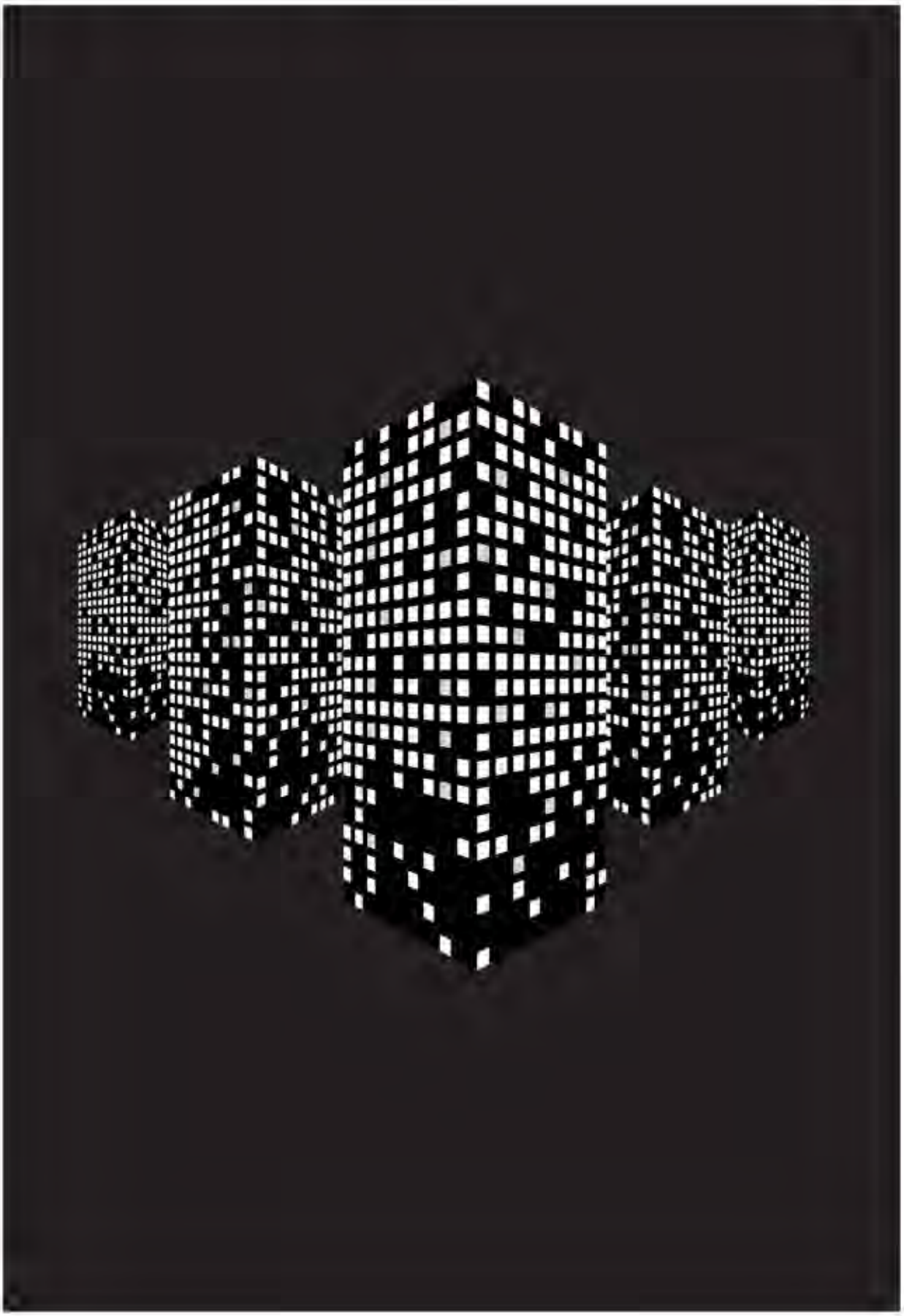
PORTFOLIO

| CHUTIKARN LERTCHAIPORN



ARCHITECTURE PROGRAM
KING MONGKUT'S UNIVERSITY OF TECHNOLOGY THONBURI

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CHUTIKARN LERTCHAIPORN
Curriculum Vitae

Architecture (International Program)
School of Architecture and Design(SoA+D)
King Mongkut's University of Technology Thonburi(KMUTT)

Date of Birth : 19 January 1996
Nationality: Thai

Contact

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PERSONAL STATEMENT

Well-organized, considerable, good teamwork but easy going and kind. A fresh graduated student of Architecture program at SoA+D, KMUTT. Creativity, analytical skills, independence, self-awareness and have computer literacy skill. Fluent spoken and written English. Interested to work in every field of architeture and design. Highly interested in designing concert hall, convention center and

EDUCATION

2014-2018
School of Architecture and design
KMUTT

2011-2013
Kornpitack Suksa School

2002-2010
Sarasas Witaed Bangbon School

DESIGN SKILLS

SOFTWARE SKILLS
DRAWING
- Autocad

3D & RENDERING
- SketchUp
- Rhinoceros
- Grasshopper

BIM
- Revit

GRAPHIC & PRESENTATION
- Adobe Illustrator
- Adobe Photoshop

PHYSICAL MODEL SKILLS
- Laser Cutting Model
- Hand Cutting Model
- CNC and Vaccum Model

LANGUAGE SKILLS

THAI Native | ENGLISH Fluent | KOREAN Beginner

OTHER SKILLS

- Musical Instrument: Piano, Guitar, Ukulele, Dulcimer
- Taking Photography(and editing)
- Travel to new places around the world

Driving: Private car driving license

EXPERIENCES

Exhibition/Presentation/Competition/Workshop

Refugees Camp Project(2015)
1 of 10 chosen project
in class
chosen by the external guest

Out of Sight Exhibition(2016)
at Knowledge Exchange Center
(KX Building)
2 projects exhibited
(refugees camp & Boutique

Boutique Hostel Competition
by Ocean New Line Company(2016)
1 of 10 chosen project
(refugees camp & Boutique Hostel

Architecture 4.0 Exhibition(2017)
at Knowledge Exchange Center
(KX Building)
1 project exhibited
(SoA+D 2030)

Japan 13 Days Workshop
with Kanagawa University
to develop Gumyoji Area

4 months internship period
at RAD studio

Project Description

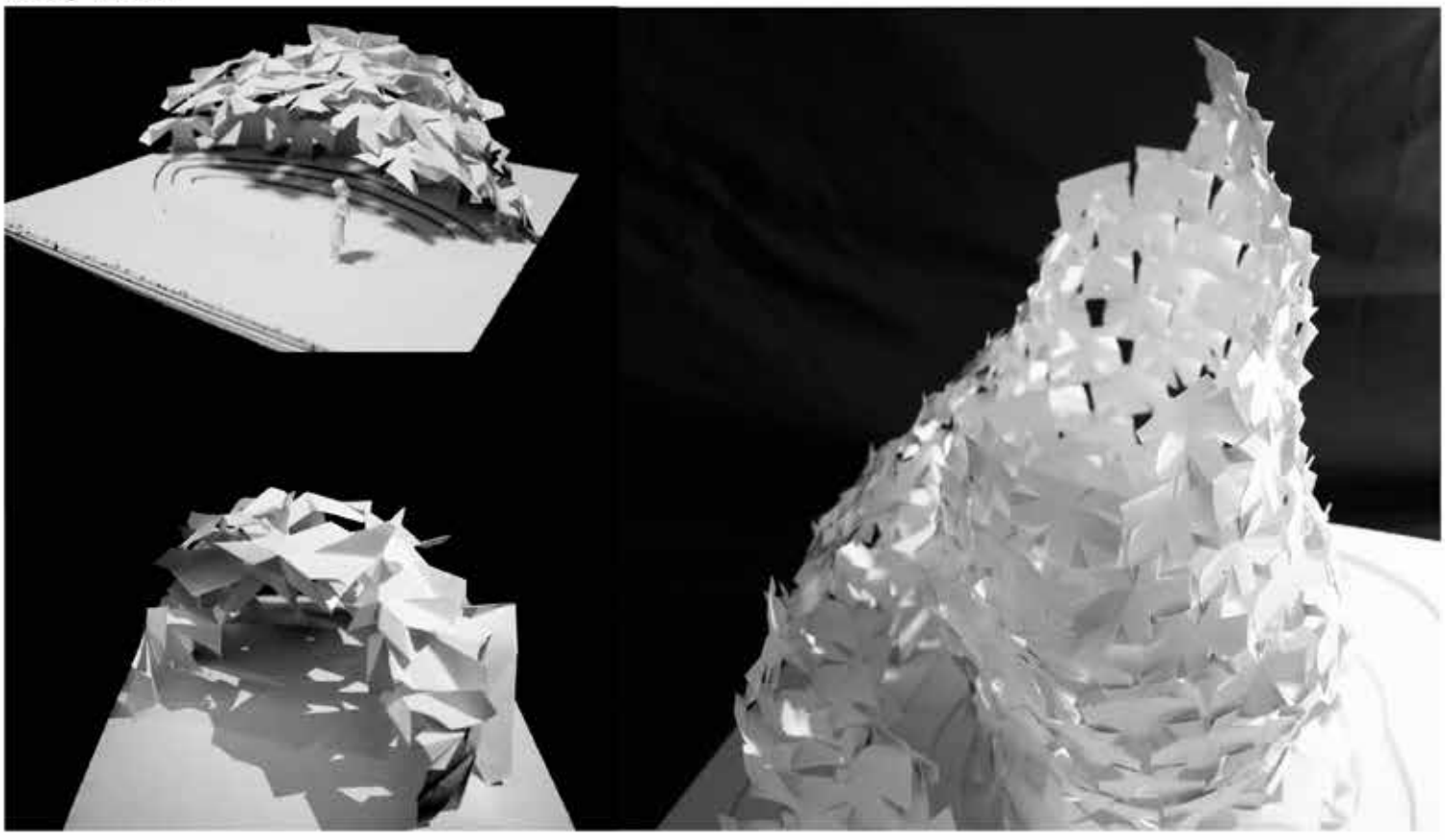
This project is to design the pavilion inpired from the stuff that represent Thainess. So I choose 'Phan-Poom' to be the inspiration of this Thainess Pavilion.

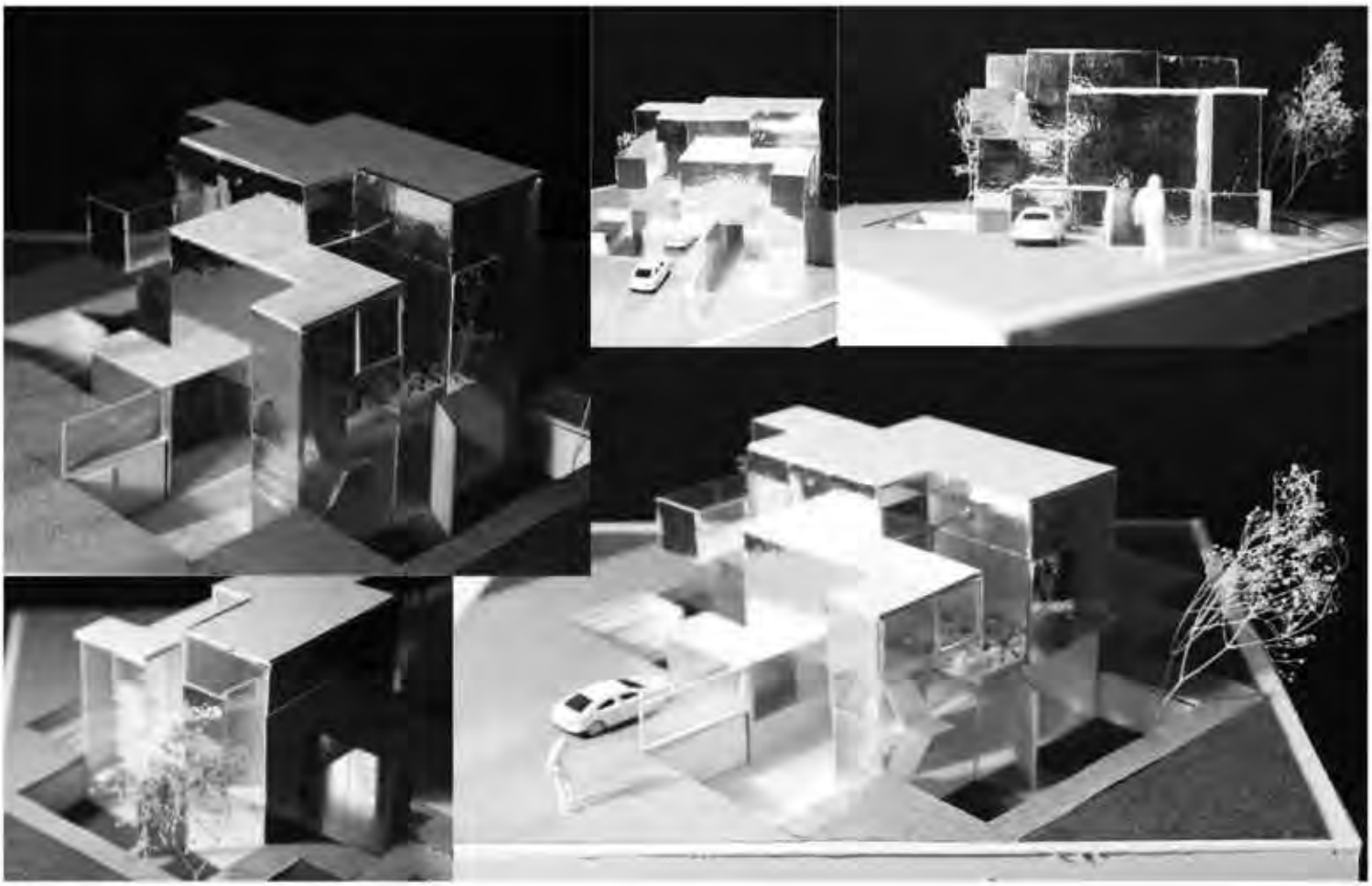
Concept

"Deconstructed Phan-Poom"

This is the unfolded of phan-poom's elements and reconstruct it in the new way. The form of this pavilion come from the unfolded of the whole shape of Phan-Poom(like the lotus shape) by cover the whole Phan-poom with the clay and unfold it. And the unfolded small elements become the wall components in the new way construction.

Study Model



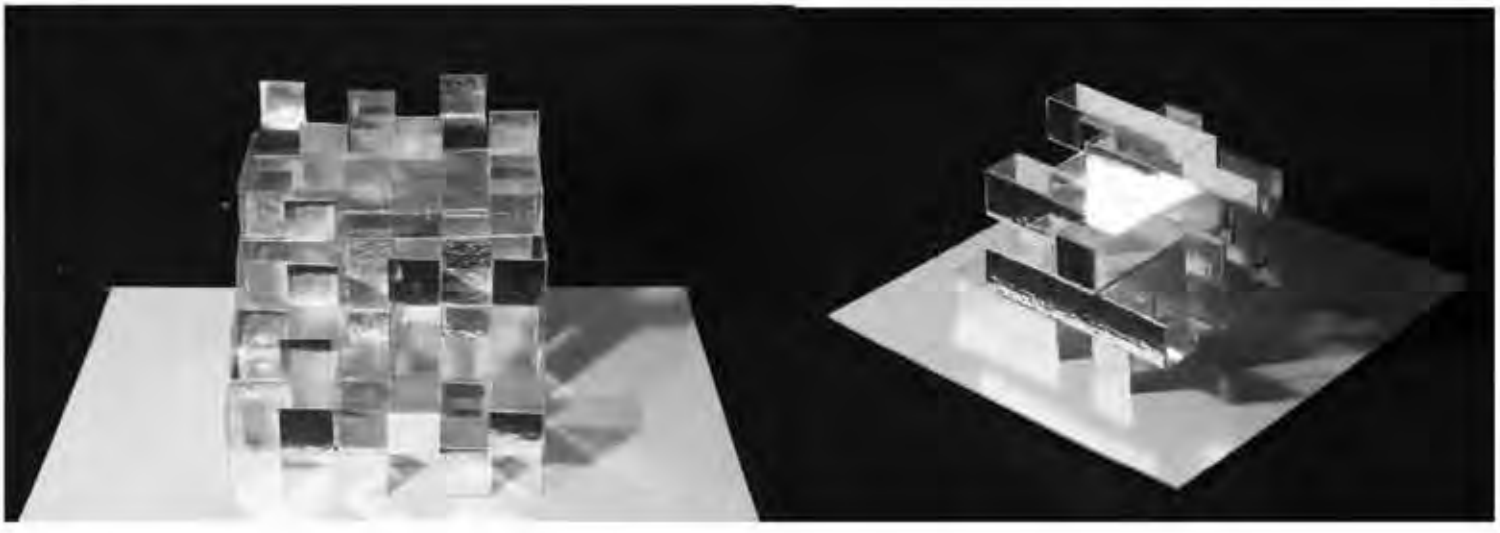


The Author House

Students will work on the residential design for one user. He or she is an illustrator and author for children book. Spaces required for user will be place a creative working space similar to studio space. The children book private library and collection is also one of the main space requirement. Beside specific space requirements there are general requirement space for sleep, cook and have food. Students should derive the design from the children book that has been selected for the narrative design skill.

The combining of design process from narrative children book, the space requirement and user's character is the design challenge.

Study Model

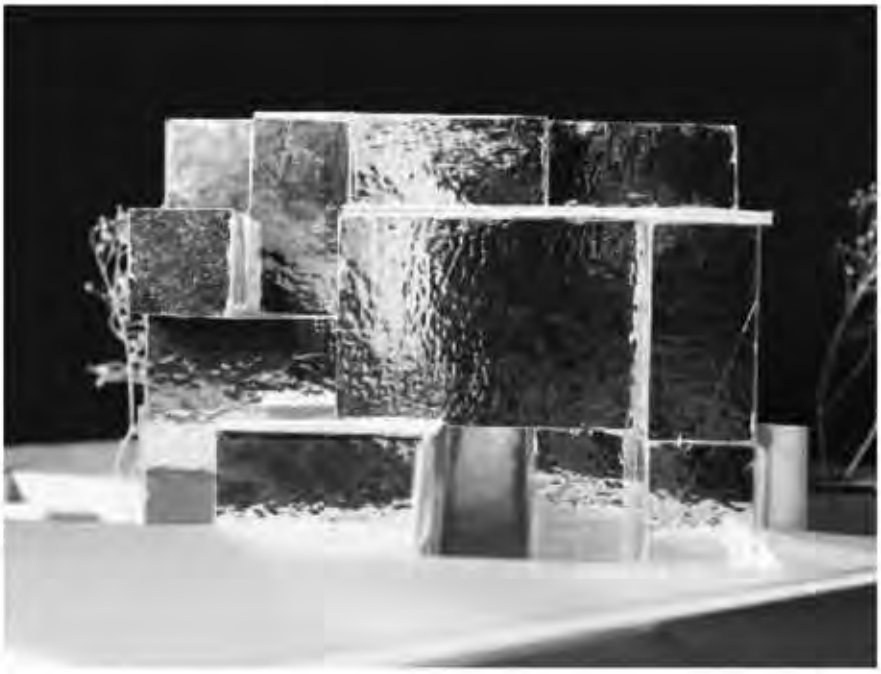


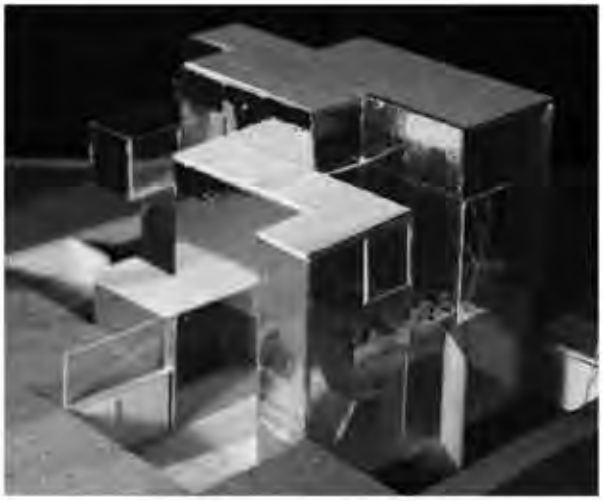
Concept

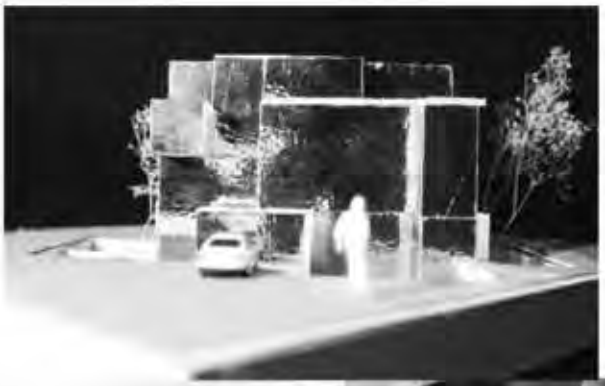
This house come from the novel names 'Howl's Moving Castle' . I focus on chapter 3 that is the moment when Sophie see the castle and want to get into the house but she can't touch the door because of the protection of invisible wall that made by the majic of Howl that is a wizard.

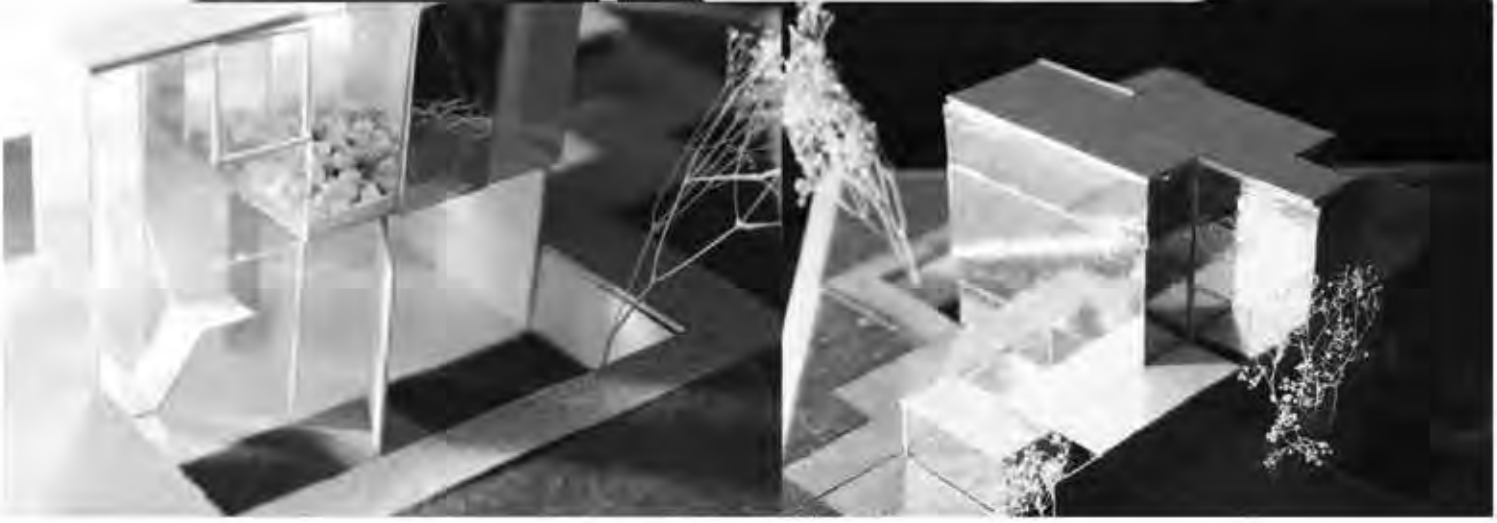
Invisible wall makes Sophie to be unable to get into the castle. She can see the the door of the castle but she can't touch it because of the invisible wall and she can't see the invisible wall.

When we stay in front of the house, we won't be able to see the entrance or any void or window. But when we move a bit to the left or right side, we will be able to see the doors and windows. As the story of the novel that Sophie can't get into the house because of the magic.









This project is to design like a nursery of children in the refugee camp. So I decided to use natural material to build. And it is the temporary, so I have to concern about decontruction and it has to be finished in a short period of time.

Research

Refugee Children's need
- Happiness
- Warmth
- Good Health
- Good Society

My Hypothesis

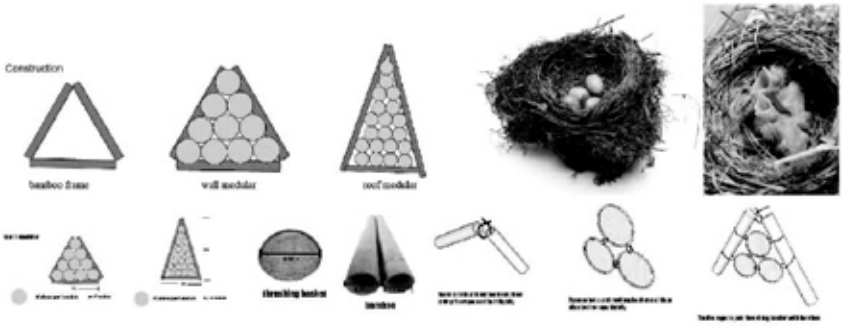
I think that if the site is in Thailand, it will be at the Western and the North-Werstern part of Thailand because we have some wars with Myanmar. So, the site would be there at Maehongsorn, Kanchanaburi, Tak or Ratchaburi.

Inspiration

'BIRD NEST'

Form

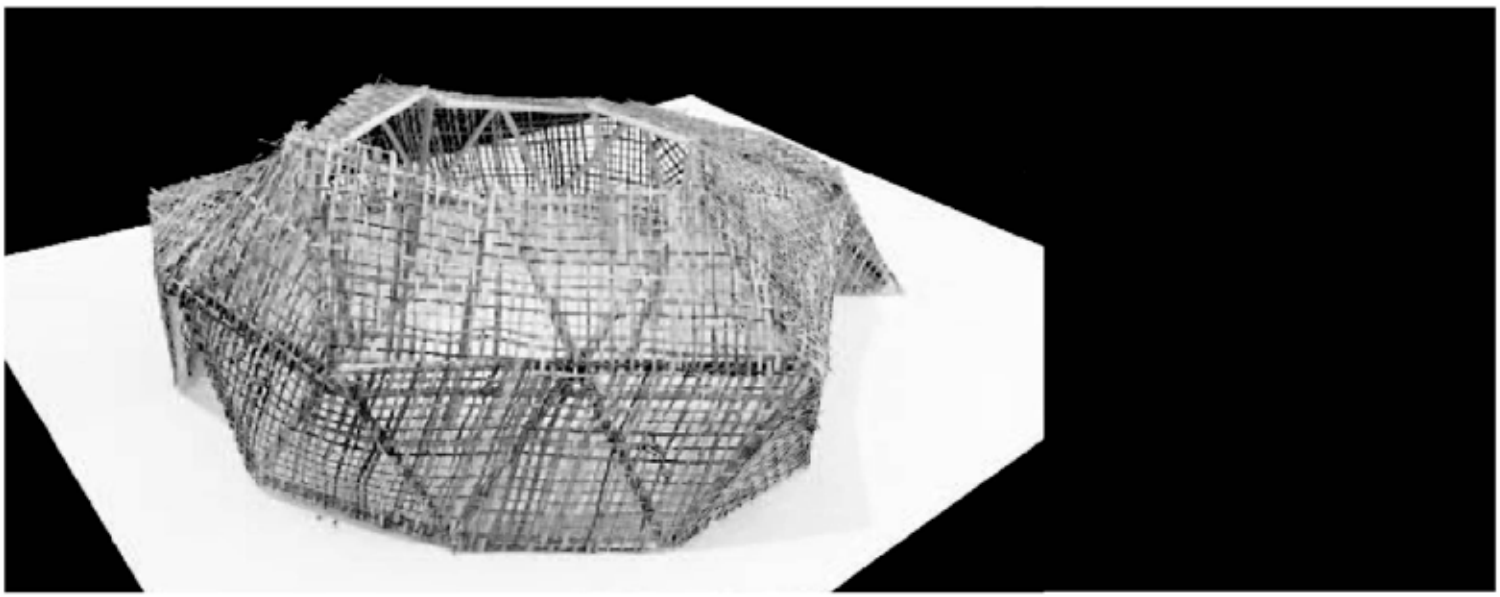
The forn of bird nest is curved shape that made warm feeling.
So, we will feel warm when stay inside.

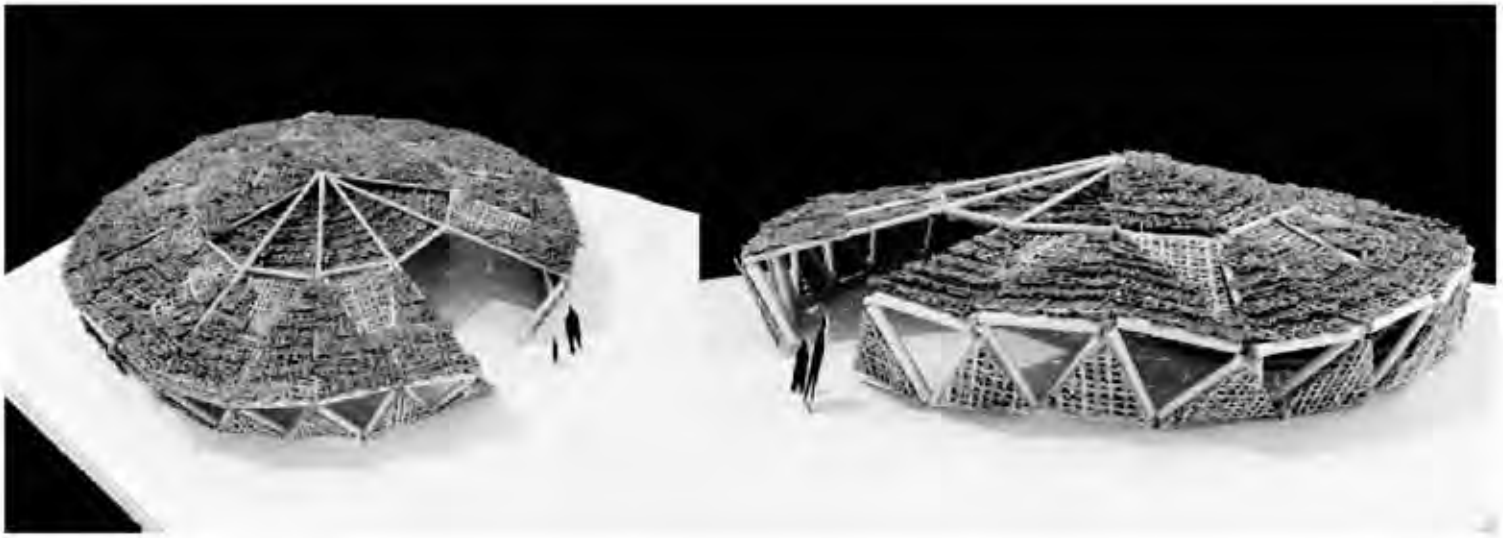


Meaning

Bird is the animal that very love their babies. Bird Nest made by the weaving of many tiny pieces of grasses and leaves. Parent have to try very hard to make the nest for their babies.

Study Model

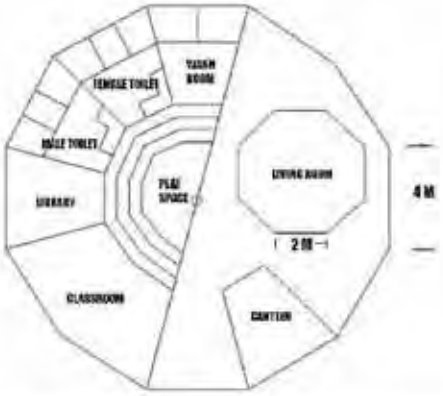




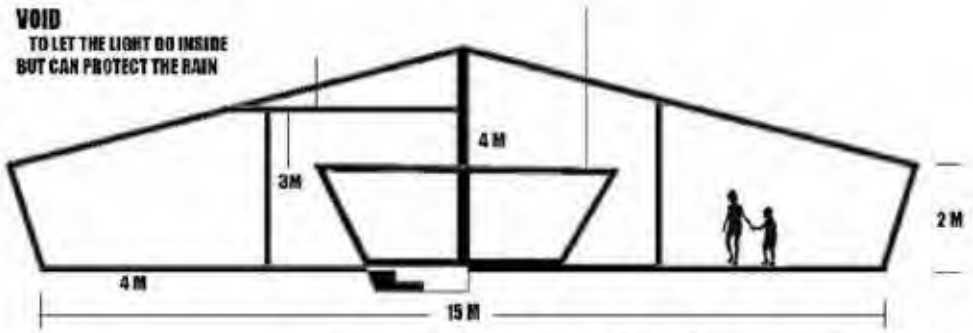
Concept

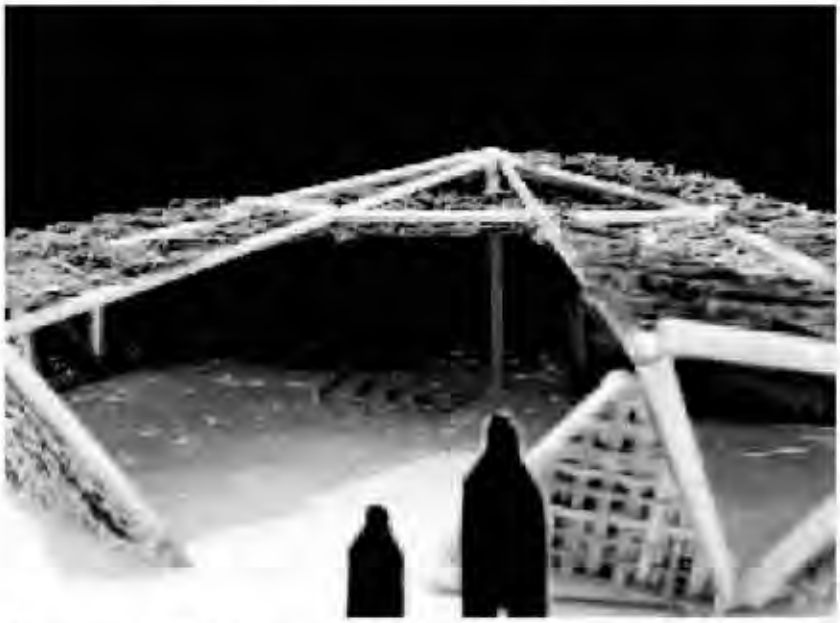
According to the inspiration, I decided to use the form of bird nest and the way that the bird use to build their nest to design the shelter.

When children stay in this place, I want them to feel warm and feel like flapper that recieve the love from their parents. (Some children is orphan that lose their parents because of the wars or disasters)



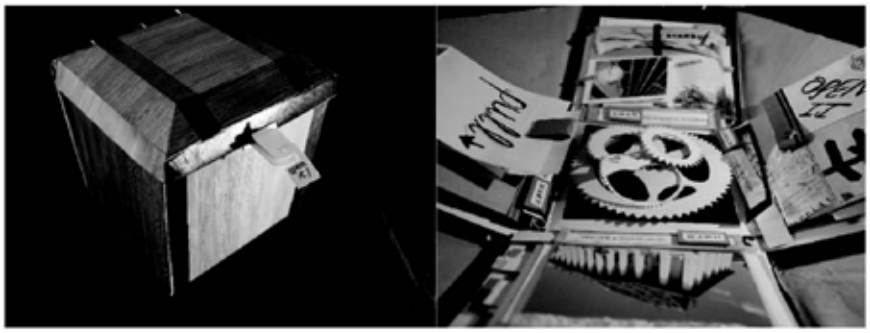
SECTION

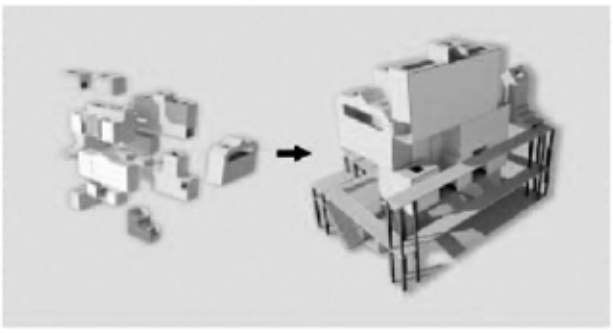




Hospitality design and the creation of a uniqe "Thai" experience are the main focus in this project. Bangkok, as the capital of Thailand, is one of the world's top tourist destinations with many travellers searching to enjoy the many various possibilities of experiencing the city and its country. Students are thus required to experience and learn about unique preferences of of their self selected visitors.

The project site, a classic building phenomina of Bangkok, is conextualized by three existing shophouses that require for a conversion into a boutique hostel.
The shophouses can be interconnected on all three floors. Further, students are allowed to extend the building, i.e. to provide access to the roof for facilitating hostel functions. The design is required also to comply with building code, law, and regulations such as fire escape stairs, openings for natural light and fresh air ventilation, as well as the keeping the front line of existing facade for consistency of existing the urban scape.





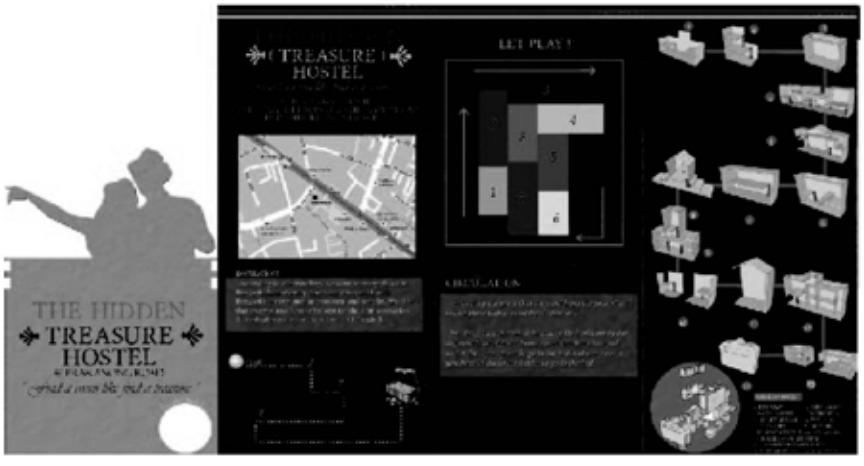
Inspiration

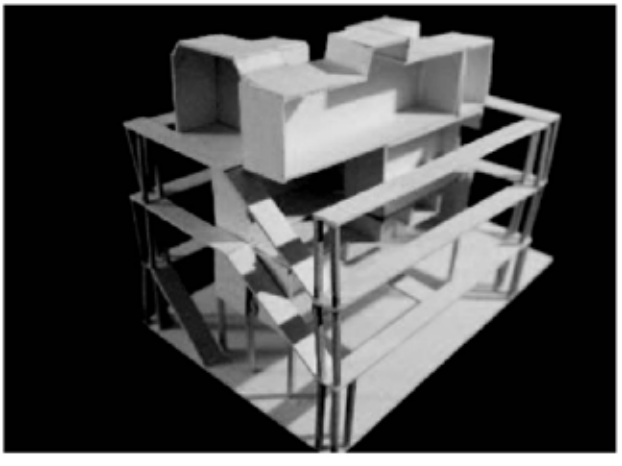
According to our traveling, we found that each places that we go represent nthe history and story of Bangkok. So, the attractions is like the treasure that we have to keep for the next generation.

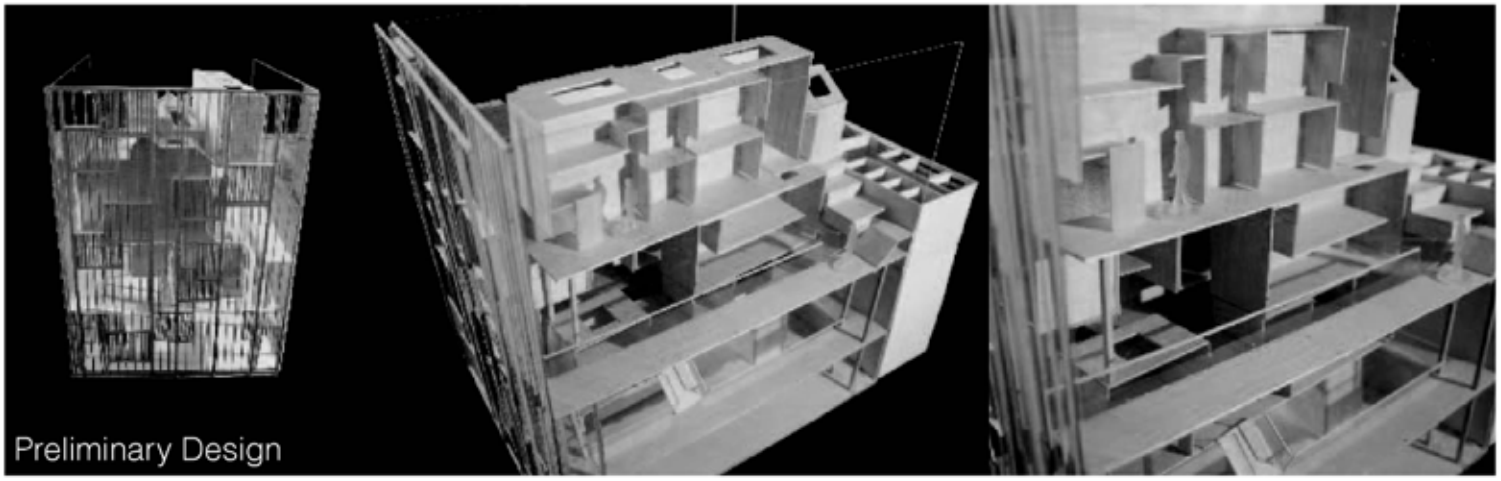
We went to many places in Bangkok. Almost every places are concerned with Bangkok's history such as museums and temples. We think that every places have to be kept for the next generation. So, each places are like the treasure of Bangkok.

We focus on the form and character of each attractions in Bangkok to design each units of this hostel. Then we design a function to be hiding the bedroom by the different level of the floor.

Study Model



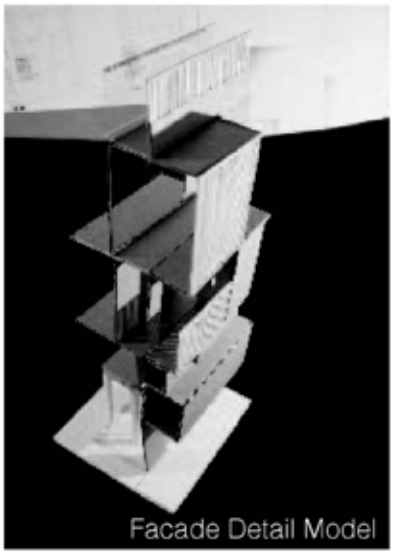




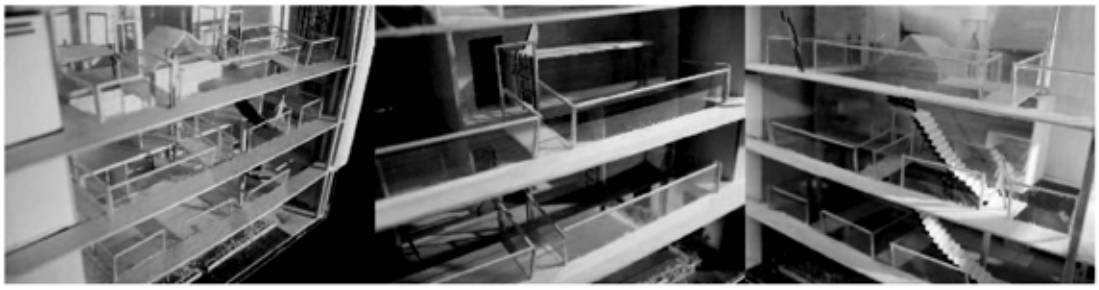
Preliminary Design

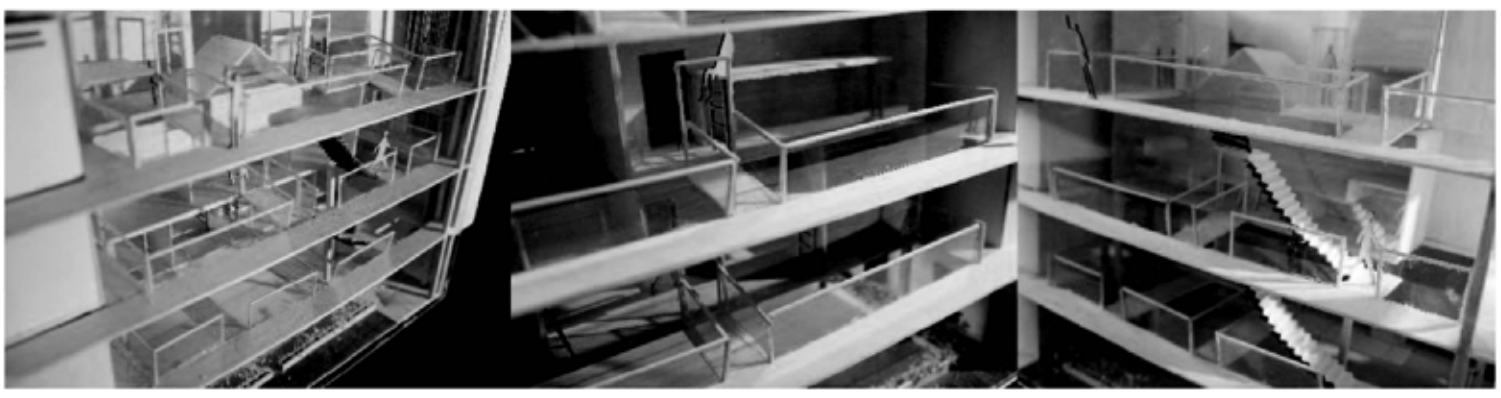
Concept

'The hidden(treasure) boutique hostel
Come to play the finding treasure game with us.
Find a bed like find a treasure
The room of hostel are like the treasure that we have to find.
attractions = treasure of Bangkok
bedroom = treasure os hostel



Facade Detail Model





DESCRIPTION

THIS PROJECT IS TO DESIGN THE MID-RISE CONDOMINIUM FOR THE BABY BOOMER AGE(PEOPLE ABOVE 60 YEARS OLD)

INSPIRATION

IN MY OPINION, I THINK THAT SOME OF BABY BOOMER'S LIFE IS BORING IN THE PAST OF THEIR LIFE BECAUSE THEY HAVE BBEN LIVED THEIR LIFE FOR ALONGTIME, SOMETIMES THEY MAY BE FACED TO MANY PROBLEM OR SOMETHING THAT MAKE THEM FEEL UNHAPPY. SO I WANT THEM TO FEEL HAPPIER AND MORE ENJOY WITH THEIR LIFE BY DESIGNING THIS CONDOMINIUM BY USING THE FORM OF MUSIC WAVE THAT IS INTERESTING AND LINK WITH THE MAIN PROGRAM THAT IS A CONCERT HALL AT THE CENTER COURT OF THIS CONDOMINIUM THAT MAKES PEOPLE FEEL RELAX AND IT WILL TREAT THEIR MOOD AS A MUSIC THERAPY.

CONCEPT

I DECIEDED TO DESIGN THE FORM OF THIS BUILDING BASED ON THE FORM OF THE MUSIC WAVE AND PLAY WITH THE SIZE OF BALCONY OF EACH ROOM AND ALSO AT THE SHARED BALCONY AT THE CENTER OF THE BUILDING THAT LINK WITH THE MAIN PROGRAMMING THAT IS THE CONCERT HALL.

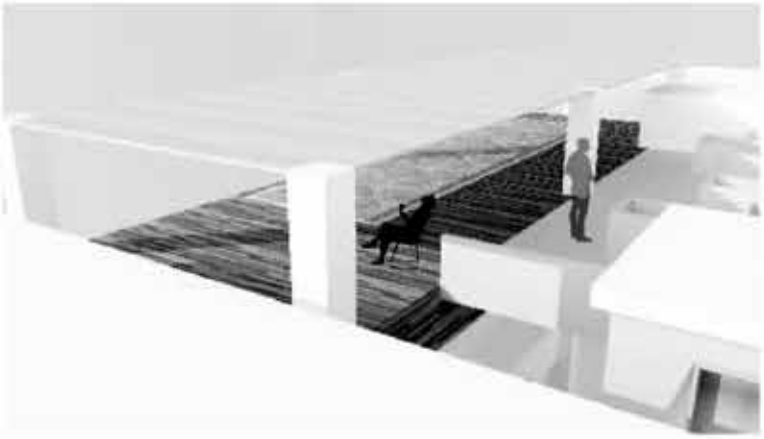
DESIGN SOLUTION

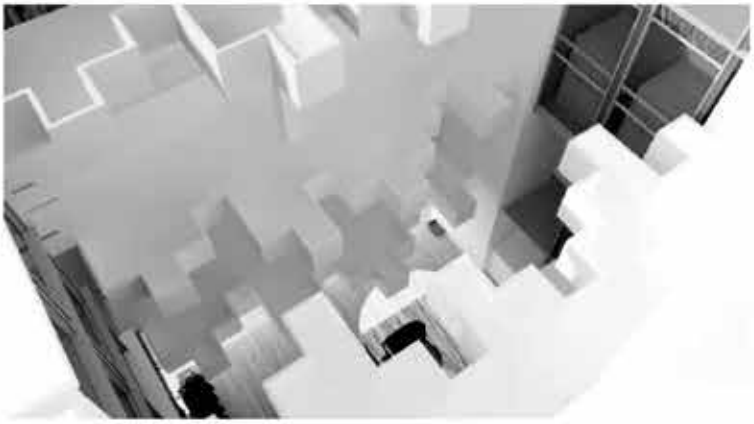
THE FORM OF THIS BUILDING BASED ON THE FORM OF THE MUSIC WAVE AND PLAY WITH THE SIZE OF BALCONY OF EACH ROOM AND ALSO AT THE SHARED BALCONY AT THE CENTER OF THE BUILDING.

SOME OF FLOOR PLAN EXAMPLES

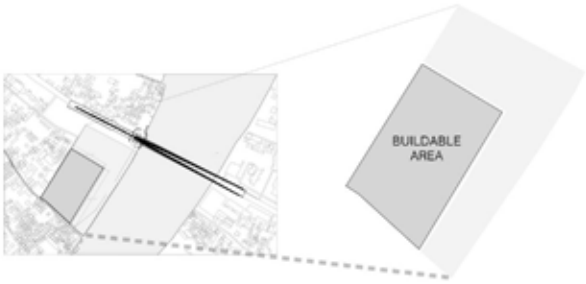
SOME OF FLOOR PLAN EXAMPLES

PERTSPECTIVES



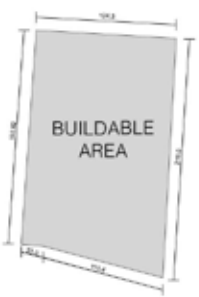


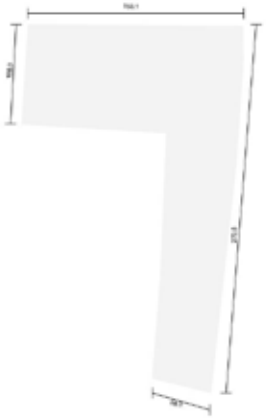
This project is to design the 'Community Cultural and Contemporary Art Center'(CCCAC) the program contains many activity so we have to do a lot of user and program analysis before start designing this project.



INSPIRATION

ACCORDING OUR RESEARCH AND SITE ANALYSIS SO WE START TODESIGN OUR PROJECT THAT LOCATION OF THIS AREA HAVE LONG HISTORY ABOUT COMMUNITIES, ONE OF THEM IS BAAN POON THAT HAVE A LONG HISTORY SINCE EARLY RATTANAKOSIN. WE INTERESTED IN THIER HISTORY, CULTURE AND THEIR KNOWLEDGE THAT CALL "BETEL NUT". SO WE CHOOSE THIS THING TO BE OUR DESIGN CONCEPT BECAUSE THE FORMS AND THE MEANING OF IT BY START TO DECONSTRUCT THE WAY OF FOLD BETEL NUT THAT BE OLD THAI TRADITIONAL AND REDESIGN IT TO MAKE COMMUNITY & CULTURE MUSEUM THAT WILL BE THE PLACE FOR GATHERING PEOPLE IN THIS AREA AGAIN SINCE THEIR WAS SEPARATE WHEN THE RAMA VIII WAS BUILT AND TO BE PLACE THAT LET PEOPLE INAND MAKE THIS AREA ACTIVE AGAIN.

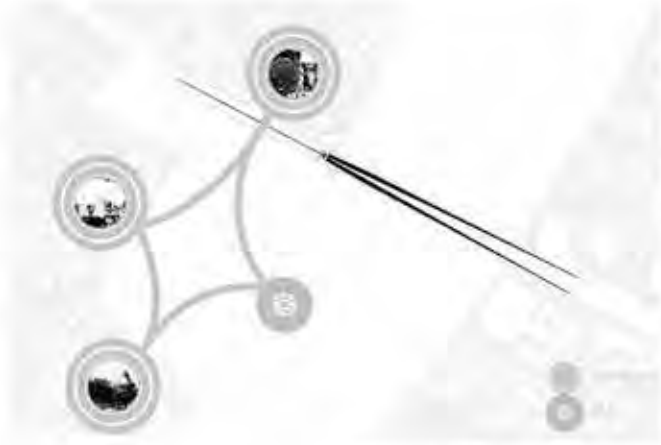




DECONSTRUCT BETEL NUT BY CUT IN HORIZONTAL WAY TO SEE HOW IT FOLD TOGETTHER

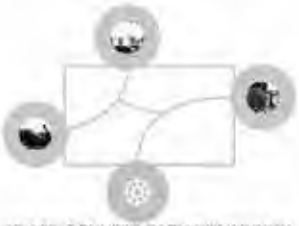
CUT THROUGH THE SECTION AGAIN TO SEE SPACE INSIDE AND HOW IT CAN GOING TO BE

SIMPLIFY IT TO BE MORE IN GEOMETRY FORM FOR EASY TO CRATE PROGRAMING INSIDE BUT STILL KEEP CHARACTER OF BETEL



SITE ANALYSIS

THE RAMA VIII BRIDGE WAS BUILT TO SEPARATE THE COMMUNITY SO IT CAUSE EFFECT TO COMMUNITY MAKE THEM INACTIVE THAN BEFORE EVEN THEY BUILT PARK TO BE AREA FOR PEOPLE IN COMMUNITY TO USE BUT THE EFFICIENCY NOT GOOD ENOUGH THEN PEOPLE COME TO THIS SITE JUST FOR FREETIMES BECAUSE THERE ARE NO ACTIVITY OR THINGS TO ATTRACT PEOPLE TO COME TO THE SITE. SO WE DECIDE TO DESIGN FOR COMMUNITY AREA TO MAKE PEOPLE IN THIS COMMUNITY TO GATHERING AND HAVE ACTIVITY FOR PEOPLE TO DO TOGETHER AND MAKE MORE ACTIVE FOR THIS AREA BY PLACE ORIENTATION OF THE MUSEUM FOLLOW THE LOCATION OF COMMUNITY AND CREATE THE WALK WAY TO CONNECT EACH PART TOGETHER



TRY TO CONNECT EACH COMMUNITY TOGETHER BY USE THIS SITE TO BE LIKE COMMUNITY COMPLEX

CREATE WAY THAT CONNECT EACH COMMUNITY AND ALSO CONNECT BOTH WAY TOGETHER

USE THIS SITE TO BE LIKE CENTER OF THE COMMUNITIES SO WE GOT THE ORIENTATION OF THE BUILDING

STUDY MODEL

the orientation of the building rotate to community that be site surrounding the respond the design concept to connect each community together to make this area become lively again

Divide the orientation that provide to be both of building and the circulation that help people to come to this site and make it active again

Concept

The form of this cccac come from the cutting of betel roll in the horizontal and vertical way. The elevation of this building come from the section when we cut the betel roll and the curved wall come from the form of the betel.

Site Plan

Model

PROJECT DESCRIPTION

This project is to design the School of architecture. The site is in the KMUTT Bangkhuntien campus. (the place that I'm studying)

The concept of the school have to be from the "Biomimicry"(plants or animal) and we have to use the "Rhinoceros" program with "Grasshopper" plug-in to create the form of the building by the idea of biomimicry.

We also have to create our own curriculum of this school by using the characteristics of our choosen biomimicry.

CURRICULUM

"Community Base Learning"

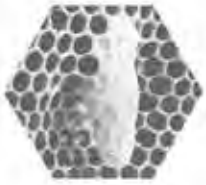
Student have to learn by sharing with other, work togegether to have good teamwork and doing on their own duties by good time management and responsibility.

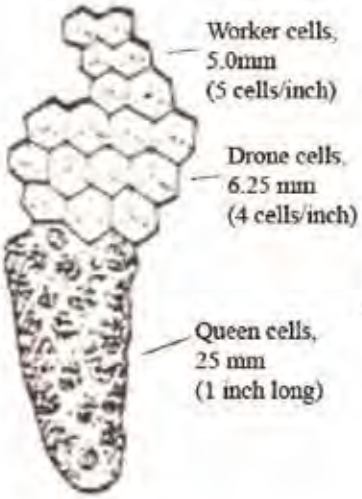
The relationship between bee hive and the community base curriculum is,

-Bee is the animal that have its own specifically duties and they work in the team by helping each other to make their work successful.

-The curriculum is "community base learning that students will learn and work in a team to make them having teamwork and well communicate with other when they are grow up and go to work.

BIOMIMICRY
"BEE HIVE"

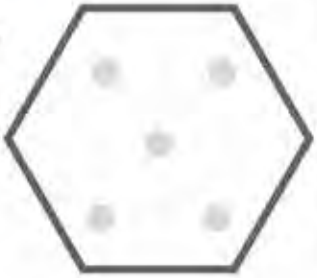




CONCEPT

5 years = 5hives

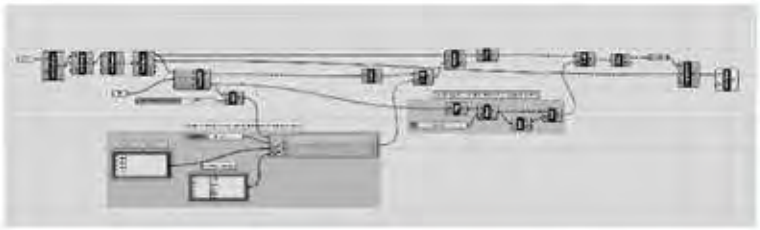
Students will learn and work separated in the own hive(as each year studio) and finally comunicate with other years by presenting at the jury hall at the center of the building.



Process of design

- Draw the hexagonal shape (Beehive's characteristic shape)
- Set 5 attractor point as 5 years studio
- Pull the hexagonal mesh to the points to make it be the organic shape like beehive's shape.
- Draw the upper platform to be use as supporting facilities and administrative zone and each hive are use as the studio and mini gallery.

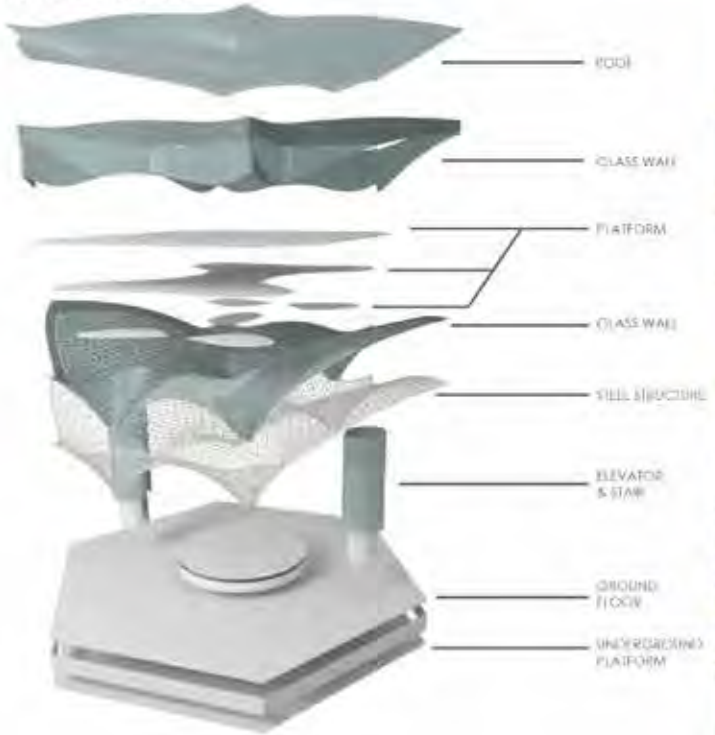
GRASSHOPPER SCRIPT

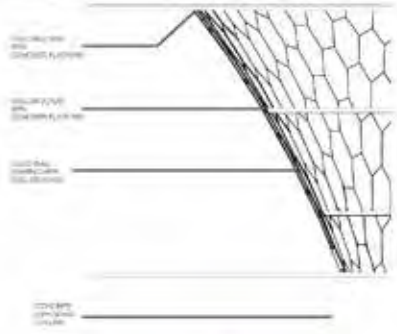


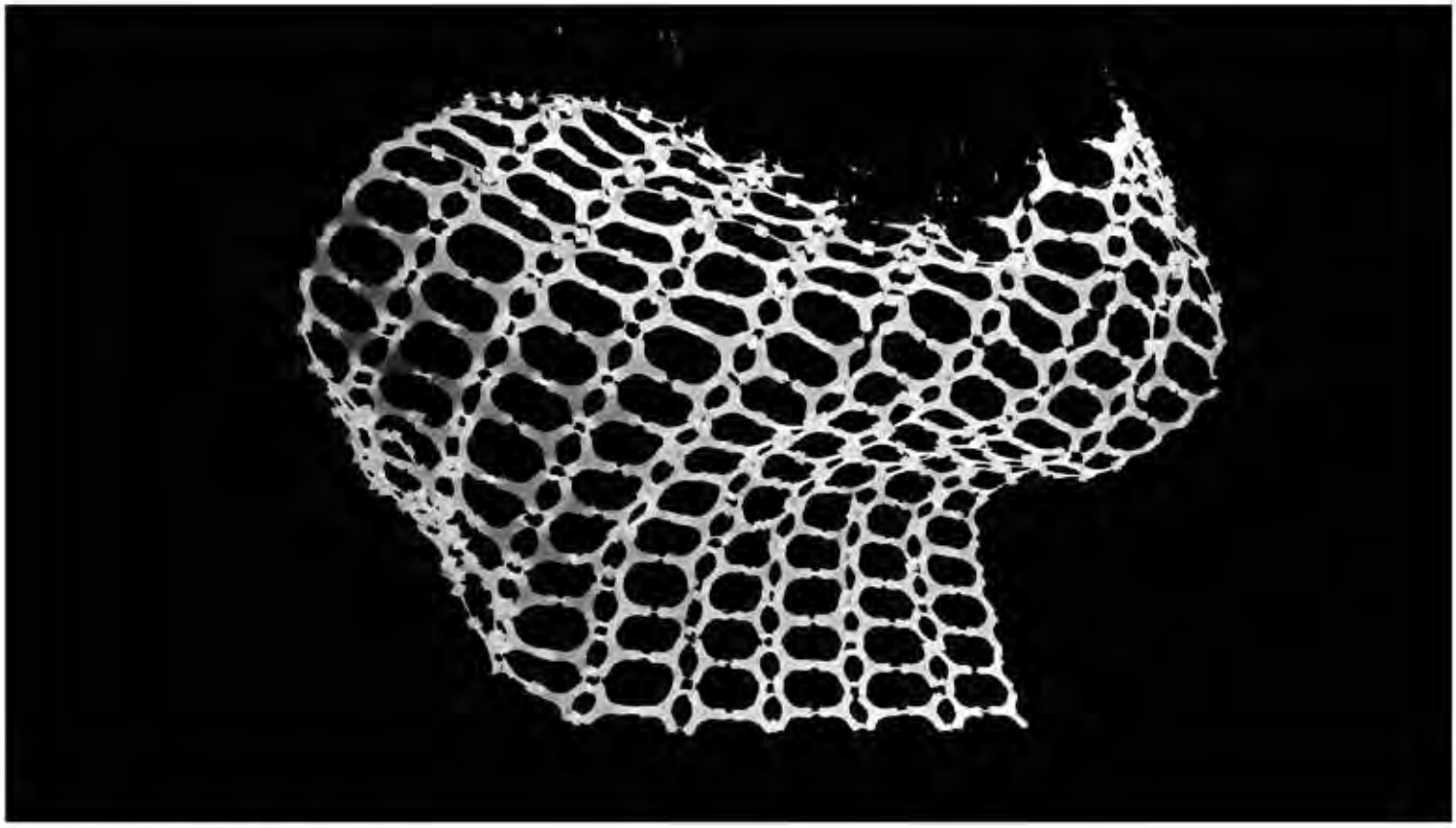
PERSPECTIVE

PLANS

AXONOMETRIC DIAGRAM







CURVY TRIANGULAR WAVE

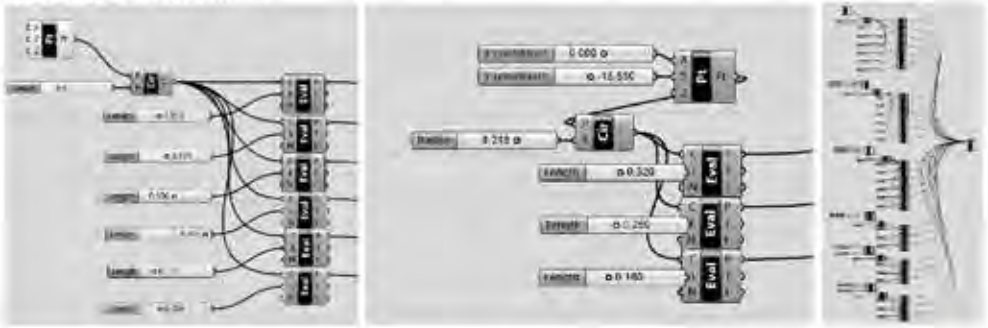
CONCEPT

"curvy triangular wave"

We design this parametric surface by the combining of many triangular shape together. But we apply it to be more curvy by mapping the circle on each corner and each side then trim it.

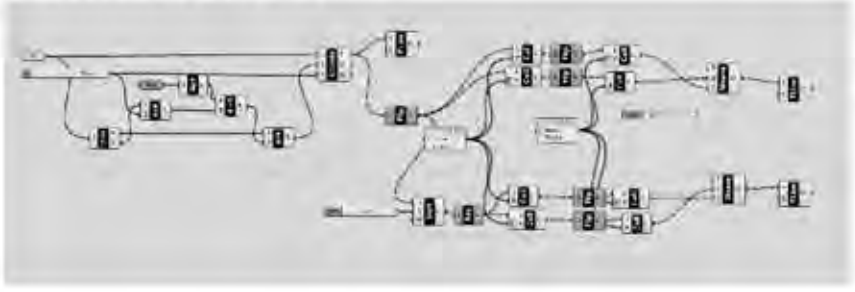
The first we have the inspiration from triangle shape then we develop through grasshopper. The condition of triangle change through the waving sequence surface. It create new parametric surface and the space in between.

MODULE SCRIPT



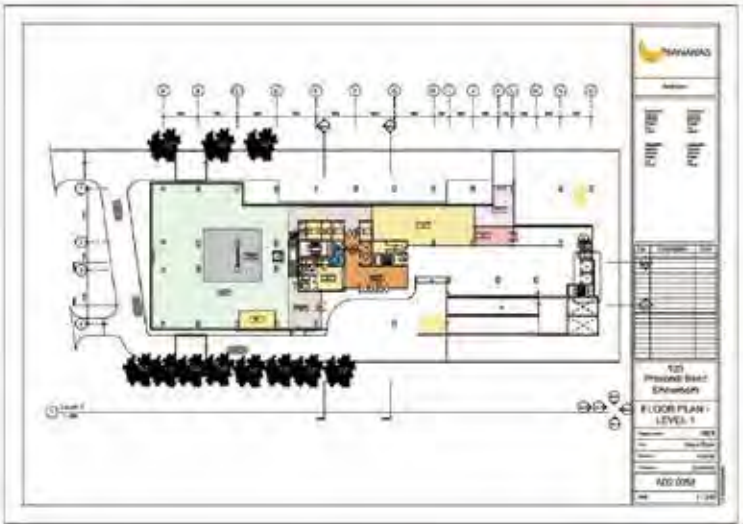
MATERIAL

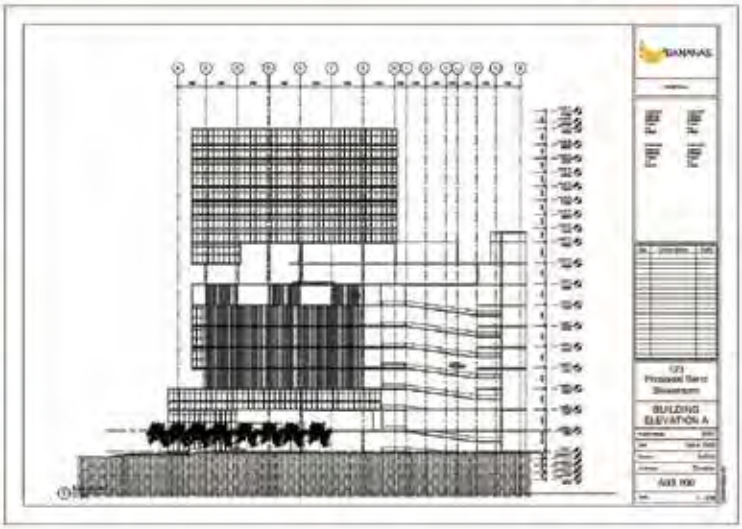
PARAMETRIC SCRIPT

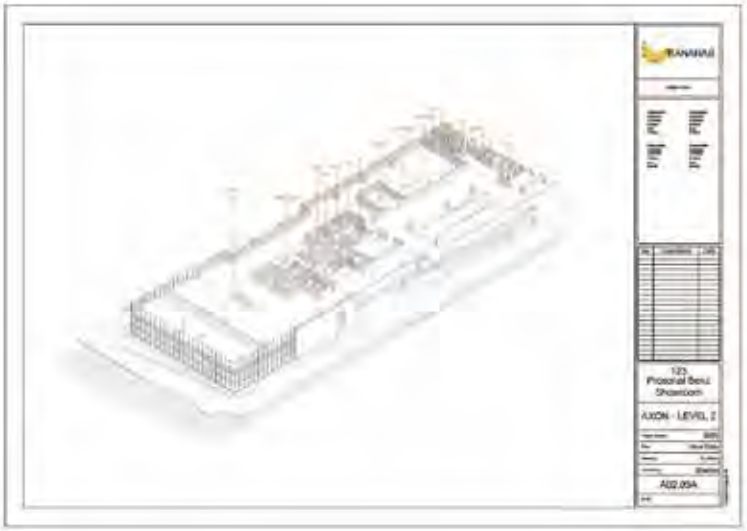


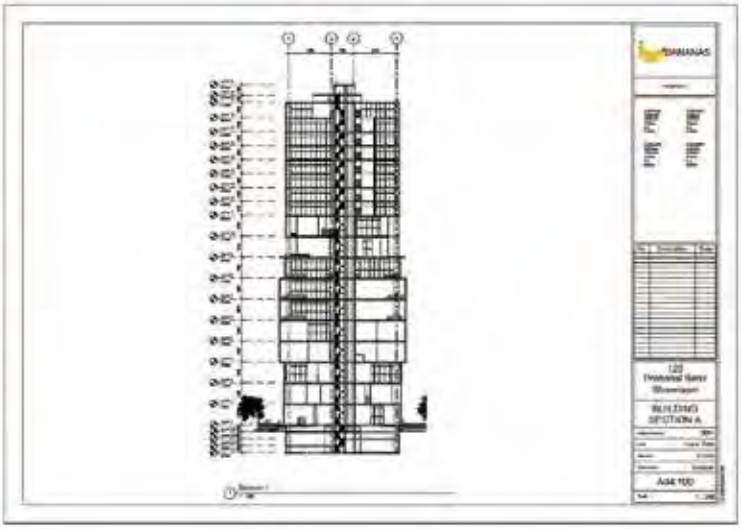
PROCESS

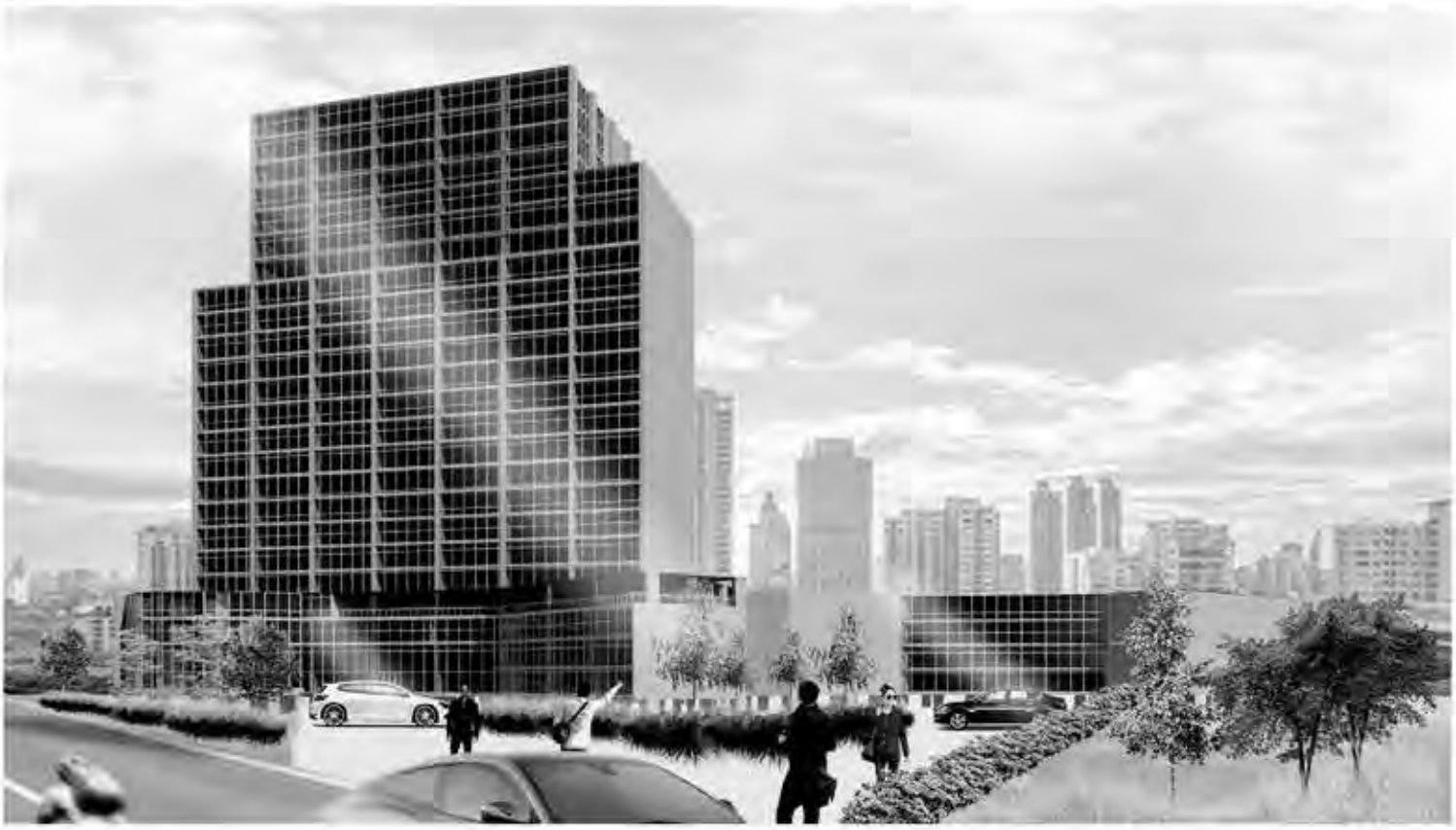
Mercedes Benz
showroom
BANANAS
123
Prosoxial Benz
Showroom
Perspective
A1


BANANAS
FLOOR PLAN -
LEVEL 1


BANANAS
BUILDING
ELEVATION A


BANANAS
AXON - LEVEL 2


BANANAS
BUILDING
SECTION A

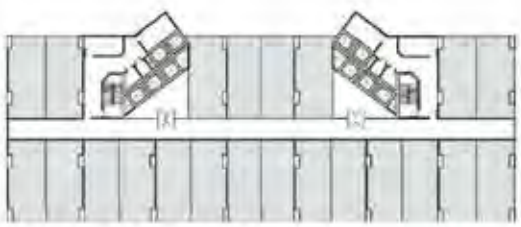


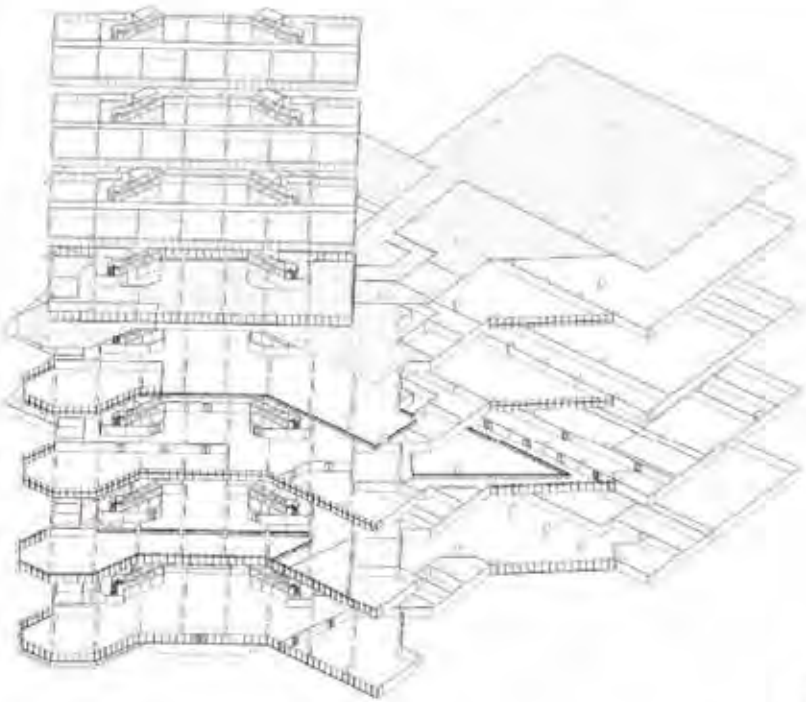
CONCEPT

This site is located beside 'We love the kind road' so I use the 'Golden Shower'(Ratchapruek) tree that is the tree of Thailand to be the inspiration for this hotel design.

DESIGN PROCESS

I try to draft the outline of the shape of the selected Golden Shower Tree to be the guideline of the podium part's plan and draft the outline shape of the flower branch to be the shape of the tower(elevation side).





Axonometric Diagram

Ground Floor Plan

2nd Floor Plan

3rd Floor Plan

4th Floor Plan

INSPIRATION

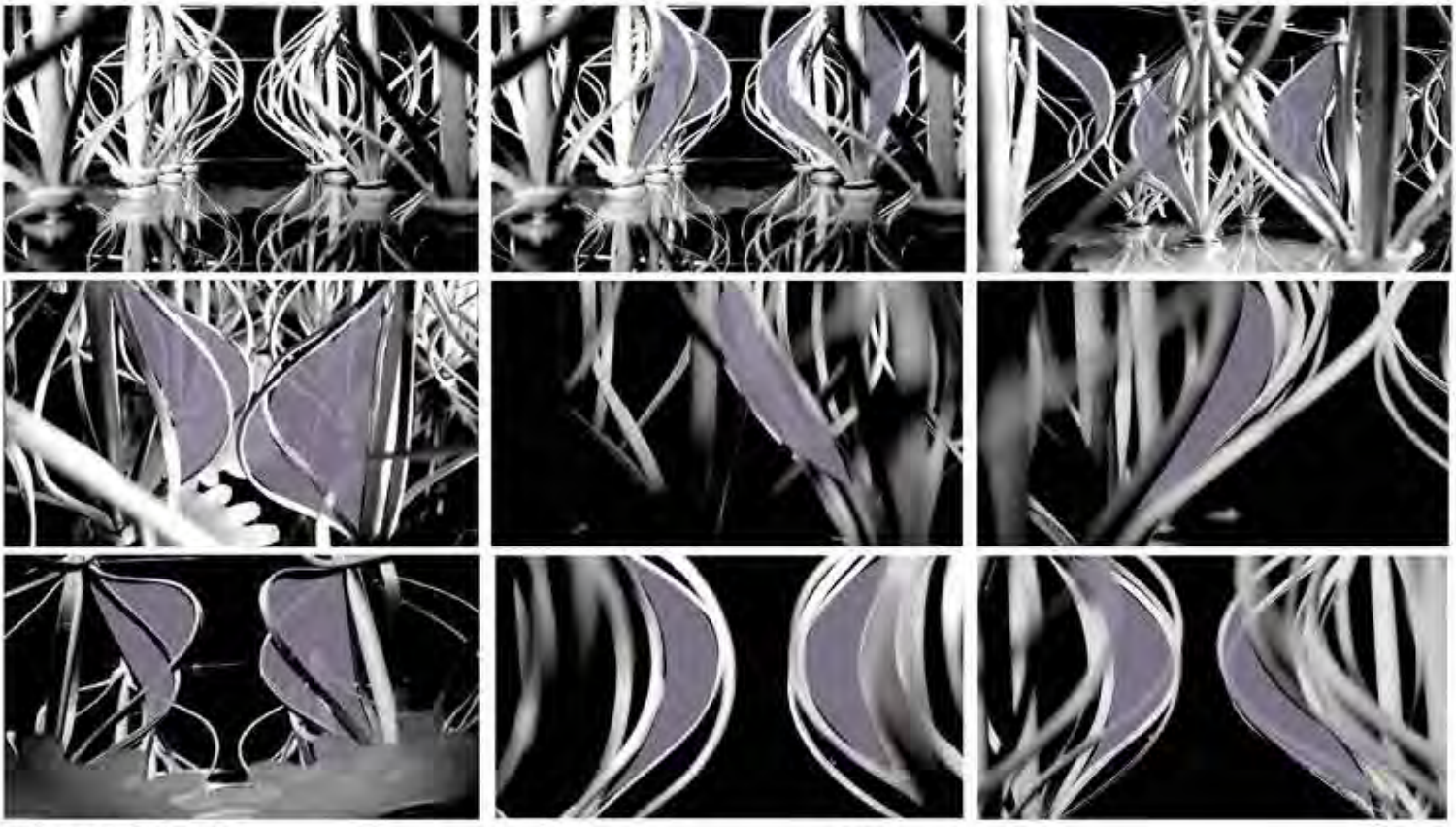
CONCEPT

"Flowing of blood in the heart"

Showing how the blood transfer in the heart from one room to another room that keep traveling all the time.

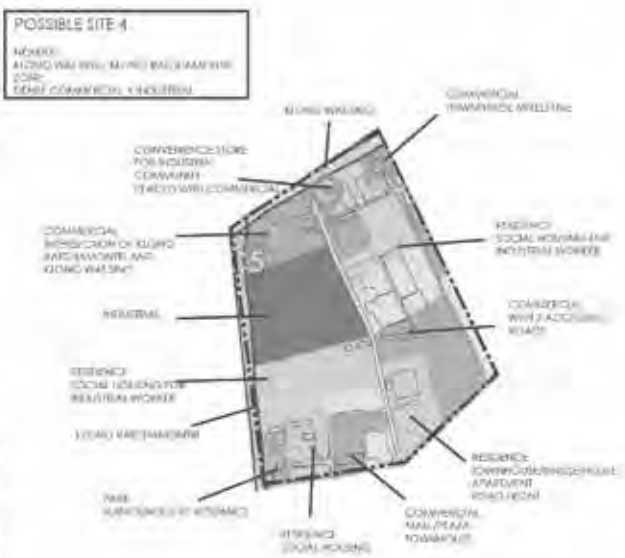
PROCESS

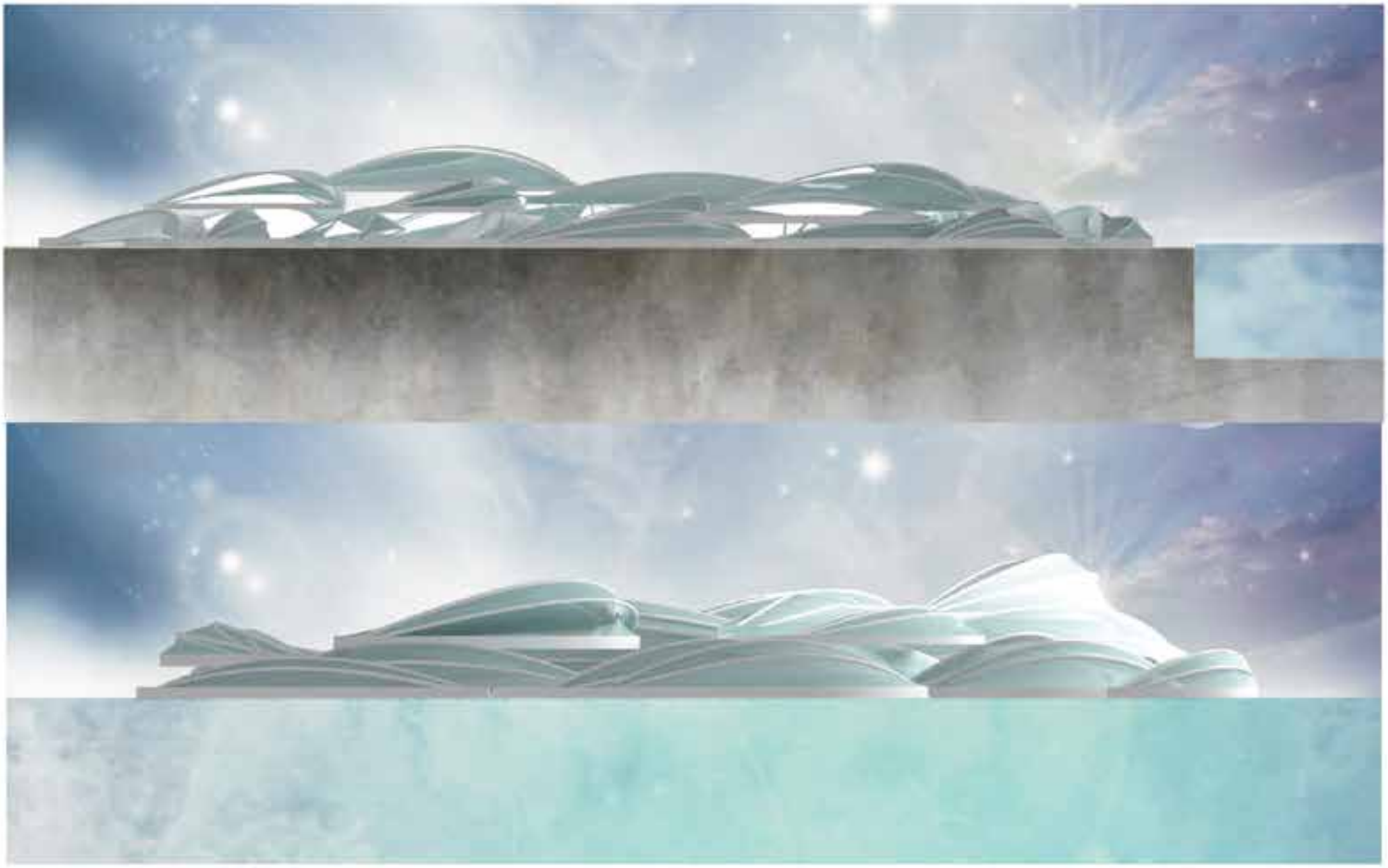
Tracing the form that come from many angle of the spinning bamboo model. Then trace the form of the left over space to be the plan of each part in the architecture.

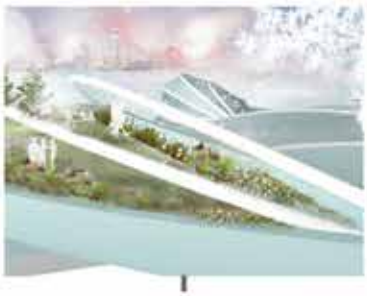


DEVELOPMENT

SITE





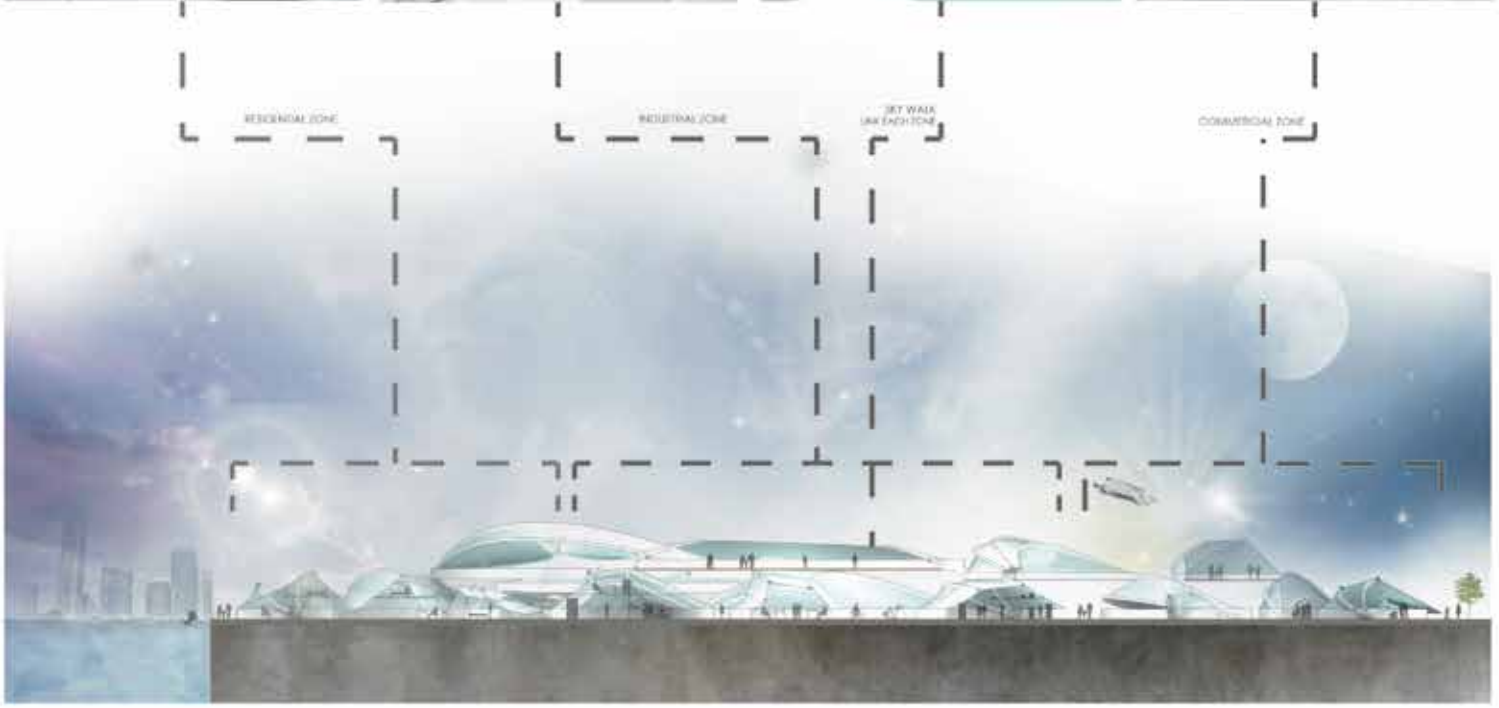


RESIDENCIAL ZONE

INDUSTRIAL ZONE

JET WASH
UNA EACH ZONE

COMMERCIAL ZONE



INSPIRATION

DIFFERENCE OF CURRENT SITUATION OF AN UNDER DEVELOPED AND INDEPENDENT SINGER AND MUSICIAN

THESIS STATEMENT

An individual singer and musician community to give more opportunity and quality of life to the individual singer and musician. Also helping develop creative district.

THESIS QUESTION

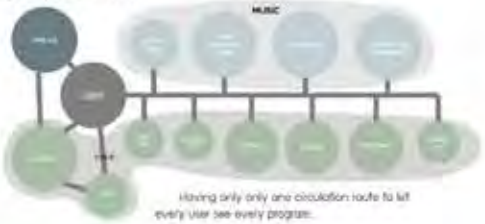
- What kind of space will be suitable for variety kinds of program?
- How this place can satisfied the needs of people by using architectural design?
- How this place can create a new community?

CONCEPT

PROGRAM

PROJECT AREA : 3,224 sq.m.

ZONING DIAGRAM



Having only only one circulation route to let every user see every program.

The concept is interlocking and sharing space between public and private program by providing sharing space between it. People in sharing space can also see the existing music program by doesn't have to disturb the privacy.

USER ANALYSIS

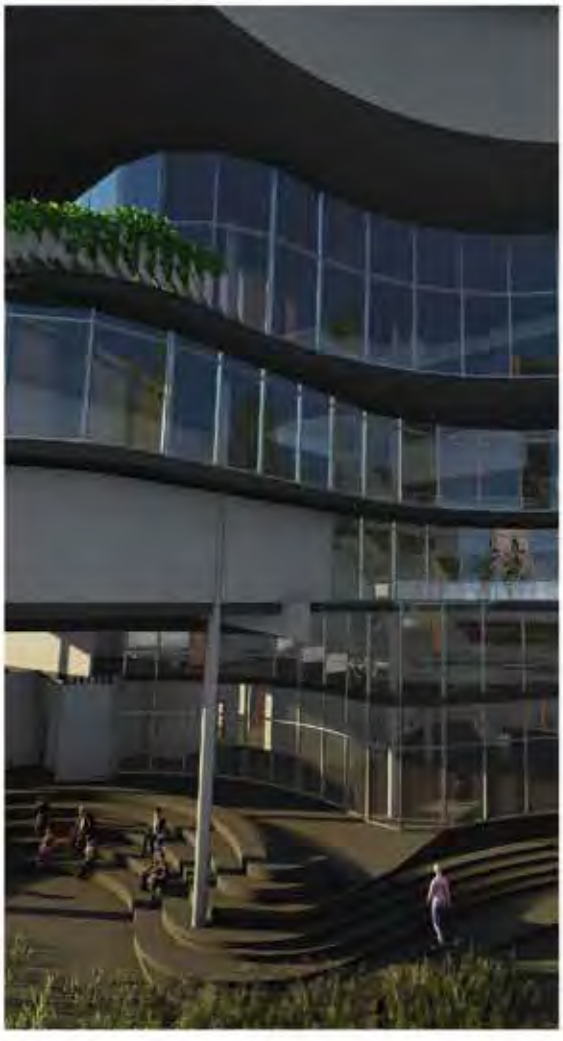
SITE SELECTION

Charoenkrung
(Bangrak side)

Creative District
Near TCDC
Many art heritage

Own by CEA
(Creative Economy Agency)
Owner of TCDC

Music Community | Creative District



LAYOUT PLAN
SCALE 1:750

WINTER WIND
SUMMER WIND
SUMMER WIND

GROUND FLOOR PLAN

1 - Reception
2 - Music Instrument Shop
3 - Cafe
4 - Front Office
5 - Mail Room
6 - Administrative Office
7 - EE Room
8 - Garbage Room
9 - Locker Room
10 - Janitor Room

2ND FLOOR PLAN

1 - Music Practice Room Type A (9 sq.m.)
2 - Music Practice Room Type B (20 sq.m.)
3 - Storage
4 - Janitor Room
6 - Storage

3RD FLOOR PLAN

1 - Music Practice Room Type A (9 sq.m.)
2 - Music Practice Room Type B (20 sq.m.)
3 - Music Practice Room Type C (30 sq.m.)
4 - Music Knowledge Room
5 - Music Lab
6 - Music Lounge
7 - Storage

4TH FLOOR PLAN

1 - Lecture Room
2 - Meeting Room
3 - Co-Working Space
4 - Music Knowledge Room
5 - Music Lounge
6 - Gallery
7 - Storage
8 - Janitor Room

5TH FLOOR PLAN

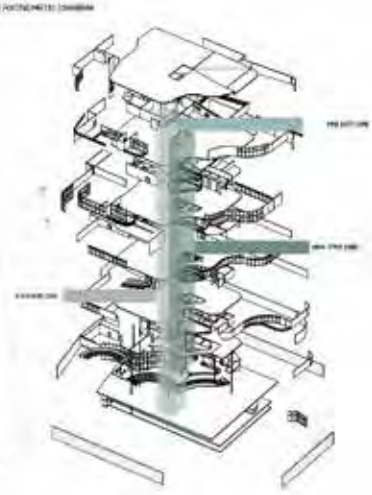
1 - Record Room A
2 - Studio Control Room A
3 - Record Room B
4 - Studio Control Room B
5 - Sound & Video Editing Room
6 - Gallery
7 - Workshop
8 - Music Lounge
9 - Storage
10 - Janitor Room

6TH FLOOR PLAN

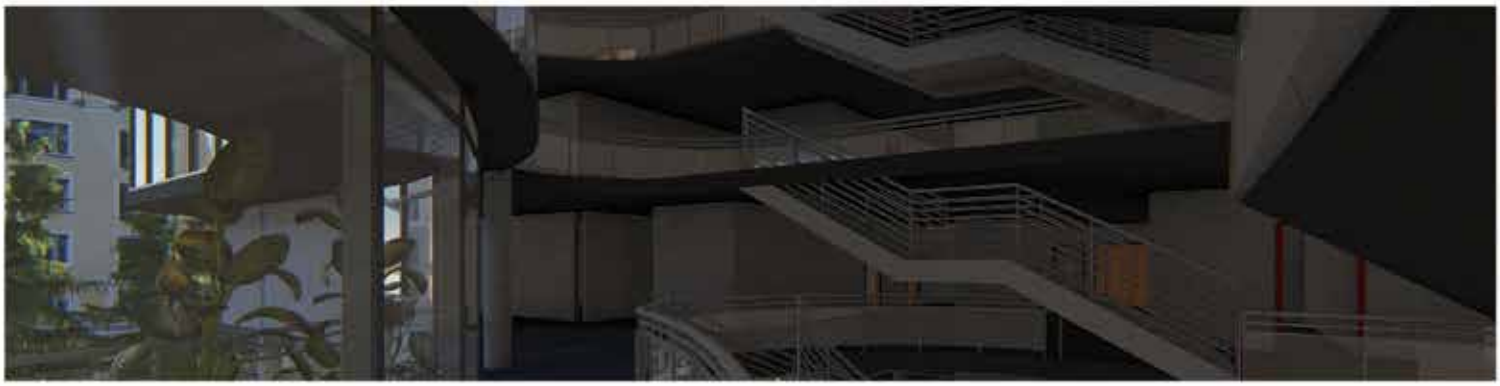
1 - Auditorium
2 - Foyer
3 - Ticket Booth
4 - Snack Bar
5 - Restaurant
6 - Kitchen
7 - Bar
8 - Control
9 - Backstage
10 - Make Up Room
11 - Changing Room
12 - Rehearsal Room
13 - Storage
14 - Janitor

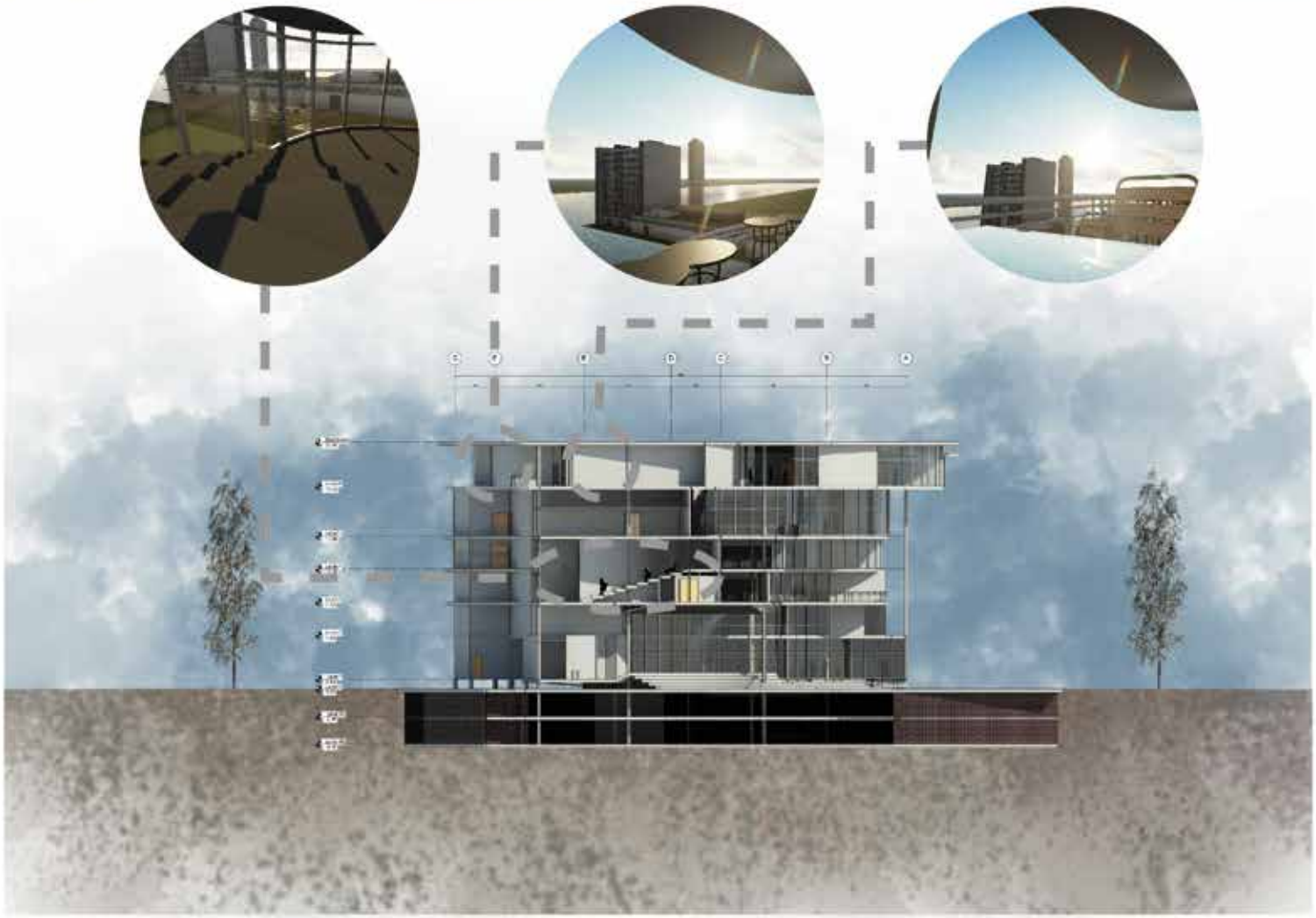
FLEXIBLE MUSIC PRACTICING ROOM

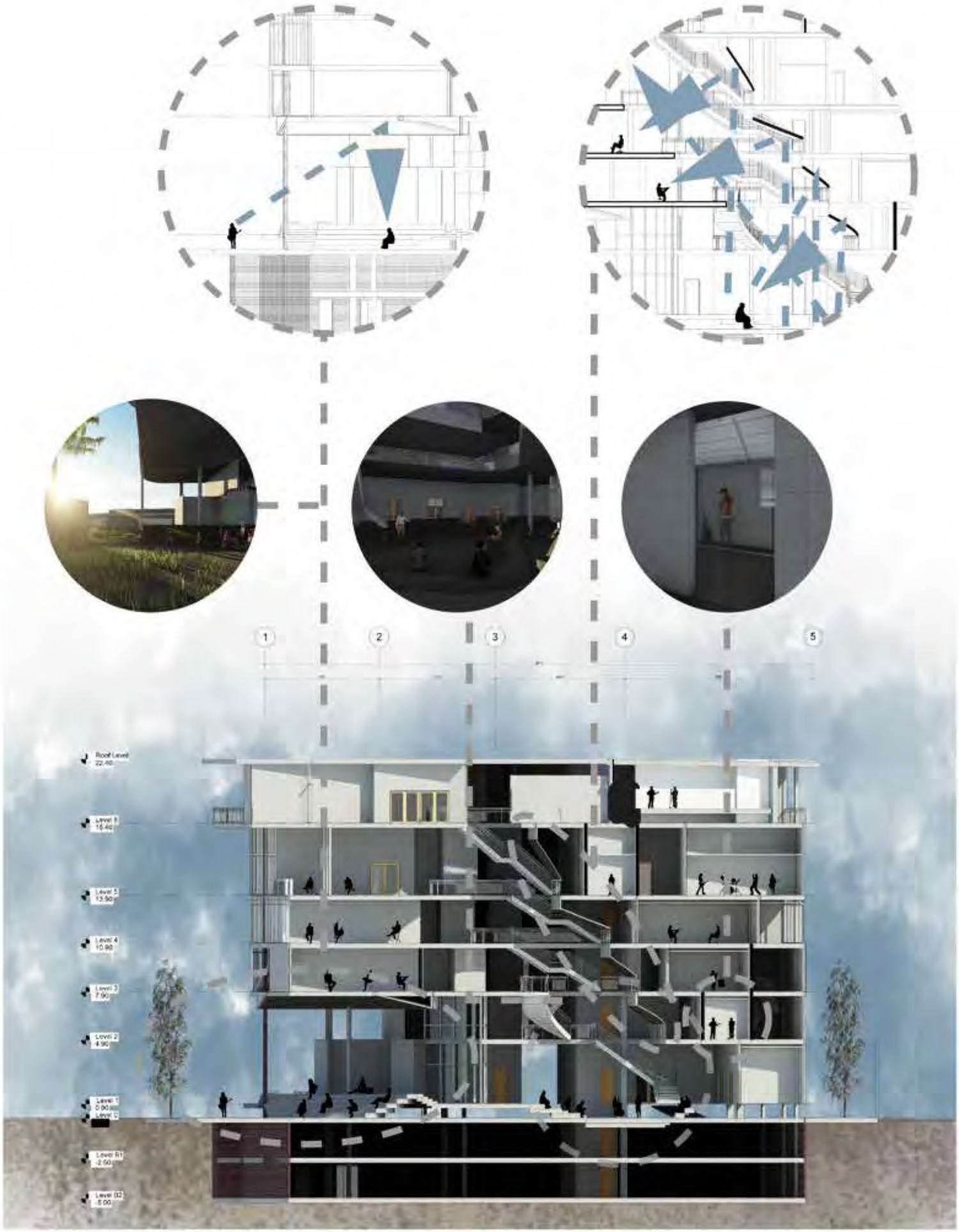
B2 FLOOR PLAN
SCALE 1:200



B1 FLOOR PLAN
SCALE 1:200






1
2
3
4
5
Roof Level
22.40
Level 3
15.40
Level 3
13.90
Level 4
10.90
Level 3
7.90
Level 2
4.90
Level 1
0.00
Level 0
Level B1
-2.60
Level B2
-5.00

COOP SoA+D
Ms Chutikarn Lertchaiporn
Rad Studios
ARC COOP

RLAP PROJECT

Concept : Platform Interlocking
This concept is to play with the overlapping bounding frames, feel amaze walking in a minimal-maze spaces, maze the house up by overlapping boxes. A key is pulling out one's amaze with any mazed element in every touchpoint.

My Task
Making physical model of this project with the other internship friends.

VELA HOTEL

Concept : Thai Northern Traditional House
My Task : Editing (coloring) the plan with Photoshop and making presentation slide with InDesign.

LE MERIDIEN

Concept : Living by the river
My Task : Making the unit plan, arranging room layout and calculate spaces of each program

RKIT PROJECT

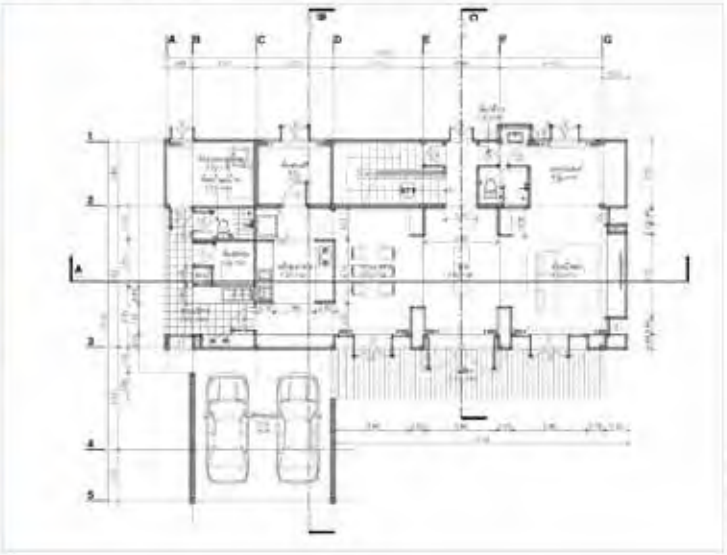
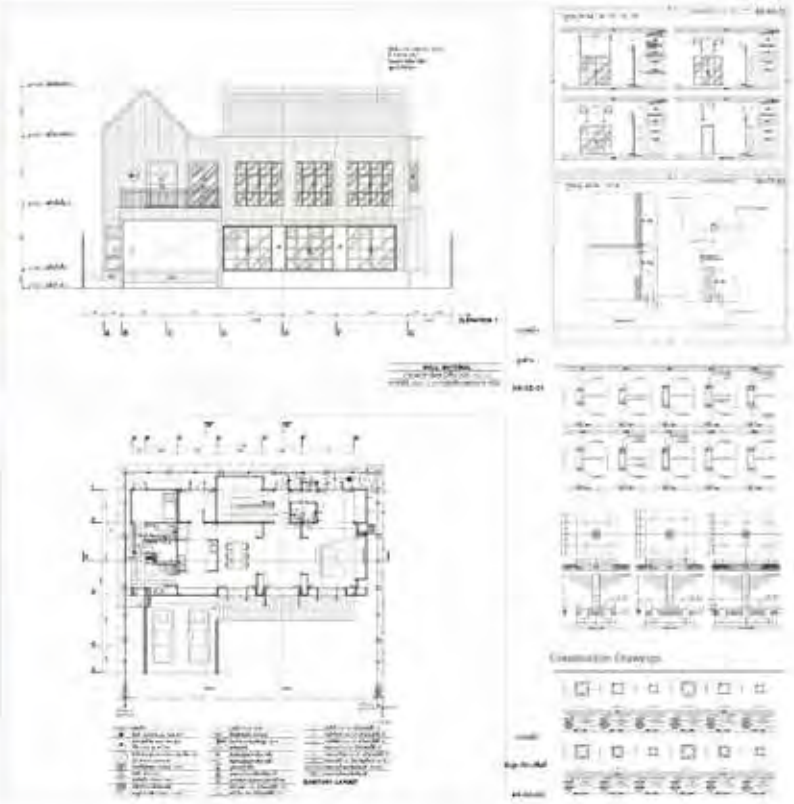
Concept : Sponge, Creating space by scoop out the box
My Task : Editing the plan and section to be posted on Design Something website.

MATERIAL BOARD

MILTON CLUBHOUSE

Milton Clubhouse = Gathering Place
Concept : Museum with American Luxury Design
My Task : Designing one schematic design of arranging program into the site

RTTK PROJECT

Concept : Minimal Farm House
My Task : Researching references, Doing presentation board, Making 3d modeling, Making perspective and Drawing all of the architecturural and construction drawing.

Architectural Drawings