Destructive Détente (Y3 Building)
The Bartlett School of Architecture
Jan 2018 - May 2018

- The building is a collaborative gift from the UK, USA and Germany and critiques the Chinese restrictions to political freedoms by creating an illusion of dialogue within its spaces.
- It ensures its own survival in the face of Hong Kong’s return to China in 2047 by utilising structural systems that increase the potential collateral damage when subjected to demolition.
- Acquired in-depth knowledge of rendering and animation in Autodesk 3ds Max using the V-ray engine.

Sail Sail Revolution (Y3 Device)
The Bartlett School of Architecture
Sep 2017 - Dec 2017

- The device allowed the user to interact with an idea of the Junk via the silk ‘sail.’ The correct choreography would animate the fabric, making it appear lifelike.
- Learnt Adobe Premiere Pro and After Effects in order to put together a film of the fully functioning device.
- Acquired extensive manual skills in woodworking, metalworking, welding, sewing and general craftsmanship.

A dialogue centre that provides a political commentary on the future of the Hong Kong Pro-democracy movement

An interactive device that aims to reignite Hong Kong’s disappearing tradition of Junkboat-making through dance
The Almost Legal Water Hub (Y2 Building)
The Bartlett School of Architecture
Jan 2017 - Jun 2017

- Due to legal restrictions on water collection in Nevada, the building explored covert and overt methods of embedding the resource into its typology.
- Designed a multi-functional biomimetic support structure inspired by the water-collecting capabilities of the Namibian beetle.
- Expanded knowledge in digital model-making, rendering and digital image post-processing.

Game of Thrones (Y2 Design)
The Bartlett School of Architecture
Sep 2016 - Dec 2016

- Explored the concept of visualising status by comparing chair components to different casino chip denominations.
- Created a database of ‘chip modules’ that would allow the creation of multiple chair formations.
- Acquired in-depth knowledge and skills in digital model-making, rendering and 3D printing.
Cabinet of Curiosities (Y1 Group Installation)
The Bartlett School of Architecture
Oct 2015 - Dec 2015

- Managed people as the group leader, allocating responsibilities in order to meet demanding deadlines.
- Designed and built metal leg hinges that allowed the surface to unravel and led the construction process of the surface’s upper layer.
- Acquired craftsmanship skills in construction, welding and wood- and metal-cutting.

Projection Clinic (Y1 Building)
The Bartlett School of Architecture
Feb 2016 - Jun 2016

- Aimed to re-adapt an industrial gasometer pylon to house an X-ray Clinic within London’s Bethnal Green.
- Produced a detailed 1:50 scale model with a fully functional artificial sun.
- Acquired skills in technical architectural drawing and model-making.

Building concept that aims to blur the boundary of private & public space through the use of shadows