

# XINXIAO HUI

PRATT INSTITUTE  
2017-2021



## INTERIOR DESIGN PORTFOLIO

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CONTAINER DWELLING

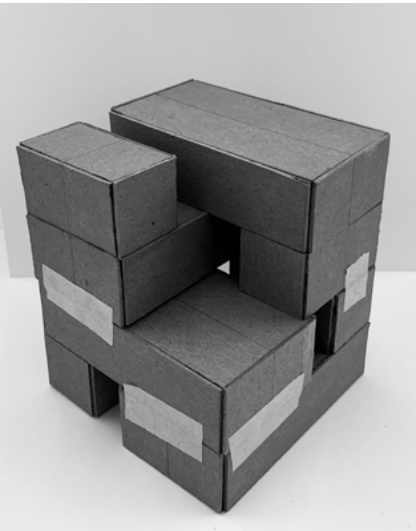
# CUBE HOME

1

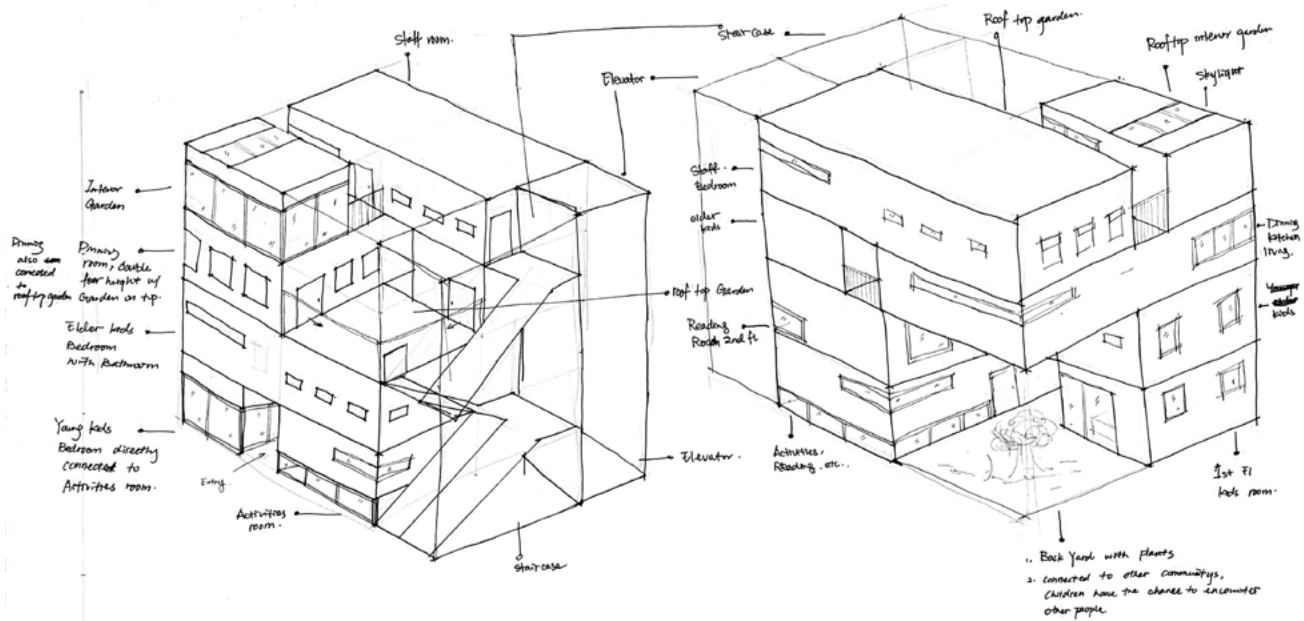
ABOUT FOSTER HOME

My project using stacked shipping containers four-high, will create a dynamic, playful supporting residence for twelve foster care children from newborn to eighteen years.

The goal was to give these children a place of pride and beauty, with a roof garden, play areas and library, and to have a lively presence in any community that it joins. The design of operations and form of the housing also address to make the house feel more interesting, attractive and playful for the children.

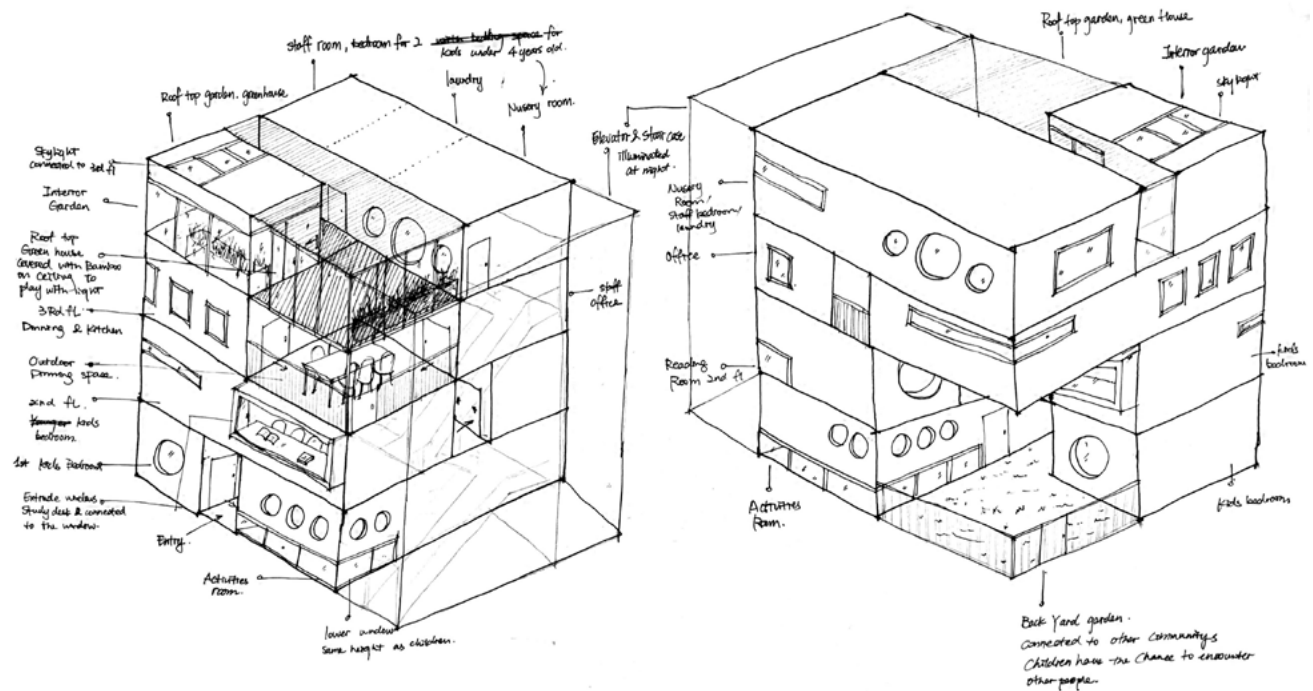


Staircase:



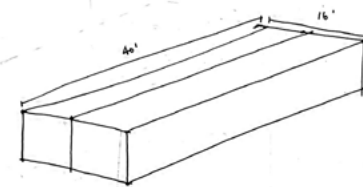
## CONCEPTUAL SKETCHES

I start to imagine some details of the space. A greenhouse, a playground, round windows and even the base-board are all specially customized for the children. To make the children have a sense of responsibility for their and other's lives, I decided to design a roof greenhouse for them. When they feel they are needed by other lives, children will have the sense of importance of lives.



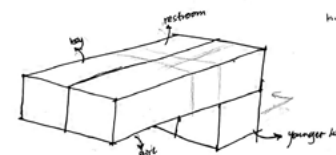
Module 1

2.



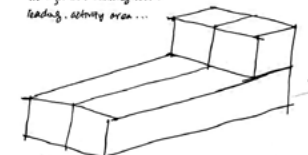
Module 2

Private zone: bedroom, bathroom.

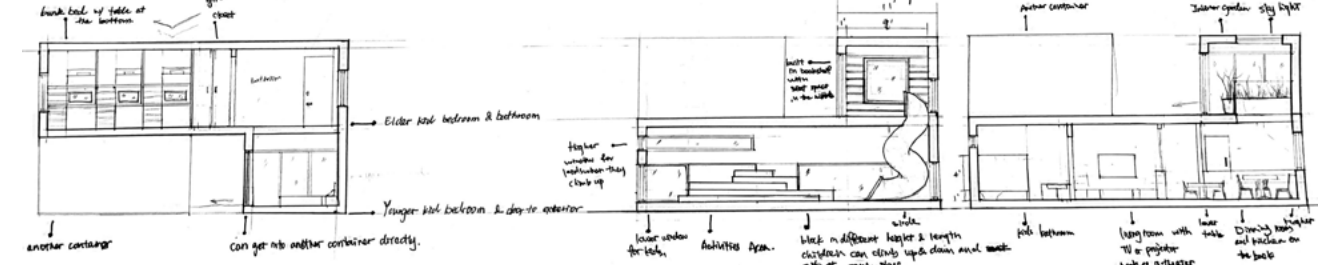


Module 3

Public zone: living room, dining room, reading, activity area...

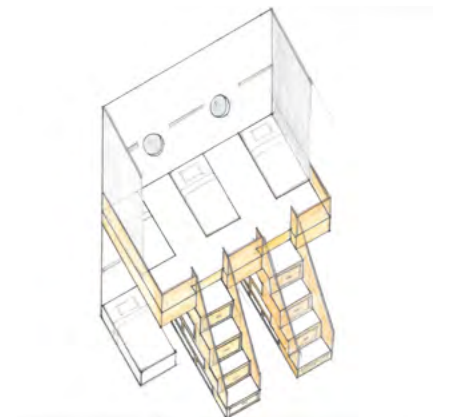
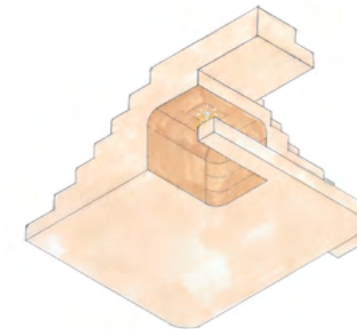
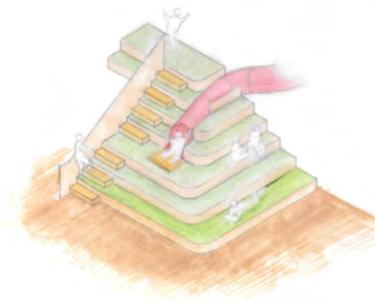
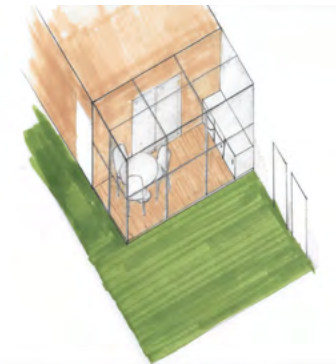
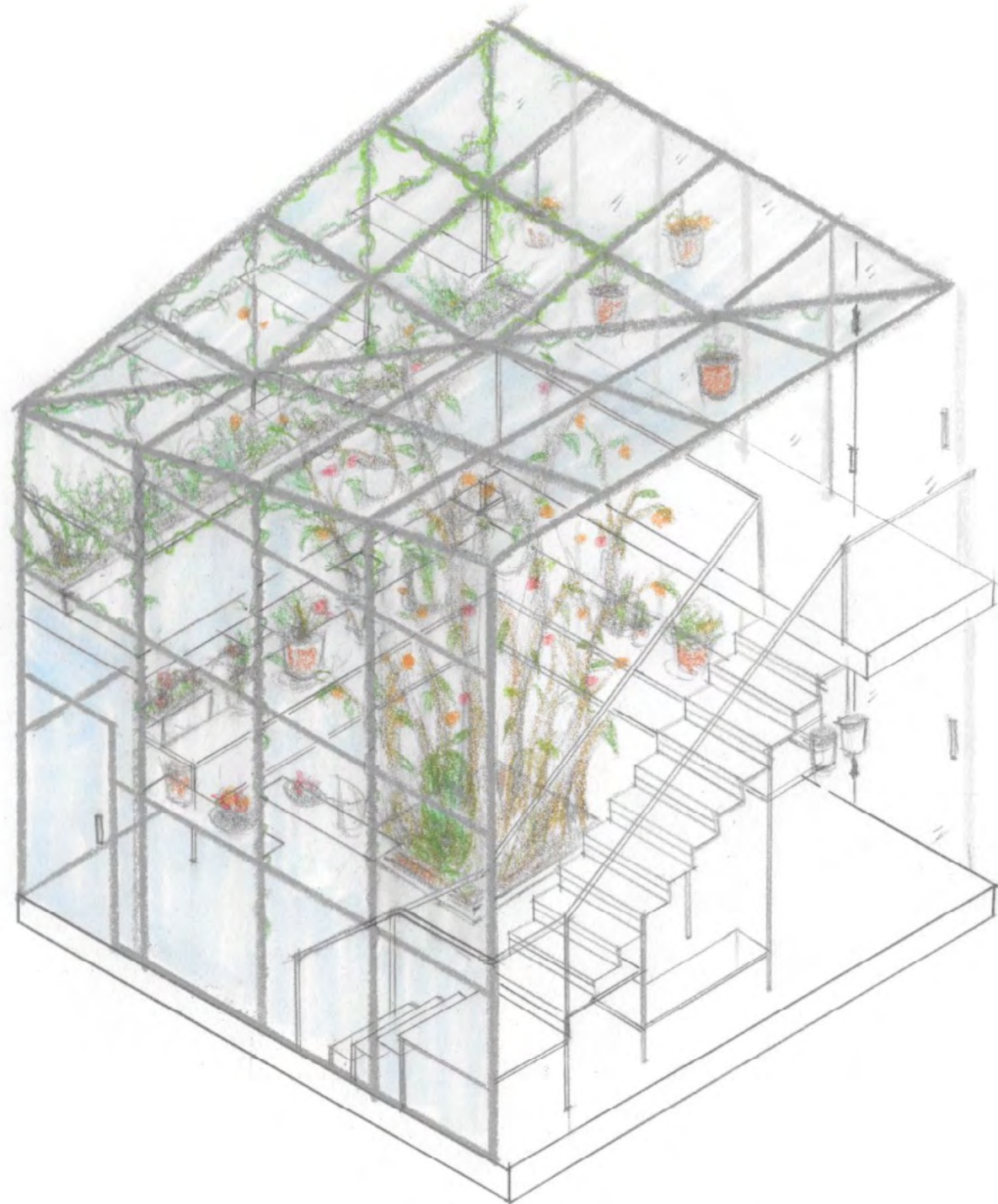


How could children have fun? playing, reading, quiet space, do typing, window...



## COLOR SKETCHES

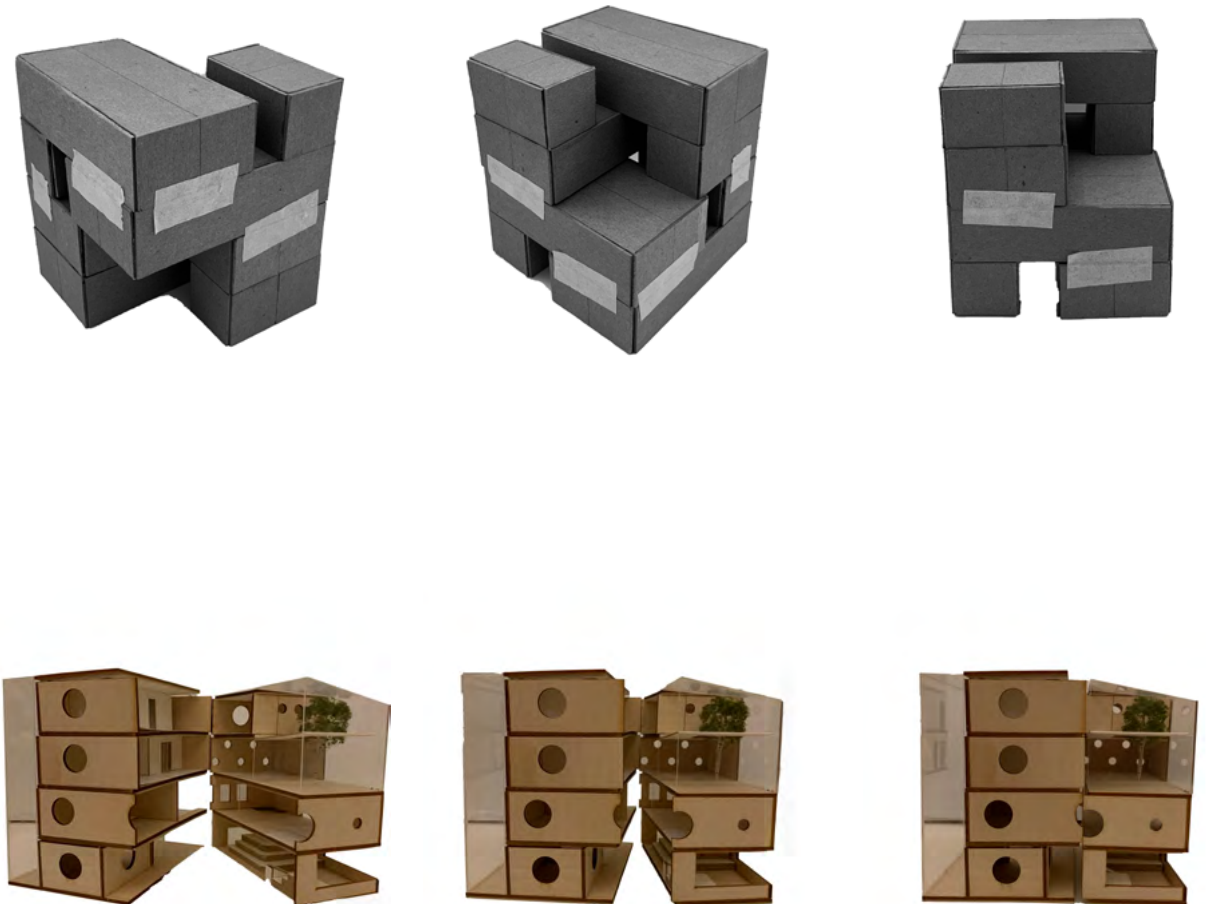
Detailed color sketches to help myself further understand the finishes, construction and detailing of the space.

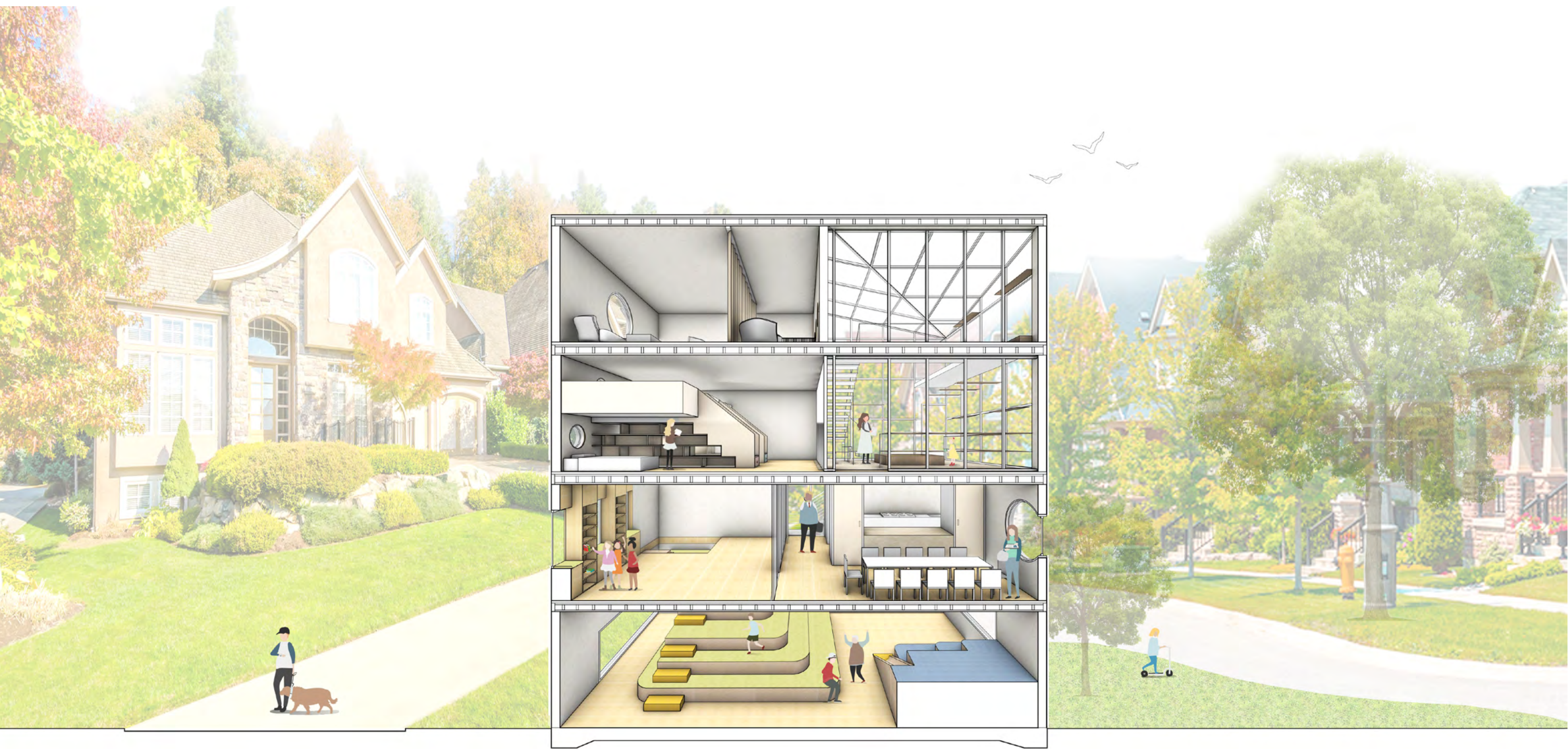




## MODELS

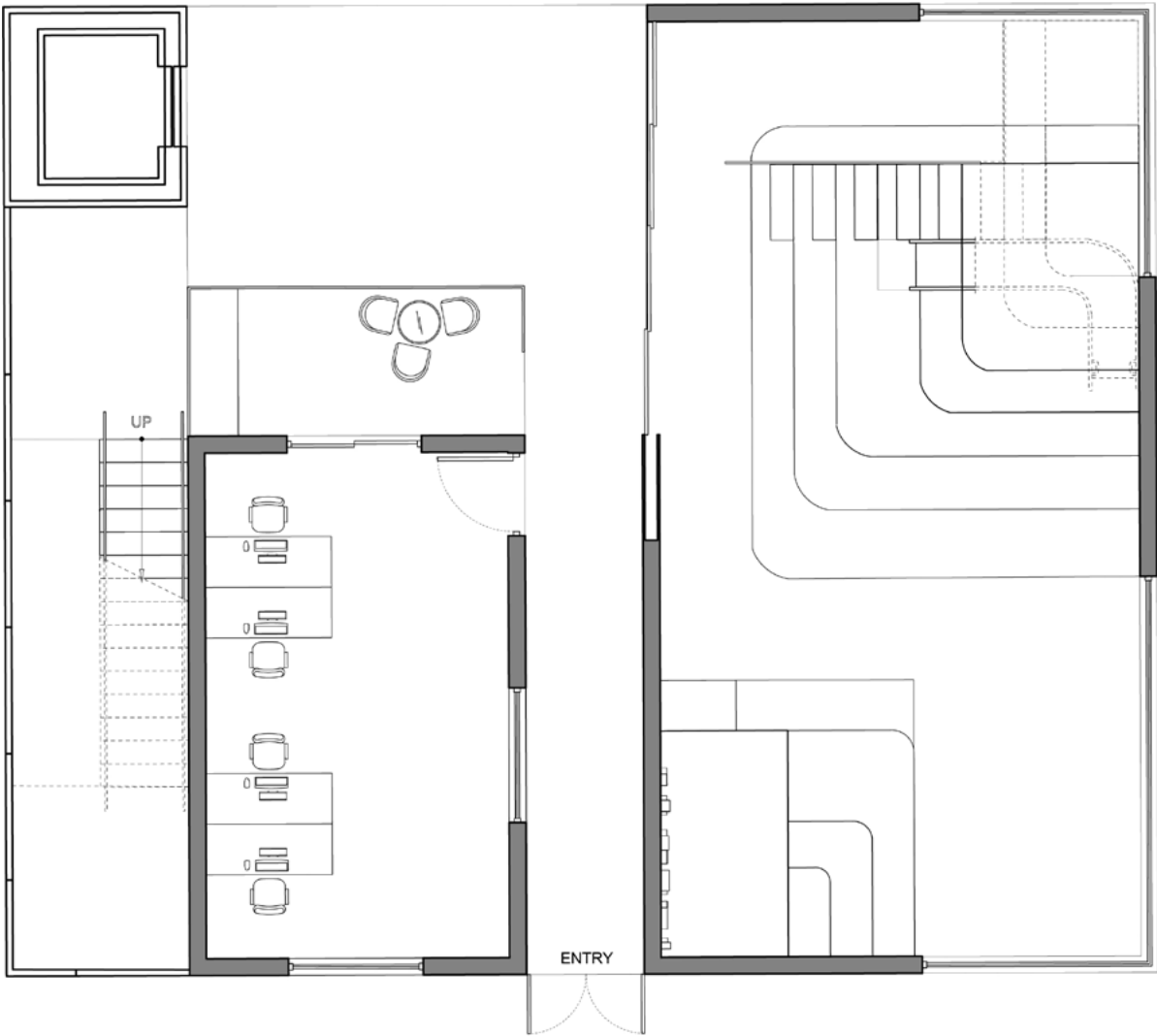
There is more freedom with the form of the container house and the design with operations. I was focused more on how to design the house to feel more interested, attractive and playful for the children. So I start with placing the container in more Lego form, Having large openings at both the upper and lower part of the building. To create two stories opening for the garden and open area for kids to play.





FIRST FLOOR

There is an office on the left side and the childrens play playground will be on the right side. The large steps in the playground for the kids to climb and sit also has a small camouflage space at the bottom for storing the toys. It is also a hidden space for those children who want to stay in to feel safer. The windows will build around the playground and the door on the first floor can be fully opened to connect to the exterior environment.



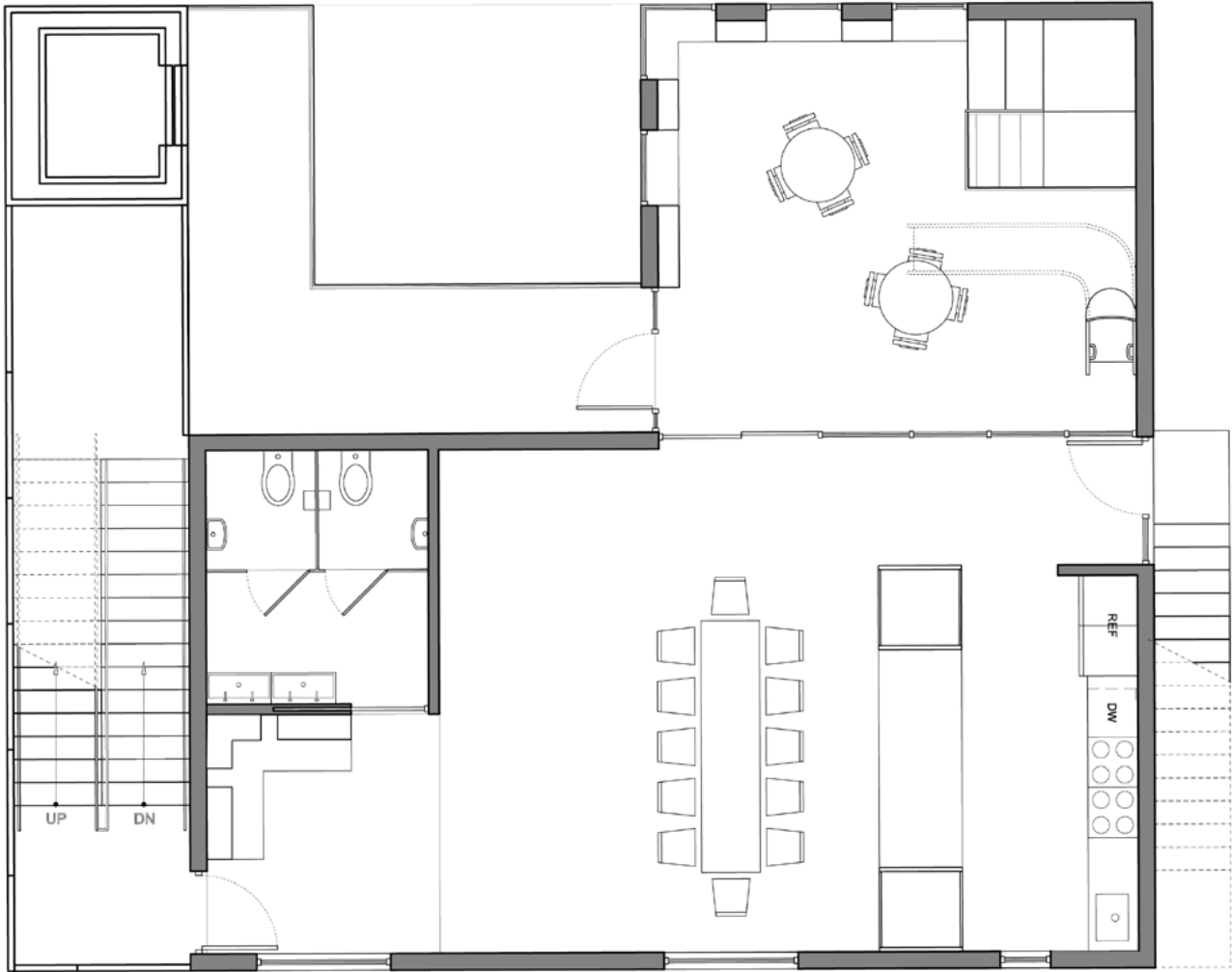
SECOND FLOOR

The smaller room will be the library and teaching space. The larger room will be the dining area and kitchen. There is also a foyer for children to store their clothes and stuff. The bay windows are built in between the bookshelves. The dinning space will be placed on the side of the round window to frame views of the exterior. There will also be additional stairs directly connected to the roof green-house.



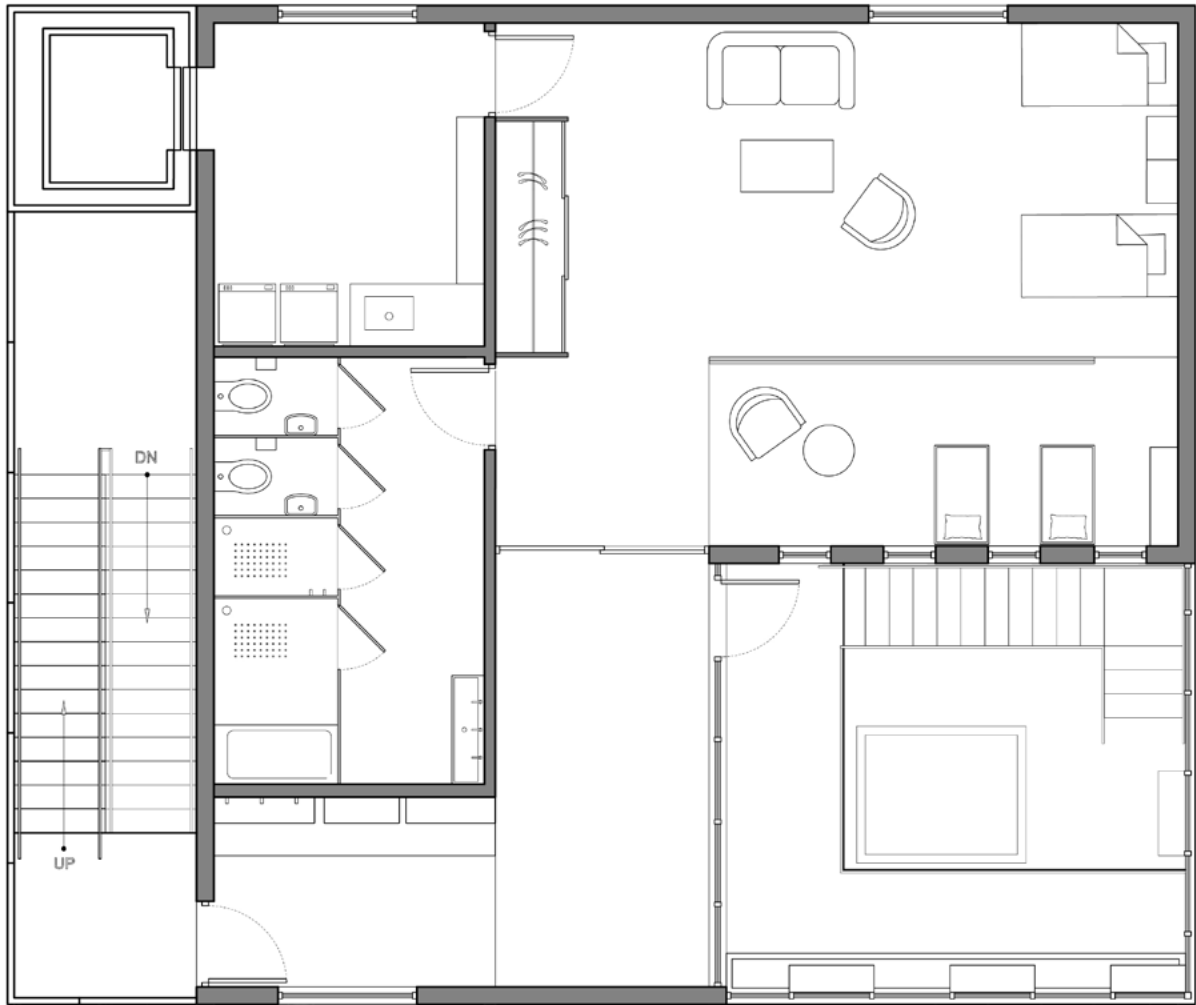
THIRD FLOOR

Third floor are bedrooms for children. One room will have larger beds for older children and the other will be smaller bunkbed for younger children. Both will have a full view of the green house. The bunk beds have smaller windows in between and a small night light above each bedding space. The steps of the bunk bed will be designed as the storage space for placing childrens stuff.



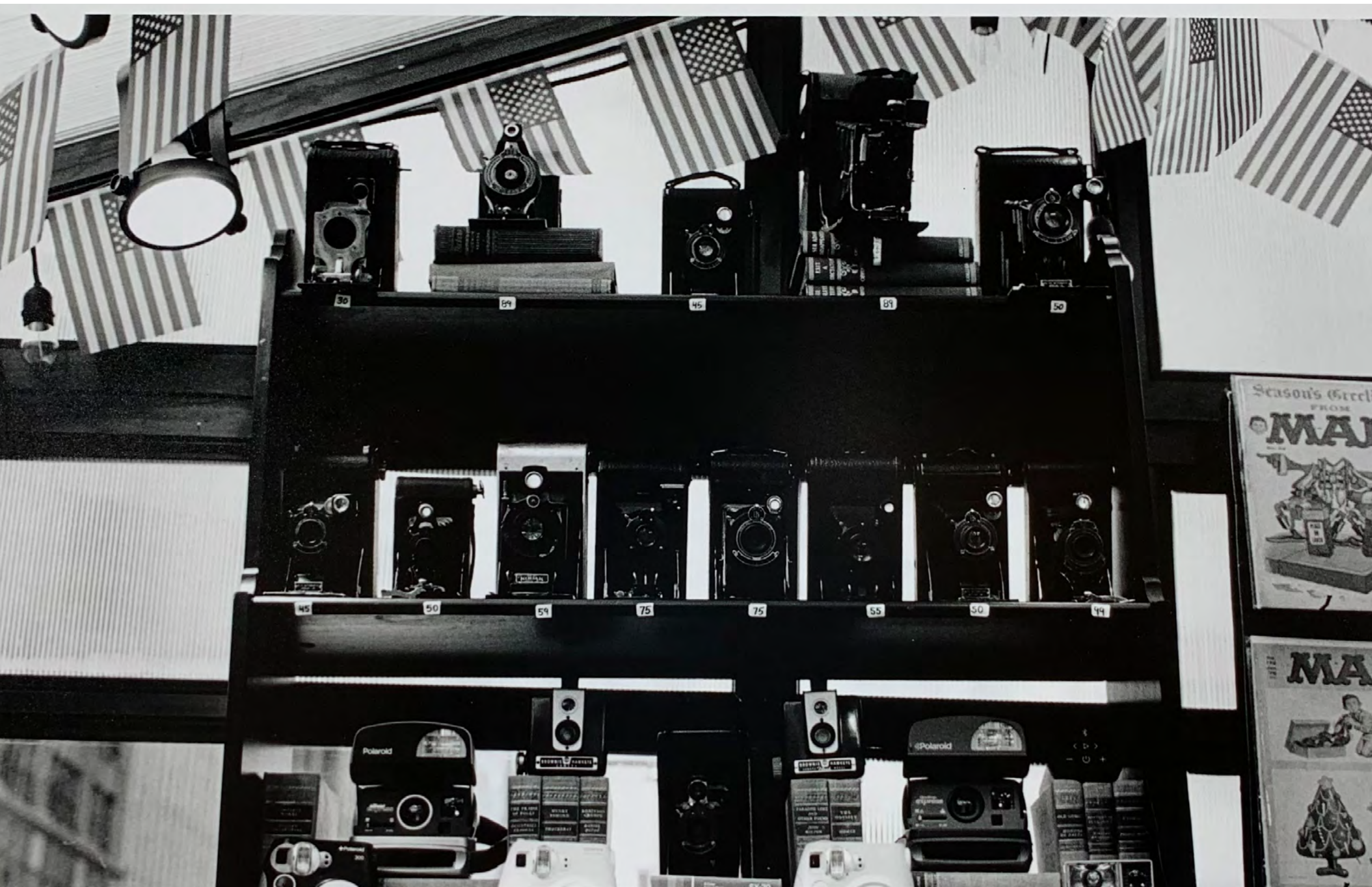
FOURTH FLOOR

The top floor will be the nursing room and also connected to the roof green-house. The staff bedroom is combined with a nursing room on this floor. This floor has the similar window design that the smaller windows will be placed between each bed.





Old Portraits, 2020



Film Cameras, 2020

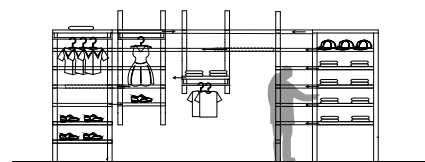
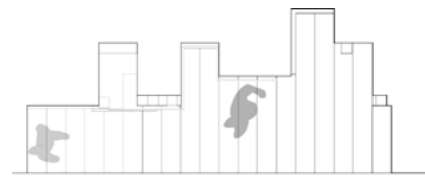
# MOVING STAIRS

2

## ABOUT THRIFT STORE

The goal of this project is to design a four story retail space for New York thrift Shops.

The thrift store will be efficient instead of luxury retail space, and this is going to be a place containing different products. The main feature in the space is the stairs, which are designed to be transformable boundaries. These movable boundaries can adjust the space into different sizes to fit the unpredicted amount of brands and secondhand goods in the store. It connects the entire space both vertically and horizontally.



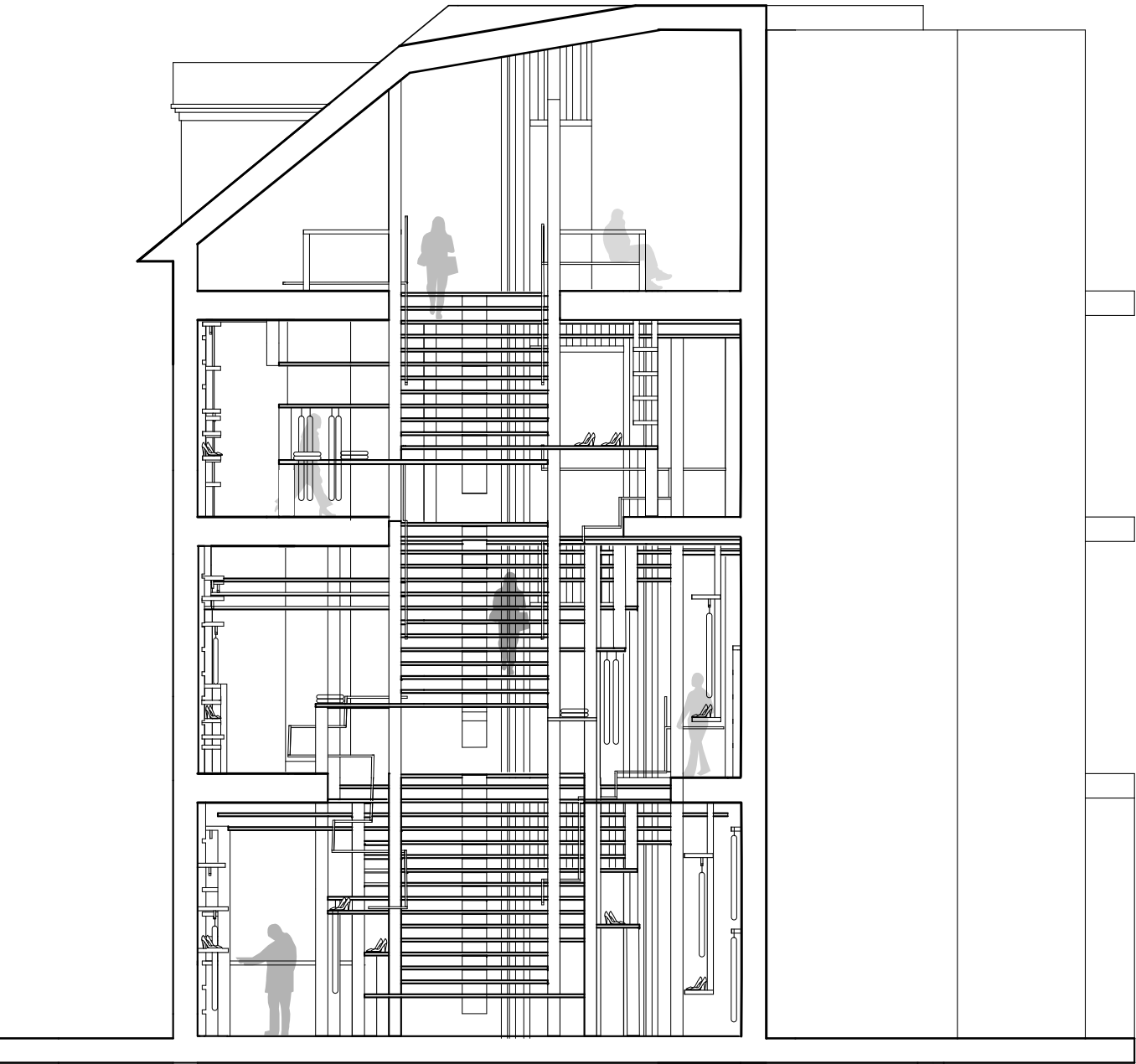


## FRAMING AND DIVISION

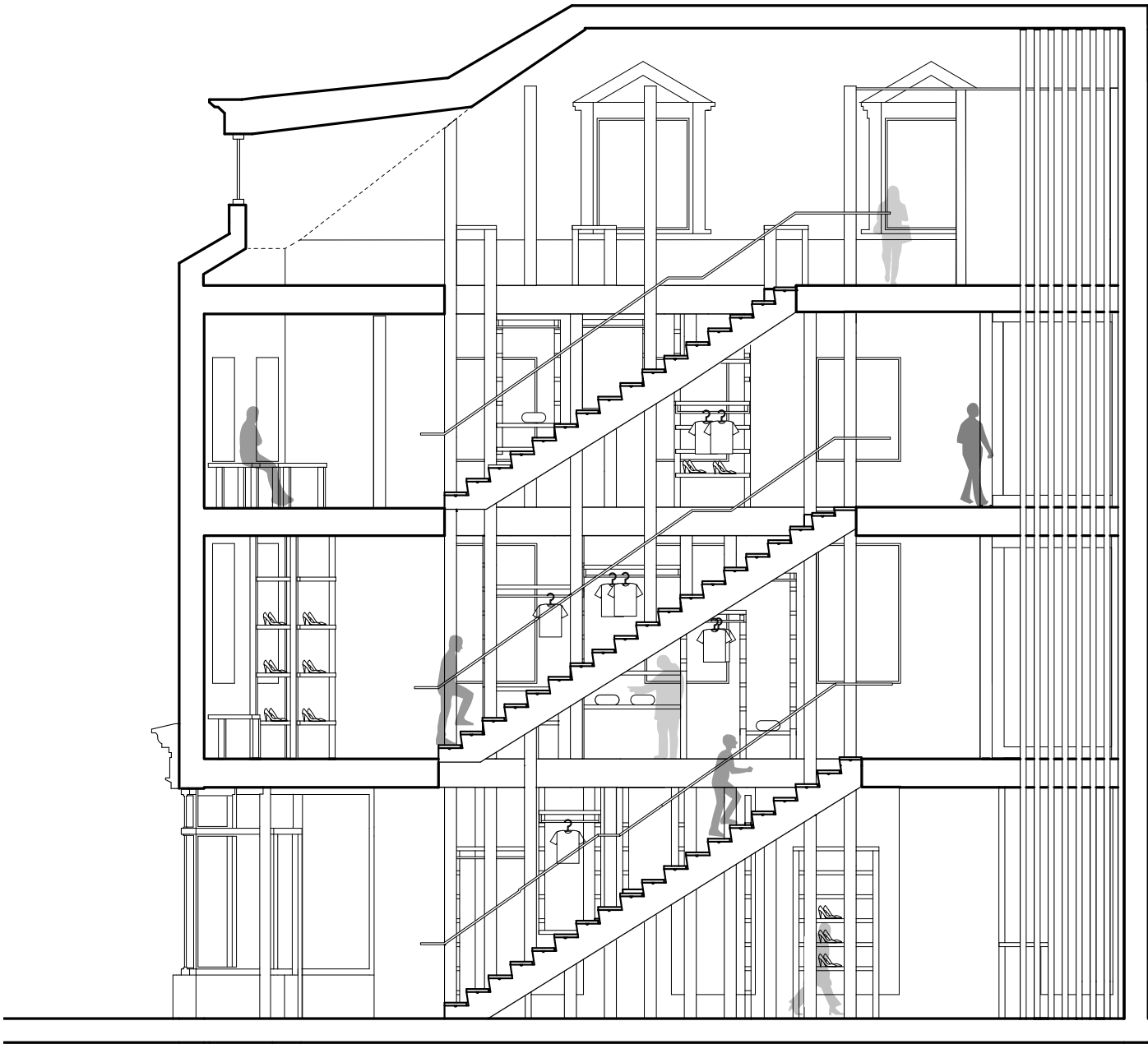
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SECTION (EAST)

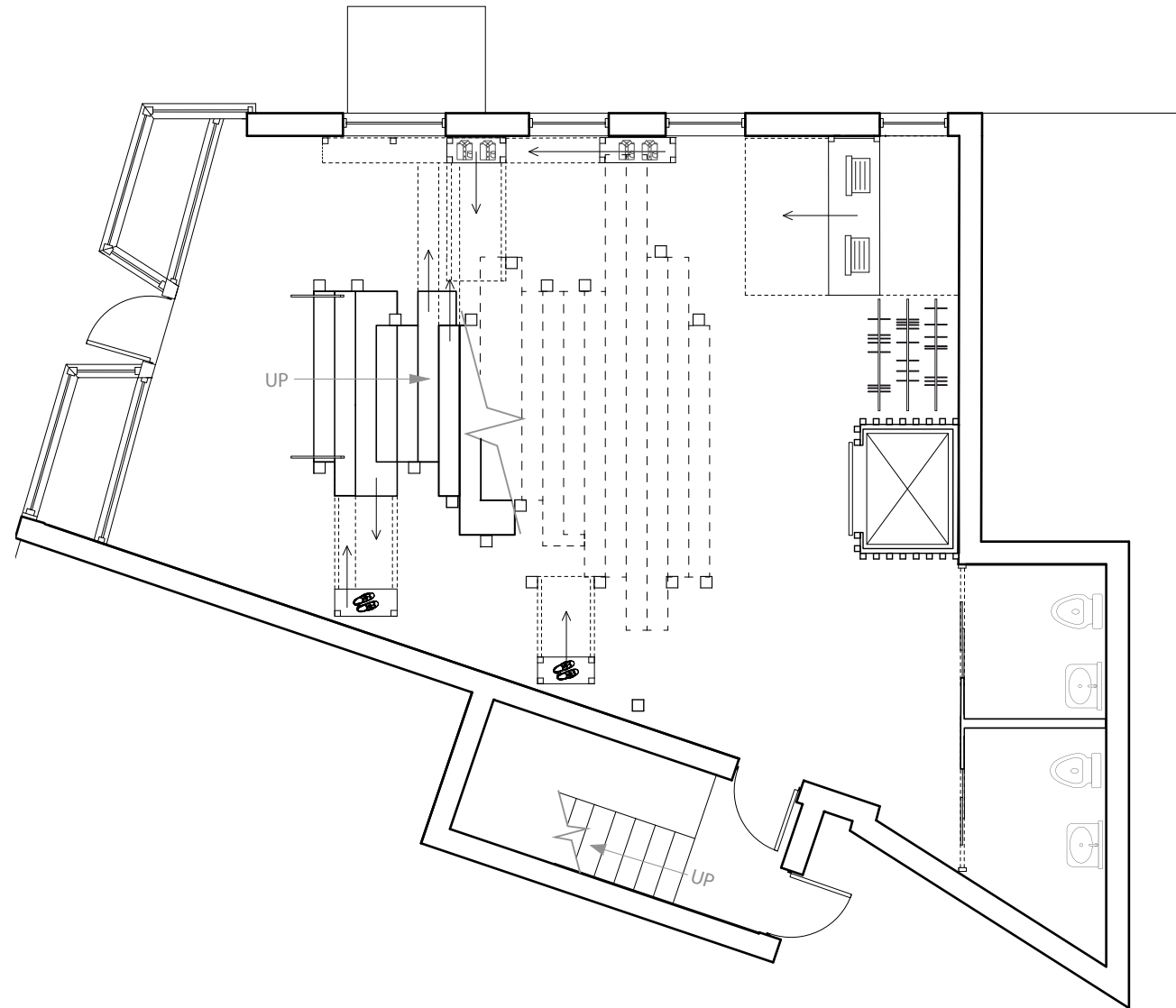


SECTION (NORTH)



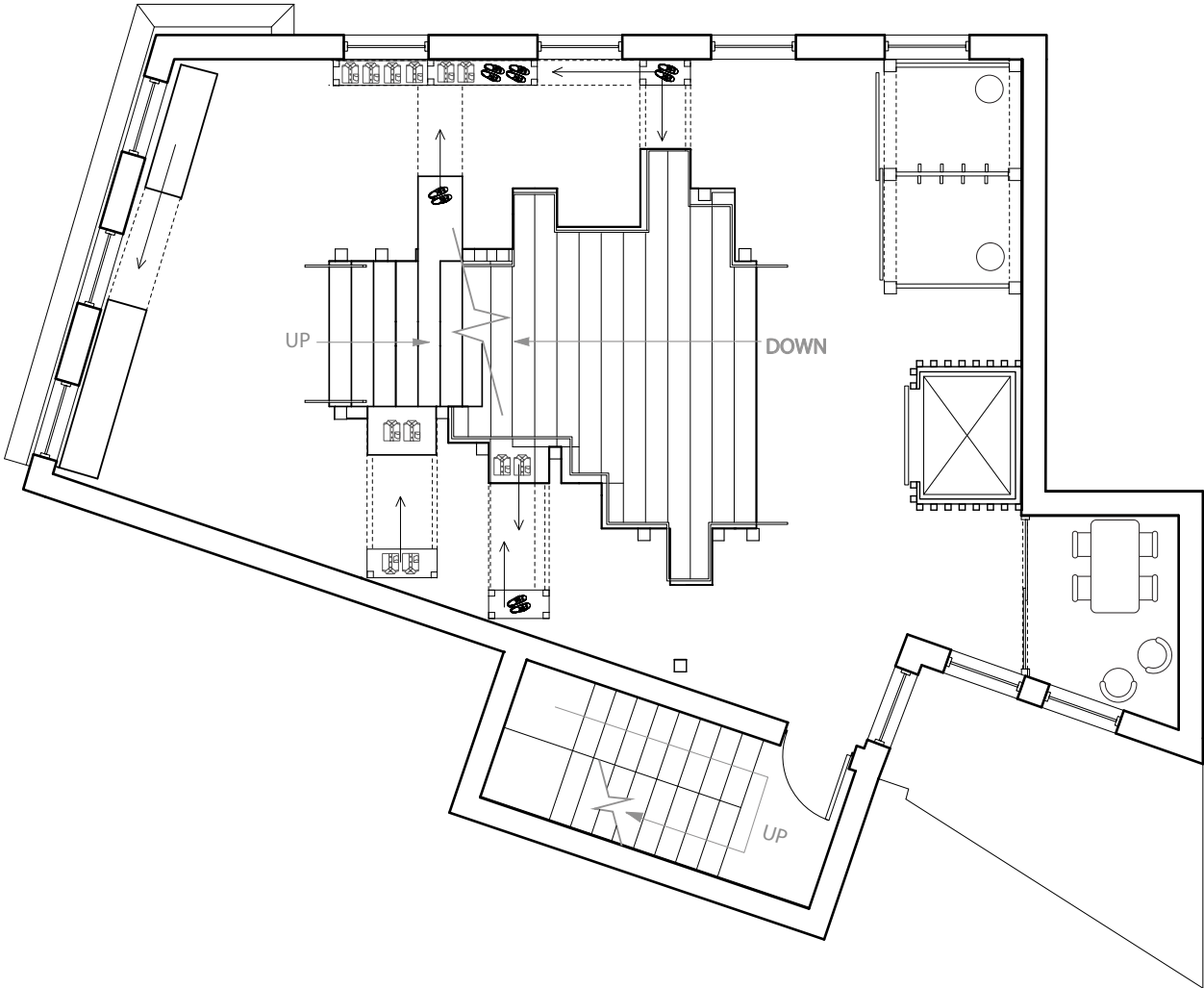
## FIRST FLOOR

Staircase is one of the biggest highlights in this design. The stair is to divide, combine, and display in the entire building.



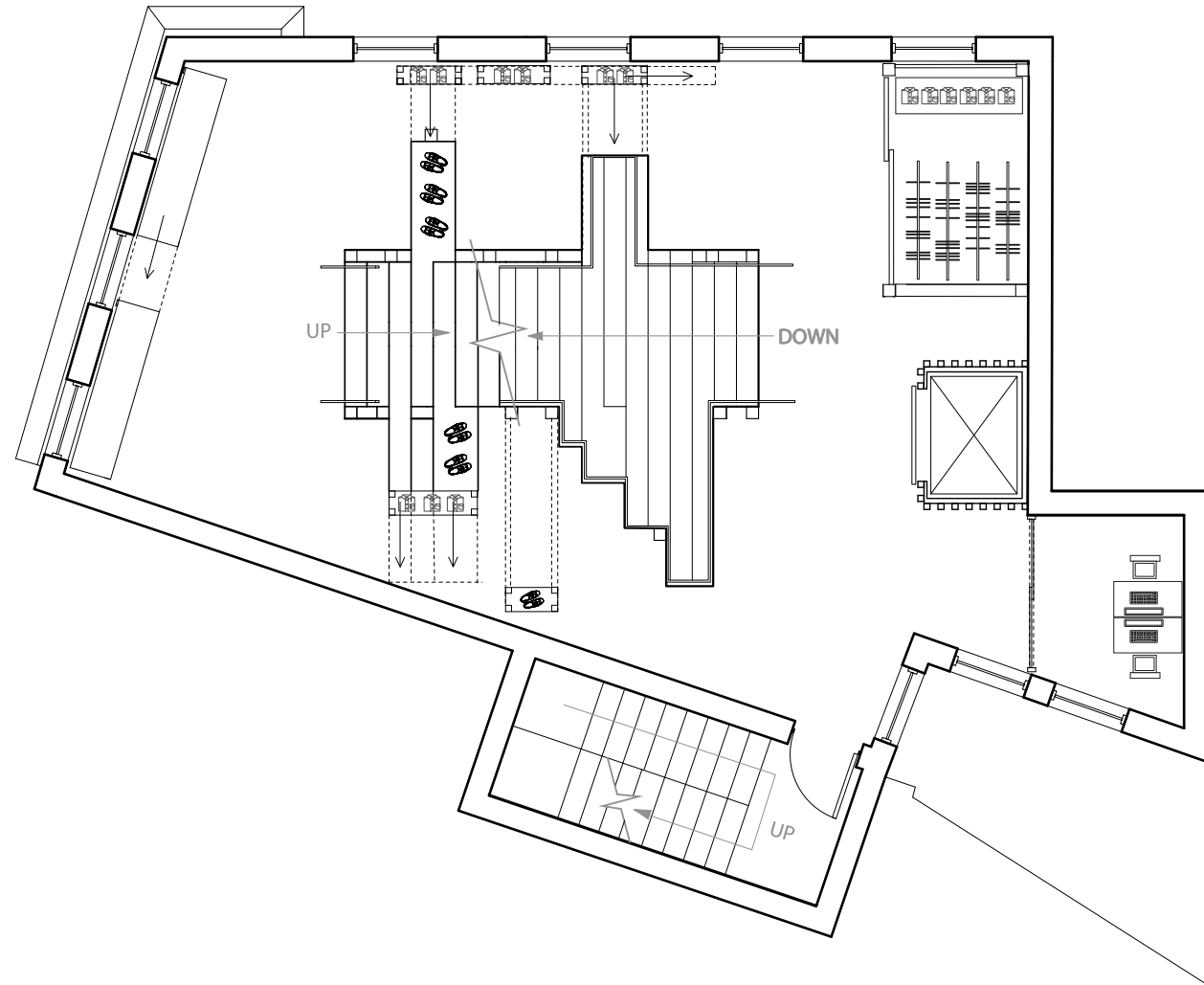
SECOND FLOOR

The moving stairs can first divide the space into different zones efficiently. When there are stores moving out, or need to expend, the moving separation can redivide the space. It is also becoming a displaying system that the stairs extrude out can be a table, and the cut out floors will have shelves to pass through the floors.



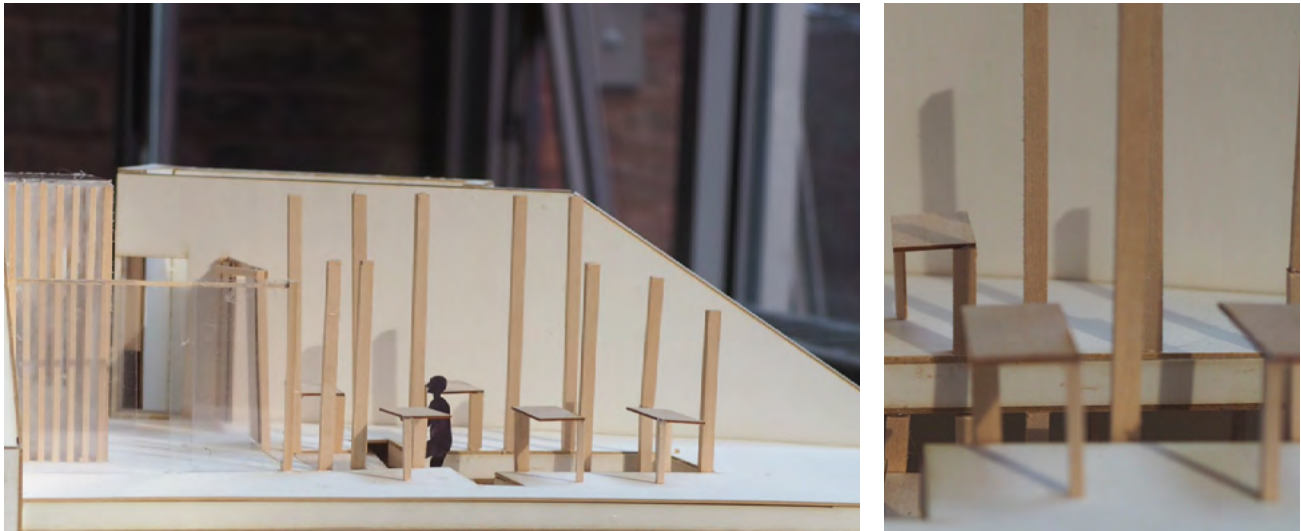
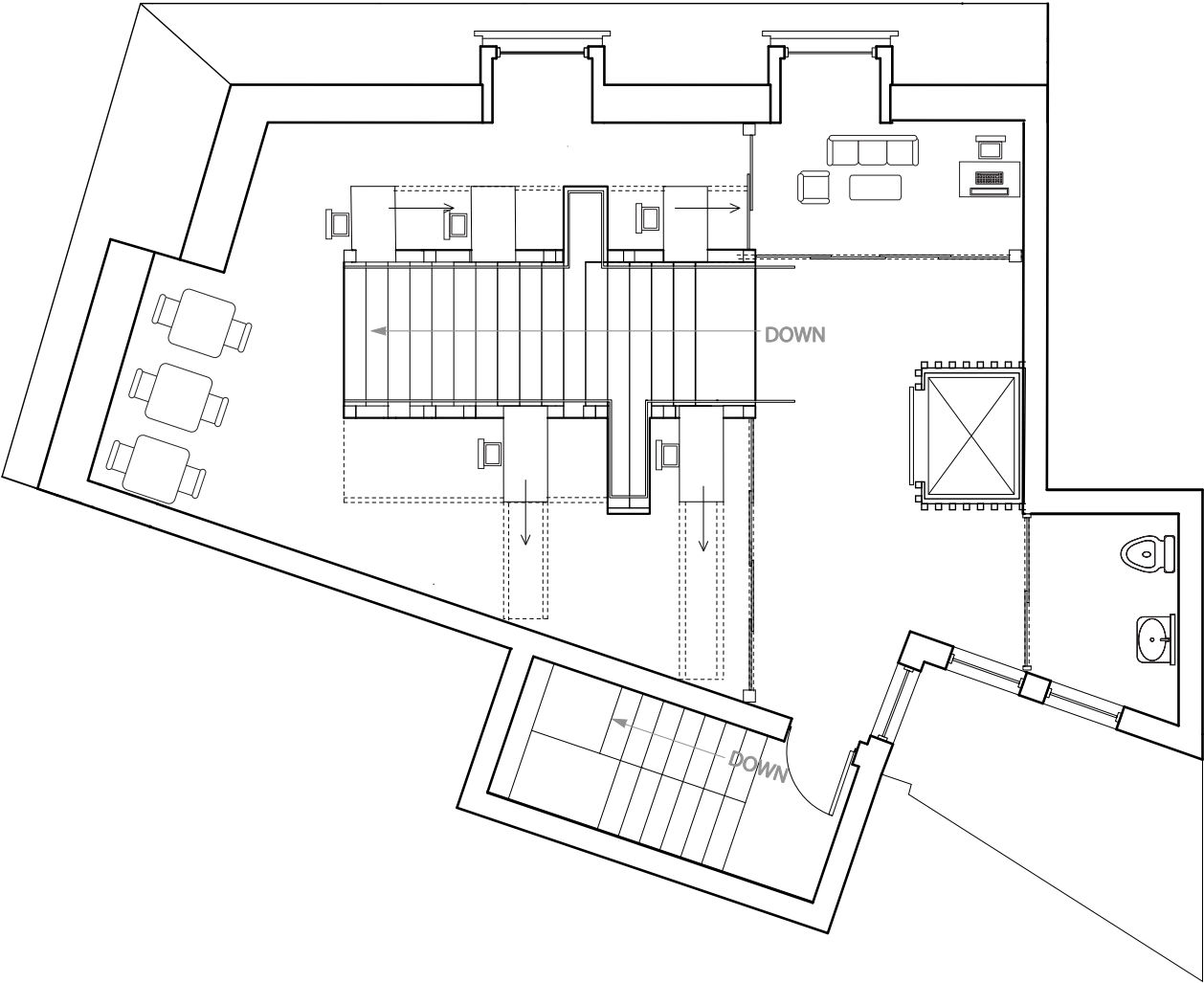
## THIRD FLOOR

The third floor is similar to the second and first floor, the space are divided by the stairs' framing structure, as well as the displaying systems works the same way as the other floors. There are also floors being cut out for the user to directly see the displaying items from the stairs. People are also able to see things from other floors.



FOURTH FLOOR

Fourth floor is the office space. The stair structure is also continued to this floor and on this floor the structure becomes the table and chairs for the users.



The Shadow, 2020





The bridge, 2020

# LIBRARY

## YOUTH LIBRARY

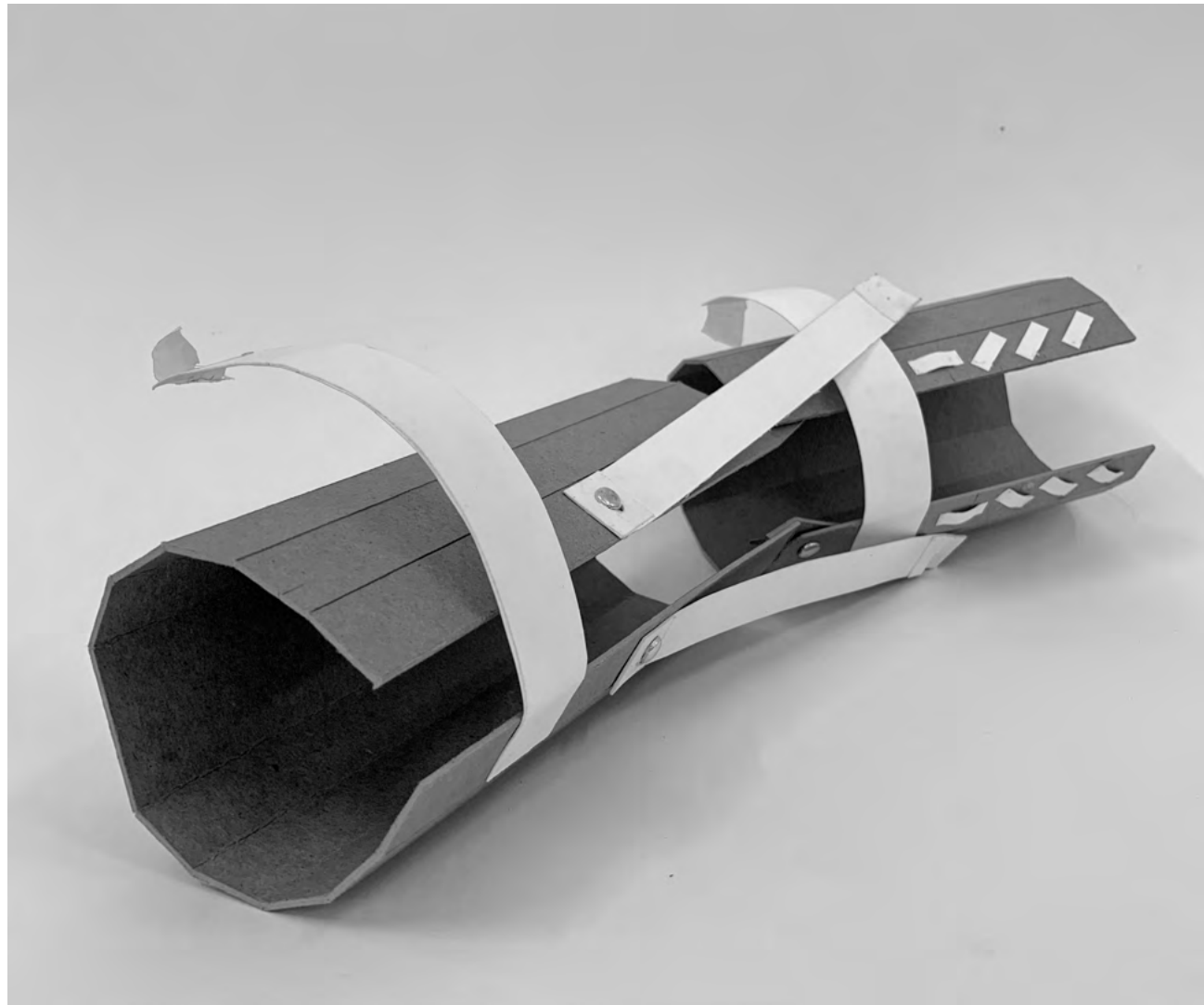
# 3

### ABOUT RENOVATED LIBRARY

The goal of this project is to renovate an existing two story library to provide a more efficient space planning and better user experience in New York City.

There are several high schools around the communities where the library is located. Therefore, the renovation is focused more on the needs of young people. In the renovation, an additional education program was added into the library. This program focused on teaching students from surrounding high schools of new technology and computer programs. The library is a public collaborative area and there is barely space for private studies. The issue was also solved by redesigning the bookshelves into individual study Spaces.

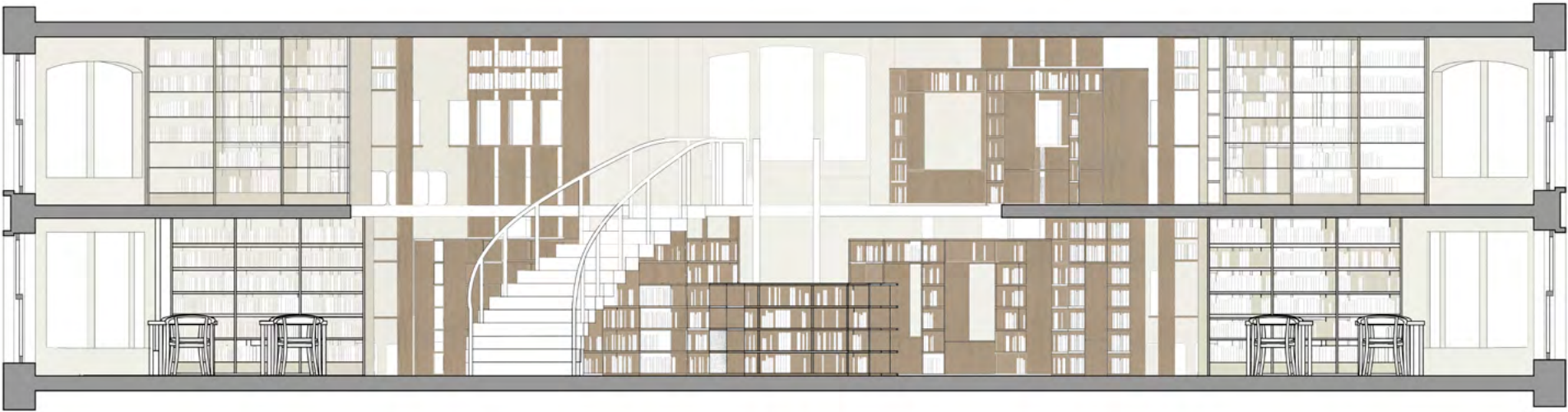




## CONCEPTUAL ARMATURE & MODEL

One of the biggest problems with the old library is that it is not functional and humanized enough for modern society. Both the armature and the conceptual model is to represent the idea that adjust based on the user's need is important to show in this project.





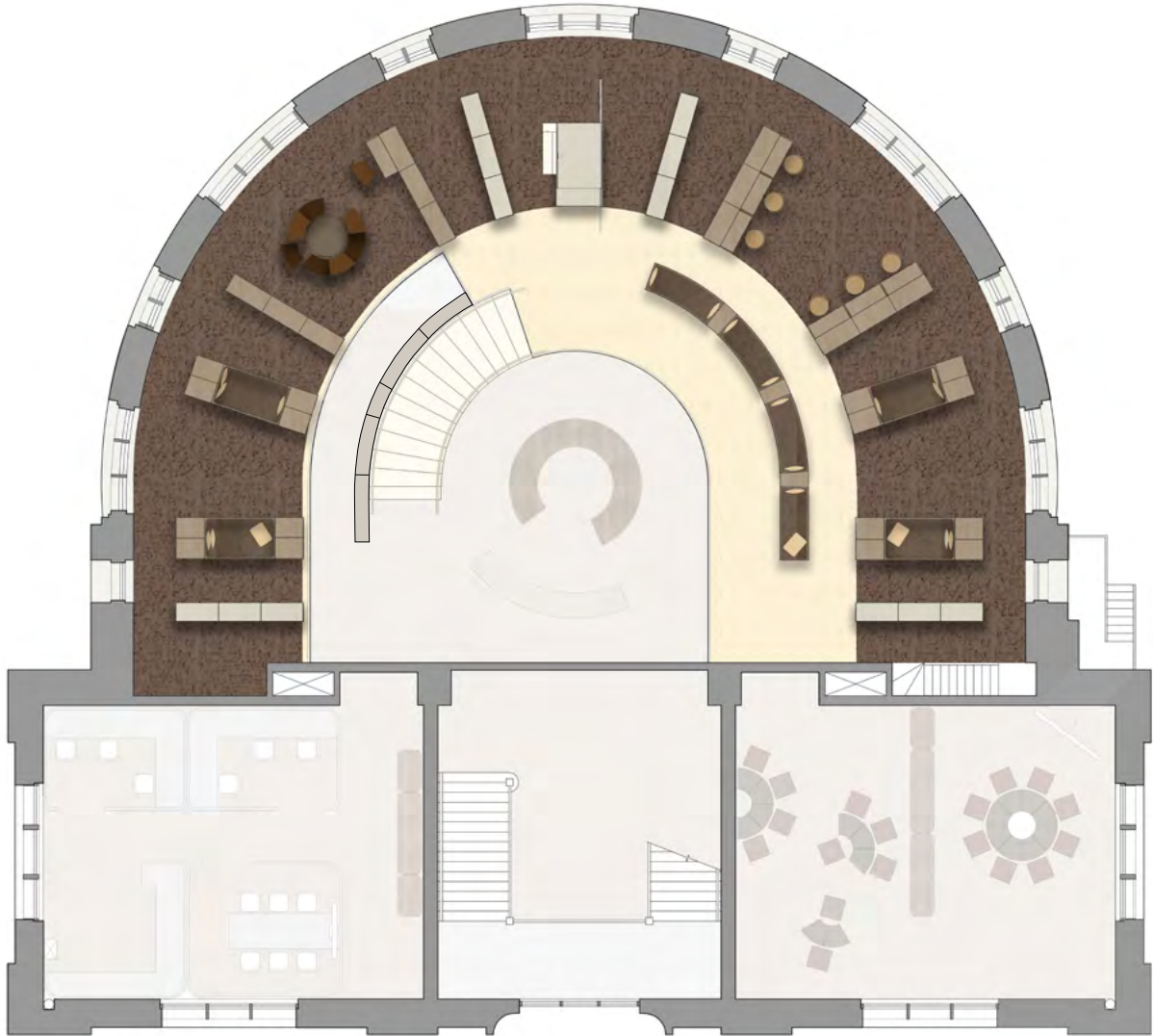
FIRST FLOOR

The first floor has four adjustable shelves that can enclose the meeting area. For this project, I redesigned the bookshelves into private study places, in which the middle part of the shelf could become a table and people could use a computer or read books. All the structures are built along with the circulation of the space, to make the entire space has a fluent and smooth circulation but still have enough program space.



SECOND FLOOR

The second floor continued the structural bookshelves from the first floor, as well as the customized elements such as the individual study space in between each shelf and the collaborative discussion zone. There are also more customized bookshelves added to the space.





Untitled, 2020

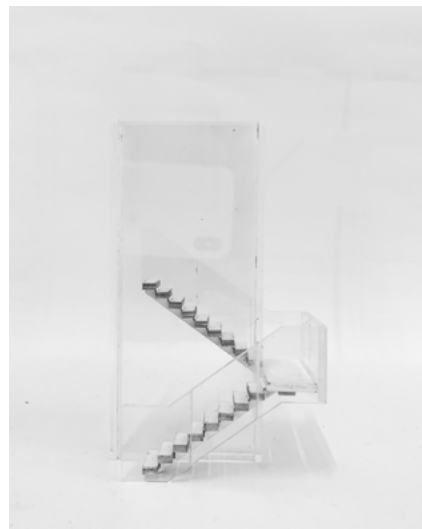


Untitled, 2020

## ABOUT ARTIST'S HOUSE

The goal of this project is to design a two story "L" shaped urban dwelling.

The owner of the house is an artist family. Parents are both painters and my grandmother has studied Japanese traditional flower arranging art. Their child also dreams to be a fashion designer in the future. This house is designed to have space that can display their artworks. The aesthetic level of the interior design needs to match the quality of their artworks. The space should be clean and neat to emphasize their displaying artworks. The lighting of this house should also reveal the beauty of their artworks.





## GLASS AND OPENING

The space should be clean and neat to emphasize their displaying artworks.  
The lighting of this house should also reveal the beauty of their artworks.



SECTION (EAST)



SECTION (NORTH)



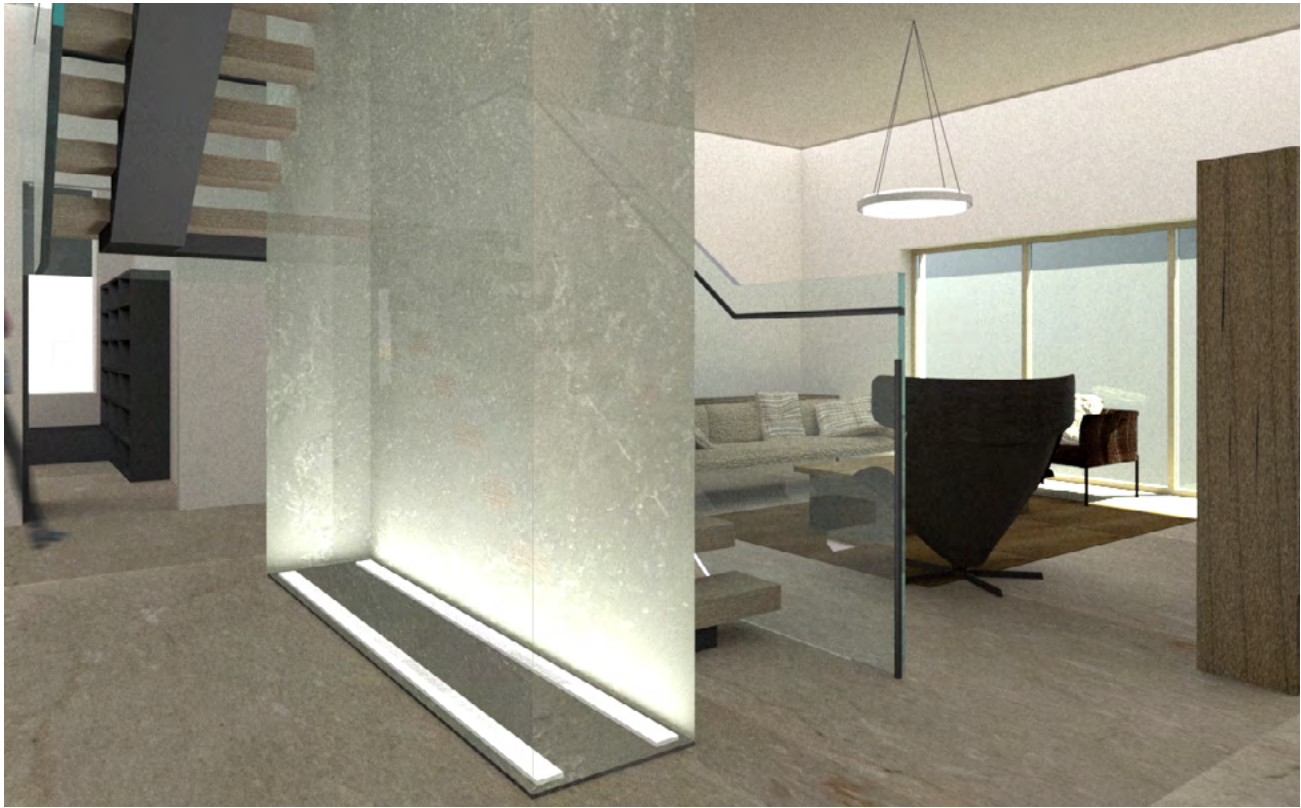
FIRST FLOOR

There is a foyer for the house. On the left side of the entrance is the kitchen, and the dining area is on the right. There is a glass staircase in the middle of the house, which the center part is a whole piece of glass stone collected by the family. The clean and clear design for the center space is to better display the family's art works. The inside has a studio for the teacher in the family to teaches class as well as doing her own project here.



SECOND FLOOR

Second floor is mainly the bedrooms for the family, instead there is another smiler studio for the child to do her fashion projects. The carpet chosen for the bedroom as well as the studio has light and similar color to the marble floor at the living area. The wall around the stairs also has painting displaying on.







Brooklyn Bridge, 2020

GROUP PROJECT: HOSTEL

# LOST IN VENICE

5

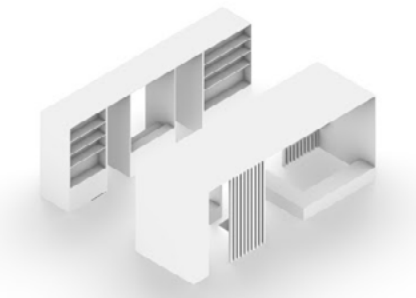
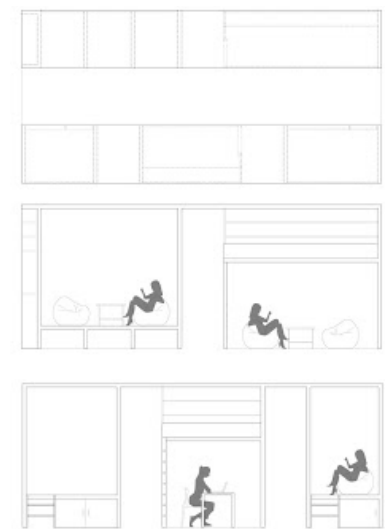
GROUP MEMBER

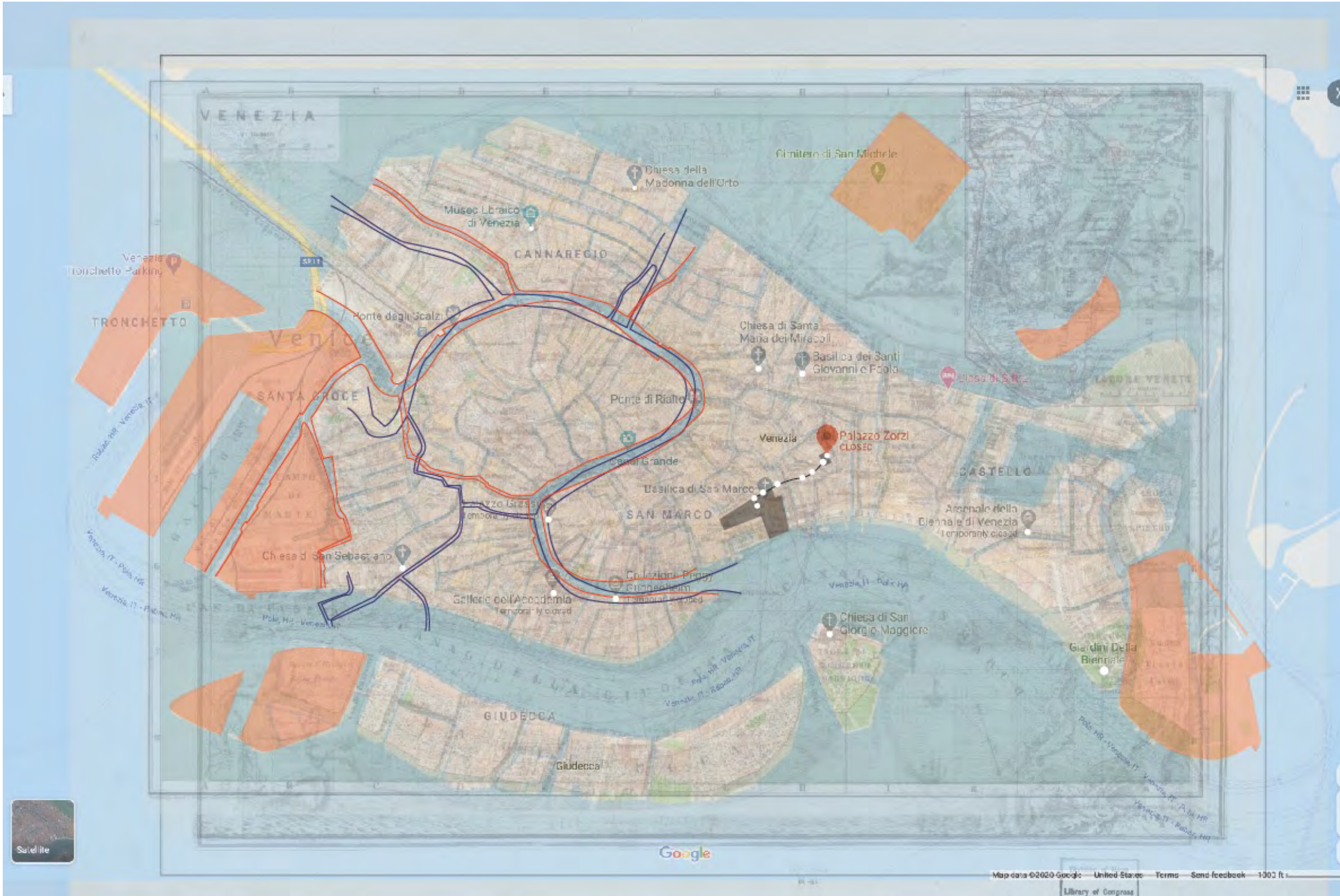
Ruifei Hou, Xinxiao Hui, Jaemin Lee,  
Qianrong Fu, Roger Tao

ABOUT VENICE

This is a group project designing a hostel in Venice. The inspiration of this project comes from getting lost in the Venice alleys. People can see nature combined with the roughness of surrounding architecture materials. There is a transition between light and dark. Each road looks similar but they are unique.

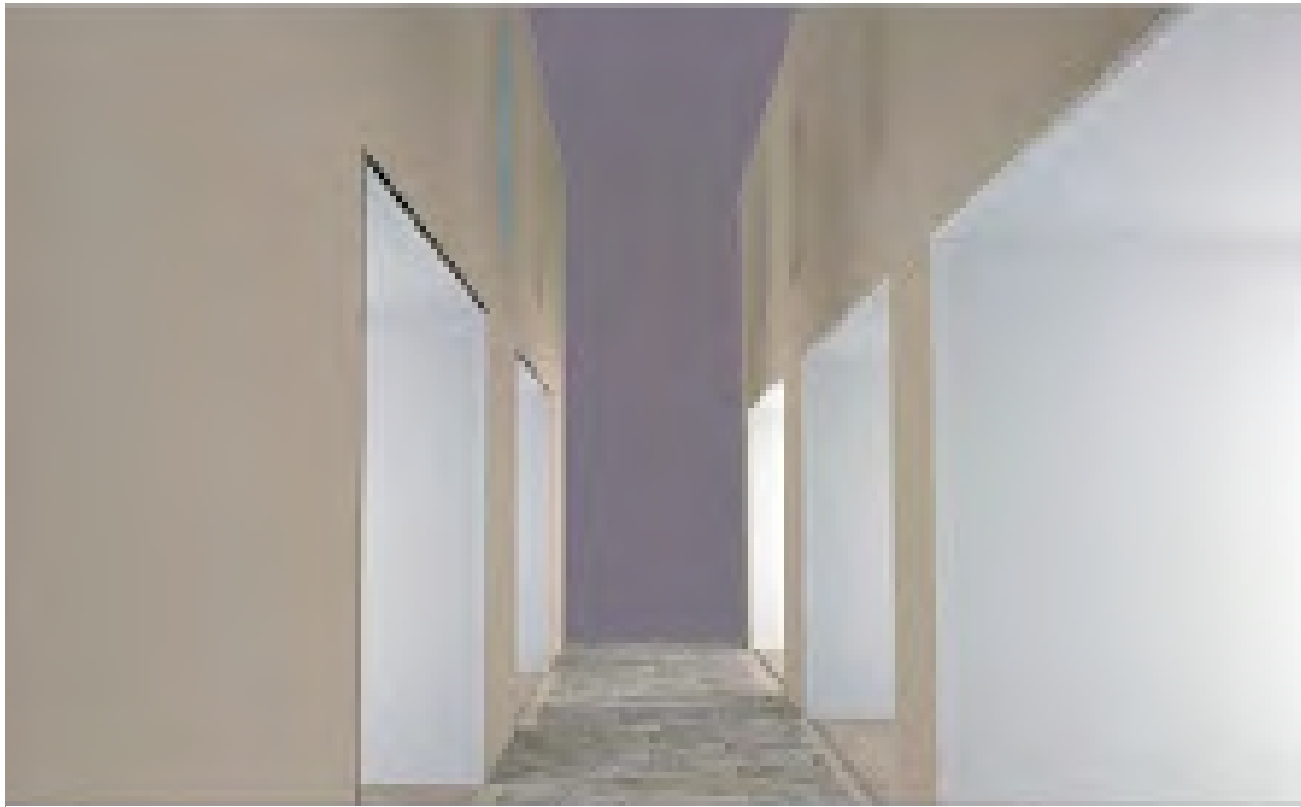
To live in Venice is to live with these exotic experiences. Bringing these experiences into the hostel to make visitors really feel they are living in Venice is our goal. Each of the group members are responsible for one program system (live, work, rest, dine, bath, educate, retail) in this project. Eventually, these program elements will be combined into a completed project.





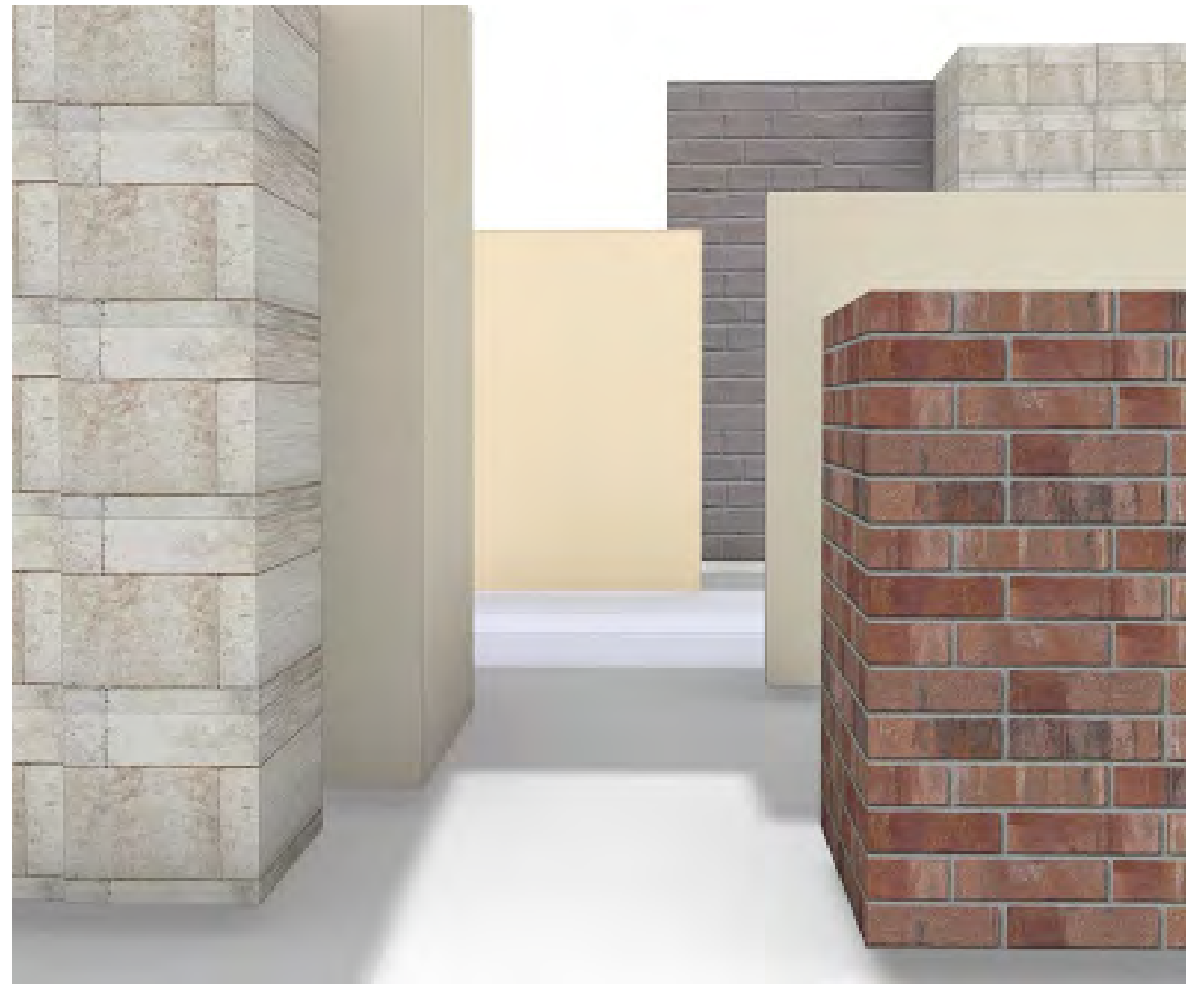
PALIMPSEST

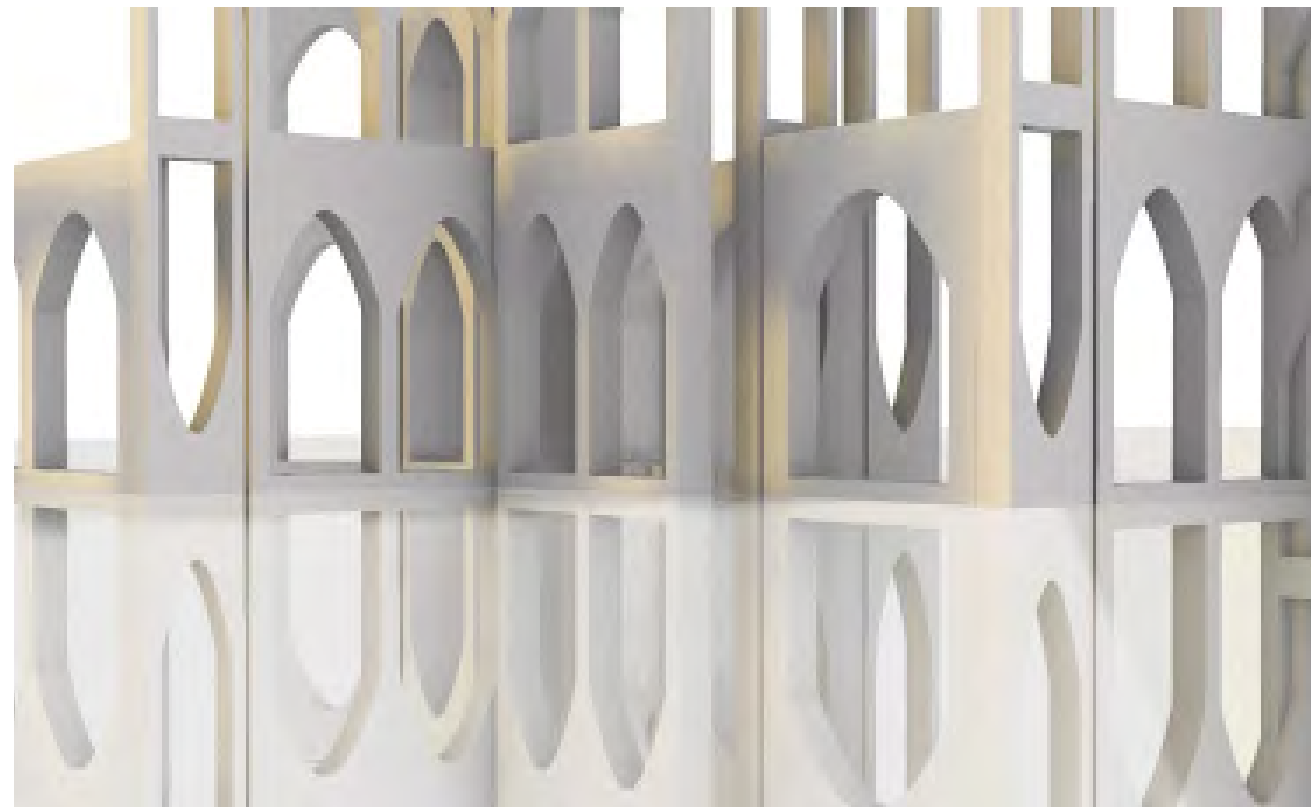
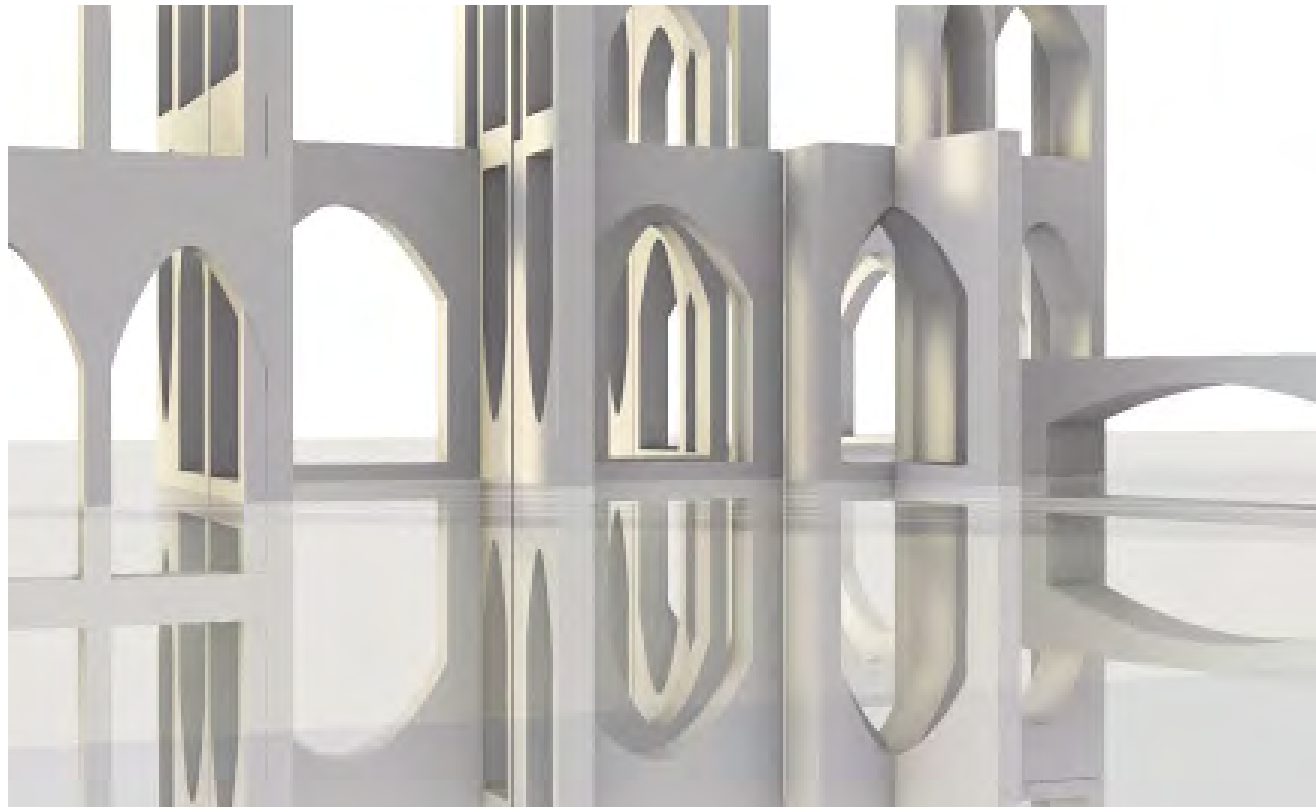
Venice is a city with a long history about the canal and water. It is built on a group of 118 small islands and linked by over 400 bridges. The islands are in the shallow Venetian Lagoon, and enclosed by lying between the mouths of the Po and the Piave river. The exotic culture and feeling is not separable with the existing terrain that Venice has. Our project is to bring the atmosphere of the city into the hostel.



## MATERIAL AND LIGHT

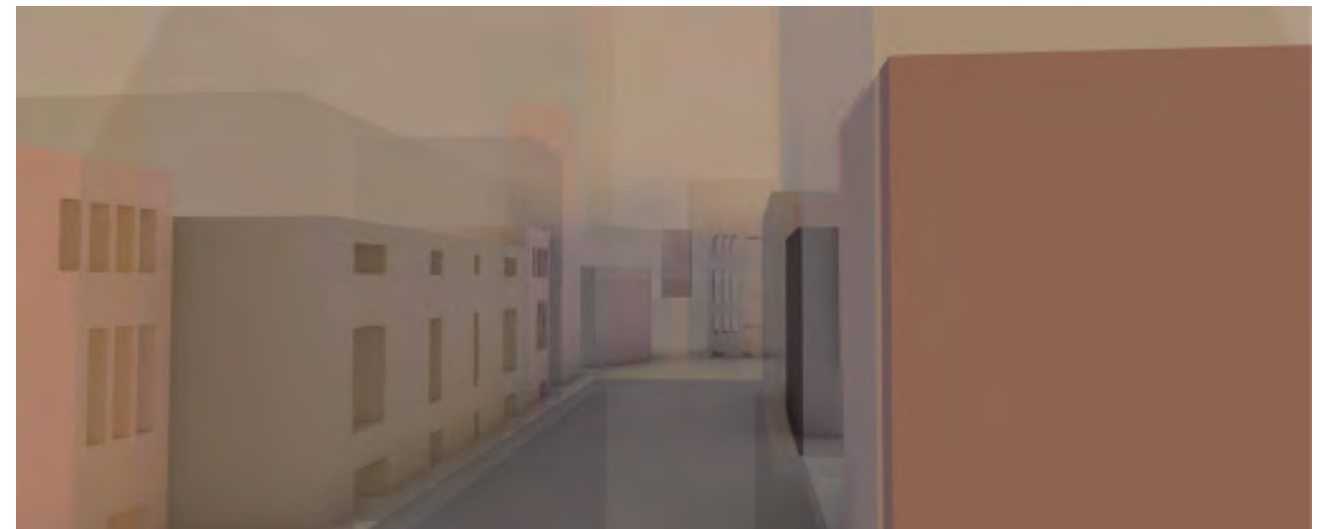
When we were taking the tour, we went through the street several times during different times of the day, so I observed the difference between day and night. During the day time, the light is coming from the top and from two ends of the street. Walls on both sides feel more like boundaries. However, During night time, the light also comes from the walls. The stores become the space that can be entered visually.





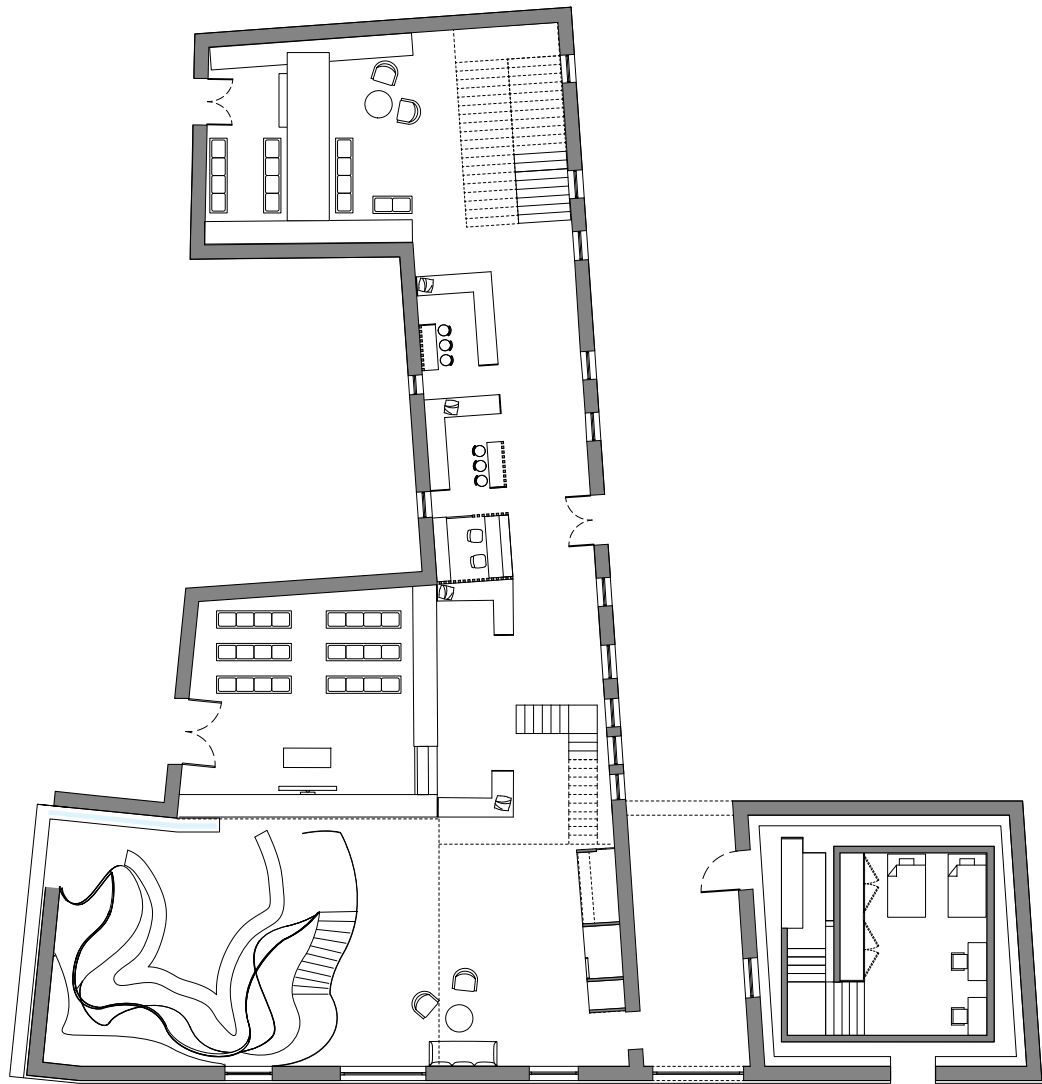
## REFLECTION AND FOG

Besides light and material, the reflection and fog also attracts our attention. Venice is a city surrounded by water. The humidity of the space is giving these two natural and unique characteristics. They are both emphasizing the exotic feeling of the city, which should also be addressed in our project.



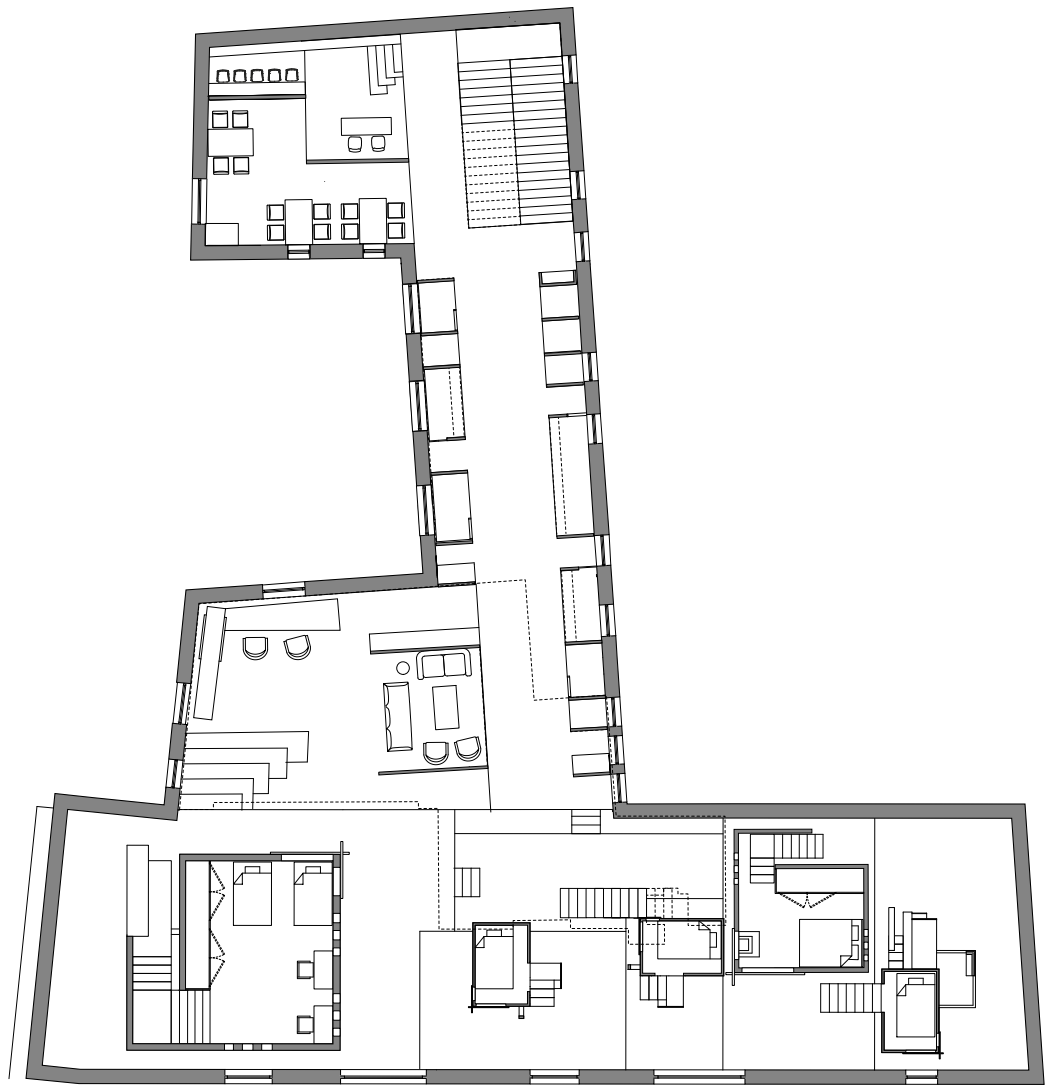
FIRST FLOOR

we basically concentrate all the rest on the northern part of the architecture, the southern part will be the dining area with the hostel office at the top floor. The bridge that connected those two parts will be the lounge space. Lounge area is built according to the window position. Our retail space is on the first floor right next to the rest area, the retail is inviting the water into the architecture.



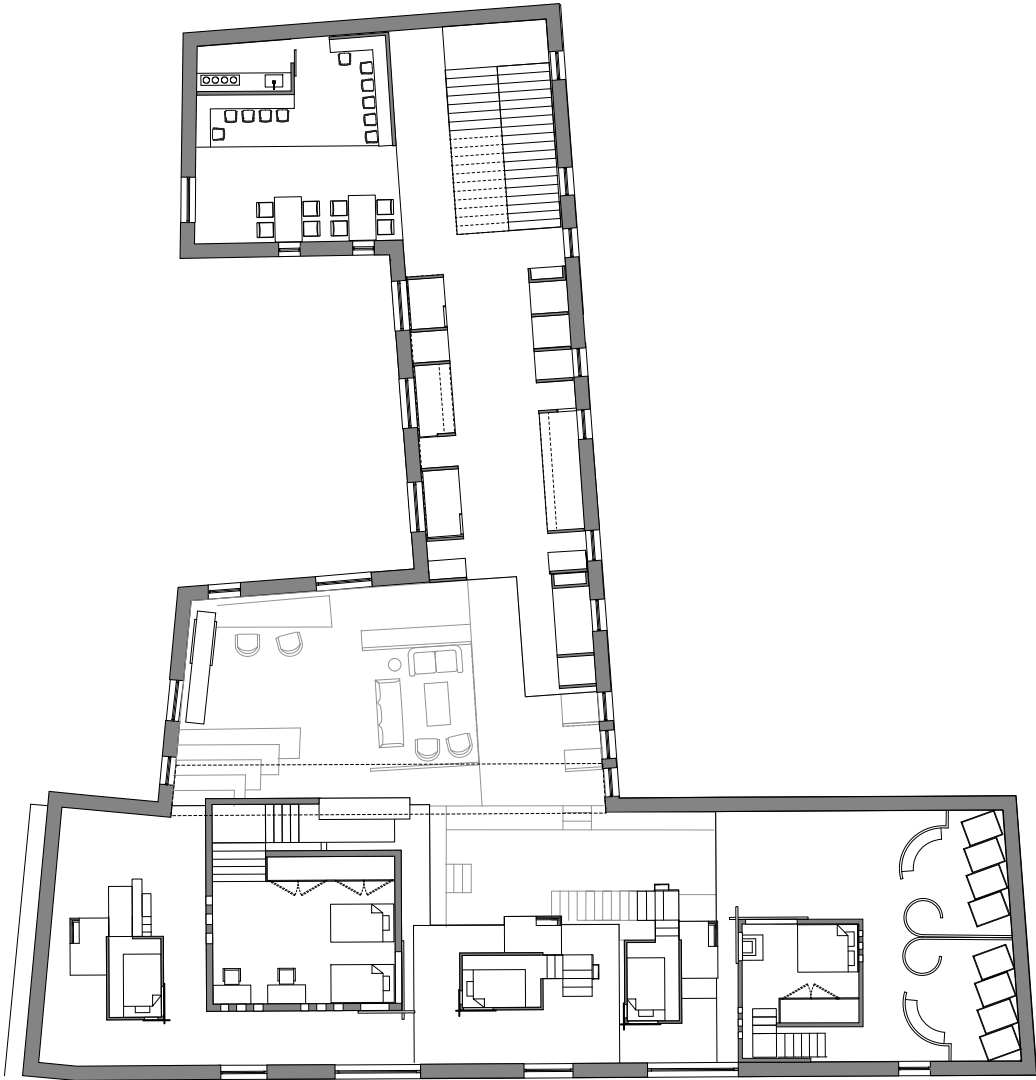
MEZZANINE FLOOR

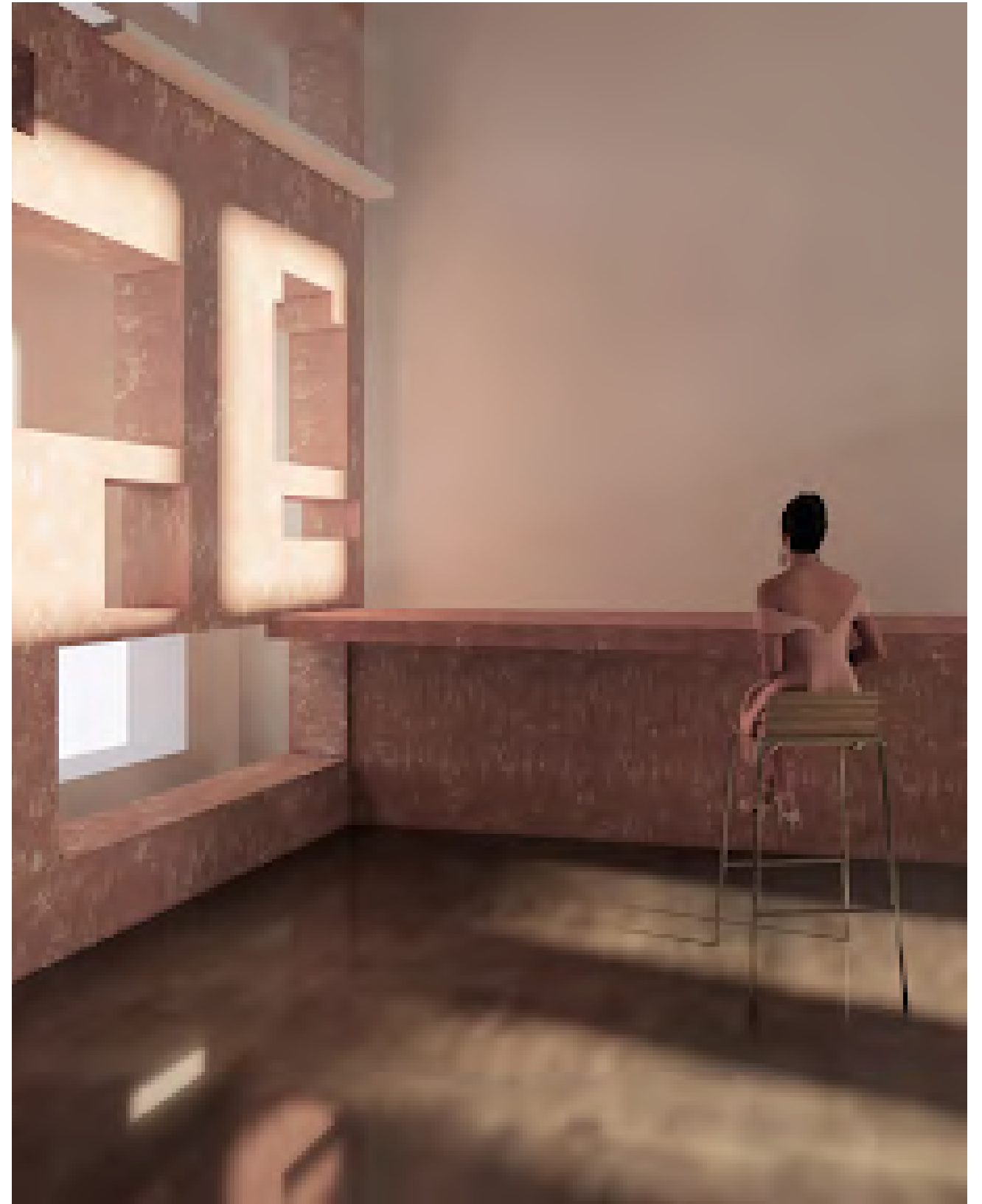
The Rest area building from the second floor and through to the fifth floor. The only one the first floor is living above water when the sea level rises. The Height of each compartment is different with their height. Also, the dining space is another vertical element that goes through from 2nd floor to 4th floor.



SECOND FLOOR

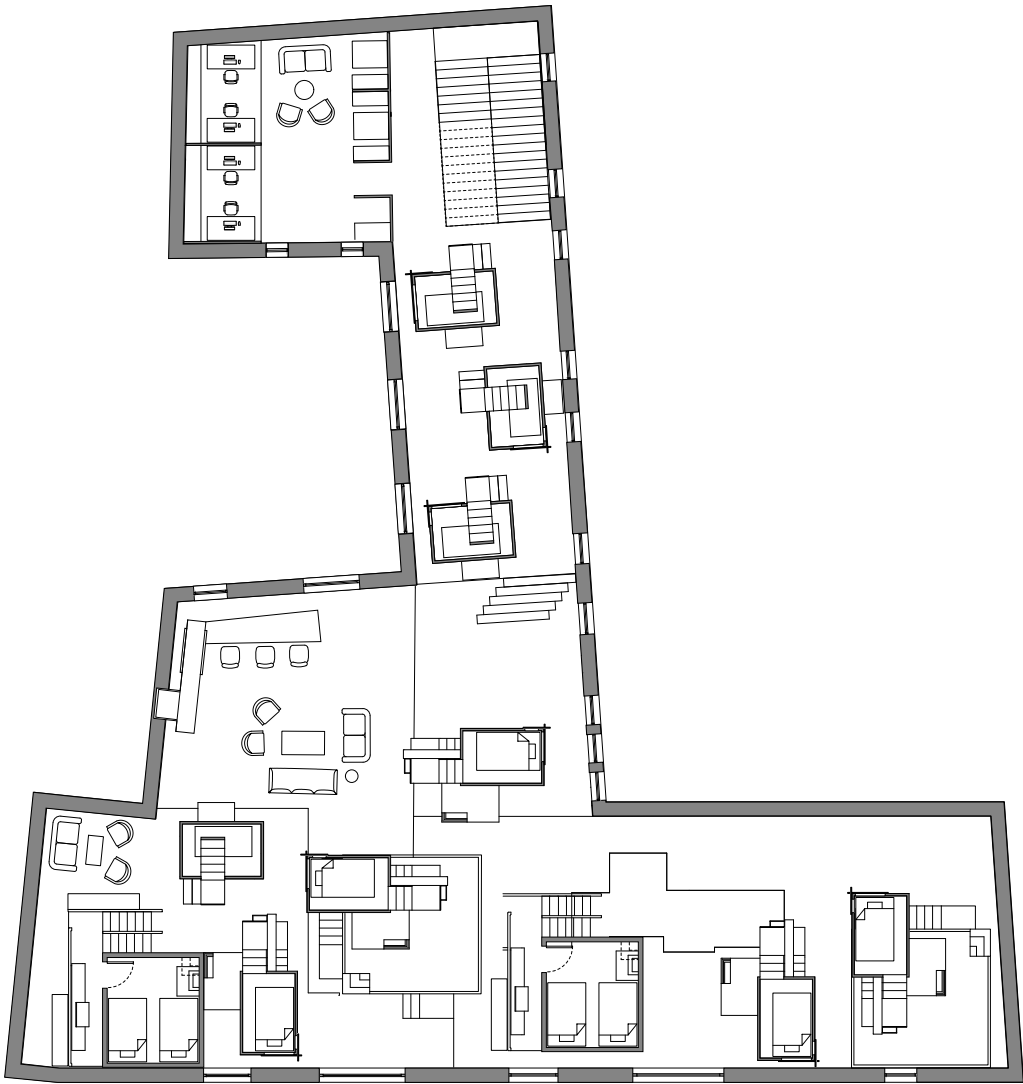
we actually have different scales of each diagram according to the square footage distribution we address for different programs. For example, we change the scale of the live and rest diagram to represent a different size of the room that is either for 6 people, 4 people or 2 people.





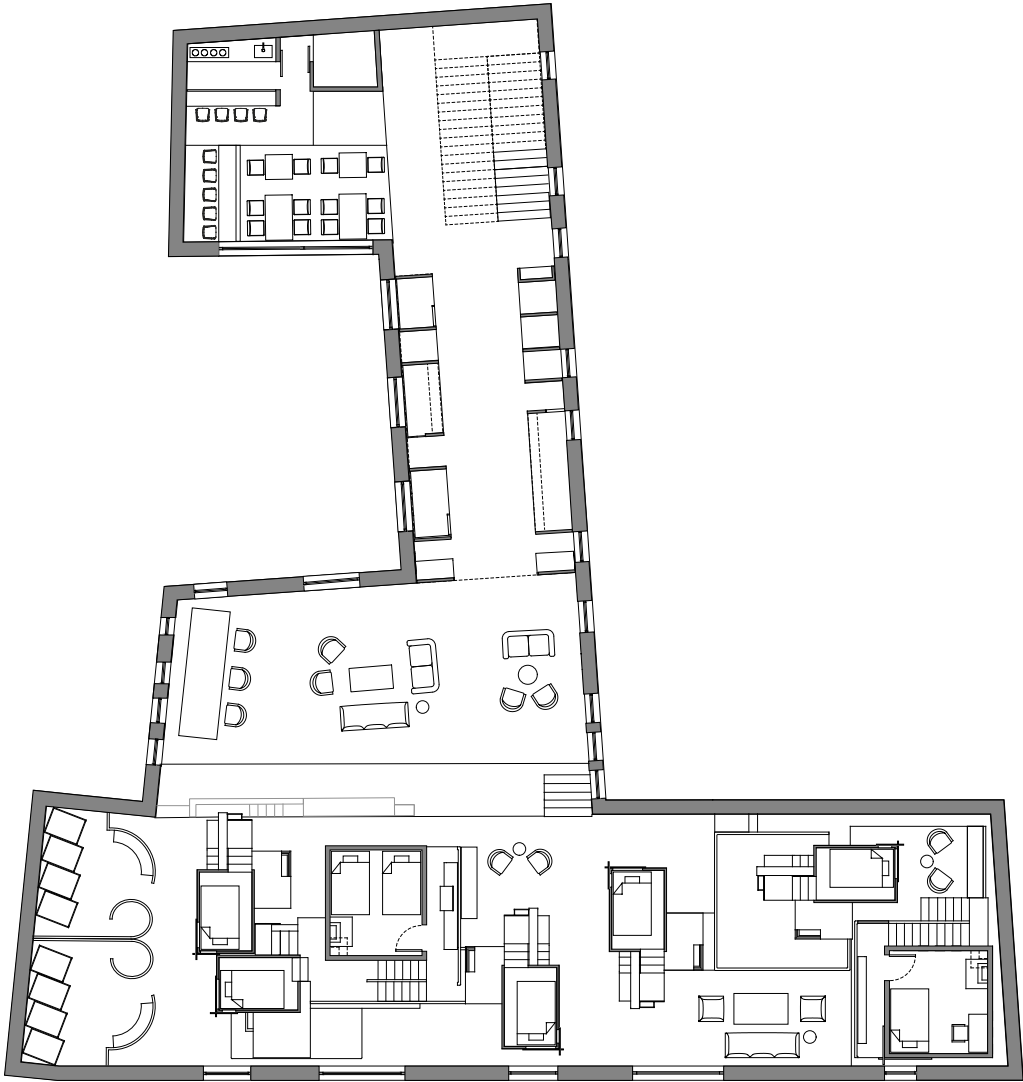
THIRD FLOOR

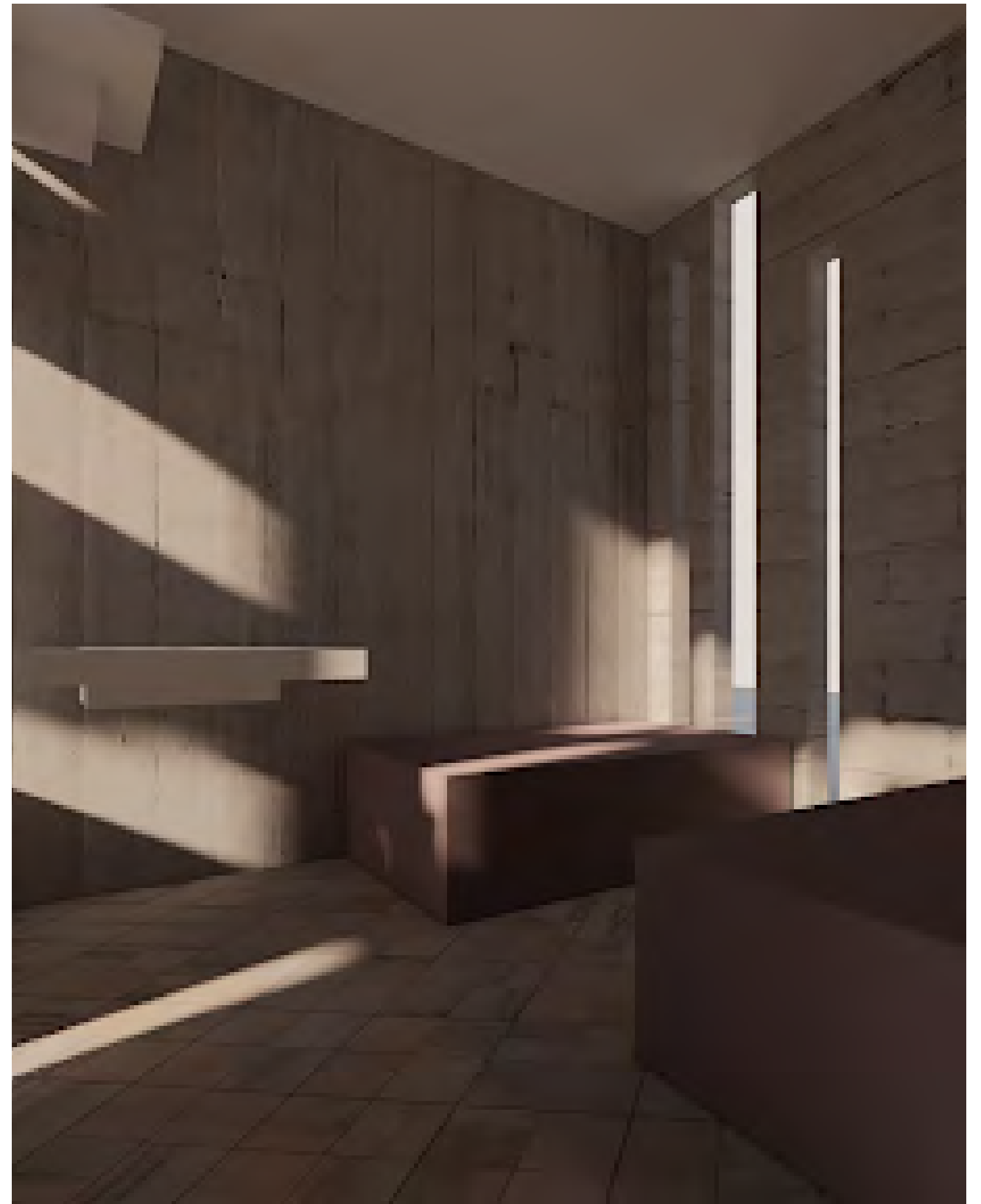
we basically concentrate all the rest on the northern part of the architecture, the southern part will be the dining area with the hostel office at the top floor. The bridge that connected those two parts will be the lounge space. Lounge area is built according to the window position.



FOURTH FLOOR

The Rest area building from the second floor and through to the fifth floor. The only one the first floor is living above water when the sea level rises. The Height of each compartment is different with their height. Also, the dining space is another vertical element that goes through from 2nd floor to 4th floor.







Untitled, 2020



Untitled, 2020

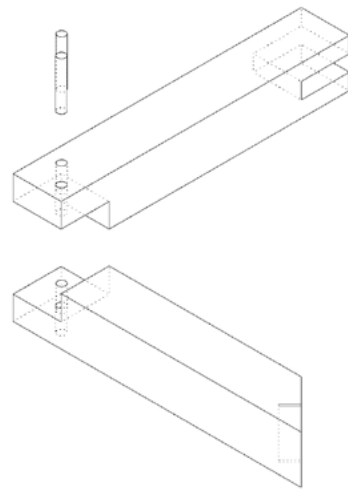
# THE CORNER

6

## ABOUT THE CORNER

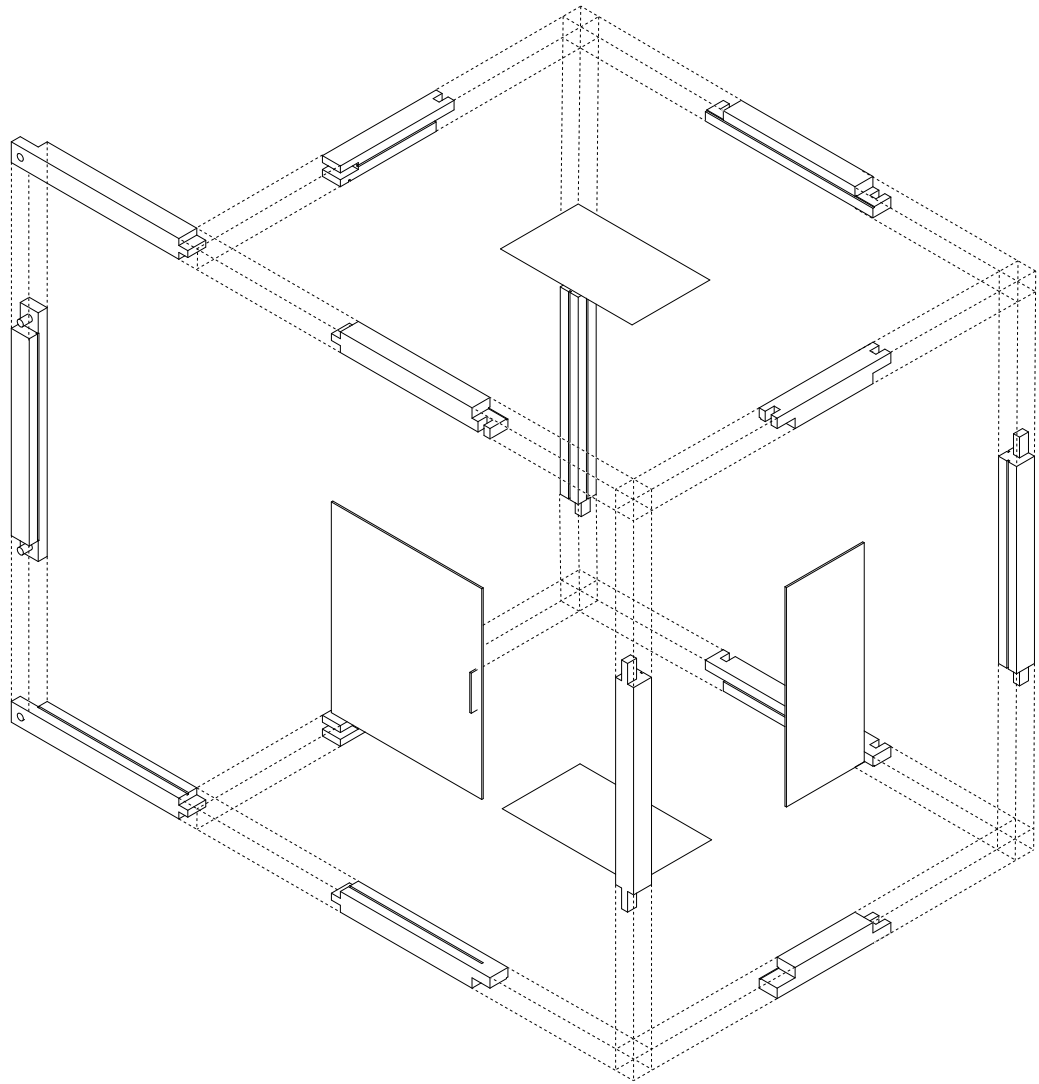
This is a project focused on designing a new wall system for a specific corner in our studio.

The goal is to fabricate mockup and test the design proposal. I tried to flatten the corner by making a storage system. The small cabinet can be a continued storage for students, yet it can also be a separate storage unit. The cabinet door can be fabricated with different materials and have different functions. For example, if it is made with cork, it can be used to pin the sketches or notes. If it is made of transparent materials, it can be an exhibition box for student's work.



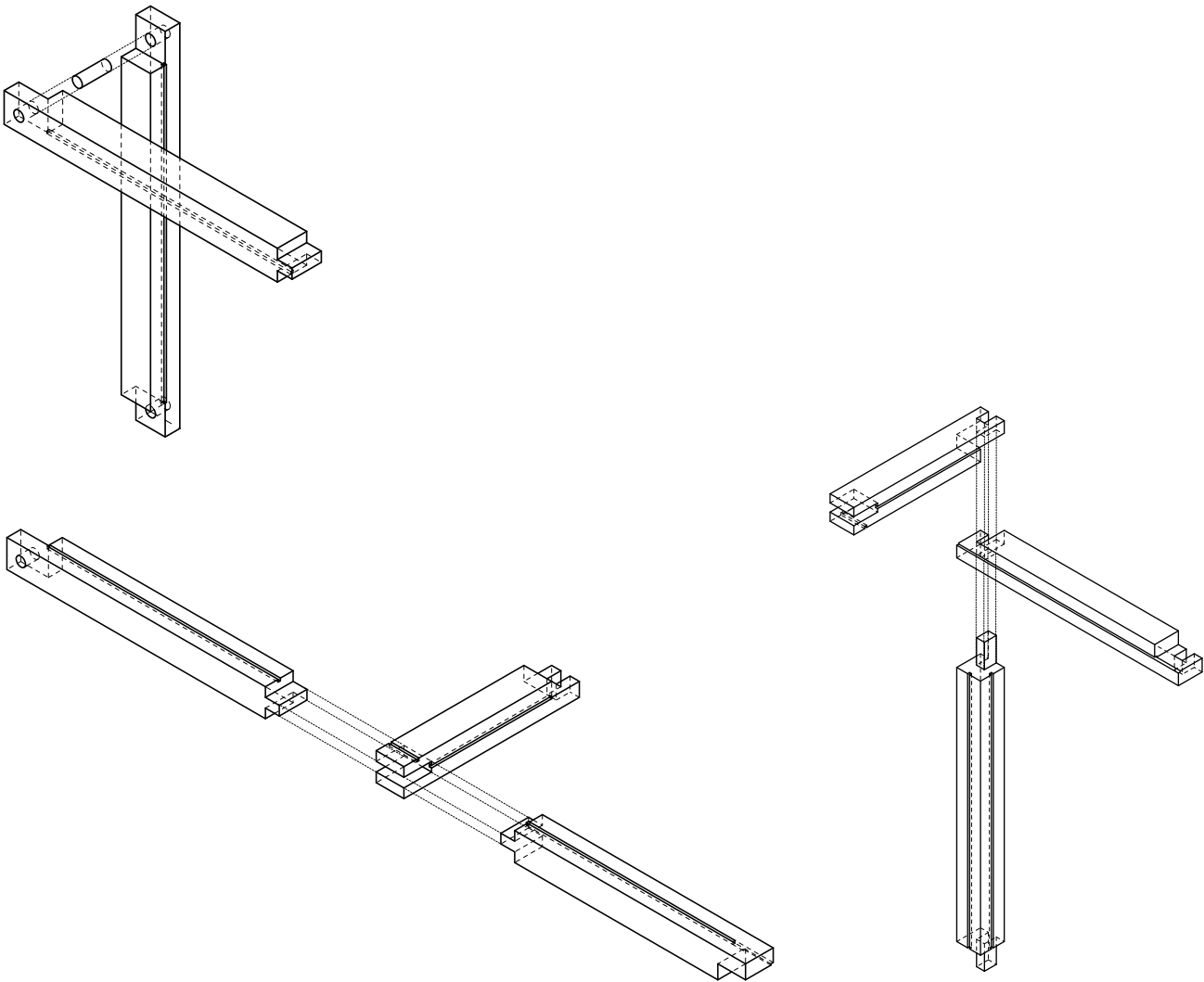
THE CABINET

This cabinet is a design that is to flatten the corner of the column in the studio. The cabinet is probably one of the most practical choices for the user group of the school, and I chose wood joint as a traditional furniture building ways to make this project.



JOINT DETAILS

The shelf is basically using three types of joinery, which two of them are joined by three pieces of wood, one is two pieces. There are also sliding tracks at the top and bottom.





Untitled, 2020



Outdoor Dining, 2020

# CONSTRUCTION DRAWING

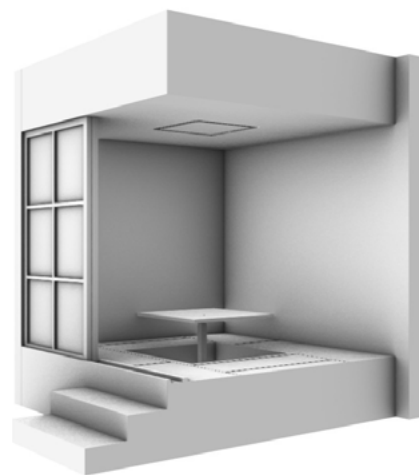
## THE IZAKAYA

### GROUP MEMBER

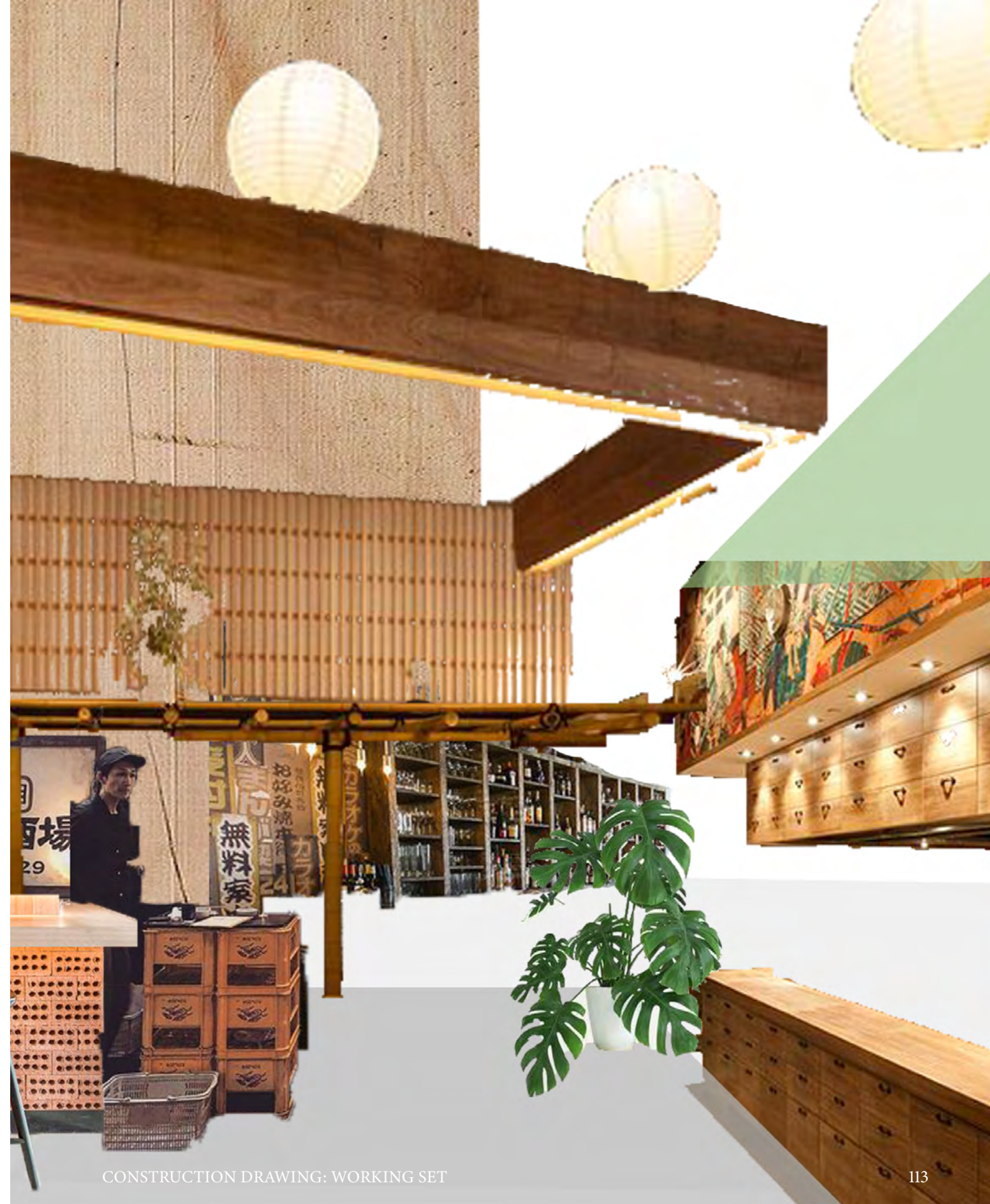
Cong Ding, Xinxiao Hui, Yifan Hu

### ABOUT IZAKAYA

The word IZAKAYA is a compound word consisting of iru (to stay) and sakaya (sake shop), indicating that izakaya originated from sake shops that allowed customers to sit and drink. Izakaya are often likened to taverns or pubs, but there are a number of other styles. Depending on the izakaya, customers either sit on tatami mats and dine from low tables, as in the traditional Japanese style, or sit on chairs and dine from tables. Many izakaya offer a choice of both as well as seating by the bar. Some izakaya restaurants are also tachi-nomi style, literally translated as “drinking while standing”.

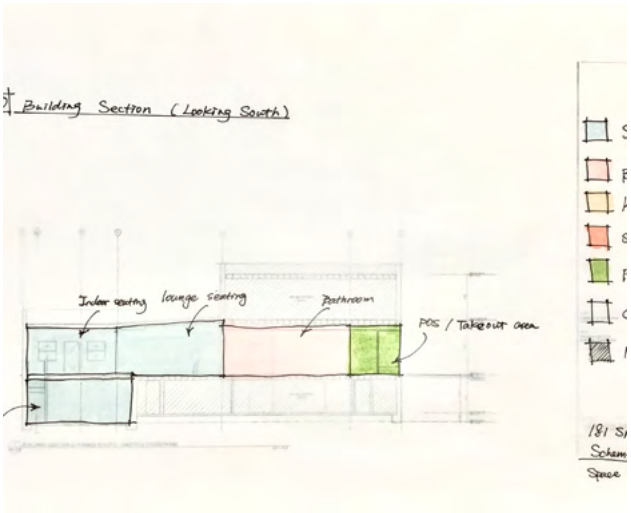
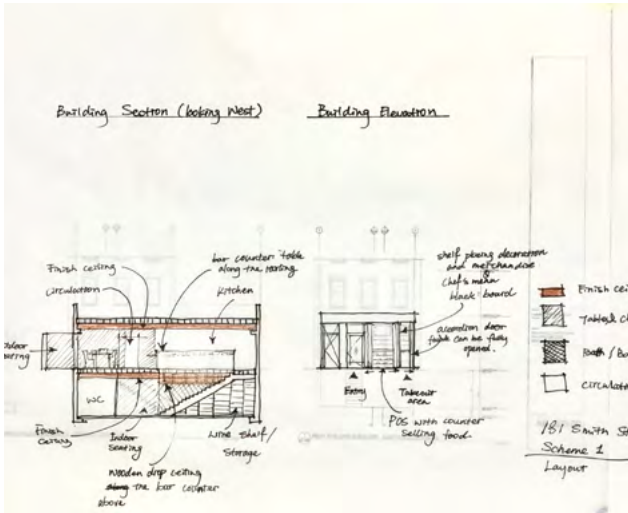
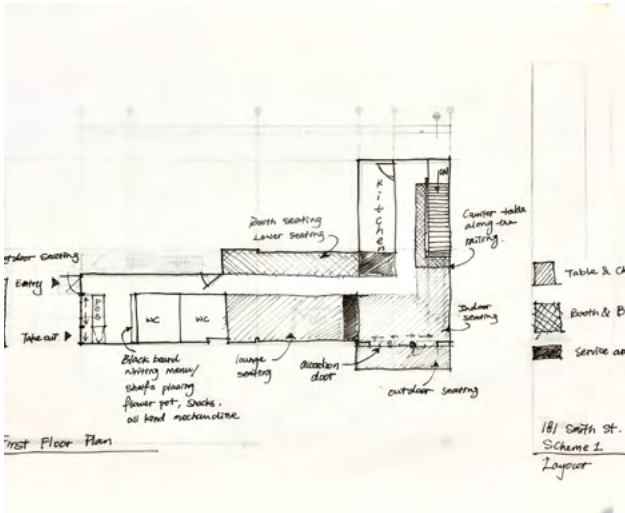
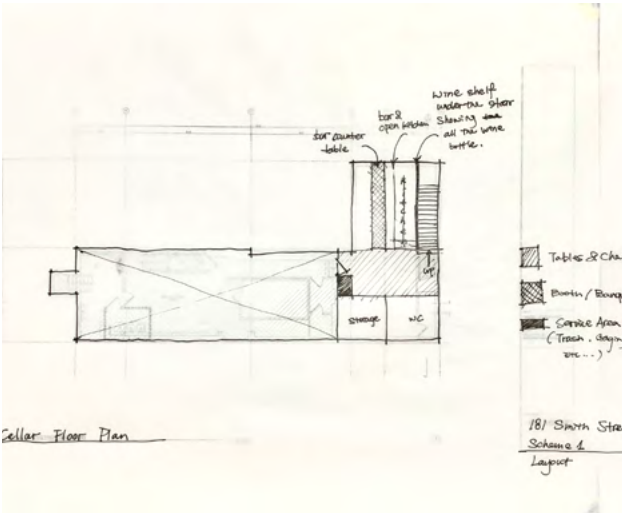
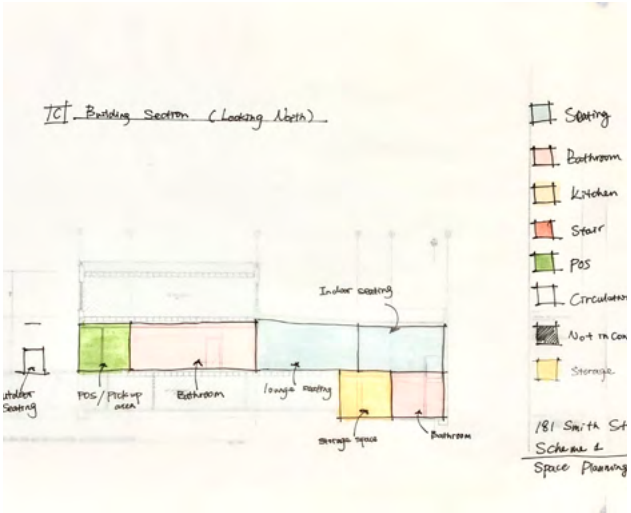
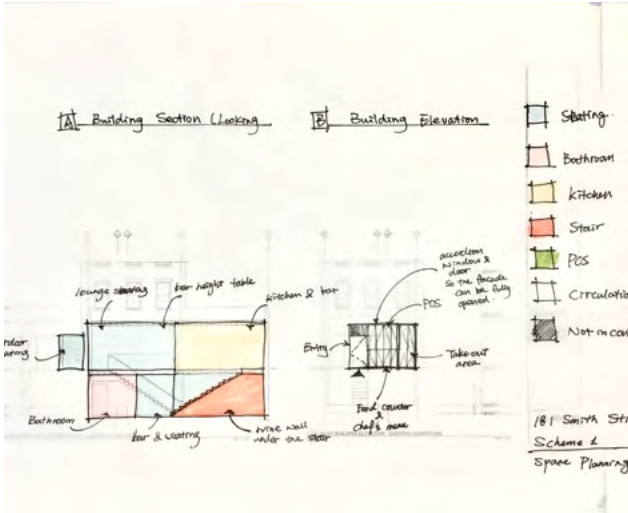
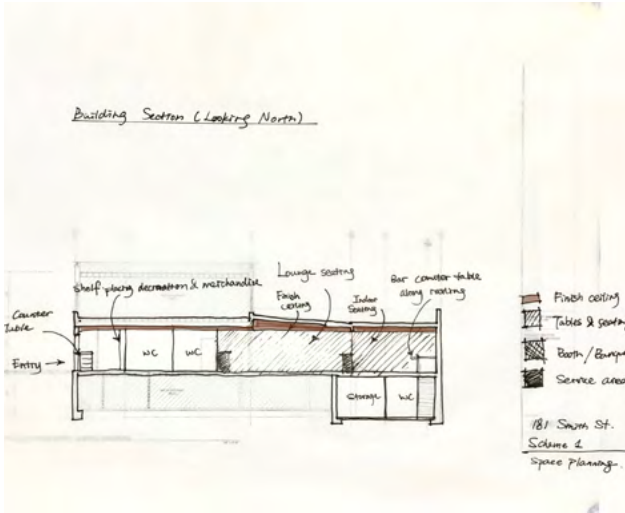
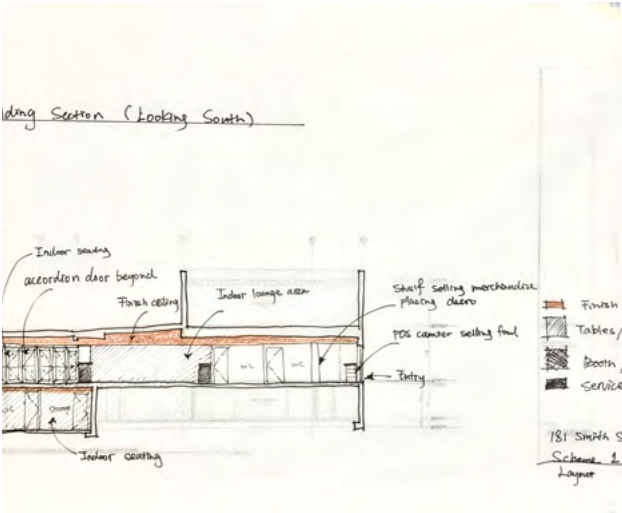


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tel: (347) 394 6011  
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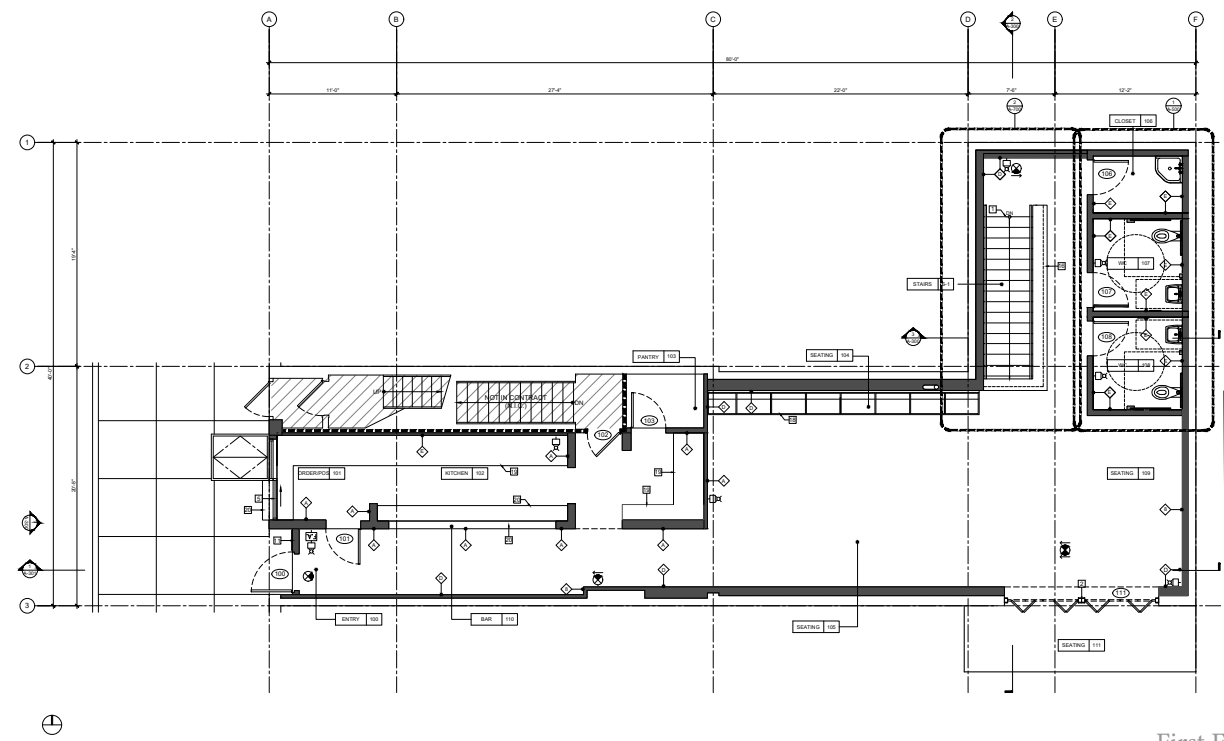


SCHEMATIC DESIGNS

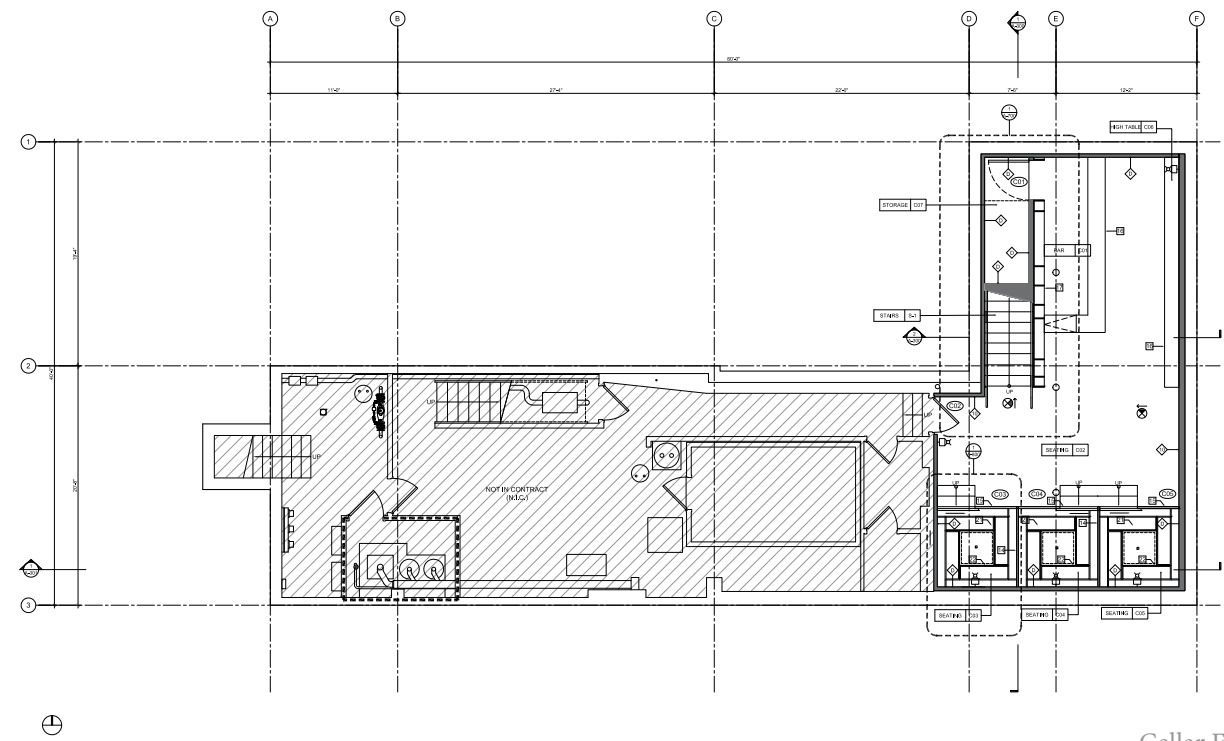
Our group project basically blends the different styles of izakaya, which contains standing, drinking, sitting and dining from table, and tatami. The entrance will display the restaurant's product such as the desert, the dish that goes with wine, and different types of drinks. The highlight of the interior is the staircase, which has a skylight above and the railing is built along with a wooden shelf that is displaying all the drinks the bar has.



A-100 CONSTRUCTION PLAN

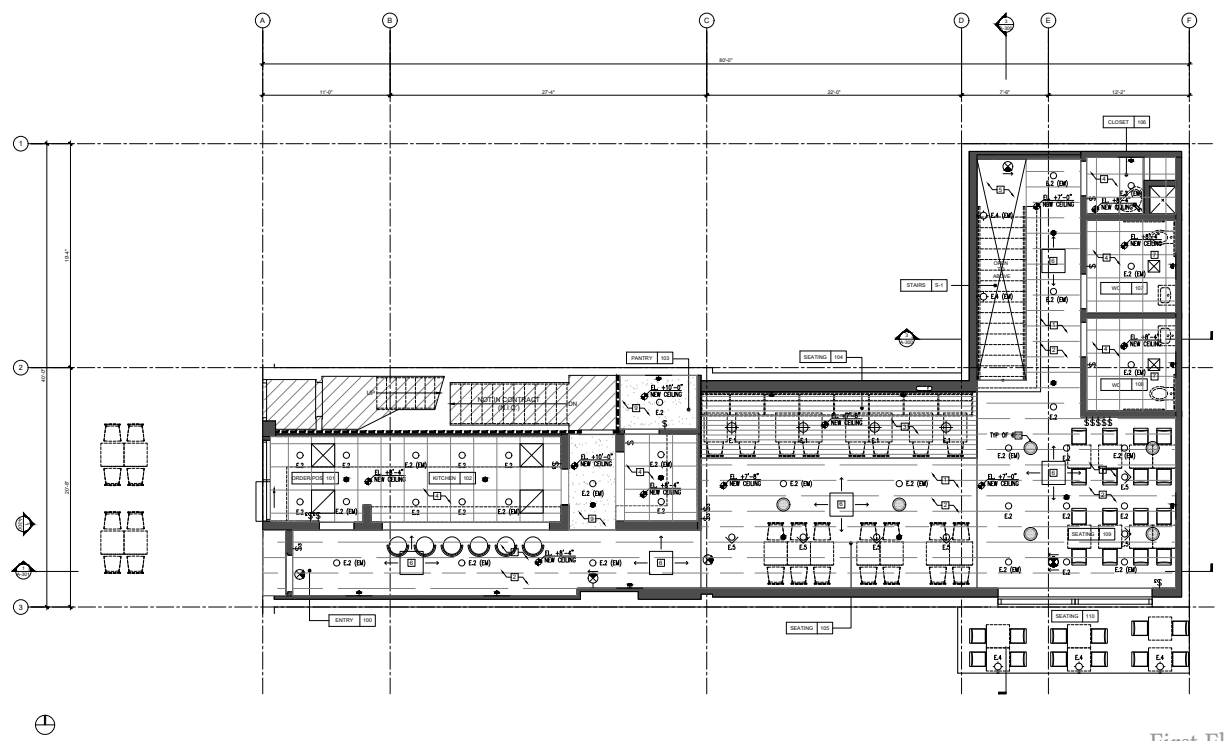


First Floor

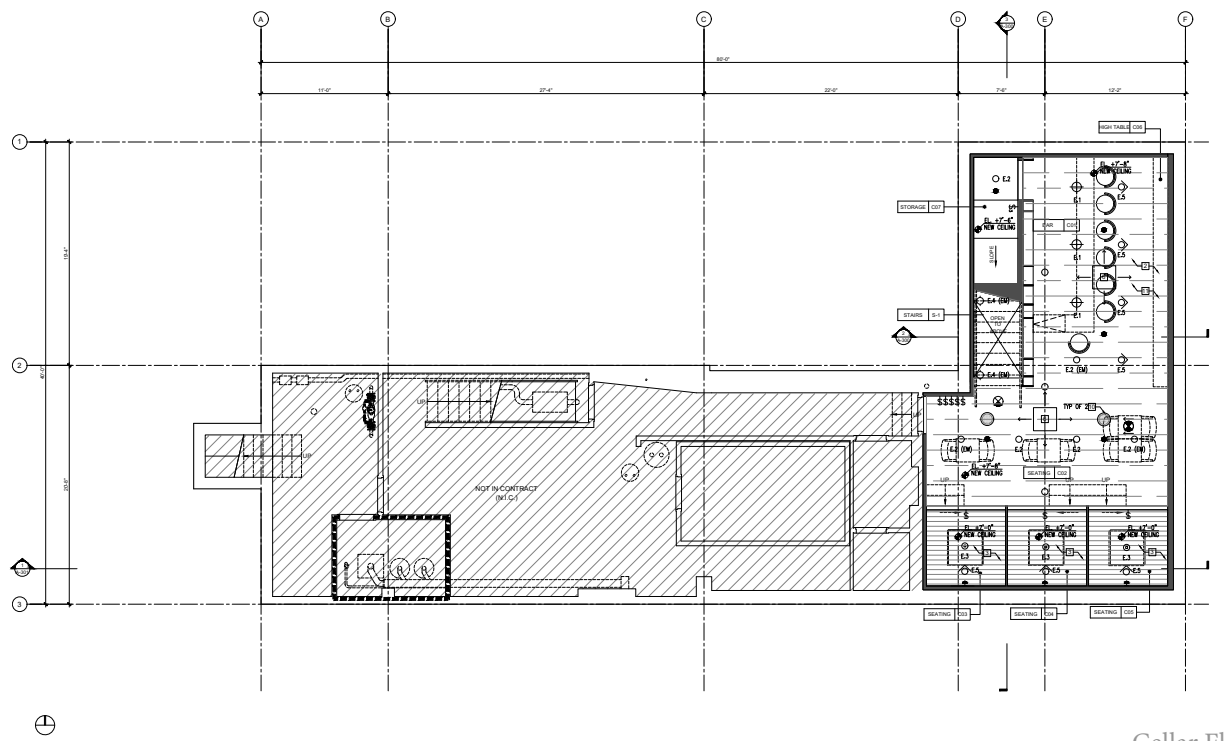


Cellar Floor

A-150 CELLAR REFLECTIVE CEILING PLAN

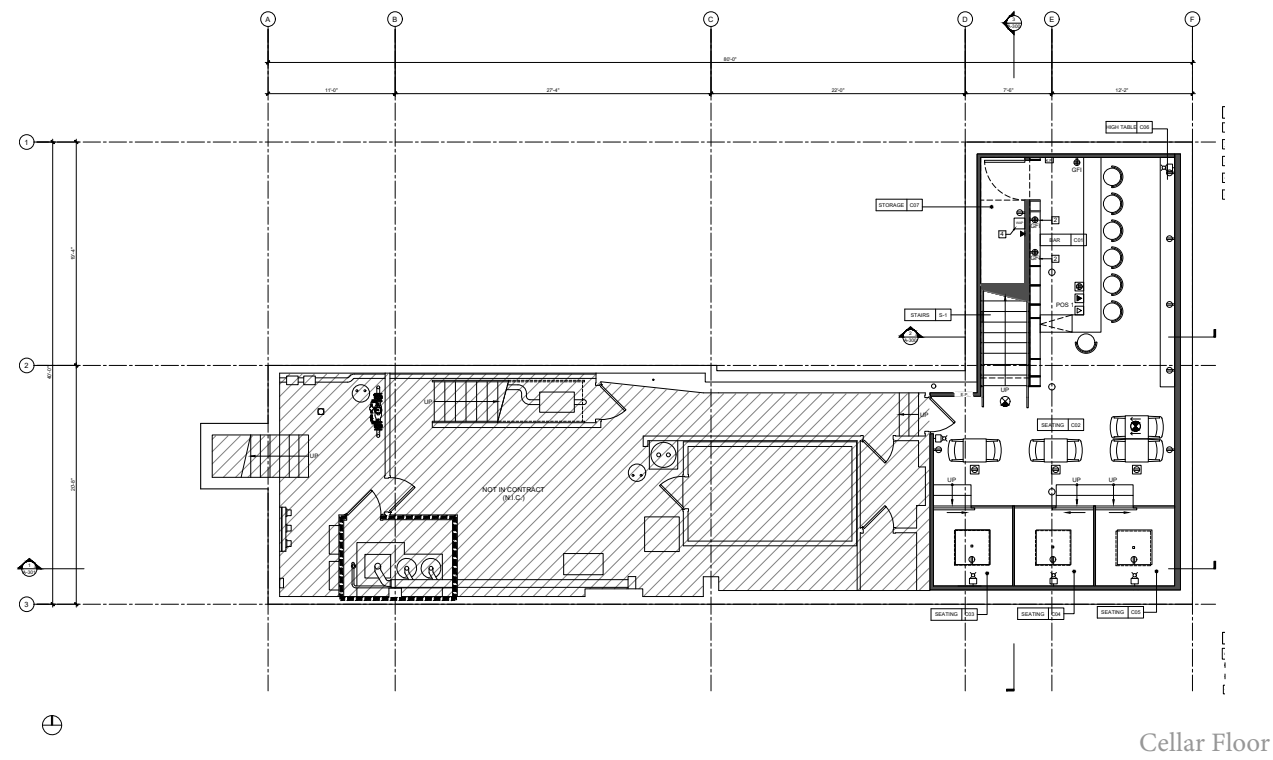
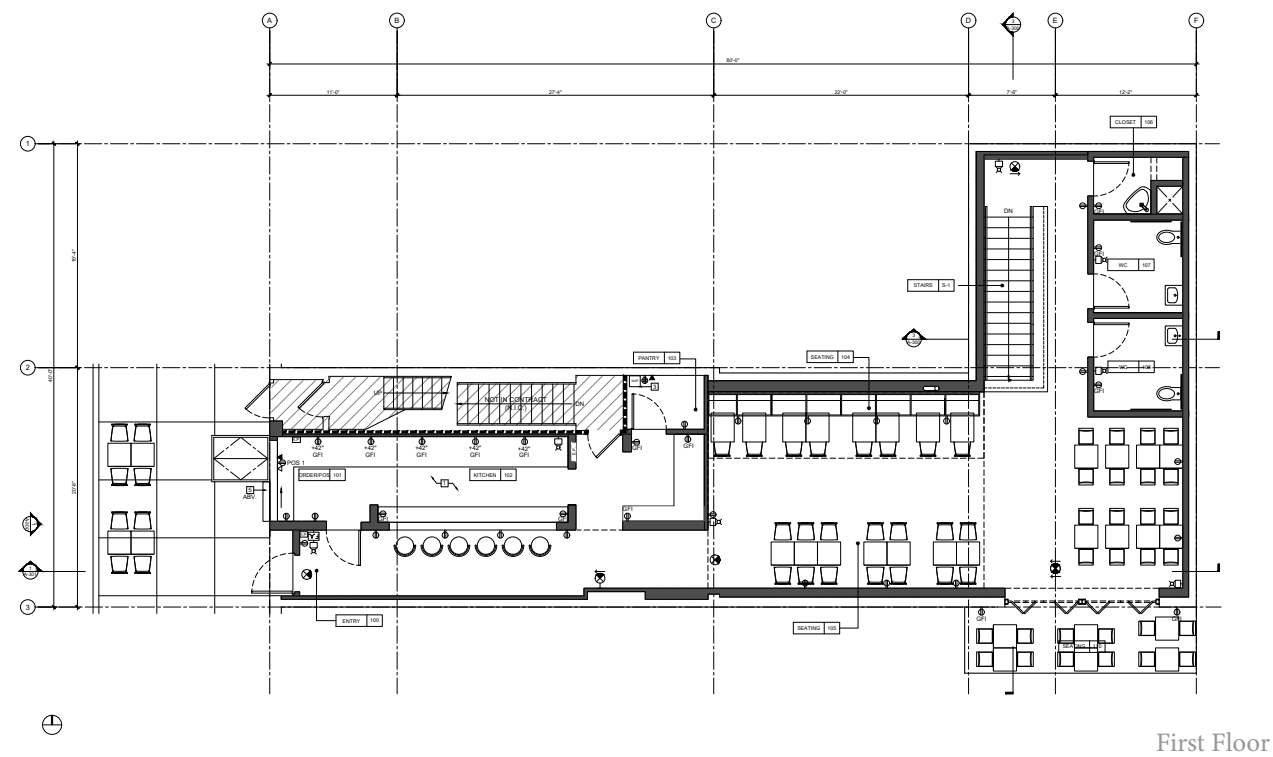


First Floor



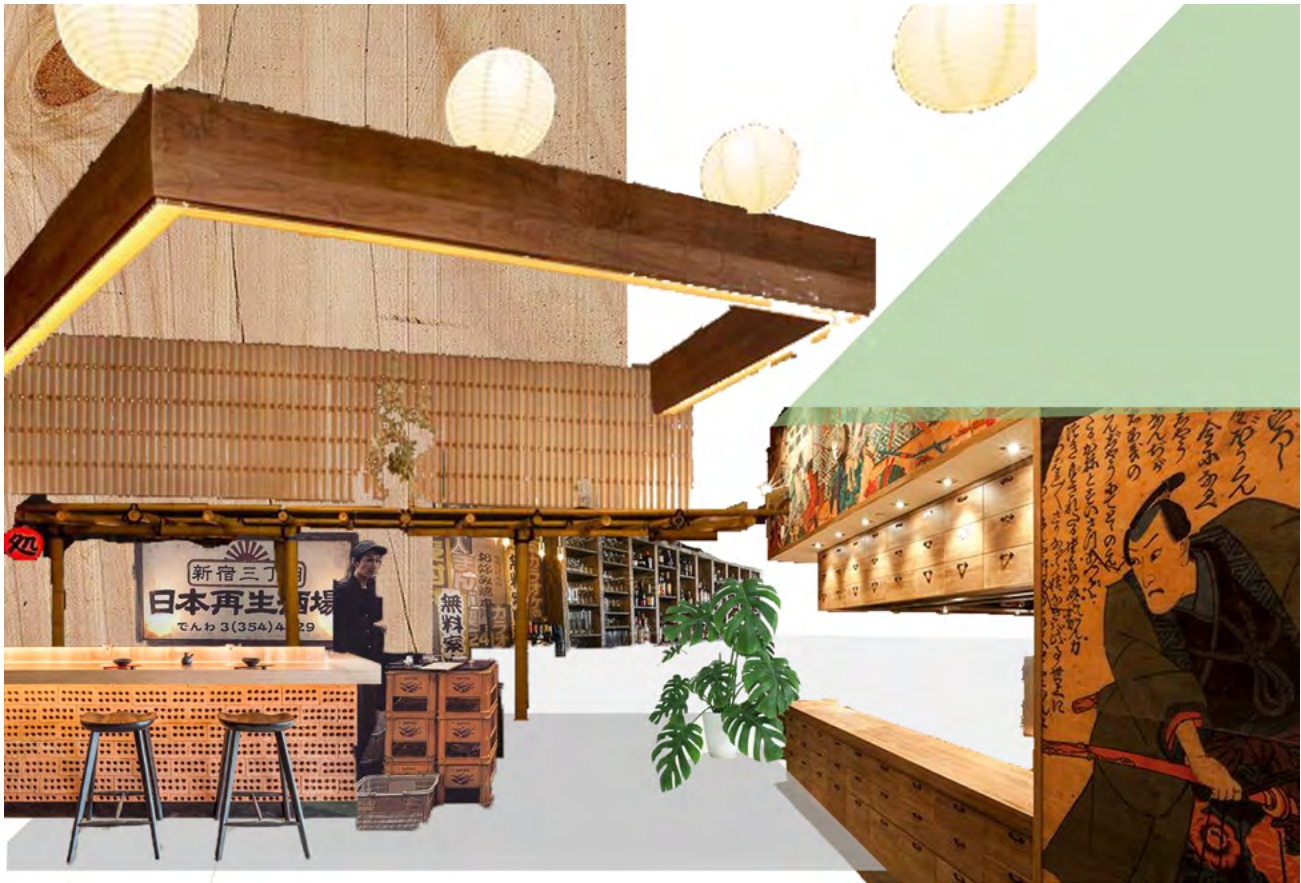
Cellar Floor

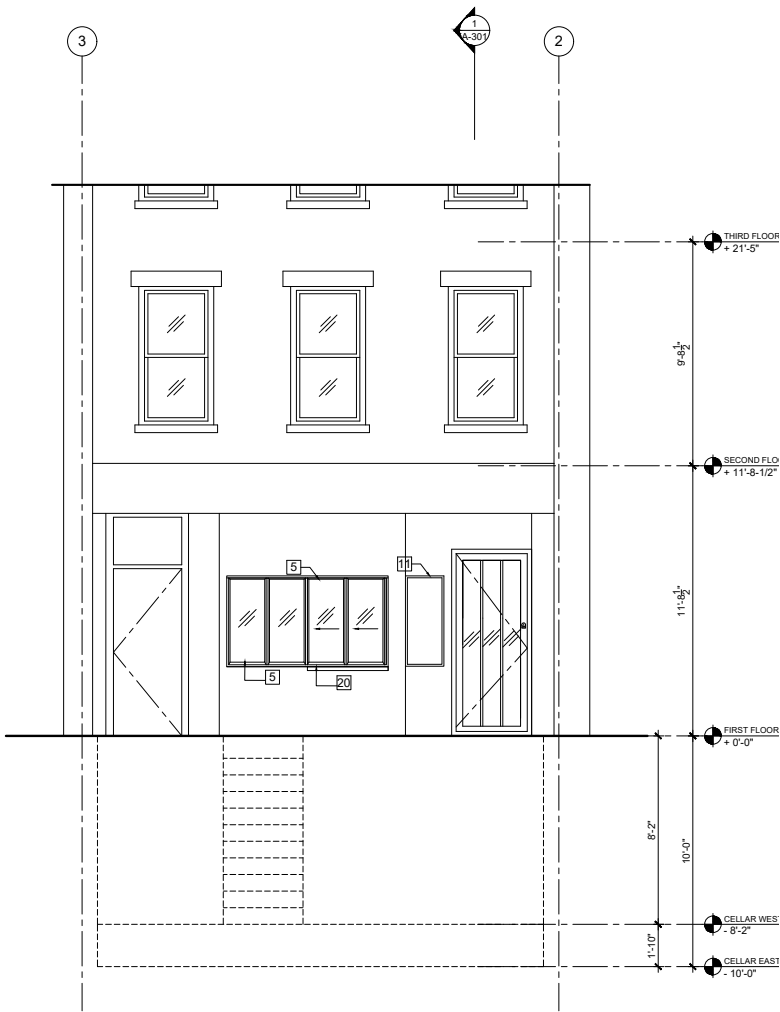
A-110 POWER AND SIGNAL PLAN



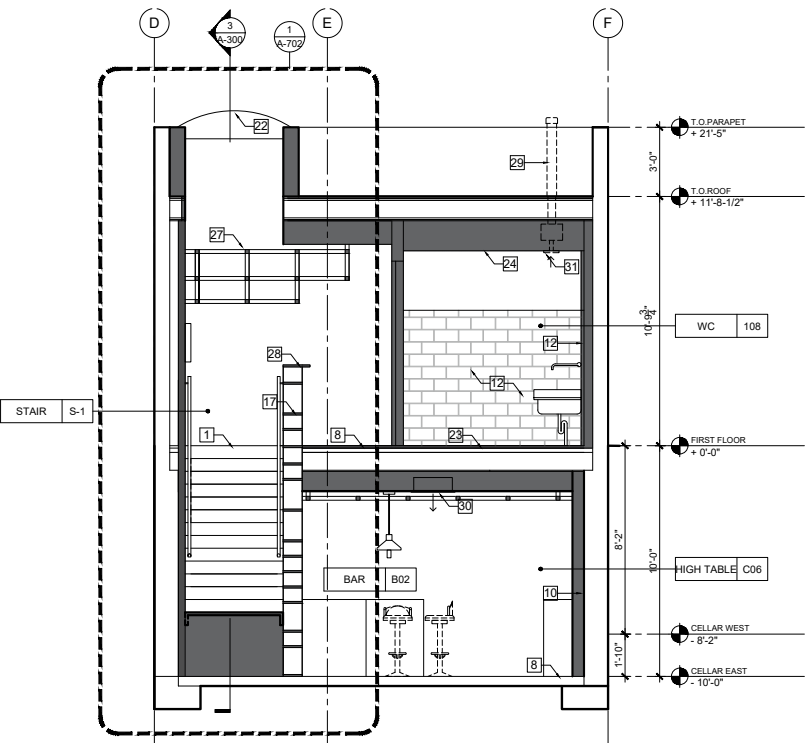
IZAKAYA

We are to create an Izakaya, which is a Japanese bar, to bring the Japanese drinking culture to the site. An Izakaya is not only a normal bar and restaurant, but also a place representing the after work leisure. x

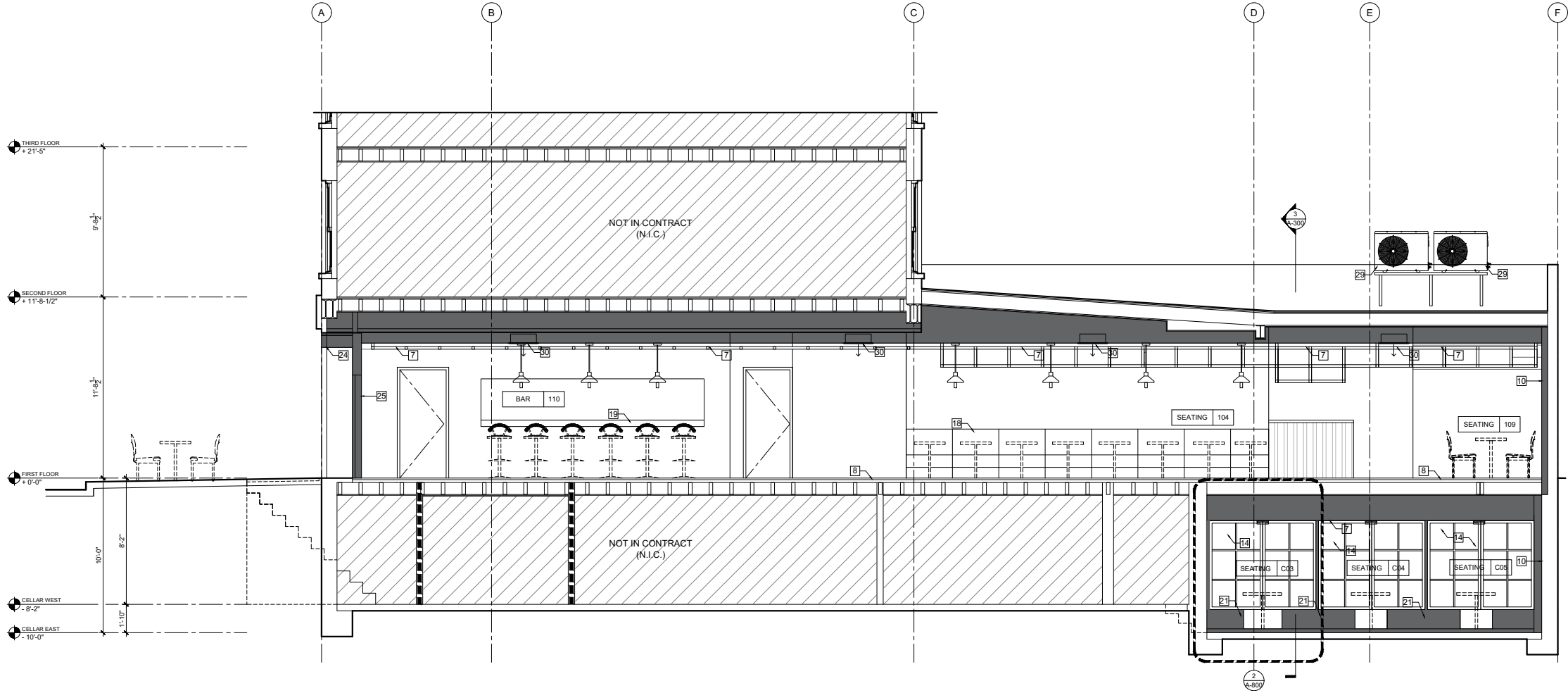




Building Elevation

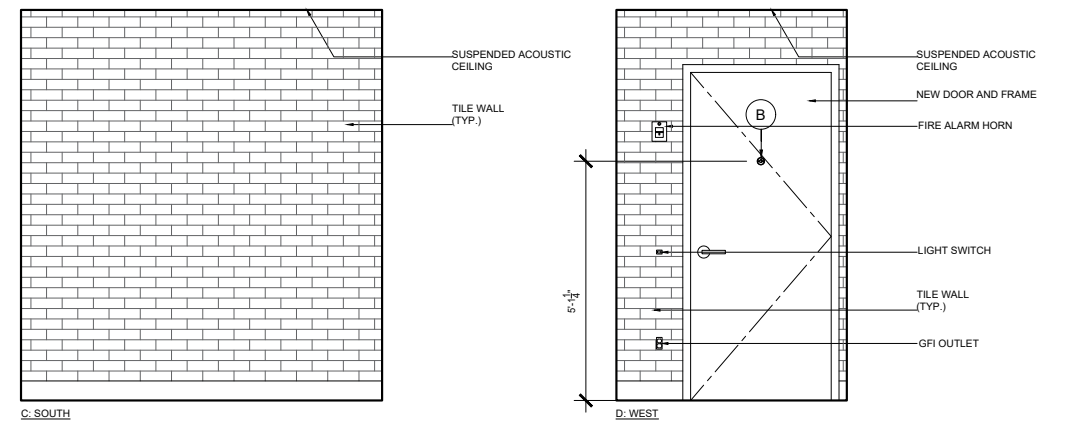
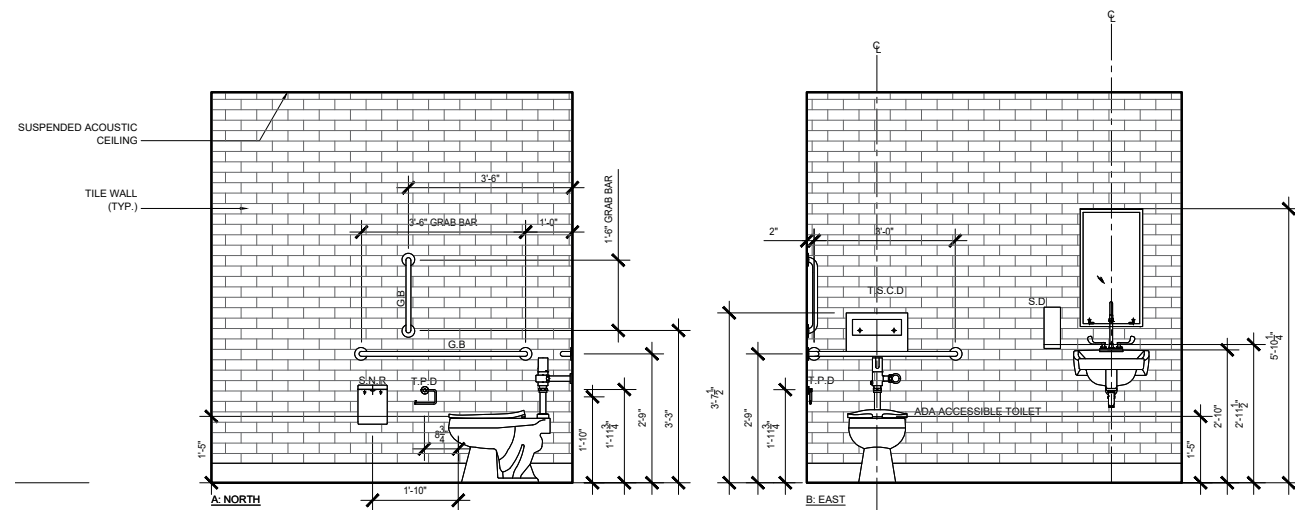
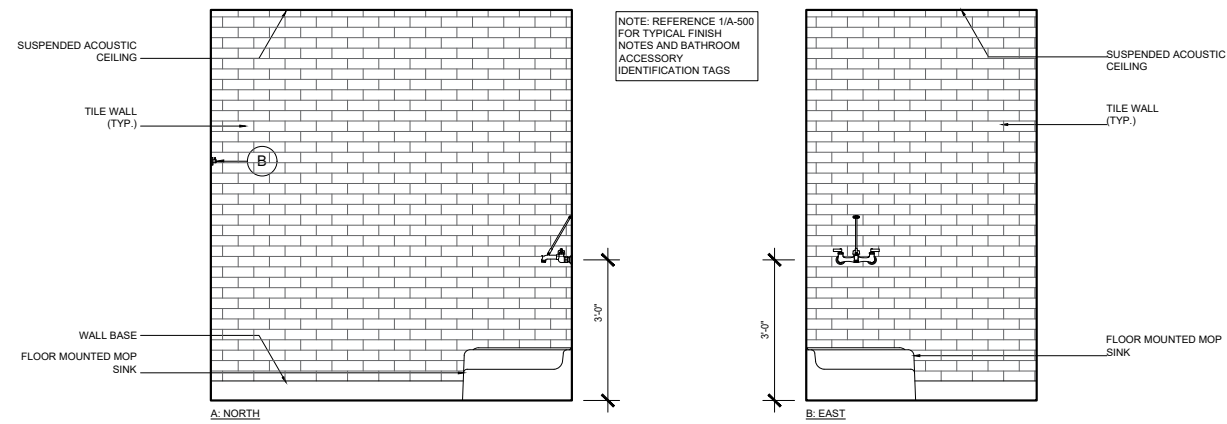


Building Section (Looking North)

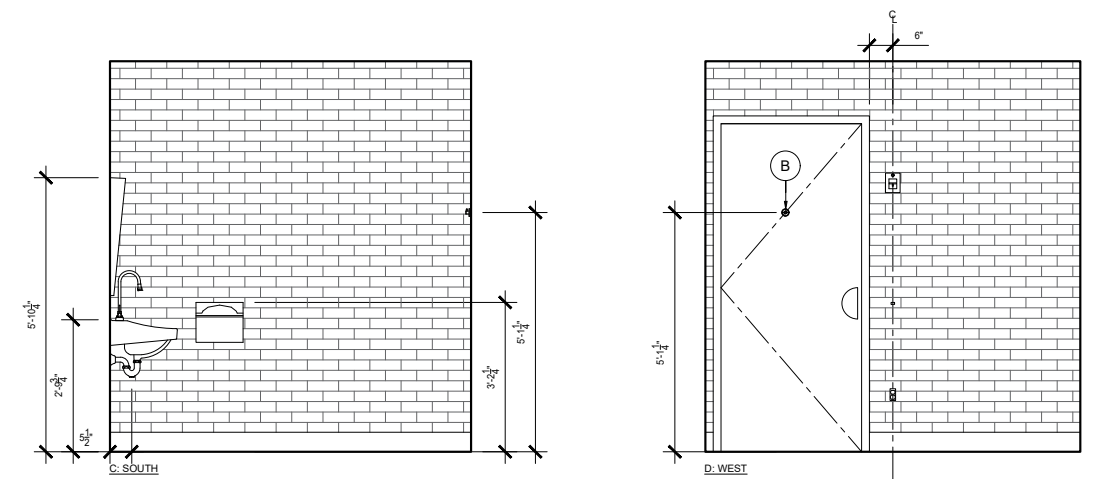


Building Section (Looking North)

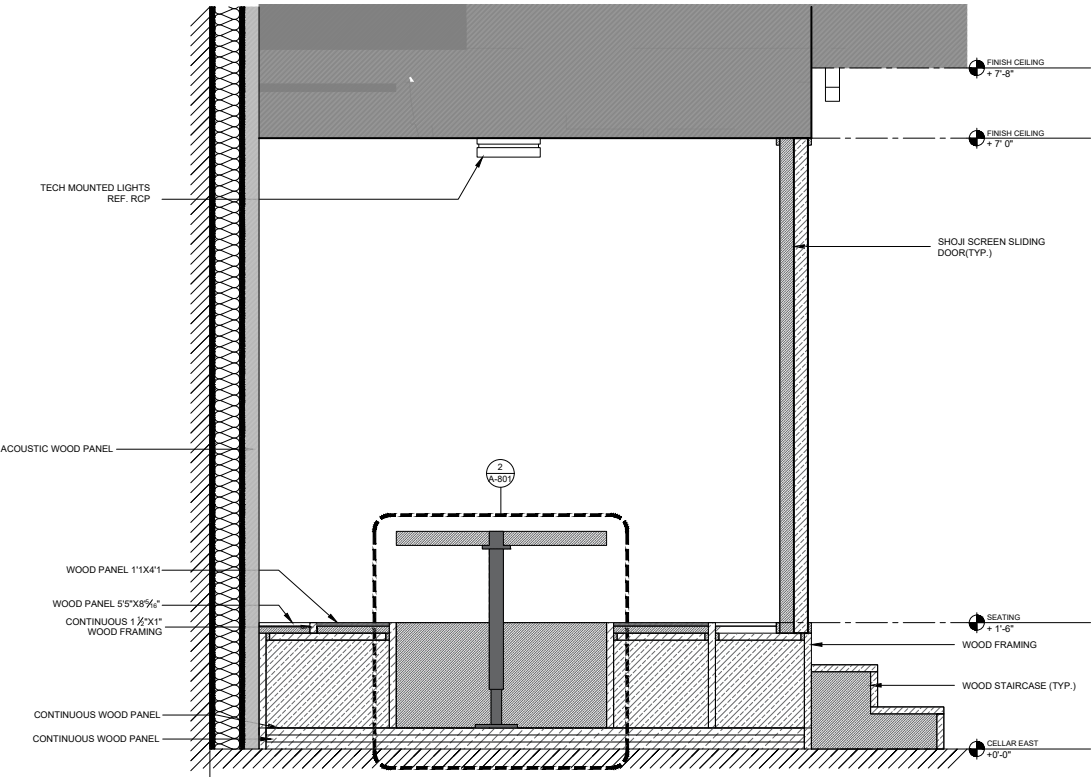
## A-500 INTERIOR ELEVATION



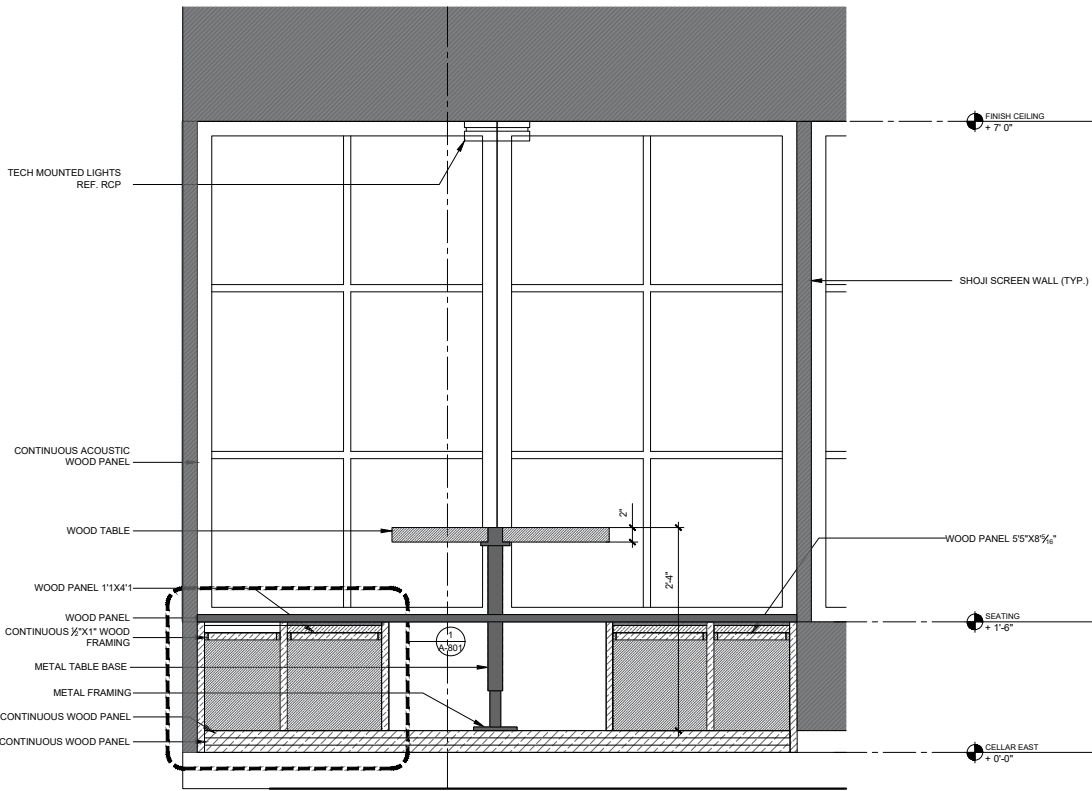
Interior Elevations: Closet 106



Interior Elevations: WC 107



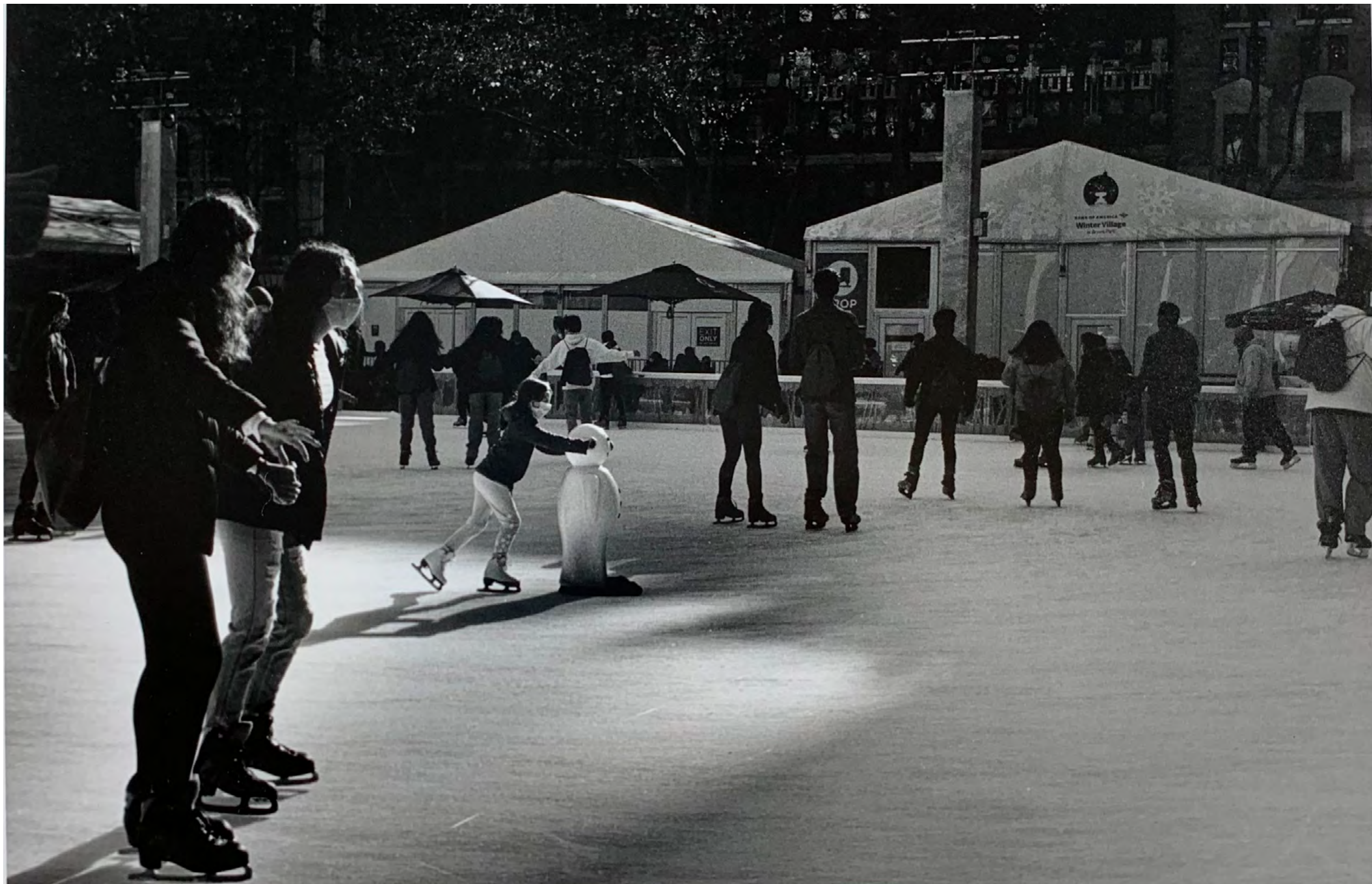
Tatami Booth Enlarged Section



Tatami Booth Enlarged Section

## OBSERVING STRANGERS

This is a process about how I explore the city. A view from my own perspective. My curiosity about observing the city, the people here and their perspectives. I like to capture the authentic moment, when people feel unattended and relaxed. I am curious about what they are looking at. I try to explore the city through a thousand views. Seeing through the reflection to blend the city view and myself. I am blending in the city, in a steady stream of people.



Ice Skating, 2020



Walking the Dog, 2020

THESIS RESEARCH

# IMPLICIT BIAS

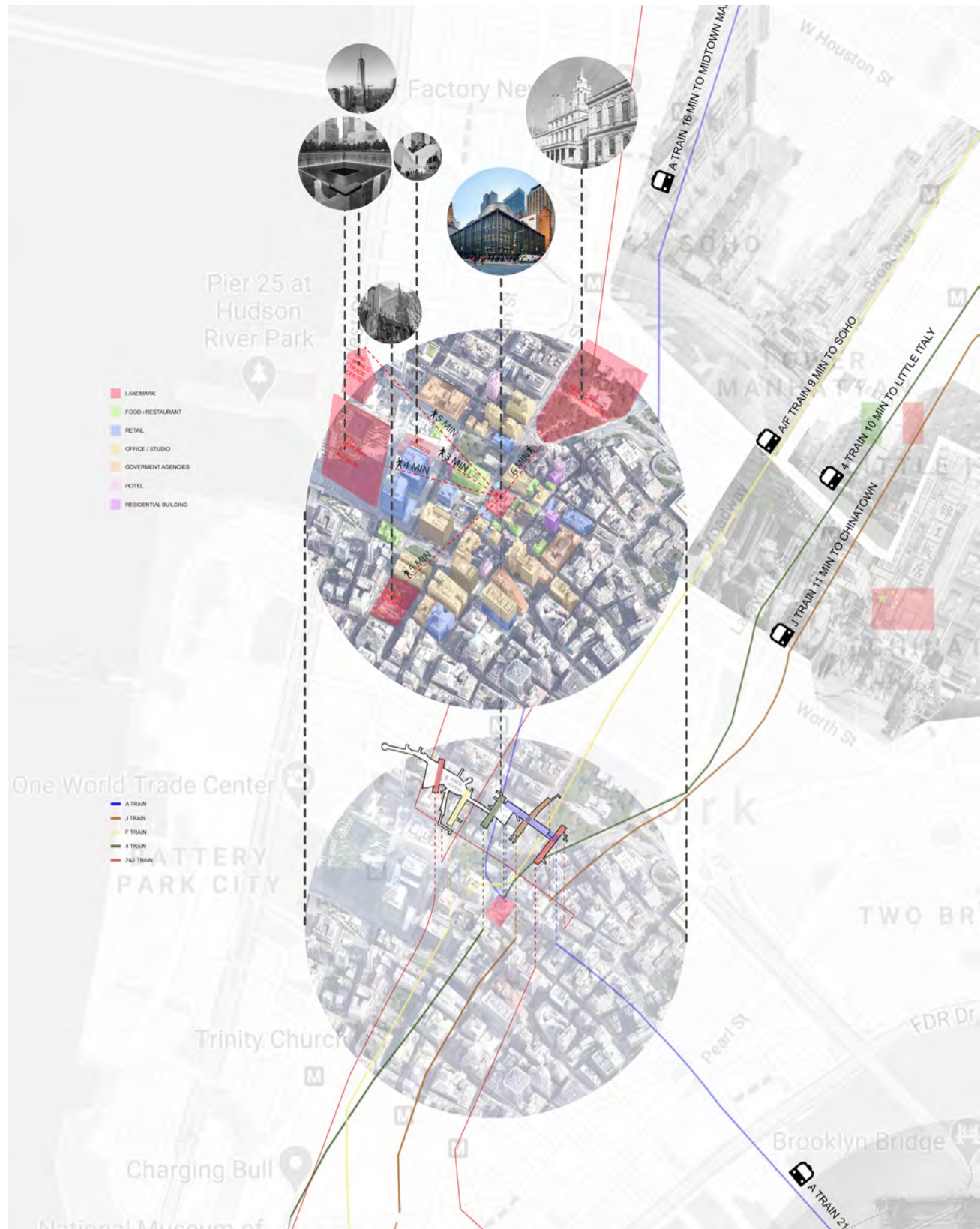
8

ABOUT IMPLICIT BIAS

My project is addressing the issue of the implicit bias created by the limits in perspective. Individual's perception can be influenced by different factors. The same subject could be interpreted differently based on the viewer's perspective, which is affected by personal experiences, cultural background and social context.

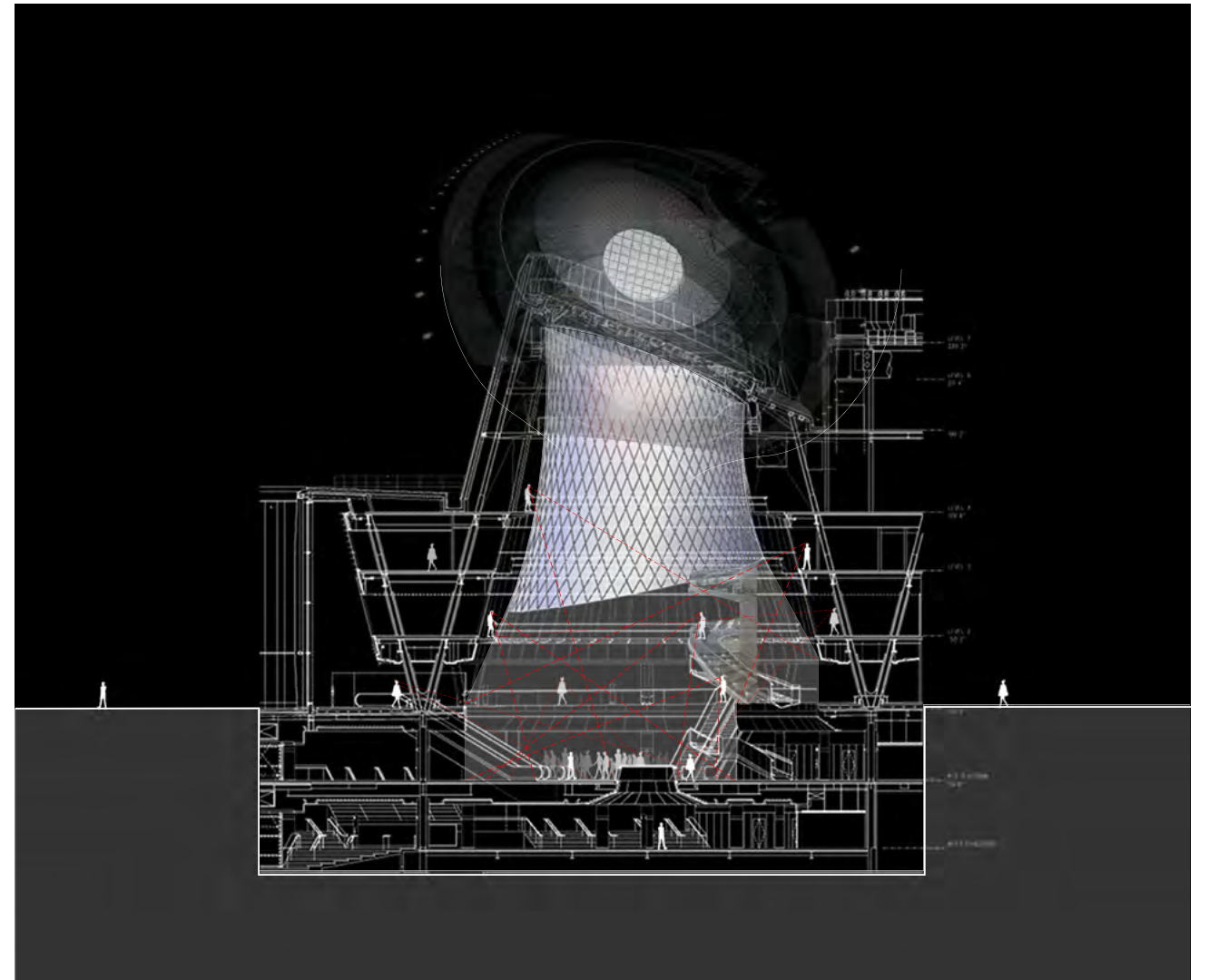
I chose the Fulton Center as my site because Fulton Center has diverse user groups and is connected to different programs, social groups and landmarks in New York City. My program is a series of "bird blinds" combined with monitor systems located at the Fulton Subway Station. The bird blinds are showing a fraction of the observed subject, while the monitor systems are exposing the unseen aspects of the same subject. By comparing a one-sided view to different facets, the program is challenging people's way of seeing.

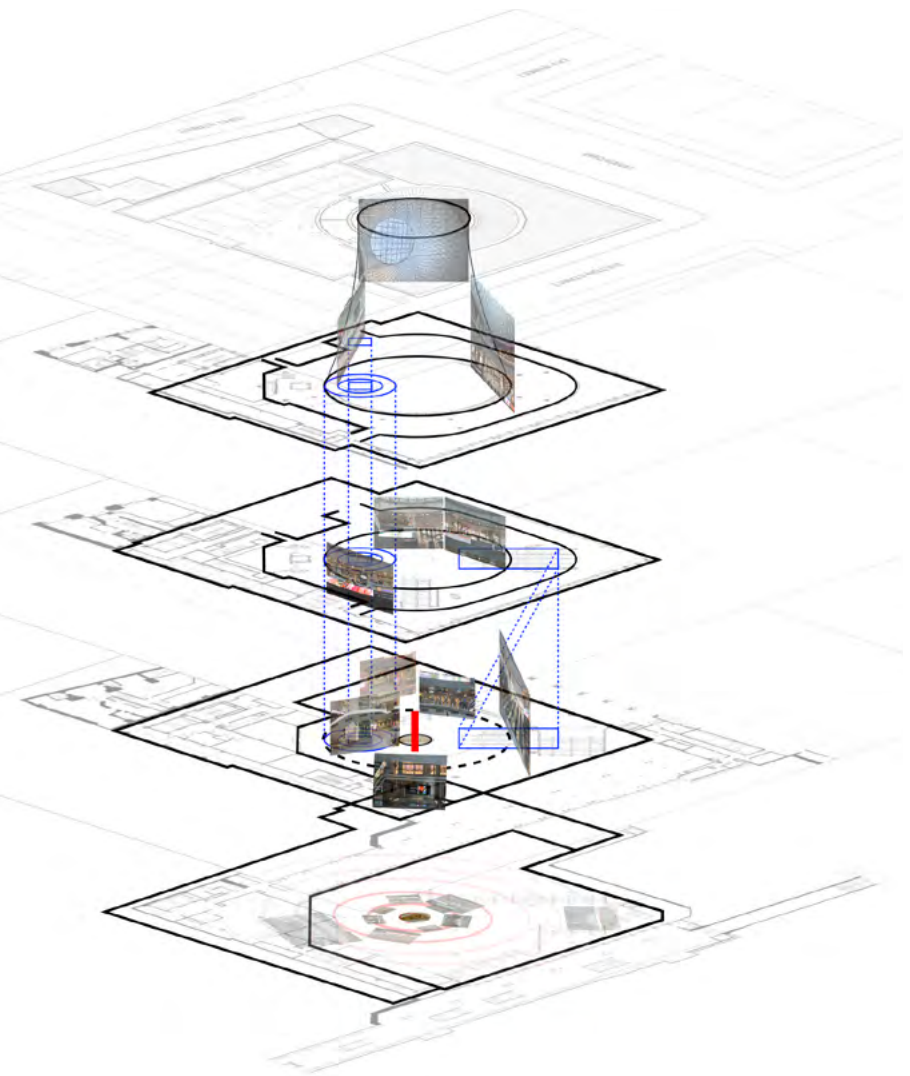
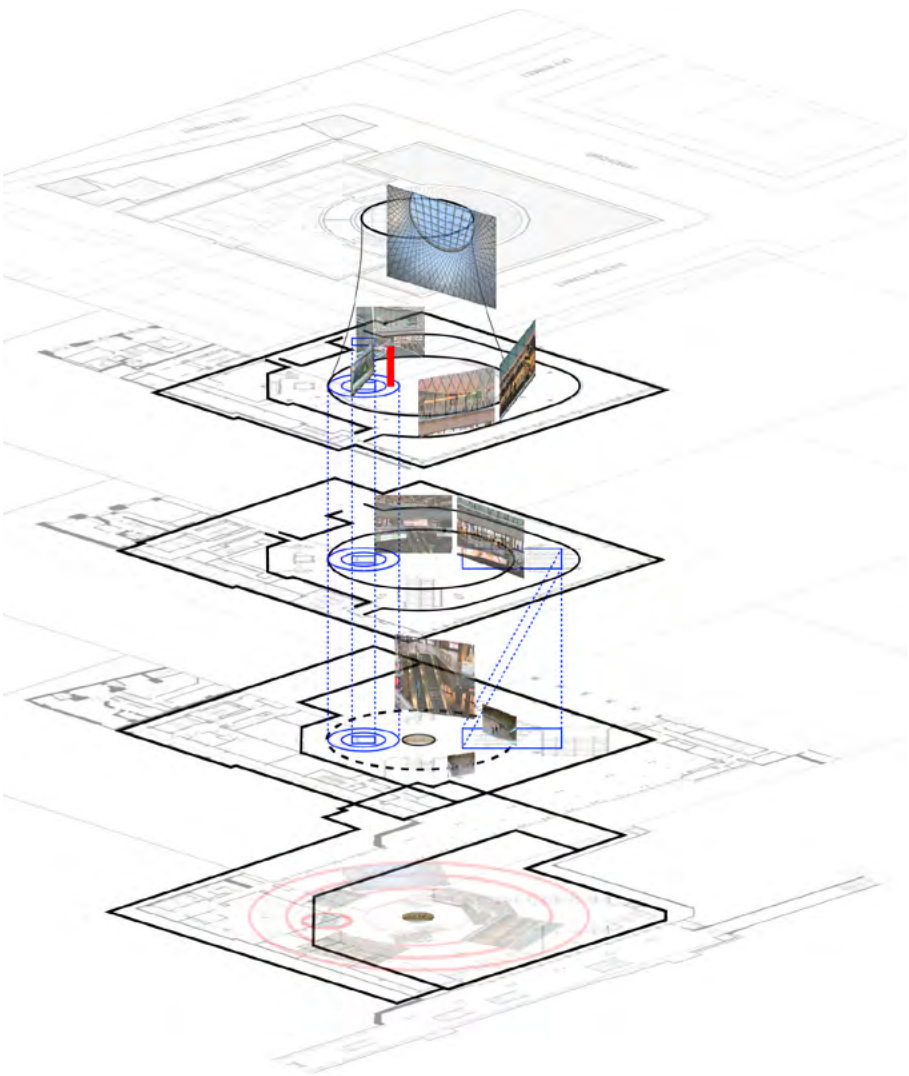
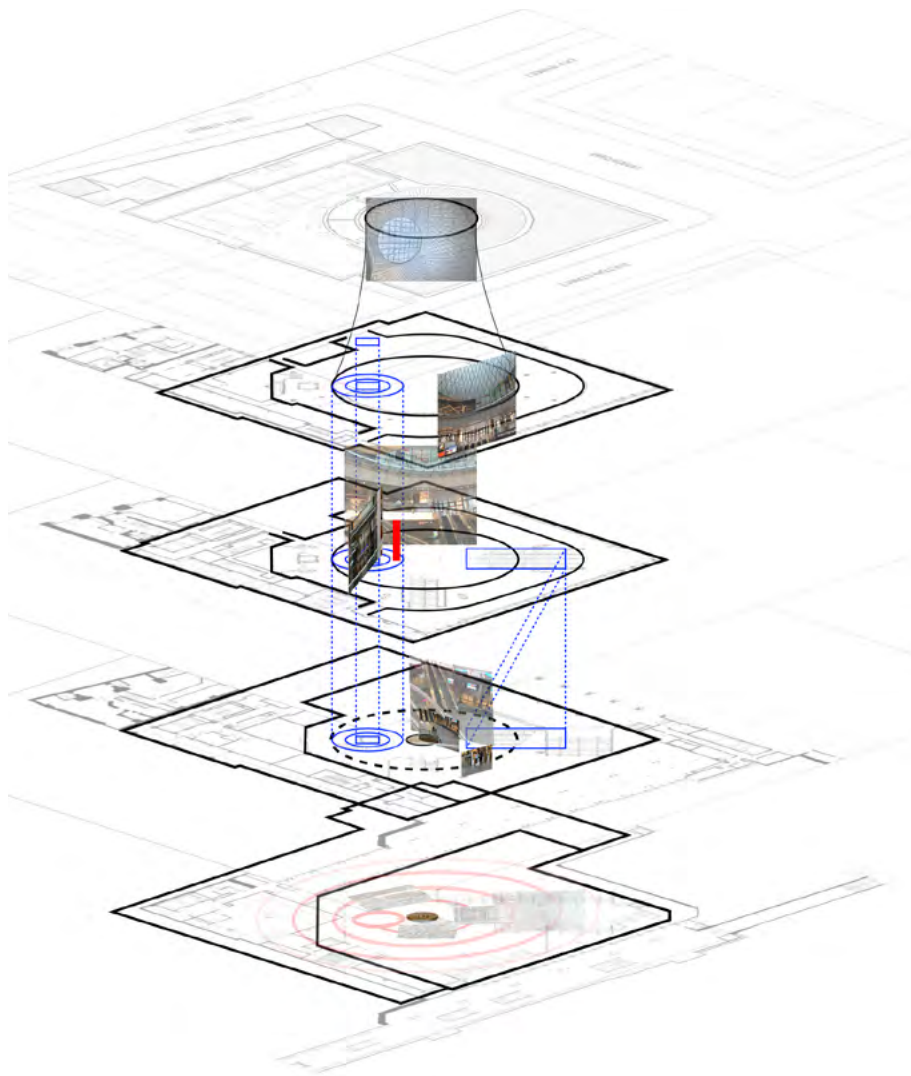


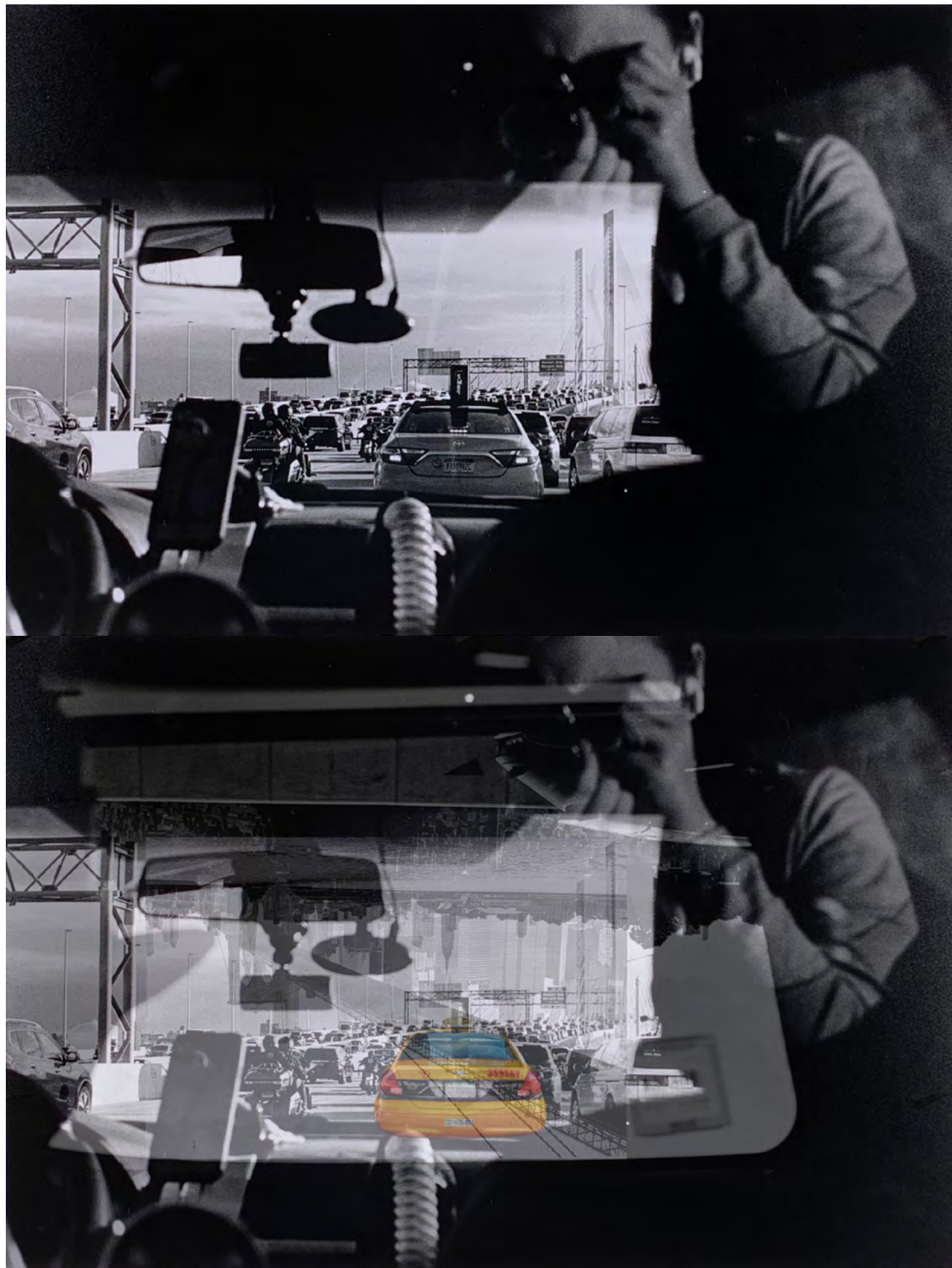


## SITE: FULTON CENTER

I chose the Fulton Center as my site. It is a subway and retail complex centered at Lower Manhattan. It is close to several landmarks, Chinatown and Little Italy where those places will have diverse social groups. The subway station is the transport hub of the city. Commuters and visitors with different social backgrounds, purposes come to visit this place everyday. The place can observe people from different places with different identities and doing different activities.

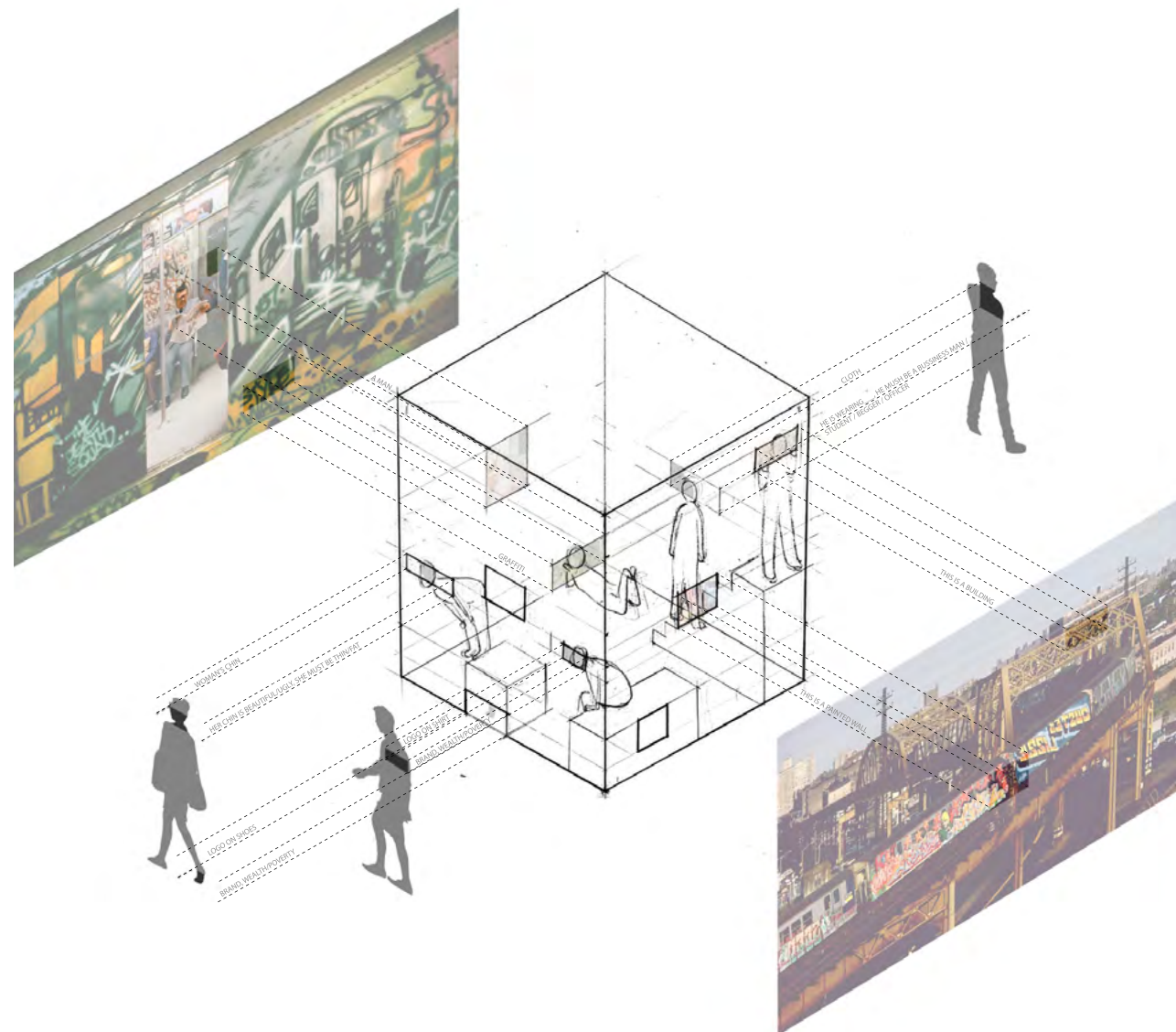






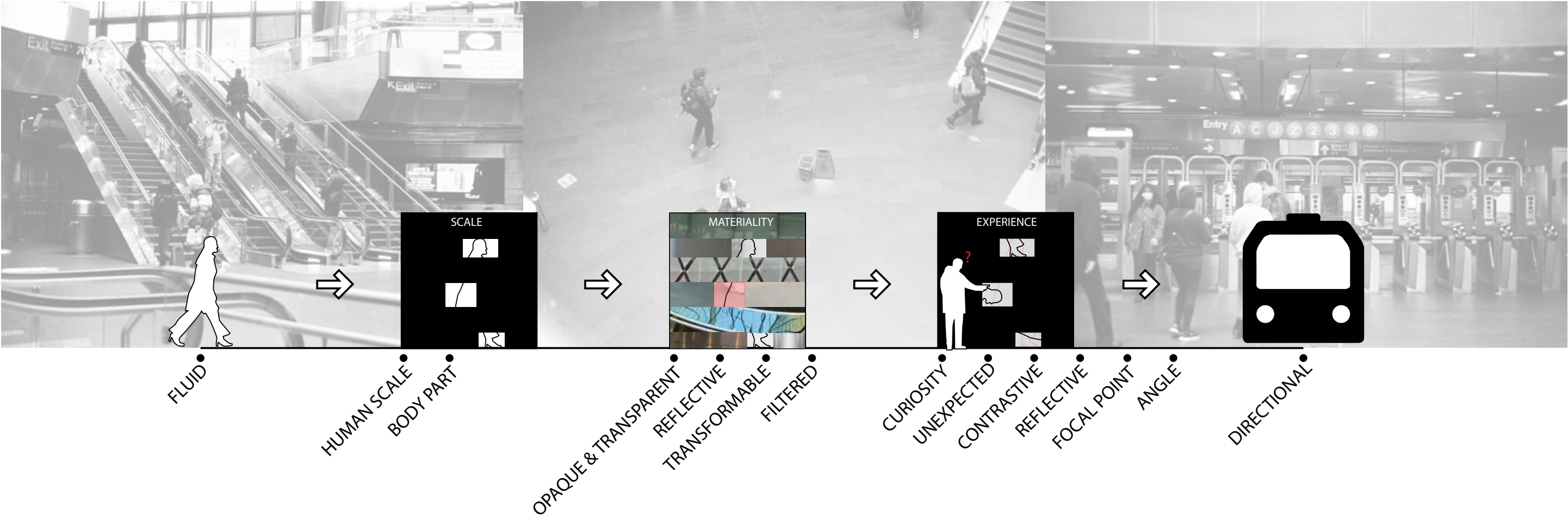
## PROGRAM: BIRD BLIND

In my research, I find bird blind as a closely related program to my thesis. A Bird blind is a small camouflage structure that has different apertures on the wall to let people watch birds closely without being seen. By controlling the size, depth of field and material being used on the aperture, the aperture on the bird blind structure focuses on only parts of the exterior environment, reflecting my idea of limited perspectives.



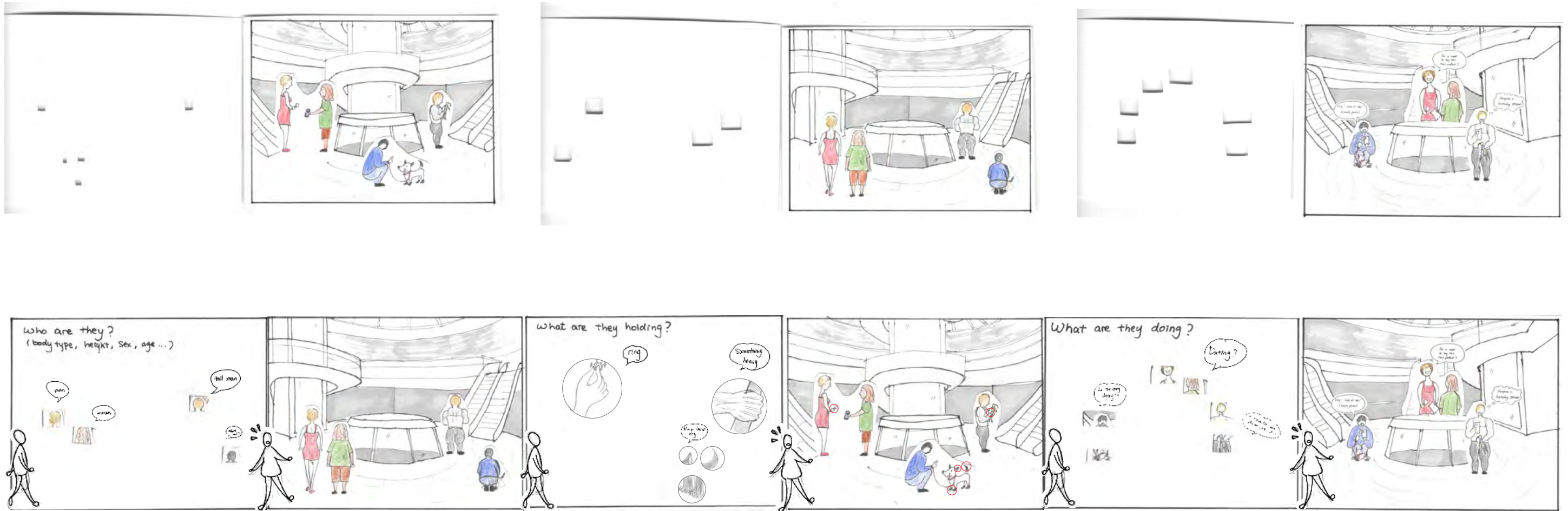
SECTION

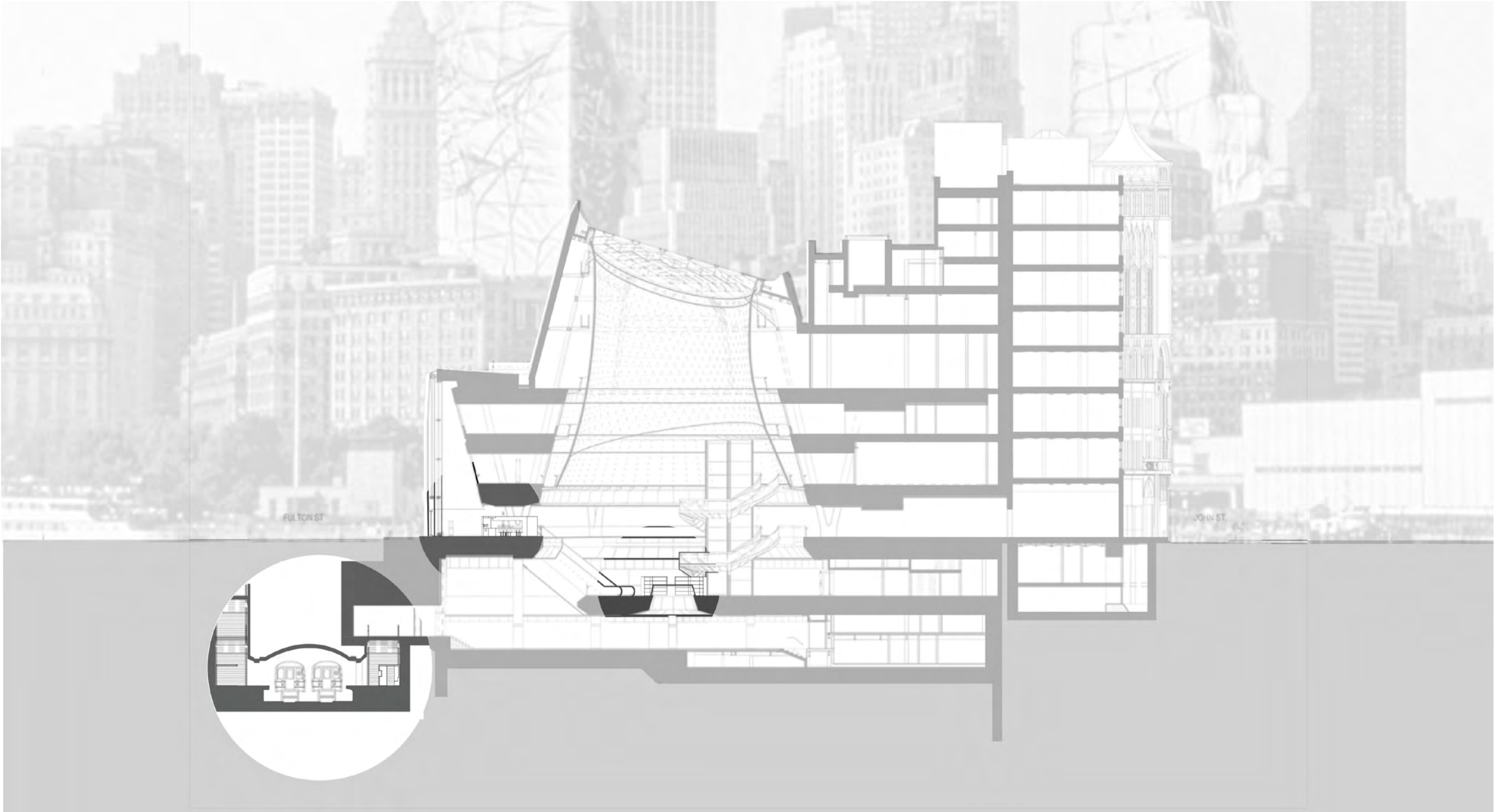
I want my sequence of program spaces in the Fulton subway station to address different activities happening in the Fulton Center and give people new experience when they are doing the activities that might be their daily routine. And as the users are doing different activities, their actions will also influence what they are going to see.



## DIPTYCHS

The diptych is to conceptualize our program spaces. For my project, I use the 3 diptychs to depict my series of bird blinds viewing the same subject from different perspectives. With the magnifier lens on the aperture, the user are only able to see certain parts of the observed subjects. Each bird blind's information can be interpreted based on the previous bird blind knowledge to keep challenging people's interpretation about the subject they are looking at.





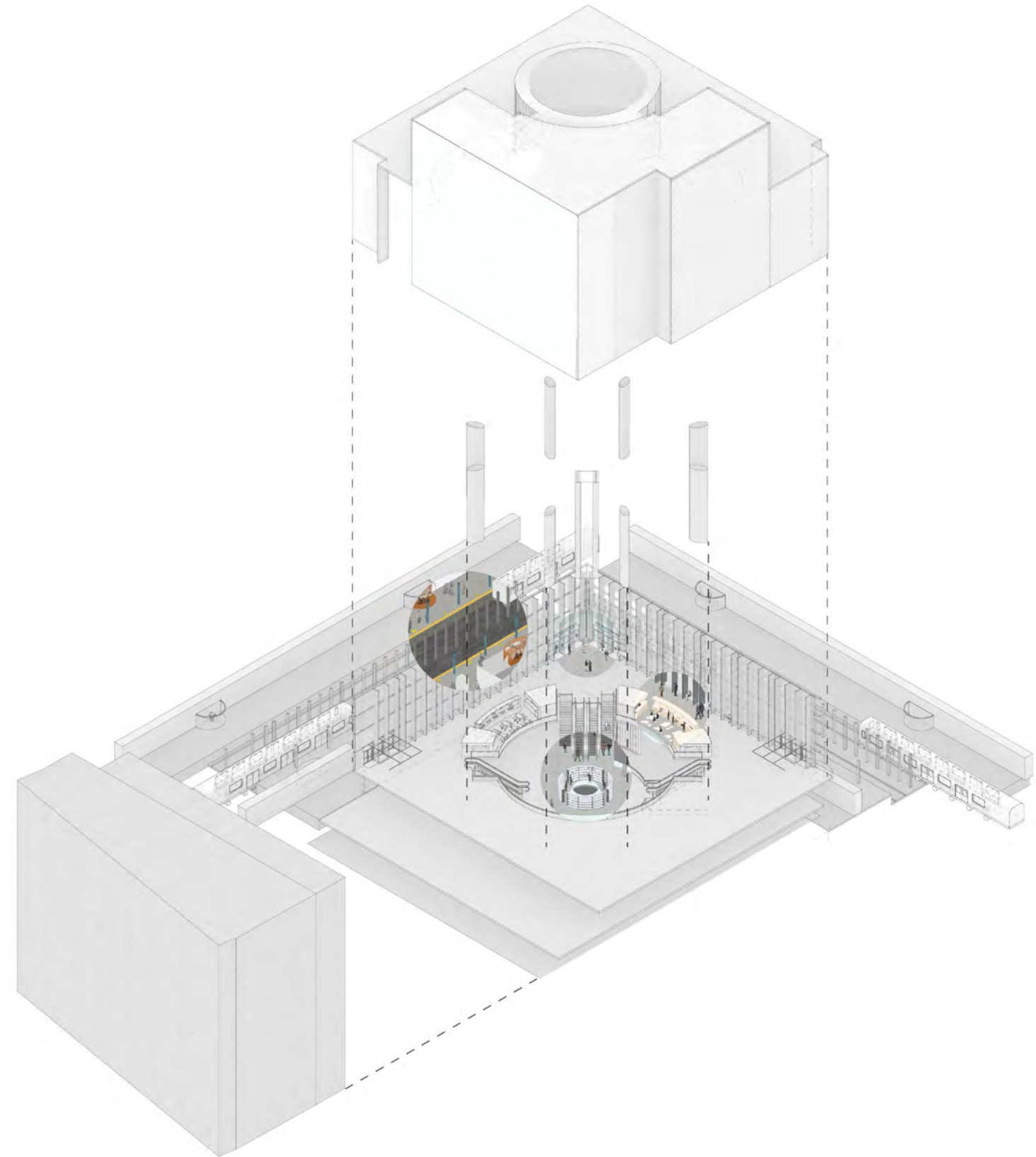
## AXON

For the final design, I am doing four types of bird blind and monitor systems, and each is combined with a different activity that is happening in the subway station.

The four programs are the entry(visiting), the buffet(eating), the library(reading, educating), and the theater(performing)

Each bird blind combined with the magnifier lens to focus on certain observing areas. At the observing areas, there are also the monitor cameras concealing somewhere to record the observed subjects. The monitor projection is going to be installed at the observer side where it can be intervened by human activities.

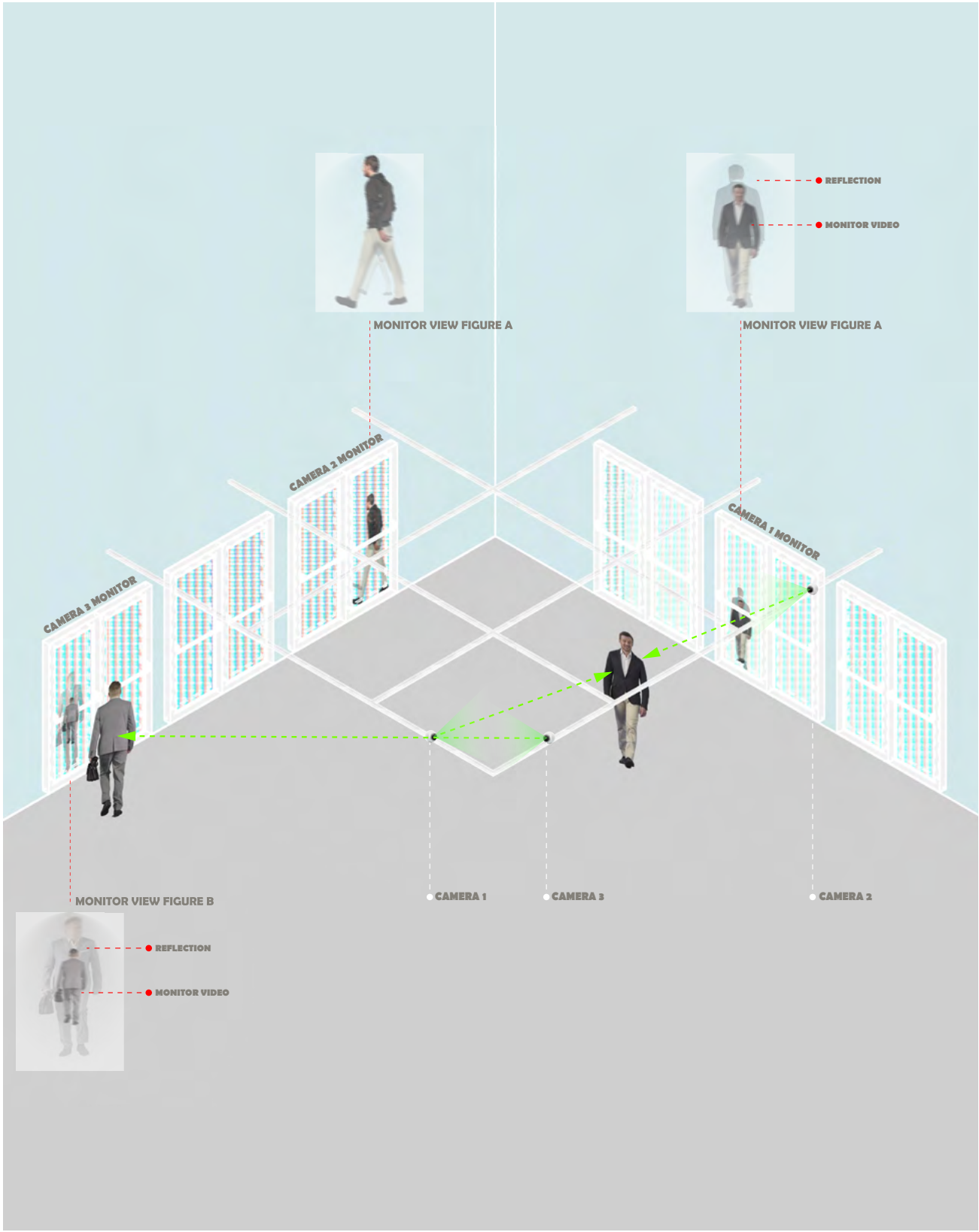
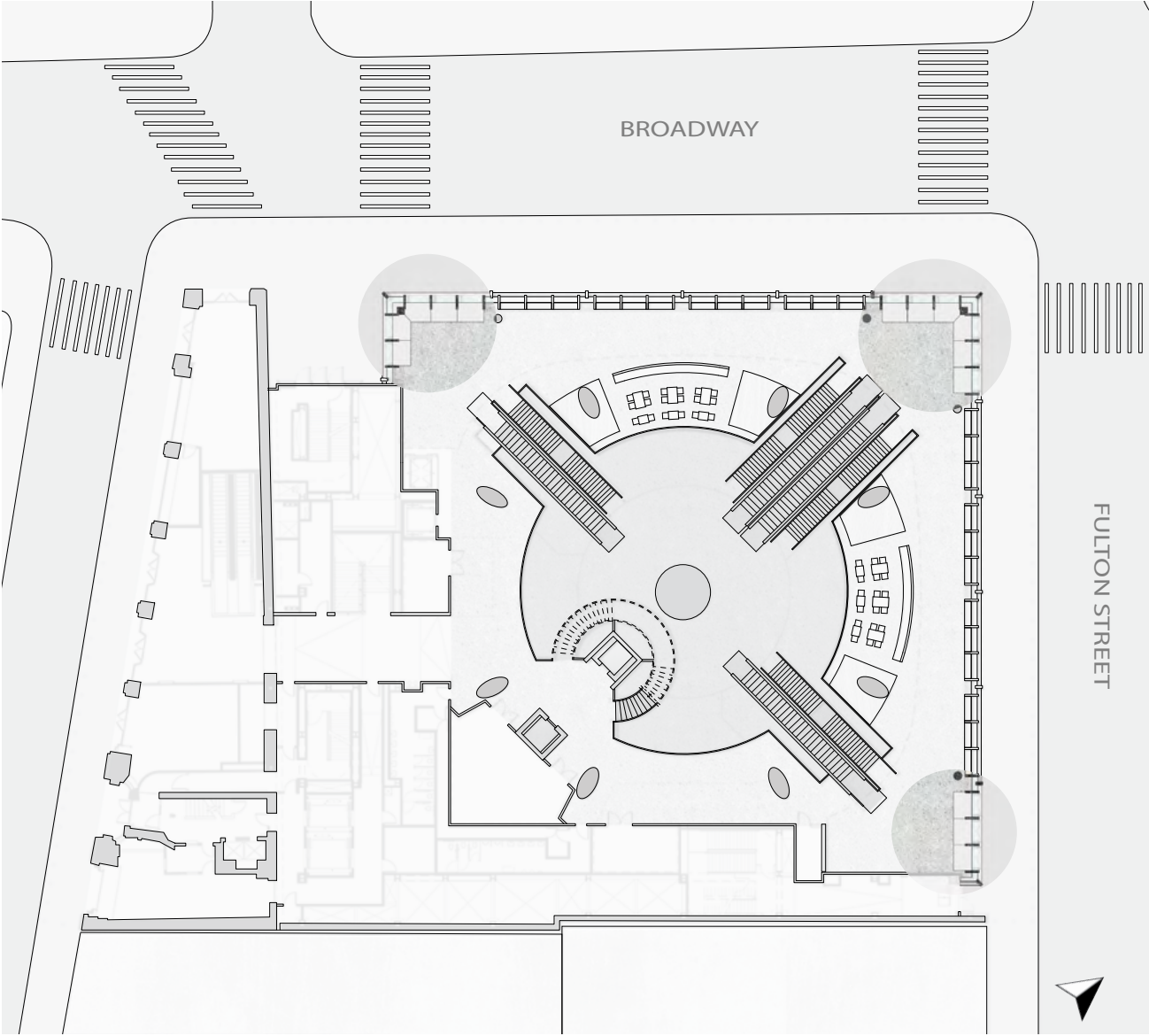
While I was doing the design and thinking about the relationship between observer and observed subjects, and thinking about the user group, instead of only showing the observer and observed relationship, I also want to address one that is making people observe themselves. Whoever is entering or exiting the space, even if they are not interested in observing and seeing others, they will engage in the program by observing themselves.

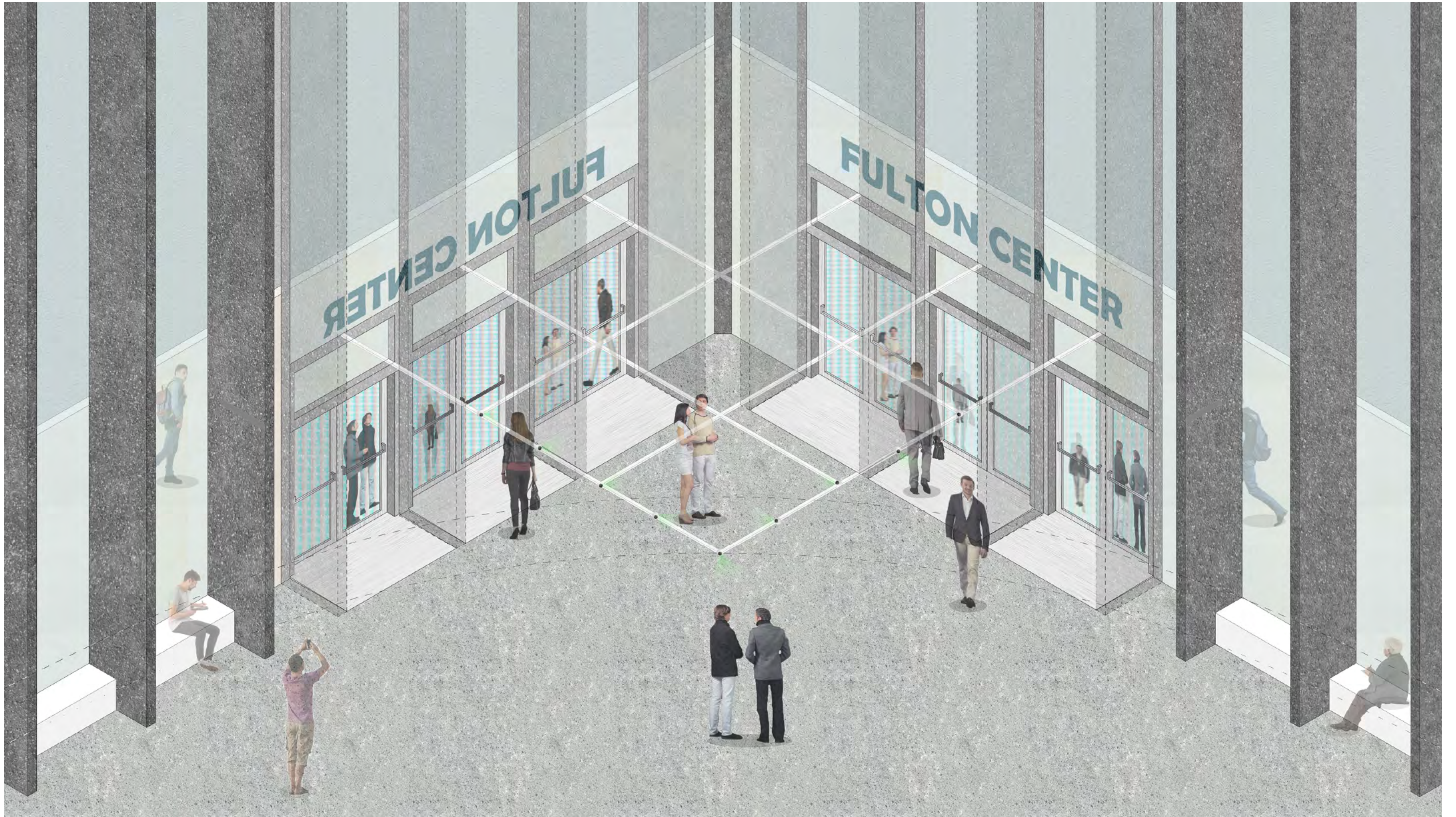


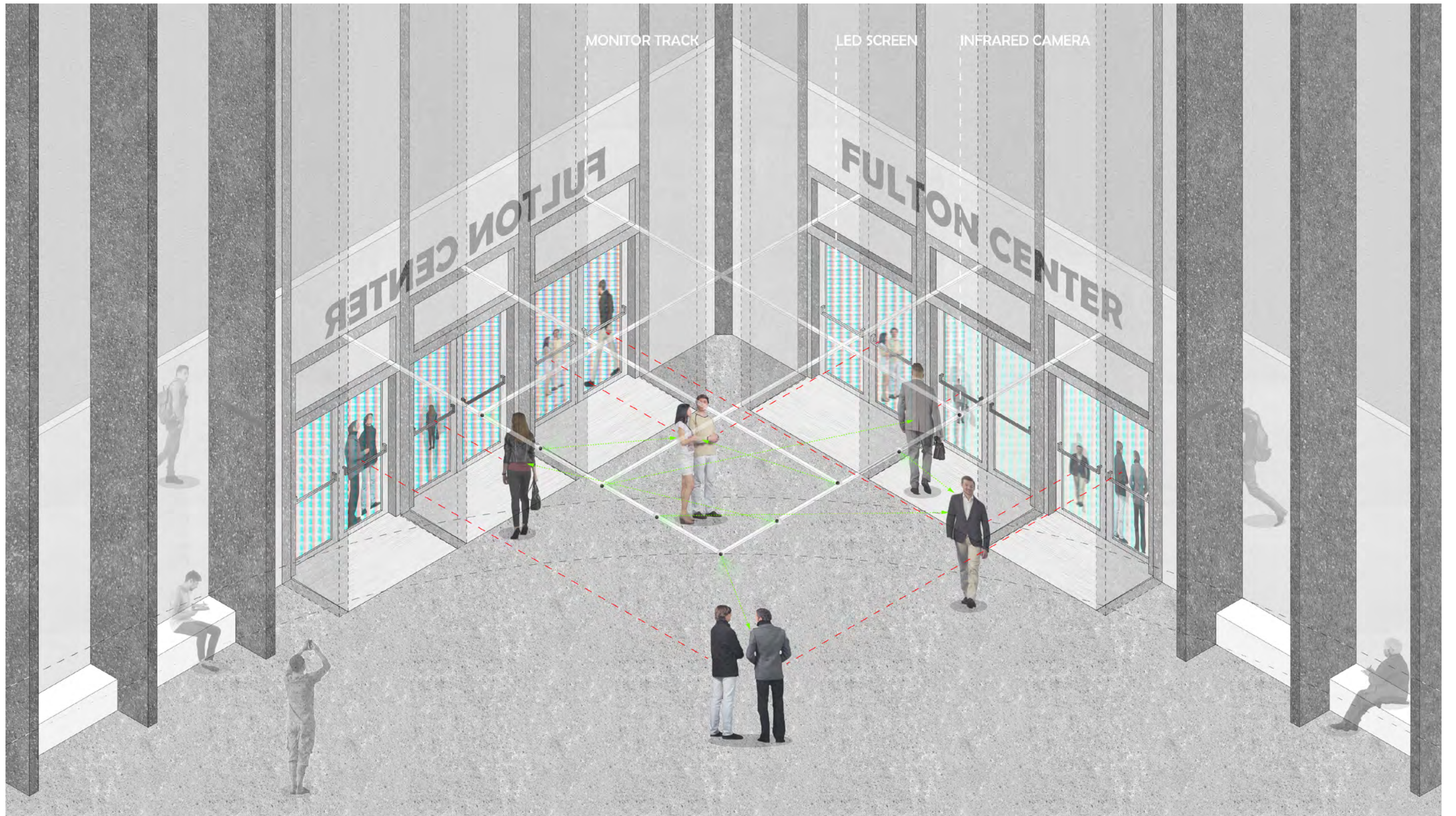
GROUND FLOOR: THE ENTRY

In this sequence, the observers are observing themselves that is being recorded by the camera above and the door becomes a screen. The way this one challenges people's concept of seeing is that as they are walking closer to the door,

Their projections are actually getting smaller on the screen because they are walking further away from the camera that is recording them. And when they are getting further away from the door, they are walking closer to the camera that is recording them so that their video will be bigger.



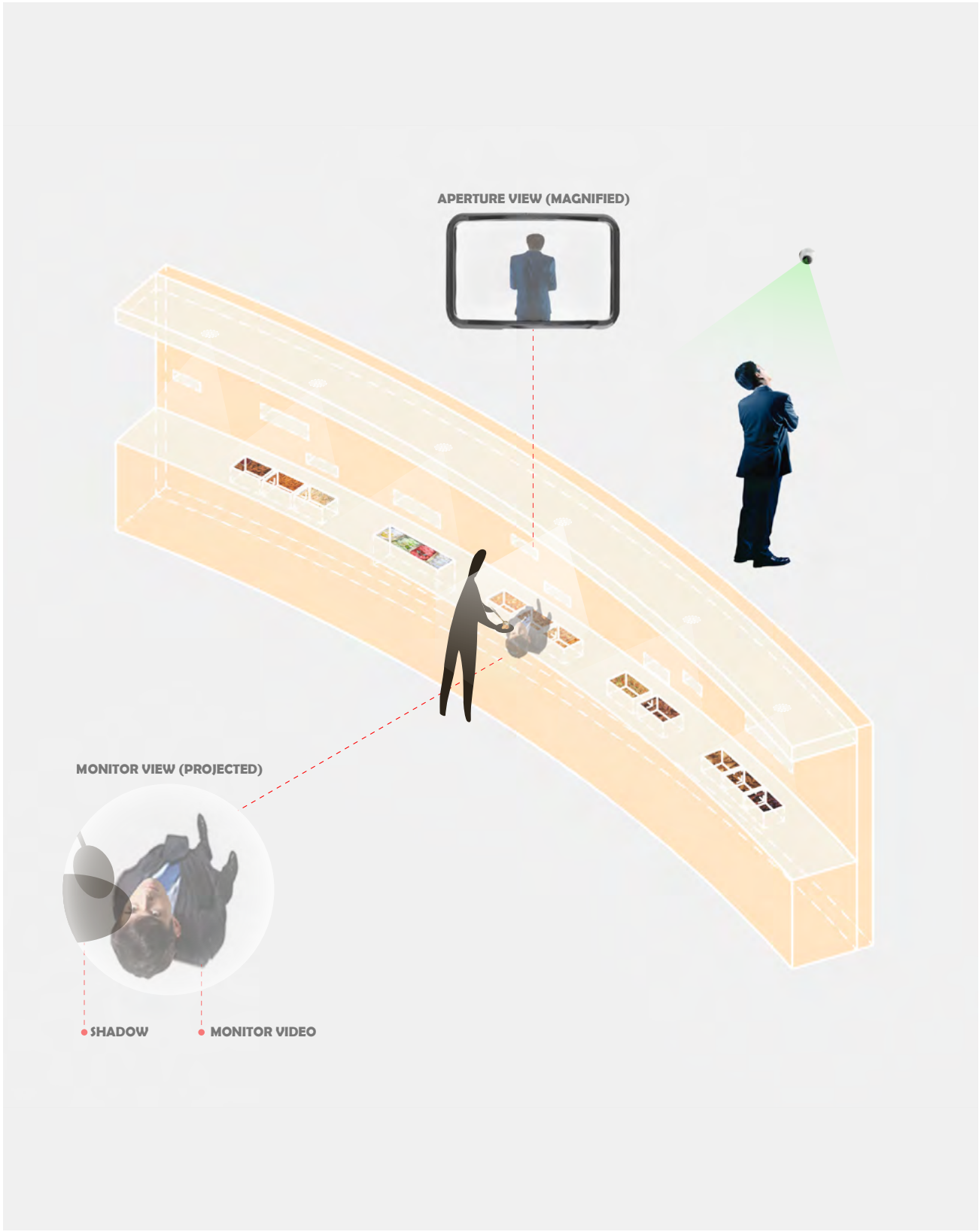
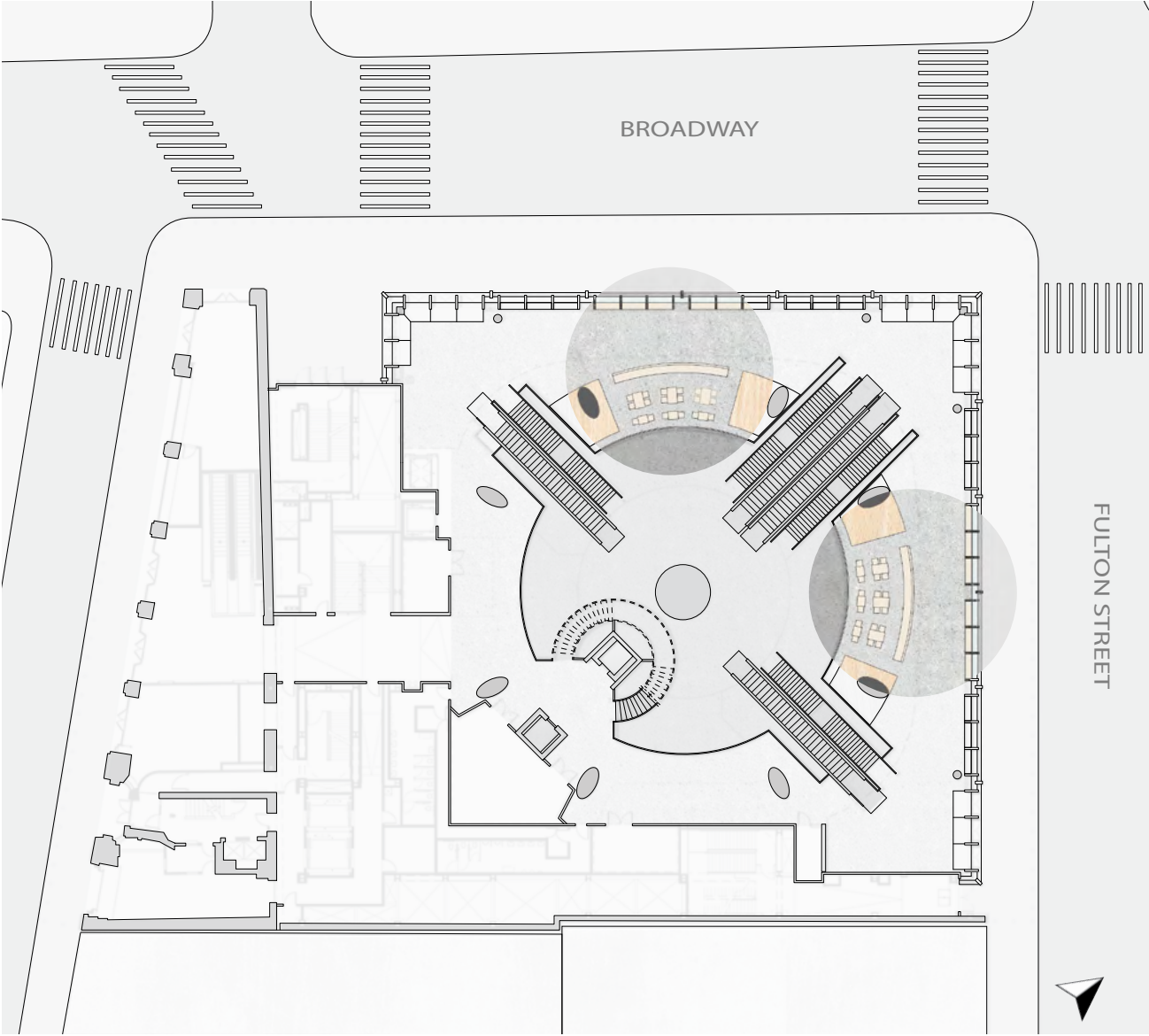




GROUND FLOOR: THE BUFFET

This bird blind is combined with the food stand in the subway station, which the observer will be the user of the food stand. The observed subjects are the passenger and people who are using the bench on the opposite side. The aperture is using the magnifier lens to help focus on a certain seating area.

The camera is above each seating, which is recording a different view that the observer will not be able to see from the aperture. and The monitor on the canopy is projecting the view recorded by the camera onto the buffet counter mixed with the food. When the buffet users are taking the food, their activities will intervene the projection.





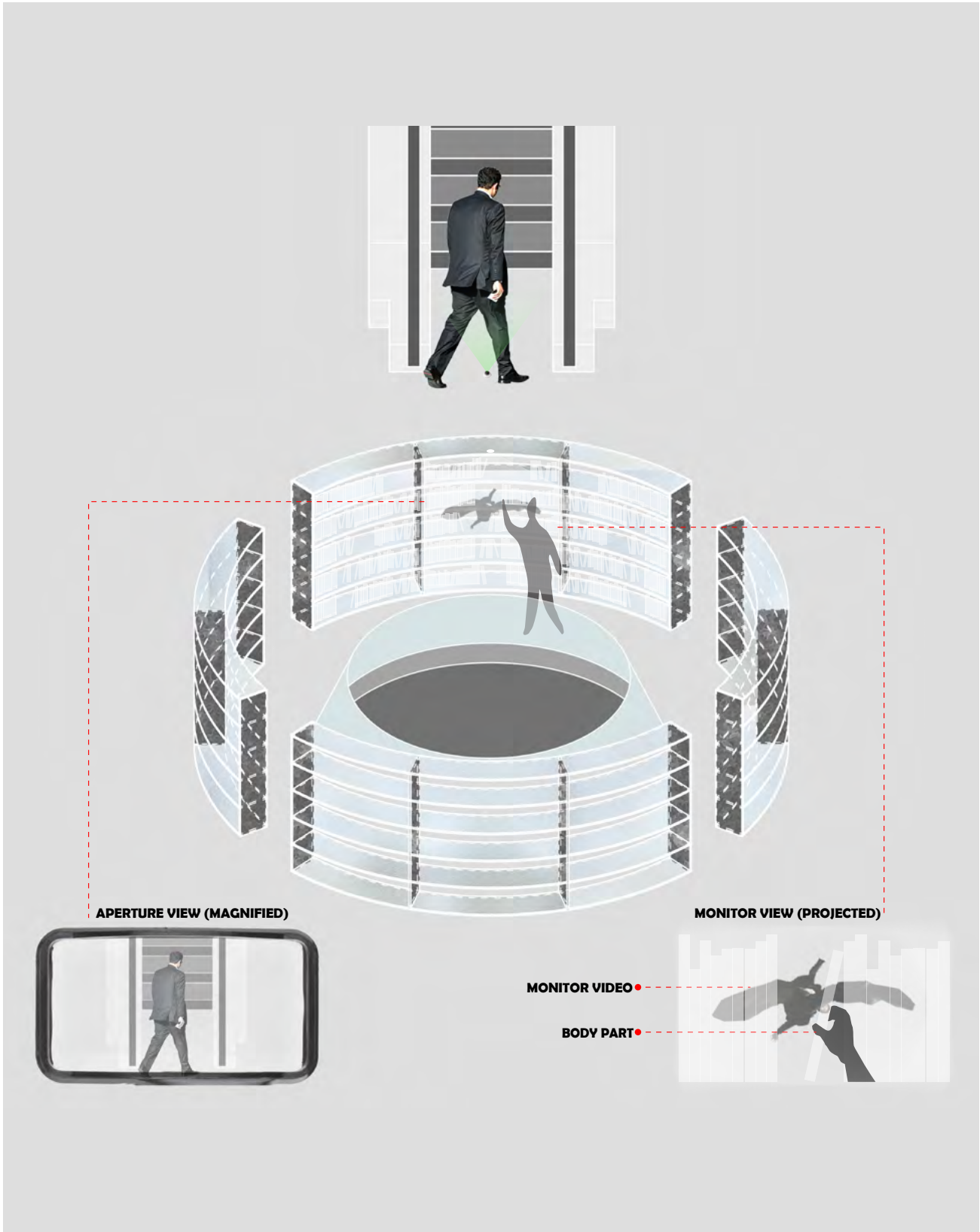
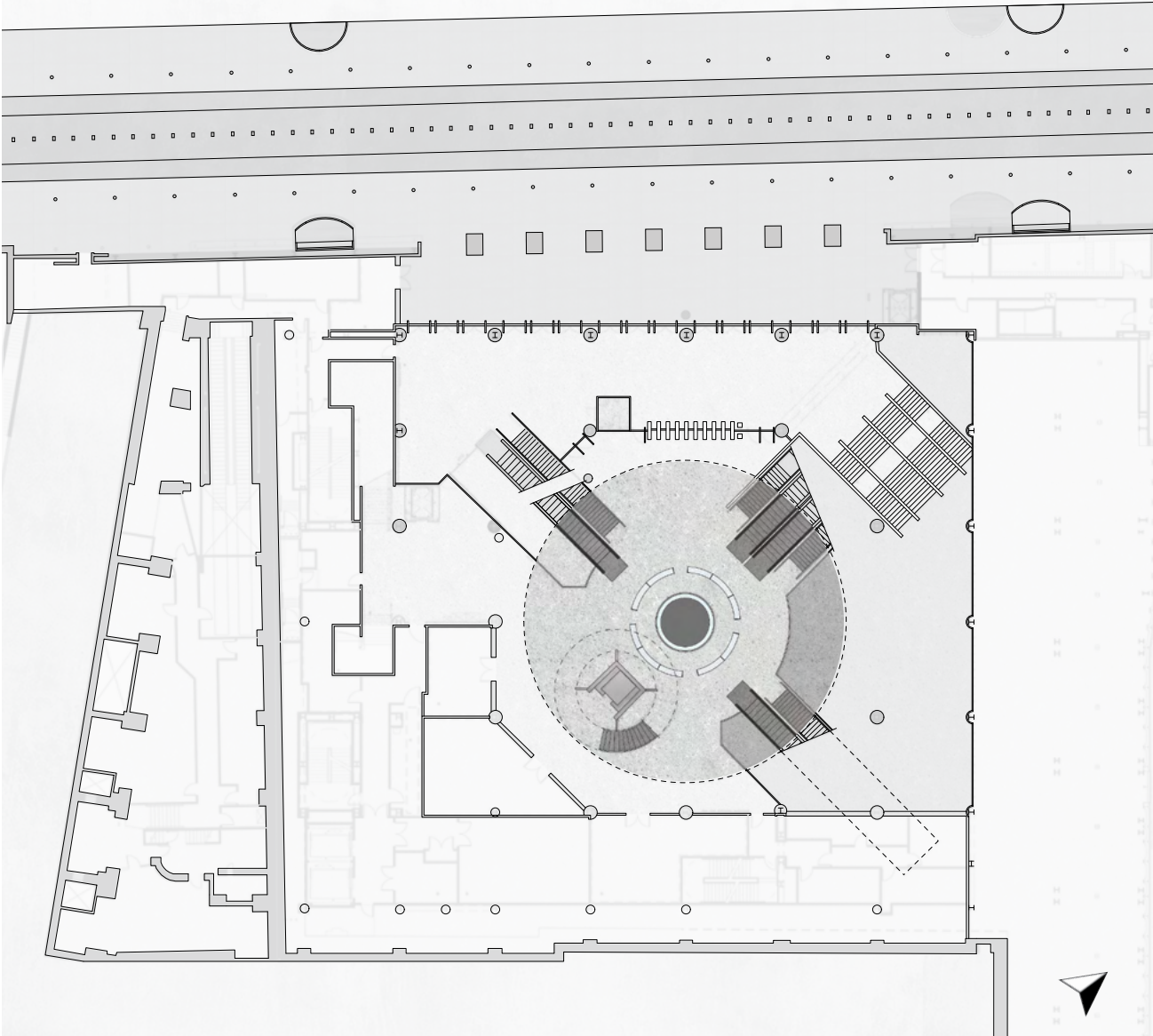


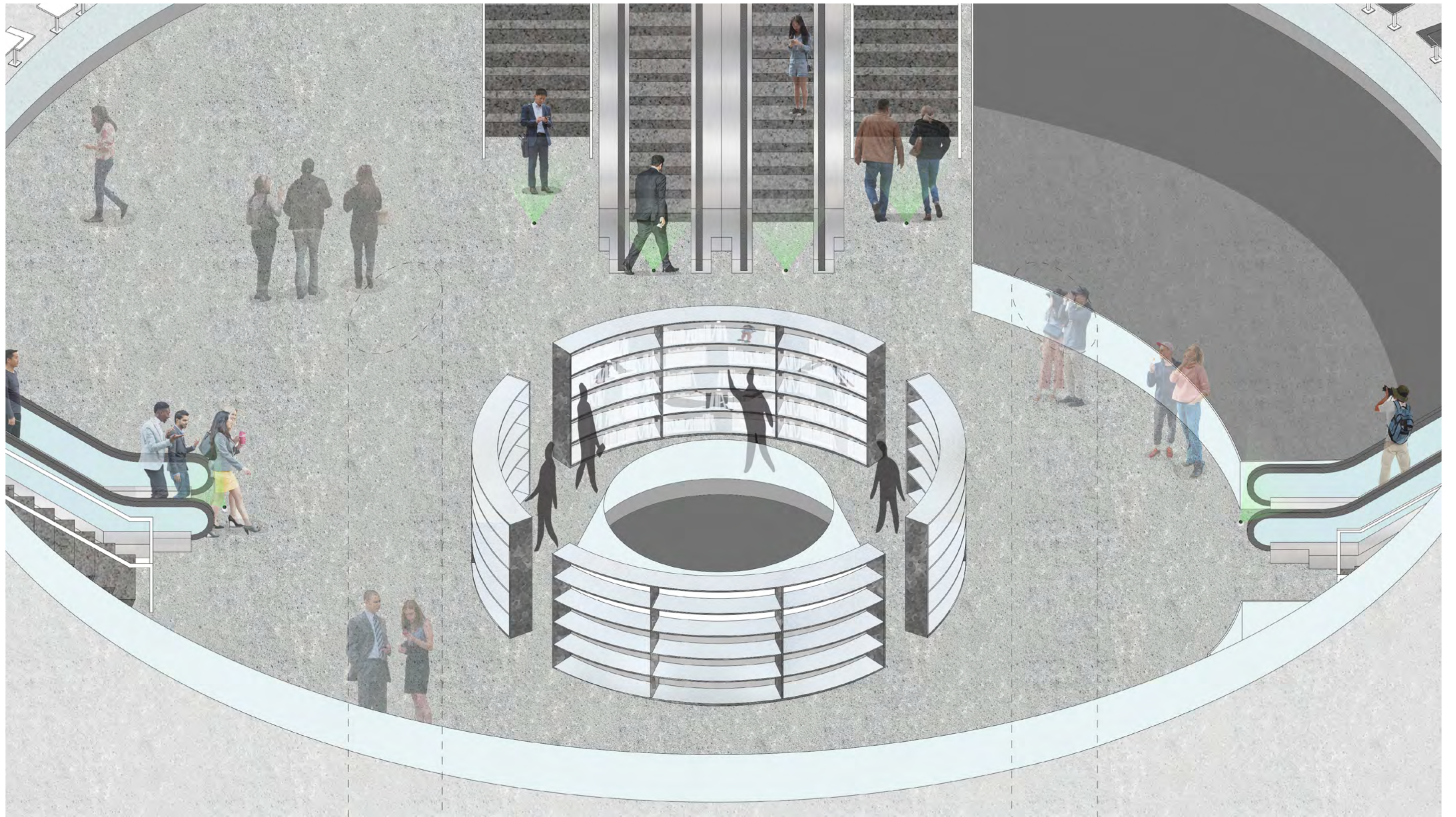


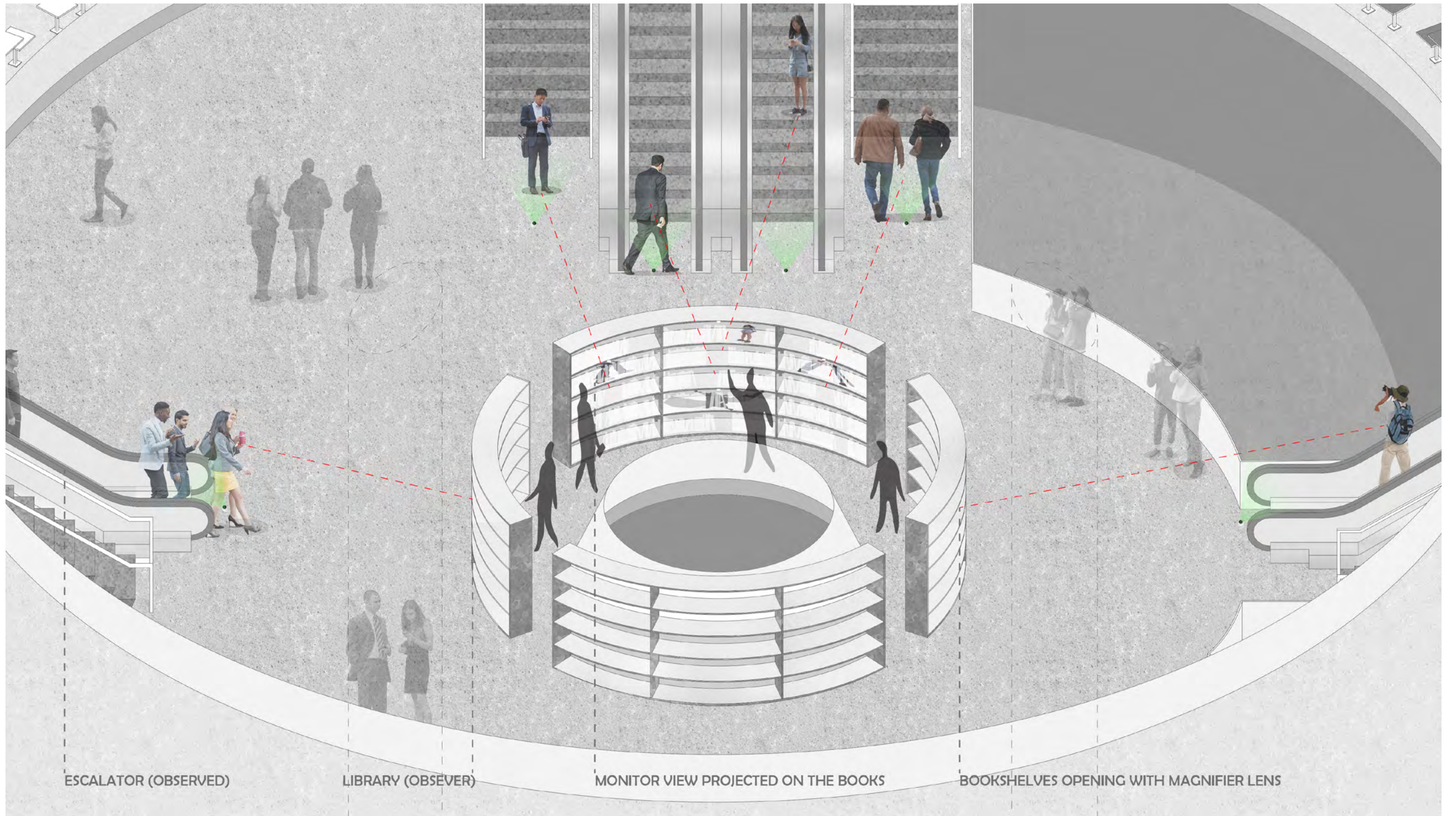
PLATFORM FLOOR: THE LIBRARY

The library is bird blind combined with the reading and educating program. The observer will be the user in the library, and the observed subject is the escalator around it. The book shelf becomes the bird blind, and as safe as the buffet one, the aperture also has the magnifier lens to help the user to focus on a certain escalator area.

The cameras are at the bottom of each escalator showing a different perspective of the subjects. and the monitor projectors are installed on the shelves. When people are taking and putting back the book, the projection will be intervened by the action as well as the density of the book.



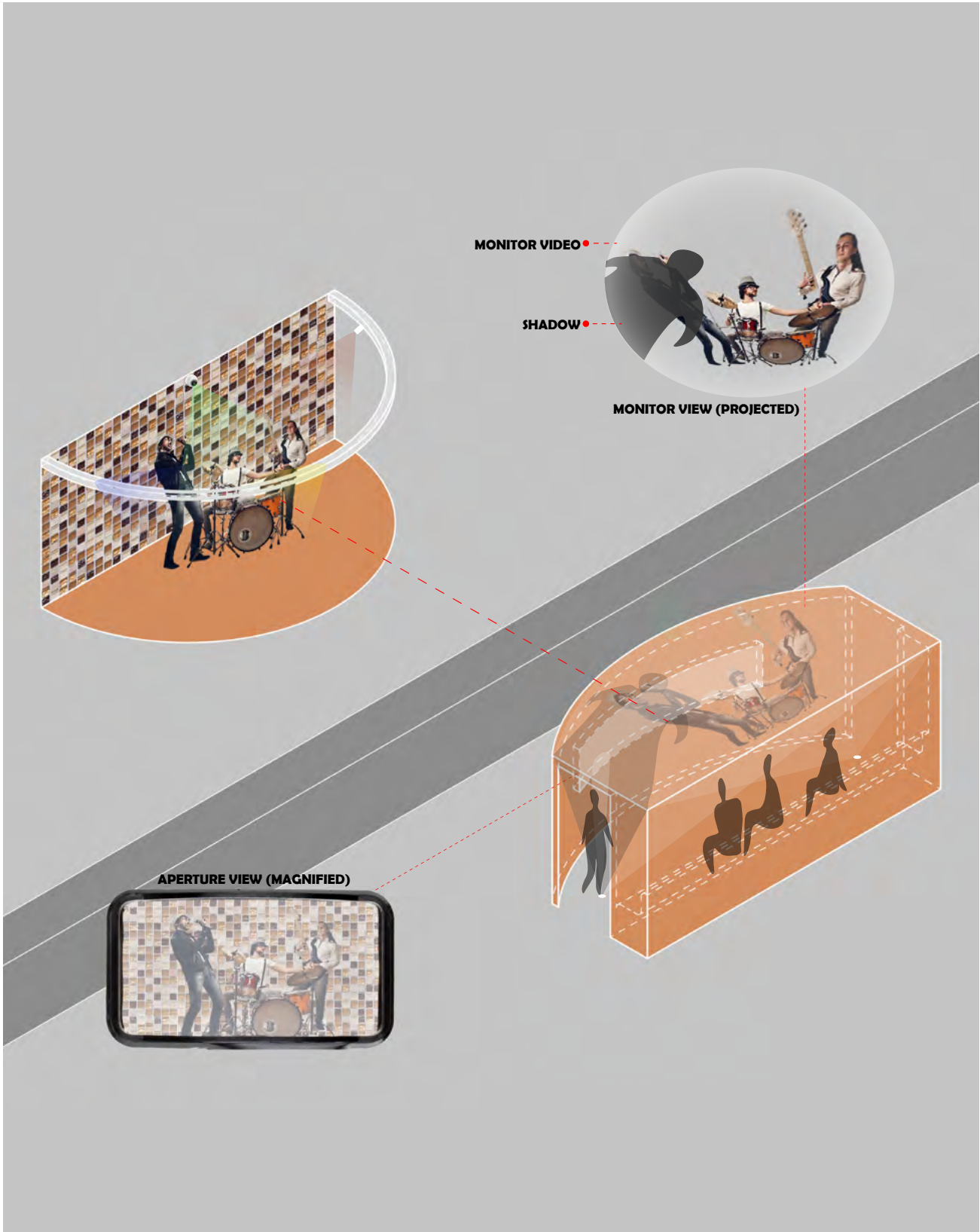
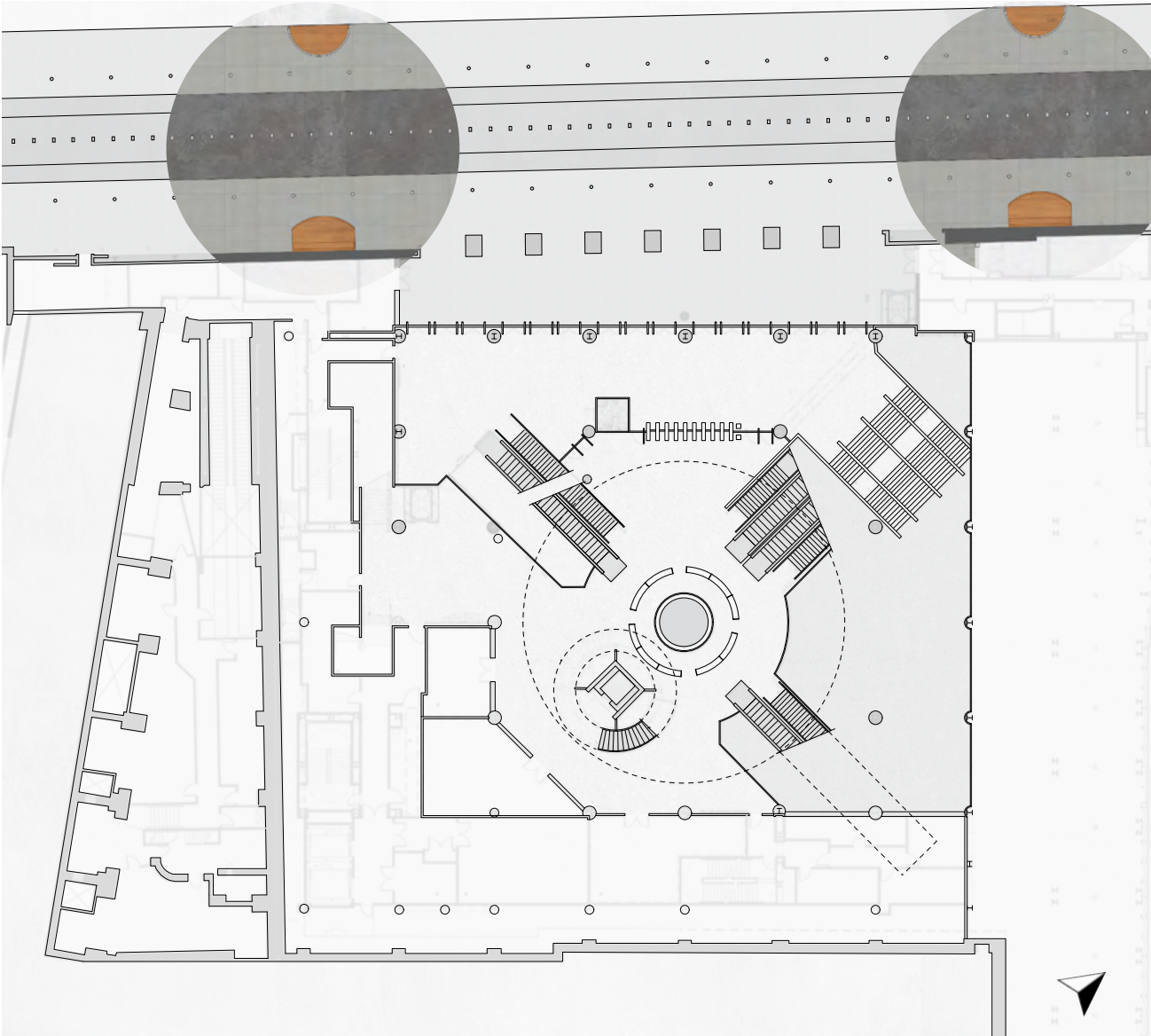




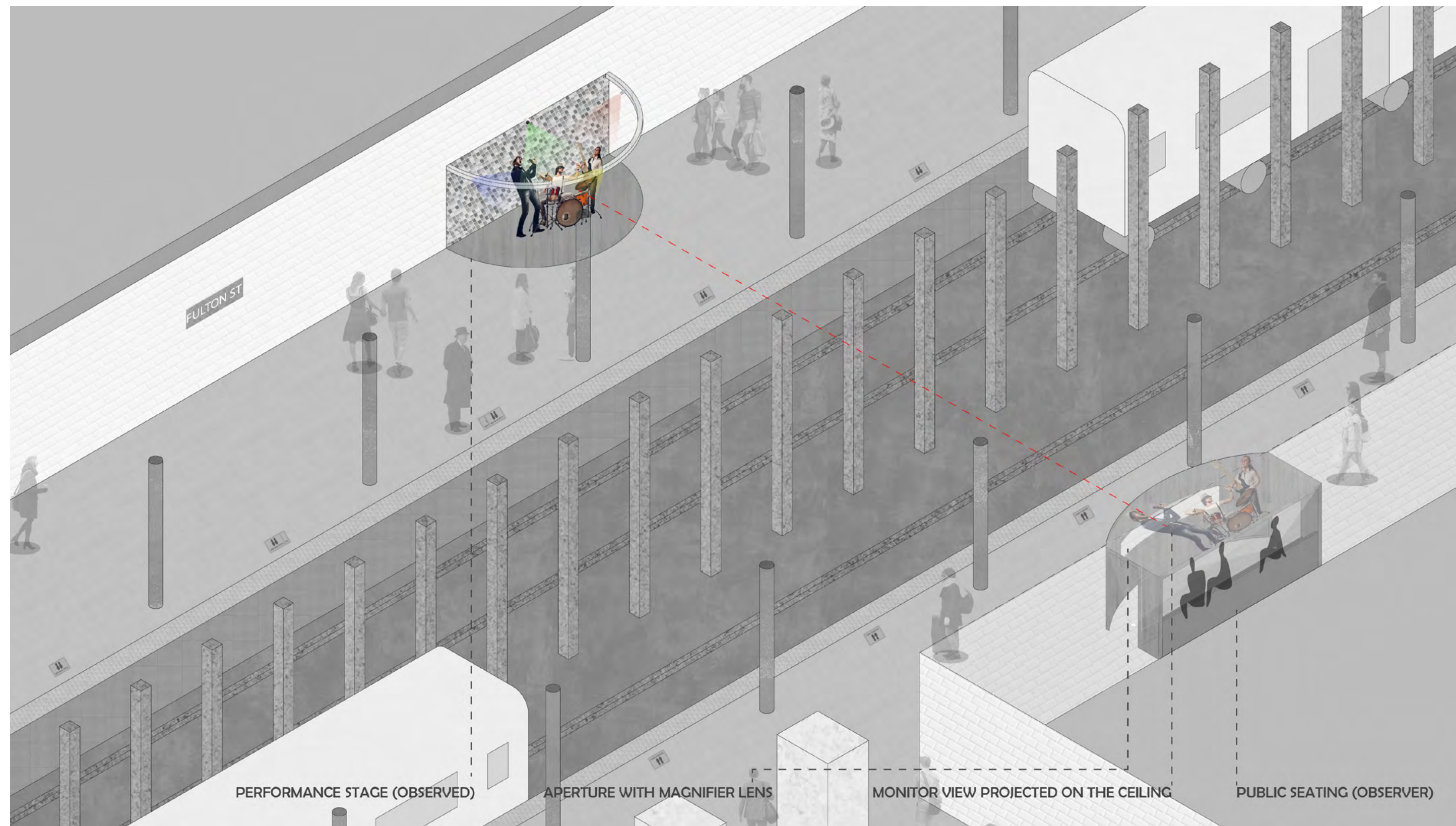
PLATFORM FLOOR: THE THEATER

The theater is the bird blind combined with the bench seating at the subway platform. On the opposite side of the theater, there is the performing stage for the street performers. The theater's aperture is magnified to focus on the stage.

The camera is installed on the back top of the performance stage. And the projector for this one is located on the floor at the entering part of the theater. When people are passing by, getting into, leaving the theater, their body will become the shadow and intervene the projection.







PERFORMANCE STAGE (OBSERVED)

APERTURE WITH MAGNIFIER LENS

MONITOR VIEW PROJECTED ON THE CEILING

PUBLIC SEATING (OBSERVER)

