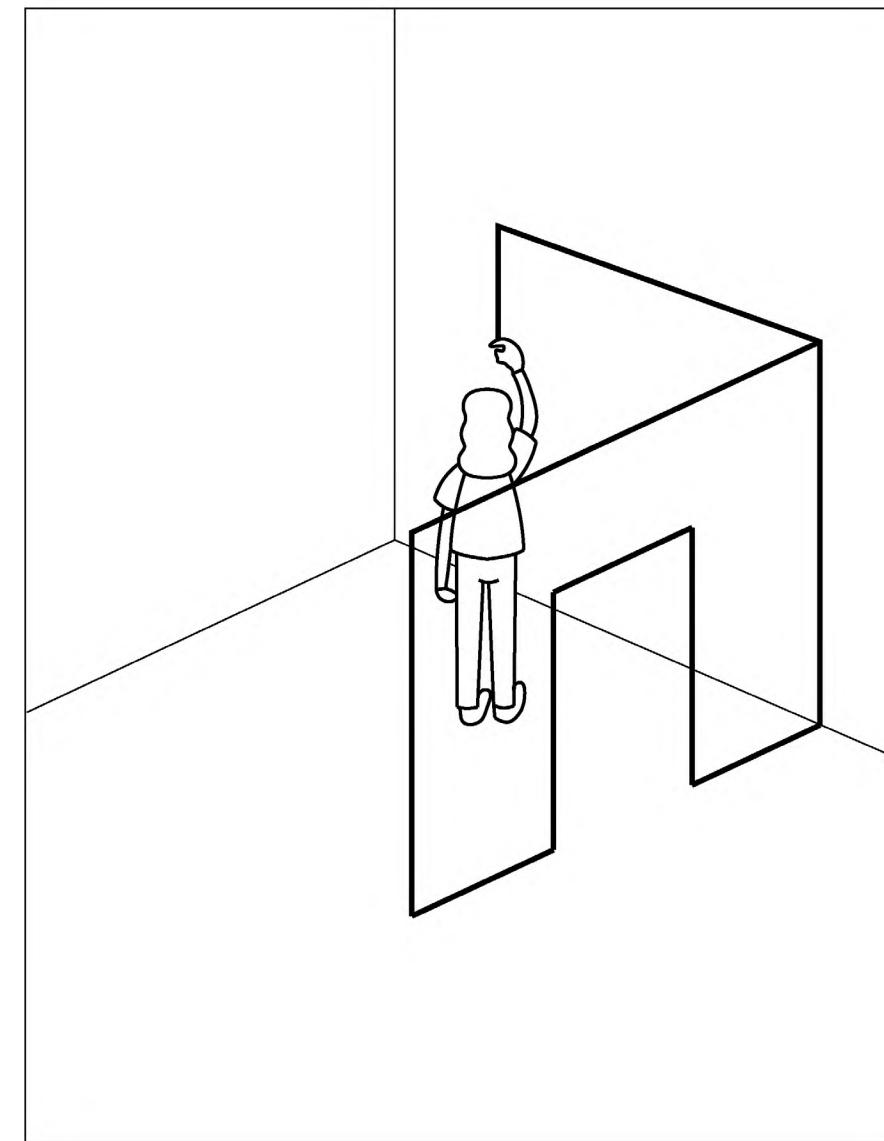


# PORTFOLIO

PRATT INSTITUTE

MFA INTERIOR DESIGN



INTERIOR DESIGN SELECTED WORK 2021-2024

**RUOTONG BAI**

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917-821-4554

# RUOTONG BAI

Interior Designer

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### EDUCATION

#### Pratt Institute

Master of Fine Art in Interior Design

Aug. 2022 – May. 2024

GPA 3.8

#### Miami University

Bachelor of Fine Art in Interior Design

Aug. 2017 – May. 2022

Honors: Dean's List 2019-2020

### WORK EXPERIENCE

#### Memorial Sloan Kettering Cancer Center, NYC

Sep.2023 – Present

Design + Construction department, Interior design intern

- Supporting MSK design projects, including the design of clinical, workplace, and public spaces.
- Designed MSK Rockefeller Outpatient Pavilion's patient waiting area, worked on-site surveying, Finish/furniture selections, furniture layouts, and construction drawing.
- Researched BIPOC artists for MSK's art collection for a new inpatient hospital project in Manhattan being designed by Foster + Partners and Cannon Design.
- Engaged in the annual update of MSK's Guide, which includes interior design, sustainable, FFE, and maintenance.
- Produced a report on the BIFMA Level sustainability standard and surveyed MSK's furniture standards.

#### Cyber Kitchen LLC, Ithaca, NY

March.2024 – Present

Restaurant project, interior designer

- Developed brand design strategy for a Japanese fast food brand, including brand logo, packaging, and environmental graphics.
- Design a dining area that accommodates 20 people aligns with the brand design strategy, and provides clients with a design package including, floor plans, furniture, materials, and rendering.
- Collaborate with architects on construction document drawings. Coordinate with construction teams furniture, and material vendors.

### PROJECT EXPERIENCE

#### Floating Habitats, Montauk, NY

Jan.2023 - May.2023

Pratt studio residential project, interior,architecture & sustainable design

- The project explored people's (lower 10% & upper 10%) living environment on the sea from a sustainable and social responsibility perspective.
- Worked on sustainable, biodiversity research, concept development, environment, exterior design, and interior design (layout, building furniture, sustainable material), technical &graphic drawings.

#### The Agency Office, Brooklyn, NY

Oct.2022 - Dec.2022

Pratt studio office project, interior design

- A 2-story office design for a 60-employee creative design company with a focus on creating a dynamic environment with a diverse and flexible office environment.
- Worked on client and site research, concept development, floor plan layout, furniture, and finish selection, and produced drawings of floor plans, sections, renderings, and other graphics.

### ACTIVITY

#### 2024 Pratt Institute Earth Action Week , Brooklyn, NY

Apr.2024

Thesis project sustainable design exhibited

- Nominated for the sustainable development strategy design of the biophilic multi-sensory healing thesis project, slated for exhibition at the Pratt Institute gallery and online.

#### Intersect Art and Design Fair, Palm spring, CA

Feb.2024

Prefabricated design work exhibited

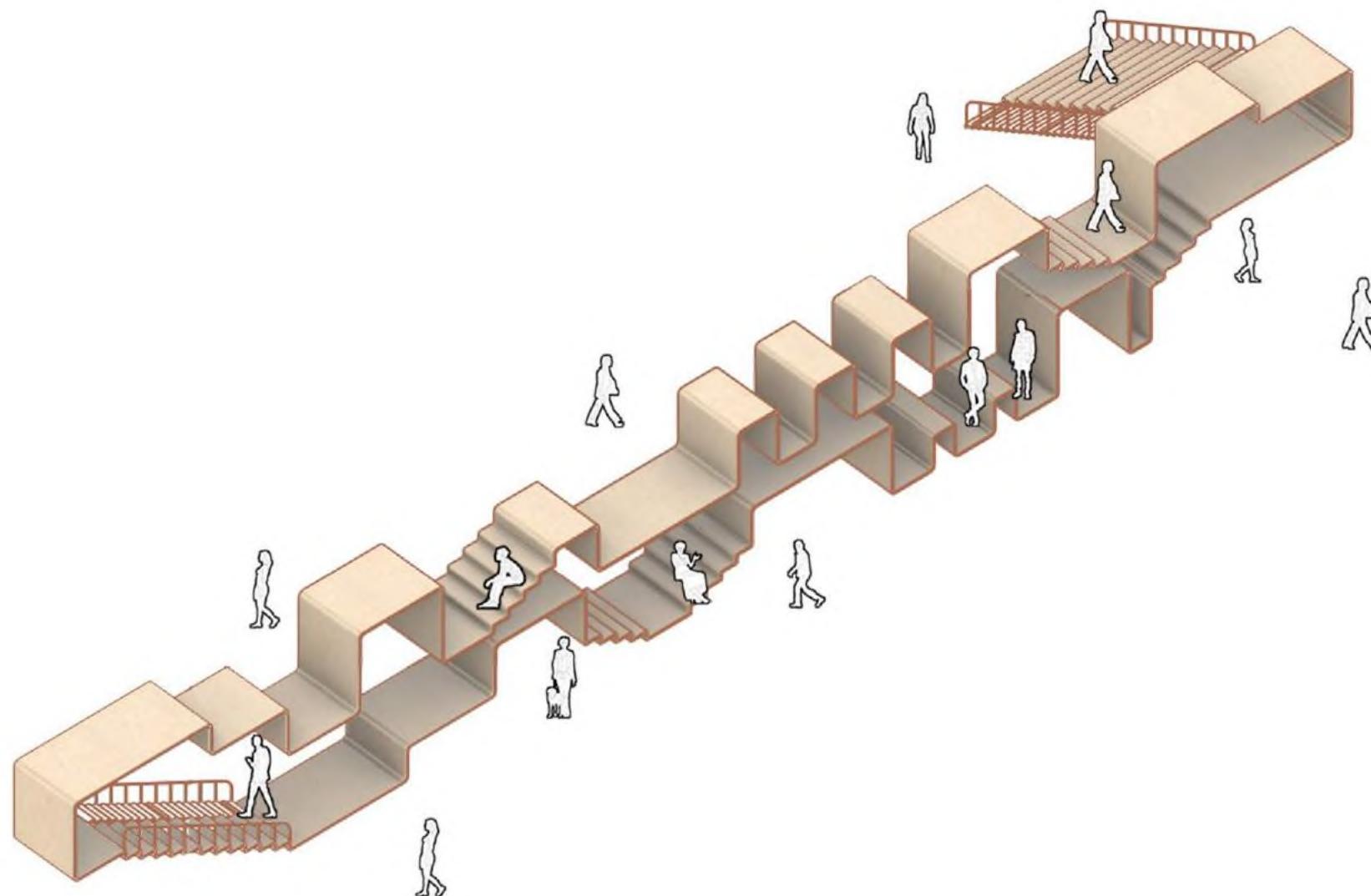
- Designed and handmade fabricated interactive panels that come together to form a prefabricated transportable inhabitable environment.

# THE AGENCY OFFICE

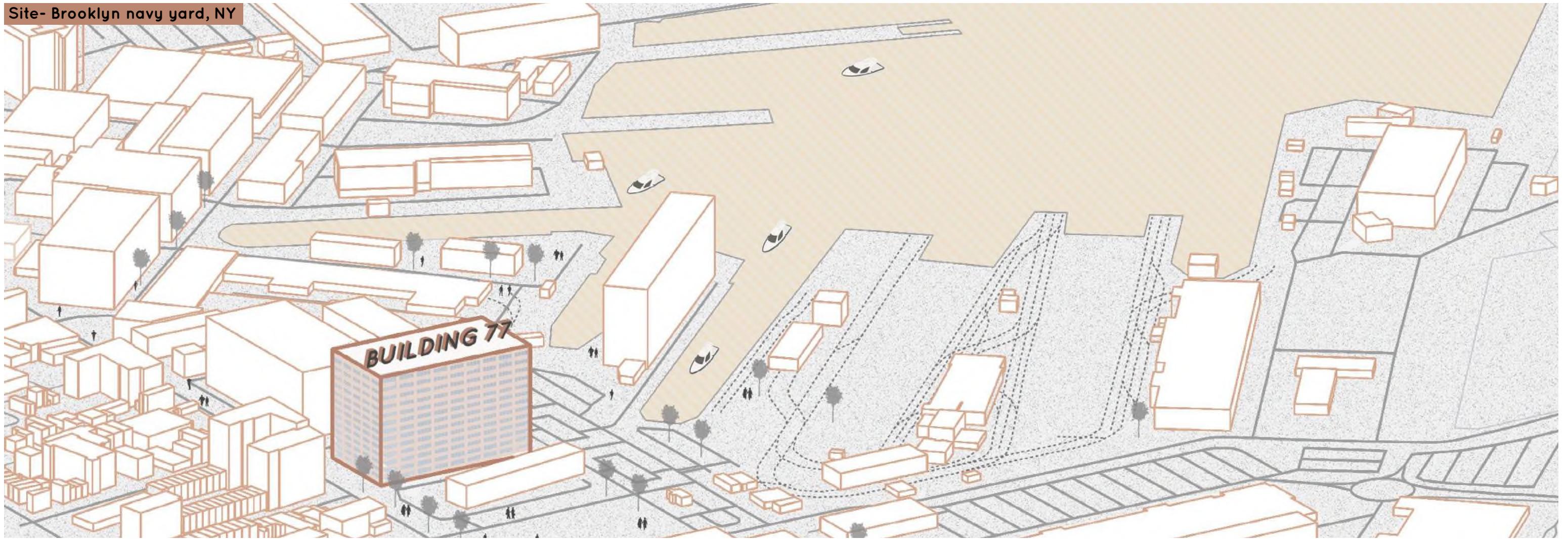
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Building 77, 141 Flushing Ave, Brooklyn, NY 11205

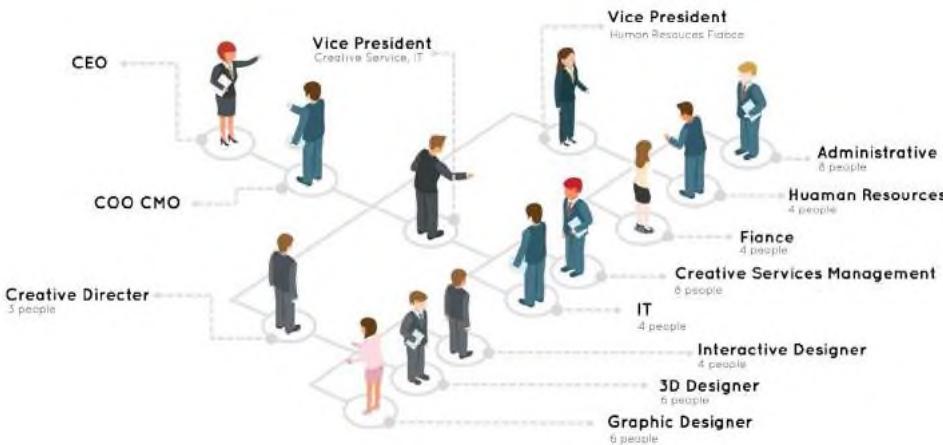
The office design project for the company called The Agency, a creative design and brand strategy consultancy, included two floors of office space and 60 employees. The design was designed to meet the company's organizational structure and office needs. The goal was to create a dynamic office environment that would stimulate enthusiasm and creativity. A variety of office environments cater to different kinds of work and there are many collaborative spaces to promote teamwork. Leisure areas also allow employees to find a balance between work and leisure.



## Site- Brooklyn navy yard, NY



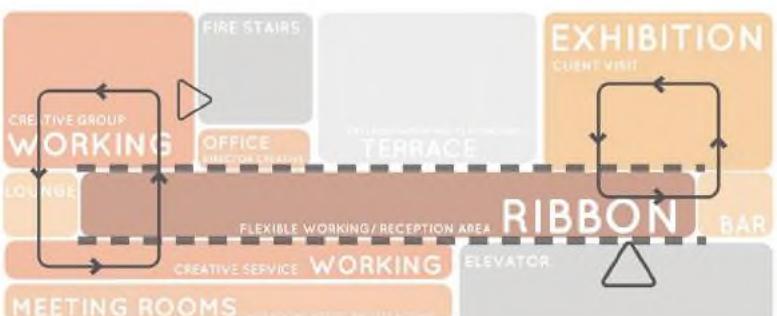
## Company informations



**The Agency** is a design and creative consultancy that provides brands with a range of creative and design-related services such as brand identity strategy, brand design, product design and poster design.

The founders are Eddie Opara (Penragtam), Lisa Atkin (B&B), and Jane Friesen (2x4). They co-founded the agency, a design agency for lifestyle brands, as CEO, COO, and CMO, with 50 employees.

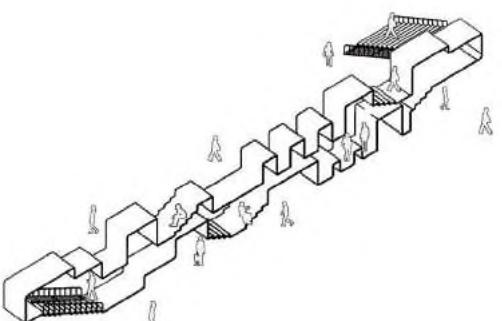
## Program



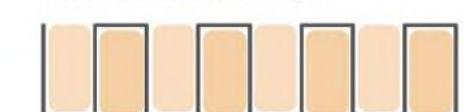
## Concept

The concept is called dynamic space, also known as "**Ribbon**", and is inspired by ribbon-like architectural spaces with a sense of dynamics and ribbon-like amusement facilities.

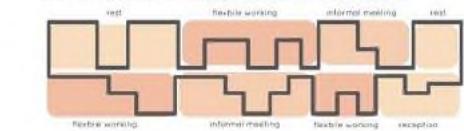
Aim to create a flexible office space and an office that is dynamic and stimulates the **creativity** and **motivation** of the employees. The dynamism of the ribbon in the space served this idea.



**Ribbon**- divide and creat different space



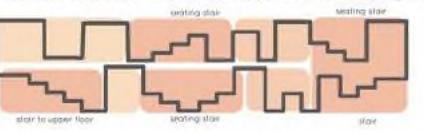
**Identify space**- decide by function and area use

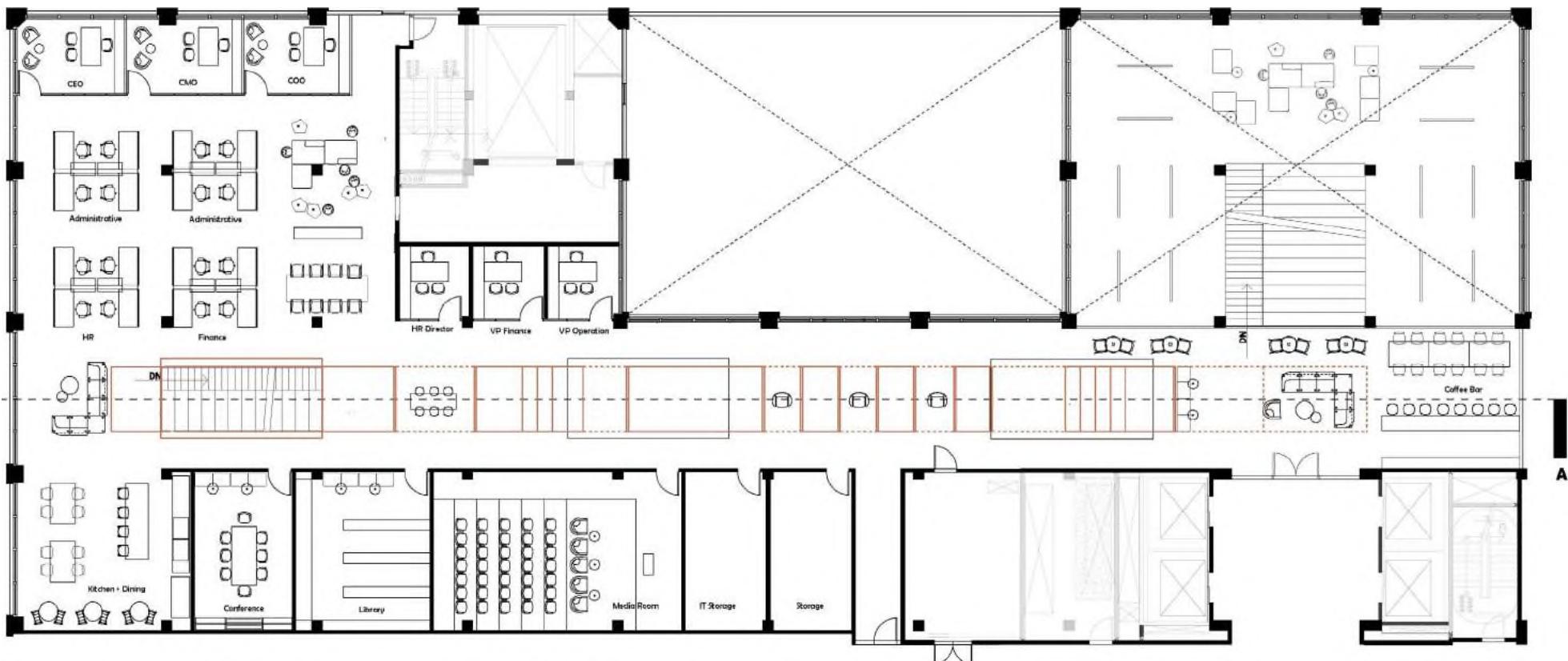
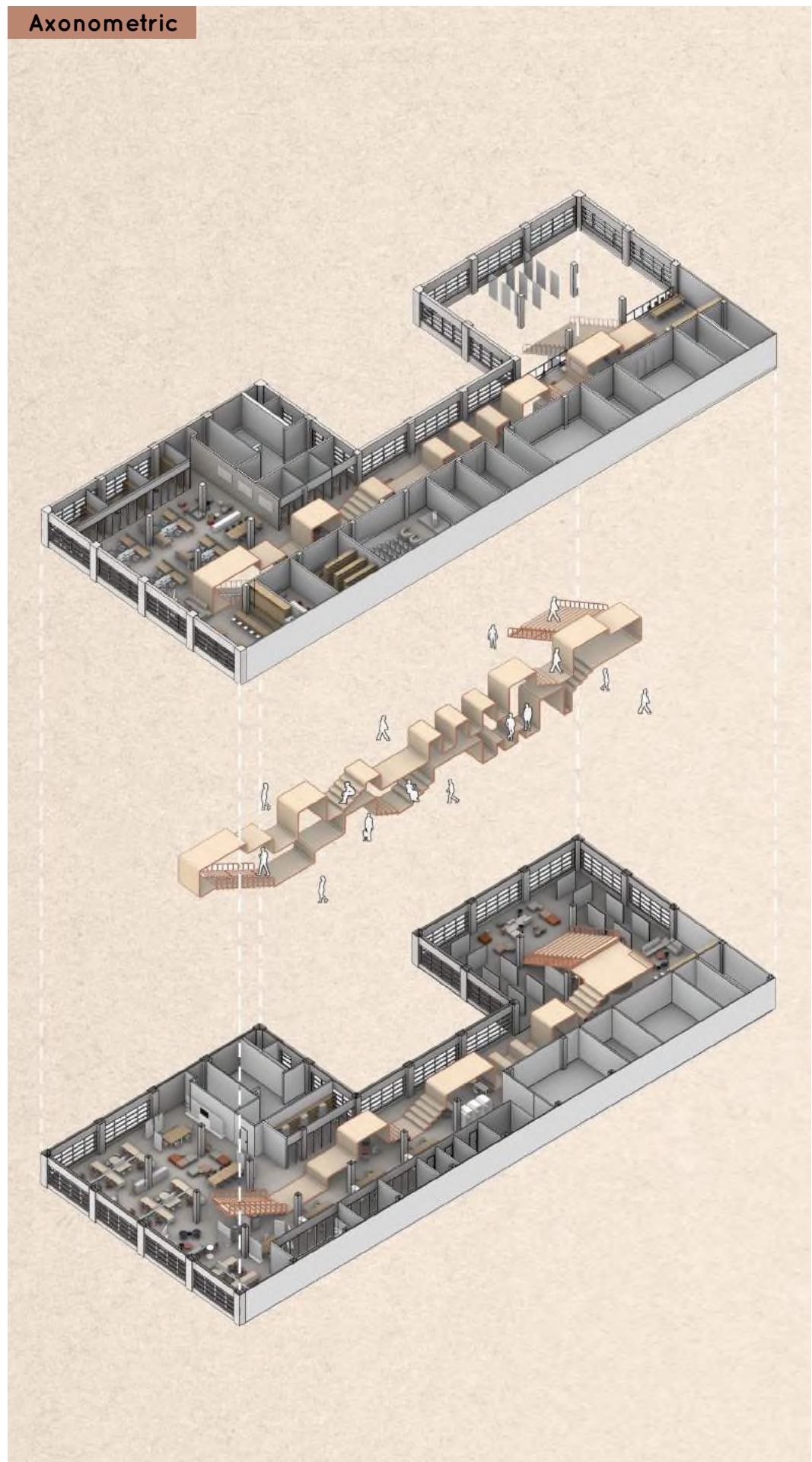
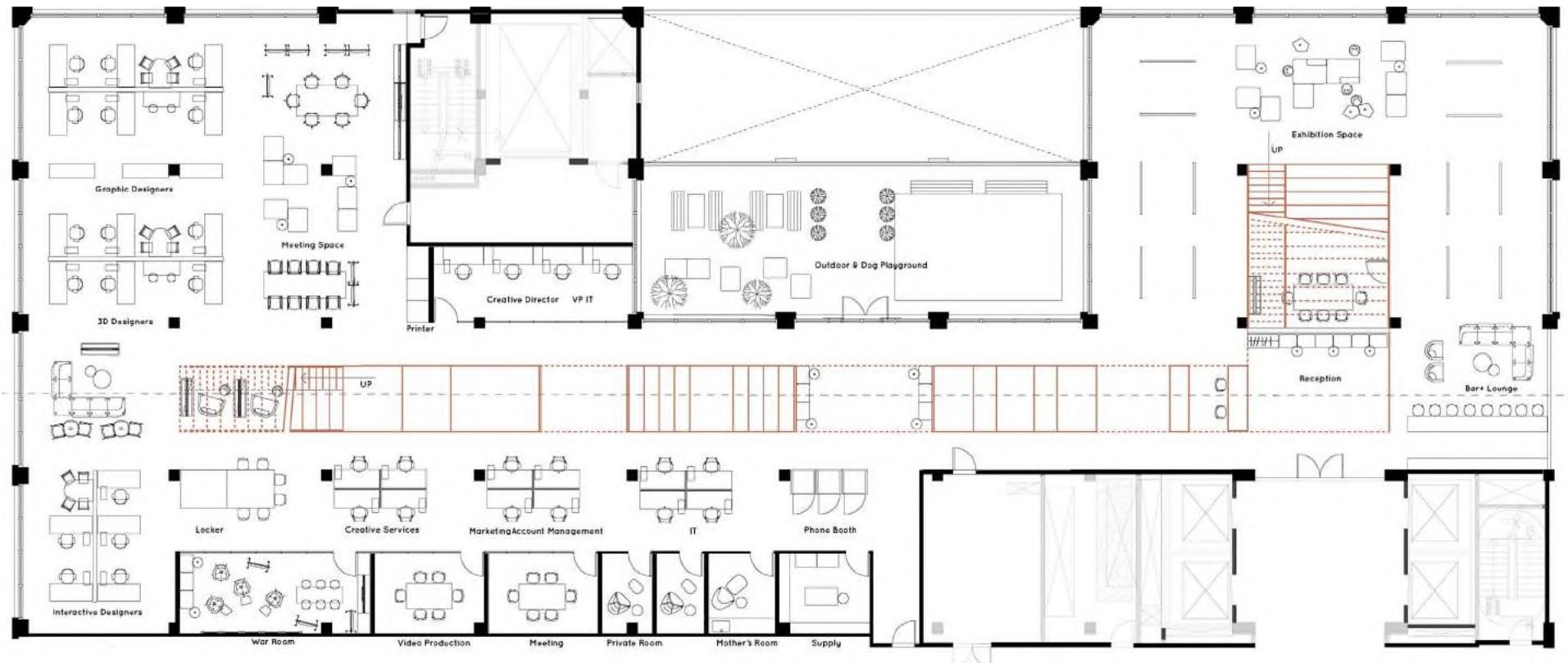


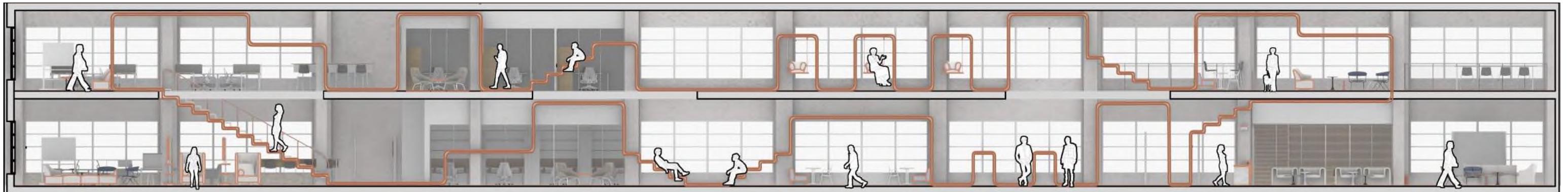
**Divide space**- decide by area of vertical circulation, working, meeting use



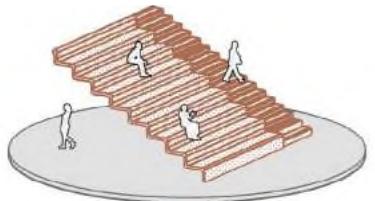
**Add Circulation**- stair add to upper floor with seating stair



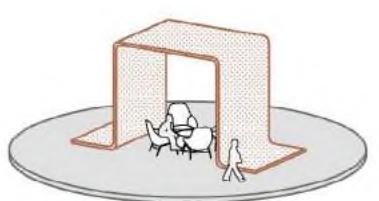




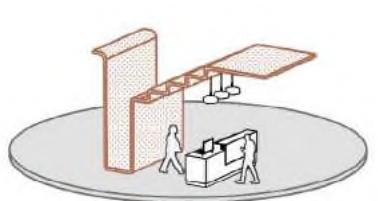
### Section & details



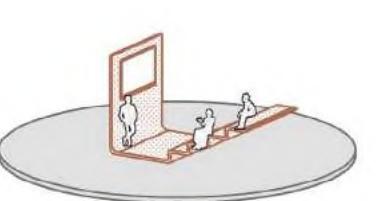
Communal stairs



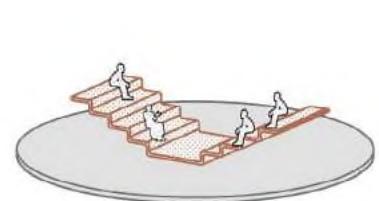
Small Rest Area



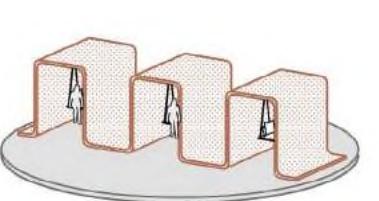
Reception Area



Meeting Space With Media



Informal Meeting Area

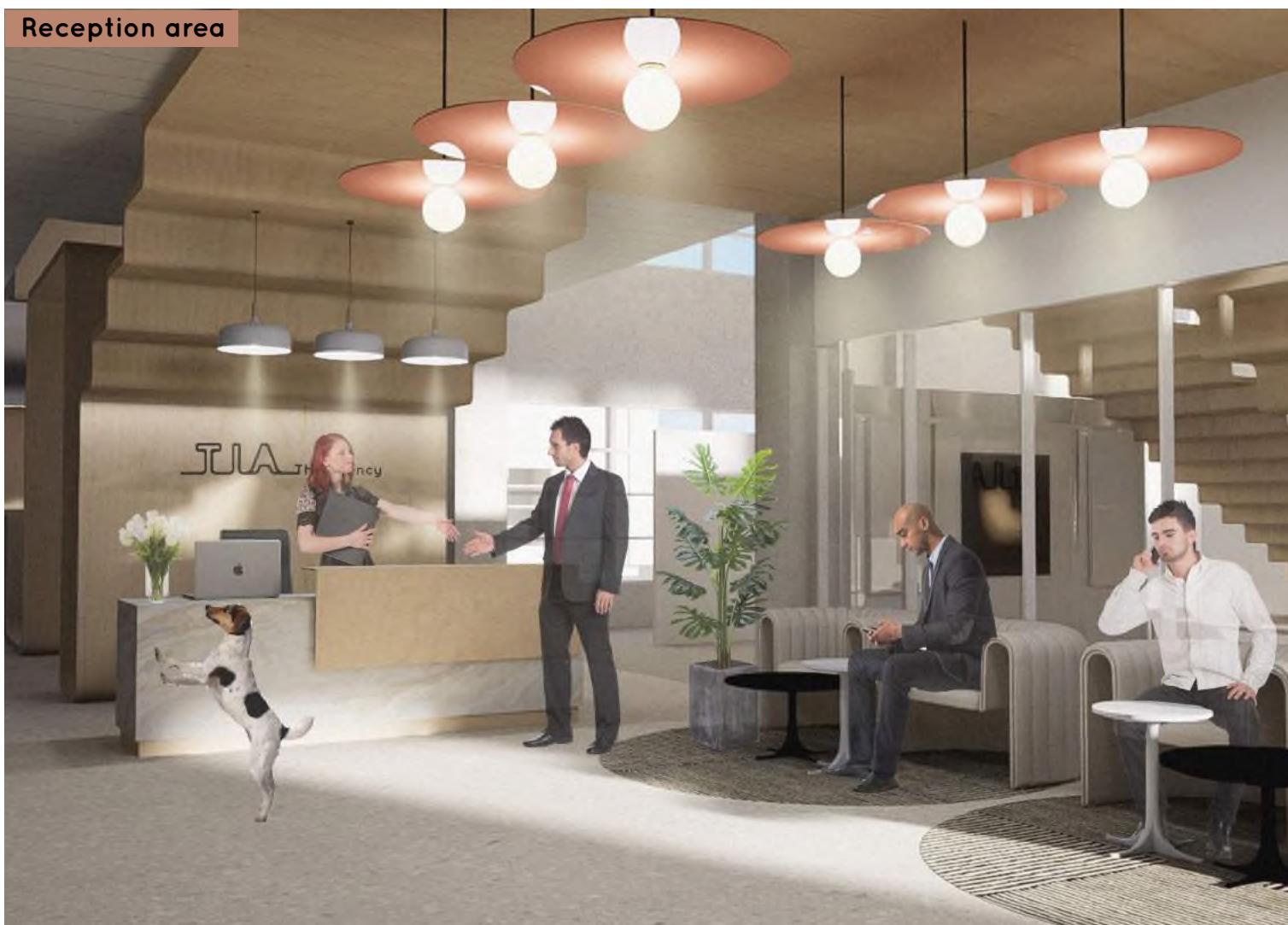


Swing Chair Private Space

The **"Ribbon"** serves as the big concept for the whole design, and the ribbon structure runs through the whole office space. It provides a non-traditional office activity space. It allows people to change their working environment with the flexibility, so that the office does not have to be fixed in their fixed work seats.

The ribbon is in constant transformation and creates different **"functions"**. The brand image is presented to visitors as a reception space. Ribbons also create flexible office spaces for employees, such as informal meeting spaces, small meetings for less than 4 people, private and quiet breakout spaces, etc.

### Reception area



### Working area



### Creative group working space

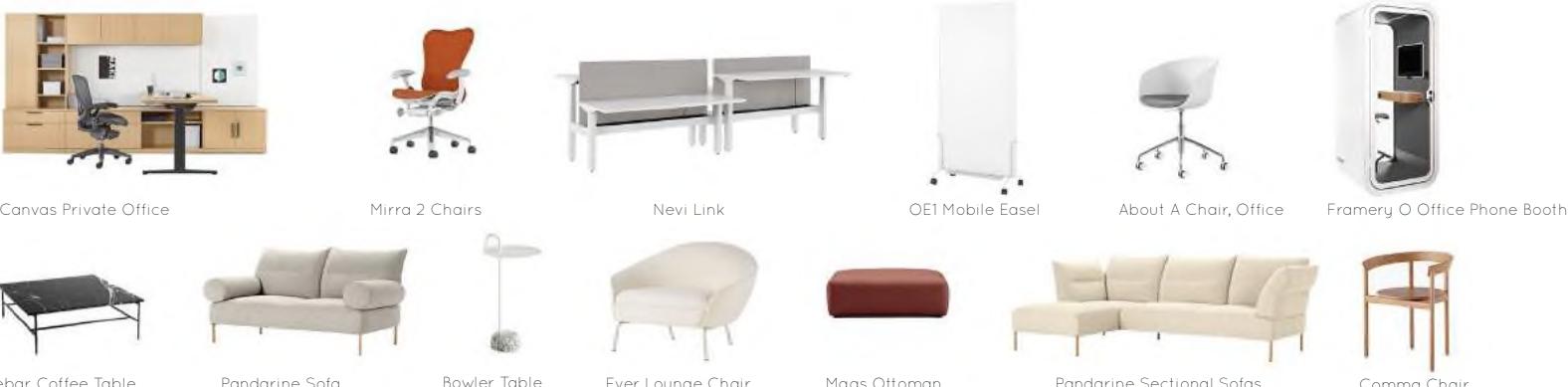


### Material



Interior materials are dominated by orange, which as a warm color helps to increase people's productivity and stimulate creativity. However, the interior does not use excessive orange, which is only used as a color for furniture. A gray terrazzo floor and gray brick walls were added to neutralize the orange's brightness. Cool marble and a dark carpet were added to balance the overall color and materials.

### Furniture



All furniture selections from Herman Miller

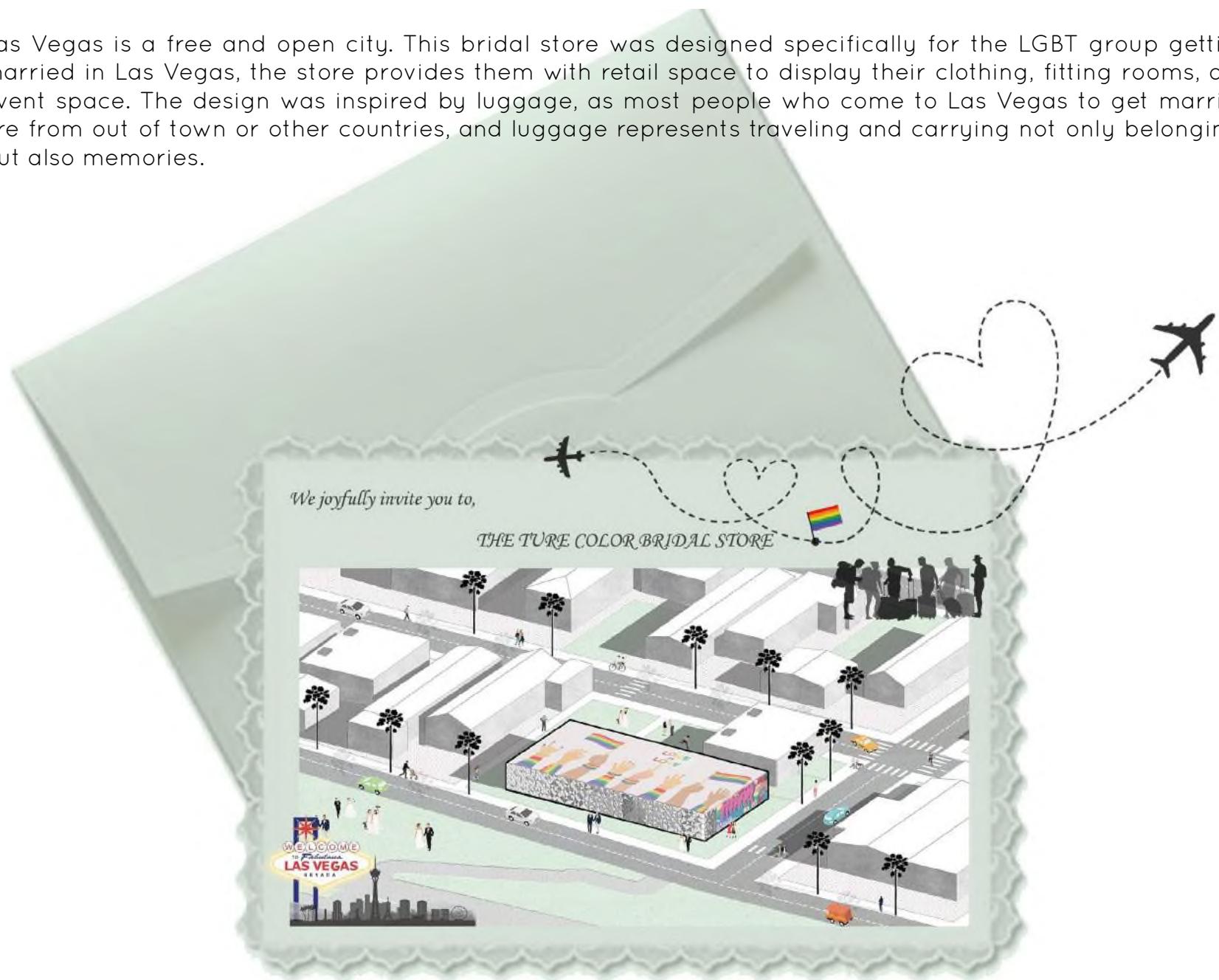
### Exhibition space



# TRUE COLOUR-BRIDAL STORE

S 3rd St & E Imperial Ave Las Vegas, NV 89104

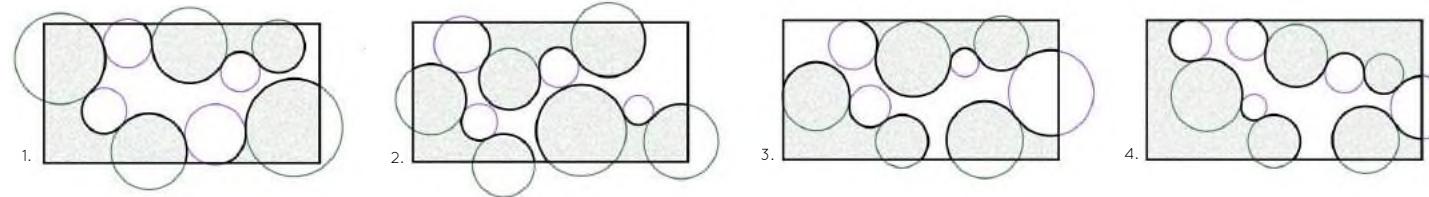
Las Vegas is a free and open city. This bridal store was designed specifically for the LGBT group getting married in Las Vegas, the store provides them with retail space to display their clothing, fitting rooms, and event space. The design was inspired by luggage, as most people who come to Las Vegas to get married are from out of town or other countries, and luggage represents traveling and carrying not only belongings but also memories.



## SECTION



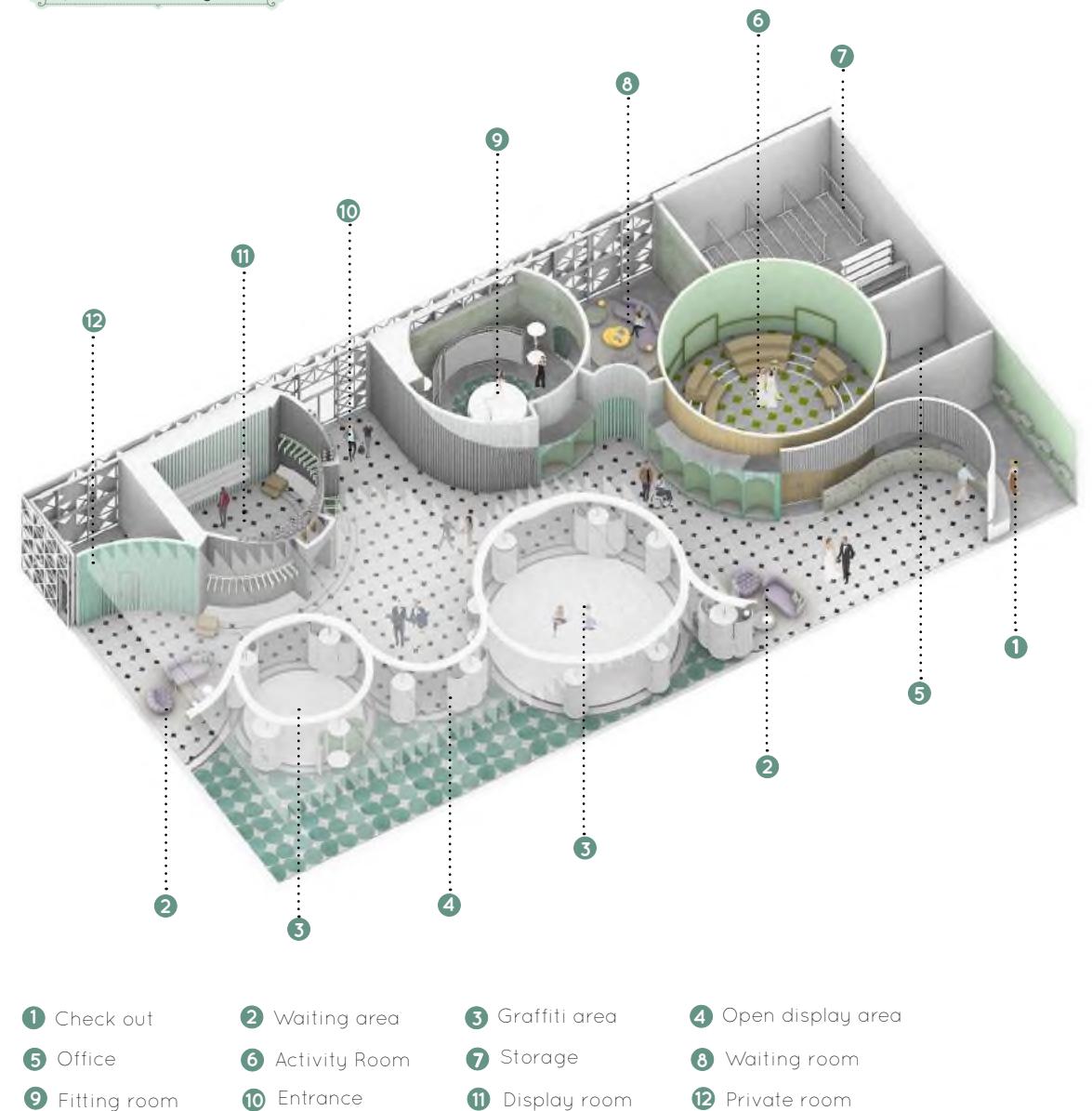
## EVOLUTION OF PLAN



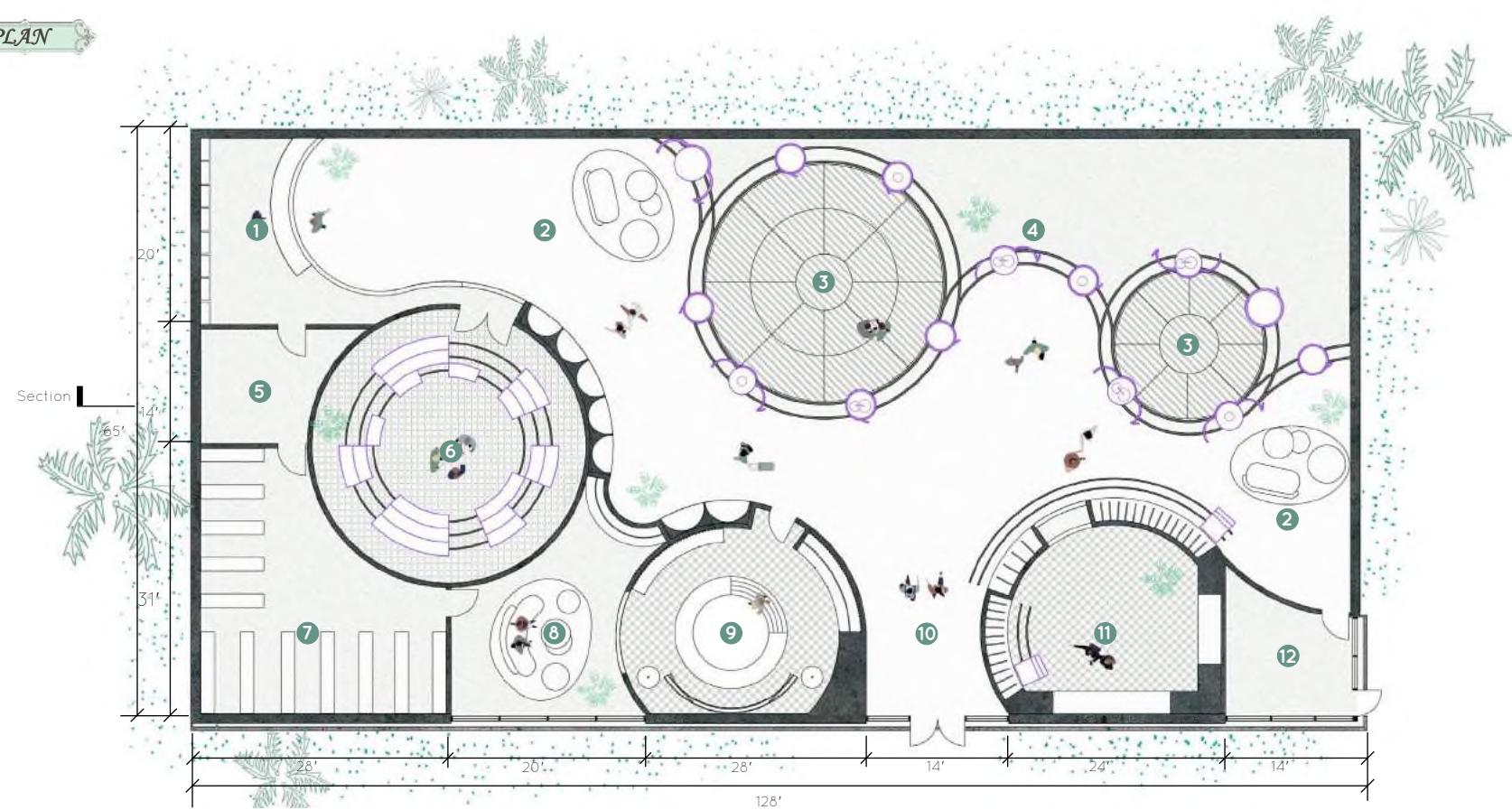
By using circle to cut curves to achieve a soft, elegant, flowing plan inspired by the hemline of a wedding dress. The diagrams tested four different floor plan layout options, and the fourth was ultimately chosen based on flow routes, functionality, and aesthetics.

Started by defining the functional divisions, arranging the luggage display area, the general display area, the activity room, and the private dressing room and waiting room. The aim was to divide the entire floor plan into three sections.

## AXONOMETRIC



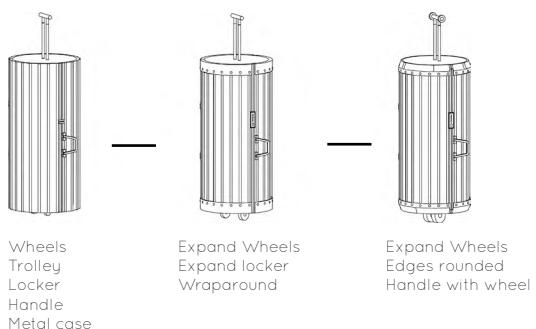
## PLAN



① Check out	② Waiting area	③ Graffiti area	④ Open display area
⑤ Office	⑥ Activity Room	⑦ Storage	⑧ Waiting room
⑨ Fitting room	⑩ Entrance	⑪ Display room	⑫ Private room

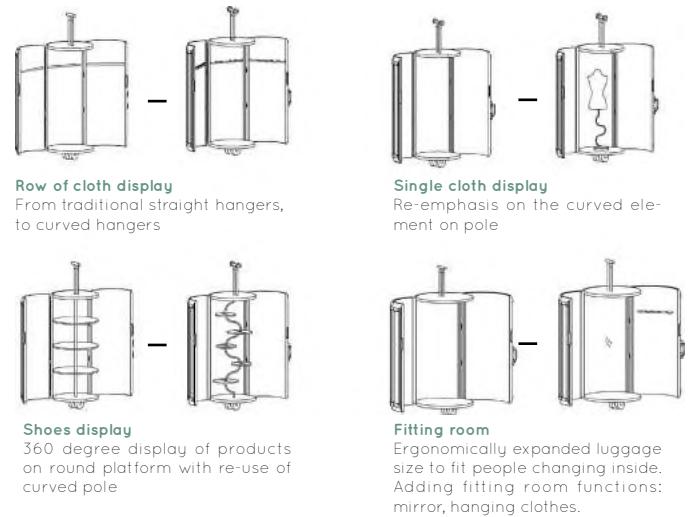
## MONOMER luggage details

### Evolution of luggage form



The luggage plays a role as an important element in the concept and space of the design, embodying the concept and serving the function. The design was initially created by extracting elements from real luggage to simulate the shape of the luggage in the design, including the trolley, lock and metal shell etc.. Details were added through the evolution of the shape.

### Luggage with function



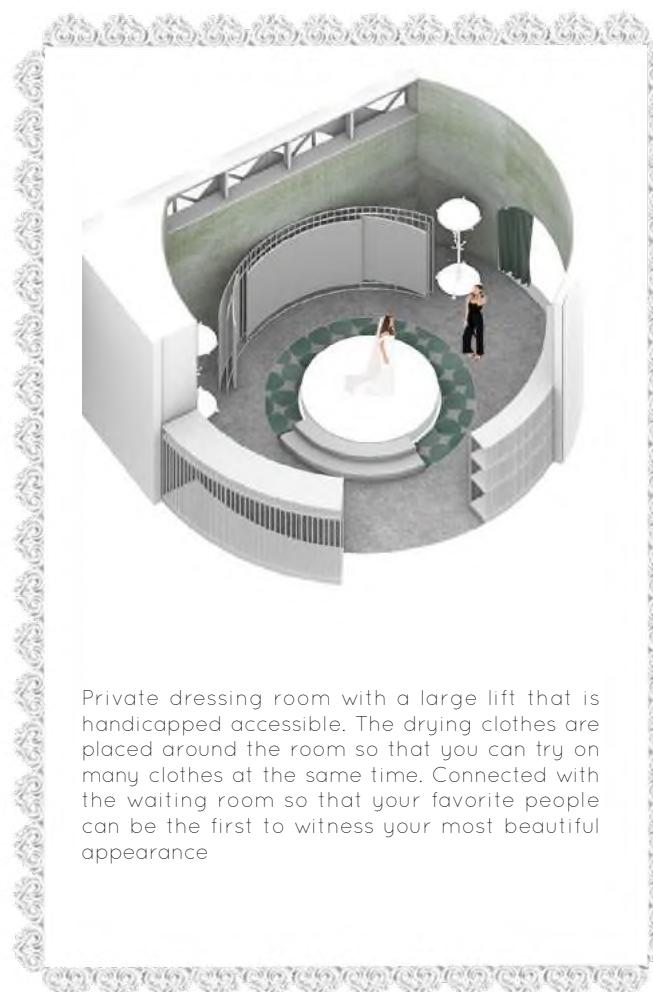
## AXO-luggage & Track



The individual luggage are linked by track. The wheels on the bottom and trolley of the luggage link the ground track and the ceiling track. The tracks act in a loop so that the individual luggage can move in a certain direction. The **movable luggage** allow for the **free arrangement of the display**. Bringing the suitcases together in one place also creates an open space. The removable luggage dressing room **makes dressing more ritualistic** and people can wait for a loved one to surprise you with a removable suitcase.



### DRESSING ROOM



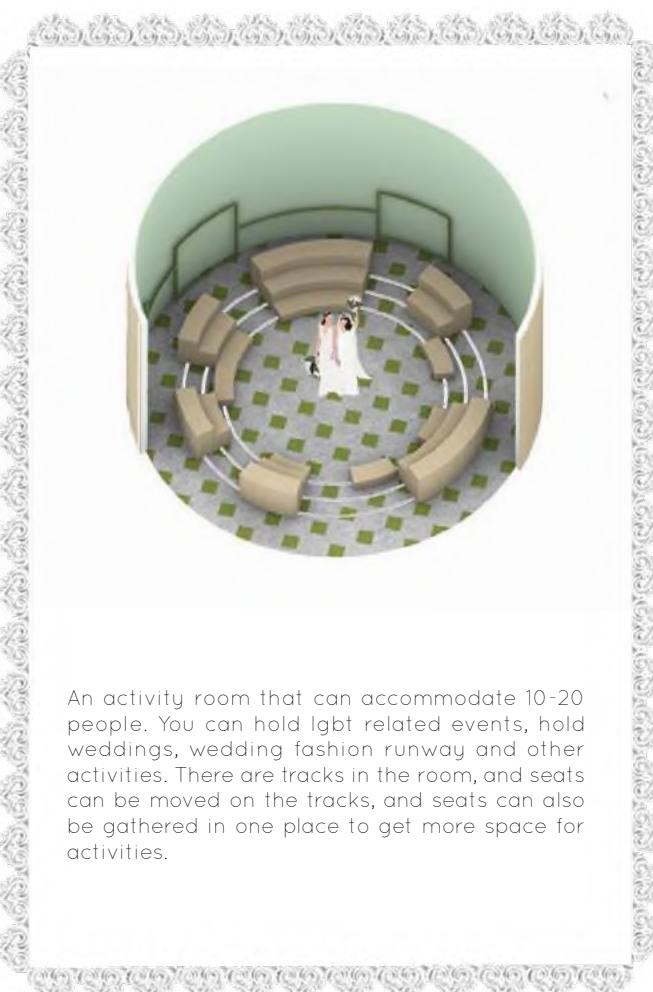
Private dressing room with a large lift that is handicapped accessible. The drying clothes are placed around the room so that you can try on many clothes at the same time. Connected with the waiting room so that your favorite people can be the first to witness your most beautiful appearance

### WAITING ROOM



Spacious, comfortable, waiting room with plenty of natural light cover. connect to the dressing room. It provides the best waiting and relaxation area for you.

### ACTIVITY ROOM

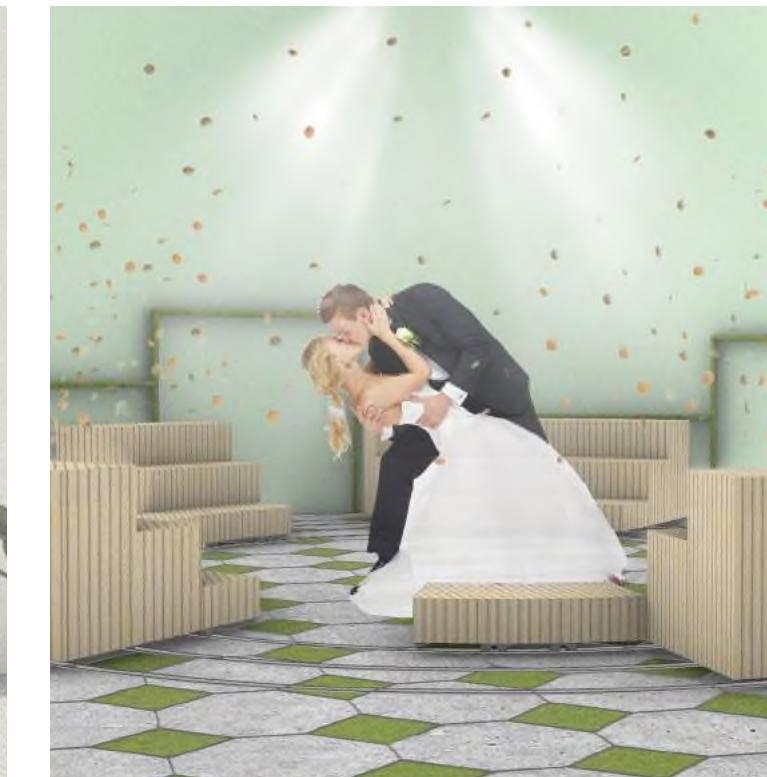


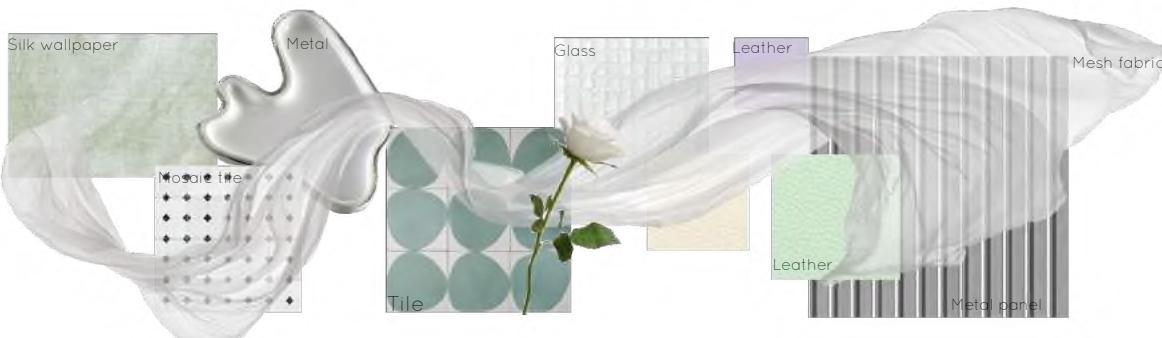
An activity room that can accommodate 10-20 people. You can hold lgbt related events, hold weddings, wedding fashion runway and other activities. There are tracks in the room, and seats can be moved on the tracks, and seats can also be gathered in one place to get more space for activities.

### RETAIL AREA



Semi-open retail area. Divided into two functions: hanger display and shelf display. The hangers can be pulled out like luggage for easy access to clothes. There are also tracks in the hanger area. Movable stairs on the track can help you to take clothes more conveniently.





Since Las Vegas is characterized by a hot climate, and the geography of a desert city. The choice of materials was based on the concept of cooling and coolness, using mostly cool colors and a lot of green to bring nature and coolness to the interior. The visual and tactile sensations of the materials were also chosen from metal, glass, porcelain, leather these hard, smooth surface. It is hoped that the above materials will allow customers to experience a cool, clean and green environment in their senses, and increase the length of their stay and enhance their experience.

Let us witness your love story and help you prepare for your wedding!

We looking forward meeting with you in Las Vegas!

Love Wins!

# FLOATING HABITATS

Napeague Harbor, East Hampton, NY.

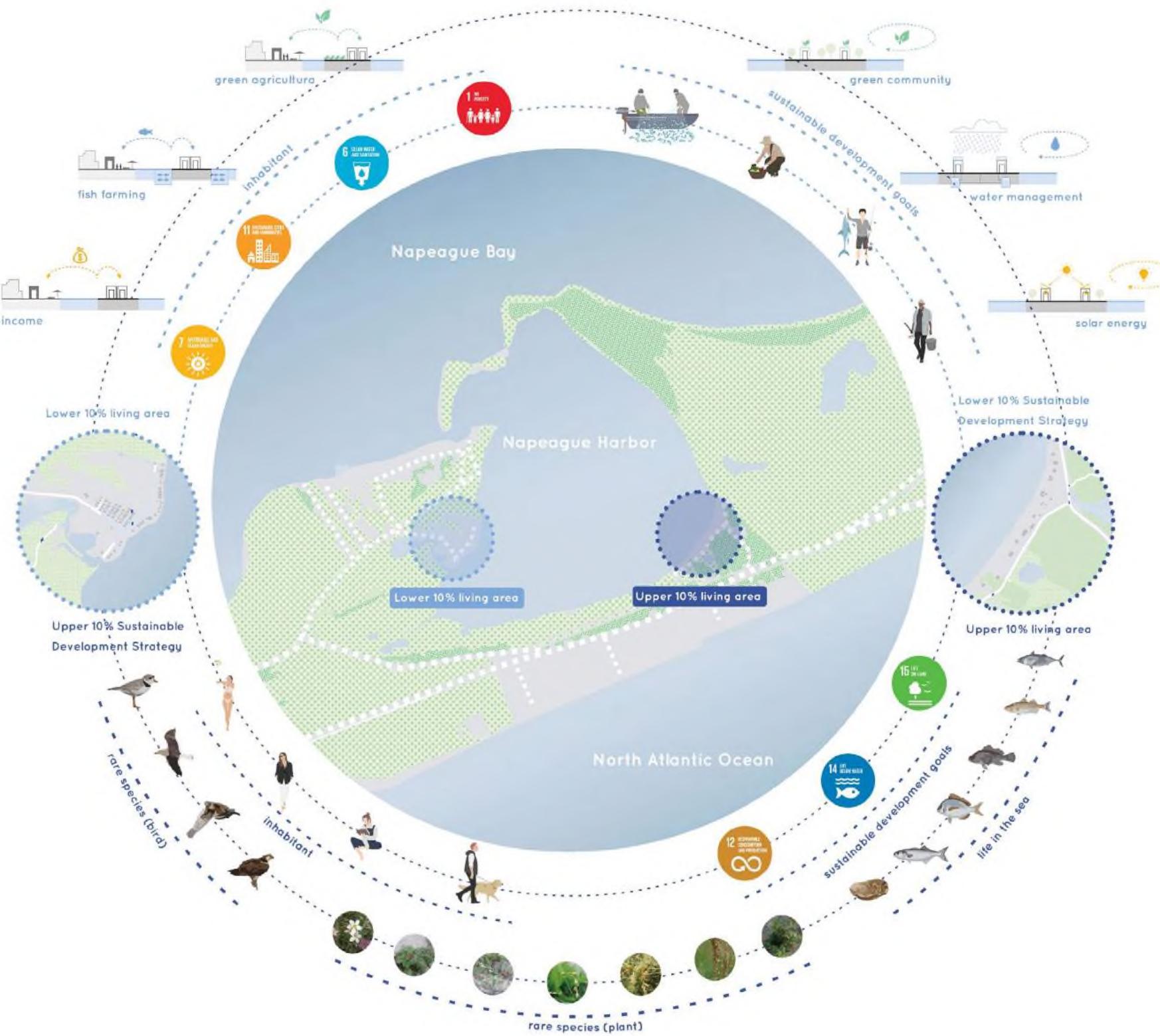
## Lower 10% inhabitant

Sustainable living in self-sufficiency

The goal of the design is to provide self-sufficient sustainable communities, green agriculture, fish farming, water recycling systems, and energy access are all endpoints of the design. Providing employment and a source of income for the local poor, as well as affordable energy. At the same time providing low-cost, sustainable modular housing that can be customized to fit people's budgets and household needs, with flexible construction and furnishings, as well as environmentally friendly materials.

## Upper 10% inhabitant

Sustainable living in biosphere



The design aims to create a harmonious and sustainable living experience in the biosphere. The interior design concept incorporates elements of biophilic design in three ways (direct experience of nature, protection of biodiversity, and biodynamic experimentation). This design approach connects residents to nature by incorporating biosphere elements (life on the ground, life in the air, and life underwater) into living spaces. The design promotes responsible consumption, biophilic design, and social responsibility, creating a space that not only meets the needs of its inhabitants, but also supports the health and well-being of the planet,

## Lower 10% inhabitant



## Client background



- 15 families ranging from 2-6 people per family.
- Low-income people, fishing and oyster farming as a source of income.
- Live in affordable housing on the beach, but houses are very vulnerable to hurricanes.
- They live far from stores, which makes daily purchases inconvenient, and rely on subsistence living.
- Desire to change the current living environment to be safer and more fisheries friendly.

## Concept

### Sustainable community design concept



Green farming



Green community



Fish farming

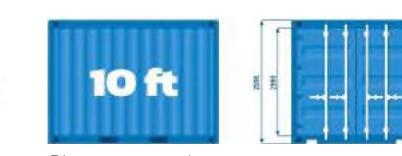


Water management



Agricultural income

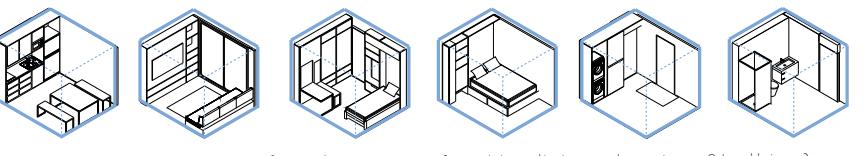
### Housing design concept



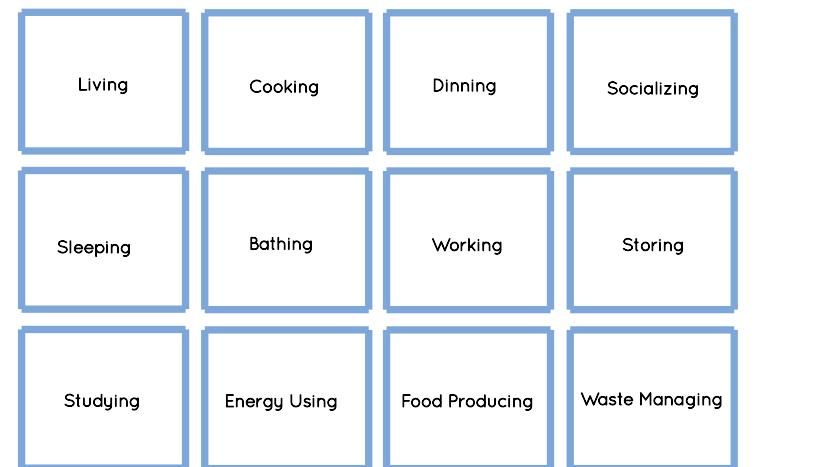
Shipping container



Modularized & customized housing

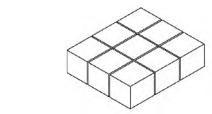


Modular rooms with different programs(cooking, living, sleeping, & bathing)

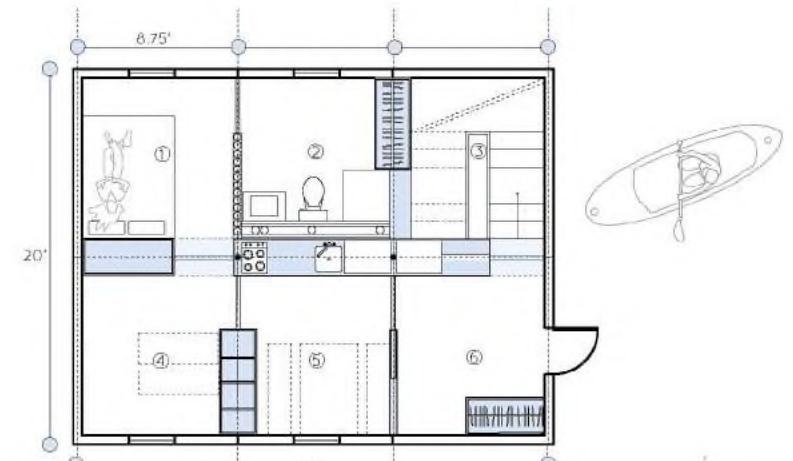


Develop a home based on family room needs.

## Floor plans



(1 person)  
Single unit plan



### Notes:

1. Only three reference floor plans are listed above, based on three typical family situations. The actual home can be customized according to the customer's actual family situation, as well as personal preferences.

2. Drawings (section, axonometric, perspective) below are referenced to standard unit plan.

① Sleeping (Master)

② Bathing

③ Stair

④ Working

⑤ Cooking + Dining

⑥ Socializing

⑦ Living

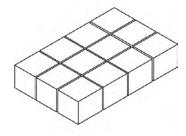
⑧ Recreating

⑨ Sleeping (children)

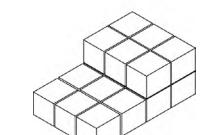
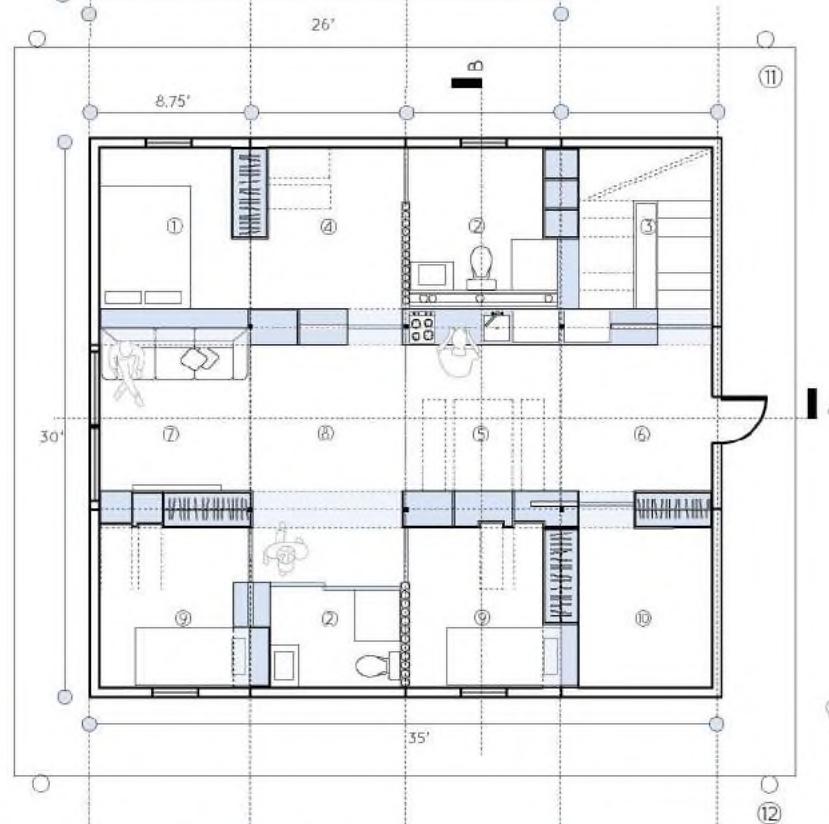
⑩ Storing

⑪ Docking

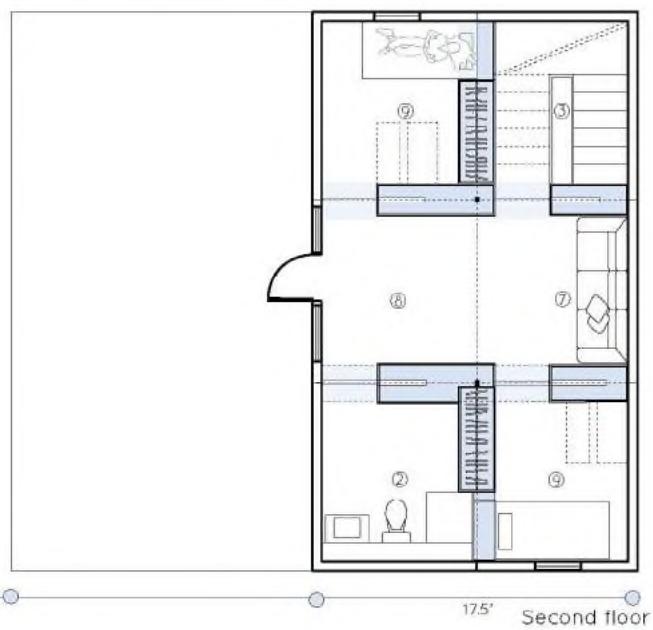
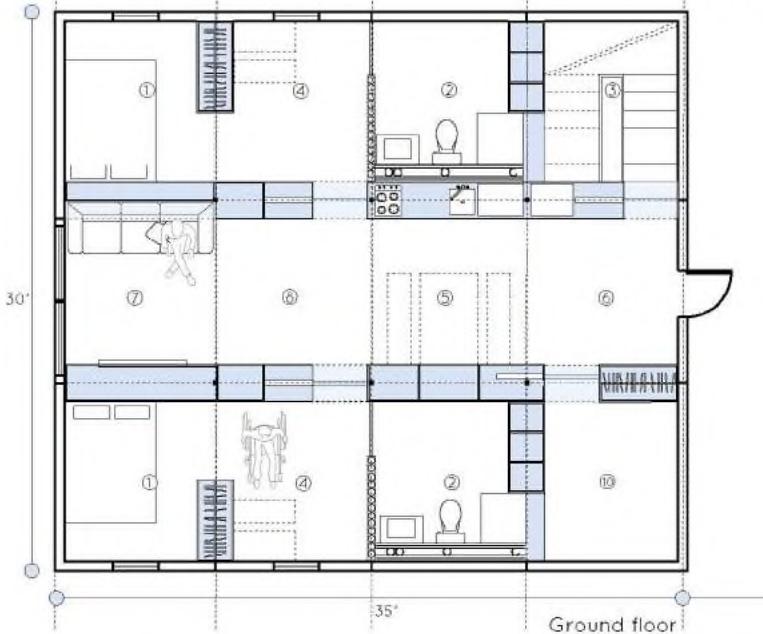
⑫ Piling



(2 parents 2 child)  
Standard unit plan



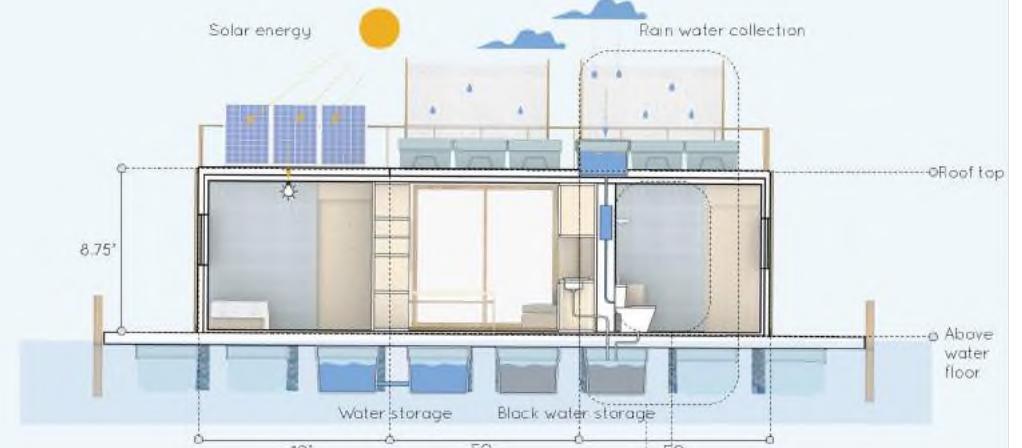
(2 parents 2 child 2 elders)  
Deluxe unit plan



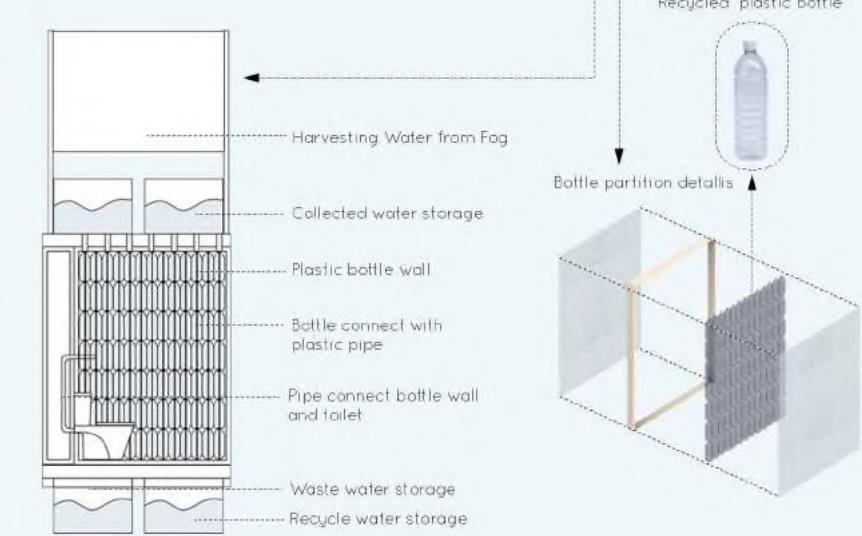
## Section A



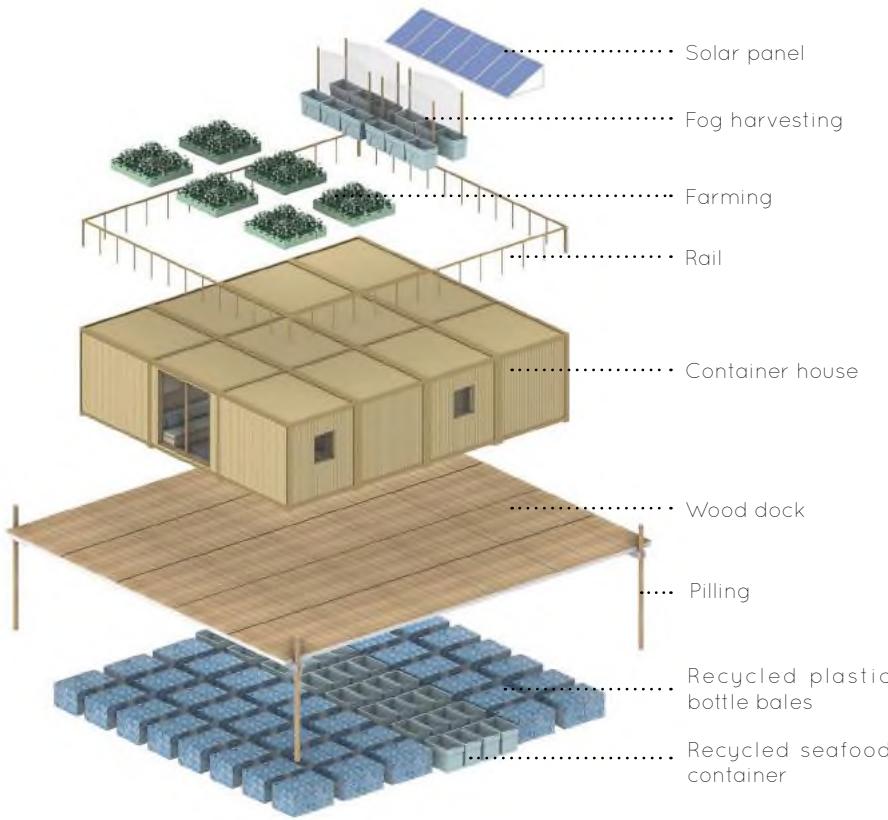
## Section B



## Water journey & partition

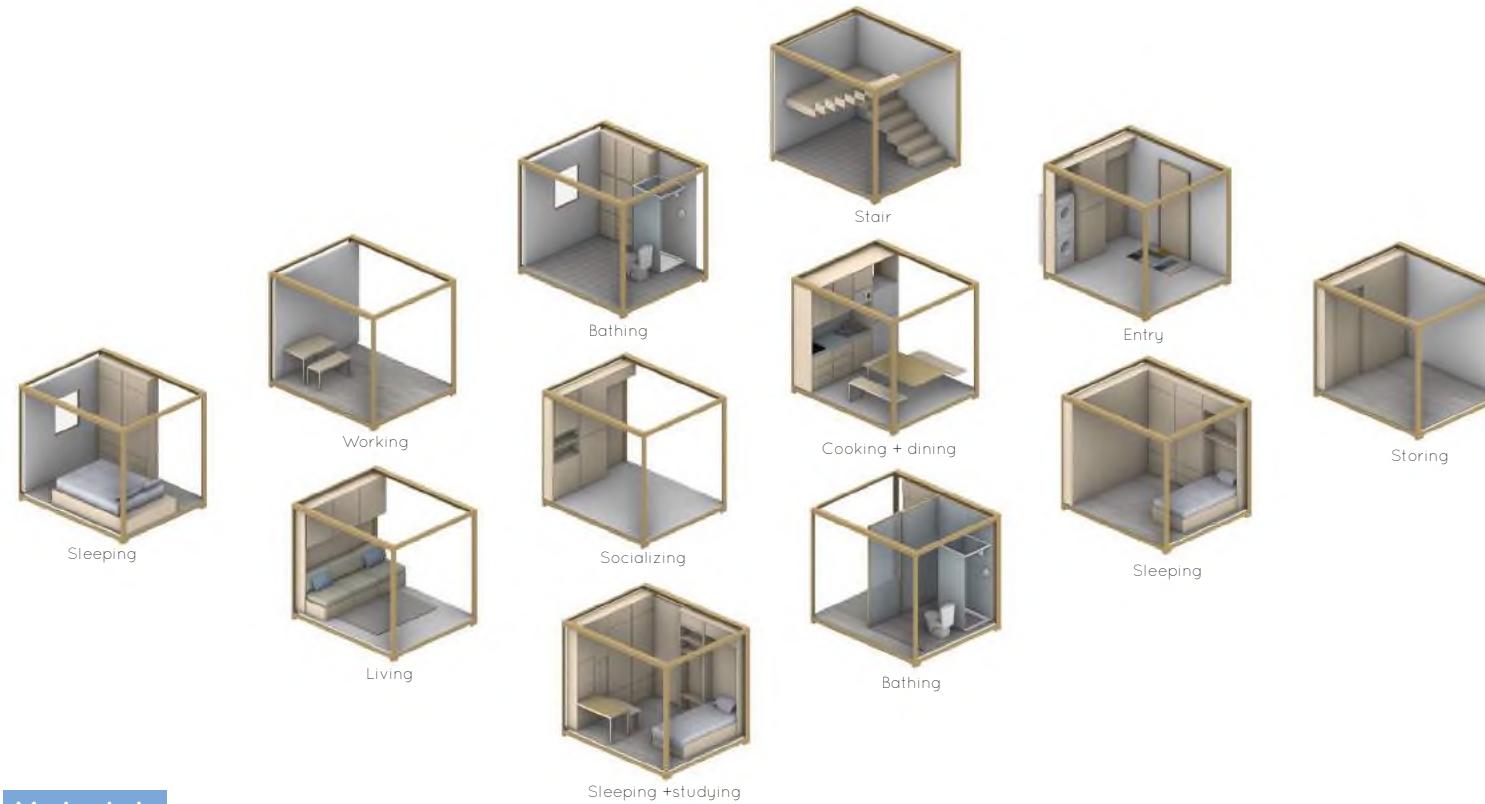


## Explored axonometric



Recycled shipping containers were used to build the house, recycled plastic water bottles were chosen for the floats, and recycled seafood containers were used for the water collection. Recycled materials were also used for all interior materials, such as partition made of ocean plastic, concrete floors made of seafood shells, and recycled and bio material for fabrics. This ensures affordable materials for the inhabitant and follows the concept of sustainability.

## Axonometric- modular



## Material



## Build-in furniture



Since the waves can make the houses on the sea sway, all the furniture is prefabricated build-in furniture, which ensures its stability, as well as affordability for the inhabitants. The furniture is flexible and can be adjusted and folded in cabinets.

## Cooking+dining



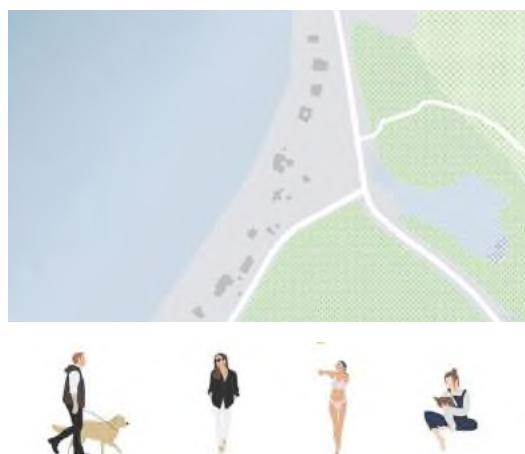
## Bedroom



## Upper 10% inhabitant



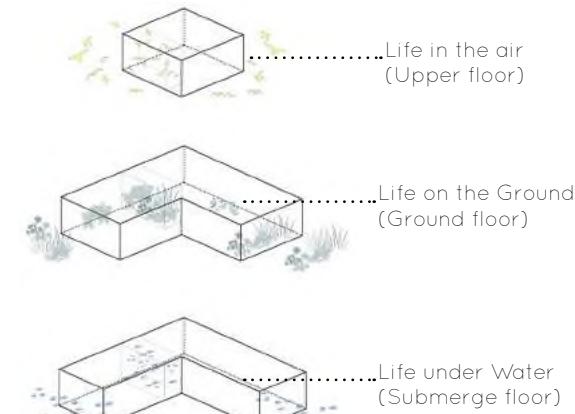
## Client background



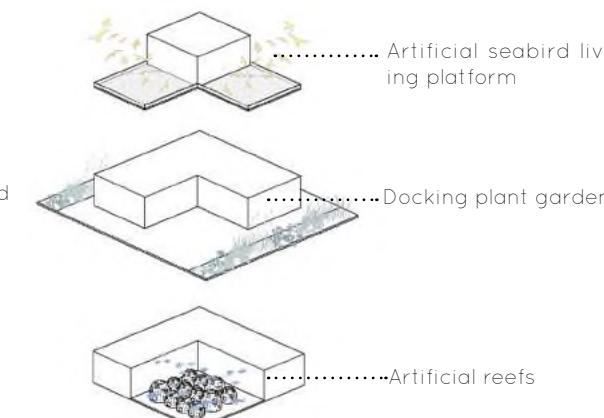
- 4 family members, dad, mom, two college aged daughters and a dog.
- High-income, highly educated, social elite.
- Live in a villa by the sea, have a yacht, enjoy doing water sports.
- There is a housekeeper who buy their necessities, and cleans and cooks for them.
- Have an unlimited budget for a house on the sea and just want to experience the joy of living on the sea.

## Concept

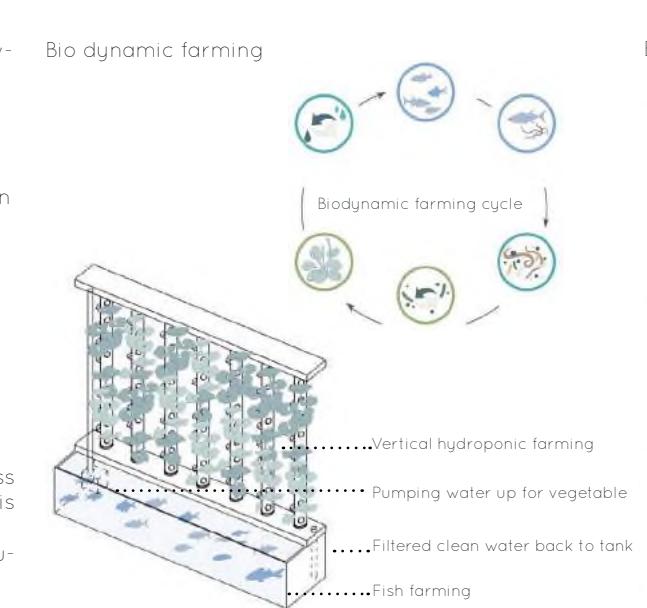
### • Sustainable living in biosphere



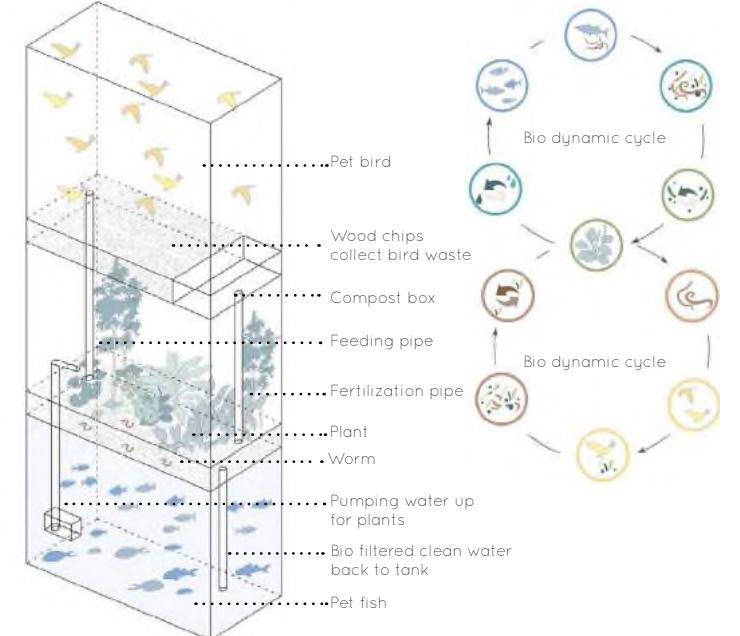
### • Biodiversity protection ( exterior)



### • Biodynamic strategies (interior)



### Bio dynamic interior landscape



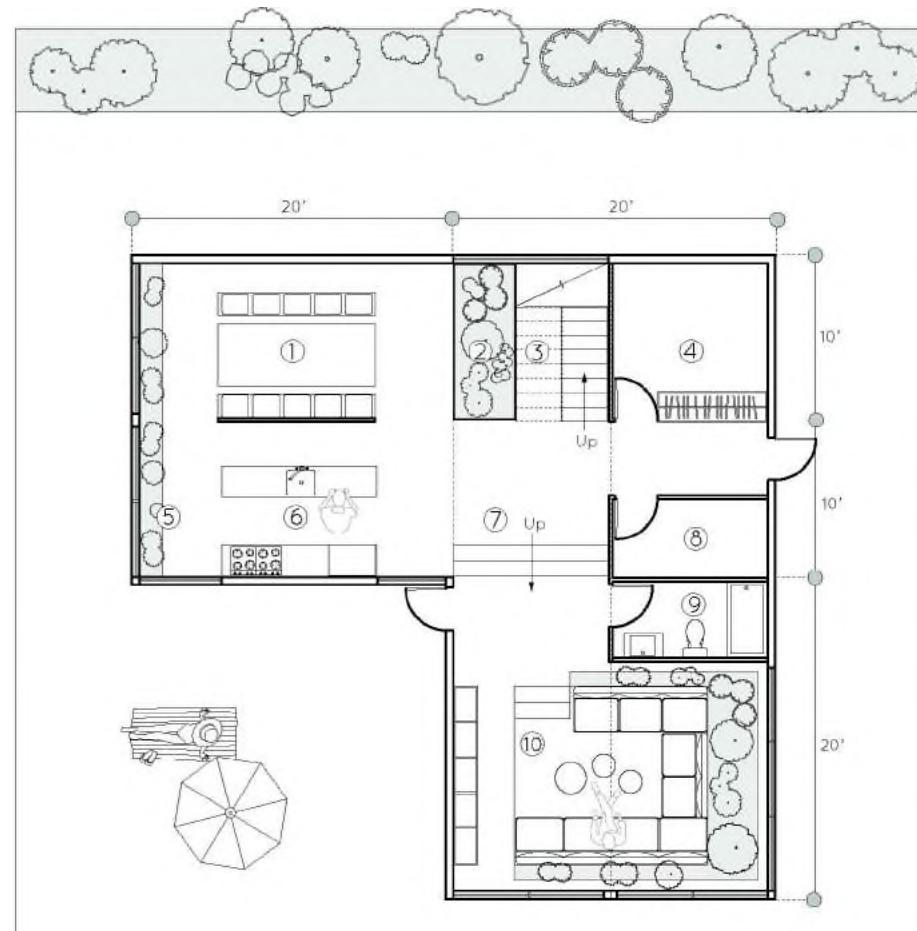
Designed to create a harmonious and sustainable living experience in the biosphere and to raise awareness of people's responsibility for the sustainable development of the environment, the interior design concept is based on three aspects:

• **Direct experience of nature:** Incorporating natural elements such as plants, living wall, Aquarium, and natural materials into the living space

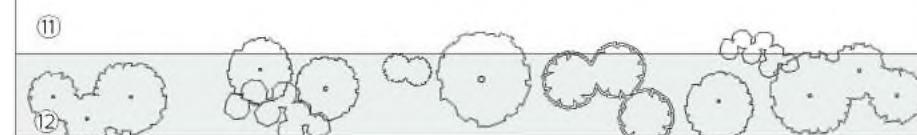
• **Biodiversity Protection:** Use of man-made intervention techniques to protect local biodiversity.

• **Bio dynamic experiments:** The design experimented with bio dynamics in the interior space, utilized in indoor farming, and indoor landscaping. The design also incorporates principles of permaculture, such as the use of organic and sustainable farming practices, to create environments that are self-sustaining and promote biodiversity.

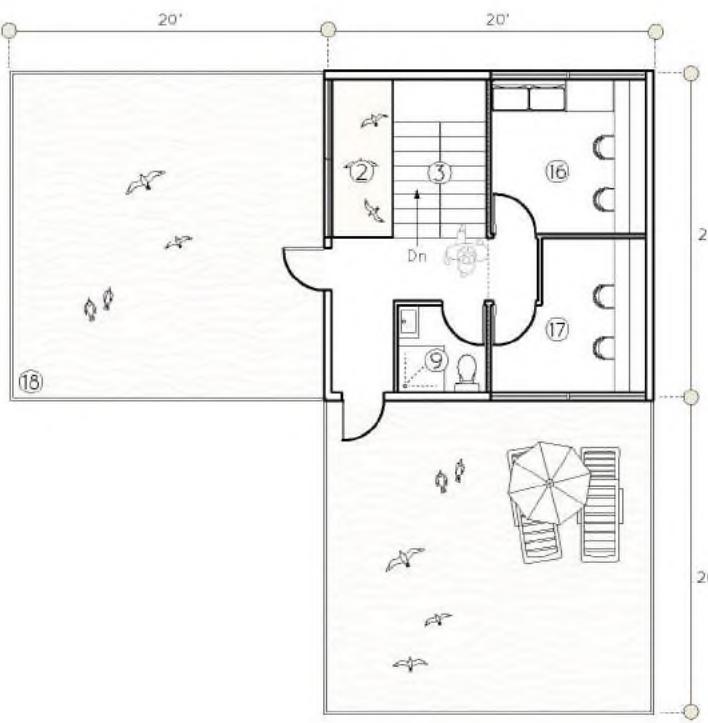
## Floor plans



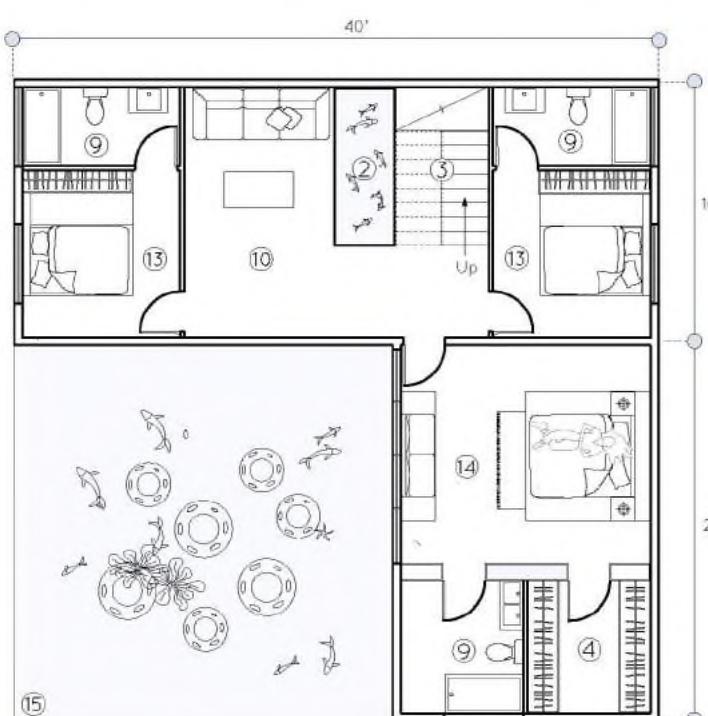
Ground floor  
(Life on the ground)



- ① Dining
- ② Interior landscape
- ③ Stair
- ④ Storing
- ⑤ Interior Farming
- ⑥ Cooking
- ⑦ Socializing
- ⑧ Mechanical
- ⑨ Bathing
- ⑩ Living
- ⑪ Docking
- ⑫ Exterior garden
- ⑬ Sleeping (children)
- ⑭ Sleeping (Master)
- ⑮ Artificial reef
- ⑯ Working
- ⑰ Studying
- ⑱ Sea bird platform



Upper floor  
(Life in the air)



Submerge floor  
(Life under water)

## Axonometric



Exploded axonometric



## Dining



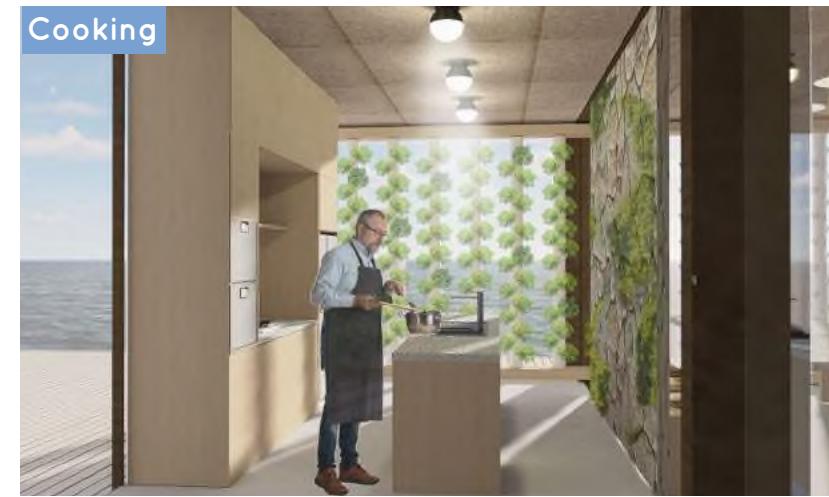
## Living



## Bathing



## Cooking



## Sleeping

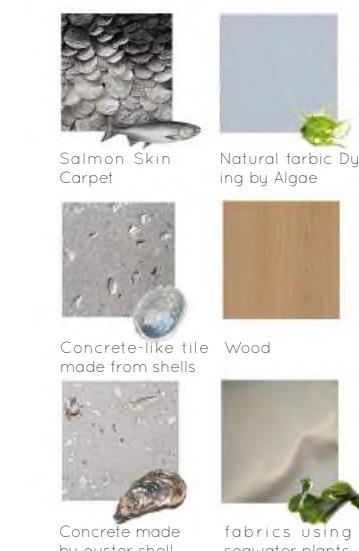
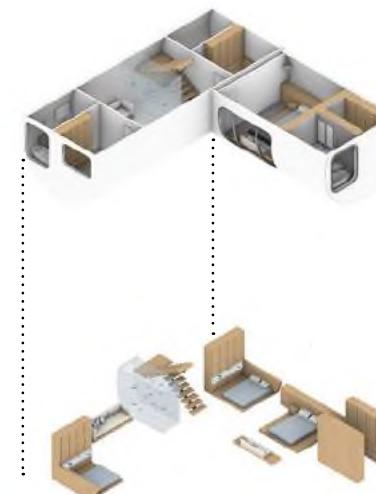


## Explored axonometric & material

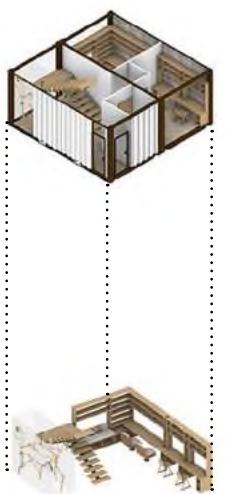
Life on the ground (Ground floor)



Life under water (Submerge floor)



Life in the air (Upper floor)



Since the waves can cause the house on the sea to sway, all the furniture is prefabricated built-ins. This ensures the stability and safety of the furniture, yet allows it to be formulated according to the needs of the occupants, such as shelf tables and chairs for work and study, kitchen and dining room cabinets, as well as beds and closets.

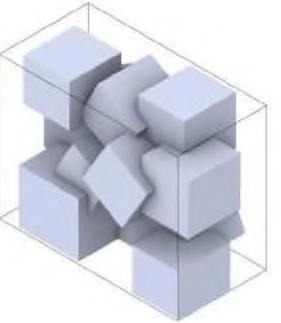
Interior materials are chosen based on the concept of environmentally friendly, sustainable and biologically made materials. The choice of materials for each floor is also based on the concept of that floor (life on the ground, life under water, and life in the sky). For example, for the ground floor, panels made from peanuts and sunflower waste were chosen, as well as fabrics made from plants such as Palm Leather Filigree rug and leather-like material made from leaves. The submerged floor is likewise made of marine life materials, such as concrete made of shells, fish skin carpets and seaweed-dyed fabrics.

# MAGIC PLAYGROUND

Pratt Interior Design Ideation and Representation Project

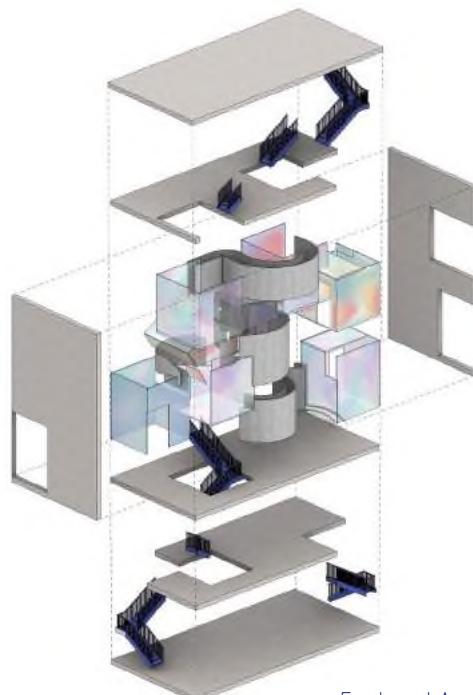
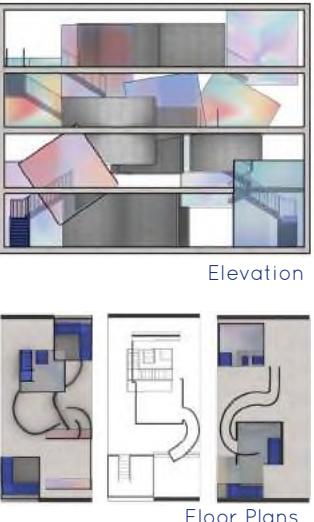
## Phase 1

Geometric exercises and idea generation. The design uses rhino manipulation to generate geometries of your own creation in a 30" \* 30' frame. The geometric design revolves around the verbs mix, and play. Twelve were produced and one was selected for the development of the next design.



## Phase 2

Post-production techniques to enhance the standard drawing. Phase 2 is the geometric model of phase 1, with the addition of floor, facades, and circulation. The software used is Revit and Rhino to add texture, graphic patterns, lighting, and materiality. Invent your own methods for combining all the skills taught so far in the semester to create unique hybrid drawings. Phase 2 final output has floor plans, section isometric explored isometric elevation and perspectives.



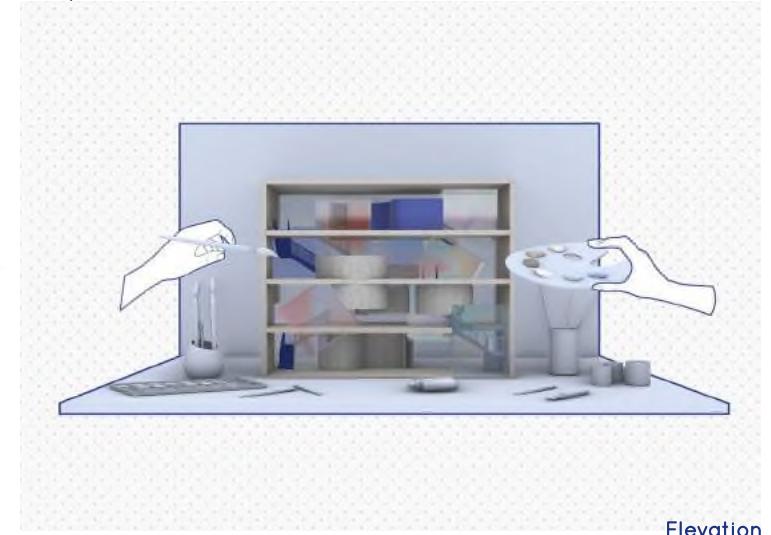
## Phase 3- Final

### The Process... Design Statement:

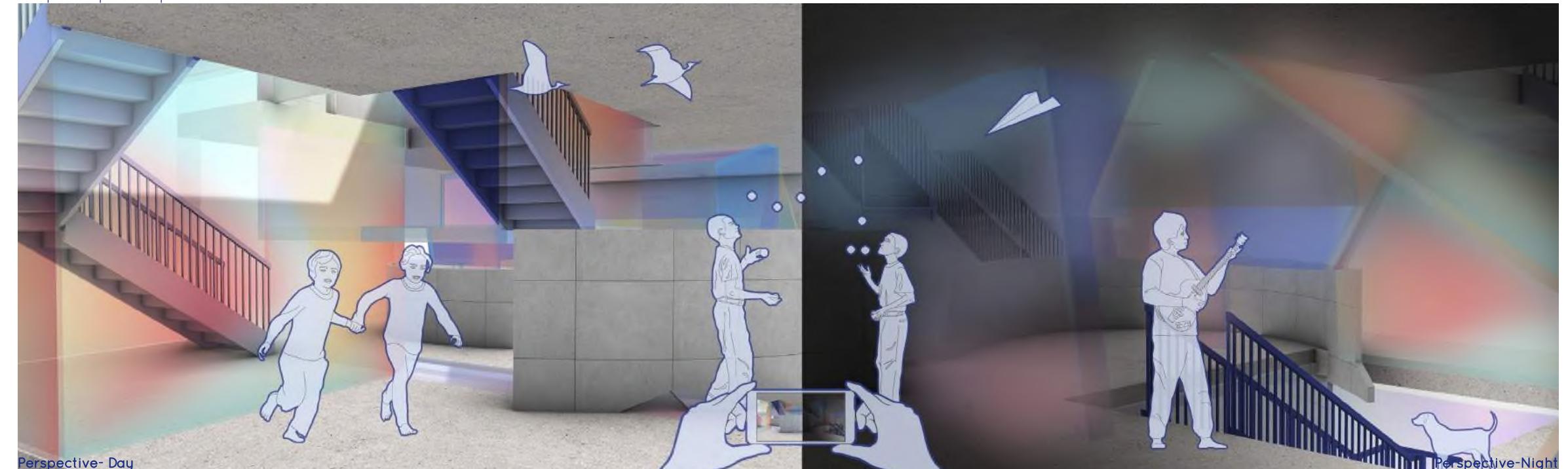
Continuing the development of the project according to phase 2, the graphic design was inspired by the design sensibility of the neme studio of the precedent study. The concept of scene design was extracted from the neme studio and applied to this project. The graphic design of this project was made more narrative, more interesting, and hopefully also impressive.

The design is a narrative story of a project from the birth of an idea to its realization as a public building. 6 drawings correspond to 6 different steps of project creation, and then the concept of scenography is used in the design of the drawings. The six drawings correspond to: technical drawings and floor plans; building models and exploded views; coloring models and elevation; scene models, photography and axonometric drawings; construction and detail drawings; open to the public and perspective drawings.

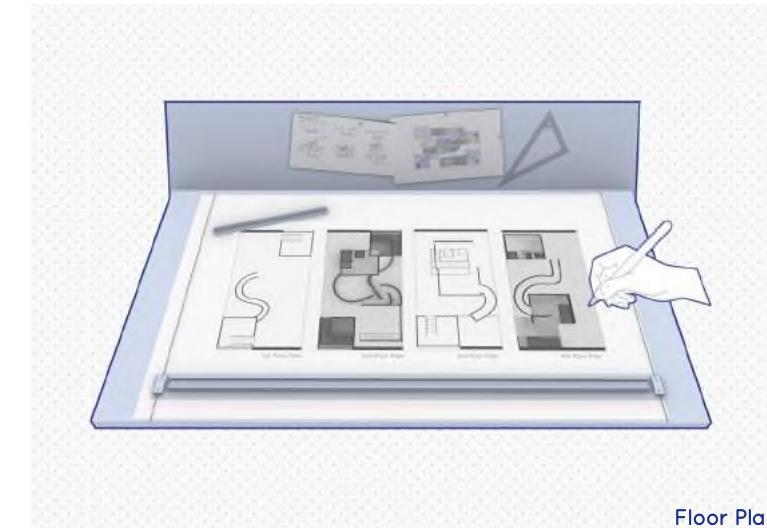
### Step 3: Paint colors



### Step 6: Open to public

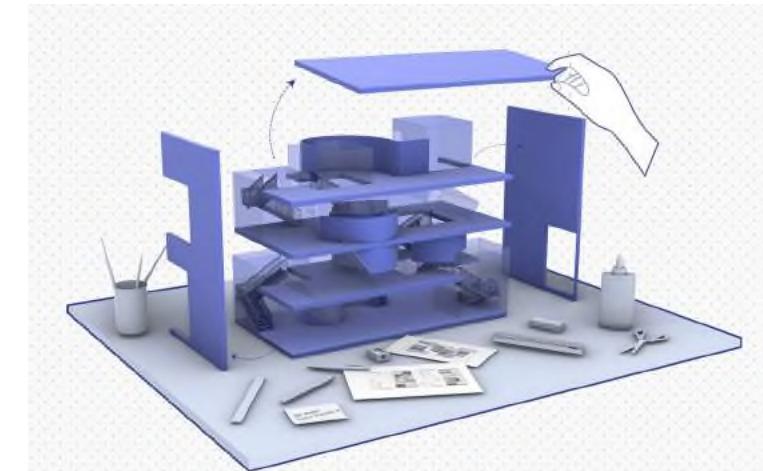


### Step 1: Idea and technical drawings



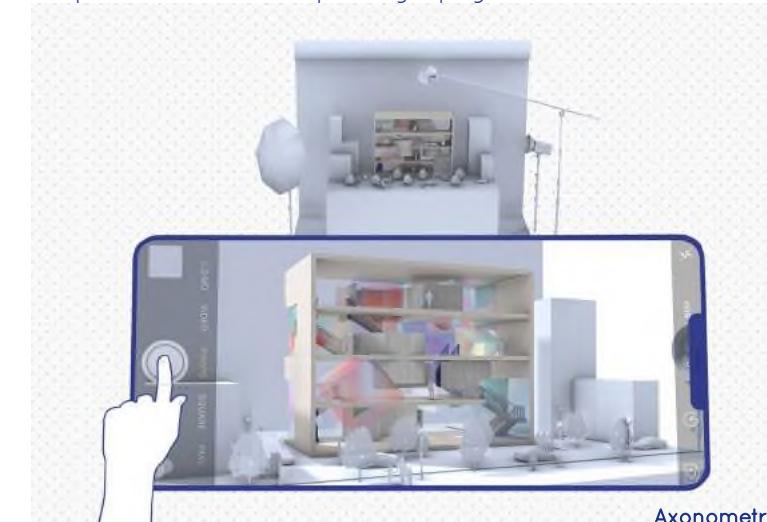
Floor Plans

### Step 2: Build model



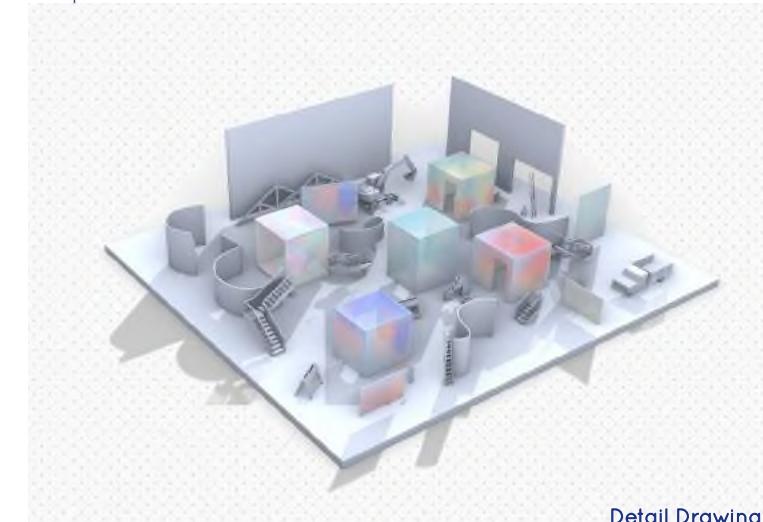
Explored Axonometric

### Step 4: Build site and photography



Axonometric

### Step 5: Construction



Detail Drawing

# WORKING SAMPLE 01

## MSK Rockefeller Outpatient Pavilion's patient waiting area

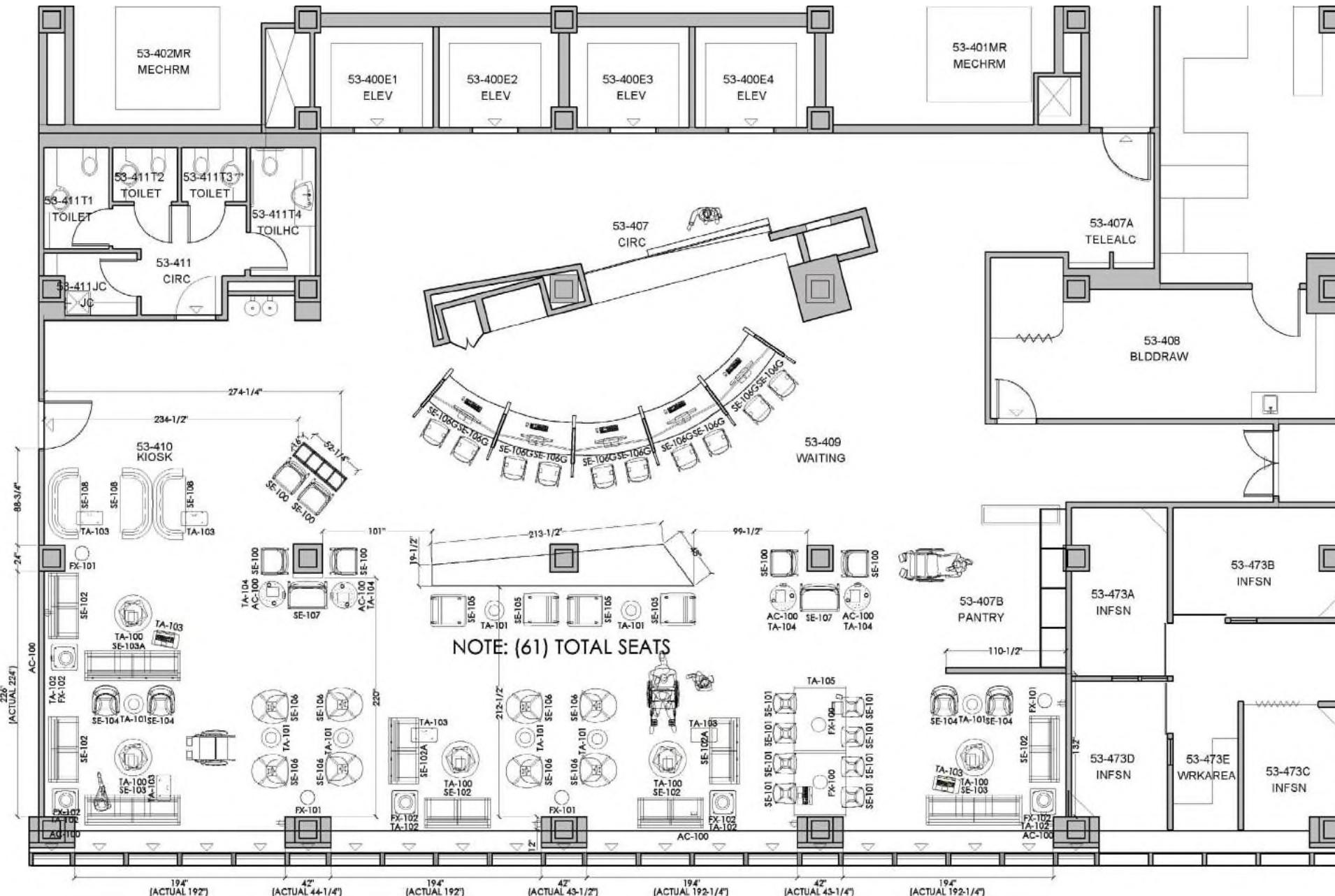
Location: 160 E 53rd St, 4th floor, New York, NY 10022

Time: 2023, Oct-Dec

Jobs: Site surveying, developing furniture layouts & drawing construction floor plan, furniture, finish selection

& creating furniture, finish specifications sheet.

Software: AutoCAD



#### 4th,patient waiting area floor plan

Scale: 1/16" = 1'-0"

#### 4th,patient waiting area furniture schedule

# WORKING SAMPLE 02

## Atlantic Ave cafe

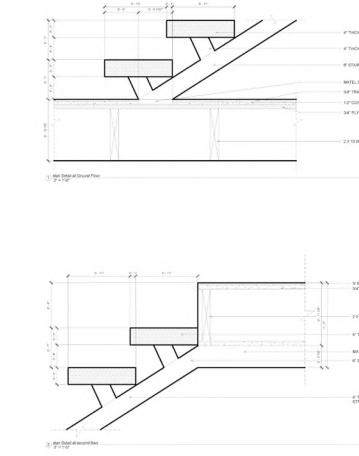
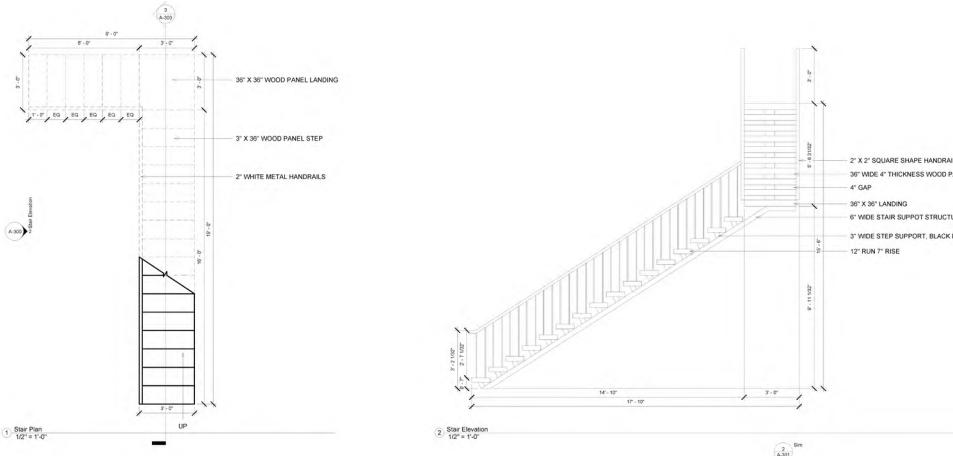
Location: 525 Atlantic Ave, Brooklyn NY, 11217.

Time: 2023, Jan-May

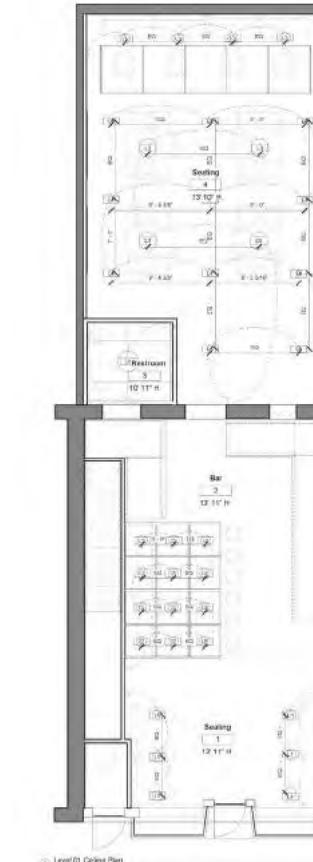
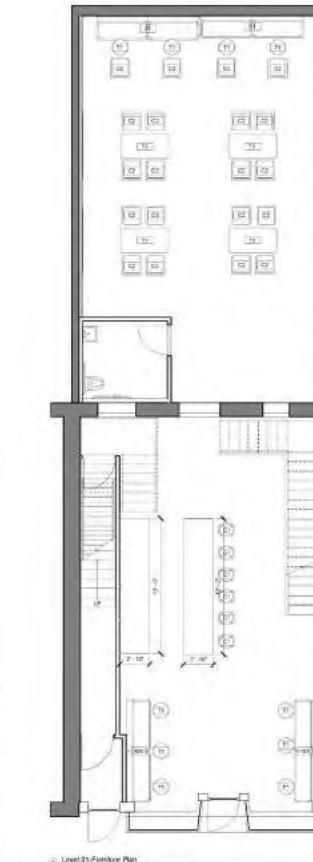
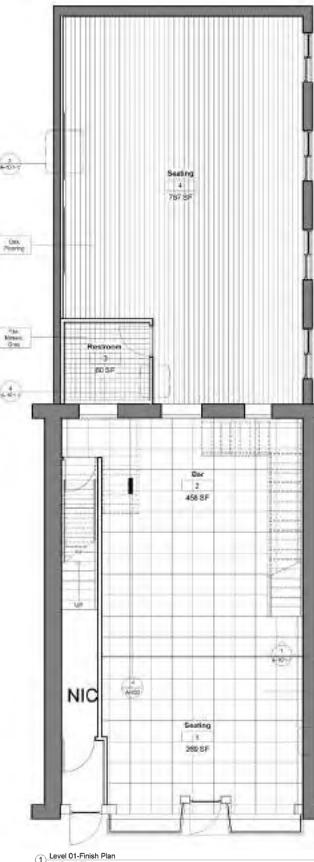
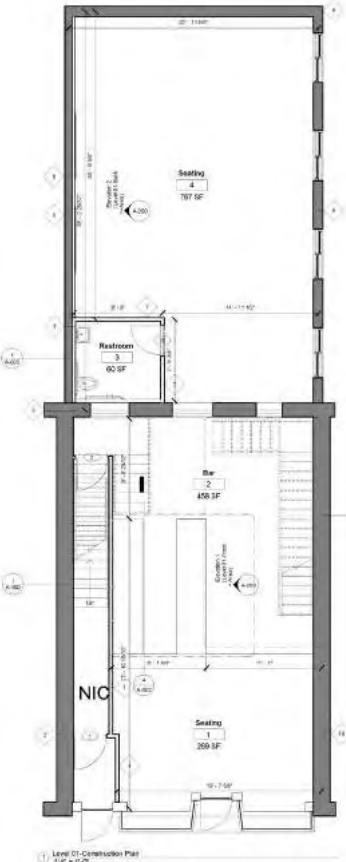
Jobs: Site surveying, developing furniture layouts & drawing a whole set of construction document (with wall, stair, mill work details, elevation and floor plans), furniture, finish selection, creating furniture, finish specifications sheet. Lighting design, mill work design, and rendering.

Software: Revit

Stair plan, section & details



Floor plans



## Schedule

Room Finish Schedule				
Number	Name	Wall Finish	Floor Finish	Ceiling Finish
3	Restroom	2" x 2" MosaiCtile	2" x 2" Ceramic Tile	Suspended Ceiling
5	Staff Room	Carpet	Wall Paper	Celing
6	Seating	Painted	Cork	White Paint
4	Seating	White Painted	Oak	White Paint
1	Front Seating	White Painted	4" x 6" Gary	Terazzo
2	Bar	White Painted	4" x 6" Gary	White Paint

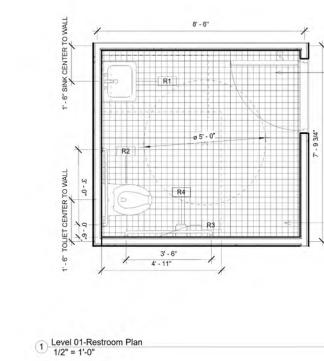
Room Schedule				
Level	Name	Number	Area	
Level 01	Ceiling Plan	Restroom	3	81 SF
Level 02	Ceiling Plan	Staff Room	5	73 SF
Level 02	Ceiling Plan	Seating	6	634 SF
Level 01	Ceiling Plan	Front Seating	4	730 SF
Level 01	Ceiling Plan	Bar	1	269 SF
Level 01	Ceiling Plan	Front Seating	2	403 SF

Furniture Schedule				
Image	Level	Family/Category	Type/Mark	Count
1	Level 01	Furniture_C1	8	1
2	Level 02	Furniture_C2	10	1
3	Level 02	Furniture_C3	12	1
4	Level 02	Furniture_C4	12	1
5	Level 02	Furniture_C5	12	1
6	Level 02	Furniture_C6	12	1
7	Level 02	Furniture_C7	12	1
8	Level 02	Furniture_C8	12	1
9	Level 02	Furniture_C9	12	1
10	Level 02	Furniture_C10	12	1
11	Level 02	Furniture_C11	12	1
12	Level 02	Furniture_C12	12	1

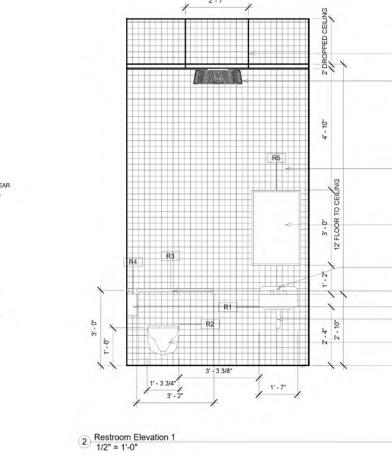
Plumbing Fixture Schedule				
Image	Type/Mark	Count	Family/Category	Model
1	TOTO	1	3-3/4"	1-0-7/8"
2	TOTO	1	17"	17"

Sanitary Equipment Schedule				
Image	Type/Mark	Count	Family/Category	Model
1	Bradley	1	Urinal	1-0-10"
2	Bradley	1	Urinal	1-0-10"
3	Bradley	1	Toilet	1-0-10"

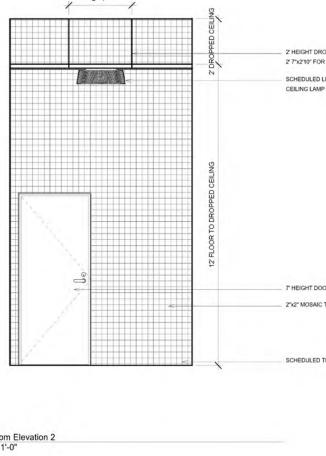
## Restroom plan & elevations



① Level 01 Restroom Plan  
1/2" = 1'-0"

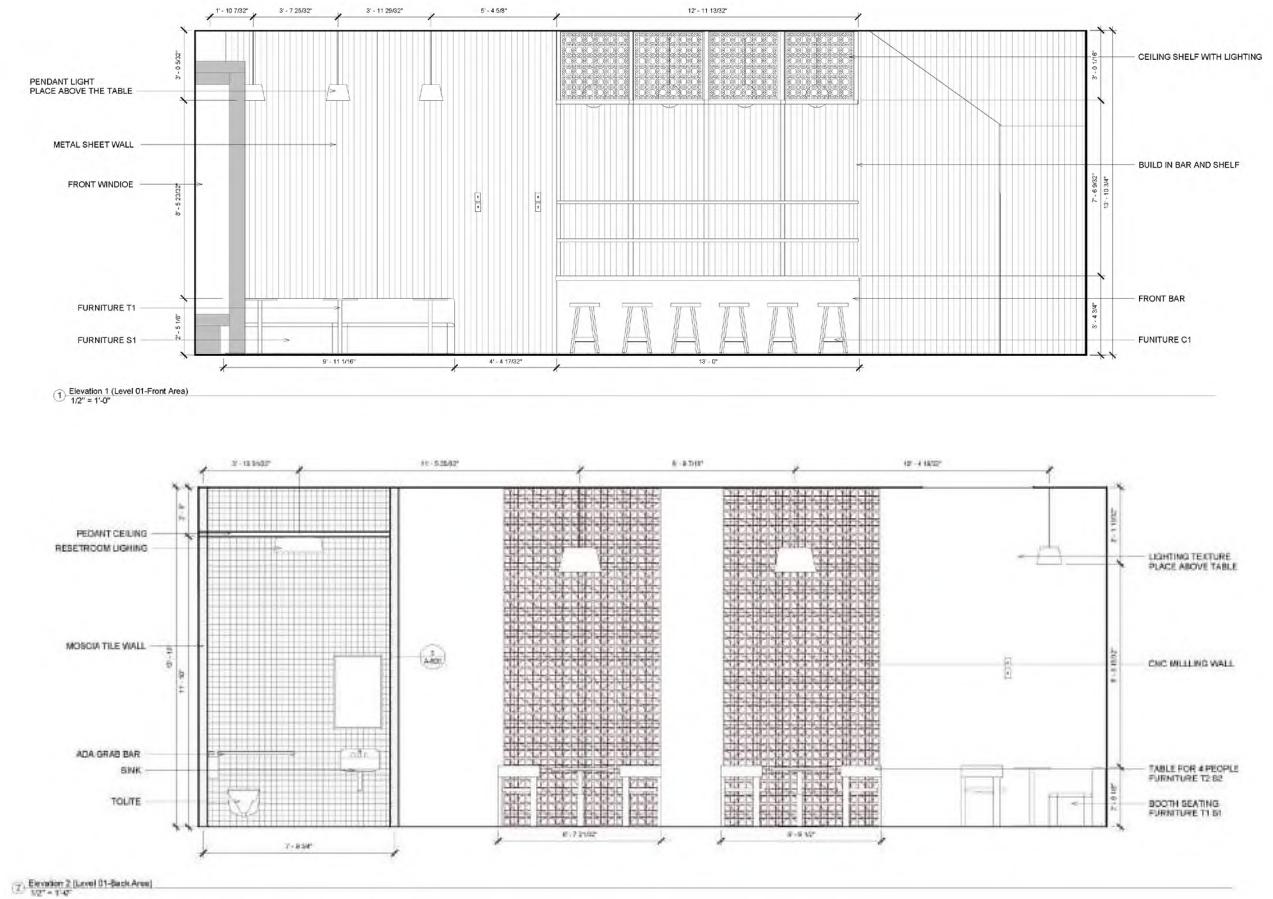


② Restroom Elevation 1  
1/2" = 1'-0"

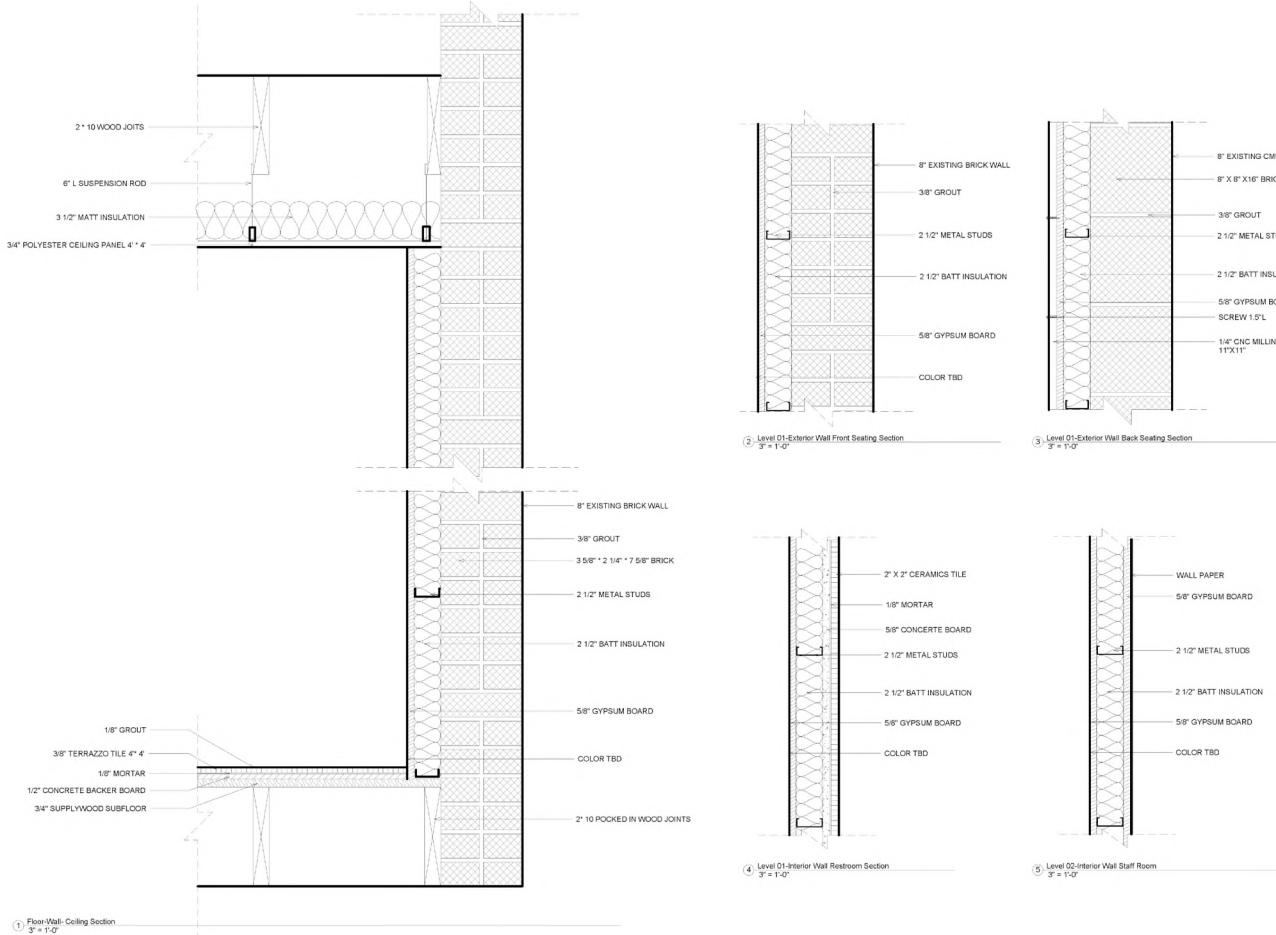


③ Restroom Elevation 2  
1/2" = 1'-0"

## Elevations



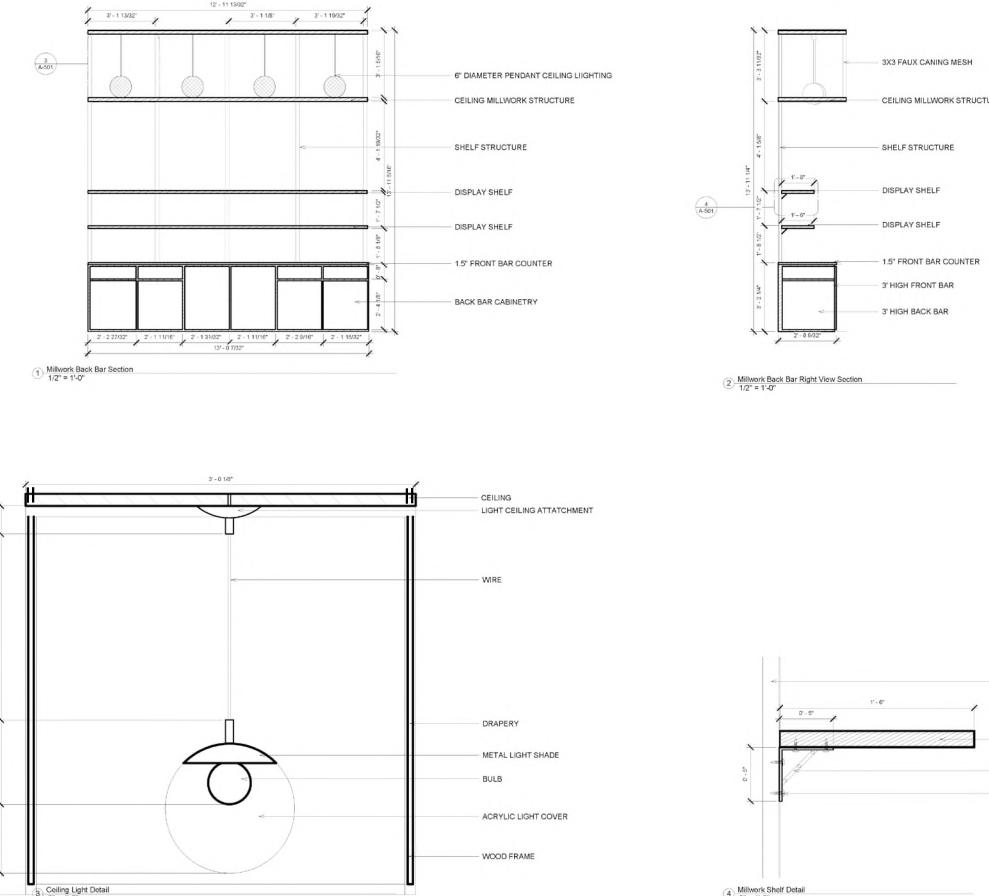
Finish plans & partition details



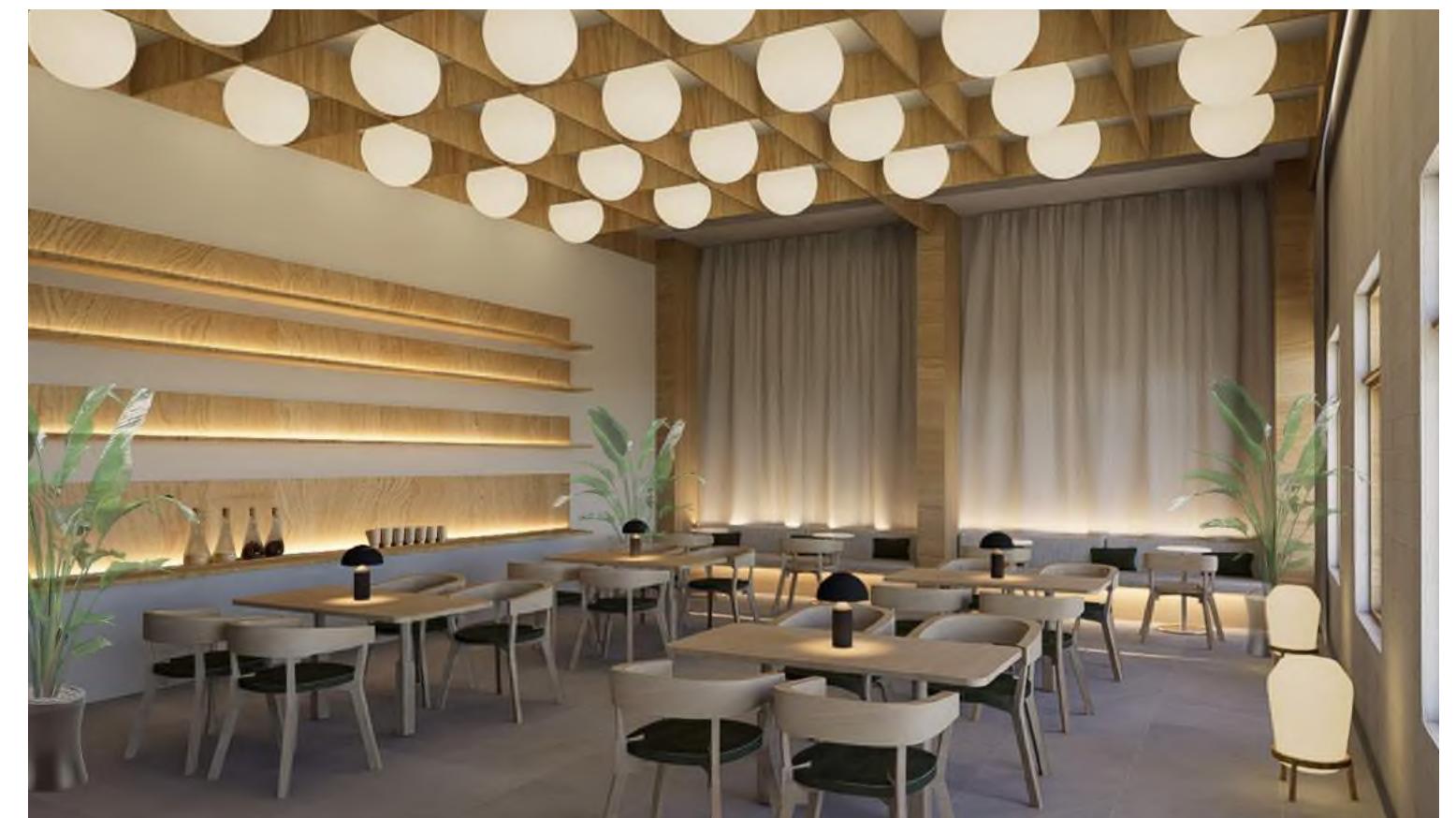
Front area perspective



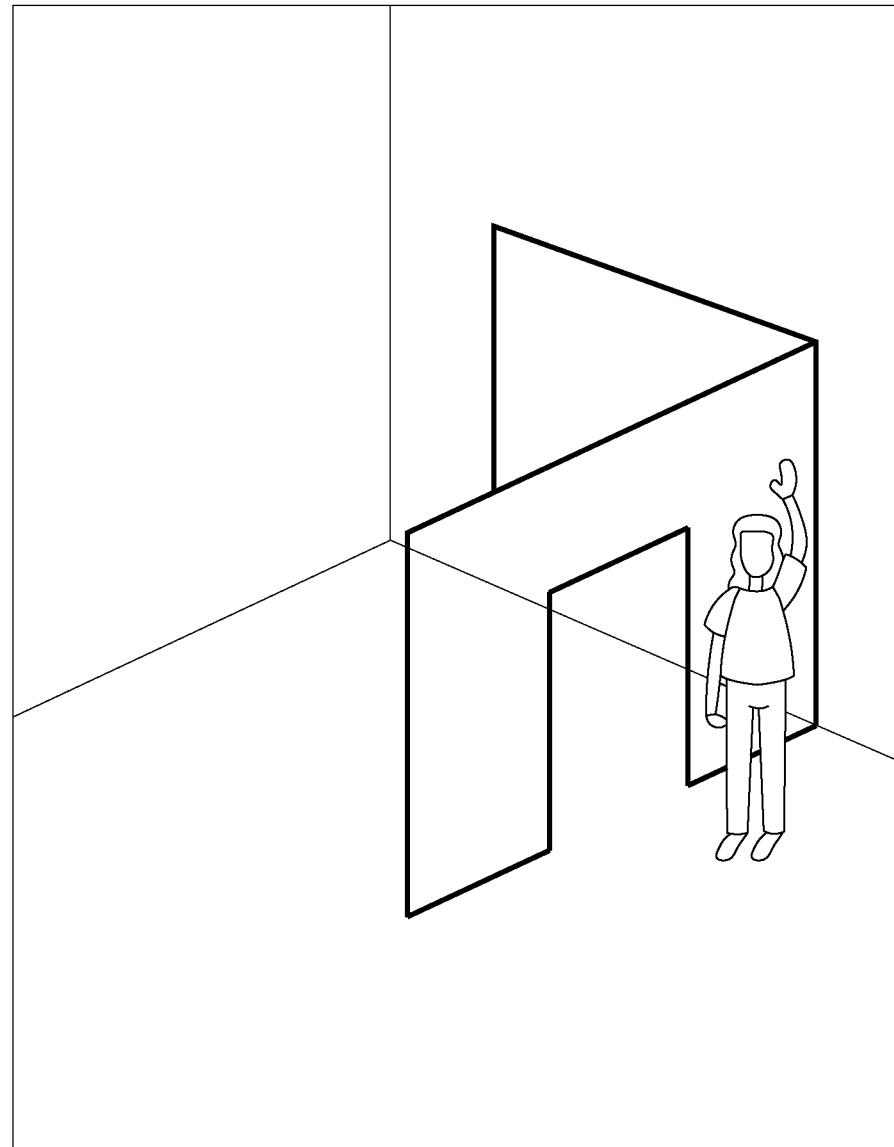
Millwork back bar section & details



Back area perspective



# Thank you!



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917-821-4554