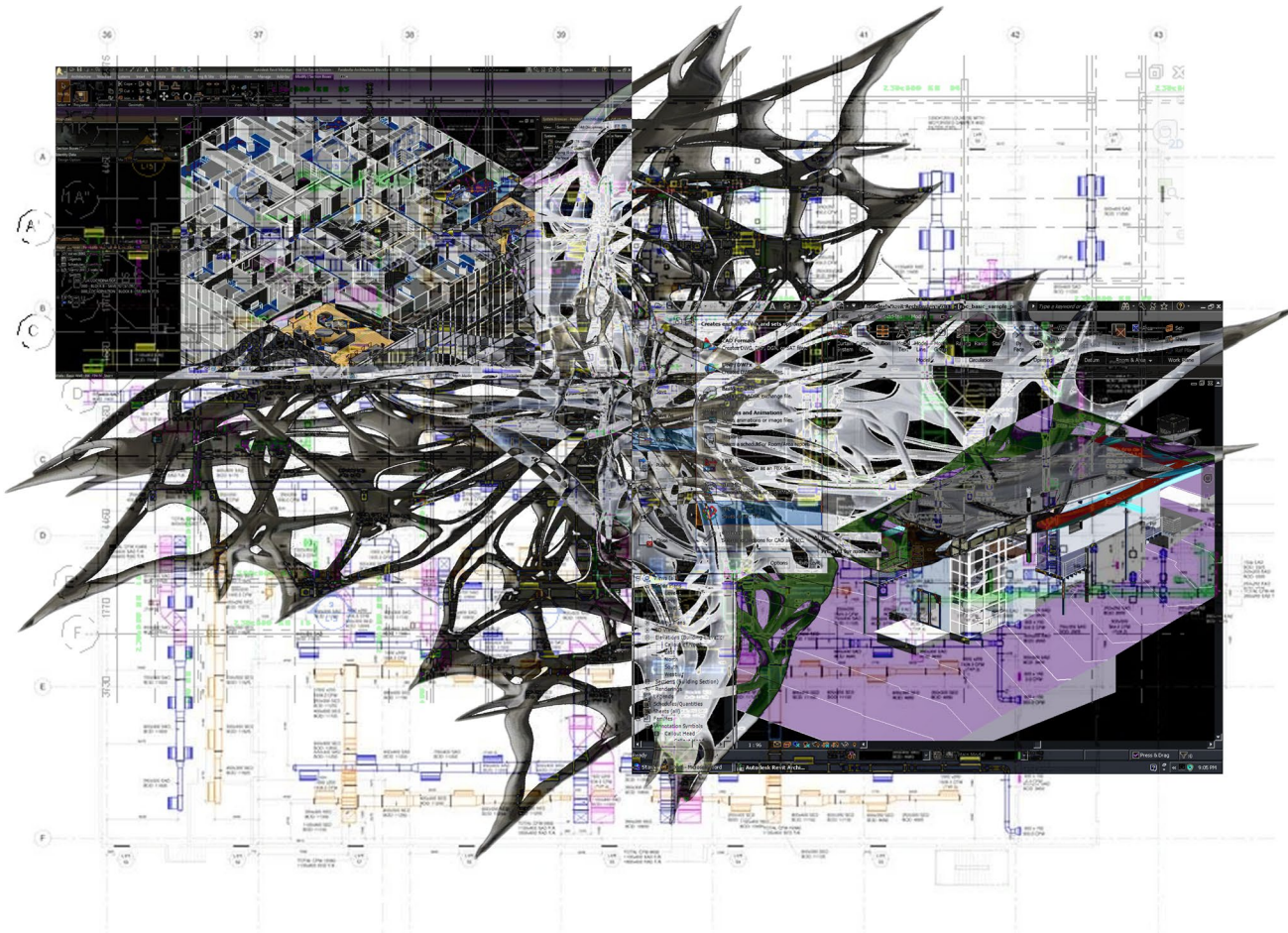


NOTHINGNESS....

selected works from /(jonathan kadam)/ completed 2023 - 2026

- project (1) - CATARACTA
- project (2) - KYOCRE X-500
- project (3) - POROSITY /group/
- project (4) - GOTHAM CROSSING /group/
- project (5) - MAPSCAPE /group/

I am an architecture student currently studying at SCI_ARC. I am working to develop my skills as an architect and designer. I push architectural ideas that are only possible because of current technology. All of my projects are connected to my personality, goals, upbringing, and love for people.



project (1) // CATARACTA

Completed /: SPRING 2024

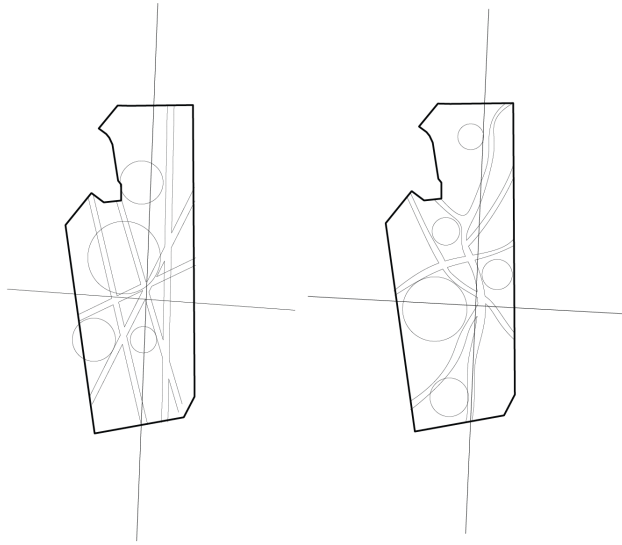
School /: UNCC

Professor /: Deepa Limaye & David Thaddeus

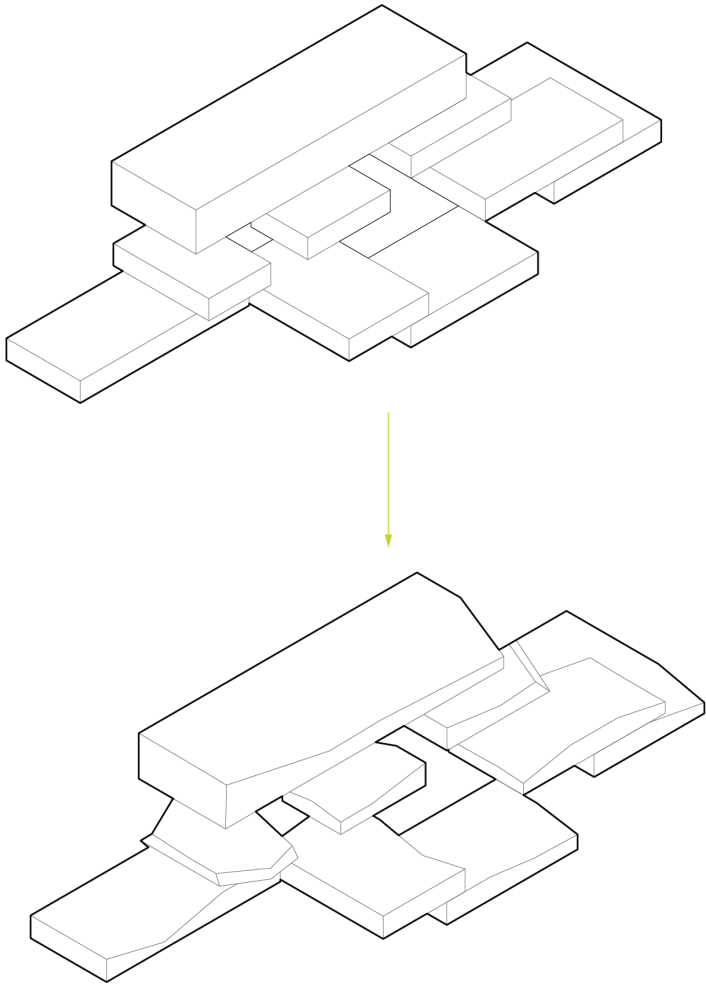
Class /: 3rd Year Studio

Project Description /:

Cataracta is a center for sustainability and reasearch. The form of the struc-
ture is derived from a system of cascading waterfalls that flow from roof to
roof and then into the designed ground. The mass is split up so that there is
more public space closer to the ground and on the front side of the site, and
as you go up and twords the back side of the site it becomes private rease-
arch space.



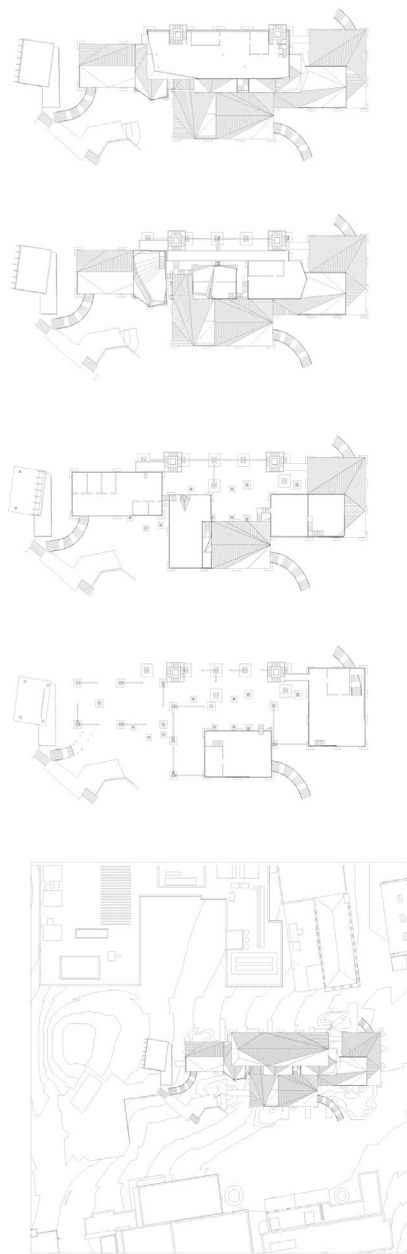
process diagram (1)



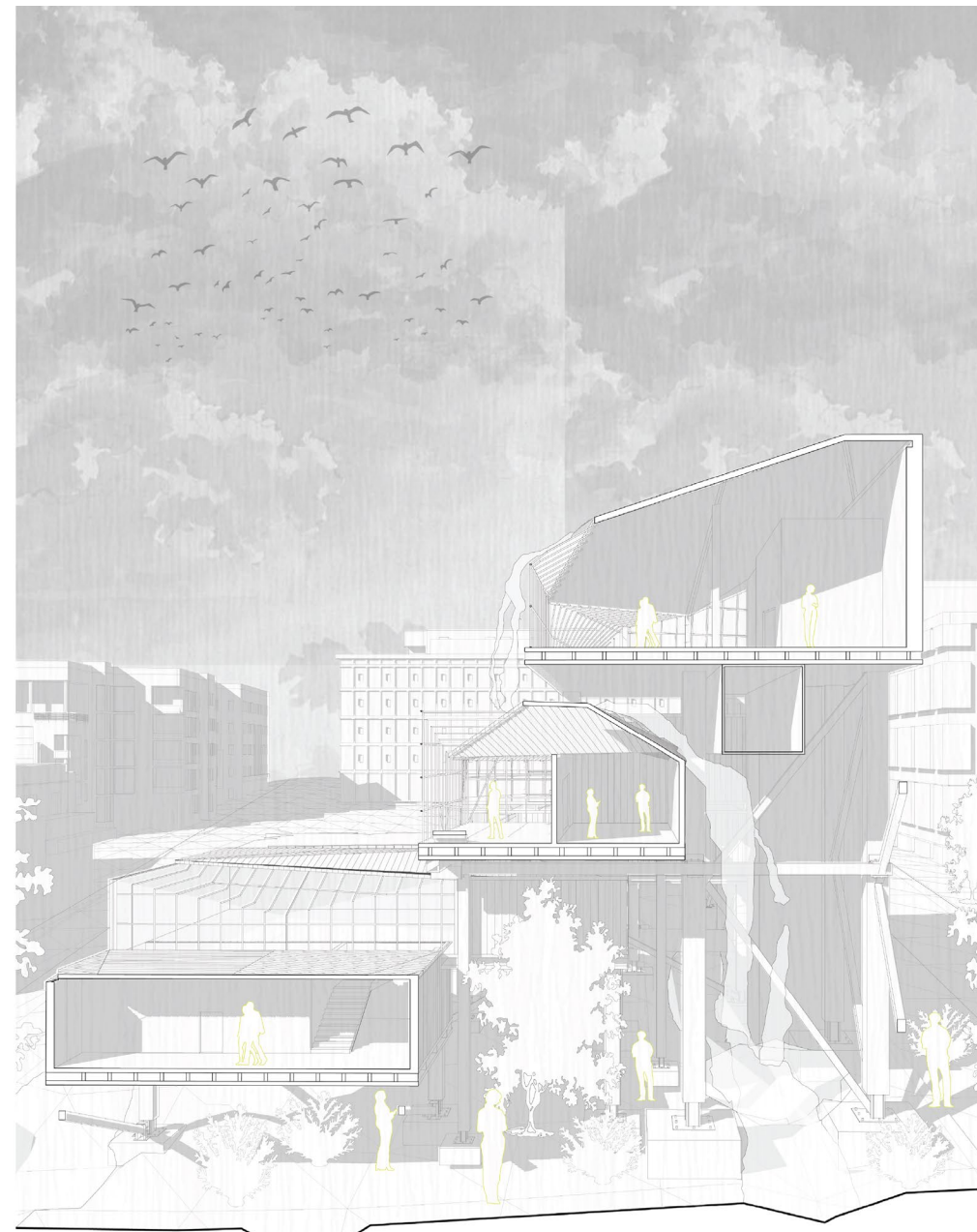
process diagram (2)



perspective rendering (1)

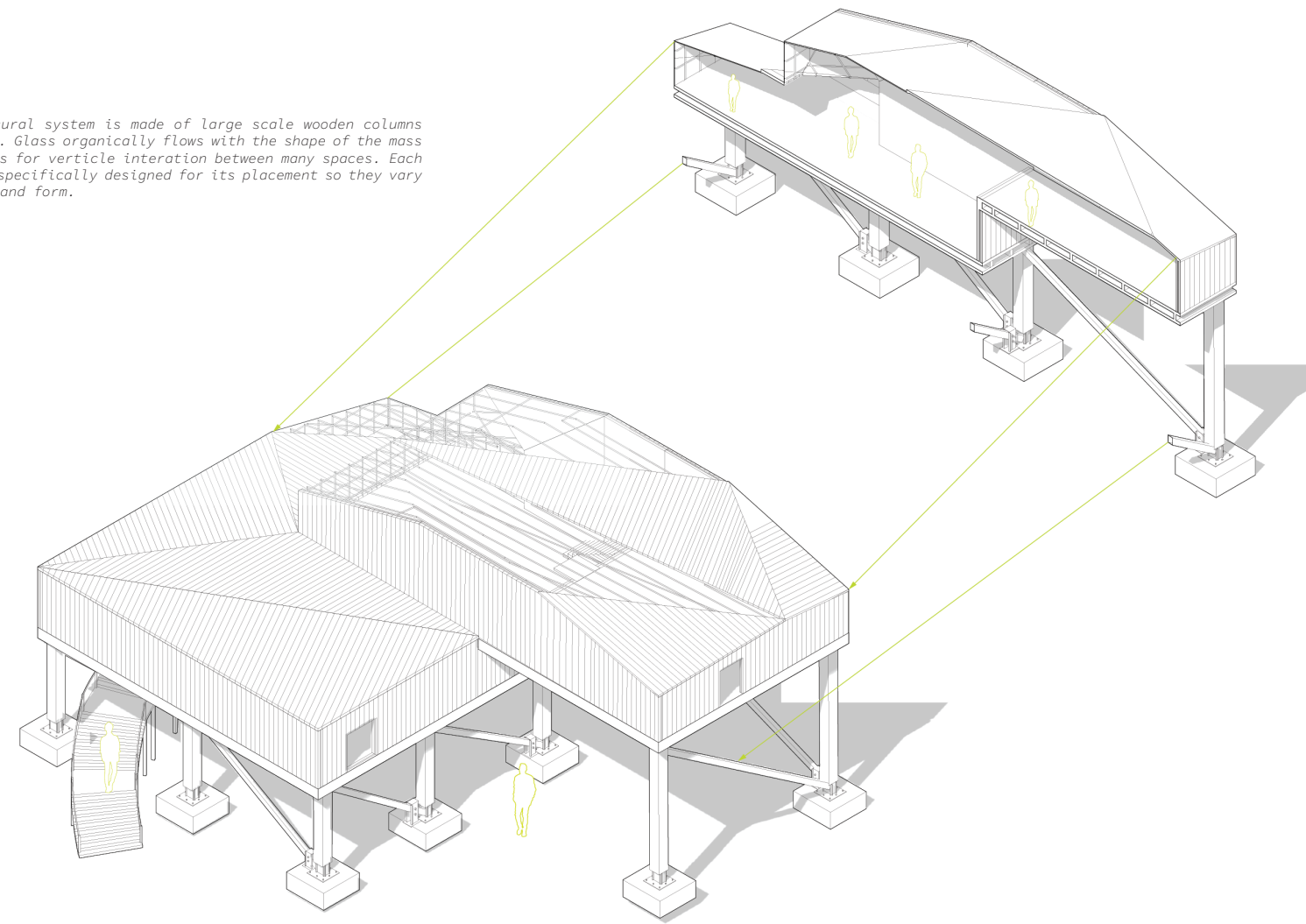


plans (site - 4th floor)



section perspective (1)

The structural system is made of large scale wooden columns and beams. Glass organically flows with the shape of the mass and allows for verticle interation between many spaces. Each joint is specifically designed for its placement so they vary in scale and form.



exploded axon (1)

project (2) // KYOGRE X-500

Completed /: FALL 2024

School /: UNCC

Professor /: Alexandra Waller

Class /: 4th Year Studio

Project Description /:
Inspired from archigram, this project is a floating structure that collects trash in the pacific ocean (the great pacific garbage patch). The trash is melted down by the crew and transformed into large and small scale building components. These materials are used to build small scale housing units on top of the main structure of the ship. When a sufficient amount has been built, it heads for land where the units are removed and individuals in need can claim the spaces.





perspective rendering (1)

Humans, they corrupted my land, killed my family, and now I lay here choking in the tainted water. Looking back It wasn't always like this, the water was blue, sun rays dancing through the surface. But slowly it began, foreign objects arrived at my home. Infecting those around me, death was inescapable. What once was a thriving sanctuary is now a grave. In my last few moments, something unexpected occurred. Floating, slowly moving with the force of the waves, it casts a shadow which covers my land. Loud grinding noises vibrate the water around me, I swim fast and hard as deep as possible and look up to see a creature. Not one that I have seen before, but one that shines in the sunlight. My eyes slowly close as the debris around me begins to disappear. I feel a sense of hope.



perspective rendering (2)

A floating structure, the exterior is a collection of materials curated to repel the effects of the ocean. The beast has a head and a belly as well as moving joints. It stores debris that it collects along its journey. It has 2 primary functions, collect, and create. As it collects its materials and transforms them to being functional, it begins to build upon itself. For years it wanders the great pacific, until it must rest. When it hits its weight limit the structure wanders to land, where people can move into the homes that it grew. 10 People must be on board at all times. They make sure it stays clean and that nothing breaks, the command center is in the head, and their homes are built into the structure from the start. Each piece of the structure is occupiable, but they change as the structure moves through the water. The structure is powered by solar energy and has water purification.

SURVIVE



interior rendering (1)

COLLECT



interior rendering (2)

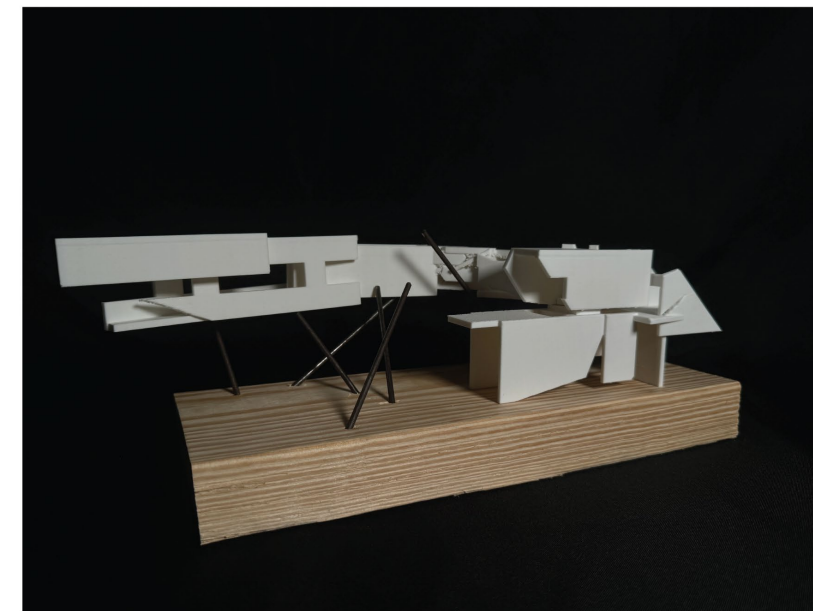
CRAFT



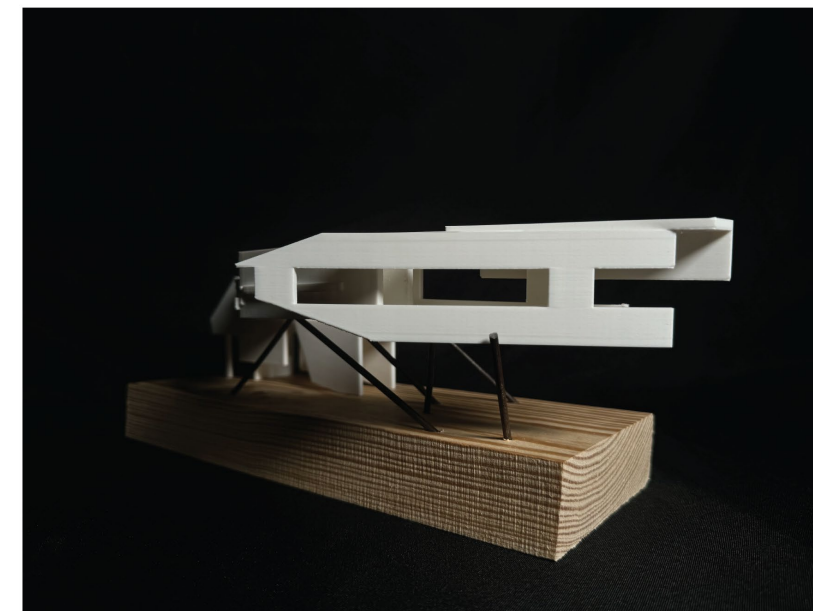
interior rendering (3)



exploded axon (1)



cell model photo (1)



cell model photo (2)



cell model photo (3)

project (3) // **POROSITI**

Completed /: FALL 2025

School /: Sci_Arc

Group /: Jacob Lehrer

Professor /: Jenny Wu

Class /: Studio 2GAX

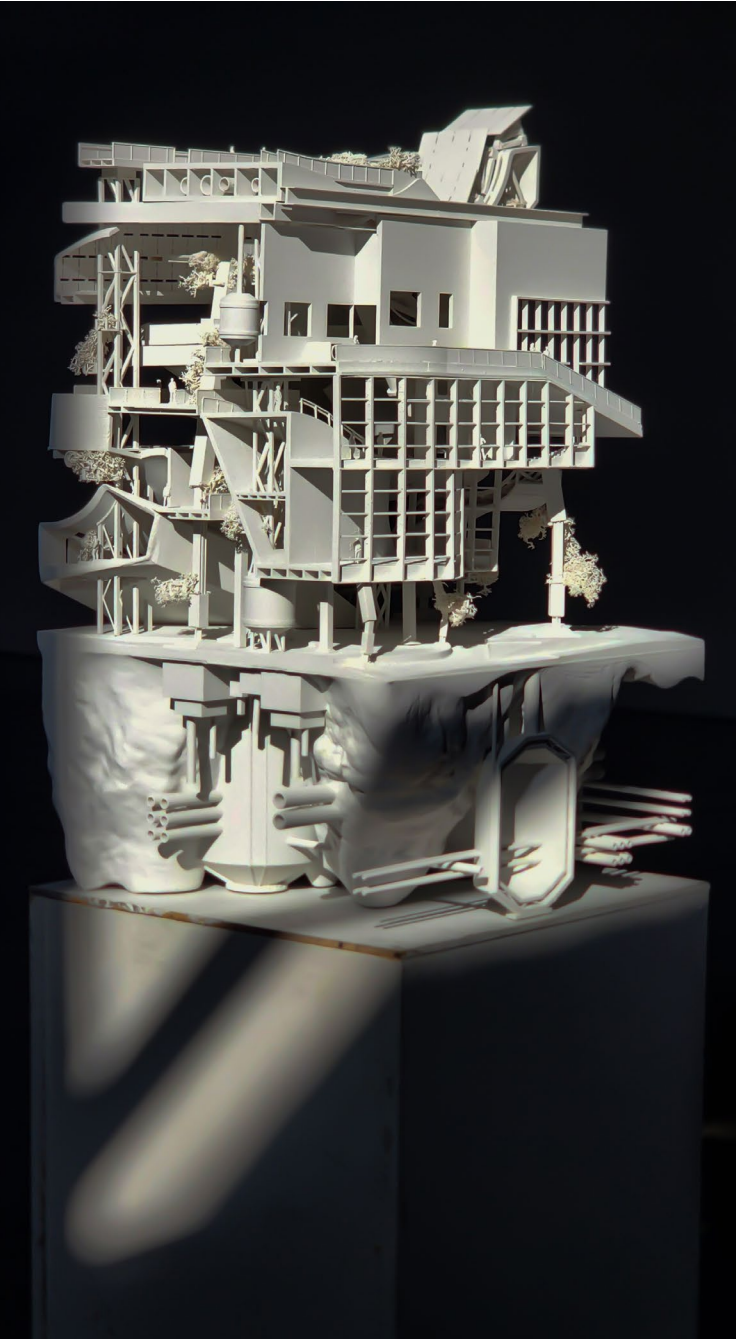
Project Description /:
Porosoti is a multi functional space that holds a street market, hotel rooms, offices, lab space, a restaurant, and more. It is designed so that its porosity allows for these spaced to be connected in a unique way giving people a better understanding of space. The infrastructural systems that allow for the building to function have become a crucial part of the buildings space and aesthetic.



chunk model photo (1)



chunk model photo (2)



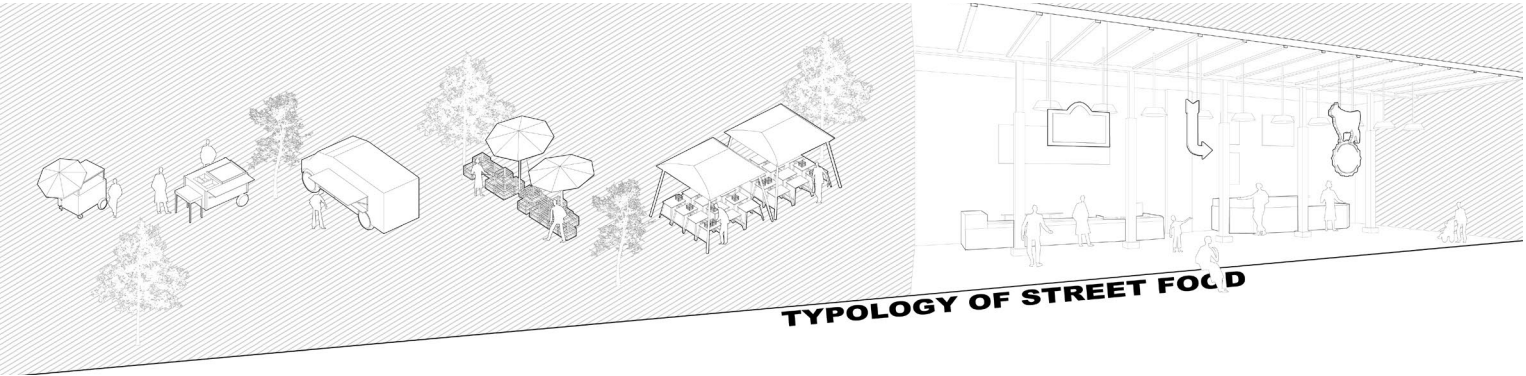
chunk model photo (3)



photo of lincoln heights jail

SITE RESEARCH

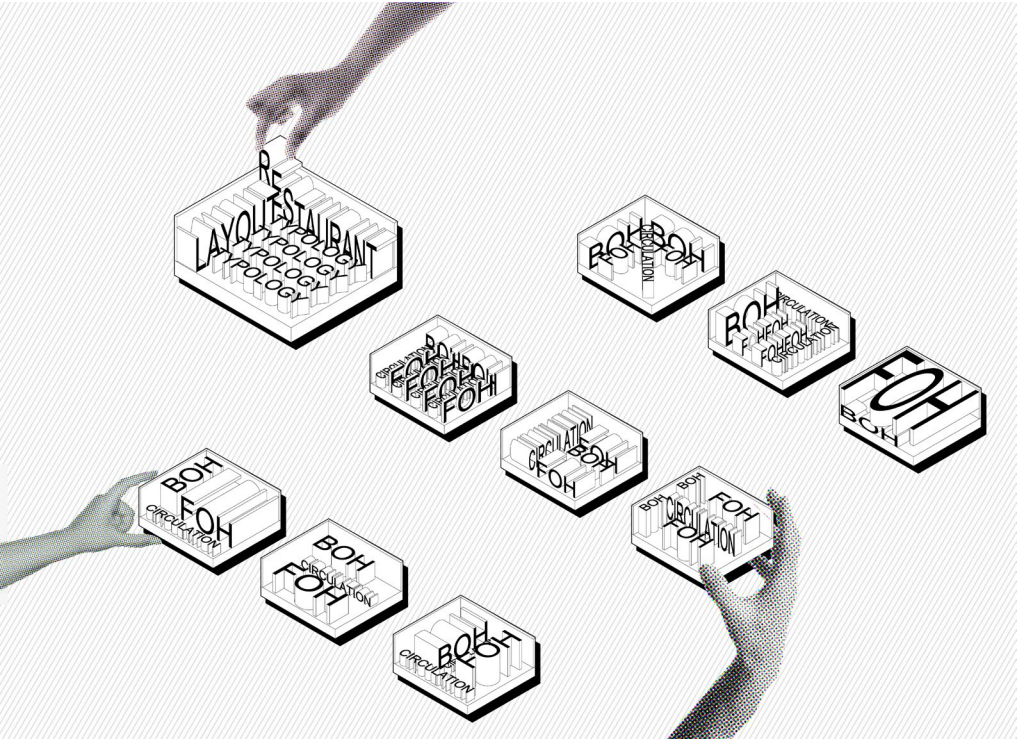
The project site is located in lincoln heights and is a renovation/ demolition / replacement of the historic lincoln heights jail. The site sits directly next to the LA river which needs a influx of green space. The area around the site is mostly industrial with some retail and multi family homes. The site is also near a famous street food market that was forced to close down, but becomes a piece that we want to revolve through our design.



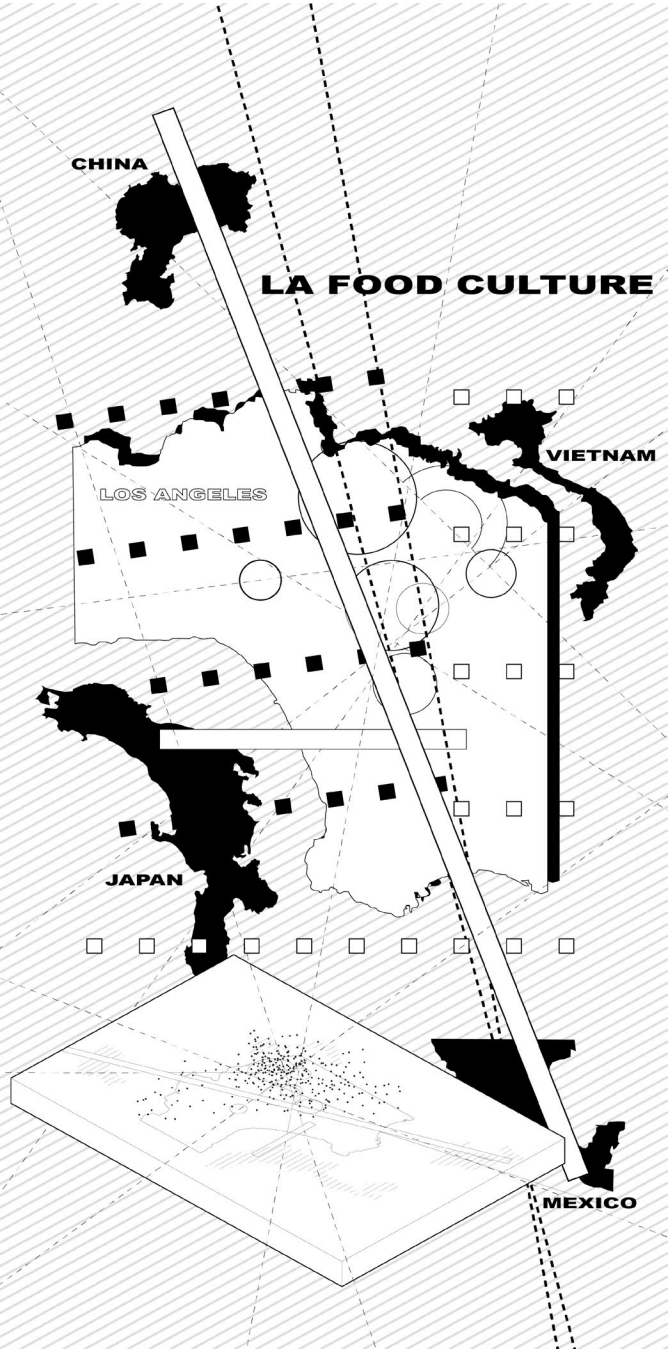
food typology diagram

TOPIC RESEARCH

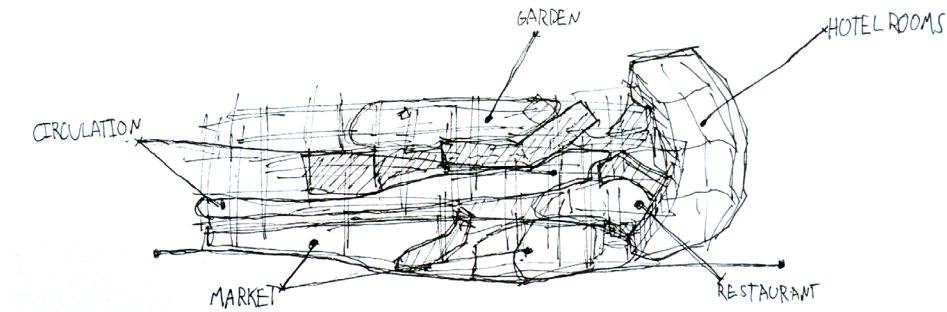
Los Angeles food culture is shaped by layered migrations, informal economies, and geographic distance. Rather than concentrating into a singular culinary center, food cultures in LA distribute themselves across the city, forming overlapping territories tied to diasporic communities such as China, Japan, Vietnam, and Mexico. These influences intersect within Los Angeles, producing hybridized food practices that move fluidly between domestic, street-based, and commercial spaces. The diagram abstracts these cultural flows, mapping food not as fixed locations but as networks—circulating through neighborhoods, infrastructures, and everyday routines. The restaurant layout typology diagram explores how food programs organize space through repetition and modularity. Kitchens, counters, seating, and circulation compress into compact units that can be rearranged, stacked, or scaled depending on context. Hands intervene in the diagram to emphasize the malleability of these typologies—suggesting that restaurants in Los Angeles operate less as fixed architectural objects and more as adaptable systems. This flexibility allows food spaces to respond to changing economies, leases, and cultural demands while maintaining recognizable spatial logics.



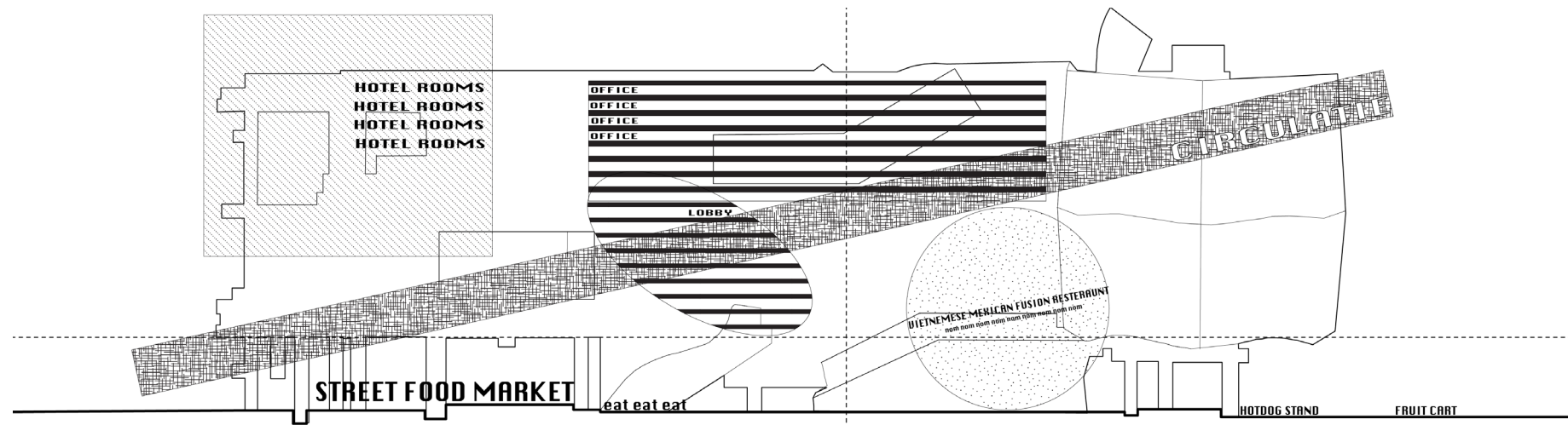
restaurant layout typology diagram



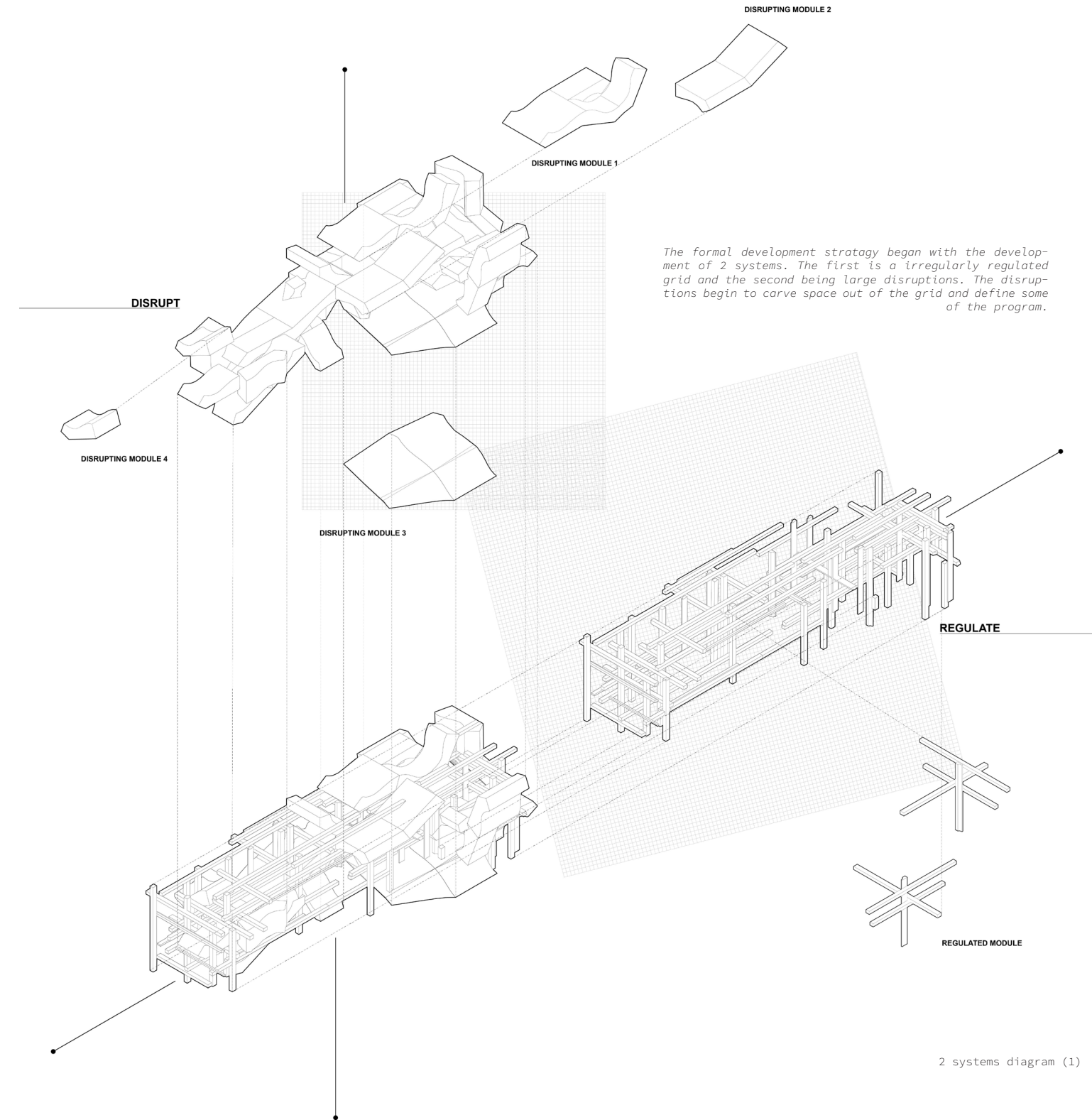
abstract map



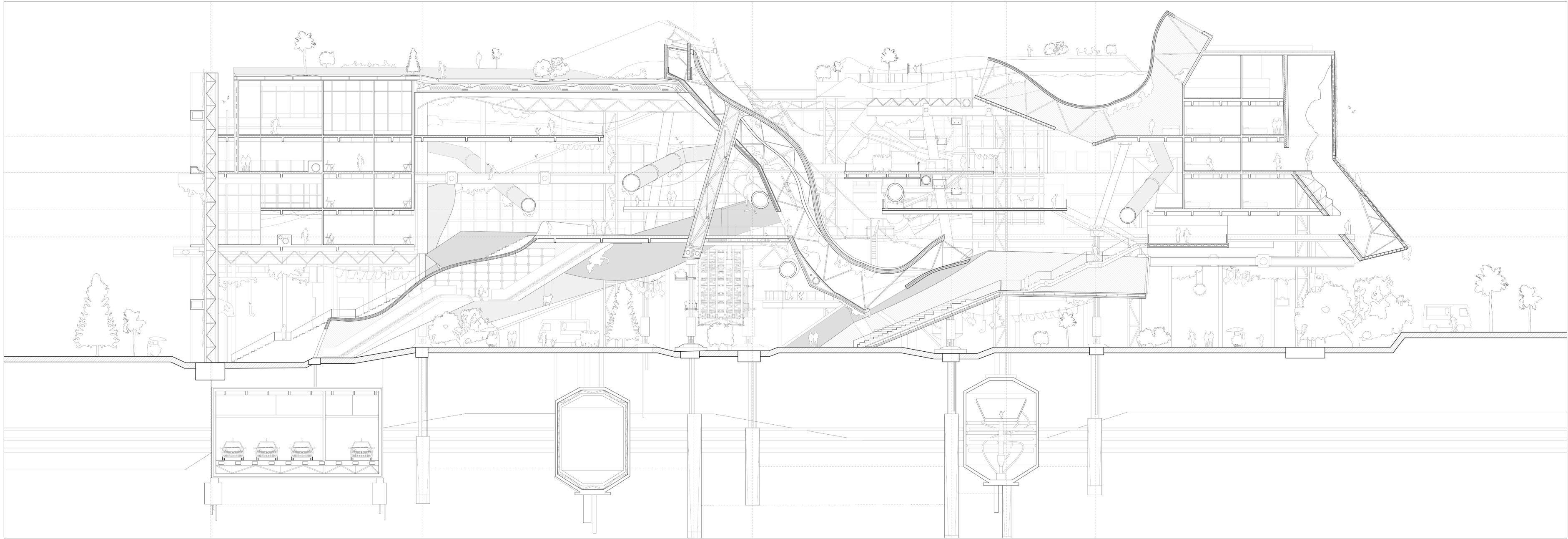
program placement diagram (1)



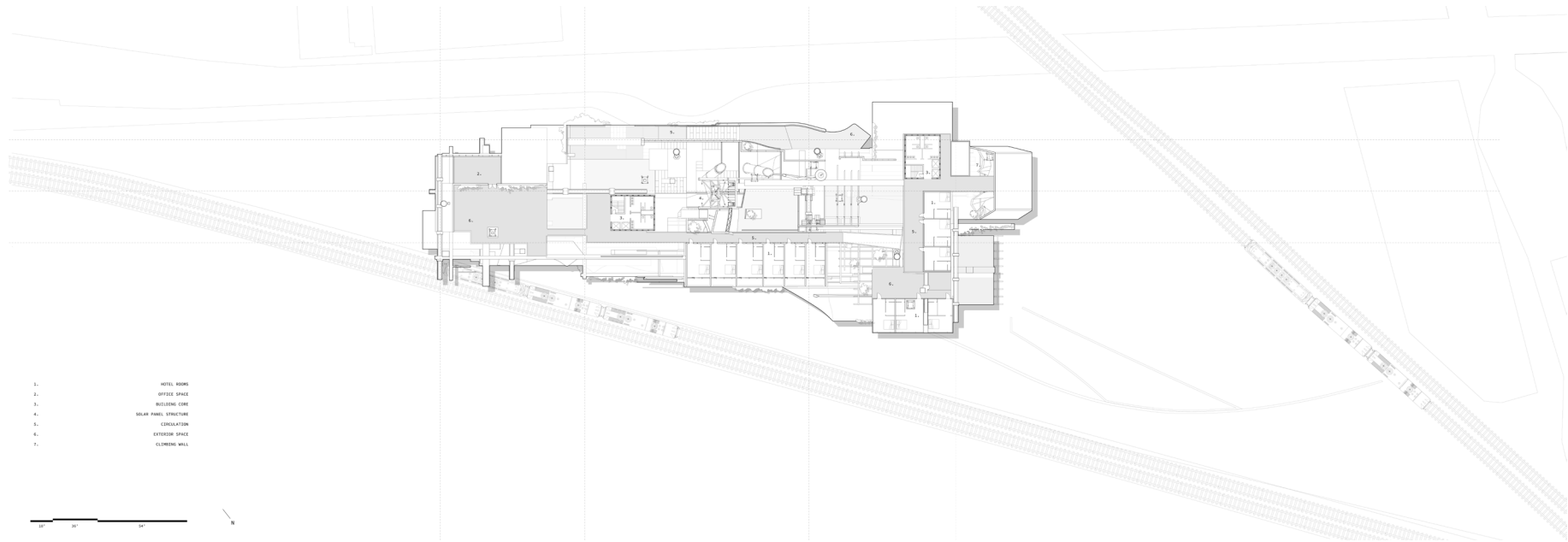
program placement diagram (2)



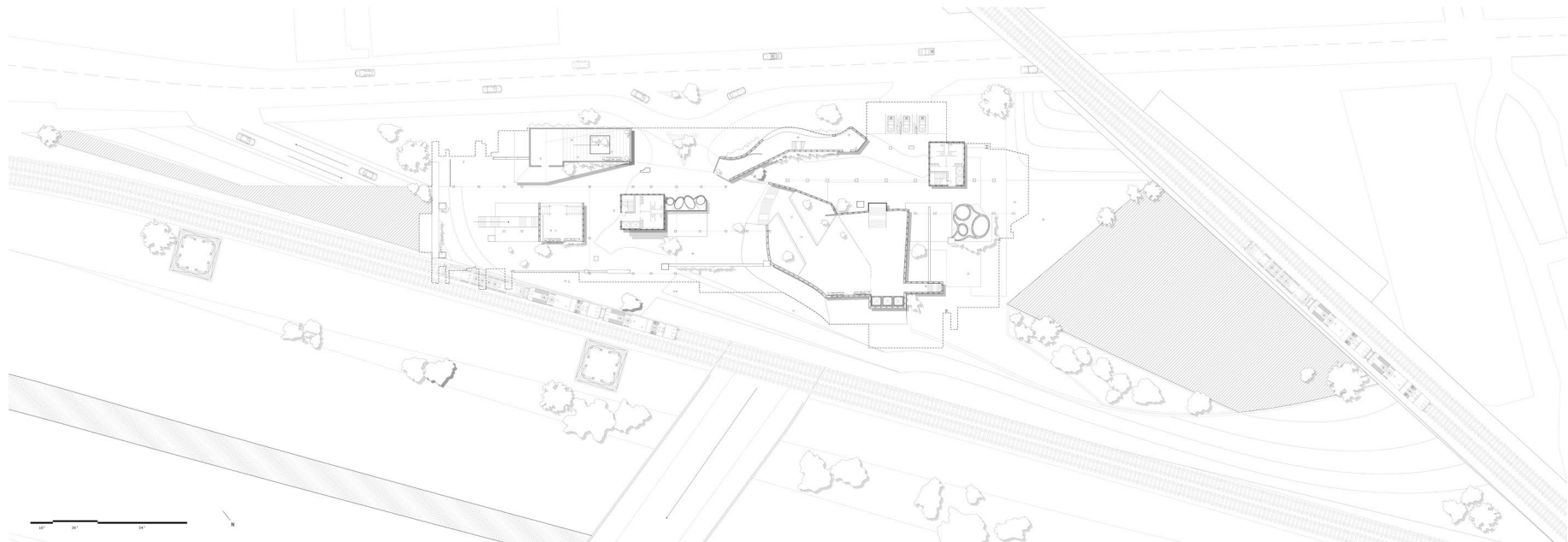
2 systems diagram (1)



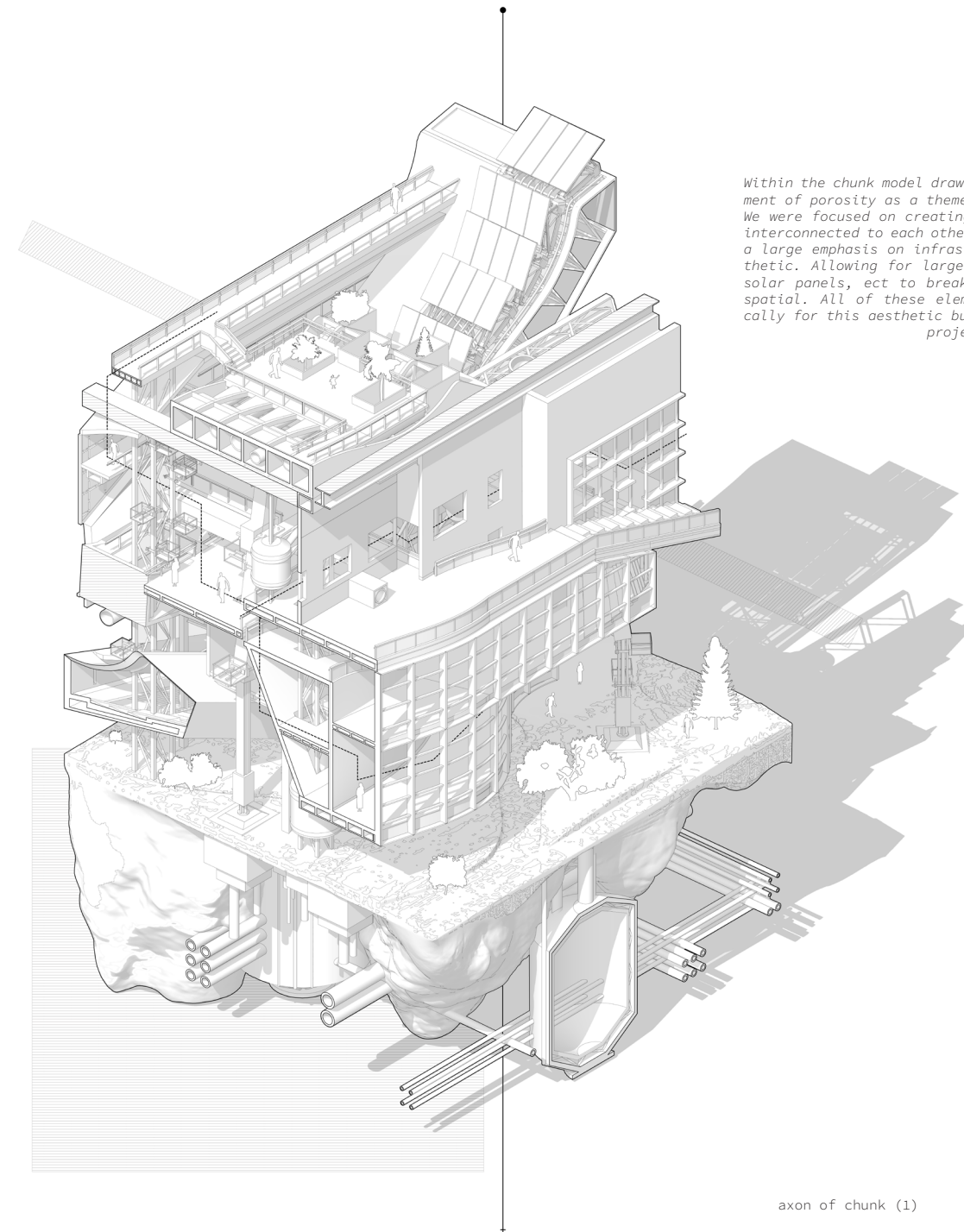
section drawing (full)



upper level plan (1)

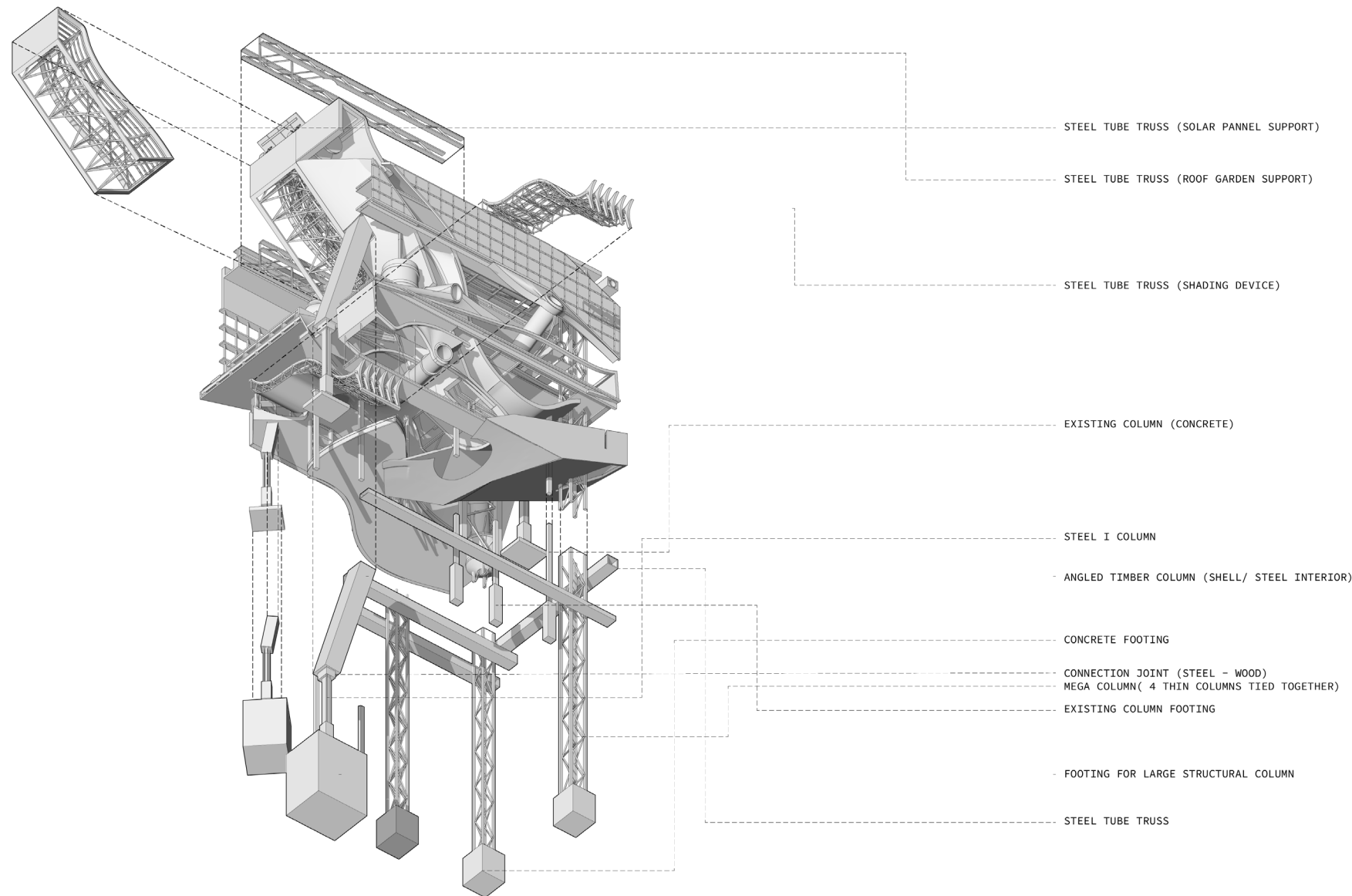


ground level plan (1)

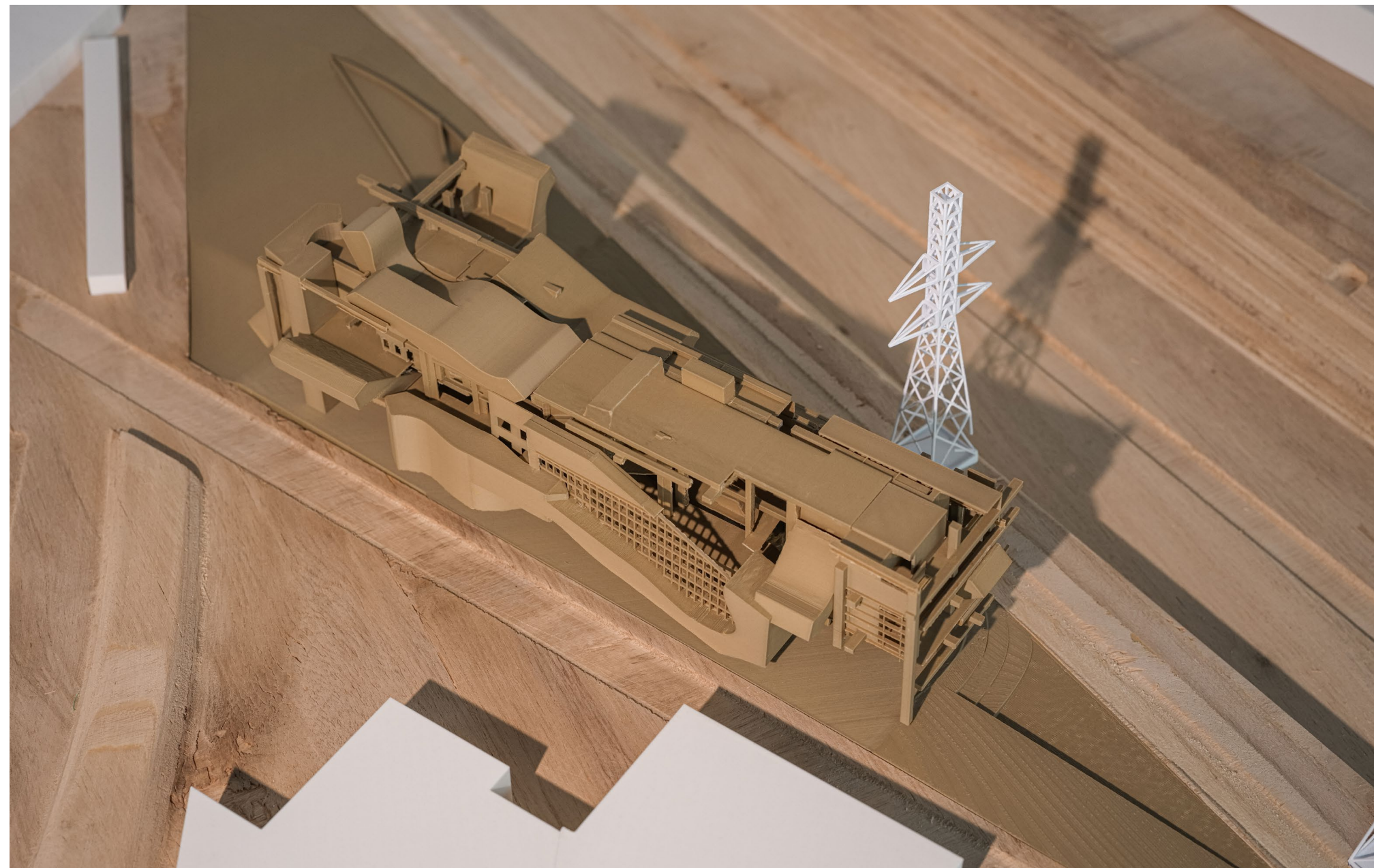


Within the chunk model drawing you can see the development of porosity as a theme and formal accomplishment. We were focused on creating many spaces that were all interconnected to each other vertically. There was also a large emphasis on infrastructure as a style or aesthetic. Allowing for large pipes, structural members, solar panels, ect to break through floors and become spatial. All of these elements were modeled specifically for this aesthetic but as well as to balance the project with a sense of realism.

axon of chunk (1)



structural analysis diagram (1)



full model photo (1)

project (4) // **GOTHAM CROSSING**

Completed /: FALL 2025

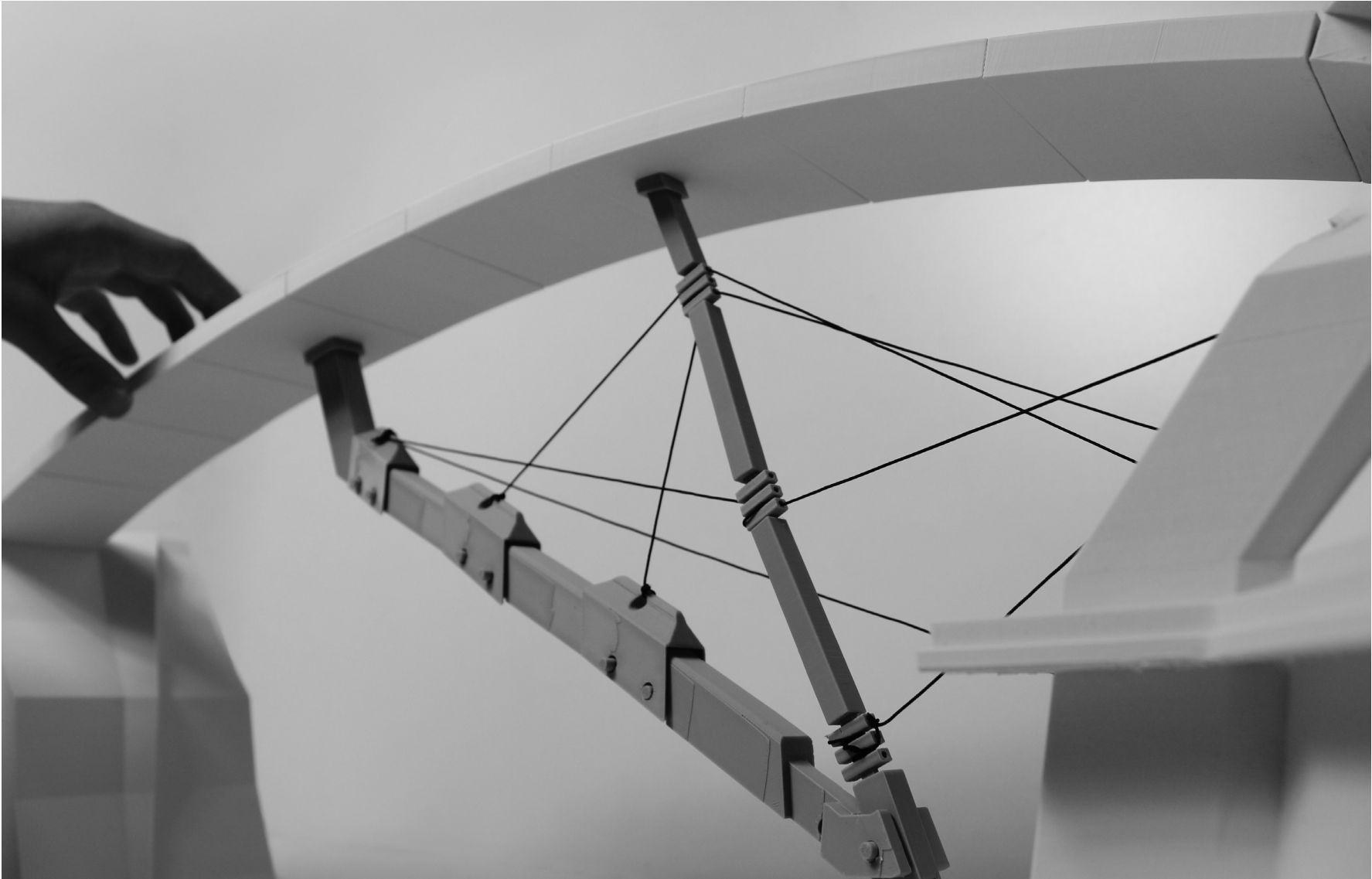
School /: Sci_Arc

Professor /: Matthew Melnyk

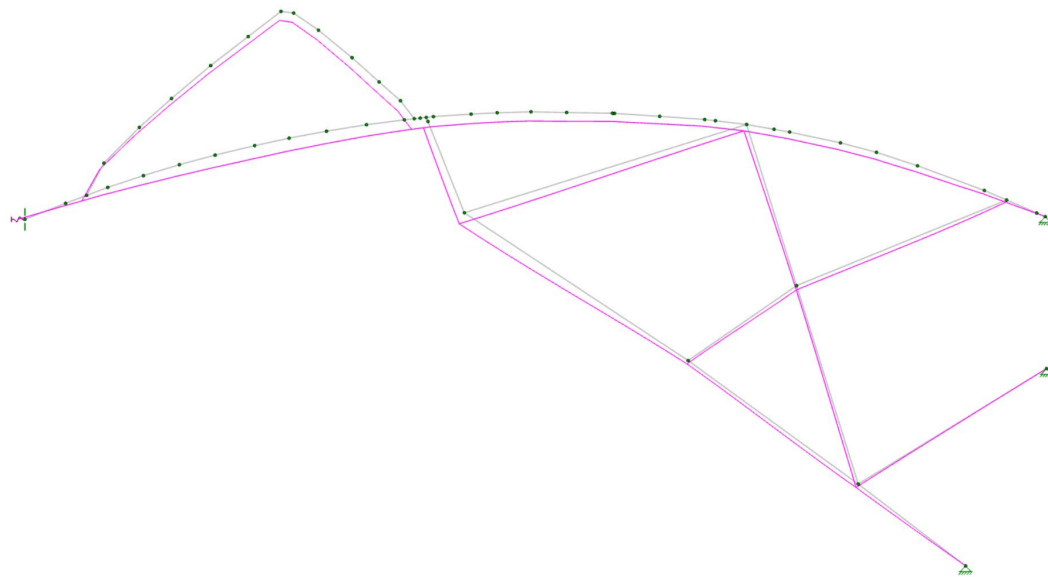
Class /: Adv Structural Systems

Group /: Kevin Negrete, Lillian Johnson, Shene Kao

Project Description /:
This bridge design is an outcome of drawn graphic statics. The focus of the project was how it can be built, which we showed with a video of the assembly of the model with no glue. The project uses tension cables to hold the large members in place before they are put into compression underneath the bridge deck weight.

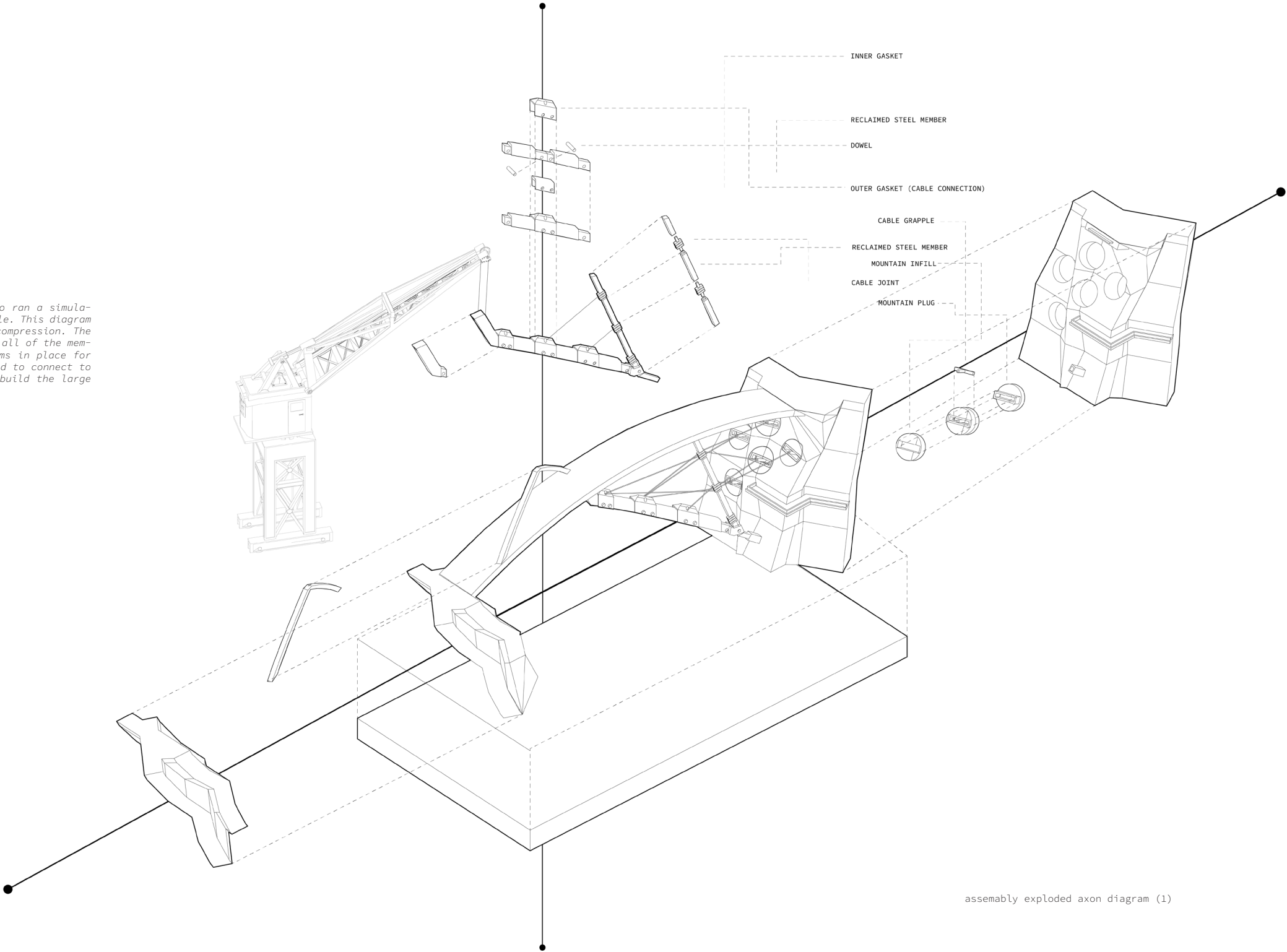


physical model perspective(1)

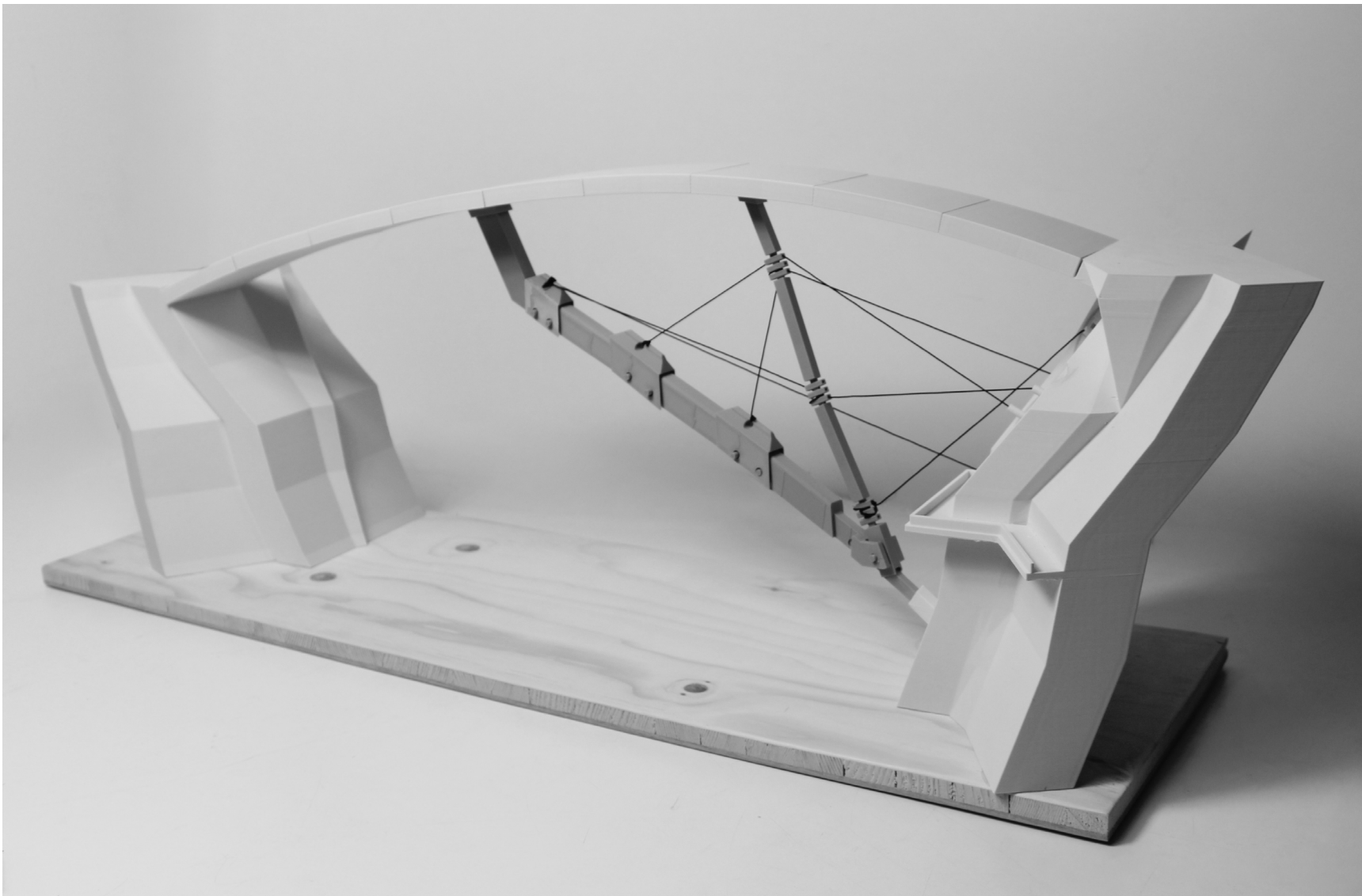


tension - compression diagram (1)

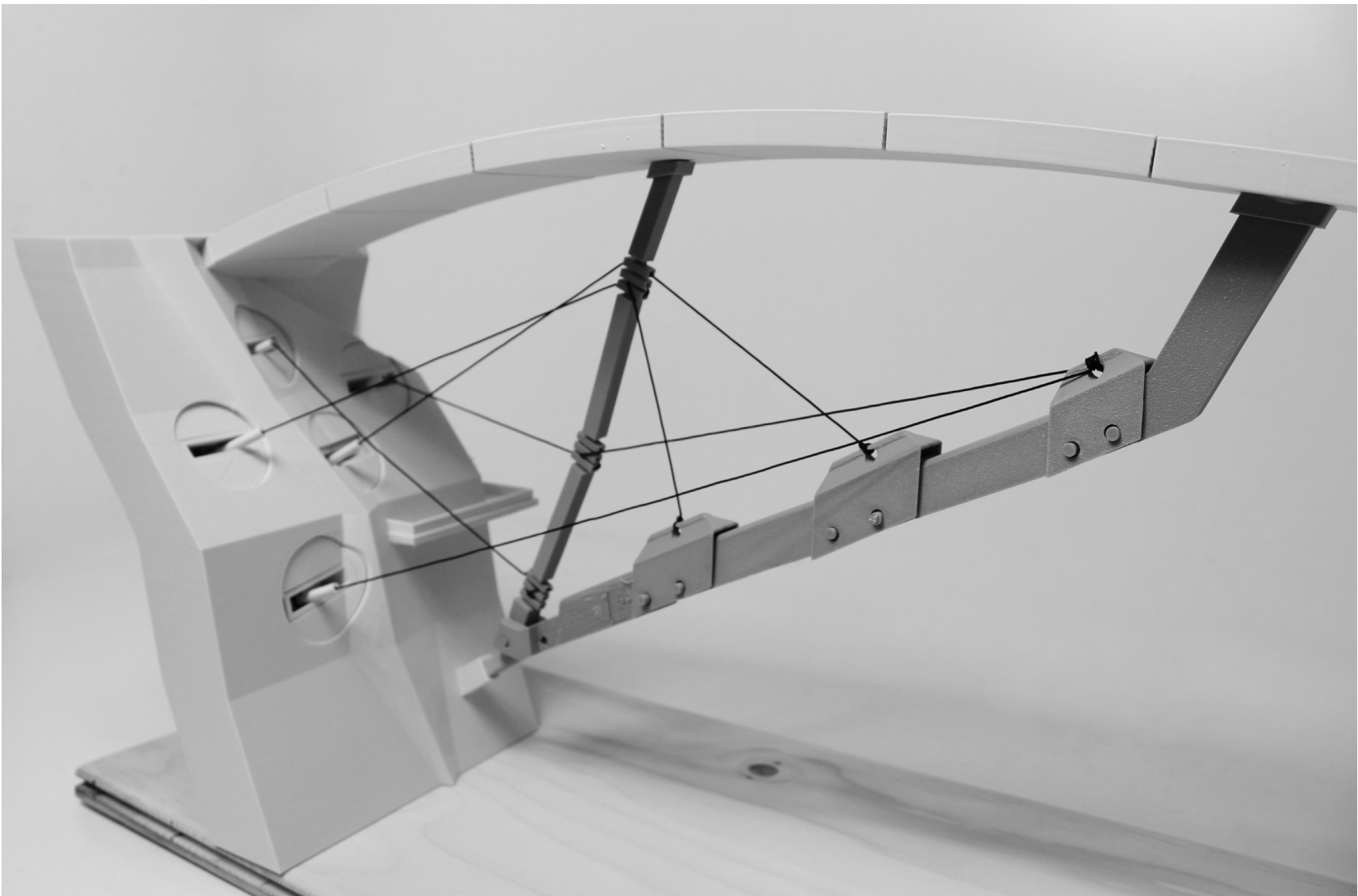
The diagram on the left was done by our professor who ran a simulation to test if the tension and compression was possible. This diagram shows which members are in tension and which are in compression. The diagram on the right is an exploded isometric view of all of the members used to build the bridge. There were many systems in place for example the hole and key system that allows for cabled to connect to the mountain side, and the layered gasket system to build the large column like member.



assembly exploded axon diagram (1)



physical model perspective (2)



physical model perspective (3)

project (5) // **MAPSCAPE**

Completed /: Spring 2024

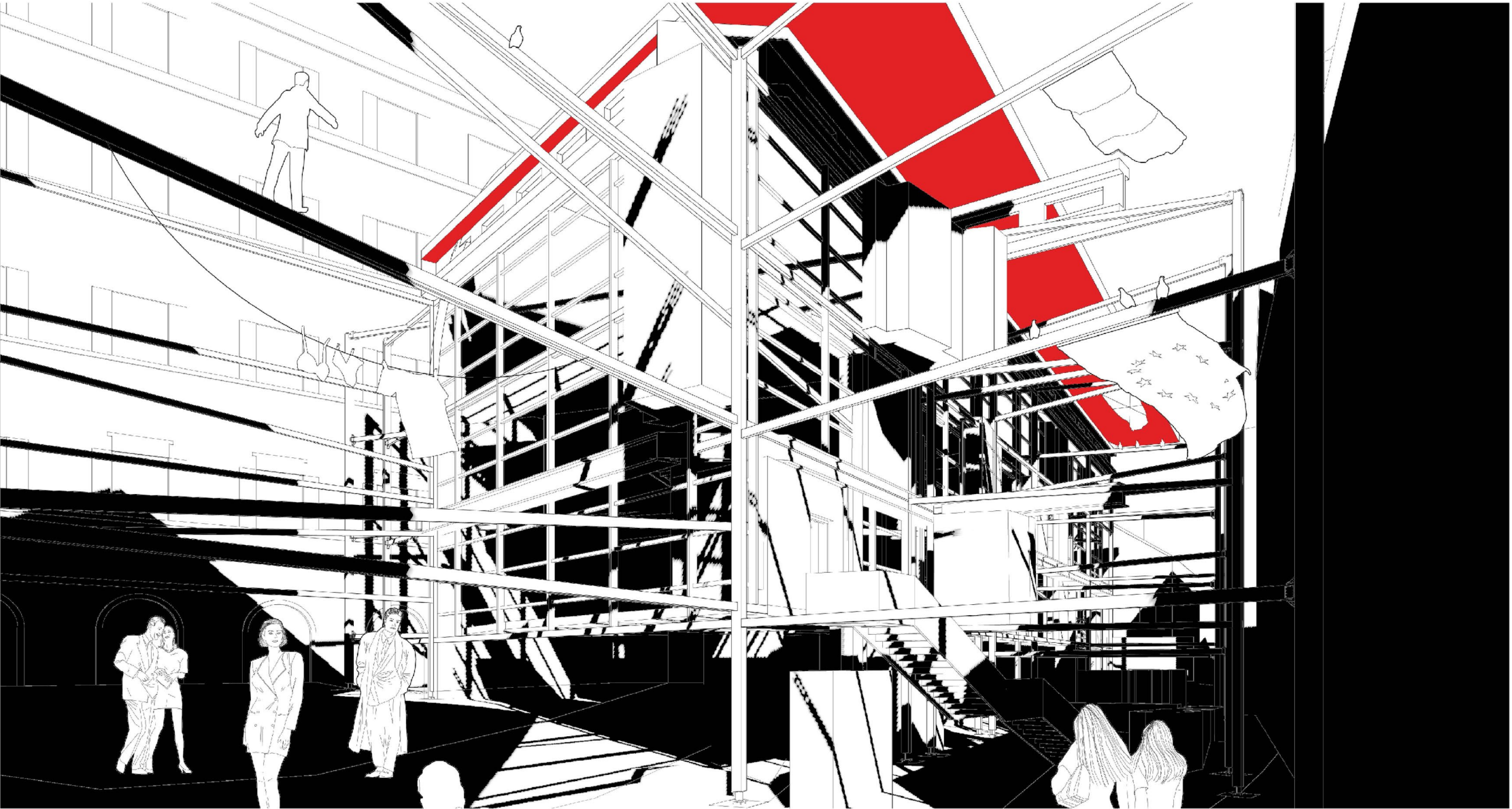
School /: UNCC (Rome Semester Abroad)

Professor /: Peter Wong

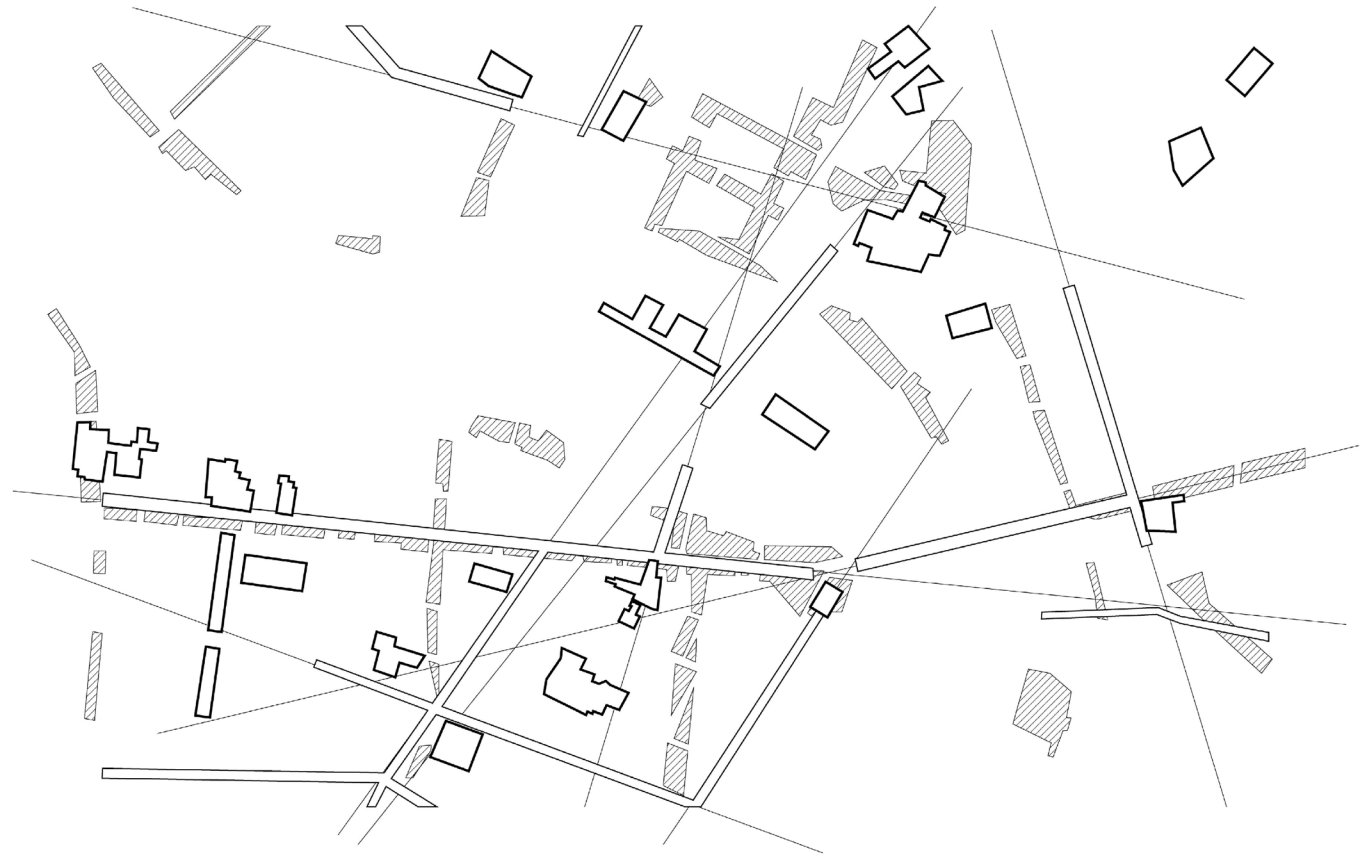
Class /: Studio 4th year

Groyp /: Tom Wileman, Franklin Bell

Project Description /:
Mapscape is a product of using 3 maps from Rome throughout time to create geometry and space. The program is a space for anyone to come see stored important maps. The project takes up a small piazza (public open area) in Trastevere Rome. Our design uses large encasements that create space and float throughout the building not only holding the maps, but also are masses mined out of the maps we used in our design process.

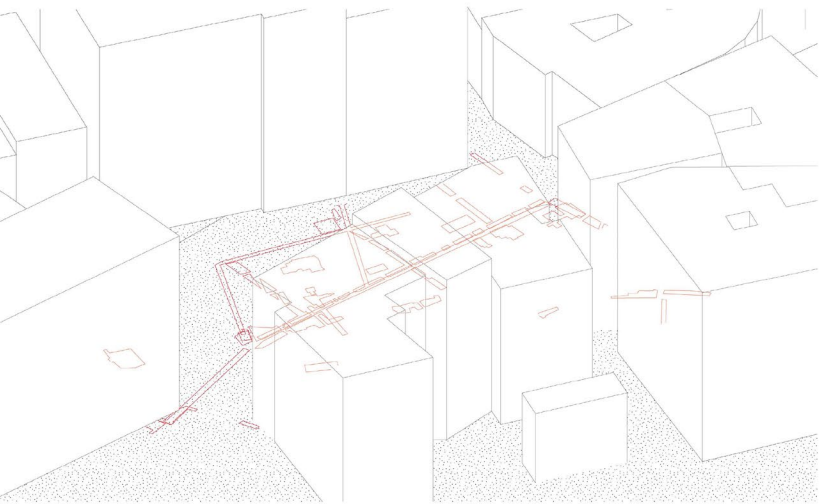


perspective drawing (1)

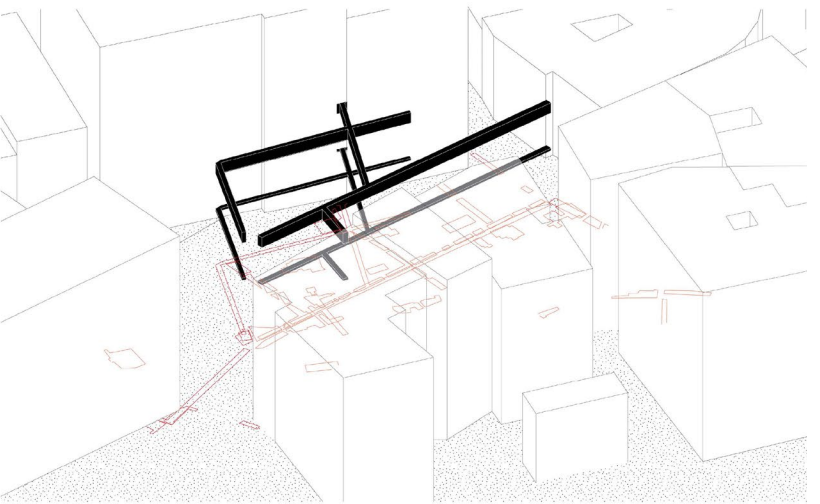


abstract site plan (1)

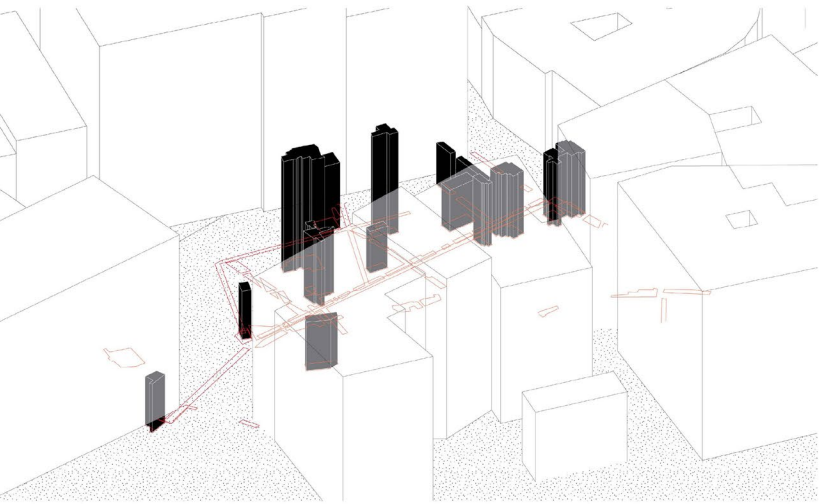
The process of design was very literal in the sense that we placed geometry from 3 ancient roman maps over the area of the site. We extruded pieces from one map, created voids with another map, and used the last map to create an overlying structural system. We then took inspiration from Tschumi in our attempt at detailing these systems and designing enclosure.



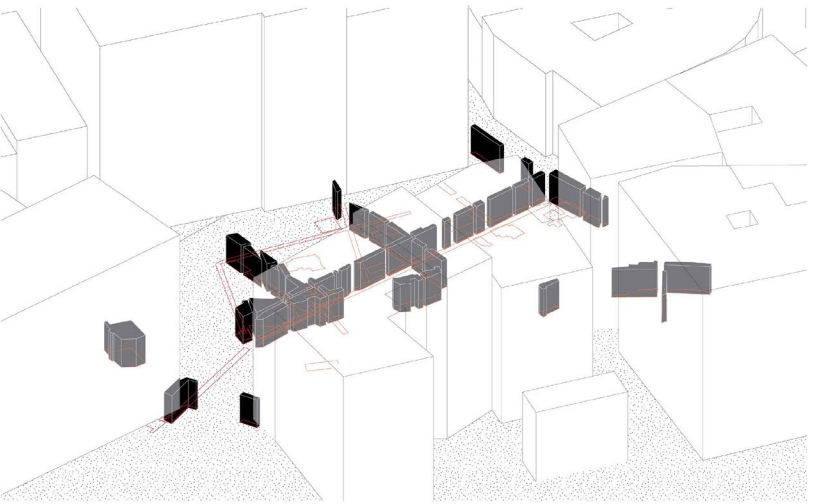
axon diagram (mapping)



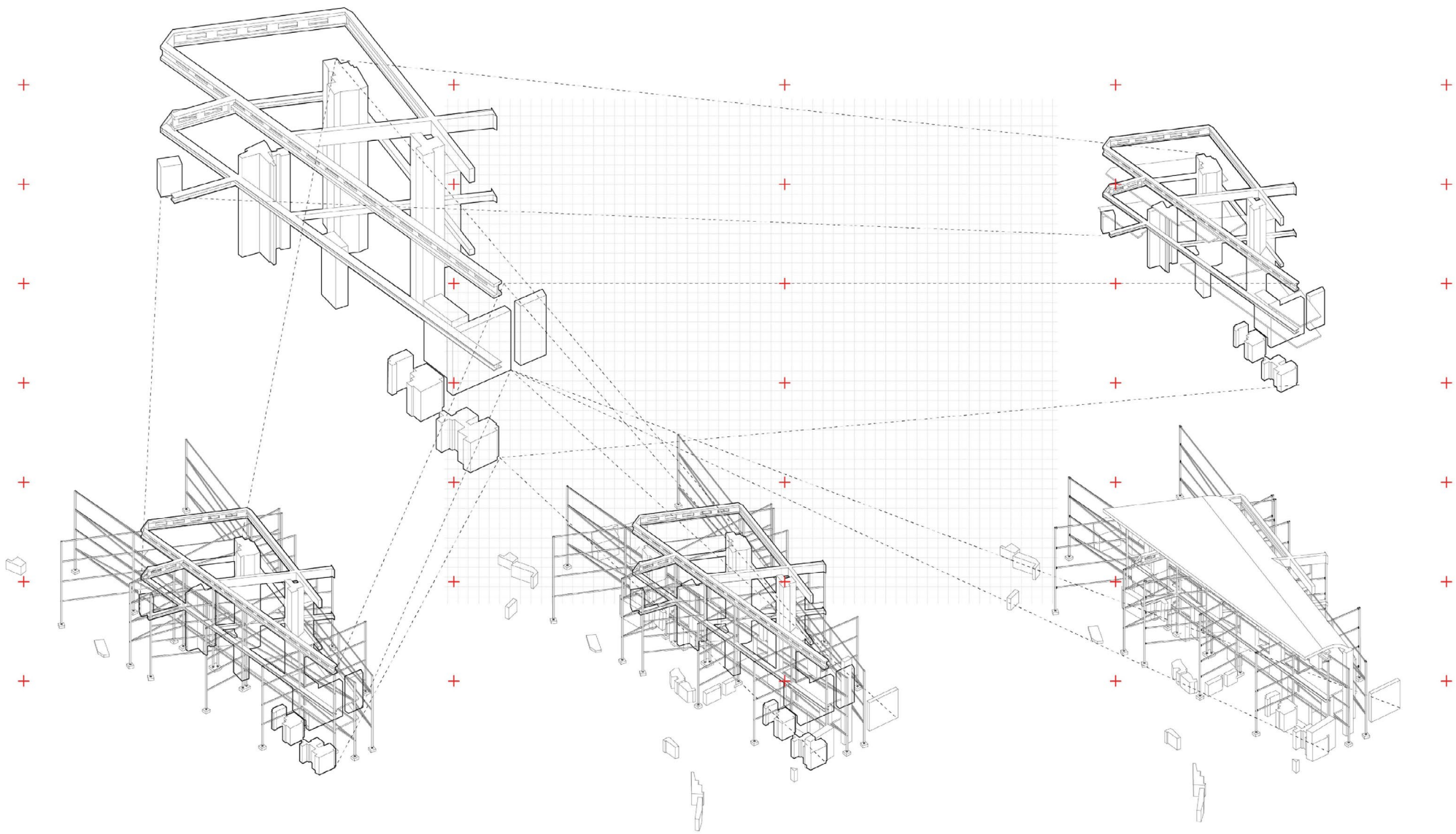
axon diagram (structure)



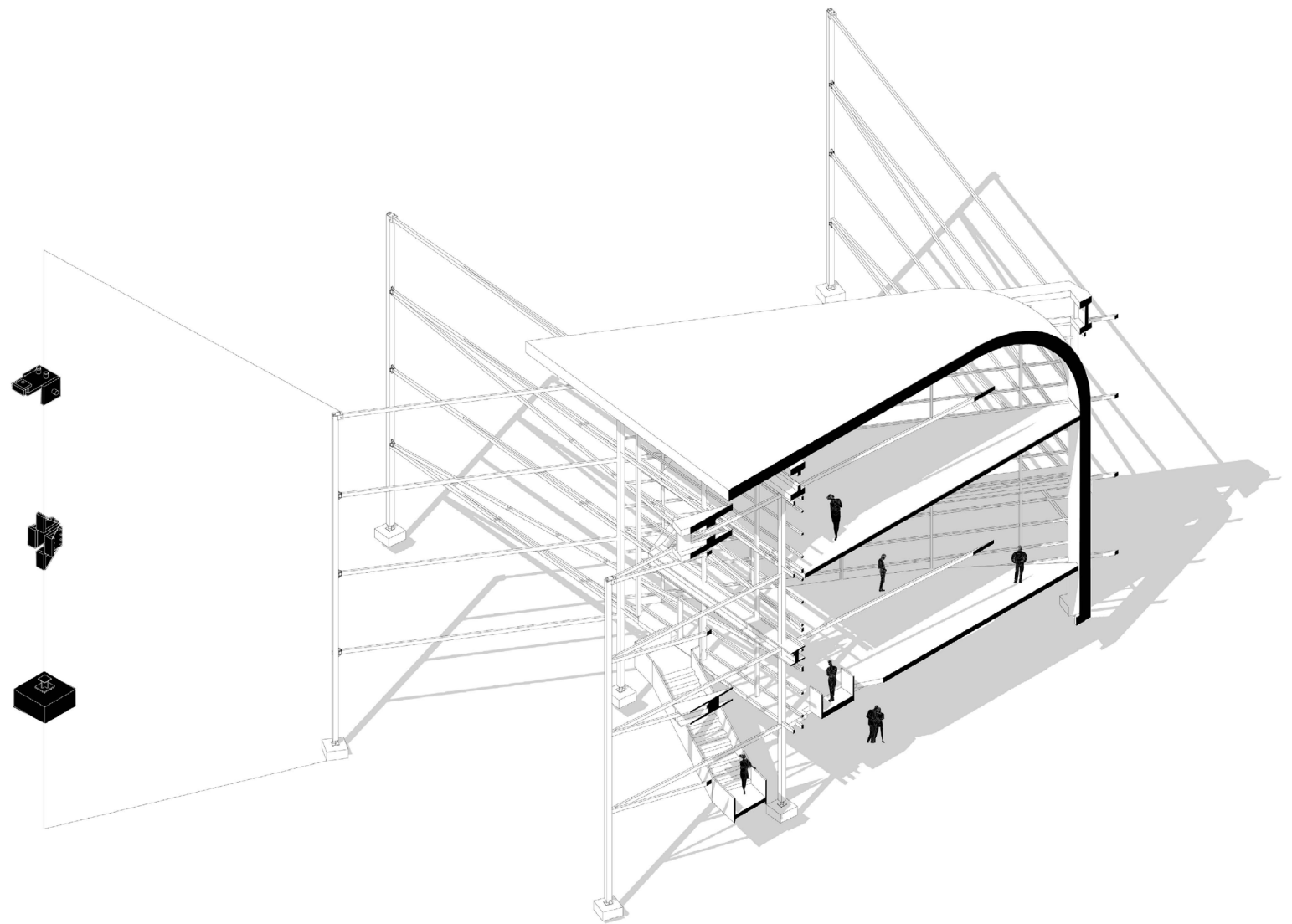
axon diagram (mass)



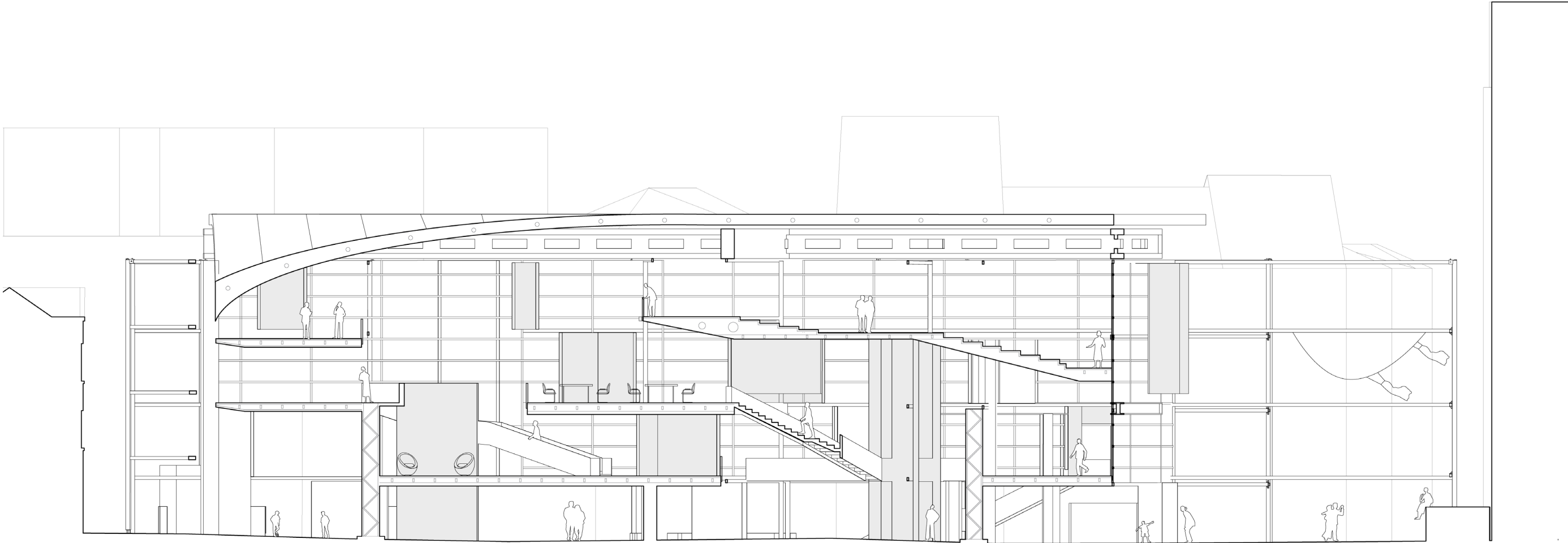
axon diagram (void)



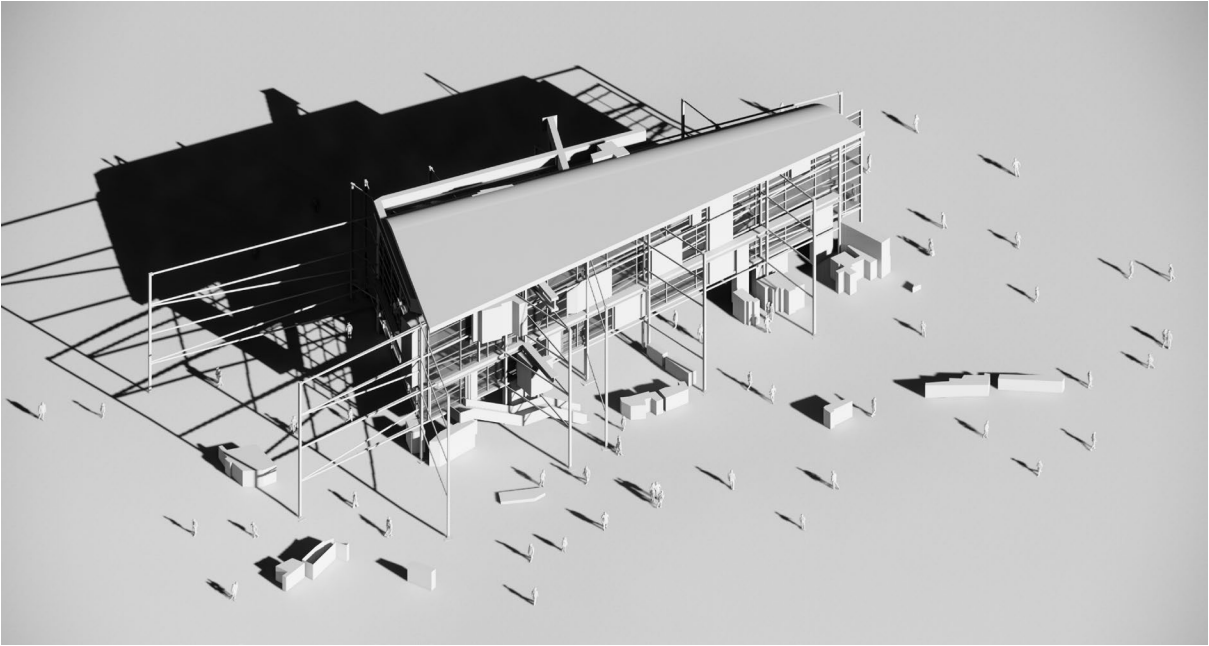
assembly diagram (1)



isometric section drawing (1)



section drawing (1)



isometric light/shadow

THE END....

//thank you//