



ASHLEY CRESPO

Landscape Designer | Ecologist

CONTENTS

Ecology

04

Predictive Landscape Modeling

Flight 93 National Memorial
Stoystown, Pennsylvania

06

Edible Nature Trail

Syracuse, New York

Education

10

Watershed Education Display

Central New York Land Trust
Skaneateles, New York

Graphics

13

Render and Representation

Skaneateles Lake
Skaneateles, New York

Technical

17

Farnsworth Studio Design

Plano, Illinois

ECOLOGY

This section hosts projects that emphasize ecological function and design. Each design is tailored to site specific conditions and requests as proposed under the project scope.

04

Predictive Landscape Modeling

Flight 93 National Memorial
Stoystown, Pennsylvania

06

Edible Nature Trail

Syracuse, New York

Predictive Landscape Modeling

Flight 93 National Memorial
Stoystown, Pennsylvania

PROJECT SCOPE

The selected images show some of the research process in developing environmentally reactive tree grove models. This study intends to continue in visualizing mortality rate, and site specific tree conditions that reflect existing conditions. The research involved in this project began in partnership with the National Park Service, Olmsted Center for Landscape Preservation, Latino Heritage Internship Program, and the Hispanic Access Foundation. My work has continued through the funding of the SUNY ESF Center for Cultural Landscape Preservation.

COMPLETION

July 2020 to Present

SOFTWARE

AutoCAD
Rhino
Blender
The Grove
Unity

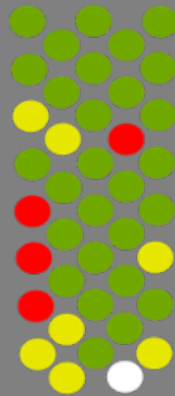


Aerial Perspective

Plan

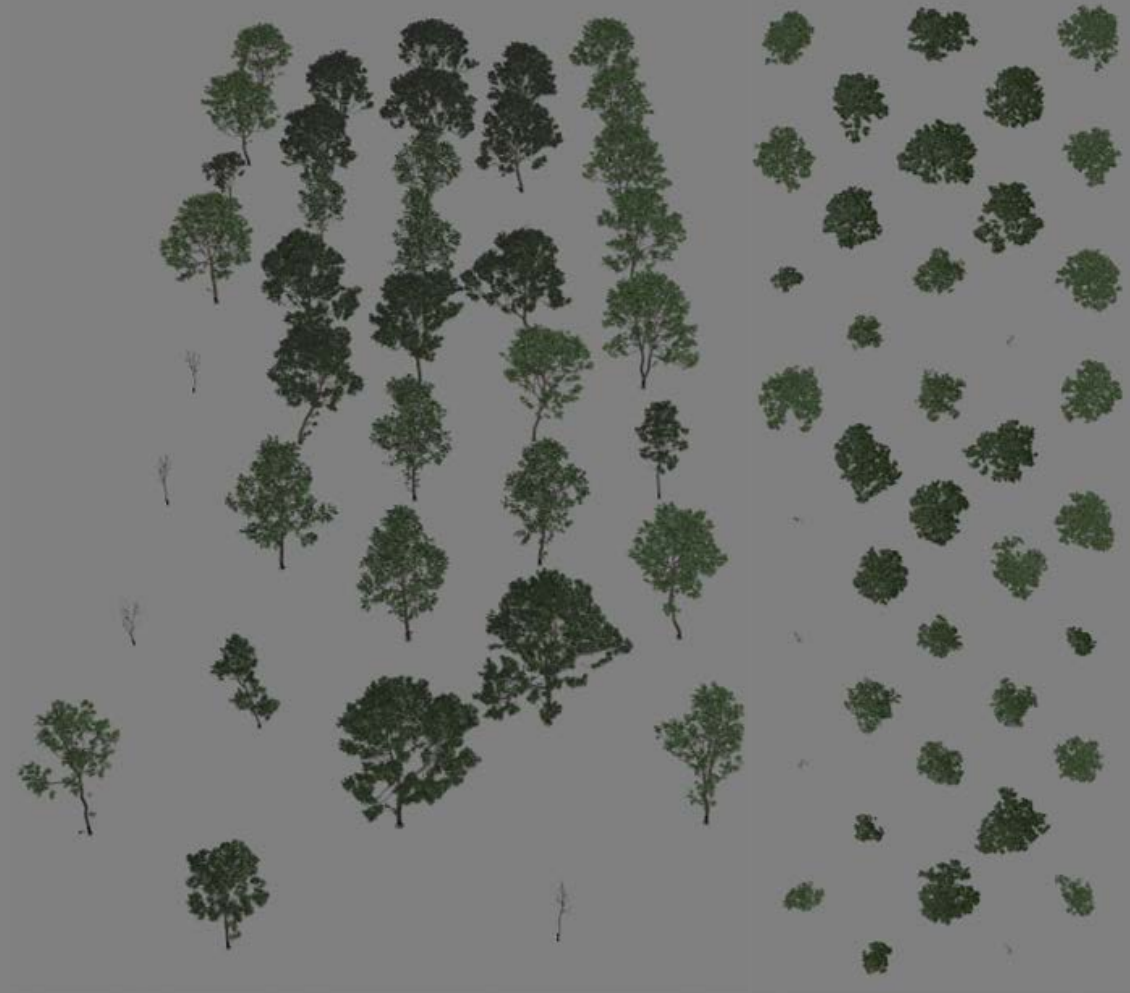
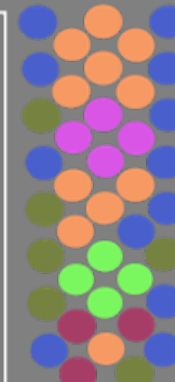
FLNI Tree Health

- Dead
- Fair
- Good
- Missing
- Moderate
- Poor



FLNI Tree Species

- Missing
- Acer rubrum
- Acer saccharum
- Quercus alba
- Quercus bicolor
- Quercus coccinea
- Quercus montana
- Quercus velutina



Tree Species and Health

Health and species conditions of Grove 1 at the Flight 93 National Memorial (FLNI).

Grove Rendering According to Tree Species and Health

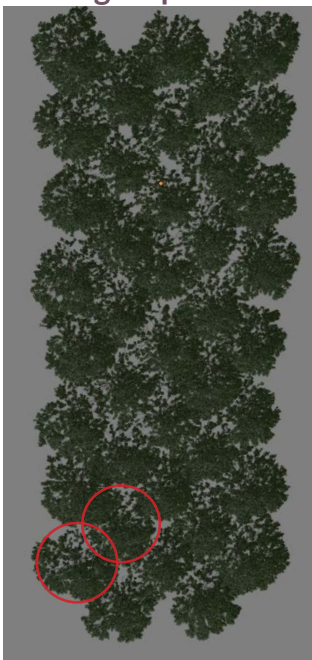
Each tree species and condition was modeled independently using The Grove plugin for Blender. Several variables were adjusted within the program to best represent existing conditions.

CANOPY INTERACTION

Mixed Species

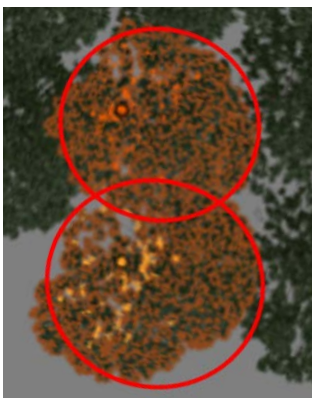


Single Species



Mixed species model grown in intervals, single species model grown as a cohort.

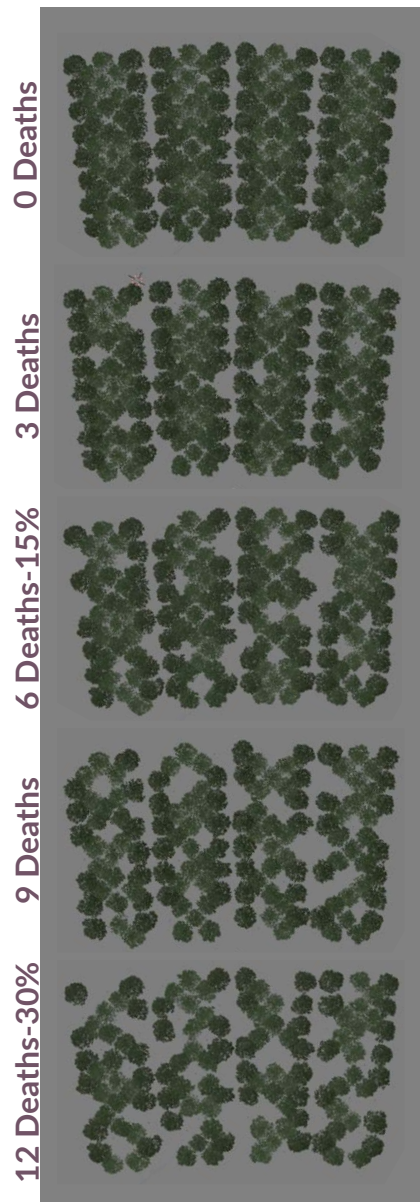
Difference In Canopy Overlap



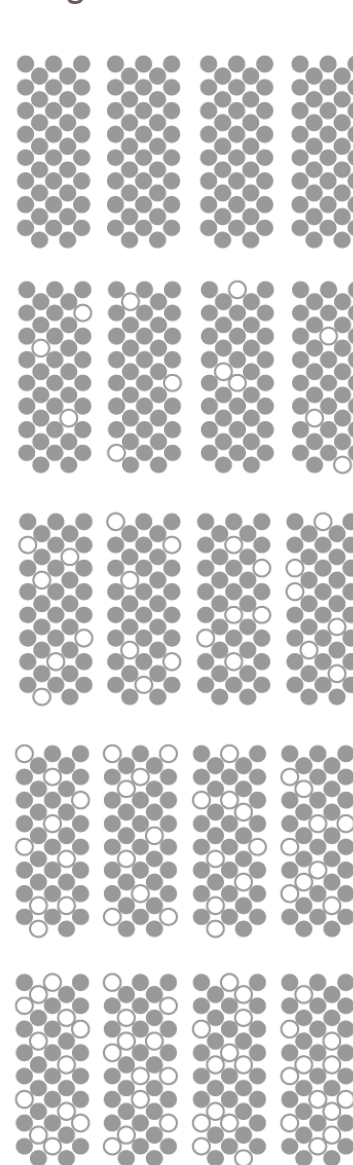
Mixed species growth test did not react to neighboring tree growths.

MORTALITY STUDY

Rendered Location



Diagrammatic Location



Plan view of Mortality Study to visualize a randomized maximum mortality rate of 30% per grove.

INTERACTIVE MODEL

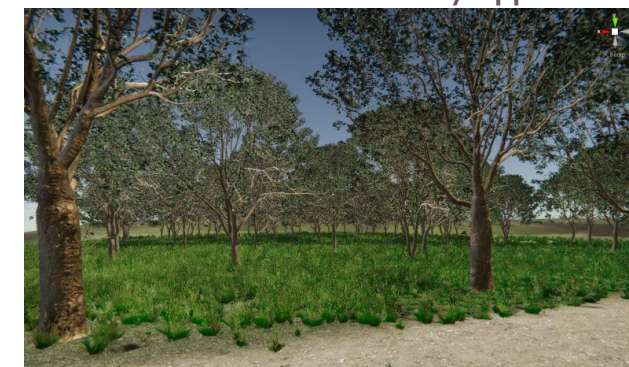
Groves with 0% Mortality



Selected Trees for 30% Mortality



Groves with 30% Mortality Applied



Scene rendered in Unity to visualize a 30% mortality rate from the interior Allee path.

Edible Nature Trail

Syracuse, New York

PROJECT SCOPE

This edible intervention focuses on increasing accessibility to the previously existing nature trail through the use of a modular boardwalk system. The diverse flora and fauna provide an opportunity for selective edible locations that increase the opportunity for human consumption while limiting potentially destructive foraging habits. Locations highlighted on the map are proposed intervention locations with the future ability to shift around the site to allow for natural regeneration over time.

COMPLETION

Spring 2020

SOFTWARE

Illustrator
Photoshop
Lumion
SketchUp

MATERIALS

N/A

CORCORAN SPRINGDALE **EDIBLE** NATURE TRAIL

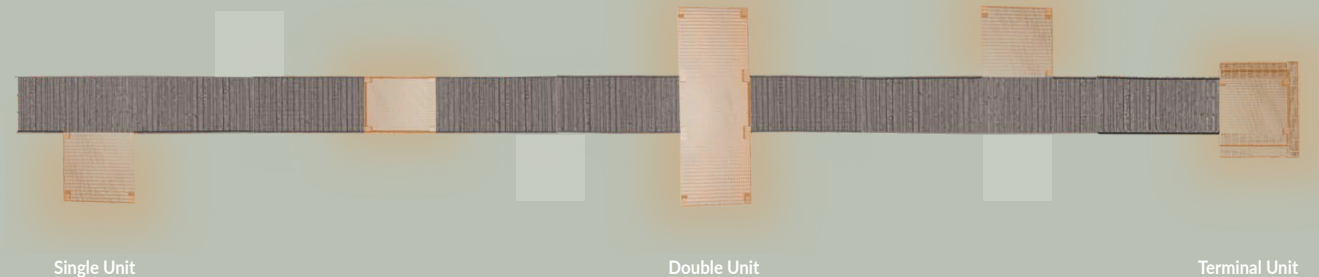


FUNCTION

The interactive platforms are constructed out of metal grates to allow sufficient sunlight to pass through.

Each square section measures 6' x 6'. The typical arms length reach for an individual is approximately 2 feet, leaving about 36 square feet of foragable area.

Edible Range



TYPE

EXPERIENCE

EDIBLE OPPORTUNITY

Single Unit



Interior Stream



Edible Range Experience Within Two Feet Of Trail



Edible Species

- Watercress - *Nasturtium* sp.
- Arrowhead - *Peltandra virginica*
- Water Horehounds - *Lycopus uniflorus*
- Water Mat - *Chrysosplenium americanum*
- Bittercress - *Cardamine pensylvanica*



Double Unit



Interior Woodland



- Ostrich Fern - *Matteuccia struthiopteris*
- Lemon Balm - *Melissa officinalis*
- Spice Bush - *Lindera benzoin*
- Blackberry - *Rubus* sp.



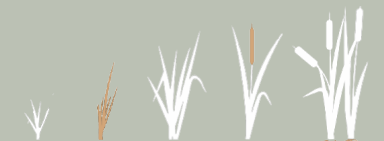
Terminal Unit



Cattail Wetland



- Cattails - *Typha latifolia* & *Typha angustifolia*
- Watercress - *Nasturtium* sp.
- Arrowhead - *Peltandra virginica*
- Water Mat - *Chrysosplenium americanum*
- Bittercress - *Cardamine pensylvanica*

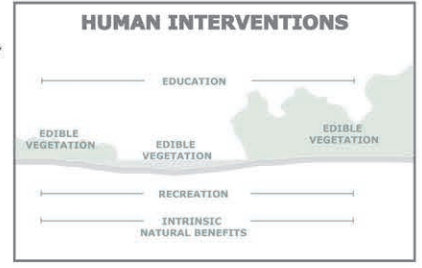
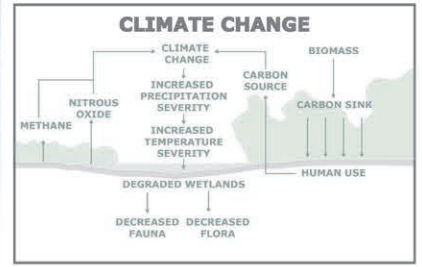
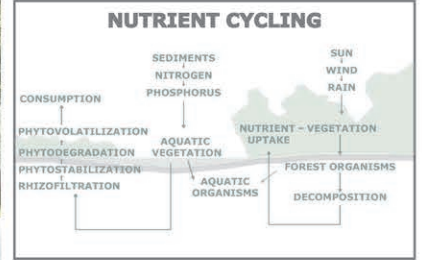
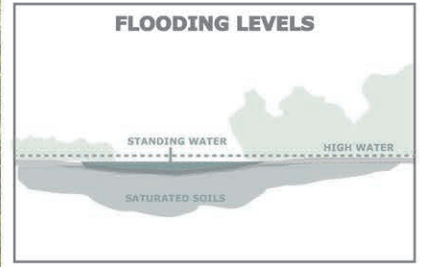
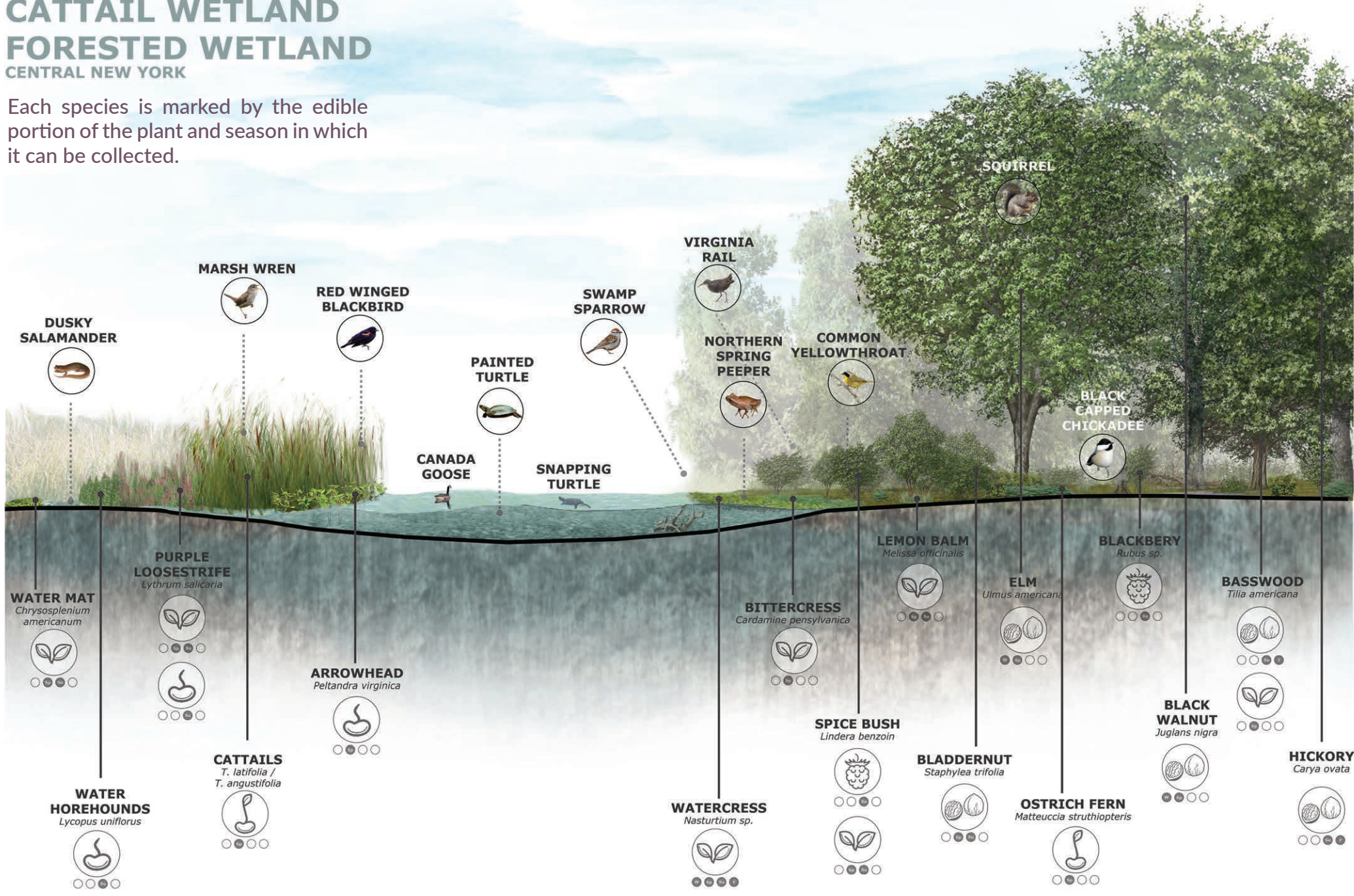


CATTAIL WETLAND

FORESTED WETLAND

CENTRAL NEW YORK

Each species is marked by the edible portion of the plant and season in which it can be collected.





EDUCATION

This section relates to education pieces that I have designed for public use. The full collection of boards are not presented within this portfolio. Please visit my website for more details.



Watershed Education Display

Central New York Land Trust
Skaneateles, New York

Watershed Education Display

Central New York Land Trust
Skaneateles, New York

PROJECT SCOPE

The State University of New York College of Environmental Science and Forestry partnered with the Central New York Land Trust to develop signage for a Watershed Education Center. This center is to be hosted in the public space of the CNY Land Trust office and meant to encourage community understanding and participation in the CNY Land Trust mission and goals. Individual involvement was centered around the research and creation of several boards as well as standardization of design intent for all 20 boards. The project is still underway with final print and installation to occur before the end of the year.

COMPLETION

Spring 2020
Installation Fall 2020 (Pending)

SOFTWARE

Illustrator
Photoshop
InDesign

MATERIALS

Large Format Printing

COLOR PALETTE



ROOM DIVIDER / DESK UNIT



Furniture and color palette recommendations



Exploded wall elevation of entrance stairway painting recommendations

EXISTING



PROPOSED



Entrance Render



GRAPHICS

Projects featured in this category highlight various graphic styles and abilities ranging from digital modeling to physical model construction. Each project explores these styles across various site scale applications.



Render and Representation

Skaneateles Lake
Skaneateles, New York

Render and Representation

Skaneateles Lake
Skaneateles, New York

PROJECT SCOPE

A combination of data visualization methods were applied to create a comprehensive understanding of both the physical and social dimensions of the selected site. Each page within this section includes a different visual method used to represent the site and its features.

COMPLETION

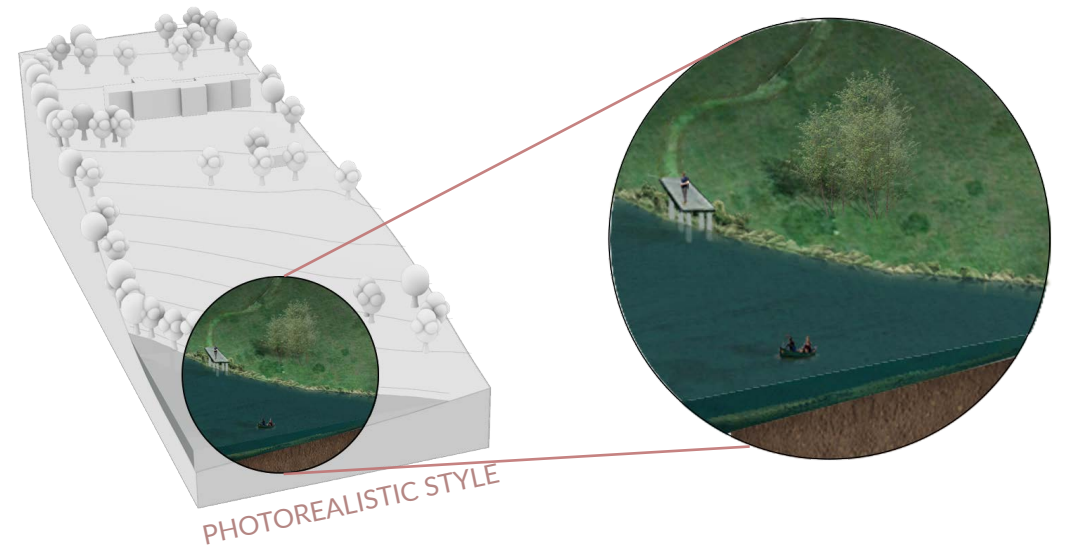
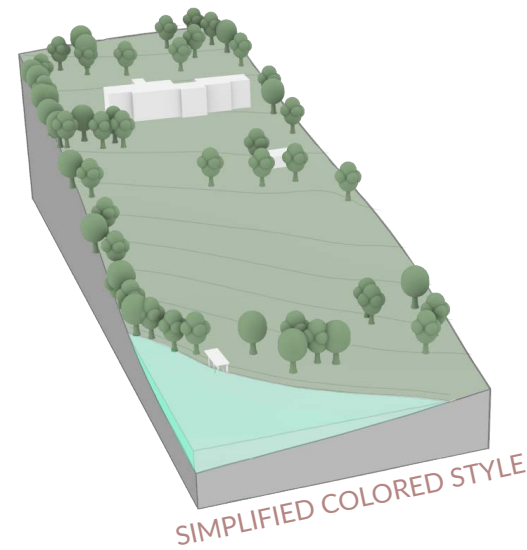
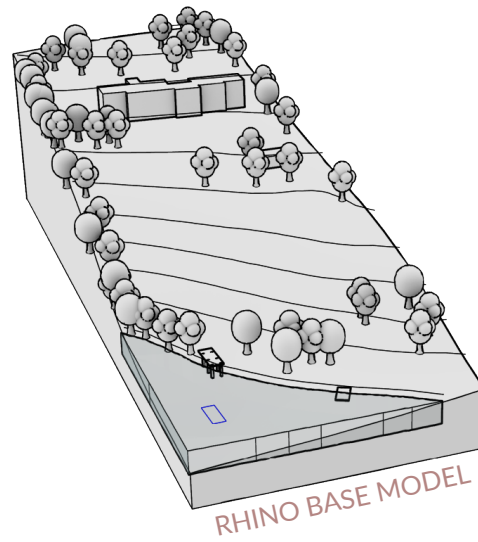
Fall 2020

SOFTWARE

GIS
Rhino
Lumion
Illustrator
Photoshop

MATERIALS

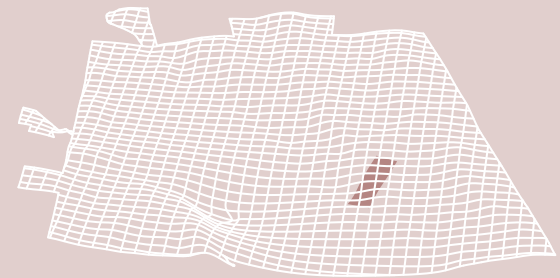
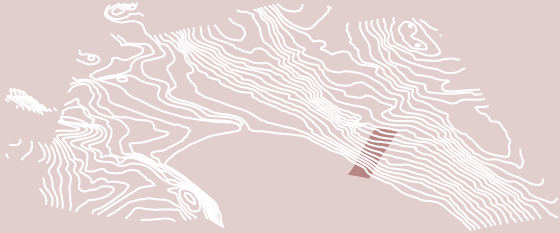
3D Extrusion printing



Multi-Style Renders

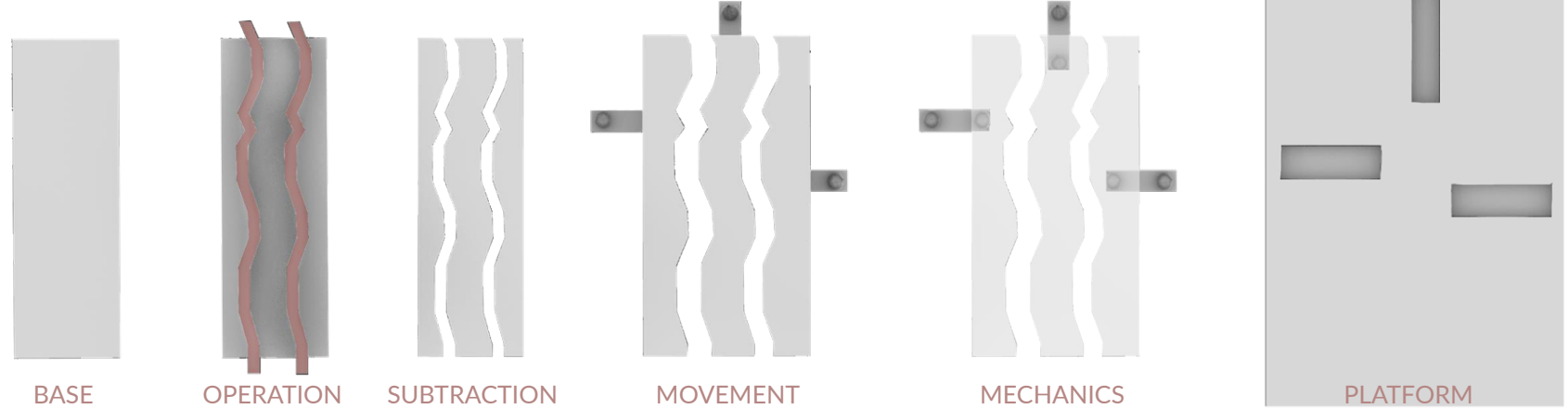
The goal for this study was to practice new rendering styles while understanding the increased level of clarity that is gained with each iteration.

Axonometric View of Data

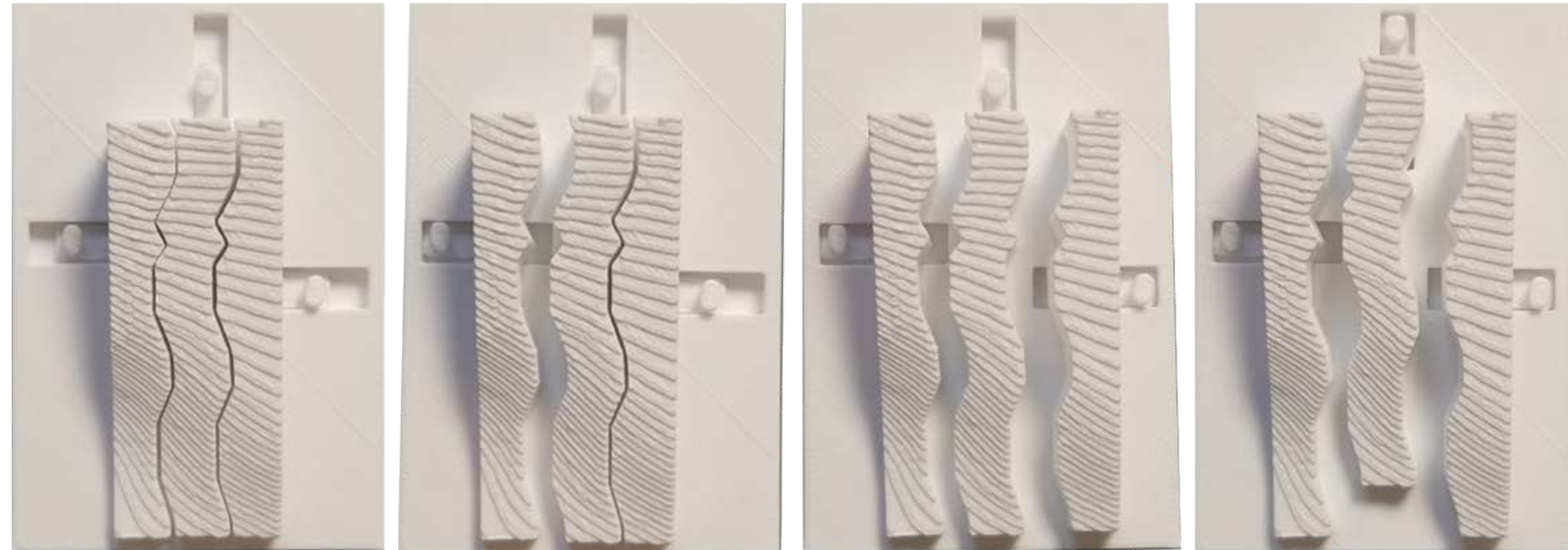


Parcel boundary highlighted across road, building and topography layers as defined by the Village of Skaneateles boundary.

Digital Model Development



3D Printed Model Movement Series







TECHNICAL WORKS

This range of projects are solely focused on the technical application of skills to the working design.



Farnsworth Studio Design

Plano, Illinois

Farnsworth Studio Design

Plano, Illinois

PROJECT SCOPE

As a response to the growing popularity of the Farnsworth house and surrounding site, a secondary building location was proposed for the use of hosting public events and gatherings. The proposed design of the space was intended to minimally interact with the iconic building and landscape of the Farnsworth House and instead merge with the surroundings. The building feature strives to recreate the experience of participating in the surrounding nature from within the structure.

COMPLETION

Fall 2016

SOFTWARE

Rhino

VRay

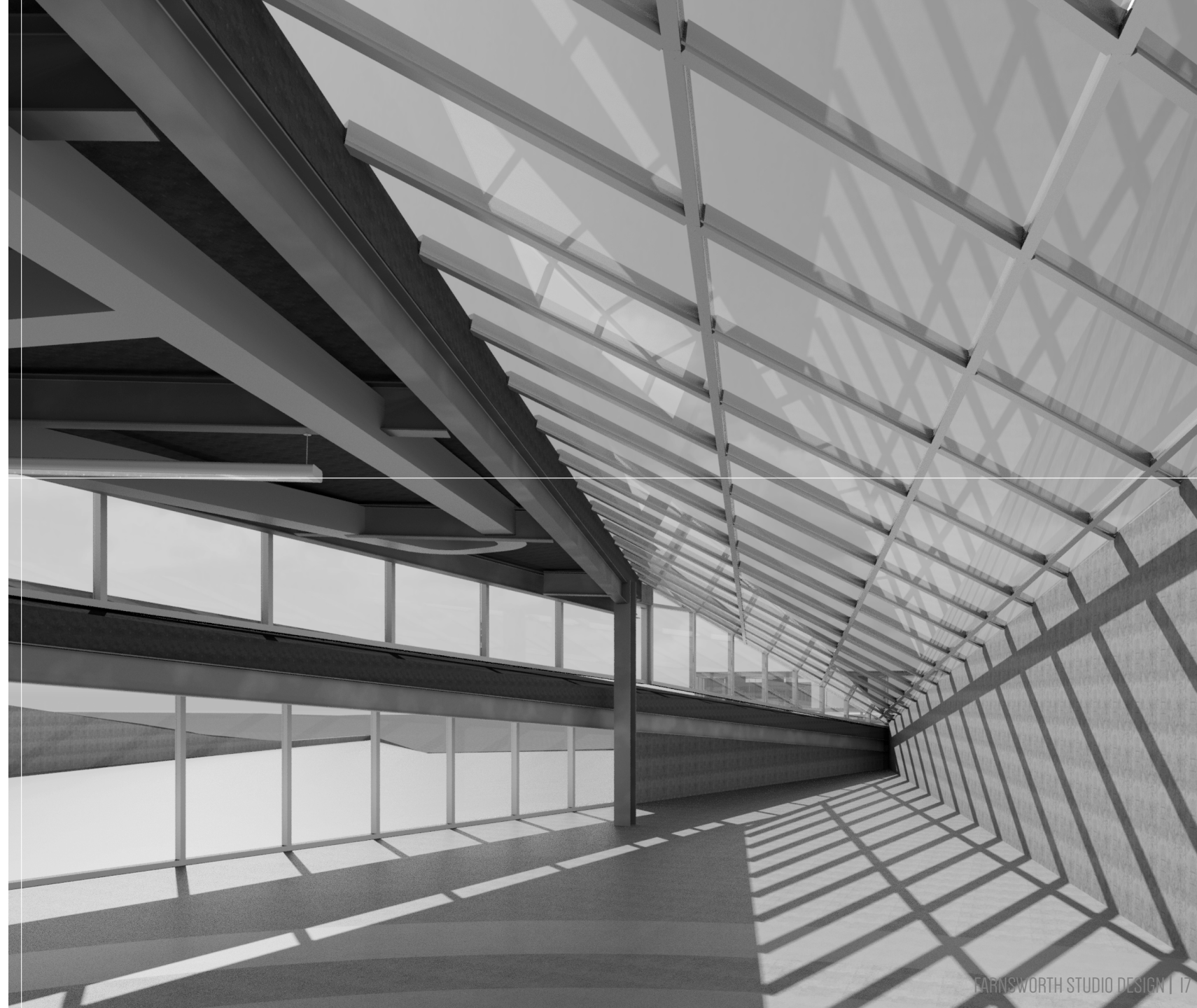
Illustrator

AutoCAD

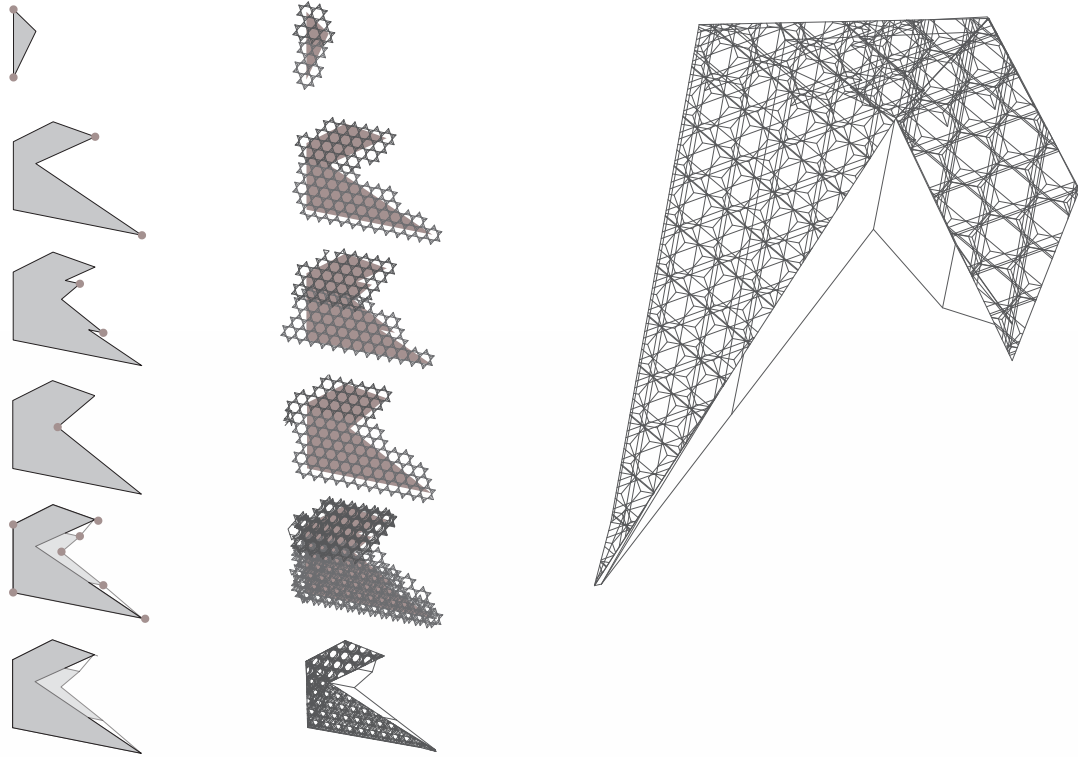
REVIT

MATERIALS

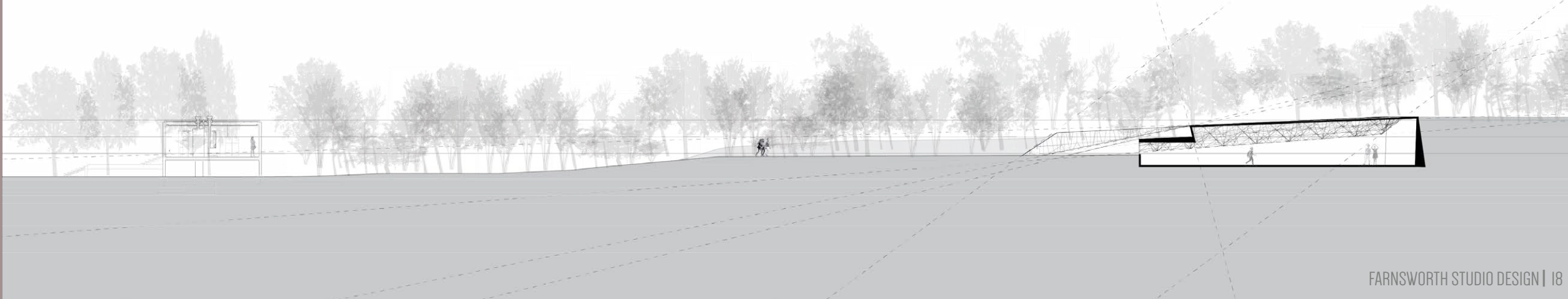
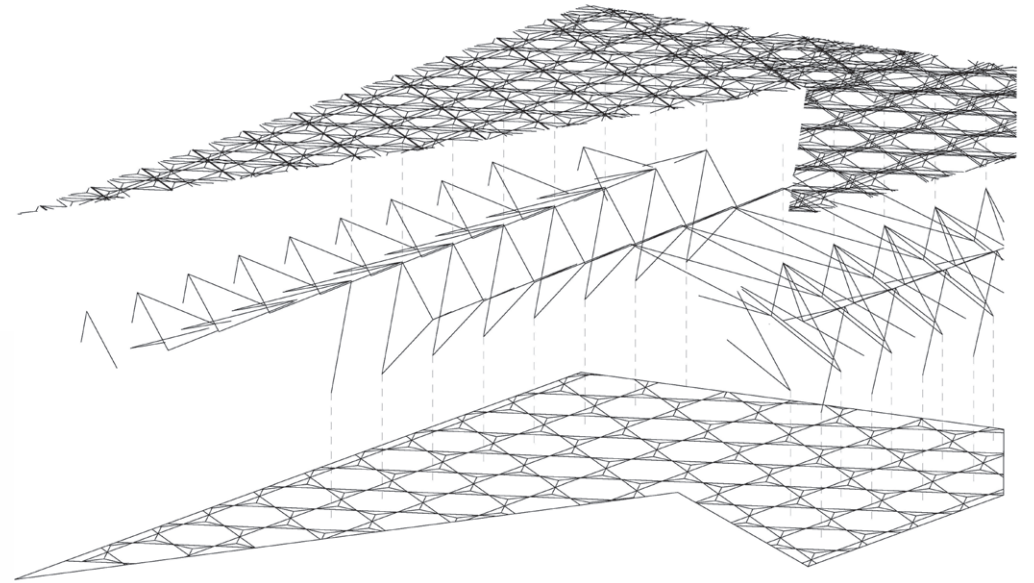
N/A



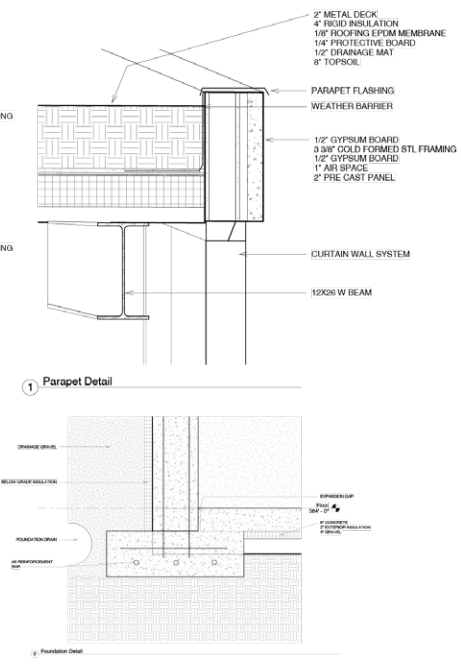
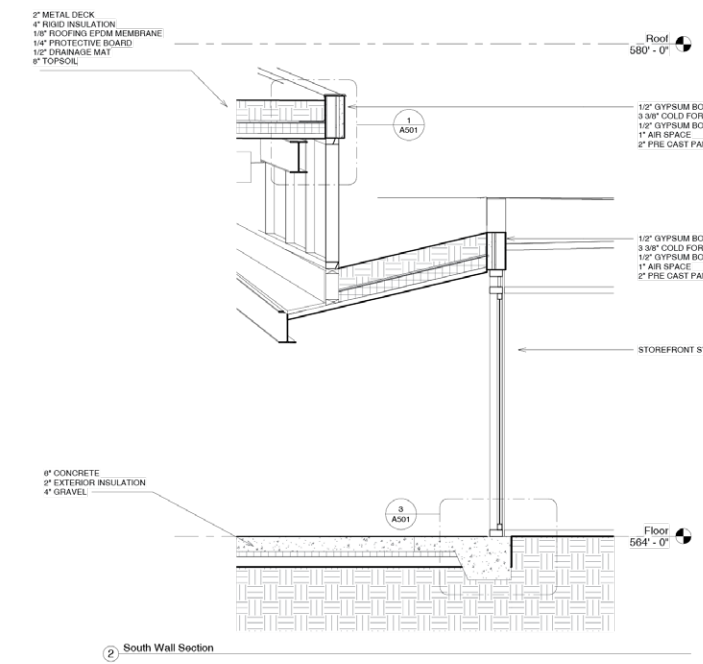
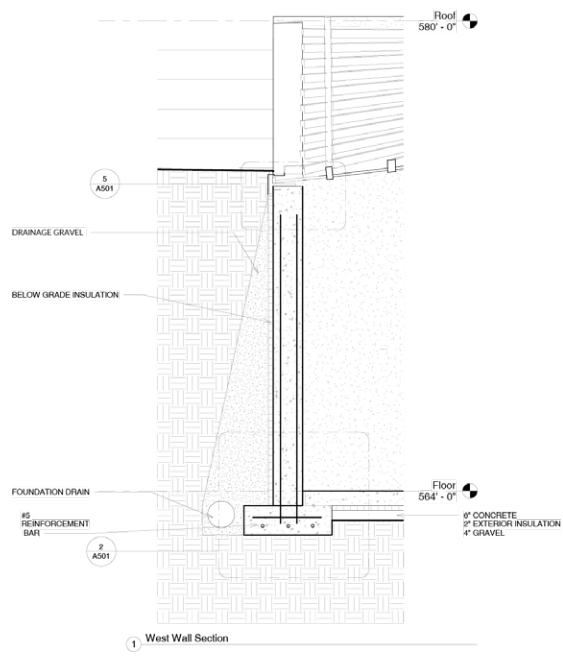
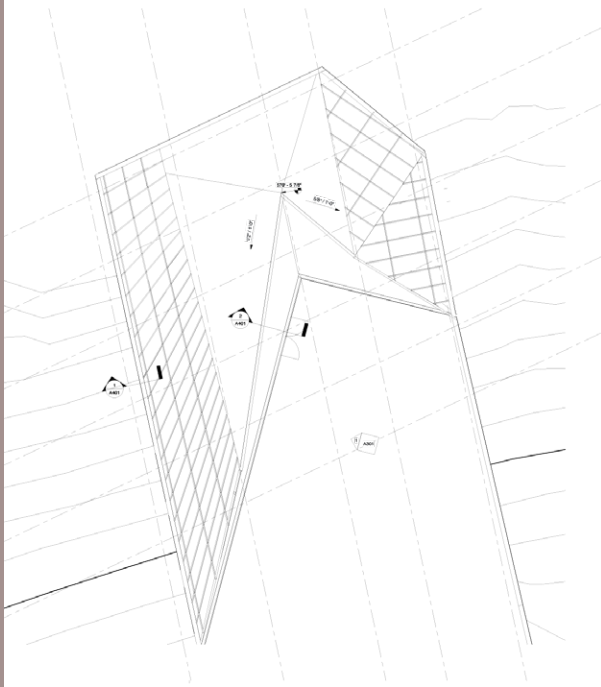
Iterative Pattern Generation for Roof Structure



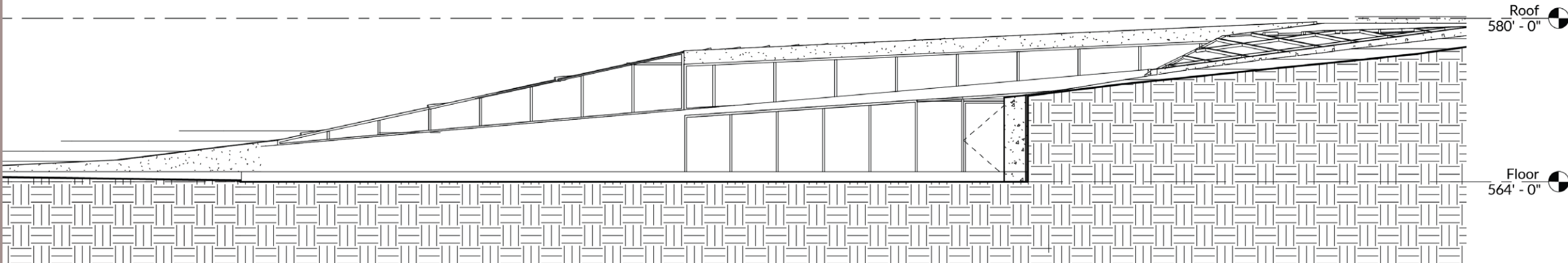
Internal Structure Relation To Roof and Floor Design



Revit Construction Details



Revit Elevation





ASHLEY CRESPO

Landscape Designer | Ecologist

Master of Landscape Architecture Candidate
SUNY College of Environmental Science and Forestry
ashcrespo@gmail.com
ashleycrespo.com