

The background features a light beige color with abstract geometric shapes. A large, light gray circle is positioned in the upper left, partially overlapping a darker gray circle to its right. A dark gray, curved shape is located in the upper right corner. A thin, dark gray wavy line curves along the bottom left edge of the page.

INTERIOR ARCHITECTURE DESIGN I

ASHLEY TEW LI WEN 0343533

**TAYLOR'S UNIVERSITY
BIA SEM 1
MARCH 2021**



INTRODUCTION

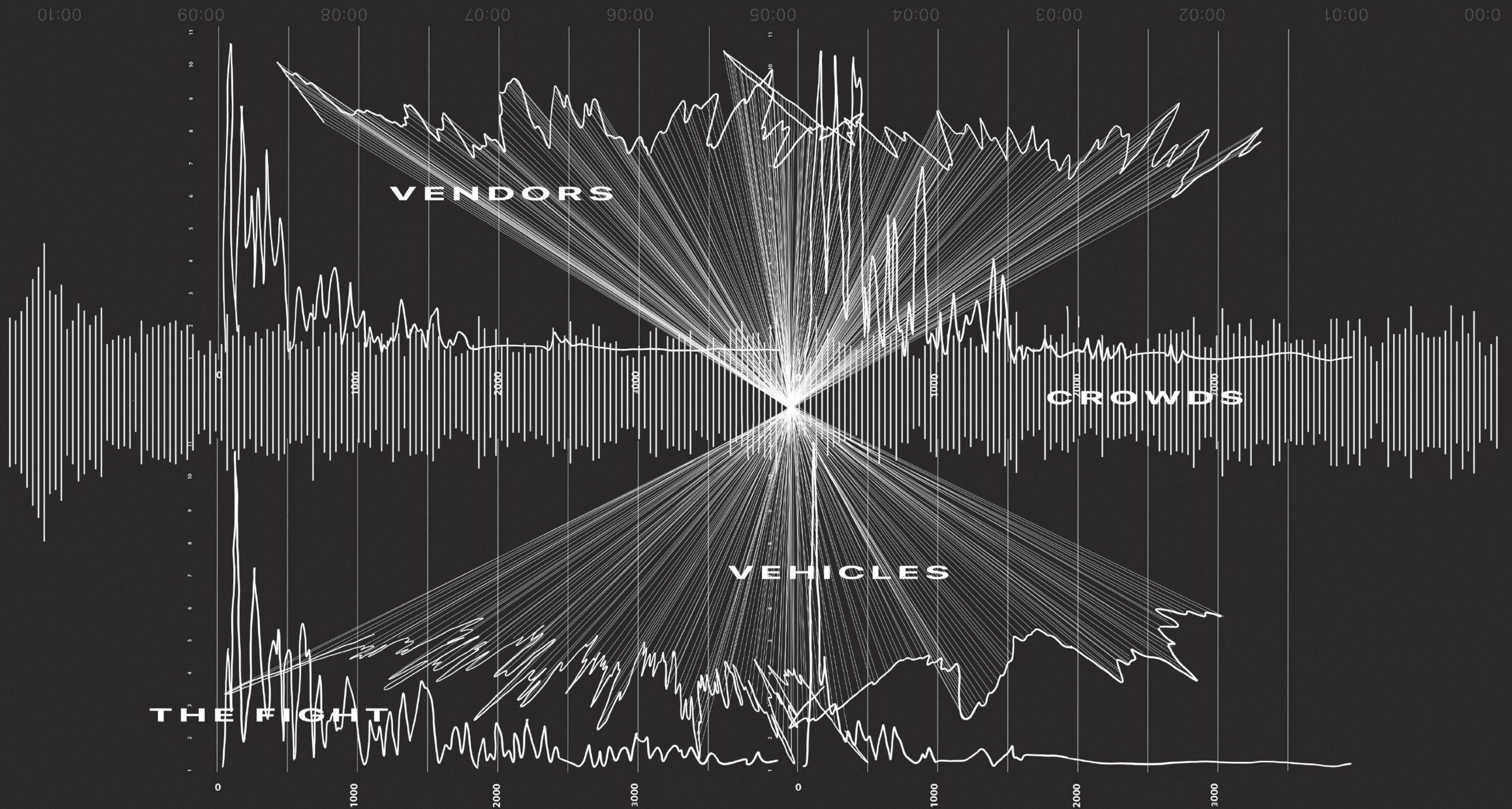
**"Music is the universal language of mankind."
– Henry Wadsworth Longfellow**

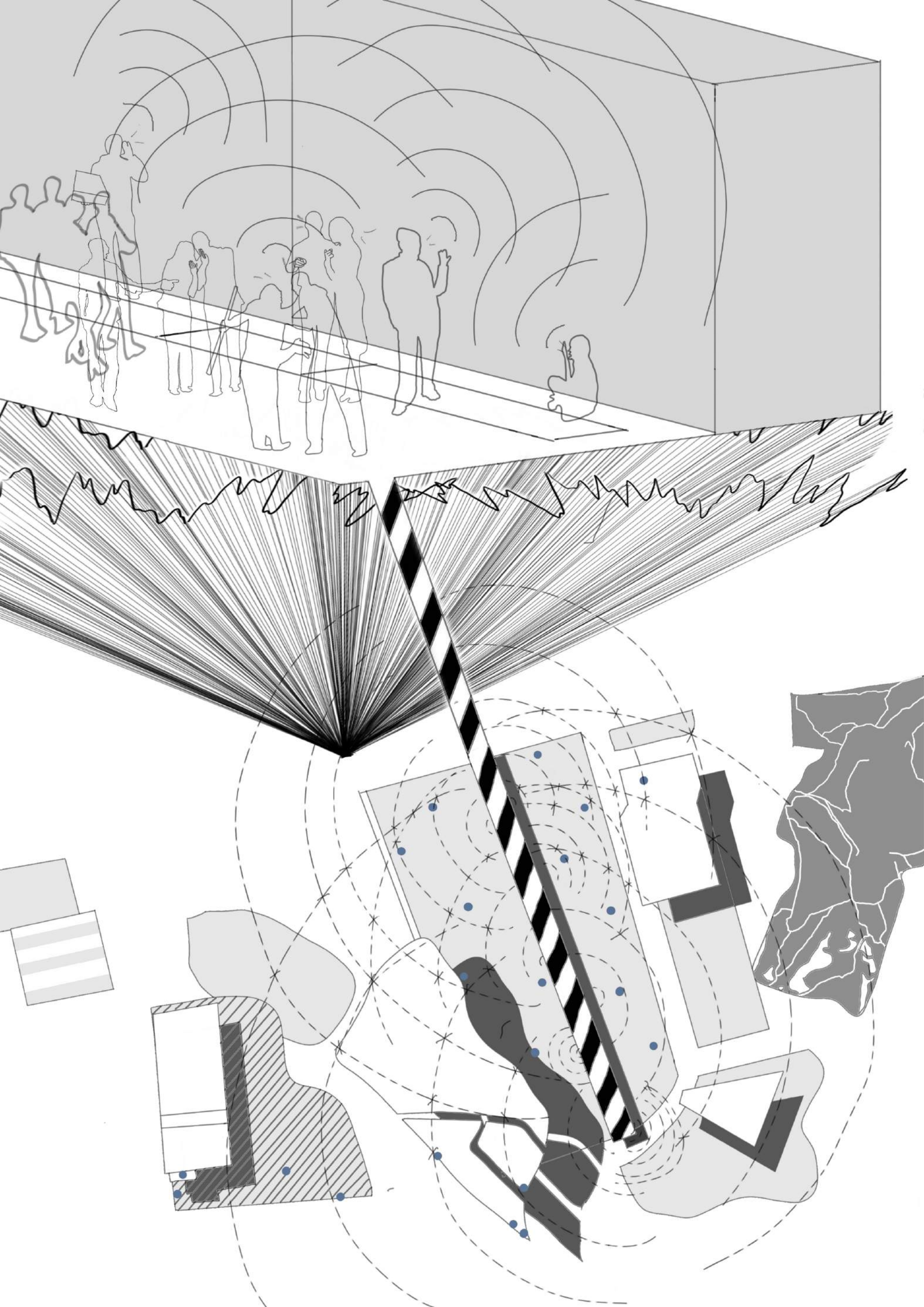
The Music Box is a self-serviced recording studio where people can come and customise not only albums but cds, tapes, vinyl, you name it – for free! This is built for underprivileged people or anyone who couldn't get a chance to go to a professional recording set, for making music should not be restricted to only the professionals or the ones in the industry only but it should be made by everyone no matter what colour, religion, gender, social class.

PHASE I : NARRATIVE





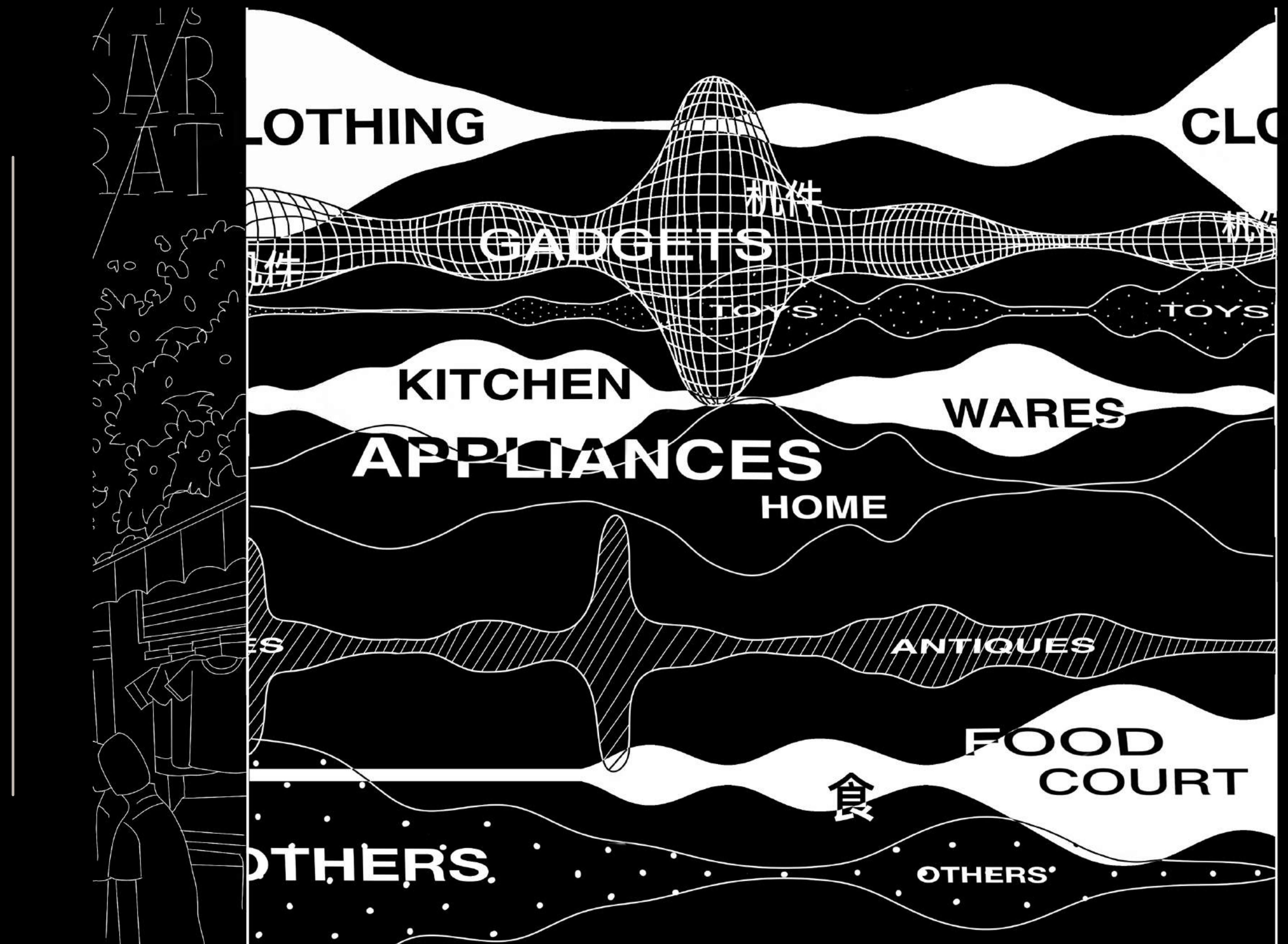




Problems faced in Pasar Karat as I was site visiting was the extensive sound pollution it caused by both the vendors and the consumers. This board was inspired by my later discovery of multiple hotels around Pasar Karat through Google Map represented by those blue dots.

The sound pollution was amplified and some intersected with the dots, which is an imagery on how the sounds will affect the nearby people.

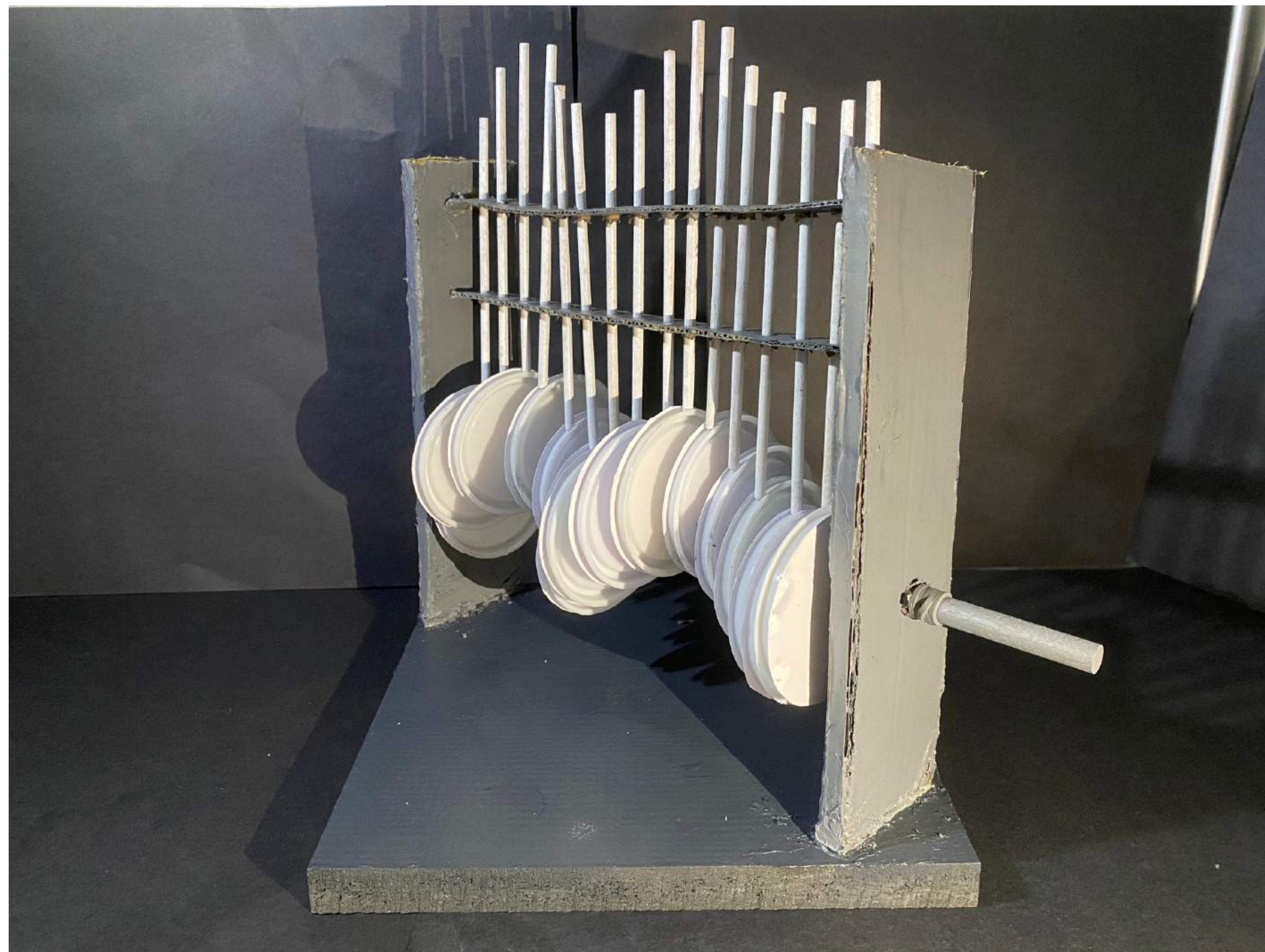
For board 5 I was inspired by Parasitic Architecture. The concept of this is to be like shopping malls, Aeon for example. Each floors are categorised into different items. The walls of the structures are sound-proof so that whatever sounds inside would never pass through and affect the nearby residents.



REFLECTION

Assignment 1 has helped me on understanding more about Pasar Karat as we investigated more in detail of the behaviour, the habits, experiencing it first-hand on the site itself, and subsequently learn to translate our experiences into illustrations. Furthermore, it helped me to make it clear the direction that I want to progress forward in my later assignments, which I chose sounds as my subject of interest.

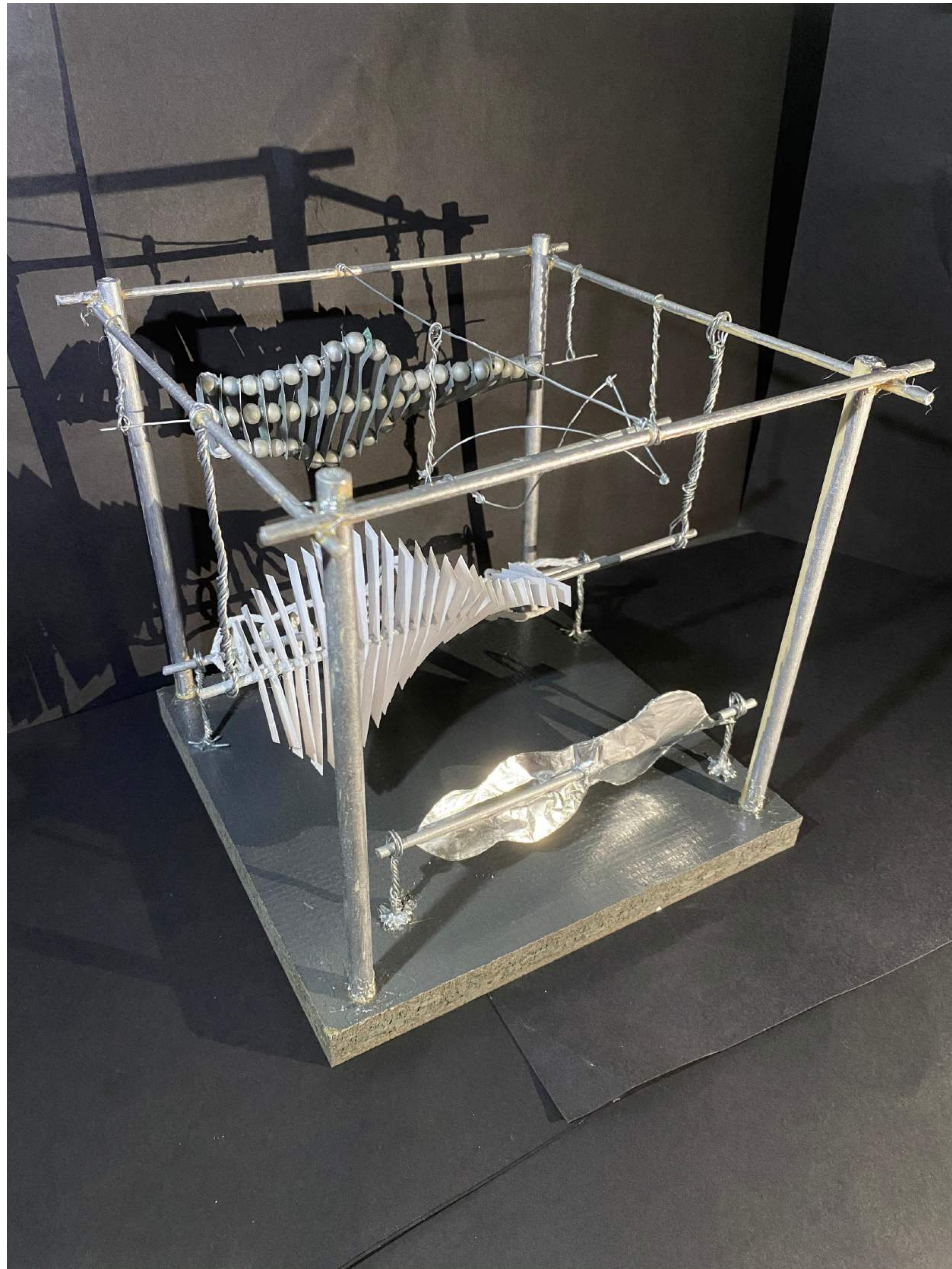
PHASE II:
SPATIAL IDEATION



As my main subject is about music and sound waves in general, I thought that the most important element is – movement, as music and sound is the soul of life. Therefore I embedded movement in both of my models.

Model 1 can be activated by the lever at the side.





Model 2 is a 3D illustration of the different sounds from Pasar Karat, which also took inspiration from my 5th board back in Assignment 1. I used different methods to craft out each sound models as a metaphor of my idea. I placed them midair so it could be spun either manually or by wind.



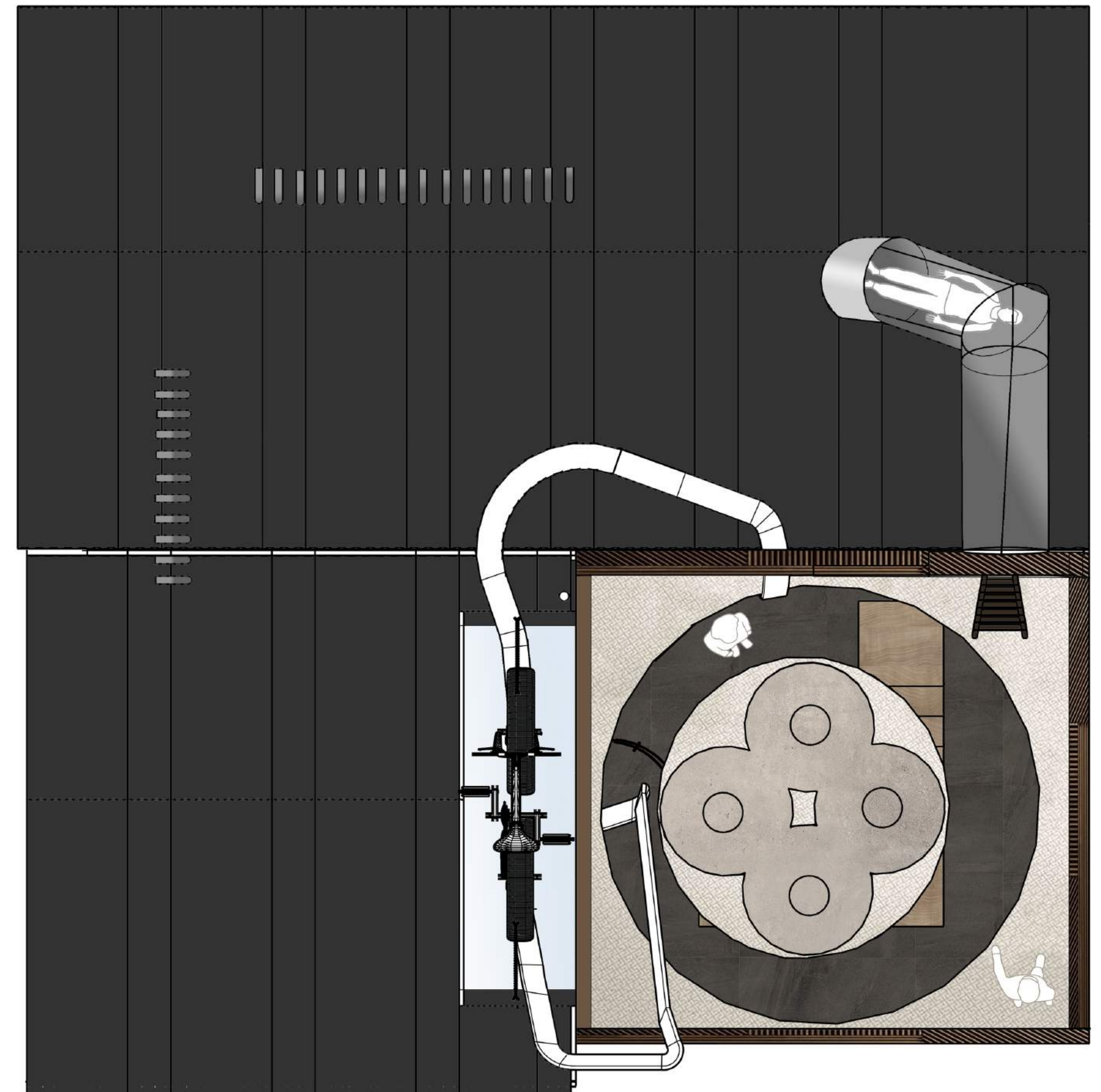
REFLECTION

Assignment 2 was off with a rocky start as we were clueless on what to build, how to build, where do we get the materials, etc. But thankfully we got an extent of dateline which made this assignment possible. With the countless research on the look out for inspirations, I wasted quite some time and in the end the models came out tacky. So in conclusion time tracking is really important to maintain good work flow.

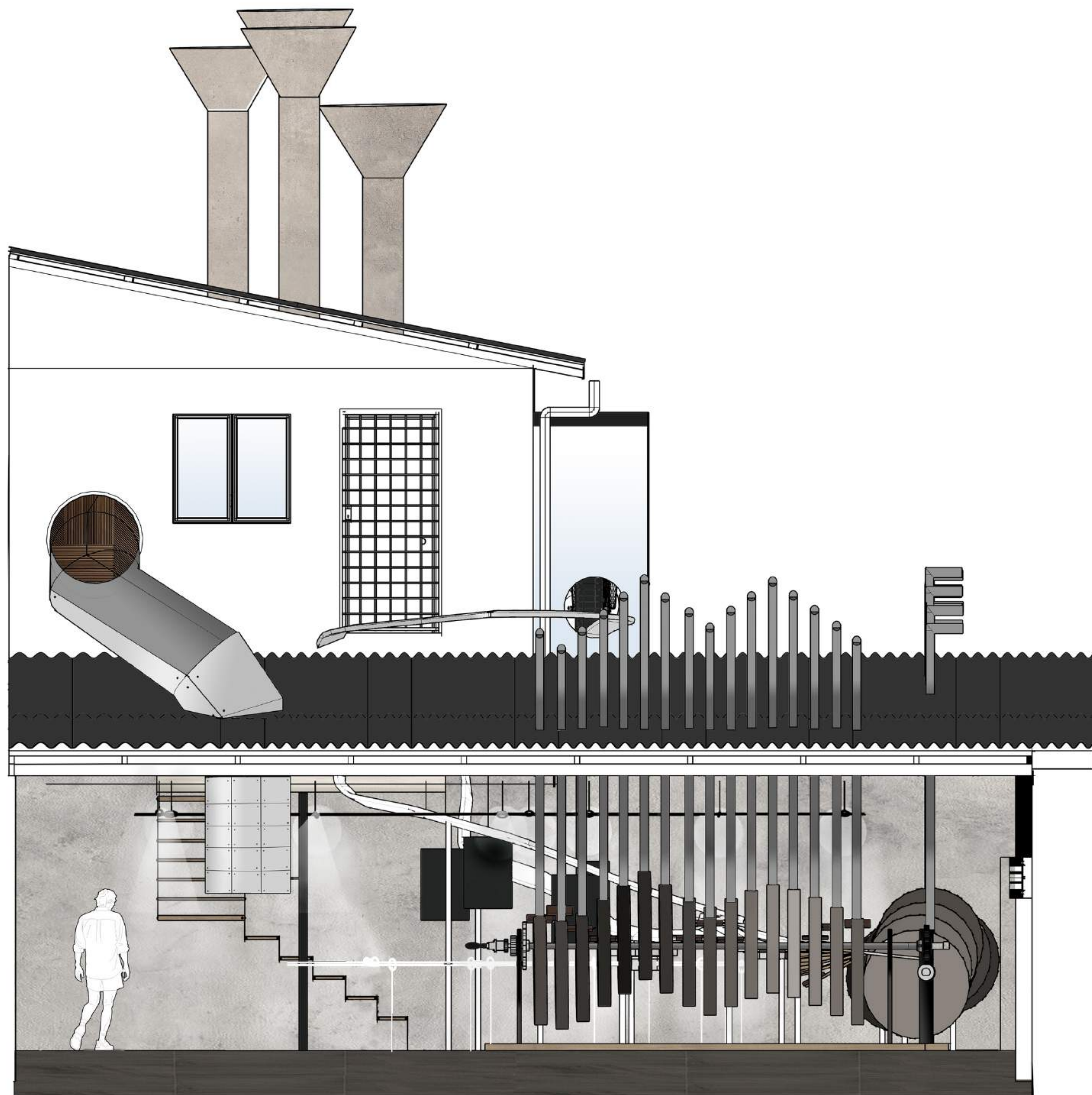
PHASE III :
FINAL DESIGN SPACE



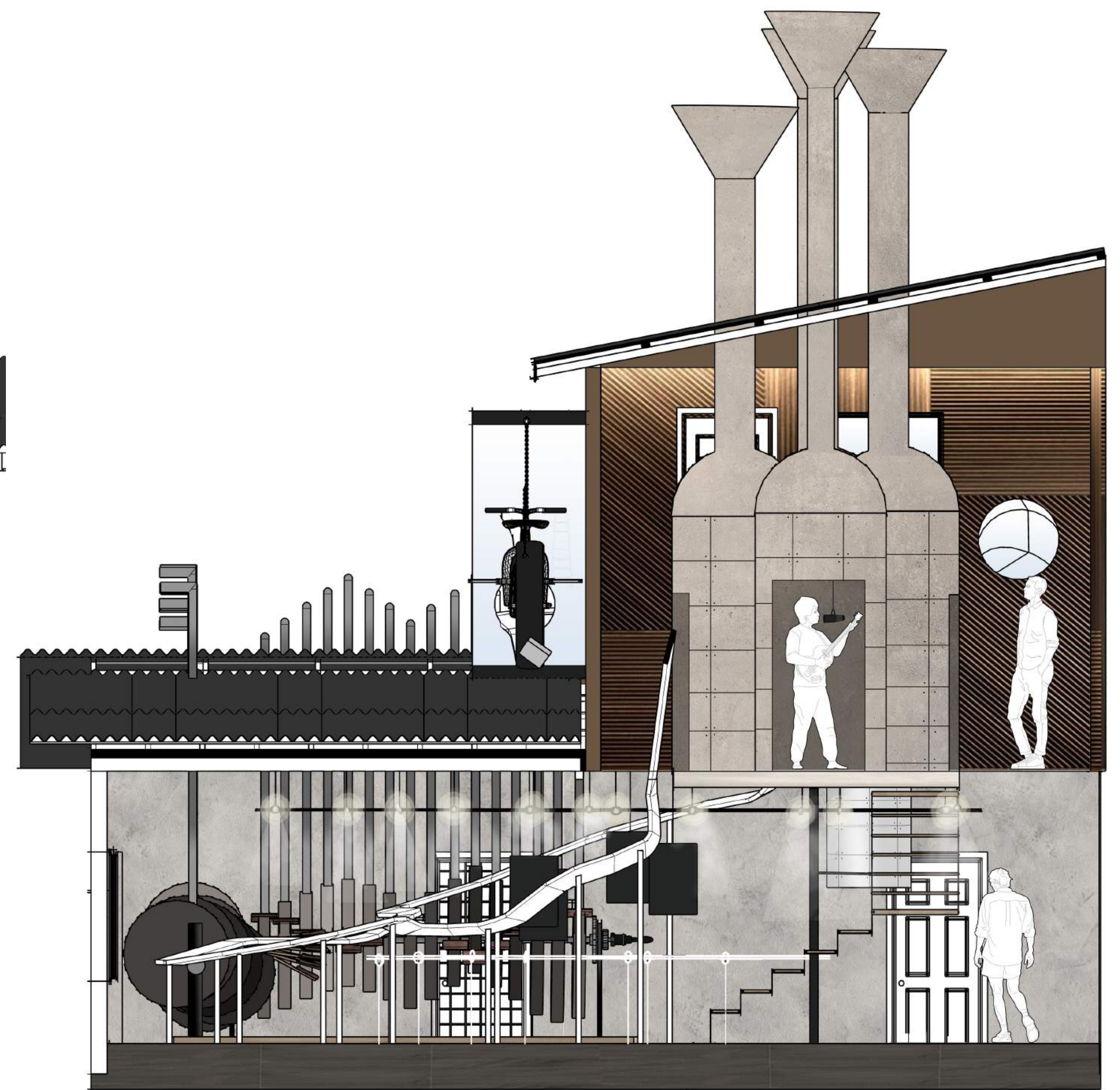
Ground floor plan.



First floor plan.



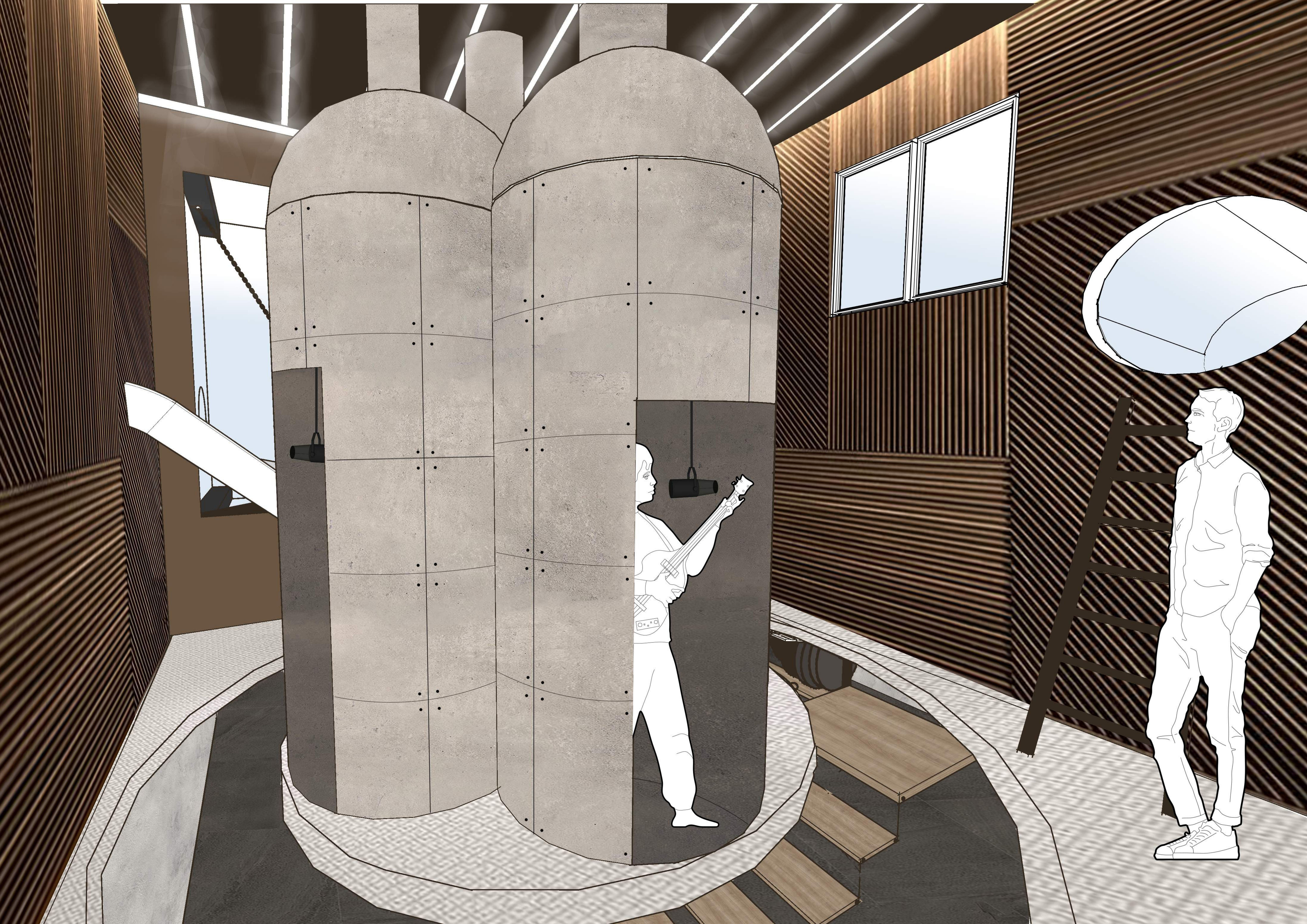
Left section.

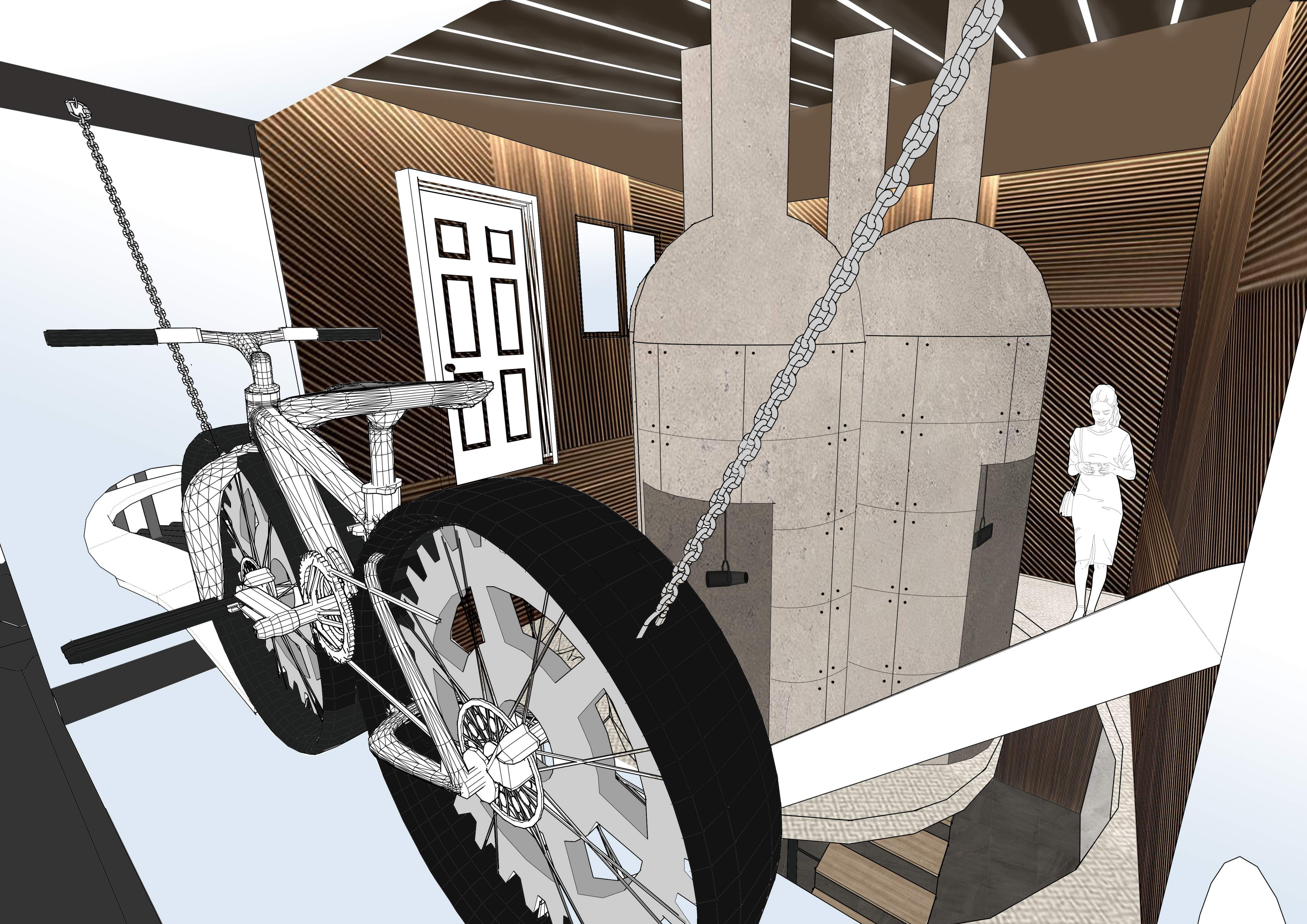


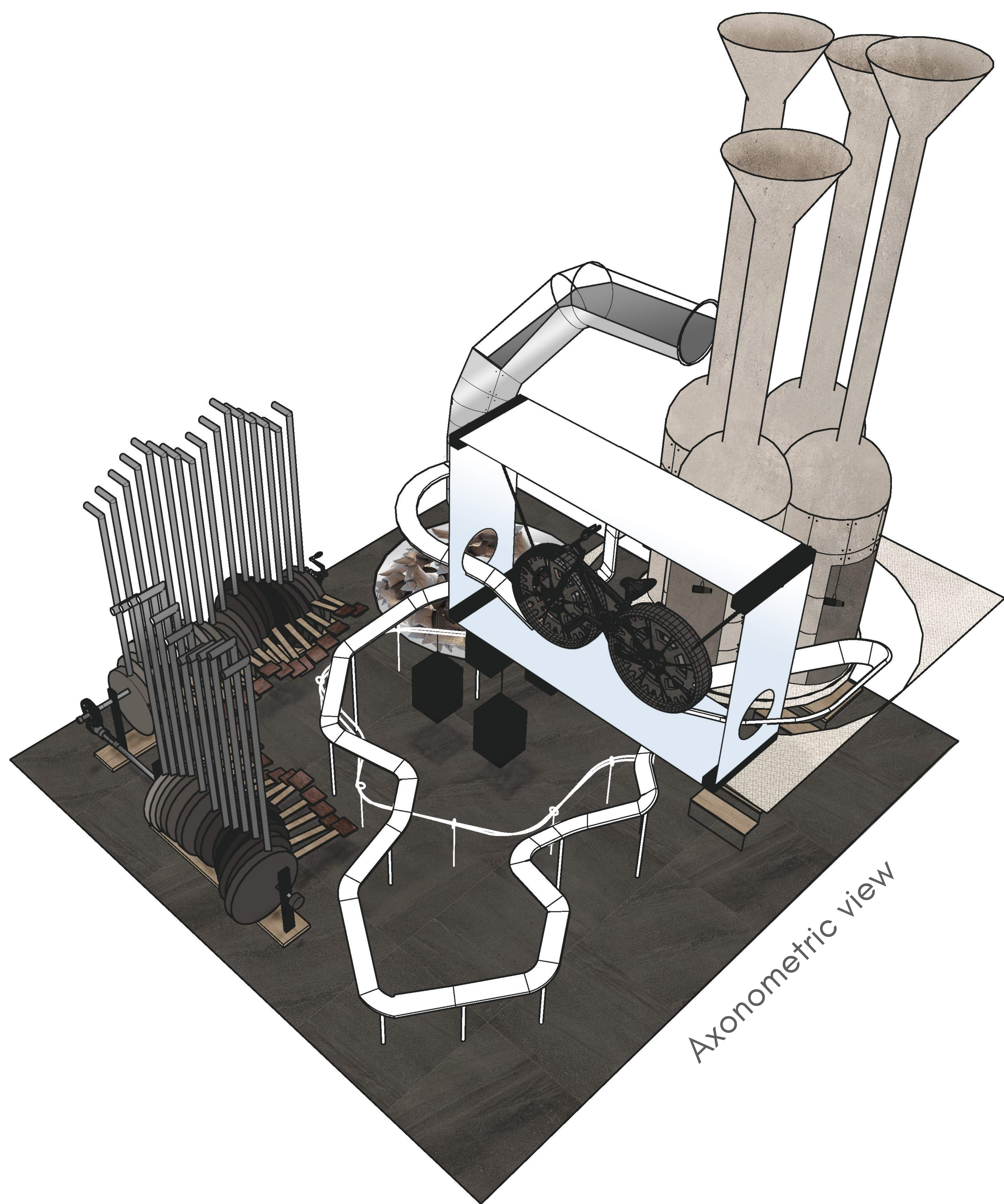
Right section.









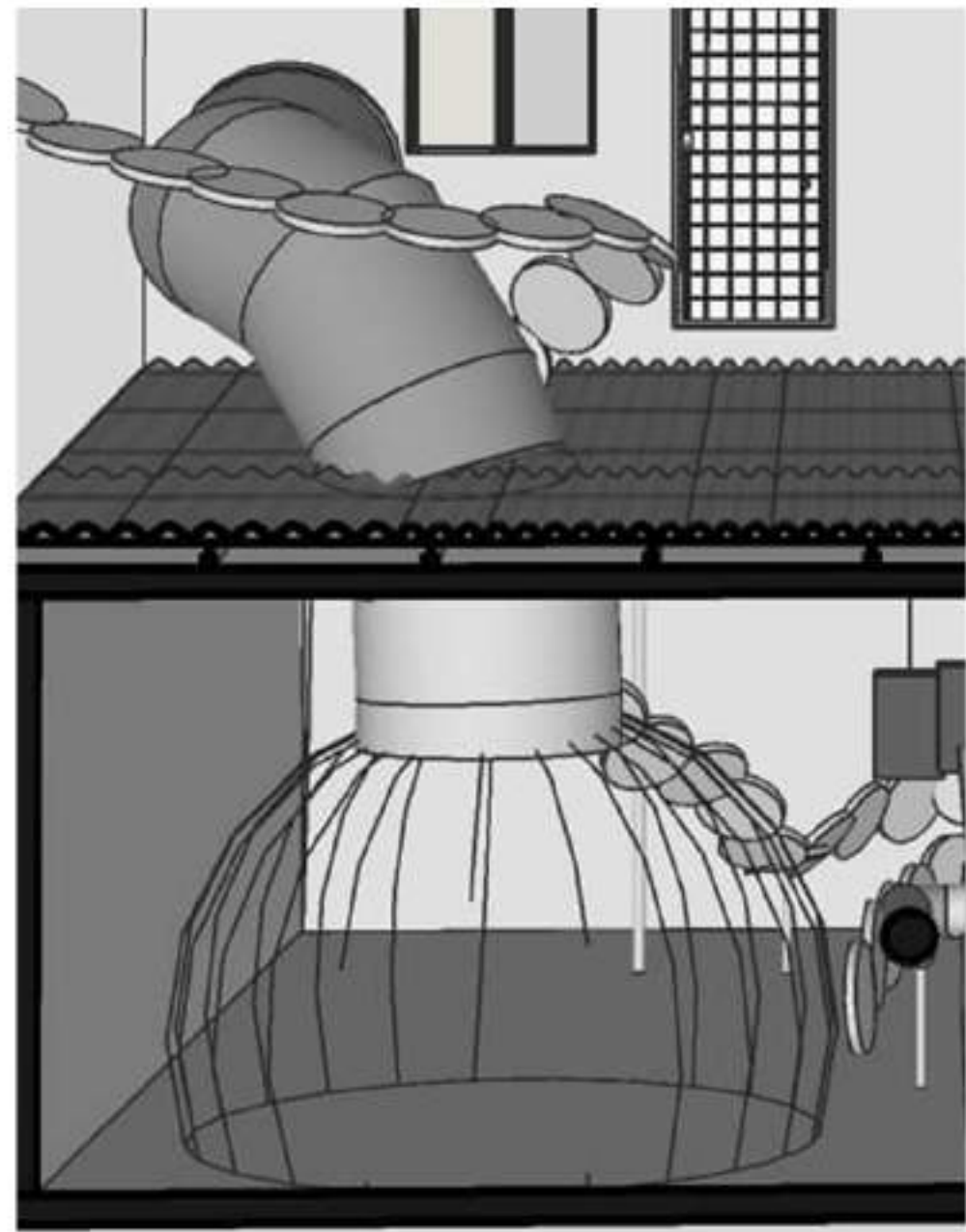


Axonometric view

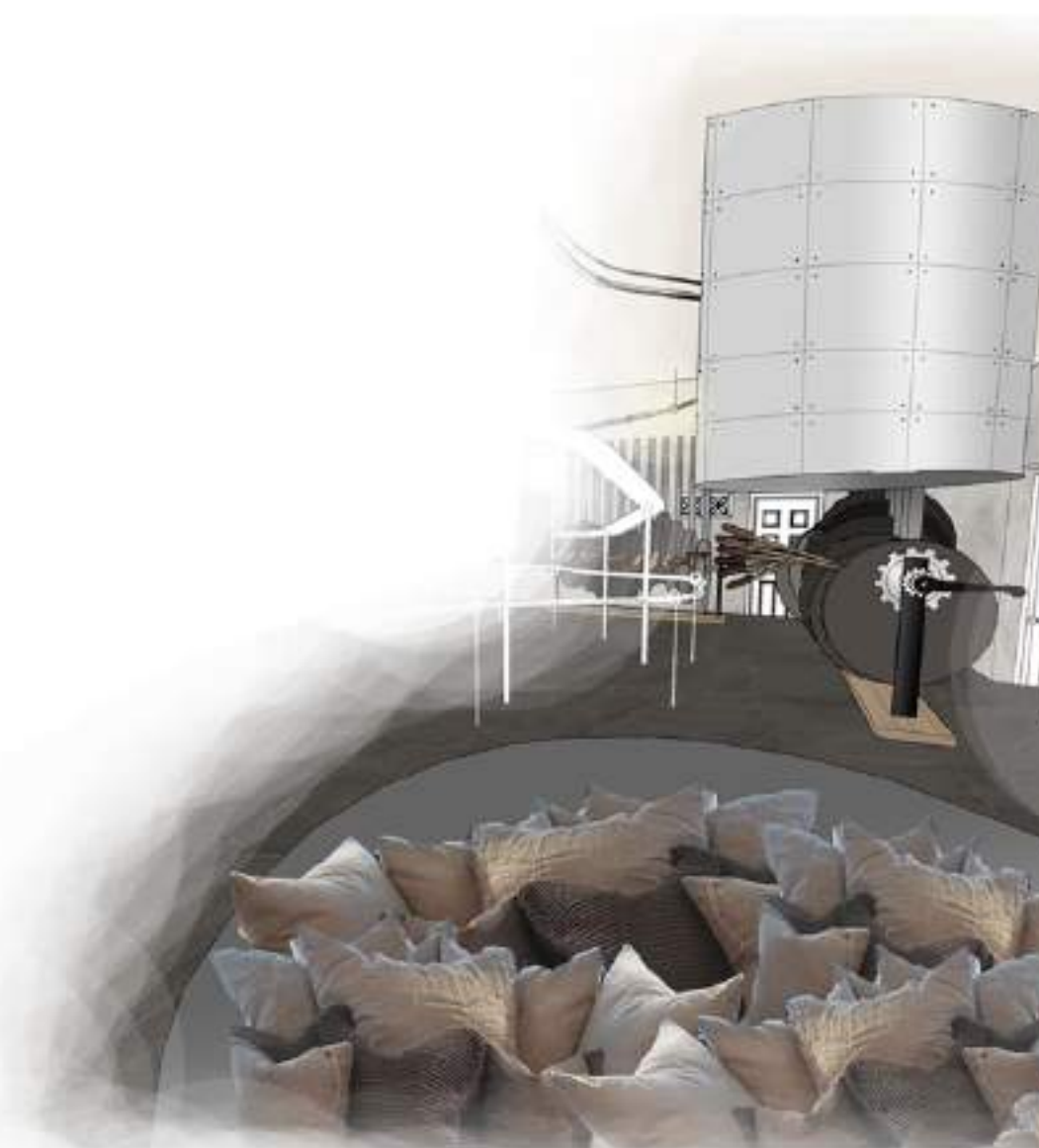
THE MUSIC BOX

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IDEA / INSPO



Bombay Sapphire Distillery, Laverstoke Mill designed by Heatherwick Studio



IDEA / INSPO



Isolation Theaters - video/sound installation



PLAYBACK STATION

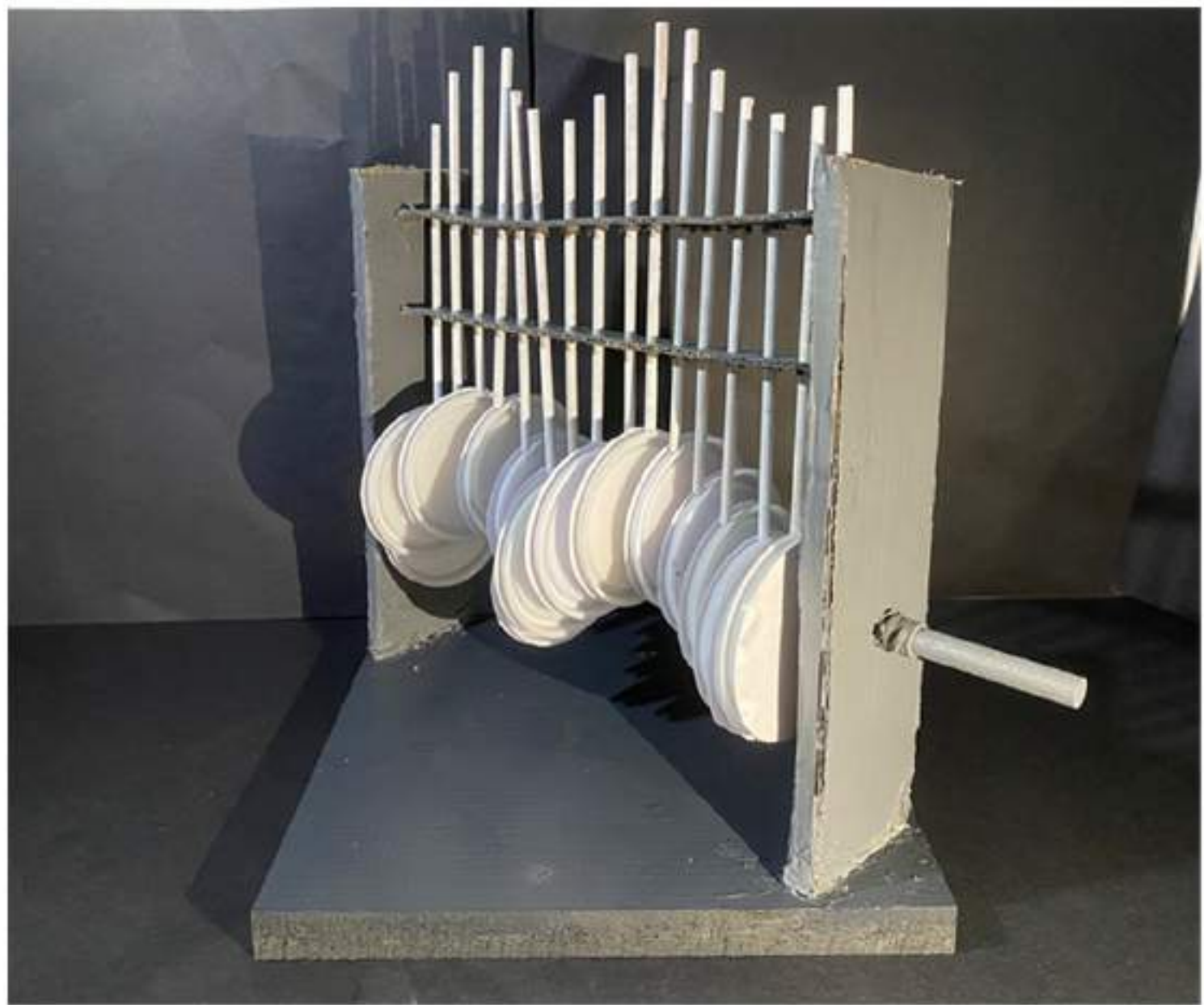
Individual boxes that only fits one person at a time to experience the fullest quality while listening back to your own recordings privately. There will be headphones hanging inside as well as micro speakers installed all around to get the best listening experience. Each boxes are sound proof so the sound from inside wouldn't mix with the music from outside and create a clashing sound mess. People could come here after coming down from the studio pod to see if they are satisfied with the recordings or not. If yes, there would be a confirmation button before sending to the album production system.



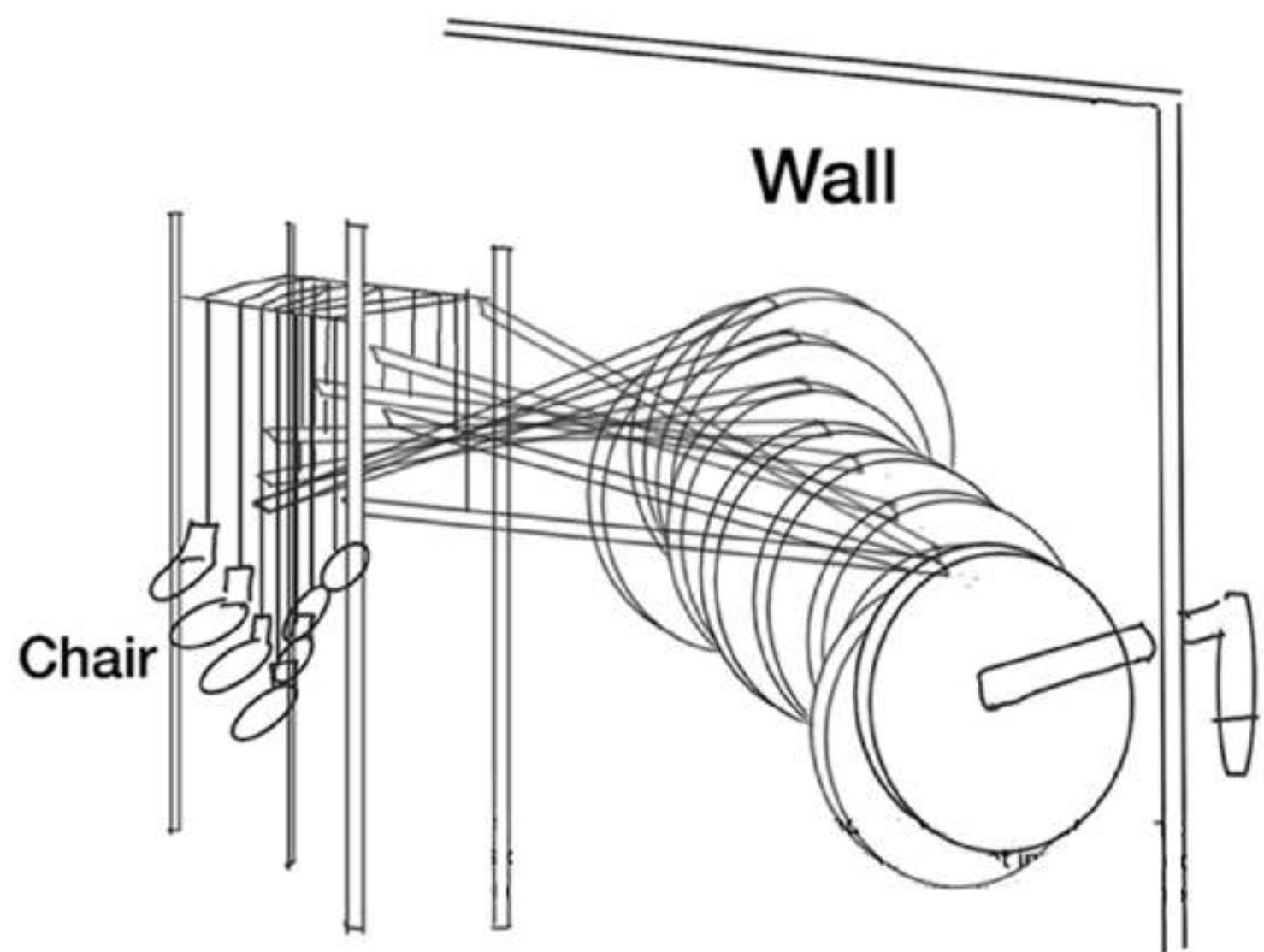
SEATING AREA

An interactive area for people to sit and wait for their turn while enjoying some music and fun as the seats are moving. There will be a lever at the side to spin the whole mechanism, and while at it it can also wind up music as well, which will pass through the pipes above and amplify out towards the public/ passerby so that they could enjoy and have fun together as well despite the walls between.

IDEA / INSPO



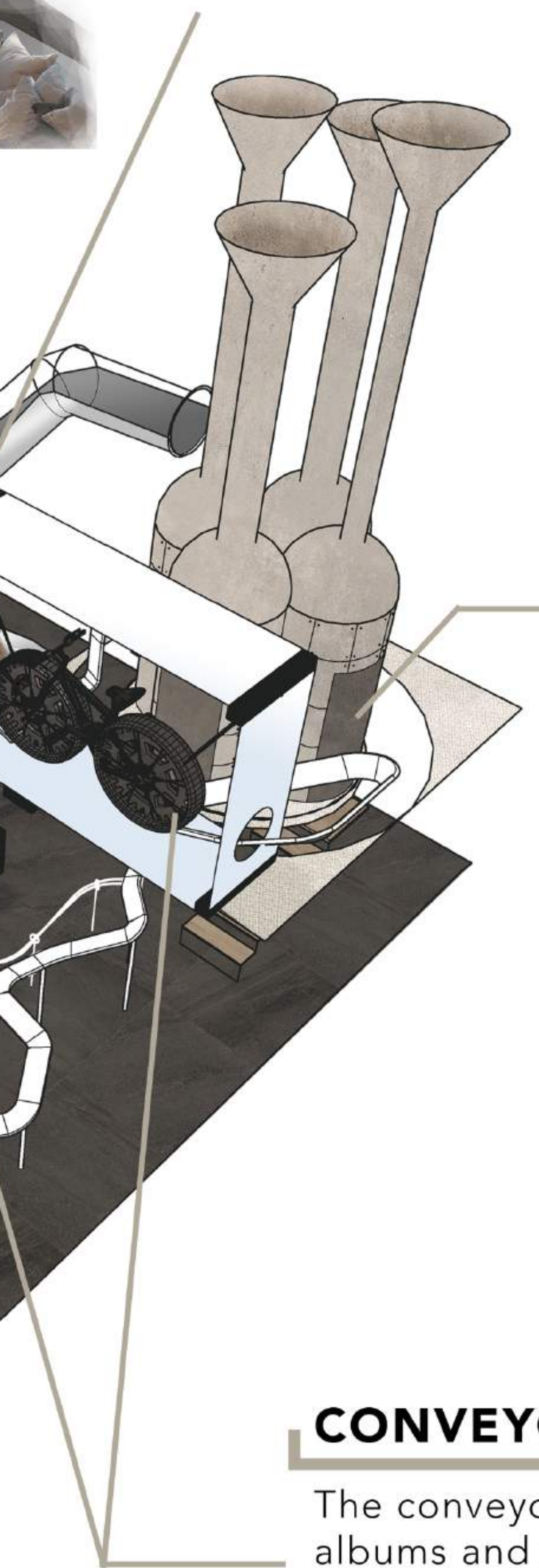
Inspired by model from Project 2



The idea is that the lever punched through outside can be turned by passerby that doesn't know where this connects to that controls the movement inside, so people that sits on it will be surprised

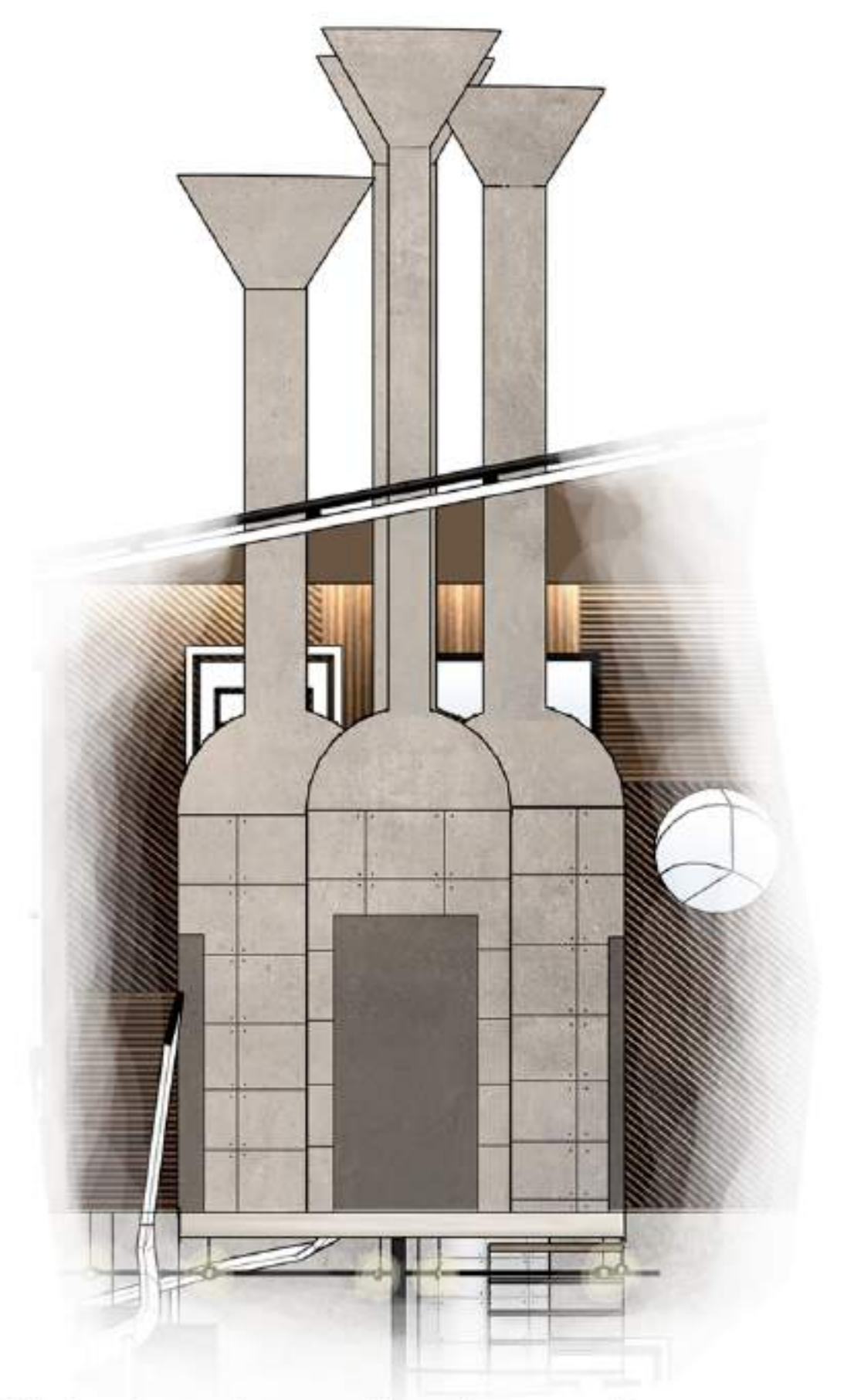
SLIDE / PILLOW PILE

Act as a safe landing for people that leaves the first floor through the slide back down the ground floor.



STUDIO PODS

Like the playback station, this is also designed to be compact yet sufficient for one pod per person to increase efficiency. There will be microphone together with other technology included inside the pods. Data will then transfer to the playback station before going into processing stage.

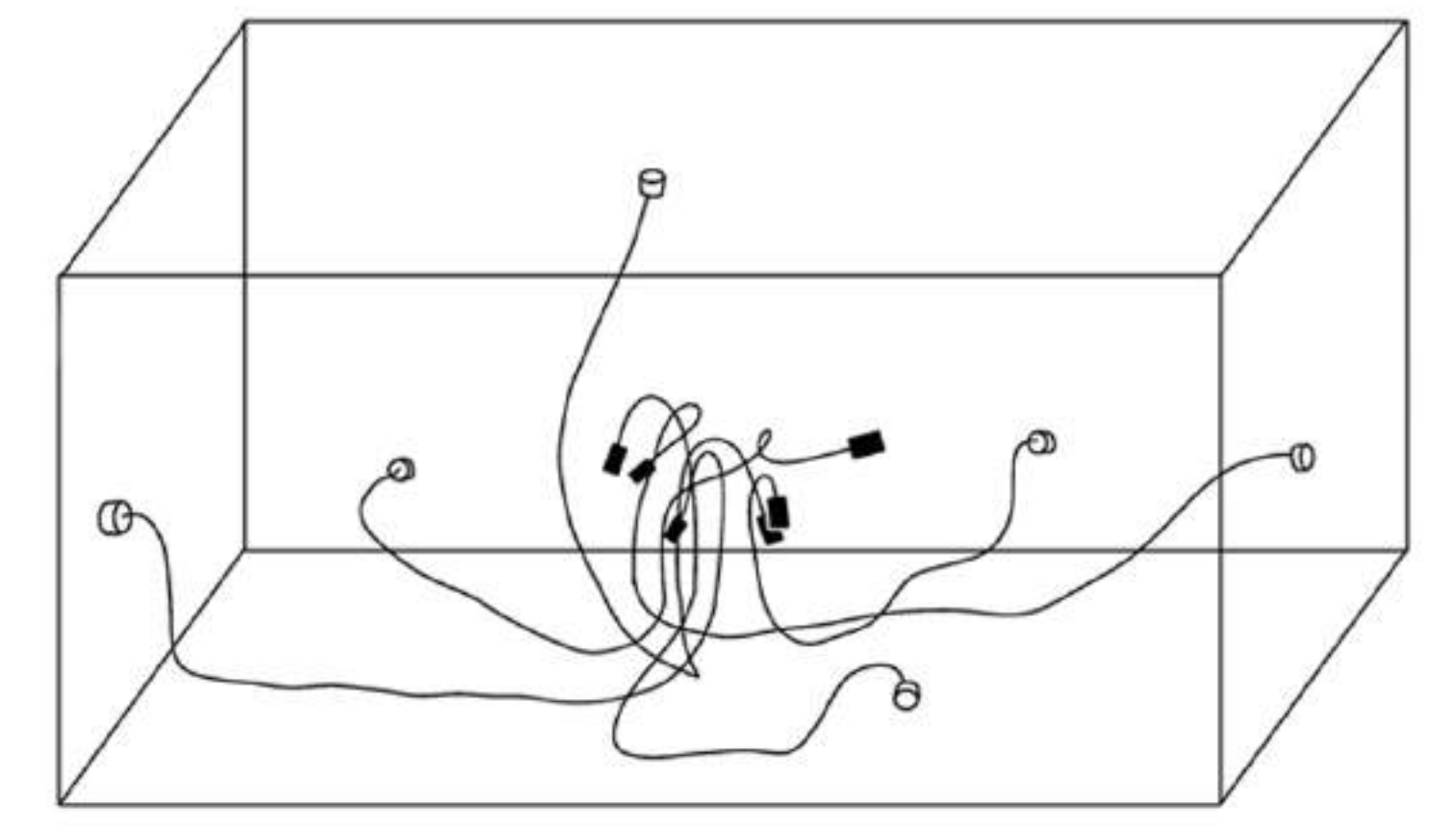
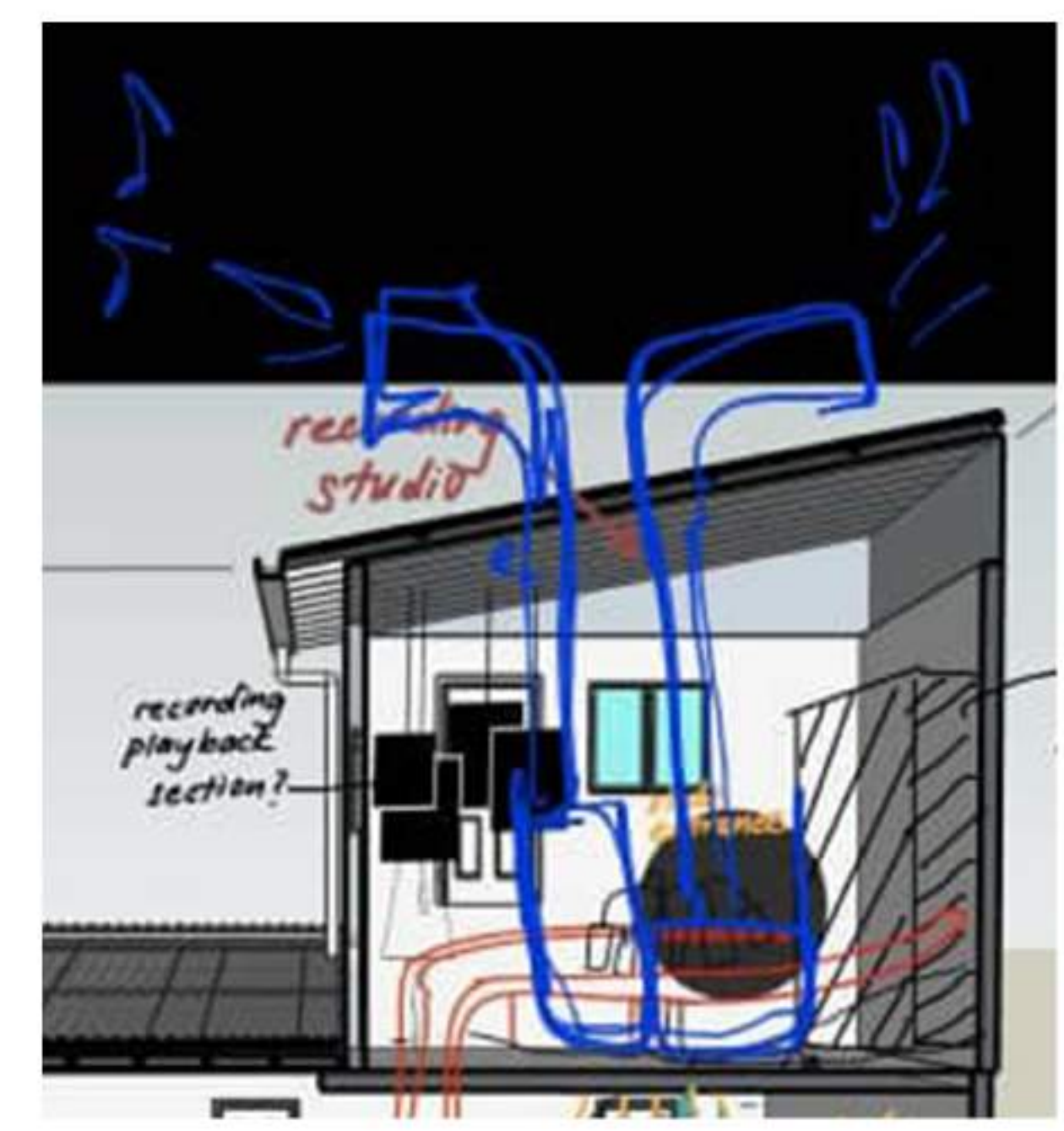


CONVEYOR BELT / BICYCLE

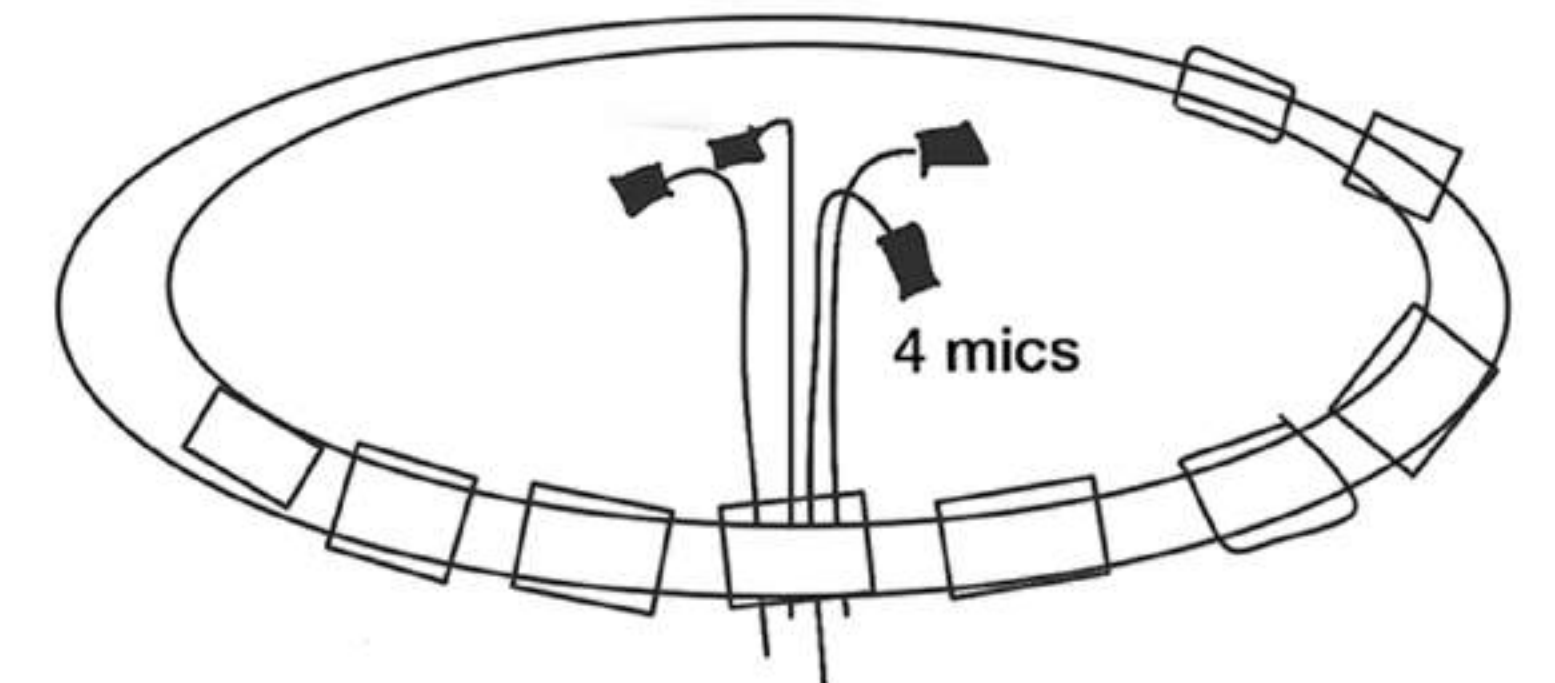
The conveyor belt function to transport freshly printed albums and recordings from the bicycle to the ground floor where people self collect their own album. The bicycle is connected to the conveyor belt, where there'll be a worker to ride it as a generator to power the whole conveyor belt and album production system.



IDEA / INSPO



Inspired by tin can telephone. Original idea is to do a sound museum, so these phones are placed at different corners of the building and connected/ gathered at the center, so when you pick up any random phone, you will hear different sounds from various parts of Pasar Karat

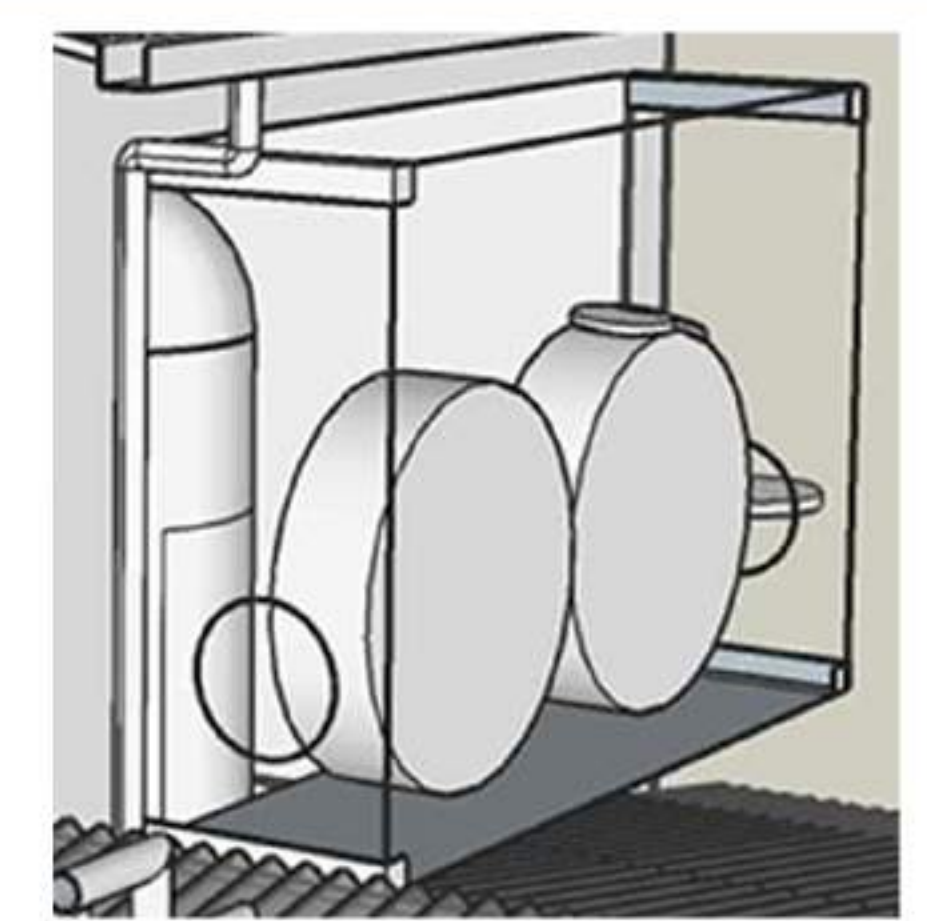


Later on I changed my idea to a diy album factory, so I moved this mic idea towards first floor as a recording studio.

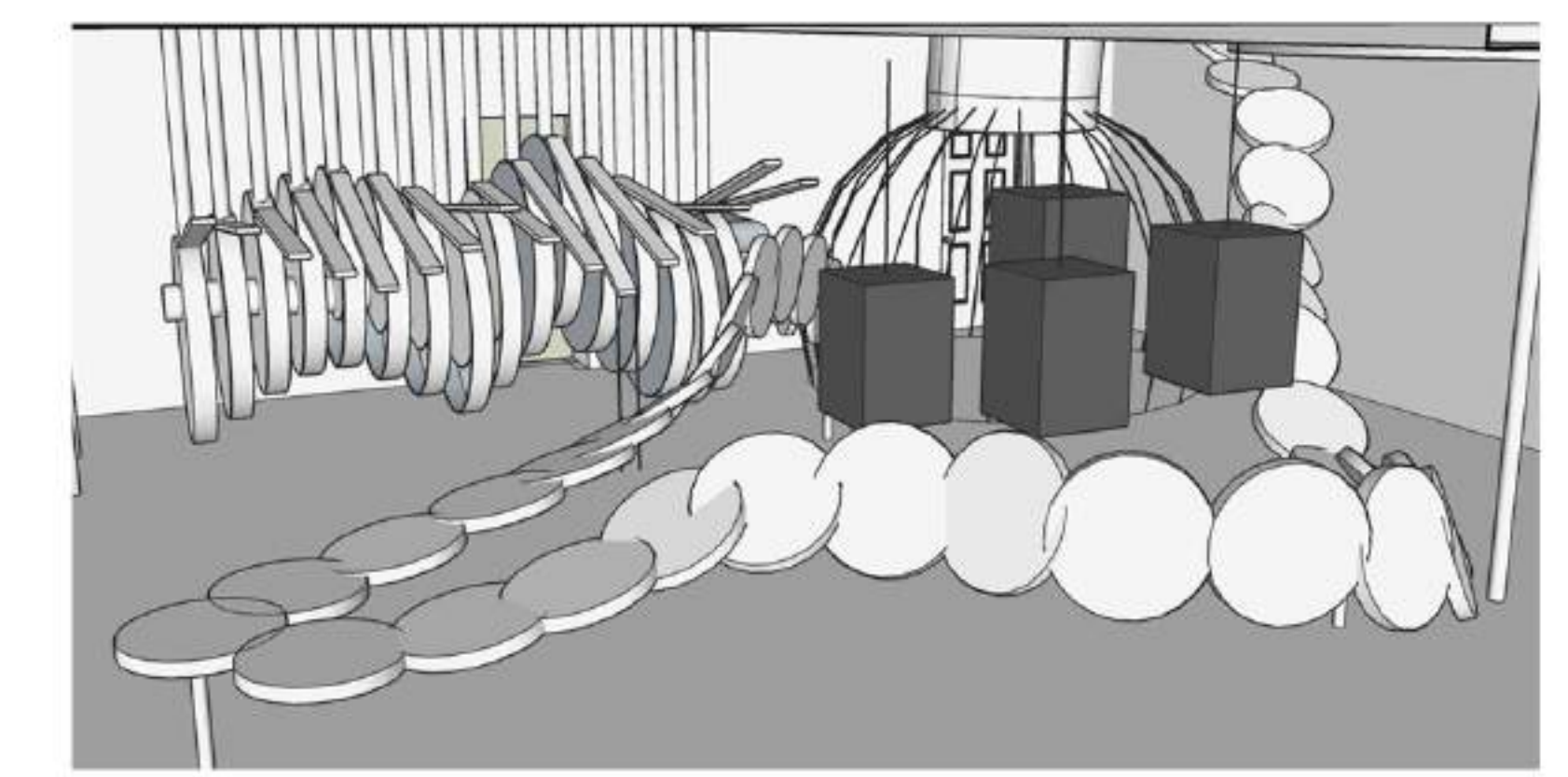
IDEA / INSPO



Miniature Art By Tatsuya Tanaka



Inspired by hamster wheel



Shape inspired by Joe Gilmore's work as well as sushi conveyor belt. Idea from airport baggage carousel.



Void () by Joe Gilmore

REFLECTION

Assignment 3 was the most difficult yet most satisfactory assignment. It introduced and exposed us to the world of 3D softwares, further enhanced our technical drawings as well as our rendering skills. Was really reluctant and intimidated by Sketchup at first, but once I got the hang of it it was quite easy and convenient.

Shout out to Ms. Aishah for the wonderful tutorials

Interior Architecture Design I was an insightful module as it equipped us with the skills and techniques used in interior designing. I am able to learn the newfound knowledge of 3D designing and successfully apply it in my work. It was difficult to carry out physical model making as well as lectures and tutorials online without the assistance of a tutor as it would be if it were offline, but having open platforms like as zoom to walk us through the process did make it easier. Furthermore, the tutorial assisted us in better comprehending the assignments and requirements. Overall, it was a demanding subject because it has multiple tight deadlines and demands thorough understanding and design thinking, but our teachers made it possible.

Special thanks to Mr Vick, Ms Aishah and Ms Hanim for their profounding patience and effort to guide us through this module :)