



portfolio

langlais servane

2020-2026

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atelier cartouche

Led by Pierre-Yves Bossé



ATELIER CARTOUCHE

Spring 2025

Softwares : Revit, Photoshop, Indesign, Illustrator

I worked five-month post-graduation at the Atelier Cartouche firm in Rezé, during which I worked on various projects :

An urban planning project in Vietnam (urban analysis report)

An architectural project in Rennes (presentation slideshow)

An urban planning and architecture project in Geneston (contest)

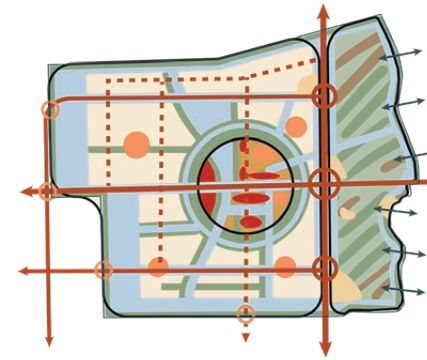
An architecture project in Rezé (contest, presentation slideshow)

An architectural project in Ombrée d'Anjou (building permit)

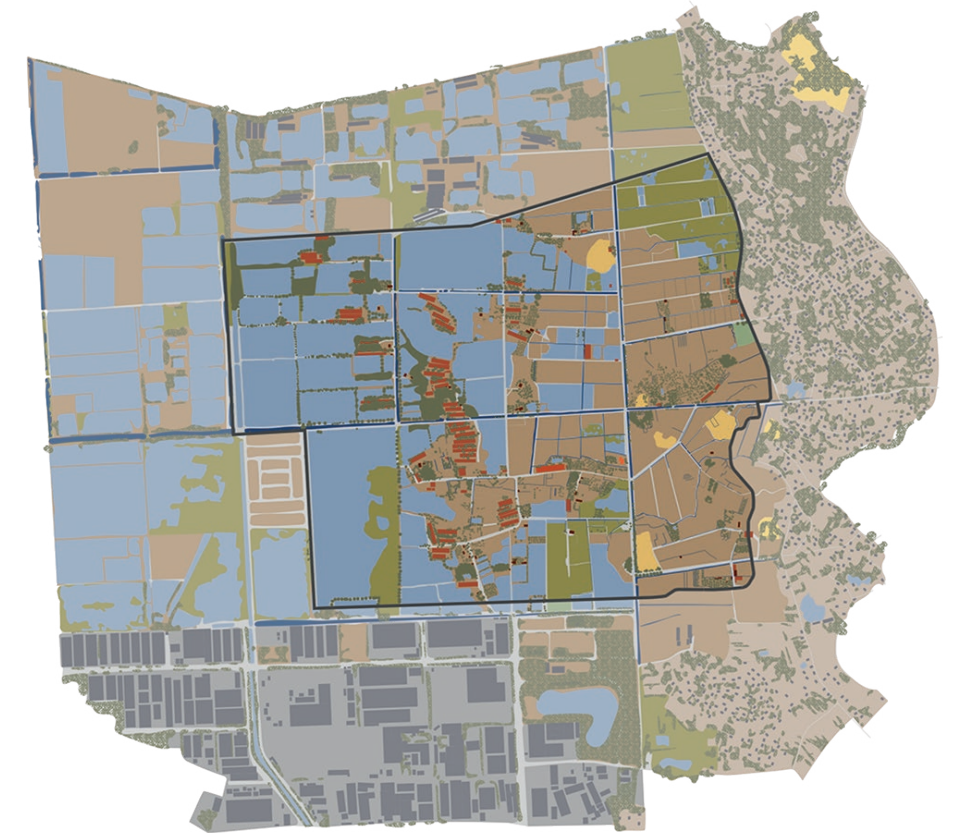
These projects allowed me to learn about the different phases of a project and the requirements for each phase in France, while also participating in the preparation of the necessary documentation for some of them.



INTENT SCHEMES - HA NOI



CONCEPT SCHEMES - HA NOI

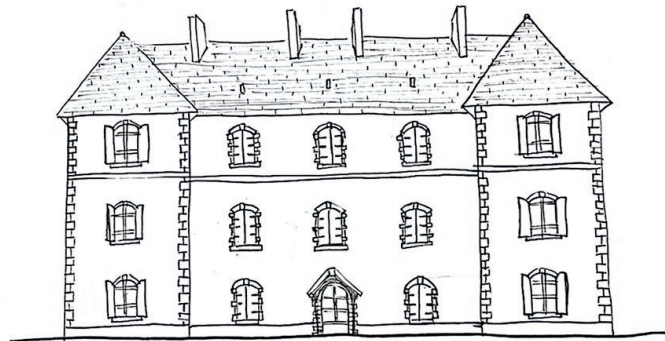


MAP OF CURRENT LAND USES - HA NOI



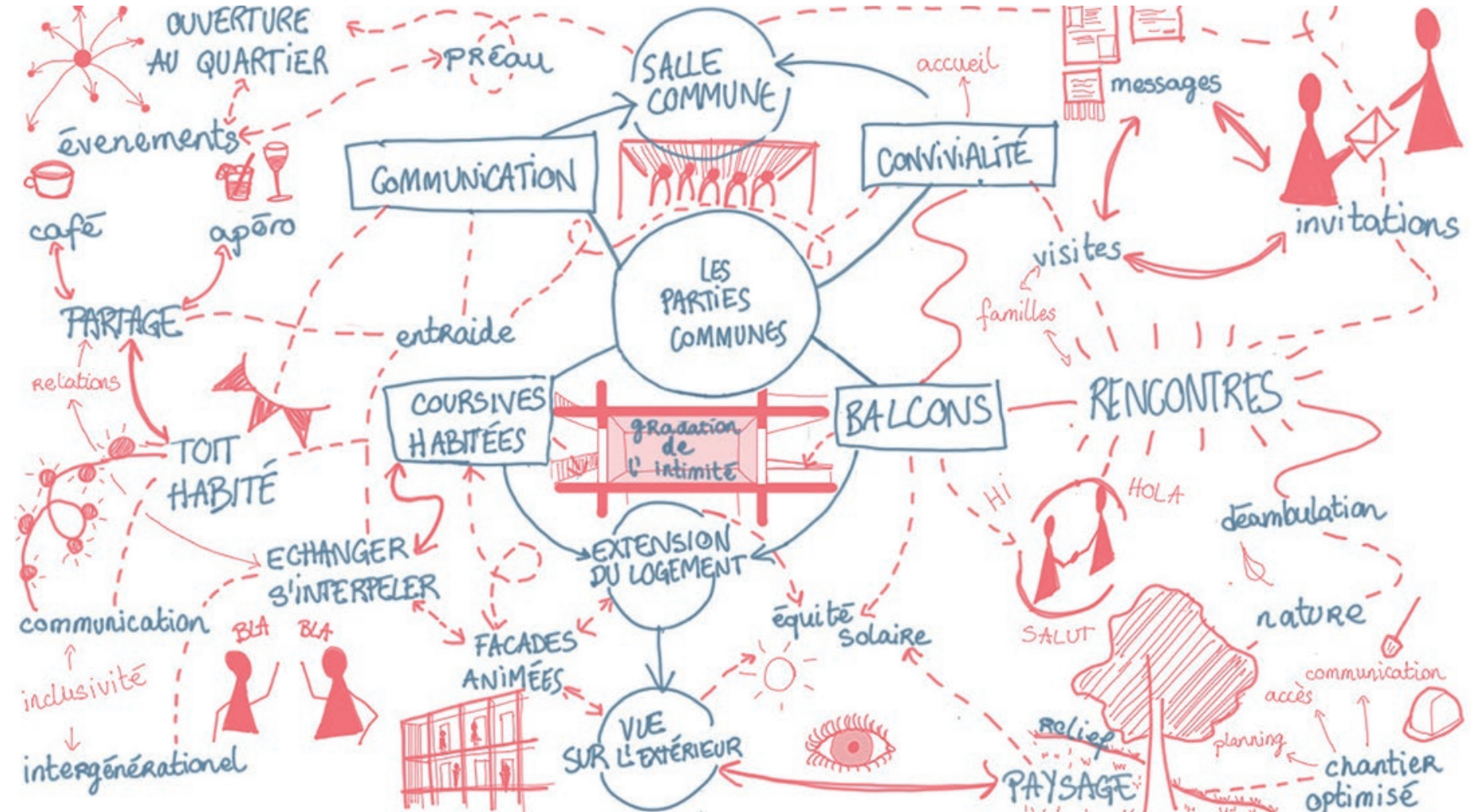
École
05.06.15

EXISTING SCHOOL SKETCH - RENNES

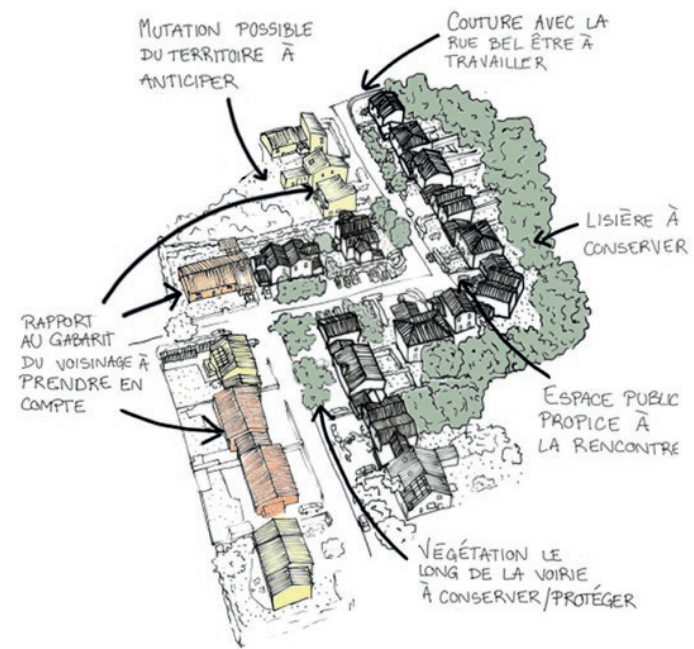


Manoir
05.06.15

EXISTING MANOR SKETCH - RENNES



MIND MAP - RENNES



EXISTING AXONOMETRY - REZÉ (WON CONTEST)



INTENTIONAL PLAN - REZÉ (WON CONTEST)



COLLAGE - REZÉ (WON CONTEST)

güller güller

Led by Mathis and Michael Güller



GÜLLER GÜLLER

architecture urbanism

Autumn 2024

Softwares : AutoCAD, Photoshop, Indesign, Illustrator

I completed my final-year internship at the Swiss-Dutch firm Güller Güller architecture and urbanism (GGau), at their Rotterdam office. Over the course of those six months, I worked on four projects:

An urban planning project in Bayonne (programmatic urban study)

An urban planning project in Toulouse (sectoral flash study and master plan)

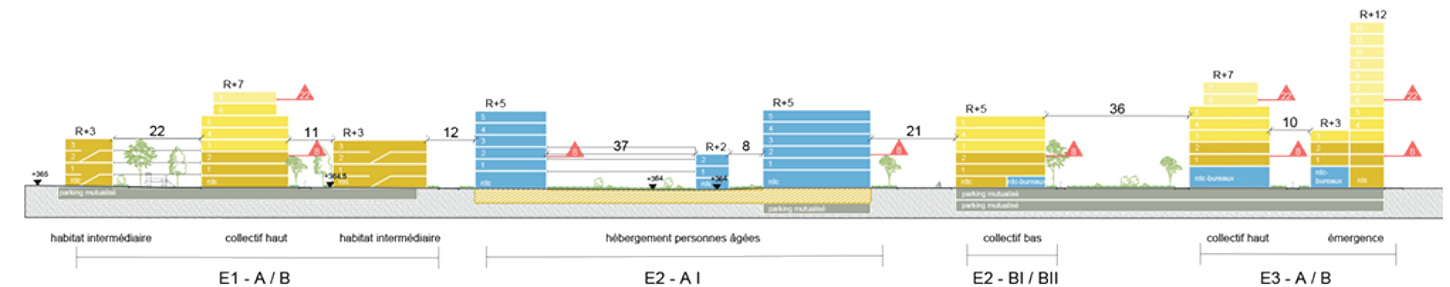
An urban planning project in Luxembourg (sectoral urban study)

An architectural project in Luxembourg (detailed design phase)

These projects allowed me to explore a wide range of architectural tools, such as physical and digital models, the Adobe suite, AutoCAD drawings, and hand-drawn mood sketches, as well as to understand a project across its various phases.



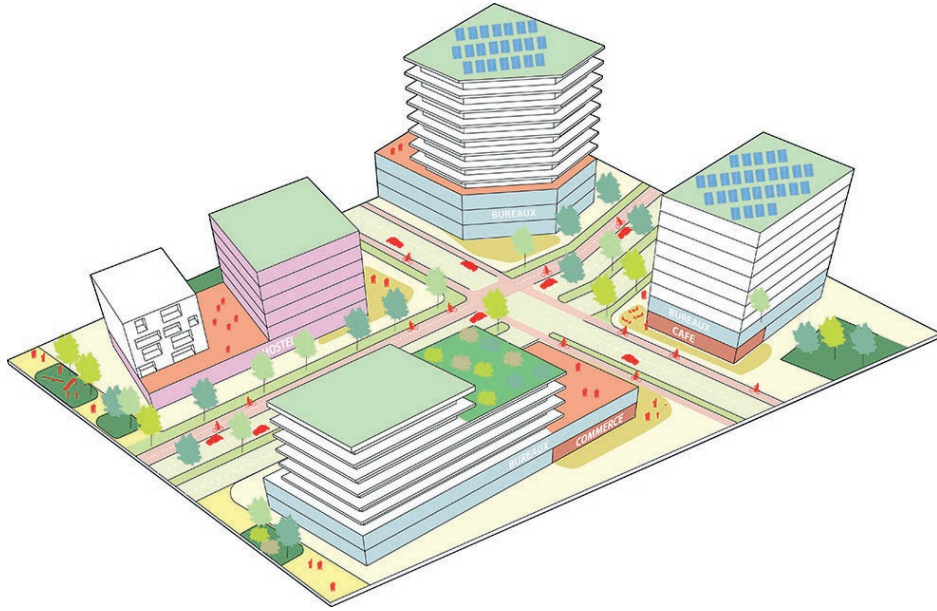
4TH FLOOR ACCESSIBILITY PLAN - LUXEMBOURG



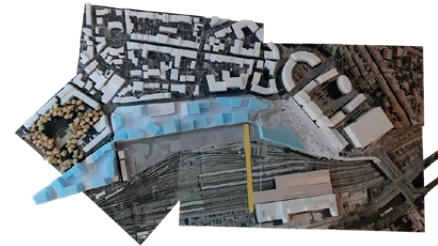
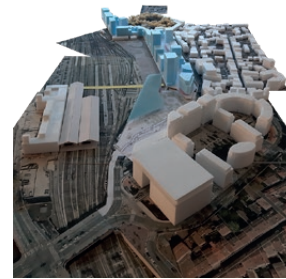
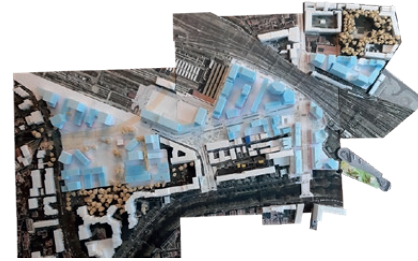
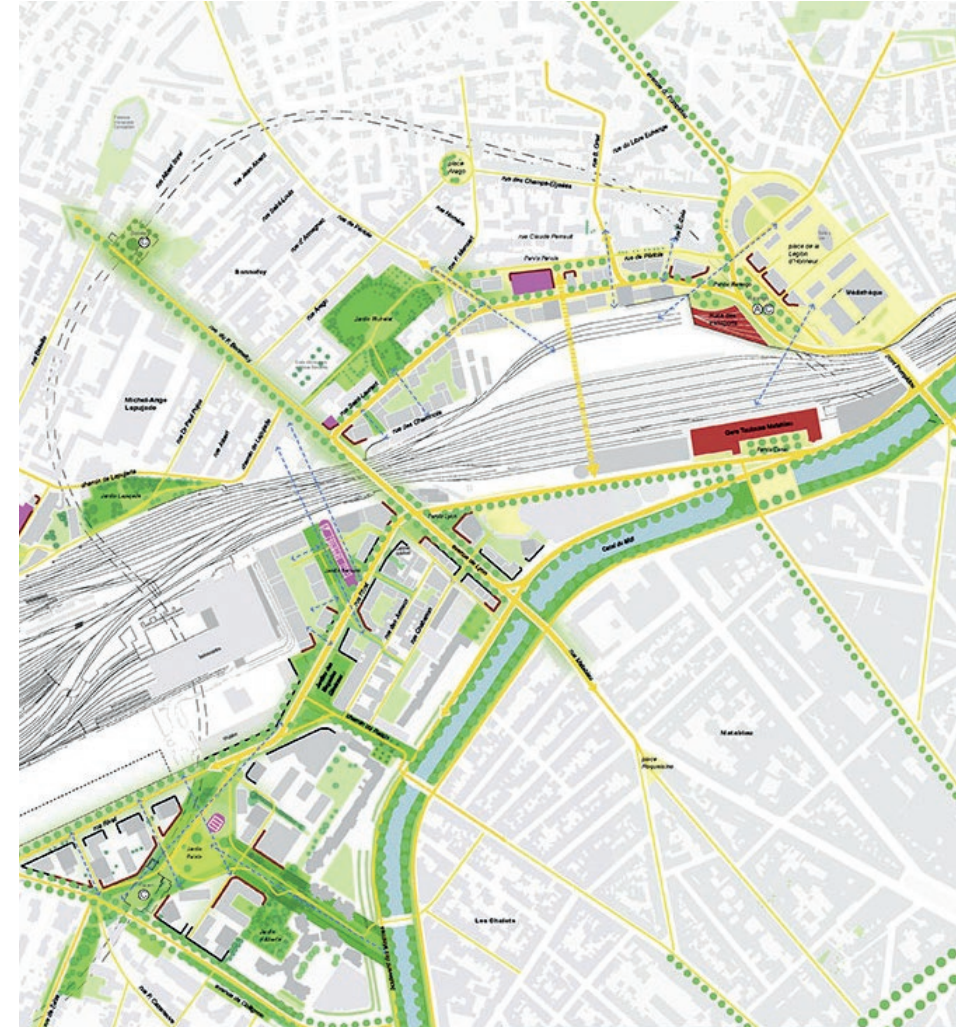
URBAN SECTION - LUXEMBOURG



HAND SKEETCHES - BAYONNE



AXONOMETRY - BAYONNE

MODEL 1:500^E - TOULOUSE

GUIDE MAP - TOULOUSE

la cale dubigeon

With Mathilde Louet

Supervised by Hervé Potin and Virginie Meunier



LA CALE DUBIGEON

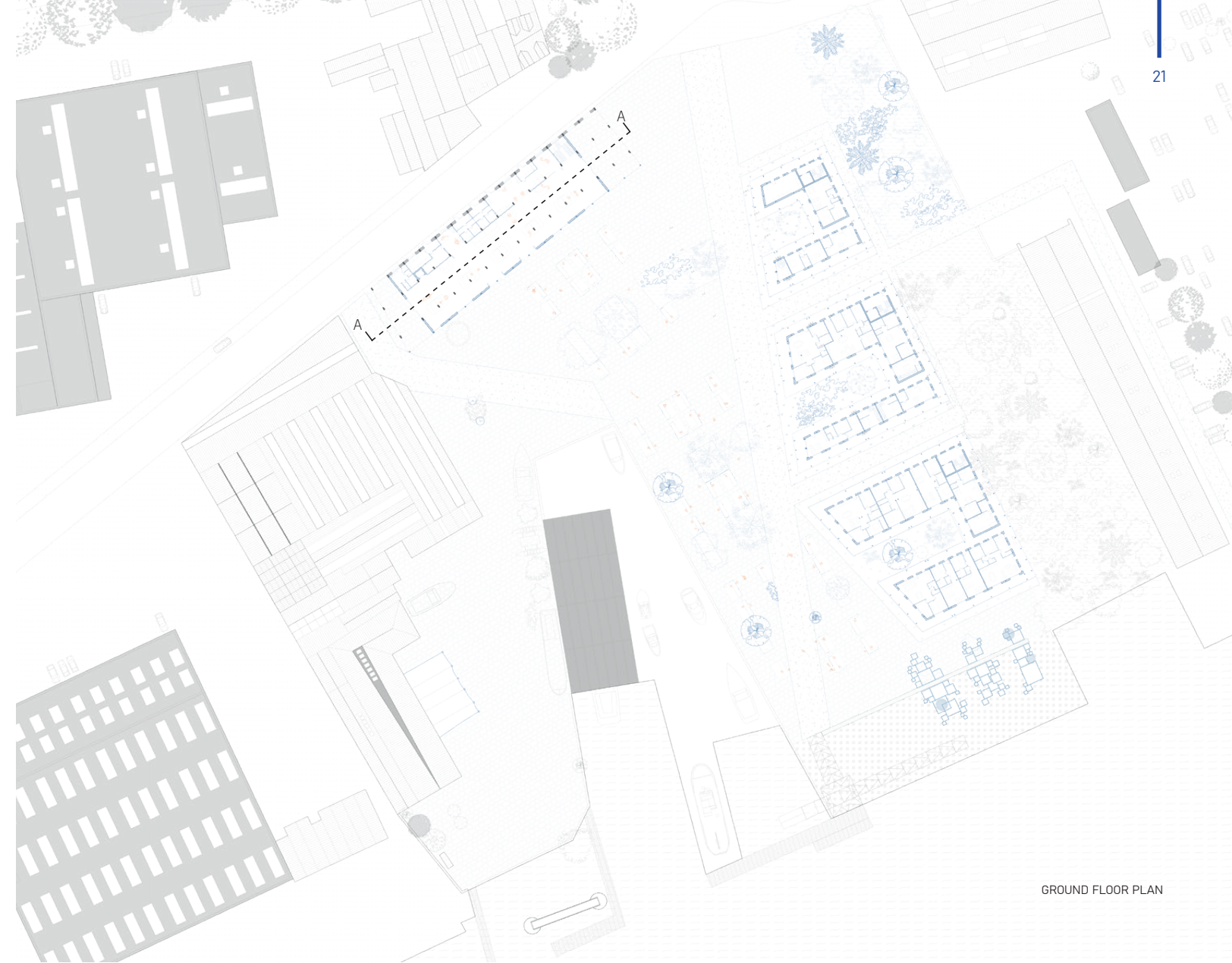
Spring 2024

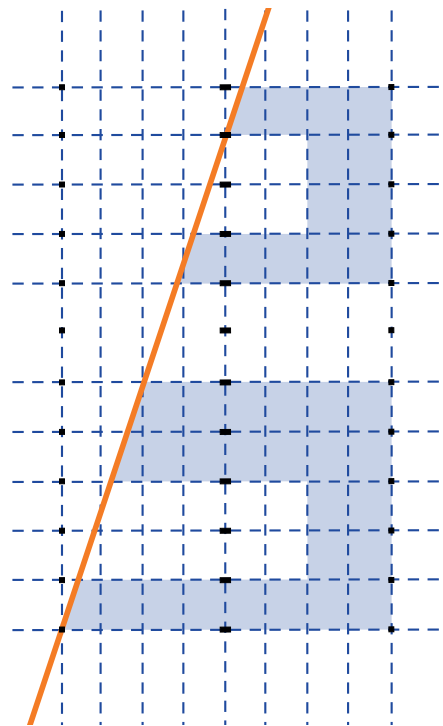
Softwares : ArchiCAD, AutoCAD, Photoshop, Indesign, Illustrator

Located in Bas Chantenay, La Cale Dubigeon proposes to revitalize the former Dubigeon shipyards, which are now divided among various owners. The black crane, the site's emblem and a testament to its industrial past, catches the eye and makes this a unique space with a rich industrial heritage. Currently neglected, this crane is fully visible only from the Loire River. The city of Nantes aims to restore its status as a landmark by transforming this space into a true public square, featuring offices, shops, and housing.

La Cale Dubigeon proposes to build on this revitalization dynamic, leveraging existing structures and architectural typologies to foster activity on the site. Thus, the two main buildings that define this square will be renovated: the warehouse, which was used for the renovation of the Grue Noire, will have its structure repurposed to house a residential complex; the electrical substation, for its part, will house a permanent market and artists' studios, thereby revitalizing the space.

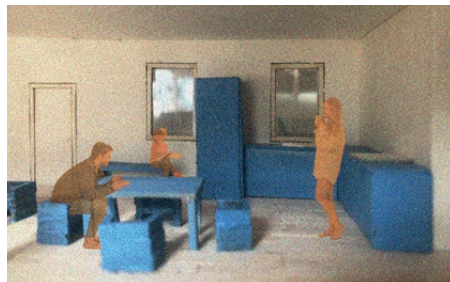
Finally, a large public space hosting a weekly market will connect the two buildings and restore this place to its former dynamic character.



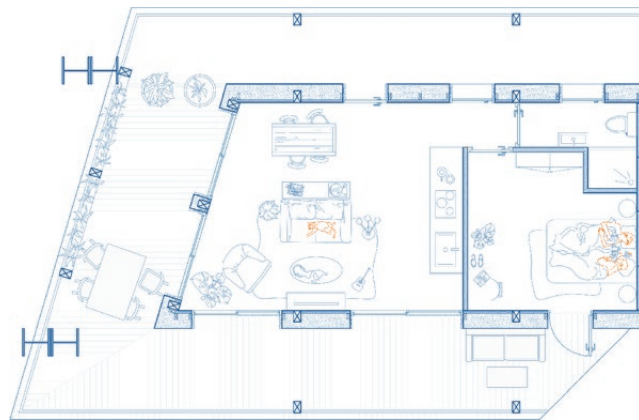


- Created grid
- Existing warehouse structure
- Defining line of sight
- Created built space

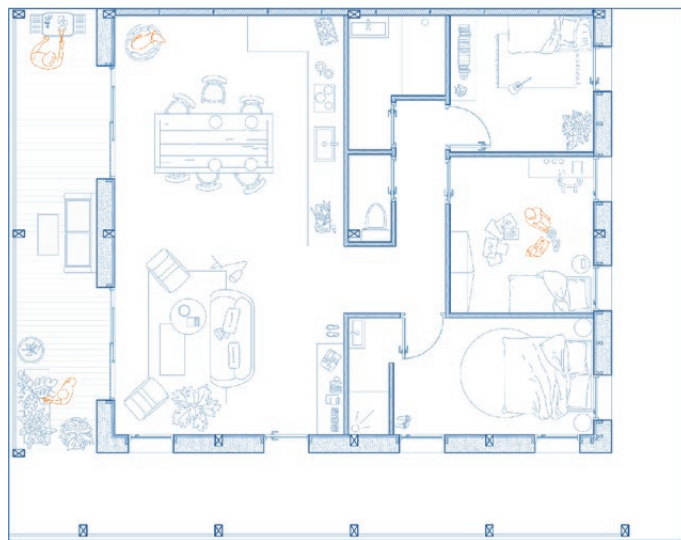
CONCEPT SCHEME



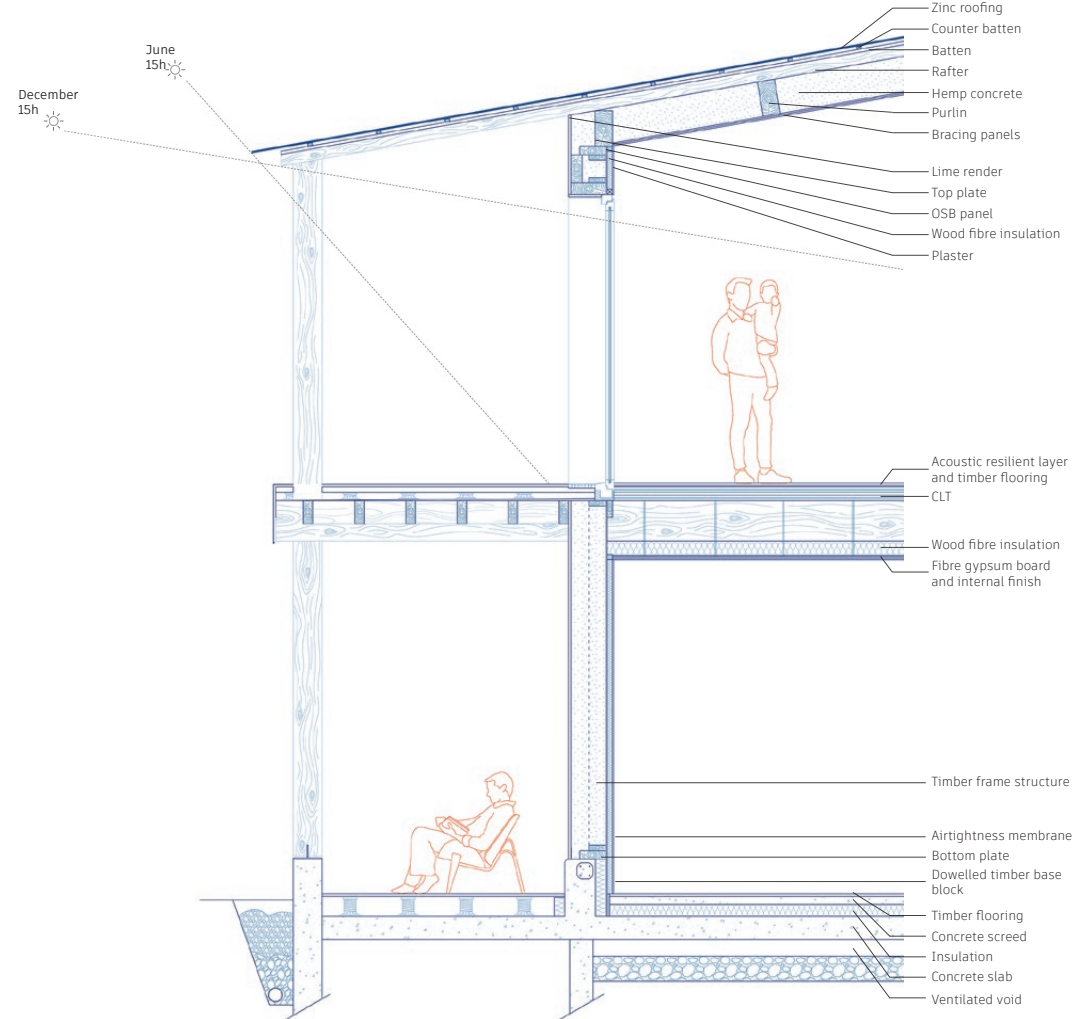
MODEL VIEWS - HOUSING



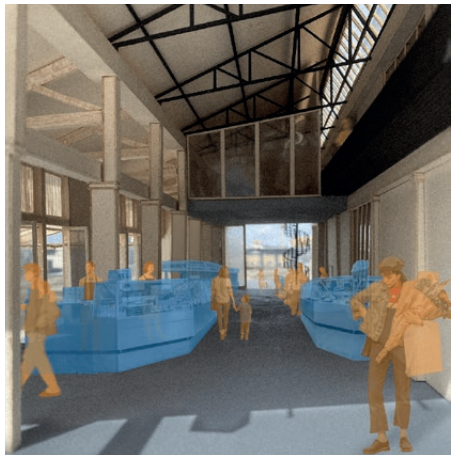
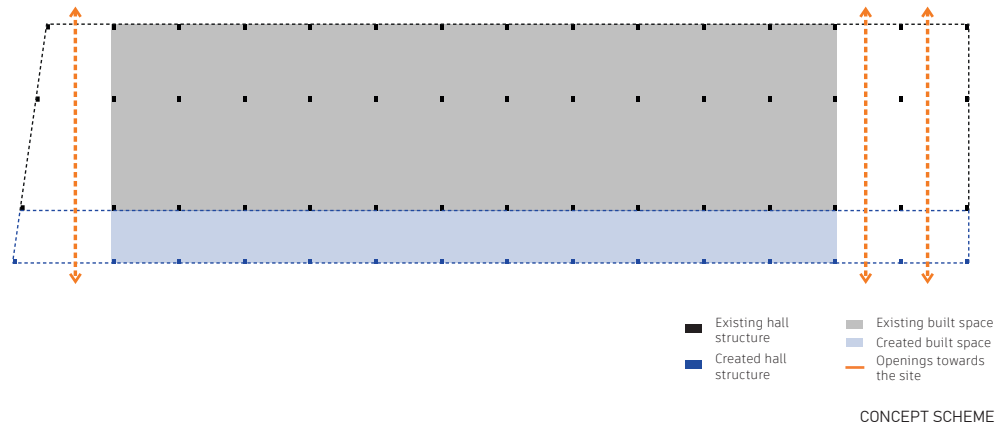
1-BEDROOM APARTMENT



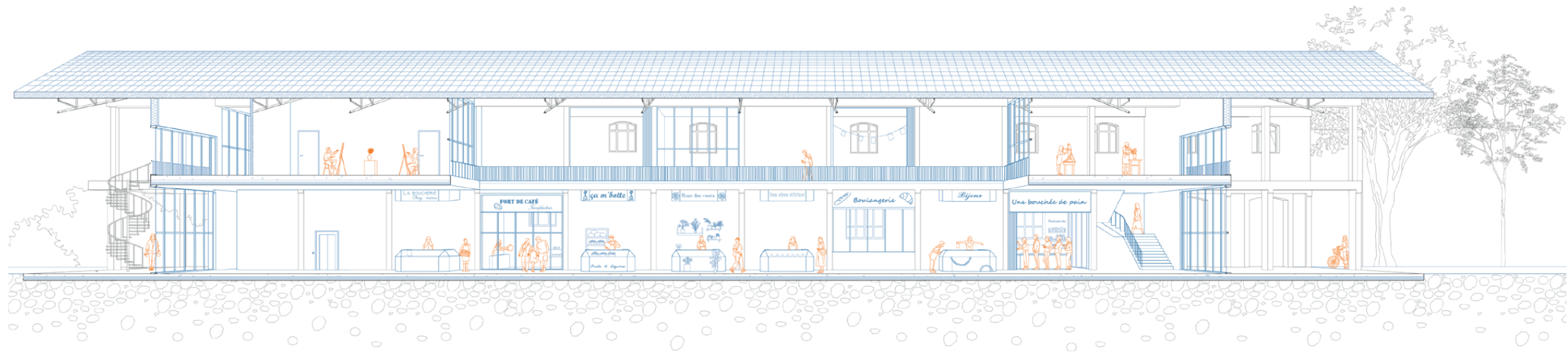
3-BEDROOM APARTMENT
FLOOR PLAN HOUSING TYPES



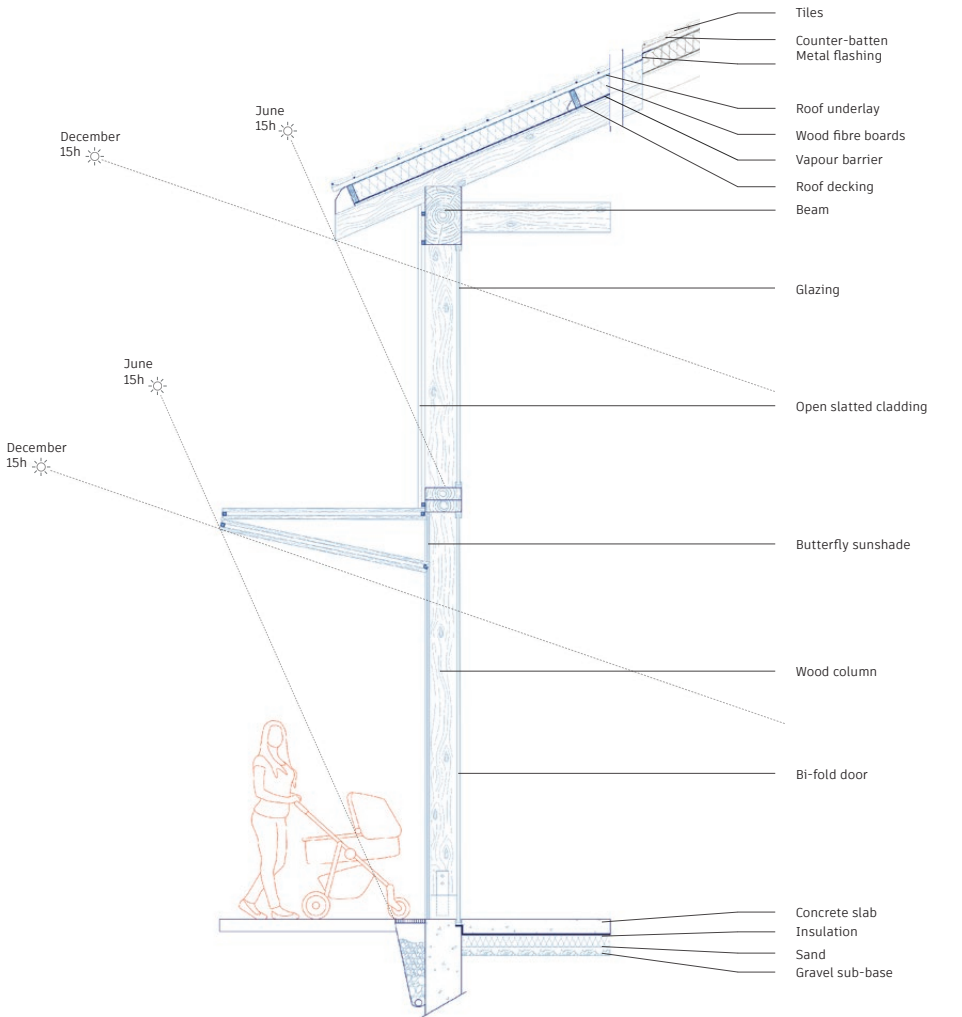
DETAIL SECTION - ELEVATION WEST



MODEL VIEW - MARKET AND ATELIERS



SECTION AA



seven's

With Simon Lefevre

Supervised by Francis Miguet



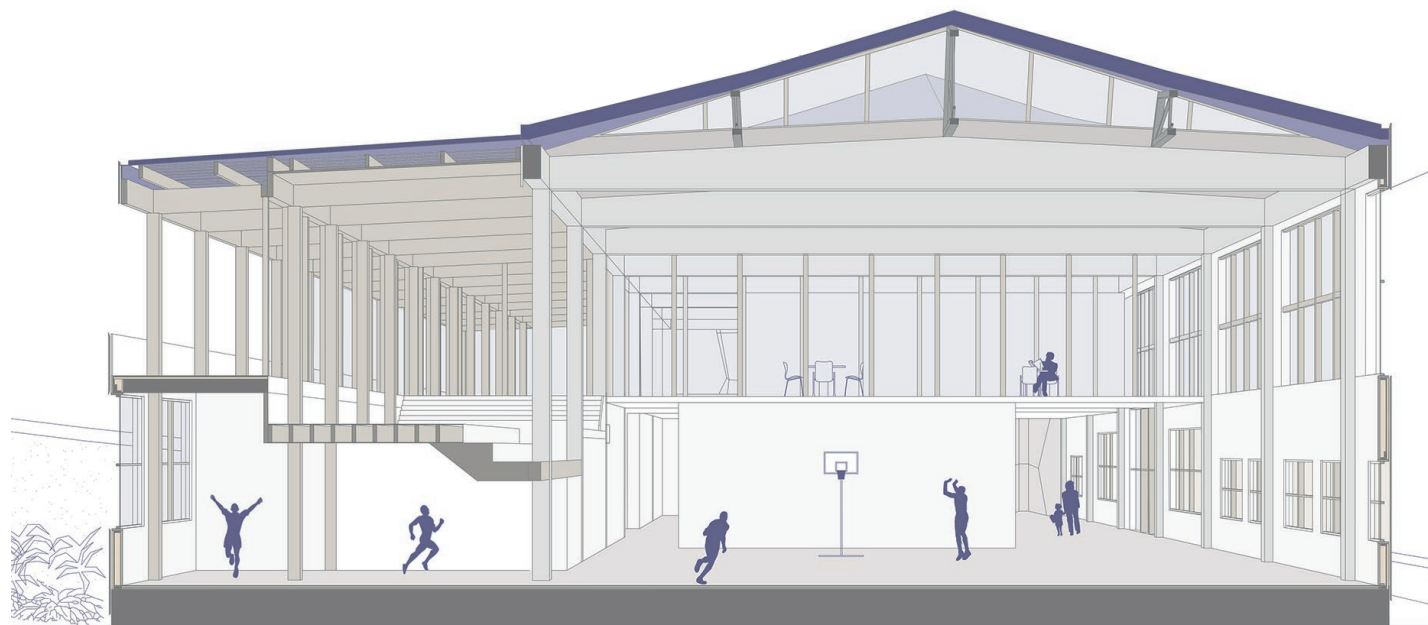
Softwares : Rhinoceros 3D, AutoCAD, Photoshop, Indesign

Within this circuit there is a building that links the Ateliers du Vent square to the south and the future housing tower and public square to the north. We have chosen to focus on this building, which hosts a sports complex consisting of a climbing area and a multi-sports court (basketball, futsal, badminton, volleyball) in double height, as well as a fitness room on the ground floor. On the first floor, there is a dance room and a conviviality area, as well as balconies and bleachers to watch the climbing and multisport field. To the south of this project, a beer and brewery workshop is located, linking the building with the Ateliers du Vent. The whole is designed following the existing concrete porticos, filled with a wooden frame system with external insulation.

This building is linked to the surrounding area on a larger scale by a footbridge which forms the extension of the building, connects the two inhabited walls and, more broadly, places the project in the north-south pedestrian continuity designed on the scale of the neighbourhood, thus creating an urban transition.



SECTION BB



SECTION AA



SECTION CC

signal

With Ilona Bossard and Claire Délécrin

Supervised by Antoine Mabire and Virginie Meunier



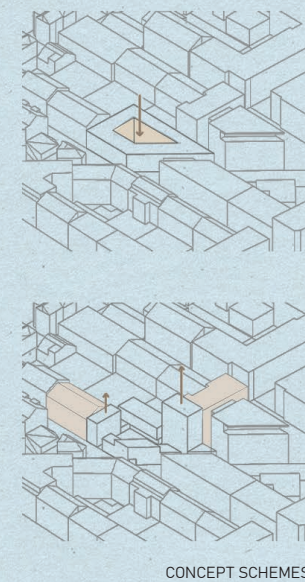
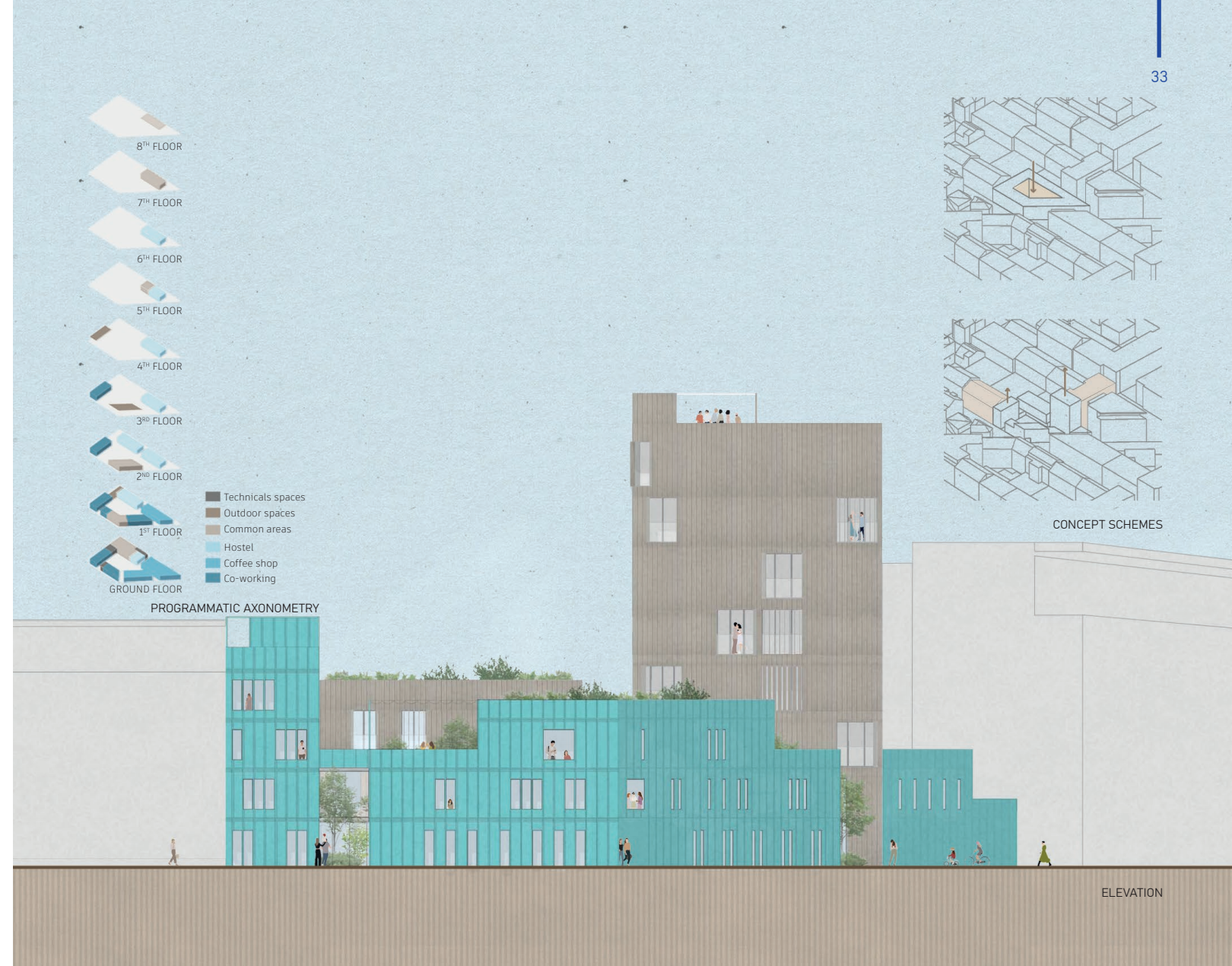
SIGNAL

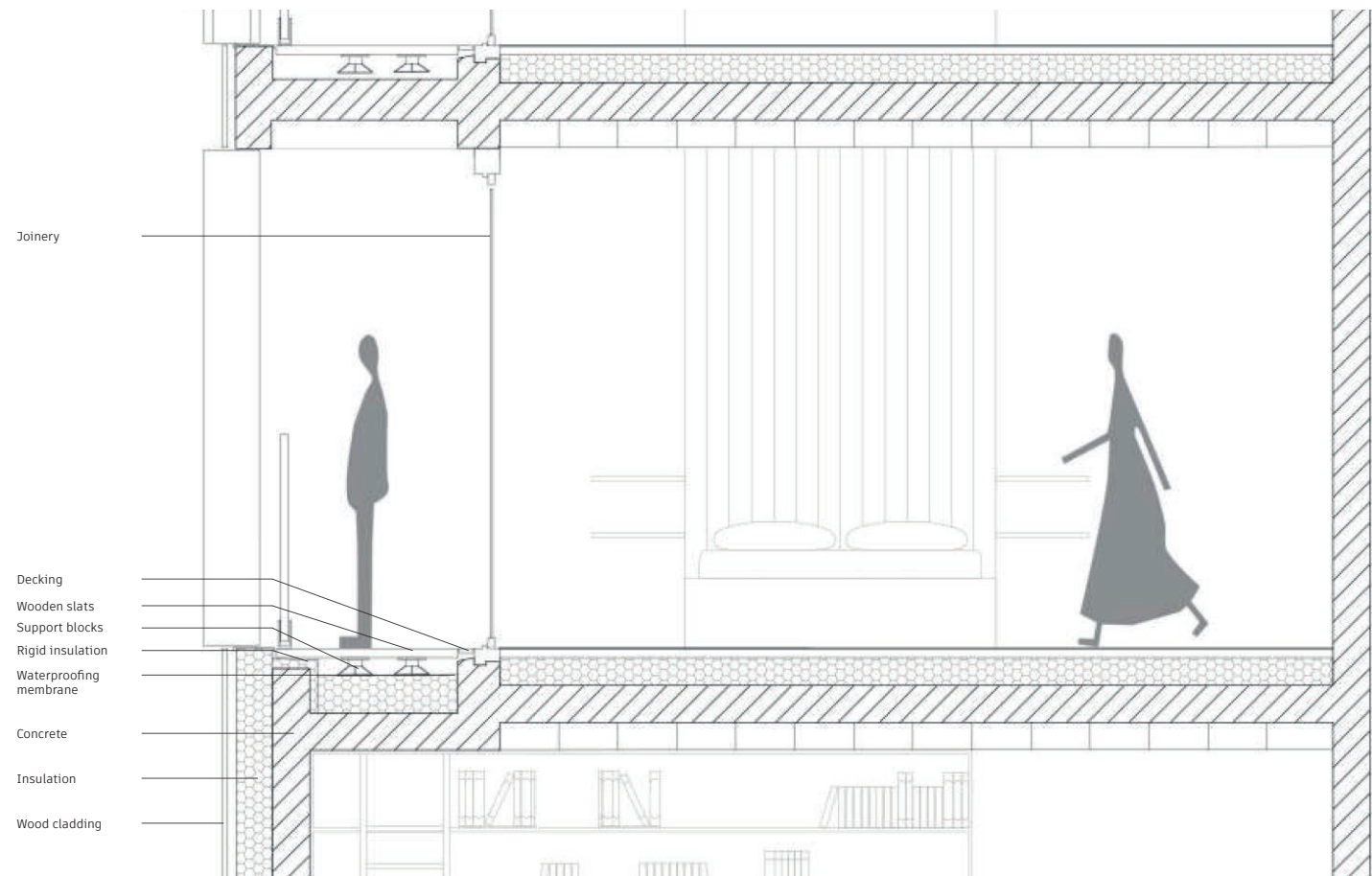
Spring 2022

Softwares : Sketchup, AutoCAD, Photoshop, Indesign

This project is located in the Madeleine - Champ de Mars district, one of the historic districts of Nantes, and more precisely at the intersection of rue Emile Péhant and rue Fourré. This district, located near the city centre and its historic heart, is made up of several interior courtyards, in which it feels timeless. Therefore, we want to bring out this characteristic in our project, but also be able to connect it with the surrounding city.

Composed by three buildings separated by gaps, our project integrates itself by taking up the surrounding heights, while making a signal, thanks to an R+8. On each floor, a convivial space takes place in the program, to allow the building site to reconnect with the different scales that make up the city. This journey begins with a vegetated core with diverse temporalities and uses, just like the different elements of the programme, leaving a vast field of possibilities for 2070. To allow for this evolution, the buildings have been designed with good thermal resistance, various solar devices and vegetation to prevent overheating.





TECHNICAL DETAIL - HOSTEL LOGGIA



HOSTEL LOGGIA - MODEL SCALE 1:1

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