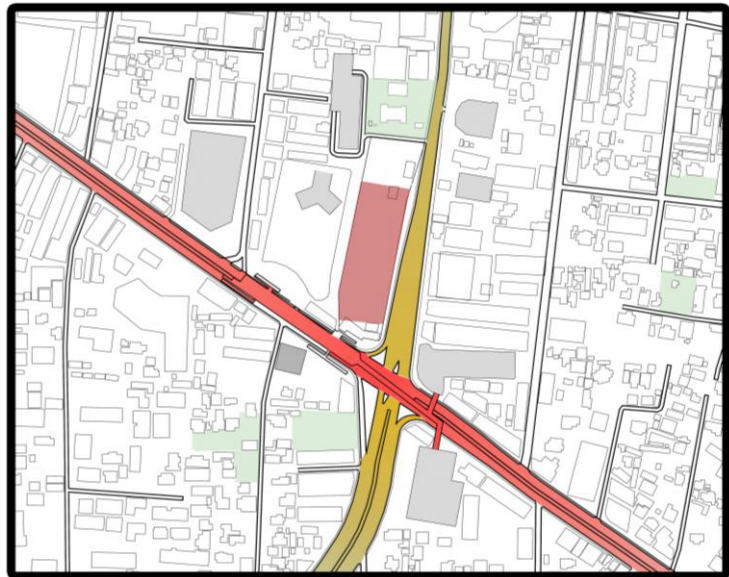




HIGHRISE

BY: VITHIA HOK
6530193

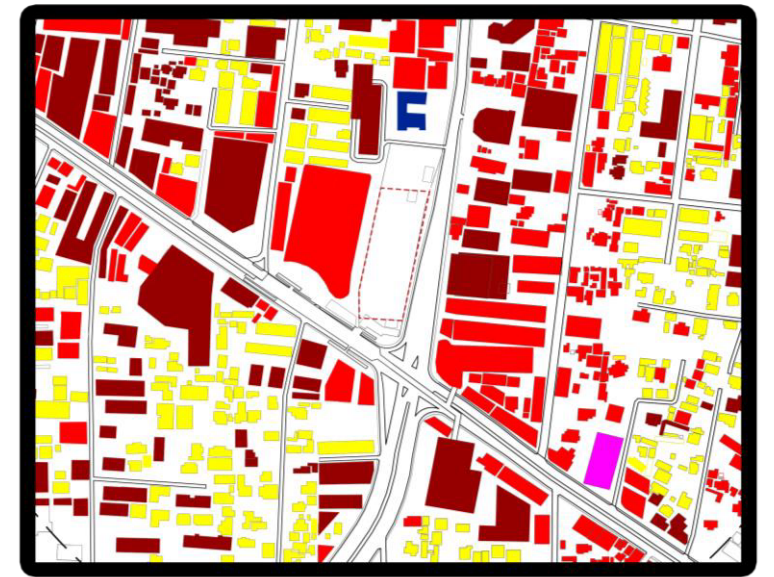
SITE



1.LOCATION PLAN



2.FIGURE&GROUND



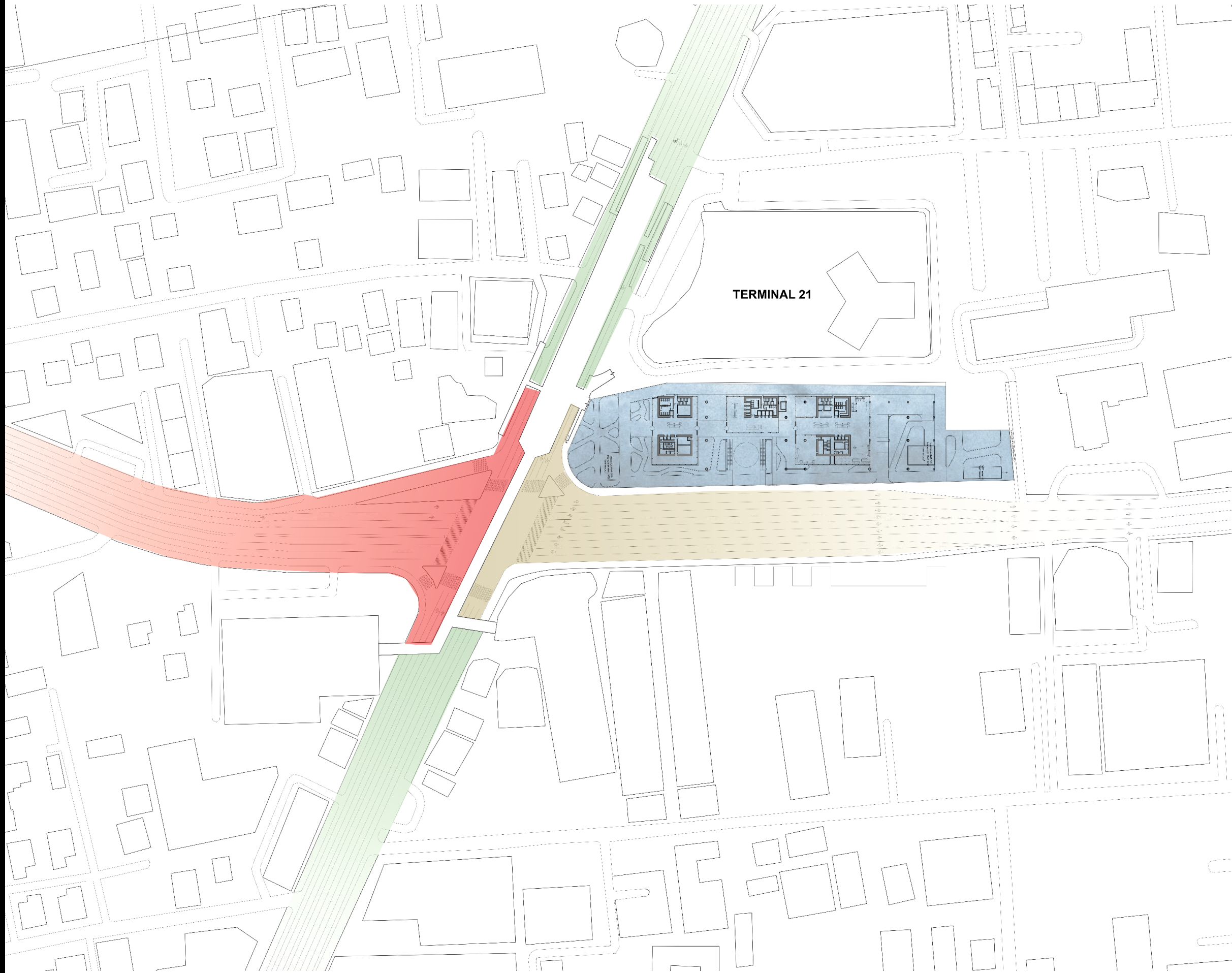
3.LANDUSE MAP

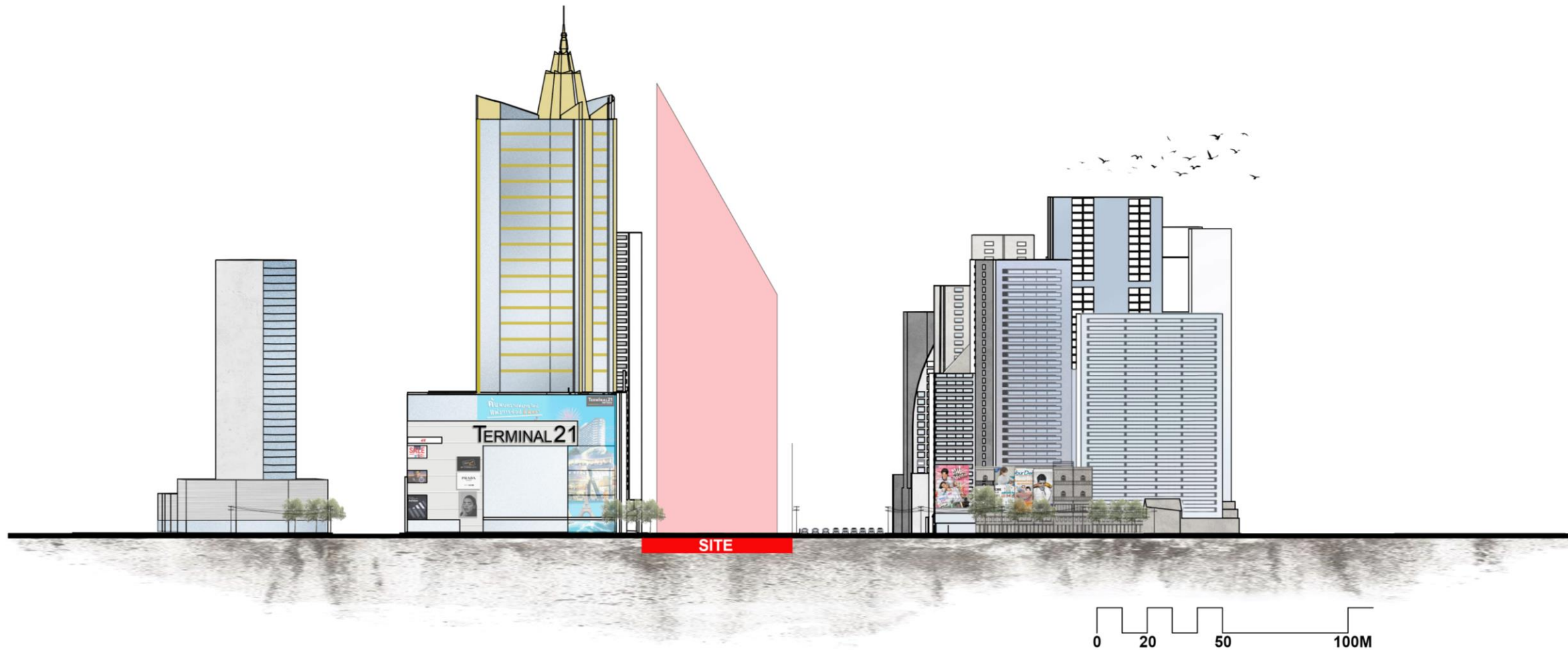
- SUKHUMVIT RD
- ASOK MONTRI RD



1. MISS EDNA SARAH COLE WATTANA
WITTAYA ACADEMY.
2. BENCHAKITTI PARK.

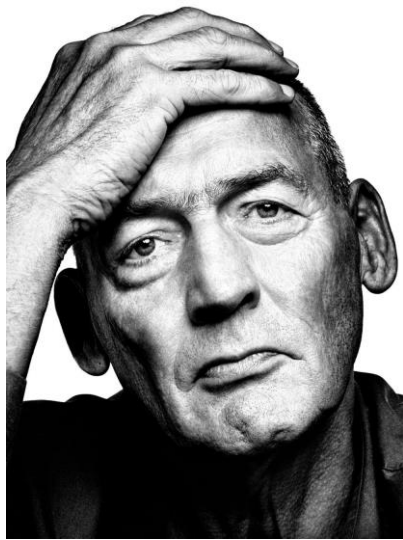
SITE





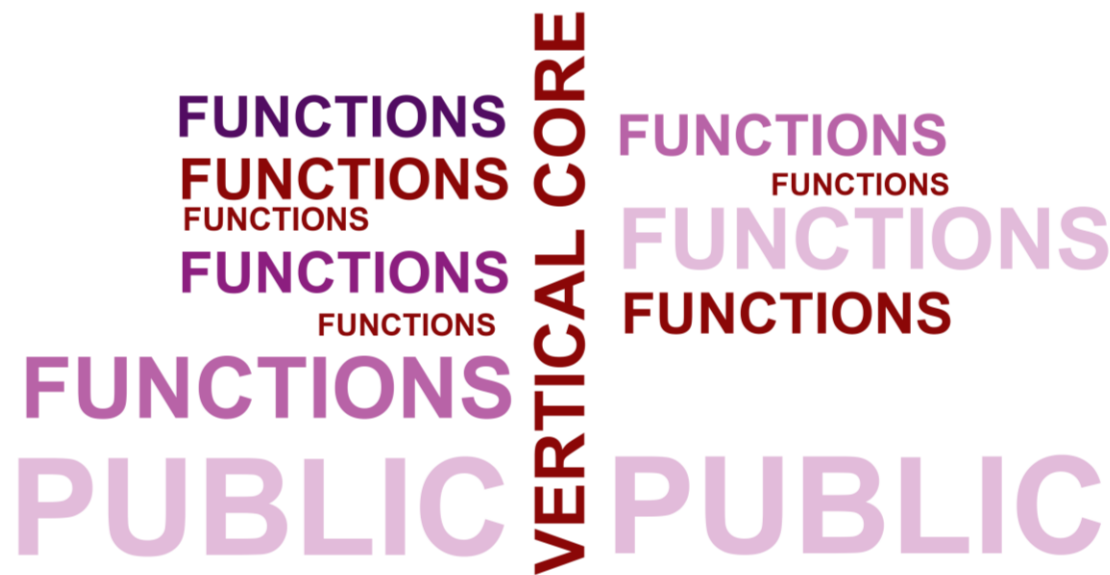
ELEVATION VIEW

**WHAT IS
HIGHRISE?**

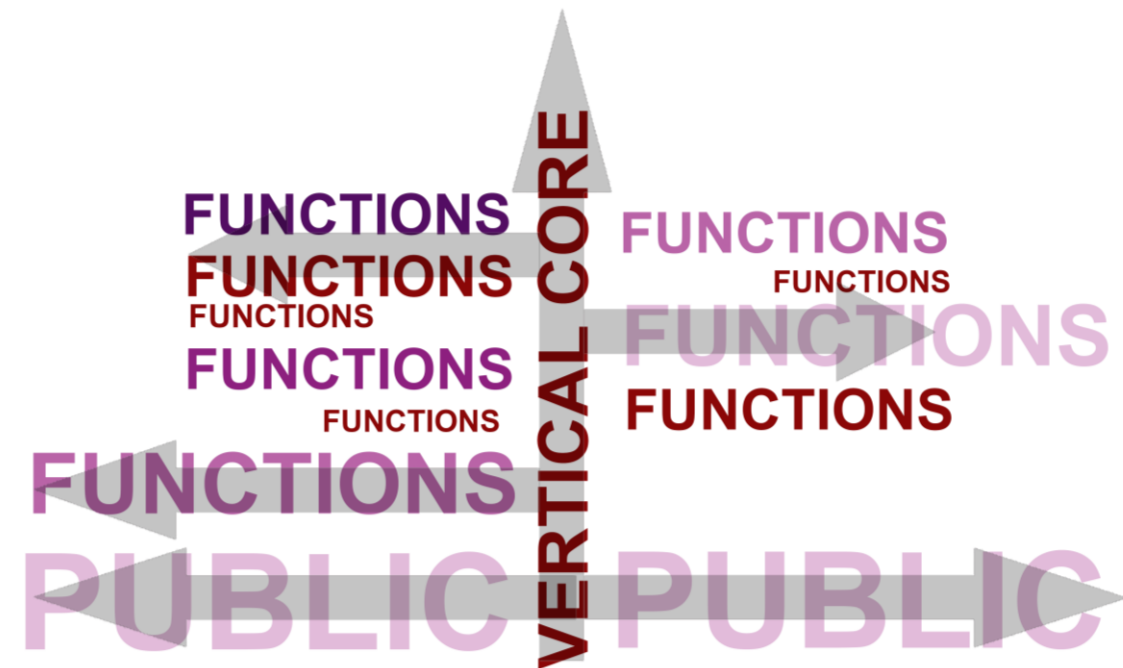


REM KOOLHAAS

Koolhaas sees the high-rise not just as a piece of architecture, but as a *device that condenses urban life vertically*.

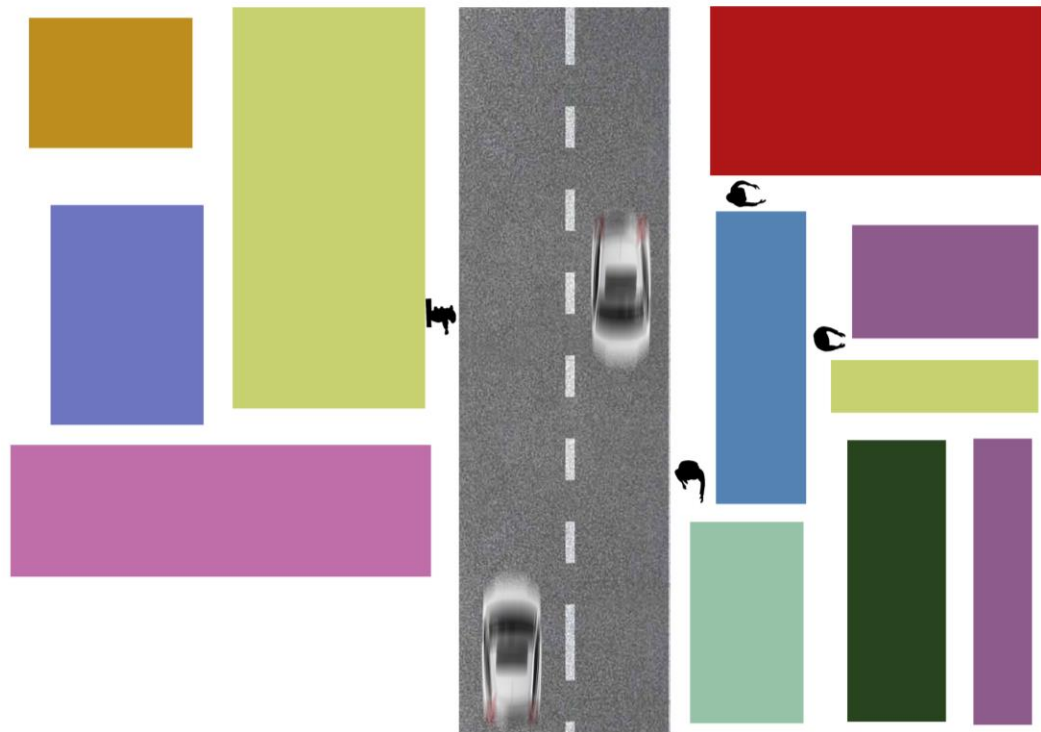


BASE PROGRAMS



CIRCULATION

This vertical stacking creates a new form of urbanism: a *three-dimensional city* that fosters random interactions and conflicts, similar to how the streets of the city do horizontally.



HORIZONTAL



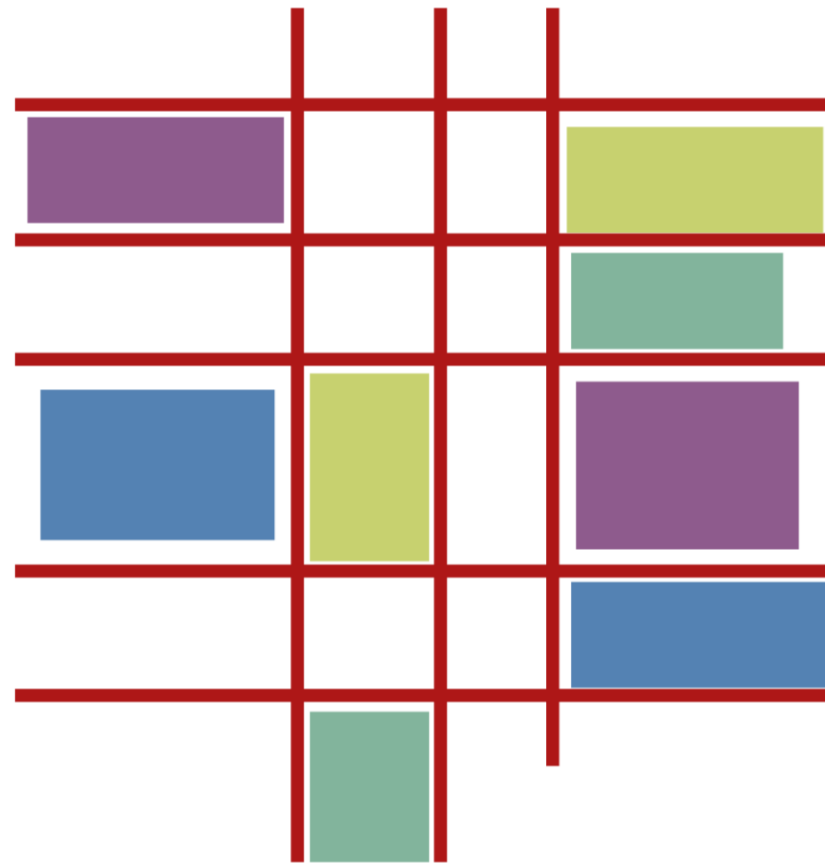
VERTICAL

"VERTICAL LAYERING"

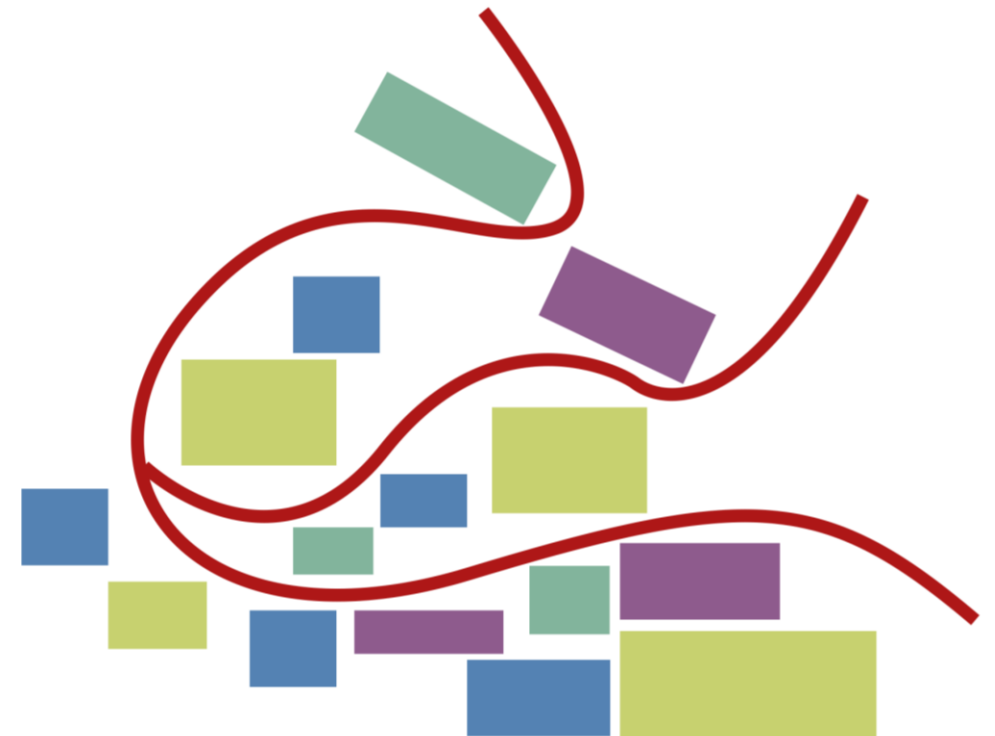
EACH FLOOR HAS DIFFERENT ACTIVITY



STACKED WORDL



MASTERPLAN



BANGKOK

Bangkok city layout depends and rely
On the improvising of the local not
Masterplan.

ANY ISSUES?

DISAPPEARING THE **SENSE** OF BANGKOK



1. EXISTING CONTEXTS

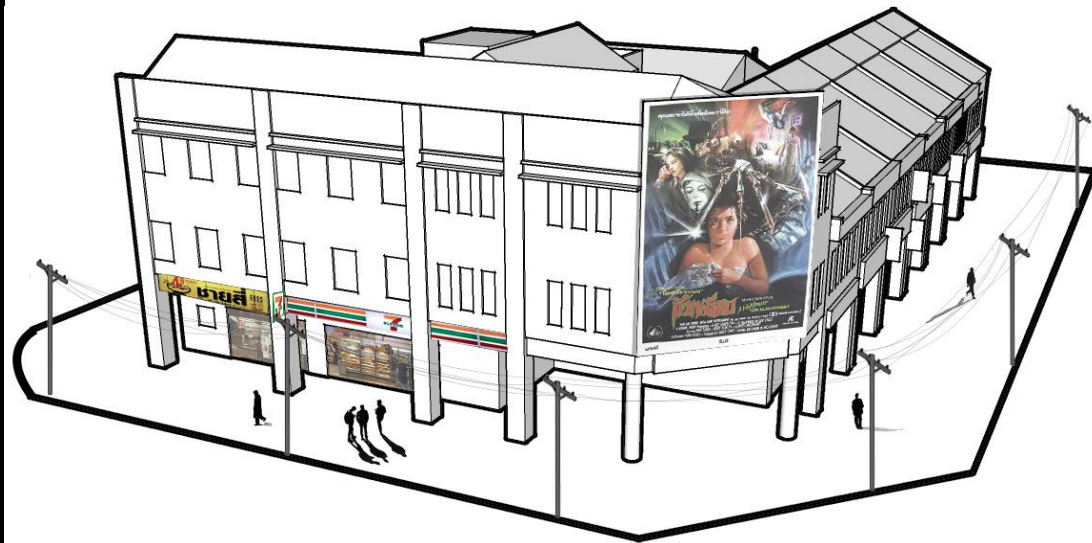
The existing contexts will be Demolished, Erasing what was Once the local's spot.



2. OVERWHELMING REPLACEMENT

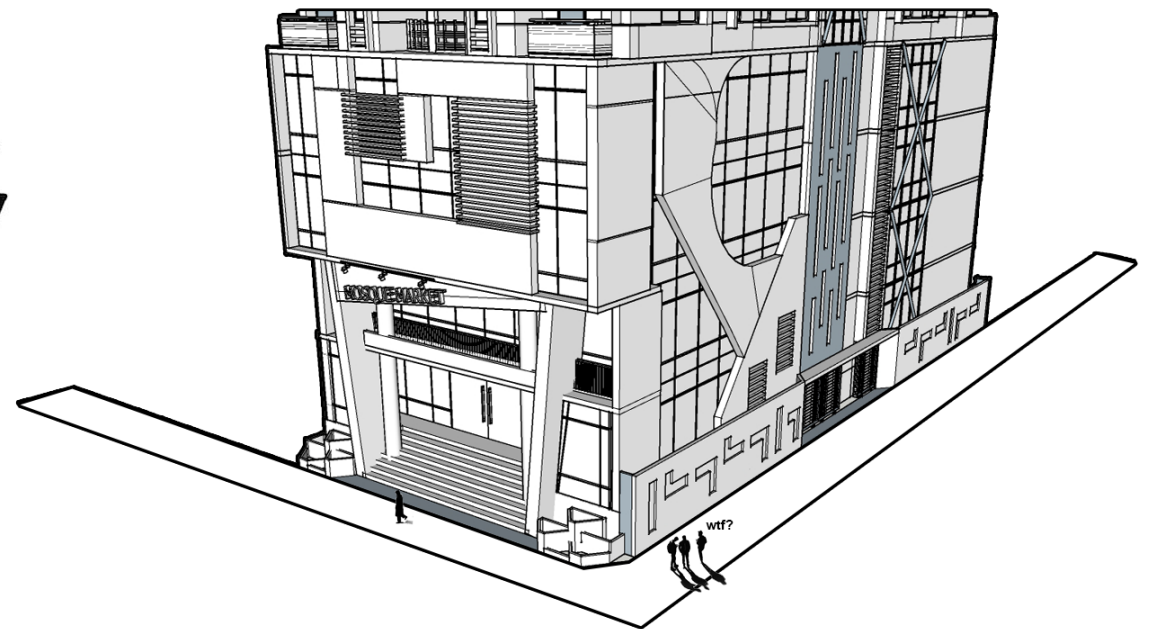
By erasing the existing contexts and replacing It with high rise, it could create a sense of Intimidating and "unconvenient" making user feel Intimidating to access.

DISAPPEARING THE **SENSE** OF BANGKOK



1. EXISTING CONTEXTS

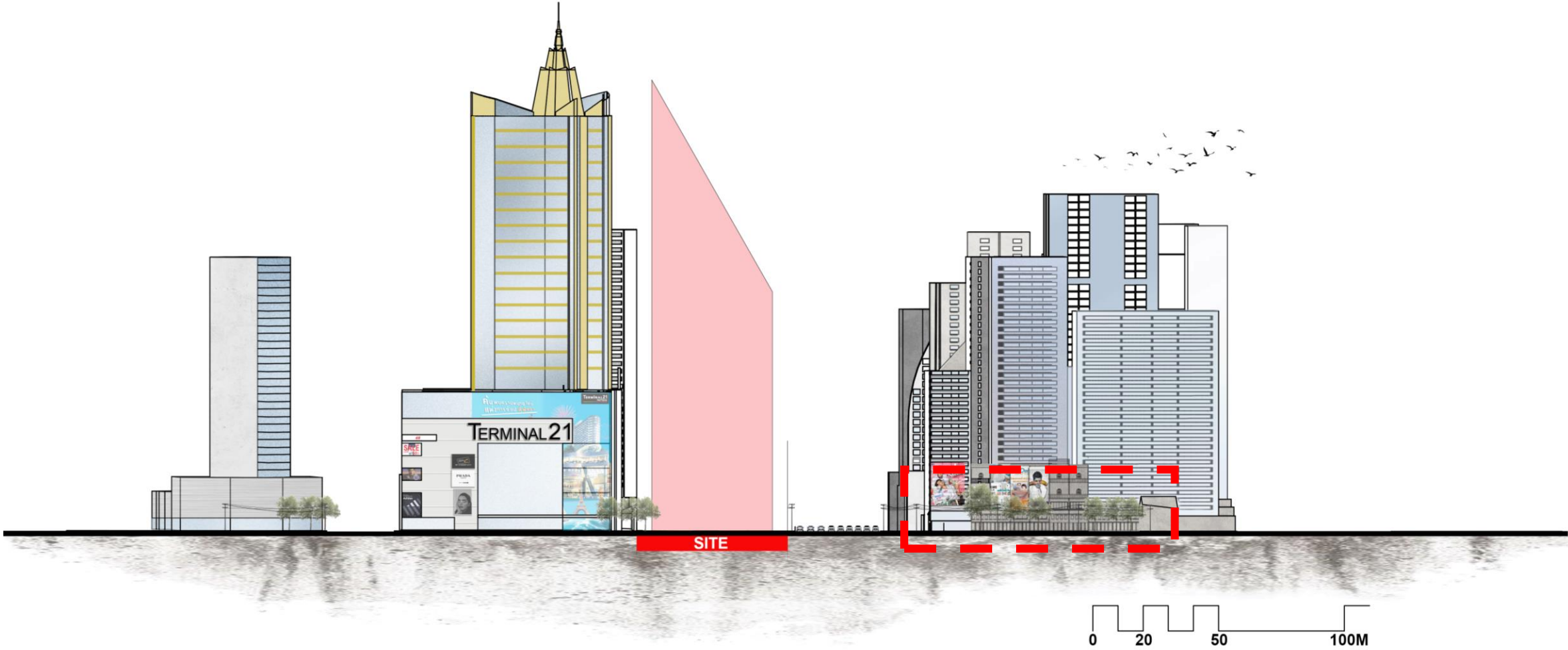
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DISAPPEARING THE **SENSE** OF BANGKOK



LACK OF GREEN CORRIDOR



**WHAT IS
7elevenism?**



It's the idea that global store systems create a predictable, **comforting** sameness no matter where you are in the world.

In Thailand it would be **7elevenism**

Telegenism OF BANGKOK



A CITY BUILT ON INFORMALITY

Bangkok is made not by masterplans, but by people improvising the city every day.



SACRED + CHAOTIC CO-EXISTING

Only in Bangkok do you see:
a shrine under a skytrain, monks beside nightlife, incense mixing with diesel fumes. The city's spirituality stays visible and alive inside the modern chaos.



LAYERD CONTRADICTIONS

Bangkok is a collage where nothing erases anything else:
luxury malls beside wet markets
wooden houses beside glass towers
royal traditions mixed with global pop culture
analog life beside hyper-digital youth
These contradictions don't clash—they define the city.



STREET LEVEL ENERGY

Bangkok's power lives at the ground plane: food, noise, smells, vendors, music, tuk-tuks, scooters.
The city's identity rises from the street first, buildings second.



LIQUID MOVEMENT

Bangkok flows through canals, ferries, elevated trains, tangled roads, alley networks. Movement is messy but alive and adaptive.



24-HOUR METABOLISM

Bangkok doesn't have one mood it has many, shifting across the day:
dawn monks → afternoon markets → rush hour chaos → neon nightlife → 3 AM food stalls.
The city breathes in continuous cycles, not scheduled ones.



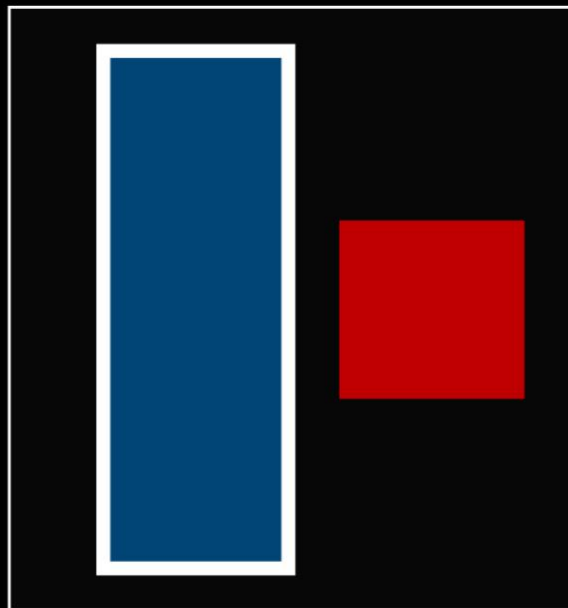
"BANGKASUAL"

BANGKOK + CASUAL

DESIGN CONCEPT

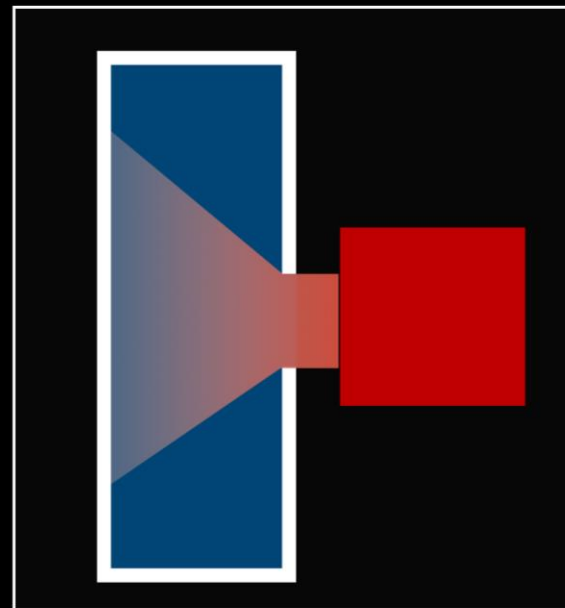
"BANGKOK SEAMLESS ALTERATION"

CONCEPT DIAGRAMS



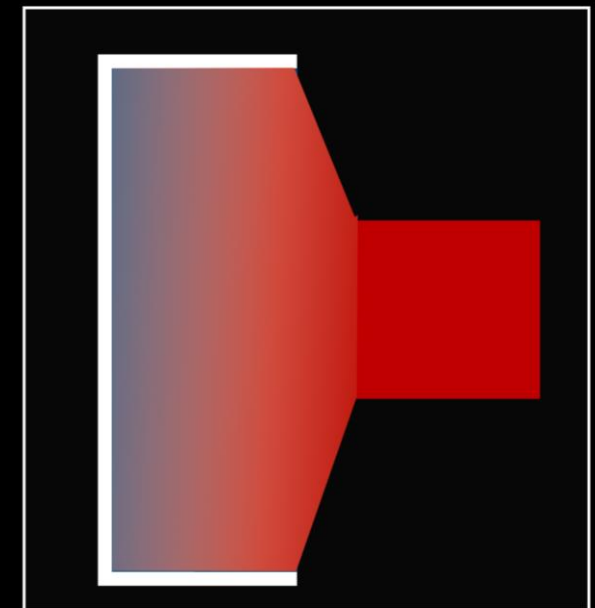
1.INTIMIDATION

Façade and transition
Space could create
A sense of "intimidation"
For people, making it not
Approachable.



2.OPENINGS

Openings could create some
Inviting factors for the public,
but user still need to go
through changes in order to
get into the project.



2.SEAMLESS TRANSITION

Once the public does not
realize the changes in space
and function it could create a
more inviting factors as well
as less intimidating.

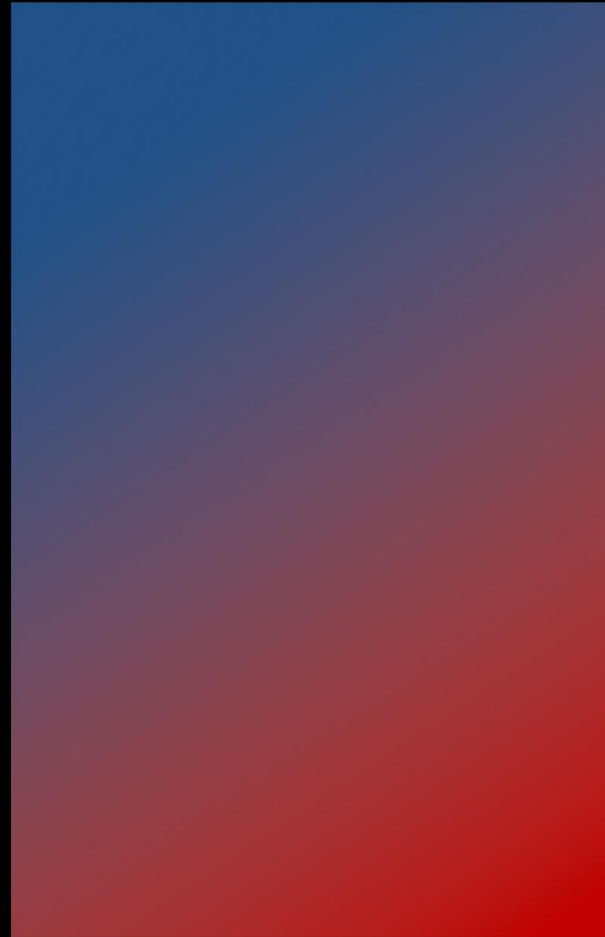
“COMBINATION CREATE SPACE”

CONCEPT DIAGRAMS



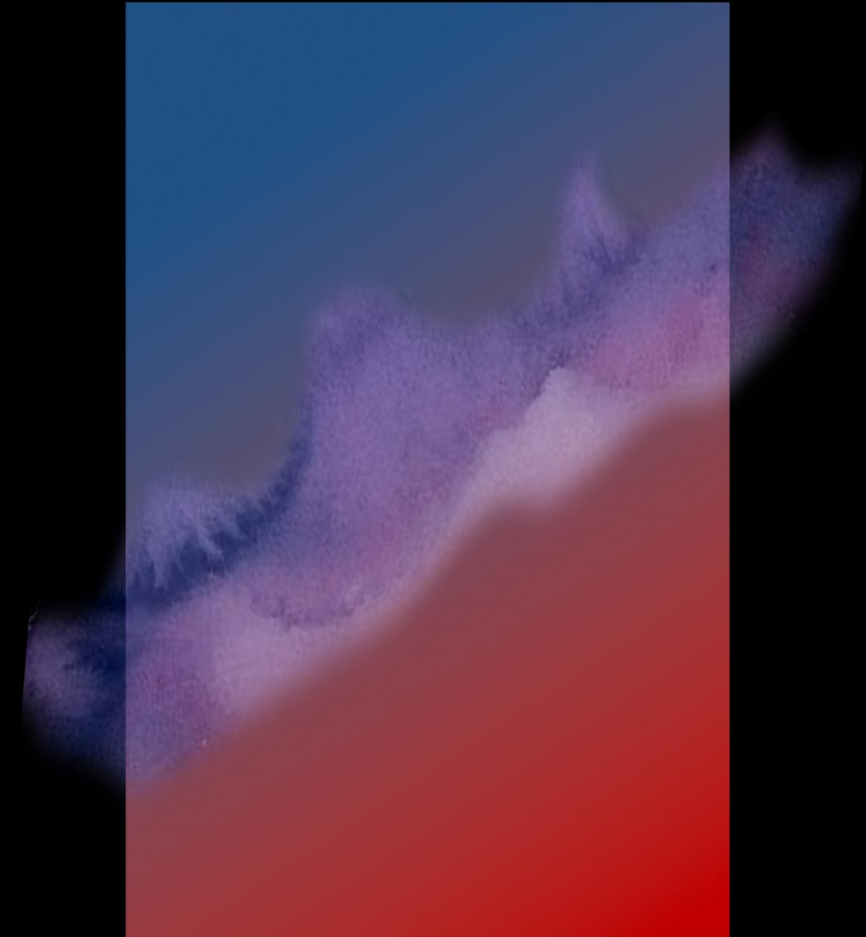
**1. SEPERATED
FUNCTIONS**

 PROJECT
 BANGKOK



**2. TRANSITION
SPACE**

By seamlessly combining the 2 functions we can get a smooth transition from one to the other.



**2. SMALL POCKET
TO MOVE**

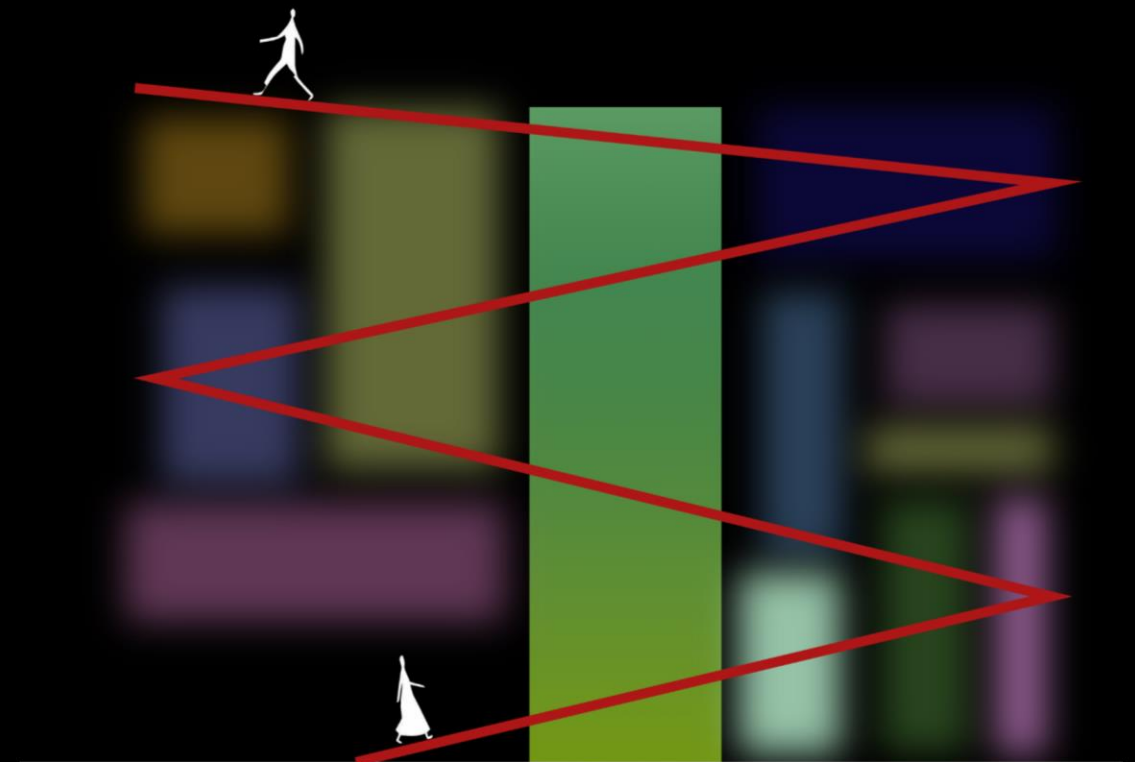
A When the 2 functions transitions, it creates a small gap where we can start to design and experiment.

“CHANGES IN LEVELS”



NORMAL LEVEL TRANSITION

Conventional way of changing level
Might not be seamless and give
The user the “shock factors”



**DISTRACTION
“SMOOTH CRIMINAL”**

By having something that is very distracting and combine
it with ramp to make the user changes in levels
seamlessly , making the user not paying attention to the
changes in space , levels , functions.

PATTERNS EXIST EVERYWHERE ‘BANGKOK’S FACADE’

PRIVATE

COMMERCIAL



GOVERNMENT

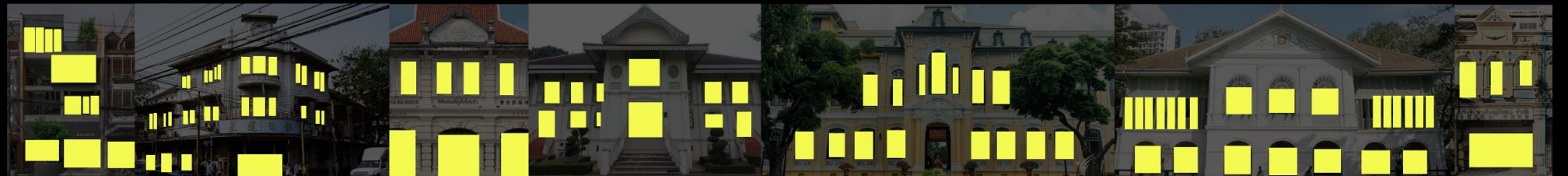


PRIVATE

COMMERCIAL



GOVERNMENT



CONCEPT DIAGRAMS

PATTERNS EXIST EVERYWHERE ‘BANGKOK’S FACADE’

PRIVATE
COMMERCIAL



PRIVATE
COMMERCIAL



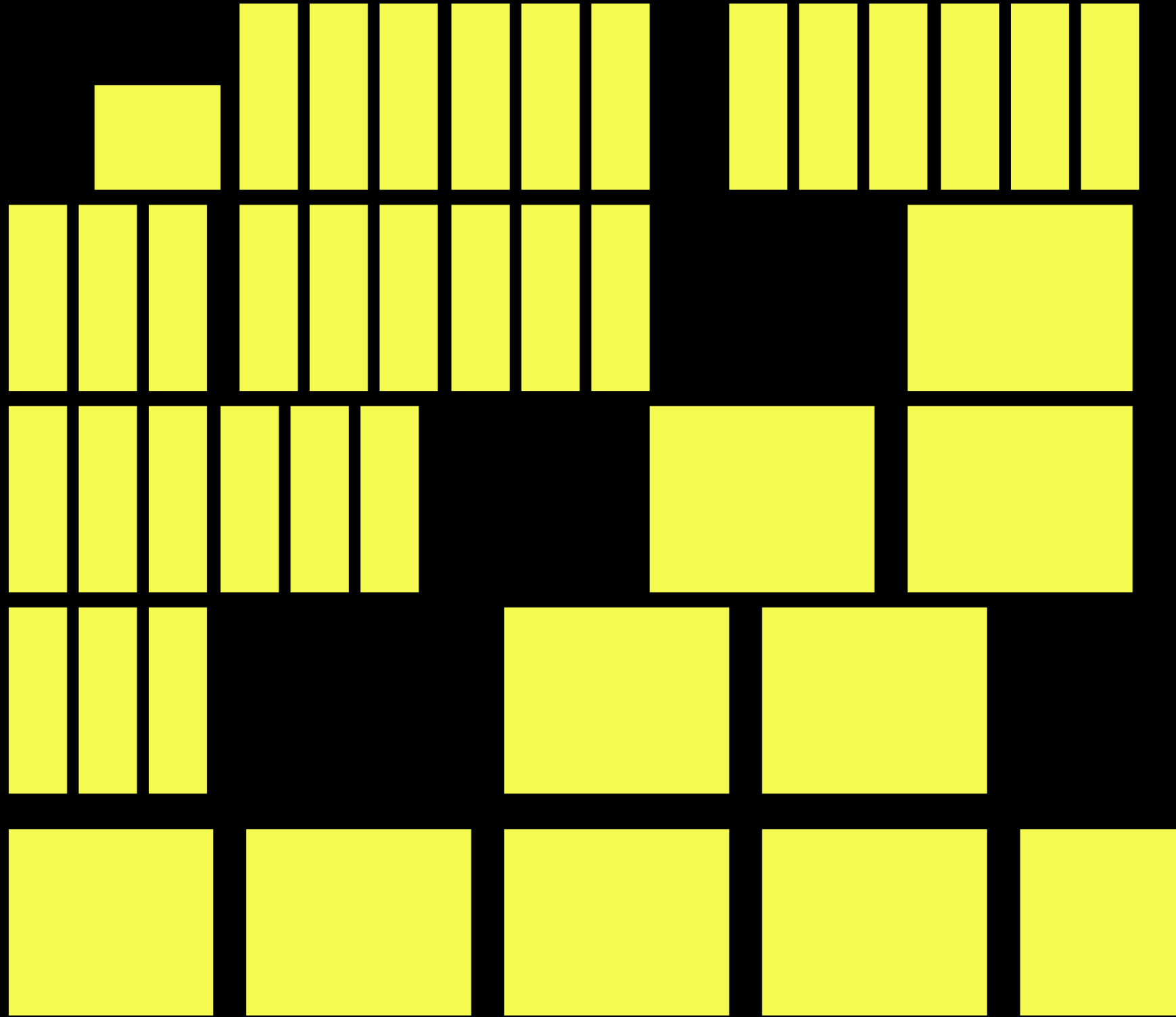
PATTERN CODE



CONCEPT DIAGRAMS

CONCEPT DIAGRAMS

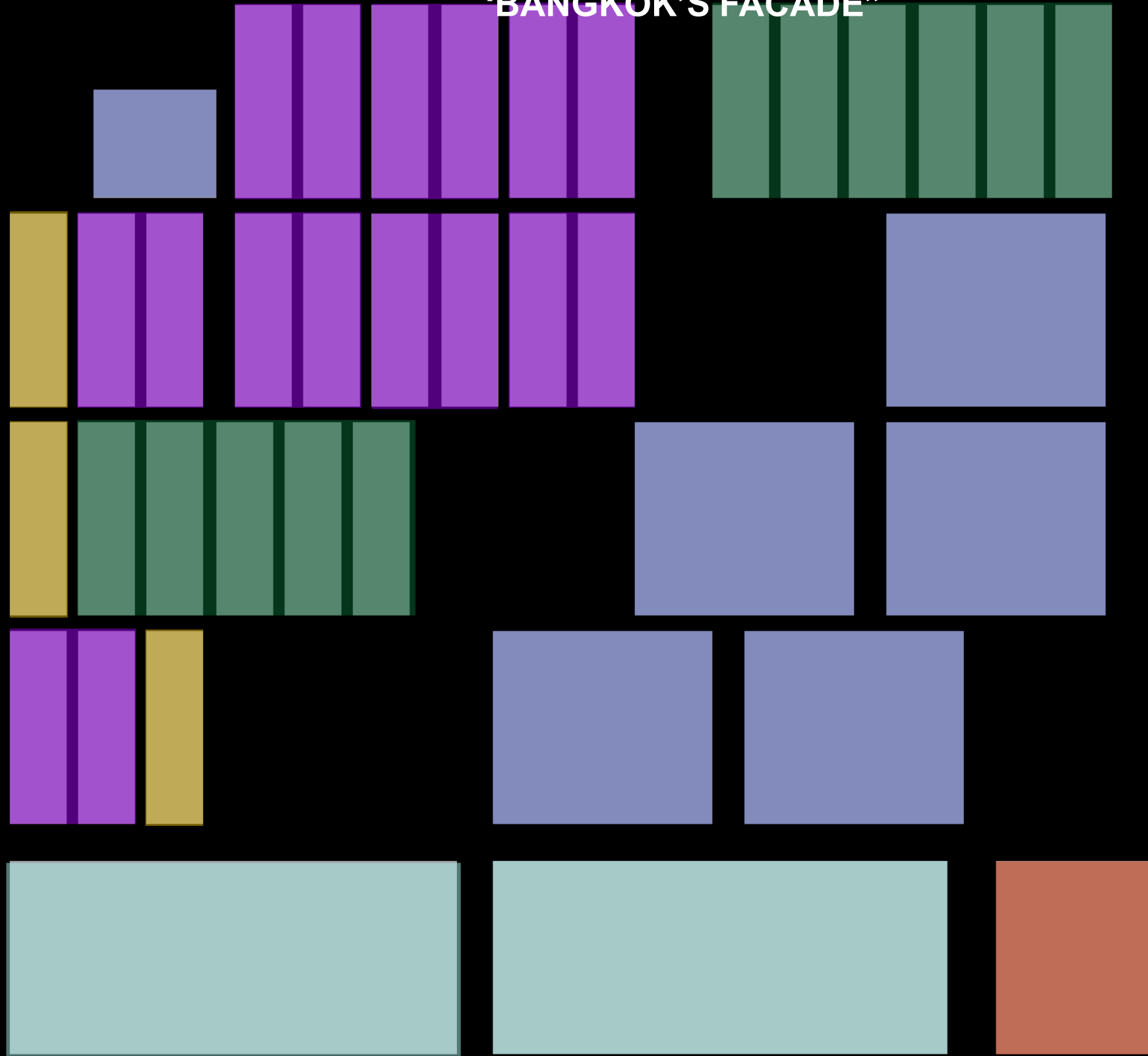
**PATTERNS EXIST EVERYWHERE
‘BANGKOK’S FACADE’**



CONCEPT DIAGRAMS

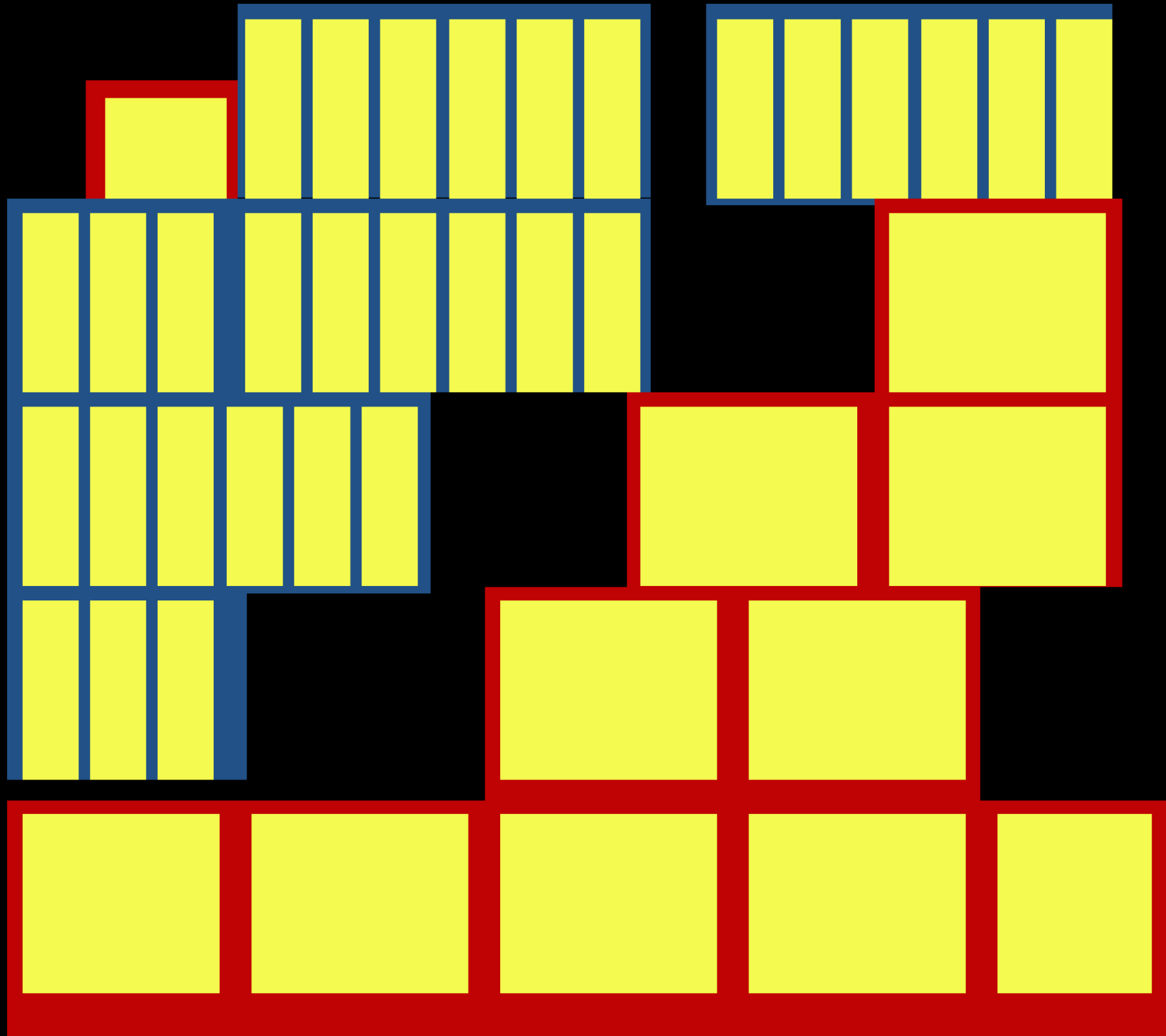
PATTERNS EXIST EVERYWHERE

‘BANGKOK’S FACADE’



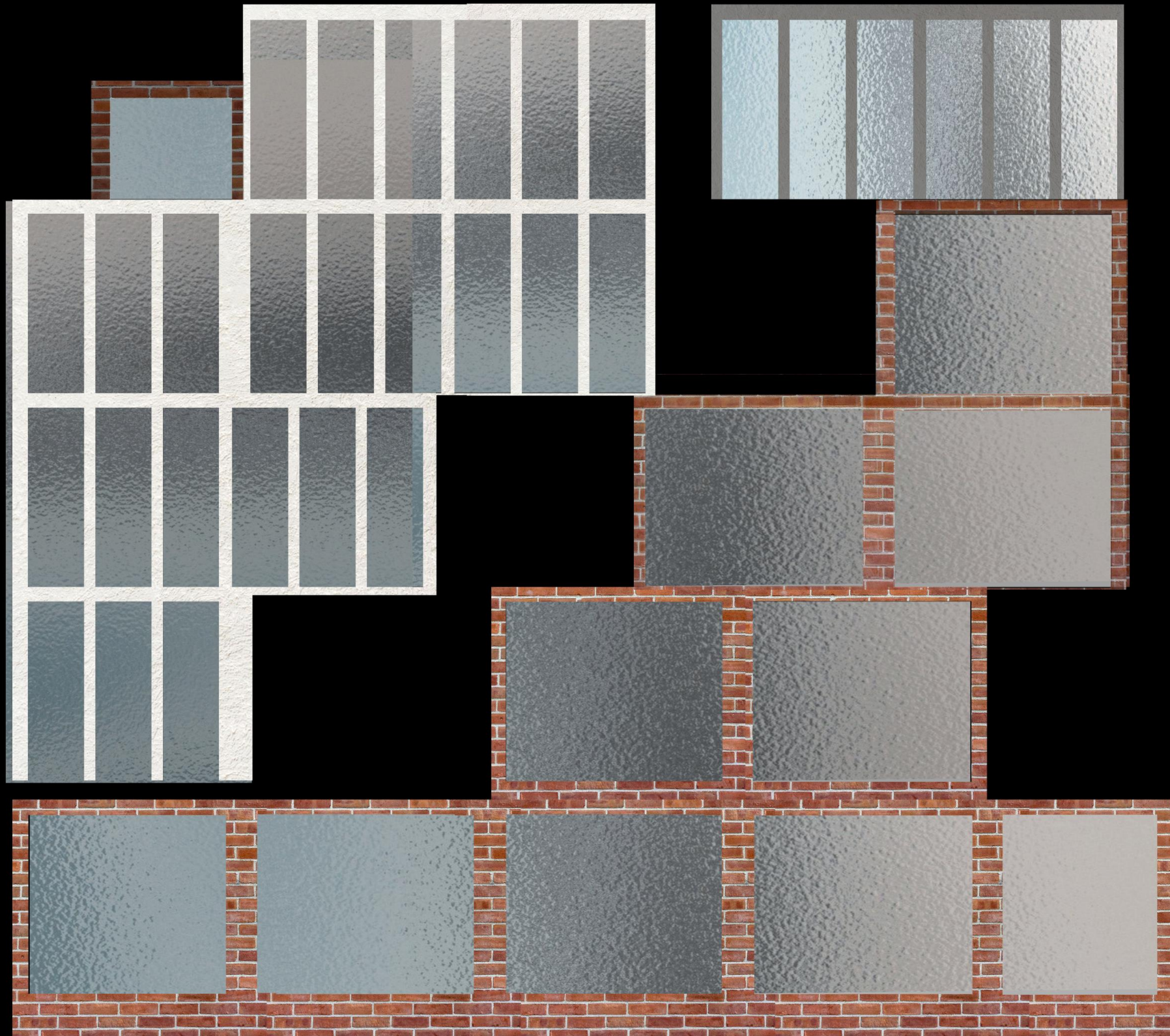
PATTERNS EXIST EVERYWHERE
‘BANGKOK’S FACADE’

CONCEPT DIAGRAMS



PATTERNS EXIST EVERYWHERE
‘BANGKOK’S FACADE’

CONCEPT DIAGRAMS



PATTERNS EXIST EVERYWHERE
‘BANGKOK’S FACADE’

CONCEPT DIAGRAMS



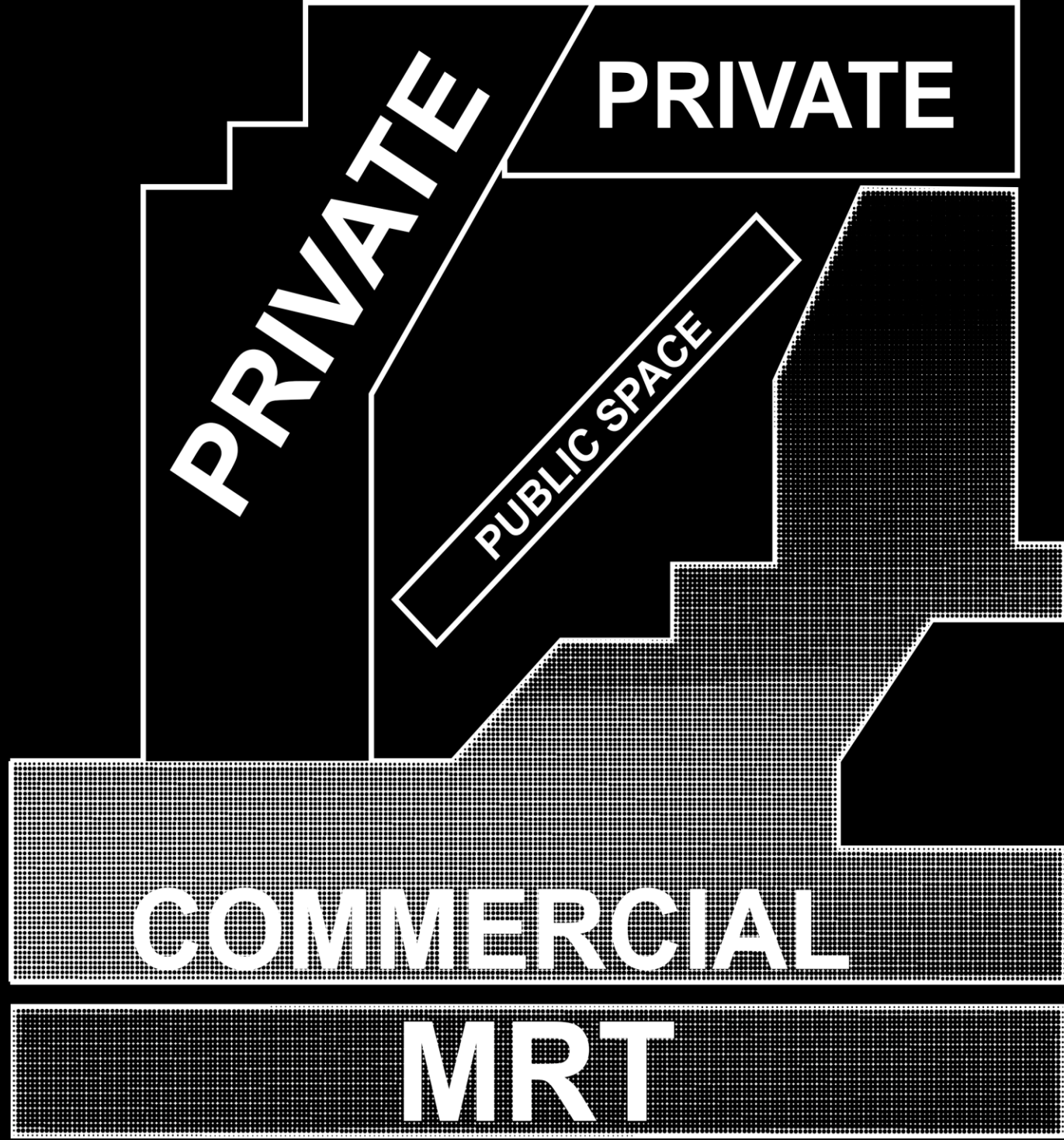
CONCEPT DIAGRAMS

PATTERNS EXIST EVERYWHERE
‘BANGKOK’S FACADE’

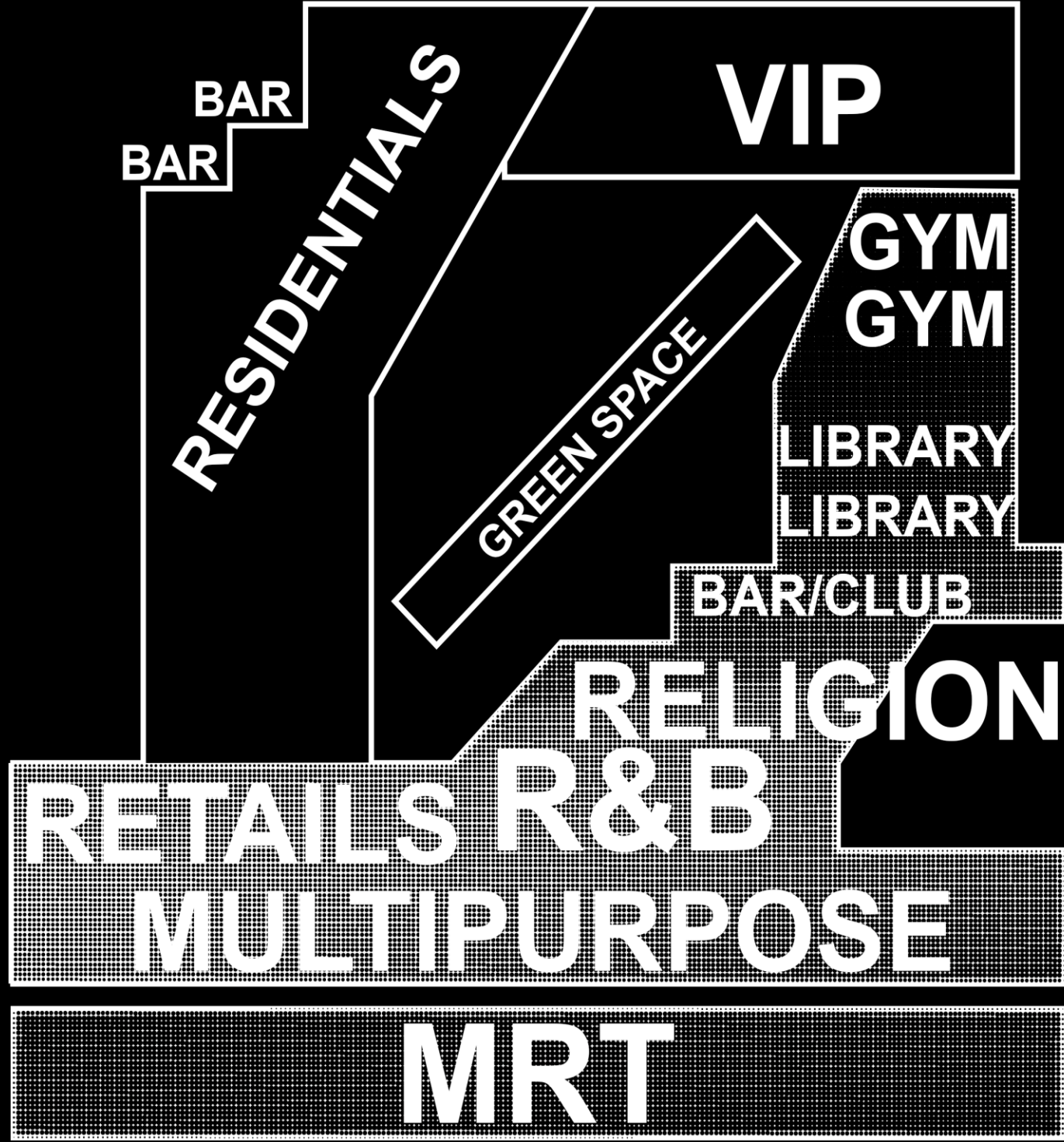


PROGRAMMING

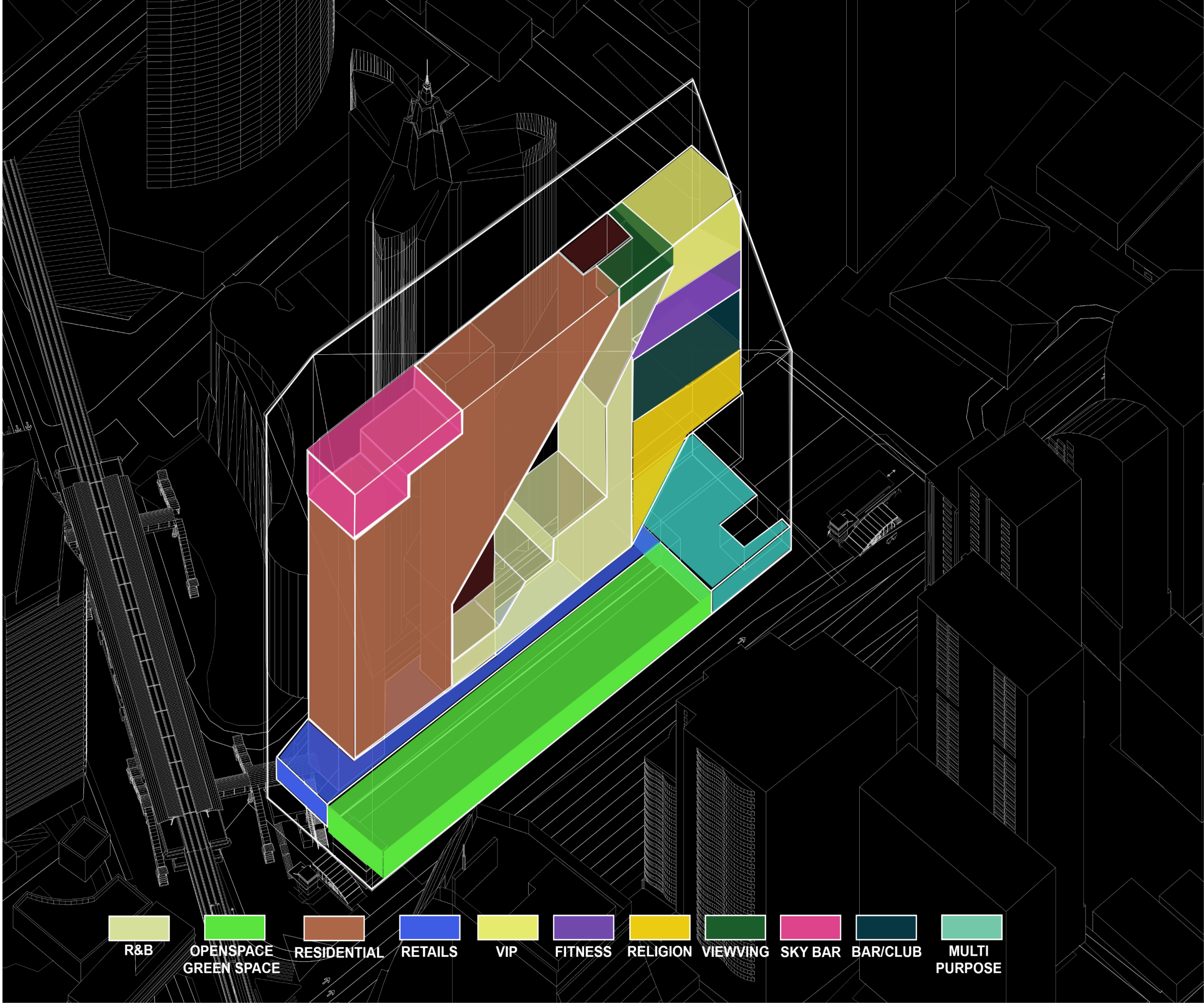
PROGRAMMING



PROGRAMMING



PROGRAMMING



R&B



OPENS
SPACE
GREEN SPACE



RESIDENTIAL



RETAILS



VIP



FITNESS



RELIGION



VIEWING



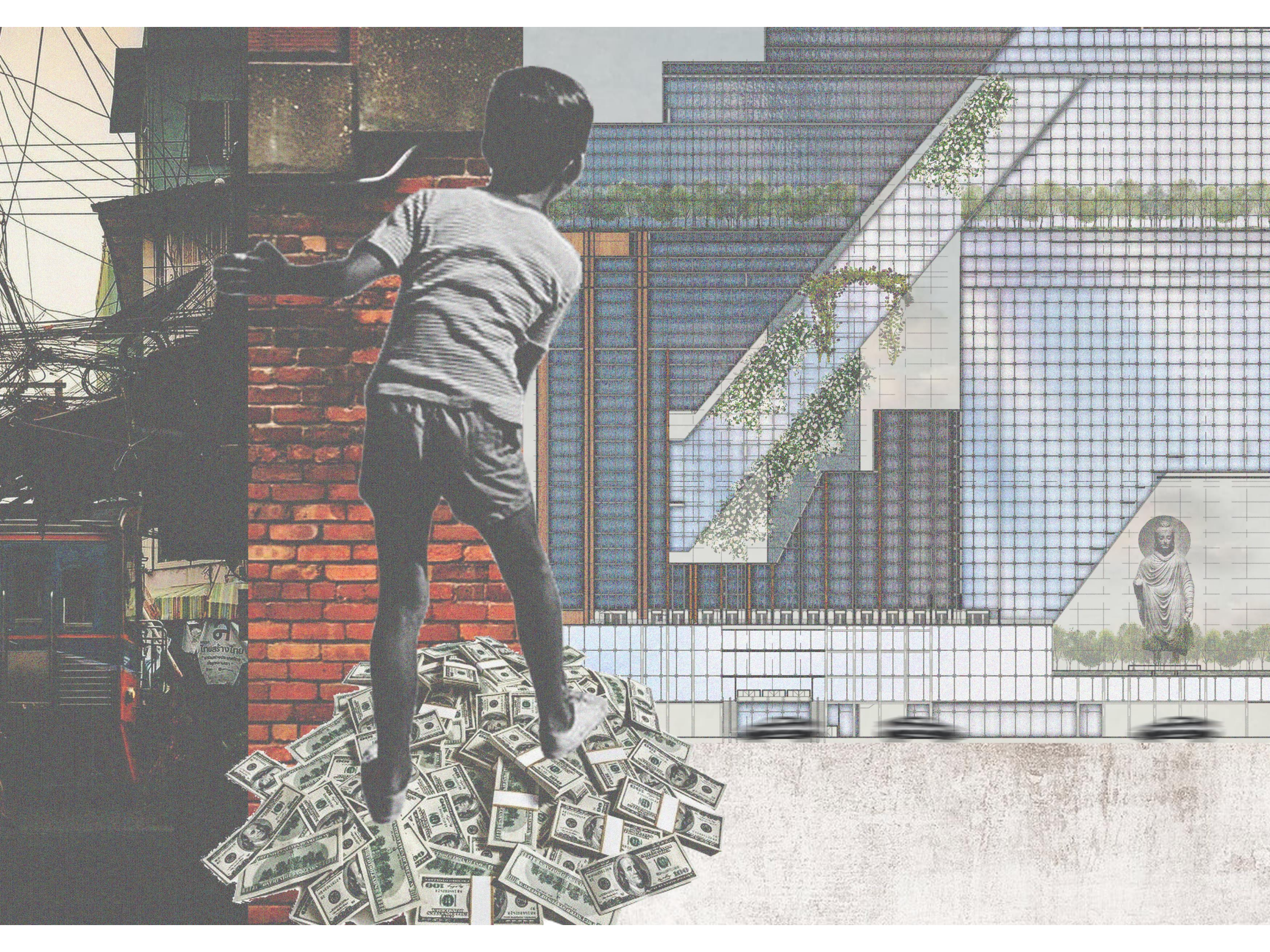
SKY BAR



BAR/CLUB



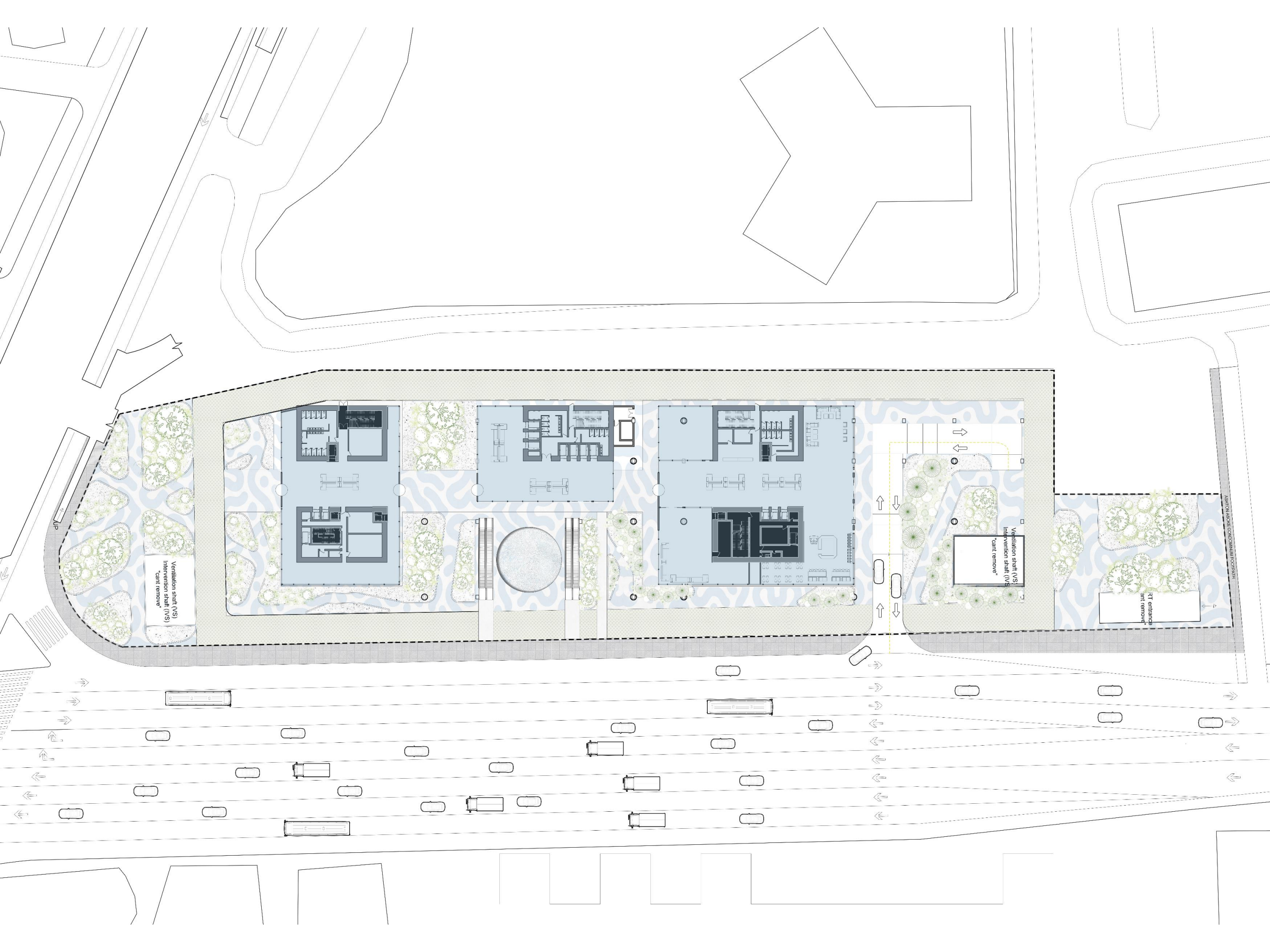
MULTI
PURPOSE



DESIGN



BTS CONNECTION SECTION



Ventilation shaft (VS)
Intervention shaft (VS)
"cant remove"

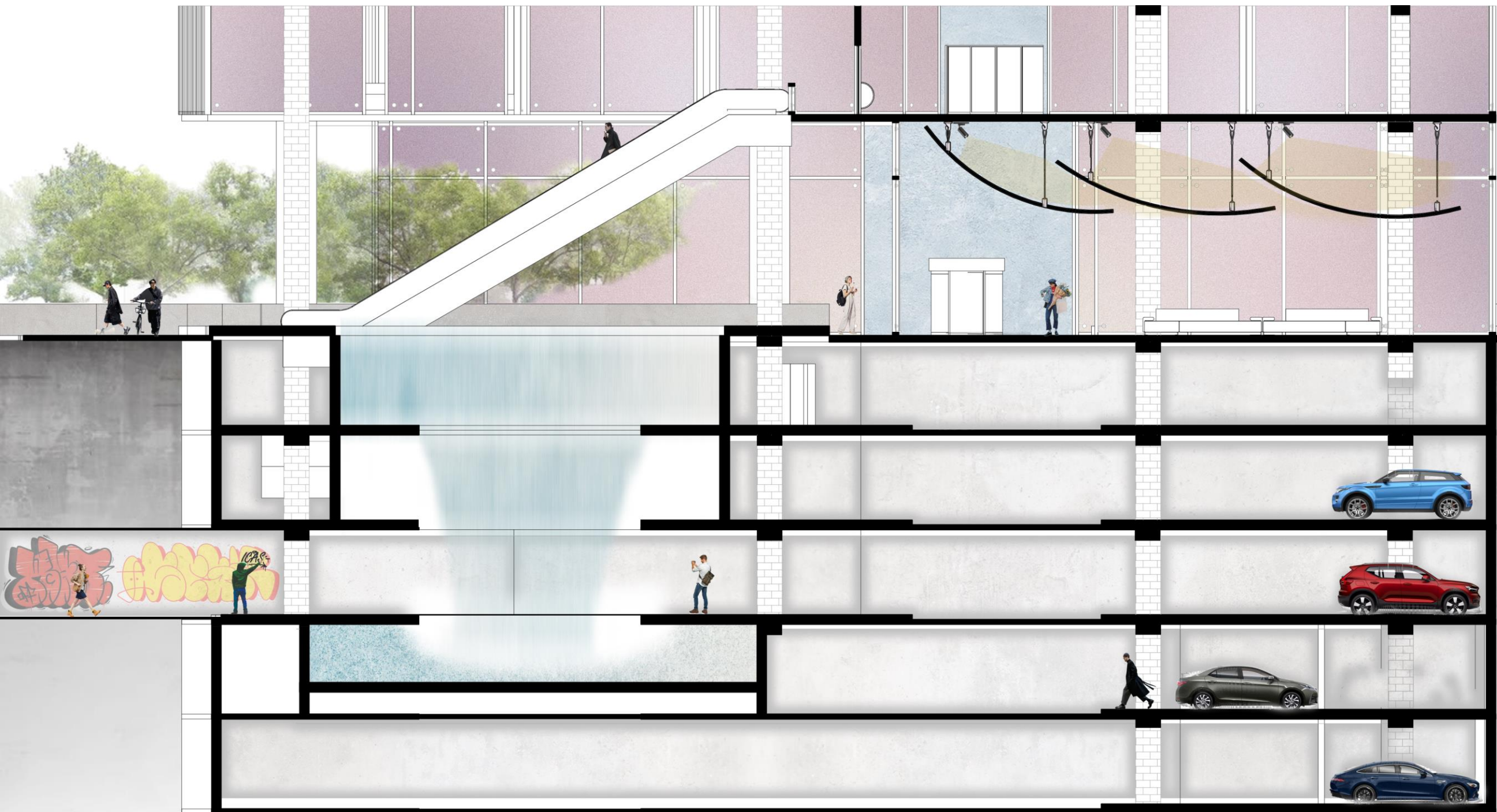
Ventilation shaft (VS)
Intervention shaft (VS)
"cant remove"

RT enhances
cant remove"

ASHTON ASSOCIATES ARCHITECTS



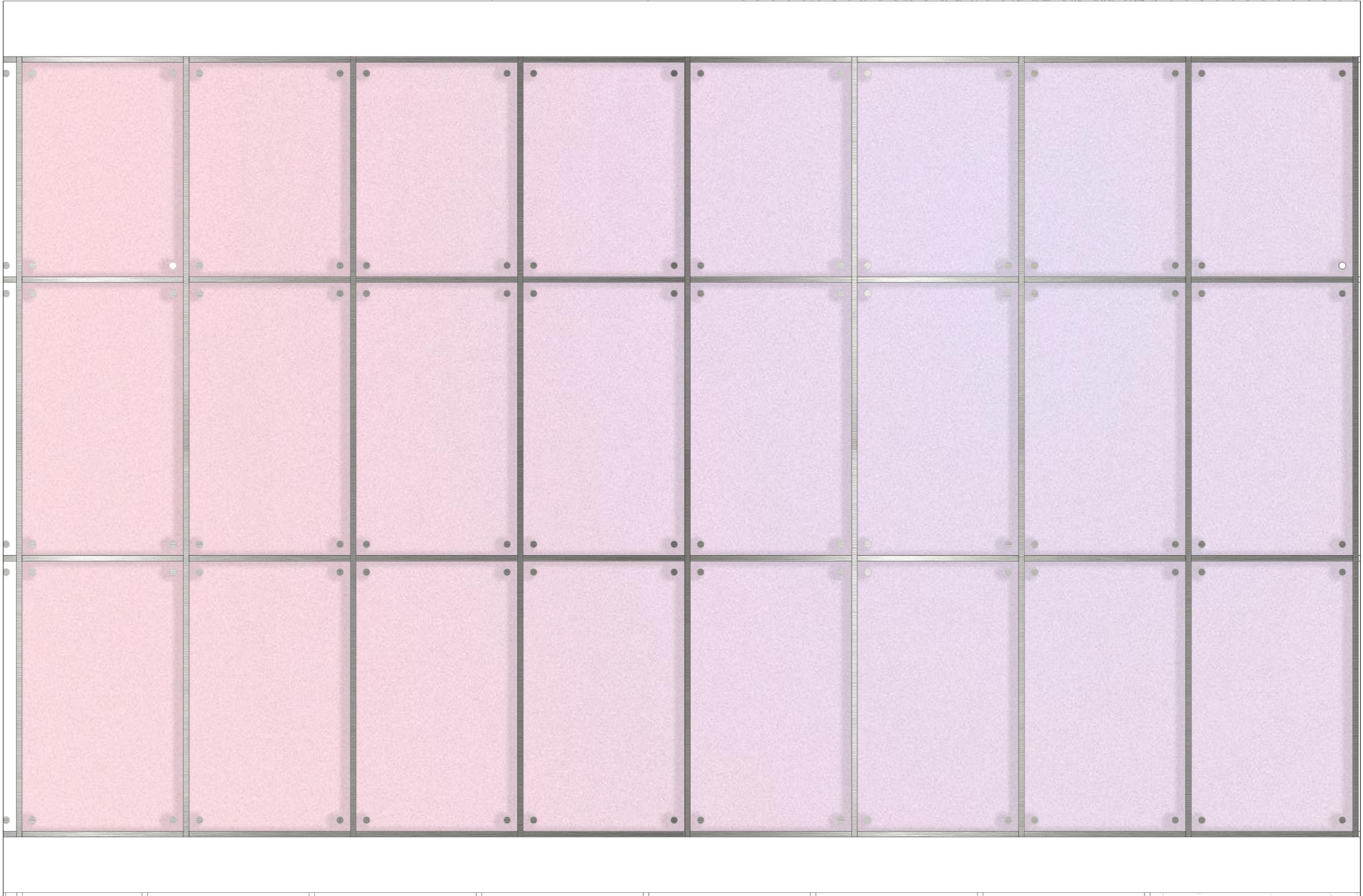
PARKING MRT CONNECTION

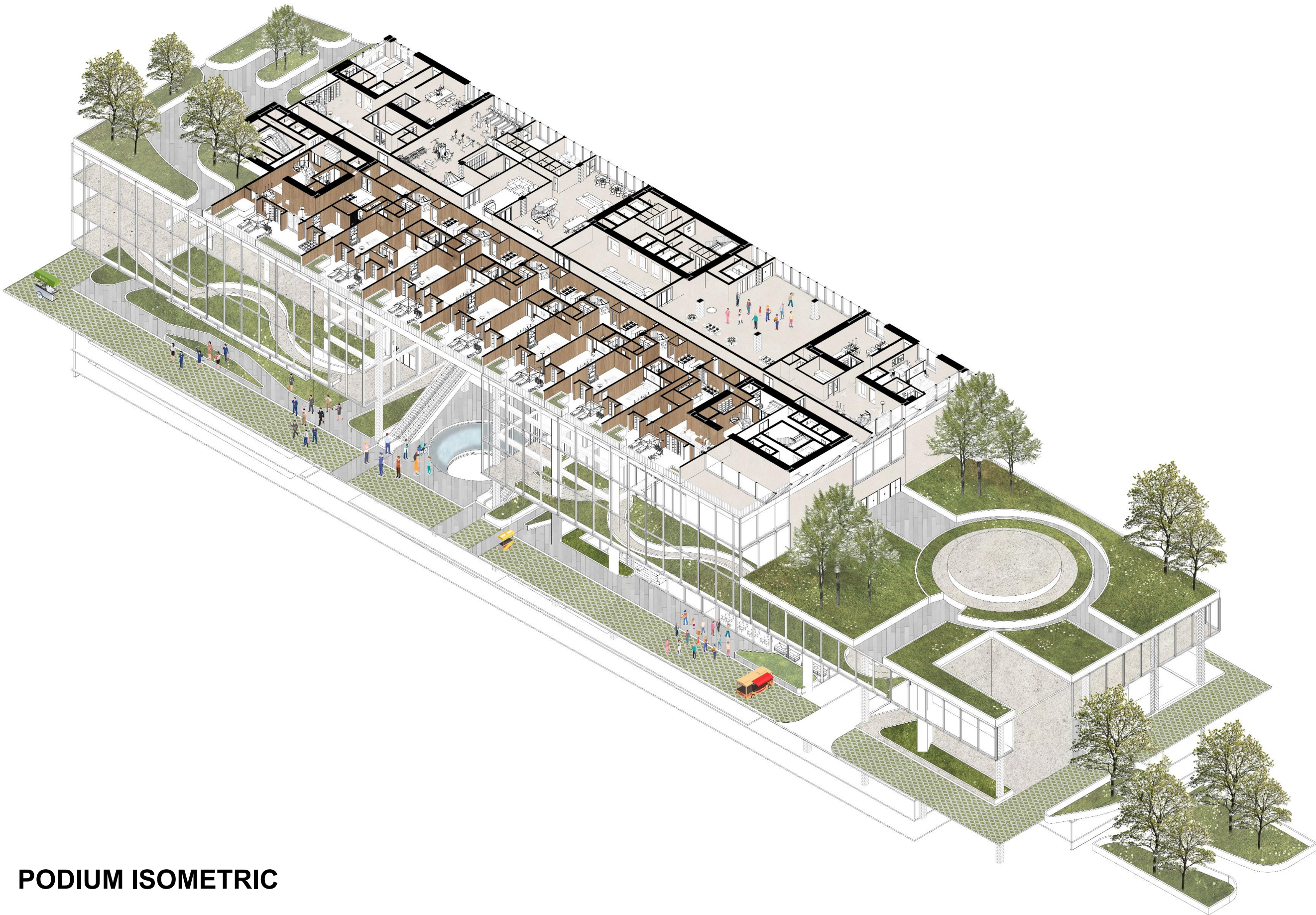


LOBBY/PARKING SECTION

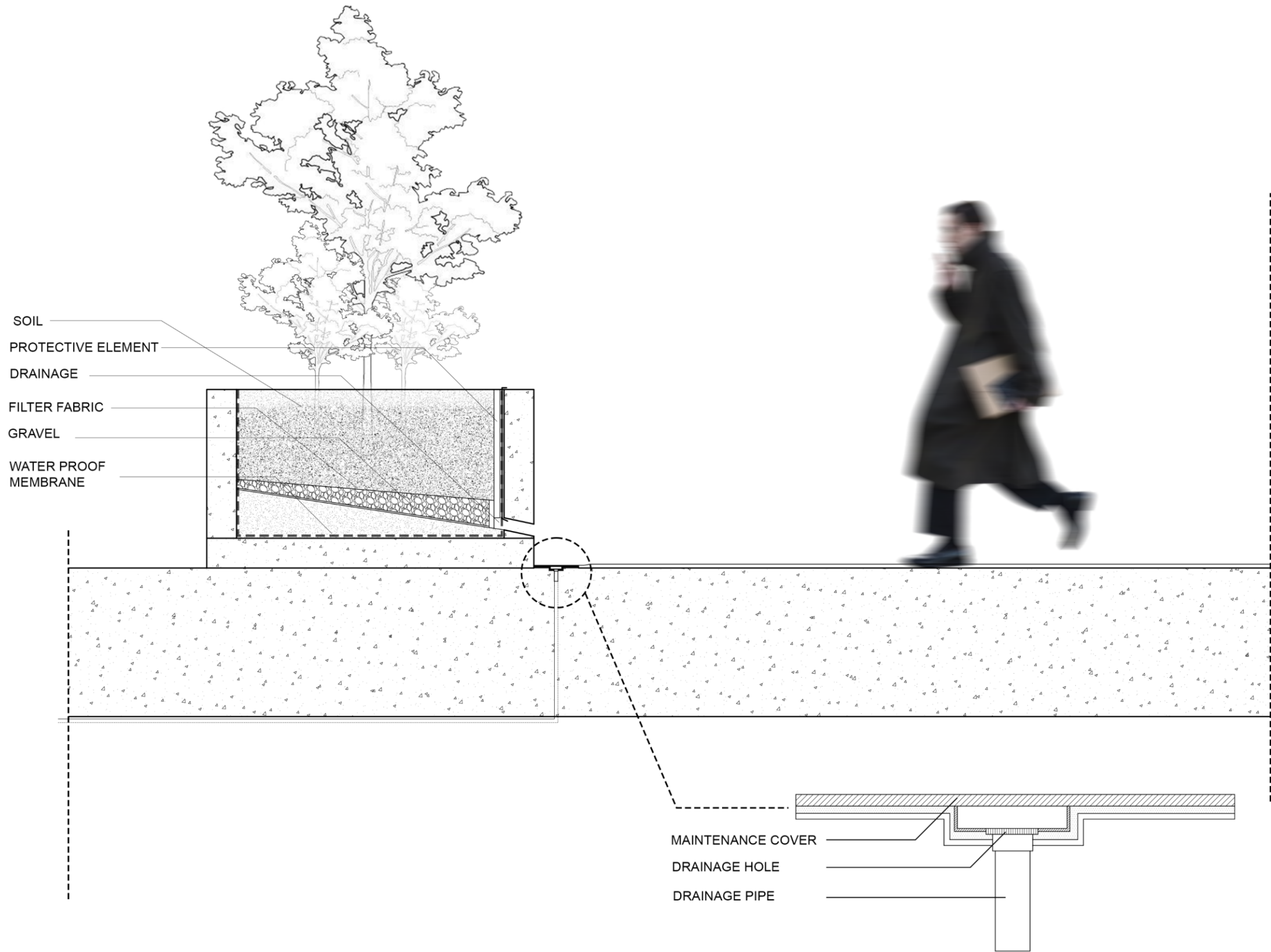


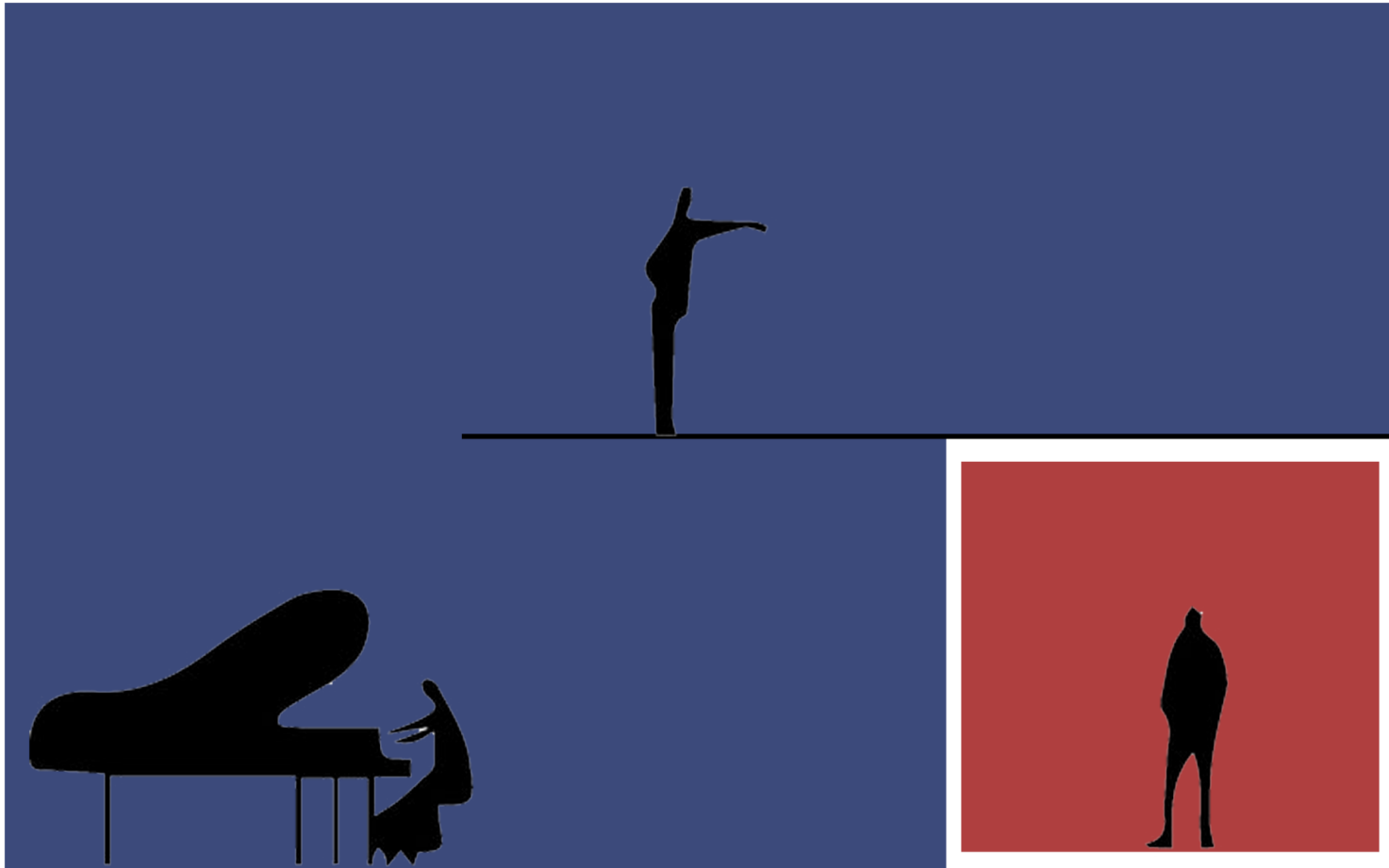
PODIUM SECTION



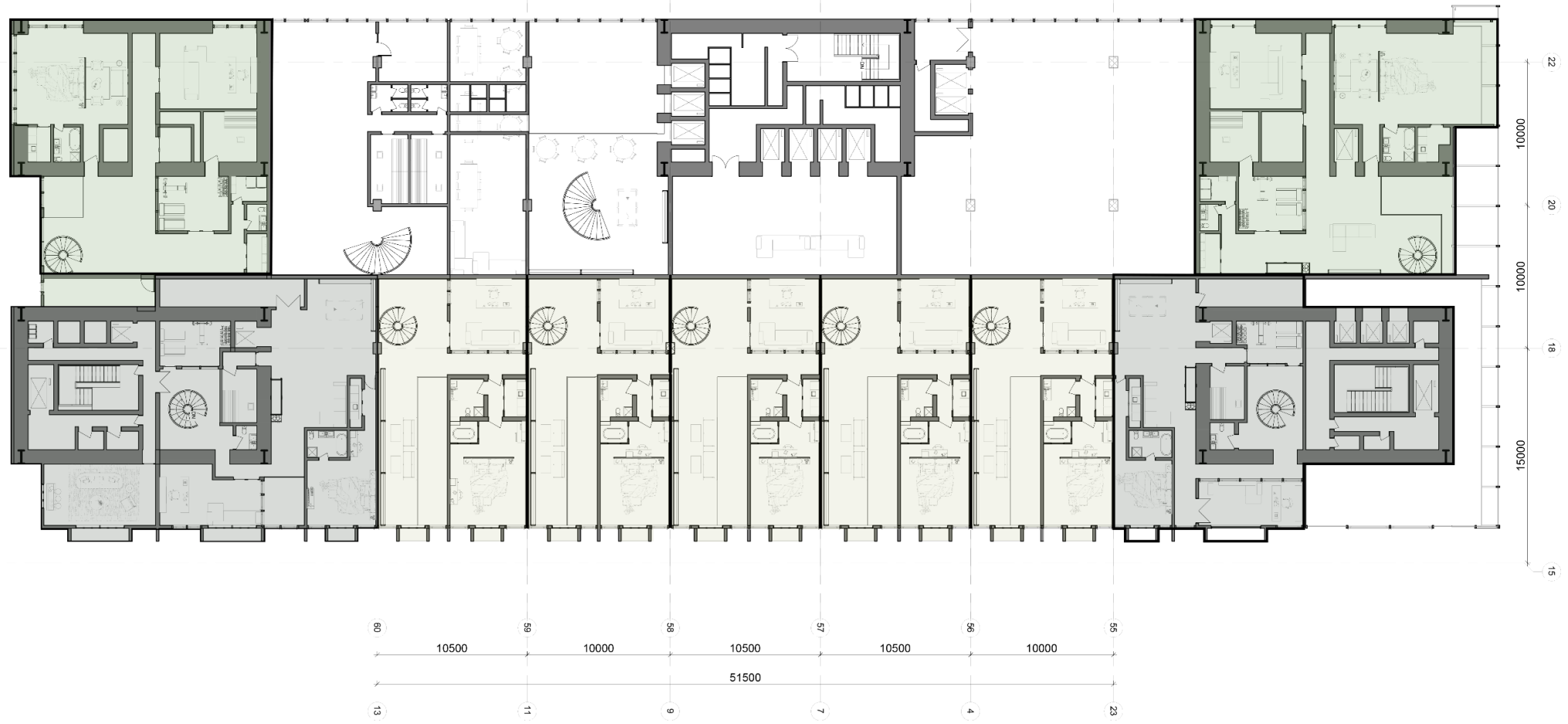
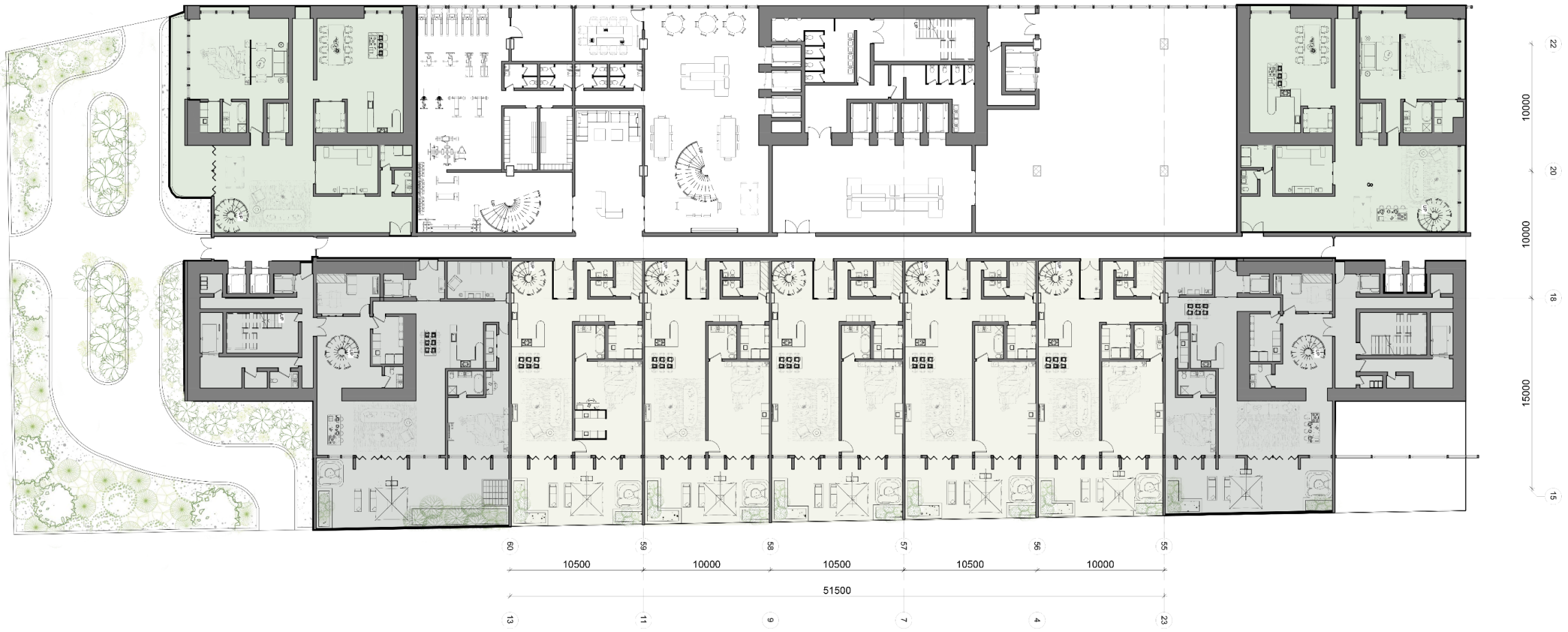


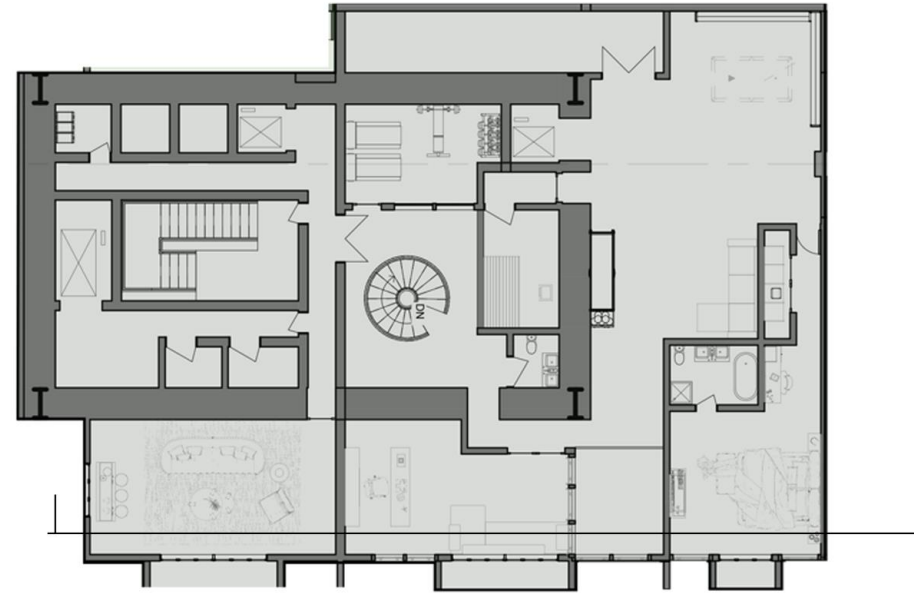
PODIUM ISOMETRIC





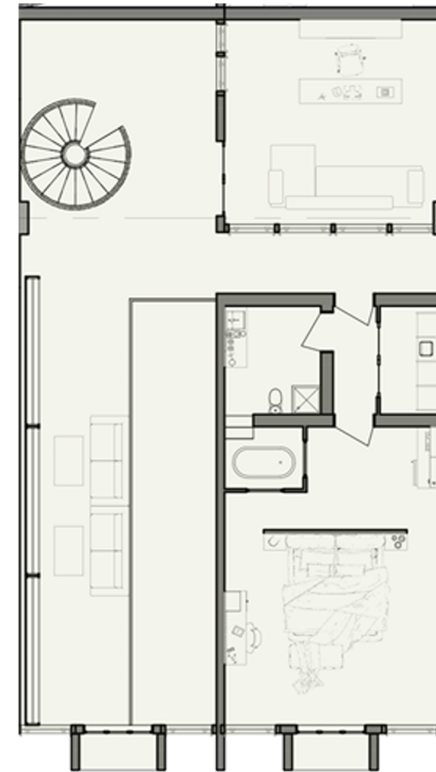
UNITS SECTION DIAGRAM





PENTHOUSE A1 DUPLEX
OVERALL SQM 700SQM





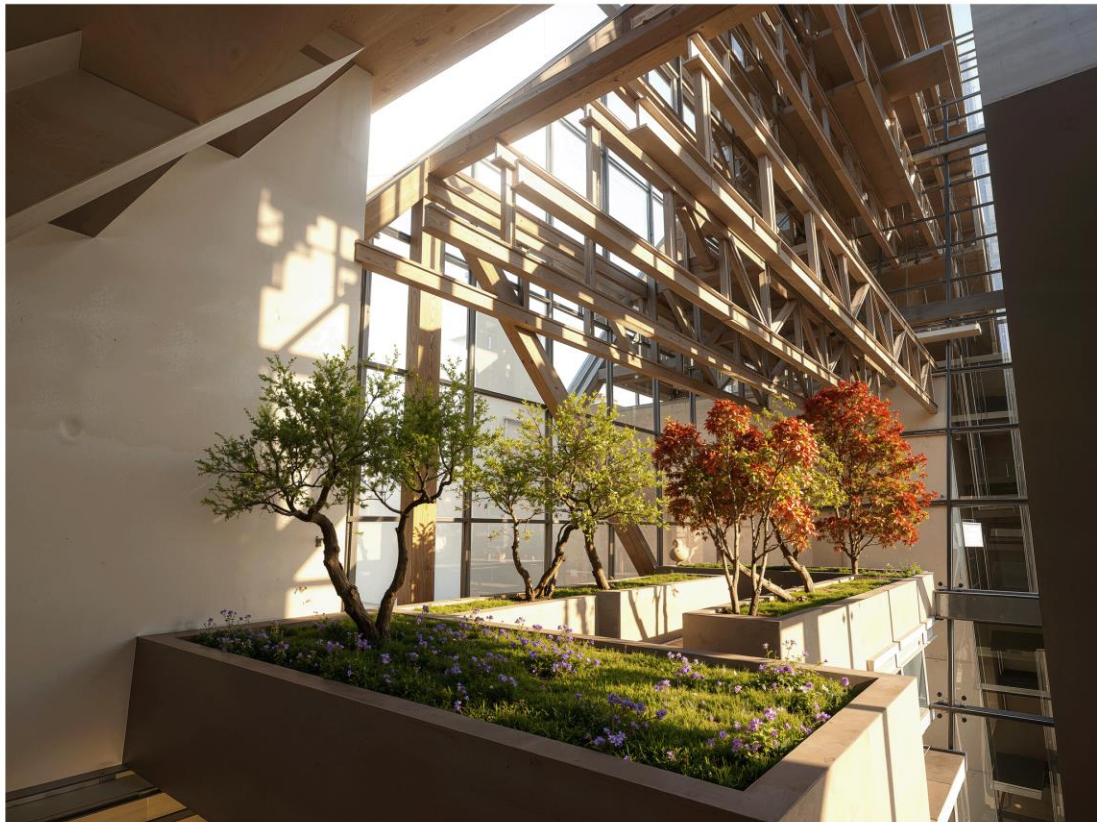
LUXURY DUPLEX
340SQM



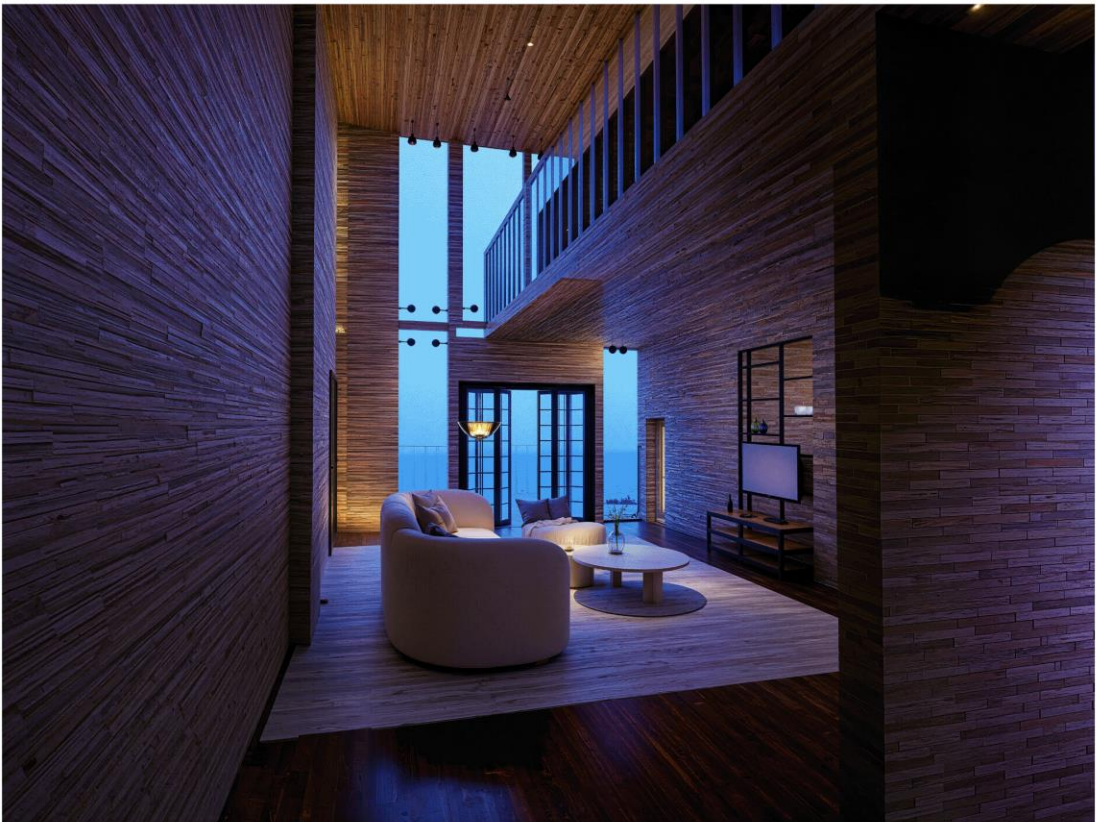








DIAGONALS GARDEN



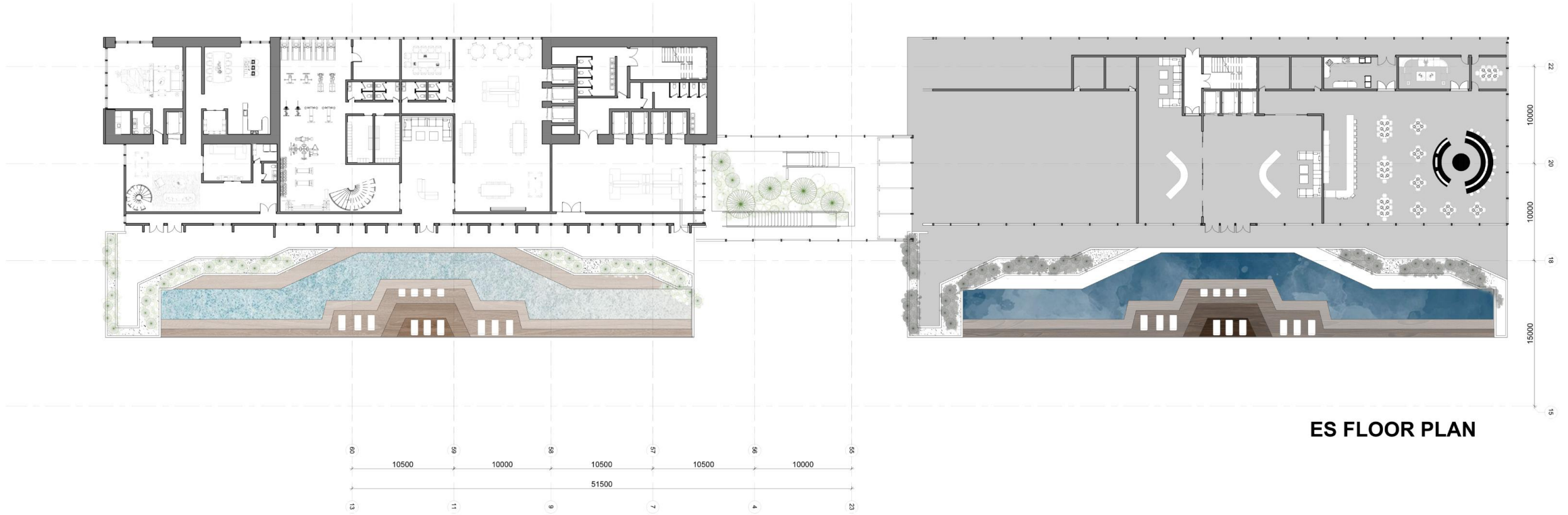
DUPLEX UNIT



PENTHOUSE UNIT



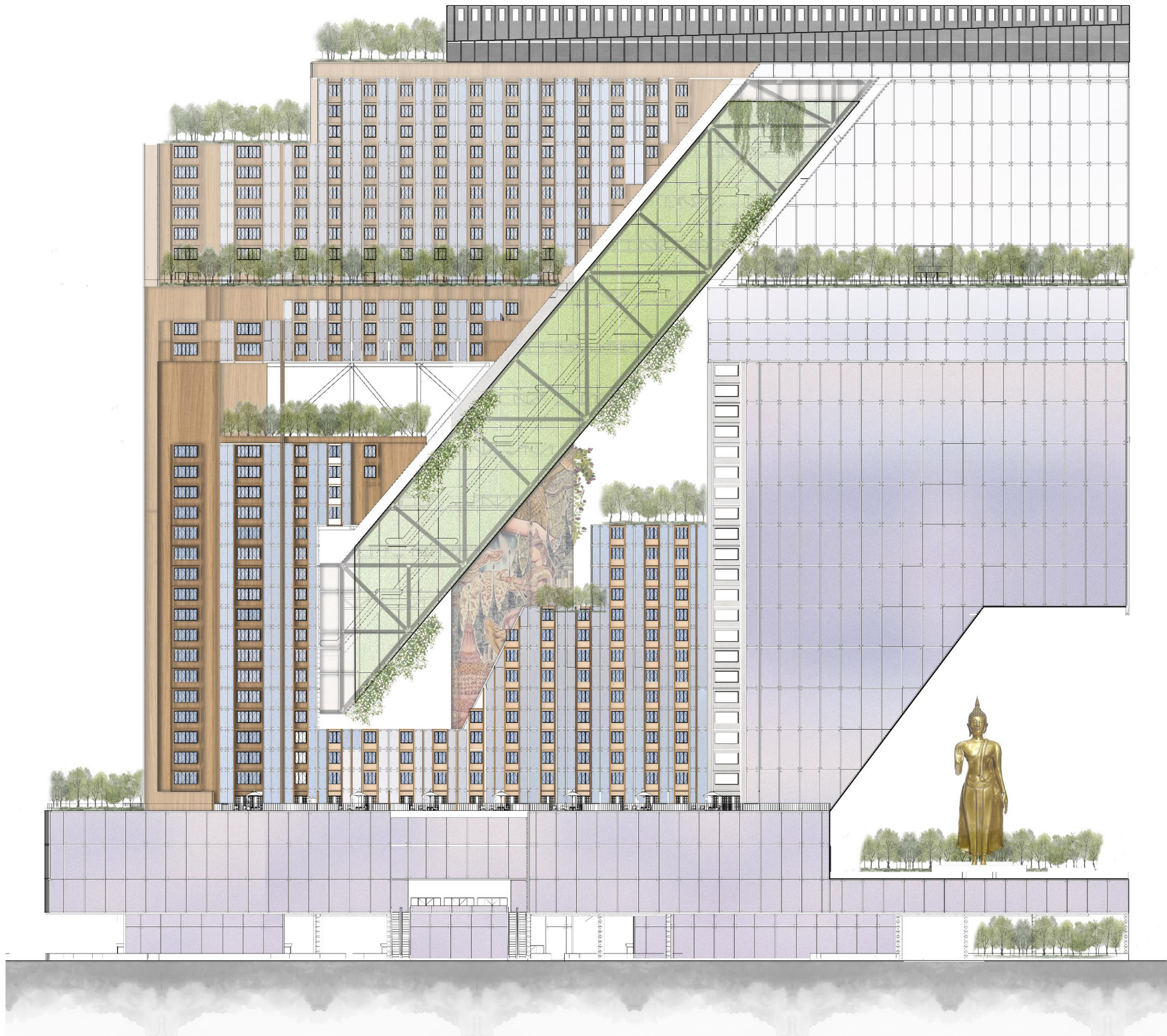
PODIUM GARDEN

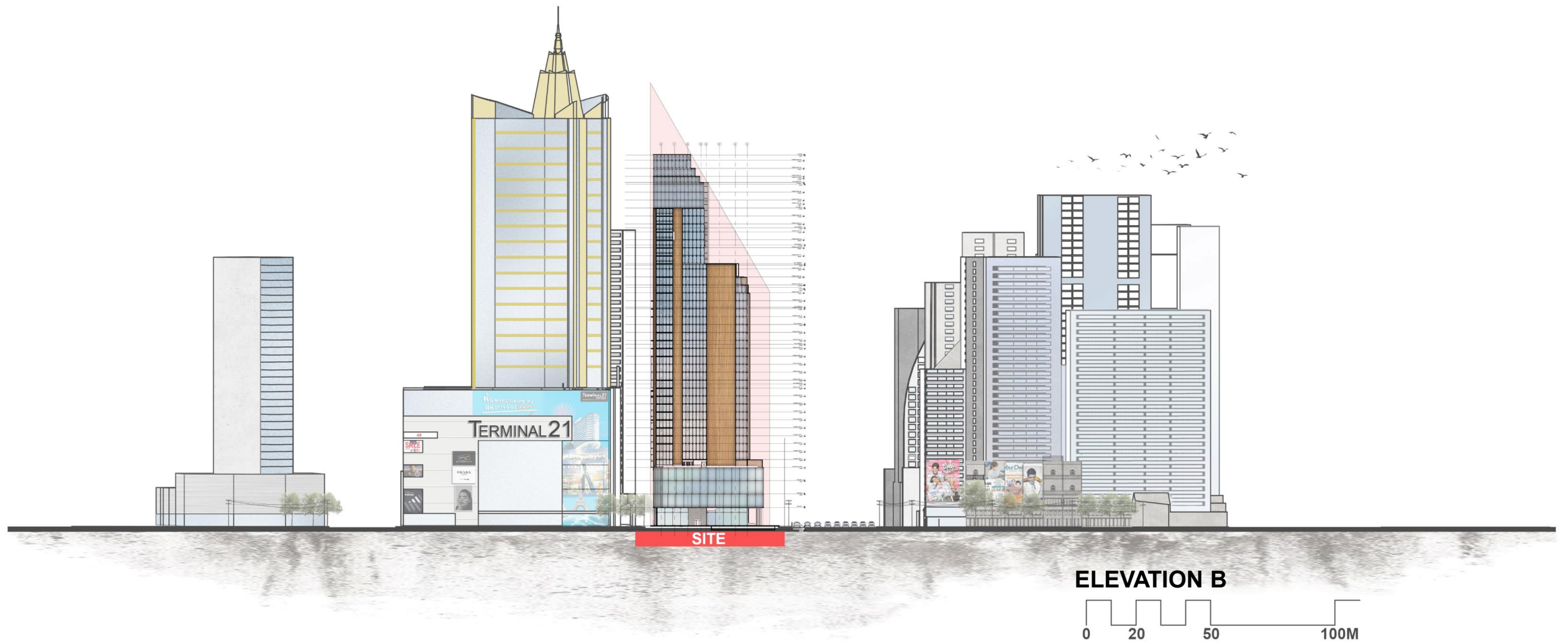


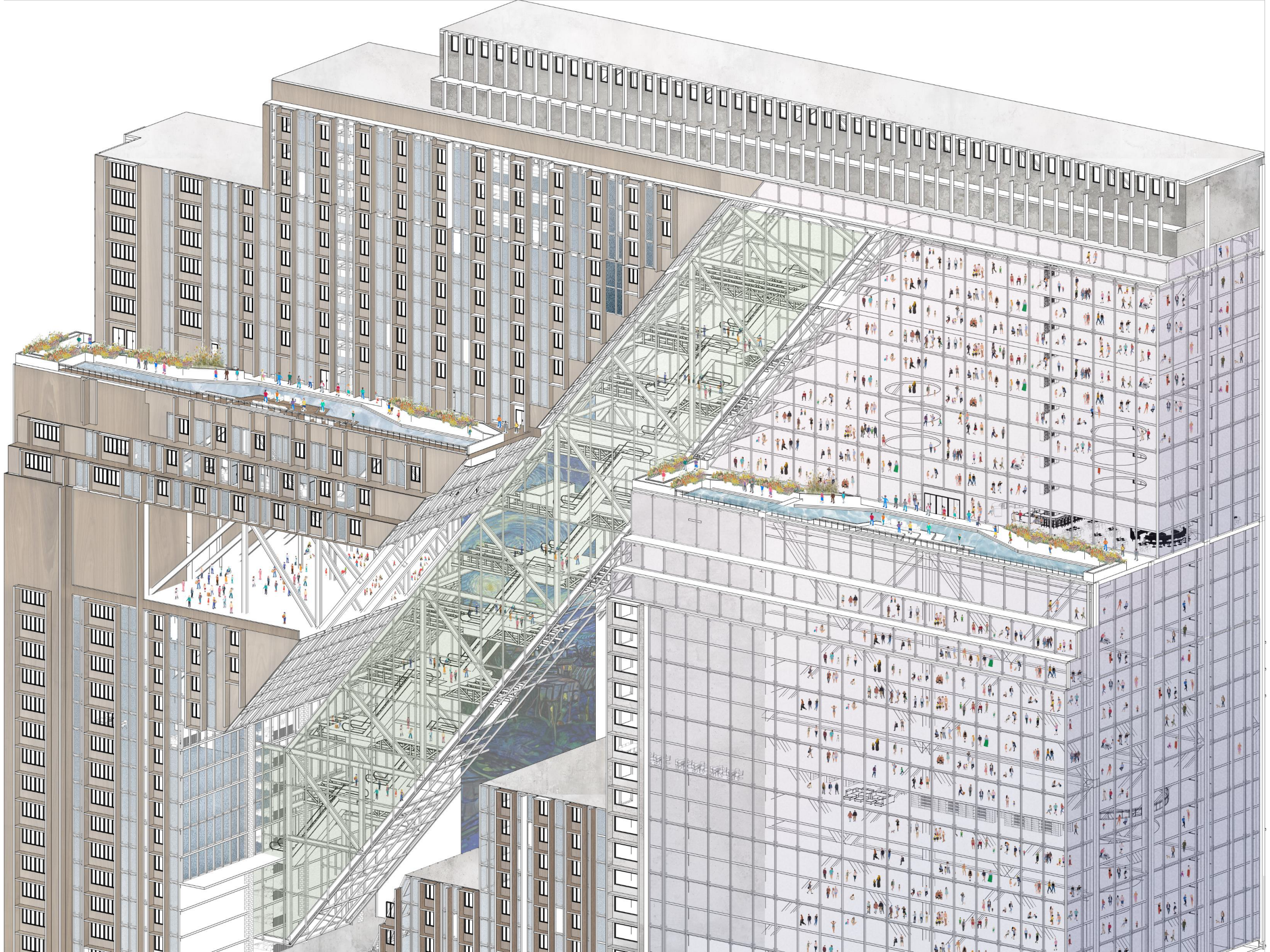
ES FLOOR PLAN

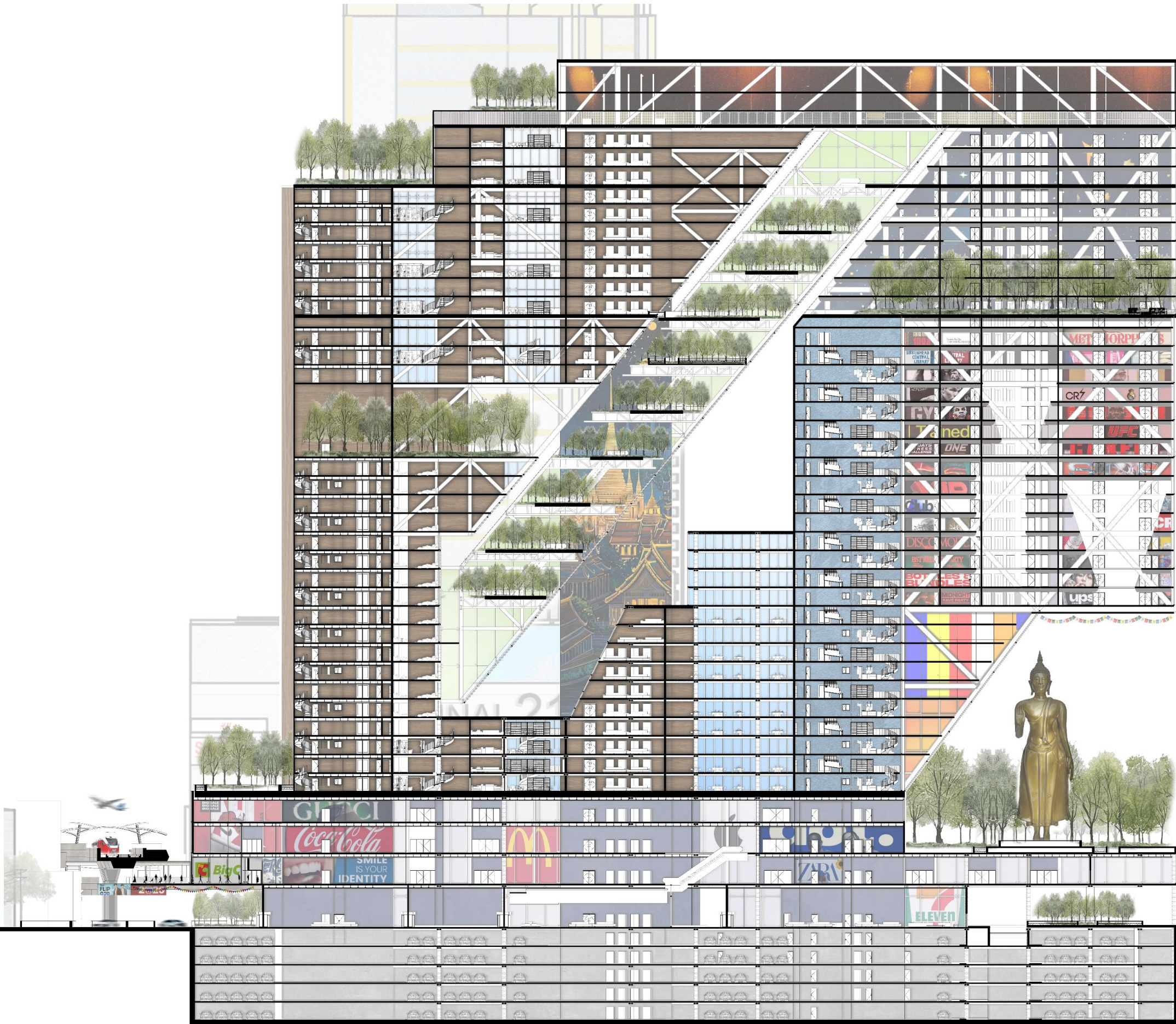


LIBRARY FLOOR PLAN



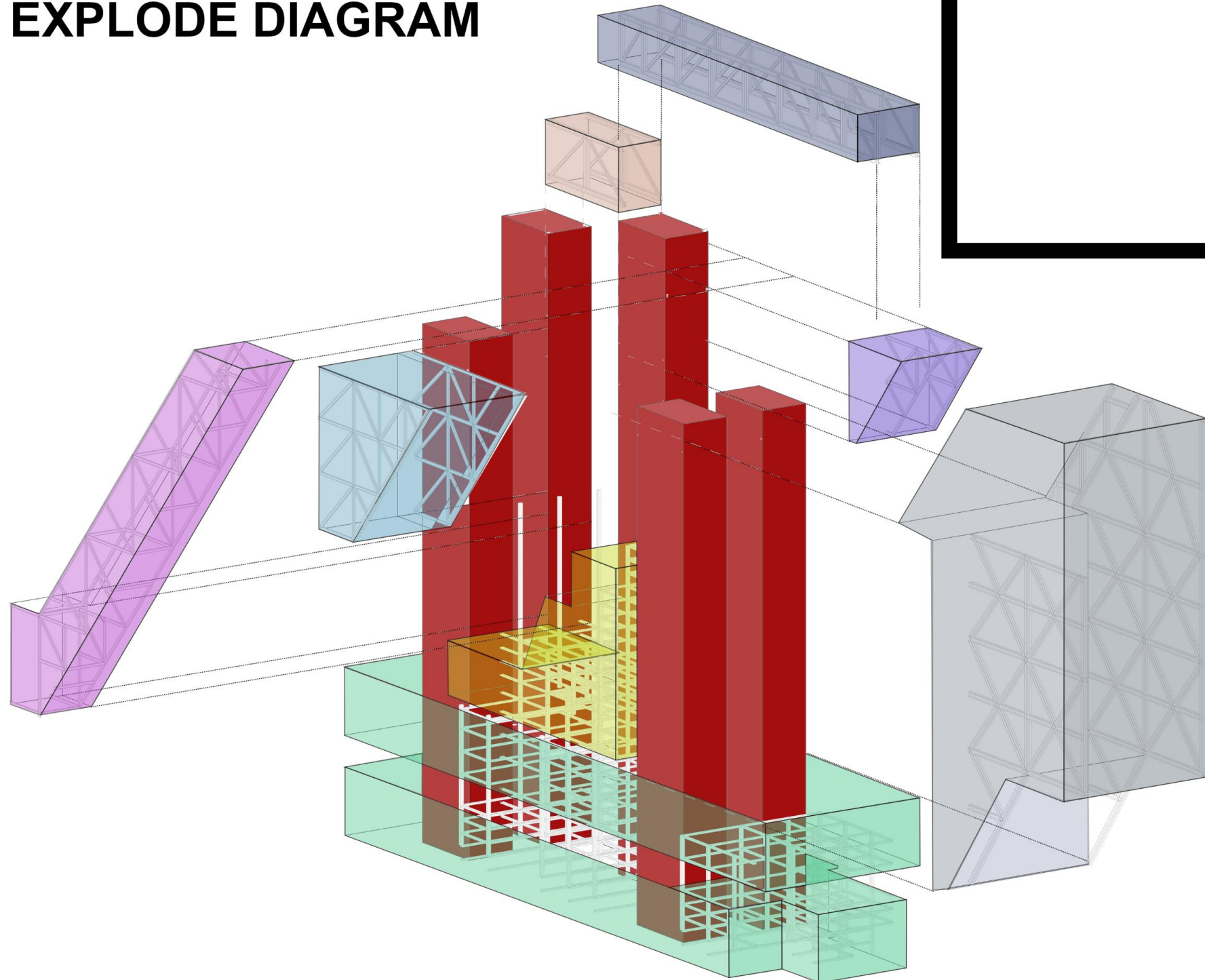



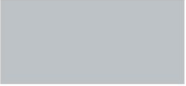





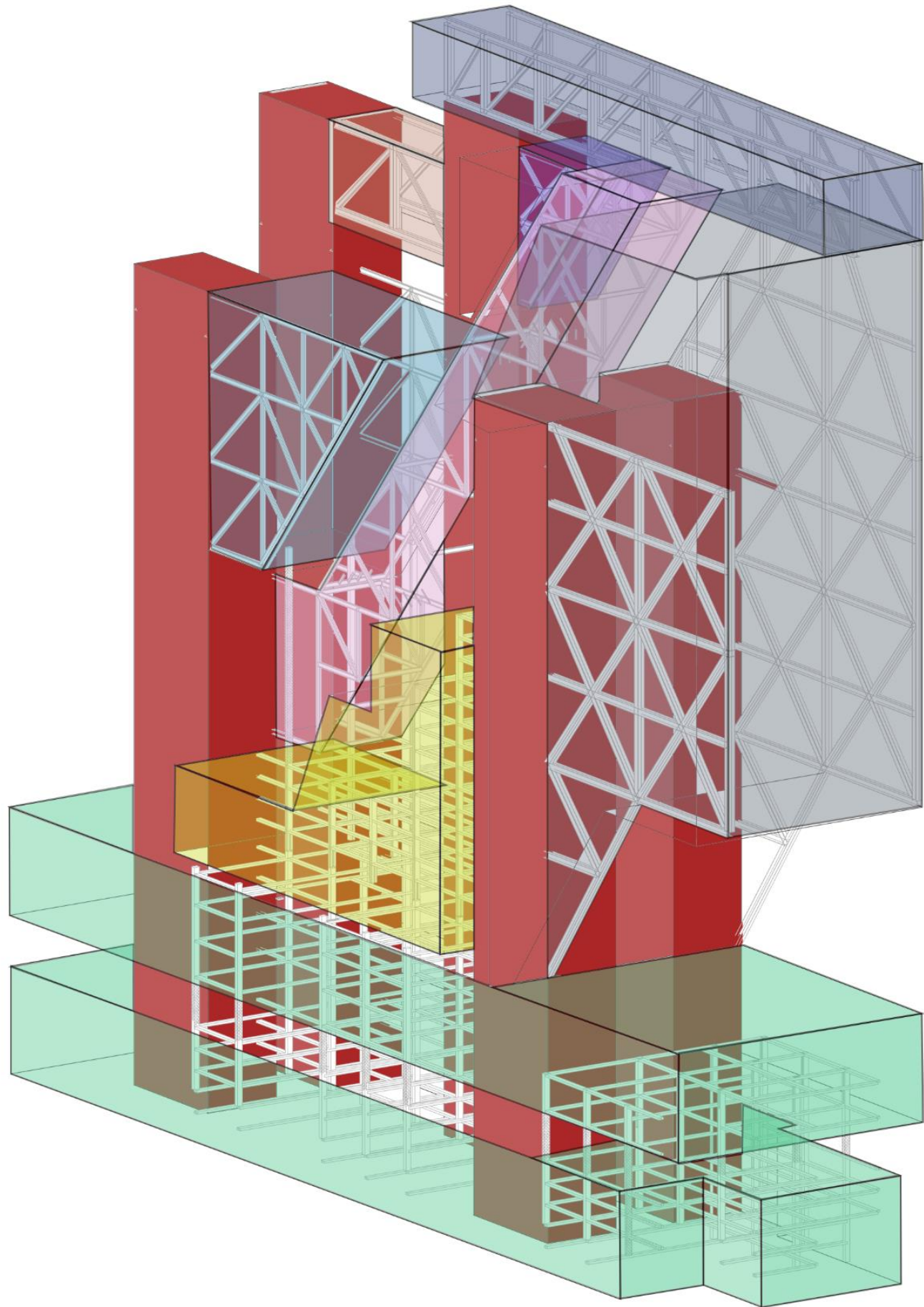


- ROOF
- TOWER LEVEL 24
- TOWER LEVEL 23
- TOWER LEVEL 22
- TOWER LEVEL 21
- TOWER LEVEL 20
- TOWER LEVEL 19
- TOWER LEVEL 18
- TOWER LEVEL 17
- TOWER LEVEL 16
- TOWER LEVEL 15
- TOWER LEVEL 14
- TOWER LEVEL 13
- TOWER LEVEL 12
- TOWER LEVEL 11
- TOWER LEVEL 10
- TOWER LEVEL 9
- TOWER LEVEL 8
- TOWER LEVEL 7
- TOWER LEVEL 6
- TOWER LEVEL 5
- TOWER LEVEL 4
- TOWER LEVEL 3
- TOWER LEVEL 2
- TOWER LEVEL 1
- GROUND FLOOR
- BASEMENT LEVEL 1
- BASEMENT LEVEL 2
- BASEMENT LEVEL 3
- BASEMENT LEVEL 4
- BASEMENT LEVEL 5

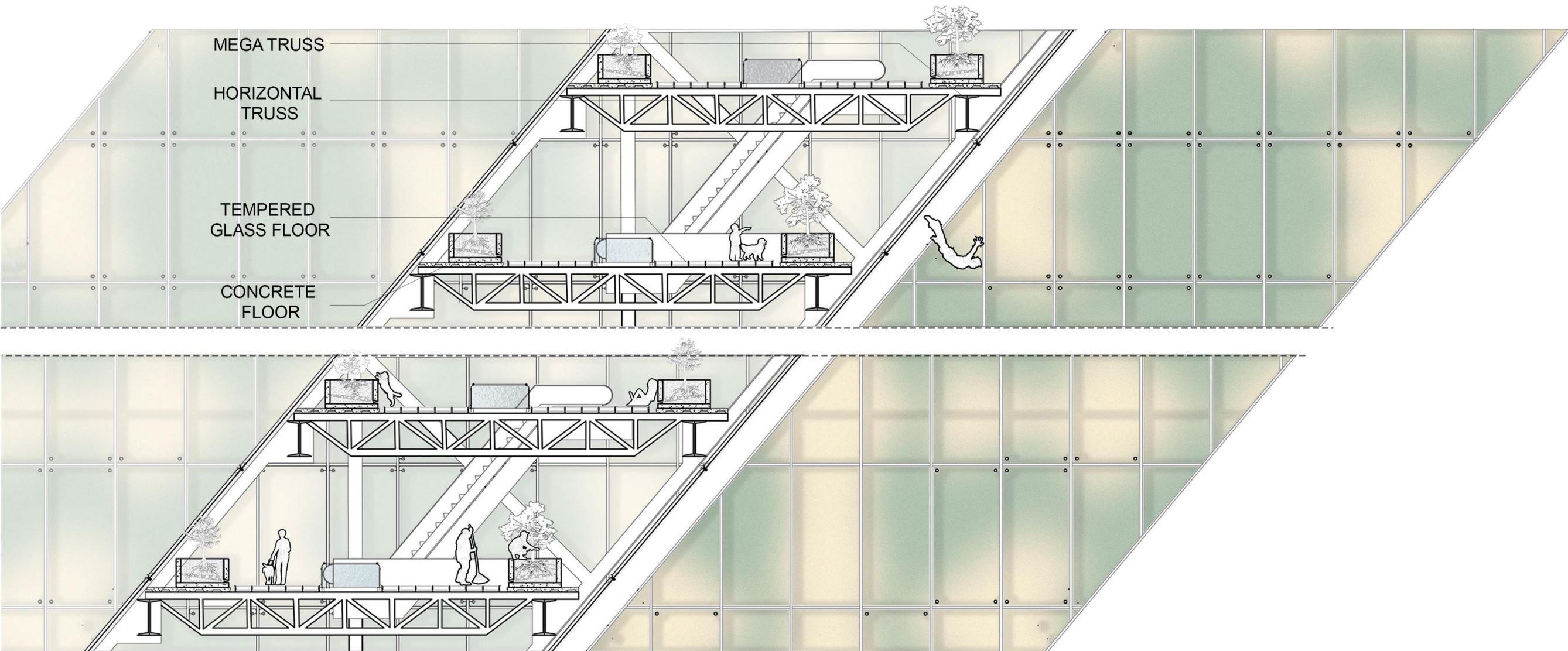
STRUCTURE EXPLODE DIAGRAM



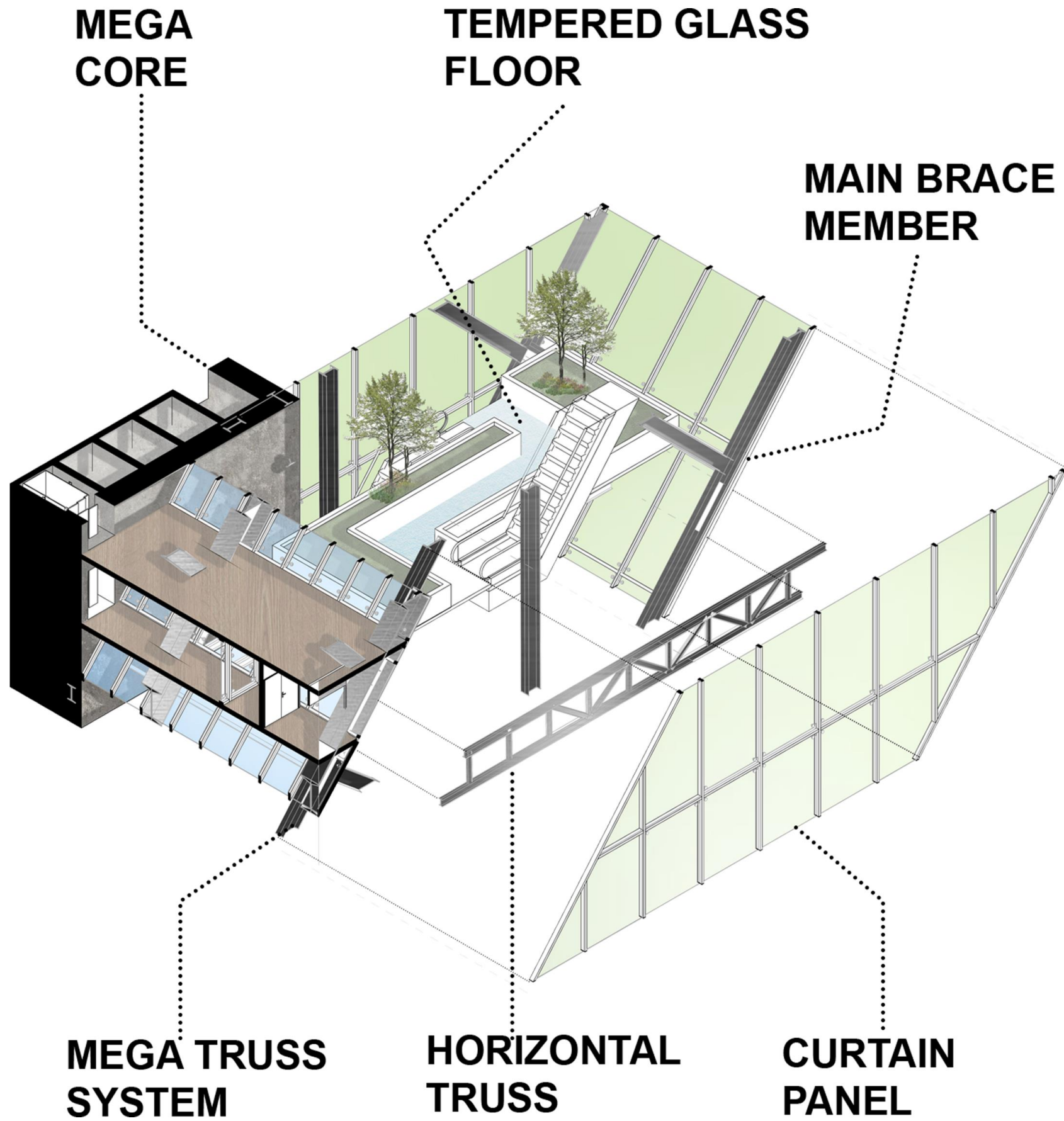
-  MEGA TRUSS SYSTEM
-  BRACE STRUCTURE
-  DIAGONAL TRUSS SYSTEM
-  LEANING BRACE STRUCTURE
-  CONNECTION TRUSS

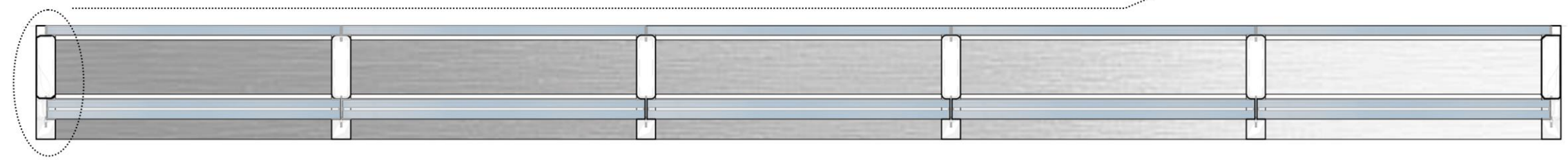
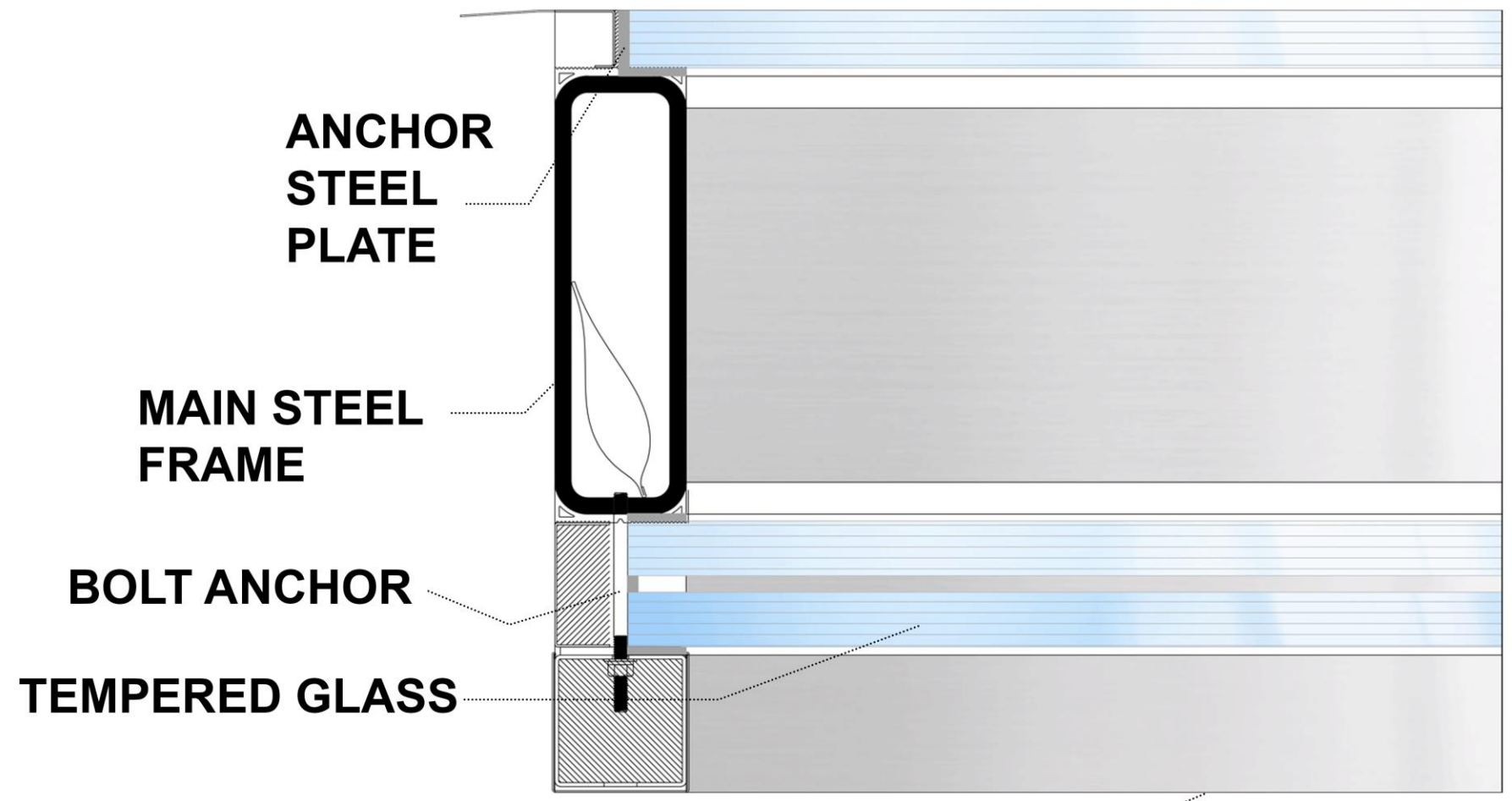






**DIAGONALD PARK
FAÇADE DETAILS**





TEMPERED GLASS DETAILS

CONCRETE FLOOR

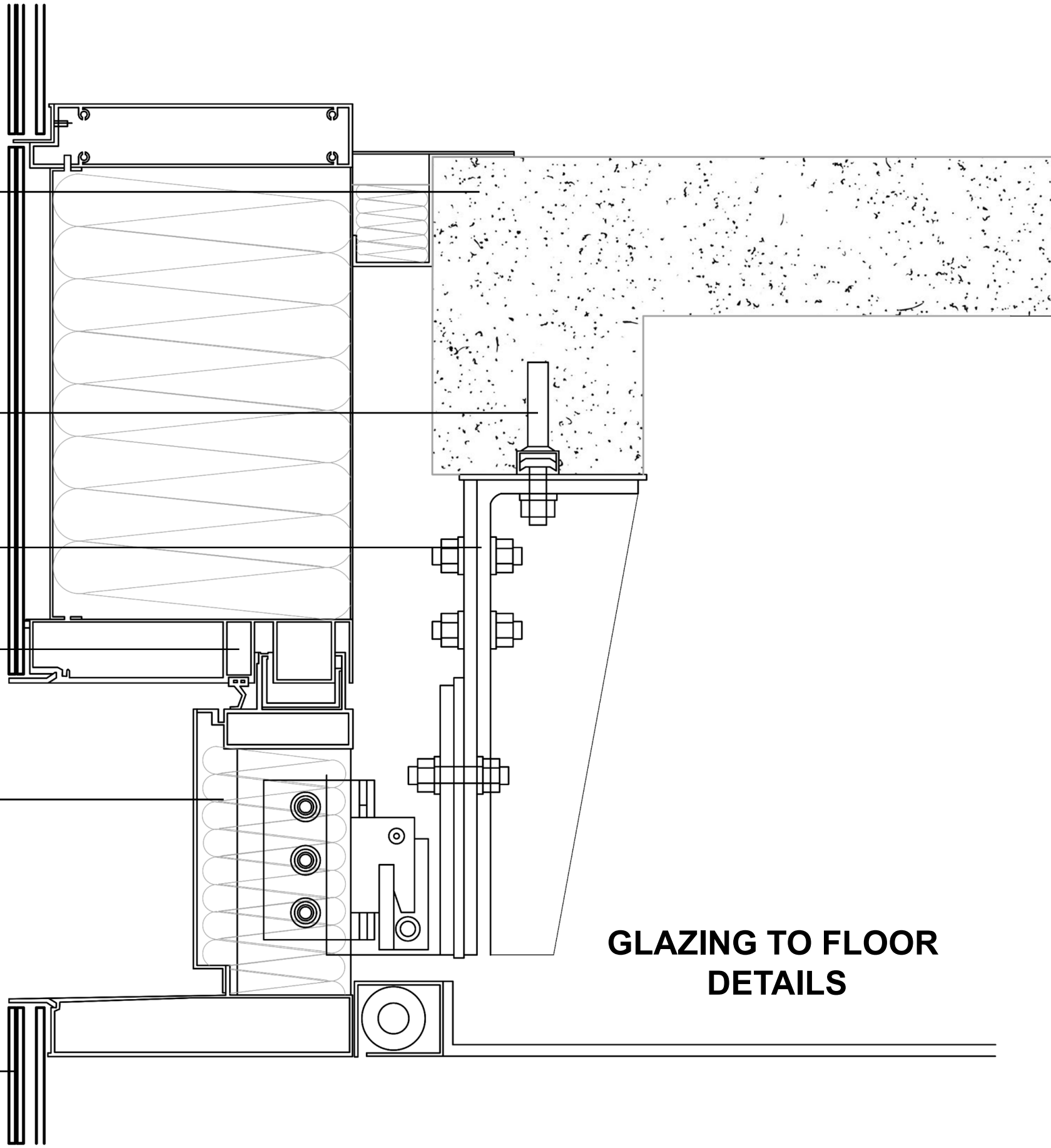
CONNECTION BOLT

SUPPORTING STEEL
PLATE

GLAZING FRAME

INSULATION

EXTERIOR GLASS



**GLAZING TO FLOOR
DETAILS**

CONNECTION BOLT

MAIN FRAME

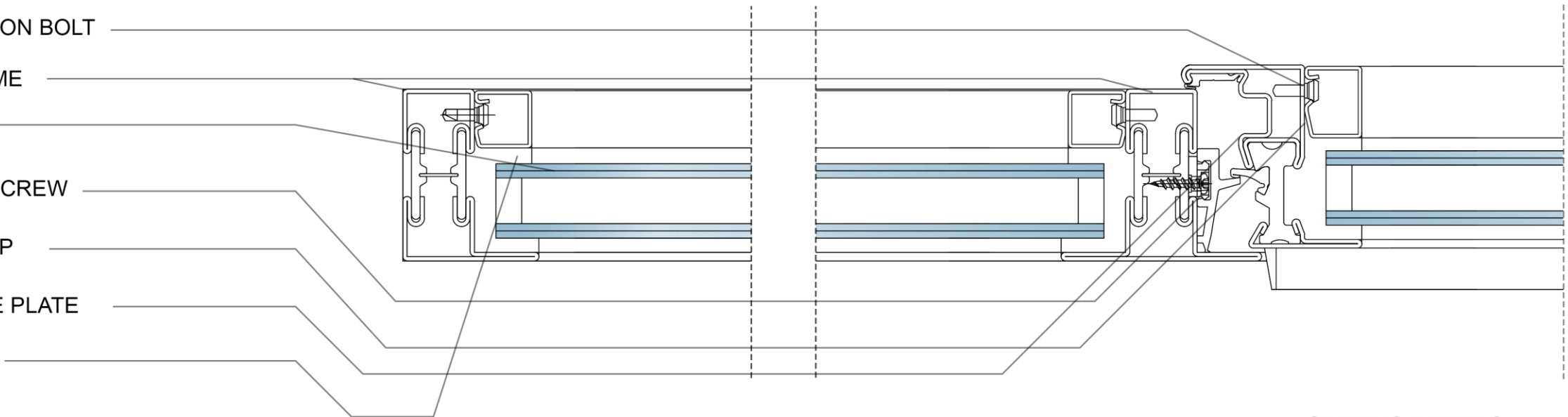
GLASS

TAPPING SCREW

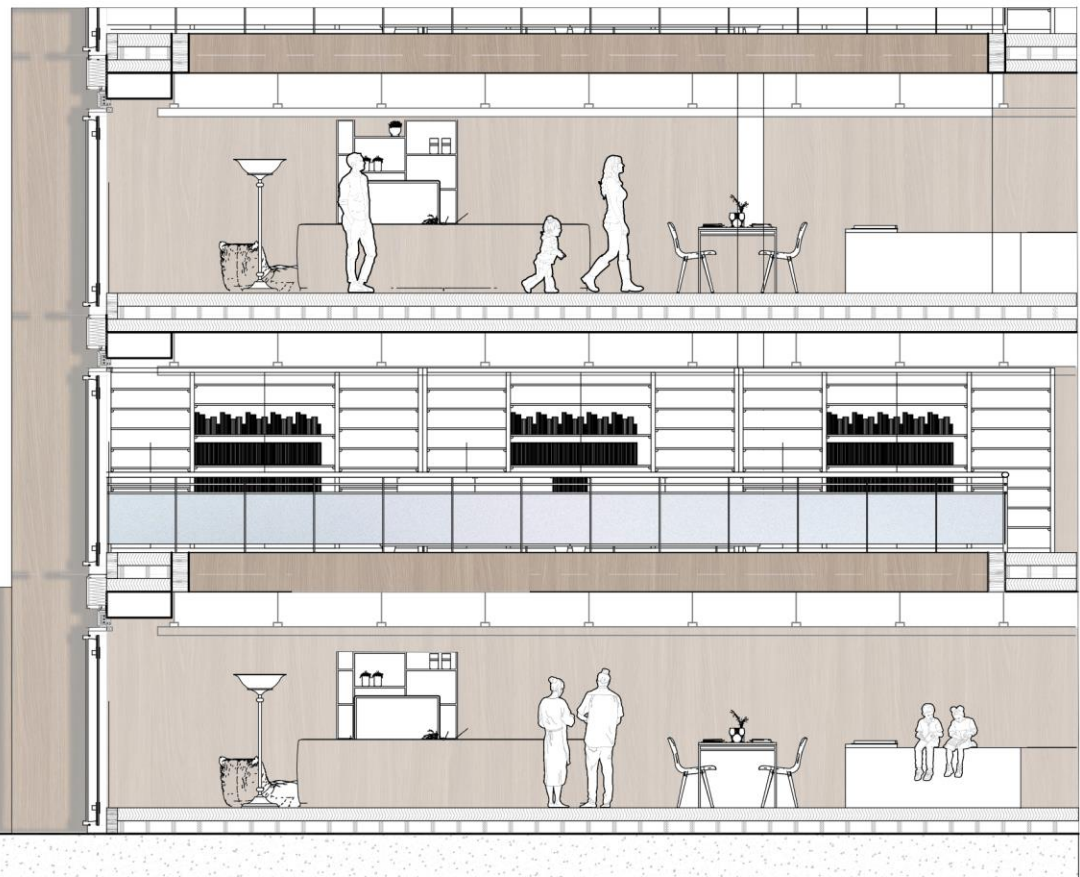
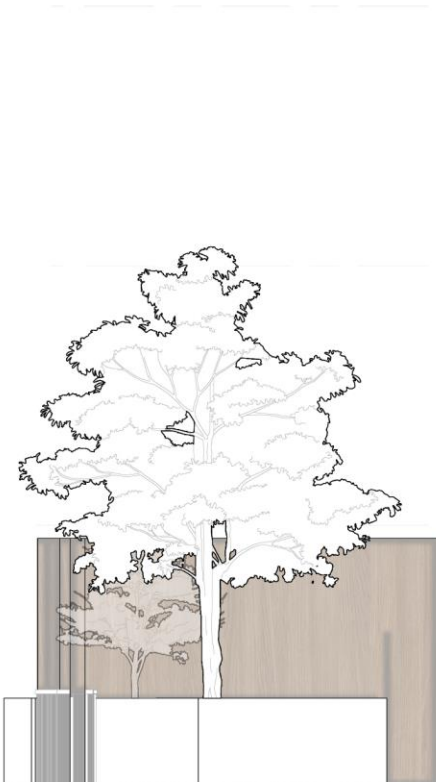
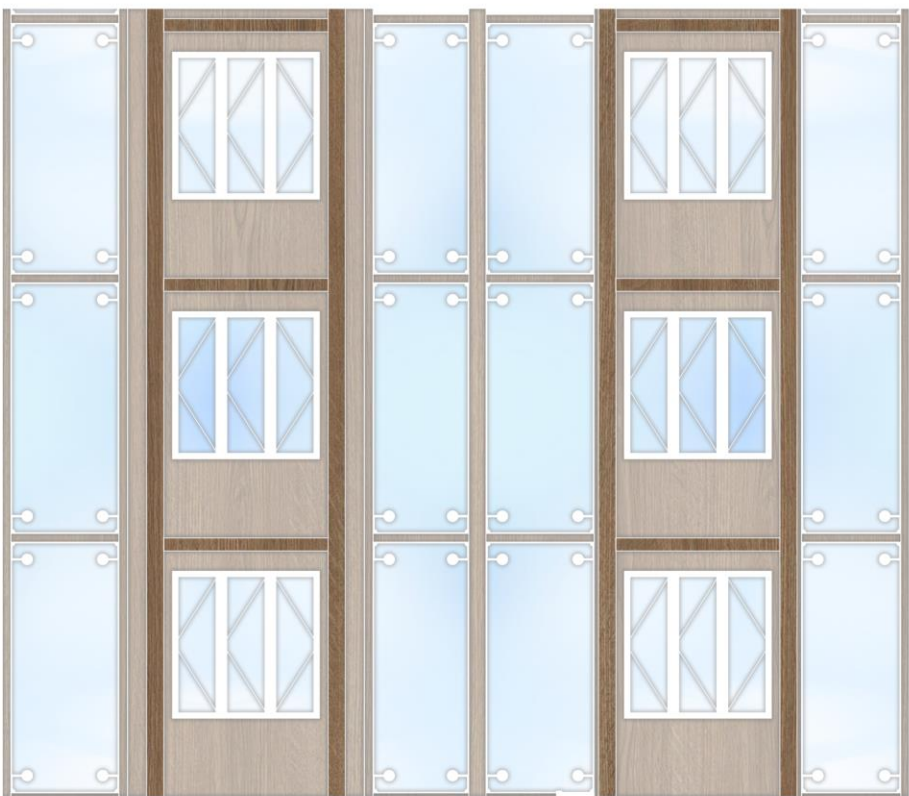
COVER CAP

PRESSURE PLATE

GASKET



GLAZING DETAILS



TOWER LEVEL 3
31000

TOWER LEVEL 2
28000

TOWER LEVEL 1
25000

TRANSITION SLAB
22000

RESIDENTIAL FAÇADE DETAILS













