

PORTFOLIO

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Residential - concept to complete



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Pratt Institute 2023



UPPER WEST

Duration Time: Feb.2023 - Nov. 2023

New York, NY

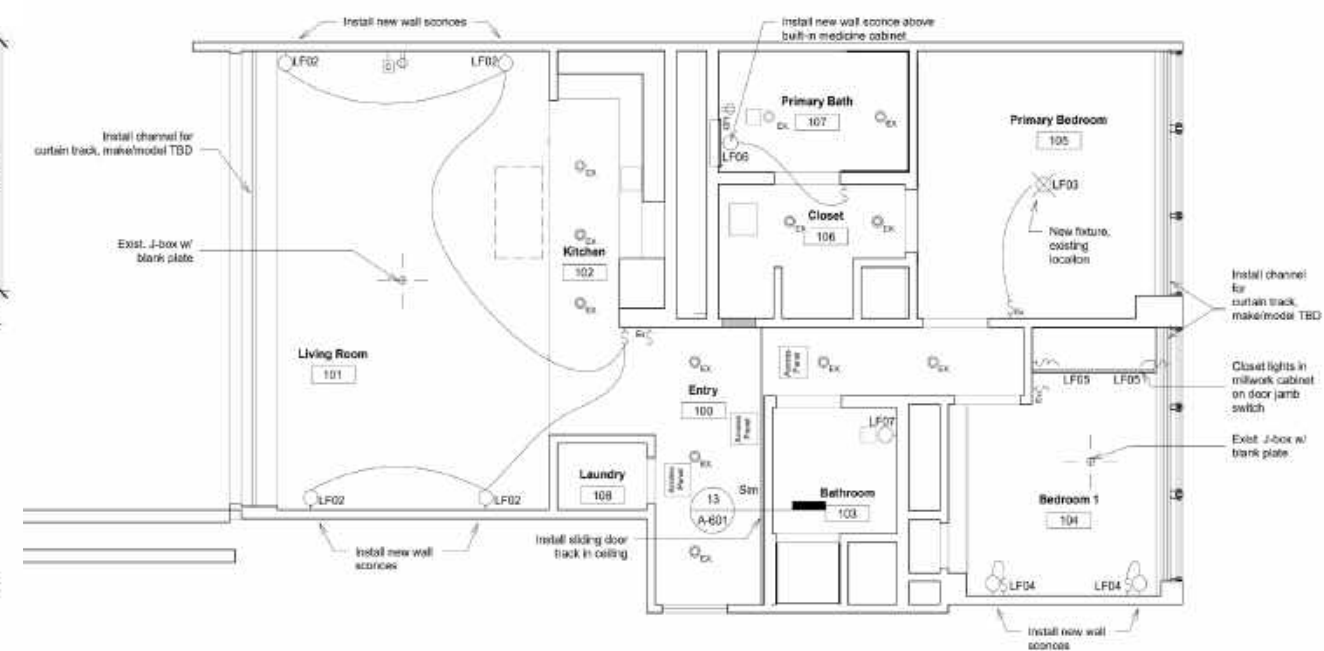
Phase: Concept to Completion

Sq ft: 1,009



Furniture Plan

Hand sketch floor plan options and then use Revit to draw different furniture plan groups. Update furniture's scale and shape after pulling out furniture options for the client meeting.



Reflected Ceiling Plan

Using Revit, draw reflected ceiling plans as well as the switch connection. Make light fixture schedules in Revit as well as the hardware and finishes.

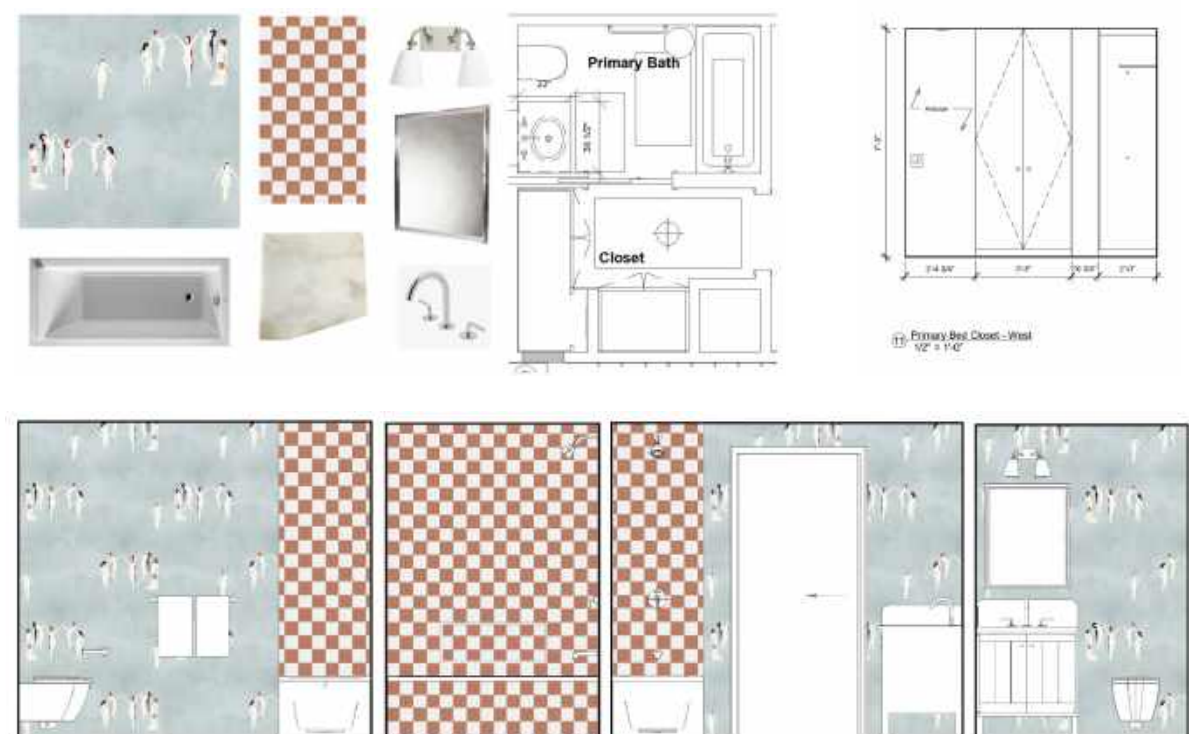


Pull out wallpaper options, and then have tile options to match the wallpaper. Using Photoshop and Illustrator to mock up tile's pattern and wallpaper in the elevation. Pick grout colors and let contractors make tile sheet samples to review.

Source small slab from stone yards for vanity top and shower niche.

Pull options include plumbing fixtures, light fixtures, towel bar, hand rail, toilet paper holder, toilet brush, hooks, medicine cabinet and cabinet knobs.

Prepare accessories including bath towel sets, shower curtain, waste basket and customized tooth brush sets.



Elevation Mock Up



Bedroom Mock Up

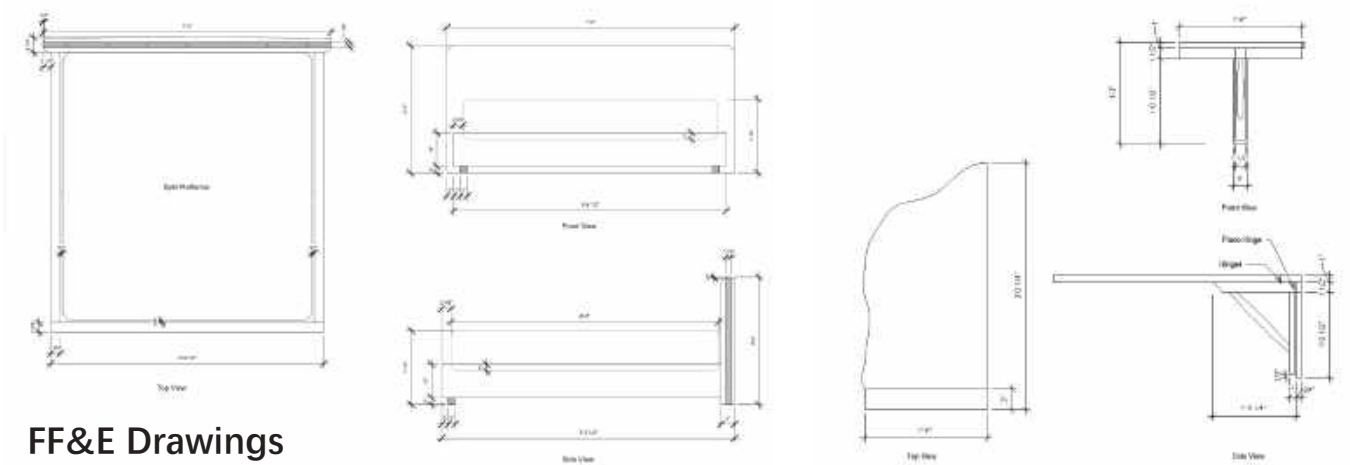
Make mood boards and build material schemes including fabrics, wallpapers, furniture, lighting fixtures and rug.

Responsible for rewiring lighting fixtures, making backplates for sconces and changing canopy for pendant.

Pick, propose and order all the bedding accessories.



Bedroom Mock Up



FF&E Drawings

Using Revit to draw customized FF&Es. Prepare work orders for all the customized FF&Es. Pick paint color for the room including the walls and ventilation grill.

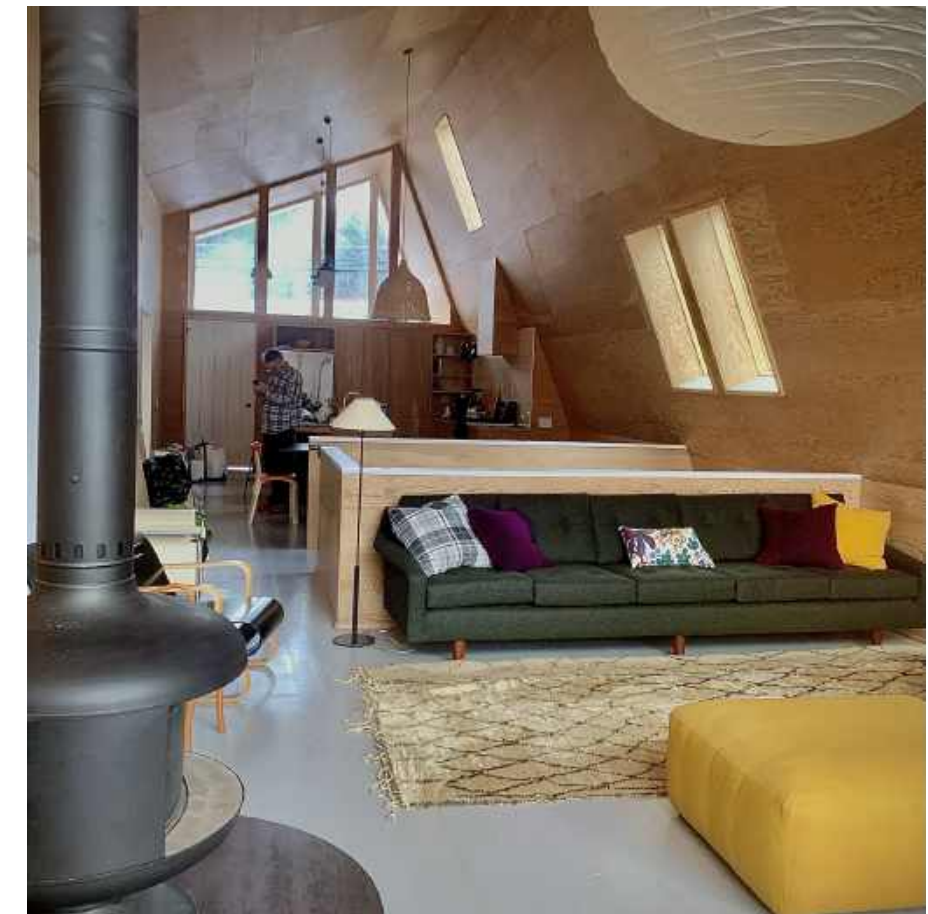


SKI HOUSE

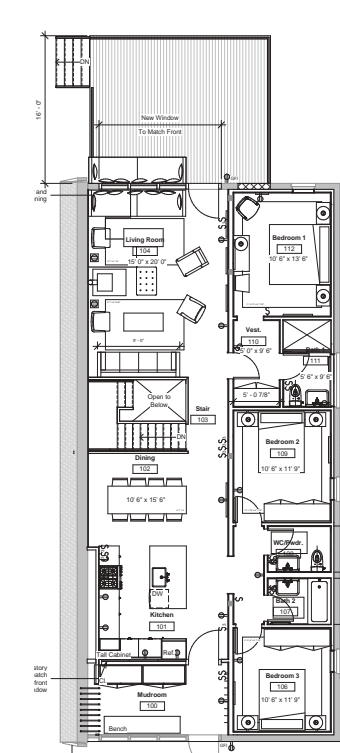
Duration Time: Sep.2022 - Dec. 2023 Catskill, NY

Phase: SD, DD, CD

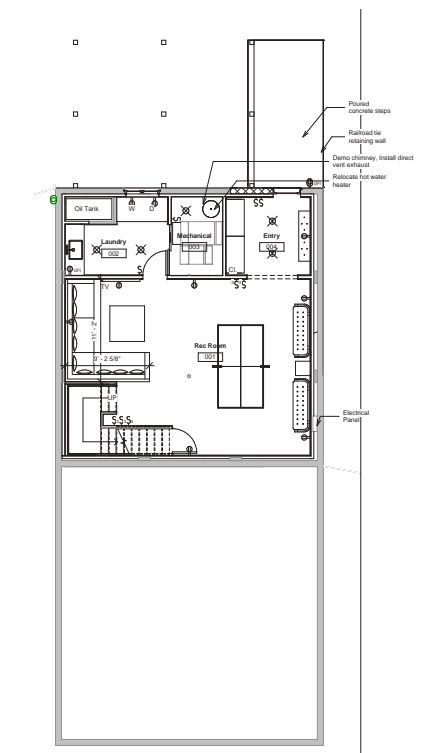
Sq ft: 2,700



Living Room

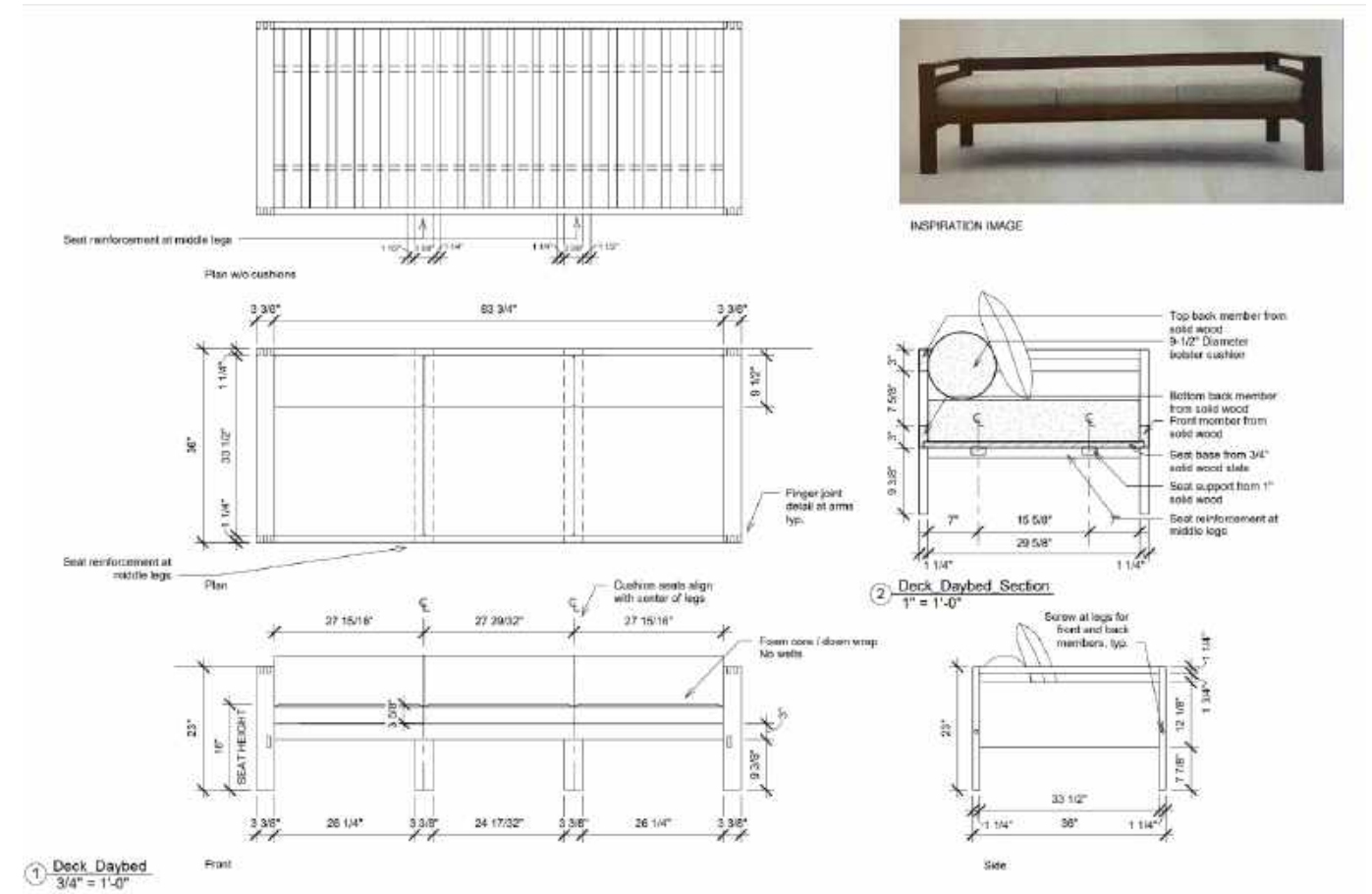


1st Floor Furniture Plan



Basement Furniture Plan

Use Revit to draw furniture plan options. Build material schemes and select furniture according to the budget.

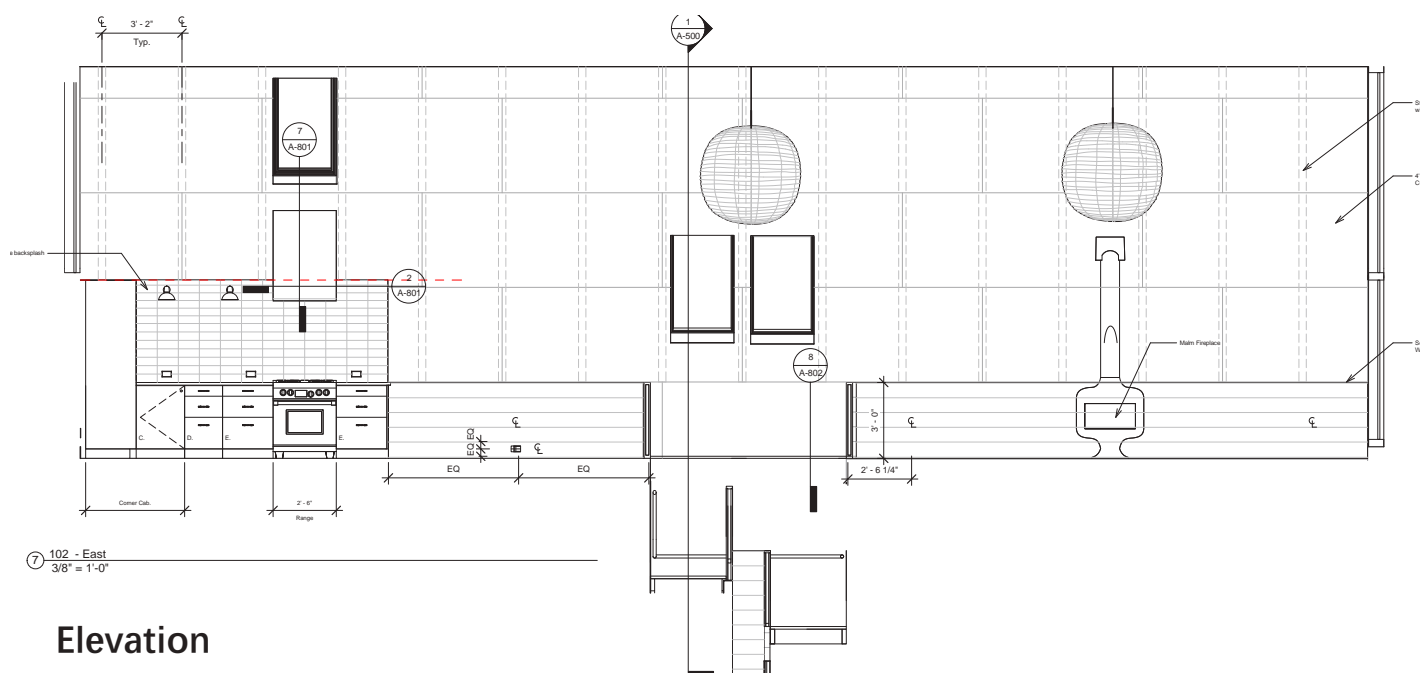


Day Bed Drawings

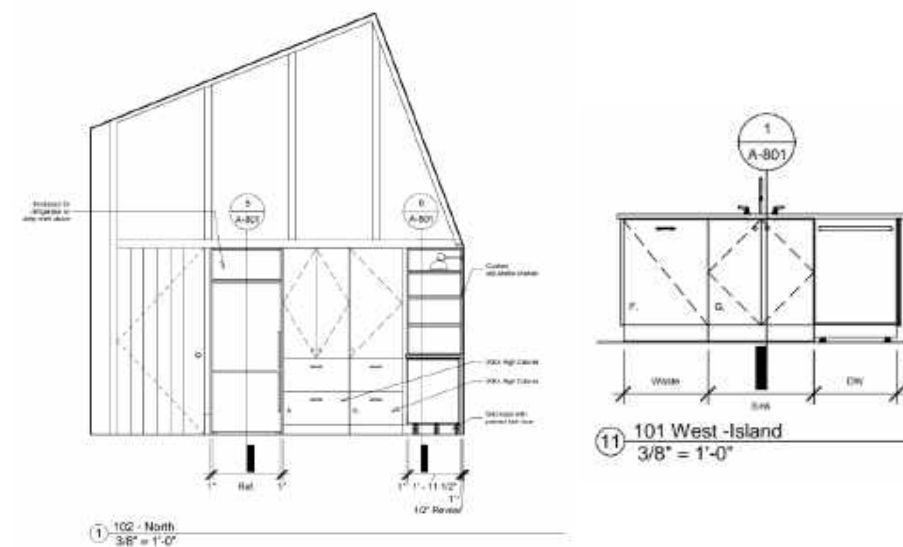
Use Revit to make furniture detail drawings including daybed, ottoman, and coffee table.
Send work orders to manufactures and correspondence with fabric knit backing and delivery.



Kitchen

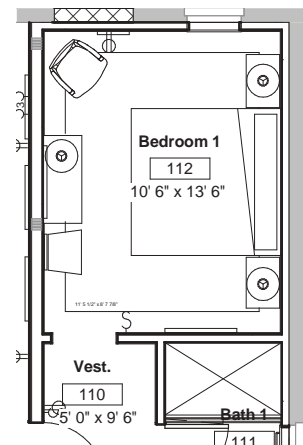


Elevation

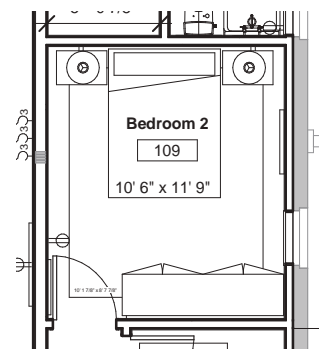


Kitchen Elevation

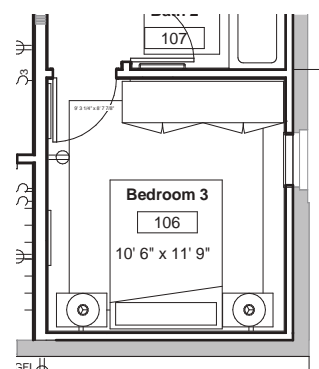
Do cabinet drawing and select hardware including pulls, knobs and plumbing fixtures. Pull out all kitchen accessory options including table wares, cooking sets. Mock up light fixture heightness.



Bedroom 1



Bedroom 2



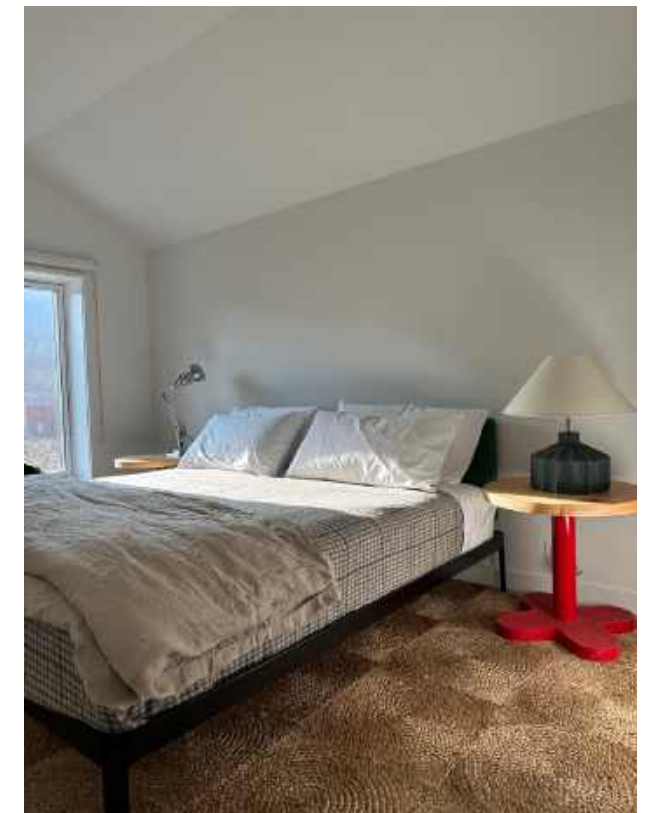
Bedroom 3



Make mood board and select FF&Es according to the budget.



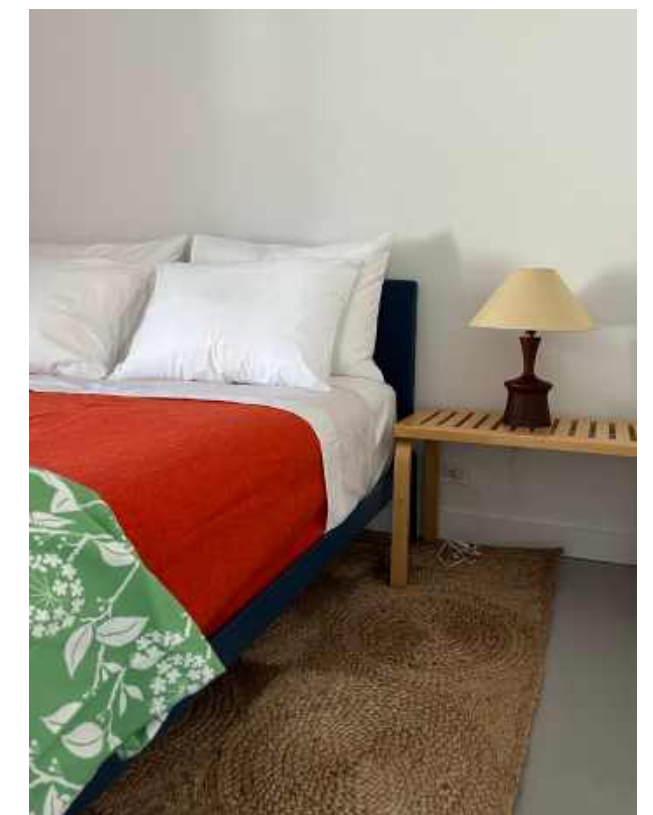
Bedroom 1



Bedroom 1



Bedroom 2



Bedroom 3



PALM BEACH

Duration Time: Sep.2022 - Dec. 2024

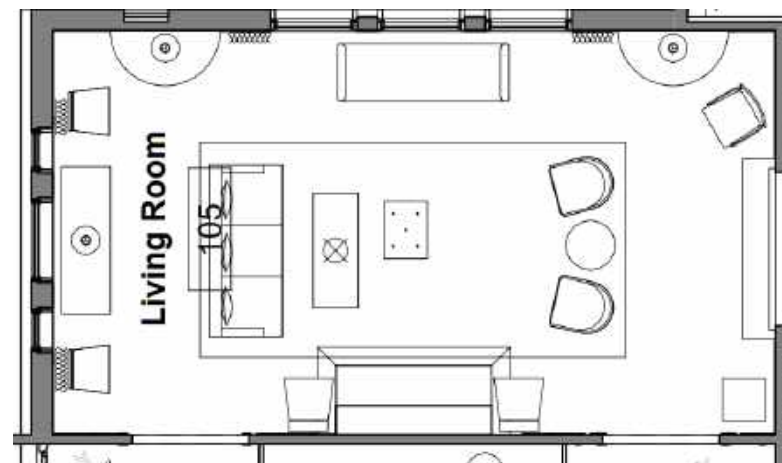
Palm Beach, FL

Phase: DD, CD

Sq ft: 9,414



Living Room



Furniture Plan



Room Mock Up

Draw furniture plan option groups in Revit.

Pull fabric options for furniture, drapes, lampshades, pillows. Mock up on the tapestry for pillows.

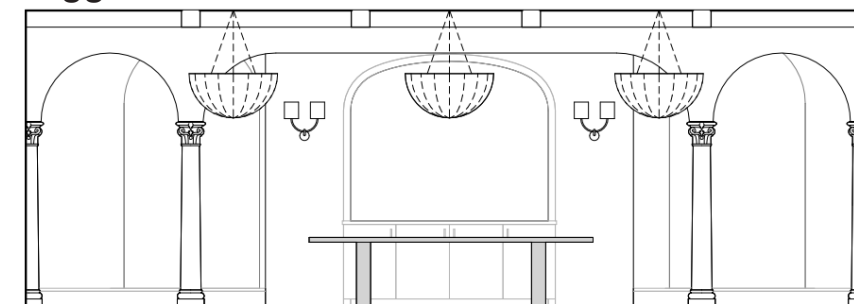
Draw customized coffee tables and pull parchment samples, correspondence with fabricators and shipping companies.



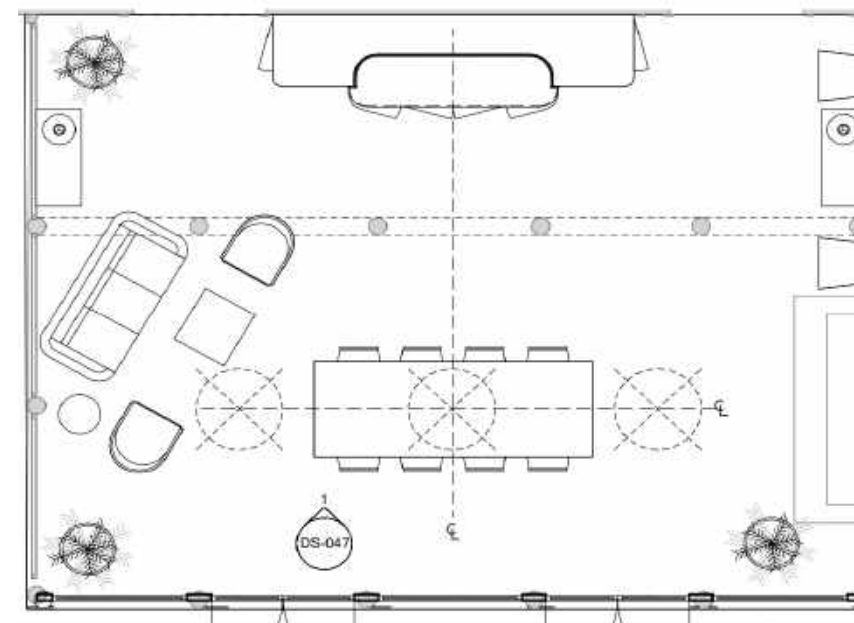
Use Revit draw dining table and table base. Pick stone samples from the stone yard. Draw dining chairs and make work orders. Mock up light fixtures on elevation and pick shade fabric. Work on the refinish of the rattan furniture.



Loggia



Elevation



Furniture Plan



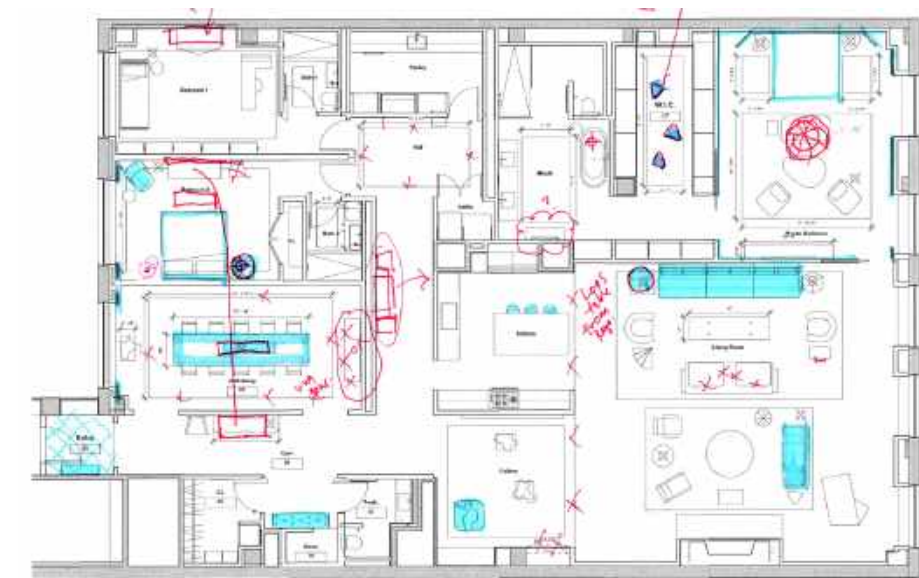
WOOSTER ST.

Duration Time: Jul.2022 - Apr.2023

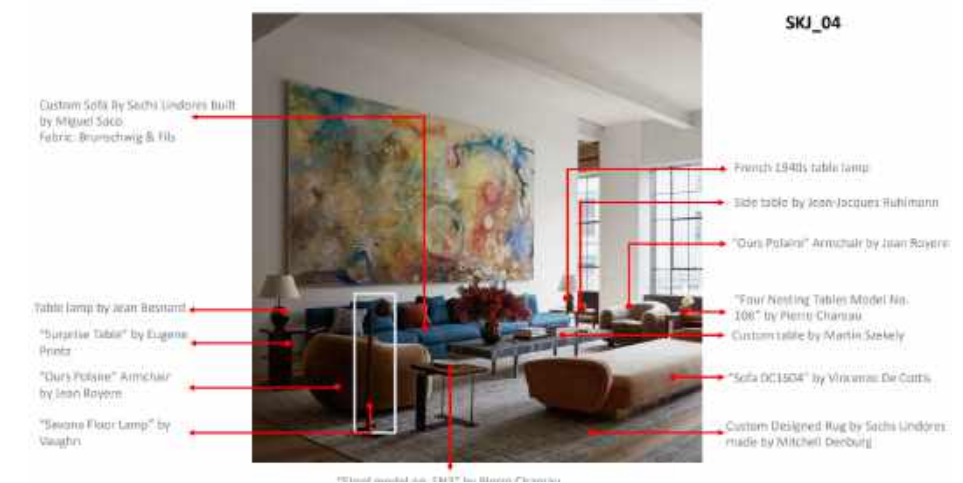
Phase: DD, CD

Sq ft: 5,230

New York, NY

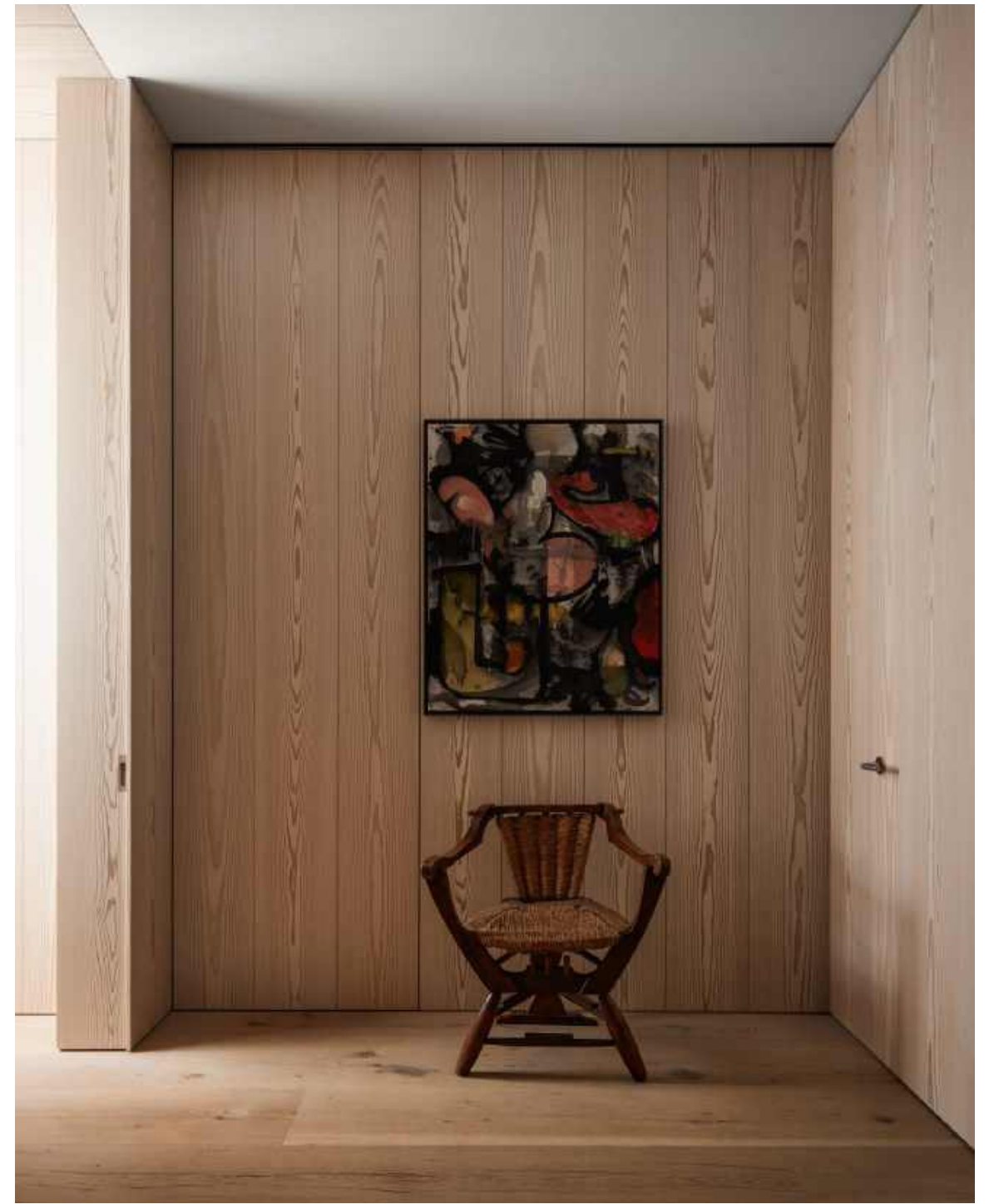


Furniture Plan



Furniture Source

Collecting upholstery materials for Rug color.
 Connecting with the fabricators with the furniture reupholstery and finishes. Arrange shipment and installation including auction items.
 Mock up art on the elevation.
 Arrange items for installation.
 Install the project and assist with the photo shooting.
 Source furniture and arts for the publication.



Mock up stone on the elevation for the powder room. Pull options for the plumbing fixtures as well as the bathroom accessories.

Pull combination options with client owned furniture and artworks and mock up in the elevation.



Dressing Room

Pull wall coverings and sofa fabric options according to the client owned bed.

Work on the sofa reupholstery as well as arrange the sofa and fabric delivery.

Present bedding options including blanket, duvet cover and pillows.

Mock up the lighting fixtures and ottomans for the dressing room.

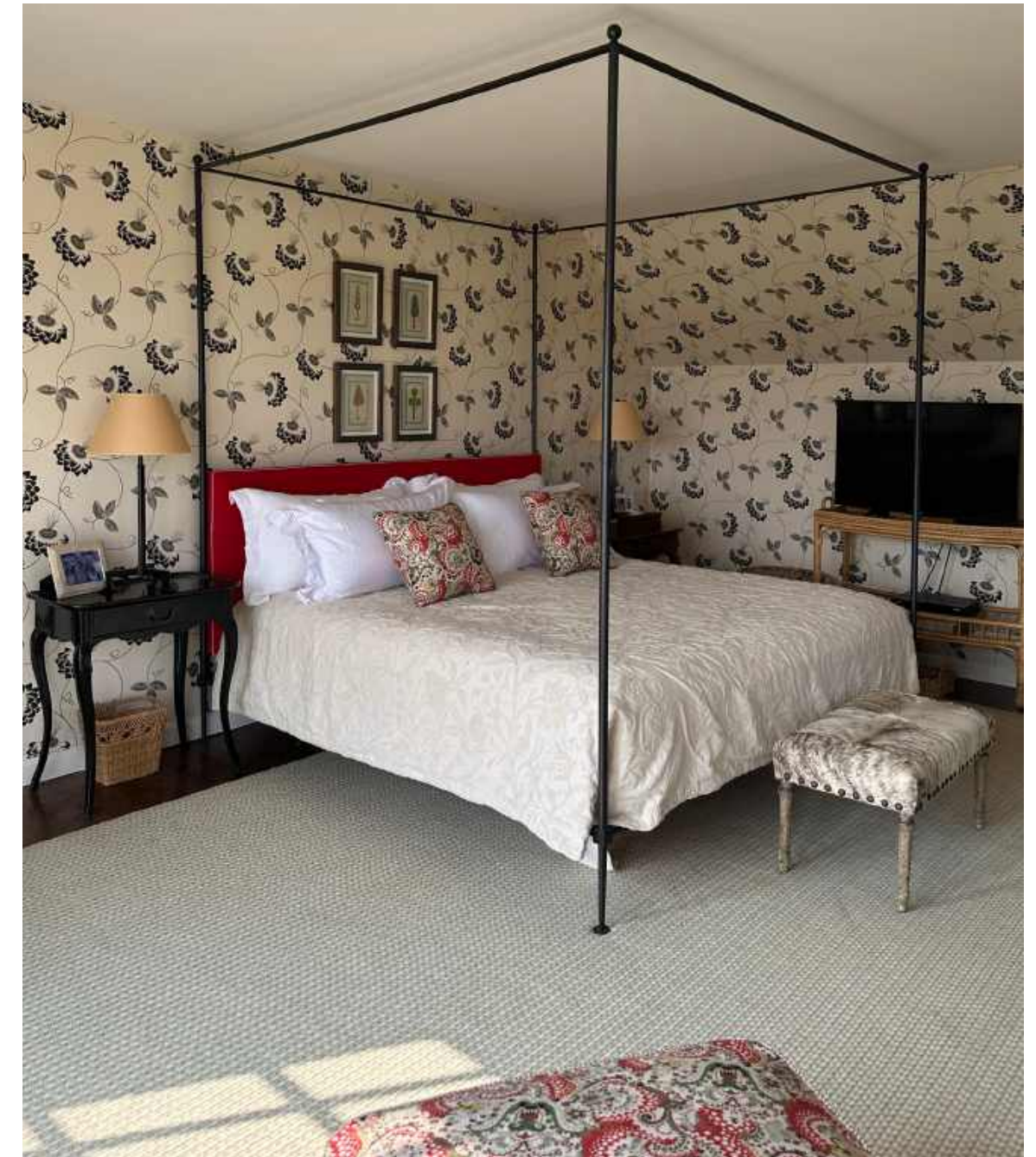


APAQUOGUE

Duration Time: Sep.2022 - Dec. 2024 East Hamptons, NY

Phase: DD

Sq ft: N/A



Guest Bedroom



Material Scheme

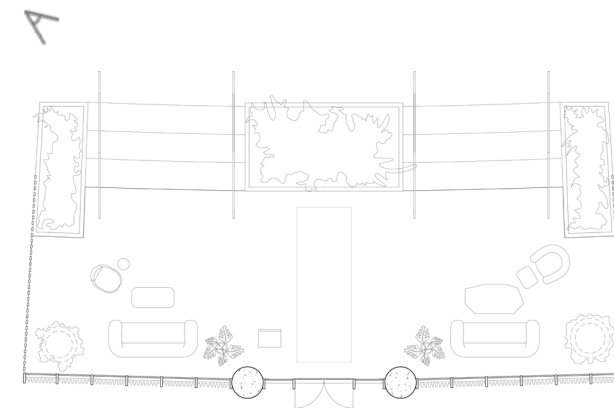
Pull material scheme for the Guest Bedroom, select leather for the table top. Make work orders for reupholstering the bedhead board and pillows.

COMMERICAL PROJECT

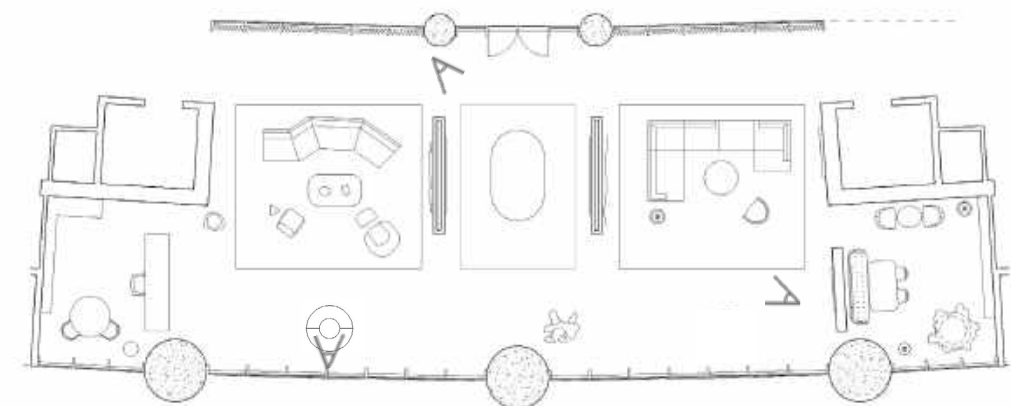


Lobby of Luxury Apartment

Miami, FL. Jun. 2024 Phase: DD



Exterior Floor Plan



Interior Floor Plan

Use Revit to draw different furniture plan group options.
Build mood board and pull material options.
Render the model with different wall and floor finishes,
then photoshop the FF&E images with scale.
Update furniture plan after pulling out furniture options
for the client meeting.



A DANCING MUSICAL STAFF

Mar. 2020, Concept to Completion



Designed a streamlined installation composed of five lines, metaphorically representing the flowing lines of a musical staff, as the backdrop for a brand ambassador advertisement featuring a star born from a singing competition.

Use Rhino to complete the design task and draw instruction books for the props team. Collaborate with the brand and director to finish the commercial shooting tasks in one week.



Thesis - The Boundary of a Whimiscial Room

INTERIOR DESIGN STRATEGIES BASED ON THE CONTEXT
DEPENDENT MEMORY

Thesis Statement

Theories of context-dependent memory can be applied within the context of an interior design process to produce whimsical, free transformable rooms capable of redirecting emotions from negative to positive and facilitating opportunities for social inclusion.

Abstract

Through the use of a transformable immersive design strategy based on the characteristics of brain activity, a whimsical space could serve multiple purposes including bringing out positive emotions in users and bringing people together in a meaningful way to eliminate loneliness.

This work aims to redirect people's negative emotions into positive ones by using a 'trigger-behavior-reward' system called 'context-dependent memory' (Lagunju 2021) (Panadero 2020). The first priority of this space is to let people think this space is fun and then they would come to the space subconsciously when they are in negative emotion. The 'trigger' part is going to use an immersive atmosphere and a space's unknown transformable features to arouse a sense that this whimsical space could provide a feeling of serendipity. Then, for the 'behavior' part, the whimsical space would use a sense of uncertainty to redirect users' negative attention into other perceptions to let them to feel better -- the reward. This process is intended to help users form a habit (Newman 2021) -- when they feel bad, they turn to this whimsical space for help.

The design strategy is also going to help people be curious about and observe their inner feelings, so they could be more aware of their emotional changes (Newman 2021). As well as using haptic technology and colors to navigate mental issues. (McDaniel 1970) (Khosravi 2015)

Moreover, this whimsical space would use a program with multiple functions to act as joint nodes in the floor plan to gather people together. As their daily routines overlap more, they have more opportunities to interact with each other and then develop an emotional connection.

However, according to Richard Bartle's player typologies (Dan 2011), people's preference of interacting with the outside world and other people are different, so the way to attract them to interact with the whimsical space varies differently. This article presents a comprehensive review of how to use space arrangement, flexibility and convertibility, and atmosphere creation to help establish positive feedback for different featured users based on context-dependent memory.

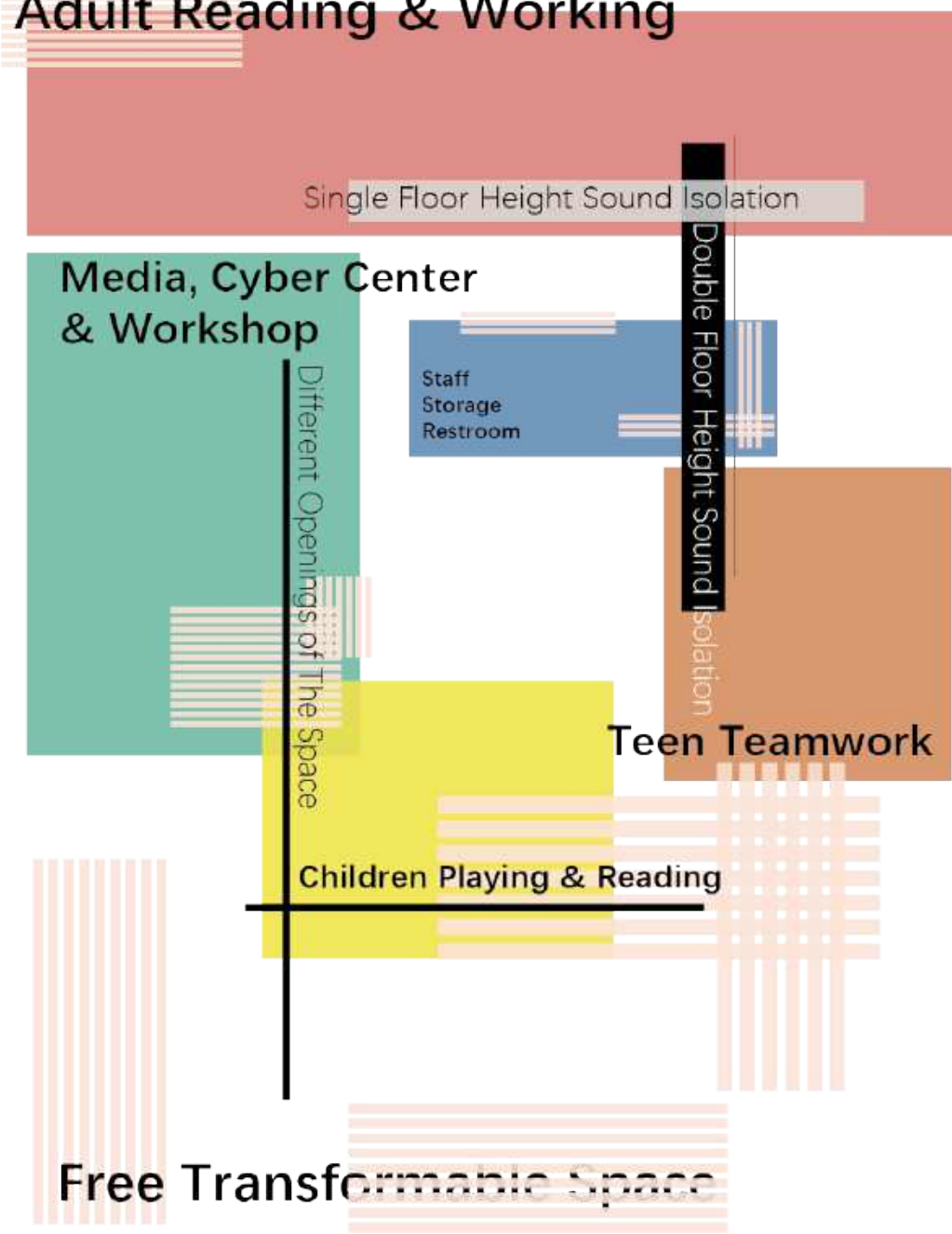
The proposition would be to explore the flexibility and possibility of the space's transformable part including materials and components, and changes in patterns of use and circulation. It is going to test how many outcomes could be brought by one transformable part, which will give an idea of the space's efficiency.

The specific structure chosen to test these ideas is a fun therapy center that can be located everywhere in the city and it would be designed to meet the great extents of people's negative emotions. It is supposed to serve the most diverse population encompassing all age groups and income levels while prioritizing convenience of access at the highest level.

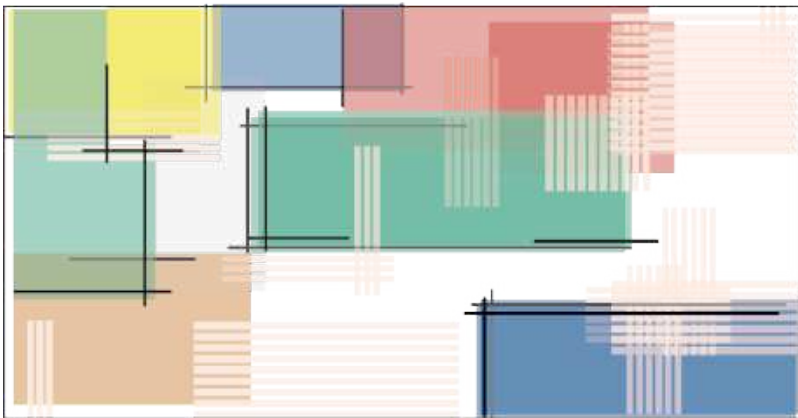
The site could be located near or in a community center which provides emotional support service. It may also be in a residential neighborhood so that people living nearby could have more opportunities to get to know each other which could help reduce the sense of loneliness.

Functional Layout

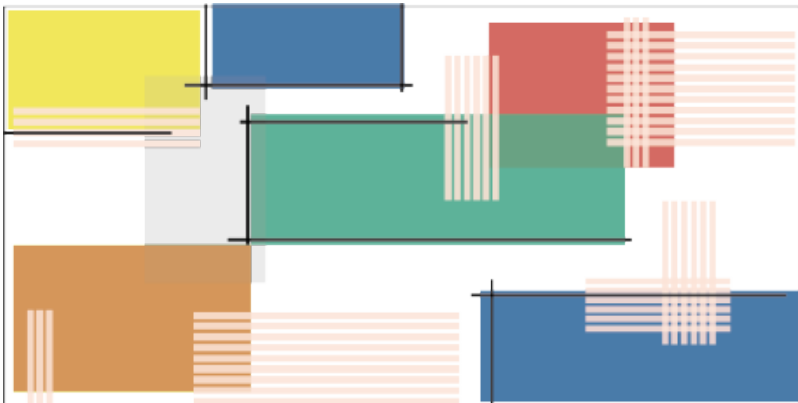
Adult Reading & Working



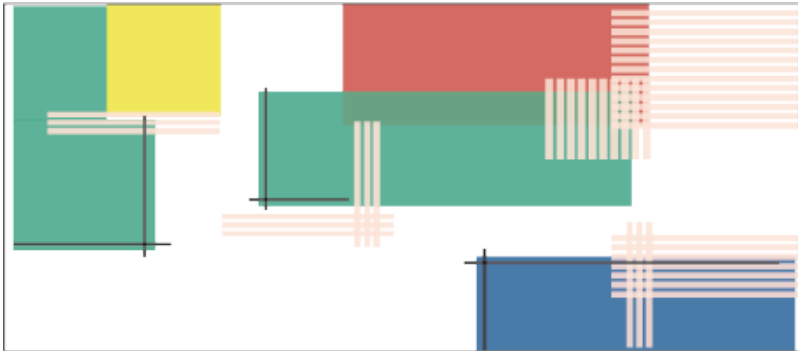
programtic ledgend area diagram



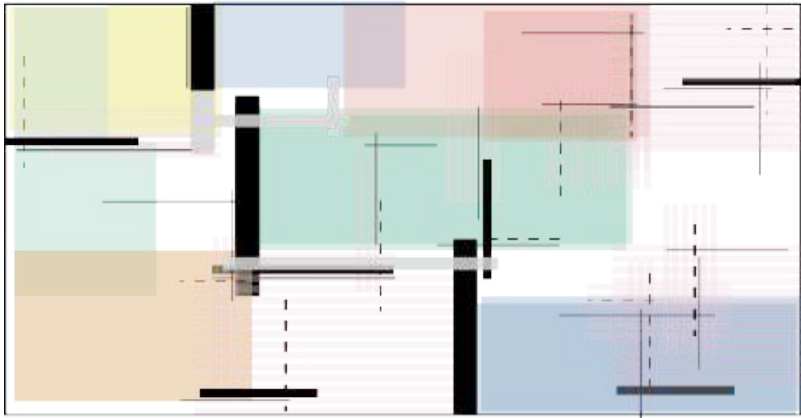
1st, 2nd Floor Program



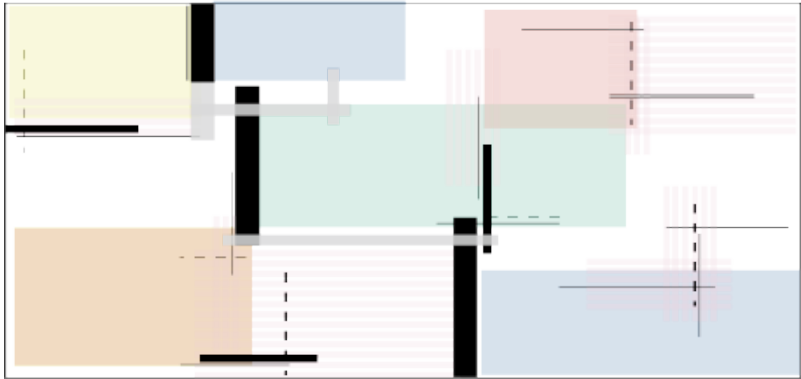
1st Floor Program



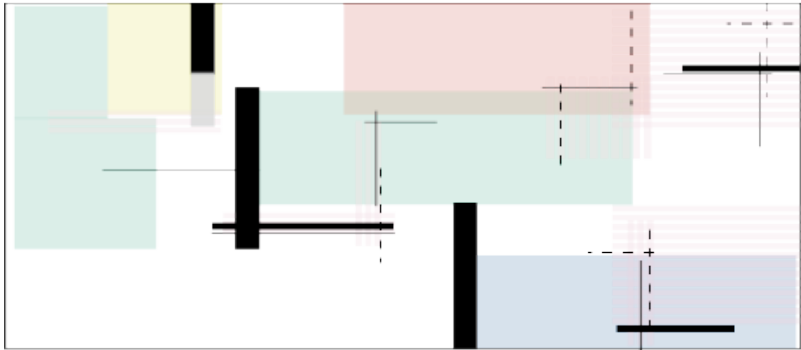
2nd Floor Program



1st, 2nd Floor Partition & Sound Isolation



1st Floor Partition



2nd Floor Partition

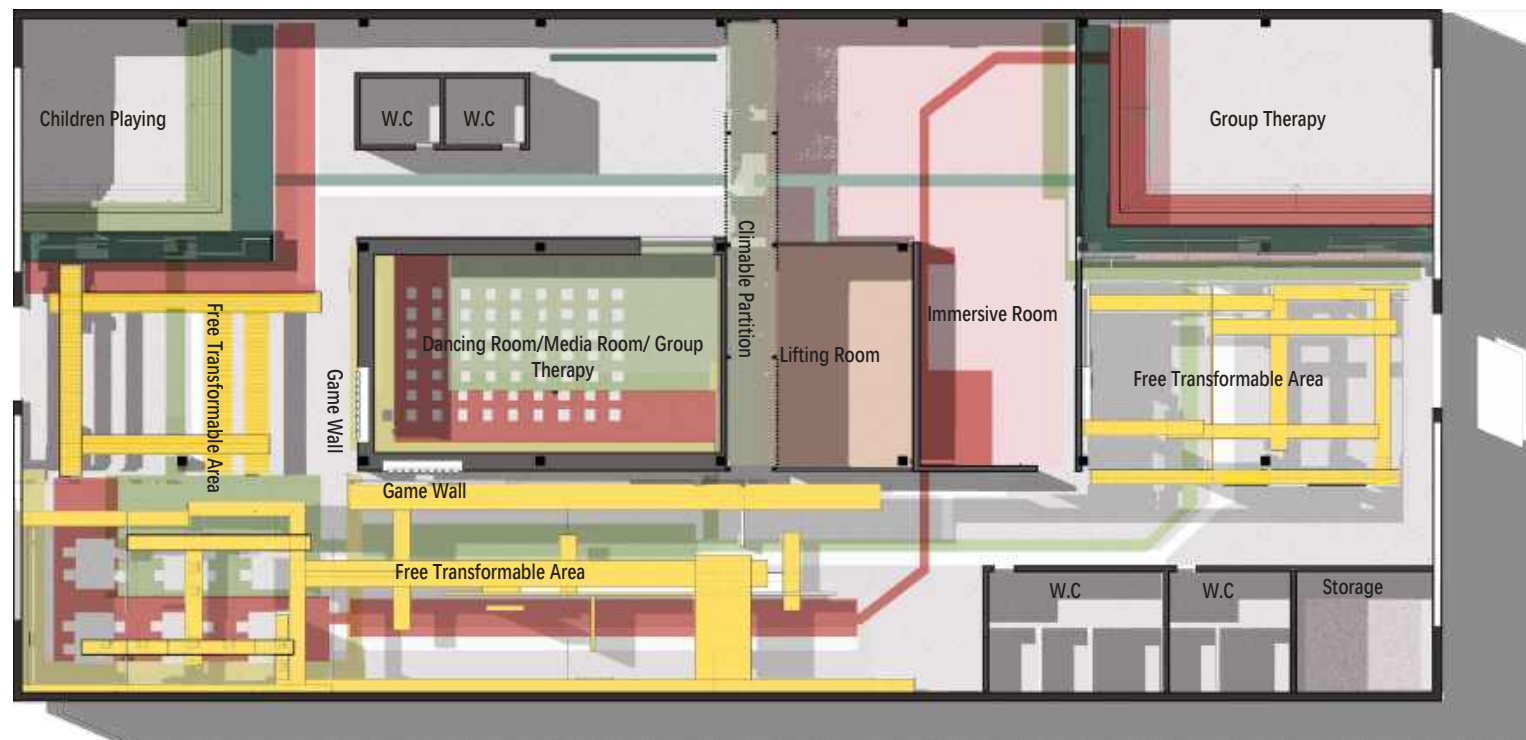
The programtic ledgend area diagram show how would each program overlapping with each other. And then the partition wall would be set up following the division of quiet, medium and noise space.

Concept Model





2ND FLOOR



1ST FLOOR

DOMINO EFFECTS

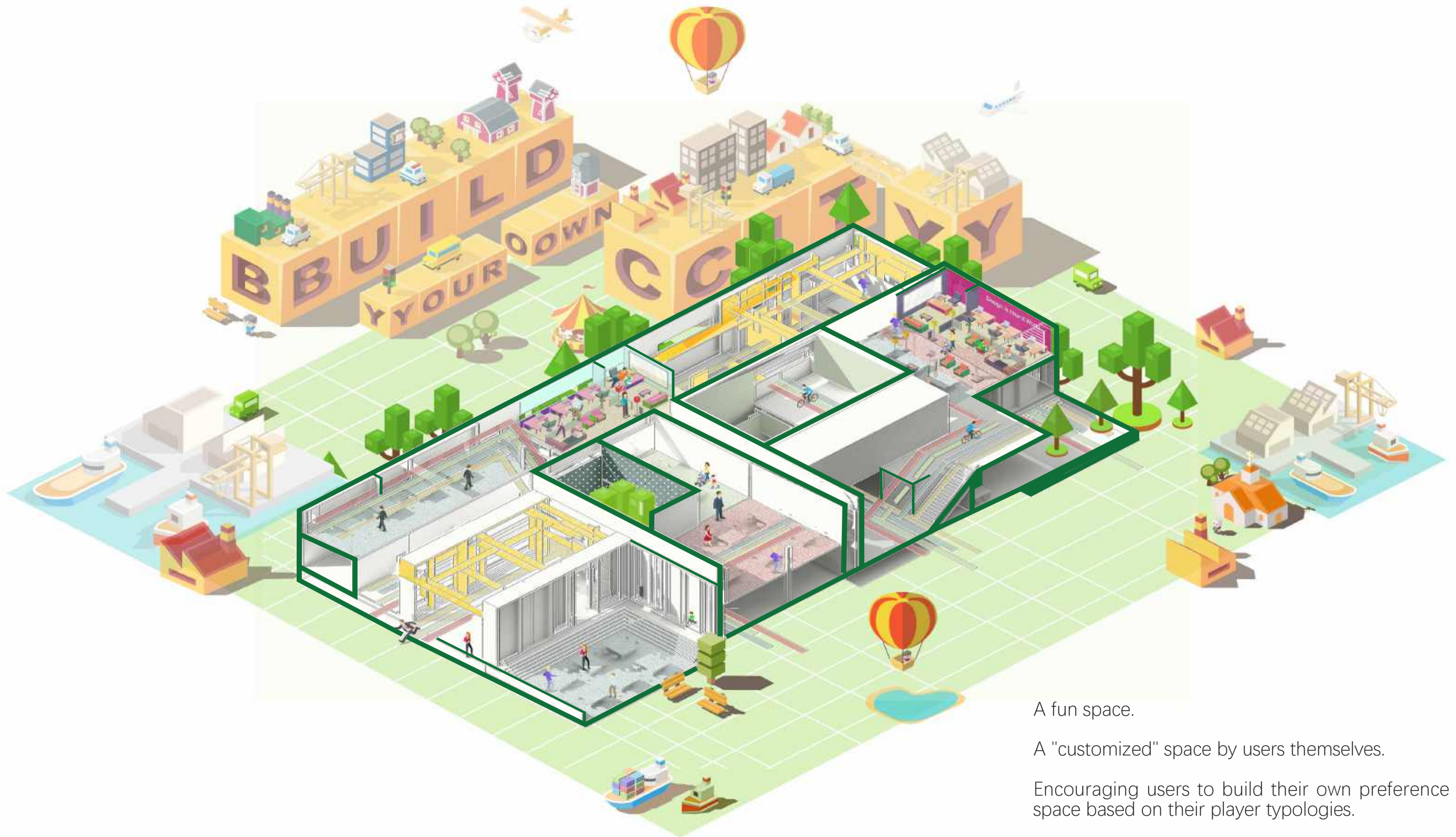
GAMING FEELING PROVIDES THE SENSE OF HUMOR.

Since this study hypothesis investigates the effectiveness of a transformable and immersive space, providing a therapy function could redirect negative emotions and foster social connections among users. And as the research shows that people would be unwilling to go to a therapy center to expose their mental issues.

The space is going to function as a gaming place with domino effects -- when one part of the space changes, the whole space's layout changes as well as users' mental status, like one piece of the domino cards falls down would result to a series of chain effect.

The Lifting Room and the Slidable Room will provide the space with multiple floor plans, an unexpected change and unlimited composition possibilities.

Spatial Concept



A fun space.

A "customized" space by users themselves.

Encouraging users to build their own preference space based on their player typologies.

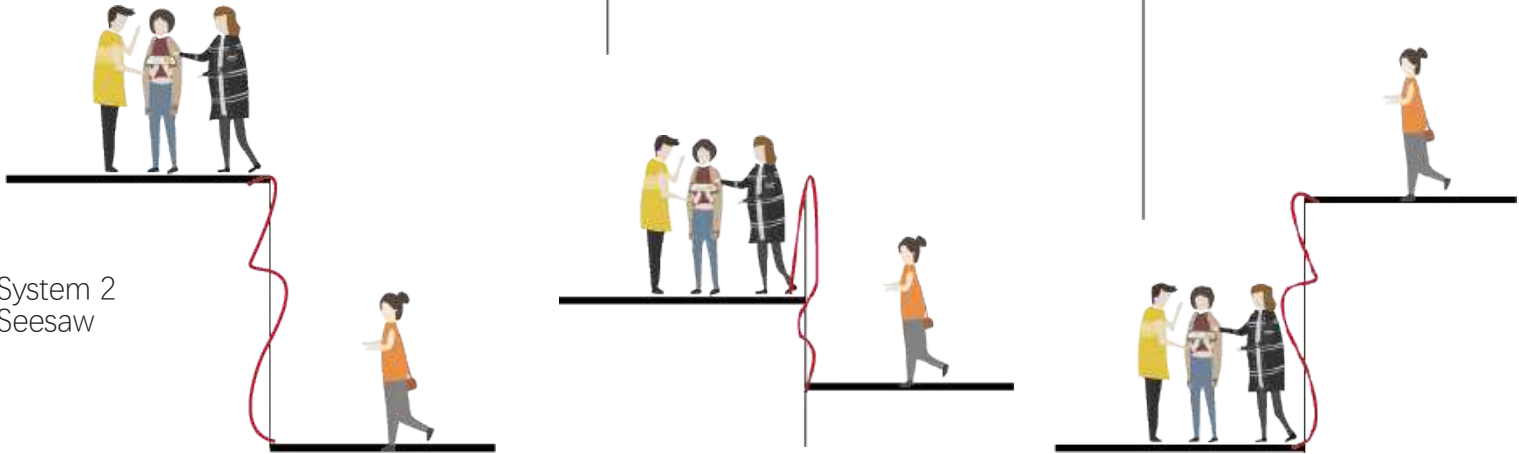
A space that could help the users redirect their negative emotions while they are interacting with the installations.

The Mech-System

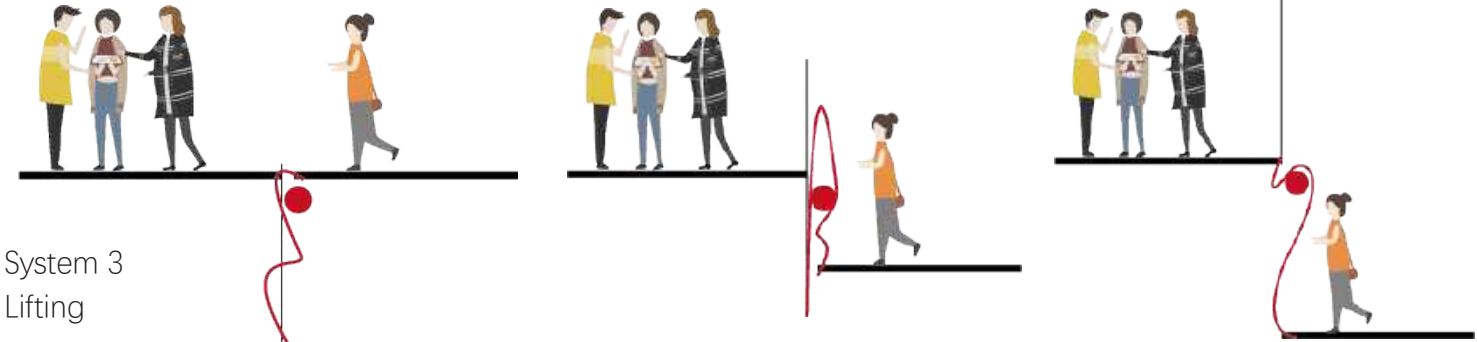
System 1
Plumping



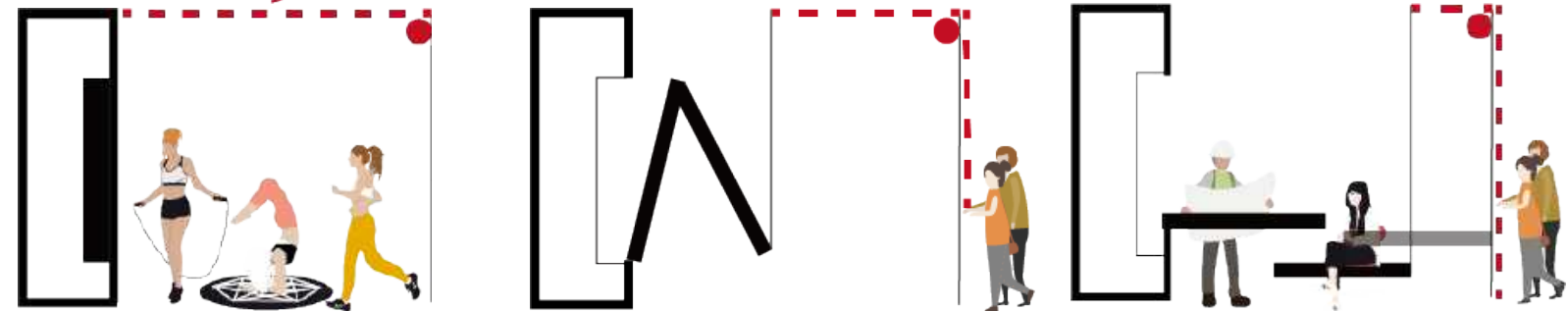
System 2
Seesaw



System 3
Lifting

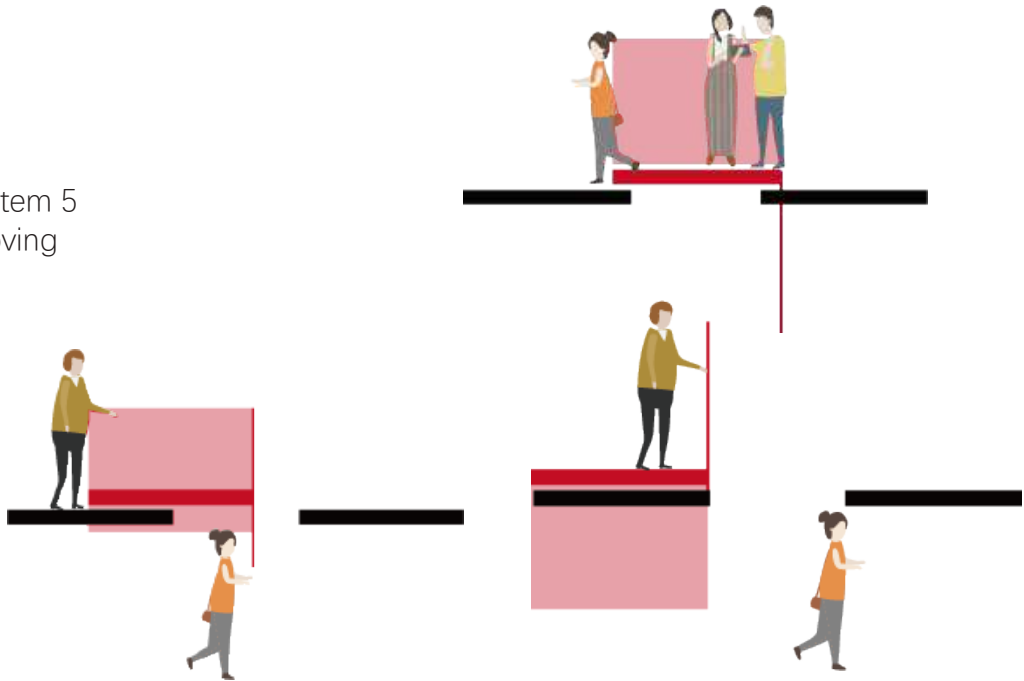


System 4
Extension

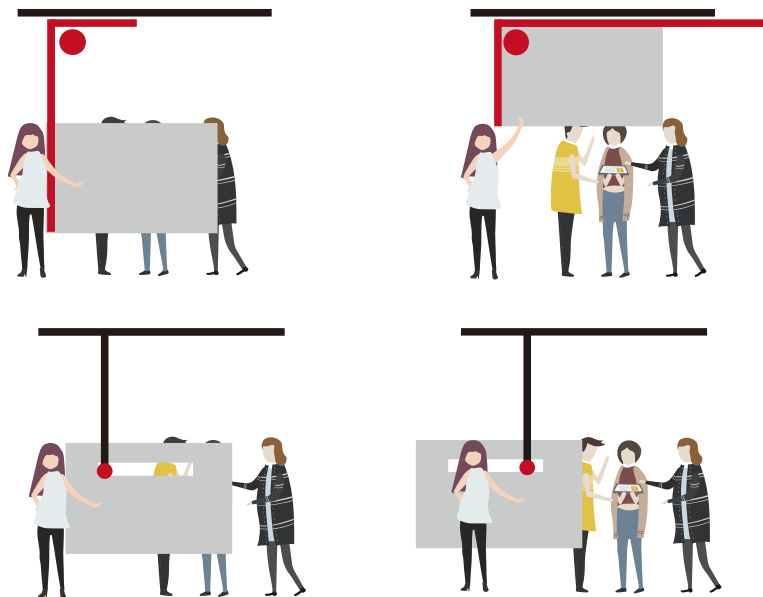


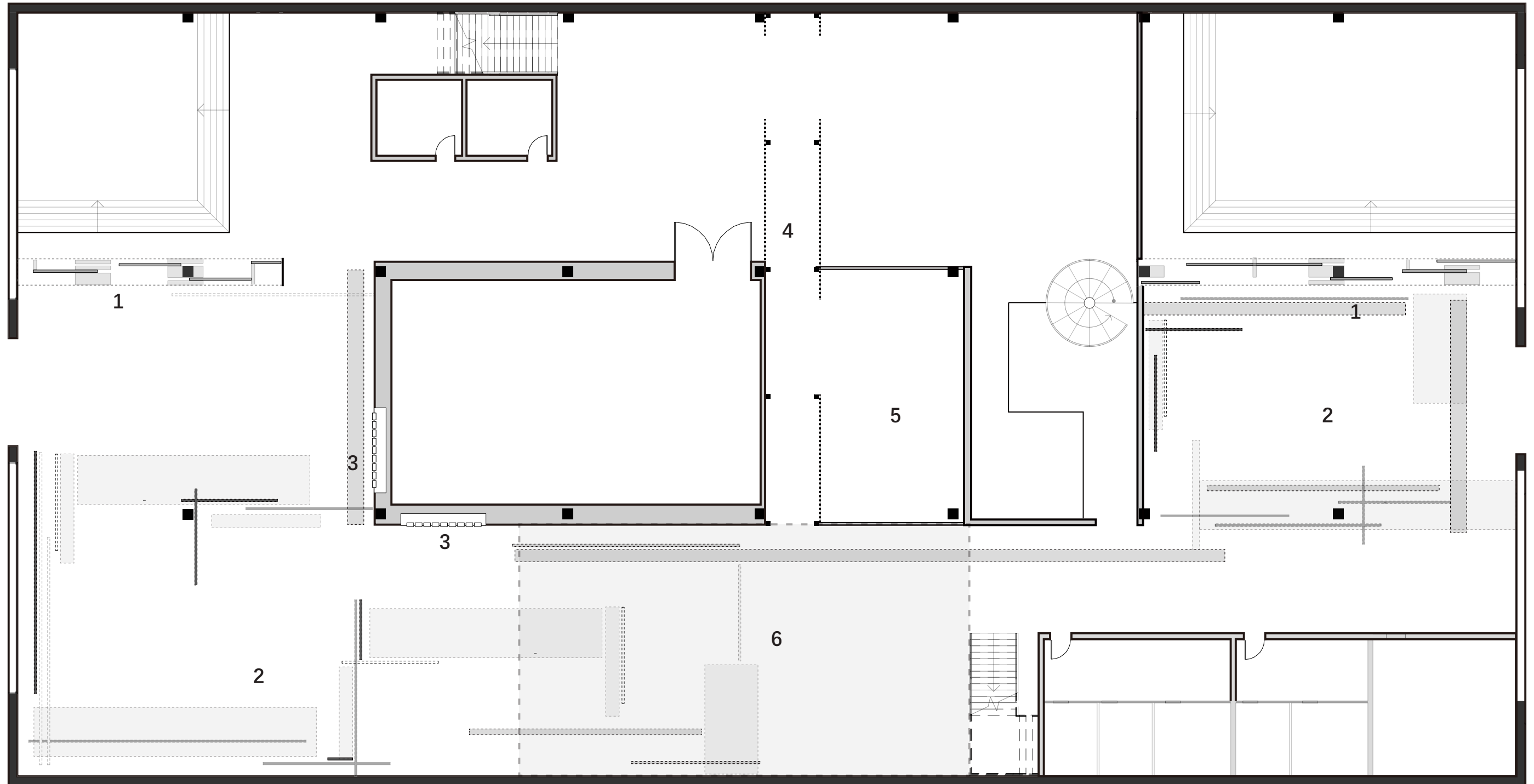
The Mech-System is developed based on the theory of four player typologies, encouraging different types of people exploring the space by their own preference. The system also took the idea from the precedents of two interactive installations that people could randomly trigger the system or build the space by their own.

System 5
Moving



System 6
Partition

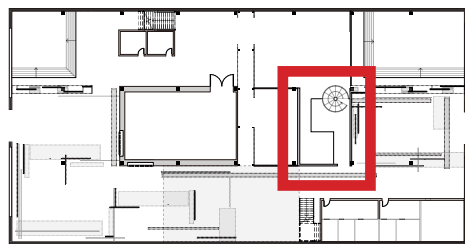




Mech-System & Player Typologies

- | | |
|---|---|
| 1. System 6 - Horizontally Moveable Partition- Explorer, Archiever | 4. A Climbing Circulation Wall - Explorer |
| 2. System 1, 6 - Horizontally & Vertically Moveable Partition - Explorer, Archiever, Socializer, Killer | 5. System 2, 3 - Lifting Room - Explorer, Archiever |
| 3. Central Control for System 2, 3, 5, 6- Game Wall - Explorer, Archiever, Socializer, Killer | 6. System 5 - Slidable Room - Explorer, Archiever |

Rendering

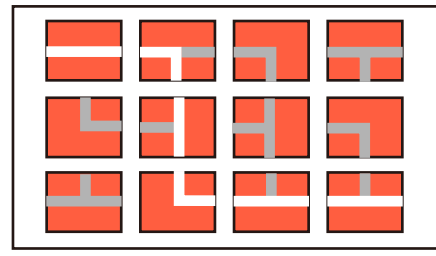
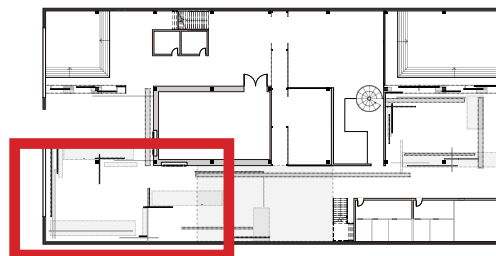


Whimisy Room

The combination of the green color scheme and ambient lighting creates a serene environment. The unusual texture of the wall material, whether it be moss, foam, or cotton, adds a tactile element that sparks curiosity.

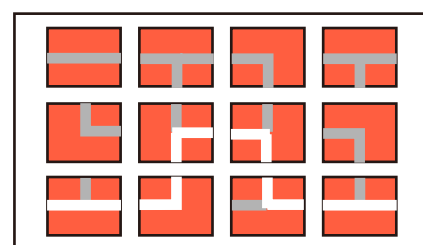
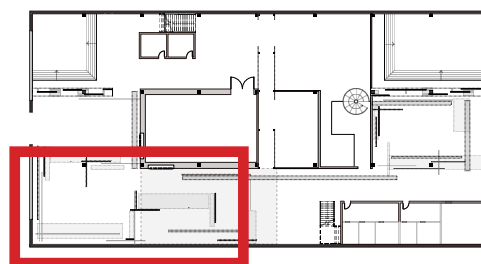
The immersive nature of the space will subtly guide users to become naturally curious about the unfolding moments of their experience

Rendering



The concept of the game wall is inspired by a classic computer game. By rotating the pipes, different pipe connections will result in varying system temperatures within the walls, thereby changing the color of the space. This is achieved through temperature-sensitive paint applied to the walls. Additionally, the game wall is interconnected with a chip system and the sliding and lifting mechanisms of the room. When individuals twist the pipes on the game wall, attempting to create new combinations, corresponding changes will occur within the space.

Rendering



Game Wall Verison B



Slidable Room moves from right to left

This is the same viewpoint as the previous page's rendering. The wall transitions from green to blue, creating a vibrant space atmosphere while retaining the original orange color.

A significant amount of perforated panels with sound-absorbing properties are extensively applied in the space.