

CONTACT

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PORTFOLIO

A collection of works by Alvar Silvennoinen. The content presented is about architecture, design, visualization and other creative works that got my daily creative juices flowing.

2017-2020

SEE MORE

Instagram:
@alvarsilvennoinen



I am a Swedish speakin Finn from Turku, Finland. I studied architecture for one year in Stockholm before moving to Copenhagen to pursue my Bachelor's degree in Architecture and Design. My passion is architecture and design in all scales, from museums to spoons. I practice freelancing aside from my studies, and that has given me more knowledge and has developed my skills.

My personal style is a combination of soft minimalism, brutalism and industrialism. I believe that by stripping everything to its core materials and textures, it will show the true beauty of the space and form.

EDUCATION

The Royal Danish Academy Of Fine Arts, Architecture And Conservation "KADK"

09/18-

Arkitekturskolan Stockholm

09/17-06/18

Matriculation Examination

03/13-06/16

CRASH COURSES

ArchiCAD Diploma
By Graphisoft 2018

Welding license 2019

COMPETITIONS

FORUM competition
First honourable mention winner

Admiral Hotel pitch
Co. designed with Co. Design Studio
Project winner

EXPERIENCE

Maria Berntsen Design Studio

Freelance 11/20-
Product modeling and visualisation

Co. Design Studio

Freelance 03/20-
2D drawing, detail designing,
3D modeling and visualisation

Optiplan/ NCC

07/19-09/19
2D drawing using ArchiCAD
Sauna/ garage project co. designer
Detail design
Client meetings and construction visits

Sigge Architects & Hirvensalon talonrakennus

02/16-05/16
Trainee
Student housing 3D modeling and
visualisation

H-L-P Architects

04/12
Upper secondary school, trainee period
Physical model making
3D programme learning

Freelance work

01/17-
Architecture:
Summerhouse extension concept/project
Private residence concept
Apartment renovation project
Restaurant renovation visualisation
3D modeling and visualisation
2D drawings and idea sketching

Graphic Design:
Packaging design, Logo design, business cards, info graphics, e-books,
magazines, catalogues, web layout design, layout design, UI-design etc...

SOFTWARE

Macintosh	Office365
Windows	V-Ray
Sketchup	Photoshop
Rhinoceros	Illustrator
ArchiCAD	InDesign
AutoCAD	Lightroom

LANGUAGES

Swedish	Native
Finnish	Native
English	Fluent
Danish	Conversational

INTERESTS

Golf
Gym
Cooking
Sketching
Arch. Concepts
Graphic design
Prod. Concepts
Visualization

FORUM COMPETITION

Honourable mention winner

Forum is a place where architects, students and enthusiasts gather to talk about their common interest: architecture. The building is located near the South east coast of Mallorca, Spain. Please read more about the proposal below.

2020



FORUM

Forum is a place where architects, students and enthusiasts gather to talk about their common interest: architecture. The building is located near the south east coast of Mallorca, Spain.



LOCATION AND PROGRAM

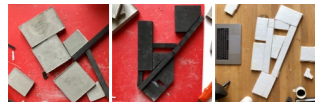
The location, ventilation, light, flow and setup of the rooms in Forum have played a big role while creating this proposal. I have chosen to excavate the ground for the building to make it sit in the landscape so that it blends into the surroundings and to regulate the inside temperature. A courtyard and outdoor spaces makes for the natural ventilation through the building, while also bringing light to the rooms in the back. Skylights are placed in both of the bathrooms for light and ventilation.

The entrance and the lounge are positioned towards south for the long daily intake of sunlight. The dining space is positioned more towards west, for a cooler space at lunch time. The workshop is positioned towards west and in shelter of the dining space to keep it cooler during the day.

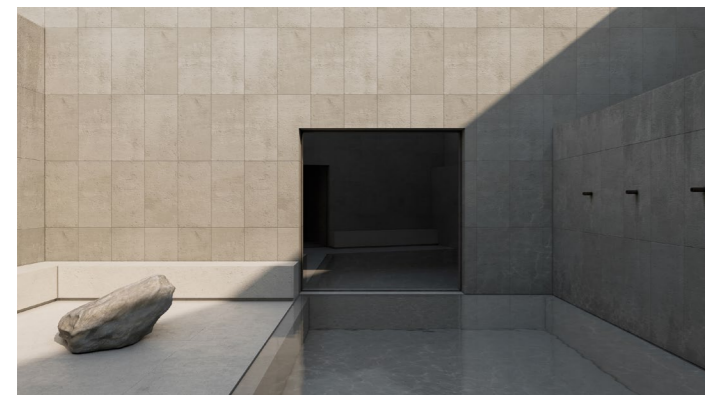
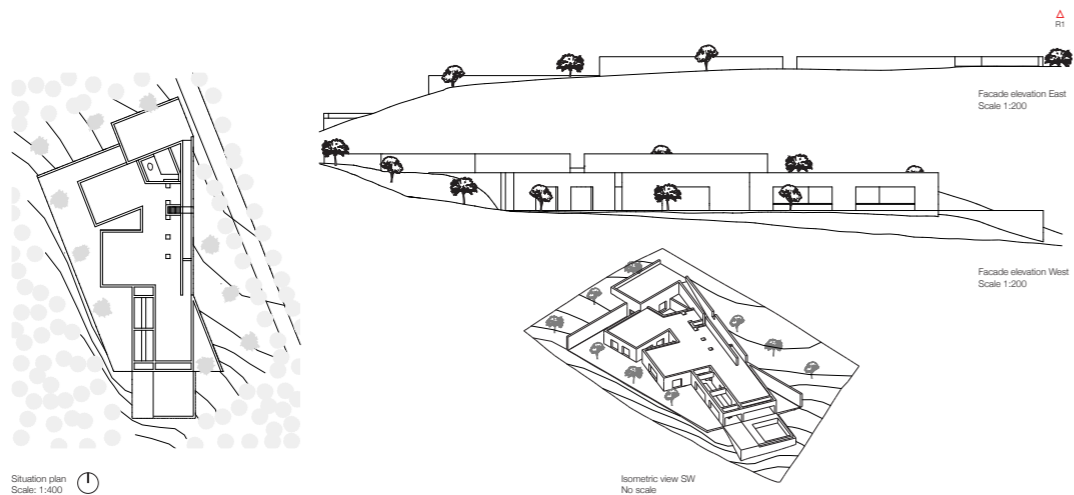
I have imagined that the workshops begin in the morning while the workshop is cool, then move on to having lunch while the dining space is still moderately cool. After lunch you will take a break in the closed courtyard or in the long and deep lounge. The doors to the semi-enclosed courtyards can be opened up for cool air to come in. After the break the workshops continue until dinner, which will be had outside by the long table in the afternoon sun.

DIVISION AND HIERARCHY

The building is divided into three main spaces: Lounge, Dining space and the Workshop. Secondary spaces such as the office, storage, cloakroom, bathrooms and outdoor spaces are scattered tactically to fit into the plan and the flow of the main spaces.



Design process in models. Concrete, foam and styrofoam
No scale

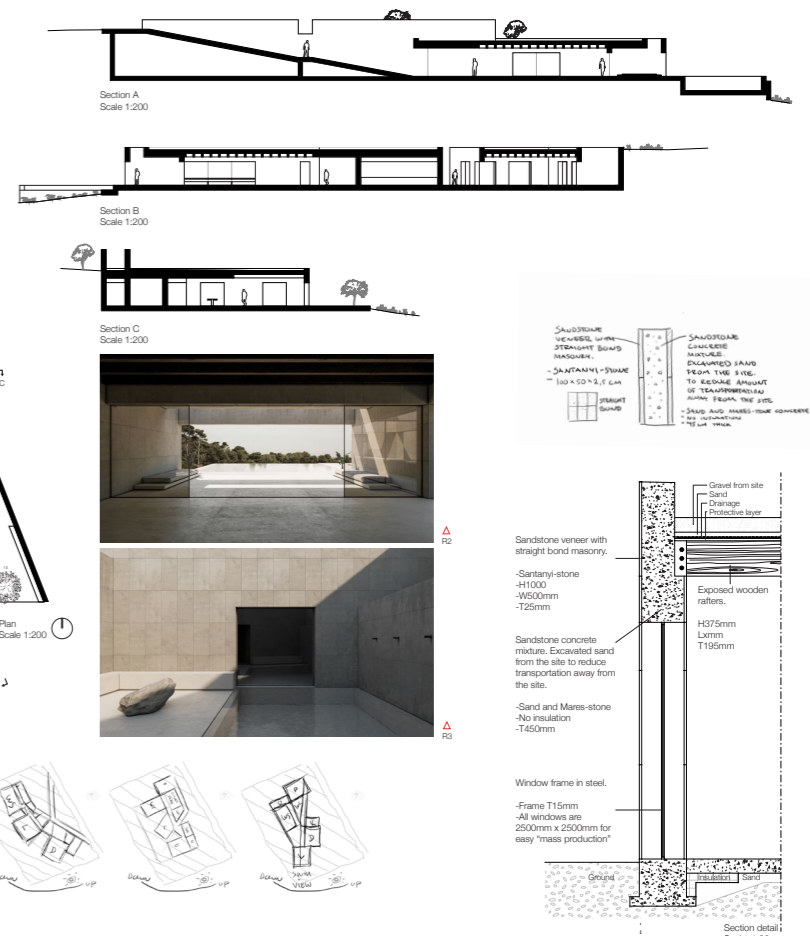
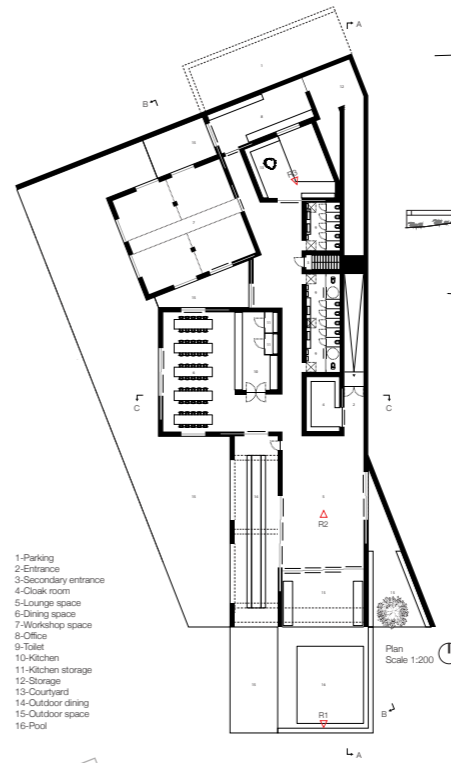
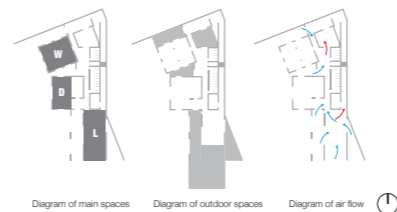


FLOW

As the bus arrives to the parking lot, you will overlook the entire building and landscape from above without it giving too much away on the first glance. A long declining ramp with high walls leads the visitor down towards the entrance (see section A). As you open the solid steel doors, the lounge invites the visitor inside. On the right is a cloak room for smaller baggage such as purses, jackets, computers etc. As you walk into the lounge area, you will be surrounded by beautifully calm outdoor spaces. On the left is a semi-enclosed courtyard with seating and an almond tree that has been moved from the excavation process. In the front, overlook the ocean and the city of Porto Pietro, are sliding glass doors that can be opened up for more space and for a closer connection with nature. An infinity pool reflects the surroundings and the sky to enhance the connection even more. On the right side is a long dining table for fifty people. This table is imagined to be used during dinners or as an outdoor gathering place. A sliding glass door is separating the dining space from the outdoor space for easy access from the kitchen.

Further down the hallway is another semi-enclosed courtyard for the visitors to hang out in between workshops or between meals. On the right is an exit for the staff or for emergencies. Next to the exit is another bathroom that is closer to the workshop space, for faster and easier access. At the end of the building is a closed courtyard under an open sky, designed for ventilation, light and leisure. The office is overlooking the courtyard from the back, and all the way through the long hallway to the infinity pool. Behind the office is the storage room for extra furniture, workshop tools and materials etc. The office has its own semi-enclosed courtyard as well.

The workshop can be divided into 4 smaller divisions with roll curtains for privacy and sound dampening. Each smaller division will have its own big window for light. At the end of the workshop the curtains can be rolled up and the workshop turns into a big exhibition room, where the four groups can go around and present what they have done.

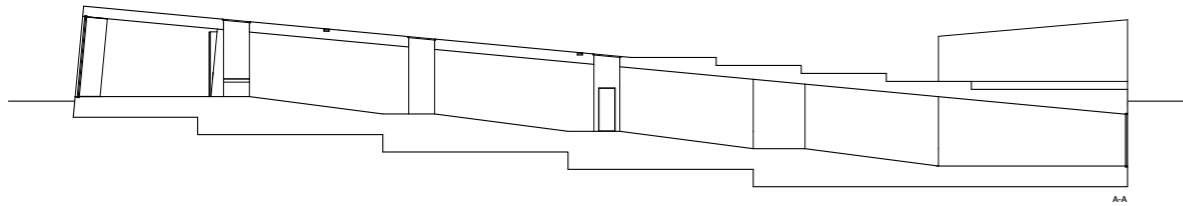
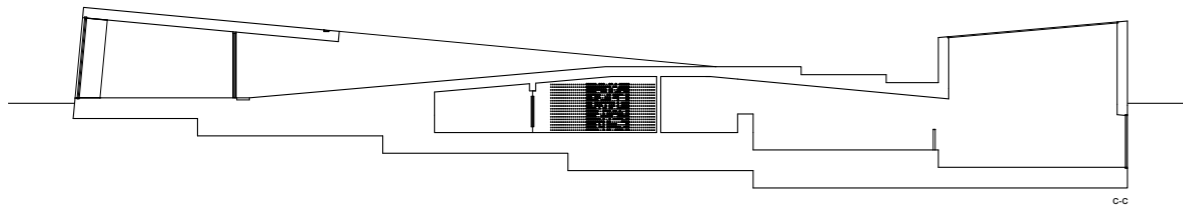
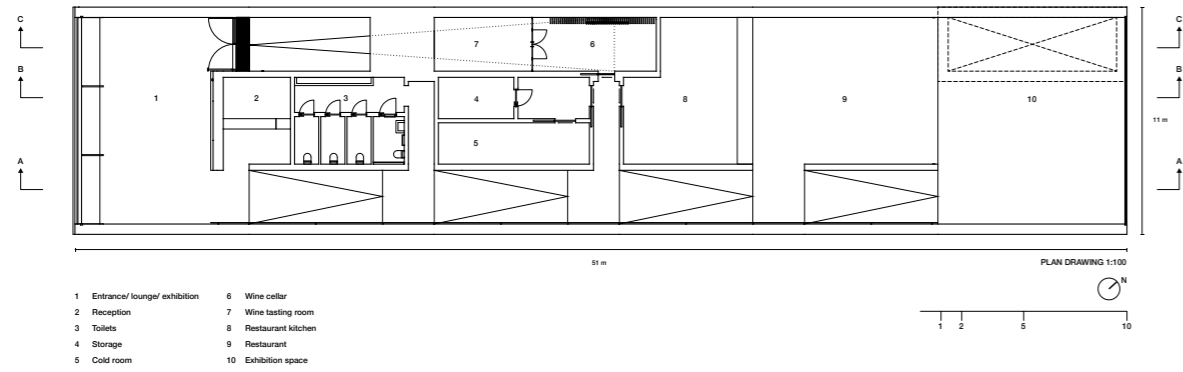


NATURE CENTER NORDHAVNSTIPPEN

The center aims to contribute to the surrounding landscape without compromising the natural beauty of it. Rather, it re-enforces the natural brutality of the landscape, symbolising the consciously placed but randomly organized concrete blocks. Whilst the materials utilized might be perceived as industrial, they create a harmonic interplay with the landscape that is comprised of sea, sky and stone.

2019





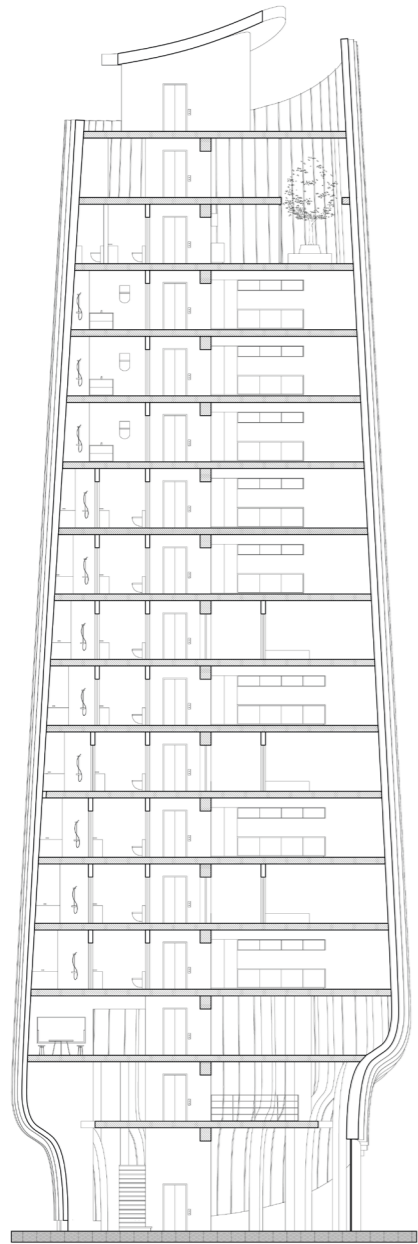
VERTICAL HOUSING

The Vertical Housing project was aimed to be a residential building in Copenhagen. Its purpose is to stand out from the otherwise low skyline, and be a landmark for the area and for the people living in it. The materials utilized are aluminum for the "curtain", concrete core and pilars and CLT walls. The apartments change size and form the bottom to the top, while still keeping the bathrooms and kitchens near the core where the technical installations are located. The bottom two floors are for public interactions and the top two floors are for public interactions within the residents of the building.

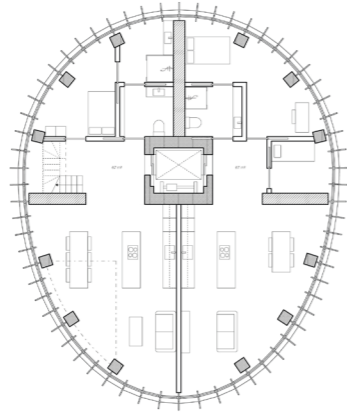
A collaboration project with Magnus Storgaard.

2019

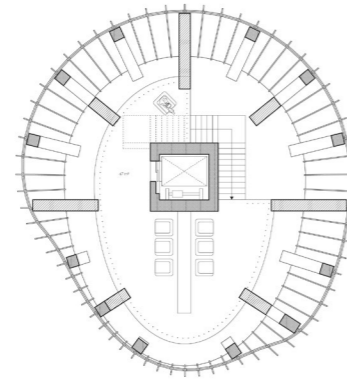




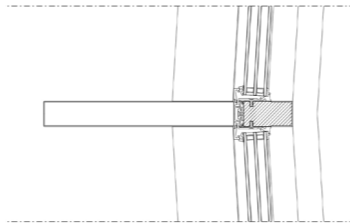
WEST SECTION 1:50



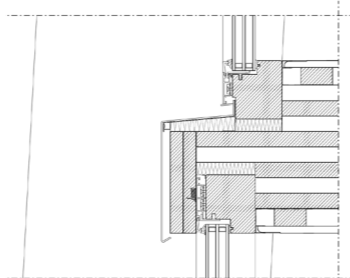
PLAN 1:50 FLOOR 3



PLAN 1:50 FLOOR 1

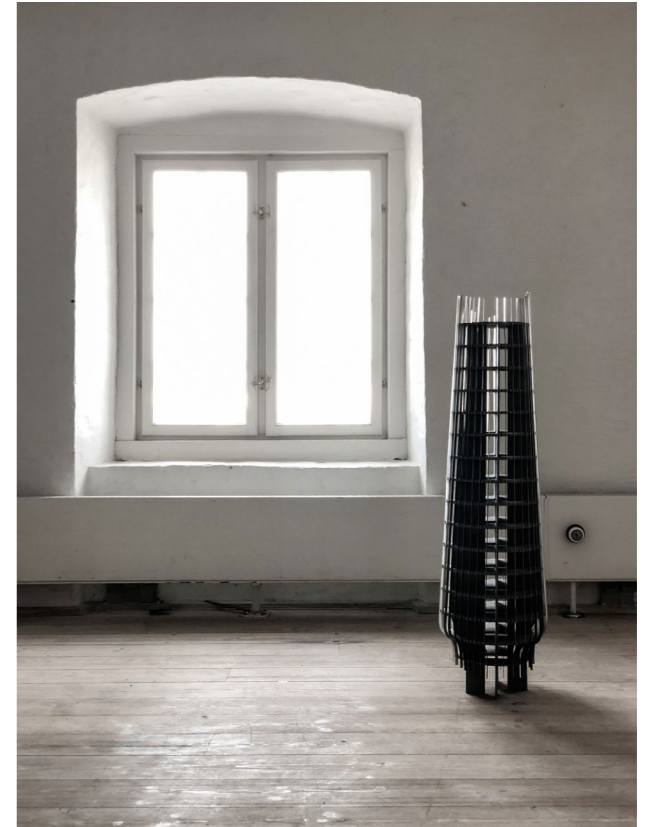
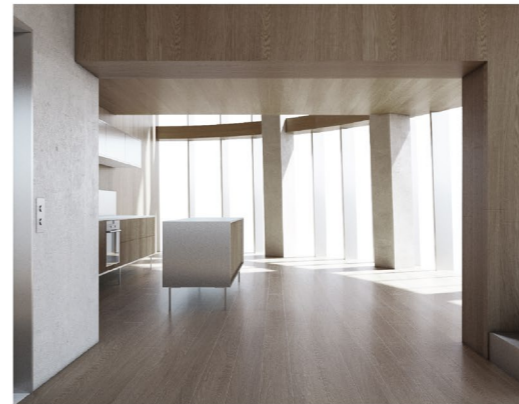


PLAN



SECTION

WINDOW DETAILS 1:5

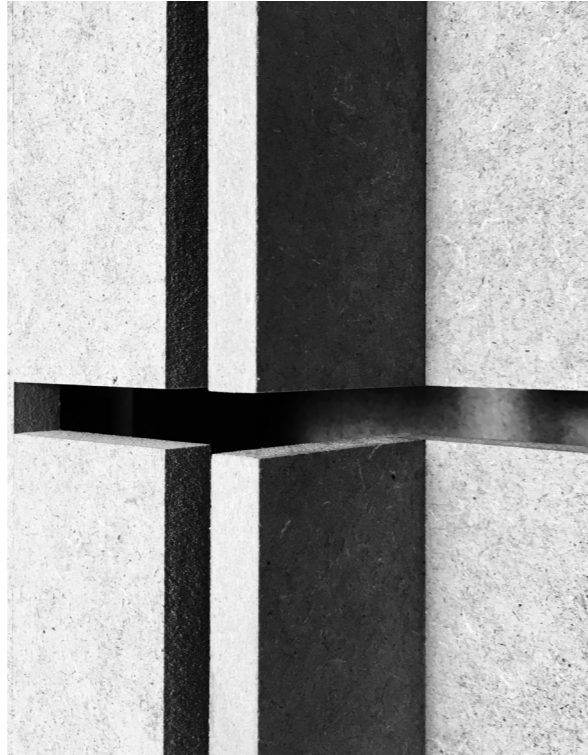
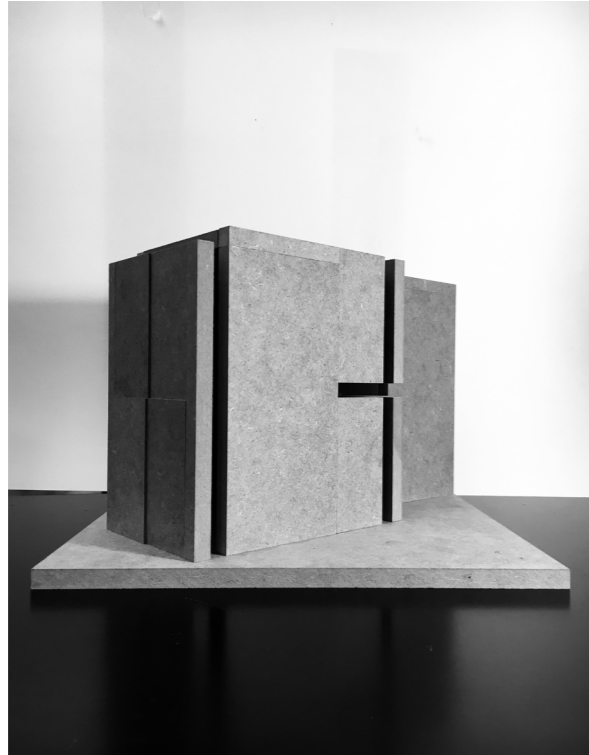


CHURCH

The church was a part of an assignment of doing a space that concentrates on light and shadow. My take on it was to make a spiritual space that has small but meaningful light intakes. All the windows have a purpose. The back wall has concrete blocks arranged in different depths to cast a shadow of a cross at 10am, when the sermon starts. The big cross window casts a cross on the opposite wall and the window continues to the otherside to separate the corridor from the main room. This way there is a transition from dark and tight to light and open space. It reflects on how we move through life.

2018+2020





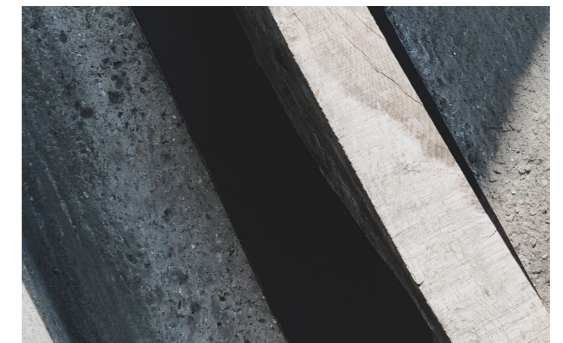
THE COMFORTABLE UNCOMFORTABLE

2020

This piece of furniture was created as a part of a two week workshop on Marstal, Denmark. During the first week we worked in pairs and studied different rooms in a ship museum. I worked together with Magnus Storgaard and studied the content of a coaster ship room and a painter/sailor called Carl Rasmussen. The piece is inspired by Rasmussen, who allegedly committed suicide by jumping overboard. His most famous painting is of a shipwreck where two men are fighting for their lives by attempting to cut the ropes tied to a fallen mast. Both his life and the situation the two men found themselves in are uncomfortable, thus the name and experience of this piece. It was meant to be comfortable enough to sit on for a few minutes, but uncomfortable enough to match the story behind it.



We found a piece of an old wooden ship and a piece of weathered steel that were scattered around the port of Marstal. The wooden piece is symbolising to the ship Rasmussen allegedly jumped overboard off, and the weathered sheet of steel refers to the coaster ships we studied. We kept the wooden piece as it was, to keep it true to its greyness, texture and history. The steel sheet was cut, cleaned and sanded for the aesthetics. The wooden piece sits on top of a solid steel rod that we welded onto the sheet.

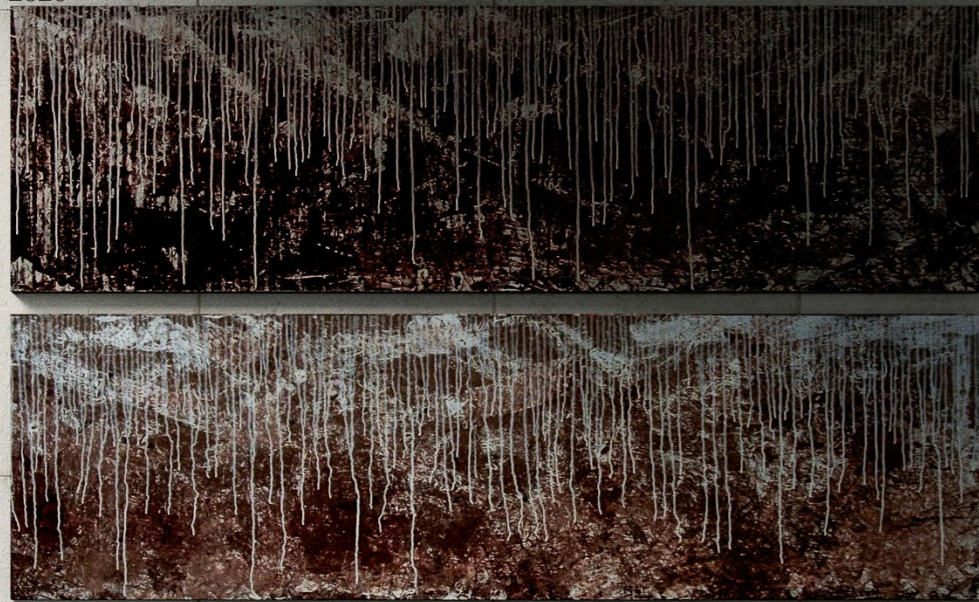




DAYBED

A daybed in stainless steel pipes and black grainy leather for a timeless look.

2020

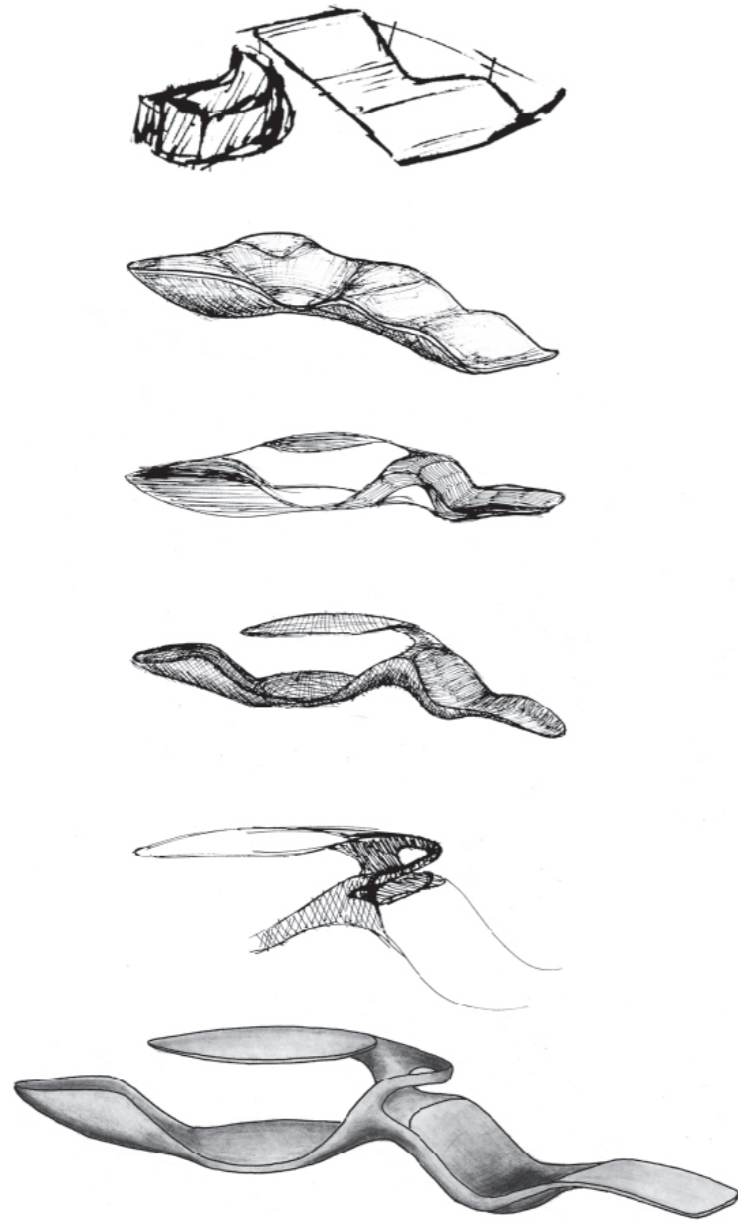




FURNITURE

A furniture concept for a parasitic architectural project in 2017. The project I made was organic and had to be roughly 20 sqm in size. I designed this chair with the idea of combining all of the necessary activities in the parasite building, those were a place to sit, to lay, and to have somewhere to place a book or a laptop. From roughly a 100 sketches, only 6 were collected to show the main steps of the process. Afterwards rendered as a freestanding product in 2018.

2017



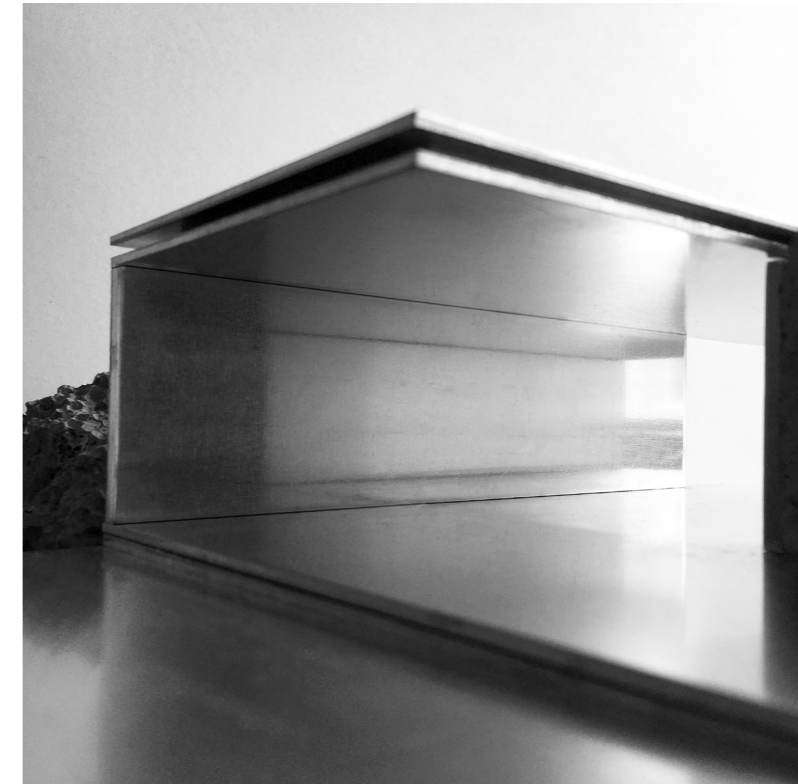
STEEL PAVILION

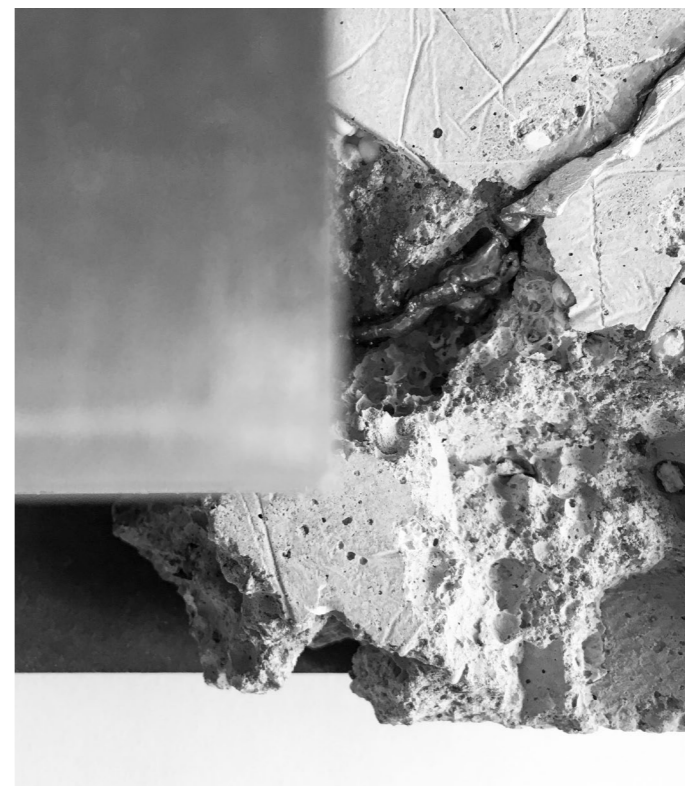
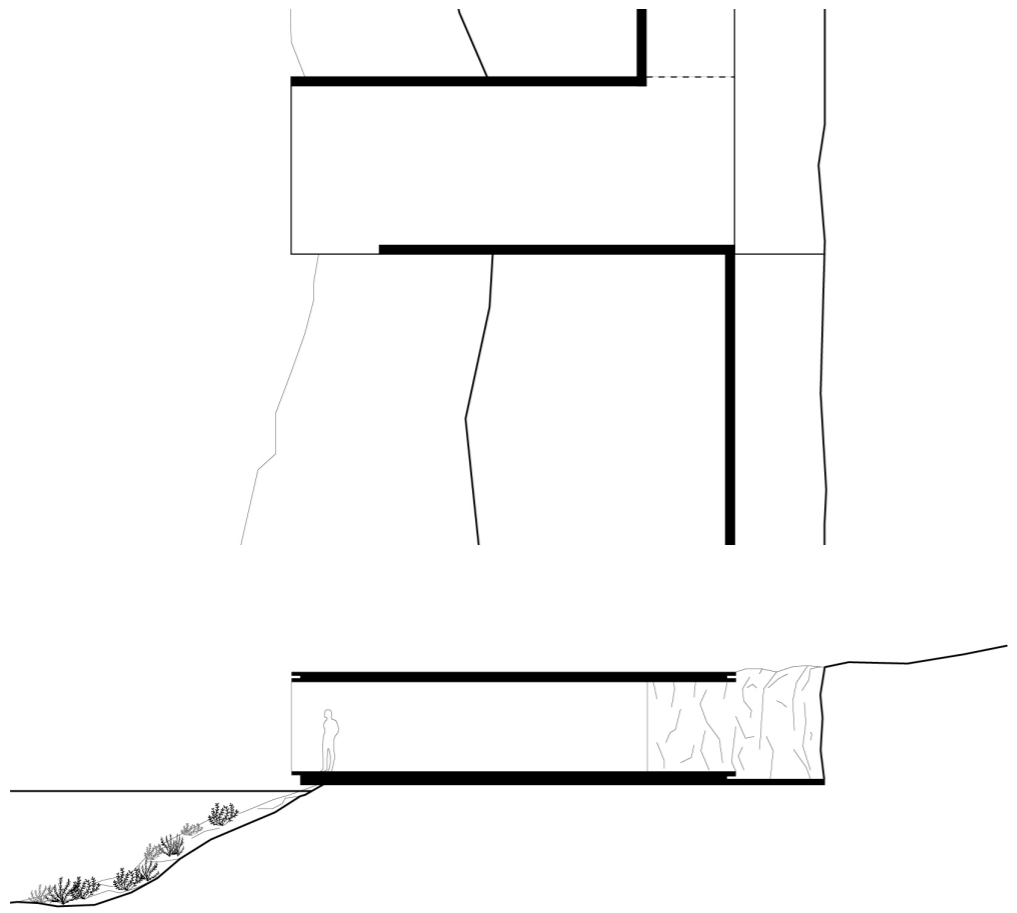


Elements workshop with Michael Lyngge. The pavilion is made of aluminum scrap pieces and cast concrete.

An aluminum pavilion integrated into the landscape to create contrast between the sharp and the organic. A study between the synthetic and the natural.

2019



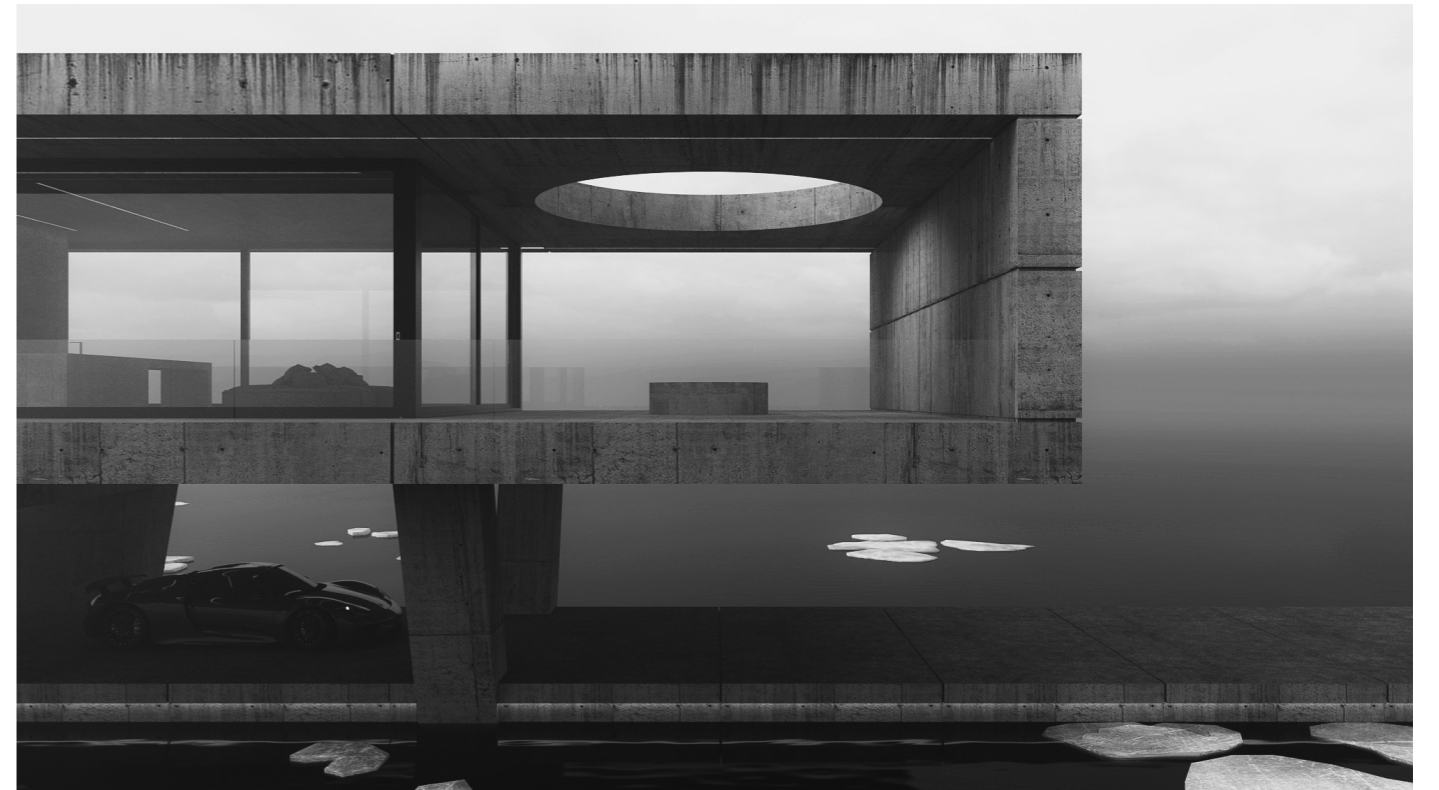


HOUSE ON WATER

I wanted to create a house that is remotely located and somewhere calm. So I decided to create a house on water, that can be accessed only through a driveway and by boat. The core has an elevator that is accessed both from the garage and the small wharf. All the living necessities are on the top, including two bedrooms, a bathroom, an office and an open kitchen/livingroom space. All the glass doors can be opened to enhance the experience of being elevated and on top of water.

2018







CONCEPTS

2020

Above: A car concept sketch made on Photoshop for iPad. A test on something new, something different, something of my big interest, cars.

Right: A razor, corkscrew opener and a cap opener. Developing my Rhinoceros skills for fun and for interest in product design.



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