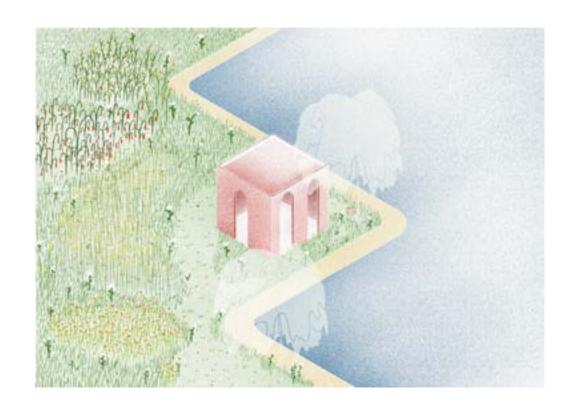
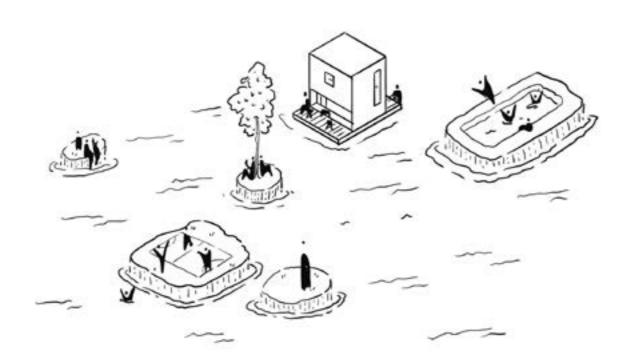
### PORTFOLIO



# JOURNEY IN DEVELOPMENT

TOMÁS ROCHA

Imagination is also capable of changing reality, always being willing to dream allows us to draw a new reality.





# Tomás Rocha

Architect landscape architecture illustrator



trocha.arq.ilu@gmail.com +34 657355390

Nationality: Colombian

Birth: 21/04/1995

https://www.linkedin.com/in/tomas-rocha-architect/

Education

Architecture Los Andes University

Bogotá, Colombia

Trained architect, with technical, theoretical, urban and compositional fundamentals, with emphasis on materiality, urbanism and landscape, understanding architecture as a system of matter, planning, territory and sensitivity.

Valencia, Spain

Bogotá, Colombia

Software

Autocad































QGis







#### Languages

Spanish: Native











Mandarin







Knowledge was acquired in the basic management of Revit Architecture, modeling medium and small scale projects, from the development of structures, topography, complementary elements of furniture, public space and territory. Likewise, the representation of these projects was developed to present them in a formal and organized

Les Pedreres from Godella Workshop

Valencia, Spain

Participated in a workshop focusing on the recomposition of quarries, understanding the value of empty spaces for society, where everything is possible

#### Experience

Atelier Partero 08/2021-present

Brno, Czech Republic

#### Acknowledgments

Honorable mention

Caxton College School Garden and Environmental Classroom Ideas Competition 01/2020

Valencia, Spain

#### Skills

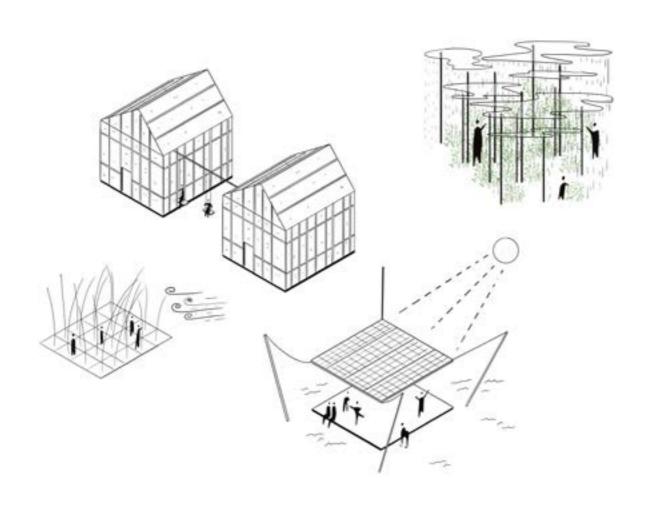
Physical model Illustration Watercolor painting Next, I present a series of works that represent my training as an architect both as student as a professional. In addition, it is a sample of my thematic interests, experimenting with materials and ways of representing.

Through these I have built a critical and analytical way of approaching architecture and landscape, understanding that in order to develop a project, intervention or proposal, it is necessary to read the space, people and territory, to achieve projects that impact the way people inhabit the environment, full of unique qualities and potential.

In particular, this a sample of a process, demonstrating growth and learning as these themes are explored. Taking special interest in landscape architecture, as a fundamental tool to be able to think about the territory.

Within my professional experience the scope of projects has varied from private gardens, public spaces, competitions, reaching diverse stages of development. Ranging from study phase to construction details.

Taking particular interest on the way architecture and landscape interact together, and how to erase the apparent limit between each other, as a consequence of a lack of structure being in place.



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LAKE MEDARD URBAN PLAN

CHATEAU ESCOT

SKILLS

ILLUSTRATION

# LANDSCAPES IN TRANSITION

Alicante, Spain

Hanlin Yu
Daniel Cuellar
Tomas Rocha

Student project

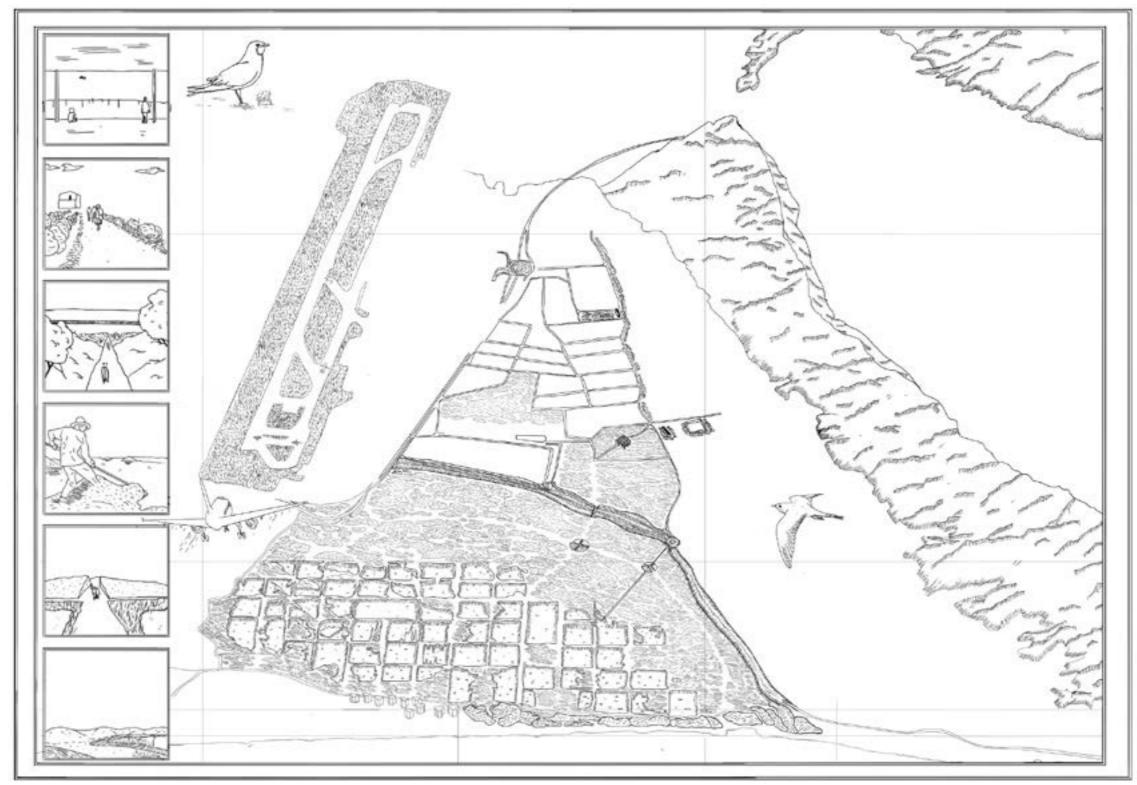
Authors

Location

Field

Status



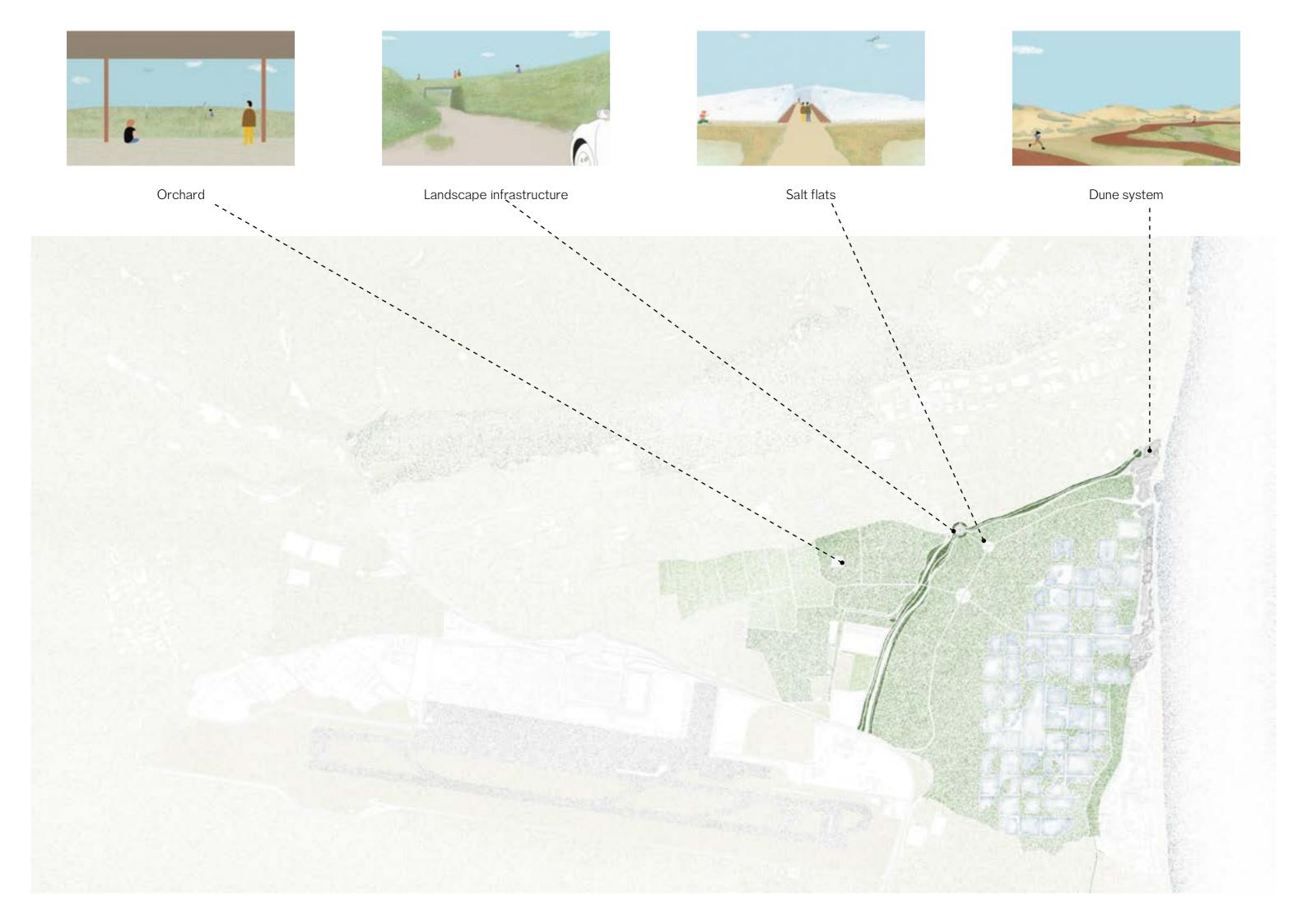


Arriving to Alicante

How the limits between different landscapes that make up the same territory are defined. This project redefines the transitions between three landscapes in the Alicante region: dune system, salt flats and orchard. These three landscapes are degraded and disconnected from each other.

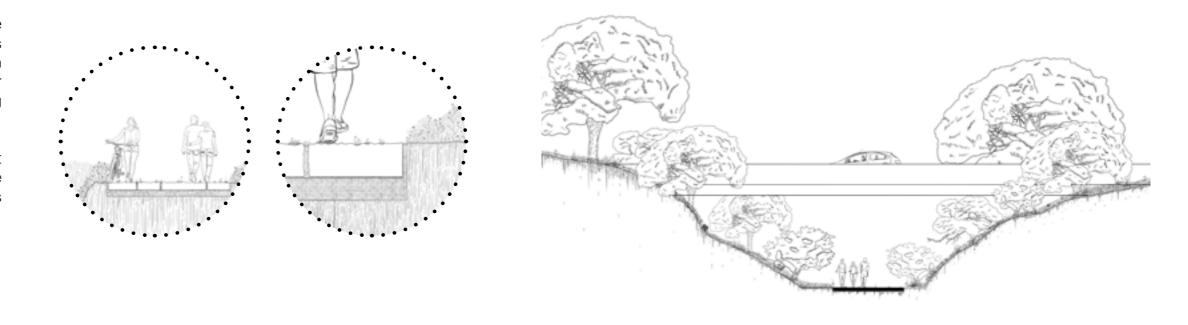
For this reason, it was decided to connect them, creating new intermediate landscapes capable of uniting and protecting each of the three landscapes.

The infrastructure is then reinterpreted as an articulating element that makes up a landscape in itself, allowing people to connect with their environment without any restrictions.



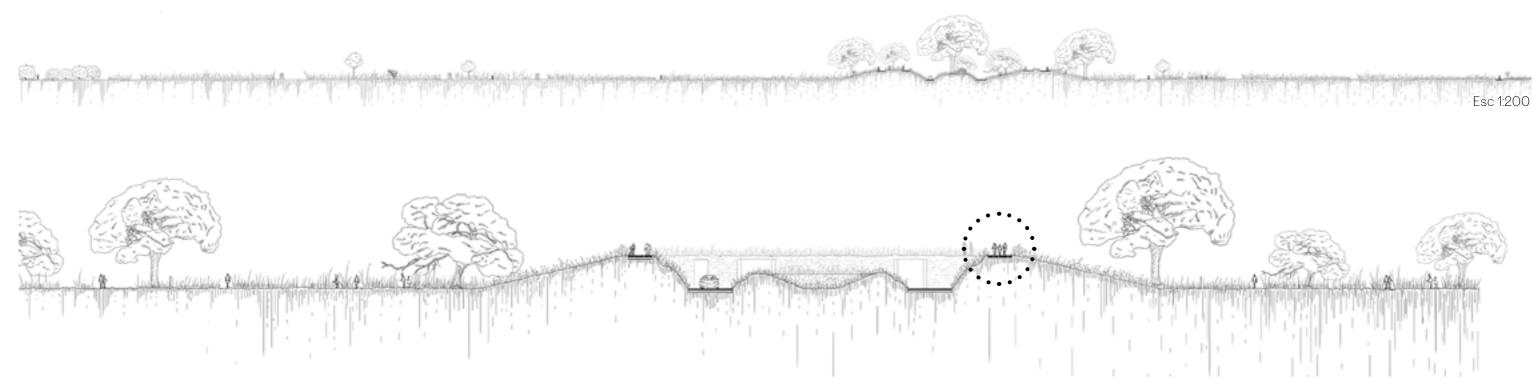
All type of infrastructure can and should be on service of the landscape, in this case the salt flats. also serves this role and is restore in order to implement back an old ecosystem as well as allow people to meander around it transforming old infrastructure into a living landscape.

The same goes for road infrastructure that doesn't becomes a hurdle to overcome but a gentle gesture that allows to discover the surroundings in various ways.

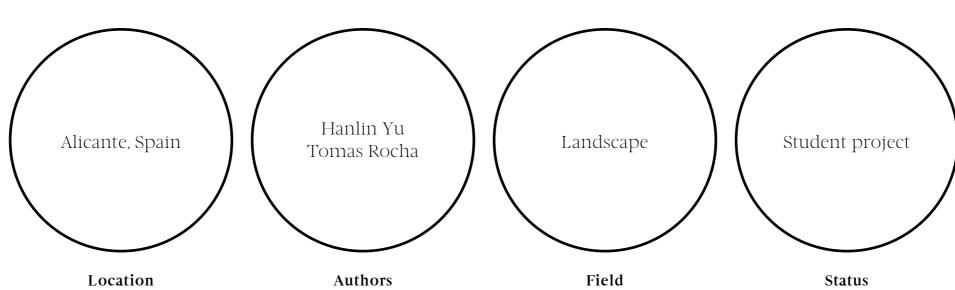




Section Esc 1:200



### RAFALLEL MARSH RESTORATION



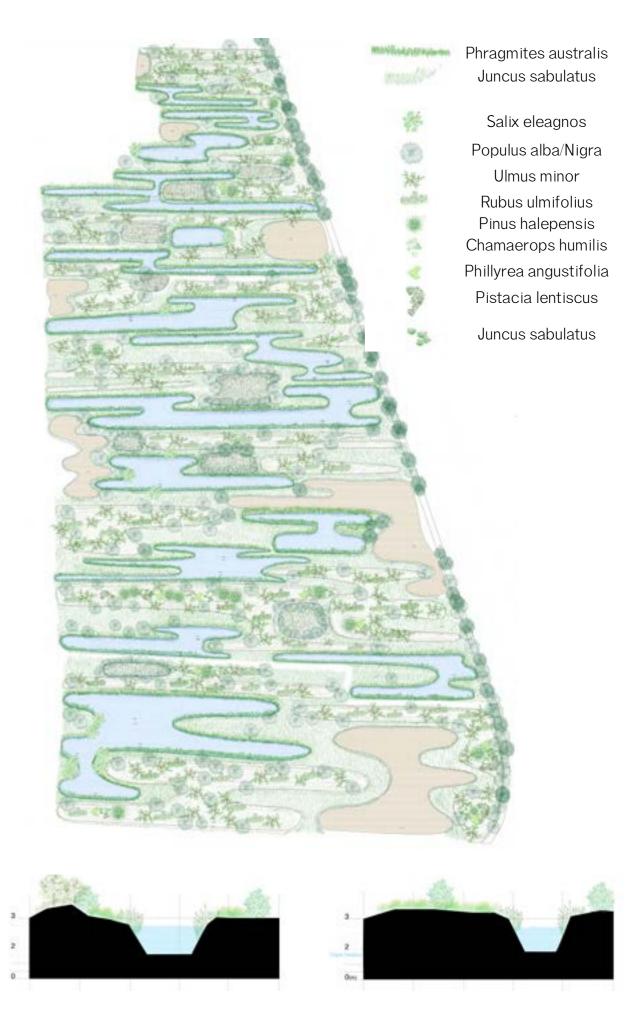


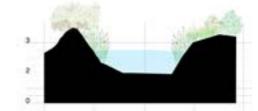
The project aims to restore the Rafalell marsh located north of Valencia. The first matrix is an open water system. From these, rings of vegetation are raised: halophyte, riverbank and Mediterranean forest. Likewise, reserve areas are proposed for the nesting of birds, as well as for their passage in the middle of their migratory flights. The vegetation is arranged in a way that creates intimate areas for the fauna, creating scenes where viewpoints linked by a perimeter route are proposed.

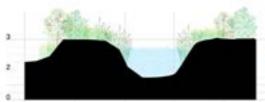
The proposal was based on creating meanders of water, vegetation and decking, allowing both people and fauna to find spaces where to rest without the buzz of the surrounding. This means different scenarios will be possible at the same time without creating conflict between different people or even species.

With that in mind the different type of vegetation used responds to topography as well as the species needed to provide shelter for several numbers of mammals, fish, insects and birds.

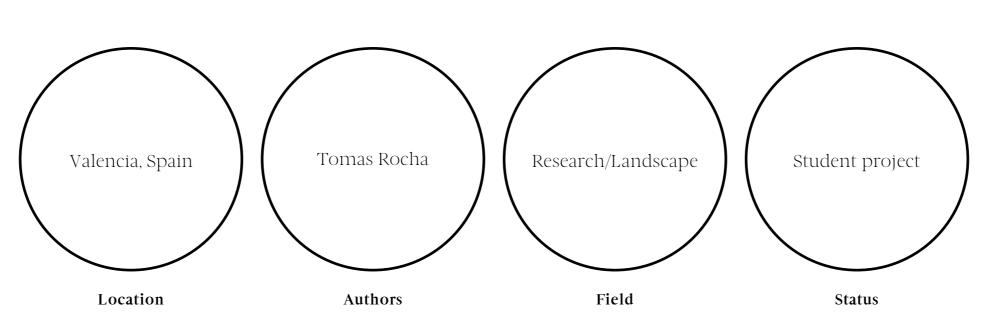


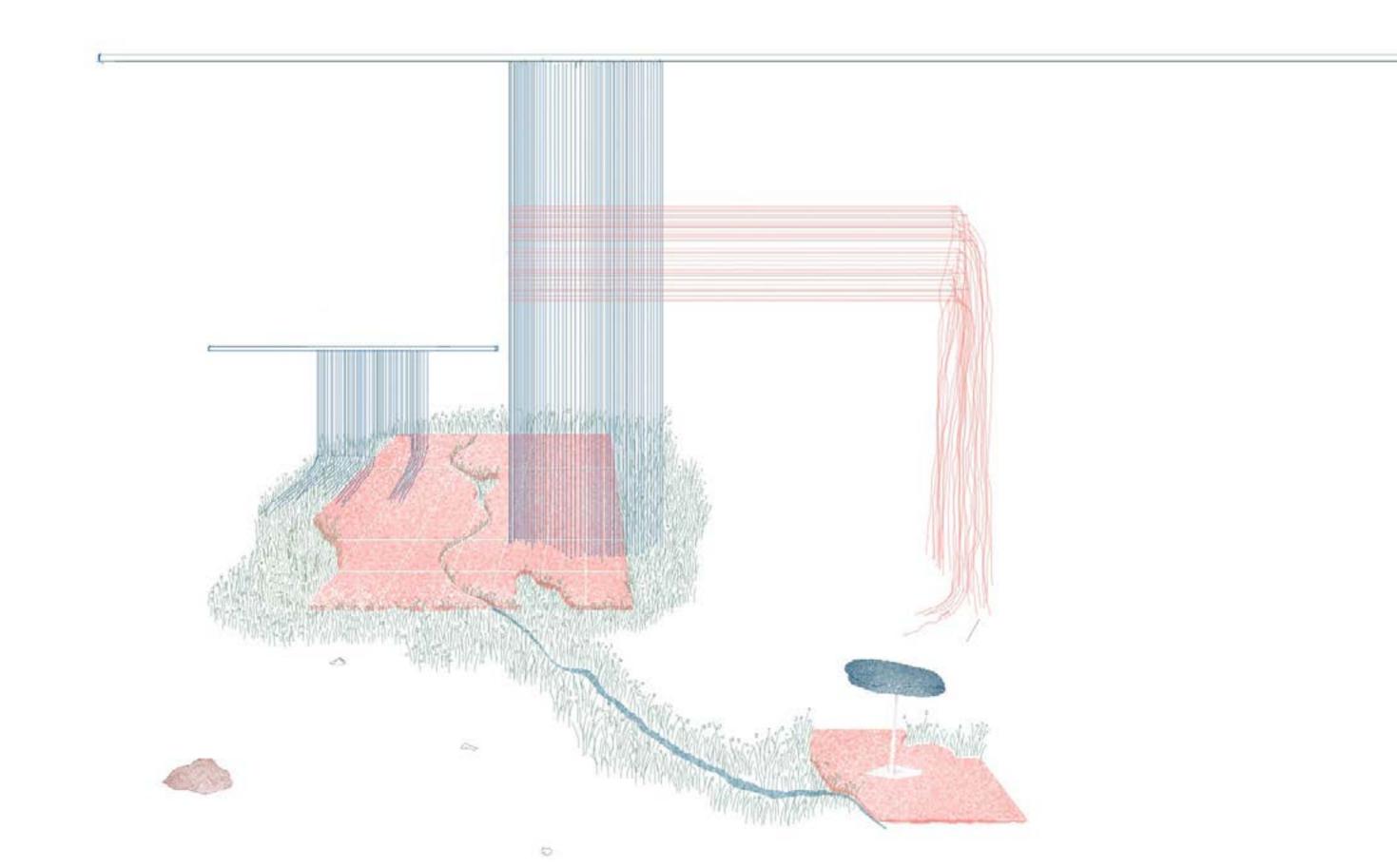






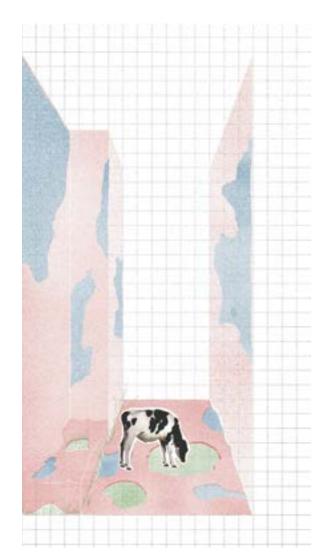
### TOWARDS AN INCOMPLETE LANDSCAPE

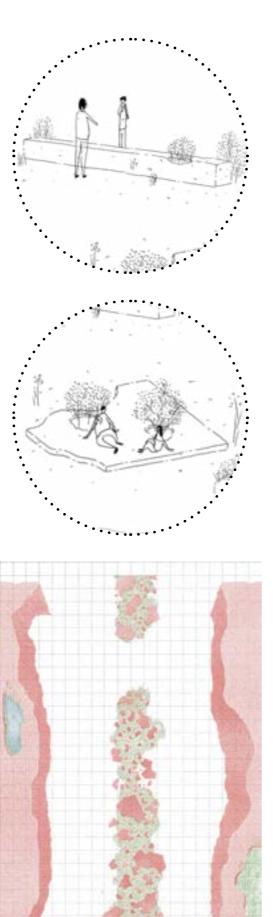


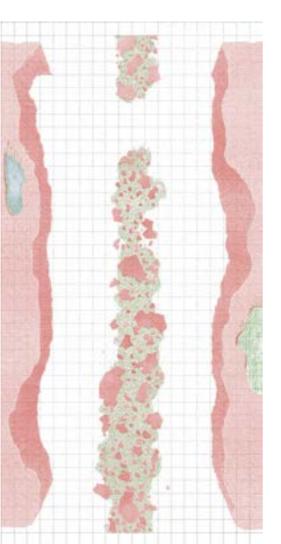


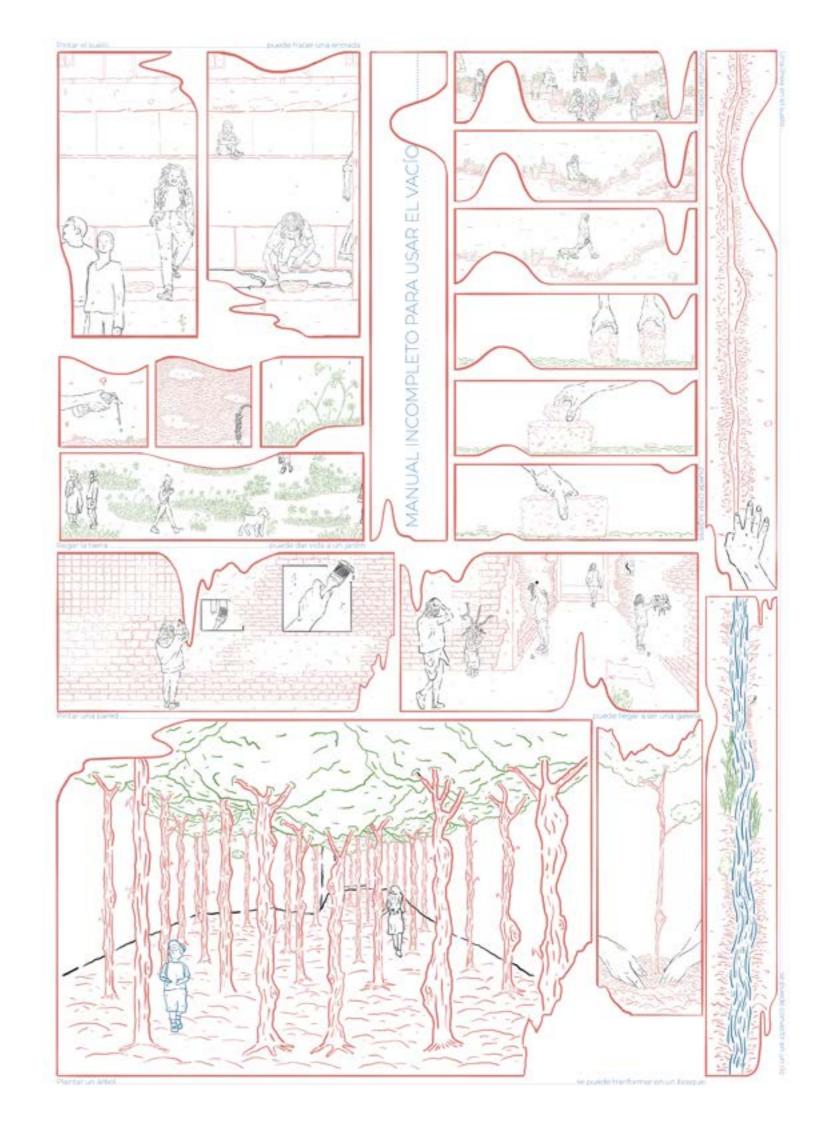
Understanding our city through their voids it's the idea behind this proposal. Despite the idea that urban voids are "empty", they are full of opportunities and hope. Places where everything can happen. This guide explores, through small interventions in situ and later graphic research, ways to approach these areas, emphasizing how small actions can trigger new relationships between the people and space. In a sense, it's about creating situations, almost as a social "third landscape". With that in mind, it addresses the role of "empty" spaces, to redesign a city, so that people can in fact use them and let them be part of public space, where communities can form.

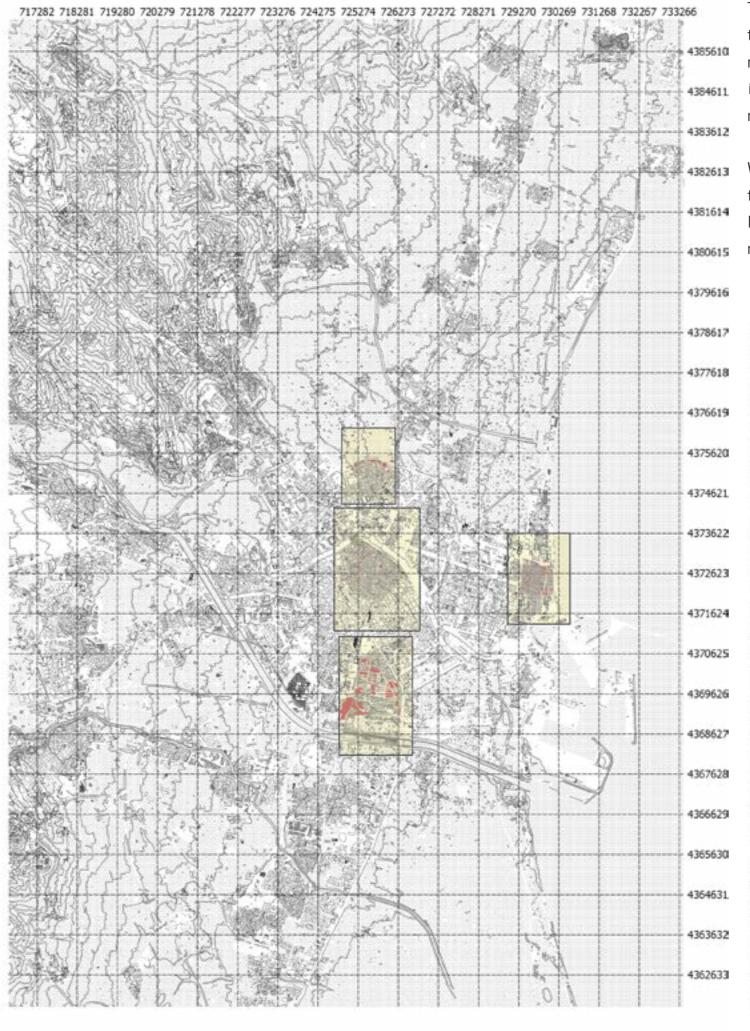
At the same time, this proposal questions the actual design process, understanding that in situ experimentation is also important as a way to approach any place in order to get a grasp of its possibilities, both material and concept wise.







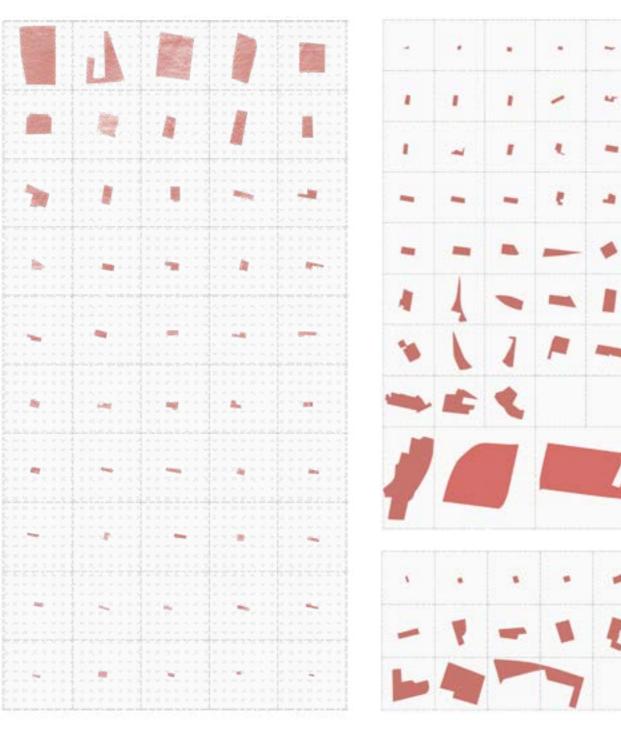




Through this naive first approach it was then needed to explore what is the situation on other areas and neighborhoods around Valencia, in order to gather insight on what these places are functioning right now and how can they share some similarities.

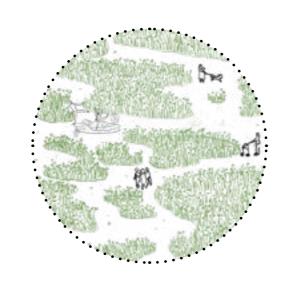
With this in mind, 4 areas were selected all of them with different context. Cabanal, Ciutat Vella, Malilla y Torrefiel. Being the first two the oldest neighborhoods including the historic city center. Moving to the latest that are both on the outskirts of the city but have different circumstances around. From orchard to large scale infrastructure.

This led to an inventory of different voids with a diverse range of sizes, borders as well as social input. Nevertheless, within these differences even more similarities arised allowing to search for a common stand to integrate the voids into the city.

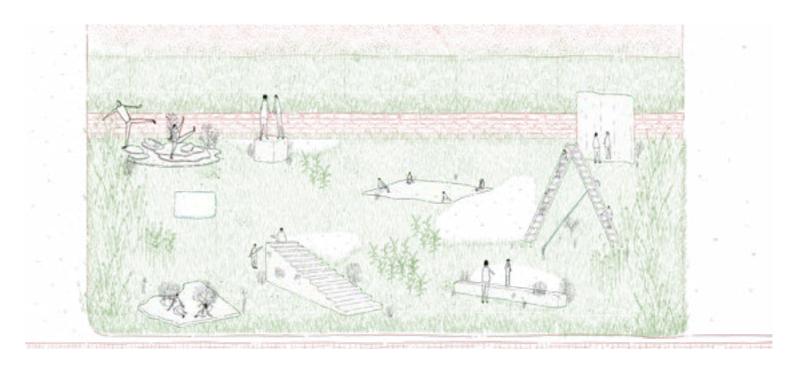


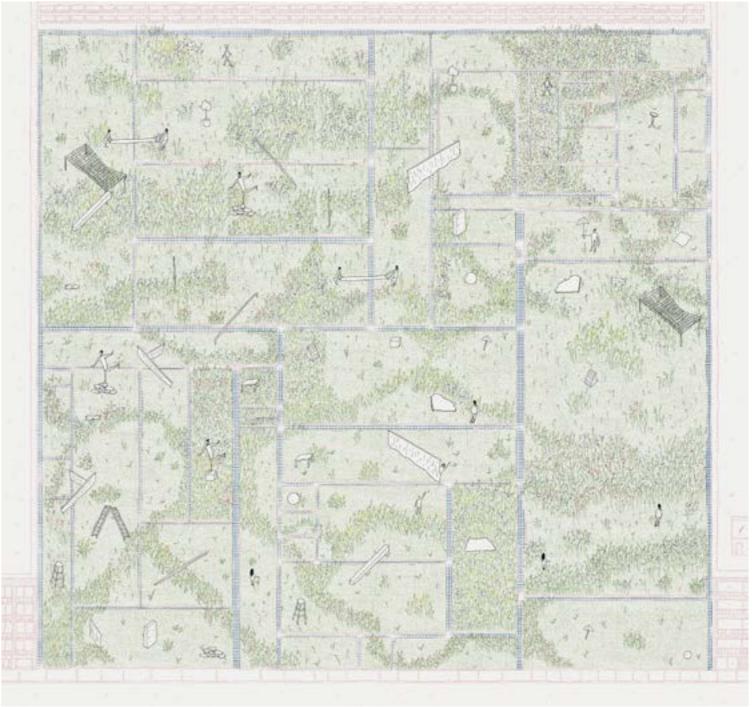
As a result a graphic study of different scenarios was made, showing situations that could happen on these places, allowing to the existing conditions to evolve, but not to get lost. In fact, to never fully develop complete designs but let space and people interact together. forming eventual situations capable of transforming in time and to adapt but keep always a level of uncertainty willing to change with the city, as this one it's always mutating.

This way the urban space can move towards an incomplete landscape.

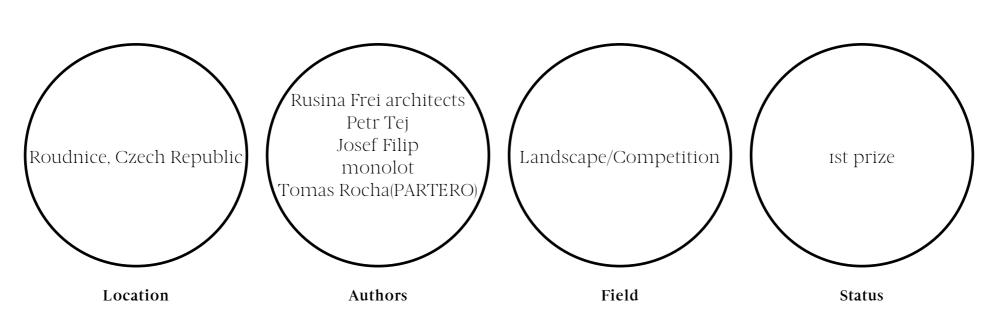








### ROUDNICE'S NAD LABEM VRT TERMINAL



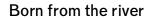


Visualizations by monolot

Being part of Atelier Partero, it was needed to stablish a landscape concept for the new high-speed rail in the Roudnice area, in Czech Republic. With Rusina Frei leading the project as well as the architecture concept, the main focus was to integrate the railway and the infrastructure neede to implement the train station with the existing landscape.

Starting from the idea that the high-speed railway should be an infrastructure in deep contact with its landscape, the landscape concept starts from 3 core concepts:

Born from the river
Small gestures build a place
Drawing with the landscape



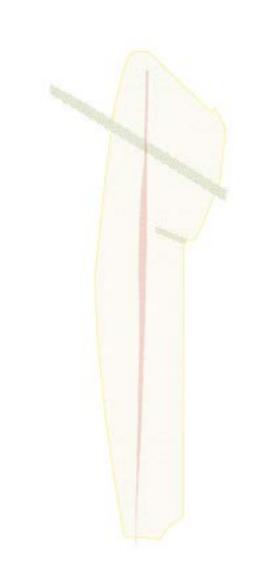
Understanding Rudonice's context and the importance of the river Elba, it was the first step to understand the own railway as a river, able to meander through the green concept.

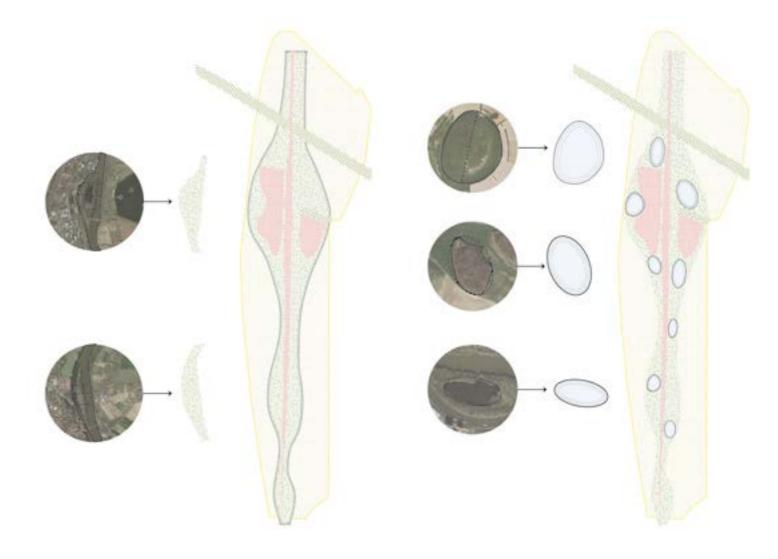
#### Drawing with the landscape

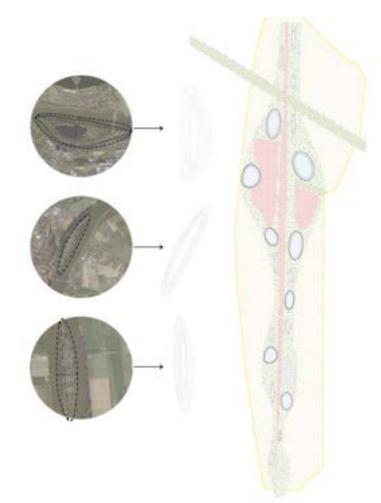
After understanding this idea, through a fast but effective mapping of the river it was found different spaces which size as well as proportion were used to define areas where the green buffer could be implemented, water basing be created and earthworks applied in order to connect the railway with the landscape

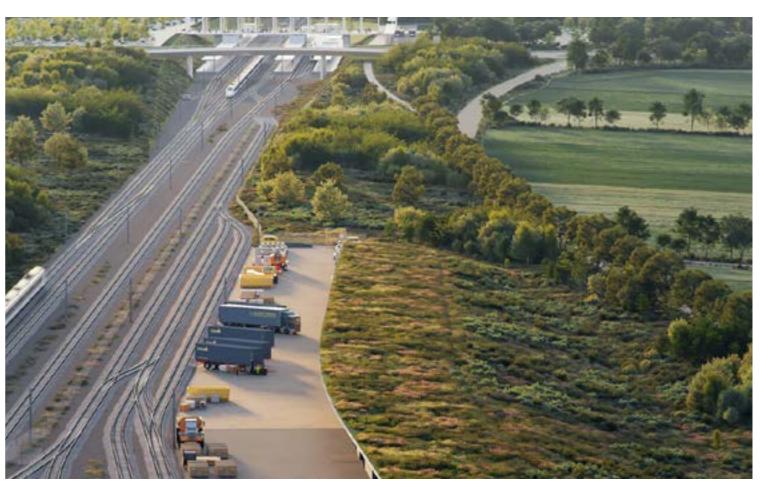
#### Small gestures build a place

In the end all these small gestures, have a big impact on space and can in fact build spaces where nature, infrastructure and people connect beyond their own borders









Visualizations by monolot

### LAKE MEDARD URBAN PLAN

Lake Medard,
Czech Republic

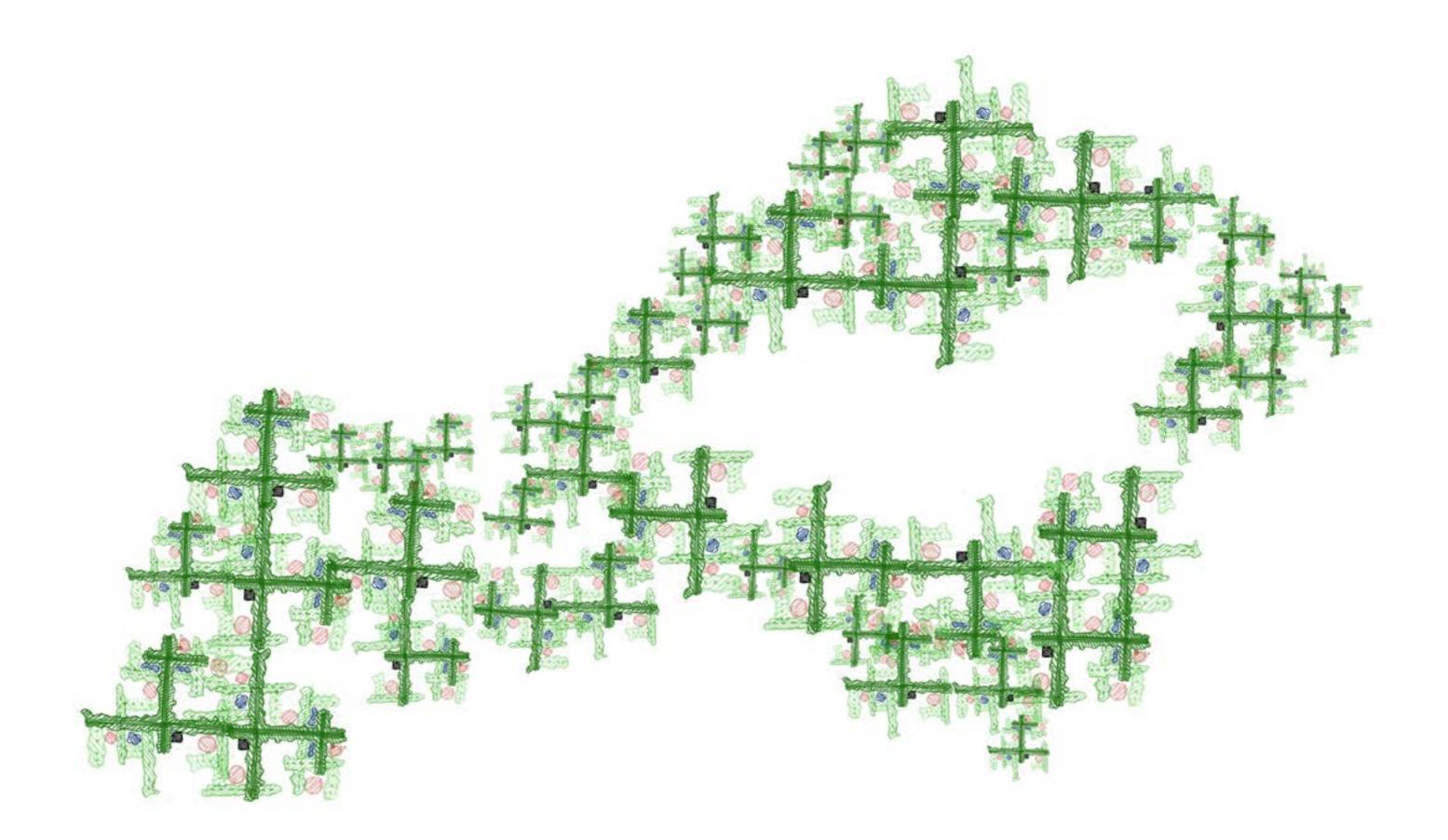
A8000 Architects
Tomas Rocha
(PARTERO)

Location

Authors

Field

Status



Starting from the place, Lake Medard, full of potential and characteristic landscape features, such as the lake banks, Stola Josef and stone stumps. A place composed of such diverse identities was approach through the idea of adaptive urbanism. This was accomplished by a green grid constitute of several parts.

Main green structure

Secondary structure

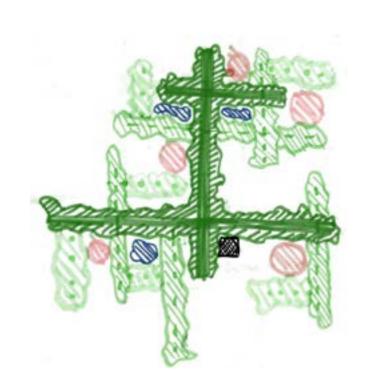
Third structure

House/Lodges

Water reservoir

Energy production area

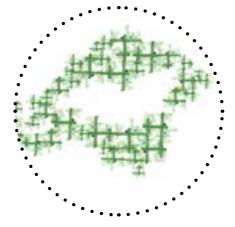
All these components come together forming a landscape as a system. Able to adapt, evolve and change within the circumstances.



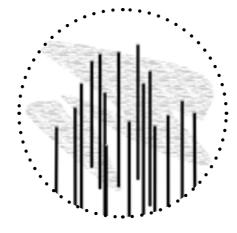
#### **CORE PRINCIPLES**



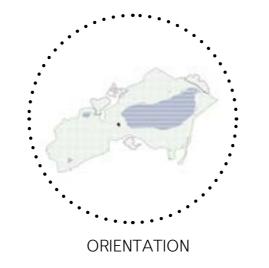
LANDSCAPE'S TRACES

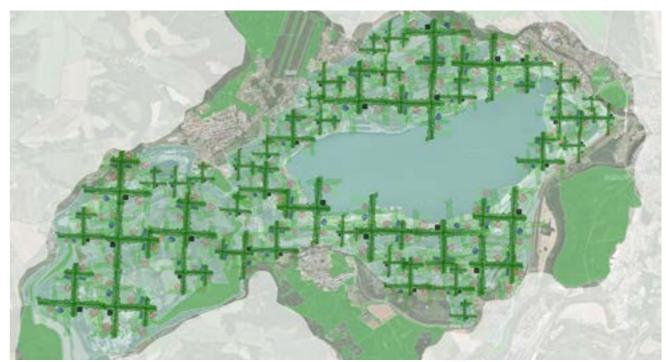


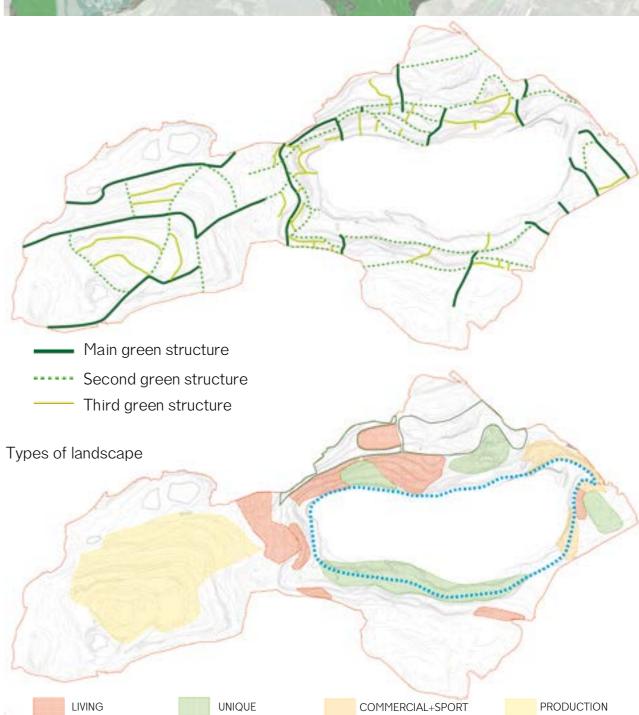
ADAPTIVE GREEN GRID

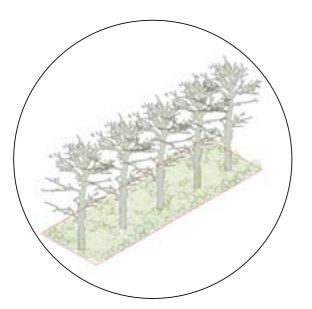


**FUNCTION MEETS ATMOSPHERE** 









MAIN STRUCTURE FRAME



SECOND STRUCTURE
BUFFER



THIRD STRUCTURE
PRIVACY

With the green structure in place as the integral frame of the proposal, different types of spaces are implemented within 6 different categories:

Green infrastructure

Blue infrastructure

Passive leisure

Active leisure

Sport

Production energy

Even tough all of these spaces are part of one specific categories, they share the same criteria, but on different degree, meaning they main criteria is one but they help the other ones as well.

These criteria being:

Environment

Atmosphere/Feeling

Technical

Design



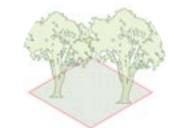
BUSH BUFFER



TALL GRASSES



MEADOW



TALL TREES



RETENTION PONDS



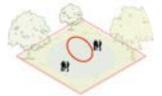
PISCICULTURE



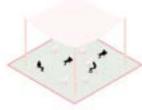
ROAD PONDS



TERRACES



PLAZAS



GREEN LOUNGES



PICNIC



SKYWALK



LEARNING TRAILS



**OVERLOOK** 



STAGES



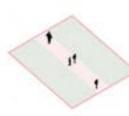
**DIVING POOLS** 



**CLIMBING GROUND** 



PLAYGROUNDS



TRAINING TRAILS



VOLLEYBALL



BIKE TRAILS



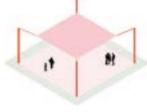
**GREEN HOUSES** 



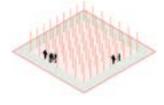
WIND FIELDS



FOG FIELDS



SOLAR FIELD



ORCHARD



BIO MARKET

# CHATEAU ESCOT

Lesparre-Medoc, France

Diana Salahieh
Tomas Rocha
(PARTERO)

Location

Authors

Field

Study Phase
Opening 2024

Status





ORDER AND GEOMETRY







TIMELESS MATERIALS



FUSION OF FORM



SUMPTUOUS YET SUSTAINABLE

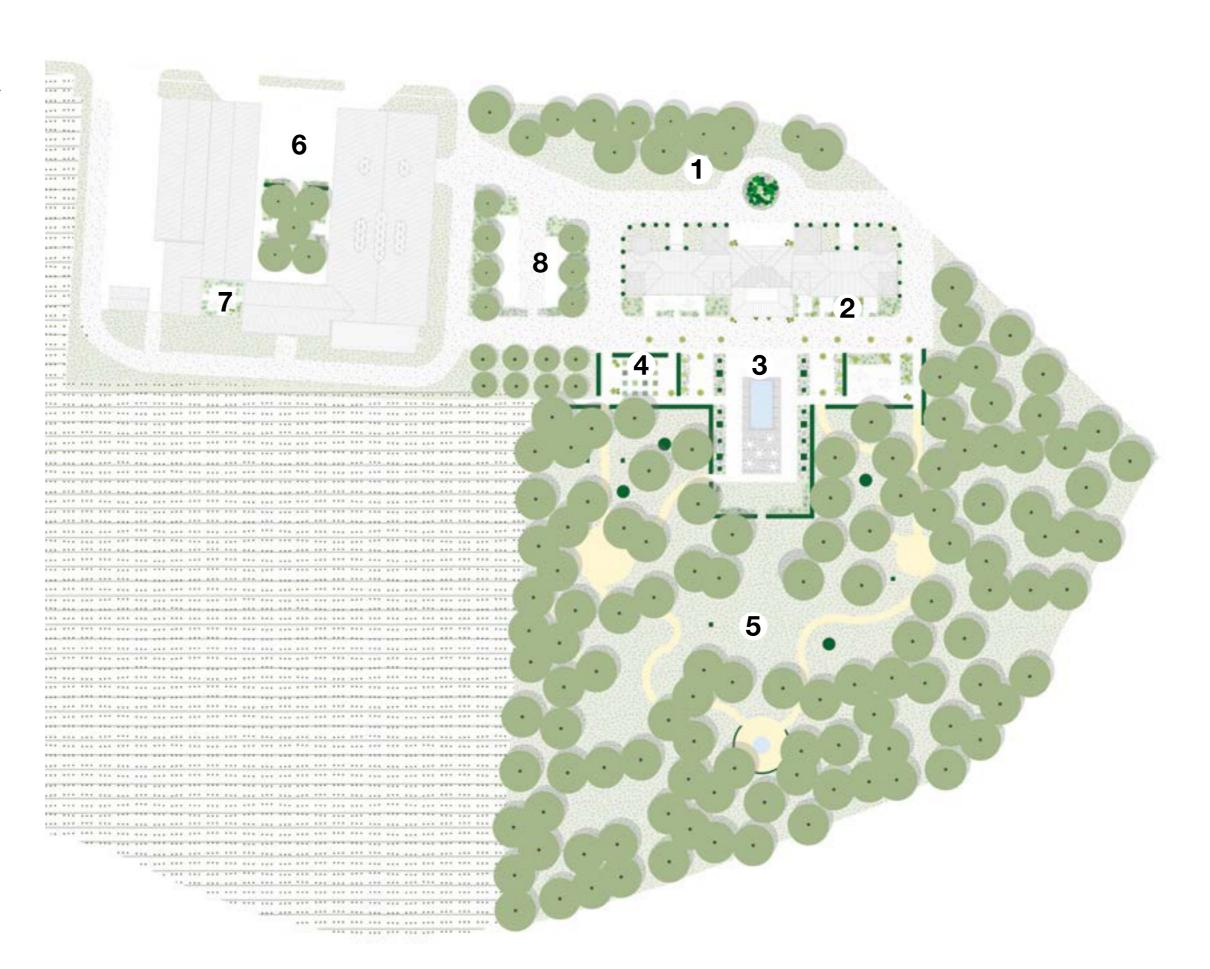
From an existing chateau and wine production site it was needed to give it structure and diversity to a place that lacks any clear concept.

The purpose was to rejuvenate the landscape around the chateau, in order to create a timeless garden that explores established principles from the classical French garden and implement them under a contemporary vision.

This way a traditional concept becomes playful allowing to people to meander through the garden in search for various spaces



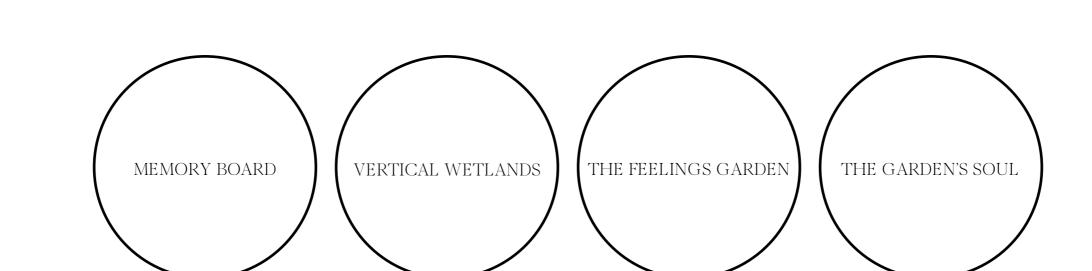
- 1. Gate into french flair
- 2. Patios
- 3. Water garden
- 4. Herbs Symphony
- 5. Park
- 6. The Wine courtyard
- 7. Eye to the Vineyard
- 8. Parking

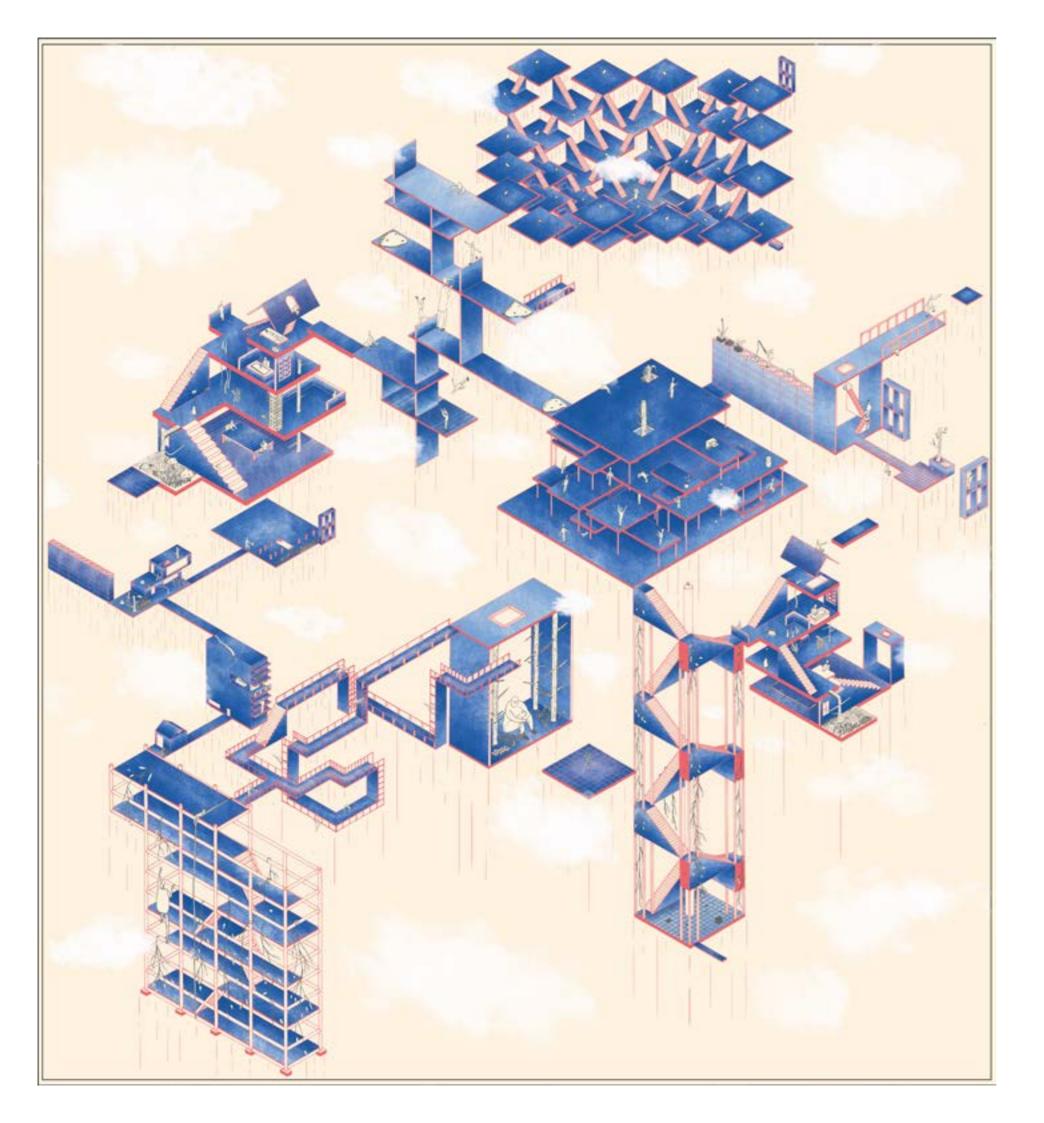






# ILLUSTRATION





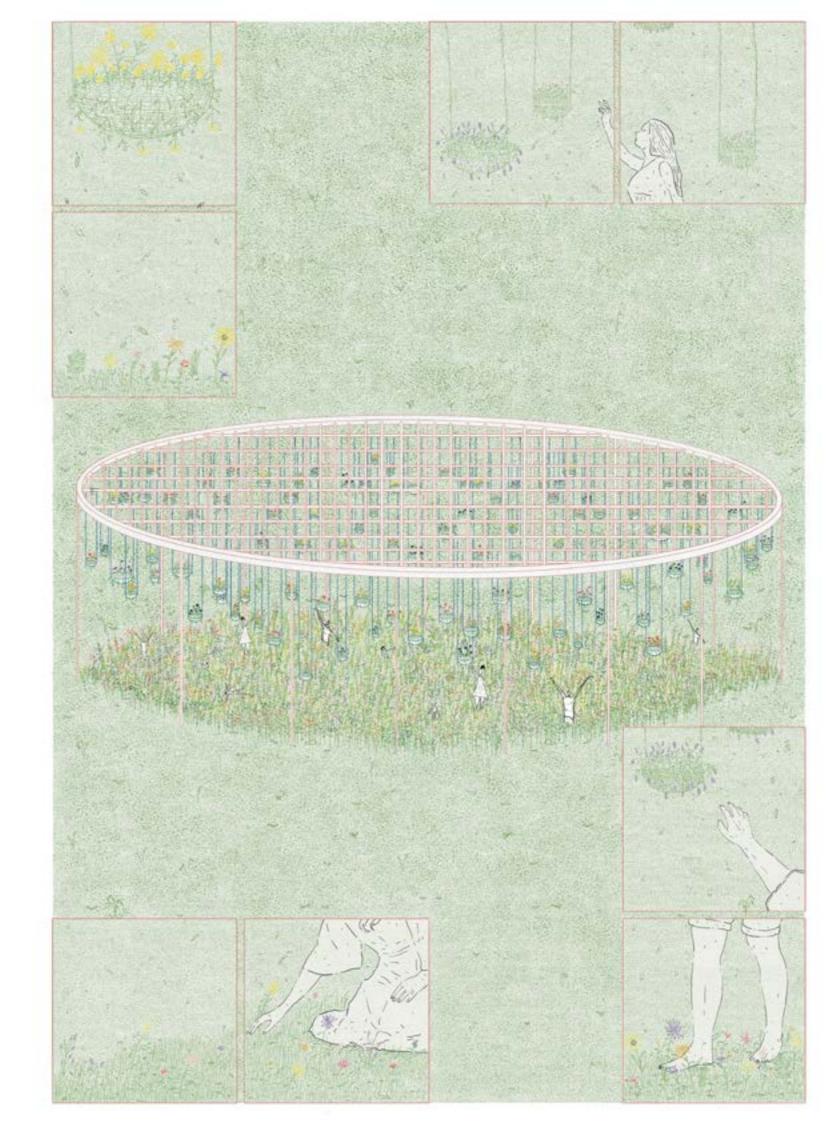
### MEMORY BOARD

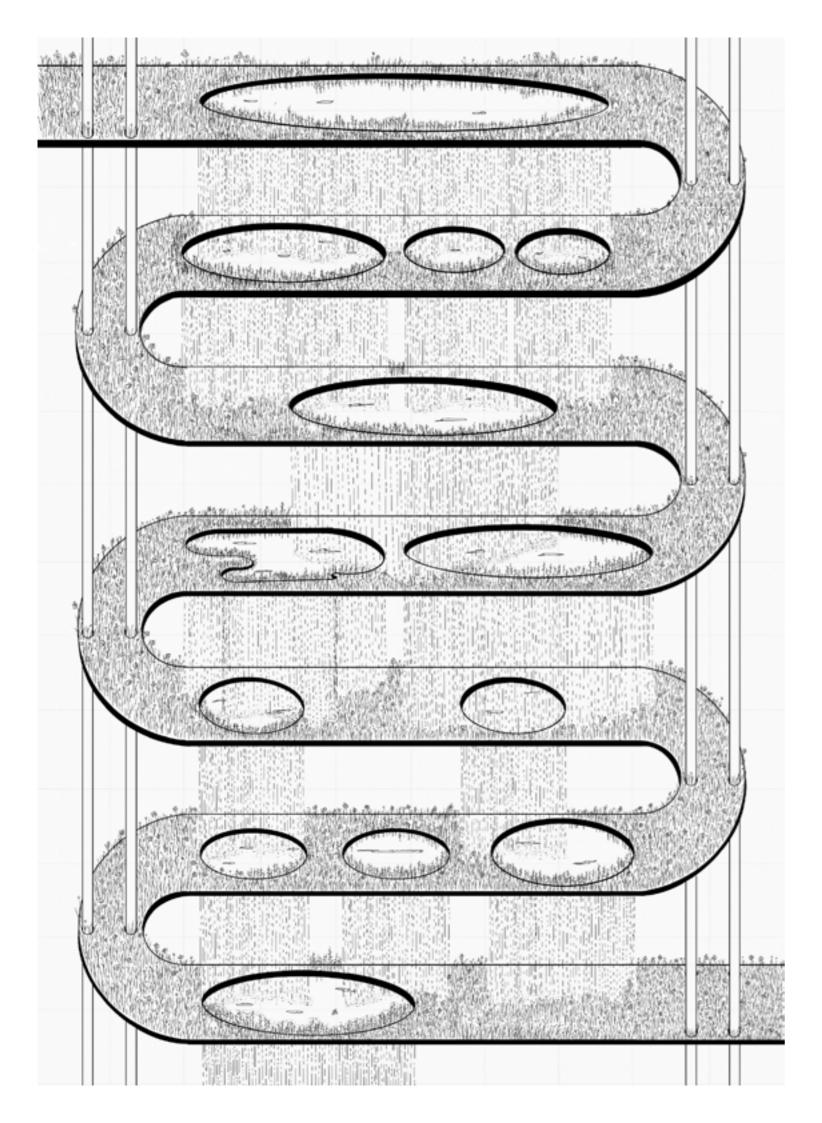
Decisions have a shape, as does memory. In this case, they are presented as spaces in which feelings, processes, decision-making and the act of remembering itself take form. The premise is that, much like memory, decisions can be rearranged. Part of the exhibition at the Casatinta gallery.

Bogotá, Colombia. Julio 2019

## THE FEELINGS GARDEN

Prompted by Haruki Murakami's question "Do our feelings disappear and are lost just like that, in such a frustrating way, when our body dies?" on What I Talk About When I Talk About Running, the feelings garden explores the idea of feelings as a living being, just like flowers, that when die do not disappear, on the contrary, they transform and allow other feelings to emerge in other time, place and person. Feelings are shared and evolved letting new perspectives to grow from them.





#### VERTICAL WETLANDS

Proposal for Architizer One Drawing Challenge

As part of my journey one of the topics that I have found interesting is the role of infrastructure and its role in defining a territory. This imaginary drawing explores how artificial wetlands can be a new kind of infrastructure that evolves within the city and helps with many of the environmental problems we are facing and will continue for years to come.

#### THE GARDEN'S SOUL

Illustration made for the research project "The garden of souls:

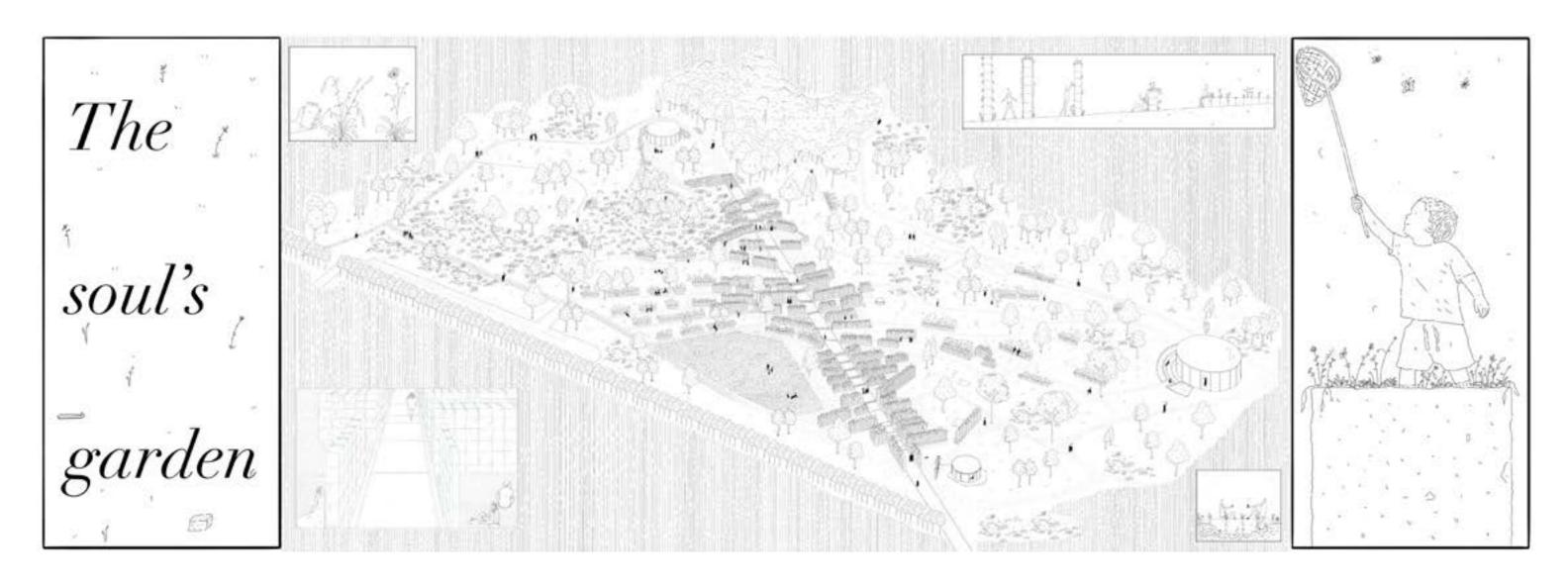
Contemporary Reinterpretation of Funeral Spaces in Hispanic

Culture. By Carolina Urruty

#### Brief from the author.

"The Garden of Souls originates from a personal search to reinterpret funeral spaces through the landscape. Understanding death as an immovable fact, a product of life itself, which has been dramatized and embodied through its endowments from the feeling of loss and pain

The ideal is to make the landscape a tool for the reinterpretation of neglected spaces laden with culture. To give them a natural connotation of harmony, which invites the inhabitant to contemplation, memory and playful remembrance."



A forest does not grow in a day.

It is a process.

This is my process constantly cultivating myself to understand the profession as a collaborative process of constant growth and change.

Thank you

"Through others we become ourselves." Lev S. Vygotsky