

Architectural and Landscape Design

P O R T F O L I O

Alaleh Sharghinezhad



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About me

Design led me to architecture and I continued to develop my practice through further studies in architecture and landscape architecture. I'm interested in how spaces work at different scales—from interiors and buildings to landscapes—and how people experience and move through them. Alongside design, drawing has been an important part of my work. Drawing remains a quiet, focused part of my process and influences how I see space and people.



alalehstudio.com

P R O J E C T S

01

CHILDREN'S ART CENTRE

A playful environment integrating architecture and green space.

Winter 2021

Shahrood University of Technology, Iran

Master of Architecture Practicum

02

REST STOP

A sculpted landscape inspired by geology.

Fall 2023

University of Manitoba, Canada

Master of Landscape Architecture Program

03

PANORAMIC VIEWING PLATFORM

A raised platform in Toronto offering panoramic city and waterfront views.

Winter 2025

University of Manitoba, Canada

Master of Landscape Architecture Program

01

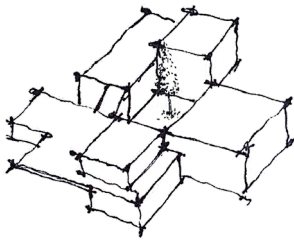
CHILDREN'S ART CENTER

Location
Mashhad, Iran

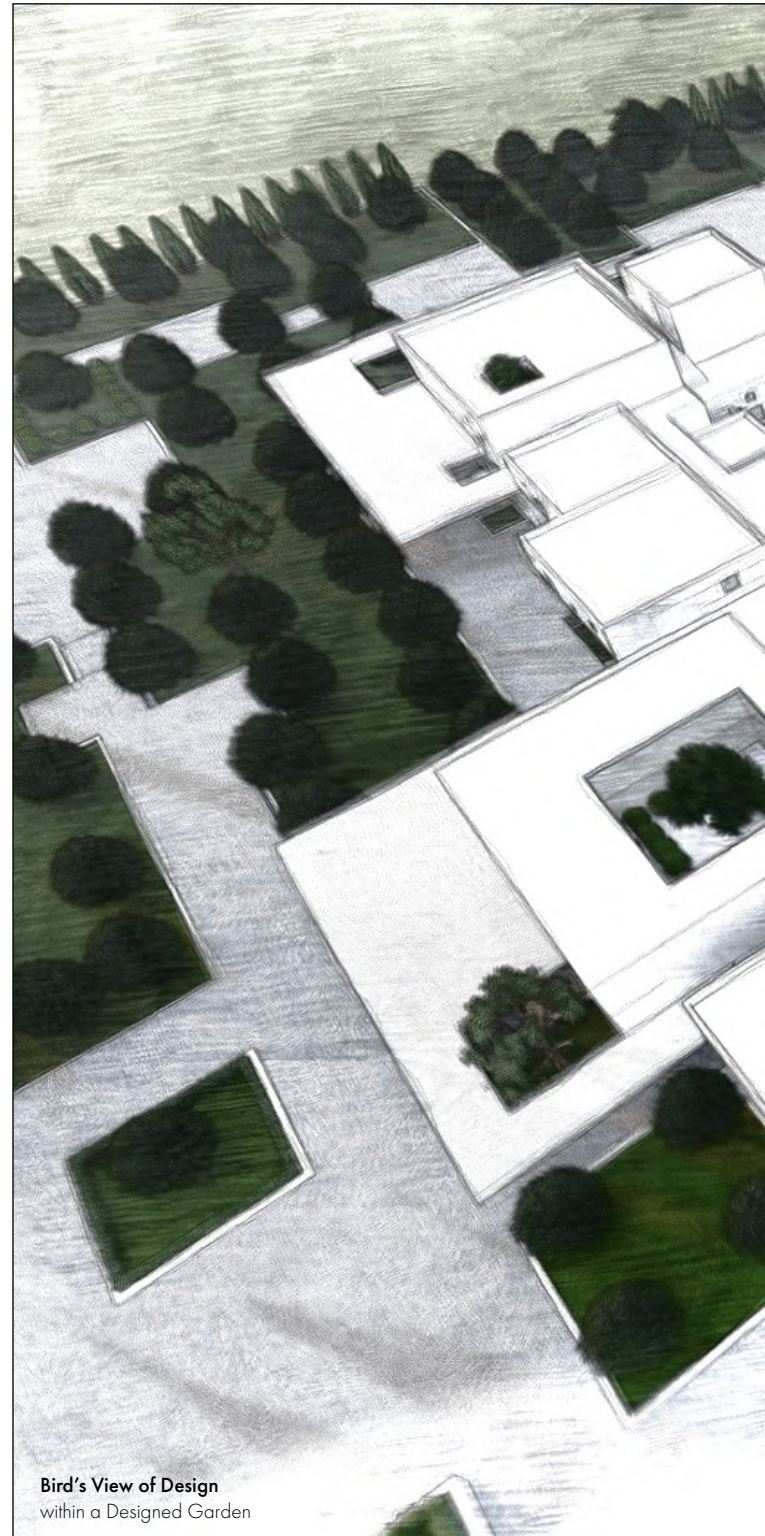
Shahrood University of Technology

Master of Architecture Practicum

Winter, 2021

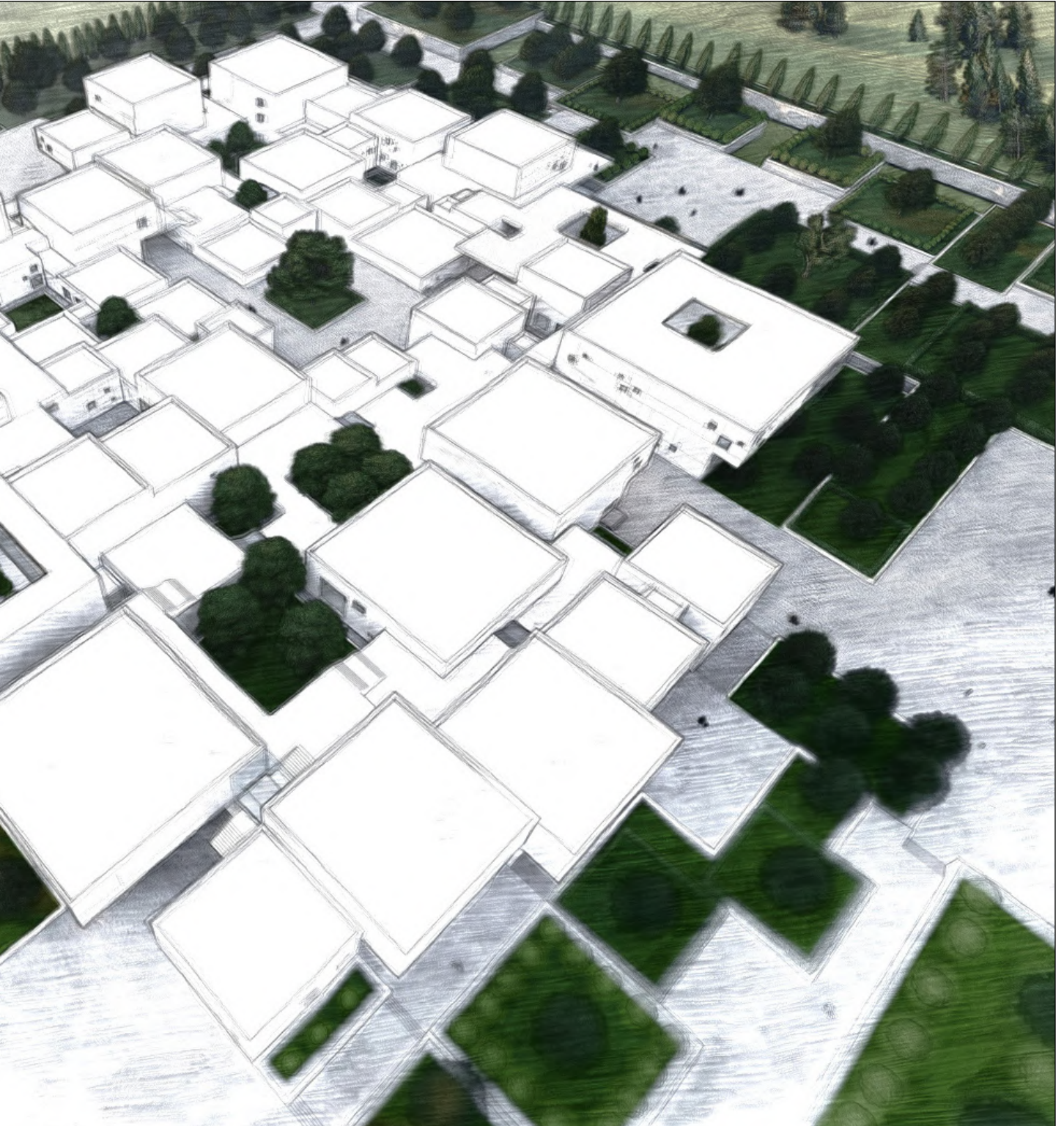


The Children's Art Center is designed to support creativity and exploration, with the landscape playing an active role in shaping how children experience the space. Positioned at the center of a garden, the building is closely integrated with the surrounding landscape, creating a stimulating environment that encourages curiosity, imagination, and varied forms of engagement. The traced landscape follows the building's footprint, responding to its composition of cubes at varying heights to reinforce a dynamic spatial structure and create visual connections between interior and exterior spaces.

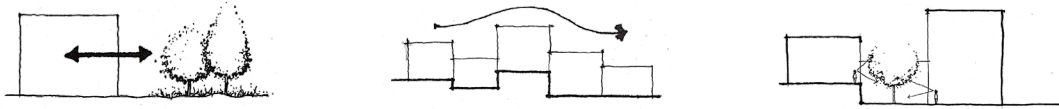


Bird's View of Design
within a Designed Garden

Modeling: 3ds Max · Rendering: Lumion

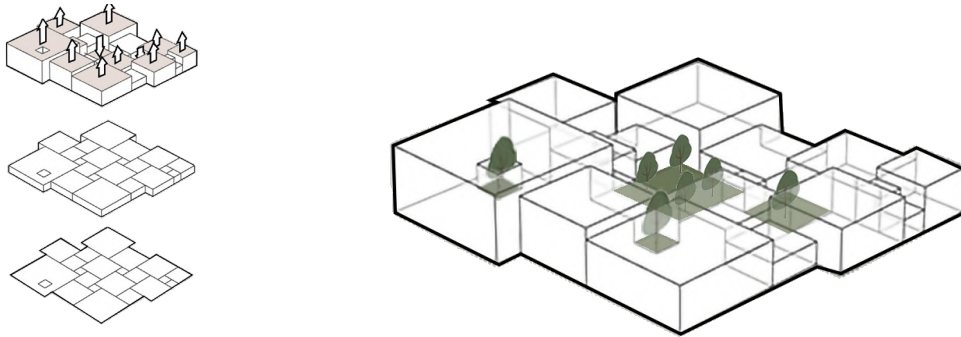


Contextual
Inspiration



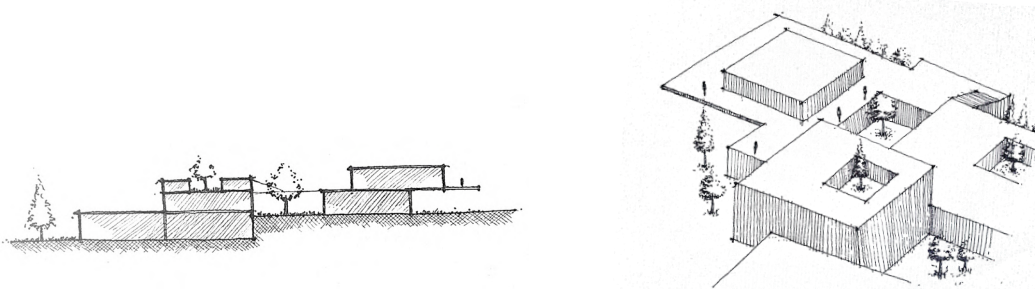
Hand drawing

Evolution
of Form



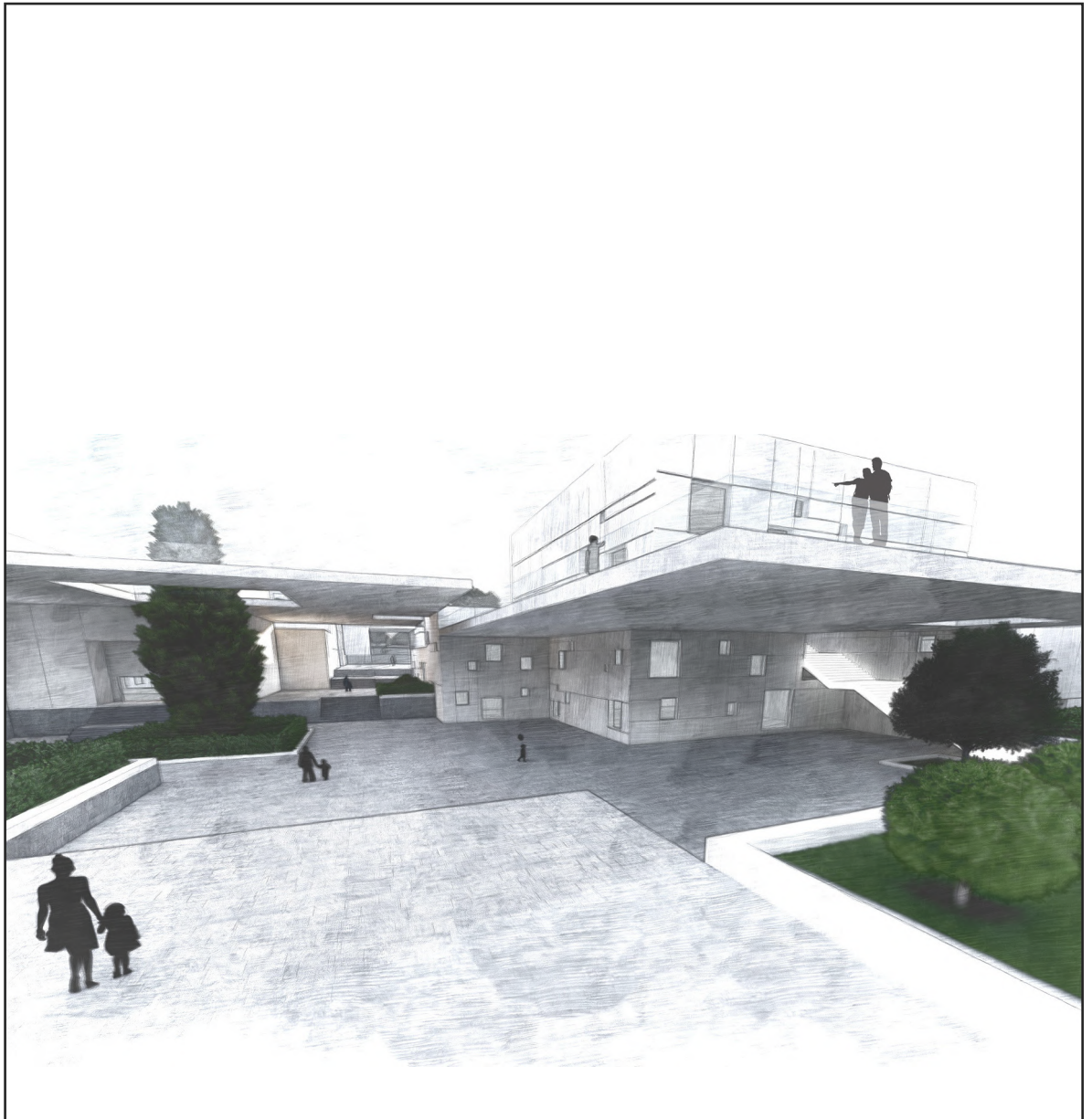
Modeling: SketchUp

Evolution
of Form



Hand drawing

The form development explores ways to integrate interior spaces with greenery, create a dynamic structure, and offer varied visual connections.



Light and shadow—
Outdoor
Spatial
Experience

Modeling: 3ds Max · Rendering: Lumion

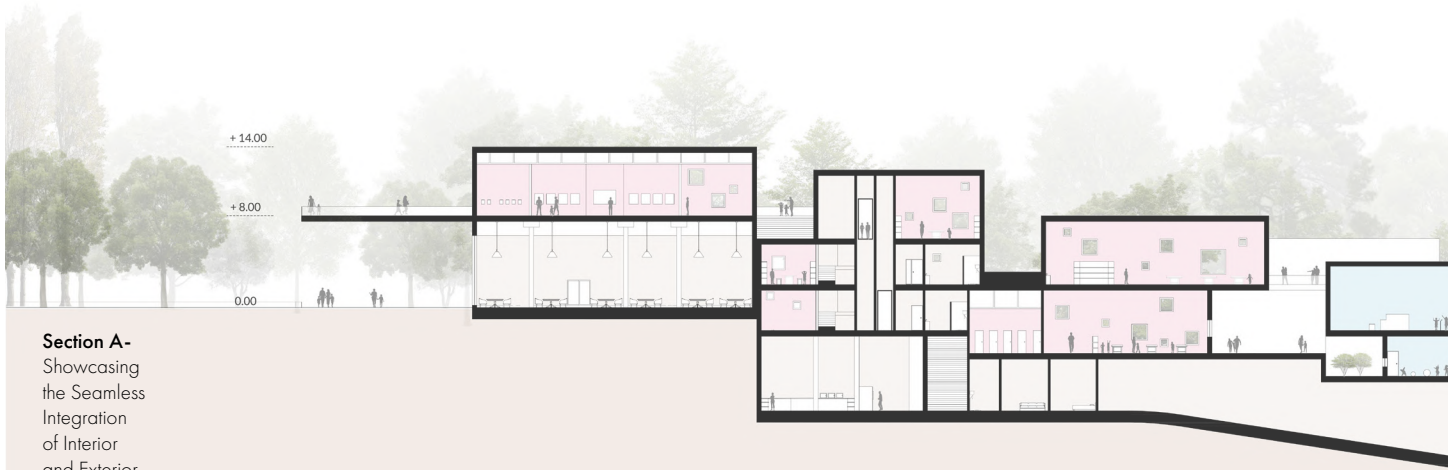


**Building
Form –**
Creating
Diverse Visual
Experiences

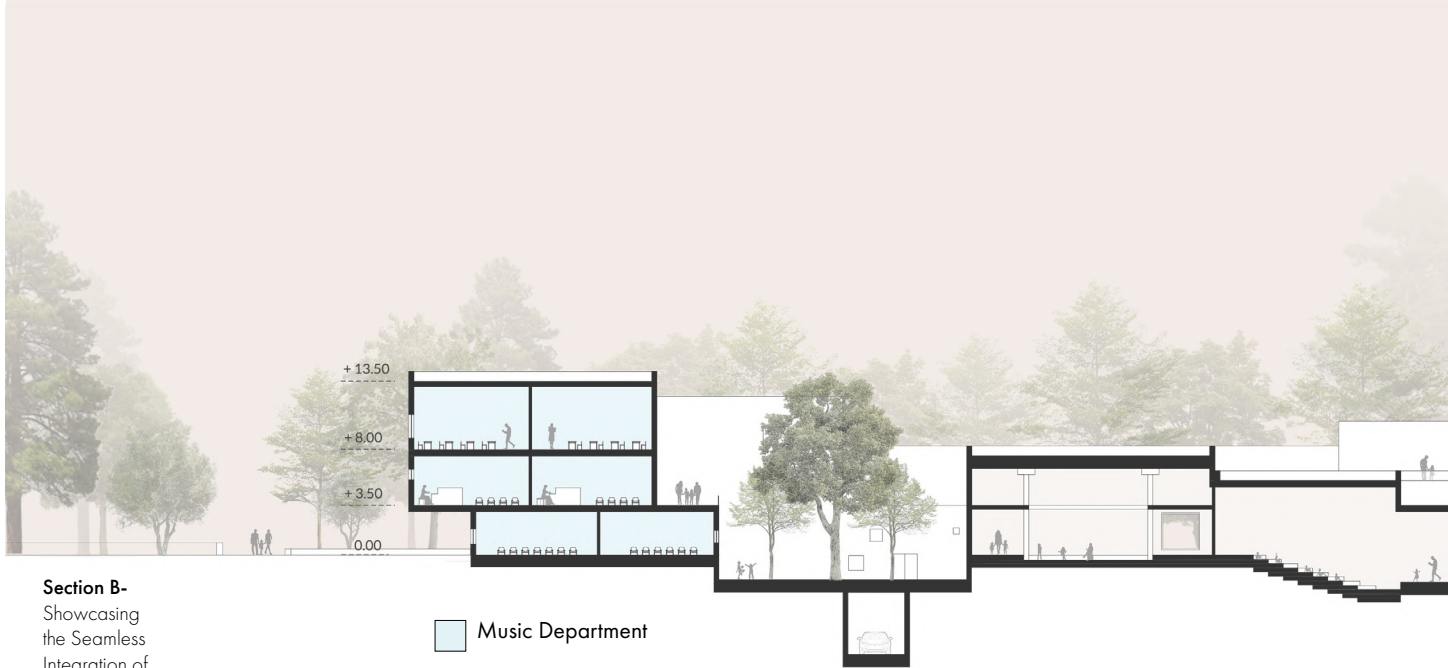


Modeling: 3ds Max · Rendering: Lumion

Visual Art Department



Section A-
Showcasing
the Seamless
Integration
of Interior
and Exterior
Spaces



Section B-
Showcasing
the Seamless
Integration of
Interior and
Exterior Spaces

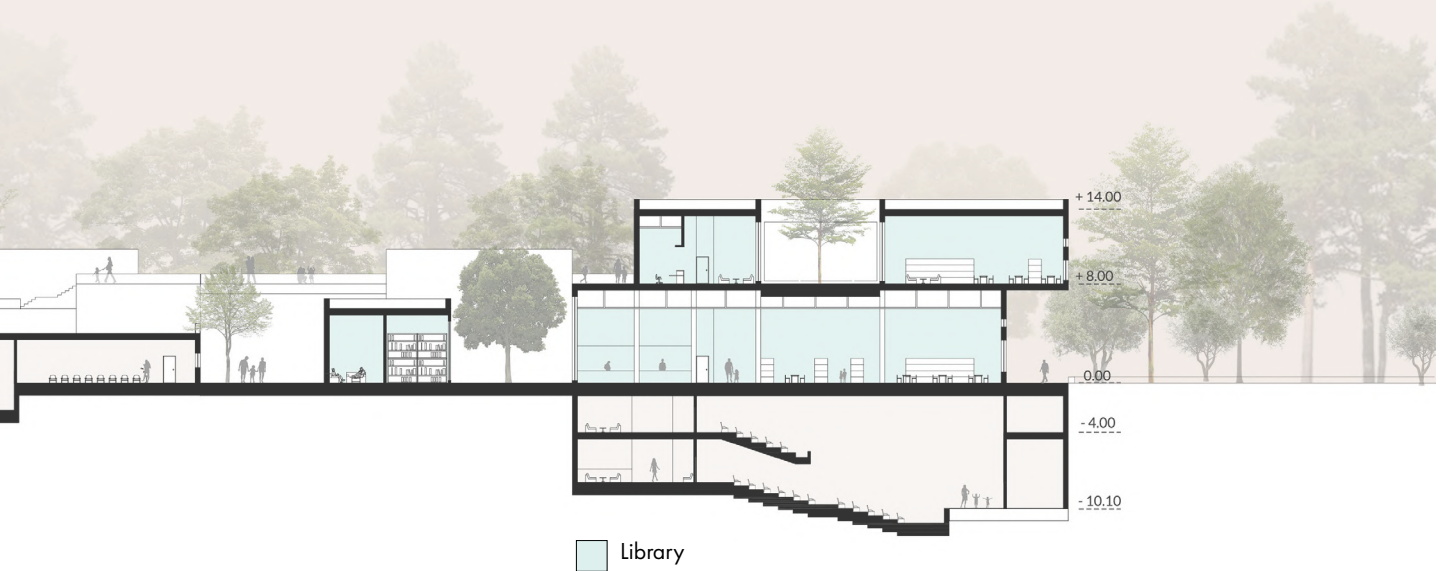
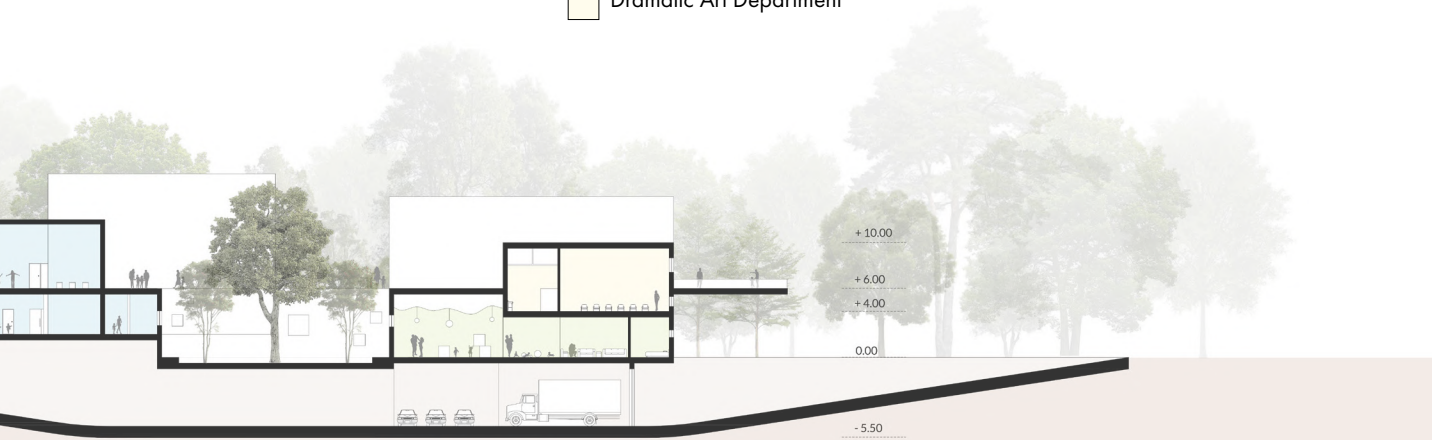
Music Department

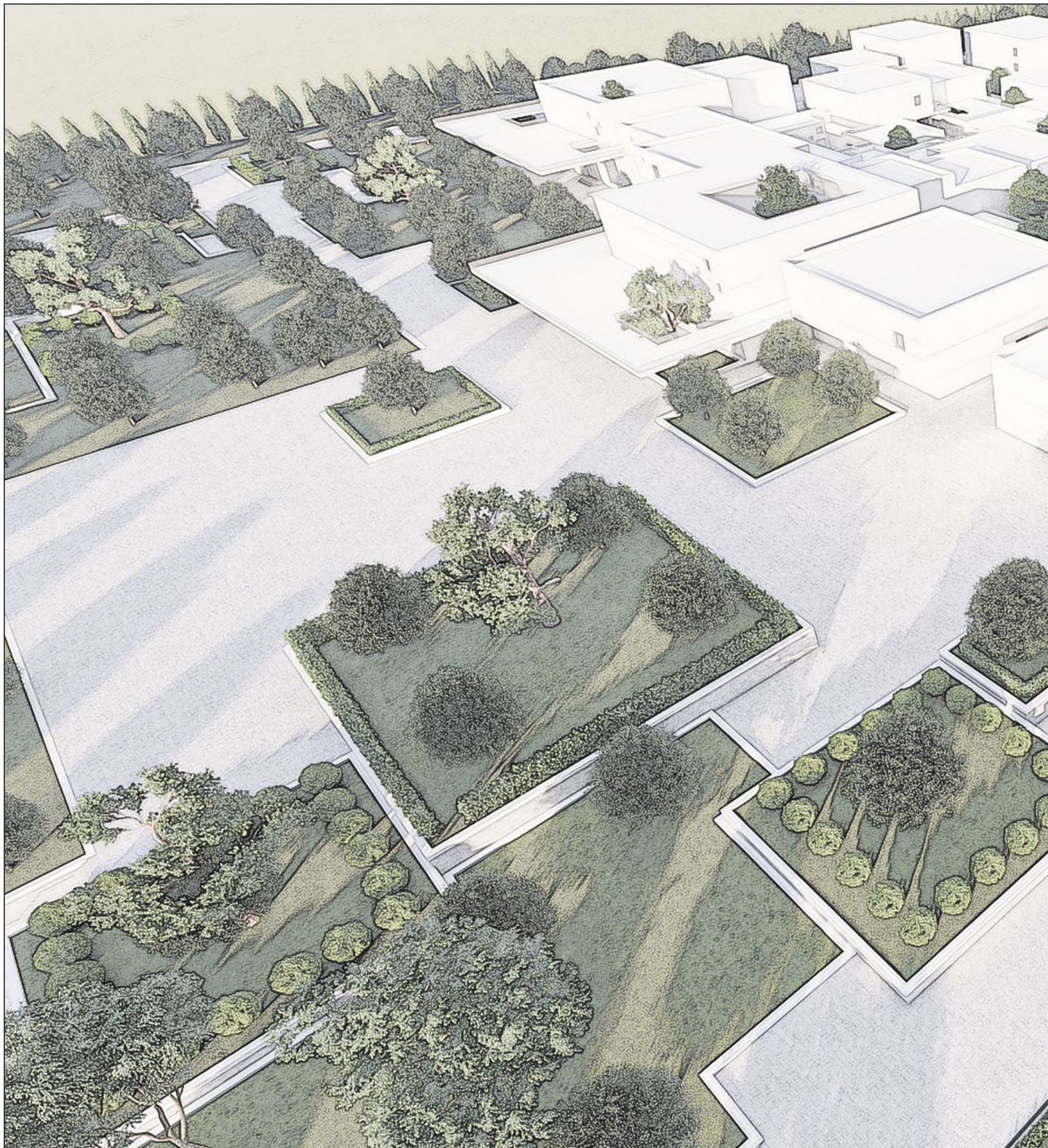
Central Atrium and Auditorium

Infant Care Center

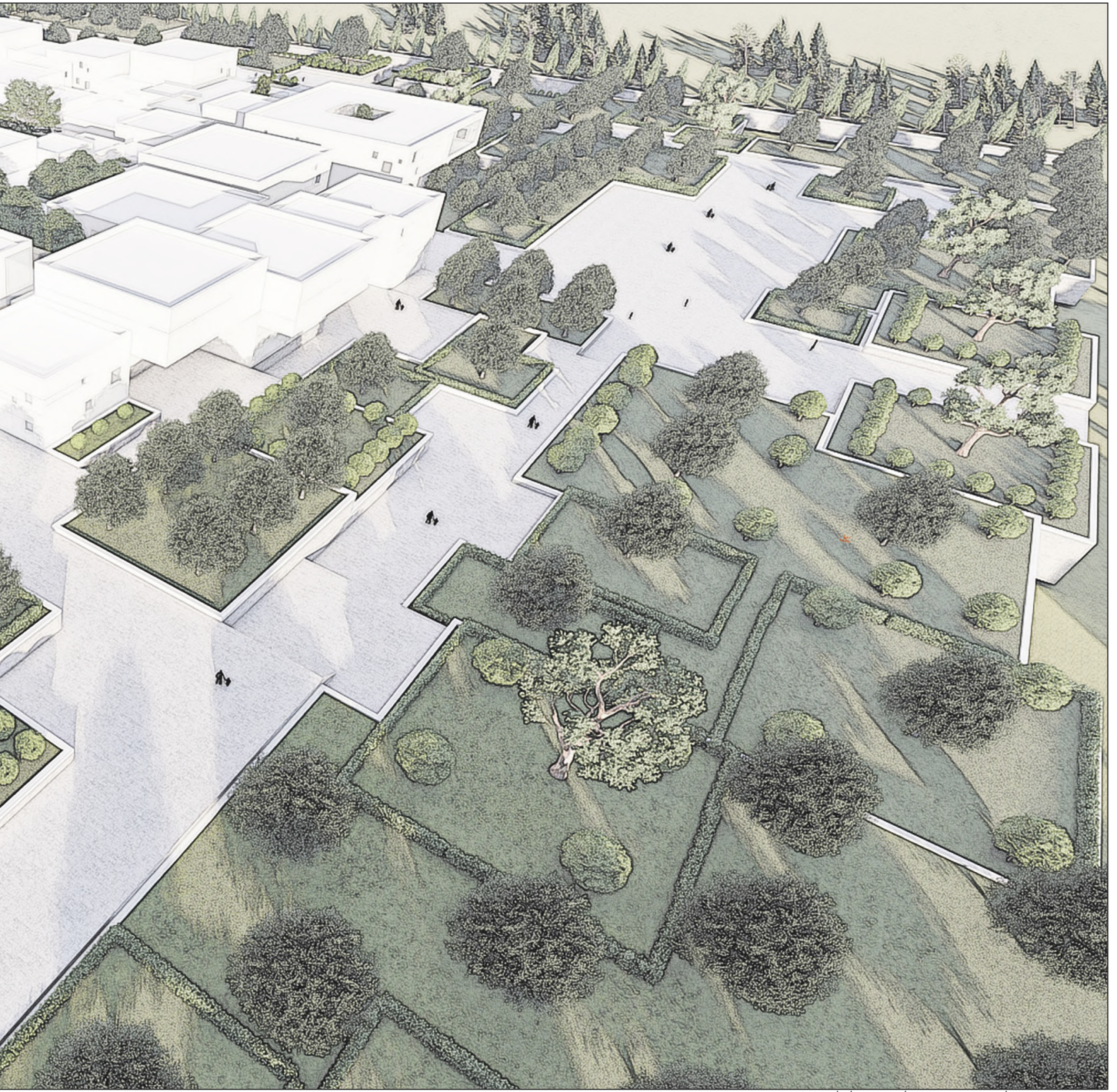
Music Department

Dramatic Art Department

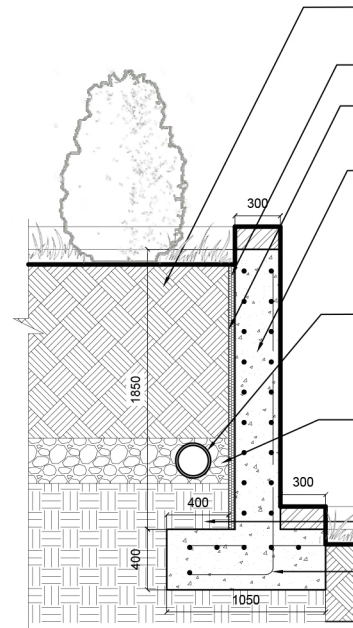
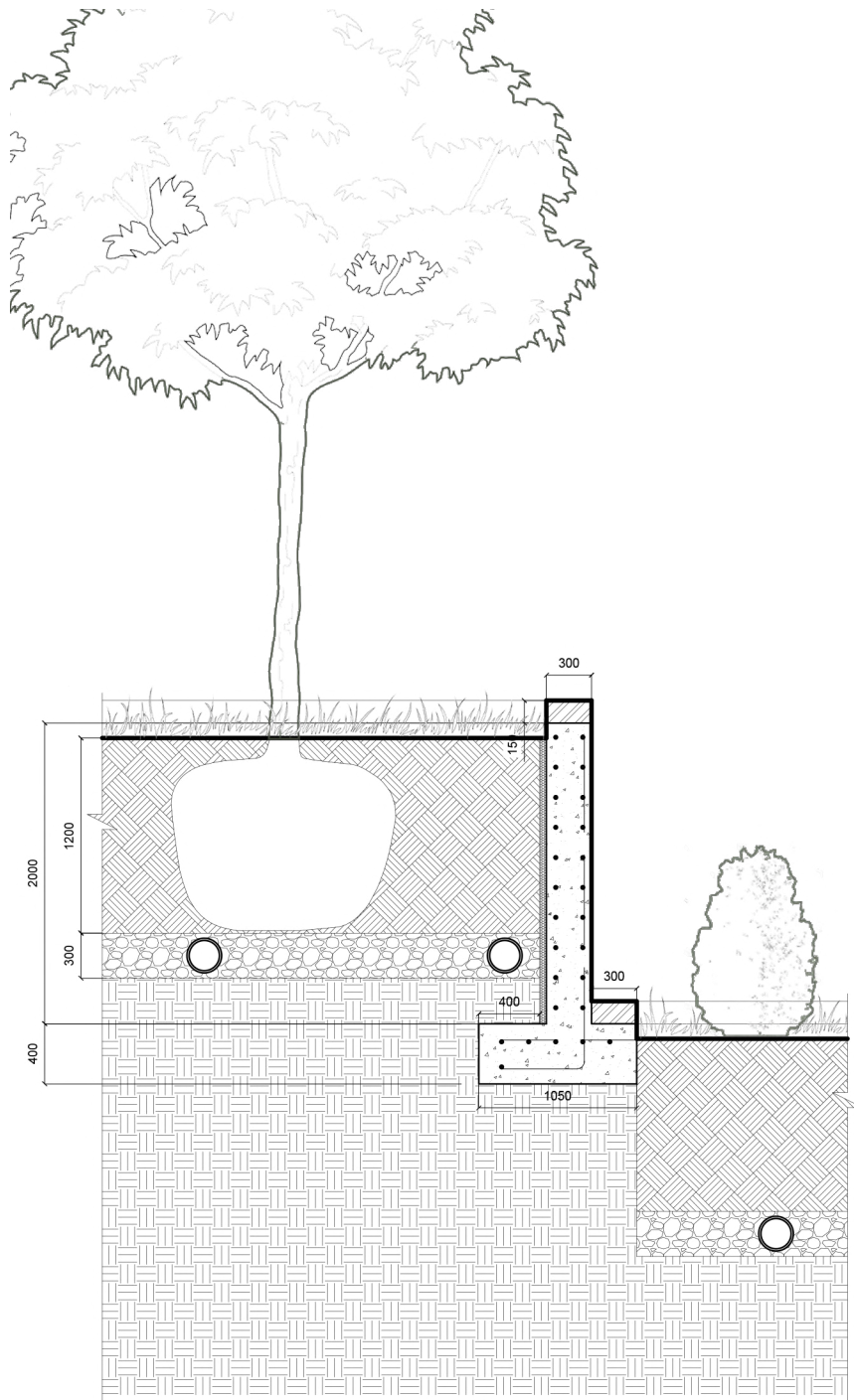




Elevated Perspective-
Highlighting the Terraced Landscape and Integration of Green Spaces with the Building



Modeling: 3ds Max · Rendering: Lumion

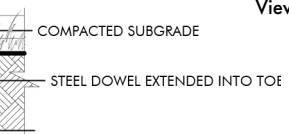


Detail
Section-
Scale 1:50



SketchUp + Photoshop

Viewpoint – A framed perspective highlighting the terraced form of the landscape



02

REST STOP

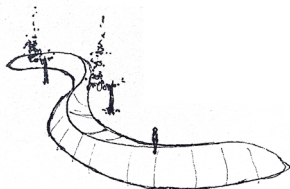
Location

Pointe du Bois, Manitoba, Canada

University of Manitoba

MLA

Fall, 2023



The Rest Stop, located in Pointe du Bois near a body of water, consists of a winding mound and an excavated zone featuring exposed bedrock. The winding mound encloses a defined space while offering visitors the opportunity to walk along its crest and take in picturesque views of the surrounding landscape. In contrast, the excavated area reveals the site's underlying bedrock, with a gently sloping ramp guiding visitors to explore this geological feature up close. Together, these elements create an immersive experience, allowing visitors to uncover and engage with the site's rich geological history.

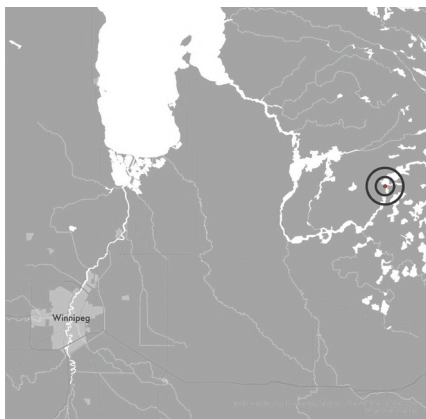


Master plan
highlighting the esker-inspired mound and the excavated bedrock zone

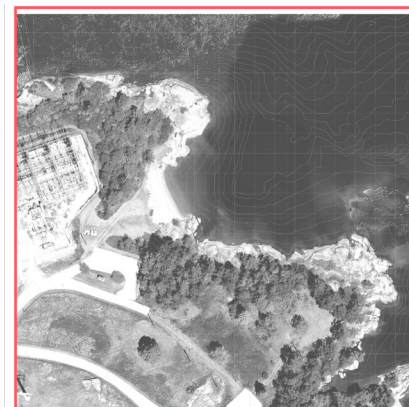
Auto CAD + Photoshop



Design Area

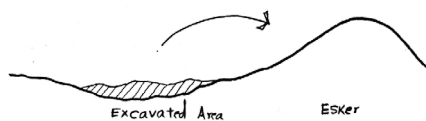


Site Location

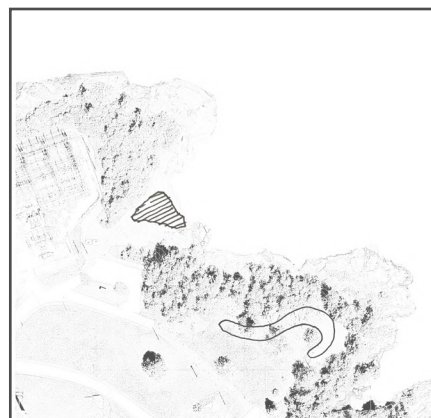


Site Boundary - Created by Dale Wiebe (Instructor)

Shaping the Concept



Design Inspiration from the Story of Glaciers



The concept draws from glacial processes that exposed bedrock and shaped the land into eskers and kames. The project occupies a 200 × 200-meter site in Pointe du Bois, Manitoba.

Section A



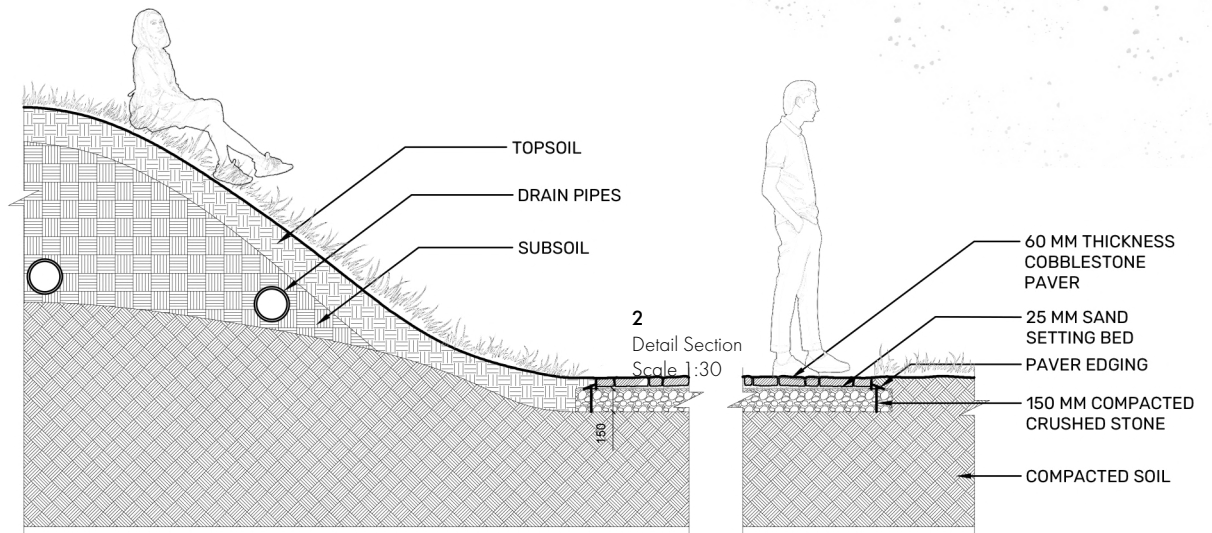
Auto CAD + Photoshop

Section D



Auto CAD + Photoshop

Inspired by the natural formation of eskers, the design uses their flowing, glacial forms to shape spaces for walking, sitting, and exploration. These ridges reflect the site's geological history while creating an engaging visitor experience.



Auto CAD



Photoshop

03

PANORAMIC VIEWING PLATFORM

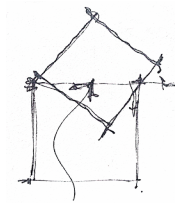
Location

Cherry Beach, Toronto, Ontario, Canada

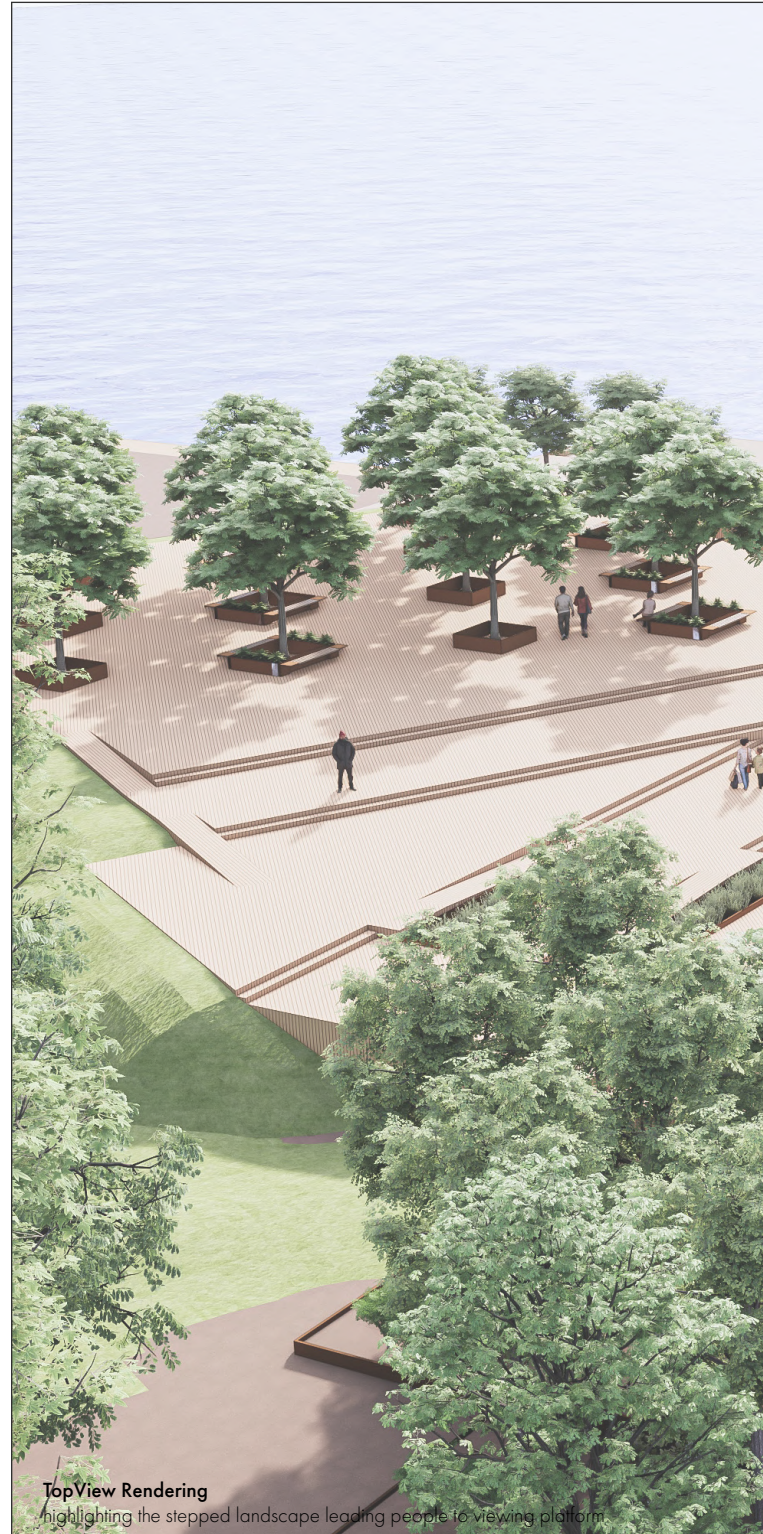
University of Manitoba

MLA

Winter, 2025



The project emerged from a multi-layered site analysis identifying key challenges along the Toronto waterfront. One of the primary issues identified was the lack of continuity between major waterfront destinations. The Cherry Beach Panoramic Viewing Platform project enhances connectivity and the recreational experience at the intersection of Cherry Beach and the Eastern Channel. The design introduces a pedestrian- and bike-friendly lift bridge linking Cherry Beach to Ward's Island, addressing a critical gap in waterfront access. . At the heart of the proposal is a 3-meter-high viewing platform set within a stepped landscape, offering panoramic views of the city skyline, the lake, and the Islands.



TopView Rendering

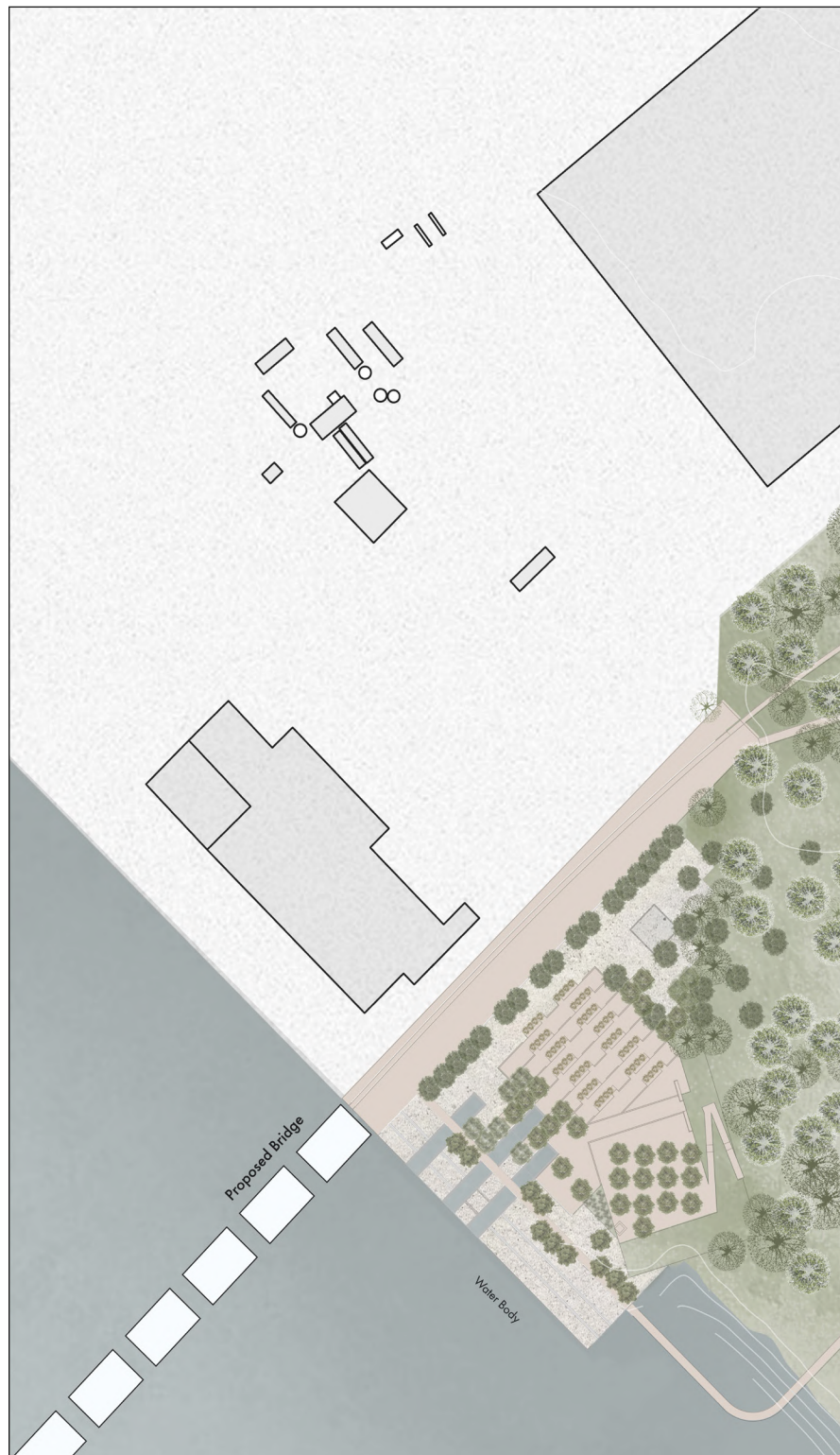
highlighting the stepped landscape leading people to viewing platform

Modeling: SketchUp · Rendering: Enscape



Site Plan-

integration of key elements, including the panoramic viewing platform, pedestrian and cycling pathways, the proposed lift bridge, and adjacent recreational zones.





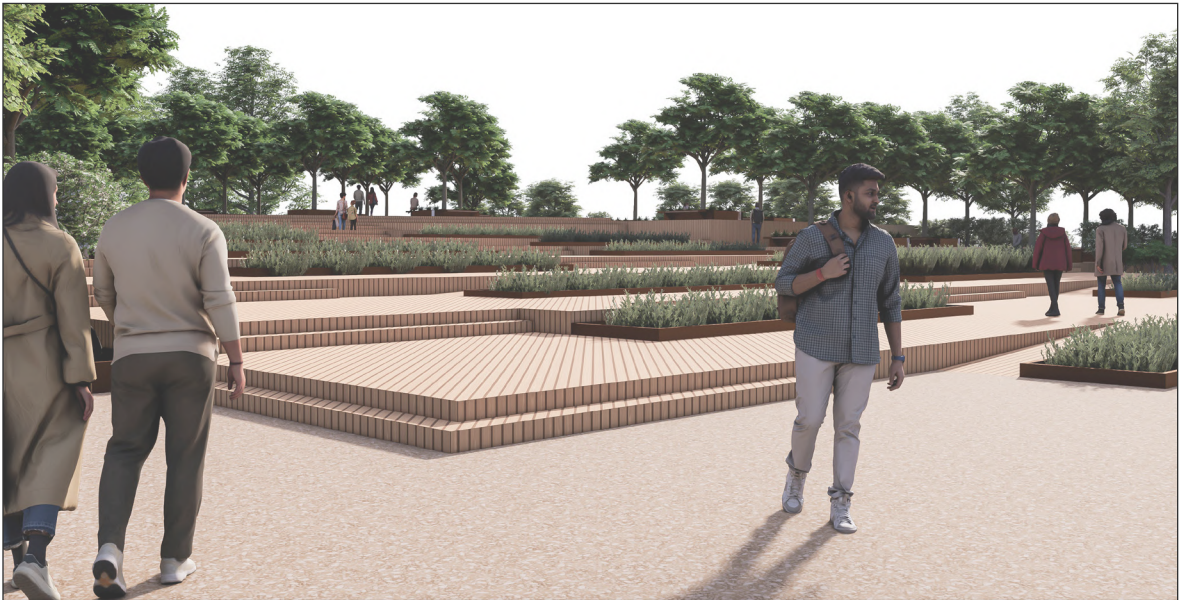


Master Plan-
Panoramic
Viewing
Platform

Modeling: SketchUp · Rendering: Enscape

The stepped landscape sits at the junction of the bridge and pathways, rising to a 3-meter-high viewing platform that anchors the design and offers panoramic views of the lake, Toronto Islands, and skyline. To the west, three shallow pools fed by pumped lake water add movement and reflection, creating a transition between the woodland edge and the waterfront.

Eye Level View-
View from
Ground Level
Toward the
Platform

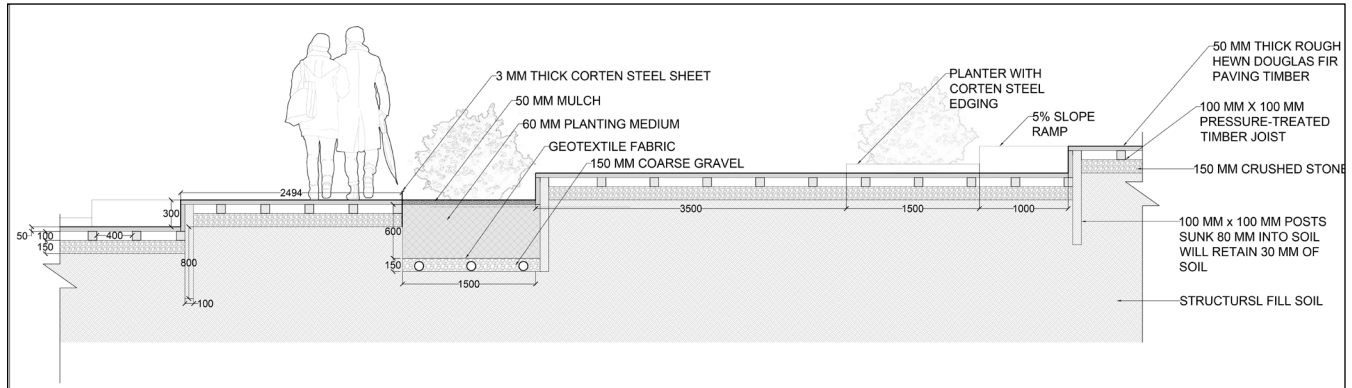
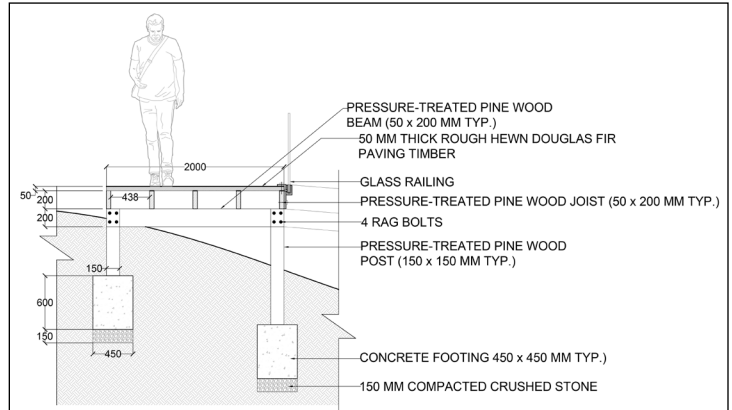


Eye Level View-
View from the
Platform Toward
the Portlands



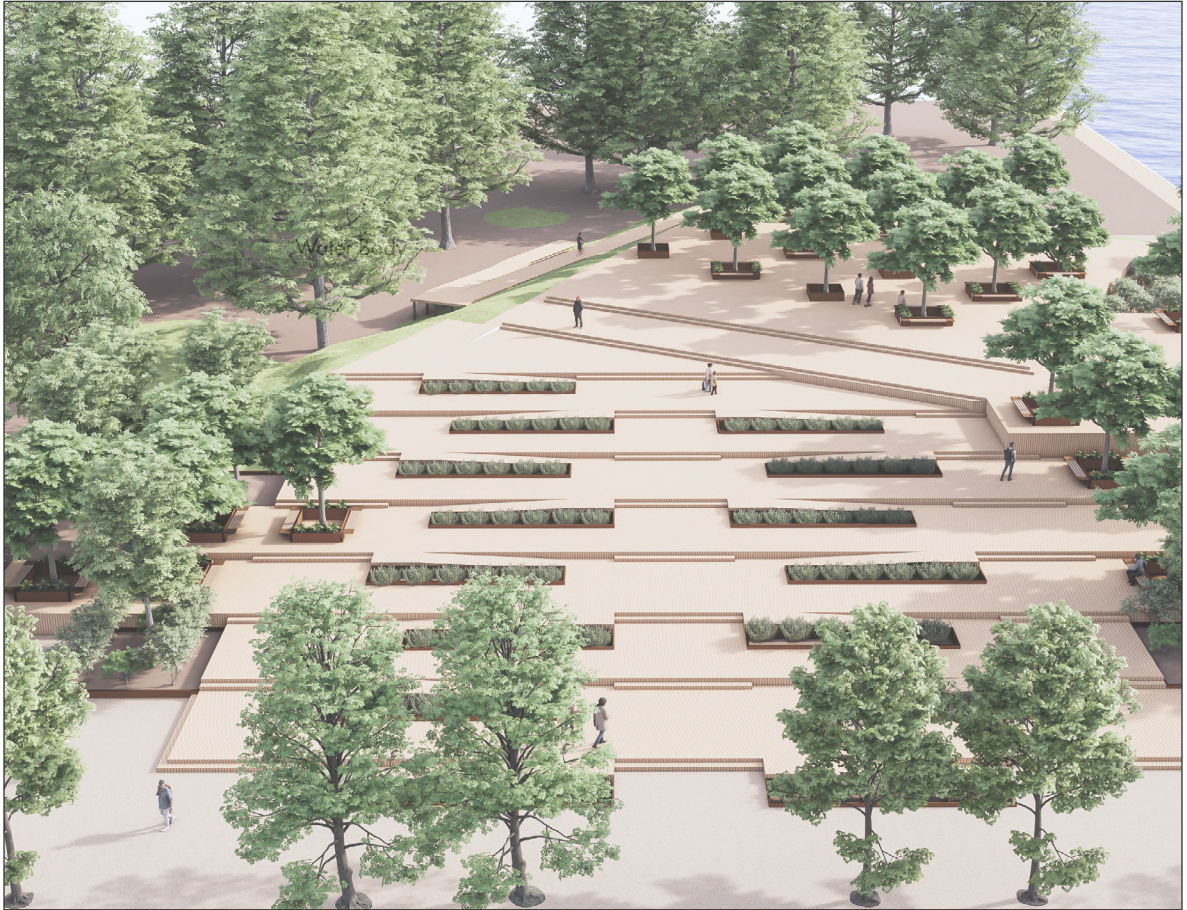
Modeling: SketchUp · Rendering: Enscape

Detail Section-
Boardwalk



Auto CAD

Detail Section-
Stepped
Landscape

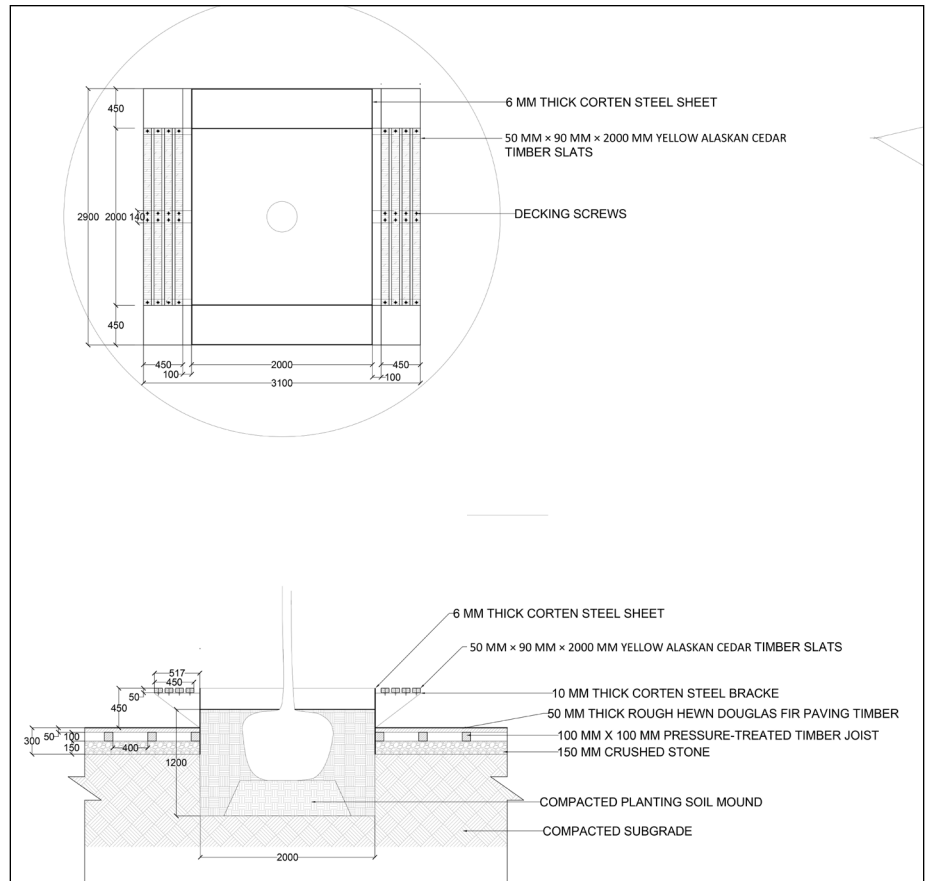


**Stepped
Landscape-**
Top View

Modeling: SketchUp · Rendering: Enscape

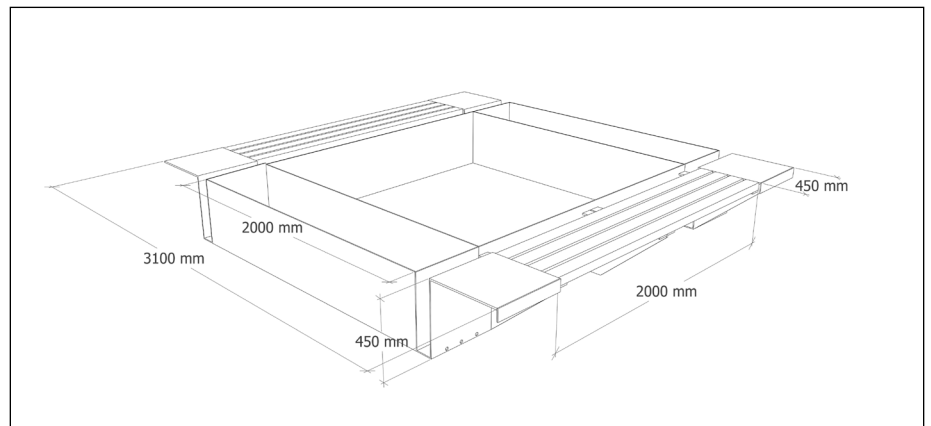
The platform is designed to be fully accessible, with gently sloped ramps on both sides to accommodate users of all abilities.

Construction Detail-
Bench and Planter



Auto CAD

Bench and Planter-
Dimensions



SketchUp



Bench and Planter-
3D Model

Modeling: SketchUp · Rendering: Enscape

The bench and planter function as one integrated piece. Corten steel creates the planter and bench surface, with Alaskan Cedar slats mounted on corten brackets fixed to the planter.

Architectural and Landscape Design Portfolio

Alaleh Sharghinezhad