

INTERIOR DESIGN PORTFOLIO

Chaowei Wang(Jason)

CHAOWEI WANG

AKA JASON



Who am I?

I am a passionate person when it comes to design and art, it will always put a smile on my face. During my 7 years of interior design study experience in four different countries, I formed a deep and clear understanding of interior design's essence. Among all of my specialties, communication, analysis, and idea generation are the best of them. I am a grateful person in many ways of art and design. For example, I took a whole year photography class, and I have a 4-year art training experience.

Contact Information

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☎ 3474970334

Education



Bachelor in Design 2014-2018

University of Edinburgh(2014-2018)
Bachelor Degree of Interior Design



Exchange Program 2019

DIS Copenhagen Program
2 month Interior architecture program



Master in Design 2018-2021

Pratt Institute Master Degree(2018-2021)
Master Degree of Interior Design

Experience

Interior Designer Internship Core 2017 summer



I did a summer internship in a international company which based in Germany for 3 month. Mainly took charge one of their store design in China and also the furniture design for the store. Including the com-munication between different departments and parties. The project was almost finished before I finished the internship.

Academic tutor Pratt Institute 2019-2021



I was hired by the Learning access Center (L/AC) of Pratt as a aca-demic tutor for the students at Pratt. As the tutor, my job was help-ing students with most of the problem they meet at school, mostly are tutoring and helping students to develop their school projects. But it also include software tutoring or even time management.
I won the Outstanding Student Worker Award of 2020.

What I am good at other than design

Photography ——— I had one year professional course

Traveling ——— Been to 23 countries

History ——— Huge history fan

Drawing ——— Received 4 years art training

Analysis ——— One of my speciality

Learning ——— I am a fast learner

Skills

Design

Design thinking

Communication

Analysis

Research and Study

Expression

Graphic

Story Telling

Teamwork

Software

Adobe InDesign

Adobe Illustrator

Adobe Photoshop

Adobe Acrobat

Adobe Lightroom

Sketch Up

FormZ

Rivet

Rhino

Vray

Maxwell Render

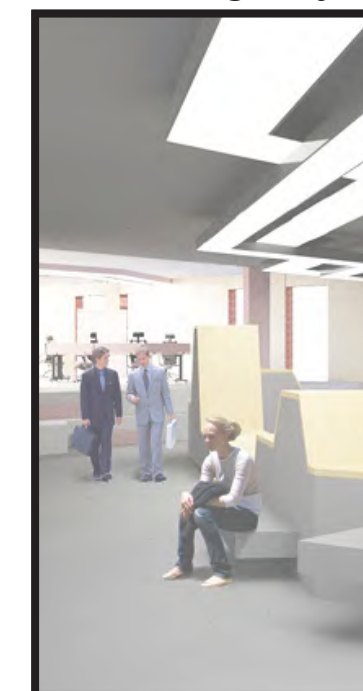
Lumion

Keyshot

Enscape

P3

Co-working Project



**PROJECT
KALEIDOSCOPE**

P7

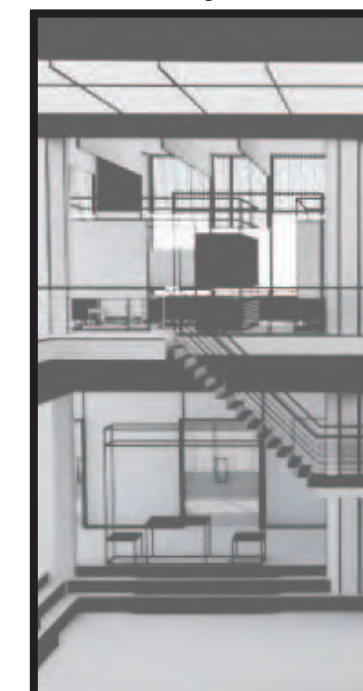
Co-Creating Project



**THE
MAKERHOOD**

P20

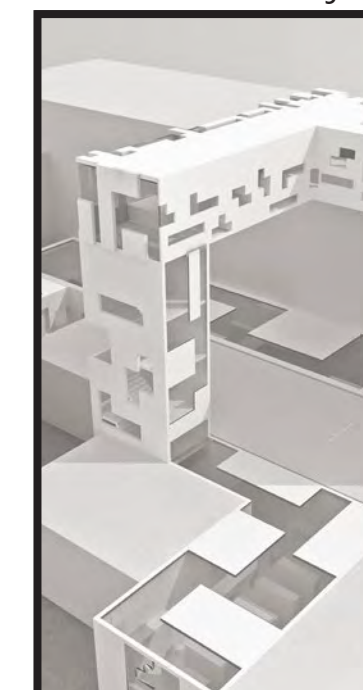
Office Project



**DANCING
NOTE**

P25

Architecture Project



**TETRIS
LIBRARY**

P34

Atelier Project



**PROJECT
TREE HOUSE**

P42

Street Project



**STREET
RENAISSANCE**



PROJECT KALEIDOSCOPE

CO-WORKING SPACE
DALLAS

DESIGN STATEMENT

Kaleidoscopes have the magic to create numerous combinations by hexagonal action and turn the normal shape into an incredible beautiful pattern. Changing and transforming is the most fascinating point of kaleidoscopes. Also, it is the concept of the space we designed. Kaleidoscope Social Station is a place catering for the new working trend and requirement, which can transform between a co-working social station and a retail space. The diverse needs and distinct skills of the workers here make the space full of unexpected possibilities by collaborating, and it is just like a kaleidoscope.

A cotton screen can be pulled down from the ceiling to prevent people from accessing the working area at night so that the security of co-working space is ensured when the place is opened to public.

Module Kaleidoscope co-working station adopts a module system to create various functions that could satisfy the needs of both office and retail space. Different jobs have different requirements for co-working space; the module office tables could offer various choices and make the space more organized and effective because of the free combinations of modular.

The module installation in the public space consists of many movable small modules. The small pieces of the installation body can be pulled out by hand and form numerous shapes. It could be the showcase of products, could be the seating for people, even it could be a small bar which serves food and mini buffet during the night.

SITE INFORMATION

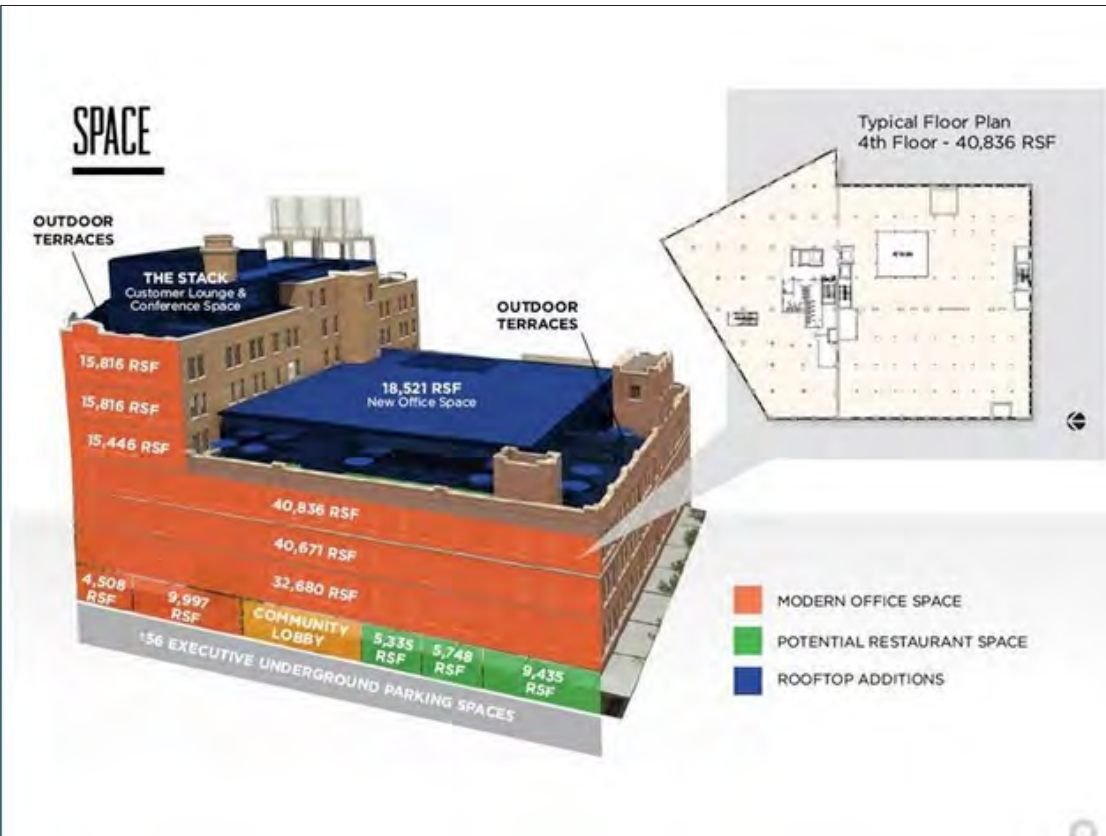
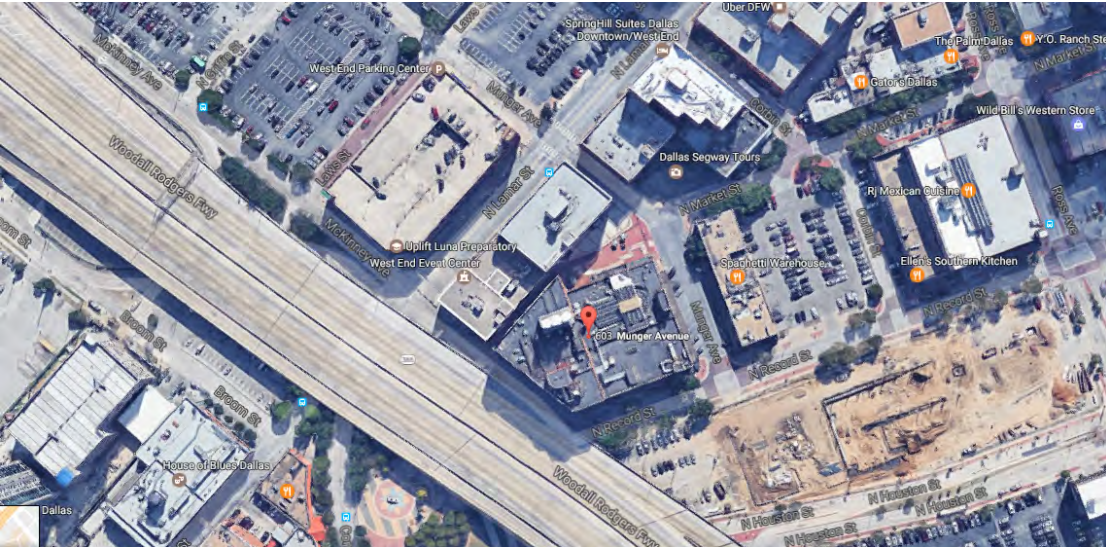
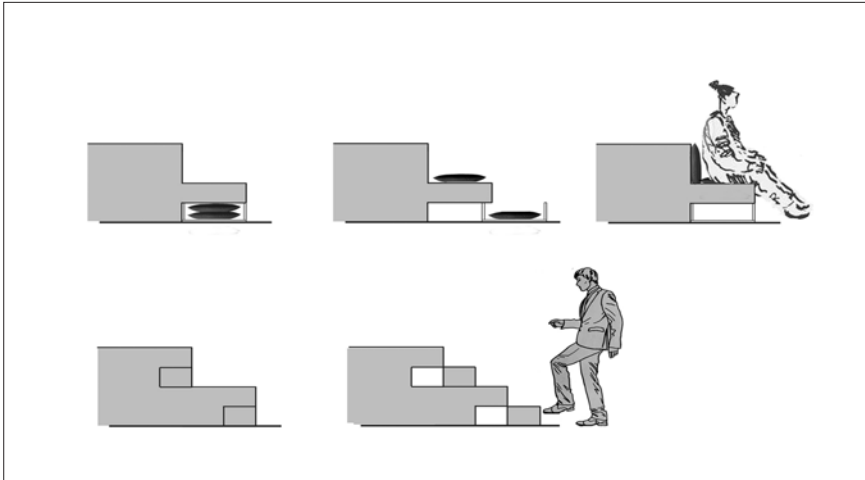


Table-EN-T16096DF4

Furniture



Chair Collier



Utility Installation

Different heights of space can divide the whole working space into two parts, one is private area which is for the staff of the company, the other is public area, we want to create a interactive public space to encourage the engagement among the employees from different company, different back ground and different fields in to the space so they can inspire each other.



Table-FOF_Intemix Work

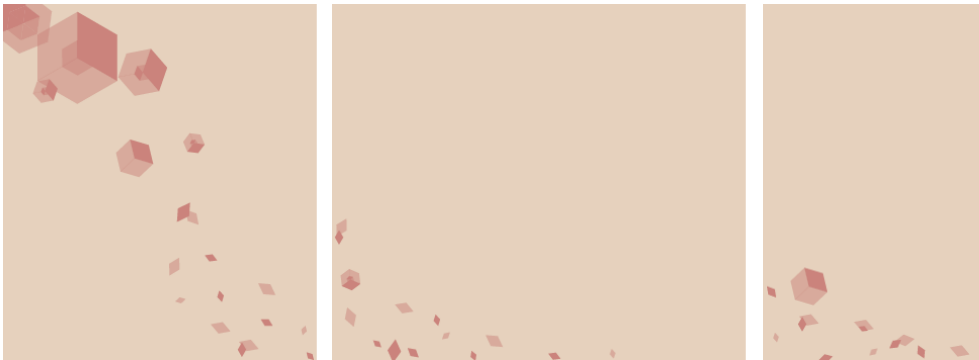


Chair-Aglie

Furniture



ENVIRONMENTAL GRAPHIC DESIGN



Head Down Work Space



Meeting Room



Meeting Room



Head Down Work Space

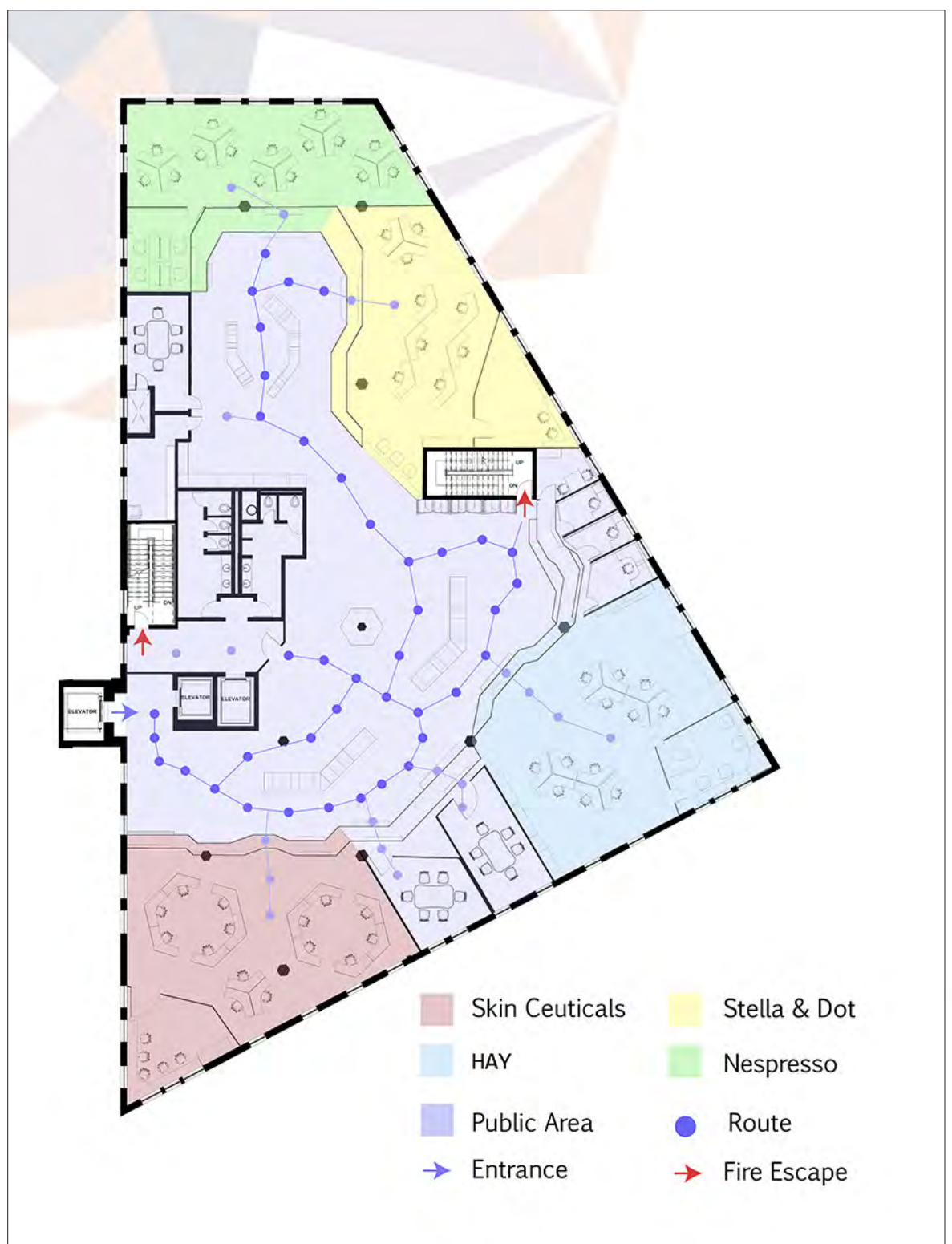


Head Down Work Space

LIGHTING PLAN



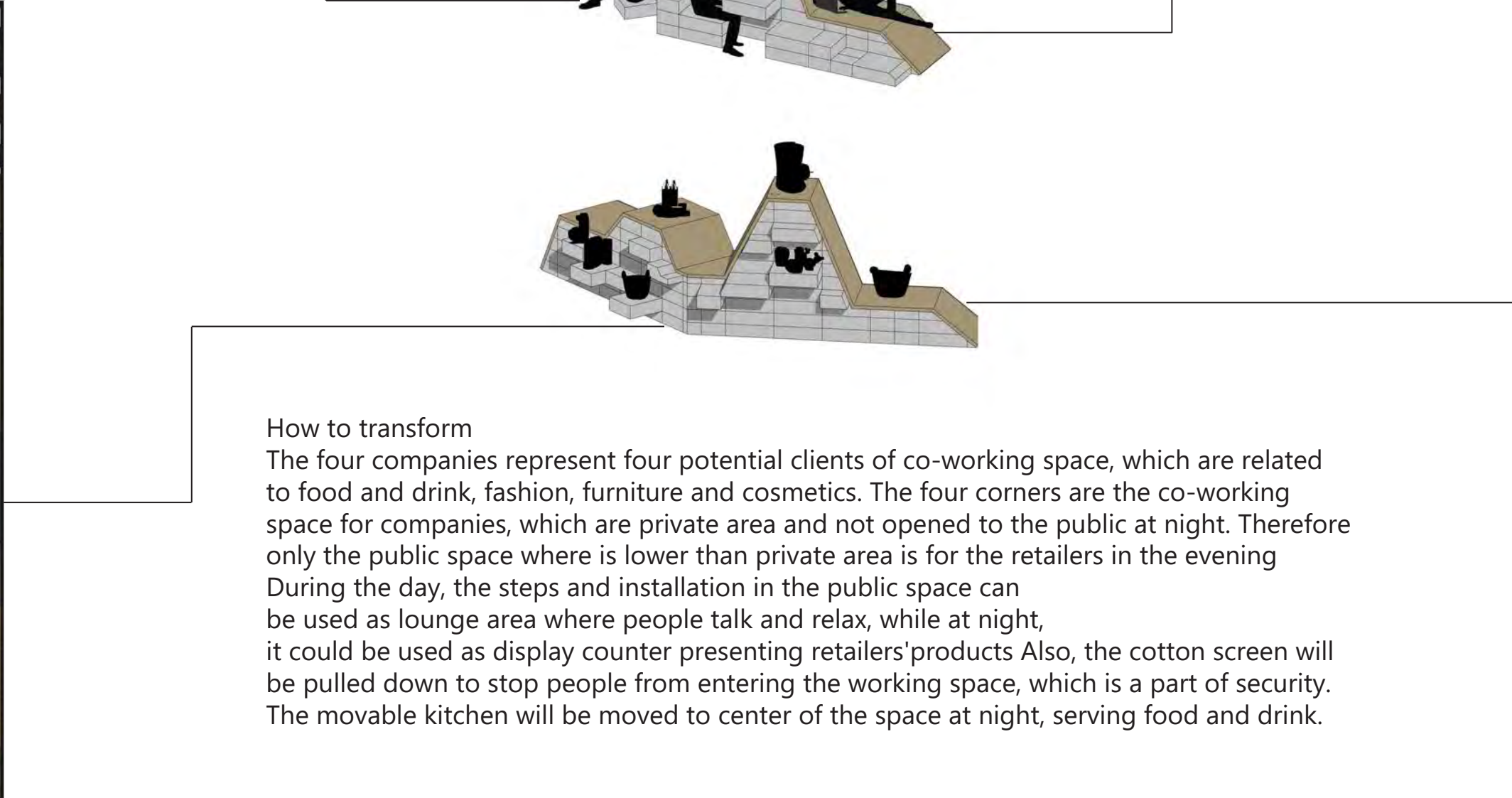
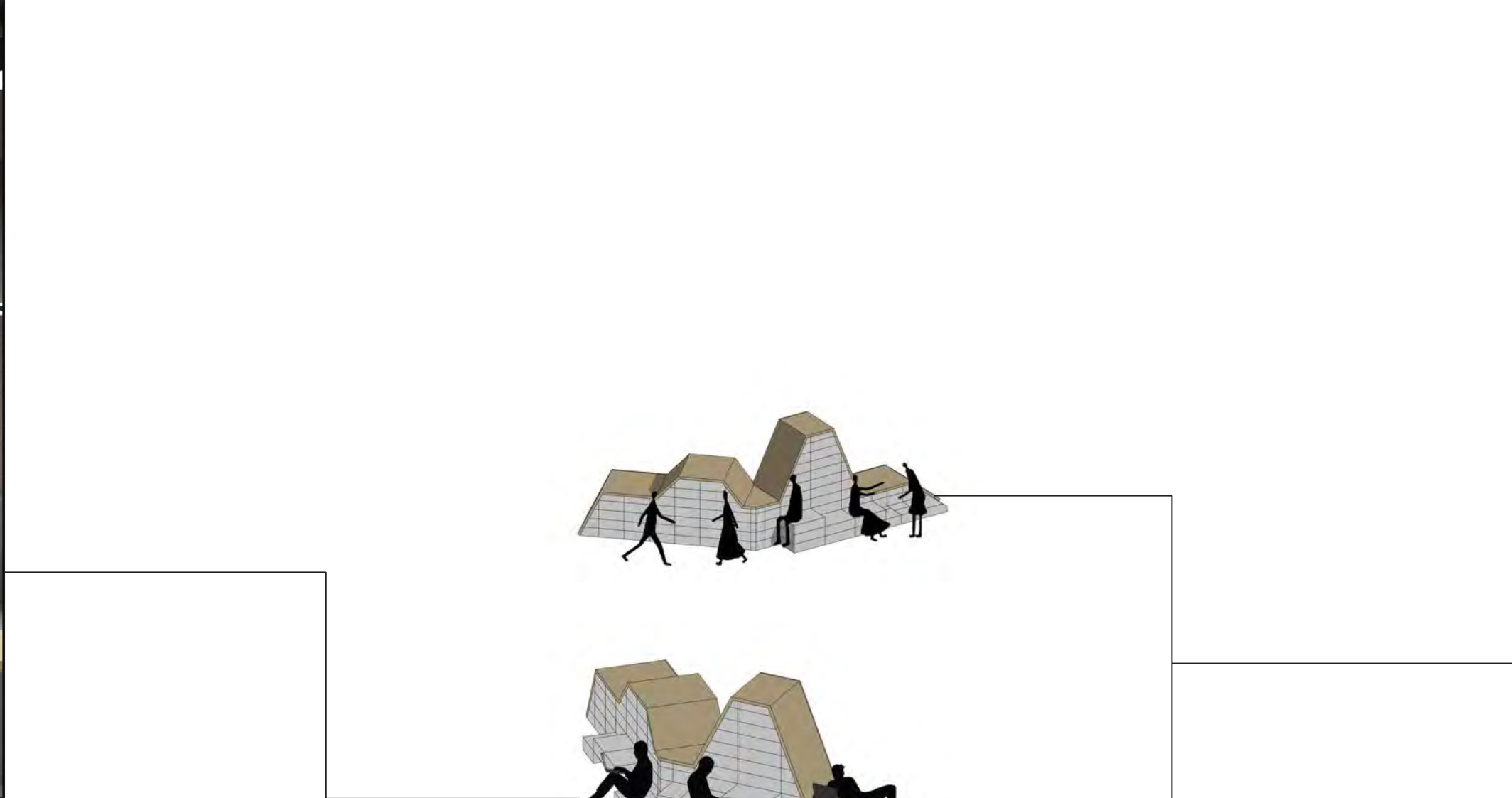
ZOING DIAGRAM&ROOT



SECTION



The space is divided into two parts: a public area and an office area consisting of four co-working areas by difference in height. The Office aea is one meter higher than the public area. And there are steps using as seating and stair, which is o.5 meter higher than the public area. Drawers, which store cushions, can be pulled from the steps so that the 0.5 meter high steps could be used as seating for people to relax and chat. Furthermore, when people walk up and down, different heights of space can help remind them when they enter different function areas. The Office area is much higher than the public space and between these two spaces, the long irregular steps provide a lounge area for the employees. At the same time. two levels height can be a subconscious partition when the social stat1on transforms into social retail space in the evening.



How to transform
The four companies represent four potential clients of co-working space, which are related to food and drink, fashion, furniture and cosmetics. The four corners are the co-working space for companies, which are private area and not opened to the public at night. Therefore only the public space where is lower than private area is for the retailers in the evening. During the day, the steps and installation in the public space can be used as lounge area where people talk and relax, while at night, it could be used as display counter presenting retailers' products. Also, the cotton screen will be pulled down to stop people from entering the working space, which is a part of security. The movable kitchen will be moved to center of the space at night, serving food and drink.



THE MAKERHOOD

CREATIVE COMMUNITY

Makerhood is a place which located in 215 Moore Street in Bushwick Brooklyn. In the past decades, Bushwick was known as a place of crime, drug and violence. The infamous reputation reached to the peak when the blackout happened in 1977, 40 years ago. Since then it became one of the most unstable areas in New York City for more than 30 years. But now, the city has a second chance by a gentrification. One of the most important part of it is the Bushwick Generator. It aims to take a coordinated approach to neighborhood planning through a diverse set of strategies to preserve affordable commercial program, housing and infrastructure to foster economic opportunity, and implement targeted investments in neighborhood infrastructure and community services in tandem with zoning changes to encourage new housing,

\ As the core project of the Bushwick Generator, Makerhood is a lab and a school for fabricator and innovator to learn, enhance and realize their creativity and innovation. By introducing educational program to the local neighborhood, the project can cultivate great amount of creative talent for the design industry. On the other hand it gives the local community members a new type of skill to improve their income level and economical situation. The program itself also acts as the hub of the community for the community members to engage with the creative industry and interact with each other. The project will provide a public area for the community to have food and exhibition. Members of the community can enjoy the cafe and an exhibition area/ gift store on the first floor. Besides, the members who applied the membership can not only have various of classes, advance equipment for prototyping, but also can use the co working area along with the private booth for daily working. the project encourages every member to work in the place together to generate a creating atmosphere and teamwork chemistry in order to enhance the performance. The site can be shifted in to a exhibition/event place during different time period.



CLIENT



The Bushwick Generator is an ideas lab and incubator for urban tech, including AR, VR and gaming. Their vision is stated as: "Changing the future by creating new ways of integrating technology into neighborhoods; rewarding contributions to community; and doing business with space-time markets."

END
USERS

COMMUNITY MEMBER



Dominican



Puerto Rican

YOUTH AND
ACDAMIC STUDNET

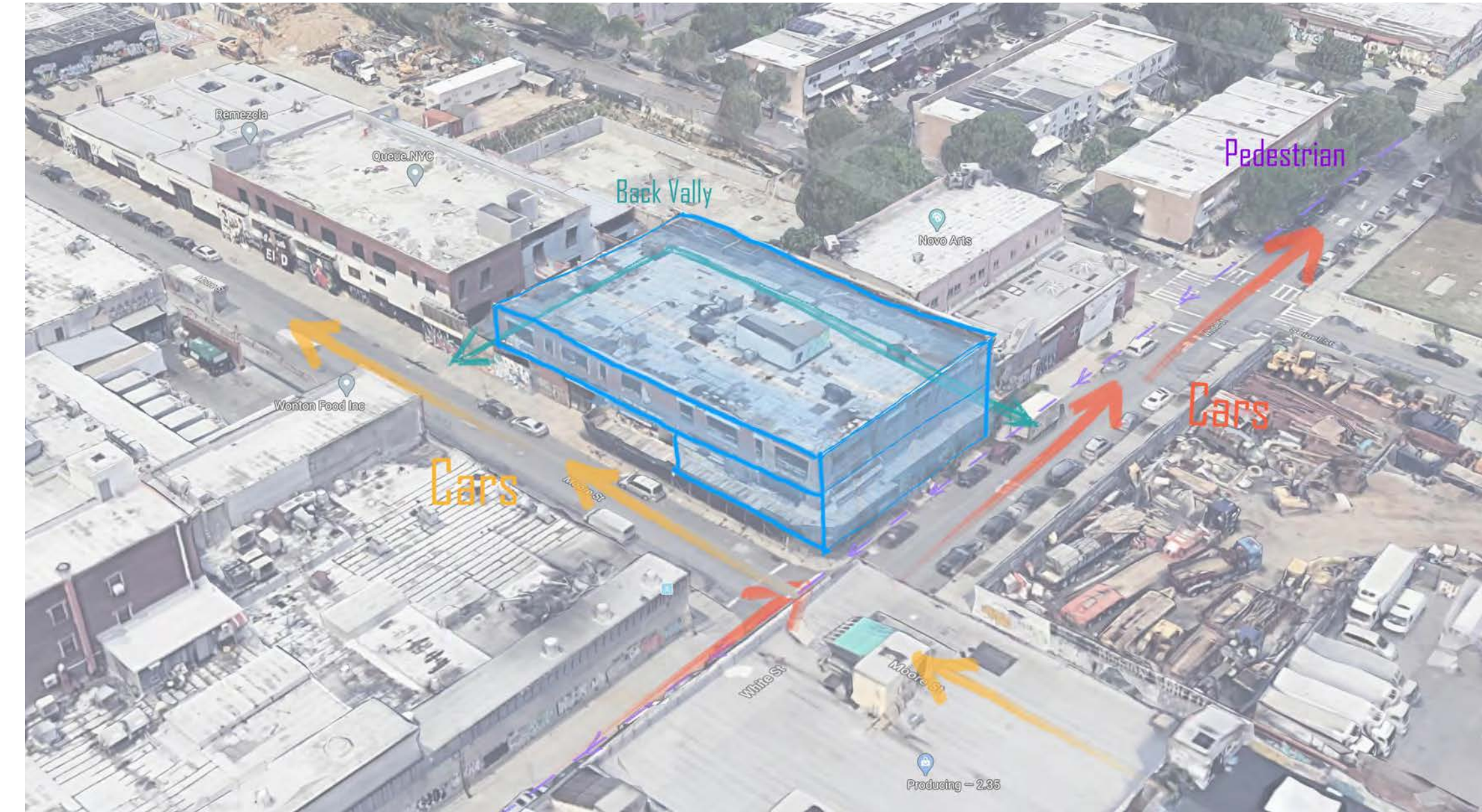
Bard



Bard College



Parsons



Sola path diagram



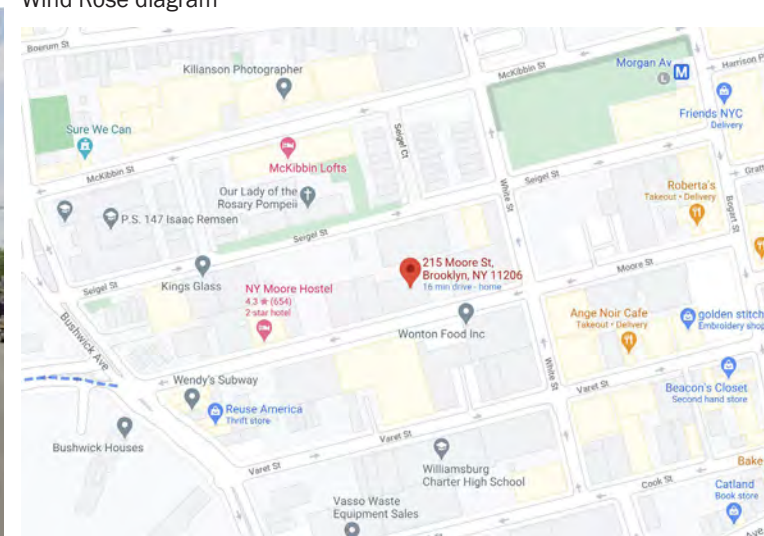
Wind Rose diagram

SITE ANALYSIS

The site is located in the cross of White street and Moore street in Bushwick. The surrounding industrial district is about to be renovated into a commercial district.

It is a two level building that has 2 exits. It takes half of the first floor and the whole second floor.

The two streets are both one-way street which means vehicles can only approach the site in certain direction. However, the subway station is on the north side of the site so the pedestrian or the people who travels by public transportation will approach the building the other way.



KEY CONCEPT



EDGLESS

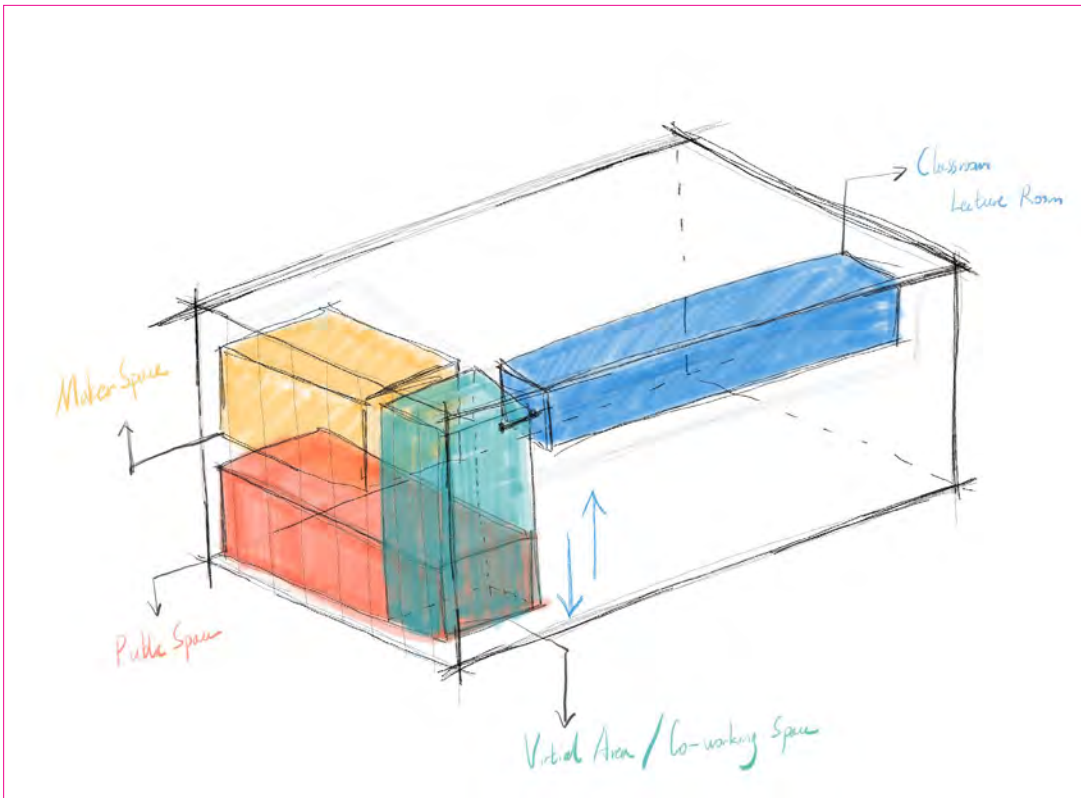
VERTICALITY



COLOR&PATTERN

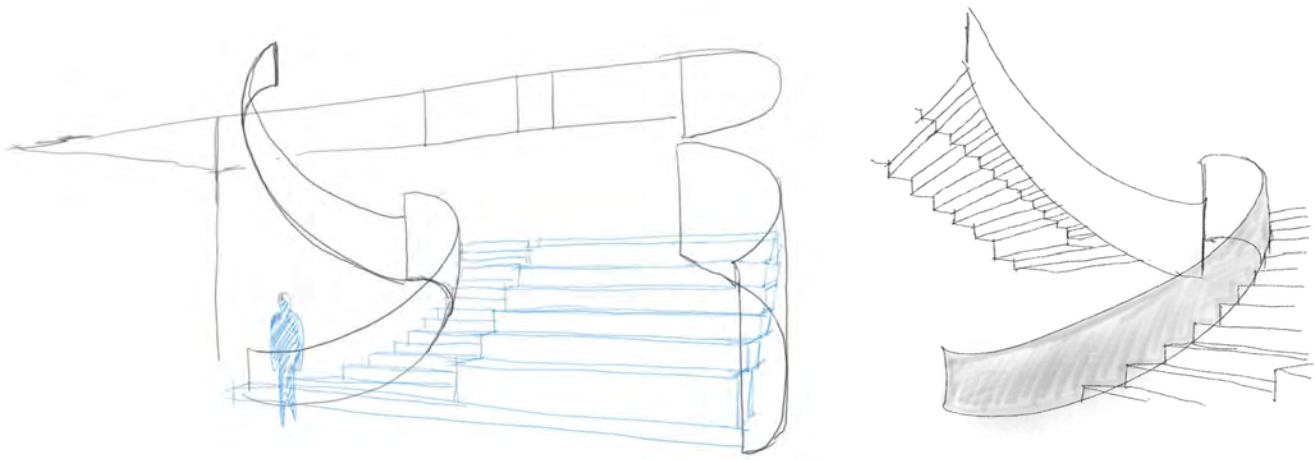


MODULARITY



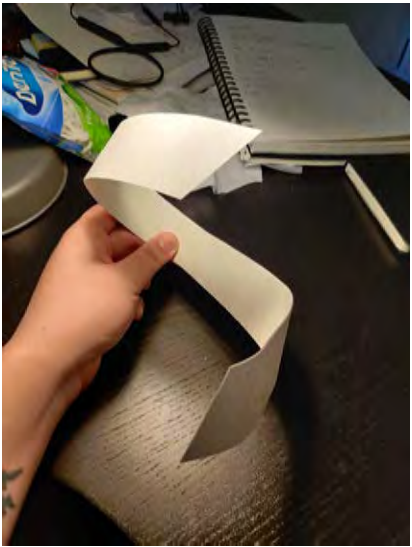
A VERTICAL SPACE

The height of the first floor is massive and the first floor will have a gaint scale and will create a depressive feeling to the people in the spce. So the smart way to solve this is creating a vertical space that go though borh floors and connect them into one single volumn. All the program in the space is connected to this central volumn that go through both floor. Users can use the space to easily reach any other fnctional area through this space.



FLOWING STAIRCASE

The site contextis very regular and geometrical, the original staircase is too bulky and regular. The basic shape will not bring any dynamic flow to the central element that connect the whole project. Inspired by flowing curvy paper strip I designed this staircase as the main element for the space.

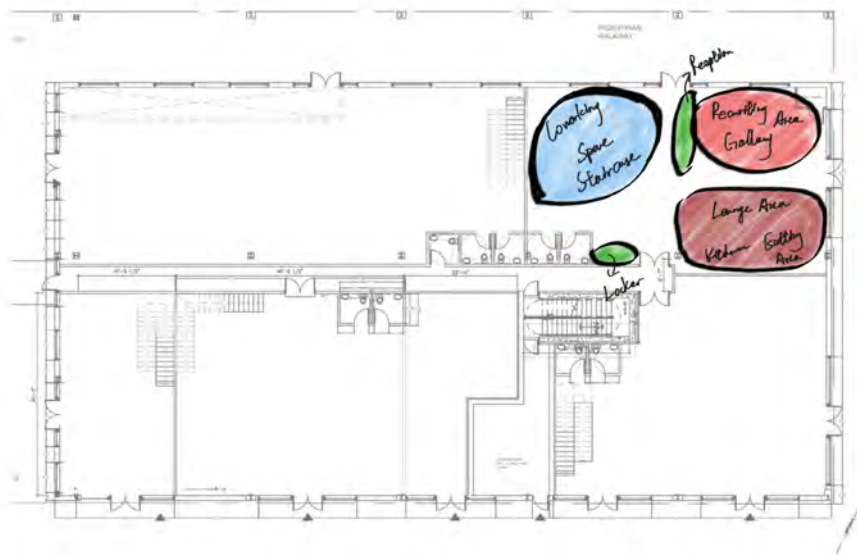


HISPANIC ARCHITECTURAL ELEMENT

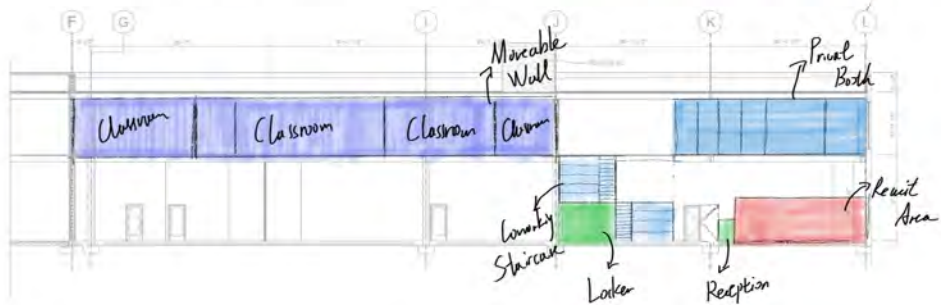
ASAIN ARCHITECTURAL ELEMENT

HISPANIC PATTERNN AND COLOR

BOUBBLE DIAGRAM SCMATIC PLAN & SECTION



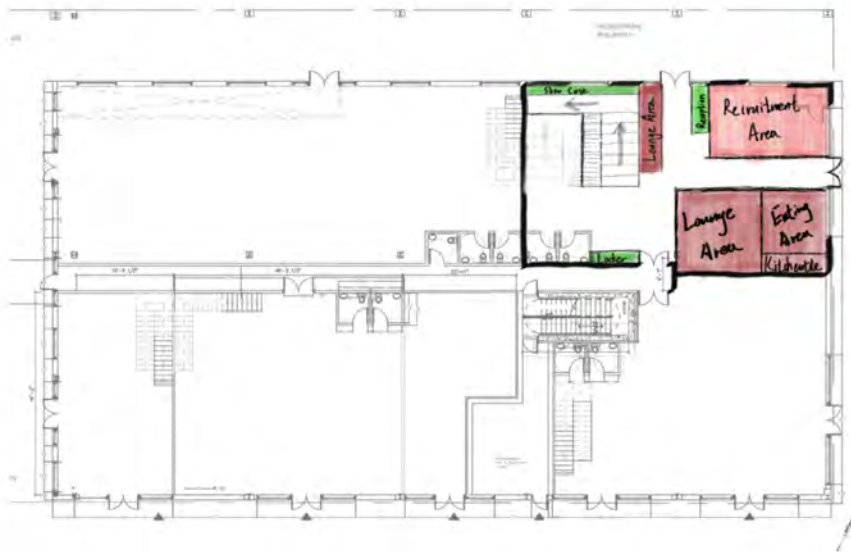
REET

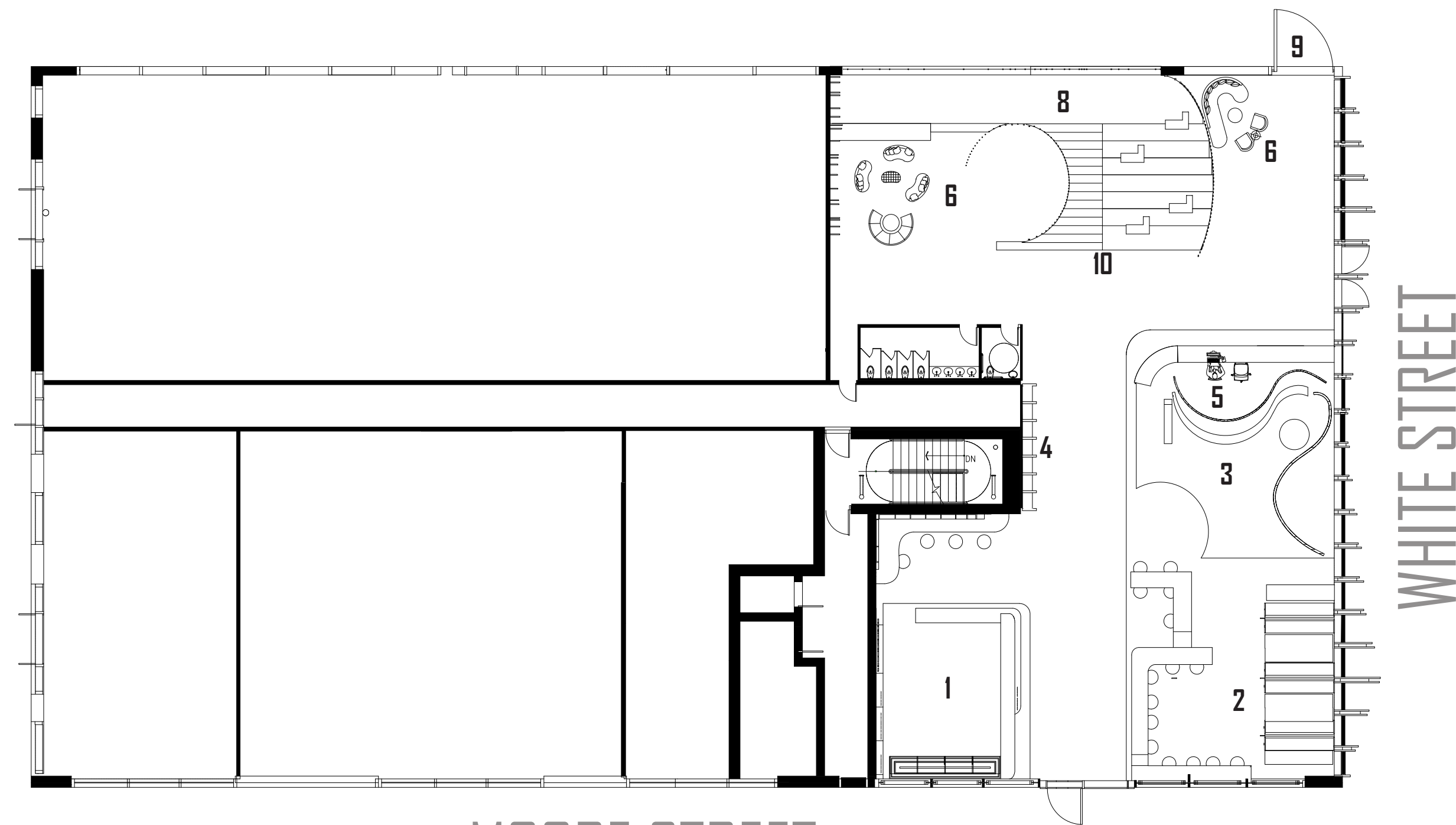


WHITE STREET



WHITE STREET



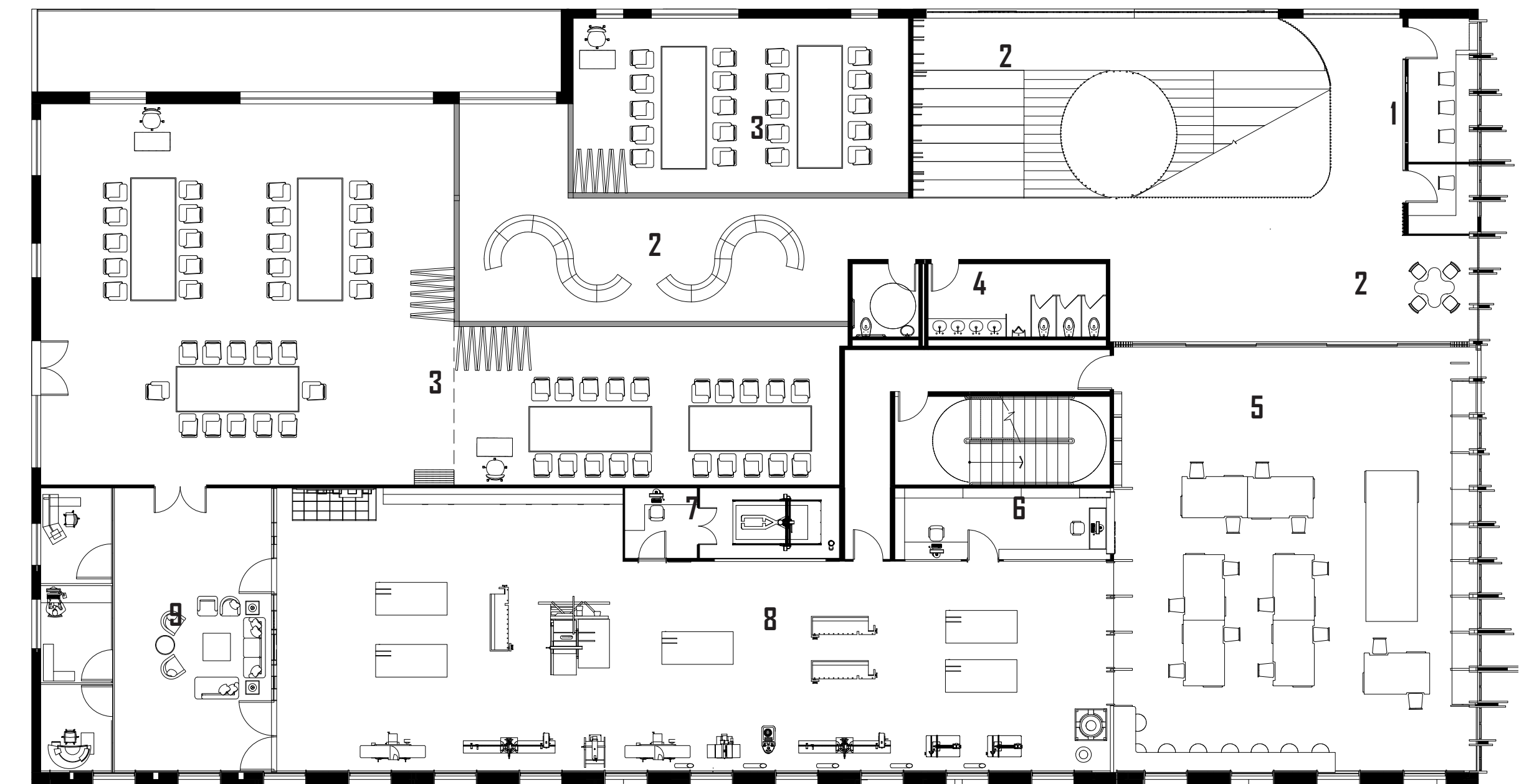


MOORE STREET

WHITE STREET

- 1 Cafe
- 2 Booth
- 3 Store
- 4 Display Shelves
- 5 Counter
- 6 Lounge Area
- 7 Toilet
- 8 Staircase
- 9 Back Door
- 10 Co-working Area

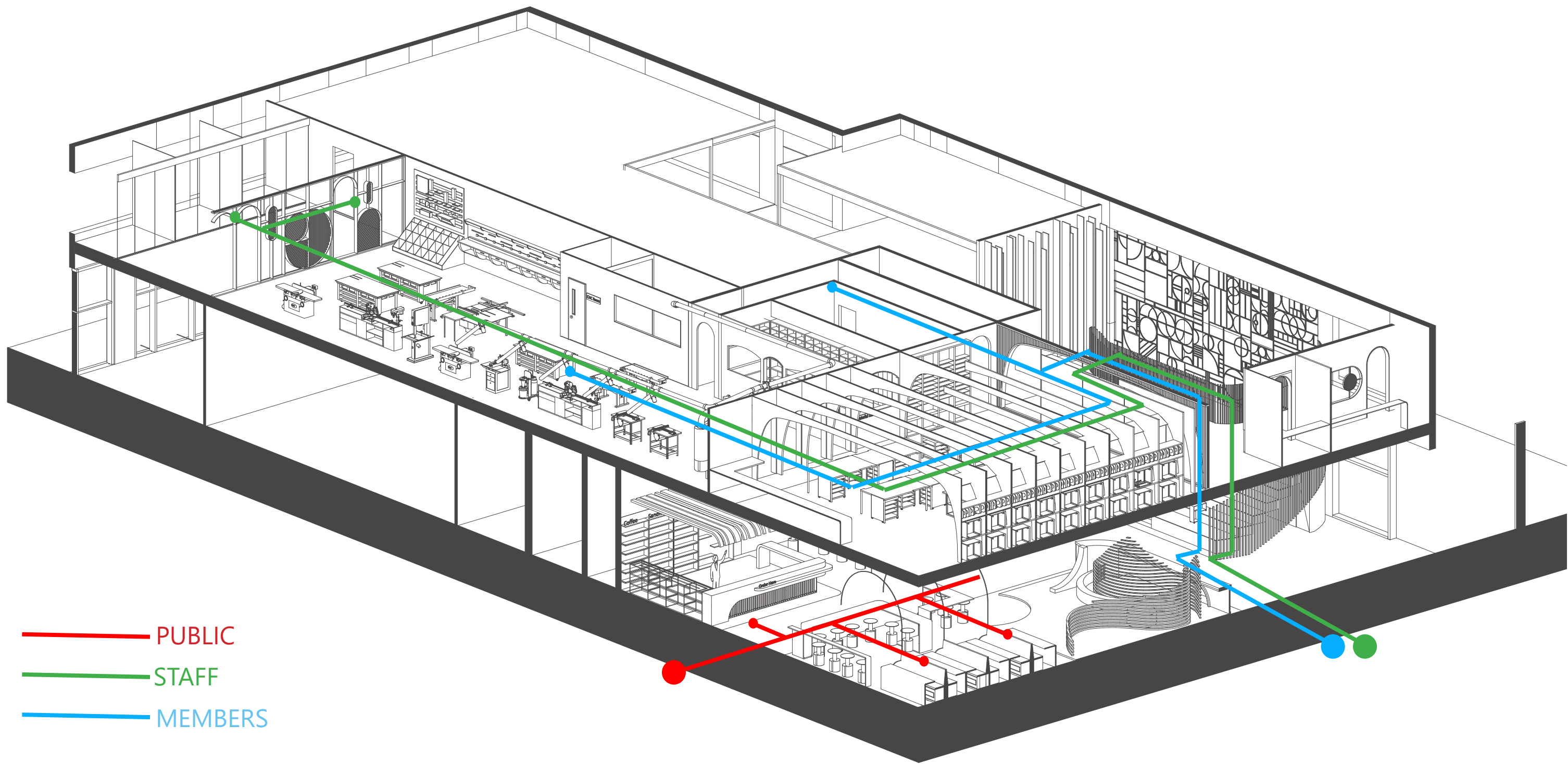
FIRST FLOOR PLAN



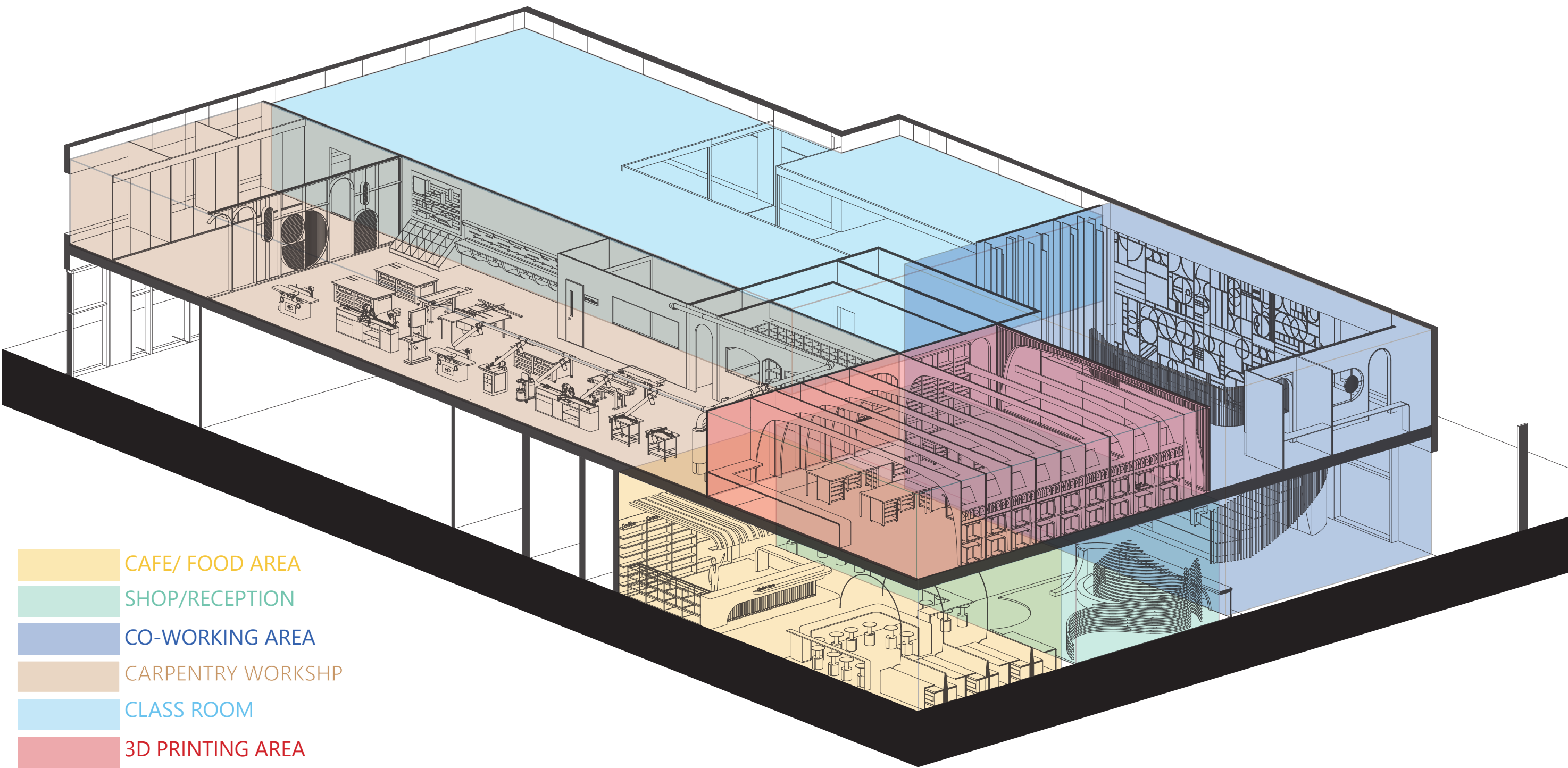
- 1 Private Booth
- 2 Co-working Area
- 3 Classroom
- 4 Toilet
- 5 3D Printing Area
- 6 Material Library
- 7 CNC Room
- 8 Woodshop
- 9 Office
- 10 Ventilating System

SECOND FLOOR PLAN

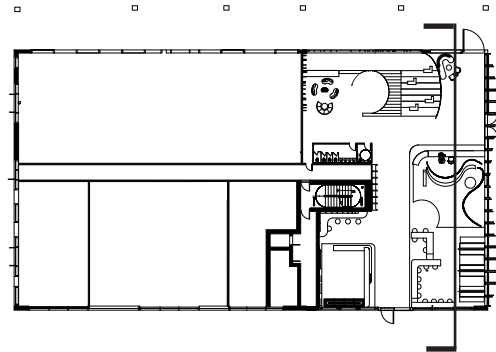
AXONOMETRIC-CIRCULATION



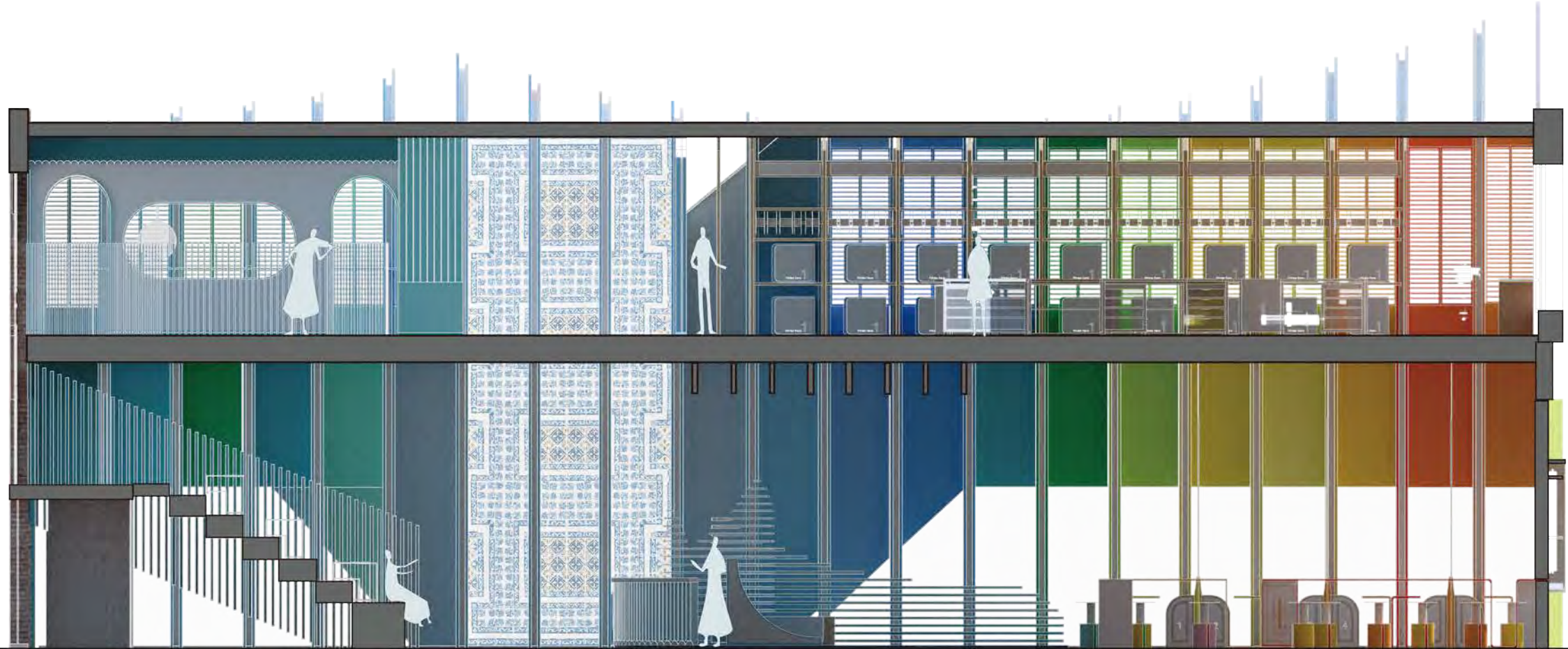
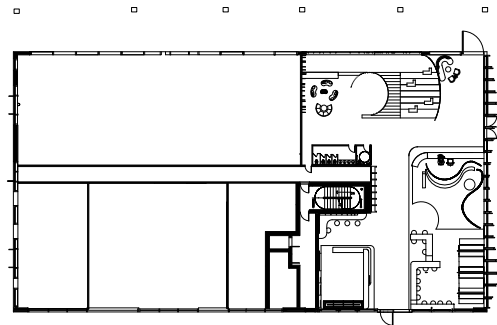
AXONOMETRIC-ZONING DIAGRAM



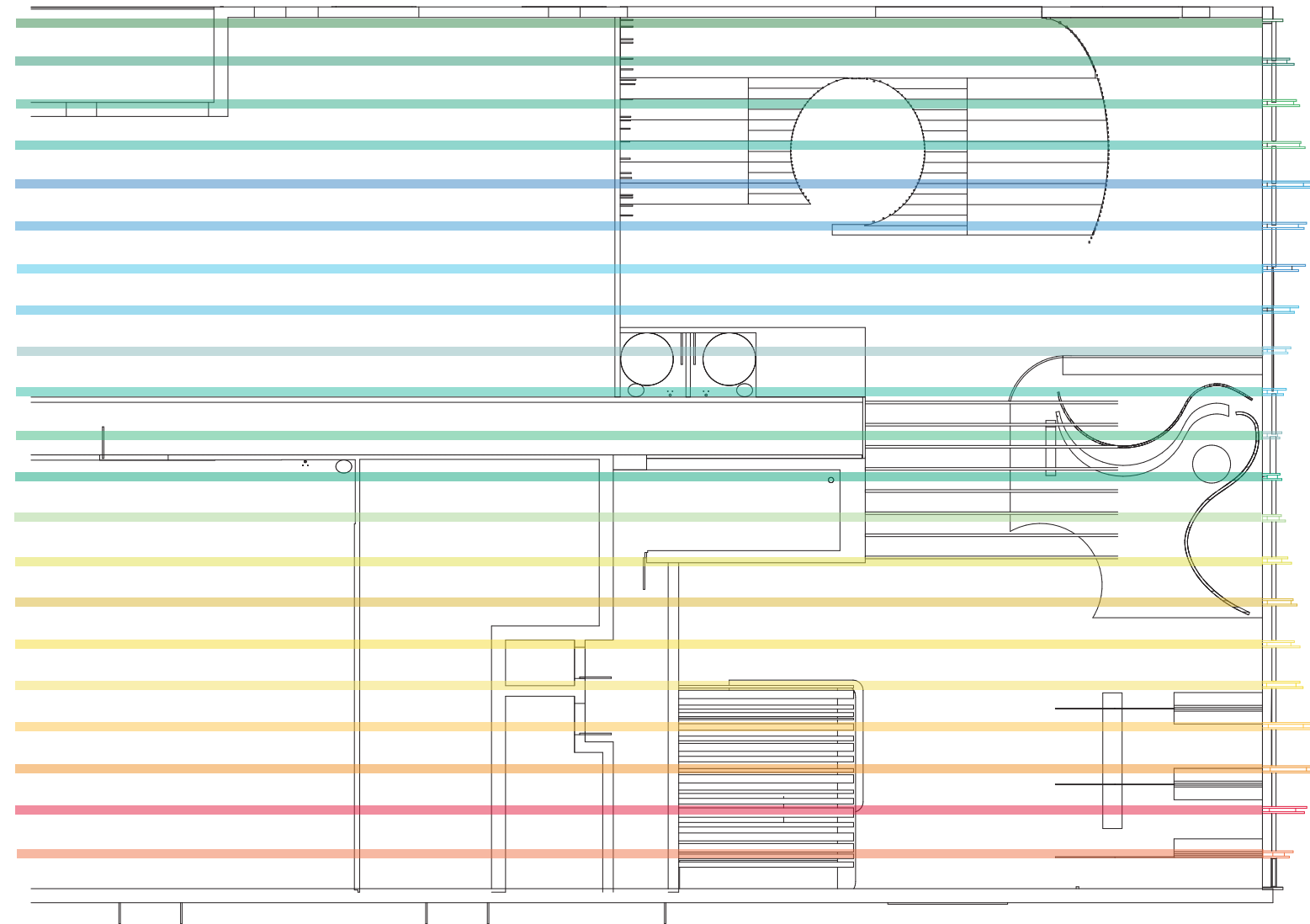
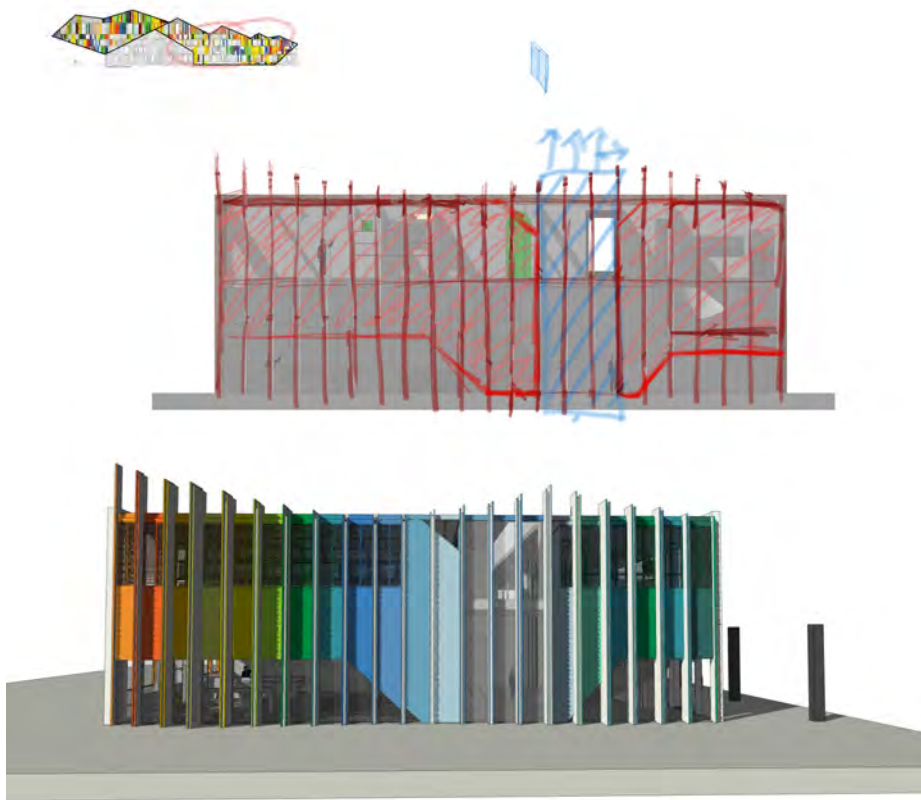
SECTION 1



SECTION 2



COLOR SYSTEM



GLASS FACADE

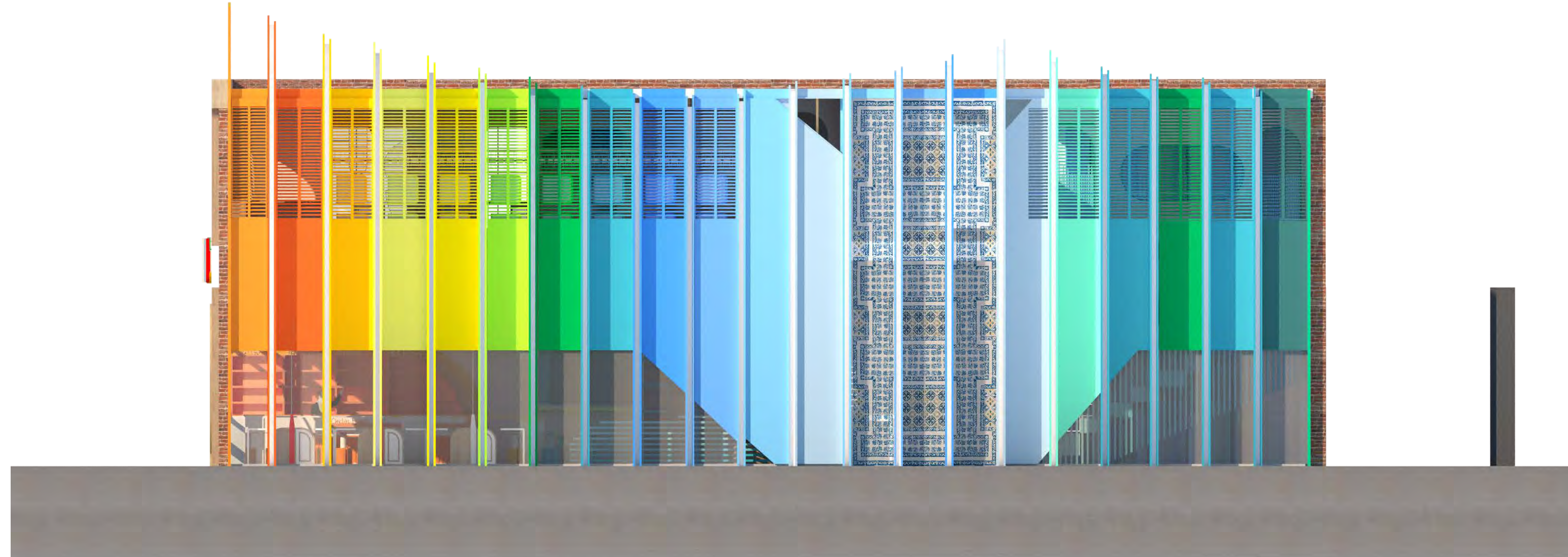


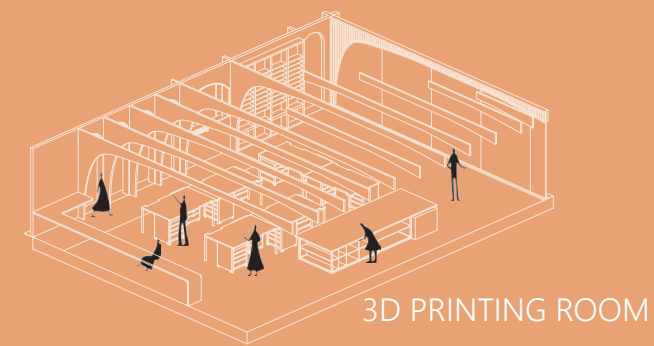
HISPANIC TILE & MAYAN PATTERN

The pattern in the section blue on the facade is a combination of hispanic tile and mayan pattern. It is a translucent glass panel that will let the light come in and out.

FACADE ELEVATION

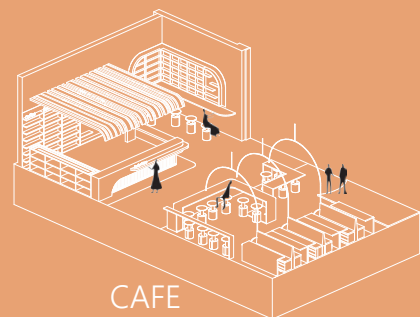
WHITE STREET



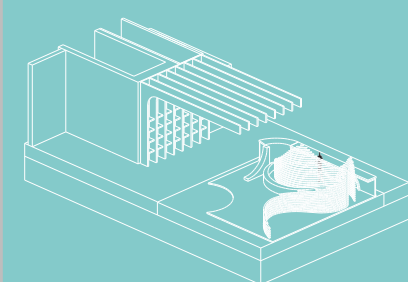


3D PRINTING ROOM

2



CAFE

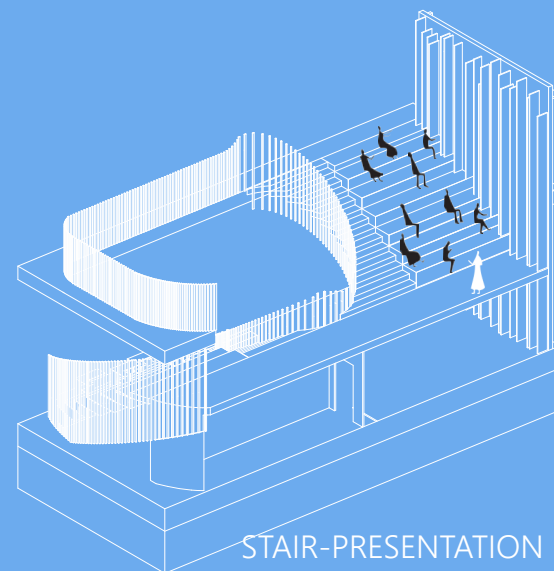


STORE

4

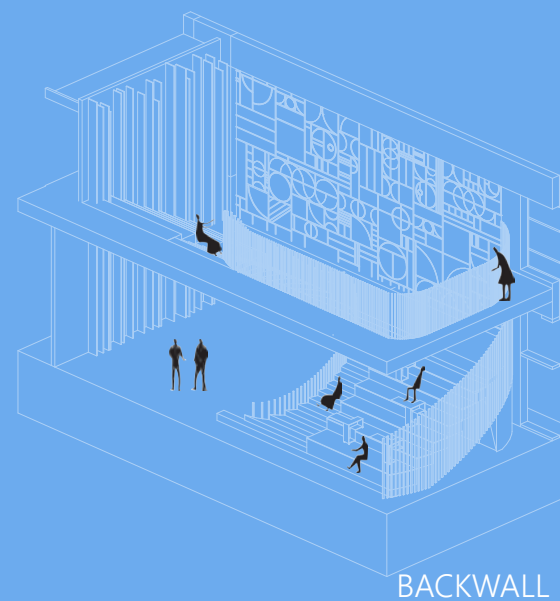
3

WOODSHOP

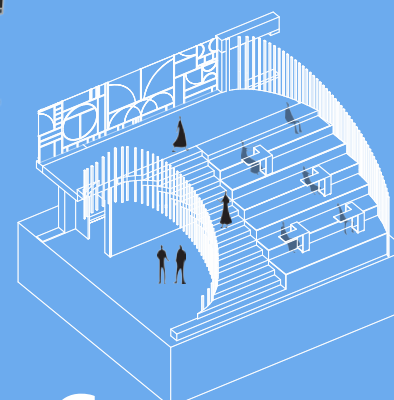


STAIR-PRESENTATION

5



BACKWALL

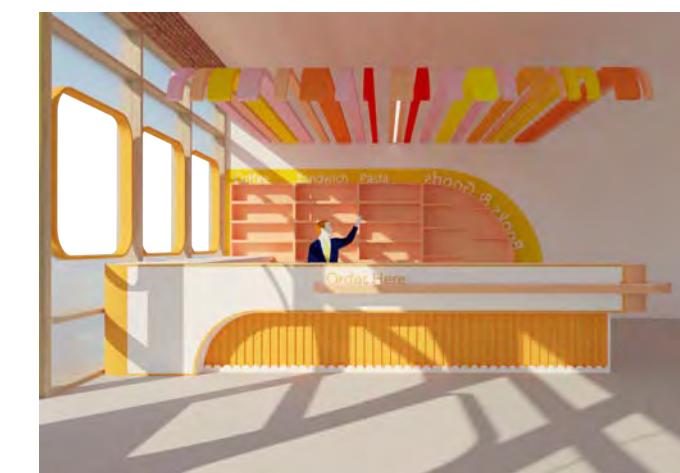
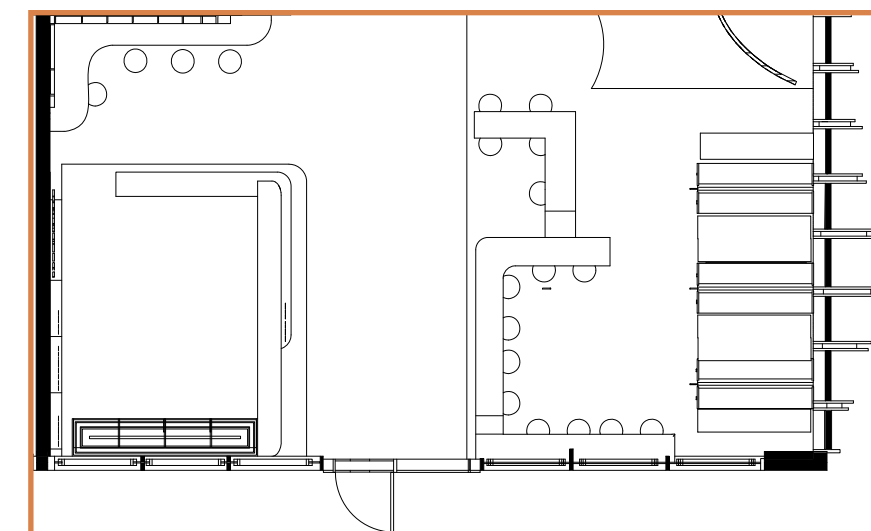
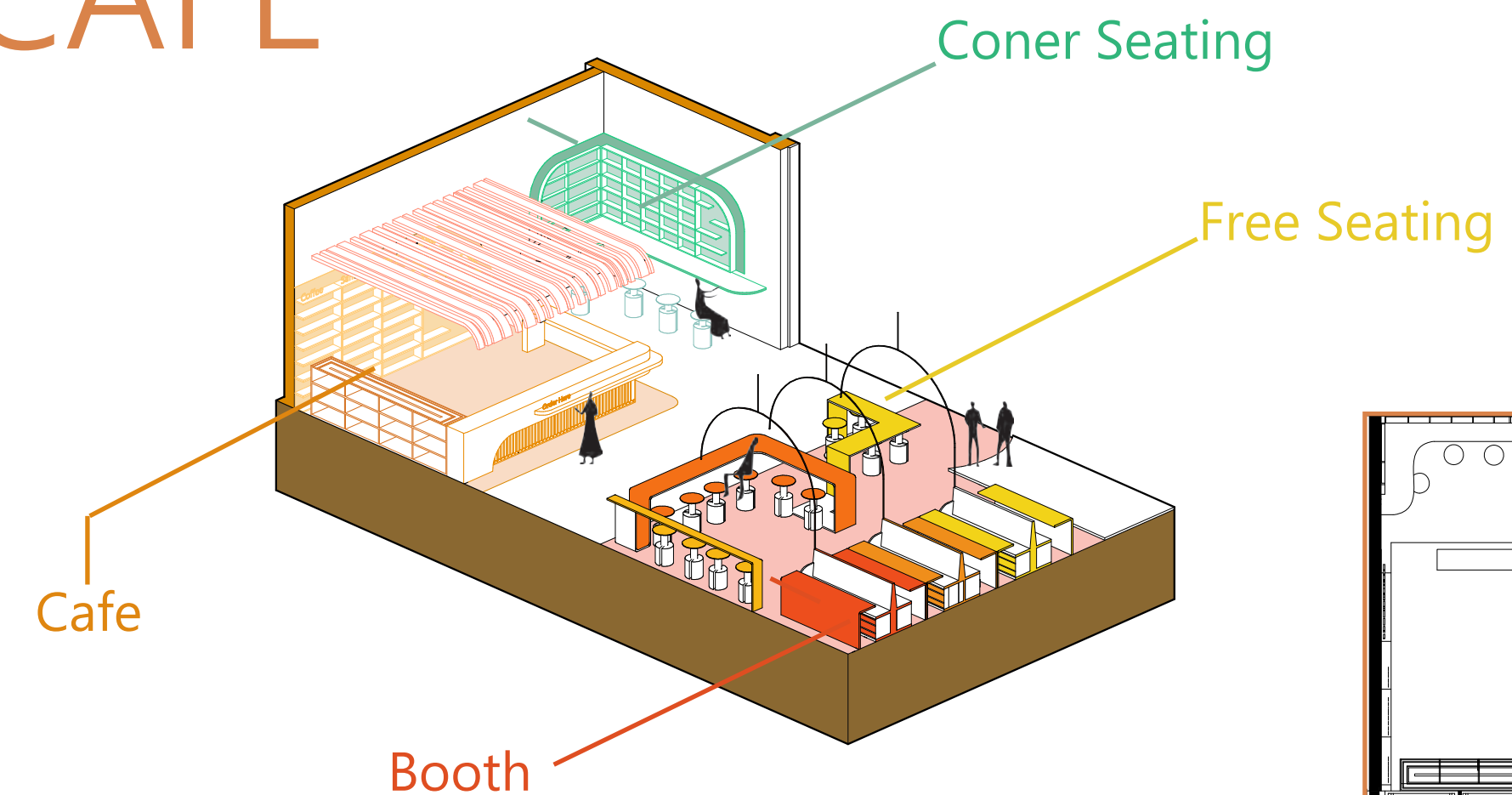


STUDYING

6

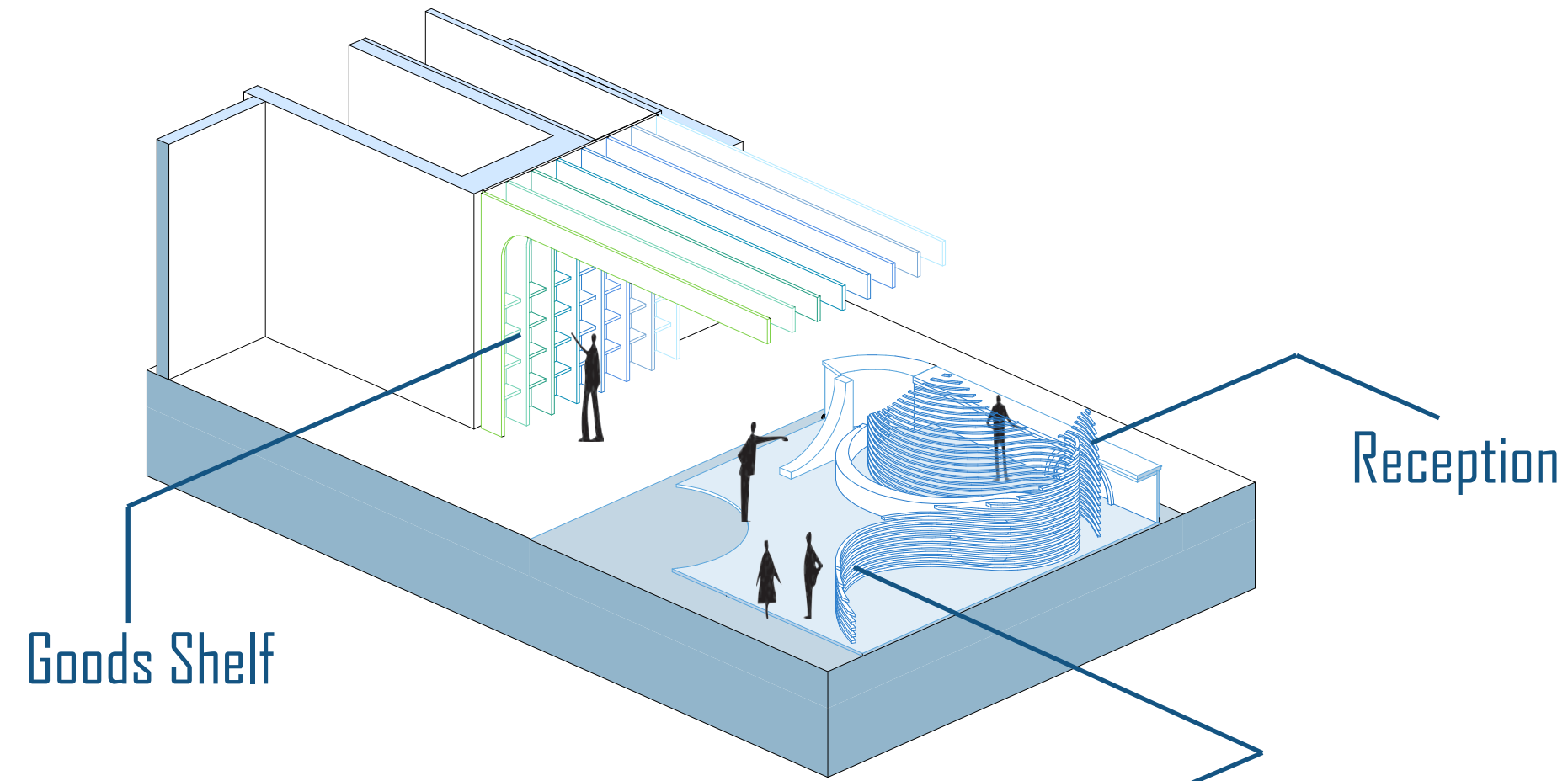


1. CAFE



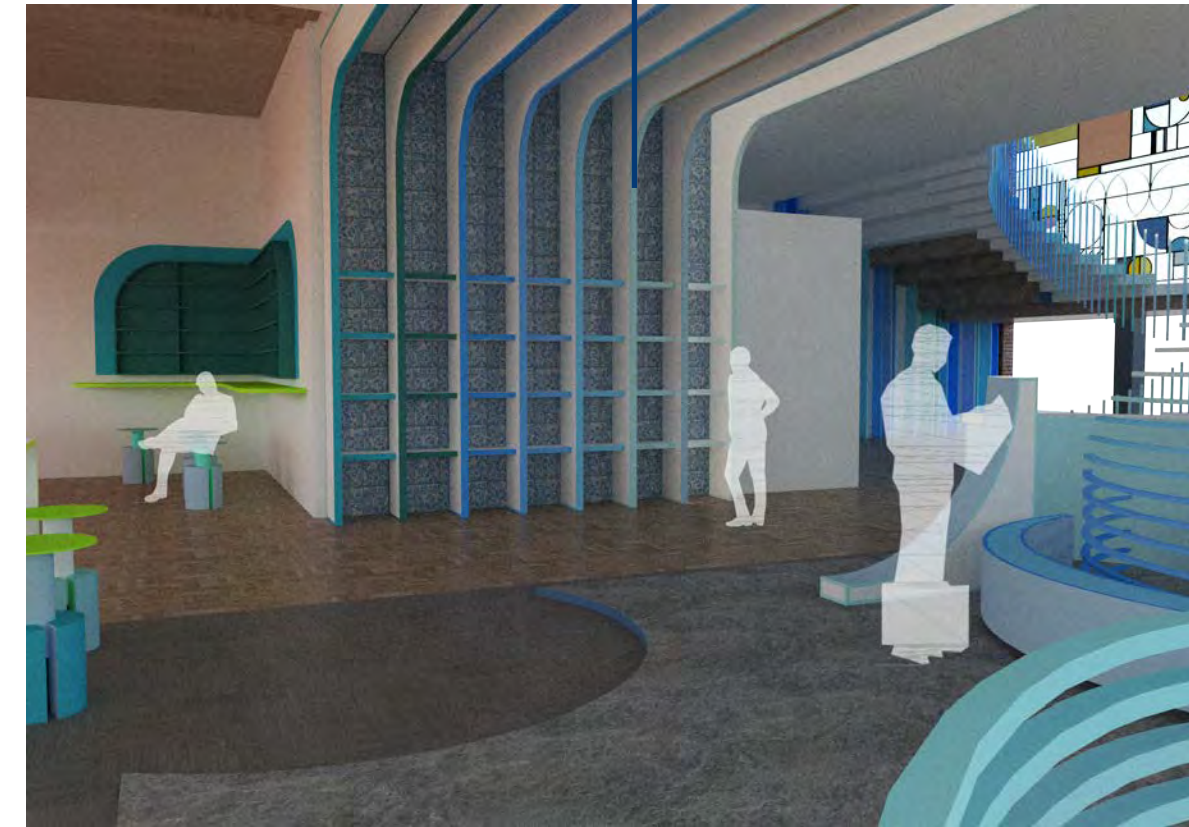
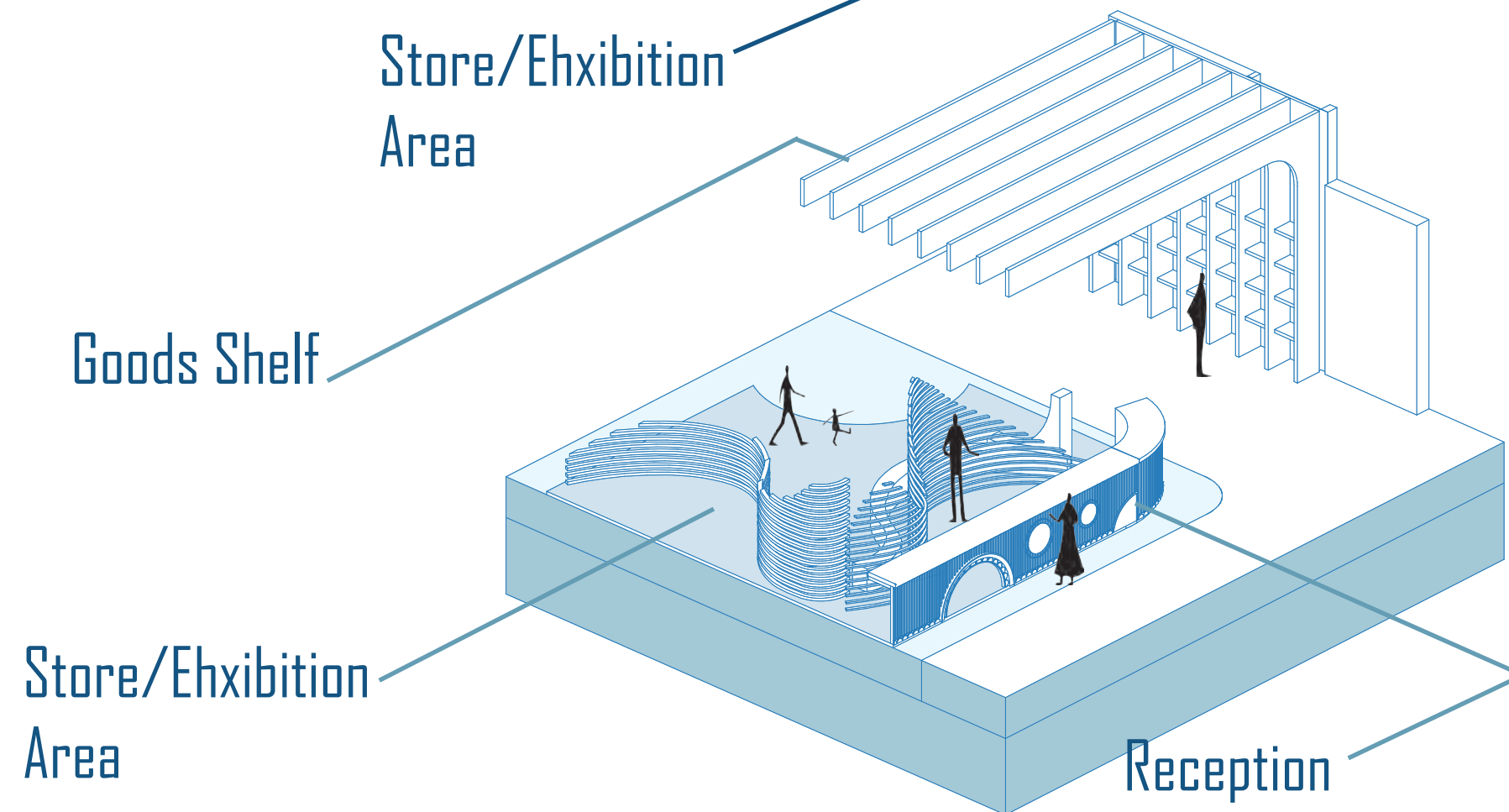
RENDERING

2. STORE/RECEPTION

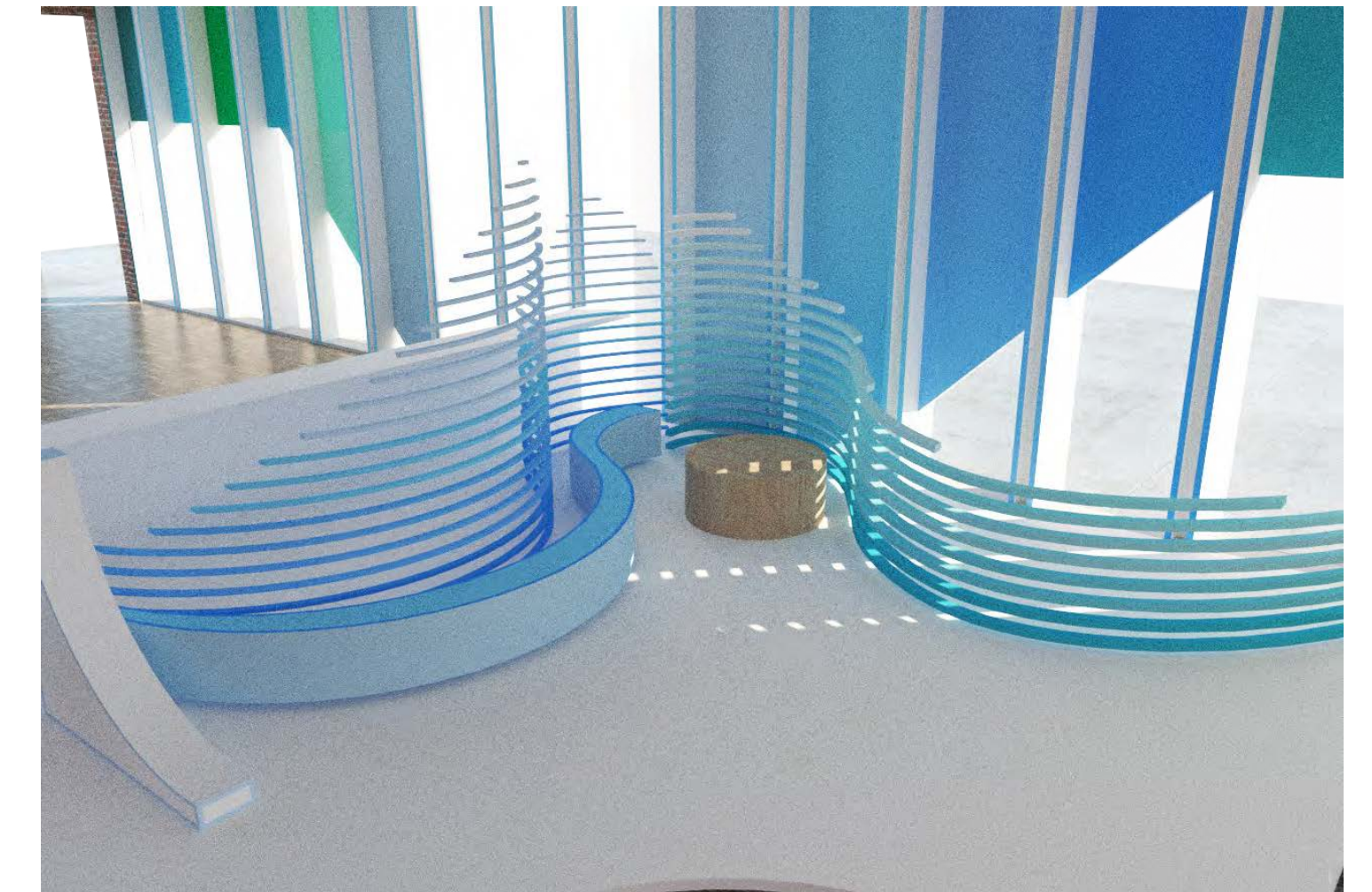
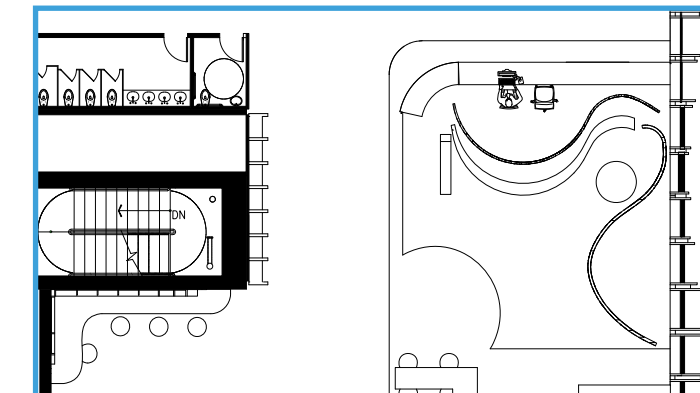


Shop/Exhibition Area

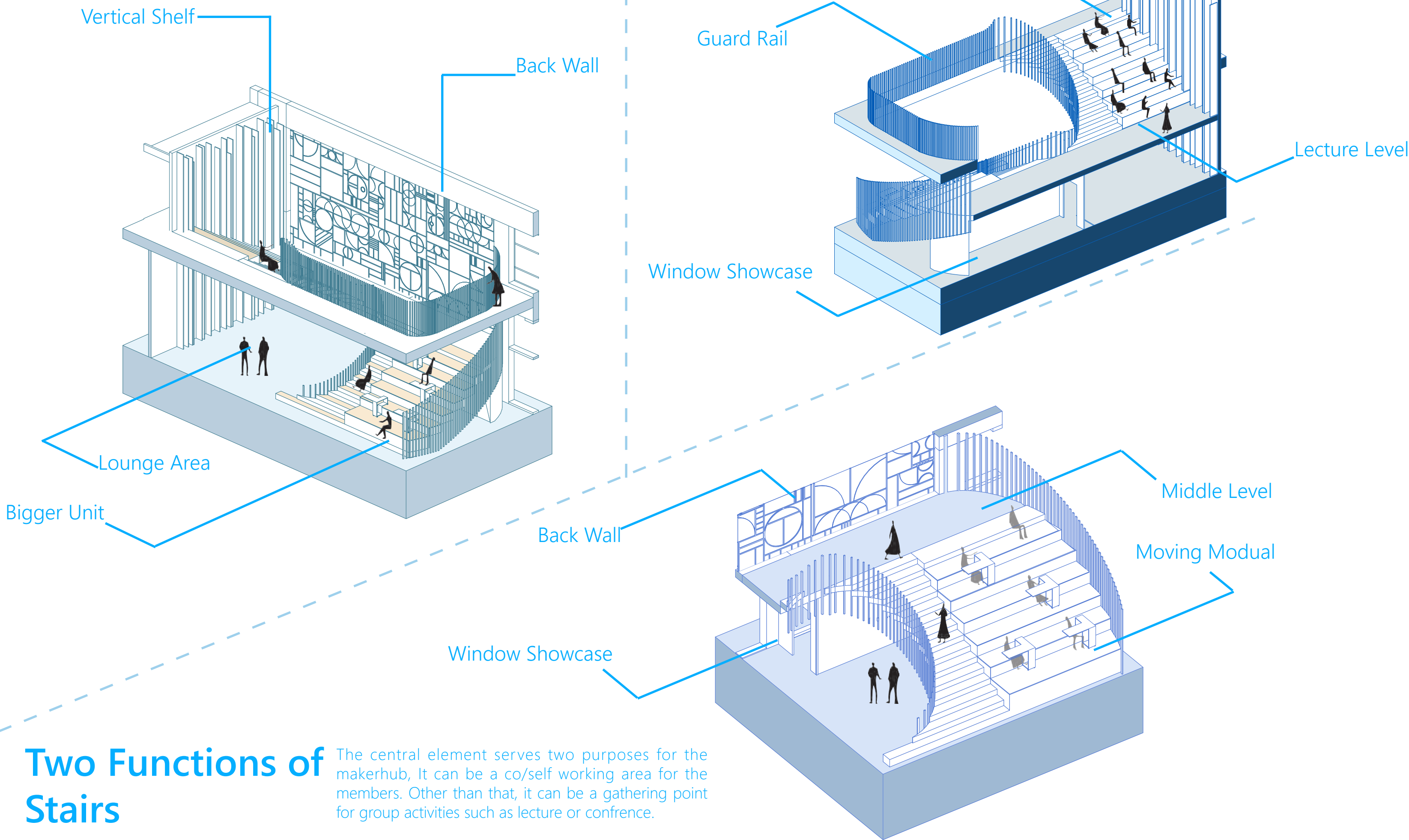
This area not only is the gift shop of the makerhood but also is the reception for the members and potential users who want to join the membership or know about the place. The reception also is the cashier for the shop.



This area not only is the gift shop of the makerhood but also is the reception for the members and potential users who want to join the membership or know about the place. The reception also is the cashier for the shop.



3.STAIRCASE



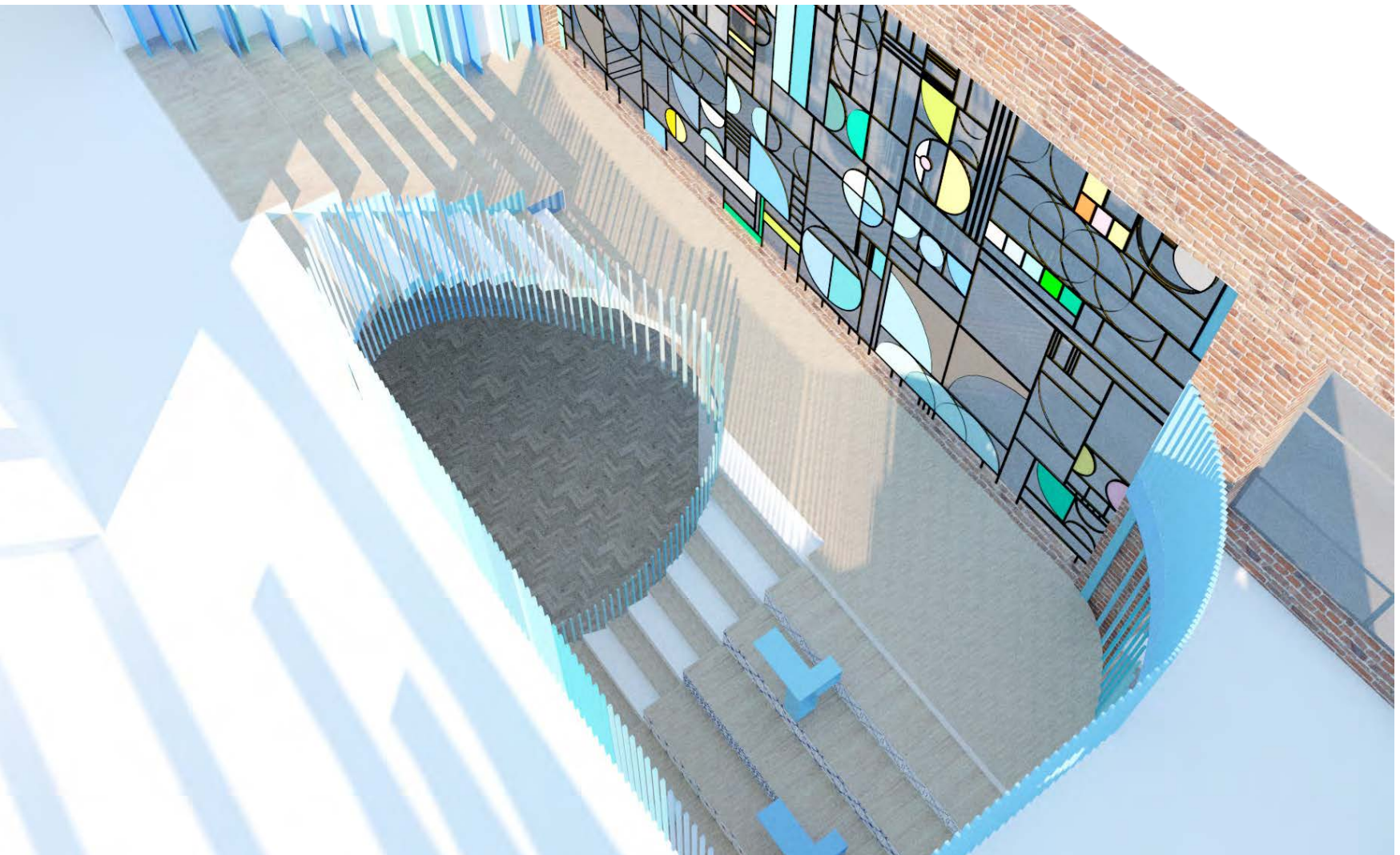
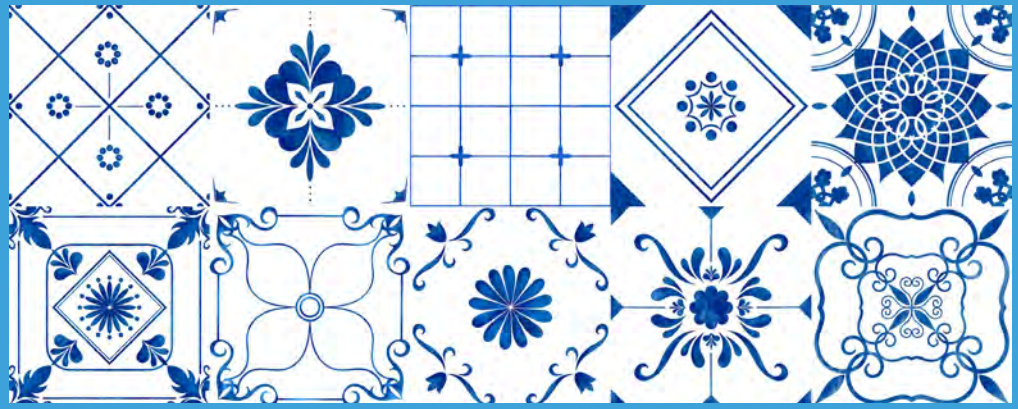
Two Functions of Stairs

The central element serves two purposes for the makerhub, It can be a co/self working area for the members. Other than that, it can be a gathering point for group activities such as lecture or conference.

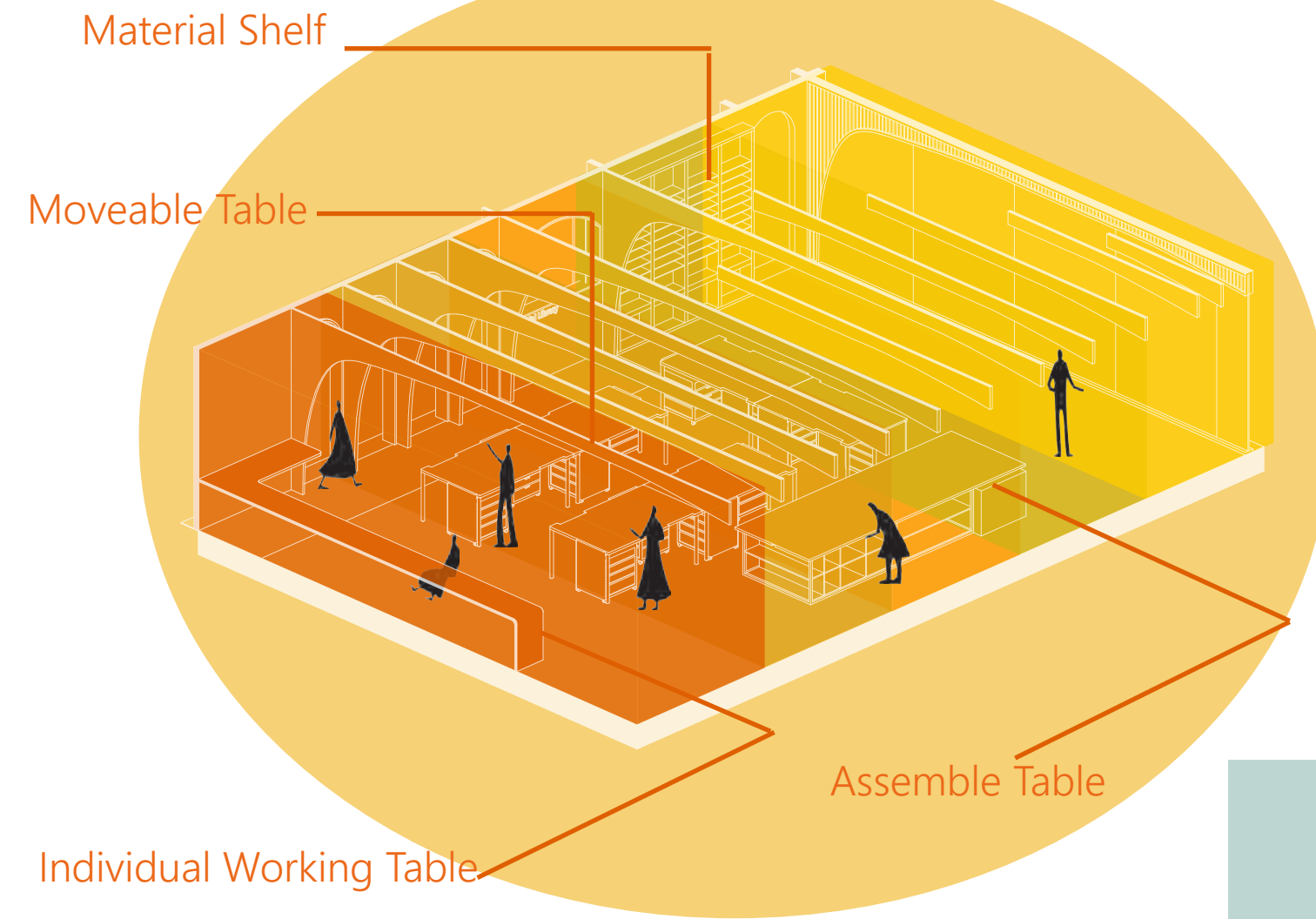


Hispanic Garden Stairase

Inspired by the hispanic garden and staircase, I try to use blue tile for the staircase so it can cotain more cultural dynamic and enhance the color section feeling of the space.



4.3D Printing Farm

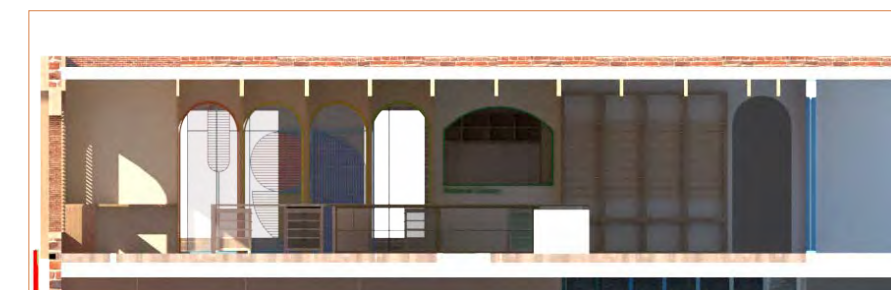
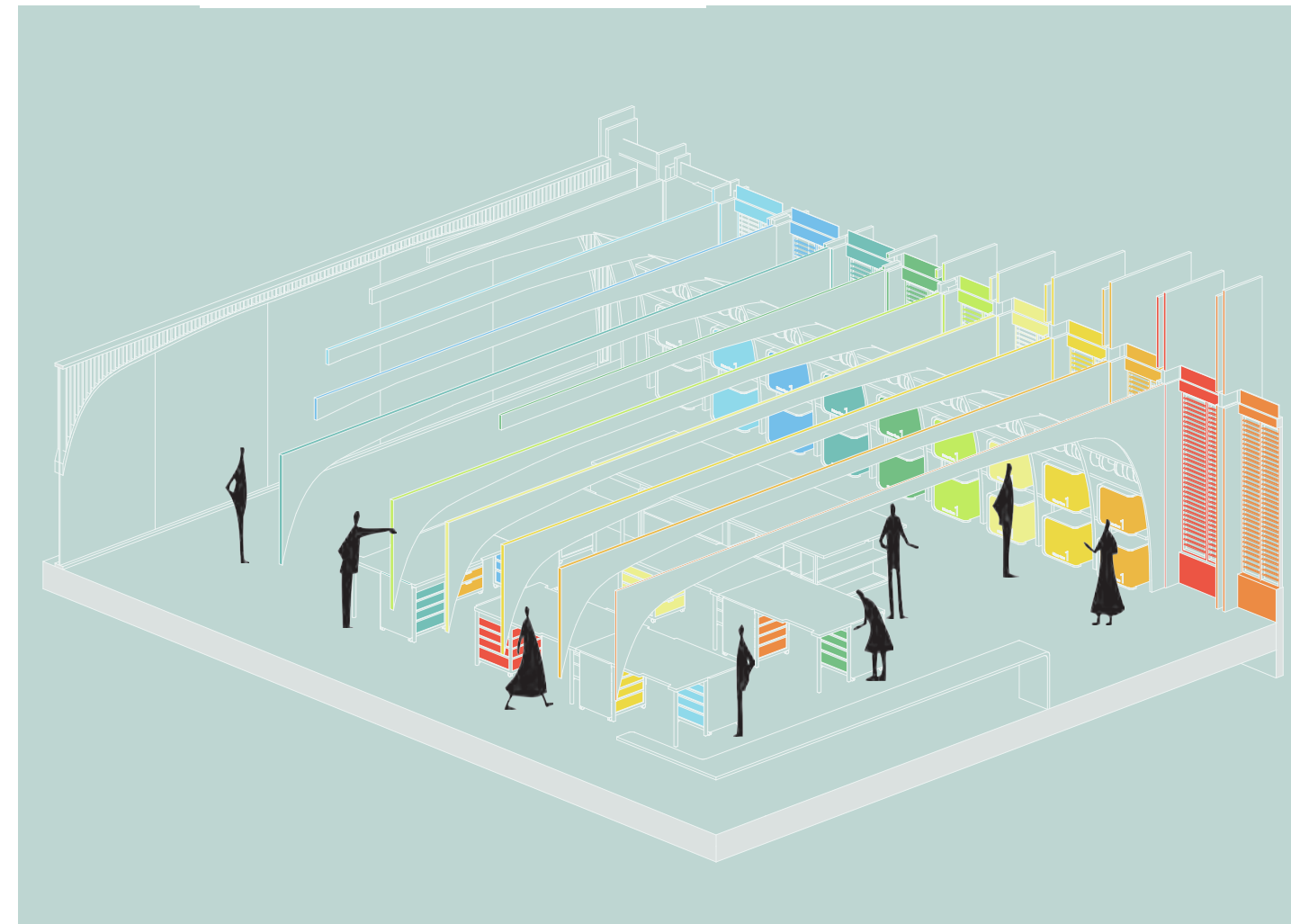


Modular System

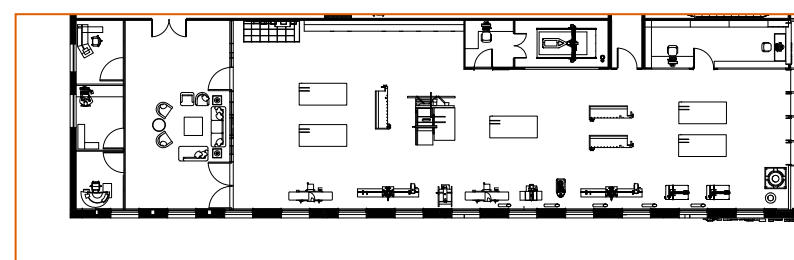
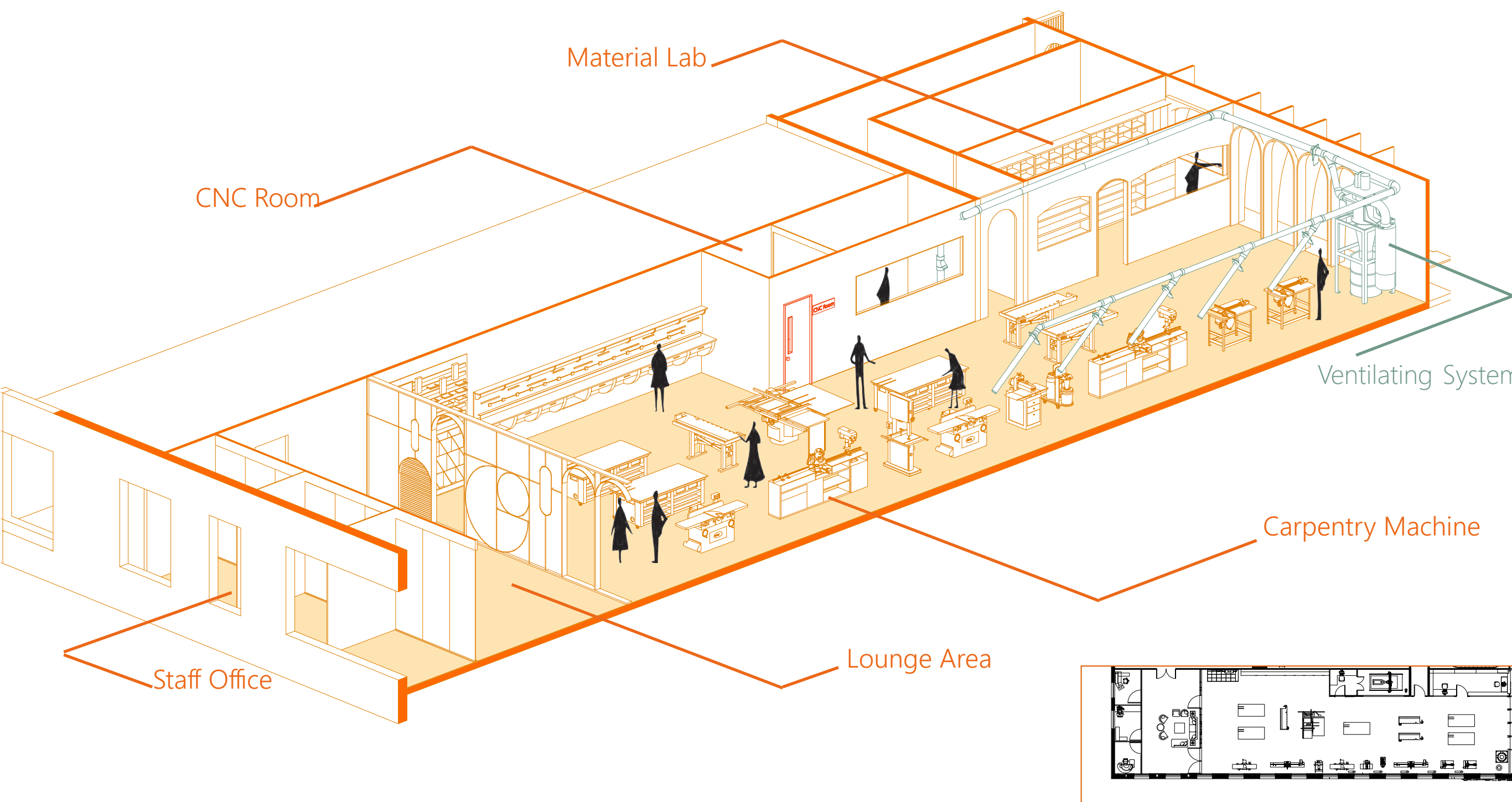


3D Printing Farm and Color System

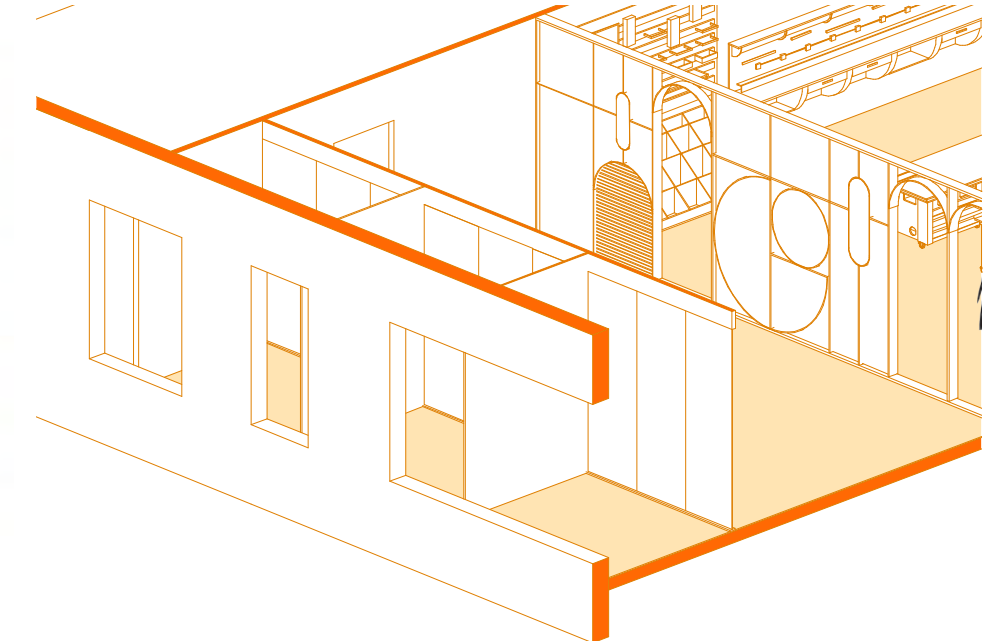
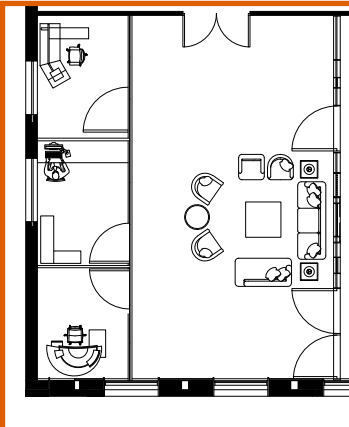
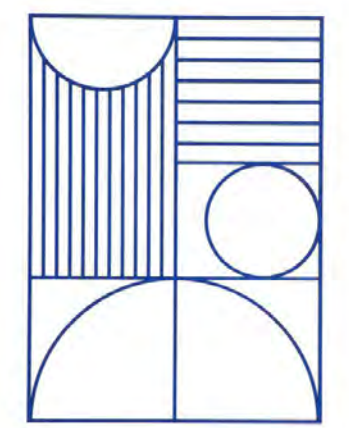
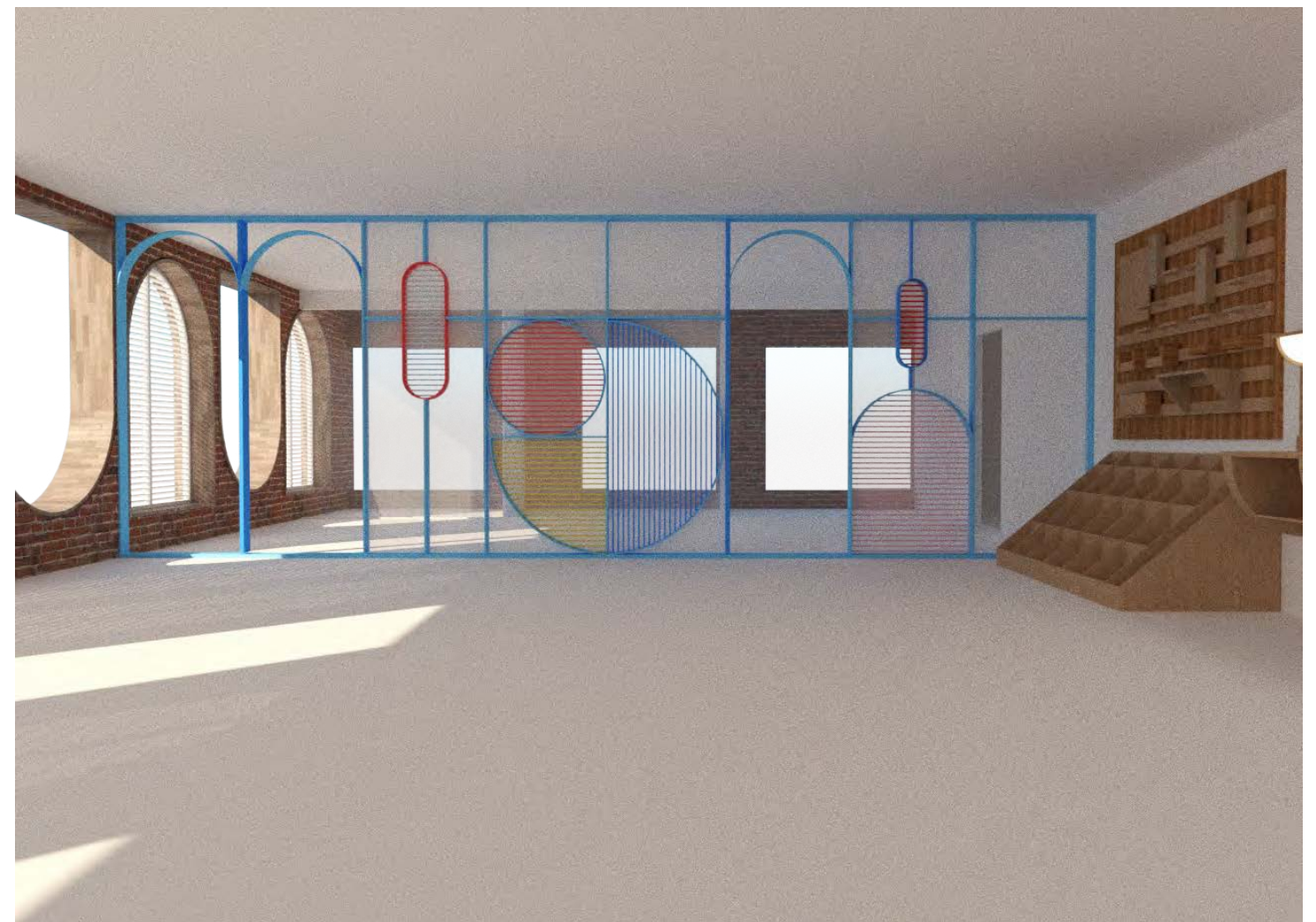
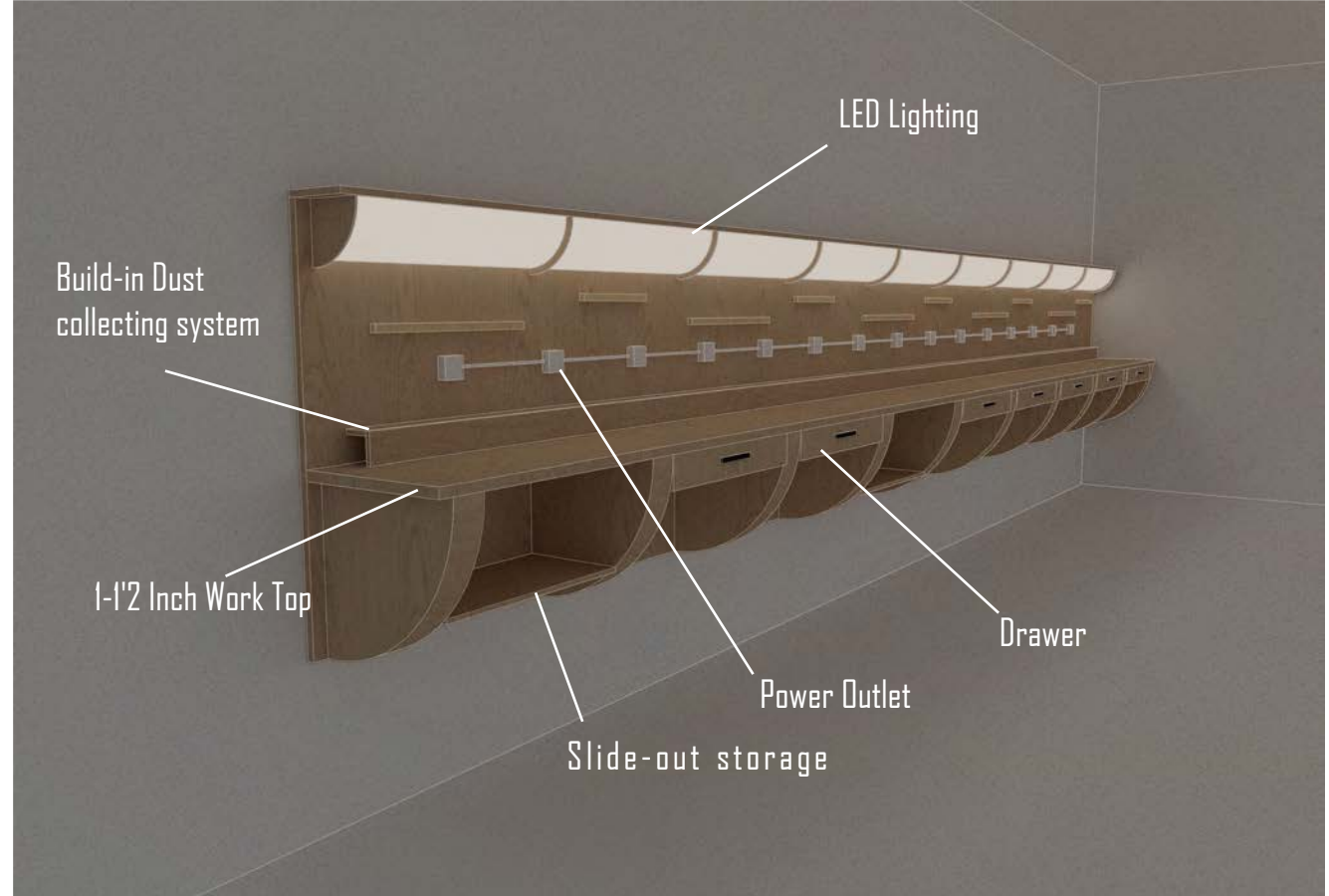
The shelf on the east side of the room has a corresponding fin system align with the facade and the color is also match the exterior color system. The shelf contains 18 3D Printers that can be taken by individuals for personal use. When it is assembled on the shelf, it can compose a 3D printing farm for bigger projects and manufacture. The portable unit which serves as the cart and material storage for the 3D printer also has the same color system.



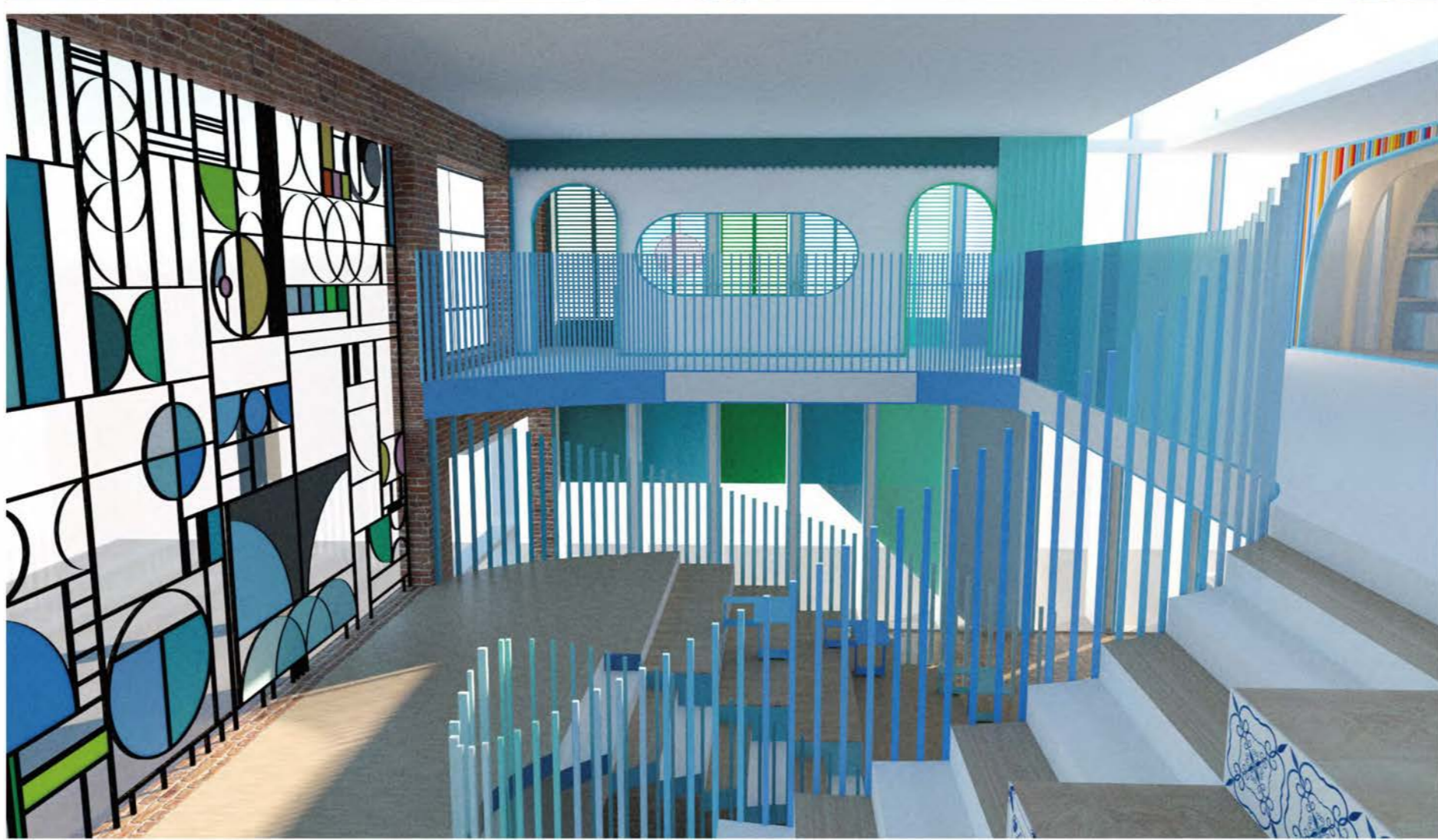
5.WOOD SHOP



Working Station And Storage For Tools/Material



Office Area For Staff



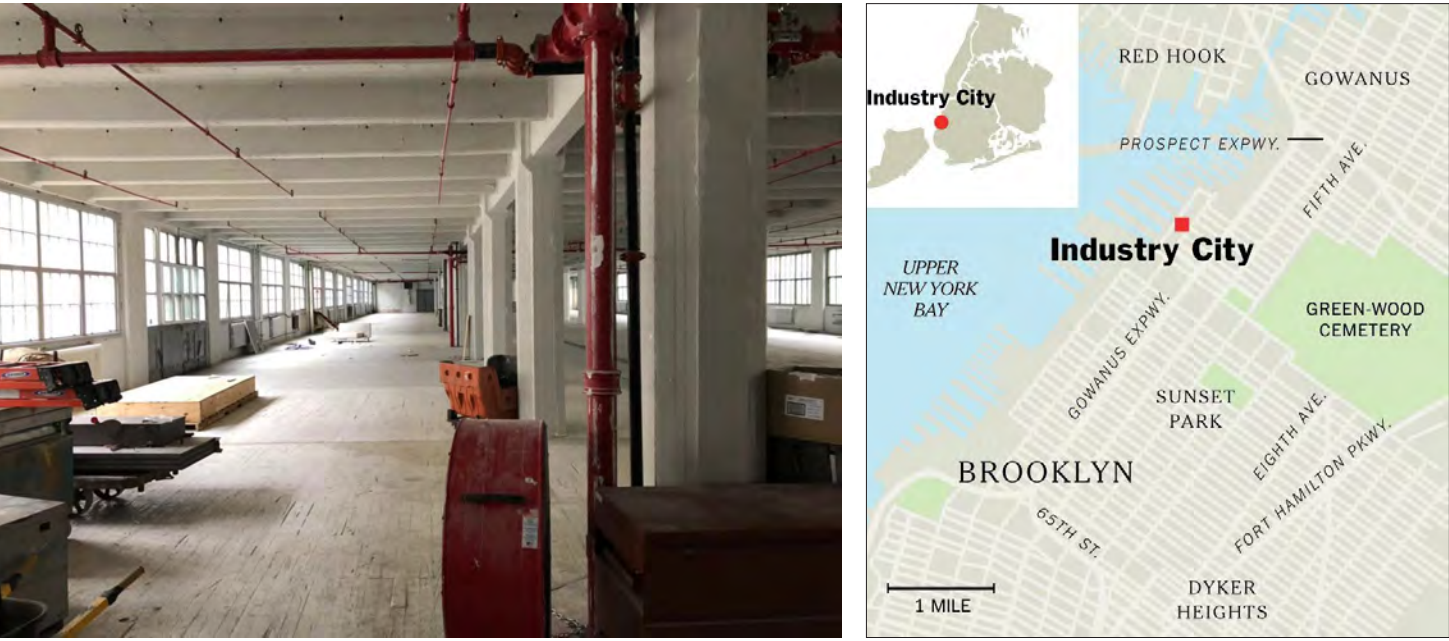
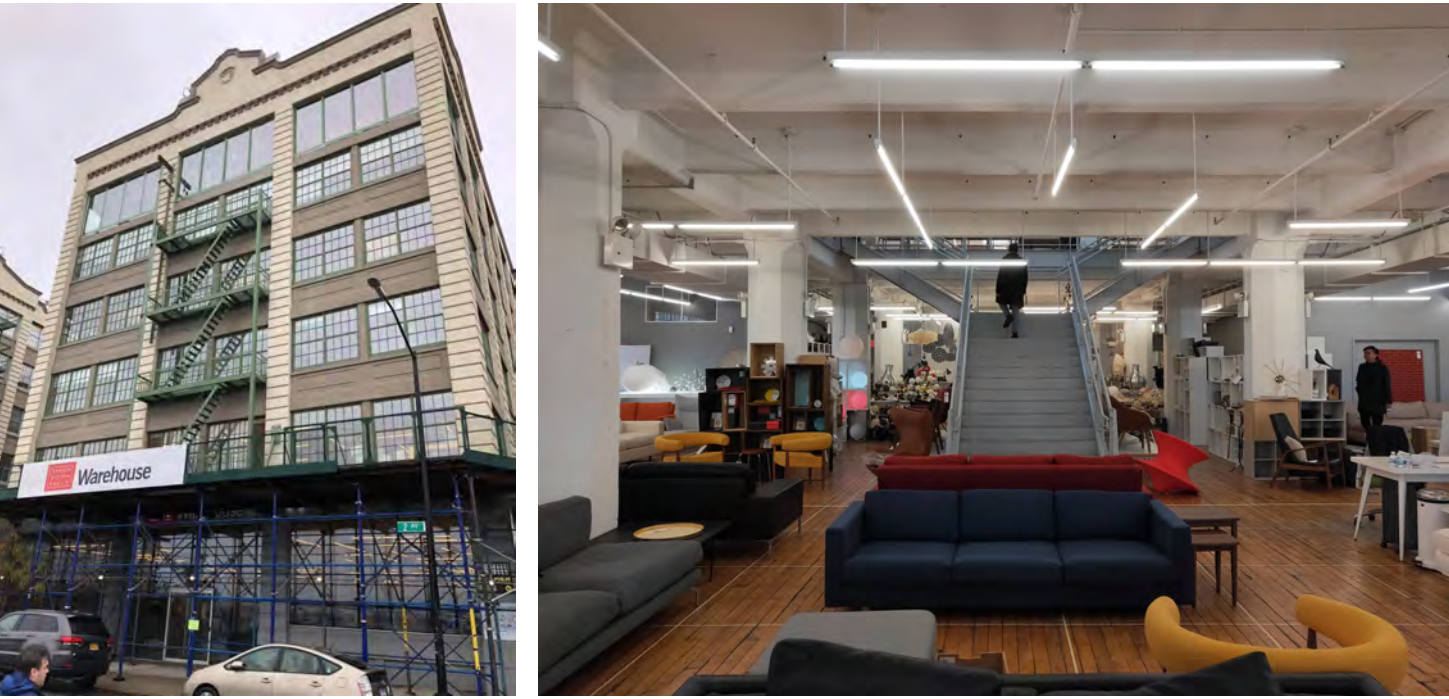
Dancing Note

MUSIC
IN THE
OFFICE

This project aims to provide office space for a company that combines technology and music. The project site is in the industrial city in southwest Brooklyn. Based on the unique needs generated by the characteristics of the client company, I combined the traditional office method with the trendy nomadic office, made half of the office space into a free and flexible frame, and handed over the working status, form, and location to the company. The employees make their own choices. Each employee has his own independent storage space and mobile workstation. They can freely choose and customize their own office space according to office needs and personal habits. In terms of space, I opened up part of the floor between the two floors, created a public space between the two floors, and placed a lighting fixture that simulates the daylight environment on the top of the atrium. Visually, I was inspired by the visual elements of music scores and piano keys. I used a pure black and white space and simulated the visual symbols of staff on railings, pillars, and other architectural elements so that the people in the space became like the note on the staff. Together, they used the form of space to compose a piece of wonderful music played by the office space and users.



SITE/CLINET INFO



b-side
THE AUDIENCE IS NEVER WRONG

A newly formed music publishing and music rights management firm led by 2 partners determined to leverage the latest thinking about the future of global business to connect customers and creators in Brooklyn and around the world.

Split roughly 50/50 the business has two primary sectors loosely defined in-house as the geek squad and the hype beasts: the first engineers, sells, and maintains apps to allow artists, agents, publishers and other content rights owners to manage the revenue generated by their music or the music they own or represent. The second sector is the actual management of talent, music publishing, marketing and creative services for a client list of famous and not-yet-famous musicians. The first is technology centric, the second -while leveraging that technology - is people centric and includes visits to the offices and performances by their celebrity clientele.

CONCEPT/INSPIRATION



Nomadic office
A nomadic workspace is an office/work environment that provides employees with multiple places to accomplish their work besides their desk. It gives everyone the option to spend some parts of the day working at their desk, then move to a common sitting area, and maybe (if the weather is nice enough) go work on the benches right outside the office.



Credit:Tatsuya Tanaka

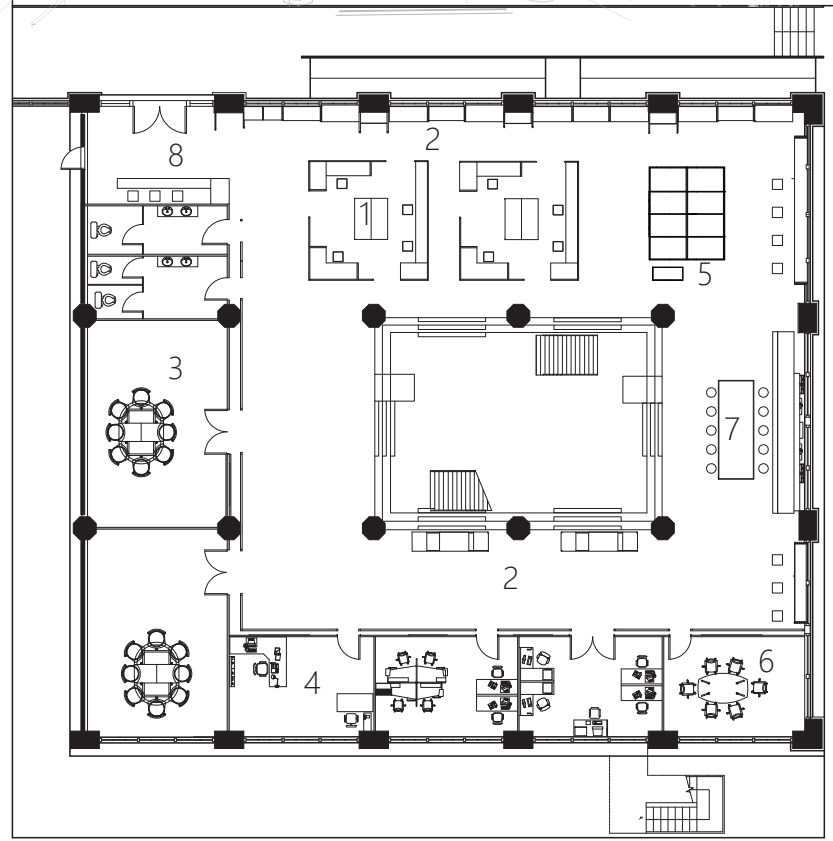


Credit:Harold Martin Feinstein



Visual elements from Musical instruments
Another visual element that I take form music is the keyboard of piano, it also have the black and white form and also preserve a sence of geometry and order. It is perfect for the feeling of the music/tech office space.

PLAN



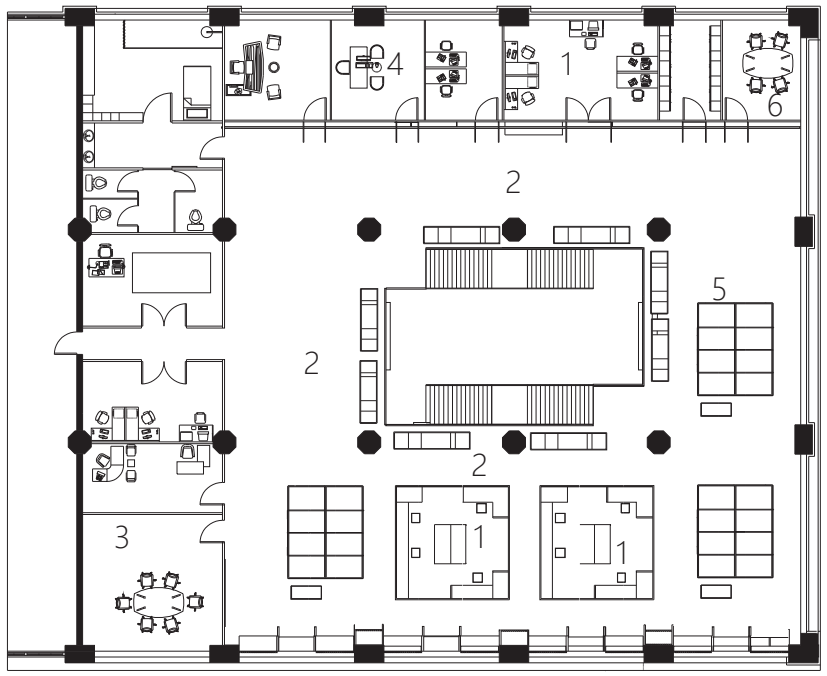
Floor Plan-1 Floor
1/4=1'0"

Furniture selection



- 1. Fixed working area
- 2. Free working area
- 3. Meeting room
- 4. Individual office
- 5. Personal Storage
- 6. Media room
- 7. Cafe
- 8. Receptiont

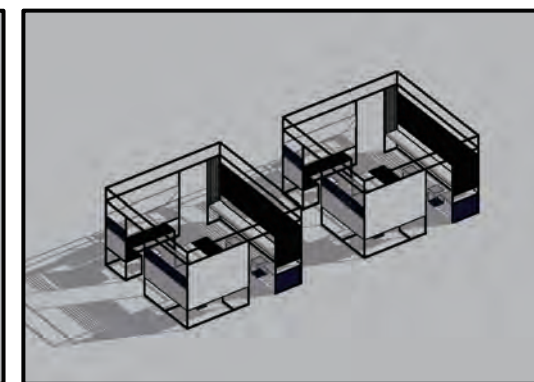
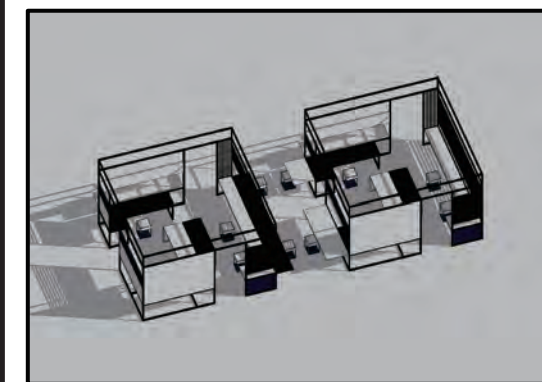
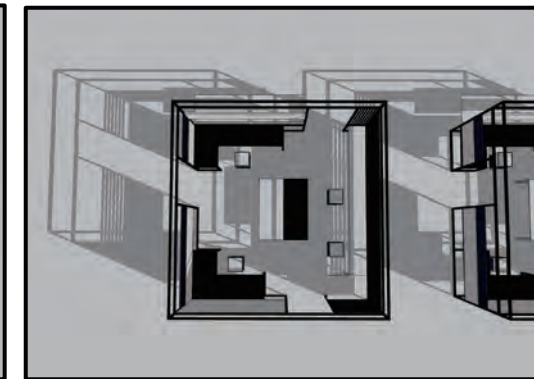
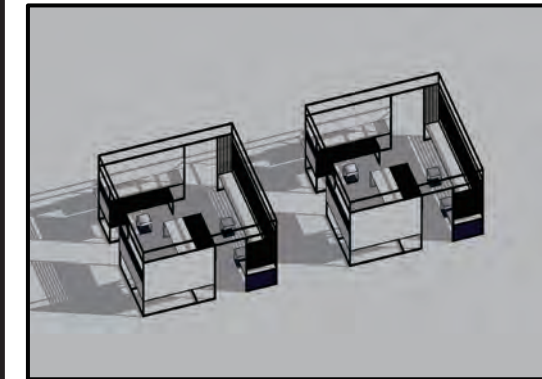
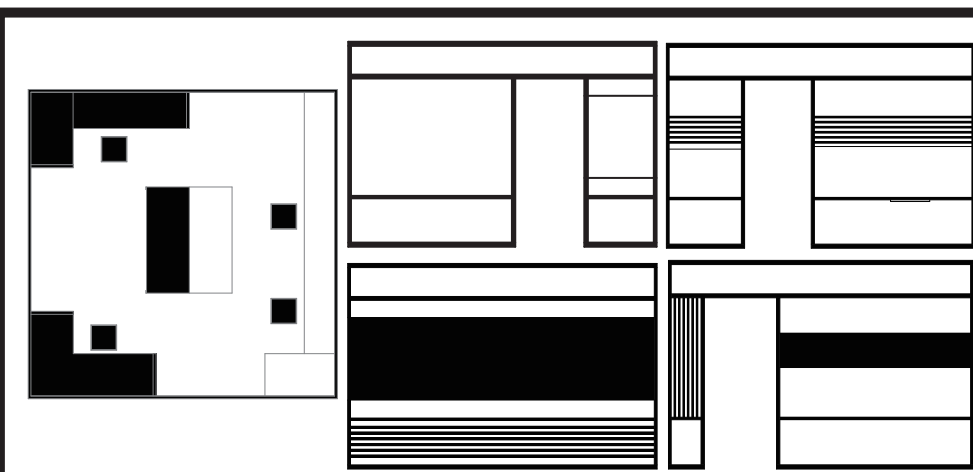
- 1. Fixed working area
- 2. Free working area
- 3. Meeting room
- 4. Individual office
- 5. Storage
- 6. Media room



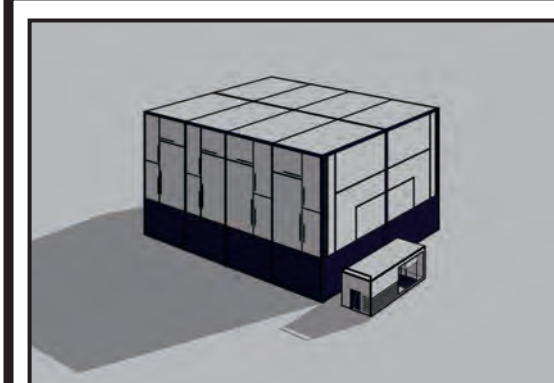
Floor Plan-2 Floor
1/4=1'0"

E-ink smart board

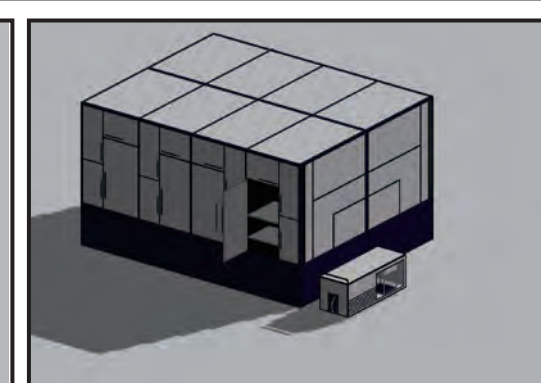




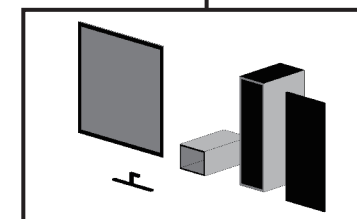
Modular system- Working Unit



Personal storage



Personal working cart

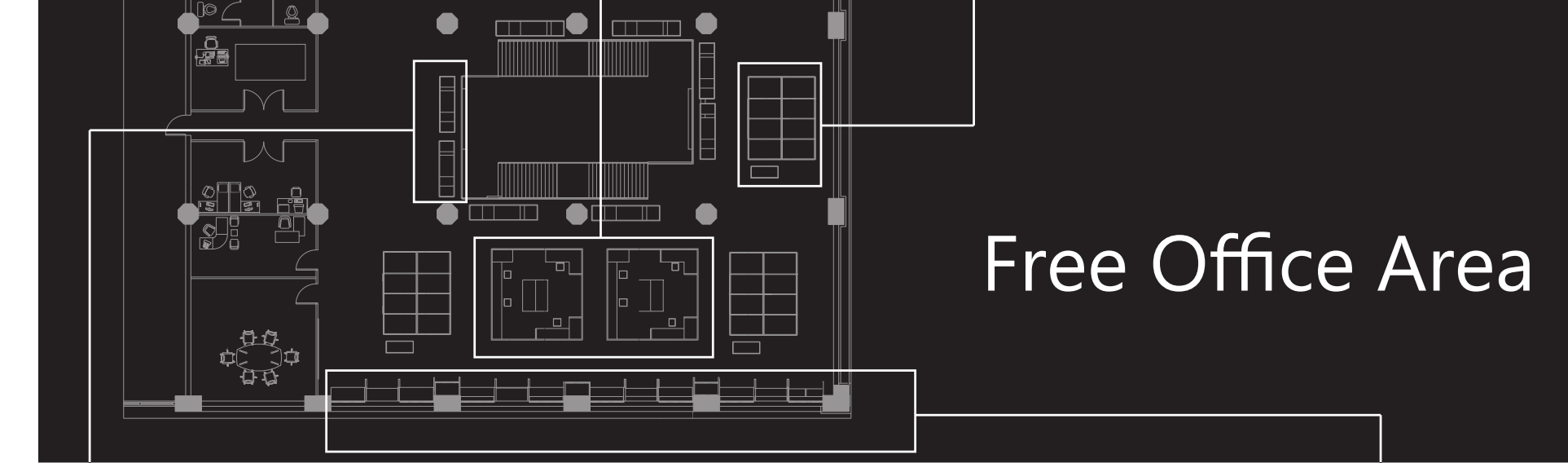
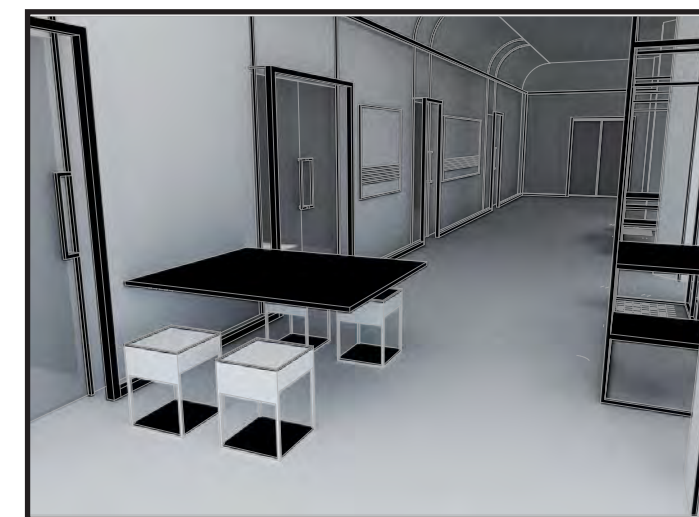


Chooseable Modul

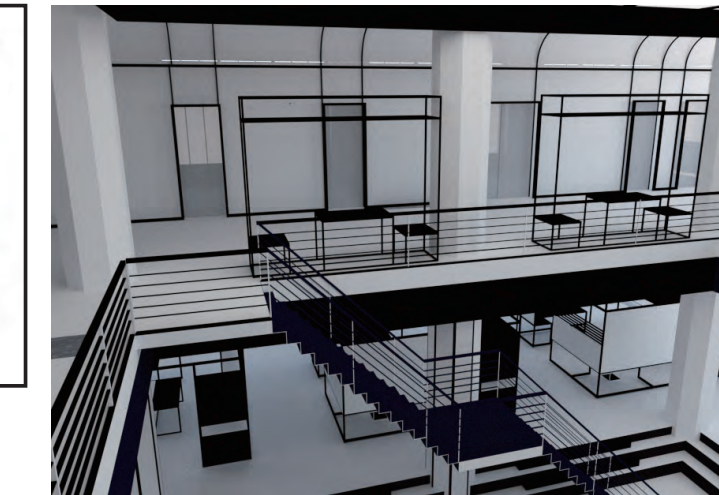
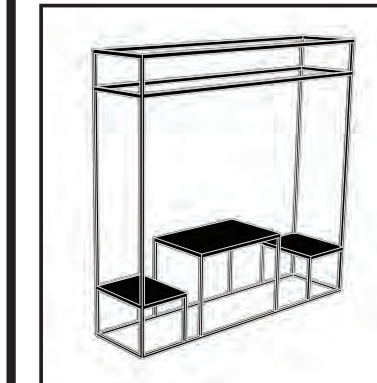


Modular system- Personal Unit

Each employee will be allocated a storage space for storing personal belongings and mobile workstations. The storage space is equipped with optional modules to customize their own office space. The mobile workstation is located under the cabinet. It is essentially a table-height trolley that can be loaded with modules, a small chair and personal office supplies. Employees can push it to any corner of the free office space to customize their own 'office'. For example, employees can place the panel module vertically for privacy or horizontally to use as an additional tabletop.

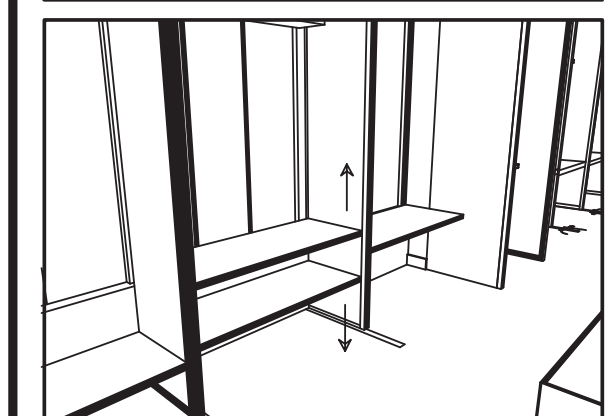
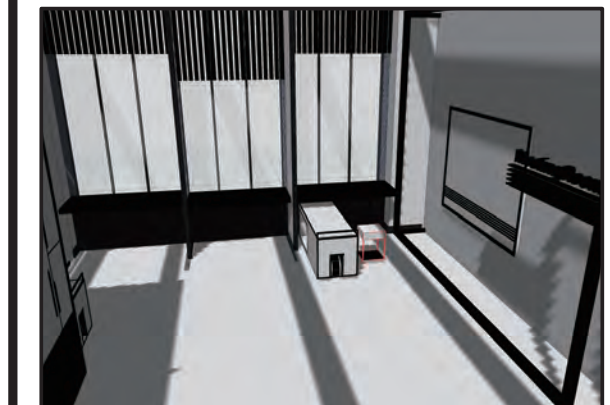


Free Office Area



Open Office Area

Despite the existence of boundaries, the free office space minimizes the 'obstacle' on the boundary. It provides a flexible, highly customizable frame space that allows employees to customize their own space in any corner.



Open Office Area:Window

Modular Office System



Stair Handrail - First Floor

The shape and surface design of the office fence are inspired by the staff of music score. People working behind the fence become the notes of music score after the staff of music score. The movement and dynamics of office staff makes the space like a playing music.

Central Hall- Main Light

The shape and surface design of the office fence are inspired by the staff of music score. People working behind the fence become the notes of music score after the staff of music score. The movement and dynamics of office staff makes the space like a playing music.

Stair Handrail

Mian Light

Edge Area

Working Unit

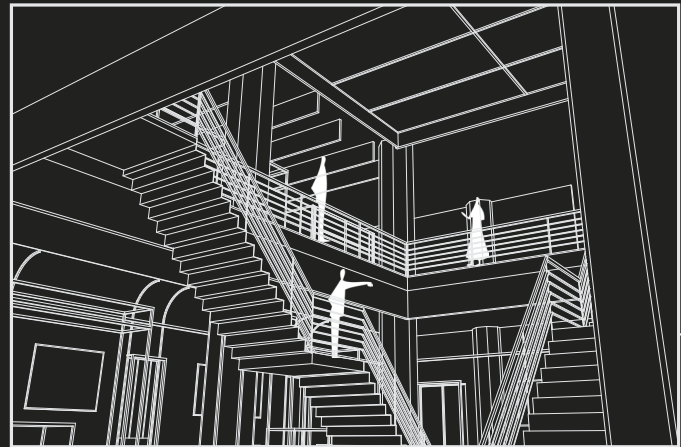
Edge Area - First Floor

The edge area is a flexible area for both working and lounge. The adjustable panels provide both sitting and working level for users. According to their personal needs and working preference, they can choose different component, seats and moduler piece to customize their own working space.

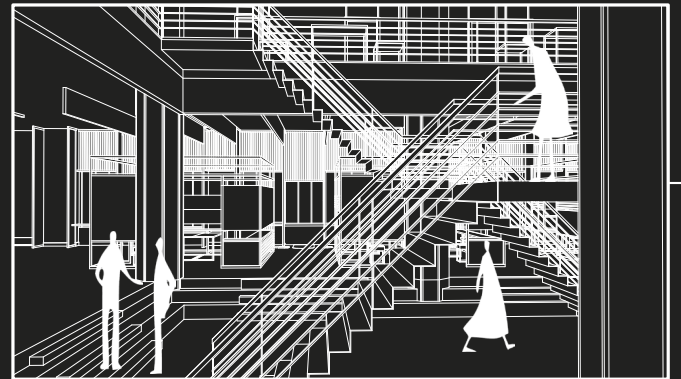
First Floor - Working Unit

Working unit is a semi-close area that provide working space with privacy. The employee who work inside also can form a maximun 4 people team. The panel around the fram work can be flipped down and lower down the privacy of the working unit. Further more it can be connected with other working unit, edge area or individuals.

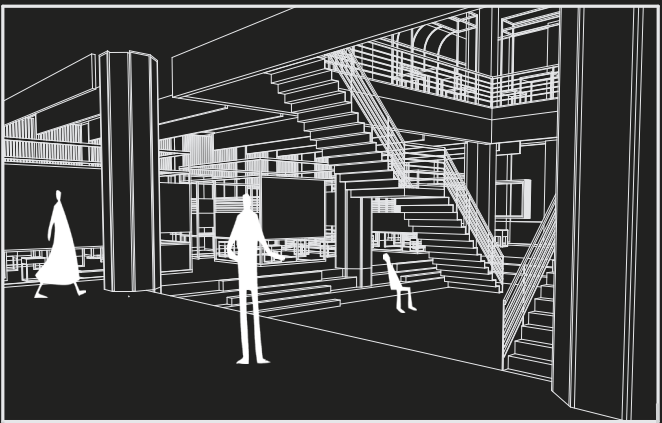
Axonometric



Central Hall- Main Light



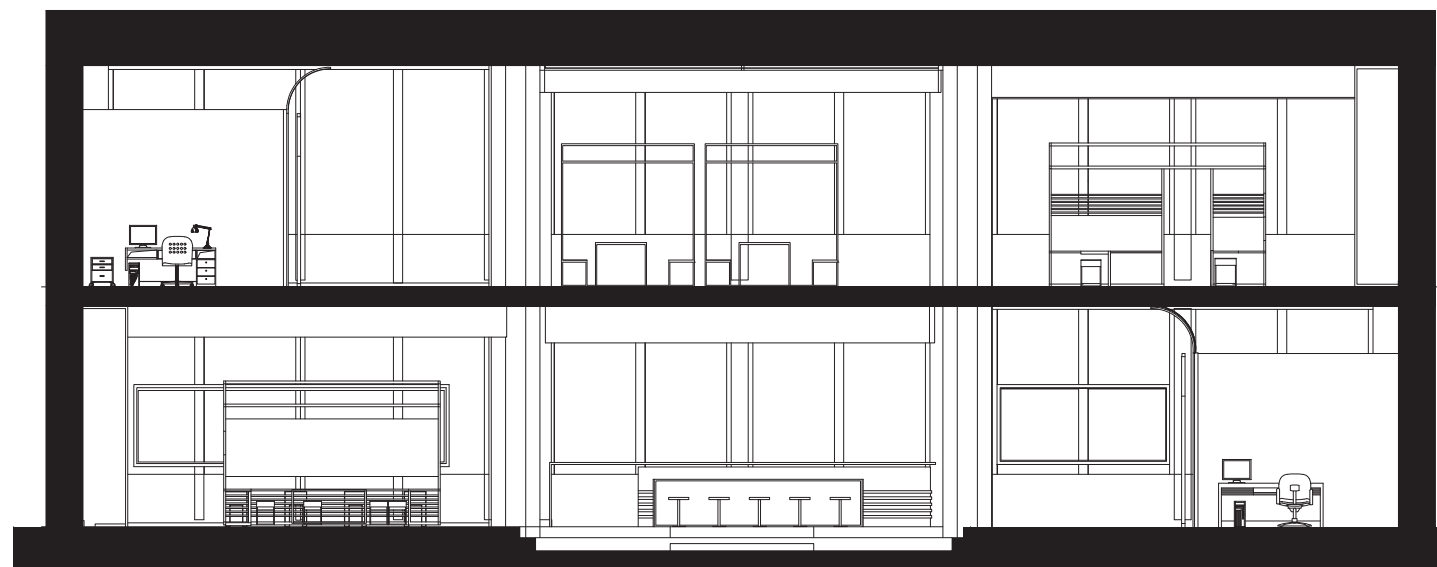
Light Panel



Stair Handrail - First Floor

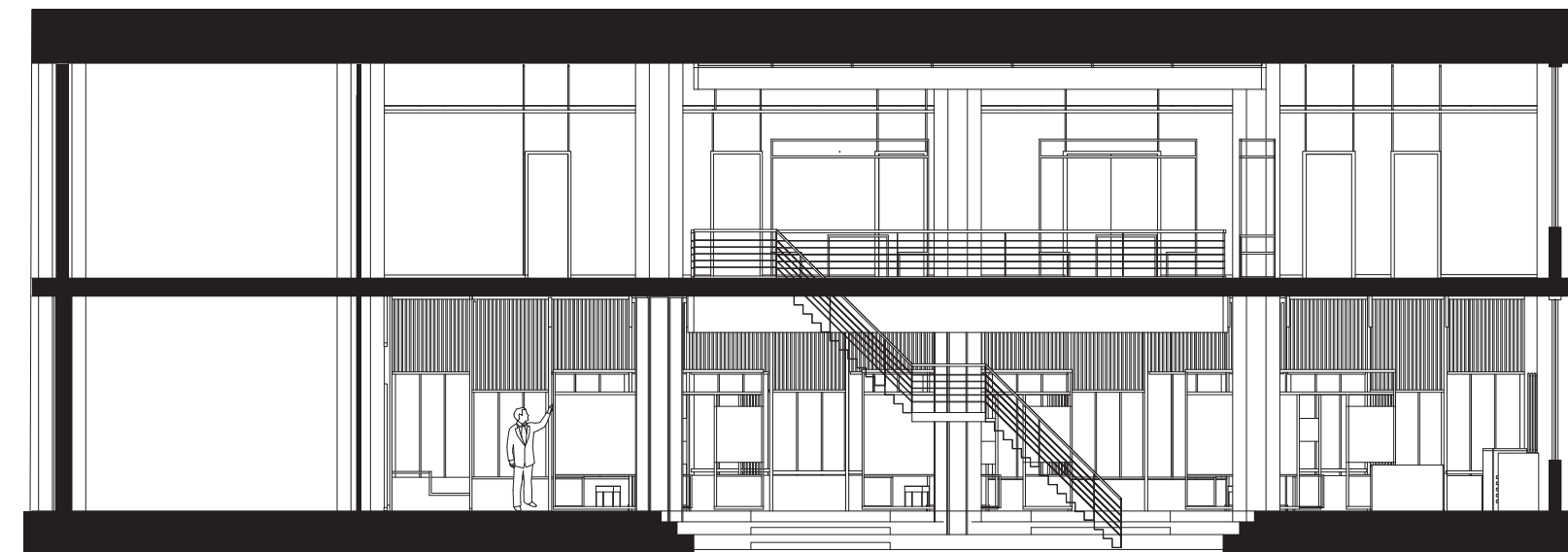


Axonometric



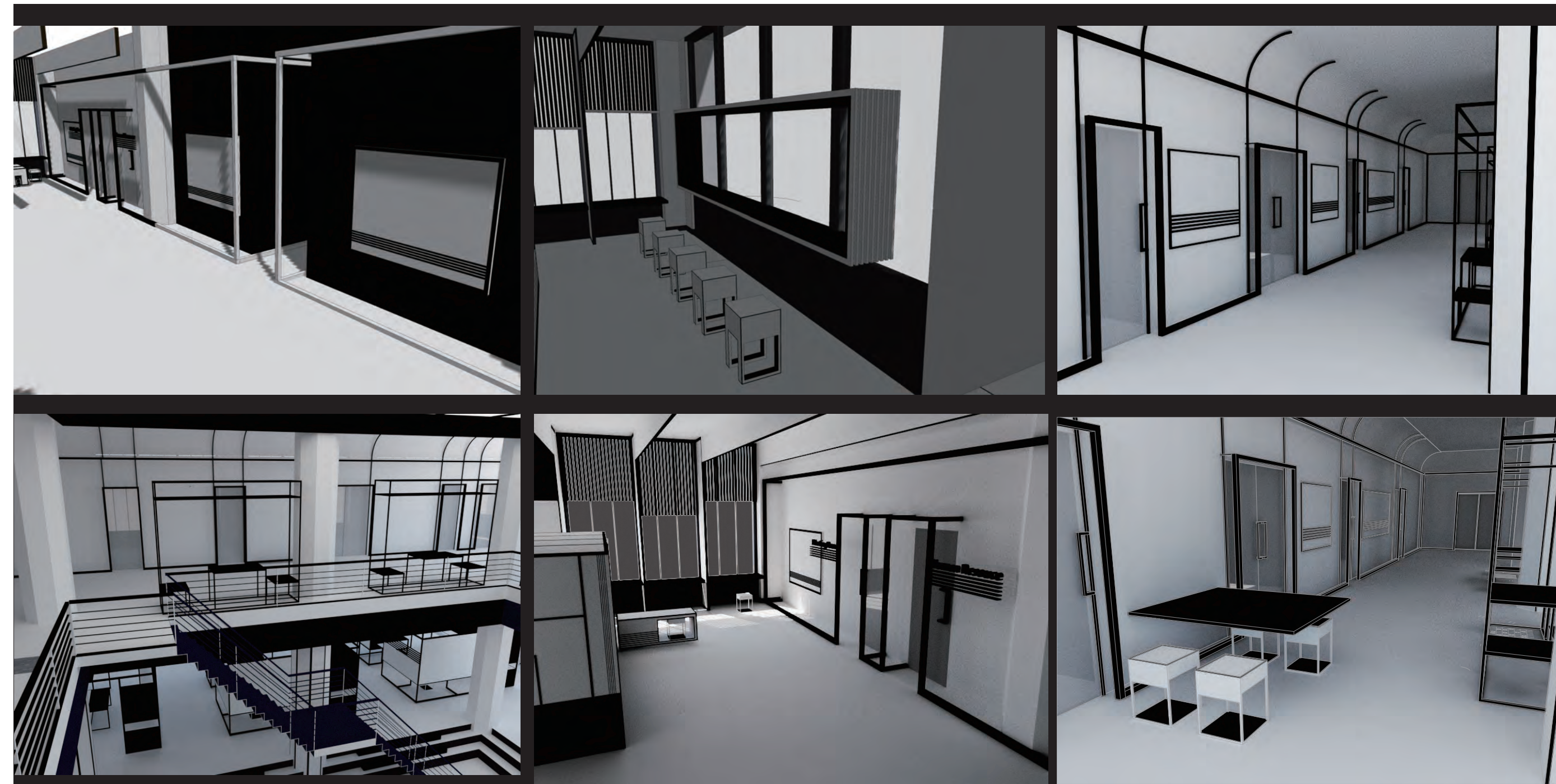
Section A


1/4=1'0



Section B

1/4=1'0





PROJECT TETRIS LIBRARY

DESIGN LIBRARY FOR SCF

DESIGN STATEMENT

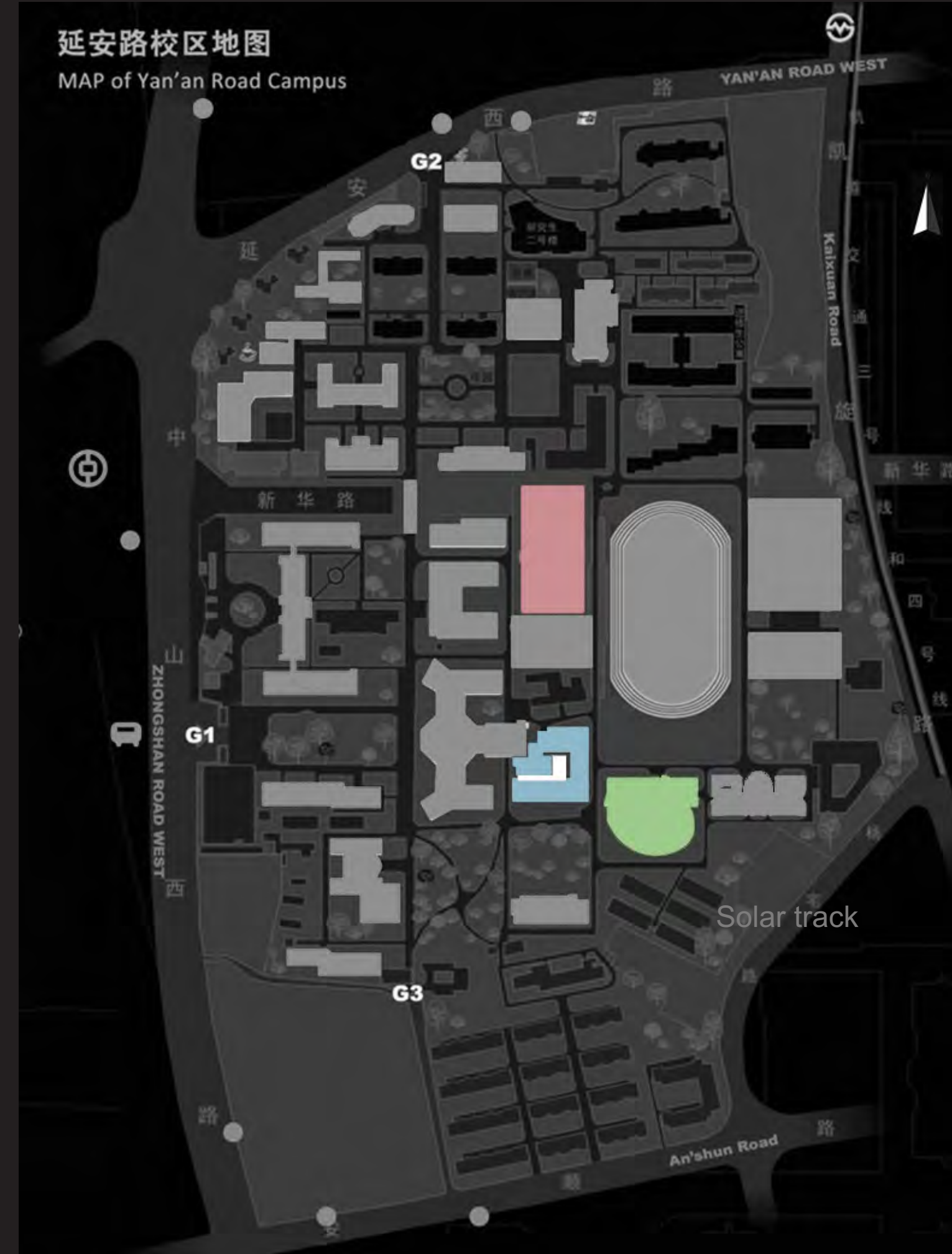
The exciting library is old and poor functioned. As for an new, international design college like Scf it is no more suitable for students' basical needs and requirements in study, So the best choice for now is to have a new design library in the campus.

As the library for designers, more specifically, for us, the function and the form should follow our working habbeitt, life style and special request as an SCF student. In another word, the focus point should be how the function and structure can fit the events/activities/working pattern.

Master Plan Of The Site

Donghua University
West Yan'an Road Campus

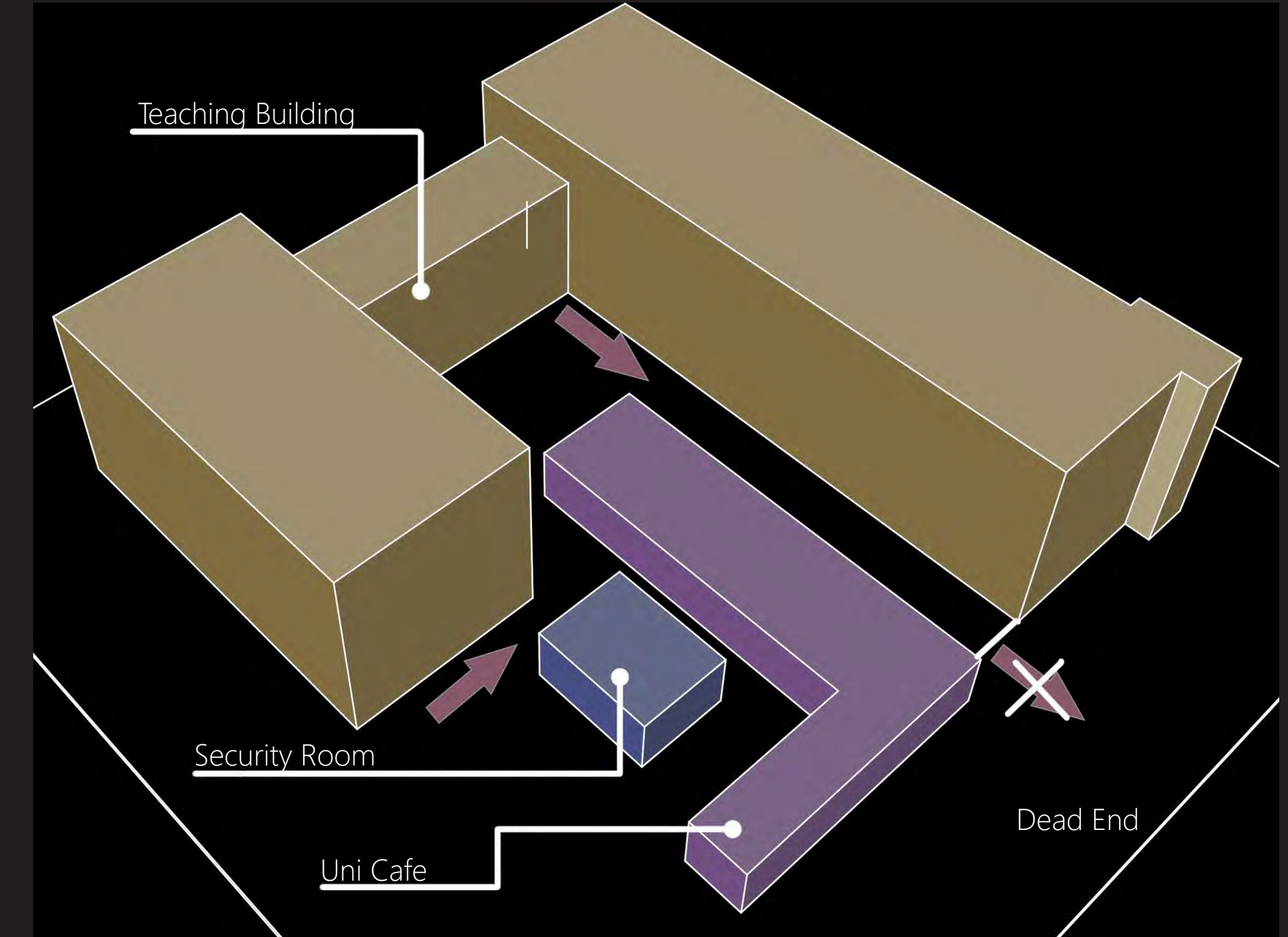
- The Original School Library
- The International College
- SCF's Building
- The Site Of New Library



Site Analysis



Site picture

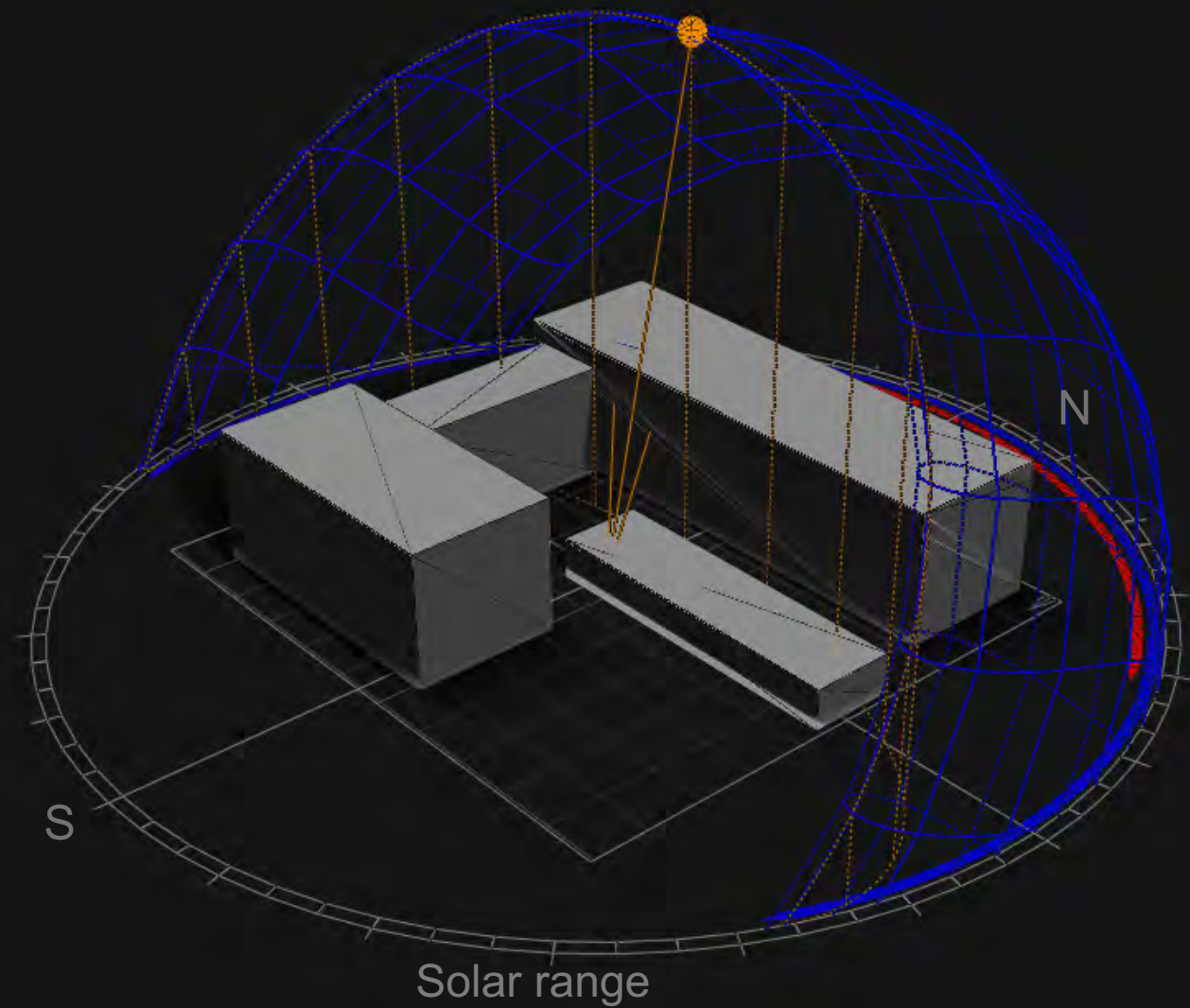


Site analysis

The site is semi-surrounded by the teaching building of international college with a cafe in the middle. The circulation and the only way to pass through the artium space is through the gate by the security room and a small door in the middle of the 'U' shape. The boring building style and the bad circulation is the priority of the library.

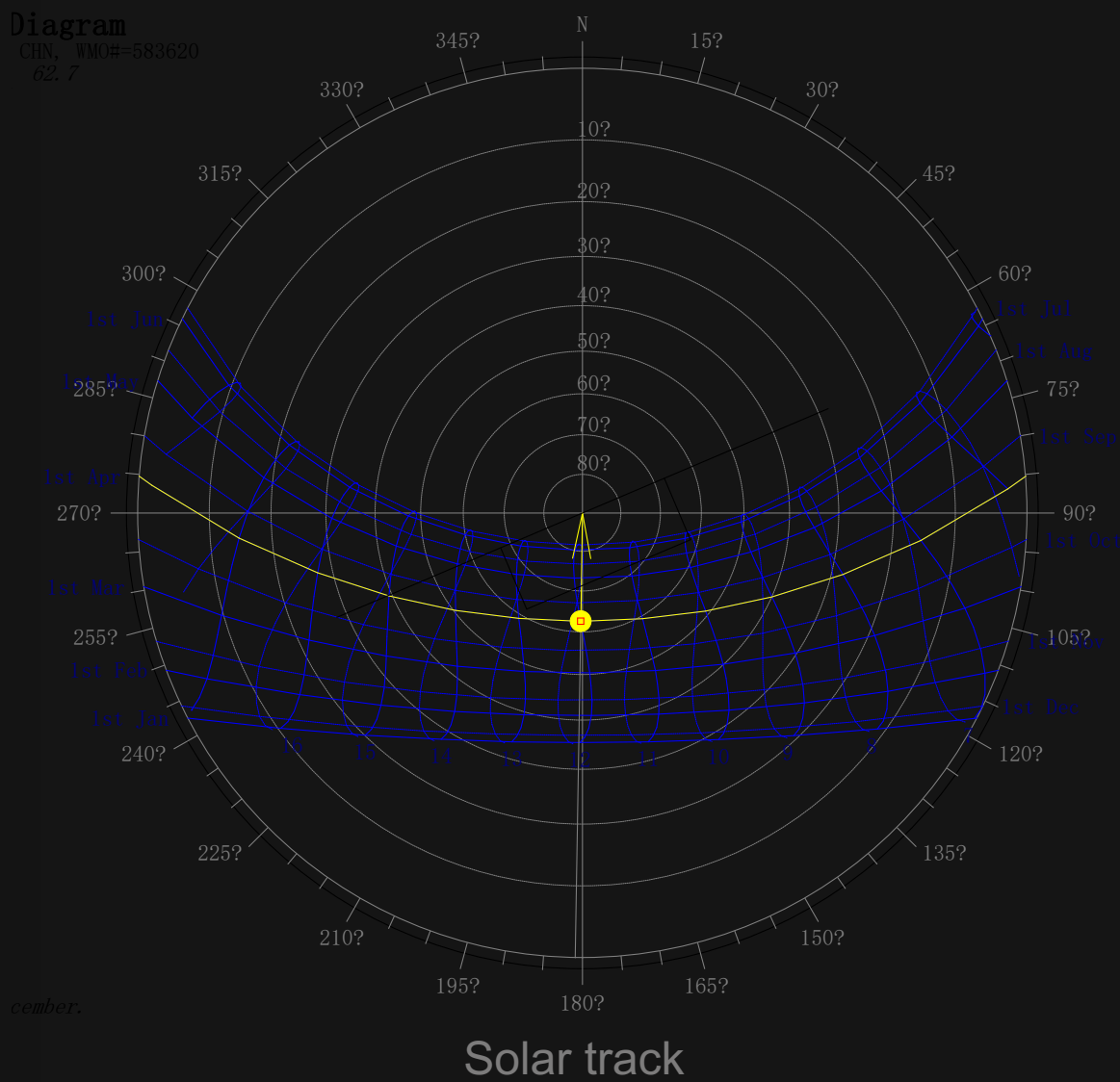
Site Analysis

Sola Simulation

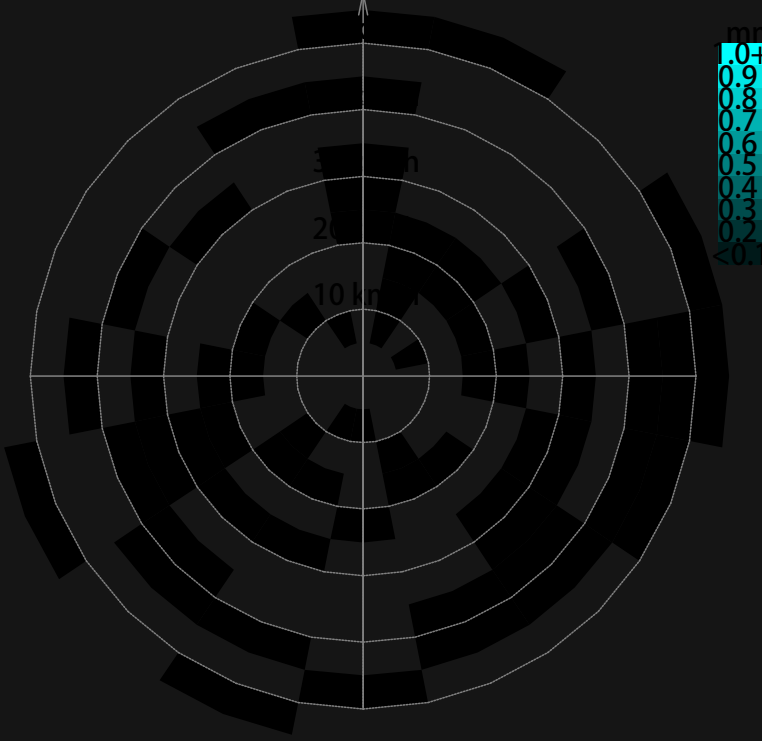
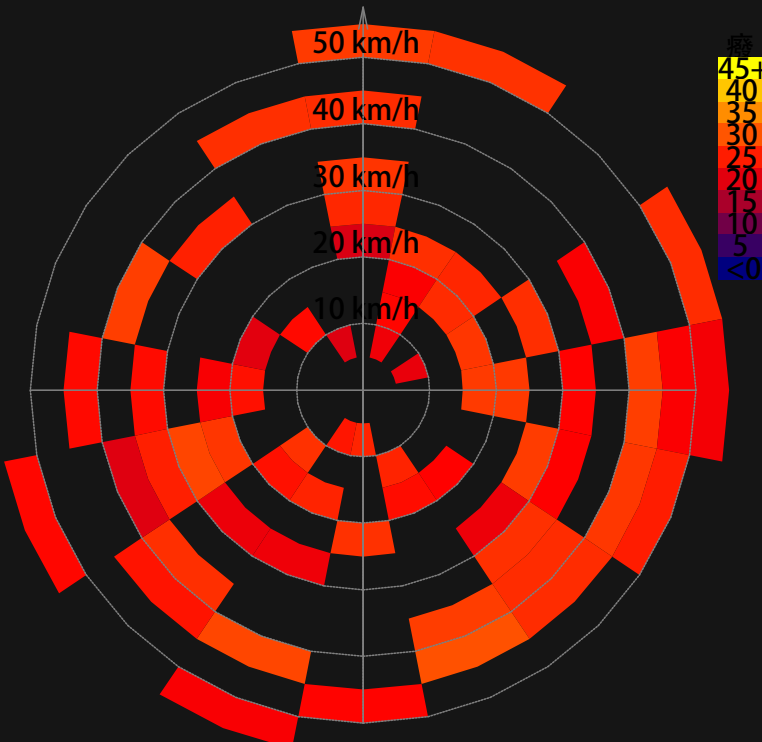
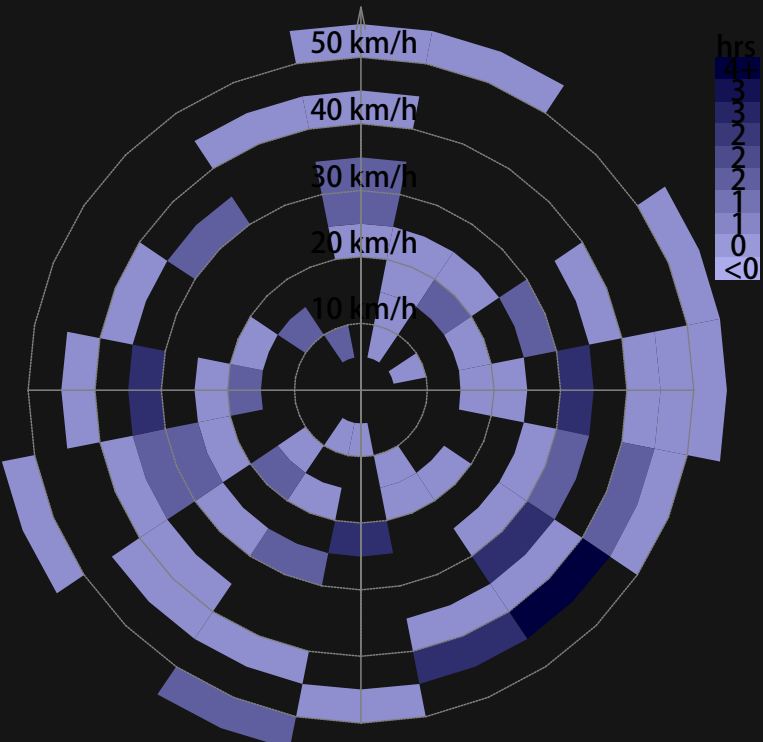


Solar analysis

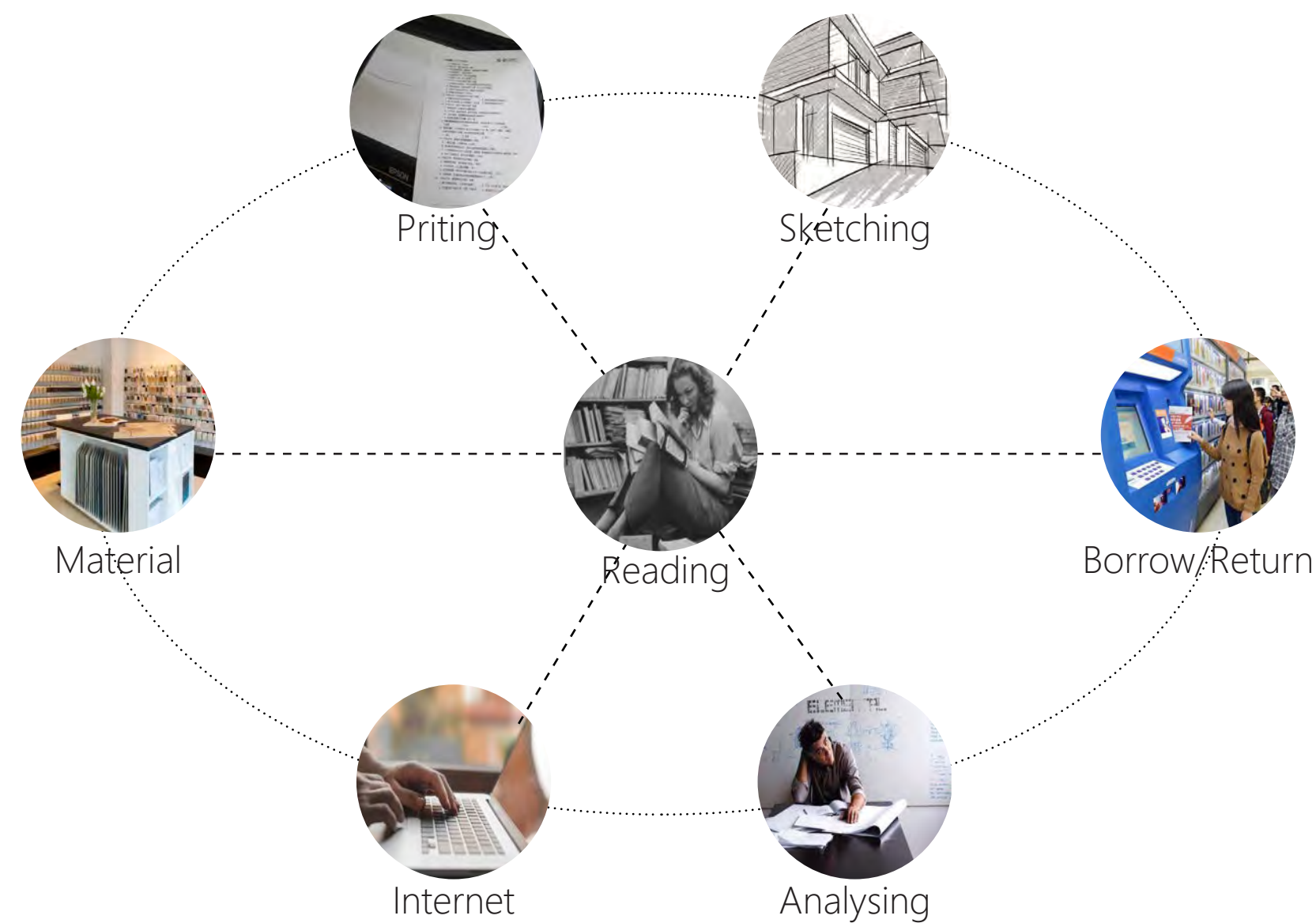
According to the simulation of the solar light, due to the height of the surrounding building, the higher level has much better illumination condition and because of the height of the building, on the top of the roof of the surrounding building can oversee the whole campus. The lower level in the gap between the buildings needs to enhance the lighting condition to ensure enough illumination.



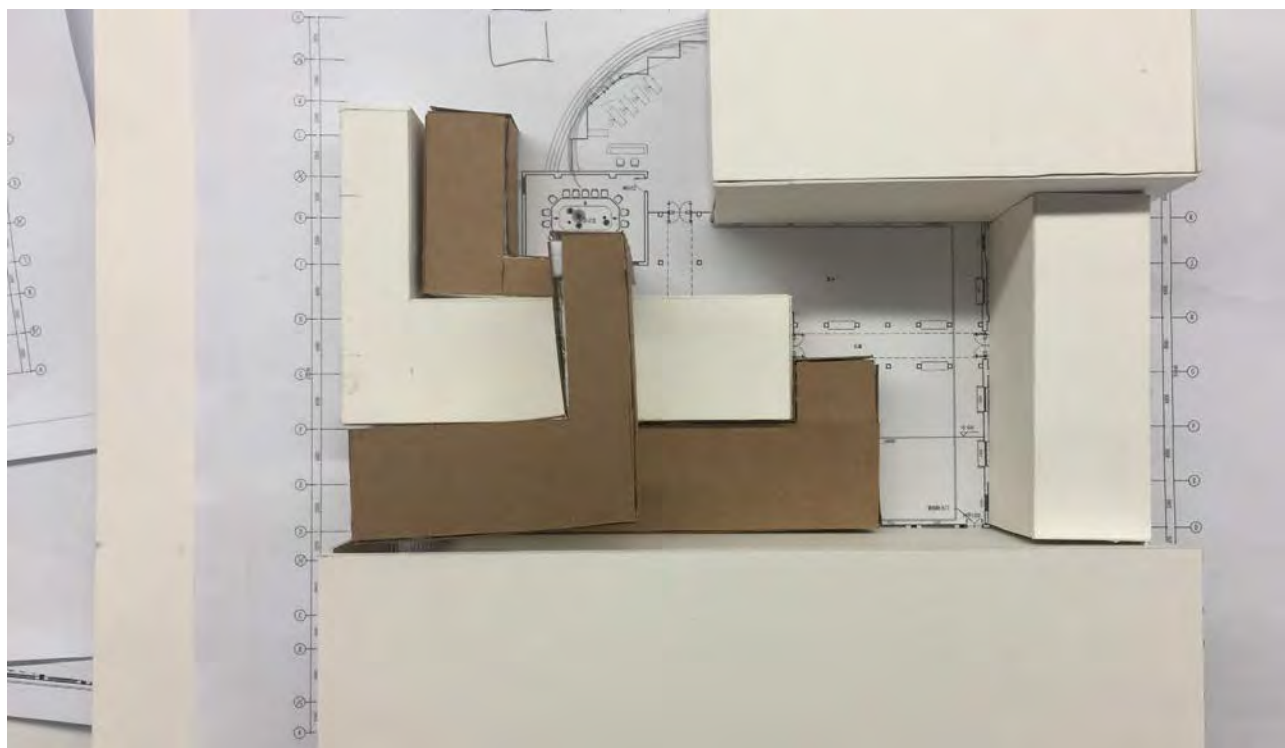
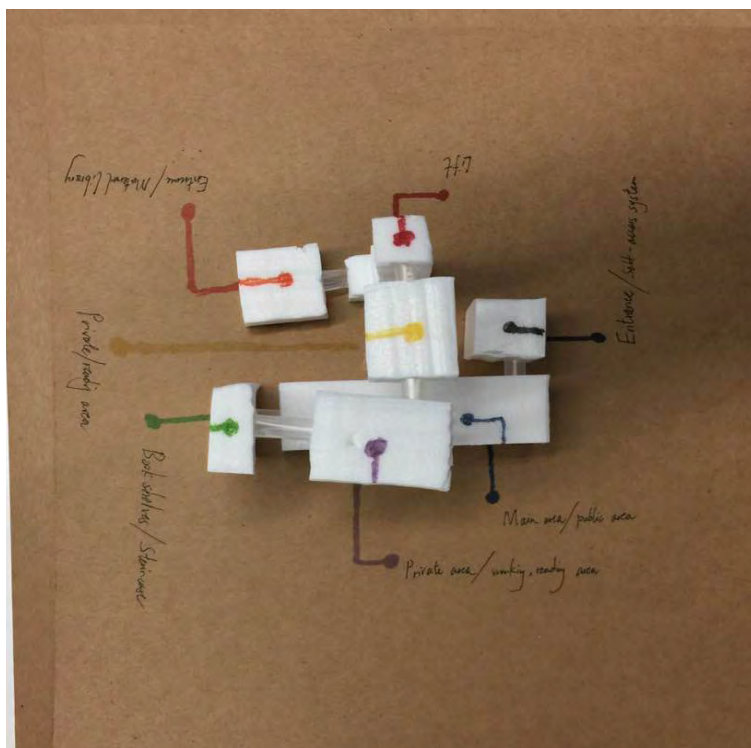
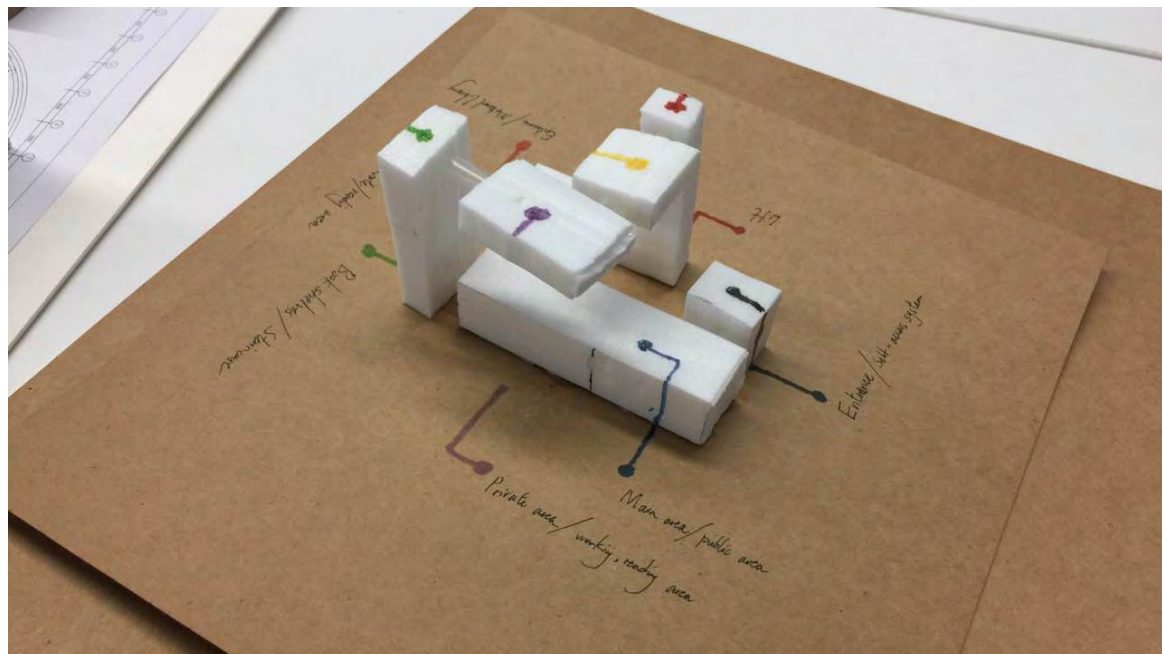
Wind Report



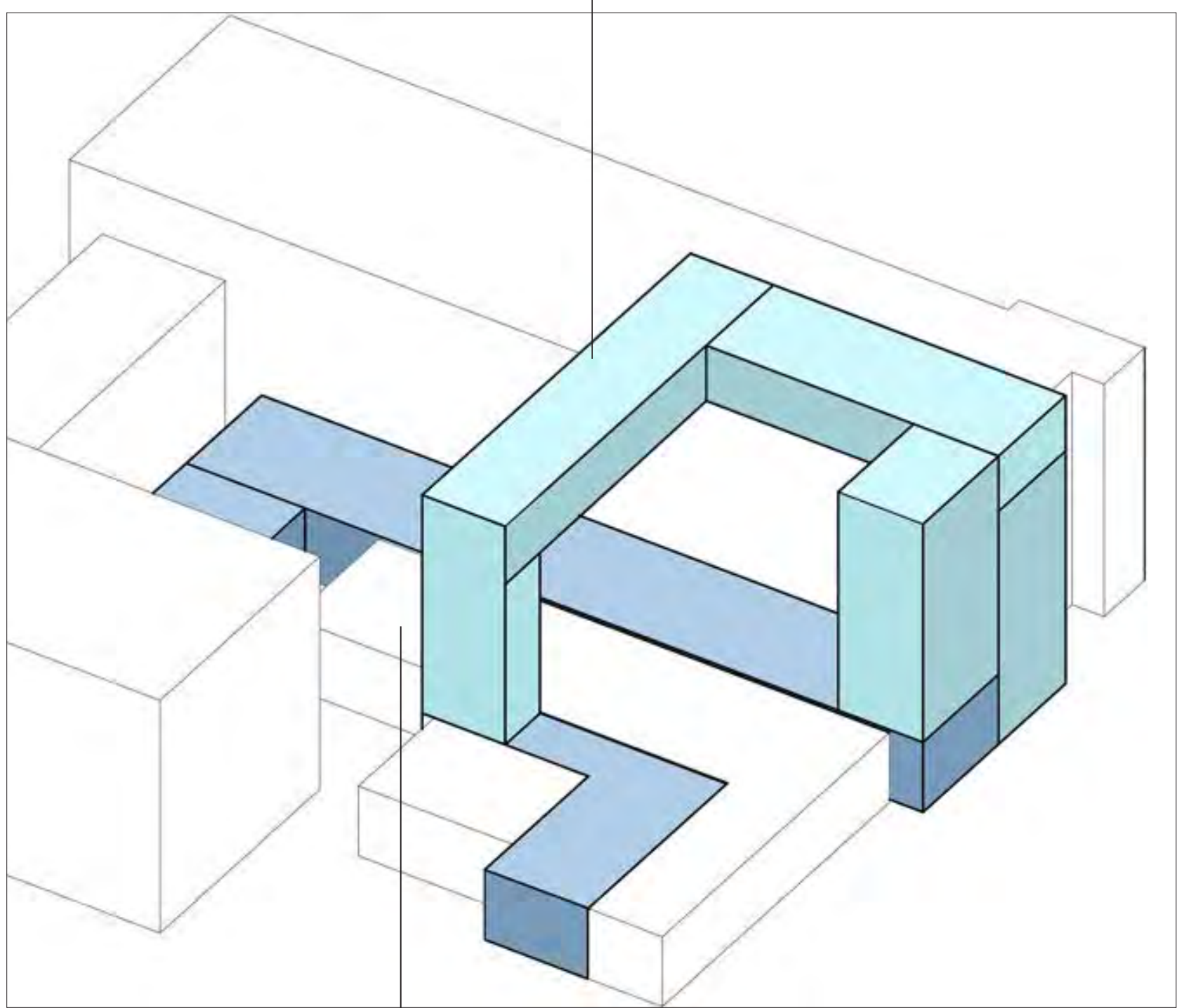
Concept Development



All the activities are all center on the core:reading, reading should be the key factor to connect all the event which happen in the library.



Accoring to the requiriment and our special needs Design library should have two areas which for two functions -Teamwork&Personal work

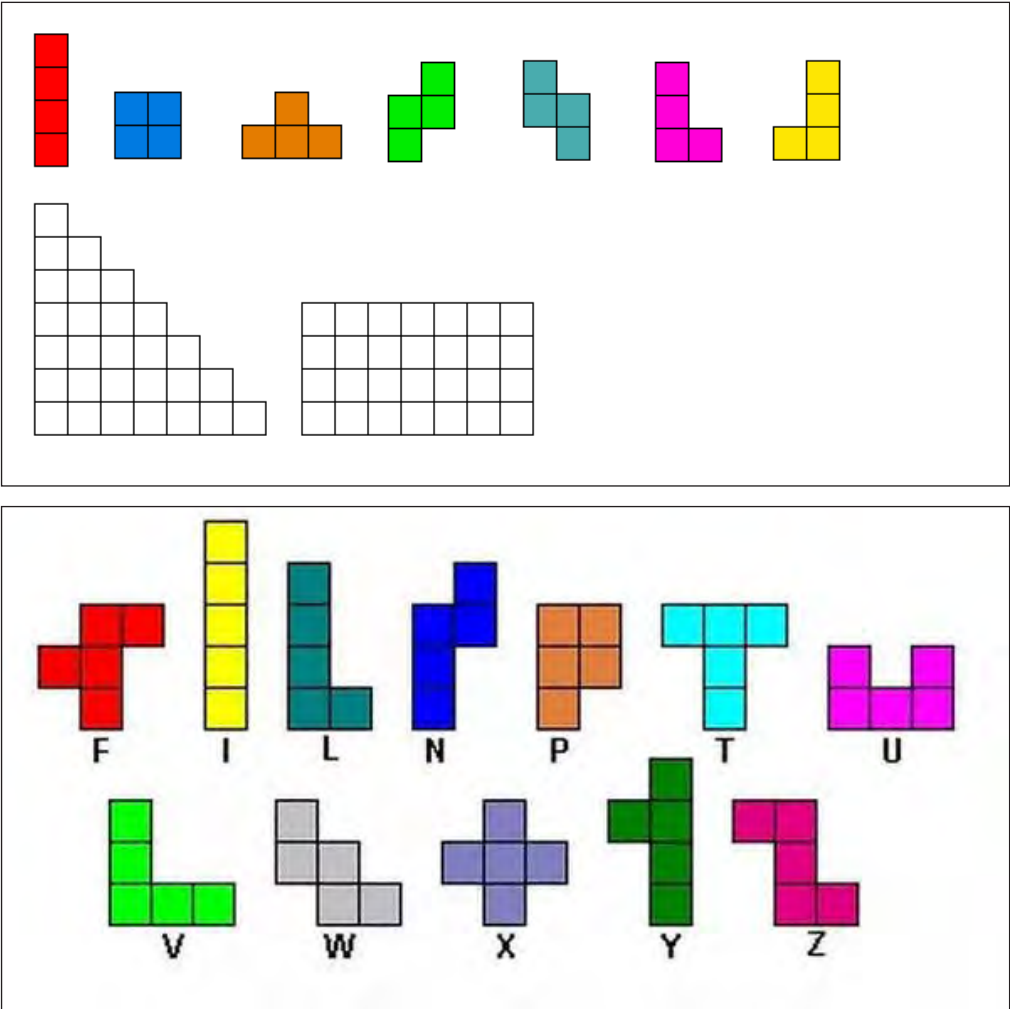
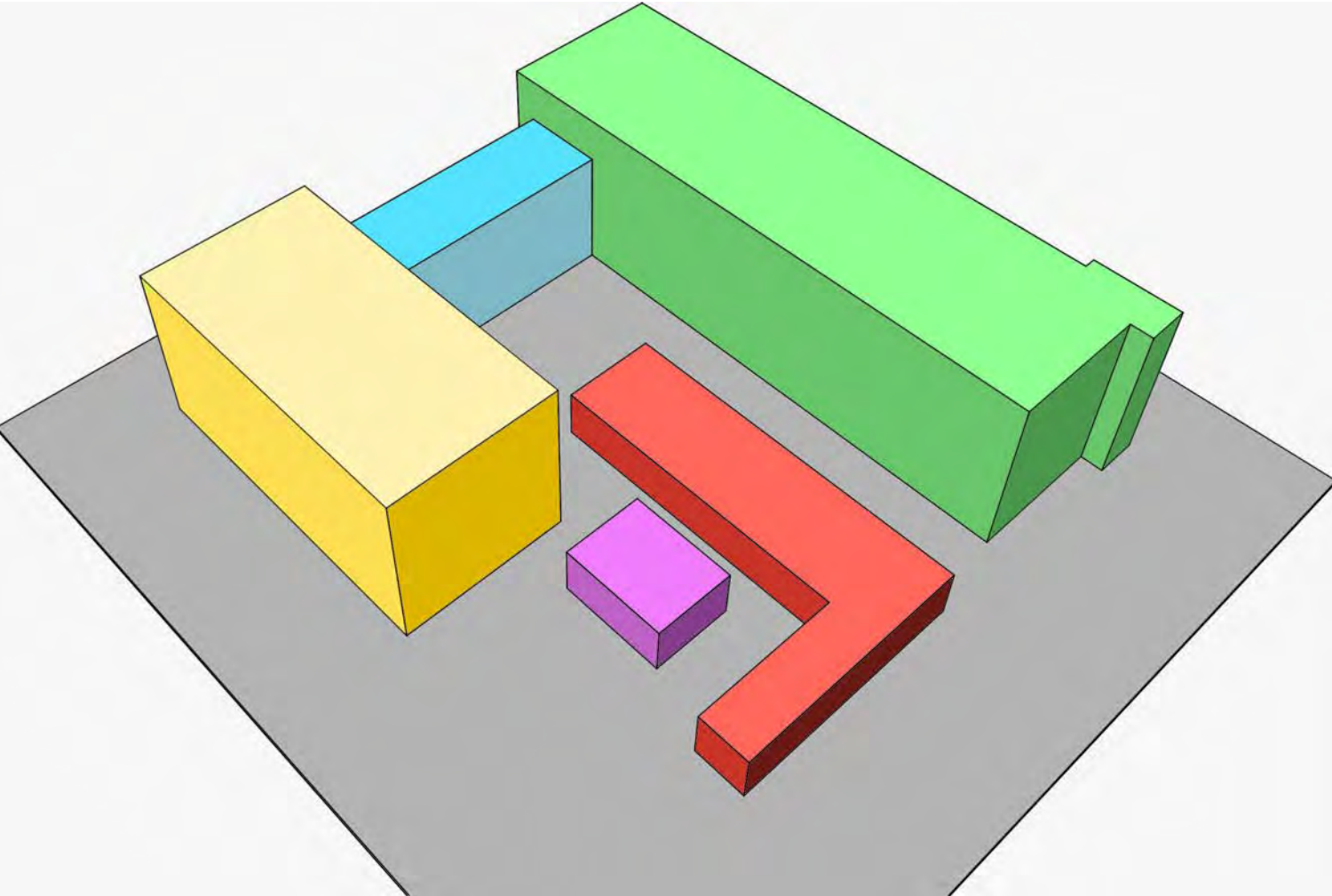


The second level is all private area, it is relatively smaller.Because the building beside is basicaly the highest one so when people is reading here with a quite and peace space, they can overlook the whole campus

Privacy Factor
High Low

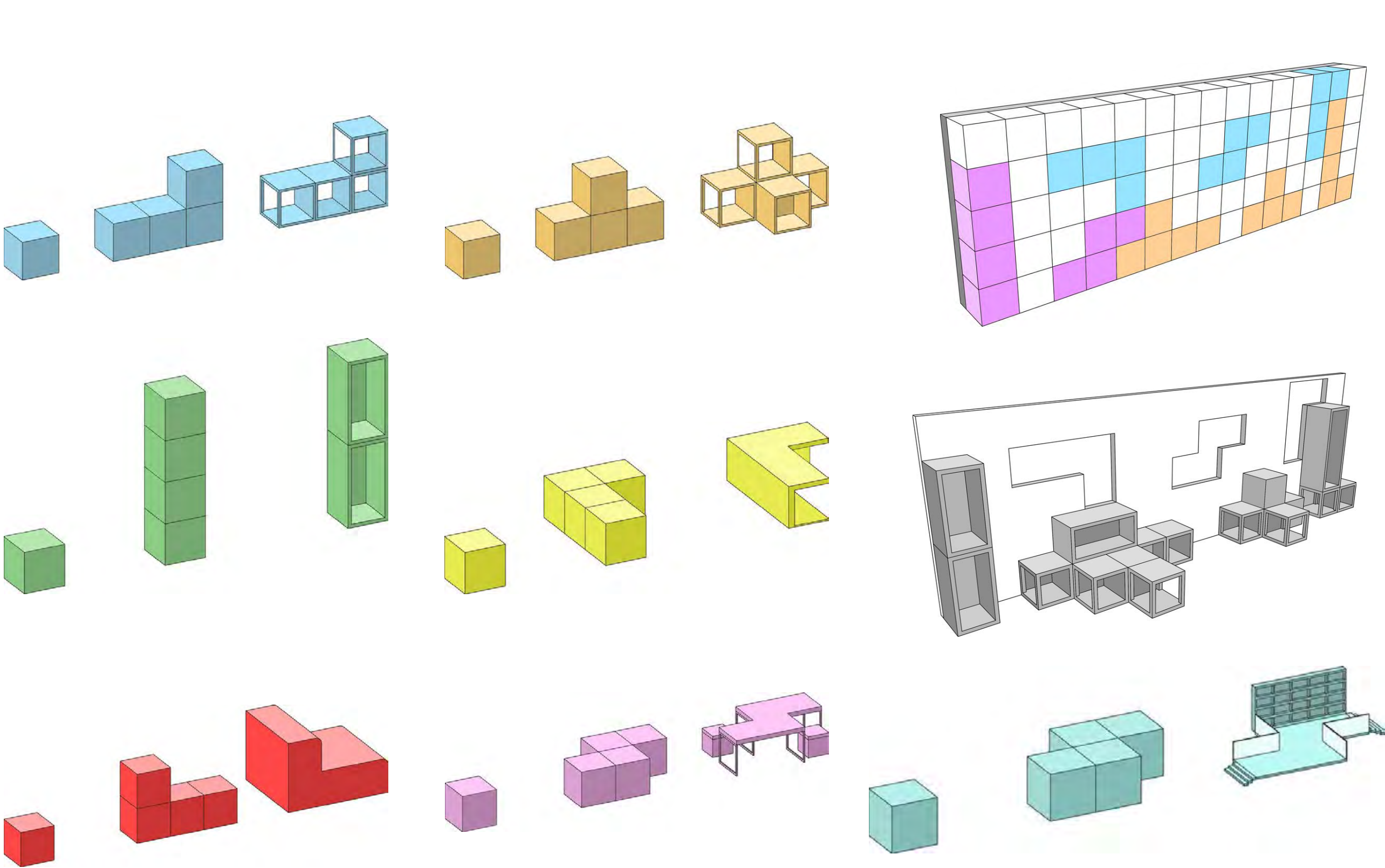
Because the first floor(ground floor)is just next to the Uni-Cafe, so it will be perfect area for group discussion, people can buy a coffee at uni-cafe and directly enter the library grab some books and start to discuss, the atomosphere is close to the cafe as well.

Module Development-2D



Inspired by the original layout and geometrical shape of the site, I decided to make a modular system based on a game called Tetris. On one way this modular system can be very flexible to suit the particular site and can develop the design very organically. On the other way, this game from childhood can add more fun and childish to the boring site.

Module Development-3D

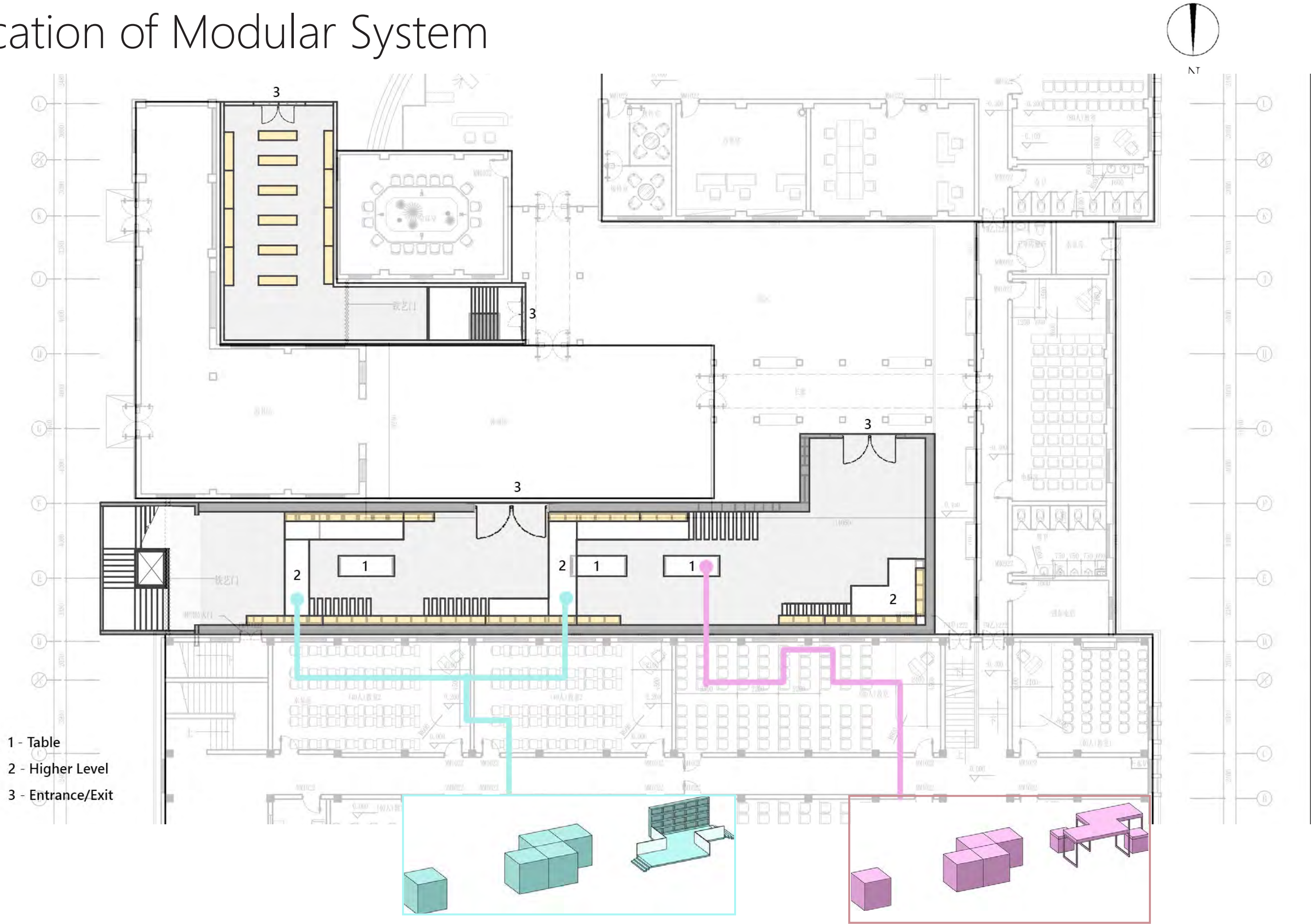


0.5m

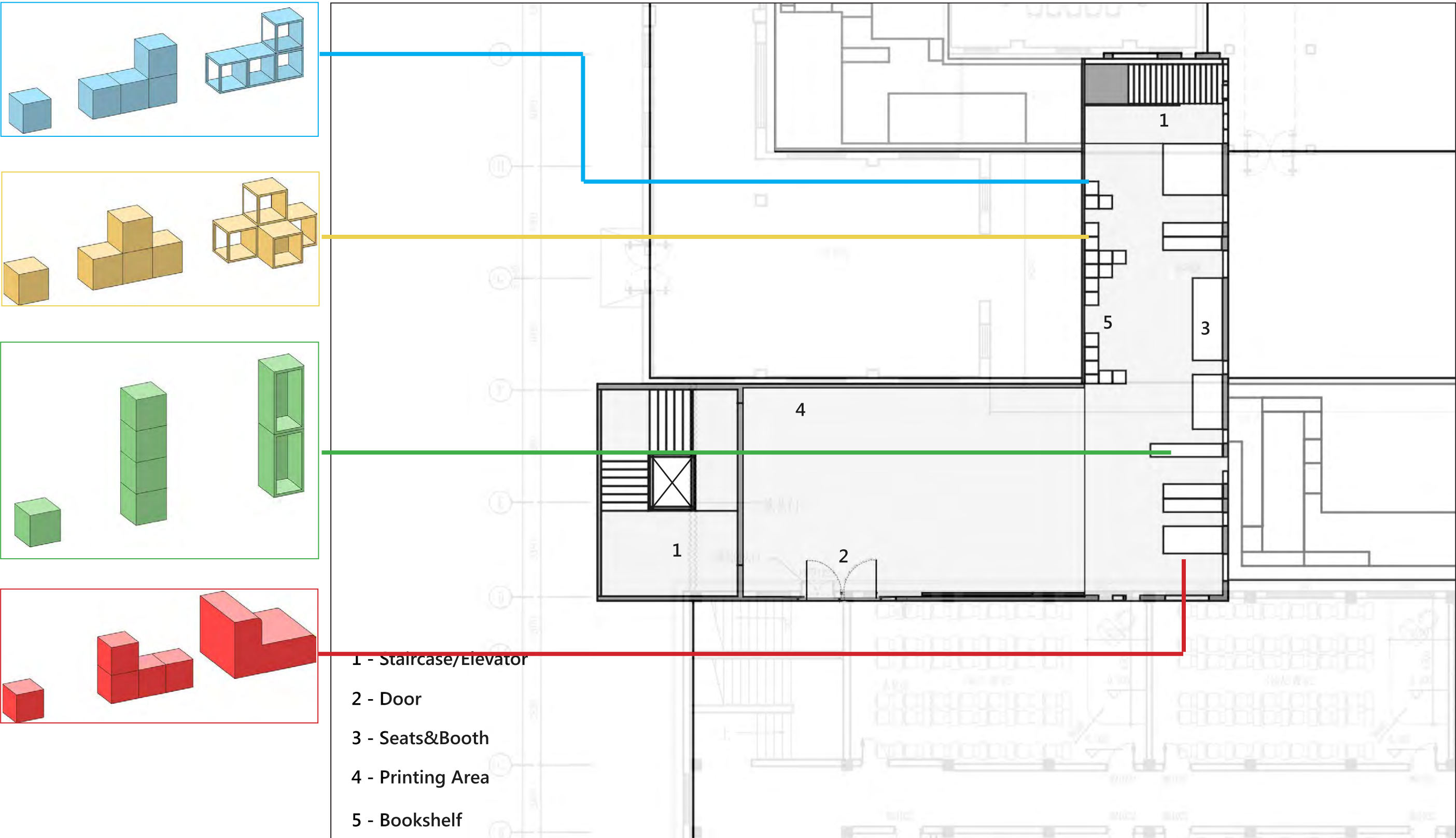
2m

6m

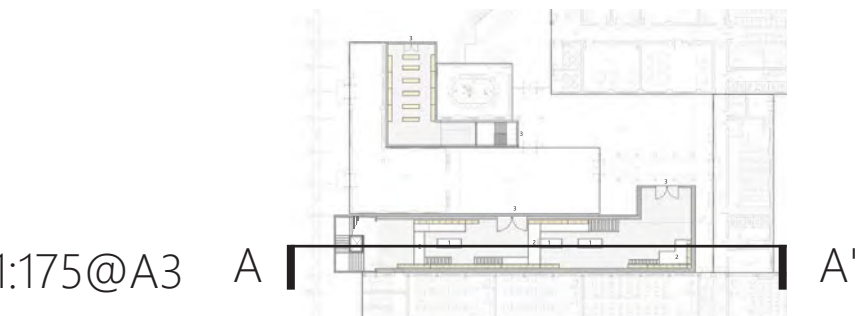
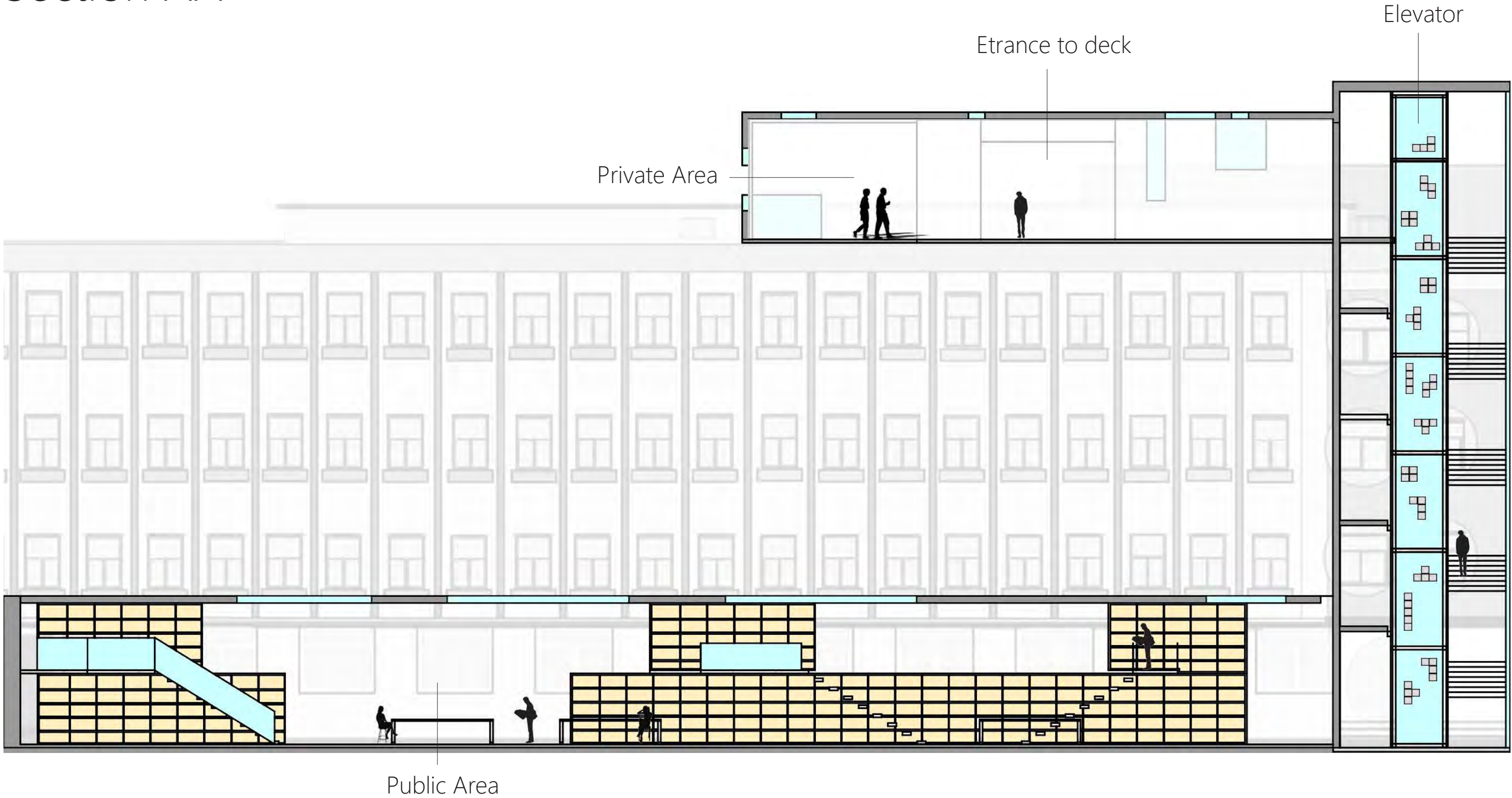
Plan - First floor
Application of Modular System



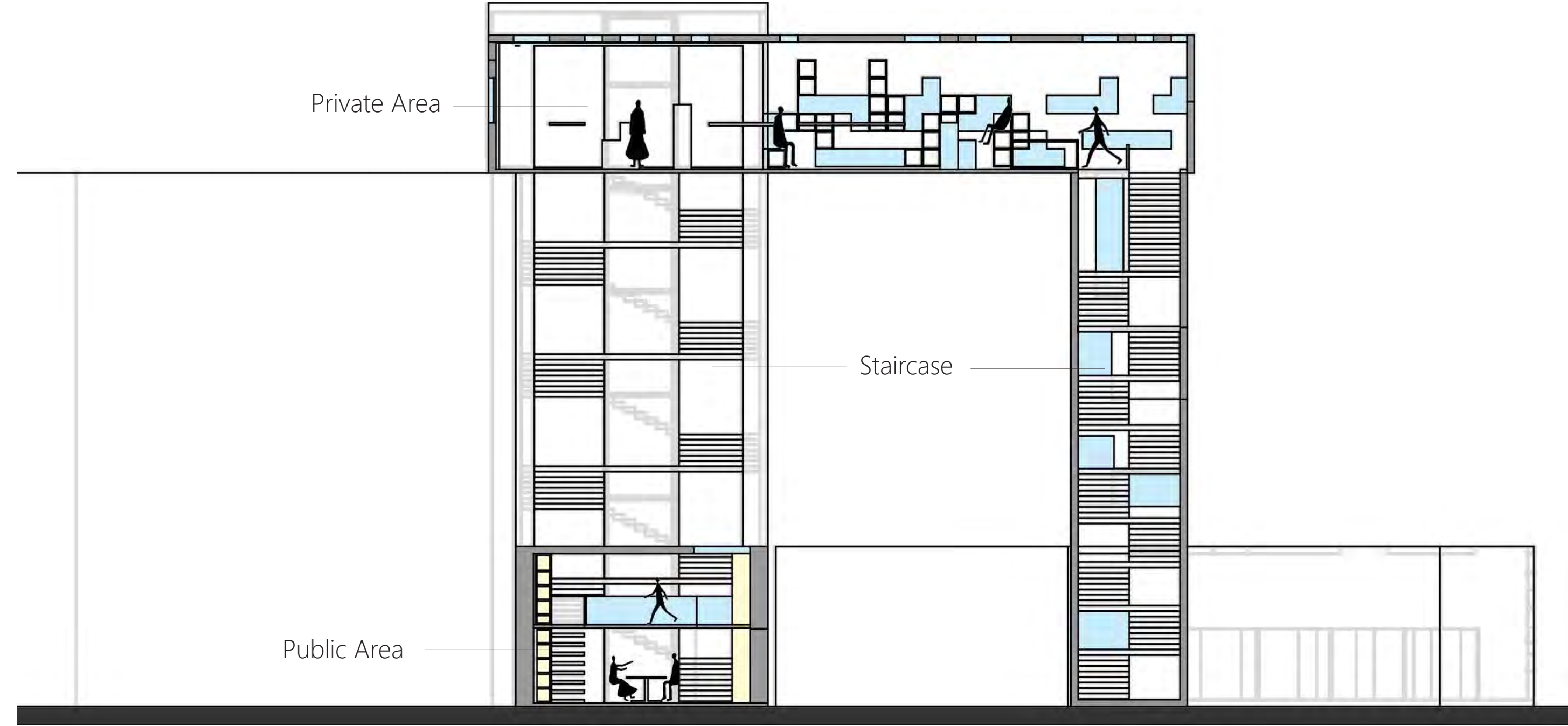
Plan - Second floor
Application of Modular System



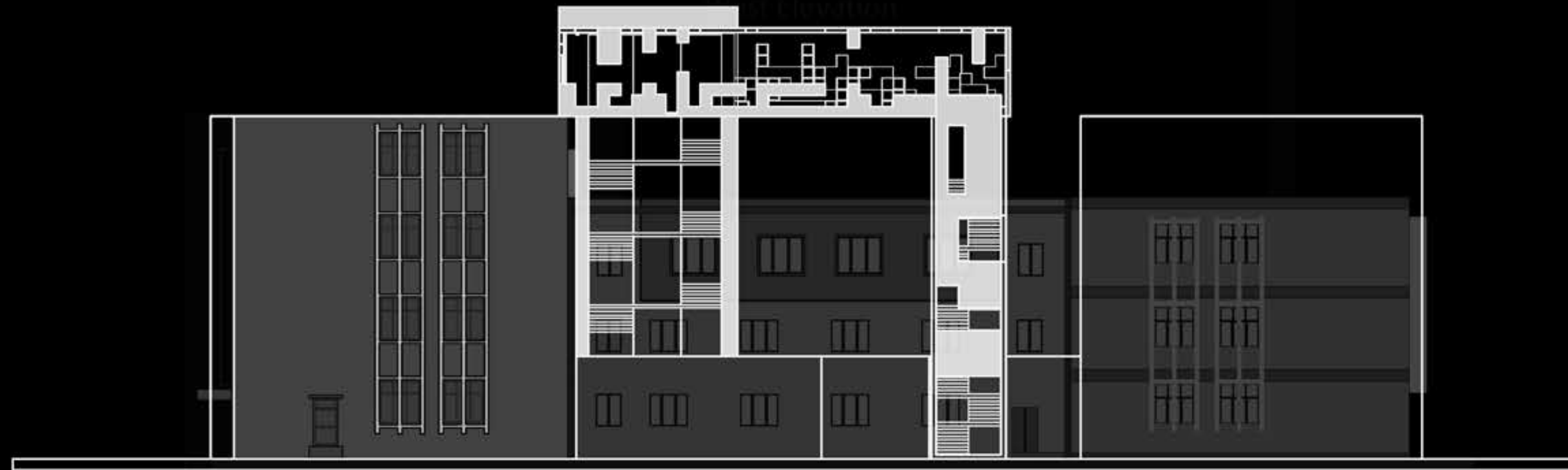
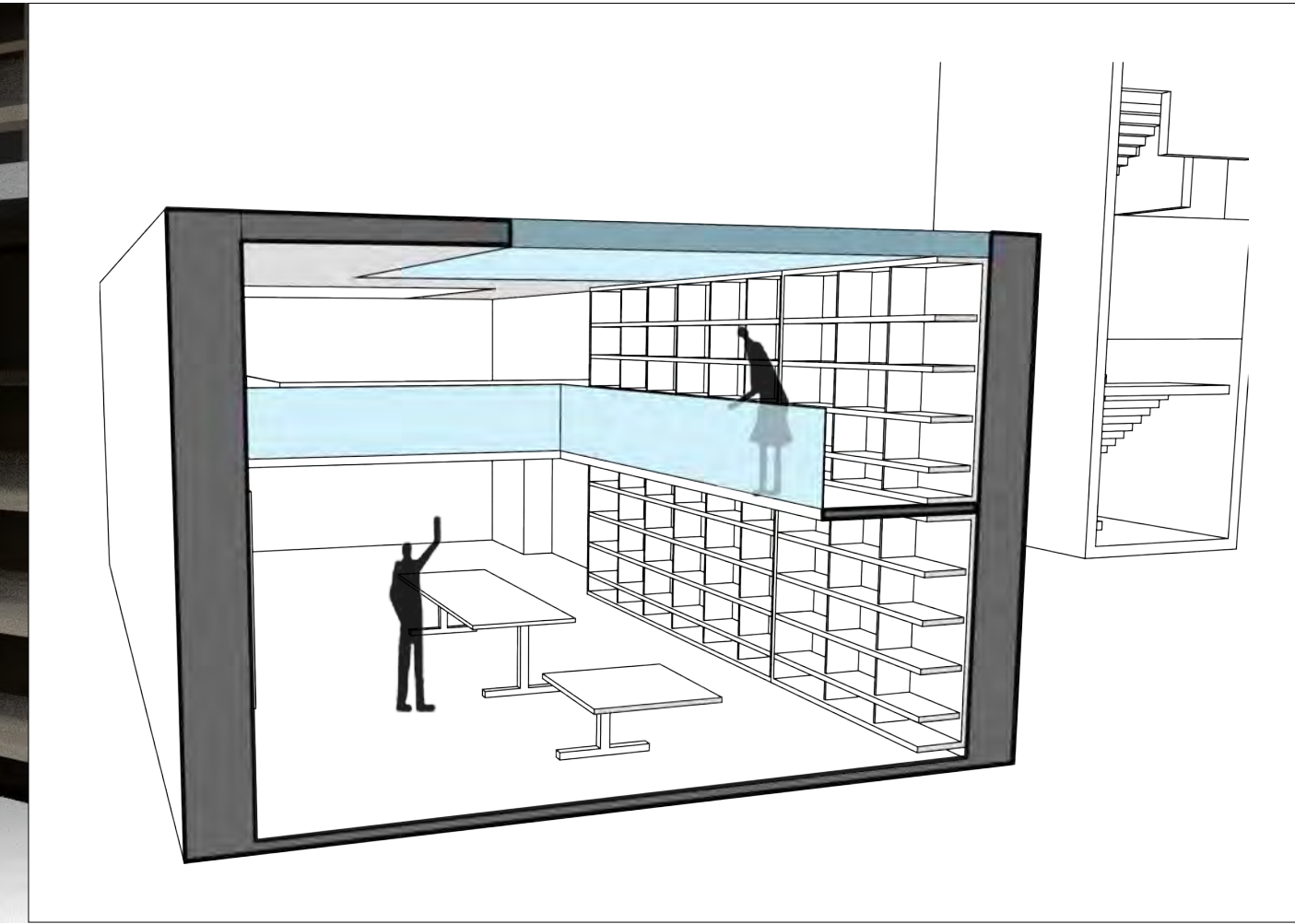
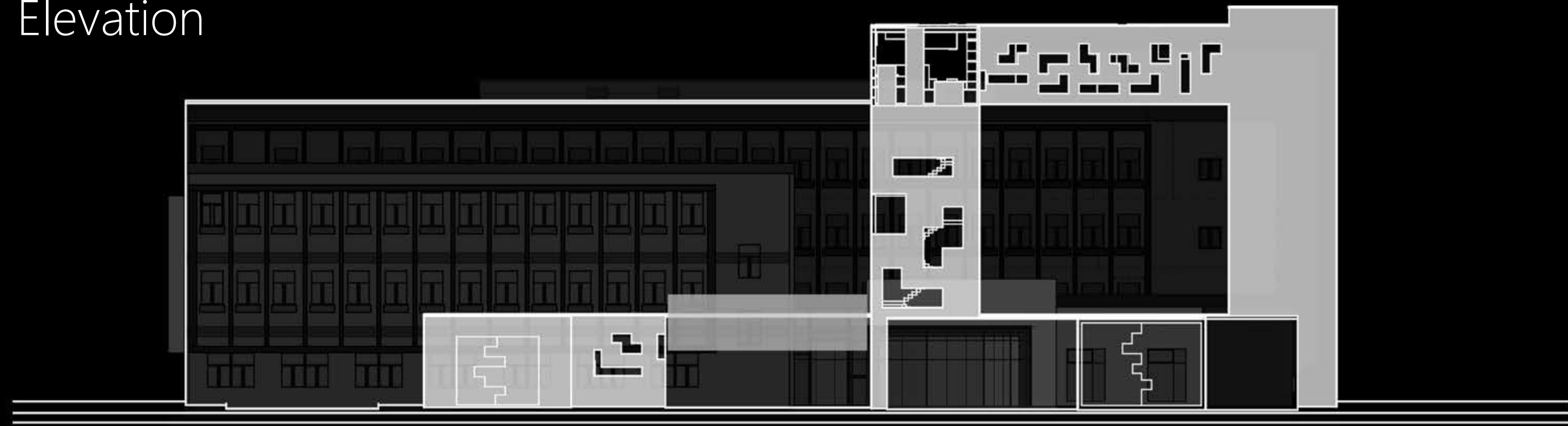
Section AA'



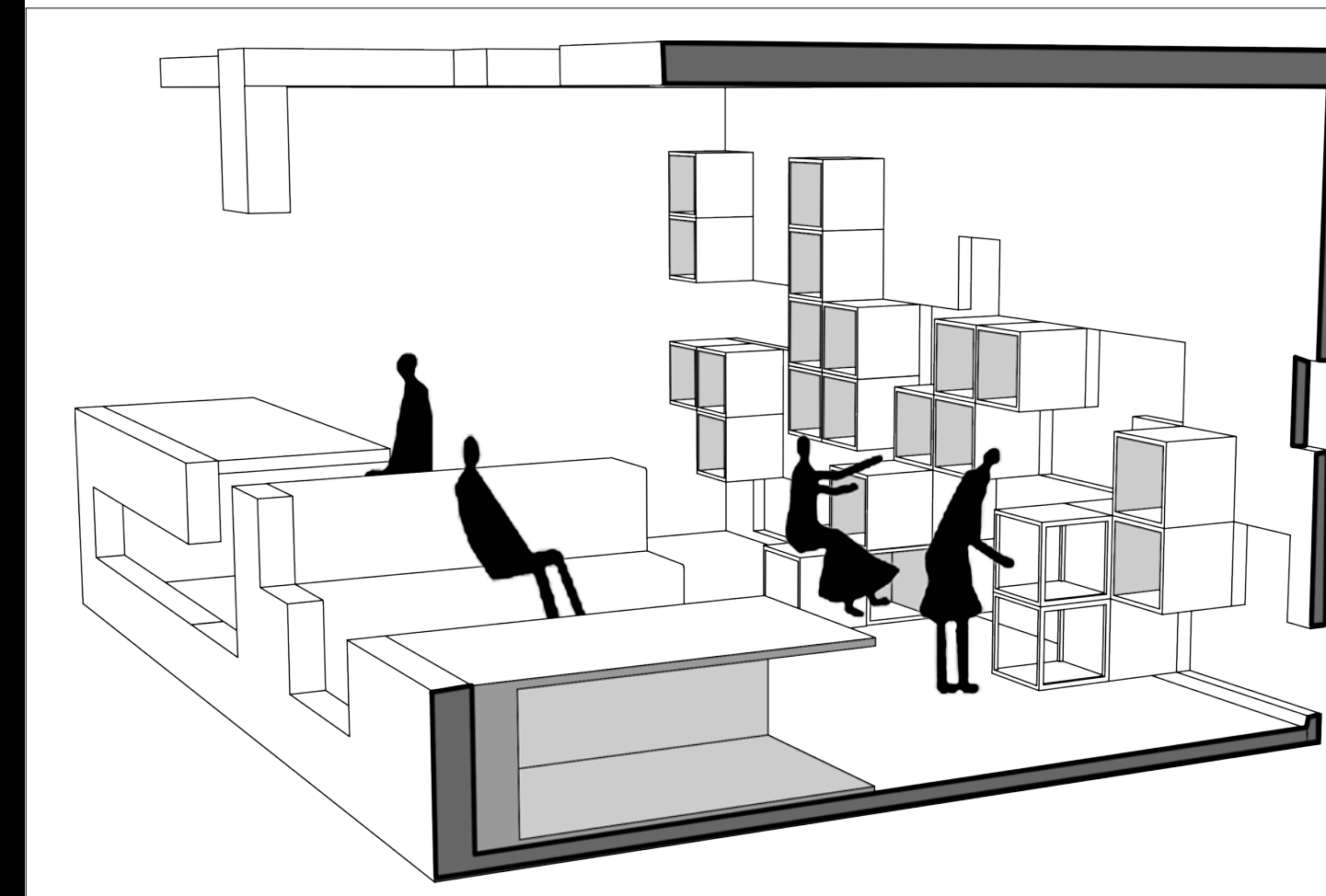
Section BB'

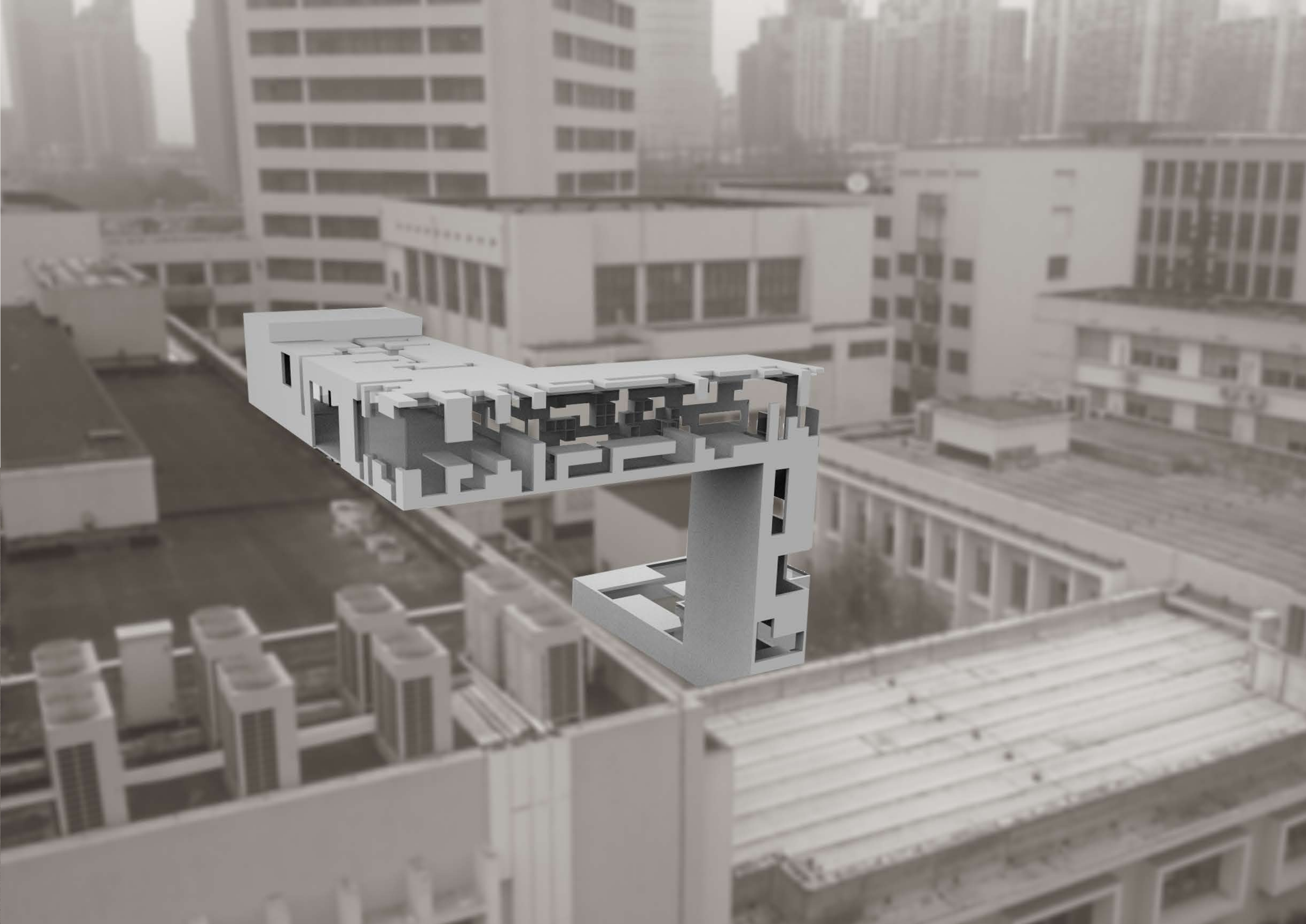
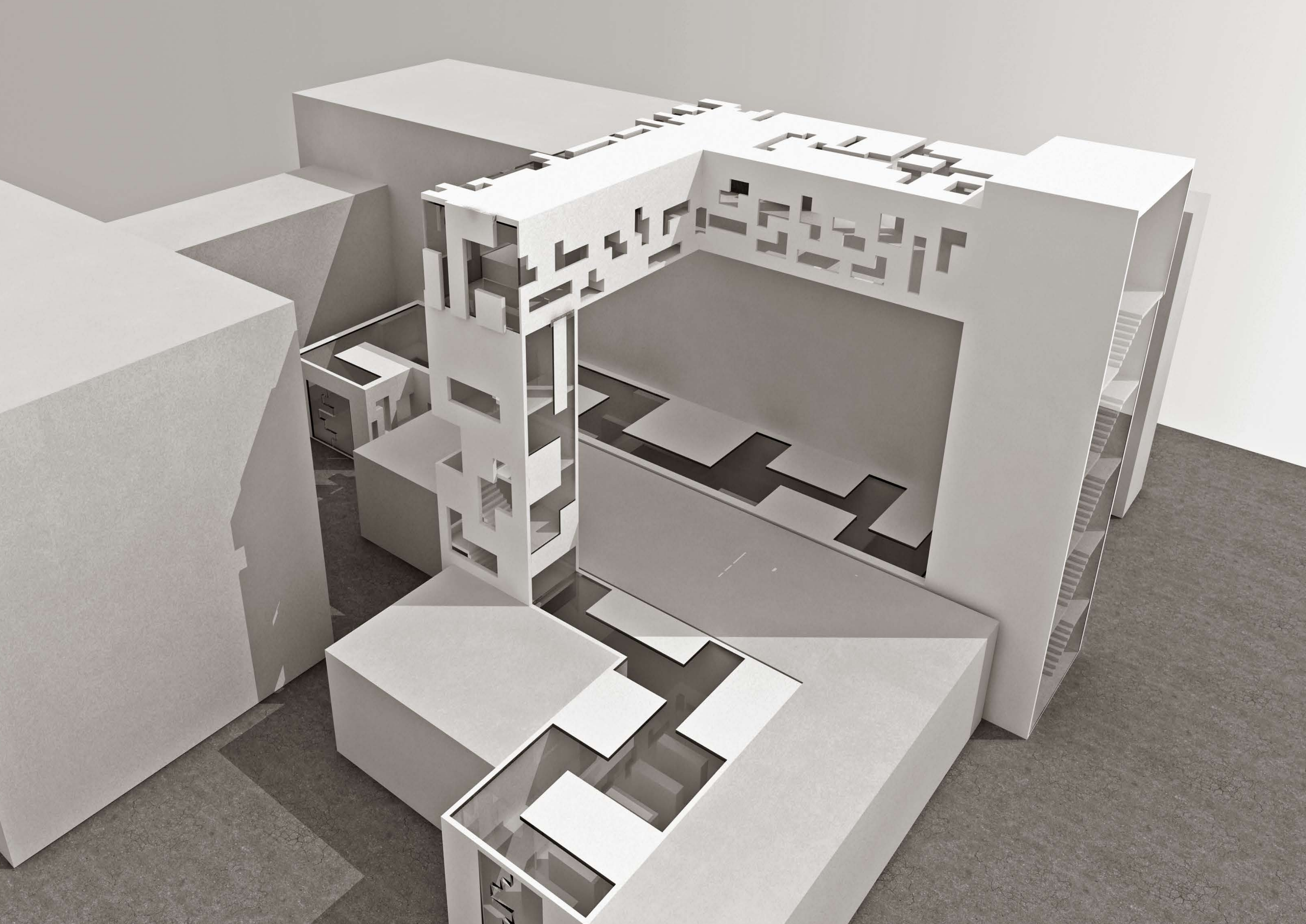


Elevation



East Elevation







PROJECT TREE HOUSE

ATELIER DESIGN FOR SONGZIO

Instead of using a form or a statment to discribe my project, I choose to express my design project by telling a story

Story Line

On this humind and hot summer day in Paris, Zico Song stood infront of a painting that he just finished, though the painting was widely praised by the crew and the mangement he still could not feel any creative juice was flowingHe got no idea how his collection will be and was not satisfied with any proposal they had.Walked out of his painting studio, the accountant and the manager urged him to attend the financial report meeting. He got so frustrated and agitated that he rushed out of the company, and drive to the airport with his best friends as also his most central group.

Several people took the fastest flight to Edinburgh and went to their secret base 'Tree House'-An atelear just next to the national museum of Scotiland at Bristo place After shutting down all of their cell phones, they opened the door that havent been opened for months and start their 'advanture'.

In the 'tree house' they do not need to worry about any problem and issues from outside, they drink, play, eat and sleep together, when they were chatting somthing interesting, Songzio suddently occured a crazy idea about his design , he rush ed infront of his table and started sketching, soon a dramatic idea is on the paper, the incretable idea also make his group members excited too, they each performed their won duty and after a week they will put their crazy prototype in the secret windowcase and observe the reaction of the people who passed by, and they will find out whether their proposal work or not,

But even it desen't work will have no influence to them because at here, they are not designers, CEO or either celebrities, all they are just a group odf children with their purest dram and fantasy.In the tree house, there is no employer or employee they are just family, And the atmosphere help them to create more and more amazing work and artpiece.



SONZIO

Founded in 1993, SONGZIO is a contemporary menswear brand. Based in Seoul and Paris, the brand has gained fame with its delicate emblematic new look: the black suit. In 2003, with close ties with the Korean entertainment industry, the brand launched its first diffusion line in Seoul, **ZIO SONGZIO** leading to an immediate commercial success and the launch of the brand's third diffusion line ZIO SONGZIO on air.

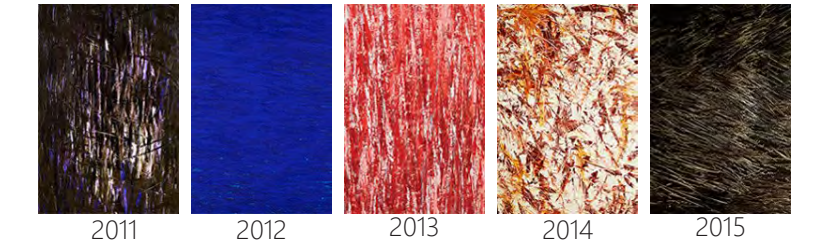
SONGZIO's international expansion began in 2006 Paris Men's Fashion Week, with a revamped collection line. Clothing the ideas of arts, pictures and nature on to the canvas, SONGZIO's design takes a unique form. Using the delicately tested oils and colours, he blurs and cuts through the veils of his **abstract work**. Behind the veils, lie the emblematic vertical strokes of the brand. Through this artful texture, color and contrast, each collection emanates intensity, passion and strength of the house. Where art meets craft, strength meets delicacy and elegance meets modernity, each collection is made. Since Paris Fashion Week debut, the brand has been invited to show in Singapore, and Barcelona Fashion Week

From Paris, SONGZIO is sold through about 30 retailers and department stores globally. From Seoul, the diffusion line, ZIO SONGZIO is sold both online and offline through more than 50 independent stores.

- 1987. Graduated from ESMOD Paris
- 1993. Womenswear ZIO & ZIA launch
- 1994-Present. Seoul Fashion Week
- 1999. SONGZIO launch
- 2003. ZIO SONGZIO & ZIOSONGZIO on Air launch
- 2006-Present. Paris Men's Fashion Week
- 2009. Arena A award: Man of the year
- 2013-Present. Governor of Asian Couture Federation
- 2014. ACF award: Outstanding menswear designer
- 2016 London Fashion Week



SONGZIO ART PROJECT

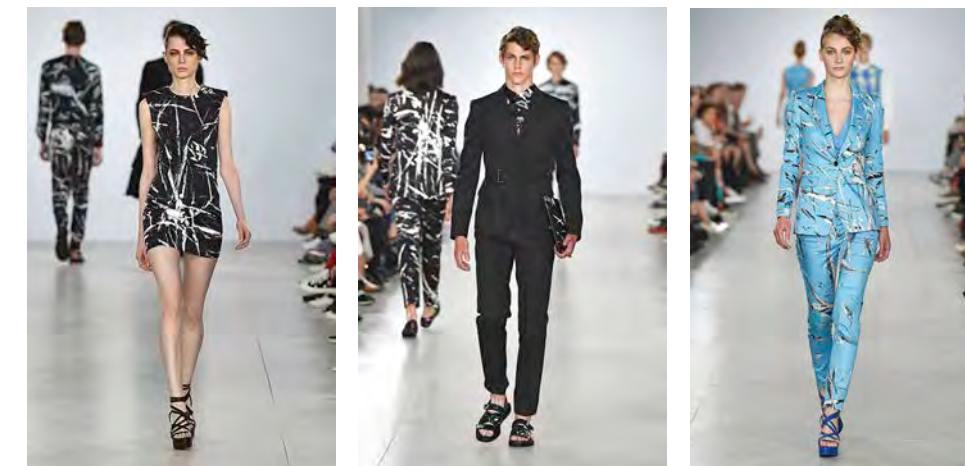


As the most important personal signature, the abstract art is the reason make Songzio so unique and unreplaceable, it is the key component for Song's collection every year Song will choose one of his art work as the basic element for the whole season's collection. Last year, Song decided to make a new brand line which sells his art works. His new movement means art is only an element for Songzio but also one of the product. On the other hand, this changing means the enhancing position of his art but also require a special space for him to paint in his atelier as well.

WEARABLE ART



Since 2016, the role of art for Songzio is getting more and more important which became their central element and the only theme for their spring collection this year. Zico Song realized the potential value of his art and he is turning this point into a great market and profit. Which also means art will be the absolute leading character for his collection and will be more and more important. The difference for 2016 is Song used 3-4 patterns as his inspiration instead of only use one, which will bring more diversity to his collection



Even Song has already become one of the top fashion brand in the industry, Song still stick on the place he began at the first place. Zico Songzio is a junior brand line which mainly produce high-street collection and face to the young audience, it doesn't share the concept of Songzio's art but use black as the central element for most of the collection.

SITE ANALYSIS



-The host building is a historical building which is located in Bristo place ,Edinburgh,Scotland,UK

- 1899 - 1900
- Built as a church for the Evangelical Union by Sydney Mitchell and Wilson Architects.
- Arts & Crafts style Church constructed from red sandstone.
- The building contains elements (pilasters and tracery) taken from the 17th Century Tron Church.
- 1942
- Seventh Day Adventist Church

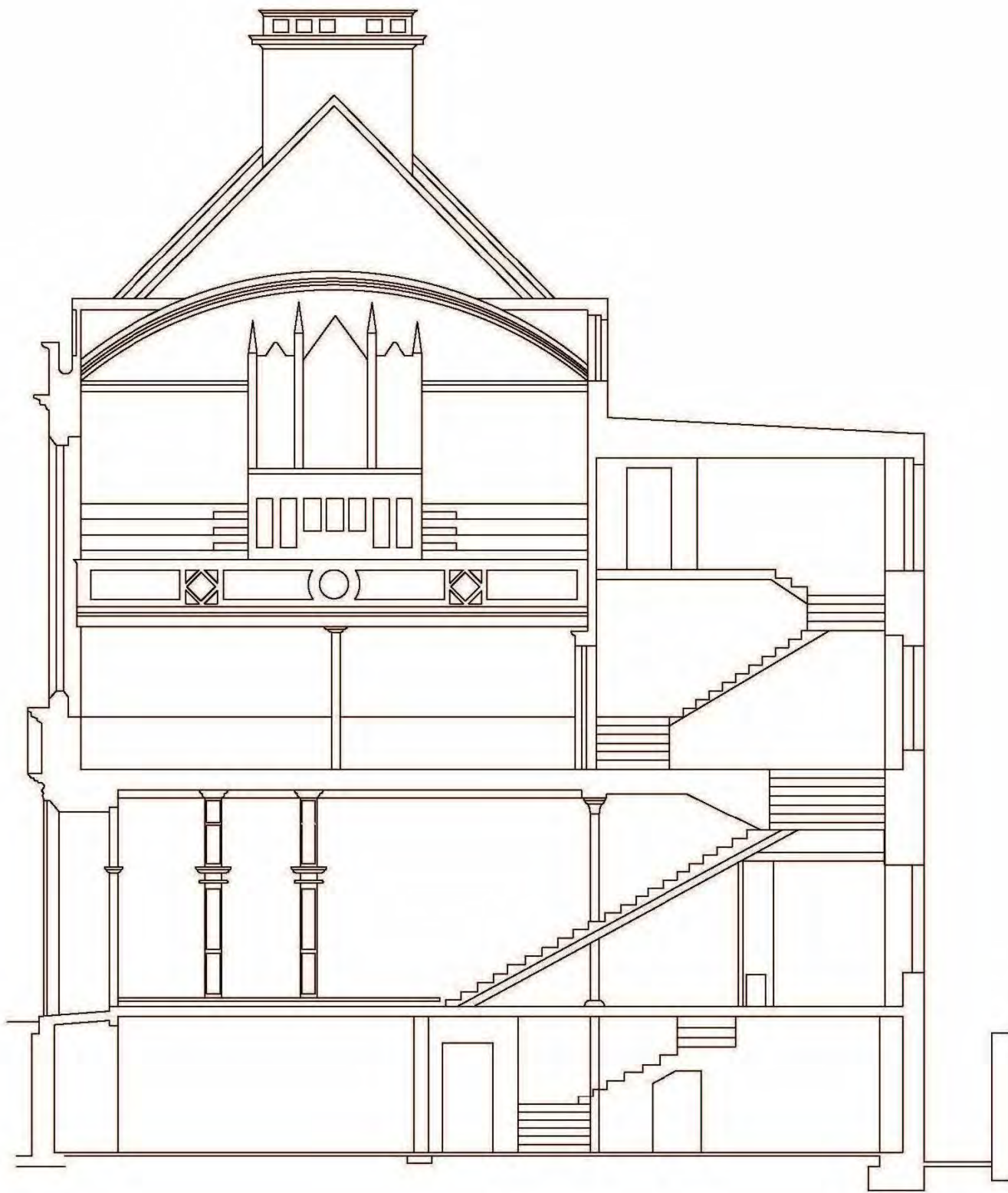


- The building is regarded as being of archaeological importance in its own right as well as occurring within an area of archaeological importance (Bristo Port, Potterrow) relating to Edinburgh's Medieval and later Old Town. The aim should be to preserve archaeological remains in situ as a first option, but alternatively where this is not possible, archaeological excavation or an appropriate level of recording may be an acceptable alternative.
- The Old Town Conservation Area Character Appraisal emphasises the survival of the original medieval street pattern, important landmark buildings and importance of stone as a construction material for both buildings and the public realm. Limited changes to the exterior

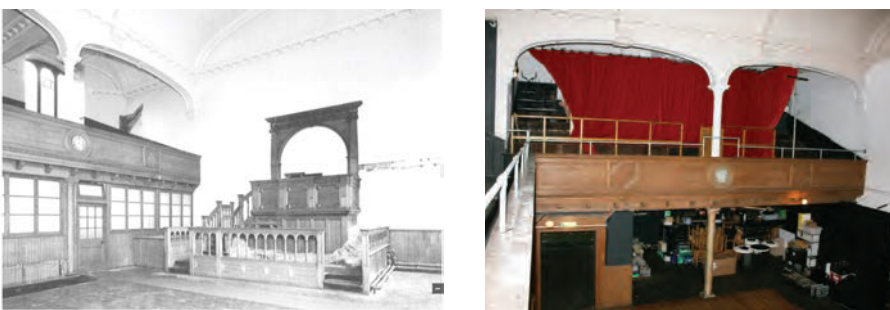
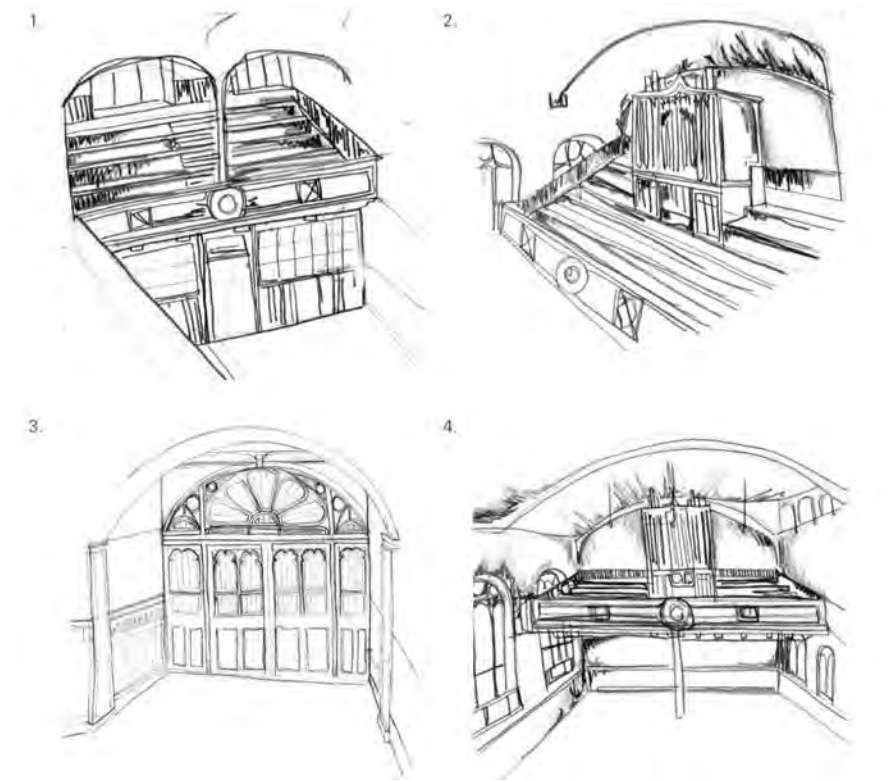
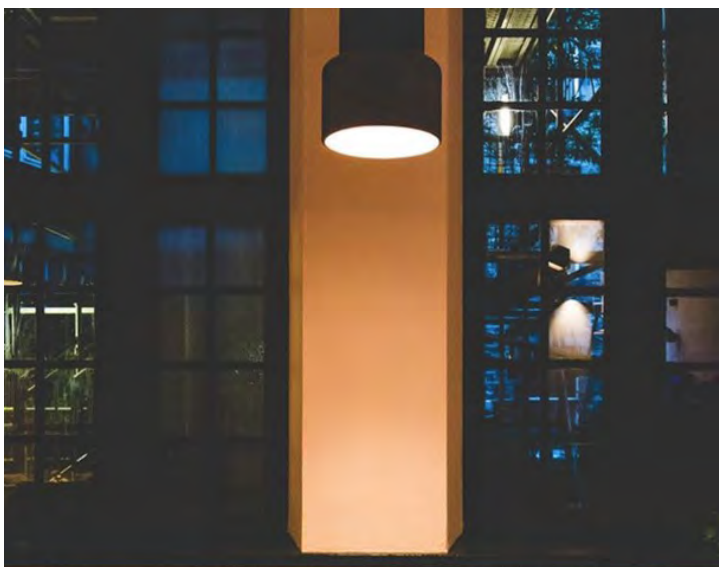


- There is a care home located through a party wall and residential properties located across the courtyard to the rear of the site accessed from Brighton Place. Acoustic work may need to be carried out on specific areas of the building.

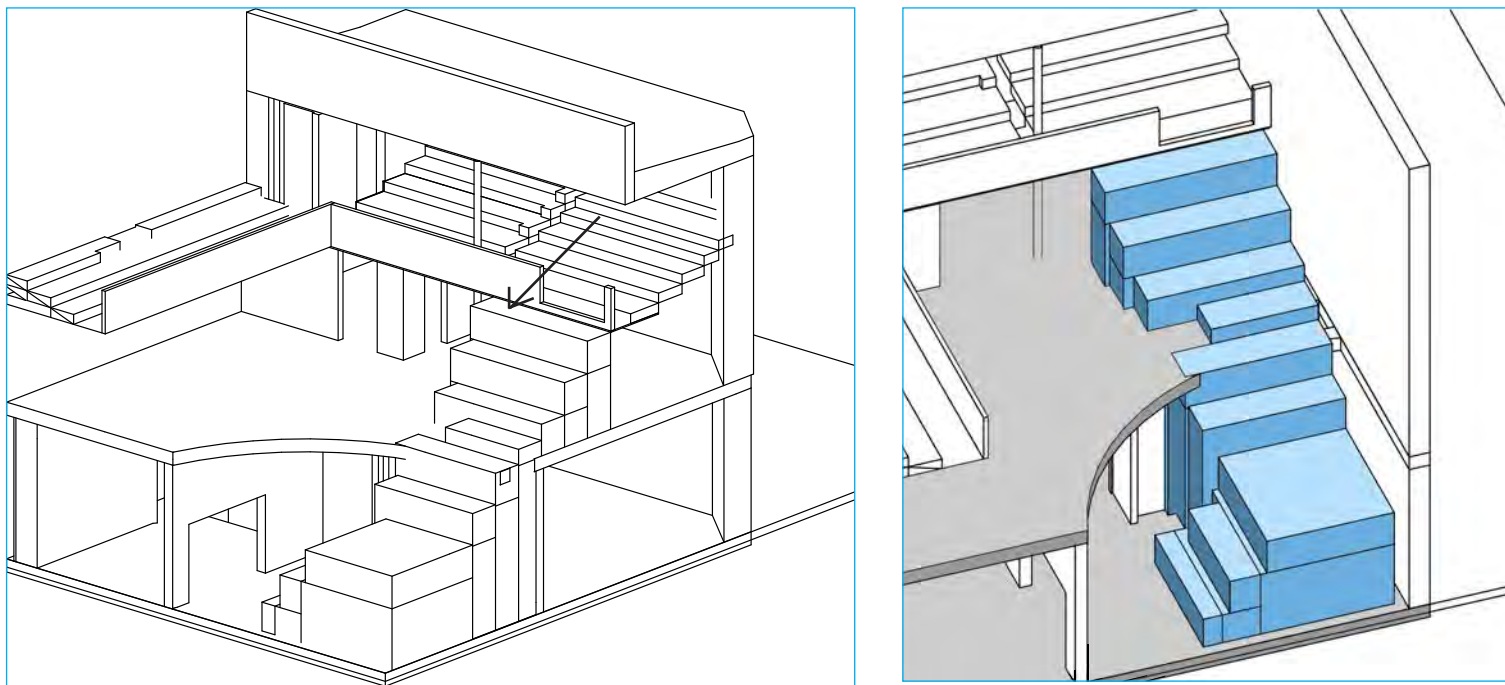
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Iona Barr / Major Project
3 Bristo Place,
Edinburgh, EH1 1EY
Section CC
1:100 @ A3
1C - 11 - 14

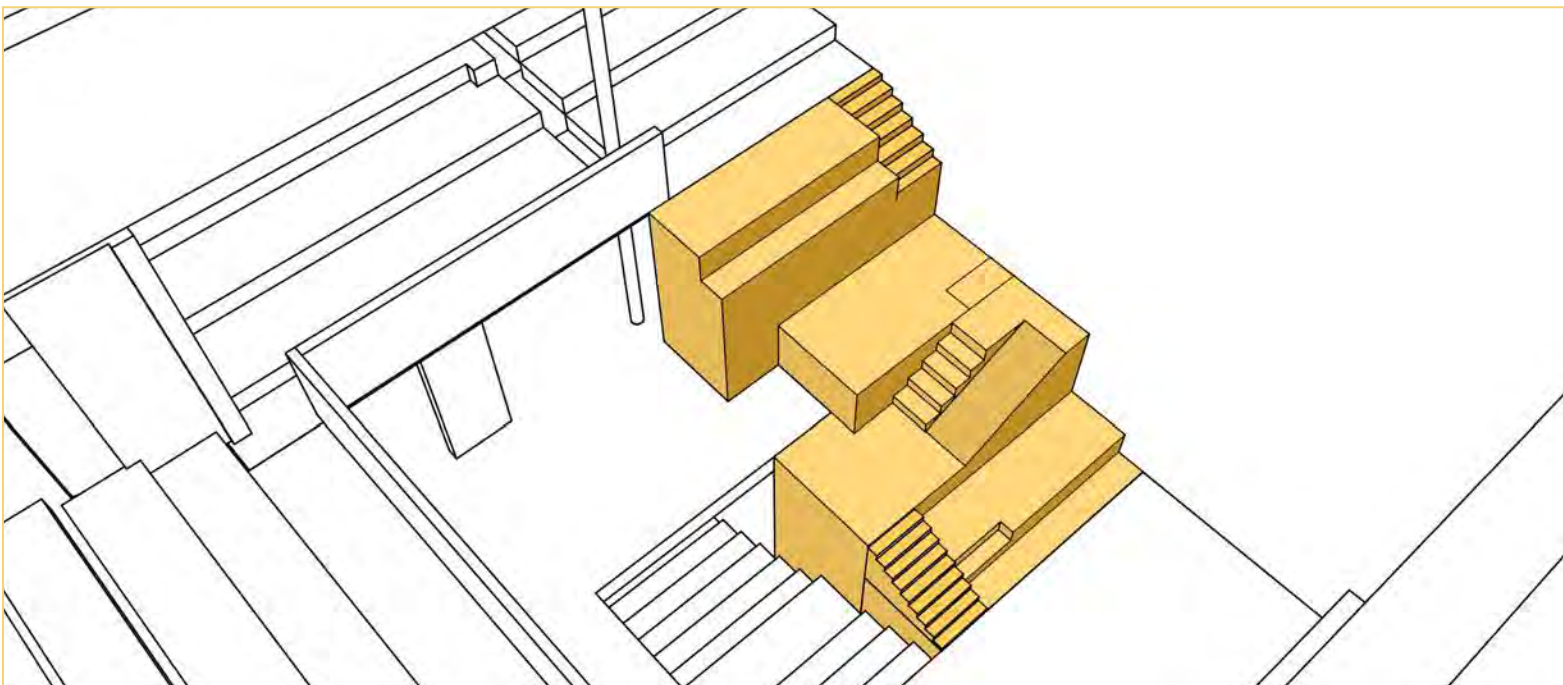


First Proposal



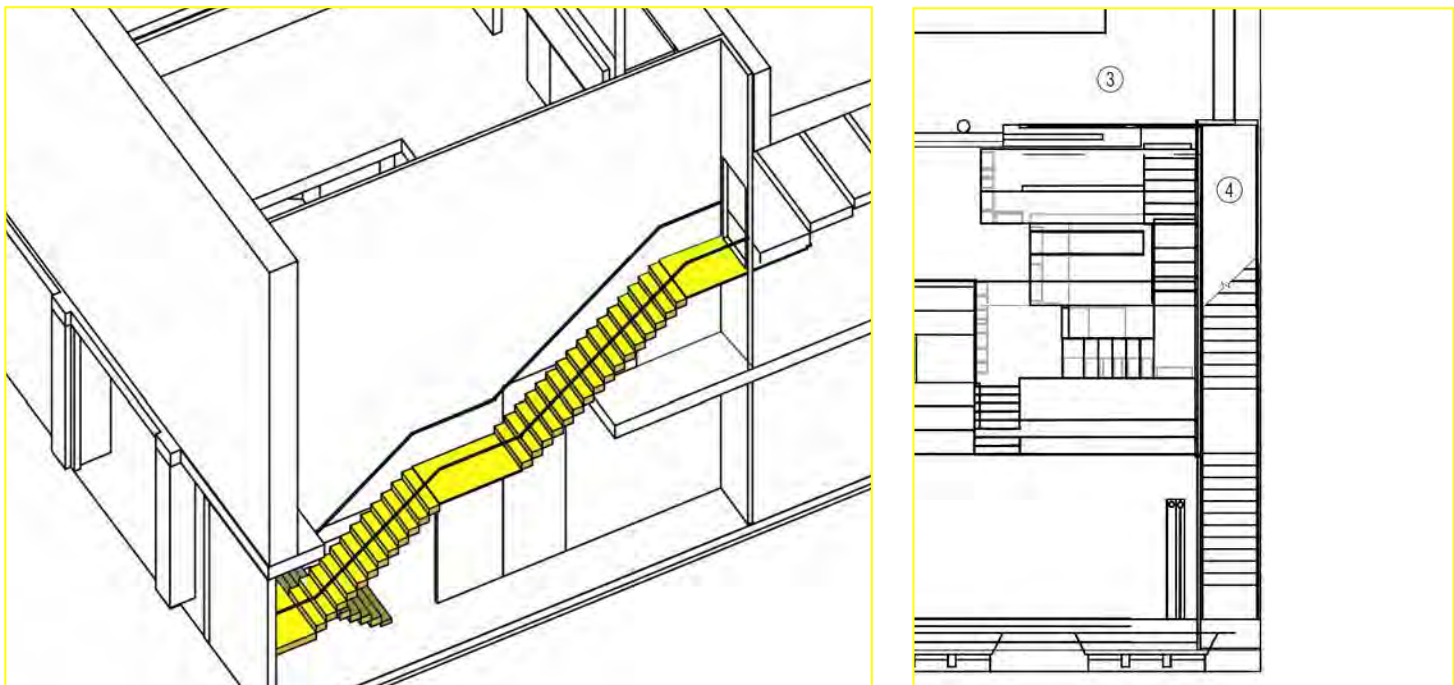
For fitting all the activities and events, and in order to creat the cozy atmosphere, I choose to get though the spaces to make them a whole volume, so that it will not bring too much mental depress. By using 1m*1m cube to inherit the existing language and extend the stairs on the platform to connect different spaces, and meanwhile it can be a muliti-functional area to meet the conditions of my proposal.

Second Proposal



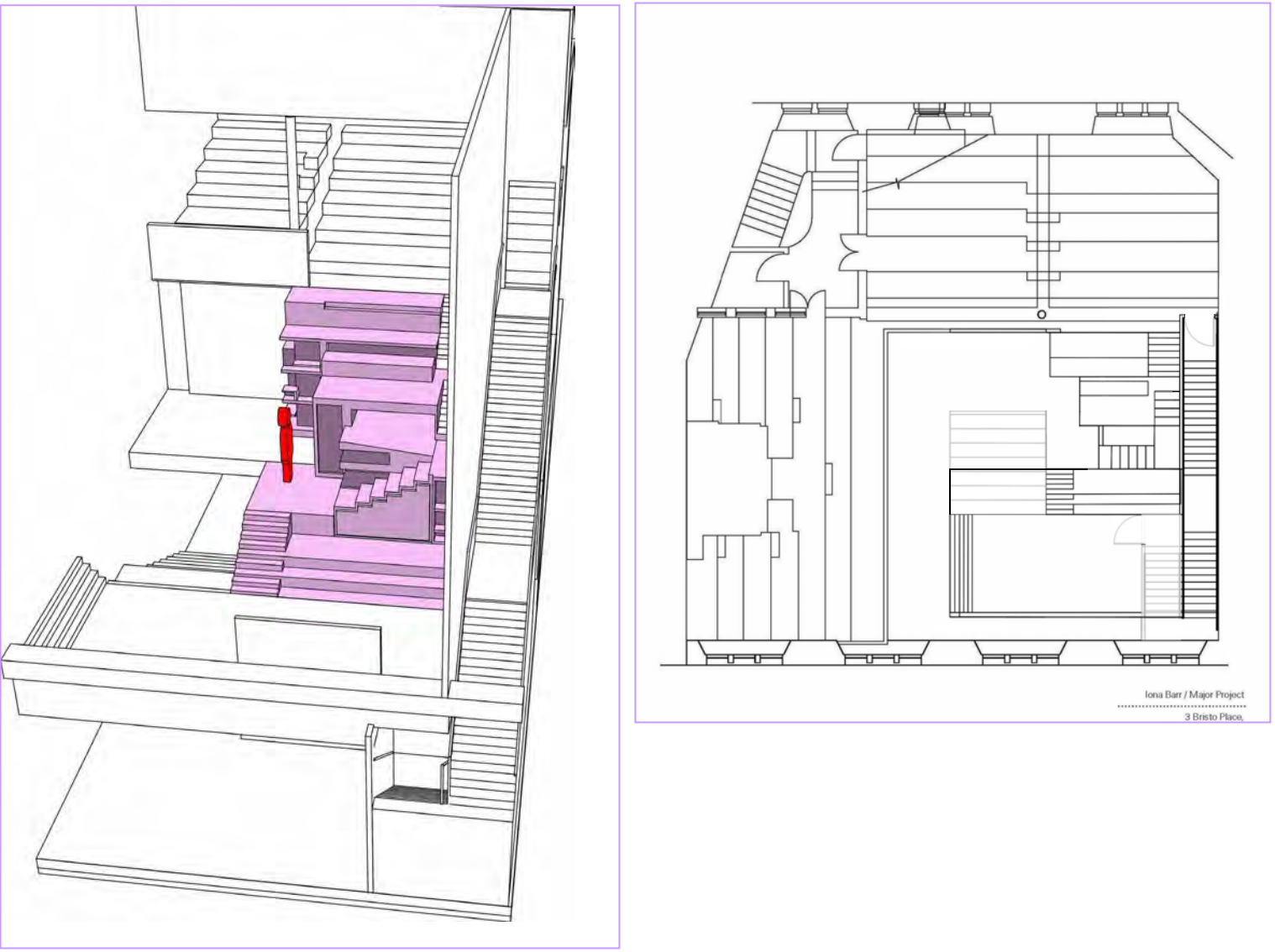
The problem of the first draft is the vloume are too large to use, no matter for walking or working.Besides, the direction of the stairs is not reasonable as well, the angle of the stairs is too sharp that people will fall down and hurt themselves,so the main target of second draft is to detaling the structure buy dividing more smaller volume to increase the avialible surface and increase the function.Second is to change the sturcture and add more steps so the angle will not be too sharp.

Third Proposal

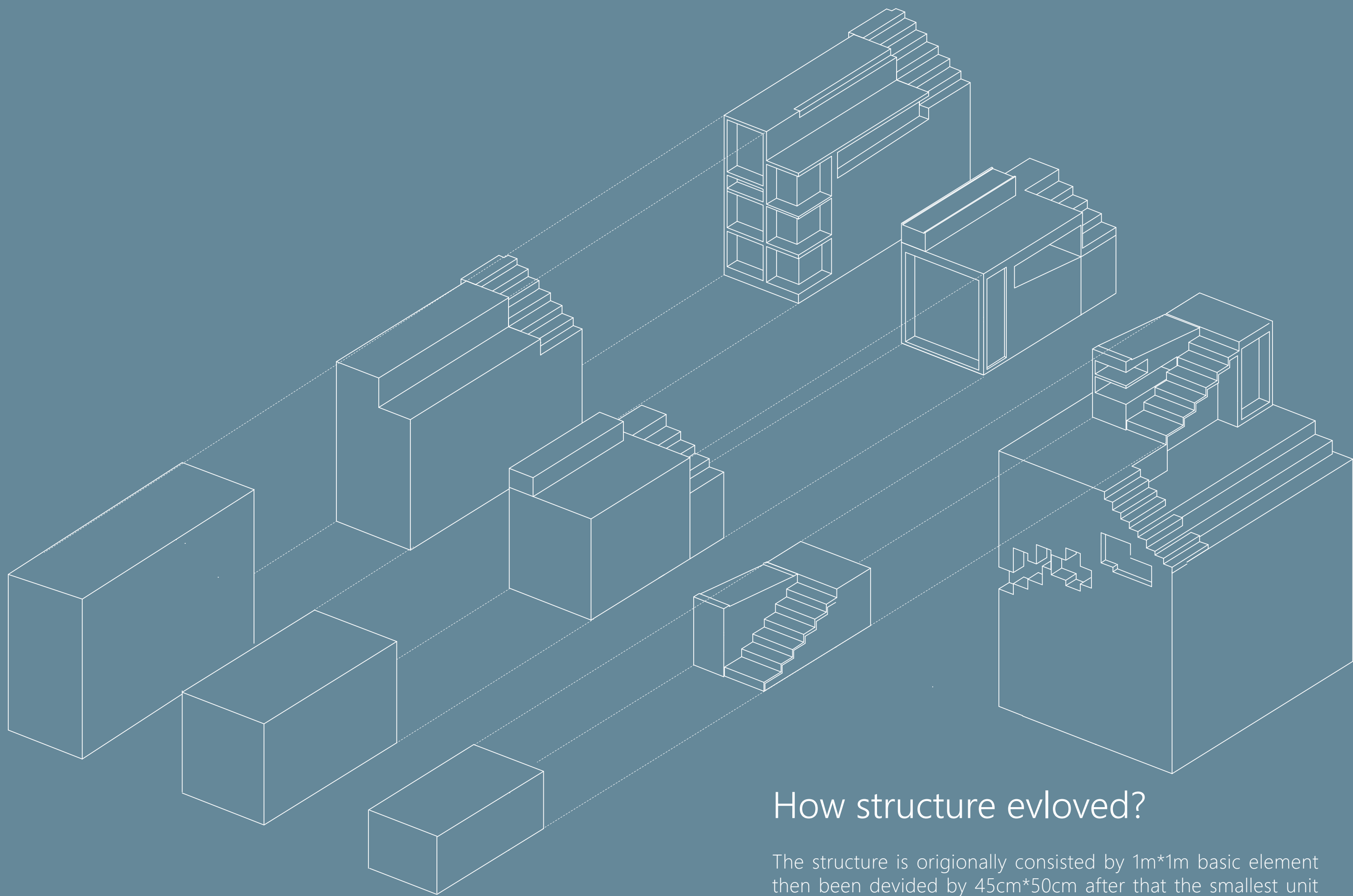


According to the non-domestic regulation, the platform has to have two fire escapes so I have to sacrifice some space for the fire escape, so I built a sealed box which make the big stairs has no contact with the structure of the building,so that it is no longer a reuglar staircase and will not be limited by the regulation.

Fourth Proposal

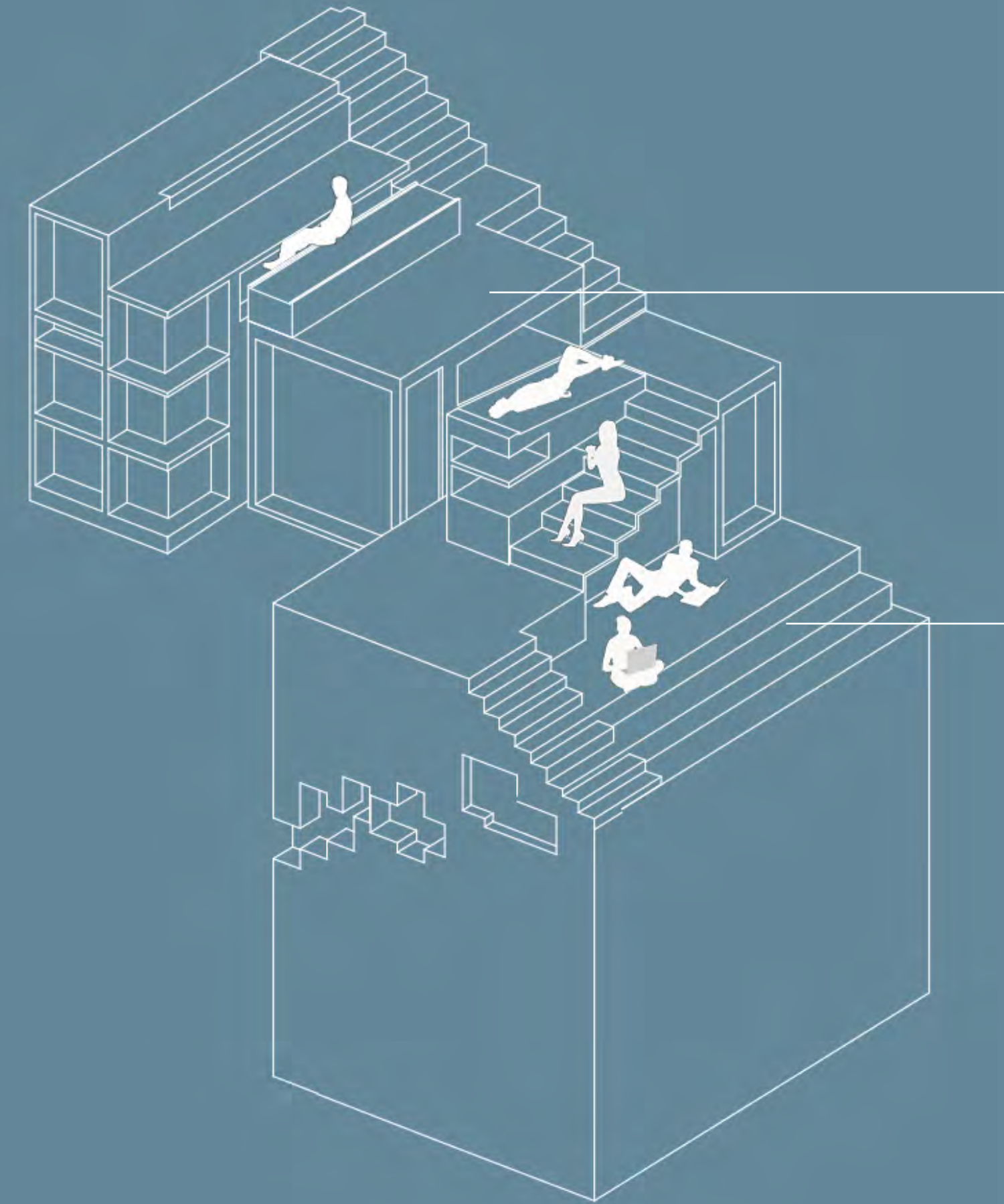


Dividing the space more deatilly and accuratly. Brings even more functions to the proposal, I divided the main area into 3 area for 3 different kinds of activities and also added storing space to the stairs, after the change of this time ,the requirment of the activities and events is basically meeted, and the changes of the whole structure ingenious use the digged space so the proposal minimize the space losses and successfully make a passage to the secret window, from now on the main design is basically finished ,but according to the suggestion of the tutor, the TV in frontand the water tank is not reasonable, so they should be improved or changed.



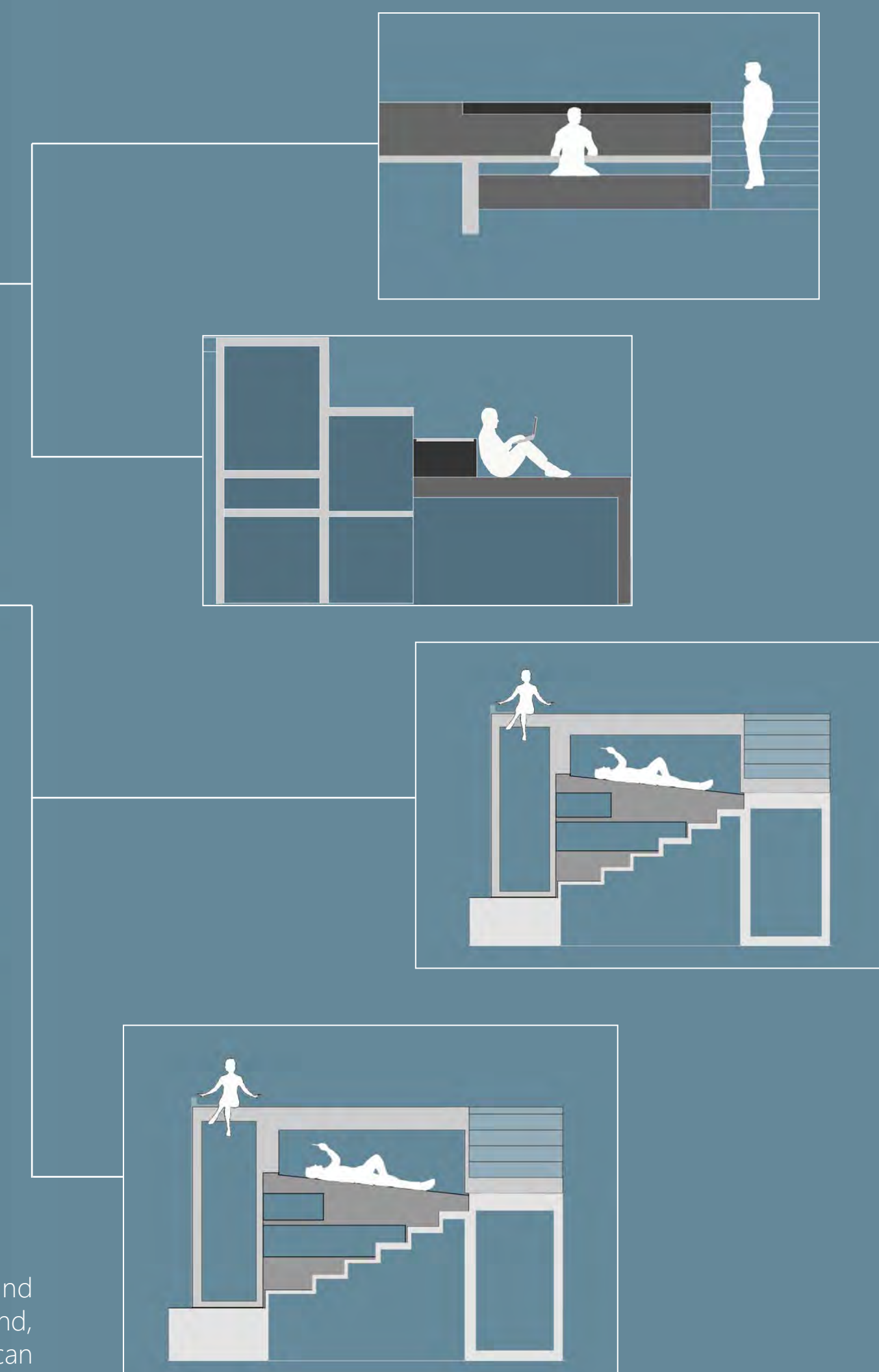
How structure evolved?

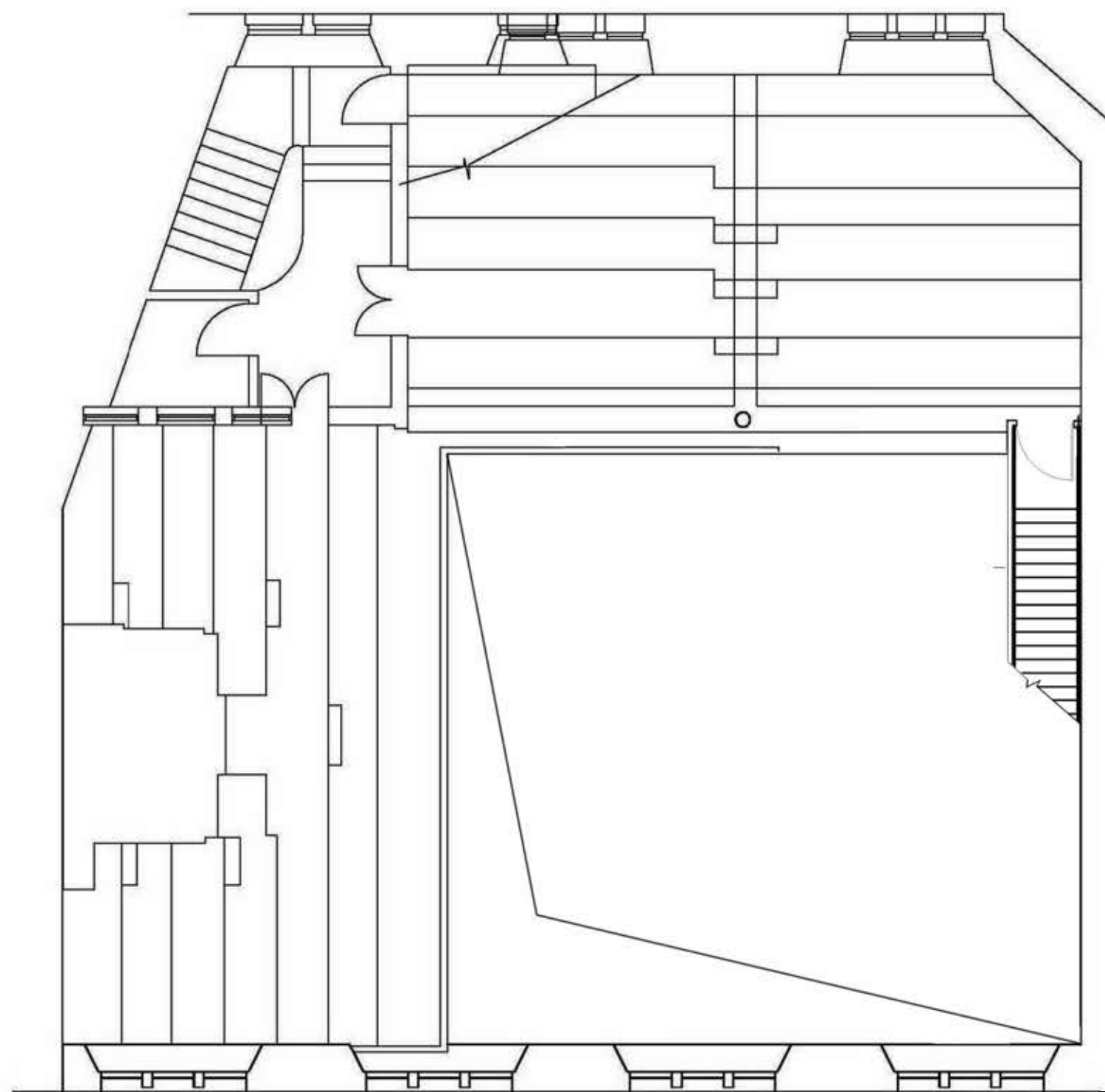
The structure is originally consisted by 1m*1m basic element then been divided by 45cm*50cm after that the smallest unit 15cm*25cm will consist the stairs.



Storing space

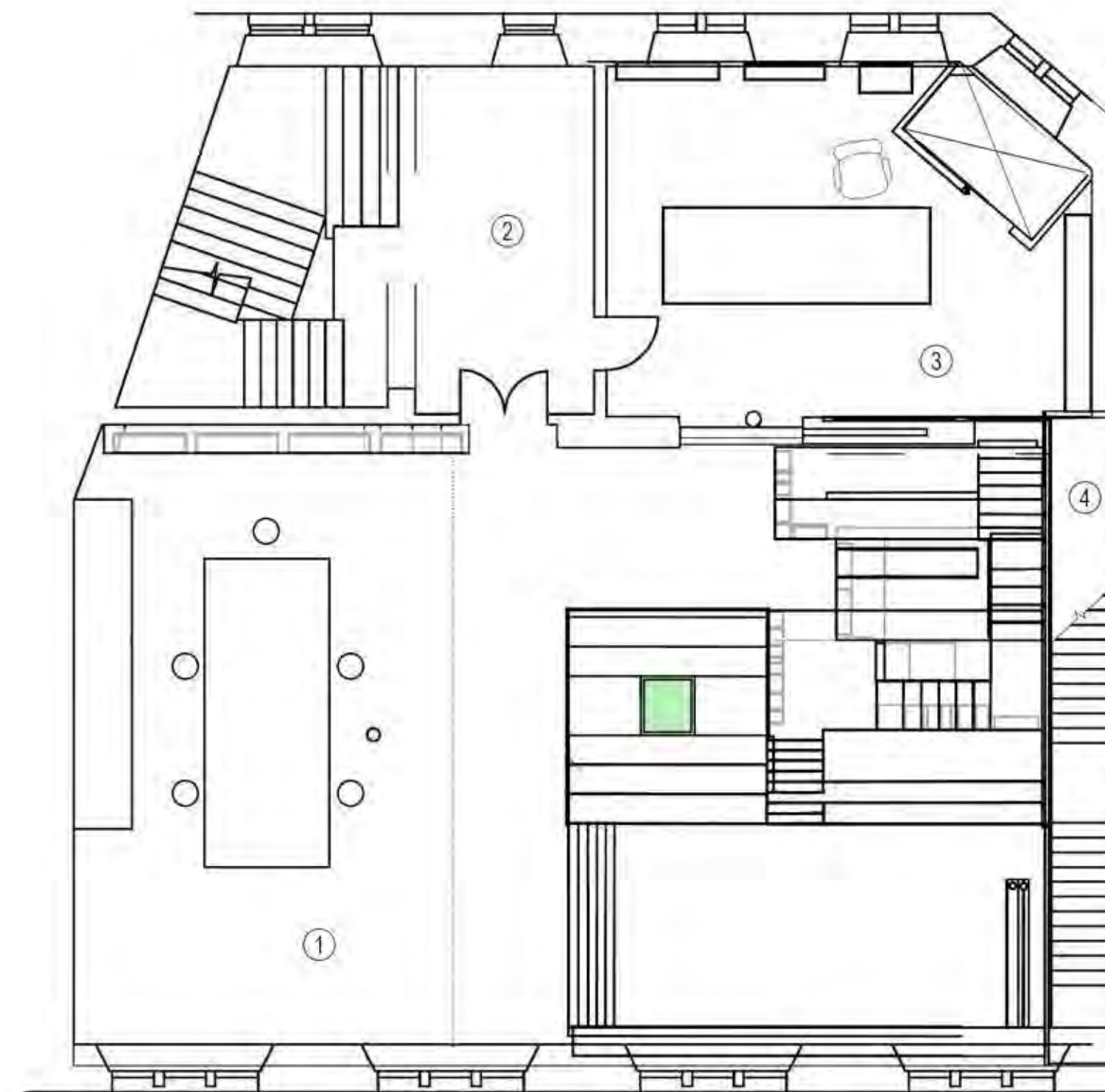
After the volume is shaped adding storing space will make both function and appearance better, on one hand, it makes the area more practical, on the other hand, it improved the former dull appearance into a series of continual structure which can be decorated in many ways.



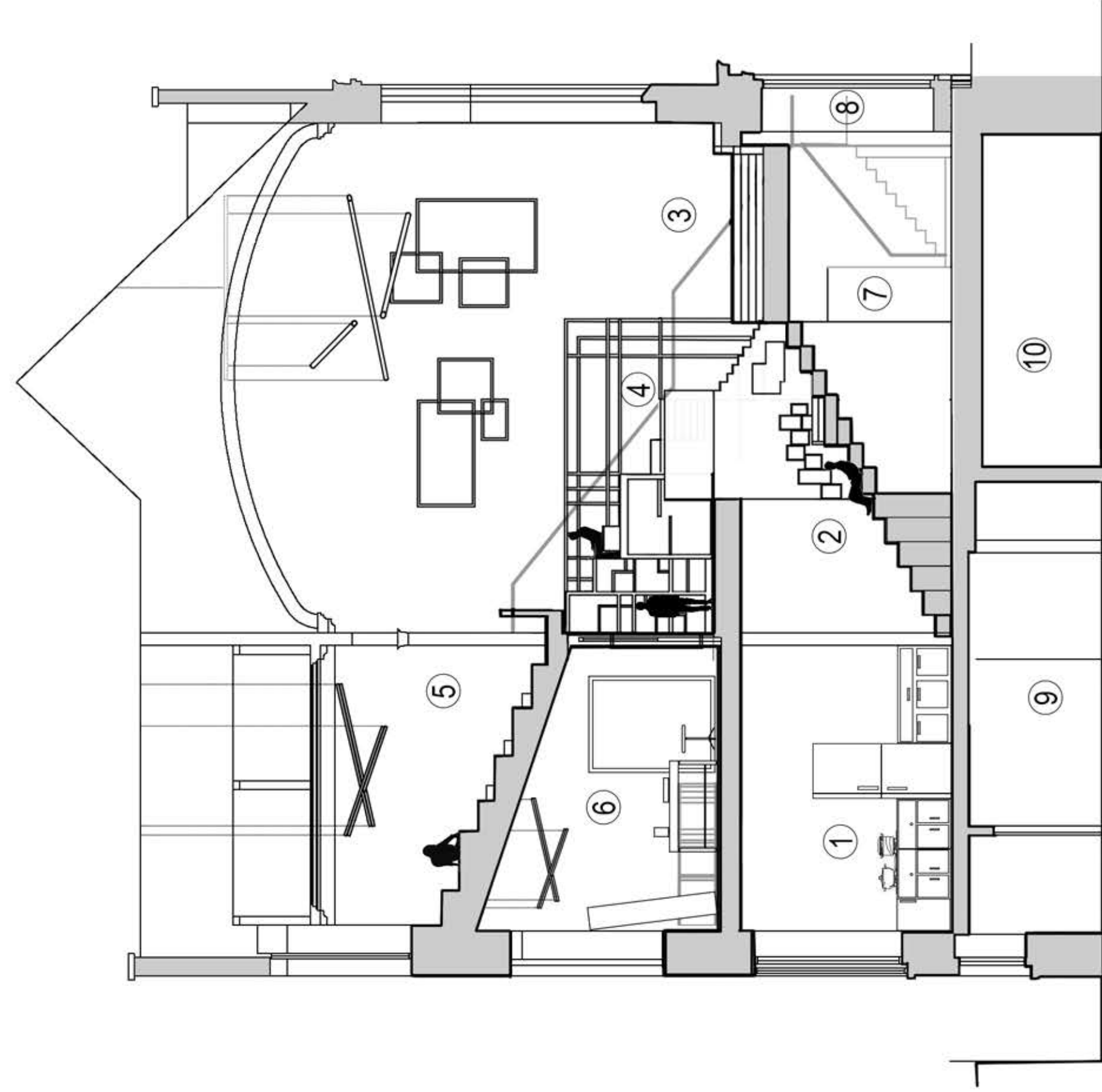


Project Tree House For Songzio
SECOND FLOOR PLAN
1:100@A3
Bristo Place, Edinburgh Scotland

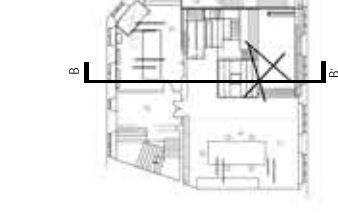
- ④ Fire Exit From Second Floor
- ③ Zico Song's Painting/Personal Room
- ② Fire Exit & Stair Case
- ① Tailoring/Crafting Area



Project Tree House For Songzio
FIRST FLOOR PLAN
1:100@A3
Bristo Place, Edinburgh Scotland



- ① LIVE AREA
- ② LEVEL A — Library/Dining area
- ③ LEVEL B — Working/Painting
- ④ LEVEL C — Reading/Relaxing
- ⑤ LEVEL D — Big Theater
- ⑥ Zico Song' s PRIVATE ROOM
- ⑦ FIRE EXIT
- ⑧ SECRET WINDOWCASE
- ⑨ LIFE STORAGE AREA
- ⑩ WORK STORAGE AREA



Project Tree House For Songzio

SECTION BB'

1:100@A3

Bristo Place, Edinburgh Scotland

Project Tree House For Songzio

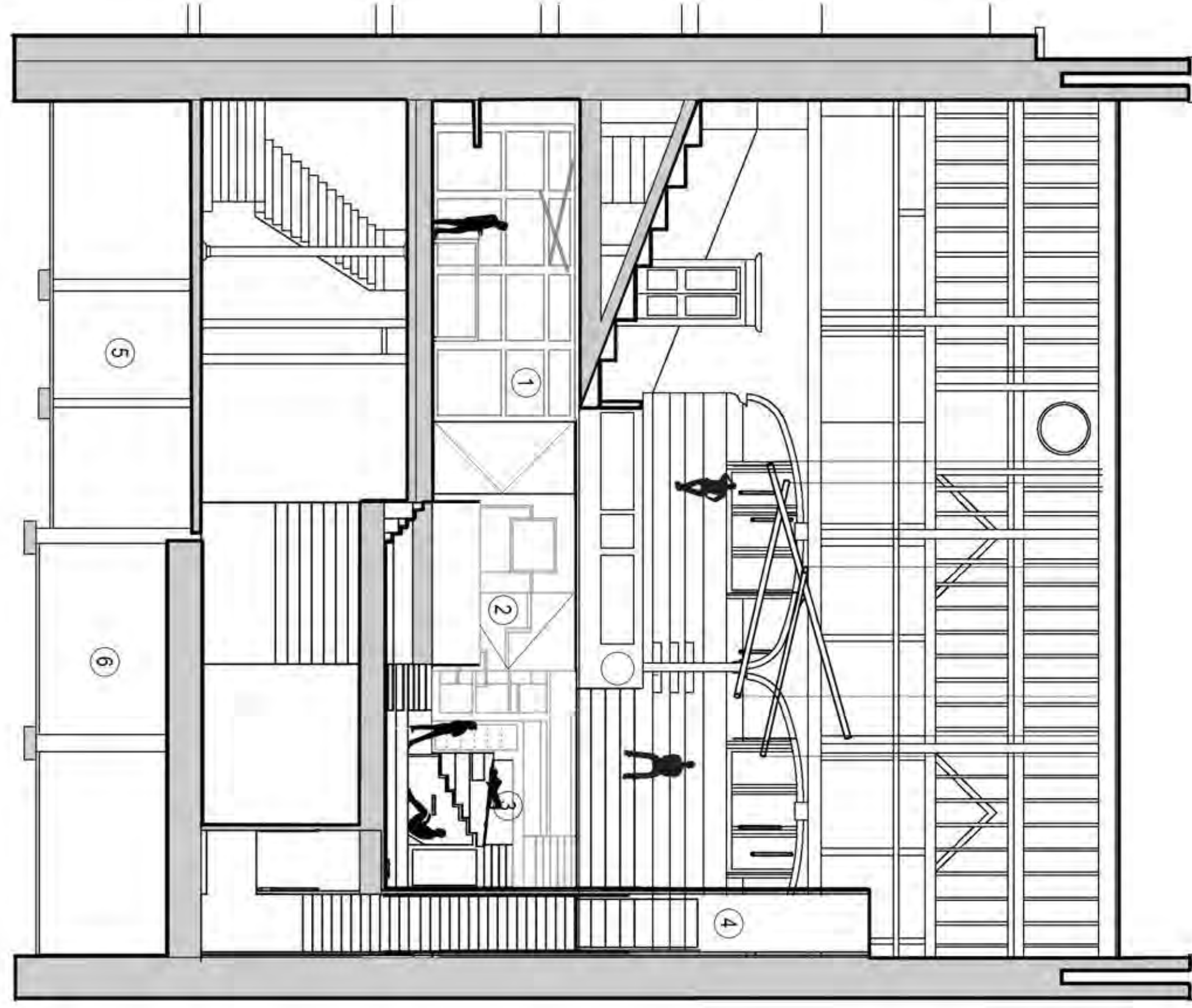
SECTION AA'

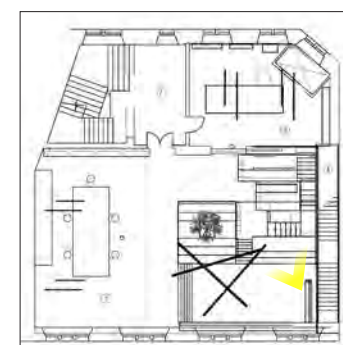
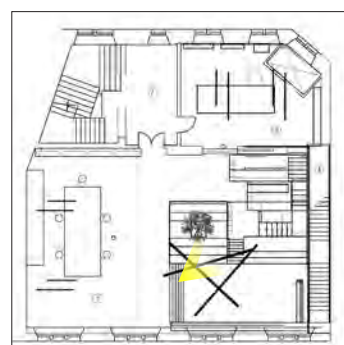
1:100@A3

Bristo Place, Edinburgh Scotland



- ① Tailoring
- ② Zico Song's Painting/Private Room
- ③ Multifunctional Area
- ④ Fire Exit For Second Floor
- ⑤ Storage For Design
- ⑥ Storage For Life





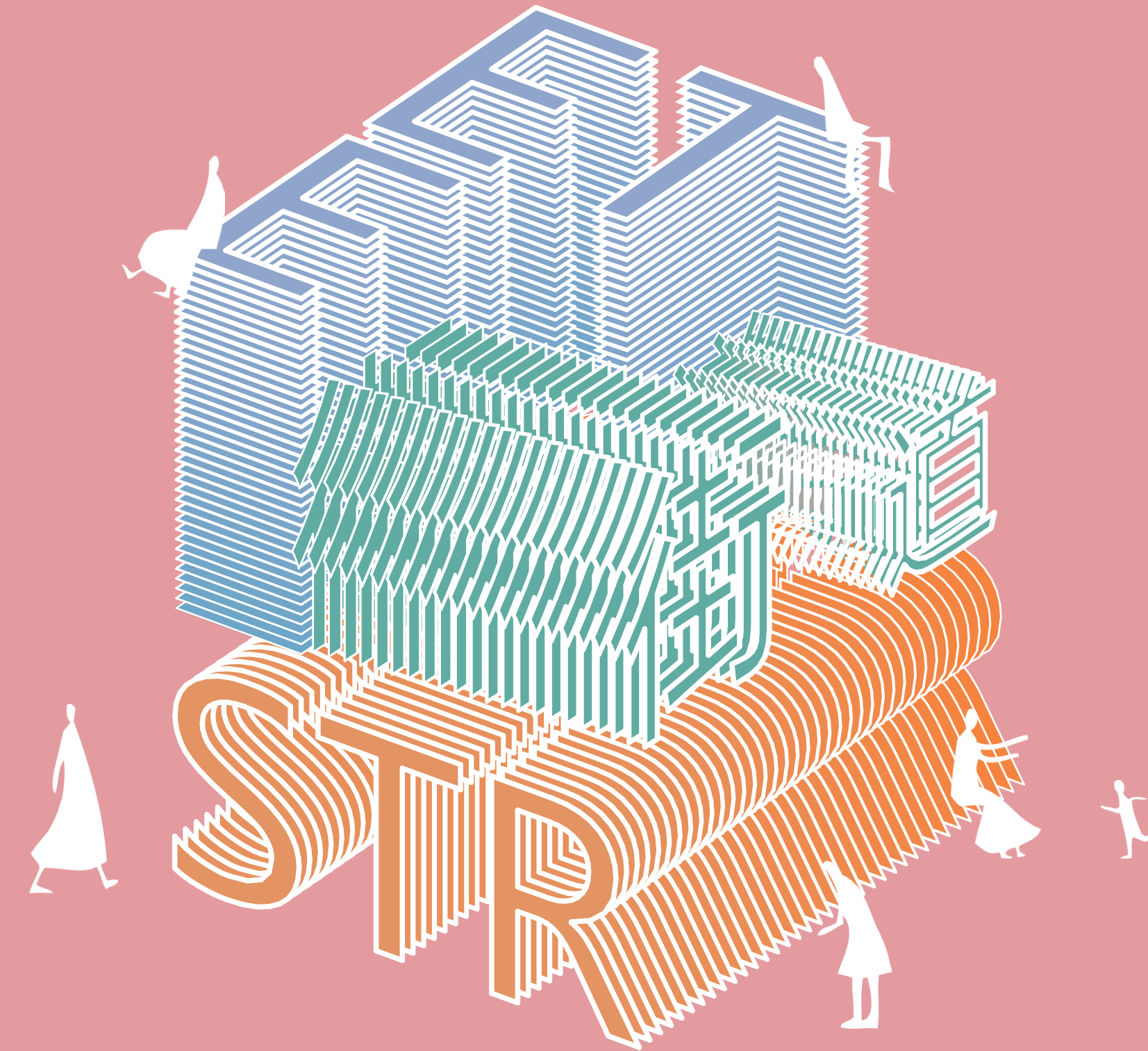
Except the timber part almost all the rest of the original part would be painted white, otherwise the atmosphere will be terribly disharmonious, the hand rail of the platform is using darker timber, and the main area's timber will be lighter to make different levels.

Street Renaissance

REDEFINE
THE
STREET

This project is my undergraduate graduation project. My starting point comes from the protection of urban disadvantaged groups, especially small vendors. In the process of research, I realized the abandonment and destruction of street culture in the process of urbanization in China, so I decided to re-explore and interpret the definition and design of street while maintaining humanistic care. I chose a special site for my project, a two-story street that was transformed into a shopping mall. With the special structure of this site, I created a height of the middle floor, thus deriving a three-story vertical street with a three-story structure. It also has the linear attributes of the street and the characteristics of a shopping center. Each layer of structure is called "deck", and each deck corresponds to a function and a specific speed to meet the different needs of different users. The lowest building unit has a modular design, which can change the shopping pattern and the speed of the street on the ground floor.

JASON
WANG
DESIGN



Street Renaissance

NEW STREET · NEW LIFE

SCF 2018 ENVIRONMENT DESIGN DEGREE SHOW

MAIN USERS

Social vulnerable groups

The vulnerable group, also called the social vulnerable group, the social weak group, is called social vulnerable groups in English. The vulnerable group is defined according to people's social status, living condition rather than physical characteristic and physical condition. It is a virtual group in form, which is some difficult life, insufficient ability or being marginalized in society. The sum of scattered people who are socially excluded.



FOOD MAKERS



LABLOR WORKERS



SNACK MAKERS



HAND CRAFTER



FRUIT SELLER



SECOND HAND GOODS SELLER

Basic Background& Investegation



4 Possible site that I visited

For doing the investigation about the vendors and vounerable groups I paid 4 visits to 4 possible place around Shanghai. These places are highly promising to meet the vendors, though they are not easy to meet nowadays.I tried to interview them and gather some information.



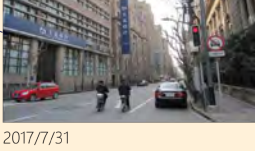
2017/8/4



2017/1/12



2017/1/25



2017/7/31



Venders & Sellers
My Experience

Venders I meet: 47
Refused to be interviewed: 34
Refused to be filmed:28
Questionnaire survey taken:10

Fruit seller:8
Hand crafting:7
Smallware:8
Snack&Food:14
Ingredient:5

4 Tours

Traditional Street



FADING FORM



Shopping Center



RISING FORM



Traditional Street



FADING FORM

Shopping Center



RISING FORM



Traditional Street



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Shopping Center



RISING FORM



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RISING FORM



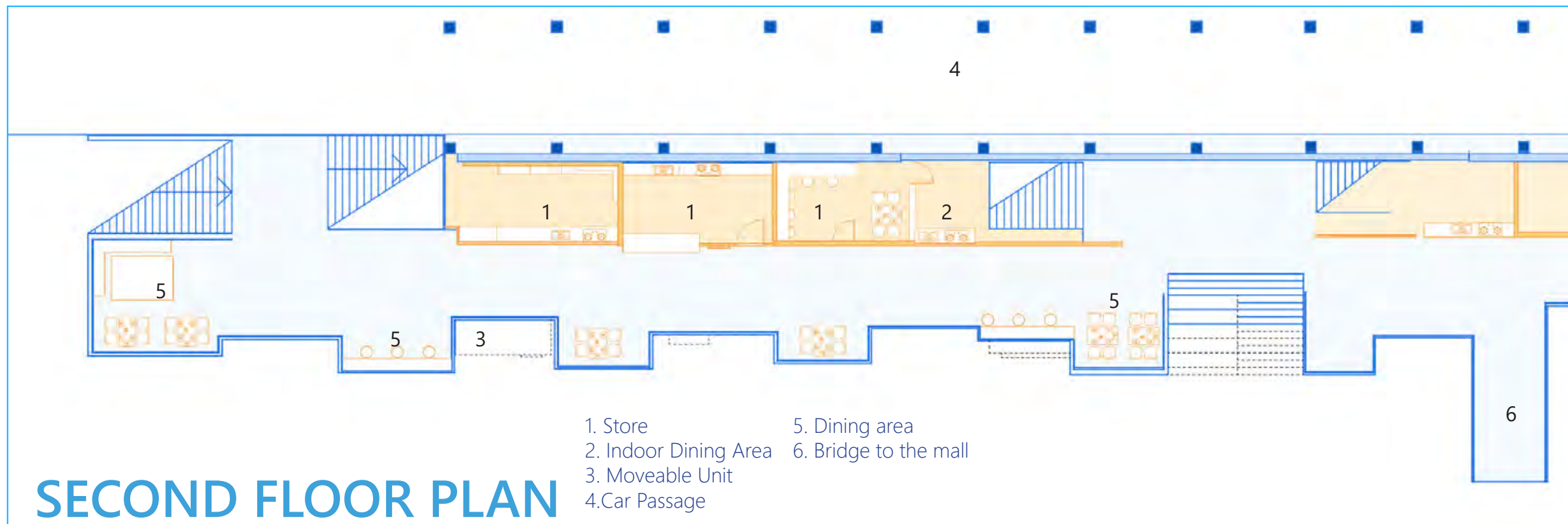
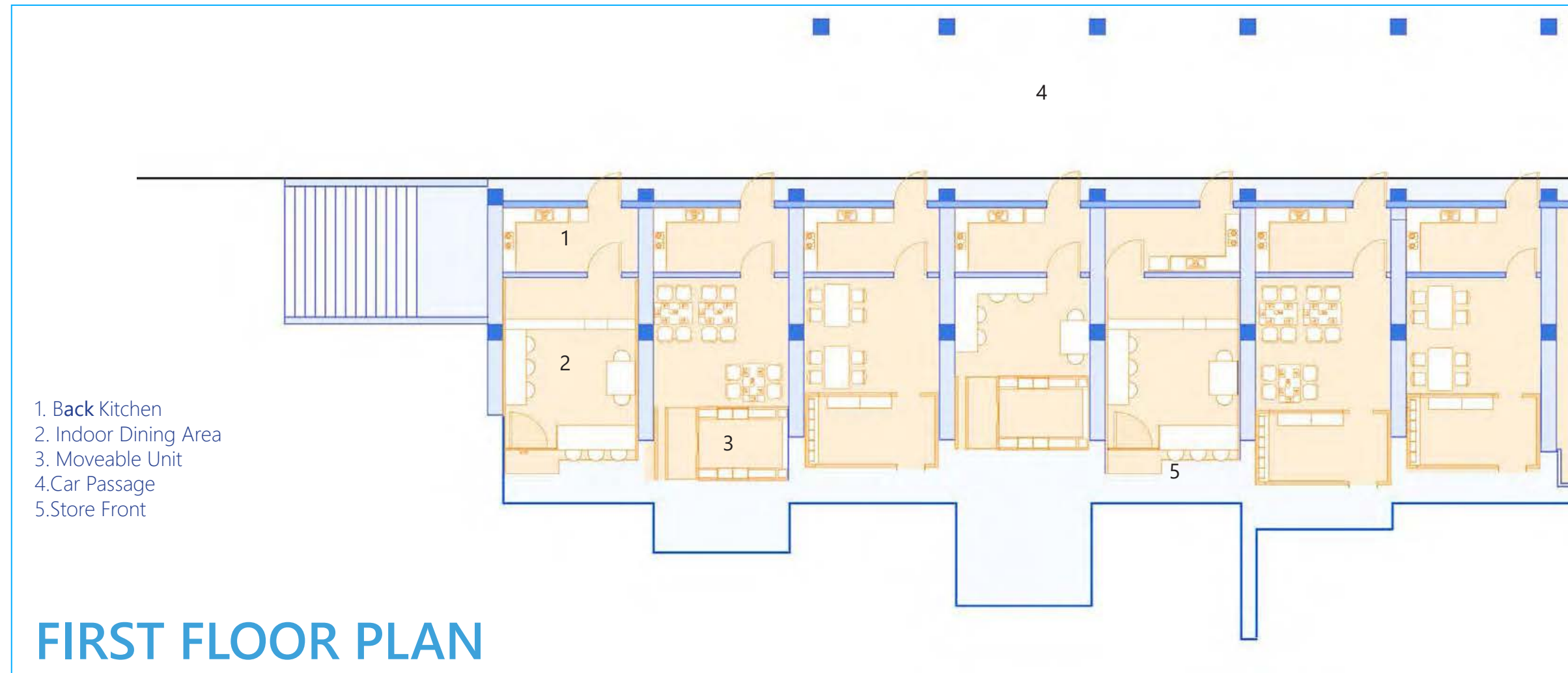
Traditional Street



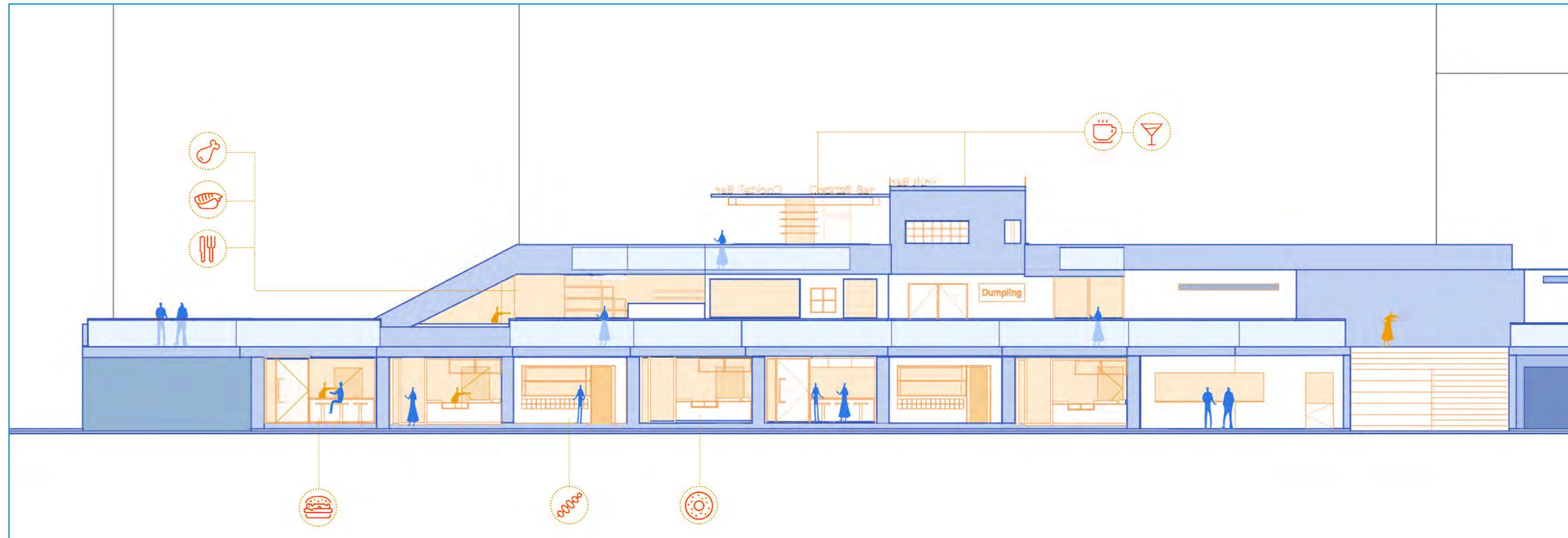
FADING FORM

Shopping Center

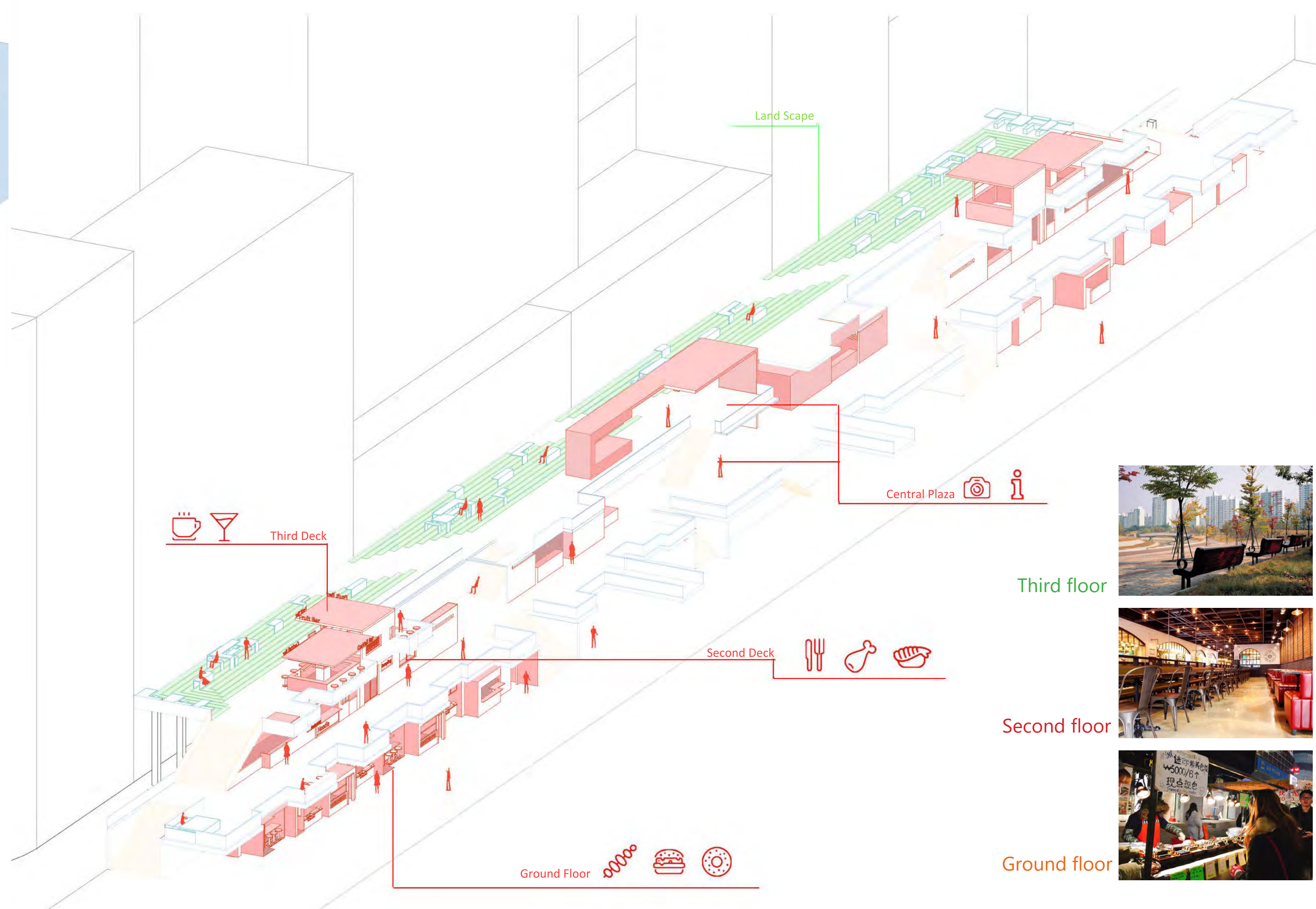
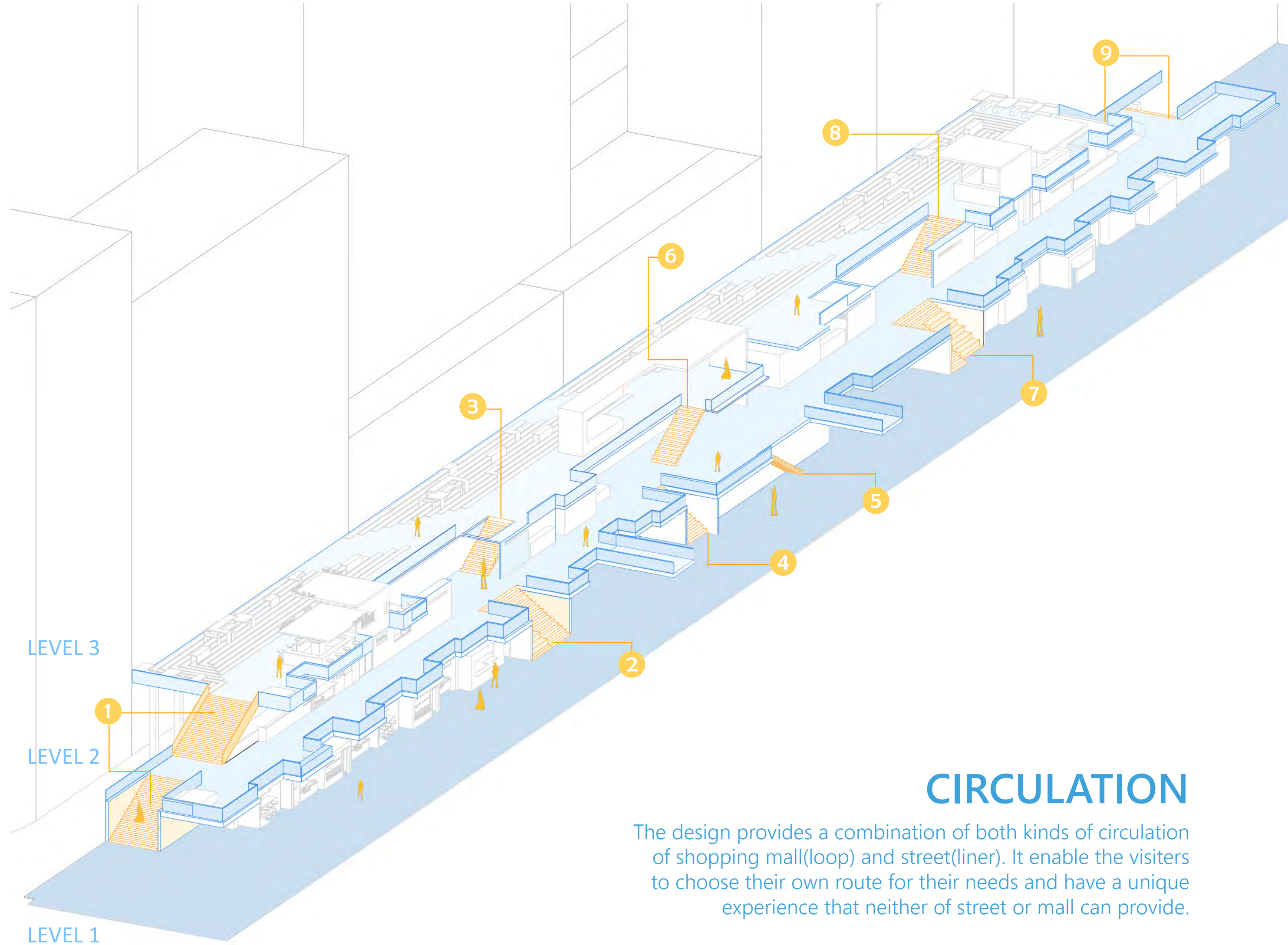




ELEVATION & FUNCTION

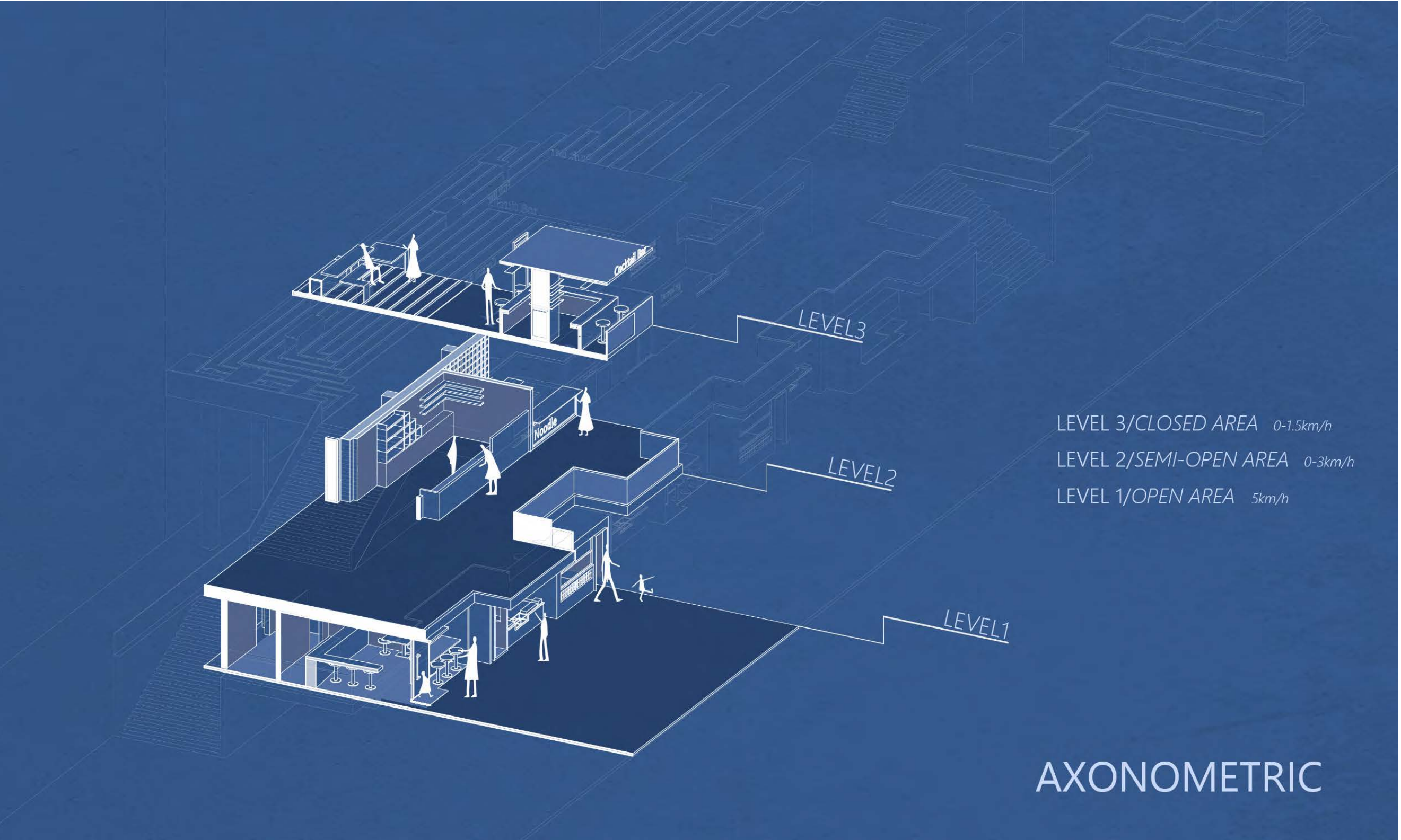


The 3D street is consisted of three levels. Each level has its own activities and store type.
 The ground floor is mainly selling snacks and quick food that can be consumed while walking.
 The second deck sells more 'formal' food that need seats to enjoy. It also has more social/lounge area.
 The third deck is more like a open area with green landscape, it has the most casual food type and suitable for relaxing and socializing.

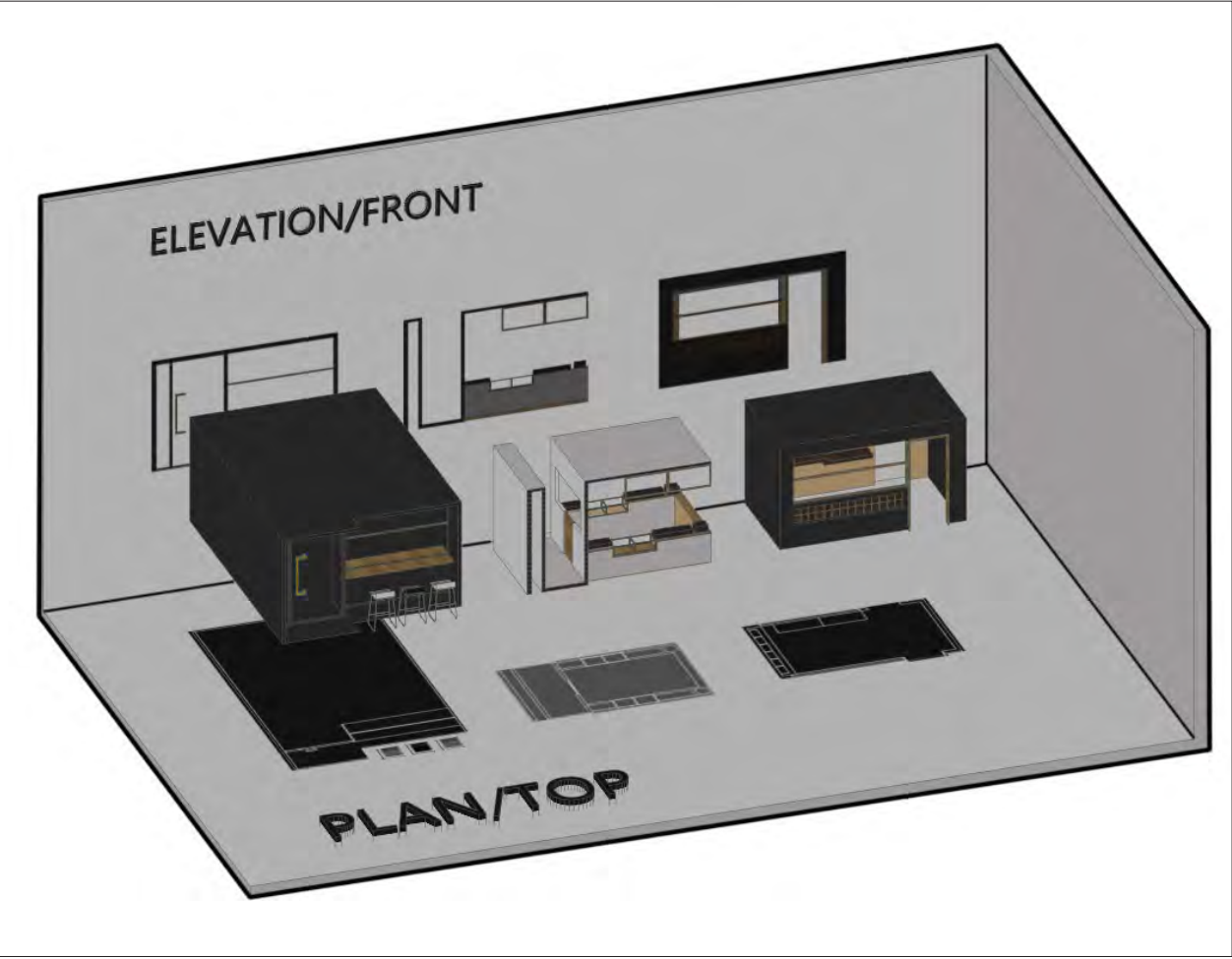
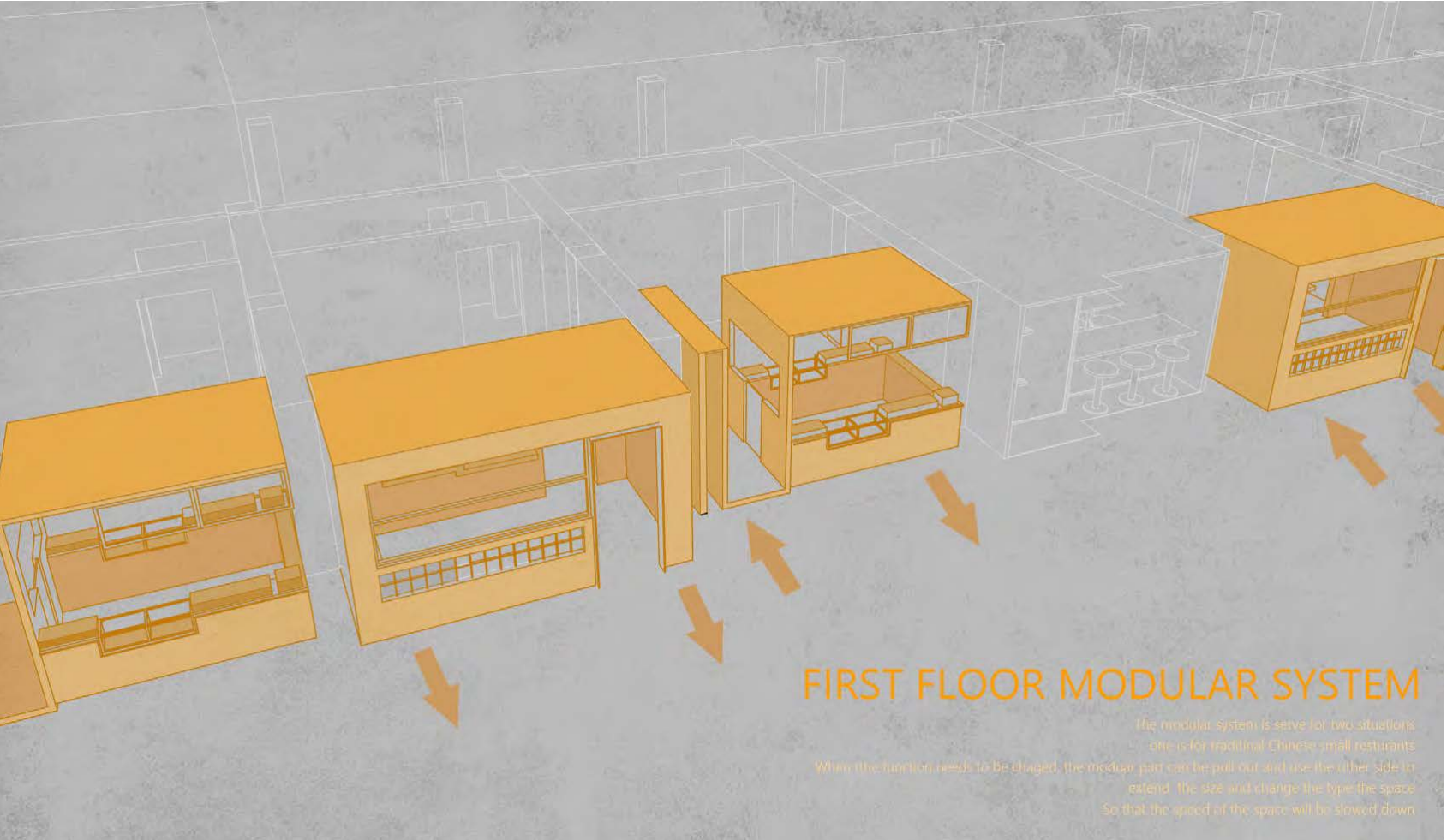


AXONOMETRIC

STRUCTURE AND SPEED



MODULAR SYSTEM



Rush hour
Modular status: Holded
Street speed: High



Night/Lunch hour
Modular status: Occupying the street
Street speed: Slow



Modular system has two scales, the smaller scale is cart and table, bigger scale is a pop-up store that occupy even more street and slow the speed even more.

FINAL EFFECT



FINAL EFFECT



PERSPECTIVE VIEW

