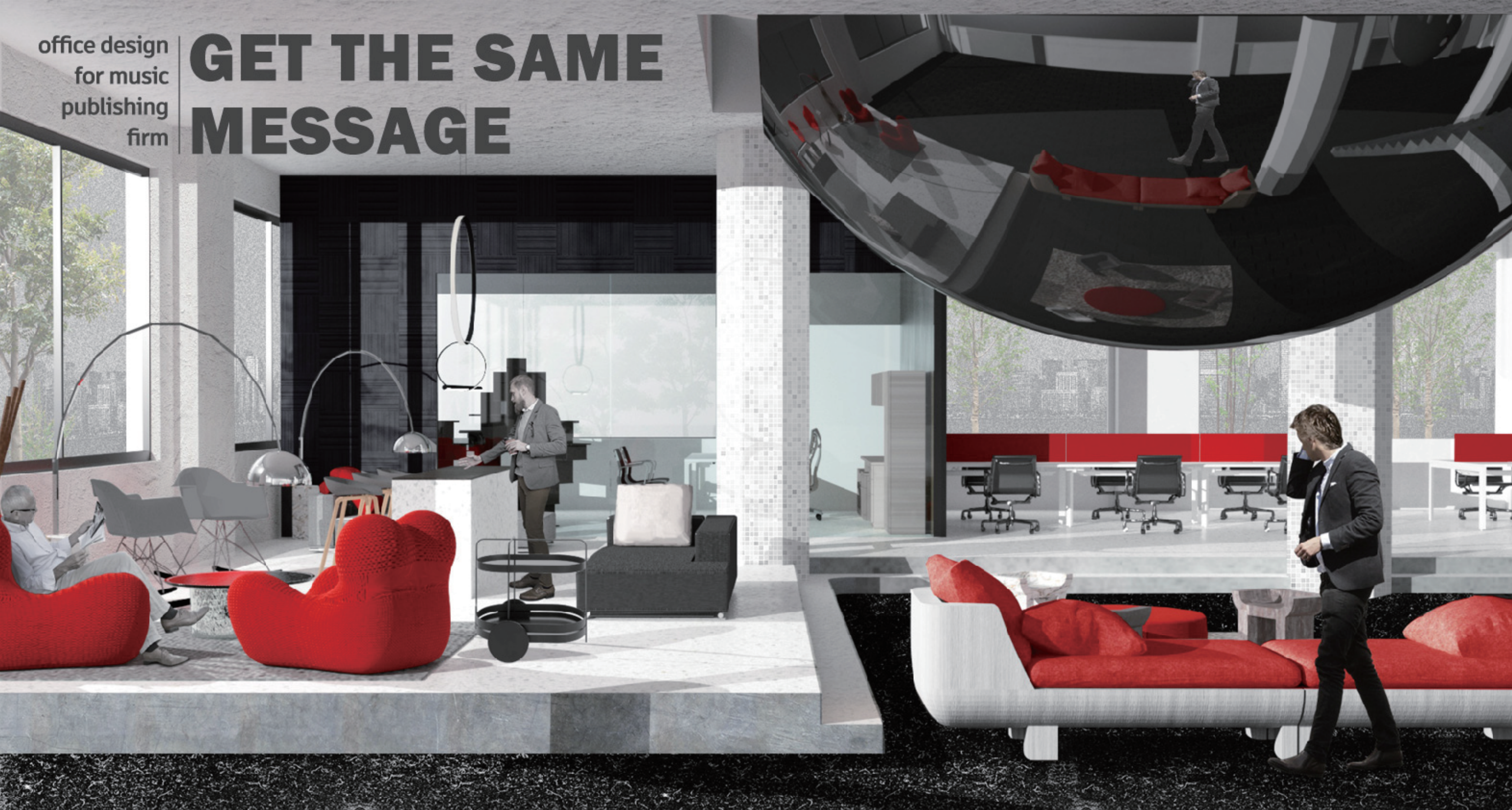


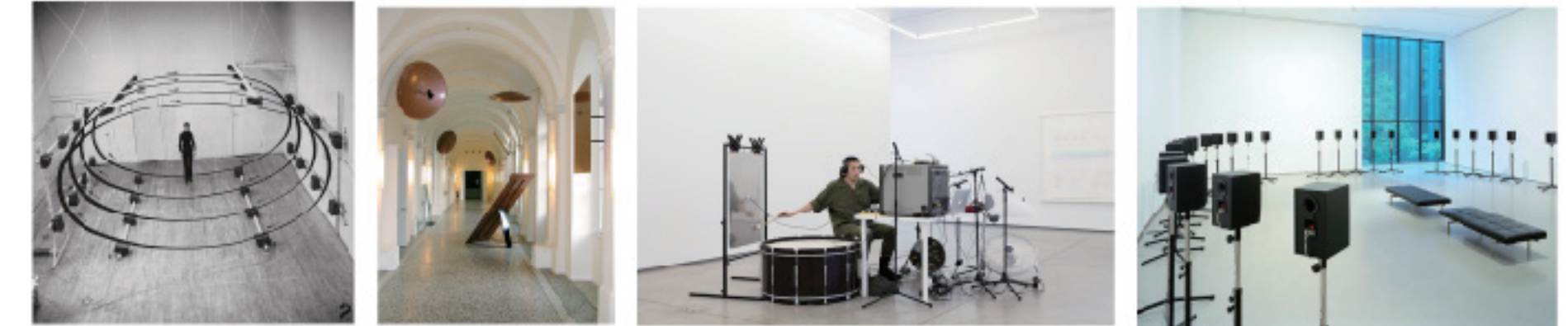
office design
for music
publishing
firm

GET THE SAME MESSAGE



THE BE SIDE

The company is working with several sound artists who making sound installations or sound track for movies, they need a place to show their installations or play their sound but not a traditional space like a recording room or stage.

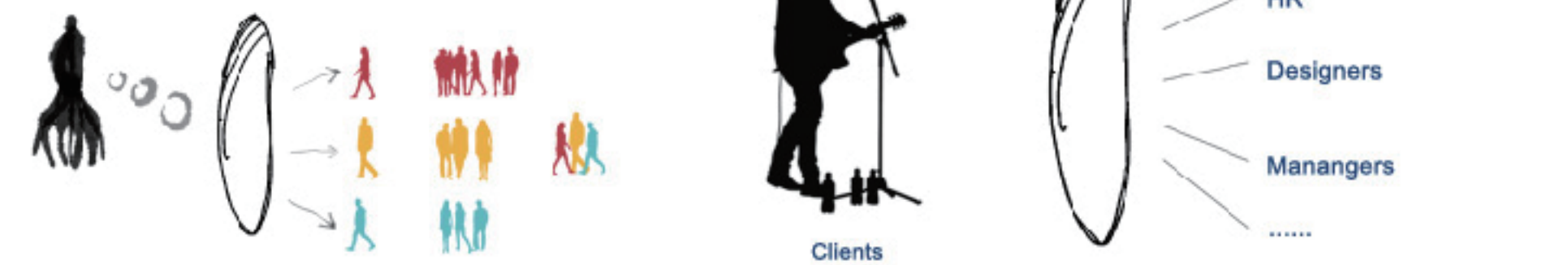


CONCEPT

My idea came from a movie called "*Arrival*". The film is about how to build **mutual trust and complete communication** with unknown creatures. In the movie, human misunderstand the meaning of alien language because the lack of communication between countries, and nearly triggered a war. The alien arrived 12 connecting "**communication center**" in 12 different countries on earth to make sure human speak different languages **get the same "message"** from them and finally got a more comprehensive understanding.

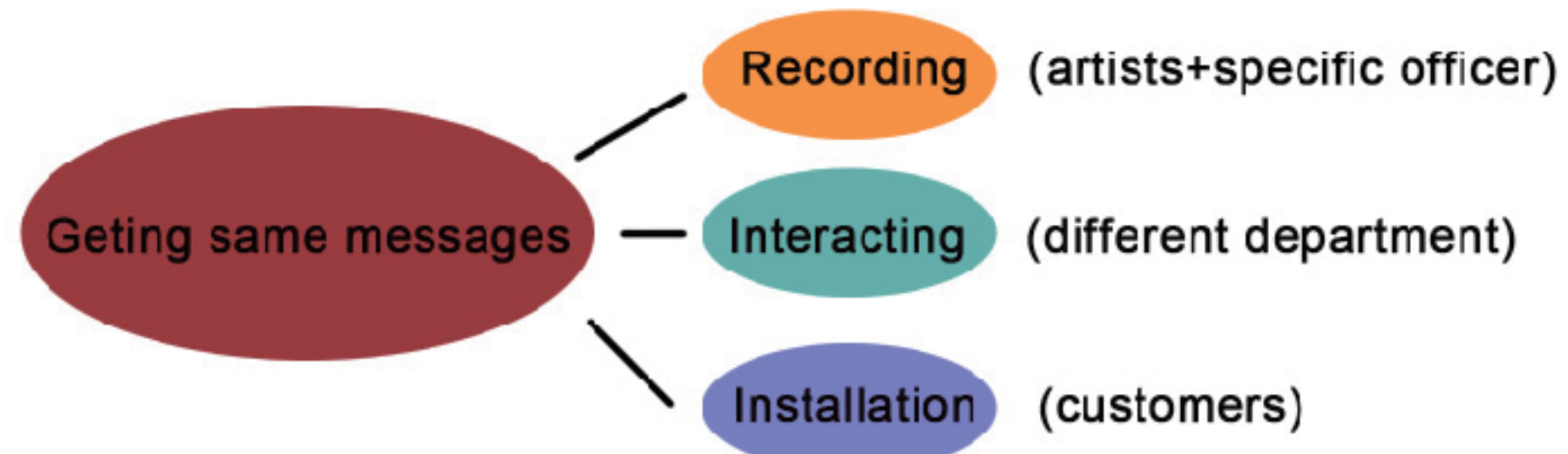


In a science fiction movie music publishing firm, it is important to share the soundtrack with different section or apartment, to get ideas or feedbacks from people in different speciality.

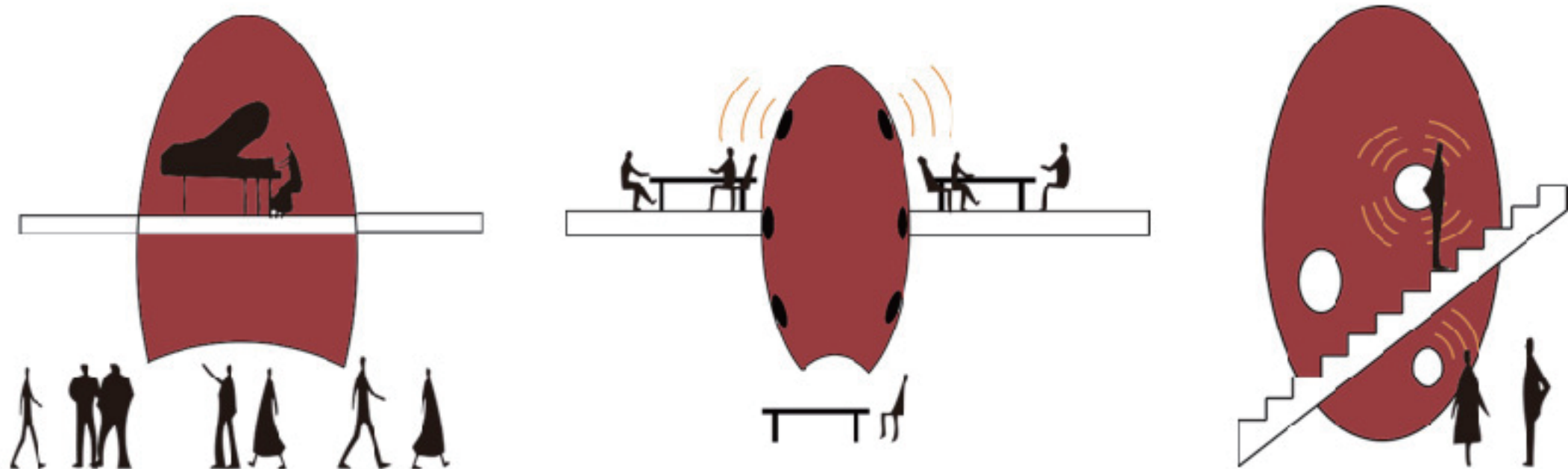


CONCEPT DEVELOPMENT

With further study of the concept, I developed 3 main functions for the communication space to clearly define them. In order to better transform the sound to the clients and officer, The 3 functional area need to connect with different functional spaces in the program.

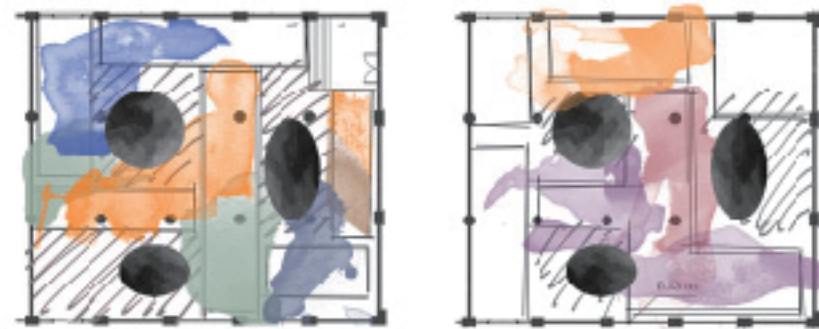


Section diagrams



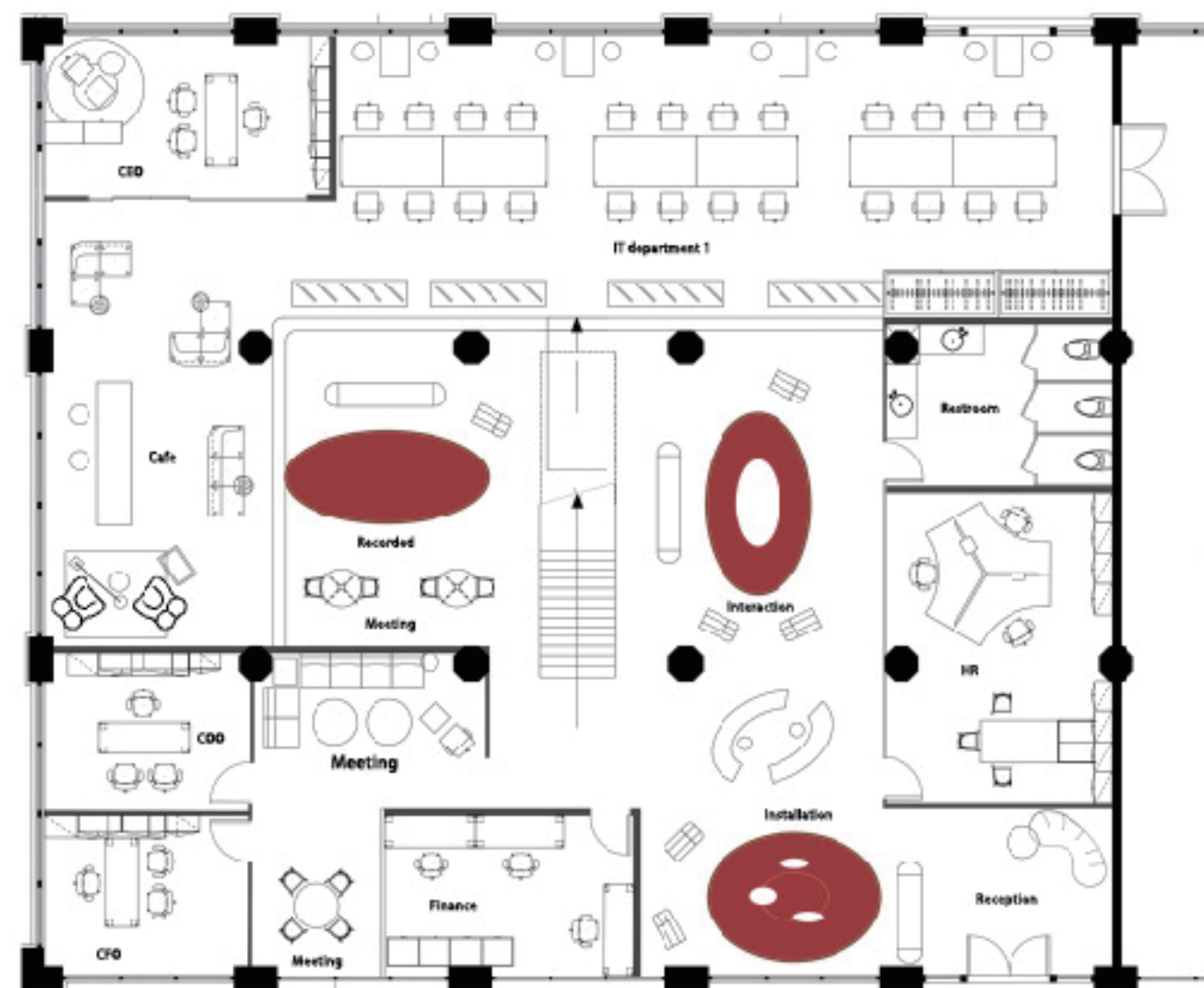
PLAN DEVELOPMENT

Plan diagram

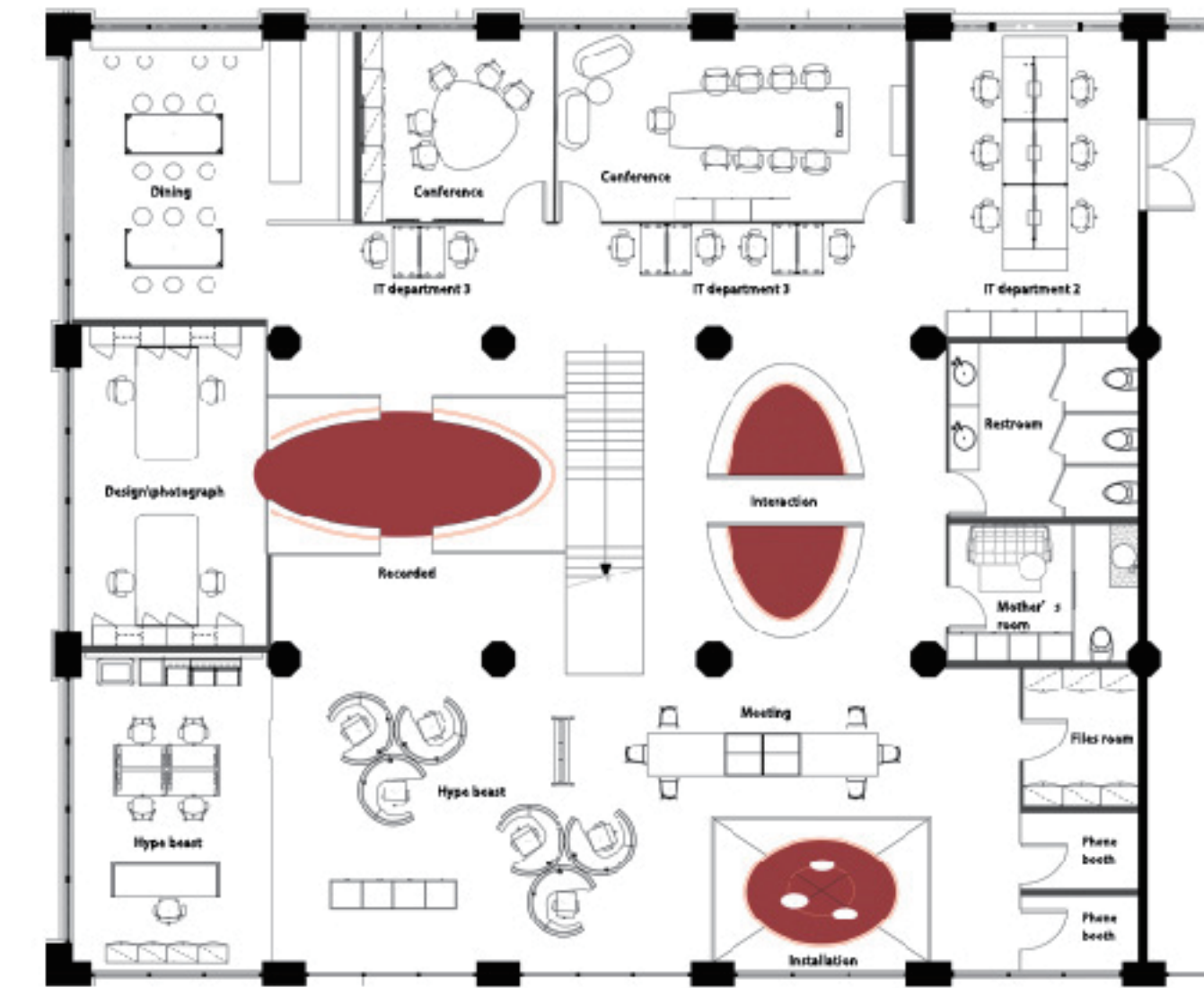


I try to creat 3 communication spaces in the center of the office space. Connecting different departments and give the sound artists plentyful space to display their work.

Plan 1/4" = 1' 0"



Ground Floor



Second Floor

CONSTRUCTION



Using the geodesic dome as the supporting frame and cover with pieces of curved polished aluminum . The inside surface covered with customed triangle Kasthall



inside: acoustic fabric



outside: Polished alluminum

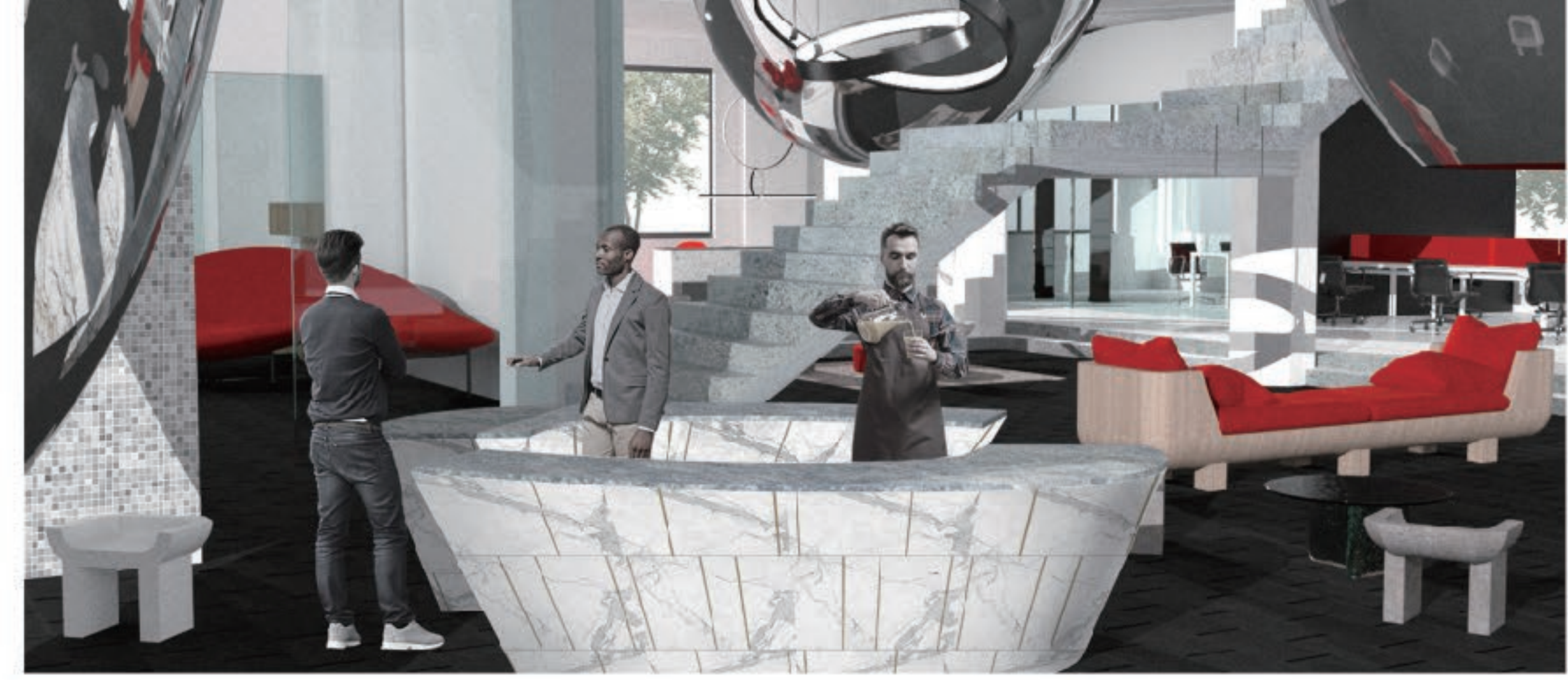


Supporting Structure: Geodesic dome structure

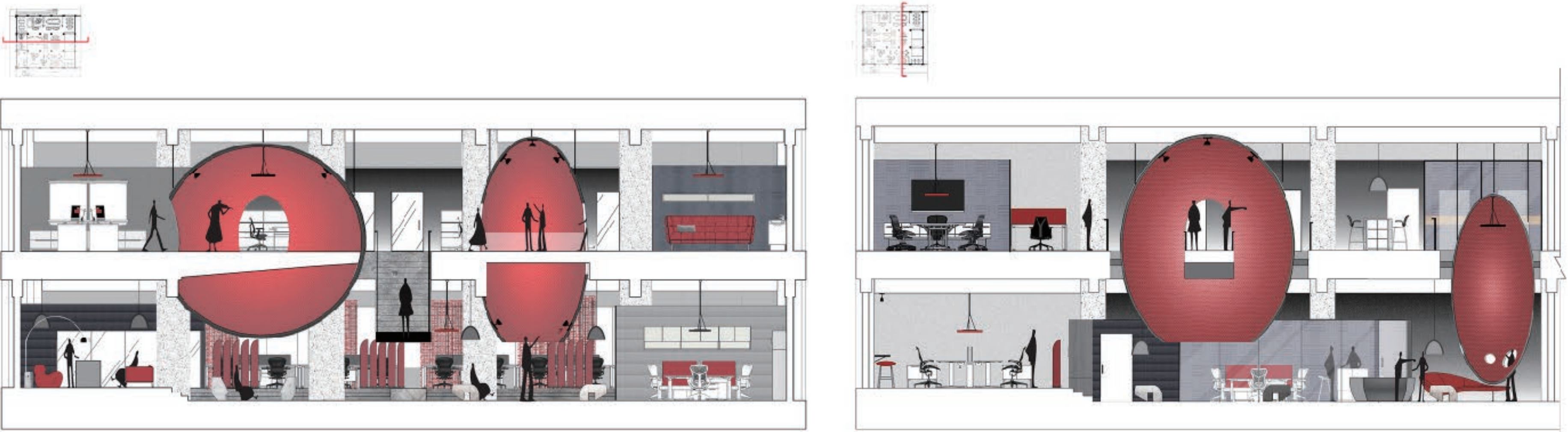
AXONOMETRIC



Different communication areas have different structure for people to engage. With Interaction area, people can put their head inside and walked through the bridge build across the egg structure. For the recording area, it is a space for both designer and sound artists to work together and create something. And for the installation area, it is a place for sound artists to show their sound installation, people can just listen to the sound from the small opened hole.



SECTIONS



COLOR & MATERIAL

For the color and materials, I use the color and styles from the movie *2001 a space odyssey*. The scene of the movie was happened almost in spaceships, so the colors are all about strongly contrasting black and white with the primary red.



FURNITURE SELECTION

