

ORLANDO OROZCO

Portfolio of
Works



CONTENTS

INDUSTRIAL DESIGN

- 1 Hardwood Headphone Stand
- 2-3 Orozco Lounge Chair
- 4 Concrete Bench Sketches
- 5 Gingerbread Village

RETAIL DESIGN

- 6 Nordstrom Rack Rollout
- 7 Merlata Bloom
- 8 Böhme
- 9 Nordstrom NYC Flagship
- 10 Bressi's Restaurant Concept

ARCHITECTURE

- 11 SAF Model Exhibit
- 12-13 Hotel Limelight
- 14-15 Cedar Hills - McMinamins Shell
- 16 Cedar Hills - Building 12
- 17-18 FANA Four106
- 19-20 Macy's Building Re-Tenancing

OUTREACH

- 21 Render Royale
- 22 VR Setup Tutorial
- 23 Macy's Building Charrette



Hardwood Headphone Stand

2011

Black Walnut

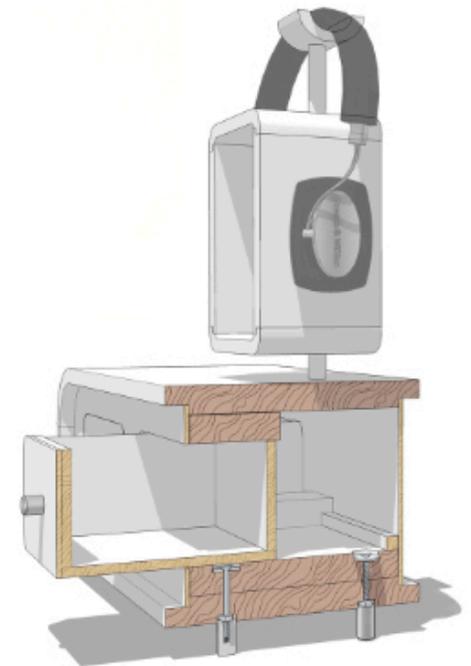
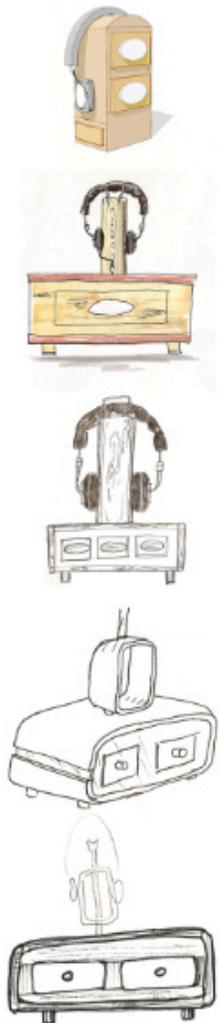
Laser Cut African
Mohogany

1/2" Stainless Steel Rod

Canon 7D

Sketchup

Prismacolor Markers



Design evolution shown in sketch form chronologically from top to bottom.

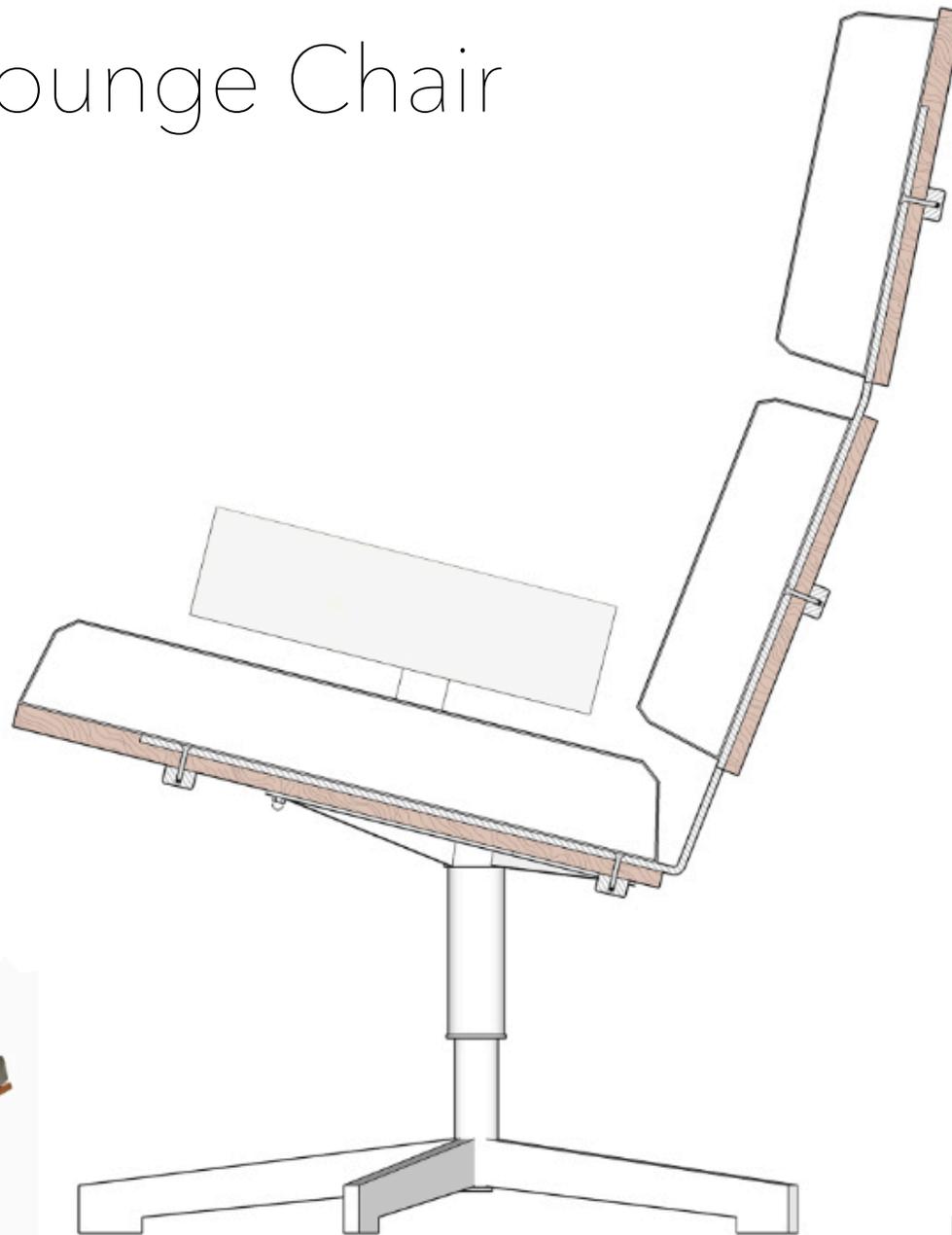
Final photograph of design executed and shaped entirely by myself from raw materials using tools ranging from metal-working lathes to a suite of woodworking tools. The forms were influenced by the Bowers and Wilkins headphones seen resting atop the stand. Initial designs were a bit of a literal homage, but the final design yielded a versatile yet relevant blending of shape and materiality.

Orozco Lounge Chair

2012
Brazilian Cherry
Black Leather
1" Stainless Steel Rod
Cold-Rolled Steel Bar
Aluminum Block
CNC Router



Design evolution shown in sketch form chronologically with final photograph below.



Chair design was inspired by the illustrious Eames Lounge Chair, but I sought to make a version devoid of curves and deconstructable for ease of relocation. Base made from repurposed office chair. Each piece is solidly built and designed to be taken apart and reassembled within minutes.

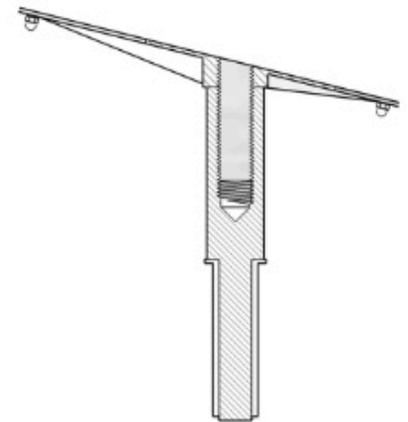
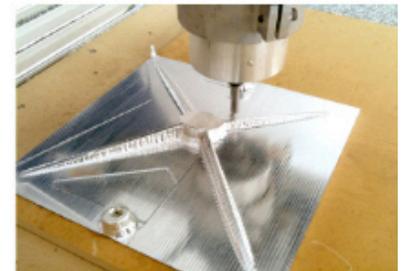


Image above shows raw aluminum block being slowly shaped by CNC machine into a custom bracket needed to give the chair its reclined orientation. Further processing shown in detail shows boring and threading for necessary attachment.

Orozco Lounge Chair



Final photo showcasing custom upholstered leather done professionally. Every piece besides that was crafted and designed by myself out of raw materials and heavy machinery, except the re-purposed 5 point base.



Revisited the original design and modeled details to generate exploding/assembly animation using Unreal Engine 5 exploring the capabilities of the platform for quickly generating realistic lighting and materials.



Scan QR Code for animation sequence

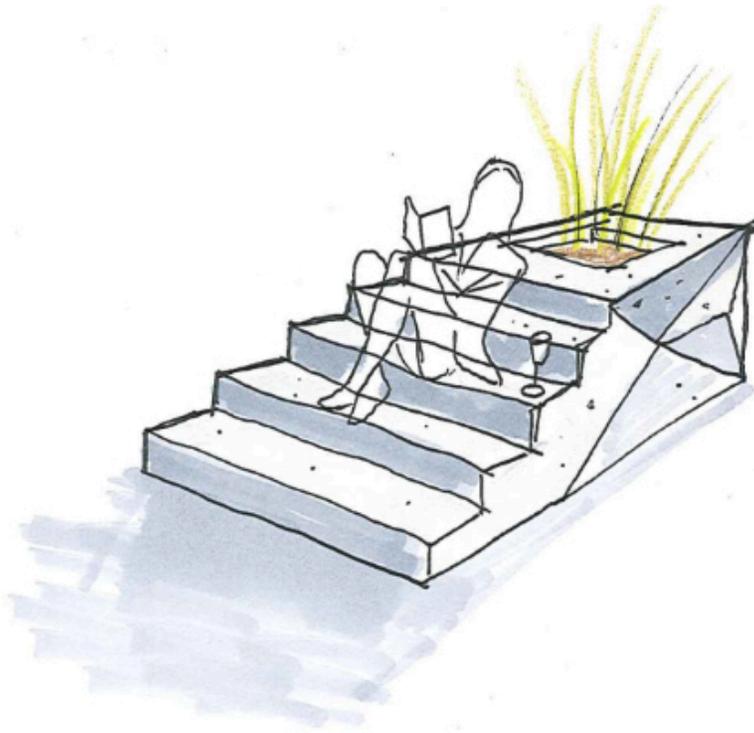
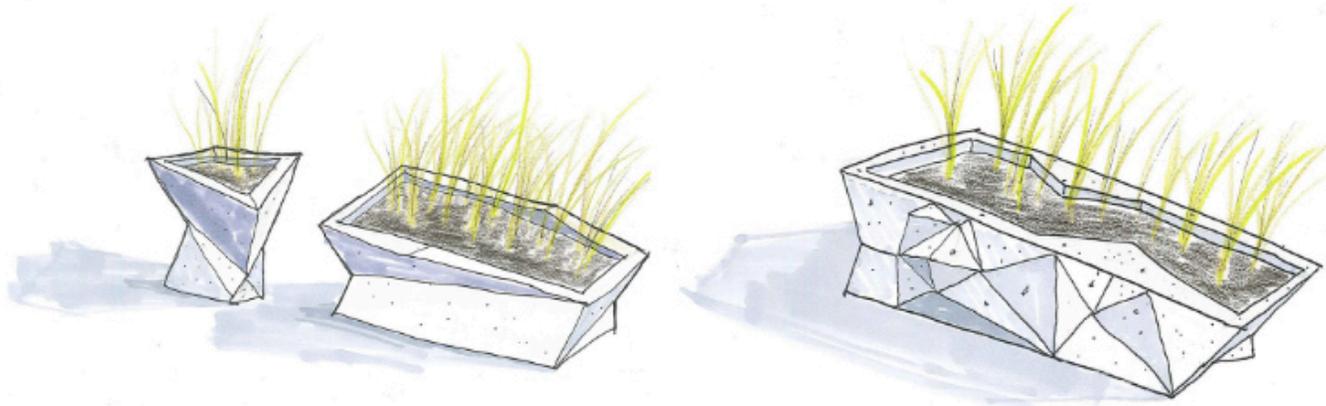
Concrete Bench Sketches

2017

Prismacolor Markers

Colored Pencils

Ink



A series of rapid sketches to explore modern and geometric planters for use in a rooftop terrace.

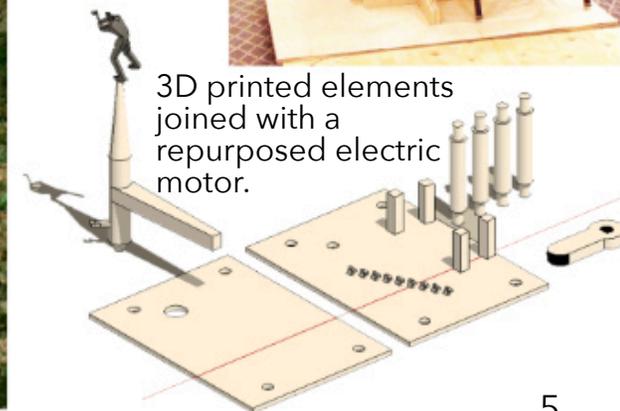
Gingerbread Village



Seen below, myself atop the CNC'd structure I designed testing the integrity. Cut each pieces myself using a ShopBot located in our office.



Local Seattle fundraiser JDRF Gingerbread Village competition to raise money for childhood onset diabetes research. In 2013, I was asked to be the team leader representing the firm by planning meetings, leading early design discussions and managing volunteers split into teams to achieve our final design efficiently. In addition, I utilized advanced digital fabrication techniques to produce a suitable substructure capable of supporting a significant mass of edible elements as well as a bespoke 3D printed mechanism I created that animated the Jack character as he appeared to chop down the beanstalk in the scene.



Nordstrom Rack Rollout

2013-2014

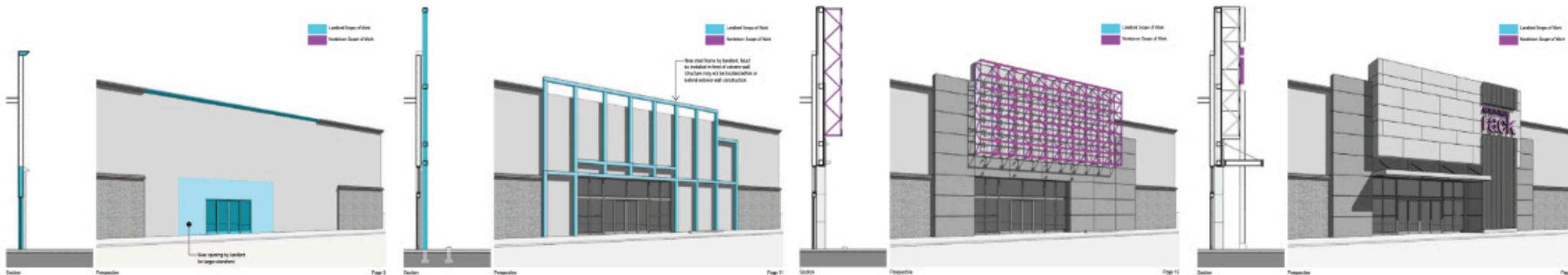
Microstation

Sketchup

InDesign/Photoshop



Grand opening preparation of new Springfield, VA store



Sequential perspective and section-cut diagrams I independently made through 3D modeling facade elements and generating section cuts to help visually communicate landlord and contractor responsibilities for general shell/core modification coordination.

Merlata Bloom

Milan, Italy

2022

Twinmotion

Sketchup



Enhancing a 3D model and populating it with 3D assets to enliven and enhance the design for marketing level renderings showcased at a convention in Milan, Italy where the project is situated. Project also serve as a proving-ground for whether Twinmotion could handle large geometry models provided by our architectural designers.

Böhme

2019 - 2021

Various Locations

Status: Built

Sketchup

Enscape

Tethered VR Headset

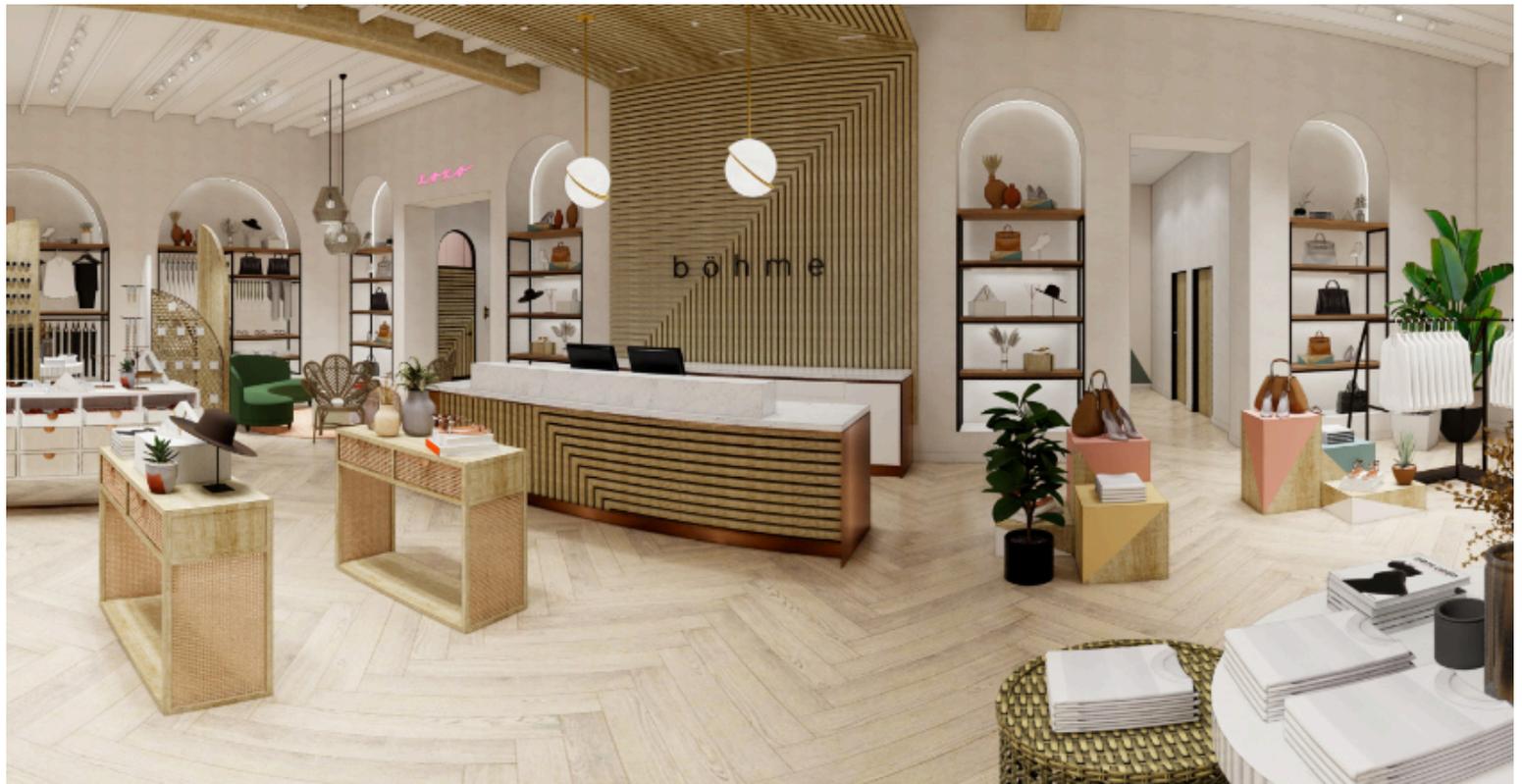
360 Panoramas



Scan QR Codes for
360 degree panos



Owners of this growing womens' apparel brand sought a refresh of their aesthetic for upcoming brick and mortar stores. Working with designers, I enhanced lighting, materials and led the client through some well received virtual reality walkthroughs.



Nordstrom NYC Flagship

2017

Status: Built

Tethered VR Headset

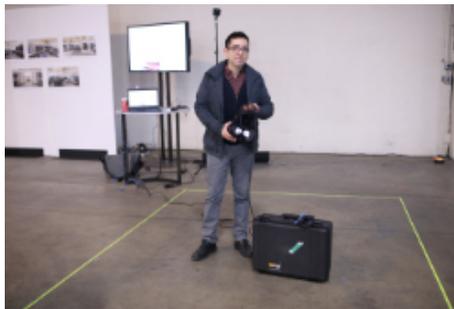
Enscape

Adobe Premiere Pro



Scan QR Code for animation sequence

Full-scale fixture mockup walkthrough with Virtual Reality

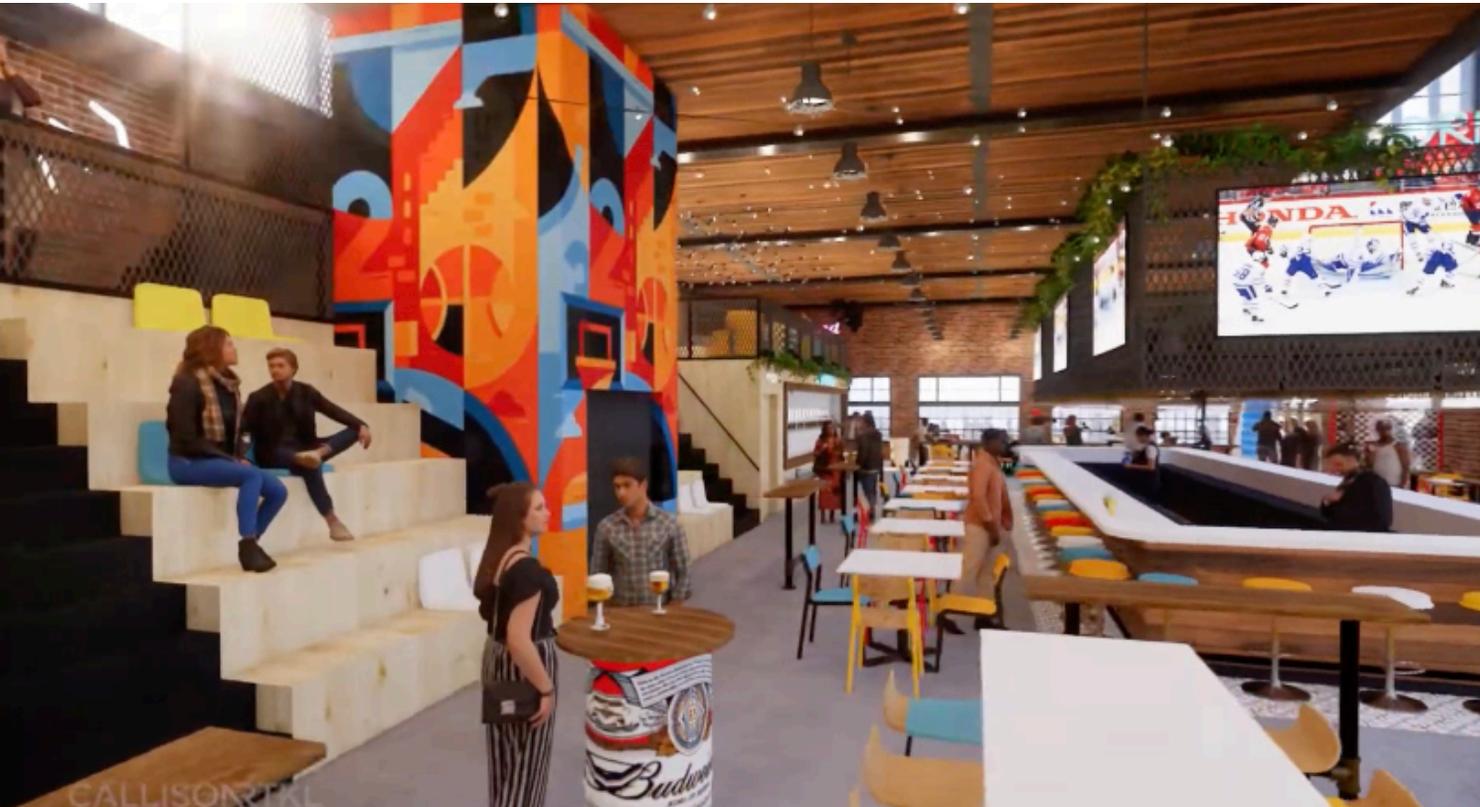


Scan QR Code for 360 degree pano

While interior design teams developed the vast department store layouts, my role was to take their models and enhance them with realistic lighting and materiality using Enscape. I also generated several 360 degree panoramas and animations which were crucial in communicating the design to stakeholders including key members of the Nordstrom family who were present during a final presentation.

Bressi's Restaurant Concept

2021
Sketchup
Twinmotion
Enscape
Adobe Premiere



Scan QR Code for animation

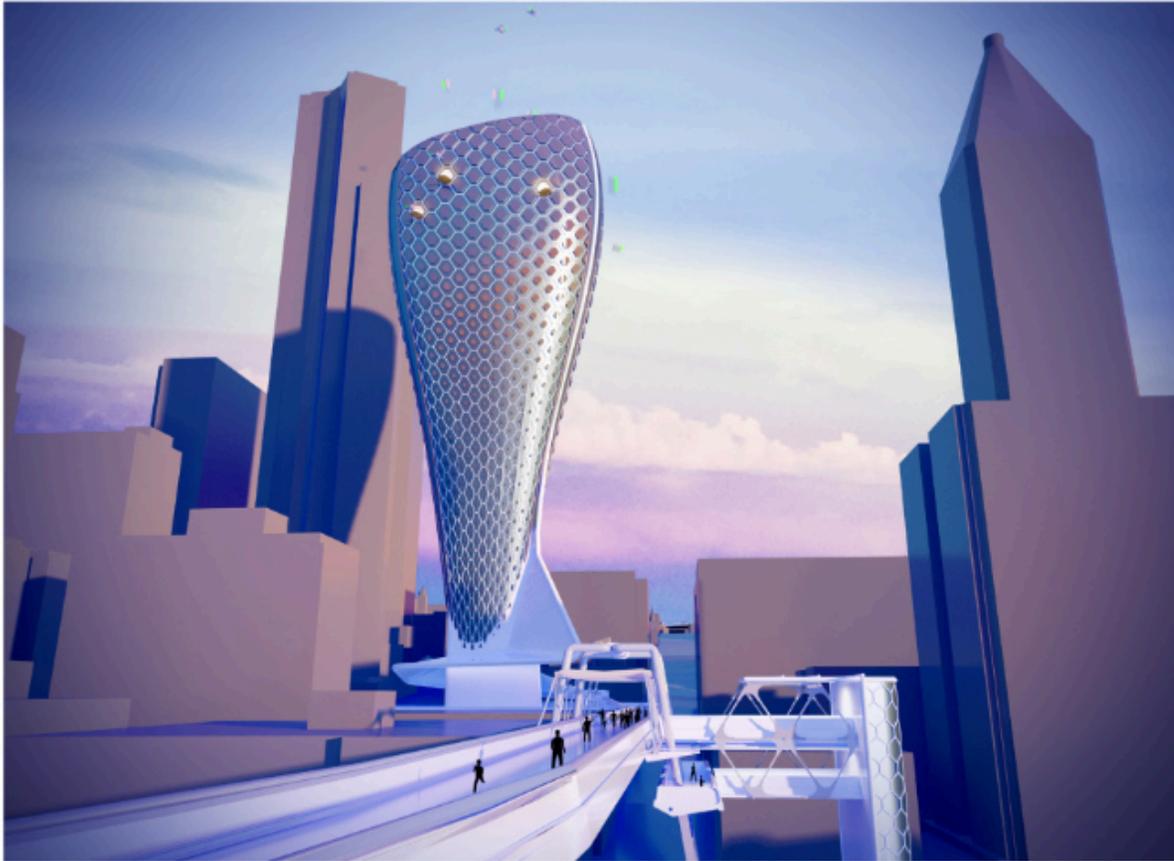


Assisting the design team that crafted a multi-storey restaurant and venue, I took their model and optimized the geometry and split it into manageable portions to render more efficiently creating a well received animation leveraging my sense of cinematography and composition.



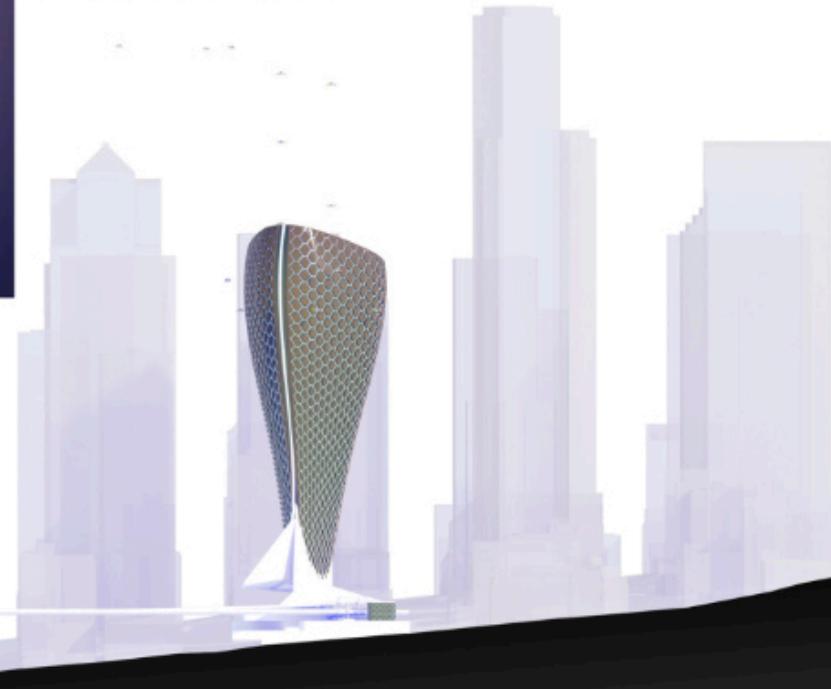
SAF Model Exhibit

2017
Autodesk Maya
3D Printing
Photoshop



A collaborative and conceptual project wherein a team and I envisioned how flying vehicles may assist our commutes in the near future, as well as what that means logistically and architecturally.

My role was with initial conceptualization of project scope and flight-plan logistics, rendering art direction, digital fabrication coordination and 3D animation. Design was led by a colleague using his skills with parametric modeling.



Hotel Limelight

2017

Status: Built

Sketchup

V-Ray

Photoshop



Early in this project I assisted in preparing imagery and packages to push the project through a redesign phase and entitlement process. From there I helped develop an interior ceiling design scheme which incorporates reclaimed wood elements secured to the ceiling of the lobby.



Coordinated interior design elements with consultant interior design team Rowland+Broughton

Hotel Limelight



Cedar Hills - McMinamins Shell

2016

Status: Built

Sketchup

Virtual Reality

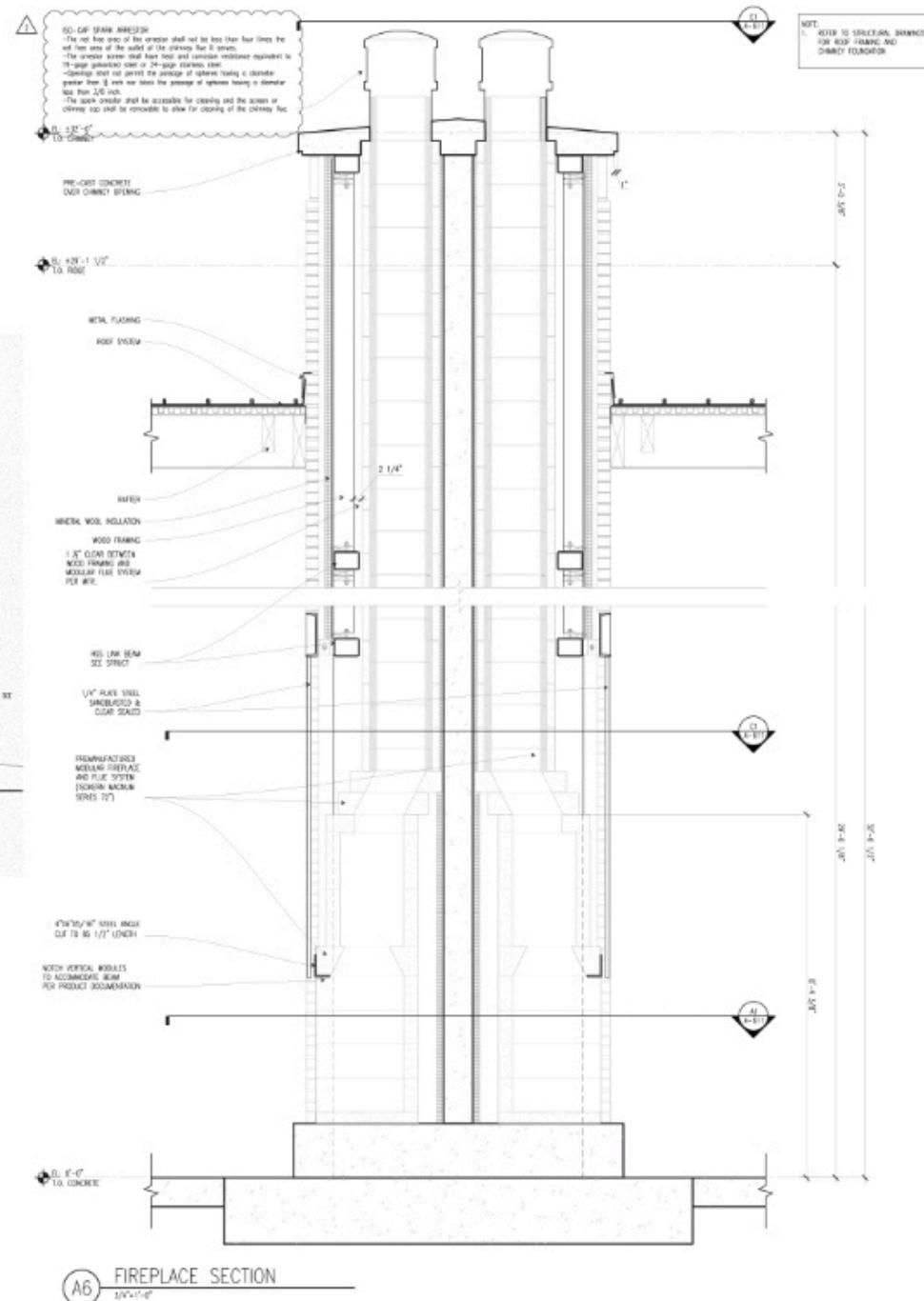
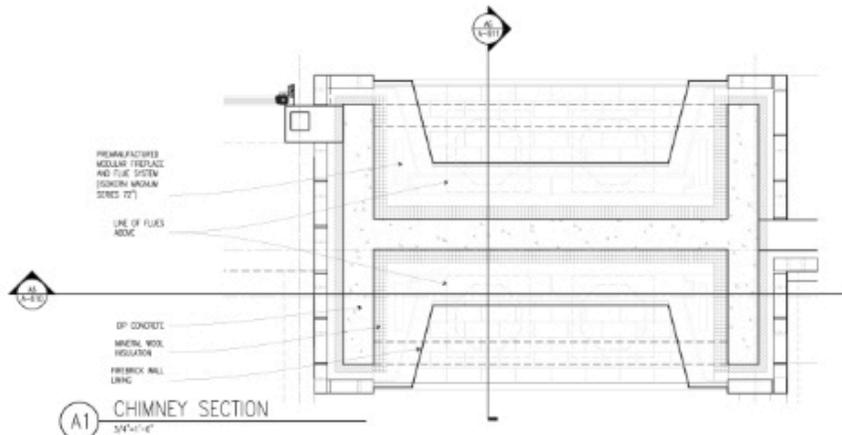
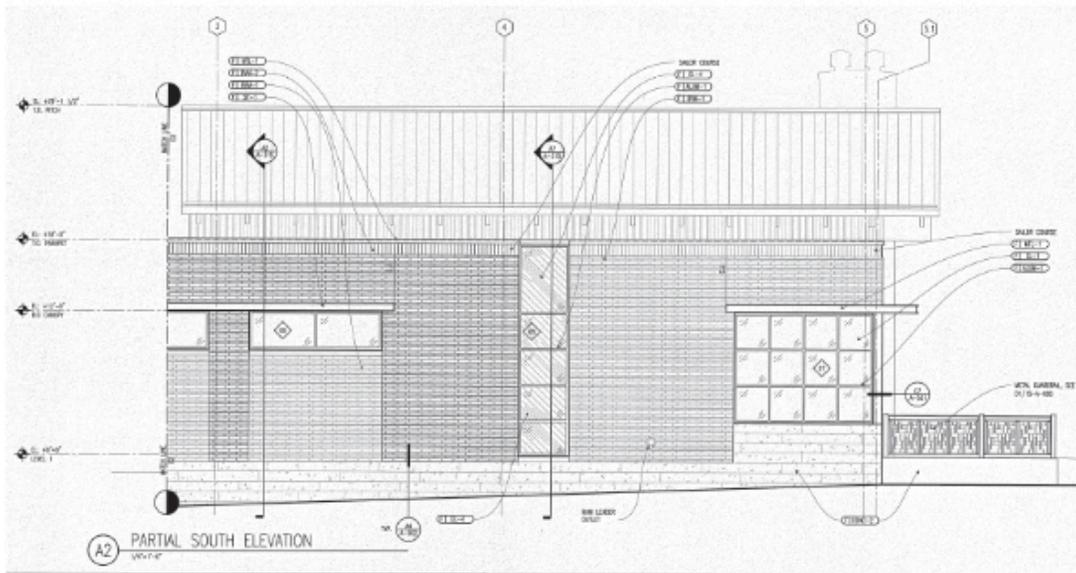
AutoCAD



I created a construction document set to bring this building design to permit. Aspects of this involved updating and finalizing the exterior elevations, coordinating structural elements, life-safety drawings, documenting fenestrations, canopies and developing detailed drawing schematics for a fireplace system penetrating the roof.

Cedar Hills - McMinamins Shell

Various drawings extracted from the construction document set showing details necessary for construction.



Cedar Hills - Building 12

2017

Beaverton, OR

Status: Built

Sketchup/Layout

Enscape



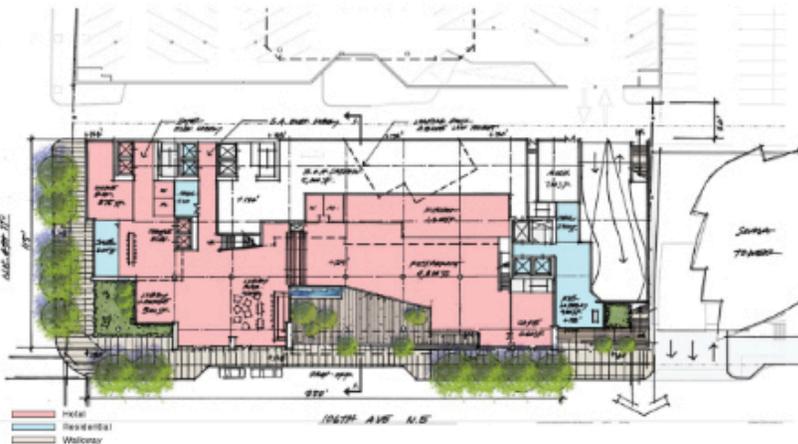
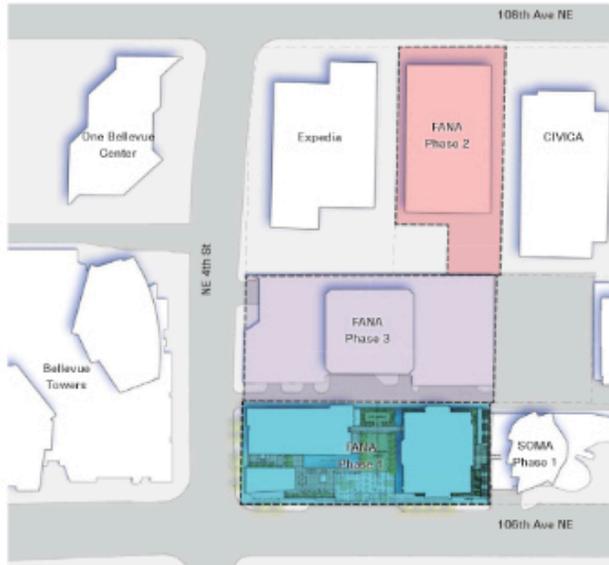
Part of a master-plan for a shopping center undergoing substantial redevelopment in Beaverton, Oregon I was entrusted to design a modernist jewel-box building to house two tenants. The intent was to enhance the rest of the project which up to the point had consisted of a repetitive prescriptive design palette of brick facades and storefronts. My design served as a catalyst to revise other portions of the project and infuse them with more serendipitous and modern elements.

Final completed design after undergoing some value-engineering by a 3rd party yet still maintaining much of my design intent.



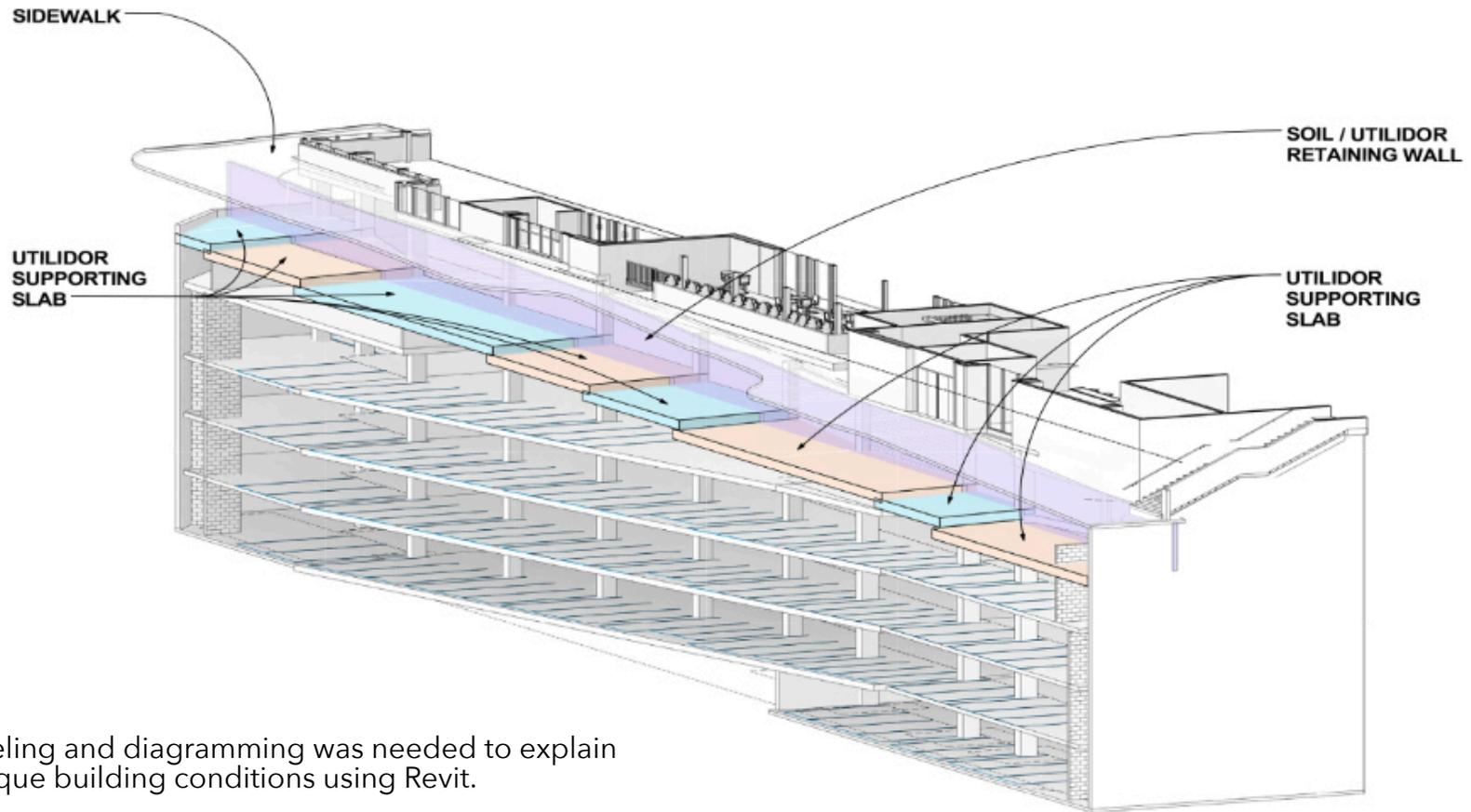
FANA Four106

2015-17
Bellevue, WA
Revit
Sketchup
Illustrator
InDesign
VRay

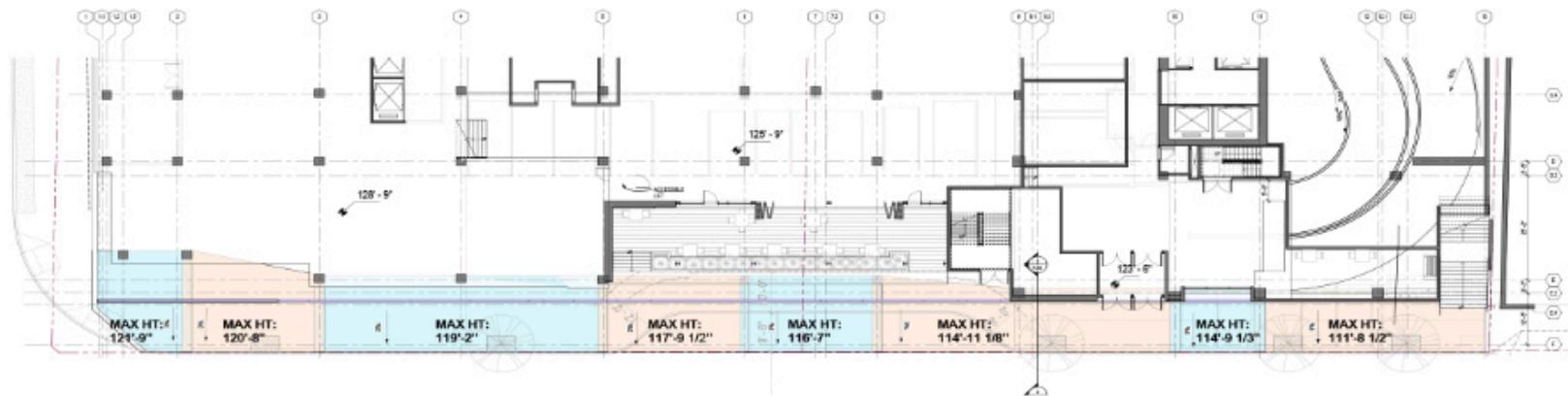


A project I had the privilege to join from inception through most of the construction document phase gaining tremendous insight and experience. Situated in the urban center of Bellevue, it was to be a mixed-use development complimenting the growing skyline. Early on I helped produce 3D printed site model elements that showed stakeholders 3 potential configurations. Later I developed entitlement packages and managed the Revit BIM model participating in MEP/Structural coordination efforts.

FANA Four106



Complex modeling and diagramming was needed to explain graphically unique building conditions using Revit.



Macy's Building Re-Tenancing

2017
Seattle, WA
Status: Built
Photoshop
AutoCAD



NEW CONFIGURATION OF
ELEVATOR OVERRUN

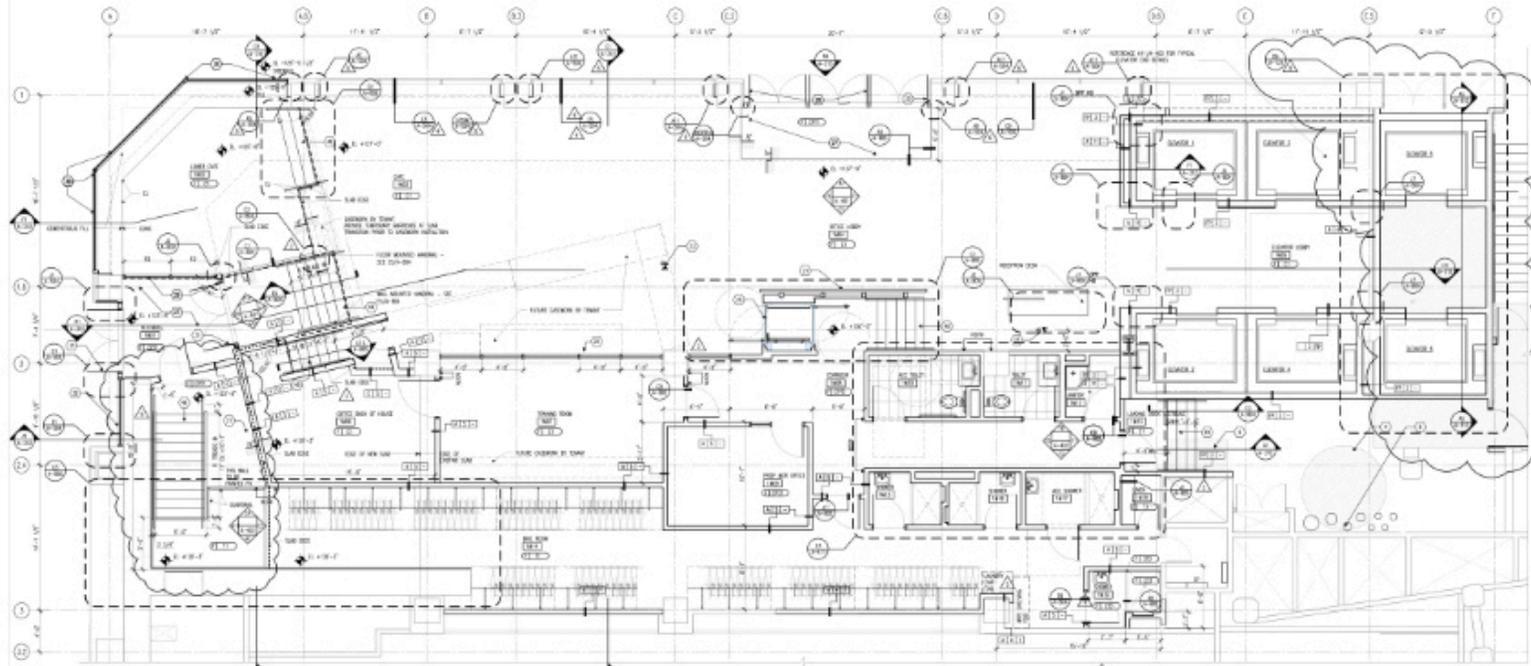
INSTALL NEW DOUBLE PANE
WINDOWS AT LEVELS
2 THROUGH 4
(LEVEL 5 THROUGH 7
WINDOWS PREVIOUSLY
APPROVED)

Existing Features in Context

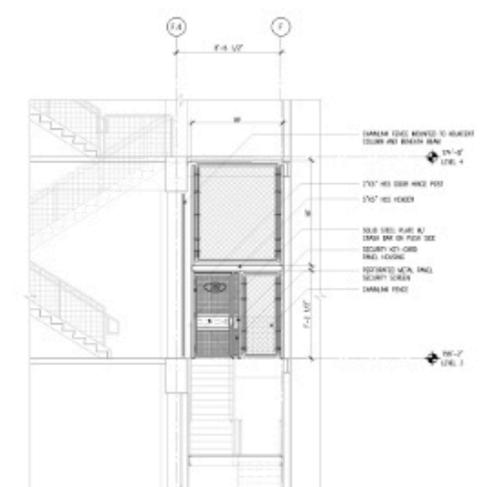
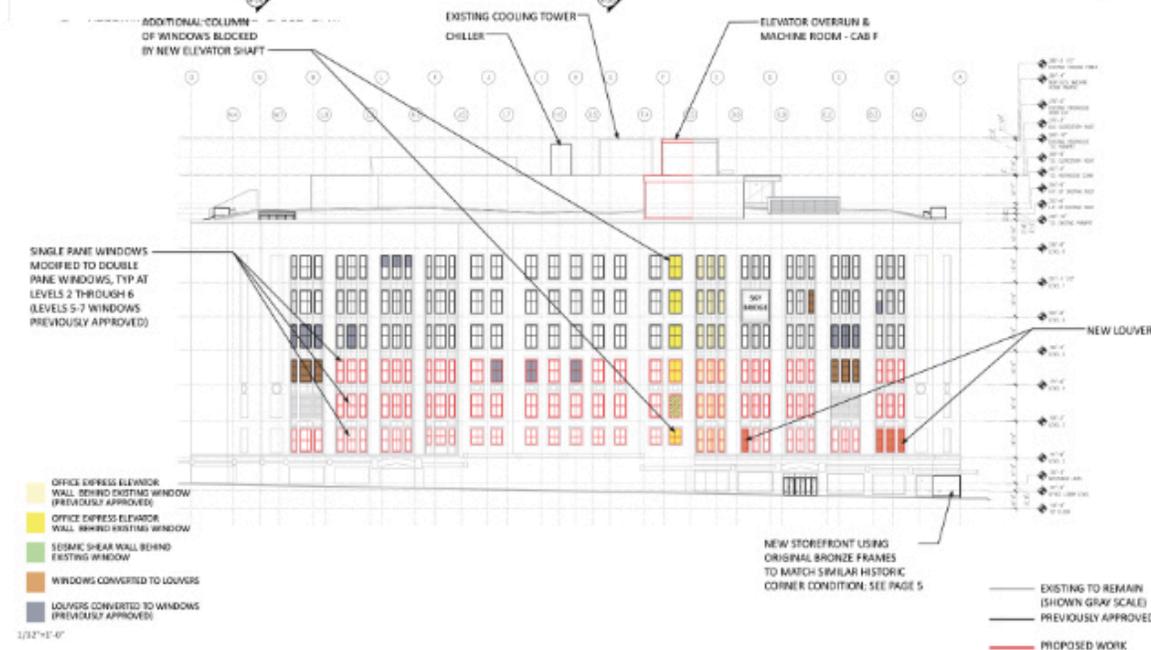


An extensive historical preservation project where I assisted throughout various stages ranging from landmark review, floor plan studies, rendering post-production, Structural/MEP coordination, construction administration, OAC meetings and later an office-wide design charrette I led to imagine innovative design ideas for the basement. The scope itself involved clearing out upper floors of the historic Macy's Building as they were converted into office space for a local tech giant. Part of the scope involved incorporating 6 new elevators necessitating the re-routing of an exit stair pathway and coordinating several structural revisions and security measures prescribed by the tenant.

Macy's Building Re-Tenanting



Various drawings extracted from the construction document set and landmark package showing details necessary for construction.



1/32"=1'-0"

Render Royale

2019

Enscape

Sketchup

Multi-Office Training
and Competition



Multiple office locations participated in this effort I envisioned to educate and train designers about advanced lighting and material techniques which are achievable through real-time rendering tools like Enscape. Utilizing a 'Synthwave' aesthetic, the designers were encouraged to think creatively about lighting to better communicate their designs.

Macy's Building Charrette

THE MACY'S BUILDING
RETENANTING
**UNDERGROUND
CHARRETTE**

AN OPEN INVITATION TO HELP WITH A LOCAL
SEATTLE PROJECT CURRENTLY UNDER
CONSTRUCTION RIGHT IN OUR BACKYARD

work in
teams of
FOUR
CR#6

ADAPTIVE REUSE

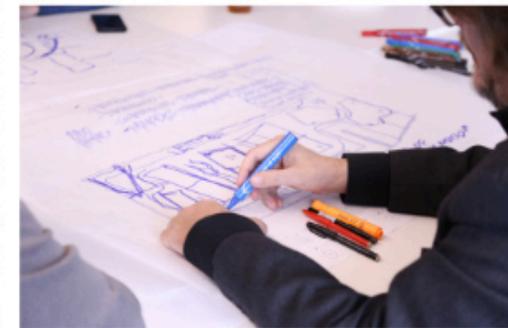
BEER, WINE
& SNACKS
PROVIDED!

THIS
THURS
4-5ish PM

help CRTKL make an
IMPACT
on the future of one of
Seattle's **ICONIC**
retail spaces and
TRANSFORM
an underground portion of its basement
into an innovative **18,500 SF**
amenity space for a new possible new tenant

QUESTIONS?
Contact
Orlando Orozco or
Amy Wong-Freeman

CALLISON|RTKL
A DESIGN CONSULTANCY OF ARCADIS



Helping plan and lead a charrette open to all design staff in Seattle, we sought to inspire otherwise insular and siloed staff to come up with potential uses for a significantly sized portion of the historic Macy's Building basement in order to give the client ideas on how to creatively use the space. Afterwards the designs were collated and turned into a visual package with three different options. Event format and poster design created mostly by myself.

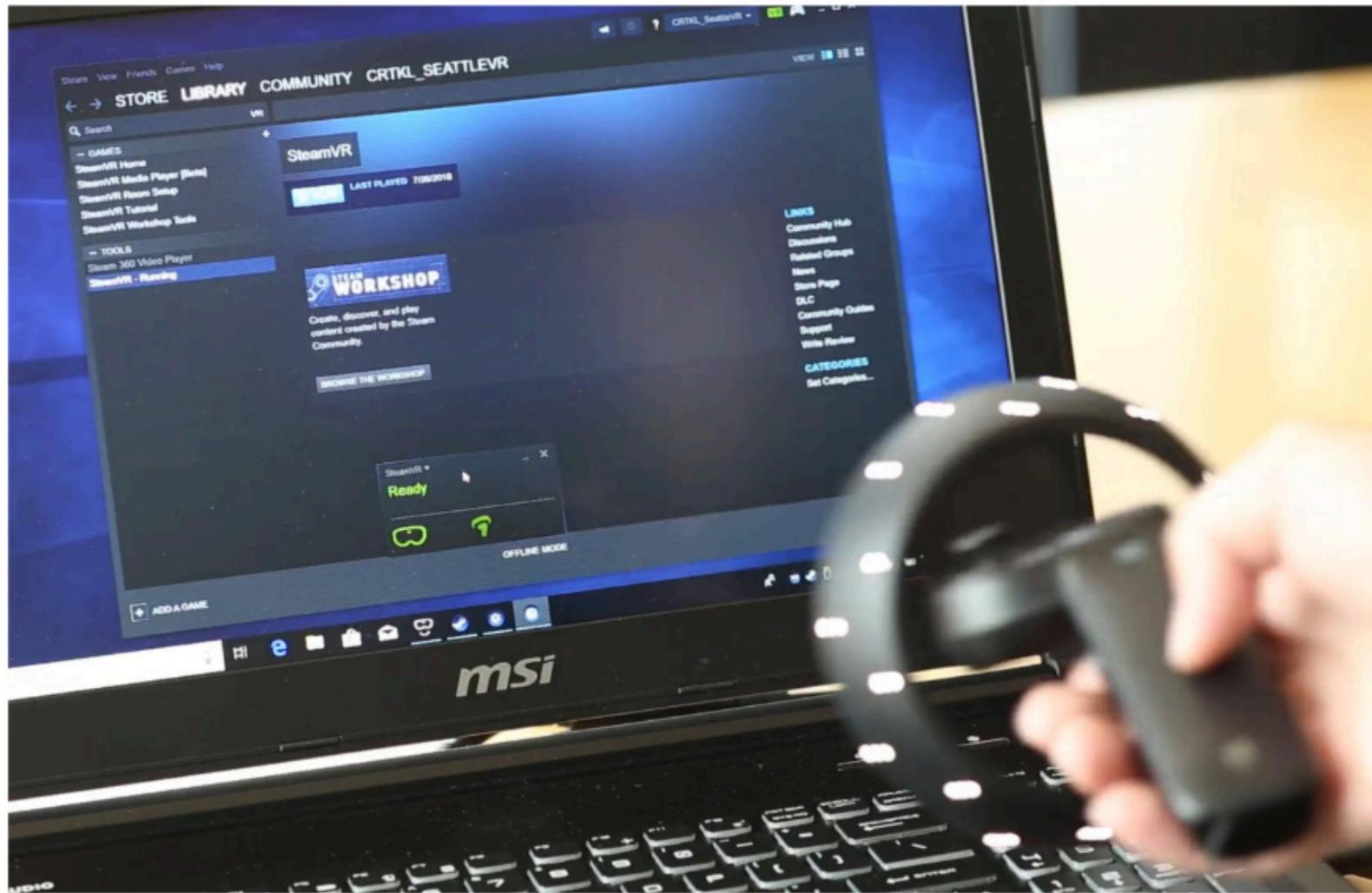
VR Setup Tutorial

2018

Office Training

Canon 6D

Adobe Premiere



As VR equipment was deployed to other offices and taken abroad for client meetings, I independently produced this quick tutorial for staff which is readily accessible on mobile phones by scanning the QR code located to lower left.