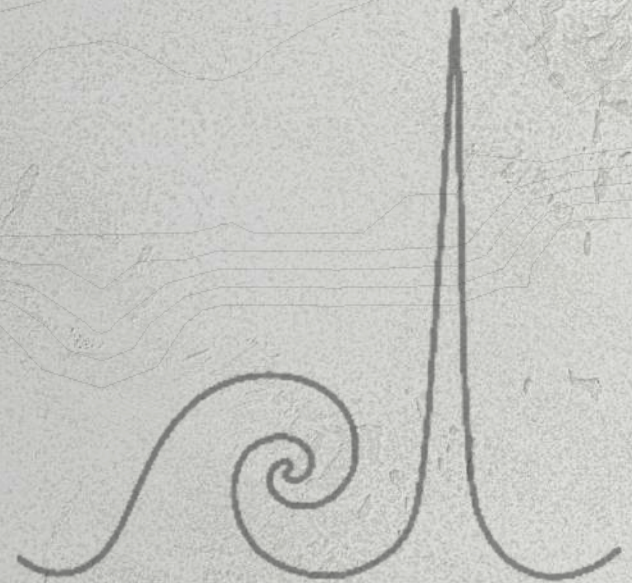


PORTFOLIO

SELECTED WORK 2023-2025

I Made Pagarat

ARCHITECTURE





I Made Pagarat

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@dakupa_studio

+62 895331254098

pagarat09@gmail.com

80582 Sukawati, Gianyar, Bali, Indonesia

EDUCATION

Universitas Warmadewa (UNWAR) Bali
Institut Teknologi Nasional (ITENAS) Bandung
Universiti Tunku Abdul Rahman (UTAR) Malaysia

2021 - 2025

2022 - 3rd semester

2024 - 7th semester

EXPERIENCE

Member of Sanatana Dharma - 2022

Architecture student organization (Warmadewa University)

Student Exchange to ITENAS Bandung - 2022

Program Kampus Merdeka (MBKM Program)

Fulbright Specialist Program - 2023

Documentation and Research of Tenganan Village

Part of Codin Parametric - 2023 until now

Member of Global Community Creators Club

Student Exchange to UTAR Malaysia - 2024

Warmadewa Architecture Student Exchange (WASTU)

SKILLS

Revit

Rhino

Grasshopper

Sketchup

Twinmotion

Lumion

Photoshop

Microsoft Office

ACHIEVEMENTS

International Student Competition in Architecture Design and Construction of Bamboo

Malaysian Level :

- Champion
- Design Innovative Award
- Popular Design Award

International Level :

- The First Prize of Comprehensive Award

LANGUAGE

English

Bahasa Indonesia

Balinese

CONTENTS

PART A

1.0

Studio Project

1.1

Final Project

BIEXPO - Bali International Expo Center

1.2

Studio 6

M.T.I.C. - Malaysian Tourist Information Center

1.3

Studio 5

TECS - Tragia Economic Creative Space

2.0

Bamboo Competition

Breeze of Memory - kinetic wind bamboo Sculpture

PART B

3.0

Rendering

Architecture Vizualitations

4.0

Form Exploration

Parametric Modelling - Grasshopper

PART A

1.0 Studio Project

1.1 Final Project

BIEXPO - Bali International Expo Center

1.2 Studio 6

M.T.I.C. - Malaysian Tourist Information Center

1.3 Studio 5

TECS - Tragia Economic Creative Space



1.1

Final Project

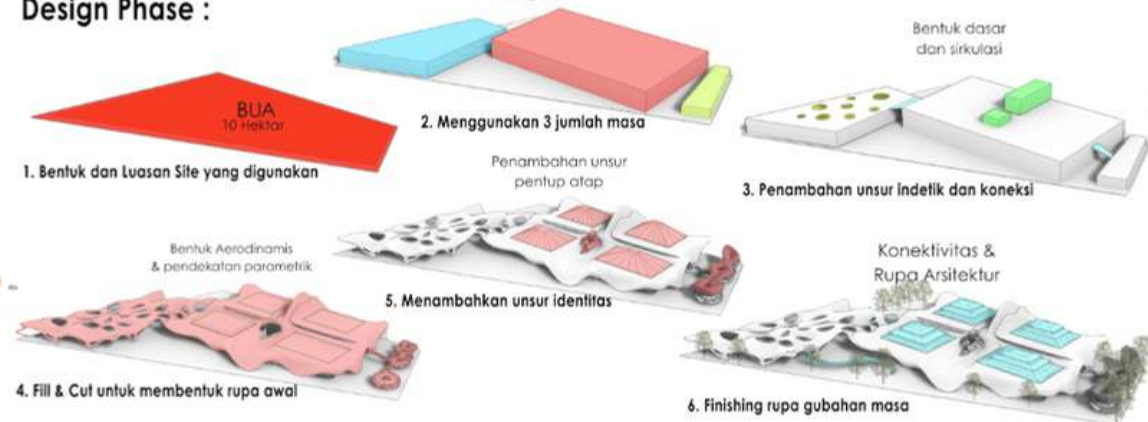
"BIEXPO" is an international-scale architectural project aimed at positioning Bali as a global hub of culture and innovation. The project integrates primary functions such as exhibition halls, convention spaces, cultural performances, educational facilities, and tourism support infrastructure, with a total capacity of approximately 24,100 people. The planning of this area is rooted in the detailed analysis of user types (civitas) and their activity flows, organized into 13 major functional groups. The entire design approach is guided by the core concept of "Center of Global Culture and Innovation," with a parametric architectural theme and a local cultural expression in the form of the three-tiered Balinese roof, symbolizing both philosophical depth and a climate-responsive design strategy.

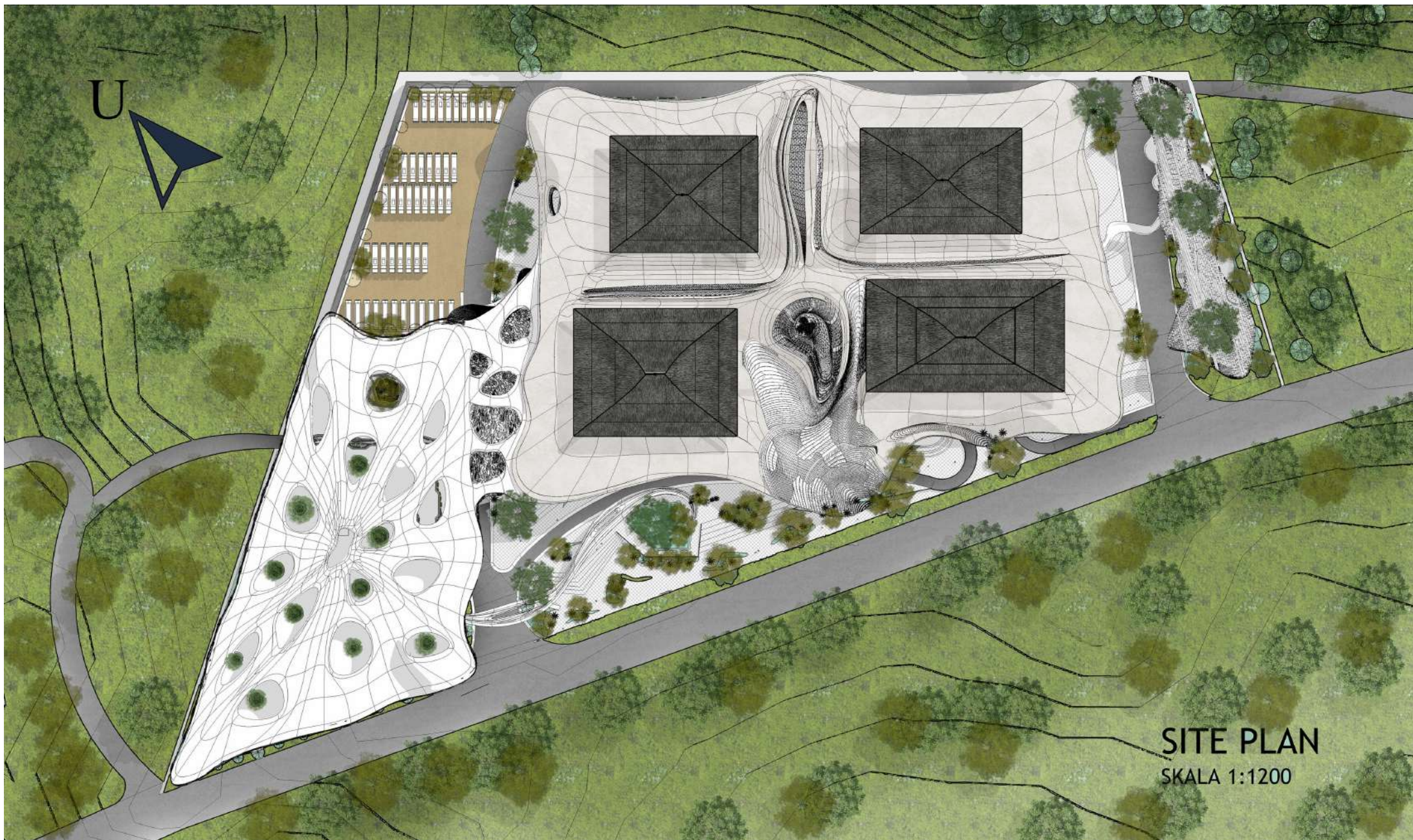
In its design, you successfully applied parametric architecture to create dynamic and futuristic forms that are both visually striking and highly functional. This design strategy is combined with the concept of synthetic vernacular, resulting in architecture that is innovative while still rooted in local identity. Key features include integrated site zoning, programmatic grouping based on user typologies, and a circulation and access system that prioritizes efficiency, user hierarchy, and spatial experience. Sustainability is also emphasized through the inclusion of open spaces, the use of local materials, and utility systems that promote energy efficiency and user comfort.

Overall, this final project goes beyond fulfilling the physical requirements of an expo center — it addresses cultural, economic, and tourism-related challenges within a global context. BIEC is envisioned as a platform for cultural exchange, technological advancement, and creative collaboration, all deeply embedded in the local Balinese context. Your academic approach demonstrates a comprehensive understanding — from site analysis and spatial programming to capacity calculations and strong design justifications. This thesis showcases your ability as a future architect to think strategically, contextually, and with vision when crafting complex design solutions on both national and international scales.







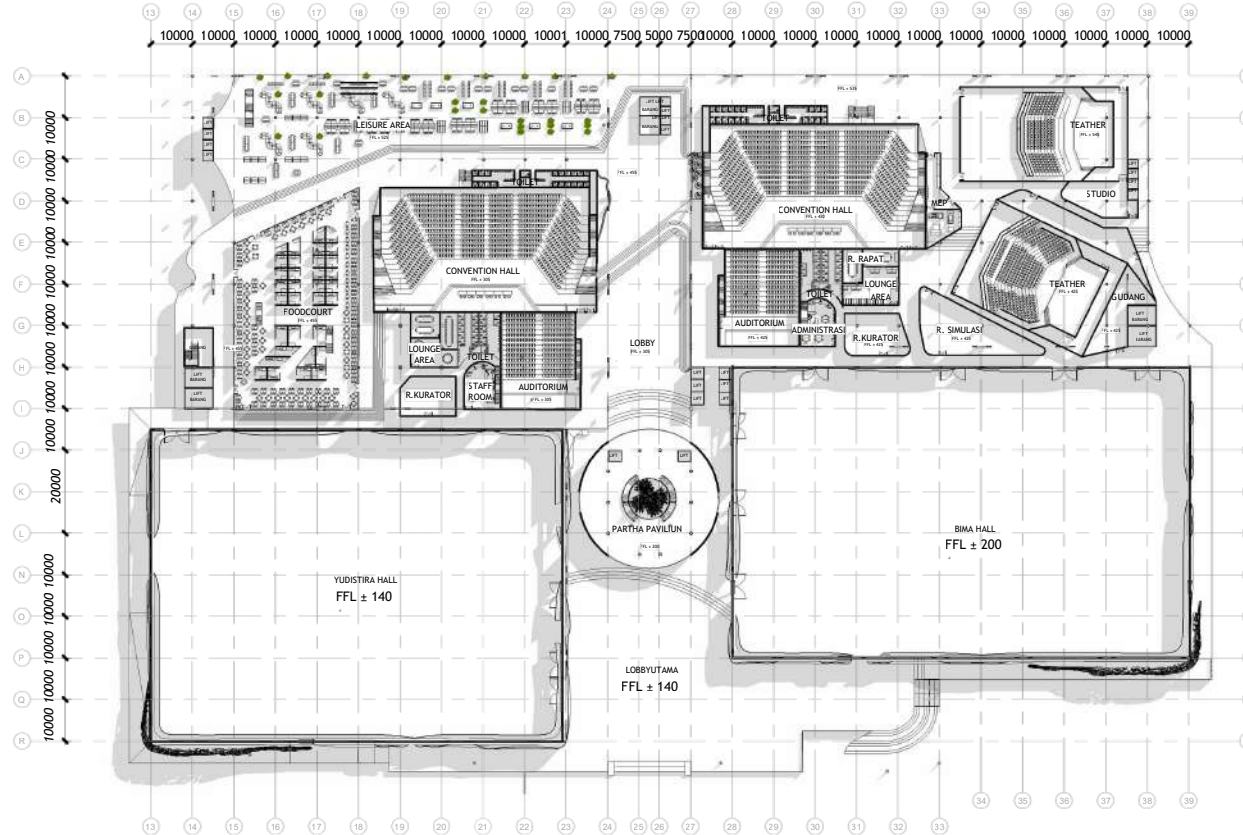


U

SITE PLAN
SKALA 1:1200



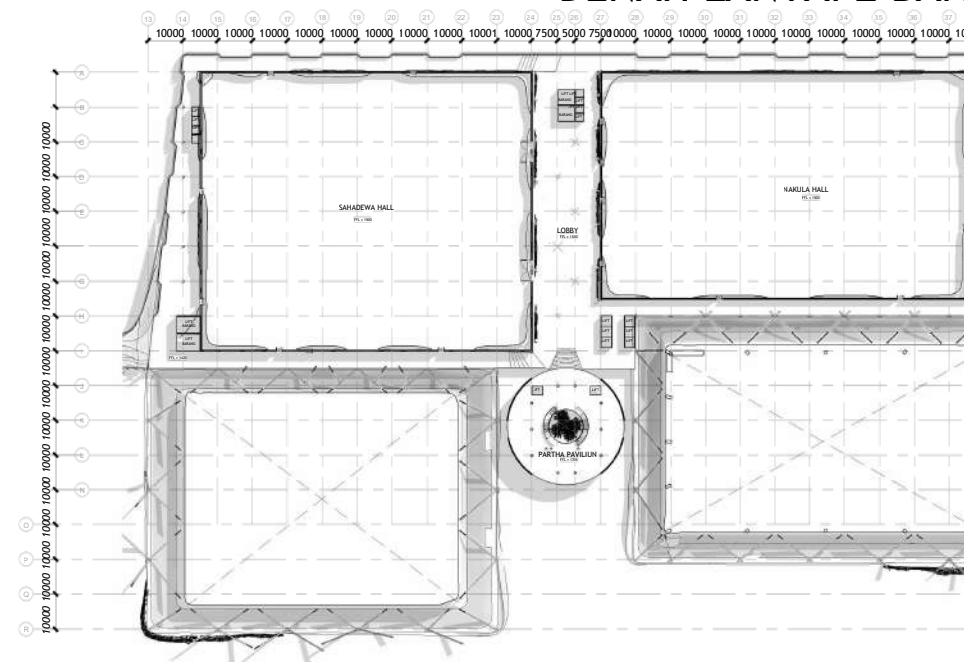
LAYOUT PLAN
SKALA 1:1200



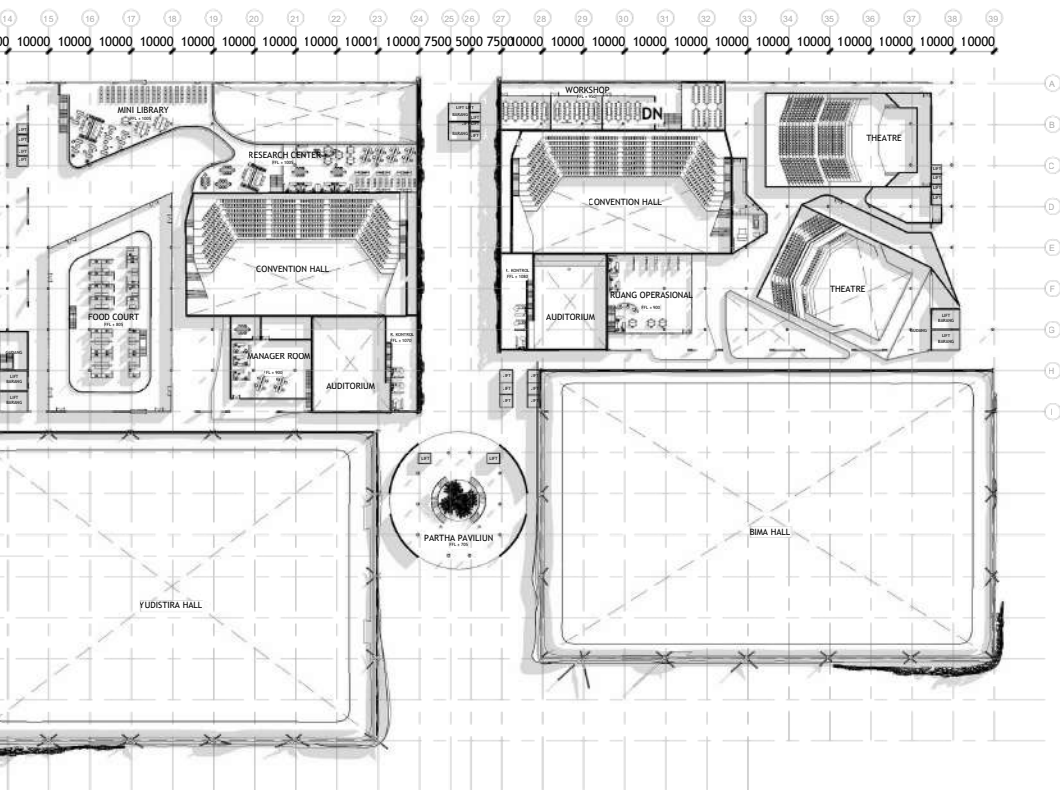
DENAH LANTAI DASAR BANGUNAN



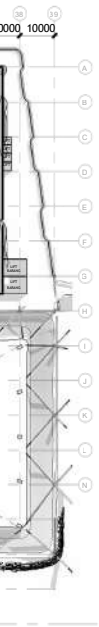
DENAH LANTAI 2 BAN



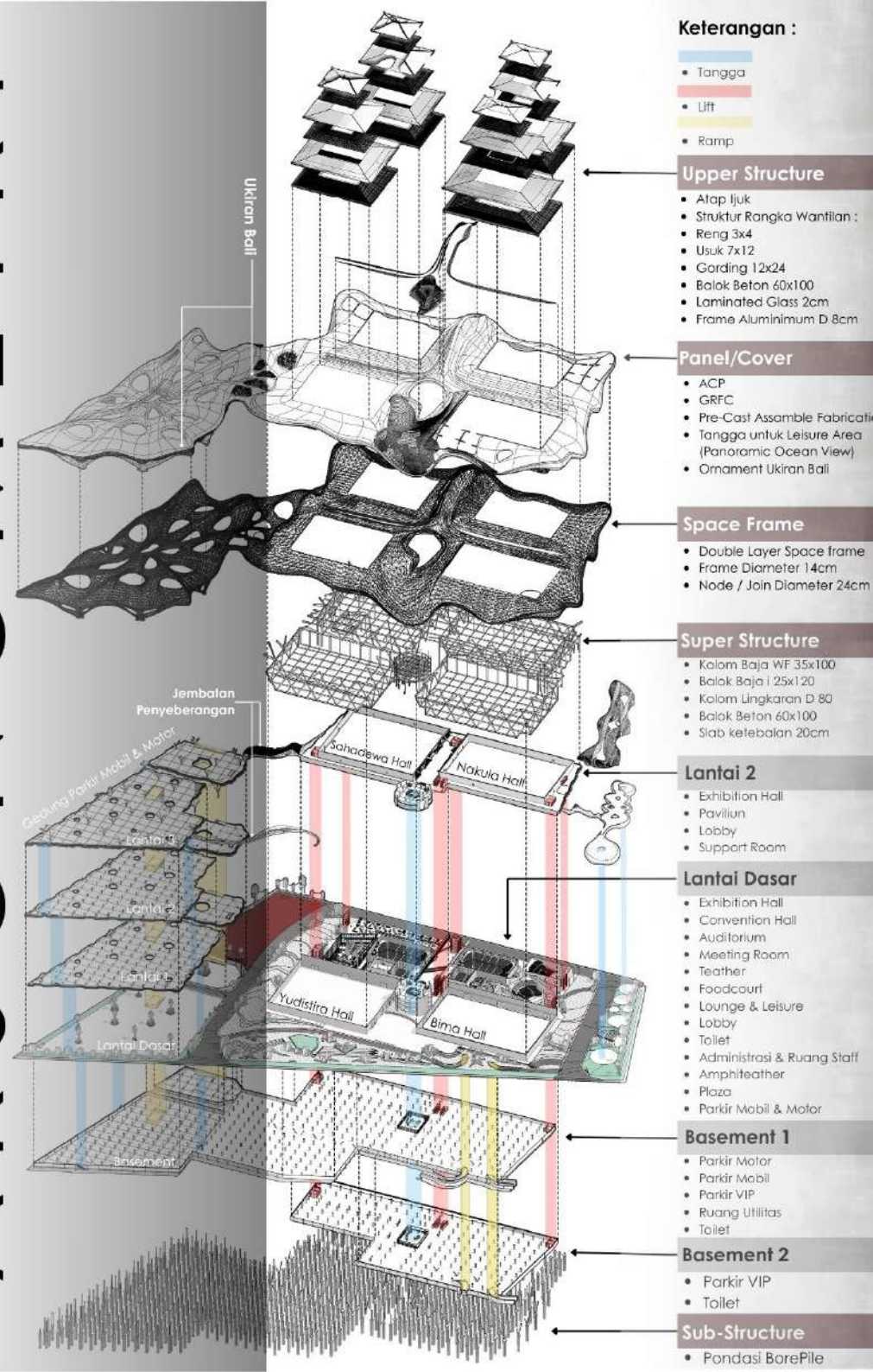
DENAH LANTAI 3 BANGUNAN UTAMA



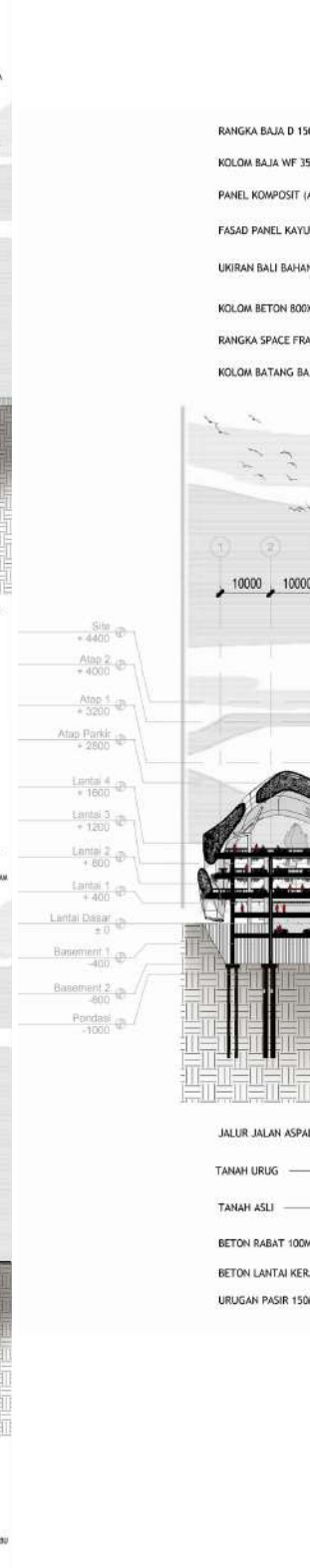
GUNAN

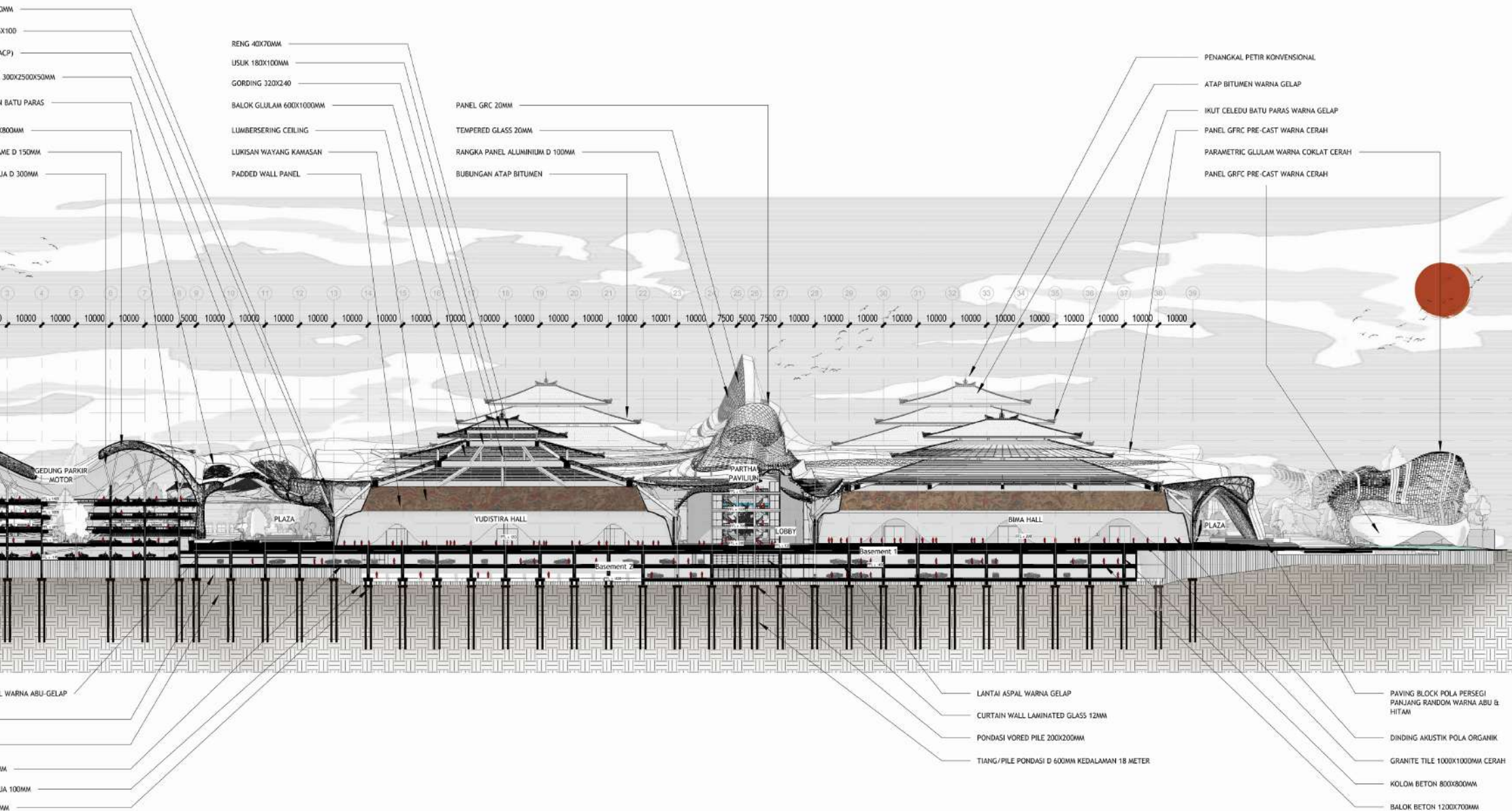


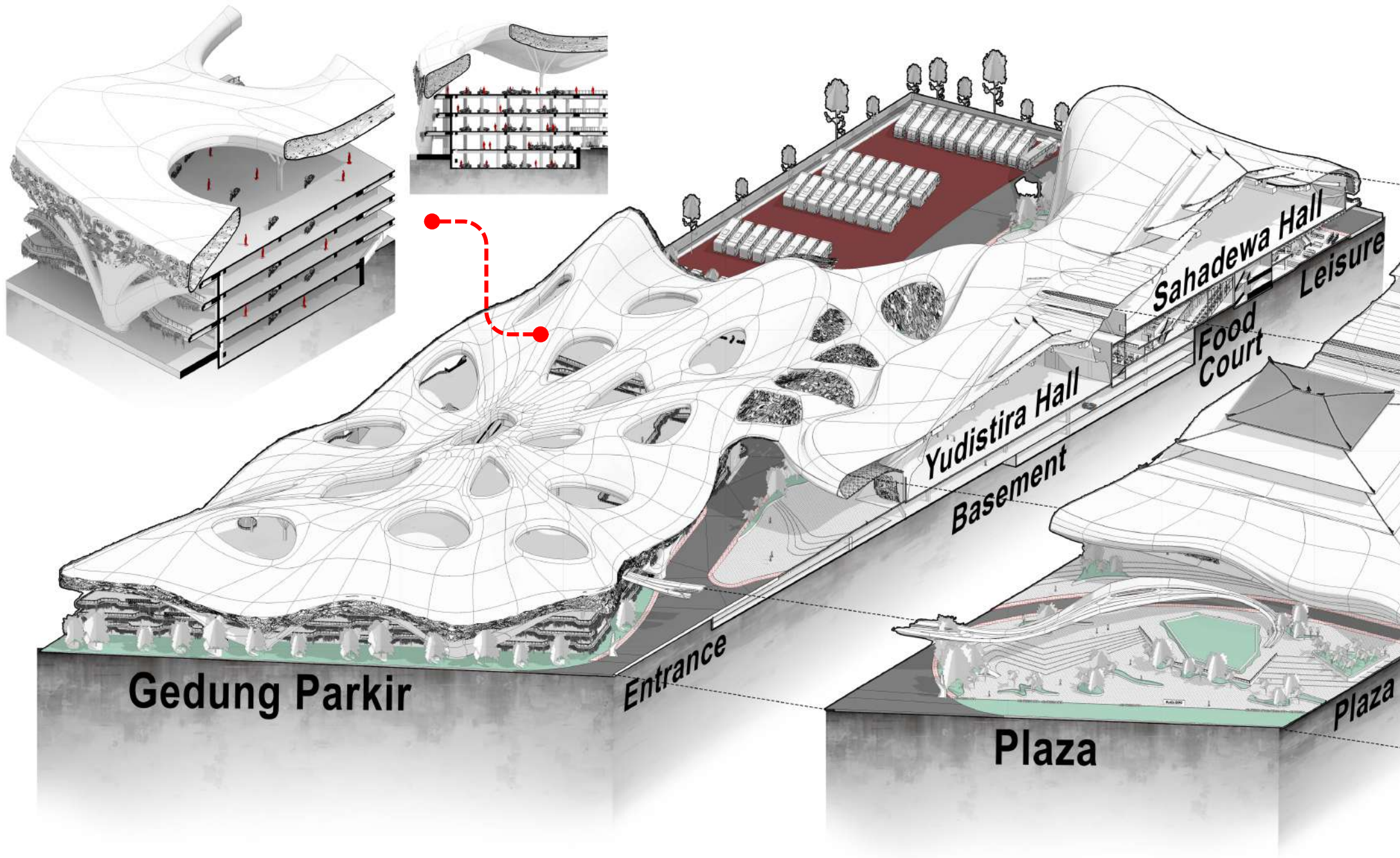
AKSONOMETRI

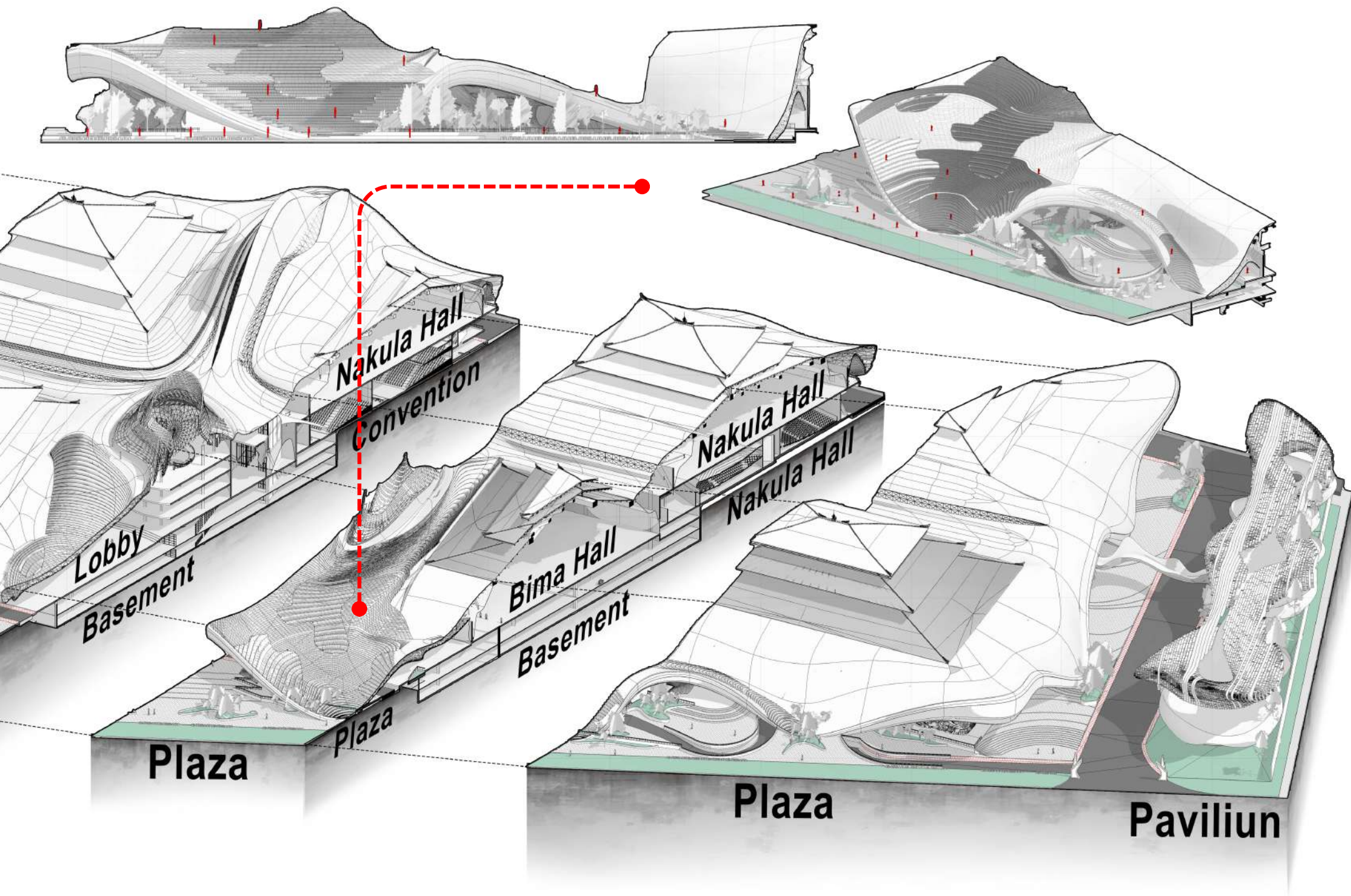


1. ATAP BITUMEN WARNA GELAP	9. RANGKA SPACE FRAME DIAMETER 150MM
2. RENG KAYU 40X70MM	10. PANEL ACP THICK 100MM
3. USUK KAYU 80X160MM	11. KOLOM BAJA WF 350X1000MM
4. GORDIMH KAYU 180X240MM	12. PANEL KAYU 30X2500X50MM WARNA WARM BROWN
5. BALOK GLULAM 600X1000MM	13. BALOK BETON BERTULANG 1200X800MM
6. LUKISAN WAYANG KAMASAN	14. KOLOM BETON BERTULANG 800X800MM
7. PADDED WALL PANEL	15. TANAH URUG
8. PANEL GRFC PRE CAST THICK 200MM	16. PONDASI BORPILE 4 TIANG KEDALAMAN 18-25 METER











Exhibition Hall



Lobby Lv. 2



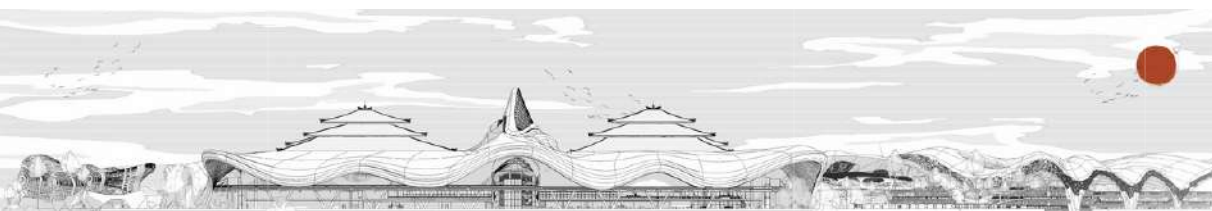
Leisure Area



Buss Parking Area



Facade





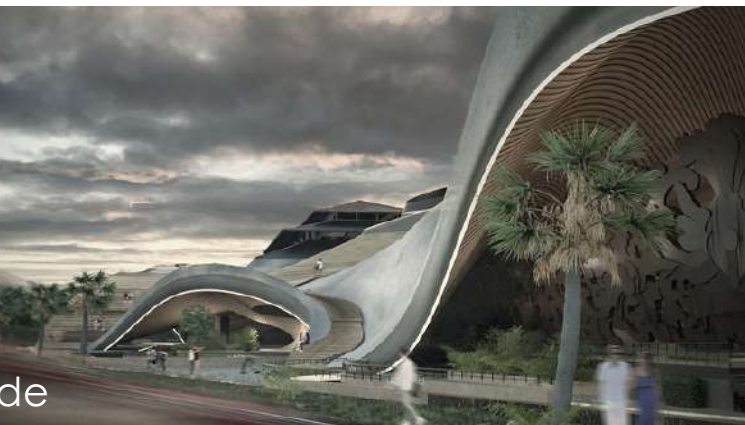
Plaza Area



Bridge 1



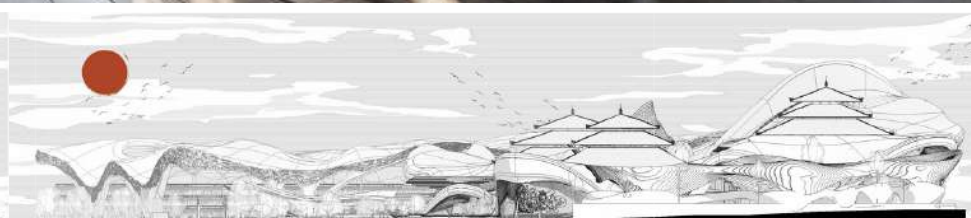
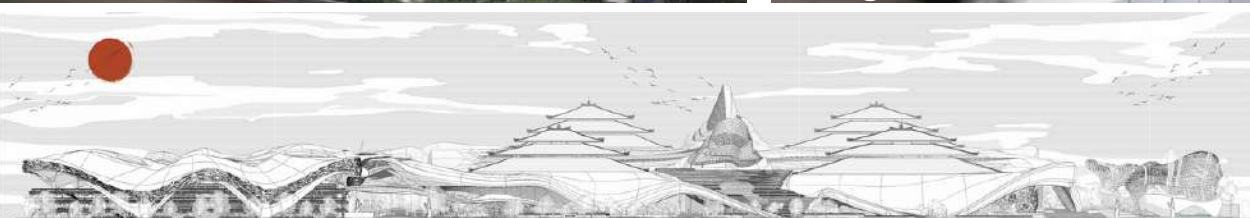
Corridor



de

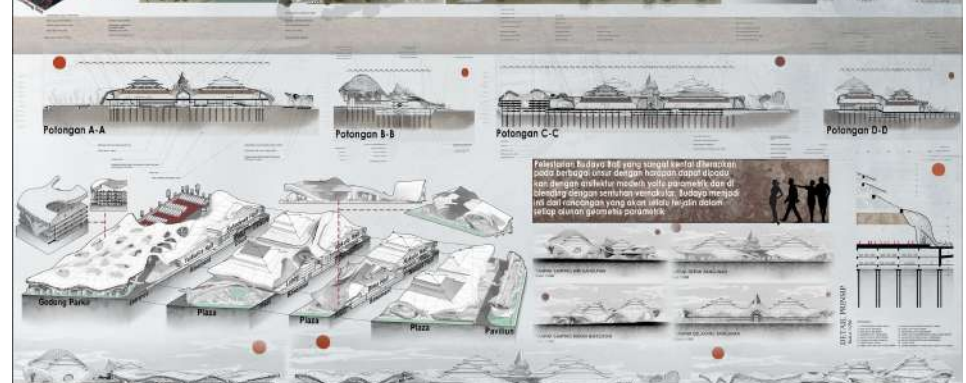


Bridge 2



BIEXPO

Perancangan pusat pameran berskala internasional di yang berlokasi di Gianyar, Bali, yang dirancang bukan hanya sebagai ruang pameran, tetapi sebagai "Center Of Global Culture and Innovation" yang menggabungkan unsur arsitektur parametrik dan vernakular tradisional dan akan menjadi landmark arsitektur masa depan yang tetap berpijak pada kearifan lokal.



Physical Model



1.2

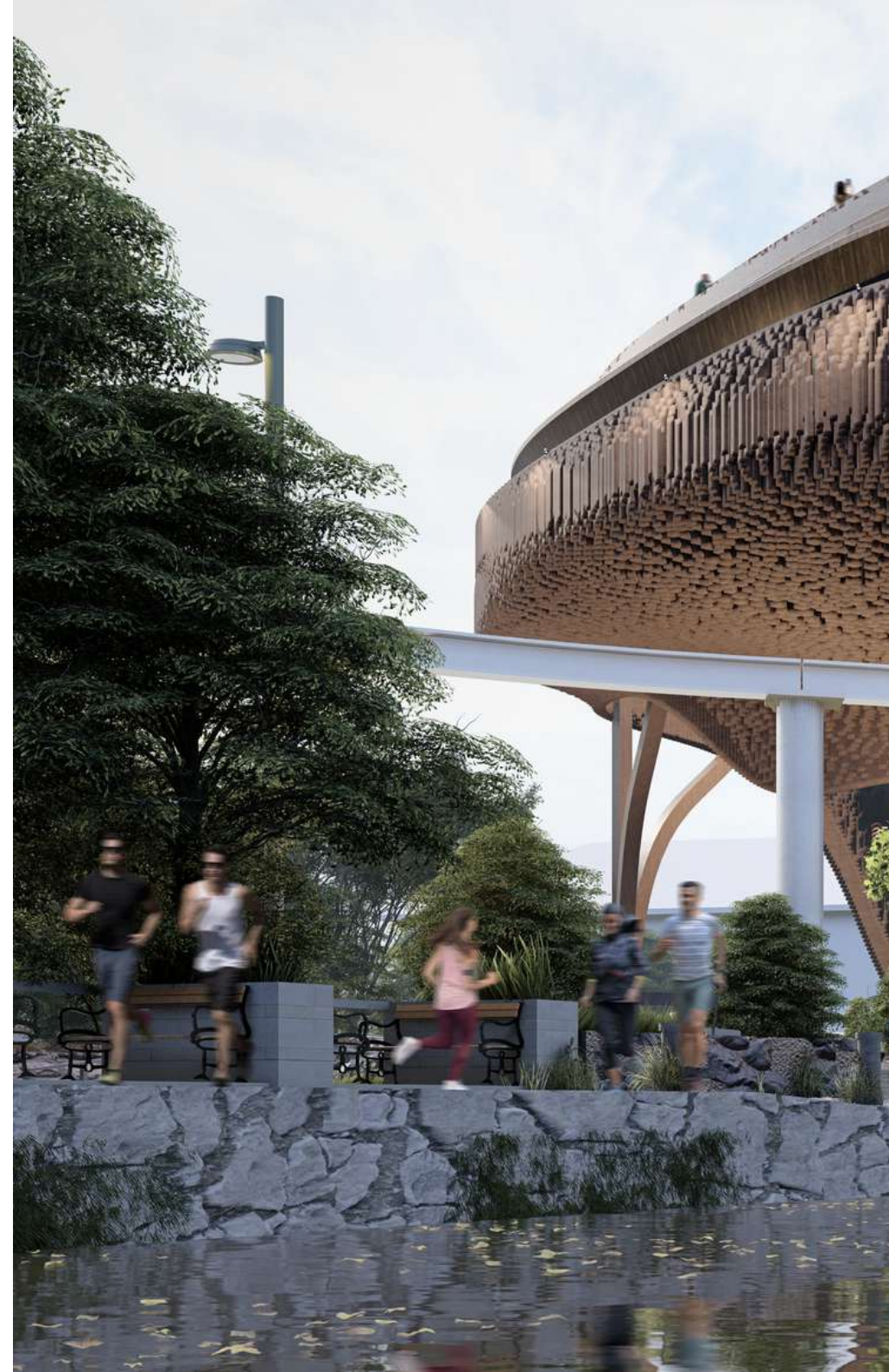
Studio 6

Project

I do this studio project while on a student exchange trip to Malaysia, specifically at Universiti Tunku Abdul Rahman. This site is located in Melaka which is famous for the richness of its port area, this area is also the richest and most traversed strait in the world by trading ships from west to east. The changes that occurred along with its development, Melaka became an area rich in acculturation of various cultures, such as Portuguese, Chinese, Indian and Malay.

Coinciding with the massive development that almost destroyed the original cultural values in the Melaka area, a culture-related architectural theme based on 5 urban elements was raised. Because it is located next to Morten Village or Malay Village, the uniqueness of this village lies in its location which is surrounded by tall, modern and commercial buildings, in sharp contrast to Morten Village. This site is also located in the historical and cultural tourism area in the Melaka area and is on the very famous Melaka river.

In connection with several of these factors, as well as the selection of the site location on an abandoned building, namely the Melaka Jeti Cruise which will be carried out adaptive reuse, a TOD or Transit Oriented Development system is implemented. After conducting analysis, it was decided to design a Tourist Information Center to meet all needs based on these aspects.





Study Context Analysis

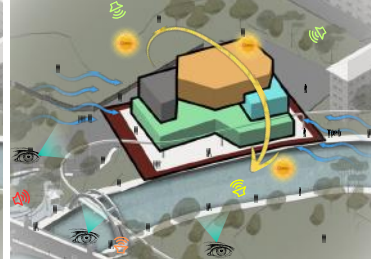
SITE



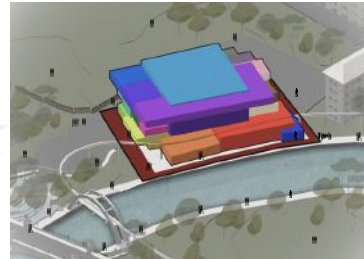
ACCESSIBILITY



ZONING & SITE RESPONSE



PROGRAMING



CUTTING



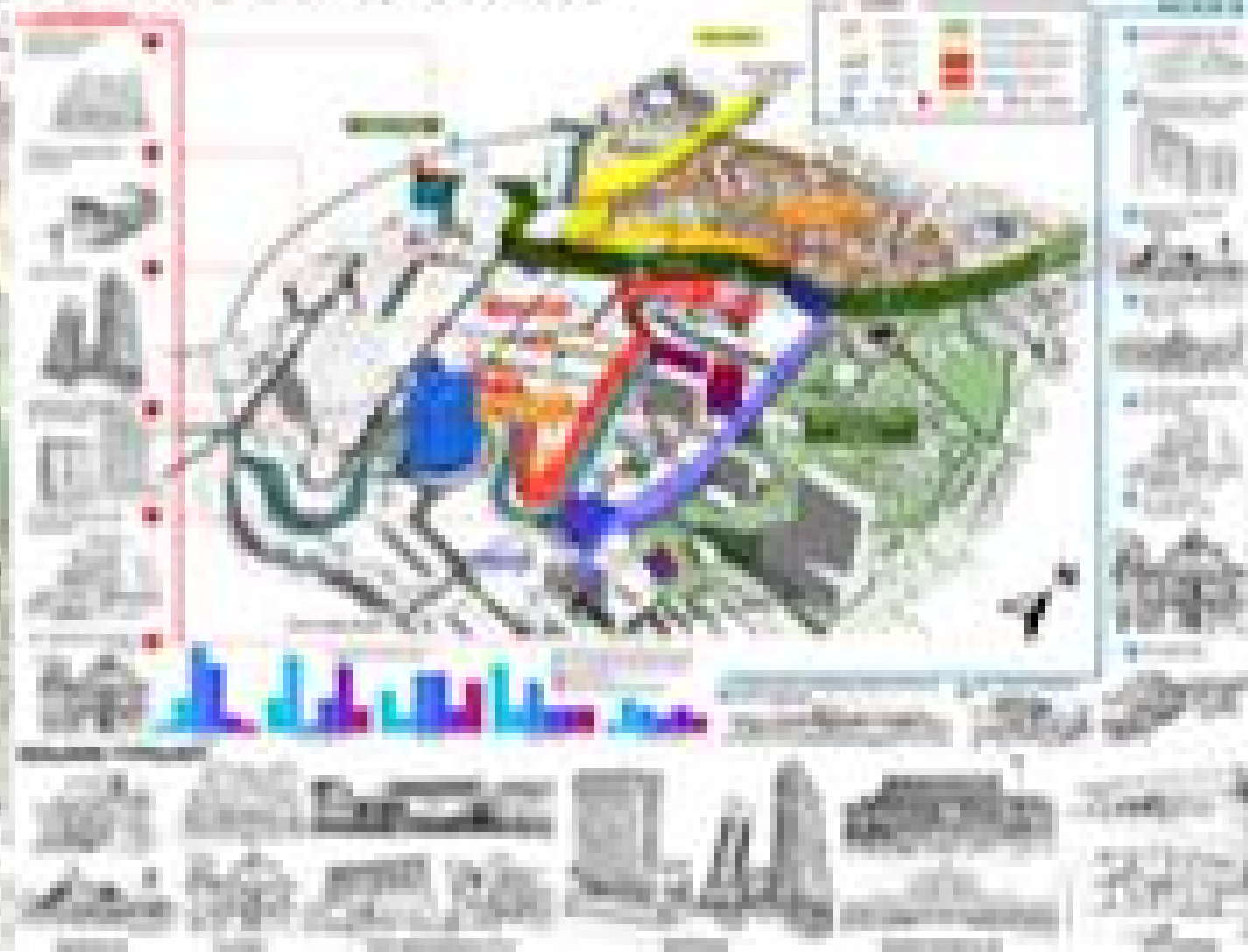
INTERVENTION

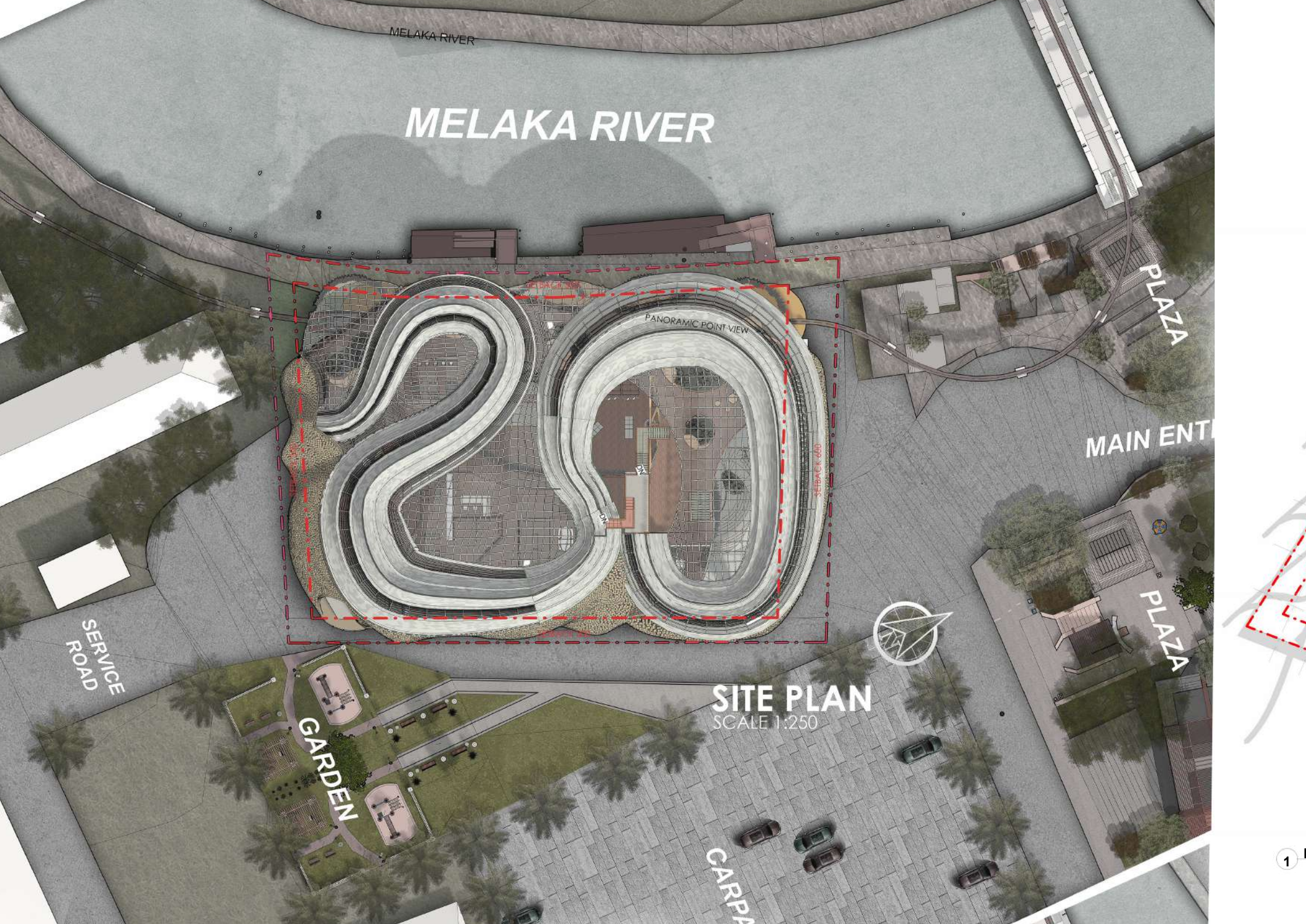


MACRO ANALYSIS



CONTEXT PLANNING & ENVIRONMENTAL APPRAISAL





MELAKA RIVER

MELAKA RIVER

PANORAMIC POINT VIEW

PLAZA

MAIN ENTRANCE

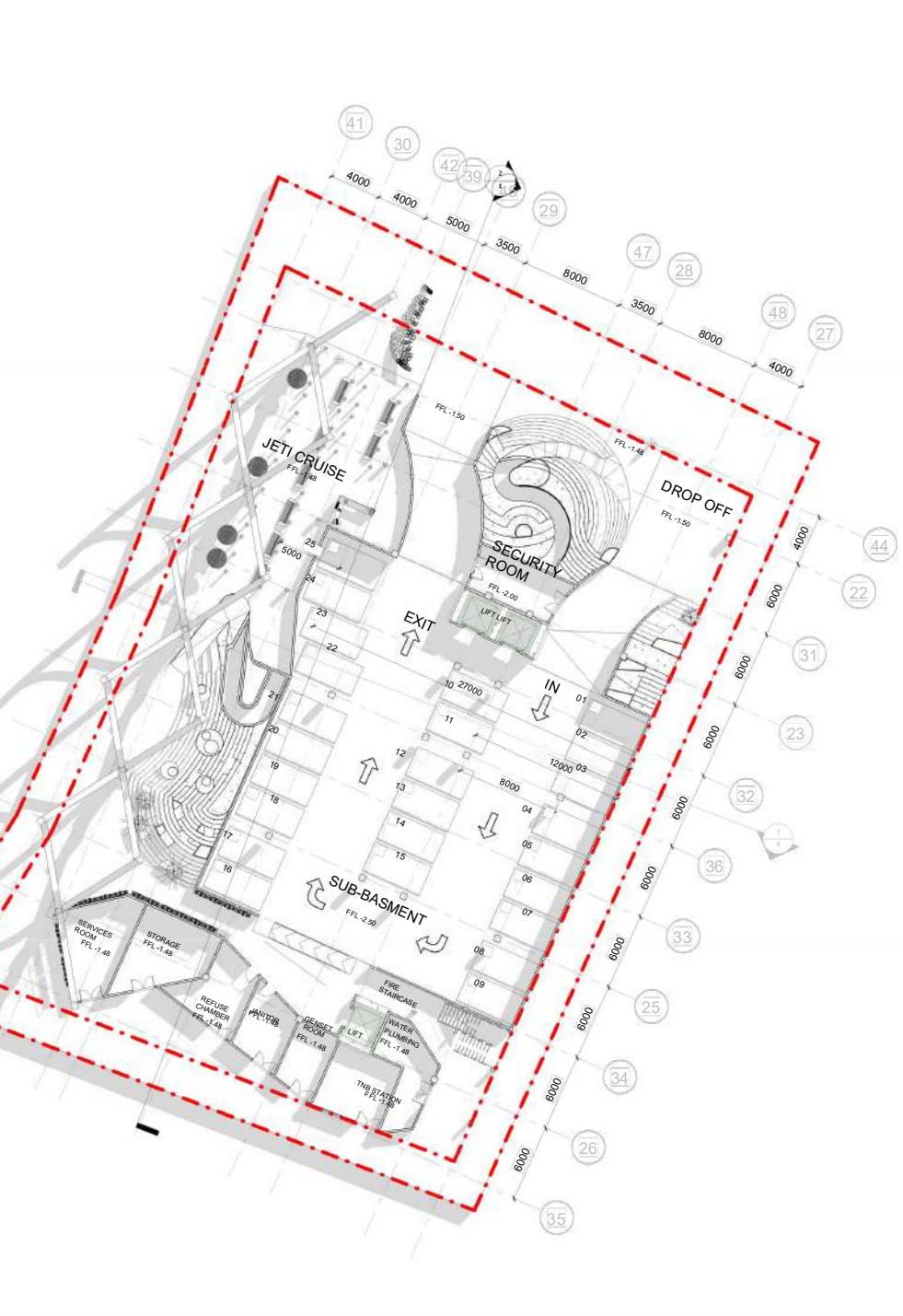
PLAZA

SERVICE ROAD

GARDEN

SITE PLAN
SCALE 1:250

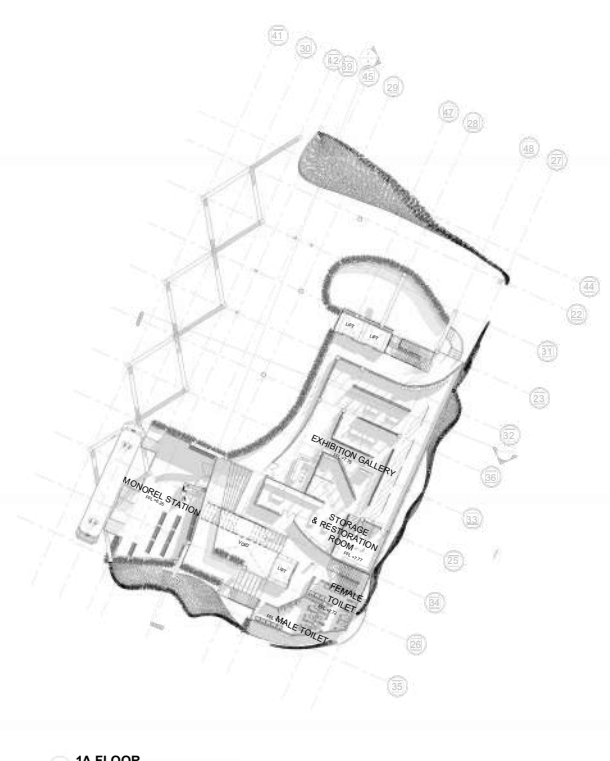
CARPARK



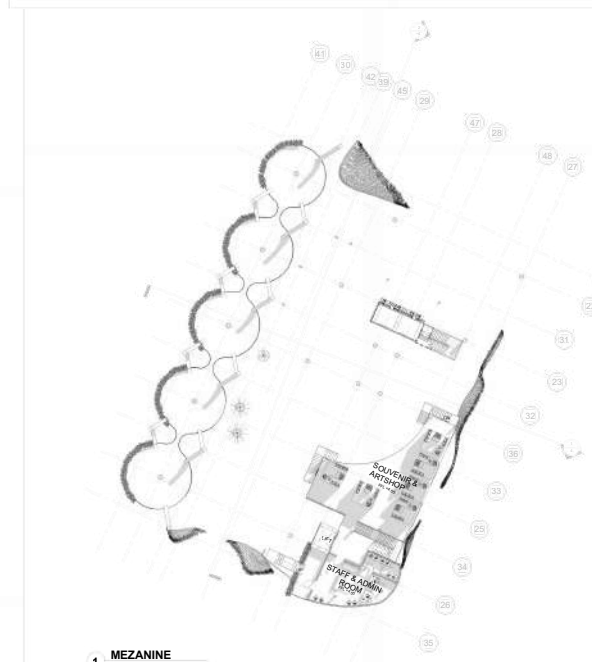
PLINTH LEVEL.



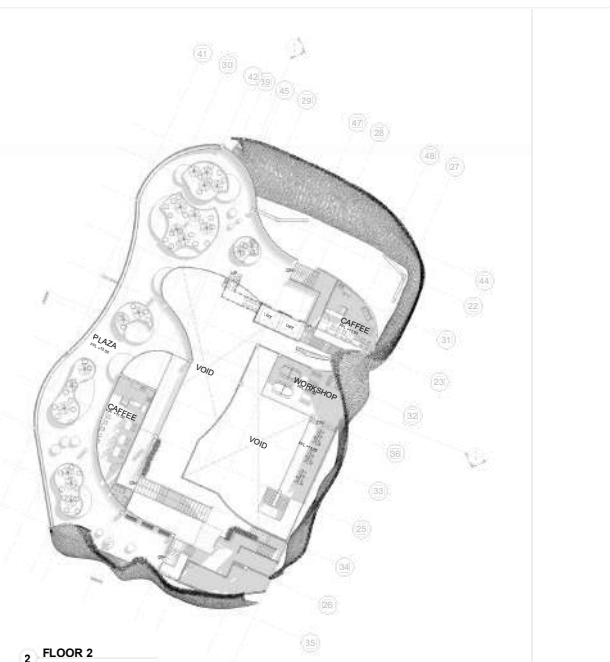
1 GROUND FLOOR



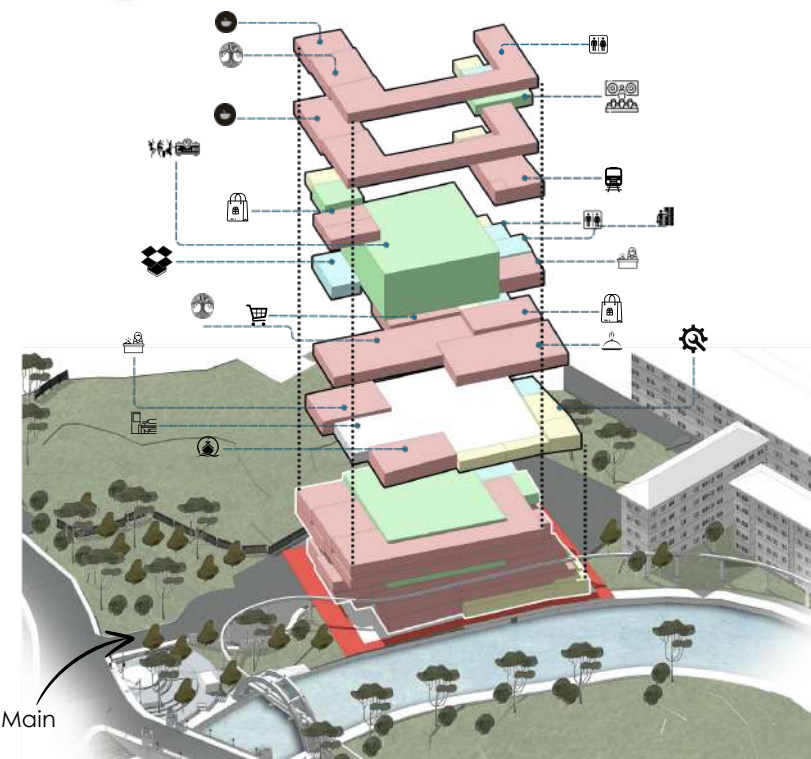
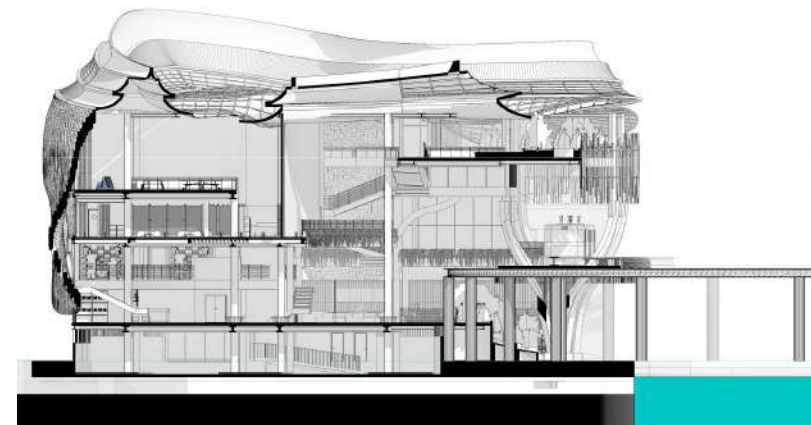
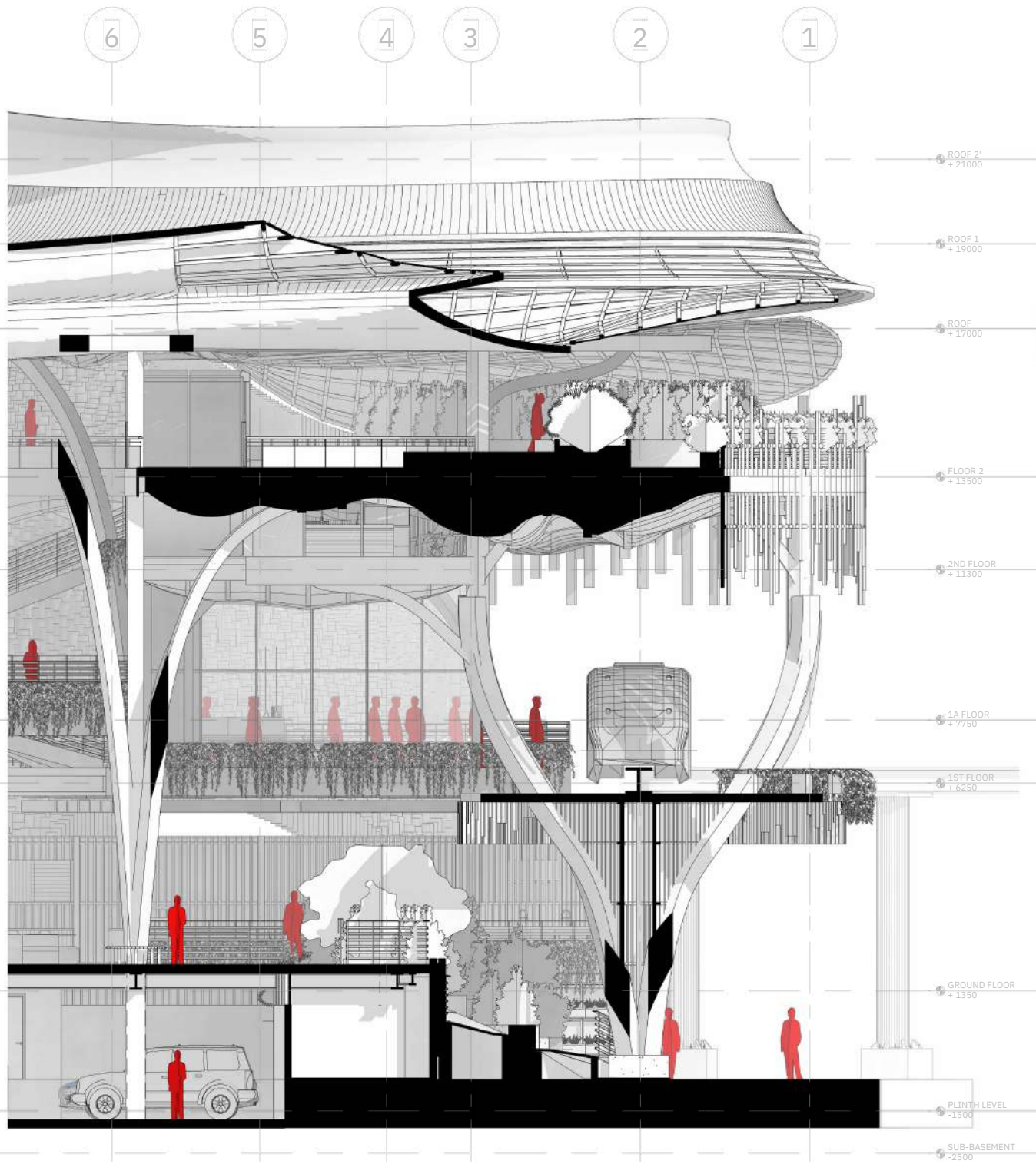
2 1A FLOOR

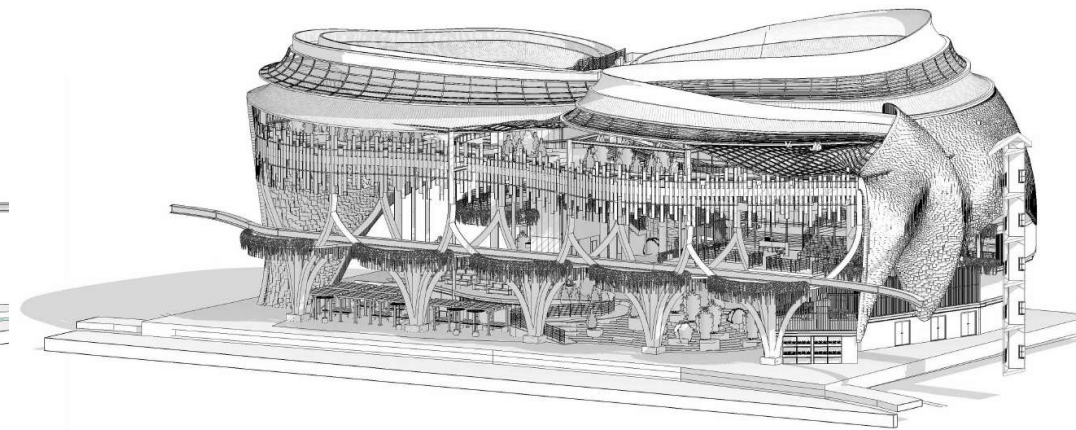
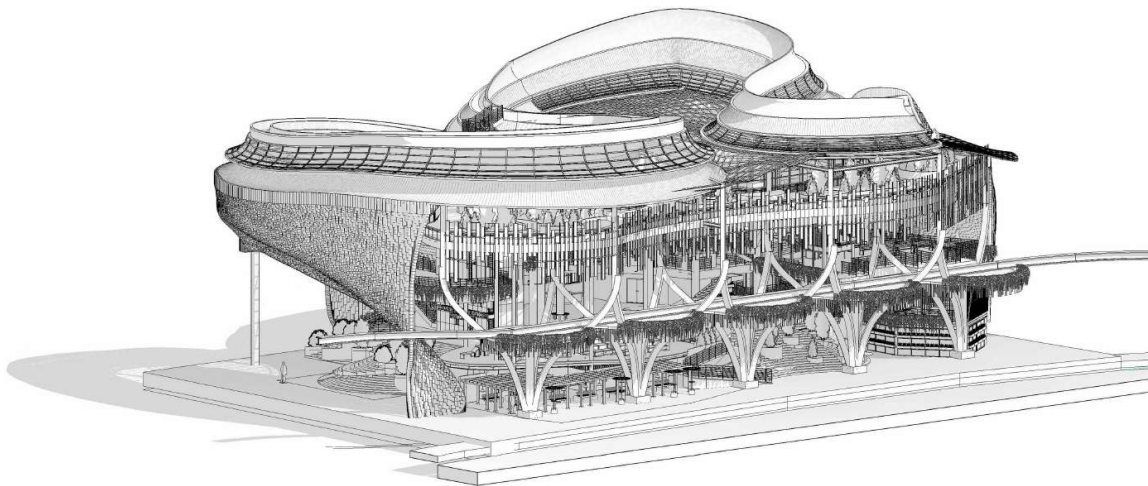
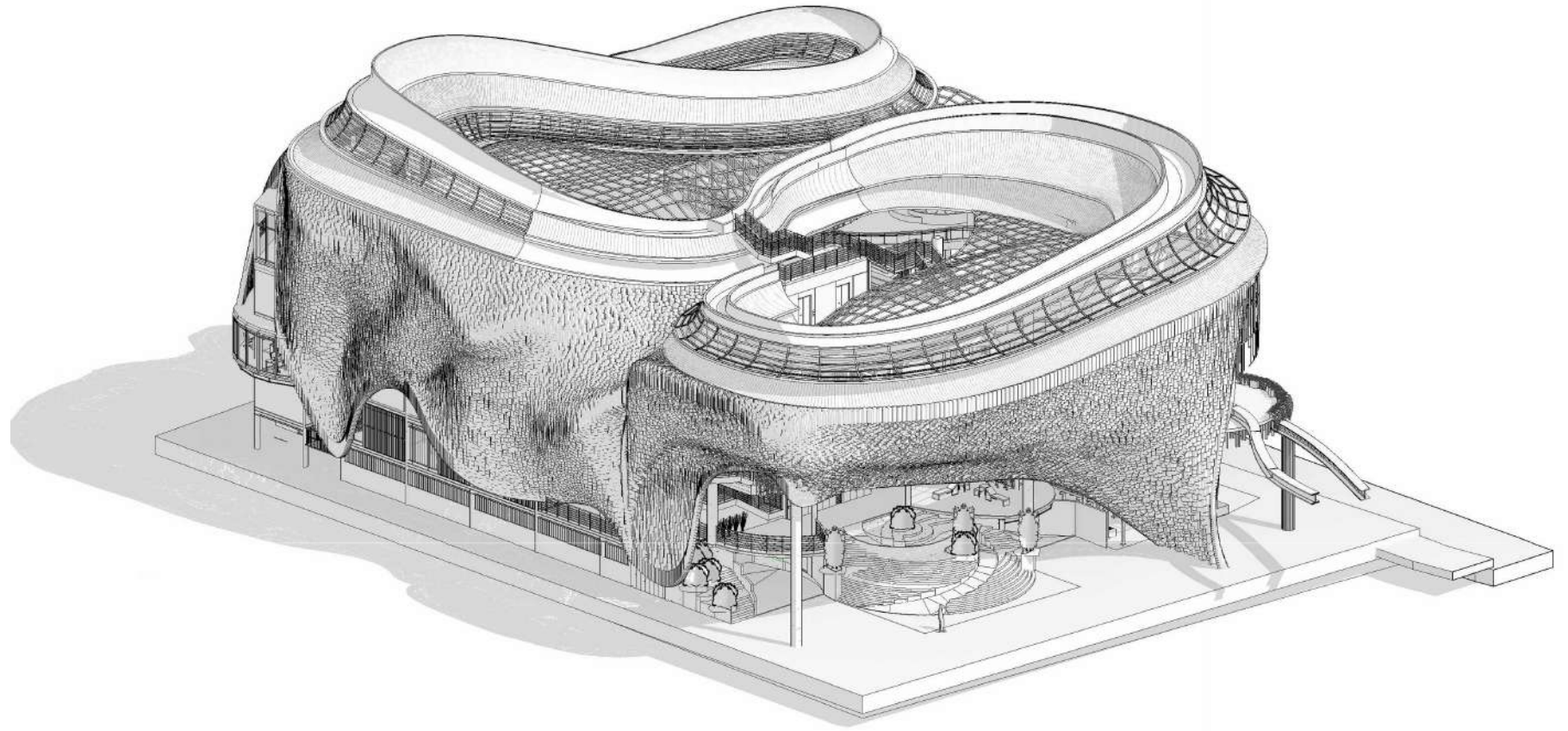


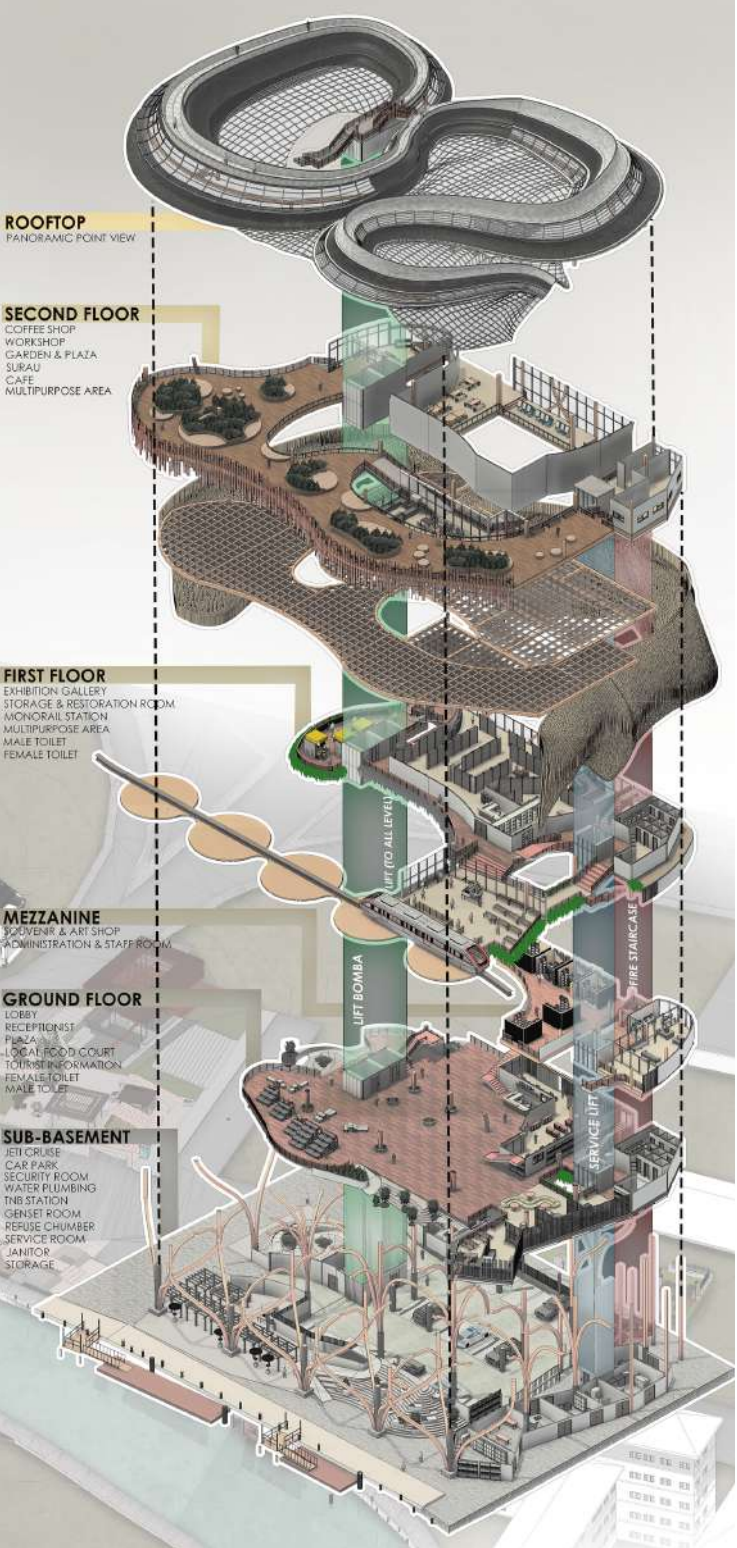
1 MEZANINE

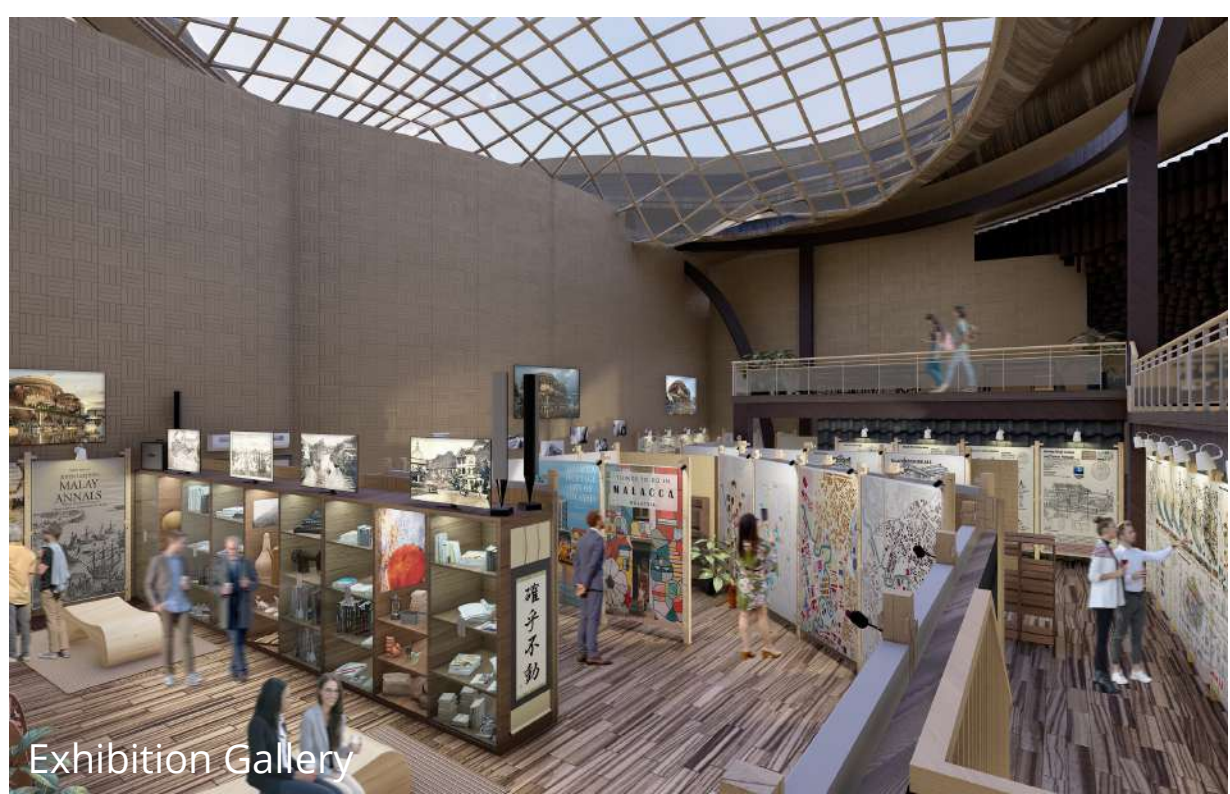


2 FLOOR 2









Exhibition Gallery



Monorel Station



ISSUE

Melaka is a city that has high historical value and is rich in cultural heritage. The challenge was to create a building that reflects the city's history and culture, while also being a modern and functional tourist information centre.

Design Intent

The design intent was to create a building that reflects the city's history and culture, while also being a modern and functional tourist information centre. The building was designed to be a landmark and a symbol of the city's heritage.

Design Goals

- Reflect the city's history and culture
- Be a modern and functional tourist information centre
- Be a landmark and a symbol of the city's heritage
- Be sustainable and environmentally friendly
- Be accessible and inclusive for all visitors

Design Process

The design process involved a series of iterations and consultations with the client and the community. The final design was a result of a collaborative effort between the architect and the client.

Design Outcome

The final design is a building that reflects the city's history and culture, while also being a modern and functional tourist information centre. The building is a landmark and a symbol of the city's heritage.

Design Details

- Use of local materials and traditional craftsmanship
- Integration of modern technology and sustainable design
- Creation of a unique and memorable experience for visitors
- Provision of a range of services and facilities for tourists

Design Impact

The building has become a landmark and a symbol of the city's heritage. It has also become a popular destination for tourists and a place where visitors can learn about the city's history and culture.

Design Conclusion

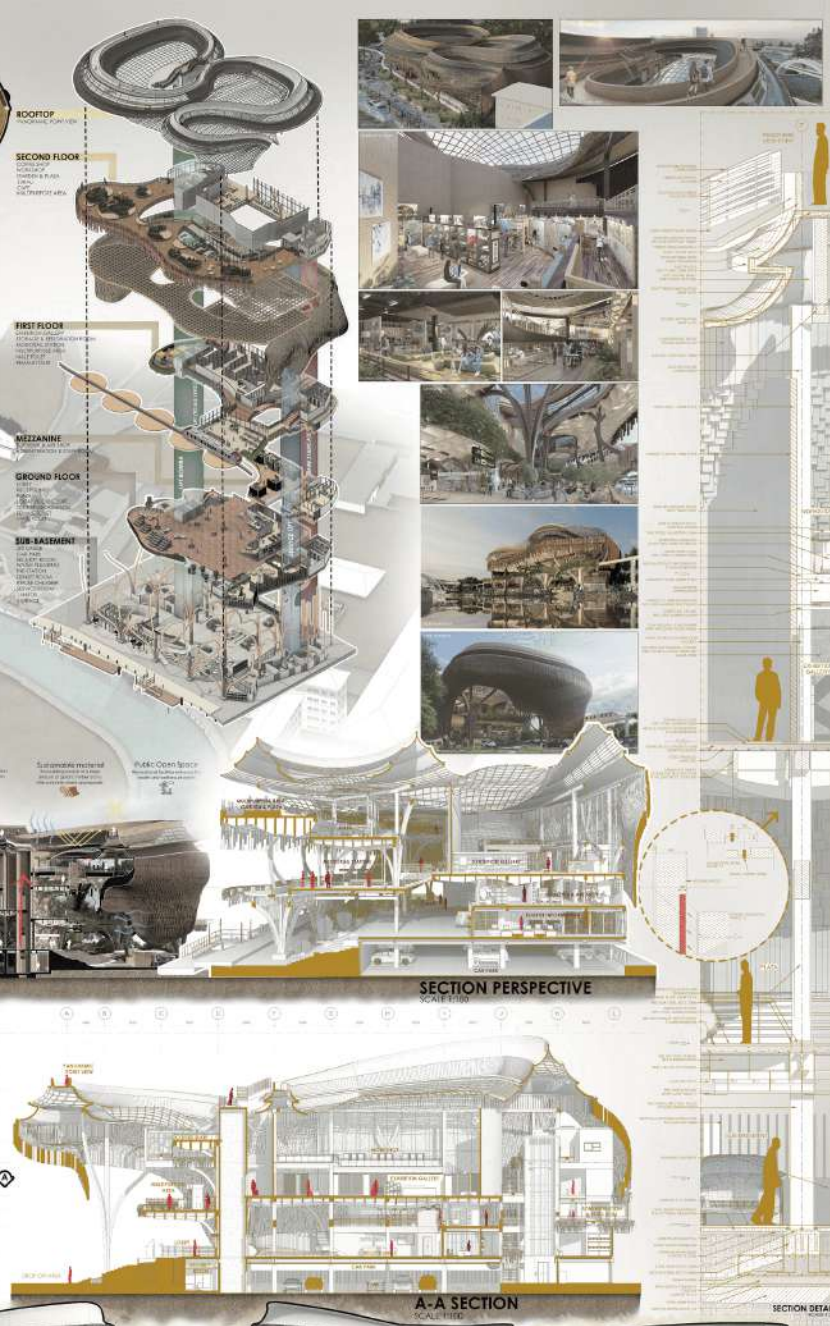
The design process was a challenging but rewarding one. The final design is a building that reflects the city's history and culture, while also being a modern and functional tourist information centre. The building is a landmark and a symbol of the city's heritage.

“Hulu Air Hill”

The building is located on a hillside overlooking the city of Melaka. The name “Hulu Air Hill” is a reference to the city's history and culture.

SITE LOCATION

The building is located on a hillside overlooking the city of Melaka. The site is a prime location for a tourist information centre.



Physical Model



1.3

Studio 5

Project

It is located on Jalan Ponegoro which is part of Denpasar City Center, namely between the zero points of Denpasar City and Puri Pemecutan. The Tragia Building is one of the abandoned buildings in the Dauh Puri Kelod area. The Dauh Puri area is not well organized causing a low quality of life. With the background of the area being in a trade and services zone as well as a high density residential area, this area has high economic value and has memorial value for the community. The arrangement of the Dauh Puri Kelod area will be based on economics which can improve the quality of life and economic growth.

Therefore, we took the concept of Nata Natah which comes from the Balinese word "nata" which means to arrange "Natah" which means yard or land for farming, which in this case aims to organize and develop the Dauh Puri Kelod area into a sustainable and environmentally friendly economic area and creative space with the theme Adaptive Society.

With this, we plan to design an Economic Creative Space (ECS) where ECS is a forum that facilitates the implementation, promotion, development of the creative economy and community recreation space. The ECS area is designed as a dynamic and inclusive creative economy center. Tragia will become a regional development center capable of accommodating various functions, such as an area that provides space for innovative business actors to sell and interact with visitors. Opening opportunities to improve the quality of life and advance the city's economy, the existence of green open space (RTH) is an important element for improving the quality of life and sustainability, and can become a public space for social interaction and fostering community creativity.

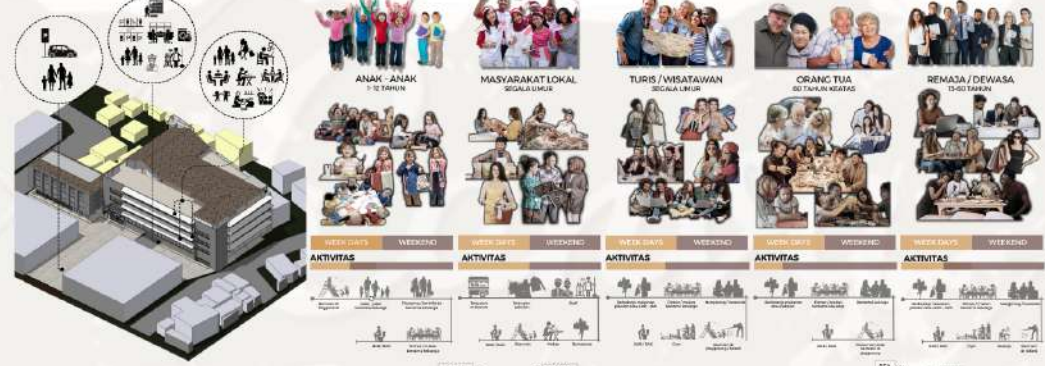




TEMA DAN KONSEP PENGEMBANGAN KAWASAN



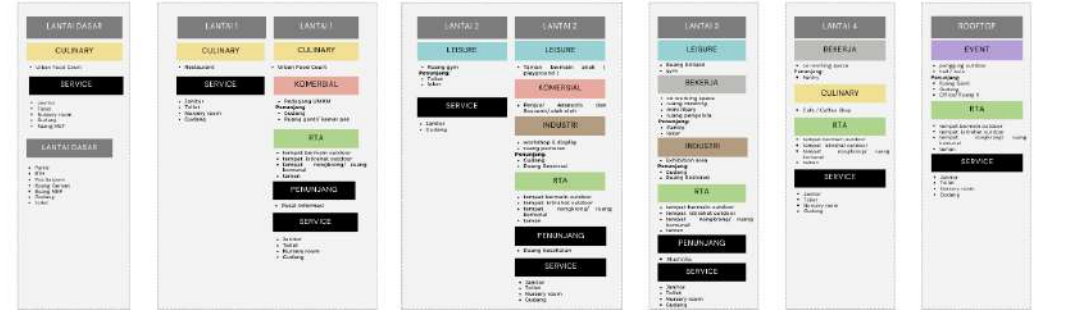
KARAKTERISTIK PENGGUNA



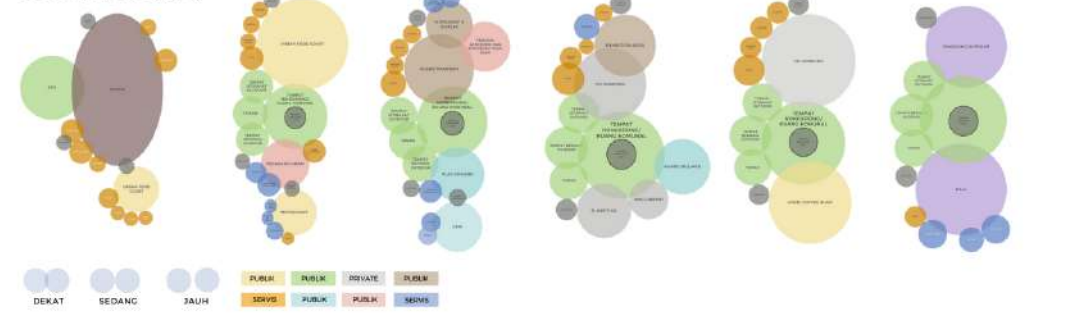
KARAKTERISTIK PENGGUNA



KEBUTUHAN RUANG



BUBBLE DIAGRAM



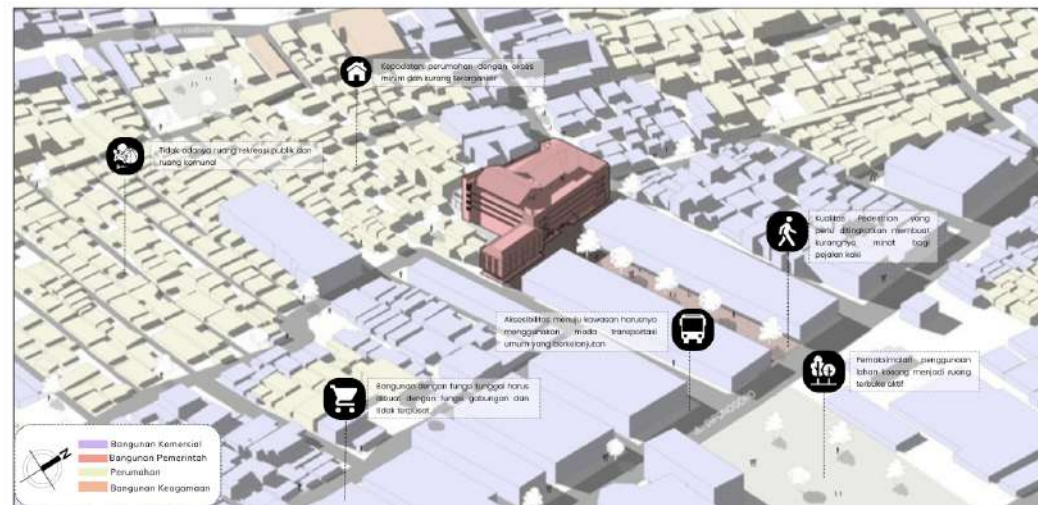
BLOCK PLAN



- Bandura dari Pura Demapuran yang didirikan tahun 1788
- Merupakan pusat pemerintahan Raja Ngayogyakarta dan sekitarnya
- Media transportasi umum menggunakan sepeda untuk bisa sampai ke pusat kota
- Pertunjukan Demapuran, yaitu tarian tradisional yang menampilkan berbagai tarian
- Kesenian Wayang Kulit di pertunjukan untuk pembangunan kebudayaan
- Teknologi informasi dan komunikasi dalam manajemen sistem pengelolaan kota
- Demapuran dipertunjukkan sebagai hiburan untuk masyarakat
- Merupakan pusat pemerintahan dan ekonomi di Yogyakarta

The diagram consists of four red circles arranged horizontally, connected by dotted lines. Above each circle is a small image: 'Teknologi' (people at a computer), 'Urbanisasi' (a person with a bag), 'Ekonomi Kreatif' (a person working at a desk), and 'Keberlanjutan' (a person on a bicycle).

Transportasi bermotor yang beroperasi di jalur tol.	Sistem transportasi publik yang beroperasi di jalur tol.	Traffic - Menyediakan ruang bagi pejalan kaki untuk berjalan dengan aman.	Untuk akses sepeda yang beroperasi di jalur tol.	Informasi dan layanan yang beroperasi di jalur tol.	Untuk akses layanan yang beroperasi di jalur tol.



STRENGTH

- Jalan yang sempit dengan parkiran yang sempit untuk para pejalan kaki
- Relasi dan komunikasi dengan pedagang kecil seperti pedagang kaki lima
- Hampir kartunya memiliki warna coran (jari)
- Tingkat kewaspadaan yang tinggi dengan pengawasan reguler membuat transaksi kewaspadaan berjalan dengan baik untuk apa pun
- Kawasan sekitar jalan merupakan kawasan yang aktif dengan perkotaan, maka merupakan kawasan yang sempit dengan parkiran yang sempit
- Tidak merasa sulit jika berjalan dengan menggunakan sepeda motor, walaupun mungkin masih membawa anak untuk mengantar anak ke sekolah

WEAKNESS

- Ketersediaan lahan untuk parkir yang sempit
- Merupakan jalan yang sempit dan tidak terasfalt
- Kalaupun terasfalt pada pagi hari, pada sore hari akan banyak kendaraan yang parkir di pinggir jalan
- Tingkat pengawasan yang rendah
- Fasilitas parkir dan fasilitas bagi pejalan kaki yang minim
- Tidak ada fasilitas bagi pejalan kaki yang minim



POTENSI

- Peluang yang dapat dimanfaatkan untuk mencapai tujuan

PERMASALAHAN

- Suatu situasi yang memerlukan penyelesaian
- Suatu keadaan yang menimbulkan masalah
- Suatu keadaan yang menimbulkan masalah
- Suatu keadaan yang menimbulkan masalah

STRATEGI

TANTANGAN

PELUANG

POTENSI

- Kemampuan yang dapat dimanfaatkan untuk mencapai tujuan
- Kemampuan yang dapat dimanfaatkan untuk mencapai tujuan
- Kemampuan yang dapat dimanfaatkan untuk mencapai tujuan
- Kemampuan yang dapat dimanfaatkan untuk mencapai tujuan

PERMASALAHAN

- Suatu situasi yang memerlukan penyelesaian
- Suatu keadaan yang menimbulkan masalah
- Suatu keadaan yang menimbulkan masalah
- Suatu keadaan yang menimbulkan masalah

STRATEGI

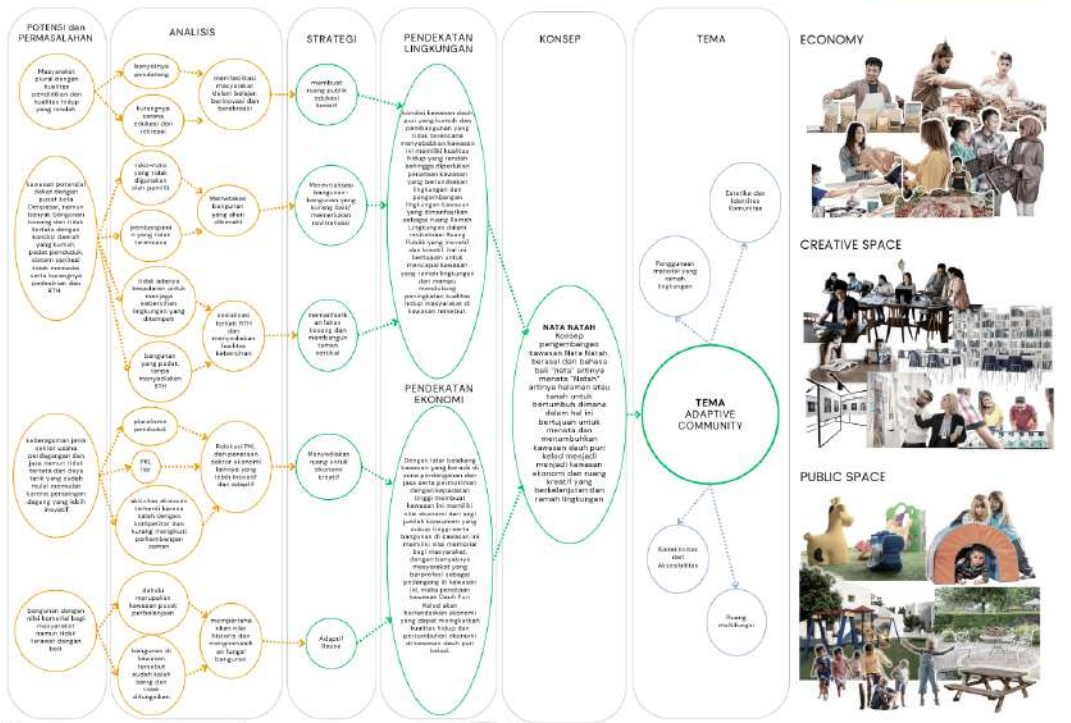
- Suatu rencana yang ditetapkan untuk mencapai tujuan
- Suatu rencana yang ditetapkan untuk mencapai tujuan
- Suatu rencana yang ditetapkan untuk mencapai tujuan
- Suatu rencana yang ditetapkan untuk mencapai tujuan

TANTANGAN

- Suatu keadaan yang menimbulkan masalah
- Suatu keadaan yang menimbulkan masalah
- Suatu keadaan yang menimbulkan masalah
- Suatu keadaan yang menimbulkan masalah

PELUANG

- Suatu keadaan yang menimbulkan masalah
- Suatu keadaan yang menimbulkan masalah
- Suatu keadaan yang menimbulkan masalah
- Suatu keadaan yang menimbulkan masalah



PERUMAHAN

PERUMAHAN

PERTOKOAN

JL. PULAU BANDARA

JL. NUSA KAMBANGAN

JL. MALUKU

BASEMENT A
PARKIR MOBIL
FFL +0.00

R.MEP &
GUDANG
FFL -0.30

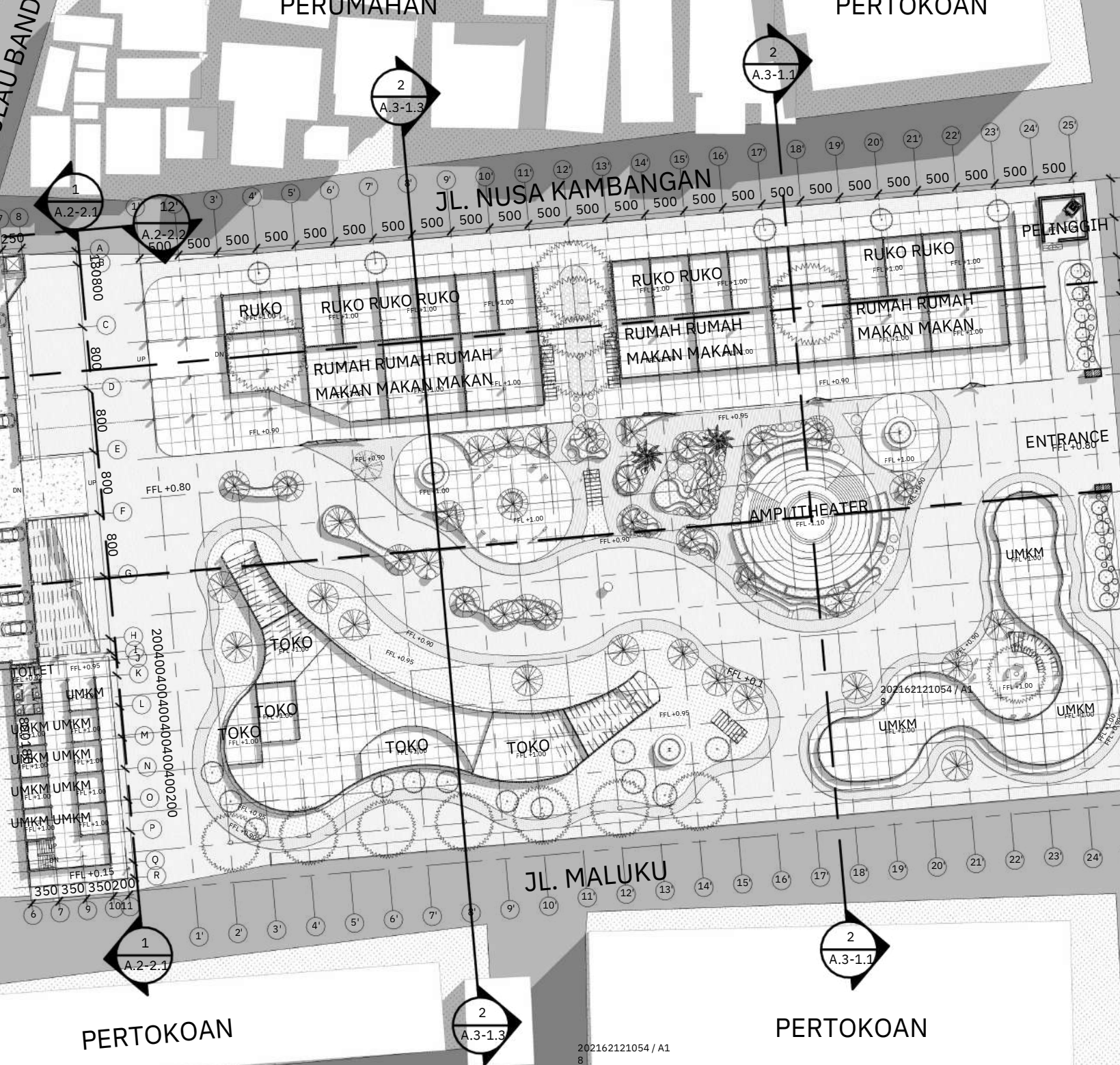
PERUMAHAN

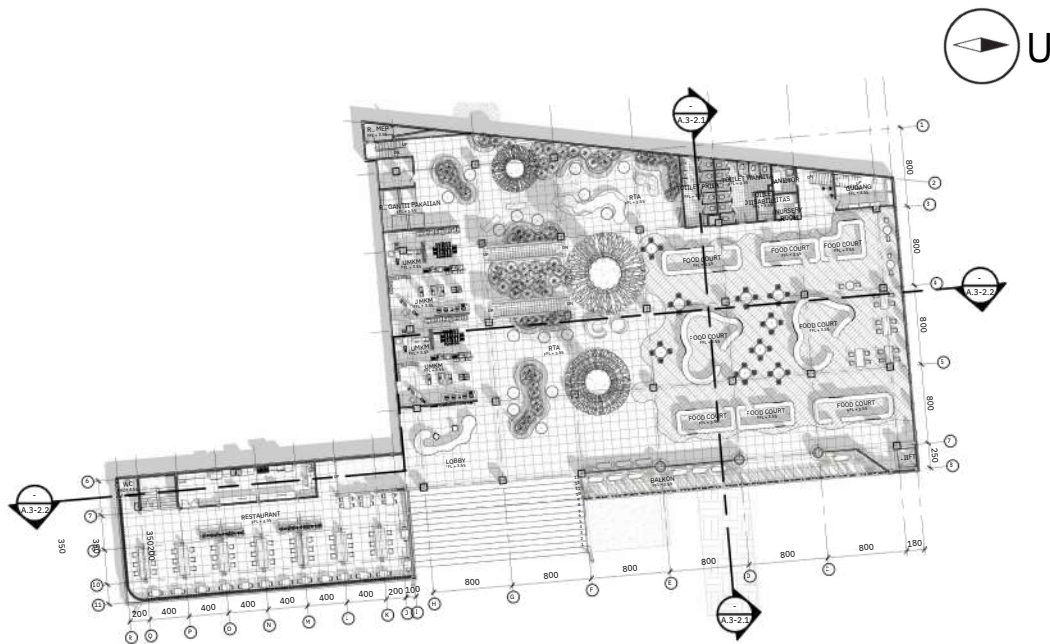
LAYOUT PLAN

: 600

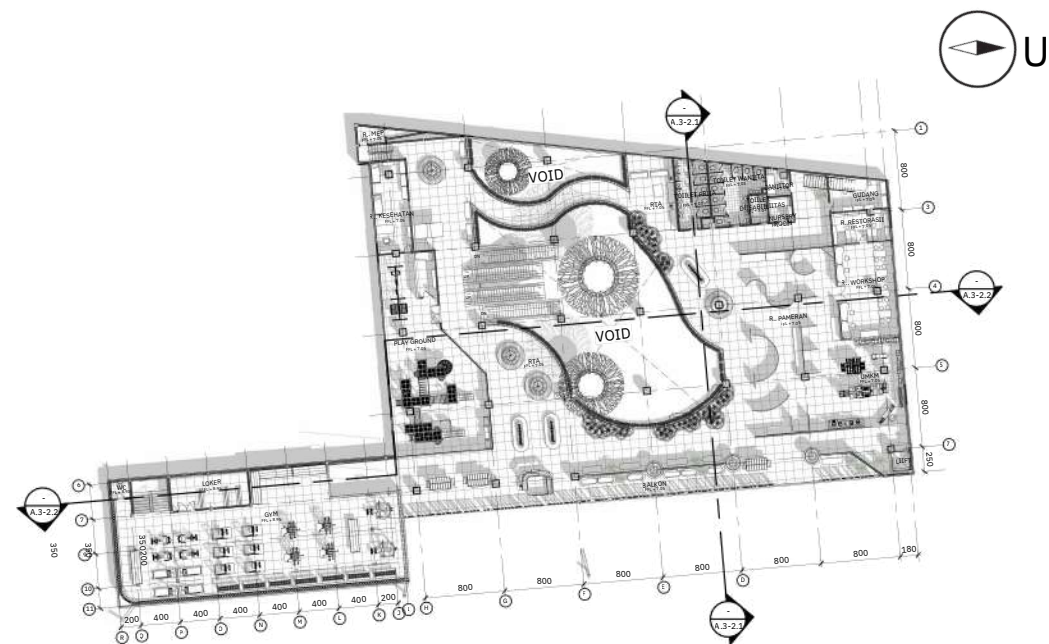
PERTOKOAN

PERTOKOAN

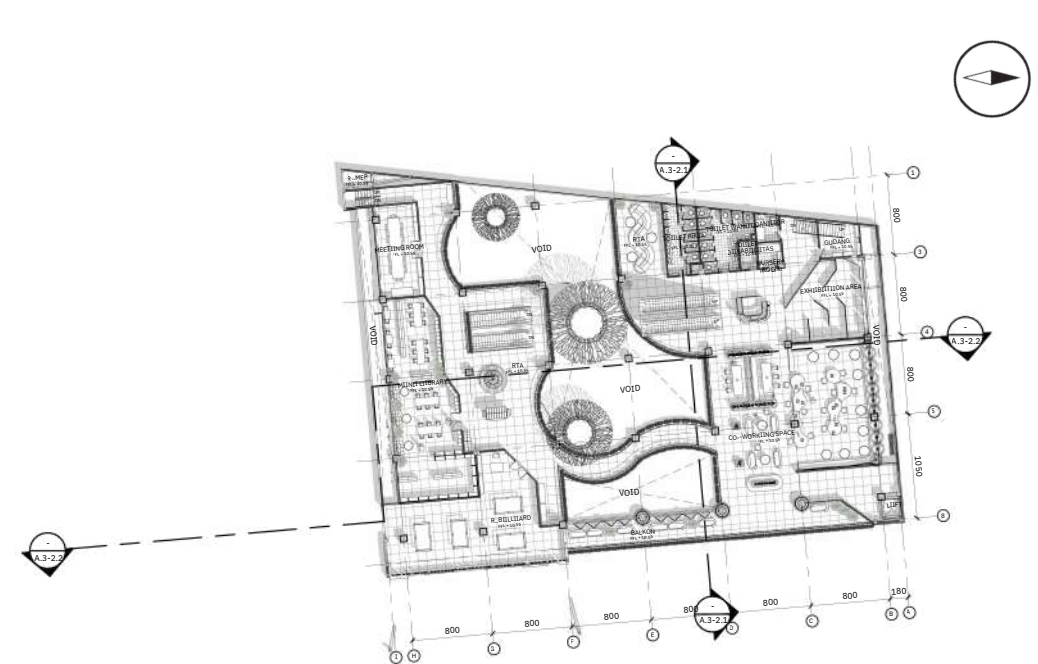




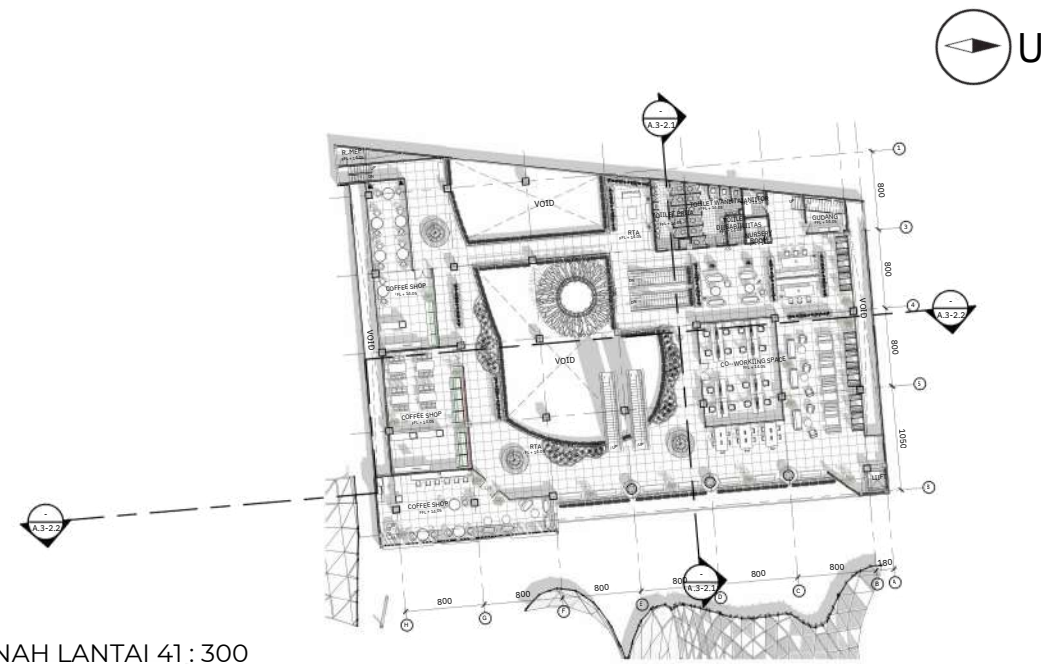
DENAH LANTAI 11 : 300



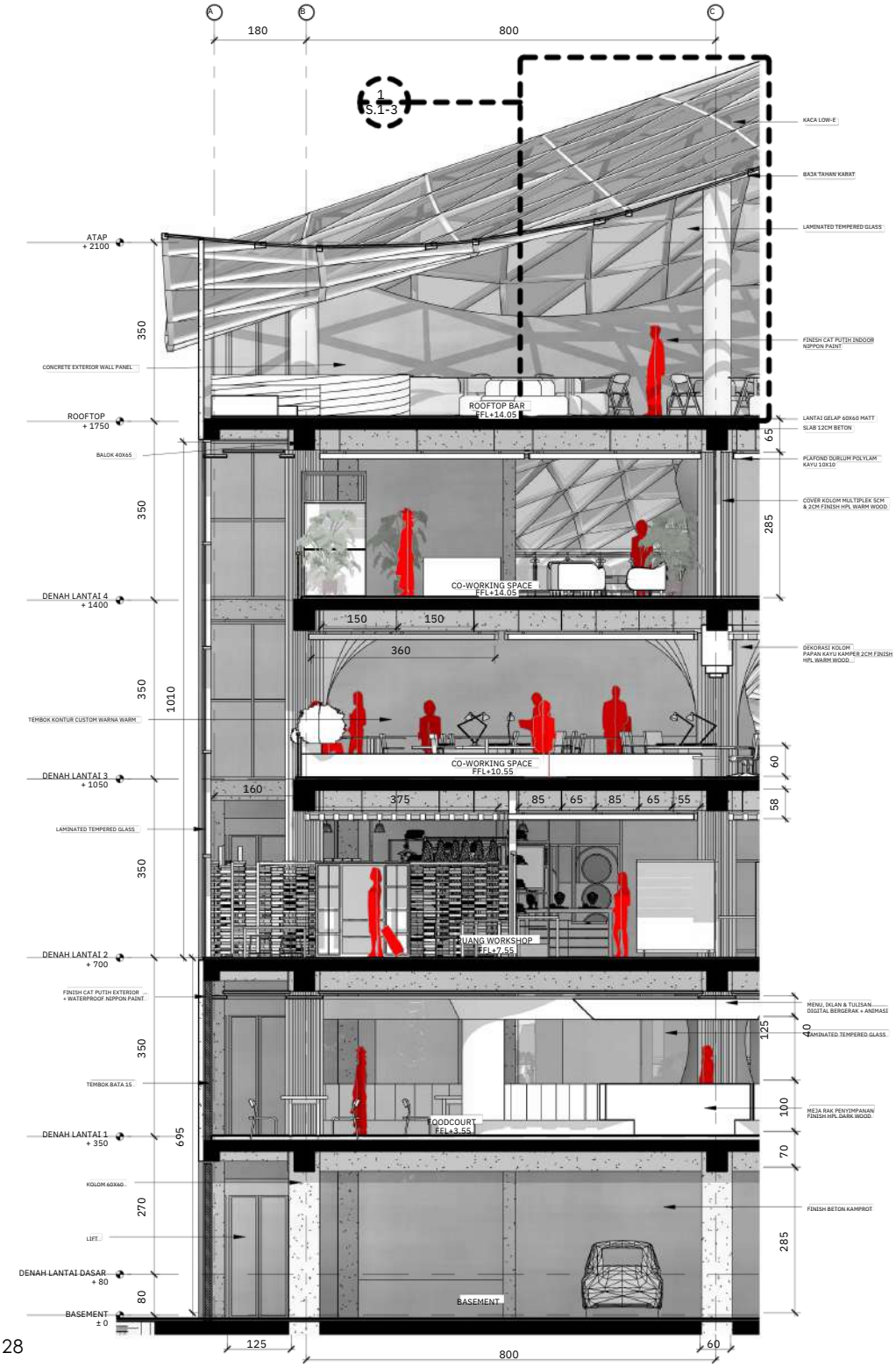
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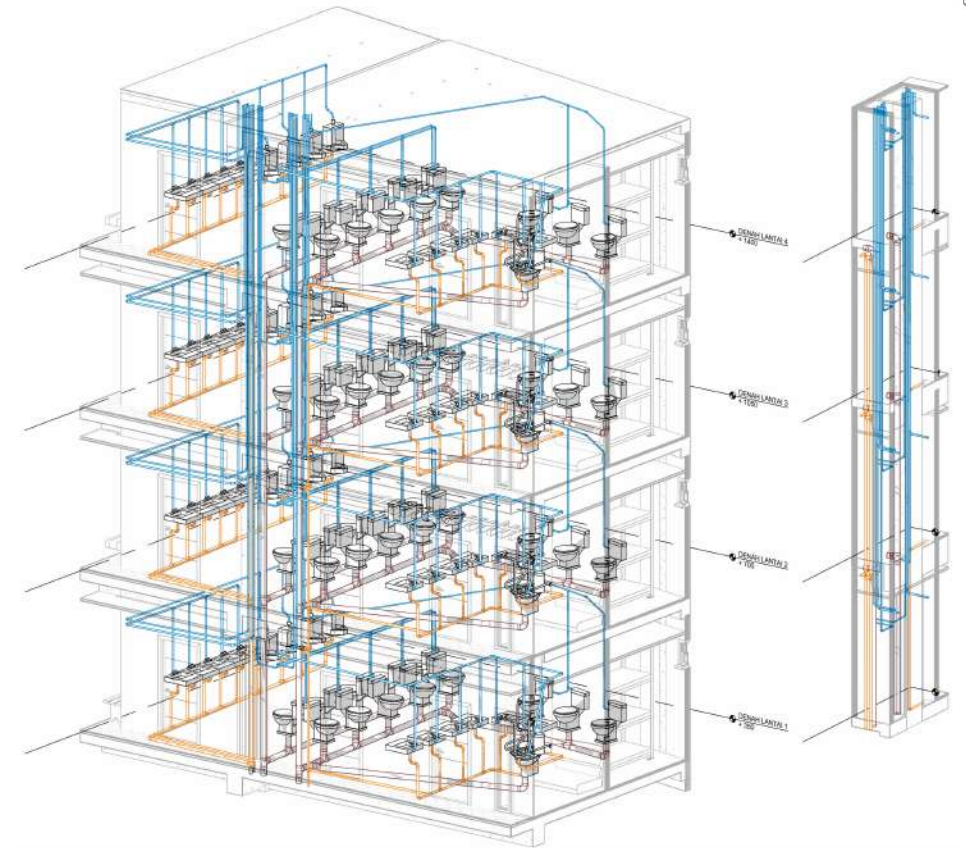
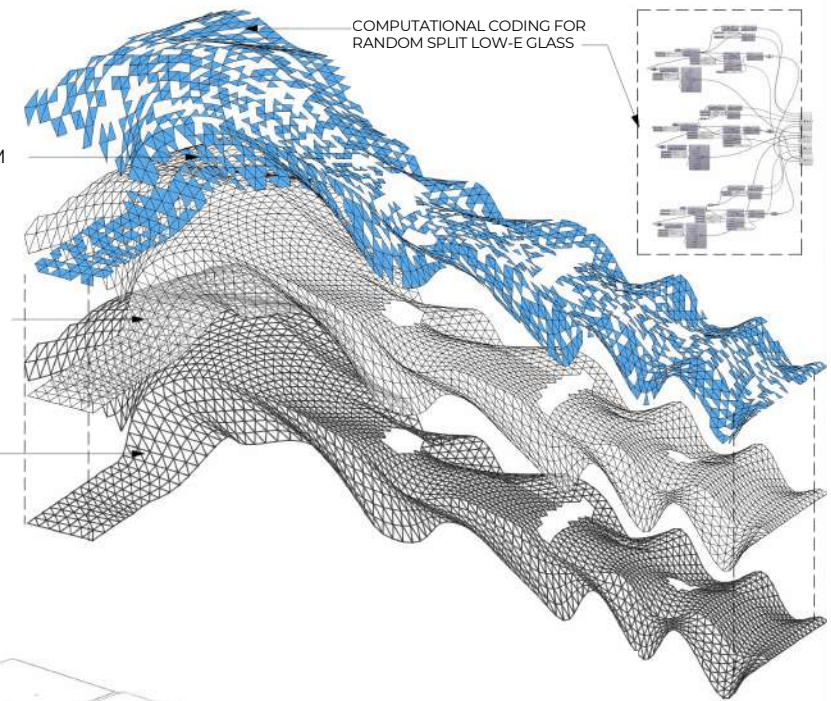
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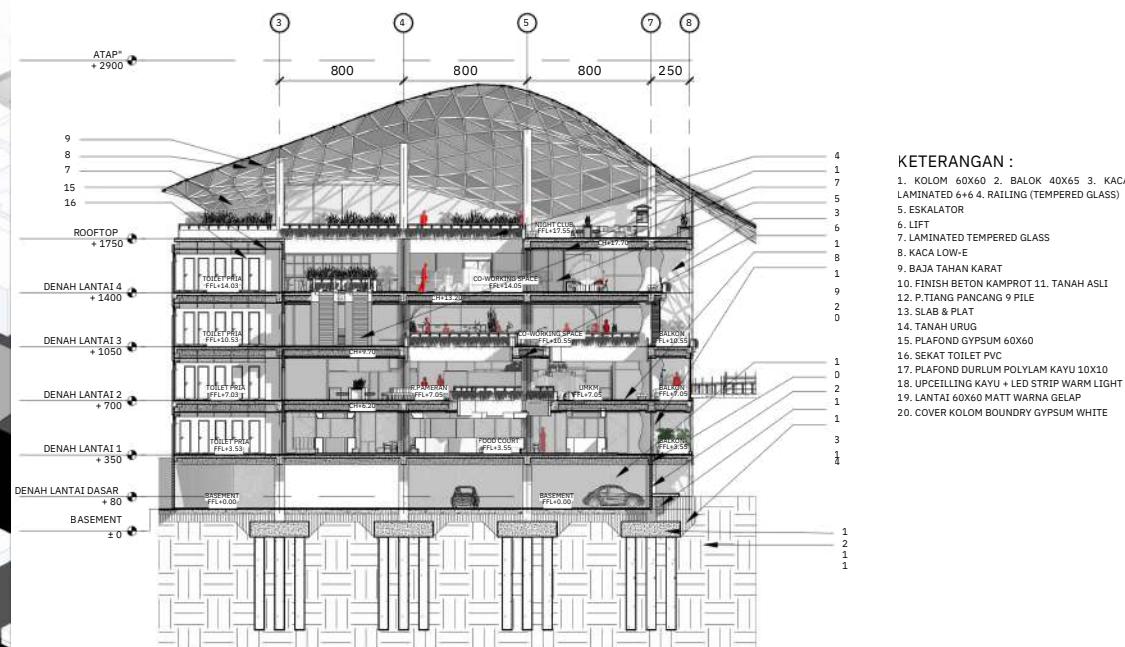
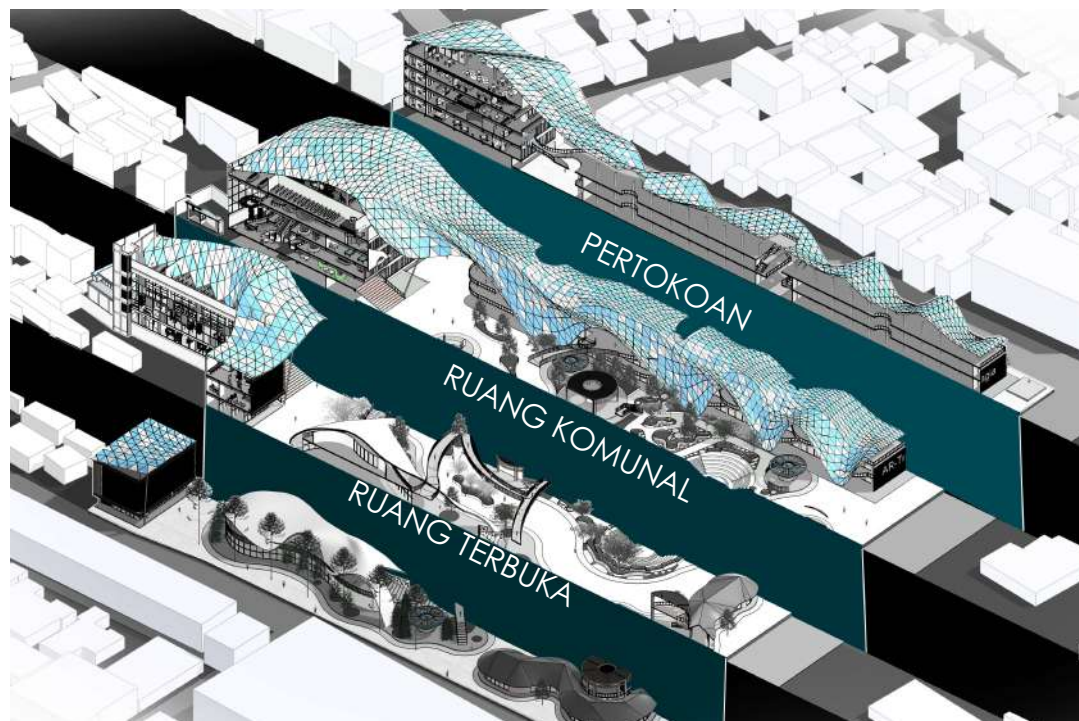
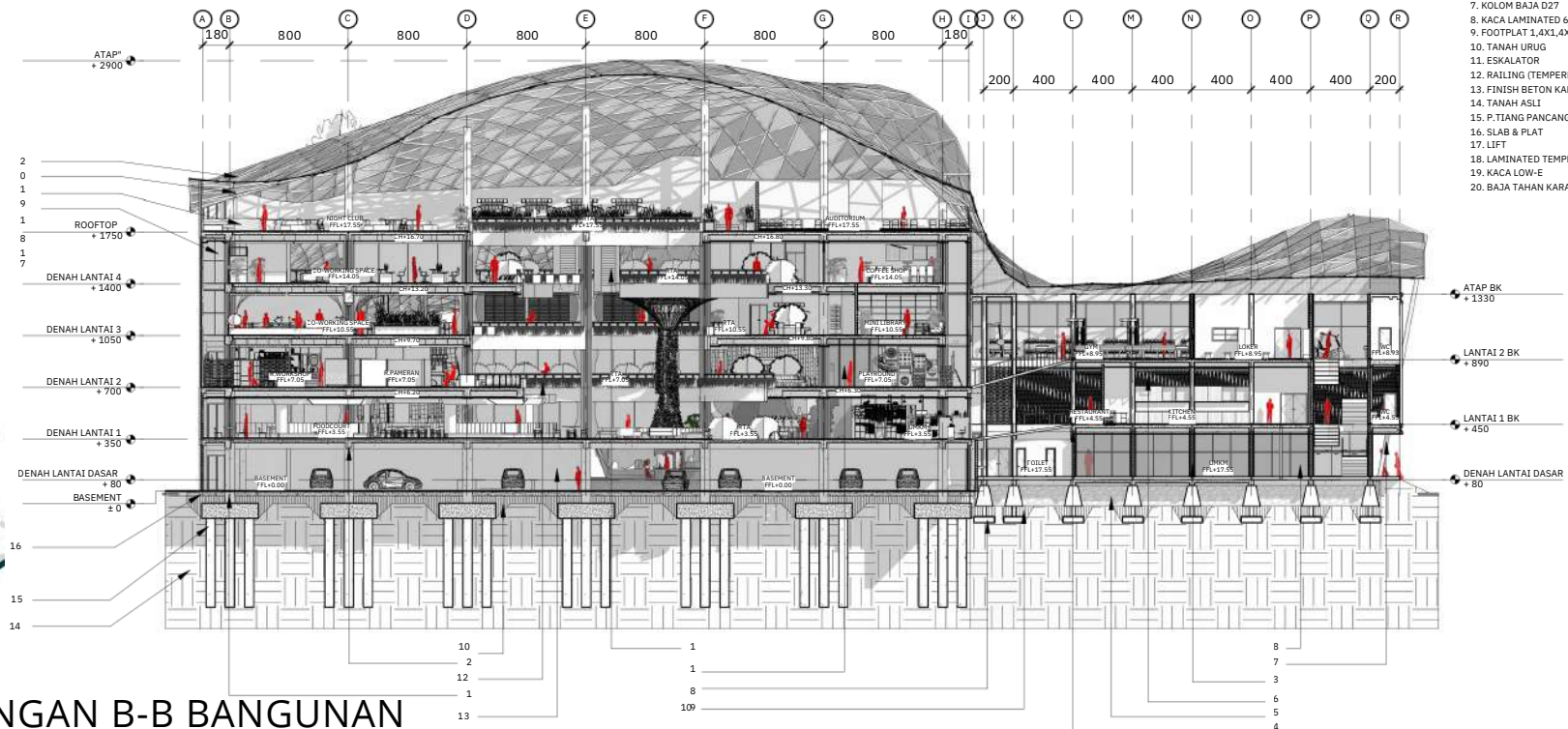
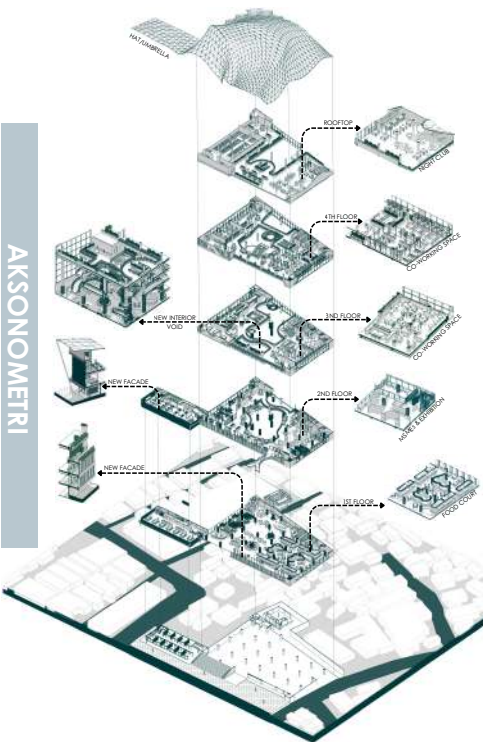
LAMINATED TEMPERED GLASS 6MM

KACA LOW-E (TEMPERED GLASS)

RANGKA BAJA TAHAN KARAT



AKSONOMETRI





PART B

2.0 Bamboo Competition

Breeze of Memory - kinetic wind bamboo Sculpture

3.0 Rendering

Architecture Vizualitations

4.0 Form Exploration

Parametric Modelling - Grasshopper



2.0

Bamboo Competition

"Reminiscence: Breeze of Memory" is a wind-driven installation designed to capture the essence of shared histories and cultural legacies between China and Malaysia. Inspired by the voyages of Admiral Zheng He in the 15th century along the Maritime Silk Road, the installation symbolizes the enduring connections between these two regions. Zheng He's bond with Sultan Iskandar Shah transformed Malacca into a crucial hub for trade and cultural exchange, linking China with the Malay Archipelago. This connection led to the rise of the Baba-Nyonya culture—a unique fusion of Chinese and Malay traditions that continues to thrive today.

The installation acts as a contemporary time capsule, with the wind representing the passage of time and the shifting shadows symbolizing the memories that remain in its wake. As the wind stirs the various elements of the structure, it evokes the profound connections shaped by history and shared culture. At the heart of the installation is a turbine designed to catch the wind. Its counter-clockwise rotation symbolizes turning back time, awakening the past and bringing forgotten memories to life. This turbine powers the entire structure, setting in motion the kinetic wave sculpture, which mirrors the fluidity of the sea's waves and represents the voyages that once carried goods, ideas, and cultures across the seas.

Within the installation, a Wayang Kulit screen acts as the storyteller, depicting the deep connection between Malay and Chinese cultures through shadows that animate the narrative of interwoven traditions. The bamboo wind chimes resonate softly, recalling the whispers of shared memories, while the intricate Baba-Nyonya patterns symbolize the rich blending of two heritages into a unique and enduring identity.



动，回响古今，
文化相连，永恒共鸣。

oves, shadows emerge, reflect the
less bond between cultures



风中记忆

REMINISCENCE: BREEZE of MEMORY



DESIGN CONCEPT 设计概念

The Breeze of Memory installation serves as a contemporary time capsule, capturing the essence of shared histories and cultural legacies between China and Malaysia. Through the harmonious interplay of wind, shadow, and culturally significant design elements, it reflects space where visitors can engage with the past, celebrate the present, and look forward to a future enriched by these enduring connections.

风中记忆装置艺术如同一座当代时间胶囊，凝聚了中马两国共同的历史与文化精髓。通过风、光影和文化符号的互动，它成为一个反思空间，让游客回顾过去、珍视现在，并展望因深厚历史纽带而丰富的未来。

DESIGN ELEMENTS 设计元素



CROSS- LATTICED BAMBOO 交叉编织竹
The bamboo poles are arranged in a cross-lattice pattern, creating a lightweight frame that symbolizes cultural resilience and the interwoven histories of China and Malaysia.

竹杆交错编织成轻盈的框架结构，象征文化韧性和中马两国历史的交融。



WIND INTERACTION 风的互动

The structure sways gently with the wind, evoking the passage of time and shared memories through its dynamic movement.

竹结构随风轻摆，展现时间流逝与历史记忆的动态象征。



LIGHT & SHADOW PLAY 光与影的互动

Sunlight passing through creates intricate shadow patterns, resembling Wayang Kulit puppetry, symbolizing fleeting and fragmented memories.

阳光透过竹架形成精美的阴影图案，类似皮影戏，象征转瞬即逝的记忆碎片。



CULTURAL SYMBOLS 文化象征

Incorporating motifs from Chinese calligraphy and Malay batik, the design celebrates the blend of both cultural identities.

融入中国书法和马来蜡染的纹样，展现两种文化的融合与传承。

SITE LOCATION 结构位置

Located in the center of Guangzhou, China, Haxinsha Park is well-known for its picturesque Pearl River waterfront views. This X-hectare urban oasis is well-known for its peaceful lake, abundant vegetation, and recreational amenities.

位于广州市中心的海心沙公园以其珠江美景而闻名。这个城市绿洲拥有宁静的湖泊、茂密的植被和休闲设施。



DESIGN NARRATIVE 设计叙事

This installation acts as a space where wind, movement, and shared histories of culture interact. This device is a dynamic space where wind, movement and shadows interact with history.

The kinetic interaction of the Marlin...
动态波浪...
象征

The Baba-...
the fusion...
设计中的...
融合，形

ELEVATION 立面表现



A dynamic time capsule, light, and shadow bring the past of Malay and Chinese to life. 动态的时间胶囊，通过光影重现了马来和华人文化的共融。

The wave sculpture mirrors the fluid motion of the Silk Route, symbolizing the exchange of goods, ideas, and cultures. 雕塑反映了海上丝绸之路的流动，象征着货物、思想和文化的交流。

Nyonya pattern in the design reflects the enduring identity of these heritages into a unique, lasting identity. 峇峇娘惹图案反映了这些遗产的持久身份。

表现



A turbine, rotating counter-clockwise, symbolizes turning back time, awakening memories of the past. 逆时针旋转的涡轮象征着时光倒流，唤醒了过去的记忆。

The Wayang Kulit screen casts shadows that narrate the deep bond between the two cultures, while bamboo wind chimes resonate softly, recalling shared memories. 皮影戏屏幕投射出两种文化深厚纽带的影子，竹风铃轻柔地回响，唤起共同的记忆。



CONCEPT DEVELOPMENT 概念生成



TIME CAPSULE
时光胶囊



PROTOTYPE
原型



EXTRUDE
挤出



BAMBOO
竹



MAIN CORE
主要核心



WIND TURBINE
风力涡轮 [时光倒流]



KINETIC WAVE
动能波 [航海之路]



WAYANG KULIT SCREEN
皮影戏 [中马互动]



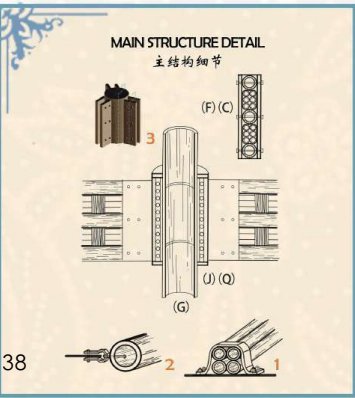
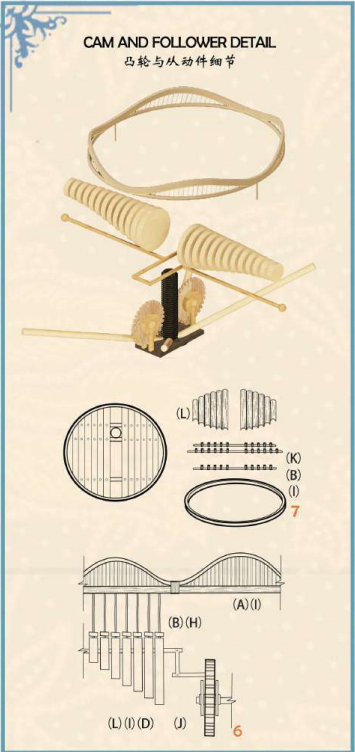
WIND CHIMES
风铃 [唤起记忆]



MONWA BATIK PATTERN
峇峇娘惹图案 [永恒存在与未来]

SITE PLAN 场地三维视图





All Metal Elements are painted with Matte Black before Assembly
所有金属件组装前涂哑光黑色漆

CAM AND FOLLOWER DETAIL
凸轮与从动件细节

Worm gear transmits wind turbine energy through a steel connector to a bearing.
蜗轮通过钢连接器传递风力涡轮能量。

200mm $\varnothing$ bamboo connects to the gear, joined by a dowel. Bamboo skin dries, reinforced with bamboo blades, are stabilized by a 50mm $\varnothing$ bamboo stick.

Turbine rotation drives a cam system that creates a wave-like motion in the sculpture.
涡轮旋转驱动凸轮系统产生波浪状运动。

BAMBOO AND STEEL PIN CONNECTION DETAIL
竹子与钢钉连接细节

200mm $\varnothing$ bamboo secured by six steel pins and bolts in a bearing housing.
200mm 直径竹子通过六个钢钉和螺栓固定在轴承中。

On the other side of the connection, 50mm $\varnothing$ bamboo mortised and doweled into another bamboo.
50mm 直径竹子开槽并用木销固定在另一竹子上。

MAIN STRUCTURE DETAIL
主体结构细节

200mm $\varnothing$ main bamboo column with a bearing to allow the wind turbine to rotate freely.
200mm 直径竹柱带轴承，涡轮可自由旋转。

150mm $\varnothing$ beam is bolted to 200mm $\varnothing$ vertical supports using a lap joint secured with steel bolts.
150mm 直径梁用螺栓固定在200mm 直径垂直支撑上。

The vertical supports are anchored with steel footings.
100mm $\varnothing$ bamboo cross-bracing provides lateral stability, secured by dowels and reinforced with steel clamps.

垂直支撑用钢脚固定，100mm 直径竹交叉支撑增强稳定性，木销固定并用钢夹加固。

- A: 10mm $\varnothing$ BAMBOO STICK 竹棍
B: 25mm $\varnothing$ BAMBOO STICK 竹棍
C: 40mm $\varnothing$ BAMBOO WEAVING 竹编
D: 50mm $\varnothing$ BAMBOO 竹子
E: 100mm $\varnothing$ BAMBOO 竹子
F: 150mm $\varnothing$ BAMBOO BEAM 竹梁
G: 200mm $\varnothing$ BAMBOO COLUMN 主竹柱
H: BAMBOO BLADES 竹片
I: BAMBOO SKIN CIRCLES 竹皮圆环
J: BEARING 轴承
K: DOWELS 木销
L: HALF BAMBOO 半竹
M: WORM GEAR 蜗轮
N: STEEL CLAMP 钢夹
O: STEEL CONNECTOR 钢连接器
P: STEEL FOOTINGS 钢脚
Q: STEEL PLATES WITH STEEL BOLTS 钢板和钢螺栓
R: STEEL RING WITH STEEL BOLTS 钢环和钢螺栓



PERSPECTIVE VIEW 透视图展示



SECTIONAL PERSPECTIVE 剖透视图



DAY SHADOW 阳光下的影子
when sun light penetrate the installation , the woven rattan and the movement of the installation create unique shadow effect
当阳光穿透装置，编织的藤条和装置的运动交织出独特的光影效果，仿佛大自然与工艺的交响乐。

NIGHT SHADOW 夜晚的影子-皮影戏
WAYANG SHADOW PLAY
Serves as the storyteller, depicting the deep connection between the Malay and Chinese cultures. As shadows play across the surface, they bring to life the historical narrative of interwoven traditions.
化身说书人，展现马来文化与中华文化深厚联系的故事。当光影在表面舞动，交织的传统历史跃然眼前，为文化融合的叙事增添生动色彩。

WIND 风的力量
the wind get caught by the turbine , drive the rotation of the turbine , the turbine movement become the heart of this installation
风推动涡轮旋转，涡轮的运动成为装置的核心，赋予其生命力与活力，象征自然与人类智慧。

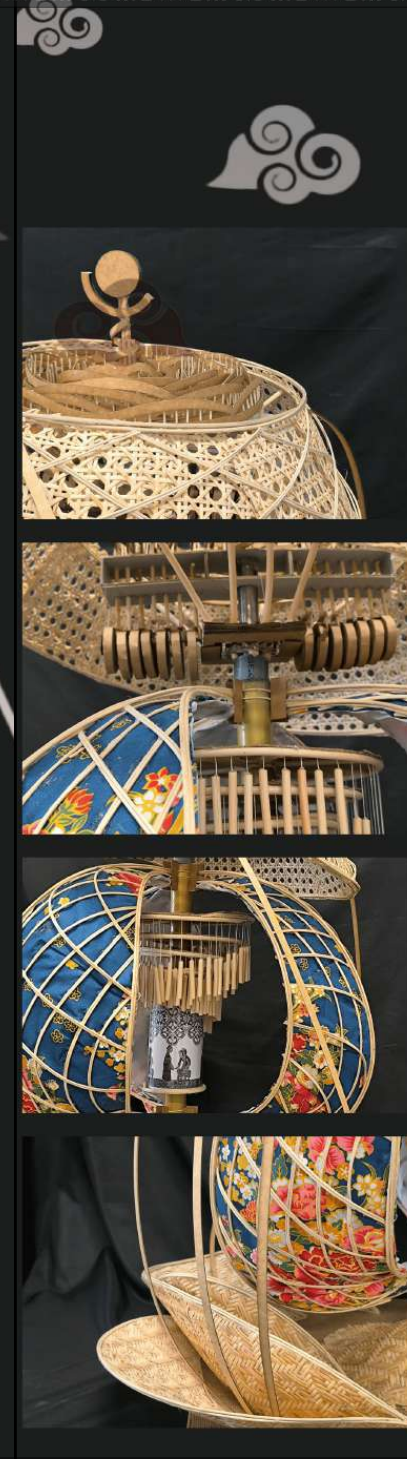
CONSTRUCTION ASSEMBLY 施工组装



风·钟·记忆

REMINISCENCE: BREEZE of MEMORY





3.0

Rendering

There are several rendering applications that I usually use, such as Lumion, TwinMotion and Enscape with different uses. Lumion for rendering video animations, Enscape for rendering initial concepts, and Twinmotion for realistic rendering because it has a path tracing feature.

However, for finishing I need to edit it in the Photoshop application and with the final touches in Light Room or Snapseed.

Genic_01

The image beside is one of the rendering results using Twinmotion and Rhinoceros software for the modeling stage with a concept for simple housing.

Modern minimalist residence with the application of organic shapes created in the middle of the forest to give the impression of being one with the surrounding nature, there are no rigid edges that feel like they will damage the environment.

This exploration focuses more on contextual and sensory experiences through 'Genic' visualization to experience actual design towards sustainable buildings, and is currently developing in the architectural industry.

Twinmotion - Snapseed





Ethnic_01

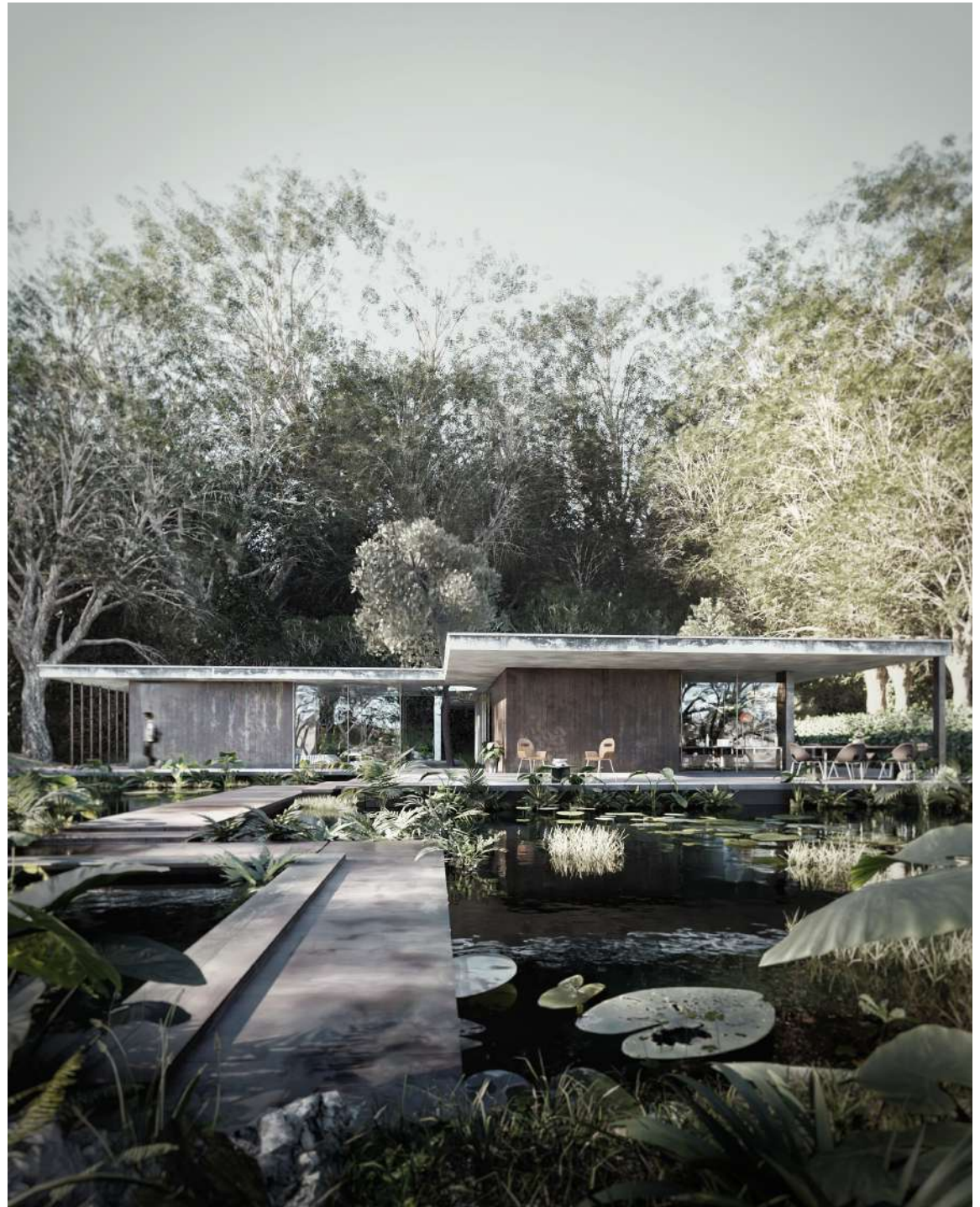
This industrial-style commercial building is clearly defined by the use of exposed materials, such as red brick, exposed concrete, and solid wood, arranged to follow the building's simple yet warm form. The emphasis in this image refers to real-world conditions to achieve a realistic yet restrained style, considering that the exterior area is naturally exposed to the weather, and the materials are regularly affected by it.

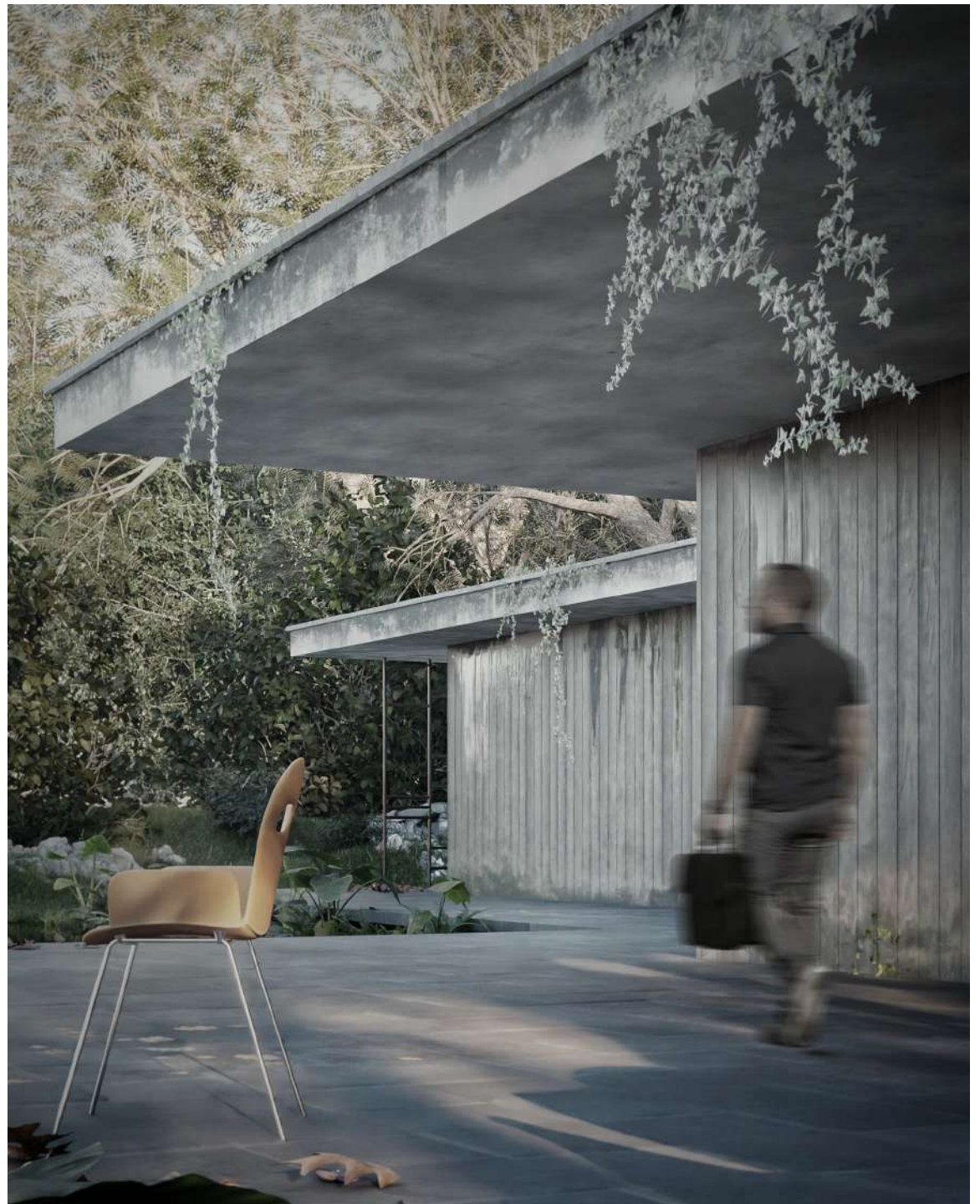


Genic_02

The industrial architectural theme is now increasingly popular, because its efficiency and simplicity can create its own characteristics in this era.

Many of these industrial themes always feel separated from the natural surroundings, so the surrounding context is needed so that the building does not dominate the composition of natural components.





Genic_03

A house with a contemporary style that is not tied to a particular era, looks back at a combination of symmetrical gemstone elements that divide the point of view on different sides.

A mix of organic and futuristic architectural styles that indicate the flexibility, integrity & hard work of the home owner.





Ethnic_01

Bedroom Organic is an exploration of the geometric elements that make up a bedroom with organic curves and refers to the flexibility and fluidity of form. A simple computing process that can be changed generically to suit the client's wishes, creating something new and believed to be able to follow human needs and desires in the future





4.0

Form Exploration

As a member of the Codin Parametric Club, I try to push the boundaries of parametric modeling by exploring various shapes that are possible to dissect with de-construct or end-to-start methods. After joining from October 2023 until now, the exploration I have carried out has also been applied to various other projects.

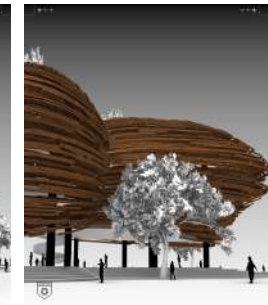
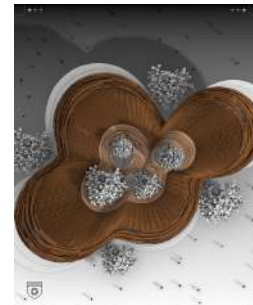
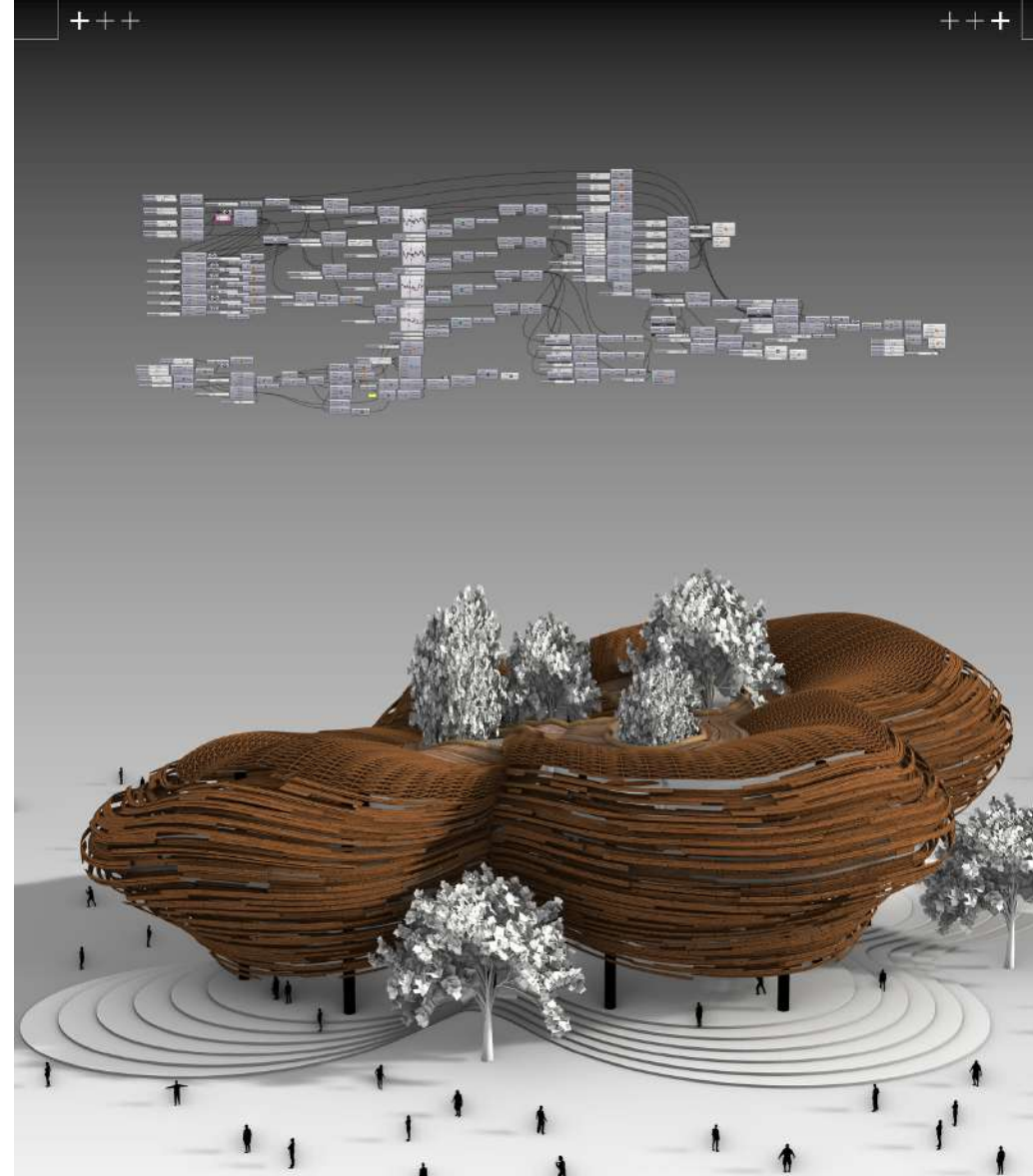
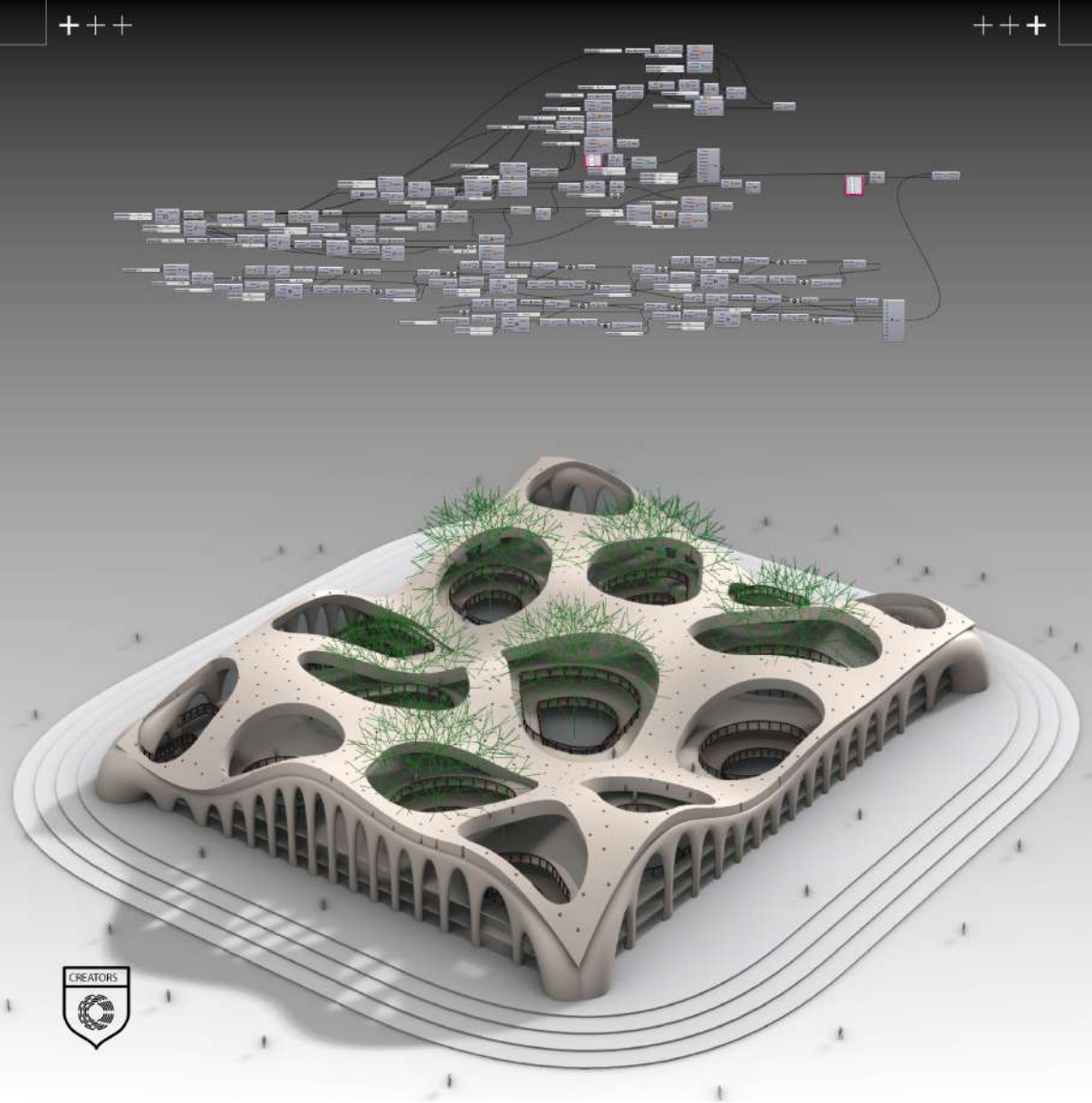
This exploration fully uses the grasshopper plugin in the rhino software which uses nurbs as the basis for modeling. By using this software, exploring parametric, organic, or other unique shapes is not an obstacle apart from the skills that need to be learned to understand how the computing process works.

Some of the exploration results that I carry out every month have been uploaded on Instagram @codin.parametric, visit the profile to see more.

- Grasshopper -

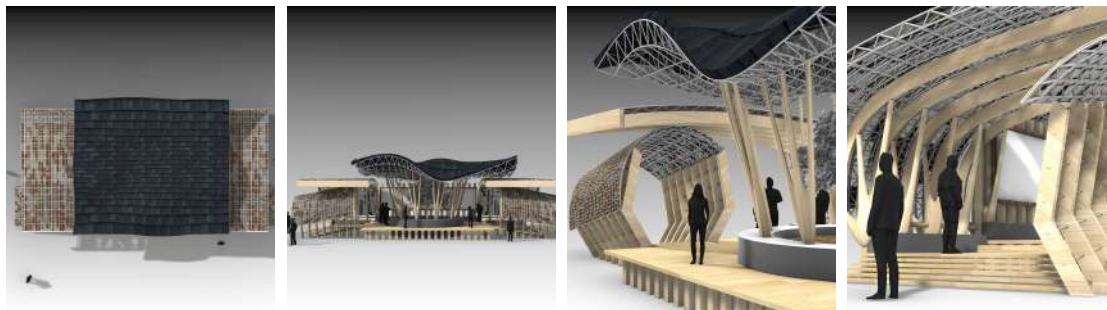




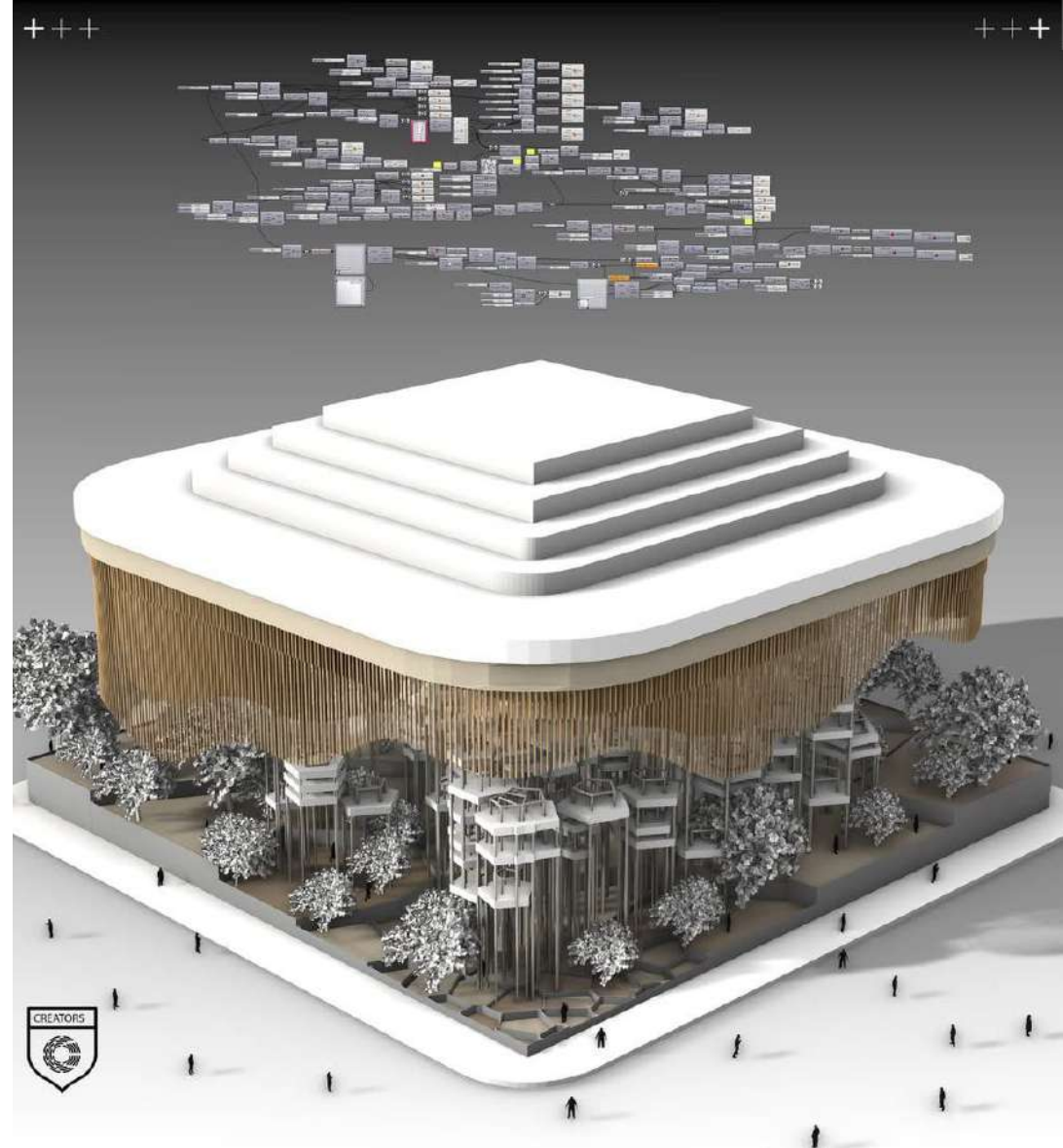


Synthetic Vernacular

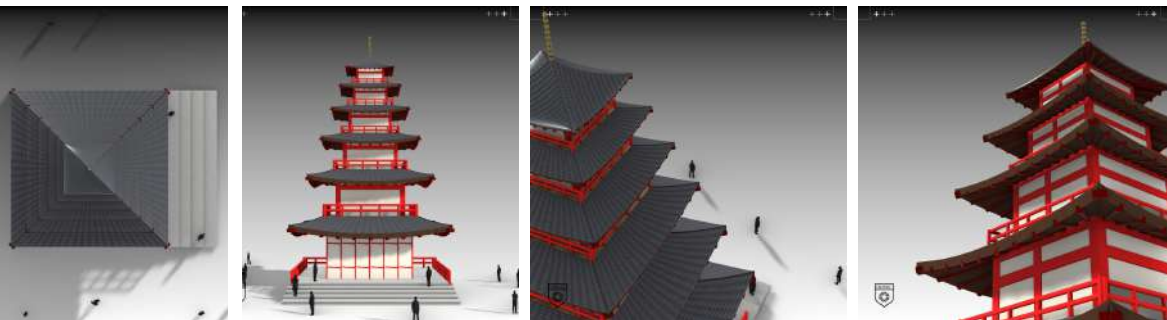
Nestarch



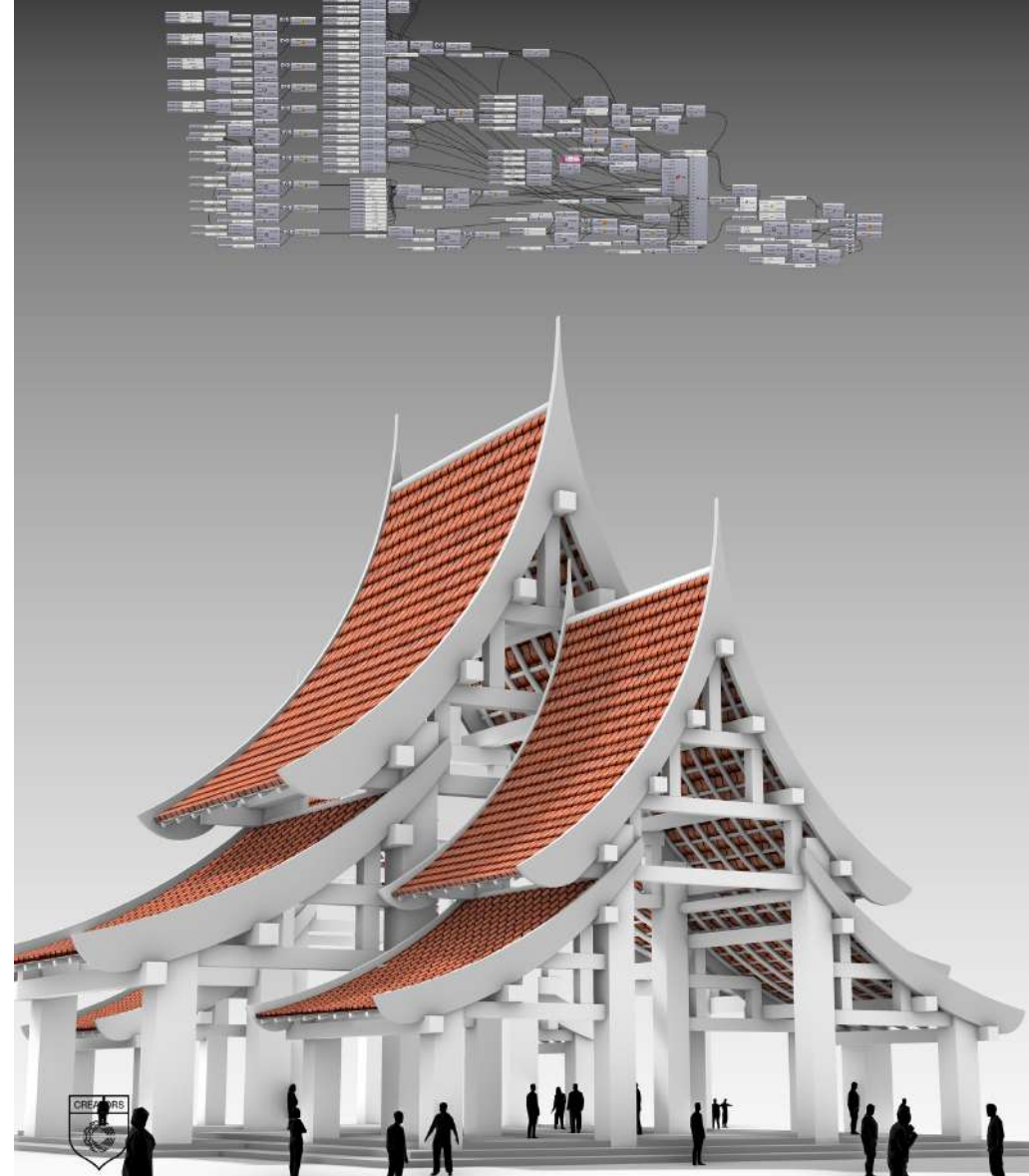
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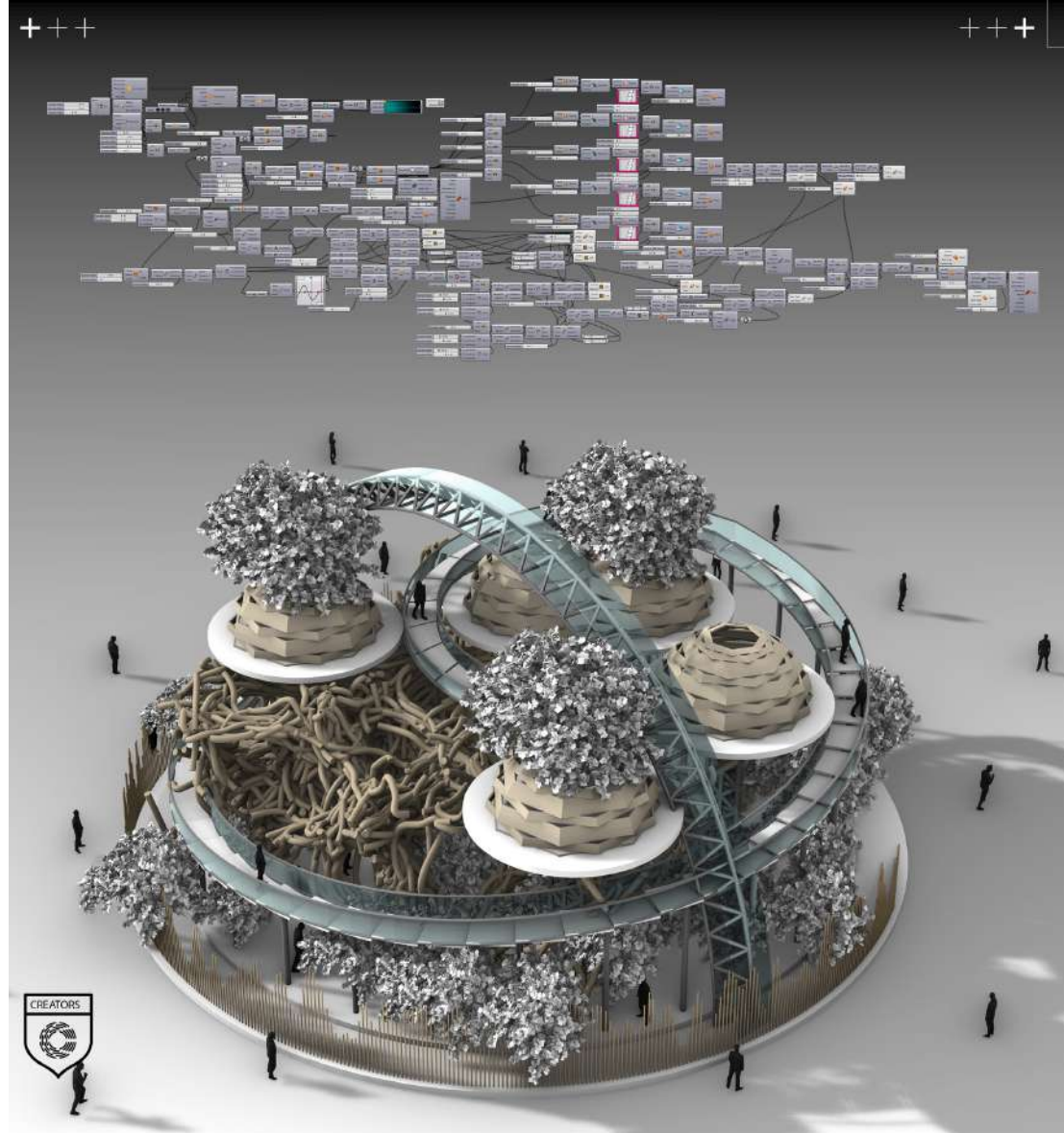
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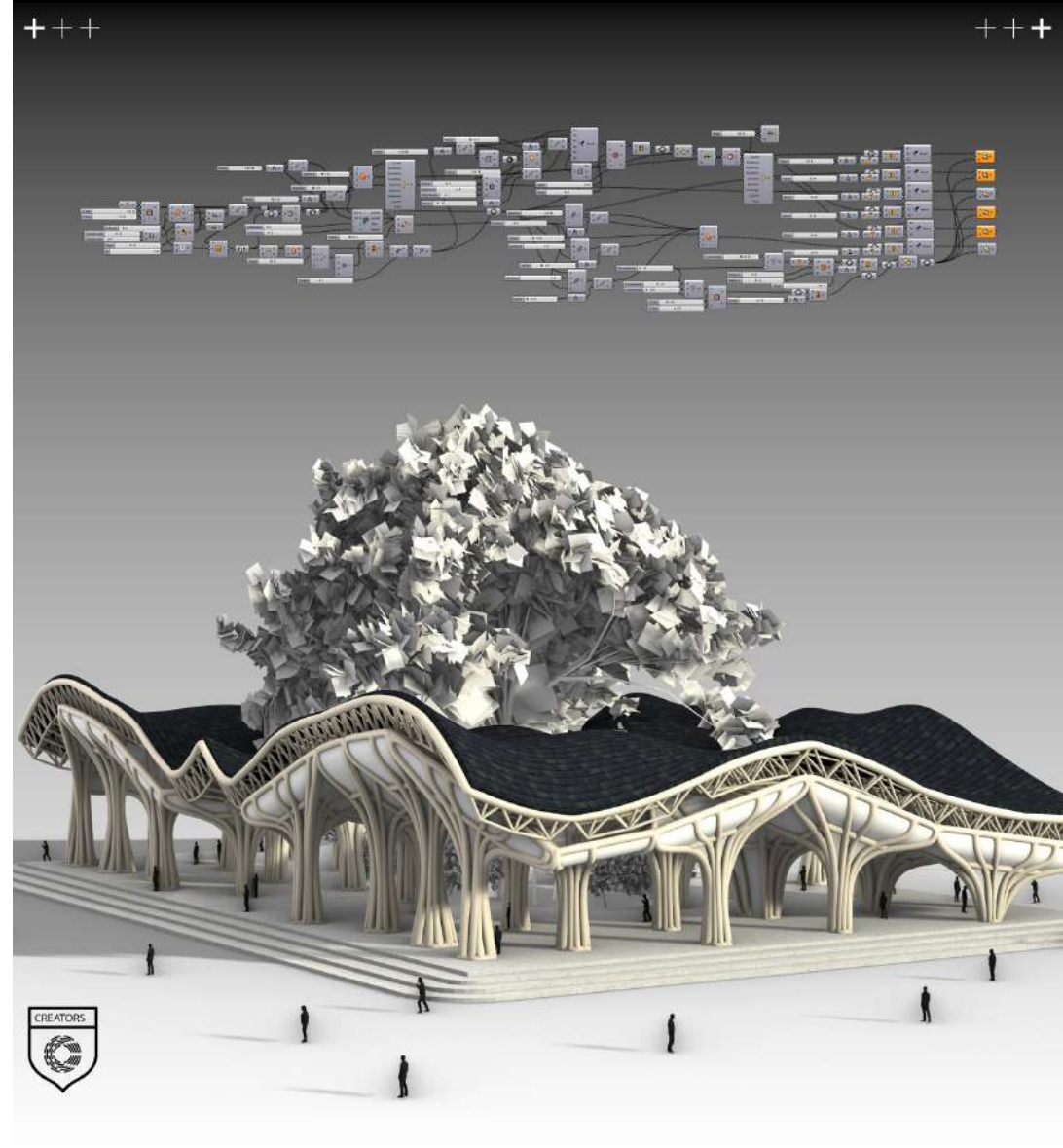
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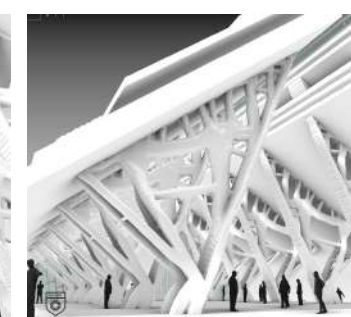
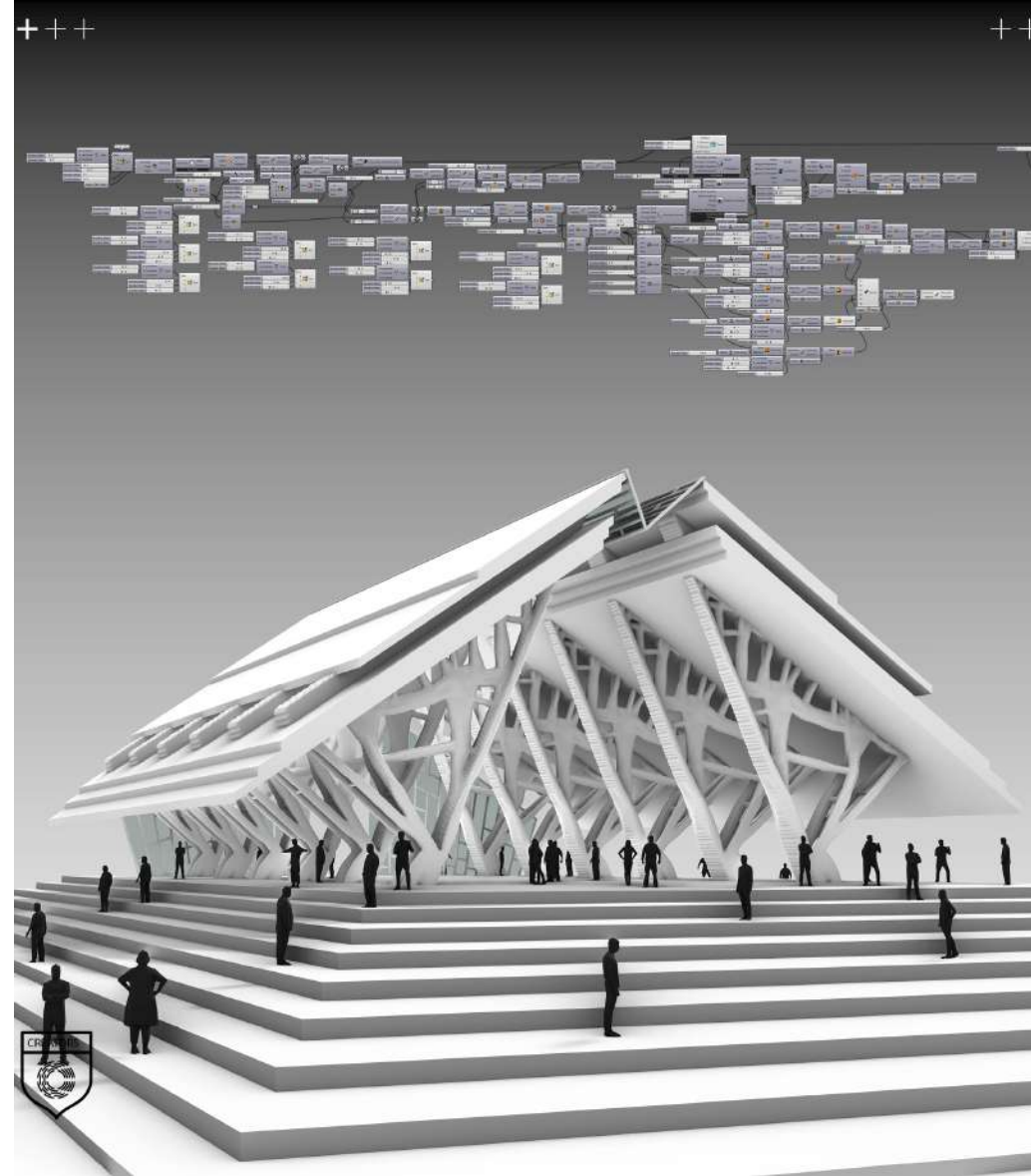
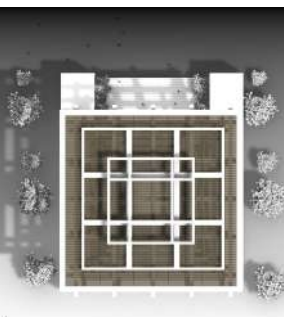
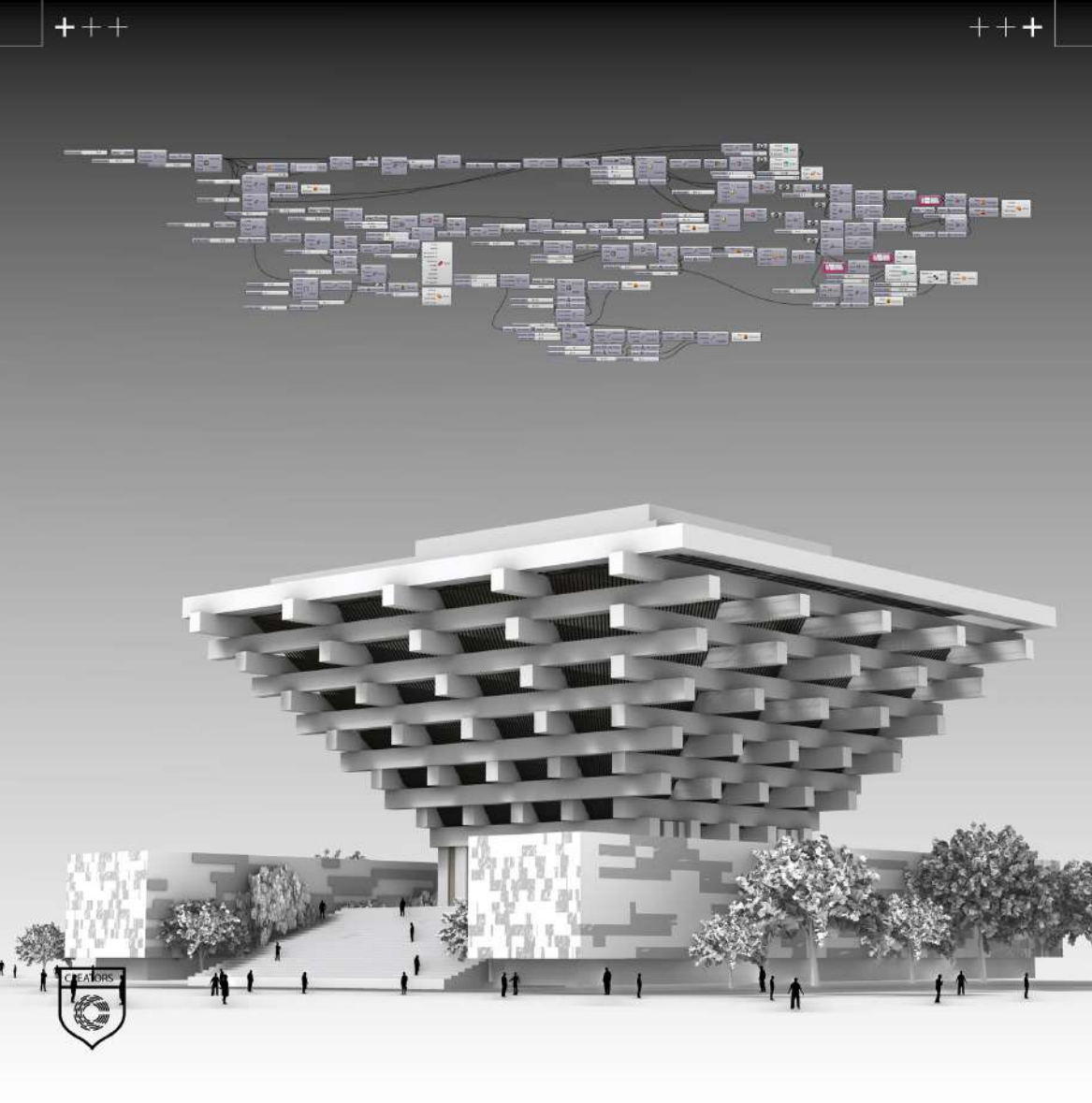
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rHoot'an

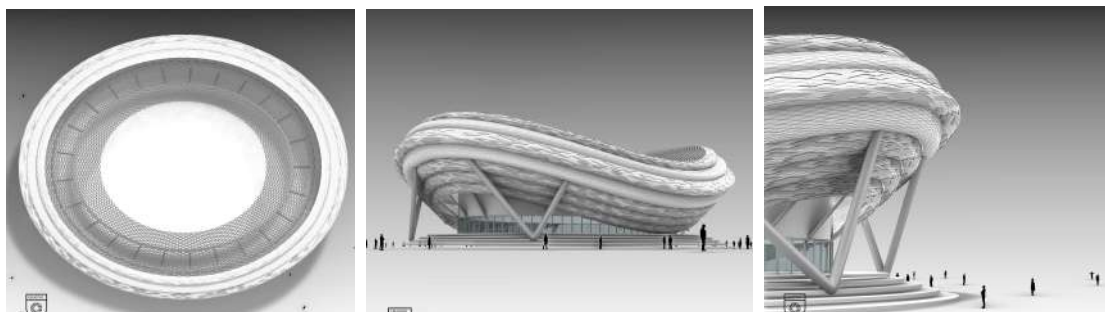
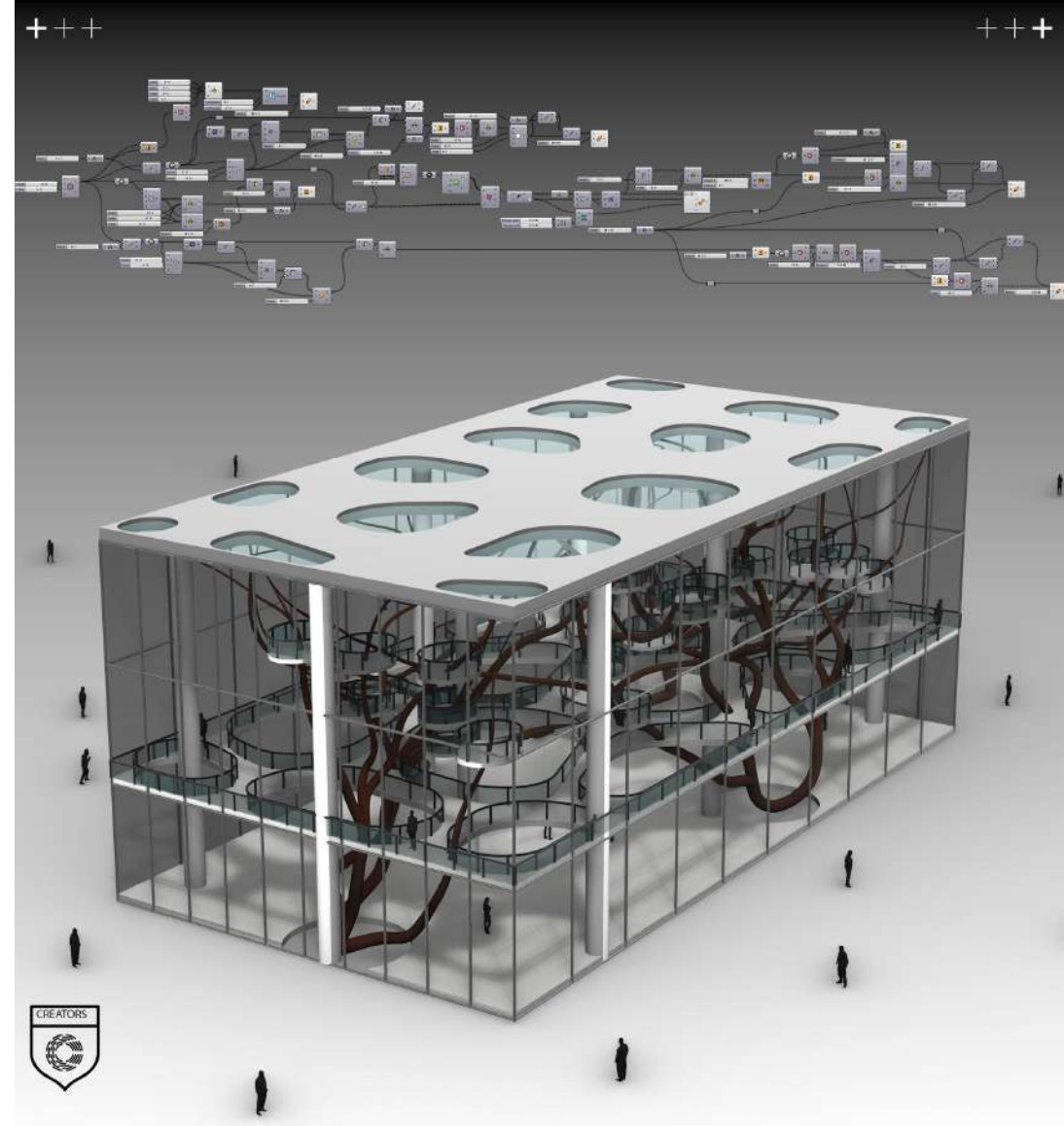
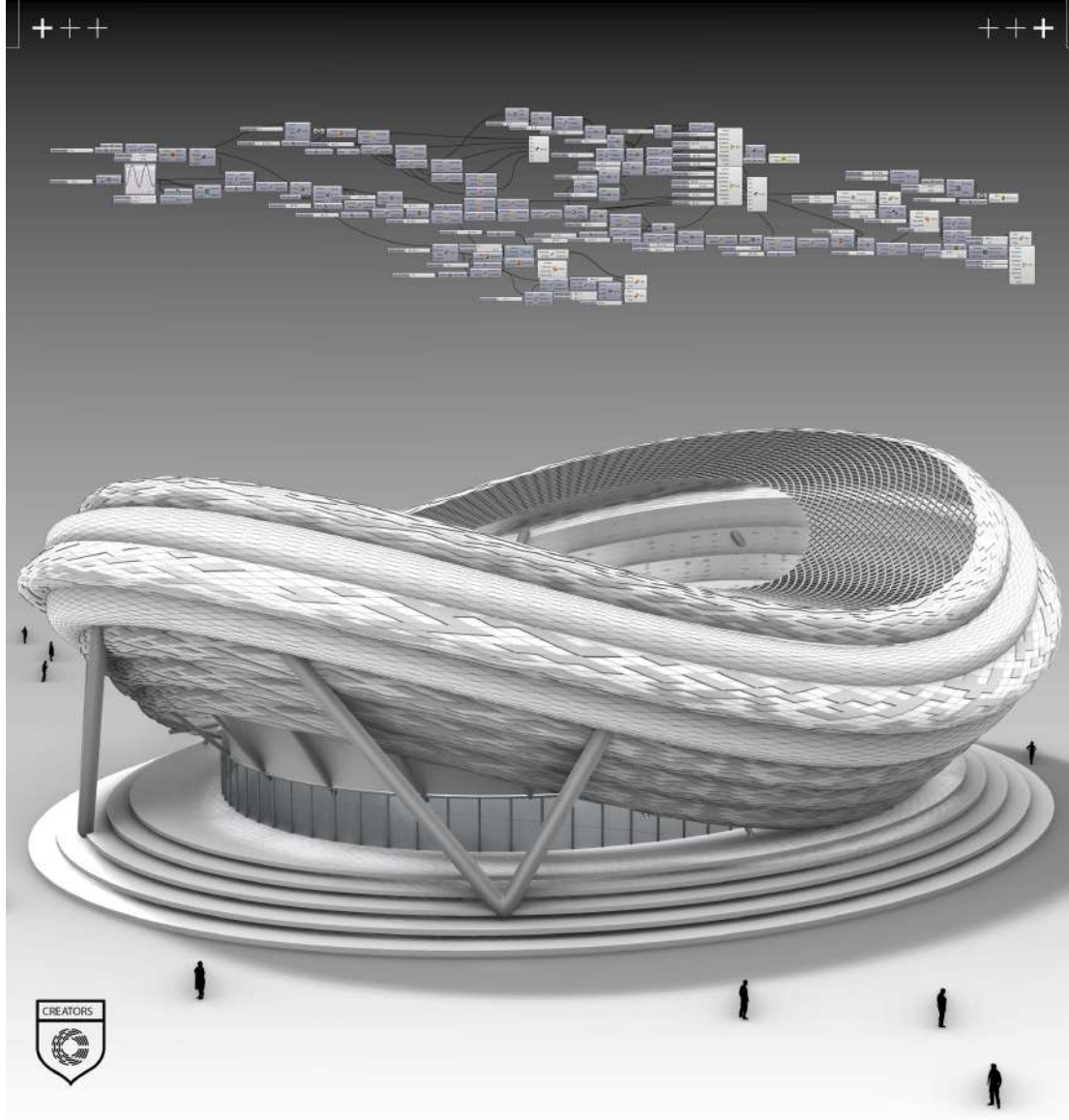


Akupa



Sanghai Expo

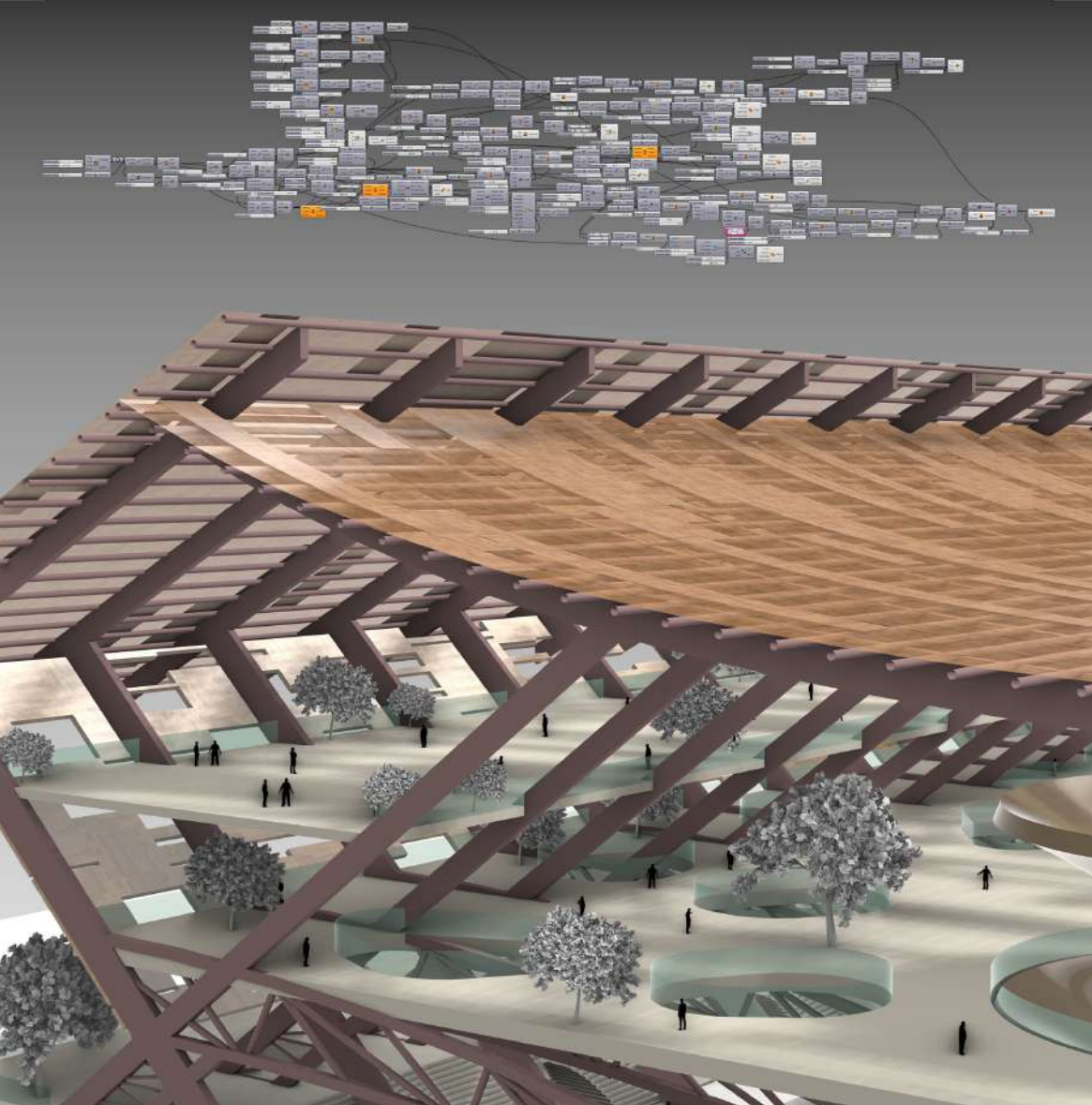
Tropos



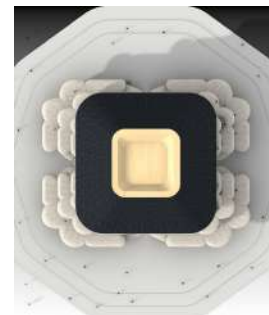
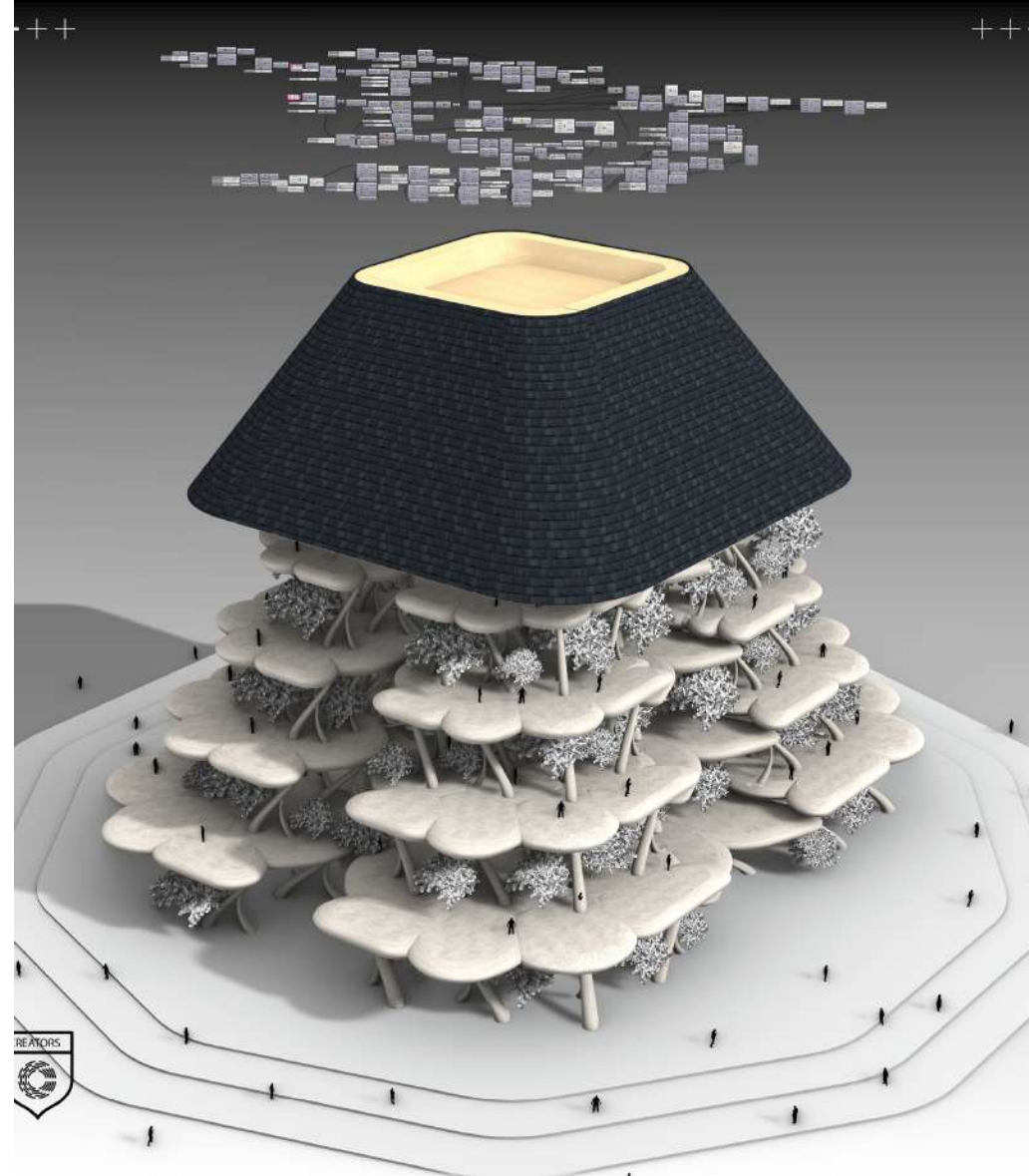
Exhibition Stadium 02



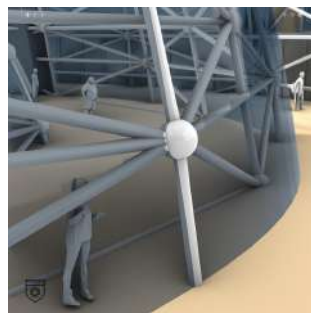
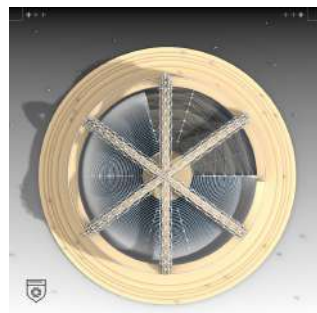
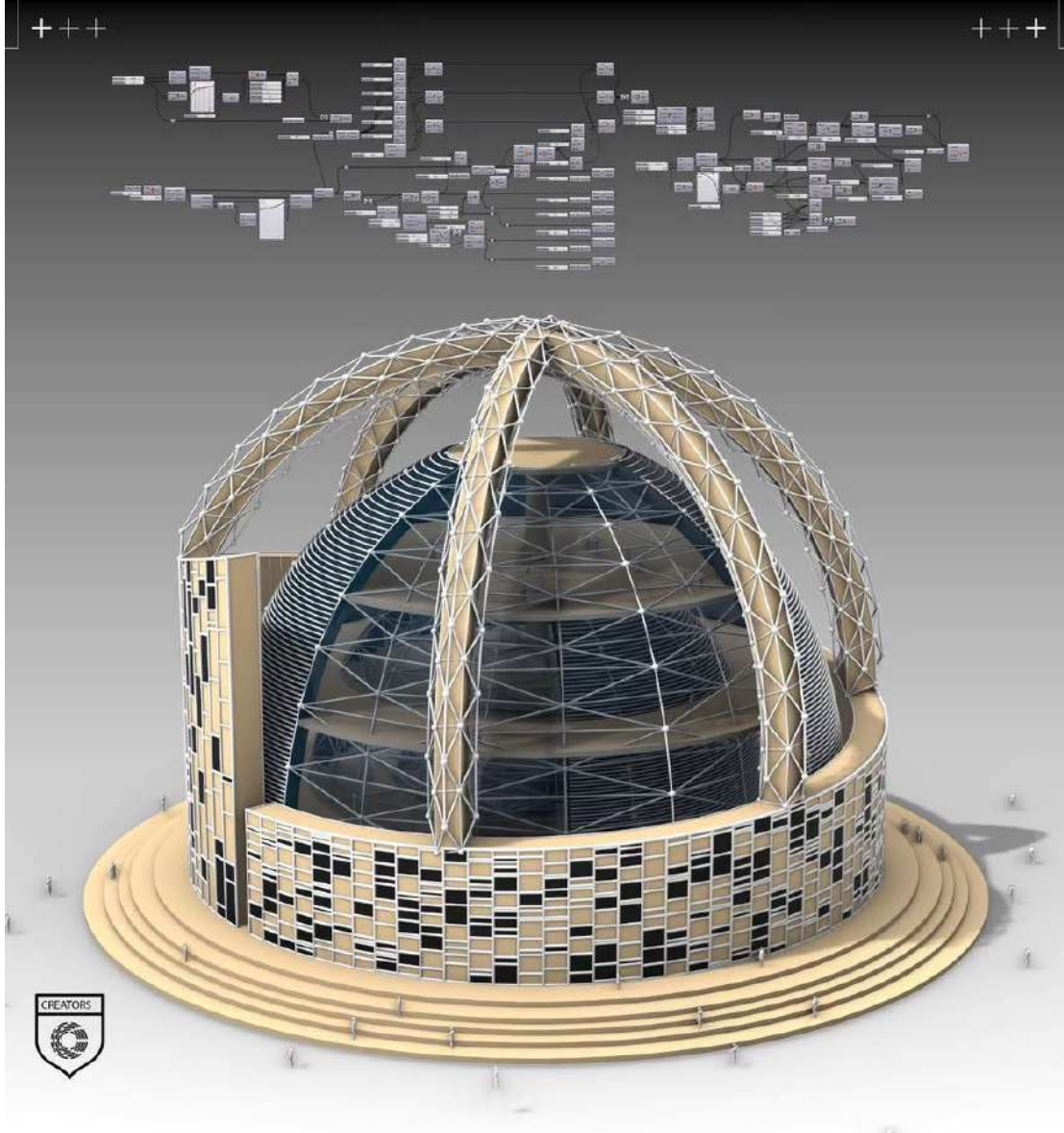
Eco-House



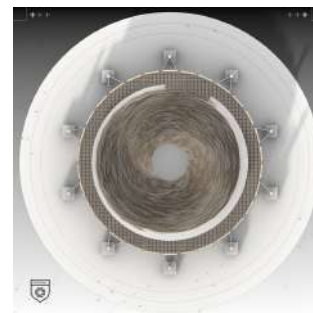
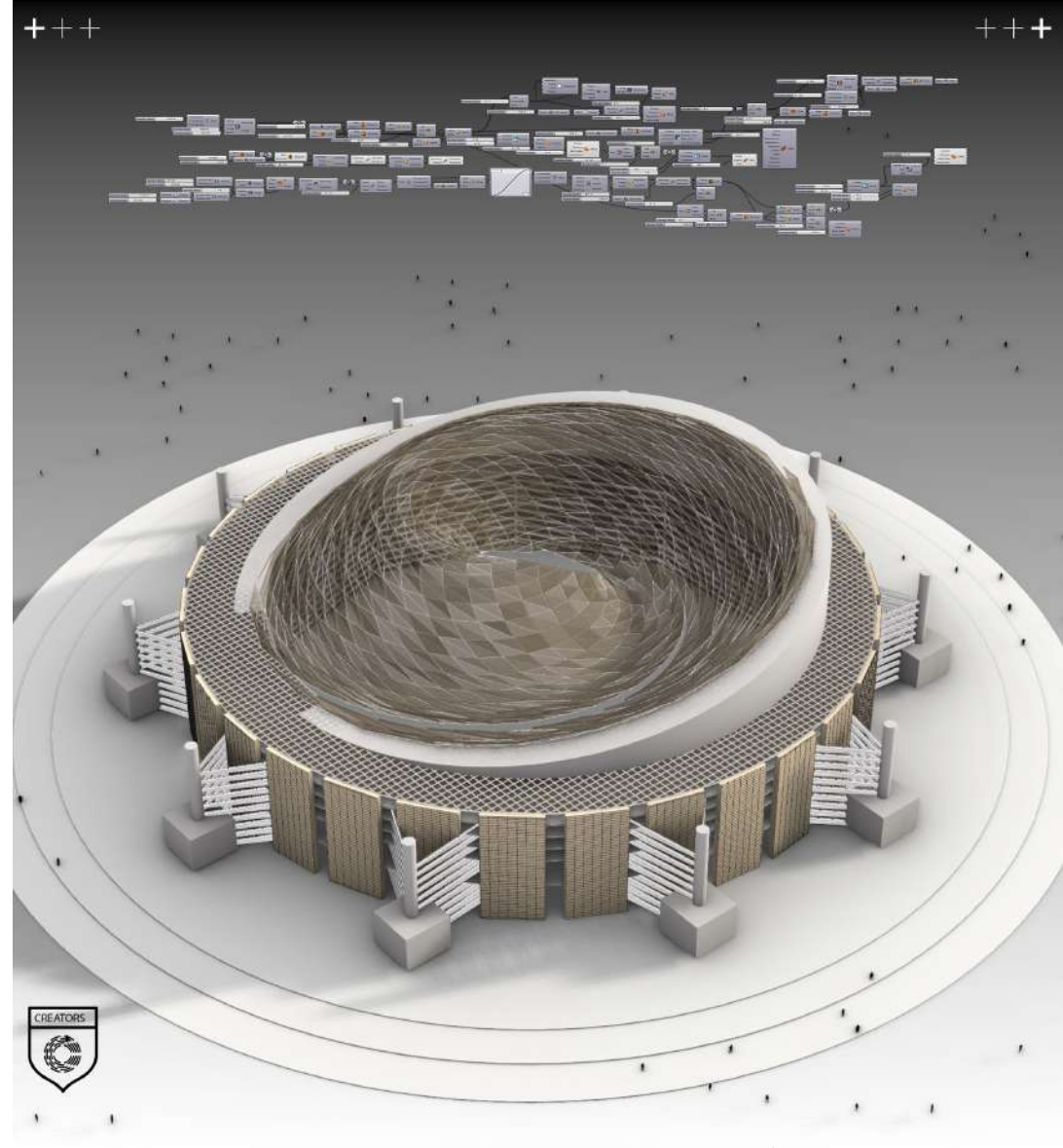
S_station



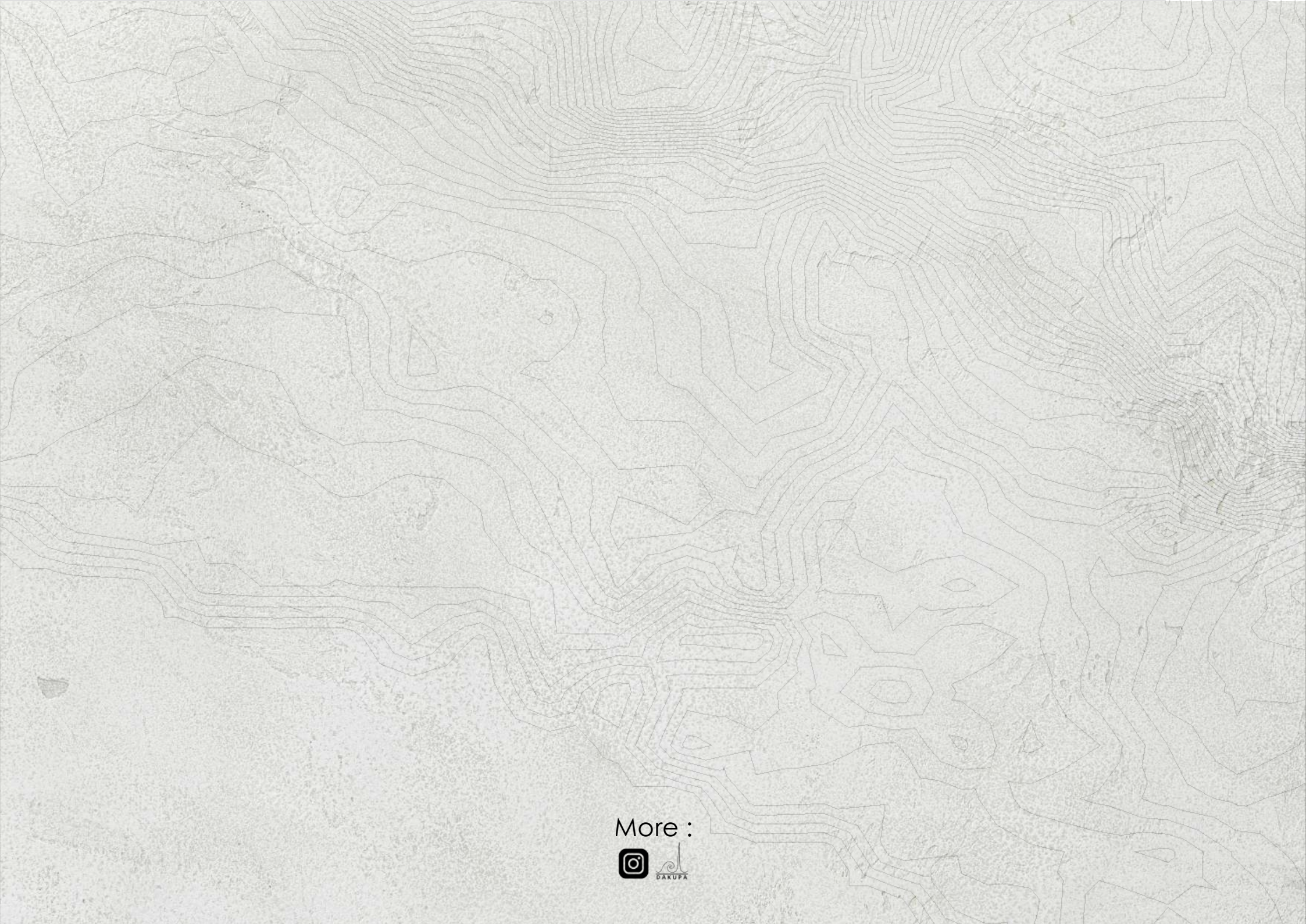
Vertical Garden



Mars Building



Exhibition Stadium 01



More :

