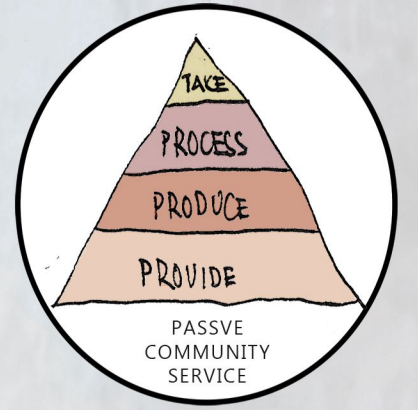


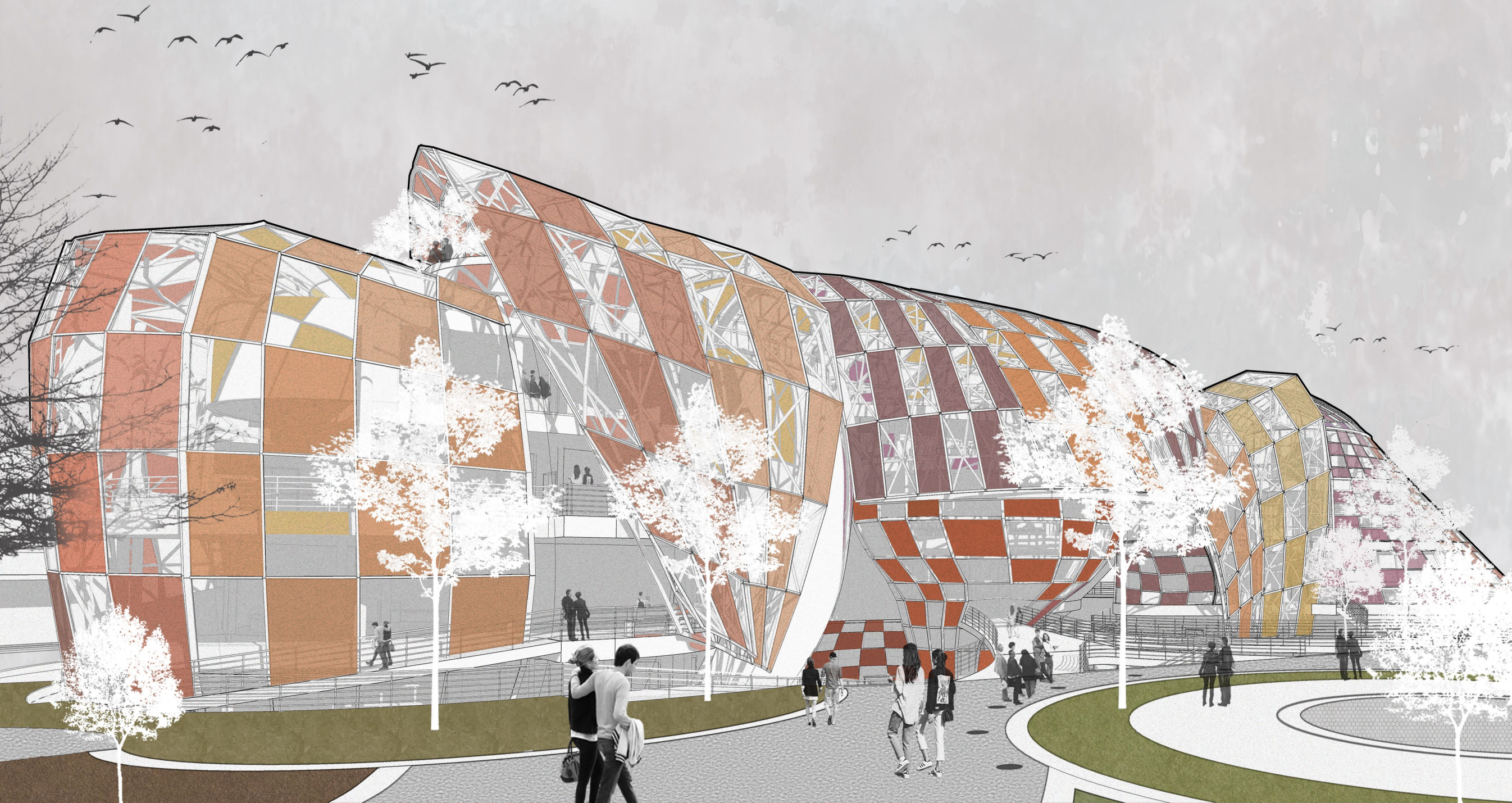
Simulate / inspire sense of creativity into something we get familiar



Adopting waste exchange (Art of Waste) into service industry



Practicing zero waste hierarchy to generate passive community activism.

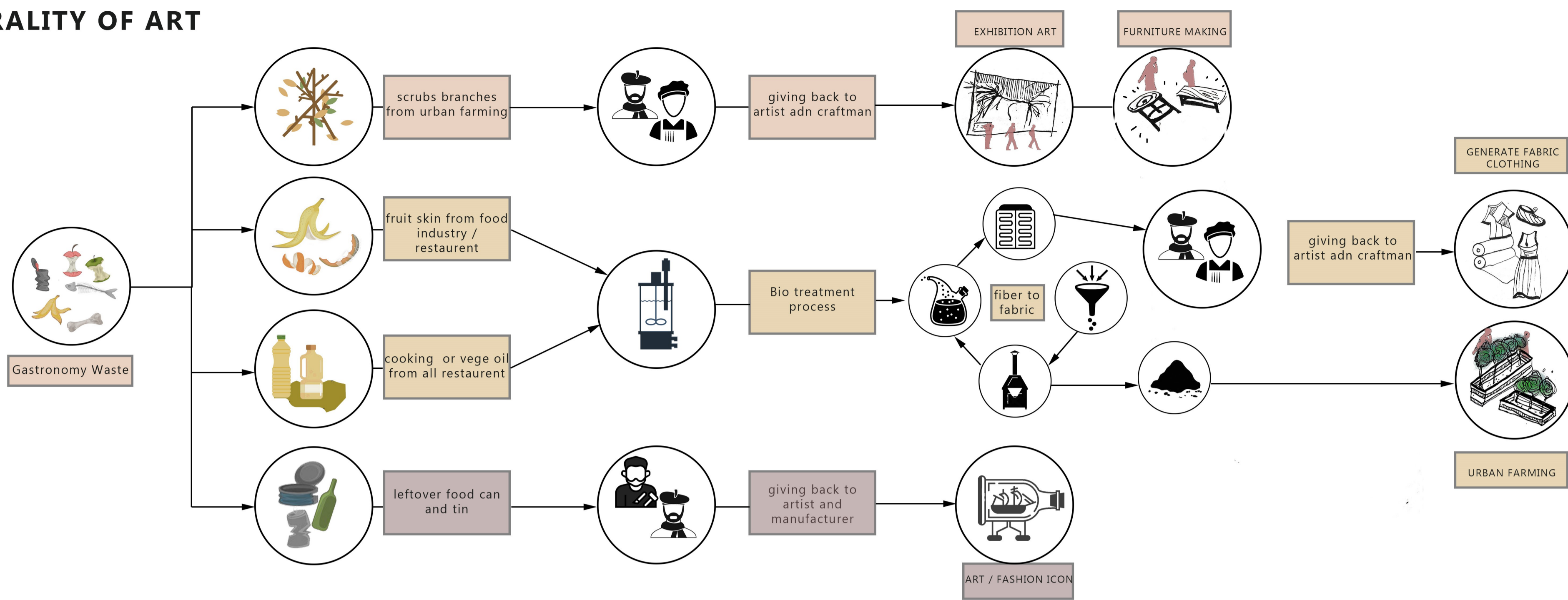


LV

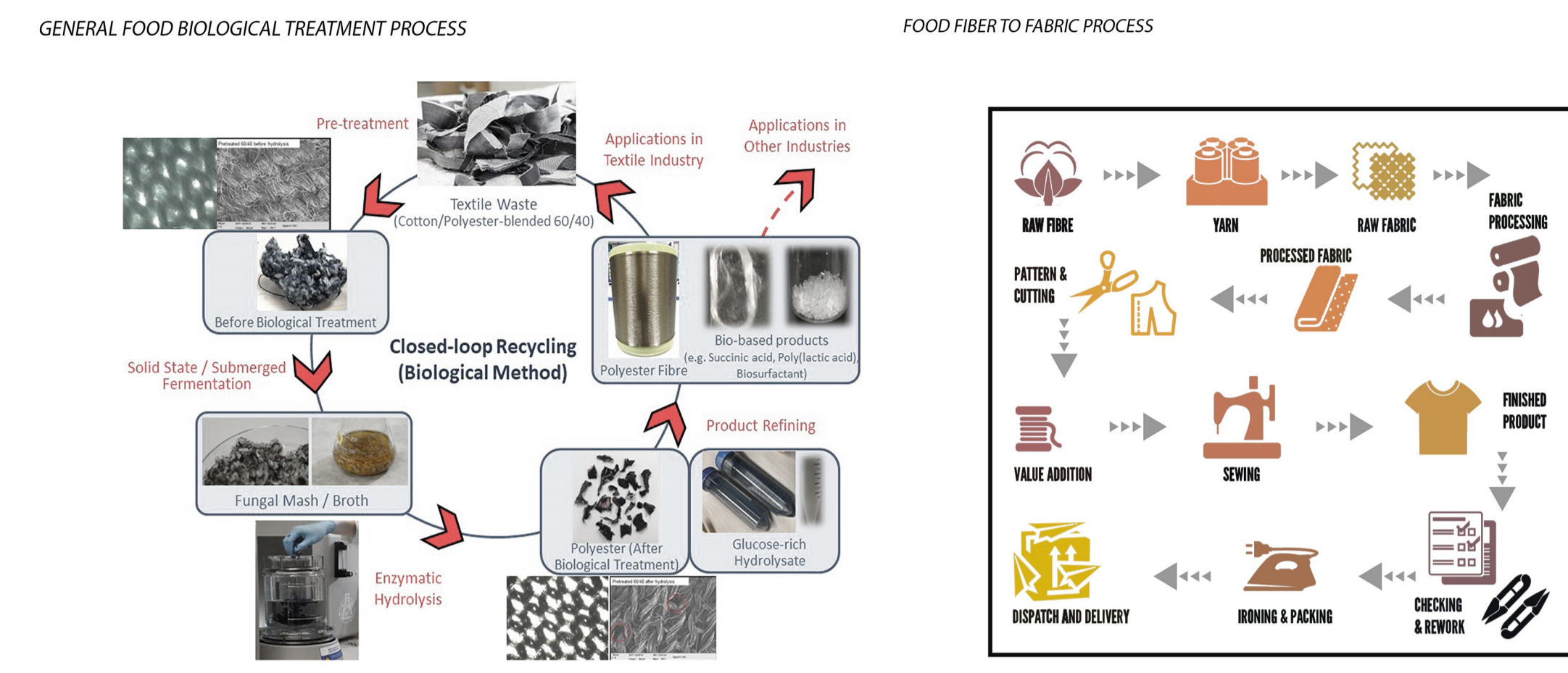
LOUIS VUITTON



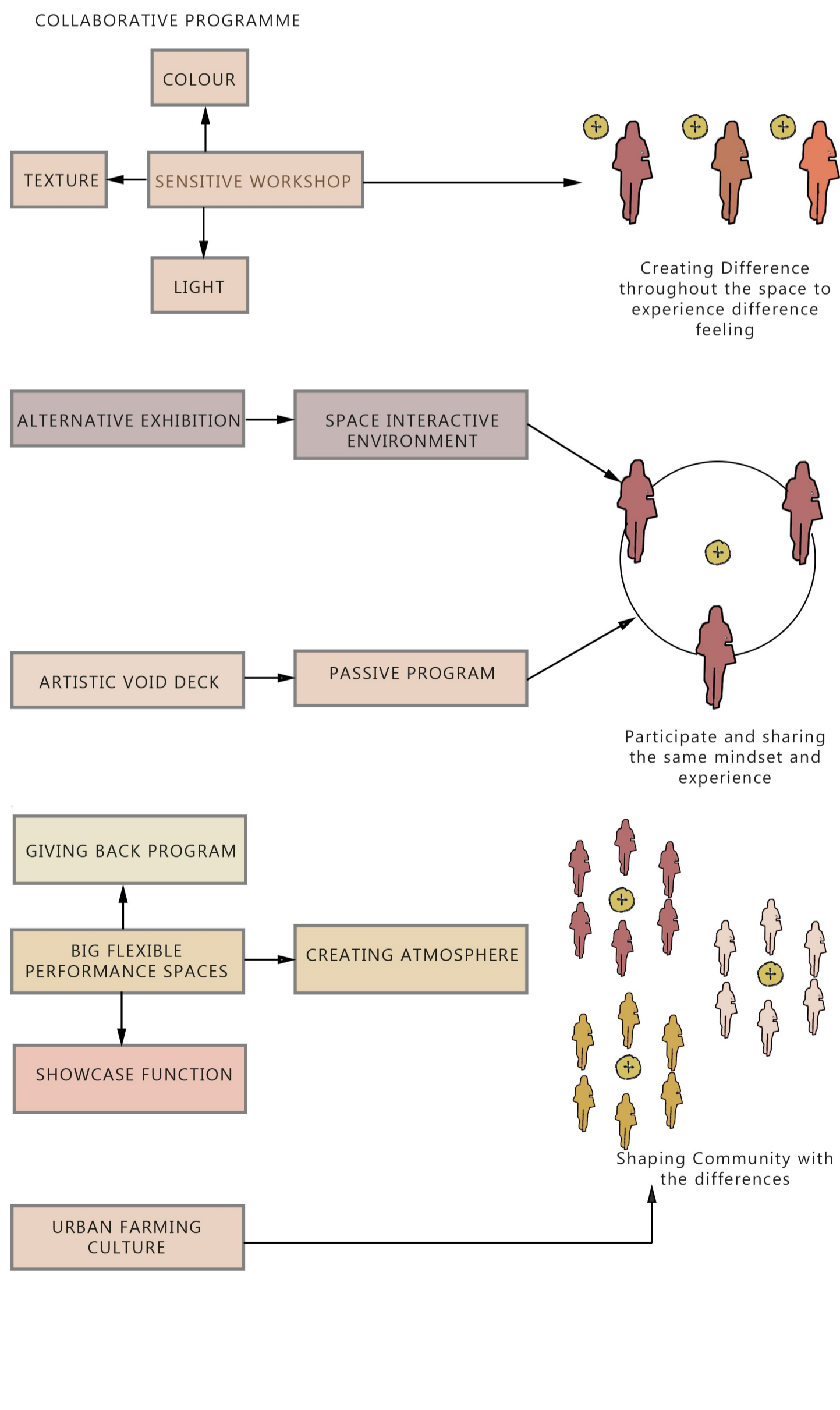
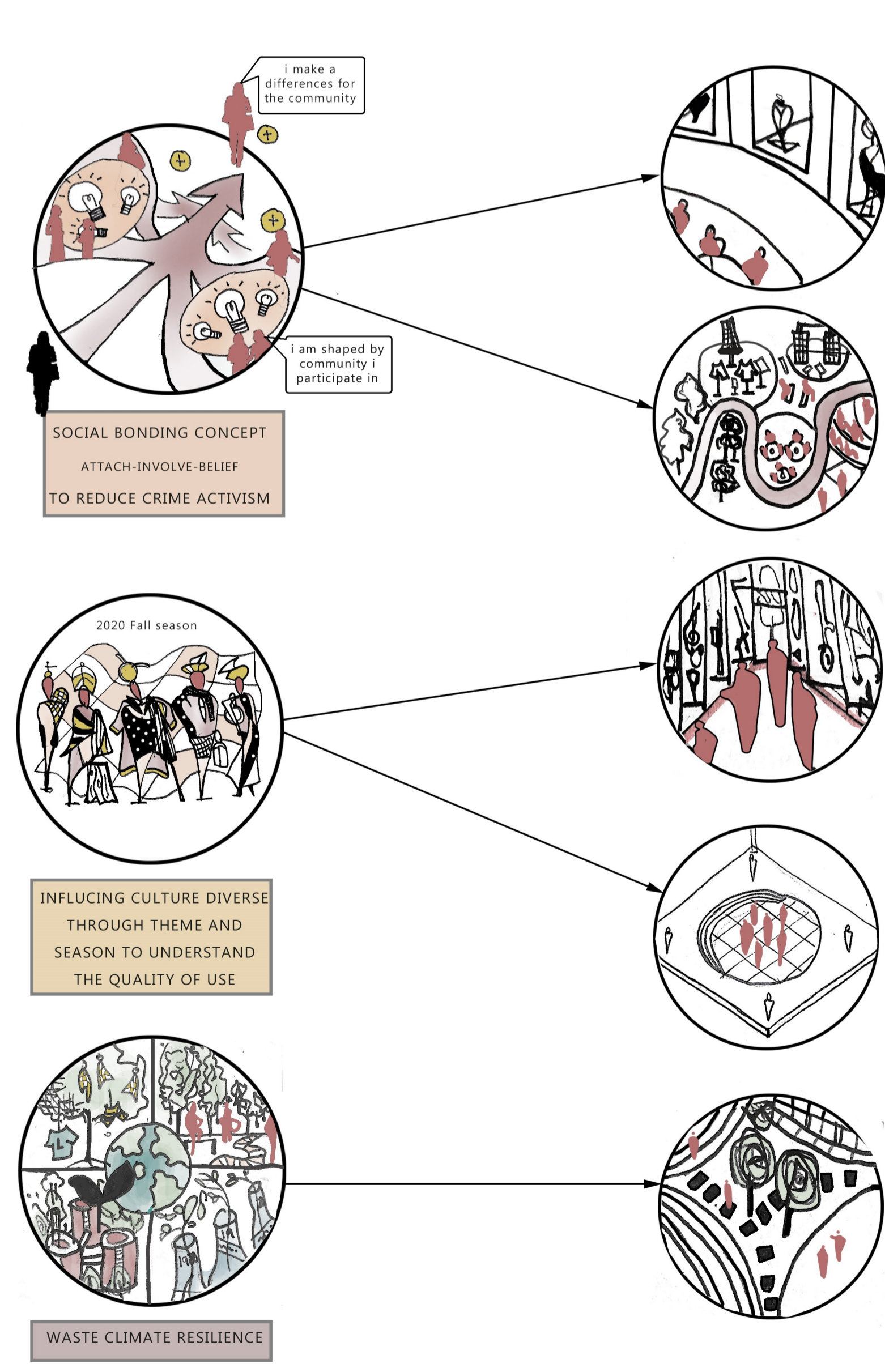
MORALITY OF ART



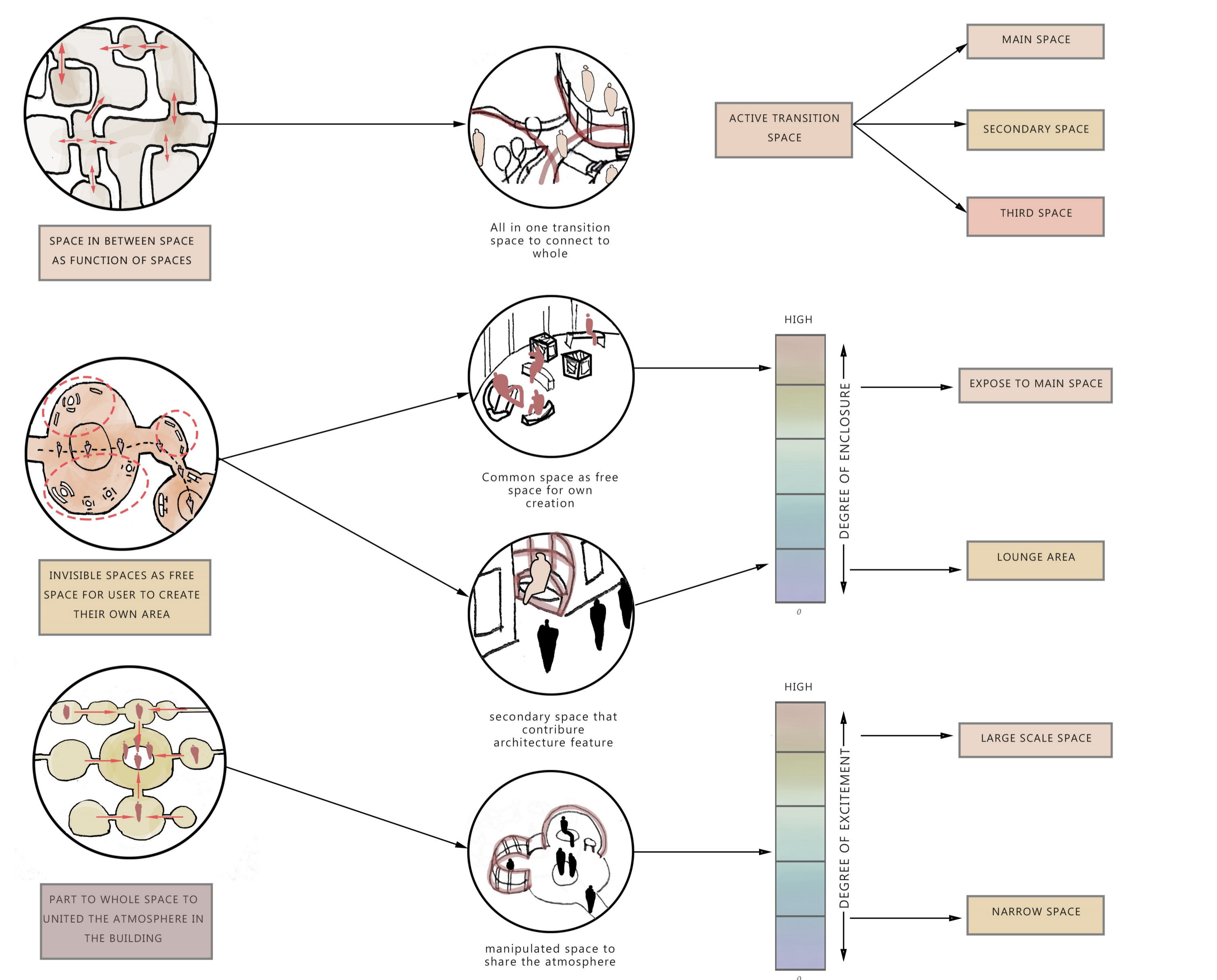
PRECEDENT STUDY



SOCIAL CONDENSER OF WASTE TO HUMANITY



SOCIAL CONSCIENCE TO WASTE TO SPACE

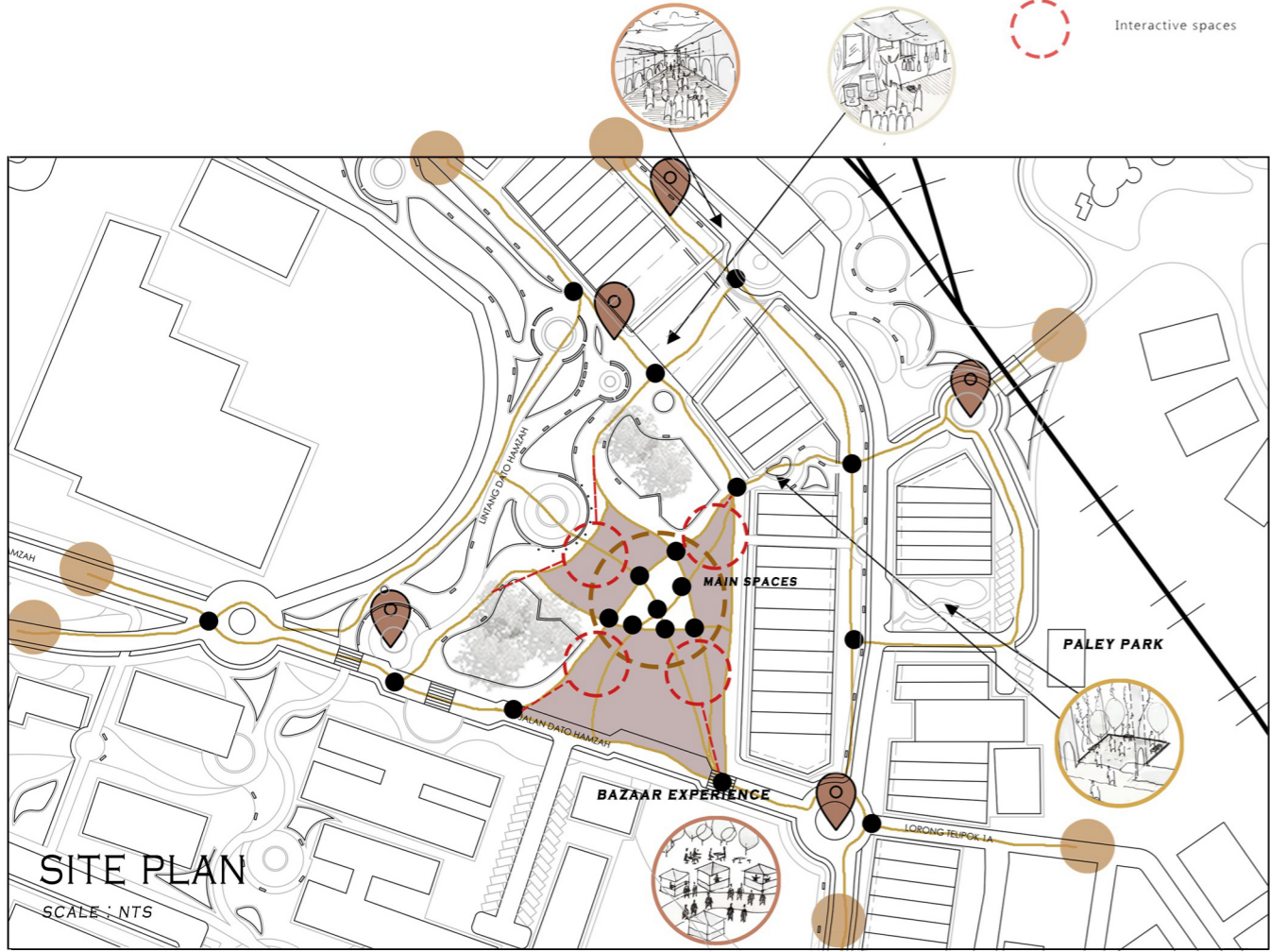
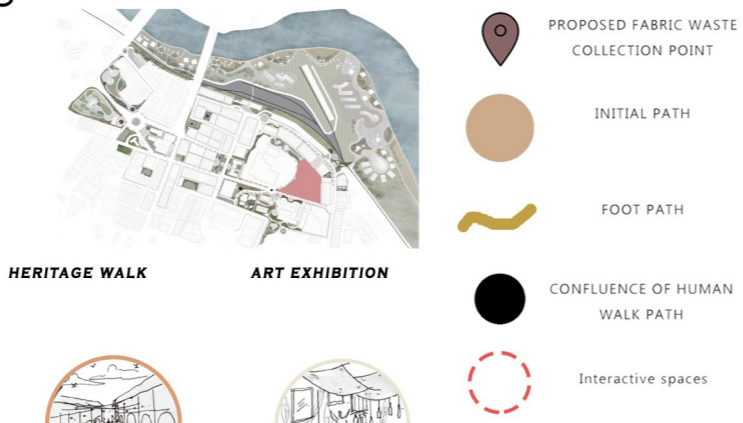


URBAN DESIGN STRATEGIES

INTRODUCTION TO THE SITE AND LOCAL CONTEXTUAL

SPATIAL TRIGGERED BY FOOTPATH

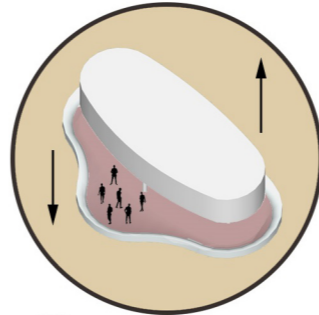
To design the social conscience and social condenser, this concept thus to study the local contextual and understanding the human foot path by the attraction of the site such as events, nodes and landmark to design the interactive space for social conscience and condense the human activities. By using the hype area and cross intersect of footpath, the central of the spaces has been formed.



DESIGN DEVELOPMENT

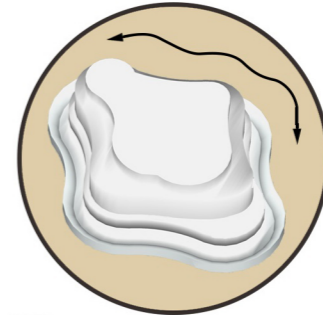
DESIGNING THE INTERACTIVE SPACES

RAISE PLATFORM



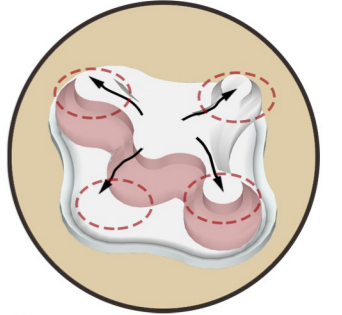
Raising Platform gain huge and direct visual connectivity on the ground activities and events, creating a focal point of the building

FLUIDITY EXCHANGE



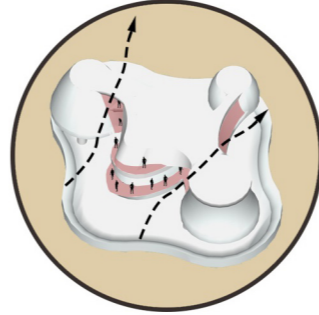
Fluidity of space helps to blend in with to the interactive environment and within the building itself in terms of visual, interaction and function

RIGIDITY AND INTERACTIVITY



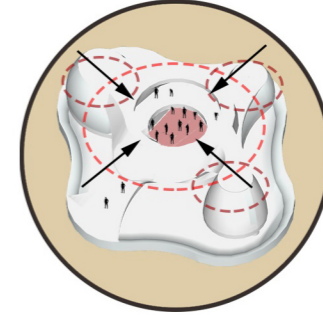
The form of the building falls toward the interactive spaces based on the site analysis and create a series of journey with the alternatively sensitivity of space

OPENING AND MERGING



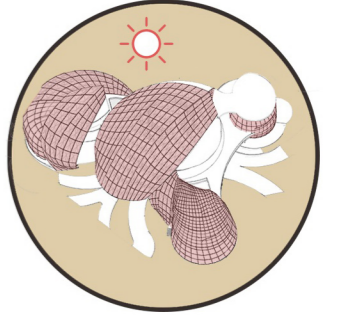
Opening Deck and creating corridors on the interactive space increase the space permeability and volumetric spaces

CENTRALISING



Big centralized space helps to attach the main program with the interactive spaces as well as provide sense of way finding in the buildings

ADAPTATING AND EXPRESSING



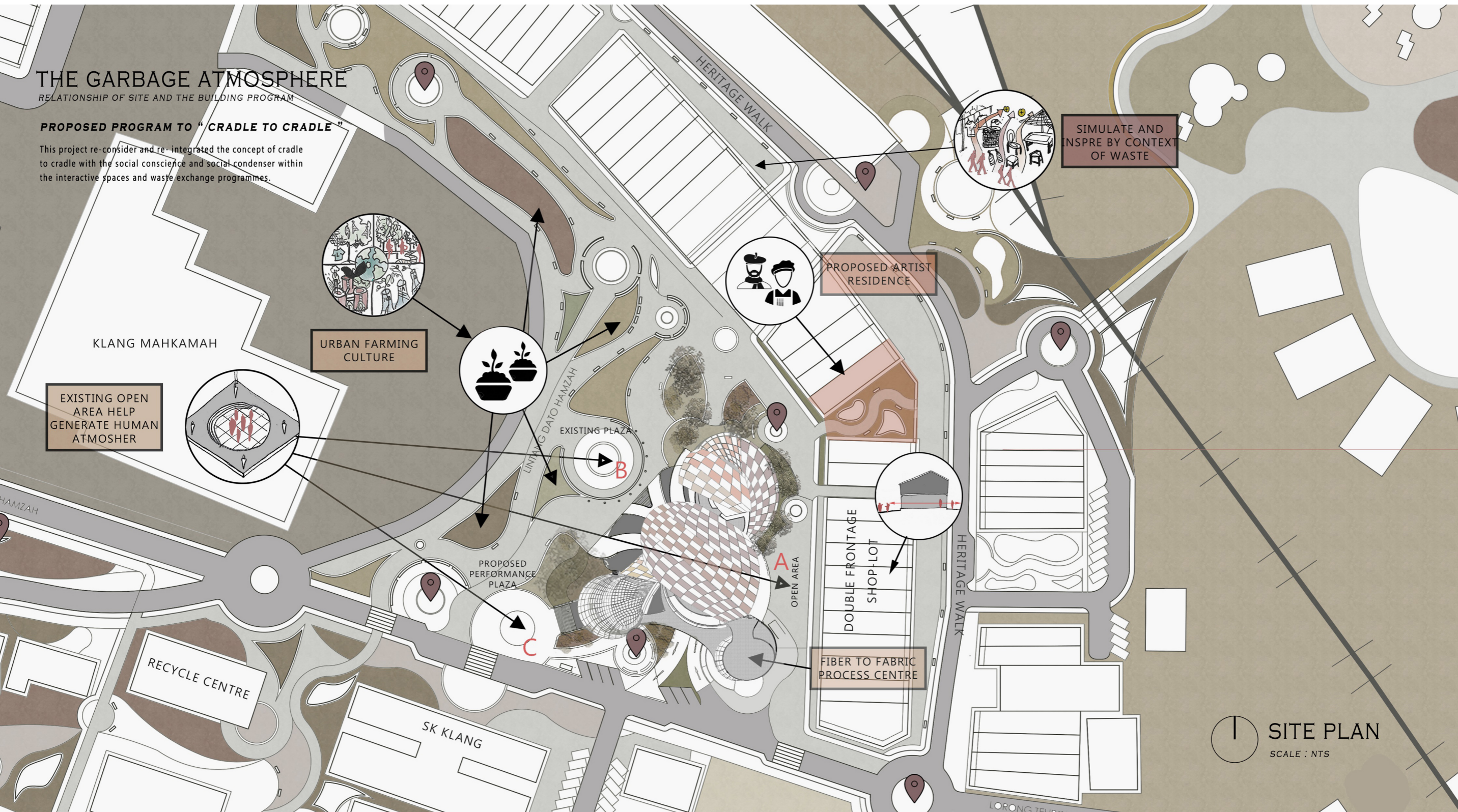
Expressing the building orientation, architecture programme and space through facade

THE GARBAGE ATMOSPHERE

RELATIONSHIP OF SITE AND THE BUILDING PROGRAM

PROPOSED PROGRAM TO "CRADLE TO CRADLE"

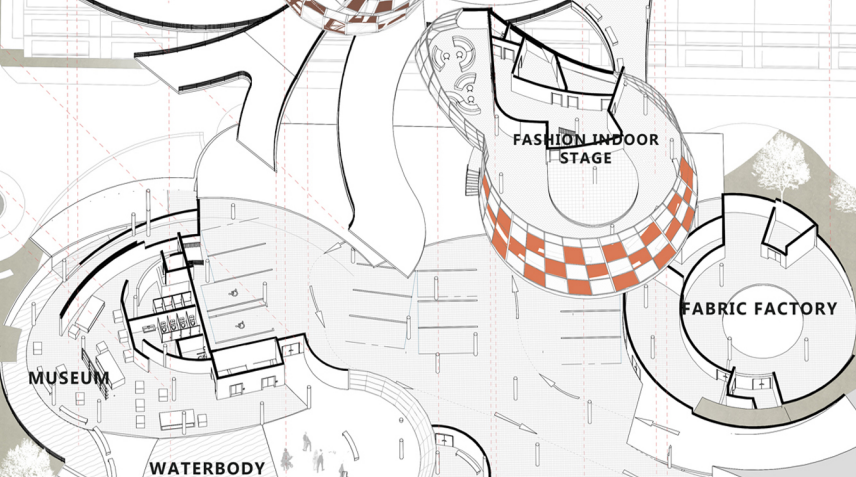
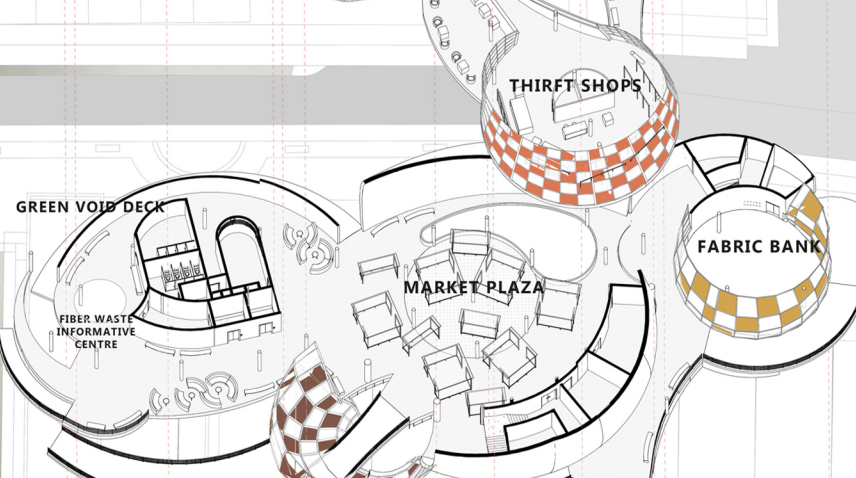
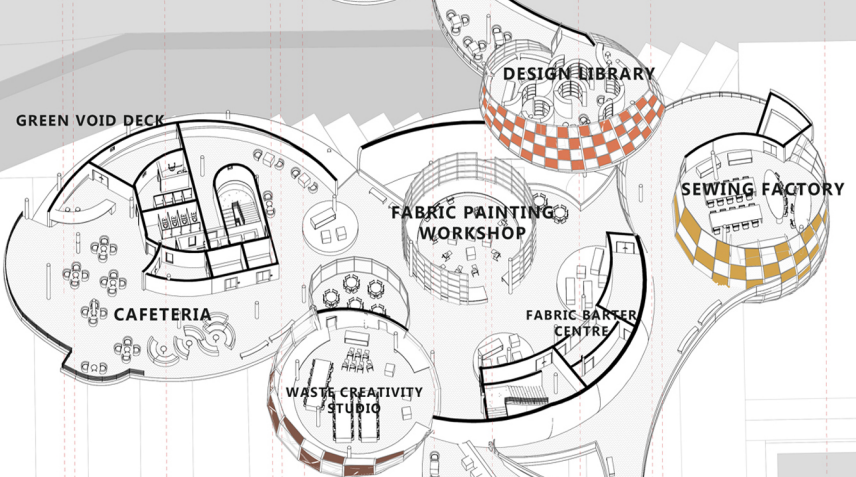
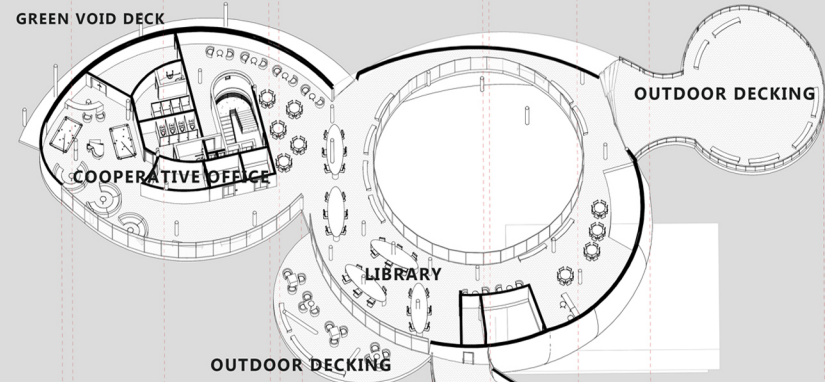
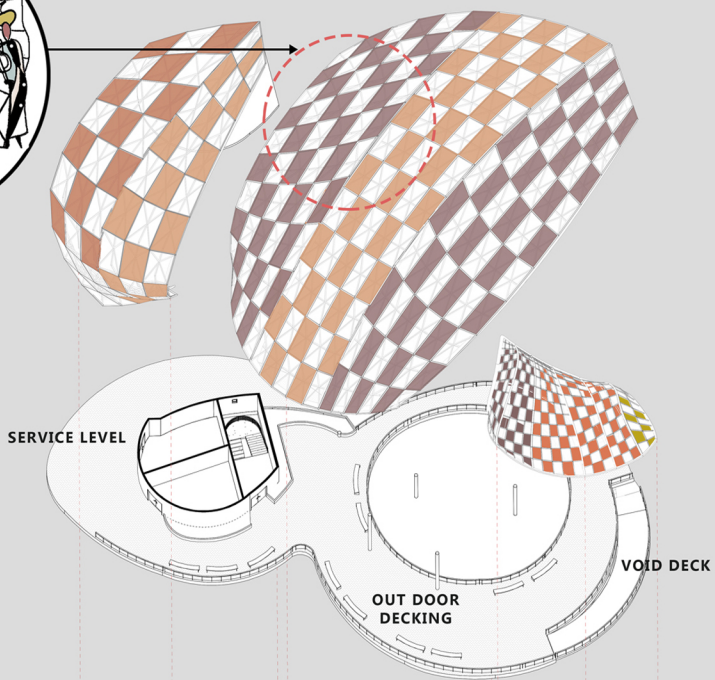
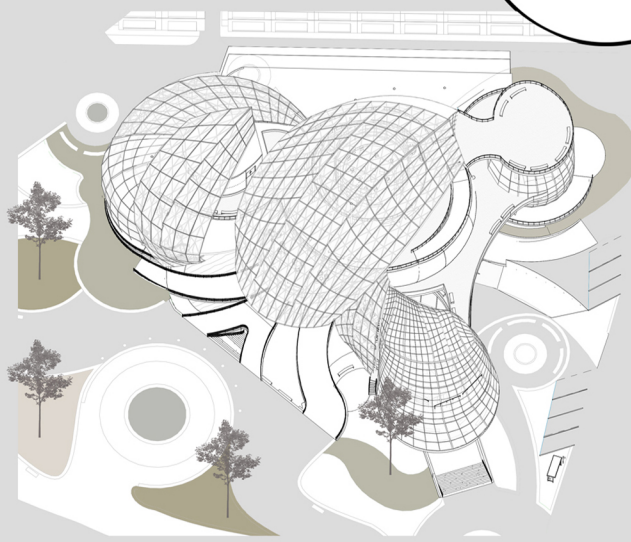
This project re-consider and re-integrated the concept of cradle to cradle with the social conscience and social condenser within the interactive spaces and waste exchange programmes.



SITE PLAN
SCALE : NTS

FABRIC SHOWCASE

Using Facade to express and showcasing reused, refabricated or recycled fabric to generate a series of fashion icon in terms of colour, pattern and scale. This fabric thus create the atmosphere of fashion around the entertain centre.



5 **THIRD FLOOR LEVEL**
GIVING BACK TO KLANG
A place that only serve outdoor activities and common ground to return the ground activities for klang city

4 **SECOND FLOOR LEVEL**
LIBRARY SYSTEM AS BUFFER ZONE
On second floor level, the program and space soften the atmosphere on below which provide a quiet space for user to stay longer

3 **FIRST FLOOR LEVEL**
ARTIST WORKSHOP AND STUDIO
First floor are serve for productivity space and interactive program which allowing user to experience with the artists, further collaborate new ideas and enthusiastic. The building categorizes the collaborative program into 4 areas with different products.

2 **GROUND FLOOR LEVEL**
GATHERING HUMAN ATMOSPHERE
Ground floor level mainly serve for public realm and event space to achieve more human spirit on the ground. All the space on the ground floor serve as flexible space and open plan where programme can be design freely.

1 **LOWER GROUND LEVEL**
ARTISTIC STORAGE
A space below the ground serve as a manipulative level, which can be event space or storage for artist and craftman which allow artist to store their masterpieces on the lower area. This level are also symbolise an artistic phenomenon which can be also function as an alternative exhibition

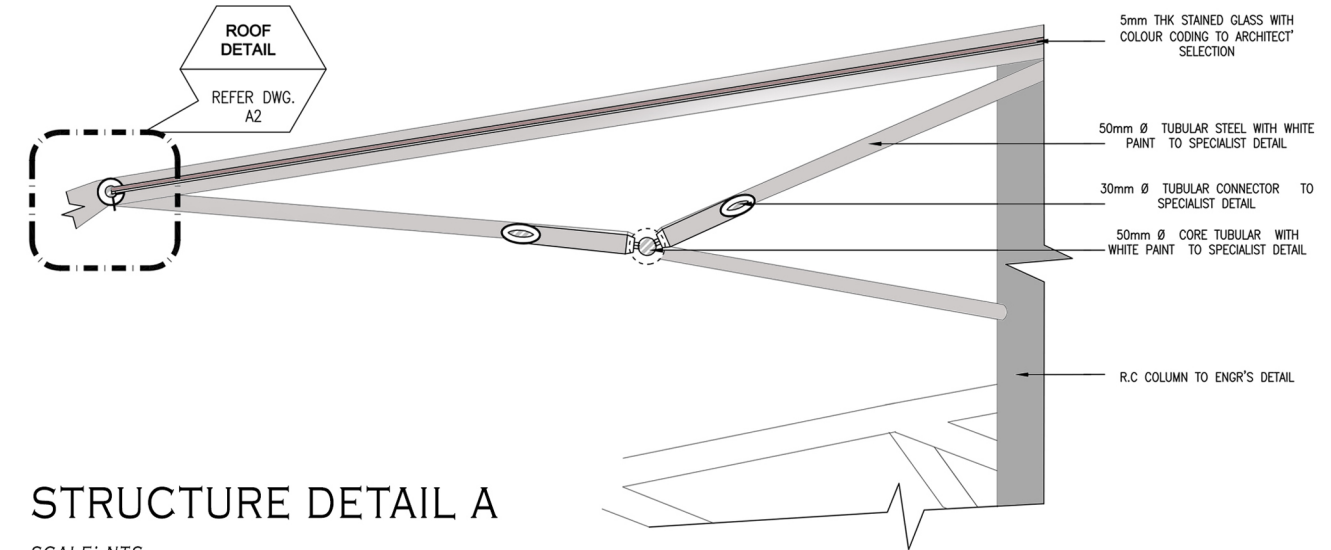
THE AXONOMETRIC

SCALE : NTS



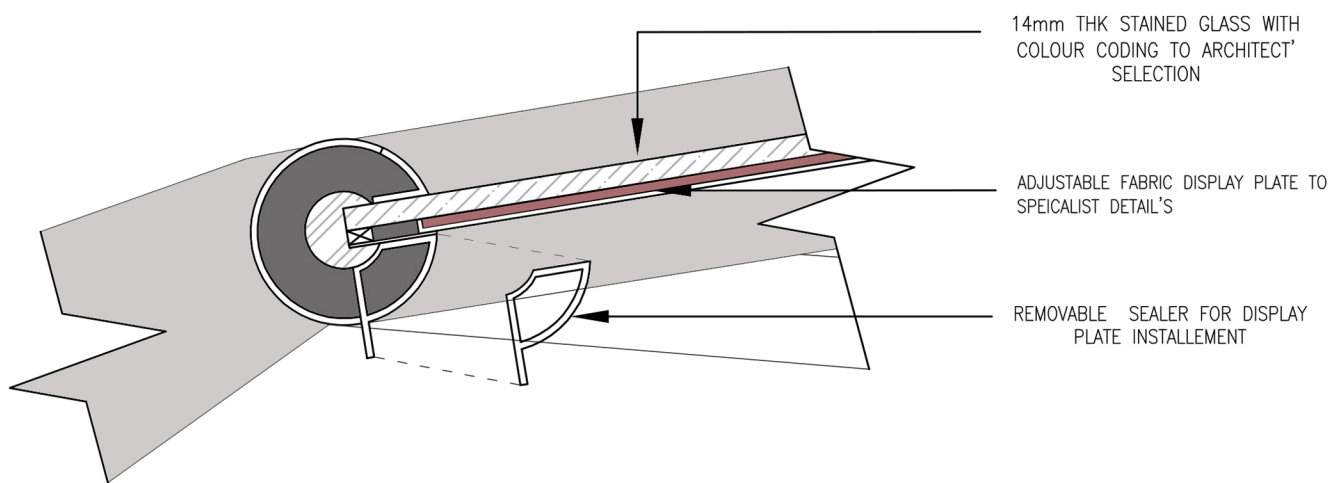
THE SHOWCASING FABRIC

FACADE STRUCTURE AND COMPONENT DETAILS



STRUCTURE DETAIL A

SCALE: NTS

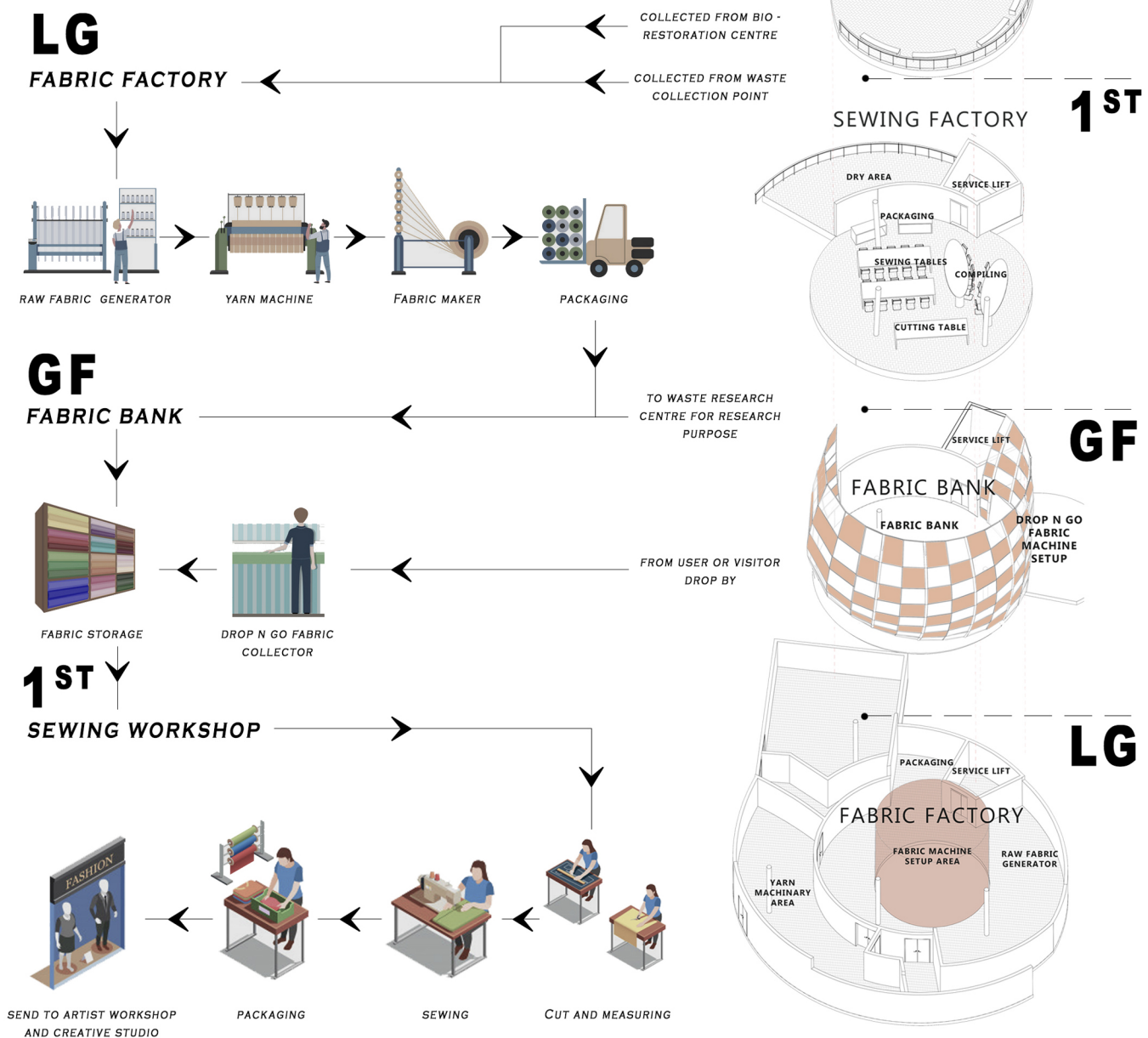


STRUCTURE DETAIL A2

SCALE: NTS

THE COMPONENTS

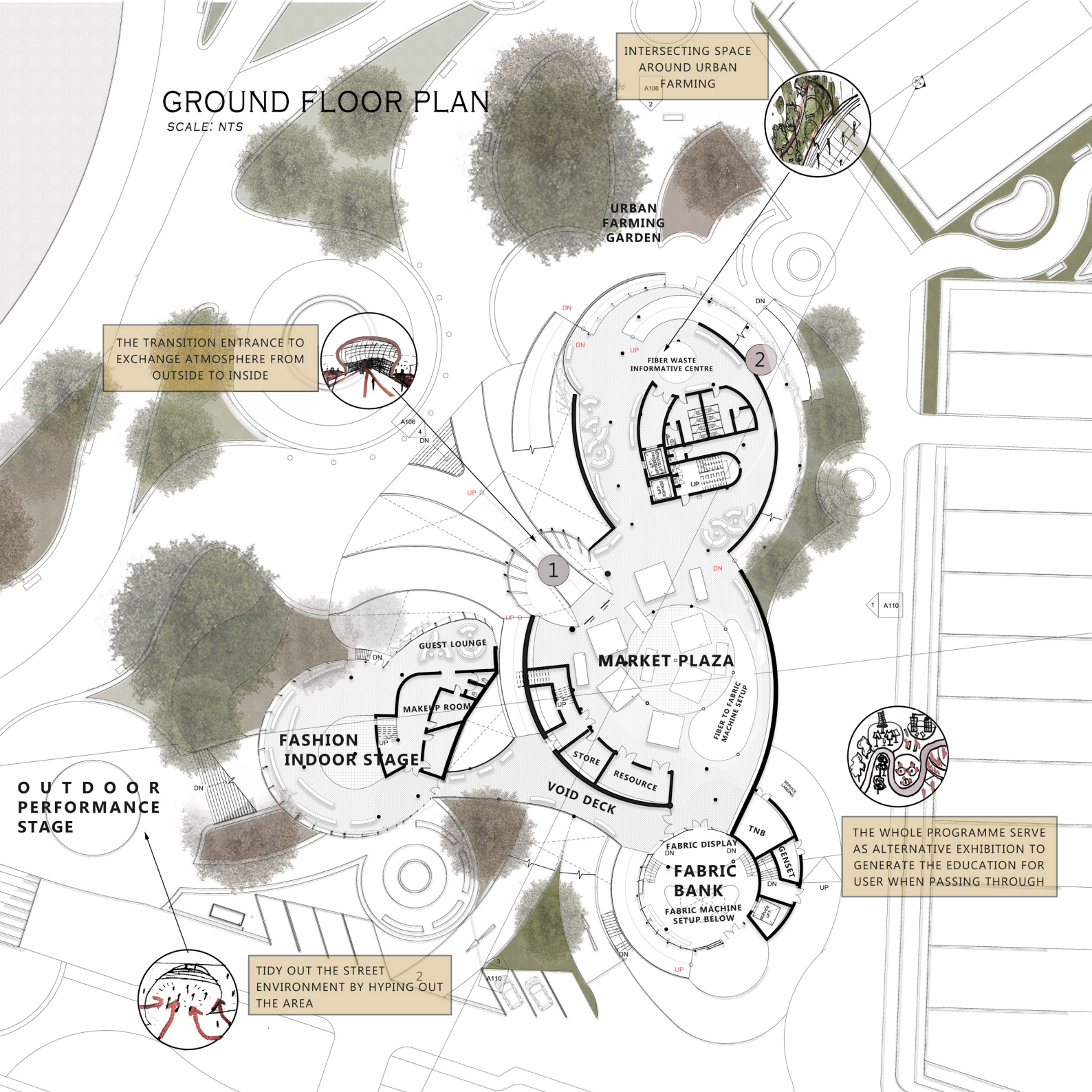
FACADE STRUCTURE AND COMPONENT DETAILS



SCALE: NTS

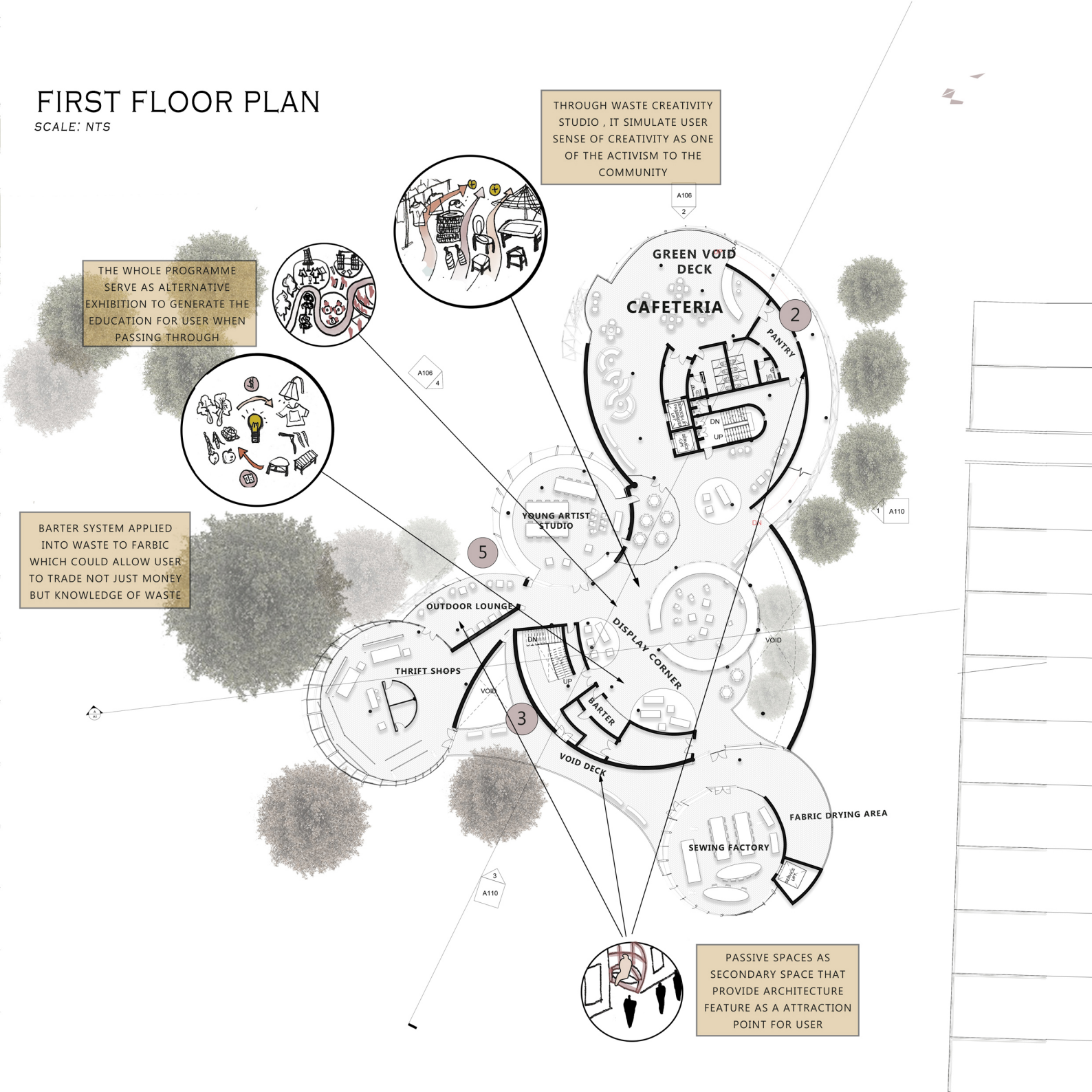
GROUND FLOOR PLAN

SCALE: NTS



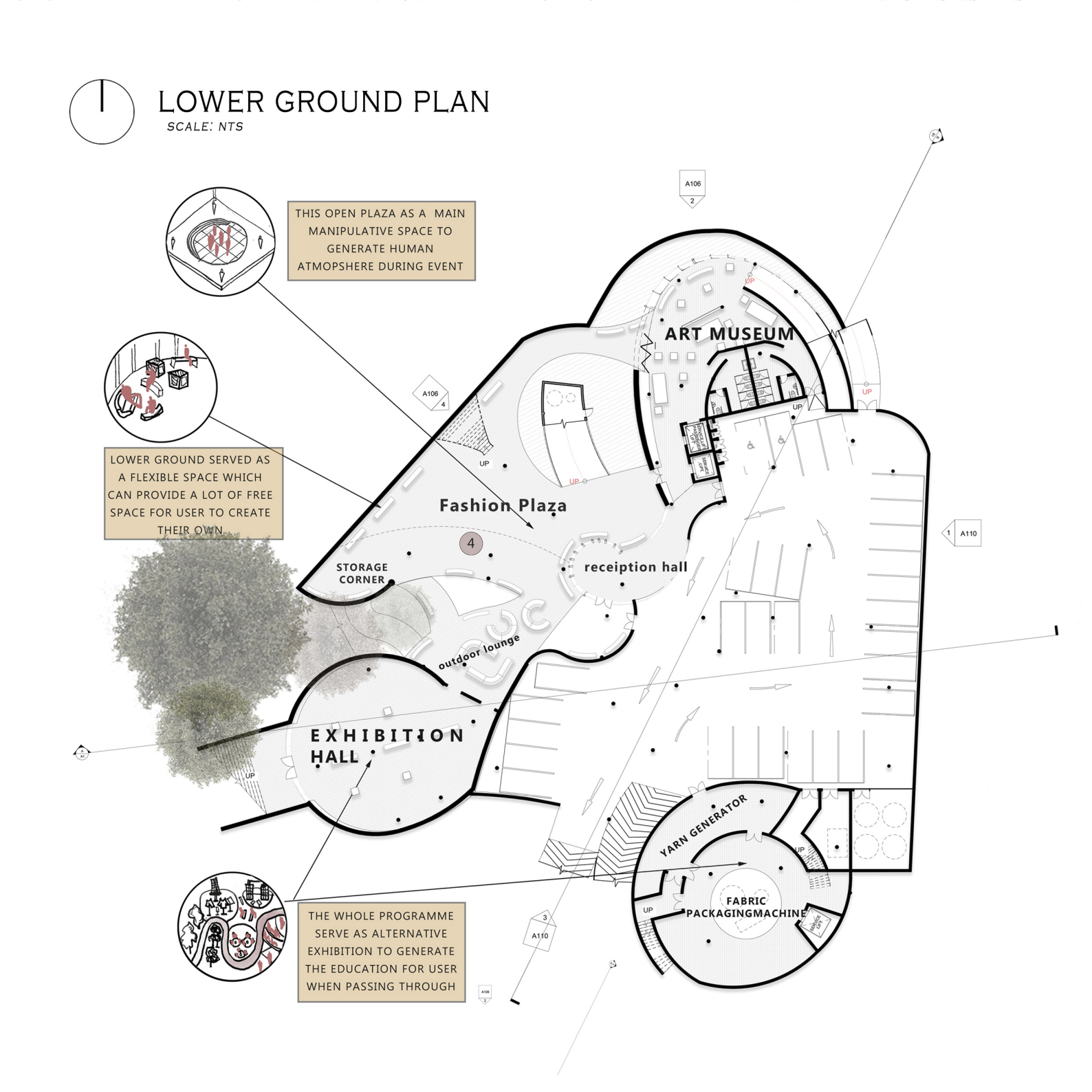
FIRST FLOOR PLAN

SCALE: NTS



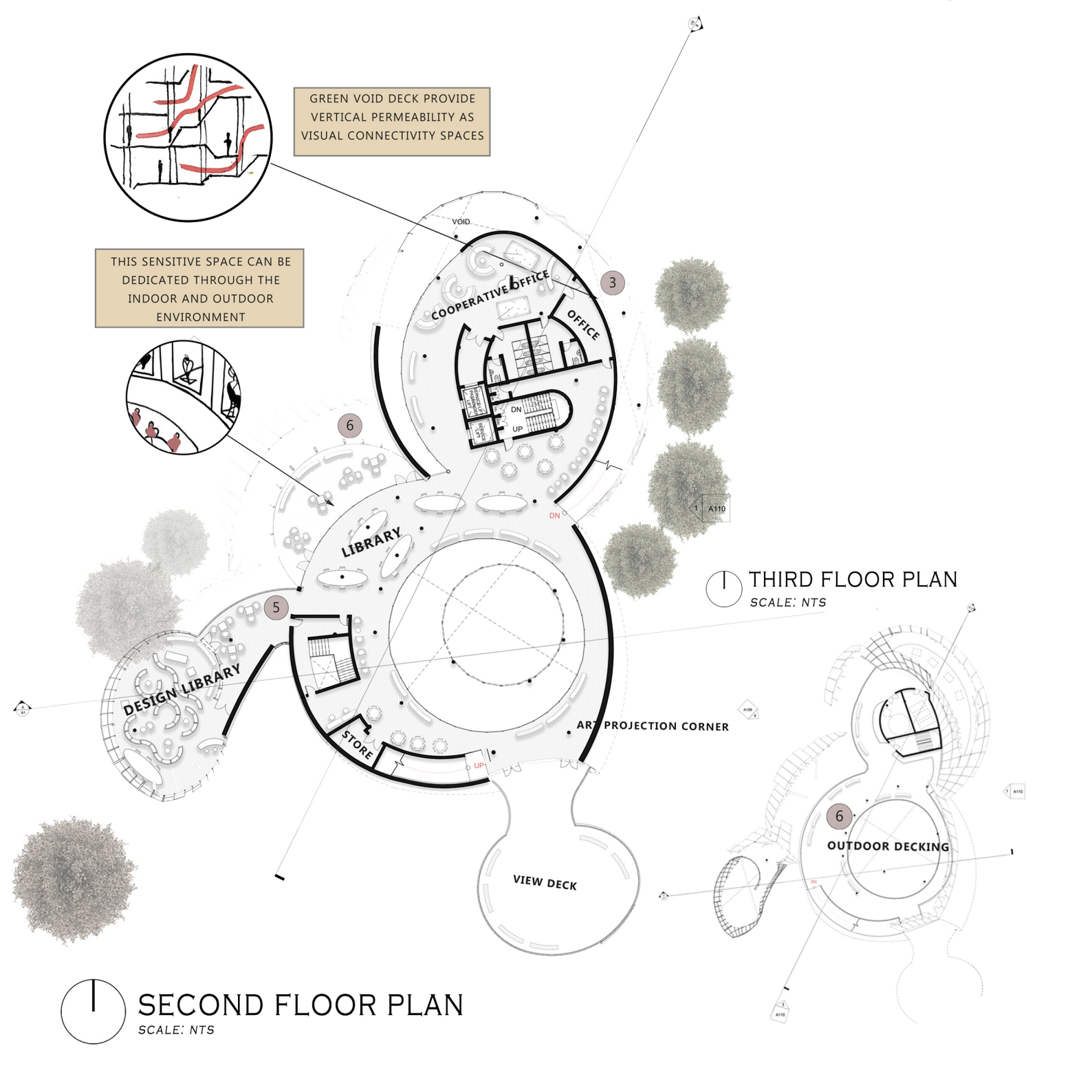
LOWER GROUND PLAN

SCALE: NTS



GREEN VOID DECK PROVIDE VERTICAL PERMEABILITY AS VISUAL CONNECTIVITY SPACES

THIS SENSITIVE SPACE CAN BE DEDICATED THROUGH THE INDOOR AND OUTDOOR ENVIRONMENT

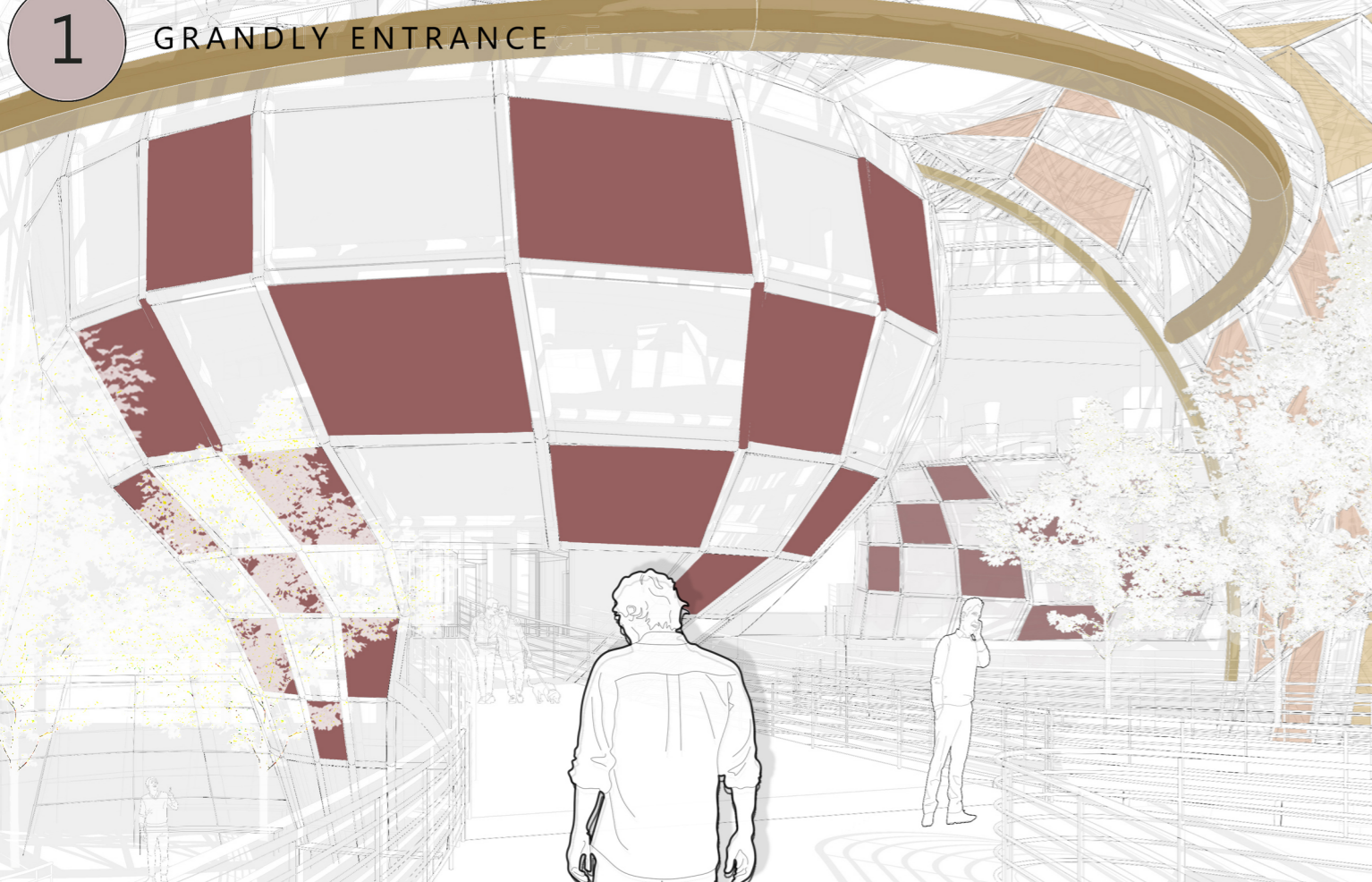


THIRD FLOOR PLAN

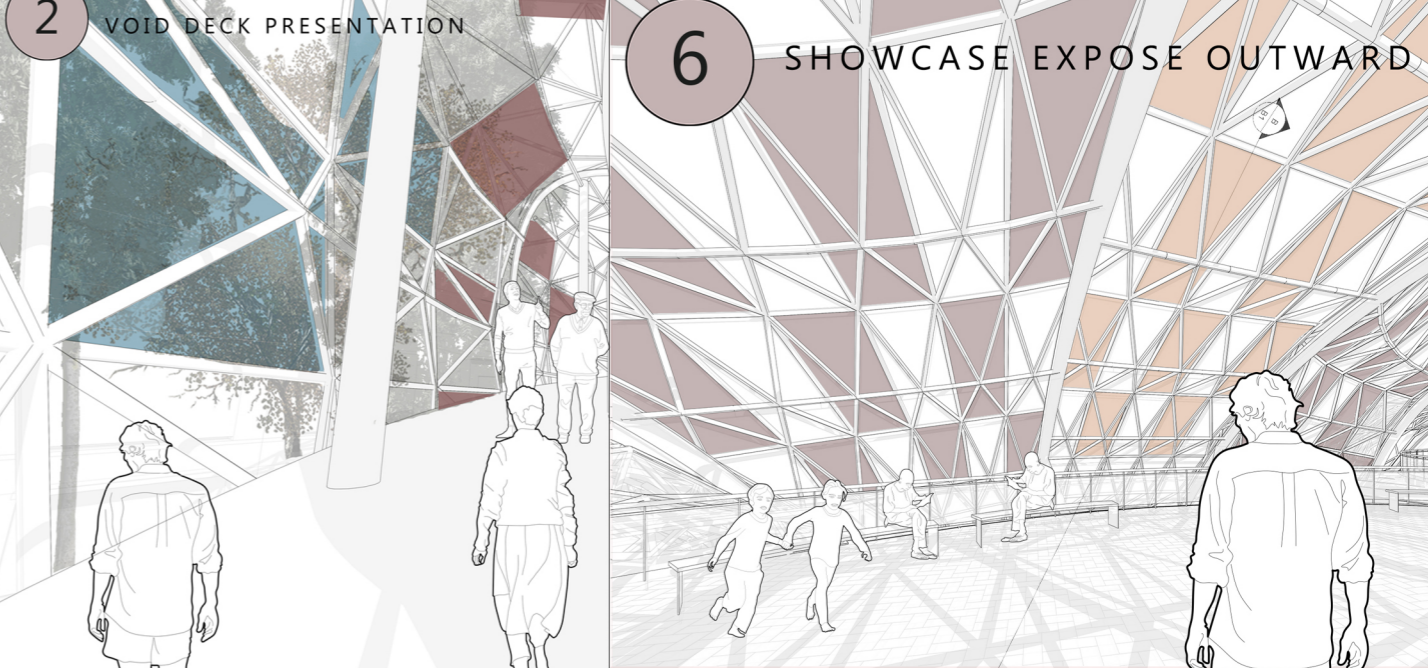
SCALE: NTS

SECOND FLOOR PLAN

SCALE: NTS



1 GRANDLY ENTRANCE

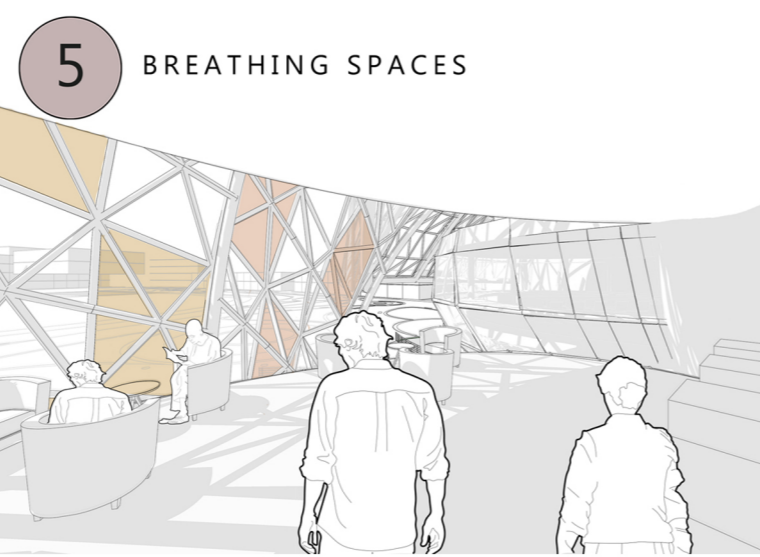


2 VOID DECK PRESENTATION

6 SHOWCASE EXPOSE OUTWARD



4 OUTDOOR PLAZA



5 BREATHING SPACES



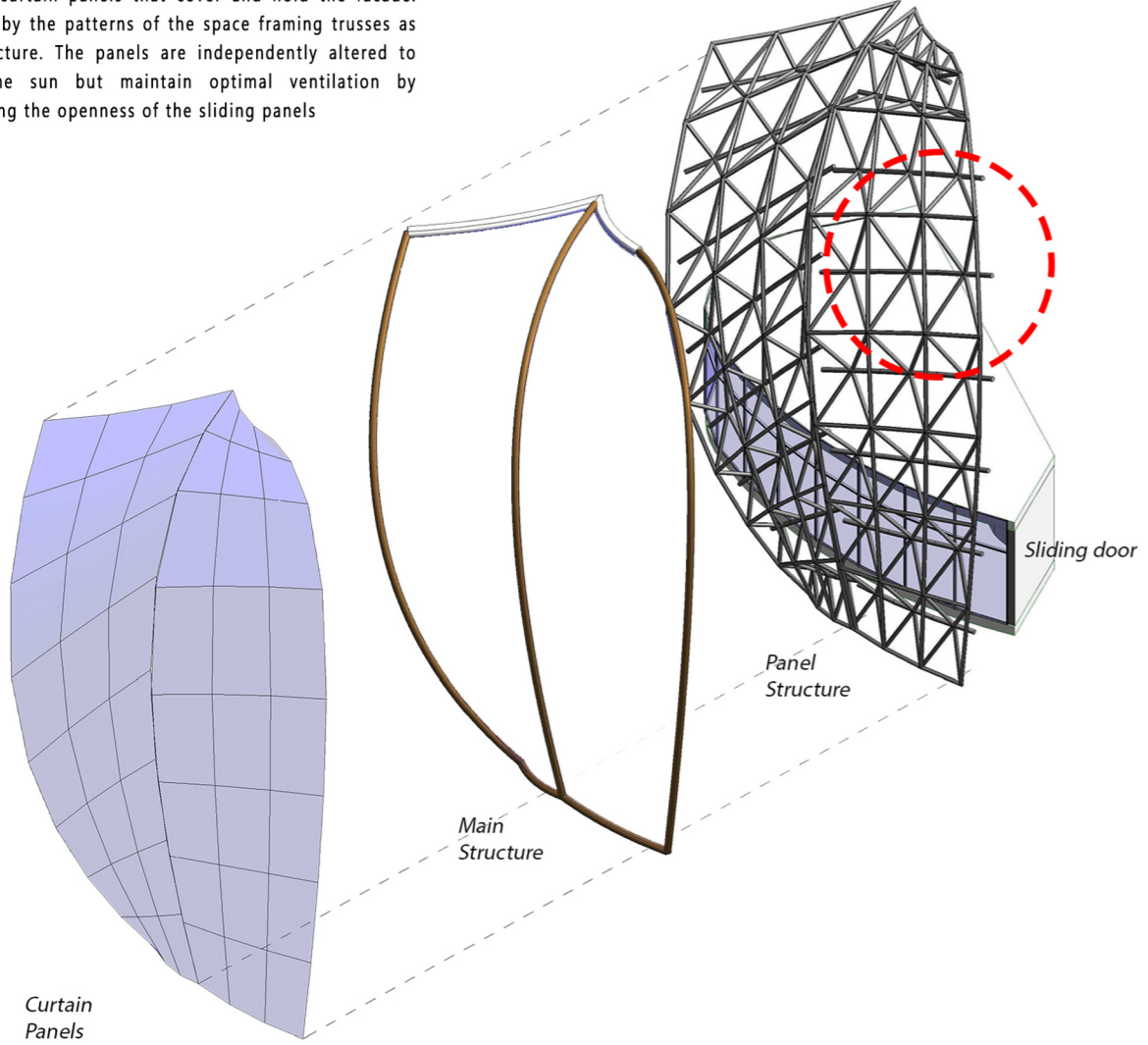
3 TRANSITION SPACES

GIZMO FACADES- GUEST LOUNGE

SOLAR EXPOSURE AND VENTILATION ANALYSIS ON FACADES

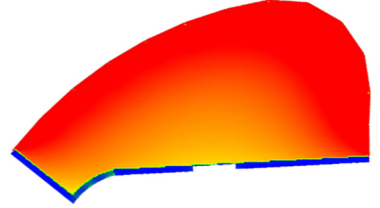
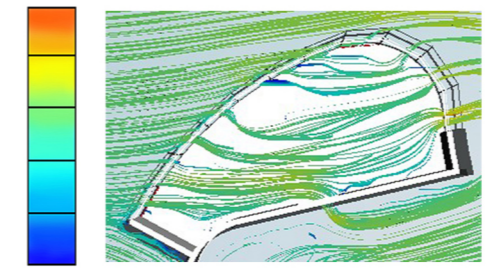
FACADE COMPONENTS

The dominant feature of the design is the fine aluminium framing curtain panels that cover and hold the facade. Inspired by the patterns of the space framing trusses as the structure. The panels are independently altered to block the sun but maintain optimal ventilation by controlling the openness of the sliding panels



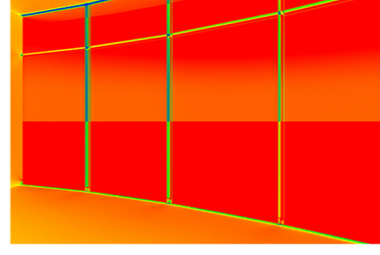
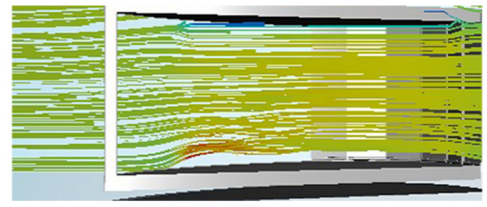
BASE MODEL

PLAIN SURFACE OF SPACE



SUN EXPOSURE SIMULATION

The reading above of the room without any facade has the high reading which triggered the thermal comfort as shown above. The Facade system has to be provided in order to achieve the ideal of result.

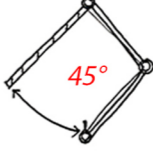
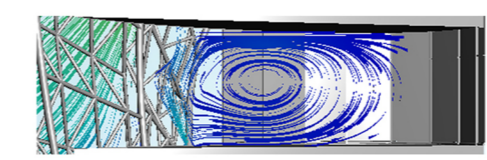
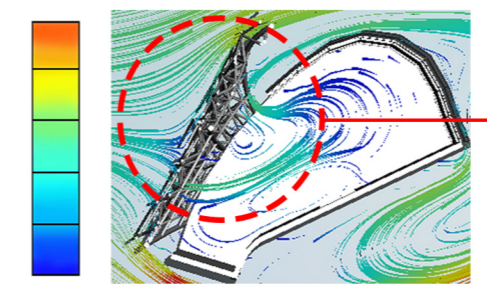


FLOW DESIGN SIMULATION

The reading above of the room is fully open has the high reading which triggered the ventilation as shown above. The Facade system has to be provided in order to achieve the ideal of result.

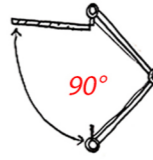
FACADE IMPLEMENTATION

THE FUNCTION AND BENEFITS OF GIZMO FACADE

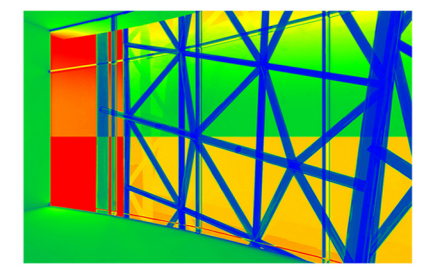
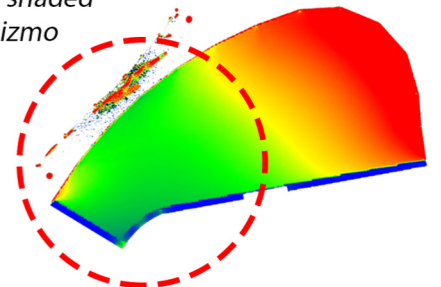


OPTIMUM WIND SIMULATION (90°)

By applying the optimum facade panel position (90°), the ventilation inside the room has been reduce to in between 0.0-0.5m/s which achieved the thermal comfort as shown above. The facade panel can be adjust into 3 positions to dedicated the wind speed.

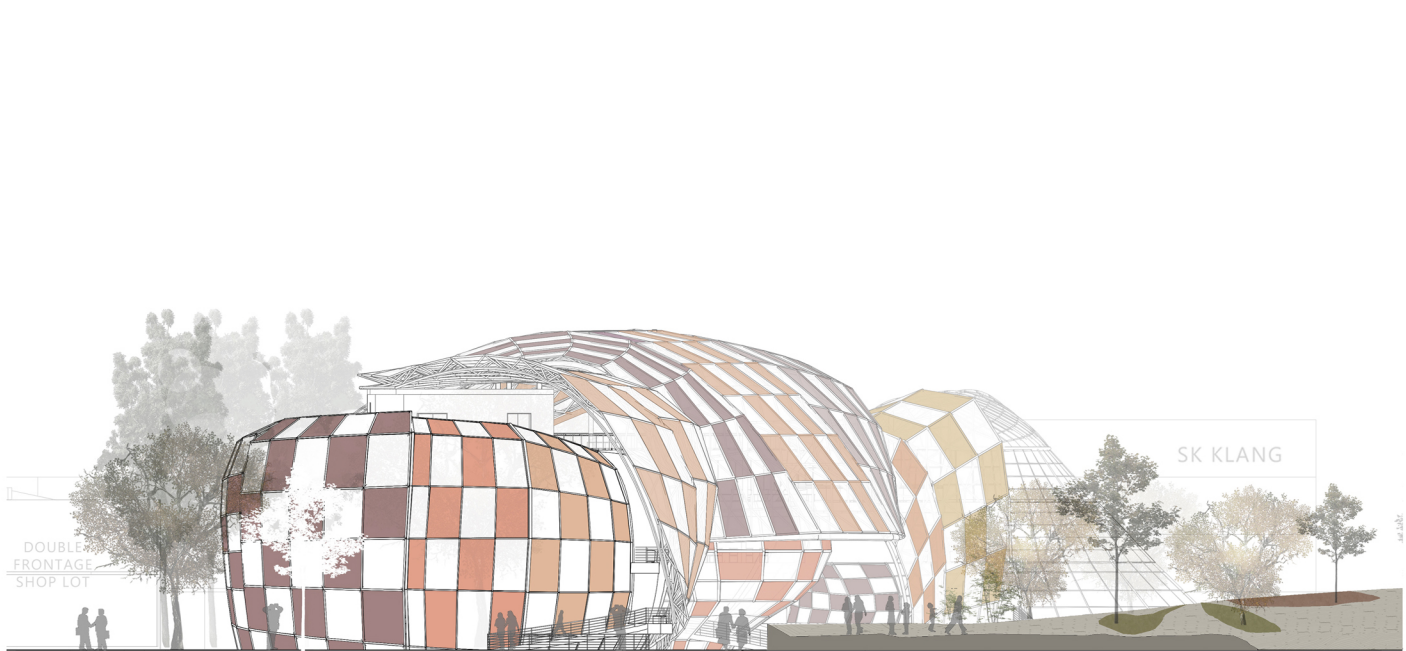


Area shaded by Gizmo



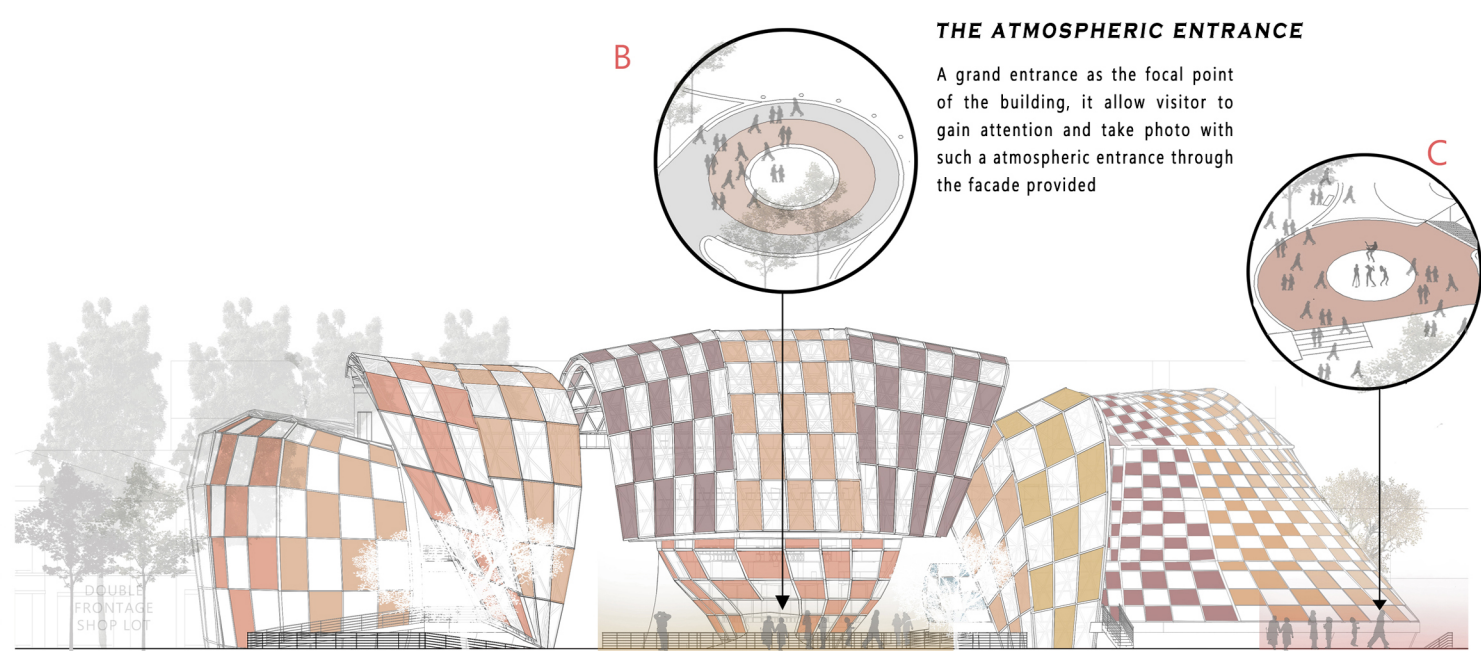
MINIMUM EXPOSURE SIMULATIUON

With the shading device system, the solar exposure has been reduced from 7-8 to 3-4 unit where the natural lighting penetration into the building to provide lesser lighting. This shading device are adjustable which allow user to achieve the thermal comfort effectively.



NORTH ELEVATION (2)

SCALE : NTS

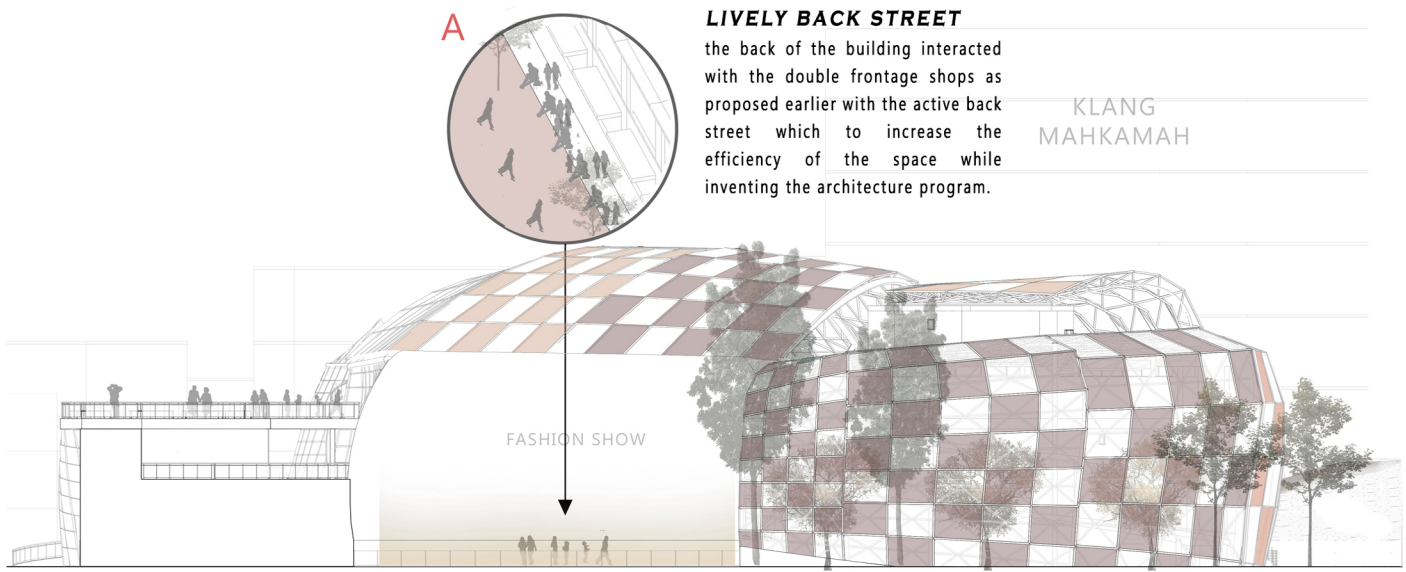


WEST ELEVATION (3)

SCALE ; NTS

THE ATMOSPHERIC ENTRANCE

A grand entrance as the focal point of the building, it allow visitor to gain attention and take photo with such a atmospheric entrance through the facade provided

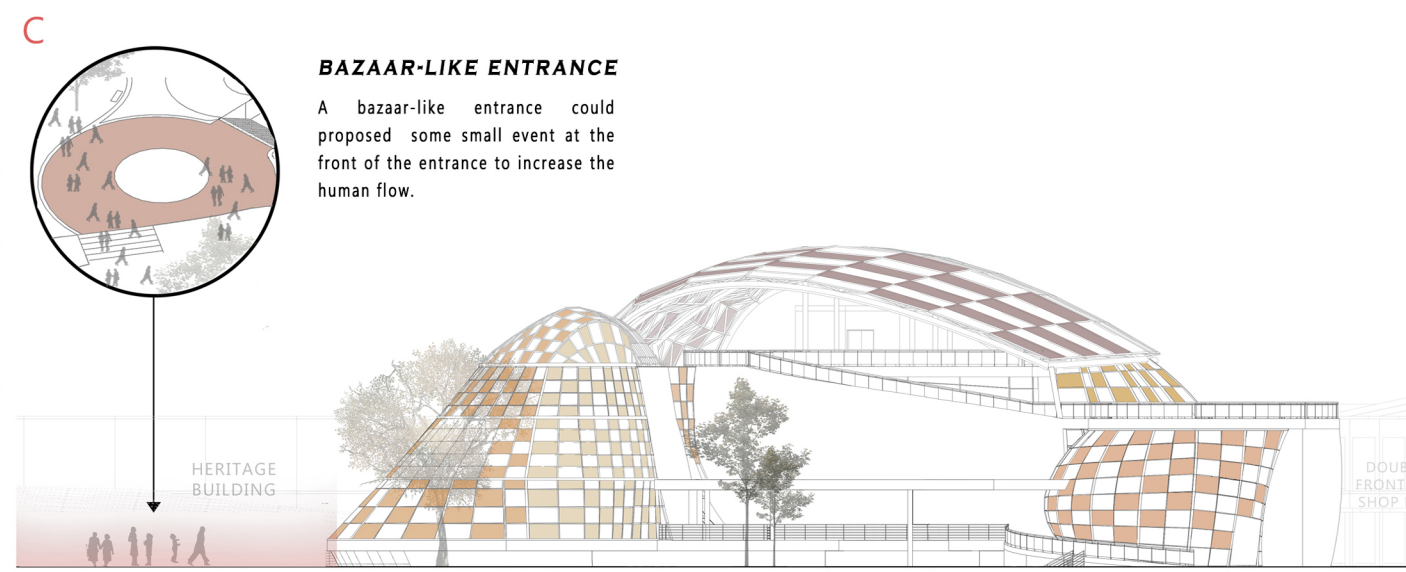


EAST ELEVATION (1)

SCALE : NTS

LIVELY BACK STREET

the back of the building interacted with the double frontage shops as proposed earlier with the active back street which to increase the efficiency of the space while inventing the architecture program.



SOUTH ELEVATION (4)

SCALE : NTS

BAZAAR-LIKE ENTRANCE

A bazaar-like entrance could proposed some small event at the front of the entrance to increase the human flow.

