PORTFOLIO

PAWEENDA PATARATHAMAPORN

Food Tourism and FOODOO

Starting from the ecosystem of a dish "Falafel", it is a traditional middle eastern dish that well-known as a street food and fast food around the world. From the dish, I'm interesting about the relation between food and human. In the Palestinian culture in Israel, the culinary knowledge is a core component of social identity. Women raise the crops for cook and exchange with others. But in the other hand, women are chained by gender's role to keep them in the kitchen, which doesn't allow them to get involved in politics, religion, or affray in any argument.

It comes out the manifesto called "WHY DON'T WE USE TECHNOLOGIES TO LIBERATE WOMEN FROM THE KITCHEN?" that give a chance to women to be free from the stereotype gender's role and express their truly abilities. It will increase the value of human by cognitive development in an equal level among men and women.



STREET FOOD VENDORS

Street food is ready-to-eat food, snack, or drink sold by vendors in the street or public area. There are a lot of them in Bangkok because this profession is less investing and require a few easy skills that are good selling and can cook fast and tasty. This subculture becomes a popular attraction for tourists, as offer a taste of Thailand cooking tradition.

The project aims to affect their routine and help them to be the better look following the regulation by having the sanitation and waste management to be sustainable and life cycle themselves.



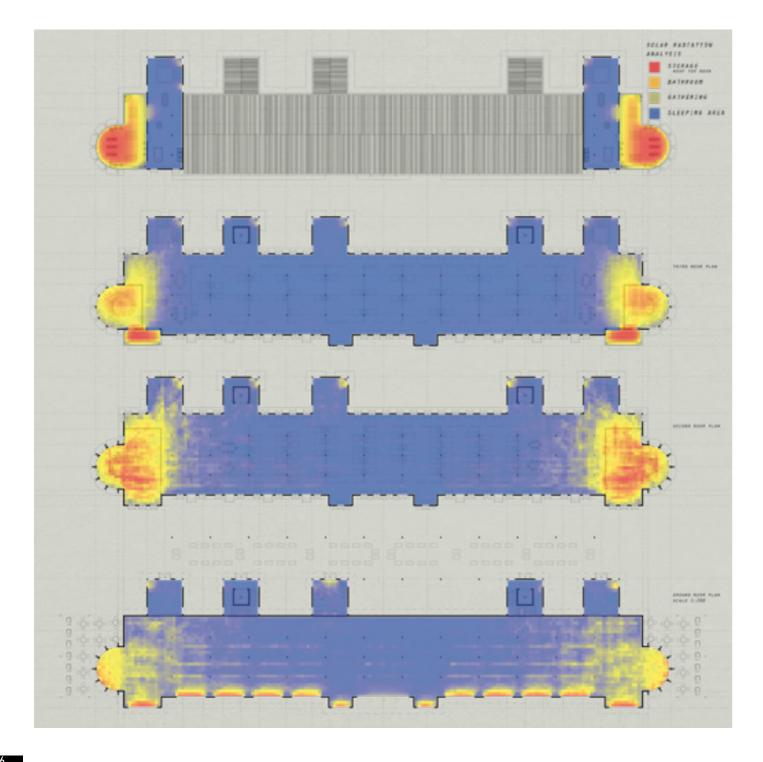
Street Food Cluster

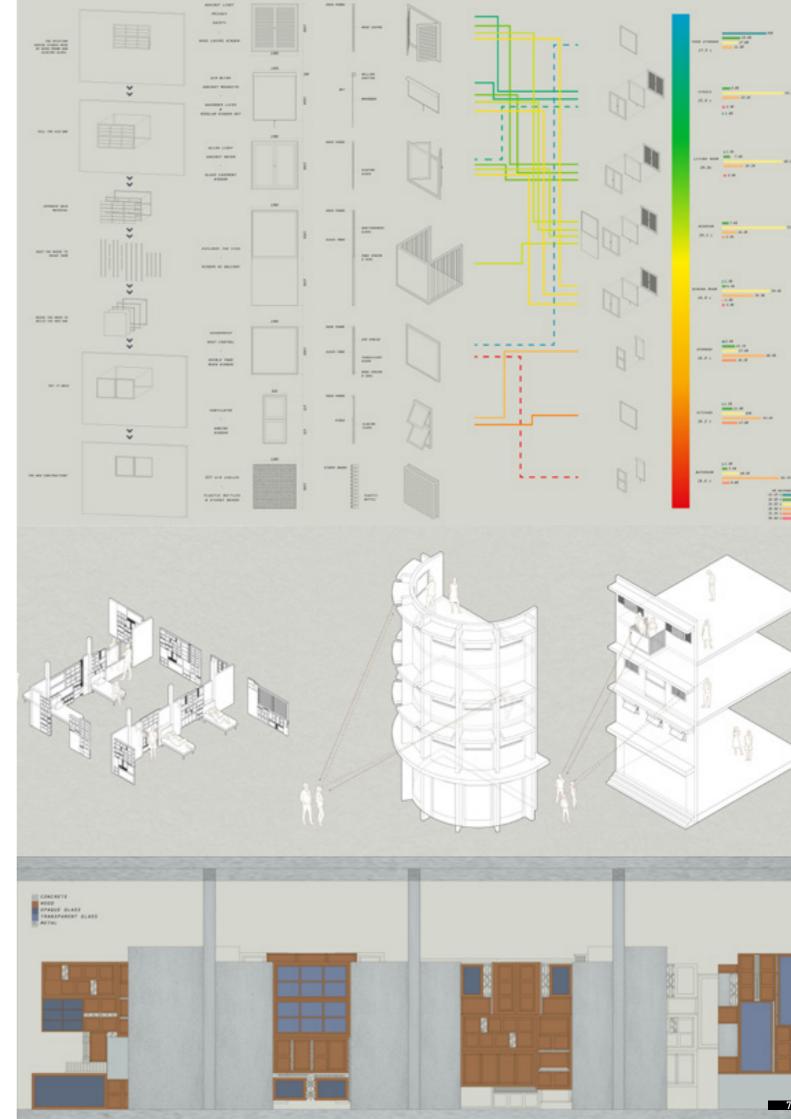


RATCHADAMNOEN BUILDINGS, BANGKOK

Ratchadamnoen buildings were started by King Rama V who was inspired by the Champs-Élysées, Paris. It was begun to build Ratchadamnoen Avenue and The prime minister ordered to build the modern buildings along both sides of Ratchadamnoen Klang boulevard after that as he wanted to uniform and civilize Thai culture by creating cultural mandates as a strict regulation. While the avenue was made very public with everything is perfect and clear, it made people aware to come to this place like "no shield for people to hide their uncivilized behavior." So the buildings were aimed to be the scene of civilization to eliminate deterioration and encourage Thai people to change their uncivilized practices. So everyone looks only the exterior of them by not care about the function inside and made the interior transmitted to be obsolete.

From the cultural aspect, it affected building that the architecture does not have functions to follow the program inside. Like there is a diversity of windows in one building, most of them are always closed and some of them are covered by the vinyl plate. So the project to change them to save more energy by considering a natural consequence likes heat, light, airflow and the ideal temperature and be related to the program of the building. Reusing the hardwood frame from the old window.





DUST CITY

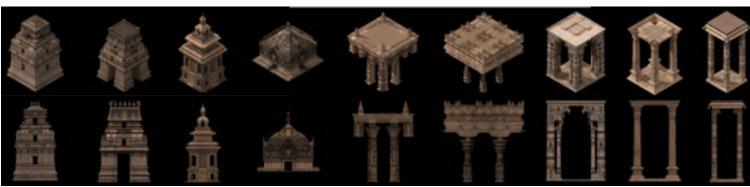
DARK TOURISM AND THE ANTHROPOGENIC SUBLIME

Since the 17th century, the notion of the sublime has undergone a series of transformations; from the natural sublime to the technological sublime. With the recent acknowledgement of a new geological epoch, the Anthropocene, a new rendition of the sublime is emerging: The anthropogenic sublime. Unlike its predecessors, the anthropogenic sublime does not evoke a sense of fear over nature's great power or reverence for human technological prowess. It is instead a mutated amalgamation of the two: fear of human power over nature and reverence for our ability to alter it. This is perhaps most evident in post catastrophic sites like chernobyl and vast mining quarries like Bingham Canyon and Fimiston. These sites have given rise to a new type of dark tourism to guilty landscapes of anthropogenic origin.

As the global demand for mineral resources continues to rise, so too will the scale of many other mines around the world. Dust City is a speculative future projection of Chokchai quarry in Korat, Thailand. It explores the afterlife of the toxic wasteland left behind after decades of excessive automated mining by transforming inactive regions of the site into spaces of visitation. Carved straight out of the groundrock, the visitor center weaves in and out of the landscape providing a series of rock cut chambers, exhibition halls and vitas over the anthropogenic landscape.

Dust City presents one of many artificial landscapes that are currently transforming entire regions and is an exploration of new sites for dark tourism and the anthropogenic sublime.







ARK OF HERITAGE

A MIXED-REALITY VAULT FOR THE PRESERVATION OF CULTURAL HERITAGE

Ark of Heritage is a speculative proposal for safeguarding the preservation of cultural heritage. It is an automated bank for the collection, preservation, study and exhibition of the entire human record of architectures and artifacts, both existing and lost. Consisting of a series of nodes around the world connected to a central database, these vaults allow people to access virtual replicas that aim to capture the aura of their originals in the event that these originals no longer exist, are undergoing destruction or are deteriorating over time. Within this wider proposal, the project focuses on the architecture and automated nature of the central database. Located in the geothermally active zone above the arctic circle in Iceland's Hofsjökull (Temple Glacier), this project is a self-sustaining eco-system of technologies consisting of automated fabrication systems, a modular system of datacenter, a geothermal power plant and the exhibition vaults.

Through mixed reality experiences, the vaults provide both physical copies and virtual overlays depicting various stages of the objects' decay as well as their reconstruction in their respective physical contexts. The system records various interpretations of the historical record, allowing for the democratization of knowledge and wider transcultural formation. Because of the variety of historical interpretations, the aura of the original may eventually fade away and the replicas may even assume their own aura as a collective repository of human stories and memory waiting to be told to future generations.



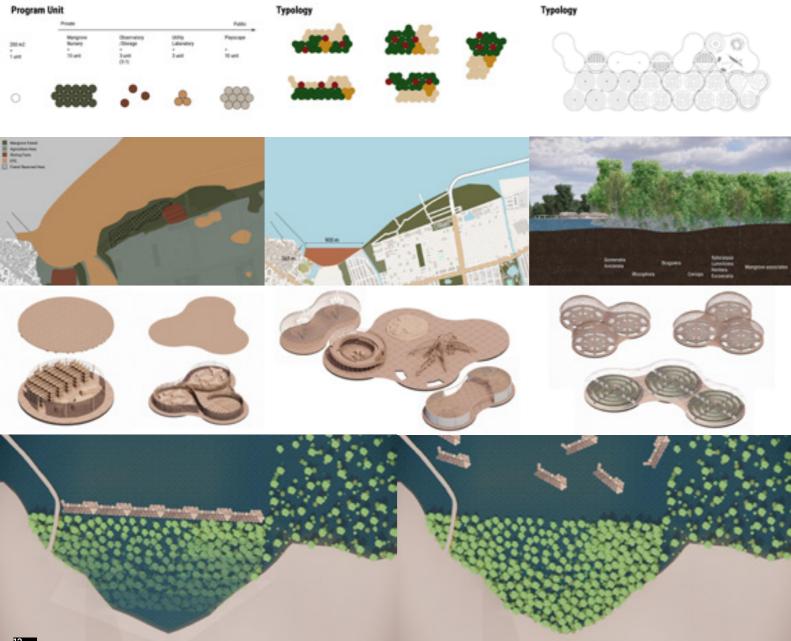




Mangrove Reforestation and Recreation Center

As the mangrove forest is the one that naturally occurs only in the coastal swamps of tropical climate but now mangrove forests are deteriorating due to over-exploitation, deforestation, land reclamation, and pollution. Large areas of mangroves have been cleared for fish and shrimp farming.

Mangrove Reforestation and Recreation Center aims to reforest the mangrove forest by the nursery and balanced system. Integrated with human intervention to use the benefit of the forest that can make them realize the importance of mangrove forest existence by experience themself. The center will be located in the pontoon on the restoration area temporarily to research, explore, reforest for 3-6 years and move away to the next target area to reforest further. As for the movable purpose, the unit will become modular to be easy to travel. The shape is inspired by the geometry form and the form of nature which is a circle, the geometry that has no edges, no vertices and we can see the circular form in the top view of the tree or the current that is in the site. And the modular comes out to be as metaballs, organic-looking that both can stay connecting and separate. The number of units will depend on the needs and the area, the nursery will be more as the main purpose is to reforest and includes the human intervention program like an observatory, utility laboratory, and playscape.





INDA POPS-UP Installation

for The 2019 Seoul Biennale of Architecture & Urbanism

Design and build the exhibition that represents INDA at the 2019 Seoul Biennale whose framework and content have been decided and confirmed with the Biennale curators.

Due to limitations of the exhibition space and the technicality of shipping the work from Bangkok to Seoul, the design of the installation is aimed to make it very compact and efficient, with the possibility of scaling the size and scope of it depending on space and budget availability.

The sophistication and communication potential of an installation should definitely not be limited by its physical dimensions. The idea of designing an exhibition space to be very small, yet very special, attractive, and dense of content, is a very compelling challenge. Techniques of crafting for very small scale through digital fabrication could be deepened and empowered with attention to technical refinement and integration with manual crafting, in order to represent the tension between artificial and spontaneous, which in fact is also one of the main triggers of the showcased studios as well.

Each pop-up book will be unique and will be designed by craft of the paper structural composition, cover, and virtual components.









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Participated in



Pulse Office Building & Restaurants

The building was built by BFV Architectes in Saint-Denis, France. This is the analysis in Environmental Technology and Intergrative Building Systems Design II course to understand the building systems auch as the air conditioning, vertical transportation, springkler, and lighting. Also design the office layout in elctrical layout, interior conctruction, and furniture layout.









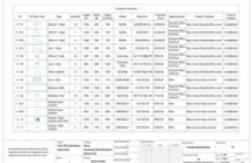










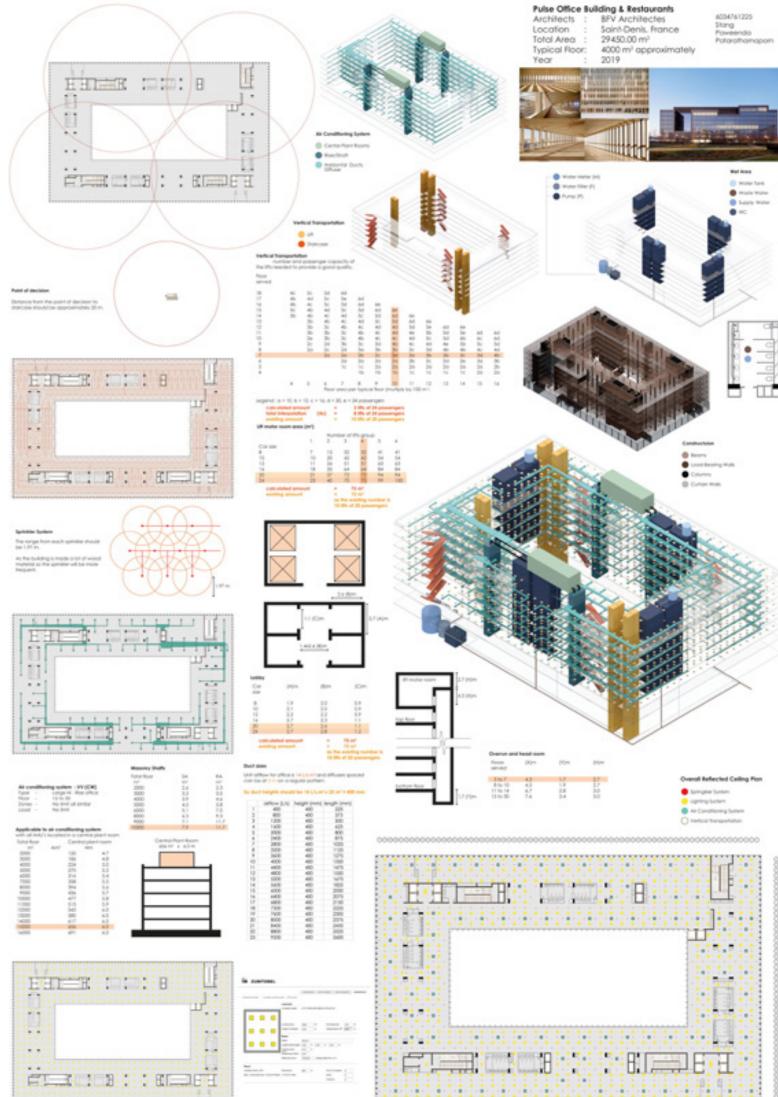












What's behind?

2018, 250 x 353 x ... mm, Color photo book

What's behind? is designed with the concept about the boundary in China. China is the most popular country in the world. The population is around 1.404 billion covering approximately 9,600,000 square kilometers. Because of the population, the private area per person will be a little when compare to Thailand. This is a reason why Chinese people don't care about their own private space that much, for example; they don't care about getting touch when they walk on a footpath, they can do some activities outside their house because they don't have enough space to do in the house.

I took photographs in vertical and separate them into 2 sides. I captured them from outside to inside. Thus, a part of each photos will show the boundary lines; doors, wall or fence, and the other part is the area inside that could be different depending on the useful purpose. I took most of photos in the residential area. Each area has some different details depending on an occupation, a financial status, an amount of people in one family, some activities that they are interesting and they have to have some equipment. You can see in photos that they have the contexts between boundary lines and the area inside, so I make a book that can switch them to see the transition of inside and outside.



