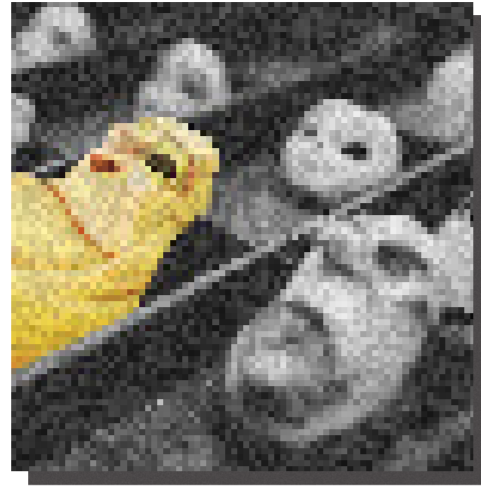




Architecture as Puppet

In this philosophy, sets are mechanical puppets that must move, transform, and withstand manual adjustments.



Tactical Craft

Globally recognized for stop-motion, the client demands extreme physical craftsmanship and tactile material quality.

My Client Laika Studio

From the very beginning, I wanted to challenge myself by stepping away from typical residential or commercial spaces, choosing instead an artistic and performative design purpose that combines color, fantasy, and storytelling.

To ground this narrative, I selected Laika Studio as my client, drawing deep inspiration from their distinct stop-motion animation aesthetic, which masterfully balances a meticulous, handmade feel with modern technology.

When viewing Laika Studio's work, it's easy to see they have a very distinct and unique visual personality. The frames give a handmade feel, a touch of imperfection and craftiness from real material surfaces, yet they are absolutely meticulous.

"THE ARCHITECTURE OF THE PERPETUAL PEEP-SHOW"

This project employs spatial design to create an immersive experience that alters people's perceptions of reality. The piece bridges the gap between fantasy and reality by fusing the physical characteristics of construction with the visual detail of stop-motion animation.

The conflict between truth and temptation is the foundation of the experience. A world of "artificial perfection," intended to feel more appealing than real existence, is revealed to visitors. But this beauty is a trap.

The hyper-detailed surroundings start to show how scary and hollow they are as the quest goes on. The objective is to guide the visitor through this delusion and bring them back to the original site's "industrial authenticity."

PANSCOPIA

PROJECT STATEMENT

Innovation In Practice

This project emphasizes innovation by integrating cinematic stop-motion principles with interior architecture, moving away from automated digital rendering. It highlights physical model-making as essential for shaping structural layouts and zoning.

Hand-crafted textures and sketches are digitally layered to create detailed design collages, fostering a multisensory, narrative-driven environment that transforms passive viewers into active participants in the exploration of interior design.



Originality

Design Approach or Methodology

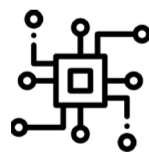
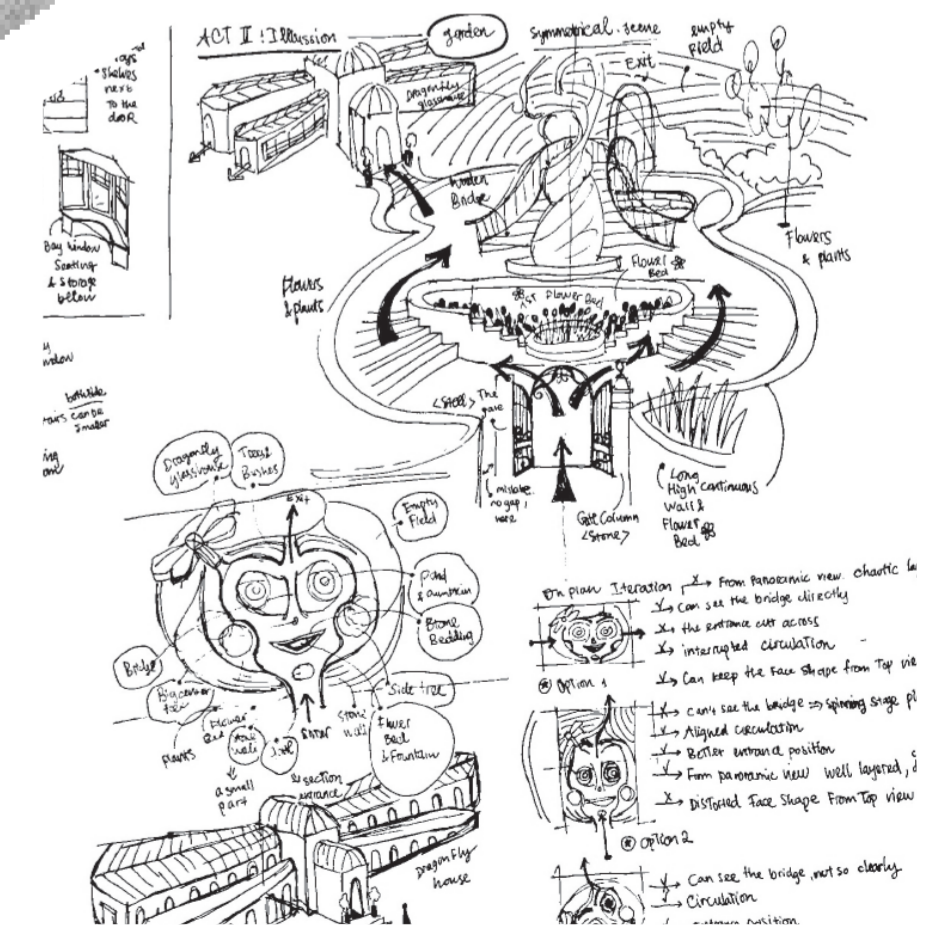


The Concept

The concept for this project is the "Layered Lens." It uses the structural logic of a tunnel book to turn a long, open corridor into a series of framed cinematic scenes.

1 Sketch ideas

The process begins with brainstorming through hand sketches, which is the fastest way to visualize initial ideas and establish a foundation for prototyping.



Interdisciplinary

The project combines traditional hand-painting and carpentry with 3D printing and motion-sensing systems.



The Live-in Story

The client seeks a design that honors the site's heritage while pushing the limits of 3D, lived-in storytelling.

The Methodology Tactile Exploration

This client philosophy directly aligned with my personal passion for crafting and model-making, driving me to center the entire project development around physical exploration.

As the design progressed, I increasingly favored physical modeling over direct 3D computer modeling because tangibly working with my hands proved far more effective for my visualization process.

Unlike my past projects where a physical model was merely an optional visual aid for the final presentation, this project treats model-making as an indispensable, mandatory tool that forms the foundation for every stage of the design sequence, including floor plan development.



Visually, the design works like a "peep-show." By placing a sequence of architectural frames along the whole length of the building, the space is divided into layers.

This idea drives the design by creating a forced perspective. Instead of seeing the whole corridor at once, visitors see a deep, layered image. The architecture constantly refocusing the visitor's attention on specific narrative details and hidden surprises.

2

Prepare Materials

Next, materials are prepared using 2mm thick cardboard and 200gsm paper for both the prototype and final model because they are accessible, quick to cut, time-saving, and cost-effective if corrections are needed, held together securely with a fast-drying hot glue gun alongside standard cutting and painting tools.



4

Interior ...

Step four focuses on developing the interior details of each room—a phase accelerated by clear initial sketches—which is broken down into defining the spatial limits of each section, constructing large primary structures like walls, stairs, and ceilings to establish correct proportions, and crafting the furniture.



Details

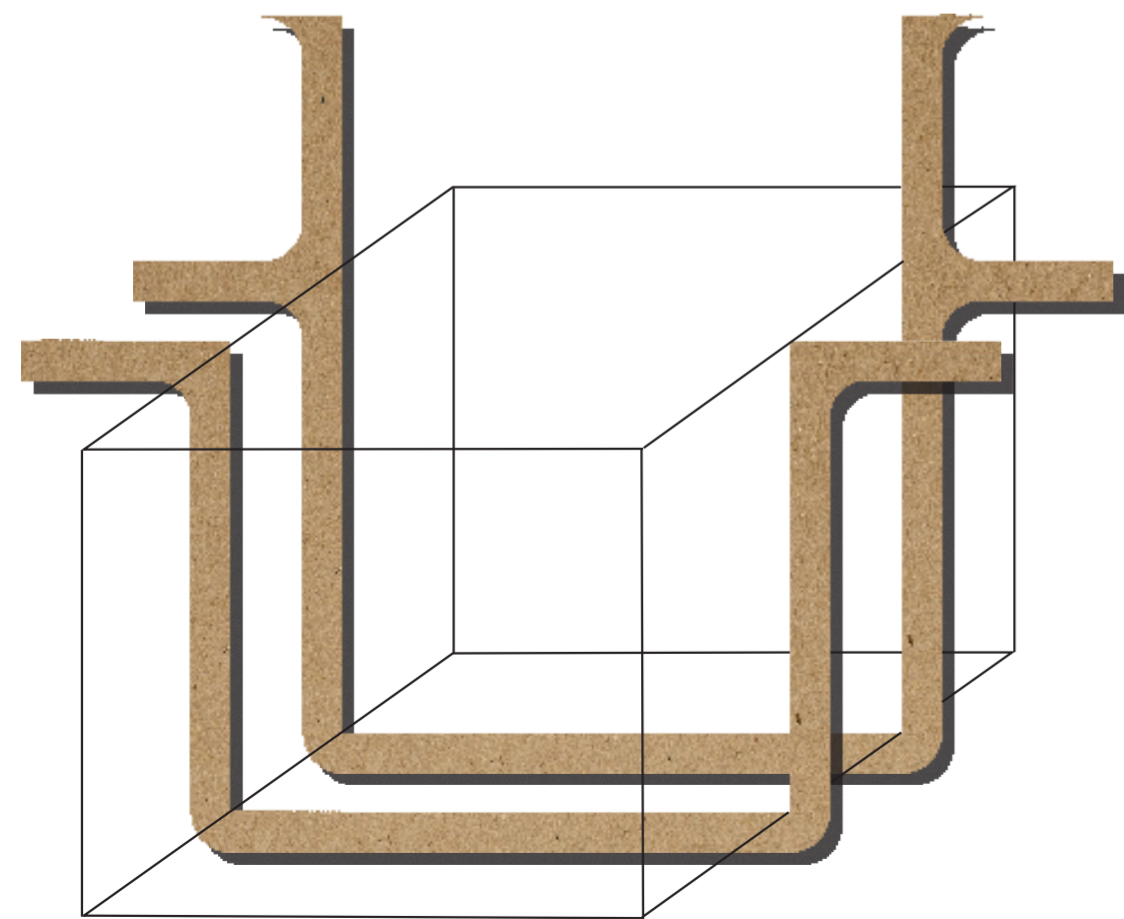
When creating the furniture, priority is given to highly interactive focal points, and components are intentionally placed to imply movement—such as doors slightly ajar, cabinets cracked open, or suitcase lids half-lifted—to make the model feel dynamic and inhabited.



3

1:50 Frames

The third step involves building the stage frame at a precise 1:50 scale; this crucial structure confines all performance activities and must be crafted with utmost care to ensure all subsequent interior areas fit accurately.



5

Photograph

In the fifth step, photographs are taken from flexible camera angles to capture both the grand panoramic view and the participant's realistic, eye-level perspective.



B

Processes

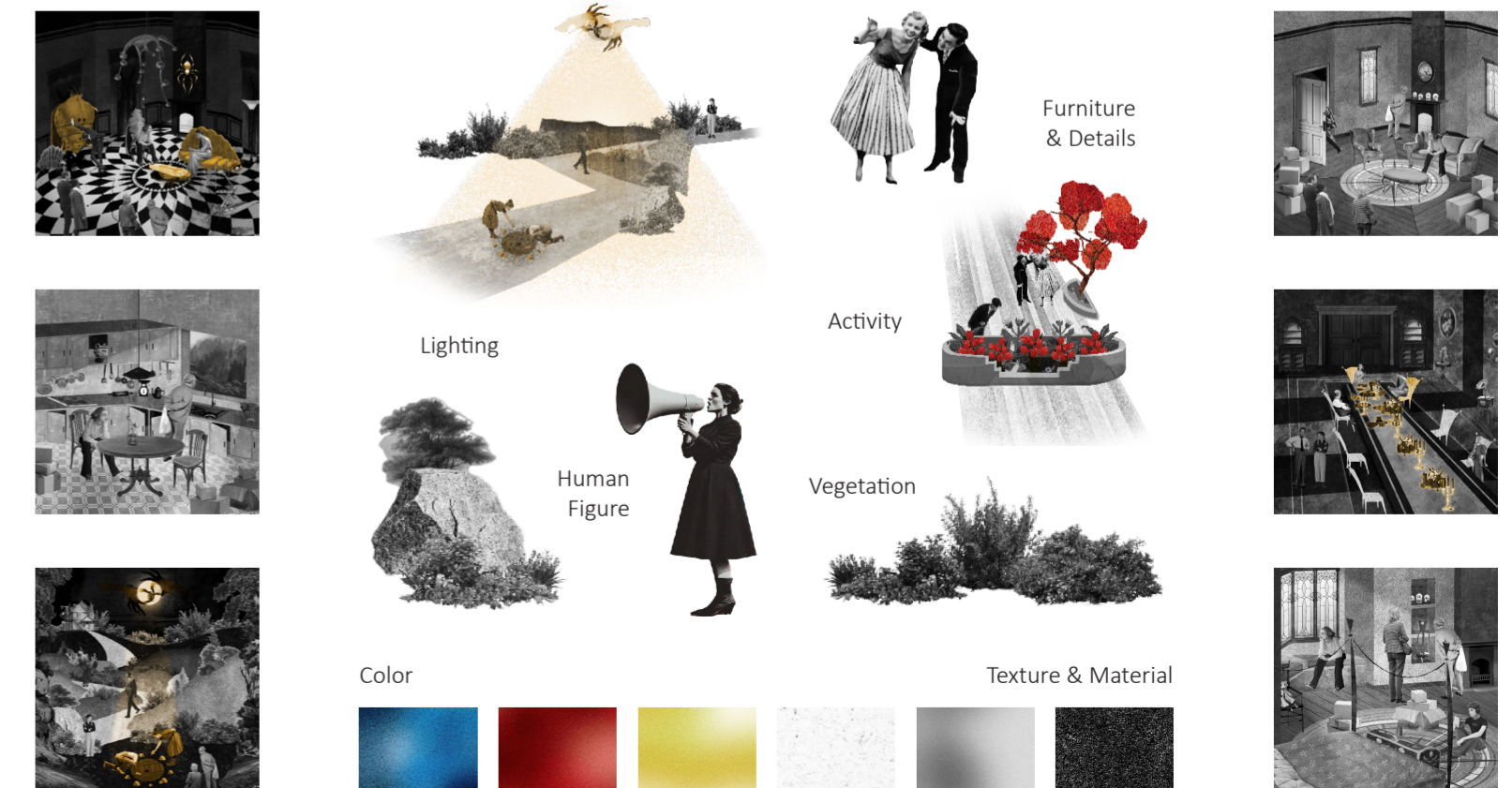
Experimental Speculation

This hands-on process ultimately culminates in the creation of custom, human-made collages. By prioritizing the unique individuality of a collage over a hyper-realistic digital render, the final representation intentionally communicates the designer's atmospheric intent, celebrating the true value of human effort and tactile craftsmanship in an age dominated by automated technology.

6

Post-edit

Finally, these model photographs are brought into Photoshop to be visualized and edited, adding the vital layers of color, texture, lighting, vegetation, human figures, and activities to complete the design.



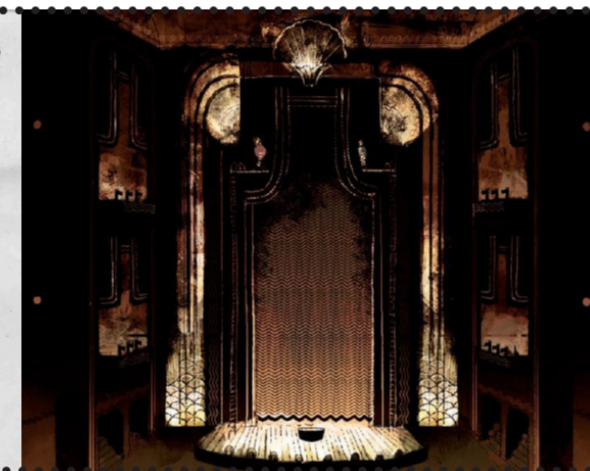
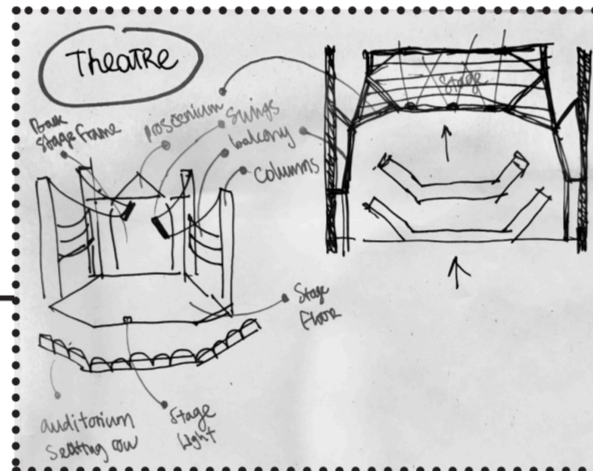
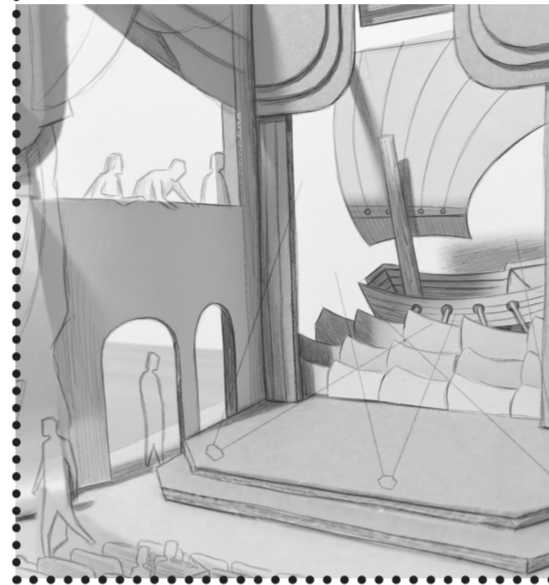


Professional Model Photography

I photograph the physical model in a professional studio, testing various camera angles under controlled lighting to capture the structural depth of the handcrafted spaces.

Analogue Overlay Sketching

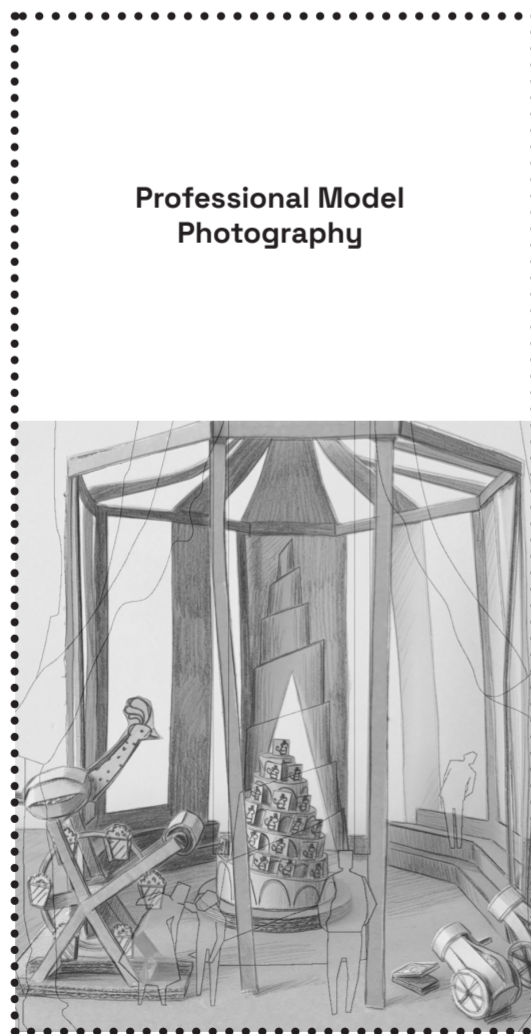
Using tracing paper over the best printed photos, I sketch furniture and user activities, using the model's strong structural base to streamline digital editing.



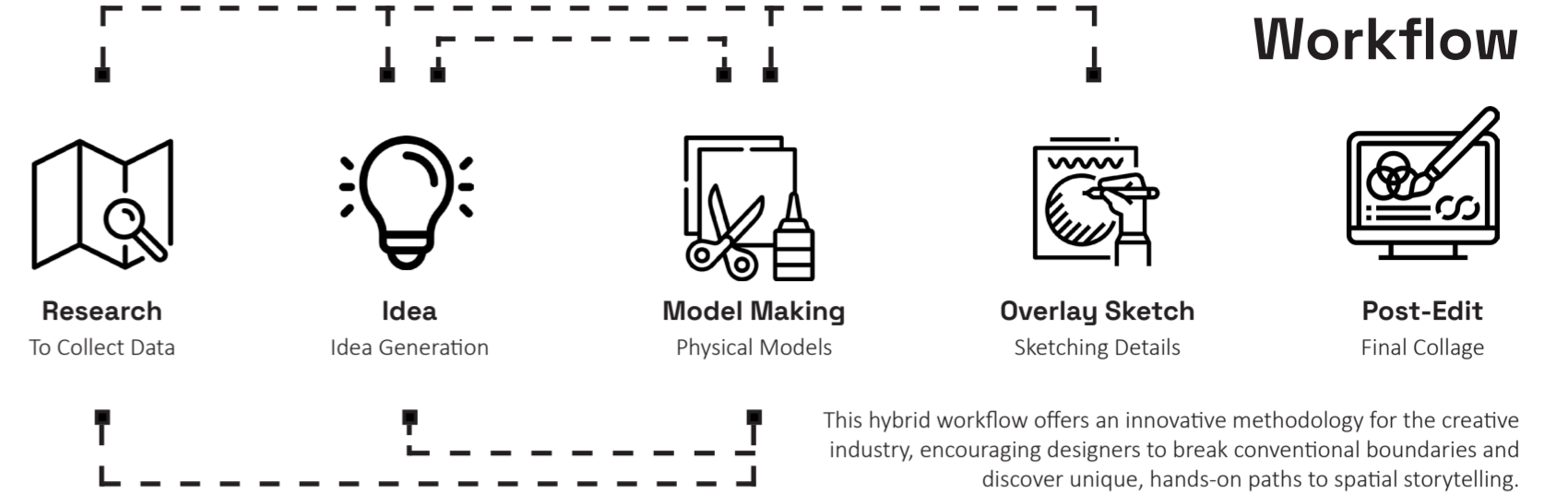
Innovative Use of Digital Tools



Analogue Overlay Sketching

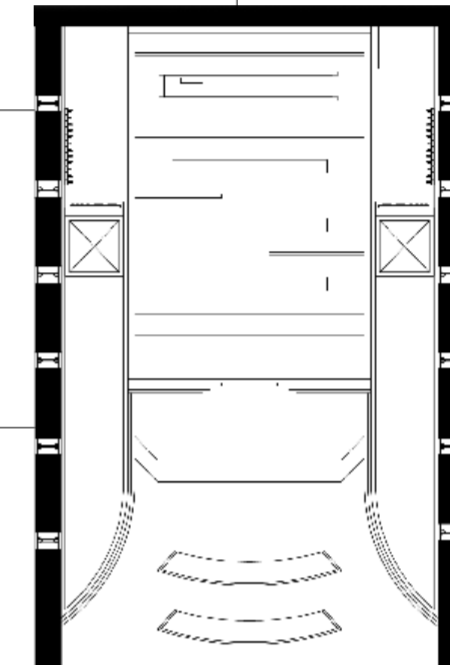


Professional Model Photography

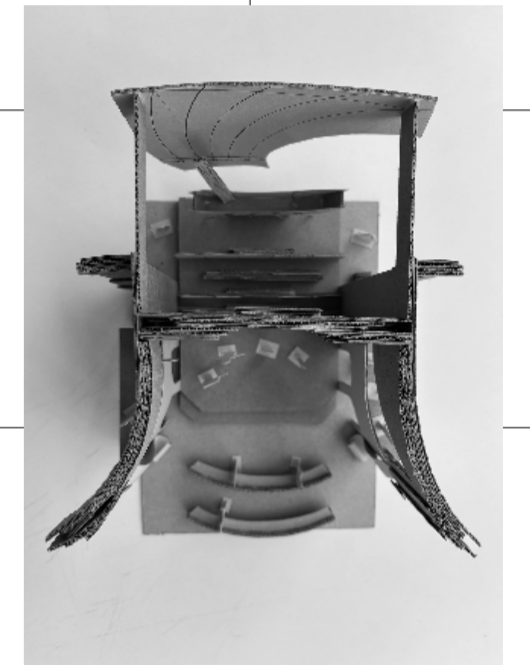


'The Theatre' Floor plan

I directly translated structural data from the physical model to draft this AutoCAD layout, focusing on accurately mapping the complex proscenium and tiered theater framework.



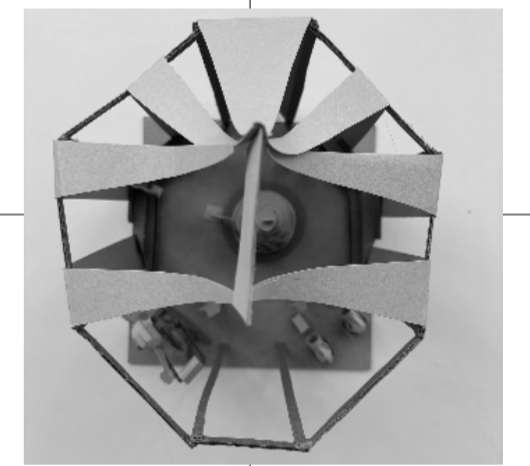
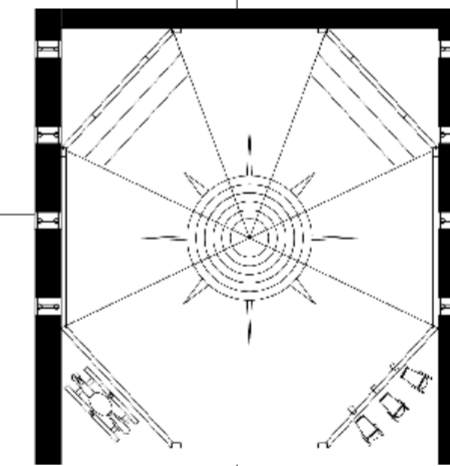
Left Floor Plan Cad drawing



Right Model Top View Photograph

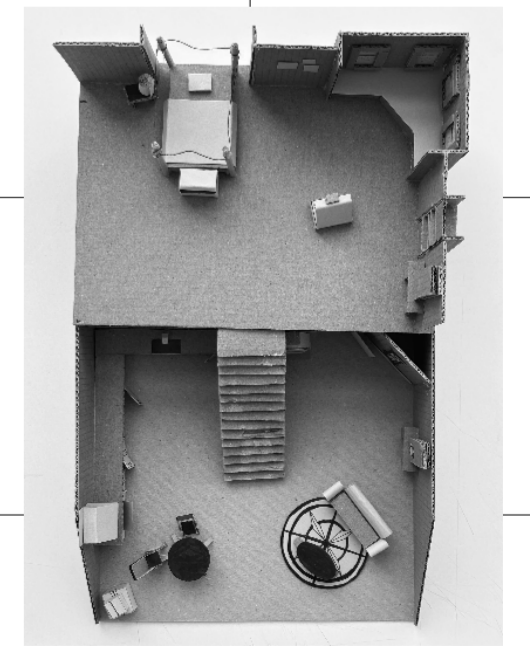
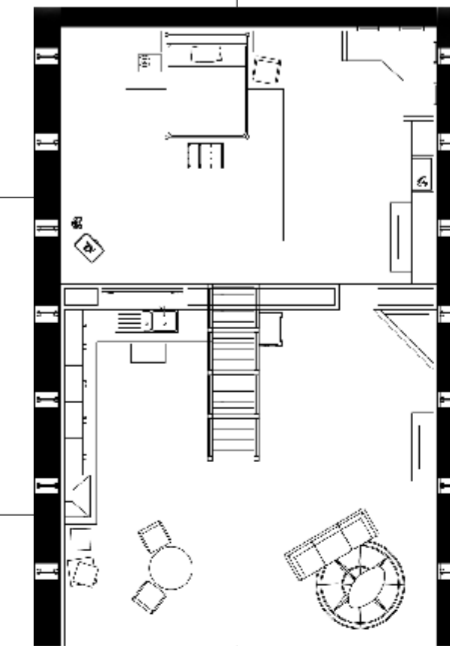
'The Circus' Floor plan

While the structural layout remains minimalist, the digital draft concentrates on detailing key thematic furniture pieces, including the central performance platform, cannons, and popcorn.



'The Real World' Floor plan

Because the physical model for the bedroom, kitchen, and living room was meticulously crafted, drafting this highly detailed and dense technical layout was seamlessly streamlined.



The Macro Perspective

This immersive design approach introduces a novel way of interacting with theater by combining performance with a physical tunnel book format.

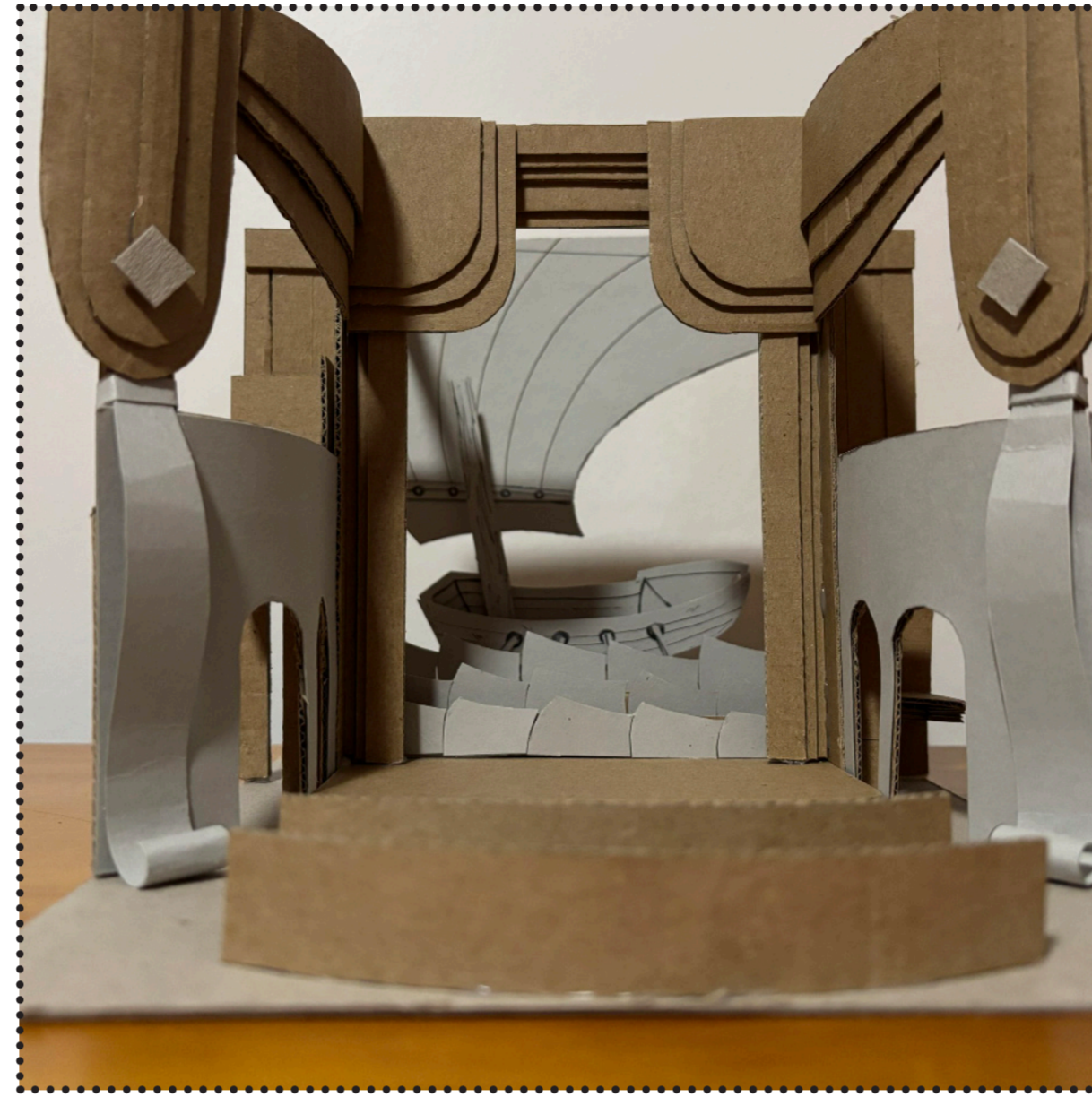
They are invited to not only explore every corner of the story's world from a close, intimate distance but also step back to gain a sweeping, panoramic view of each distinct act.

This integration creates a unique, multi-dimensional, and layered perspective for participants, allowing them to alternate between micro and macro viewpoints.



Panoramic View

'The Garden'



Panoramic View

'The Theatre'



Panoramic View

'The Circus'

D

New

Experiential Engagement

Interactions & Activities

'The Garden'

Interactions & Activities

'The Theatre'

Interactions & Activities

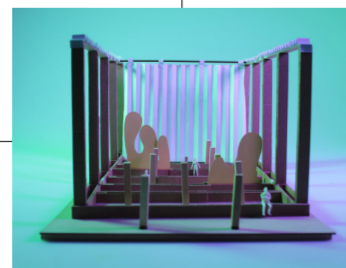
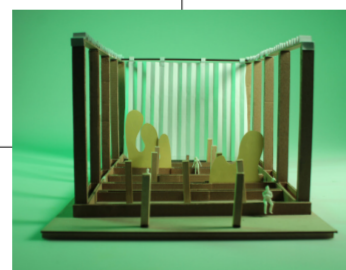
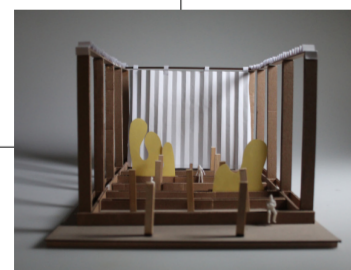
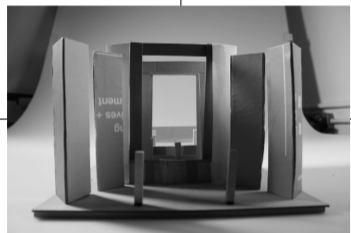
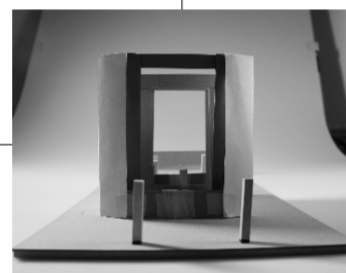
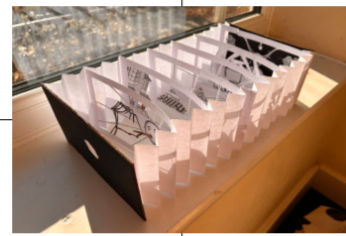
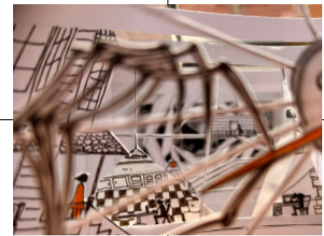
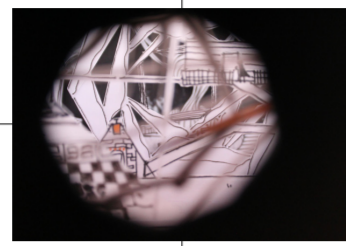
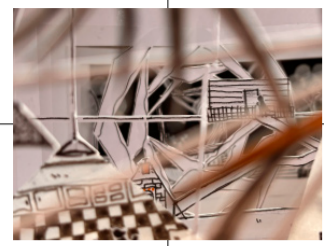
'The Circus'

The Micro Perspective

By prioritizing physical craftsmanship over hyper-realistic, automated 3D renders, this project rejects rigid, digitized perfection to explore how visitors interact with a tactile, authentic environment grounded in raw material truths.

It engages the viewer through highly individualized, custom collages that prioritize designer intentionality, atmosphere, and emotion, prompting a clear-eyed re-engagement with the physical world.





Strategy 1 Tunnel Book

This strategy is inspired by the mechanism of a Tunnel Book. It uses a series of flat, vertical frames placed one after another to create an illusion of deep 3D space. Each frame limits the visitor's view, forcing them to look through a specific "peep-hole" toward the next stage of the story.

Strategy 3 Combination

After iterative prototyping, I realized the original layout exceeded structural boundaries. My final strategy scales down the elements, integrating a theatrical fly system with a tunnel book mechanism to fit the historic building perfectly.

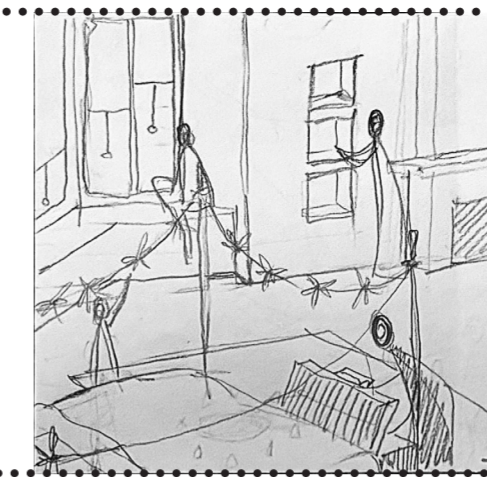
Strategy 2 Fly System

The second strategy draws inspiration from Traditional Theatre Architecture, specifically the relationship between the stage and the mechanical rigging systems used to move scenery.

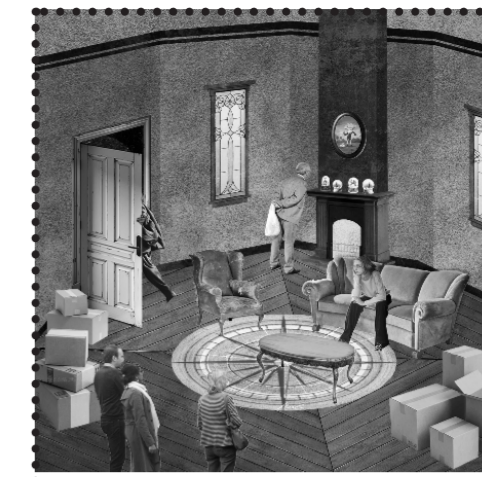
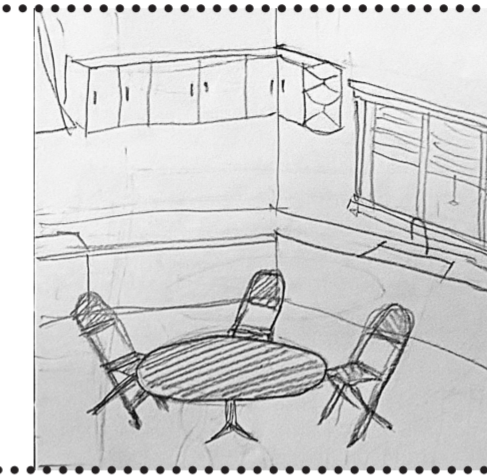
Instead of treating the building as a hallway, this strategy treats it as a continuous stage. It utilizes a "Proscenium" logic where the structural columns of the building act as the frame for the performance. Above the visitors, a simplified grid and rigging system is installed.



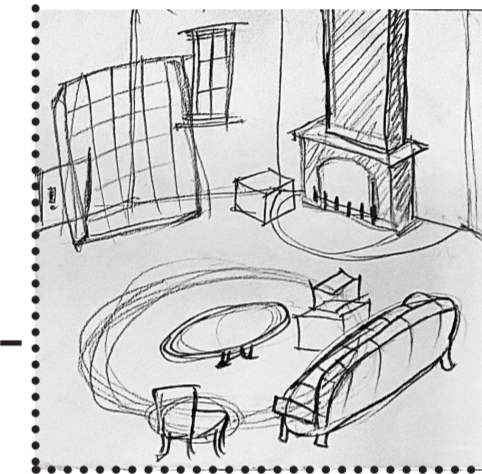
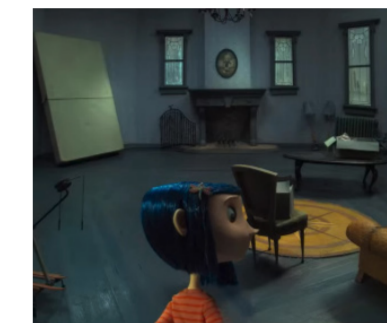
'The Bedroom'



'The Kitchen'

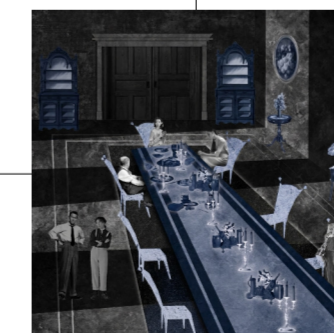
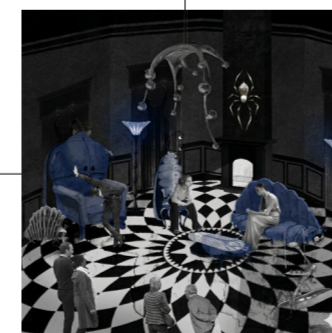
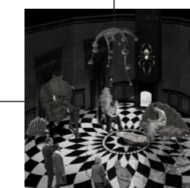
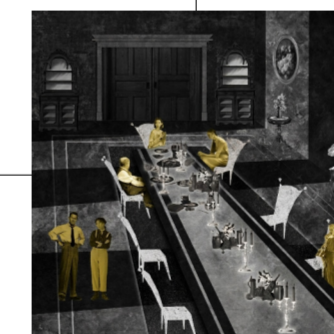


'The Living Room'



Interdisciplinary

Hybrid Practices



Spatial Translation

This project operates at the intersection of cinema, immersive performance, and spatial design, serving as a hybrid between cinematic stop-motion animation principles and interior architecture.

This approach directly translates Laika Studio's meticulous, physical crafting techniques into the structural curation of spatial sequences.

Ultimately, by merging a personal passion for hands-on crafting with professional architectural representation, the project synthesizes craft and design outcomes, effectively blurring the boundary between a traditional design presentation and a curated collection of physical artifacts.

The Hybrid Layers Integration & Curation

Immersive Theatre Framework



Interior Design Bindings



Movie Creative Foundation



By introducing an immersive theater structure into a historic building, it explores a new method for repurposing space where film serves as the creative foundation, immersive theater acts as the framework that shapes those ideas, and interior design binds the entire experience together.