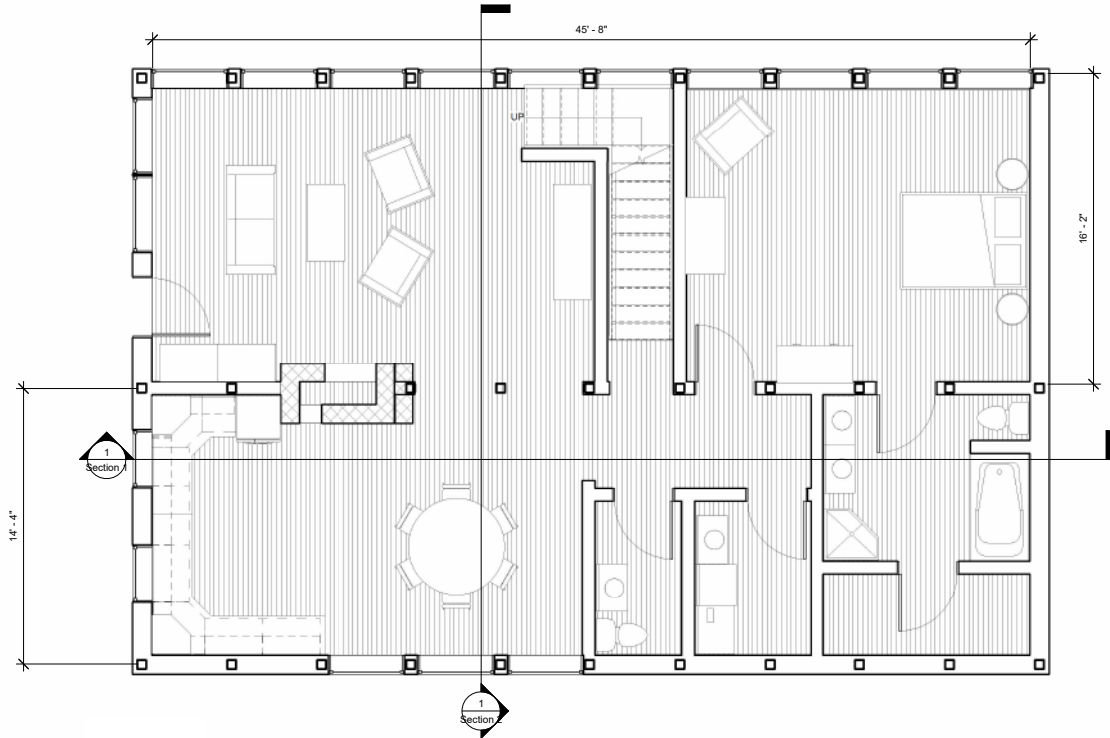




# 04

The guest house was sleek and well composed. The floor plans featured views inside and outside of the house.

The main house was the largest residential building on the property. It was challenging to get the construction components to match up correctly but the building features the requests of the owners.







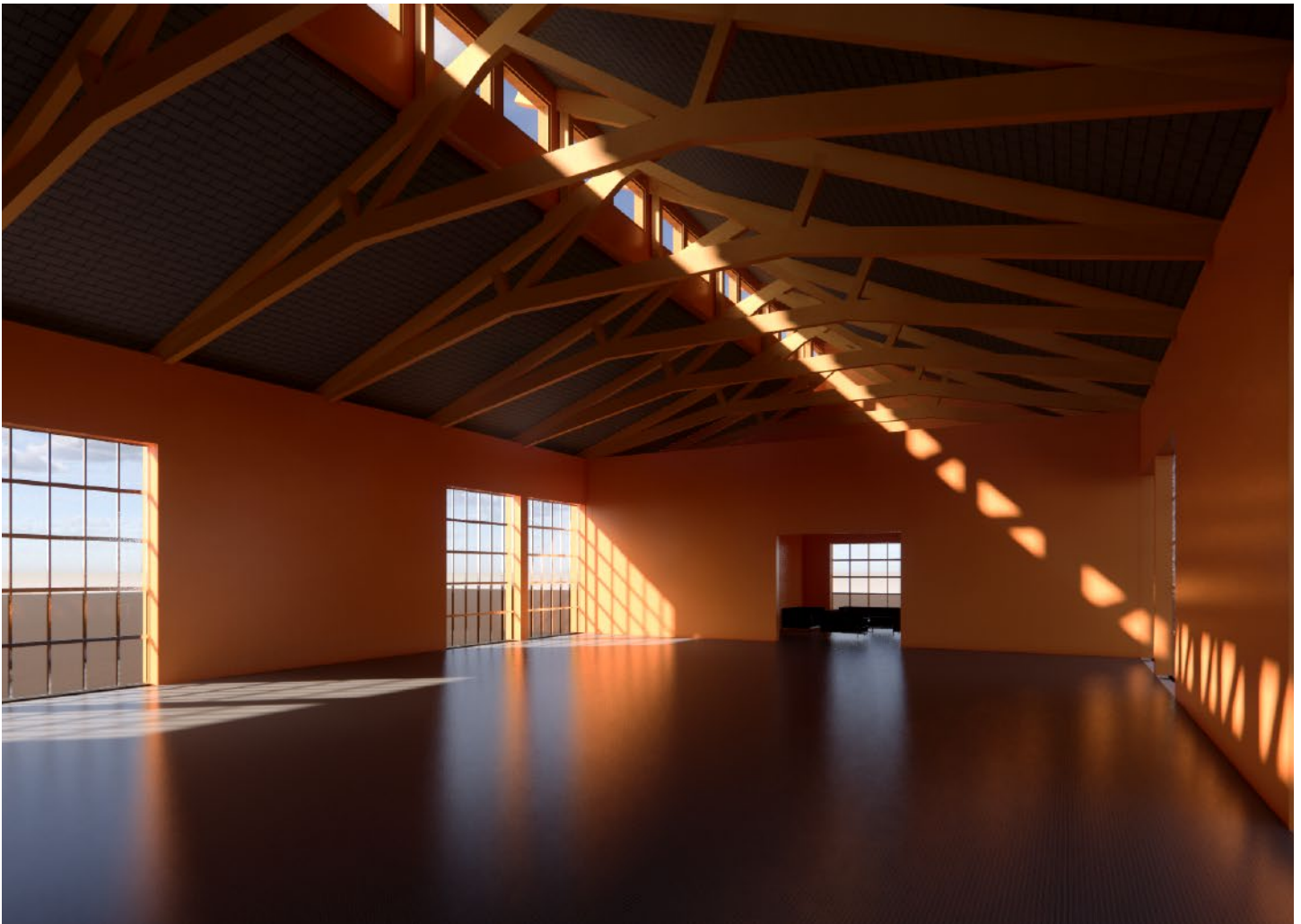
## Cabin and Folley

I wanted to combine these two buildings together to create a unique space on the property.

The cabin was the smallest building to work with but features cozy elements and grand views of the estate. Combined with the folly tower, the cabin space grows.

## Warehouse

The large warehouse was intended to turn into a flea market with enough space for individual booths to be erected and used to sell products. The warehouse was designed with a truss system spanning 40 feet across, and still exhibiting a mid-century modern theme with a clearstory level separating the pitch of the roofs.



Matthew Brooks Spring 2022 architecture studio was tasked with designing a 20,000sqft art museum based off of a well known sculpture artist. After intensive research into my artist, Barbara Hepworth, and taking tours of local art galleries and museums, I began to start designing. My building features an organic feeling that makes you question normal architecture through a variety of senses. Nestled slightly into one of the many rolling hills in the fields of the bluegrass, my museum stands as a tribute to Barbara Hepworths art.







## The Core

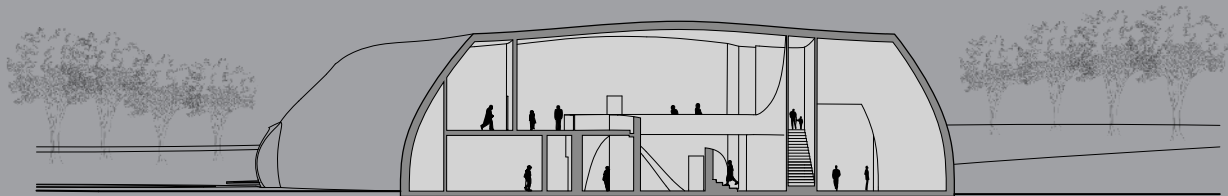
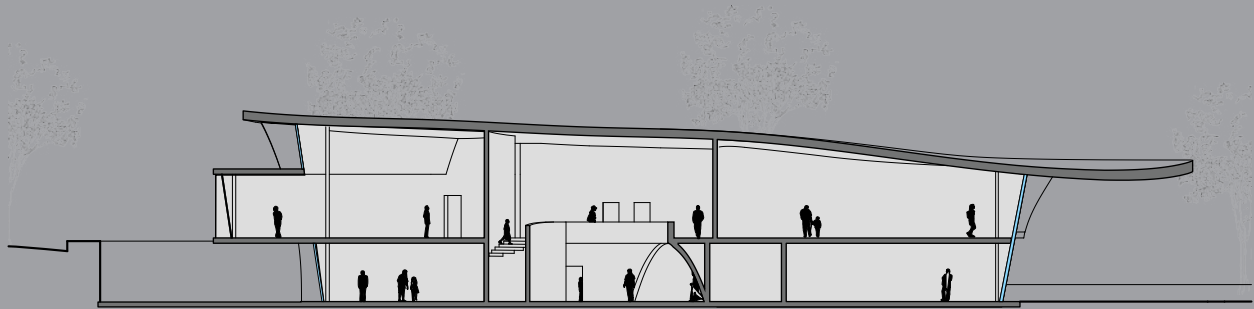
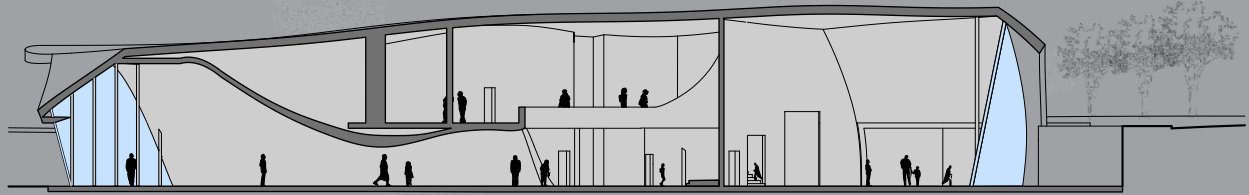
The core of the building consisted of the main stairwell used to access the galleries on the second floor as well as a balcony to overlook one of Barbara Hepworth's sculptures. You can also see the funnel hallway that leads you from the reception into the core.



## The Reception

This is the main entrance and reception area of the museum. You can view the funnel hallway in the middle and the end of the museum's path to the right.



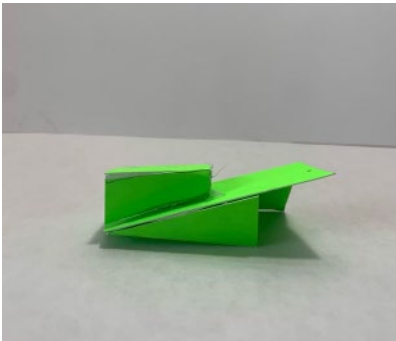


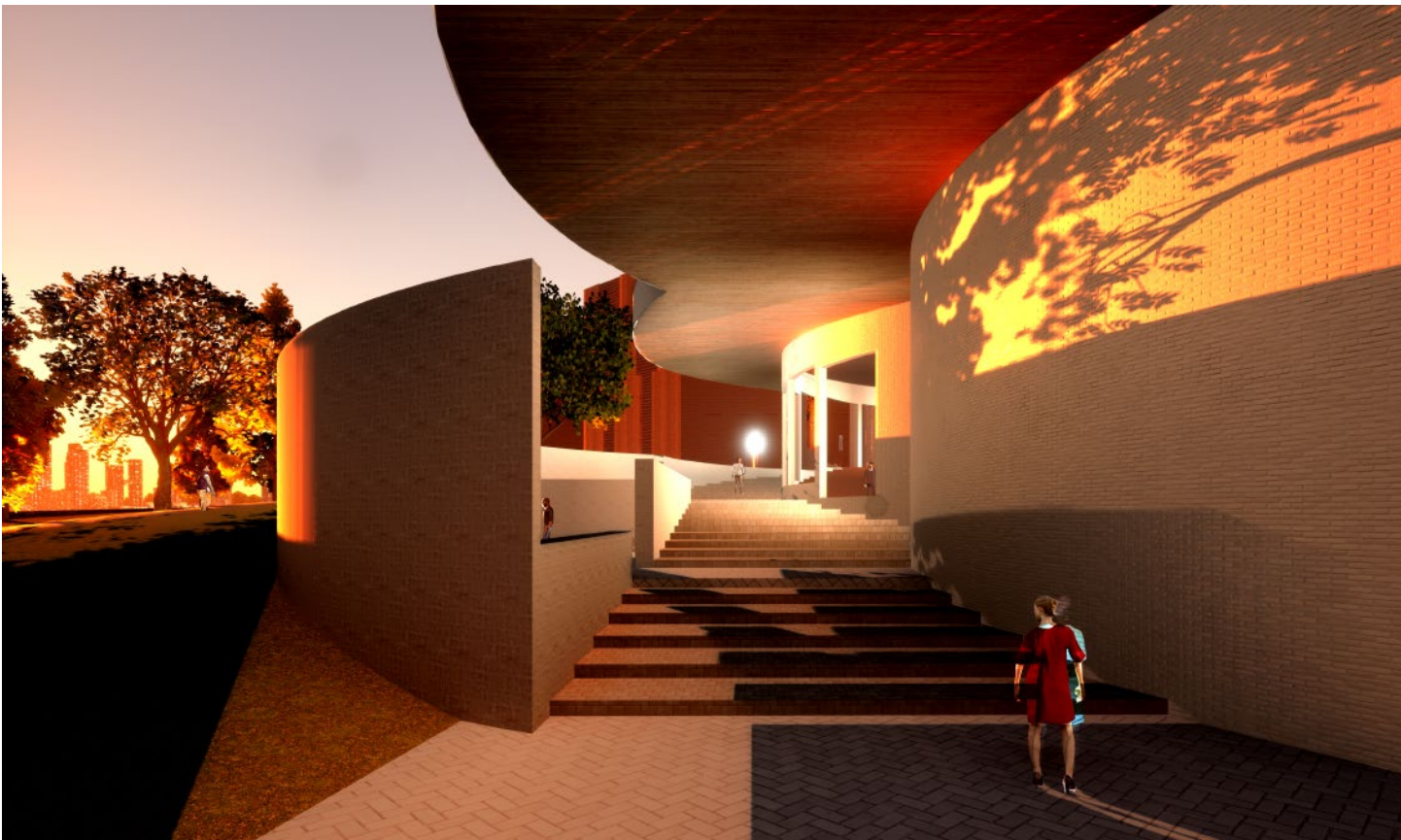
## Sections

The sections in the art museum are important to understand. The complexity of the outer shell of the building is slanted at varying angles around the whole building.

Liz Swanson's fall 2021 studio was given the opportunity to design a potential visitors center in the grassy bowl outside of William T Young Library located on the University of Kentucky's campus. The visitors center had to include a gallery space, a social space, and a bathroom.

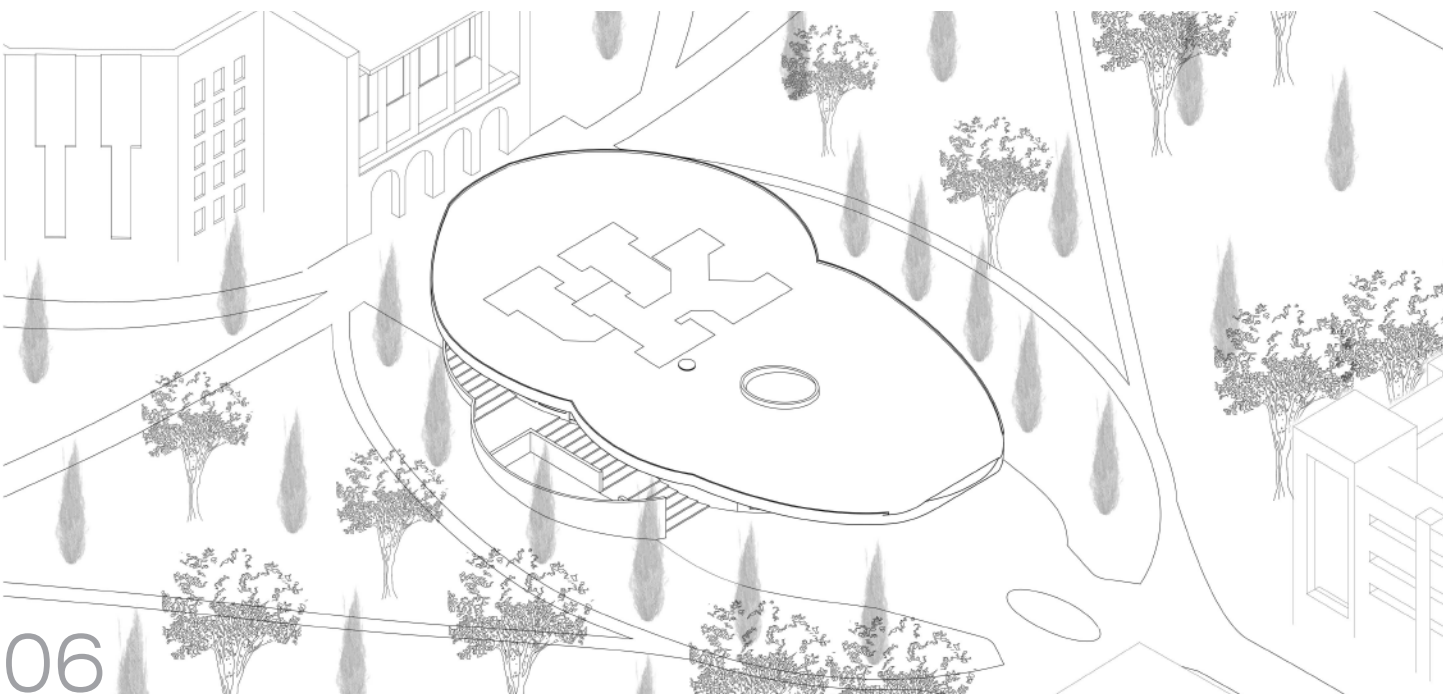
My visitors center is nestled into the grassy bowl and scoops out some of the existing topography. The gallery and the screening room are pushed into the earth and are hidden away. The more public areas are above ground and flow with movement through the building.

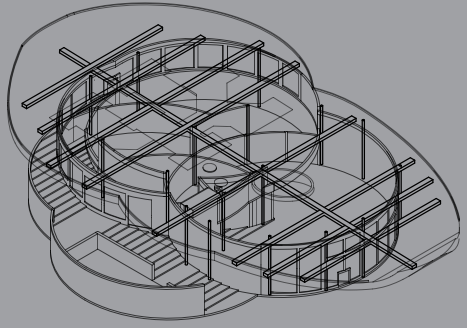
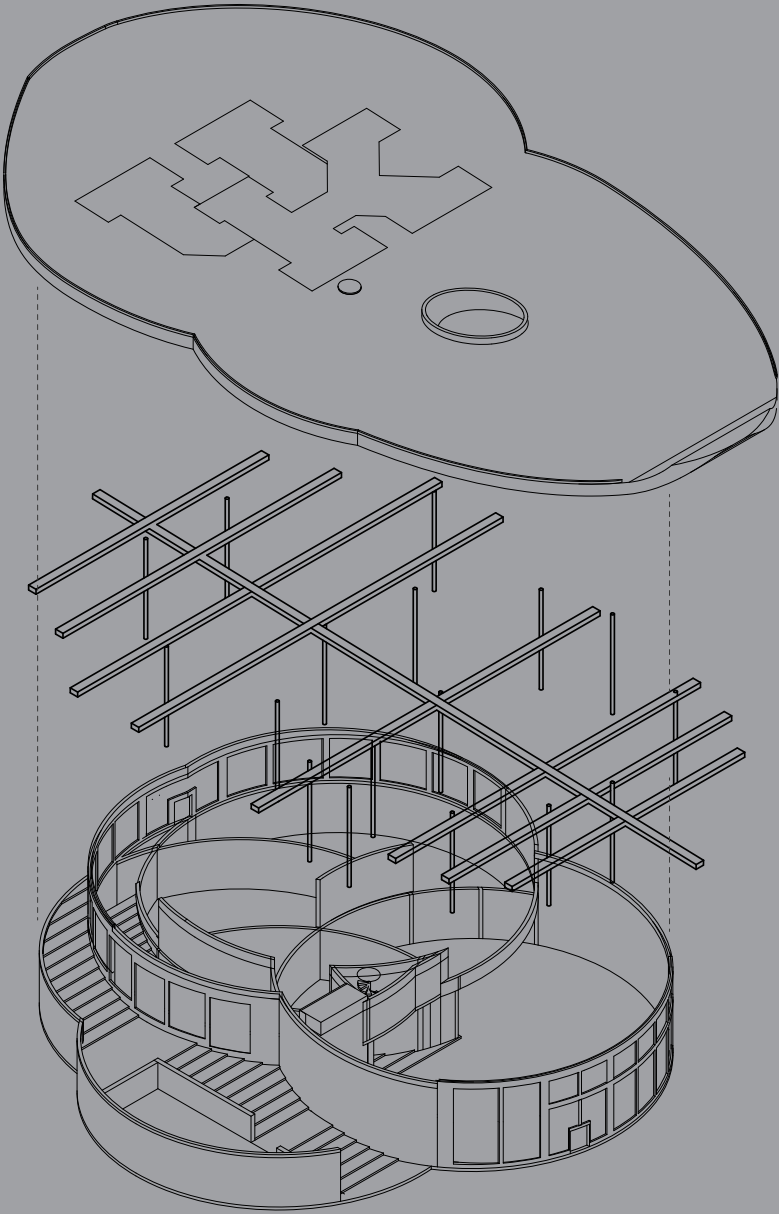


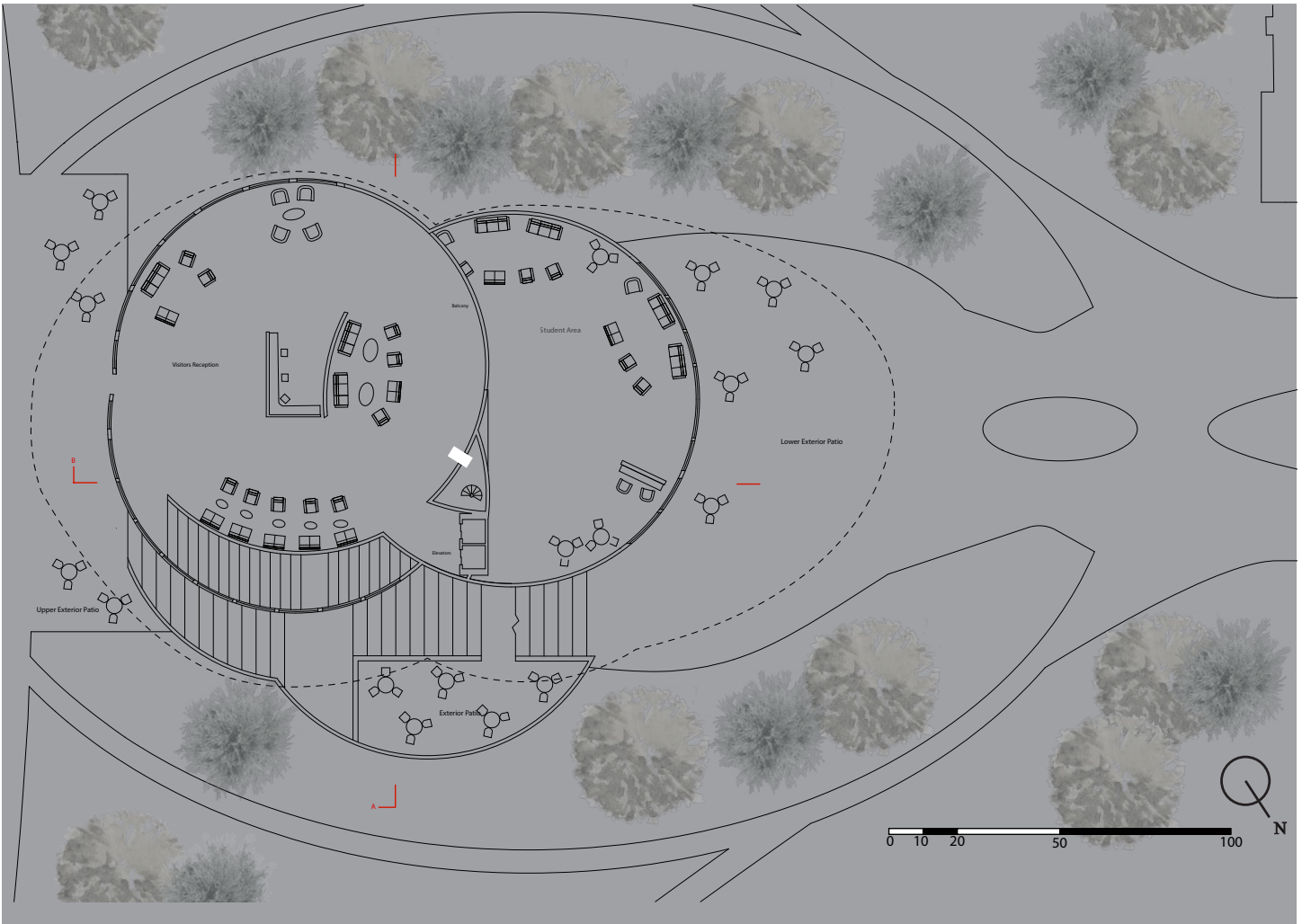




One of the main drivers in developing the visitors center was overlapping circles to match the circular bowl it was located in. The surrounding landscape plays such an important role in how the ground is traversed everyday. I wanted to ensure that I did not disrupt any paths that were currently used, but I did want to offer alternatives. If that grassy bowl was filled in and became a gradual slope of Earth, the area would be used entirely different. The gallery and viewing room that is nestled into the Earth needed to be hidden from public eye, because they are more intimate areas.



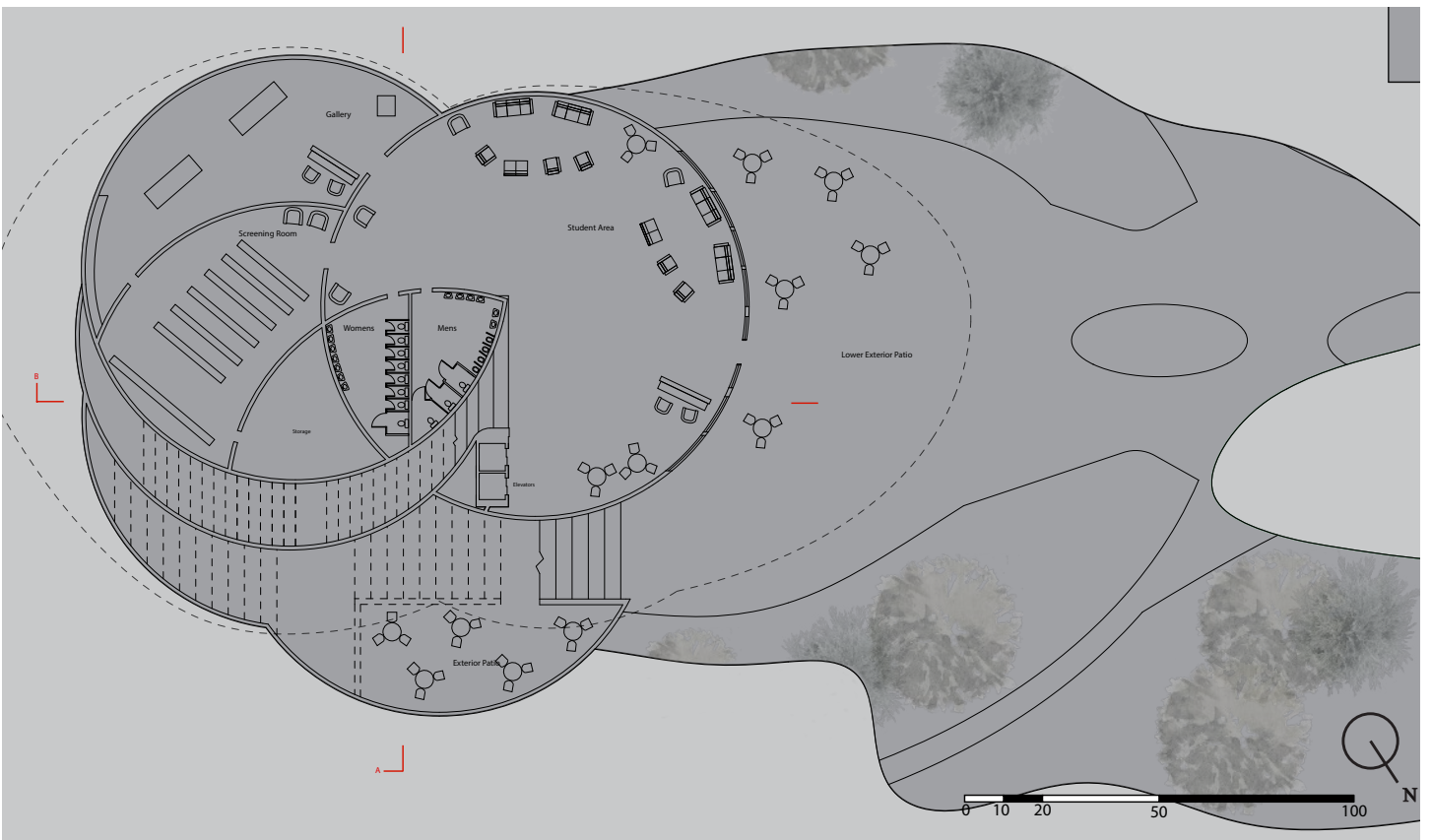




Upper Level Plan (above)  
Physical Concept Model (right)



Sections (above)      Lower Level Plan (below)

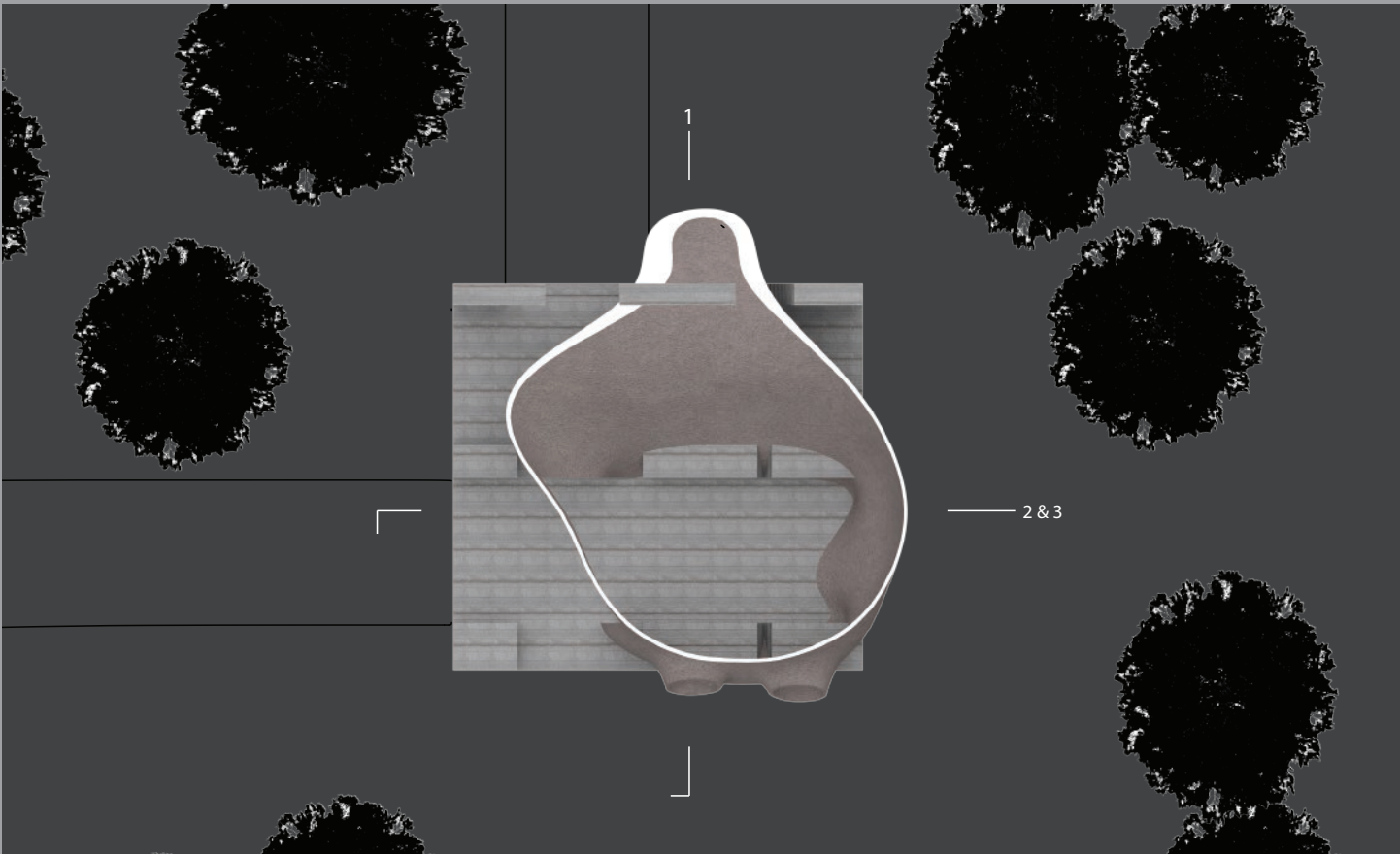
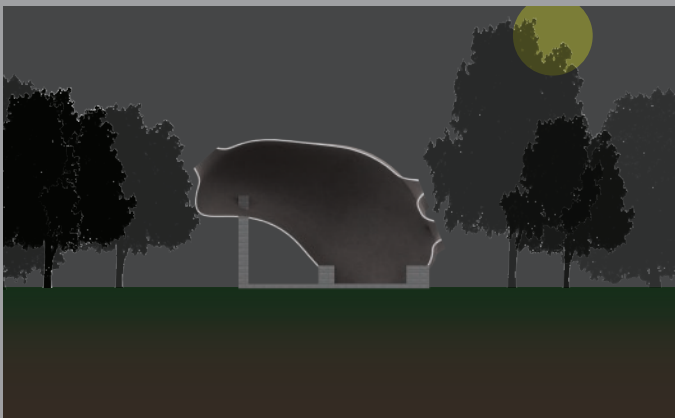
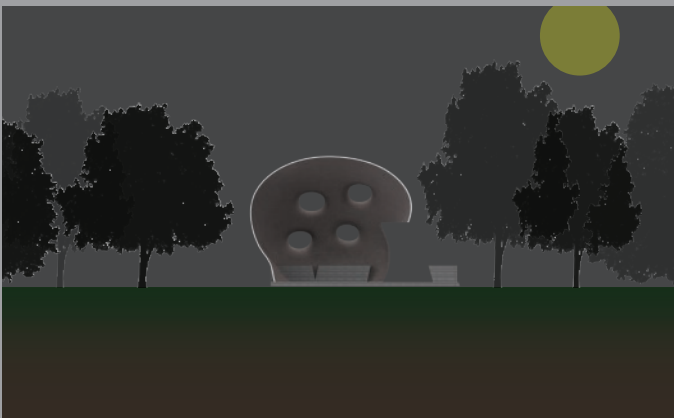
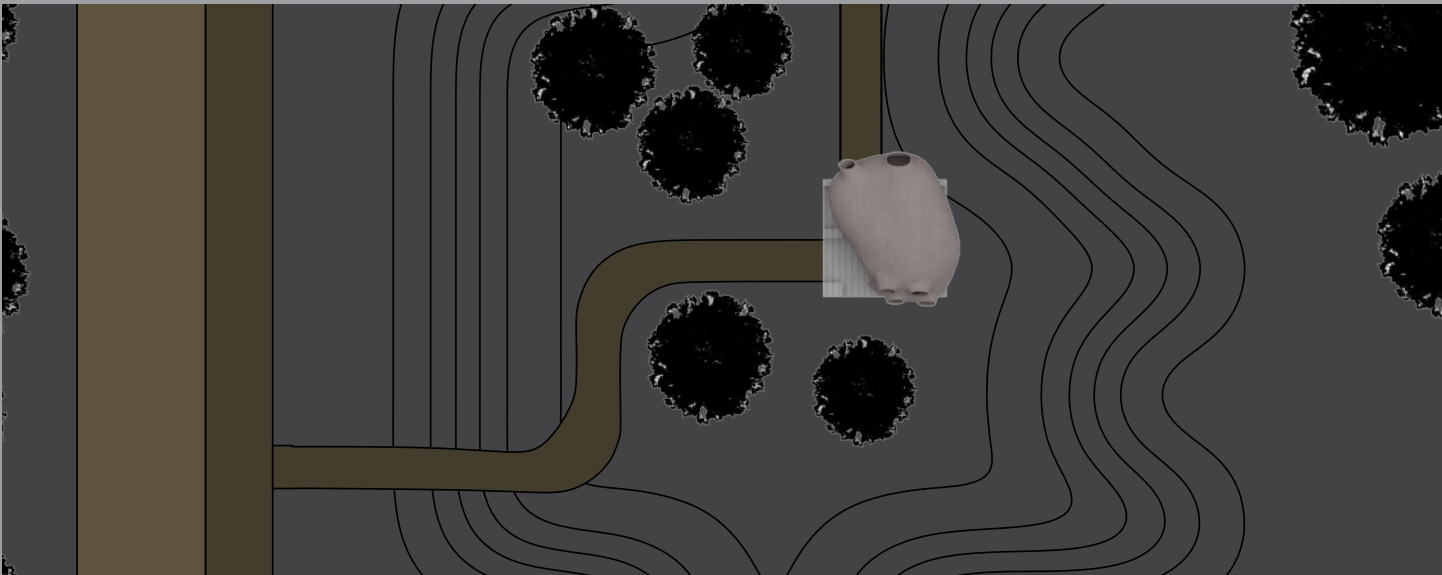


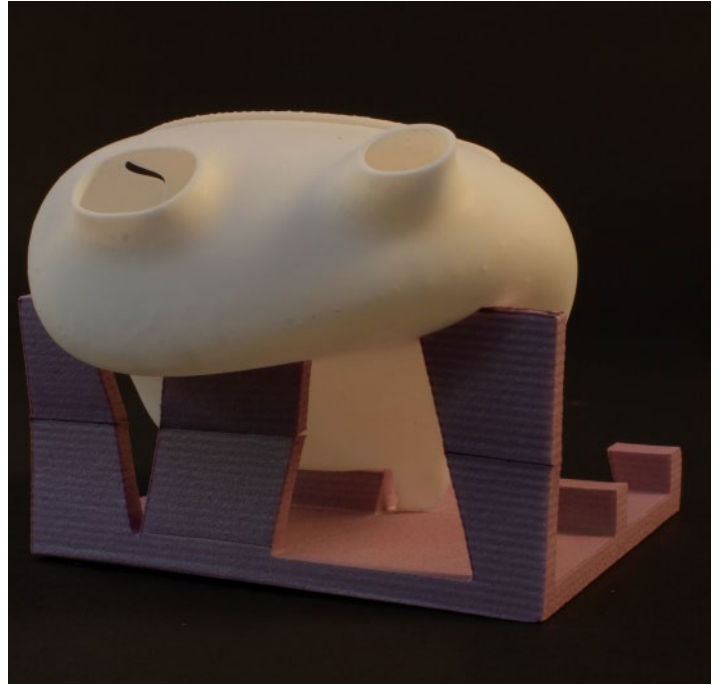
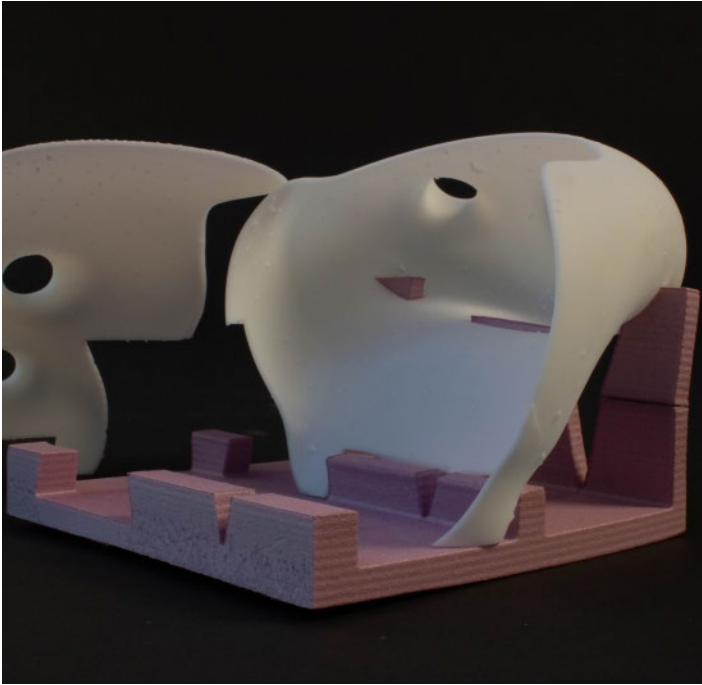
# A Space for Contemplation

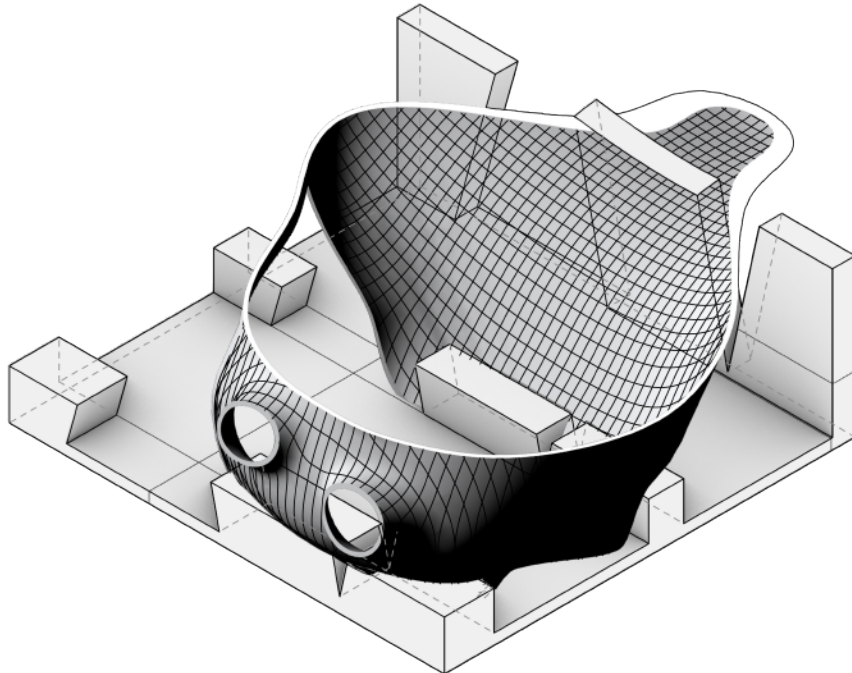
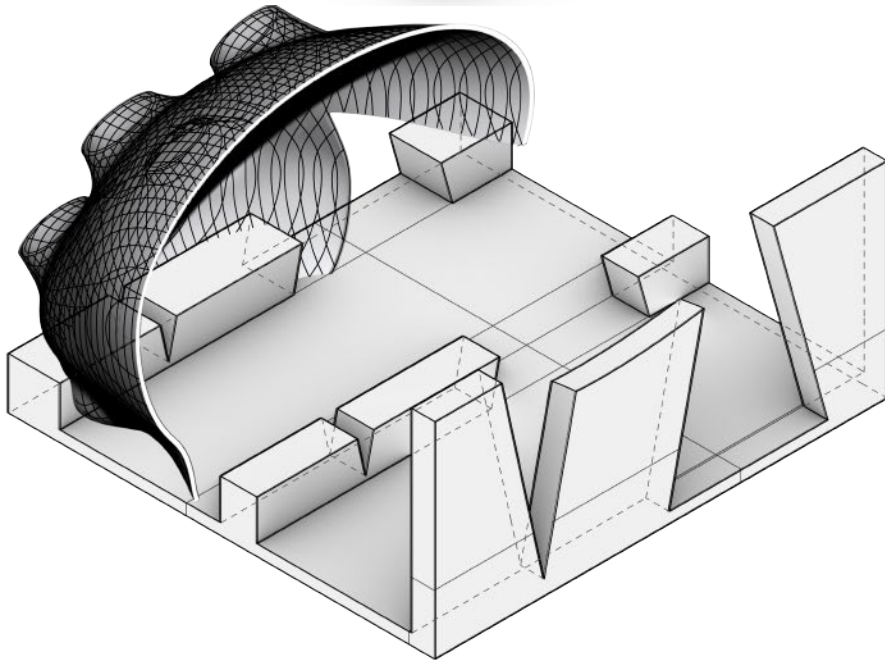
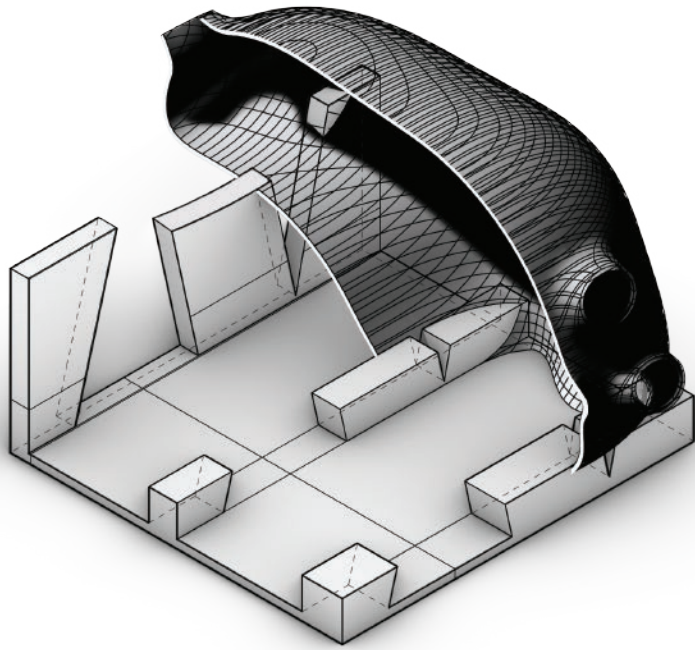
Mike Silver's students were tasked with the idea of creating A Space for Contemplation where one person or multiple people can sit and have a space for meditation. A wire cutter was used to cut foam into a ground plane with a bench integrated into it. Digital modifications were then used to alter the appearance of traditional volumetric shapes to create the building which was morphed around the groundplane base.





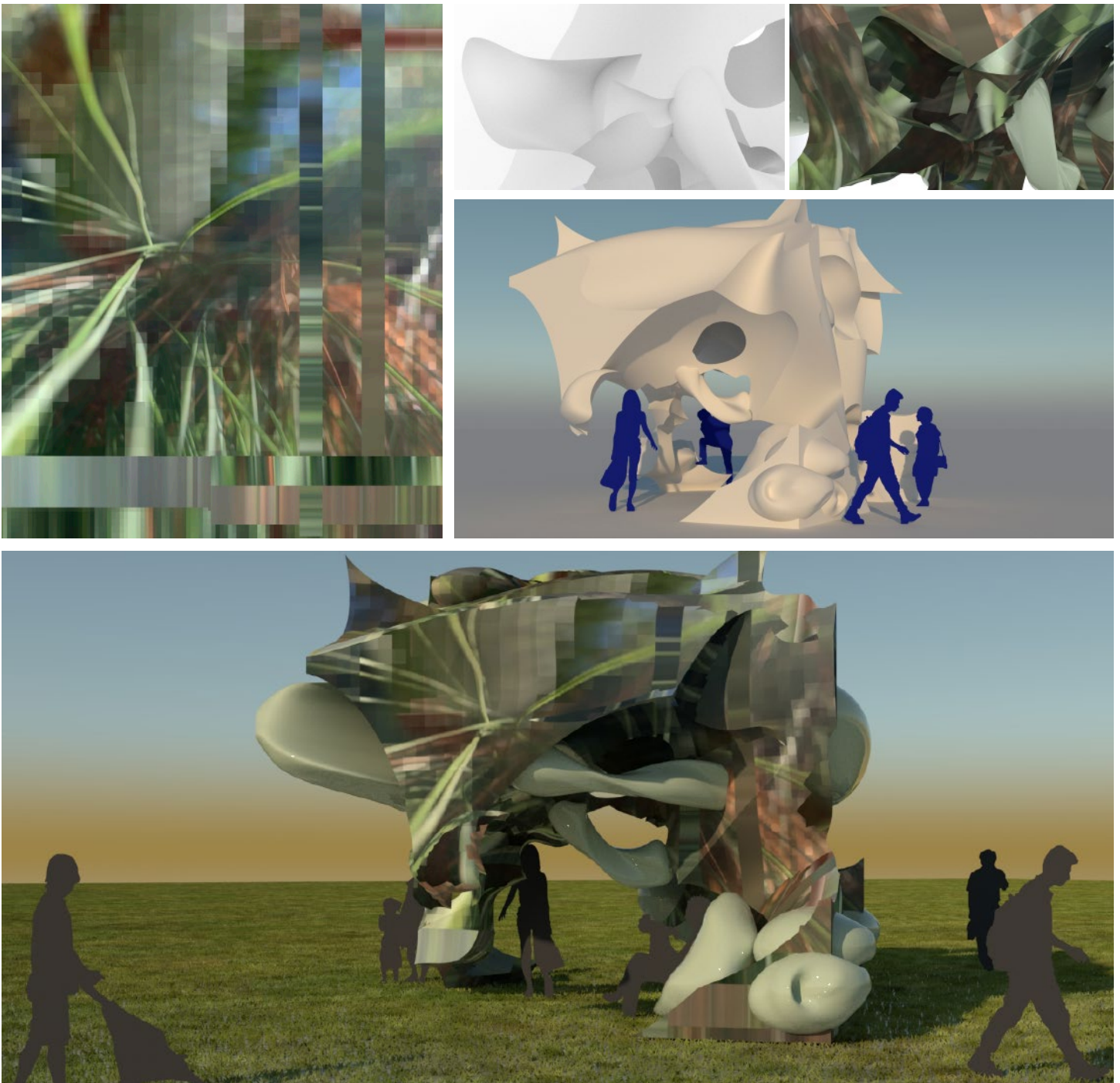


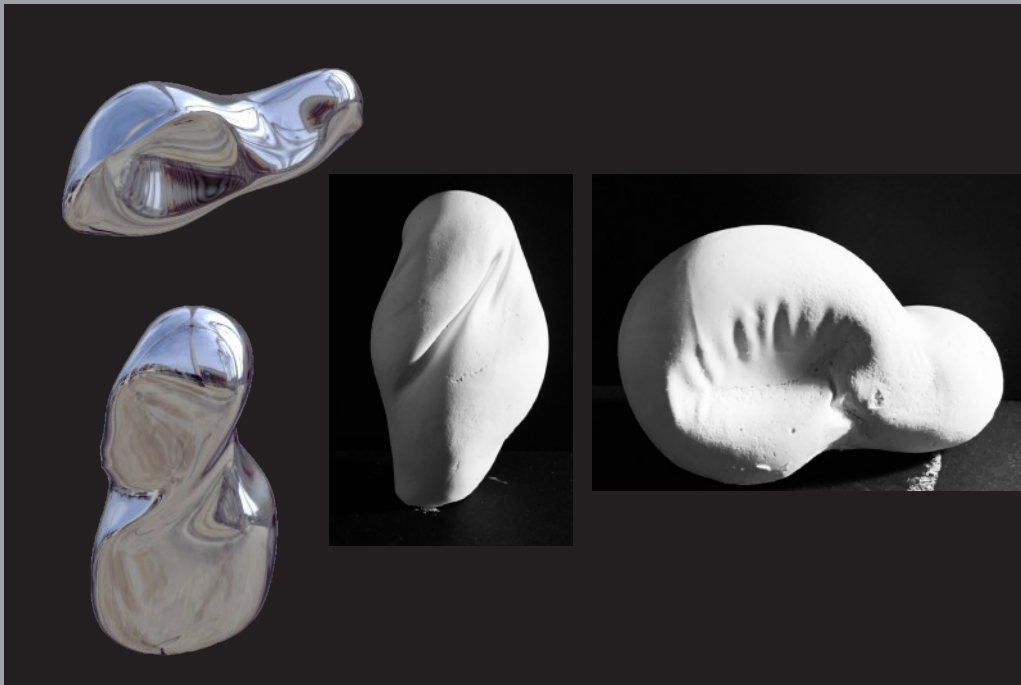




Using nature and observations through natural processes, the design of a pavilion was created. Located in Lexington, Kentucky, The Henry Clay Estate was the site for 1st year-1st semester College of Design students in Regina Summers studio.

Pixelization was used to distort photos taken on site where our future build was going to be placed. The use of colors and backgrounds from the true nature of the site pulls the final project together as one. Using Photoshop to create a distorted look allows the interpretation of space to be versatile once applied onto the final construction.





## Balloon Animals

Students were instructed to create animals out of plaster filled balloons, and then recreate them in Rhino. After the balloons were created virtually and physically, students were to manipulate the virtual version and use them to carve and add to their pavilion.



## Bench

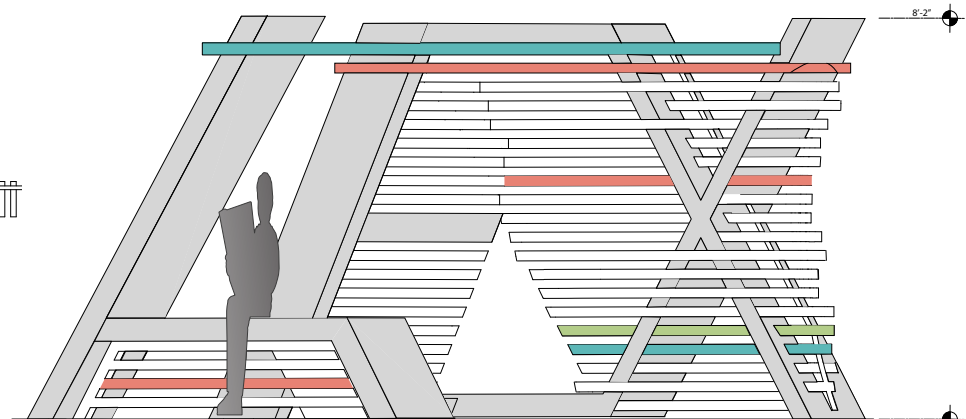
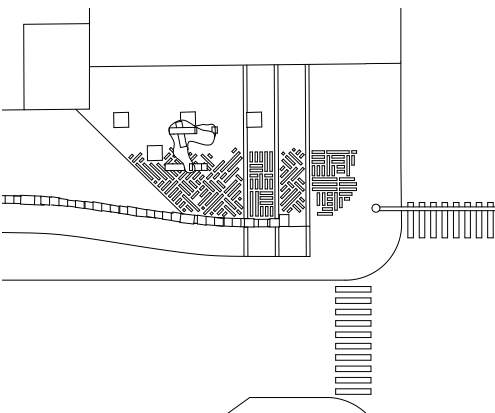
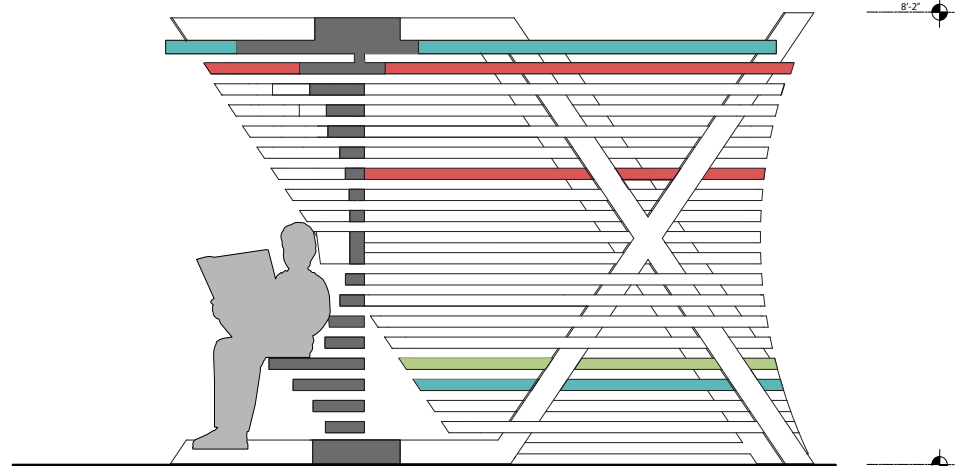
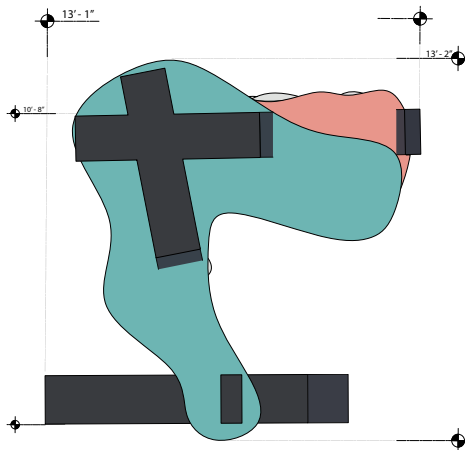
Manipulation of one of the animals (top right: snail) creates an impression within the material to allow for a seat to form from the structure.

# Art on the Town Kiosk Competition

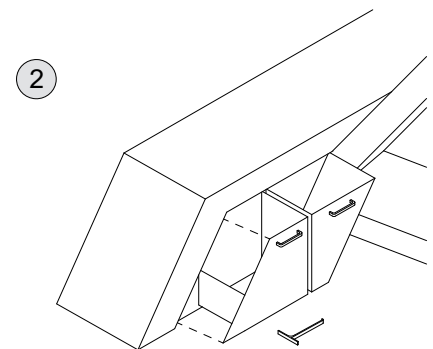
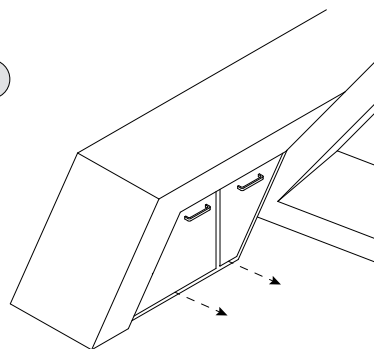
PARTNERED WITH JOEY MADAJ

The kiosk was intended to be useful for local artists to display and sell their artwork on the street in Downtown Lexington. From afar, the kiosk is an animated sculpture whose acute form changes as one approaches down the street, shifting from different viewing angles until subtly revealing the abbreviation “LEX”. The layering of different curvilinear volumes organically generates spaces for displays, sales, and seating. Using aluminum panel and rebar construction, the proposed kiosk is multifaceted in both its functionality and sculptural qualities, offering an interior court of countertops and display spaces as well as multiple benches formed around the exterior. The design also allows for integrated storage of modular shelves and other goods with two hidden aluminum drawers accessible by the artist.





Custom metal hangars are used to provide artists with a modular and personalized display of any physical medium. By simply sliding the “t-shaped” hangars in between the channeled shelves and twisting them into place, the sculpture allows artworks of any size to be mounted to the wall. When not in use, the hangars are stored in their designated slide-out drawer hidden under the “L”. Combined with countertop spaces and recessing shelves to house jewelry, books, and other handheld goods, the display method offers a curated presentability to every individual artist with ease.





# Matthew Terrell

University of Kentucky  
College of Design Alumni  
[matthew.terrell88@gmail.com](mailto:matthew.terrell88@gmail.com)  
(502)403-4762