

# **PORTFOLIO**

YUN ZHENG

# CONTENT



#1. Space of Curiosity - Community Center for Retirees

#2. Reading in the Rain - Pavilion Design



#3. Ceramic Cafe - Renovation of Farnworth House

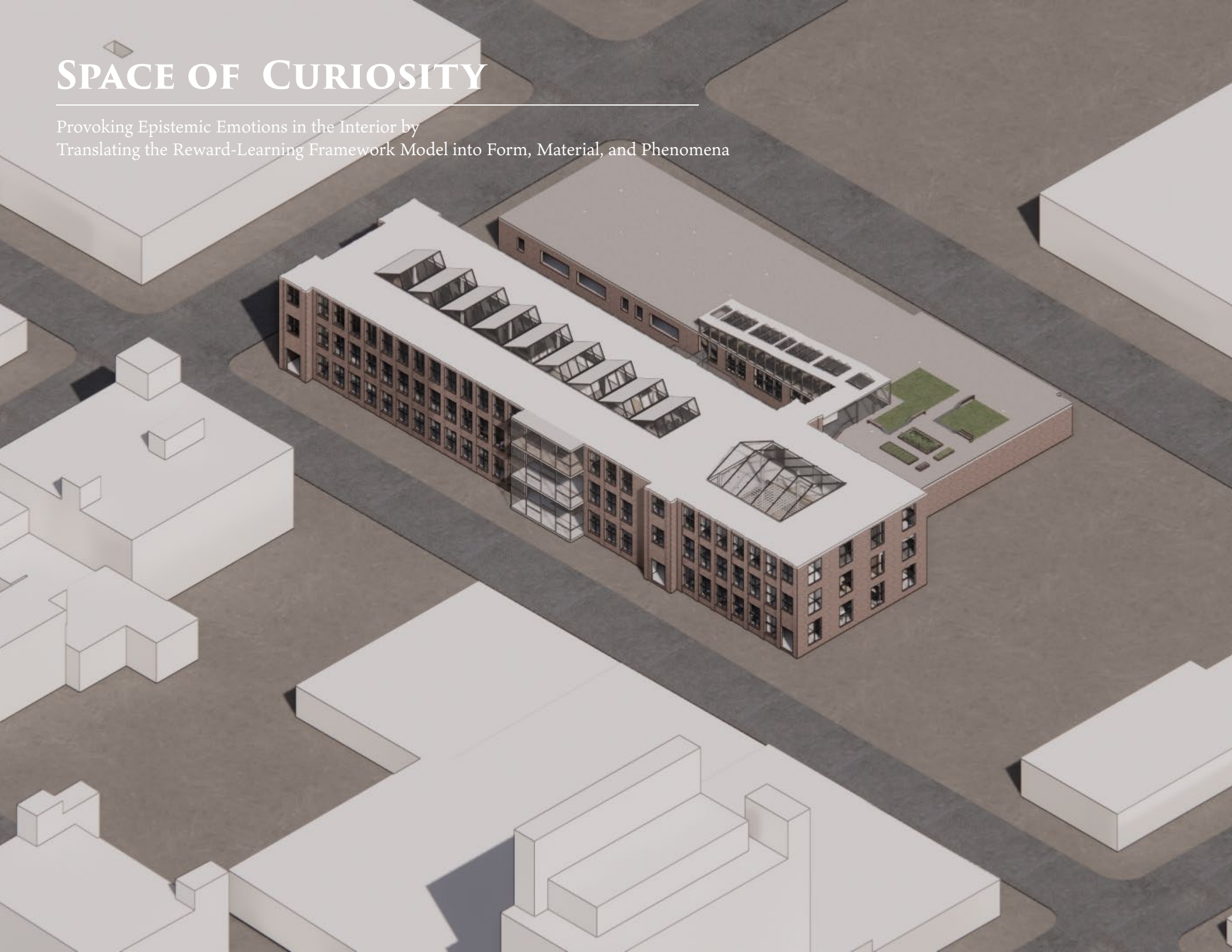
#4. Furniture Design



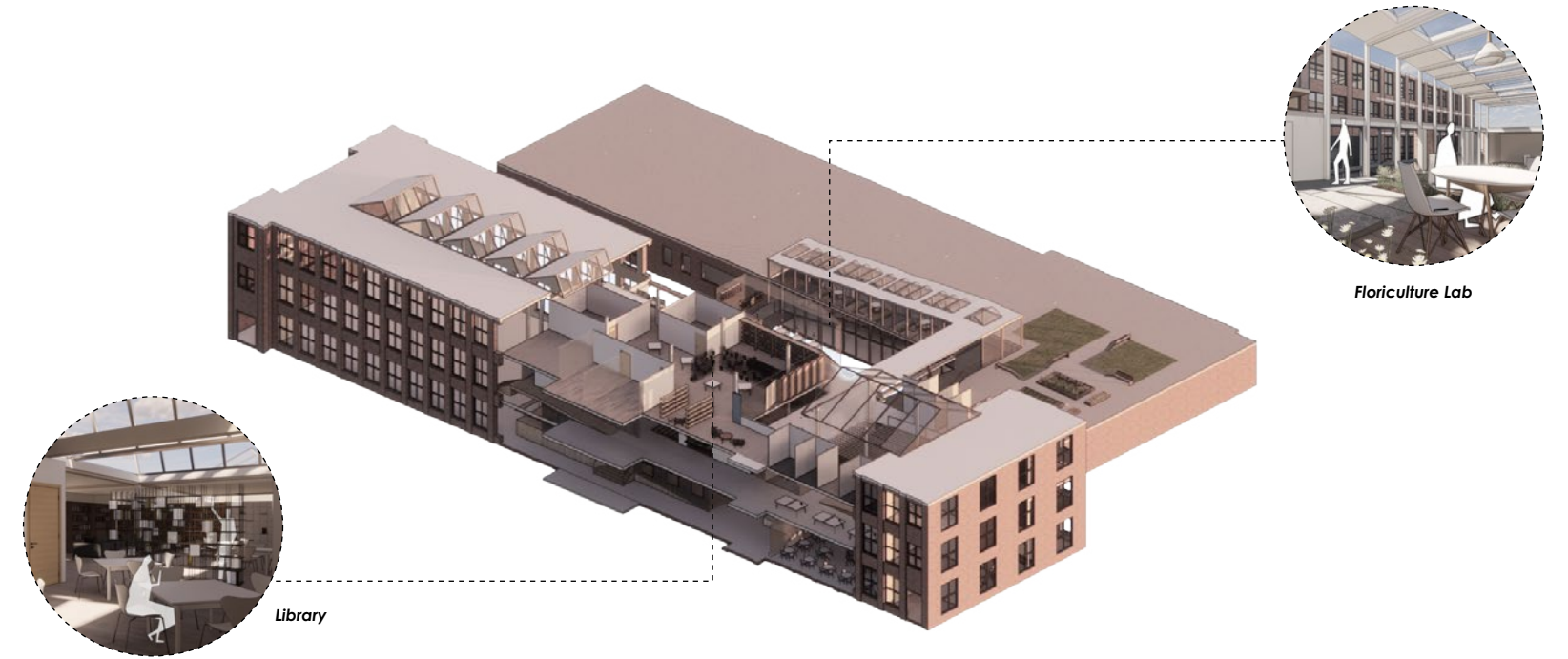
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# SPACE OF CURIOSITY

Provoking Epistemic Emotions in the Interior by  
Translating the Reward-Learning Framework Model into Form, Material, and Phenomena



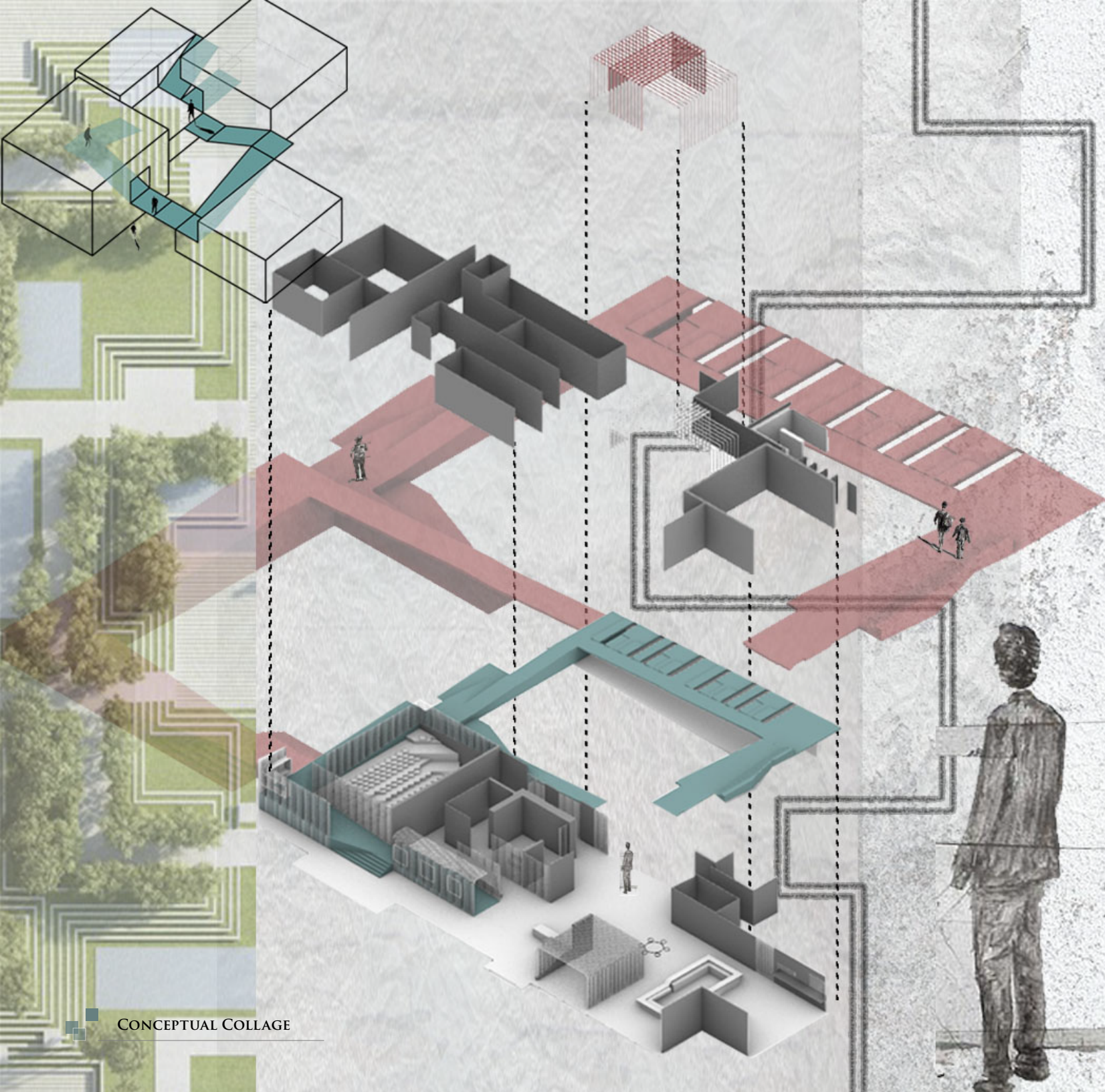
## #1. SPACE OF CURIOSITY



This thesis proposes an interior environment which serves as a reward-learning framework for knowledge acquisition to stimulate curiosity and cultivate a strong desire to explore by connecting the physical environment and inner pleasure.

Curiosity, which is labeled epistemic emotions, can be triggered when one is confronted with unexpected information that contradicts prior knowledge or personal beliefs. These emotions will result in the exploration of this information so that people can obtain reward which is the inner pleasure resulting from the understanding of this information. The Reward Learning Framework posits that knowledge acquisition is an inherent reward, which reinforces people's information-seeking behavior through a reward-learning process.

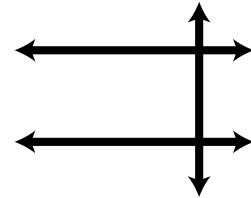
This thesis targets at aging population and the Community Center for Retirees will be the project type to investigate the relationship between physical environment and inner pleasure. The project will stimulate curiosity in the elderly from three aspects including physical stimulation, brain training and social interaction.



CONCEPTUAL COLLAGE

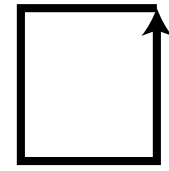
DESIGN STRATEGIES

Transformation Circulation:  
Reciprocal to Loop



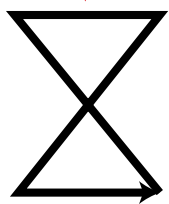
Original Circulation

transform



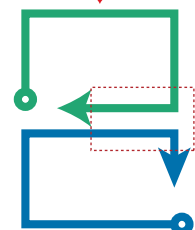
Closed Loop with Single Direction

distort



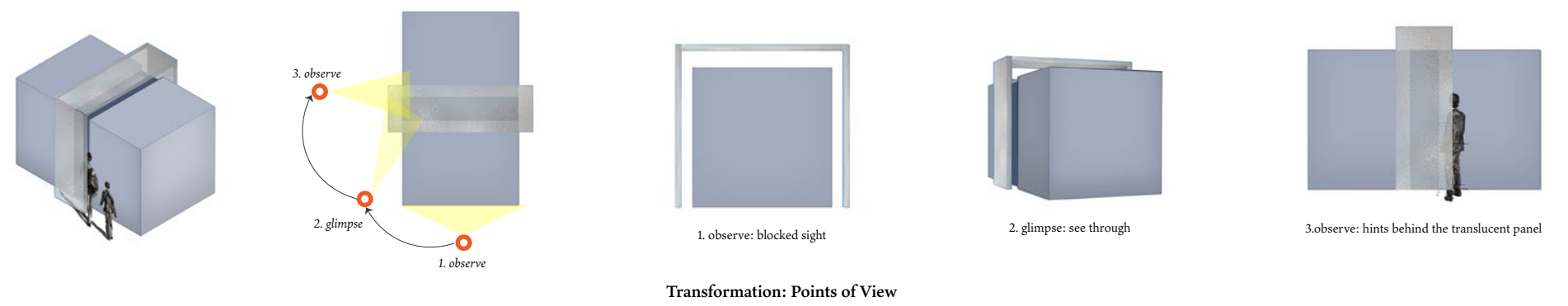
Cycle Circulation

divide

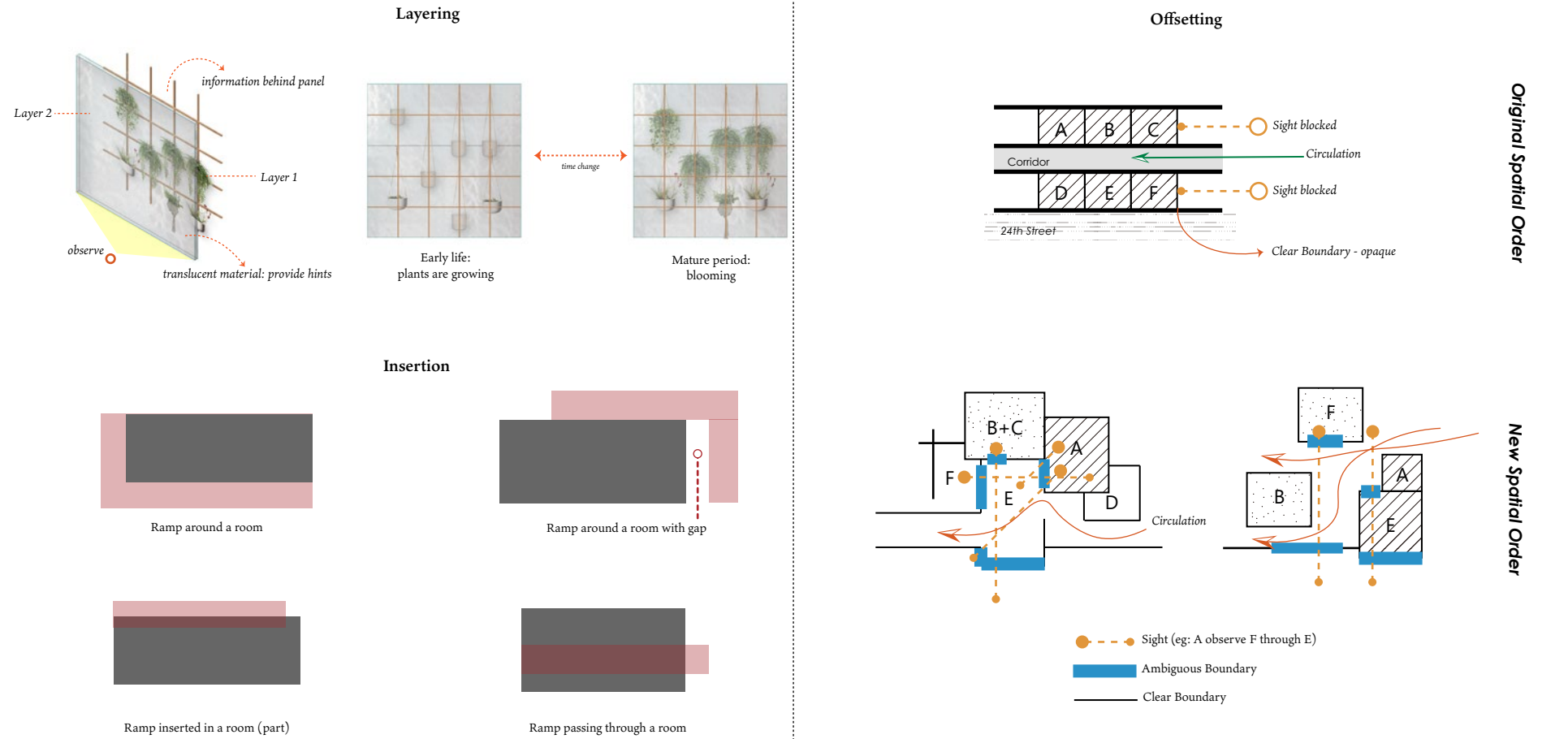


Multiple Directions

DESIGN STRATEGIES



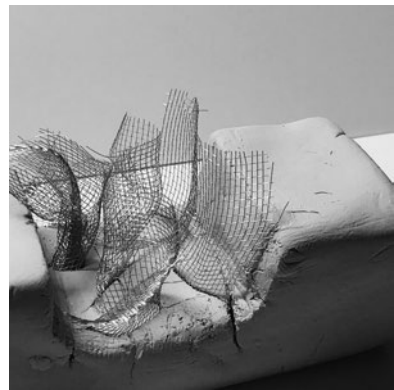
Transformation: Points of View



Original Spatial Order

New Spatial Order

● Sight (eg: A observe F through E)  
 ■ Ambiguous Boundary  
 — Clear Boundary

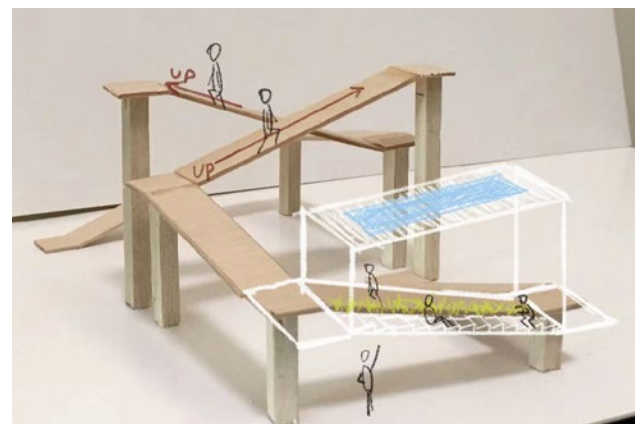
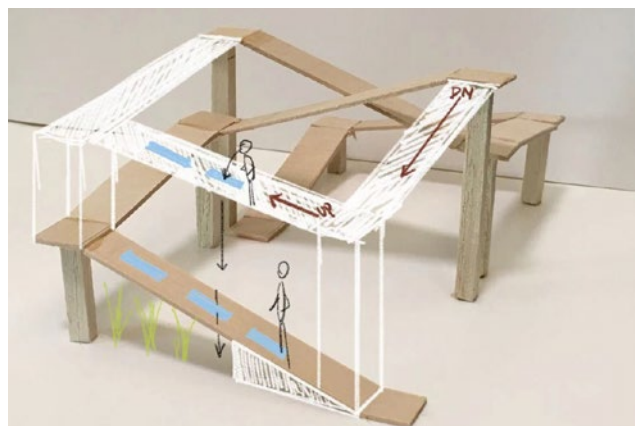


1. The first model is made of different levels of translucency of paper and grass volumes. This test investigates how the orientation of the pathway will affect the circulation and the vision.  
 2. The second model is made of white clay and metal mesh. The cuboid clay has been carved in the middle and the void space has been created. The metal mesh is inserted into the void. This model tests how a secondary space can be created to connect different volumes.

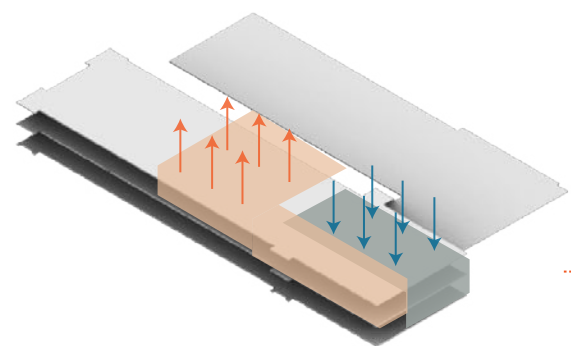
▲ Points of View

▲ Insertion

3. Applying the design strategy "Transformation" into the third model, the original circulation can be divided into several paths which will create multiple directions. Two ramps are formed. They are intertwined with each other. Sometimes they are separate and sometimes they are connected

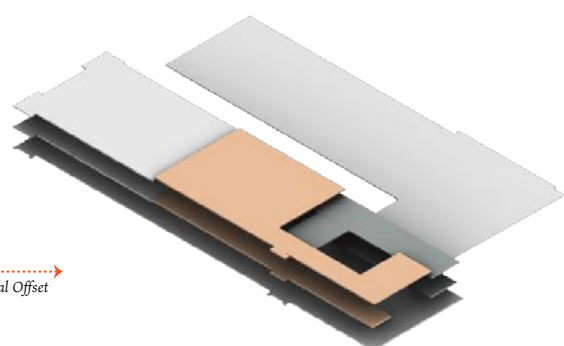


Interweaving of Two Ramps ▶



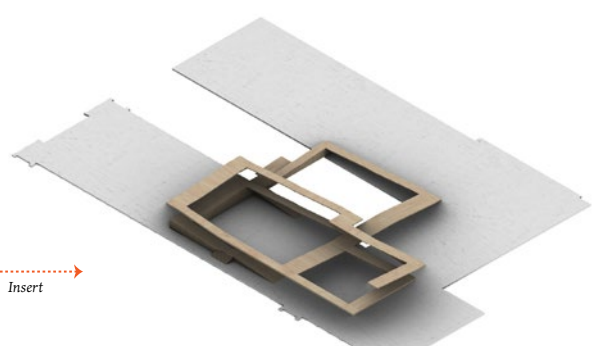
Original Levels

Vertical Offset



Multiple Levels Created

Insert

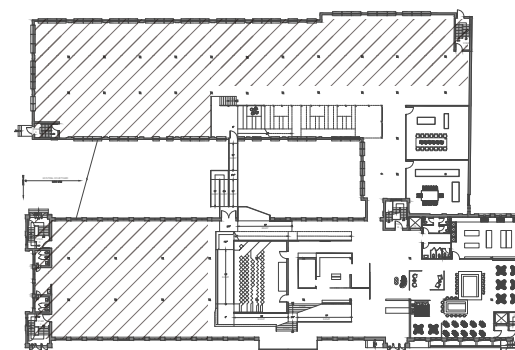


Insert with Ramps

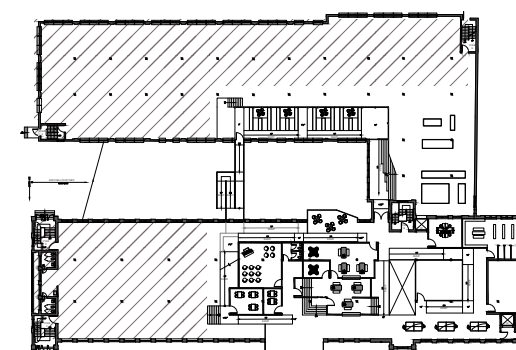


CONCEPTUAL MODEL

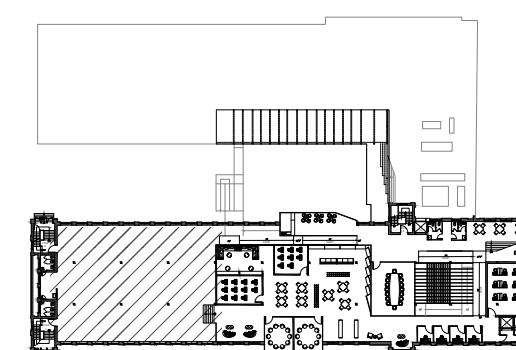
1st Plan



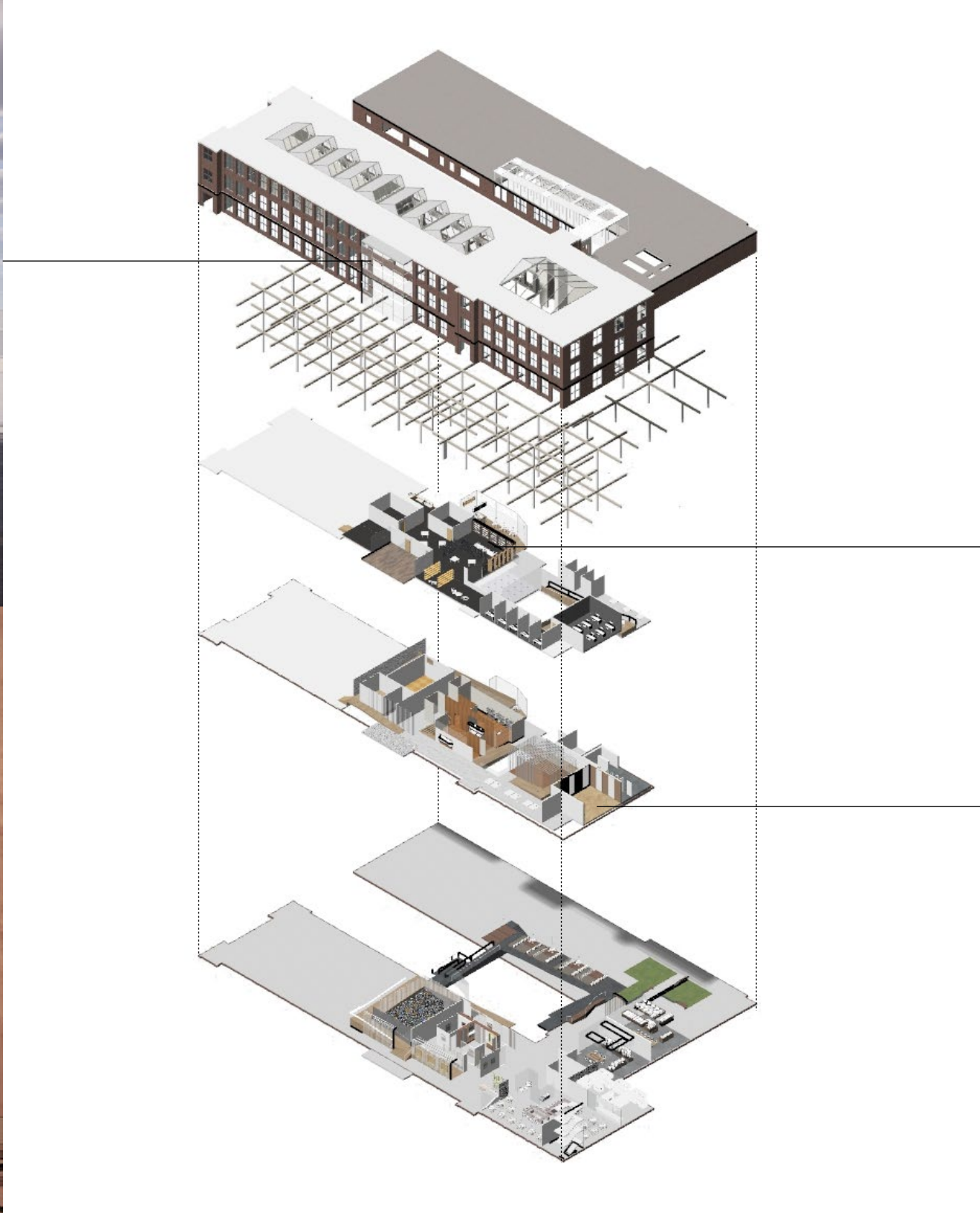
2nd Plan



3rd Plan



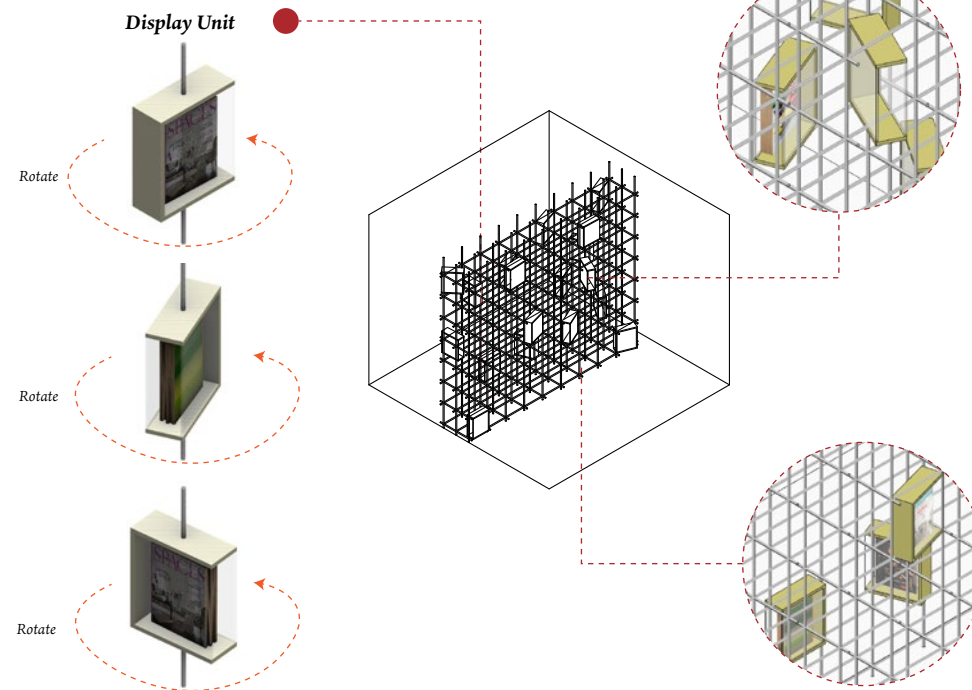
- |                 |                     |                             |                 |                                 |                           |                        |
|-----------------|---------------------|-----------------------------|-----------------|---------------------------------|---------------------------|------------------------|
| 1. Reception    | 5. Kitchen          | 9. Workshop (Planting)      | 13. Office      | 17. Ping Pong Space             | 21. Open Study Space      | 25. Storytelling Room  |
| 2. Gallery      | 6. ADA Bathroom     | 10. Planting Area           | 14. Taichi Room | 18. Classroom (Arts and Crafts) | 22. Computer Lab          | 26. Library            |
| 3. Lecture Hall | 7. Meeting Room     | 11. Social Space            | 15. Locker Room | 19. Music Classroom             | 23. Individual Study room | 27. Quiet Reading Zone |
| 4. Restaurant   | 8. Floriculture Lab | 12. Workshop (Flora Design) | 16. Yoga Room   | 20. Cafe                        | 24. Meeting Room          | 28. Open Reading Zone  |





Gallery Floriculture Lab

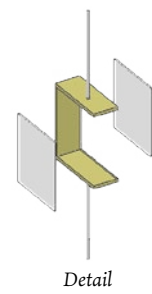
SHELVING PARTITION, INERT TO KINETIC



The rotating display unit offers a new way to display the books rather than browsing the spine of the book. The display unit is made of metal frame and two glass panels which allow people to engage with the shelf and see different sides of the book.

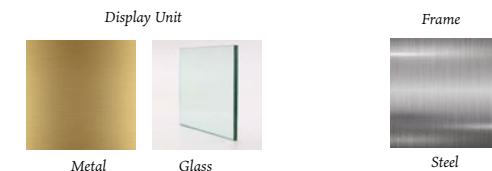


Different views while rotating



Detail

Materiality



Metal

Glass

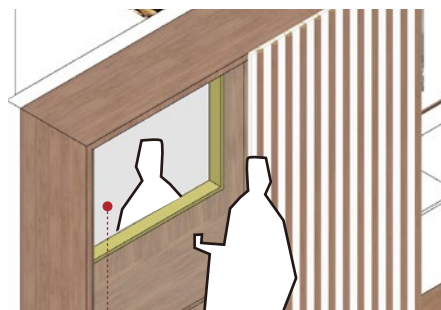
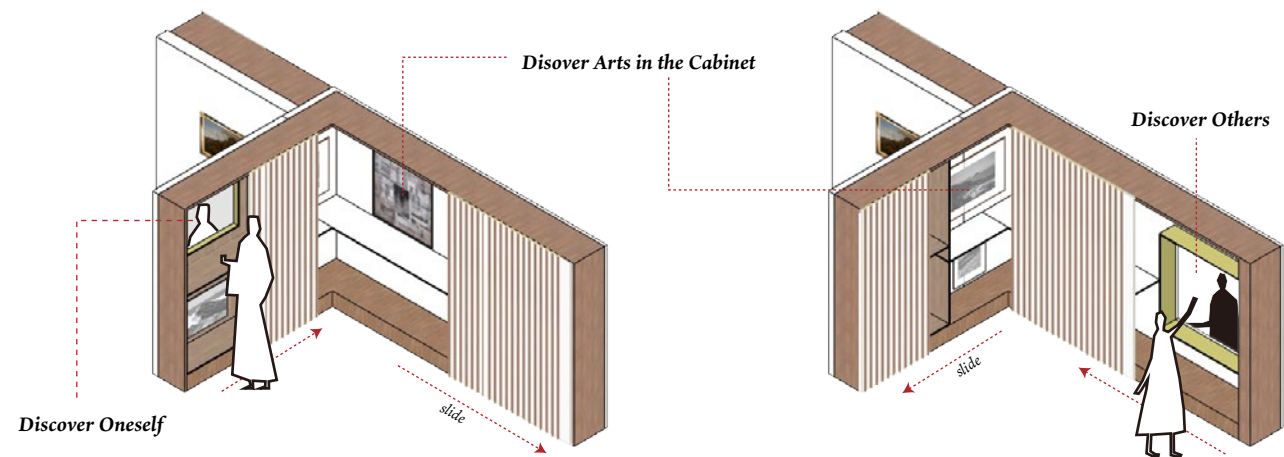
Steel



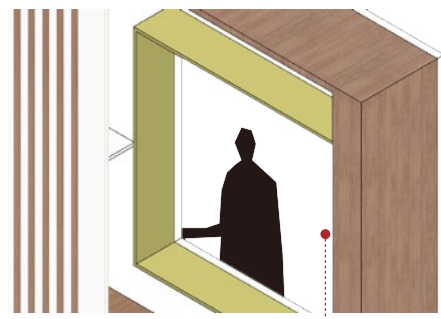
Lecture Hall

CABINET OF CURIOSITY

Rather than appreciating the artwork by vision, the cabinet of curiosity focuses more on the process of discovery arts. Once people slide the door of the cabinet, the mirror inside the cabinet will reflect people, which is the way to discover oneself. There is also a window inside the cabinet waiting for people to discover and people can look through this threshold or discover others.



Mirror



Windows



Workshop for Flora Design

# READING IN THE RAIN

Spatial Intervention Design in Fort Greene Park

The project intends to design weather shelters in Fort Greene Park so that community members can fully make use of their park for exercise and participate in social recreation even in inclement conditions. The design for the shelter highlights the notion that the discipline of interior design is expanding in this contemporary moment.

Inspired by an experience of reading in the rain in Fort Greene Park, the project aims to create a space that helps people fully engage with the park in any weather. The design incorporates an array of moments for people to experience the transition between interior and exterior. The pavilion structure also connects different sidewalks providing an opportunity to alter the direction of an intended walk.

## #2. READING IN THE RAIN

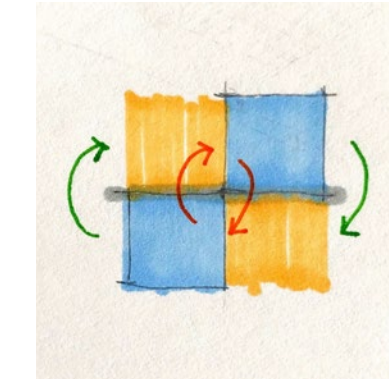
### Inspiration: "Meiren Kao"

It is a kind of armchair that is built into the wall system in traditional Huizhou dwellings in China. In Ancient China, women could not go outside easily so they could only lean on the chairs around the terrace, looking at the outside. This kind of chair is located at the junction of the indoor and it is a place where people can put the body in.

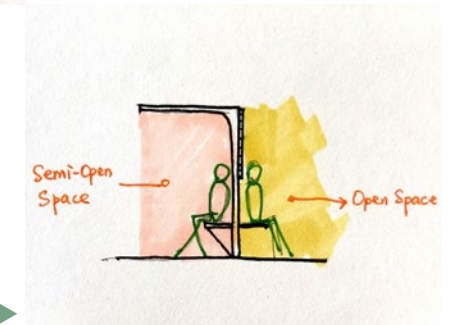
### Precedant Research Armchair in Huizhou Dwellings



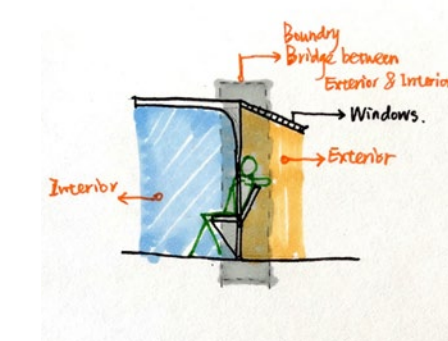
connection between exterior and interior



### Conceptual Diagrams

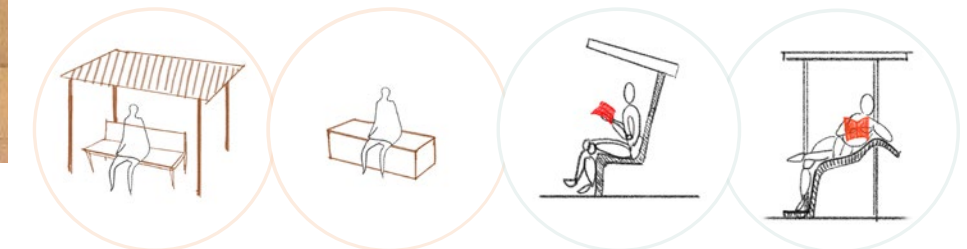


Clear Boundary - divide two spaces for sitting ▶



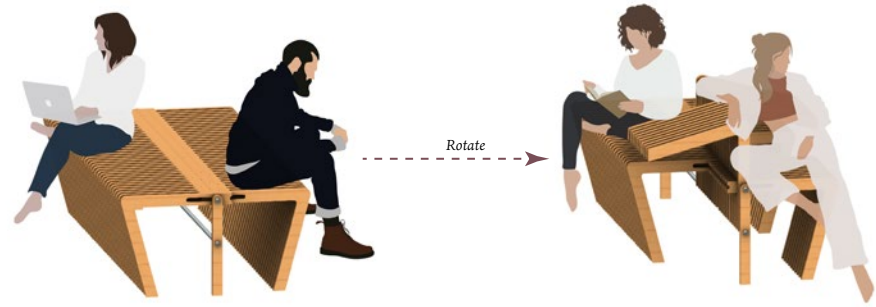
◀ Bridge between Exterior and Interior

### Different Types of Seats

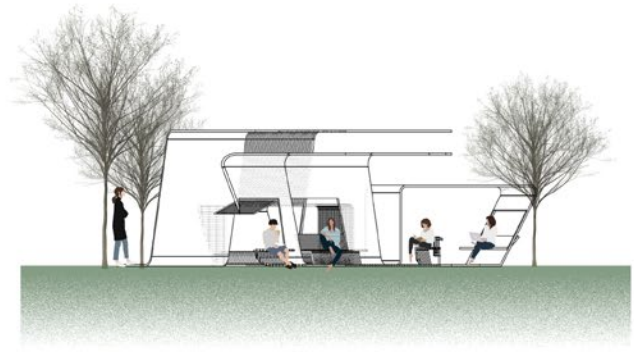
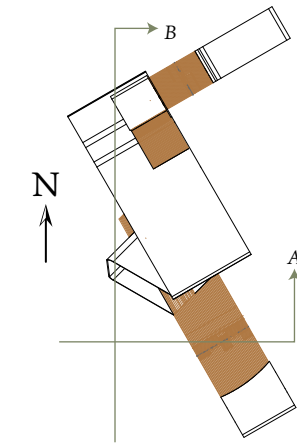




### Invention of the Chair



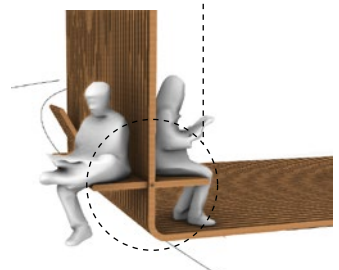
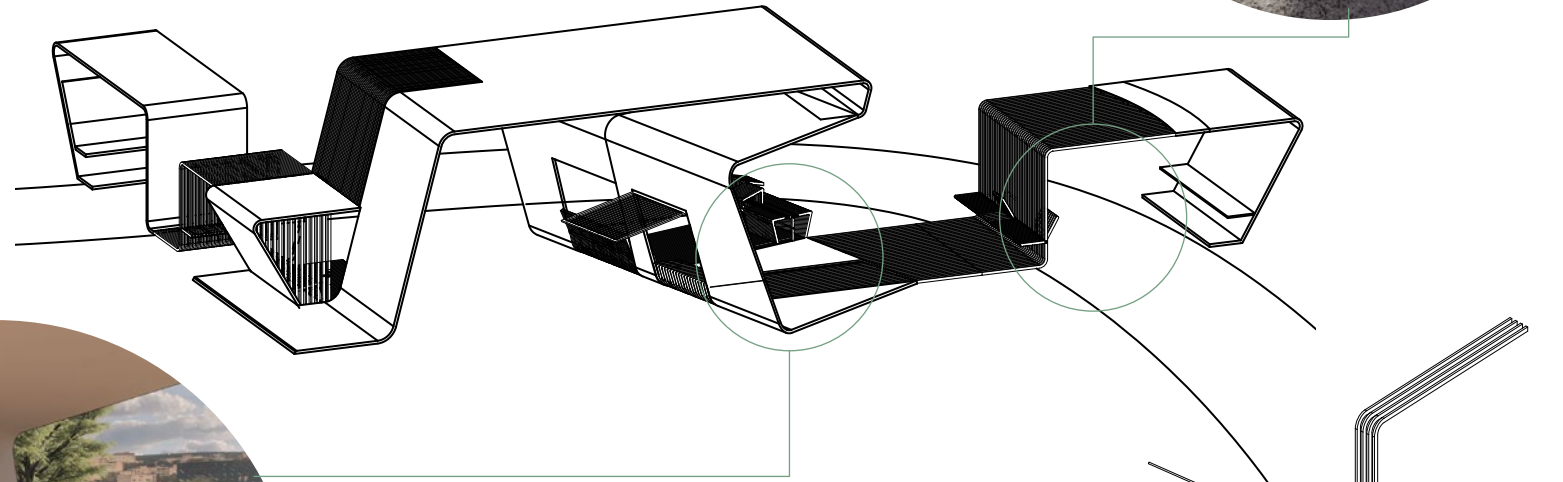
Inspired by the "Meiren Kao", the main reading area is formed by the flexible seat. The flexible seat can be rotated into several forms which can satisfy different sitting positions.



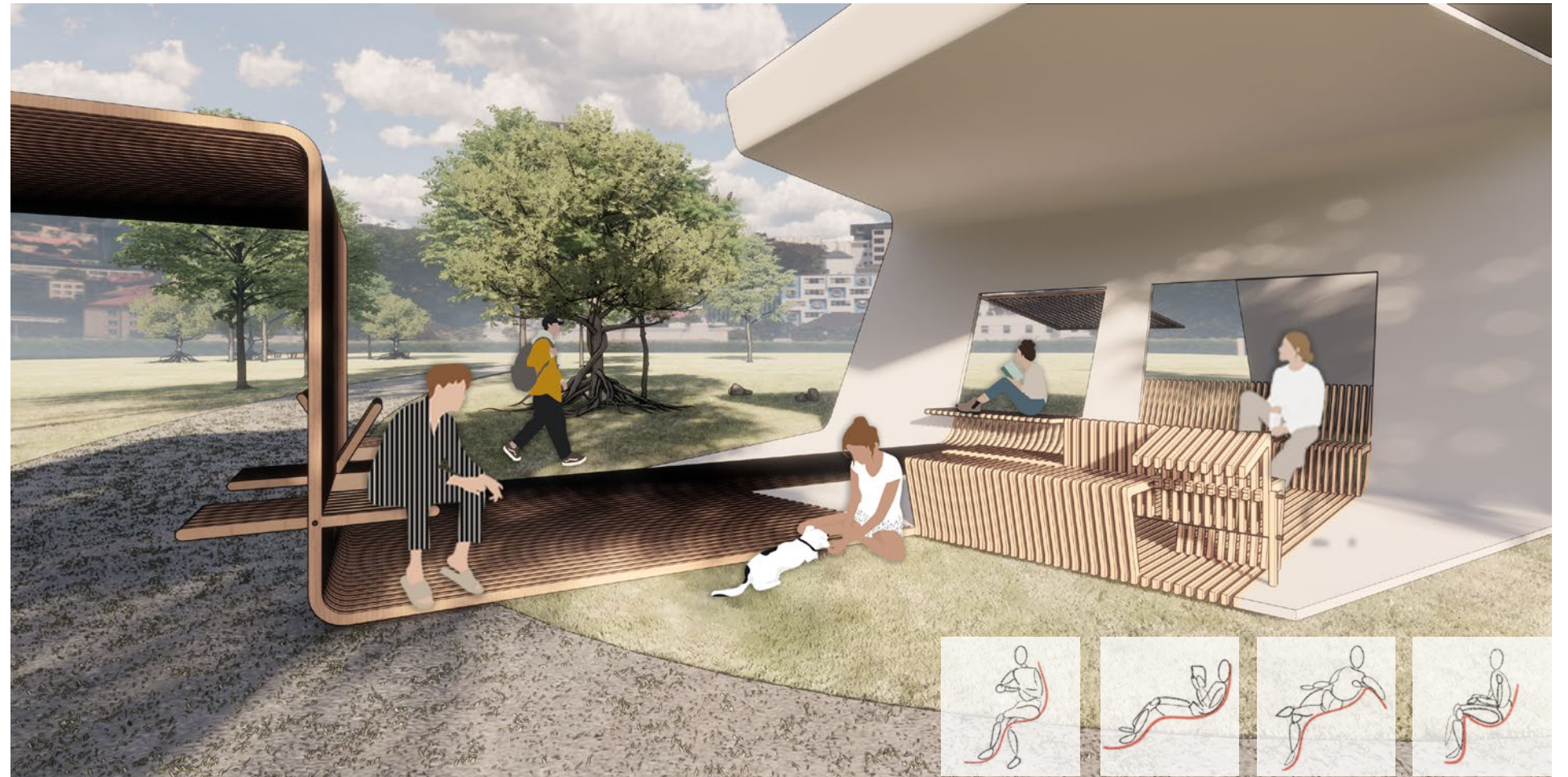
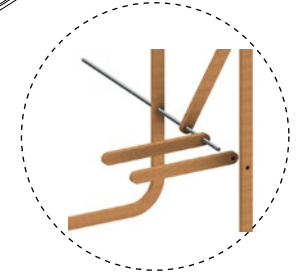
Section A



Section B



Structure of the Flexible Seat





# CERAMIC CAFE AT ASPEN

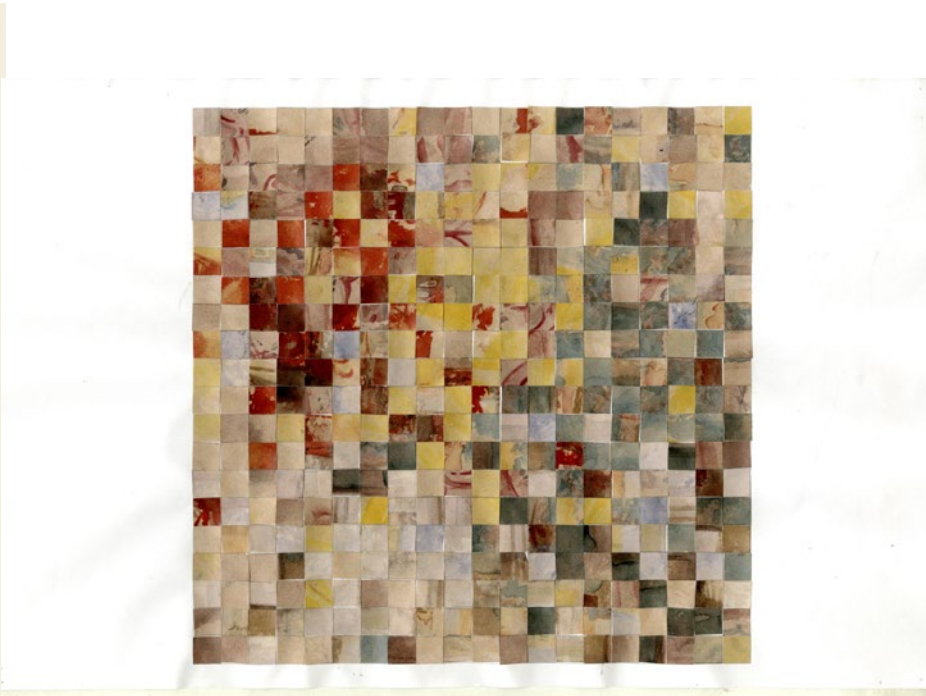
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This project is going to design a cafe that combined with a ceramic gallery. The cafe will offer visitors to both enjoy their relaxing moment with open view and join into the ceramic workshop experience.

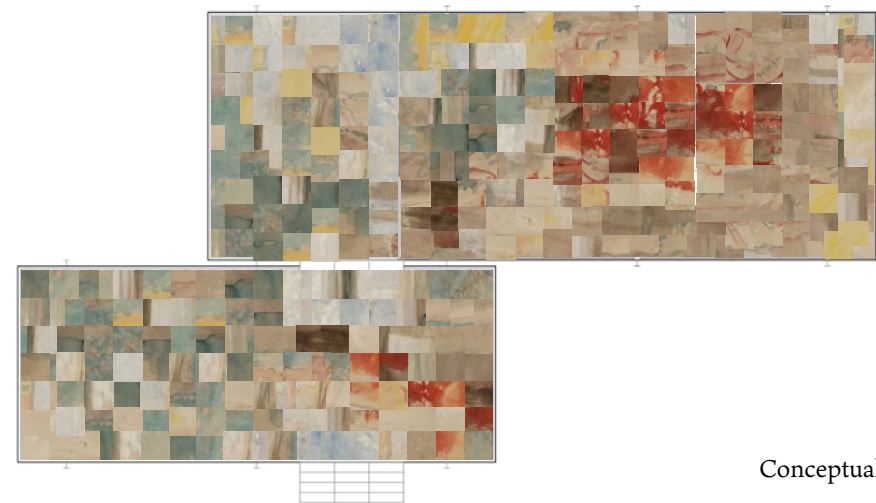




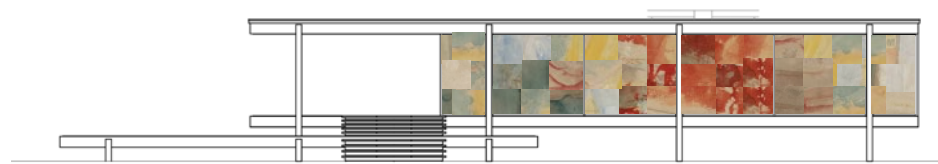
Painting: Turner's Bedroom in the Palazzo Giustinian (the Hotel Europa), Venice, Joseph Mallord William Turner, c.1840



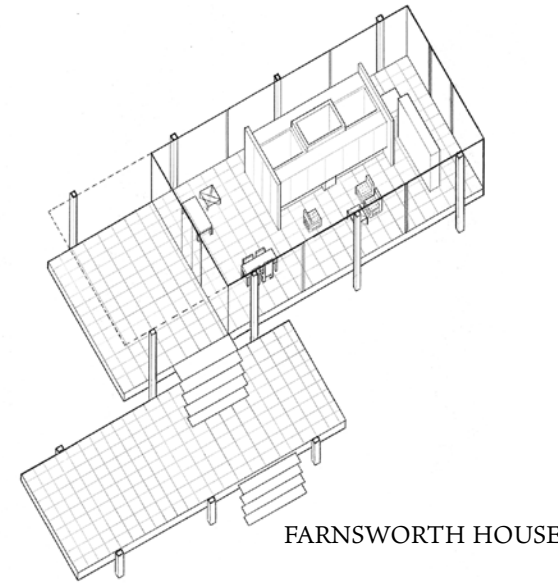
Magic Square



Conceptual Collage in Plan and Section

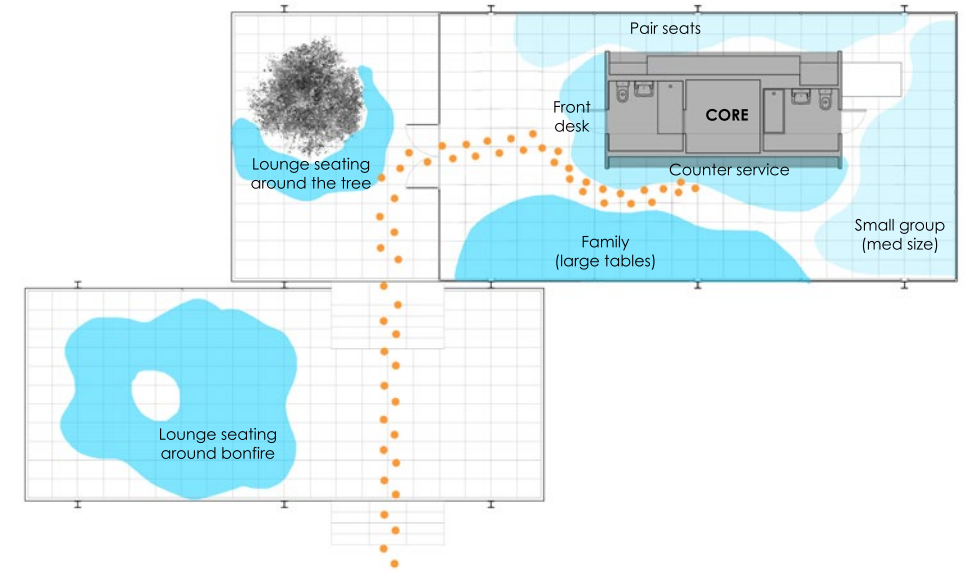


## BUILDING CONDITION



FARNSWORTH HOUSE

## Program



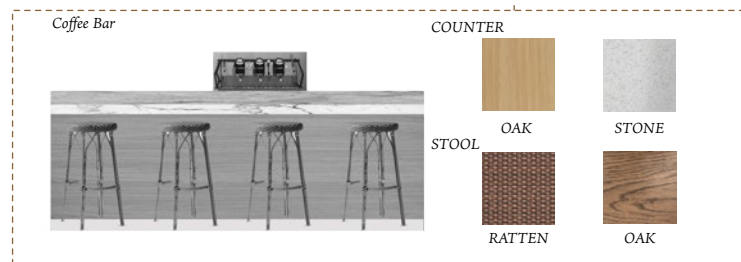
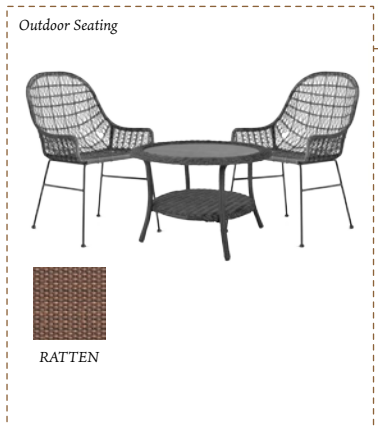
## CONCEPT COLLAGE



## MATERIALS SCHEME



**FURNITURE PLAN**



SCALE: 1/4" = 1'-0"



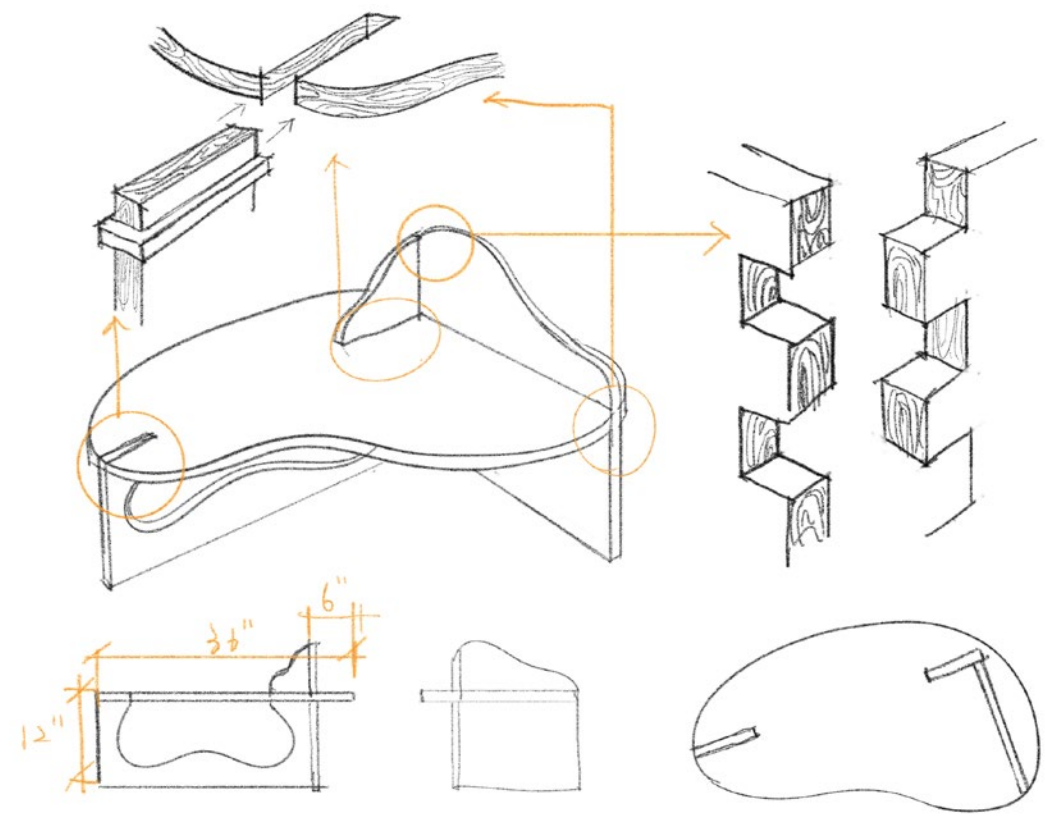


FURNITURE DESIGN

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TEA TABLE



SHELVING





DINNING TABLE

