

# STUMP HOUSE

BY MAX FYFE





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# THANK YOU TO

My father, my partner, my  
professors, and my family and  
friends. I couldn't have done it  
without your support!



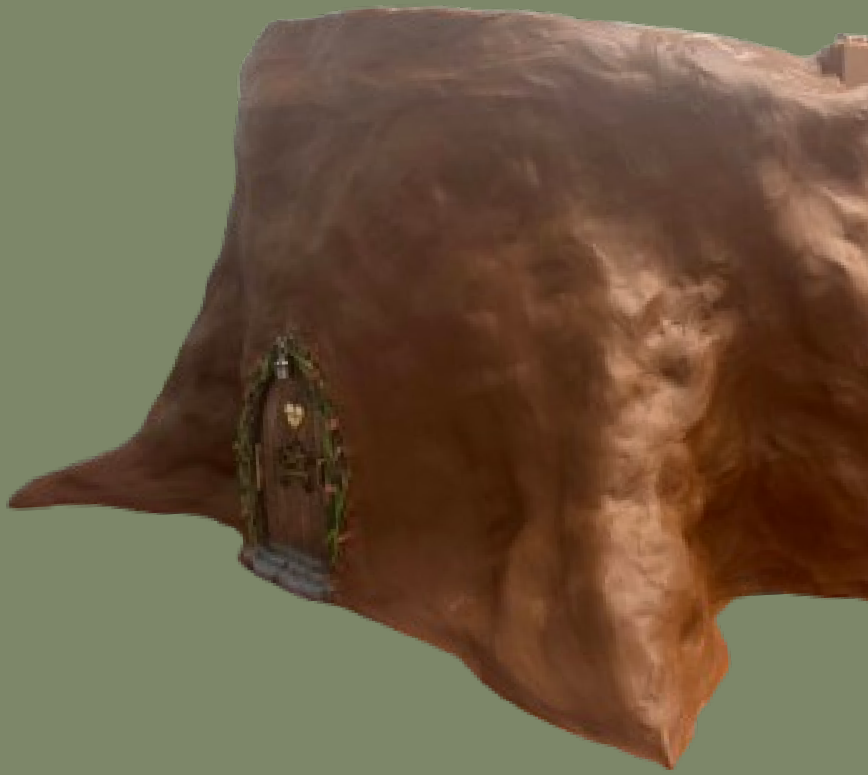
# ARTIST STATEMENT

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I create art to explore how design can connect people to their environments and to each other. My work focuses on how architecture shapes emotions, relationships, and our sense of belonging. I aim to design spaces that not only function but also engage people on a deeper level, fostering connection and reflection.

Sustainability is at the core of my process. I draw inspiration from nature's resilience and adaptability, seeking to create designs that reflect a harmonious relationship between the built and natural worlds. For me, art is a tool for advocacy—challenging the role of design in our lives and encouraging more sustainable, thoughtful practices. My work invites a shift in perspective on how architecture can contribute to a better, more connected future.

B I O M I





# M I C R O



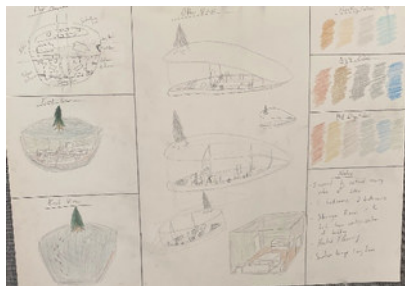
## What is Biomimicry?

Biomimicry in architecture involves designing buildings and structures by studying and imitating nature's forms, processes, and ecosystems to create more sustainable, efficient, and resilient solutions.

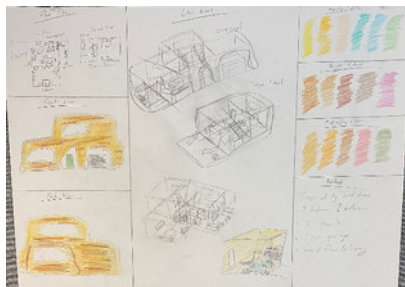
With this concept in mind, it got me thinking of how it could be used in a residential fashion and what might that those spaces look?



**Grasslands (2023)**  
Colored pencil on paper.



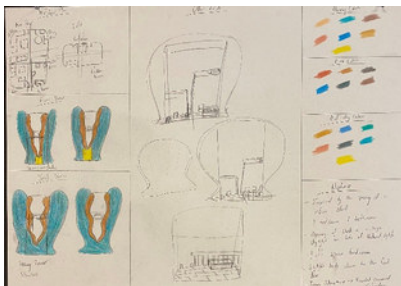
**Tundra (2023)**  
Colored pencil on paper.



**Desert (2023)**  
Colored pencil on paper.



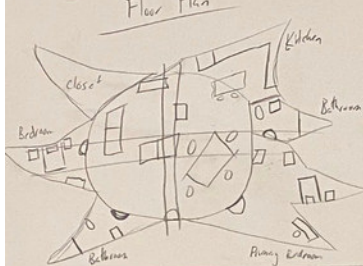
**Mountains (2023)**  
Colored pencil on paper.



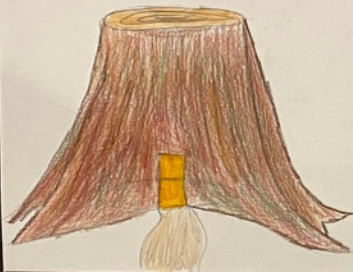
**Ocean (2023)**  
Colored pencil on paper.



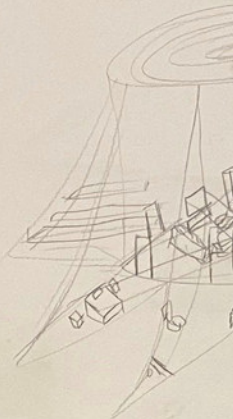
**Forest (2023)**  
Colored pencil on paper.

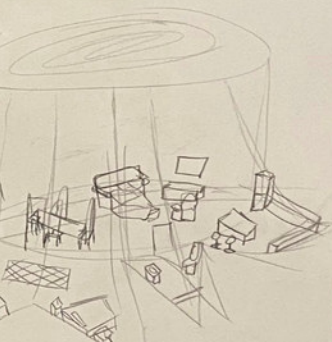


Front View



Back View





#### Night Colors



#### Mid-Day Colors



#### Notes

- Large Tree Trunk Inspiration
- 2 bedrooms 2 bathrooms
- Central Living area with  
Rooms extending off into  
the roots of the trunk
- High ceilings in central room
- Slanted ceilings in extending rooms

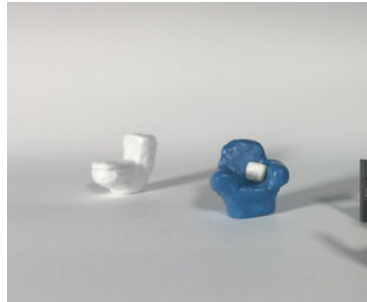






## **GREEN-MINDED**

Being green-minded is central to my work. I believe that architecture should respect and reflect the natural world, and this project is my way of reinforcing that idea. The tree stump house is not just a design choice, it is a statement about the importance of working with nature rather than against it. Through this model, I want to show that sustainable architecture can be both functional and beautiful, inspiring others to think differently about how we build and live in the world around us.





## **GIVE BACK/ BE SEEN**

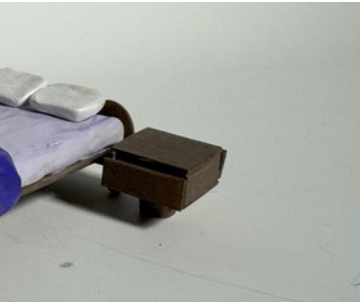
This project is a way for me to be seen—not just as an artist and designer, but as someone committed to sustainable architecture and our planet's future. By showcasing my creativity and skills, I hope to spark conversations about eco-conscious design and how architecture can work with nature instead of against it. Through biomimicry, I want to inspire others to see design as both a personal expression and a way to give back.



# **EMPATHY**

With my project, a 3D model of a tree stump house, I aim to create more than just an architectural design—I want to build a connection between people and nature. Biomimicry allows me to design in a way that respects and harmonizes with the environment, much like how an empath understands and adapts to the emotions of others. I want my work to reflect awareness of how people interact with space, making them feel at home not just in a structure but in nature itself.





## **CREATOR**

At my core, I am a creator. I love bringing ideas to life, and this project reflects that passion. Designing and sculpting this tree stump house is more than just an artistic process for it is an exploration of how nature can inspire better, more sustainable architecture. I want to build structures that are not only visually striking but also serve a greater purpose, proving that creativity and environmental responsibility can go hand in hand.

# **BUILD FOR THE FUTURE, ACT FOR THE PLANET**

Stump House is more than a model—it's a way for me to be seen as someone committed to sustainable architecture and our planet's future. As climate change accelerates, we must rethink how we build, using biomimicry and eco-conscious design to create spaces that work with nature instead of against it. Architecture has the power to heal, not just through aesthetics, but by actively restoring ecosystems, reducing carbon footprints, and fostering a deeper connection between people and the environment. By reimagining our relationship with the built world, we can create a future where design is not just functional or beautiful, but a force for environmental care and regeneration. Let this project be a reminder that the choices we make today shape the future of our world.



Nature is our greatest  
blueprint—let's design with  
it, not against it.

Small changes in design  
create big changes for the  
planet. Let's start now!





# MAXWELL FYFE

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Maxwell Fyfe is a multidisciplinary artist and designer specializing in

sculpture, mixed media, and biomimicry architecture. His work bridges the gap between art, science, and sustainability, as he expands into biomimicry-inspired design and sustainable architecture. Drawing inspiration from organic structures and ecological systems, Maxwell incorporates natural patterns, repurposed materials, and digital fabrication techniques to create innovative pieces. His exploration of these themes through various mediums invites viewers to reconsider the relationship between nature, design, and the world around us.





