

# PORTFOLIO

Mikkel Harboe Wolff

BA.arch MAA



Royal Danish Academy

School of Architecture

Department of Urbanism and Landscape





# Mikkel Harboe Wolff

## Curriculum Vitae

DOB: 19th dec. 1997, Denmark  
 Nationality: Danish  
 Address: Willy Brandts Vej 5, 5. mf. 2450 Copenhagen SV, Denmark  
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 Phone: +4520671408  
 web: www.mikkelharboewolff.com  
 Instagram: mklwolff

## SKILLS & COURSES

### SOFTWARE:

- + ArchiCad | 2020
- + QGIS, Rhino, 3dsMax, AutoCad | 2020
- + Welding course. Specialty in spot-welding | 2020
- + Adobe creative Suite CS6 (Illustrator, photoshop, InDesign, Sketchup) | 2019
- + Modelmaking course (woodworking, casting, cardboard) | 2018
- + Hitfilm Express | 2017

### SOCIAL

- + Instructor at Camp True North, an educational program that focuses on personal development and leadership. Founded by adventurer, sociologist and former elite soldier Nicolaj Moltke-Leth | 2020-
- + Compassionate leadership training - personal development | 2020-

## EDUCATION

The Royal Danish Academy of Fine Arts, Schools of Architecture, Design and Conservation (KADK)

MA in Urbanism and Societal change, Copenhagen, Denmark	2021-
BA in Architecture at the Institute for Urbanism and Cityscape, Copenhagen, Denmark	2018-2021
<u>5. Semester - HABITATION &amp; SETTLEMENT</u>	
+ Study of different forms of inhibition case study of danish village Agger	2020
<u>4. Semester - AESTHETICS</u>	
+ Project: Settlements and Ways-of-living. An urban plan of a new neighborhood on Refshaleøen	2020
<u>3. Semester - MATERIALITY</u>	
+ Project: The Tectonics of Material. A woodworking-factory in the heart of Copenhagen, with focus on wood as a constructive and artistic material	2019-2020
+ The anatomy of a building: Dissection of an existing structure the completion of a 1:1 model	
<u>2. Semester - ORGANIZATION</u>	
+ Project: Spatial organization and urbanisation in a randomly generated context	2019
+ Context-study of an existing neighborhood: "Værkstedsbyen" in Amager/ focus in programmatic and historic development	
+ Architectural history: the antic and early settlements	
<u>1. Semester - HABITATION AND SETTLEMENT</u>	
+ A study of the way we inhabit the world through our surroundings	2018

## ART

+ Participant of UngAkademi, a communal initiative, where 10 14-18 y.o. works with finding concrete solutions and development in the local community. Discussions, teachings, field trips and workshops conducted by professional architects.	2012
+ Drawing school, student of Birgit Steen drawing (charcoal, pencil, caran d'Ache) and aquarelle, Birkerød	2013-2015
+ Painting school, student of Joseph Salomon. Acrylic painting, conceptual/abstract painting croquis, sketching	2016-2017
+ Painting-course, Copenhagen art School - Still-life, cityscapes, art-discussion	2017
+ IBBL X Roskilde festival 2020 - IBBL students creating a template for building a simple chair at Roskilde festival 2020	2019
+ Founder of my own company, STUDIO / MIKKEL HARBOE WOLFFF, selling my own art	2020

## Internship

+ Internship at MARS Architekten in Berlin. Duties during the internship were:	Jan 2021 - Aug 2021
1. Collaboration in the recording and graphic representation of residential buildings	
2. Collaboration and creation of draft drawings of attic extensions and additions	
3. Determination of area and room contents	
4. Collaboration in the creation of drawings and visualizations for project communication	
5. Collaboration in the creation of the new MARS ARCHITEKTEN office website	

### LANGUAGES:

- + Danish: Mother tongue
- + English: Fluent
- + German: Excellent

### FIELD TRIPS

- 2019: Mexico - Mexico City & Tulum - 21 days
- 2020: Agger - West Coast of Denmark - 20 days

# AGGERS' EFTERSKOLE

5. SEMESTER: BACHELOR PROJECT 2020

In collaboration with Benjamin Meulengracht

This project is about re-activating the small coastal city of Agger, located on the west coast of Denmark. The project is an independent boarding-school also functioning as a public meeting space for the city.

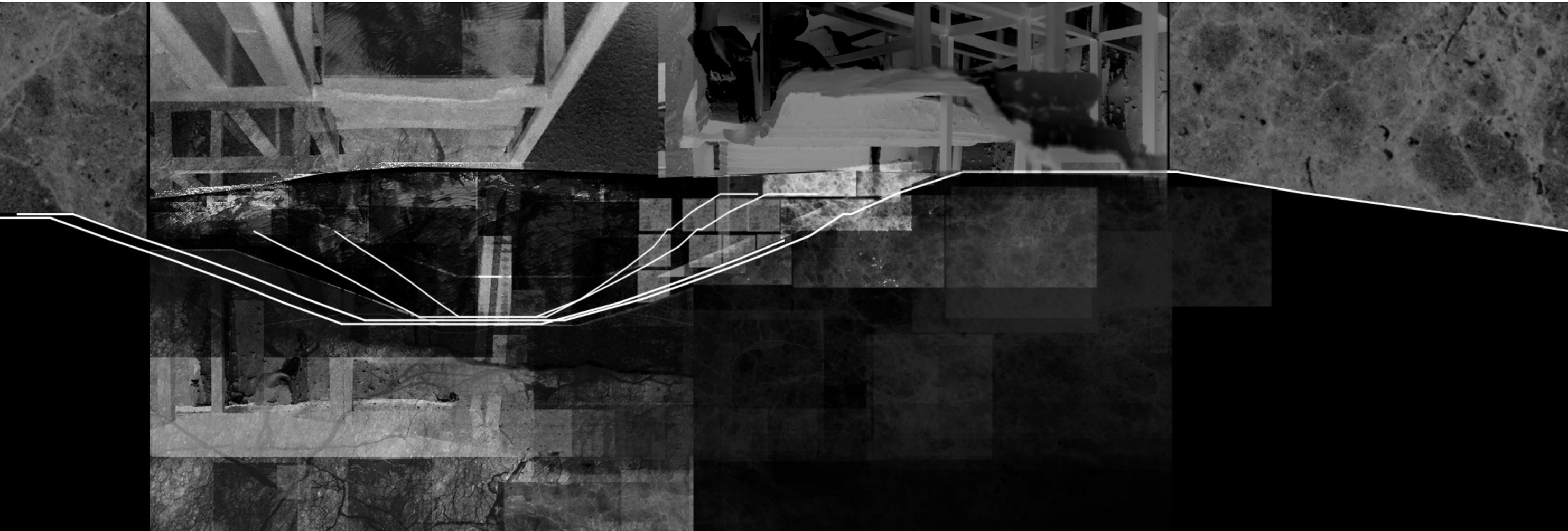
Being an old rural fishing-village, in Agger you learn through contact with other people. You learn history, crafts and tricks through experiences shared in a collective spirit.

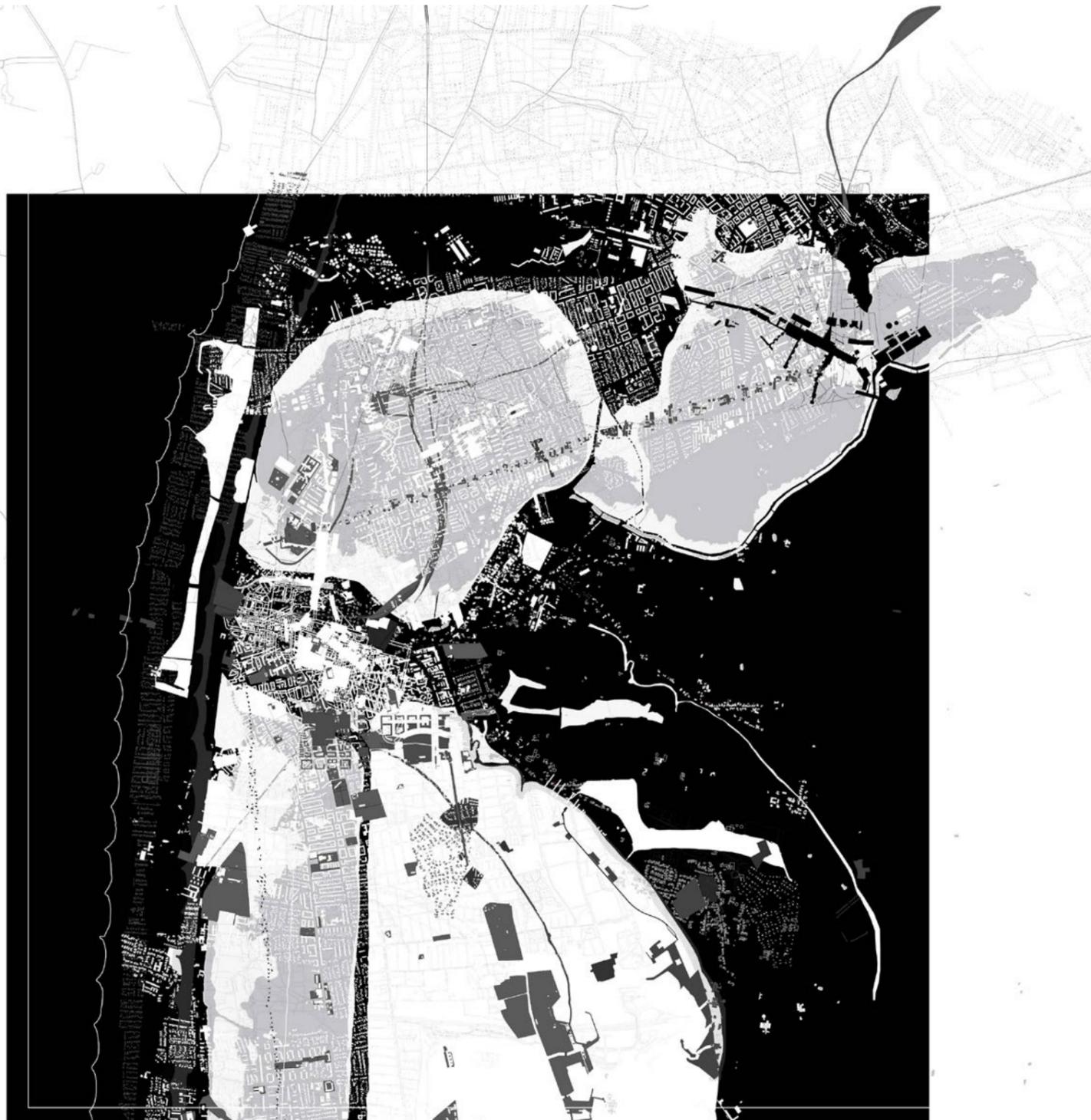
The demographic in Agger is also growing older, the average age being 53,1 and rising. Therefore, the boarding school incorporates movement and exercise in both its programme and sculptural qualities. The school is located on a hillside and the placement of the buildings in different relations with this hill is key to maintaining the feeling of walking through a landscape when going from building to building. The placement gives the impression of the school as an integrated part of the city, connecting several small paths running through the city.

Furthermore, the historic tradition of the home as a shield against nature is articulated through shared, dense housing and the incorporating of an existing bunker from the 2. world war as a part of the sports complex.

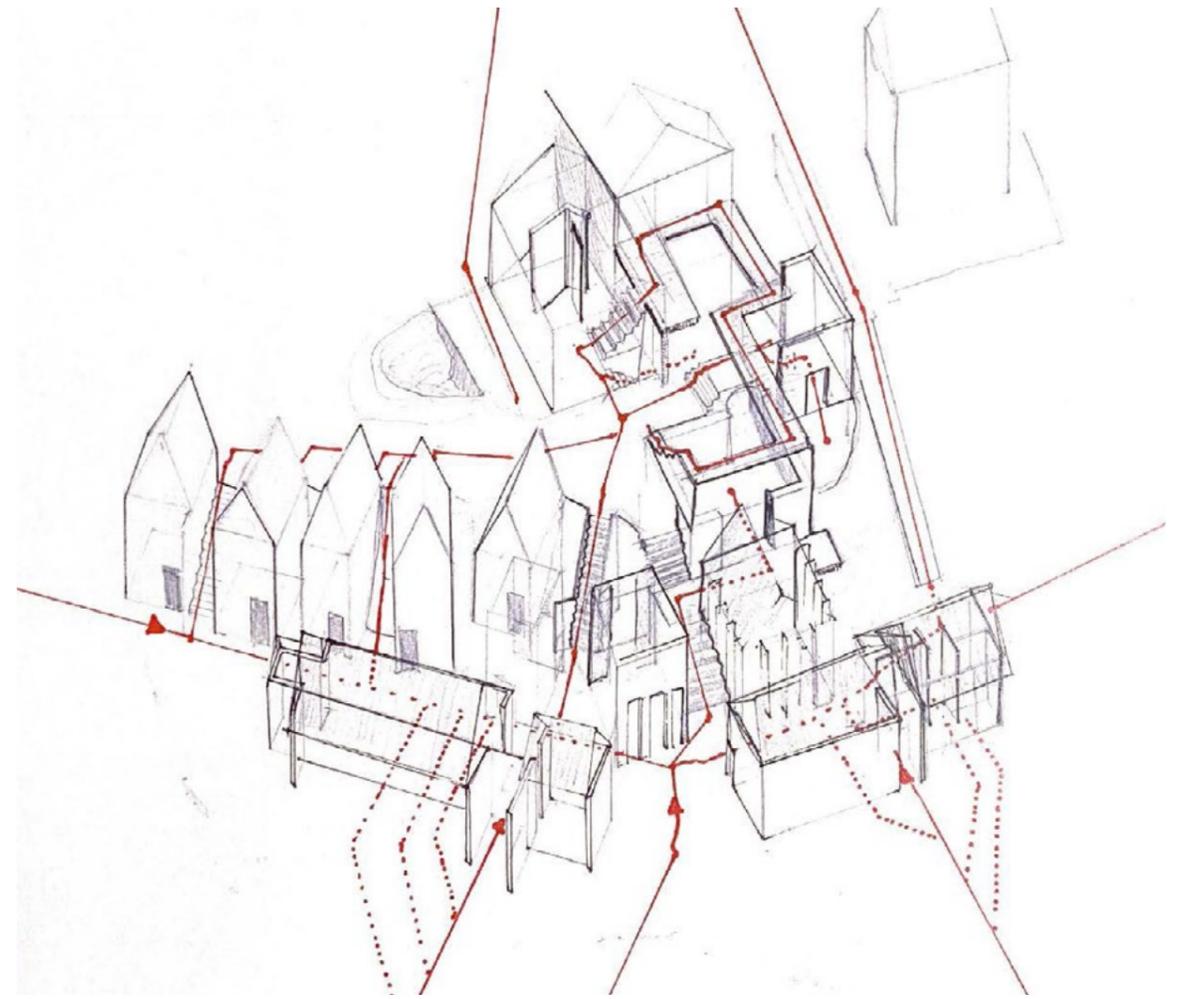
The project's functions as a symbiosis through the scholars and the inhabitants of Agger: scholars will learn crafts from the inhabitants and get a relationship with the city, potentially moving to Agger later in life. The senior inhabitants will get exercise in a regular basis as well as a communal institution for bringing the city closer together.

| DIAGRAM / Movements through the landscape and along the buildings

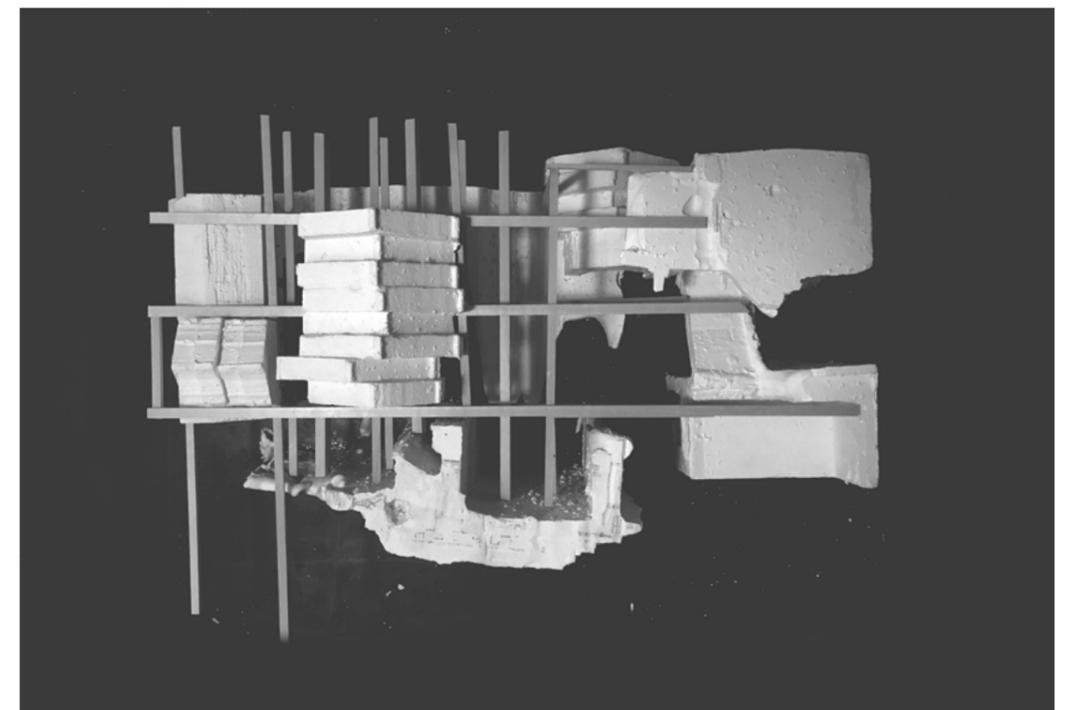




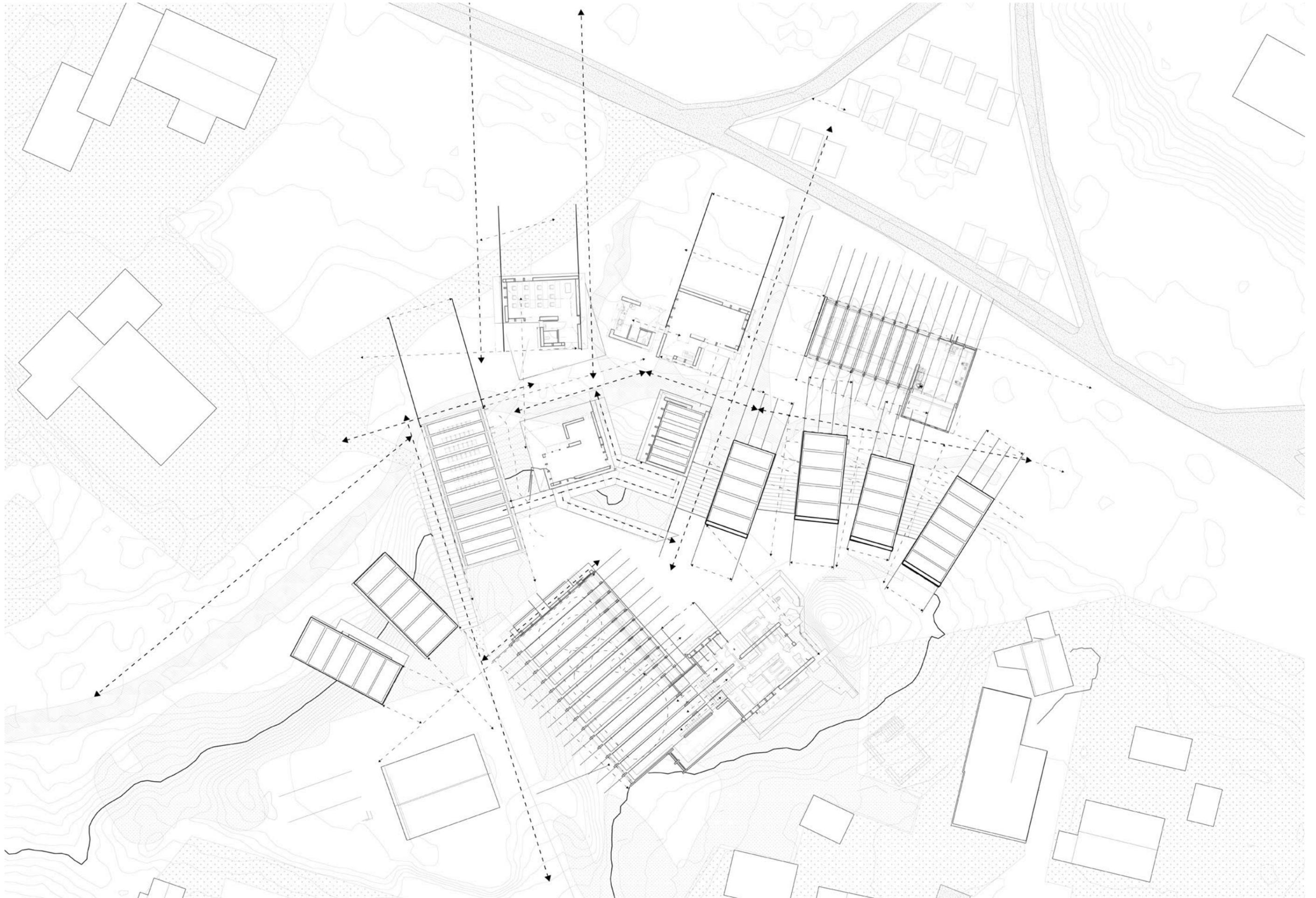
| STUDY / Different scales and comparison with Agger and Copenhagen



| STUDY / Movement through an institution



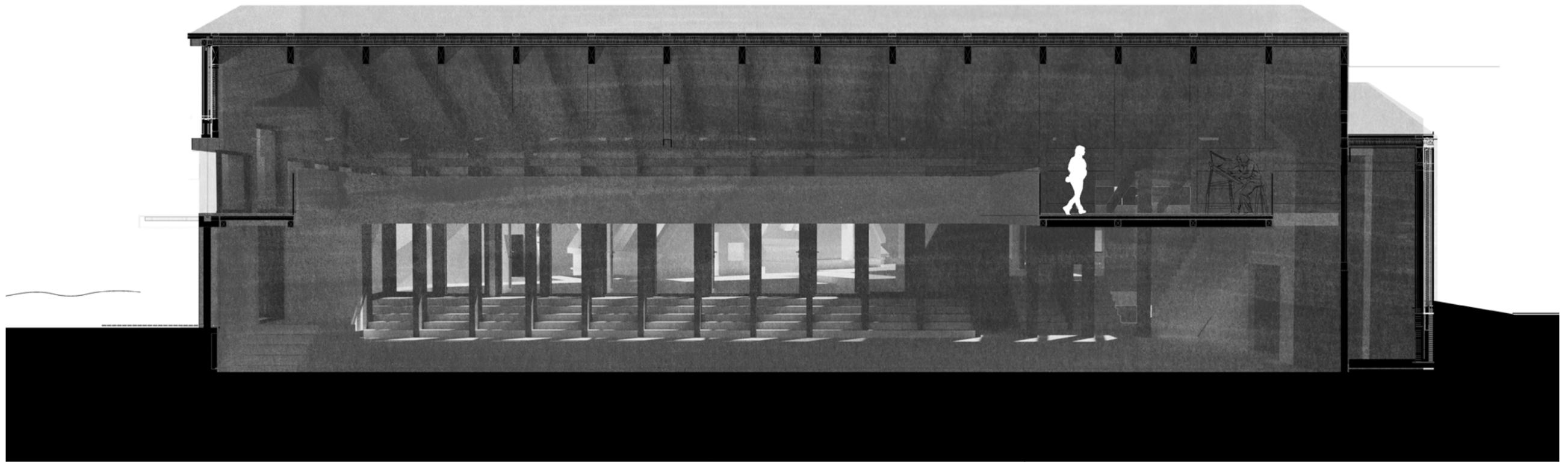
| STUDY / Model depicting the different movements between landscapes and buildings



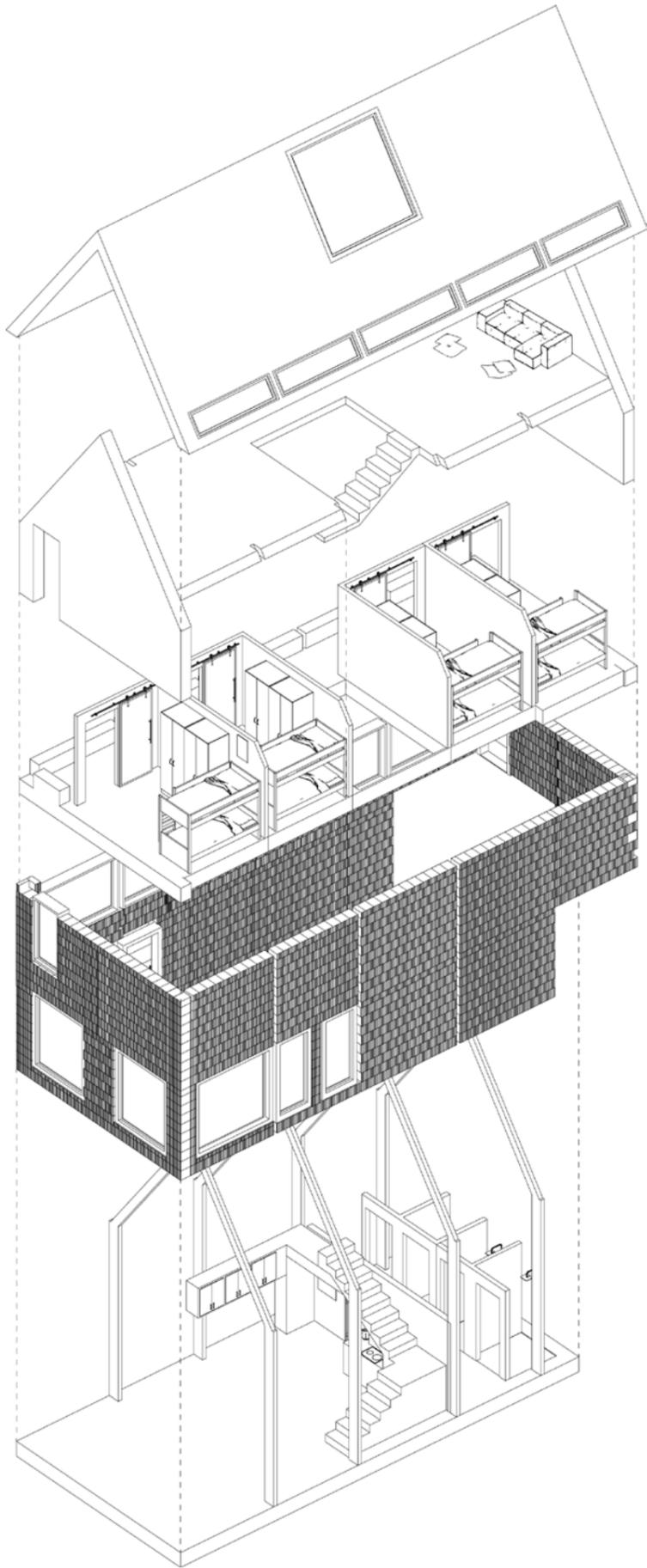
| DIAGRAM / Movements through the landscape and along the buildings



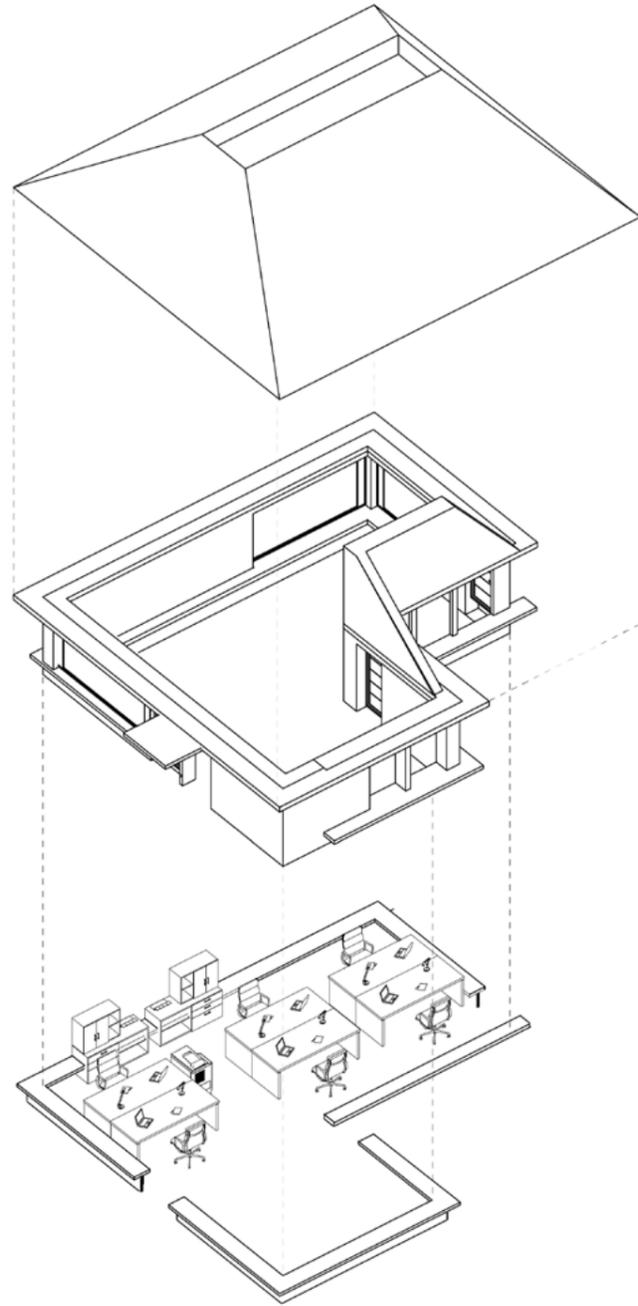
| SITUATIONAL PLAN / 1:500



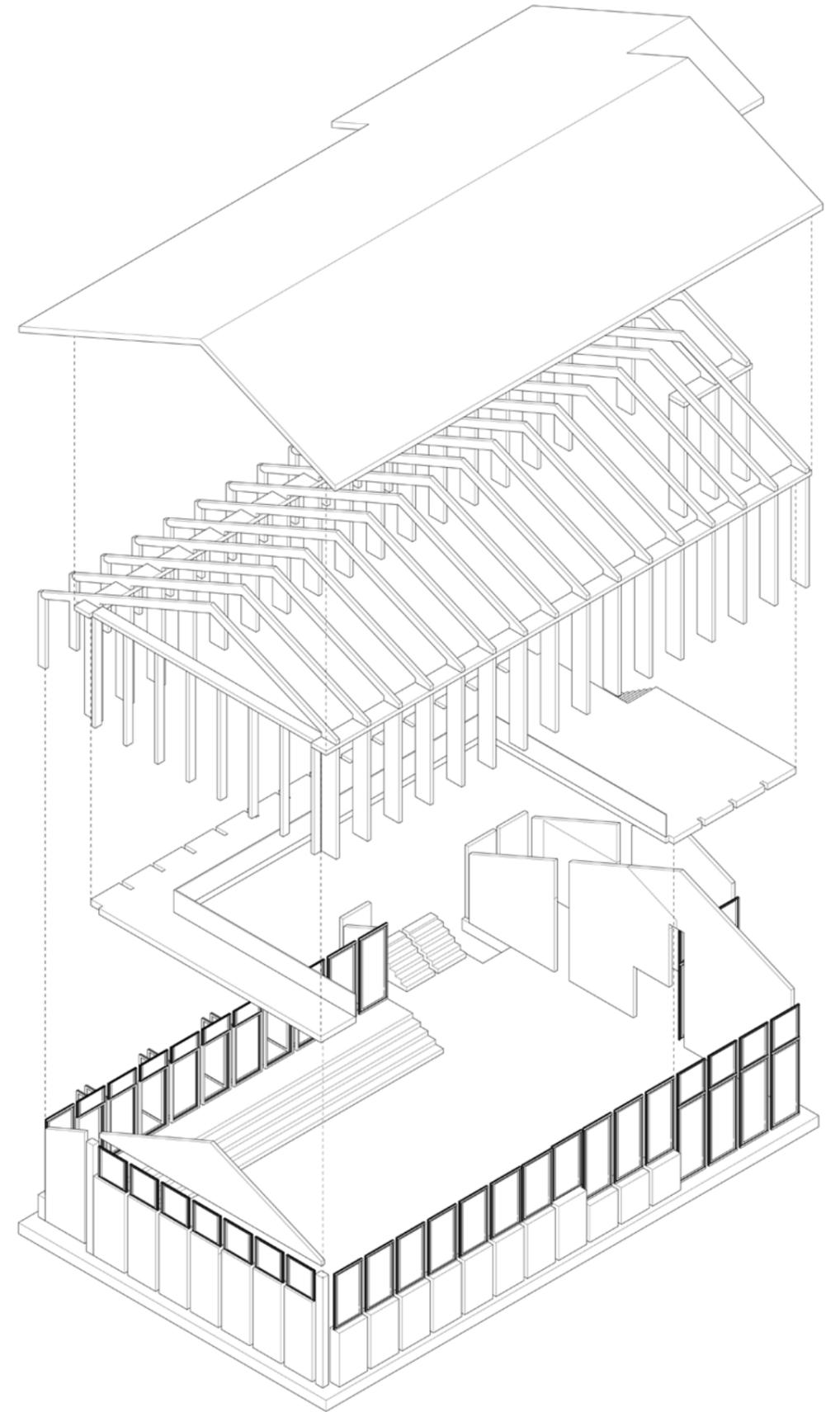
| VISUALISATION / The gymnastic hall



| AXONOMETRY / Student accomidation



| AXONOMETRY / Working spaces



| AXONOMETRY / Collective spaces

# THE THEATER ISLAND: A SETTLEMENT

4. SEMESTER: SETTLEMENTS AND WAYS-OF-LIVING, 2019-2020

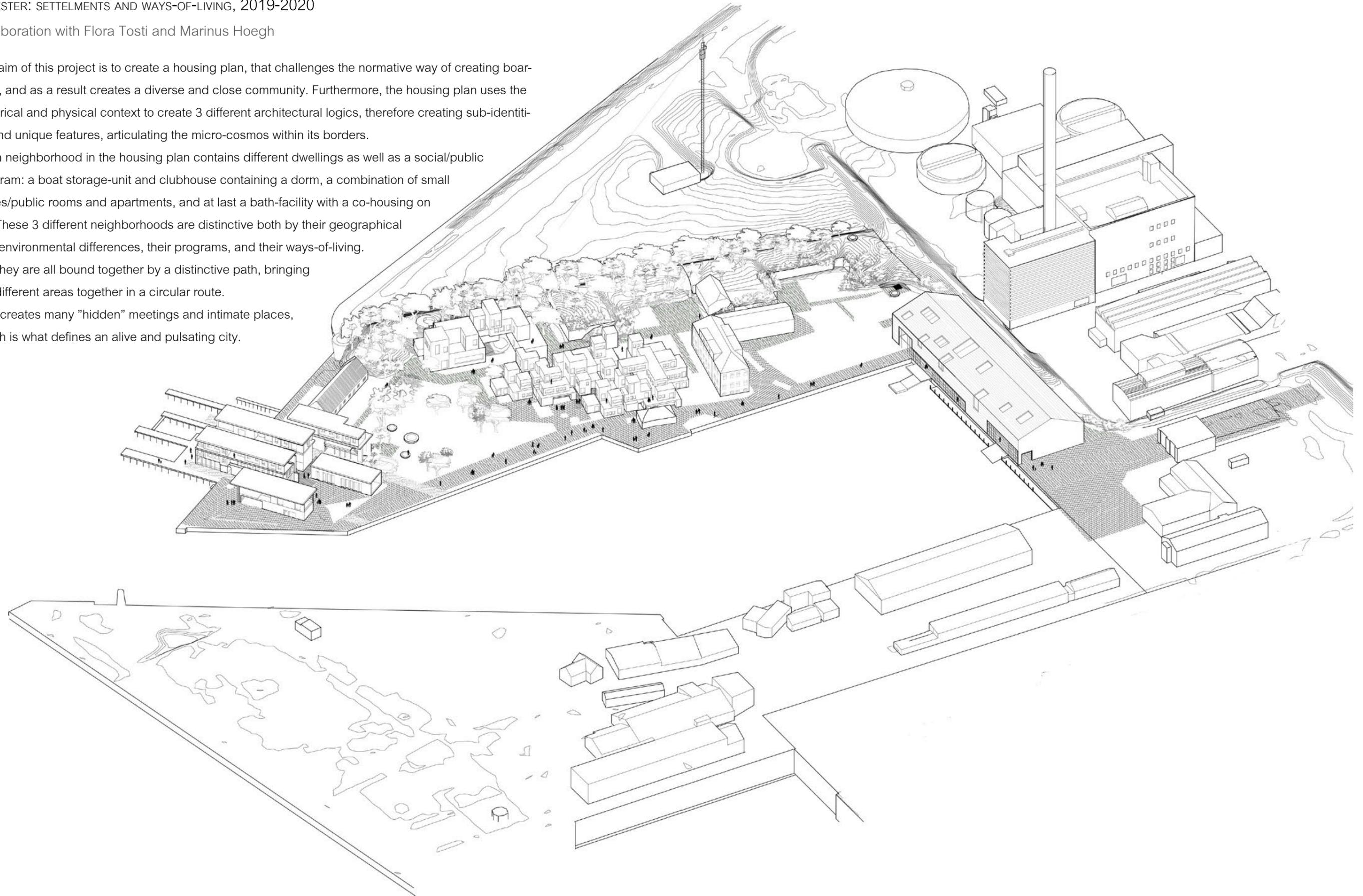
In collaboration with Flora Tosti and Marinus Hoegh

The aim of this project is to create a housing plan, that challenges the normative way of creating borders, and as a result creates a diverse and close community. Furthermore, the housing plan uses the historical and physical context to create 3 different architectural logics, therefore creating sub-identities and unique features, articulating the micro-cosmos within its borders.

Each neighborhood in the housing plan contains different dwellings as well as a social/public program: a boat storage-unit and clubhouse containing a dorm, a combination of small stores/public rooms and apartments, and at last a bath-facility with a co-housing on top. These 3 different neighborhoods are distinctive both by their geographical and environmental differences, their programs, and their ways-of-living.

But they are all bound together by a distinctive path, bringing the different areas together in a circular route.

This creates many "hidden" meetings and intimate places, which is what defines an alive and pulsating city.





MODEL / The specific situation, where the meetings between the inhabitants takes place

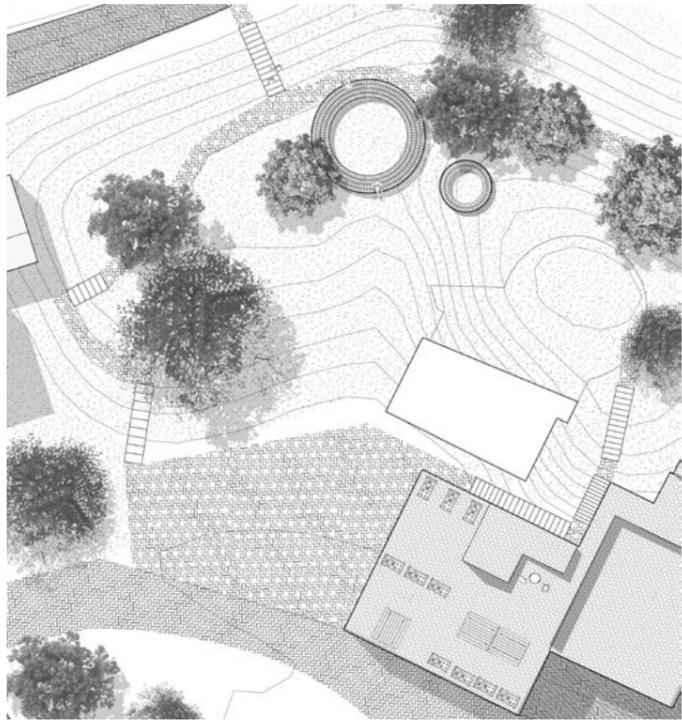
## HOW MUCH DOES A HUMAN FILL?

This question can be answered in two ways: the physical being-in-the-world, and the action-oriented being-in-the-world. The human proportions have a marginal effect on the amount of space a human occupies. The average density of a human is  $1,04 \text{ kg/dm}^3$  - therefore, a 75 kg human fills, physically speaking,  $0,078 \text{ m}^3$ . In a  $15 \text{ m}^2$  room, 2,5 m tall, a human makes out 1:480 of the room.

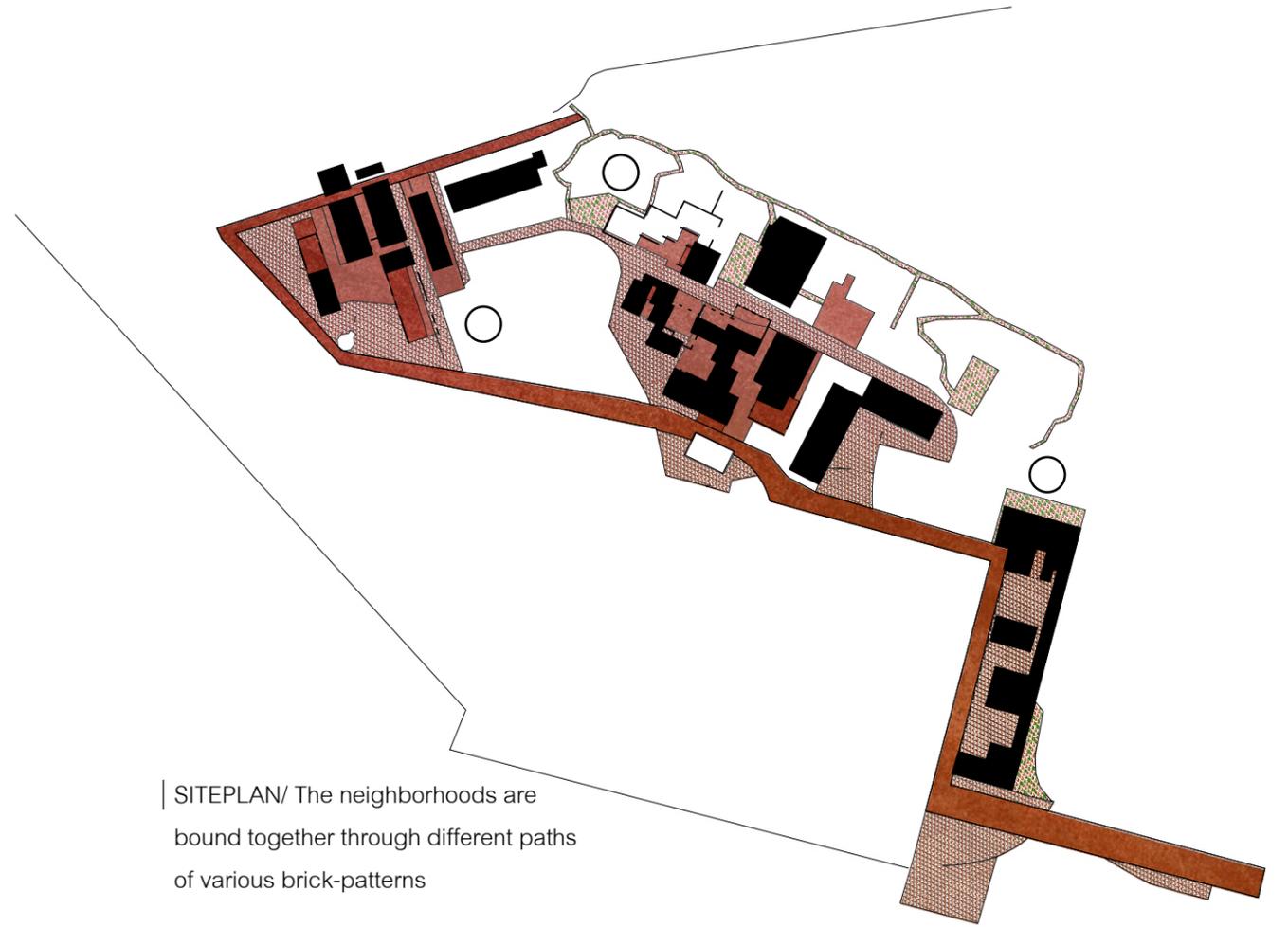
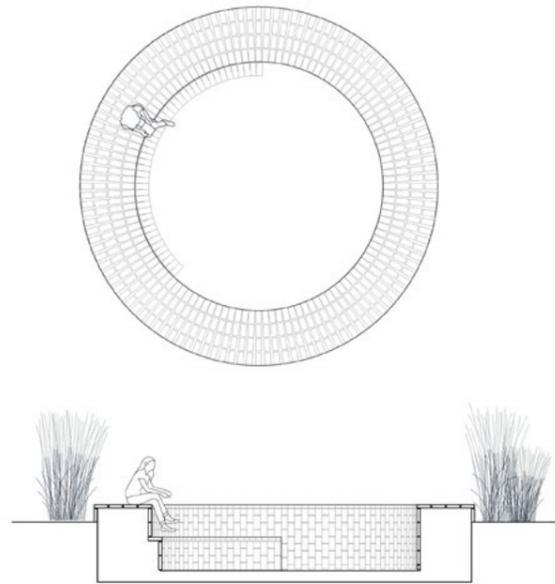
What occupies the room is actions: To sit by a desk, lie in a bed, watch television, pick up a book from a bookcase, cook, go to the bathroom.

Actions often acquire more space than the room required for the action to take place. Actions can also fill in a way that affects others. A pot of strong curry does not fill physically, but the smell can be sensed in a whole building. "To take up space" in the context of living can be translated to "acquire the most attention from our senses"

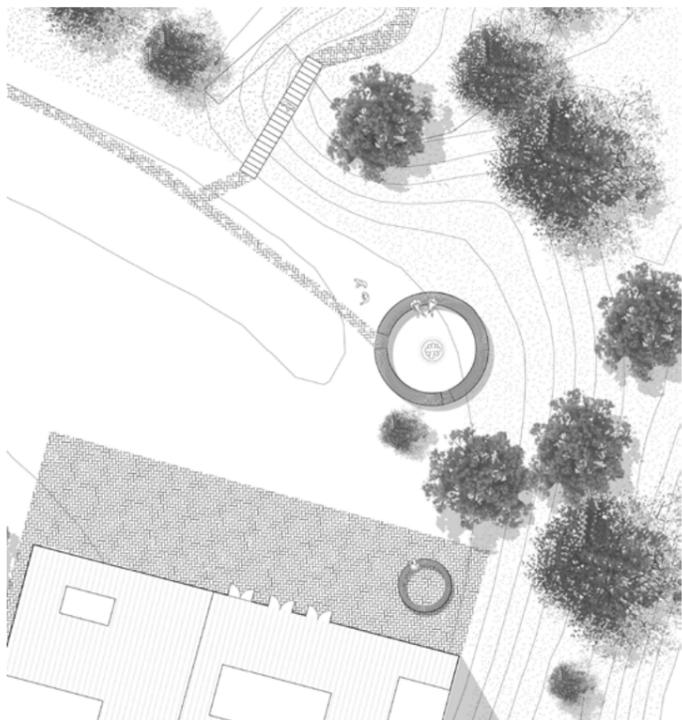




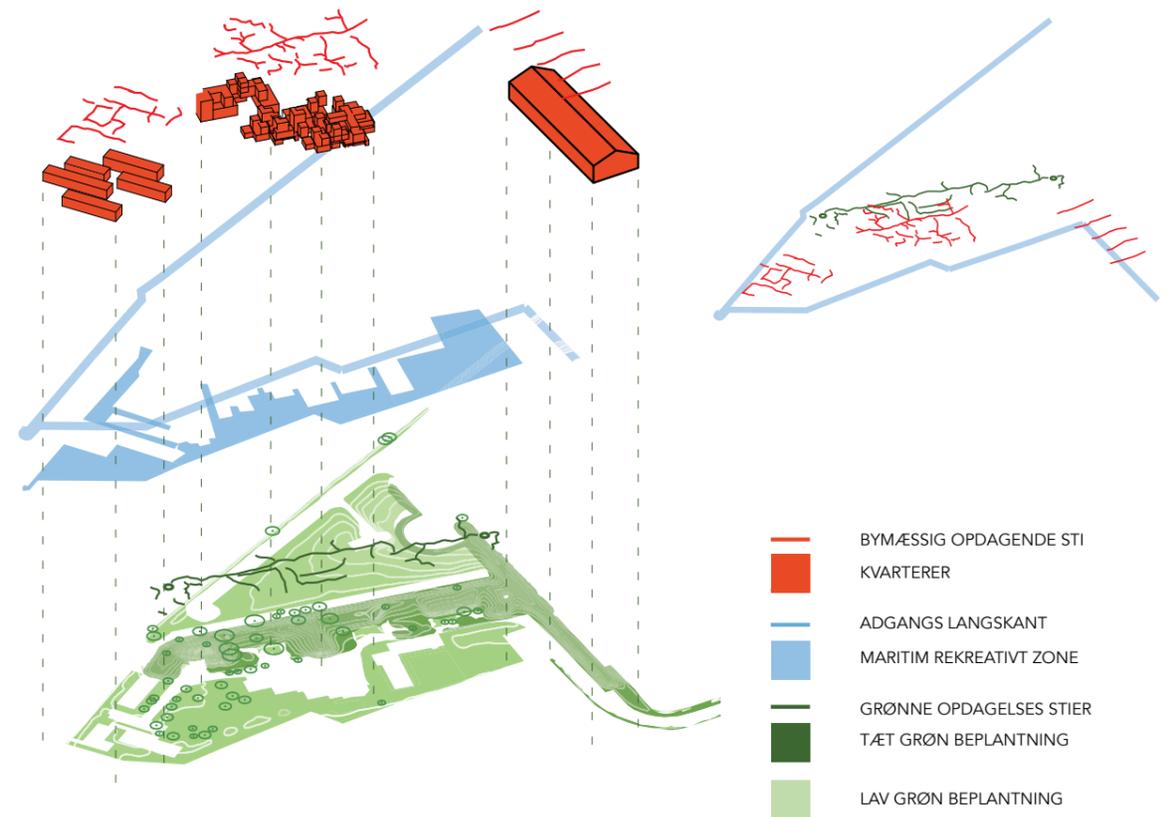
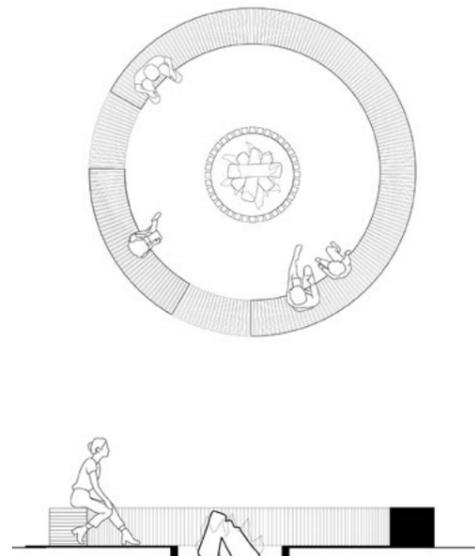
LANDSCAPE/ A social bench on top of a hill



SITEPLAN/ The neighborhoods are bound together through different paths of various brick-patterns



LANDSCAPE/ A fireplace between buildings and landscape

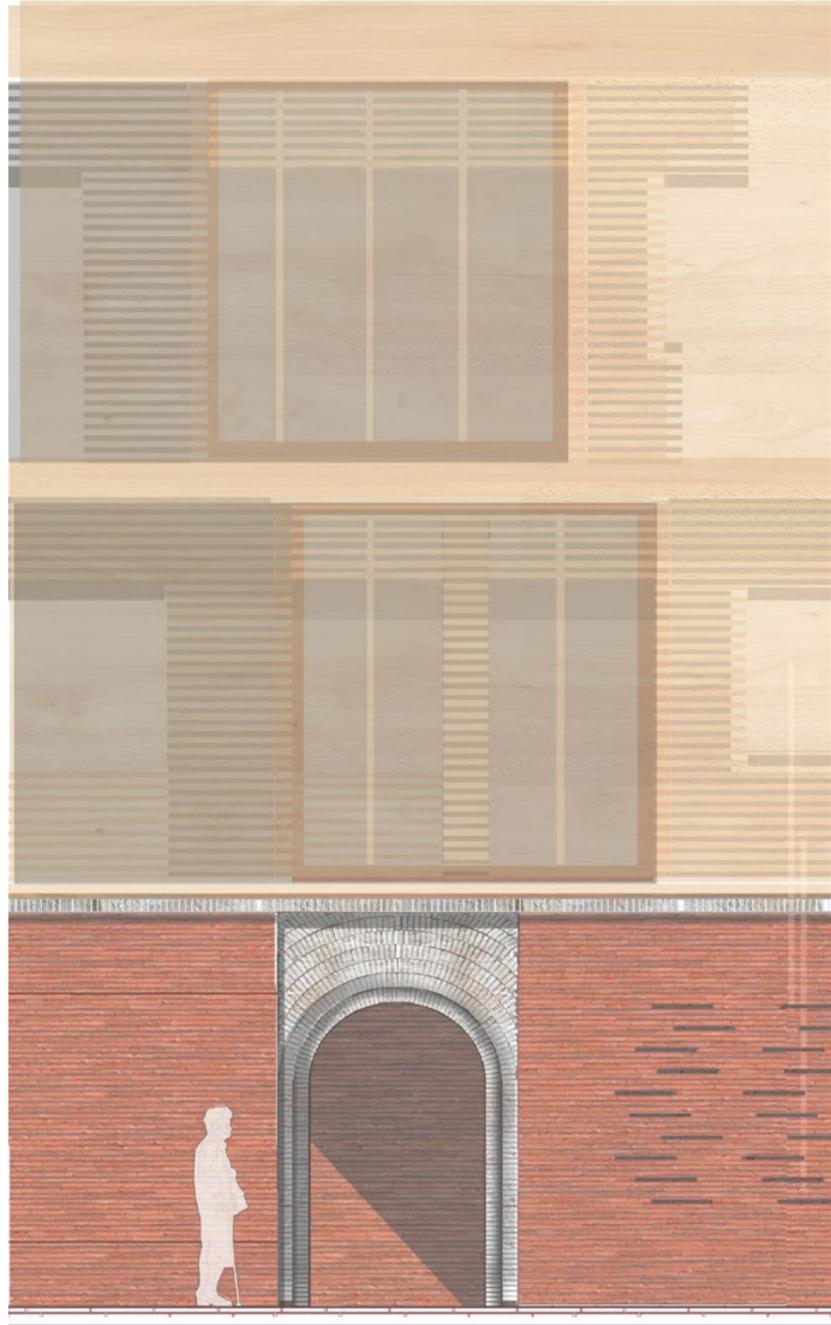




BOATHALL INTERIOR / looking from north to south



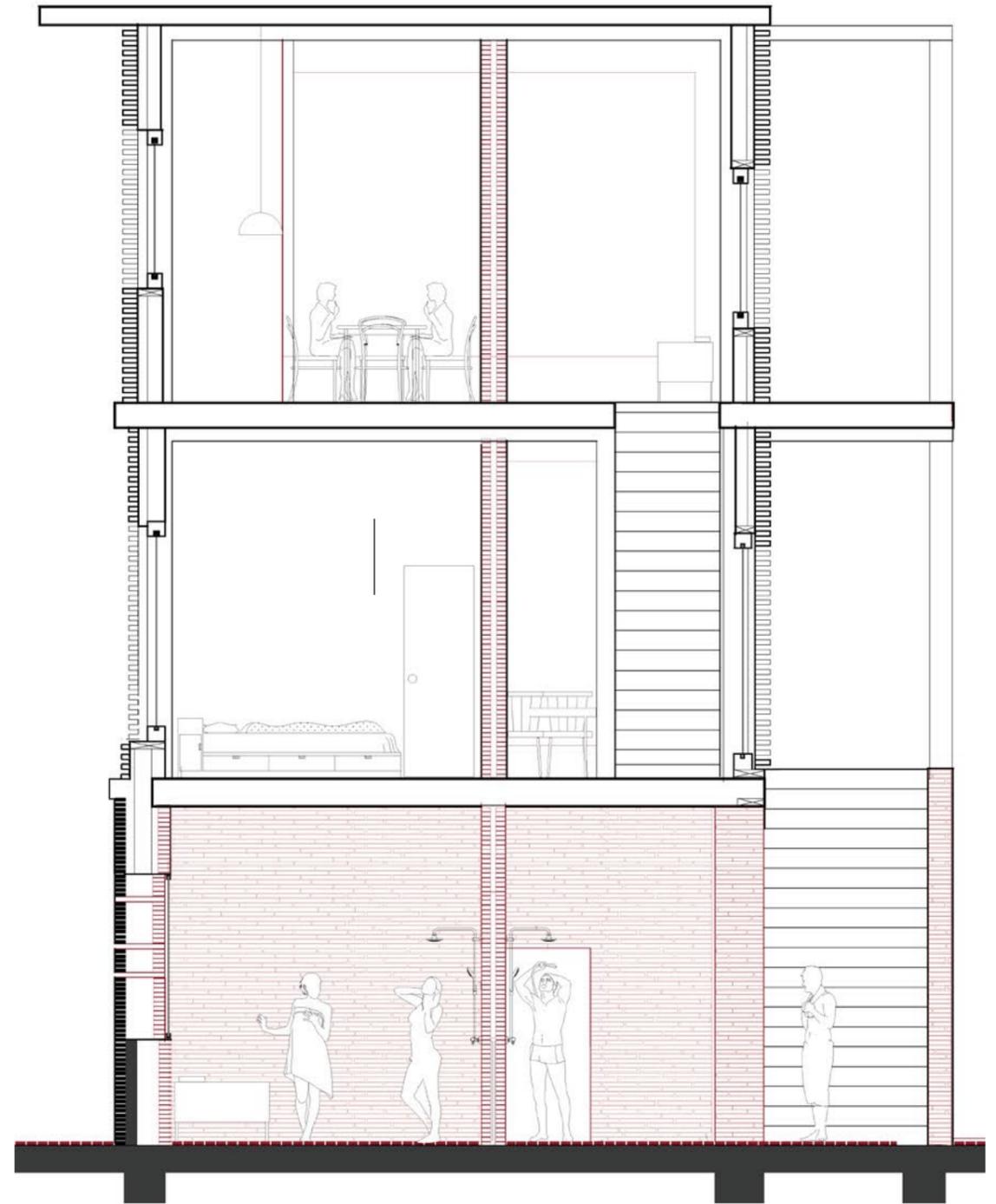
BATH-HOUSE / The entrance to the sea



ELEVATION BATH-HOUSE

The arch creates a more intimate and soft opening to the rustic ground-floor containing baths, in contrast to the lighter wooden co-housing

1:50



SECTION CUT / bath-house

1:50

# THE TECHTONICS OF MATERIAL

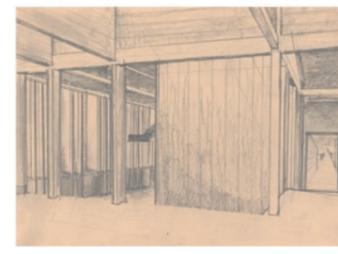
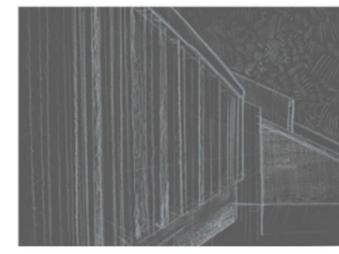
3. semester: Materials, 2019

This project consists of a lumber-workshop situated in the middle of Copenhagen, but in a pocket surrounded by train-tracks, in which the main maintenance-complex of the Danish railroads are also situated. This project embraces the rough, dirty, pragmatic context of an industrial workshop, as well as creating an interior that celebrates wood as a constructive, tectonic and human material - all the while being programmed as a traditional construction-hall. This resulted in the lumber-workshop consisting of 3 different programmatic zones with different degrees of intimacy, created by the difference in roof-heights. The entire construction is situated in a grid-structure in the floor plan.

The outside of the lumber-workshop is covered in burnt wood, using the Japanese technique Shui-Sugi Ban, creating a charred membrane and therefore protecting the wood. This created an eco-friendly facade as well as acknowledge the history of the context: A raw industrial area, using charcoal to power giant machines.



SITUATIONAL PLAN: 1:500

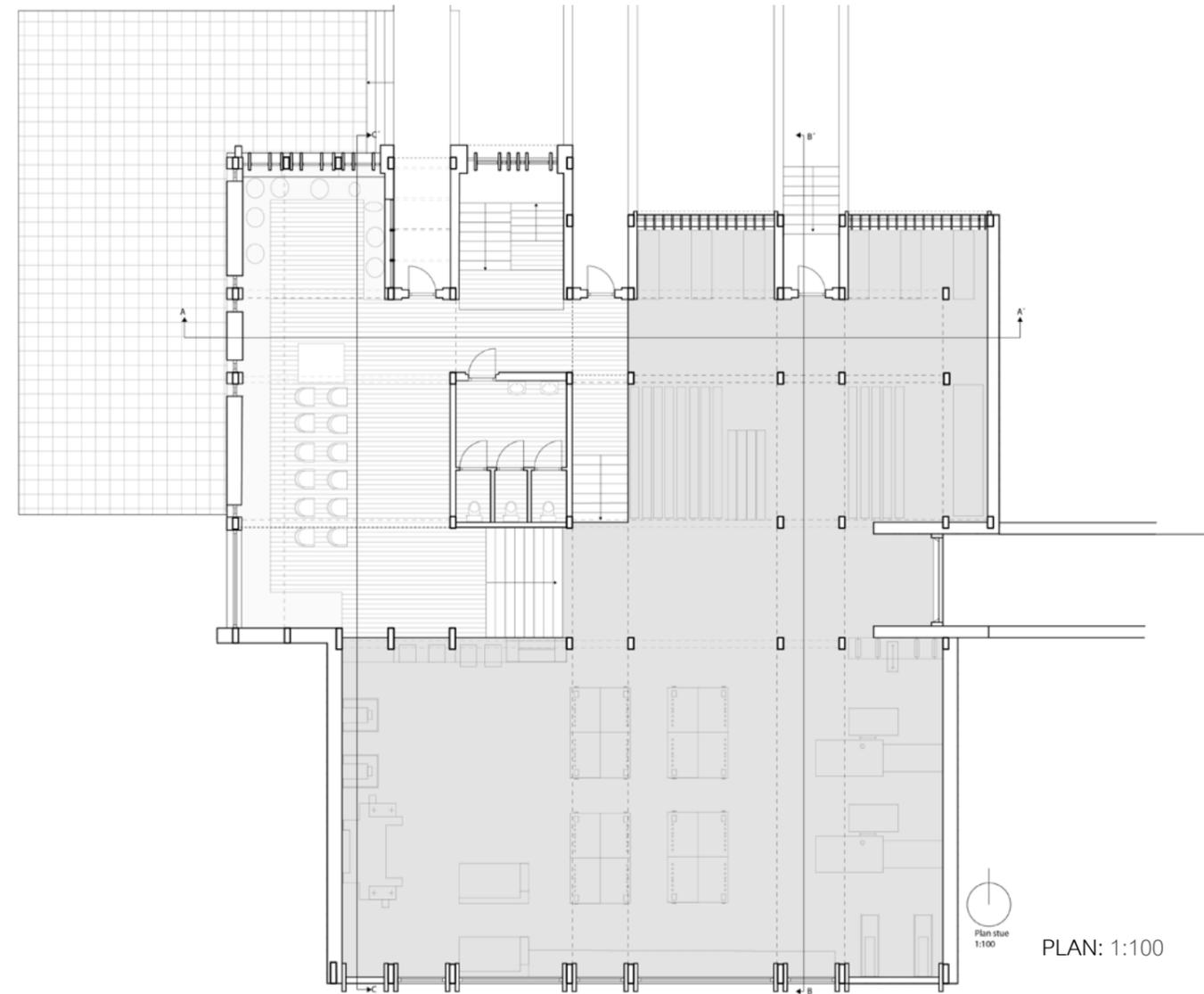


## STATE OF MATERIALS

Processed wood vs. unprocessed/organic wood

## THE MATERIAL SHIFT

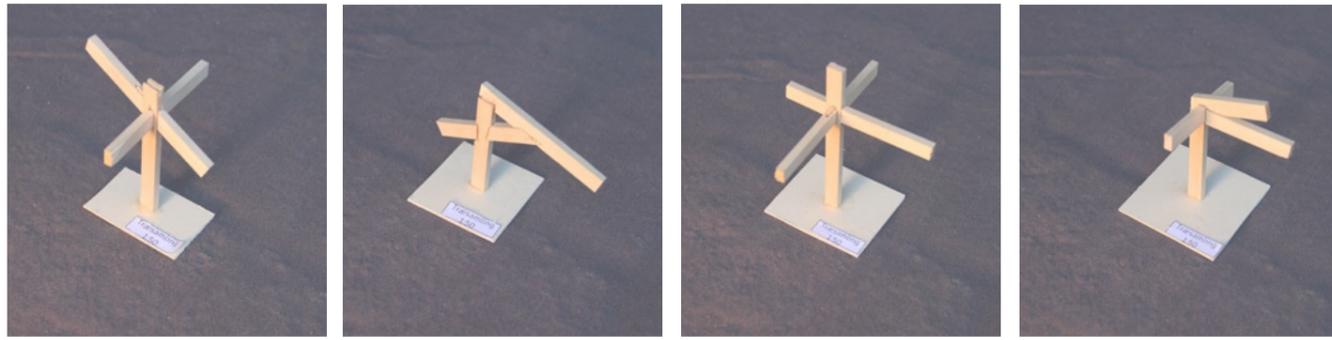
Interior: presents the potential and essence of the material.  
Exterior: Burnt wood, processed and "spent"



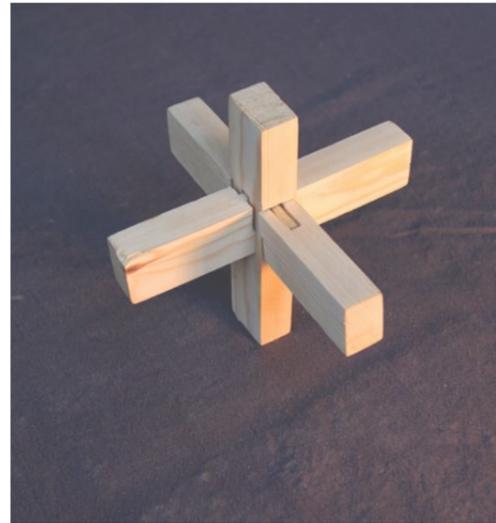
PLAN: 1:100



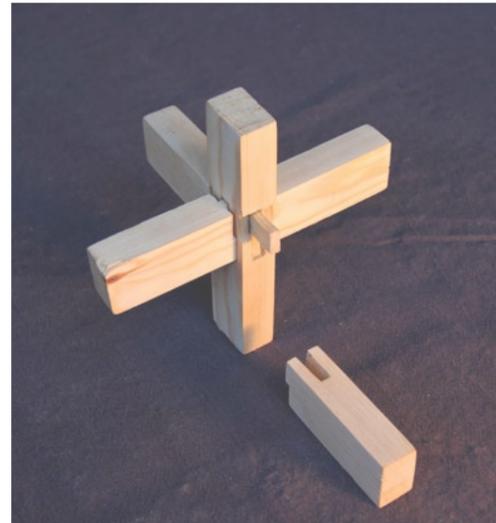




MODELS OF THE 4 PRINCIPAL WOODEN JOINTS / 1:50



1



2



3



4

CONSTRUCTION / Model showing the construction of the wooden connection, and the order in which the joints of the two beams is locked at the same spot in the column



COMPLETE MODEL OF THE SAW-MILL / 1:50

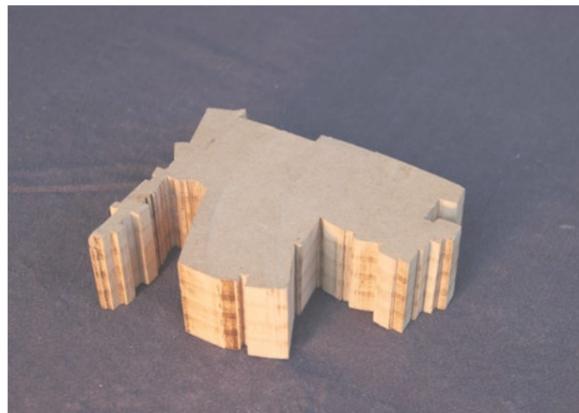
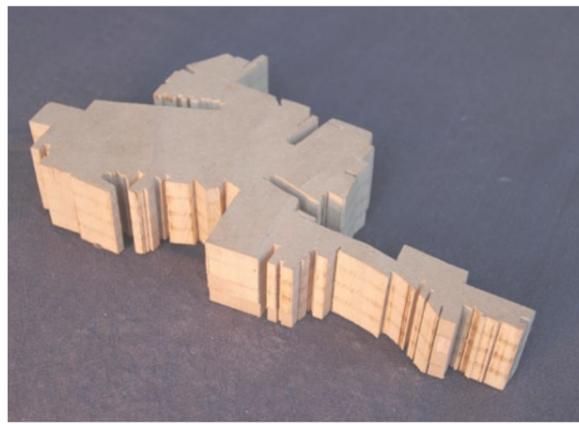


PHOTOS FROM INSIDE THE MODEL

# CONFINED SPACE

2. semester 2018, Extension of a building

The brief of this project was to establish a 300 m<sup>2</sup> addition to an existing building in the Sundholmen district in Copenhagen, containing two different programs. In the urban context of modern cities, the density of the public spaces is essential to the way we experience it. This project aims to bring people closer to each other on a social and emotional level by minimizing the physical distance between people. The forming of the building is based on an iteration, where a floorplan of a Bazar is drastically reduces in scale and used as a template to create the concept of the shape. This experiment resulted in an addition, which seems to grow out of the existing building. The shift in scales also results in the creation of many big and small niches, creating an intimate and labyrinth-like atmosphere. This setting enhances and intensifies the meeting between people in the building, which contains a café at ground level, and an artist-collective at 1. floor



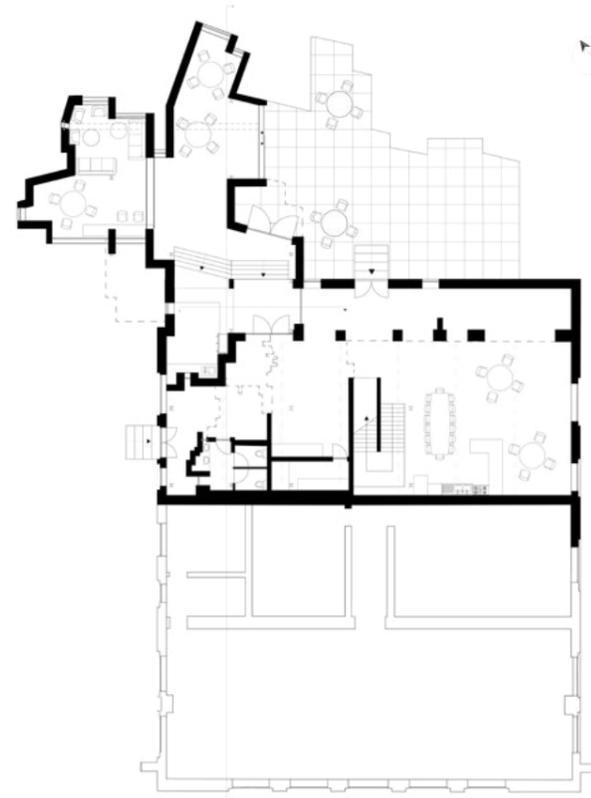
ITERATION / Spacial results of the experimental iteration, resulting in different shapes that creates a haptic and labyrinthic path around the shape



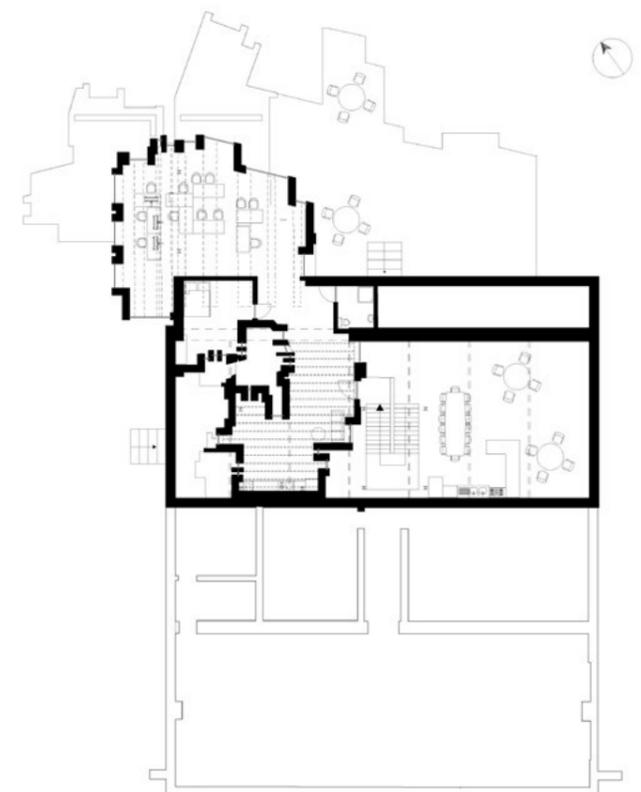
CONCEPTUAL DRAWING / Placing a building inside an existing building



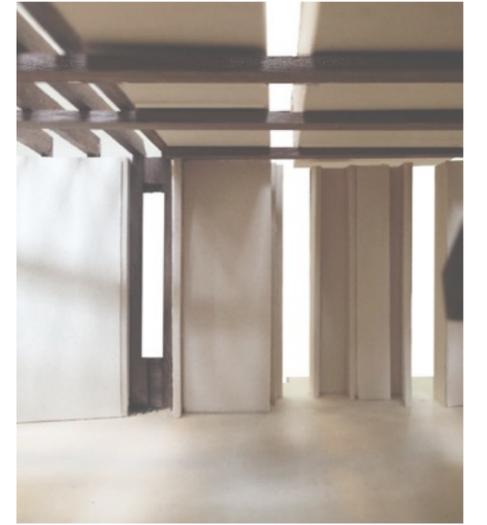
PROGRAMMATIC DRAWING / the bazar growing from the building



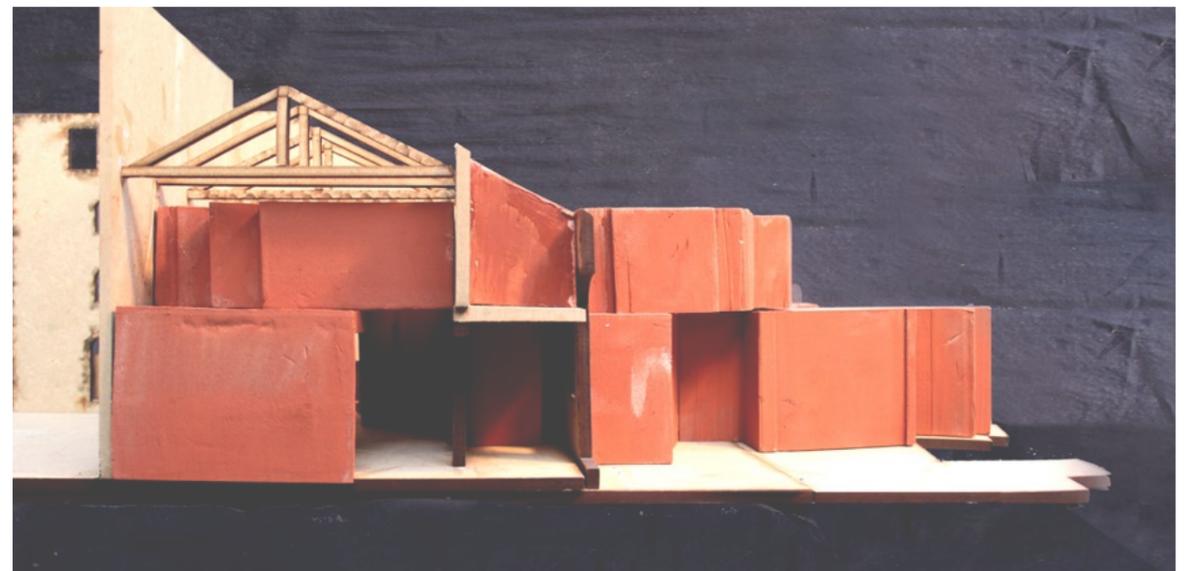
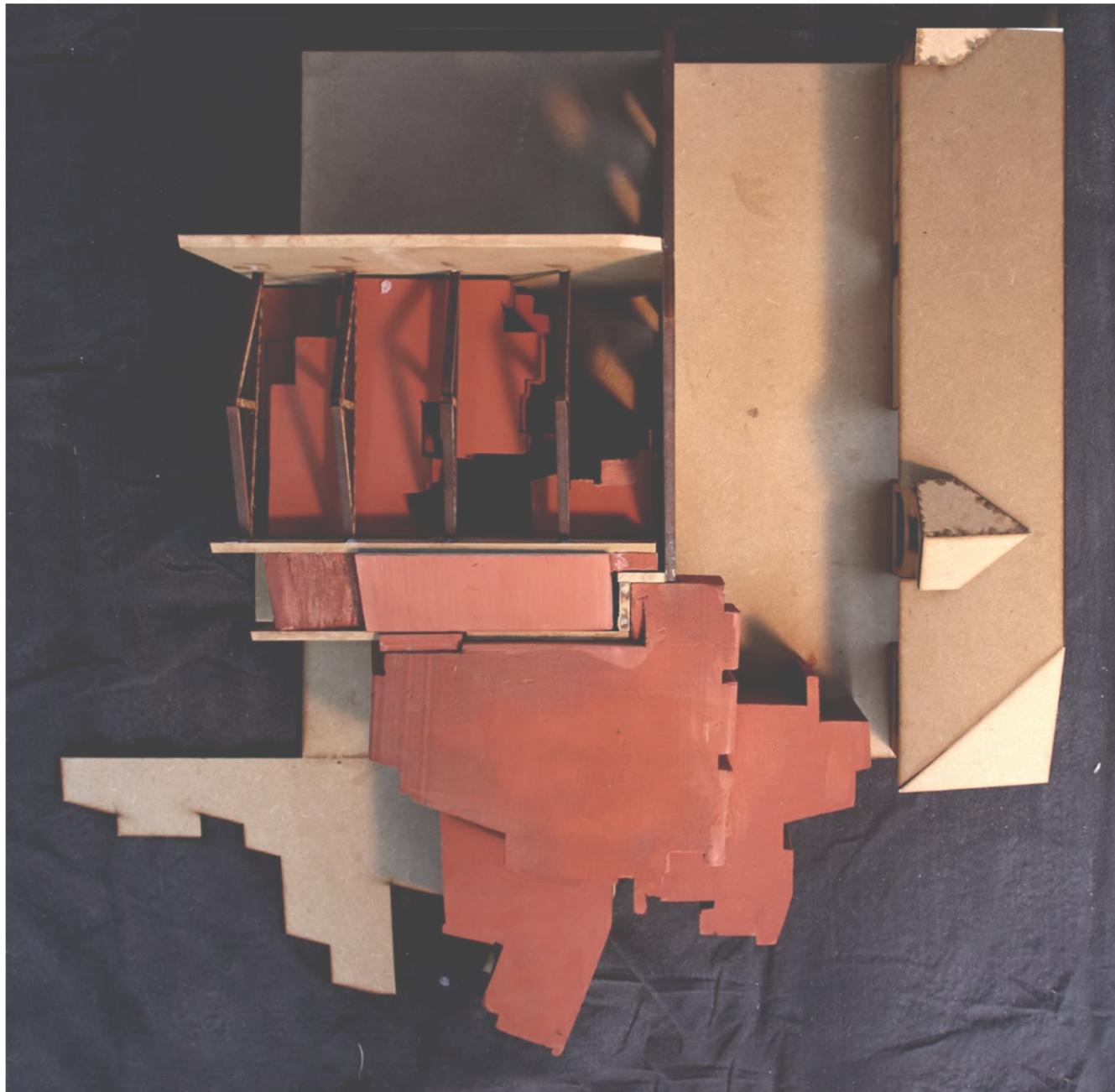
PLAN / 1:200



PLAN 1. FLOOR / 1:200



| INTERIOR / model photographs



| MODEL / The extension of boarders

# BIOPSY OF A BUILDING

Building Greene 2019

In collaboration with Frederikke Henning and Oliver Gradert

A biopsy is a tissue-sample extracted from the human body. This project is about dissecting the body of a building by creating a 1:1 biopsy of said building. The biopsy depicts a communal school in Orsonnes, Schweiz, and consists of the base of the building - containing the foundation, facade and wall. The biopsy is made as an exact copy of the building, with authentic materials and joints.

The project focused on knowing the anatomy of a building. Aspects as wind-barrier, cold-bridge, shingles, water-repellent window sills etc. Without complete constructional drawings, the biopsy is made from photos of the school as well as constructional section cut. The crafting of the biopsy required many different craft-techniques, e.i carpeting, reinforced concrete-casting and welding. This gave me specific skills in different disciplines of craftsmanship.

Our biopsy was among the projects selected to be exhibited on the 2019 Building Green conference.



CONCEPTUAL MODEL 1:500 / The facade structure of the

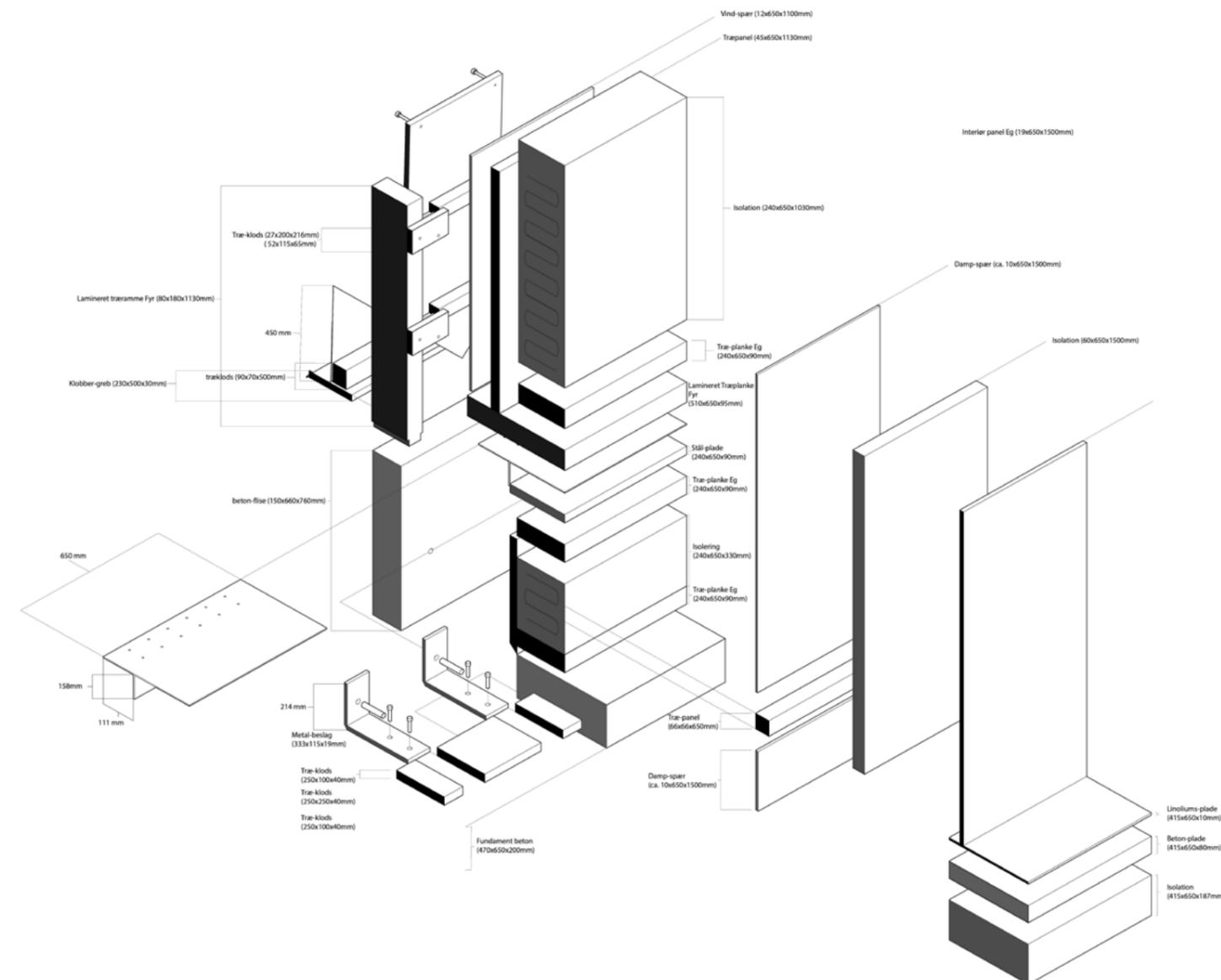


FRONT - FACADE

Height: 2,38 m  
Width: 0,8 m  
Depth: 0,6 m



SECTION CUT



# PAINTINGS

For any complete works, feel free to visit my website :  
[www.mikkelharboewolff.com](http://www.mikkelharboewolff.com)



"HYPER-NOSTALGIA", 150X120, 2020

Moving through a cityscape, the city is often experienced through the conception of the past - people are in contact with all past and present actions in a space. This is possible i. e nostalgia for the films of Quentin Tarentino and Fritz Lang as well as our vision of life in the past



"AMERICANA", 120X120, 2020

This painting depicts the rift between the old and new nostalgia of America: The old americana, i.e the frontier and independence The new americana, i.e. urbanization/industrialization/industrialization and street-tribes



"HAFJELL NO.1", 120X90, 2018

This painting was a commissioned work i painted while living in norway. It aims to capture the sublime nature of the norwegian Fjell, thus showing the power and impact of the nature, that reaches far beyond our senses



"HYPERNOSTALGIA NO.3" 120X90, 2020

This painting depicts my fascination with brutalist and dense architecture. This fascination stems from the rift between a nostalgic/romantic idealization of this type of living (big monumental building and a vigorous city) and the "real history"



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