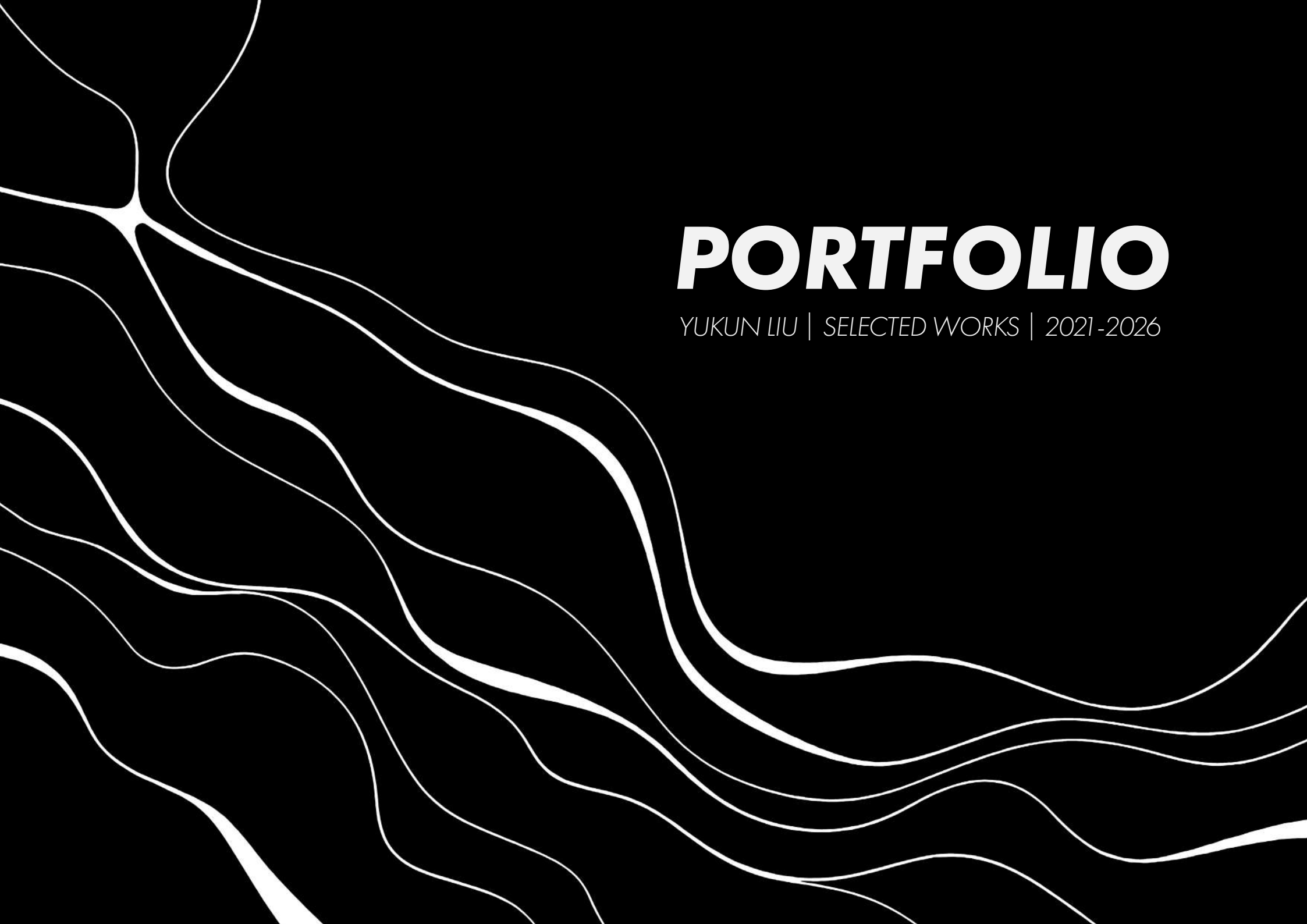


The background of the entire page is black, featuring several thin, white, wavy lines that originate from the left side and flow towards the right. These lines vary in thickness and curvature, creating a sense of movement and depth. The lines are most prominent on the left side and become more sparse towards the right.

PORTFOLIO

YUKUN LIU | *SELECTED WORKS* | 2021-2026

CV

YUKUN LIU

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SOFTWARE SKILLS

Rhinoceros ■■■■■■	AutoCAD ■■■■■■	Illustrator ■■■■■■
Grasshopper ■■■■■■	UE5 ■■■■■■	Indesign ■■■■■■
SketchUp ■■■■■■	Photoshop ■■■■■■	Premiere ■■■■■■
Blender ■■■■■■	D5 Render ■■■■■■	After Effect ■■■■■■
Lumion ■■■■■■	V-Ray ■■■■■■	AIGC ■■■■■■

WORK EXPERIENCE

STUDIO JO COOK Manchester, UK Computational Design Leader	Oct 2024 - Aug 2025
URBANUS Shenzhen, China Intern Architect	Mar 2024 - Jun 2024
Fuzhou Huilong Construction Engineering Management Co., Ltd. Fujian, China Designer Assistant	Jun 2023 - Dec 2023
University of Fuzhou Architectural Planning and Design Research Institute Co. Fujian, China Designer Assistant	Jun 2022 - Sep 2022

EDUCATION

Manchester School of Architecture Manchester, UK Master of Architecture	Sep 2024 - Jun 2026
University of Liverpool Liverpool, UK Bachelor of Arts with Honours in Architecture	Sep 2021 - Jun 2023
Xi'an Jiaotong-Liverpool University Jiangsu, China Bachelor of Engineering in Architecture	Sep 2024 - Jun 2026

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XL 01



NEW ARK

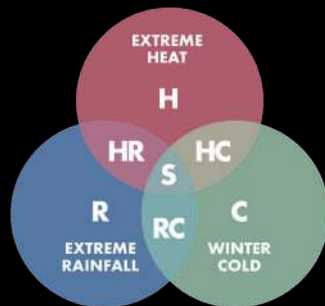
Manchester, UK | 2025-2026 | Individual Work | Academic Study

Computational Design for a Climate-Resilient Future City

New Ark explores how computational design methodologies can support climate-resilient urban design under climate change. Located in Trafford Park, Greater Manchester, the project proposes a residential-led mixed-use district for 2030 and beyond, responding to future risks of **Extreme Heat**, **Extreme Rainfall**, and prolonged **Winter Cold**.

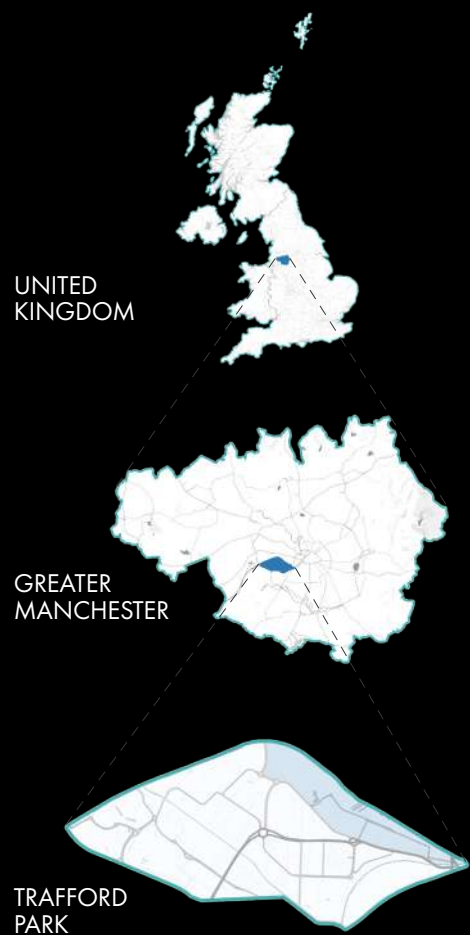
Using parametric modelling, iterative urban testing, and scenario-based evaluation, the project develops adaptive strategies across urban planning, landscape systems, and architectural form.

The project aims to improve Trafford Park's adaptive capacity while creating a new urban identity connected to the wider city. By reducing heat exposure, managing rainfall and flood risk, softening winter climate impacts, and supporting more comfortable public spaces, New Ark proposes a more sustainable, resilient, and liveable model for future urban communities.





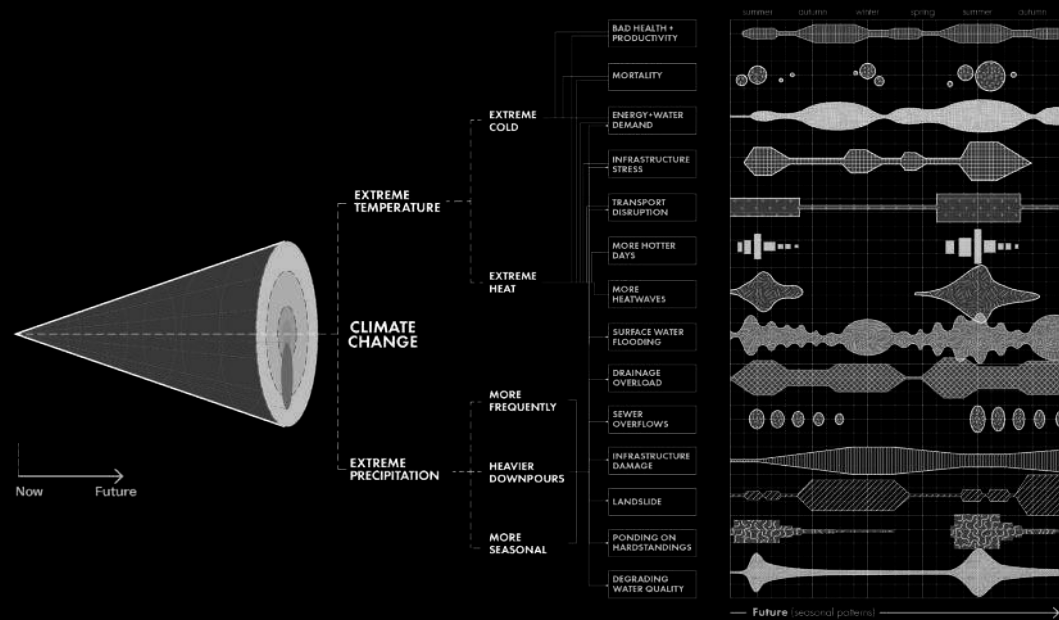
SITE CONTEXT



Trafford Park is located in the Metropolitan Borough of Trafford, Greater Manchester, about 5.5 km south-west of Manchester city centre. Bounded by the Manchester Ship Canal and the Bridgewater Canal, it forms an almost island-like industrial estate covering around 12 km². It is widely recognised as the world's first planned industrial estate, with key landmarks such as Old Trafford Stadium and the Trafford Centre located nearby.

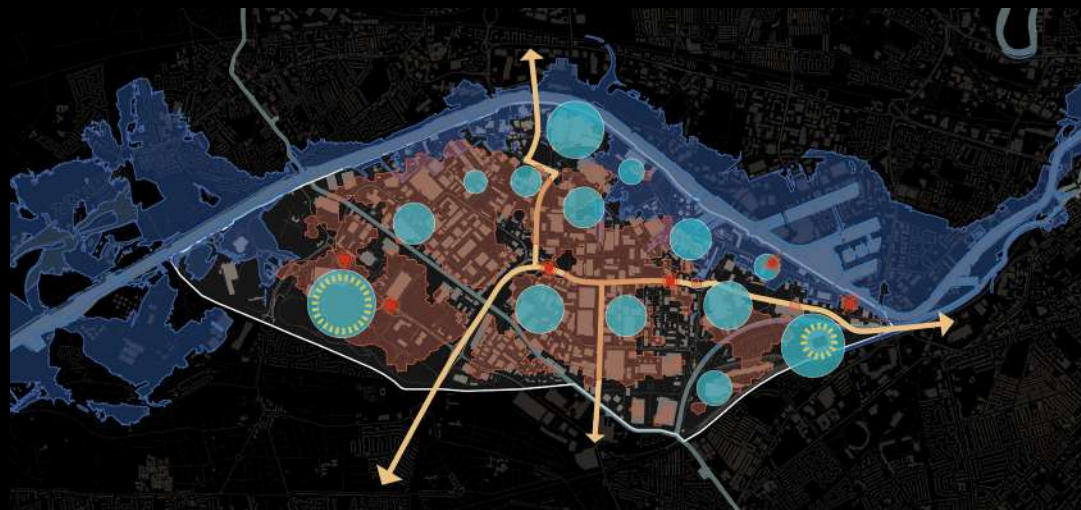
PROJECTED CLIMATE RISK PATTERNS

Using the Generic Foresight Process Framework and the RCP8.5 scenario, this diagram projects future climate risks for the site. It shows how extreme heat, extreme rainfall, and winter cold may appear as seasonal patterns, triggering different levels of risk across the year. These risks are likely to affect public comfort, health, resilience, and daily urban life, with their severity increasing over time.



CLIMATE RISK MAPPING

The mapping shows the key destinations and climate risk zones across Trafford Park. High heat-risk areas cover much of the site, canal-edge zones are exposed to fluvial flood risk, and surface water flood hotspots are scattered across the area. Daily activity is mainly concentrated around the Trafford Centre and Old Trafford Stadium.



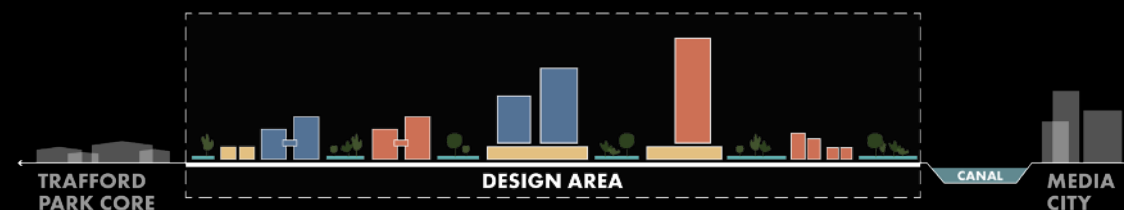
- Primary Road Network
- Key Public Transport Nodes
- Fluvial Flood-Risk Areas
- High Heat-Risk Areas
- Surface Water Flood Hotspots
- Event Cluster Zones

COMPUTATIONAL ALLOCATION METHOD

The allocation rules are developed by linking the Pattern Dictionary with site-specific functional analysis.

The Pattern Dictionary first extracts climate-resilient spatial patterns from urban case studies and recombines them into a set of design languages. These design languages are then adapted to the site's functional needs, climate risks, access routes, and spatial hierarchy, forming typologies that can be used within the computational design process. In the iteration process, these typologies become allocation rules, guiding where each type can be placed and how different urban functions are distributed across the site.

INITIAL FUNCTION ALLOCATION



AREA ZONING

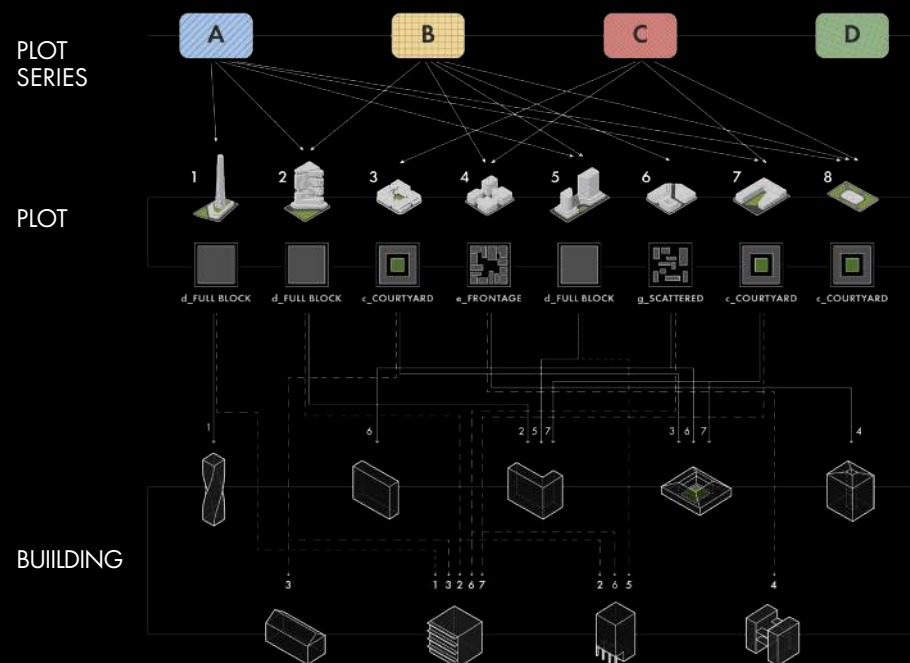
- A. High-Rise Residential-Led
- B. Mid-Rise Office-Led
- C. Low-Rise Green Living
- D. Blue-Green Open Space



PATTERN DICTIONARY

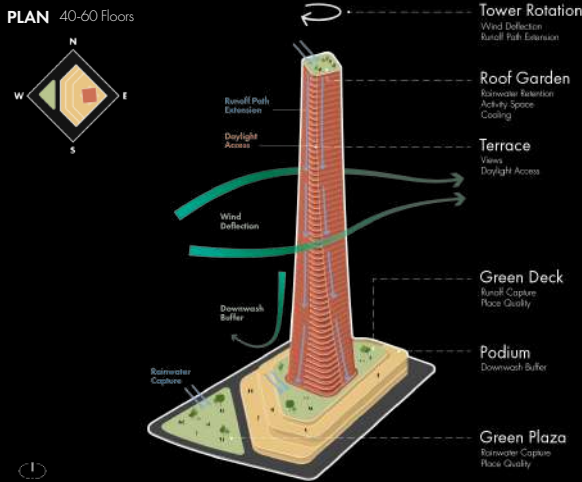
	H	HR	R	RC	C	HC		
STREET	 N_NARROW			 W_WIDE				
PLOT SERIES	 1_LINEAR	 2_ARRAY	 3_CENTRAL	 4_ORGANIC	 5_STAR	 6_GRID	UNIVERSAL	
PLOT	 7_COURTYARD		 10_WATERWAY	 11_WATERFRONT		 9_ENCLOSE		
PLOT	 4_GRID	 12_CROSS-GRID	 4_COURTYARD	 4_FULL BLOCK	 6_FRONTAGE	 5_LINEAR ROW	 8_SCATTERED	UNIVERSAL
BUILDING	 	 	 	 	 	 	 	UNIVERSAL
MATERIALS			 CONCRETE	 HIGH QUALITY MASONRY				UNIVERSAL
				 WOOD	 SOLID LOG			
				 THICK PLANK				
					 STONE	 EARTH		
					 ADOBE	 MUD BRICK		

ALLOCATION LOGIC

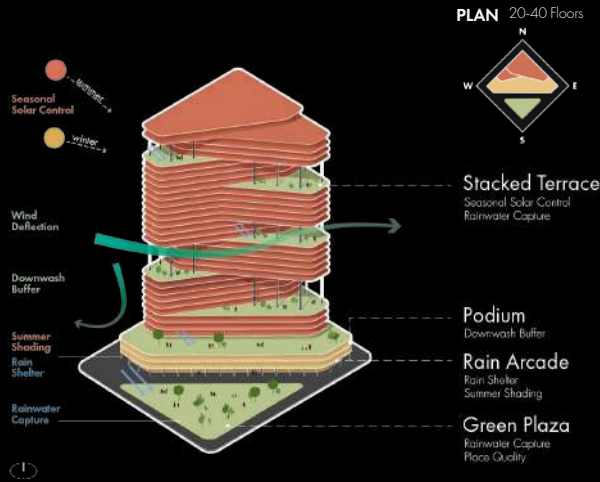


TPOLOGY FOR COMPUTATIONAL DESIGN

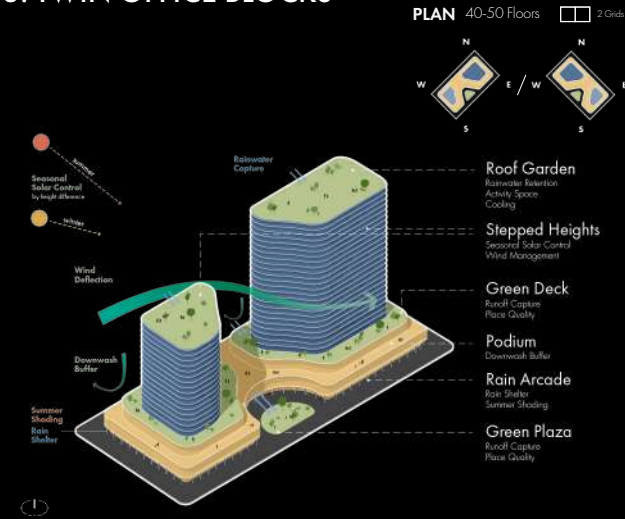
1. TWIST TOWER



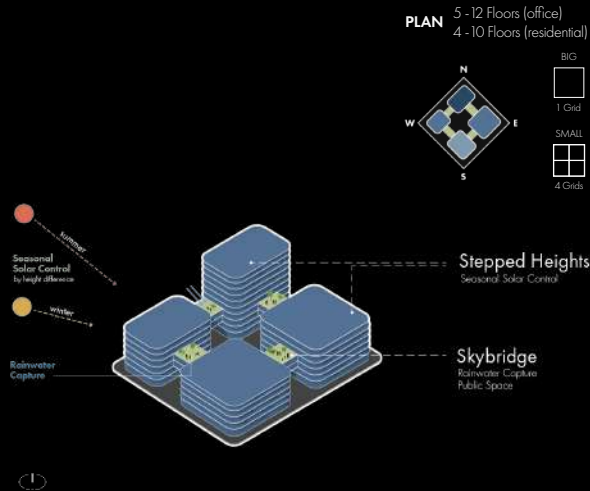
2. MID-RISE RESIDENTIAL



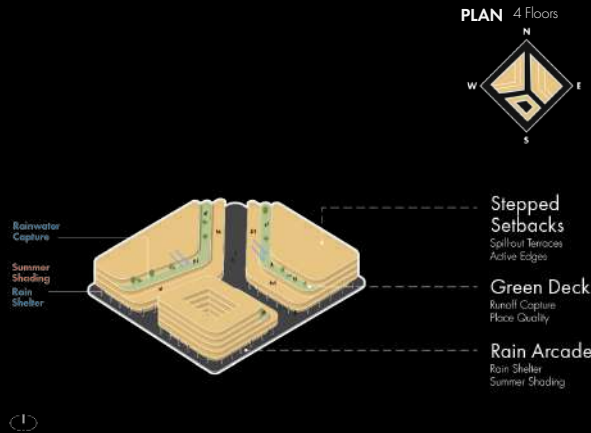
3. TWIN OFFICE BLOCKS



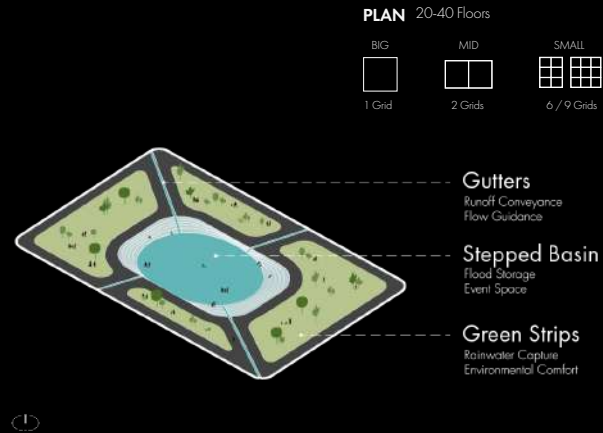
4. CONNECTED CLUSTER



5. COMMERCIAL GROUP



6. WATER SQUARE



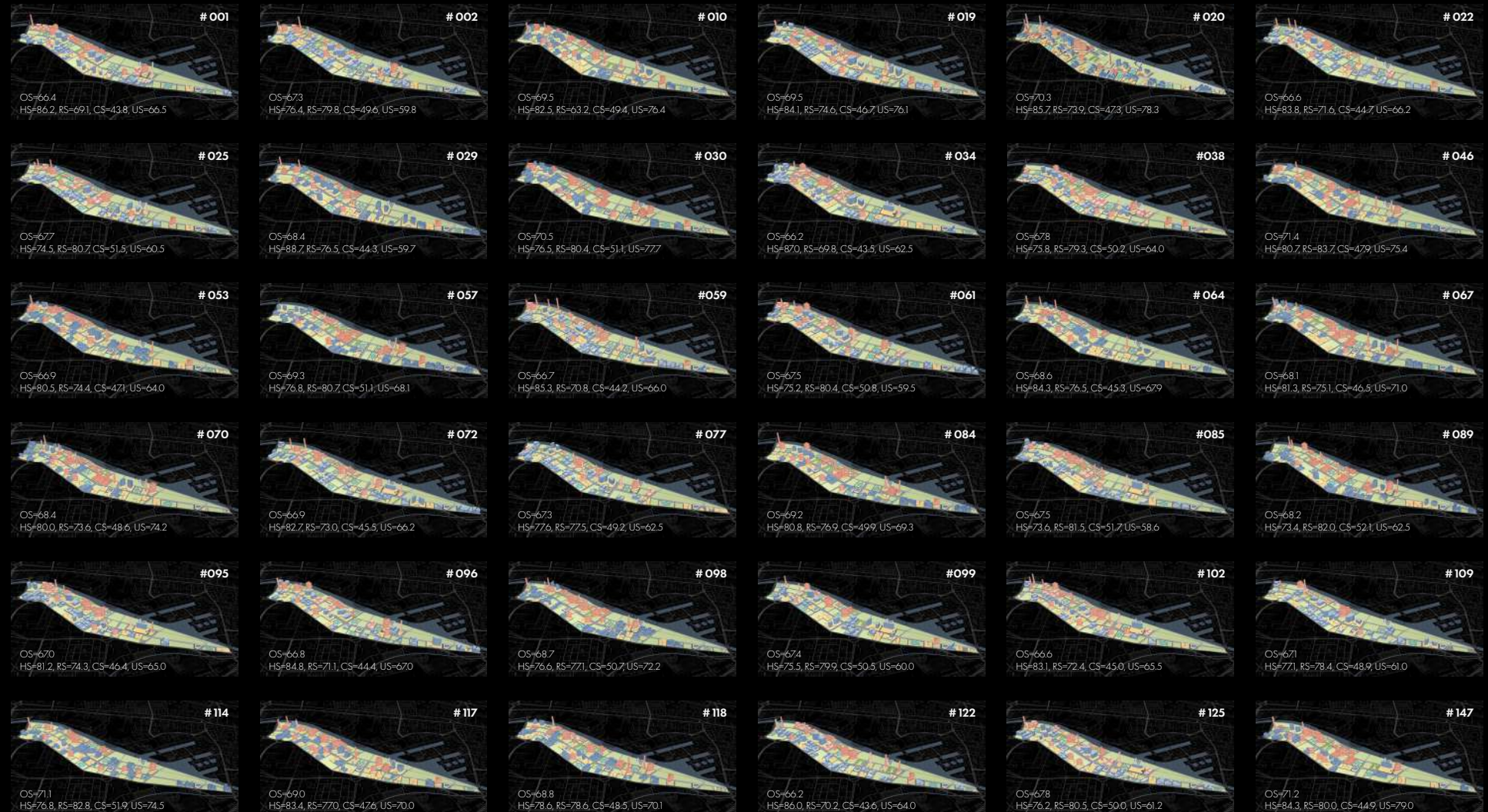
COMPUTATIONAL ITERATION

Based on the allocation rules and design typologies, the project generates a large number of computational iterations to test different spatial arrangements across the site. Each iteration explores how typologies can be distributed, combined, and adjusted under the same design logic. This page presents 36 selected iteration results, showing the range of possible outcomes produced through the workflow. These results are then classified, tested, and calculated through the evaluation method, before entering the screening stage for further comparison and selection.

This page presents selected iteration results and their converted scores. The following score titles are abbreviated as:

HS = Extreme Heat Score, RS = Extreme Rain Score, CS = Winter Cold Score, US = Urban Function Score, OS = Overall Score

TARGET FUNCTION RATIO



SURFACE WATER EVALUATION ALGORITHM DEVELOPMENT

As there is no single standard method that can directly evaluate the rainwater management capacity of every generated urban iteration, this project develops a simplified computational evaluation system. The method is based on a general understanding of rainfall behaviour.

This system allows each iteration to be tested as it is generated, so that its surface water handling capacity can be compared within the design workflow. Two site-specific future rainfall conditions are defined for evaluation: a normal scenario and an extreme scenario. These scenarios are used to assess how different urban layouts perform under the projected rainfall pressures of the site.

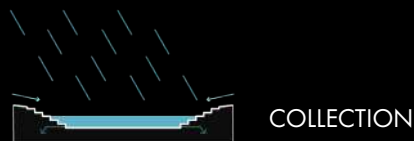
RAINFALL WATER BEHAVIOUR



RETENTION

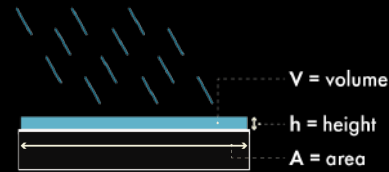


INFILTRATION



COLLECTION

BASE ALGORITHM



$$h_{mean} = V_{retain} \div A_{total}$$

CORE ALGORITHM

$$h_{ret_i} = (V - A_i \times h_{inf} - a_i \times H \times C_{col}) / A_i$$

ALGORITHM TYPES

TYPE 1: IMPERVIOUS SURFACE

$$V_{ret_1} = H \times A_1 - C_{col} \times H \times a_1$$

TYPE 2: PERVIOUS SURFACE

$$V_{ret_2} = \max[0, H \times A_2 - H_{inf} \times A_2 - C_{col} \times H \times a_1]$$

TYPE 3: COLLECTION FACILITIES

$$V_{ret} = 0$$

H : Rainfall height

h_{ret} : Retained water height

h_{inf} : Infiltrated water height

V : Rainwater volume

A : Calculation area

i : Type index used for surface

a : Collection area

C_{col} : Collection coefficient

h_{inf} : Infiltrated height

OVERALL ALGORITHM

$$h_{ret_mean} = (V_{ret_1} + V_{ret_2}) / A_{total}$$

COEFFICIENTS SETTING

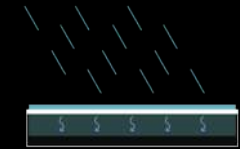
INFILTRATION

VEGETATED SPACE

$$h_{inf} = 0.05m$$

PERVIOUS PAVING

$$h_{inf} = 0.02m$$



COLLECTION

$$C_{col} = 0.6$$



SCENARIO SETTING

TYPICAL SCENARIO

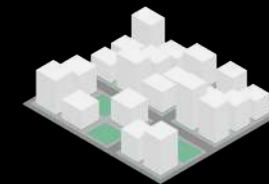
$$H_t = 0.04m$$

EXTREME SCENARIO

$$H_e = 0.10m$$

PROTOTYPE TESTING

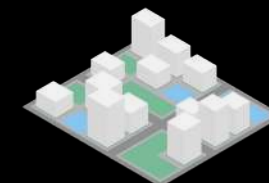
PROTOTYPE 01



$$h_t = 21.4mm$$

$$h_e = 60.0mm$$

PROTOTYPE 02



$$h_t = 17.35mm$$

$$h_e = 55.8mm$$

OUTDOOR COMFORT EVALUATION ALGORITHM DEVELOPMENT

As there is no single existing method that can fully meet the needs of evaluating outdoor comfort across every generated urban iteration, this project develops an adapted computational evaluation system. The method is based on Ladybug's UTCI calculation, but is further modified and upgraded to fit the project's climate scenarios, spatial scale, and iterative design workflow.

This system allows each iteration to be tested for outdoor comfort performance as it is generated. By comparing comfort conditions under different future climate pressures, the algorithm helps assess how different urban forms, open spaces, shading conditions, and landscape strategies can improve the quality of public space.

BASE ON UTCI

This algorithm is based on the Universal Thermal Climate Index (UTCI), which measures outdoor thermal comfort through equivalent temperature.

It uses future weather data generated from the Manchester EPW file with the Future Weather Generator, based on RCP8.5 2050 and RCP8.5 2080 scenarios.

UTCI is driven by four key inputs:

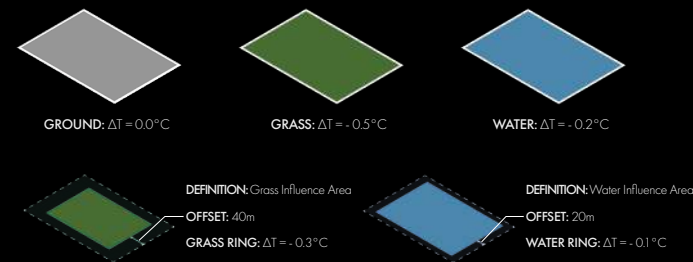
- 1) Mean Radiant Temperature (MRT)
- 2) Air Temperature
- 3) Wind Speed (affected by context)
- 4) Humidity

While this project further adjusts wind speed, surface conditions, sampling periods, and site context for iteration-based evaluation.

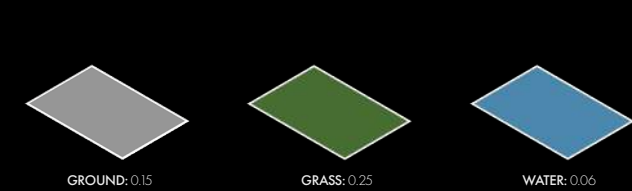
SURFACE-BASE MRT CORRECTION

The algorithm adjusts MRT by classifying ground, grass, water, and their influence areas. Surface temperature and reflectance corrections are applied to better reflect the cooling effects of vegetation and water in the UTCI evaluation.

SURFACE_TEMP CORRECTION (5 CLASSES)



GROUND_REF CORRECTION (3 CLASSES)



WIND SPEED ADJUSTMENT

The algorithm corrects local wind speed by identifying upwind buildings around each sample point. A building is treated as a sheltering obstacle only when it satisfies both Condition A, within the search radius, and Condition B, within the upwind sector. A reduction factor is then applied based on distance, height, and wind direction.

CONDITION A : Within the Search Radius

$$D < R, R = R_p \times H_{max}$$

CONDITION B : Within the Upwind Sector

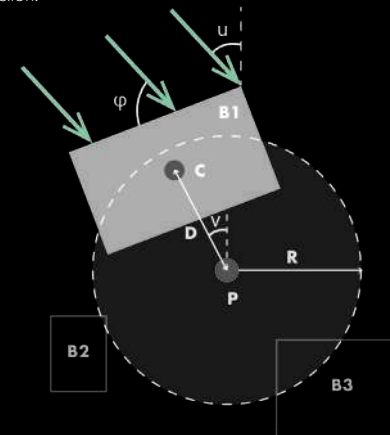
$$\angle (v, u) \leq AL$$

BASE ALGORITHM

$$x = d/H$$

$$WF = 1 - (1 - WF_0(x)) \times \cos(\phi)$$

$$WF \in [0.25, 1.0]$$



$$V = WS \times WF$$

P: Sample Position (height = 1.5m)

B: Building

H: Building Height

C: Building Center (height = 1.5)

D: Distance between P and C

v: Vector of Building and Position

u: Wind Direction

R: Search Radius

R_p: Search Parameters (Set as 20)

H_{max}: Maximum Building Height

AL: Sector angle (Set as 30)

φ: Angle of Deviation of Building Relative to the True North Wind Direction

WF: Shading Factor

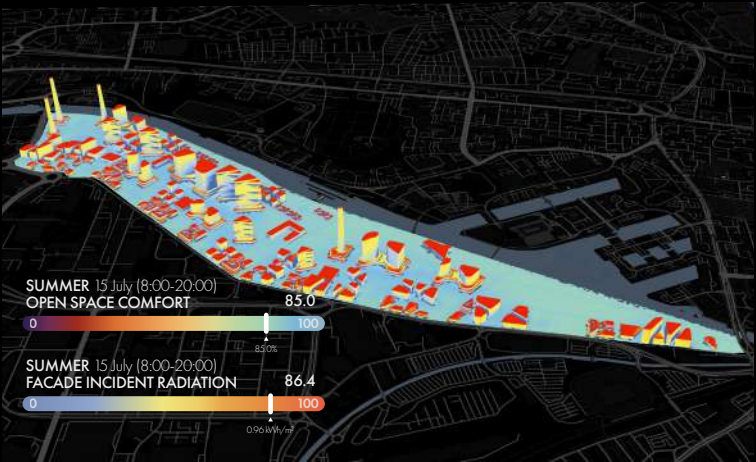
WS: Original Wind Speed

V: Local Wind Velocity

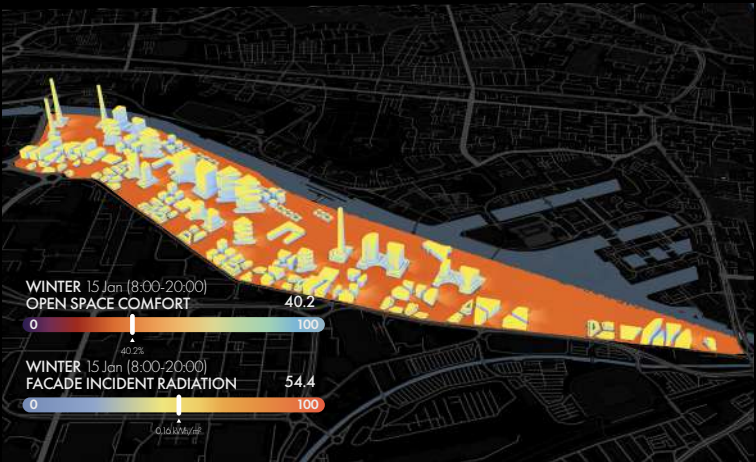
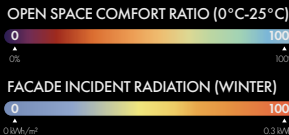
SCORING FRAMEWORK

The scoring framework converts urban function and climate performance results into comparable scores. This page uses the final selected result as a demonstration case to show how programme balance, extreme rainfall, extreme heat, and winter cold performance are evaluated and combined into an overall score for comparison and final selection.

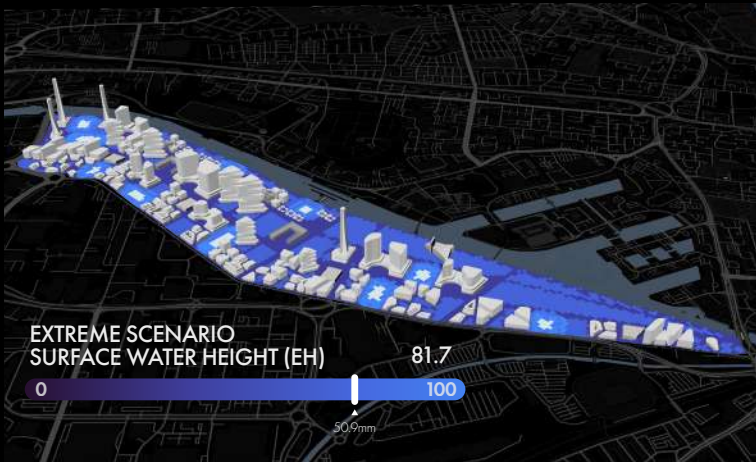
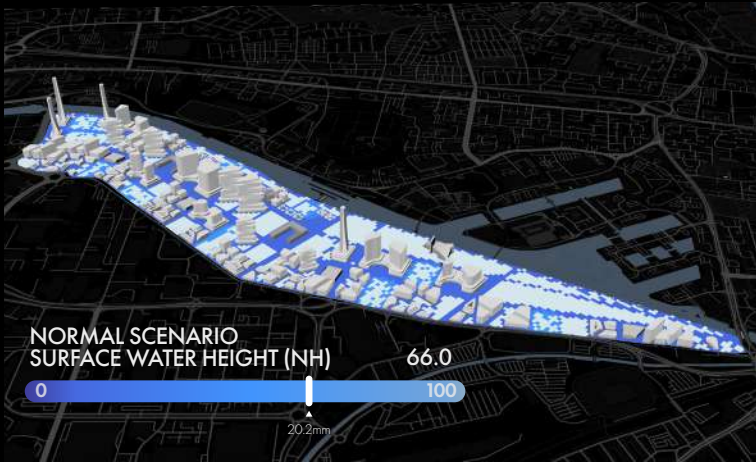
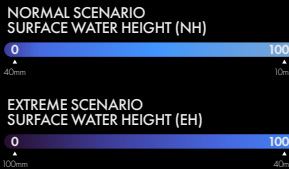
EXTREME HEAT SCORING METHOD



WINTER COLD SCORING METHOD



EXTREME RAINFALL SCORING METHOD



INTERACTIVE CLIMATE DESIGN APPLICATION

This application presents and compares selected New Ark design iterations through an interactive visual interface. It is designed for students, designers, tutors, and stakeholders involved in climate-resilient urban design. Users can switch between ranking results, 2D and 3D views, and different climate modes, including heat, rain, and cold. The application helps users understand complex climate data, compare design performance, and explore how computational design can support future urban resilience.



EXTREME HEAT



EXTREME RAIN



WINTER COLD

INTERACTION METHODS

A RANKING

Users can select iterations through score ranking buttons to compare the best and weakest results under rain, heat, cold, and overall performance.

B 2D/3D VIEW

Users can switch between 2D and 3D views. The 2D view supports clear layout reading, while the 3D view helps users understand spatial form more directly.

C CLIMATE MODE

Users can switch between different climate modes, such as rain, heat, and cold, to observe how the same iteration performs under different conditions.



A



B



OPERATION VIDEO

<https://youtu.be/AUFhhEORSOI>



INTERACTION



UNDERSTANDING



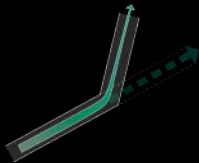
INSPIRATION

URBAN-SCALE CLIMATE STRATEGY UPGRADE

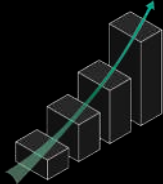
The selected iteration shows weak winter performance and limited rainwater management capacity. Further analysis identifies gusts and high wind speed as key causes of winter discomfort, while flood resilience needs to address both RoFSW and RoFRS risks. Based on the original result, the design is upgraded through urban wind-control strategies and flood-management systems for surface water and canal-edge flooding.

WIND CONTROL STRATEGY

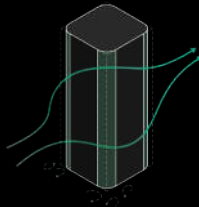
BREAK CONTINUITY



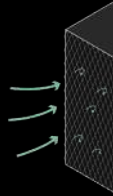
SMOOTH TRANSITION



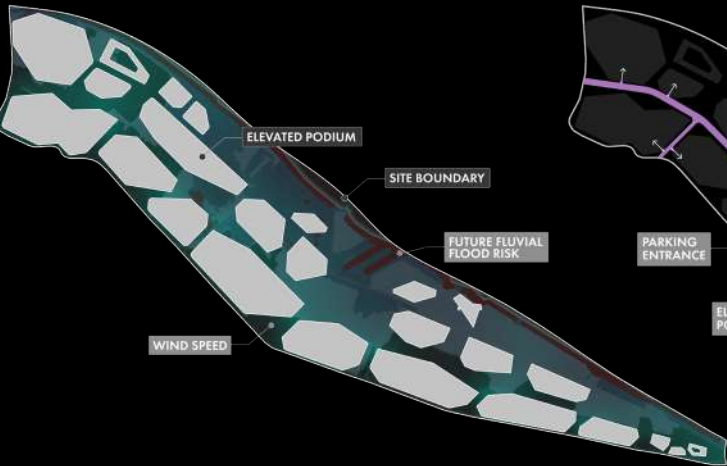
ROUND CORNERS



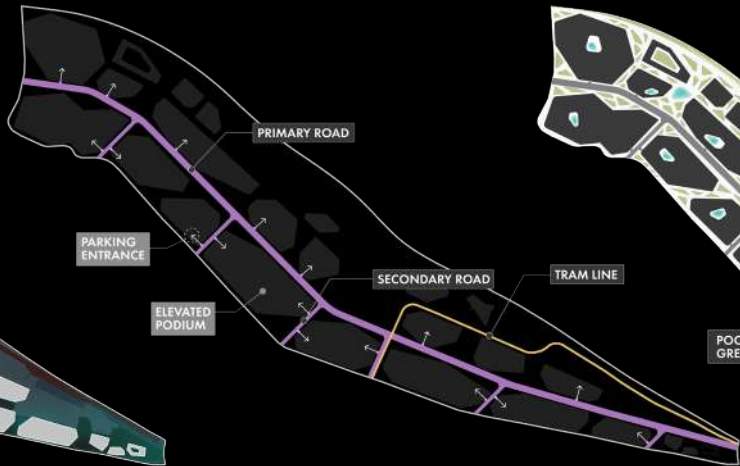
FILTER



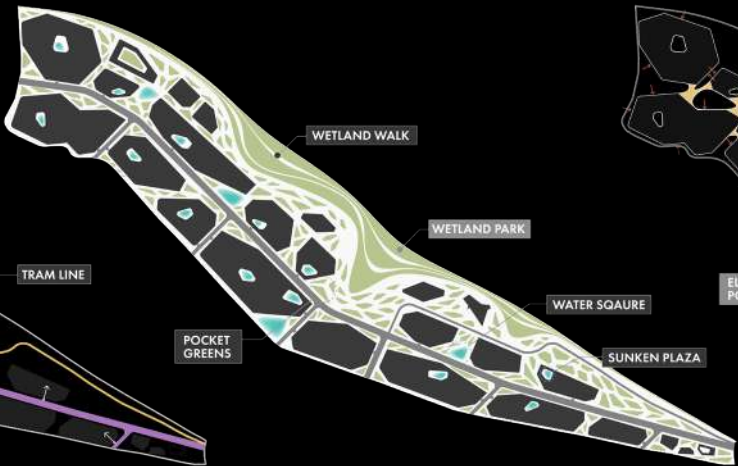
GROUND FLOOR RESHAPE



GROUDN FLOOR MOBILITY



GROUDN FLOOR LANDSCAPE



NEW HORIZON PODIUM& LINKAGE



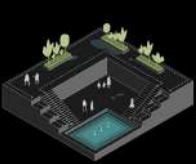
RoFSW AND RoFRS CONTROL STRATEGY



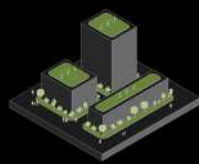
POCKET GREENS



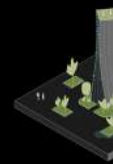
MULTIPLE LAYERS



SUNKEN PLAZA

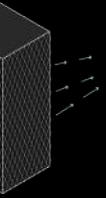


BLUE-GREEN ROOF

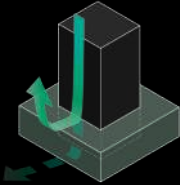


GUIDE R

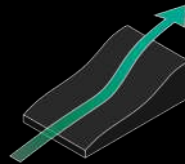
WIND



DEFLECT DOWNWASH



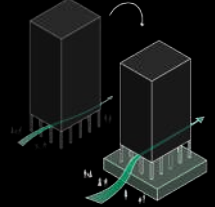
SHAPE TERRAIN



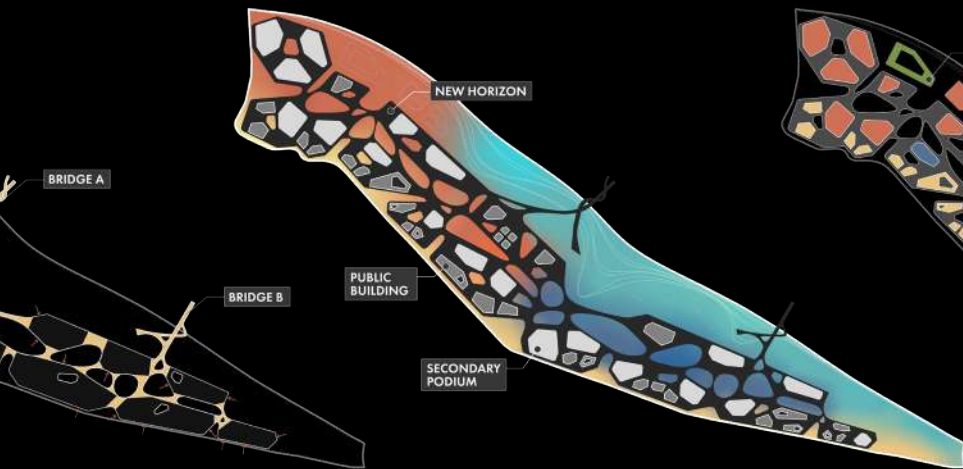
ROUGHEN SURFACES



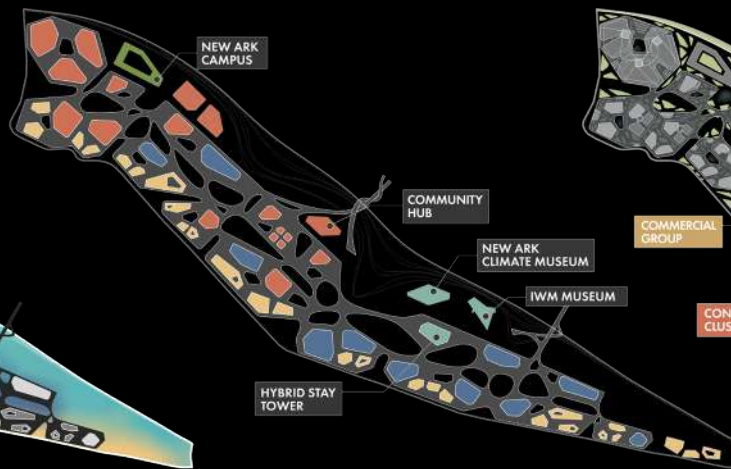
LIFT ARCADES



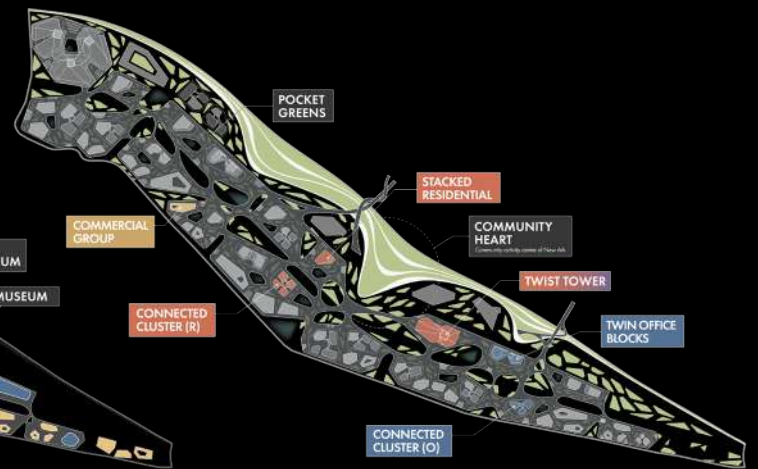
NEW HORIZON FUNCTIONAL AREA



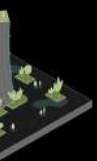
NEW HORIZON FUNCTION DISTRIBUTION



NEW HORIZON TYPOLOGY EXAMPLE



UNOFF



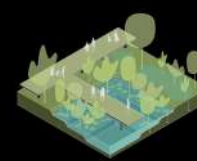
WATER SQUARE



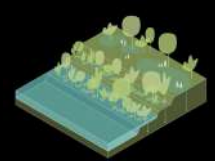
RAISED GROUND



WETLAND WALK



WETLAND PLANTING



URBAN LIVING

The Urban Living district forms the main residential area within the masterplan, combining different housing typologies to create a varied and connected living environment. Twist Towers act as vertical landmarks, while Stacked Residential buildings provide higher-density housing and Connected Clusters create a gradual transition towards lower-rise areas.

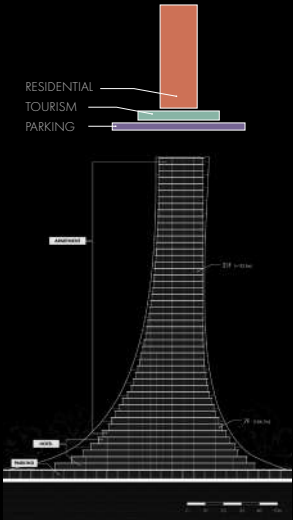
Rather than working as isolated buildings, these typologies are linked through shared terraces, roof gardens, balconies and landscaped public spaces. Together, they create a sequence of private, communal and public spaces across different levels.

Their form and arrangement also respond to changing climate conditions. Building orientation, spacing, façade depth and planted terraces help provide summer shading, maintain winter solar access, reduce wind exposure and manage rainfall. The following drawings show how these principles are developed through the different residential typologies.

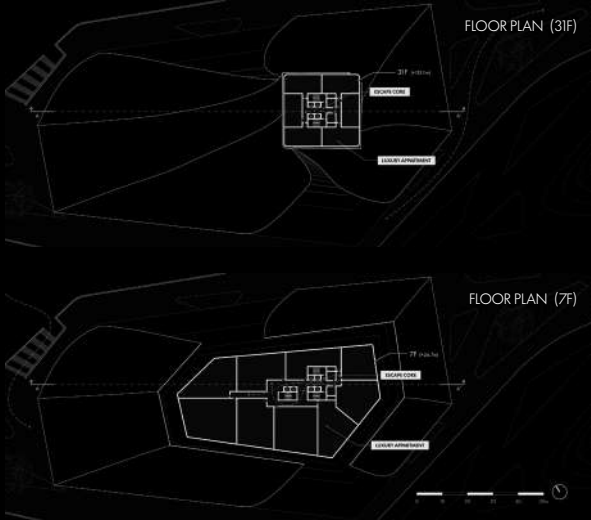


TWIST TOWER

SECTION A-A'

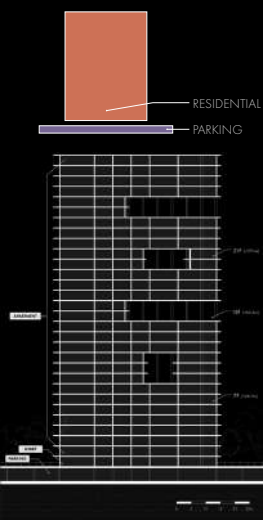


FLOOR PLAN



STACKED RESIDENTIAL

SECTION B-B'



FLOOR PLAN



URBAN WORKING

Urban Working brings together office, commercial and shared facilities to form the main employment and activity zone of NEW ARK. Its typologies range from larger office clusters to twin-block workplaces and lower commercial buildings, creating different scales of working space and a more active urban edge.

The area is organised around movement and exchange. Linked office floors, shared circulation spaces and accessible ground-level uses encourage interaction between workers, visitors and surrounding public areas, while commercial functions help extend activity beyond normal office hours.

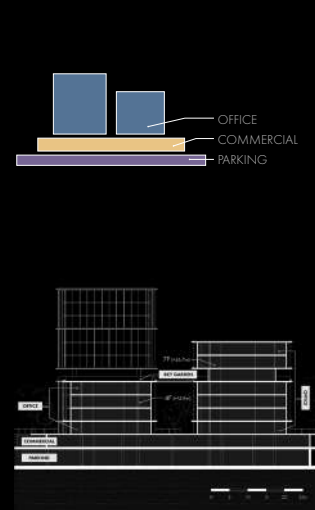
Environmental performance is integrated into the architecture through layered façades, planted roofs and controlled building forms. These elements help reduce overheating and glare, moderate local wind conditions, and guide rainfall towards landscape and drainage systems. Together, the typologies create a more adaptable working district that combines workplace efficiency, public activity and climate-responsive design.



CONNECTED CLUSTER (OFFICE)

SECTION D-D'

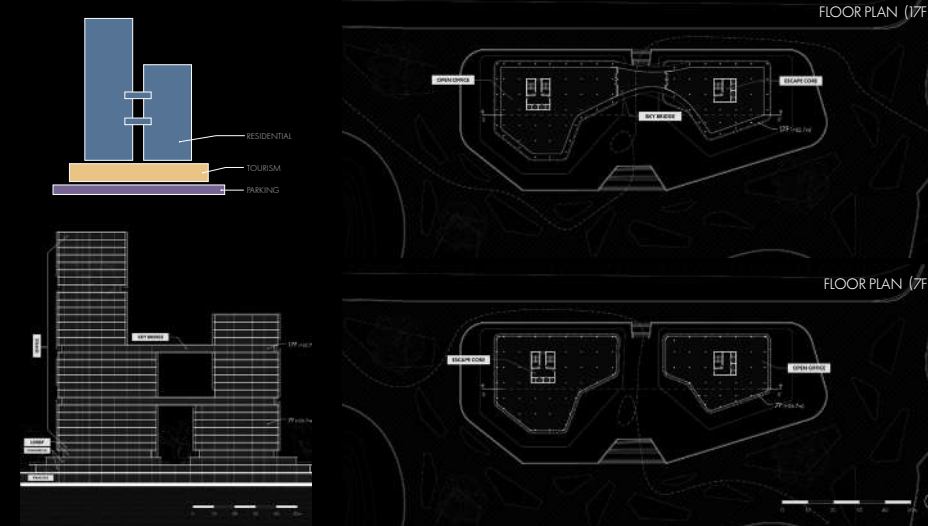
FLOOR PLAN



TWIN OFFICE BLOCKS

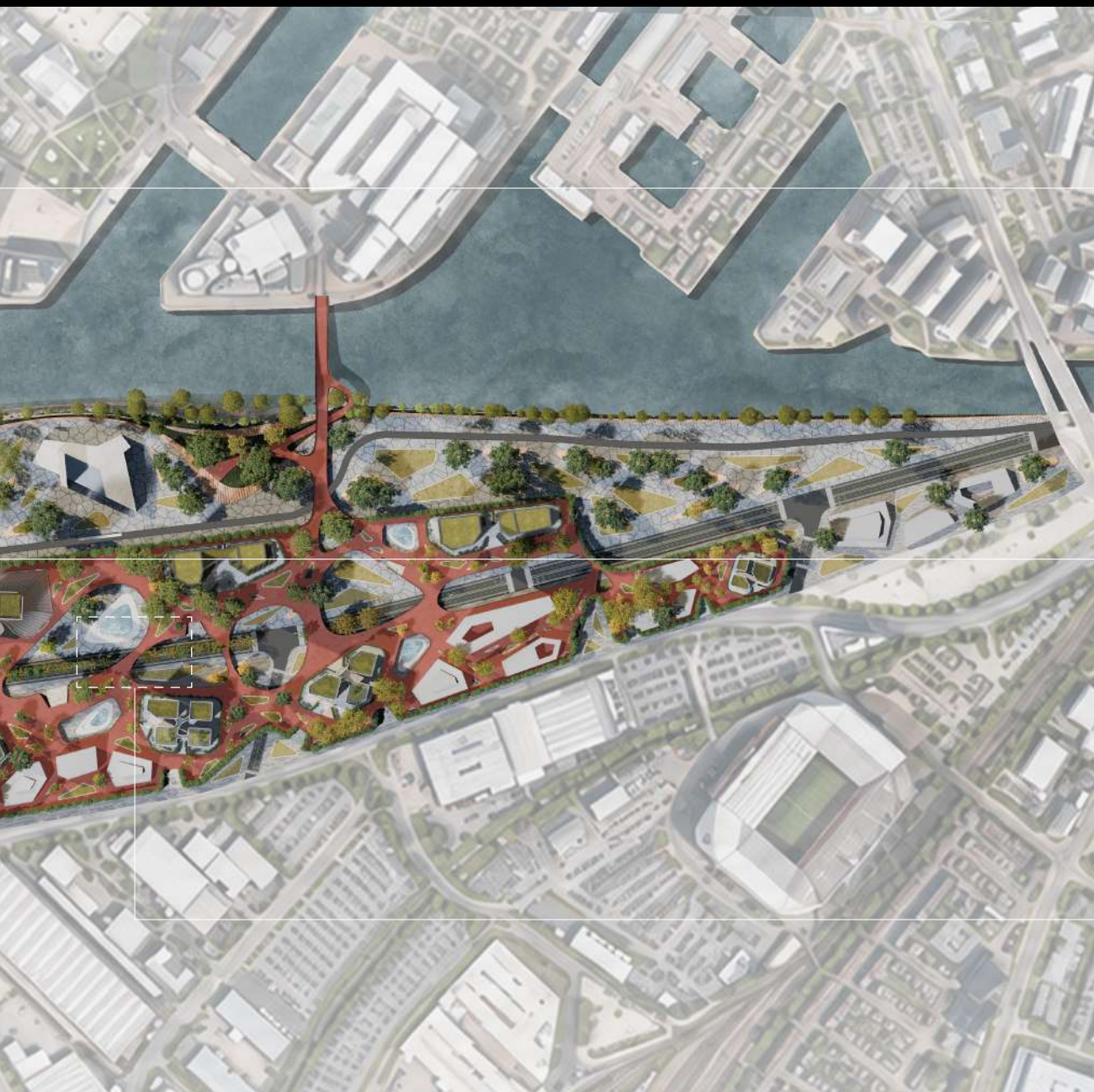
SECTION E-E'

FLOOR PLAN



URBAN MASTERPLAN







EXO-SKYLETON

London, UK | 2021-2022 | Individual Work | Personal Practice

Next-Gen Community Design

The project proposes a future mixed-use community that responds to population growth, limited land, and ecological imbalance. Within a compact site, it combines living, housing, working, culture, education, recreation, and commerce to explore a more intensive model of urban life.

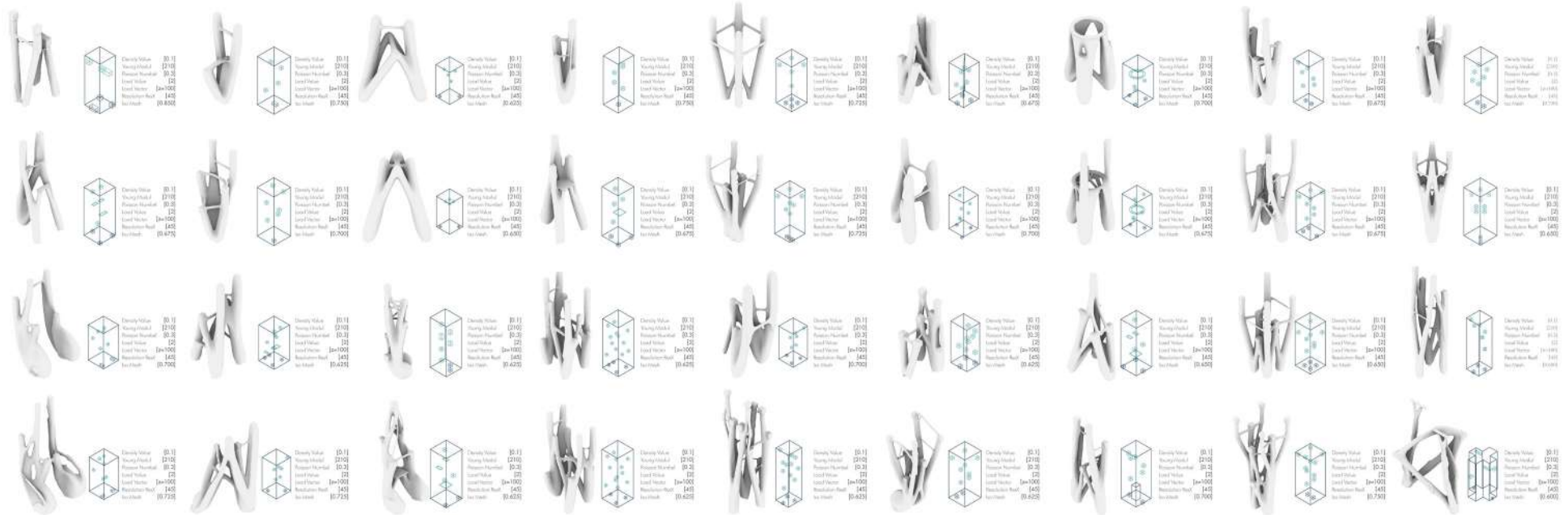
The site is located on the south bank of the River Thames, opposite the City of London. Positioned between a residential area and a commercial district, the project aims to create substantial housing and office accommodation with a technological architectural language, while contributing to a new skyline that responds to the surrounding urban context.

The design is developed through topology optimisation and parametric experiments. Towers are used to test the idea of vertical living within a limited site area, while the internal road network is reorganised through a parametric method inspired by Frei Otto's wool experiments. This process creates a more connected urban layout and supports movement between different functions.





TOPOLOGY EXPERIMENT



TOWER SUMMARY

Exoskeleton Tower (E.T.)

The principal structures are distributed on the exterior facade of the tower, with minor internal ancillary structures supporting the deck.

Exterior Deck Tower (D.T.)

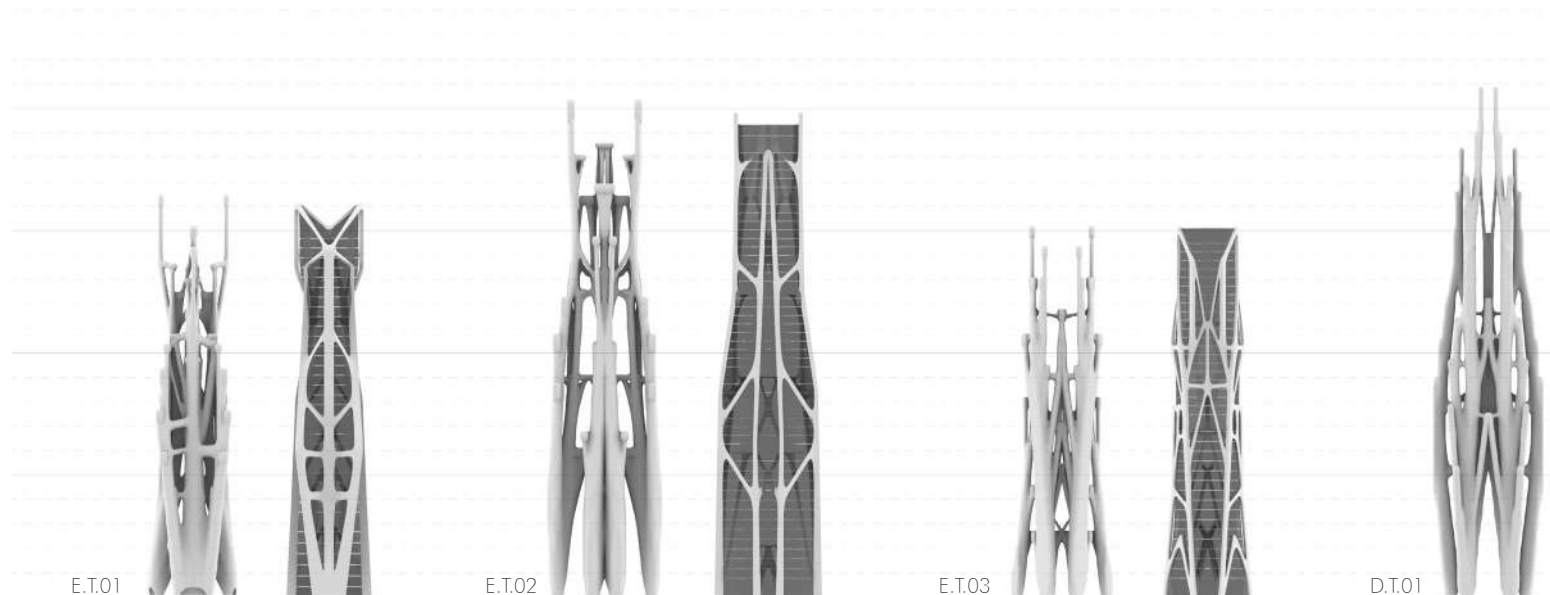
Exterior decking to provide public space for activities or landscaping.

Central Void Tower (V.T.)

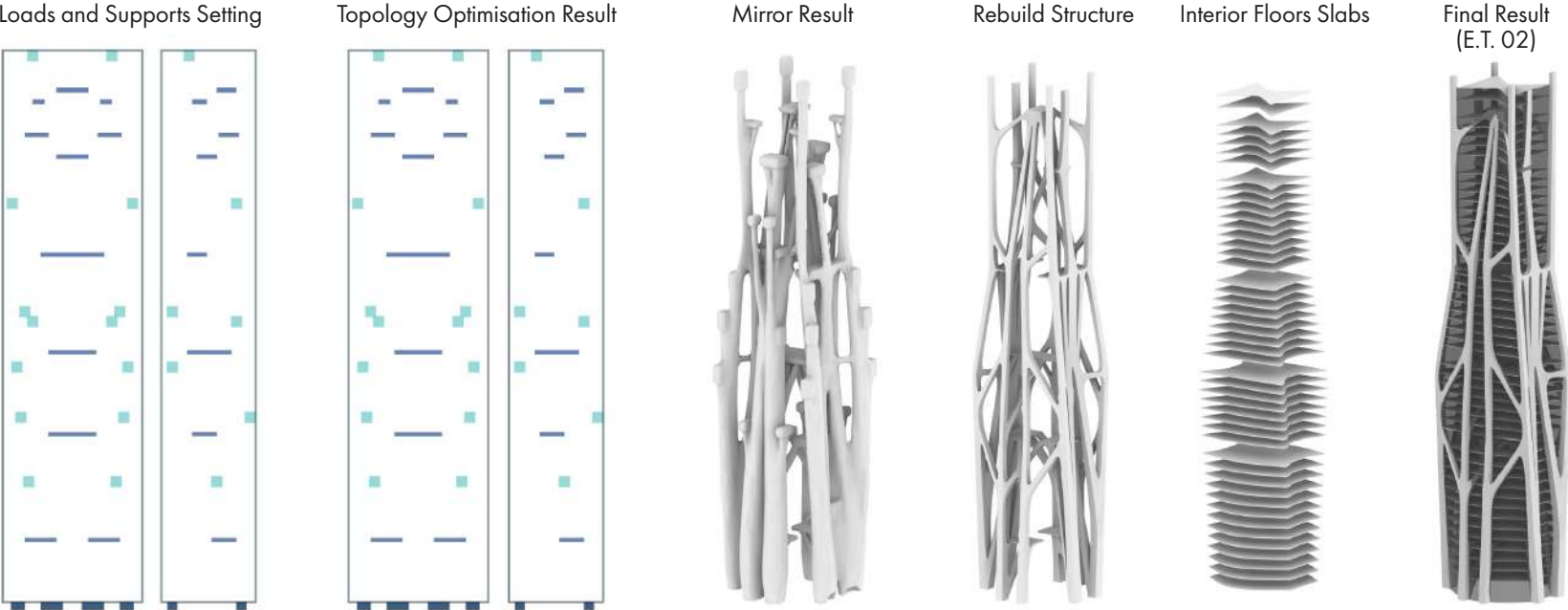
The central voids create attractive public spaces and a diversity of observation conditions.

Twin Tower (T.T.)

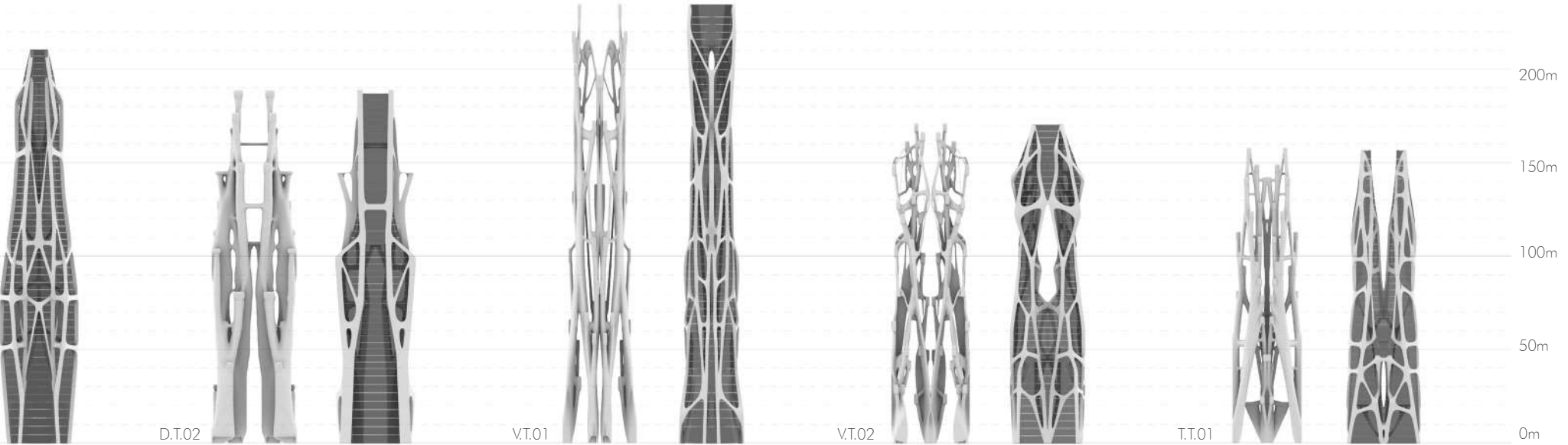
The twin buildings create separate but connected architectural spaces through a mirror structure.



STRUCTURE FORMING PROCESS TOPOLOGY OPTIMISATION



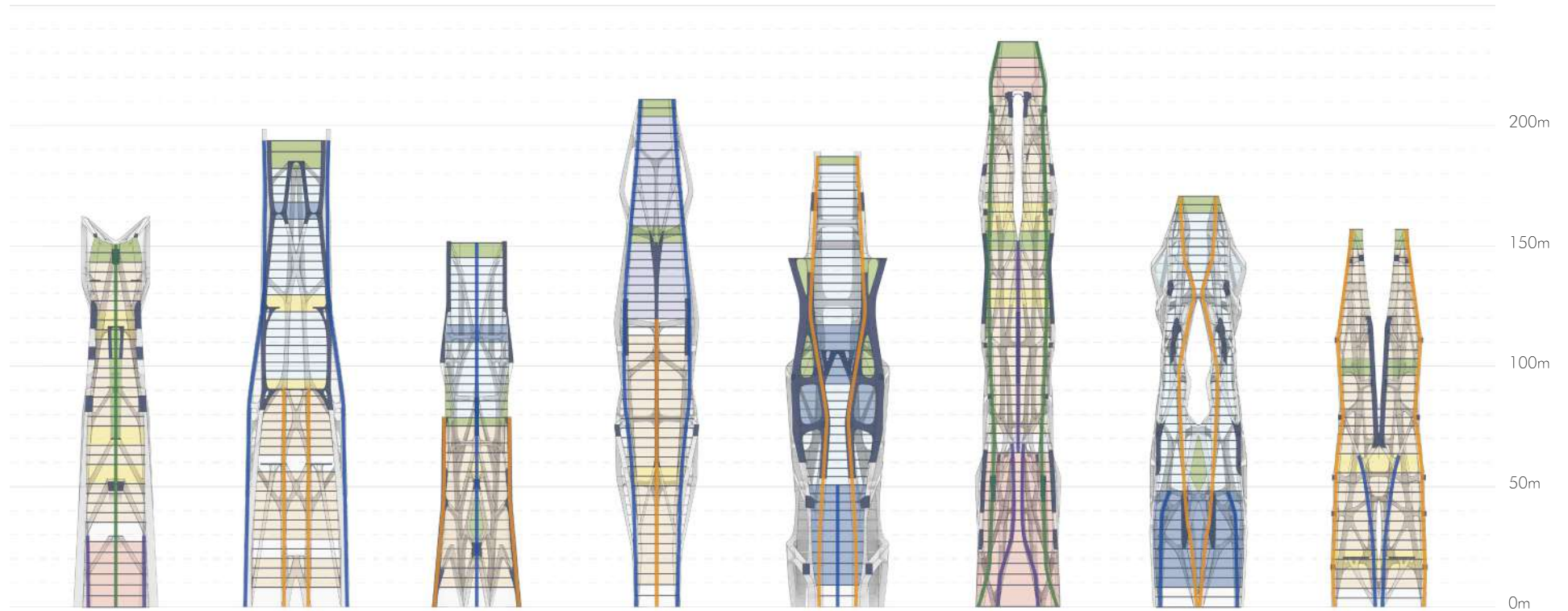
The Tower design will use topology optimisation to construct the basic structure. Topology optimisation is a mathematical approach to optimisation and this design experiment determines the placement of materials in the design domain based on the specific target loads and boundary conditions in order to achieve optimum building load performance.



MASTERPLAN



FUNCTIONAL PROGRAMME



FUNCTION ZONE

Lobby	Office	Co-working Space	Apartment
Community Space	Commercial	Garden	Hotel

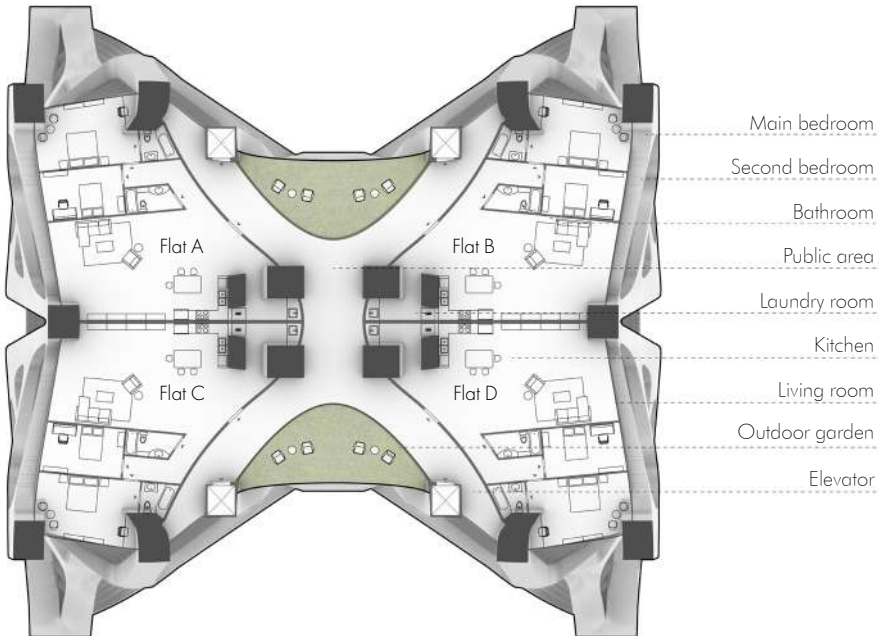
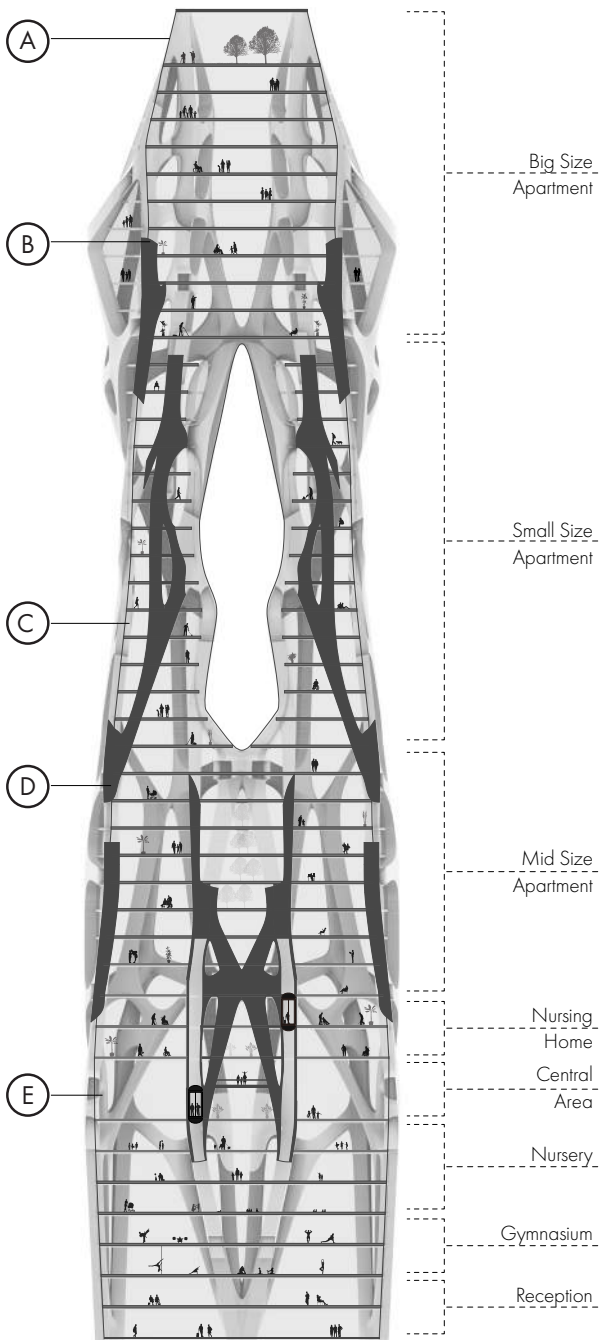
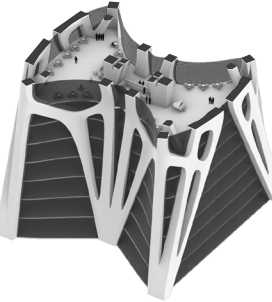
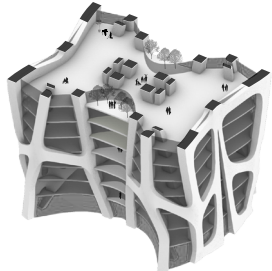
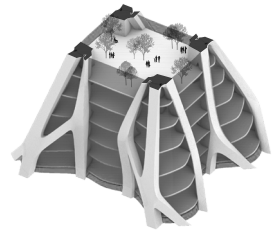
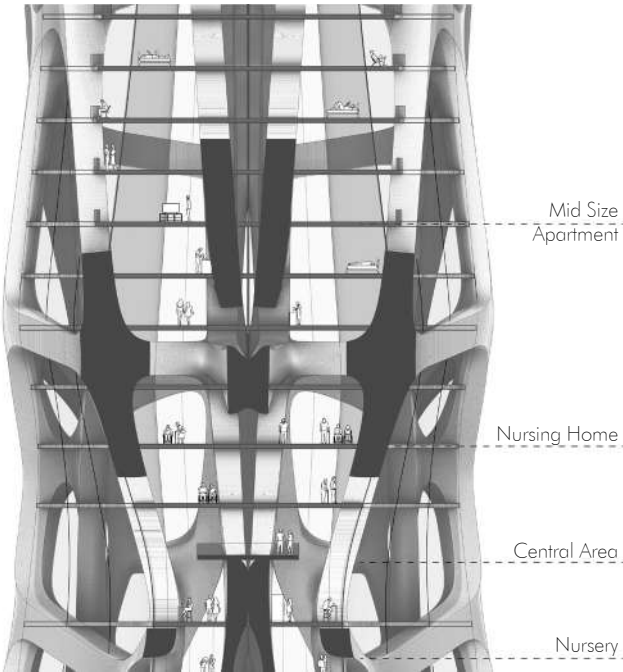
CIRCULATION

Main Circulation	Private Circulation
Secondary Circulation	Public Circulation

INTEGRATED COMMUNITY (V.T.02)

Each of the towers offers a comprehensive function to maximize the convenience of the residents' lifestyle and to meet the needs of all age groups.

In V.T. 02, there is a gymnasium, nursery and nursing home for the whole community on the lower floors. Residents not only enjoy excellent accommodation, but also have convenient access to care for the elderly and children.



INTEGRATED COMMUNITY (D.T.01)

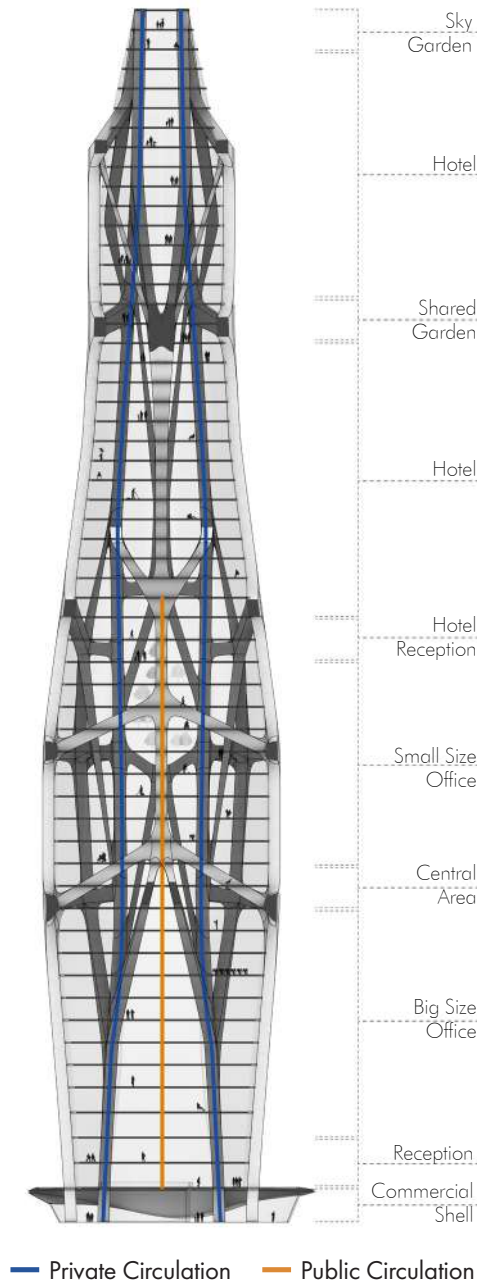
The tower is combined with the ground shell to blend public and private spaces while creating a rich spatial form. The D.T.01, for example, interacts with the shell, which has a commercial function, to facilitate the daily lives of the tower's users, while providing an attractive sky garden. The double line of public and private circulation ensures the safety of the hotel's residents while ensuring the convenience of the office staff's daily commute.



Exterior Deck



Commercial Shell









WHAT DO WE SLEEP FOR?

Conceptual Design | 2023 | Individual Work | Personal Practice

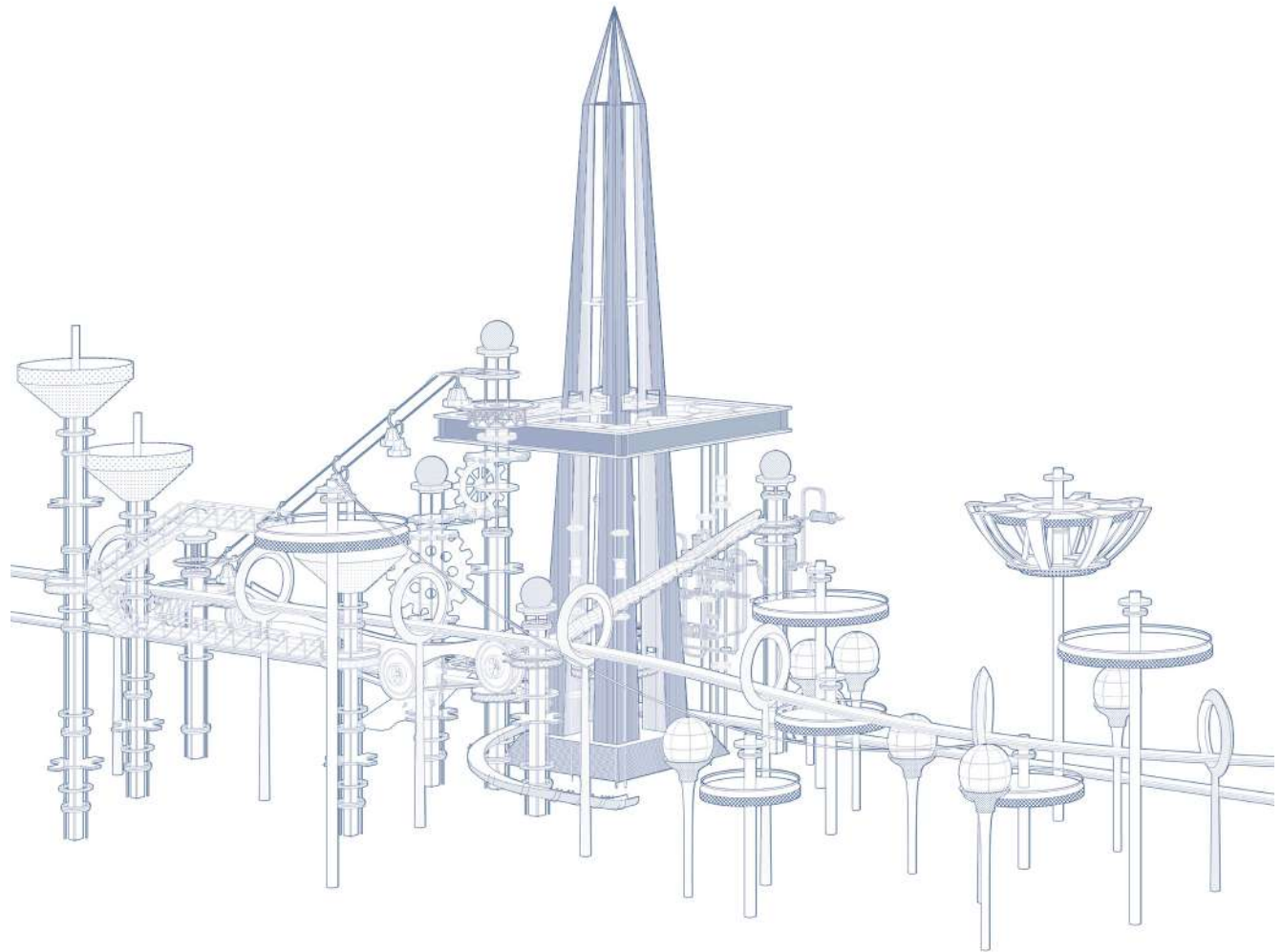
A Spatial Exploration of Sleep, Rest and Productivity

The project begins with an observation from architectural education and practice: many students and designers experience poor sleep, yet often treat it as a condition to manage rather than a state to value. Sleep is increasingly understood as a tool for working more efficiently, rather than an experience with its own meaning.

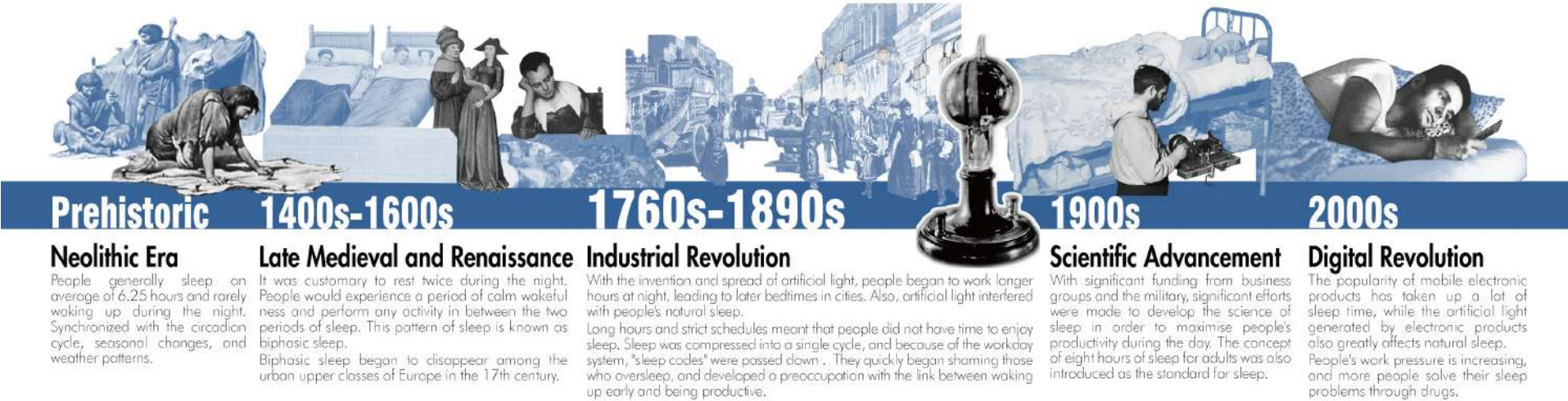
This utilitarian view creates a contradiction. When people cannot sleep, they become anxious about losing productive time. When they sleep for longer, they may feel guilty or worried about the next day's work. As a result, rest becomes measured, controlled, and judged through the logic of productivity.

What Do We Sleep For? uses space and architecture as tools to question this condition. Rather than designing a conventional place for sleeping, the project creates a conceptual spatial journey that encourages visitors to reflect on the meaning of sleep, the pressure of work, and the possibility of rest as an experience in itself.

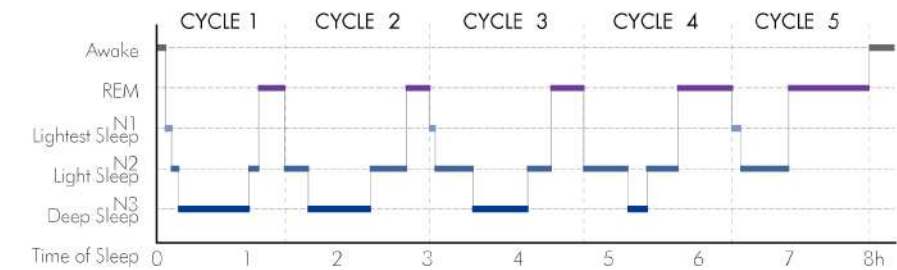
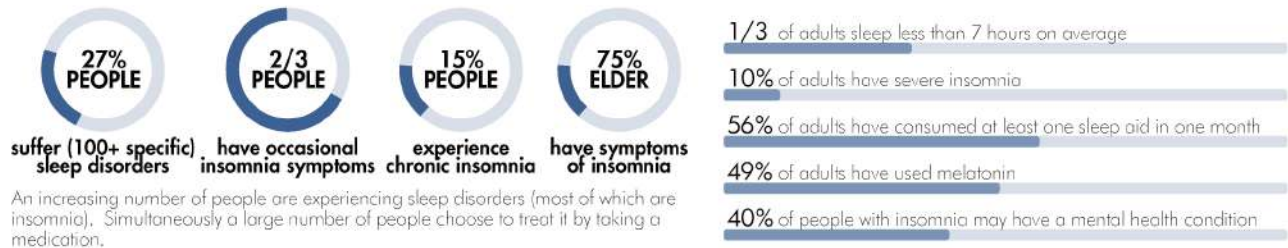
Through this design, the project aims to open a public discussion on how contemporary society defines sleep, and how architecture can make this invisible tension physically and emotionally perceptible.



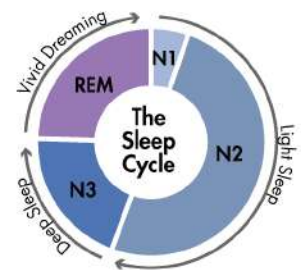
HOW DID SLEEP HABITS EVOLVE?



SLEEP NOW



In a "normal" sleep period, a person experiences 4-6 cycles. While cycles vary in length, each sleep cycle can last about 90 minutes. Stage 3 "deep sleep" is believed to be the most critical stage of sleep for regenerating your body and brain. We dream mostly in the Rapid eye movement (REM) stage.



Utilitarian: Sleep provides energy to achieve more efficient work. Sleep is no longer private time used for self-renewal, but simply time not spent at work.

Non-utilitarian: Sleep is used for mental purification and physical relaxation. It is a human choice of leisure.

WHAT RULES?



Chapter 1 Utilitarian

Not Us

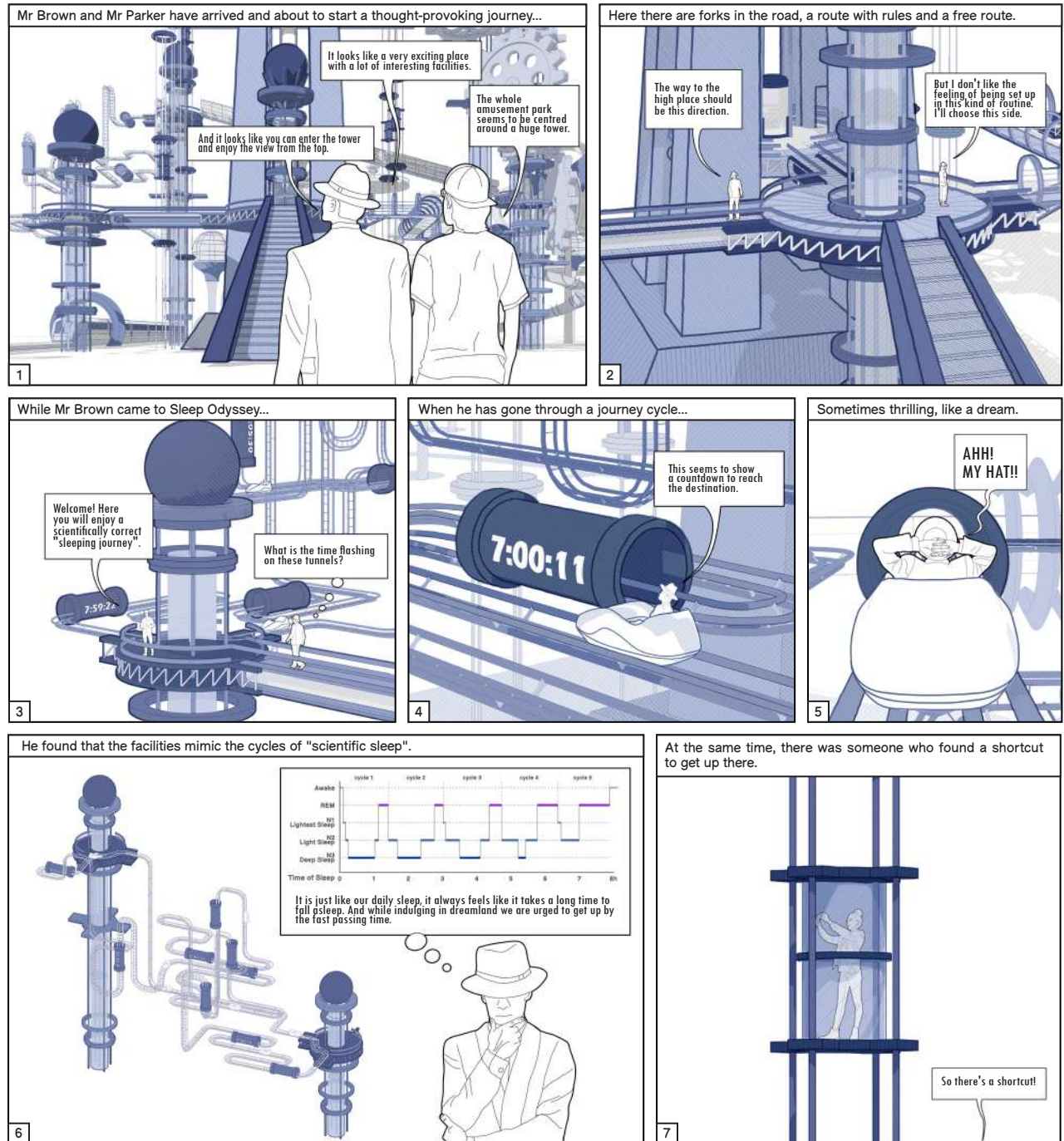
It seems that we are not always really in charge in choosing our sleep. More and more people suffer from insomnia, and it's not just the immense stress that takes away the ability to fall asleep. Also, we don't have complete freedom over our sleep schedule and can even feel anxious about not getting enough sleep. We set sleep goals to be more efficient, but then give it up in order to strive for more free time. Is all this vicious cycle really just because we can't follow the rules and accomplish our goals?

Social Driver

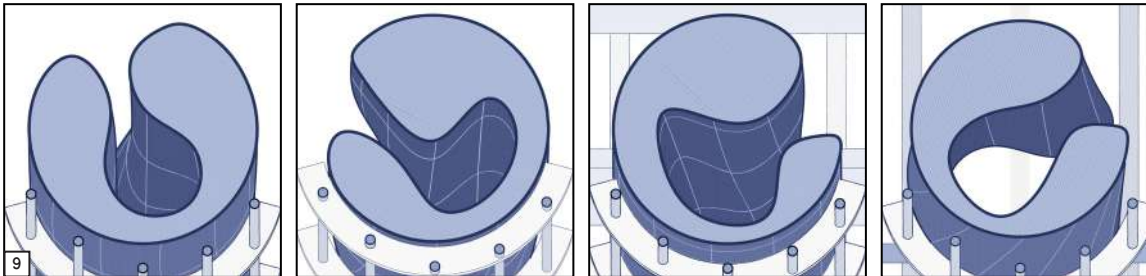
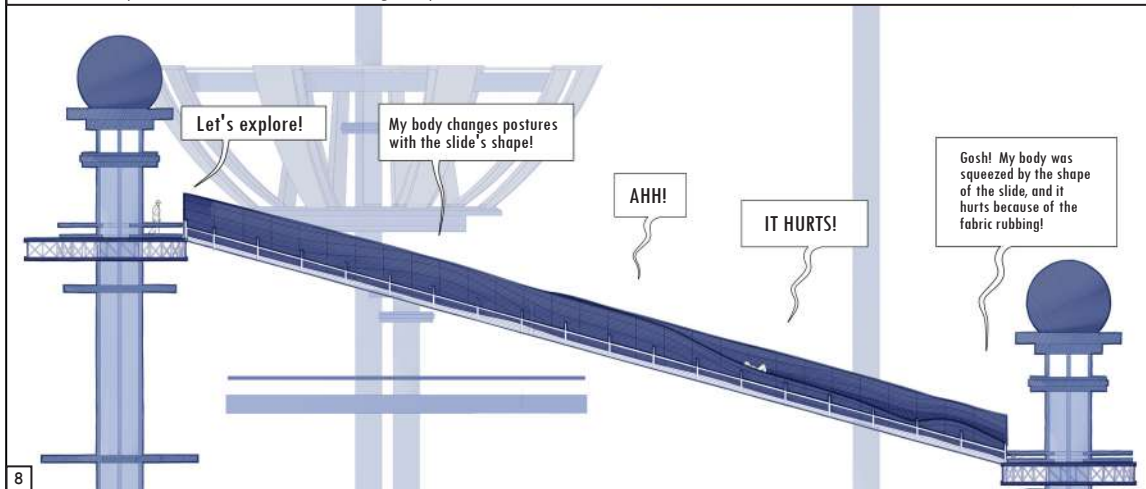
We are like products without self-awareness on the giant assembly line of society, with mechanized procedures pushing us forward step by step. In pursuit of greater effectiveness, we choose to conform to the rules, but we also give up our true nature. We treat sleep as a means of restoring our energy and enhancing our productivity. Most people get so caught up in it that they can't stop to think about what sleep really means to our existence. At first, we may feel relaxed and experience the pleasure of being pushed by society, but gradually we become squeezed and manipulated products, unable to make our own choices.

Central Tower

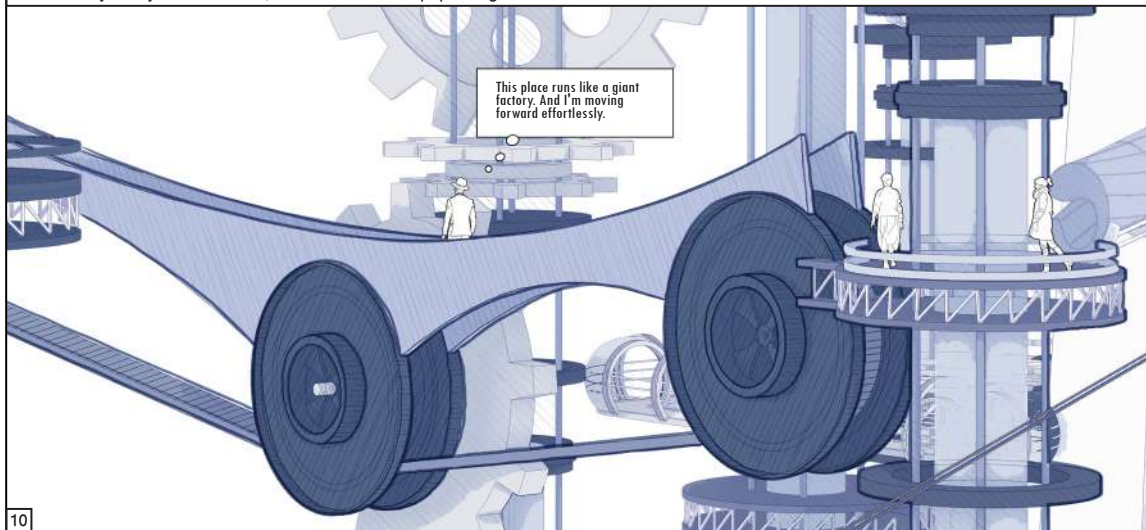
The center that the assembly line surrounds is the tower of power. Because the most direct path to the tower is to be integrated into the assembly line, people willingly throw themselves into it in pursuit of power and profit. Yet how is this not driven by the invisible tower?



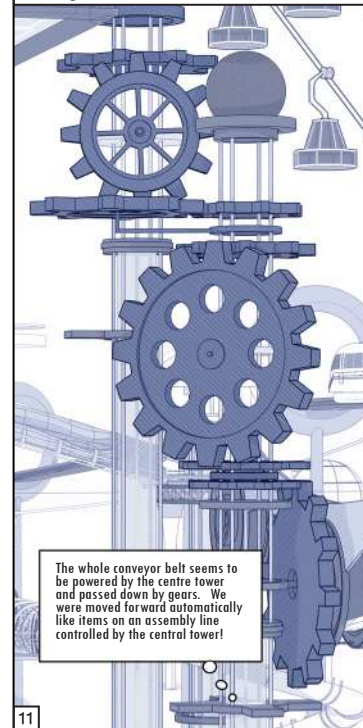
At the next stop Mr Brown was faced with a strange shaped slide.



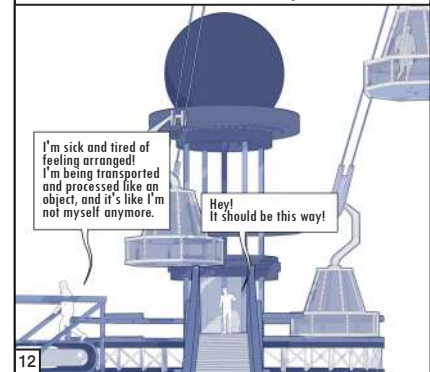
The whole journey was automatic, an invisible force kept pushing him forward.



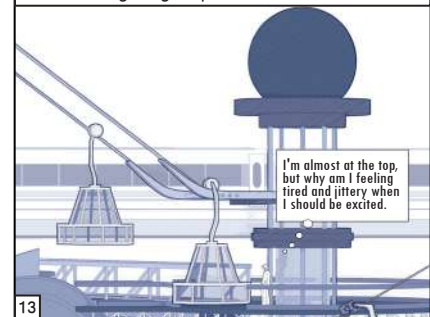
Moving forward, Mr. Brown found...



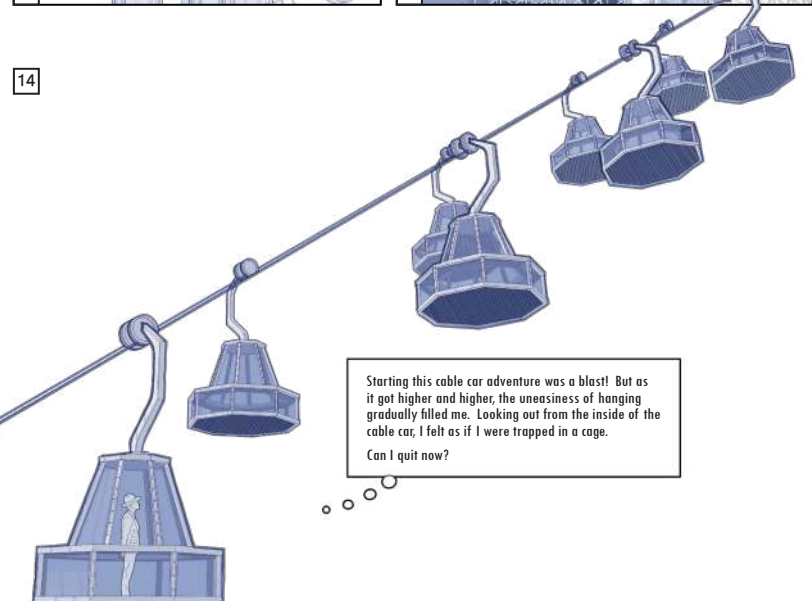
Of course, some abandoned this way.

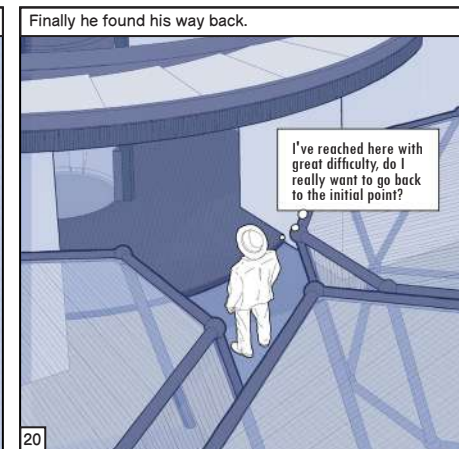
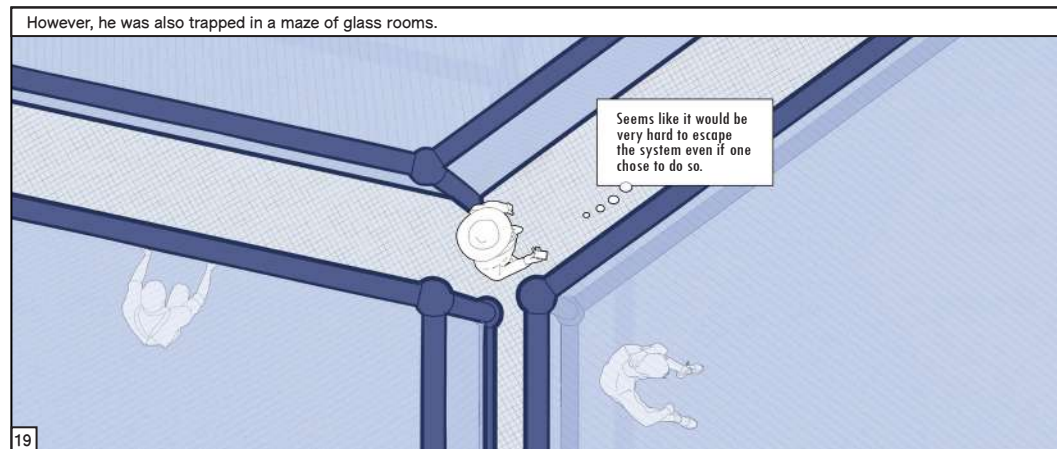
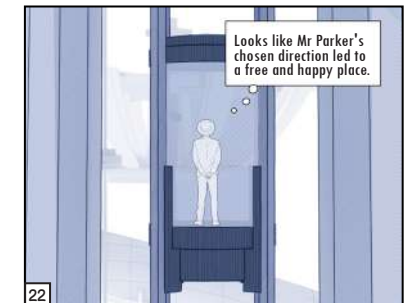
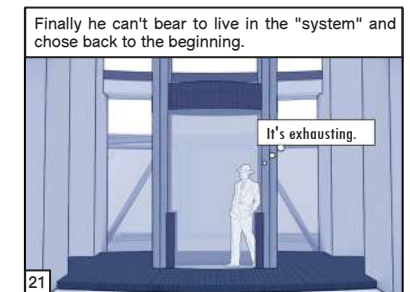
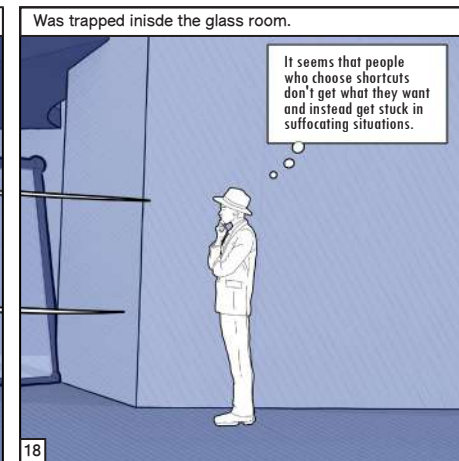
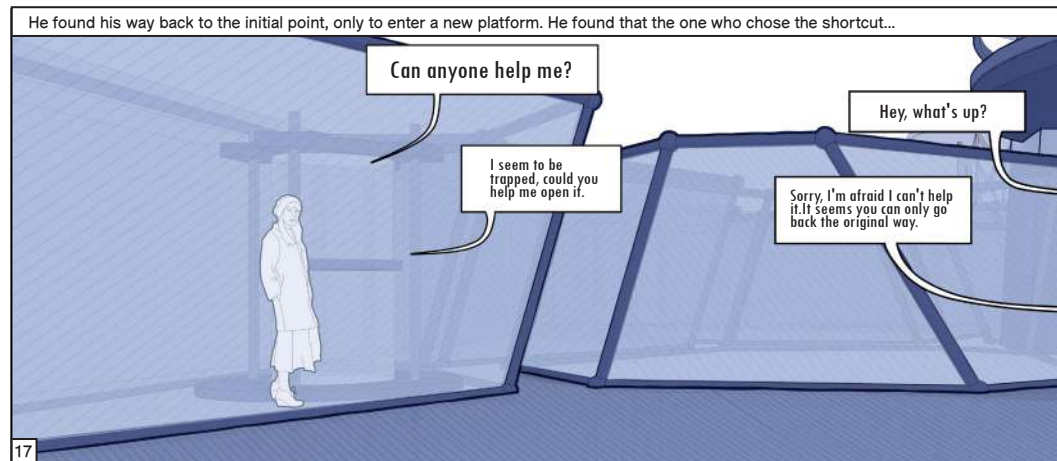
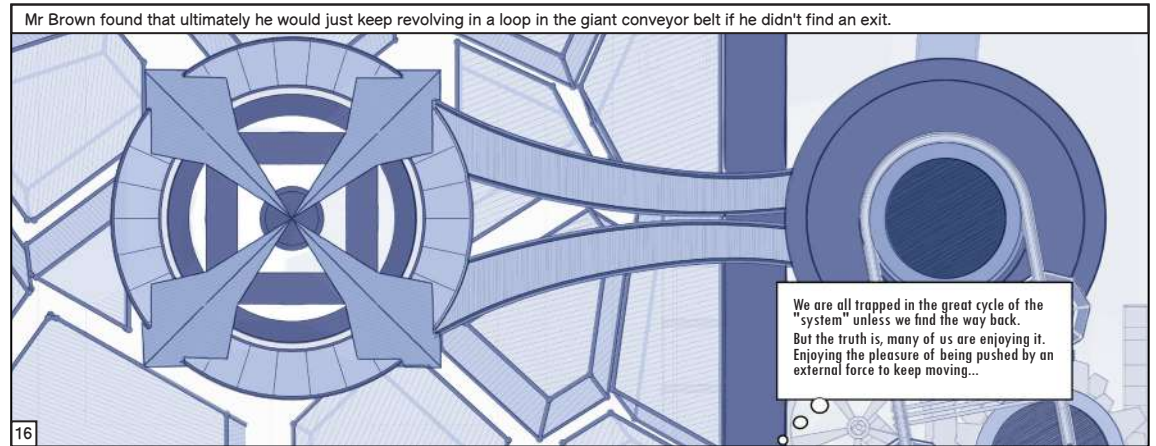
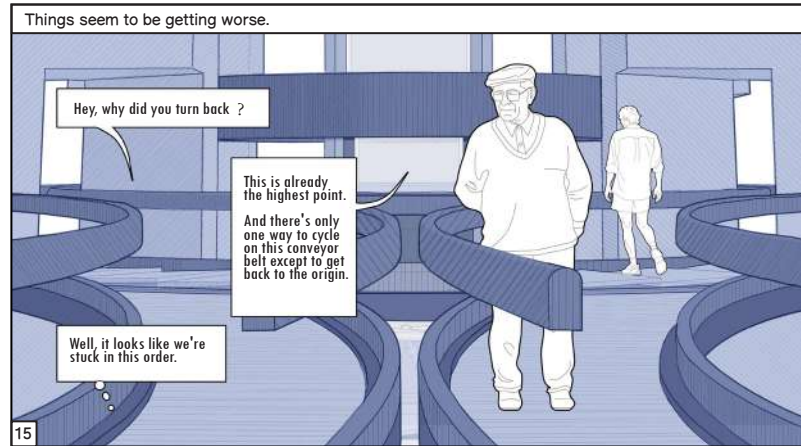


Mr Brown is getting suspicious too.

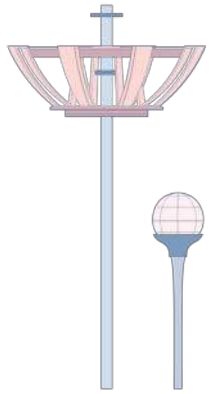


14





WHO RULES?



Chapter 2 True Nature

Sleep Is Sleep

When going to sleep is simply a result of feeling tired, sleepy, or simply a desire for a peaceful sleep, we return to the true nature of sleep. However, very few people are able to leave behind the convenience of going with the flow, deviate from societal norms, and resolutely follow their heart's choice. Even fewer are able to rise to the top despite this disregard for societal rules. Sleep is just sleep and I am just me. How many people are able to stay true to their hearts in today's society?

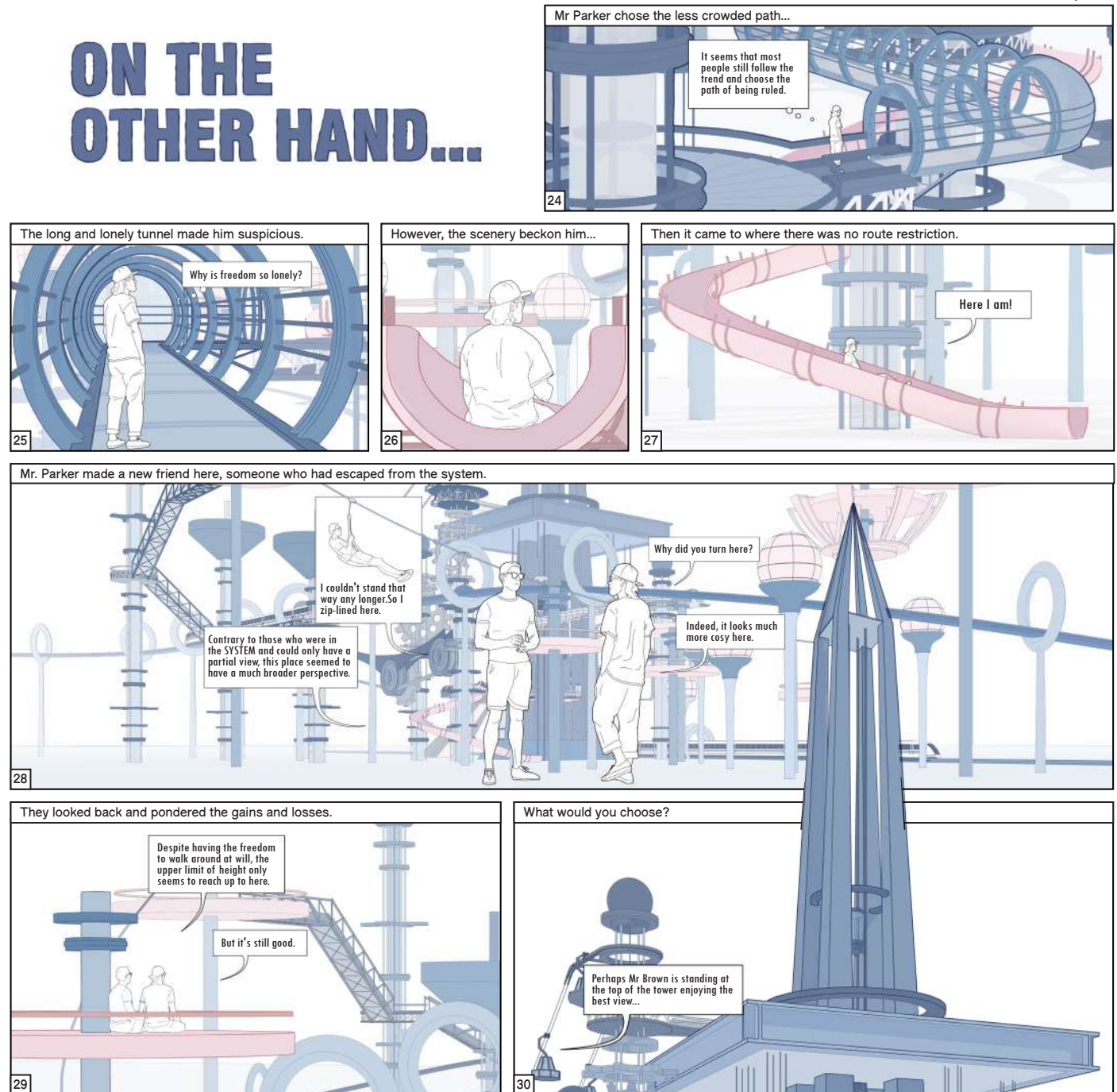
Against the Flow

Unlike social drives, when you choose to focus on natural drives, you lose the automatic forward movement that seems easier. Everything needs to be chosen and discovered by yourself, even the paths that are not clearly guided. However, you gain freedom, which comes at a heavy price. Some will fall prey to the temptation and choose to go with the flow, while there are numerous others who step out of the assembly line loop and choose to follow the path of nature. However, who can definitively say who is right and who is wrong?

Self

We deeply believe that when sleep is no longer utilitarian, people's health will improve and their minds will be at ease. Perhaps it is by choosing to forgo those fleeting pleasures of the high places that we have the opportunity to explore the joy and fulfillment within our own selves.

ON THE OTHER HAND...



M 04



THE NEXUS NODE

Rochdale, UK | 2024-2025 | Individual Work | Academic Study

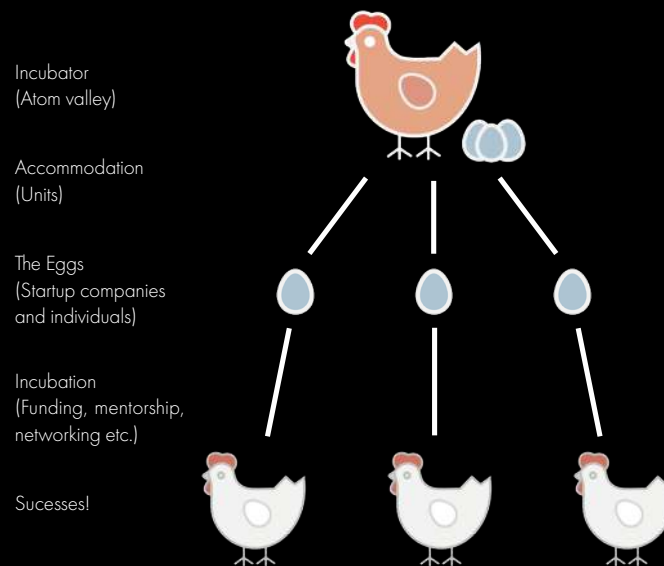
An Incubator for Future Design and Manufacturing

The Nexus Node is an adaptive reuse project located at Kingsway Business Park in Rochdale. It proposes an integrated circuit design incubator that supports Atom Valley's future development and strengthens the advanced manufacturing network in Greater Manchester.

The project provides flexible office units, shared workshops, advanced laboratories, testing spaces, mentorship areas, and networking facilities for start-ups and research teams. By combining technical infrastructure with collaborative social spaces, the building helps young companies develop skills, access support, and grow within a shared innovation environment.

Using the idea of an incubator as both a business model and a spatial concept, the project creates a place where ideas can be tested, supported, and developed into successful outcomes. It aims to attract talent, support regional economic growth, and create a sustainable platform for future technology and design industries.

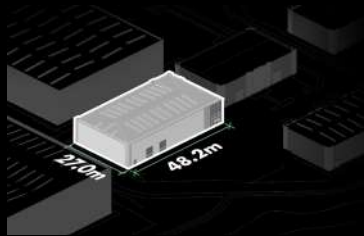
THE INCUBATOR OPERATING MODEL





DESIGN PROCESS

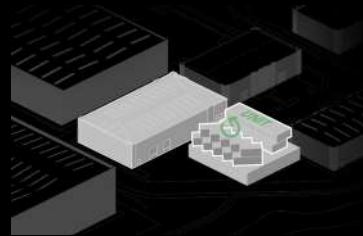
DESIGN STAGE A: INITIAL DESIGN



A1. DECONSTRUCT+ANALYSIS



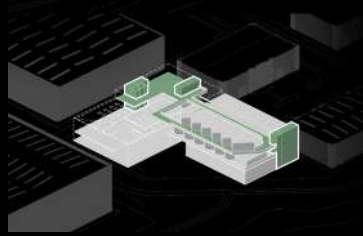
A2. BUILD+REPLAN



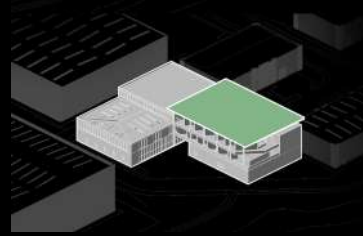
A3. STACK+ROTATE



A4. CUT+EXTENT

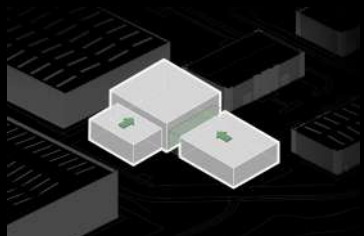


A5. BRIDGE+CIRCULATION

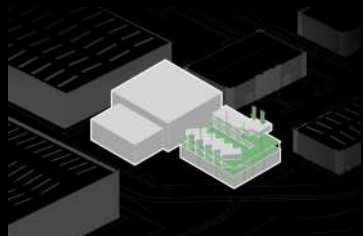


A6. CANOPY+FINISH

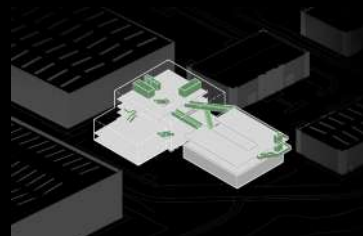
DESIGN STAGE B: DESIGN REFINEMENT



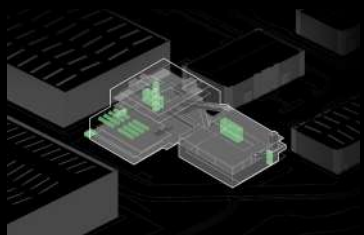
B1. NESTED



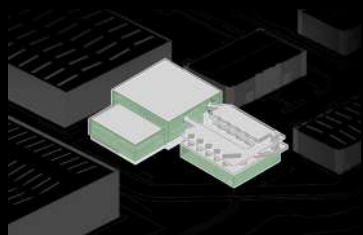
B2. SUPPORT & PLACEMENT



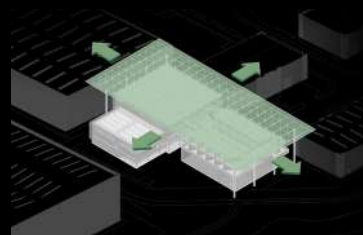
B3. CIRCULATION



B4. SERVICE



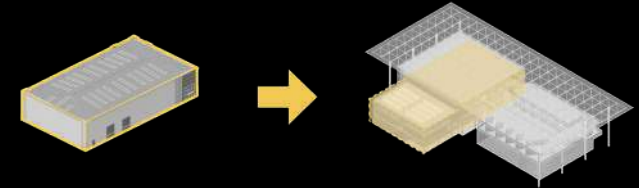
B5. FACADE UNIFORMITY



B6. CANOPY EXPANSION

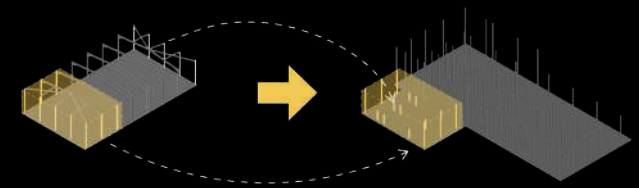
ADAPTIVE REUSE APPLICATIONS

RETAIN AND EXTEND



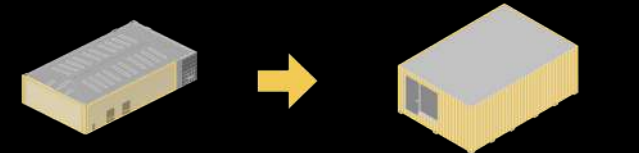
- Preserve the existing site and expand upon the original structure.
- Develop separate structures to serve as the manufacturing block and the canopy, thereby integrating new functions with the original context.

TRANSFORMING STEEL



- Maintain key elements of the original portal frame steel structure (cut the arch rafter part of the portal frame).
- Process remaining suitable steel into secondary columns for the mezzanine floor, ensuring structural integrity and continuity.

REIMAGINED FACADE



- Carefully remove and cut the original cladding sheeting on-site.
- Repurpose these materials as hanging panel cladding on new units, preserving the building's unique character and historical identity.

ADAPTIVE REUSE DESIGN STRATEGY



Aerial View

SKIN

UMBRELLA

BRIDGE

NEW INTERIOR

PARASITE

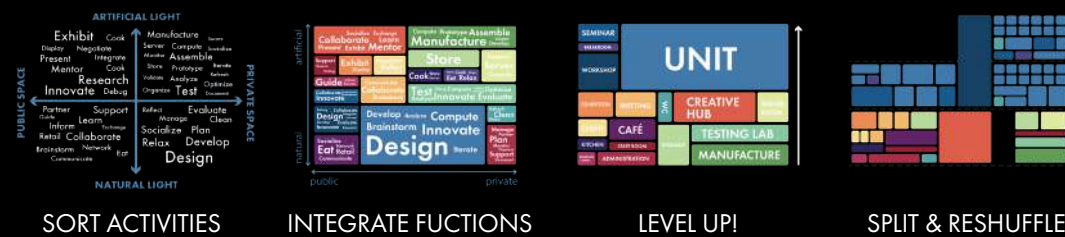
FEATURE

SPACE ARRANGEMENT AND VERTICAL LAYOUT

GENERAL ARRANGEMENT IN FLOORS



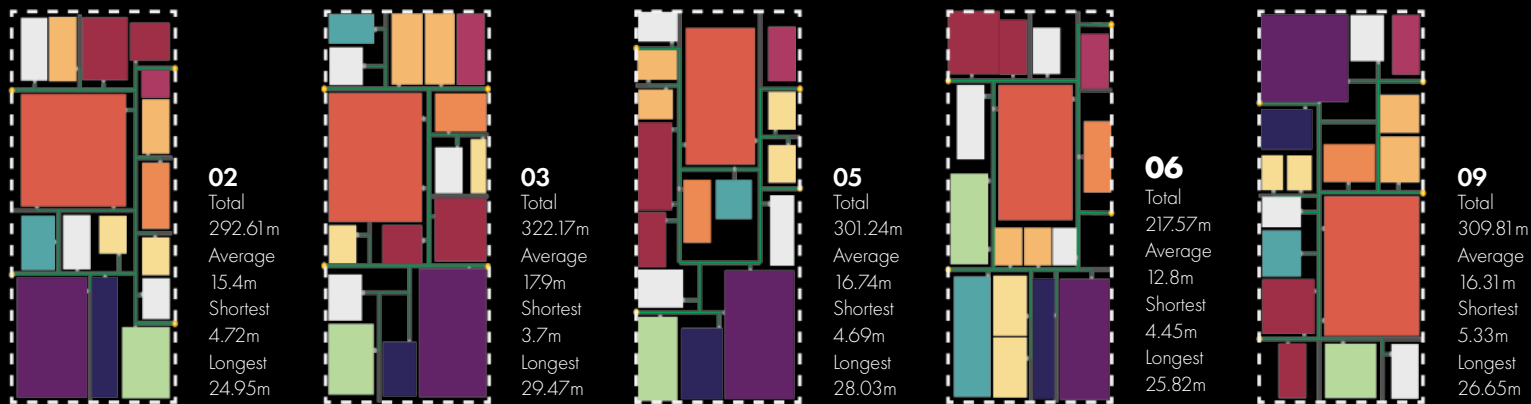
VERTICAL FUNCTION ALLOCATION



COMPUTATIONAL LAYOUT AND PATH OPTIMISATION

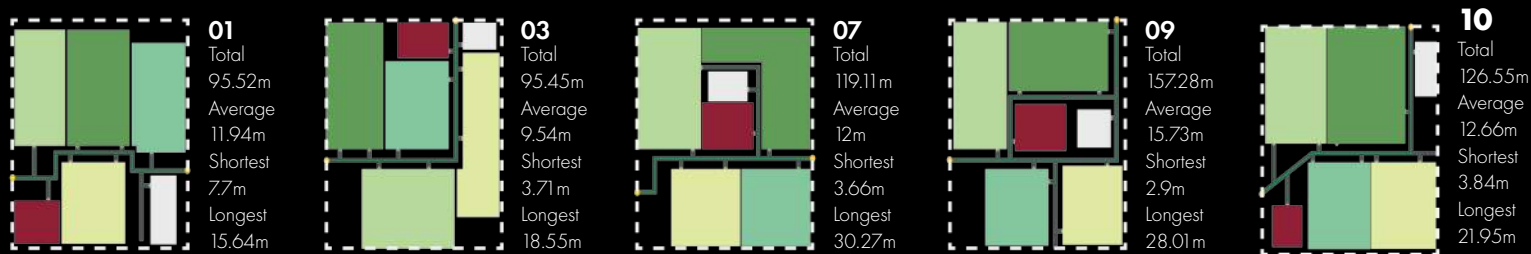
Using Magnetizing Floor Plan Generator, the initial layout options were generated from predefined functions, areas, and spatial relationships. Selected results were then refined with exits, doors, one-sided corridors, and reduced dead ends. Shortest Walk analysis was used to compare escape path lengths and evaluate circulation efficiency, spatial relevance, public and private balance, and lighting rationality.

GROUND FLOOR_MAIN BLOCK ADJUSTMENT



GROUND FLOOR_MANUFACTURE BLOCK ADJUSTMENT

- STAIRS
- ADMINISTRATION
- RECEPTION/LOBBY
- WC
- CLIENT ROOM
- MEETING ROOM
- CREATIVE HUB
- EXHIBITION
- KITCHEN
- CAFÉ
- STAIRS
- SATFF ROOM
- STORAGE
- TESTING LAB
- SERVER ROOM
- MANUFACTURE



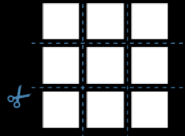


Atrium Space of the Main Block

UNIT ARRANGEMENT AND SPATIAL REFINEMENT



THE ONE



DIVIDE it



SCALE it



MOVE it



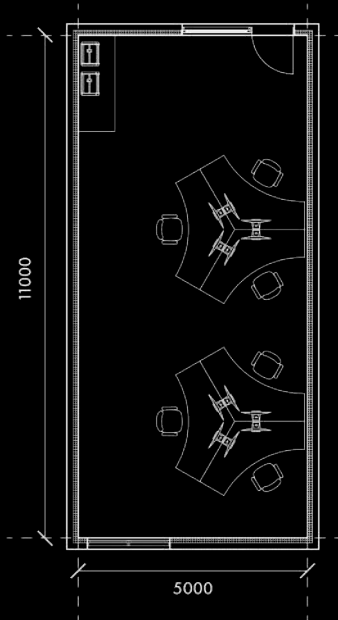
ROTATE it



FILL it

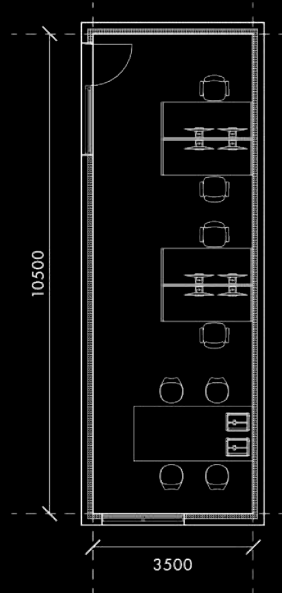
The office area is first subdivided into units of different sizes according to functional needs and spatial hierarchy. These units are then reshaped, moved, and rotated to create a more flexible office layout. Computational iterations are used as a testing tool to compare different arrangement angles and identify more suitable spatial relationships. Auxiliary spaces are integrated later to improve circulation, spatial quality, and overall building performance, while enriching the working environment.

TYPICAL UNIT (MODULE) DESIGN



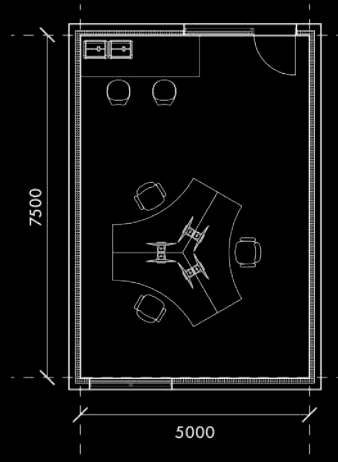
UNIT_XLarge

55sqm for 5-7 people



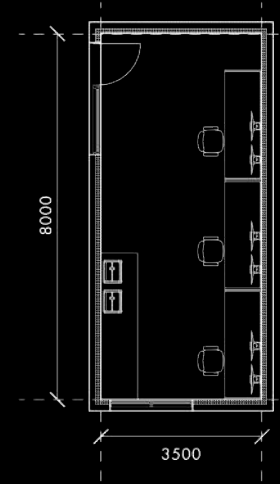
UNIT_Large

36.7sqm for 4-6 people



UNIT_Medium

37.5sqm for 3-5 people



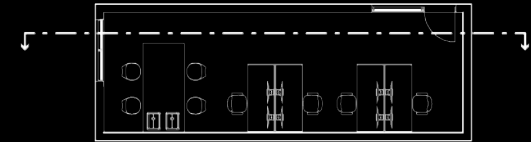
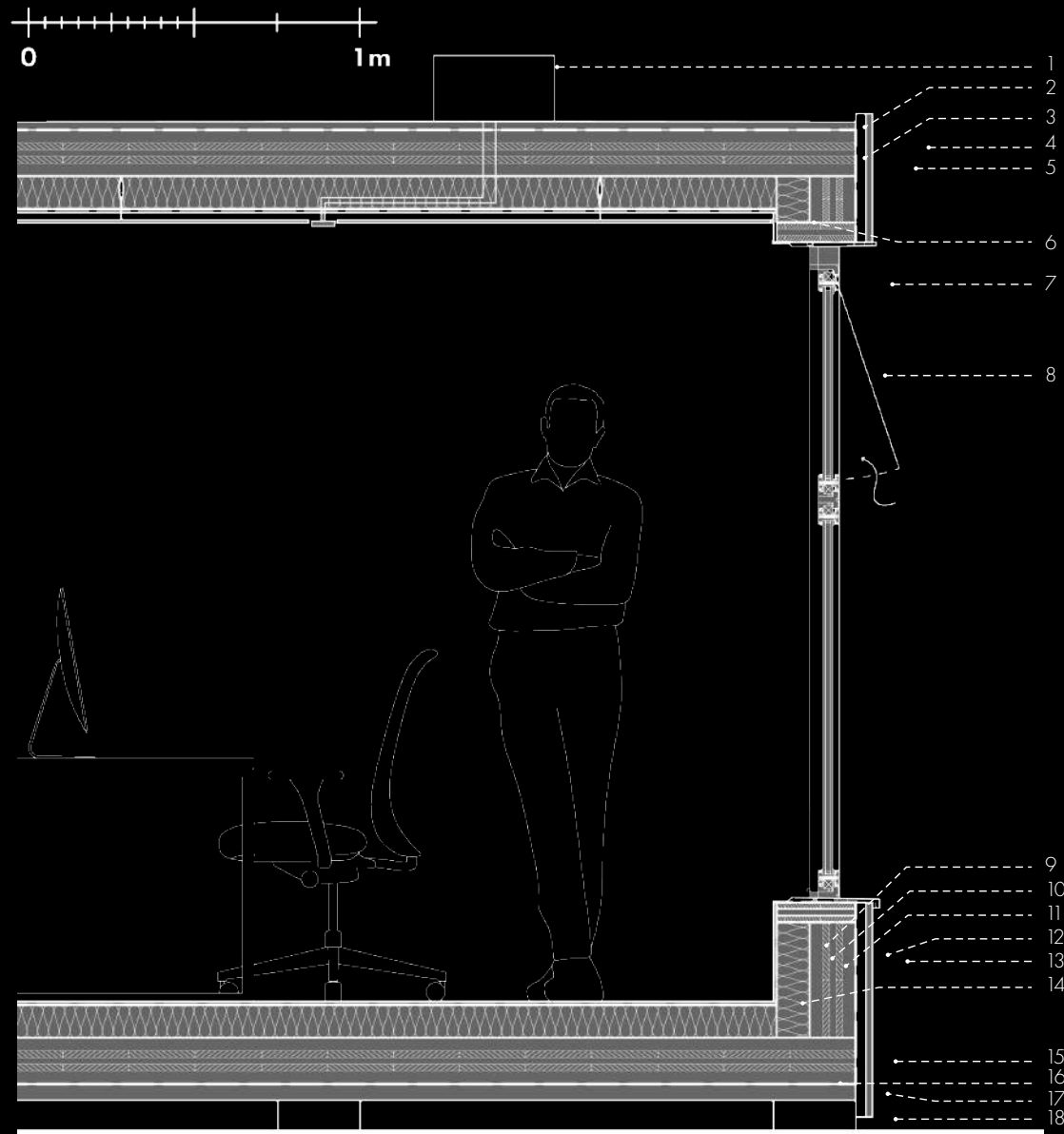
UNIT_Small

28sqm for 2-4 people

Designed as workspaces for startup design teams, the units offer four types of prefabricated modular units, each can be customizable for equipment and facilities placement with natural lighting and ventilation. Below are interior design examples of the four distinct unit types.

The prefabricated modules utilize Cross-Laminated Timber (CLT) as the primary load-bearing structure. Manufactured off-site, they are transported and assembled on-site before further construction, then hoisted into the first or second floors of the manufacturing block. Each module is equipped with an independent Direct Expansion (DX) system, which directly cools air using refrigerant evaporation, enhancing energy efficiency and simplifying installation. Additionally, the design repurposes the original Plot 9 built-up metal profiled cladding panels for module exteriors, reducing manufacturing energy consumption while preserving the industrial aesthetic of the original building.

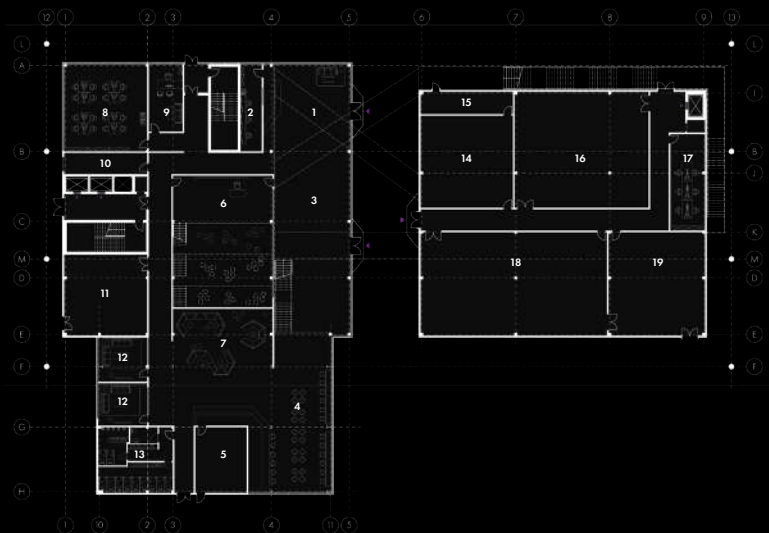
SECTION DETAIL OF TYPICAL UNIT



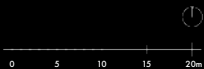
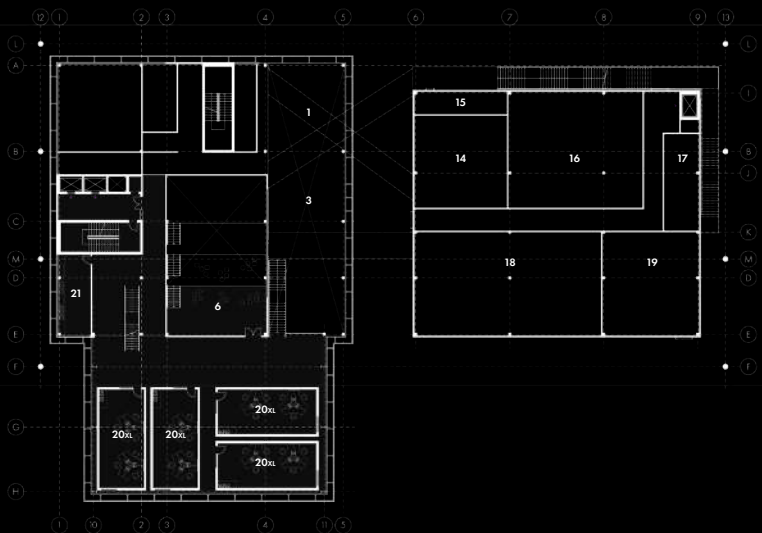
- 1 DIRECT EXPANSION SYSTEM (HVAC)
- 2 ROOF COVERING
- 3 CLT ROOF SLAB (140mm_5-ply, with 1 degree fall)
- 4 METAL CLADDING (reused from PLOT 9)
- 5 VERTICAL RAILS
- 6 CEILING PANEL (fixed to the CLT panel)
- 7 WINDOW FRAME
- 8 DOUBLE GALZED GLASS
- 9 OSB SLAB (10mm)
- 10 VAPOUR BARRIER
- 11 MINERAL WOOL INSULATION (100mm)
- 12 CLT WALL SLAB (140mm_5-ply)
- 13 BREATHER MEMBRANE
- 14 LVT FLOOR FINISH (10mm)
- 15 CLT FLOOR SLAB (140mm_5-ply)
- 16 DAMP-PROOF MEMBRANE
- 17 TIMBER SOLEPLATES (250*250*50mm)
- 18 TIMBER STUD (250*250*100mm)

FLOOR PLANS

GROUND FLOOR (FFL +0.00)

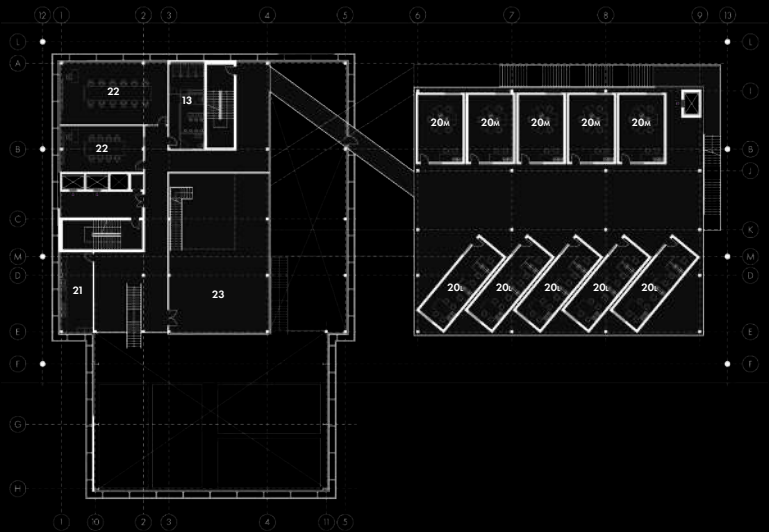


MEZZANINE FLOOR (FFL +3.60)

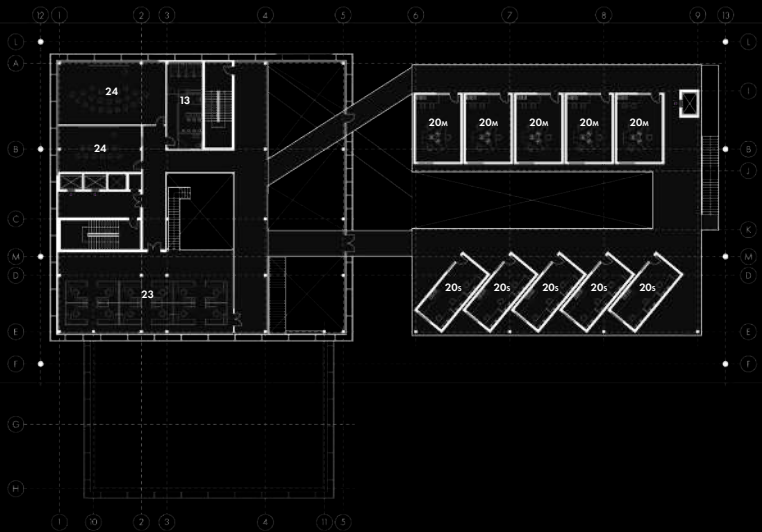


- 1 ENTRANCE
- 2 RECEPTION
- 3 EXHIBITION SPACE
- 4 CAFE
- 5 KITCHEN
- 6 CREATIVE HUB
- 7 OPEN DISCUSSION SPACE
- 8 ADMINISTRATION
- 9 DIRECTOR'S OFFICE
- 10 AIR HANDLING PLANT ROOM
- 11 STORAGE
- 12 CLIENT ROOM
- 13 WC
- 14 SERVER ROOM
- 15 PLANT ROOM
- 16 TESTING LAB
- 17 STAFF ROOM
- 18 MANUFACTUER LAB
- 19 MANUFACTURE STORAGE
- 20 UNIT
- 21 BREAK ROOM
- 22 MEETING ROOM
- 23 WORKSHOP
- 24 SEMINAR

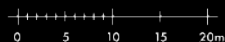
FIRST FLOOR (FFL +6.60)



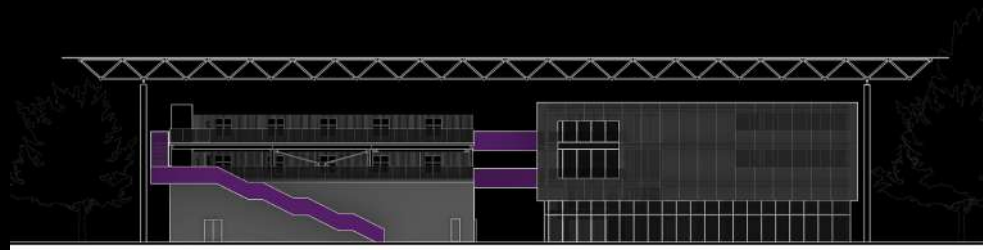
SECOND FLOOR (FFL +10.50)



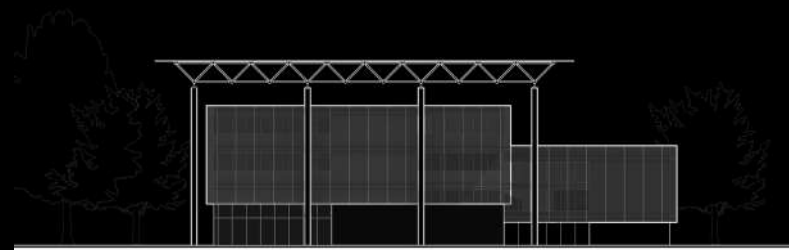
ELEVATIONS



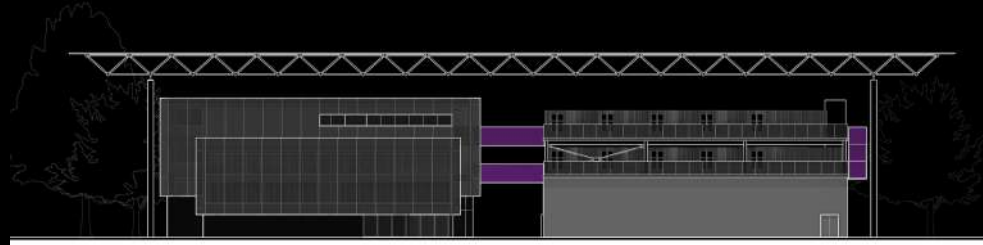
NORTH ELEVATION



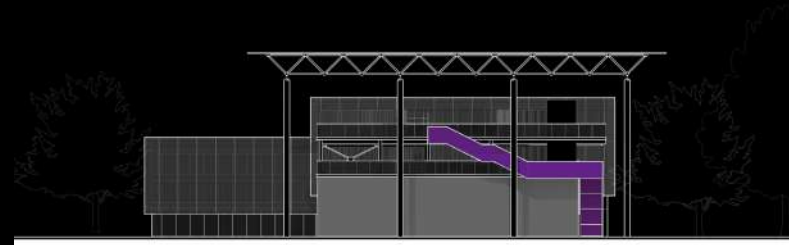
WEST ELEVATION



SOUTH ELEVATION



EAST ELEVATION



PERSPECTIVE SECTION



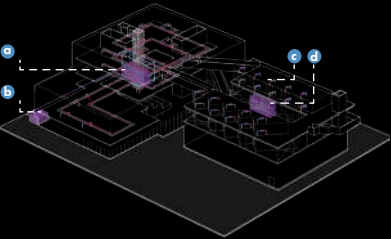


Corridor in Manufacture Block



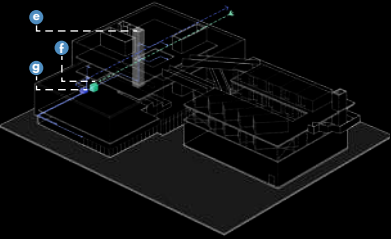
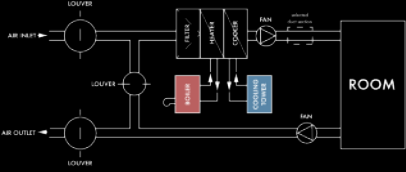
The Connect Bridge

MEP STRATEGY



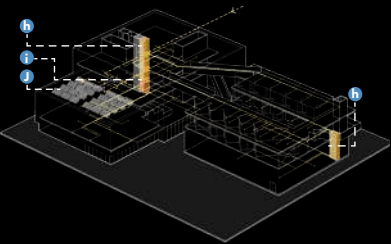
1. HVAC SYSTEM

- a Air Handling Plant Room
- b Air Source Heat Pump
- c Dx (Direct Expansion) System
- d Plant Room For Server Room



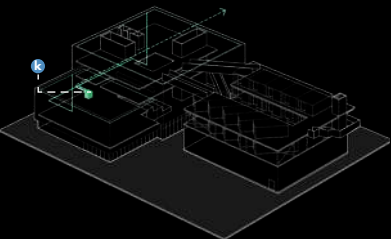
2. WATER & SANITARY

- e Service Shaft
- f Water Storage (Underground)
- g Sewage Treatment System (Underground)



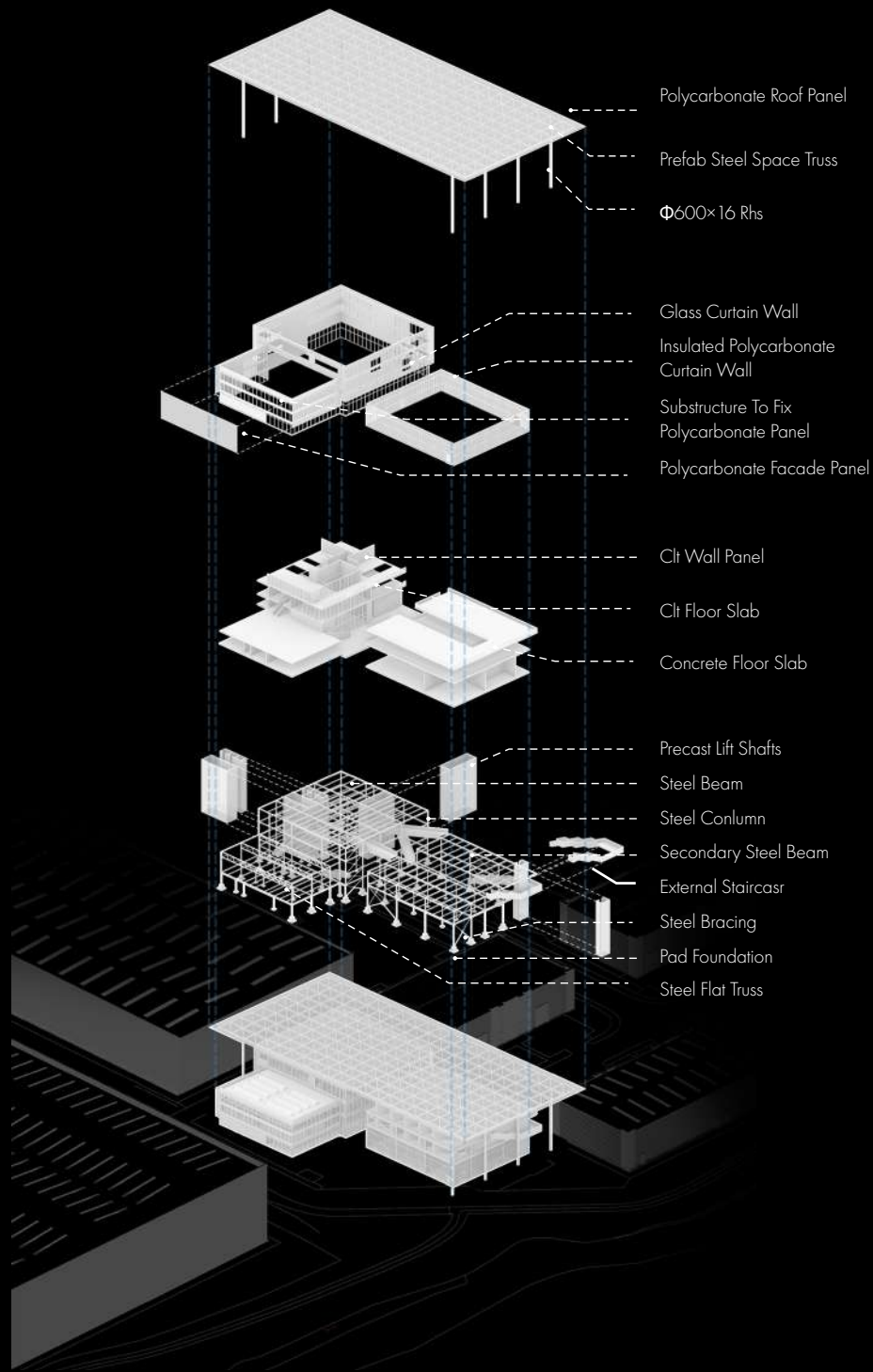
3. ELECTRICAL

- h Distribution Panels
- i Switchboard
- j Solar Pv System



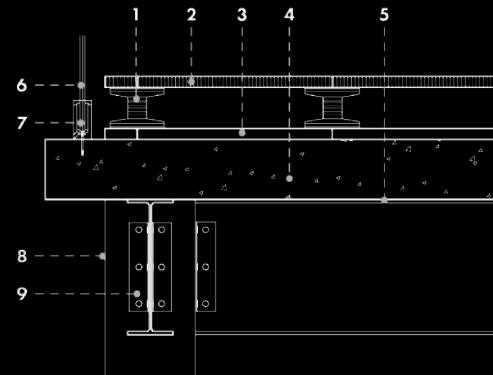
4. DRAINAGE

- h Distribution Panels



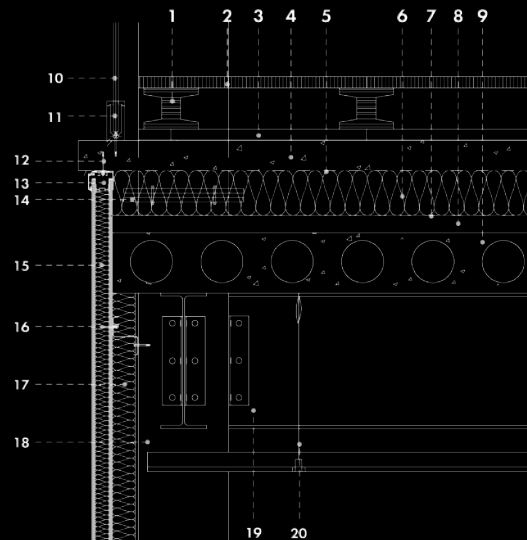
DETAILS

EXTERIOR FLOOR CONNECTION (MANUFACTURING BLOCK)



- 1 Paving Adjustable Pedestals
- 2 Composite Decking Board
- 3 Protection Boards (with Waterproofing)
- 4 200mm Waterproof Concrete (with Falls 2% in the Edge)
- 5 457/356 Universal Beam
- 6 Laminated Glass Panel (with Metal Handrail)
- 7 Bottom Rail
- 8 300 SHS Column
- 9 Web Cleat Steel Connections

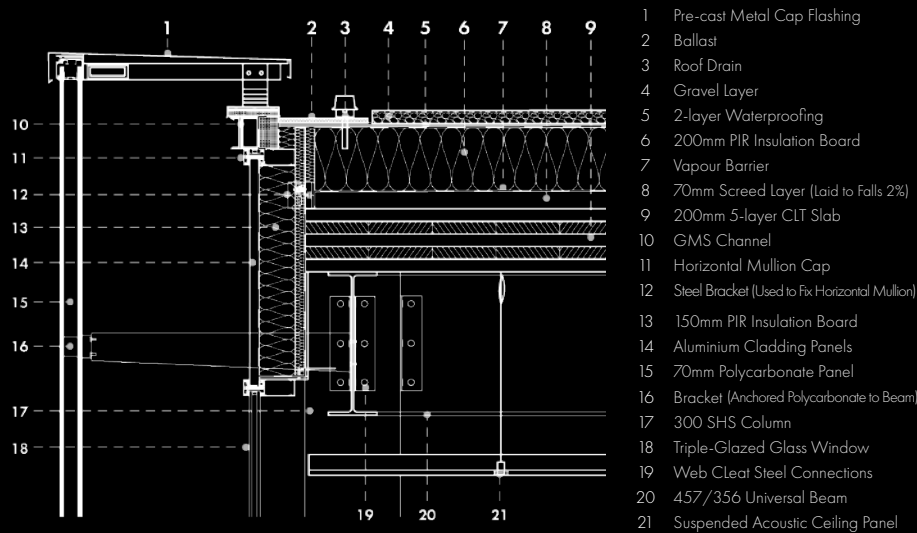
GF TO 1F CONNECTION (MANUFACTURING BLOCK)



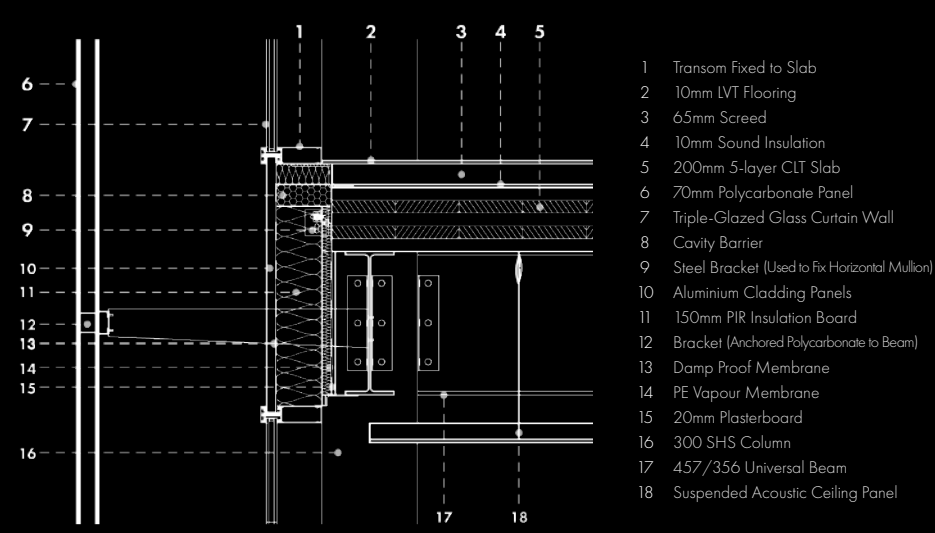
- 1 Paving Adjustable Pedestals
- 2 Composite Decking Board
- 3 Protection Boards (With Waterproofing)
- 4 100mm Waterproof Concrete
- 5 Damp Proof Membrane
- 6 150mm PIR Insulation Board
- 7 PE Vapour Membrane
- 8 65mm Screed
- 9 200mm Prefabricated Hollow Core Concrete Slab
- 10 Laminated Glass Panel (with Metal Handrail)
- 11 Bottom Rail
- 12 Fastener
- 13 Frame Base+Cover
- 14 Structural Thermal Break
- 15 Cassette Polycarbonate Panel (Filled with Light Transmitting Insulation)
- 16 Steel Z-Section Cladding Sheeting Rail
- 17 10mm Plasterboard Filled with 80mm Insulation/ Kalwall Insulation with Fiber-reinforced Polymer Face Sheet (in Translucent Part)
- 18 300 SHS Column
- 19 457/356 Universal Beam
- 20 Suspended Acoustic Ceiling Panel

DETAILS

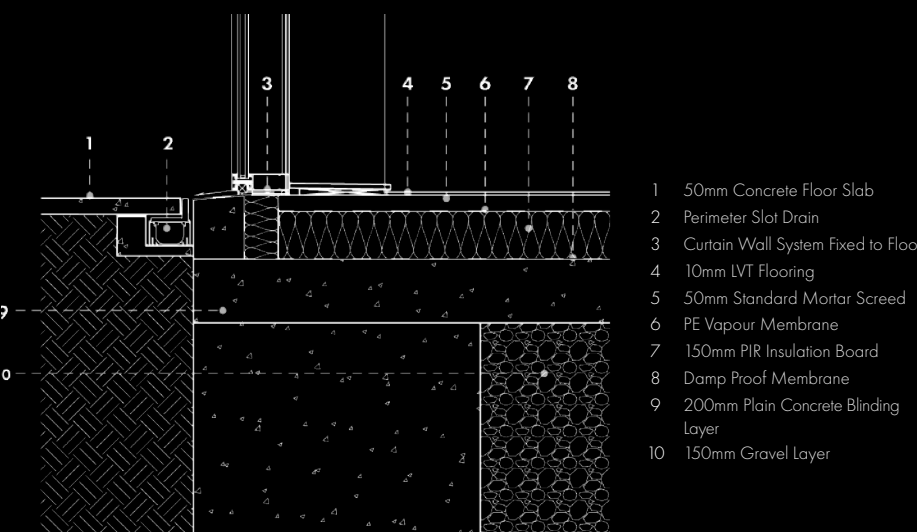
FLAT ROOF (MAIN BLOCK)



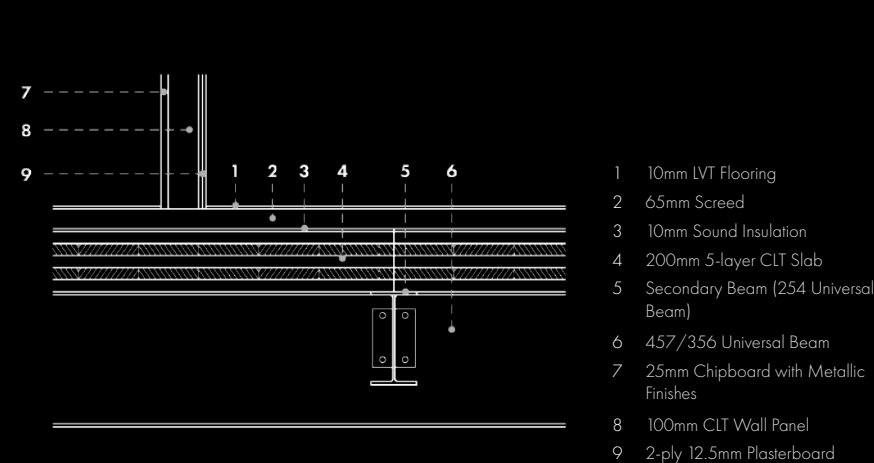
DOUBLE SKIN FACADE + CURTAIN WALL (MAIN BLOCK)



GROUND FLOOR AND FOUNDATION (MAIN BLOCK)

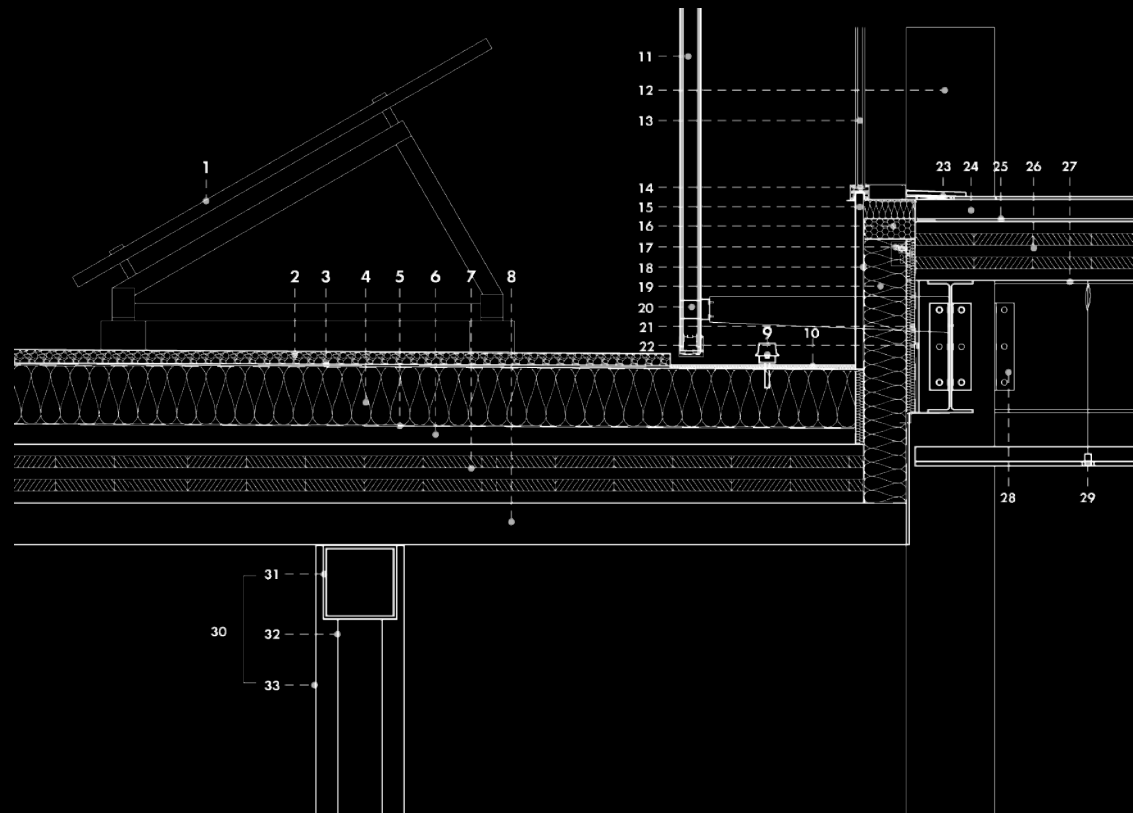


INTERIOR PARTITION WALL



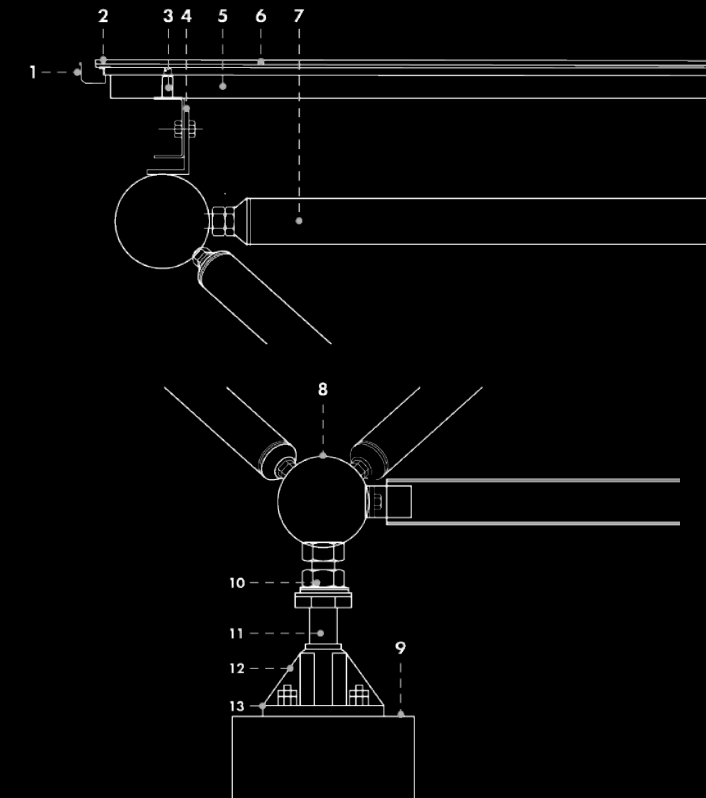
DETAILS

FLAT ROOF JUNCTION (MAIN BLOCK)



- | | | | |
|---|---|---|---------------------------------------|
| 1 PV Panel System Fixed to the Roof | 9 Roof Drain | 18 Damp Proof Membrane | 27 457/356 Universal Beam |
| 2 Gravel Layer | 10 Ballast | 19 150mm PIR Insulation Board | 28 Web Cleat Steel Connections |
| 3 2-layer Waterproofing | 11 70mm Polycarbonate Panel | 20 Bracket (Anchored Polycarbonate to Beam) | 29 Suspended Acoustic Ceiling Panel |
| 4 200mm PIR Insulation Board | 12 300 SHS Column | 21 PE Vapour Membrane | 30 1750mm Depth Flat Steel Roof Truss |
| 5 Vapour Barrier | 13 Triple-Glazed Window | 22 20mm Plasterboard | 31 250mm SHS Top Chord |
| 6 70mm Screed Layer (Laid to Falls 2%) | 14 Curtain Wall Frame with Weeps | 23 10mm LVT Flooring | 32 150mm SHS Web Members |
| 7 200mm 5-layer CLT Slab | 15 Aluminium Cladding Panels | 24 65mm Unbonded Screed | 33 250mm SHS Top Chord |
| 8 Steel Z-section Purlin Fixed to the Truss | 16 Cavity Barrier | 25 10mm Sound Insulation | |
| | 17 Steel Bracket (Used to Fix Horizontal Mullion) | 26 200mm 5-layer CLT Slab | |

INDEPENDENT SPACE TRUSS CANOPY



- | | |
|---------------------------------------|--|
| 1 Gutter | 8 Pre-cast Joint Mero |
| 2 Connector End Cap | 9 $\Phi 600 \times 16$ mm RHS (filled with C40 concrete) |
| 3 Saddle Bracket | 10 Fixed Nut |
| 4 Steel Substructure | 11 Pre-cast Bar |
| 5 Freespan Bar | 12 Pre-cast Steel Support |
| 6 Polycarbonate Roof Panel | 13 Steel Connector Base |
| 7 $\Phi 75$ mm Steel Space Truss Pipe | |



THE OASIS NEXT

Ubari, Libya | 2022-2023 | Individual Work | Personal Practice

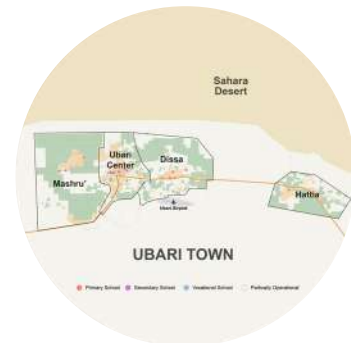
Post-Conflict Energy-Efficient Education Facilities

The project uses Ubari as a site case to explore a public care and education institution for post-conflict desert cities. Ubari is an oasis town in the Fezzan region of south-western Libya, located within the Idehan Ubari, a Libyan part of the Sahara Desert.

The town has been affected by conflict, which has disrupted local life and reduced access to stable education, care, and shelter. Many school-age children in similar desert settlements face limited learning environments and a lack of safe communal spaces.

The project proposes an educational facility that responds to both social needs and desert climate conditions. It uses local materials, passive environmental strategies, and available natural resources to reduce construction costs, support long-term use, and lower the impact on the surrounding landscape.

By combining learning, shelter, and community care, the project aims to create a resilient place for children and local residents. It offers a model for how architecture can support education, wellbeing, and recovery in fragile desert contexts.



2011

Ubari experienced fierce fighting during the 2011 revolt.

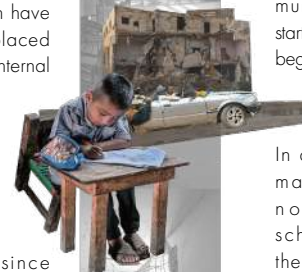
A battle for Ubari erupted in September 2014, and raged until February 2016 ceasefire.

2014



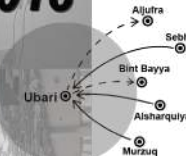
Between 2014 and 2016, around 75% of its population have been displaced during its internal conflict.

2016



There is since May 2018 a tendency of increase in the hosting of IDPs.

2018



In all districts, the main reason for not attending school concerns the availability of teaching material.

And there are ONLY 3 public child care centers in Ubari.

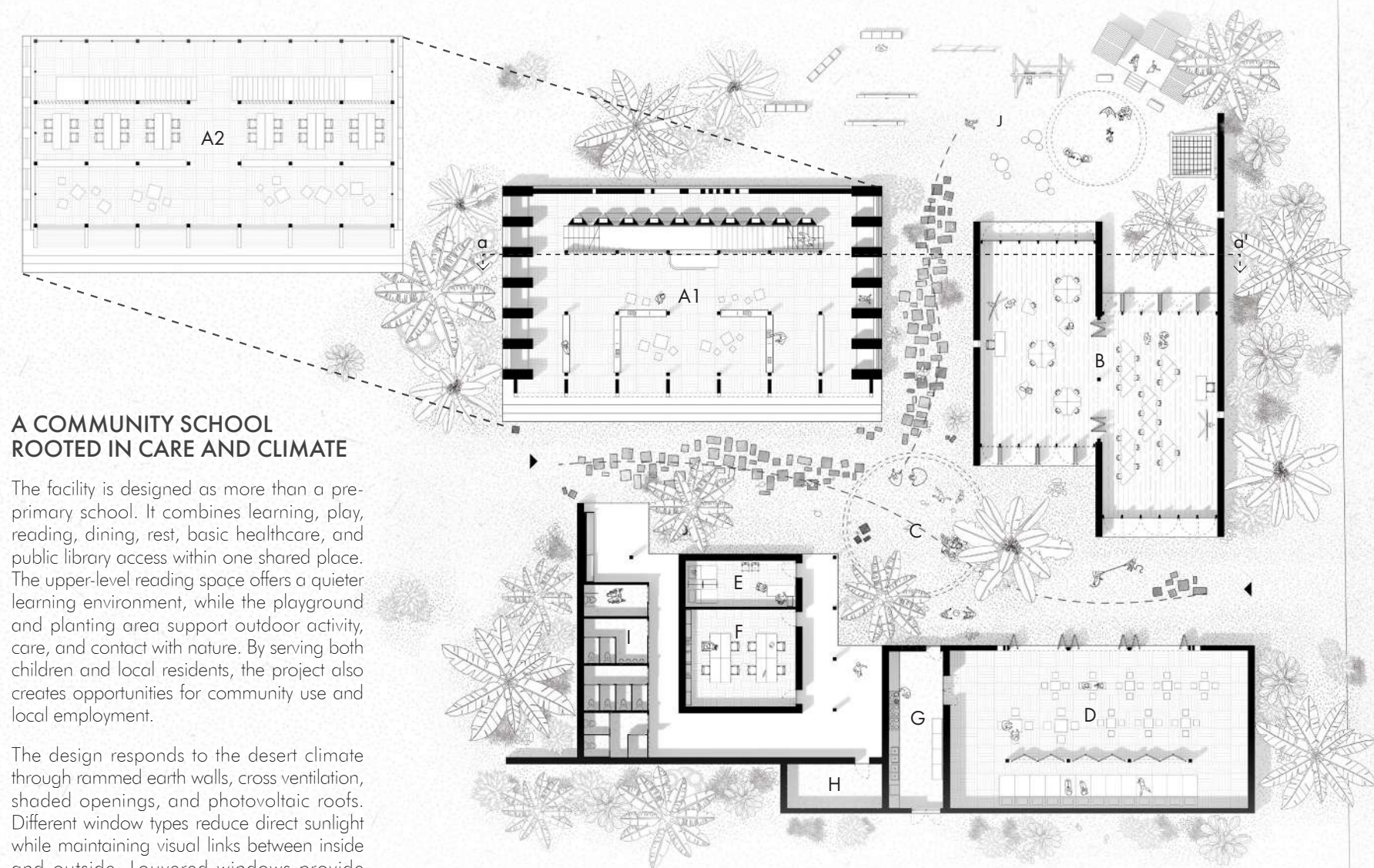
2021

2021 saw a welcome period of relative peace and political stability.





GROUND & FIRST FLOOR PLAN



A COMMUNITY SCHOOL ROOTED IN CARE AND CLIMATE

The facility is designed as more than a pre-primary school. It combines learning, play, reading, dining, rest, basic healthcare, and public library access within one shared place. The upper-level reading space offers a quieter learning environment, while the playground and planting area support outdoor activity, care, and contact with nature. By serving both children and local residents, the project also creates opportunities for community use and local employment.

The design responds to the desert climate through rammed earth walls, cross ventilation, shaded openings, and photovoltaic roofs. Different window types reduce direct sunlight while maintaining visual links between inside and outside. Louvered windows provide a low-cost and locally available solution, helping the building improve thermal comfort, reduce energy demand, and support a simple, sustainable construction logic.

A. Public Library
A1. Ground Floor (Reading)
A2. First Floor (Self-Study)
B. Classroom

C. Courtyard
D. Integrated Activity Centre
E. Medical Room
F. Staff Room

G. Kitchen
H. Service Room
I. Toilet
J. Activity Space

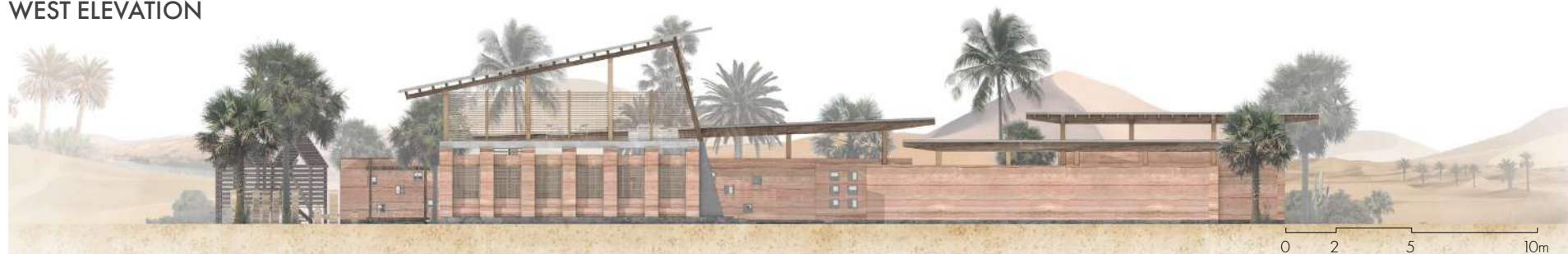
0 2 5 10m

SECTION AND ELEVATION

PERSPECTIVE SECTION a-a'



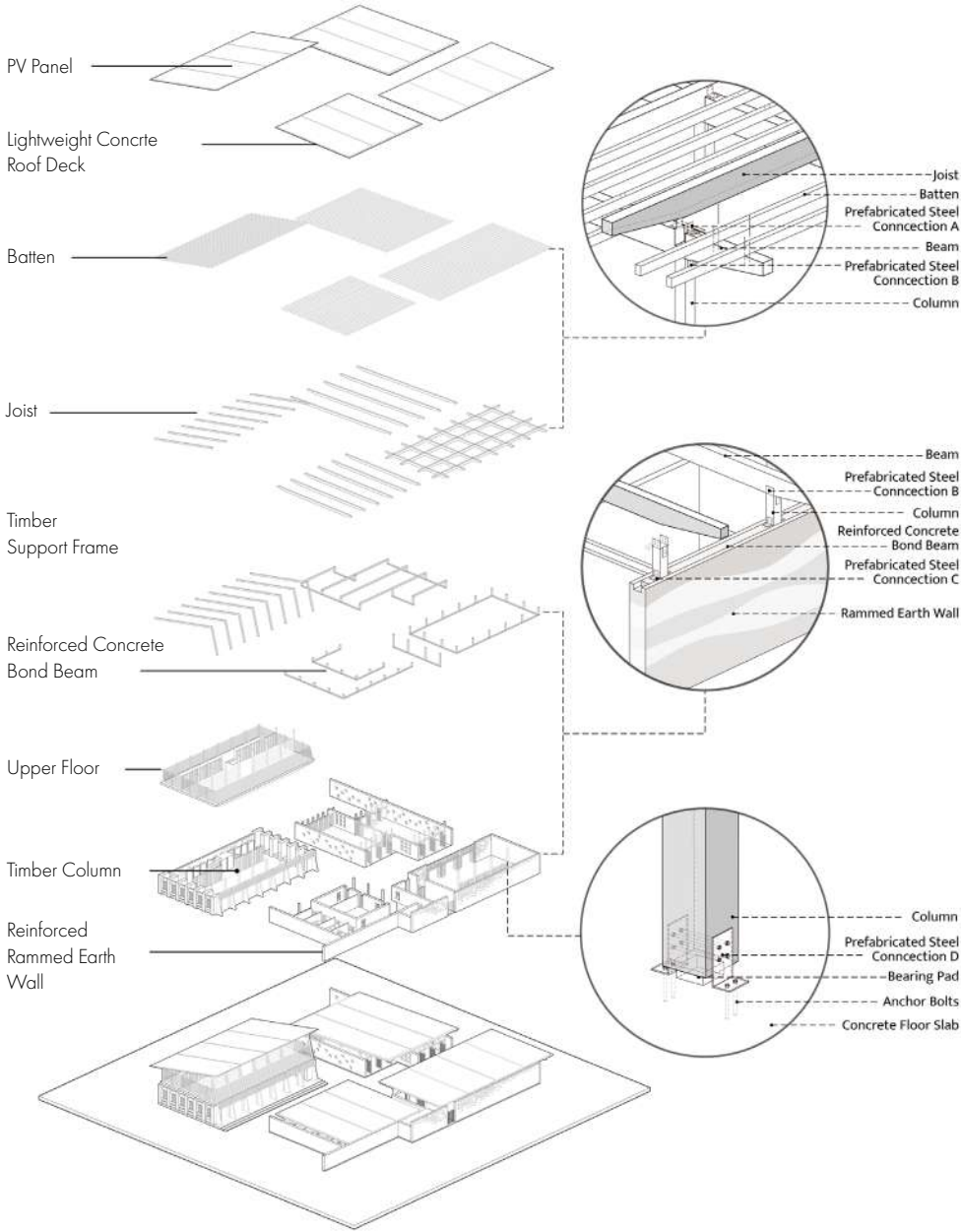
WEST ELEVATION



SOUTH ELEVATION



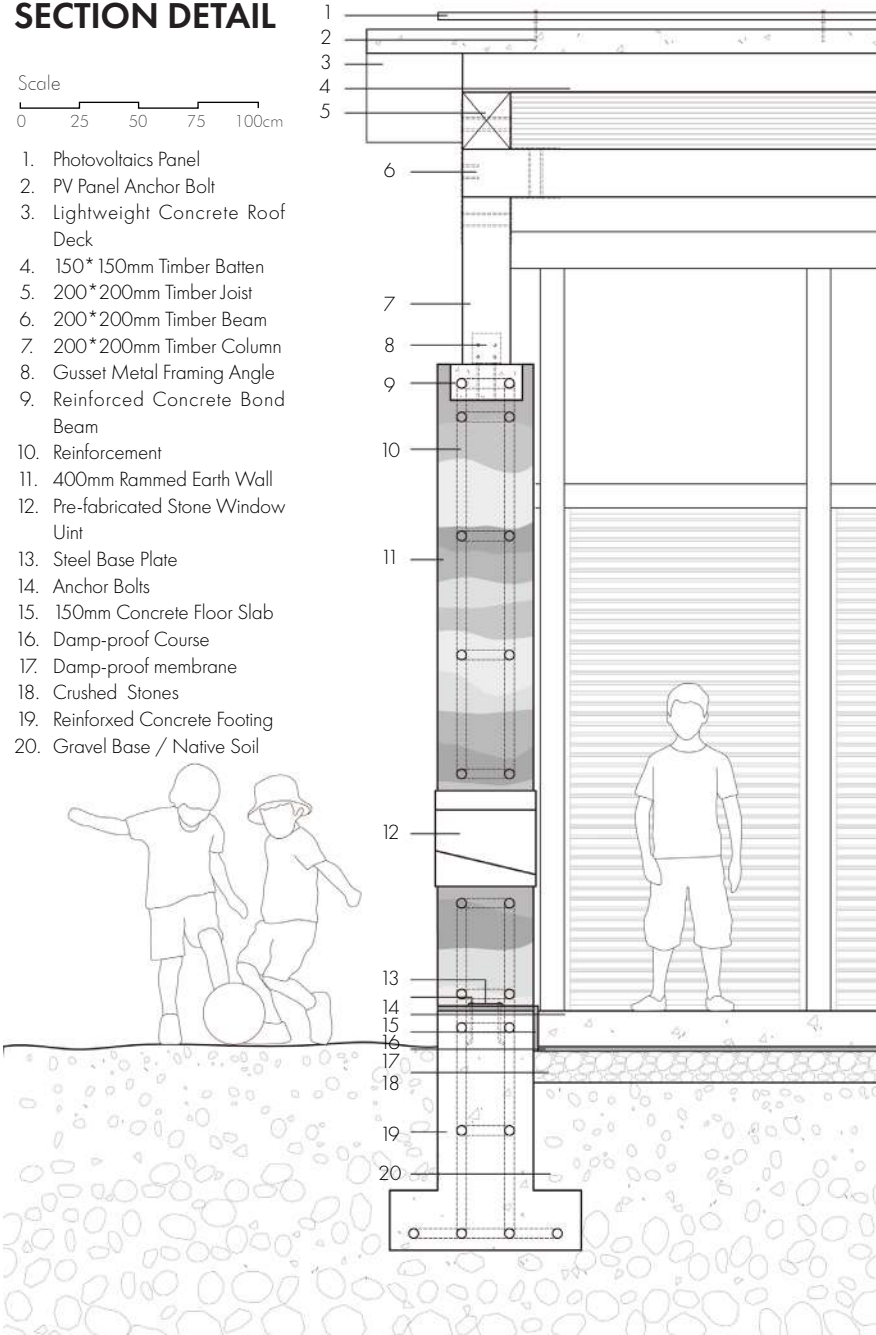
CONSTRUCTION DETAILS



SECTION DETAIL

Scale
0 25 50 75 100cm

1. Photovoltaics Panel
2. PV Panel Anchor Bolt
3. Lightweight Concrete Roof Deck
4. 150*150mm Timber Batten
5. 200*200mm Timber Joist
6. 200*200mm Timber Beam
7. 200*200mm Timber Column
8. Gusset Metal Framing Angle
9. Reinforced Concrete Bond Beam
10. Reinforcement
11. 400mm Rammed Earth Wall
12. Pre-fabricated Stone Window Unit
13. Steel Base Plate
14. Anchor Bolts
15. 150mm Concrete Floor Slab
16. Damp-proof Course
17. Damp-proof membrane
18. Crushed Stones
19. Reinforced Concrete Footing
20. Gravel Base / Native Soil



ONE DAY HERE



The integrated activity centre provides space for dining and indoor activities, with shaded rest areas behind the folding screens for children's lunch breaks.



The public library has books for children to borrow and a pleasant environment for reading.



The entrance has a definite directional character and leads into the large courtyard.



Folding doors allow multifunctional classrooms to be connected. The openings in the rammed earth walls with light and shadow encourage children's desire to explore.



The enclosed courtyard provides effective shade and creates an attractive outdoor space for children.



FLUX FILM SCHOOL

Liverpool, UK | 2023 | Individual Work | Academic Study

Innovative Film Education Beyond the Classroom

Flux Film School proposes a new film school for the University of Liverpool, located at the junction of Oxford Street and Mulberry Street.

The project explores how architectural space can become part of film education. Instead of treating the building only as a container for teaching, the design allows students to learn about film-making, shooting, presentation, and collaboration through direct spatial experience.

As cinema is a public and popular art form, the building also introduces open spaces for public screenings, student presentations, and social exchange. These spaces support multidisciplinary collaboration, public participation, and potential cooperation with film companies.

Through a sequence of cinematic, flexible, and interactive spaces, the project aims to stimulate students' curiosity, encourage discussion, and create new opportunities for creative production.



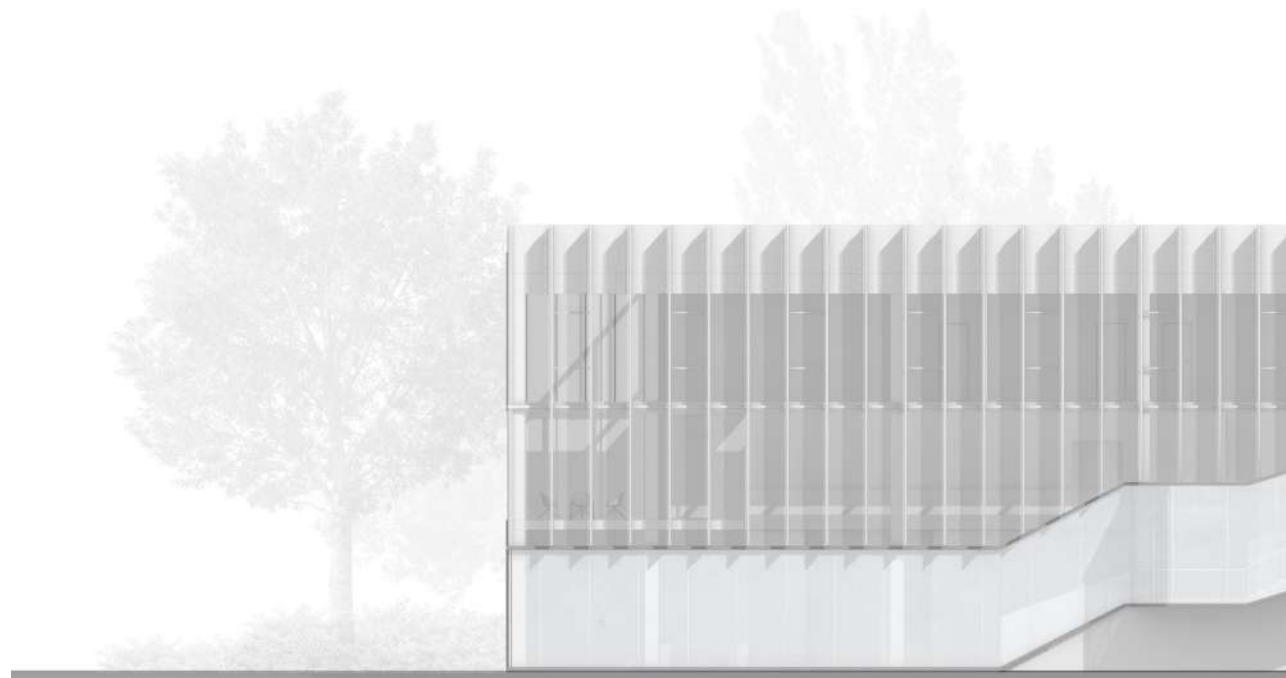
COLLABORATION

Encourage active collaboration among students, staff, and film professionals for interdisciplinary cooperation.



INSPIRATION

Creating cinematic spaces that inspire students to draw inspiration from their spatial experiences.





FUNCTIONALITY

Optimise space while meeting functional needs, with a balance of practicality and interest.



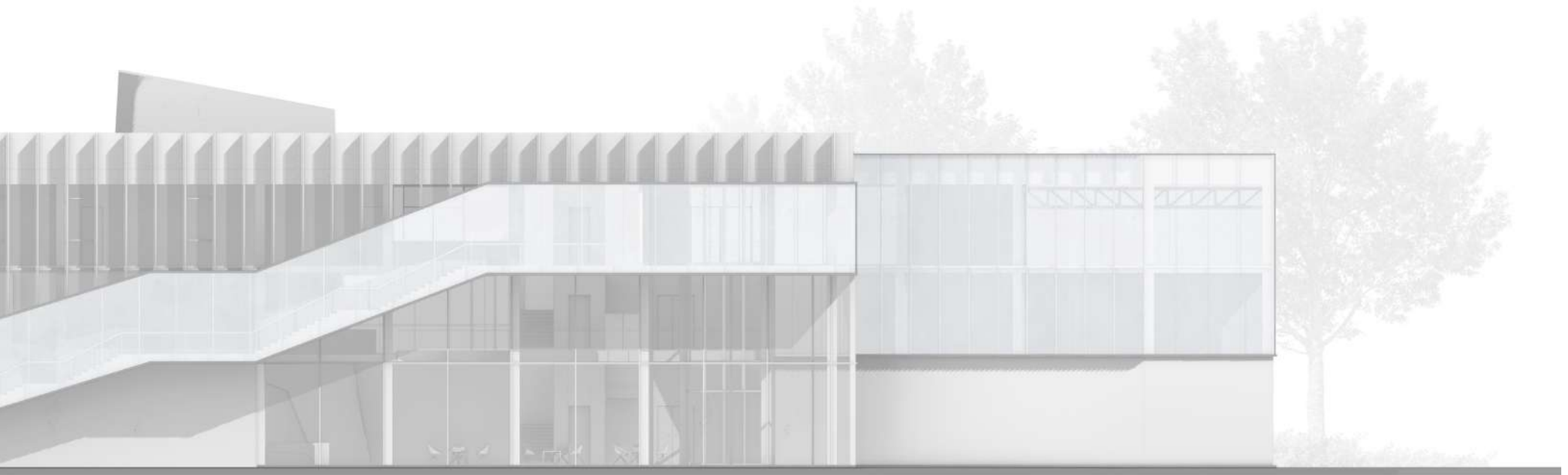
SOCIAL HUB

Establish diverse social spaces to meet communication needs and spark collaborative creativity.



COMMUNITY

Engage the community in evaluating and enhancing student work, promoting wider appeal and community involvement.



CINEMATIC SPACE ANALYSIS

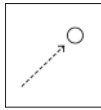
TECHNIQUE

FILM

SPACE

Straightforward

Sequential narrative with clear objectives



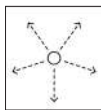
Diverse View

Enriching narrative with varied views



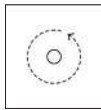
Central Radiance

Triggering diverse development from a core



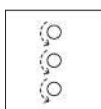
Holism

All aspects of the central event



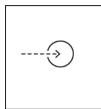
Temporal-Spatial

Enriching depth through varied dimensions



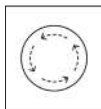
The Essence

A gradual approach to explore deeper meanings



Inner Dissect

A comprehensive, multi-angle in-depth exploration



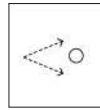
TECHNIQUE

FILM

SPACE

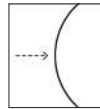
Omniscient

Understanding every aspect from a god's-eye



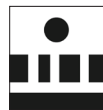
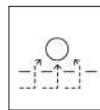
Detail-Centric

In-depth investigation of event particulars



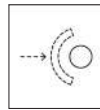
Step by Step

Revealing completely different face sequentially



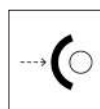
Obscured

Things get ambiguous through a medium



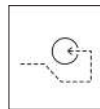
Imagination

Leaving room for infinite speculation by omitting event details



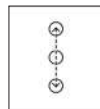
Eureka Moment

Unexpected insight into the core



Tunnel Vision

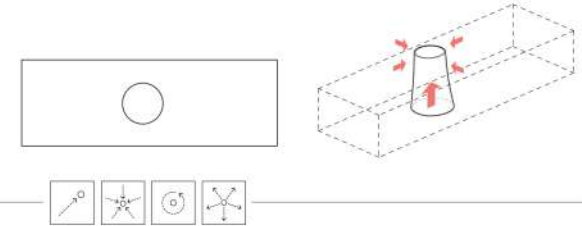
Stuck in narrowed view, unable to escape limited thinking



DESIGN APPROACH

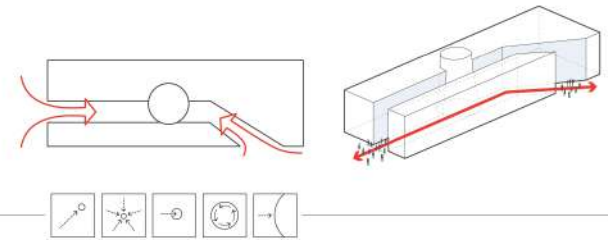
Social Condenser

Embedding a cylindrical core to concentrate social activity and enrich spatial layers.



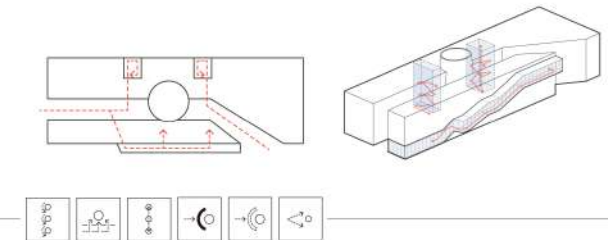
Central Circulation

Connecting two entrances to form a central route, with the hub guiding flow and zoning.



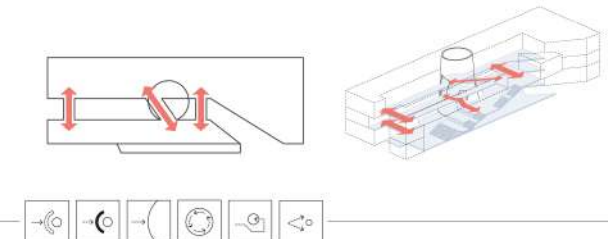
Vertical Journey

East: a double staircase organises vertical movement. West: an outdoor cantilevered corridor connects the floors as an open spatial journey.



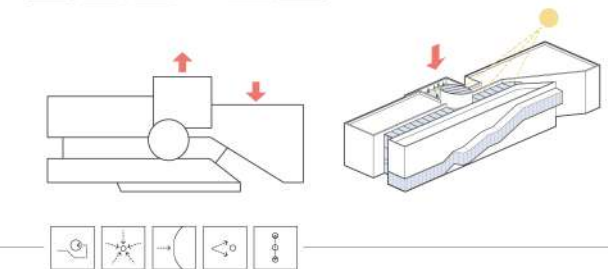
Connect

Bridges pass through the hub, linking the masses and creating social spaces and varied views.



Adapt

The massing responds to climate and context, with the eastern roof shaped as a garden terrace.



SPATIAL DISTRIBUTION

ROOF (+12.70/13.50m)

SECOND FLOOR (+8.10m)

- | | |
|--------------------|-------------------------|
| 4. Toilet | 31. Lab |
| 8. PC Lab | 32. Open Plan Office |
| 26. Staff Office | 33. Staff Kitchenette |
| 27. Costume Studio | 34. Headmaster's Office |
| 30. Leisure Garden | 35. Meeting Room |

FIRST FLOOR (+4.50m)

- | | |
|--------------------|----------------------|
| 3. Lecture Theatre | 26. Staff Office |
| 4. Toilet | 27. Costume Studio |
| 7. Creative Hub | 28. Costume Store |
| 12. Social Terrace | 29. Inspiration Zone |
| 25. Seminar Room | |

GROUND FLOOR (+0.00m)

- | | |
|-----------------------|-------------------------|
| 1. Exhibition | 9. Film Studio |
| 2. Reception & Office | 10. Studio Control Room |
| 3. Lecture Theatre | 11. Sound Control Room |
| 4. Toilet | 12. Social Terrace |
| 5. Store | 13. Kitchen |
| 6. Cinema | 14. Ticket & Cafe Bar |
| 7. Creative Hub | 15. Cafe |
| 8. PC Lab | |

LOWER GROUND FLOOR (-3.60m)

- | | |
|-----------------------|-------------------------|
| 4. Toilet | 19. Changing Room |
| 6. Cinema | 20. Green Room |
| 9. Film Studio | 21. Film Archive |
| 16. Recording Control | 22. Equipment Store |
| 17. Sound Recording | 23. Technician's Office |
| 18. Photography Suite | 24. Film Workshop |

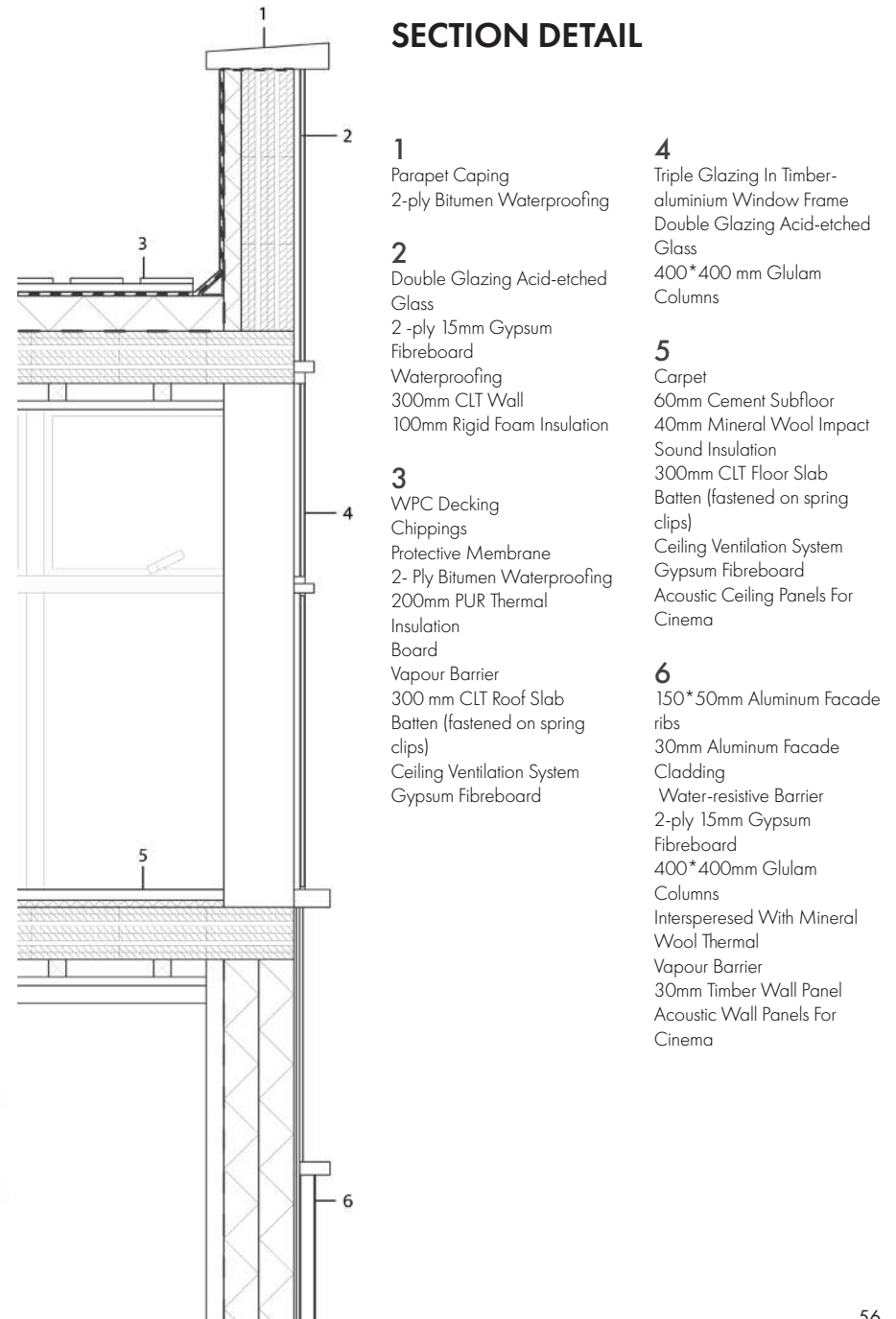
ENTRANCE

- | | |
|--------------------|---------------------|
| A. Main Entrance | C. Express Entrance |
| B. Cinema Entrance | |

LEGEND

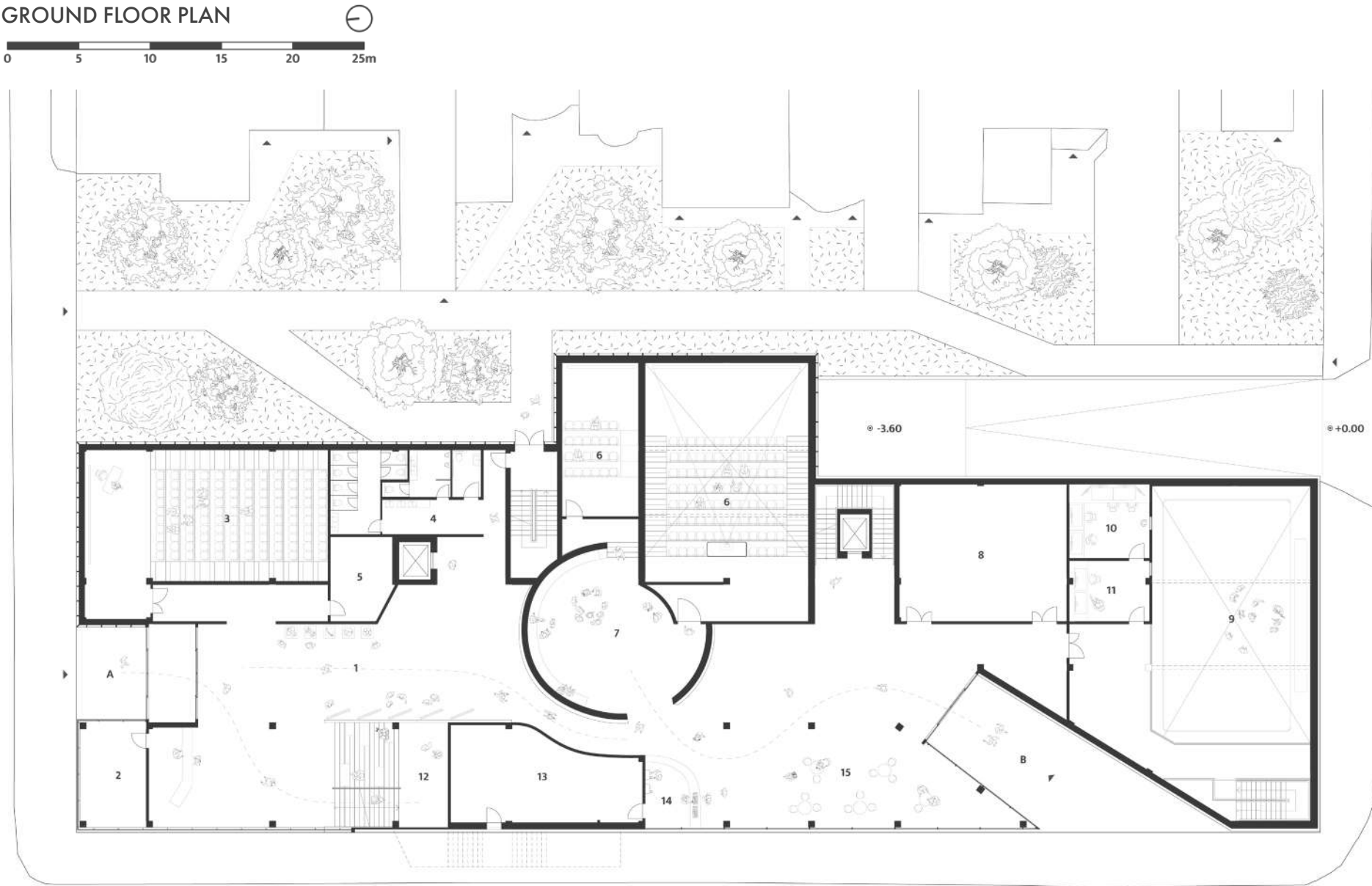
- | | |
|---------------|------------------|
| ● Academic | ● Technical |
| ● Social | ● Service |
| ● Film-making | ● Administrative |

SECTION DETAIL

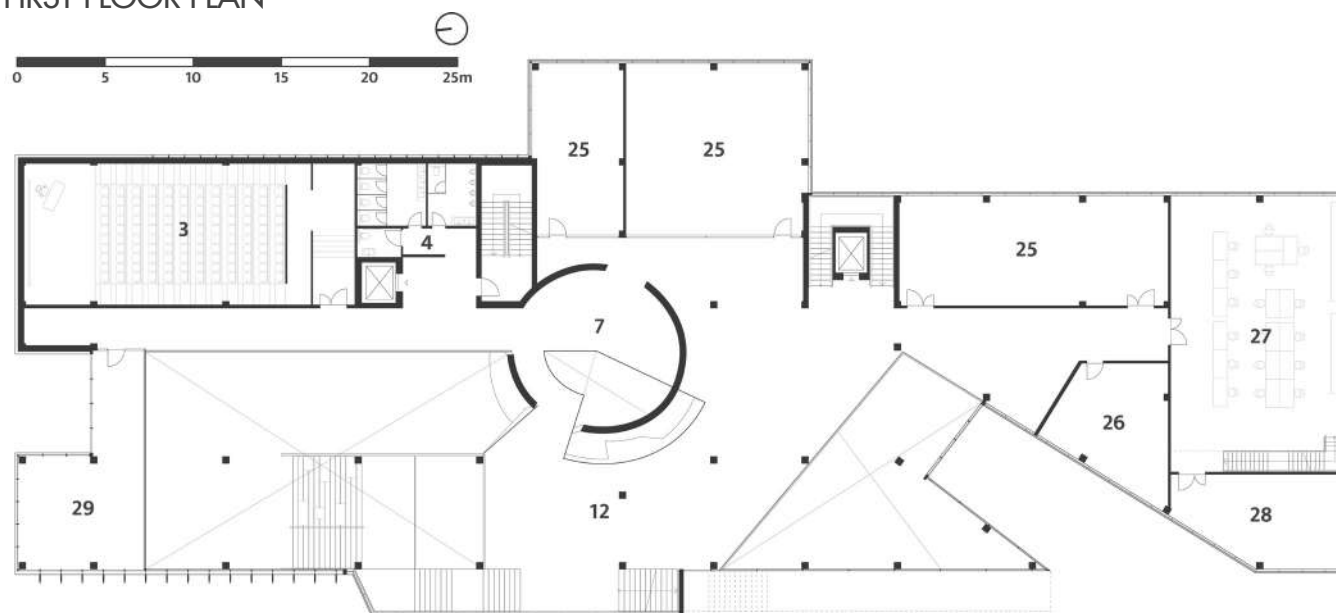


FLOOR PLANS

GROUND FLOOR PLAN



FIRST FLOOR PLAN



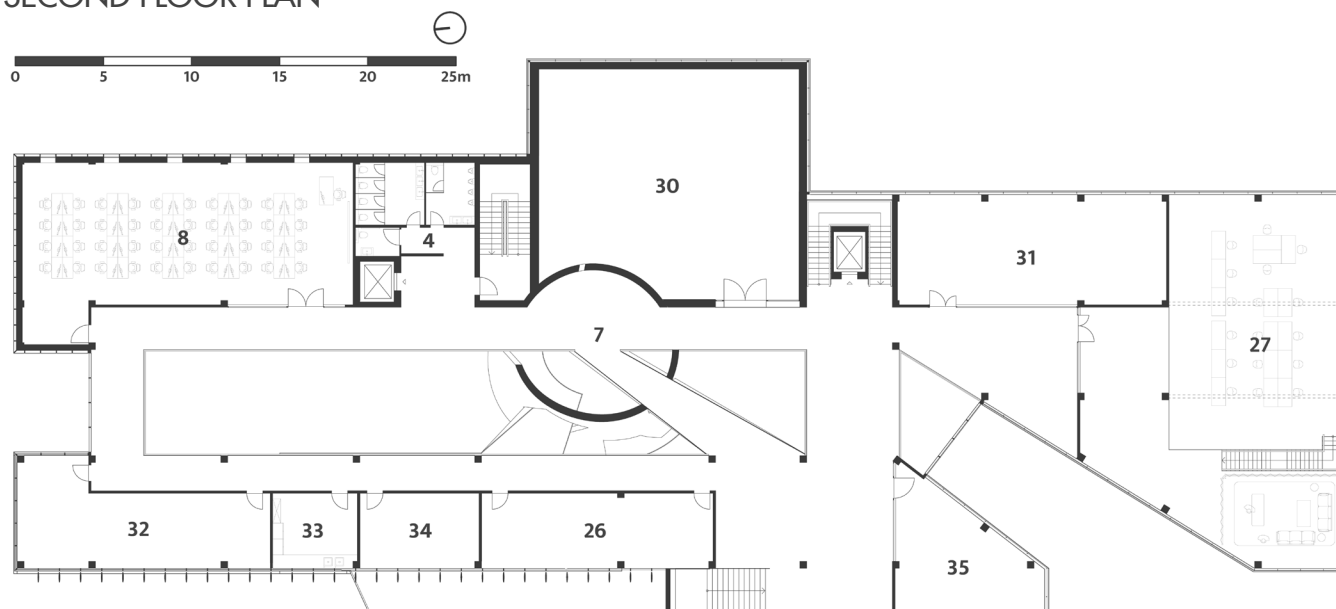
PROGRAMME

- | | |
|-------------------------|-------------------------|
| 1. Exhibition | 19. Changing Room |
| 2. Reception & Office | 20. Green Room |
| 3. Lecture Theatre | 21. Film Archive |
| 4. Toilet | 22. Equipment Store |
| 5. Store | 23. Technician's Office |
| 6. Cinema | 24. Film Workshop |
| 7. Creative Hub | 25. Seminar Room |
| 8. PC Lab | 26. Staff Office |
| 9. Film Studio | 27. Costume Studio |
| 10. Studio Control Room | 28. Costume Store |
| 11. Sound Control Room | 29. Inspiration Zone |
| 12. Social Terrace | 30. Leisure Garden |
| 13. Kitchen | 31. Lab |
| 14. Ticket & Cafe Bar | 32. Open Plan Office |
| 15. Cafe | 33. Staff Kitchenette |
| 16. Recording Control | 34. Headmaster's Office |
| 17. Sound Recording | 35. Meeting Room |
| 18. Photography Suite | |

ENTRANCE

- | | |
|--------------------|---------------------|
| A. Main Entrance | C. Express Entrance |
| B. Cinema Entrance | |

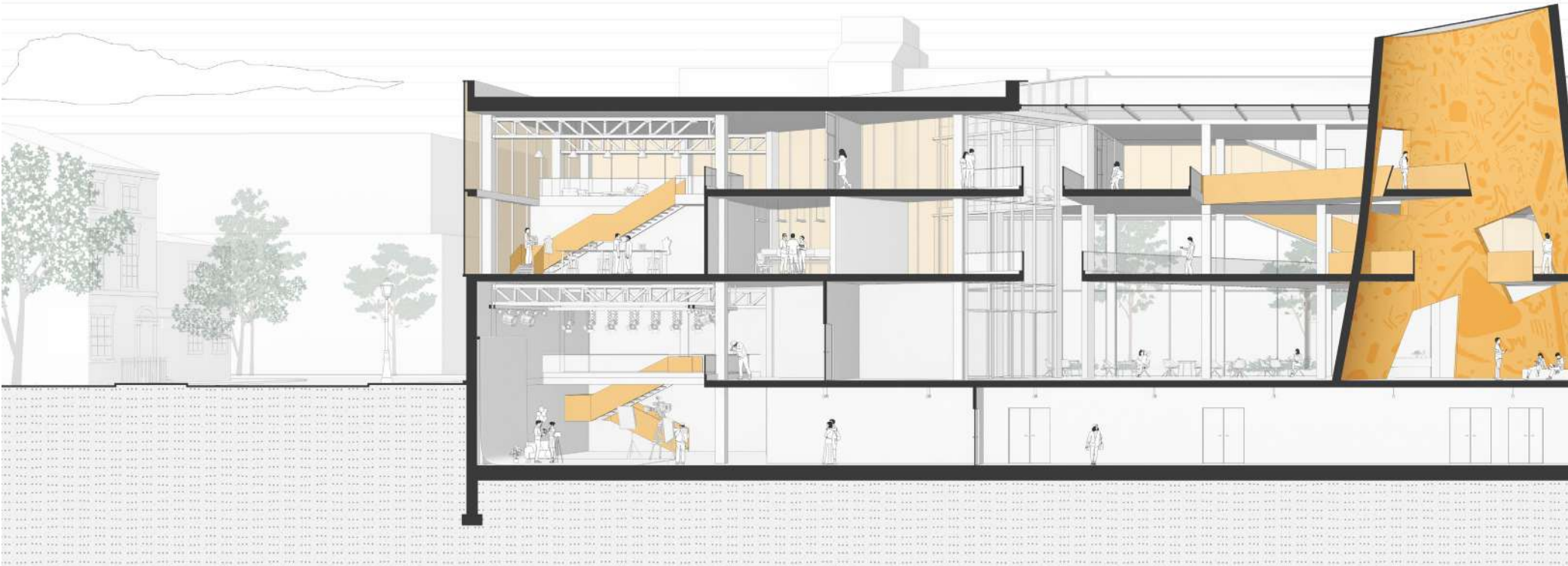
SECOND FLOOR PLAN

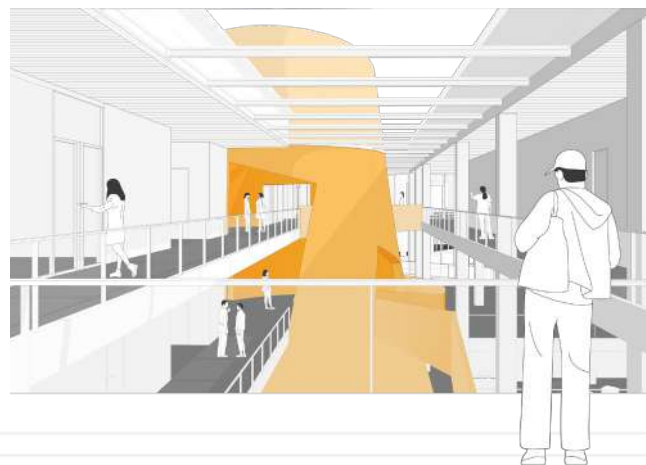


PLAN IT FUN AND CONVENIENT

By strategically placing the Creative Centre and the main corridors, the functional areas are ambiguously segregated. This ensures the most efficient circulation of different user groups without conflict. And an overhanging stair corridor, connecting the floors above ground, generates a convenient circulation while adding interest and interaction with the surroundings.

At the same time, the pathway design and greening plan between the building and the surrounding buildings were changed, so that the design can be harmoniously integrated with the surrounding environment. At the same time, fire escape routes were added to allow users to exit effectively.





EXPLORING THE JOURNEY

This space is designed as a continuous journey rather than a simple route between floors. As users move through stairs, corridors and open platforms, the building gradually reveals different views, heights, light conditions and social moments.

The experience becomes similar to moving through a sequence of film scenes, where each step changes the frame, atmosphere and relationship between people and space.

This journey encourages users to observe, pause, communicate and imagine, turning circulation into a source of spatial inspiration. For film students, the building becomes more than a place of study. It becomes an environment where movement, perspective and atmosphere can be directly experienced, helping them understand how space can shape narrative, emotion and visual storytelling.



