TINXING ZHENG PORTFOLIO

SELECTED WORKS   2019-2020

TINGXIN ZHENG

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EDUCATION

Savannah College of Art and Design (SCAD)
Savannah, GA USA   Sept 2017 - Expected graduation: Mar 2021
B.F.A. in Interior Design
Cumulative GPA: 3.97   Major GPA: 4.00

Tsinghua University
Beijing, China   Sept 2016 - May 2017
College Preparatory Course

EXPERIENCES

SCAD International Student Services Office
Student Employee
2019 -Present
Assisting with orientation, addressing parent and student concerns, helping solve problems, and participating in university activities.

SCADpro x Trane
Facilities Lead, Concept Artist,Documentation Manager
March - May 2020
Collaborated with Trane to create an on-brand, immersive storytelling experience in the lobby of the North America headquarters.

Cultural and Academic Preparation Program
Assistant
July-September 2019
Served as a role model, assisted with workshops, activities, and excursions provided specifically for international students to help them adjust to American culture and help resolve problems.

SCAD Career Fair
Assistant
February 2019
Worked as a booth assistant to help the company set up the booth and also provided information to the students.

SCAD Serve Free Sketch Event
Volunteer
Savannah, GA January 2019
Taught basics of drawing and made sketches with the seniors.

SCAD Radio
DJ
September 2017
Joined the SCAD Radio, worked as a DJ and did the regular show on air.

Beijing Design Week
November 2016
Made a fashion collection with self-printed fabric to be shown.

ACHIEVEMENTS

Dean's List Honors *2018-2020*
SCAD Academic Honors Scholarship *2017-2020*
SCAD Achievement honors Scholarship *2017-2020*

INVOLVEMENT

American Society of Interior Designers (ASID)-*Student Member* 2020
International Interior Design Association (IIDA) - *Student Member*
Interior Design Organization(IDO) - *Member   2018- Present*
Chinese Student Association - *Member   2017-2019*

SKILLS

Technical Skills

Photoshop Illustrator InDesign Microsoft Office
Revit Rhino Grasshopper Lumion VRay SketchUp

Language

Cantonese Mandarin English

TX

Designer and Storyteller.

Growing up in Shenzhen, also known as the 'City of Design' in China, I have been exposed to an incredibly creative and interesting environment in the form of skyscrapers, transportation infrastructure and other modern urban buildings. However, the place where I grew up was not as glamorous as this city. It was an apartment in the urban village. The buildings in this area are called "handshake buildings" because they are crammed together, and we can even shake the hand of our neighbor if we reach into each other's rooms. When people mention these urban villages, squalor, overcrowding, chaos and filth become the words that people think of.

Nowadays I have moved into a new apartment, but there is still where home started for me. I still remember that there was a marble step in front of the entrance of the kitchen. When my mother was cooking, I would sit there and chat with her. But it was also there to keep me tripping. Although now it seems that there might be many problems with the design of my childhood home and the decoration was not fashionable either, I still love it. Our memories were created and inhabit our bodies, and through our bodies we inhabit space. Each space has therefore become a place to create and carry memories. As I got a little older, I realized that urban village is like an archive of local collective memory in a fast-changing metropolis. It not only stores my memories, but also my family and many local people like us. So, I chose to study interior design and I hope that others' views of our "home" can be changed through my design.

I began exploring in interior design during my undergraduate study. It opened the door of interior design to me and made me realize that interior design is much more than picking beautiful furniture or creating a "shelter". As I learned that interior design could help restrict people's behavior and evoke new behavioral possibilities. The essence of space is for people to live more comfortably both physically and spiritually. A good design can make the space tell a story or deliver information.

I was privileged to participate in a collaborative studio project back in my undergraduate study. The project was to development an on-brand, immersive storytelling experience in an exhibition lobby for a company. It allowed me to understand through practice how interior design mobilizes people's senses and creates an interactive space through multi-dimensional sensory experience to tell a story. This experience further solidified my opinion that the narrative of space always plays an important role in the relationship between human and space. In the space where we live, conscious or unconscious stories are happening all the time. My enthusiasm for interior design has not diminished, but I also want to be a story maker and storyteller apart from being a designer. I am hoping to create narrative spaces that can evoke emotional connections in the future.

_01
Interwoven

Worn Stories
Archives Hub

PROJECT DATA

[Project Year]   2020
[Project Type]   Interior Architecture Design
[Working Team]   Individual Work
[Key Words]   Exhibition, Retai, Empathic design
[Location]   Beijing, China
[Site Area]   1500 m²

DESIGN DESCRIPTION

Under the business strategy of fast-fashion brands, disposable clothing is part of a trend toward fast fashion. consumers start accepting the lesser quality of the garments in substitution for lower prices and they are quick to throw away the items and move on to the next trend. Interwoven is a **multi-functional space** for **exhibition, experience, retail, communication** that connects to people's **personal memories** and **clothes**. It aims to bring the diluted awareness of cherishing clothing back to the people in order to drive rebirth of old garments and to promote the **sustainable fashion**.

The project is located in the 751 D-Park, a creative cluster themed of fashion and design. It is a **renovation** of an industrial work-shop, so the design mixes the new design with the existing old factory. The traditional way that separates space with floors is transformed to interwoven **rampway** and it changes the original single, and basic spatial form, and to create variety of different spatial experiences. Such a walking route enhances **emotional immersive experiences** and it aims to sensitize the community about the increasing negative effects of fast fashion.
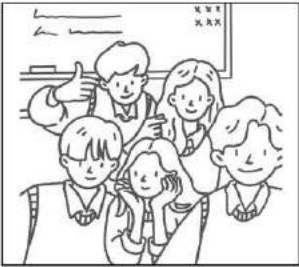
[Storyboard]
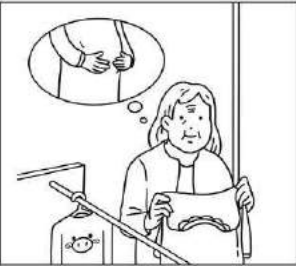
Before we were born, our parents and relatives would start buying clothes for us as a gift to welcome us to this world.

Our mother would knit us sweaters herself, but soon the clothes would become too small since we grew up so fast.
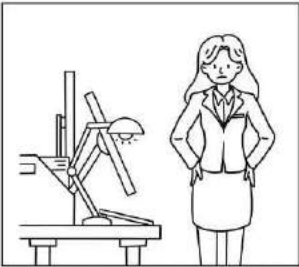
As we got older, we loved to act like adults, so we might wear parents 's clothes to pretend like an adult.
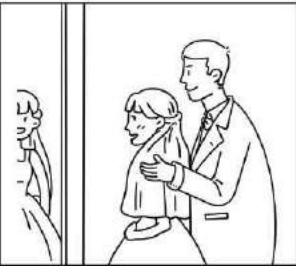
When we started going to school, the school uniform on us has become a special symbol of our friendship.

The loose jersey also seals the happy memories of playing basketballs on the court with our former lover in the school.

Wearing professional attire for the first time might be uncomfortable, but it marks a turning point when we entered into the workplace.

Every girl has been dreaming of wedding dresses when they were young, and it is a memorable moment when they finally wear it.

Becoming parents, we will also encounter times when we need to buy clothes for our children. This process is full of happiness.

As we grow up, our parents are getting old. When they left us, their clothes give us something to hug tight in moments of grief.
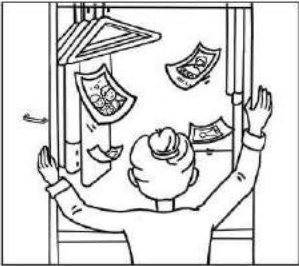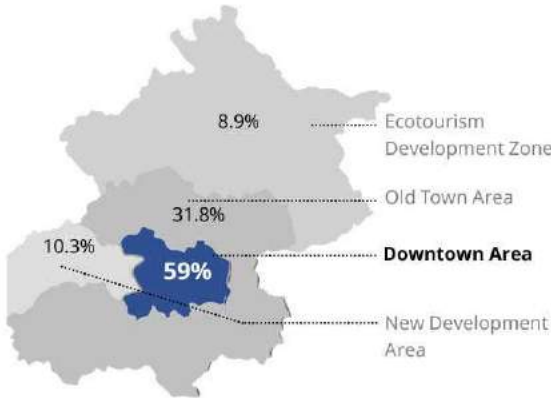
If we observe carefully, we will find our wardrobe is full of memories to tell and we are the only one connecting them.
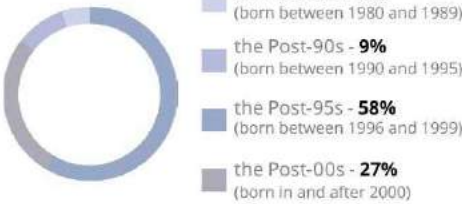
[Market Research]

CITY DEMOGRAPHIC

The site is located in the 751d·Park in Chaoyang District, **the central of Beijing**. In addition to commerce area and business office, functions such as life shopping, commuting, leisure and entertainment are also very evenly distributed, so the population here is **the densest place in Beijing**.

8.9% .... Ecotourism Development Zone
31.8% .... Old Town Area
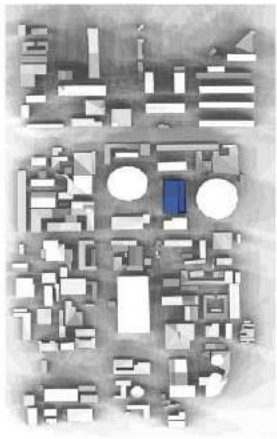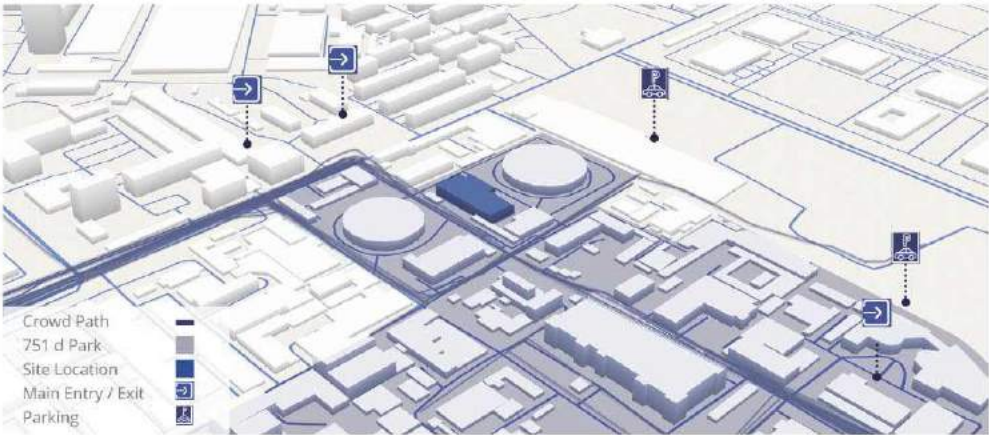10.3% **Downtown Area**
59%
.... New Development Area

AGE DISTRIBUTION IN FASHION CONSUMPTION

"Gen Z" (referring to young people born in the mid-1990s to 2010) have become the main fashion consumer of the younger generation.
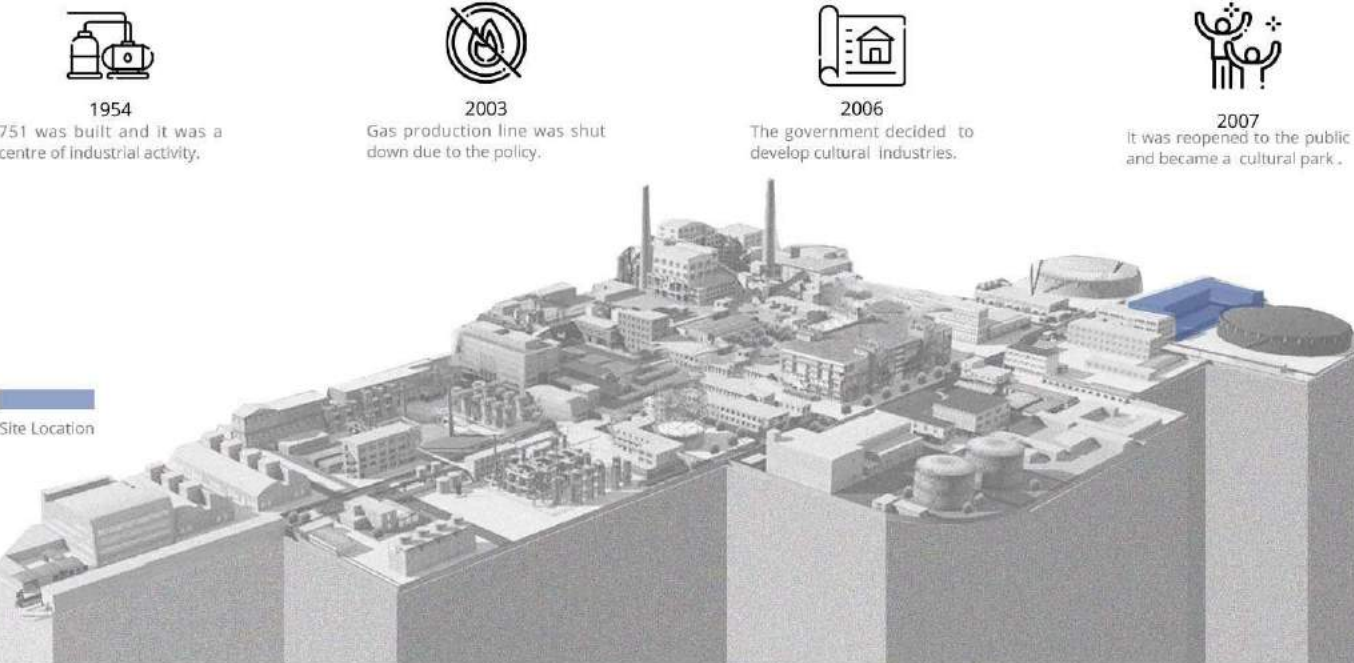
the Post-80s - **5%** (born between 1980 and 1989)
the Post-90s - **9%** (born between 1990 and 1995)
the Post-95s - **58%** (born between 1996 and 1999)
the Post-00s - **27%** (born in and after 2000)

[Site Analysis]

NO.1 WORKSHOP, 751D·PARK JIUXIANQIAO RD, CHAOYANG DISTRICT, BEIJING, CHINA

Crowd Path
751 d Park
Site Location
Main Entry / Exit
Parking

SITE DEVELOPMENT | SURROUNDING ENVIRONMENT

With the government's support, "751D·PARK" has transformed from a gas plant to a creative cluster themed of fashion and design. Now there are over 150 creative studios and company's resident in the Park, covering fashion design, music design, automotive design, visual design and high-end furnishings design.

1954
751 was built and it was a centre of industrial activity.

2003
Gas production line was shut down due to the policy.

2006
The government decided to develop cultural industries.

2007
It was reopened to the public and became a cultural park.

Site Location

[User Analysis]

PRIMARY USERS

Young Consumes
Frequent shoppers of clothing and accessories, who are generally up to date with the fashion trends.

Visitors
Local Residents
Social Media users

SECONDARY USERS

Staffs
Employees, or people temporarily hired, such as photographers and models.

Long-term
Temporary

Designers
Designers in a related industry who want to hold workshops here or give lectures.

PERSONA
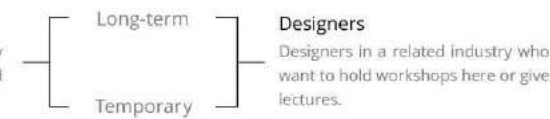
@ Jessie — Influencers 33-year-old
BIO:
Jessie is a photographer. She lives in Shanghai, but she often travels to various places to shoot vlogs. She shares her life on social media to get followings and help advertise various brands to make money.

@ 石头 mst — Designer 24-year-old
BIO:
MST has lived in Beijing for 7 years. She stayed here after graduating from university and now works as a fashion designer. She is very concerned about eco-fashion and want to promote it to the public through her own design.
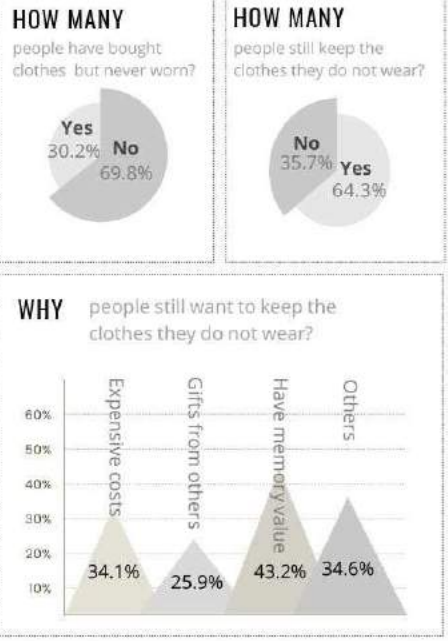
@ 王怡冰 bb — Freelancer 27-year-old
BIO:
BB is a local in Beijing, and she lives nearby. She is a freelancer and usually works as a part-time model. She is keen to get the latest fashion information on social media platforms, and she strives to keep up with trends.
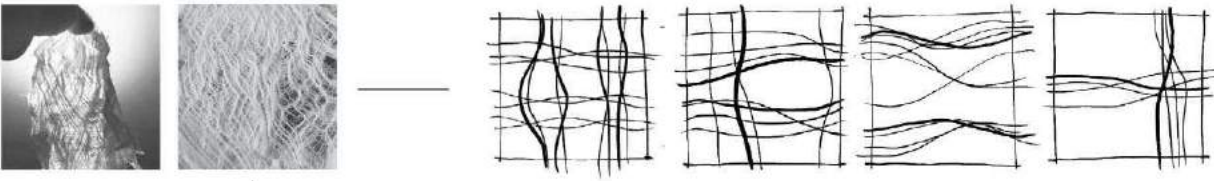
@ Jackson — Student 19-year-old
BIO:
Jackson is from Harbin. He has just arrived in Beijing for 3 months. He has been visiting various attractions in Beijing recently to get familiar with this city, so he came to 751· d park with his fiend.

[Survey Data Collection]

HOW MANY
people think the impact fast fashion is negative to the society and environment?

Agree 36.7%
Disagree 63.3%

HOW MANY
people have bought clothes but never worn?

Yes 30.2%
No 69.8%

HOW MANY
people still keep the clothes they do not wear?

No 35.7%
Yes 64.3%

WHY people still want to keep the clothes they do not wear?

Expensive costs 34.1%
Gifts from others 25.9%
Have memory value 43.2%
Others 34.6%

[Concept and Space Development]

Sustainable Fashion

Texture
Fabric
Clothes / Textile
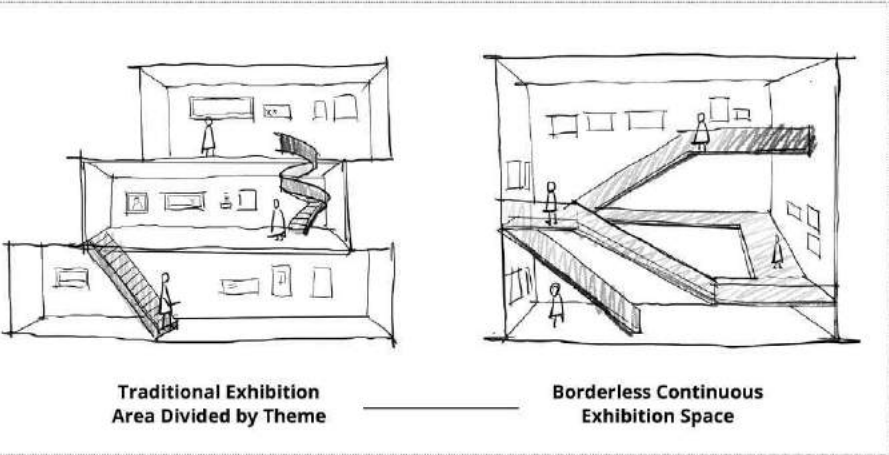Build Personal Relevance
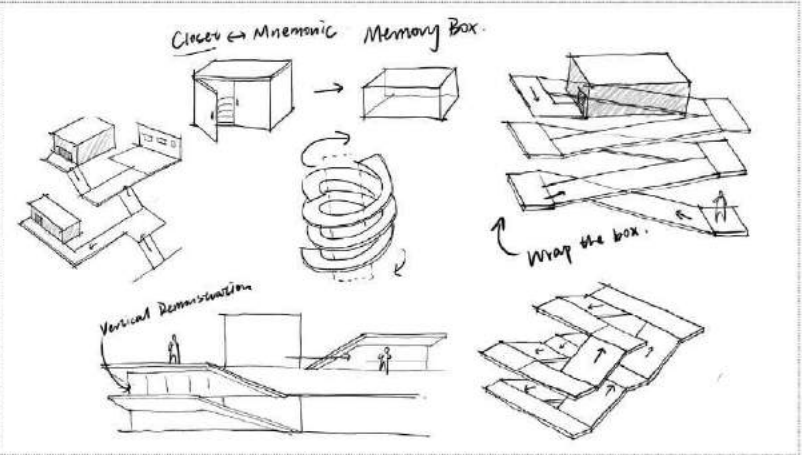People

Memory trace
Used mark
MEMORIES

INTERWOVEN
The state of things being interwoven, intermingle or combine as if by weaving.

MNEMONICS
A memory device aids information retention and retrieval in the human memory.

Traditional Exhibition Area Divided by Theme
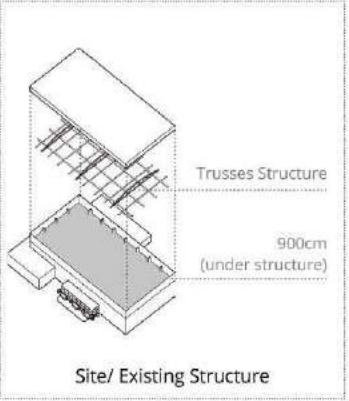
Borderless Continuous Exhibition Space

Closet ↔ Mnemonic   Memory Box.
Wrap the box.
Vertical Demonstration
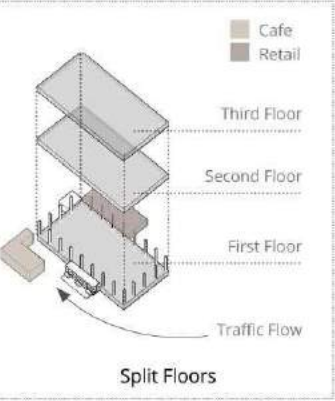
Interwoven Path System

The design of ramp not only responds to the theme of interwoven, but also connects the buildings, exhibits and visitors, creating a closely related spatial experience. The ramp can create a circulation that extends all the way from the 1st floor to the the 3rd floor. It also makes the exhibition hall borderless and invites interactive connection with users' various choice. With the ramp with no boundary, various activities can take place with the needs. The ramp also forms extension space for catwalks in fashion show.

Trusses Structure
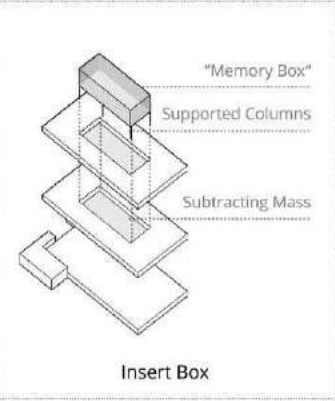900cm (under structure)
Traffic Flow
Site/ Existing Structure

Cafe
Retail
Third Floor
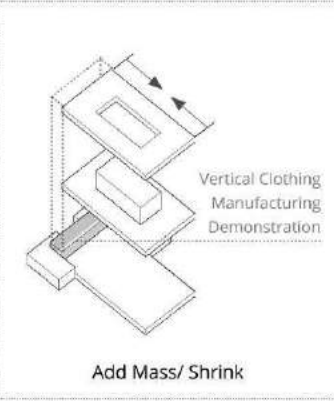Second Floor
First Floor
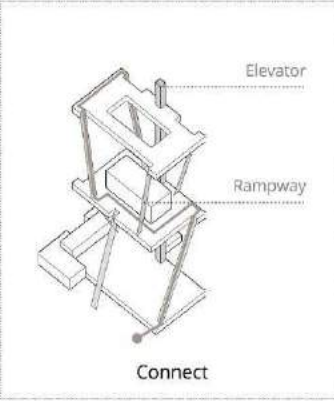Split Floors

"Memory Box"
Supported Columns
Subtracting Mass
Insert Box

Vertical Clothing Manufacturing Demonstration
Add Mass/ Shrink
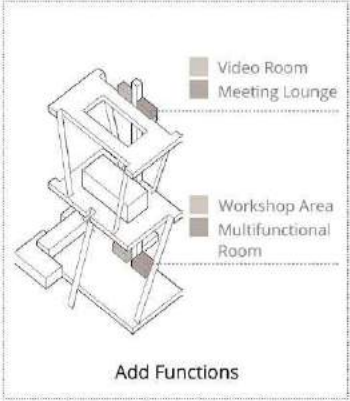
Elevator
Rampway
Connect

Video Room
Meeting Lounge
Workshop Area
Multifunctional Room
Add Functions

[Floor Plans]

The journey begins at the west entrance where the eye-catching exterior glass box leads visitors through the entry into the exhibition spaces.The cafe is also set up on this side because of the traffic flow and visitors can enter into the exhibition area from the cafe. The rampway inside as the main circulation goes up and down, defining different areas for the exhibits while connecting all of them in a sequence. The retail area is set on the other side of the building and also has independent entrances. Doorways that provide clear path of circulation engage shoppers or café-goers to wander and discover in the exhibition area.

Not to Scale

First Floor

01 Main Entrance	07 Recycle Station	13 Fitting Rooms
02 Cafe Area	08 Restroom	14 Active Room
03 Restroom	09 Lounge Area	15 Workshop Area
04 Storage	10 Showroom	16 Multifunctional Room
05 Exit Fire Staircase	11 Checkout Counter	17 Main Exhibition Area
06 Reception Area	12 Storage	18 Exhibition Area

Second Floor

19 Cafe Area
20 Exit Fire Staircase
21 Textile Processing Area
22 Working Station
23 Main Exhibition Box
24 Exhibition Area

Third Floor

24 Exhibition Area
25 Sewing/Pattern Making Room
26 Material Lab
27 Working Area
28 Video Room
29 Meeting Lounge

First Floor

Second Floor

Third Floor

[Memory Box]

BIRTH | GROWTH | WORK | MARRIAGE | DEATH

Wardrobes are memory banks, and our clothes are woven with memories. We are able to find ourselves through the experiences of delving into our wardrobes and remembering. The "memory box" is like a big wardrobe, storing the clothes memory of one universal life cycle and waiting for visitor to explore and discover. The bright box is seen from every space in the building and has a translucent facade for visitors to peak into the main exhibition space. Within the box, visitors immerse into a woven organic shape. The opening formed by the shape is framing views of interest. The goal is to create a skewed and distorted reality and connects visitor to displaying items in a direct and interactive way. The pure interior accentuates the displaying objects. Rather than only looking at every piece of garment, visitor can experience the scenes physically to evoke their own memories of clothes.

[Exploded Axonometric View]

Cafe

Retail

Exhibition

Workshop

Roof

Trusses Structure

Memory Box

Video Room

Meeting Lounge

Rampway

Main Exhibition Area

Clothing Production
Demonstration Area

Retail Area

Elevator

Multifunctional
Room

Exit Fire Staircase

Workshop Area

Cafe

Original Industrial
Equipment

[Sections]

Not to Scale

Section 1-1
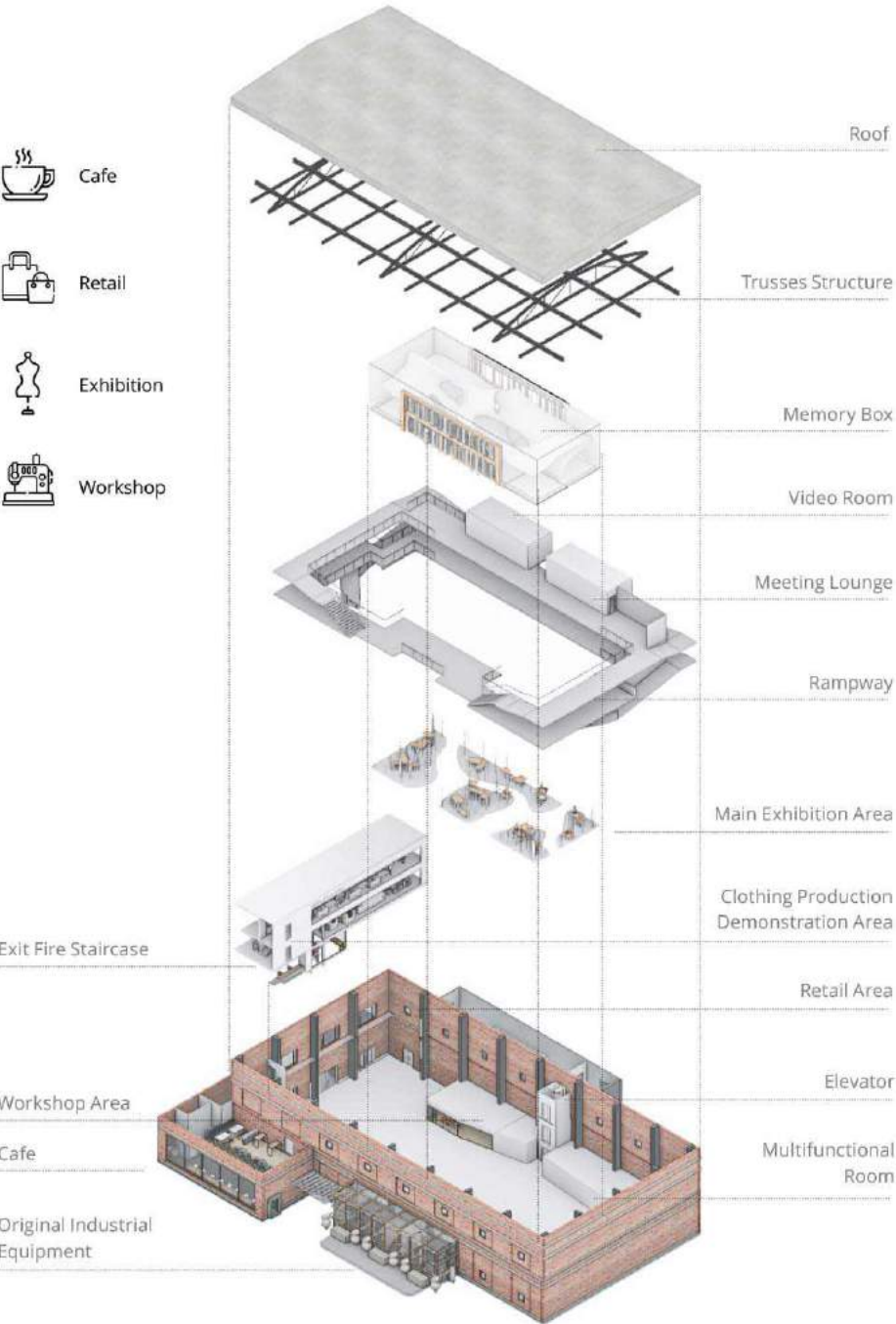
Section 1-2

Section 1-3

[Material Selection | Interior Views]
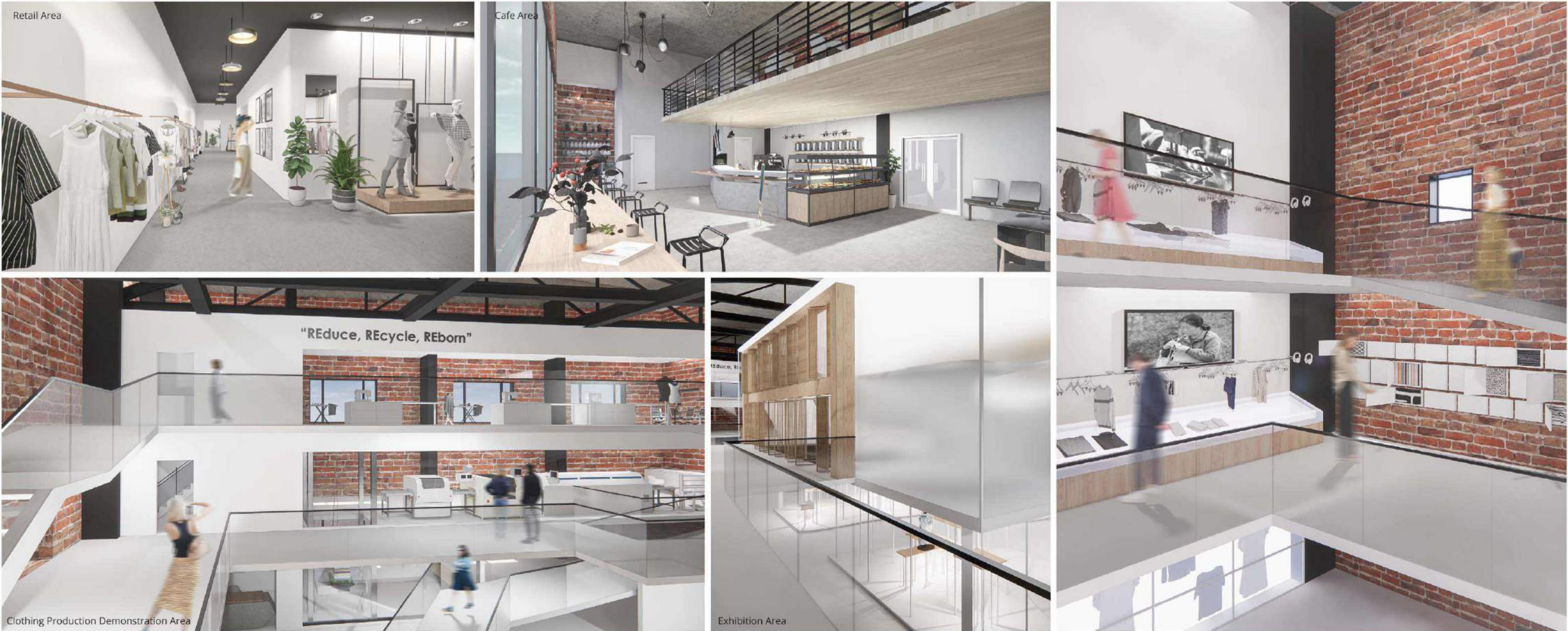
LIGHT, TRANSPARENT VS. HEAVY, INDUSTRIAL

The center exhibition box offers a warm, wooden contrast to its grey concrete-plastered and brick background. The wooden structure and translucent materials of the memory box create a **feel of lightness**. A clean and bright palette is being used to create a neutral backdrop for the exhibition area to take the spotlight. The rampway is cast-in-place with white terrazzo, designating areas for display and circulation. The use of brick and metal continues the building's original **industrial feeling** to retain the memories of industrial production. **The contrast of the texture forms a strong visual effect, and it is also implying a renewed spirit born in the old building.**

[Interactive Display Method]

VISIT THE EXHIBITION IN THE FORM OF SHOPPING FOR CLOTHES.

Except for the memory box, the other display area fully integrates the shopping experience, in an attempt to further strengthen the idea that any piece of clothing that we buy may be related to a piece of our memory. The way how the items are displayed welcomes visitors to take off the hangers and take a closer look of them. Meanwhile visitors can wear headphones to watch the video and to understand the stories and memories behind each item. In the fabric display area next to it, visitors can touch the fabric by opening each cabinet.

Retail Area

Cafe Area

"REduce, REcycle, REborn"

Clothing Production Demonstration Area

Exhibition Area

_02
Dive in
Curating the Diving Experience:
The Public Waterfront

PROJECT DATA

[Project Year]   2020
[Project Type]   Conceptual Architecture, Waterfront Design
[Working Team]   Individual Work
[Key Words]   Adaptive design
[Location]   Keelung City, Taiwan
[Site Area]   8000 m²

DESIGN DESCRIPTION

Dive in is a artistic and conceptual project. The site is located in Keelung in Taiwan, a place have lots of beautiful dive spots. However, the **climate warming** caused by human activities is turning the ocean into a huge potential threat to mankind. Taiwan could be flooded under the threat of **rising sea levels**. The project aims to attract people's attention by providing a **special sensory experience of diving** and make people aware of the threat of sea level rise.

The project goals are to transform the ruins of Agenna Shipyard into a unique **cultural landscape** and develop the area into a tourist attraction and also a public space for the local people to gather, while providing a variety of entertainment facilities. Based on the idea of curating the diving experience, ths design is using **minimal surface structure** to combine multiple systems in one highly integrated arrangement to achieve an **atmosphere of total continuity**.

[Site Analysis]

Agenna Shipyard, Zhongzheng District, Keelung City, Taiwan

Tourist Attraction

travelers general route
locals general route

Transportation

walking route
bicycle route
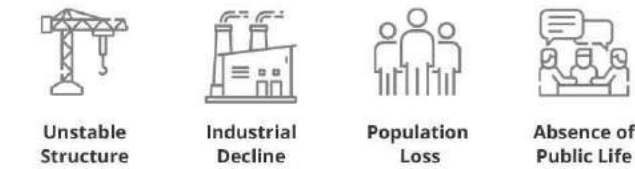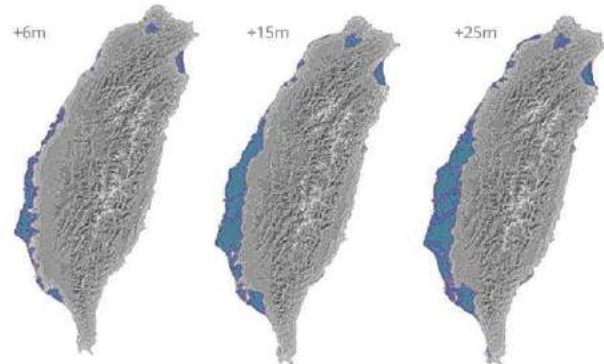main road
Secondary road
parking area

Land Use Functions

residential area
commercial property
storage unit
non-accessible area
greenery

Agenna Shipyard is next to Heping Bridge that connects Keelung and Heping Island. It has been abandoned for years, thus unauthorized entry is prohibited.

CURRENT ISSUES

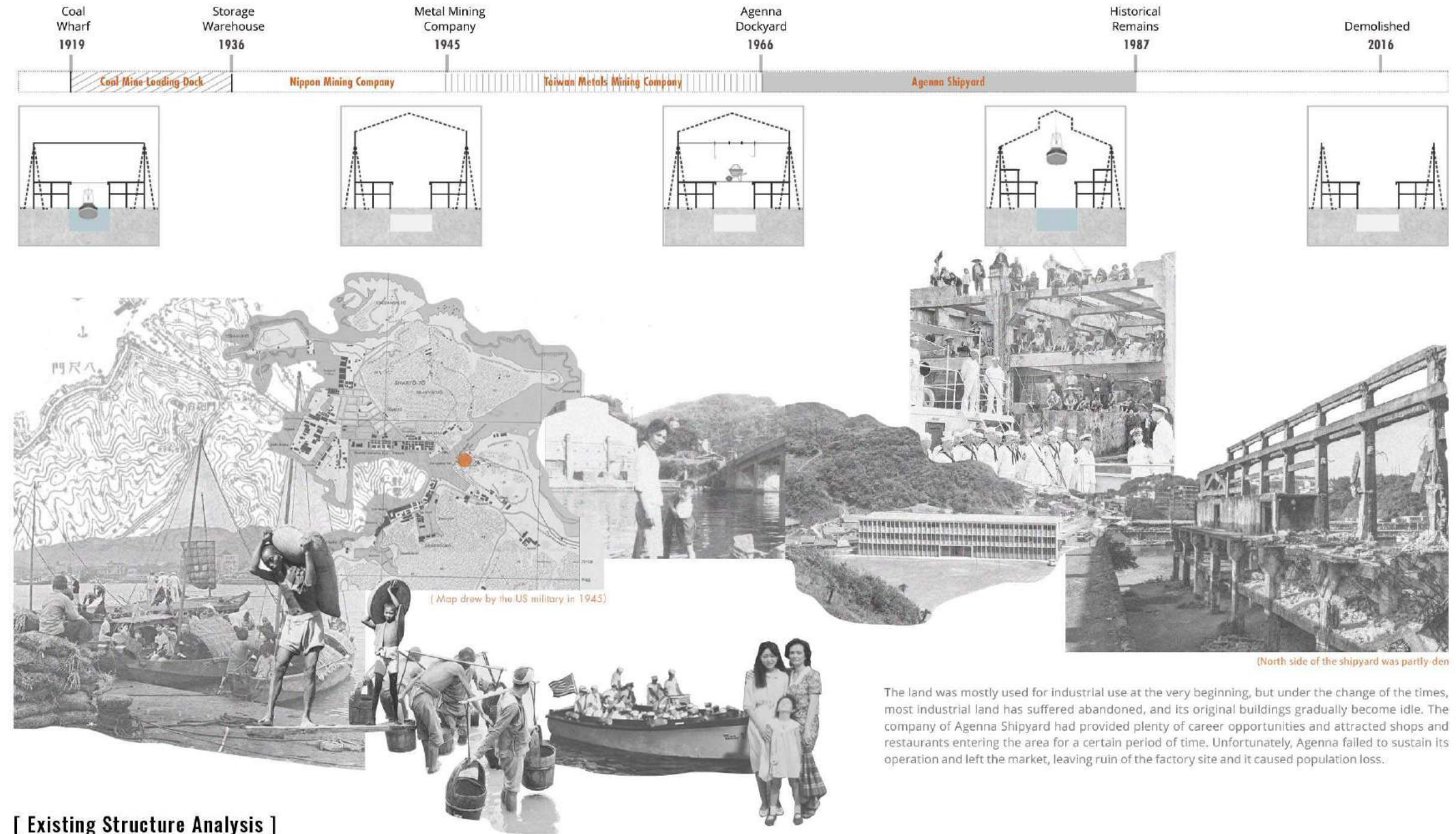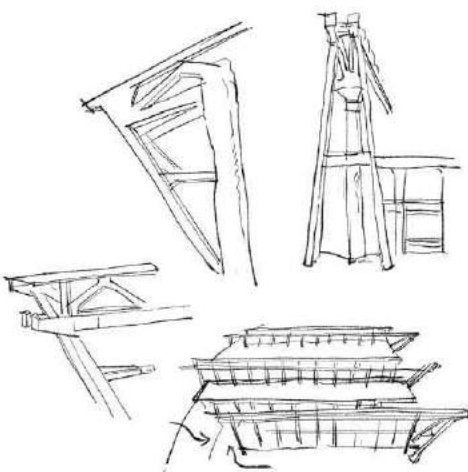| Unstable Structure | Industrial Decline | Population Loss | Absence of Public Life |

SEA LEVEL RISE IN TAIWAN

The average temperature of the world has increased significantly over the past 100 years, and Taiwan has increased by about 1.3°C. In recent years, the rate of temperature increase has been increasing, and it is estimated that the temperature will continue to increase in the future. Sea levels in Taiwan will rise by .56 meters by 2050. Under that circumstance, sea levels may rise by as much as 1.62 meters during storm surges.

+6m   +15m   +25m

[Site Development]

| Coal Wharf 1919 | Storage Warehouse 1936 | Metal Mining Company 1945 | Agenna Dockyard 1966 | Historical Remains 1987 | Demolished 2016 |

Coal Mine Loading Dock | Nippon Mining Company | Taiwan Metals Mining Company | Agenna Shipyard

(Map drew by the US military in 1945)

(North side of the shipyard was partly den

The land was mostly used for industrial use at the very beginning, but under the change of the times, most industrial land has suffered abandoned, and its original buildings gradually become idle. The company of Agenna Shipyard had provided plenty of career opportunities and attracted shops and restaurants entering the area for a certain period of time. Unfortunately, Agenna failed to sustain its operation and left the market, leaving ruin of the factory site and it caused population loss.

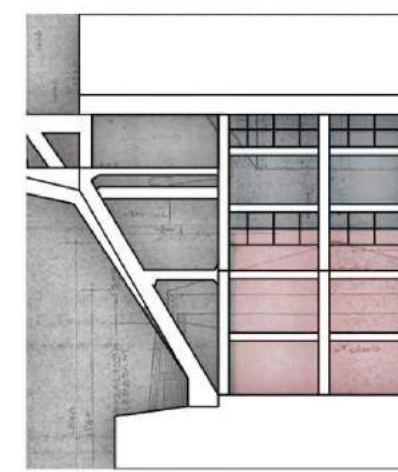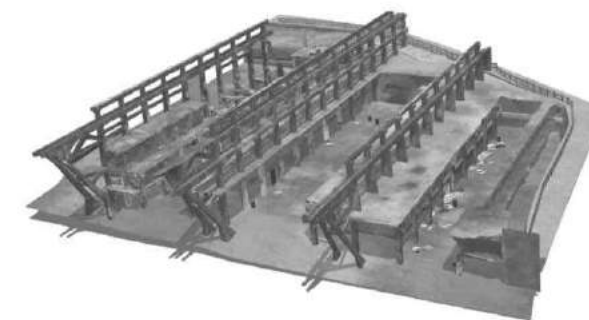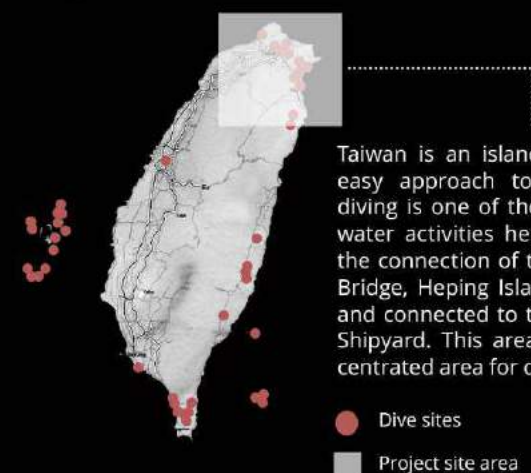# [Existing Structure Analysis]

The original shipping dock for mineral transportation was equipped with reinforced concrete and building materials, so it can be preserved today. The ruins of Agenna Shipyard are quite hazardous. Because the underlying structure is unstable in many places, there are no barriers to prevent a possibly lethal fall, and rusty metal protrusions can be found all over the place.
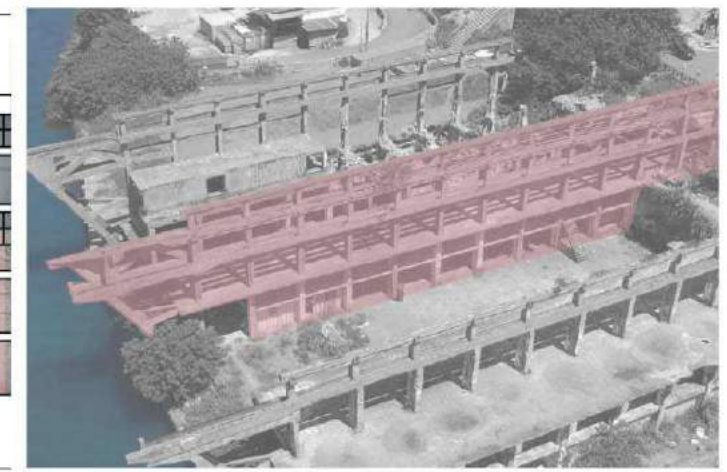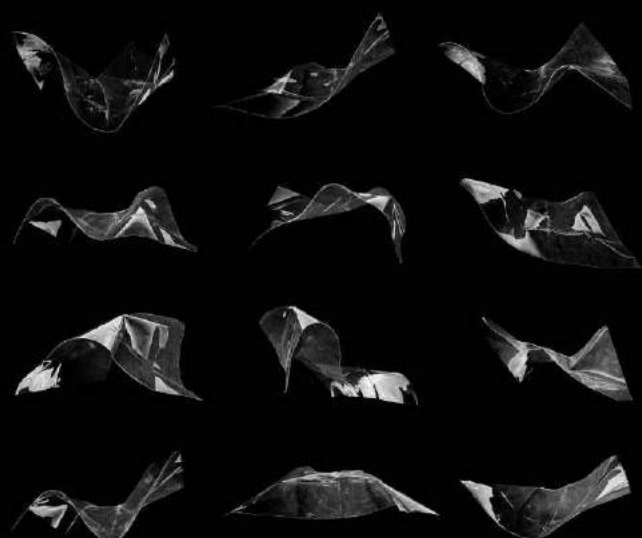
[Diving Experience Exploration]

[Concept Diagrams Development]

Diving in Taiwan

Taiwan is an island, with an easy approach to the sea, diving is one of the common water activities here. Due to the connection of the Heping Bridge, Heping Island is near and connected to the Argena Shipyard. This area is a concentrated area for diving.

Dive sites
Project site area

Actions & Feelings of Diving Experience

Arriving to the dive site
Sitting at the edge of the boat and fall backwards to enter the water
Being freed from gravity and feeling weightless
Going back on the dive deck

Assembling and wearing equipments

Preparing → **Going to dive point** → **Entering water** → **Equalizing** → **Journey** → Exiting water

Taking boat to dive sites off-shore and getting seasickness
Equalize pressure between the inside of your ears and the underwater environment

Existing Site | Block | Subtraction
Bring in Garden | Split | Create Circulation
Evolve Mass | Create Viewpoint | Add / Shrink Space
Adjustment | Redistributed mass | Add Connection
Subdivide | Voronoi Mesh | Minimum Surface

[Concept + Composition Strategy Study]

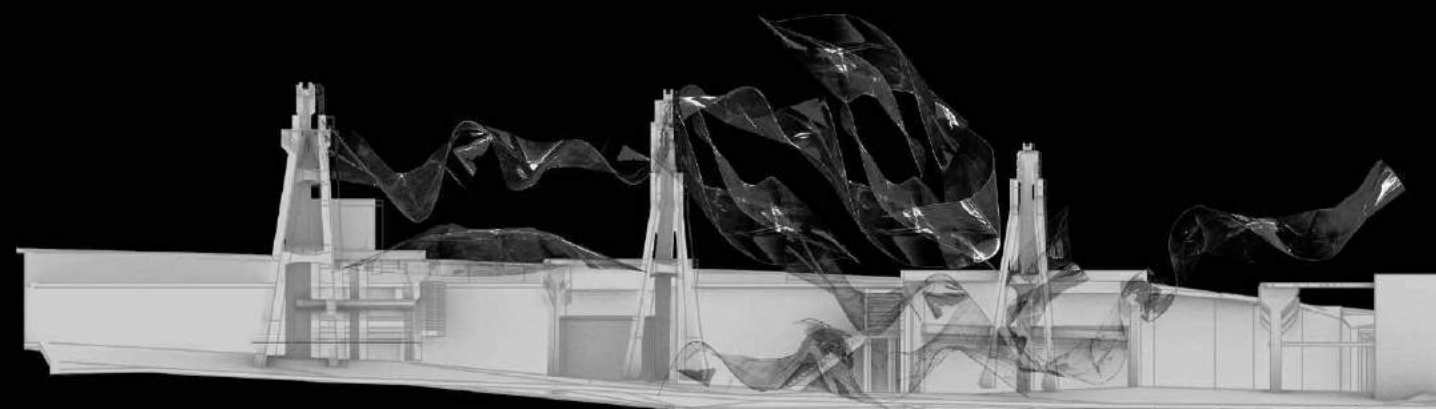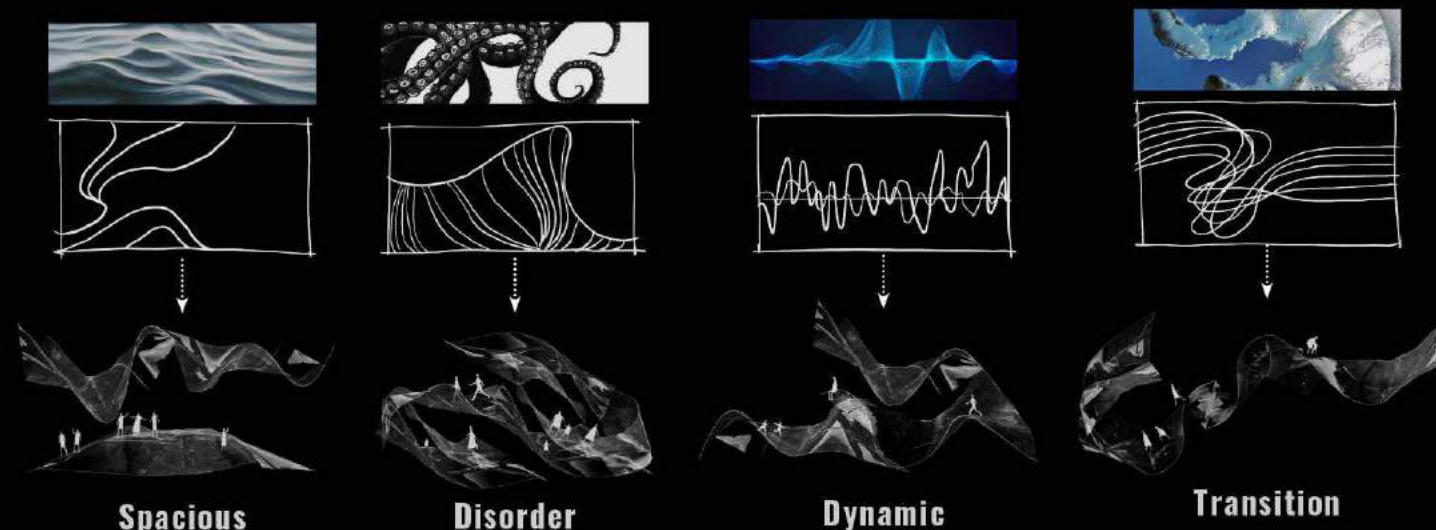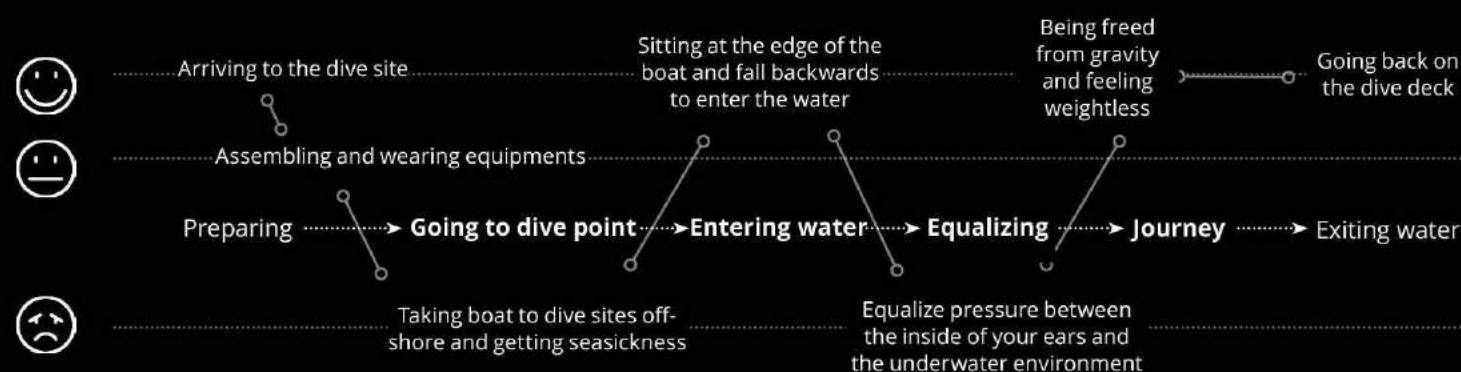**Spacious** | **Disorder** | **Dynamic** | **Transition**

The concept models were informed by the diving experience and the water environment. The forms and the transparency material of them create flows and views. The models help reconsider the relationship between the human body, water, and architecture in the design process.

The evolution of architectural form is based on the concept model and then developed on minimal surfaces and their porous qualities. Inspired by underwater world these surfaces behave as spatial elements for programmatic interweaving, creating highly differentiated spaces. It helps achieve maximum communication and selective visual connections within the building which is like the feeling of diving in the water.

Moving in three dimensions | **Looking up at Snells Window** | **Having a great field of vision**
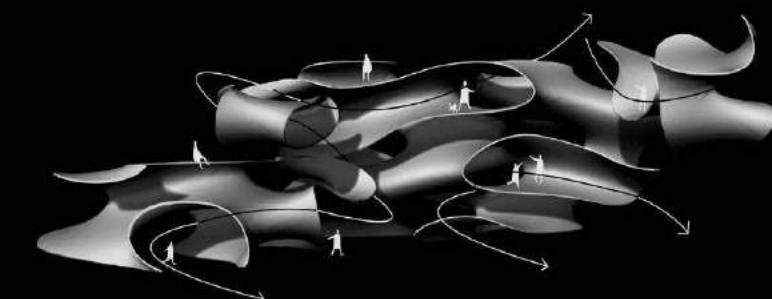
[Floor Plans | Exploded Axonometric View]

Not to Scale
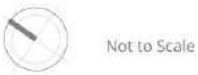
The overall building is an organic shape that attaches to the existing building structure. Taking into account the control of natural light and the accessibility to the outdoor garden, the Experience Center and Kids Activity Centre are set in the area on the first floor. The offices and museums have outdoor terraces that are set up facing the sea. Considering of the instability of the original structure, the design uses a minimal surface structure which is a self-organizing systems . the three-dimensional shell structure works as a seamless structure in all directions. The dynamic user journey generated by the continuity of the internal space and it formed a full circulation.

Exterior Wire Mesh

Exterior Building Envelope

Interior Structure Mass

Original Beam / Pillar

Existing Site
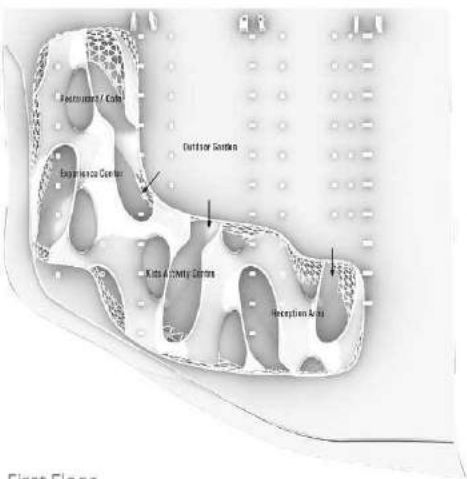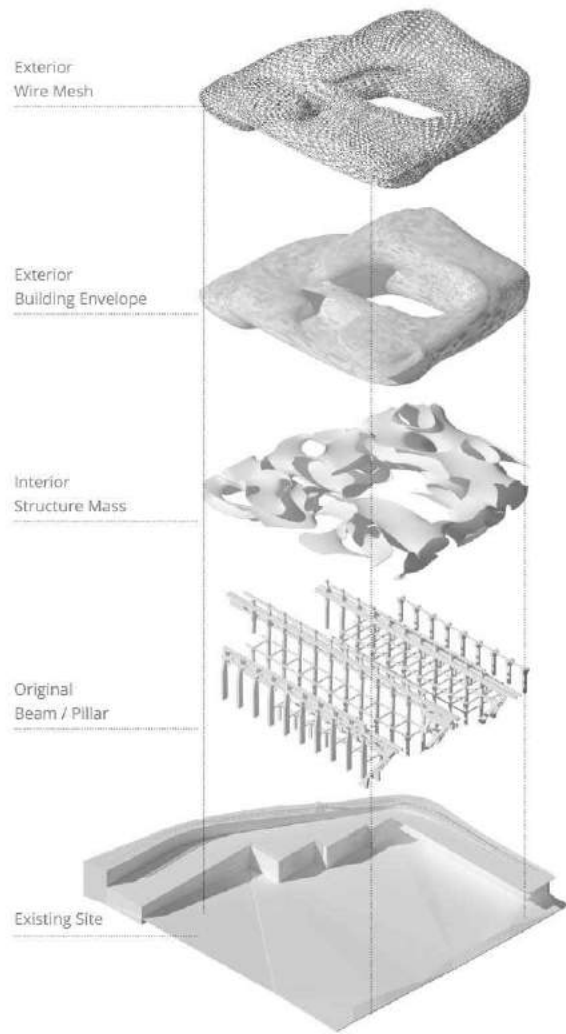
First Floor
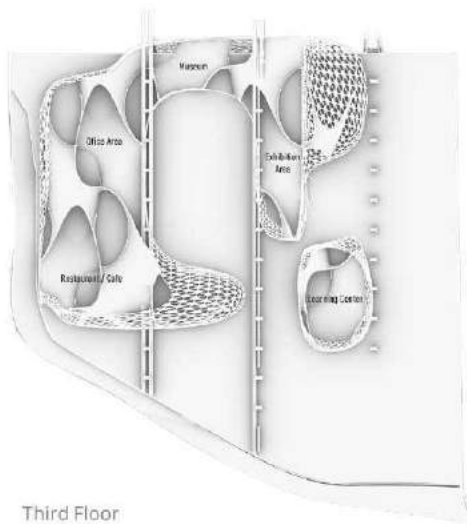
Third Floor
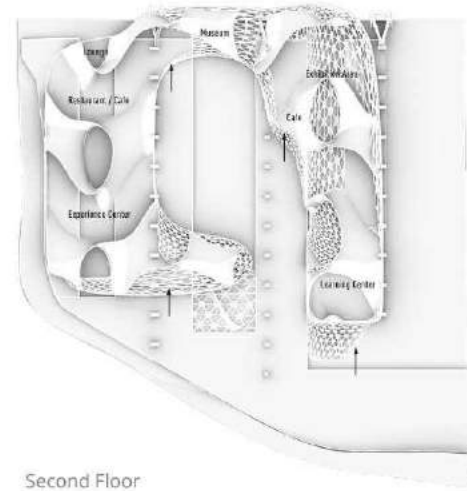
Site Plan

Second Floor

[Programming | Section]

Entertainment

Restaurant / Cafe

Office Area

Square Park

Learning Center · Reception Lobby · Outdoor Garden · Kids Activity Centre · Experience Center

Exhibition Area · Museum · Cafe · Shared Office · Cafe Restaurant
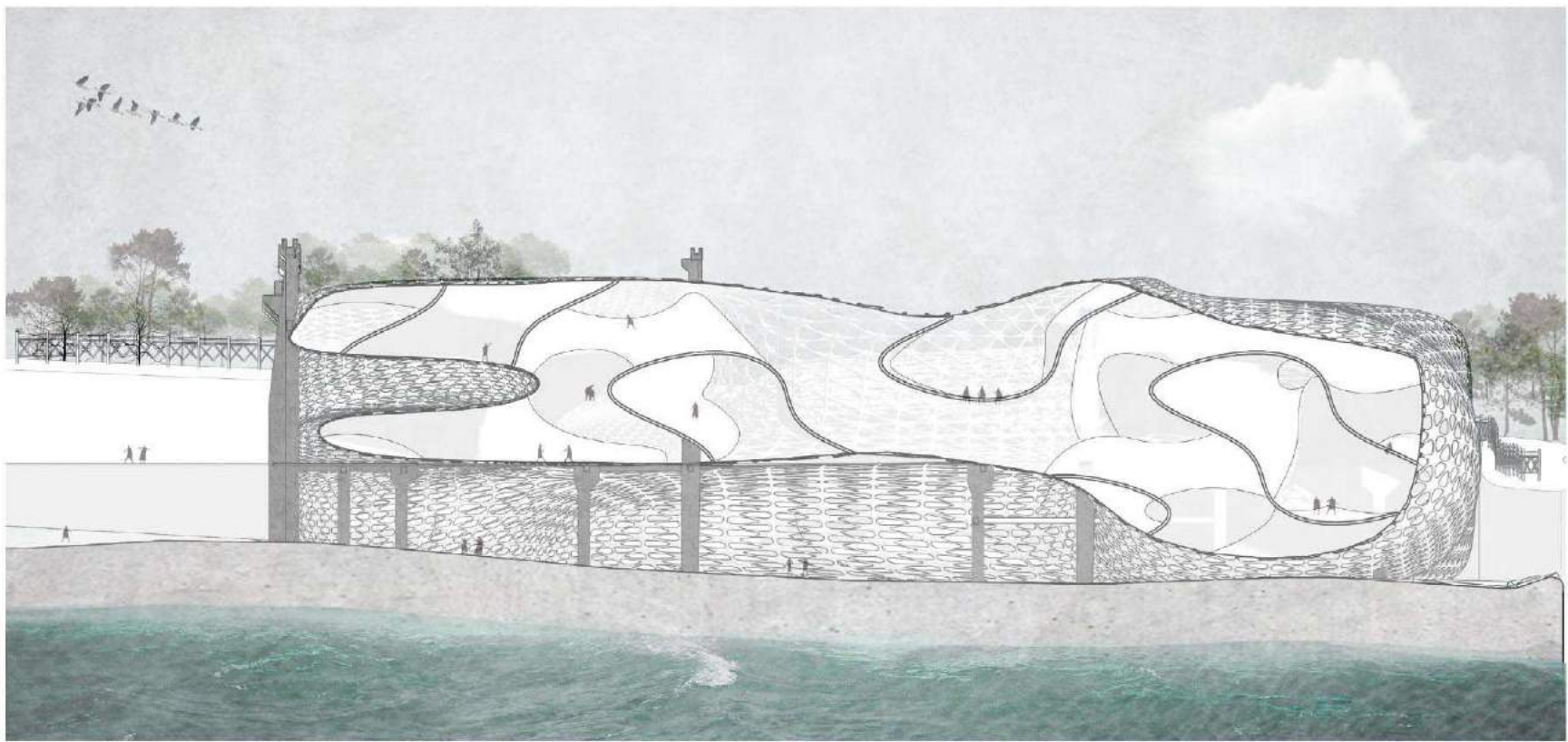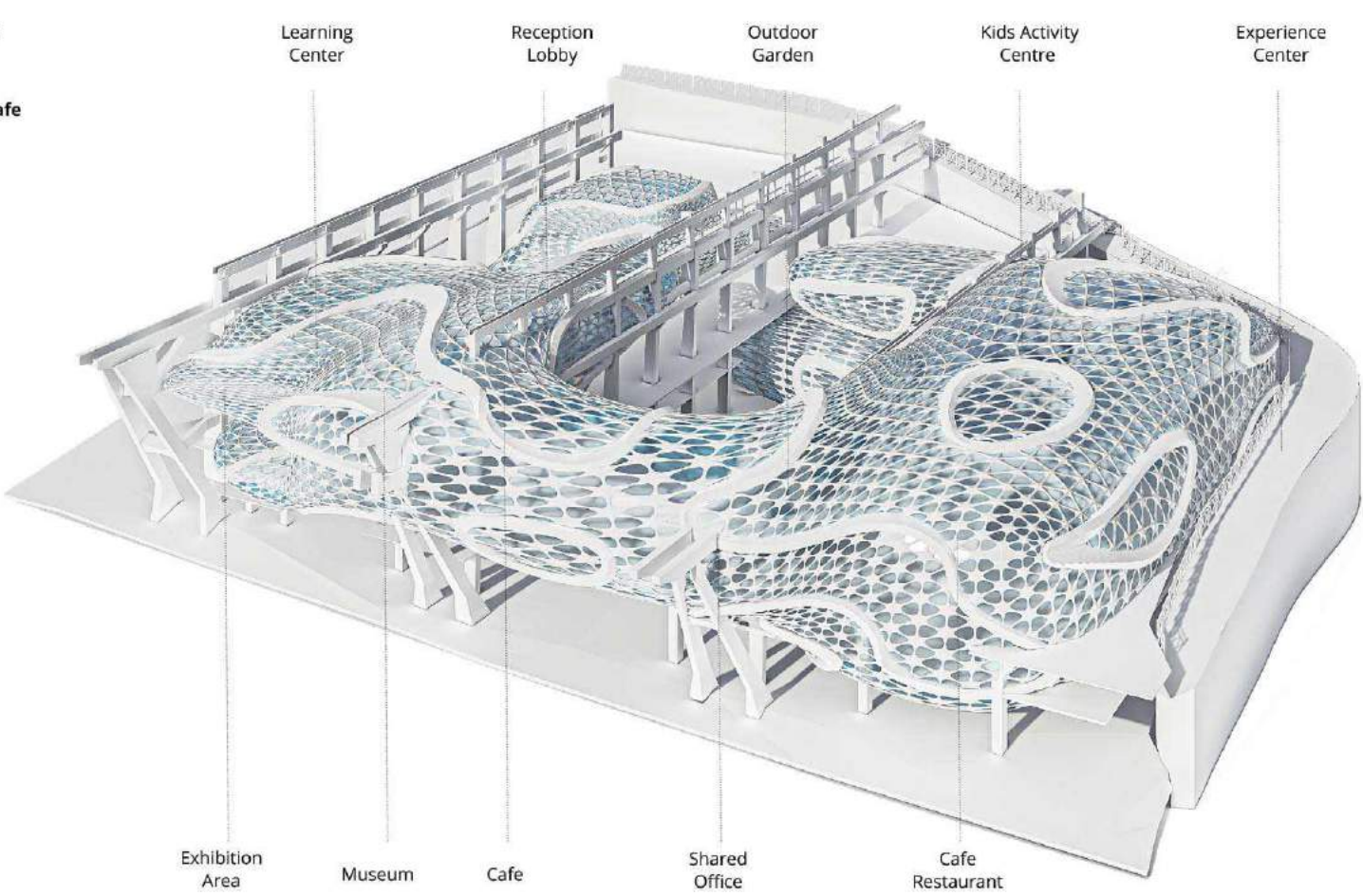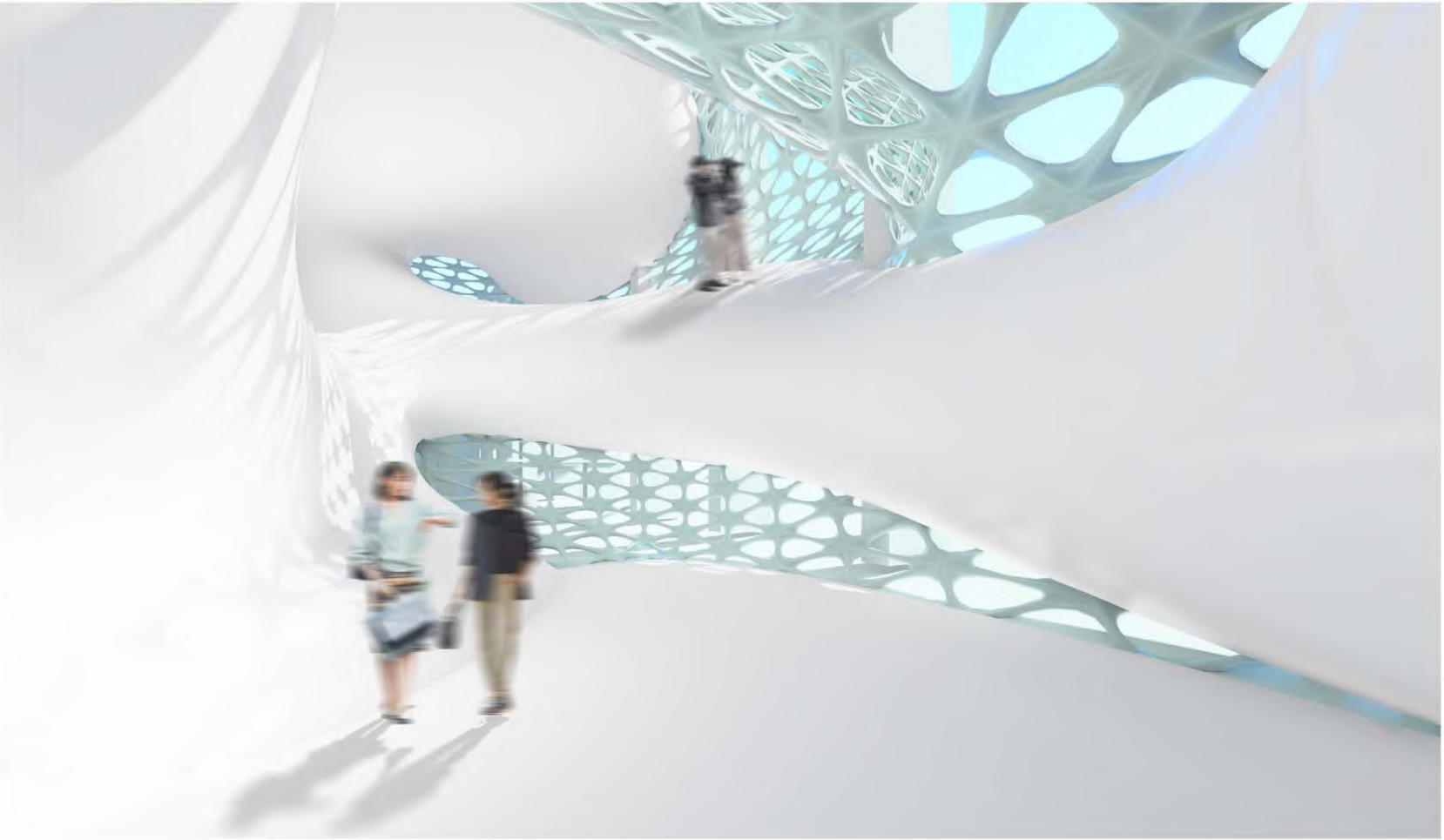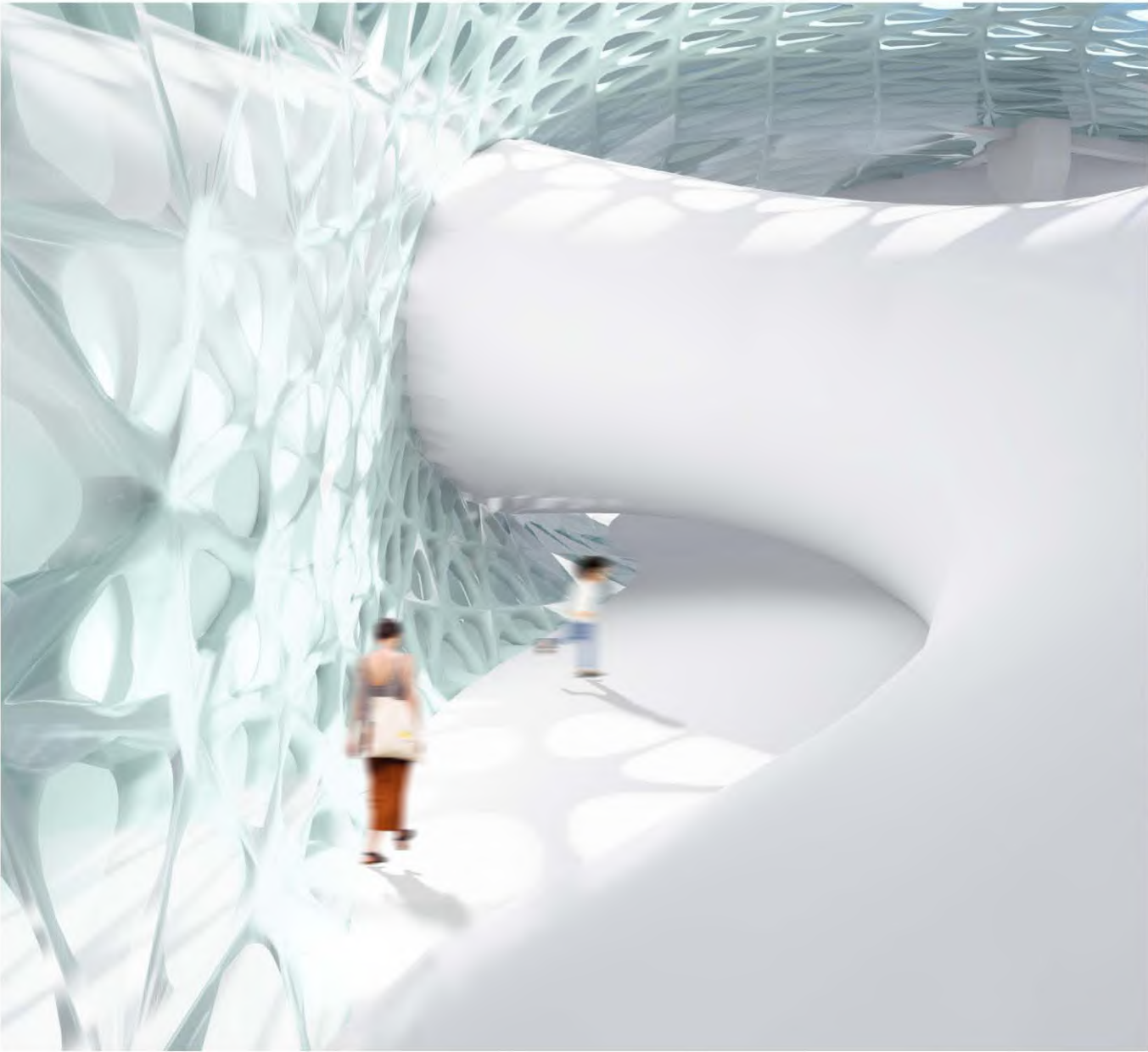
_03
Encamp
Temporary Shelter for Pilgrims & Tourists

PROJECT DATA

[Project Year]   2020
[Project Type]   Installation and Structure Design
[Working Team]   Individual Work
[Key Words]   Camping Shelters, Modularization
[Location]   Tibet Autonomous Region, China
[Site Area]   Various

DESIGN DESCRIPTION

Tibet is not only a **holy site** for the Buddhist believers, but is also a dream **travel destination** for tourists. It is a place where **pilgrimage and tourism** are combined and closely integrated with each other. Here, nature and humanity, history and modernity intertwine with each other, forming the specific conditions and the core for design.

The project serves both visitors and the local community. It aims to explore the deep internal connection between tourism and pilgrimage, and to design a campsite with comprehensive travel services. The purpose of this project is to provide opportunities for both parties to exchange information thereby **enhancing the understanding and communication** between tourists and the locals. Through the research and analysis of local residents' lifestyles, the **wooden structure** in the design to this project is integrated **regional culture** and construction mode. The movable structure can be grouped together as a temporary community in different supply station for pilgrimage.

[Pilgrimage and Travel In Tibet]

HISTORICAL DEVELOPMENT

For Tibetans, pilgrimage refers to the journey from ignorance to enlightenment, from self-centeredness and materialistic preoccupations to a deep sense of the relativity and interconnectedness of all life. The Tibetan word for pilgrimage, neykhor, means "to circle around a sacred place," for the goal of pilgrimage is less to reach a particular destination than to transcend through inspired travel the attachments and habits of inattention that restrict awareness of a larger reality.

6621m
5660m
5410m
5210m
5300m
5012m
4860m
4675m

Mountain chain in the Kailash region in Tibet, China

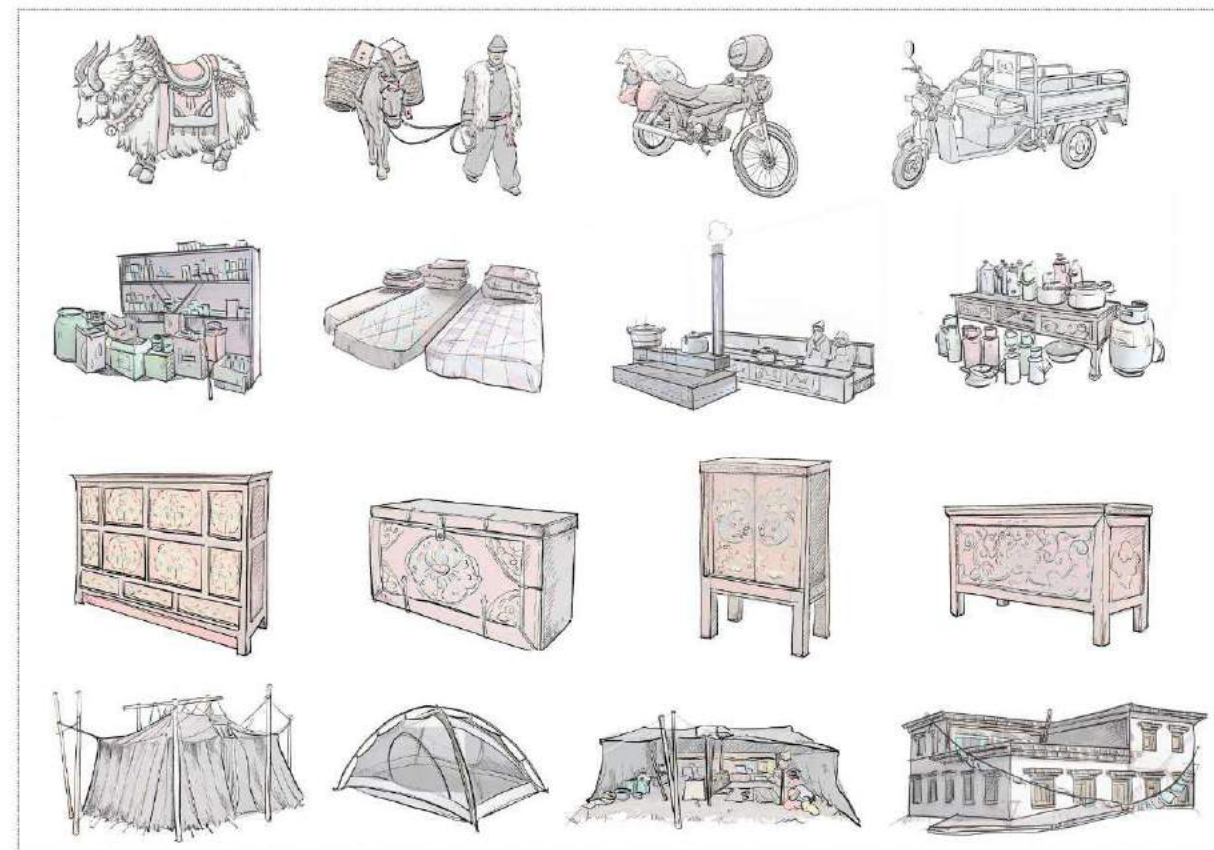| Mount Kailash	1950	1959	1980	Nowadays
It is considered to centre of the world in Hinduism, Buddhism, Bon and Jainism.	Tibet started to build road and highways.	During the Democratic Reform, the feudal serfdom was abolished.	China introduced "Open Door" reforms which started Tibet's tourism industry.	While advancing the process of urbanization, Tibet's economy is developing steadily.
Tibet has a long and unique religious and cultural background.	Makes the traffic in the harsh environment more convenient.	Over 95 percent of the Tibetan population win emancipation.	With the development of tourism, buddhists from other places started to visit.	People have the ability to provide sufficient supplies for the pilgrimage

[Site Analysis]

Sky-burial Point 5375 m
Qugu Templa 5080 m
The First Day Stop
Dolma-La Pass 5648 m
Supply Station 4895 m
5km 4km 4km
6km
The Second Day Stop
Budong Diding 5233 m
Mountain Kailash 6621 m
5km
Qugu Templa 4860 m
2km
Supply Station 4964 m
Prayer Square 4740 m
5km
7km (Open to traffic)
Zuchu Temple 4830 m
Darohen 4675 m Start / End Point
4km (Open to traffic)
6km
Residential Village
Supply Station 4677 m

31°04'0.53"N
81°18'43.88"E

Outer Kora Route
Inner Kora Route
Road
The Steepest Route
Dangerous Route

[Current Situation Analysis]

Transportation

There is an entrance at the mountain pass at the starting point of the kora route. All vehicles are not allowed to enter Mount Kailash. Therefore, yaks, horses, motorcycles and tricycles are common transportation.

Functional use of the interior space

The supply stations are located along the route every four or five kilometers. It is for the tourists and pilgrims to have a rest and supply goods, like food or medicine. So it has store, kitchen, lounge and sleep area.

Types of shelters

Tibetan people are known as nomads and they have a permanent house which is made of mud and stone and only for the winter season. For the rest of season they used to live in the black yak wool tent,.

Interior style & furniture

Tibetan furniture is monotonous in shape, and restricted in variety. It is plain, solid, and practical. There are no benches or chairs in Zang People's home, instead, they like using chests, cabinets and tables
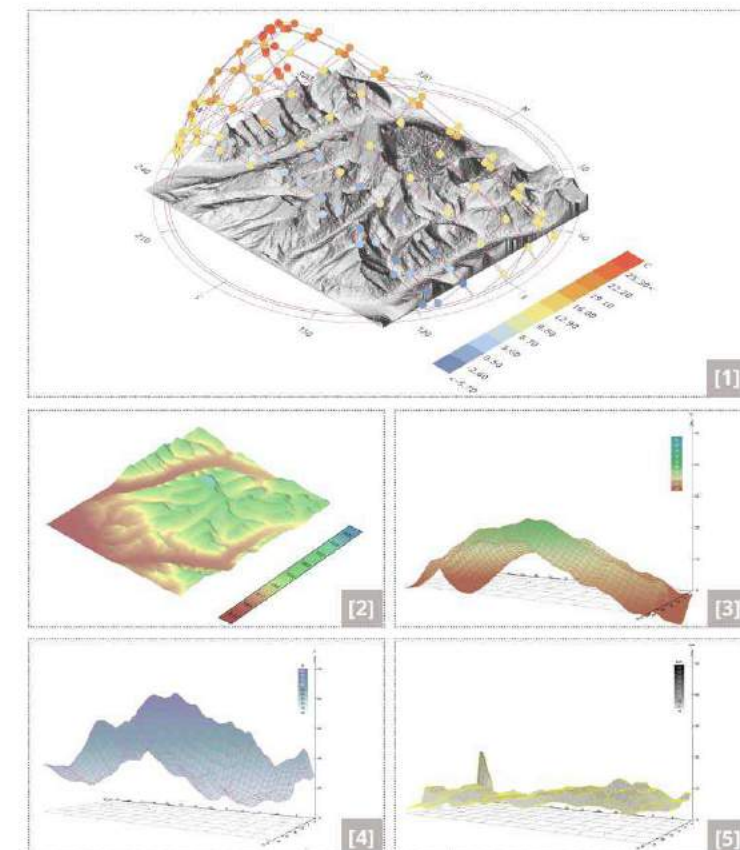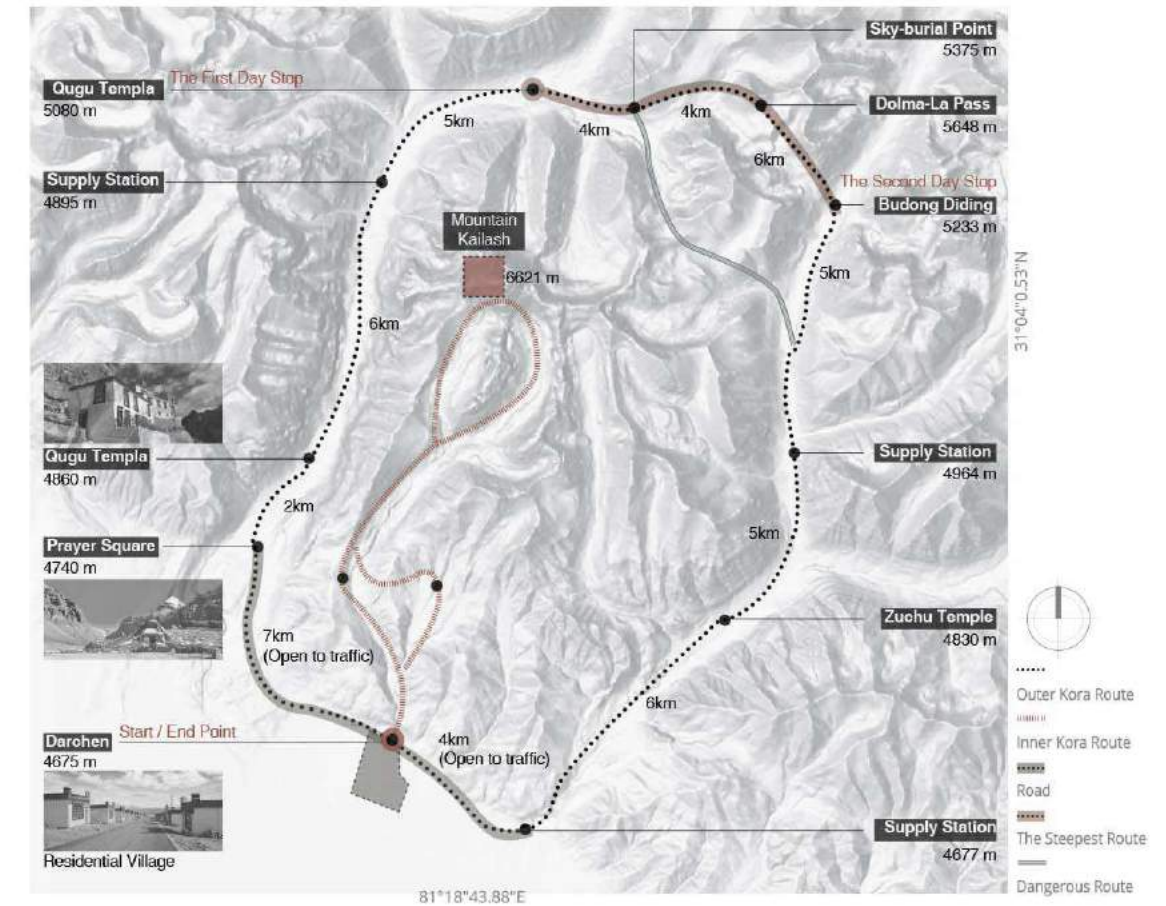
[1] Sun Path Analysis

The temperature can range widely on any given day. On a typical summer day, the temperature can rise from 3° before sunrise to 27° by midday. In general, temperatures in Tibet drop suddenly after sunset.

[2] Slope Analysis

Mount Kailash is located in the western section of the Gangdise Mountains. The steepest section is dominated by rocky roads, with a slope close to 60 degrees and a steep elevation of more than 500 meters.

[3] Average Temperature (°C)

The annual average temperature in Ngari is less than 0°C, and the temperature difference between day and night is quite large, but the annual temperature difference is small.

[4] Relative Humidity (%)

Ngari's annual precipitation is quite small and seasonal. From May to September, the rainfall is very concentrated, generally accounting for more than 80% of the annual rainfall.

[5] Average Wind Speed (km/h)

The annual average wind speed in Ngari is above 3.2 meters per second, the frequency of gale is as high as level 8, and the number of annual gale days is about 149 days.

[Exploration of Structure]

The overall structure is inspired by the **traditional Tibetan black tent** and the shape of **Mount Kailash**. The structure of the roof also take the structure of the **umbrella** as a reference. Therefore, its top can also be **expanded and contracted** to remove snow.
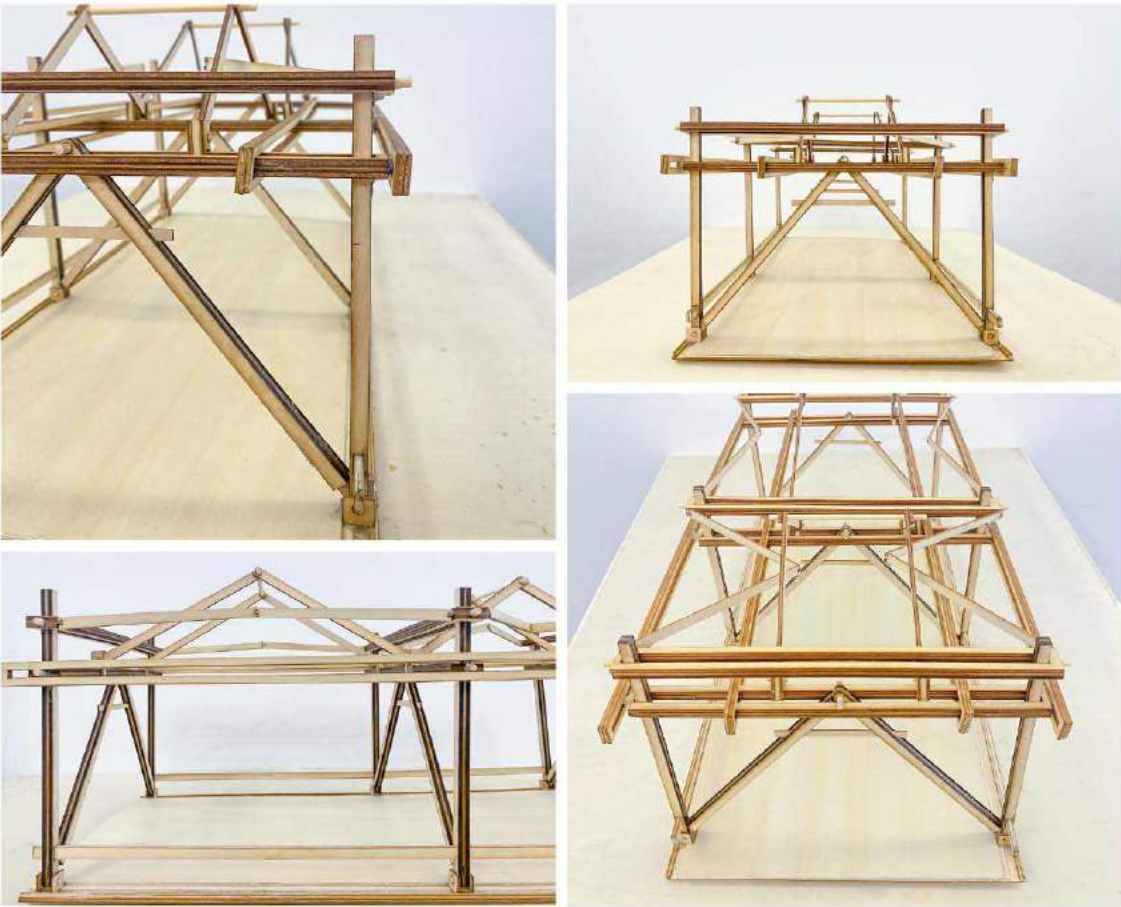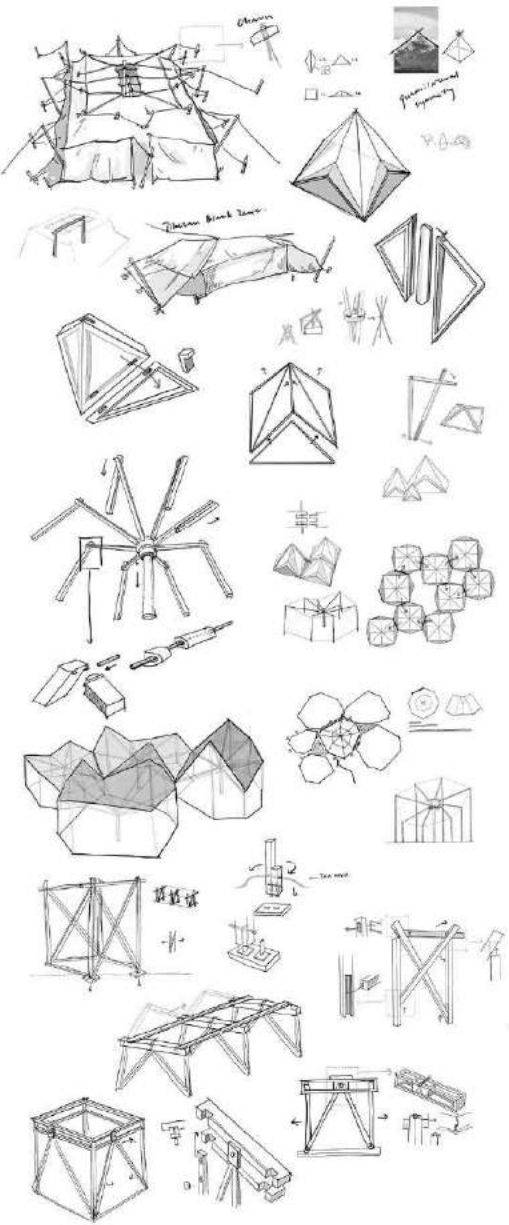
[Component Catalogue]

Not to Scale
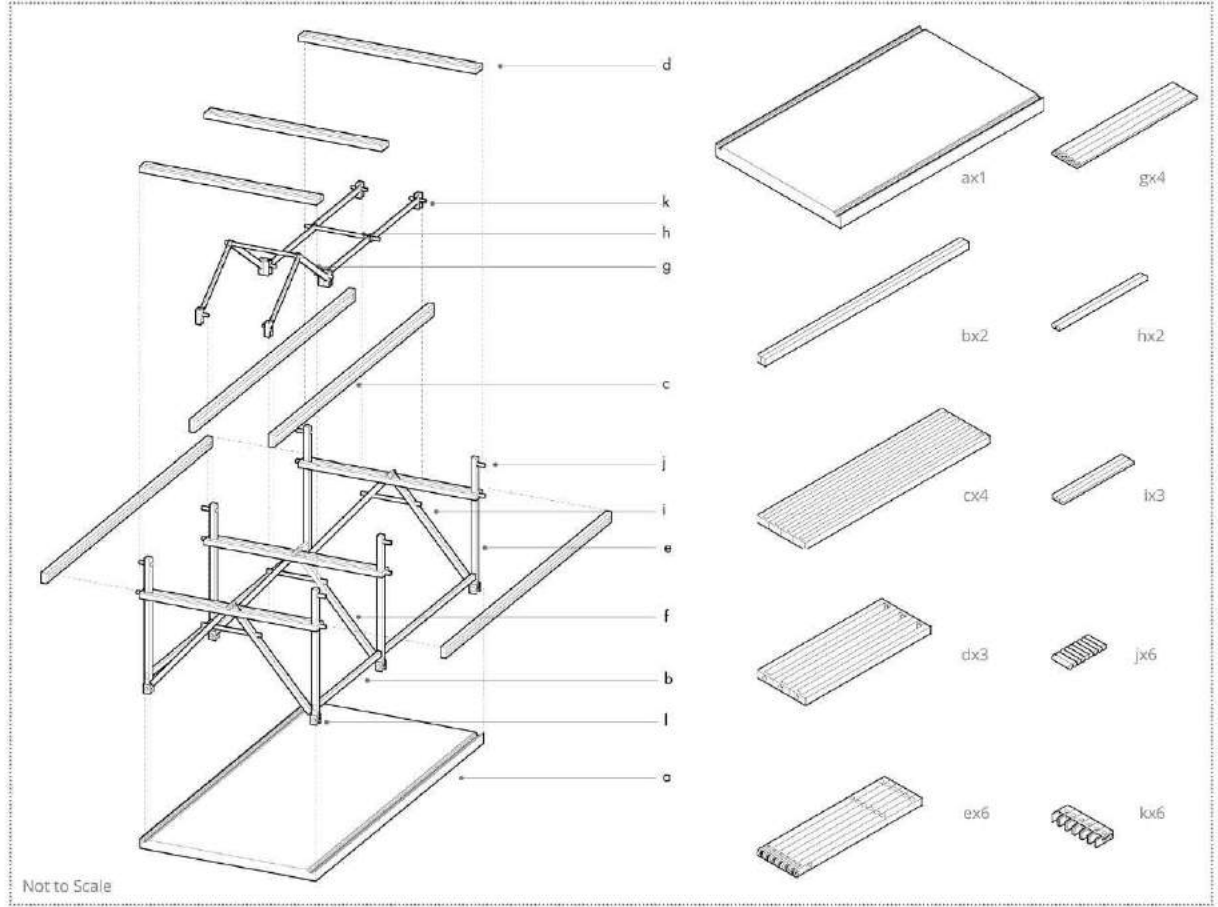
[Structure Assembly Process]

The structural system is built on the ideal to ensure **transportability** and it **easy to assemble**. The design provides a lot of flexibility in how each unit can be used and grouped together. The design provides a lot of flexibility in how each unit can be used and grouped together. There are **wheels** on the **partition frames**, so it can be **moved** easily through the sliding track on the floor panel. Users can also **change the size of the space according to their needs**. The triangular support on the roof will also change with the **movement** and it will help **clear the snow accumulation** on the top. Additionally, the units are available in **various sizes** and they can be group together to create a small community.
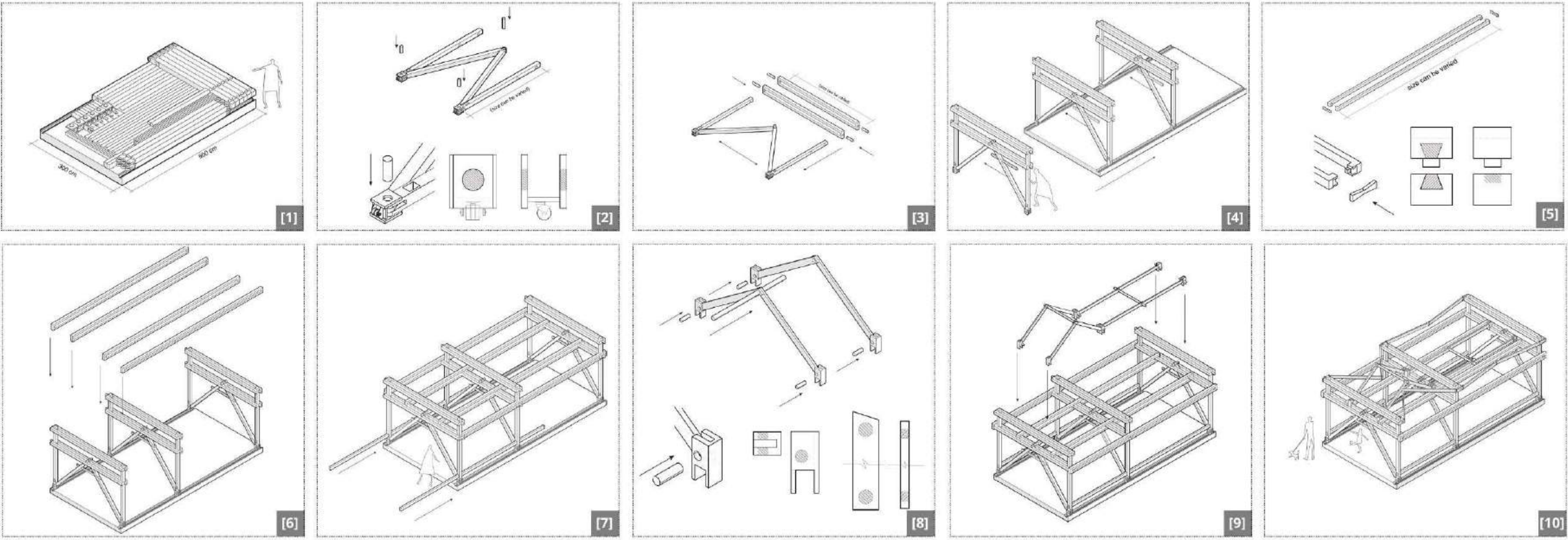
[Tent Modular Programming]

Tibetan Castle-like Houses are the most representative of Tibet. Generally, Tibetan house has a flat roof and being simple in structure and color. Overall, these buildings have such distinguishing features as a square living room, composite furniture, and low ceilings. Besides, Tibetan houses are often built on elevated sunny sites facing the south.

INTERIOR FUNCTIONS

Eat   Pray   Sleep   Shop   Socialize
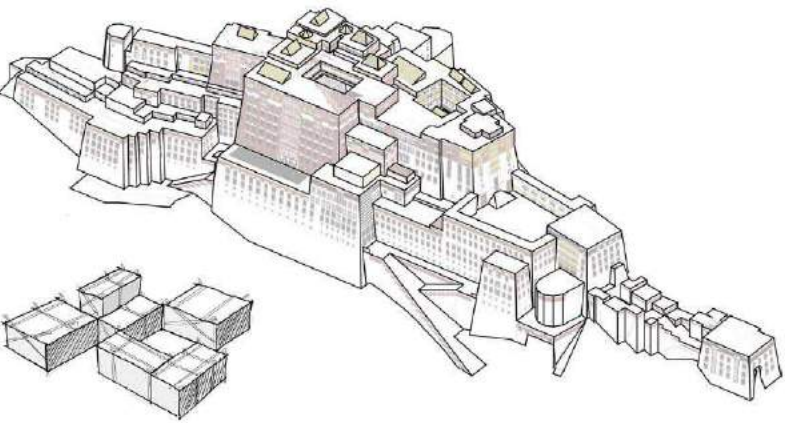
UNIT LAYOUT PLANS

Linear Circulation   S-shaped Circulation   L-shaped Circulation

Space for Tourists   Space for Pilgrims   Shared Space
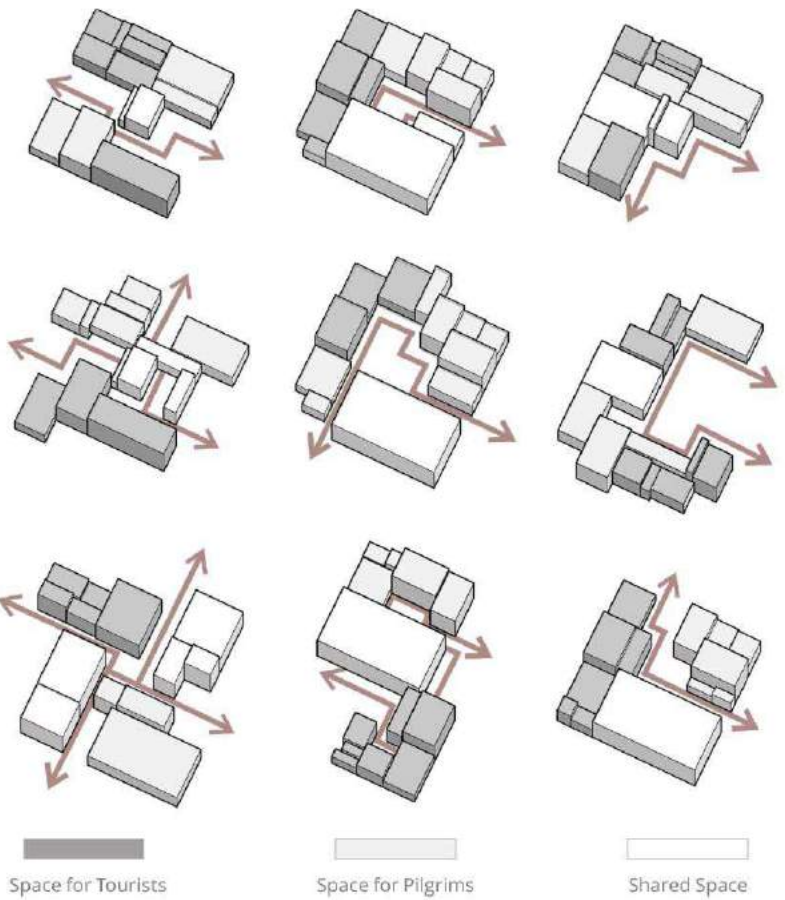
[Floor Plans]

The shared space contains shops, kitchens and storage rooms and it is connected to the space for pilgrims and tourists. Pilgrims and tourists have their own storage rooms and lounges, so they can maintain communication without disturbing each other. The sleeping rest area is surrounded by the surrounding space, and its unit has the lowest height, so it can be protect to against cold wind at night, so as to achieve the purpose of keeping warm. With a flexible structural system and connected it with comfortable spaces, it is able to create a variety of campsite of different sizes. Depending on the needs, the size and amount can grow. All is depending on the needs and on the demands

Not to Scale

Space for Tourists
Shared Space
Space for Pilgrims

01 Storage Area   05 Baggage Storage Room
02 Cloakroom   06 Kitchen
03 Bedroom   07 Store/Shop
04 Lounge Area   08 Dining Area

Possible layout based on linear circulation

Possible layout based on s-shaped circulation

[Section | Material Selection]

Yak Fiber   Wood

The structure is built in such a way as to enable the pieces to be taken down and reutilized. In terms of the material choice, the wood material can be transported to the nearby village for reuse, which helps ensure sustainability. Wool tent fabric let wind blow through, keeping the air fresh and cool inside. On cold weather, the tent weaves become tight, keeping wind, cold and rain out.

The surrounding units can enclose a space for outdoor activities.
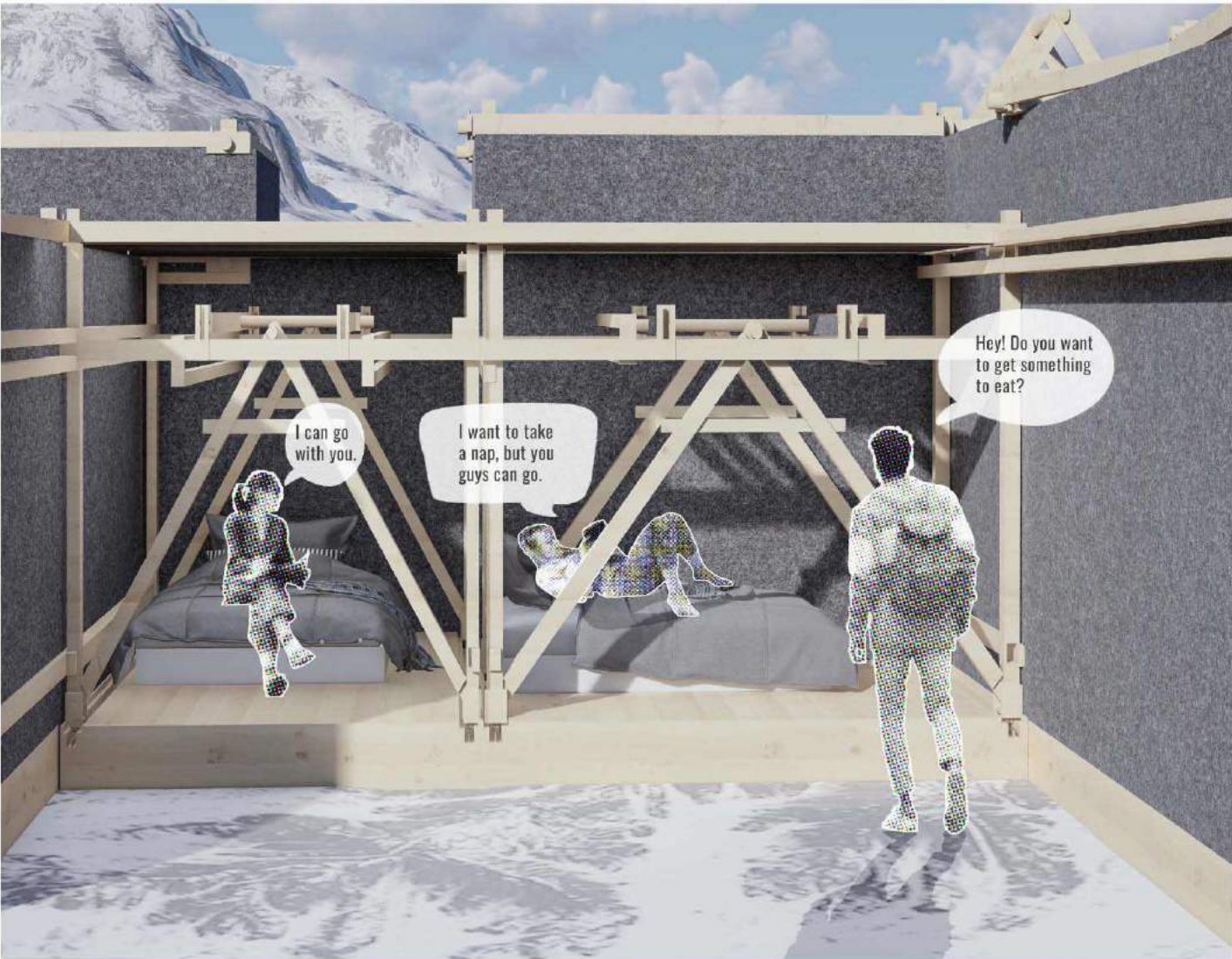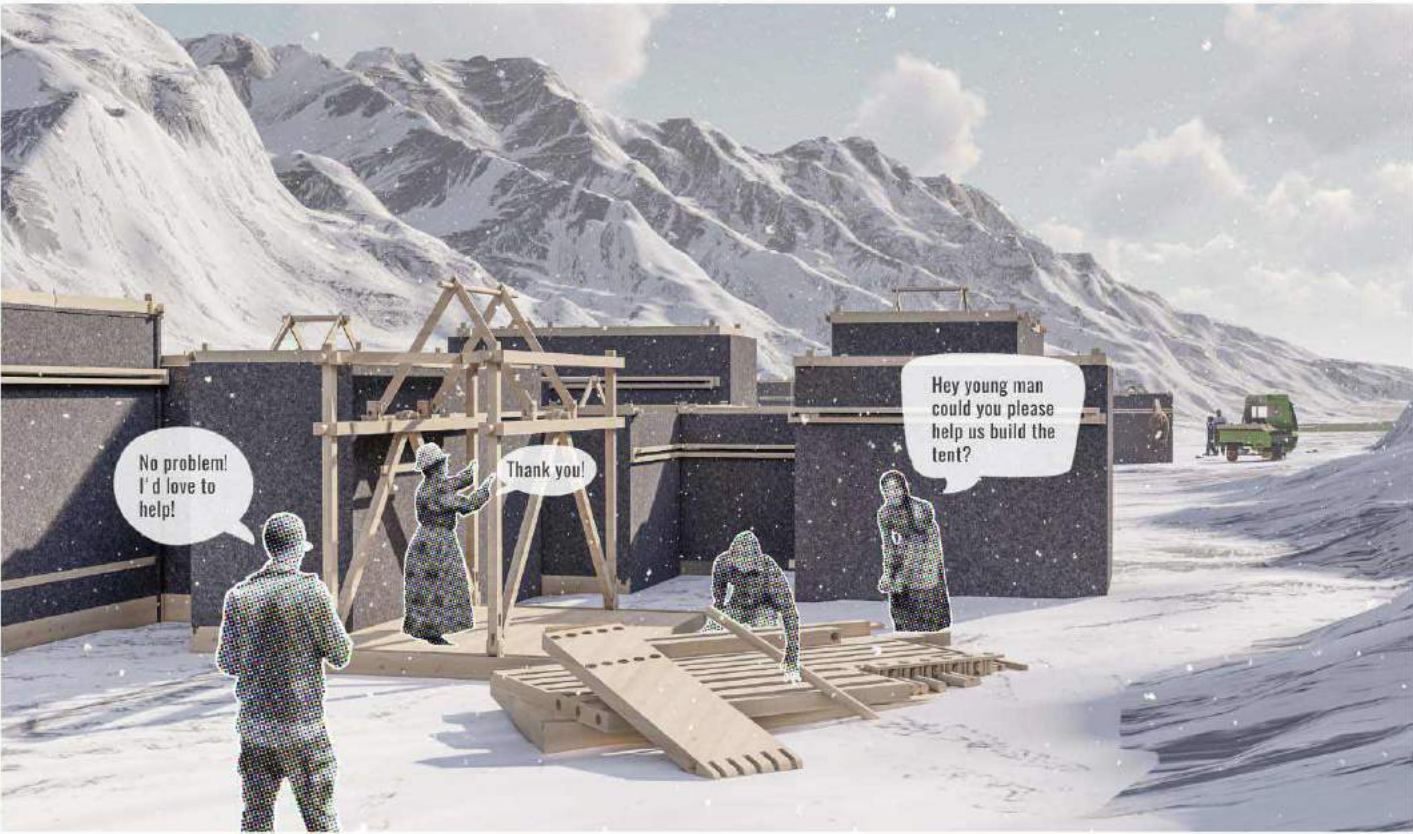
_04
Tetris

*Neighborhood Library
and Service Center*

PROJECT DATA

[Project Year]   2020
[Project Type]   Interior Architecture Design
[Working Team]   Individual Work
[Key Words]   Split-level, Movable Space, Tetris Blocks
[Location]   Shenzhen, Guangdong Province, China
[Site Area]   350 m²

DESIGN DESCRIPTION

This project is to **transform** the old **library and service center in an urban village** in the Shenzhen. The building and its facilities have started to fall behind the fast-developing information age in terms of hardware and software, prompting a need for a comprehensive regeneration program. The open time for the original service center and library is different. The design is trying to introduce the library into the service center as a **sustainable solution**. Additionally, the library can offer public facilities when the visitor is waiting for the service to be provided. **Contemporary libraries** are no longer solely about books. Combined with the service center, this project has a role as a catalyst to improve convenience for local residents and provide a **breathing space** to those residents and their children for a moment from the bustle of a busy daily life.

The design inspiration came from the retro game "TETRIS". Its basic mystery is the sense of accomplishment of "**finding order from chaos**" in the process of puzzles. In the design, by manipulating various order and size of the blocks, the **physical division** of the two functional areas will be erased, and to create a space that can be **moveable** based on the opening hours of different functional areas. The pieces fit together to maximize the use of space. Additionally, the design is going to replace the previous layout with book storage space as its main function, and to provide a relaxing and immersive reading space for different users.

[Site and Current Building Analysis]

1ST STREET, HUANGGANG VILLAGE , FUTIAN DISTRICT, SHENZHEN, CHINA

Shenzhen is known as the city that was "built over night". Before 1980, Shenzhen was nothing more than a fishing town. The site is located in Huanggang Village in Shenzhen, which is an urban village hiding in the fast-growing downtown of Shenzhen. Because it is located on the central axis of Shenzhen's central area, so it attracts many migrant workers to live here.

TRAFFIC FLOW ANALYSIS

The site is located in the plaza of the Huanggang village in Shenzhen, opposite a market, where is the most crowded place. It is surrounded by residential buildings, stores and restaurants. There is a fountain on the west side of it.

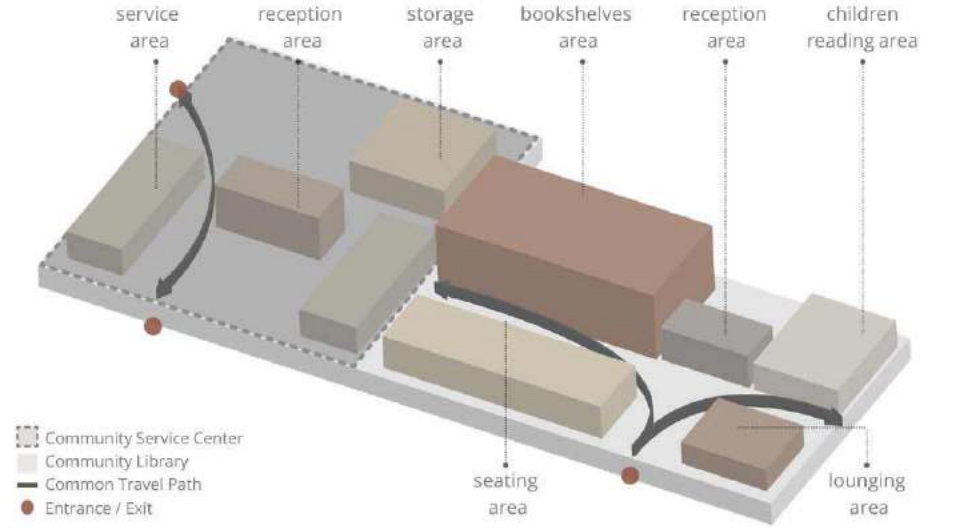## AVERAGE TEMPERTURE | SHADOW ANALYSIS
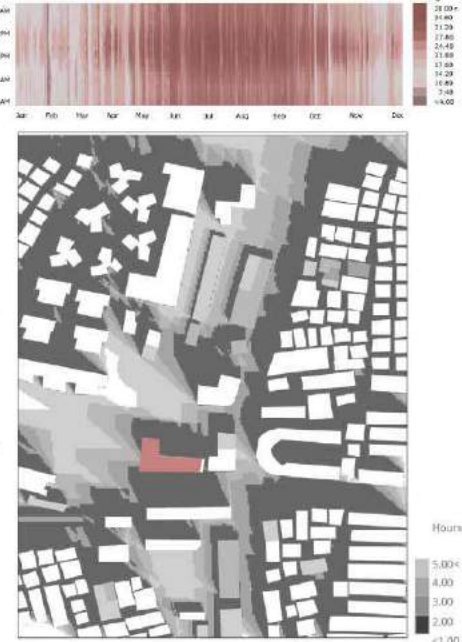
SURROUNDING ACTIVITIES

Shopping   Dining   Playing   Sauntering

INTERIOR FUNCTION BLOCKS | USER JOURNEY

The building is separated into two section which are the service center and the library. They are open in different time period. The service center is open from 8:00am to 5:00pm, while the library is open at 2:00pm. There is no connecting road between the service center and the library.

service area   reception area   storage area   bookshelves area   reception area   children reading area

Community Service Center
Community Library
Common Travel Path
Entrance / Exit

seating area   lounging area

[Concept Development]

BACKGROUND RESEARCH

Fast Transportation	Efficient Work
Overwhelming Study	Busy City

In the era of information explosion, our brains are overloaded. Information anxiety caused by information overload makes us likely to do many things in a hurry.

[1] [2] [3] [4]

LIFE IS LIKE A GAME OF TETRIS. We can approach life as if it is an exercise in speed and strategy. In life, things don't get harder — they just get faster. Sometimes the blocks just kept stacking. The higher they stacked, the higher anxiety and frustration people may get.

PROBLEMS ANALYSIS

Existing Space
1) storage books as the main function
2) Fixed and standard layout
3) Less flexible spaces

Social Phenomenon
1) Information overload cause stress
2) People reading less than before
3) Our entire culture worships speed.

DESIGN GOALS

Helps calm anxiety.   Helps improve concentration.   Helps boost creativity.   Helps increase brain cell activity.

Downshifting
Slow down,
regain your brain's idle time.

Shielding
Have a breathing space,
feel stable and secure .

CONCEPT MODEL PROTOTYPES
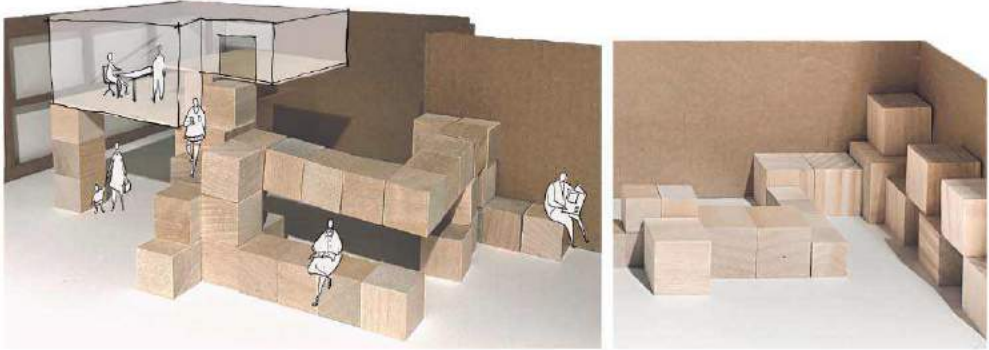
[Interior Modular Development]

TETRIS MODULARITIES

Combined with the theme to extract square bars from Tetris, and use a deconstruction method to form a more layered experience space. Seemingly chaotic, it is actually an orderly fall in chaos, coincidence, arrangement. Form an orderly sense of rhythm in chaos. Through the arrangement, the modular furniture pieces are integrated into the library area and service center.

FIVE BASIC GEOMETRIC FORMS - "TETRIMINOS"

1. Seats on different level provide a relatively personal and private working atmosphere for users who work on it and maintain direct communication at the same time.

2. The combined module of the working table and sunken lounge area, which gets the most use out of the space under the stairs. The bookshelf works as a partition to separate these two area.

3. The reading seats modular wraps around a corner, with a small bookshelf on the side, it creates a relatively private reading corner, and it also provides them with the convenience of picking up books.

4. The bookshelf fixed on the side is set at a height that can block people from freely passing through. Therefore, the opening of the library area can be controled by the movable bookshelf.

5. As the main vertical circulation, this staircase connects the space on the second floor with a separate service center area. There is also a reading area hidden under it

6. A fish tank is set up in the work and reading lounge area on the second floor as part of the separation. The water sounds produced by it provide a soothing environment that can help people relax.

[Axonometric Analysis Diagram]

FUNCTION

First Floor
- Waiting Area
- Rest/Reading Area
- Lounge/Reading Area
- Restroom
- Reception Area
- Study/Working Area

Second Floor
- Service Office
- Service Area
- Study/Working Area
- Lounge/Reading Area
- Connected Bridge
- Chess Room

OPEN TIME /AREA

8:00am - 2:00pm
- Closed Area
- Moving Shelf

5:00pm - 9:00pm
- Closed Area
- Moving Shelf

CIRCULATION

Library Area
- First Floor
- Second Floor

Service Center
- First Floor
- Second Floor

[Service Blueprint]

Working   Reading   Get service/ help

Take a break   Playing chess   Meeting friends

Mobile Bookshelf

Like the game Tetris, the space also has a transformation. With custom designed sliding bookshelf and other modular furniture pieces, there are two different spatial layouts to accommodate the changing of opening time of library and service center. By moving this Mobile bookshelf, the library and service center can be joined together. The flexible interior space realizes the division of various specific functions.

[Floor Plans]

Not to Scale

01 Reception Area	06 Restroom	11 Private Service Room
02 Waiting Area	07 Children Reading Area	12 Working Area
03 Reading Area	08 Meeting Area	13 Working Area
04 Lounge Area	09 Lounge Reading Area	14 Store/Shop
05 Working Area	10 Stepped Seating Area	15 Chess Room

The whole space is made up of different **blocks, interspersed, circled, pulled up, and spread**. These boxes of different shapes and sizes give the originally monotonic space a richer way of extension, allowing readers to explore the space with interest as walking around. Different layers of functions are organized around the main circulation space. The simple **vertical and horizontal circulation** movements influence each other in the inserted space. Each modular components has a delicate and

reasonable interconnecting relation with other pieces. The service center is mainly located on the second floor with a reading lounge area located below it. The library is on the other side of the building and every day from 8:00am to 2:00 pm, it can be closed by **moving the shelf**. In this way, the service center and library can complete and integrate each other with an overall synergy while **maximizing space utilization**.

First Floor

Second Floor

[Floor Plans | Interior Renderings]

The indoor architecture has been designed as a consistent whole made up of many destinations to be discovered. Within a single indoor landscape, the design has implemented diverse layouts meant to encourage the visitors' various demands. The interior was designed to be welcoming and also intimate in a way that enables everyone to find their rightful home in the building. The arrangement of the modular furniture creates a continuous space. From the moment they step into the building, visitors can enjoy the bright open space in a glance. The green and use of wood add warmth, peace and cosiness.

101
102
103   Not to Scale
104   105

Section 105

Section 104

Section 101

Section 102

Section 103