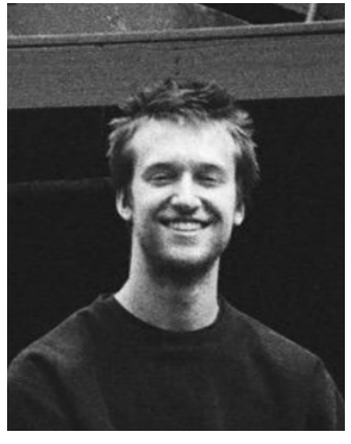


Blake Dreier



Blake Dreier

Blake is a 2025 graduate from University of Tennessee's Bachelor of Architecture program.

He is passionate about community oriented design, pursuit of craft, and collaborative processes.

When not hunched over on the computer or table saw, he enjoys playing in bands, going on hikes, and mixed media drawing.

Professional Work

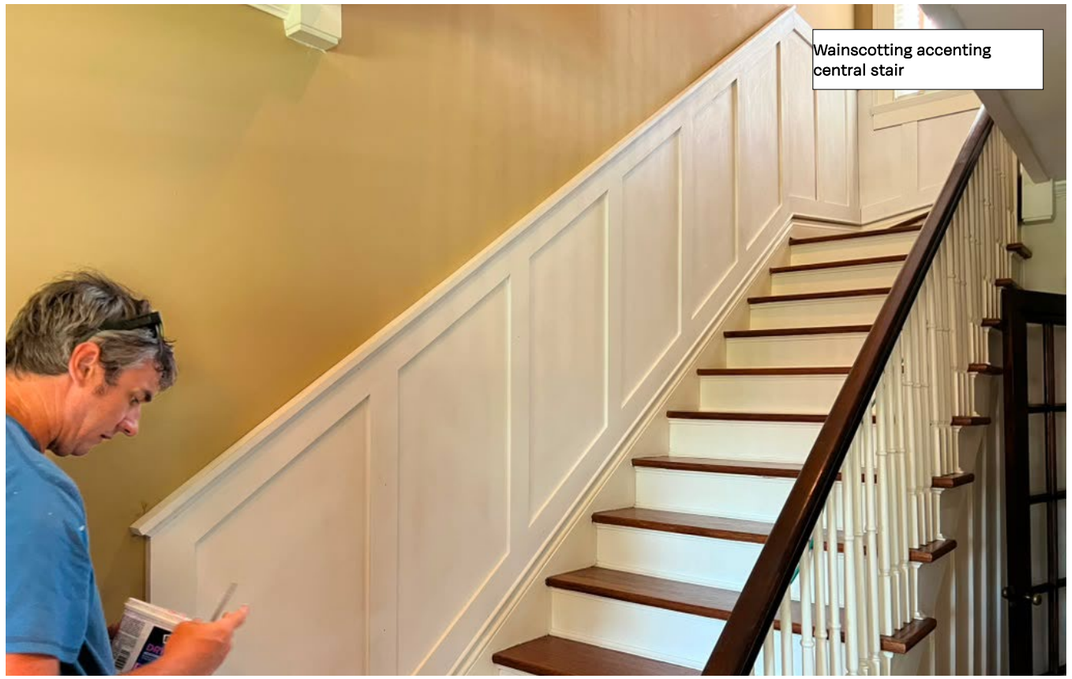
James Bay Restoration Carpentry



Custom cupola for a boathouse



John A's:
New garden shed with reclaimed windows and details



Wainscotting accenting central stair

Cabinet for bathroom renovation



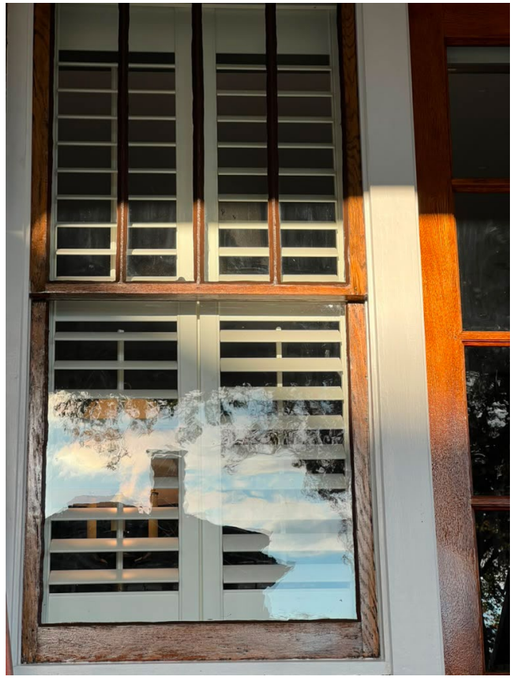


John B's:
Full front porch rebuild





Eric and Lindsay's:
Full front porch rebuild



Pam & Otto's:
Many many windows, including these white oak side lights and door.

Personal Projects



Custom bed frame for a friend



Misc. School Woodwork Projects

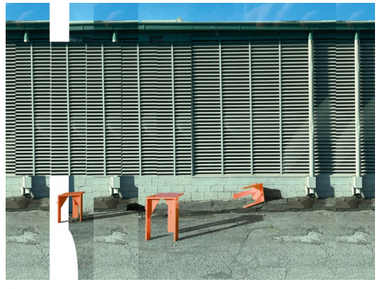


Single sheet plywood chair

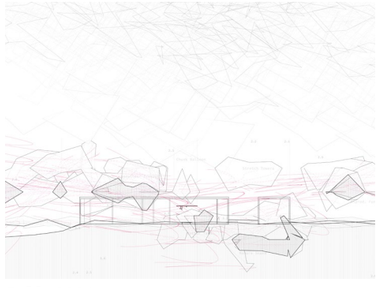
Custom poplar frame and 18x24 original drawing



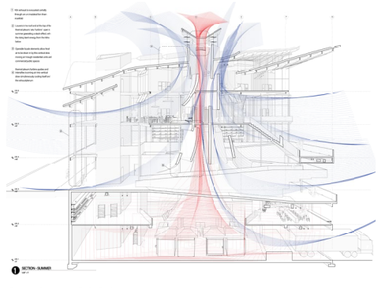
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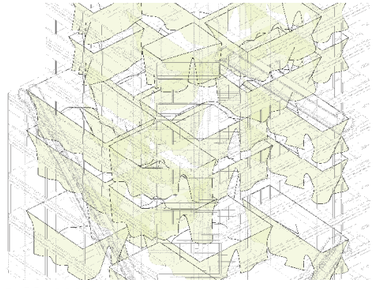
Fall 2024



Fall 2024



Spring 2024



Fall 2023



Spring 2023



Fall 2022

Course
ARCH498R

Advisors
Mark Stanley & Lauren Buntemeyer

Studio
Self Directed Diploma Studio

Improv Play Structure Guidebook

Diploma Studio: Self Directed Project

Scenographies of ubiquity and spontaneity

The Improv Play Structure Workshop aims to engage the fantastical mundanity through playful, improvisational, and schizofrenic means. The ubiquitous American transitional road is interrogated as a theatrical condition of intersections between infrastructure, entropy and whim. The road, viewed as scenography, experienced in the flesh, Google Maps, and cultural myth, allows unseen spacial possibilities to emerge.

The IPSW approaches North Cherry Street as a scenographic workshop with fuzzy distinction between audience, performer and director. The IPSW aims to mindfully engage with the society of spectacle of the 21st century, the digital and controlled nature of interaction in the city, and the resultant conditions of automobile based infrastructures. Walks without sidewalks, daily drives down the strip, simple noticing, bricolage, catalogueing, drawing and embodied exploration are the means for this investigation. The architect's role is questioned as not an instiller of order but one who balances unpredictability and spontaneity.



Course

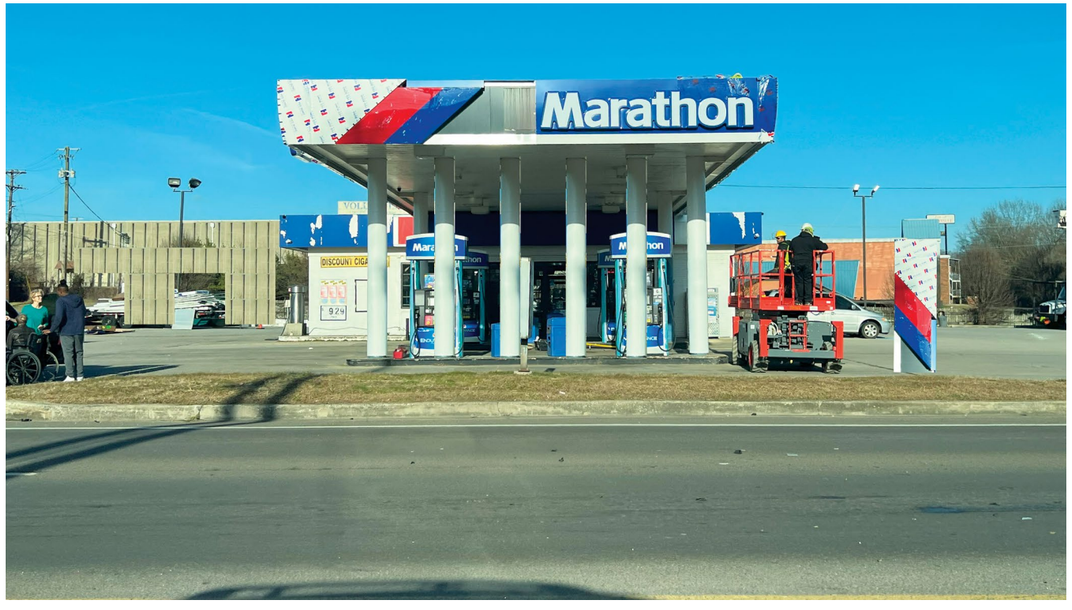
ARCH498R

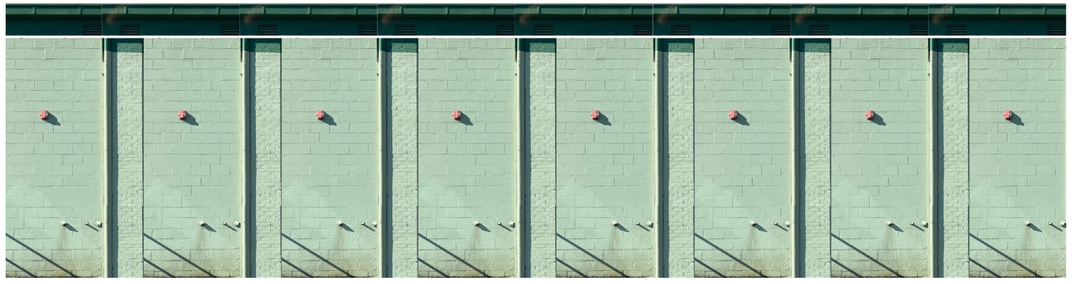
Advisors

Mark Stanley & Lauren Buntemeyer

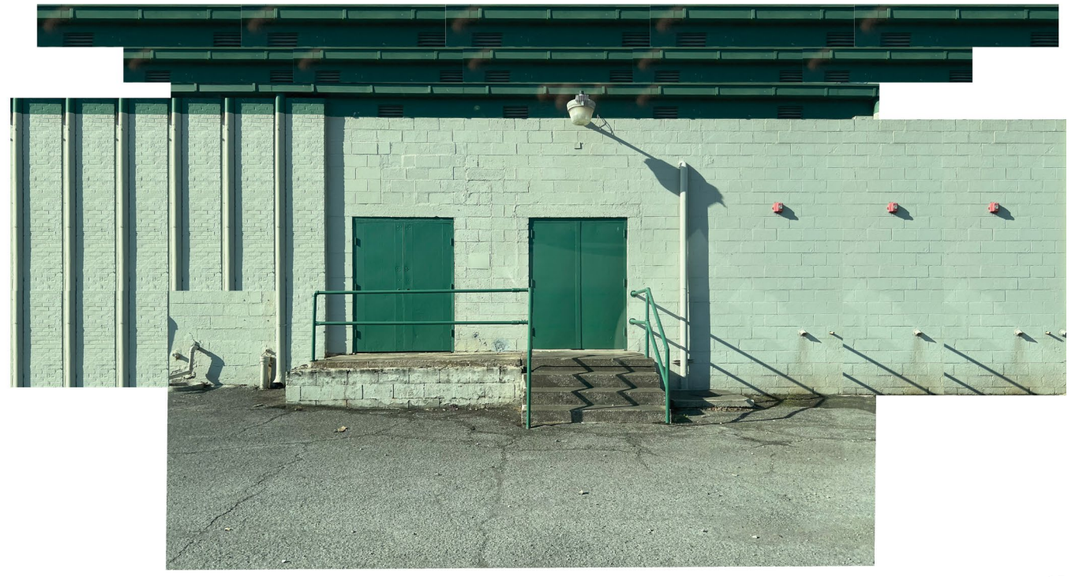
Studio

Self Directed Diploma Studio









Course
ARCH498R

Advisors
Mark Stanley & Lauren Buntemeyer

Studio
Self Directed Diploma Studio



Course

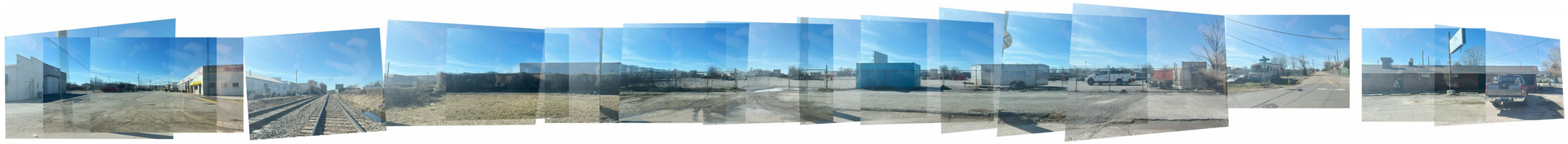
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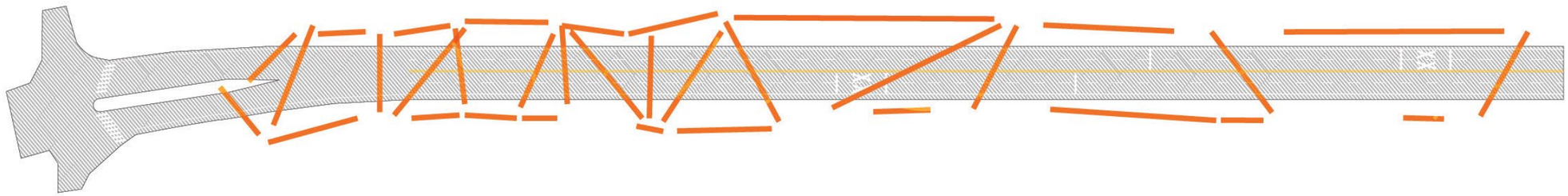
Advisors

Mark Stanley & Lauren Buntemeyer

Studio

Self Directed Diploma Studio









Course

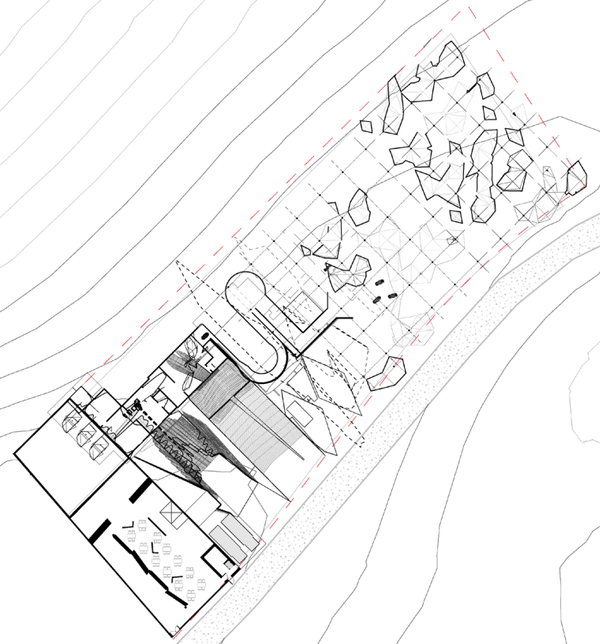
ARCH496

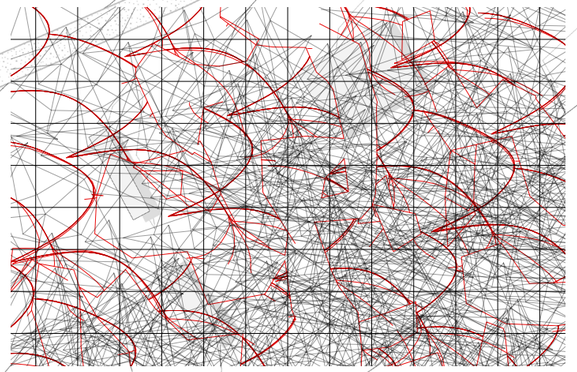
Instructor

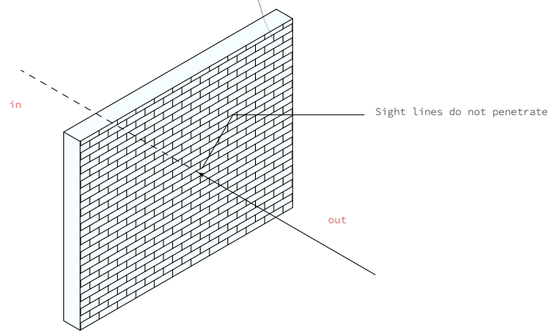
Catty Dan Zhang

Studio

Line-Spec Slaughterhouse







A small family owned slaughterhouse located in rural East Tennessee becomes the site for an event of robot led, automated slop aggregation.

Course

ARCH496

Instructor

Catty Dan Zhang

Studio

Line-Spec Slaughterhouse





Starting with the current form of the rural slaughterhouse, we ran speculative simulations of an endlessly aggregated techno-fascist future. Flows of robotic activity stream through the modest concrete block structure, revealing opportunities to catch, channel, and redirect.

Course

ARCH496

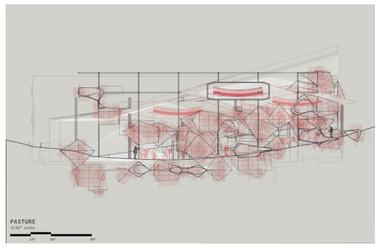
Instructor

Catty Dan Zhang

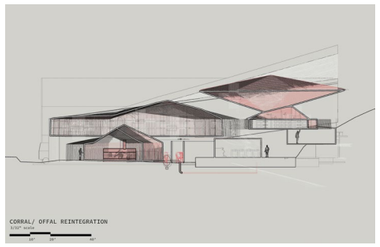
Studio

Line-Spec Slaughterhouse

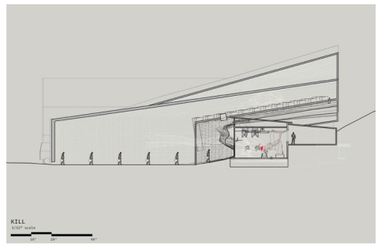
Robotic Pasture



Corral + Offal System



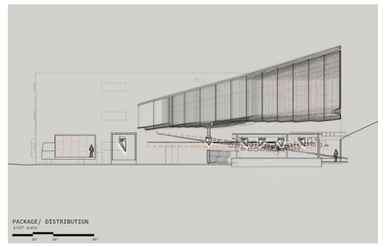
Kill Room



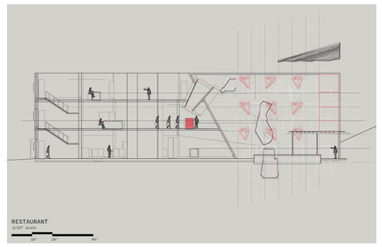
Butcher Distributor



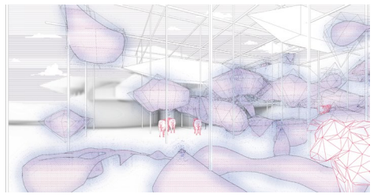
Packaging + Storage



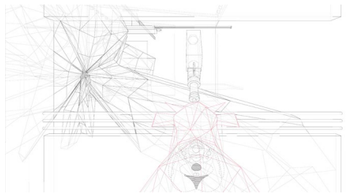
Restaurant



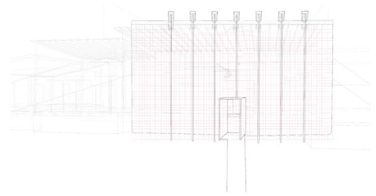
Animal's



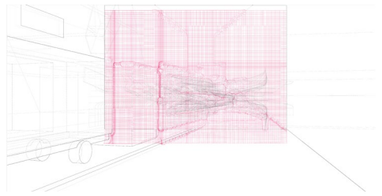
Animal's



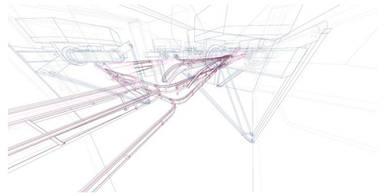
Human's



Human's



Robot's



Human's



Six sections placed in chronological order along the timeline of an animal's interaction with the architecture describe an experiential sequence from human, animal and robotic perspectives. The character qualities of each slaughterhouse function are delineated from the whole in distinctly functioning, specific parts. A scene and a spatial construction are designed in tandem, each cyclically influencing the other.

01

02

03

04

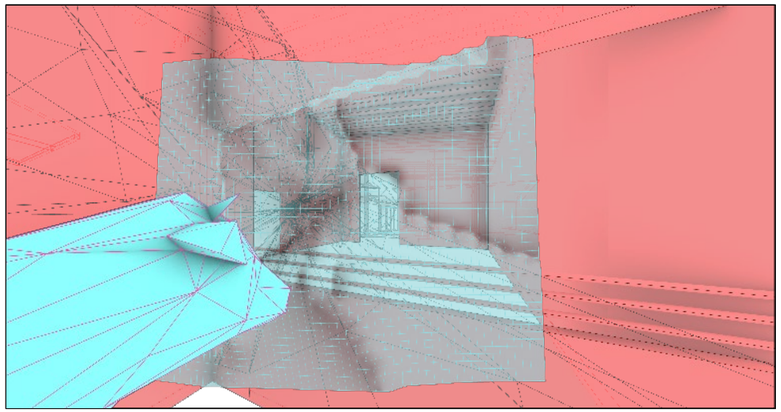
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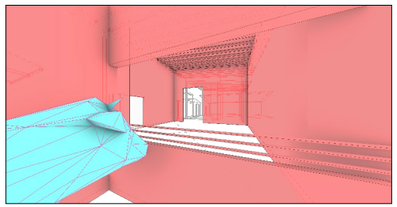
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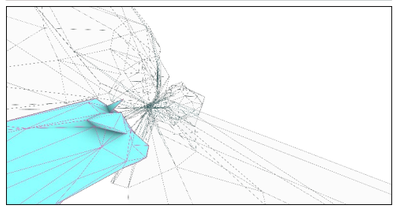
Course
ARCH496

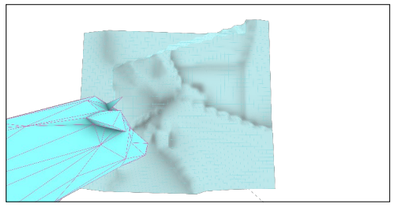
Instructor
Catty Dan Zhang

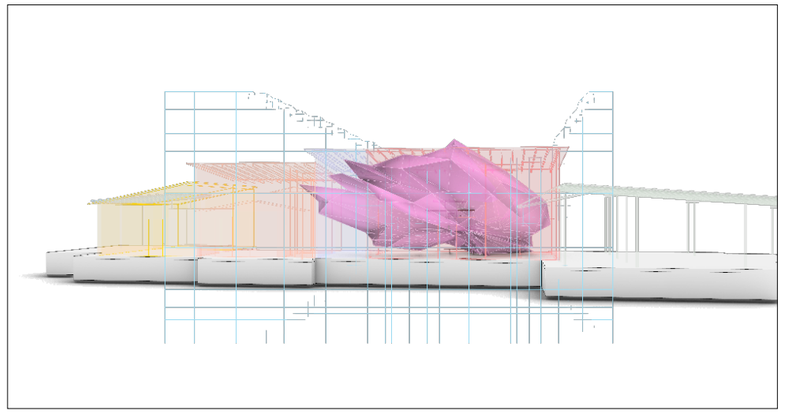
Studio
Line-Spec Slaughterhouse

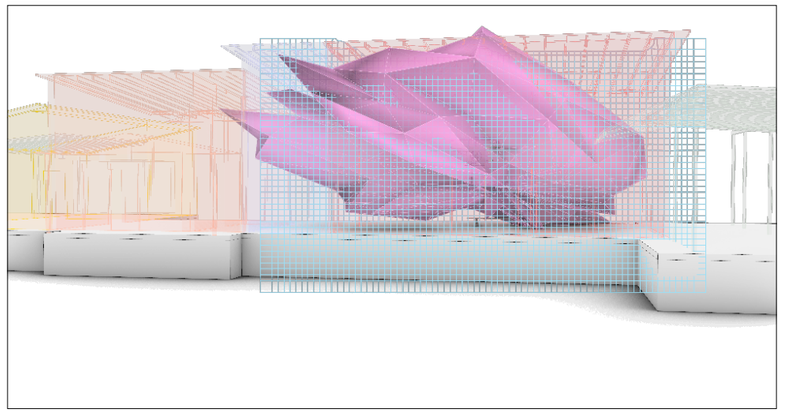


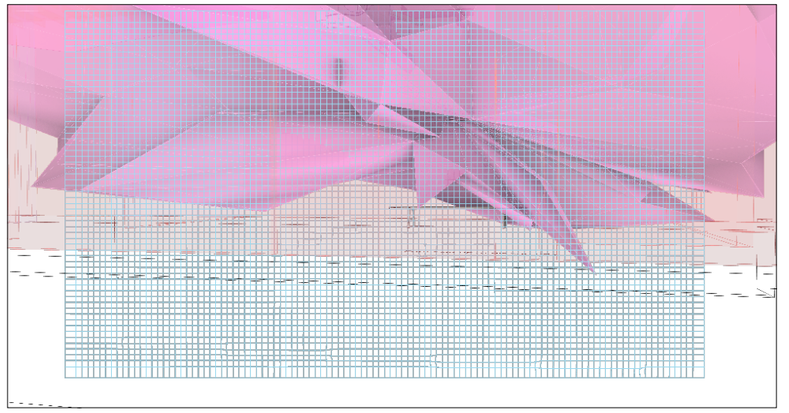












Course

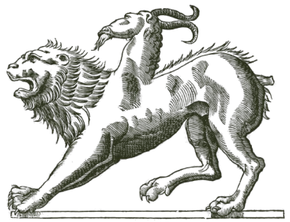
ARCH471

Instructor

Jeremy Magner

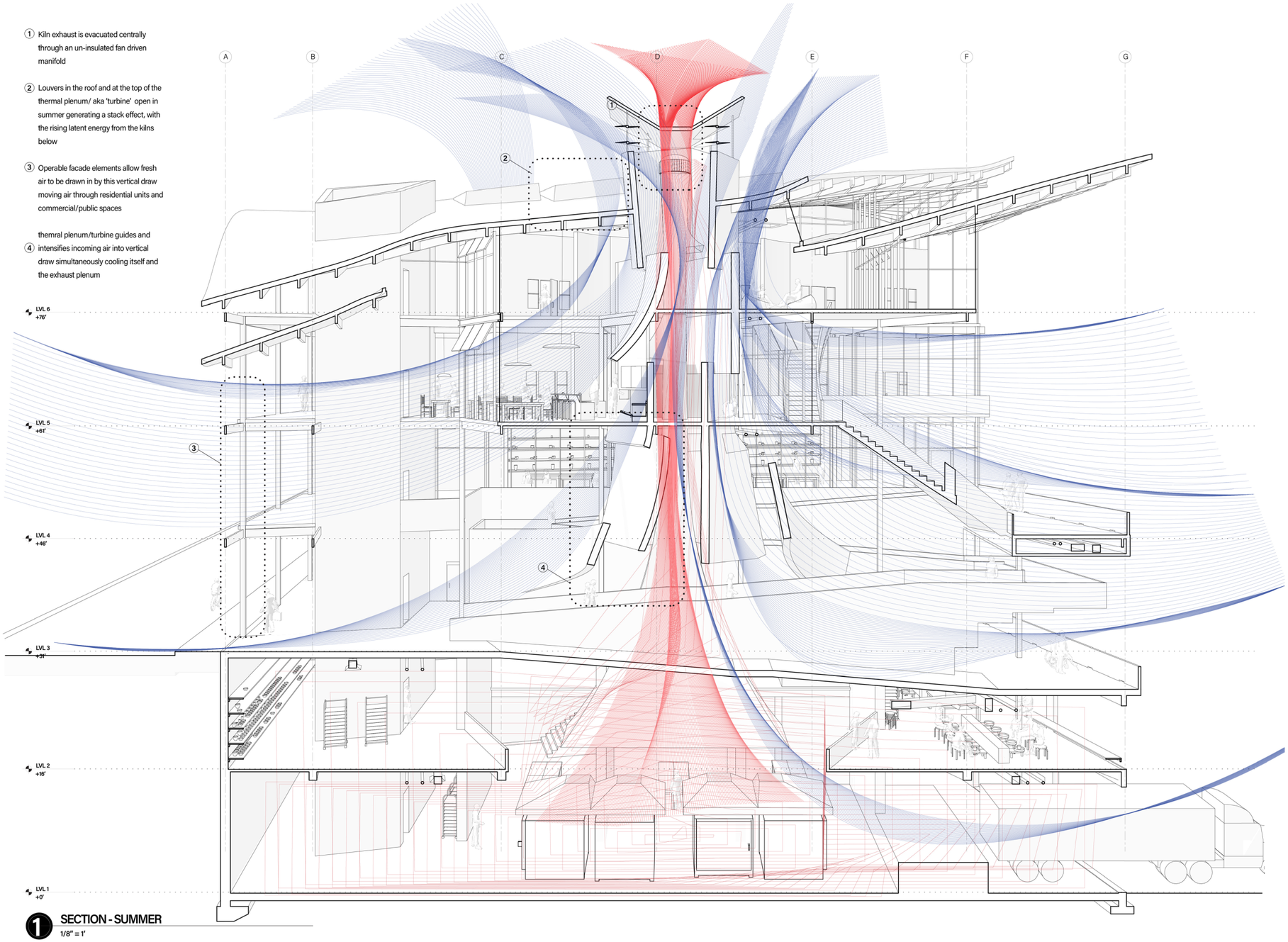
Studio

Chimera



Manifold: Pyro Terr Aer

Three team members, Jamie Cahill and April Weaver and myself, imagined of a community held within a building centered around the use of ceramic kilns. According to the studio brief, the building was conceived of in three parts; top, bottom and in-between. The studio was structured in such a way that authorship was muddied through switched and scrambled teams, group improvisation, and intense translation through multiple scales of design and investigation.



1 SECTION - SUMMER

1/8" = 1'

Course

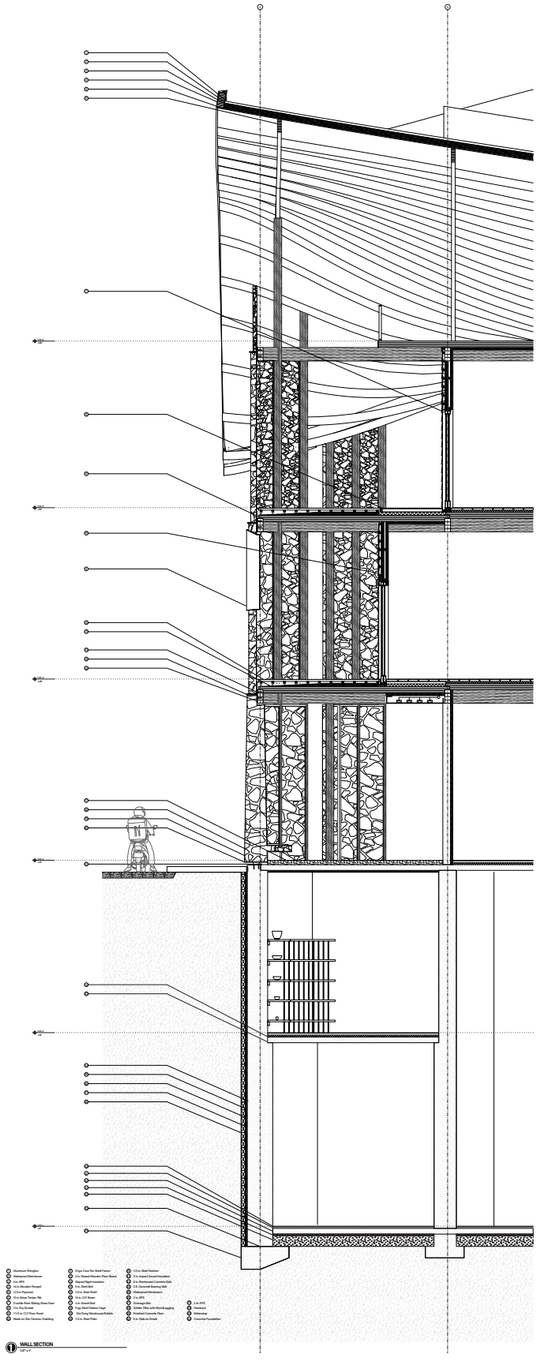
ARCH471

Instructor

Jeremy Magner

Studio

Chimera



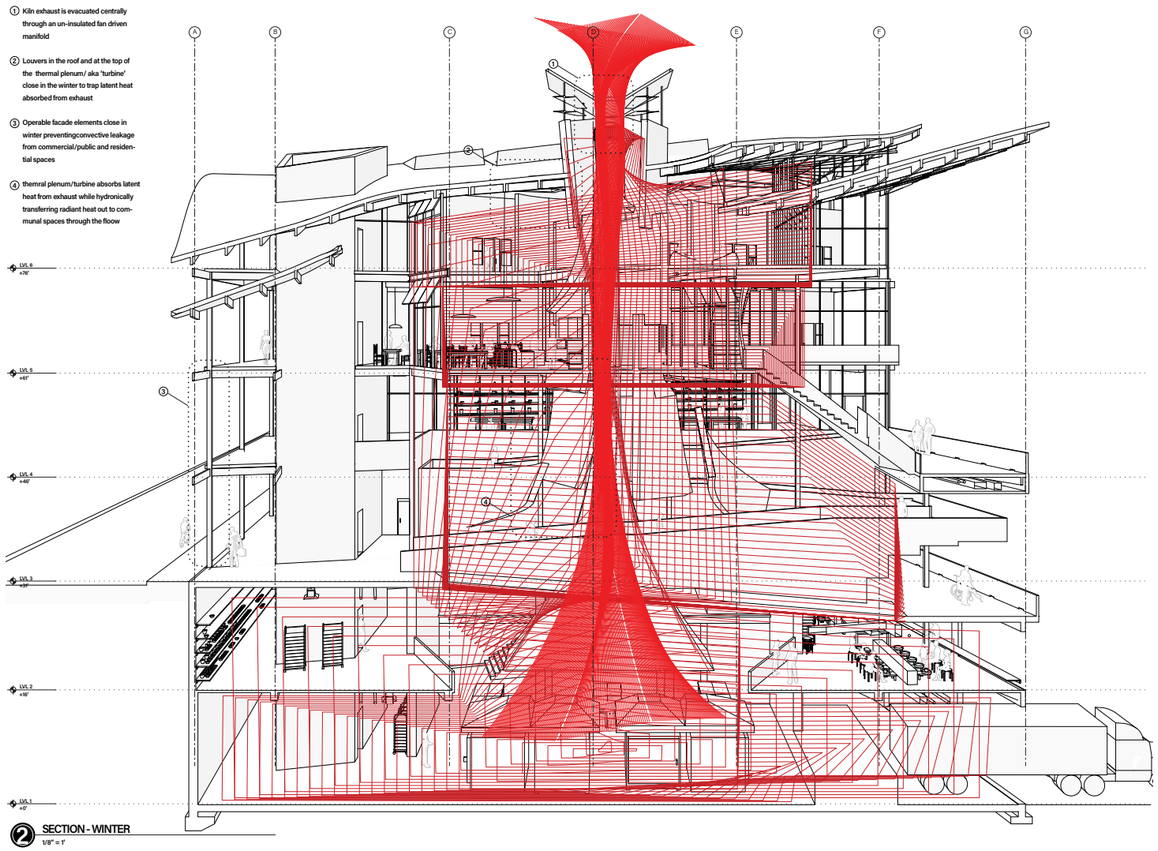


Course

ARCH471

Instructor

Jeremy Magner



Studio

Chimera





Course
ARCH472

Instructor
Micah Rutenberg

Studio
Japan Abroad

Personapolis Cafe

Situated in Tokyo's "Electric City" of Akihabara, the reuse of a vacant office tower draws on the complicated public-private dynamic of Otaku culture.

Otaku: a person who is obsessed with computers or particular aspects of Japanese popular culture to the detriment of their social skills.

The Akihabara area of Tokyo was first known post-war for its radio and appliance shops. Families and hobbyists would travel to the shopping hub to purchase dryers, stoves, personal radios and general electronic hardware. Since the anime explosion of the 90s, Akihabara has transformed into an Otaku haven for Japan's anime and video game obsessed nerds and geeks.
Morikawa coined it a Personapolis, a city center comparable to ethnic enclaves like China-Town, except the in-group are those escaping realty through complete immersion into fictional worlds of pop culture.

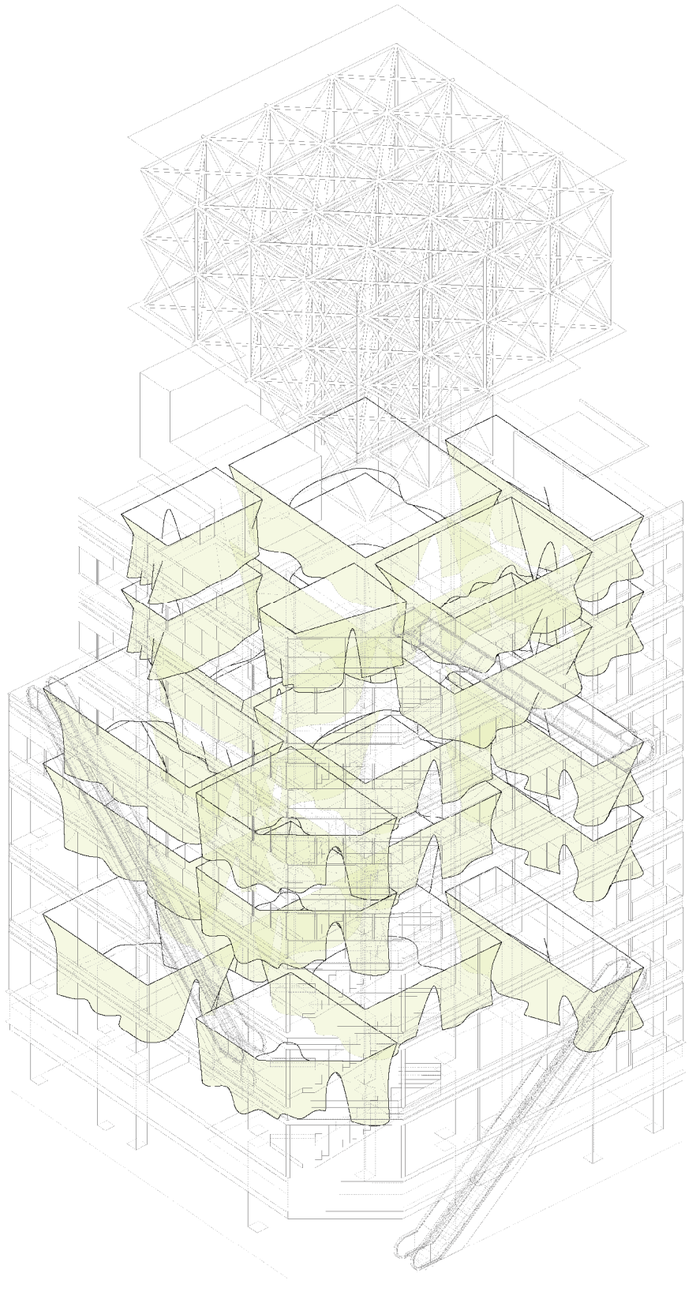


Course

ARCH472

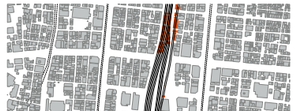
Instructor

Micah Rutenberg



Studio

Japan Abroad





UNDER BRIDGE CONSTR.

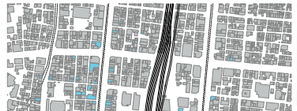
Akihabara's bi-directional train station creates an abundance of space underneath train bridges. No space wasted, buildings have filled in and now define main areas of electric town. Visible from the outside and audible on the inside, Akihabara's busy station lines makes itself known.





ELECTRONICS STORES

The original program of Akihabara, electronic stores continue to dominate the area. Ranging from small single stall shops to massive department stores all of one's current and retro electronic needs can be fulfilled here. Small and large alike, stores are jam packed with general hardware, computers, home audio, burglar alarms, junk, etc.





HOBBY STORES

After electronics, hobby stores define akihabara's main program. Stores packed with various anime and gaming merchandise draw in crowds from salarymen to teenagers to otruse tourists.
Every shelf is filled with boxes and every surface is plastered with posters and advertisements.





ADULT STORES

Often hard to distinguish from standard hobby stores at first glance, adult entertainment stores blend into Akihabara's side streets. However, as one moves deeper into the store the program shifts gradually. Front of house usually contains anime/manga goods while upper floors and backrooms transition to ecchi and porn products. Posters crammed around stairs will let the inhabitant know what's in store up the next floor.

Course

ARCH472

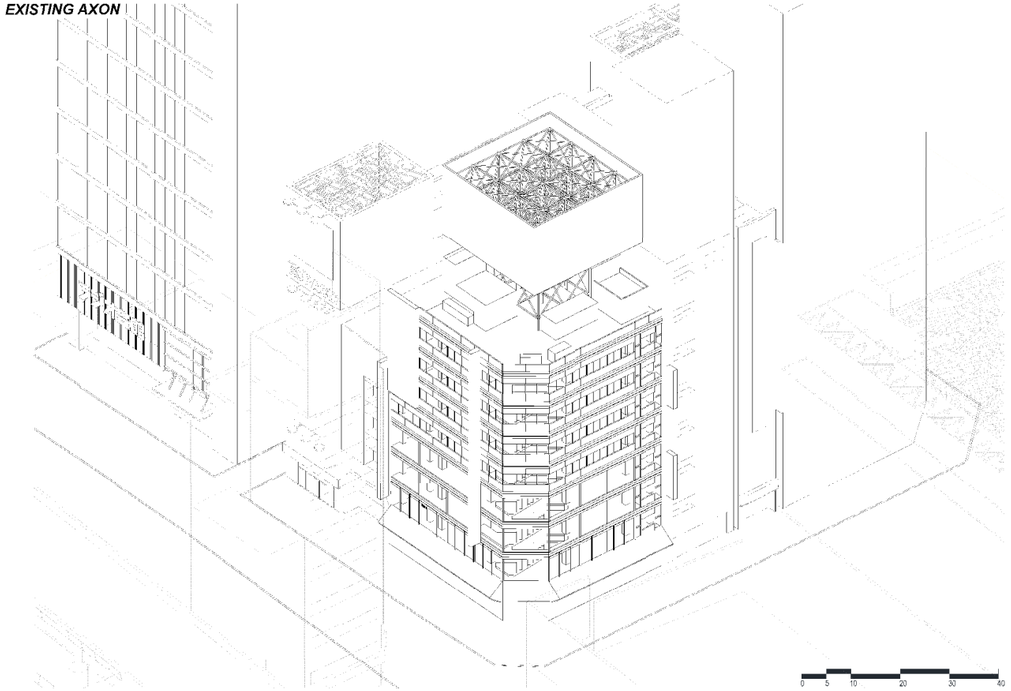
Instructor

Micah Rutenberg

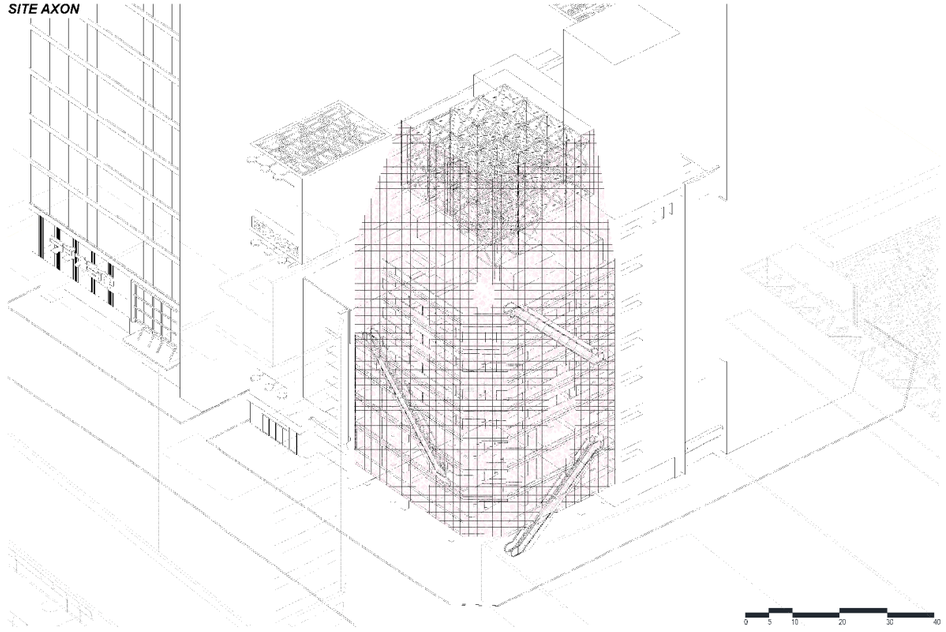
Studio

Japan Abroad

EXISTING AXON

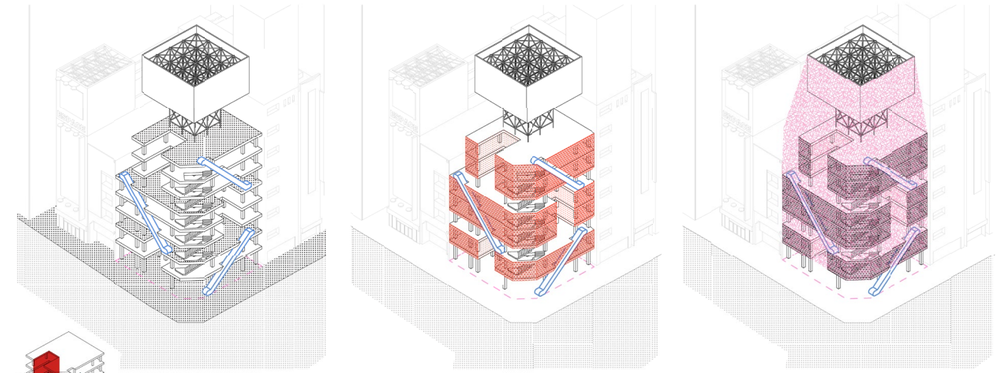


SITE AXON



MODIFICATION

VOIDS, UNEQUAL FLOOR AND FACADE TREATMENT, TRANSLUCENT WRAPPER LAYER



Three voids, connected by open floors, connected by express escalators.

Street pulled up vertically through escalators.

Street atmosphere leaks into building mass through voids.

Voids, private programs, and open floors encourage unequal treatment of facade.

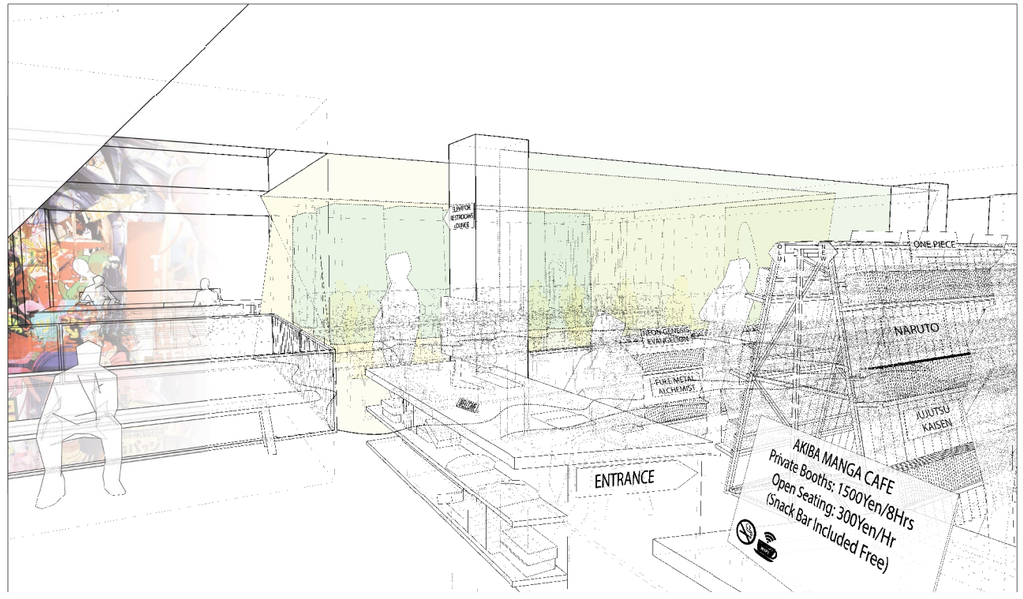
Permeability, and transparency vary.

Oportunity for specific, temporary moments to occur in facade.

Building mass unified by outermost layer.

Roof space gains sense of enclosure.

SECOND FLOOR PERSPECTIVE



Course

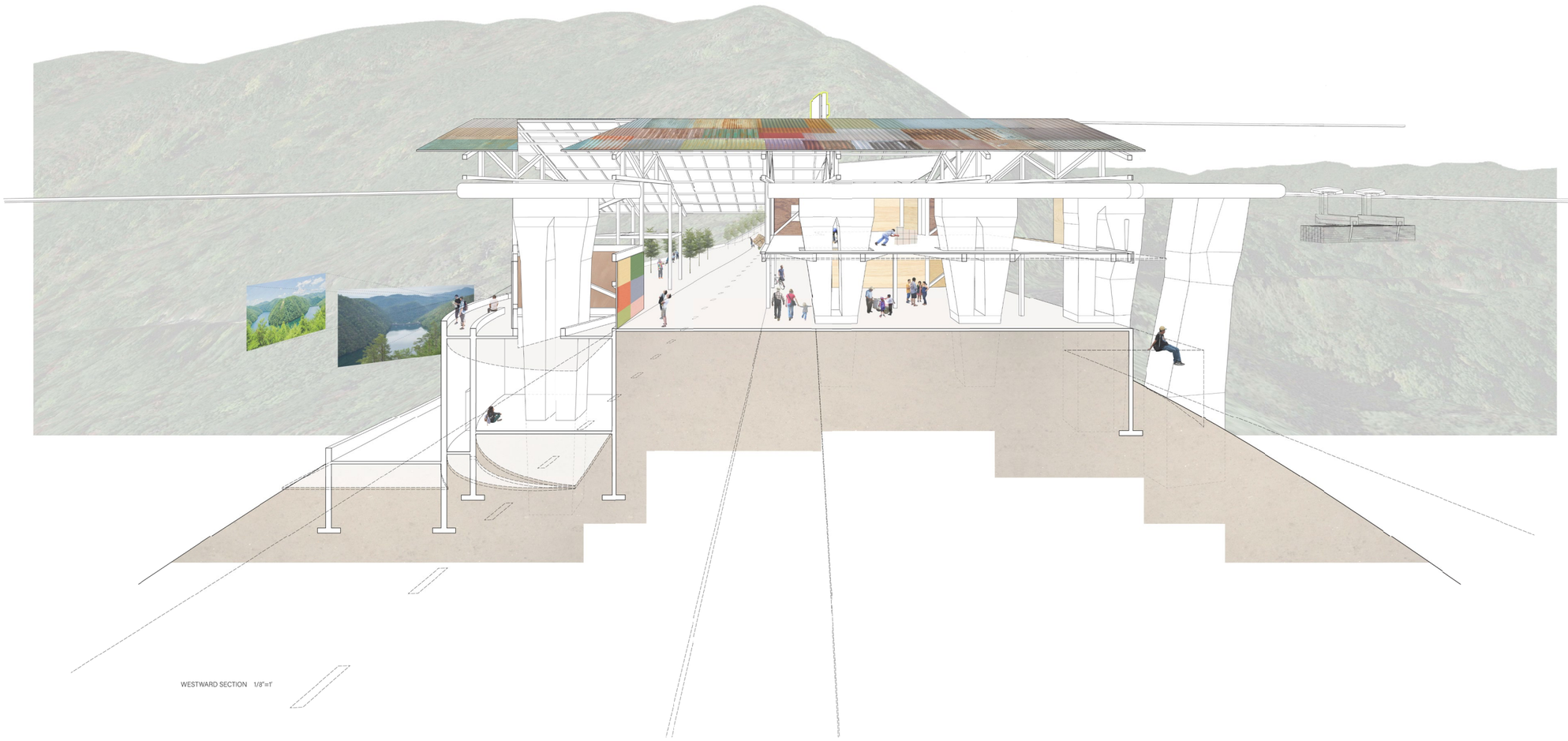
ARCH372

Instructor

Tracy Moir-Mcclean

Studio

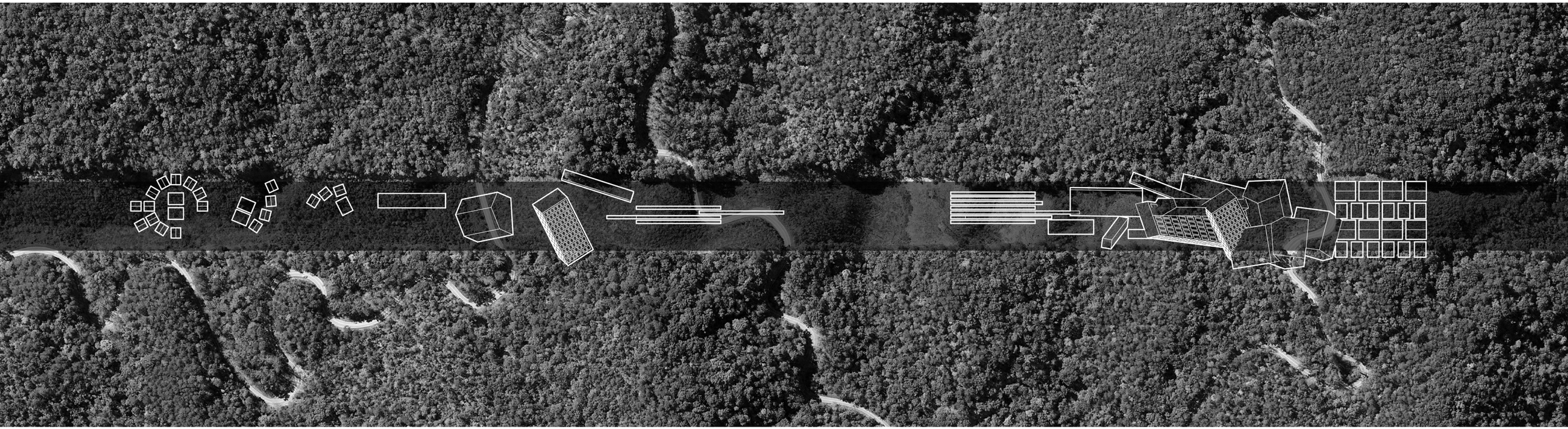
Electric Metropolis



WESTWARD SECTION 1/8"=1'

Calderwood Material Depot

Proposed in a future ravaged by climate change and a failing electrical infrastructure, the Material Depot serves as a jump point for community, rebuilding, and reallocation.



Course

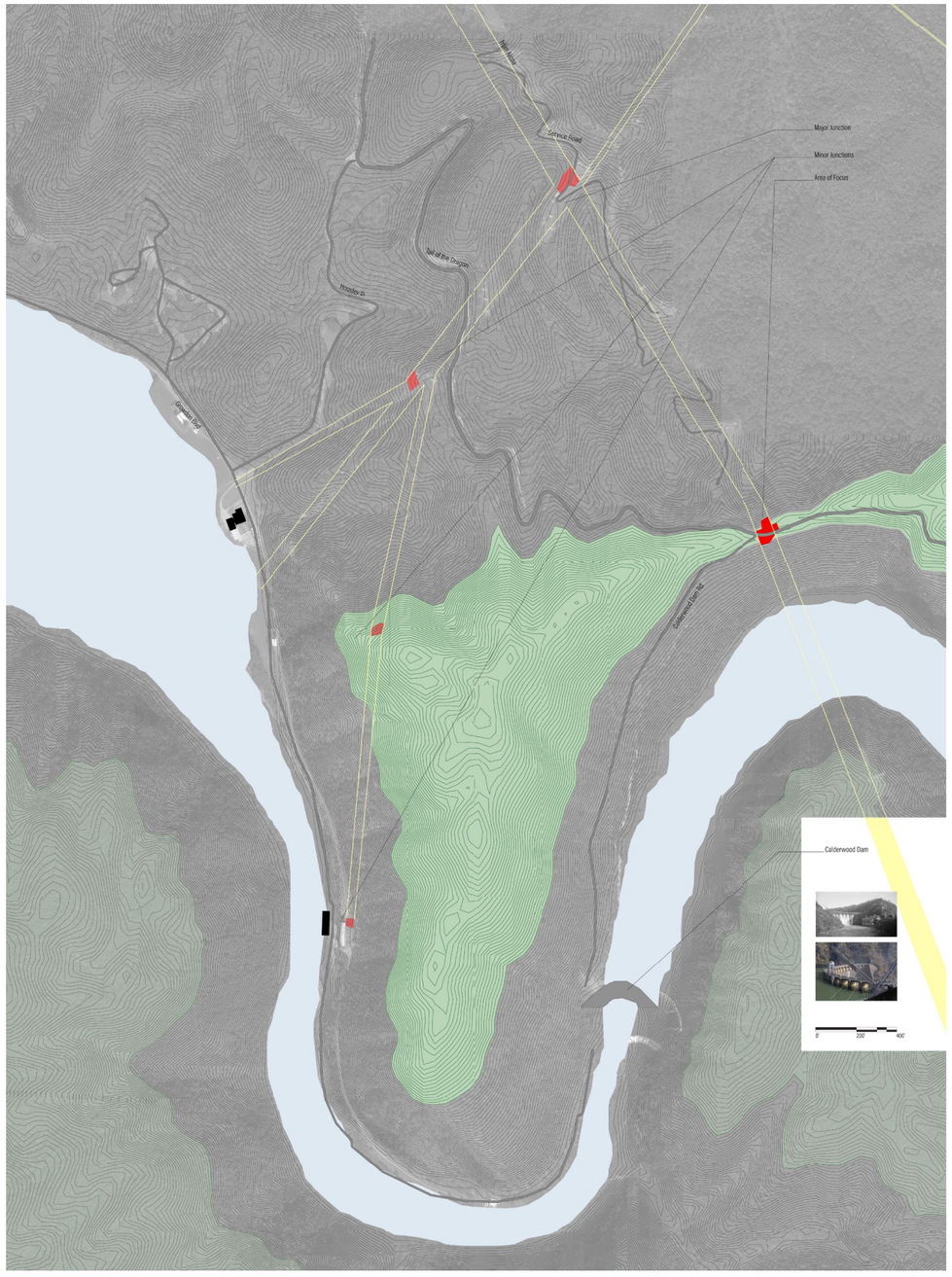
ARCH372

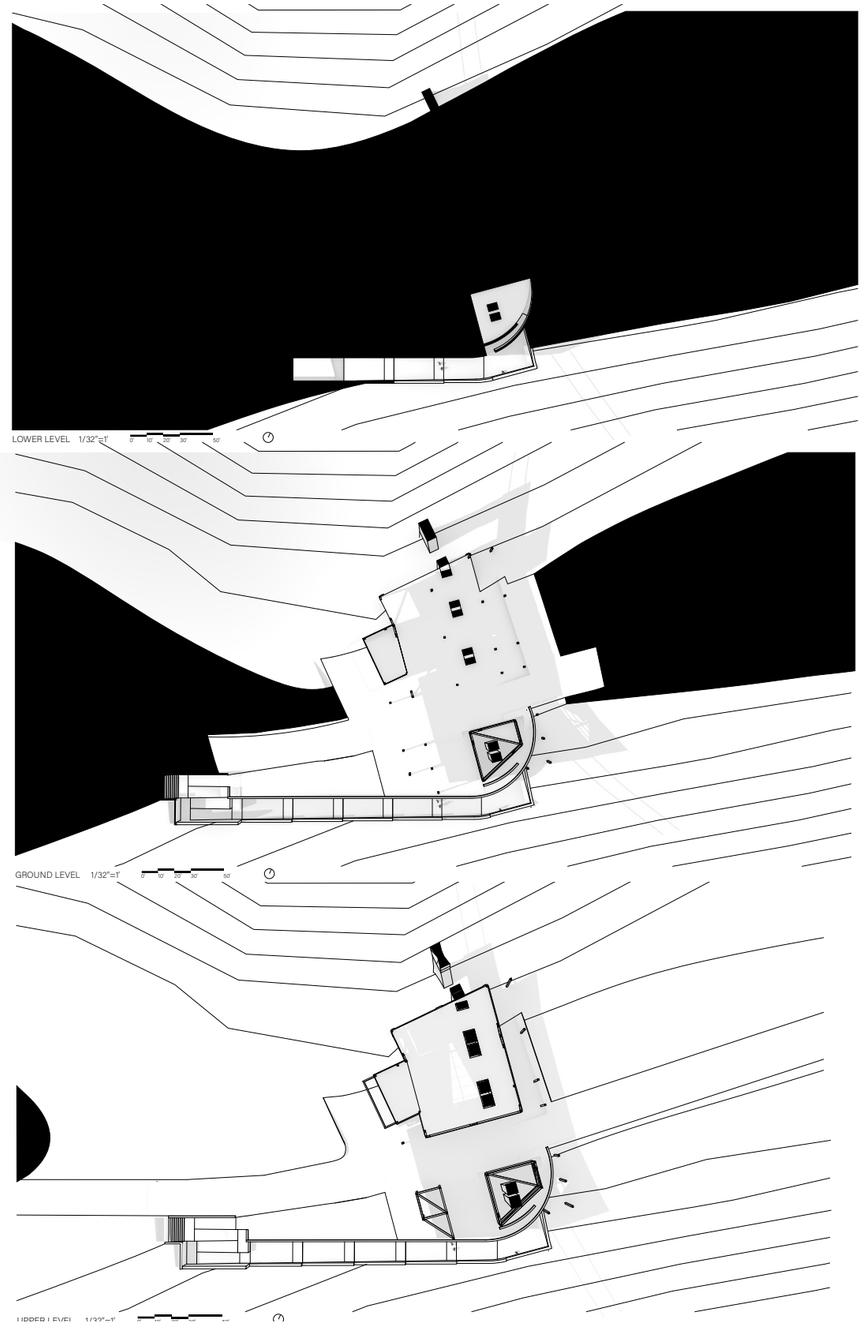
Instructor

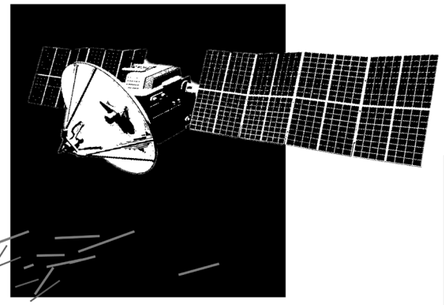
Tracy Moir-Mcclean

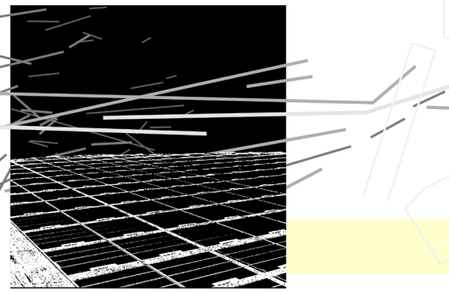
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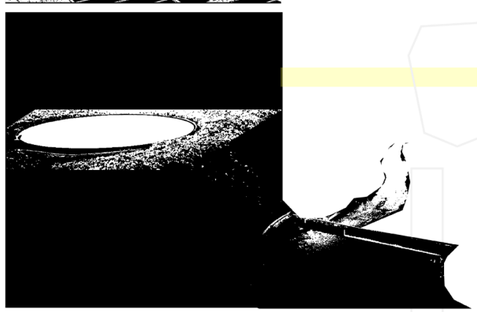
Electric Metropolis



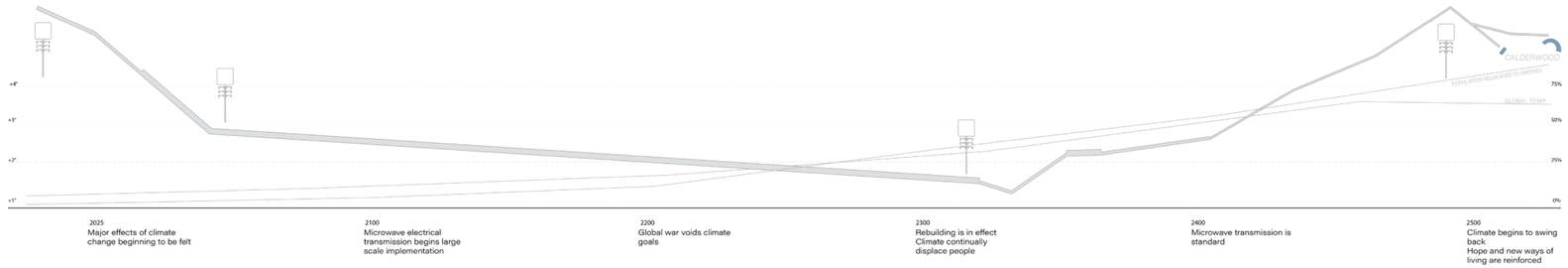








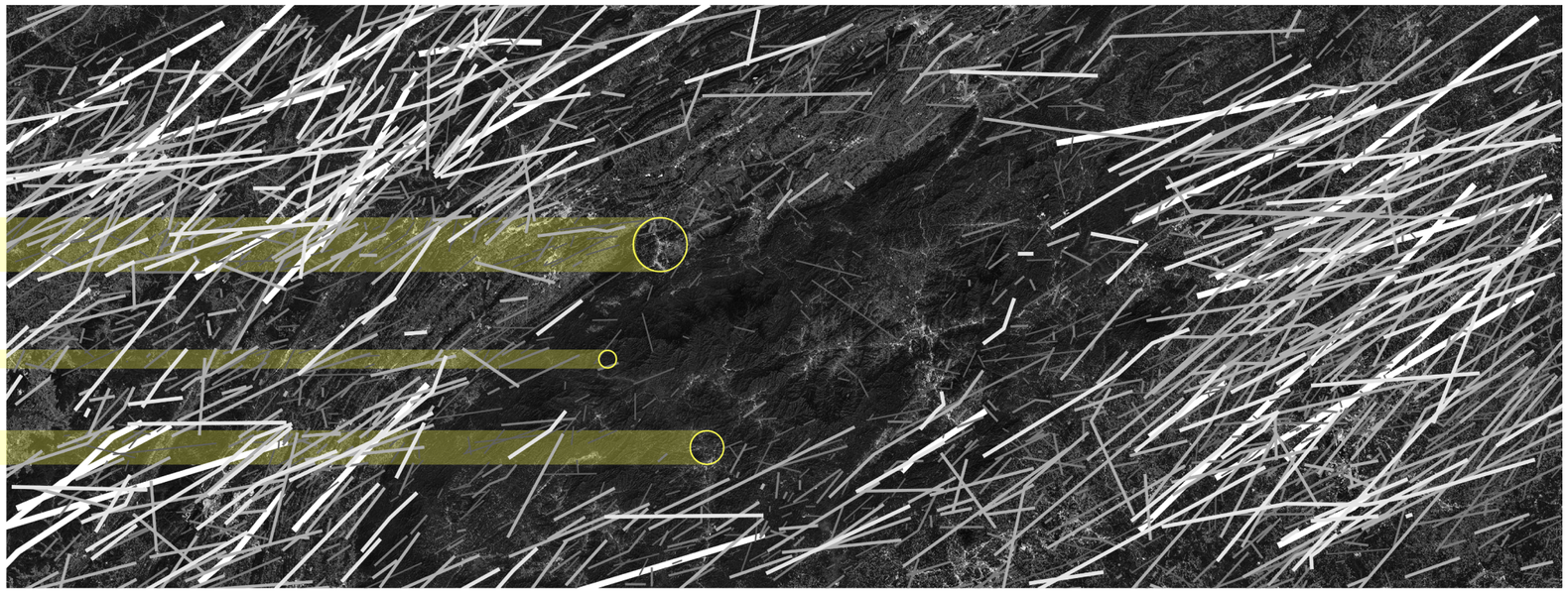
RETURN TO CALDERWOOD



The climate crisis of the 21st century exacerbated by global warfare, catalyzed a mass migration of climate refugees. By the 23rd cetury most of the now lowlands of the U.S.A. are uninhabbited.

Local migration in the case of the smokies sees many newly founded small communities built on mountaintops with the rubble of the valley.

The relocating and rebuilding touches the earth lightly via a suspended system in former power-line corridoors.



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Zahle Family Housing

The project is a multi-family apartment building located in Zahle, Lebanon, a town at the base of Mt. Lebanon. The rich material history of limestone masonry prompted the use of limestone block as the primary structural material, along with concrete and recycled wood from telephone poles.

The project honors history and embraces modernity with it's traditional Lebanese stone construction assisted by concrete, and the use of recycled wood from a transitioning communication system. The commitment to traditional stone construction required very thick load bearing walls with widths between 40 and 60 cm. Pointed arches and vaults are also employed, invoking a beautiful tradition of arches in homes. The cross vaulted underground parking invokes the cultural depth of the centuries of wine making in the nearby vineyards.

The massive construction yields benefits of thermal mass, breathing walls, and sensory engagement. Creating comfortable outdoor spaces was a large programmatic issue that is shown in section. The dual skin construction of the loggia/balcony spaces allows for winter sun to reach all units while shaded completely in the summer



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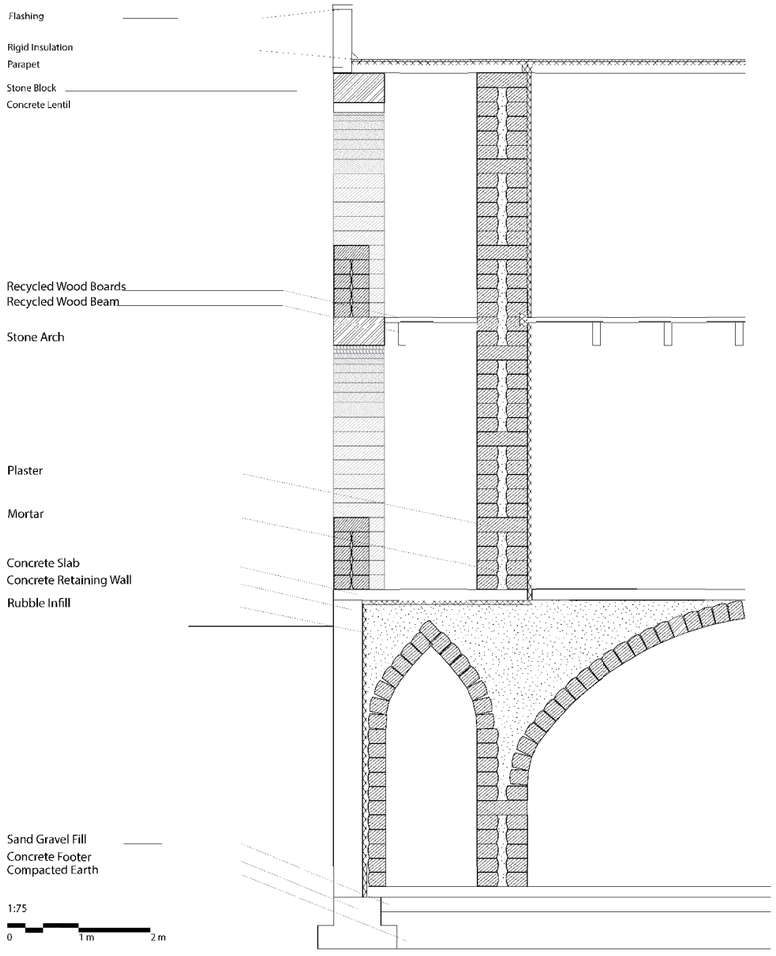
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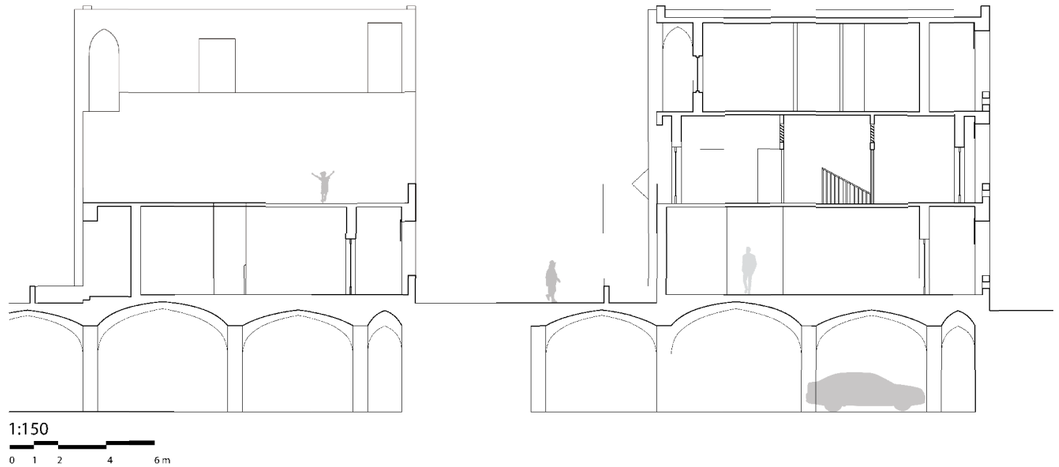
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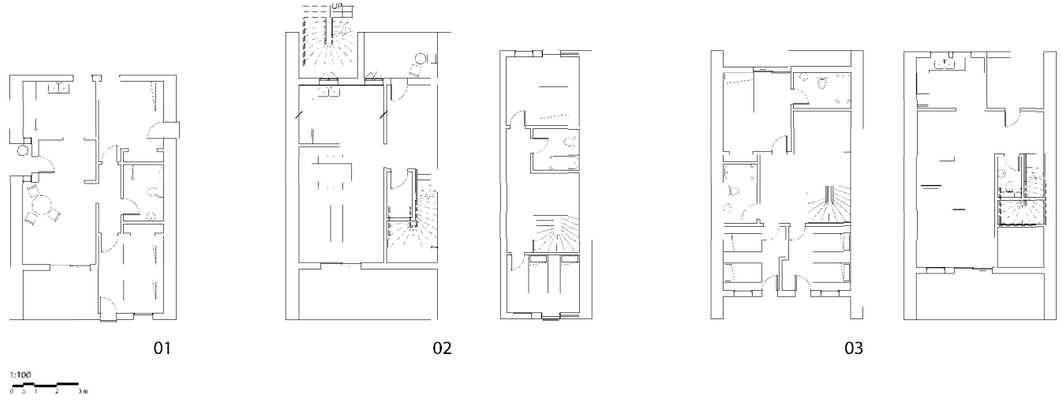
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The end.

Thank you!