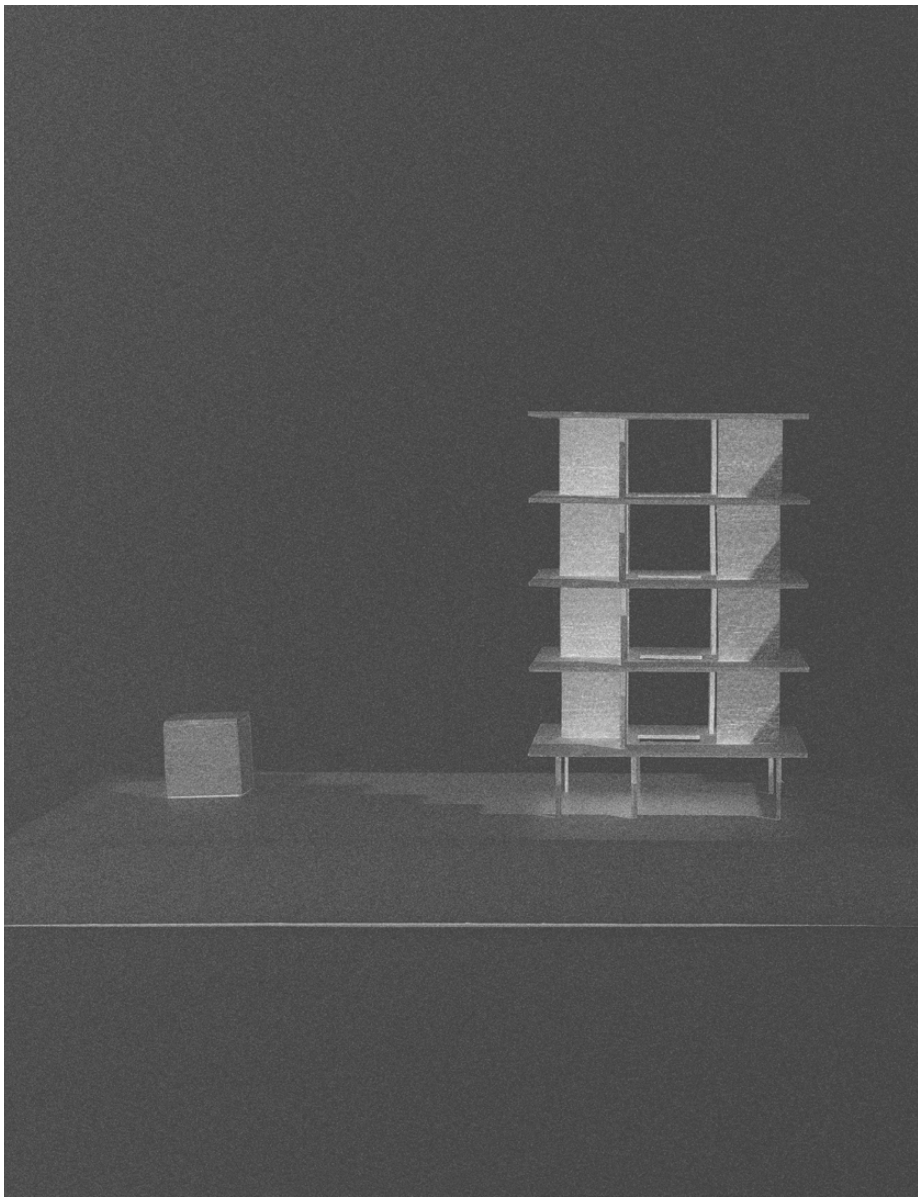
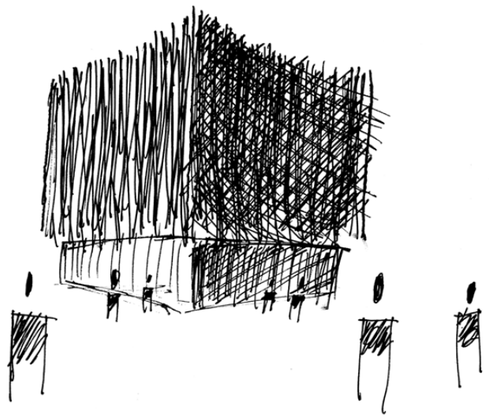


Portfolio

2024 - 2026

Ethan Hine

Contents



01 Common Ground
Housing

02 Cast Light
Pavilion

03 Nexus
Pavilion

04 Containers of Light
Pavilion

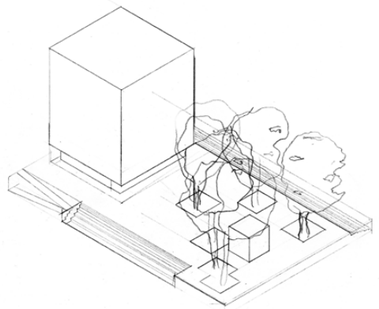
05 Charcoal Drawing

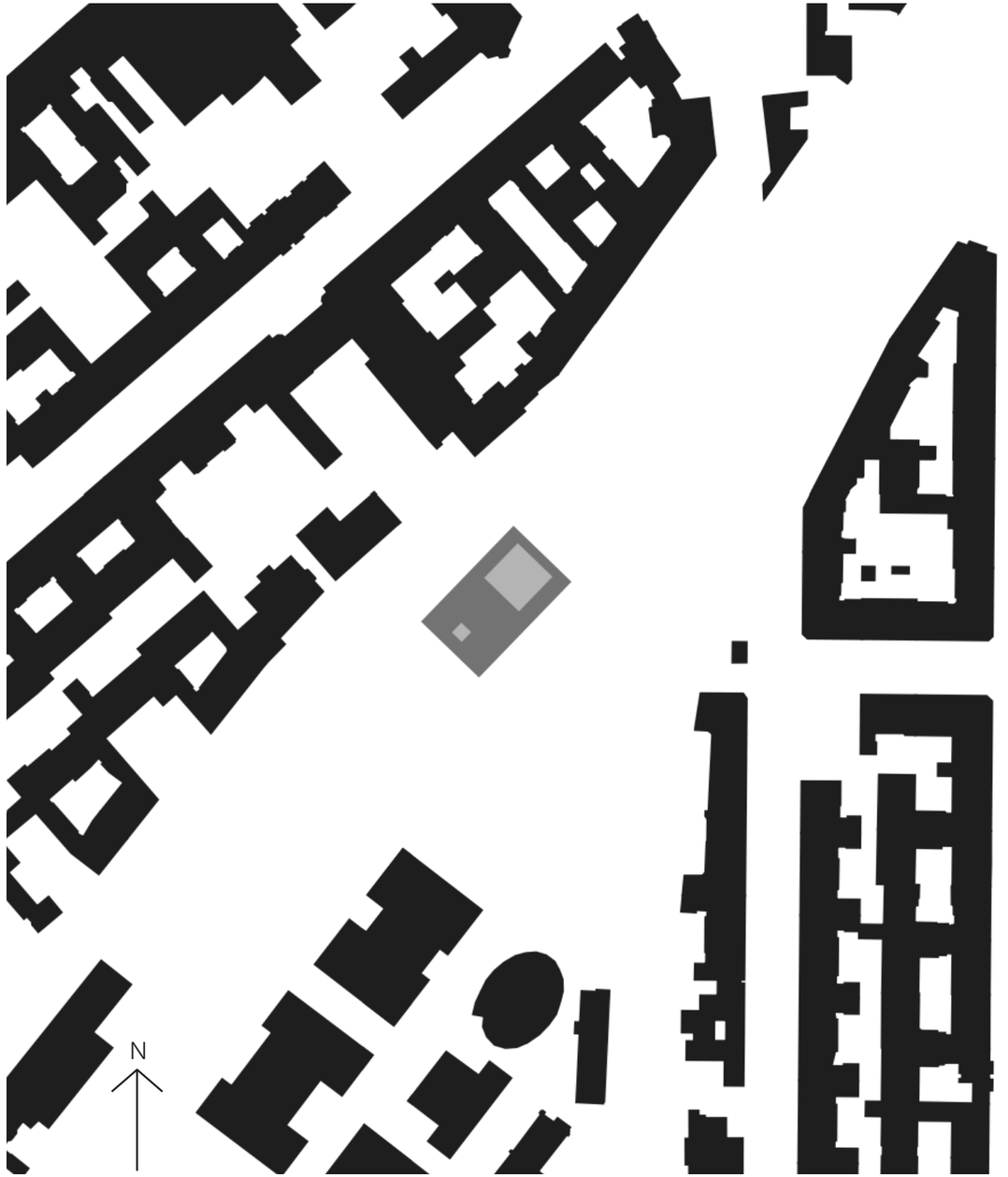
Common Ground

Project Type	Housing
Location	Berlin, Germany
Date	Fall 2025

Common Ground creates shared ground between housing, a school, and a public park in Berlin. Rather than an isolated block, it uses existing connections to support everyday interaction. The central move is a plinth sunk one meter below grade and rising 2.5 meters above, buffering the U-Bahn while forming a continuous public platform. It holds a restaurant, gym, and resident storage. Six trees rise from its base through five-by-five-meter light wells, bringing daylight deep inside and organizing circulation.

Above, a floating residential block keeps the site open and shaded, its structure allowing flexible units, including accessible single-level apartments. An amphitheater and detached café extend public program to the park edge. Everything was developed by hand, through drafting and physical models testing proportion at every scale.





Final Model

Balsa Wood / Plaster

Mixed Media

1:200



1_ Foam Massing
Study Model 1:500

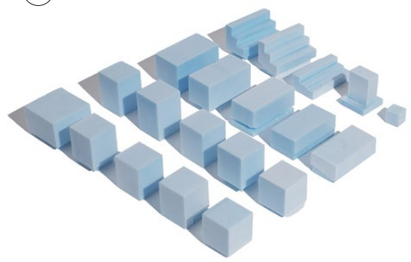
2_ Balsa
Study Model 1:500

3_ Balsa / Foam / Vellum
Study Model 1:200

4_ Section
Ink on Vellum 1:200

5_ Elevation
Ink on Vellum 1:200

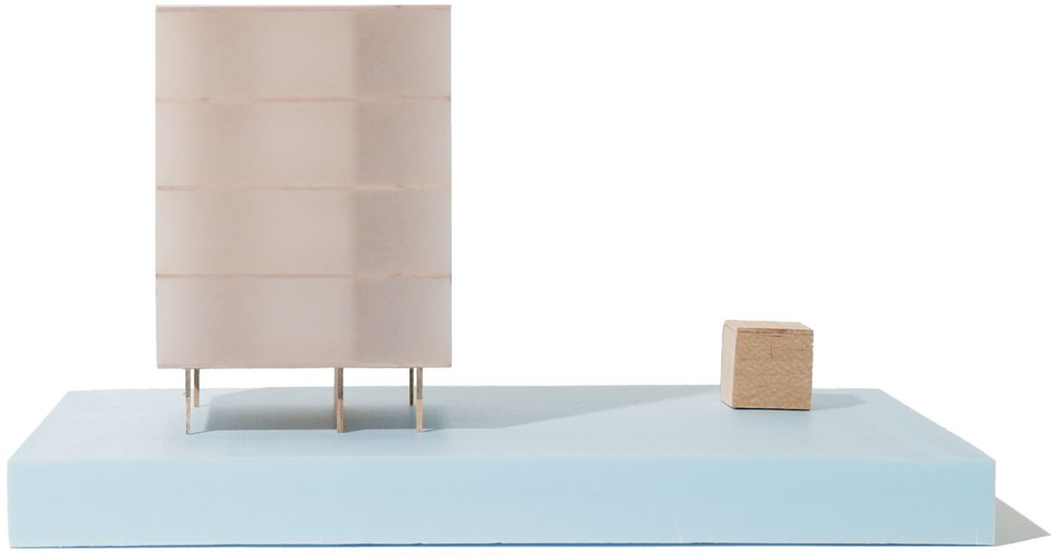
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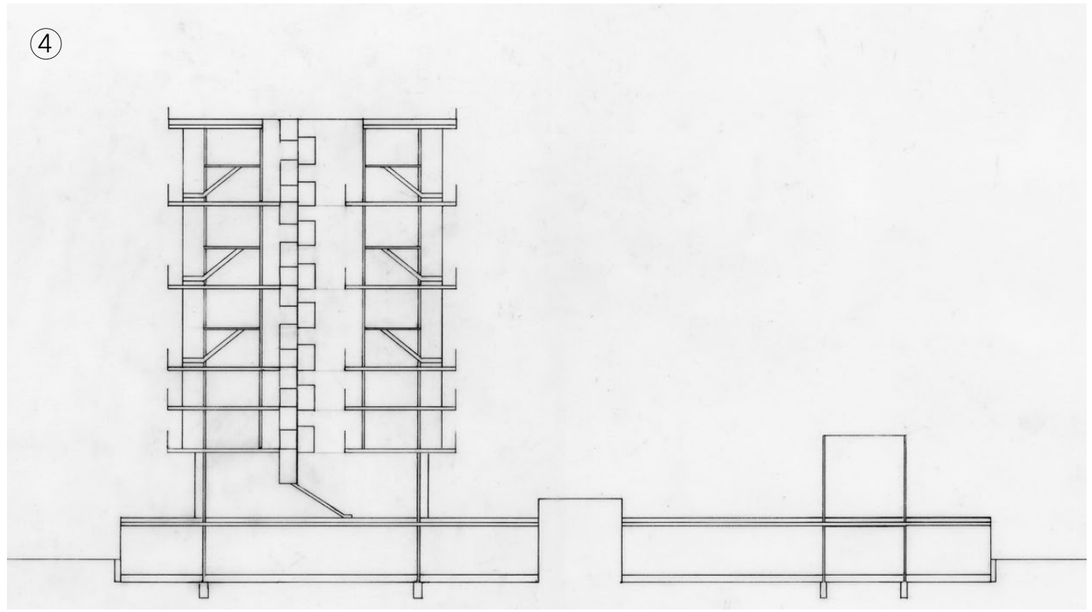
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③



④

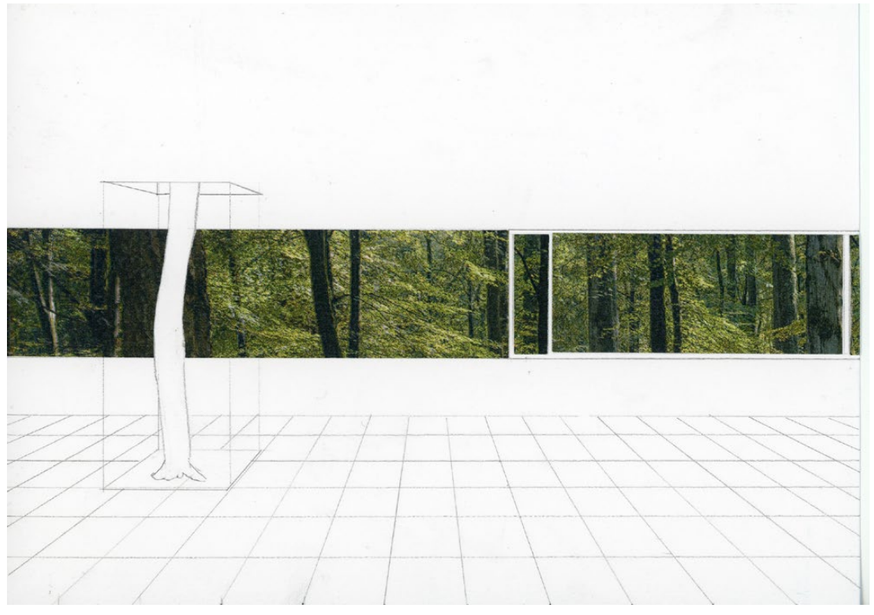


⑤



1_ Plinth Interior Model
2_ Plinth Interior Collage

②



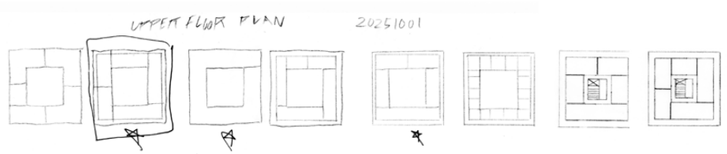
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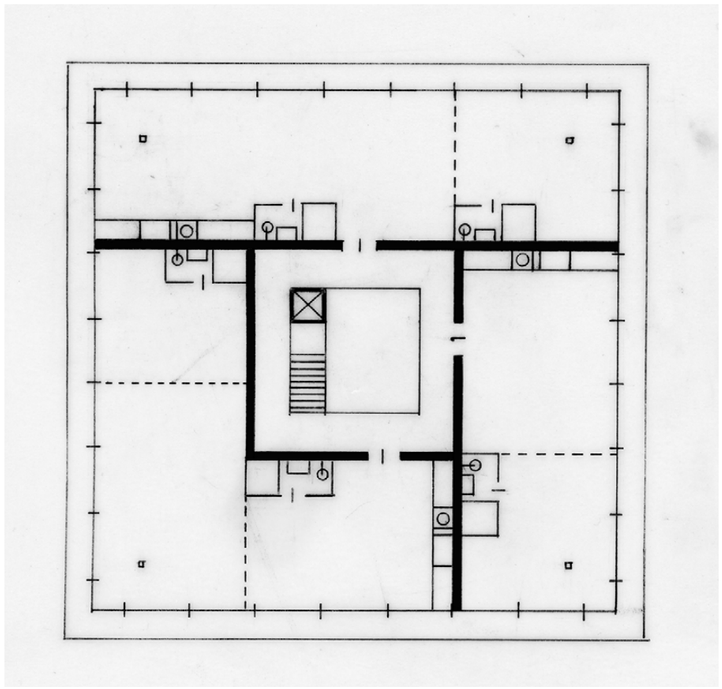
1_ 1st/2nd Floor Plan
Ink on Vellum 1:200

2_ 3rd/4th/5th Lower Floor Plan
Ink on Vellum 1:200

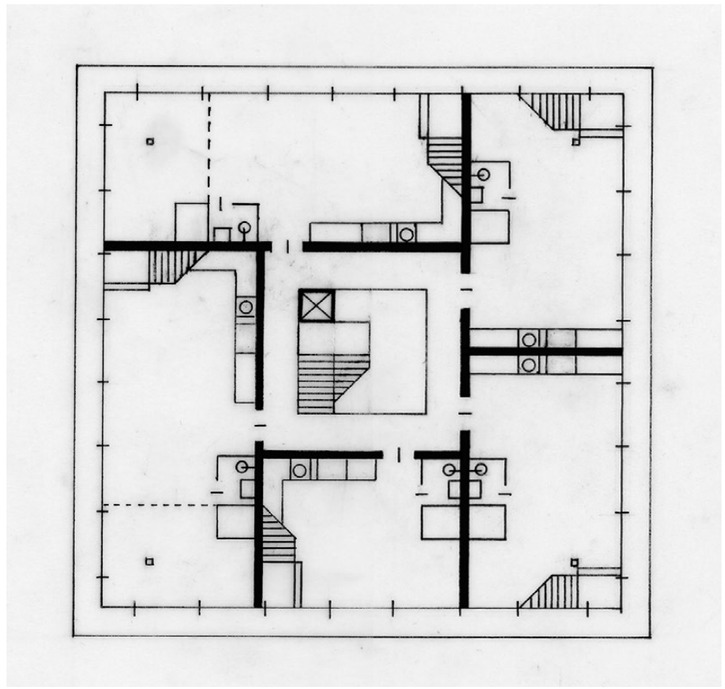
3_ 3rd/4th/5th Upper Floor Plan
Ink on Vellum 1:200



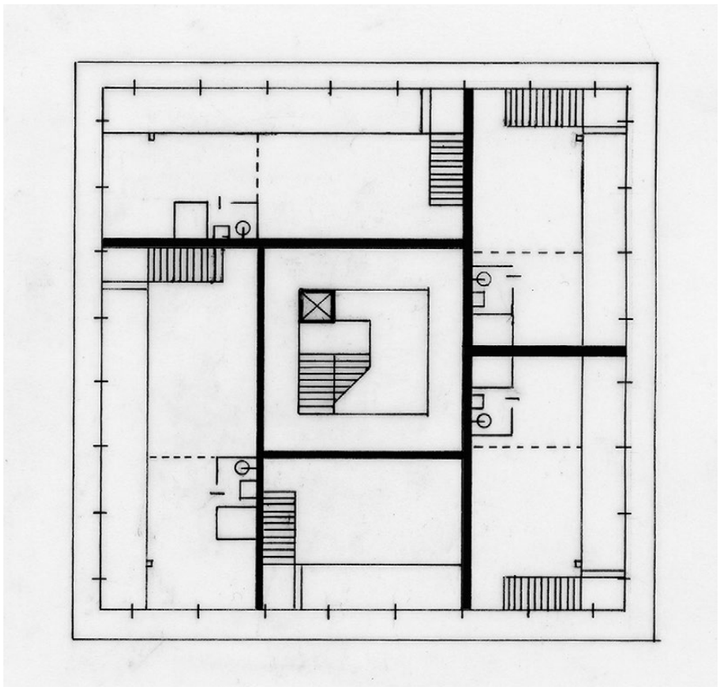
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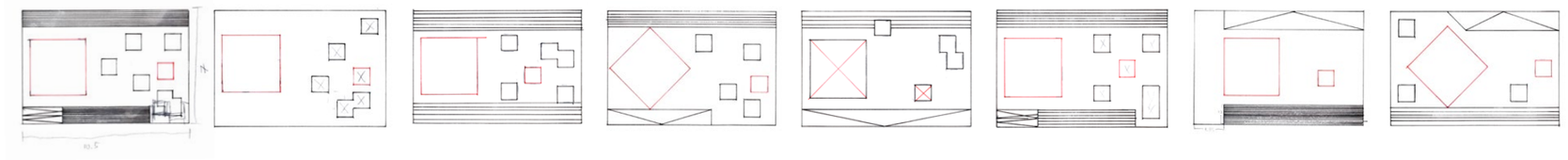


③



1_ Plinth Floor Plan
Ink on Vellum 1:200

2_ Ground Floor Plan
Ink on Vellum 1:200



1 Restaurant

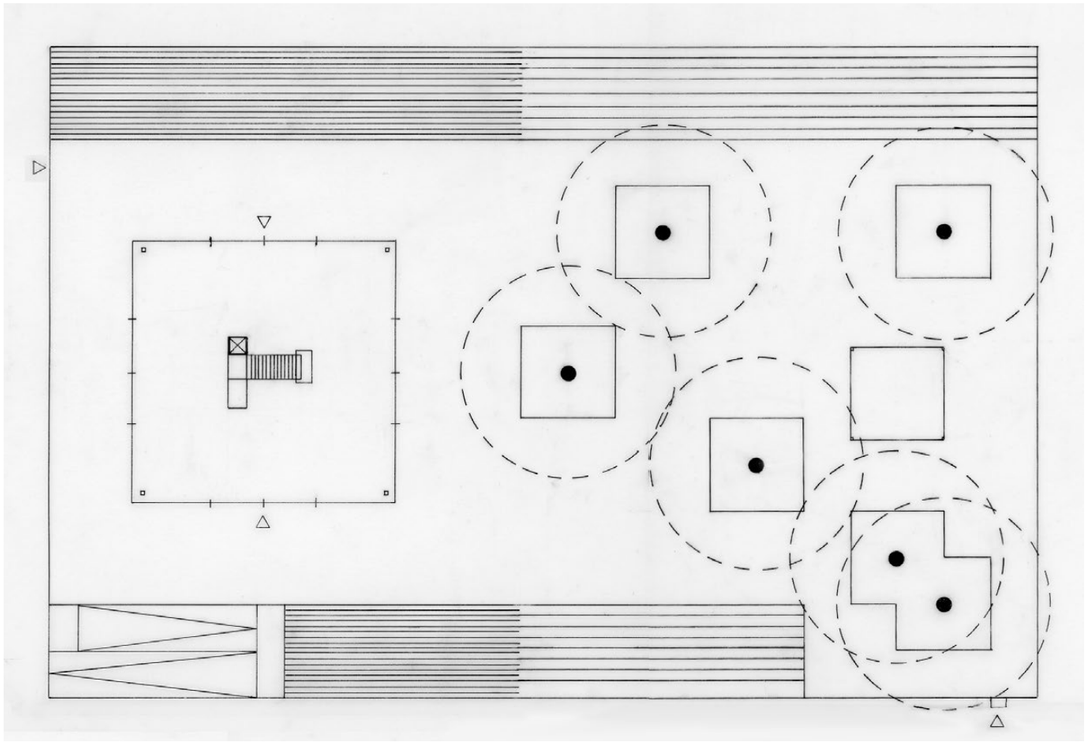
2 Kitchen

3 Bike Storage

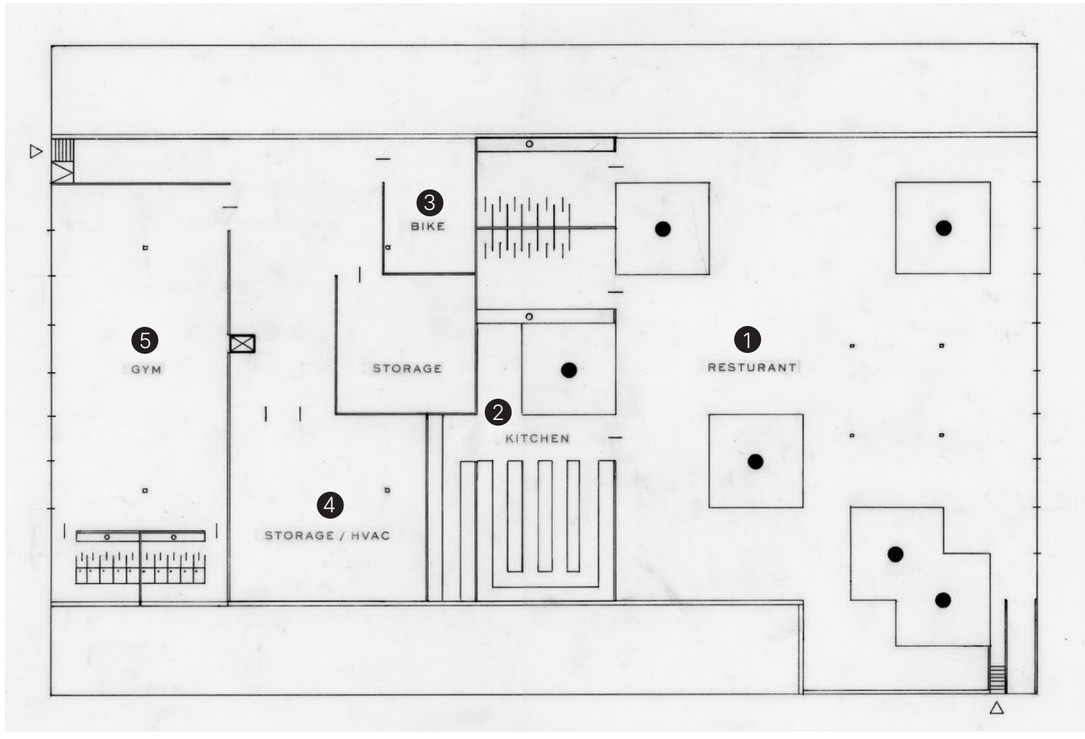
4 HVAC / Storage

5 Gym

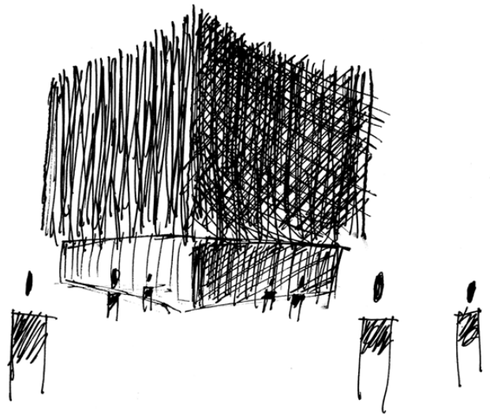
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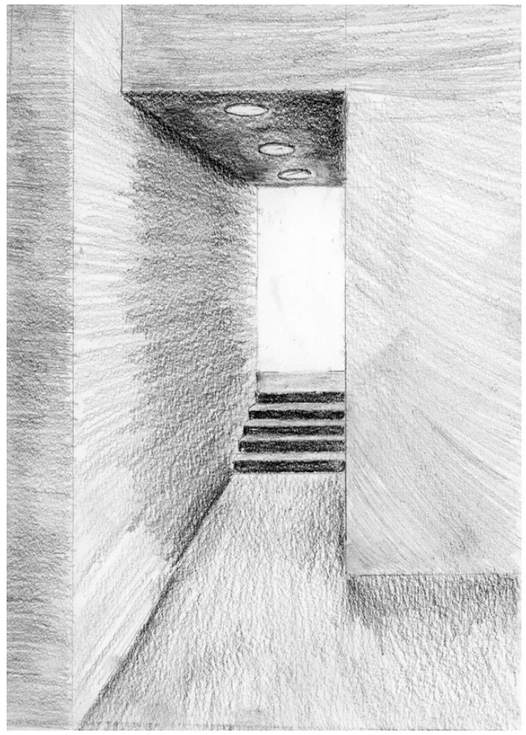










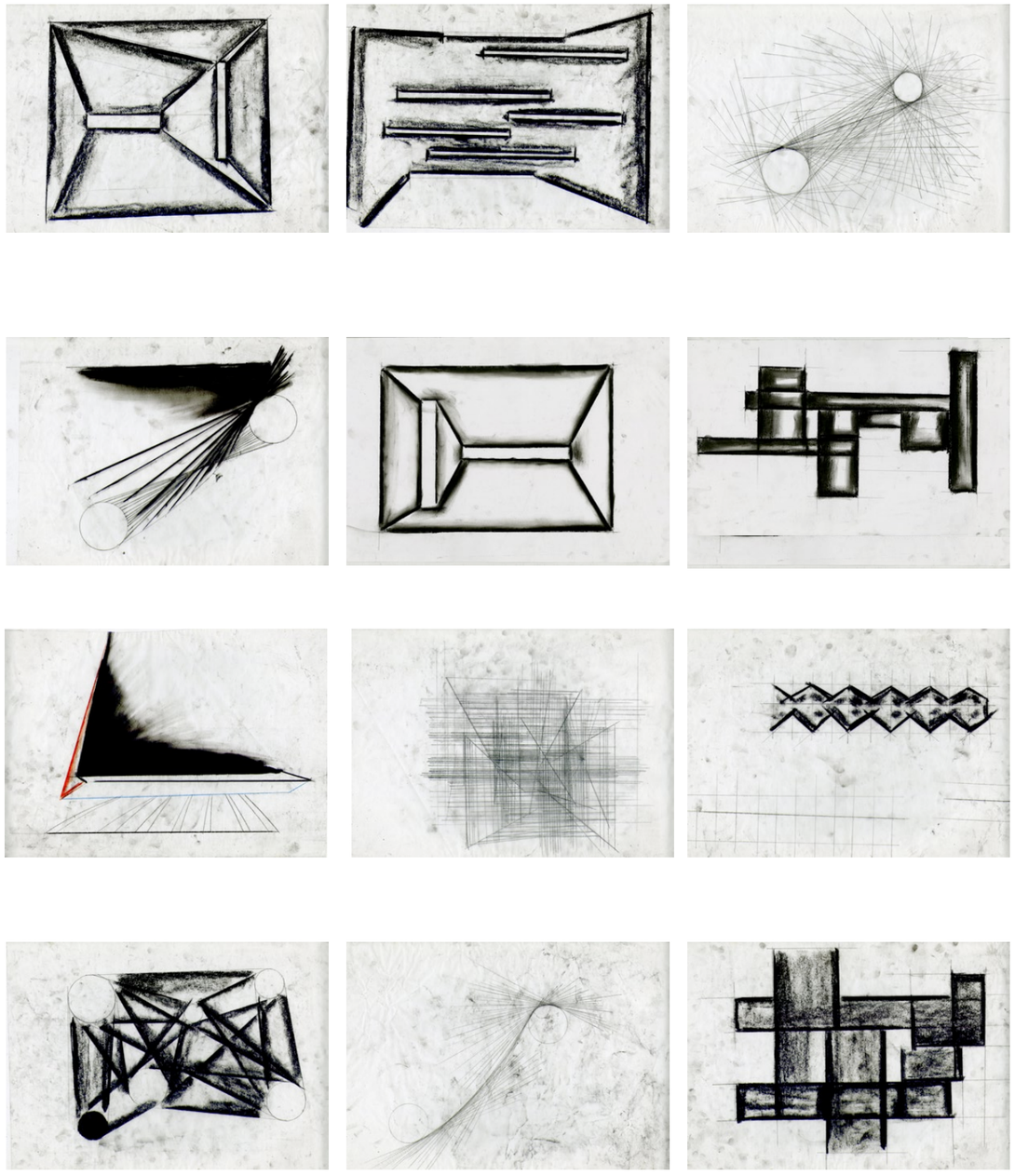


Cast Light Pavilion

Project Type	Pavilion
Location	Geneva, NY
Date	Spring 2026

Cast Light is an experiential concrete pavilion on a sloped site in Geneva, NY. Composed of three proportional rectangles, it carves into the hillside to organize a sequence of entry, descent, and viewing. The project treats shadow not as darkness but as a gradual spatial condition, shaped by concrete walls, controlled openings, and a sloping ceiling that pulls movement inward.

A narrow entrance compresses the body before the path splits: one route rises to a balcony overlooking the main room, the other descends by stair into the lower viewing space. Oculi cut sharp streaks of light into the interior, while rough and smooth concrete register it differently. Between compressed and open, dark and illuminated, orthogonal and sloped, the sequence becomes an experience of changing shadow.

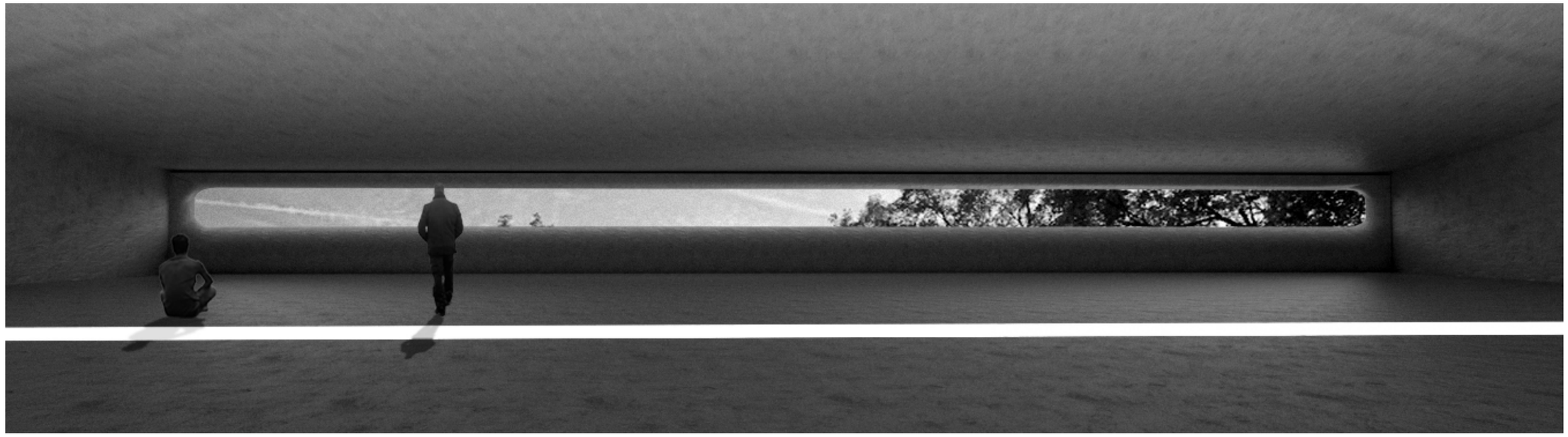


Final Model

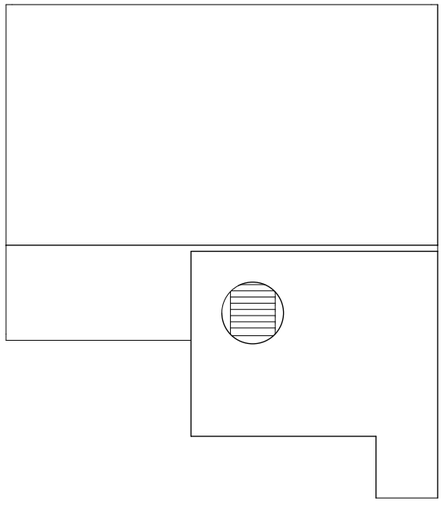
Foam Core / Plaster

1:100

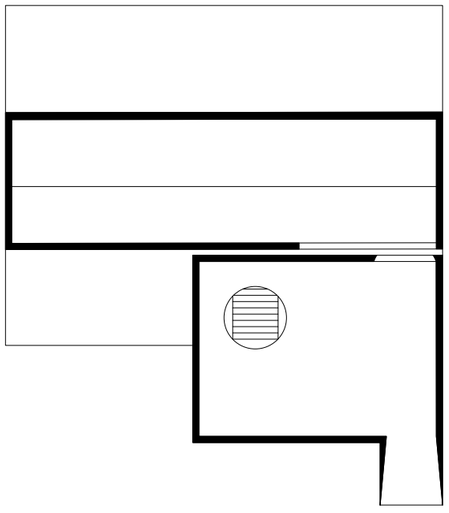




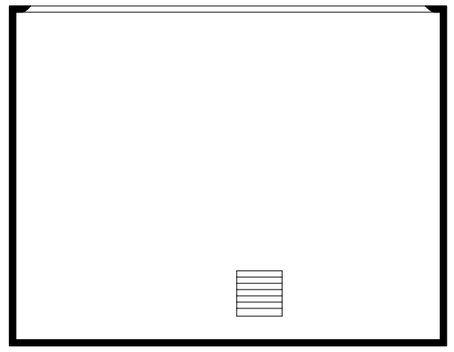
Roof Plan

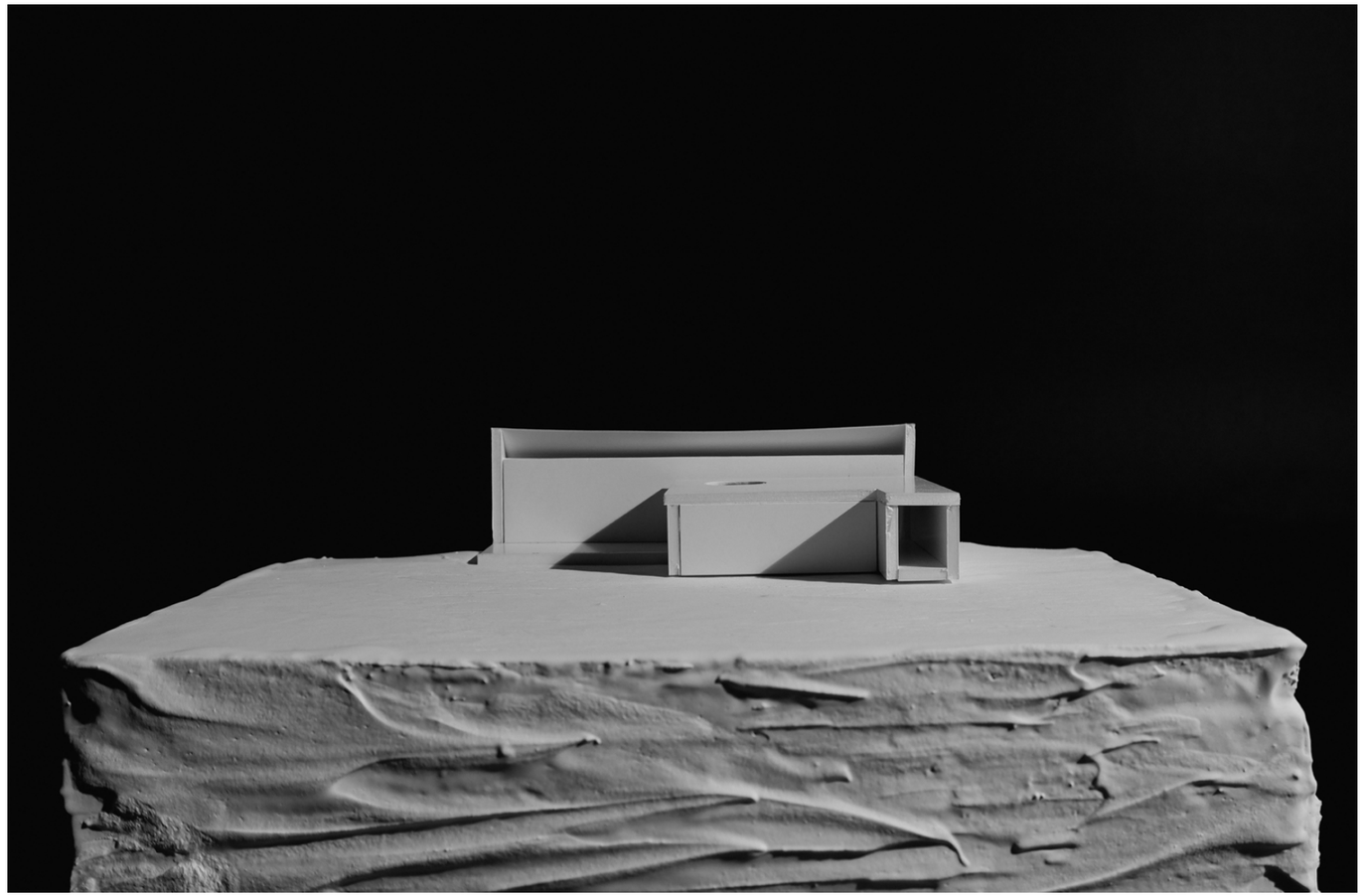


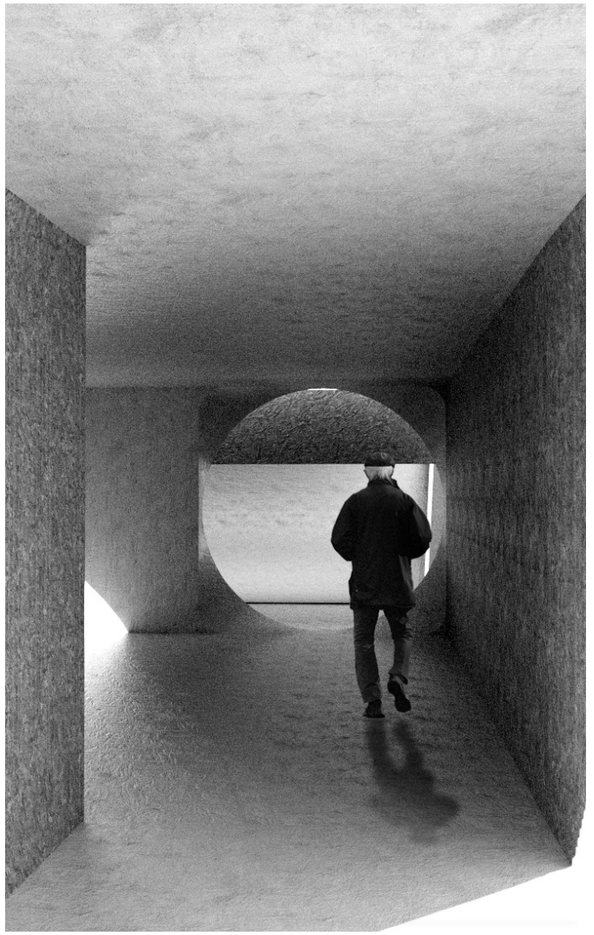
Upper Level Plan



Lower Level Plan

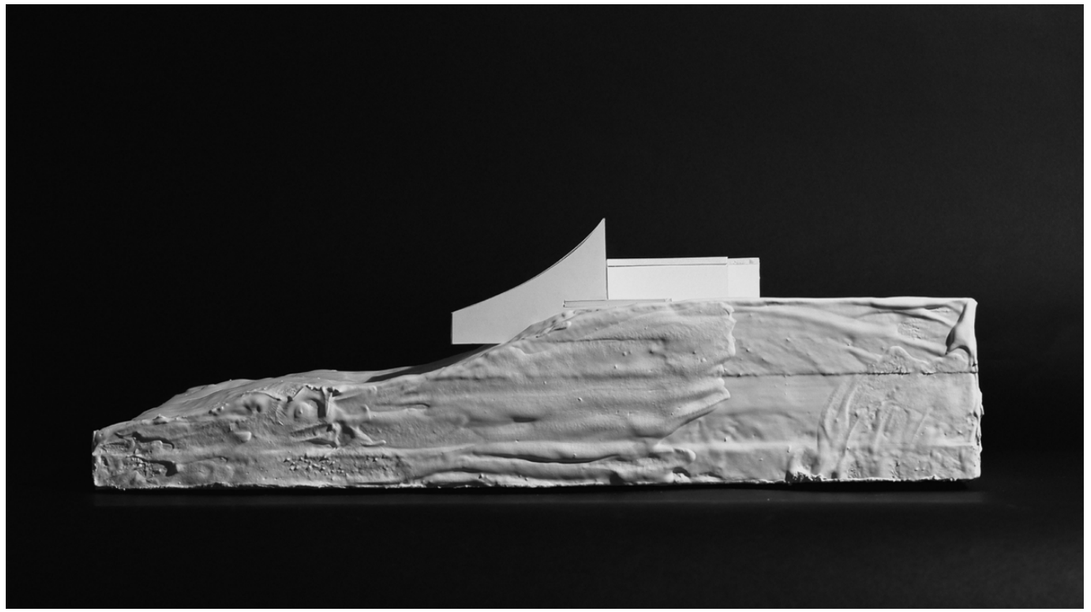




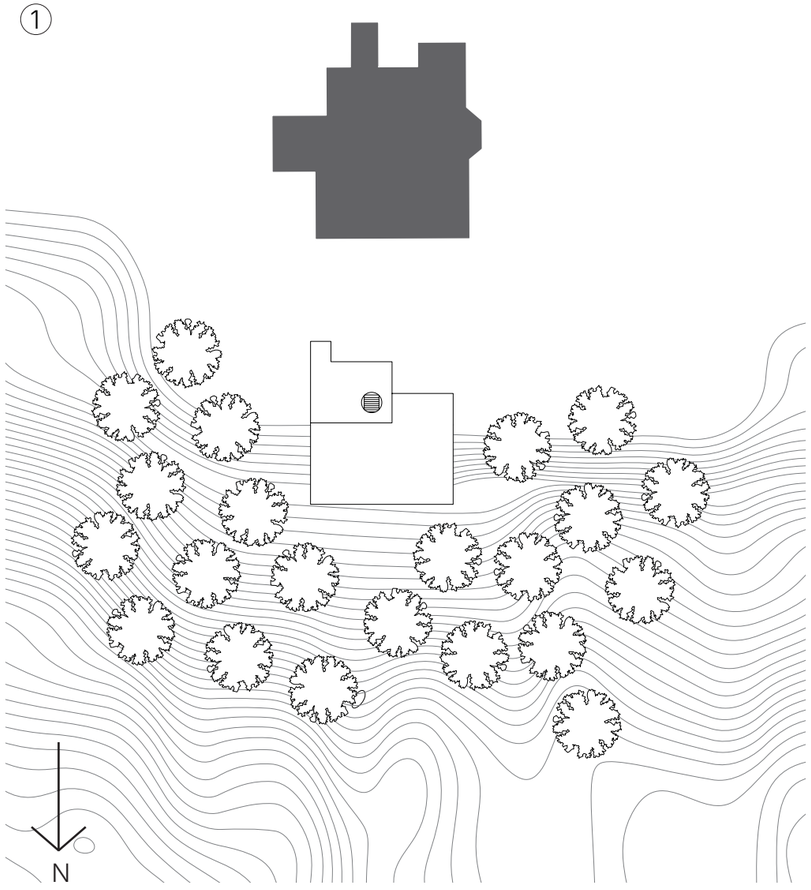


1_ Site Plan

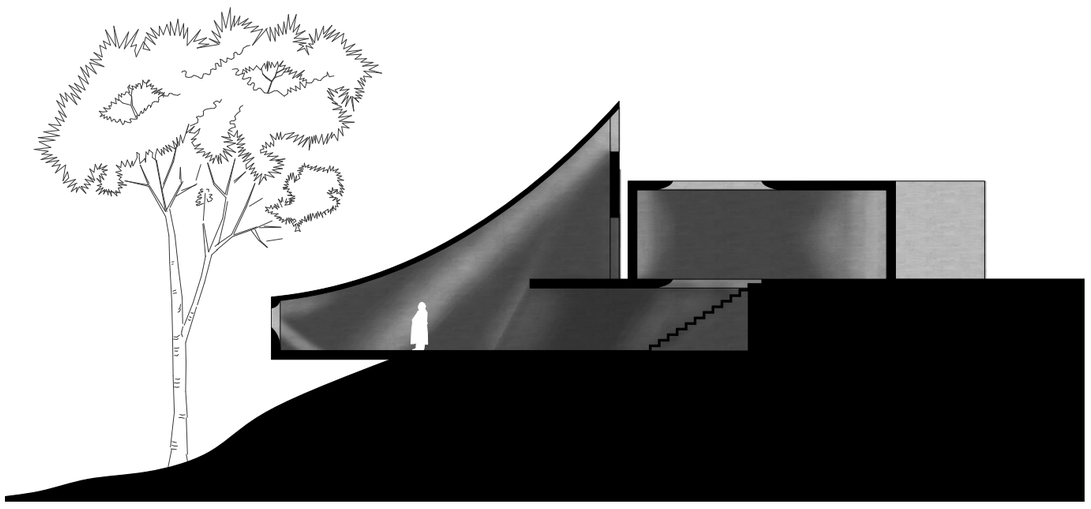
2_ Cross Section



①



②



Nexus Pavilion

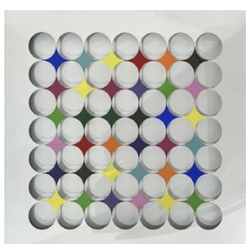
Project Type Pavilion
Location Central Park, NYC
Date Fall 2024

Nexus is a temporary steel pavilion in Central Park, designed to house a sculpture by Ariele Rozowy from her work Prairie. It translates the sculpture's emphasis on tension and balance into structure.

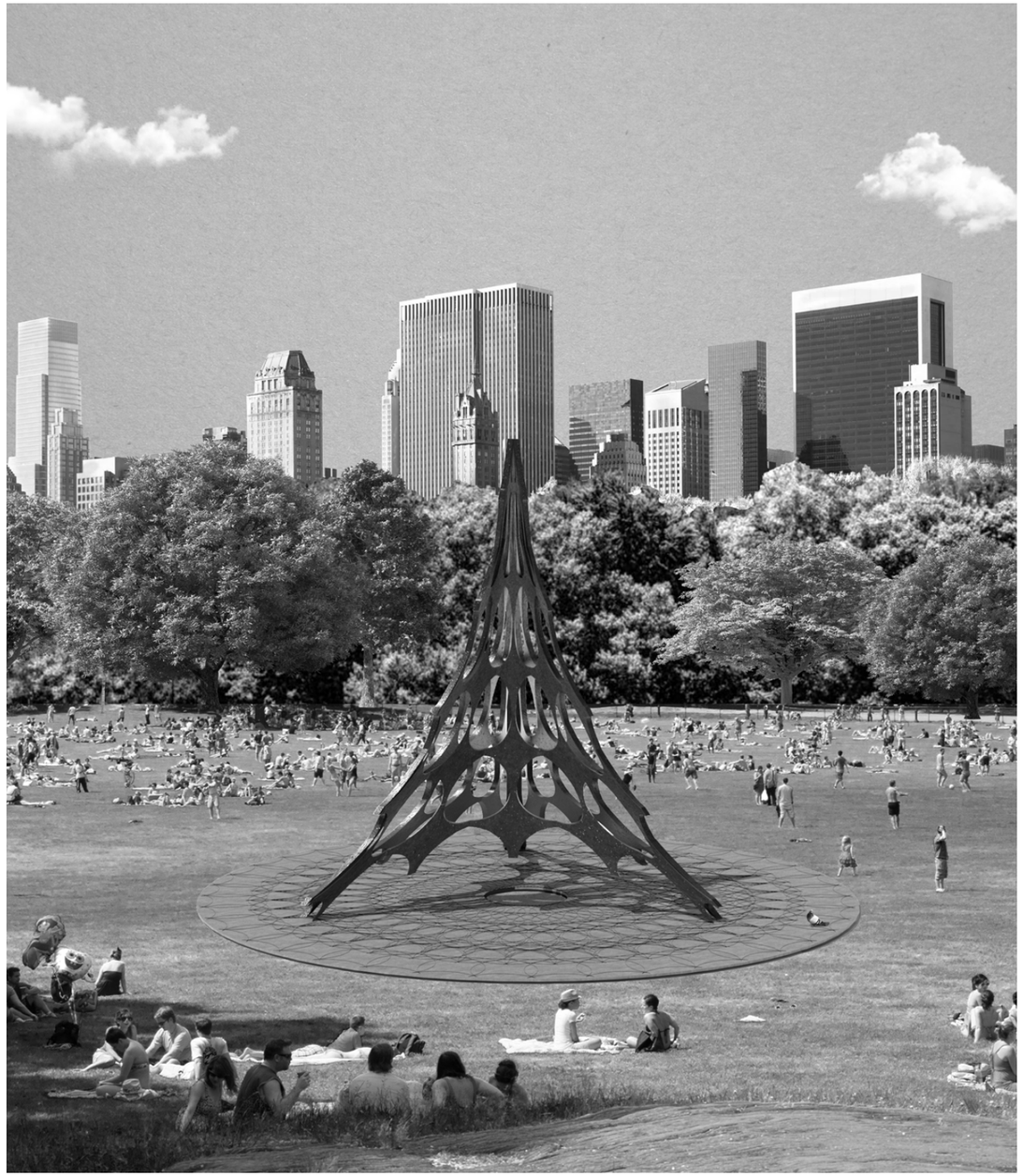
The massing began as a study of negative space. The void between four intersecting spheres produced a concave tetrahedral form, which sets the pavilion's curvature.

Over that form, interlocking modular steel components make up a canopy that casts shifting patterns of shadow and reflection through the day. The open structure lets visitors move beneath and around the piece, so the pavilion works as both an exhibition space and a spatial experience.

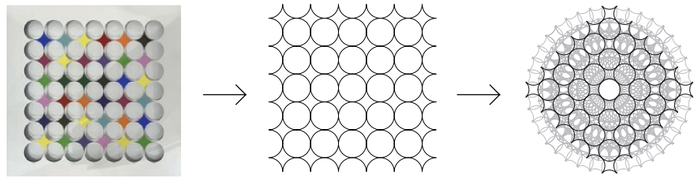
The form was developed parametrically in Grasshopper.



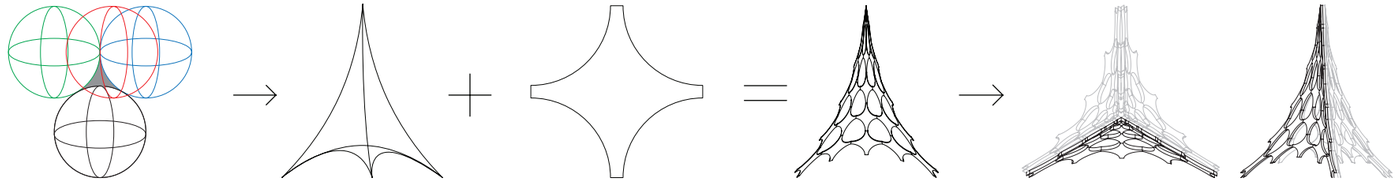
Prairie (2019)
Ariele Rozowy



Plinth



Structure







Containers of Light Pavilion

Project Type	Pavilion
Location	Geneva, NY
Date	Spring 2026

Containers of Light is a pavilion carved into a sloped landscape beside Orchard Pond. Visitors enter from the orchard edge and follow a tall curved wall roughly ten feet down, passing below the water plane before reaching the interior.

Two circular rooms, each covered by a concrete shell vault with a central oculus that admits daylight, are linked by a compressed corridor directly beneath the pond. A glass roof over this passage filters daylight through the water, casting shifting reflections across the concrete. The building is cast-in-place concrete, with glass used only at the water interface. The sequence moves from entry through compression, room, compression, and room to an exit at the pond's lower edge, completing a path through the landscape.



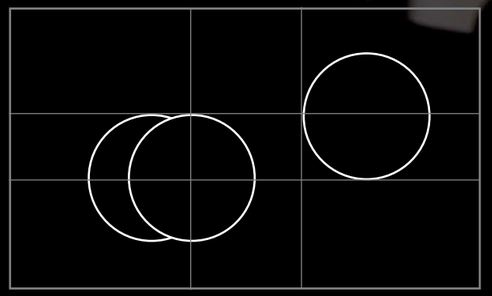
Ethan Hine

2026

Final Model

3D Prints / Frosted Acrylic / 50/50 Rockite Plaster Mix

1:100





1_ Minimal Surface Experiment

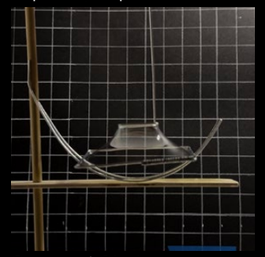
Metal Wire / Soap Solution / Balsa Wood Apparatus

2_ Cast Plaster

Study Model

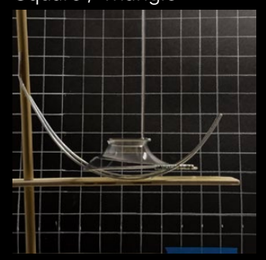
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Square / Square

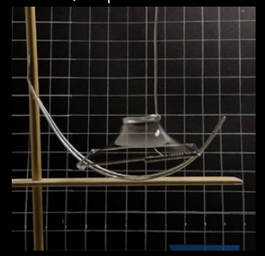


Square / Circle

Square / Triangle

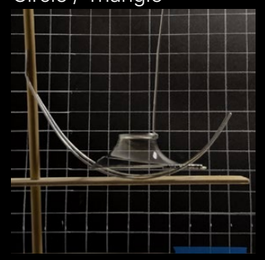


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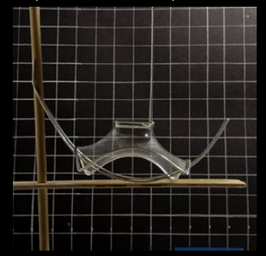


Circle / Circle

Circle / Triangle

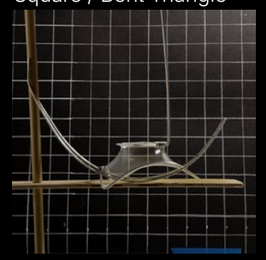


Square / Bent Square

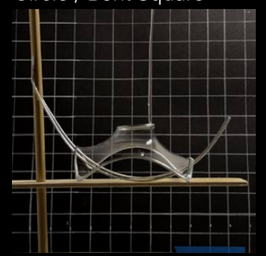


Square / Bent Circle

Square / Bent Triangle

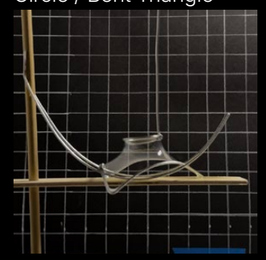


Circle / Bent Square

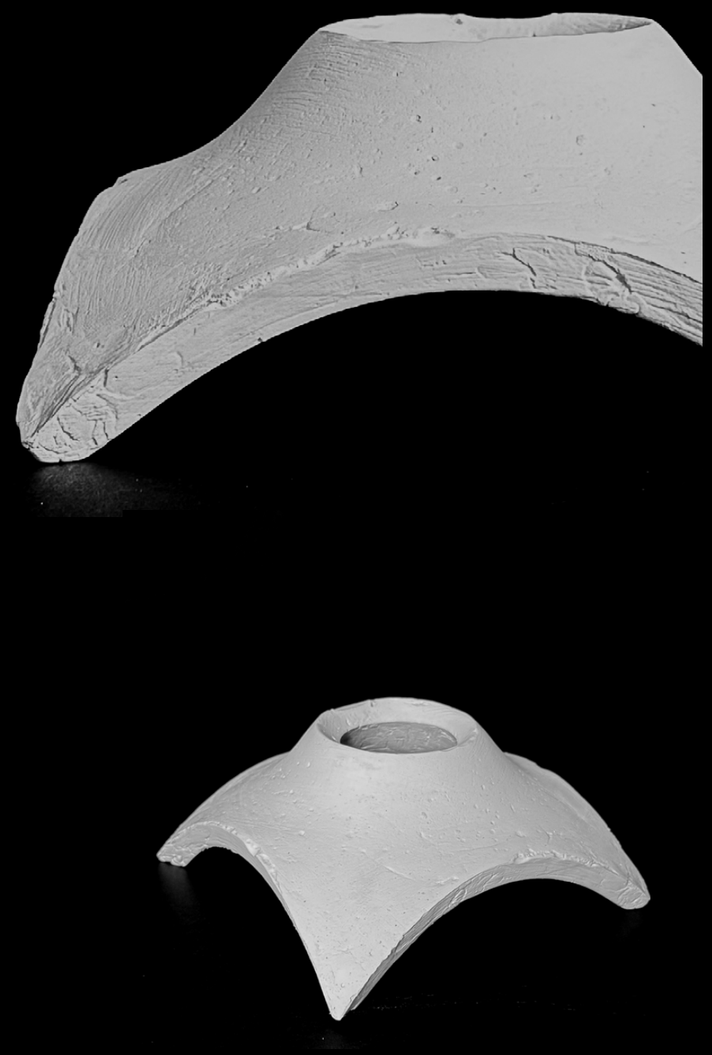


Circle / Bent Circle

Circle / Bent Triangle



②



1_ Ground Floor View
2_ Aerial View

①

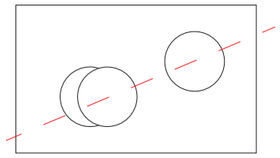


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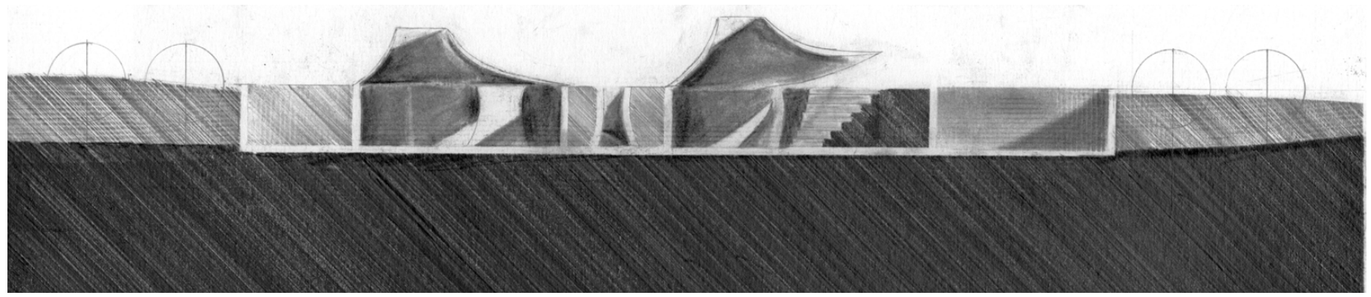


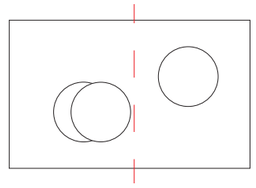
1_ Cross Section
Graphite 1:150

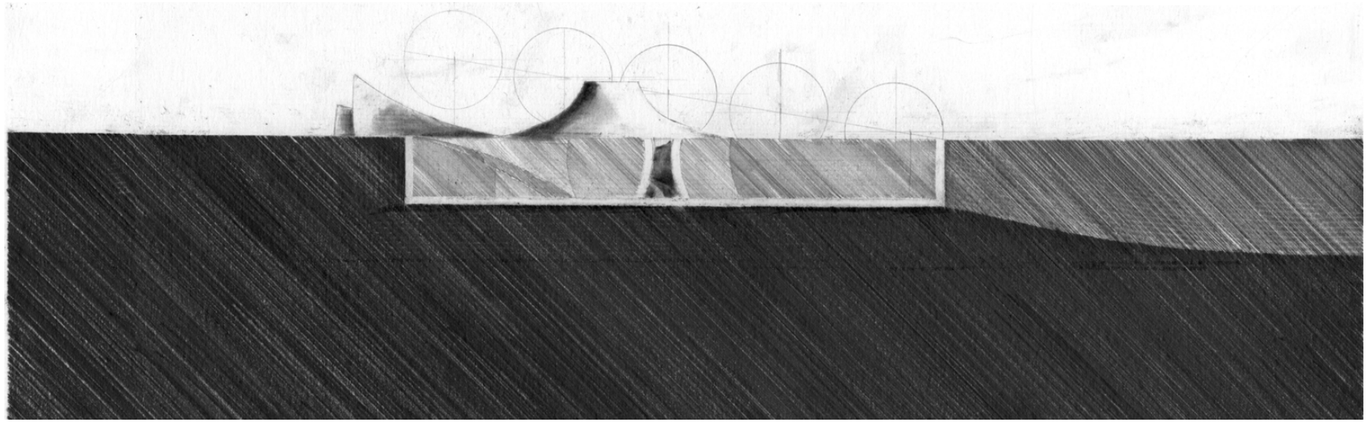
2_ Corridor
Charcoal 24'' x 18''



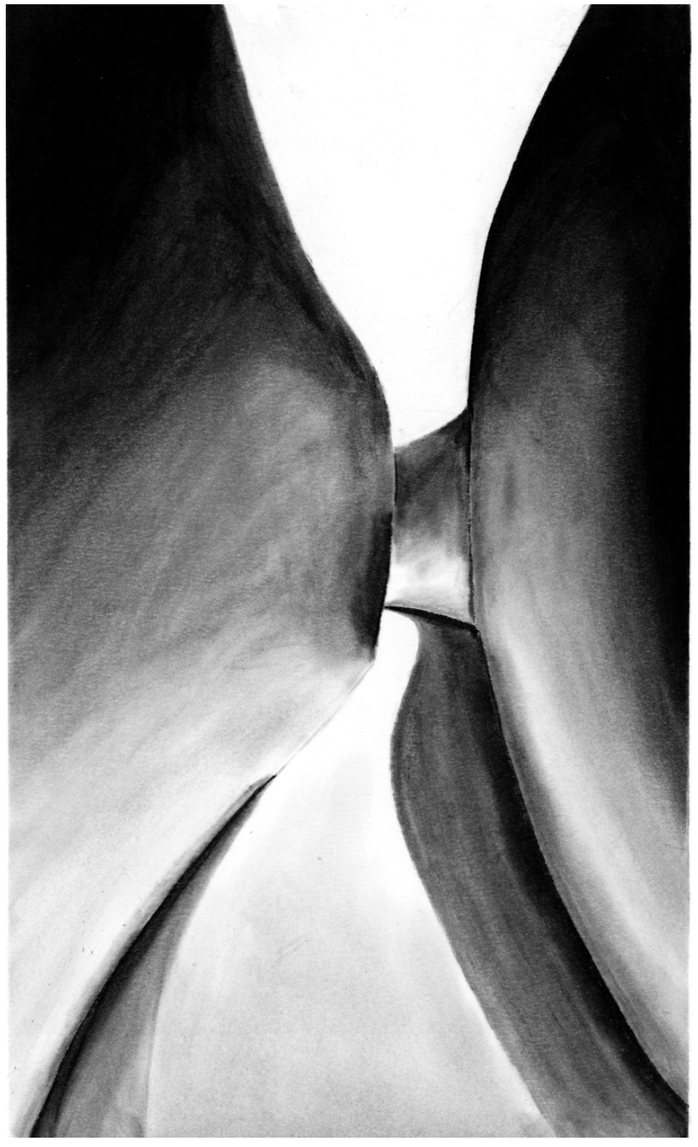
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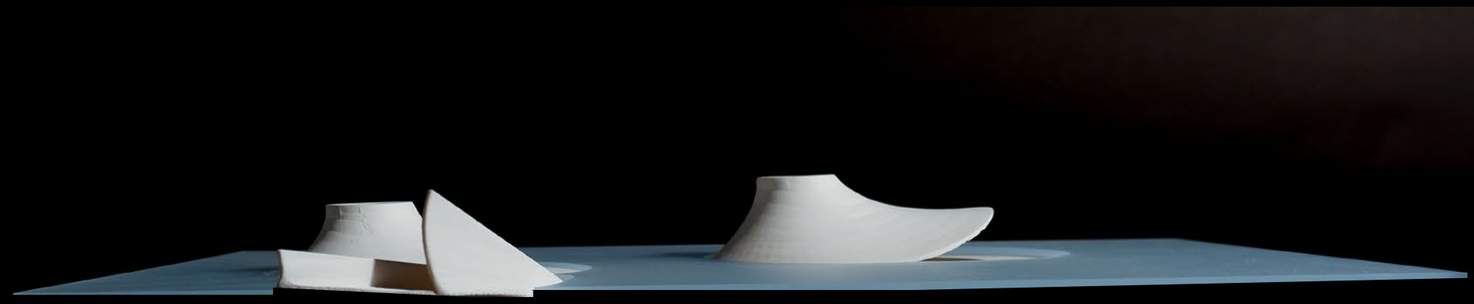




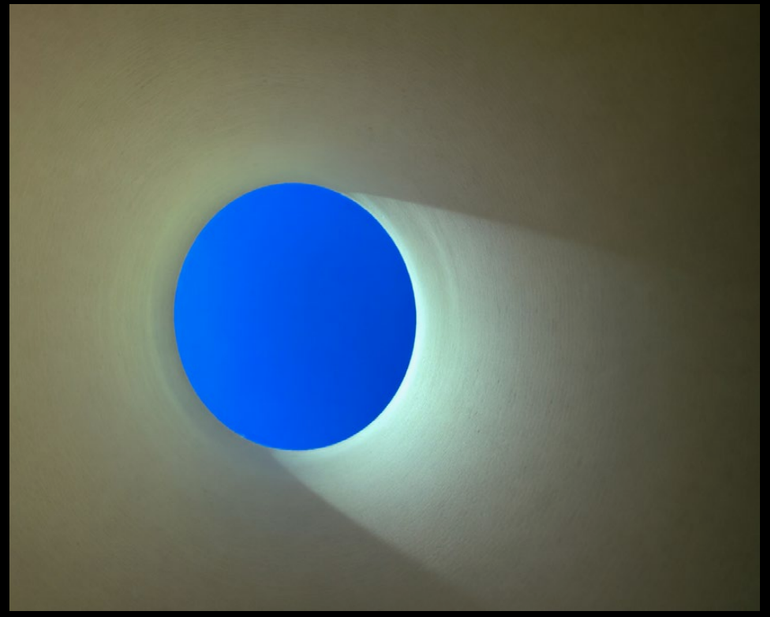
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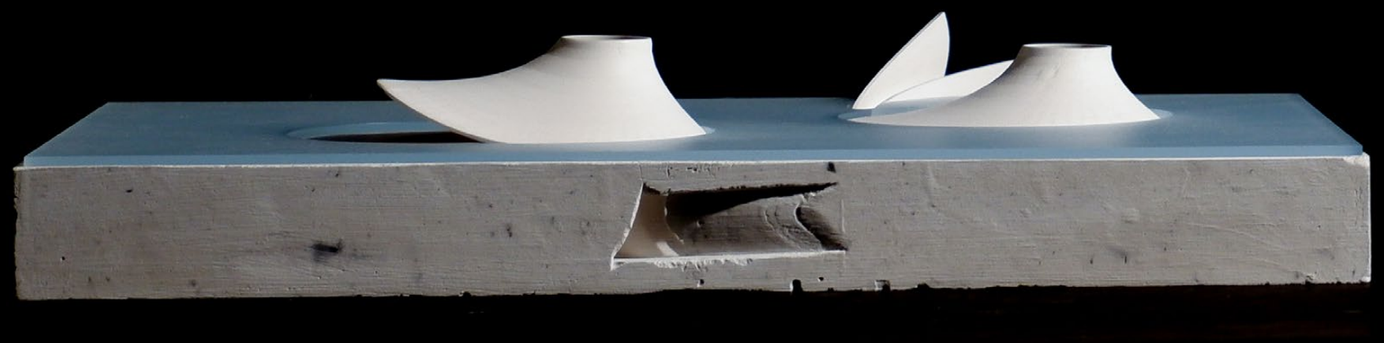


1_ Interior View of Oculus



①





Charcoal Drawing

Project Type	Still Life
Size	41'' x 29''
Date	Spring 2024

This drawing isolates a small section of a twelve-foot tower of stacked objects. Narrowing the view shifts attention away from the overall composition and toward texture, shadow, and the tension where forms overlap.

Charcoal gives the objects weight and depth, and the study works almost entirely through tonal contrast and edge quality. A fragment of the tower becomes a focused study of light and material.

