. PROVENANCE

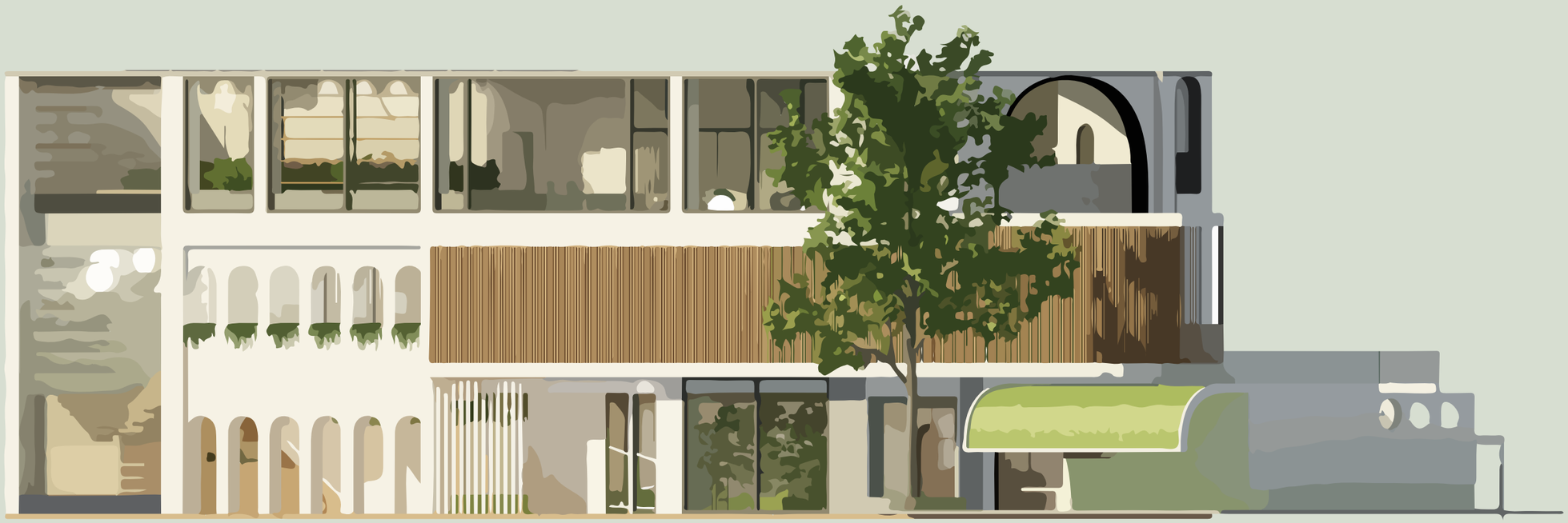
2021-2022

hock yong gan

portfolio

final year project

ba (hons) interior architecture



. CONTENT

01 .INTERIOR OBJECT
02 .INVESTIGATE
03 .SITE
04 .DESIGN
05 .REPRESENT
06 .DOCUMENTATIONS

. INTERIOR OBJECT

INTRODUCTION

to begin, the task was to gather personal belongings
or objects that are often used on a daily basis.
belongings that were picked are a copper tumbler
that is often carried when going out, a pair of audio
device (a headphone) that is used quite frequently,
and lastly a book of graphic novel that talks about the
past journey of this particular artists, boey cheeming.
the following were briefed to create a furniture piece
(specifically, a nightstand) that resembles the personal
objects and store them within.

exploration

meaning

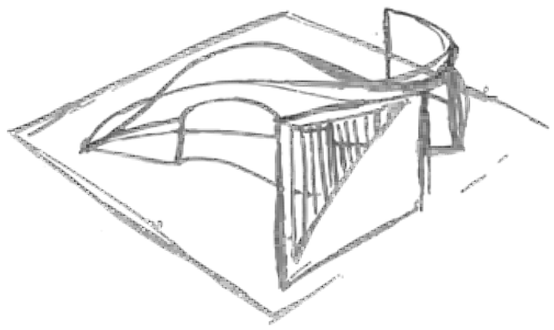
representation

shape & form

materiality

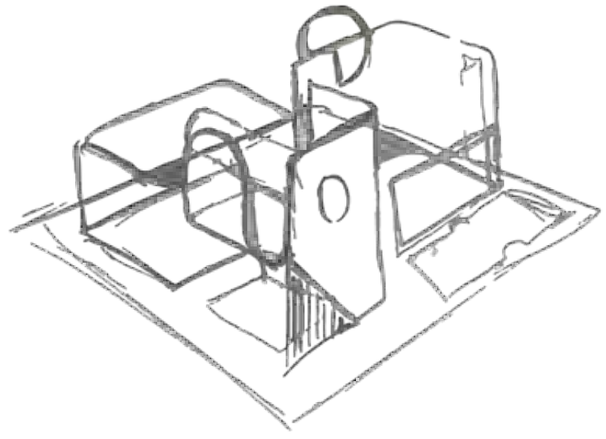
EXPLORATION

the personal objects were explored through several methods that involves sketching, mindmapping, graphic photomontage, and etc. each personal objects would represent a key element that would further be explored into the reason they are chosen, what they represents, their shape and form, and the built materials.



flow

wave



shapes

CONCEPTUAL

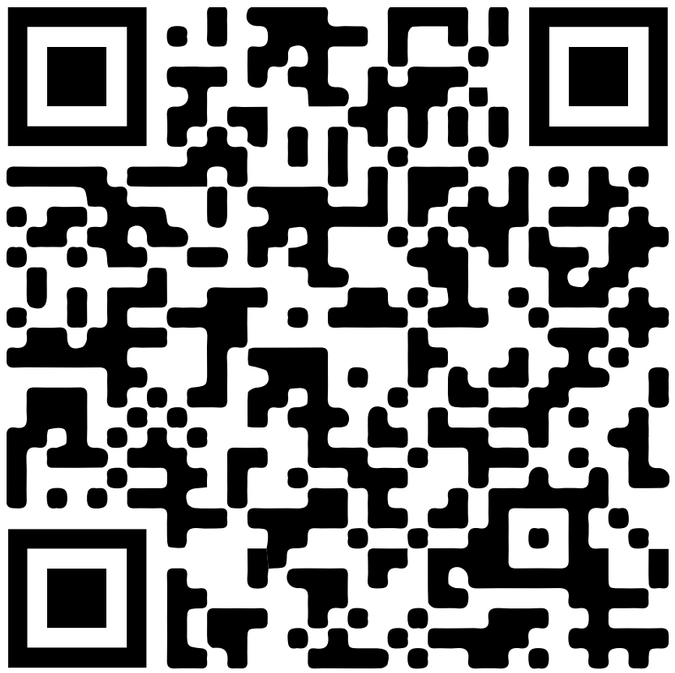
a concept is built within the exploration. a series of sketches are drawn with various shapes, forms, and dimensions, to test the feasibility. with the furniture having to represents the combination between each elements from the personal objects, the final furniture piece was designed.

elevation view

axonometric view

PRESENTATION

the final product is built using recyclable materials which include: medium density fibreboard, copper rods, and mounting board. the furniture piece is built with the intention of having the furniture long lasting and capable to withstand the everyday usage.



scan here for video

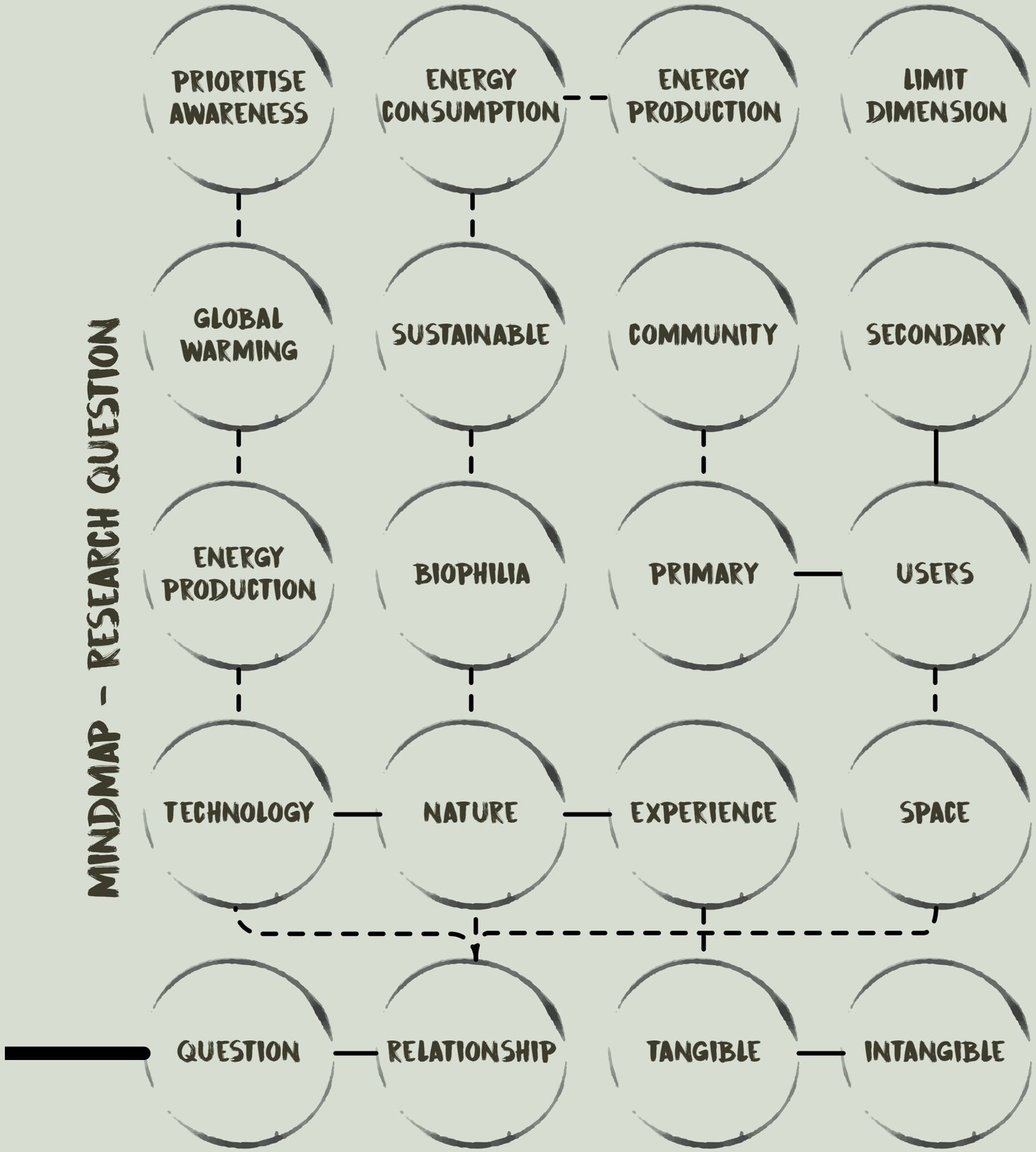
. INVESTIGATION

INTRODUCTION

the furniture piece were the starting point of the project that sparked my curiosity. the elements being the heart of the furniture, it presented a series of questions. further research were made in order to produce a topic or question around the elements, in which a research question would be formed to create an urge to seek for a solution.

MINDMAP – INTERIOR OBJECT

- INTERIOR OBJECT
  - PROJECT BRIEF
    - 0.00 WASTE
      - LIMIT DIMENSION
        - COPPER TUMBLER
          - OUTLINE
            - MATERIAL
            - WAVE
          - HEADPHONE
            - FLOW
            - WAVE
          - BOOK
            - FLIPPING PAGE
            - LINEAR CURVE
        - BUILT STRUCTURE
          - SHAPE
            - DESIGN ELEMENT
          - VACUUM
            - DOUBLE WALL
              - ZERO AIR PARTICLES
              - STURDINESS
        - MATERIAL
        - FLUID
          - NATURAL
            - WAVE
              - OCEAN
          - TECHNOLOGY
            - COMPONENTS
              - CONNECTIVITY
        - WATER
          - LIFE
            - STORY
            - DECISION
              - BUTTERFLY EFFECT
              - QUESTION
                - CONCEPTUAL MODEL



MINDMAPPING

this mindmap were done with the intention to understand the concept behind the furniture piece that would create the shape and form. towards the end, the mindmap would link towards 2 main keywords (nature and technology). with the keywords in mind, what are the relationship between nature and technology, and how the both would affect the people. in venturing the relationship, the mindmap was extended where experience is a factor in affecting the well-being of the people.

01
RESEARCH - TECH USERS

the increasing use of technology, which spiked sharply among all age groups due to the covid pandemic, is a matter of concern to peoples' general health and well-being. especially in the wake of lockdowns across the globe, it is easy to forget the importance of our well-being, and grow distant from it.

02
SUPPORT - BIOPHILIA

biophilia is defined as the innate human instinct to connect with nature and other living beings. ... biophilia is more than just a philosophy—biophilic design has been found to support cognitive function, physical health, and psychological well-being. Edward O. Wilson introduced and popularized the hypothesis in his book, biophilia. He defines biophilia as “the urge to affiliate with other forms of life”.

03
SUPPORT - NATURE TECH

people spend, on average, about 90% of their time behind closed doors. according to the university of exeter, the use of a total green floor plan could improve productivity by 15%, reducing physiological stress while increasing attention and wellness. architects are reconnecting people with nature, going well beyond green walls and planted decorations to offer green interiors on a whole new scale and judging from the results of numerous architectural studios, it seems a visit to the future storefront, hospital, or office could be a breathe of fresh air.

the phenomenon has been so visible and pervasive, that a turin-based company has labelled the trend as natural tech, identified as a balance of the “intelligent city” with the “slow city”, where digital fluidity is fused with arborescent infrastructure. the result is seen as a key to future design both in terms of functionality and aesthetic.

04
RESEARCH - COMMUNITY

社区中心

the community, defined as a group of people living in the same place or having a particular characteristic in common, are the targeted group of people that would be often found using community spaces. while these spaces are available almost everywhere, the spaces often does not provide for the users. by doing several interview with the locals, community space despite being open and available, are often not maintained or seen abused.

05
SUPPORT - SOCIAL VALUE

undoubtedly, the available community spaces often comes with issues that can be prevented with certain actions, but most of these community spaces still lack the consideration of social value. several key values that are extracted from the interview with the locals were that they are looking for an opened space for interactions that can self-sustain itself, have occasional events, and most importantly, a identity or an attachment with the space.

06
RESEARCH - EXPERIENCE

having the concept of nature and technology co-existing within a space is a direct approach of the idea for the space. application of both elements into the space should be considered in many approaches that would ultimately benefit the users. one of a few approaches on the implementation of both nature and technology would be creating an experience for the users which connects them to the space. the concept behind tangible and intangible is considered as the design theme to create the ultimate experience design that factor in problems, principles, and priorities.

PROBLEMS

.SOCIAL VALUE

many available community spaces lacks the consideration of social value that is important towards the users. these spaces are being misused for wrong purposes and lacks the element of experience for the users to have the connection which would result in abandonment or negligence. many times, the community space being an opened and safe space does not provide a decent shelter despite being the forefront of the community, which ultimately just lacks the quality of life.

.IGNORANCE OF SUSTAINABLE SPACE

many community spaces are made for a specific function, often being used as visual attraction. despite the intention being visual attraction, said community spaces does not have decent aesthetic design. the general approach on designing a community space are often to have a large open space and neglects the importance of green design. sustainable design would often get dismissed during the planning phase as to lower the cost which would cause the space needing routine maintenance and cleaning.

PRINCIPLES

.BIOPHILIA + FOREST BATHING

the sustainable design should be prioritised to ensure the lifespan and the betterment of the future. the design should prioritize the importance of incorporating nature into technology advancement. technology is constantly evolving in which it requires extremely high energy consumption that would destroy the world if not considered. incorporating nature can play a big part in balancing the issues. in addition, as mentioned by Edward O. Wilson that biophilia is the innate human instinct to connect with nature and other living beings where it would benefit people physically and psychologically.

.CORE VALUE OF COMMUNITY

a community space should have a set of core value to function at its best capacity for the people, not only for visual attractions. these spaces should include: access and availability, exchange-based relationships, choreography of spaces, moving beyond mono-cultures, avoiding over-regulation of design and space, social equalities within the space, and security and well-being of the users. as public spaces are growing and expanding, it is crucial for these spaces to play a vital role in the social life of communities.

PRIORITY

.NATURE + TECHNOLOGY

community space should prioritize and show acknowledgement on the presence of nature. design should incorporate nature and the knowledge of biophilia into technology advancement to create a balanced lifestyle for the users. technology itself is never the only solution but together with nature, the solutions are a ton. by fusing nature and technology, the responsibility are joined and result into a self-sustaining space itself.

.IMPLEMENTATION OF SUSTAINABLE DESIGN

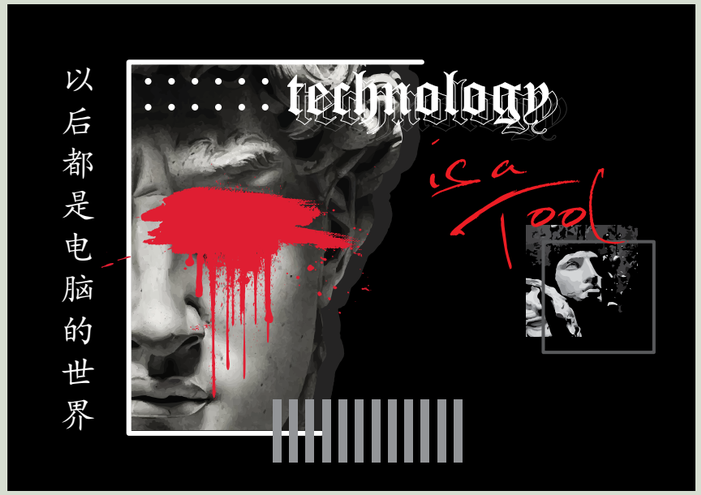
many corporates are attempting sustainability within workplaces, cities and etc. sustainable interior design is about creating interior environments using design principles such as functionality, accessibility, and aesthetics with a focus on people and planet. sustainable interior design is guided by environmental considerations to help reduce energy consumption, pollution and waste. core values of sustainability should be a priority and be implemented into community space in relation with social value as the community space are for the people anyhow.

MANISFESTO

the research identified a problem among the society that should be prioritised by everyone. the problems are often ignored or neglected as many believes it does not affect them directly, or that they do not have any say over the fact. the manisfesto being defined as a statement piece declaring the intentions, motives, or view, will serve as the “ethos” of the project. the manisfesto work of art would act as a directive statement piece that would spark conversations over the balance around the existence of nature and technology.

.point 1

nature is ultimate technology



.point 2

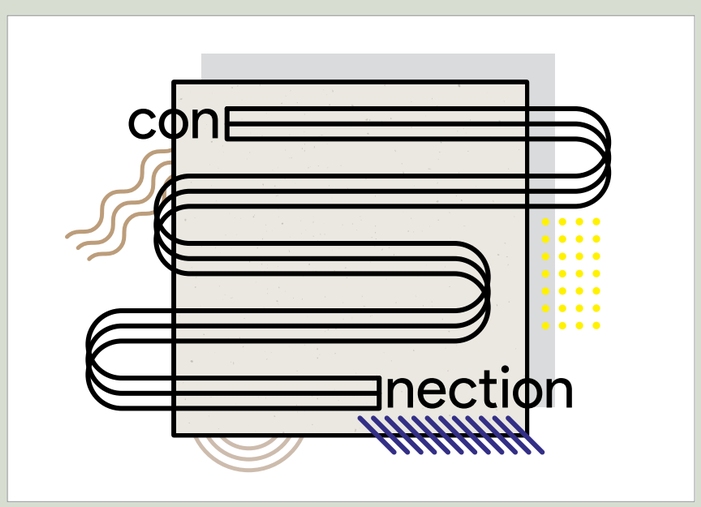
technology is a tool

.point 3

community

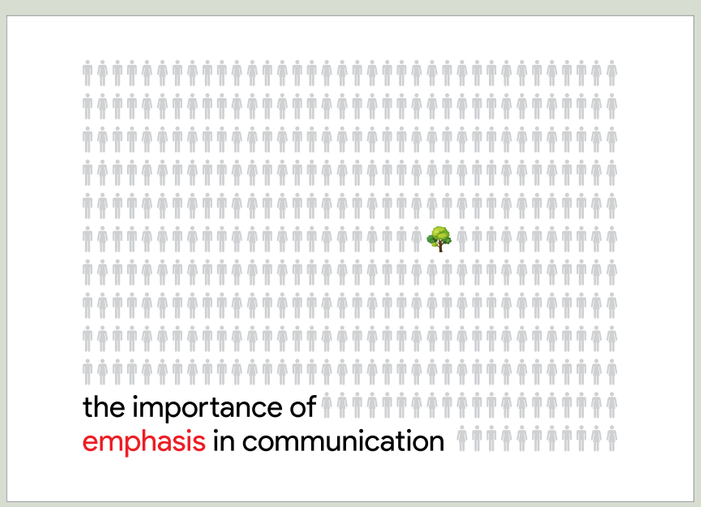
.point 4

art is an expression



.point 5

connection



.point 6

the importance of emphasis

6 - POINT MANISFESTO

NARRATIVE
STATEMENT PIECE

technology has advanced so much over the last decade. internet were only invented 1983, which is only shy from 40 years ago. with more invention of technology coming, the technology taking over the world is inevitable. as a matter of fact, the covid-19 pandemic became a transitional process as lockdown were initiated throughout the world, forcing people into their homes with the only way to communicate among one another is through using technology. even way before the pandemic, younger generations such as the millennials were frequently seen glued to their screen with their minds gone into the digital world. some would say the technology are a distractions, but the fact is that technology has made life much easier. information can be accessed in the matter of seconds and entertainments are literally accessible. it can even be said that the technology is tools to everyones' life. though, the fact that technology is a tool, we are too reliant on it. doing survey and interview, many said that they would not know what to do if technology was taken away. this is concerning as there are definitely much more than just technology.

with that said, when was the last time people were grateful of the very thing that is keeping us sane and literally alive? despite all the talks about technology, was it not that the technology originally came from nature itself? the fact is, nature is the ultimate technology as without the existence of nature, technology itself would not have been advanced to this point. nature are often neglected and ignored with the presence of technology. we see issues such as global warming being shown to us on internet and yet we still chose to ignore the living organism of nature around us. the idea is not to eliminate technology, but to use technology and nature itself, hand-in-hand, to create benefit towards the people. this manisfesto work of art is a statement piece that has a direct message about the technology and nature, both being the support of the people, and be presented in a form of art.

technology has become a force of nature
there's nowhere to hide
NATURE IS THE
ULTIMATE TECHNOLOGY
error 404
technology
is a tool
THE ART
challenges the technology,
the technology inspires the art.
the greatness of a community
is measured by the compassionate
action of its member

. SITE

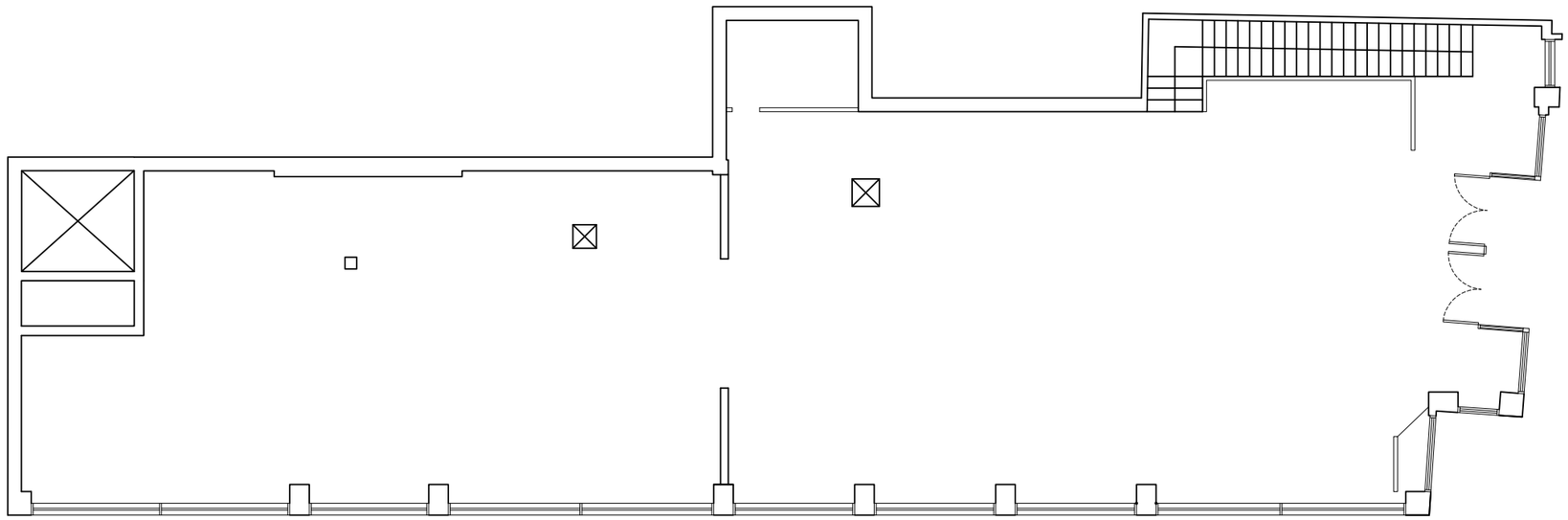
INTRODUCTION

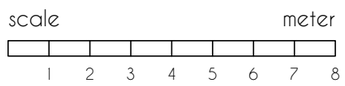
the project aims to create a space for the community in which it spreads awareness and acts as a central hub of space among the nature and technology. the site is chosen strategically in the center within the city of canterbury known for its retail district, whitefriars. the site is chosen as the ideal location for the tree located opposite the site. the tree acts as the “spot” for the community, can be known similarly to a lighthouse, guiding the people. the connection of the tree to the site allow potential to spark conversation while providing a “safe, opened space” for the community.

PHYSICAL

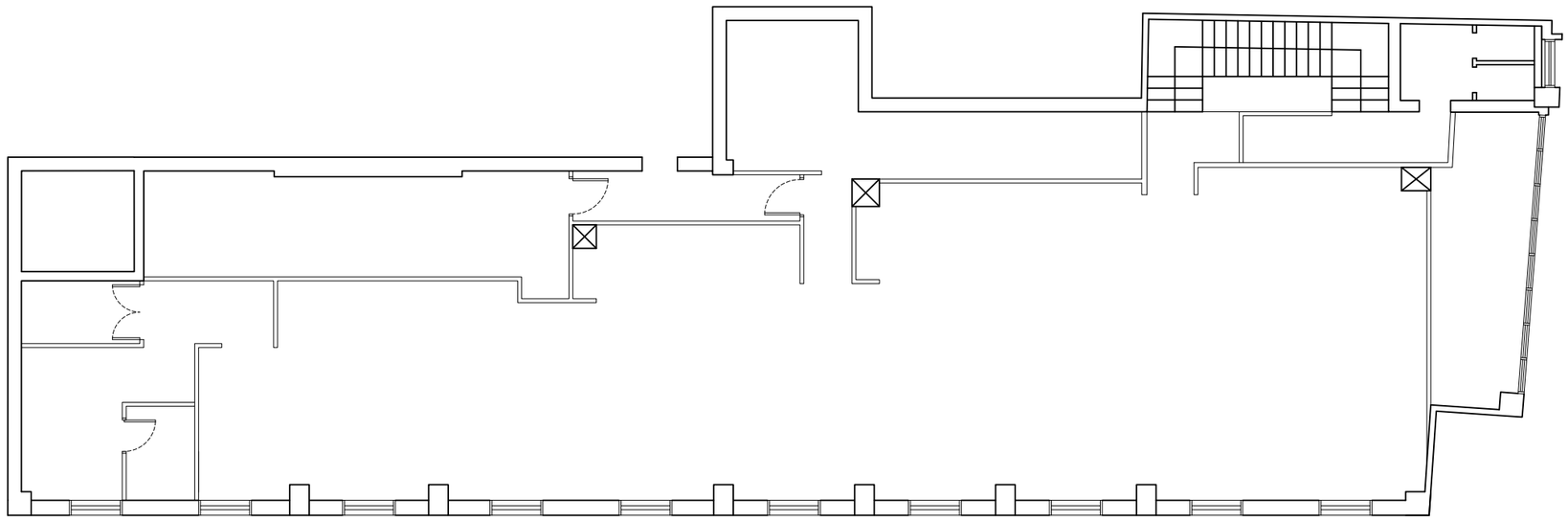
15, parade,
canterbury,
ct1 2sh, kent
united kingdom

ground floor

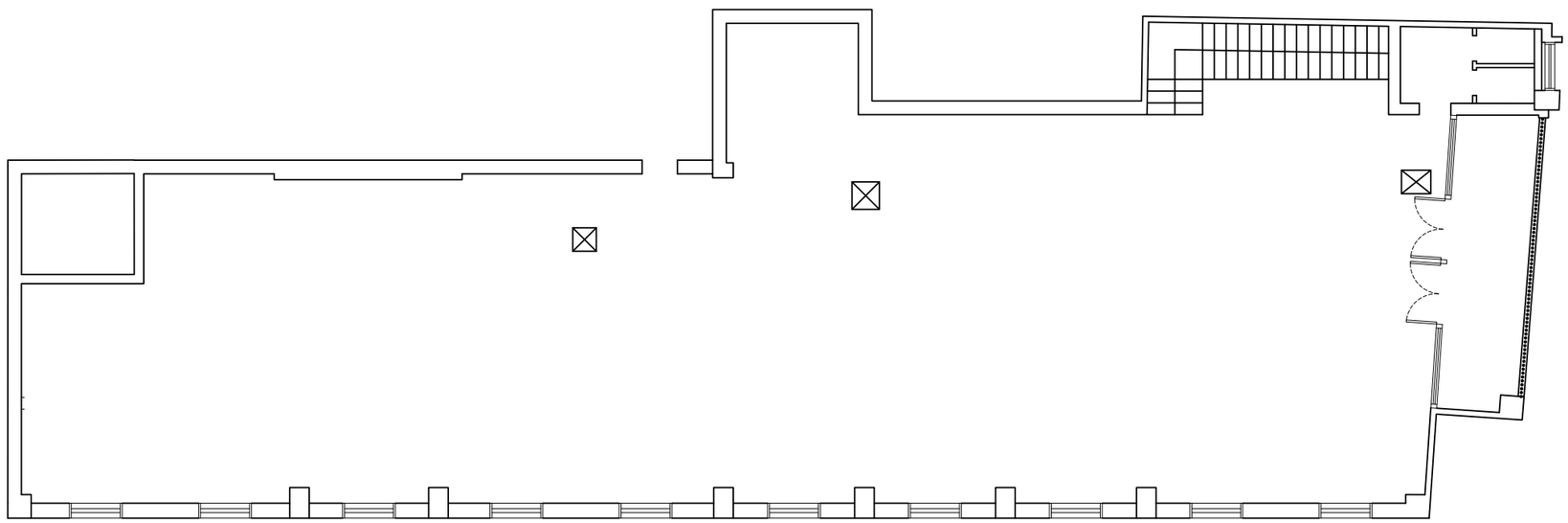




first floor

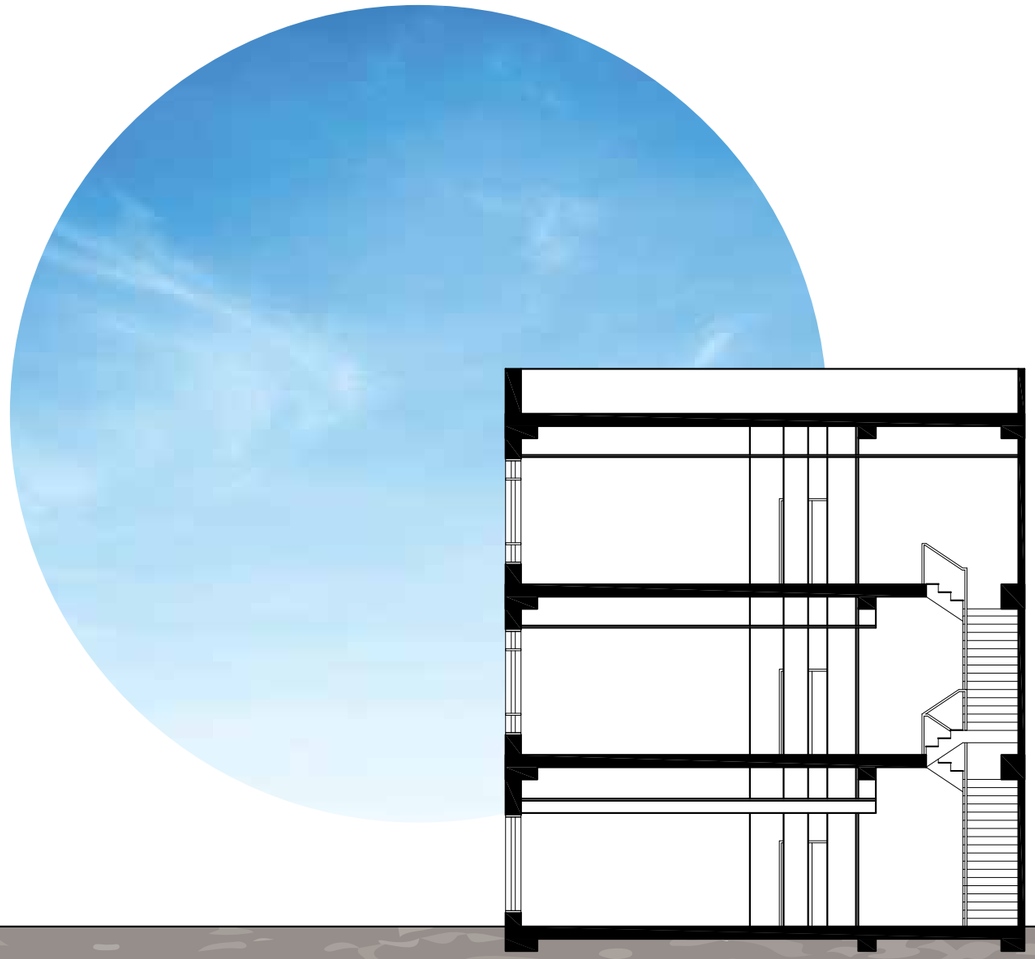


second floor



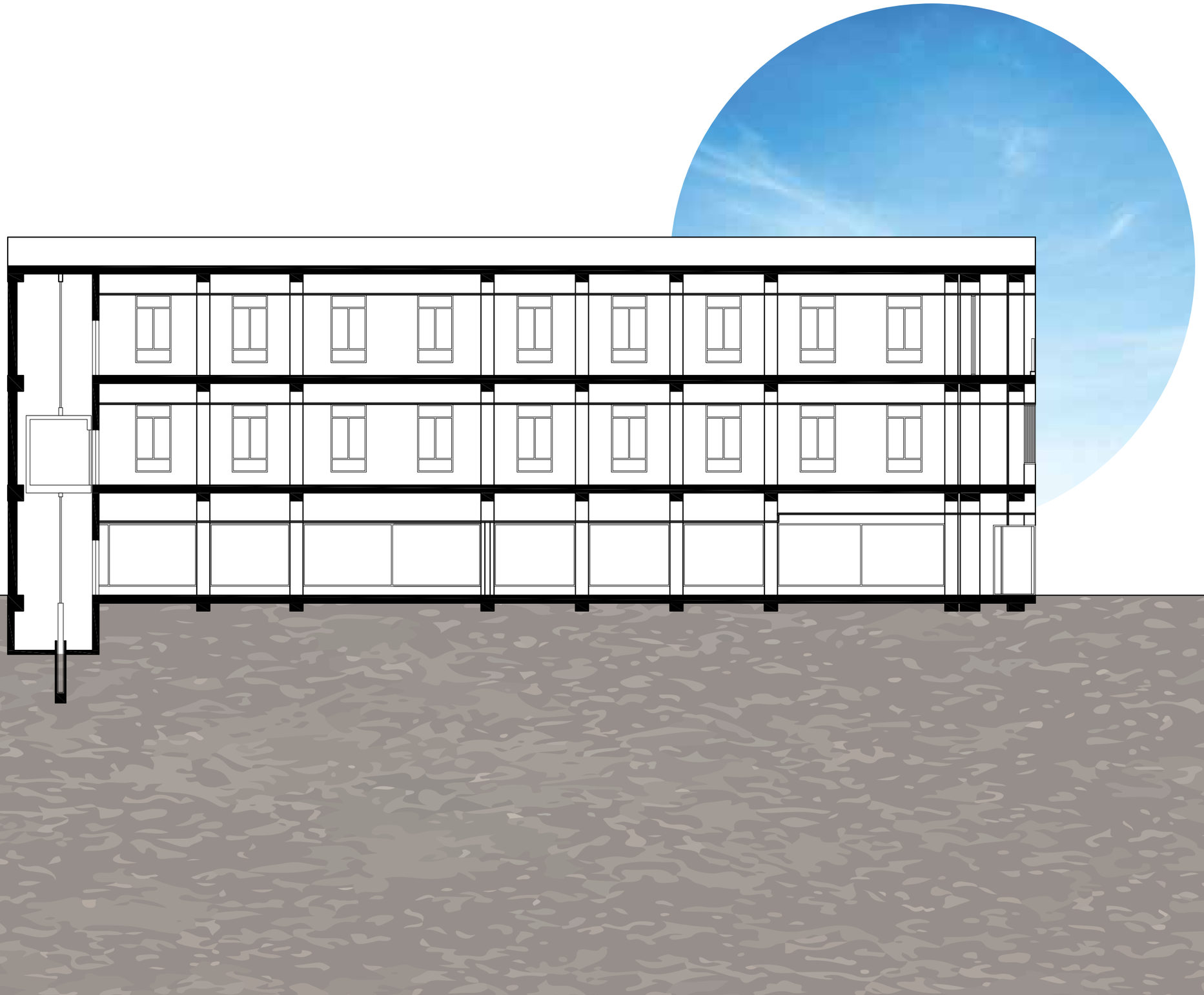
scale meter

1 2 3 4 5 6 7 8



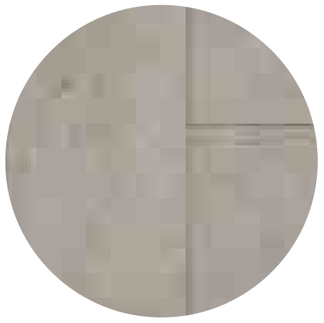
scale meter

1 2 3 4 5 6 7 8

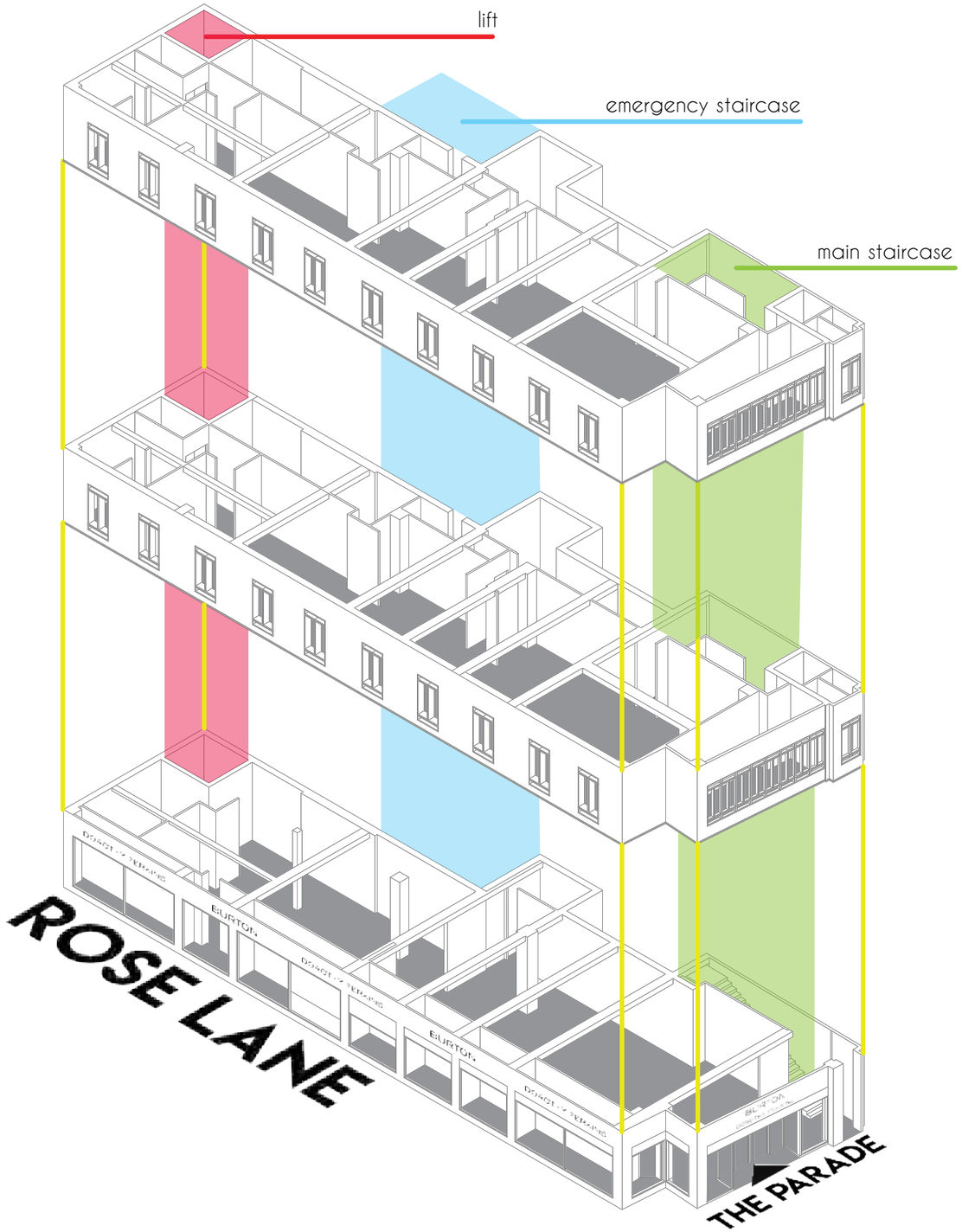


exposed brick wall

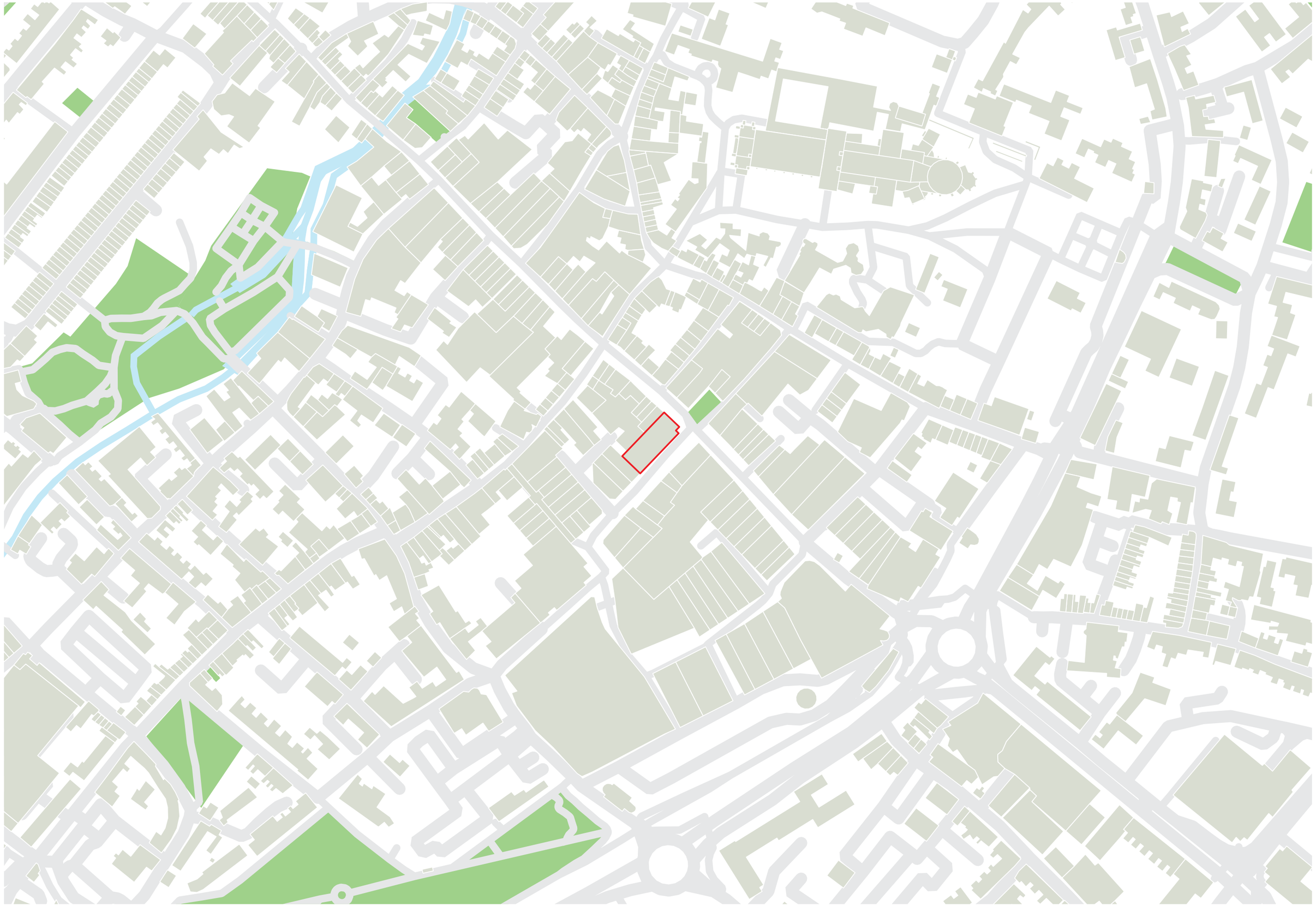
beige painted
stucco wall

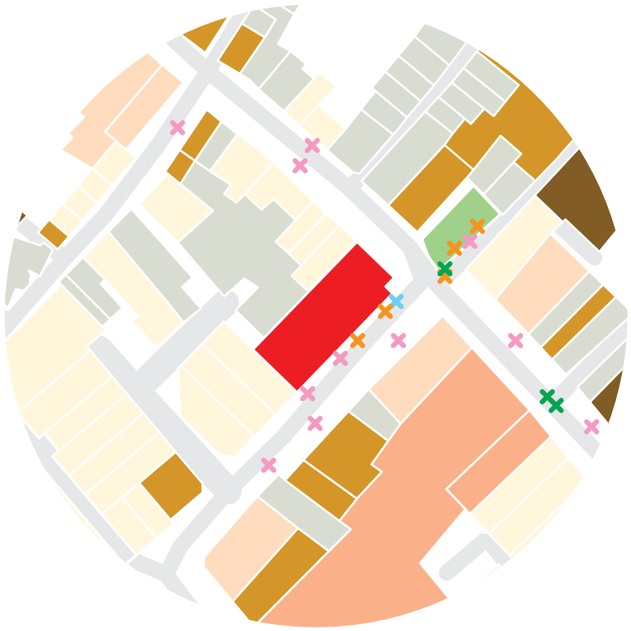


limestone tile
paneling


lift
emergency staircase
main staircase
ROSE LANE
THE PARADE

INFRASTRUCTURE & ENVIRONMENTAL





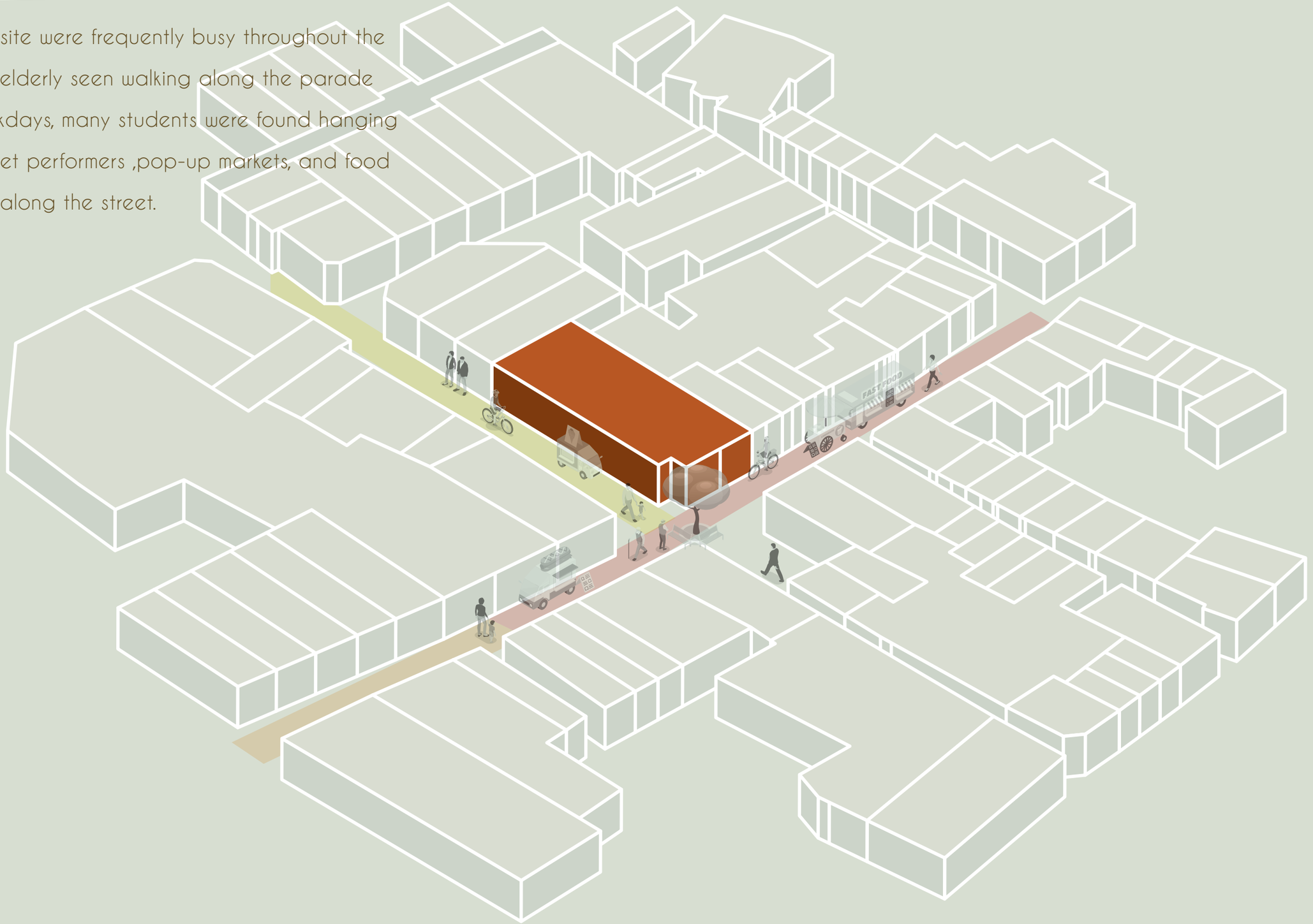
neighbourhood context

sensory diagram

acoustical studies

SITE ACTIVITIES

the surrounding of the site were frequently busy throughout the week with families and elderly seen walking along the parade streets. during the weekdays, many students were found hanging around the streets. street performers ,pop-up markets, and food trucks are often found along the street.



EPHEMERAL

1538 — FOUNDING OF WHITEFRIARS

2000 — THE BIG DIG

2006 — COMPLETION OF WHITEFRAIRS

2007 — OPENING OF DOROTHY PERKINS

2021 — SITE VACANT

WHITEFRIARS

the whitefriars is in the heart of canterbury, kent where most of the retail and commercial spaces are located. communities are the people of the space that is found from the residential site accessing the streets along the site, often using the public parks for recreation purpose which would be part of the community. the cantebury cathedral is a historical significant to the people in canterbury which acts as an hub for religious purposes. people from outside canterbury would be able to access the street as the main hub of bus transporation and two train stations are available in walking distance.

DETAILED PHOTOGRAPHIC SURVEY

whitefriars
canterbury cathedral
clock tower
BURTON
DOROTHY PERKINS
morelli's ice cream truck
the tree
the site
gourmet sausage &
burger company

. DESIGN

INTRODUCTION

with the site being thoroughly researched, the next process is to identify the programmings that would tackle the issues, all while exploring the arrangement of the programmes to facilitate the purpose of the project, which is to provide provision, and awareness for the community by creating an attachments between the people and the space.

FARM:

an urban food 'Hub', cafe and arts venue complete with mini 'aquaponics' fish farm, flower and plant shop, chicken coops, indoor allotments and polytunnel. growing as much food as we can on and in every inch of the building and run a popular cafe serving the food we grow onsite.

- aquaponic micro fish farming
- high tech indoor allotment
- rooftop chicken coop
- polytunnel

FARM:

HAECKLES, MARGATE

haeckels stands for natural products from natural origins, bottling everything that is great about our unique coastline and as a company focus on quality first in the hope that custom will follow.

- natural ingredient
- sourced from the sea
- workshop
- towards the people

HAECKELS, MARGATE

RESTAURANT OF MISTAKEN ORDERS

a restaurant that emphasise in having people who suffer from dementia, to spread dementia awareness and to make society just that little bit more open minded and relaxed.

- community for the community
- tolerance & patience
- giving a new purpose and function
- openness, awareness

RESTAURANT of MISTAKEN ORDERS

THE SKIP GARDEN, KING'S CROSS

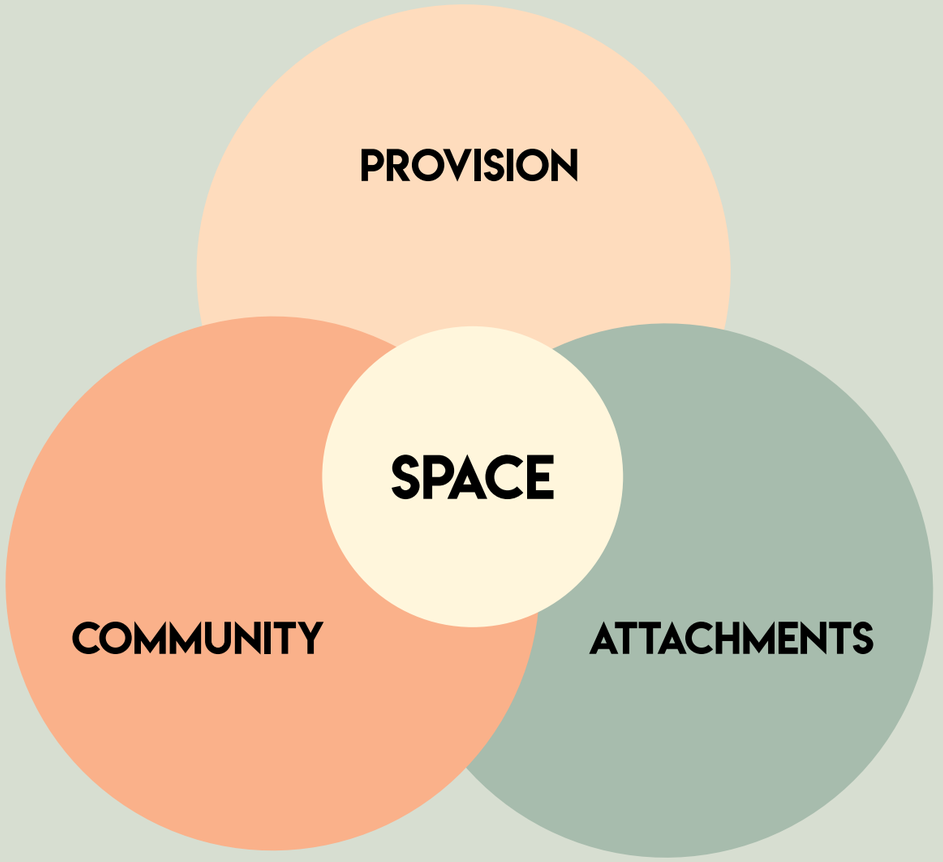
skip garden was an urban oasis with a twist and was a garden of a thousand hands, built by young people and local business volunteers, together creating a new and sustainable community. It was a unique space where apple trees, pumpkins and beans grow out of skips, and tomatoes, ginger and chillies grow under polytunnels made with water pipes and polythene.

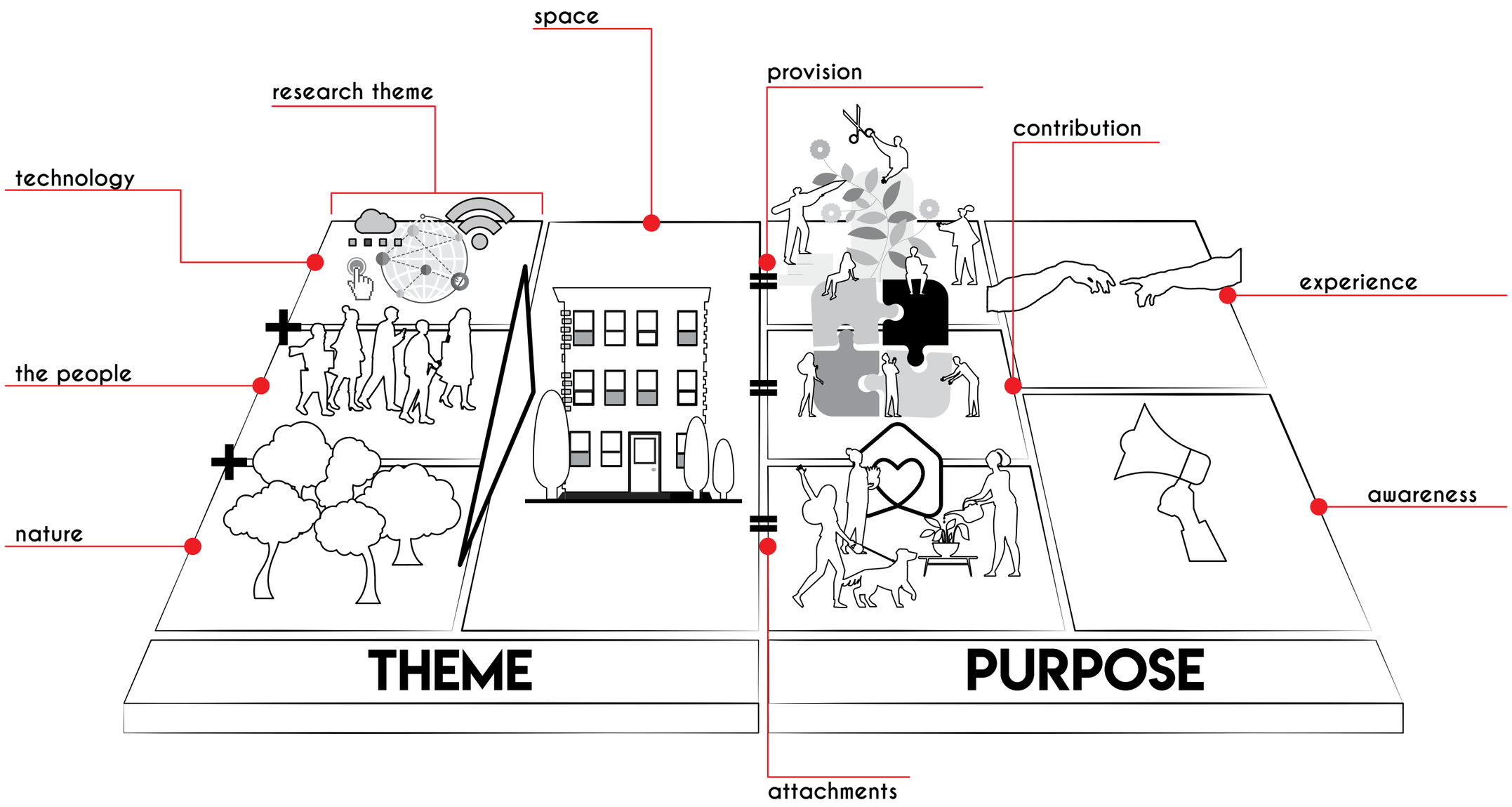
- sense of belonging
- commmunity garden
- attachment
- open, shared space

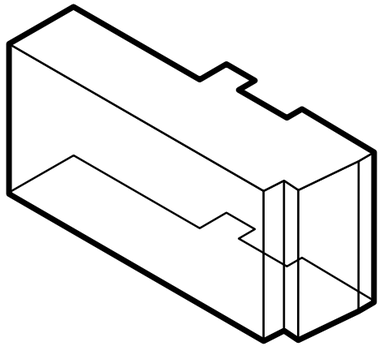
THE SKIP GARDEN,
KING'S CROSS LONDON

PROGRAMME THEME

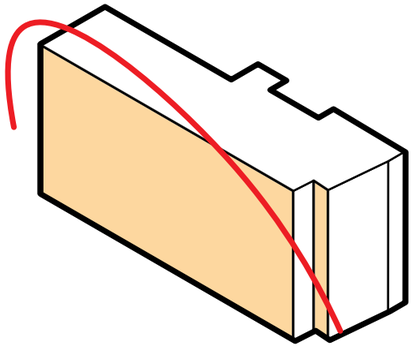
the programming of the space would be dictated by the purpose, in which it becomes the programming theme. the theme of the programming is to create a space that serves the purpose that tackles the issues that the people would face. the purposes of the space are to provide provision, and awareness for the community by creating an attachments between the people and the space.



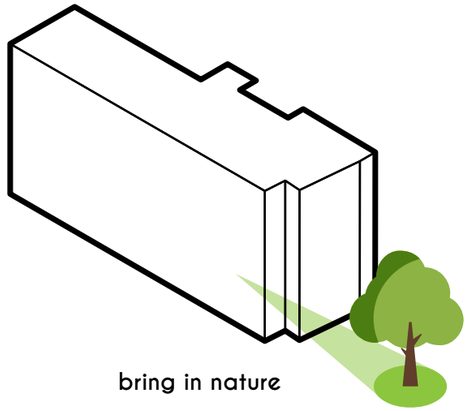

space
research theme
provision
technology
contribution
experience
the people
nature
awareness
THEME
PURPOSE
attachments



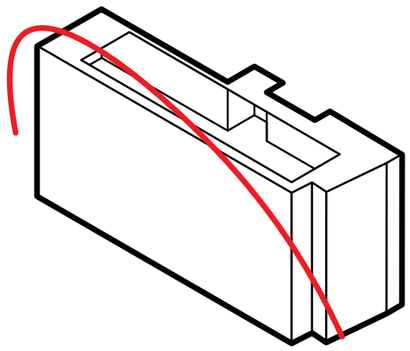
existing site



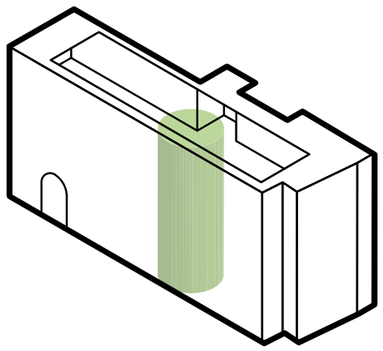
sun orientation



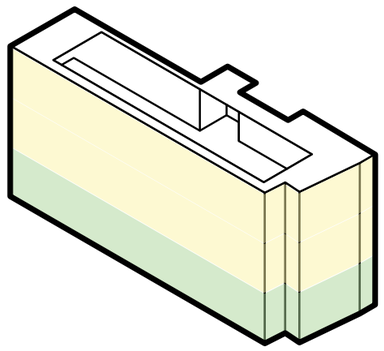
bring in nature



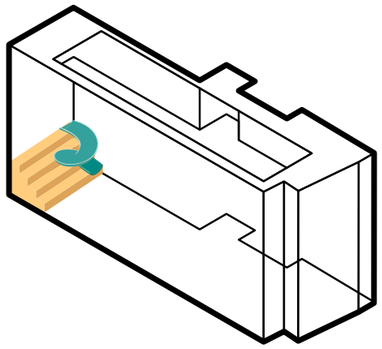
in pour sunlight from roof



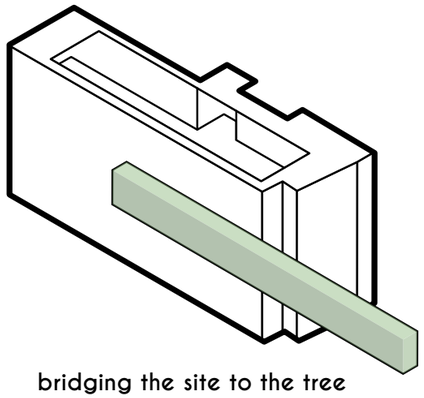
visual vertical connection



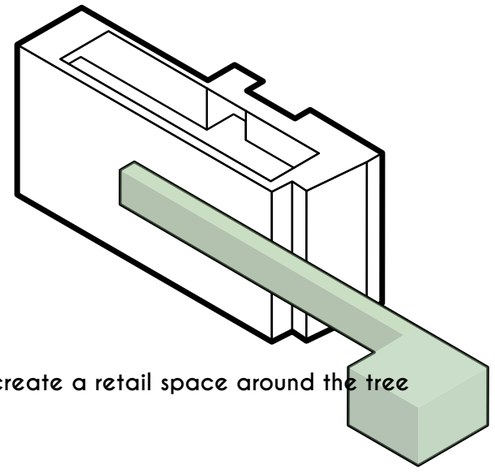
programming the floors into spaces



communal staircase + playground element



bridging the site to the tree

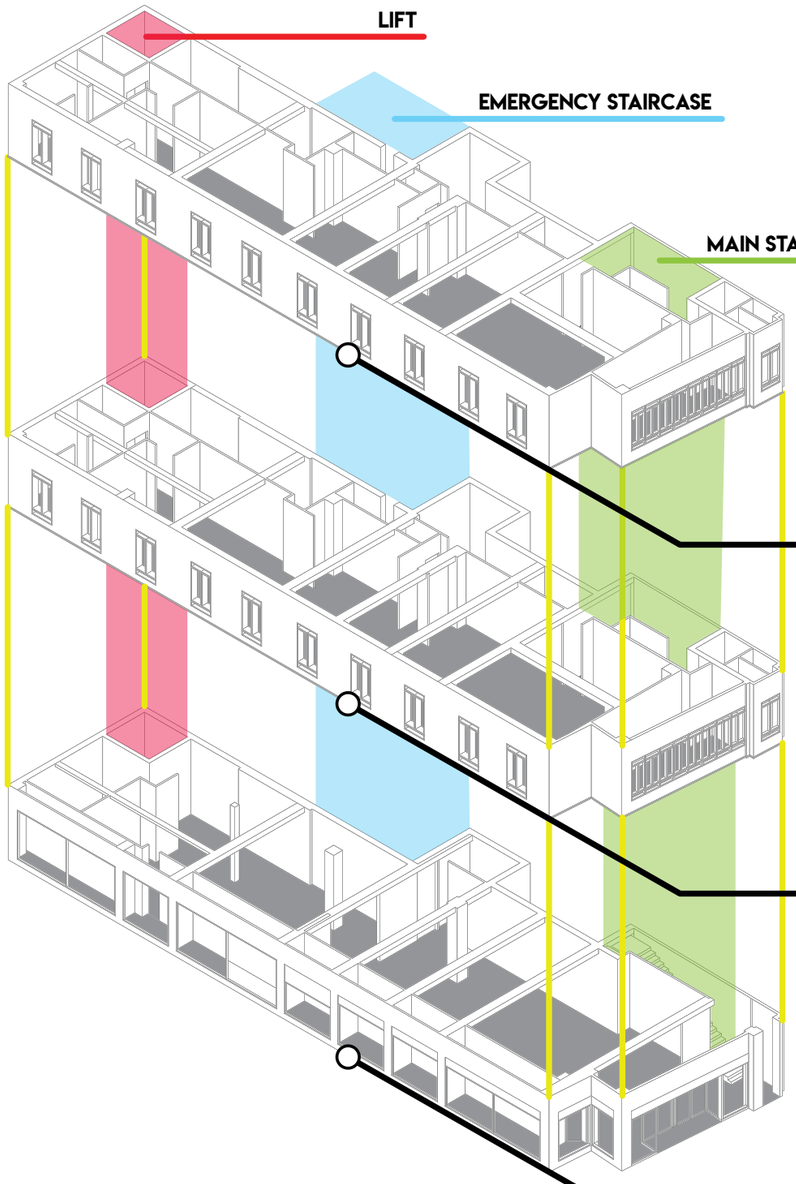


create a retail space around the tree

PROGRAMMING

the programming is arranged with the theme to tackle the issue while serving the pruposes. the site itself is explored in different ways to embrace the existing features, such as the tree, and the orientation of natural lighting into the space. ultimately, the space should be an opened, safe space for the community which required easy accessibility and mobility. the space should also embrace the existing nature that triggers social interactions. lastly, the space should be a representation of the community while creating a connection between nature and technoogy, that would benefit the community.

Activities and Functions Micro



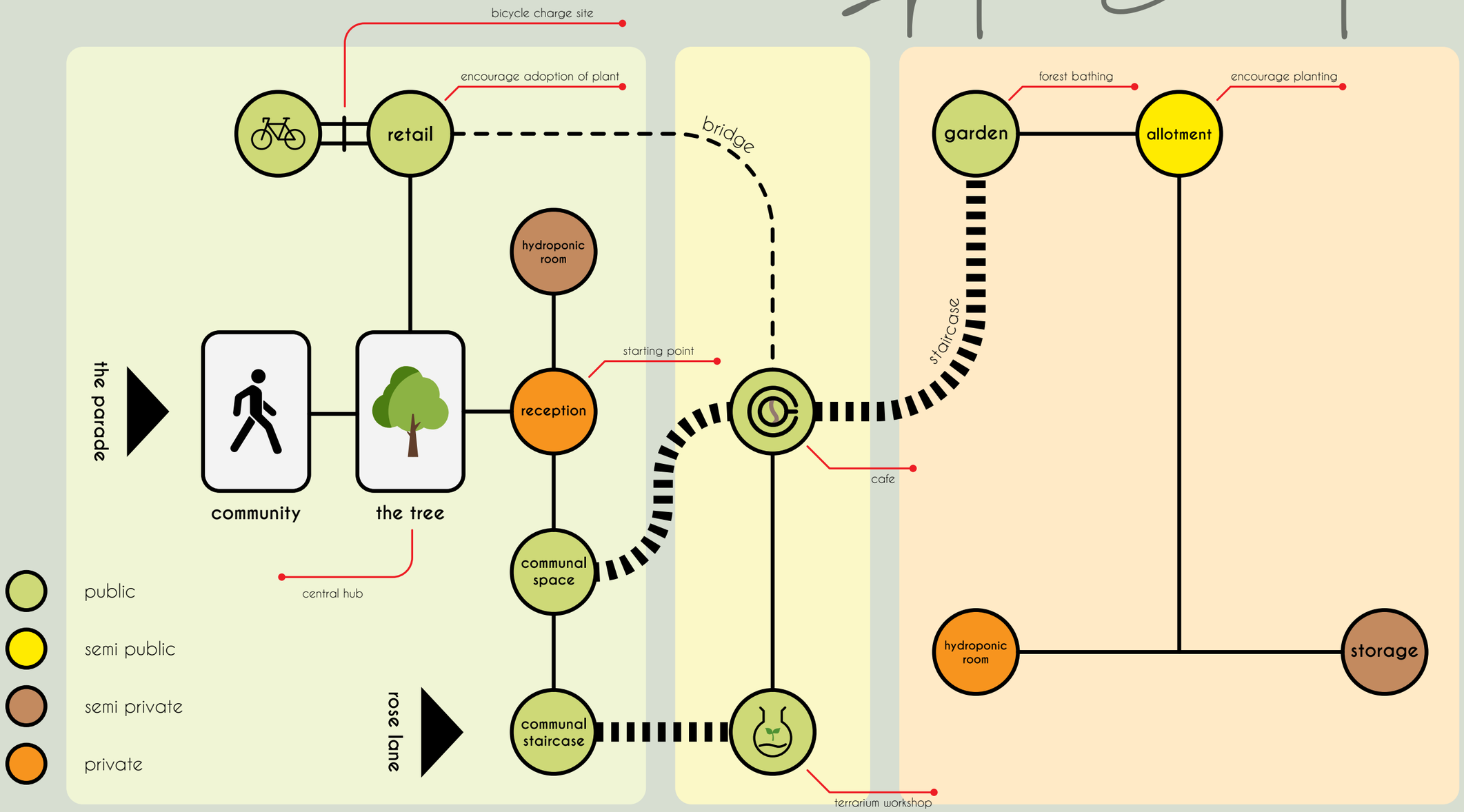
THE GARDEN

THE SOCIAL

THE COMMUNITY

THE RETAIL

Spatial Circulation

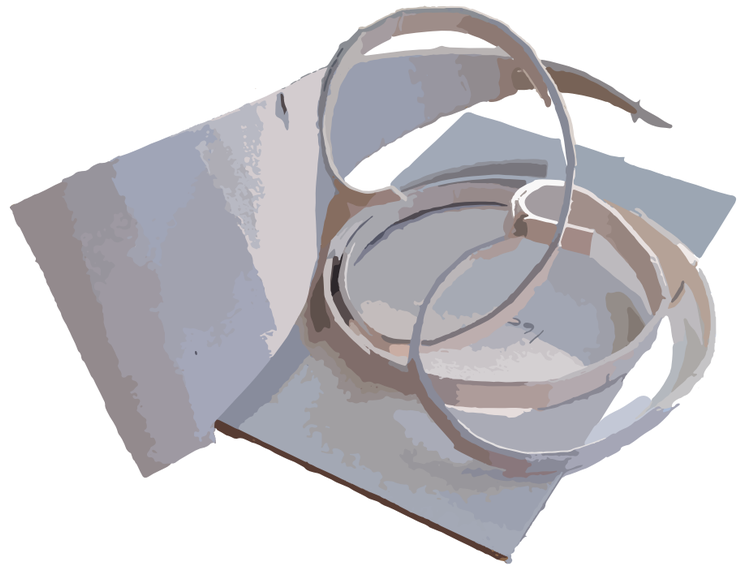


ground floor
the community

first floor
the social

second floor
the garden

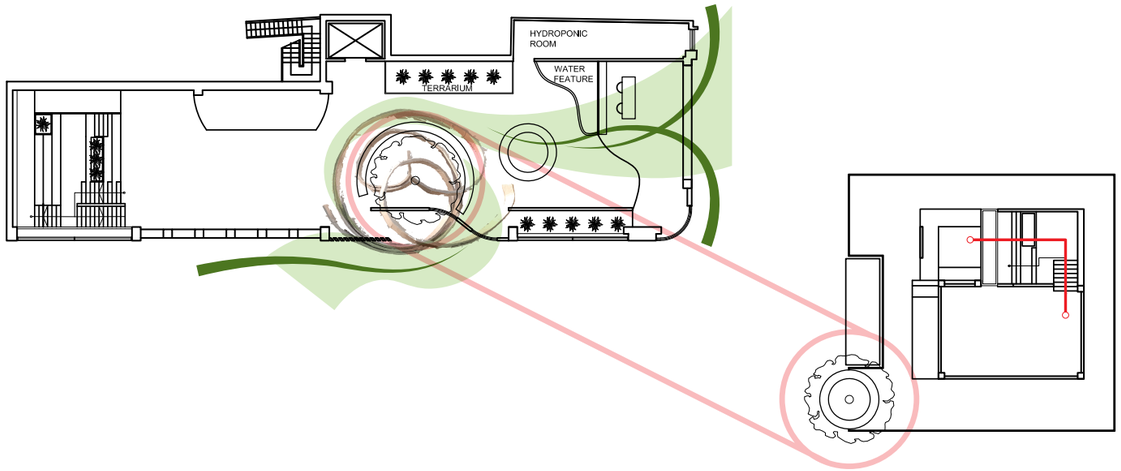
CONCEPTUAL MODEL 01

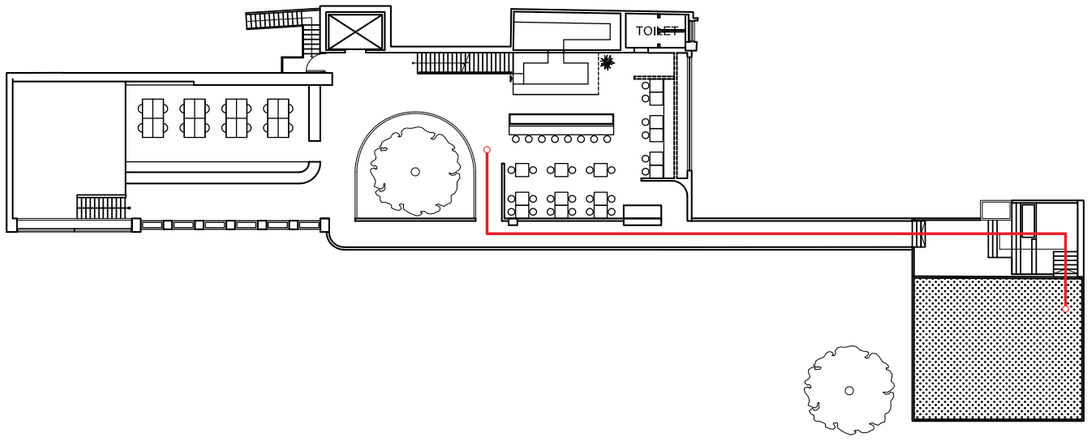


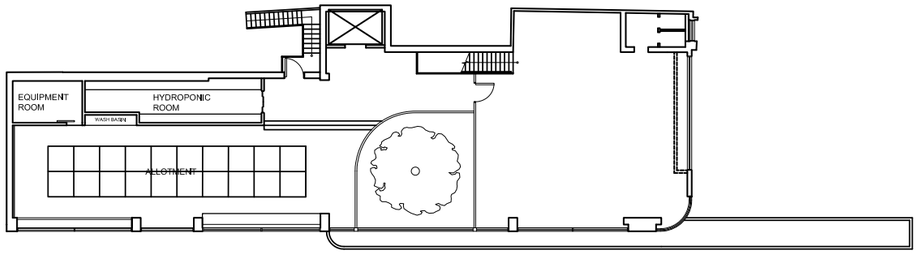
CONCEPTUAL MODEL 02

CONCEPTUAL EXPLORATION

concept development would enhance the programming of space through its representation of idea. the model shows the idea that creates a flow whether through circulation or visual attraction, into the center of the space.



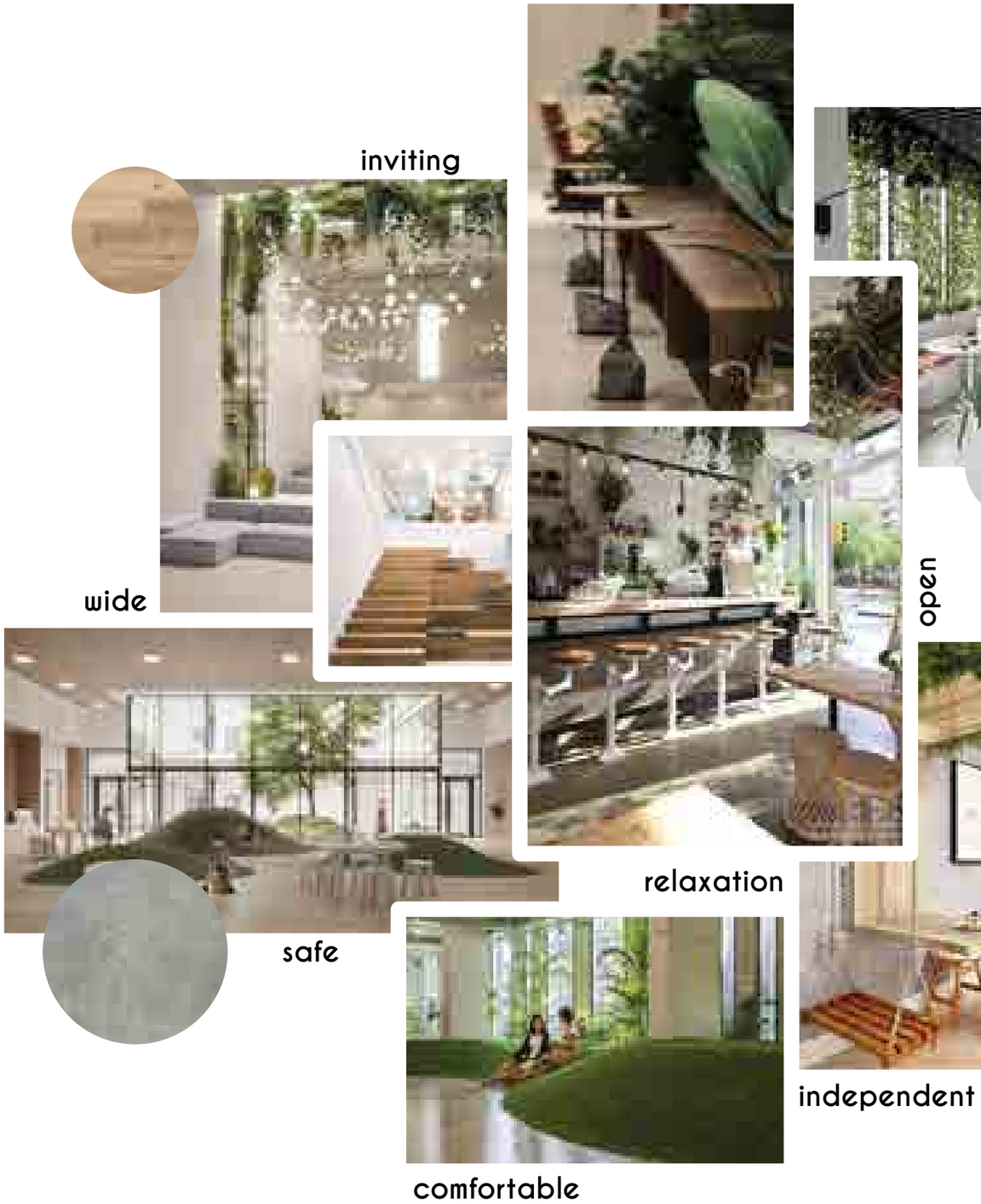




CONCEPT APPLICATION

the concept models were places directly into the space that would affect the peoples' path. the central piece would act as the visual attraction to which it attract peoples' attention and change their path into the space. the central piece would be a clone of the existing tree directly opposite the site which it would create the connection between two trees. with the tree being cloned inside the space, it visually connects all internal floors as part of one space.

MATERIAL & MOOD BOARD



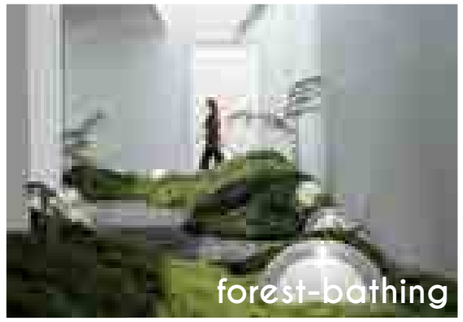
fun

clean

spacious

rejuvenation

pure

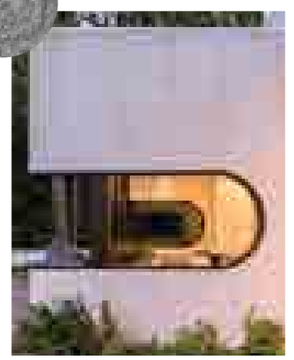


forest-bathing

sunlight

curve

generous

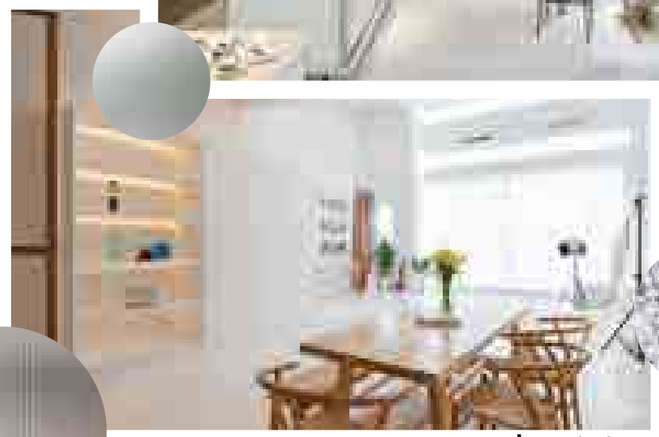


attractive

nature-inspired

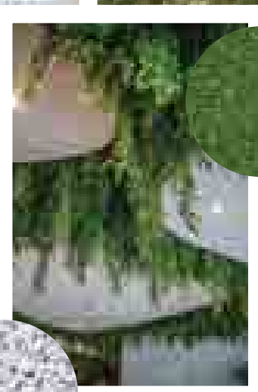
indoor garden

organised



efficient

productivity



biophilia

photosynthesis

organised

. REPRESENT

INTRODUCTION

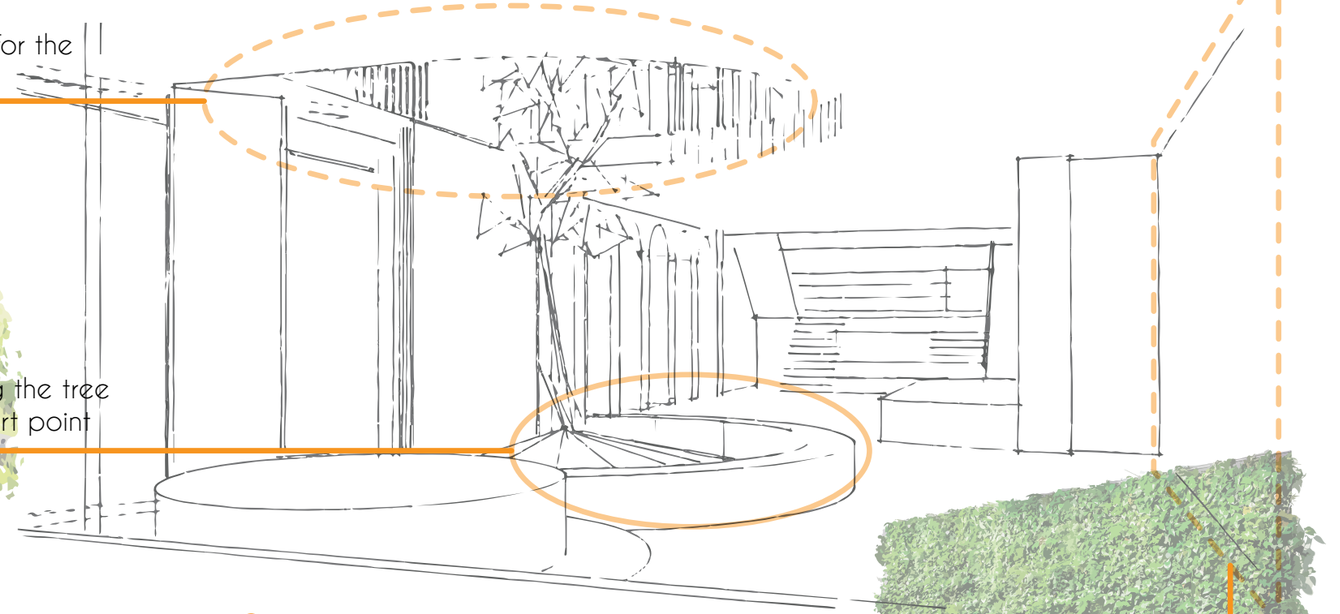
while the programming is expected to be the best arrangement to tackle the issues while serving the purpose, each programmes are affected by the actions and functions of the people. programmes should be assigned with right activities and functions to enhance the experience of the users, and by doing so, the right facilities and service must be provided. as the priority, the activities and functions of the space would be designed towards the peoples' needs as the space would represent the community.

ACTIVITIES, PROGRAMMES, & FUNCTION

while the programmes are assigned and arranged in strategic manner that would create the best outcome tackling the purpose of the project, the space are designed to facilitates activities and functions, while keeping the space spacious and opened to improve the accessibility.

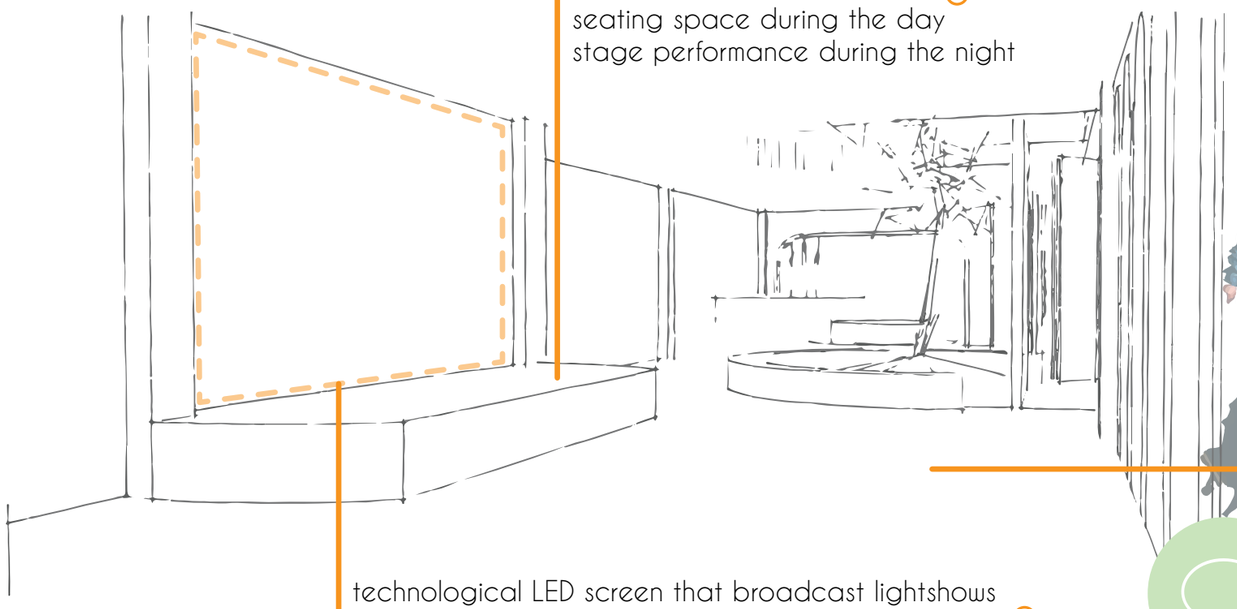
a vertical visual connection and allowance for the growth of the tree

seating space imitating the tree
a social interaction start point



green wall

seating space during the day
stage performance during the night

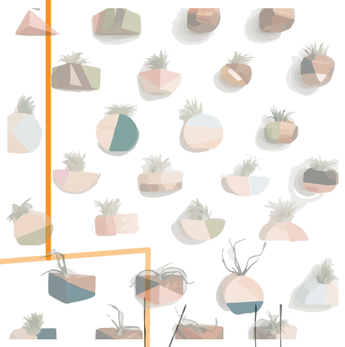


technological LED screen that broadcast lightshows

seating space for performance during the evening

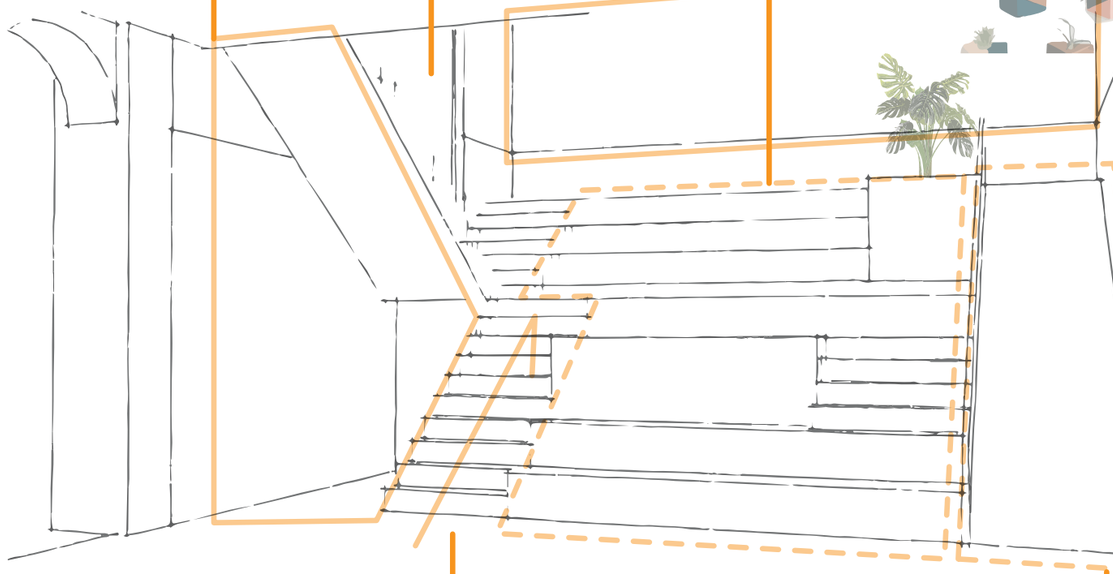
seating space - communal staircase

wall with different potted plant + light shades
(description of plants)



enclosed water fountain

open library - books on nature, technology, and health

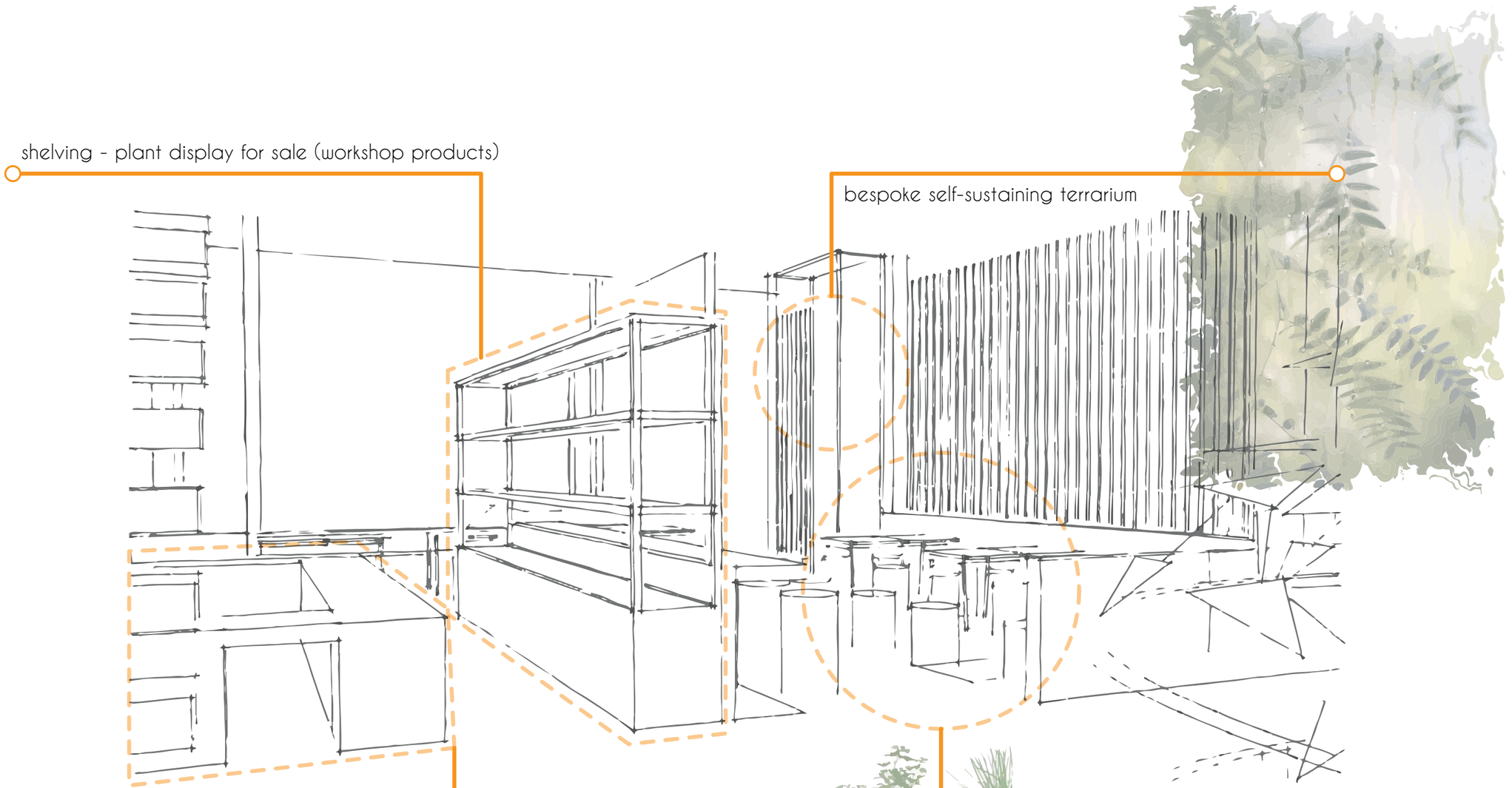


built-in slide - playground element for all ages

staircase connecting to first floor

shelving - plant display for sale (workshop products)

bespoke self-sustaining terrarium



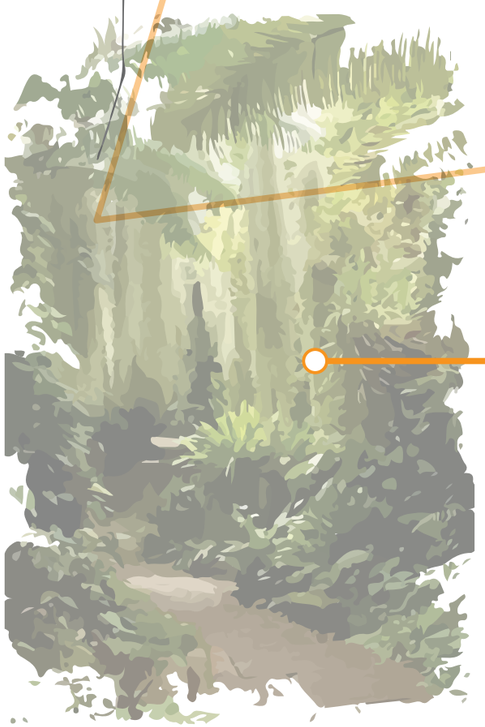
dining space

built-in counter (cafe)

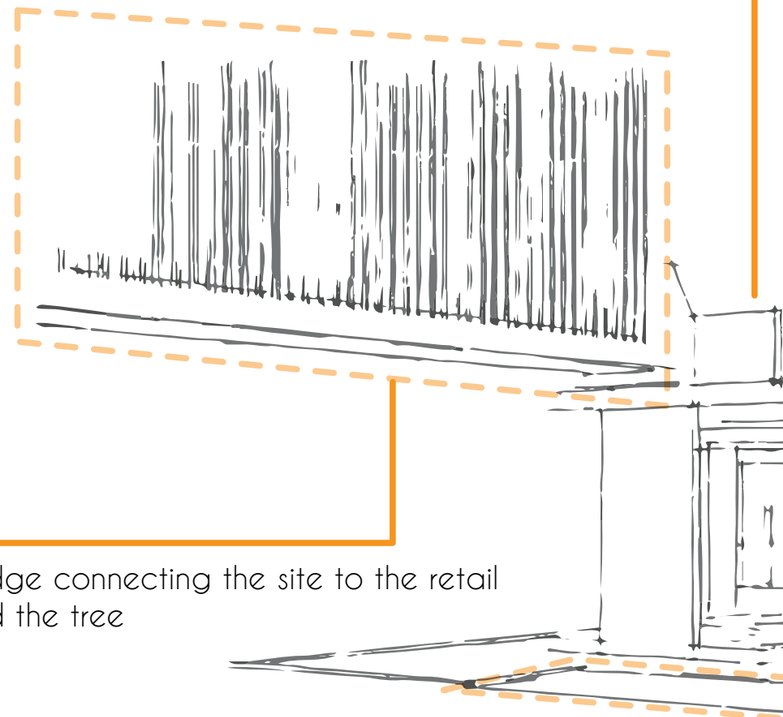
hanging plants

window opening

garden area



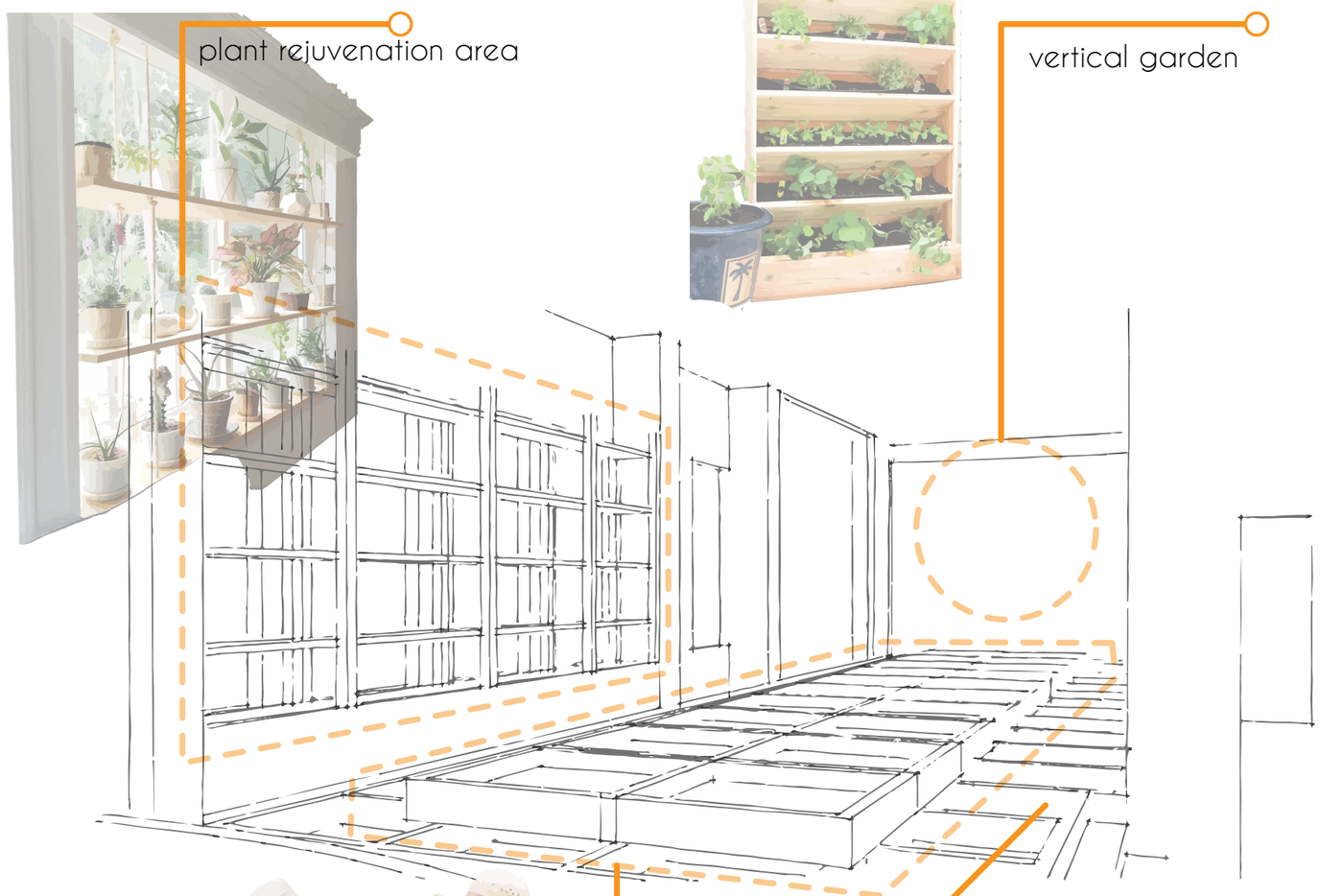
a communal open air space



bridge connecting the site to the retail
and the tree

public-use bicycle charge station
(de-charge the bicycle to provide eletricity for the site)

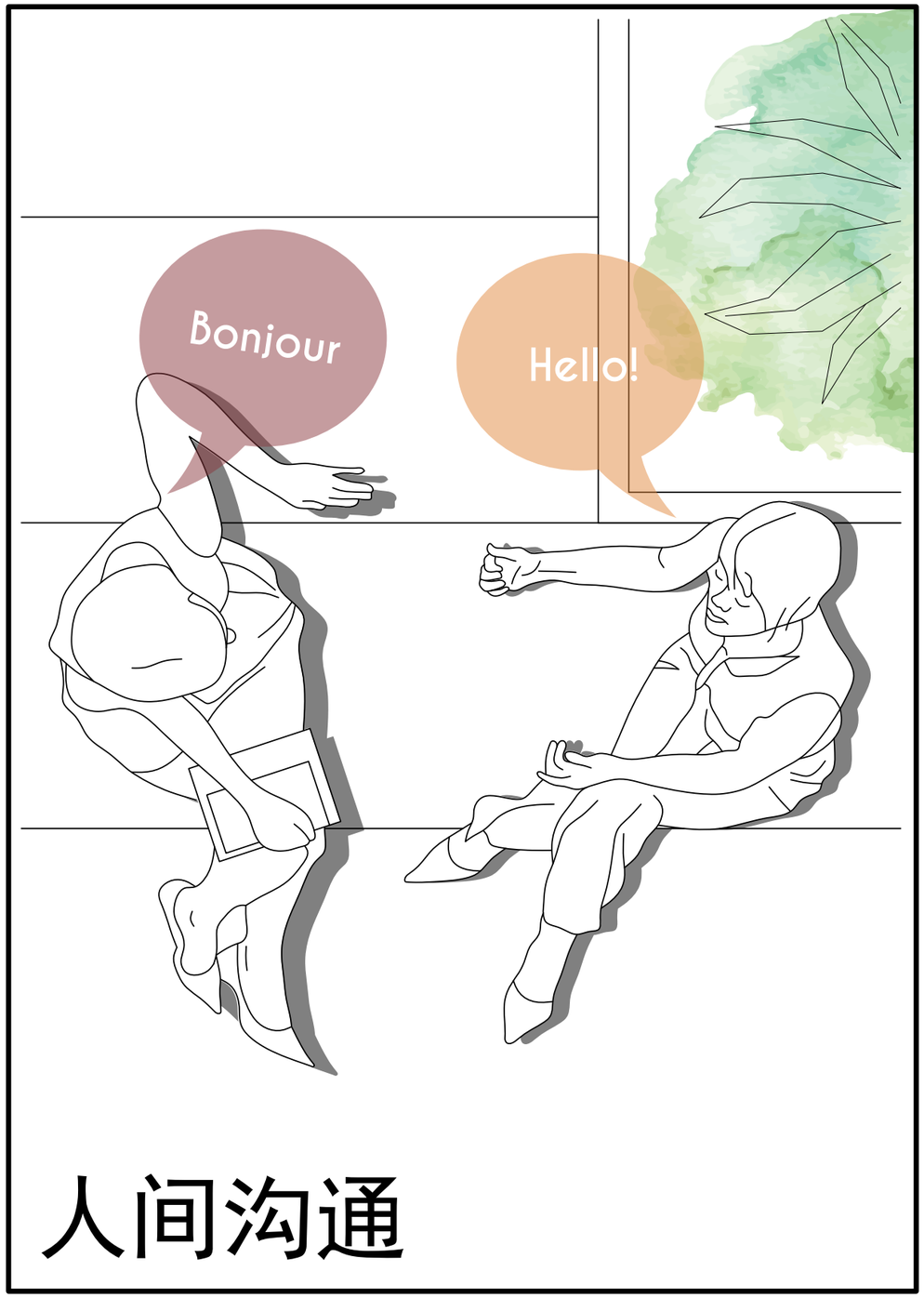
retail
waiting space for community


plant rejuvenation area
vertical garden

allotment spaces
elevated wired floor

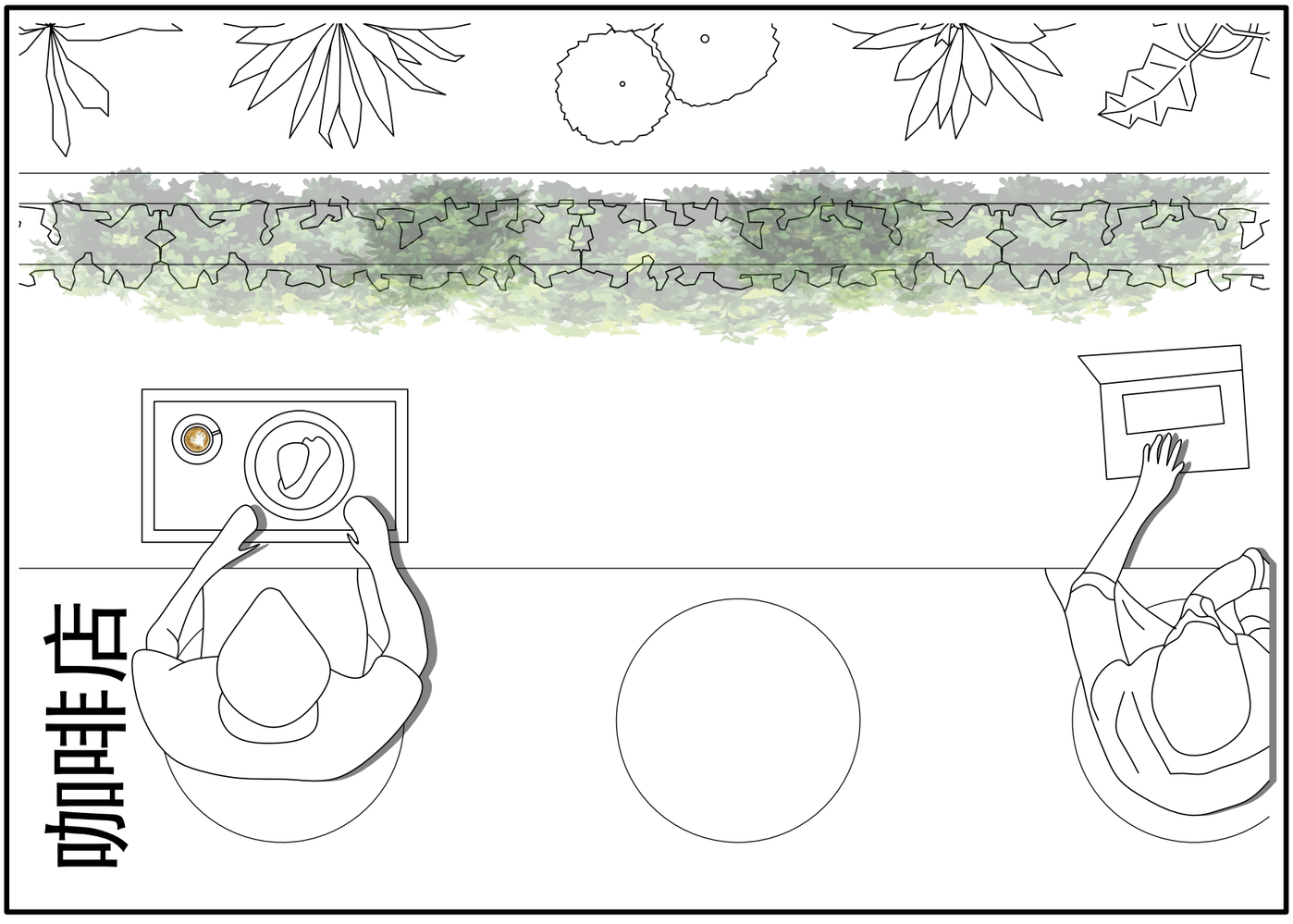
SPATIAL ENVIRONMENT & NOTATIONS

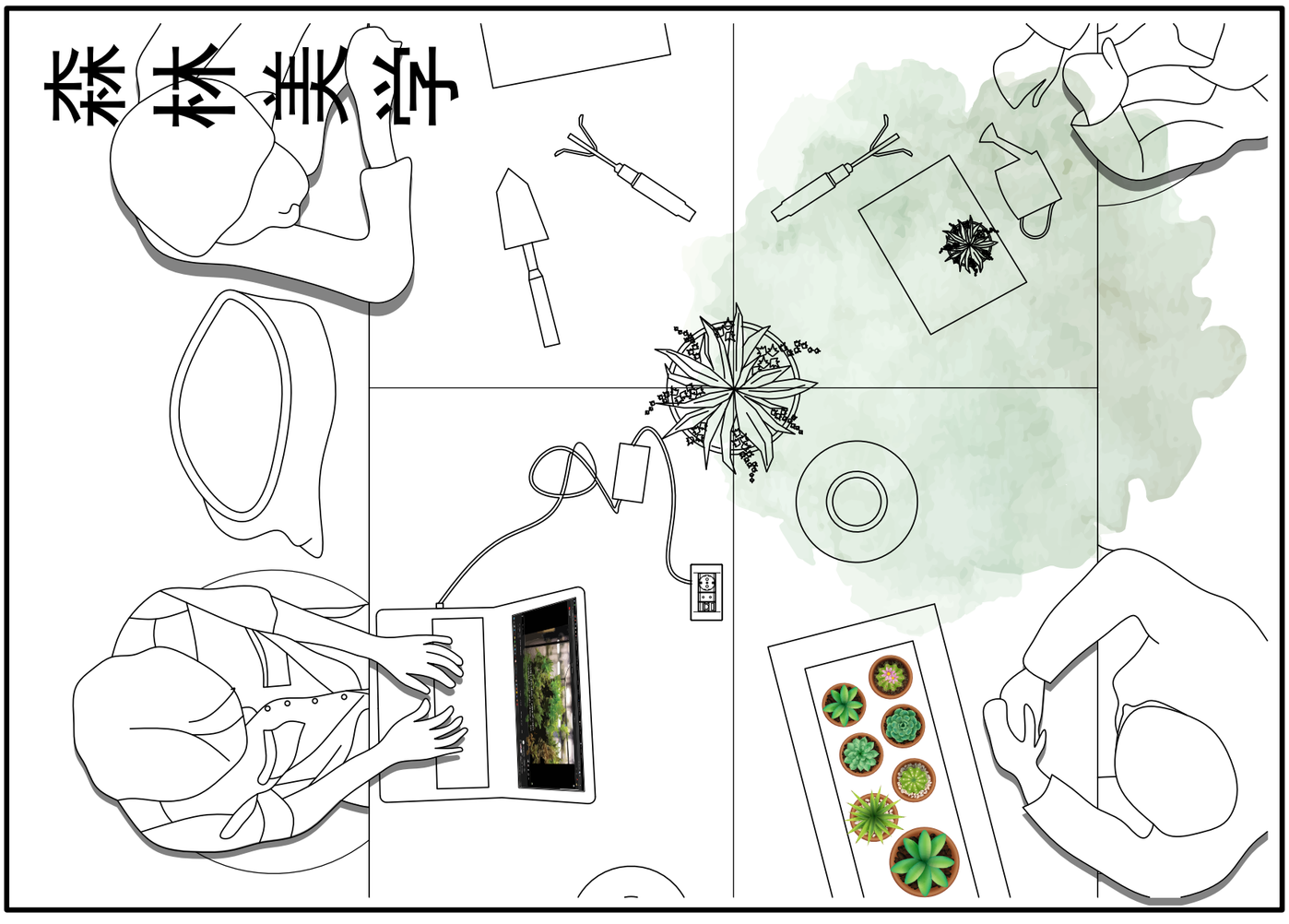
activities often hinders the space. the activities held within an area dictates the value of the space. by identifying the activities and the orientation in which tasks are to be conducted, it creates a sense of belonging for the community. this allow the community to be part of the space which would essentially benefit the people.

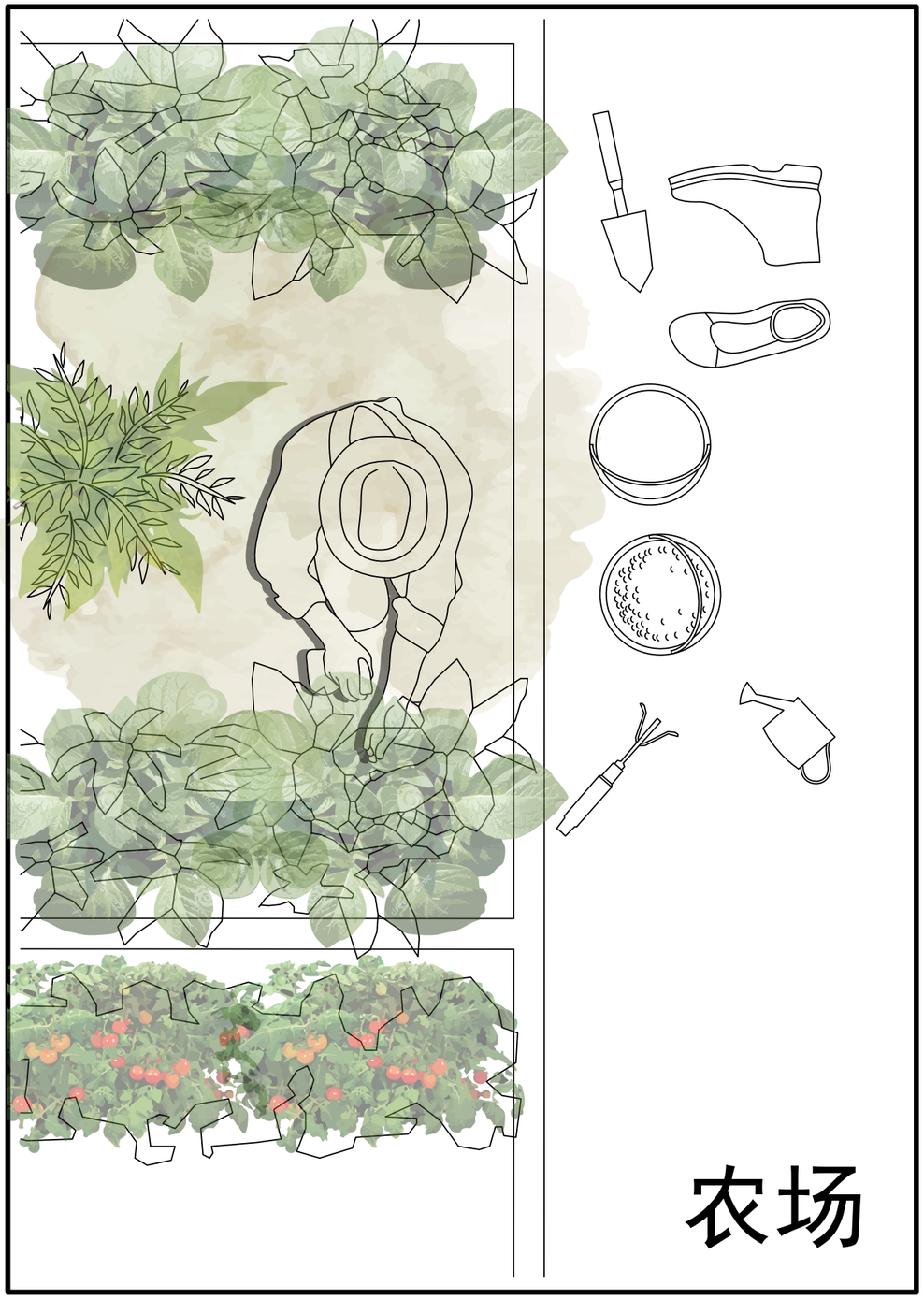


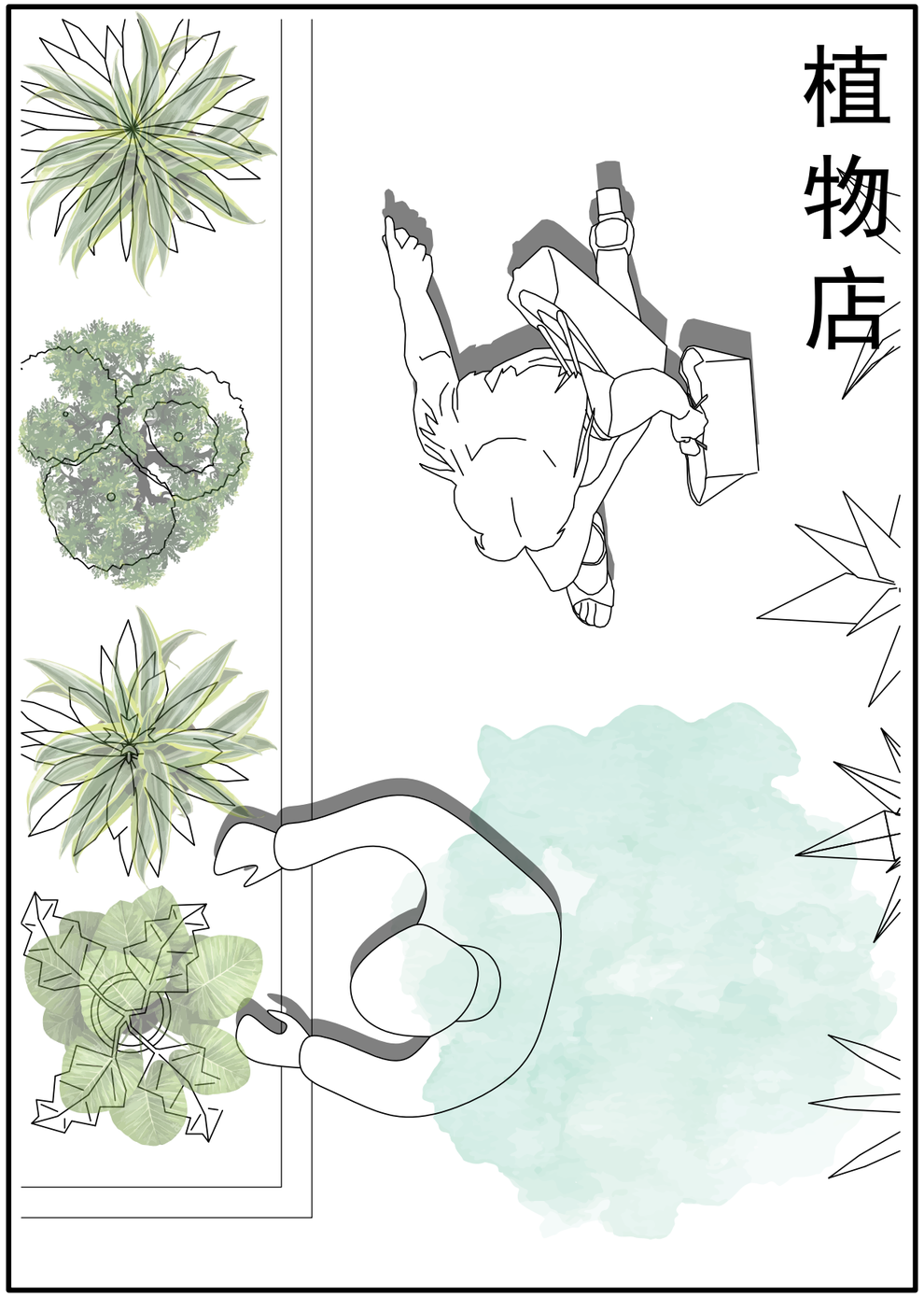
人间沟通

树林沐浴


咖啡店


森林美学


农场


植物店

HYBRIDISED DRAWING

The Activities

gardening

ALLOTMENT

WORKSHOP

COMMUNAL STAIRCASE

CAFE

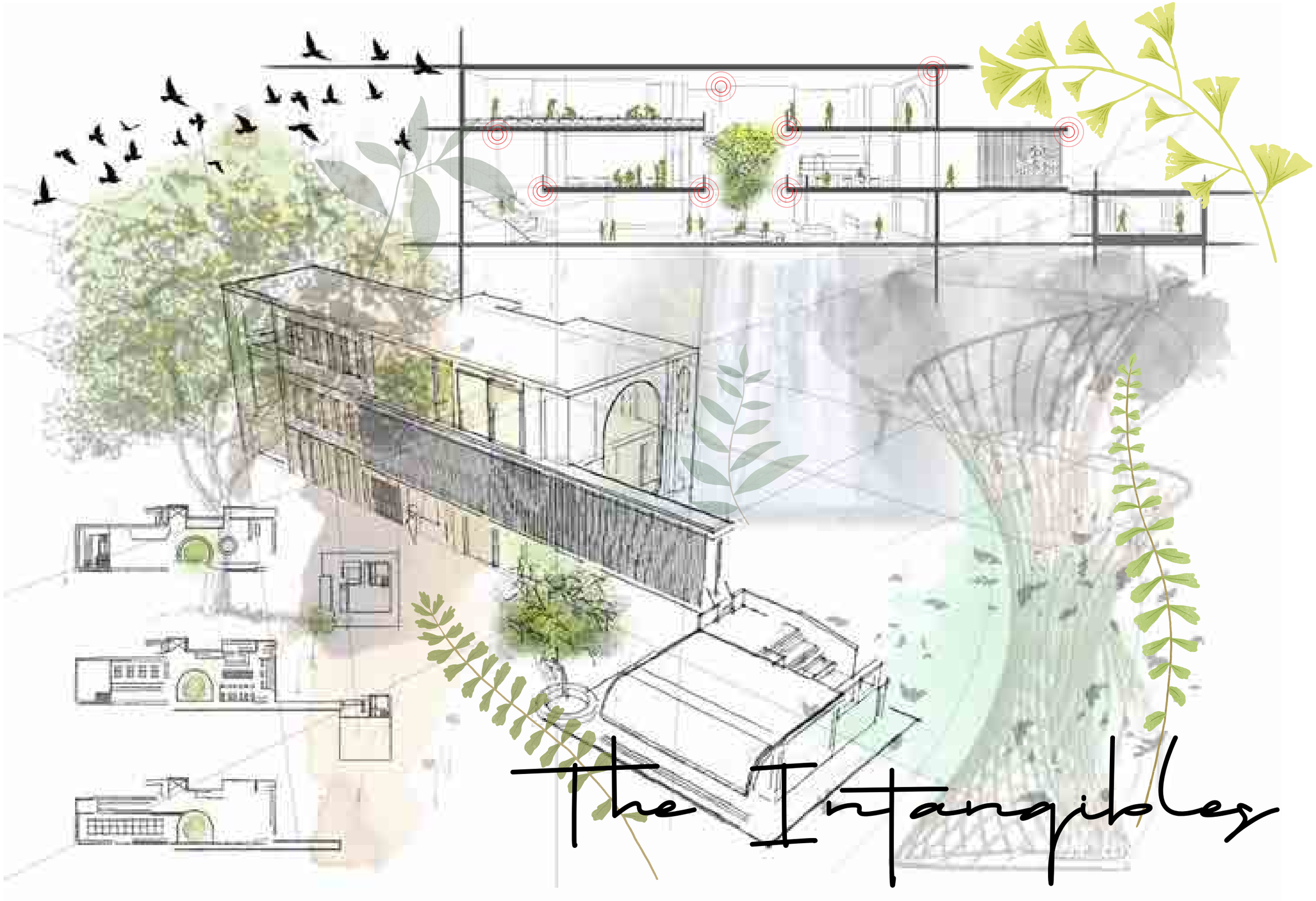
SECOND FLOOR PROPOSED PLAN

FIRST FLOOR PROPOSED PLAN

GROUND FLOOR PROPOSED PLAN

COMMUNITY SPACE

RETAIL SPACE


The Intangibles

The Purpose

SCHEMATIC DESIGN

the schematics of the space help the people understand the relationship of each spaces within by exploration. paths should be directed to each spaces with the purposes in mind while keeping the space open and accesible. the relationship of the space should be balanced to keep the space flowing. with the space being a responsibility of the community, the space should identify the target audience (the users of the space).

the father

technology usage ••••••
knowledge of greens ••
stress level ••••••
time spent in space ••
for - family outing, relaxation

the daughter

technology usage ••••••••
knowledge of greens ••••
stress level •••
time spent in space ••
for - family outing, play

the mother

technology usage •••••
knowledge of greens •••••
stress level ••••
time spent in space •••
for - family outing, social, workshop

the husband

technology usage •
knowledge of greens ••
stress level •
time spent in space •••••
for - family outing, activities

the student

technology usage ••••••••
knowledge of greens •••
stress level •••••
time spent in space ••••
for - relaxation, social, education

the teenager

technology usage •••••••
knowledge of greens ••
stress level •••
time spent in space ••
for - leisure, social, education

the international student

technology usage •••••••••
knowledge of greens •••
stress level •••••
time spent in space •••••
for - relaxation, social, workshop, leisure

the wife

technology usage •
knowledge of greens •••
stress level ••
time spent in space •••••
for - family outing, activities, relaxation

ORGANIZATIONAL ASPECT

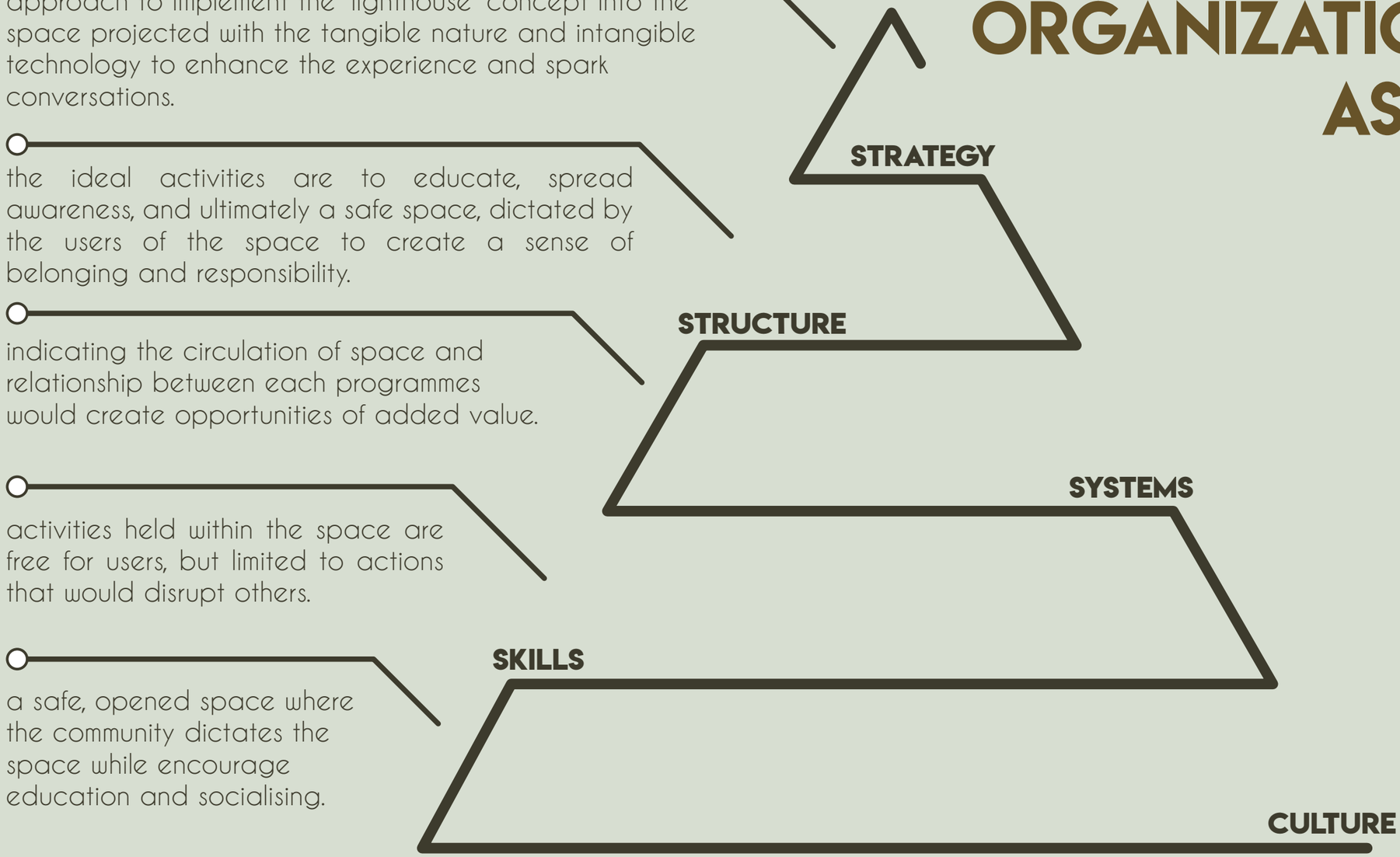
approach to implement the “lighthouse” concept into the space projected with the tangible nature and intangible technology to enhance the experience and spark conversations.

the ideal activities are to educate, spread awareness, and ultimately a safe space, dictated by the users of the space to create a sense of belonging and responsibility.

indicating the circulation of space and relationship between each programmes would create opportunities of added value.

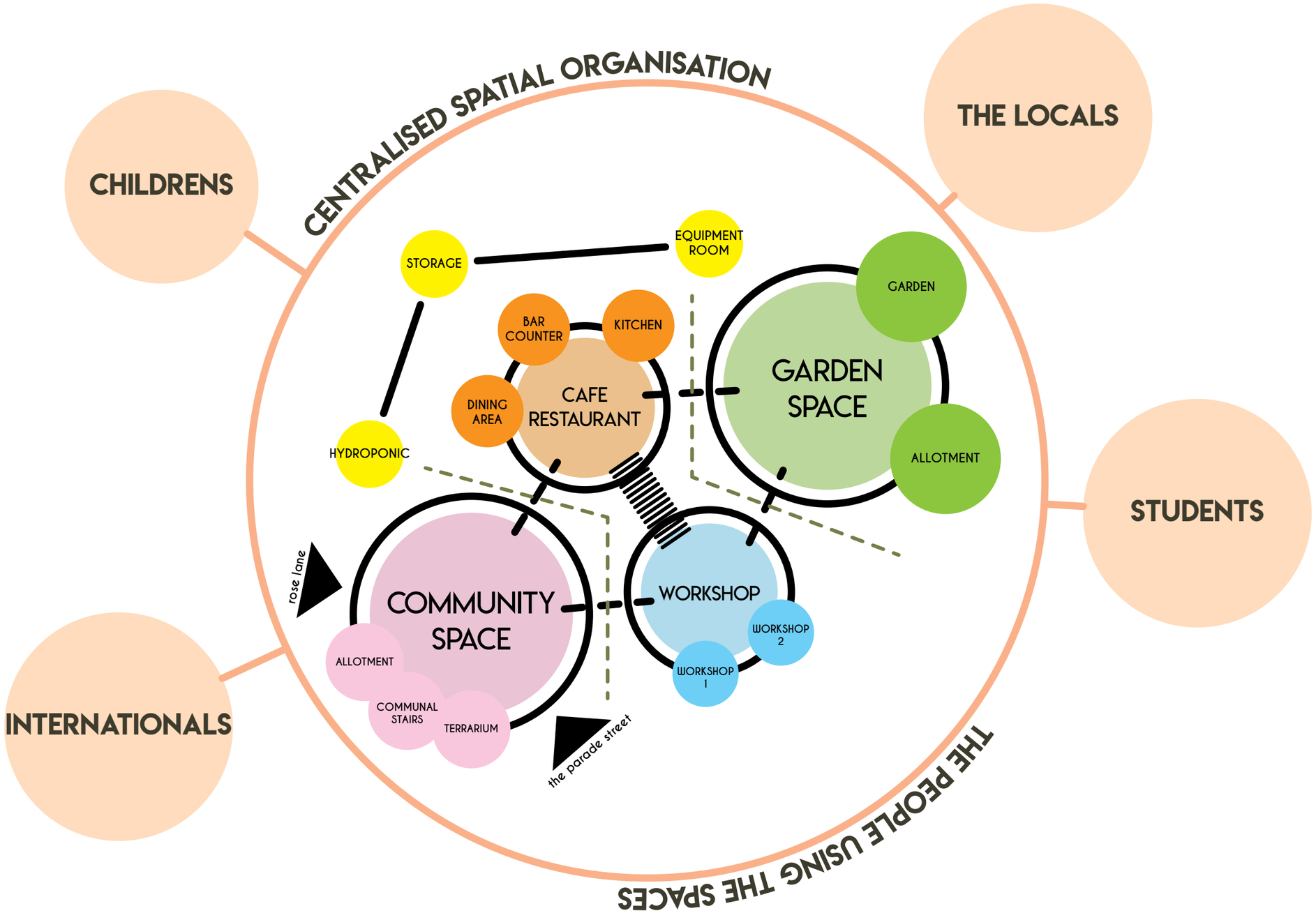
activities held within the space are free for users, but limited to actions that would disrupt others.

a safe, opened space where the community dictates the space while encourage education and socialising.

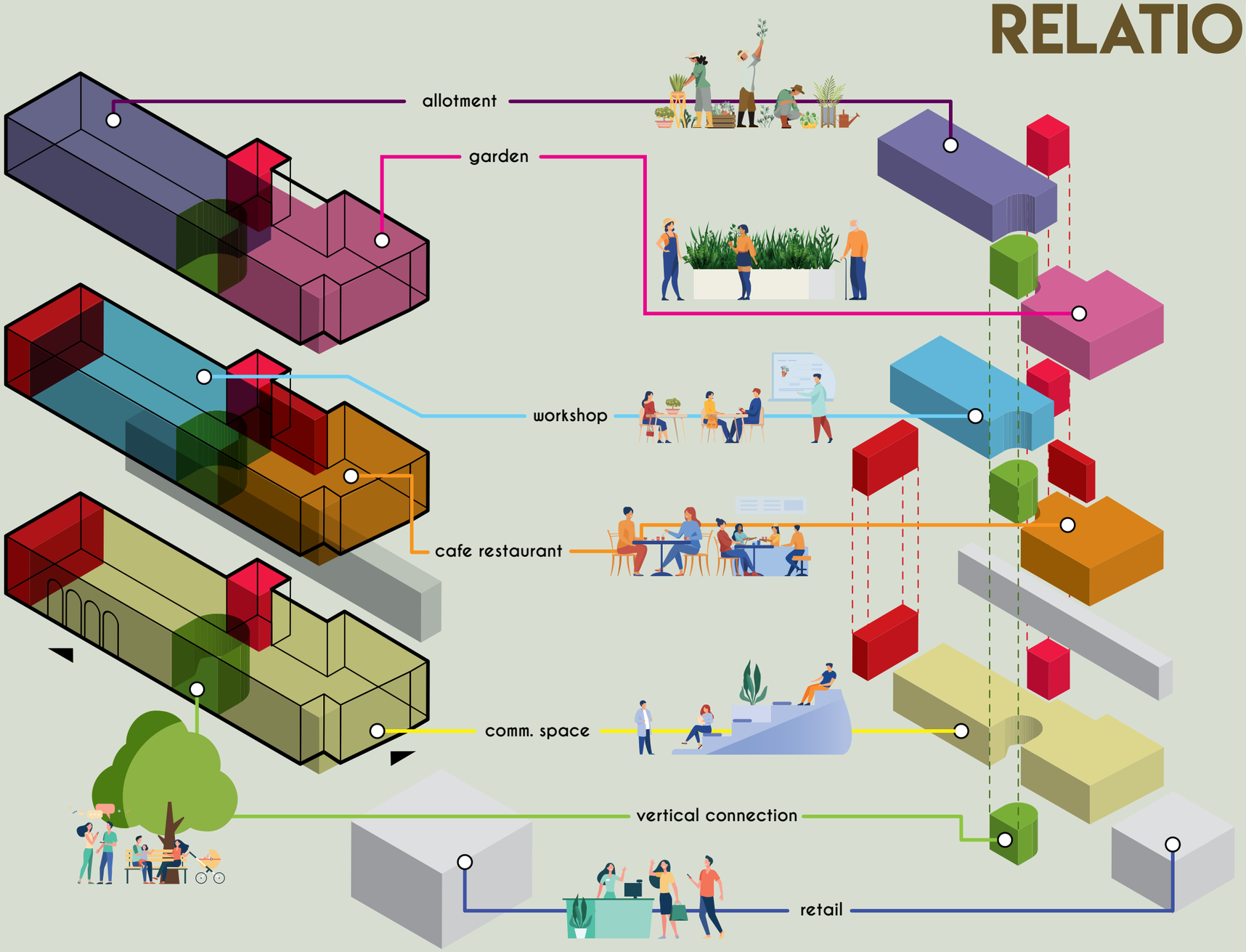


ORGANISATIONAL ASPECTS

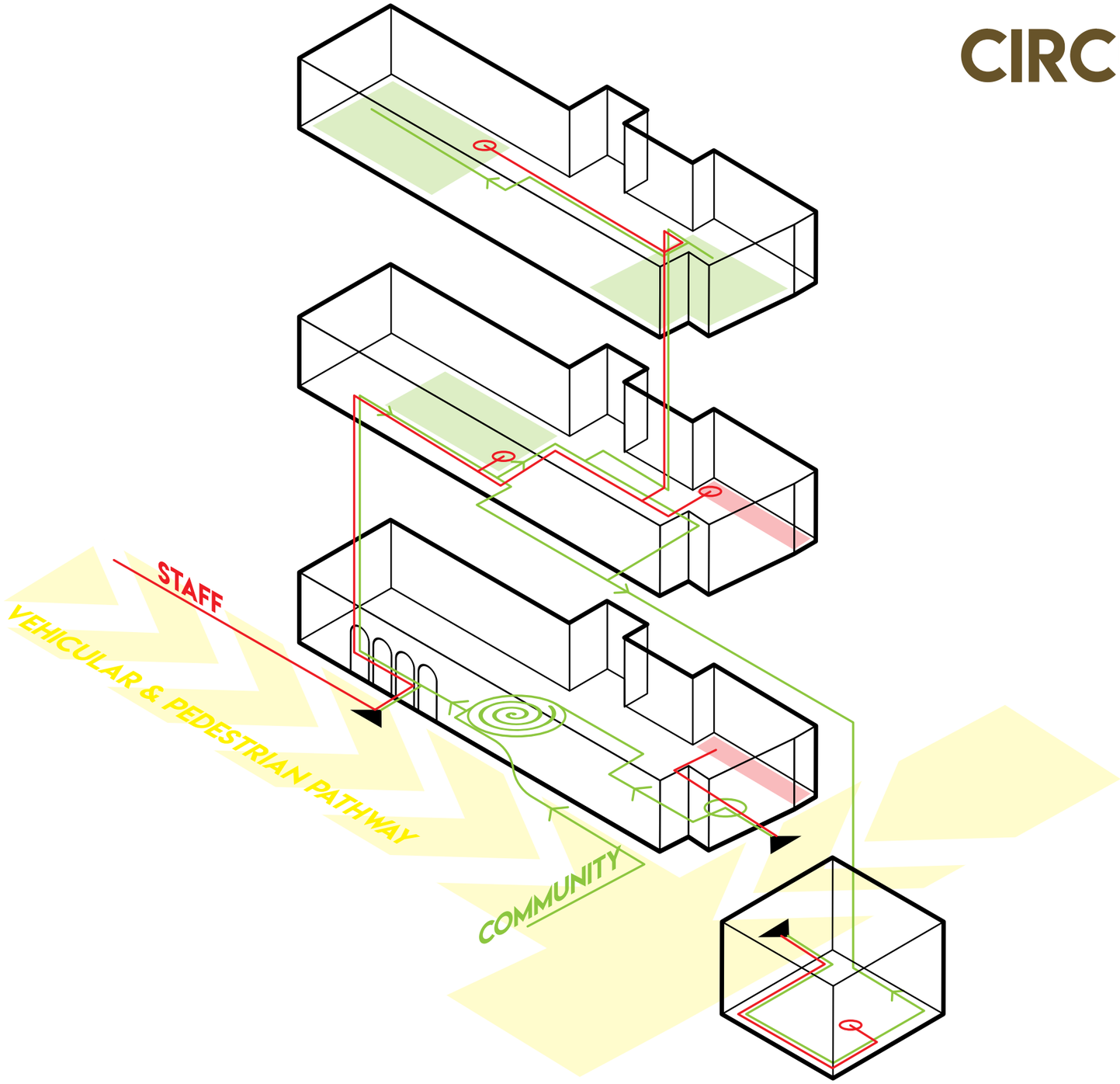
SPATIAL RELATIONSHIP



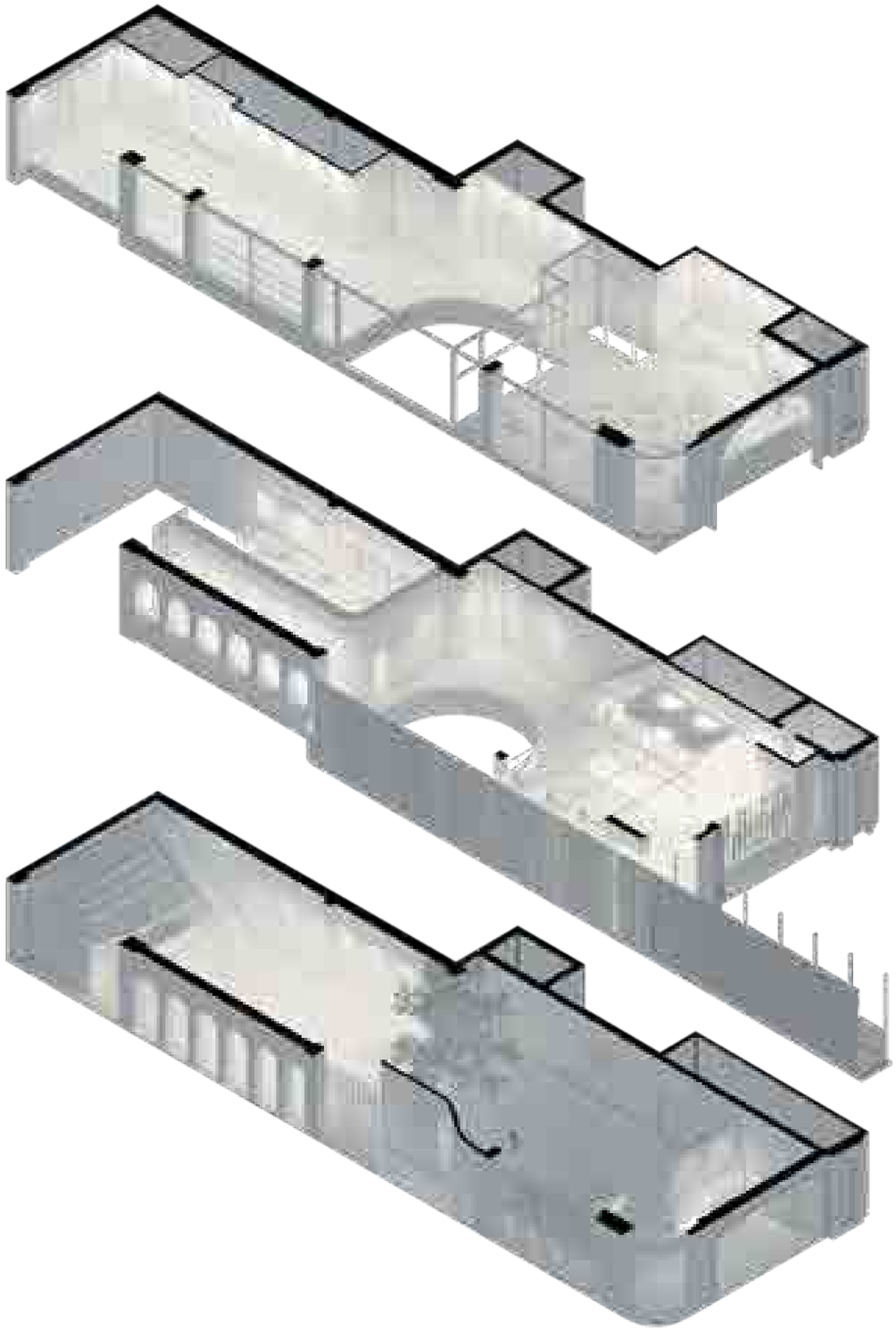
PROGRAMMIC RELATIONSHIP

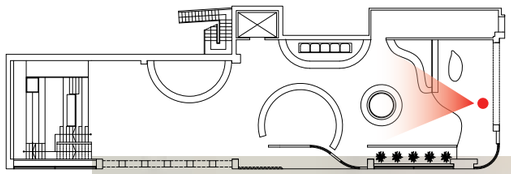


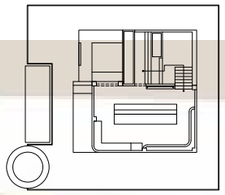
SPATIAL CIRCULATION

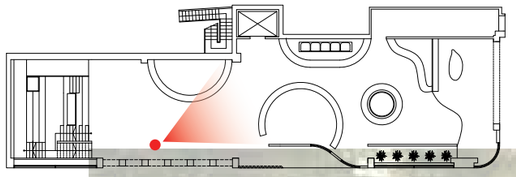


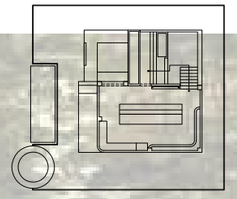
. DOCUMENTATIONS

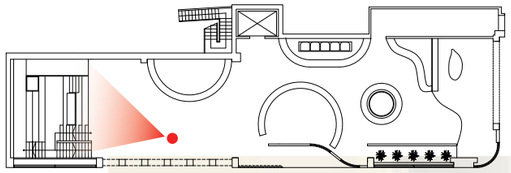


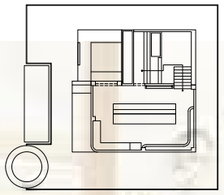


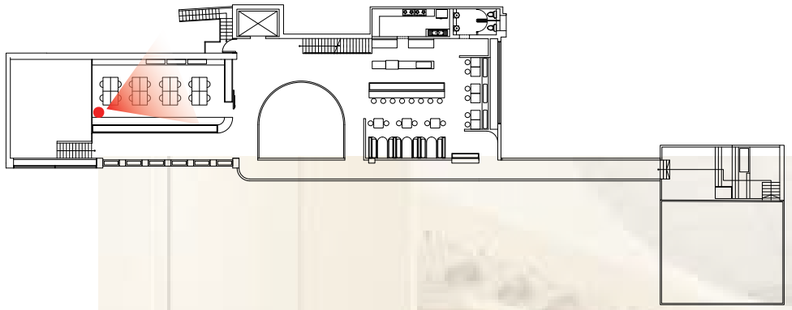


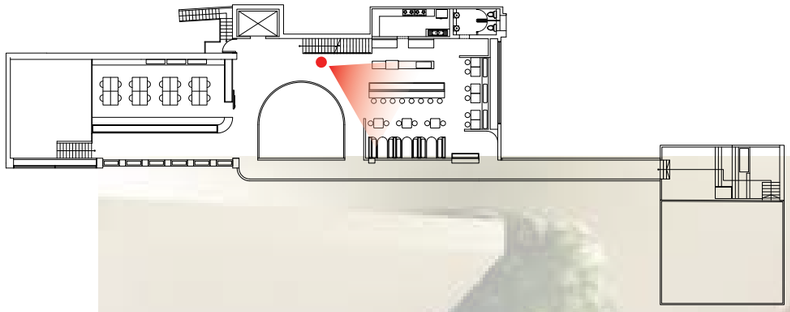


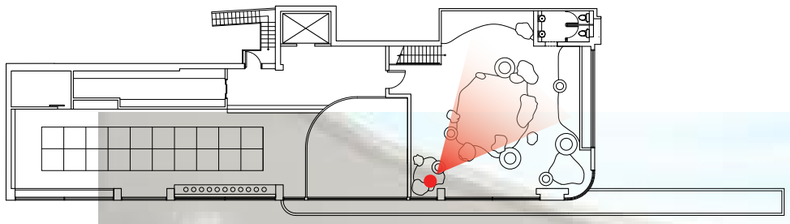












“where flowers bloom,
so does hope.”

lady bird johnson

yong | designer

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