

A letter to...

POON MAN, ATHENA



How to via altering an old building, which is not listed as heritage conservation but contribute local collective memory, to a postal museum for increasing its intangible value to the district?

Poon, Man

May 2023

POON, Man, May 2023

I declare that this report is my own work and has not previously been submitted for assessment.

A handwritten signature in black ink, appearing to be 'Man Poon', written in a cursive style.

Man Poon
03 May 2023

POON, Man, May 2023

Abstract

A famous Japanese architect, Yoshio Taniguchi shared that

“Architecture is basically a container of something. I hope they will enjoy not so much the teacup, but the tea.”

(Taniguchi, 2004)

The building itself is not always the most important. The history, culture, memories in the building are more important like the tea in the teacup.

Throughout the time, what old building contains may not as tasteful as it was built. The old building is losing its' objective during the society development. Besides to demolish the old building, how to infuse the new content into the old building, in the meantime, preserve the local collective memory of the building.

The main focus of this project is to investigate how to via alteration to increase the old building intangible value to the district and change the selected old building to a postal museum as a new attraction of Hong Kong. Across the critical studies and research, explore the methods for designing a postal museum to the target groups of visitors and retain the old building which contribute local collective memories.

This project is tried to raise out that the old building still full of possibilities to be fruitful and shining instead of leaving it to wither away. And the last part of the project will inspect the design reflection during the entire research procedure to assist the further studies and development of this project and topic.

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1 Introduction

Hong Kong is a place with an extremely high cost of land; therefore, many 40-50 years history old buildings will be demolished due to district redevelopment. Old buildings in Hong Kong are very difficult to identify as historical building involving the land shortage, the local development, private developer acquisition..., etc. For example, the headquarter of Hong Kong Post Office, General Post Office (GPO). GPO was built at 1970s and will be demolished due to the prime harbourfront development (Yeo, 2021). It leads to losing the local culture and the district's character, even the local collective memory. This research is seeking the needs of old building alteration and what intangible forms of values do alteration can bring to the community.

Plentiful old buildings contained the local history with those spending time in and even around the building. (Merlino, 2018, 15-17). Following research will discover the old buildings' value and how to alter the building by new purpose to engage a win-win situation. The city is rapidly developing, society is not just only forfeiting the old building itself, the local culture and local collective memory also losing, such as Hong Kong style hand writing and calligraphy. Handwriting among the city can be considered as a part of social interaction (Wei and Hua, 2020), which might be framed part of the local culture.

The research aims to answer the question 'How to via altering an old building, which is not listed as heritage conservation but contribute local collective memory, to a postal museum for increasing the intangible value to the district'. The progress of seeking the answer, this research will discuss and provide the information, diagrams and literature review for the proposal of solving the problem about losing the local collective memory, culture and district's characters because of demolishing the old buildings.

2 Literature Review

2.1 Introduction

This section is documented a wide range of reliable materials to strengthen and support the points of view of this research. Moreover, arousing the critical thinking to observe the design problem from different angles.

2.2 Literature Review Table

	Type	Title	Keywords	Source	Results
1	ebook	Building Reuse: sustainability, preservation, and the value of design	Building reuse, Neighborhood, Conservation district, Urban grain or granularity	Merlino,2018, 15-25 Merlino,2018, 27-33	<ul style="list-style-type: none"> - In the chapter, it states the building value is not about what materials made of, is about the forms and continuity. Building is symbolizing the local culture and personal history through year by year. - Building itself start with meaning and is inspired by multiple local culture and bring the intangible value to community that helps people change the attitude of building reuse. - Mixture of old and new buildings is important, giving the city's unique and distinctive character. - Urban granularity referring the buildings density and about the building block. More texture, variety, color and activity of blocks will create vibrant streetscapes.
2	Report	Older, Smaller, Better: Measuring how the character of buildings and blocks influences urban vitality	City density, Diversity of building, Granularity, Urban Vitality	National Trust for Historic Preservation, 2014, 15-36	<ul style="list-style-type: none"> - This report analyzed blocks of older, smaller buildings in US as following cities, Seattle, Washington, D.C. and San Francisco. - The results of the studies proven below: <ul style="list-style-type: none"> - The role of old buildings with diversified age and the varies block density can help to create healthier sustainable communities and neighborhood. - The definition of 'Granularity' of buildings is the sizes and forms of the buildings. Small granularity encourages the small activities or facilities or business in the district. And the city made up with plenty of small granularity means the city adaption is changeable. - Defined 'Urban Vitality', how many cultural, social and economic activities happened in that city or district. Comparing with fine-grained district with poor-grained district (the building majority is new, large buildings), fine-grained district will more cultured and societal. - As conclusion, the key factors affecting urban vitality will be the age of the building, the granularity and the building diversity.
3	ebook	On Altering Architecture	Making Good, Conservation, Restoration, Intervention, Alteration	Scott, 2008, 92-106 Scott, 2008, 116-137	<ul style="list-style-type: none"> - The levels of intervention included surface alteration and spatial alteration. Surface alteration is all about the color changing. Spatial alteration requires to change the plan and section which means combine, enlarge or subdivide the spaces. - City of Spalato carries urban values into architecture and proves that architecture equal to the city. "Buildings change as .." - "Making good" means the building need to repair, restore the damage parts. But "Making good" may happen in alteration. All the repairment symbolized restorative implications. - Alteration is like creating a collage, seeking a coherence of combining the works from both intended and existing disparate elements. - Intervention just similar to collage, combining different elements into one resolution by keeping each elements' identity.
4	ebook	Letter writing as a social practice	Letter writing, Social practice, Communication system	Barton and Hall, 2000, 1-14 Barton and Hall, 2000, 131-148	<ul style="list-style-type: none"> - This book examines the importance of letter writing and how it be a social practice. - One of the common literature activities can be letter writing. Letter is reflecting the social situations, contribute to the importance of cultural belief, value and practice. - Letter writing as a social practice, which is rely on communication system, such as postal service. - Letter is emotional and sincerity, neither rationality nor wit. It is an interaction who write it and read it. - Through the reserach in the chapter, writing can be a 'social linguistic form' even between children. - Children can through letter writing to develop a relationship between new friends even they don't know much words.

5	Academic Journals	Introduction to Sensory Museology	Rehabilitation of touch, Aesthetic	Howes, 2014, 259-267	<p>- The sense of touch can provide a higher, aesthetic and intellectual receptive environment. And the benefits refer to below:</p> <ul style="list-style-type: none"> - 1. Touch is a fundamental and popular practice of learning method through scientific studies. - 2. Aesthetic purpose. Can experience the beauty which cannot be seen by eyes. - 3. Experience the feel like the original creators feel on the object on display. - 4. Healing the visitors and increasing their sense of well-being. <p>- The development of the technology of sensorium, for examples, haptic devices, video screens, speakers, etc., can turn the museum to a multisensory place and let the visitors exercise their sense instead of limited them.</p>
6	Journal Article	Introducing writing (in) the city	Writing, Linguistics, Semiotics	Jaworski and Wei, 2020, 1-14	<p>- Writing is a way to define ourselves as human. Moreover, writing is a medium for self-expression.</p> <p>- The role of writing during "making" the city from design, impression and daily practices. The article referring writing is not only about literature, is about all forms of letters, different background and application, for examples, poetry, posters, text on clothes, etc..</p> <p>- Hand writing in the district is creating a sense of place. The perception of space refers to emplaced and displayed linguistic and other semiotic. For examples, cultural, signage, labels, mobile captions, etc., are embodied interaction in and with space, all create "sites of engagement".</p> <p>- Writing is a way of making and understanding a city.</p>
7	Book	The interior architecture theory reader	Multisensory, Museum, Aesthetic, Experience and meaning-making	Brown, 2018, 202-211	<p>- Museum encouraged experience objects freely with their own eyes, hands, ears and nose in earliest interactions to have a deep understanding of its history and purpose of the objects.</p> <p>- However, nowadays, people aesthetic only focuses on visual based experience and decreasing the non-visual senses in museum.</p> <p>- The reason why multisensory can help on investigate the objects is because human brain is connected for multifaceted sensation of physical objects and closer investigation can have a better understanding and closer connection of the objects and story behind.</p> <p>- Sense of Touch: is add another layer of experience from visual. Feel the object's surface (e.g.: the usage marks, areas worn after long usage) can add the culture value and meaningful connection.</p> <p>- Sense of Taste: Cafe in museum always a common elements of museum design. It is an extension of museum. Visitors can think reflectively of what they eating and how the taste constructs stereotypes about the communities and cultures. On the other hand, some taste experience can also be one of the exhibitions.</p> <p>-Sense of Smell: can trigger the memories and impression of a place, objects. Create more realistic environment.</p> <p>- Museum original role is conserving collections, provide a platform for education and entertainment and meaning-making to the visitors. Enriching the life of visitors, no matter adult or child and also how much they take with after leaving.</p>

2.3 Conclusion

Throughout the different aspects of the sources, enrich the understand of the relationship between the buildings and the community. Recognized the intangible value of old buildings to the district and explored how the letter writing, hand writing those activities related to local culture and collective memories. Moreover, learnt how to design a museum along interactive activities, multi-sensory experiences.

3. Design Problem and Objectives

3.1 Introduction

The design problem which I seek to propose an alternative handling way of the old building, which not listed as historical building but contribute local collective memory, will be demolished due to district development, lead to losing district character and local culture. The proposal objectives included a concept development for a selected old building altering from wet market to postal museum from among protecting local culture and collective memory.

Following paragraphs will illuminate 3 key elements of the design problem. First paragraph included the studies of the fate of old buildings in city, and lack of alteration for old building in Hong Kong. Secondly, expounded the losing local culture and the relationship between the old buildings and local collective memories. Third, throughout designing a multisensory and interaction museum, to exhibit and conserve the local collective memories in other forms to public.

3.2 Lack of Alteration

In Hong Kong, the land development is quick and fast. In fact, a building is given the name "Historic" can save it but the name "old" or "existing" cannot. Non-historic old buildings are the majority and the buildings are easily be demolished because of lacking historical significance (Merlino, 2018, 3-12). Hong Kong Club Building (see Image 1), Queen's Pier (see Image 2), General post office (see Image 3), etc. those iconic building also demolished and will demolish.

To be a historical building in Hong Kong, is very difficult and complicated. The building firstly needs to be built before 1950 and sort out from the Antiquities and Monuments Office, then, another department – the Antiquities Advisory Board will prepare the Assessment Panel comprising historians and members of the Hong Kong Institute of Architects, Hong Kong Institute of Planners and Hong Kong Institution of Engineers for grading the building, after that will be a one-month public consultation (Antiquities Advisory Board, 2005).



Image 1 Hong Kong Club Building in Central (Demolished at 1981) (Time Out Hong Kong, 2022)



Image 2 Queen's Pier in Central (Demolished at 2008) (Time Out Hong Kong, 2022)



Image 3 General Post Office in Central (To be demolished) (Yeo, 2021)

Comprehended that the procedure of listed as historical building is complicated, hard and take long. Thus, there are many buildings not old (before 1950) or persuasive enough for historical building but the district redevelopment is happened sooner, the building even with local collective memory will still be demolished instead of alteration. Moreover, examining the procedure of the identifying the heritage value from the Government department, the committees for grading the building are even no parties direct related or belongs to local cultural division. By parity of reasoning, identifying the historical building in Hong Kong is not easy and even less consideration of what intangible value will bring to the community from the building itself. To maintain the building intangible value, alteration will be good option to endued new and extra value of the building to help stay away from demolition fate.

3.3 Losing Local Culture & Collective Memory

Extended from above paragraph, this paragraph will be discussed furthermore about the relationship of building itself and cultural significance. The built space of a city is formed an accelerated rate of change produced by historical events in different times, not only as spatial forms, more like cultural practices. When rebuild as more as profitable building, as more as cultural memories will be erased. And the placeless and powerful commercial and residential building blocks are repeatedly built, the character of the district will more blurred and anonymous (Abbas, 1997, 63-90).

Mackenzie provided loads of studies and examples about British building history and background to illustrate how the building affected that generation's culture or the building was affected by that culture. Concluded the architecture conserved civilizations and produced forms in all cultures (Mackenzie, 2020). Comprehended the building contributed to local culture. Local culture and building are an inseparable relationship.

“Architecture’s greatest productions are not so much the works of individuals as of societies;”

(Hugo, 1999, 125)

Every architecture via its own unique language to evoke collective memory a place and a people (Edge and Weiner, 2006, 221-222). Local culture, people, collective memory, architecture are connected closely, they affecting each other and also be affected. There is no doubt that a building no matter how it valued as heritage, it contains the local culture and collective memory to a place and a body. Building can tell stories for itself.

3.4 Multisensory and Interaction at Museum

One of the methods to transmitting and manifesting a collective memory through museum. Through the local objects,

artefacts and community members take part in the establishment and development of the museum, to enhance and keep a local culture. A museum is a kind of local expression of respecting and protecting the cultural heritage. (Zahra, 2019, 174-178)

Through meaningful multisensory and interaction object(s) can re-establish part of the pattern of multisensory, spiritual and contextual details for experiencing an episodic memory (Levent and Pascual-Leone, 2014, 273-281). Consequently, multisensory and interaction museum could efficiently contribute the partially protection of local culture, collective memory and old building.

3.5 Conclusion

To repeat the design problem, demolishing the old building leads to losing district character, local culture, and collective memory, hoping the above discussions of 3 different areas can fulfilling the design objectives and motivation though altering the old building to a postal museum from preventing demolition, on the other hand, protecting the local culture and collective memory.

4 Site Descriptions and Analysis

The selected site location is in Causeway Bay, Hong Kong. Causeway bay is a mix usage district combining with business, leisure and tourist elements. The building is in 59 Jardine's Bazaar named Tang Lung Chau Market, which built in 1963 (see image 4). Each facing of the building façade and windows were well considered for sun path and ventilation at that generation, for examples, deeper grid-shaped brise-soleil, perforated wall and lattice brick wall (Docomomo Hong Kong, 2019), helps the sunlight goes in and interior light out at night (see image 5 to 9). It is an example of "form follow function" building (Denison, 2017, 78). Furthermore, the building is surrounded by modern buildings that shows the district building blocks variety (see image 10 to 12) (refer to Appendix D for site and building model images).

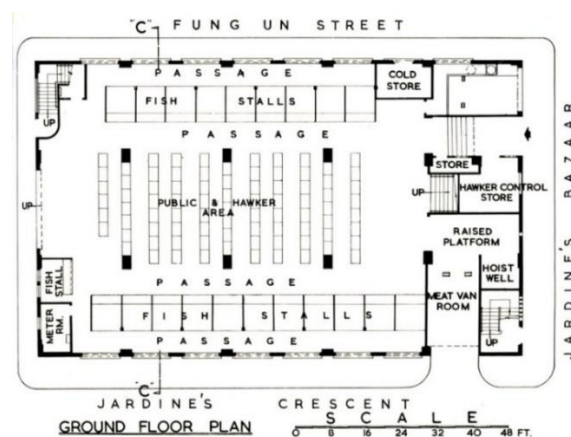


Image 4 Tang Lung Chau Market floor plan at 1963 (Docomomo Hong Kong, 2019)

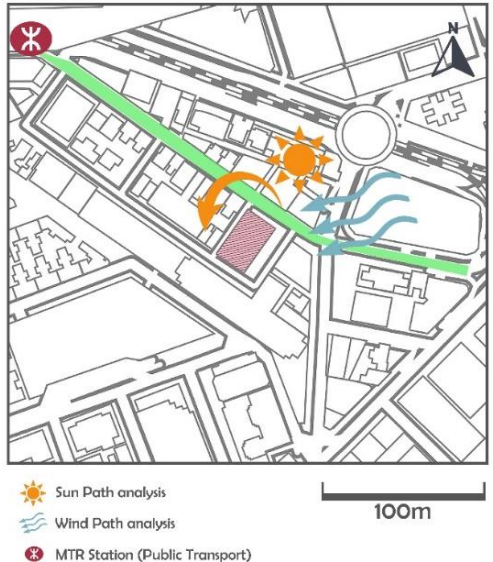


Image 5 Sun path (North East to North West) and wind path (East) site analysis, Summer

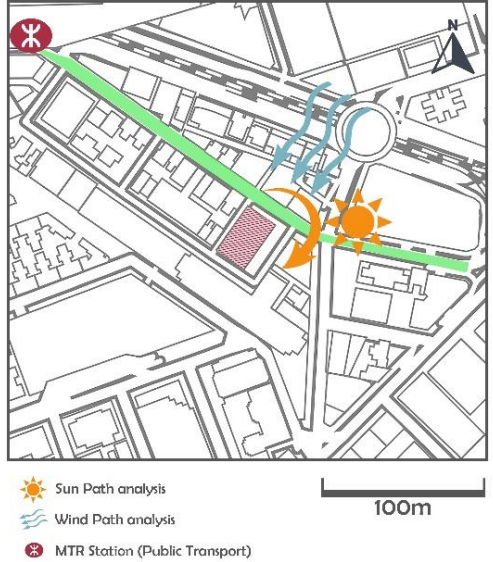


Image 6 Sun path (South East to South West) and wind path (North East) site analysis, Winter



Image 7 Tang Lung Chau Market coloured elevations



Image 8 & Image 9 Tang Lung Chau Market façade images (Site visited at 18 October 2022)



Image 10 & Image 11 Tang Lung Chau Market surrounded street views (Site visited at 18 October 2022)

5 Context Study

Tang Lung Chau Market located in the district with the worldwide shopping streets highest rental fee per sq. ft. in 2019 (Inside Retail Asia, 2019). Sadly, the building had whole entire floor closed in 2010 because of the low occupancy rate of the wet market (Food and Environmental Hygiene Department, 2010) and without any alternative activity happened since 2010 (see image 12). To maximize the value of the building, this proposal is suggested to altering the building to increase its intangible value to the community.

Tang Lung Chau Market original purpose was solving the Hawkers issue on street at 1960s. Furthermore, this is reflecting the Government urge to keep the city townscape clean and tidy due to the rapid development in Hong Kong at that generation (Chen, 2020). However, the purpose of this building seems lost nowadays. All these background behind the building exactly telling the stories about the district and inheriting the local culture and collective memory.



Image 12 Tang Lung Chau Market 1st Floor closed image (Site visited at 18 October 2022)

6 Client and User

6.1 Client

A Letter to... targeting Hong Kong Government and Hong Kong Post, the postal department in Hong Kong, as client for funding and managing the project.

6.2 User

To maximize the visitors of museum, after several studies, proposed 2 categories of user. More details will show in below figures.

6.2.1

International Overnight Young Tourists



Age :26-35
Gender: Male & Female

User Type:

- Leisure tourists
 - which is more willing to explore Hong Kong
- Young Tourists
 - According to the tourism report, the largest group of visiting Hong Kong is aged 26-35
- Repeat Visitors
 - Usually, First time visitors are mainly focusing on food and leisure activities, instead of exploring the local cultural activities
 - Repeat visitors usually looking for in-depth tour
- Long Haul Visitors
 - Will have more time to spend on local cultural activities

(Fitch Solutions, 2022)

Goals:

- Willing to learn Hong Kong deeper
- Seek for culturally different experience
- Be motivated for learning and personal development

Figure 1 User – International Overnight Young Tourists

6.2.2

Local Families with Young Children



Age :
 Parent – 30 to 45
 Young Children – 3-12
 Gender:
 Male & Female

User Type:

- Local family with young children
 - Young Children needed physical activities, especially aged 3-12, for healthier development (Ha et al., 2022)
- All kinds of parents who willing to explore with their children and play with them
- Attached importance to children's development, encourage the children to learn and explore

Goals:

- Through the museum to education the children about local culture.
- Seek for one day family activity
- Interested in Hong Kong Postal and local history
- Valued the learning outcome from museum

Figure 2 User – Local Families with Young Children

7 Precedent Study

7.1 Introduction

Below precedent studies are though critical analysis to enhance the design project possibility. The studies are included variety category such as historical, contemporary and in-person visit examples to expand the project insight.

7.2 Fondaco dei Tedeschi, Venice

7.2.1 Project Brief

Fondaco dei Tedeschi first constructed in 1228. It was used as a trading post for German merchants, a customs house under Napoleon, and a post office under Mussolini. (OMA, 2016). The building was destroyed and rebuilt twice due to fire. At 2013, the building was planned to alter be a luxury department store – DFS (DFS, 2016) (see image 13). Total size is 9159-square-metre. The project intervention is targeting to delivering new perspectives and disclosing the real substance of the building to its visitors.



Image 13 Fondaco dei Tedeschi exterior image (ArchDaily, 2016)

7.2.2 Analysis

This project is successfully intervening the 19th-century pavilion which above the courtyard to enclosed it up and created a new event space with steel structure and glass floor (Howarth, 2016) (see image 14 to 16). The designer is talentedly to change an open space to an enclosed space meanwhile to use the glass floor with artificial lighting to imitated the sky light to avoid the closure affect the sense of spatial from the visitors.



Image 14 Fondaco dei Tedeschi event hall image (Howarth, 2016)

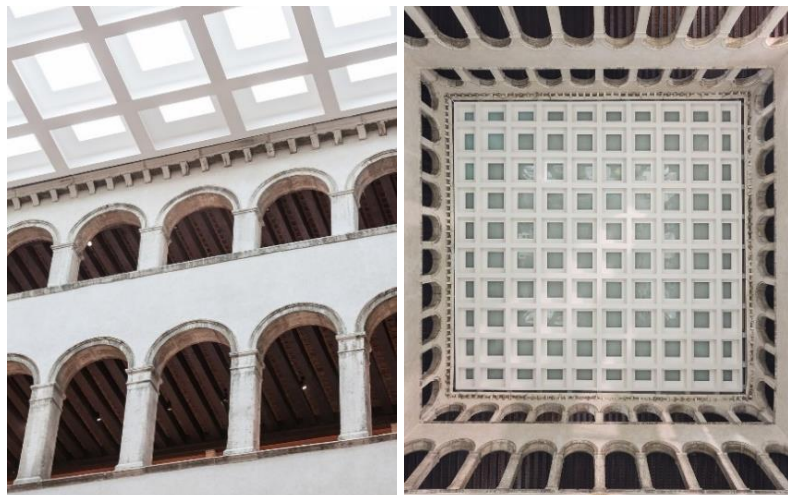


Image 15 & 16 Fondaco dei Tedeschi pavilion with new steel structure and glass floor image (Howarth, 2016)

Furthermore, the designer selected a strong grain brown-orangish wood and bright red as the color palettes to mixed with the existing bricks wall. In the retail area, is using contemporary design and materials are used the glass brick to echo the original building materials (see image 17 & 18).



Image 17 & 18 Fondaco dei Tedeschi interior image (Campisi, 2016)

7.3 Central Market, Hong Kong

7.3.1 Project Brief

Central market is an 80-year-old grade three historic building in Hong Kong (see image 19 & 20). The market starts the business at 1939 in current location until 2003. The size of the project is 11335-square-metre. Revitalised market included retails, food stalls, event area and specialty restaurants (Sassy Hong Kong, 2021). The redesigned concept is "Playground for All".



Image 19 & 20 Revitalised Central Market building image (Site visited at 31 January 2023)

7.3.2 Analysis

Through the observation from the site visit, the designer keeps some of the old market stalls and renovated to a new retail stall (see image 21 & 22). The interior design preserved part of the old building design and get inspiration from that as

well. The main staircase is using the old design with touch up (see image 23). The signage in the project is inspired from old design by using green acrylic hand writing font word to imitated the green hand writing painted signage at past (see image 24). The Central market with long history and contributed lots of collective memories to the district, therefore, the renovation contains lots of old Hong Kong elements.

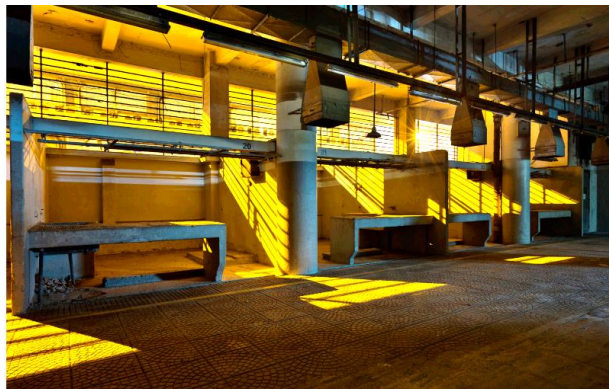


Image 21 Before renovated market stalls image (Chinachem Group, 2021)



Image 22 Renovated new retail stalls image (Site visited at 31 January 2023)

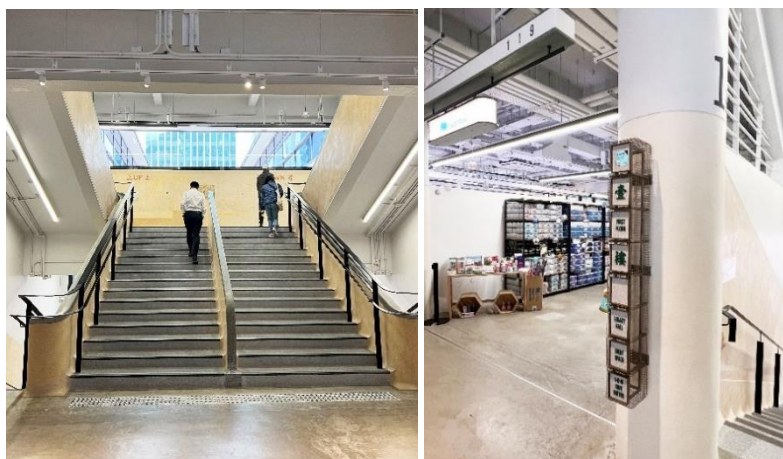


Image 23 Central Market Main Staircase image (Site visited at 31 January 2023)

Image 24 Signage design inspired from old design image (Site visited at 31 January 2023)

7.4 Comedor Mexican Restaurant, Austin

7.4.1 Project Brief

The restaurant is about 437-square-metre Mexican restaurant at a corner plot in Austin's business district. The project is an interlocking architecture included a double-height bar and dining area, and neighbored outdoor patio (Gibson, 2019) (see image 25 & 26). The design concept of this project is a hidden interior courtyard flanked by a glowing lightbox.



Image 25 Comedor Mexican restaurant architecture image (Gibson, 2019)

Image 26 Comedor Mexican restaurant dining area and outdoor patio image (Gibson, 2019)

7.4.2 Analysis

The designer used black brickwork and translucent glazed bricks for lower level, instead of transparent glass bricks, for offering the privacy from the street and the restaurant. And the designer put the translucent glazed bricks to the entrance side wall to invite the people get in without let the people deterred to enter (Gibson, 2019). The restaurant custom details help to create the look & feel to stripped -back and industrial style (see image 27).



Image 27 Comedor Mexican restaurant detail image (Gibson, 2019)

7.5 Uber Headquarters, San Francisco

7.5.1 Project Brief

Uber San Francisco Headquarters is completed at 2021. Overall size is 42085-square-metre. The site is made up of 2 buildings respectively 6 levels and 11 levels. “Breathing” copper-toned façade is the key feature of the design which will according the weather to open or close for natural ventilation (see image 28). And the program included offices, G/F retail area, cafes and children care area (Quezad Architecture, 2021).



Image 28 Uber headquarter overall façade image (Quezad Architecture, 2021)

7.5.2 Analysis

The architect is placing the circulation corridors and shared spaces along the curtain wall panels. And those corridor and shared spaces giving an option to chill out area for employees (see image 29). Surely not all the curtain wall is operable such as those next to enclose conventional offices, however, the operable windows are located at clustered chairs or some employees' comfortable areas (see image 30). The architect well considered the operable windows which can quietly fold out automatically between 150mm and 760mm according the sun, wind and weather conditions (King, 2022) (see image 31).

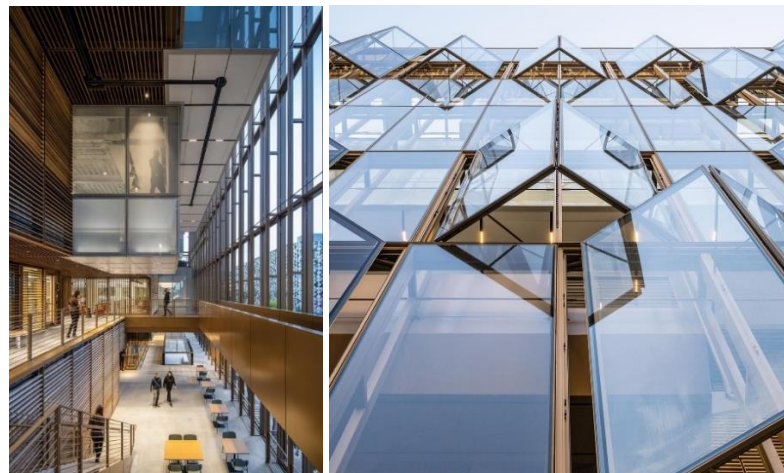


Image 29 Uber headquarter circulation corridor and curtain wall image (King, 2022)

Image 30 Uber headquarter operable curtain wall image (King, 2022)

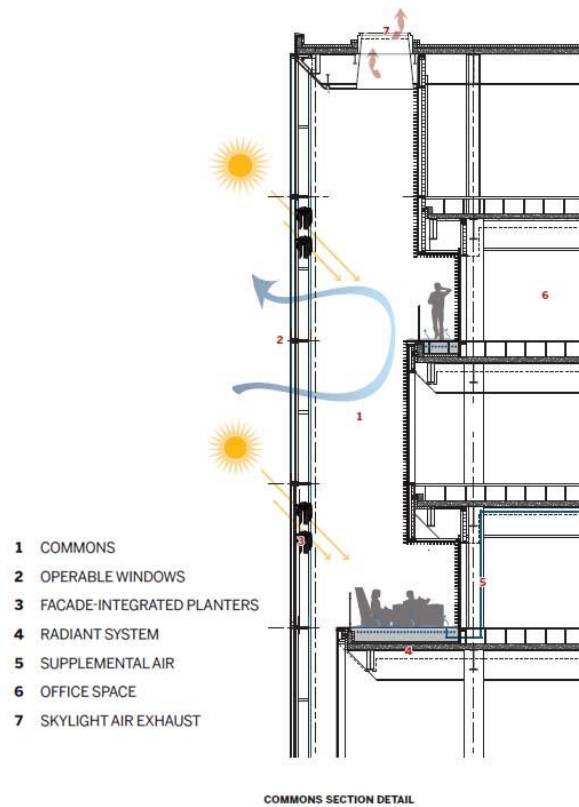


Image 31 Uber headquarter sun path and wind path simulation (King, 2022)

7.6 Haunted House Exhibition at Museum of Contemporary Art, Tokyo

7.6.1 Project Brief

The Haunted House Exhibition is a short-term exhibition conducted in Museum of Contemporary Art Tokyo. It is approximately 173.9-square-metre. Duration of the period is 29 June 2013 to 08 September 2013. The exhibition design concept is a haunted play house for children. The idea of the exhibition was let the children to think about the paradox of the rules of the museum, for examples, being quiet, no touching, no running by allowing those behaviours forbidden in museums usually (Torafu Architects, 2013) (see image 32).



Image 32 Haunted House image (Torafu Architects, 2013)

7.6.2 Analysis

The Haunted House Exhibition created a big white cube hanging some clearly amiss artwork, like a pair of hands emerges from Mona Lisa's face or the eyes on the portrait will look back and forth. The white cube with many different secret passageways to lead the children walk and play through the cube interior (see image 33). Furthermore, the young visitors can manipulate or alter from behind the artworks. This project allowed the children experience the art in an interactively and interesting way. The designer created an interactive museum place which allows the children free to run, play, direct touch and laugh with the world's most famous paintings (Jobson, 2013) (see image 34 & 35).



Image 33 Haunted House interior image (Torafu Architects, 2013)



Image 34 & 35 Haunted House detail image (Jobson, 2013)

7.7 Childrens playspace, Brooklyn

7.7.1 Project Brief

This is a children play space located in Brooklyn, New York. It is about 81-square-metre. The purpose of the project is targeting to inspire the children and design a space relate to children's imagination, cognitive development and aesthetic appeal, therefore, the designer use nature as a context scenario to tell the story through the space. The overall design base on primary geometries, each geometry representing one zone with different play experience (Architensions, 2020) (see image 36 to 38).

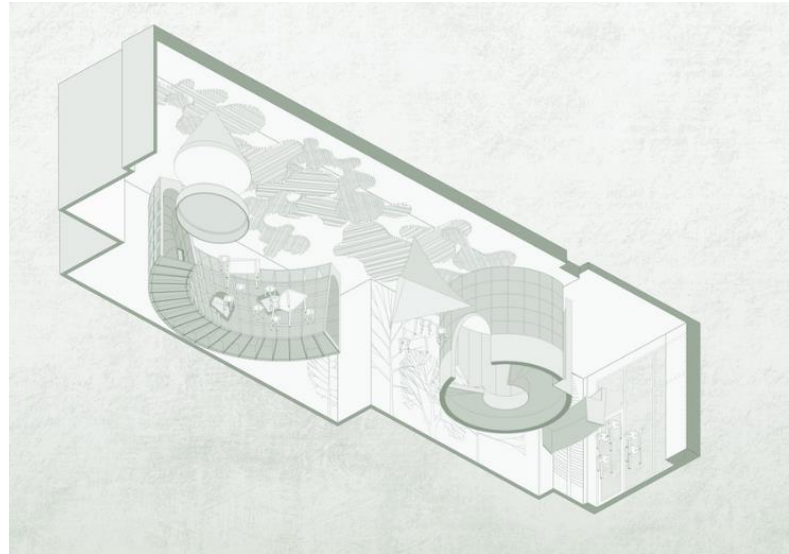


Image 36 Childrens playspace axonometric (Architensions, 2020)

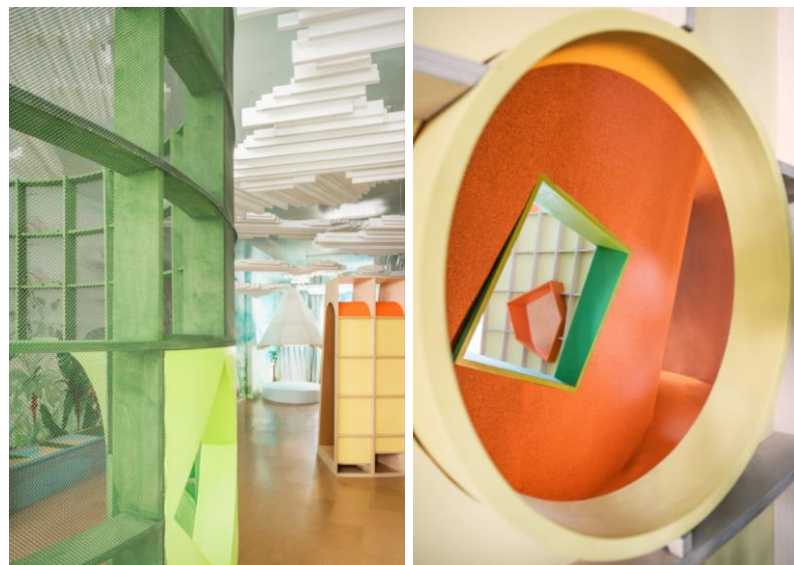


Image 37 & 38 Childrens playspace interior image (Architensions, 2020)

7.7.2 Analysis

The project used different colors and shapes for offering different sensory experience to children. For instance, there is a semi-circular tunnel with a slanted and gridded exterior. Moreover, the tunnel with colorful framed window for offering the view from tunnel outside and pass through the

tunnel outside can see the bright orange wall (Gibson, 2020) (see image 39). Furthermore, about the materials selection, two sides of the walls are covered with silvery metallic effect alluding to water or sky. The designer also used the foam slats painted in white to form like cloud to express the nature concept (Pintos, 2020) (see image 40).



Image 39 Childrens playspace semi-circular tunnel image (Gibson, 2020)
Image 40 Childrens playspace materials reference image (Pintos, 2020)

7.8 M+ Museum, Hong Kong

7.8.1 Project Brief

M+ is a world-class contemporary art gallery, sized 17000-square-metre museum, which opens in 2021. The building is composite an expansive podium and the tower is rises from the centre of the podium (see image 41). The project is a multi-function complex building, including garden, exhibition spaces, research centre, offices, restaurant, members' lounge...etc. The building is using custom-designed terracotta cladding which aroused by traditional Chinese roofs (M+ Museum, 2021) (see image 42).



Image 41 M+ Museum image (M+ Museum, 2021)



Image 42 Custom terracotta panels of M+ Museum modular cladding system (Site visited at 29 January 2023)

7.8.2 Analysis

According to the observation on the site, the designer well-planned the circulation through the site. There are different shapes of void in different levels to offer a different viewport for visitor to experience the artwork placed around the site (see image 43 & 44). Furthermore, the void areas at each level are partially overlapped and sharing one sky window (see image 45). Moreover, there are many windows for sun light between the exhibition spaces and flow spaces (see image 46 & 47).

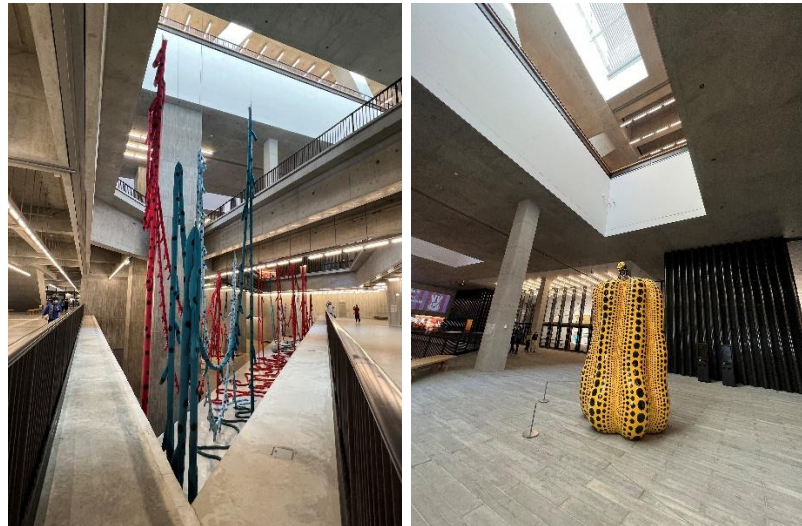


Image 43 & 44 M+ Museum interior void area images (Site visited at 29 January 2023)



Image 45 M+ Museum interior void area image (Arquitectura Viva, 2021)

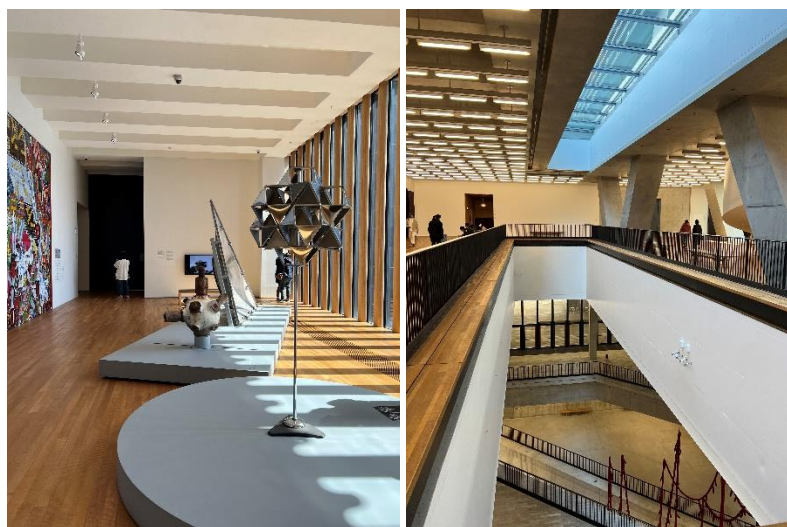


Image 46 M+ Museum exhibition space window image (Site visited at 29 January 2023)

Image 47 M+ Museum flow space window image (Site visited at 29 January 2023)

7.9 Table of Evaluation

Project Name	Type of Interior	Activities	Environment	Interactions	Object	Design Elements	Users	
Historical / Seminal Examples								
IL Fondaco dei Tedeschi, Venice	Retail Store	Transition	Hallways	Visitors - Visitors; Visitors - Staffs; Visitors - Merchants Counters; Staffs - Merchants Counters; Visitors - Arch; Visitors - Visual Merchandising; Visitor - Signage, etc.	Merchants Counters; Visual Merchandize; Signage;	Original Arch Structure; New circulation;	Visitors, Staffs, Cleaning guy/lady, Security Guards;	
		Welcome, Café, Merchants Counters	Lobby	Visitors - Visitors; Visitors - Staffs; Visitors - Merchants Counters; Staffs - Merchants Counters; Visitors - Seating; Visitors - Barista; Visitor - Signage, etc.	Café counter; Table, Seatings; Merchants counters; Signage;	Faux Skylight;	Visitors, Staffs, Cleaning guy/lady, Security Guards, Barista	
		Exhibition	Event Hall	Visitors - Visitors; Visitors - Staffs; Visitors - Exhibitors; Staffs - Exhibitors; Visitors - Seating; Visitor - Signage, etc.	Display Unit, Sunlight, Glass Floor;	Skylight;	Visitors, Staffs, Cleaning guy/lady, Security Guards, Exhibitors	
Central Market, Hong Kong	Retail, F&B, Event Space	Retail, Display	Retail Stalls	Visitors - Visitors; Visitors - Staffs; Visitors - Cashier; Staffs - Cashier; Visitors - Visual Merchandising; Visitor - Product, etc.	Cashier; Visual Merchandize; Product; Display shelf; Mirror;	Existing stalls counter;	Visitors, Staffs, Cleaning guy/lady, Security Guards;	
		Restaurant, Café	F&B Stalls	Visitors - Visitors; Visitors - Staffs; Visitors - Table; Staffs - Table; Visitors - Seating; Visitors - Barista; Visitor - Signage, etc.	Café counter; Table, Seatings; Food and beverage;	Existing stalls counter;	Visitors, Staffs, Cleaning guy/lady, Security Guards, Cook;	
		Regular Exhibition	Exhibition Area	Visitors - Visitors; Visitors - Staffs; Visitors - Exhibitors; Staffs - Exhibitors; Visitors - Seating; Visitor - Signage, etc.	Display Unit; Historical materials and equipment; Display Boards;	Brick Wall; Projector;	Visitors, Staffs, Cleaning guy/lady, Security Guards, Exhibitors;	
Contemporary Examples								
Comedor Mexican Restaurant, Austin	F&B	Restaurant	Dining Area	Visitor - Visitors; Visitor - Staff; Visitor - Table; Staff - Table; Visitor - Seating; Visitor - Food; Staff - Food; Visitor - Lighting; Staff - Lighting; Visitor - signage, etc.	Dining Table; Seatings; Bar; Decorative lighting; Reception Counter;	Brick wall entrance; Reception Counter; Double volumn ceiling;	Visitors, Staffs, Cleaning guy/lady, Cook;	
		Landscape	Relax, Chilling, Chatting	Outdoor Patio	Visitor - Visitors; Visitor - Staff; Visitor - Table; Staff - Table; Visitor - Seating; Visitor - planter; Staff - planter; Visitor - Lighting; Staff - Lighting; Visitor - signage, etc.	Outdoor furniture; Planter; Decorative lighting	Patio; Outdoor seating;	Visitors, Staffs, Cleaning guy/lady, Gardener;
Uber Headquarters, San Francisco	Office	Office, Conference	Offices, Conference Room	Visitors - Visitors; Visitors - Staffs; Staffs - Staffs; Staffs - Work station; Visitors - Conference room; Staffs - Conference room; Staff - facade, etc.	Work station; Office equipment; Computer;	Operable curtain wall; Ventilation;	Visitors, Staffs, Cleaning guy/lady, Security Guards;	
		Welcome, Retail	Lobby	Visitors - Visitors; Visitors - Staffs; Staffs - Staffs; Visitors - Seating; Visitors - Seating; Visitor - Signage, etc.	Reception counter; Seatings; Visual Merchandize; Product; Signage;	Operable curtain wall; Ventilation; Reception Counter; Lift Lobby;	Visitors, Staffs, Cleaning guy/lady, Security Guards;	
Haunted House Exhibition at Museum of Contemporary Art, Tokyo	Exhibition	Exhibition	Exhibition Area	Visitors - Visitors; Visitors - Staffs; Visitors - Exhibitors; Staffs - Exhibitors; Visitors - Seating; Visitor - Signage, etc.	Display units; Steps; Artworks;	Display units; Artwork installation;	Visitors, Staffs, Cleaning guy/lady, Security Guards, Exhibitors	
Childrens playspace, Brooklyn	Indoor playground	Exercise, Entertainment	Play space	Visitors - Visitors; Visitors - Staffs; Visitors - Playground facilities; Staffs - Playground facilities; Visitors - Seating; Visitor - Signage, etc.	Playground faciiltes, Signage;	Materials; Color application;	Visitors, Staffs, Cleaning guy/lady, Security Guards;	
Site Visited in Person								
M+ Museum, Hong Kong	Museum	Exhibition	Exhibition Area	Visitors - Visitors; Visitors - Staffs; Visitors - Exhibitors; Staffs - Exhibitors; Visitors - Seating; Visitor - Signage, Visitors - Lighting, etc.	Display Unit; Display Boards;	Flow Space; Artwork display; Lighting;	Visitors, Staffs, Cleaning guy/lady, Security Guards, Exhibitors	
		F&B	Membership service, Gathering	Lounge	Visitors - Visitors; Visitors - Staffs; Visitors - Table; Staffs - Table; Visitors - Seating; Visitors - Bartender; Visitor - Signage, etc.	Bar counter; Table, Seatings; Membership counter; Signage;	Circulation; Table setting; Lighting;	Visitors, Staffs, Cleaning guy/lady, Bartender;
		Retail	Merchants Counters	Souvenir Shop	Visitors - Visitors; Visitors - Staffs; Visitors - Cashier; Staffs - Cashier; Visitors - Visual Merchandising; Visitor - Product, etc.	Cashier; Visual Merchandize; Product; Display shelf;	Display units; Product display;	Visitors, Staffs, Cleaning guy/lady, Security Guards;

Figure 3 Table of Evaluation

7.10 Conclusion

The precedent studies help to explore different design concept, materials selection, circulation, ventilation, color application to strengthen the following section design program. Furthermore, to enhance the understanding of altering an old building and the balance between old design and new design which can reserve the old good things but yet can refresh the old building.

8 Design Strategy

8.1 Introduction

A Letter to... is a proposal which through alteration of targeted building to protect local culture and district character. The content of this alteration, increasing the intangible value of the building through protection and promotion of local culture. Some of the local culture and collective memory are easy to lost during changing time. There are multiple meanings to alter the targeted building to a postal museum, First, is the headquarter of post office is going to demolish in upcoming future because of the harbourfront redevelopment (Yeo, 2021). Helping the demolish building to relocated might a good choice for alter a building which already lost its original purpose. Second, letter writing is one of the remarkable activities in mankind history. And letter itself also can treat as a historical document (Siraj, 2010). Therefore, letter and letter writing may be a channel to represent and witness the local culture and history. The proposal will be focusing on multisensory and interactive postal museum. To enhance the relations between the people and the building, also the building and the community (see figure 4 for the program collage).



Figure 4 Program collage

8.2 Design Intervention

The selected building belongs to a multiple granularity district. The building constitutes the unique character within the district. Therefore, this project will keep the existing façade with limited alteration to preserve the building exterior memories to the locals. However, for the announcement of the new purpose of the building, east corner façade will apply a new design with a bold language to draw the attention from the crowds (see figure 5).



Figure 5 Façade intervention intents

Moreover, South-East elevation is suggested to change the grided ventilation slat and pink small window to be a grided showcase with full height glass for displaying the activities inside the building (see figure 6). Another reason of change this elevation to be a showcase is because this side of elevation with enough sun light which can bring more nature lighting into the interior space.

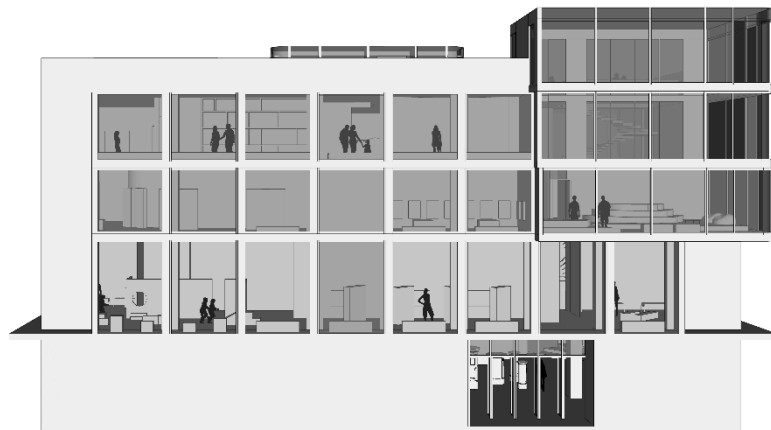


Figure 6 South-East elevation showcase intents

8.3 Spatial Strategy

8.3.1 Introduction

A successful museum which can draw more visitors to visit may contain below factors (Era Aecom, 2010) (see figure 7). The project divided by five key zones consider from the factors within five levels, including ground floor and roof floor. The five zones respectively are entrance, post office, postal museum, hand writing studio and chillax (see figure 8).

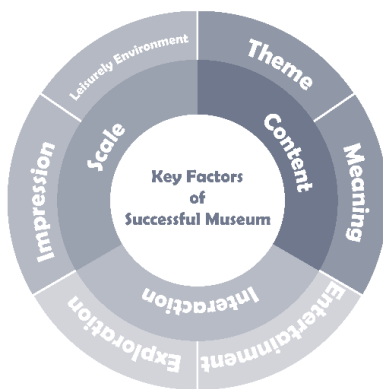


Figure 7 Key factors of successful museum



Figure 8 Five key zoning with sub-areas

8.3.2 Zoning and Block Plans

The reason divided by five zones is targeted to included more functions in same building to enrich the context of the building to attract more visitors. The building is separated by public zone, semi-private zone and private zone according to the function of that zone (see figure 9).

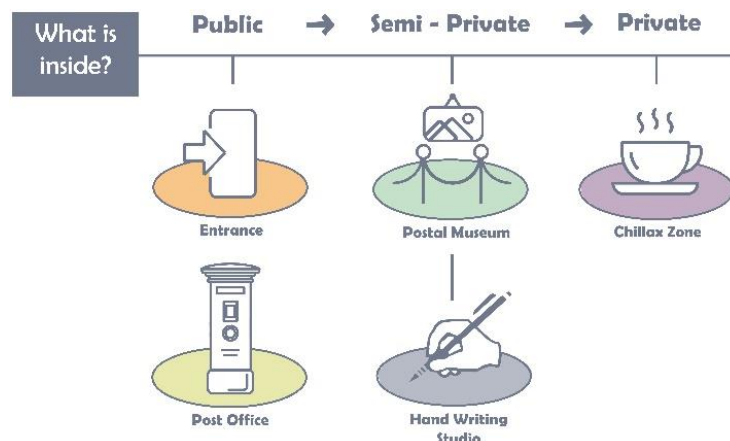


Figure 9 Public to private zoning proposal

Ground floor will be entrance and post office, the most public area of the building. Main entrance area with double volume ceiling at ground floor will provide a focal installation art to draw the visitors' attention and make the statement of the design concept (see figure 10). First floor mainly will be postal museum, semi-private zone, including the exhibition area, interactive area and kids' area (see figure 11). Semi-private zone – Second level will be mixed level with all activities, including postal museum, hand writing studio and chillax (see figure 12). Third level key activity will be hand writing studio, listed as a semi-private area (see figure 13). Last but not least, the roof floor will be chillax. A private cafe that for people chill and relax (see figure 14).

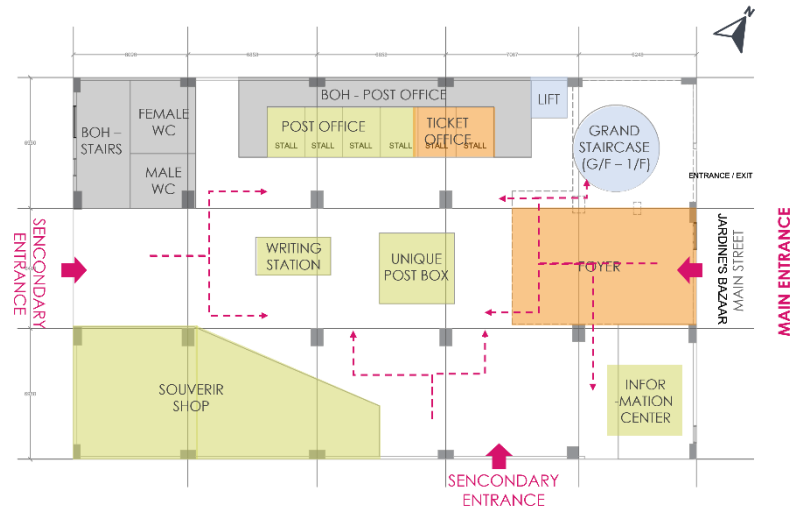


Figure 10 Ground floor block plan

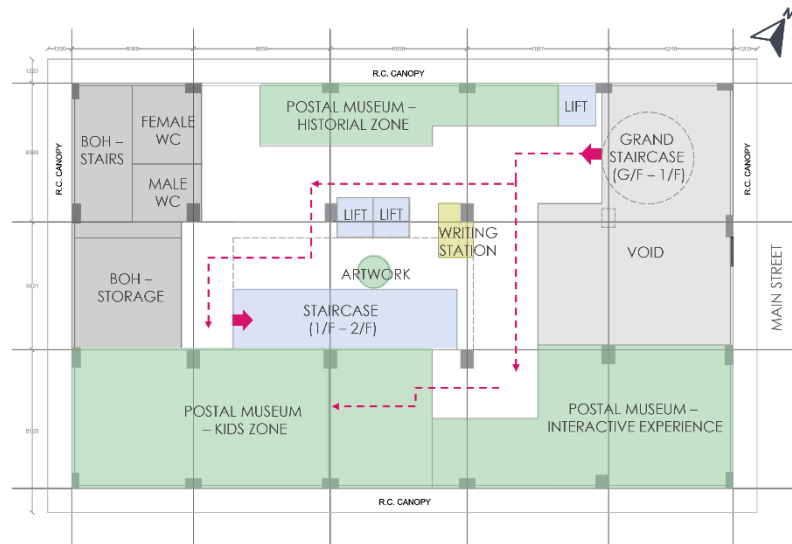


Figure 11 First floor block plan

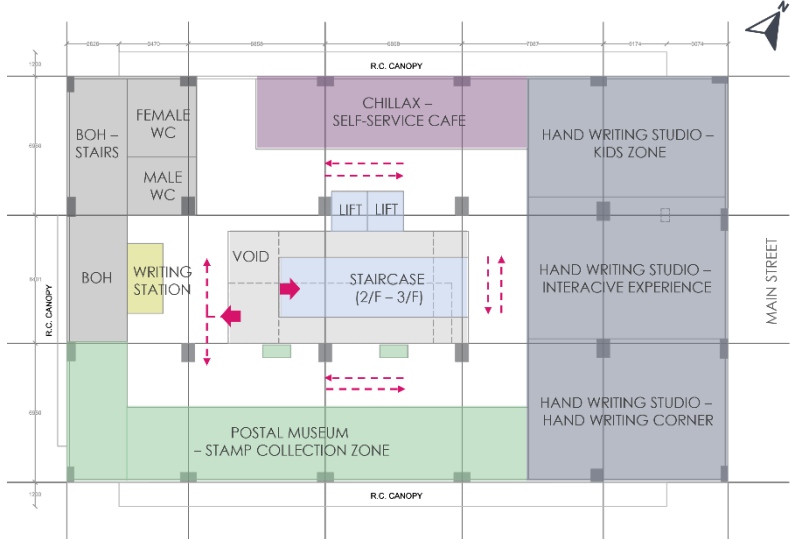


Figure 12 Second floor block plan

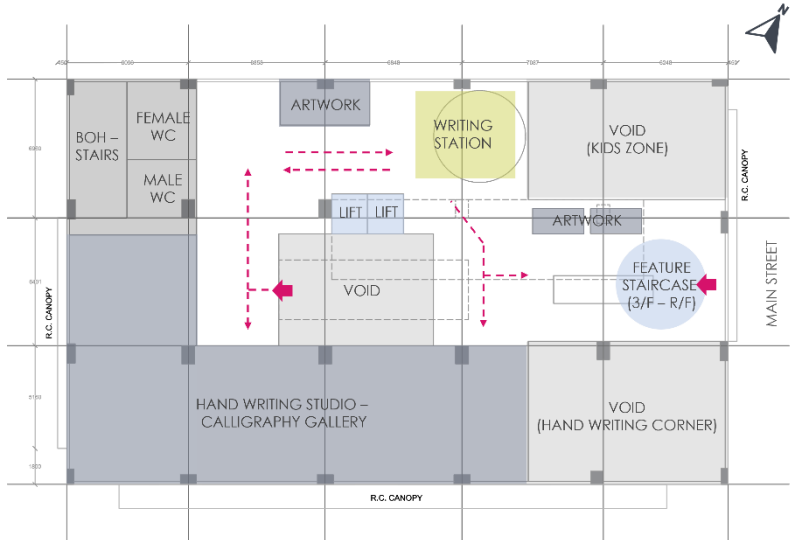


Figure 13 Third floor block plan

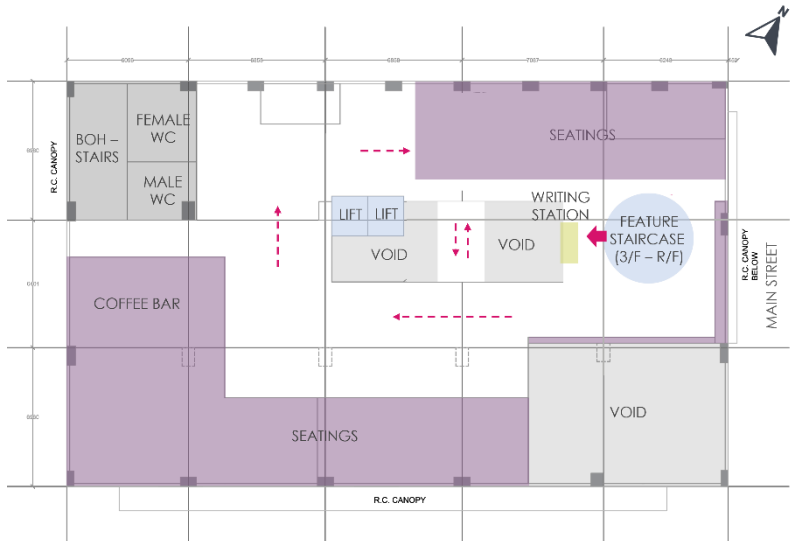


Figure 14 Roof floor block plan

8.3.3 Children area design strategy

As per one of my target users is young family with children, the children area is imperative. Designing children space should consider six interrelated dimensions of contrast to attract the children interest and attention, furthermore, to develop children perspective (Olds, 2001, 21-32) (see figure 15). Each dimension are associated with each other.

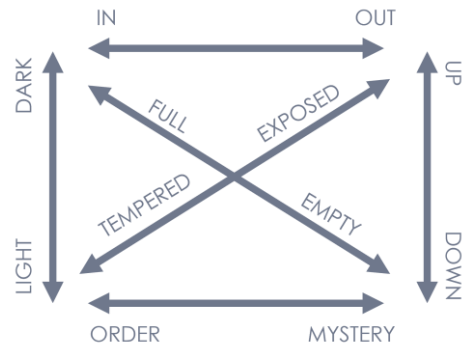


Figure 15 Six dimensions of contrast

The kids' zone at postal museum and hand writing corner will provide different playground equipment allow the children explore and learn cooperate with the varies setting to stimulate the perceptions of the children.

8.3.4 Exhibition and Interactive area design strategy

Regarding to the key factors for successful museum. Interactive and meaningful content are indispensable. The design will consider from different channels to communicate with the visitors and interact with them through passive communication, active communication, reactive communication and interactive communication (Matthews, 1991, 47-75) (see figure 16).

Interpretive Information	Equipment and Facilities
Passive communication	Label, Graphic information
Active communication	Animated Graphic, Automatic sound-track, audio-visual presentation
Reactive communication	User-activated (push-button, pressure pad, switch, etc.), Pressure pad, Audio-visual
Interactive communication	Educational technology, Microprocessor-controlled devices

Figure 16 Four forms of interpretive information

This project with 2 individual zones for interactive experience at postal museum and hand writing corner. In those zones, the display unit and exhibit will using different communication method to provide the connection between visitors and the exhibition. The project designed the connection between visitors and visitors or visitors and building or building to outsider or outsider to visitors as well.

8.3.5 Proposed Plan

The below axonometric is showing the proposed layout (see figure 17) (Details drawings see appendix B).

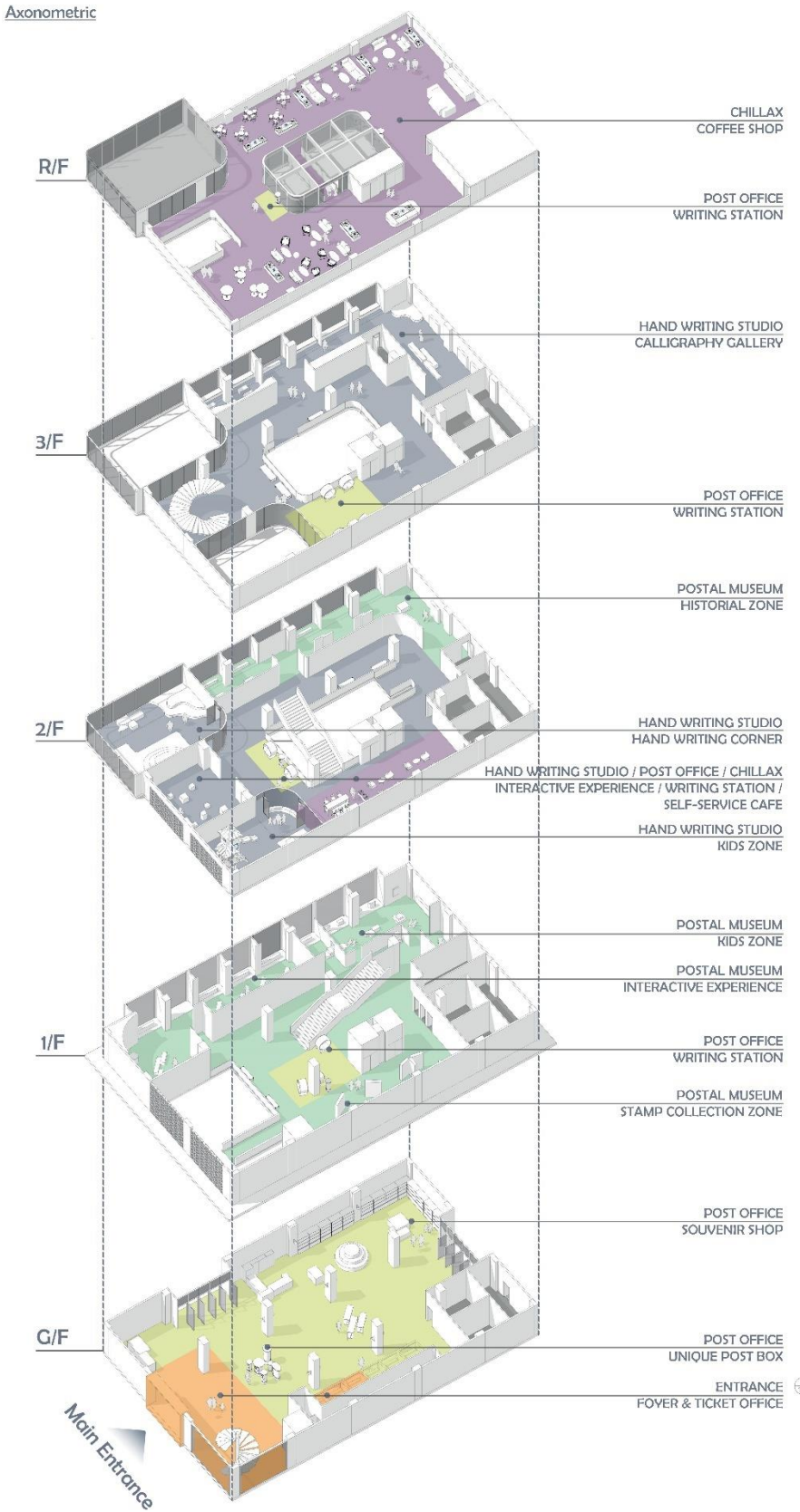


Figure 17 Axonometric of the proposed layout

All the levels are lift accessible. And each level bathrooms are in same location for easier handle for the piping. Created different staircase and void area for better spatial experience to the visitors. Last but not least, created a bridge at roof floor for visitors can walk pass the void and overlook the entire space.

8.3.6 Conclusion

Throughout the spatial changes of the building, the building altering to a multi-purpose and function building. In next section will discuss more about the conceptual ideas and elements for collective memories and increasing intangible value.

8.4 Conceptual Design and Applications

Postal is about LETTER delivering and receiving. LETTER contains the history and the memories by written WORDS. And WORDS are around everyone, everywhere and every moment. Influence on the brushstroke of a Chinese hand-writing wording, the project abstracted the movement of the brush stroke into functional forms to create the basic of the layout and feature in the project. To picturize the movement of the brush stroke, the concept model is created and demonstrated how the brush stroke transformed (see figure 18) (Full set of images see appendix E).

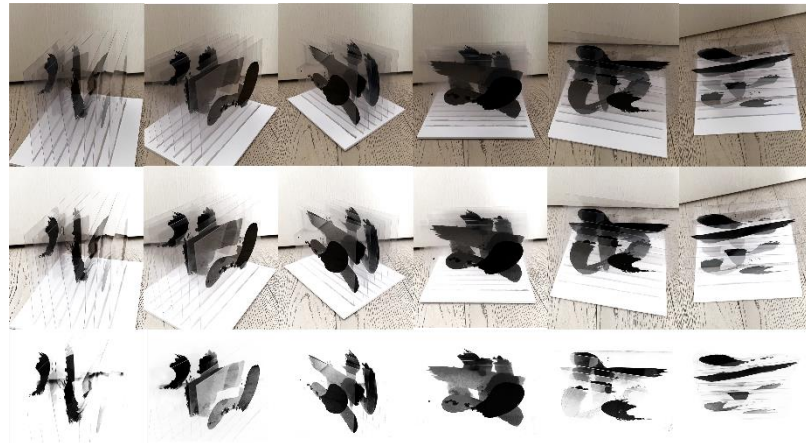


Figure 18 Brush stroke transformation

Furthermore, the concept also inspired from the selected site, the wet market shop sign. Those signages are designed from hand writing words (see image 48 to 49). The hand writing words were accompanied the district and people all over the time no matter past or present.



Image 48 & 49 Selected site shop sign images (Site visited at 18 October 2022)

8.5 Materials Strategy

Inspired by the signage and shop sign around Hong Kong daily life (see image 50 to 53), the materials selection will reference to the materials which used for the signage.

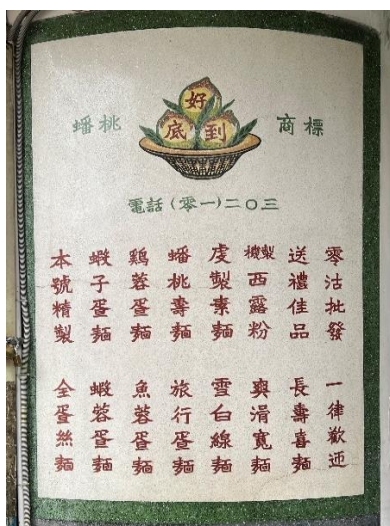


Image 50 Restaurant Menu made by Terrazzo image (Site visited at 31 March 2023)



Image 51 Gold painted shop sign image (Site visited at 18 April 2023)



Image 52 Building name signage on Façade image (Site visited at 17 February 2023)

Image 53 Word carving shop gate image (Site visited at 22 February 2023)

The project will use burgundy red tone as an accent color. Considering that is referenced the characteristic and iconic color of the post box which can lead the visitors associate to postal related (see image 54 & 55).



Image 54 & 55 Historical post box at General Post Office image (Site visited at 11 October 2022)

The key materials for flooring will be Terrazzo which inspired by the terrazzo made with hand writing style and the major stainless steel throughout the space will be champagne stainless steel. In Chinese traditional, gold paint shop sign is representing the good reputation and good quality. Thus, transferring the gold tone as the general metal for the space to express the quality and reliable project. Other materials selection included washu in laminated glass, marble with ink painted grain, black and white tone upholstery to enhance the concept via the materials (see figure 15).

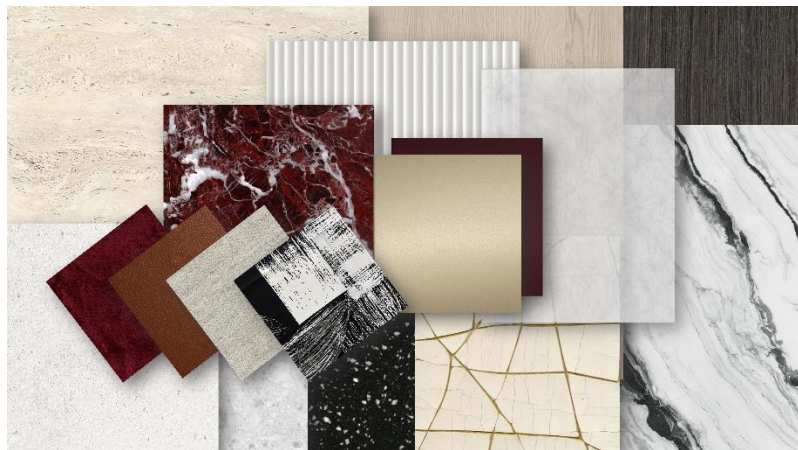


Figure 19 Materials Board

8.6 Conclusion

This alteration project reserved part of the old building architecture and interior elements. Furthermore, impregnate varies new elements to active the old build and increase

building itself intangible value through exhibition, retails, F&B and public utilities areas. Moreover, the above design elements attempt to reawaken the society collective memories as well which is the fundamental objective of this project.

9 Reflective Practice and Delimitations

9.1 Introduction

The objective of this section is for self-examination and reflect the problems and difficulties facing among the design process. Afterwards, to seek for the solution or method to handle the problems and difficulties.

9.2 Setting up the design problem and question

First problem I facing is setting up the design problem and question. I was confused the definition of design problem and question. Luckily, after the lecture, tutorial and consultation with the professor. I can successfully set up the design problem and question.

Afterwards, my design question is related to intangible value contribute to district. However, measuring the outcome of intangible value is difficult. What I try to make my proposal more trustable and reliable, I put all-out effort to prove and exhibit the intangible value with credible and reliable sources.

9.3 Obtained from Literature Review

Throughout the preparation of my literature review, I have read quite a lot books, articles, journals, etc. I gained a lot of knowledge of design and architecture and learnt to use the significant keywords to look for the information I needed.

Moreover, the knowledge I learnt during research for literature review, it helps me to develop my project in more professional way with the reliable references to support my design development. And I anticipate to use the methodology which I learnt from this course to start my design efficiently in upcoming future.

9.4 The development of Conceptual Design

The most difficult and time-consuming part is the development of conceptual design. In the beginning, it is difficult to find a suitable direction which worth to go deeper and further development. I struggling between calligraphy and Chinese calligraphy as my starting point. When I confusing to finalize my design concept, I explored different architecture and design projects and visit some interesting projects in person to find the inspiration, in the meanwhile, as per the tutor's suggestion, to try to read more books in wider range

instead of only read the books only related to design or architectural.

According to above practices, I finalized my design direction and smoothly recorded my research and analysis in precedent studies. In addition to, I understood the importance of precedent studies and prophase research and they are indispensable when I would like to do a convincing design.

9.5 Continue studies and self-achievement

After this academic year, I have improved my skills and techniques for developing a design project, time management, presentation and data research. Throughout the in-class activities, the course offered me many opportunities to train up and practice my skills. I gain a lot this year and feel thankfully that I choose this course to enhance my knowledge. Those skills can help me build up a professional image to my future employer and client. During the course, I also find a better way to prepare my presentation materials more informative and understandable for the public, especially the info-graphic preparation.

In upcoming future, I targeting to get into interior design industry and pursue as a life-long career. I interested in hotel and hospitality design. I hope I can get into related design field. And if my time schedule suitable, I anticipate to have further studies in design or project management program.

9.6 Conclusion

Throughout this design exegesis, I gain much no matter in design or personal attributes. Furthermore, through the procedure of the design, I understand the hierarchy of design and the importance of the background research before start a good design. Lastly, I am enjoying all over the year and grateful that I participate in it.

10 Conclusion

As conclusion, this design exegesis documented the design problem and objectives through literature review as project base. Furthermore, developed the design strategy according to the design problem disclosed in beginning part and the precedent studies. This exegesis tries to address one of the numerous design problems happening in Hong Kong. Via a various study, intentionally, to narrow down the possible ways to solve the problem. The proposal specific focusing on how to design a postal museum and what intangible value can bring to community base on research and efficient methodology. For upcoming future, wishing this project can draw more awareness for old building in Hong Kong and consider the intangible value contribute to the district.

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A LETTER TO... DRAWING PACKAGE COVER

TANG LUNG CHAU MARKET
59 JARDINE'S BAZAAR, CAUSEWAY BAY

ISSUE DATE: 05 JUNE 2023

DRAWING NUMBER	DESCRIPTION	ISSUE DATE	REVISION DATE	
			(1)	(2)
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FF-1.1	FIRST FLOOR PLAN	05 DEC 2022	14 MAR 2023	05 JUN 2023
FF-1.2	SECOND FLOOR PLAN	05 DEC 2022	14 MAR 2023	05 JUN 2023
FF-1.3	THIRD FLOOR PLAN	05 DEC 2022	14 MAR 2023	05 JUN 2023
FF-1.4	ROOF FLOOR PLAN	05 DEC 2022	14 MAR 2023	05 JUN 2023
IE-1.0	NORTH EAST ELEVATION	05 DEC 2022	14 MAR 2023	05 JUN 2023
IE-1.1	NORTH WEST ELEVATION	05 DEC 2022	14 MAR 2023	05 JUN 2023
IE-1.3	SOUTH WEST ELEVATION	05 DEC 2022	14 MAR 2023	05 JUN 2023
IE-1.4	SOUTH EAST ELEVATION	05 DEC 2022	14 MAR 2023	05 JUN 2023
SE-1.0	LONG SECTION	05 DEC 2022	14 MAR 2023	05 JUN 2023
SE-1.1	SHORT SECTION	05 DEC 2022	14 MAR 2023	05 JUN 2023
DT-1-01	DESCRIPTION	05 JUN 2023		
DT-1-02	DESCRIPTION	05 JUN 2023		
DT-1-03	DESCRIPTION	05 JUN 2023		
DT-1-04	DESCRIPTION	05 JUN 2023		

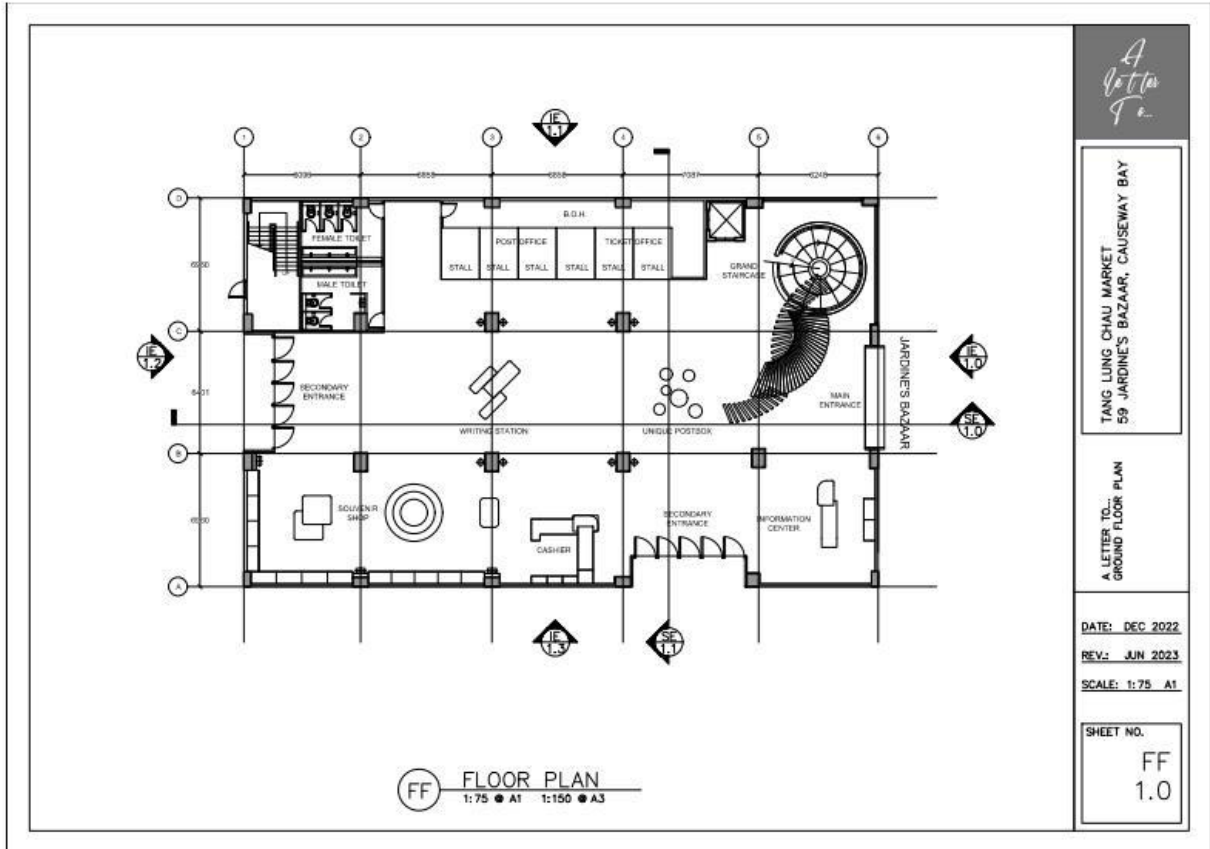


TANG LUNG CHAU MARKET
59 JARDINE'S BAZAAR, CAUSEWAY BAY

A LETTER TO...
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01



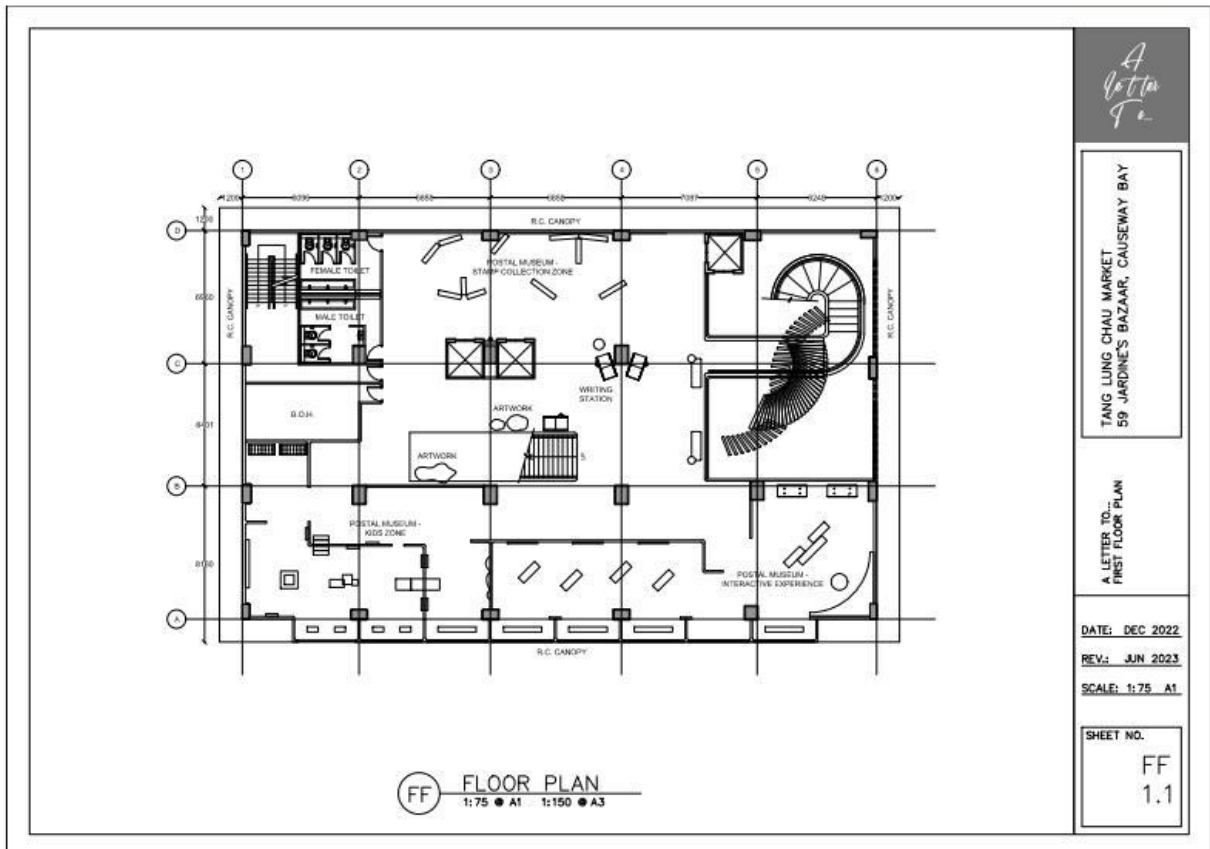
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TANG LUNG CHAU MARKET
59 JARDINE'S BAZAAR, CAUSEWAY BAY

A LETTER TO...
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SCALE: 1:75 A1

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1.0



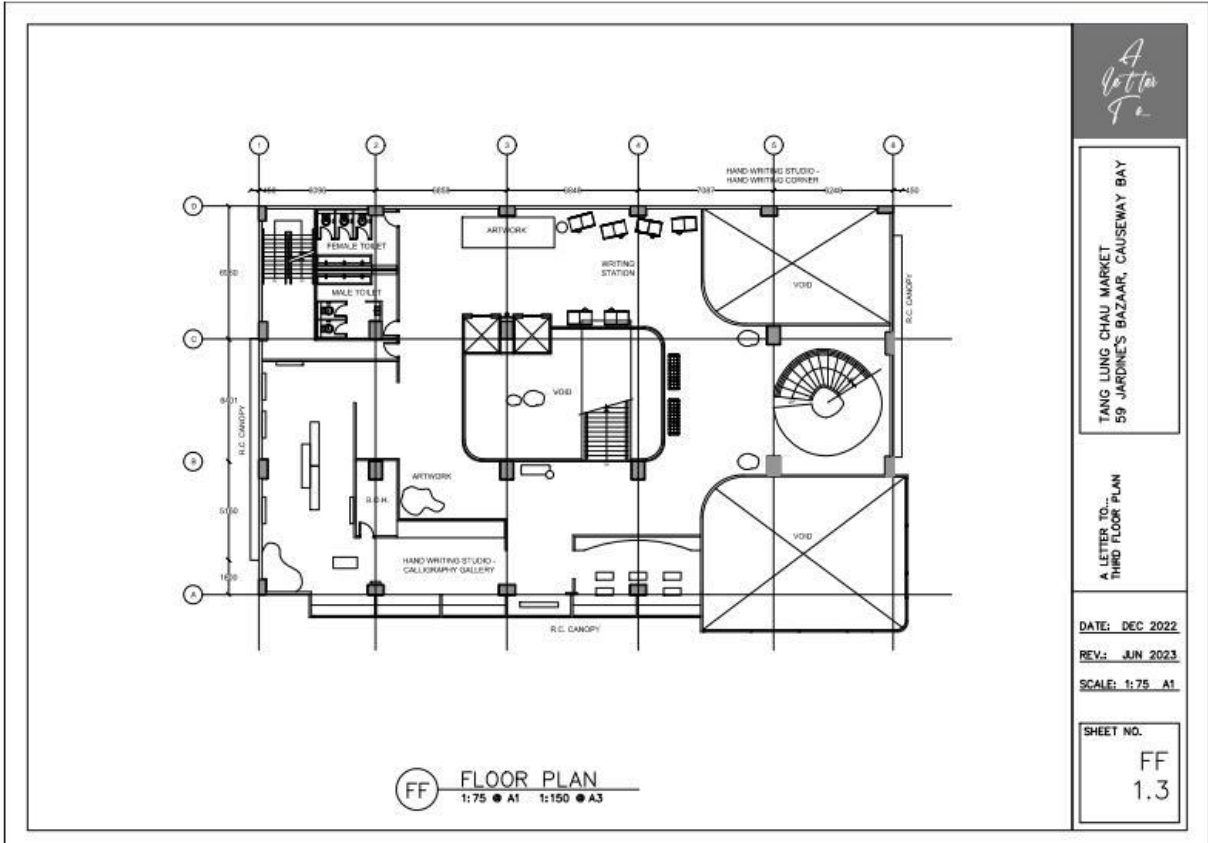
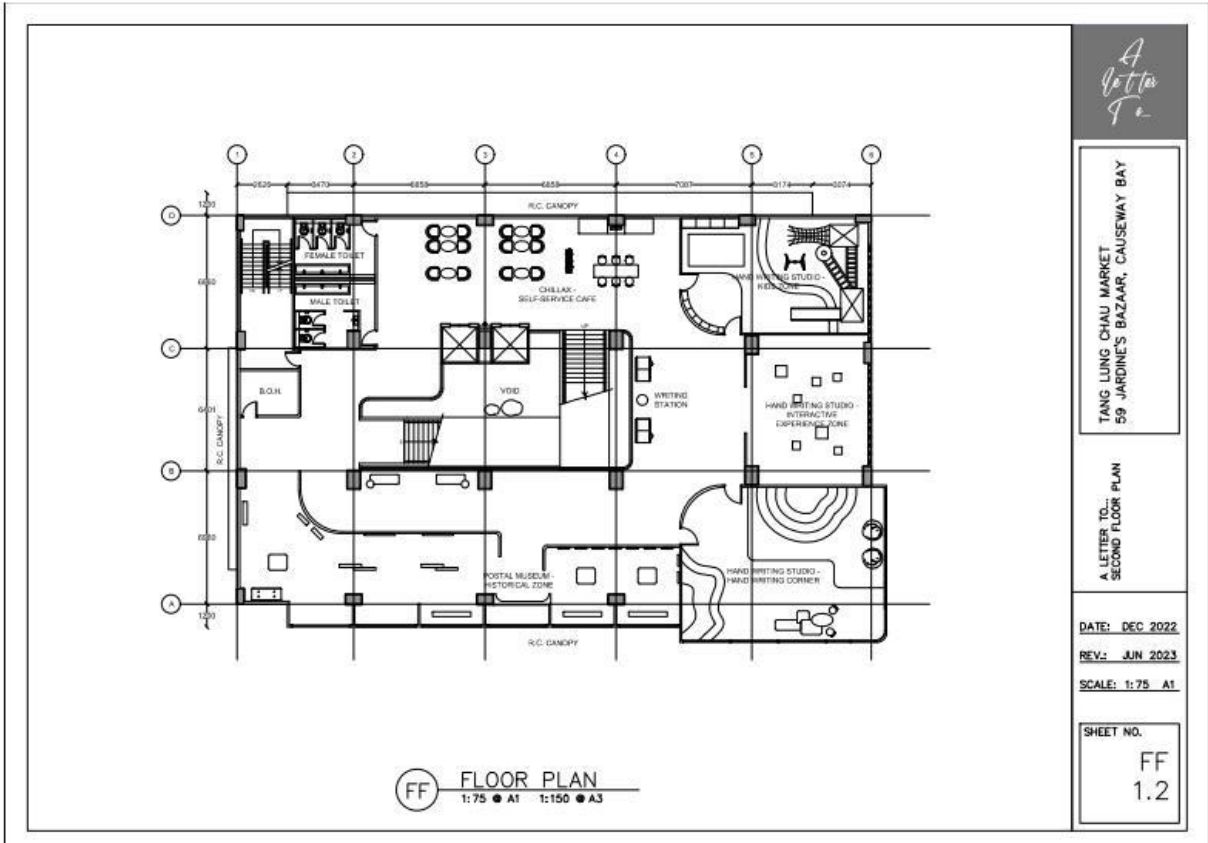
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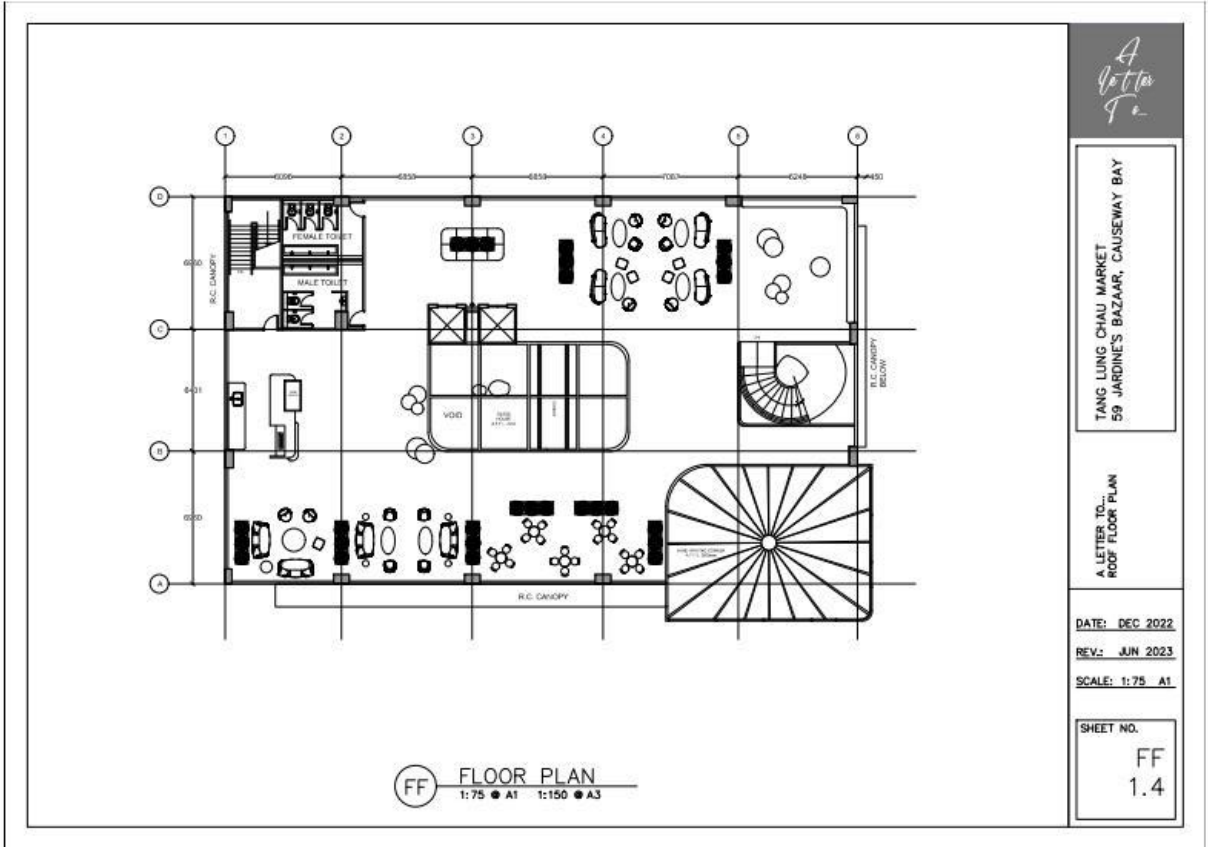
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59 JARDINE'S BAZAAR, CAUSEWAY BAY

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FIRST FLOOR PLAN

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A Letter To

TANG LUNG CHAU MARKET
59 JARDINE'S BAZAAR, CAUSEWAY BAY

A LETTER TO...
ROOF FLOOR PLAN

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A Letter To

TANG LUNG CHAU MARKET
59 JARDINE'S BAZAAR, CAUSEWAY BAY

A LETTER TO...
NORTH EAST ELEVATION

DATE: DEC 2022
REV.: JUN 2023
SCALE: 1:75 A1

SHEET NO.
IE
1.0

02 ELEVATION
1:75 ● A1 1:150 ● A3

A Letter To
TANG LUNG CHAU MARKET
59 JARDINE'S BAZAAR, CAUSEWAY BAY

A LETTER TO...
NORTH WEST ELEVATION

DATE: DEC 2022
REV.: JUN 2023
SCALE: 1:75 A1

SHEET NO.
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03 ELEVATION
1:75 ● A1 1:150 ● A3

A Letter To
TANG LUNG CHAU MARKET
59 JARDINE'S BAZAAR, CAUSEWAY BAY

A LETTER TO...
SOUTH WEST ELEVATION

DATE: DEC 2022
REV.: JUN 2023
SCALE: 1:75 A1

SHEET NO.
IE
1.2

A Letter To

TANG LING CHAU MARKET
59 JARDINE'S BAZAAR, CAUSEWAY BAY

A LETTER TO:
SOUTH EAST ELEVATION

DATE: DEC 2022
REV.: JUN 2023
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SHEET NO.
IE
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04 ELEVATION
1:75 ● A1 1:150 ● A3

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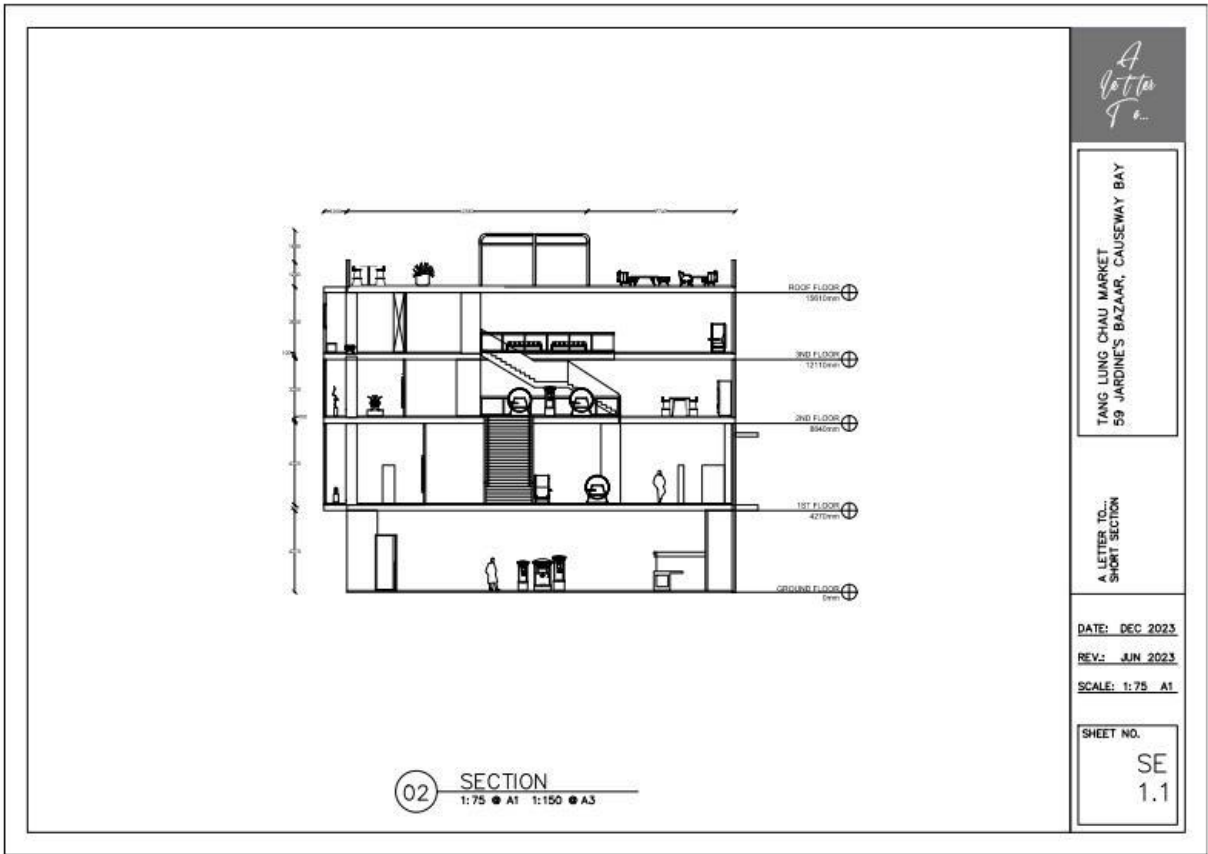
TANG LING CHAU MARKET
59 JARDINE'S BAZAAR, CAUSEWAY BAY

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LONG SECTION

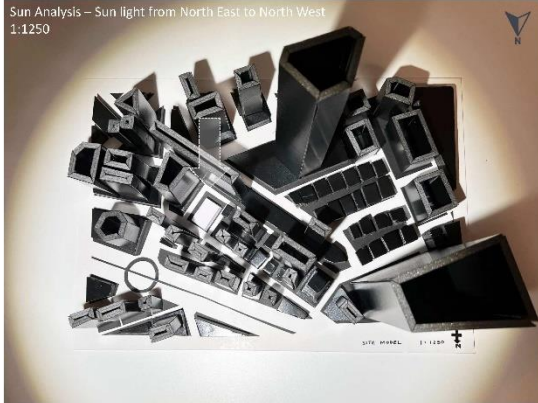
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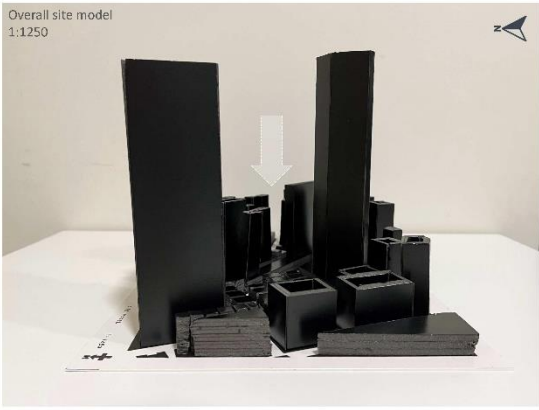
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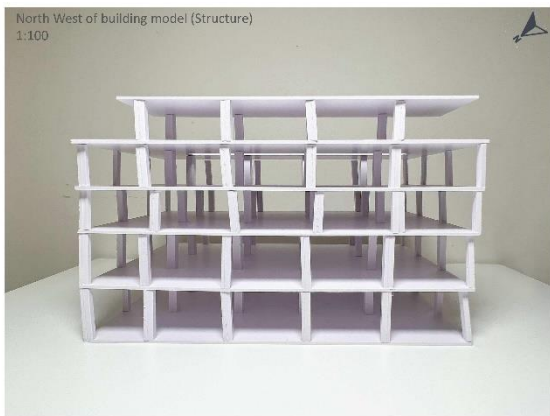
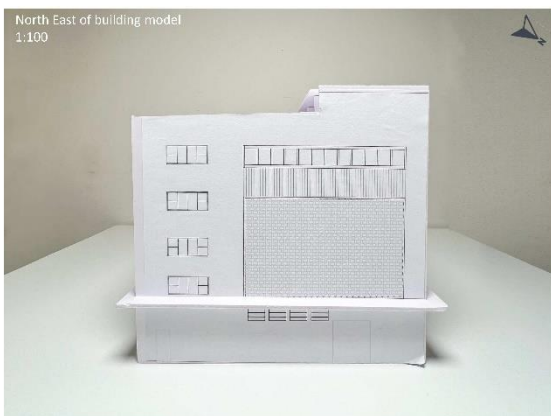
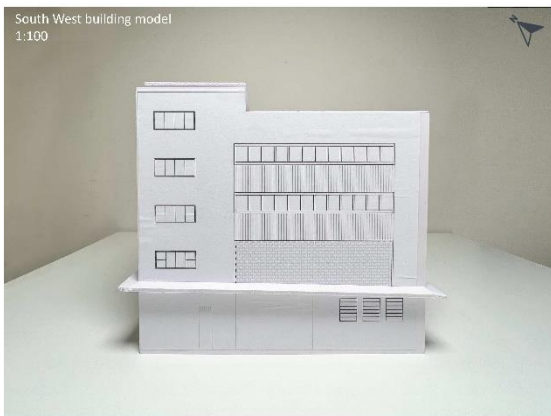
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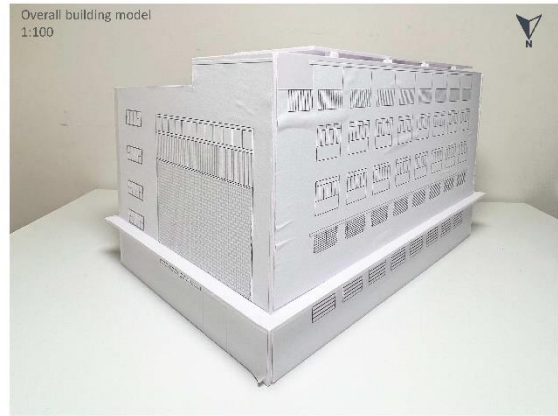
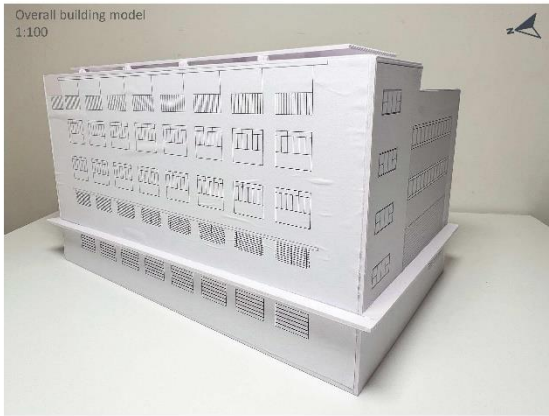
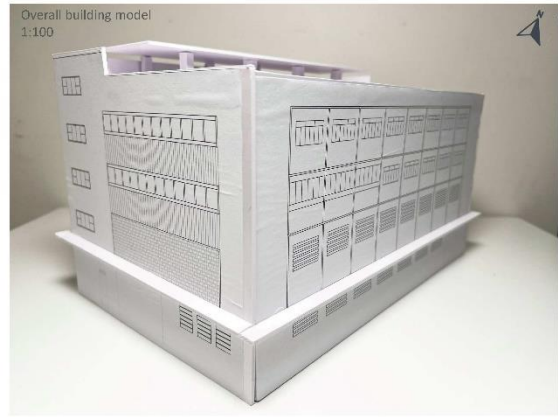
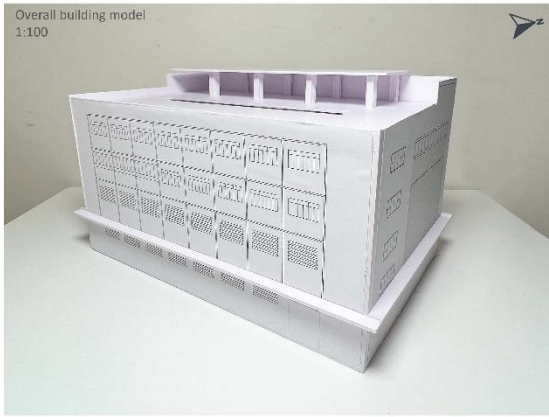
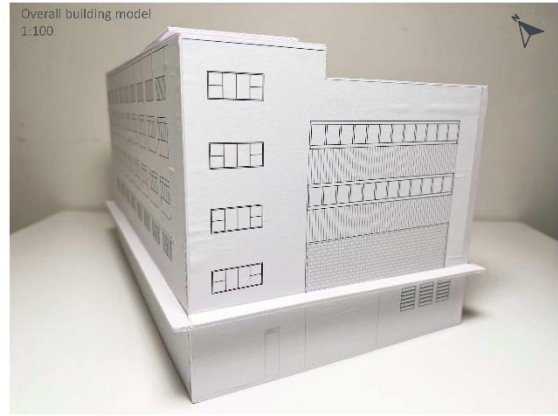
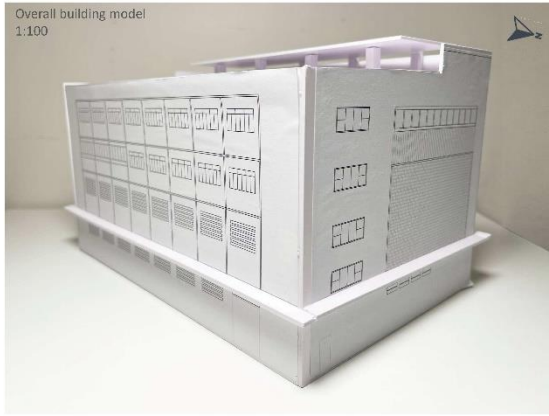


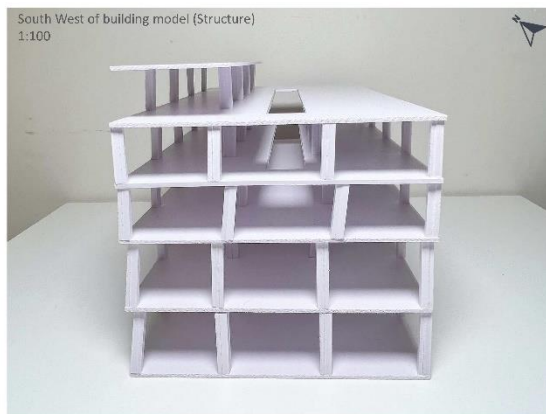
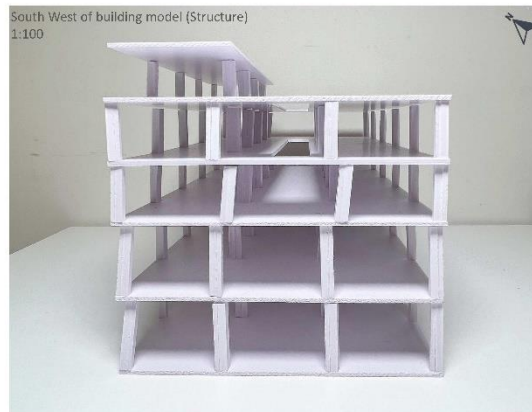
17 Addendum C – Site model & building model images



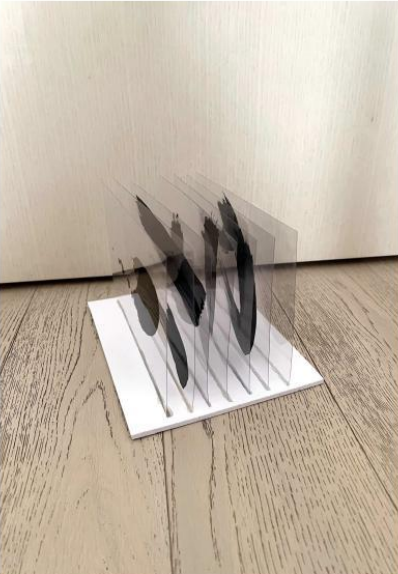
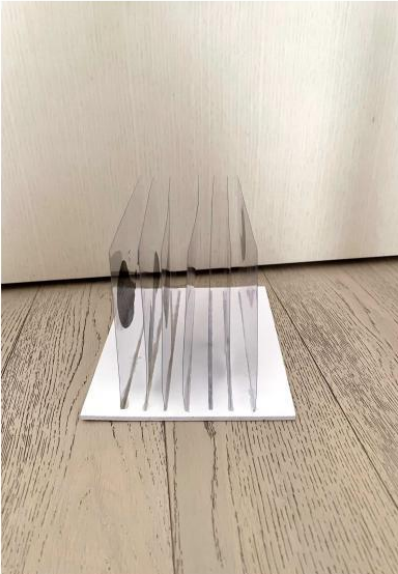








18 Addendum D – Concept model images

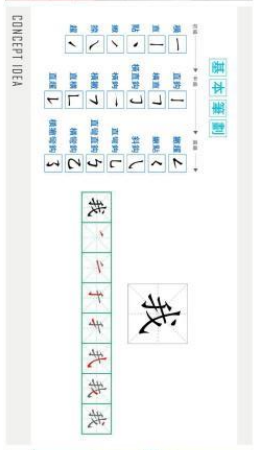
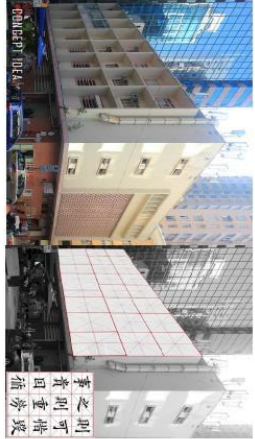




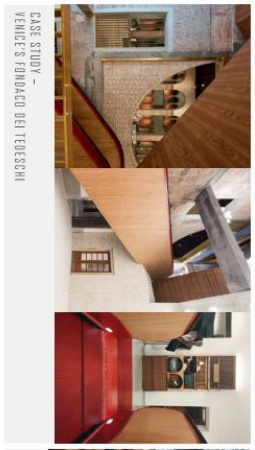




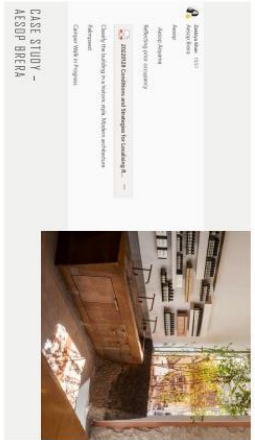
CONCEPT - A LETTER TO -



PRECEDENT STUDIES - HISTORICAL / SEMINAL EXAMPLES



PRECEDENT STUDIES - CONTEMPORARY EXAMPLES



CASE STUDY - EDUCATIONAL CENTRE IN EL CHAPARRAL

Project Overview
 The Educational Centre in El Chaparral is a multi-story building designed to provide a high-quality educational environment. The project focuses on creating a stimulating and functional space for learning and social interaction.

Design Objectives
 The design aims to create a bright, open-plan environment with flexible spaces that can be adapted for various educational activities. The use of vibrant colors and natural light is intended to enhance the learning experience.

Key Features
 - Flexible learning zones
 - Open-plan layout
 - Natural light integration
 - Vibrant color palette

CASE STUDY - CULTURAL CENTRE IN SIQUAN PROVINCE

Project Overview
 The Cultural Centre in Siquan Province is a modern architectural project that blends traditional Chinese aesthetics with contemporary design. The building serves as a hub for cultural activities and community events.

Design Objectives
 The design seeks to create a space that is both functional and aesthetically pleasing, reflecting the rich cultural heritage of the region while embracing modern architectural principles.

Key Features
 - Curved wooden structure
 - Modern architectural elements
 - Functional layout for cultural activities

CASE STUDY - SPANISH PRISON INTO HOMELESS SHELTER AND SOUP KITCHEN

Project Overview
 This project involves the adaptive reuse of a former Spanish prison into a homeless shelter and soup kitchen. The goal is to transform a space of confinement into one of care and support.

Design Objectives
 The design focuses on creating a safe, dignified, and functional environment for the residents. It emphasizes natural light, ventilation, and a sense of community.

Key Features
 - Adaptive reuse of an existing structure
 - Focus on natural light and ventilation
 - Functional layout for shelter and kitchen

CASE STUDY - NIKE SHOP AT VALENCIA, SPAIN

Project Overview
 The Nike Shop in Valencia, Spain, is a modern retail space designed to provide a high-quality shopping experience. The design is bright and energetic, reflecting the brand's identity.

Design Objectives
 The design aims to create a bright, open-plan environment that encourages customer engagement and provides a comfortable shopping experience.

Key Features
 - Bright, open-plan layout
 - Modern design with colorful accents
 - Functional layout for retail

CASE STUDY - MEXICAN RESTAURANT IN AUSTIN

Project Overview
 The Mexican Restaurant in Austin is a modern dining space that combines traditional Mexican flavors with contemporary design. The building features a mix of materials and textures.

Design Objectives
 The design focuses on creating a warm and inviting atmosphere that reflects the restaurant's theme. It uses a combination of brick, wood, and metal.

Key Features
 - Modern facade with brick and wood
 - Large windows for natural light
 - Warm and inviting atmosphere

CASE STUDY - UBER HEADQUARTERS AT SAN FRANCISCO

Project Overview
 The Uber Headquarters in San Francisco is a modern office space designed to foster collaboration and innovation. The design is open-plan and functional.

Design Objectives
 The design aims to create a functional and collaborative work environment. It features open-plan offices, meeting rooms, and common areas.

Key Features
 - Open-plan office layout
 - Functional and collaborative spaces
 - Modern office design

CASE STUDY - FORWARD SPACE SHOWROOM IN CHICAGO

Project Overview
 The Forward Space Showroom in Chicago is a modern retail space designed to showcase a variety of products. The design is minimalist and functional.

Design Objectives
 The design focuses on creating a clean, minimalist environment that highlights the products. It uses a neutral color palette and simple lines.

Key Features
 - Minimalist design
 - Clean and functional layout
 - Neutral color palette

CASE STUDY - VIKAI HOTEL, HONG KONG

Project Overview
 The Vikai Hotel in Hong Kong is a modern luxury hotel designed to provide a high-quality guest experience. The design is sophisticated and elegant.

Design Objectives
 The design aims to create a sophisticated and elegant environment that reflects the hotel's luxury status. It uses high-quality materials and finishes.

Key Features
 - Modern and luxurious design
 - High-quality materials and finishes
 - Sophisticated and elegant atmosphere

CASE STUDY - THE MUSEUM OF CONTEMPORARY ART IN TOKYO

Project Overview
 The Museum of Contemporary Art in Tokyo is a modern art space designed to showcase contemporary art. The design is minimalist and functional.

Design Objectives
 The design focuses on creating a clean, minimalist environment that allows the art to be the central focus. It uses a neutral color palette and simple lines.

Key Features
 - Minimalist design
 - Clean and functional layout
 - Neutral color palette

PRECEDENT STUDIES - VISIT IN PERSON

CASE STUDY - M+ MUSEUM HONG KONG

Project Overview
 The M+ Museum in Hong Kong is a modern museum space designed to showcase contemporary art and design. The design is open-plan and functional.

Design Objectives
 The design aims to create a functional and collaborative work environment. It features open-plan offices, meeting rooms, and common areas.

Key Features
 - Open-plan office layout
 - Functional and collaborative spaces
 - Modern office design

CASE STUDY - M+ MUSEUM HONG KONG

Project Overview
 The M+ Museum in Hong Kong is a modern museum space designed to showcase contemporary art and design. The design is open-plan and functional.

Design Objectives
 The design aims to create a functional and collaborative work environment. It features open-plan offices, meeting rooms, and common areas.

Key Features
 - Open-plan office layout
 - Functional and collaborative spaces
 - Modern office design

CASE STUDY - CENTRAL MARKET HONG KONG

Project Overview
 The Central Market in Hong Kong is a modern market space designed to provide a high-quality shopping experience. The design is modern and functional.

Design Objectives
 The design focuses on creating a bright, open-plan environment that encourages customer engagement and provides a comfortable shopping experience.

Key Features
 - Bright, open-plan layout
 - Modern design with large windows
 - Functional layout for retail

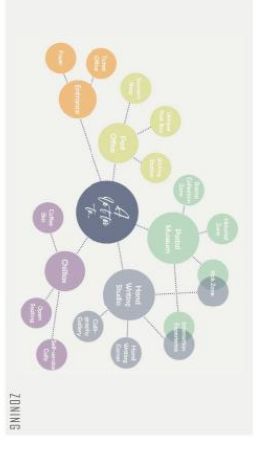
CASE STUDY - CENTRAL MARKET HONG KONG

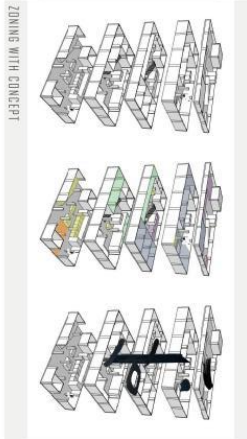
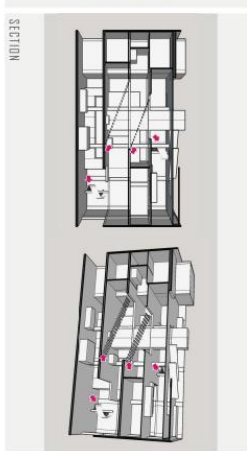
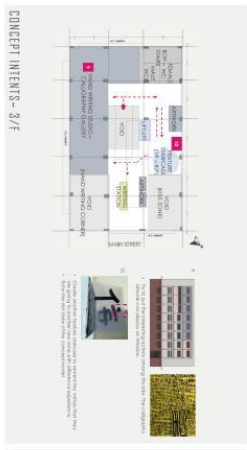
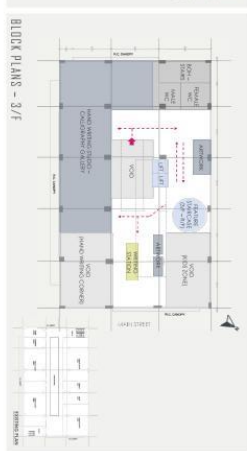
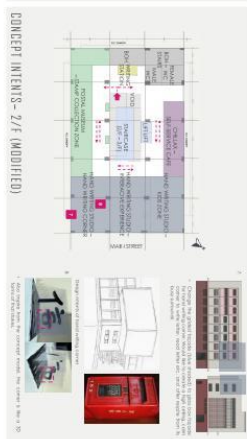
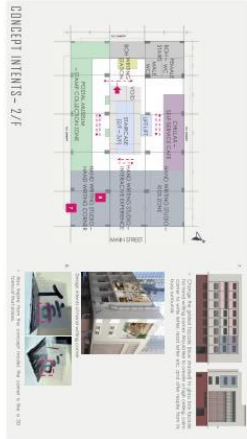
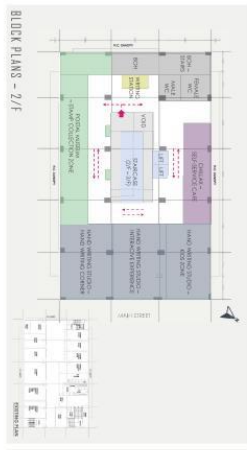
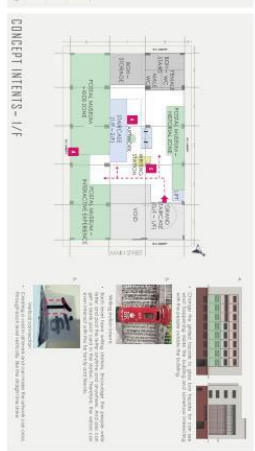
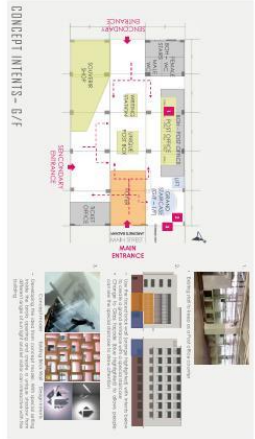
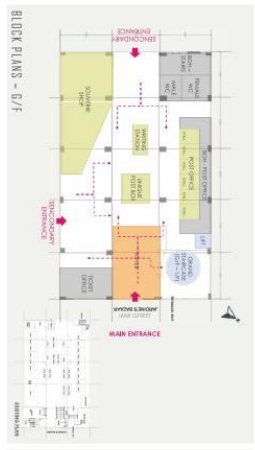
Project Overview
 The Central Market in Hong Kong is a modern market space designed to provide a high-quality shopping experience. The design is modern and functional.

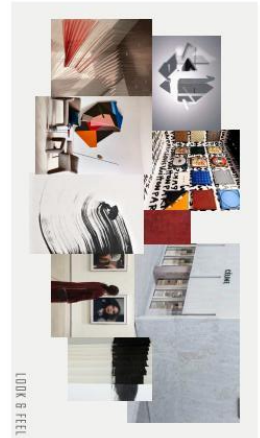
Design Objectives
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Key Features
 - Bright, open-plan layout
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 - Functional layout for retail

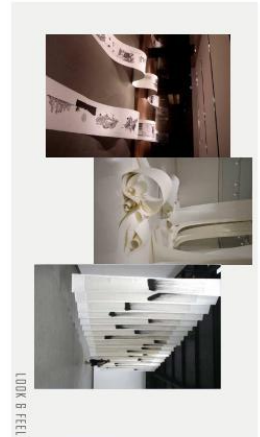
PROGRAM DEVELOPMENT



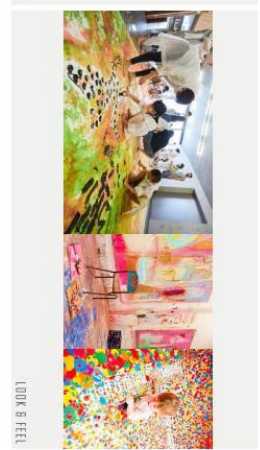




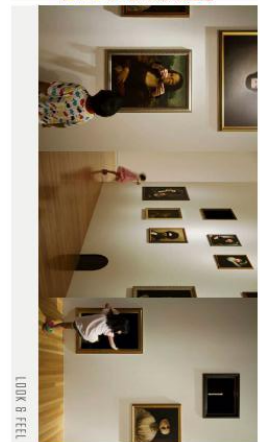
LOOK 8 FEEL



LOOK 8 FEEL



LOOK 5 FEEL



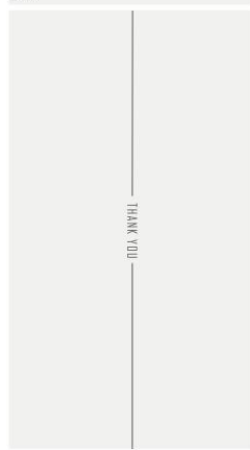
LOOK 8 FEEL



CHARRETTE



MATERIALS
INTENTIONS



THANK YOU

20 Addendum F – Peer Review Report

Section	Content	Peers	Peer Comment
4	Site Descriptions and Analysis	Hoi Au, Kaspar	<ul style="list-style-type: none"> - Suggest to add the sun & wind path analysis - Show more site photos and the surrounding
6	Client and User	Ben Lau, Jonathan	<ul style="list-style-type: none"> - Use the info graphic to show the user instead of only text - include the age range for the users - Clear table and infographic is used to show user persona - Good design strategy based on understanding of user's needs and wants
7	Precedent Studies	Wing Hui, Mike	<ul style="list-style-type: none"> - Standardize the format to introduce the precedent studies - Put the table of elevation after all studies