



[DARCH]

Diploma in  
Architecture

SINGAPORE POLYTECHNIC

## Editor's Note

Derived from the context of closure and ending of our time in Singapore Polytechnic, the theme – epilogue – represents the completion of our studies in the Diploma in Architecture (DARCH)

The theme coincides with the upcoming rejuvenation of our beloved studio block, W5A, where memories have been etched into, and friendships forged.

The theme aims to celebrate the graduating cohort's works, and synchronously mark the beginning of a new chapter in our lives. Through this publication and the curation of works at the Graduation Show, we hope to successfully represent and showcase the class of 2016.

To the graduating batch, remember each other, and may you have success in your future endeavours. Cheers to you for completing what has seemed to be a long and arduous journey, we made it!

Kenneth Chong  
Jeremy Seah

[ Diploma in Architecture, Epilogue Editors ]





## Henry Tan

[ Cluster Director, Architecture, Design and Environment Cluster ]

Epilogue.

To the Greek, it means conclusion, signifying a closure or an ending to a piece of good work.

To others, an epilogue marks the beginning to a new prologue.

I choose the latter.

The Epilogue is a substantive body of work assembled by our final-year students from the Diploma in Architecture and the Diploma in Landscape Architecture. It contains and reflects the creative energy, technical knowledge and skills, and a diversity of perspective from our students. It is a showcase of their aspiration, perspiration, and imagination.

Come 2020 and beyond, cities across the region will continue to expand at a rapid pace. New technologies will unlock massive streams of data. The forces of urbanization and digitization will collide and shape the future of urban landscapes. Tensions and challenges will abound even as opportunities and possibilities arise.

In this light, it is our hope that our professionals-in-the-making will strive to make a dent in the Built Environment universe - to contribute their creativity and expertise to make this world a better place to live, work and play in a sustainable manner.

It is in this spirit that the Epilogue serves as a testament of our students' 3-year learning journey. Their works reflect their passion, grit and creativity as inspired learners. Hence, to me, the Epilogue marks a new chapter in the lives of each student in the graduating cohort - it serves as a milestone to track their growth and maturity towards mastery.

May I also take this opportunity to recognize the passion and dedication of our lecturers and staff. As educators entrusted to moulding future professionals in Singapore and the region's Architectural and Built Environment sector, they have demonstrated their dedication to serve with mastery.

I am inspired and proud of the collective works of our graduating cohort. It is a sign of their creative confidence. I trust it will inspire all of us to pursue excellence in the face of unlimited future possibilities.

## Daniel Tan

[ Director, School of Architecture & the Built Environment ]

The school has traditionally prided itself yearly during this period with works and projects from its graduates. In continuation of the tradition, I congratulate you for this edition of "Epilogue".

A primary purpose of an active learning community is 'knowledge capture', ensuring all final works and projects by students, with tutors, becomes part of the important "record" through publication and public exhibition of the same works. This year, we have in this edition of "Epilogue", not just a section at the end of a 3-year long Diploma, but again a prideful and impressive collection of works. Students and tutors - take a collective bow.

In the coming years, some graduates may set up their own show, others may settle in already established practices. This is a leap into a world of accumulating skills, some of which will be learnt from scratch. I believe the passion, discipline and diligence instilled into you over the past 3 years will gear you towards your career entry and wherever you are; to deepen your skillsets and cultivate a personal lifelong pursuit for mastery and excellence to contribute to the society with confidence.

Finally, and I said this last year.

We are proud because your success is our success.

Keep in touch with your alma mater.

## Chow Kim Nam

[ Course Chair, Diploma in Architecture ]

In 2014 the Pritzker Prize, considered to be one of the world's premier architecture prizes and often referred to as the Nobel Prize of architecture, was awarded to Shigeru Ban for his commitment and creative, high quality designs to extreme situations caused by devastating natural disasters. His "buildings provide shelter, community centres, and spiritual places for those who have suffered tremendous loss and destruction. When tragedy strikes, he is often there from the beginning, as in Rwanda, Turkey, India, China, Italy, and Haiti, and his home country of Japan, among others."

Two years later, The Pritzker Prize was awarded to Alejandro Aravena in 2016. What distinguishes Aravena apart "is his commitment to social housing. Since 2000 and the founding of ELEMENTAL, he and his collaborators have consistently realized works with clear social goals. Calling the company a "Do Tank," as opposed to a think tank, they have built more than 2,500 units using imaginative, flexible and direct architectural solutions for low cost social housing."

Is this significant? I believe it is. Up until Shigeru Ban, the prize was often awarded to architects whose works were bold and cutting edge, but never quite had the level of social impact Ban and Aravena achieved. This, in my opinion, is the surfacing of a seismic shift in (re)defining the role of the architectural practice. It is a new epoch. And to quote Mies van de Rohe: "Architecture is the will of an epoch translated into space." I believe we are witnessing the maturing of a new epoch in architecture, where innovation meets deep humanitarian and social concerns. It is perhaps a returning to the roots of why one would engage in an architectural practice in the first place: in the hope that we, as individuals or as a community, can help make a positive difference in people's lives through creative, good design, however big or small that impact may be.

I believe the school has equipped you all well in the fundamentals of the architectural practice. It is my sincere hope that every one of you will put these honed skills to the benefit of the society. Tomorrow's world is yours to inhabit; don't be afraid to make a difference in it, no matter how big or small!

God speed



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FAMILY

The Graduating  
batch // 2016



EPILOGUE  
//ISSUE 01



## artisan

noun ar·ti·san \ˈɑːr-ti-zən, -sən, chiefly British ˌɑːr-ti-ˈzən\ :a person who is skilled at making things by hand

In recent years, there has been a visible trend in Singapore towards handcrafted merchandise. From fashion accessories to food and beverages, the word 'artisan' or words alluding to it seems to find its way into the names of one in every few new startups. It appears that after decades of the impeccable machine, the slowness and imperfection of the human hand is acquiring a renewed status.

Renowned architect, critic and historian, Kenneth Frampton, wrote in not that a distant past and in a time when architecture was dogged by theories steering it towards an abstract art form to press for the need for architecture to return to its roots as a form of construction craft. In his book 'Studies in Tectonic Culture', he argued that structure and construction as the starting points of architectural form is not contradictory to its contemporaneity.

The third year programme aims to investigate the possibilities of future architectural form arising from its tectonic tradition, looking not to the outside for sources of inspiration but instead deep within its own heritage.

A centre that promotes artisanry is, therefore a natural brief for this investigation. It is the nexus for all things crafted, a place where makers and businesses congregate to exchange ideas and conduct business; a place where the public can learn about handcrafted trades through its bazaars, exhibitions and programmes.

Students are, therefore encouraged to explore materials and construction concepts that can be further developed into their architectural concepts and their final schemes should demonstrate or showcase the qualities of a 'crafted' architecture.

The client for this project is DesignSingapore Council. Following an Economic Review Committee's report that identified the creative industry as one of the three new sectors for economic growth, the DesignSingapore Council was established in 2003 to help develop the nation's design sector. This new artisan collective centre will serve the council's mission of differentiating Singapore from global competition through design.



### SITE

Located in the heart of Singapore's shopping district, the site chosen for the integrated project is next to the junction of Orchard road and Cairnhill road.





**URBAN FOUNDRY**

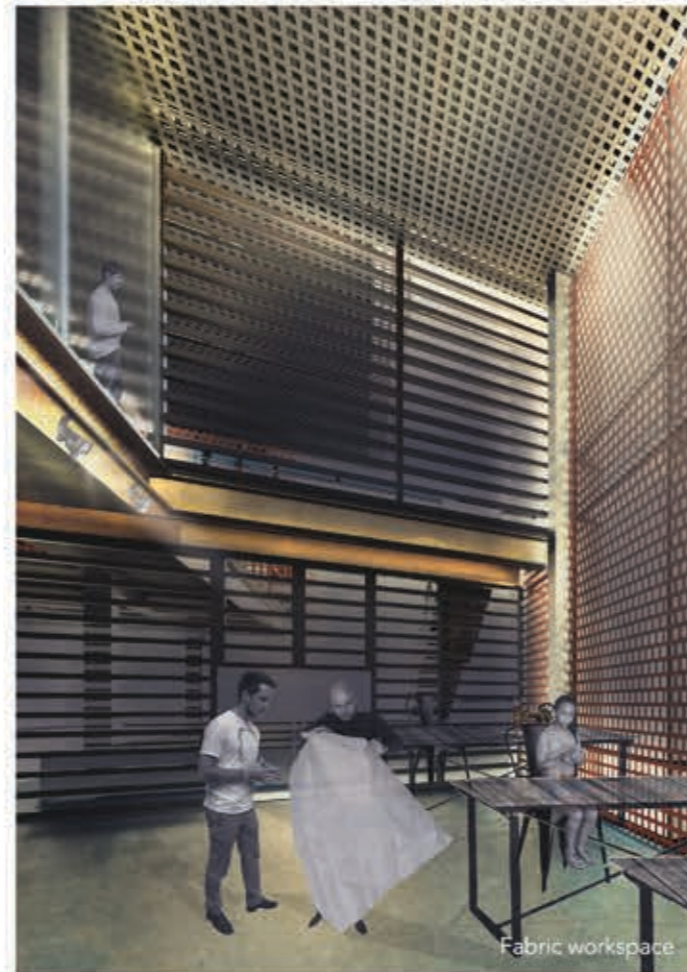
Charlton Koh Yong En //  
DARCH 05

I am a travel junkie who makes the best out of any given opportunity.

Urban Foundry //  
Streets

The Urban Foundry is a building in orchard that opens up to the street below and spatially develops according to the inhabitants. Upon entering the building, their journey begins when they ascend the illuminated feature staircase that leads to the celebrated exhibition gallery, accompanied by the different artisan workspaces.

The spatial experience take away would be much more enriching for the visitors as while they journey through the different levels to reach their desired destinations, they would be exposed to the different artisanry workspaces allowing them to understand and observe how the products are handcrafted. They would also be linked back to the vibrant orchard road with the various axial openings in the building and open sky terrace that overlooks the lush greenery in orchard road.







**TROPICAL COLLECTIVE**

Chong Zhe Wei //  
DARCH 01

Chong Zhe Wei was born on March 24, 1996. He is an amateur photographer, and a full time dreamer. Having the dream that one day he can live in a bus and go on a tour around the world.

**Tropical Boundaries // Blurring Boundaries**

Orchard Road, an iconic shopping street, tends to place its focus on the shopping malls instead of the streets that is ever exciting and worth discovering.

Tropical experience and the diverse street activities lined the streets, giving the users an experience of 'walking through the park' while experiencing its diversity.

Tropical Collective aims to blur the boundaries of malls and surroundings, by 'elevating' Orchard Road, allowing users to feel the site while being in the building itself. A design hub by nature, it also allows a collective of activities such as busking, learning, retail, dining and an appreciation of the Arts to occur.



Close-up of the tropical facade



Usage of screens and plants to blur the boundaries of space



External View



Collective of people and activities





**THE ARTISAN COLLECTIVE**

Cai Wenrong // DARCH 01

An aspiring designer who loves taking pictures of anything and everything.

These 3 years has been an enriching experience, and I thank my tutors and peers for making it an enjoyable one. "The future is better than the present, and we have the power to make it so."

**The Artisan's Story // Clusters**

We live in a world that expects immediate gratification, focusing on speed and efficiency rather than appreciation. Thus, the Artisan Collective explores the world of artisans and unveils the dedication towards all things crafted.

The building was first designed with the intent of having flexible spaces in terms on how adjacent spaces can be shared. It then explores grouping individual programmes into clusters, where each cluster would unfold the journey of an artisan and lead visitors further into the building in hope of bringing better understanding of how things are made and enhance the relation between makers and consumers.



View from Orchard road / Cairnhill Road junction

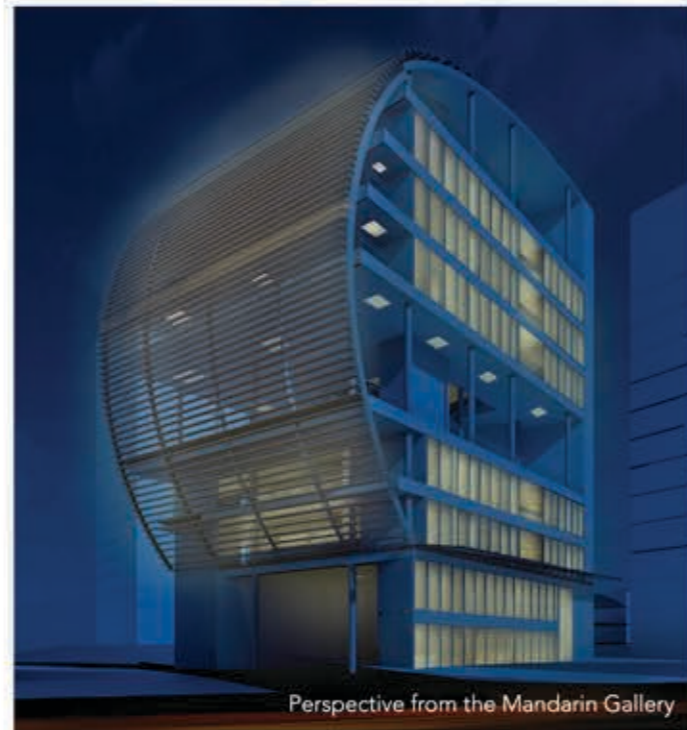


Internal render of retail space



Internal render of F&B space





**ADAXIAL**

Lim Jun Wei //  
DARCH 03

A full-time architectural student whose work is always heavily influenced by his experiences travelling. Along the way, he tries to play with different elements that may enhance the senses of the users.

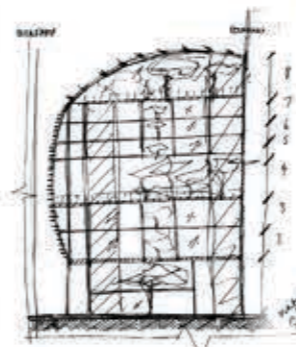
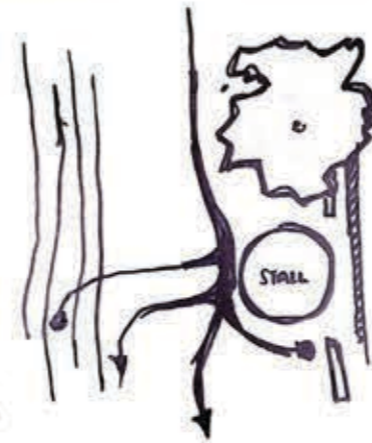
**Adaxial // Interaction**

"The only piece of open green"— this was how the people who were interviewed described the site as. As the heart of the island city rapidly develops, the number of green spaces have shrunk. There is less and less space for people to retreat to during breaks and people eventually stop slowing down and look around in Orchard.

The design driver of Adaxial is not only to rethink the shopping experience, making it seem like a stroll in a park. It is also to provide a resting node in the Orchard area where people can use it as a hideout and attract the much deserved attention for the artisans.

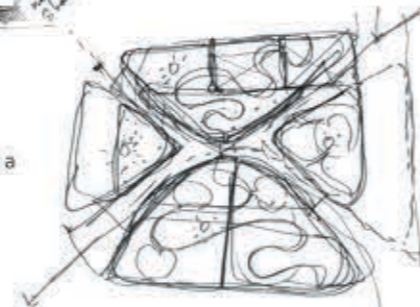
With a calm and peaceful mind, I believe they will be able to appreciate the artisans' work better.

Nodes along orchard road provided for people to interact.

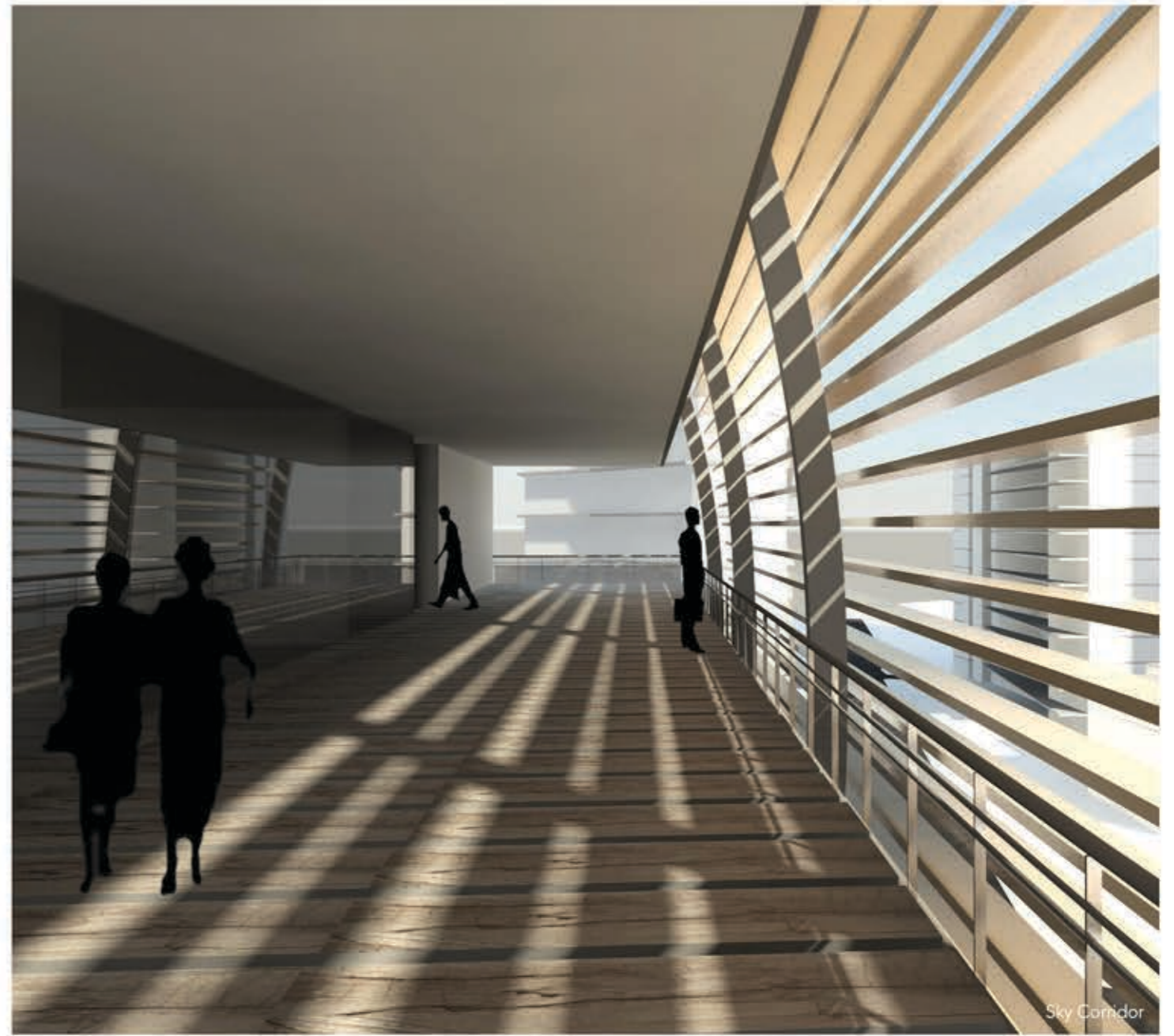


Schematic section showing a leaf's adaxial.

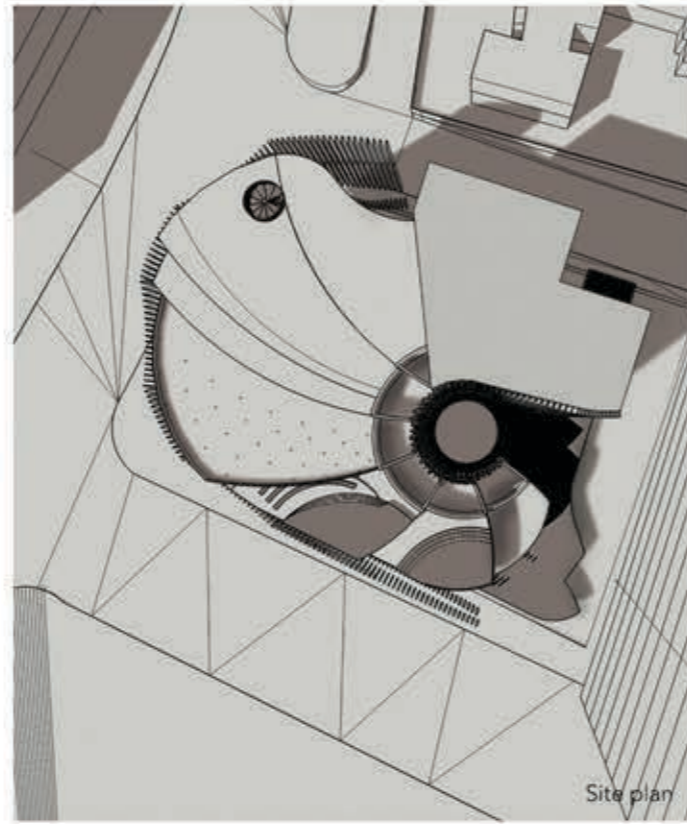
Parti diagram showing a node of interaction.



Process sketches







Site plan

**FLUX**

Sean Yeo Xuan Wei //  
DARCH 03

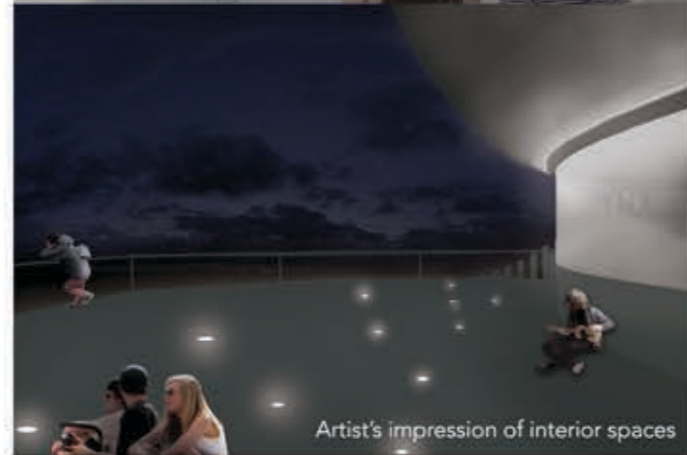
Seeking a great perhaps in the darkest echelons of the world.

I write, devour books at an alarming rate, and steadily work my way towards being an architect.

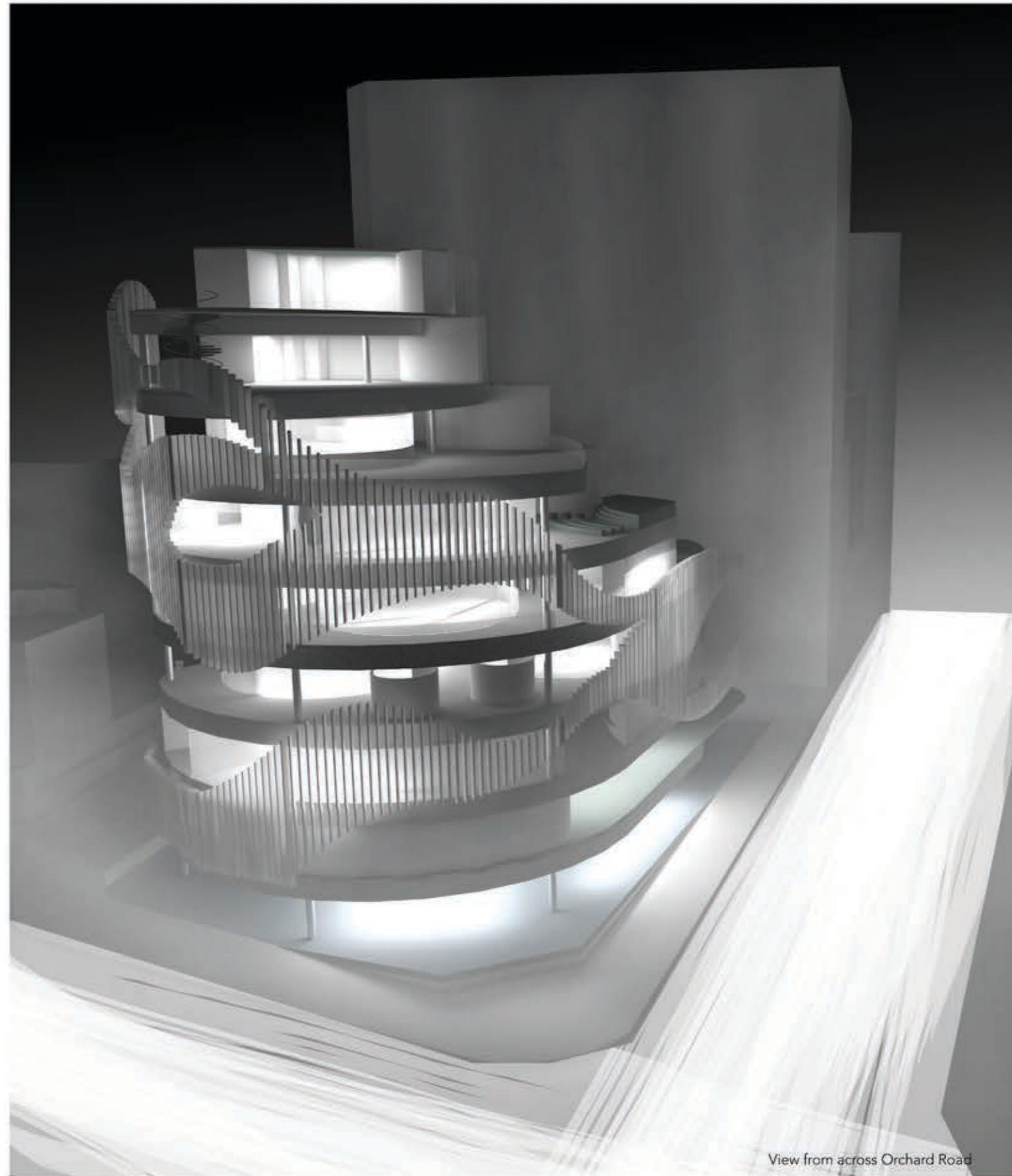
Flux //  
Movement - Form

The movement of Orchard Road is one of its defining features. The constant blur of people and traffic, flowing into and in between buildings. The Flux is hence an abstract representation of that identity, the brainchild of movement into form.

The form of each floor directs people around and into spaces, in an unceasing flow, rewarded by glimpses of the city through fluctuations in the facade, subtly reminiscent of how people move through Orchard. The facade gently wraps around the form, rippling as it ascends, representing the upward flow of people. The seemingly random fluctuations actually open up views internally, at areas of human convergence.



Artist's impression of interior spaces



View from across Orchard Road





**ALLURE**

Kargee Lim //  
DARCH 05

I like making people laugh,  
laughter makes the heart merry.

Learning to embrace the idea of  
*live and let live.*

Allure //  
Attraction

Crowd attracts crowd, people attracts people. It is an act of curiosity.

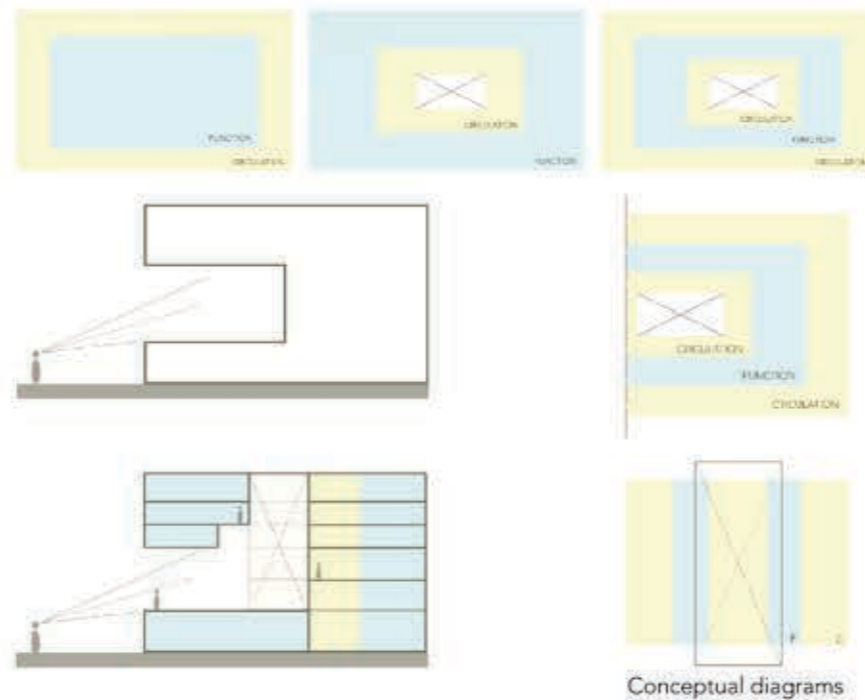
Allure adopts the idea of using people to attract people. The center of attraction is the space in the opening of the facade which is crafted like a stage, where the users and events are the performers and the pedestrians are the audience.

Simple but crucial; the wire mesh-facade plays an intrgal role in diverting attention to the stage within the building. The translucency of the mesh allows pedestrians to have a sneak preview on activities in the different spaces, and simultaneously, the users are able to look out and enjoy the view of the Orchard streetscape.

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External perspective



Conceptual diagrams



Stage view





**THE HAVEN**

Gabriel Koh Ser Wei //  
DARCH 01

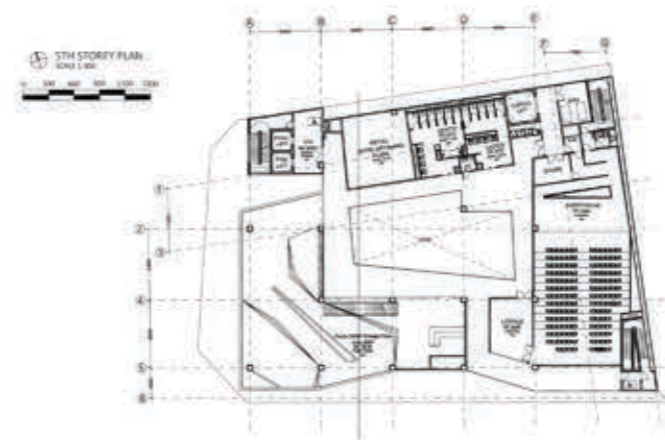
Gabriel Koh Ser Wei (/ga bri'el/ ga-bree-el;) studied in the Diploma of Architecture where many interests were being realized such as sketching, photography, and handling various softwares such as Revit and 3DS Max.

The Haven //  
Serenity

The 2.2 kilometre-long boulevard spans from the junction of Bukit Timah road to the intersection at Handy Road. Despite being regarded as an ever-lively street, Orchard Road possesses an entirely opposed atmosphere to what most have perceived Orchard Road to be. Just beside the two-way thoroughfare, a calm and tranquil neighborhood of Shophouses is unveiled within the busy and hurried lifestyle of Orchard Road. The Haven is a design centre for artisans in which it allows the public to experience the serenity as well as take shelter from the hustle and bustle of the city.



Process Models



5th Storey Plan



Interior: Exhibition Gallery (Feature Space)





**ARTISANRY.FOCUS**

Kek Xian Zhuang Eunice // DARCH 06

Currently on the journey of studying and understanding Architecture. To me, everyday is a new beginning to discover interesting bits and pieces of life, and I hope to one day discover my own definition of living.



**VERTI-COURSE**

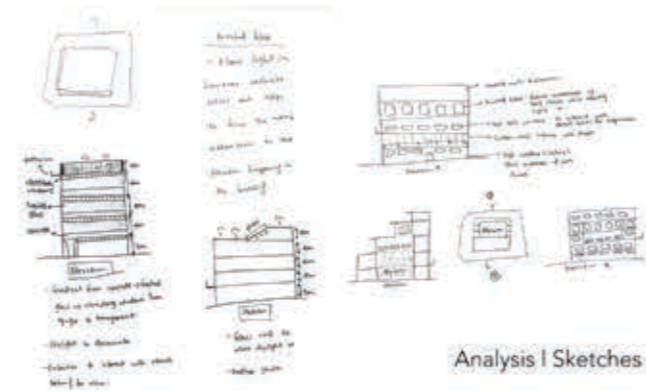
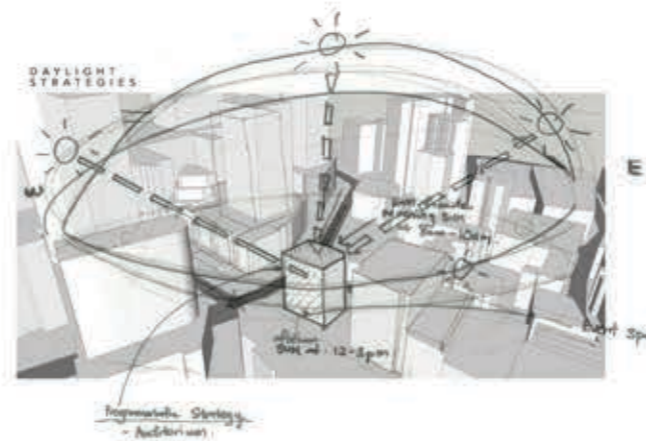
Priya Bhojwani // DARCH 05

A strongly driven architect in the making, currently treading at the initial stages of an enriching journey ahead. Have an ardent inclination towards writing, with hopes to one day, correlate with Architecture.

**Artisanry.Focus // Feeling**

The design generator behind this project is "Phenomena", inspired by works from Peter Zumthor.

The reason being that art is created to arouse feelings. It can probe one's consciousness, compelling one to feel what was being expressed in it. I wanted my building to have a similar effect on its users, evoking different emotions within people while maneuvering, just like when admiring works of art.



Analysis | Sketches



The gallery as the feature space adjacent to a lush terrace

**Verti-Course // Promoting the Streetscape Within**

Orchard road is generously lined with transport hubs, strongly indicating a one way direction, aiming to evoke a certain sense of animation within the development. This comprised of converting that dynamism in a vertical sense - in the form of an artisan centre.

Zaha Hadid's Contemporary Art Centre served as an example. The focus was on how to invite people to her building in the form of an urban carpet, which is a ramp that extends to become separate planes within the interior.



Exterior Perspective



Street view from Mandarin Orchard





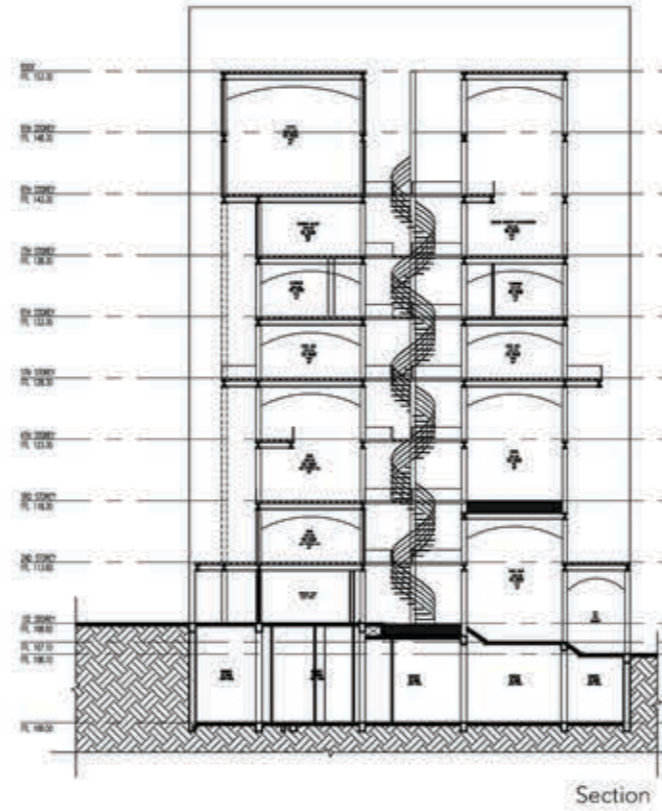
**THE ETERNITY**

Ong Su Zheng //  
DARCH 03

Ong Su Zheng, has been always passionate in art since young. I love how different elements coming together as one can create a totally new experience of its surroundings. Being a soft-spoken person, I believe that art is a way that I can communicate with others.

**The Eternity // Preserving the Past**

The design intent is to bring back the essence of the past Orchard Road to further enrich the ambience of the space. Shophouses, one of the most prominent features in this area, were used as a pivot of my design process. Special attention was also given to the scale of the building elements, aging materiality, colours, architectural details and rawness of materials.



Section



External Perspective



**SENSES**

Sia Yun Yin //  
DARCH 03

I love to design and everything to do with design continues to inspire and amaze me every day. I have been studying Architecture for 3 years. It has been a long and enriching journey and I definitely learnt a lot in this course of study.

**Senses // Phenomenal**

The inspiration for Senses was to create a space filled with elements such as water, light and sound where people can experience the gradual change upon walking into the gallery from the fast-paced Orchard Road.

To enhance this user experience, the spaces are arranged accordingly to the context, such as private and public areas. Each facade panel is adjusted accordingly to how the experience of the space is to be created, and how much privacy each space requires.



Retail Space



Main Render





**VERDE ORCHARD**

M. Irfaan bin Abdul Razak // DARCH 02

About: Muhammad Irfaan Bin Abdul Razak, is an Architecture student that has been exposed to architecture for 5 years with 2 years in ITE and 3 years in Singapore Polytechnic. Always giving his best and striving for greater goals in life.

**VERDE ORCHARD// Green Building**

The concept revolves around designing a green building for artisans. Taking inspiration from School Of The Arts Singapore, by WOHA, the building utilizes natural ventilation as a passive strategy to cool the building. The concept is driven by the segregation of building spaces to reduce the usage of air-conditioning and to provide breezeways to ventilate the whole building.

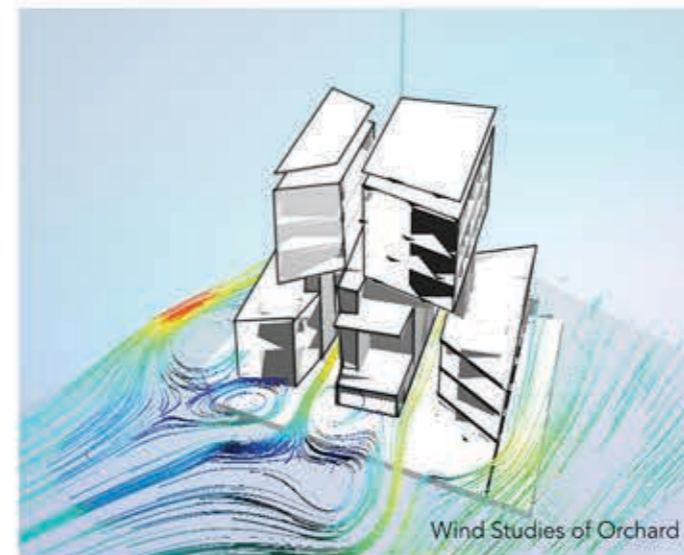
A louvered facade envelops the building, allowing wind into the spaces. The louvres are spaced closer at areas that anticipate high amounts of heat to reduce heat transmission into the spaces.



Street view perspective



Sky Garden



Wind Studies of Orchard



Detailed Section





UNVEILED

Koo Wang Jing //  
DARCH 03

Captivated by the art and science of how architecture is integrated. 3 years in Singapore Polytechnic has taught me that architecture is much more than just designing a building. It requires a certain potential to incorporate different knowledge from different fields and the ability to think from different perspectives. I love to travel and am inclined to explore unconventional ideas and ways to resolve problems, to lead to a sustainable city.

Unveiled //  
Redefinition

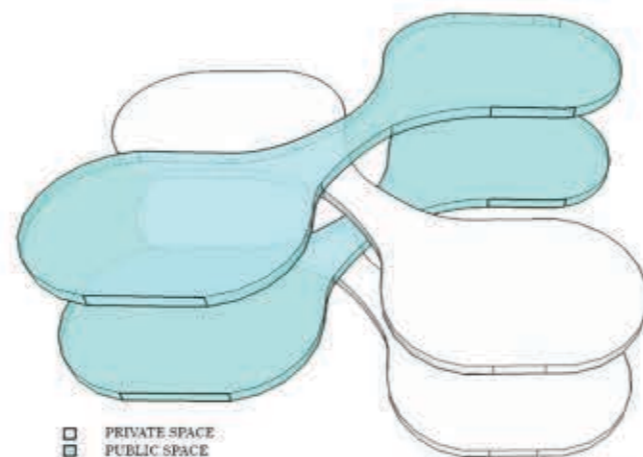
Unveiled is a space where artisans and lovers of art convene. In the present day, more and more artisans are opening their workspaces up to educate people about their culture and encourage active participation.

The main focus of Unveiled is to publicize private pockets by creating overlooking spaces. This idea is implemented on a larger scale and manifests itself as split levels throughout the entire building. The spaces are further interlocked by horizontal bridges that bring closer public-public and artisan-artisan connections.

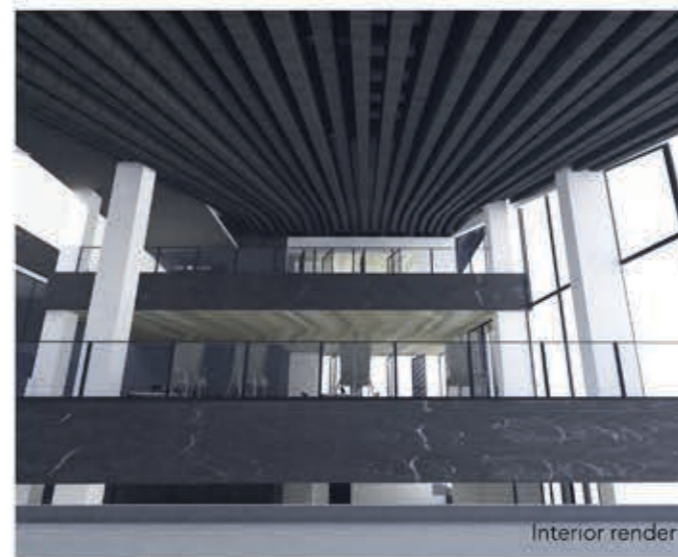
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View from Orchard Road



Concept diagram



Interior render



Interior render





**CONVOLUTION**

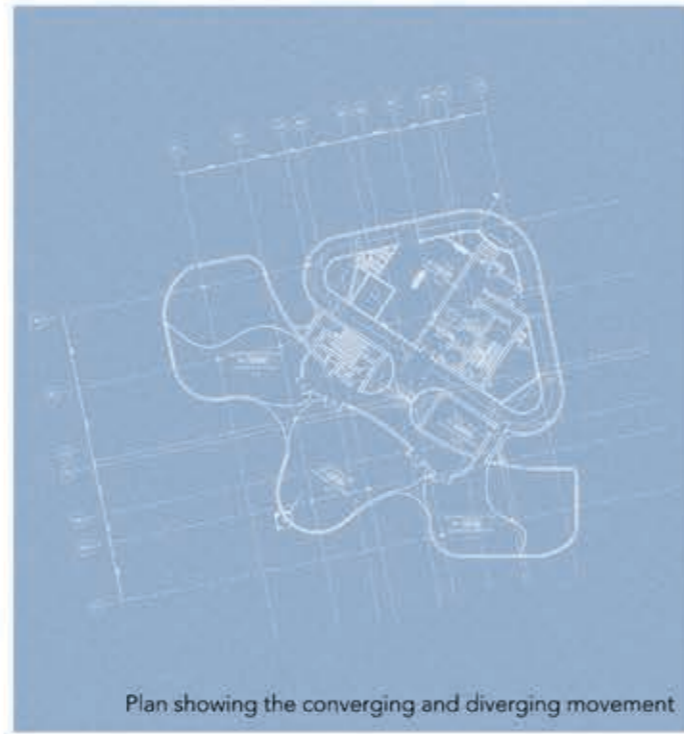
Nurul Huda Bte Azman //  
DARCH 05

"Never let the fear of striking out, keep you from playing the game"  
- Unknown

Convolution @ Orchard //  
Movement

The Convolution @ Orchard aims to slow down the movement and the fast-paced lifestyle of users along Orchard Road by redefining the linear axis and using the converging and diverging movement which occurs at various intersections.

By implementing a continuous ramp that loops around the central core, users would be allowed to leisurely view and admire Orchard Road and spaces from a different perspective. It aims to allow users to focus on the little things around them and focus on a few things at a time. The converging and diverging movement, which can be seen through the form and ceiling design, would help slow down the main circulation further.



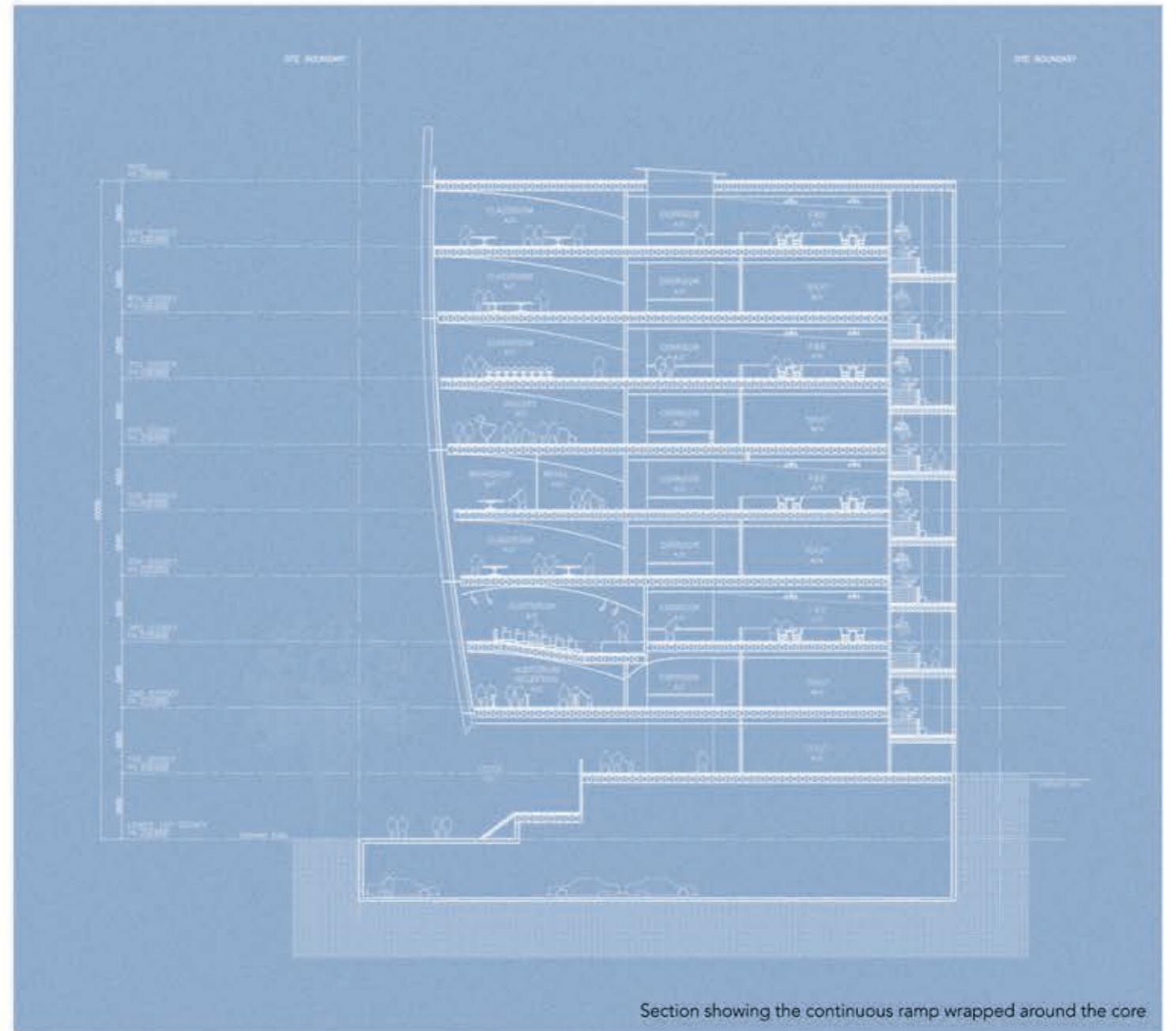
Plan showing the converging and diverging movement



Void through the continuous loop



Entrance showing how users converge & diverge through the space



Section showing the continuous ramp wrapped around the core





**TETRIS**

Nurul Afiqah Bte Rashid //  
DARCH 05

[ah-fee-cah ru-sheed]

(n.) someone who loves cats and  
outdoor adventures

(adj.) peculiar, weird, awkward, shy,  
but yet happy-go-lucky (?)

**Tetris//  
Integrating Spaces**

Orchard Road has many shops that showcase a myriad of products, however, consumers lack the understanding of how these products were made.

Therefore, the big idea is to have integrated spaces between 'producing' spaces and 'showcasing' spaces to have a better interactive and learning experience of the behind the scenes where the products are made from scratch.

The event plaza gives an opportunity for artisans to display their work. Cafes are introduced on the upper storeys to sneak the visitors into the artisan spaces.



Street view from Mandarin Gallery



Aerial view

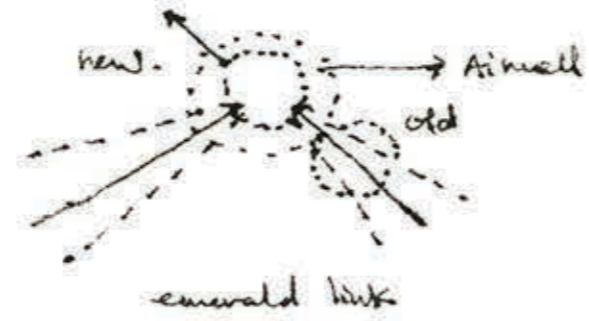


Cafe interior



Part plan of event space





juxtaposition of protrusion to emphasize the 2 axes old + new



**HALO**

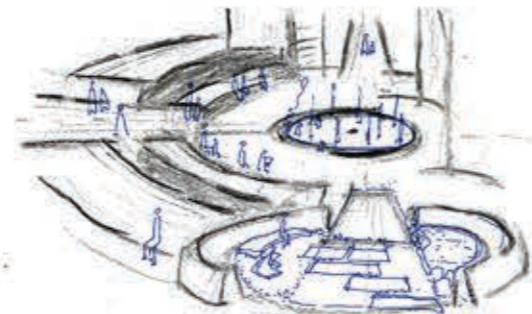
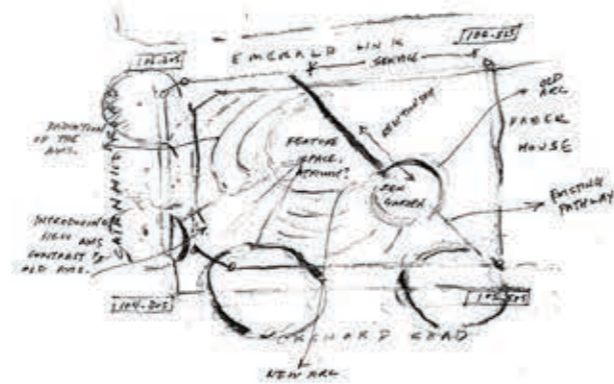
Clarence Tan // DARCH 06

I believe that as long as there's a will, there's a way. There are not impossible tasks, only impossible people.

Halo // The Humble Path

The idea begins with an intriguing existing footpath with many layers of history, digressing slowly from a major arterial road (past Grange Road) to a humble cement walkway, as Orchard shifts to another paradigm to accommodate society's economical upturn. This path then becomes the only visible scar of the past, an important axis that was forgotten.

Whilst embracing the old route, a new axis was introduced to welcome the public into the space, forming a juxtaposition of pathways, old and new. An atrium space was then created at the fulcrum of the juxtaposition in response to the public, with it radiating outwards and upwards, indicating a homage towards the axes, forming the external articulation of the artisan's collective.



Atrium Render



External Perspective





GEM

Shiella Deani //  
DARCH 01

Shiella Deani is a graduate from Singapore Polytechnic majoring in Architecture, and Quantity Surveying as a second Diploma. She was admitted into the course via Direct Polytechnic Admission and also one of the few students selected into the APEX programme. She is passionate about what she is doing, very sociable and hard working.

GeM //  
Landscape in Urban Context

Strategically located at the heart of the famous shopping district, Orchard Road, the design of this building is an approach to the site issue of lacking green space. The facade language along this road feels rigid. Thus the concept is greenery which is organic, trying to break-away from the form of a box that is rigid. The design generator is based on landscape in an urban context. As a building that houses many different kinds of Artisans, this building aims to be a place of inspiration and education by orienting each functioning spaces around modern urban landscaping.



View of GeM from Orchard Road



View of Event Space from Orchard Road



View of Event Space towards Orchard Road



View of Exhibition Gallery





**LINEAR**

Atif Bin Ishak //  
DARCH 02

Atif is a passionate student who always gives his 110% no matter the occasion, be it sports or studies.

He always strives to be the best version of himself.

My motto in life is, "The only easy day was yesterday".



**FACETS**

Evan //  
DARCH 02

Evan Jonathan Long is a student exploding with positivity. He acquires several attributes some of the more prominent ones would be his skill to think out of the box and see things from a different perspective.

This skill has enabled him to work with materials from complete different spectrums, piecing them together to recreate something unorthodox yet practical thus allowing him to be very versatile.

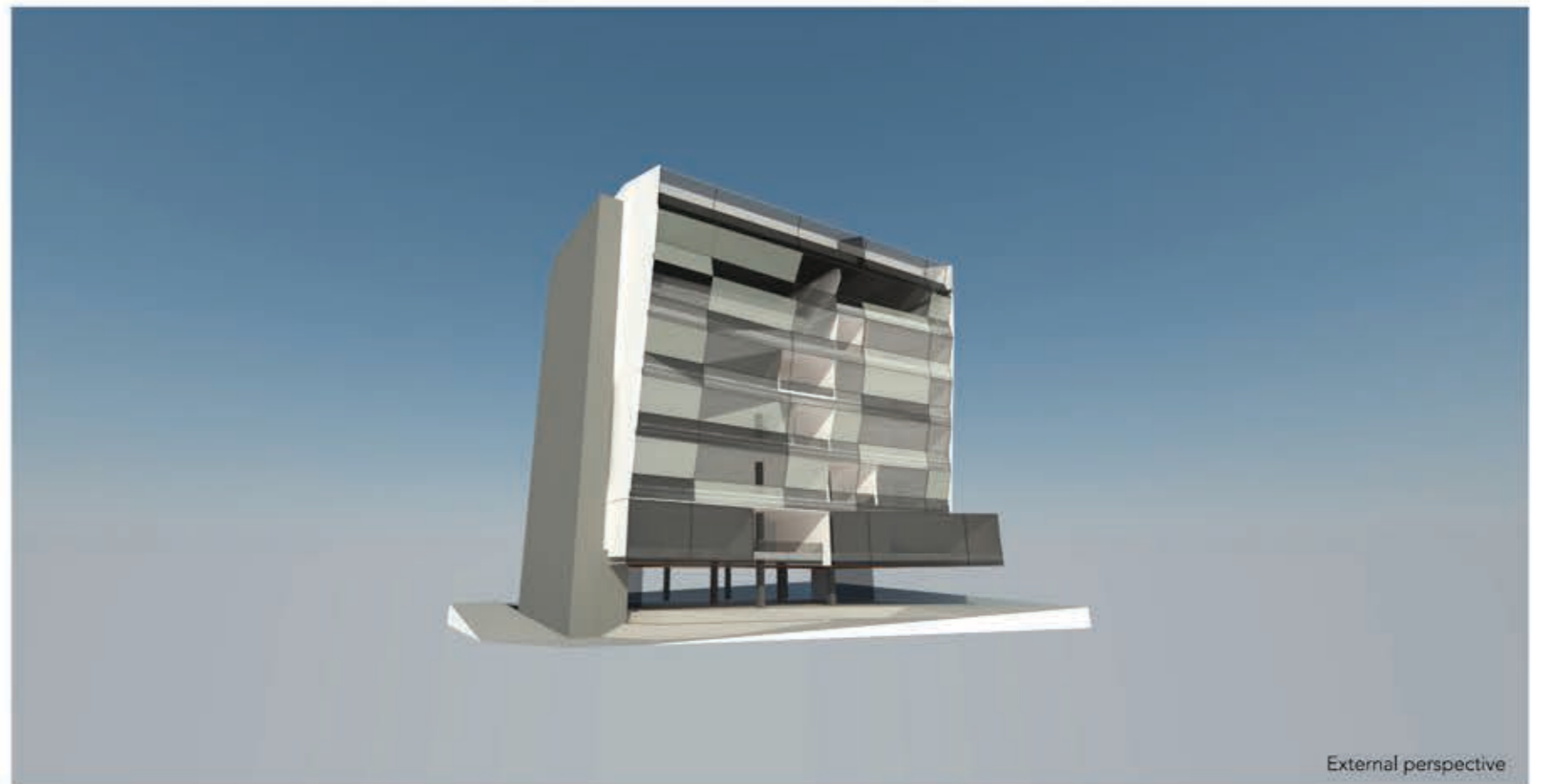
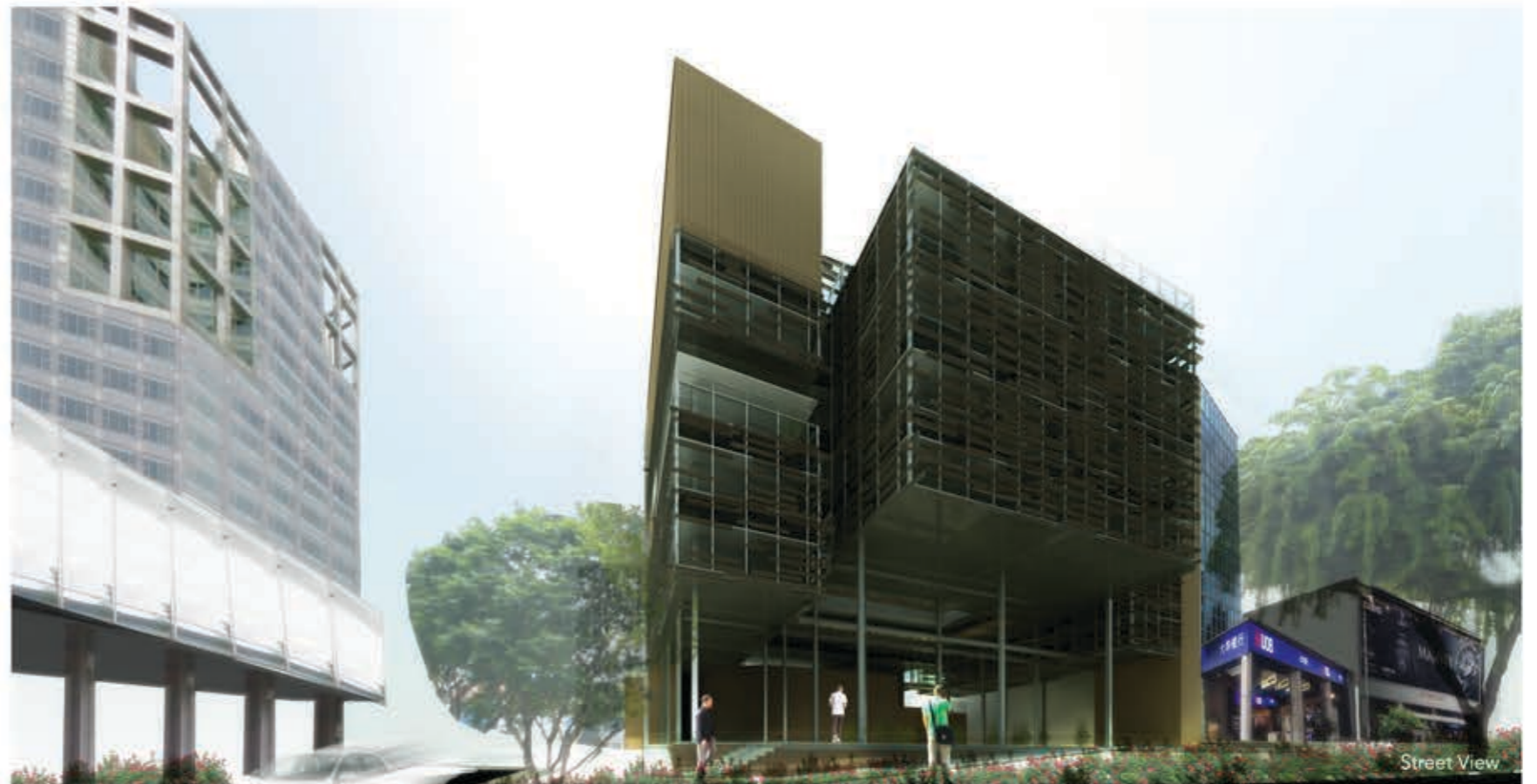
**LINEAR //**  
Fragmentation

The concept of the project is to design a space for artisans to do their work where they are able to both tap onto the energy of the streets of Orchard whilst still maintaining their privacy through the facade. A porous screen envelope the public spaces, highlighting the contrast between both public and private spaces. The building form was inspired from the idea of having something wrapping around a core.

**Fascets //**  
Light Manipulation

This centre was designed to allow artisans to view things "under a different light"

The design of the building takes on the qualities of a jewel which reflects light at different angles. These reflections are unique and emulates a certain quality. Similarly the centre would reflect different and unique qualities of light into specific spaces, allowing artisans to scrutinize how their products look under different qualities of light.







**SCULPT**

Tan Yu Khoo //  
DARCH 03

A peace loving architecture student with a passion in sustainable architecture, Ultimate Frisbee, veganism and life.

Thinking of what Earth and its inhabitants need most now through architecture and lifestyle.

I believe experiences and emotions you feel make up the things that we should always be thankful for. Whether good or bad, they make your life colourful and

**Sculpt //  
Artisan Design Centre**

I named the artisan design centre Sculpt namely because it is about sculpting the interior layout and section such that environmental forces such as wind and sun rays are controlled within the building. The main design strategies I have put in place are the central air well through the stack effect as well as the sky terraces and the layout of the building. The layout compliments the prevailing wind for increased cross ventilation throughout the design centre.



Perspective of Sculpt from Mandarin Gallery in Orchard Road



**THE ARTISAN'S COLLECTIVE**

Anis Jamalludin //  
DARCH 04

Hello everyone. I am a student from Singapore Polytechnic currently undergoing a Diploma in Architecture.

**The Artisan's Collective //  
Redefinition**

Redefining the typical atrium-centred shopping centre, The Artisan's Collective reimagines the typical shopping centre layout to better accommodate the users and also the purpose of the building, which is to bring exposure and create awareness of the local artisan scene here in Singapore. With the idea of split levels, visitors are led and encouraged up through the building, with a view of where they have just been and where they are going.



View of the Artisan's Collective from Orchard Road





**INCESSANT**

Niu Youyang // DARCH 03

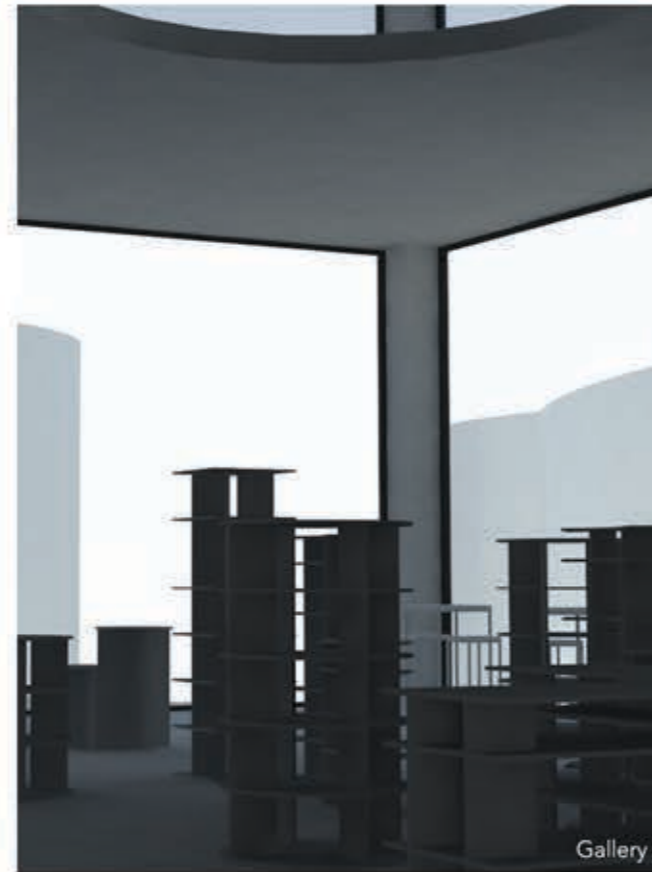
I love music and sports.

"Follow your passion, be prepared to work hard and sacrifice, don't let anyone limit your dreams."

- Donovan Baileylibero,

**Incessant // Re-Definition**

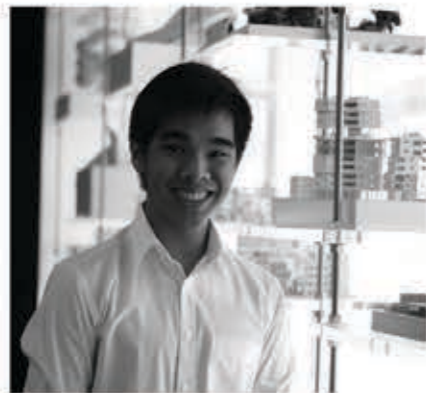
To mark a pivotal point between the Somerset and Orchard districts, private spaces are re-defined as public spaces that connect through ramps. Things that are usually hidden are designed to be exposed. Circulation is re-defined to bring human flow out of the spaces, forming a continuous event space. Ramps play a key role in changing the expression of the vertical circulation.



Gallery



Exterior Perspective



**COALESCENCE**

Karlo Abbugao // DARCH 03

Since young, Karlo has always been fascinated by the buildings and environment that surrounded him. This fascination led him to take up Architecture in Singapore Polytechnic to achieve his goal in making the earth a better place to live.

**Coalescence // Spatial Duality**

Two different atmospheres can be observed when walking along the immediate surroundings of the site. Fronting the site is the flamboyant and expressive Orchard Road, while just a stone's throw away the peaceful, subtle Emerald Hill. Coalescence aims to cater to artisans by providing for them a suitable atmosphere, depending on the nature of their craft. Be it a subtle atmosphere or an expressive one, users can experience the artisan at work, and learn more about how their products are made in an interactive retail experience.



Interior Render | Gallery |



People walking along Orchard Road will be able to see artisans at work





**LUMIÈRE**

Kim Min Kyu Saul //  
DARCH 03

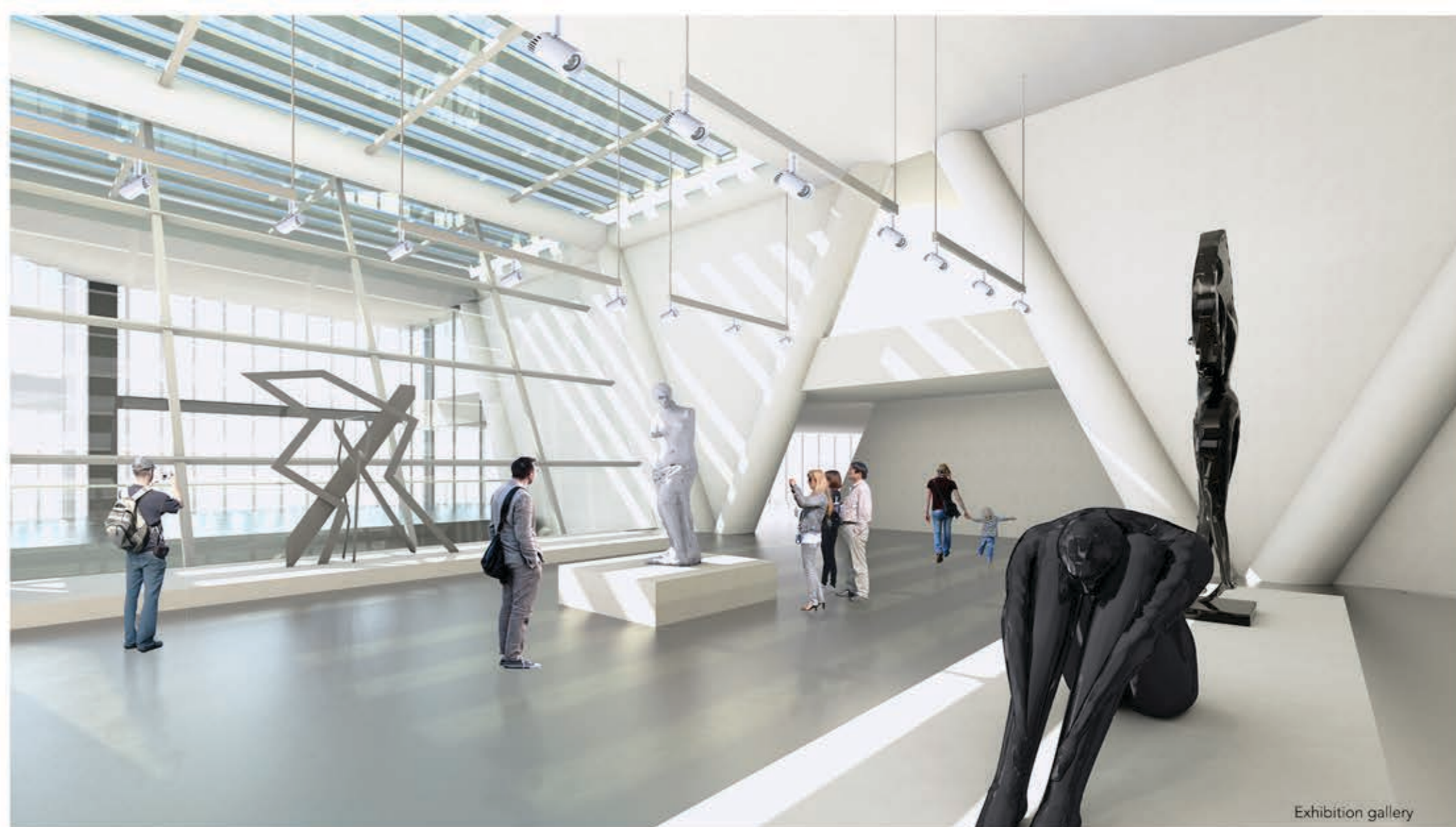
Outlander, musician and occasional fighter.

Lumiere //  
Light as Connector

Emerald Hill is a forgotten residential area that sits near the border of Orchard district. To respond to the contrasting surroundings, the programs are arranged according to the context of the site.

Voids from each corner intersect at the heart of the building — the exhibition gallery — to bring light deep into the interior spaces. Workshops are arranged based on the amount and type of lighting required for the artisans.

Adjustable pivot doors allow artisans to control the light intensity throughout the day. The exhibition gallery serves as a common ground for artisans and public where artworks are displayed for the public to view. It sits in the middle of the building, making it visually connected to both public and private spaces.



Exhibition gallery



Workshop



Exterior render





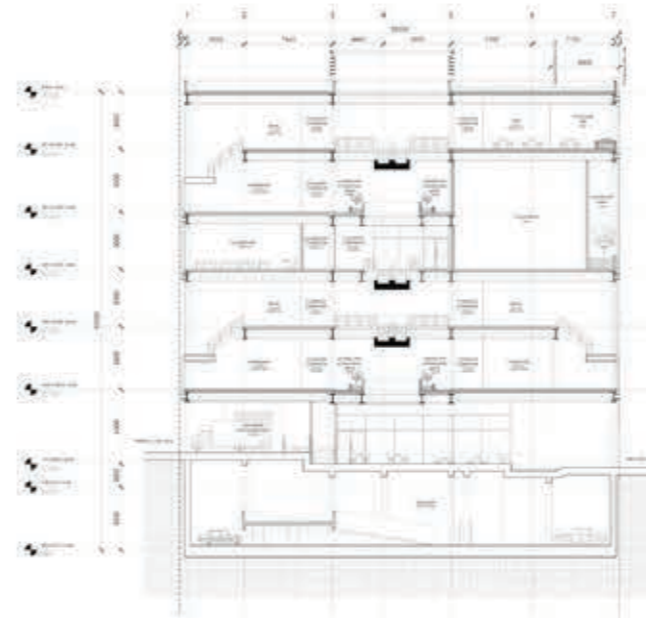
**SEMBLANCE**

Alastair Chua // DARCH 03

Wanderlust  
Explorer  
Artist  
Fighter  
Singer  
Wakeboarder  
Surfer  
Diver  
Lover  
He's not good at any of the things mentioned above, just likes them.

**Semblance // Redefinition**

Stepping out of tradition and redefining how different programmatic spaces can interact. A feature function of the building houses individualistic artisans with an array of expertise exposed to the view of users where they get to see and experience the process of the products being made before purchasing them at retail areas catered to the works of the artisans. The presence of F&B outlets, an event space, classrooms and even an auditorium changes the very definition of a typical commercial building.



Section



External render



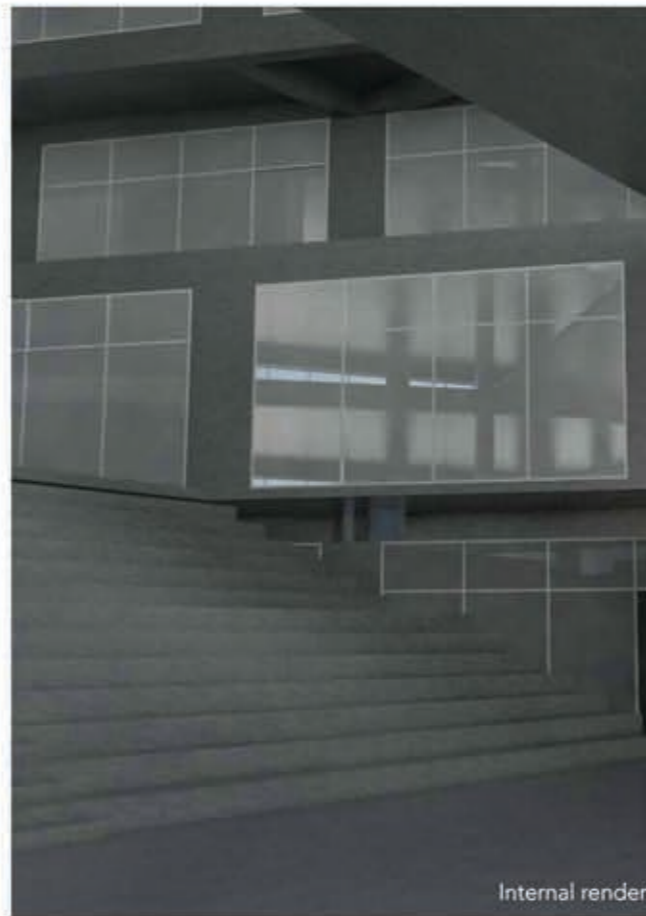
**T.A.C.**

Lim Wei Jian // DARCH 03

Third year student in DARCH. Reads up on sociology and human psychology in his free time. Interested in understanding how sociology and human psychology can be affected by architecture and how it can also affect architecture.

**The Artisan Collective // Phenomenal Transparency**

Redefining the facade of buildings along orchard by creating a view into all the spaces and rooms of the building through phenomenal transparency.



Internal render



External render





**POCKETS**

Elizabeth Yang Jun Min //  
DARCH 06

杨俊敏 // 25.10.96  
delights in cultural immersion and theories

**Pockets // Attachment**

Being an exciting shopping belt of retail, dining and entertainment, Orchard Road's fast-paced flurry of spending leaves little room for other activities.

Through the study of the 3 P's in the *Place Attachment Theory*, Orchard Road has plenty of 'People' and 'Place', but lacks a variety of 'Process'. This limits the type of stories created within Orchard Road, creating attachments to the shopping experience rather than the place itself.

By designing nooks for the users with potential stories in mind, *Pockets* wishes to give them a strengthened relationship with Orchard Road as a playground of imagination.



Public courtyard



Artisan's workshop



Perspective from 313 Somerset





**SANCTUM**

Valerie Ng //  
DARCH 06

Searching for a single hidden flame within the inferno.

Sanctum //  
Inviolable Pods

Buildings of Orchard Road plagued by LED panels boast nothing but surreal scenes of luxurious financial and social success. Despite knowing this, humanity keeps falling prey to lucrative marketing schemes, consuming more than needed while remaining at status quo.

If these materials do not satisfy, what do humans thrive on?

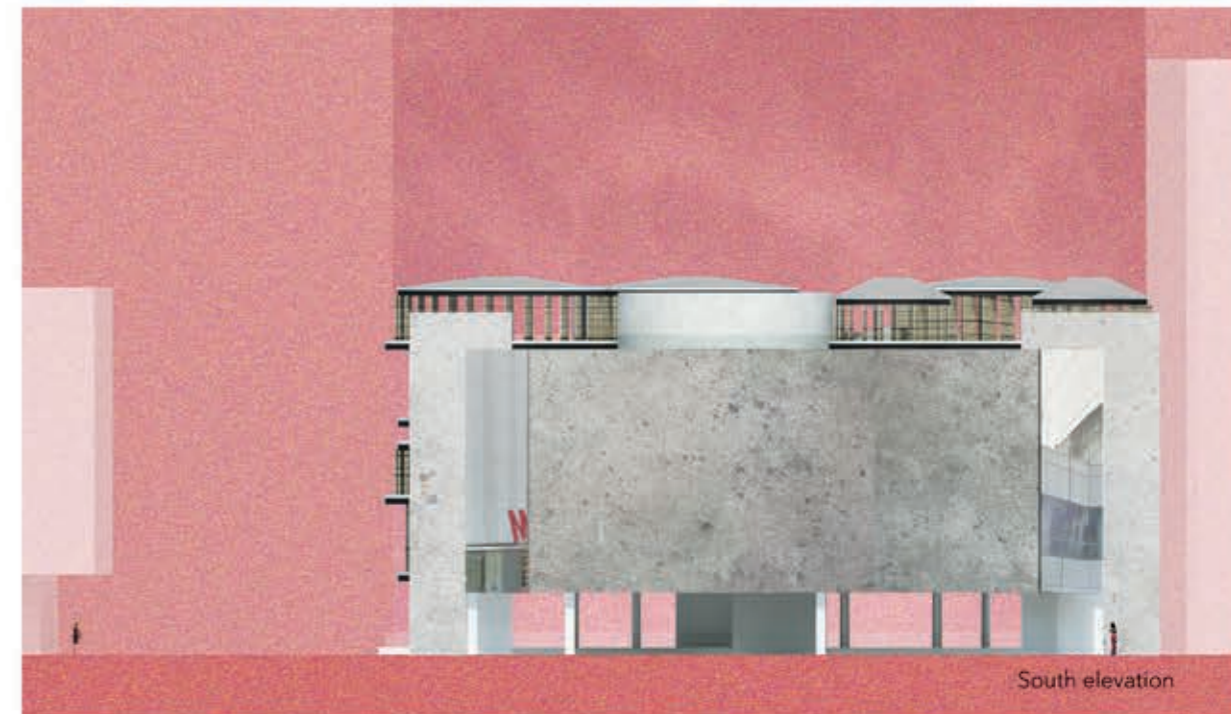
The Sanctum explores this with the aim of gaining a deeper understanding of primitive living. A thin retail block with reflective panels at its corners counters the bombardments of advertisements by reflecting distorted images of opposite commercial blocks. It also shields the artisan pods at the back of the building, providing sanctuary for the blacksmiths and the general public from consumerism.



Exterior render



Acronyms



South elevation





EPILOGUE  
//ISSUE 01

## UNPARALLED PARADIGM

Rebecca Chong //  
DARCH 01

[Ri-Bek-uh]: A bubbly, fun-loving, interesting and determined Aquarius. A person with great passion for both visual and performing arts. Enjoys painting, sketching, making music, acting and is an active participant of SP Danceport.

Unparalled Paradigm //  
Extensile Volume

The design aims to find co-relation between fashion and architecture, through using lines and geometries to form dynamic spaces for flexible use and promote spatial openness by incorporating large spaces that embody one another. The material combination shows great contrast between the rough and smooth surface that helps to engage user's haptic senses from the surfaces and edges they encounter, to allow them to be more conscious of their direct environment. The overall appearance aims to achieve a sleek and elegant visage that supplements its surrounding, yet giving off the unfinished and craggy vibe on the interior.







**UNEARTH**

Joshua Koh //  
DARCH 02

Loves: God, Photography, Design,  
Putting things together

Dislikes: Mushrooms

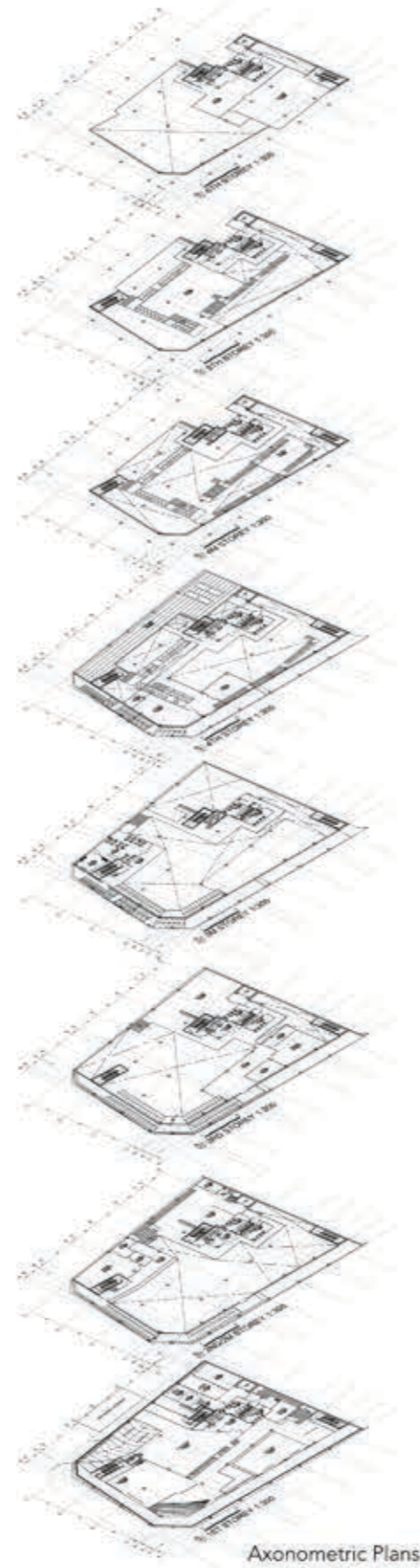
An architecture student of 3 years, Joshua needs more sleep. He interned in 103 East Architects, experiencing a variety of projects, gaining much practical experience along the way.

**Unearth //  
Discovery**

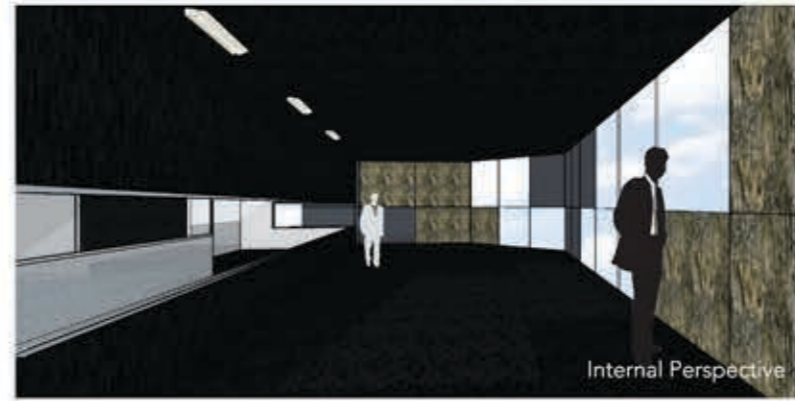
An observation of how individual users of Orchard Road experience, use and explore Orchard in their own individual ways led to *Unearth's* core concept; that is to allow users to discover and explore the artisanal centre in their own way, at their own pace.

Focusing on the journey within, Unearth allows users to choose their paths, each path leading them to see different artisans and their craft.

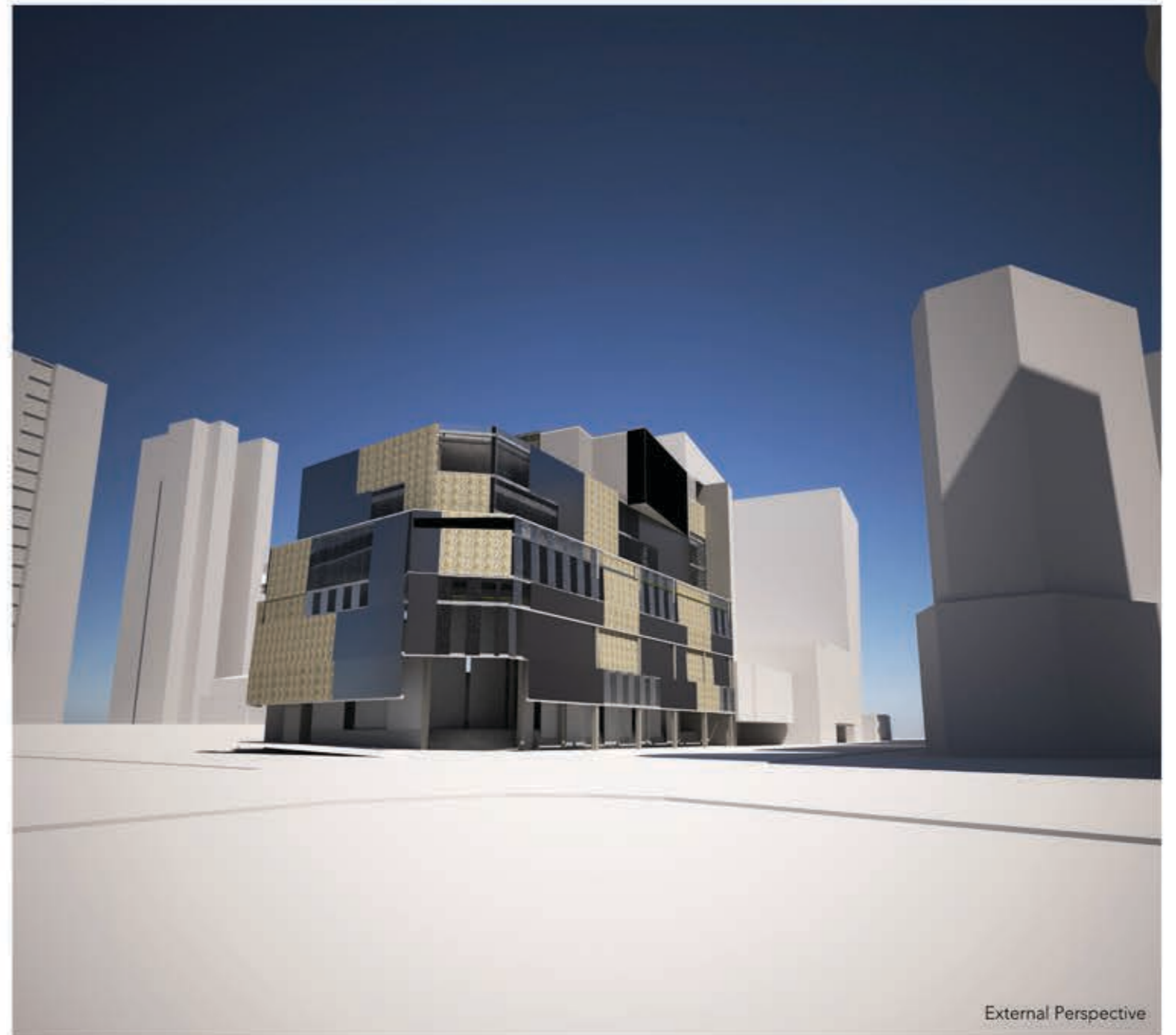
This journey of Unearthing will be one of discovery and learning.



Axonometric Plans



Internal Perspective



External Perspective





**STRINGS @ ORCHARD**

Donovan Tan //  
DARCH 04

Staying true to what one believes in, digging deeper into one's self and unleashing their potential. Believes in having fluidity in architecture creating a motion through spaces and unifying all as one. I want to be a Chemist, if you get me you will be  $(Mg, Fe)_7Si_8O_{22}(OH)_2$

**Strings @ Orchard //  
Movement of points**

Points of movements were placed on the site and the structural arcs reach out to the different paths of movement. This creates a background and foreground within the internal spaces to connect with Orchard Road's street life.

The arcs widen as it flows and opens to the street creating motion. Points of the site were connected to create movement in traffic by directing people towards the street of Orchard at different levels. Open corridors were created towards Orchard and a staggering volume allows a connection between the different levels unifying street, corridors and volumes.



Street view night



Upper storey corridor



First storey walkway



Upper storey relaxation space





**PEPEROMIA**

Toh Ming Kai //  
DARCH 04

Hi I am Ming Kai, I like buildings.

**Peperomia //  
Reducing the Heat**

Like the Peperomia plant, the building "grows" best in diffused light but not in direct light. Organizing the spaces according to the amount of hours each surface receives throughout the day allows sufficient natural daylight into each space. The auditorium, which is required to be opaque, is located at the highest storey facing the west sun. This not only provides shade for the spaces under and behind it but also leaves the spatial experience of the auditorium intact as it is always air-conditioned and artificially lit.



External Perspective



**CARVE**

Lee Cheng Yi //  
DARCH 04

Willing to settle for whatever benefits his situation and often engrossed in meticulousness, Lee Cheng Yi decided to put himself through the rigour of DARCH after unsuccessful applications to the local universities 3 years ago.

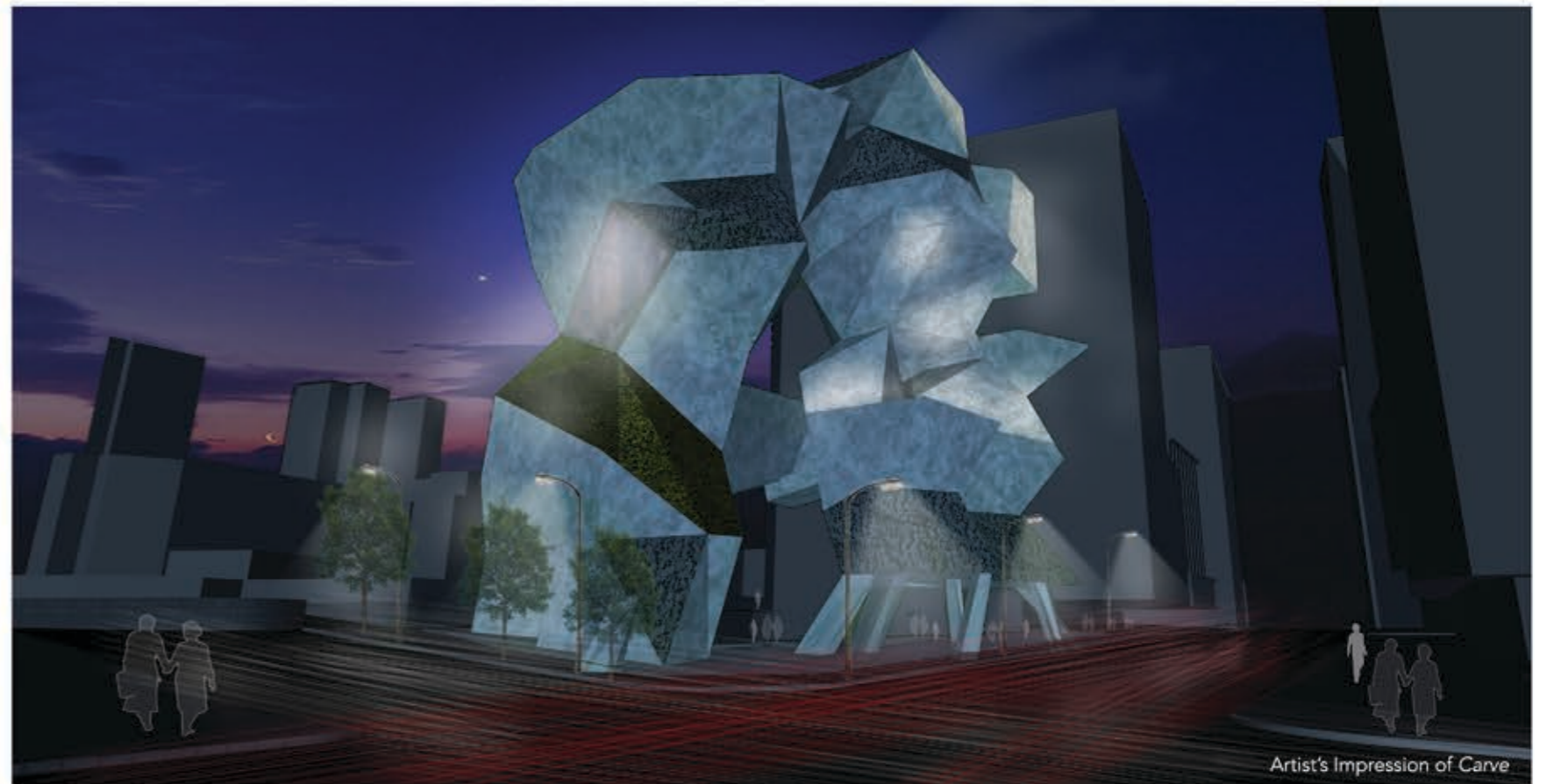
**Carve //  
Singapore Stone**

Crudely lost has been the clues of process; who allows answers?

Alienated on site, projecting the fate of local artisany yet discovered.

Contrary to upright facades of surrounding buildings, these polygons derived from stone recess deeply to a fully public ground floor.

A retreat for the average people today.



Artist's Impression of Carve





**STARLING AERODROME**

Rifqi Ashraf Bin Rosali //  
DARCH 05

I've always been a person that likes to try something new or different as I see it as a good opportunity for me to learn and apply it in the future. I'm not a hipster though.

Starling Aerodrome //  
Synergy

Wildlife groups estimate that around 2,000 to 5,000 starlings and mynahs roost along Orchard Road in the evening. They are perceived as pests to the public and efforts have been made to evict them from the area. Instead of driving them away, this project aims to be a medium for people and birds to work and interact with each other.

Humans have been inspired by birds in a lot of ways, of which being the most significant, the inventions aeroplanes and drones. This building gives it back the spaces for activities such as roosting and perching. It also hosts workshops and facilities for remote controlled planes and drones artisans which will help to inspire them in creating new designs. This place brings in a new learning hub for bird enthusiasts as there are always rare sightings of migrating birds in orchard.



8th floor, Aerodrome



Street View of Starling Aerodrome



1st Floor, Event Space





**INTERTWINE**

Goh Kar Hui //  
DARCH 05

I aspire to use art as a medium to answer and express the questions I have deep in my realm of thoughts and emotions.

**Intertwine //  
Weaving Phenomena**

The excess of images both in quantity and speed that afflicts our society has been observed by writers and philosophers have called this phenomena "the unending rainfall of images." Architecture today, too, does not escape this tyranny of images and has become over reliant on visual experiences

The architecture revolves around the concept of experiential phenomena. The phenomena in the user journey is not merely an enmeshed experience but a more intangible condition that emerges from the continuous unfolding of overlapping spaces, materials and light. Individual elements begin to lose their clarity, the moment in which an object merges with its field.



Exhibition Gallery



Event Space

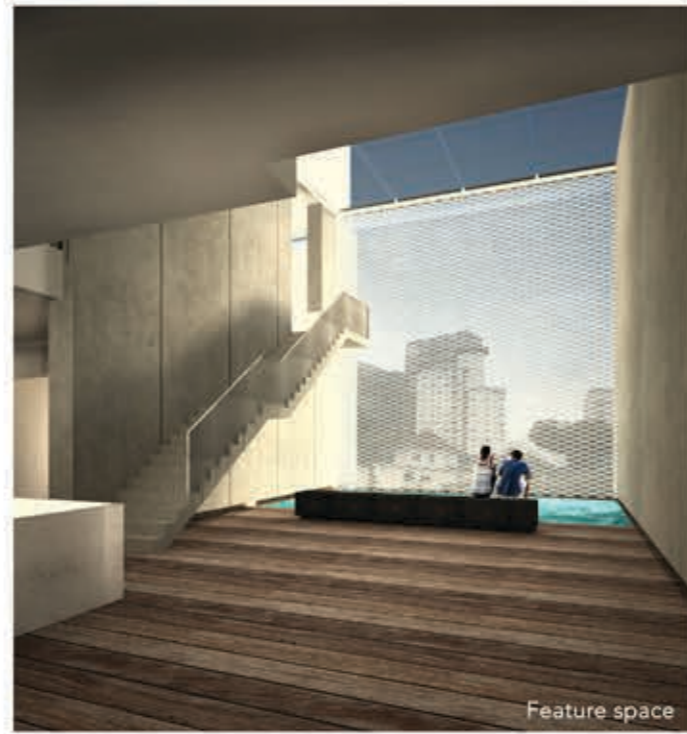


Communal Space



Entrance Space





**BOUNDARY**

Tan Yen Kuang //  
DARCH 04

Influenced by his family, his passion in architecture sparked off at a young age. He is intrigued by the poetics of forms and spaces, as well as the poetics of light.

Abstract //  
Blurring spaces

The whole process was inspired by Orchard's unique site context where experiences such as shopping seems so available to the point of saturation.

The design aims to *desaturate* and *bridge the gap* between the public and the artisans where simple delights such as the language of *touch* gets brought back into an era of mass-production.

It starts off with the blurring of boundaries between different spaces, inside and outside where ambiguity echoes throughout the whole design.

Concrete and timber complements one another to heighten the rawness and warmth within the space, while an ethereal mesh envelopes the facade of the design.







## STRATA @ ORCHARD

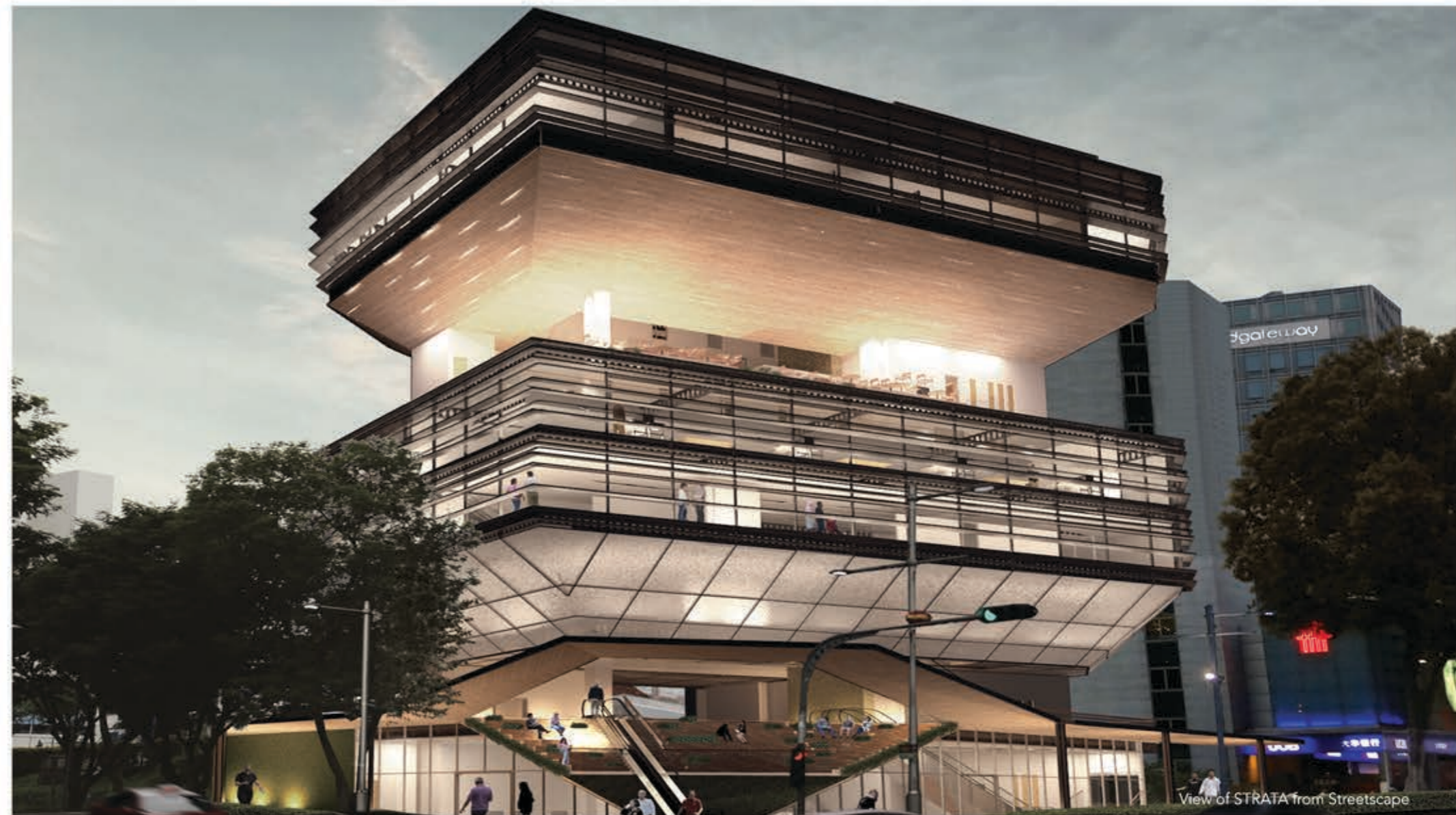
Jonathan Chua //  
DARCH 05

The more I study Architecture, the more I do not know. It is an interesting paradox for everyone, as it is both deep in its meaning, and just as vague in its interpretation. However, this question is what drives my curiosity in this course.

### Strata // Layered Spaces

Situated in the heart of Orchard Road, *Strata @ Orchard* takes on the unique layers of streetscape & building, and splits the form to create new public spaces, such as the sky terrace and rooftop restaurant. The result is a distinct form of 3 boxes with intermediate stratas separating them.

Retail and workshops are closely knitted within each floor as they go hand in hand, allowing users to see the crafts, and the craftsman to see their works represented. The form, being mostly glass, allows people along the street to see the workshops and retail within, and draws them up via a tapered slab.



View of STRATA from Streetscape



Rooftop Restaurant



7th Floor Alfresco Cafe





EPILOGUE  
//ISSUE 01

**CATAclysmic**

Jessica Cheng Hong Teng //  
DARCH 01

A third year full-time student from Singapore Polytechnic graduating in 2016 with a Diploma in Architecture. Was attached to the BCA Academy during the Internship Program in the second year.

**Cataclysmic //**  
**Disrupting Trends**

Edifices along Orchard Road are designed to be "expressive" to gain one's attention and "transparent" to reveal their interior spaces to passersby. This trend is an initiative which was introduced by the Authorities in the 2000s to make Orchard Road more happening. However, does continuing this trend really bring about a more happening Orchard Road?

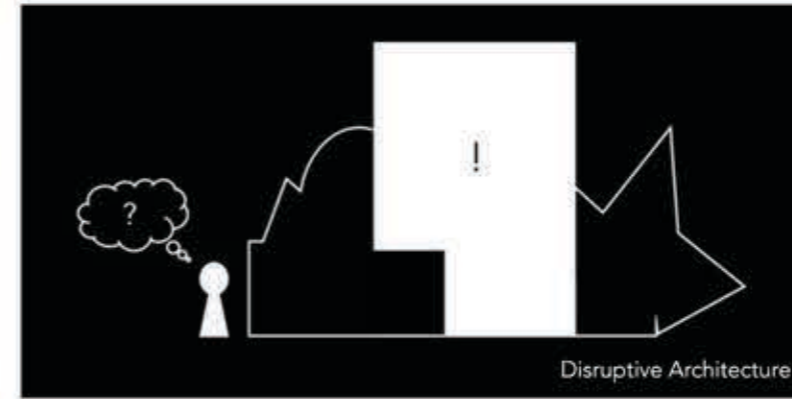
Hence, instead of following such trend, this Artisans' Collective – Cataclysmic – intentionally disrupts and discontinues the experience of being "expressive" and "transparent" so as to stand out even more than the other buildings, creating a journey which disturbs and provokes one to question their surroundings.



Enclosed Exhibition Gallery



Lounge // Event Space



Disruptive Architecture



Library





Auditorium

## ANATOMY

Julia Seah //  
DARCH 02

Seah Ming Xuan Julia is an individual that seeks simplicity.

Anatomy //  
The Big Idea

Since its appointment as a shopping district, architecture in orchard road took a turn. Buildings relish in glitz and glamour, dolling themselves with extravagant facades and brilliant LED displays as they strive to stand out from one another. It is as though all of a sudden, everything seems artificial and fictitious.

The concept of this project was to return to the fundamentals, to design a building of pure construction, a building that appears as it is constructed. A building so ordinary, it gathers more attention than the rest that constantly try to communicate themselves to people. A place that is able to embed itself and its identity to the site, a place of ephemeral experiences that echoes after its surroundings.



View of atrium from corridor



External perspective





Outdoor retail

## AEZURA

### Clarence Credensa // DARCH 03

Clarence Credensa is an has a deep love for the arts. His passion began early as he was introduced to various art forms such as drawing and music. Besides being an architecture student, Clarence is also a music enthusiast who performs at various shows outside and those organised by the school.

### Aezura // Pocket Spaces

Aezura is designed to create drops of intimacy within a commercial space, changing the dynamic of the dense urban fabric of Orchard Road. Pocket spaces are introduced to bring exclusivity to the artisans' spaces. Each pocket is an integration of programmes such as retail, workshop and landscape, creating a small community within a larger whole. The building presents itself with a soft, delicate look, as its translucent exterior diffuses light into the interior spaces. The atrium, where the exhibition gallery is located, ties the spaces together. Users will discover communities as they journey within the building, experiencing the pocket spaces as a whole organism.



Atrium / Exhibition gallery



Street view from Cairnhill Road





## LA PIQÛRE @ ORCHARD

Terrence Chan Kok Meng //  
DARCH 04

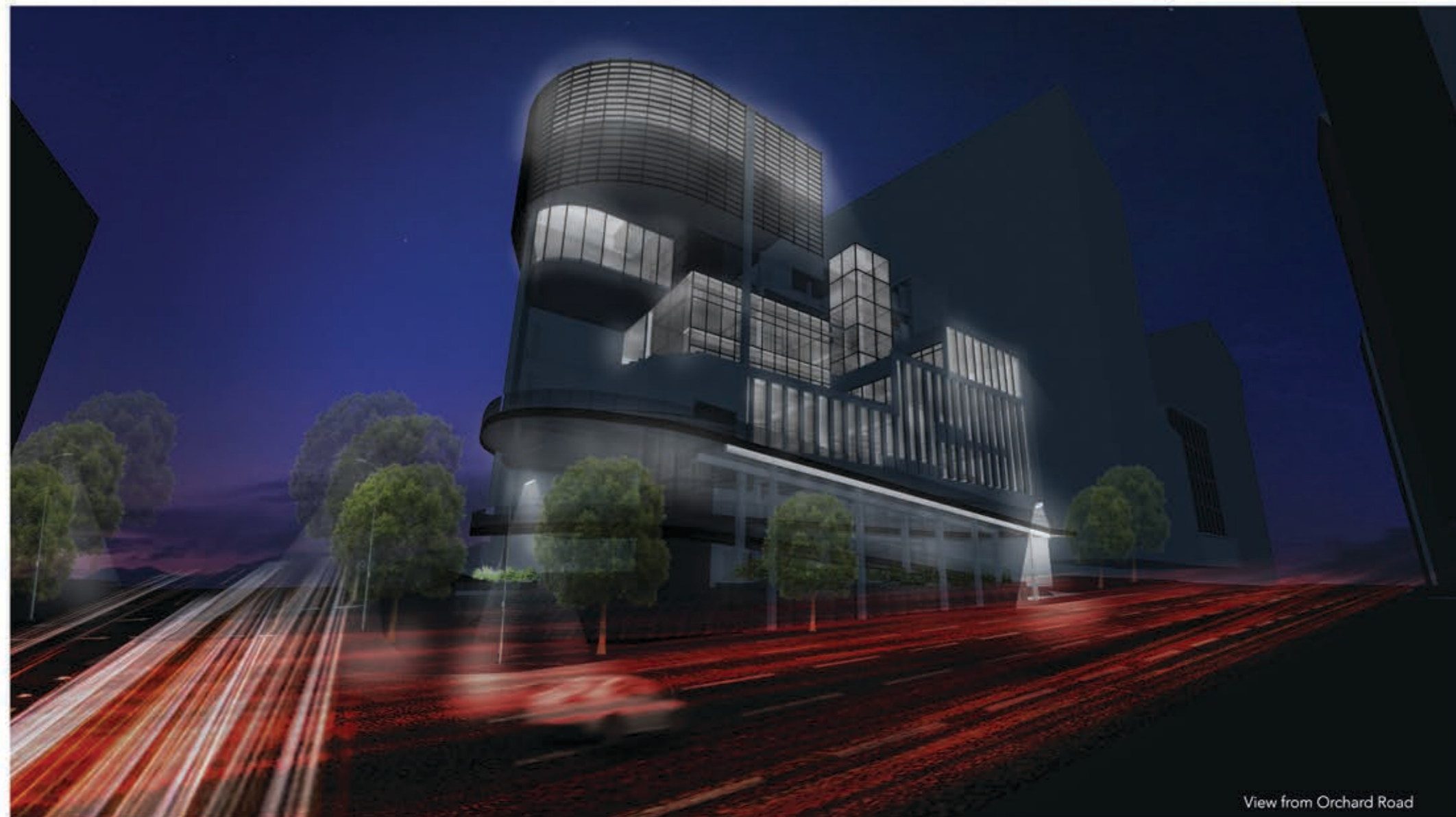
A young and independent individual with a strong interest in architectural interior design and detailing. Strongly inspired by the works of Carlo Scarpa, for his meticulous attention to detail.

### La Piqûre // Stitching of Spaces

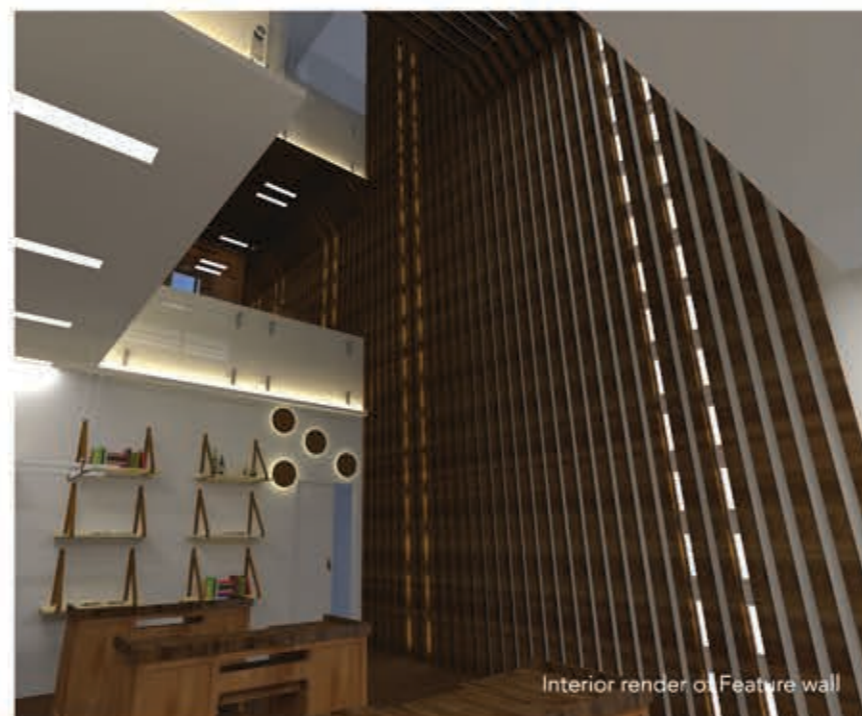
The inspiration for my project, *La Piqûre*, which means "stitching" in French, stems from the French's impeccable eye for detail and complexity. The French pride themselves on their meticulous attention to detail and the fine craftsmanship.

The entire scheme is organised around 3 threads: the Artisan thread, Retail thread and Green/Event thread, all being stitched together creating a 3 dimensional weave.

The adjacency between the separate artisan workshops forges an opportunity for the like minded to connect and share experiences with one another.



View from Orchard Road



Interior render of Feature wall



Interior render of Feature Space





**TORIKURU**

Gabriel Choon //  
DARCH 06

Enjoys exploration and curious about the many puzzles of this world.

とりくる //  
Trickle

Orchard Road is filled with activities, we can see it like a river where different areas consists of various levels of activity.

However, this long river of activity doesn't end abruptly, instead it should flow continuously (loop) where its phenomena can be experienced differently each time a cycle renews.

It begins where high velocity of the ephemeral shopping life of Orchard enters the building in the form of high velocity. In time, they are slowly exposed to the people who passionately craft products; which then begins the low velocity of activity.

In the low velocity of travel, people are made to slow down, giving them ample time to discover and learn the various techniques of craft and design.



External Perspective



Workshop Courtyard



Workshop Studio





**WERKSHOP**

Rayson Kwok Meng Yuan // DARCH 04

Third year architecture student, passionate in various studies of design; universal and holistic design strategies.

Believes strongly in the notion of design as a tool of change.

**Werkshop // Juxtaposition**

Inspired by juxtaposition; utilizing brutal contrast to accentuate and reinforce opposing characteristics simultaneously. *Werkshop* is crafted to be architecturally balanced, creating harmony from tension. Parallel to the Chinese philosophy of Yin Yang – namely, how the right balance of opposing forces will achieve harmony through duality. Similarly, such concepts can be transferred to the artisans who dwell and operate within the building.



Perspective from Orchard Road



Perspective from Emerald Link



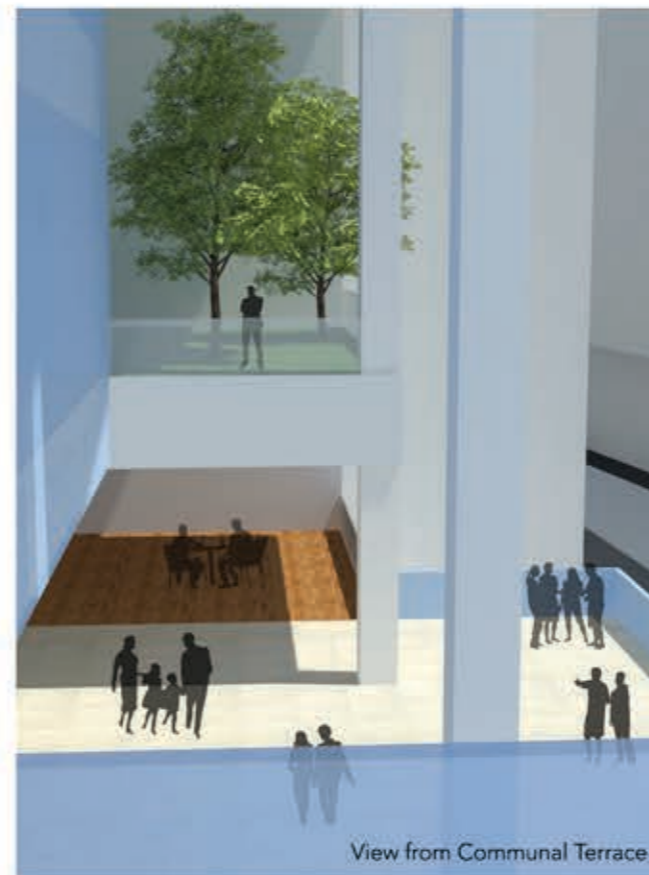
**TURNOVER @ ORCHARD**

Nurhakim Ramlan // DARCH 04

My interest in art and design was the reason why I pursued architecture. Since young, I did all I could to nurture my creativity. Family and peers alike took notice and supported me to take my passion to greater heights. My time spent practicing architecture has proven to me that design can do so much as to change the way we live our lives.

**Turnover // A New Typology**

The typical commercial typology along Orchard Road consists of the low podium block and the high rise office tower. In an attempt to redefine the typical commercial building, this typology has been turned bottom up to introduce a new typology that could potentially offer more spatial experiences to users. Public spaces are housed in "tower blocks" on lower floors while private spaces are housed in the "podium" at the highest floor.

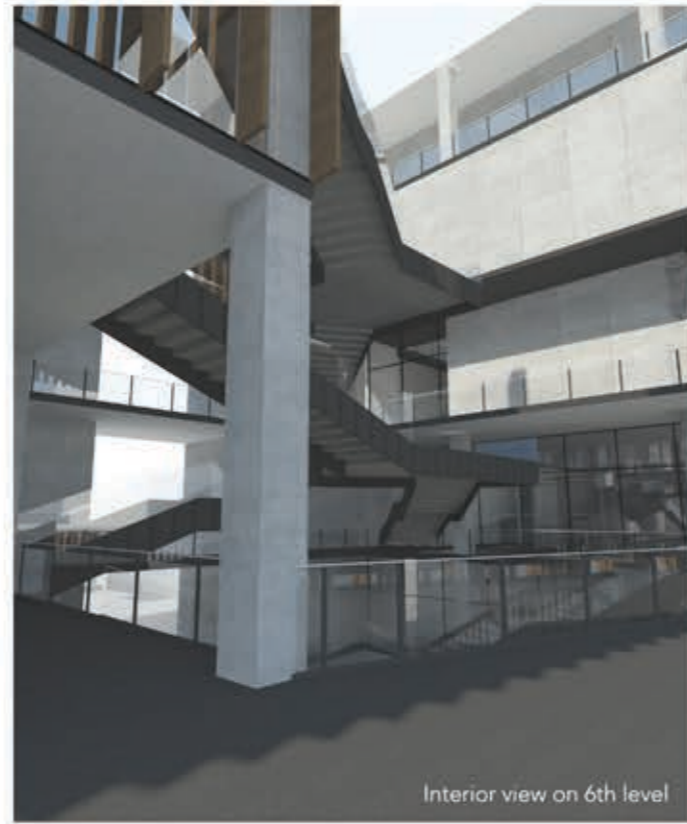


View from Communal Terrace



View from Mandarin Orchard





Interior view on 6th level

**INTERTWINED**

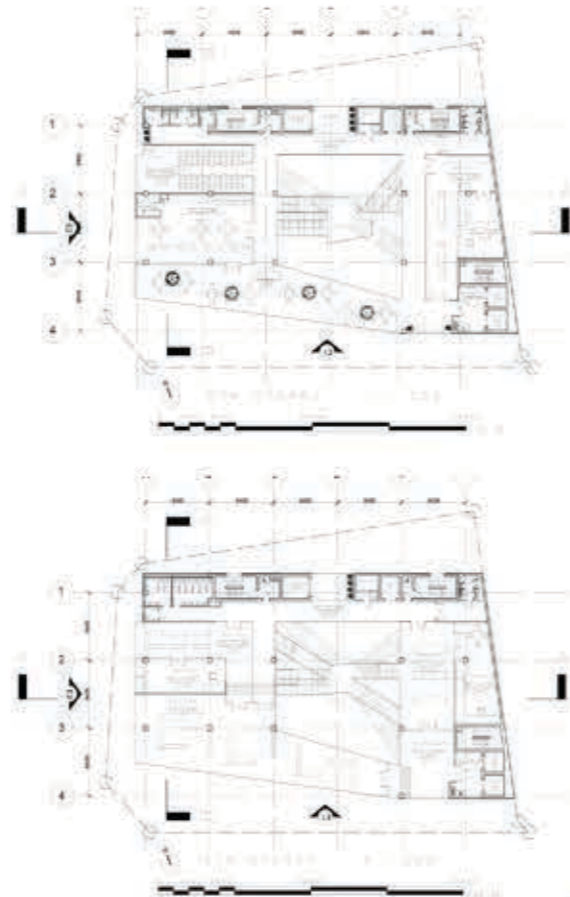
Lim Qian Hui //  
DARCH 05

Architecture never allows you a break from learning and improving yourself.

*Intertwined // Interconnections*

The difference between a factory-manufactured product and an artisan's work is that the latter involves a delicate process, containing the artisan's sincerity and respect to the craft and buyer. This quality is a trait that I feel is unique to artisanry, and should be amplified in the building's design.

*Intertwined's* concept involves using stairs to connect various artisan workshops that are located on differing levels. Users are then able to explore the workshops while admiring surrounding views at the same time. The staircases are made to be irregular to allow variations in users' journeys while serving as showcases of the artisan's works creates meaningful surprises along this journey.

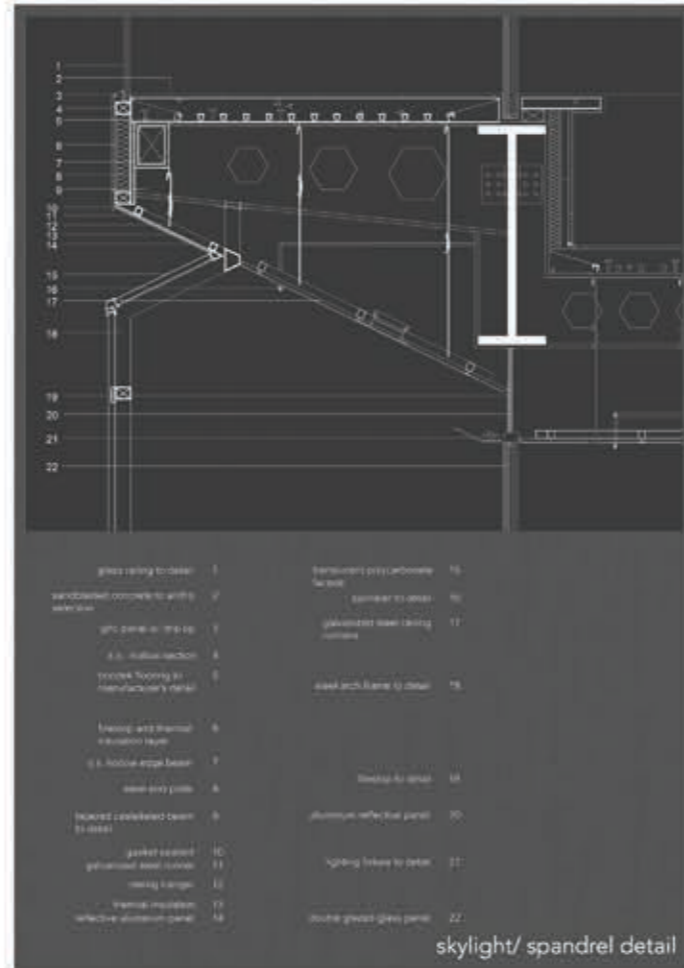
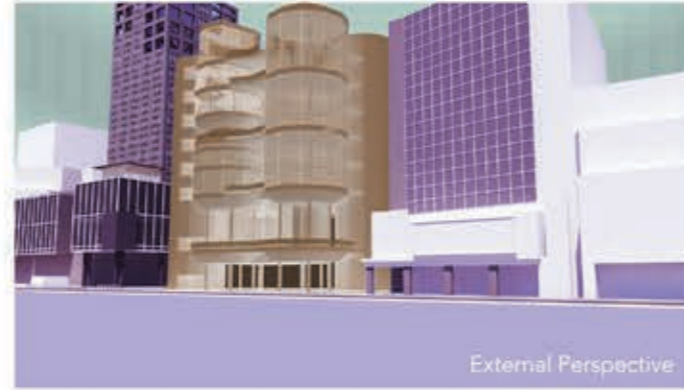


Plans



View of building from Mandarin Gallery





PARADIGM

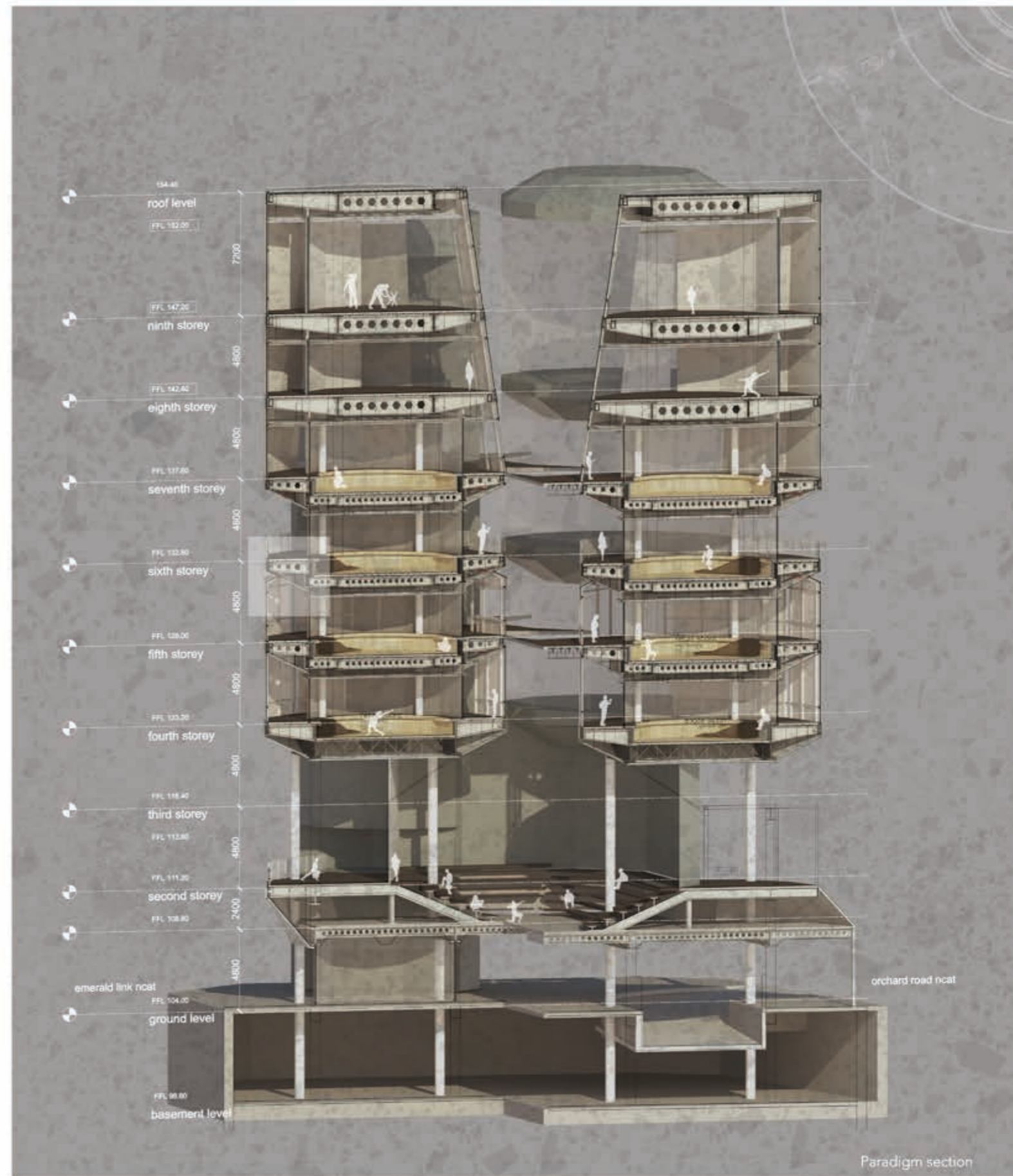
ROI KENETTE //  
DARCH 05

What do you do when realise you're on the wrong end? do you push yourself or turn back? What is your choice? We wont know unless we try. Nothing is more satisfying than ending the day, knowing that there was an adventure...

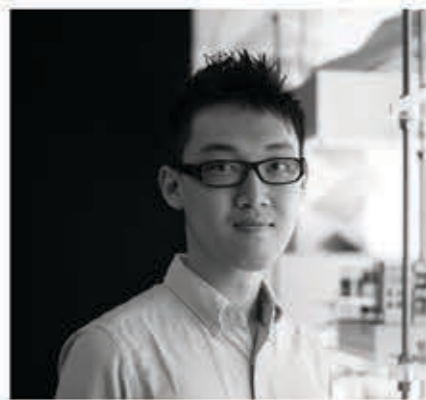
Paradigm //  
Shifting Imageries

Concepts, thoughts and processes. Paradigm hopes to refresh the memories or rather tap into the memories of orchard. From daily people interaction, to day to day activities that persist, and the awaited events that happen every now and then. The pods consist of a paradigm that, as one travels, over and over again, the spaces 'shift'. This shifting is purely phenomenal, as the idea is to tap into the memory that was displayed earlier, (visual aspect of the pod, the space that it contained) superimpose that memory with a new function, to recreate a new memory. Basically, as people walk thru the spaces, the pods themselves act as a new reference point as to how spaces can trigger memories independent of their function.

EPILOGUE  
//ISSUE 01







**THE EGG**

Lim Meng Shen //  
DARCH 01

Meng Shen is a fresh graduate from Singapore Polytechnic, diploma of Architecture.

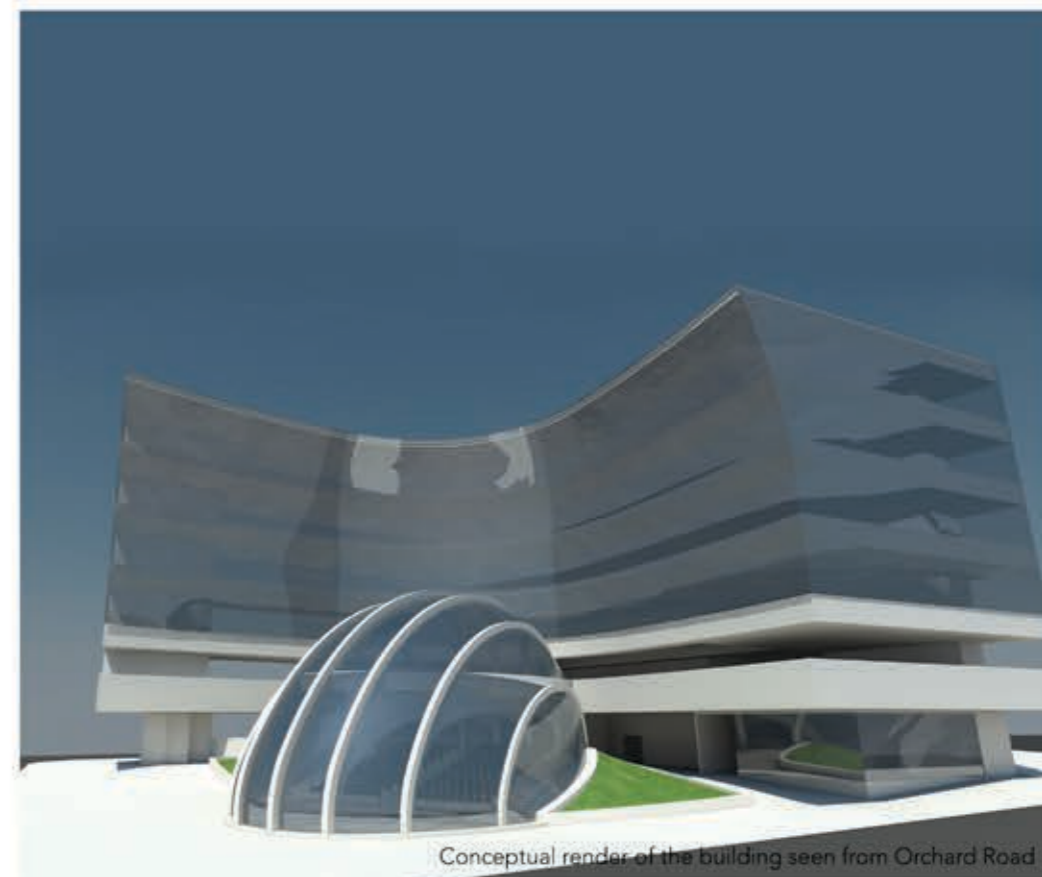
**The Egg //  
The Centerpiece**

Inspired by the works of the renowned architect Santiago Calatrava, this building expresses the most essential part of all architecture — its structure. The use of a curved form allows it to stand out in the midst of the other buildings, bringing attention to the artisans working within it.

The egg-shaped structure is a multi-use space combining an enclosed exhibition space and an auditorium. This feature is then framed by other programmes.



View inside the egg-shaped auditorium



Conceptual render of the building seen from Orchard Road



**BEYOND**

Eileen Tan //  
DARCH 01

An Architectural student who does what she loves and enjoys what she does. She goes down to the smallest of details, and believes that through hard work and dedication, she will make it as a successful architect.

**Beyond //  
Transparency**

As one walks along Orchard Road, it gives a very transparent feeling, where you can have visuals to each of the shops and spaces. Apart from this visual transparency, there is also physical transparency, experienced when one makes the choice to physically enter a said space. As such, this artisan's collective features an open plan concept, with fins on the facade for controlled views. With a balance of visual and physical boundaries dissolving within itself, it allows visitors a sense of depth within each space.



Sectional Perspective



View from Orchard Road and Cairnhill Road Junction





**TENSION**

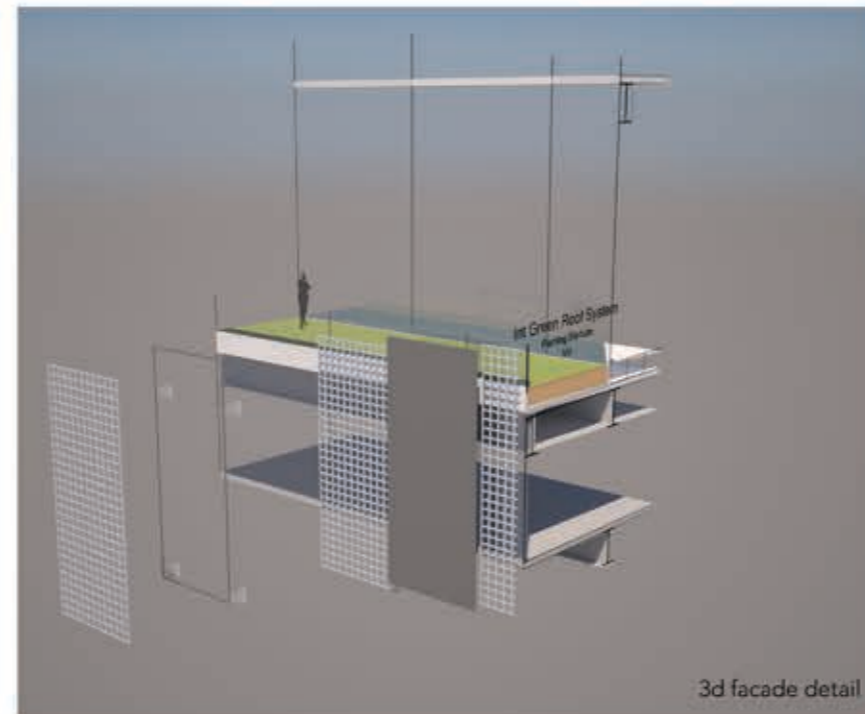
Nigel Low //  
DARCH 01

Nigel was inspired to learn about architecture after reading about Santiago Calatrava's work.

*Tension //*  
**Balance and Equilibrium**

Where form and massing contort to create a sense of tension in the structure, yet exist in equilibrium with one another.

*Tension* is based on the needs of artisan craft production - as such, it stands in stark contrast with the rest of Orchard Road, with its mass industrialism and consumer culture. Situated across the street from 313 Somerset and the H&M, the massing stands monumental against these large icons of corporate commercialism.







**DATUM**

Matthew Yee //  
DARCH 03

Third year DARCH student interested in the interaction between user and space. Enjoys theory crafting, reading and conceptualization not limited to architecture related topics.

**DATUM //**  
**Unravel the Line**

The design driver for this project was to dissolve the masking facade in order to reveal the spaces behind the facade. Many developments have facades integrated onto the main massing of the building rather than allowing the actual spaces become the face of development. In summary, the approach was to invert the elements of the solid facade inwards in a way that frames and exposes the quality of the interior spaces, therefore achieving a "true facade".



Street view of development



Full exterior render



Artisan workshop





**LINK @ ORCHARD**

Dillon Yeo //  
DARCH 04

I am just an ordinary teenage boy just trying to work towards a dream, achieve a goal and live life. I showed interest in architecture and related genres since young. It all started for me when I realised I enjoyed playing with Legos, imagining and inventing forms. My other interests includes cooking, basketball, hanging out at a pub or bar with friends with a live band performing or simply enjoying beautiful scenery.

Link @ Orchard //  
Alley-like

Link @ Orchard is based on the idea of alley-like spaces as seen, analysed and experienced around the location of the site. It is observed at site that spaces like the alley bar, the void behind 313@Somerset and the atrium in Somerset tends to bring people in and subsequently attract crowds. As such these semi-outdoor spaces were introduced and adapted in the development with the aid of suitable functions like restaurants, cafés and bars.



Exterior render

Elevation



**INTRAW**

Lee Hui Jia//  
DARCH 06

Singapore Polytechnic Diploma in Architecture from Year 2014 to 2016.

INTRAW //  
Mark of the Hand

Intraw defines the quality of craftsmanship. It is generated from the idea of interlocking and expression of "Raw". Craftmanship is a process that joins various elements together to form an artwork; a human mastery. Looking into joinery between materials that consist of a natural image to it such as "concrete, steel, timber".



Interior Perspective

External Perspective





天地

Chong Jing Kenneth //  
DARCH 06

Enjoys learning & exploring things both within and outside of Architecture.

Loves art, architecture, photography, and food.

I believe in learning, age and time should not defer one from learning anything.

天地 //  
Heaven & Earth

The artisan, someone who carefully crafts things and products by hand. In today's technologically driven environment, where consumerism dominates, the art of making things by hand has been eclipsed by the need to meet demands for goods. As such, it has brought about detrimental effects to the trade of the artisan.

The 2 main volumes, being interpretations of the existing typology of podiums that are existent throughout the street of Orchard, distinguishes the 2 main users, public and artisan. This gives back spaces to both the Artisan and the public

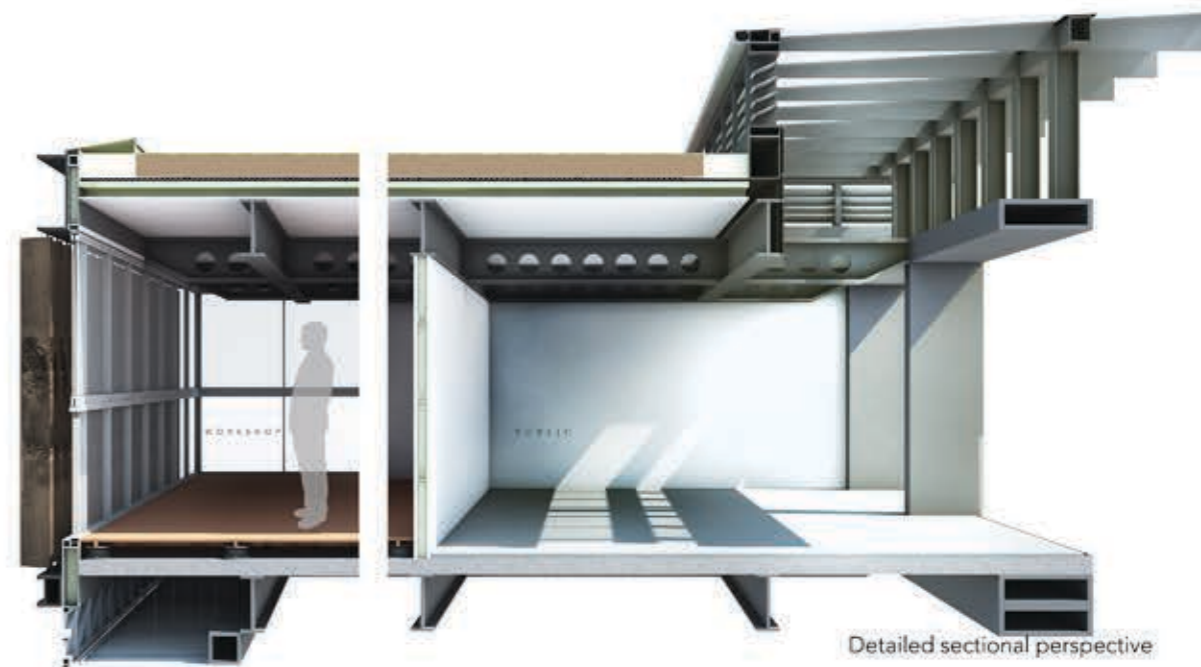


Sky terrace

EPILOGUE  
//ISSUE 01



View from Mandarin Gallery



Detailed sectional perspective





**HUMANIZE**

Jeremy Seah Yun Shen//  
DARCH 06

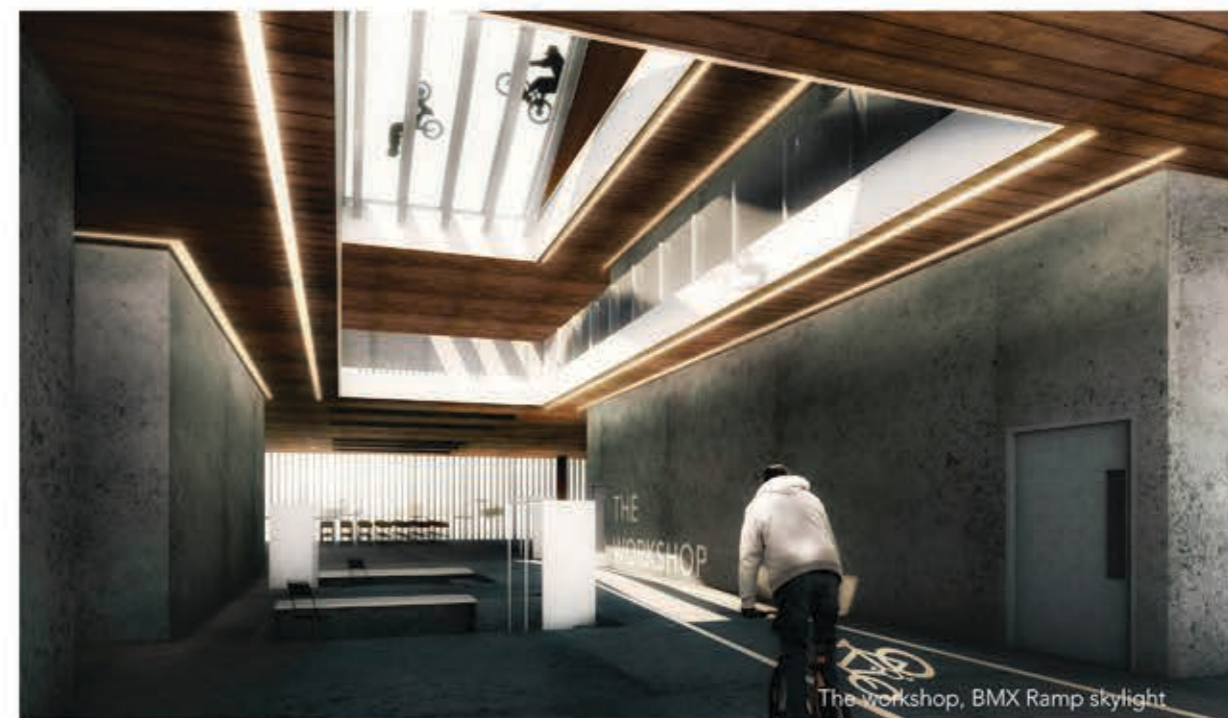
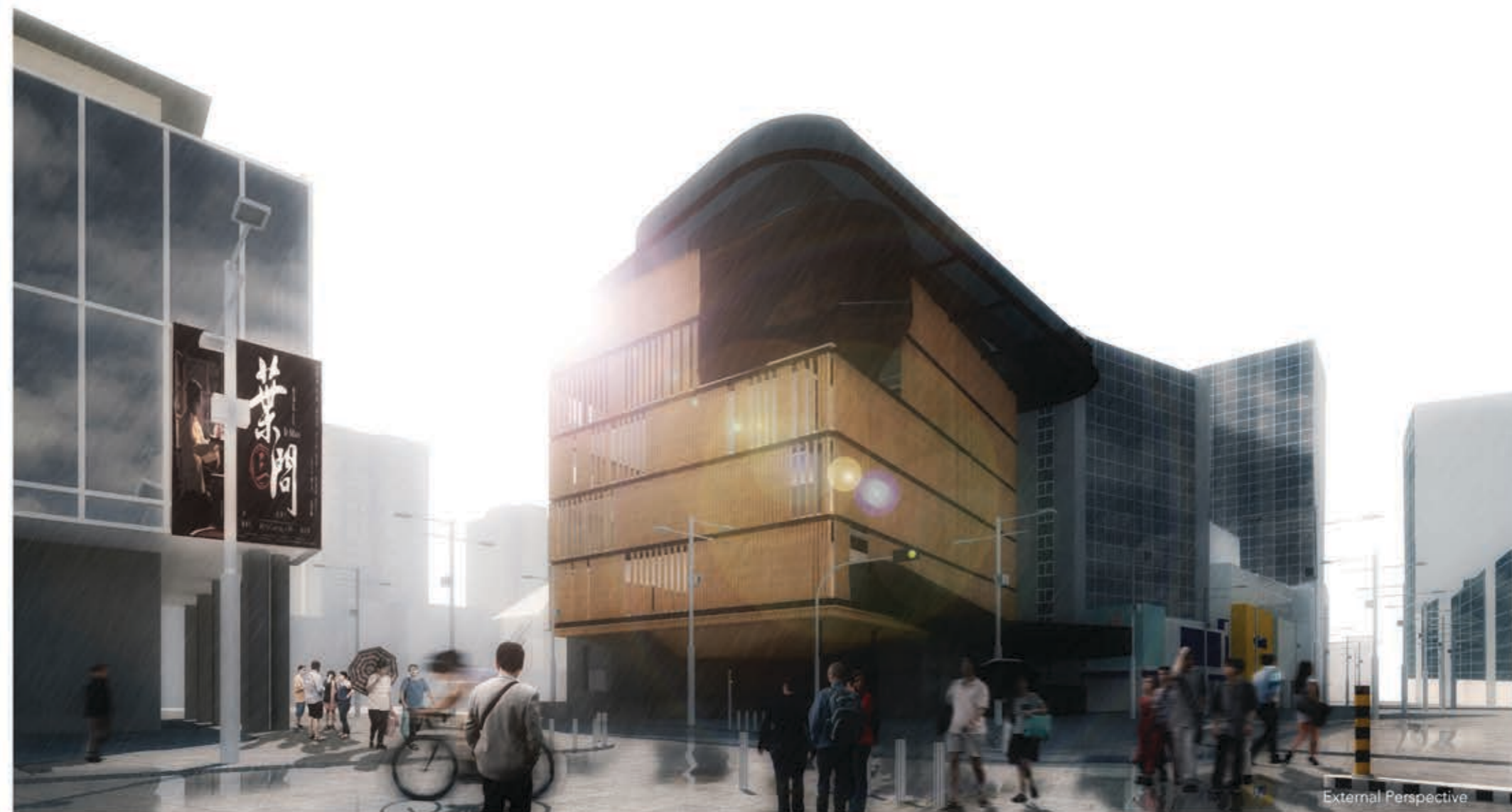
There is no heaven on Earth  
Only pieces of it.

Humanize //  
Democratic Space

Singapore's road density measured by the world bank was 473km of road per km square of land as of 2009. This obscene amount of space could have been utilized for housing, schools and hospitals but they are not. The dominance of the automobiles in our land is a pity.

This syndrome can be seen in Orchard - where the "road" divides the boulevard, restricting pedestrian circulation. The monopoly of space by the automobiles is a result of un-'humancentric' urban planning, resulting in a monotonous rhythm of the traffic light.

Humanize aims to act as a model for democratic space where spaces could be malleable and respond to a diverse spectrum of programs instead of accommodating for only one.







**INTERLUDE @ ORCHARD**

Kimberly Ooi //  
DARCH 05

The experiences and knowledge through these years is a gift I will always appreciate.

The best thing one can do for themselves is to believe and learn, because "once you stop learning, you start dying".

**Interlude //  
Movements**

The journey of walking through Orchard Road is a long and sometimes tiresome experience. Too many ideas and objectives to accomplish in one day without breaking a sweat.

INTERLUDE [an intermediate situation] aims to provide comfortable spaces for users to rest and relax before heading off to continue their errands.

It has a sky terrace on every storey to accommodate to the different experiences and needs of the users; for instance, shade, temperature, views, level of noise and even activities/entertainment. Now, anyone and everyone can enjoy a good break in the midst of their journey.



Street View of Interlude



Gallery // Heart and soul of the building



Sky terrace // Fun-filled activities





**FISSURE**

Weili //  
DARCH 02

A graduate from Singapore Polytechnic Architecture. She recently completed her 3 months internship at DP Architects. Determined to succeed, she will do her best at everything she sets her mind to.

**Fissure //  
Complimentary Contrast**

Inspired by Steven Holl, this project is driven by the idea of 'complimentary contrast'. A walkway is designed to link differing elements of the site, the public Orchard Road and the private Chatsworth school.

The angle of the sun is used to further carve the form. The building was sliced such that the 4pm to 6pm sun would shine on the events space. The balance between differing textures and materiality of space was a main consideration in the design. External corten steel facade teases the visitors slowly, revealing glimpses of the interiors, choreographing the transparency of the external and internal envelope.







**6 ARTISAN BOXES**

Joel Mo Wei Yang //  
DARCH 01

Graduate of Class of 2016 from  
Diploma in Architecture, Singapore  
Polytechnic.

Previous work experiences include;  
Platform Studio & DP Architects.

**6 ARTISAN BOXES**

High Rised Commercial Developments  
along Orchard Road tend to be massive  
in form to maximise on efficiency of  
landuse.

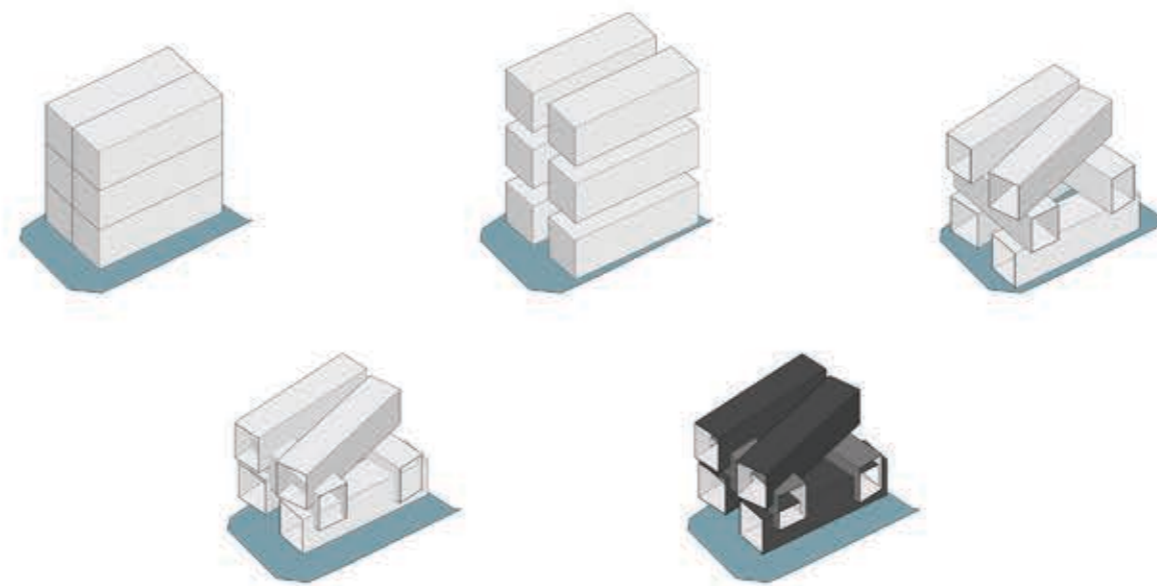
The scale of many buildings is however  
overwhelming for the human traffic on  
Orchard Road, as a result, people often  
overlook its presence.

The *6 Artisan Boxes* seeks to redefine  
Architecture as a form, involving a series of  
tri volume boxes stacked to target various  
nodes in Orchard Road where human  
traffic comes to a standstill, for example  
road junctions.

The boxes are also interlocked with one  
another to further reduce the mass of the  
overall building form and create stronger  
'box to box' relationships.



View from Mandarin Gallery



Conceptual Diagrams



Internal Render





### CREASE

Norman Bin Jaffar //  
DARCH 03

19 year old architecture student with an interest in 3D modelling.

Crease //  
Not all those who wander  
are lost

Crease is derived from the superficiality that surrounds Orchard Road, and the market attraction to products solely based on 'brands'. Crease aims to integrate and expose the creative processes that the artisans go through in the making of their products. By programmatically intercepting nodal spaces (F&B spaces, classrooms, auditoriums) with the artisan workshops – such that the workshops become by-the-way spaces. Visitors are given a chance to interact with the artisans at work.







**GROTTO**

Odelia Tan //  
DARCH 01

Besides having a passion for architecture, Odelia is passionate about crafts like book-binding and paper-cutting. She loves to learn new crafting skills and has a deep interest in other cultures.

**Grotto //  
Journey**

Located at Orchard Road, the shopping district of Singapore, the project brief would seem out of place. A design centre, a place for learning of the arts, would not be a place where passers-by would enter.

Hence, Grotto is a design centre which has been tweaked to attract these people. A design centre which sells, not just the products which it makes but, the lifestyle which these artisanal goods come with. Buying a lifestyle comes with the need to understand how the product comes about, allowing the design centre to accomplish its primary goal.



External View



Sectional Perspective



View of Gallery





**COALESCING VOIDS**

Ow Yeong Jun Jie //  
DARCH 04

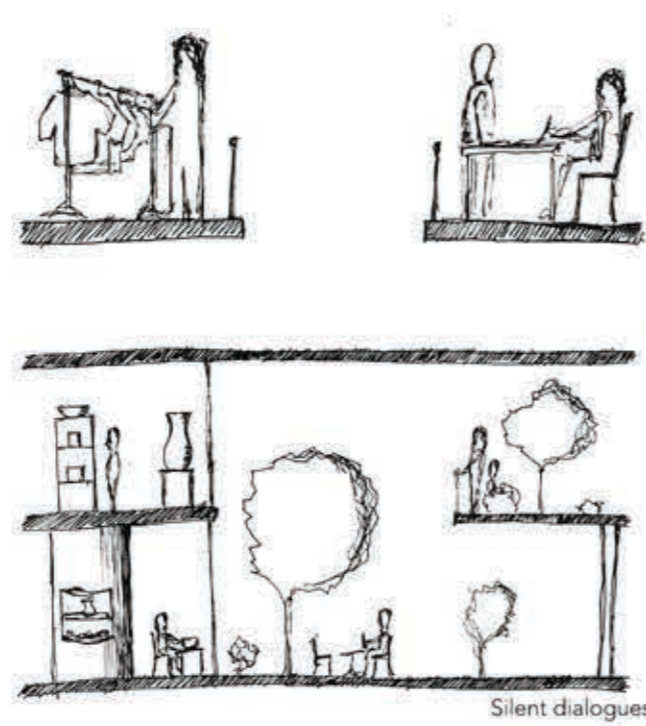
Ow Yeong Jun Jie (born 16 September, 1996). Young aspiring architect who is fascinated by nature. As one who believes that nature should be the core of every building, his designs would always have an element of nature at every corner.

**Coalescing Voids //  
Community**

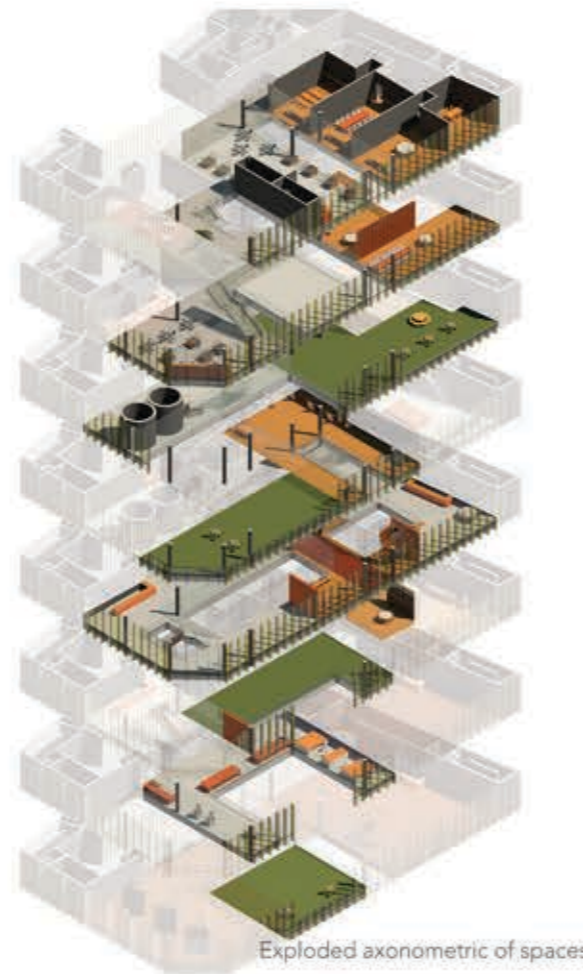
The *Coalescing Voids*, a blend of spaces for artisans and non-artisans. The design started from the idea of gathering artisans located around Singapore together in one space. It is a centre where everyone seeking for something designed by local craftsmen can come to gather.

Spaces in the building are designed such that all of them are connected to pockets of voids. These voids connect the spaces together where silent dialogues can happen.

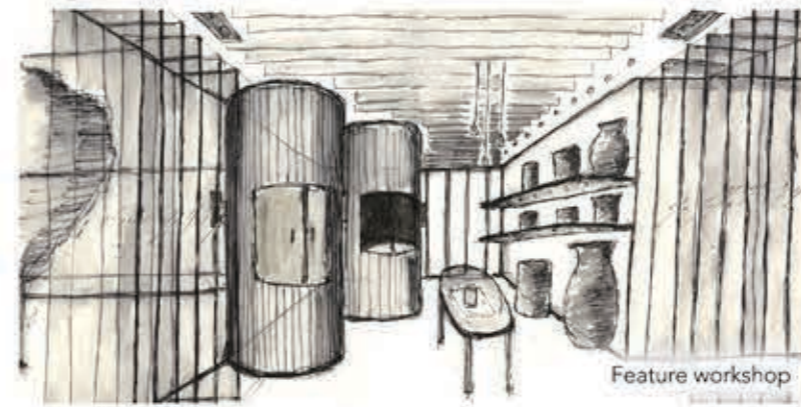
Where the voids are, opportunities are also created for artisans to interact with one another, to inspire and to create something different.



Silent dialogues



Exploded axonometric of spaces



Feature workshop



View from Mandarin Orchard





**GLIMPSE**

Brian Lee //  
DARCH 03

Born 1st January 1997, Brian is completing his third year in architecture. For his final project, Brian has designed a public development for local artisans.

**Glimpse //  
Redefinition**

The design concept was to create a sense of privacy while maintaining the openness. Using the width of a circulation space to determine the level of privacy by rearranging the layout of a mall, creating spaces in between rooms. The hallway was formed with small entrances leading to these spaces, making them "private". Once inside, only then could you enter the workshops and retail spaces. Indents of openings on the facade accentuate the spaces, reducing monotony of the layout.



4th storey plan with design concept



Exterior street view of building



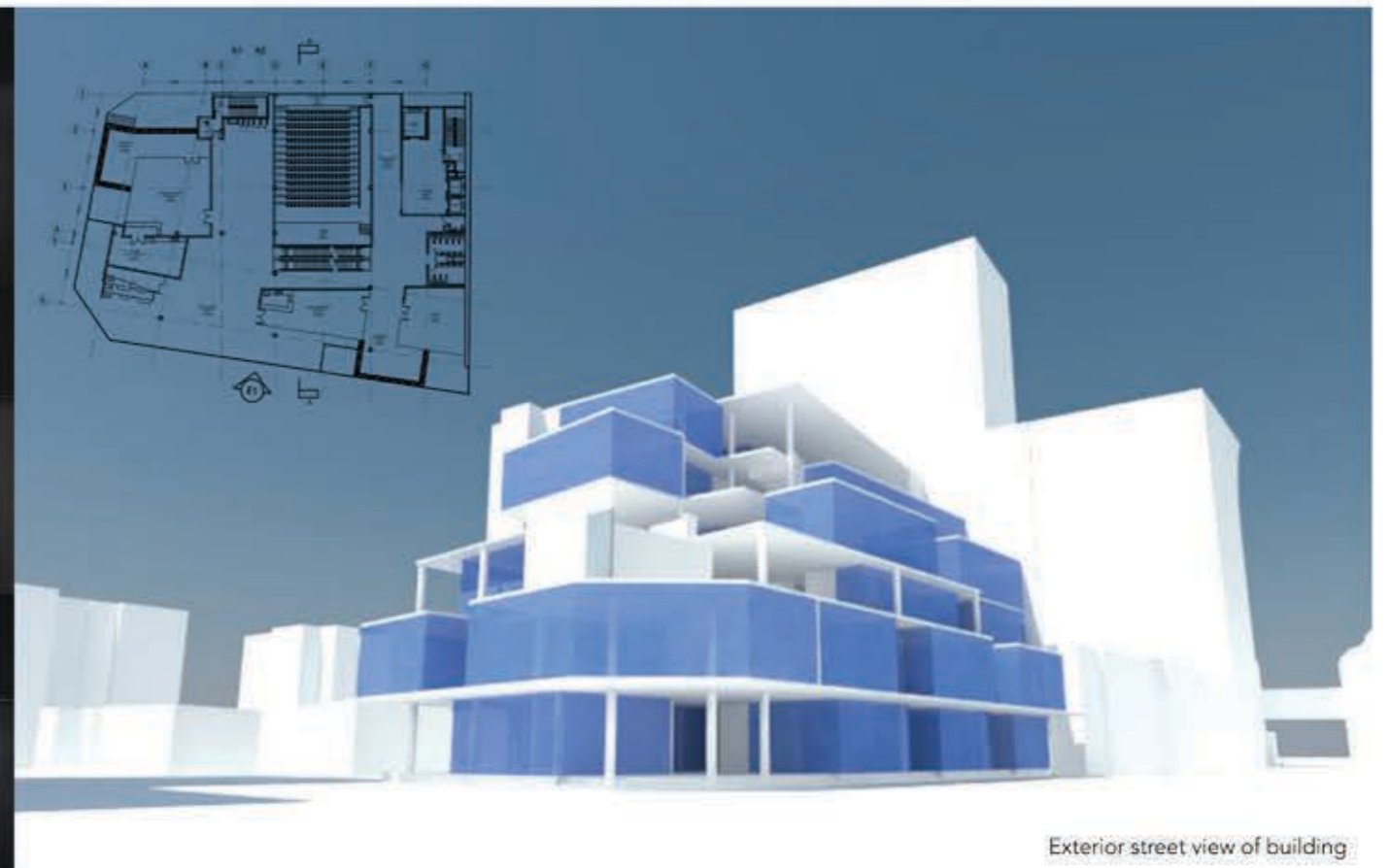
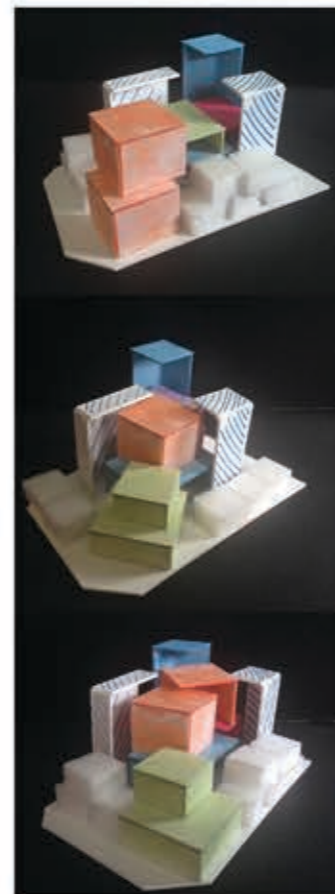
**JENGA**

Alexander Lee //  
DARCH 03

Joining this course was on a whim is something that I do not regret. Architecture is a subject of fascination, to experience the process in design that eventually leads to a finished product. Concluding my studies in polytechnic, I spend this year designing a communal artisan building, where like-minded artist have a second home to go to explore new ideas and create new products and I feel it is a fitting end.

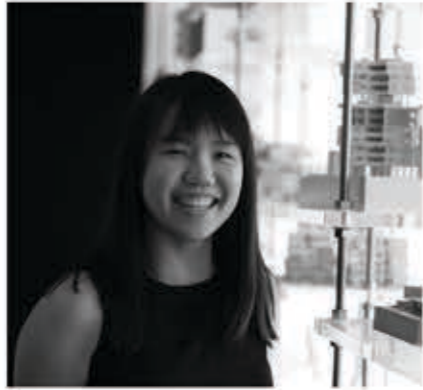
**Jenga //  
The Big Idea**

Jenga was built with the purpose of creating an efficient circulation of spaces in and out of the site. Each of the spaces such as the retail and F&B are spaced out apart from each other giving them the feel of individuality. Having rooms with gap in-between allows for natural ventilation to occur and allows the interaction between the outside and inside spaces. Spaces outside can be rented out to retail and F&B as well for people to interact. The event space is designed as two separate entities with a feature staircase connecting both of them together.



Exterior street view of building





Sectional perspective

**UNMASKED ORCHARD**

Gao Yue Mian //  
DARCH 04

Intrigued by how the site is interpreted in different ways, she feels that architecture is a constant learning process where she is finding her own way of interpreting the context.

**Unmasked Orchard//  
Exposing The Podium**

Podia are a distinct physical characteristic of Orchard. With malls all around Orchard, these podia are filled with people. Upon entering, they can be seen manoeuvring through levels and spaces. However, this is often masked with a facade and not seen on the outside.

To emphasize the movement within, spaces within the building are exposed, creating an activated facade where the public can easily see the movements within.

To spark curiosity in the public, the opacity of the building varies, to allow some spaces to be fully exposed, while more private spaces only allow the users' silhouettes to be seen.



Pottery retail and workshop space



Artist's impression of Unmasked





**WORK OF ART HOUSE**

Rachel Liam Shu-ling //  
DARCH 04

Lives next to the forest with monkeys and wild boars occasionally visiting. Finds joy in dancing, playing the piano and doodling. Loves her miniature white schnauzer, flossy, and spending quality time with family over the weekends.

**Orchard WOAH //  
Delightful Pauses**

Situated in Orchard Road, a busy shopping district in Singapore. Mall after mall, continuous pedestrian paths, glass facades and bustling large crowds, there seems to be so much movement and continuity. Amidst the large crowd, a street vendor is selling ice cream as people join the queue. In a public square, people pause to watch as street performers showcase their skills. Perhaps these delightful pauses along Orchard Road give it its unique charm and character. Just like the artisans who are putting a pause to this age of mass production, where they slow down, pause and delicately use their hands. Orchard WOAH, Work of Art House, embraces the effort and time the artisans spend into crafting and creating their works.



Punctuations of light into artisan courtyards and workshops.







**HEARTH**

Gabrielle Liew //  
DARCH 05

craft & design  
romanticizing architecture

Hearth //  
gather and rekindle

Amongst the blooming shopping culture, the spirit and activities of Orchard Road and its buskers are often shrouded and glossed over as part of the hum drum of the environment.

The three primary zones of the customary shopping mall – atrium, corridor and private spaces are re-created and inverted. The atrium-turned-verandas present public spaces to Orchard Road as an extension of the outdoor pedestrian mall. Instances and moments for the artisans and the public to meet and mingle are created - rekindling appreciation for the little activities and uniquely cohesive harmony Orchard Road has, as an eclectic street of urban sprawl and spirit.



Feature Space - Gallery, Cafe & Event Space | diagrams



Corridor



Hearth from H&M





**ATELIER**

Mohammad Fadell //  
DARCH 01

Fadell graduated from NITEC (Space Design Architecture) in 2012 and Singapore Polytechnic (Architecture) in 2016.

He always have a positive attitude towards the work he do. Fadell is also a versatile and keen learner.

Project name //  
232 @ Orchard Road

Located at Orchard Road, the building is designed for artisans to display and promote their handcrafted products. Due to the humid weather in Singapore, the building was designed with the purpose of providing better environmental with a focus on sustainability for improved human comfort.



External Render



**UNTITLED**

Pung Li Kuang //  
DARCH 01

A human being who believe strongly that architecture isn't restricted to just about buildings and facades.

'Architecture' as a term, is referring to anything that is capable of, to influence the practices, the culture, and hold direct impact to the users.

Passionate to work his best in the field, and strongly believe that no matter how small the impact will be, something will change as a result.

Untitled //  
Redefining

"What we see, isn't really what it is." The entire idea of this project is to redefine the retail experience.

To artisans, the process of producing a final product is an end in itself. From the stage where the initial idea comes about, to parts assembly and making, then the product, is the plot behind *UNTITLED*.

Driven by the visual connection between both the users and the process of making.



Front view of the *Untitled*, from H&M Somerset.





Sectional Perspective



Interior artisan exhibition space

渋い [shi-bui]

Eloise Arellano Borbon // DARCH 02

[noun. el-oh-eez, el-oh-eez] is a 20 year old. Born in Philippines. Bred in Singapore for the past 10 years. An aspiring architect. Passionate. Determined.

渋い // Simplicity and Complexity

The concept conceived was to have an external façade that masks the interior experiential spaces which focuses on showcasing the talents and crafts of the artisans. In a bid to create a building whose purpose is beyond the ideals of consumerism and serves as a reminder of the beauty of artisanal crafts, the spaces are masked in response to the consumerist-driven architecture found in Orchard

To create a piece of architecture that masks the interior spaces, the idea was for the façade to be of a pure form to give simplicity and contrast between the interior spaces. The interior spaces were made to be more playful and vibrant as a contrast to the simple and pure form, thus aligning to the concept.



View from Mandarin Orchard





## ARRIS @ ORCHARD

Seah Xin Ze //  
DARCH 04

Aspiring to be an architect and has a strong interest in the arts. Influenced by a musical background, he finds balance inbetween the two which motivates him to give great attention to details and to every project he has done.

Arris //  
Urban Porosity

The concept of representing individual programmes within architecture as a modular form pieced together with the principle of public and private spaces is the main driving concept of this project. The modular concept of the building massing is also inspired by the Chinese garden where the experience of the space is key and pavilions placed throughout the garden acts as rest stops. This also allows for an experience where every bend in the garden exposes a different character of the garden, hence a sense of exploration is instilled within the user, motivating them to journey through the entire garden. The modular concept of the overall building form facilitates these ideas and provides a base on which these ideas can be built upon.







Aerial view from Mandarin Orchard

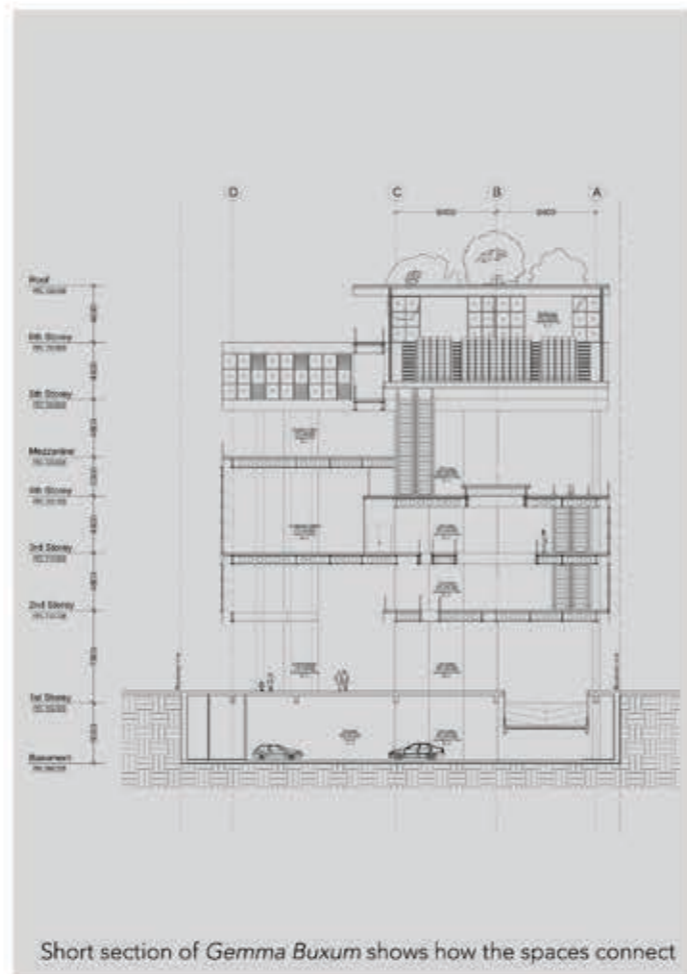
**GEMMA BUXUM**

Lum Wai Siong //  
DARCH 06

Wai Siong aspires to be an architect who intends to start his own firm. Throughout the course of his time in Singapore Polytechnic he has worked with students from Civil Engineering, participating in competitions such as IDEERS 2014 (8th place), IDEERS 2015 (4th place), and BCA Green Sparks 2016.

**Gemma Buxum //  
Multi-Connections**

Designed to ensure that business and artisans are able to coexist in the same environment, this building allows consumers to be able to interact with the artisans through visual, olfactory and tactile phenomena with the by-products of the artisans' work as the medium. This is achieved through the use of double volumes and voids within the building to connect different floors together, as well as the transparency of the building in general to connect the artisans and the public visually.



Short section of *Gemma Buxum* shows how the spaces connect



Street view of *Gemma Buxum* from Grange Road





**CROSTREET**

Lionny Tai //  
DARCH 06

An explorer, a dreamer, a seeker, a creator and a friend.

EPILOGUE  
//ISSUE 01

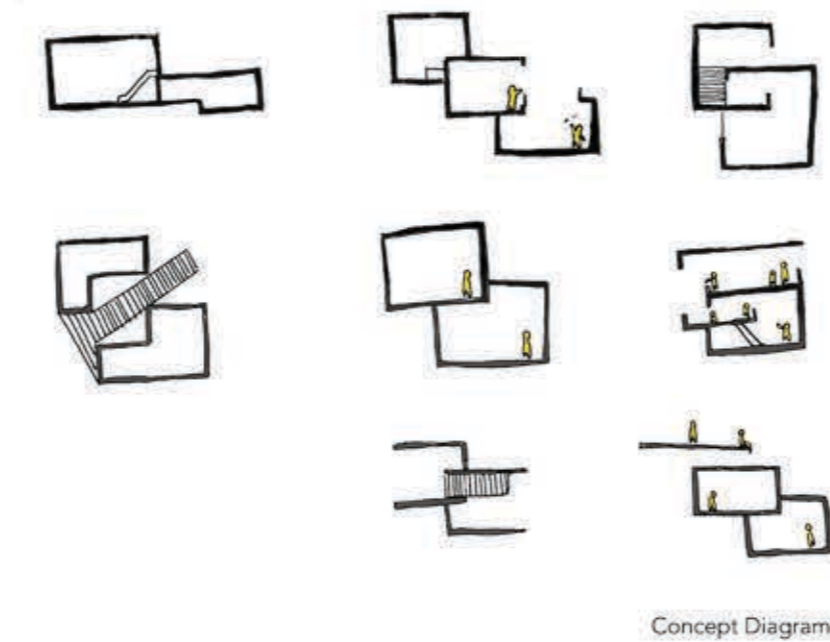
Crosstreet //  
Vertical Street

This project embodies the concept of a vertical street building where it provides engaging physical experiences to its users that spill out and influences the rest of the streets in Orchard Road. The idea is sparked by the lack of interaction with the surroundings observed along the streets that creates a self-absorbed environment.

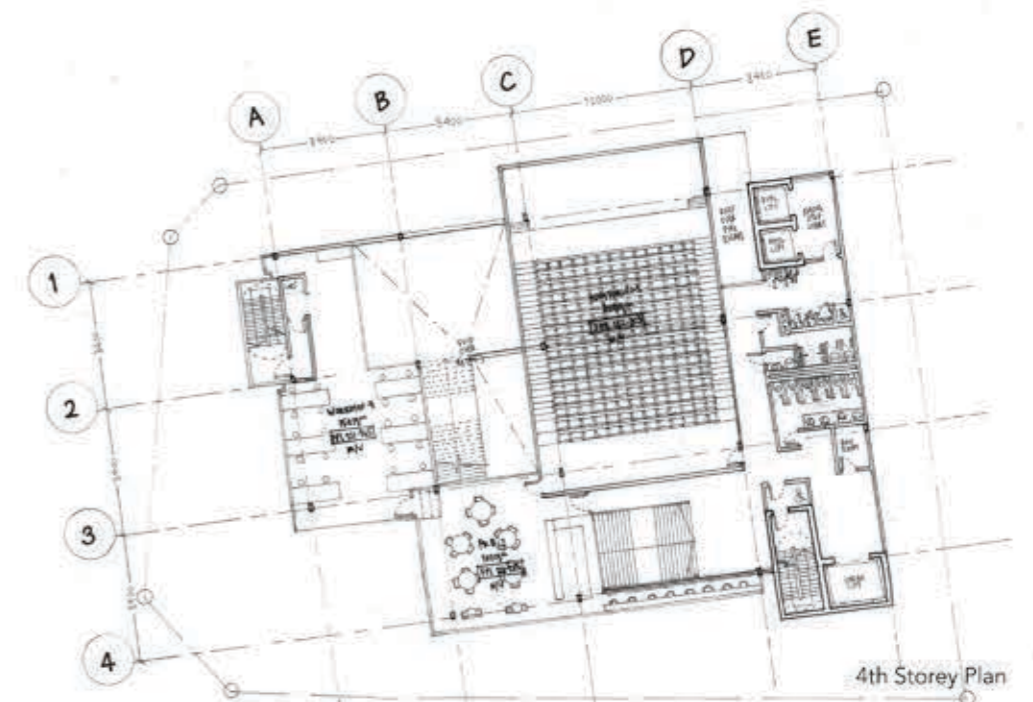
The engaging experience in this project is best replicated through the connecting spaces, the in-between spaces, intermediate or intersecting spaces. Some ideas that are explored included mezzanine levels, physical protrusions of the structural elements to create the presence of another space and also intersecting spaces so that they are connected.



Street View from The Heeren



Concept Diagrams



4th Storey Plan





**Central Rise**

Terence Tan Jun Hao // DARCH 02

Terence Tan graduated in 2012 after studying in the Institute of Technical Education for 2 years. After which, terence pursued his interest in architectural studies at Singapore Polytechnic.

Worked in Aedas and Aecom as an architectural intern.

**Central Rise // Wind Scoop**

The building concept is environmentally driven to welcome the wind and ventilate the whole building, acting as a wind scoop bringing down wind to the ground level. This scoop also becomes a double skin facade for the building that helps to lessen direct sunlight into the building. Landscape areas are provided in the building for most for all the floors.



Front facade of Central Rise



Interior Render, from the first floor



**JAUNT**

Ridhuan // DARCH 01

Ridhuan, 22, aspiring architectural student who just graduated from Singapore Polytechnic.

A curious young mind who strives to better himself everyday.

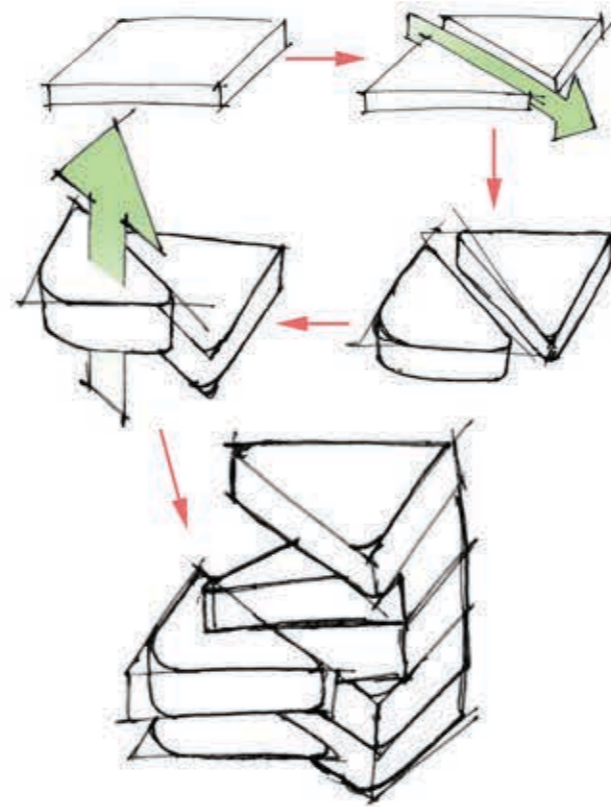
Believes in the quote "Never waste time thinking about what could've been or You'll miss out on what could be."

Participated in URA CUBE 2013.

**Jaunt // Converging Spaces**

Jaunt's design is generated based on the site context which aims to attract pedestrians into the site by having several engaging factors incorporated into the scheme.

The circulation of Jaunt comprises of floor to floor ramps that intertwines between spatial space. The idea is to have visual and seamless connection as well as blurred boundaries. The ramps allow the users to stroll around the building in a



Diagrams and sketches



External Render





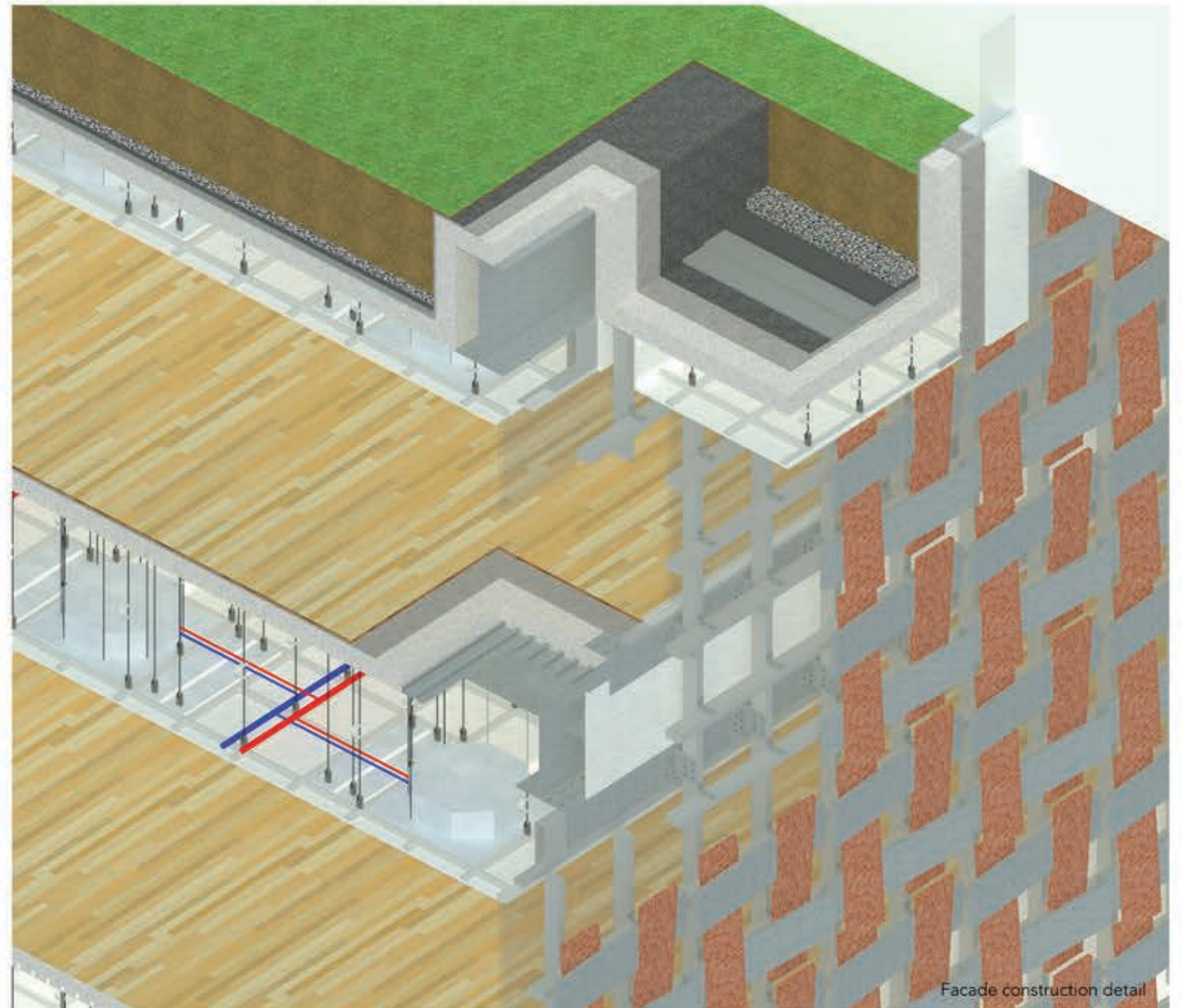
**KETUPAT**

Dwayne Ng //  
DARCH 04

Dwayne Ng is an aspiring designer, writer and actor based in Singapore. He graduated from Singapore Polytechnic with a Diploma in Architecture in 2016. Alongside his work in architecture, he actively takes part in theatre-making.

**KETUPAT //**  
**The Weave**

*Ketupat* is named after a handmade woven rice dumpling most commonly found in Singapore, Malaysia and Indonesia. It reflects the concept of "weaving" forms, spaces and materials within the building. It also is derived from the use of the building as an artisan design centre for local artisans whose works are painstakingly hand-crafted and not made by machine. The project site sits between two very different urban fabrics – Orchard, one of concrete, noise and enclosure, and Emerald Hill, one of greenery, calm and spaciousness. *Ketupat* merges the two by weaving them into one, allowing users of the building to experience both simultaneously. The building is pocked with green terrace strands abutting usable spaces.







External render

**IJIMA**

Dominic Chia //  
DARCH 05

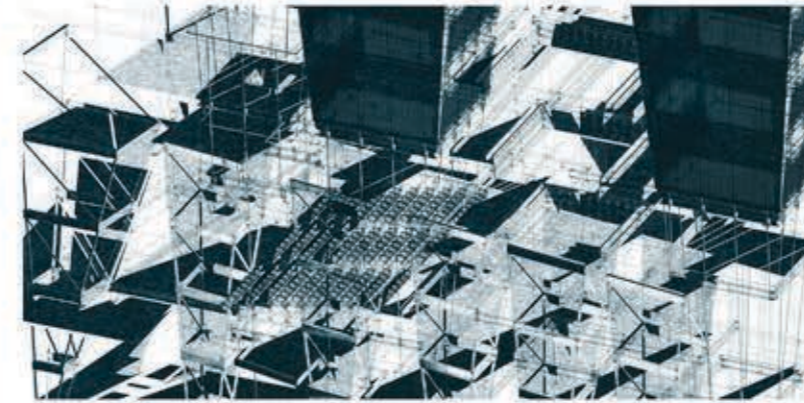
Intuitive and passionate individual.  
Gets excited over good design.  
Loves collaboration.

**IJIMA //**  
Sustaining Place

*IJIMA*, sustaining place, presents an alternative to the constant flux of needs and programme. The building takes on a monumental form, unlike its neighbours, and seats itself calmly amidst the senseless noise and awaits devotees, artisans of traditional craft.

Void, by form, invites users to make and sustain place. The forms works towards the sustaining of activity, adopting functions such as shelter, cooling ambient temperatures and guiding daylight into the building.

Where facades morph and develop, what can be said about its interior phenomena? The audacious suggestion of a new place and character by its mask dishonours the public's perception of space.



Sectional perspective





**ENTWINE**

Chloe Lim //  
DARCH 04

Chloe Lim 林恩 ; is a true blue Singaporean that loves flying around the world on adventures to see interesting architecture. What intrigues her are buildings that speak for themselves and remain true to the surroundings.

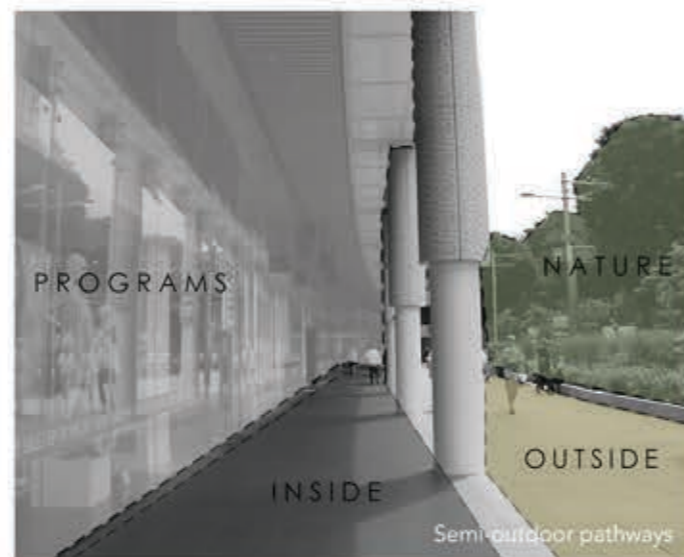
Entwine//  
Ambiguity

When one is walking down Orchard Road, one always seems to be either inside semi-outdoor sheltered walkway or out in the open appreciating orchard's unique streetscape. Hence, this forms an ambiguous relationship between the two spaces.

After studying Orchard's streetscape, there are 4 types of spaces: Programs, inside, outside and nature. The concept was to bring back the essence of in-between spaces. Spaces were carved out of a building mass to bring this flow of the outside into the inside. Overlapping spaces were made to allow users to experience the twin phenomena of being inside but at the same time, outside.



Sectional perspective



Semi-outdoor pathways



Communal bridge on 5th storey



External render





**ARTISAN REFUGIO**

Janice Gan //  
DARCH 05

Architecture is a mish mash of nature and of man-made features. All that is left is the finishing touch to the building. It is unfortunate that the users of the building may not know the pains and woes of planning and designing the spaces.

Artisan Refugio //  
Linearity

Down the streets of Orchard, people and cars move. All down in a linear manner. Finding a place to rest and relax, or to enjoy the arts, enhances one's senses to experience more in a busy city setting. Finding direction and comfort, a space that allows gathering and appreciation. Learning and working on the go, having a purpose and to open one's mind to more. This holding may follow the scenes of Orchard, but it is the activities in it, that shows what the space really is for.



Street View Exterior Render



**FRAGMENT**

Loh Jun Hao //  
DARCH 04

Third Year DARCH student interested in architectural detailing.

Enjoys reading and thinking about conceptual ideas which includes those outside of architecture.

Fragment //  
Volumes

Fragment is a composition of volumes, each representing the respective artisan workshops coming together to create an experience for the user — understanding craft.

Negative spaces in between workshops serve as a platform, where the artisans and the public can potentially interact. These 'residual' spaces produced from the negatives of the 'fragments' in turn overlook into the workshops.



Exterior Render





**ACTIVE PORTRAITS**

Hansel Lim //  
DARCH 06

Trust the process, no matter what happens along the way because when you look back many years later, you will realise how much you have improved.

Strive to be 1% better each day.

**Active Portraits //  
Frames**

In Orchard Road, you can easily notice that shops communicate with the commuters via the use of short messages that are often encased within glass boxes that resemble frames. These frames help our eyes to pick up the main points that they are trying to tell us - a new product or a huge sale - very easily. This causes the masses to focus on the finished products, getting stuck in the consumerism cycle.

As the design brief calls for an Artisan's Collective, I adopted the framing traits from Orchard into my design. However, I would be framing up the first half of the production line—the artisans while they work their craft, so that people would notice the production process of the things they buy.







**FRACTAL**

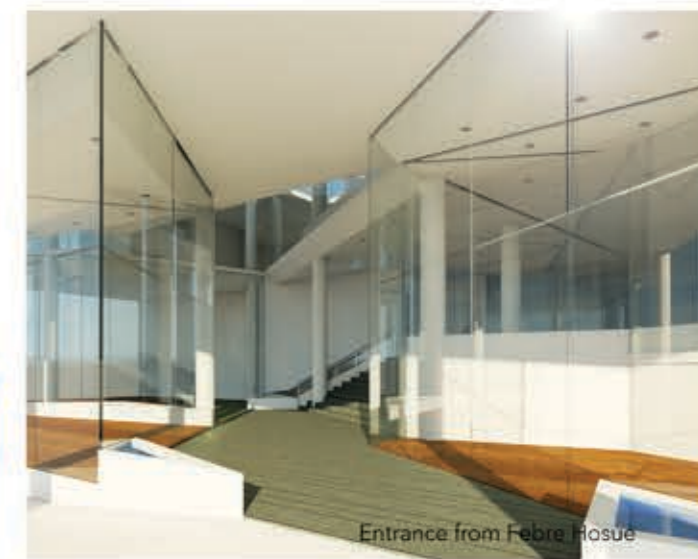
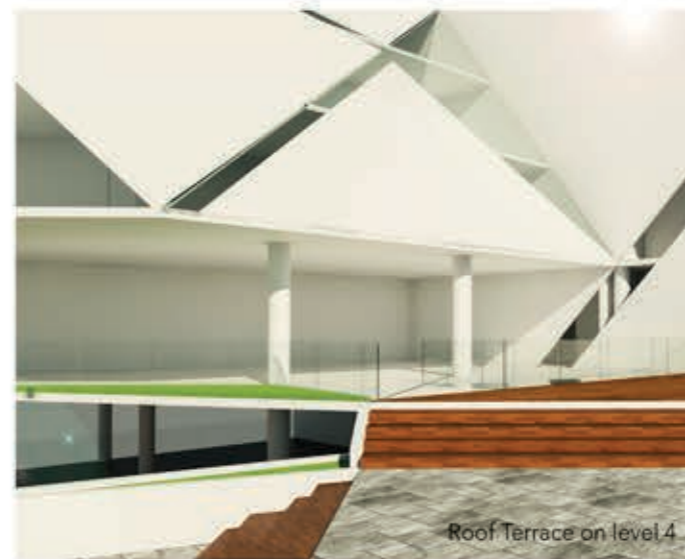
Liu Jingyan //  
DARCH 01

Liu Jingyan graduated from Singapore Polytechnic, Diploma in Architecture on 2016. Jingyan has a positive attitude toward life and great interest in architectural design.

Fractal //  
Geometry

The project is located along Orchard Road, the main shopping street of Singapore. The main intention is to create a landmark on Orchard Road. The building is designed using axis and triangular geometry. The building form wraps around the triangle void in the middle of the architecture.

The entrance of the building is at the junction where the flow of people always comes from. A roof terrace on the fourth floor provides a rest area for the visitors to overlook Orchard Road and enjoy the building façade. The facade breaks into triangle fractals made of different materials. The transparency of the facade materials defines the level of privacy of the space.







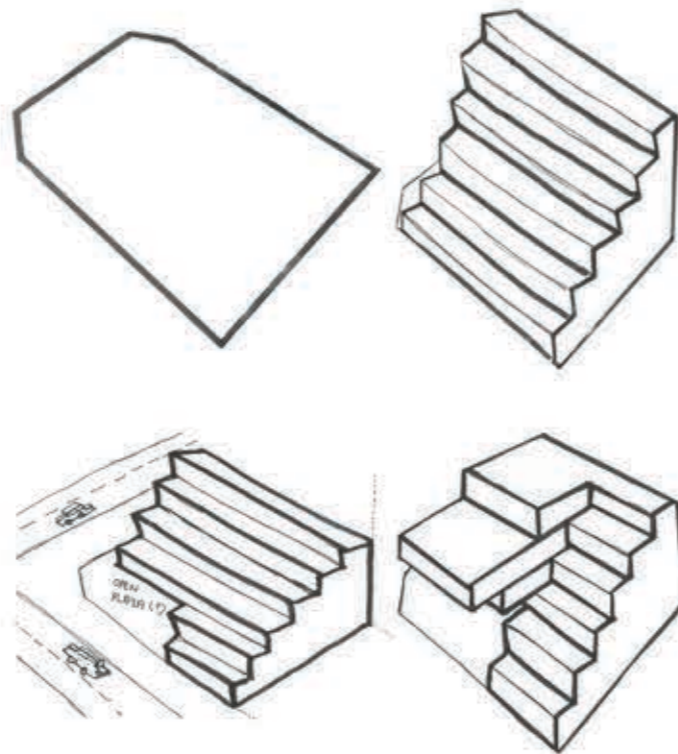
**ARTISANTREADS@  
ORCHARD**

Marinah Ishak //  
DARCH 01

I enjoy photography as it is a way for other people to see beauty in things the way I do. I would usually find time to pour out my imagination onto a piece of canvas with some paint and pencils.

**ArtisanTreads @ Orchard//  
A Staggering Form**

*ArtisanTreads@Orchard* derives its name from the steps-like facade that are accentuated with gardens. Unlike its neighbouring buildings that were built close to their boundaries which make them appear bulky, *Treads* is created to deviate from that and to provide a visually lighter feel. The idea of having steps as the facade by pushing in and pulling out the different spaces in the building is to introduce decks and public areas on the exterior so that people can not only use the interior spaces but the exterior spaces as well for various activities.



Thought Processes



External Render





**DELUGE**

Md Syazwan Menzies //  
DARCH 06

I believe life is too short to stick to one thing throughout. These three years may have changed my mind about that.

Deluge //  
Flow

The competitive nature of Orchard Road has always been its key to success. Those who don't have the best marketing or luck will fade away, leaving the best. An artisan centre in the midst of all these big name brands may stand to suffer this very fate. So instead of competing, *Deluge* aims to collaborate by integrating itself and its occupants as part of the Orchard flow.

The spaces and form are informed by the existing nature of the site and are tailored to induce collaboration between artisans of very different disciplines. This is in the hope that exciting new innovations and products will be produced which will give these artisans the edge to hopefully succeed and stay in Orchard for years to come.



Street view of Deluge



Interior view of workshop looking into retail



View of public plaza



Interior view of auditorium





**PLANAR ORCHARD**

Jovin Tong //  
DARCH 01

Jovin Tong Wei Xiang has a strong interest in physical model making and also ensuring AutoCAD plans are compliant to BCA's standards. Architecture is not only about design [on the outside], but the comfort [internally] as well.

**Planar Orchard //  
Lines**

The *Planar Orchard* is located at the heart of Orchard road, where the human traffic congregate to explore different parts of Orchard. Located on a gentle slope, change of levels help in transitioning within spaces, giving a subtle effect of public to private. To carry on the methodology of re-interpretation in the context of Orchard Road, the horizontality & verticality of surrounding building façade was observed. *Planar Orchard* aims to achieve such traits via form + façade and spaces. With programs such as an enclosed gallery, and also classrooms and workshops for hands-on experience on handcraft merchandise. *Planar Orchard* strives to allow local artisans' merchandize to shine.



Main render of The Planar Orchard



Sectional perspective render



Orchard road elevation





1st & 2nd floor interior perspective

## ARTISAN NEXUS

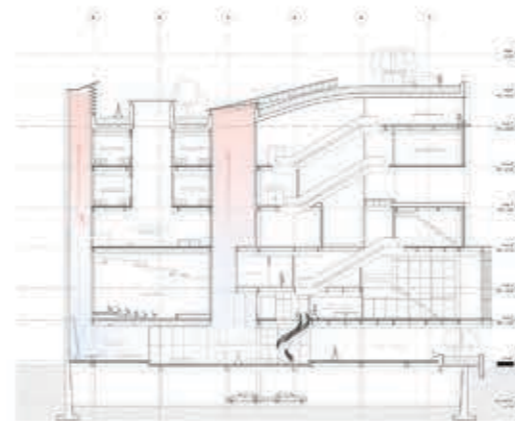
Kwang Guan Cong //  
DARCH 03

An intelligent and independent individual seeking an apprenticeship in the construction industry to build upon a keen design interest. Eventual career goal is to become an experienced architect with the longer-term aspiration of starting his own company designing smarter buildings.

Artisan Nexus //  
Orchard's Pit-stop

This project provides an excellent opportunity to experiment with the concept of reforming spaces into modules to redefine how we interact with spaces. Modular spaces were imagined as a flexible yet efficient way to compose spaces that breathes a new experience in Orchard.

As this project focuses on the artisan collective, spaces are designed to cater certain types of artisans. The artisans promote and sell their products in adjoining spaces. The project also aims to slow down the pace along Orchard.



2nd floor plan and cut section facing Orchard Road



Street perspective from H&M





**ENWREATHE**

Seet Ming Yao //  
DARCH 01

A Singapore Polytechnic Diploma in Architecture graduate with a passionate interest in architecture and the arts.

**Enwreathe //  
Encompassment**

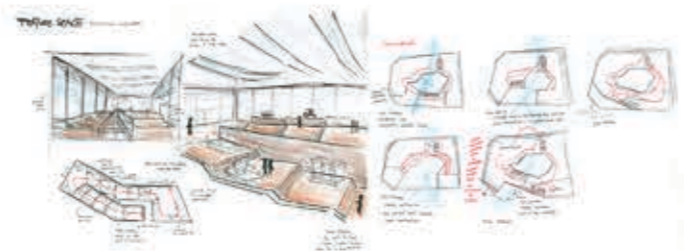
*Enwreathing* - creating the phenomena of encompassment through the viewer's perception in the building, through the architecture's form.

The shape of the form wraps around the site and at each level. The shape of the floor differentiates in movement to create that encircling phenomena. Through this encompassment, it then creates a form of abrasion for creative interest for the users as they travel through the building.

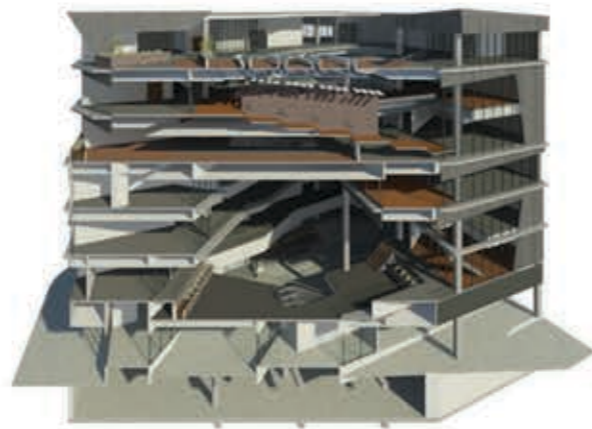
The front curves itself to face the main junction of Somerset, displaying important spaces like the exhibition gallery and retail spaces etc. Also on the front, there is a large gaping void, providing ventilation and a view in to the building from the street.



Feature Space - Exhibition Gallery



Ideation / Concept Sketches



Frontal Sectional Perspective



External Render



Internal Circulation





**TANGLELINK**

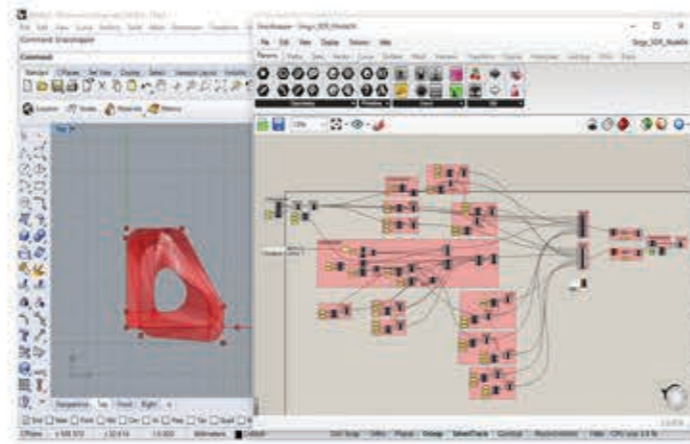
Tan Sing Yi //  
DARCH 06

If I don't become an architect, what would I be after ten years? SingYi, participated in various competitions since the start of studying architecture. She likes to challenge her capabilities and develop skill sets through competitions.

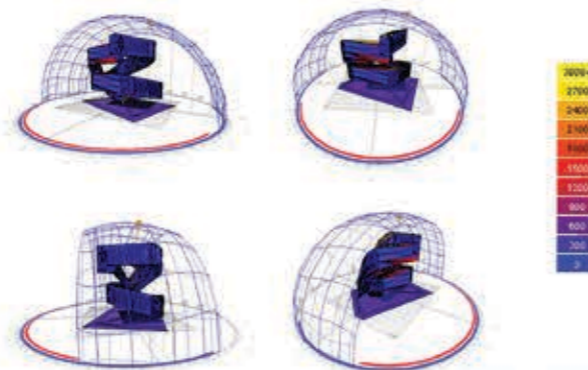
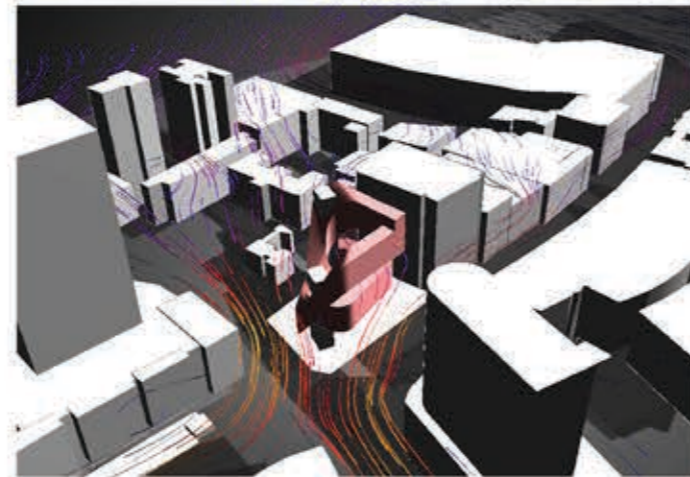
Tanglelink //  
Unravel

The parametric design process is based on algorithmic thinking that enables the expression of parameters and rules that together define, encode and clarify the relationship between design intent and design response.

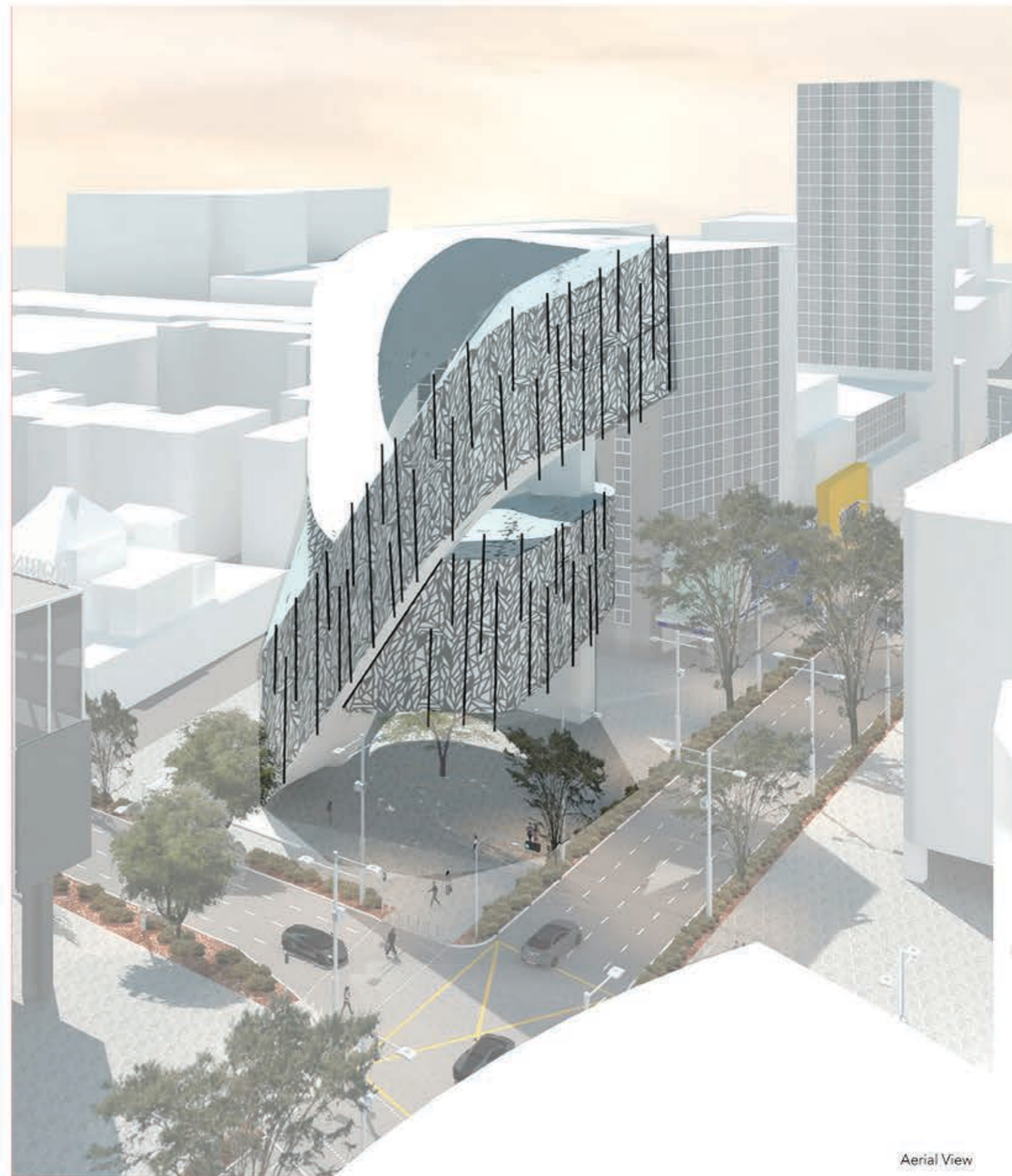
The building is designed to invite wind into the interior spaces, to tackle the critical issue of high humidity in Singapore. The form is generated out from the Grasshopper modelling software and uses analytical tools to determine the best orientation and geometry to achieve a climatically responsive building along Orchard Road.



Massing model generated from grasshopper



Climatic analysis (sun,wind)



Aerial View





**ATELIER EN BLOC**

Chen Xinyao // DARCH 05

Currently on the journey of studying Architecture in Singapore Polytechnic, and an Architect-in-progress. It is a momentous phase in life and I hope to be able to enjoy every moment of life from this point. Life might be difficult, but I'm sure I will find positivity in every day.



**EXPOSURE**

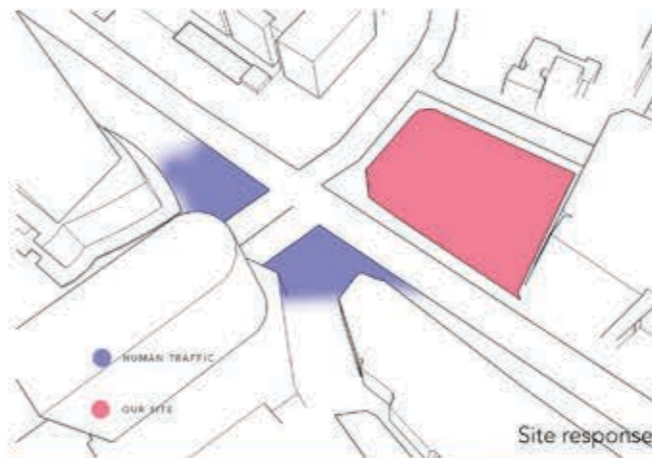
Chris Ooi // DARCH 06

Interested in form making since young, I have since explored various ways of expressing ideas, including legos and sandbox games.

Hoping to make an impact in the world, I aim to create Architecture that brings a positive influence to the world, wielding my knowledge to the best of my abilities.

**Atelier En Bloc // Flow**

The Artisans Collective — located in the heart of Singapore, Atelier En Bloc is designed to cater to artisans and provide a space where art can be appreciated and celebrated. Following the linearity of Orchard Road, the design creates a continuation in the flow of buildings in the city. Atelier En Bloc allows visitors to interact with the surroundings, while maintaining privacy, creating a conducive environment for the artisans.



**Exposure // The Reveal**

Artisan.  
What is an Artisan?  
What do they do?  
How do they do it?

Perhaps the most common questions asked when told about this project, I have set out to create an Architectural piece that will bridge the gap between the public and the Artisan, exposing his works of art to all.

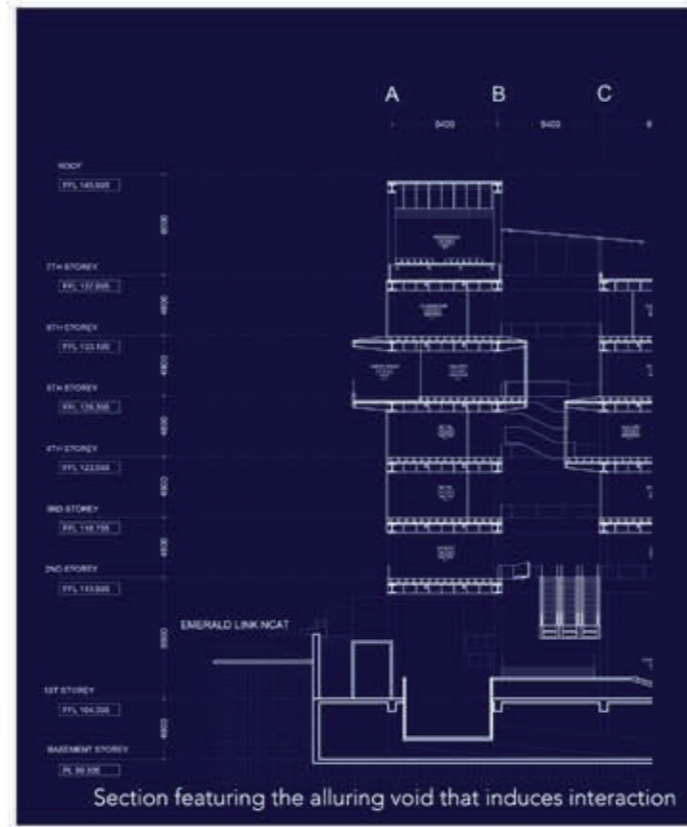


Render of front facade facing Orchard Road



Main Render - Streetview





**PORTALS**

Nicholas Soh Shi Jie //  
DARCH 05

Architecture is fun. Designing is fun. Burning the midnight oil is fun too. I am just a student with a burning passion for rendering. While I am still young and foolish, I shall venture into the vast world of 3D rendering and aim to bridge the visual gap between people's ideas and reality.

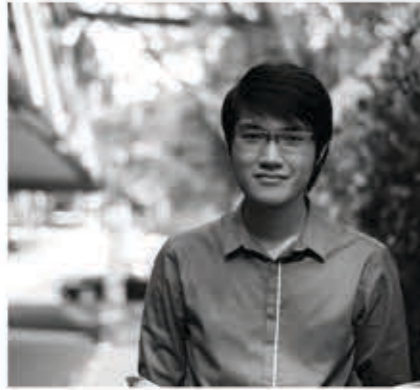
*Portals //*  
The Journey

Unbeknownst to the majority of the public, artisanry exists in Singapore. In a fast-paced city filled with notions of consumerism, the public has little or no opportunities to understand the creators who makes the products that they purchase. This calls for the public and the artisans to connect; an opportunity that is manifested in the form of an artisan collaborative center.

*Portals* stands out from Orchard Road, a bold way of getting the public to go "What on earth is that?". Their curiosity leads them through a series of stairs, connecting several exhibition spaces which would hopefully bridge the gap between the public and the artisans.







Overall Interior Render



Multipurpose Hall



Exhibition Gallery Space

## ORCHARD ARTISAN'S COLLECTIVE

Vincent Tham // DARCH 01

Born on 21st Feb 1994, in a rural town of Kuantan, Pahang, Malaysia. A musician for many years, he has a strong passion in creating art alongside his Architectural Studies. He believes the language of architecture is that every building is designed based on a specific use, in a specific place, for a specific society.

Orchard Artisan's Collective// Multiplicity

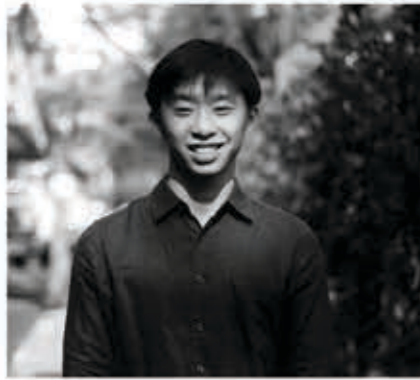
The Artisan's Collective is designed to showcase and celebrate the richness and variety of local artisnry.

A continuous journey to experience the variety of spaces is achieved by dividing the space and playing with the levels then connect the boxes with a continuous ramp. Sustainability is also integrated by allowing natural lighting and ventilation into all spaces. The journey ends at a large multipurpose hall where a variety of events such as seminars, exhibitions and performances can be held.



Exterior View





**VAULT**

Jeremy Choo //  
DARCH 02

Choo Kian Meng Jeremy is a passionate student who is always intrigued by different things.

Vault //  
Behaviourology

The title of the project is named after the concept, which is behaviourology. The main idea is to attract the people to the building, and into the building.

The main view facing the cross junction of Orchard road is created with a striking drum shape. It consists of the main space, which is the double volume gallery, displaying the key works of the artisans.

The idea is to allow people to look at what is happening inside the building and therefore be attracted to the activities happening inside.

The façade is made of glass and perforated panels, which allow a certain transparency within the building. This was done partly in relation to the concept to differentiate between the public and more private spaces.



Aerial View







**THE AXIS**

Pang Piao Le, Terence // DARCH 05

Currently on a journey of studying architecture. A new journey emerges each day to learn something aspiring.

The Axis // Paths

The form of the building is created using the pedestrians circulation of the site. One of the volumes, which is clad with perforated aluminium panels, resulting in a heavier appearance, creates a circulation path using the void. The other volume which facade is made up of curtain wall, resulting in a lighter appearance, creates a circulation path using its form. Two volumes which made up using contrasting facade materials help to reinforce the concept.

As people tend to lose visual connections upon entering a building at Orchard, The Axis also maximizes the potential of visual connections by framing up a person's view towards Orchard Road. In return, this creates a better view of Orchard within the building.



Main Render



Part Plan (Interior Cafe)

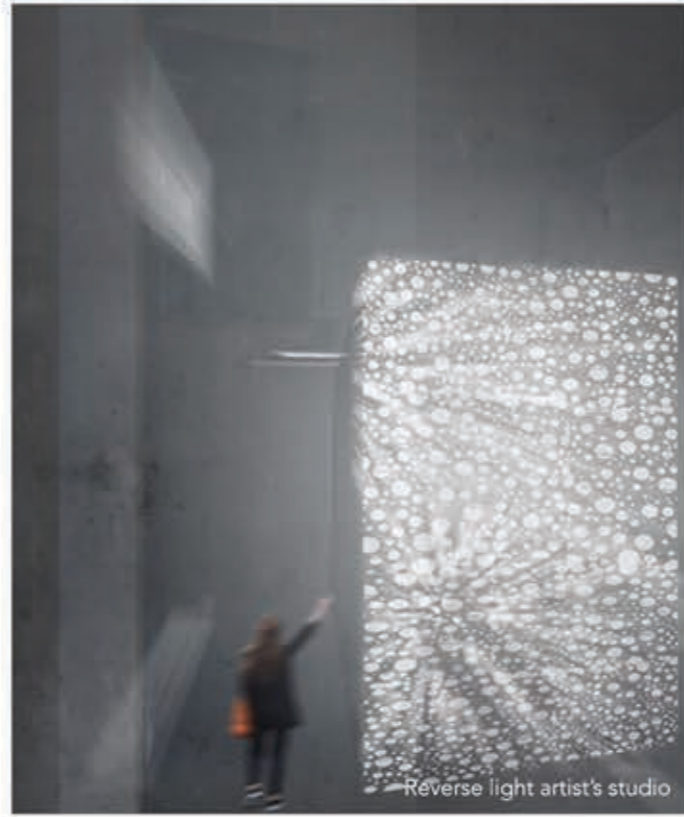


Interior Cafe



Paths taken by pedestrians





Reverse light artist's studio

ESSENCE

Su Myat Noe Naing //  
DARCH 05

Spontaneous. Passionate. Driven.  
Enjoys learning about architecture.  
Favourite quote:

*" Architecture is not only about form,  
it is about many other things: the  
light , the use and the structure, and  
the shadow, the smell and so on..."*

-Peter Zumthor

Essence //  
Craft as Journey

Commercialisation in Orchard road  
focuses on products rather than  
production. As a response to this, the  
design aims to accentuate the essence  
of craft and its production.

Four different type of arts and crafts –  
pottery, carpentry, fog sculpture and  
reverse light painting are featured. The  
essence of the production of these  
various arts/crafts and the nature of the  
works are extracted and translated into  
four different architectural  
atmospheres.



Fog studio



ESSENCE External perspective





**THE SAMSARA**

Juliana Mei //  
DARCH 06

Collector of moments, not things.  
Loves travelling, (most) animals and all things art.

The Samsara //  
Cycles

The Samsara is an artisan centre located in the heart of bustling Orchard Road. The aim of the design is to encourage the interlacing of experiencing the retail shops and artisan workshops via the integrated exhibition spaces in a familiar yet exciting manner. Users can slow down and take time to enjoy the craft.

The user would travel through open exhibition spaces in the development through a journey-like circulation that takes them through cycles of the production and consumption process that mirrors that of Orchard Road. This allows for a holistic experience that creates and heightens one's appreciation for artisans and their craft, which is greatly overlooked in our modern society today.







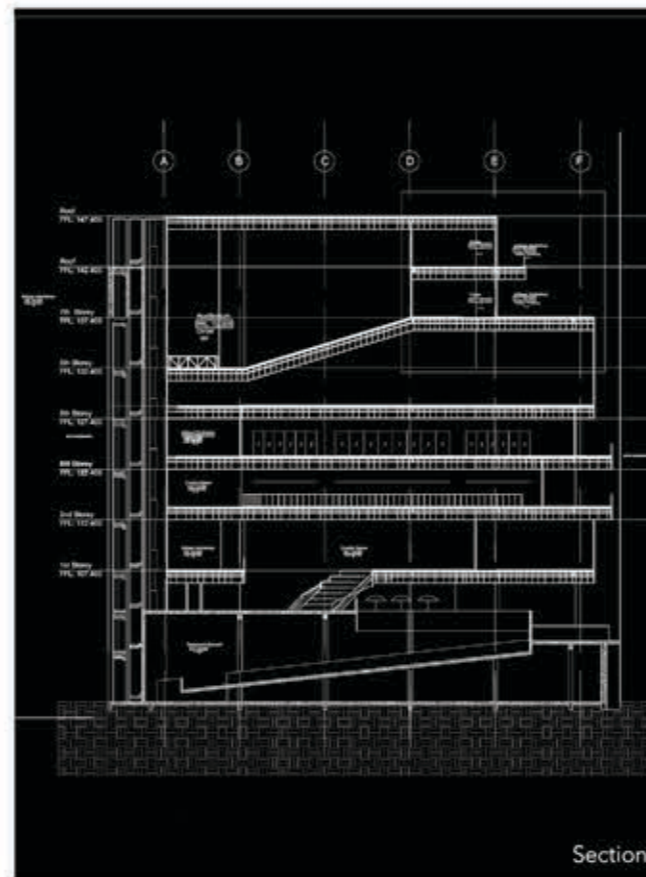
**ASSEMBLY**

Edward Lai //  
DARCH 02

A graduate, abundant in passion and interest in most of the situations he encounter. He juggled multiple aspects of his life during his studying years and indulges in sinking himself in deep thoughts, questioning the truth of all that is happening around him. However, being in a loud environment opens him up to another aspect of his personality, making him a passive extrovert.

**ASSEMBLY //**  
Fragmentation

The first encounter with the site makes me question if people actually interact with the buildings, or do they stroll along Orchard with their journey in mind.' The interaction between art and people is meant to be intimate. It is impossible to pique people's interest in artisanship with the pace that they are moving along. In conjunction with designing an artisan collective, the Assembly represents the slowing down of movement of the crowd in Orchard and it's fragmented massing.



Section



Street View from Somerset MRT exit via Discovery Walk



**PALLADIUM**

Benedict Chew //  
DARCH 02

Chew Ming Yi Benedict competes in Mixed Martial Arts and a Certified Lifeguard.

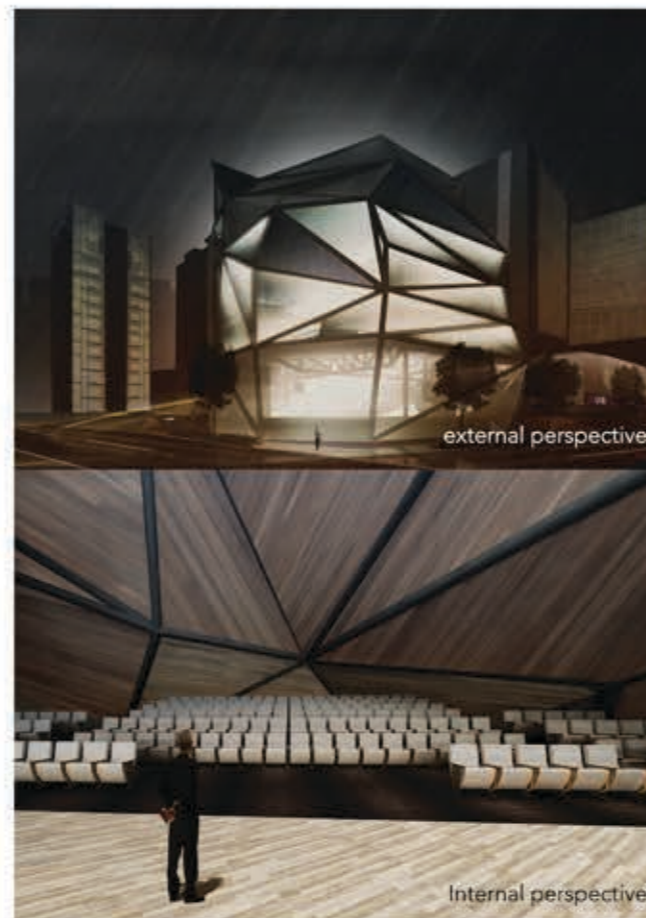
Semi-finalist in world CTBUH competition, design was exhibited in 2015 New York Conference.

Working experience:  
Kajima(Singapore), Tan+ Tsakonas,  
Platform Studio.

**Palladium //**  
Algorithmic  
Triangulation

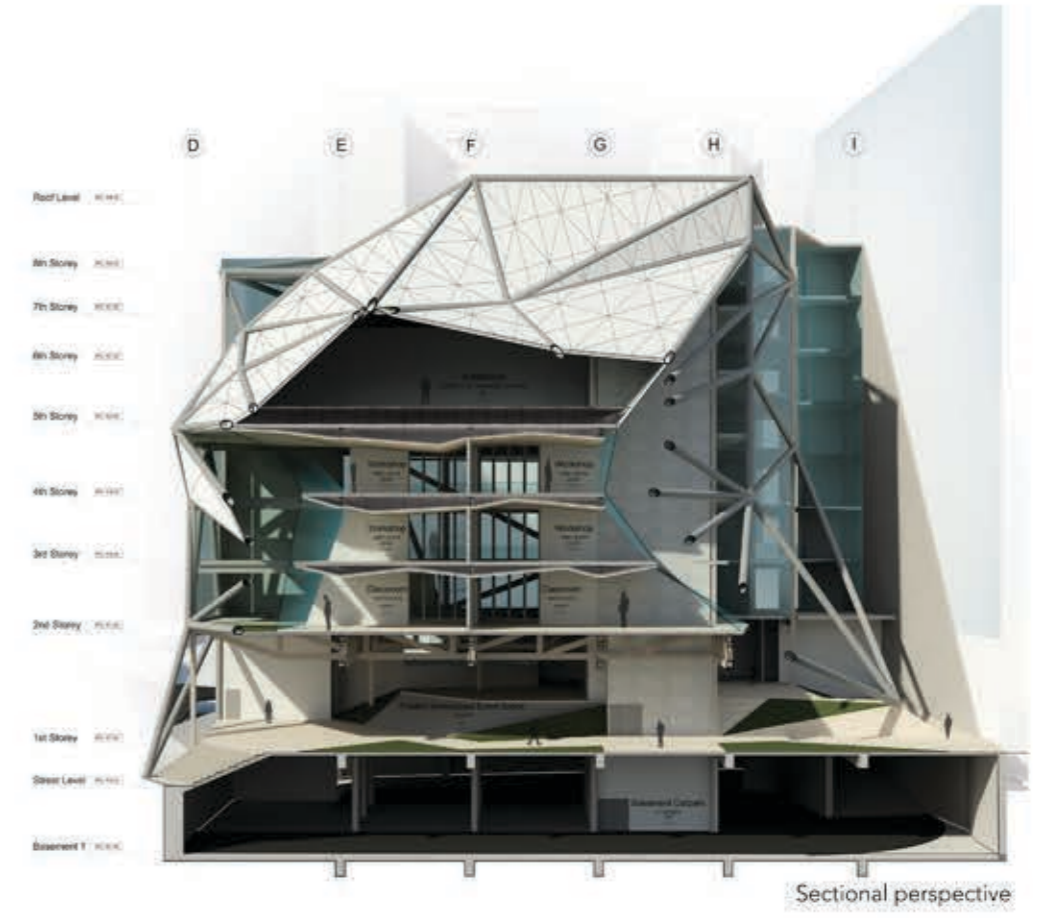
The idea is to be the beacon, an anchor point in orchard road. This design was done in Grasshopper and BIM.

Its form is derived from a mathematical algorithm called the Delaunay triangulation.



external perspective

Internal perspective



Sectional perspective





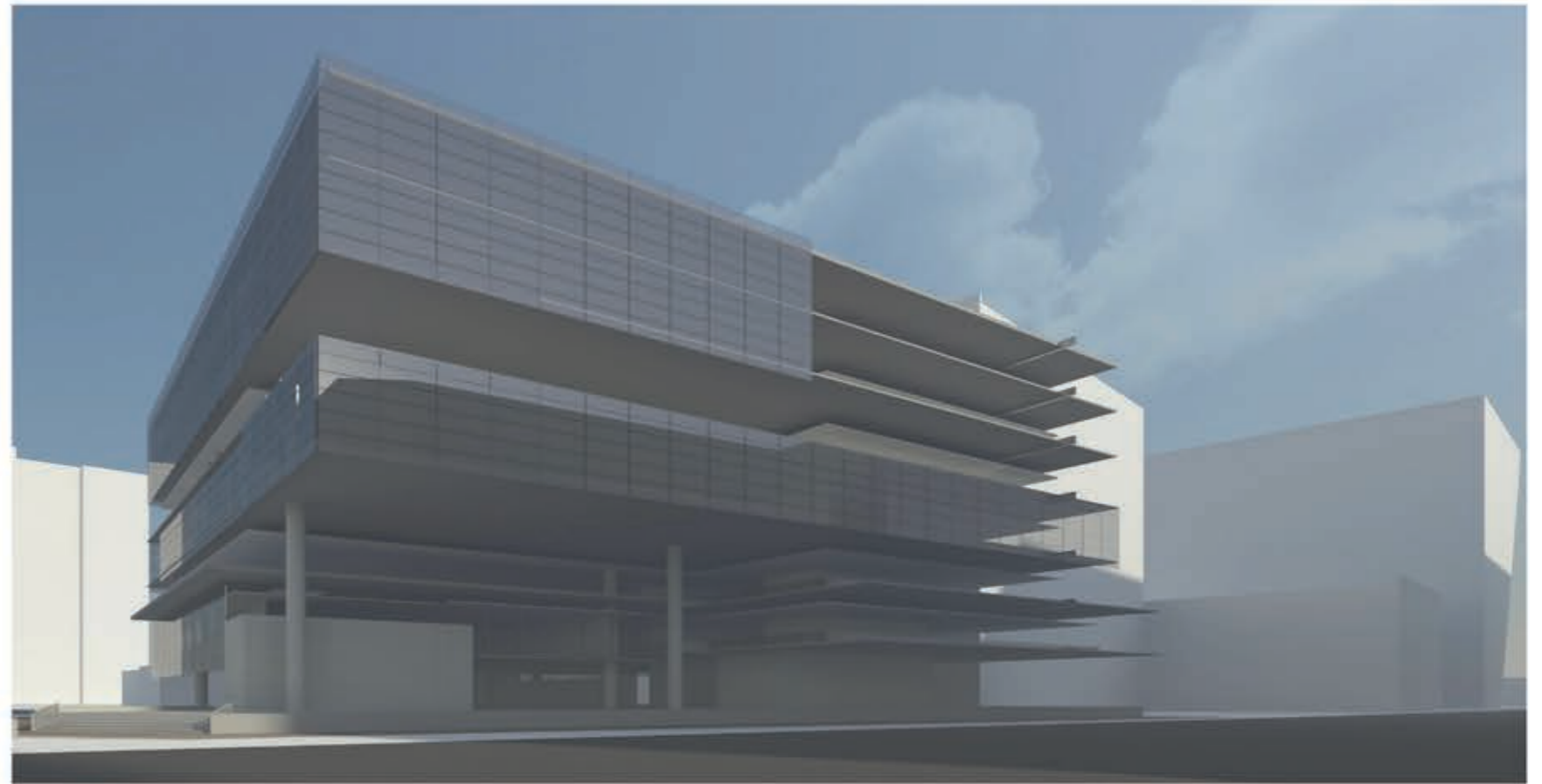
**ARTIFICIALLY NATURAL**

Tan Guo Fong //  
DARCH 02

Architecture fascinates me. With a desire to explore how science and technology can be used to improve the performance of buildings both socially and environmentally, architecture has brought out the dichotomy of my personality, allowing me to engage both creatively and scientifically with the aesthetic and functional aspects of design.

**Artificially Natural //  
The Green Building**

What I have proposed is a 70-30 building, 70% greenery, 30% building. In order to achieve the 70%, different strategies are used. Strategies ranging from green wall cladding to green roof construction to green space incorporation. The idea is to instill of working and living within nature.



**THE URBAN GARDEN**

Talya Jane Shelley //  
DARCH 02

about: Talya Jane Shelley (/ˈTe:lɪə/ Tell-lia) is an average human being with her unique differences and aspirations of an artist and a designer. Talya is about to embark on a greater journey in life, continuing to learn about life from every experience she encounters. Give her a paper and a pen and she will start drawing.

**The Urban Garden //  
Complimentary Contrast**

Located along Orchard Road, *The Urban Garden* balance volumes and spaces giving contrast to the site's essence. This 7-storey artisan centre breaks the usual circulation of the urban center of Orchard Road with a weaving flow, introducing users to an unseen local artisan culture. Volumes have been pulled and pushed to create the atmosphere required for each programme and their facades to enhance the language of volumes.



The Urban Garden along Orchard Road





**ARTISANS' MOVEMENT**

Nursufiah //  
DARCH 02

Studying Architecture was not what she had planned for. However, Sufiah's curious mind had encouraged her to take up something out of passion, turning it into something she enjoys. Her jovial and positive mindset helped her to go through the tedious learning architectural process.

**Artisan's Movement //  
Double Volume Spaces**

Orchard Road has always been busy. However, the various mixed developments does not have hold any of its own identity. The Artisan's Movement encourage Artisans from different design background to showcase their works, that would broaden the diversity of craft in the Orchard community. The double volume space in the artisan's retail and workshop space encourages social interaction at all times. The linear perforated facade acts as a sunshading device while beautifying the artisan's space. Glass facades allow views, of the activities happening in the design centre, encouraging people from the busy streets to visit the building.



Street view of Artisan's Movement



Pottery Artisan's Workshop space



Double volume Artisan's Retail & Workshop space





**THE CANOPY**

Teo Kai Xiang //  
DARCH 02

Teo Kai Xiang is a Year 3 Architecture student. He has a passion for design and innovation. He is willing to learn and aspires to work in the design industry in the future.

**The Canopy //  
The Urban Tree**

The Canopy is a proposed design concept for a site located along Orchard Road.

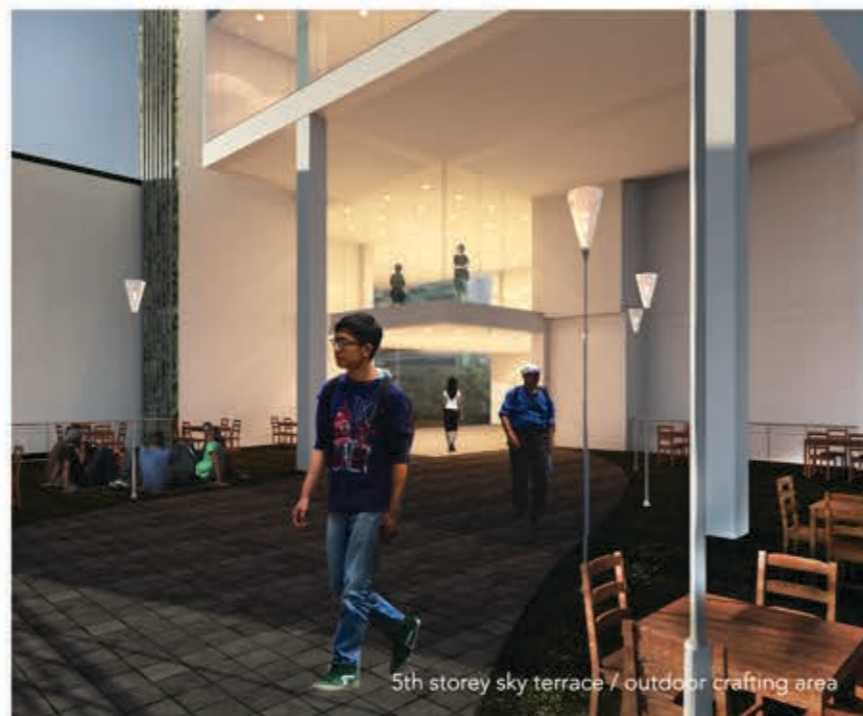
The form and facade of the building is derived from a metaphor of a tree canopy, using 'staked blocks' and randomized stained curtain wall facade to simulate the foliating effect of the leaves.

The design hopes to stitch up the urban fabric along Orchard Road and Emerald Link, as well as to provide a new experience with a mix of both Retail and Art & Design.



Main Render of The Canopy

EPILOGUE  
//ISSUE 01



5th storey sky terrace / outdoor crafting area



2nd storey enclosed feature space





**KINDRED**

Lai Wei Song //  
DARCH 04

Third year architecture student, passionate about green design and humanitarian architecture. Believes that balancing the elements is the key in creating quality spaces for users.

Kindred //  
The Craft House

The Craft House serves as a gathering place for those who appreciate craftsmanship. One is to learn and discover more from the masters. "Artisans do not want to be disturbed, but at the same time wants to be discovered," – hence the approach of using greenspaces as buffer before one could come close to artisan's workshop. Users find themselves being surrounded by greenery as they explore around the wonders of craftsmanship. Artisans can enjoy the enclosed public spaces, such as the machines room, at the back of their workshops – this is where collaborations between different artisans could possibly happen. It is intended that conversations to start at a more personal and unexpected situation, and that is when communication is at the most genuine.



Ground floor



External view



Retail Green Workshop





**THE ASSEMBLY @ ORCHARD**

Joshua Woon // DARCH 05

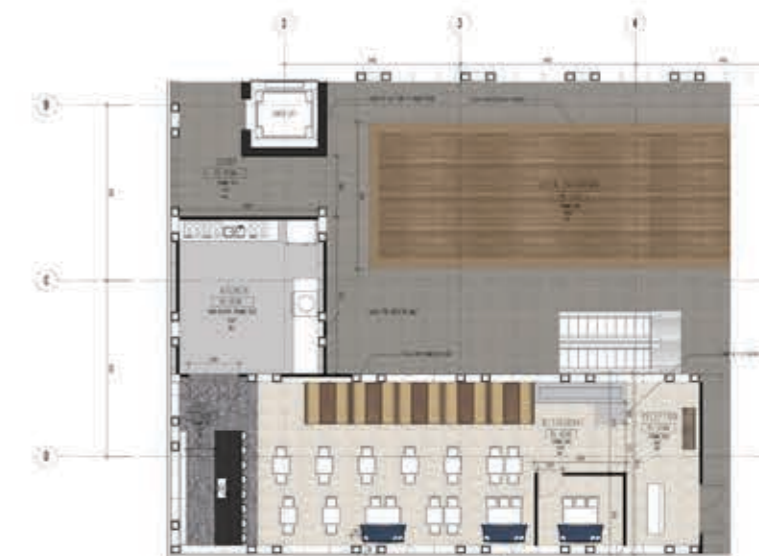
Honing the skills to be an architect. Trial and error, experimenting with spaces. A free spirit.

The Assembly @ Orchard // Understanding the process

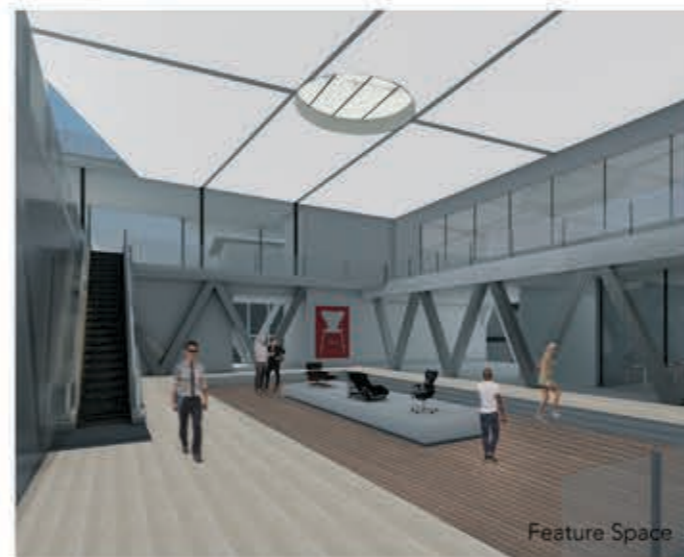
Located along the bustling streets of Orchard, an artisan quarter emerges. Consumerism is inevitable in such a place. So why not embrace it?

The key approach, increase sensitivity of artisan process to the general public. The client is a furniture producer. By creating spaces which takes consumers on a journey to expose them to the various stages of the furniture production.

Two separate paths in the beginning converge at intermediate spaces to foster better spatial relationships through visual, hearing and tactile experience spaces. These integration seeks to achieve the goal of increasing sensitivity and understanding of artisans.



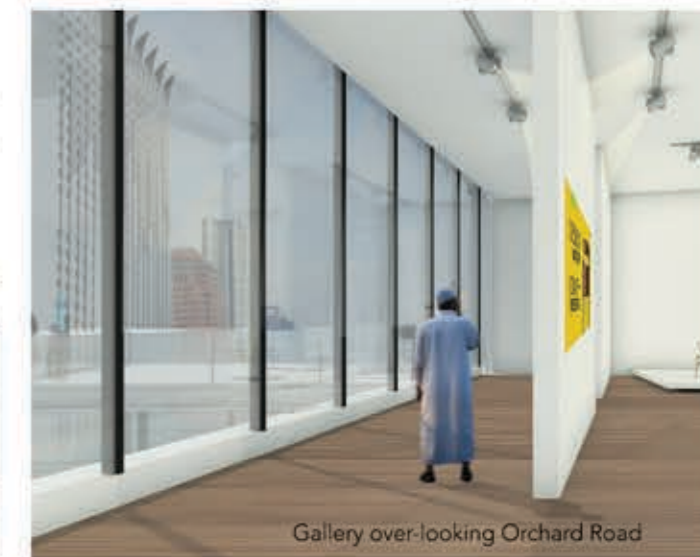
Main Render | Part Plan | External Shot



Feature Space



Internal Gallery



Gallery over-looking Orchard Road





**ARTISENSE**

Muhammad Syafiq A. //  
DARCH 05

Backpacker on earth.

**ARTISENSE //  
POLYVALENT SPACES**

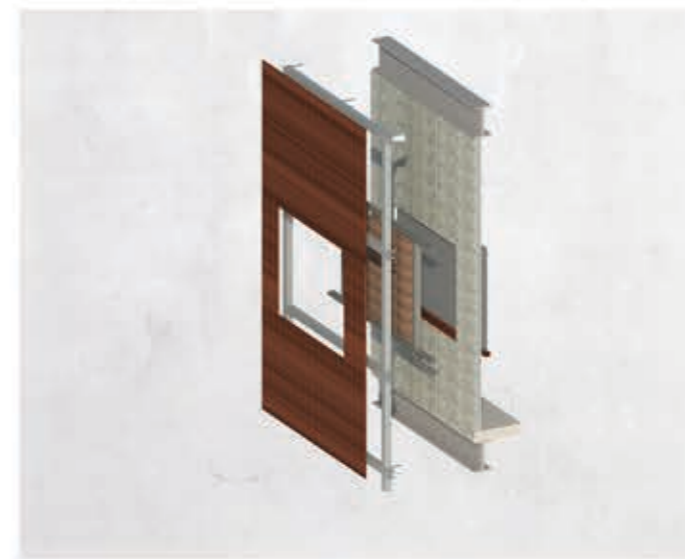
**Polyvalency**  
having a valency of two or more,  
ability to hold more meaning.

The theory of polyvalency focuses on the usage of leftover in-between spaces in an urban context. The theory of polyvalency explores the potential of a leftover in-between space's ability to generate vibrant programmes, turning it from a space with specificity into a space that is free for interpretation by the users, with the limits of use being the user's own imagination.

Inside the building, each user - artisan, building staff, and public - will be able to define their very own micro universe.



undefined leftover space influenced by artisan and public programmes







Atrium Space in between Workshops

## THE APERTURE

Winnie //  
DARCH 02

An architectural student currently enrolled in Singapore Polytechnic's Diploma in Architecture, whose intrigue in buildings stems from the skyline of the city where she originates from in Indonesia, filled with wonders on how someday her architecture could sculpt how the sky looks like.

### The Aperture // In-between Spaces

Serving as both a gallery and a workplace for the various artisans, one must not forget to reconnect with the place around you, be it in the form of concrete or the nature: the placeness of where you stand.

Where there are every restive spaces to cultivate your ideas and inspirations, there is also an in-between space that brings the city into the interiors through the act of particlizing in the facade. Through the breaking of a solid form; air, noise and light is able to sing through the pores and weave into the space to connect the users back onto the massive world outside.



Sectional Perspective







**ARTEASE**

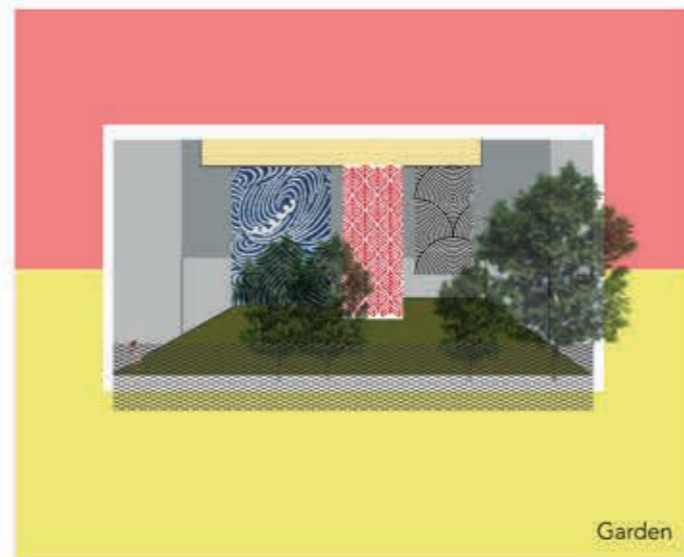
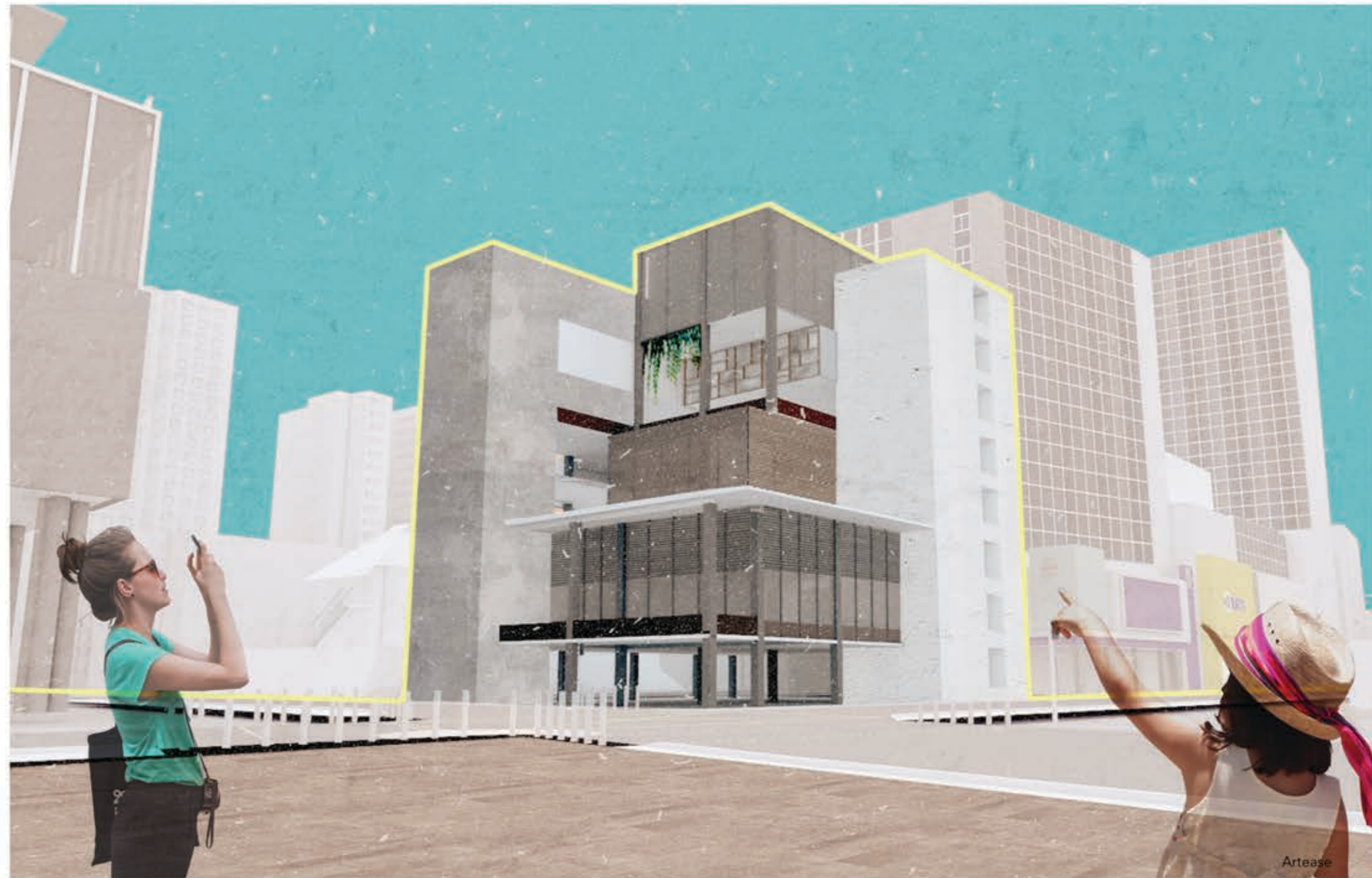
Syafiqah Abdul Aziz //  
DARCH 06

A traveller on earth - always on an adventure in seeking and learning how to live.

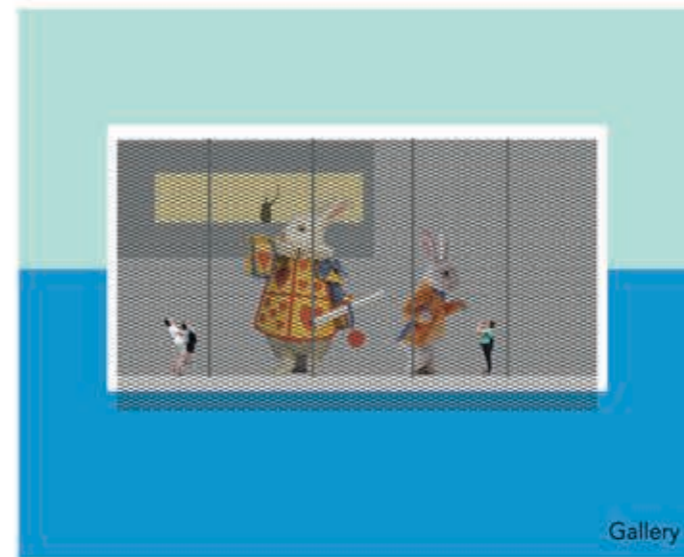
Artease //  
Wander and Wonder

A place to showcase local artisanal craft and promotes collaborations between different individuals, Artease is a multi-functional building situated at Orchard. Orchard is a hot spot for both tourists and the locals, making it the prime location to display the craft of our local artisans which is rather understated.

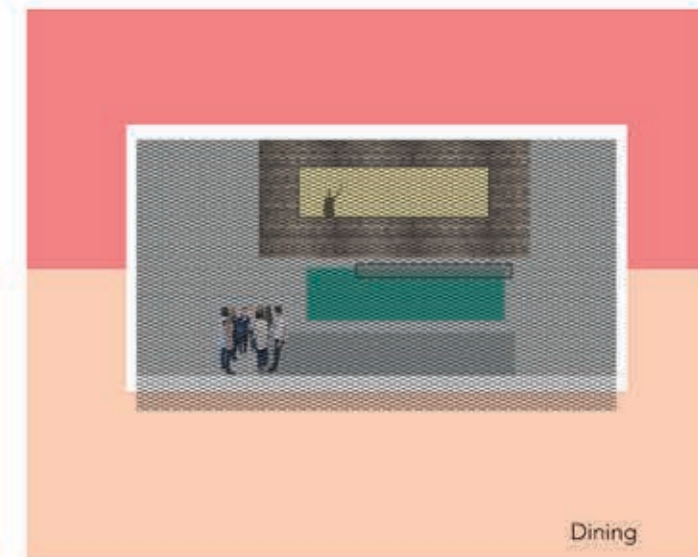
Attracting the crowd of Orchard into Artease is the priority and this is done by the act of teasing through the spaces and programs curated and organised in the building. Through the careful planning of the public and artisanal spaces, Artease hopes to be a place of interest for everyone.



Garden



Gallery



Dining





**SHIFT**

Sherilyn Tok //  
DARCH 02

Sherilyn Tok Pei Shi ; born November 5, 1996) is an aspiring architecture student with hopes that her contributions would be useful to the growth and developments for the future. Her personal interests include the study of different cultures and partaking in them.

Shift //  
Layered Spaces.

"Art is a bang!"

*Shift* is inspired by the energy and impact of the arts and context, how they leave impressions on the viewer as well as reflect the life in Orchard Road.

Orchard is a vibrant place that also iconises the retail industry in Singapore, which also serves as ideal platform for artisans from various backgrounds to leave impressions as well as gain inspiration from the genius loci. It is designed to house various forms of art drawn from the different cultures in Singapore.







**ATELIER**

Low TingFang //  
DARCH 02

About: Low TingFang aspires to work in a design-related field. Her interests includes: travel, music, film and food. She hopes to live and learn through the different simulations and challenges in life.

**Atelier //  
Meandering**

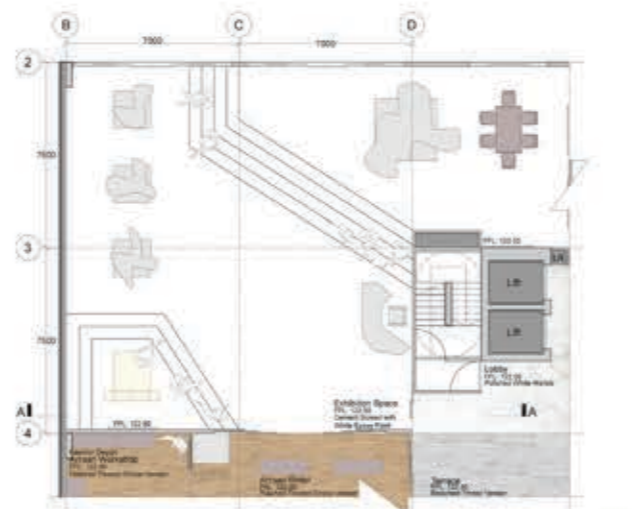
The project strives to promote a collaborative environment. It also aims to introduce greenery into it by bringing the strip of Orchard Road into the building by meandering.

The poetics of the truss seemingly ties the building together at its "waist", becoming the transition point that splits the atmosphere of the building, with the higher levels being focused on artisans and the lower with more crowd friendly activities.

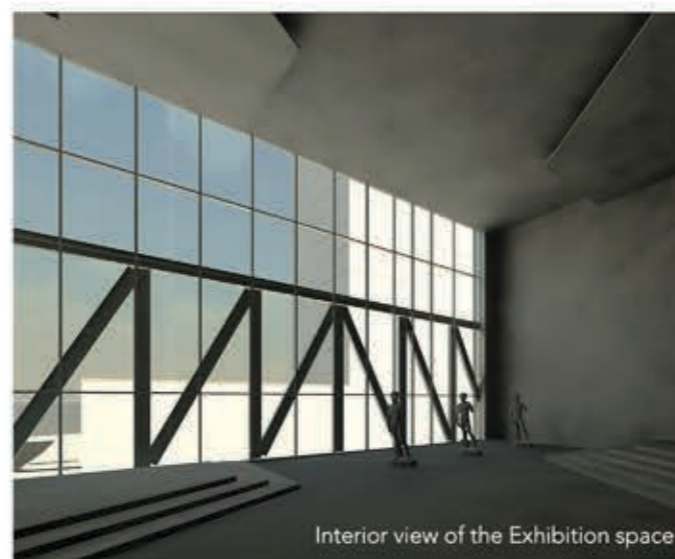
Inspired from the boulevard of Orchard road with the shops lining along it, the mezzanine allows for a heightened experience for the user.



Frontal View



Part Plan of Exhibition Space



Interior view of the Exhibition space



View form the Mandarin Gallery





**232@ORCHARD**

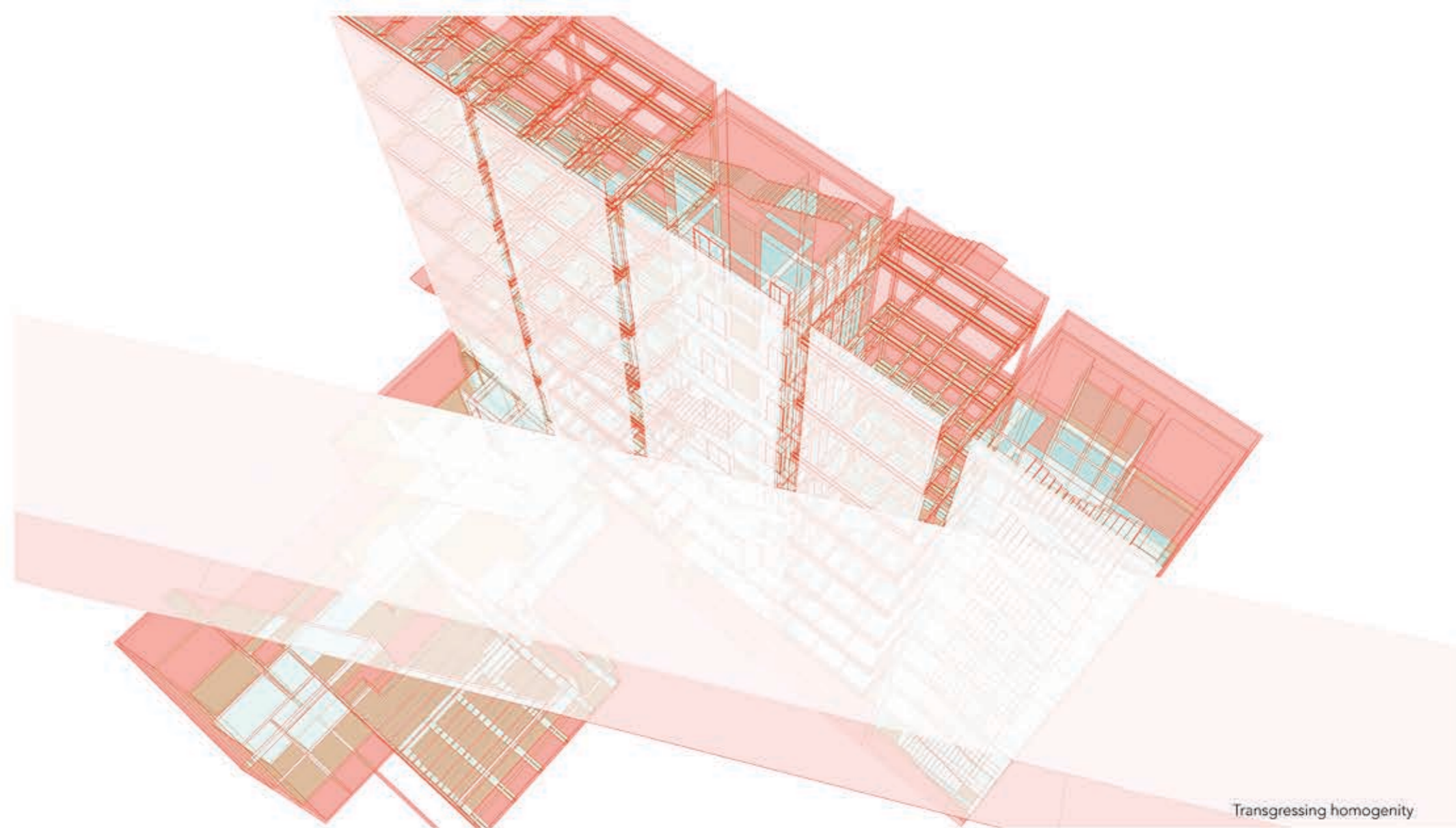
Qing Tang //  
DARCH 06

enjoys art, design, literature,  
philosophy, and music.

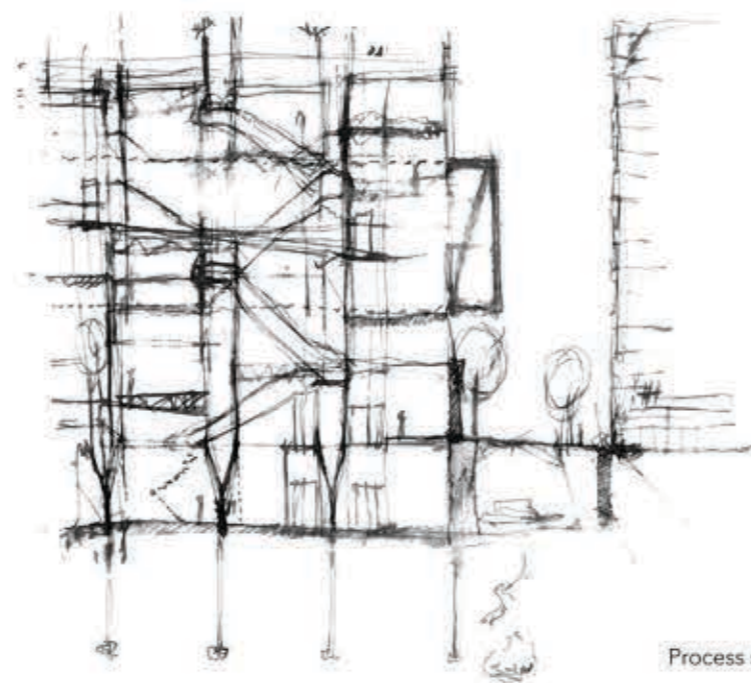
**Transgression //**  
orchard road

The adjective "artisanal" is used in describing "hand processing in what is usually viewed as an industrial process". In a culturally homogenous and consumerist context like Orchard Road how do we imbue the true spirit of artisanship (honest, passionate and careful craft that transgresses the accepted hierarchical division of labour) and avoid its descent into a trend/fad – art as commodity?

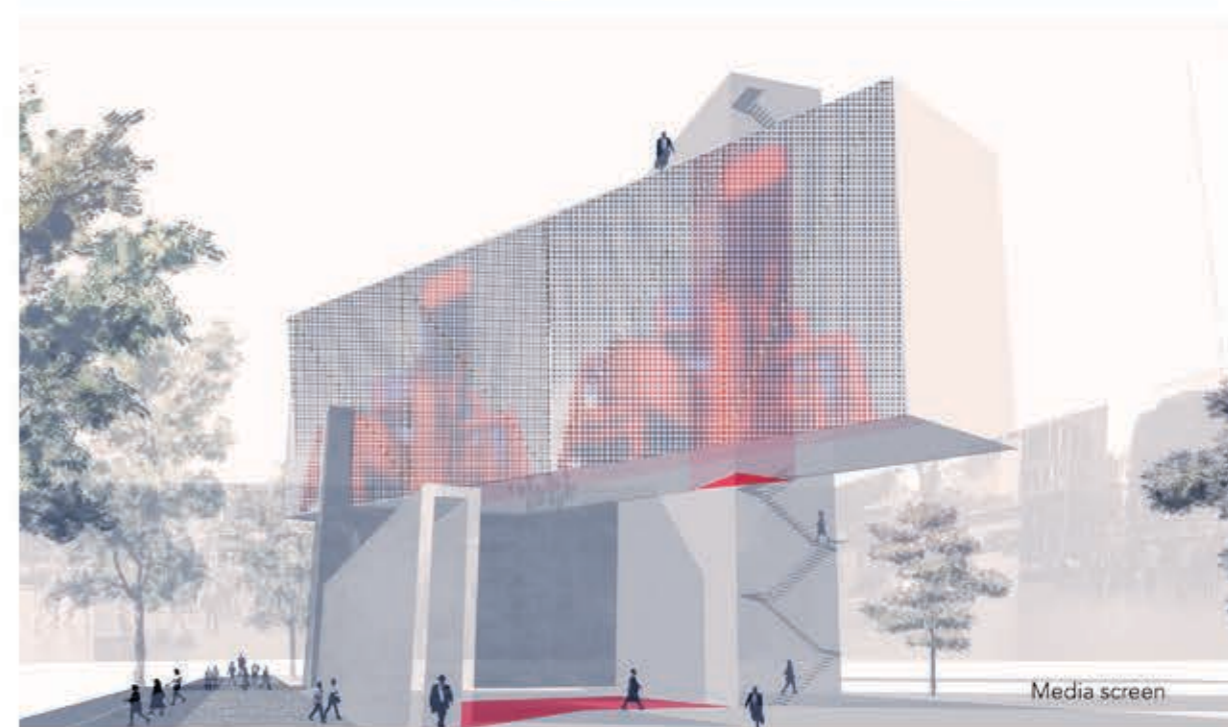
By exploring the relationship between the creator and the consumer and introducing conditions optimal for voyeurism in both visual and phenomenological aspects it disrupts the 'safeness' and complacency one experiences in a perfect, unchaotic setting – it is a catalyst for pleasurable unexpected happenings and a subversion of a blind retail culture.



Transgressing homogeneity



Process sketch



Media screen





EPILOGUE  
//ISSUE 01

**NOTHING**  
seems to be happening  
when everything is

Idayu Burhan //  
DARCH 06

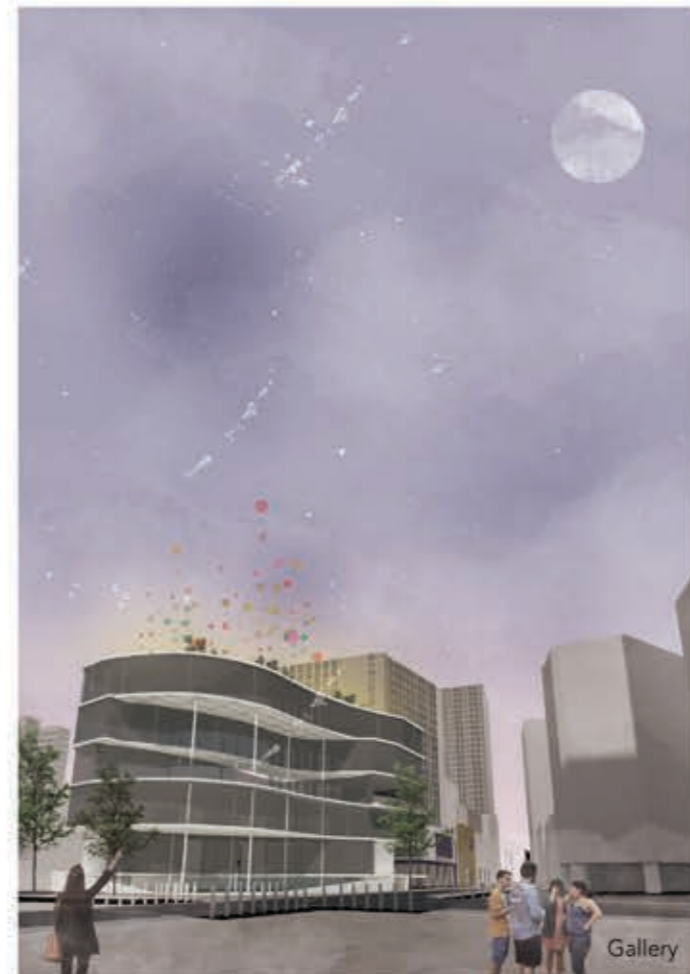
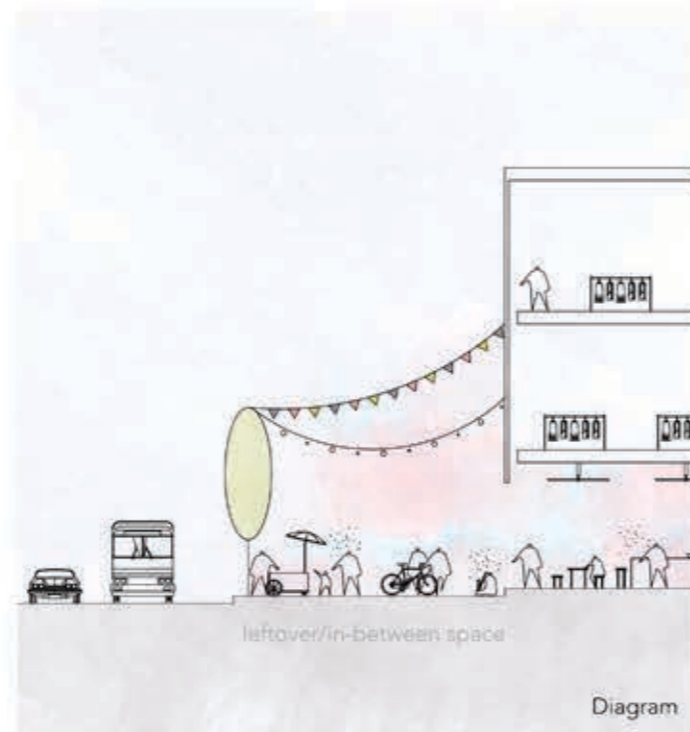
I am still finding a way to reach the  
castles that I have always built in the air.

Nothing //  
leftover/in-between spaces

*"Users to interpret the use of the  
leftover/in-between spaces and to  
narrate their own experiences."*

Leftover/in-between spaces will appear  
when two programmes are distant from  
one another. These spaces are often  
left as an empty circulation space. This  
creates an opportunity for the  
surrounding programmes to eventually  
spill into these leftover/in-between  
spaces.

Together with the different  
interpretations made by the users, a  
space that was once perceived as  
'nothing' to be happening becomes  
activated and makes up everything for  
that whole space.







Washroom render



Street perspective

**ARTISHIFT**

Kim Ricafort //  
DARCH 01

Kim Jerlee Mae Ricafort is a graduate of Singapore Polytechnic's Diploma in Architecture (Class of 2016)

**ARTISHIFT // Shifting**

Having an artisan gallery located at the heart of Orchard Road allows city-goers to have a first hand experience on traditionally made artworks and furniture.

ARTISHIFT's design was inspired the amazing works of SANAA and their integration of designs to embrace their original surroundings.

After shifting a polygonal shape over an axis, ARTISHIFT's form is unique to the site, allowing it to be a landmark on its own, during the day and night. Its feature auditorium space, lives on the third storey, protruding away from the other levels, making it more prominent from the streets. It's patterned glazed curtain wall panels allows the form light up like a lantern at night, making it shine alongside the diverse architecture along Orchard Road.



Auditorium render



External perspective





**SILVER LINING**

Amanda Wuan //  
DARCH 03

An aspiring designer who dreams of designing and owning a house by the sea. Not solely into architecture, side hobbies are playing piano and traveling overseas. Being an architecture student for half a decade, it changes the perception of looking at things differently and everything now become a challenge and an adventure.

**Silver Lining //  
The Metaphor**

In this modern century, both hand-crafted items and the artisans' heritage have slowly vanished due to the impact of mass production, dominating the tradition of hand-crafted items and hence, neglecting the beauty of this global heritage.

Weaving; a method of textile production from different distinct forms together as one. Through the metaphorical concept of weaving, using a physical weaving object and interpreting it into an overall form of the design, this conceptually translates into weaving the artisans together into the space to enliven and to propagate the heritage once again.







**ARTISTRY**

Jiang Jiayue // DARCH 04

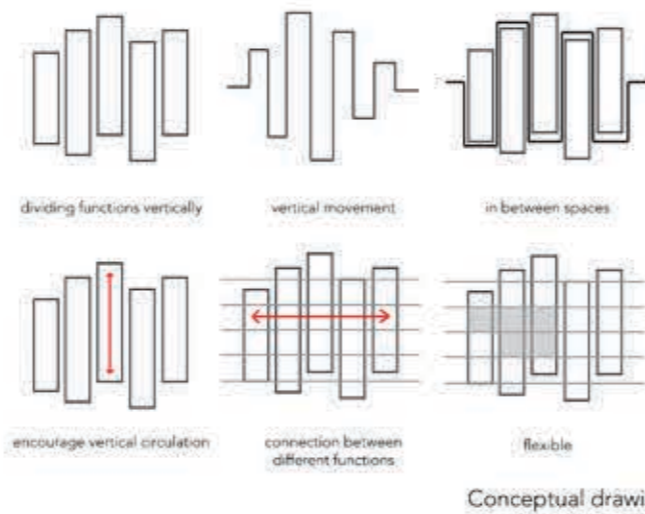
Jiang Jiayue, architecture student by the week and barista by the weekend, always likes to try out different things; occasionally does English calligraphy for fun; a bit of everything.

Artistry // The Artisan Collective

The objective of this project is to design an artisan collective space that brings local artisans together, showcasing their crafts to raise awareness of the local artisan scene in Orchard. The collective consists of artisan workshops, retail workshops, a gallery, an auditorium and F&B shops. The concept is to redefine the typical commercial spaces that separate different functions of the buildings by levels. This discourages vertical movements between different levels when the visitors are only interested in a certain function located at a certain level. In *Artistry*, the different functions are grouped vertically to encourage vertical movements, increase the chances of encounters, increase flexibility and create a whole new experience for the visitors.



Aerial view



Workshop space



The in-between space





**SYNTHESIS**

Jonathan Lee //  
DARCH 04

An architecture student who constantly strives to improve himself by expanding his horizons. True and honest to his works, he completes everything to the best of his ability.

**The Synthesis // Contrast**

The building features a distinct gallery that protrudes out from the main volume of the building and box-like structures that denote its relative spaces. The form of the building from the bottom to the top changes in shape according to its purpose. It is more detached at the bottom as it features a public space where people gather. When moving to the top of the building it becomes more connected as the spaces become more private.



Gallery



External Perspective



**THREAD**

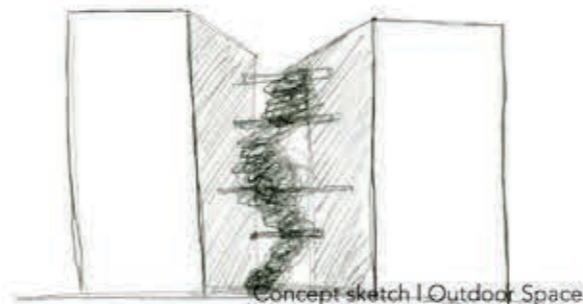
Kwa Shaur Yin //  
DARCH 05

Kwa Shaur Yin is a 3rd year architecture student in Singapore Polytechnic who loves concrete and minimalism.

**Thread // Vertical Circulation**

The concept behind *thread* is to weave the two different user groups, the artisans and the general public by intertwining the circulation and spaces to create nodes where both groups can interact and inspire one another.

It also threads on the fine line of public and private spaces and recreate a new and timeless experience in Orchard Road, breaking away from the ever-changing and fast-paced society to stop and appreciate the little things around us.



Concept sketch | Outdoor Space



External Perspective





**SCULPT @ ORCHARD**

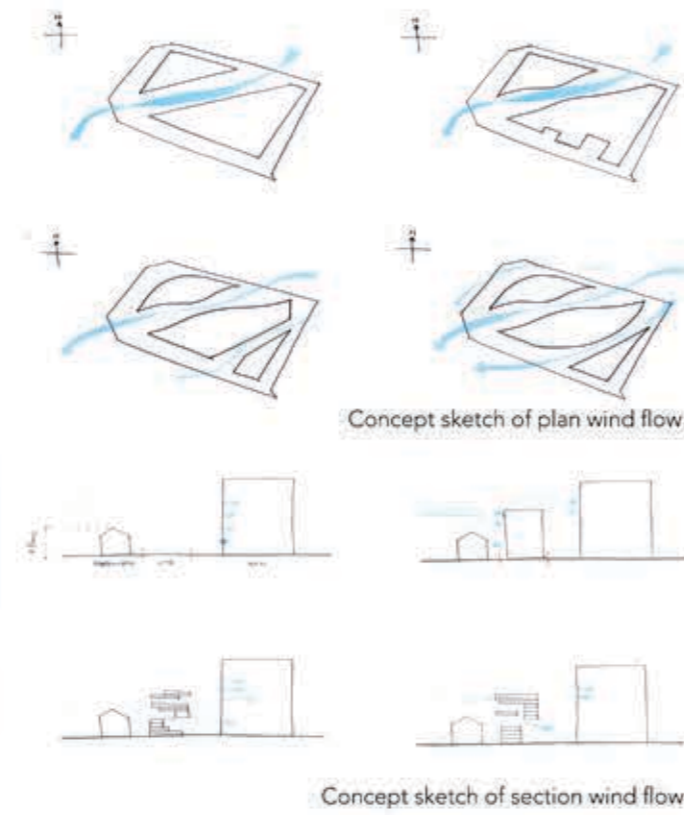
Tracey Wong //  
DARCH 04

Studying in the Diploma of Architecture in Singapore Polytechnic, she aspires to be an architect and constantly seeks to broaden her skills to be able to perform better.

**Sculpt @ Orchard //  
Wind Carving**

With the main purpose of the building as an artisanal collaborative, the form is likened to a block of wood that is being carved. Every floor is sculpted differently, similar to every artisan's work – each different yet with the same purpose. *Sculpt* is designed with the intent of creating a seamless contrast from the flat facade design along Orchard Road.

At bird's-eye view, it looks like two islands with a river of activity flowing through. The canal is angled to allow the prevailing wind to flow through the building and is linked back to the wind tunnel along Orchard Road.



Concept sketch of plan wind flow

Concept sketch of section wind flow



Second storey render of café and kitchen

Sixth storey render of workshop



Exterior day render from Mandarin Gallery



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