



Yide Guo
Interior Design Portfolio

CONTENTS

1.Hostel Design: NoMad Stay

1-5

2.Community Space Design: Extending of information

6-8

3.Material Study/Design: Scent & Feeling

9-13

4.Language of Drawing: From Digital to Physical

14-19

5.Housing Works: Zig Zag

20-23

6.Library Design:Home Library

24-28

7.Thesis: Exposing from within

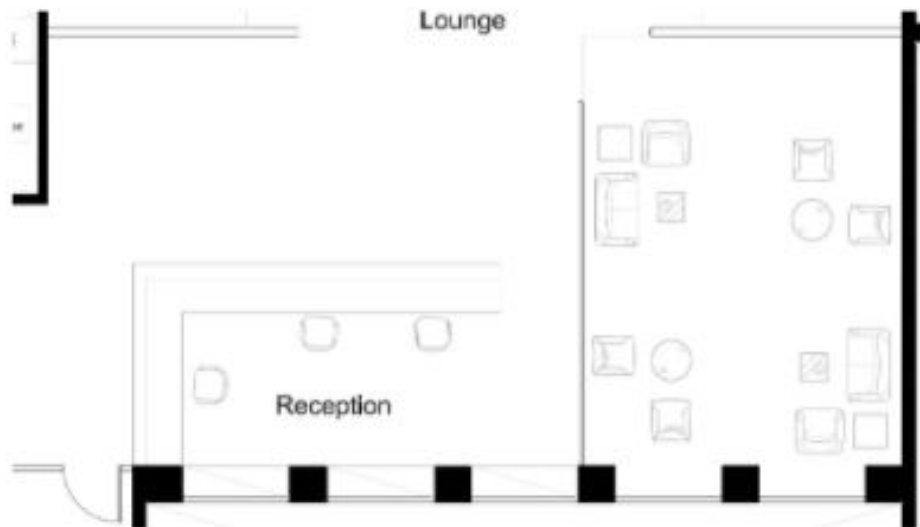
29-46



1 NOMAD STAY

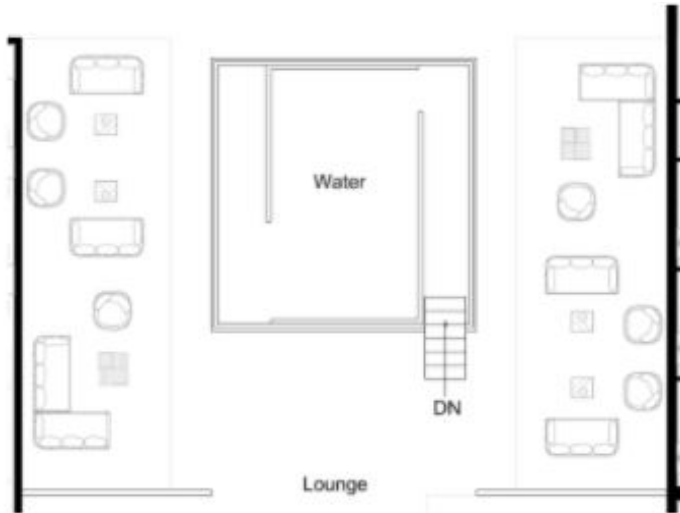
Hostel

This project is located in Kathmandu. We designed a spa center, a therapeutic interior. Before designing, we researched about the local cultures and the location. We have a theme for this design which is water, as a source of life, cleansing and purifying. We want to let visitors have a clear reflection of themselves based on the site, but a totally different atmosphere indoor which relax them from resonating experience and reflect on their thoughts and emotions.



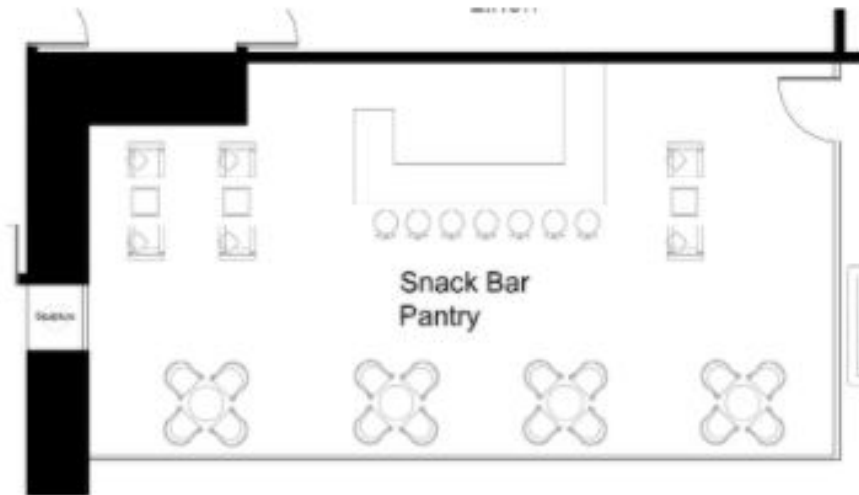
Material Consideration

- 1 limestone flooring
- 2 wood ceiling (original)
- 3 Nepali style wood column (original)
- 4 quartzite reception desk



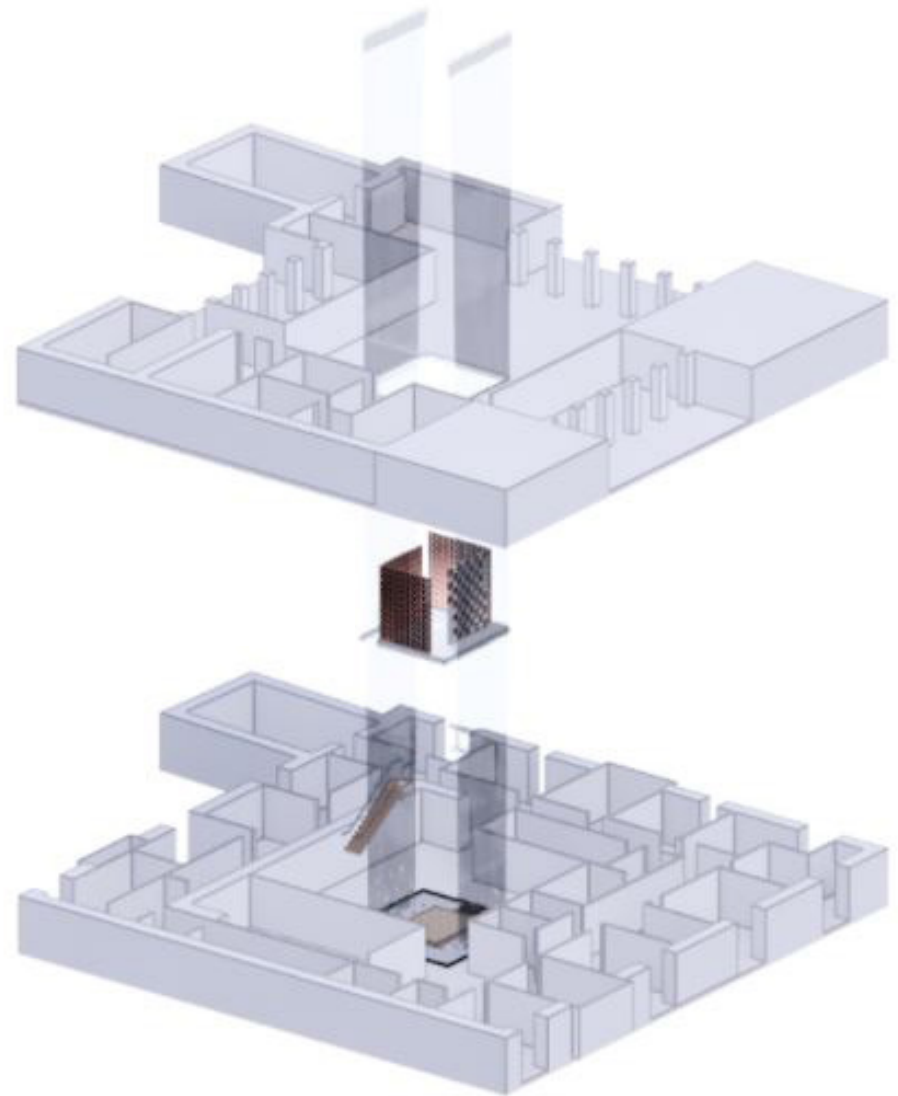
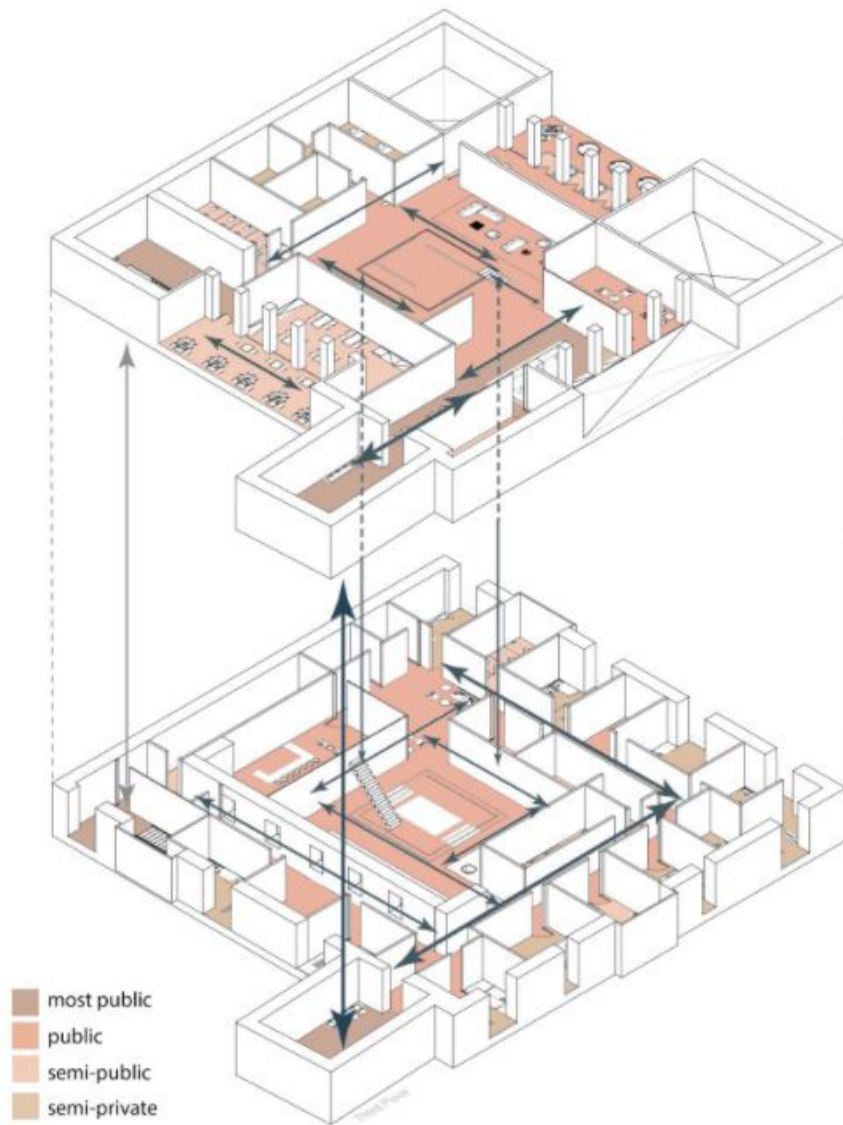
Material Consideration

- 1 limestone flooring
- 2 breeze block terracotta
- 3 wood ceiling (original)
- 4 textured granite stone
- 5 glass
- 6 Shirasu kabe beige plaster
- 7 Nepali style carpet(bamboo silk, acrylic, viscose)



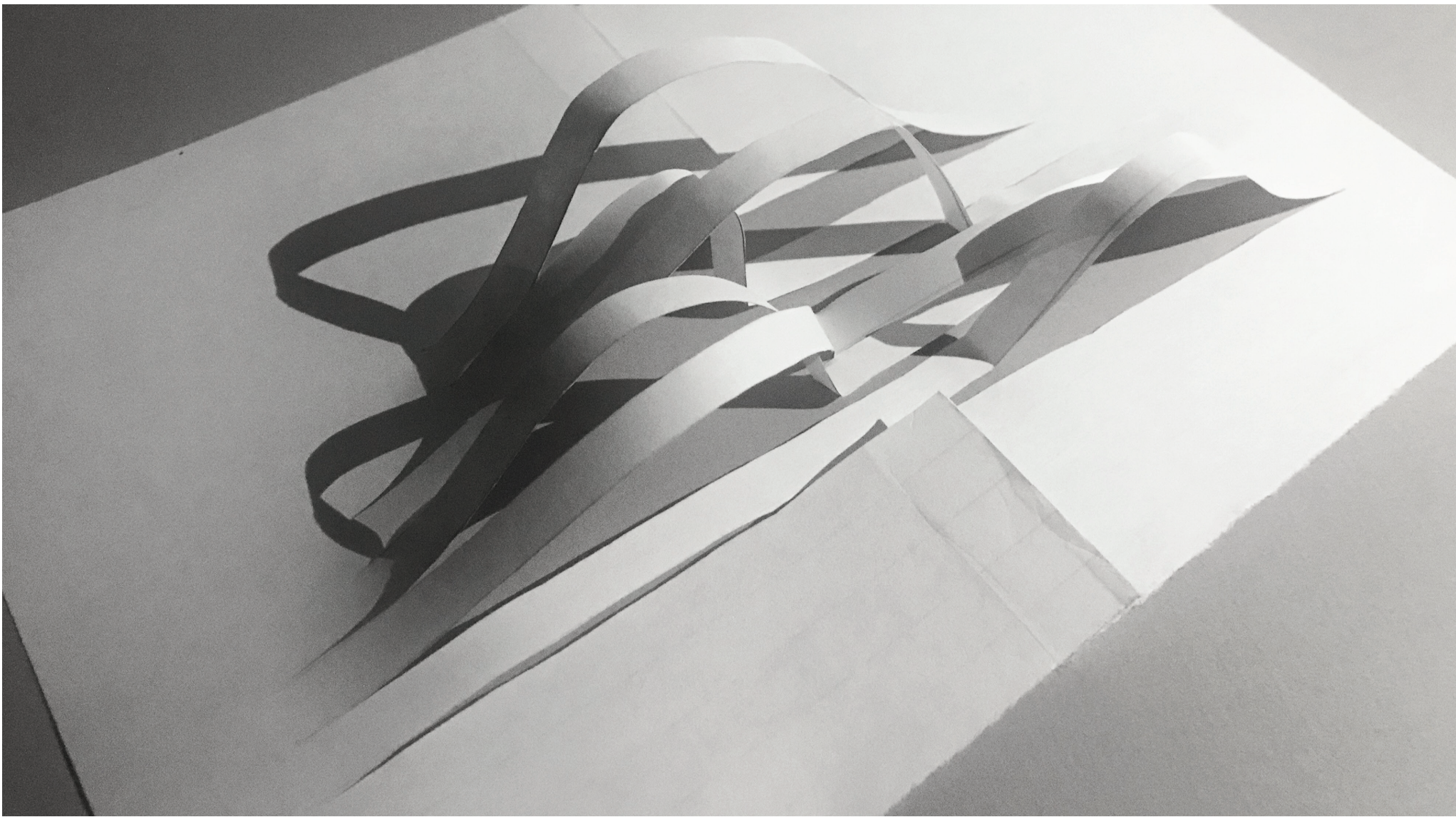
Material Consideration

- 1 Limestone flooring
- 2 brick wall
- 3 wood ceiling (original)
- 4 teak wood bar
- 5 bamboo shades



Axonometric drawing

The water fountain work through a self-contained, closed-loop system. The water is constantly recirculated by a small pump which is not visible from the outside. The water is pulled by the pump from the receiving pool or reservoir, and then carried uphill by means of a tube to the fountain-head. Water is pumped up to the fourth floor and is continually flowing down to the third floor forming a “water-curtain”.

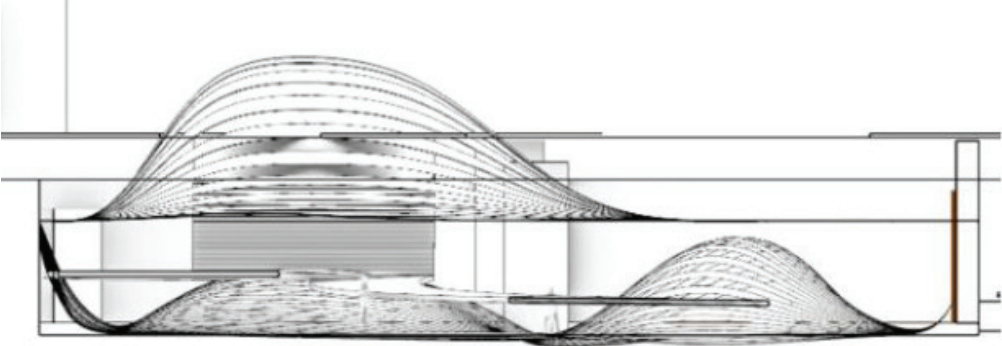
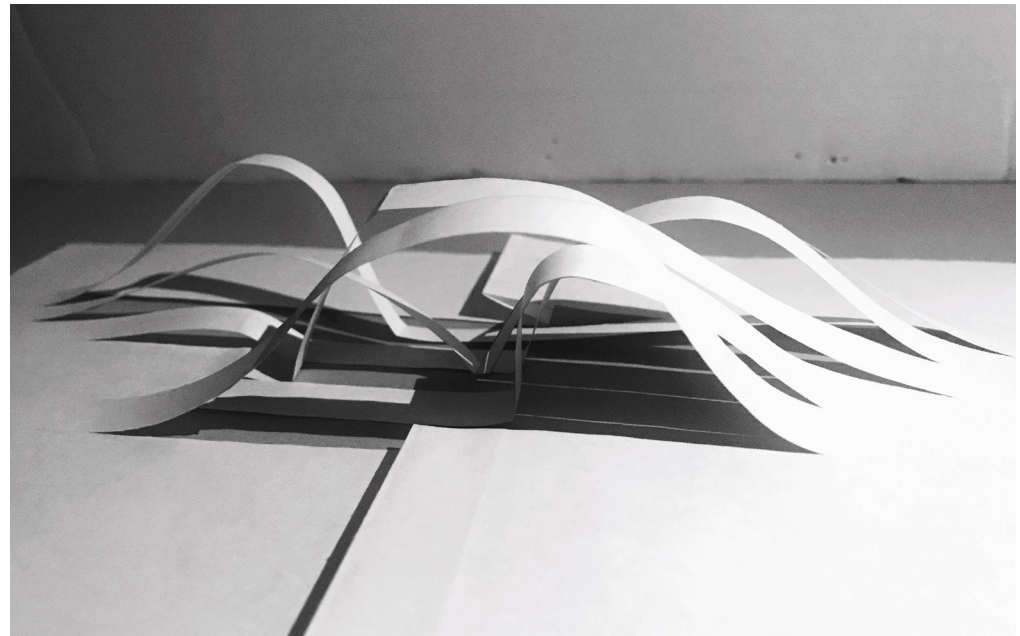
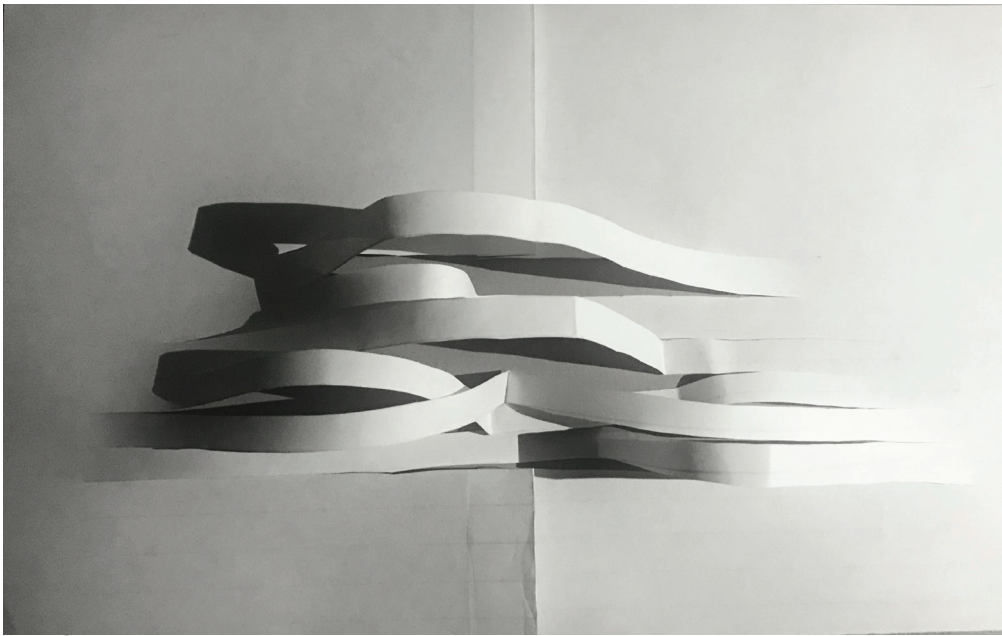


2 EXTENDING OF INFORMATION

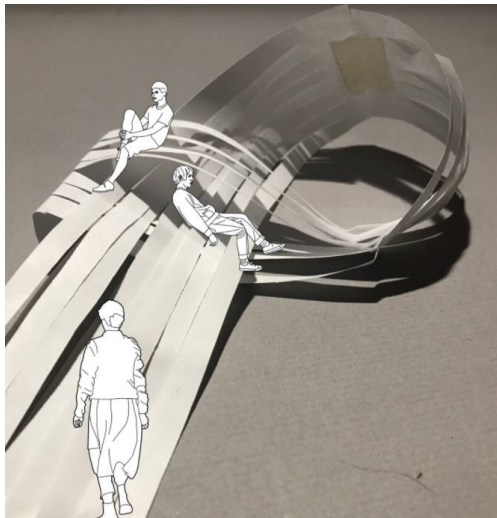
Underground Community

My design goal is to use the transformation from a surface to 3d from the entrance to below ground using curvature as a guidance and visual play and creating a sense of trace through out the space, using materials to extend experience, providing a sense of “biophilia” and interaction, and experimenting with the boundaries. .It becomes more like “extensions of the tactile sense”, combination of signals.

Extending of Information 06

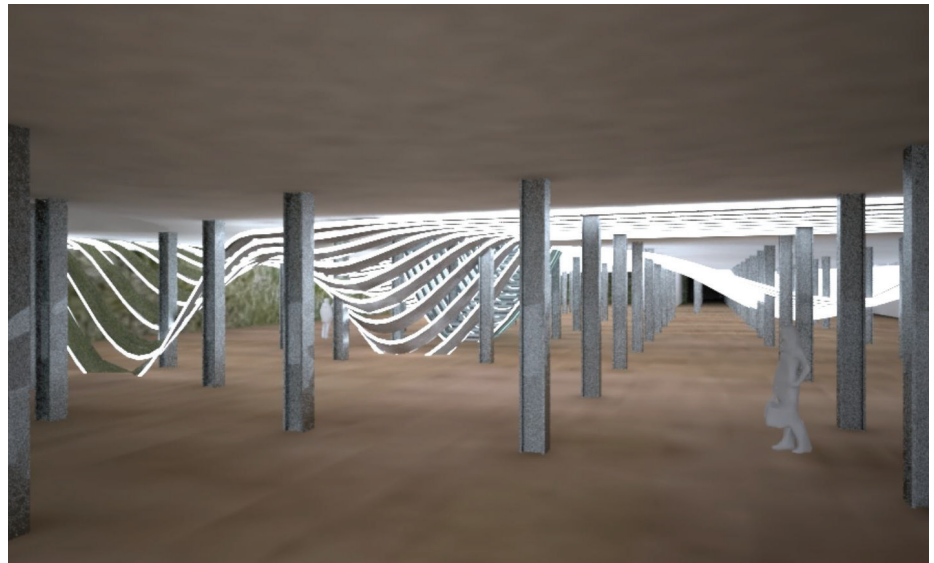
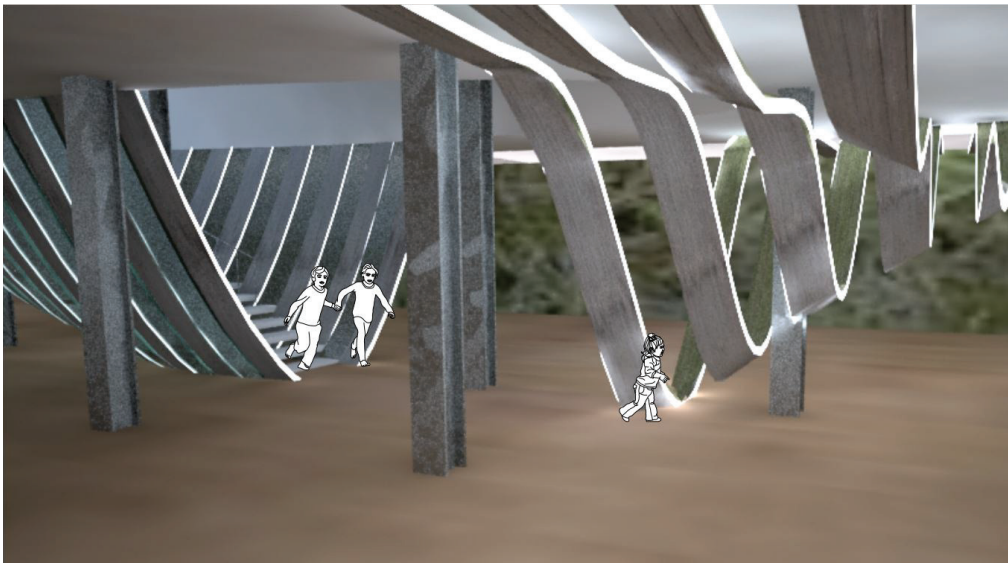


I used a flexible material which is paper, to see if I can come what with a continuous pattern. I am trying to create a continuous flow, a play on the eye, a visual informative structure or concept. From a 1d surface, to a 2d, to a 3d space. It has the potential of connecting spaces together without even noticing.

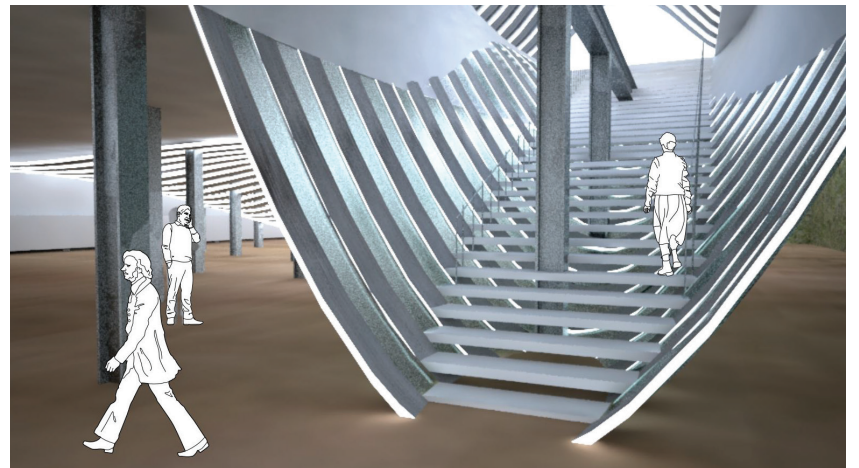
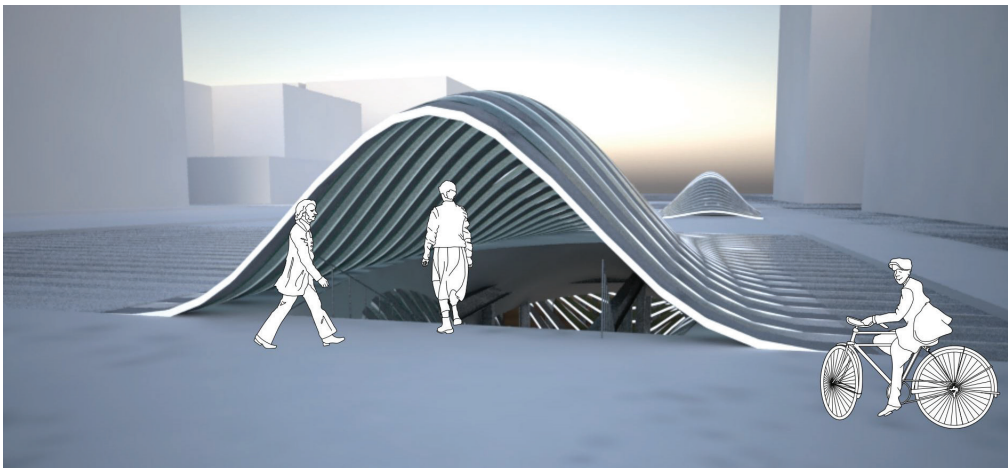
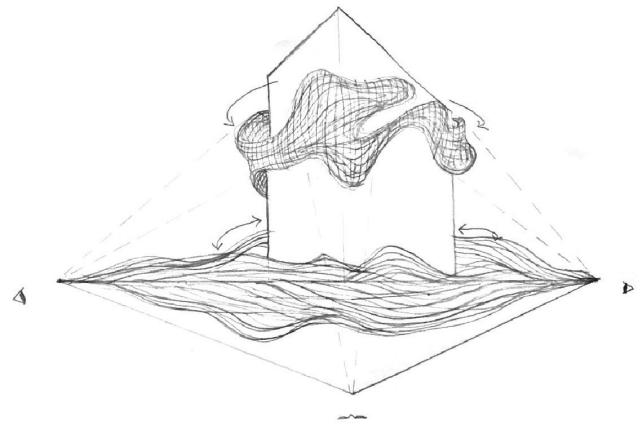
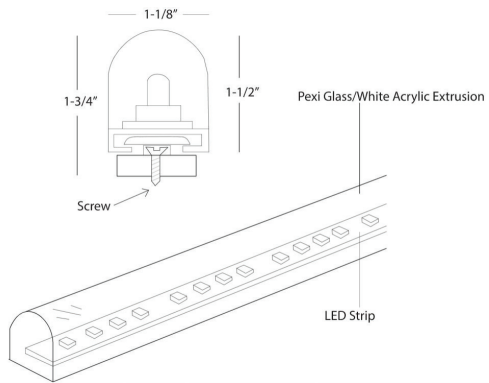


Paper Study Model





Detail



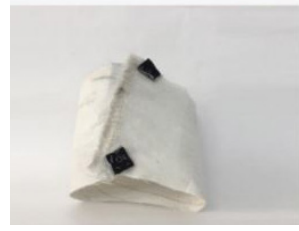


3 SCENT & FEELING

Material Study/Design

This is a project studying fabric as a material, manipulating it by folding, braiding, knotting, etc. The goal is to create a installation out of fabric. The concept is to make a scented resting area out of fabric. Because fabric holds scent for a while of time so it is able to continuously change and replace whatever scent the users want.

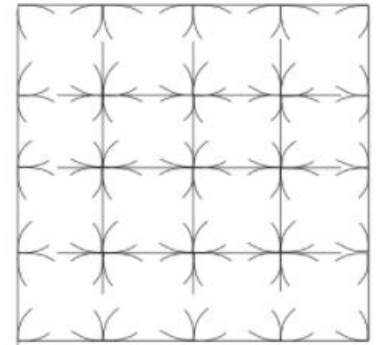
Body Construction







Fastening

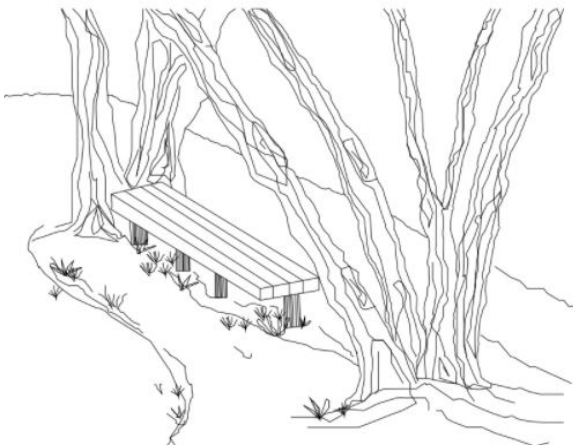
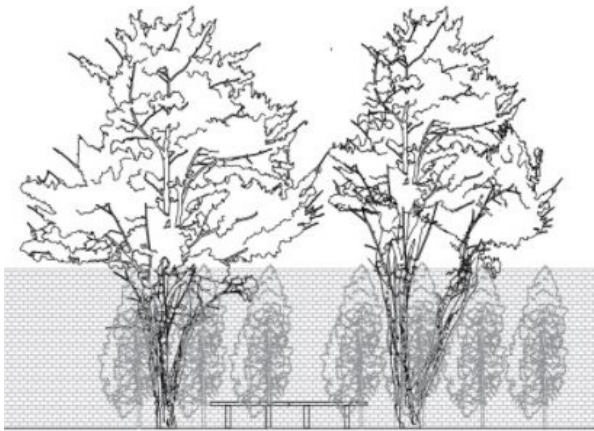


Braiding



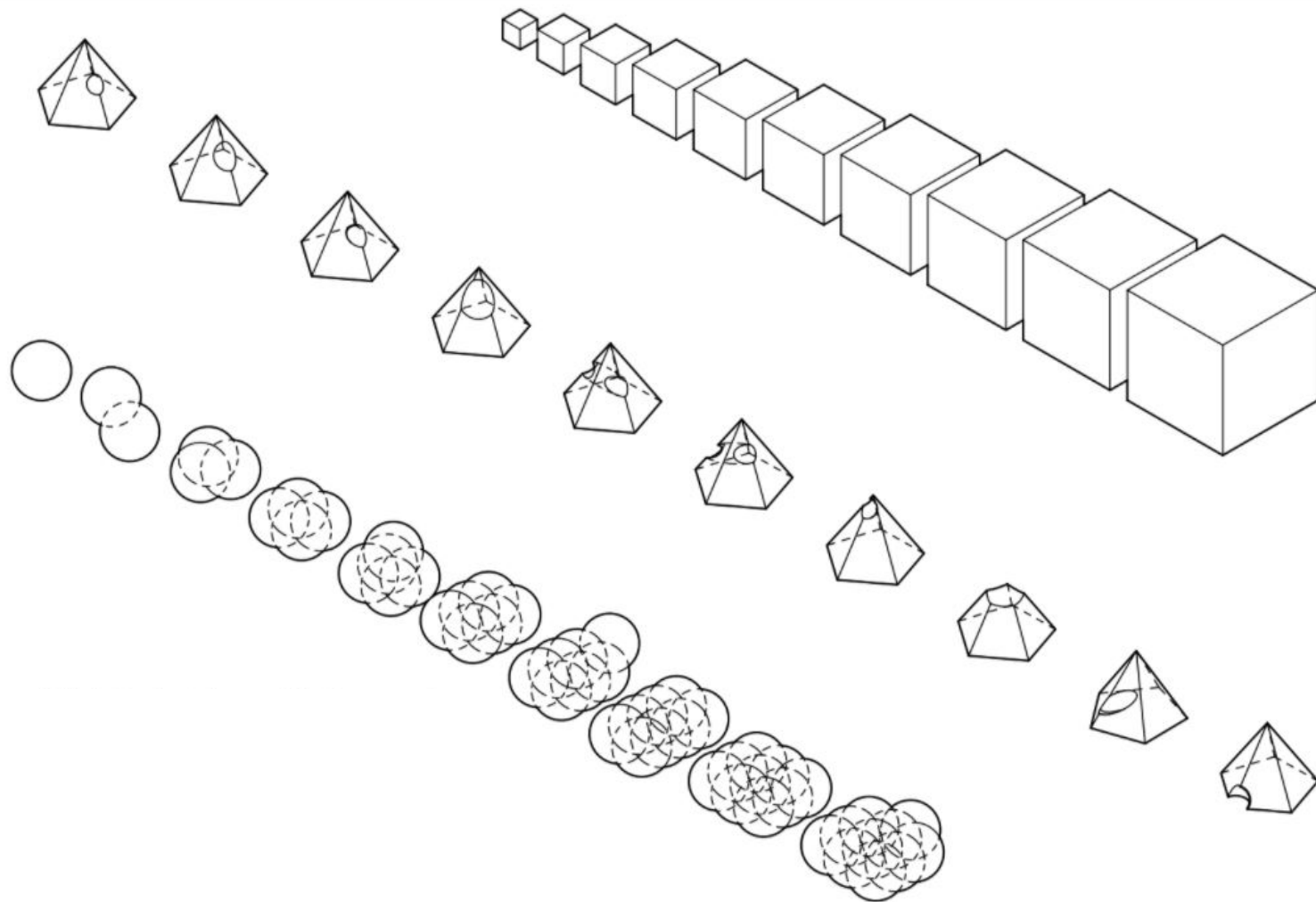
Bunching





Braided fabrics are tied to the two trees, and fabric “panels” were hung on the sides to provide semi-private condition. The panels were dipped in scented water, mixed with organic ingredients from fruits and vegetables.

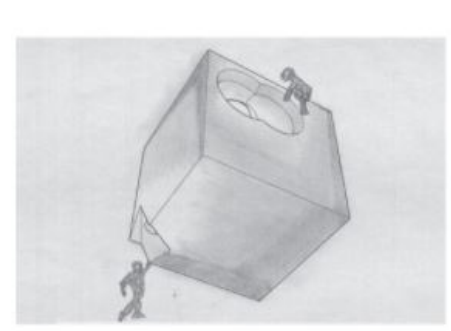
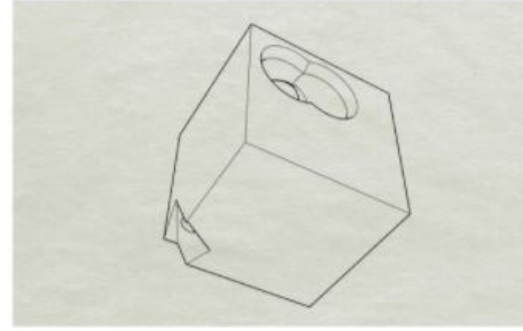
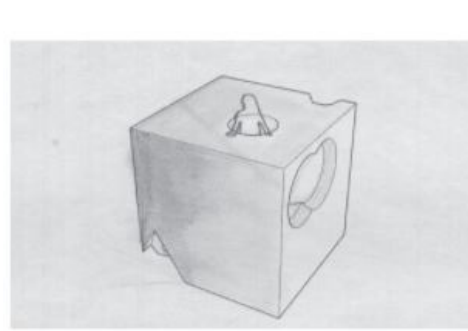
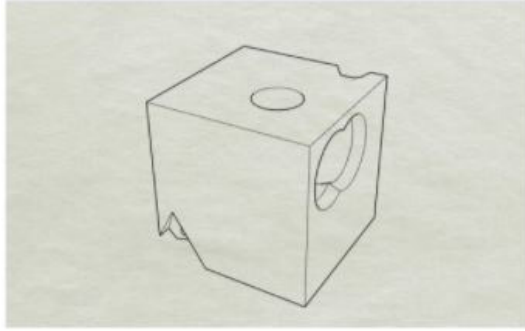
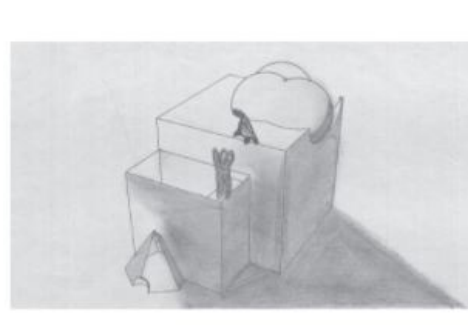
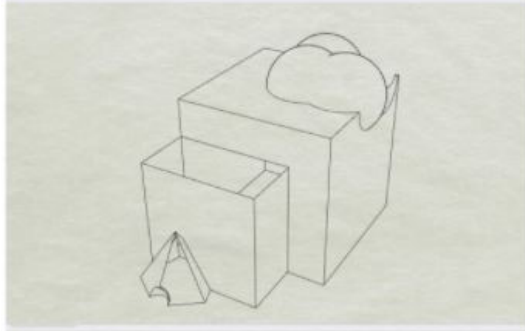
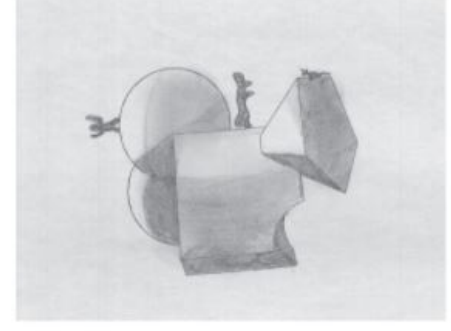
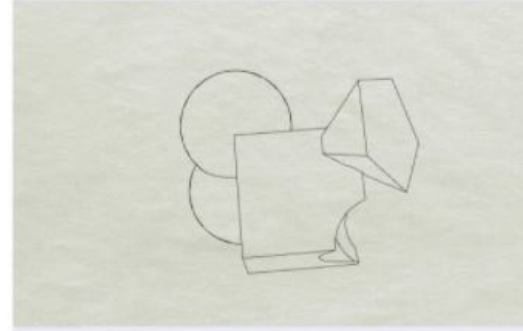
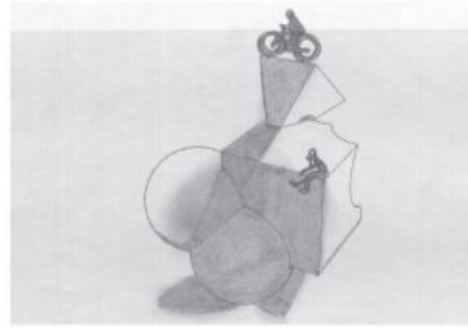
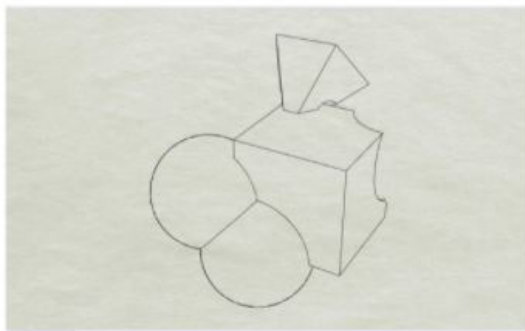




4 From Digital to Physical

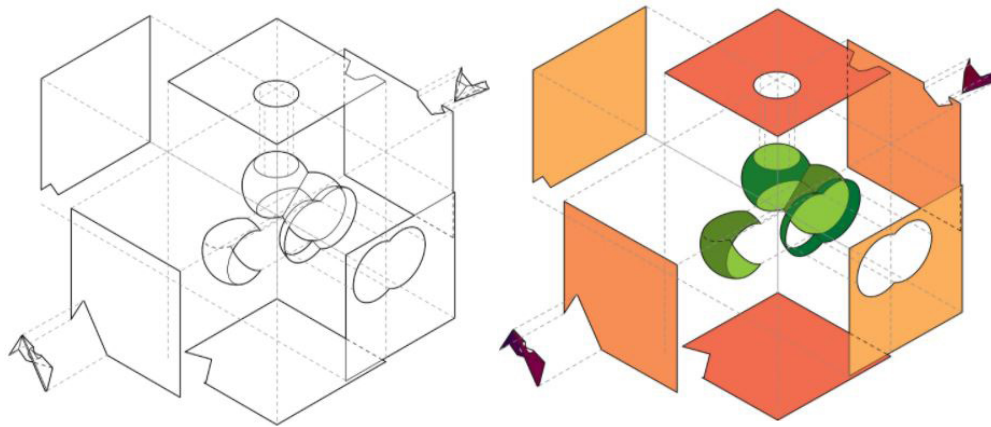
Language of Drawing

I drew a series of shapes in 3D and in 2D using Rhino. This really helped me to start knowing the functions and commands in Rhino and really get my juice flowing. I like how the shapes came out and all kinds of impossible can be done using this Software.



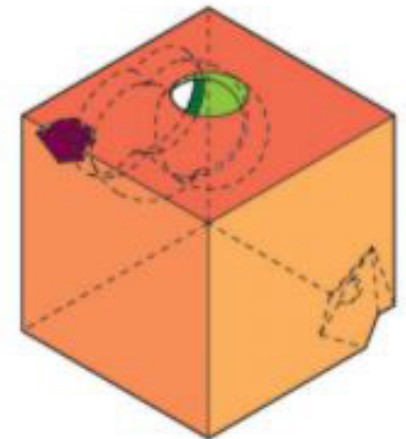
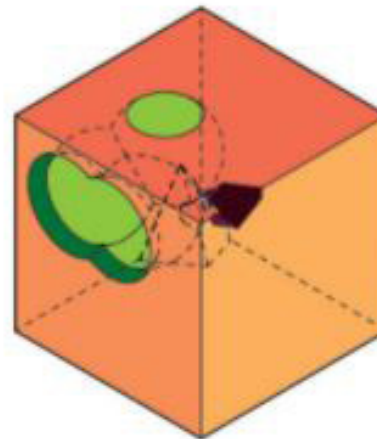
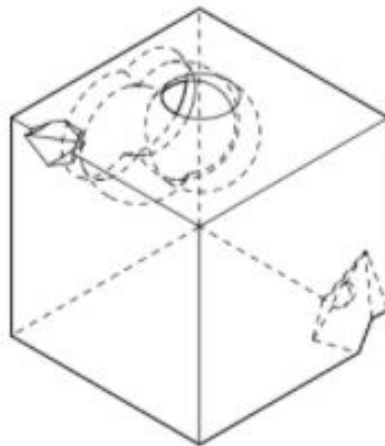
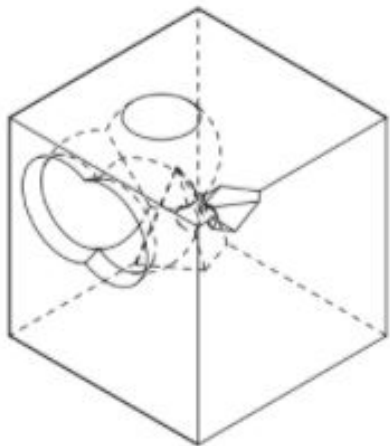
Rhino model sketch

I learned how to assemble forms together, separate surfaces, rejoin surfaces to inform new spaces in this assignment using boolean tools, trim, etc. I liked the hand render part because thinking where the light and shadow will be by ourself instead of using softwares is more fun to do.

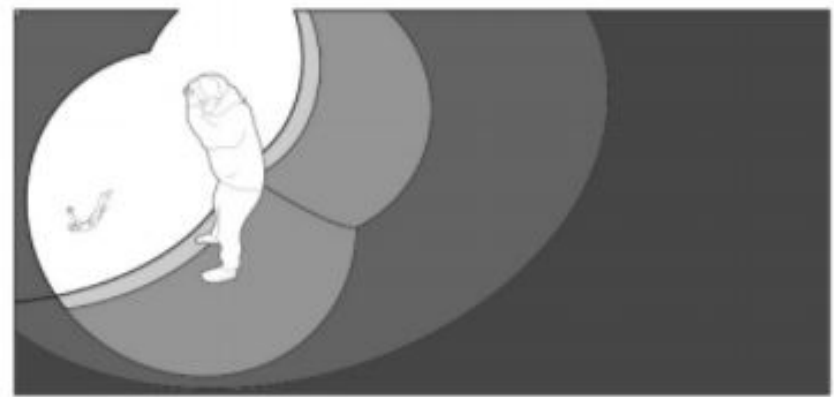
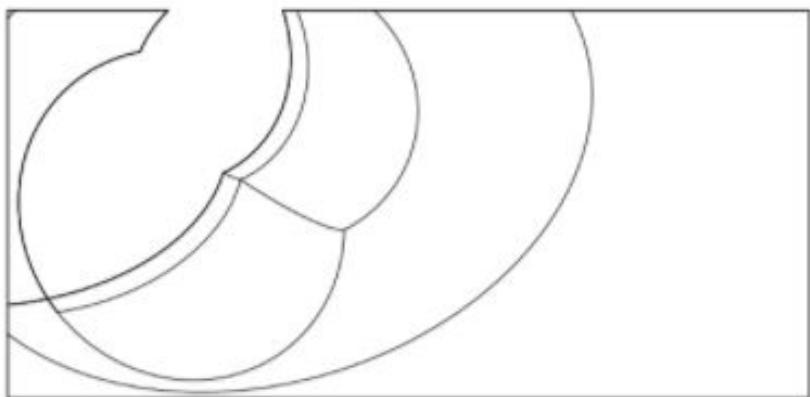
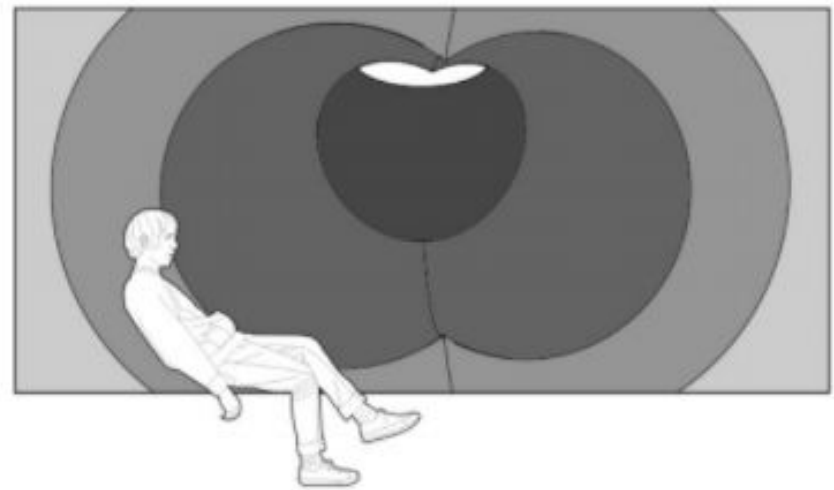
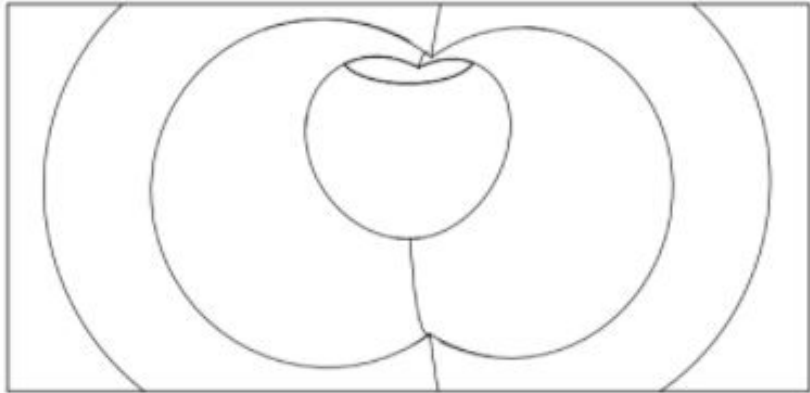
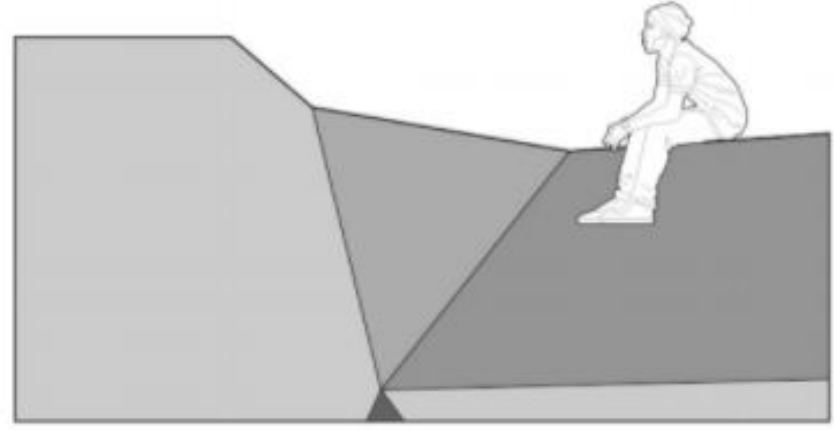
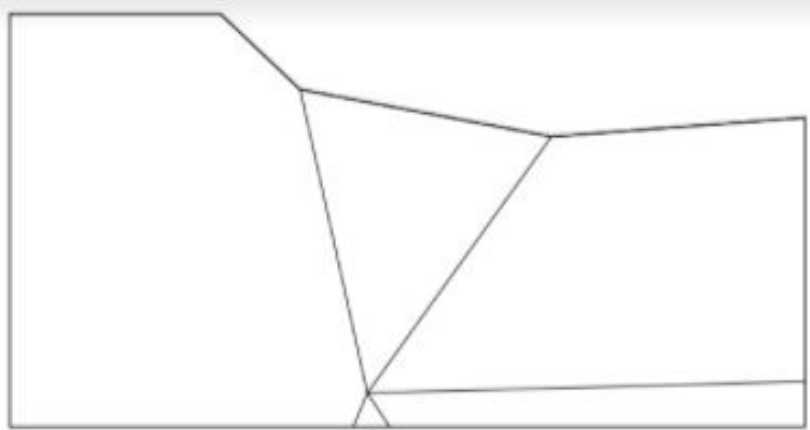


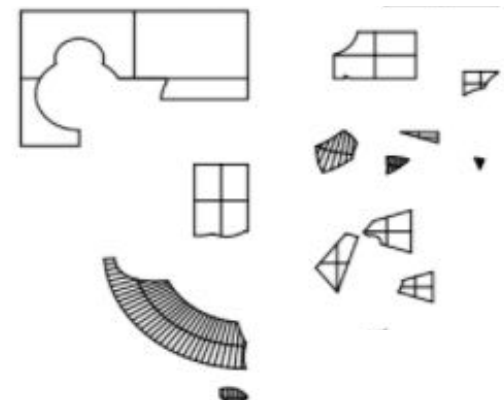
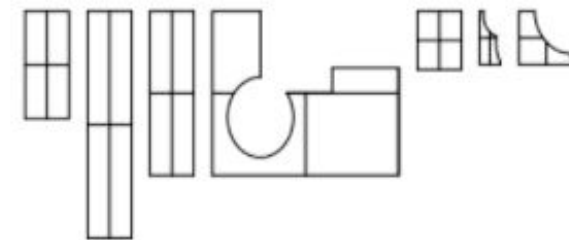
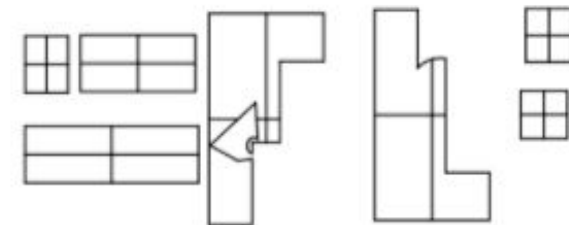
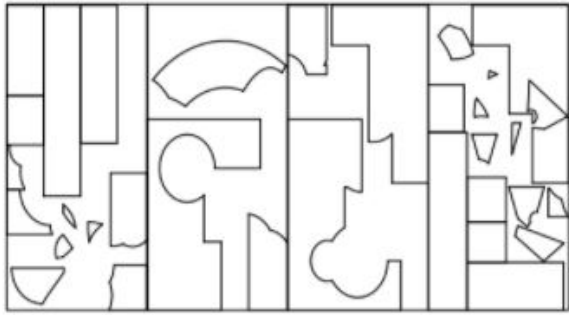
The part where we put our selected composition into illustrator and giving it line weights and colors are just amazing. I loved the capturing of the interior and perspective of my composition because it helped me understood the space within and putting scale figures into it just makes it more alive and functional! The exploded isometric drawing make me understand the parts that can be pulled out and how this thing is constructed and put together. But line weights are important as it will show where and which place should the pieces be going.

Axonometric drawing



Rhino Model Interior perspective

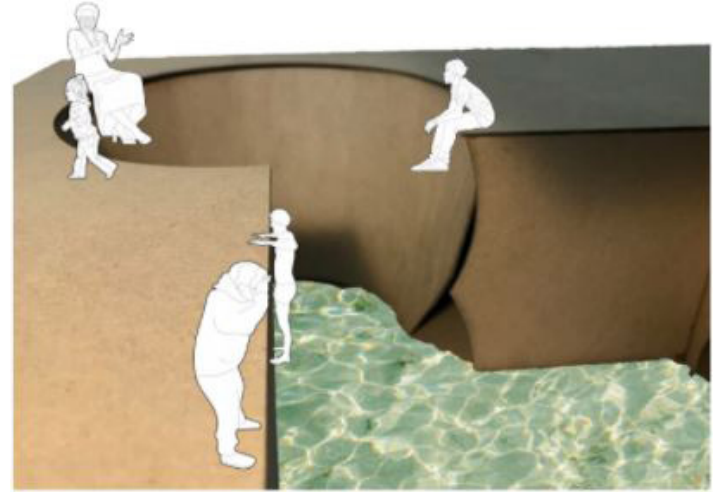
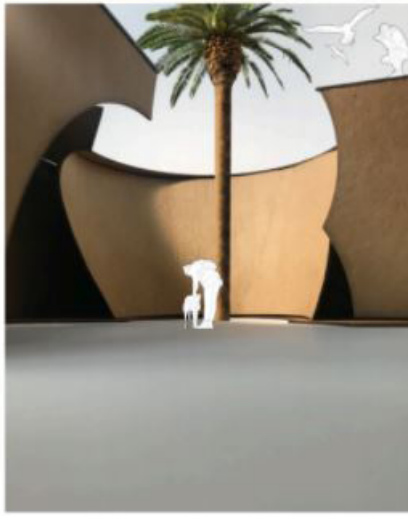




Laser cutting

Setting up laser cut files from Rhino model and creating a physical model is really challenging! The pieces are easier to identify when numbered well and in an order. If not, It will be hard to figure out which part is which.

Physical Model



Taking photographs from many angles of my physical model helped me to know my design and work better. Although this is not like the other models I do in design studio, this kind of self distributing and modeling technique helped me in a very abstract way of thinking! I really like how the whole concept came out and the model. I was amazed by how organic shapes had formed and not intentionally but really step by step.

This project made me feel there's more I can do with Rhino, laser cutting, modeling, creating client stories, surveying and design. It was really nice to be able to do a theme for my model whatever I want.

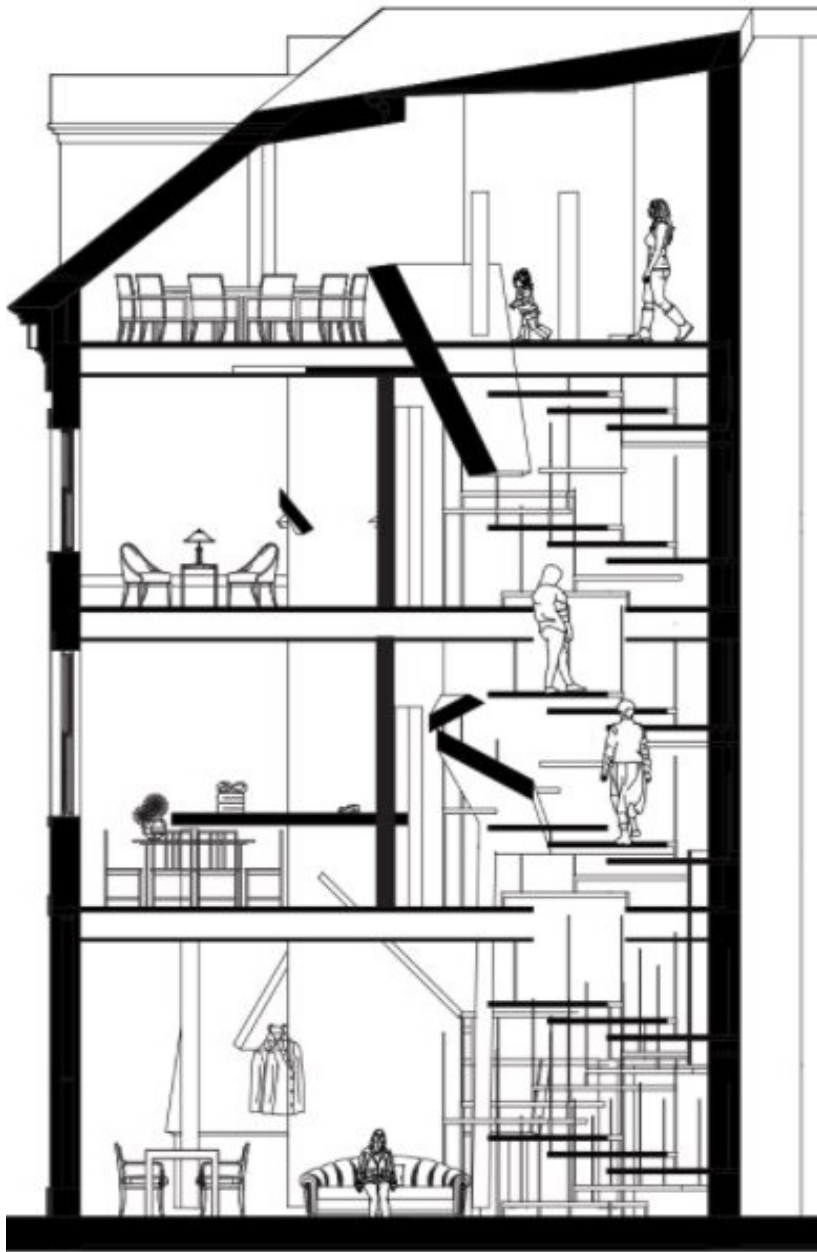




5 Zig Zag

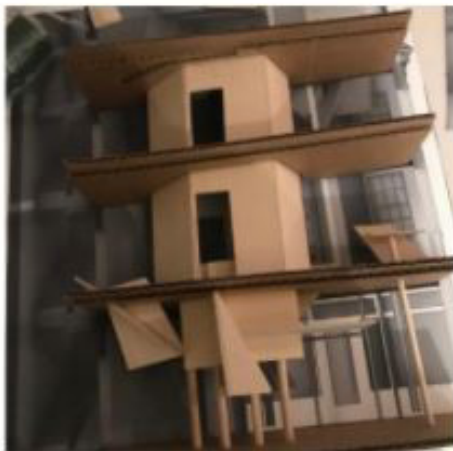
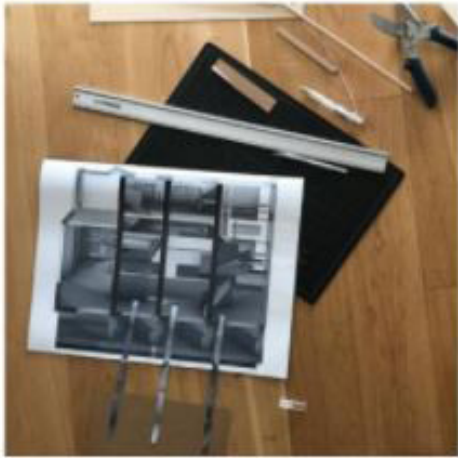
Housing Works

This is a project where we research about housing works, a non-profit fighting AIDS and homelessness charity. It is well known for its entrepreneurial businesses including a chain of Thrift Shops, which supports efforts to end AIDS and homelessness. They are also known for their social justice activism. I redesigned a starbucks cafe located in Manhattan into a housing works thrift shop.



Section Model

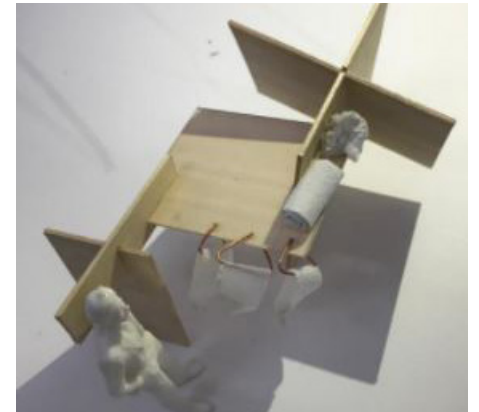
Section drawings can be helpful but section models are more helpful when studying the interior condition of my design. I tried to create a sectional model by using a museum board and a section drawing as a back ground, and glued 4 floor levels on it. And building the model on top of it.

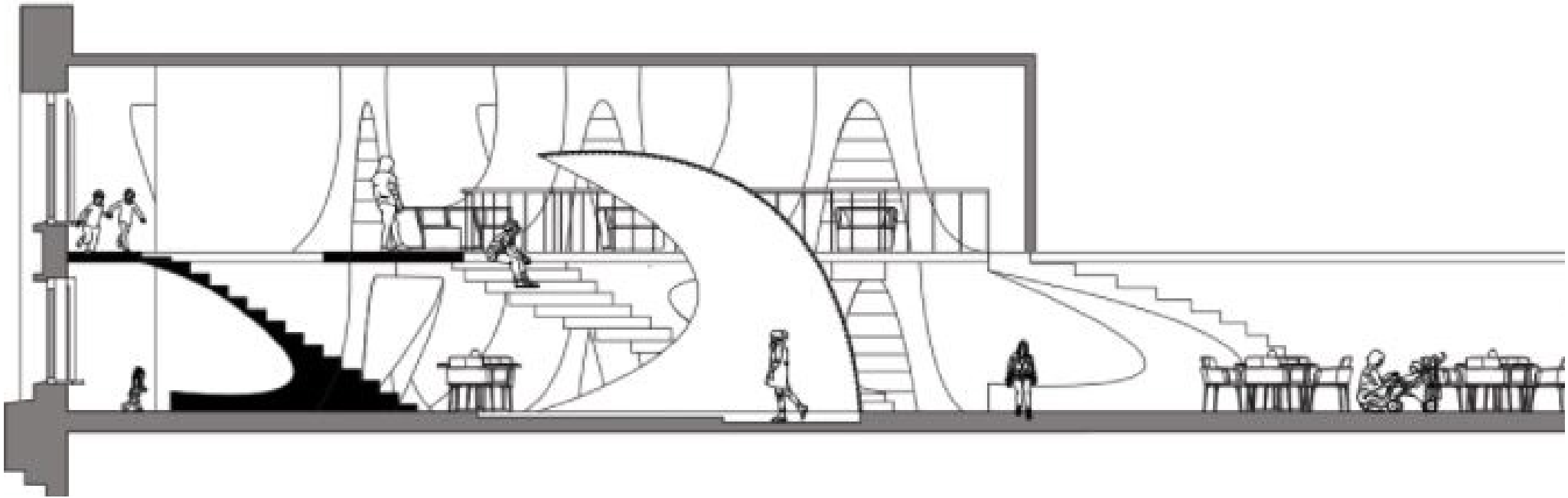




Physical Model

The interior are made up of random pieces shaped vertically, horizontally. I want to see what kind of interior I can achieve through random placement of geometric shapes. I used the randomly created condition as shelves and



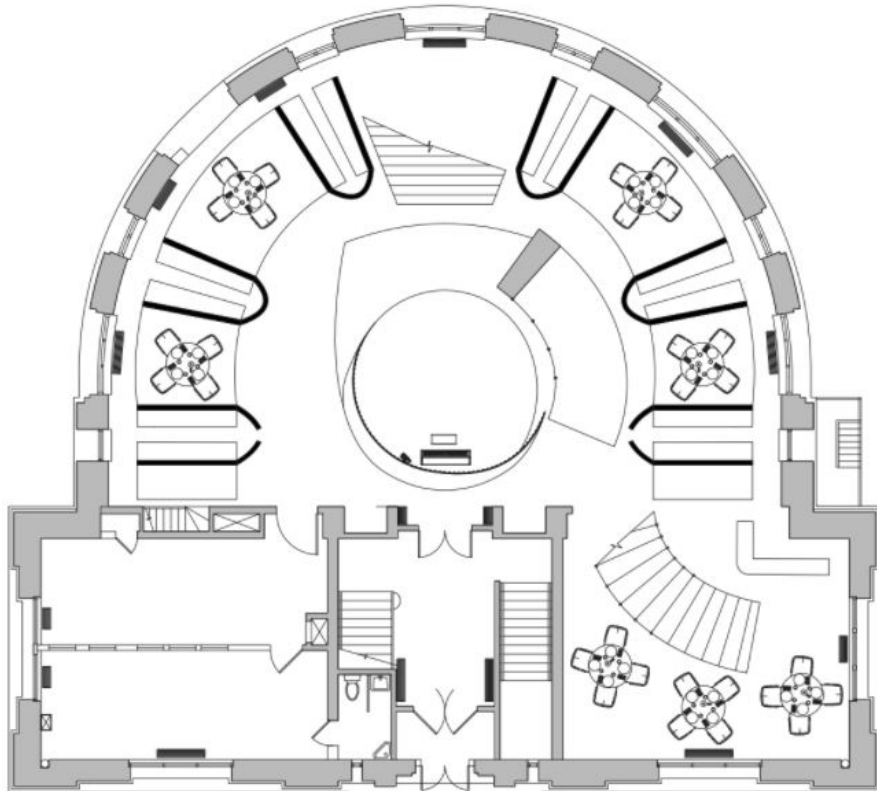


6 Home Library

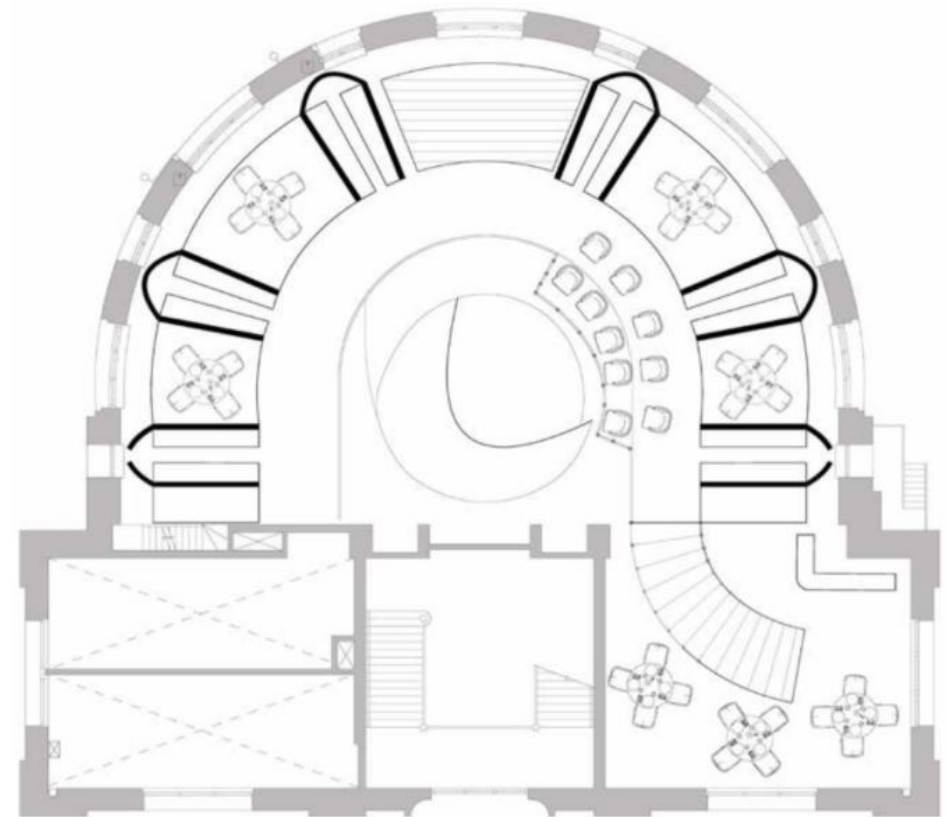
Library design

Home library is a place where people can feel safe and relax in. After a long day of work, after taking a walk at the park near by, or taking your kids some where to play and study, you can stop by here to experience a second home.

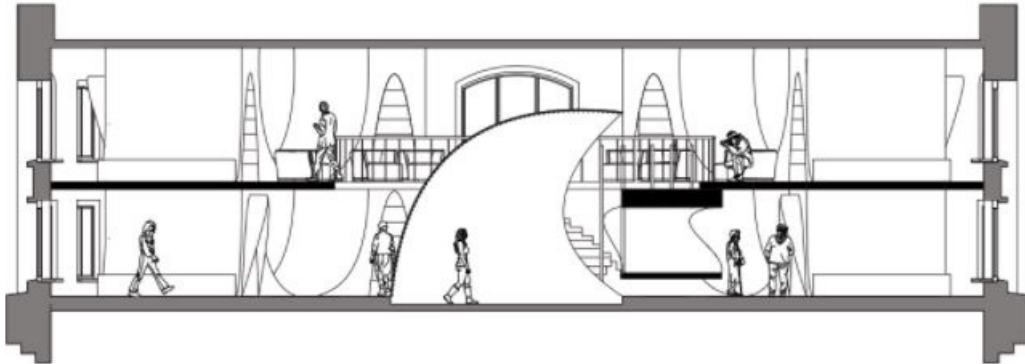
1st Floor Plan



Mezzanine Floor Plan



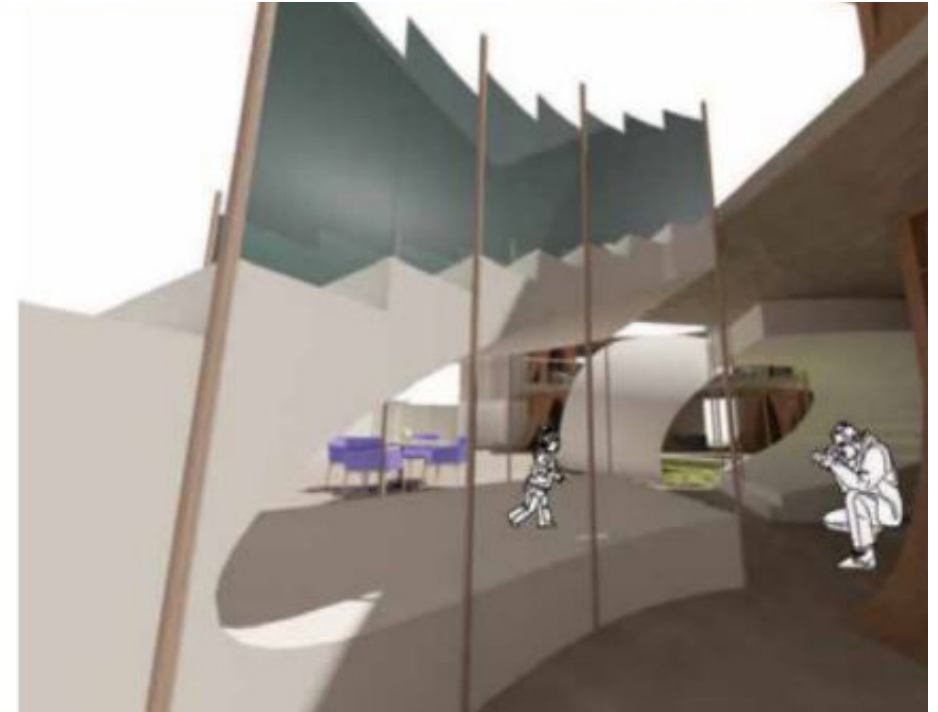
Our library welcome homeless people to rest and we provide them foods and books and most important a place where thry can feel save at. Theres alot of book collections for both adults and children.



We have a music center in the middle of the building and it provides children with instruments to play and competitions will be held to bring the community together and spread love through music. The curtains make each and every rooms soundproof. A theater is located under the staircase for lms and speech too.

Physical Model







7 Exposing From Within

Thesis Project

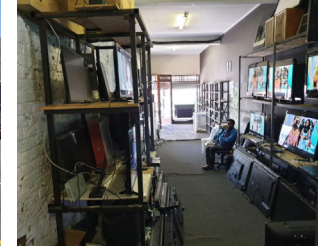
When visiting the community, participants who just went through abusive circumstances will be unwilling to connect with other people on an emotional level. To protect them from unwanted drama, anxiety, and stress, I'm manipulating the space through the illusion of depth, scale distance, to create a new perception of the space for them, blurring the boundaries between personal and public to encourage "exposure", and giving them enough physical and psychological space to dwell in.

Thesis Statement



My thesis focuses on the creation of a supportive community environment for teenagers with emotional detachment caused by segregation in Woodstock, Cape Town, SA. Cape Town has high rates of poverty caused by apartheid, although its been ended, segregation still continue on, excluding the majority of the people from any meaningful participation in the economy. My concept “Associating from within” explores therapeutic space, the relationship between public and private and the connection between physical and psychological space to provide clients with environmental support to respond to societal pressures and failures.

Site



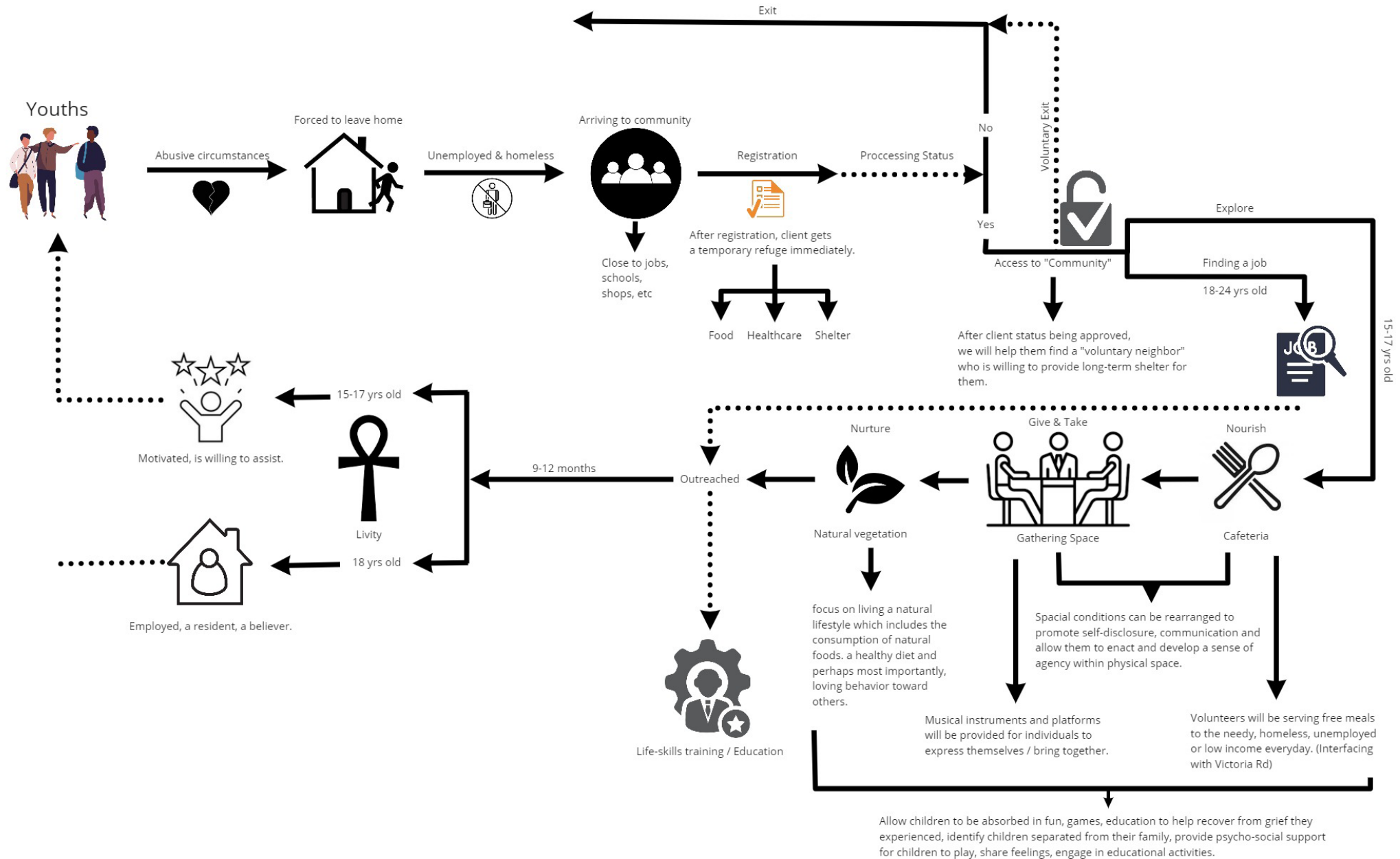
I'm working with Woodstock, a Suburb in Cape town South Africa as it has conditions of substance abuse which overwhelms health justice system and welfare. Cape Town is seen as a community battling with crime, unemployment, substance abuse and poverty. Substance abusers in Cape Town were younger than their European counterparts, putting them at a much higher risk of developing drug dependency at an earlier age.



The property is a 30m x30m box including 4 sections with 3 retail units facing Victoria Road and a warehouse on Woodlands Road.

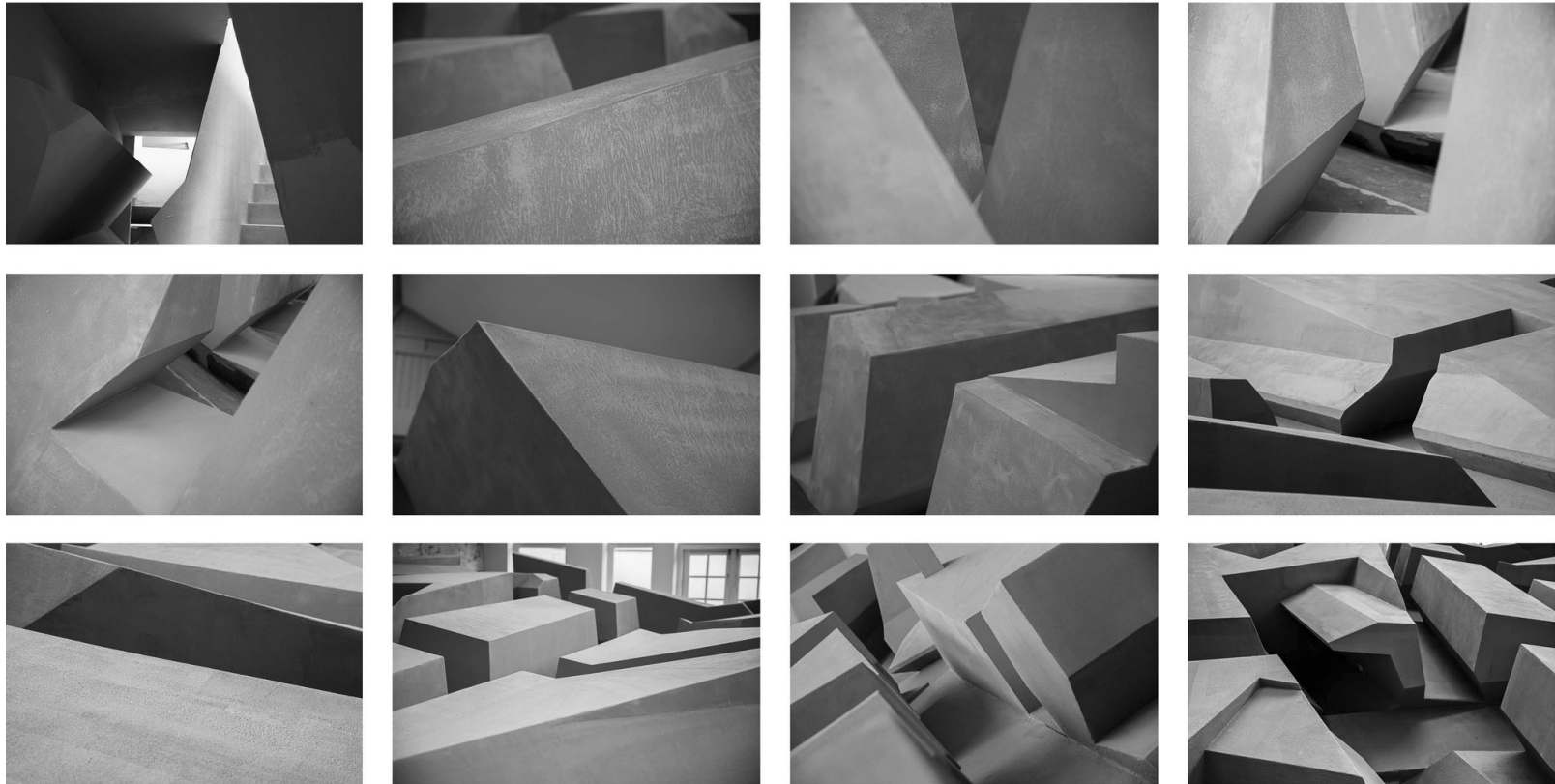
The building offers enough height and rooms, and the site offers pretty much everything that is needed for everyday needs.

Community System



Precedent Study

The End of Sitting / RAAAF



RAAAF [Rietveld Architecture-Art Affordances] and visual artist Barbara Visser developed a concept wherein the chair and desk are no longer unquestionable starting points, considering the adverse health effects from too much sitting. Instead, the installation's different types of geometrical spaces let visitors explore different standing positions in an experimental work landscape. The design allows clients to explore more possibilities of change for working environments.



The team use illusionary methods to explore the relationships between space and furnitures. The structure is brightly painted and features a series of graphically geometric elements that question whether furniture defines space or is an extension of it. There are 3 basic furniture: seating bench, desk, table and back wall. They are arranged and complemented with graphics on the floor and walls. Awkward angles intrigues visitors to take a closer look and explore which elements of the stand are indeed functional,



While the use of three colors black, white and orange forms an abstract shadow play. Banzoic is trying to create a 2d view for a 3d space, distracting the perception of observers. The geometric shapes are place in different directions, and the edges seem to disappear or blurred. This confuse the viewers not allowing them to realize the depth of the space.

“Folded” Apartment

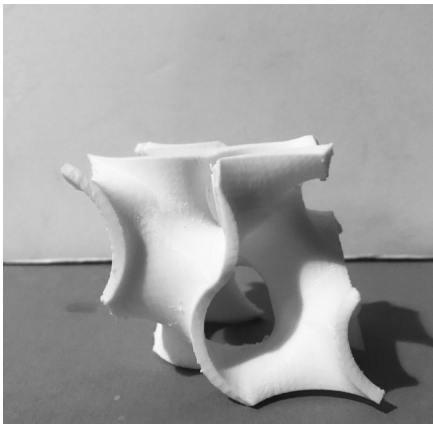
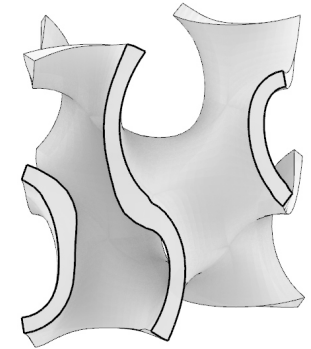
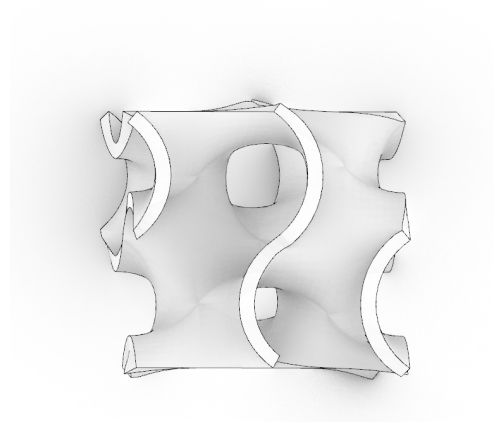


The “folded” apartment is designed by architects Javier Garcia & Hector Ruiz-Velazquez for G&R studio. The room is only 49 square meter but provides the space for a kitchen, 2 bedrooms, living area, and a bathroom, multiplying the use of space. The use of irregular geometric shapes, and diagonal walls effect us on how we perceive the size of the spaces.

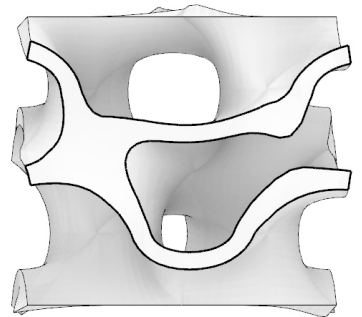
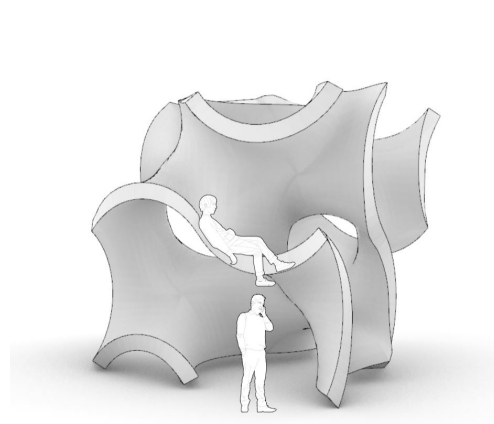
Single Continuous Surface Cube (Spatial Concept)



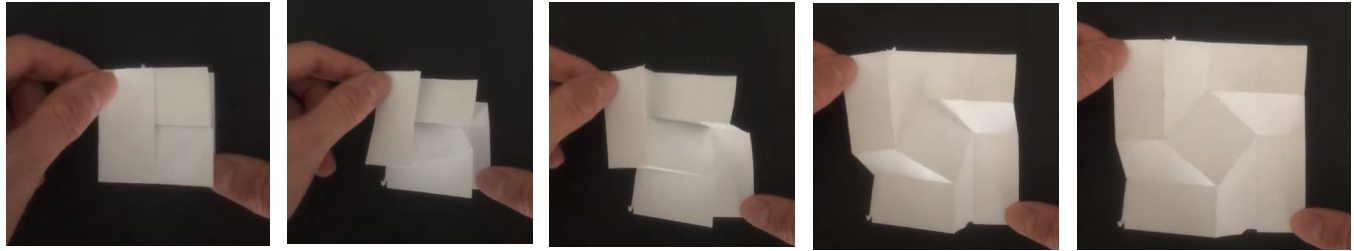
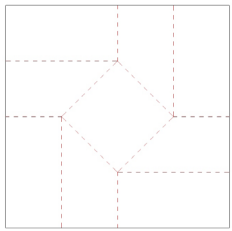
I've 3d printed a "cube" with a single continuous surface, with all 6 sides being identical.



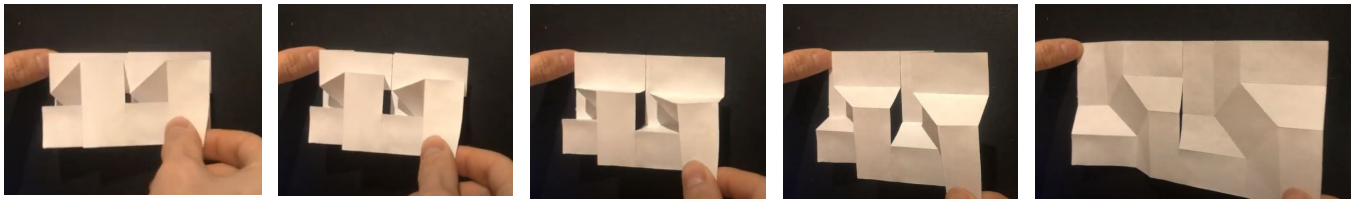
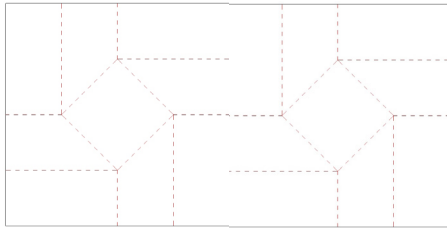
By creating a perfect reflection of a space, it creates a kind of submissive role for the users, affecting the biopsychology of an individual in a particular moment and time, allowing physical and mental space to be present at once.



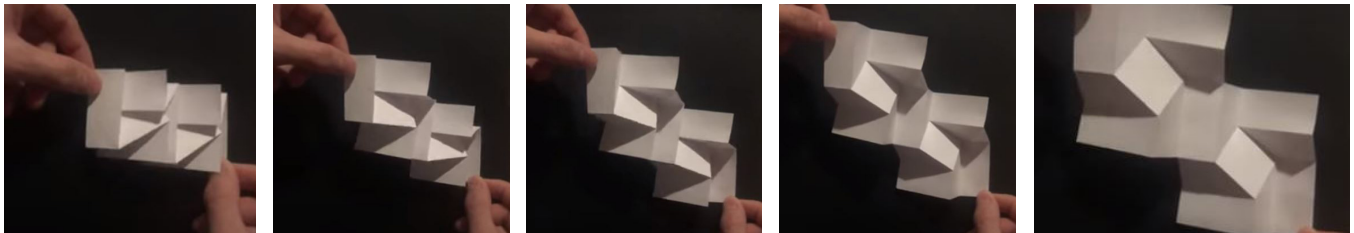
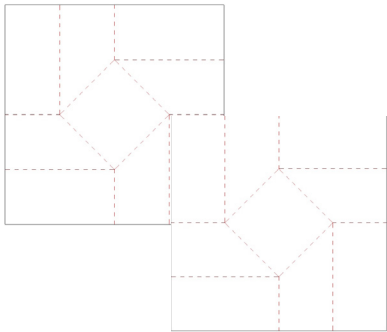
1 Piece



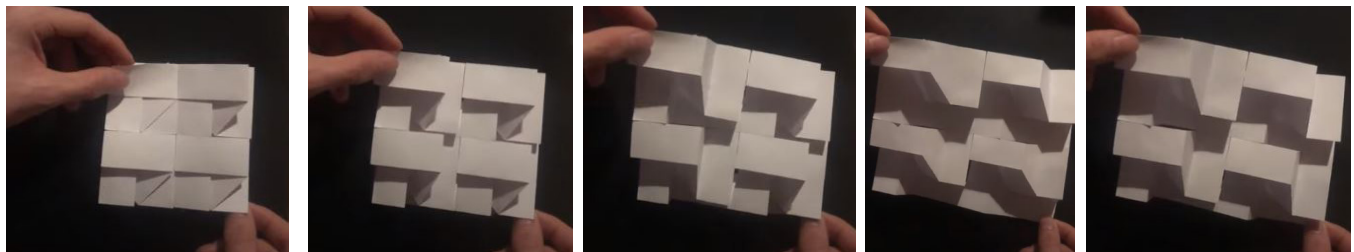
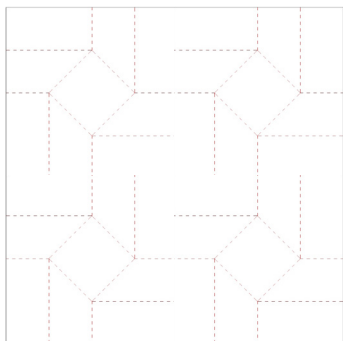
2 Pieces



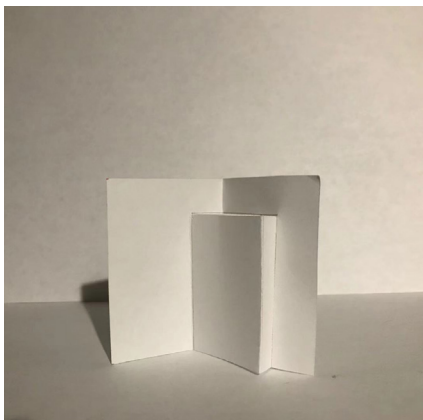
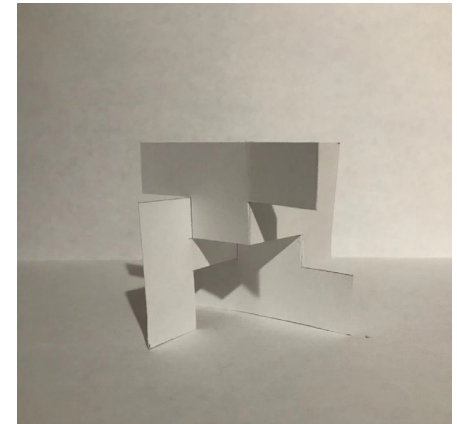
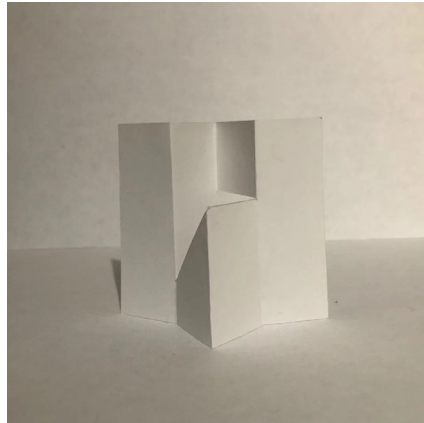
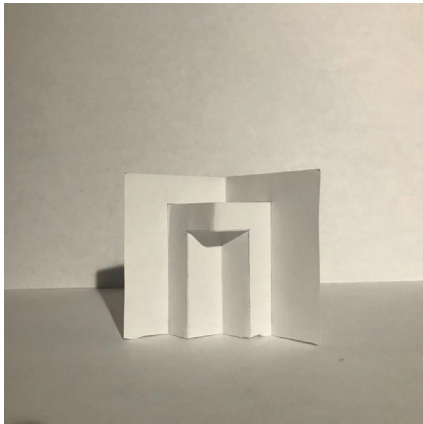
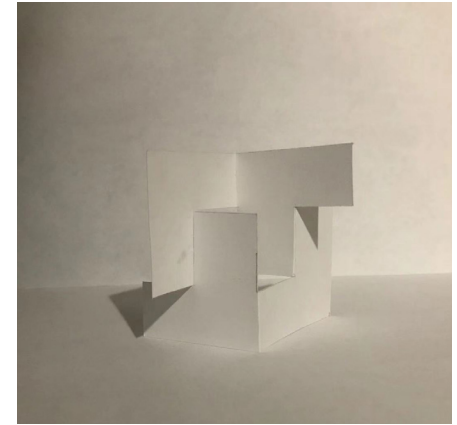
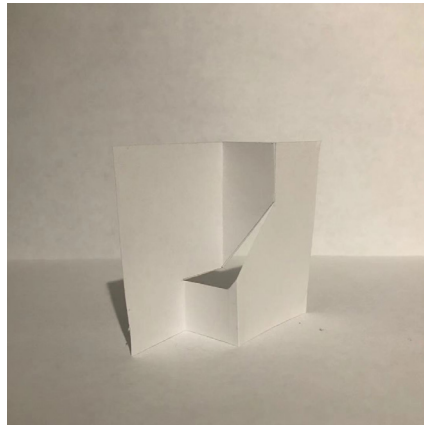
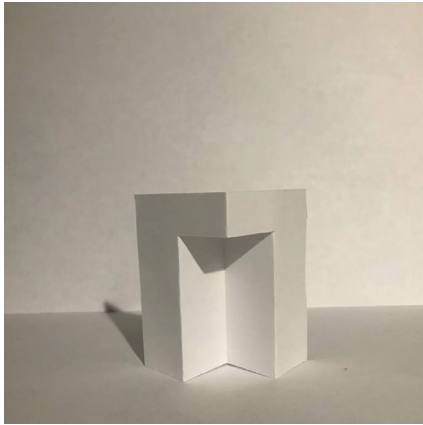
2 Pieces



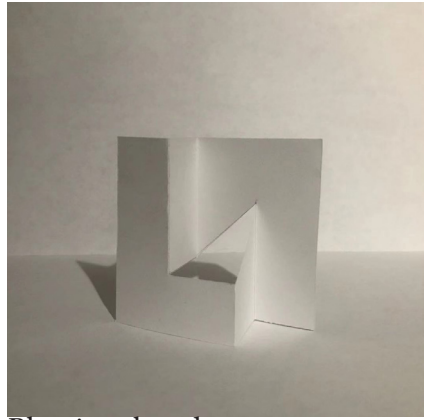
4 Pieces



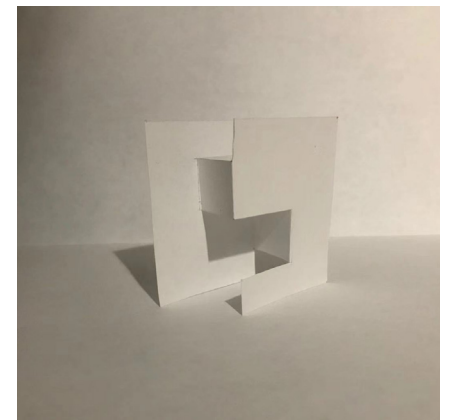
Origami Paper Folding Technique



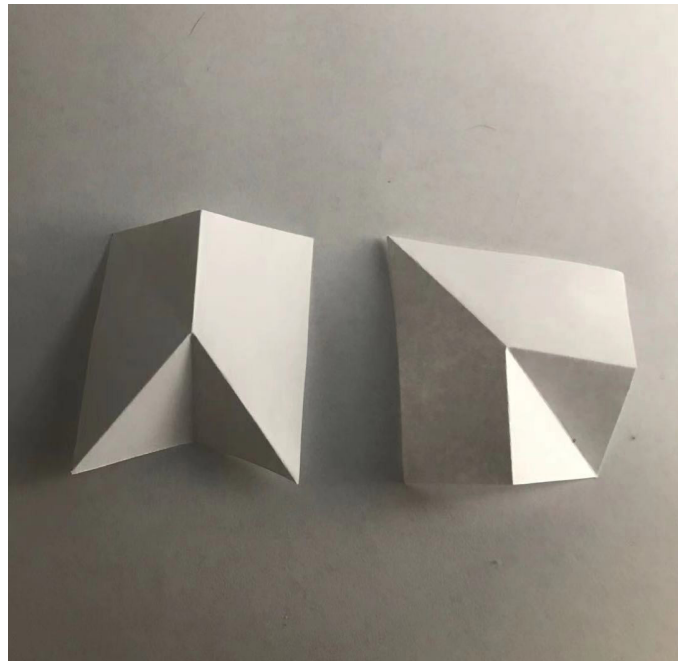
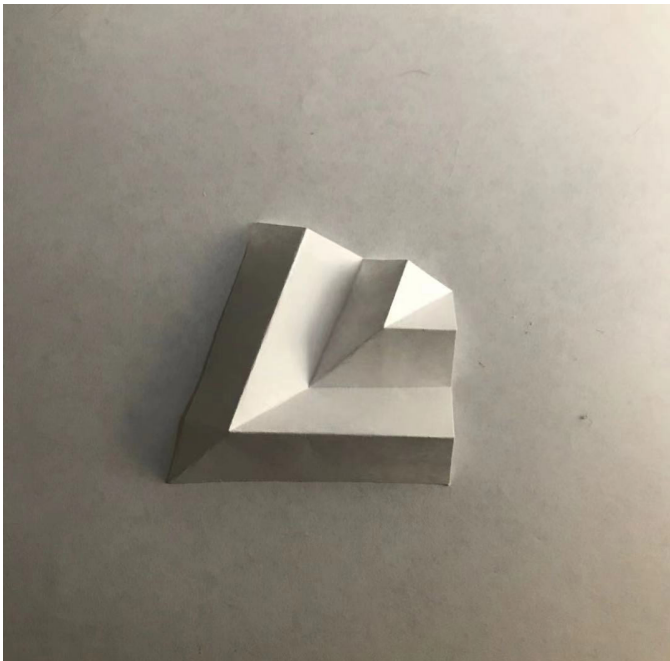
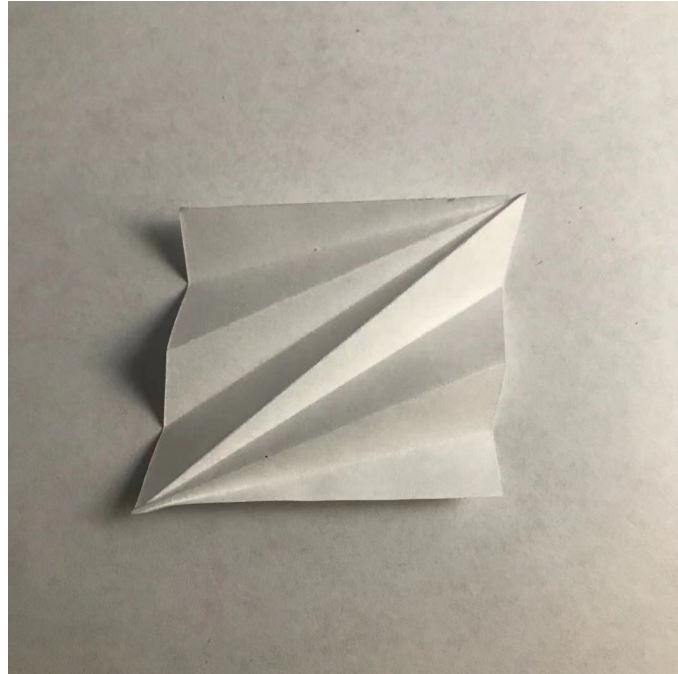
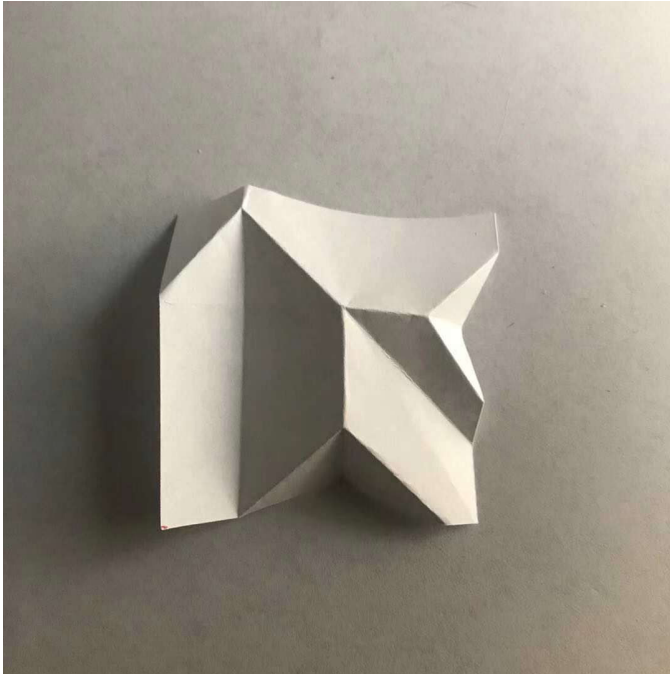
Psychological Door



Blurring the edge

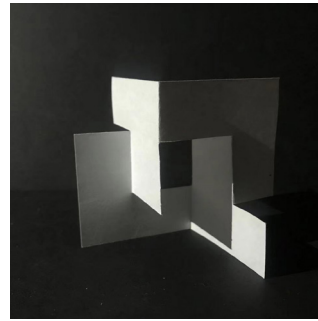
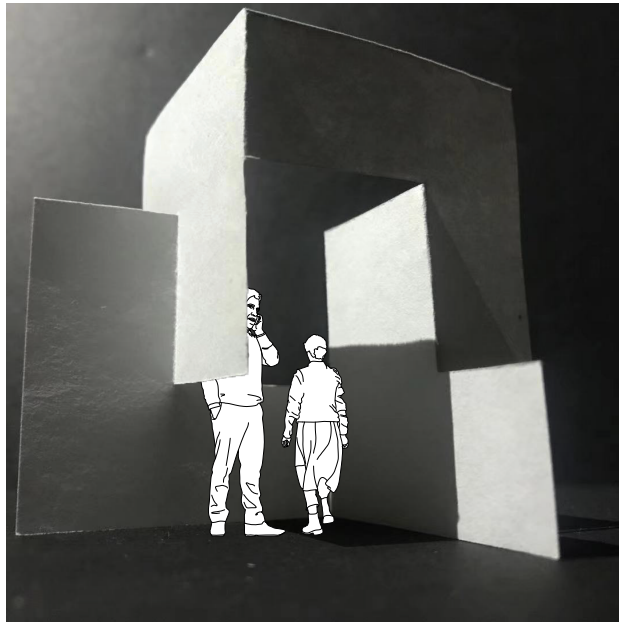


Overlapping

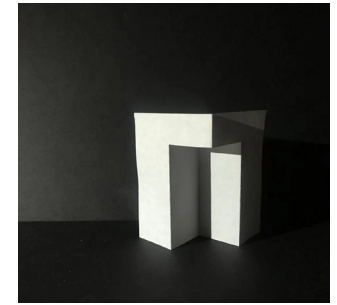


Wall Surface

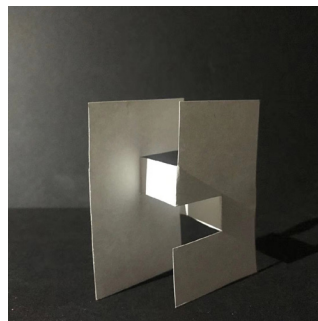
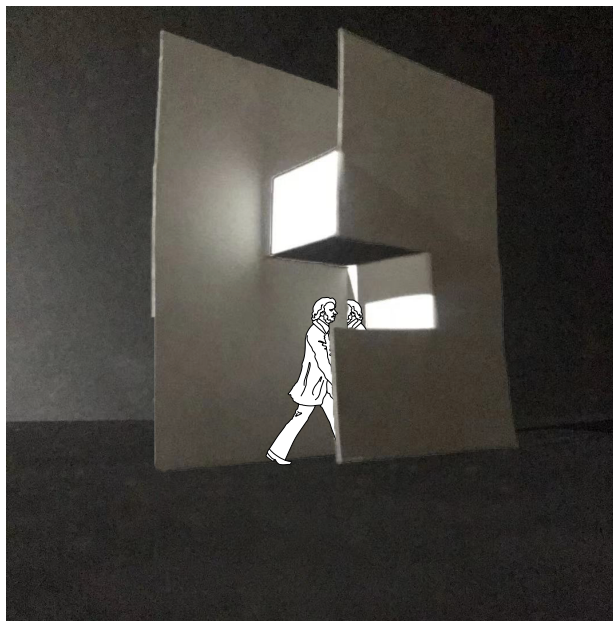
Origami Paper Folding Technique



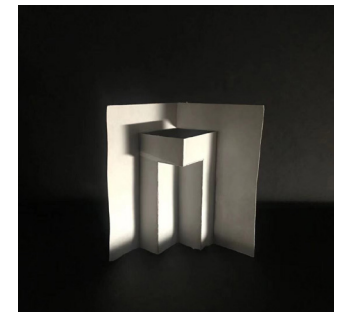
When the surface of the wall is positioned in front of another, part of it behind may be blocked from view. When the surface of that wall is partially hidden, it gives the effect of overlapping objects and creates the illusion of space and three dimensionality.



When the ceiling and walls are contrasting colors, the line where they meet will be a magnet to the eye. Keeping contrast to a minimum will increase the illusion of ceiling depth.



To extend the depth of the space, I want to apply geometrical shaped glass and mirror, using the overlapping technique, and monochromatic schemes to create misperception of the interior and exterior.

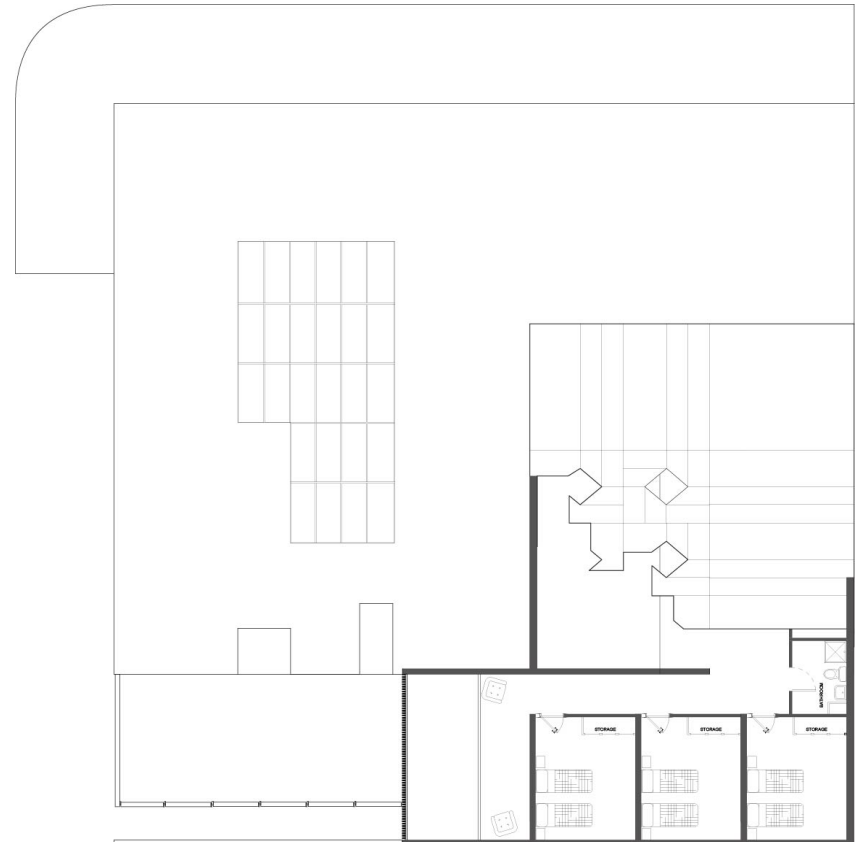


The shadows created by the surfaces can form as new geometric shapes. They can also hide the edges of surfaces blurring the reference.

Site Plan

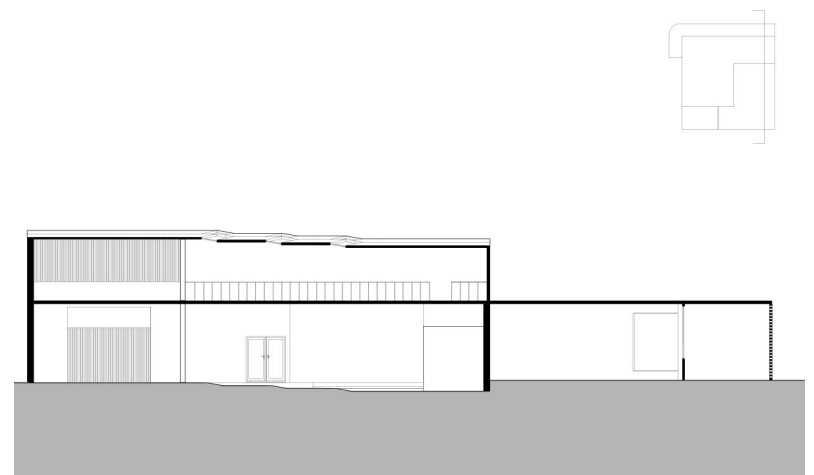
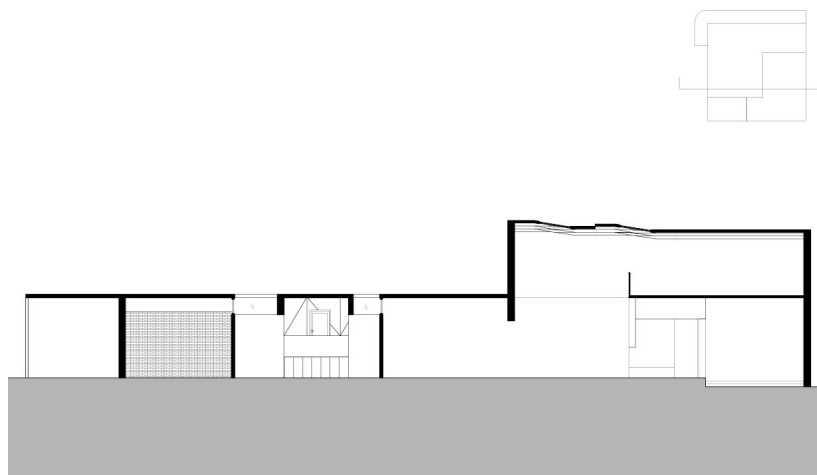
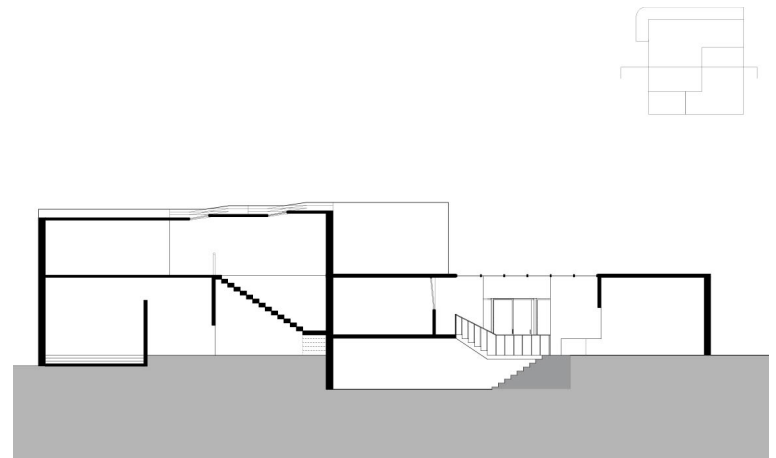
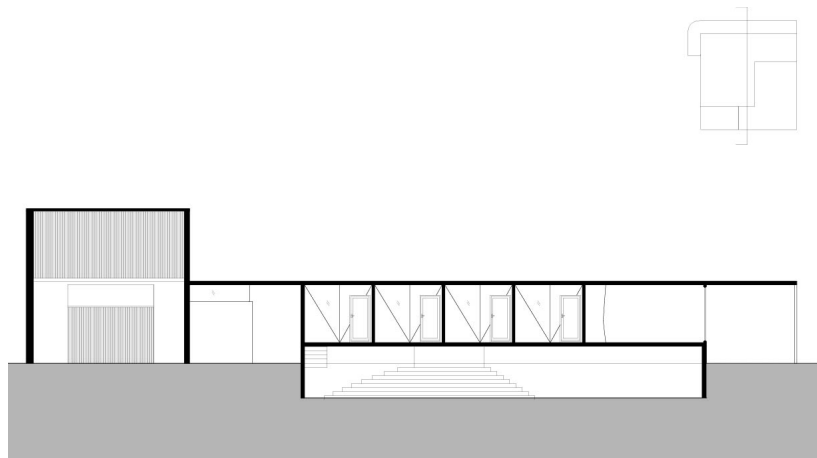


Floor 1



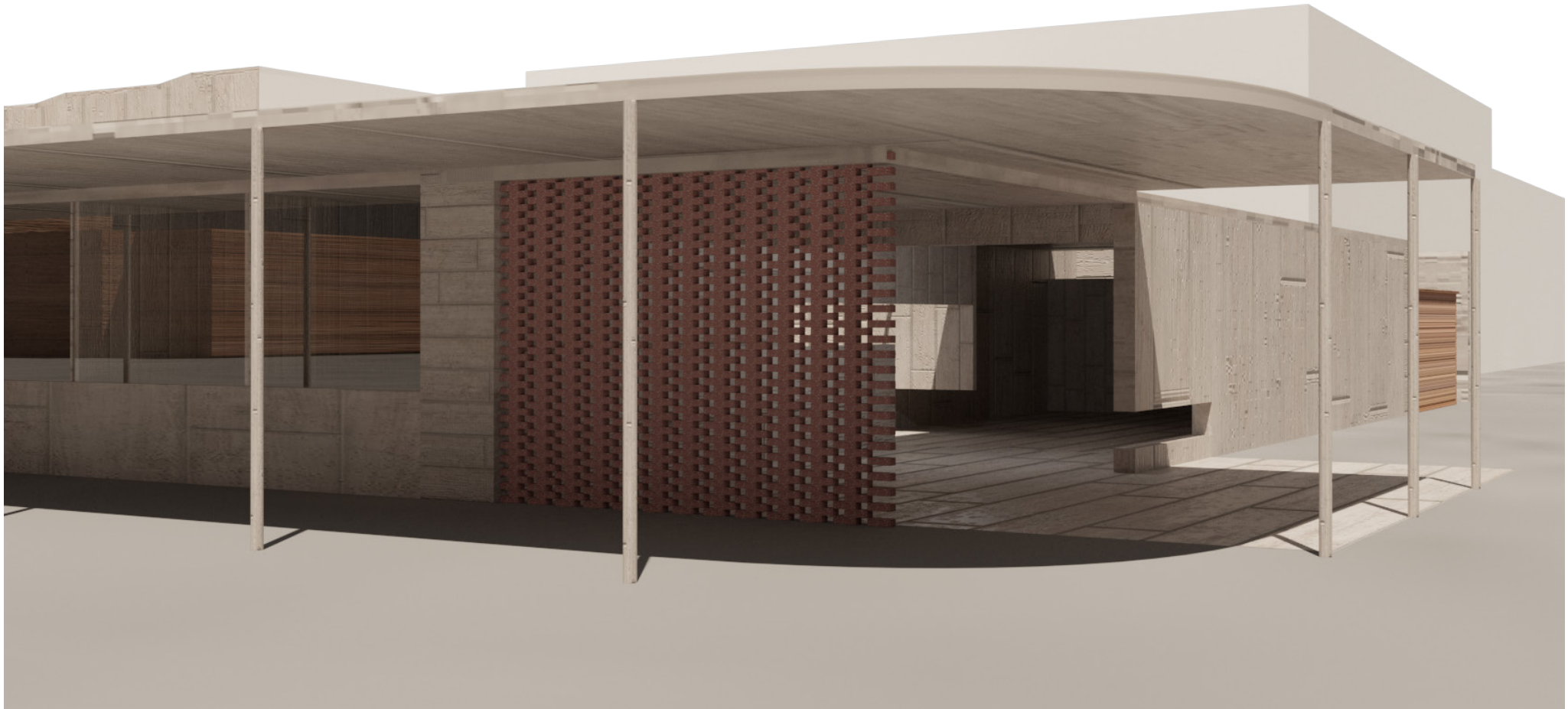
Floor 2

Site Section



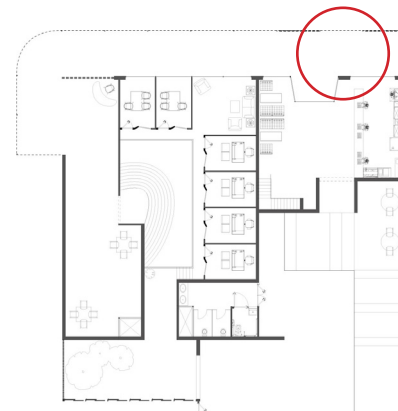
Front Entrance (Busy)

Using light, shadow & constraint to draw viewer's eye & feet towards the other end of the sidewalk.



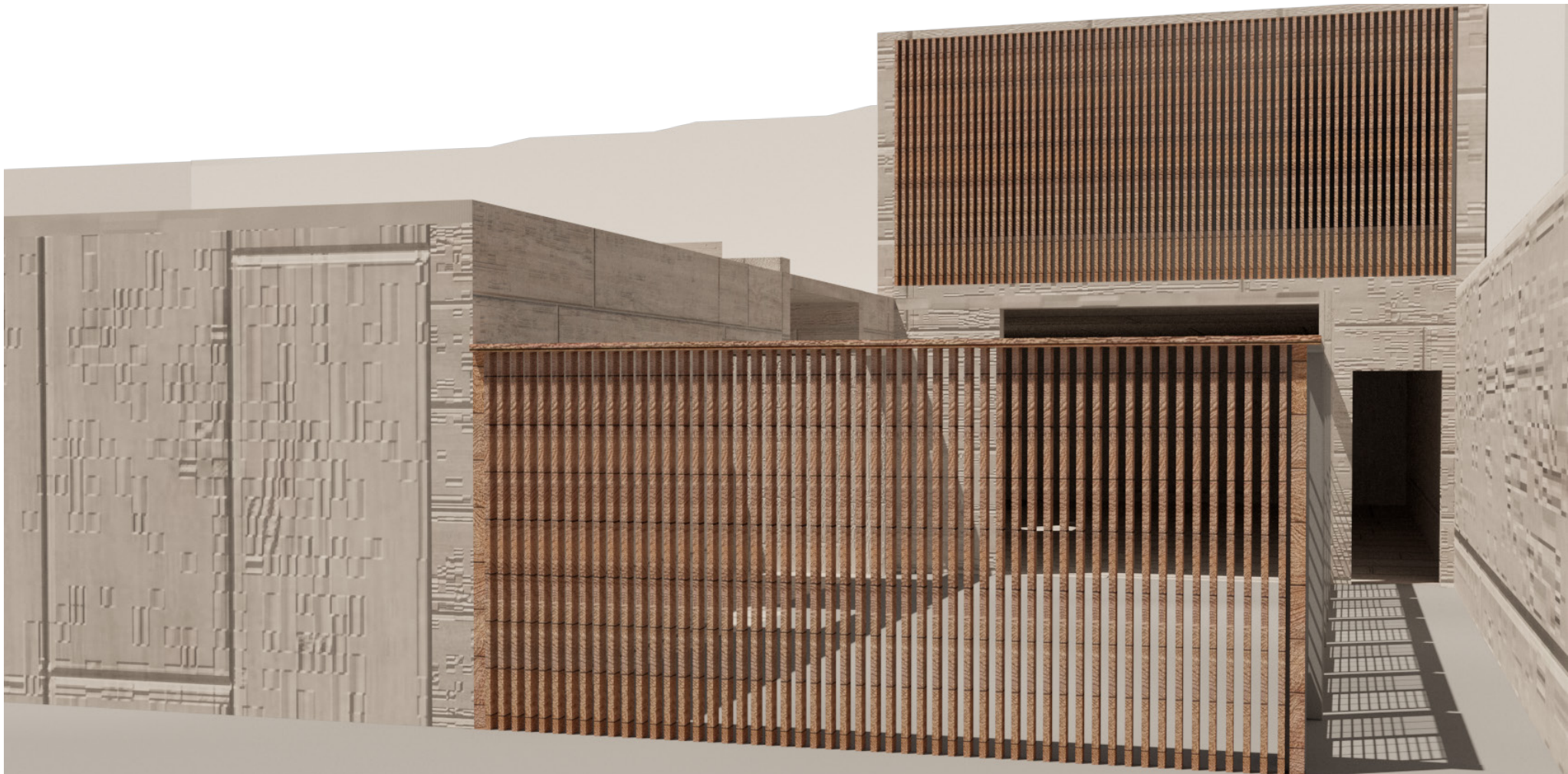
Caved-in Bus-stop

Brick walls providing people at the bus-stop with visual privacy and shelter. Glass boxes serve to blur the boundaries between inside & outside.



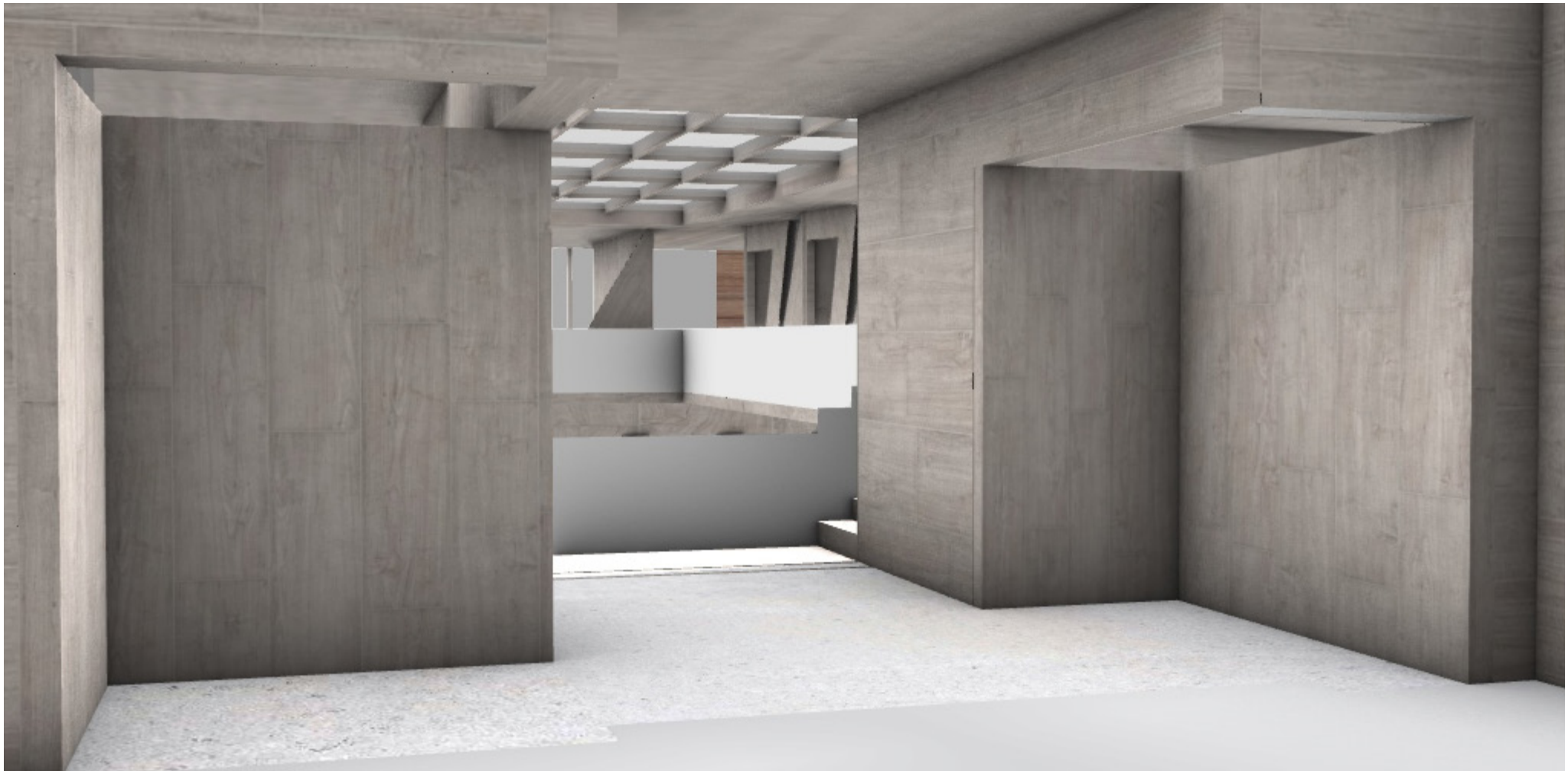
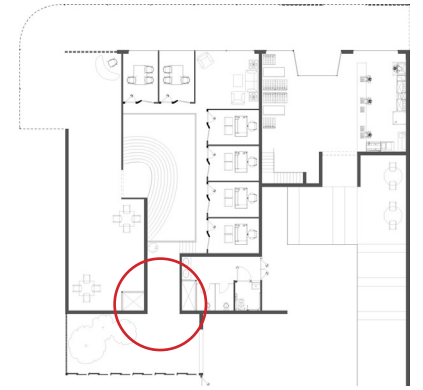
Garden Entrance (Quiet)

Presenting the garden through different views.



Working space entrance

Inspired by the origami folding technique, encaved corners creating more physical and mental space.



END