

CHRISTIAN J. HARRIS
DESIGN + URBAN PLANNING
2021



ABOUT ME

Christian J. Harris is a designer and urban planner,

I am a driven creative, with experience in a multitude of disciplines, with experience ranging from furniture and fashion design to theoretic as well as practical city planning. I believe my experience with conceptualizing the small scale as well as the large scale, gives me a unique design perspective. Throughout my life, I have split my time between the United States and Europe. I grew up in a bi-cultural household, with my mother hailing from Copenhagen, Denmark, and my father coming from Tulsa, Oklahoma, USA. This gave me the opportunity to embrace both American and Danish cultures during my childhood, and it gave me more appreciation for different cultures as well as the similarities that all cultures share.

I think the most important aspects of Danish culture have to do with the idea that society and the health of the community are centrally important, in contrast with the American ideal that emphasizes the individual over the group. This affects how one designs and engages with design. Design for the individual is a vastly different objective than designing for the collective and yet the intersection of the two is arguably the sweet spot of design.

My experience with urban planning has given me opportunities to delve deep into the social structures that determine how people behave in the built environment. I find the interaction between humans and the built environment intriguing, and I think that it can help all designers and artists create better work once they pay close attention to how humans connect and react to their surroundings.

I want to be able to create designs that deal with the human condition, and challenge how one can facilitate interaction and behavior, on scales large and small.

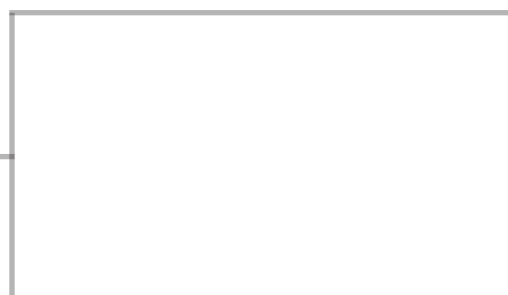
SCALE

PROJECT

OHIO STATE ATHLETIC DISTRICT

LARGE 01

LARGE



- 01 OHIO STATE ATHLETIC DISTRICT
- 02 UNSHELTERED HOMELESSNESS STUDIO
- 03 UNSHELTERED HOMELESSNESS STUDIO

SMALL



- 04 LADDER MØBEL
- 05 CONCEPTUAL FURNITURE BOXSET #1
- 06 WORKWEAR JACKET
- 07 ZERO WASTE FASHION
- 08 TWO CITIES

INTRODUCTION. This project was to improve on a recently realized plan by the Ohio State University (OSU). OSU had just completed a majority of the development of a new Athletic District. My team, made up of three people, analyzed the site and made recommendations for how OSU could improve the district.

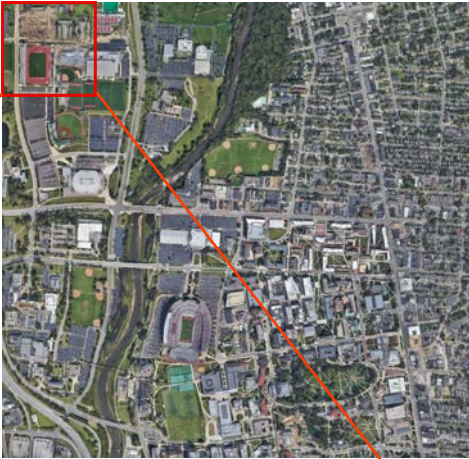
CONCEPT. The idea behind our recommendations revolved mainly around engaging with the patrons who would be visiting the site during athletic events. The other main catalyst behind our recommendations was to attract more people to the district even when there was not an athletic event taking place. We created maps and a photo-montage of where and how we think this could be accomplished.



Recommendations

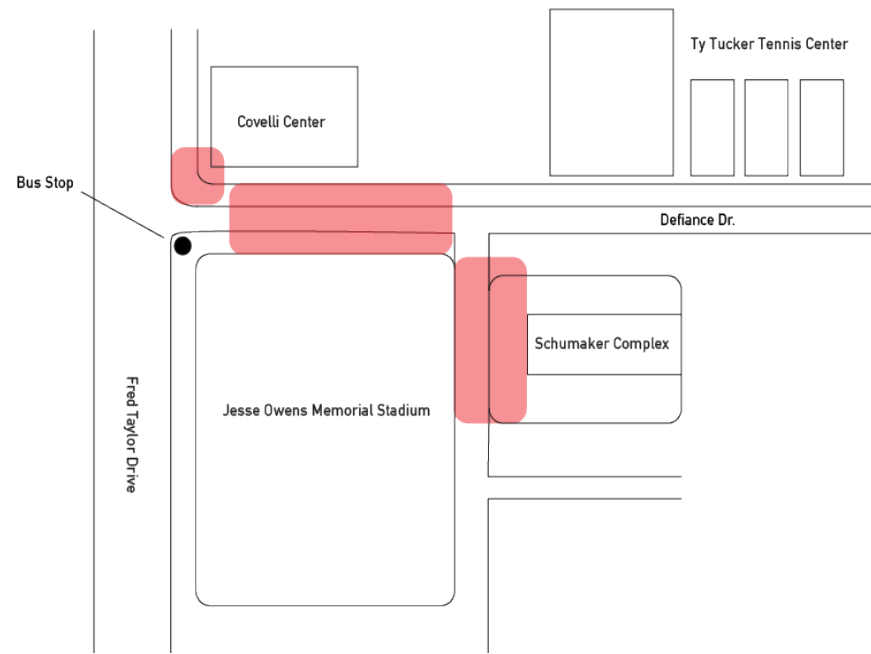
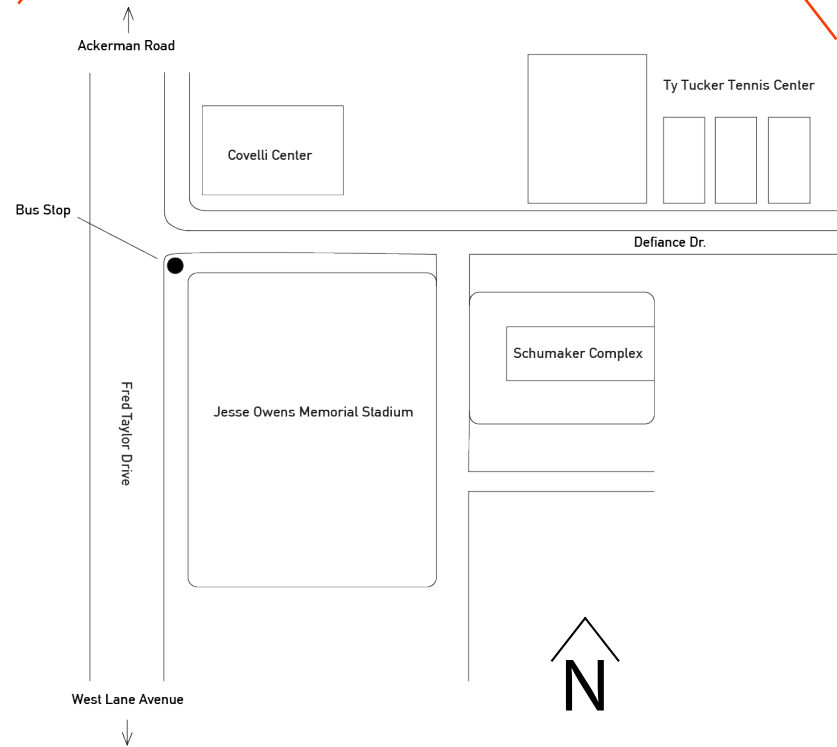


Current Conditions between the Schumaker Complex and Jesse Owens Stadium



Located in the northwest region of the Ohio State campus. The Athletic District could serve as an important connective tissue to the rest of the community, north of the main campus. The current conditions only allow for athletes and spectators to enjoy the competition. Our project wanted to highlight certain areas where improvements could be made to create a sense of place, and attract visitors even on non-sporting event days.

Athletics District Site



INTRODUCTION. This studio project was to make recommendations to the City of Columbus on how to help with the ongoing challenge of unsheltered homelessness.

CONCEPT. The goal of the project was to make recommendations that would eventually be able to be implemented in practice. We worked closely with staff from the City of Columbus throughout the project and presented to the city and other major stakeholders at the conclusion of the project. Some of the recommendations included Community Fridges installed in vital areas to help with access to fresh food. Other recommendations included Pre-Scheduled Ride Services and Mobile Health Vans to help with simple health screenings and important vaccinations.

Strategies for Addressing Unsheltered Homelessness Columbus, Ohio



RELIABILITY AND AFFORDABILITY

Affordability and reliability were our top priority. Not only are the people we are serving very low income, but the city also has to run the program at a low cost. We recommended they use the infrastructure from the paratransit program and adapt it to help run this program.



SELECT SERVICE MODEL

For transportation one has to choose a service model that will best serve the people you are trying to help. In this instance, a Pre-Scheduled service model worked best since the homeless population is too spread out for an on-demand model to be viable and this gives the rider the best experience



IDENTIFY HOTSPOTS

We wanted to identify hotspots of homelessness in the Columbus community so we could advise the City on where we believe the majority of riders would be picked up. This can help with planning and expansion of transit program for the homeless.



ADMINISTRATION

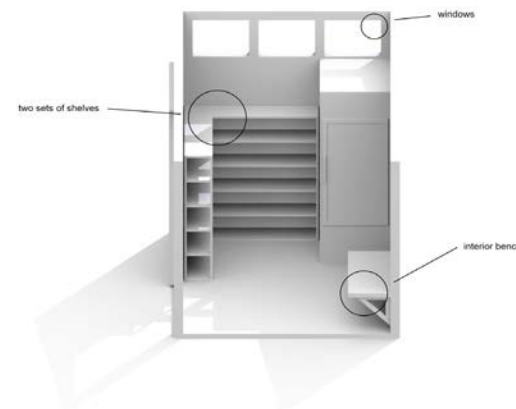
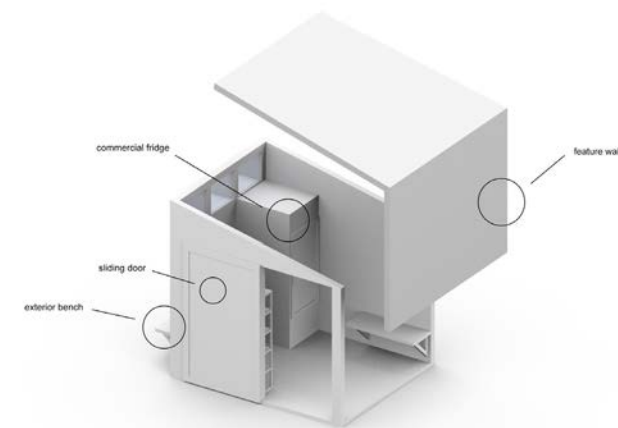
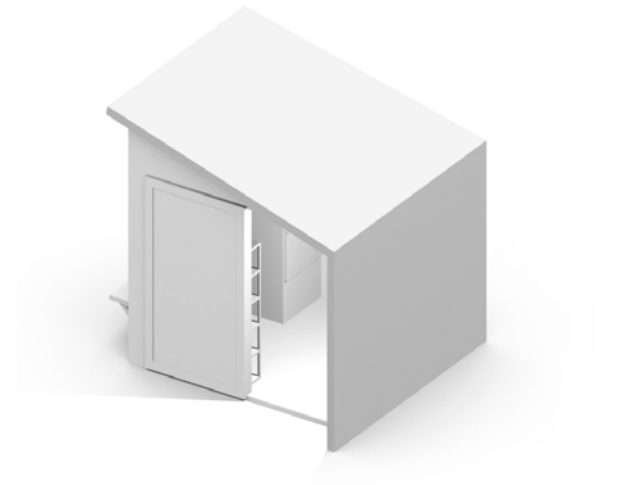
Our service model had to be run as a low-tech model due to the homeless not having reliable access to the internet. We recommended that there be at least one person working a telephone hotline so people can call-in and schedule rides

LADDER MØBEL

The Community Fridges were an effort to relieve some of the food shortages in the City of Columbus. With few grocery stores that sell fresh food at prices the homeless can afford, these fridges could be a very important step in remedying the food access issue. Our prototype fridges are filled by donations and allow for permanent installation to fall within Columbus City Code.

INTRODUCTION. This piece of furniture was born out of constraints given at the outset of the project. There was a predetermined amount of wood scrap provided and the piece of furniture had to use the ladder as the point of departure. The furniture piece also had to store or hold something, a piece with storage.

CONCEPT. Given the nature of the wood provided, the form was going to have to utilize a few long pieces of wood with very few pieces for shelving or other surface. So the surface became secondary, and the line became primary. The long pieces were used to fashion a hanging device as well as a way for it to stand. In elevation view, the piece has the form of a broken ladder leaning against the wall.



CONCEPTUAL FURNITURE BOXSET #1

SMALL 05

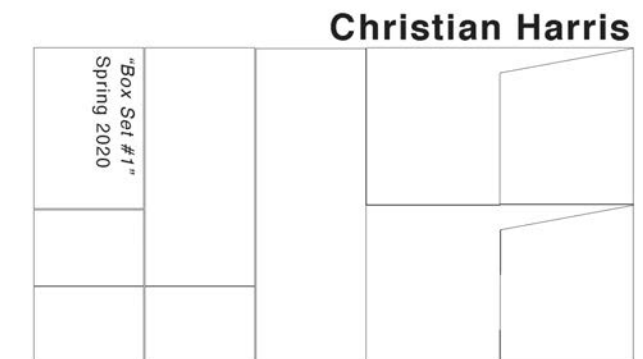
The support arms found themselves useful as a bookshelf as well as a hanging apparatus. The arms use friction and weight to stand against the wall. In permanent installation, bolts would aid in support.



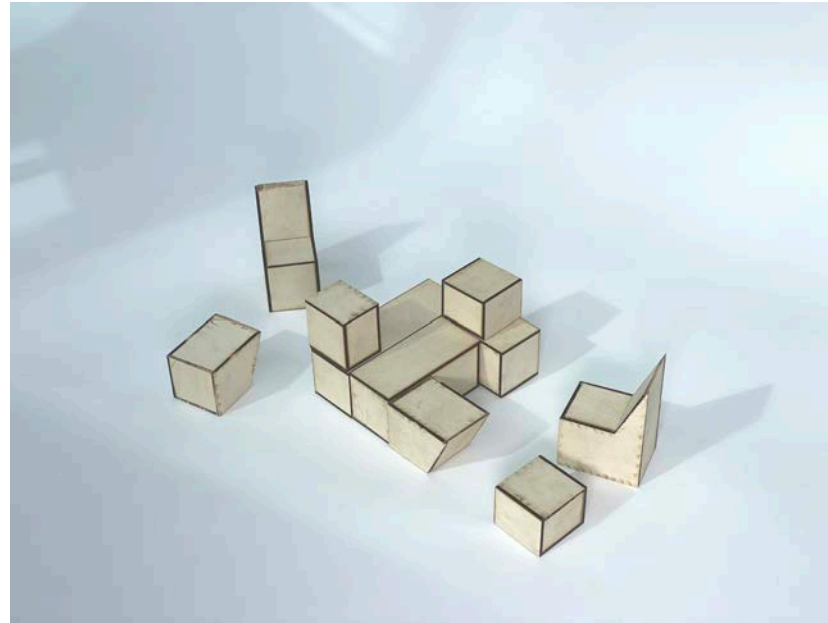
The pure form has a sense of play freedom, as if it were thrown up in a second. This effect gives it a unique character of hybrid art piece/furniture, well suited in an entryway or hall area.

INTRODUCTION. While working with a professor of architecture and simultaneously studying the work of Donald Judd, the idea of a boxset of furniture developed in my mind, wanted that the boxset to that and the philosophies Donald Judd followed.

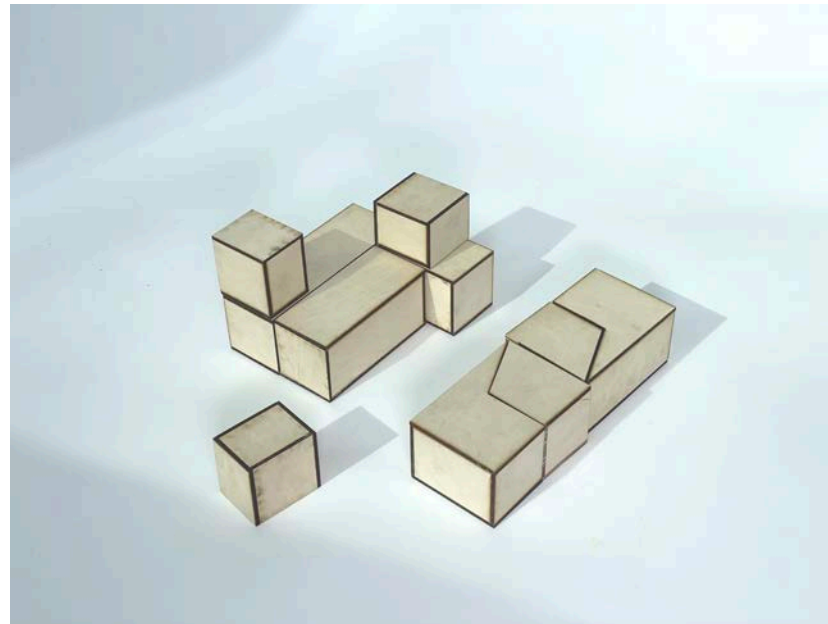
CONCEPT. Creating a set of furniture at 1/8th scale, the box being 7 feet by 3.5 feet in 1:1 scale. Donald Judd carefully crafts every piece with mathematical precision following a very clear philosophy of blurring the line between the object and the creation of the object. Almost as if the object could not have been manufactured by hand but simply "is." This box set uses this philosophy along with the careful choice of proportion and material to create a set of conceptual furniture pieces.



The set, once removed from its container, can be rearranged in a variety of combinations. This idea of a set of blocks also stems from the Froebel Block playset. The laser-cut Baltic Birch wood utilizes the burnt edges, which are the side effects of construction to enhance the visual quality of the final product.



Modularity and simplicity are the focus of this project, with the philosophy and proportions resulting from the study of Donald Judd. Ratios of 1:2, 1:3, and 1:4 being the base proportions for each module.

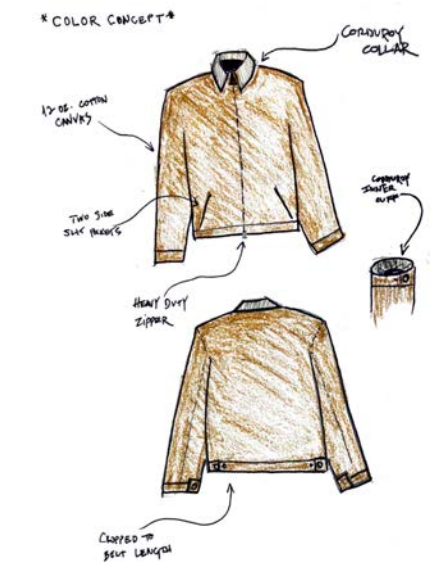


WORKWEAR JACKET

INTRODUCTION. An article of clothing can represent, express, and function as a tool for all people. As a piece of design, the jacket is one of the most commonly used objects, and can serve many functions. This is just one iteration of the jacket.

CONCEPT. The two cultures that make up my identity, American and Danish, both have a strong history when it comes to fashion. American clothing tends to be more rigid and built for a purpose. Danish clothing tends to be more sleek and subdued. I decided that creating a workwear jacket that subtly combines those two traditions, could represent myself and my design philosophy.

SMALL 06





The construction process of a jacket or any clothing stresses the idea that design is a delicate process. One cut, seam, or stitch can be the difference between a well-executed project, and one that leaves a lot to be desired.

After multiple iterations and attempts, a final form was crafted and the final Navy Twill material cut and sewn. The creation of this jacket highlighted the fact that the process is just as important if not more important than the final product.

ZERO WASTE FASHION

SMALL 07

INTRODUCTION. Fashion is an industry that takes a huge toll on the environment. Too many clothes are made too fast and with low quality. People throw away more and more clothes each year. How hard would it be to make a runway-ready dress out of second-hand bed sheets?

CONCEPT. Every piece of material used, from creating sketch models to sewing the real dress, was sourced second-hand and nothing was discarded. This was to ensure the entire project would create zero waste. The final dress was dyed using organically made dyes, creating a natural red silt hue. The dress was displayed at a show where all clothing was made from second-hand materials.



The final dress, from sketch to runway, was a simple design. The asymmetry of the large frilled sleeve, and the deep, uniform color create an interesting silhouette as well as a product that was made responsibly.



TWO CITIES WEBSITE

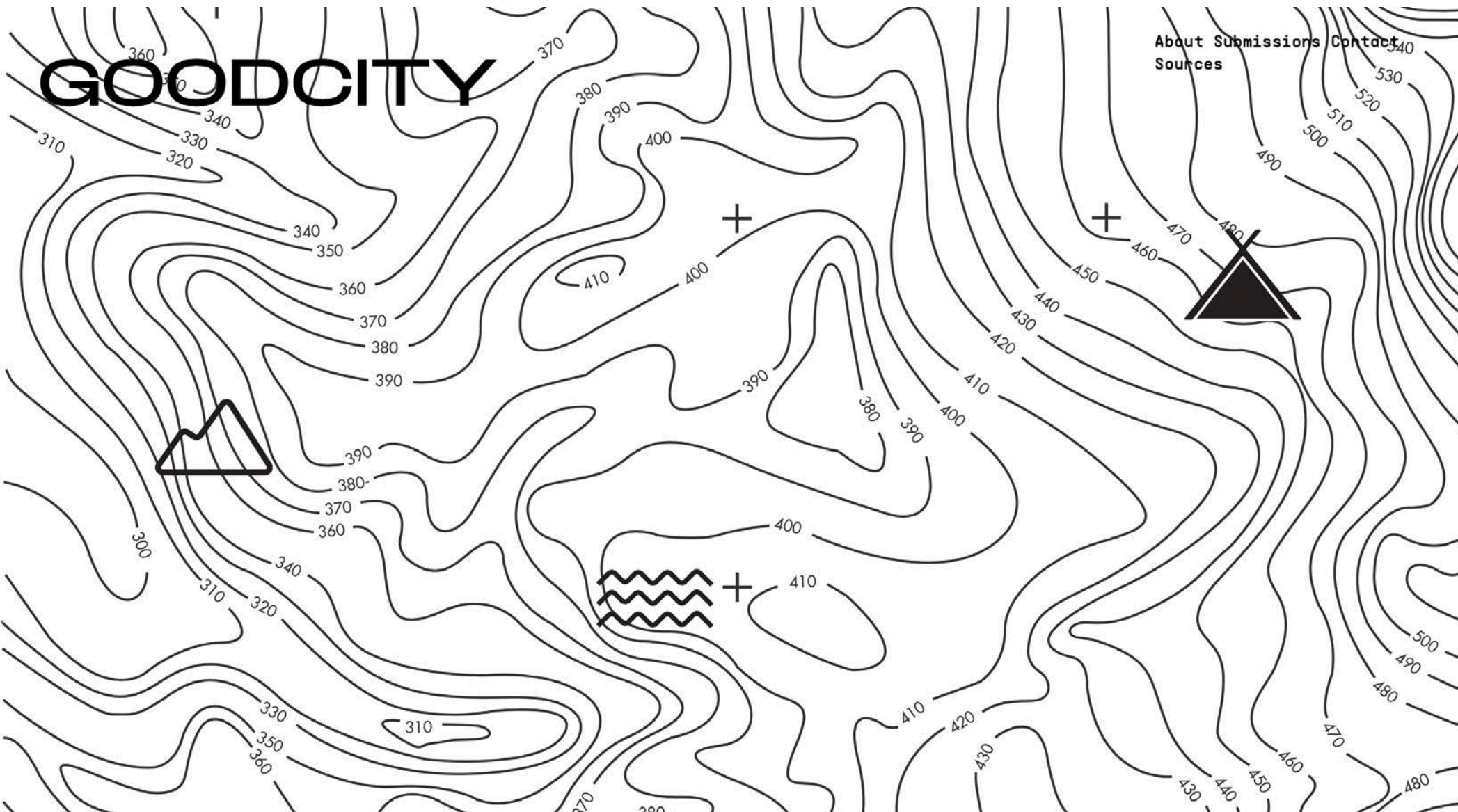
SMALL 08

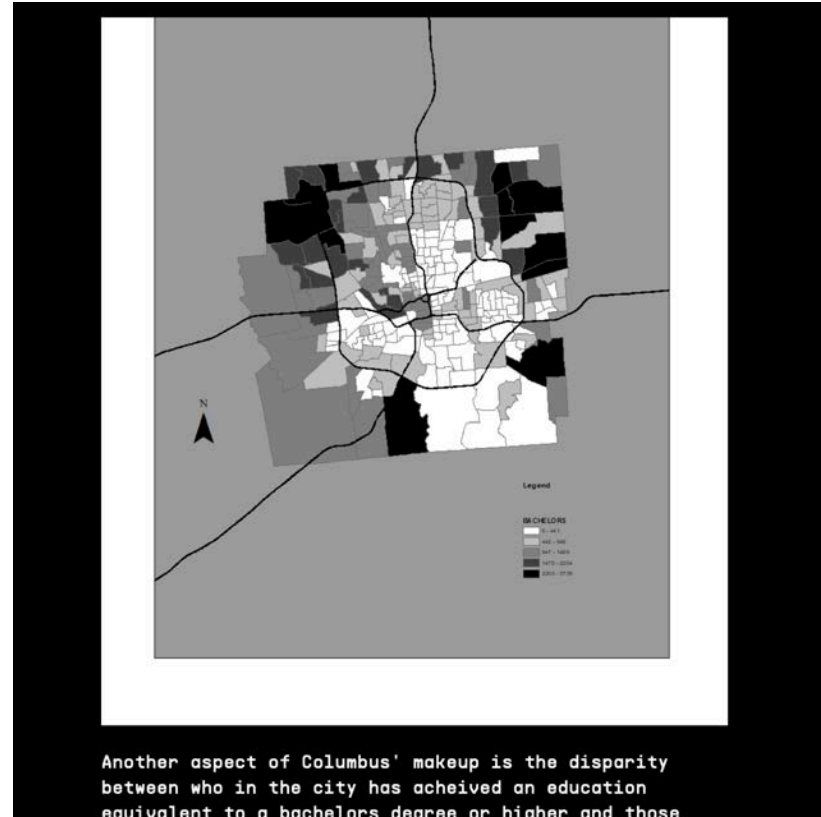
Link

<https://richgiang.github.io/rich-christian/TwoCities/index.html>

INTRODUCTION. Creative web design is something that is not only a practical tool, but can also be used to display information and create new ways to interact with an audience. This project explores how information, design, and code can create a piece of digital (and useful) art.

CONCEPT. The purpose for this website was to create something that would be represented by an interactive and entertaining website but also relay important information. This website uses web design as a way to represent how profoundly different two perspectives of one city can be, depending on a person's perspective. A white person in Columbus, OH experiences a drastically different city than a black person in Columbus, OH. These differences in perception are important for people to understand and should be shared.





Unemployment



Contact Information

Email: christianharris@me.com
 Phone: +1 (513) 448-8960

Using Geogrpahic Information Systems data and mapping software, each icon on the screen holds a different piece of informatin intended to tell the reader the difference between two sides of Columbus, OH. The reader toggles between “GOODCITY” and “BADCITY” by clicking on the respective text.

CHRISTIAN J. HARRIS

DESIGN + URBAN PLANNING

2021