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D E S I G N   &   A R C H I T E C T U R E

2 0 2 4

M O M E N T S   I N   T H A W

This portfolio is a collection of my work over the years that explores the bond between socio-economic perception and our built environments



# PHILOSOPHY

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Design exists through the perception of people. If one were to erect a monument in the middle of the forest absent of civilization, does it truly exist?

I believe design exists not through its physical reality, but rather it exists through our sensual understanding of the world around us - it is bound to materialize in the lens of an evolving humanity.

Thus, the discipline of design cannot exist in an isolated vacuum; it naturally evolves in parallel with the growth of societal perception and ever-shifting socio-economic, cultural, and technological focus.

Furthermore, design evolves in the dimension of time. Does design exist for its present self, its past creator, or its future use? I believe exploring such nuances allows us to separate oneself from the humanity's psyche and the designer's ego in order to create meaningful and timeless designs.

*"A rock pile ceases to be a rock pile the moment a single man contemplates it, bearing in him the image of a cathedral."*

- Antoine de Saint-Exupery  
*The Little Prince*

# PROFILE



2012



High School

2017

University



2021

Employment



2022

Service



THAI ROYAL NAVY

2022

Service



THAI ROYAL NAVY  
PERSONNEL HEADQUARTERS

2023

Employment



2024

Freelance



## SKILLS



## PASSION

My passion lies in the performative arts.  
Highlighting the values of routine discipline and ephemeral performance.

CLASSICAL BALLET

- 3 years

CONTEMPORARY DANCE

- 2 years

AERIAL PERFORMANCE

- 4 years

CLASSICAL PIANO

- 12 years

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AIS BUS CAMPAIGN - INSTALLATION

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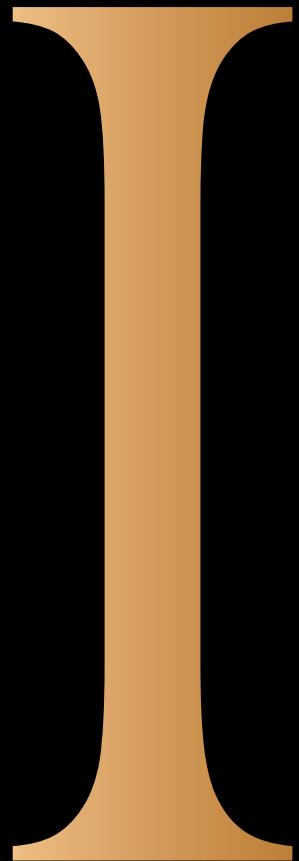
80-83

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A R C H I T E C T U R E  
A N D  
C O N S T R U C T I O N

This section of the portfolio focuses on architecture and design projects that I worked on as a company employee and a freelancer.



*Sales rendering of the mixed used project.*

*Renderings and imagery are to remain confidential as all creative rights are reserved to the respective owners of this project - TROP : Terrain + Open Space and their clients. Distribution of this property will be met with legal action.*

## M I X E D   U S E R E S I D E N C E

H O N G K O N G

R O L E : D E S I G N E R A N D  
C O O R D I N A T O R

This project is a mixed used residence built at the heart of HongKong - Kowloon. It consists of a shopping mall from floors G to 3 as well as office spaces, and a high-end residential building above.

Under the company **TROP: TERRAIN + OPEN SPACE**, I joined this project as a landscape designer and co-ordinator for floors G-3 during the tender and construction stage.

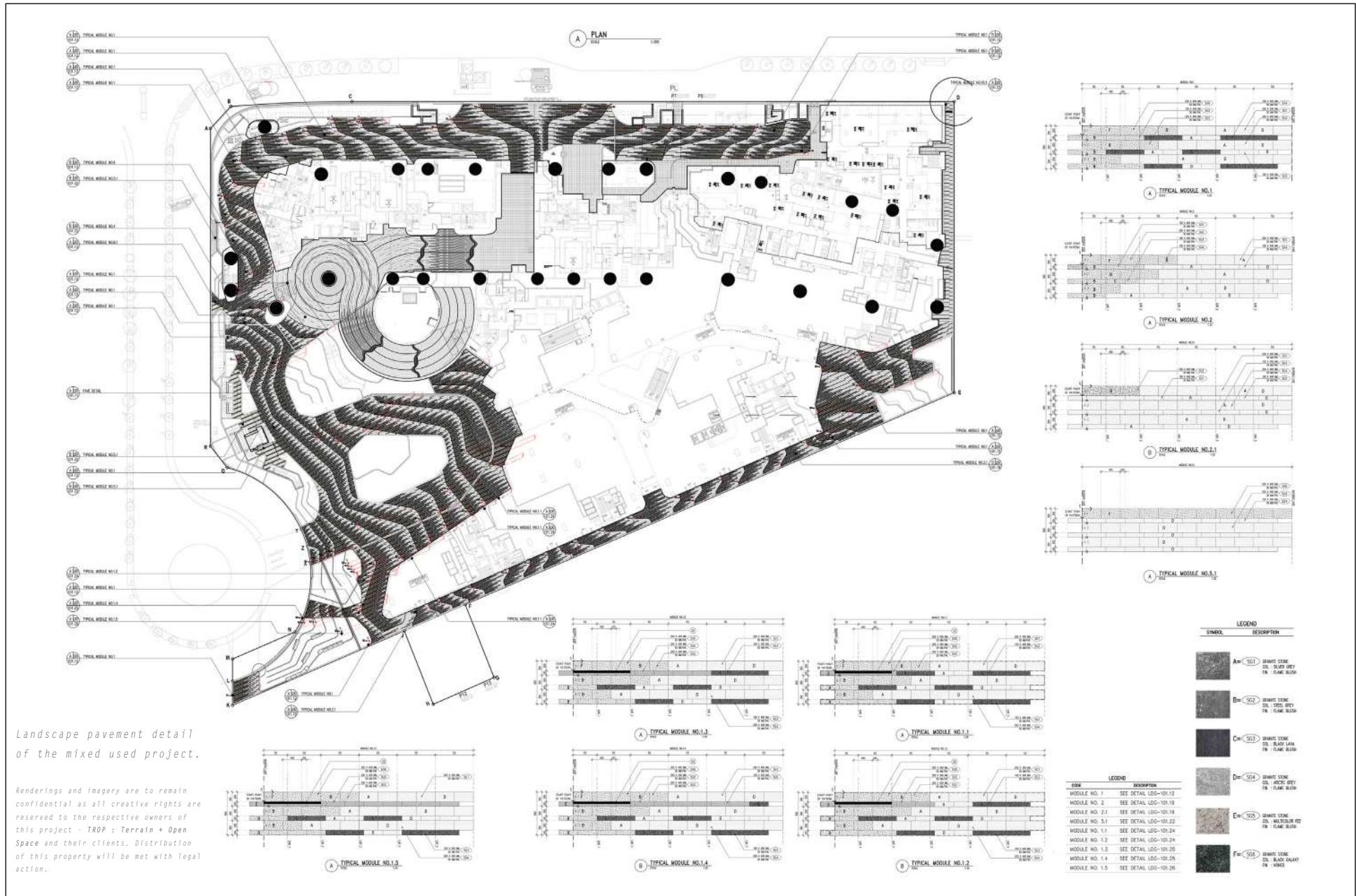
My role was to revise and co-ordinate design and construction details required for on-site construction.

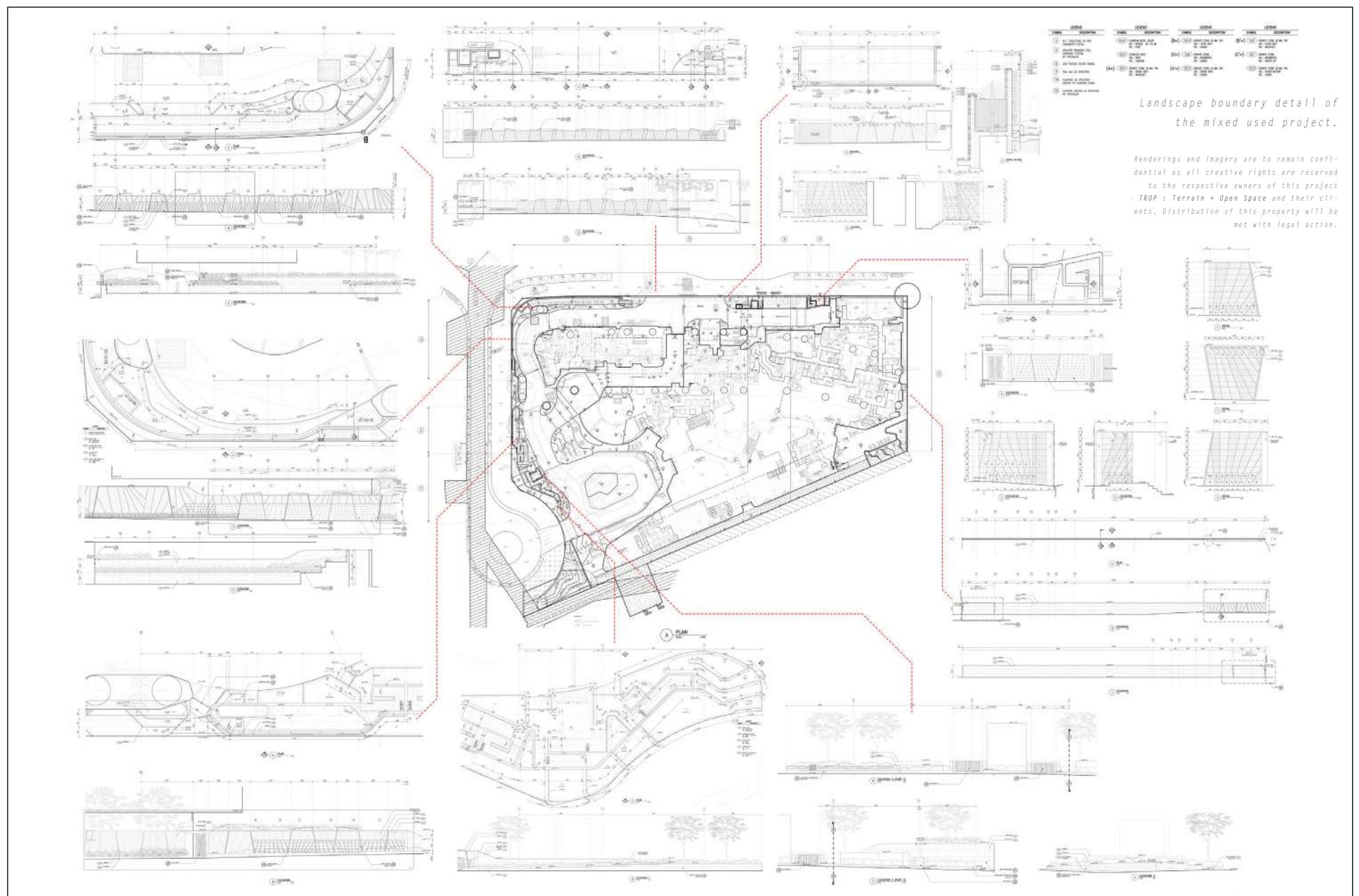




Color plan rendering of the mixed used project.

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*Facade rendering of the mixed used project.*

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Entrance rendering of the mixed used project.

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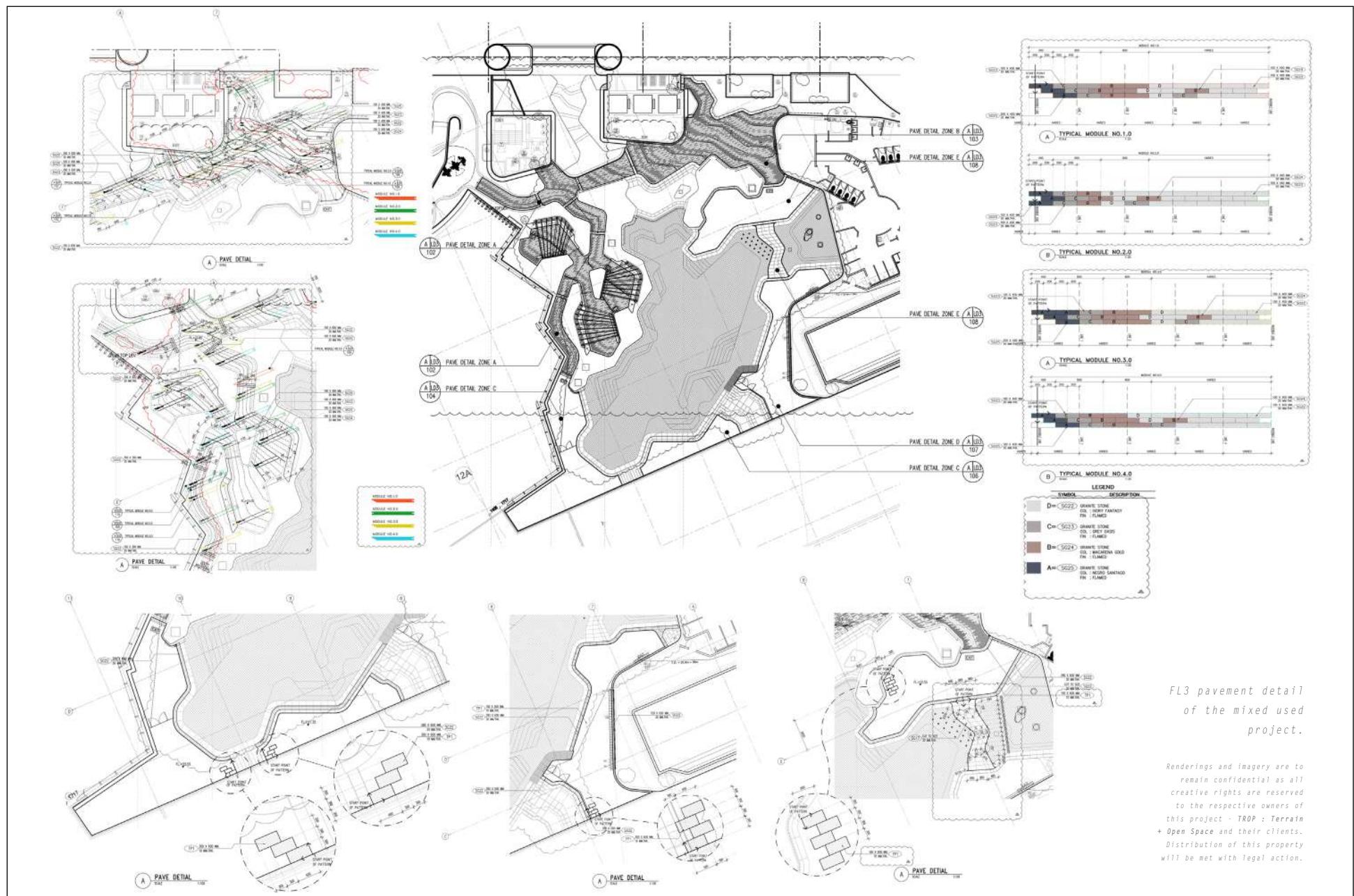
F13 amenity rendering of the mixed used project.

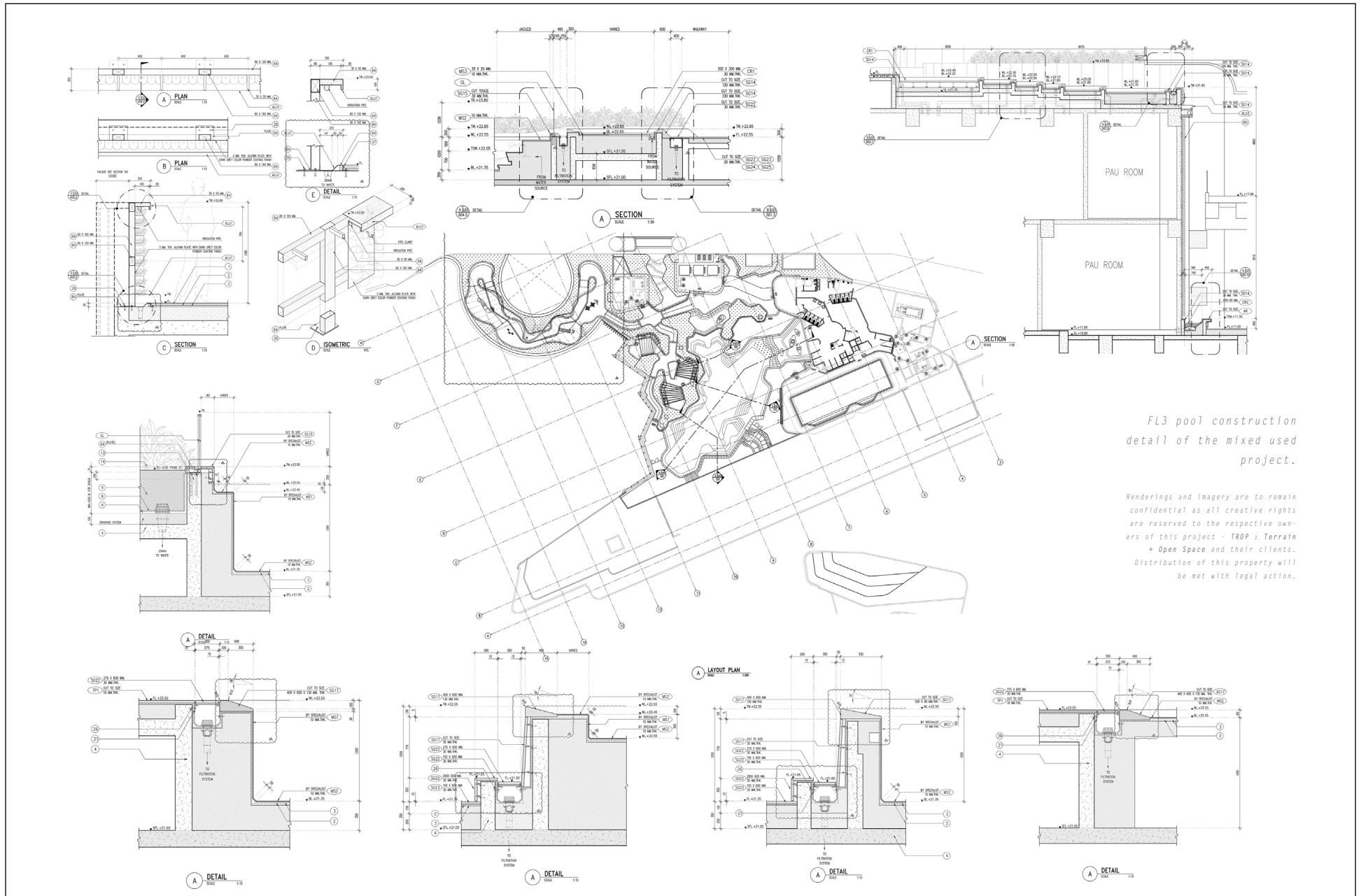
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FL3 amenity rendering of the mixed used project.

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FL3 pool construction  
detail of the mixed used  
project.

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Side entrance rendering of the mixed used project.

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Back entrance rendering of the mixed used project.

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# RESTAURANT SIGNAGE

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## BANGKOK

ROLE : DESIGNER AND  
DRAFTSPERSON

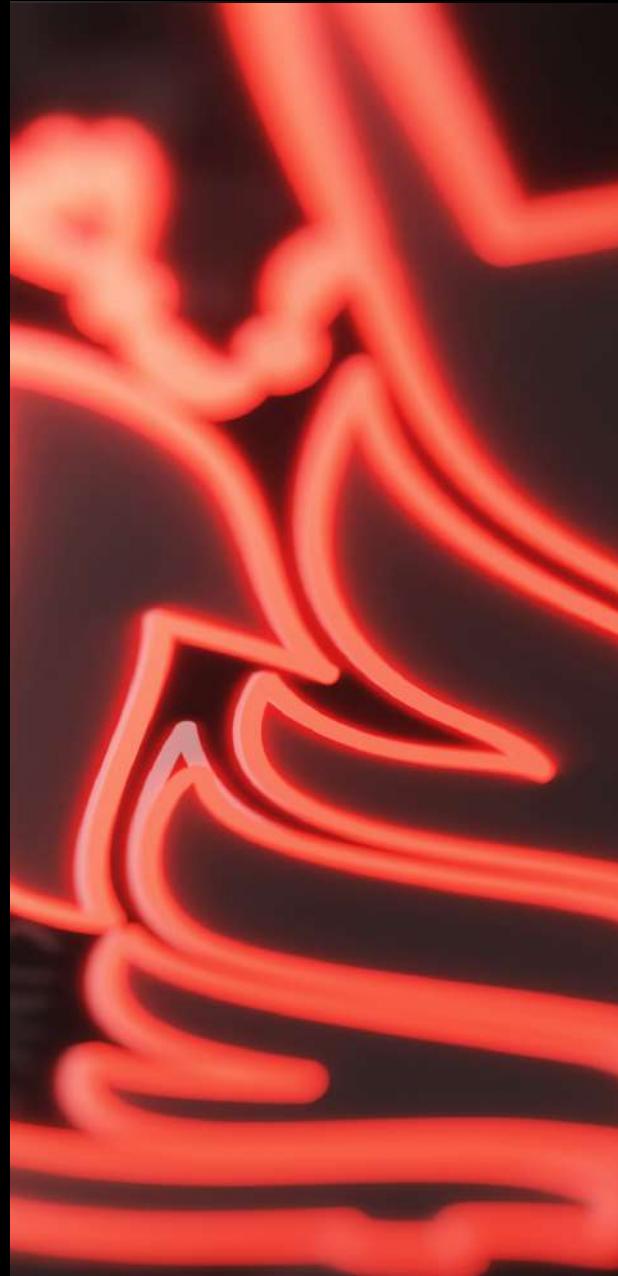
This project is a Korean BBQ restaurant located in Bangkok - Thailand

Under the company **CRIMSON AND INDIGO**, I participated in the team for designing the signages .

My role was to deisgn severalsignages and draw the construction details required for the project.

*Sales rendering of the mixed used project.*

*Renderings and imagery are to remain confidential as all creative rights are reserved to the respective owners of this project - TROP : Terrain + Open Space and their clients. Distribution of this property will be met with legal action.*





Entrance rendering of the restaurant signage.

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*Entrance rendering of the restaurant signage.*

*Renderings and imagery are to remain confidential as all creative rights are reserved to the respective owners of this project - CRIMSON AND INDIGO and their clients. Distribution of this property will be met with legal action.*

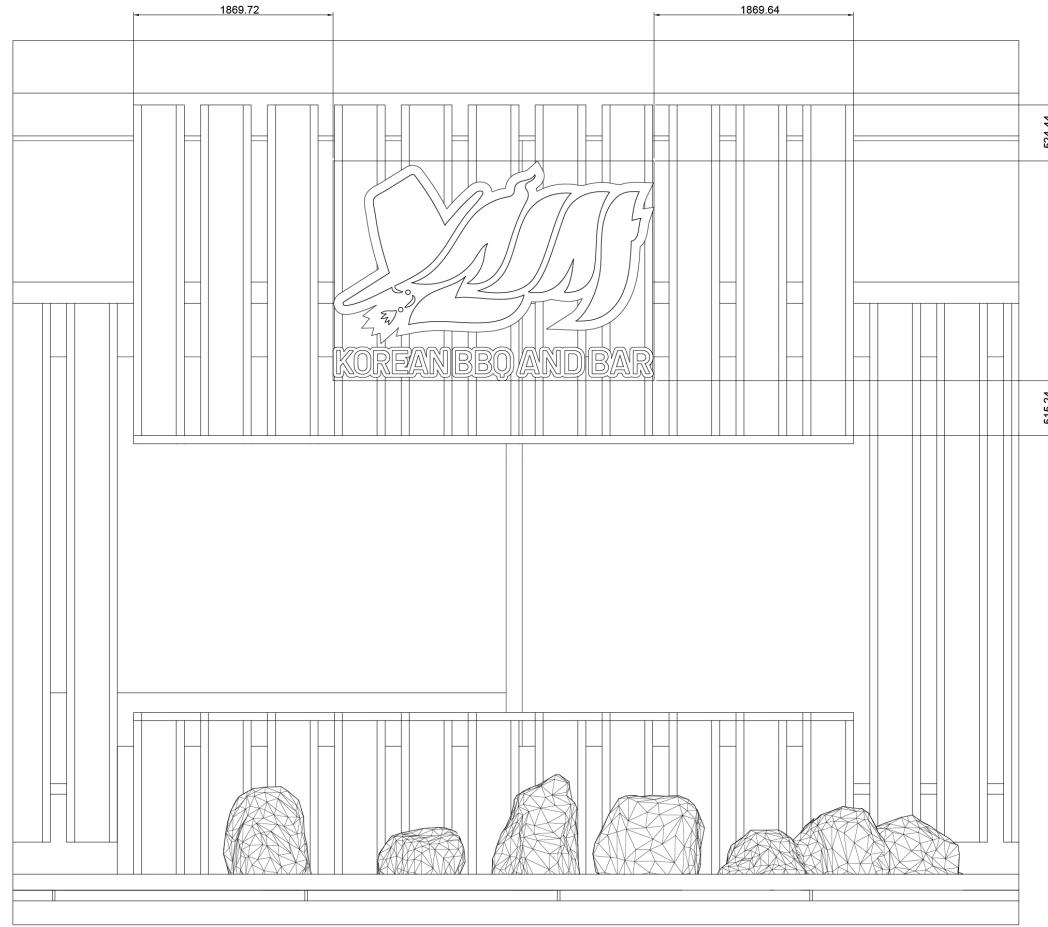
P06

SINSA KOREAN BBQ  
Bangkok, Thailand

Horizontal Signage Mockup  
Issues For Construction / 18 October 2021

WS  
Wall Signage

3.2



Material and Process  
Acrylic Lasercut  
Sticker Dicut

Renderings and imagery are to remain confidential as all creative rights are reserved to the respective owners of this project - CRIMSON AND INDIGO and their clients. Distribution of this property will be met with legal action.

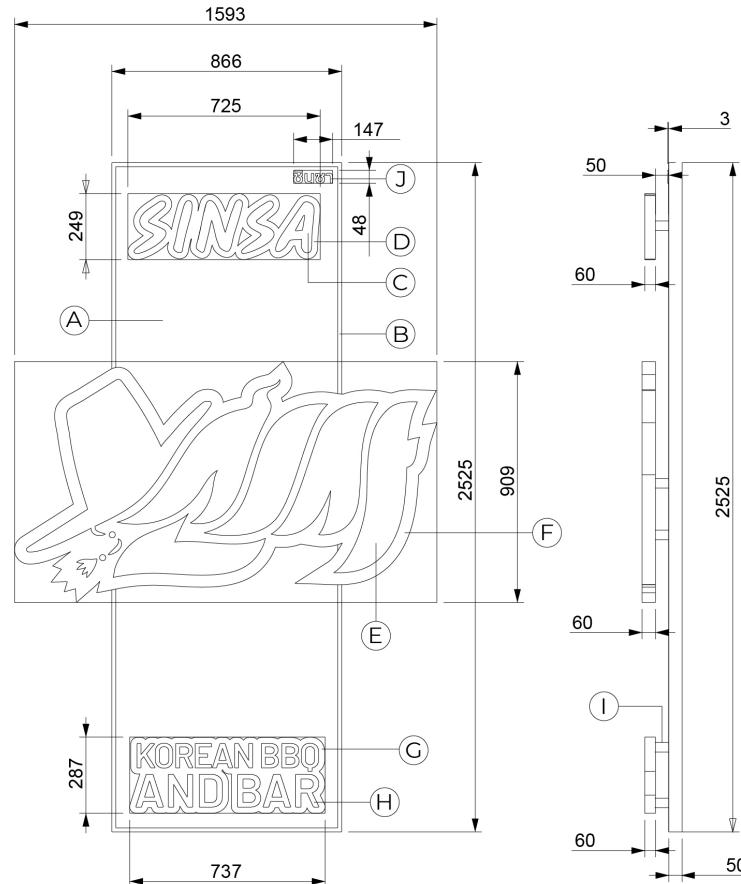
P03

SINSA KOREAN BBQ  
Bangkok, Thailand

Entrance Signage Dimension  
Issues For Construction / 18 October 2021

ES  
Entrance Signage

2.1



**Material and Process**  
Acrylic Lasercut  
Sticker Dicut  
Electro Calvanized Steel on  
Aluminum Composit Panel Edges

- A - Aluminum Composit Panel (Silver Hairline, MA902)
- B - 1mm Electro Calvanized Steel
- C - White Acrylic Light box
- D - Sticker (Black, 3225-53)
- E - Acrylic (Red, Light Pass, 3630-33)
- F - Sticker (Black, 3225-53)
- G - Sticker (Black, 3225-53)
- H - Acrylic (White, Light Pass)
- I - Steel Pipe
- J - 3mm Acrylic (Black, 3225-53)

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Entrance rendering of the restaurant signage.

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*Indoor mural rendering of the restaurant.*

*Renderings and imagery are to remain confidential as all creative rights are reserved to the respective owners of this project - CRIMSON AND INDIGO and their clients. Distribution of this property will be met with legal action.*



*Indoor mural rendering of the restaurant.*

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**P08**

**SINSA KOREAN BBQ**  
Bangkok, Thailand

**LED Neon Flex Placement**  
Issues For Construction / 18 October 2021

**IS**  
Inkjet Sticker

**4.2**



**Material and Process**  
LED Neon Flex

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*Indoor mural rendering of the restaurant.*

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Walkway Facade of the restaurant.

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Walkway facade of the restaurant.

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# S U M M E R

# H O M E

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## P A T T A Y A

R O L E : F R E E L A N C E

P R O J E C T O W N E R

This project is a freelance project I accepted from a Navy chief to renovate their family summer home located next to Pattaya beach.

The site is located on a neighborhood hill with a view of the beach, the brief was to design a modern western style home with an abundant evergreen landscape.

My role was to set the vision and direction for this renovation. I consulted the roadmap of this renovation for when the family is ready to invest in this project in the future.





Site perspective rendering.

Renderings and Imagery are to remain confidential as all creative rights are reserved to the respective owners of this project and their clients. Distribution of this property will be met with legal action.





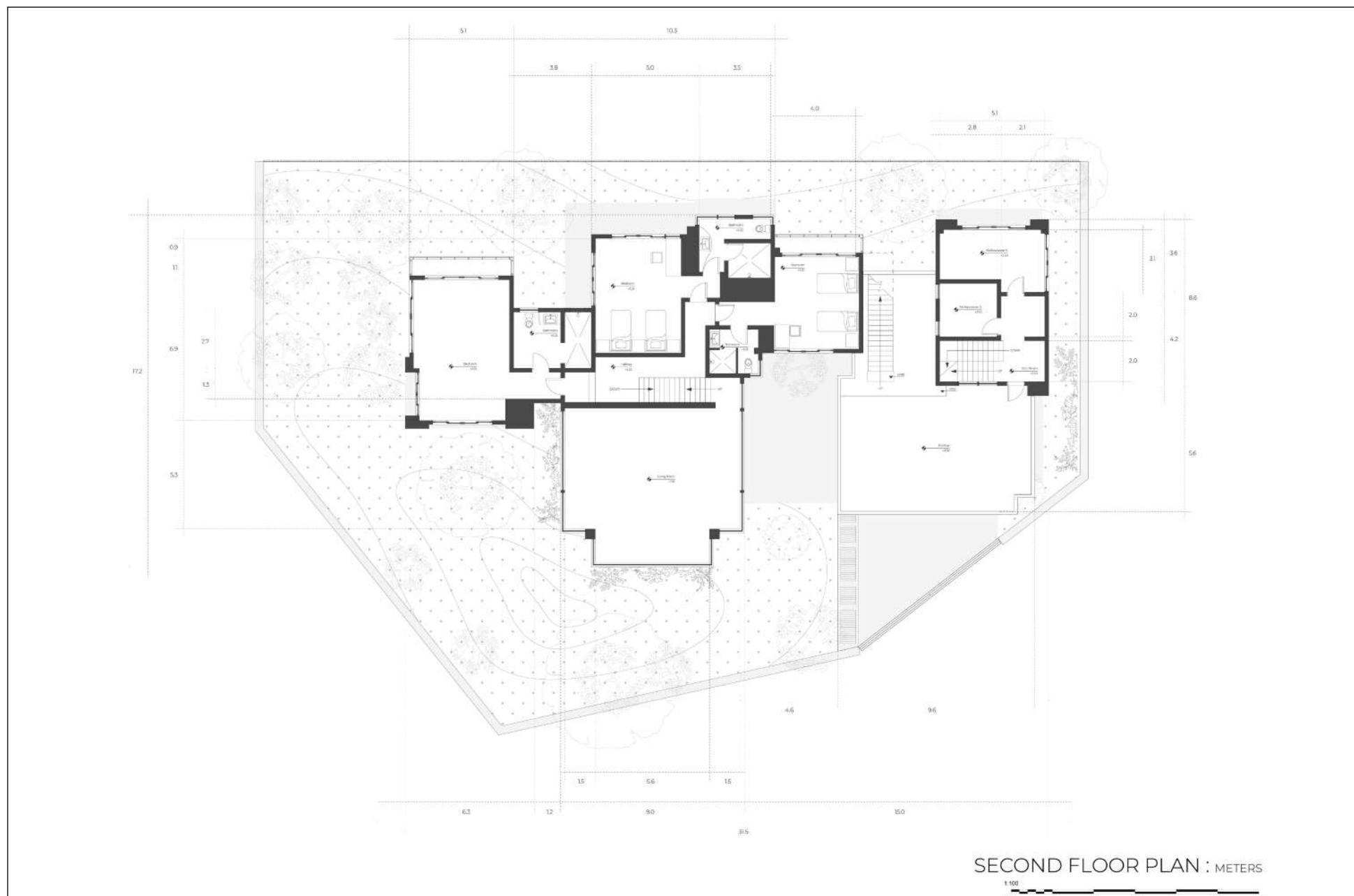
Site landscape rendering.

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*Site birdseye rendering.*

Renderings and imagery are to remain confidential as all creative rights are reserved to the respective owners of this project and their clients. Distribution of this property will be met with legal action.





*Colorpalette and Mood.*

*Renderings and imagery are to remain confidential as all creative rights are reserved to the respective owners of this project and their clients. Distribution of this property will be met with legal action.*



Colorpalette and Mood.

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*Colorpalette and Mood.*

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Colorpalette and Mood.

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# GARDEN HOME

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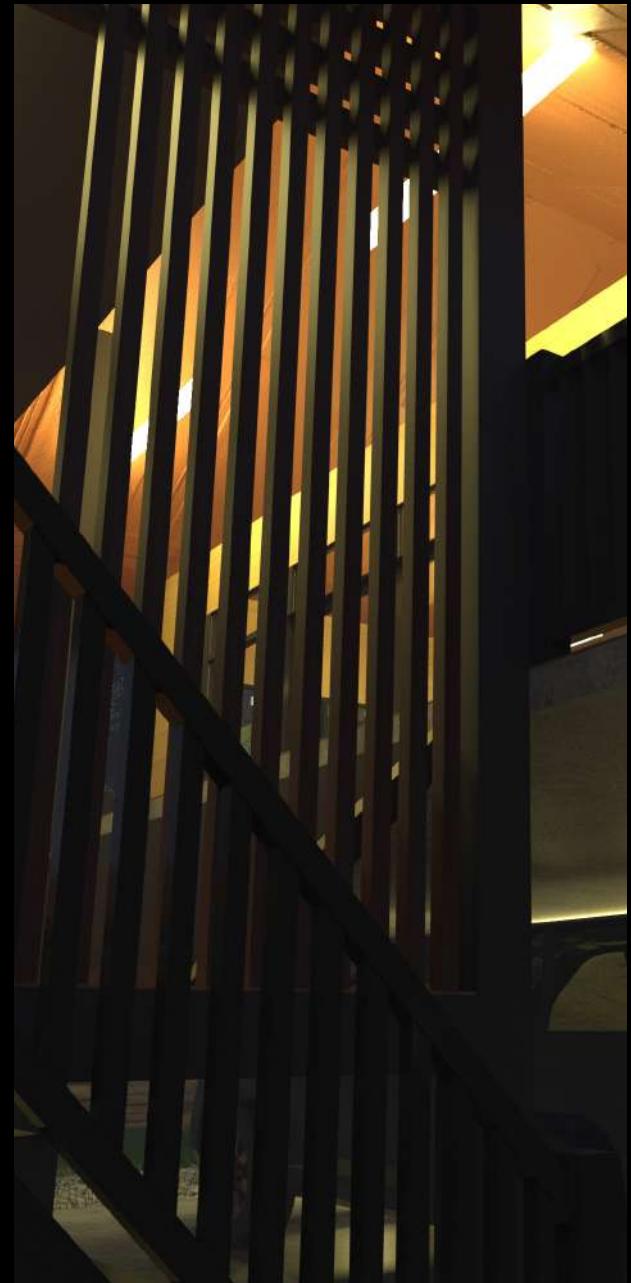
## AYUTTHAYA

ROLE : FREELANCE  
PROJECT OWNER

This project is a freelance project I accepted from an Airforce captain to design a simple garden home on an empty plot of family land in rural Ayutthaya.

The site is located next to a river, the brief was to design a simple traditional yet modern vernacular home resistant to flooding.

My role was to set the vision and direction for this construction. I coordinated the construction of this project till completion in 2017.





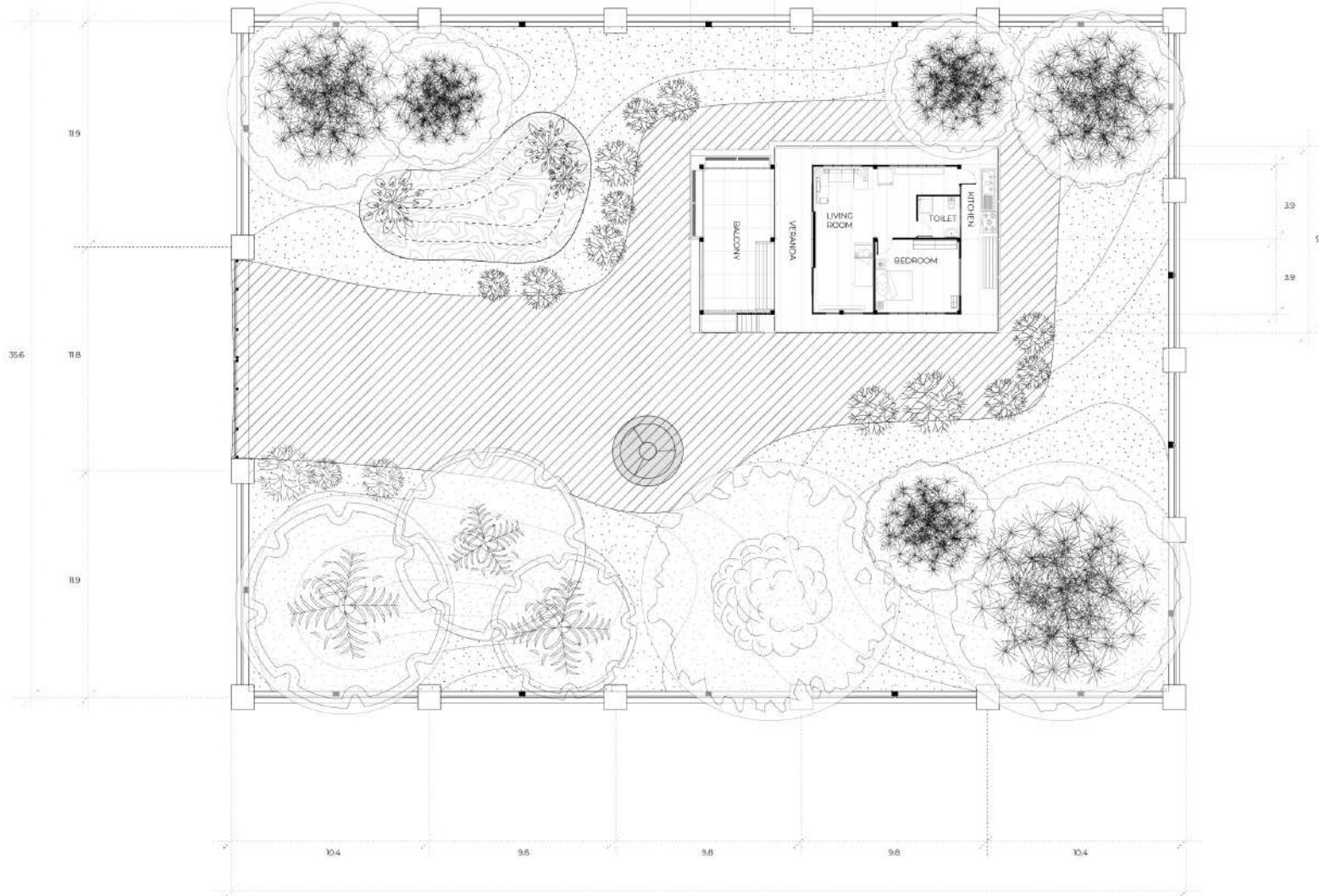
Site perspective rendering night.

Renderings and imagery are to remain confidential as all creative rights are reserved to the respective owners of this project and their clients. Distribution of this property will be met with legal action.

SECOND FLOOR : METERS

10.00  
2m 0 2m 4m 6m 8m 10m

16.2  
4.4 11.8  
20 33 45 20





Site perspective rendering day.

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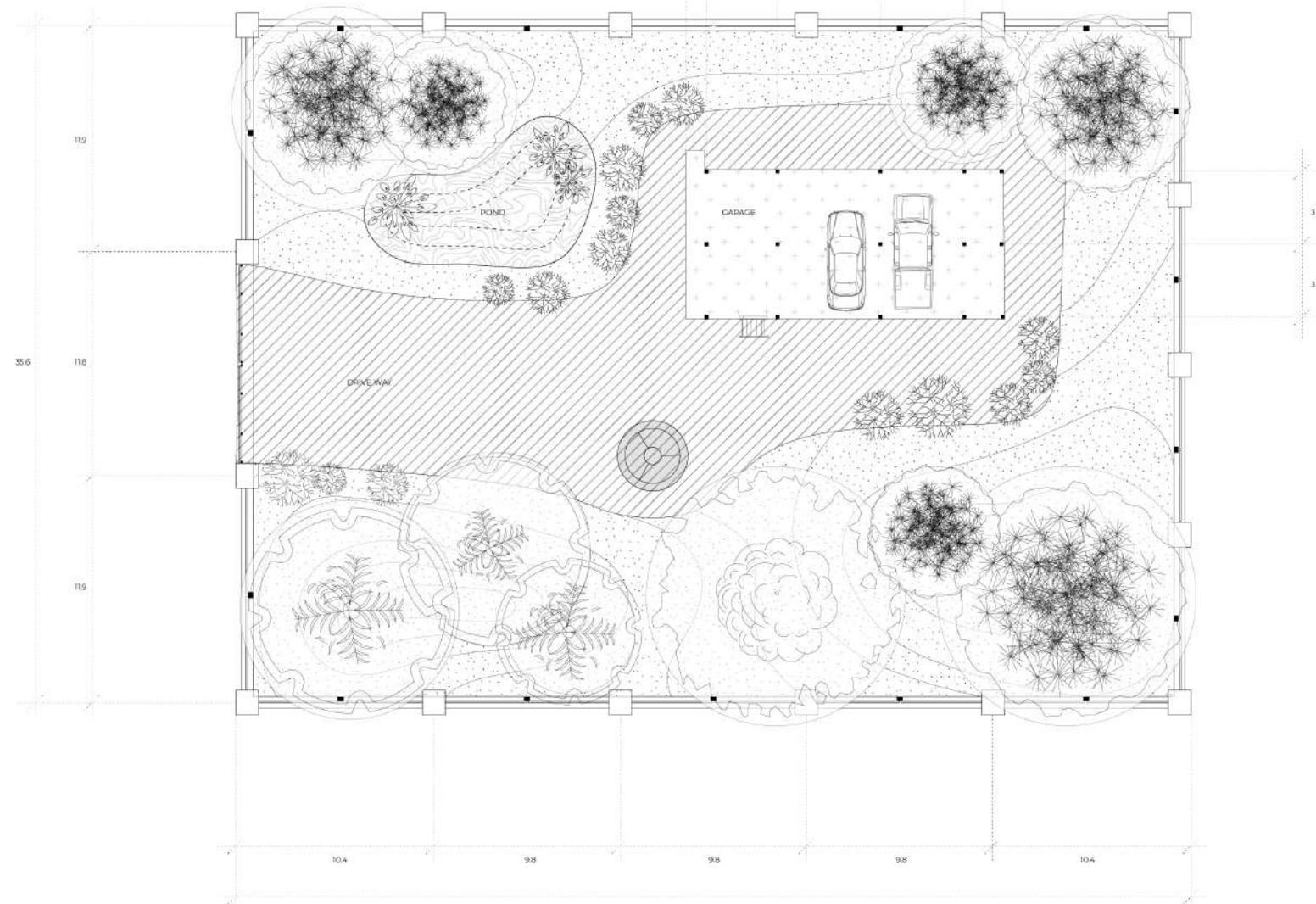
*Site perspective rendering night.*

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## GROUND FLOOR : METERS

1:100  
2m 0 2m 4m 6m 8m 10m

16.6  
11 37 54 44 20



FRONT ELEVATION : METERS

1:100  
2m 0 2m 4m 8m 10m





Site perspective rendering night.

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The project is the author's original work.

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SIDE ELEVATION : METERS

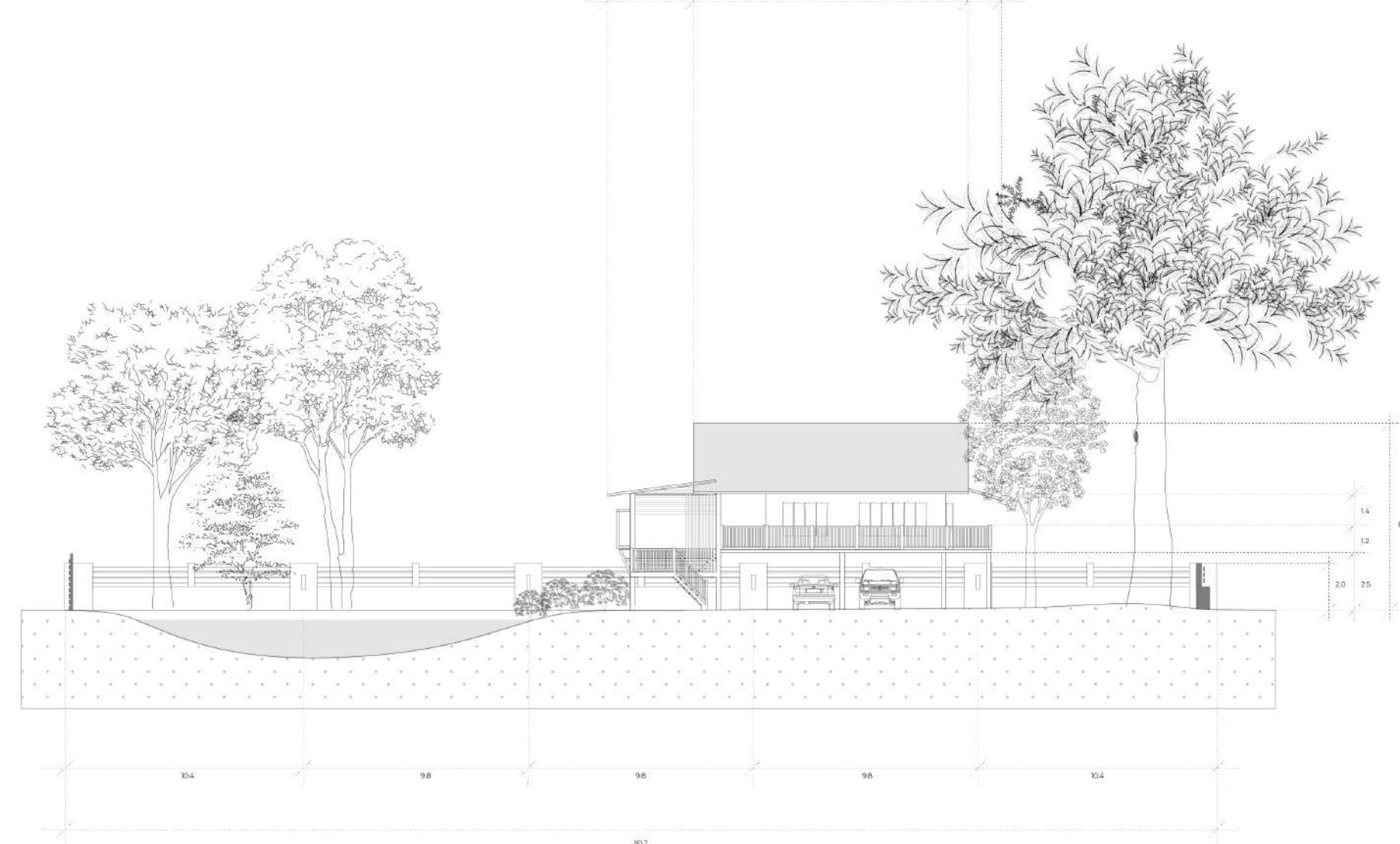
1:100  
2m 0 2m 4m 6m 8m 10m

17.2

3.7

12.0

1.5



# THREE ROOFS

## ROI E T

ROLE : 3D DESIGNER  
AND DRAFTSPERSON

This project was a winterbreak group project during my bachelors at INDA. The project aims to rebuild the canteen and outdoor space of a rural school.

The site is located in rural Roi Et. The location is known for strong winds and heavy rain, thus the brief was to design a canteen that would withstand such conditions while bringing together the school community.

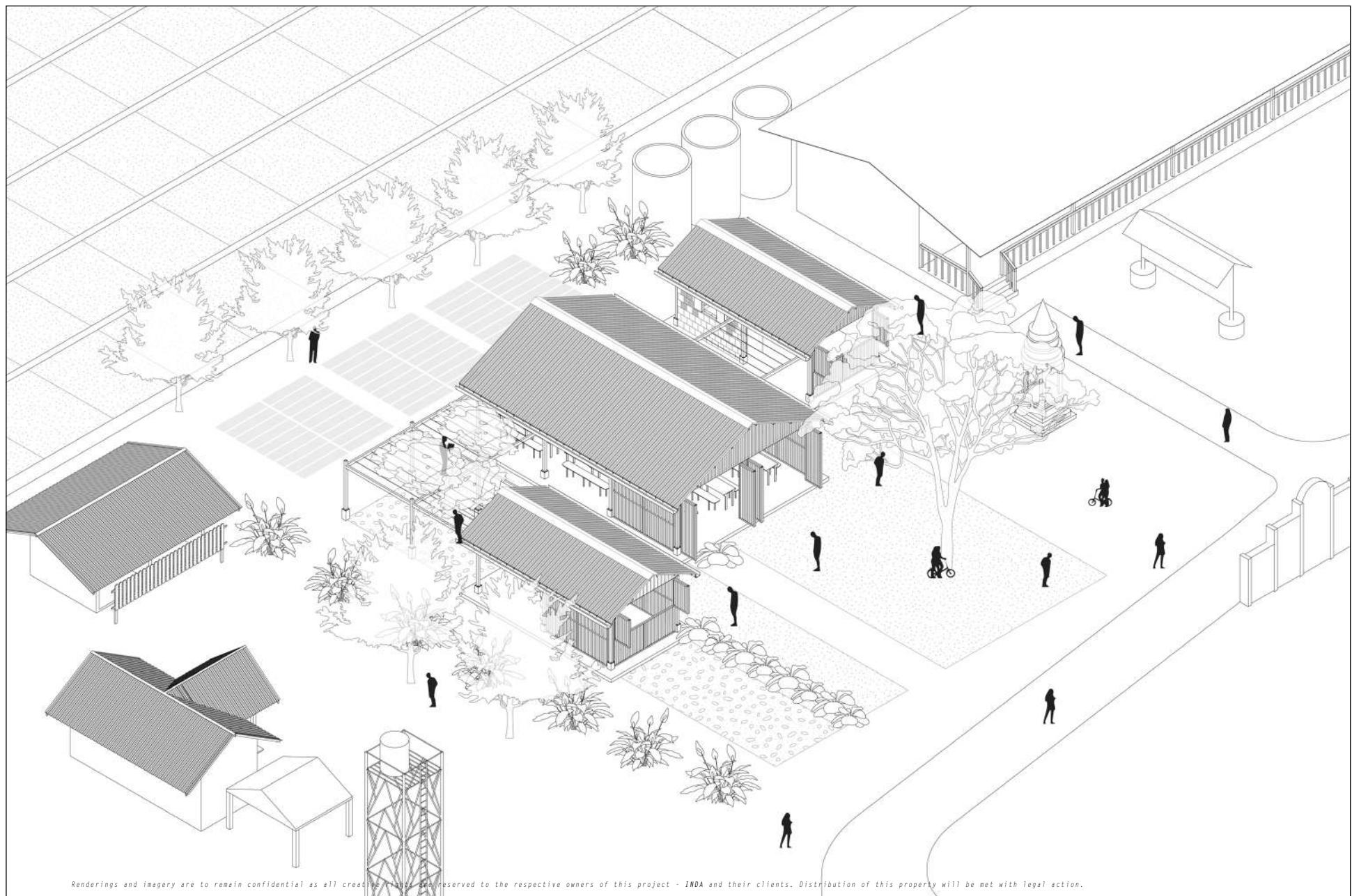
My role was to 3D model the group designed concept and prepare the documents for construction.



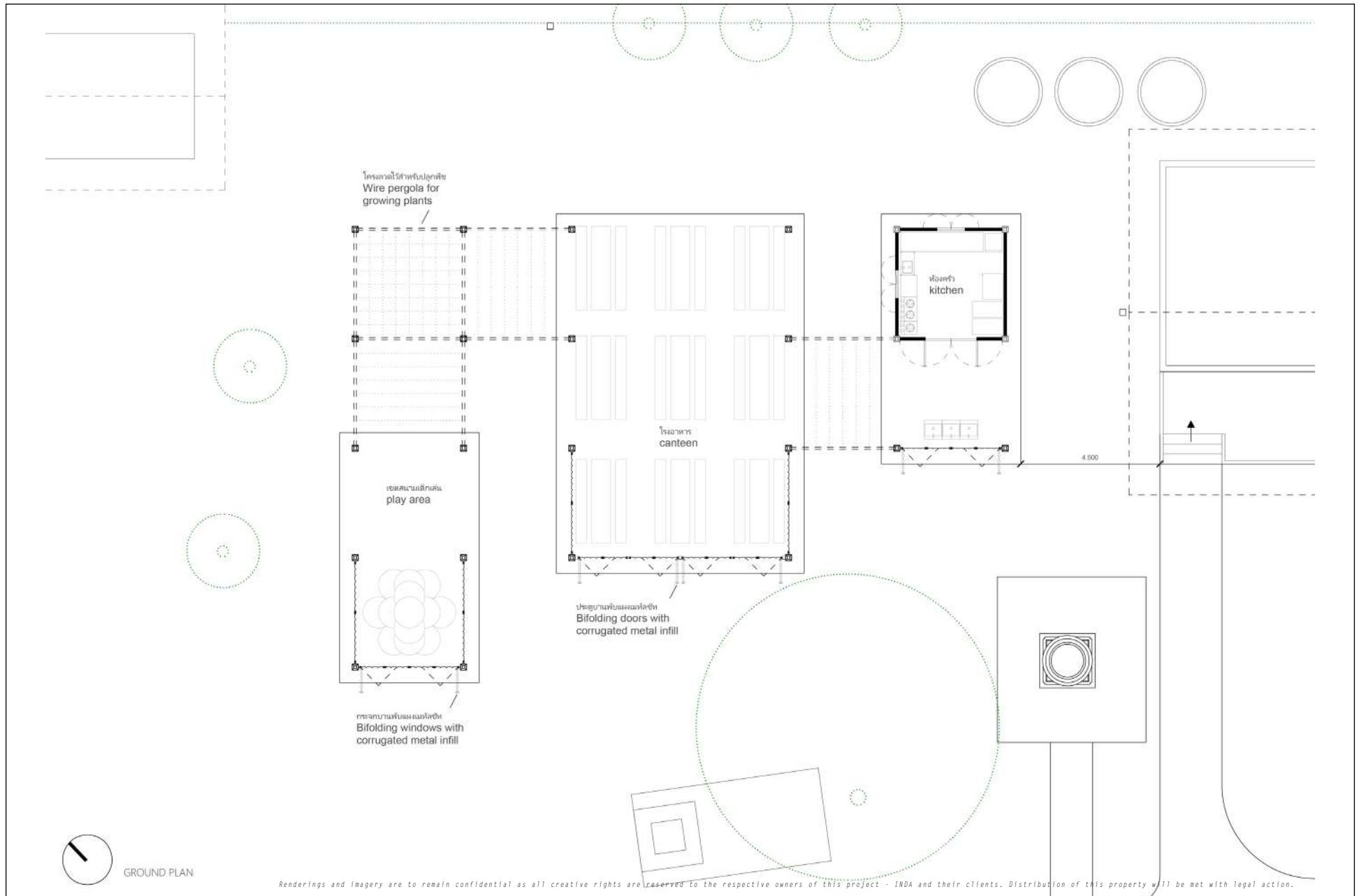


Built site photography.

Renderings and Imagery are to remain confidential as all creative rights are reserved to the respective owners of this project - INDA and their clients. Distribution of this property will be met with legal action.



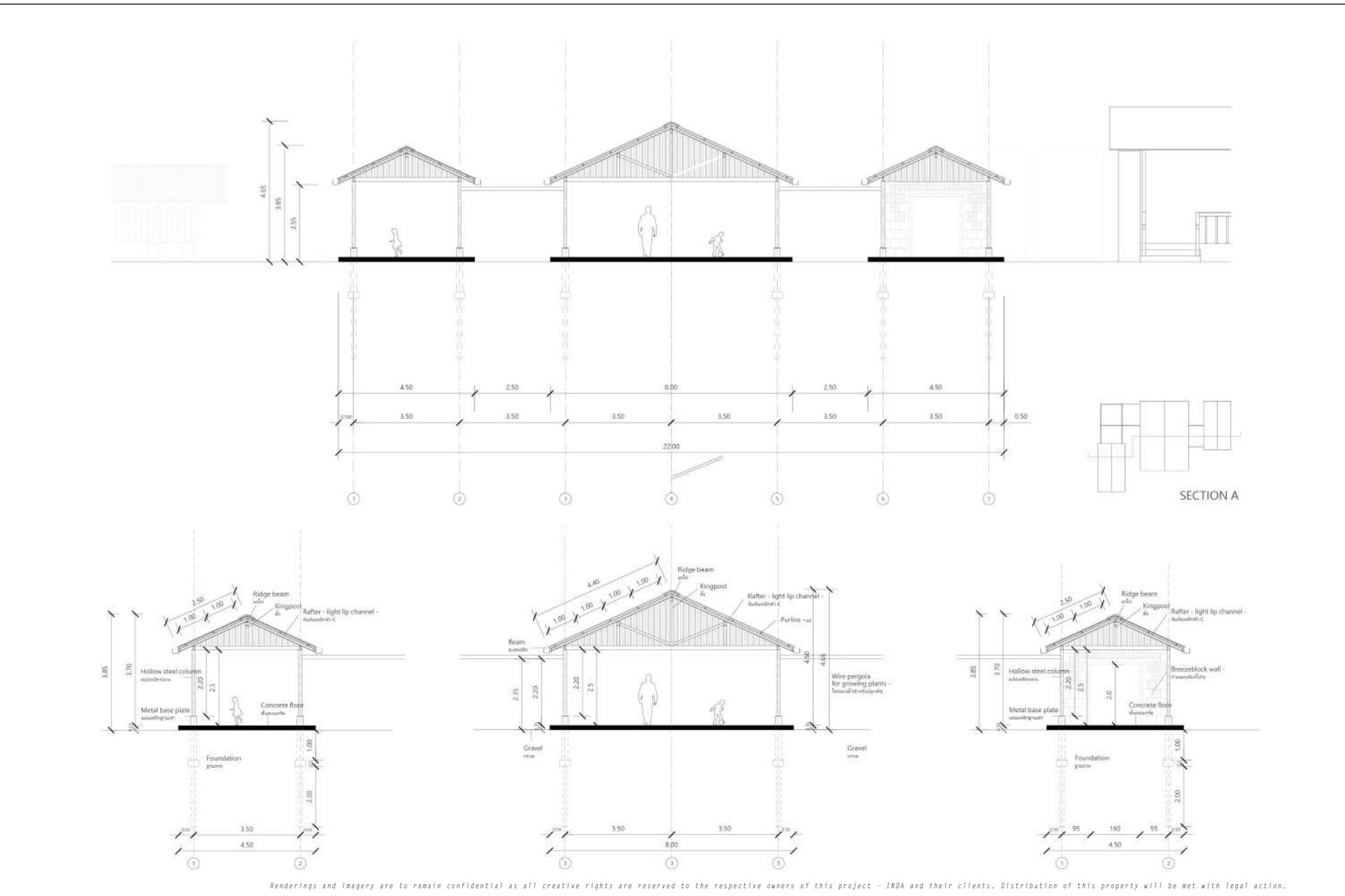
Renderings and imagery are to remain confidential as all creative rights are reserved to the respective owners of this project - INDA and their clients. Distribution of this property will be met with legal action.

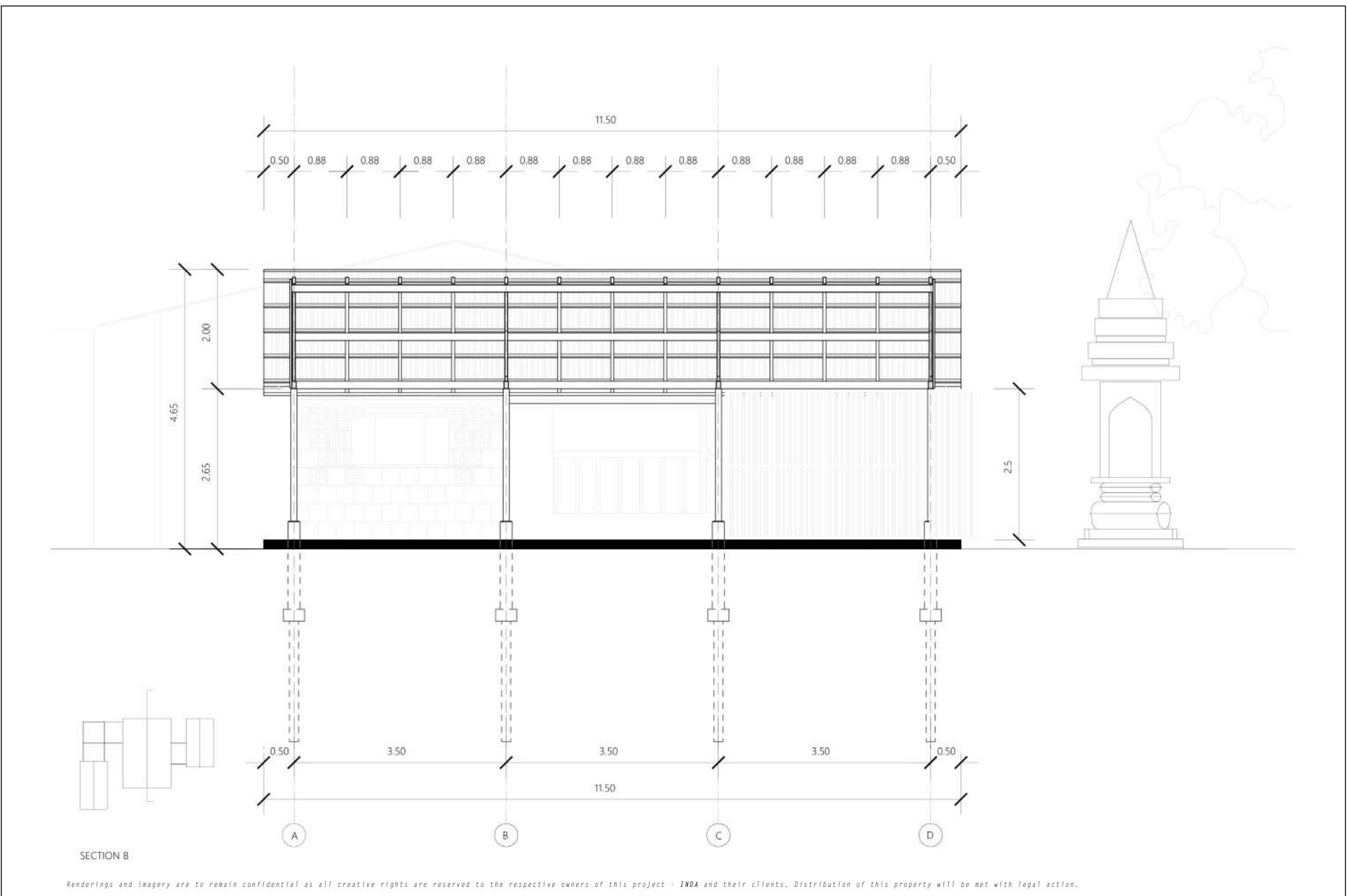




Built site photography.

Renderings and imagery are to remain confidential as all creative rights are reserved to the respective owners of this project and their clients. Distribution of this property will be met with legal action.







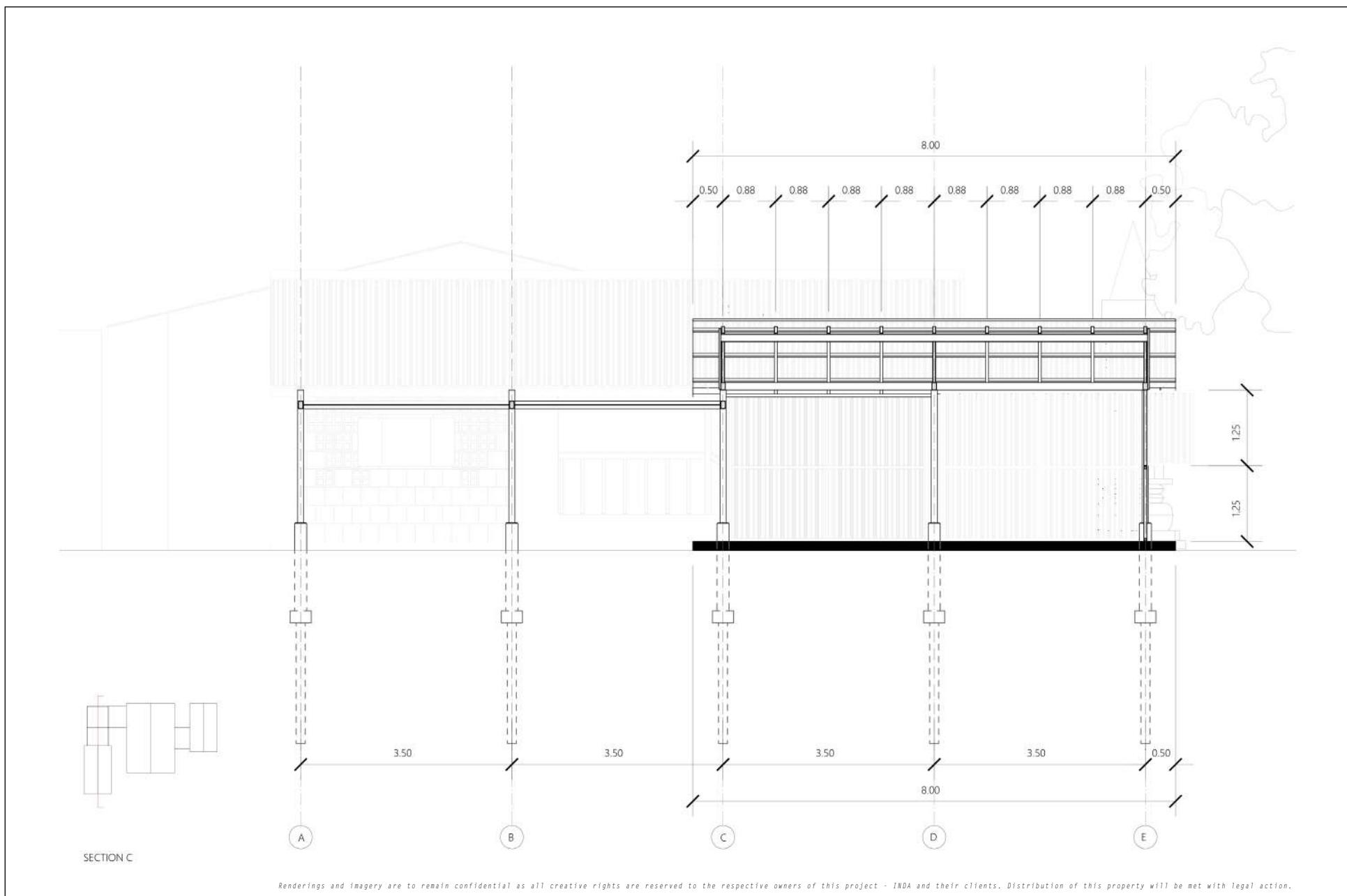
Built site photography.

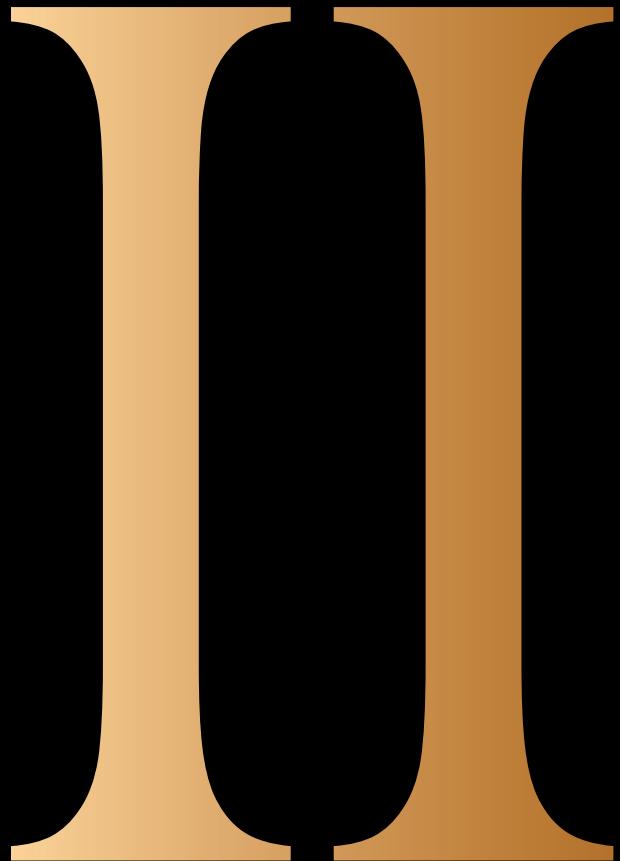
Renderings and imagery are not final confidential as all creative rights are reserved to the respective owners of this project - INDA and their clients. Distribution of this property will be met with legal action.



bullet size photography.

© 2010. All rights reserved. This image is the sole property of the author and remains confidential as all creative rights are reserved to the respective owners of this project and their clients. Distribution of this property will be met with legal action.





## A R T   A N D I N S T A L L A T I O N

This section of the portfolio focuses on installation and artistic projects that I worked on during my bachelors, as an individual freelancer, and as a freelance team.



# I O T   G A R D E N

## R O B O T I C S

R O L E : D E S I G N E R  
A N D M A K E R

This project was a summerbreak group project during my bachelors at INDA.

The project aims to use IoT and robotic arduino technology to design an interactive installation with the broad band company AIS.

The project is located in the large shopping mall in Bangkok city. The aim is to help people become aware of the atmospheric and site conditions of the districts across the city through an representative interactive flower garden

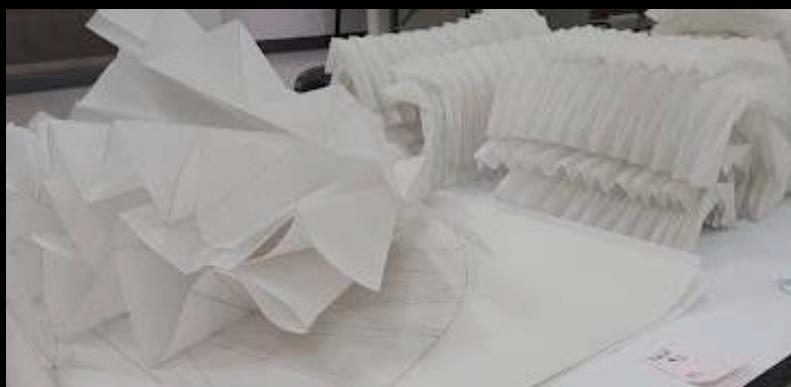
My role was to deisgn the interactive flow of the project as well as fabricate the installation on site.



HEXAGONAL PLATFORM MODULE



FLOWER SKELETON MODULE

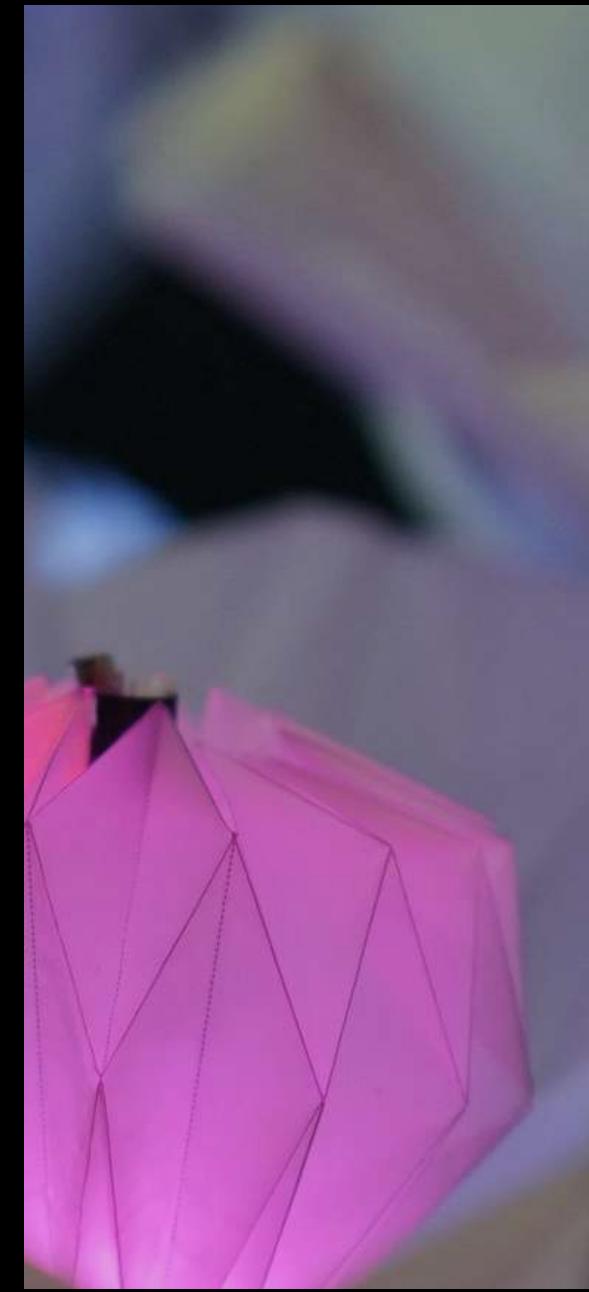
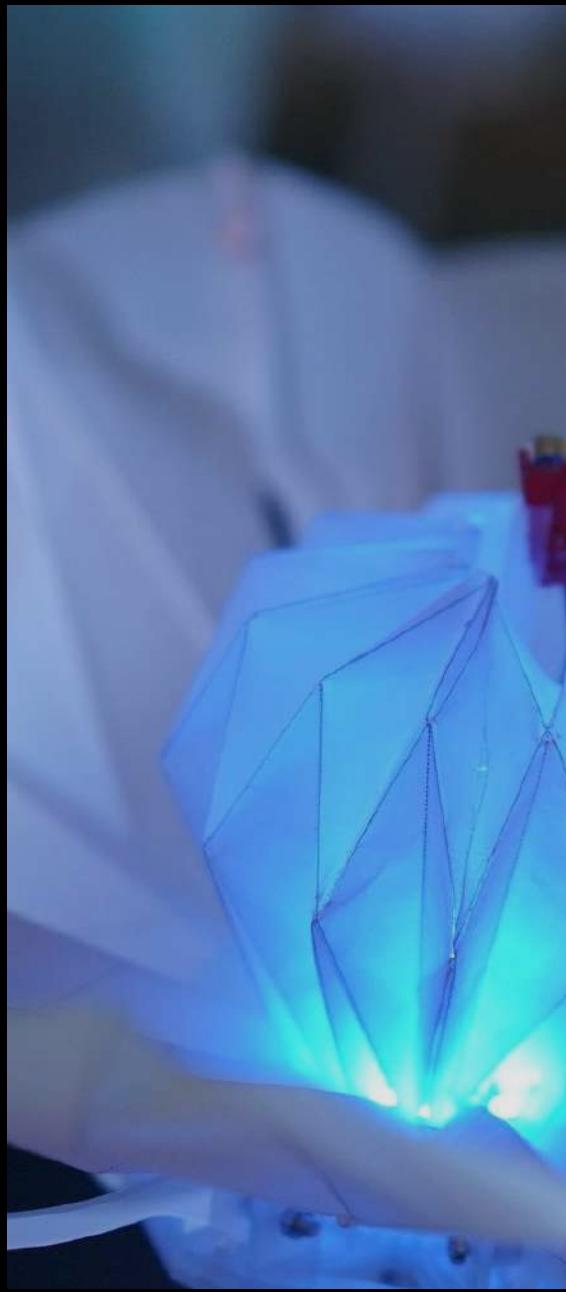


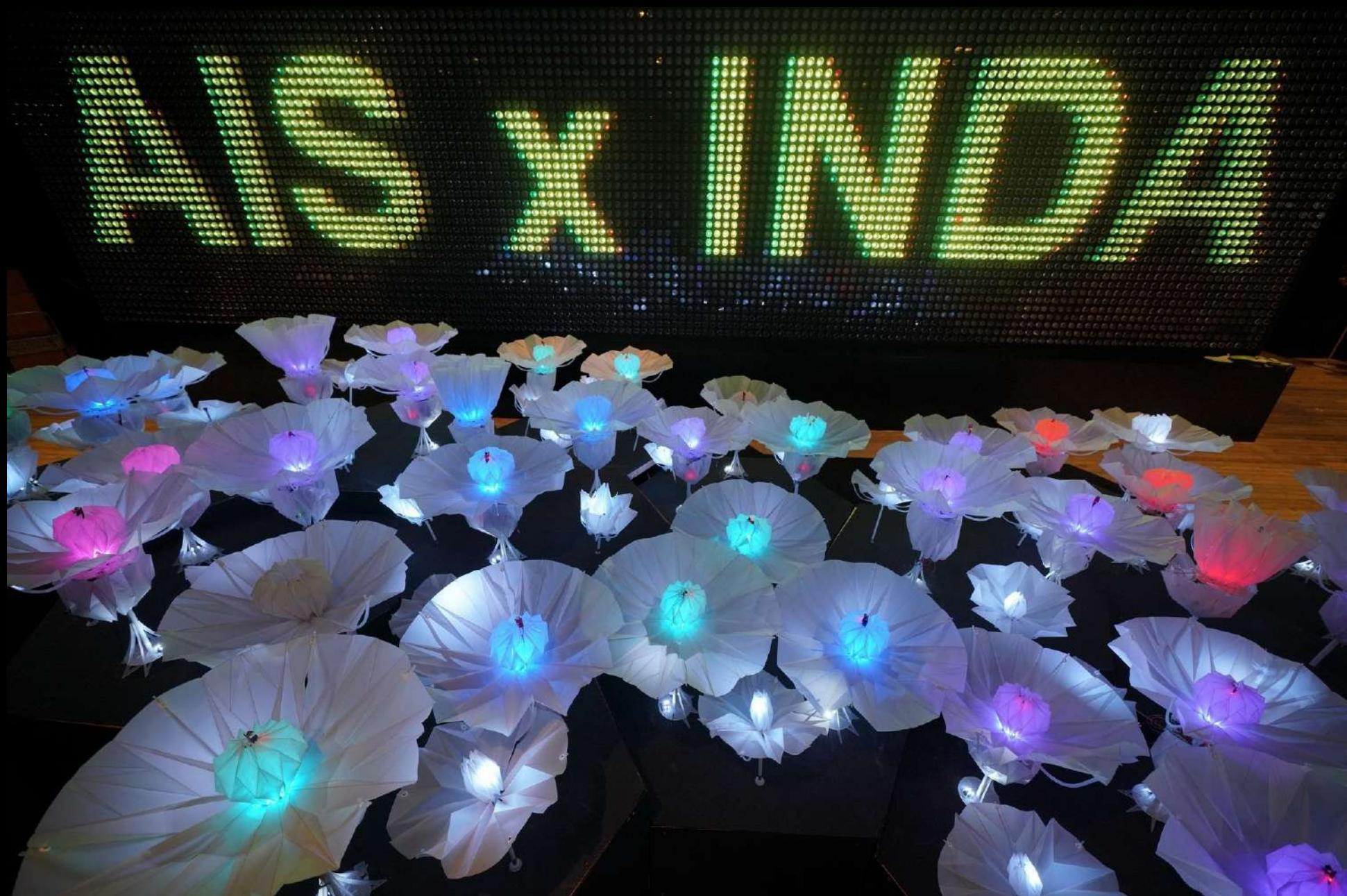
FLOWER SKIN MODULE



IoT garden consists of modular mechanical flowers programmed to react and transform based on real time information of the outside world. Real time data throughout the city gathered from the network provider's IoT infrastructure is input into arduino based programming and robotics to transform the sensory output of the modular flower.

The flowers color, bloom, and noise outputs correspond to the outside world's pollution levels, humidity levels, and urban ambience in various urban districts respectively.





The IoT garden installation creates a spatial experience that bridge interior perception to exterior moments throughout Bangkok.

Isolated audiences can connect and comprehend the situation of districts kilometers away from them and bridging the gap between knowledge, perception, and reality of the world around us through emerging data technologies.



# L I M B O

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## R O B O T I C S

ROLE : DESIGNER  
AND MAKER

This project was a Siggraph competition project designed and submitted under the company CRIMSON AND INDIGO

The project aims to use detection and IoT robotic arduino technology to design an interactive installation which connects the experience of people during the pandemic isolation.

My role was to design the interactive flow of the project and the technical robotic construction.





Limbo extracts a person' s movement through a digital screen and in real life, accumulating them into the existence of a sacred fig tree.

Physical interactions with the sacred fig create digital traces online through projections, and virtual interactions create physical movements in reality. People isolated from one another experience the existence of the sacred fig in this state of limbo together.

The tree fully comes to life with anatomical movements and colorful lights only when both the people from the physical world and digital world come together beneath the tree - this creates a unique form of interaction between the physical and digital world that leaves behind traces of a persons existence during the time of self isolation - breaking the barrier of human separation.





# URBAN CREASE

## ROBOTICS

ROLE : PROJECT OWNER

This project was a project during my bachelors at INDA.

This conceptual project aims to use robotic arduino technology to design interactive spaces within Bangkoks urban pockets to bring the community together to physical activity and movement.

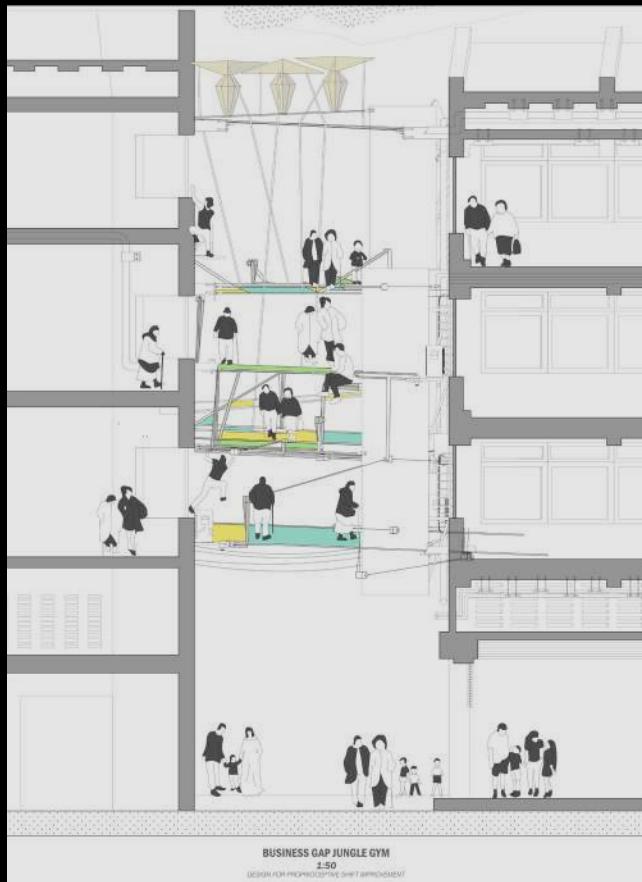
My role was to understand the urban pocket sites and design a mockup of the interactive interventions.



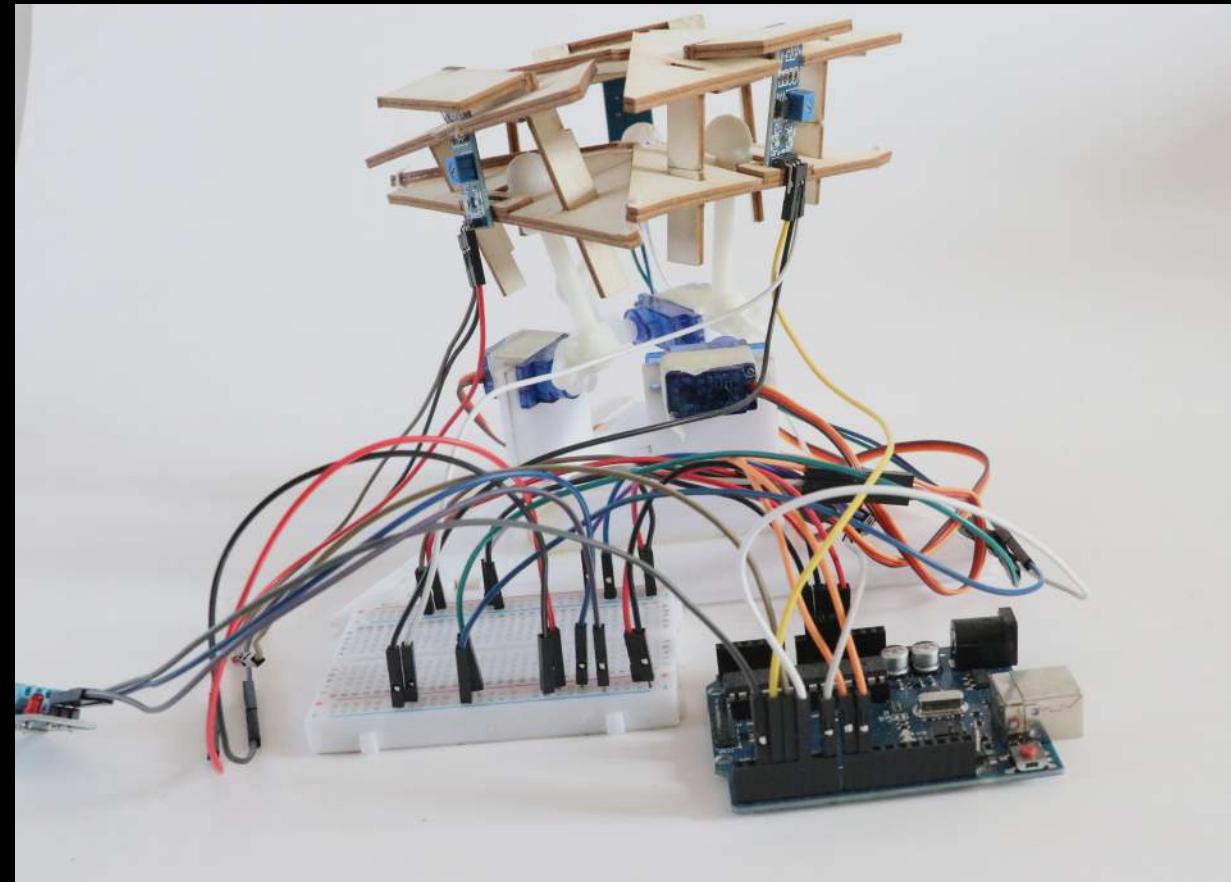
The urban layout, housing setup, and closeknit community of Rama III road has offered the potential for residents to inhabit the unused vertical spaces between townhouses - creating a vertical jungle gym for social gathering and activities.



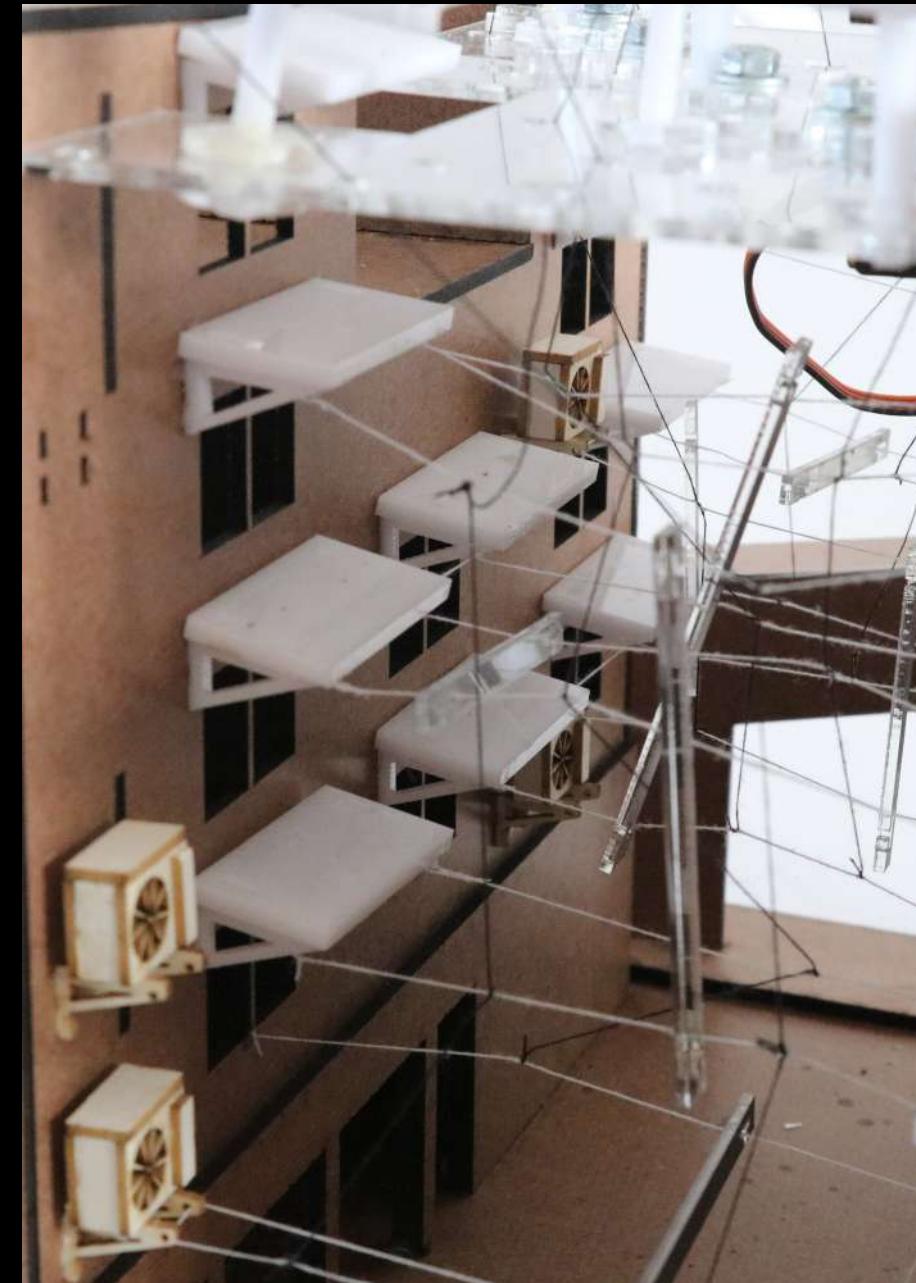
The variety of townhouse setups and limitations allow for different typologies of junglegyms to form throughout the Rama III communities. Each typology has also been designed to correspond to different age groups and physical requirements of the people in the area.



For example, the business gap district in Rama III consist mainly of elderly people taking care of grandchilren. Thus the gym's geometry and materiality in this area accomodates those requirements. With a higher focus on flat planes and visually recognizable textiles.



The jungle gym is designed to rearrange itself through tensile connections based on the weather parameters. This allows accurate rain and sun shading throughout the day, and also reconfigures the jungle gym layout to further engage the people.



The tensile structure of this vertical jungle gym creates shaded communal spaces that promote physical activities of scaling and climbing. The tensile design also strengthens the structural load of townhouses which tend to sink inwards towards the shared foundation on the opposite side.

The gym creases and folds on itself to reveal dynamic exciting experiences - perpetuating the youthful first-times for an aging population.



# TEMPLE MEMORIAL

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## INSTALLATION

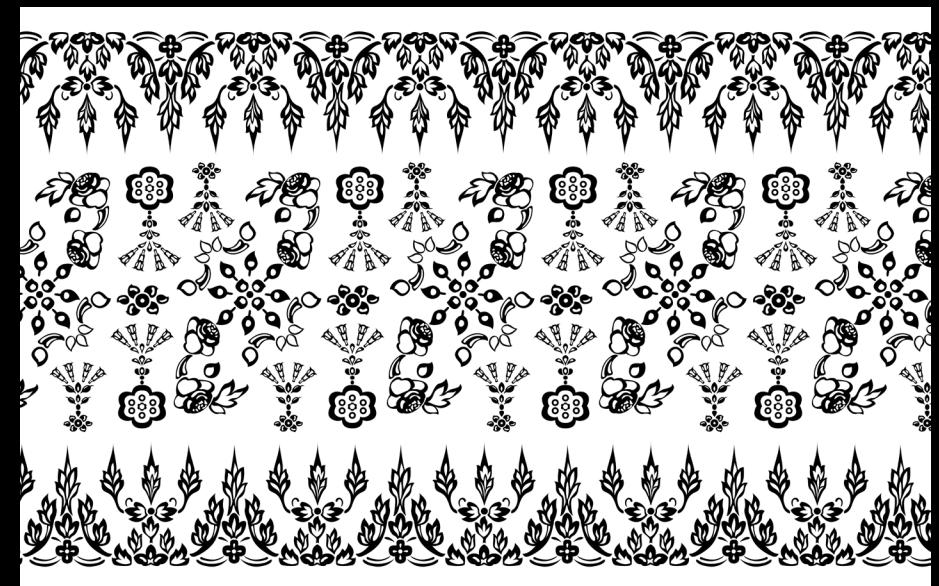
ROLE : ARTIST

This project was a freelance project done as a team under ArchiveTeam.

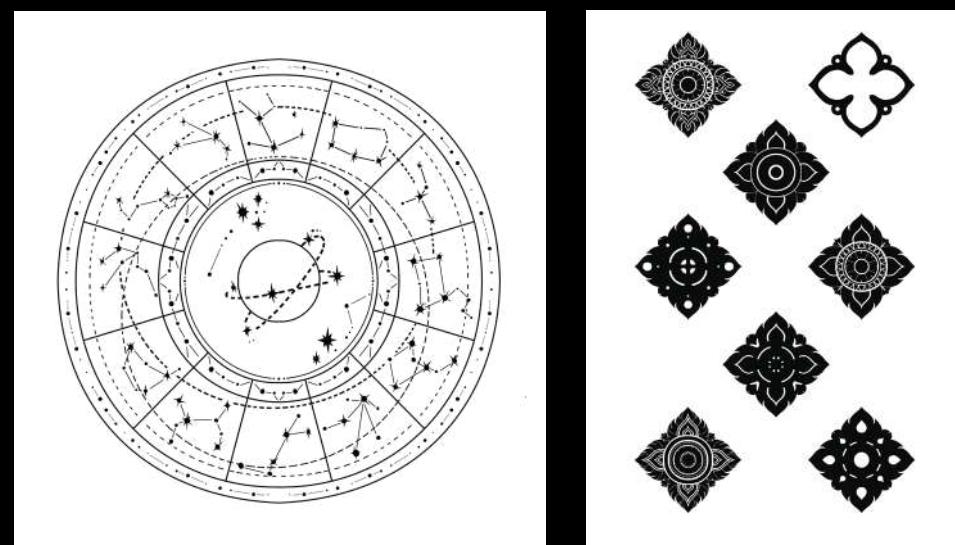
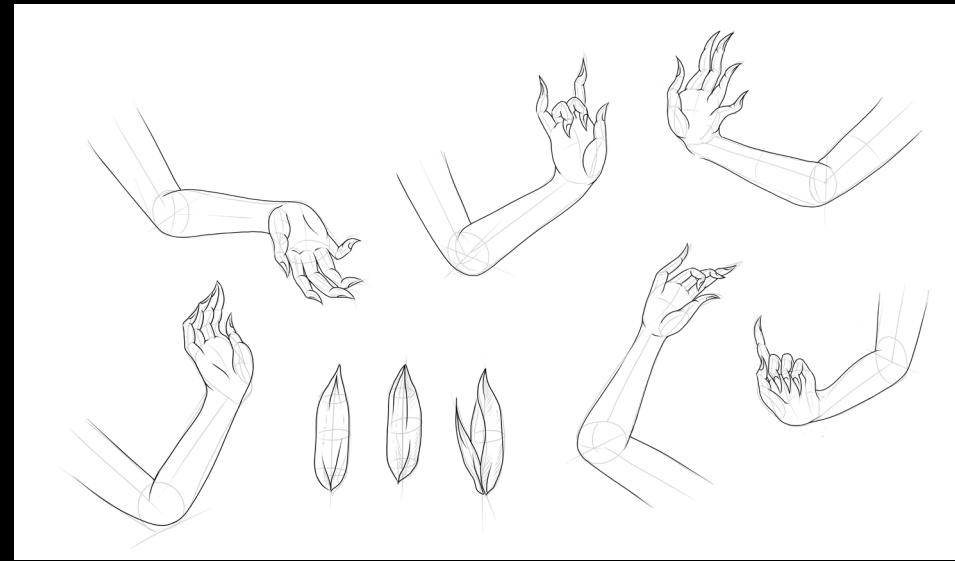
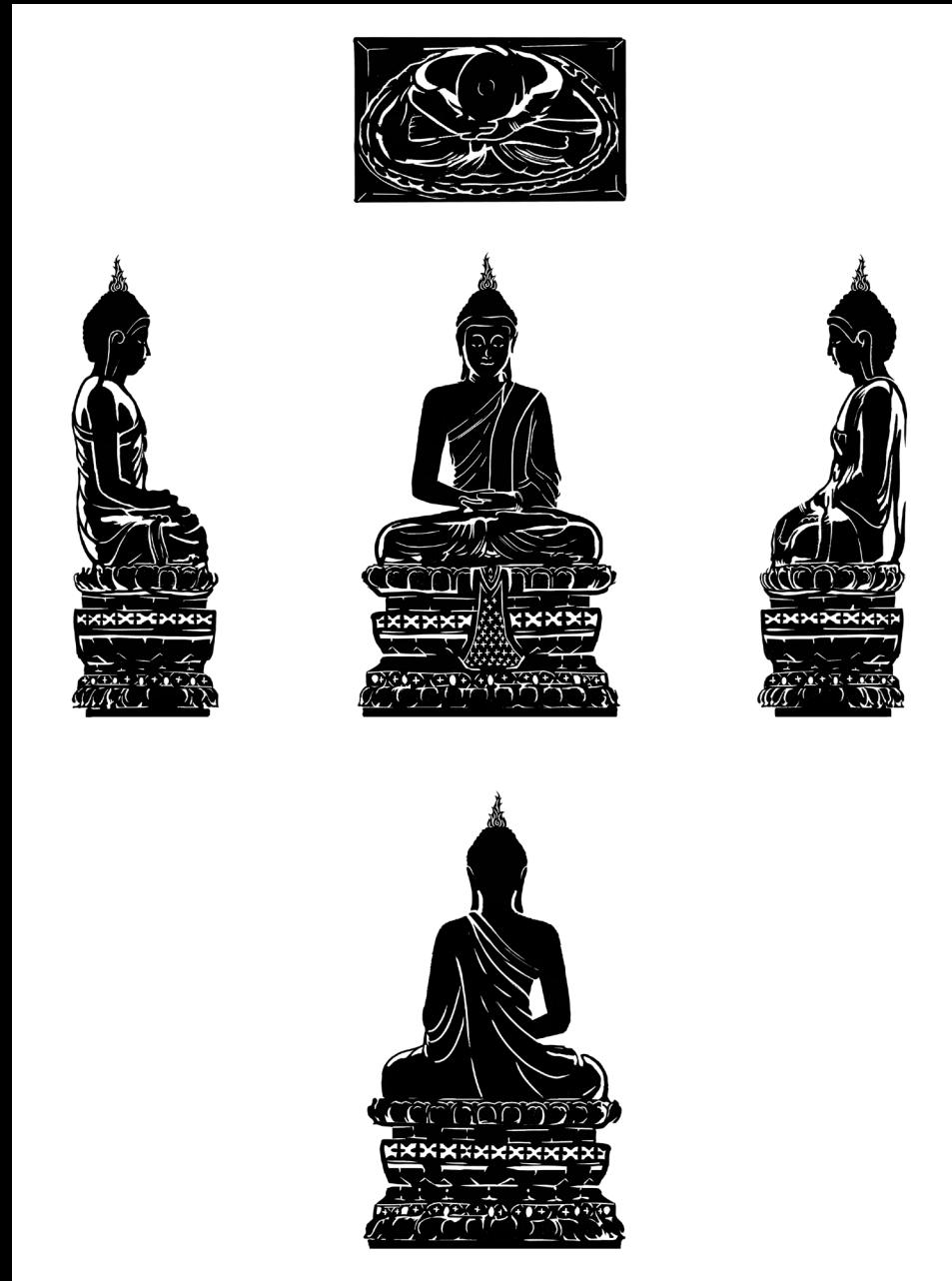
The project consists of multiple installations throughout temples across Bangkok city as a tribute to the royal historical figures that built these temples.

My role was to illustrate a cohesive art direction for elements used in light and shadow projection installations throughout the event.









I had the opportunity to design traditional elements based on historical inspiration and deisgn language of the temple sites. Throughout the deisng I had to take into consideration how light and shadow would be projected through the art.

# METRO MALL CAMPAIGN

## INSTALLATION

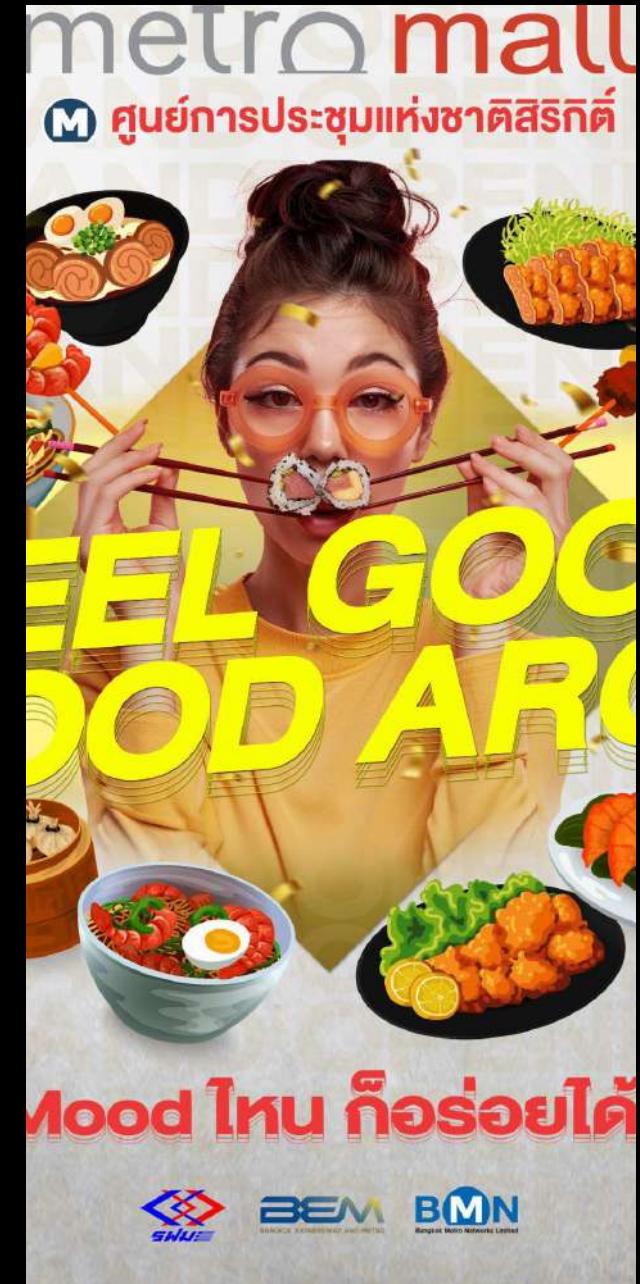
ROLE : 3D DESIGNER  
AND OVERSEER

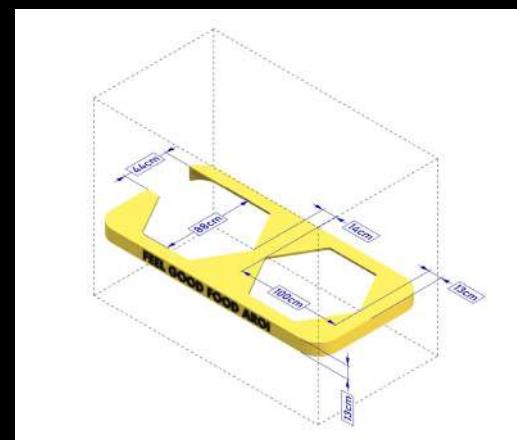
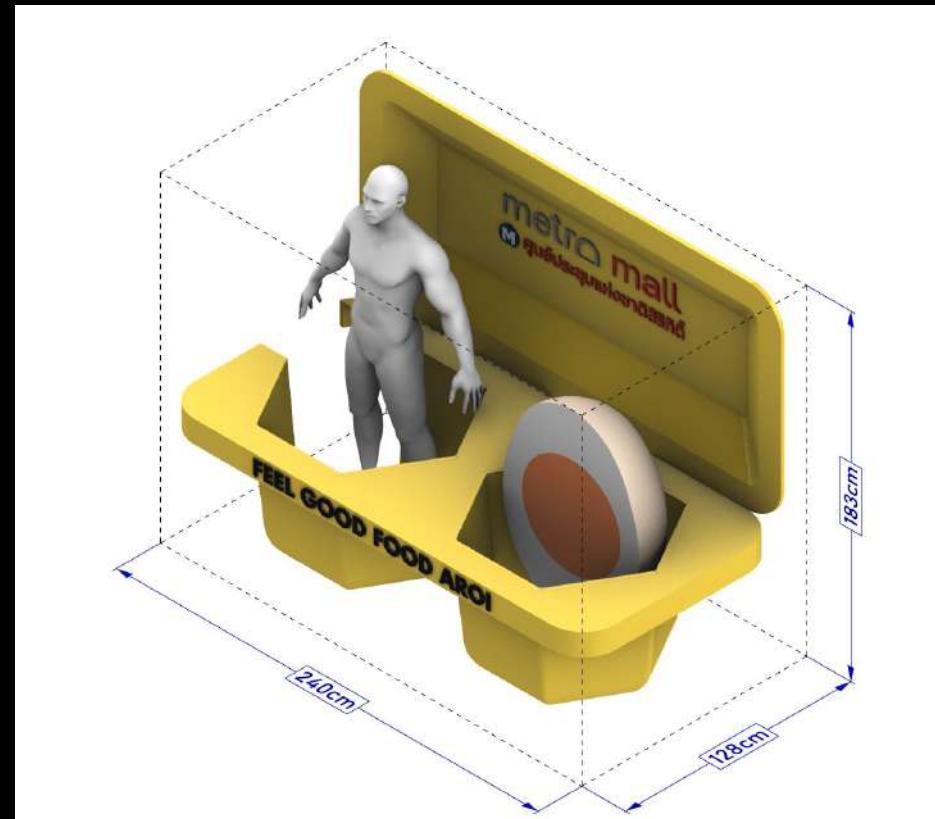
This project was a freelance project done as a team under ArchiveTeam.

The project is done in collaboration with the underground subway Metro-mall and their street food campaign

The goal the project is to design inviting stalls and installation to bring people together through food.

My role was to 3D design the installation elements for construction, and oversee the onsite construction.

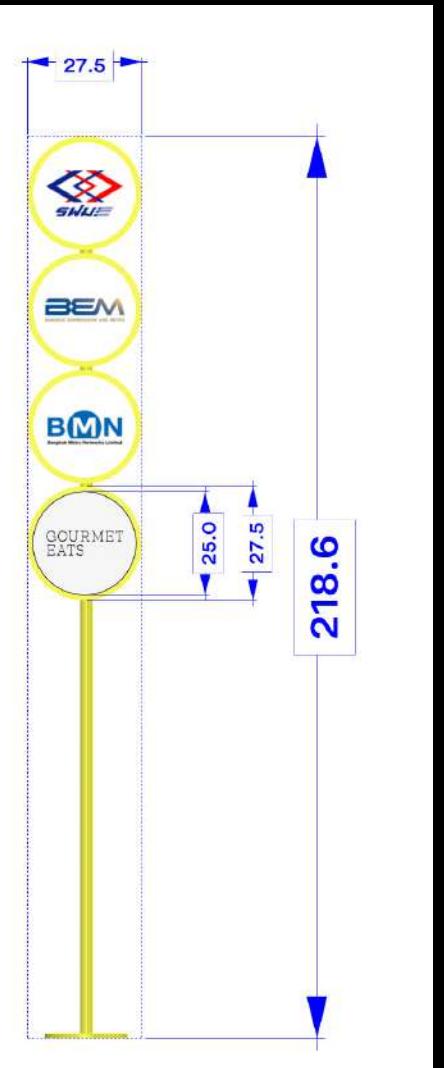
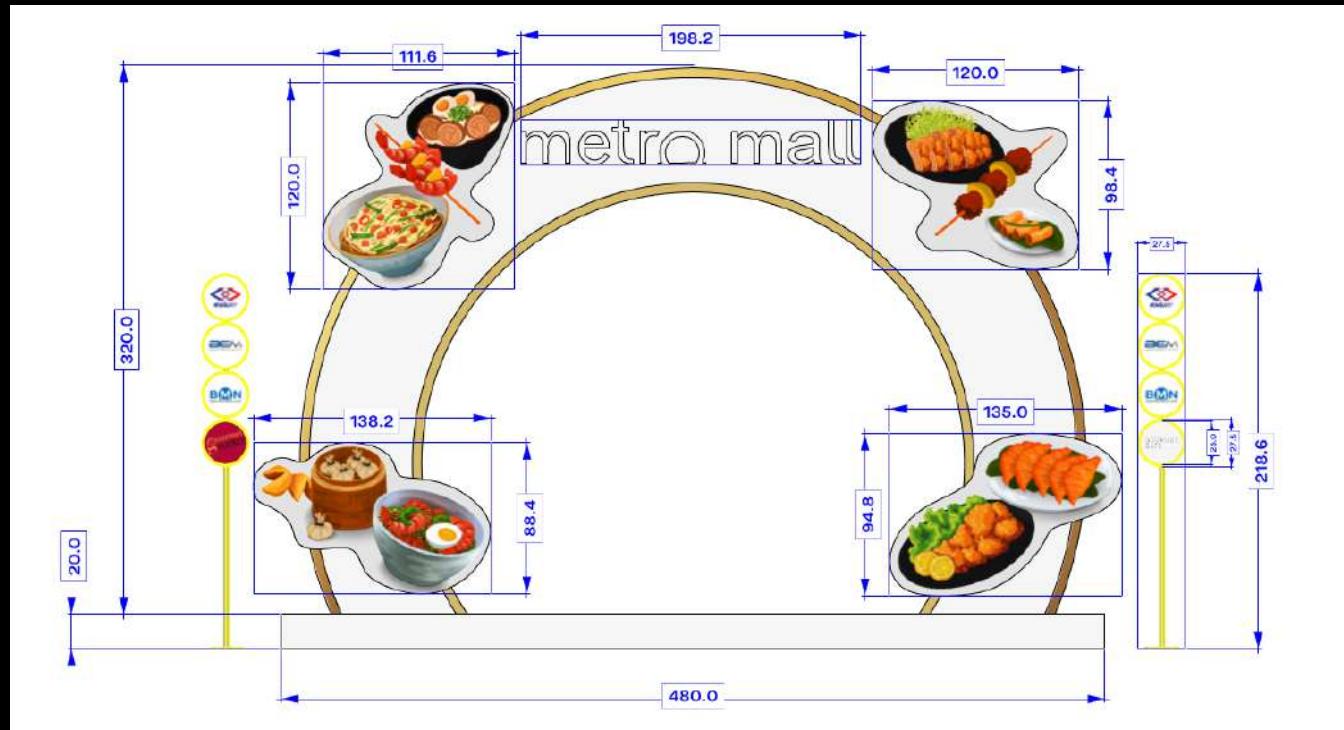




Our team aims to design installation elements that would invite people to take photos and aid in the campaigns publicity.

We designed photobooth backdrop and stage elements that responded to the campaign key visuals.





Throughout the project we worked with electricians to design a light and screen installation elements. We took into consideration the appearance and design of these elements for televised broadcasting of the project.

# A I S   X   B U S C A M P A I G N

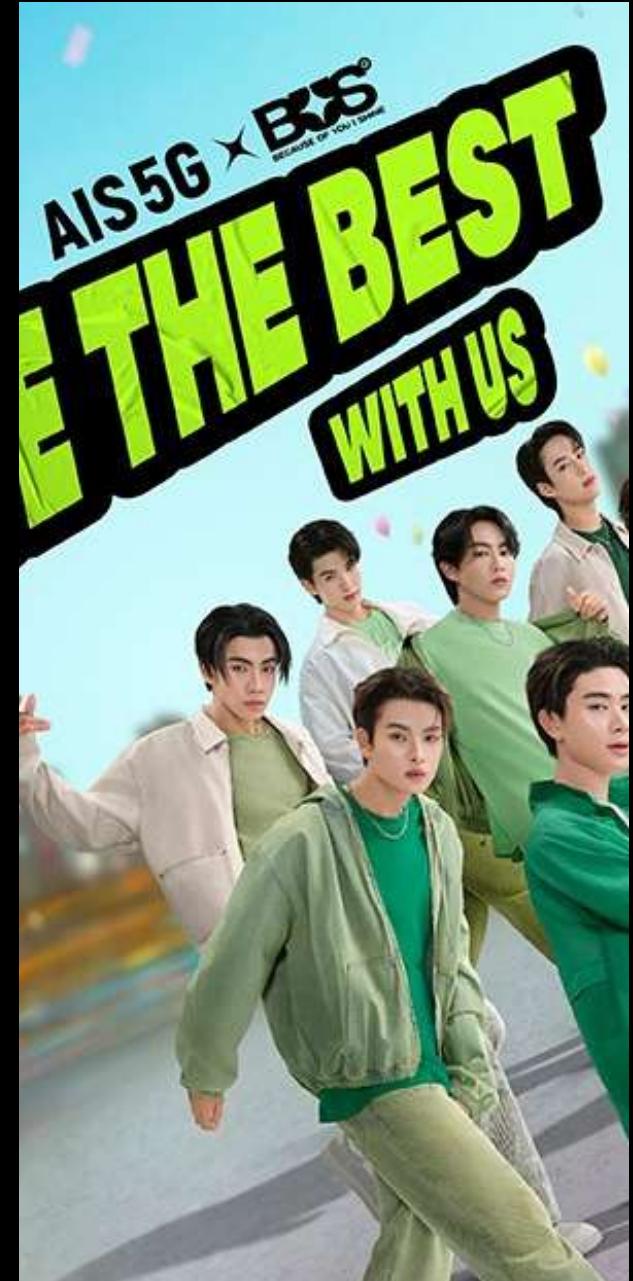
## I N S T A L L A T I O N

R O L E : 3 D   A N D  
G R A P H I C   D E S I G N E R

This project was a freelance project done as a team under ArchiveTeam.

The project is done in collaboration with the AIS broadband company and the Thai boy band BUS. The goal the project is to deisgn pop up fansigning and appreciation event .

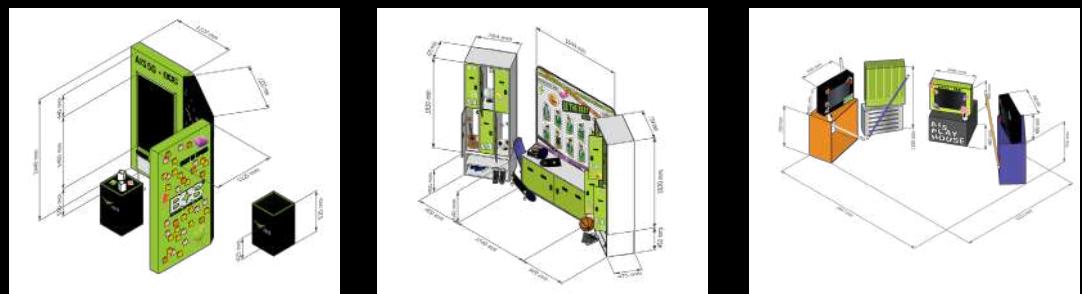
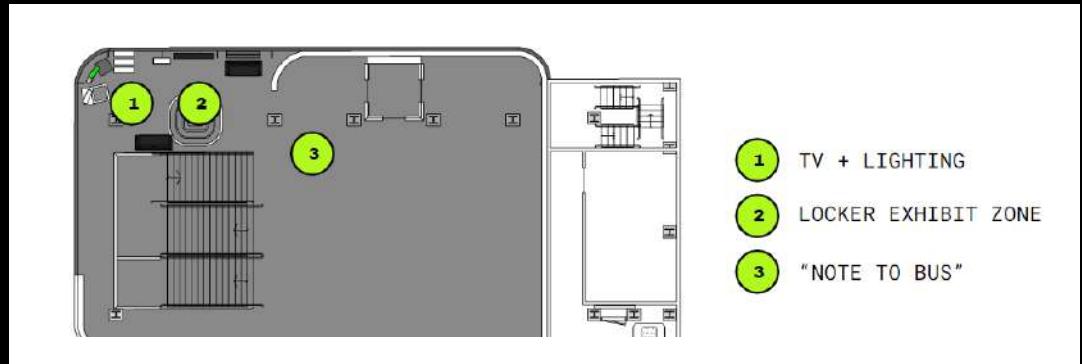
My role was to 3D design the intallation elements alongside the graphics for construction,





The project is held in a limited space, so we had to design modular furniture elements.

The project makes sure to represent all 12 members of the band throughout the space.



The fansigning event space consists of three main zones which are the -

1. TV+ Lighting zone is where we place a retro television and camera for fans to take selfie of themselves in the event and promote it online.
2. Locker exhibition zone is where we designed the a visualrepresentation for the profiles of all the members into 12 lockers.
3. Note to bus zone which is for the fans to leave a physical sticky note and send digital messages to the group and their members.



The project refurbished used furniture with new paint, decor, and wrappings to create a fresh new look for this pop-up event. The graphic design for this event is also based on the campaigns KV by AIS and BUS

# W E L L S C A M P A I G N

## M O T I O N   G R A P H I C

ROLE : CHARACTER  
DESIGNER AND ANIMATOR

This project was a freelance project character design and advertisement for the Wells International School.

My role and brief for the project was to revamp the the old Wells hawk mascot to cater to the elementary school campaign and animate the advertisement which would be shown in public shopping malls.



# WELLS INT. SCHOOL

Wells International School



09

WELLS MASCOT AD

86

WELLS MASCOT AD 02

86

WELLS MASCOT AD 03

56

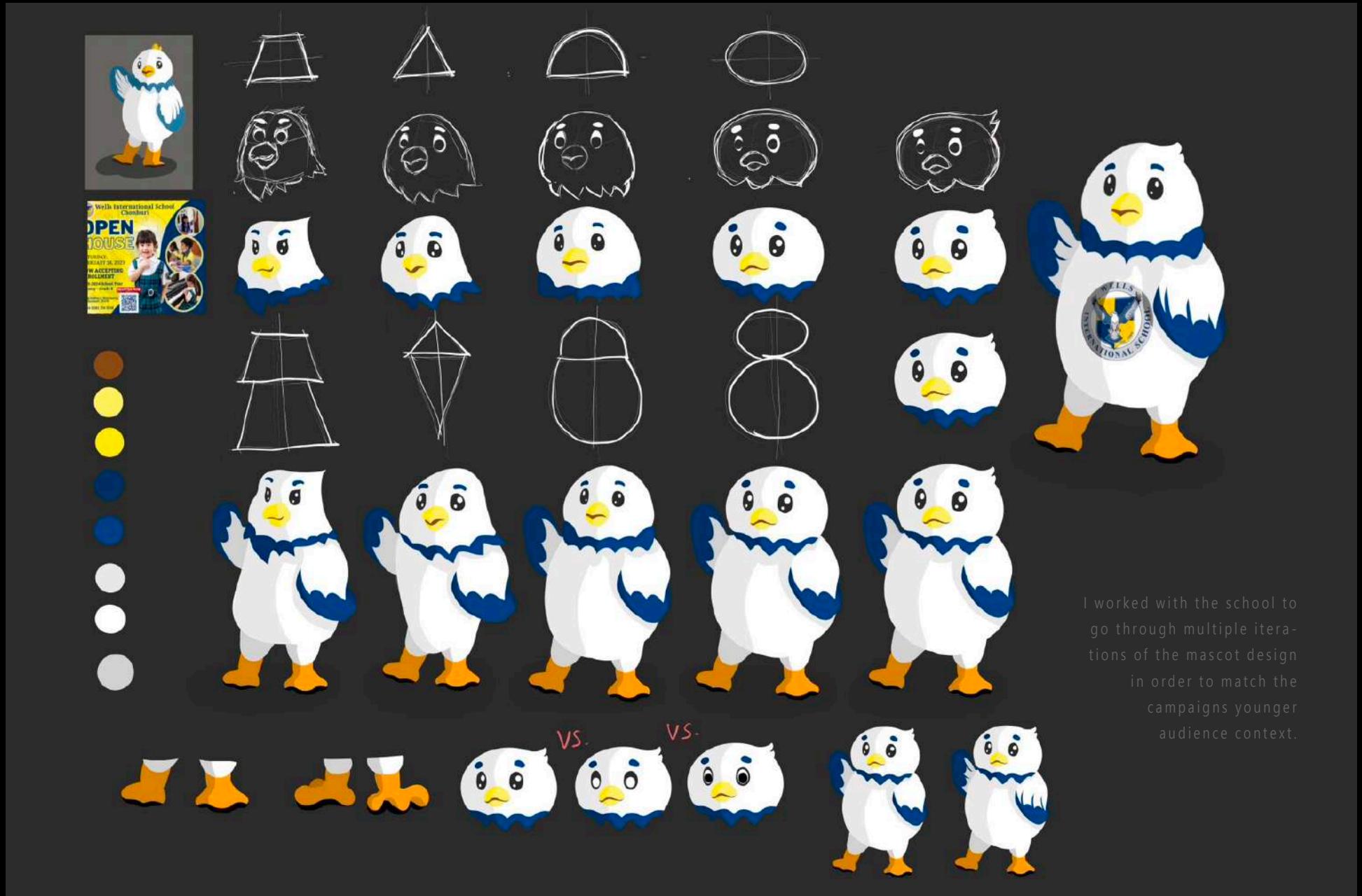


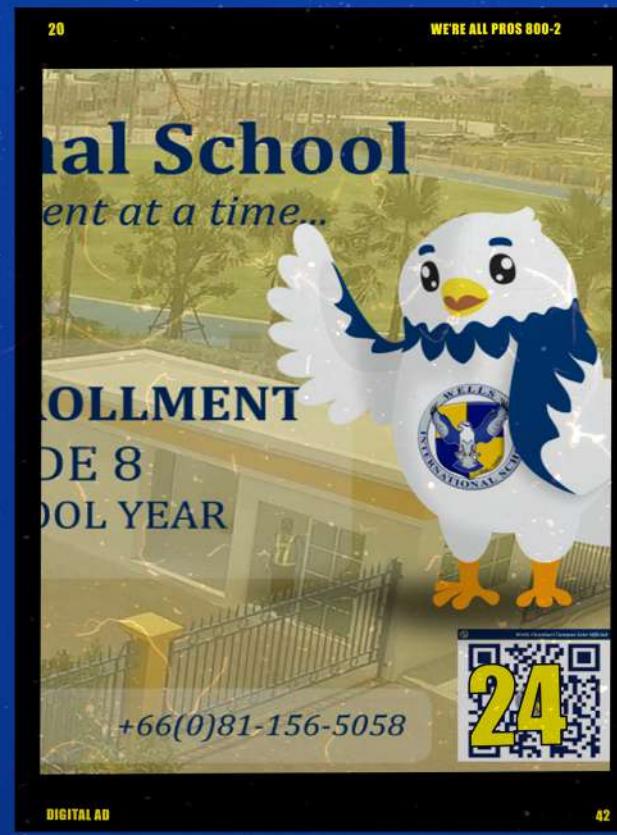
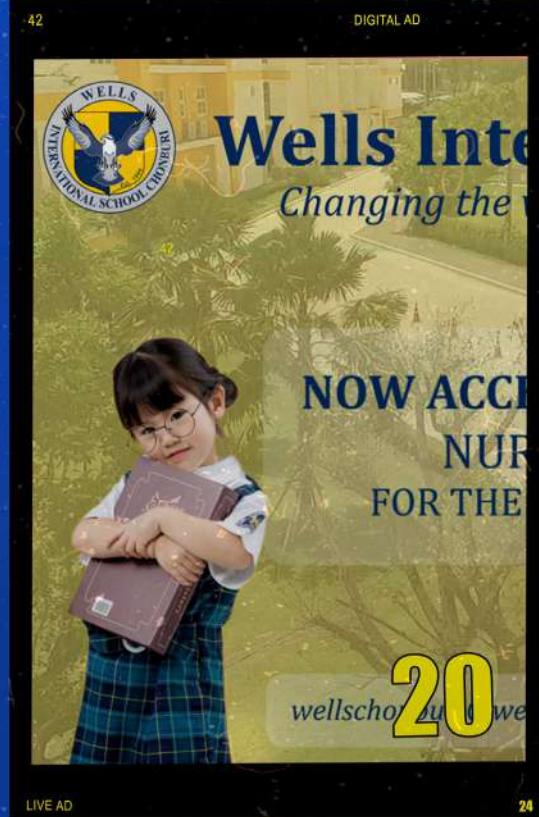
## AD CAMPAIGN

REDESIGNED THE SCHOOL'S HAWK MASCOT TO FIT IN WITH MODERN TIMES AND AESTHETICS. THE ANIMATION AND VIDEO PRODUCTION IS TO BE PROMOTED AROUND THE CENTRAL MALLS OF CHONBURI THAILAND

WELLS MASCOT AD 05

56





# 2D ANIMATION

# ADVERTISEMENT

## SHORTS

THE ANIMATED SHORT IS AIMED FOR DIGITAL ADVERTISEMENT ON SOCIAL MEDIA SUCH AS FACEBOOK, AND ON PHYSICAL PLATFORMS LIKE MALL SCREENS - SPECIFICALLY AT CENTRAL PLAZA MALL CHONBURI THAILAND

# A FIN CAMPAIGN

## MOTION GRAPHIC

ROLE : CHARACTER  
DESIGNER AND ANIMATOR

This project's brief is to design an NFT character and animation for stickers on telegram.

Under the company CRIMSON AND INDIGO, I participated as a team to design the character and animations for an undisclosed client .

My role was to develop the base character design from my teammate and create multiple iterations and animation for stickers to be used on telegram.

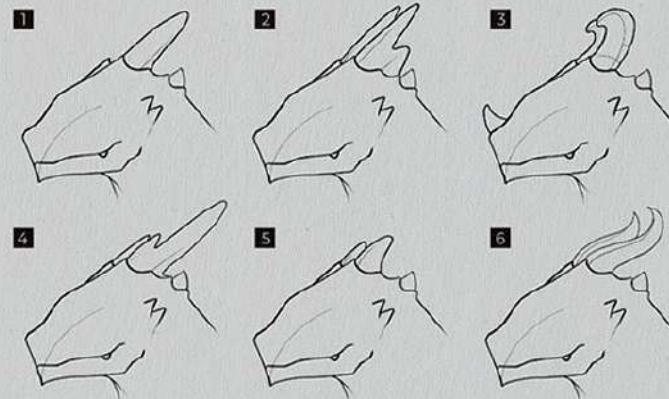
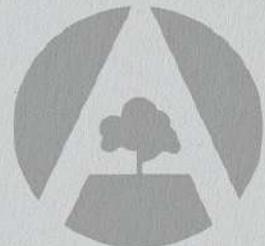


## CHARACTER DESIGN

The features: Head, eye and Horns

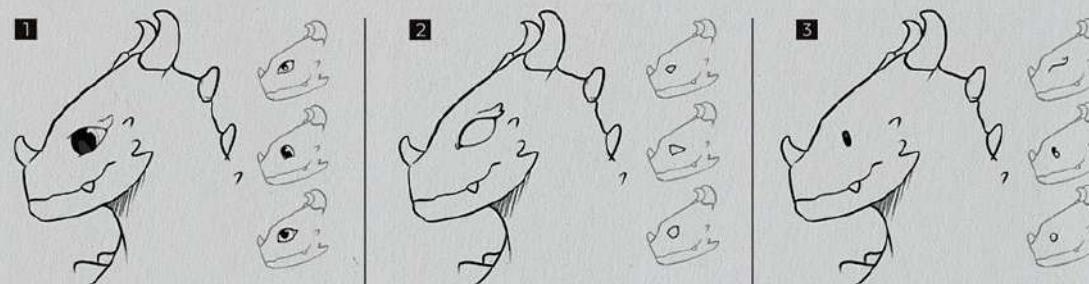
### HORN TYPES

The amount of curvatures, positioning, size and numbers could affect the personality.

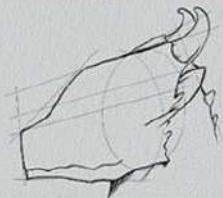


### EYE TYPES

Our eye design varies from human-like, cartoonish to predator eyes.



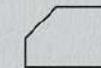
### HEAD TYPES



Trapezium shape represent the mood between friendly, playful and youth



Irregular Pentagon shape symbol a mature, stable personality dragon.



Slanted Rectangle head shape give out more formal and solid feeling.



The character is designed to be an endearing NFT companion for users on Telegram. The dragon and its actions are inspired by the NFT bit coin culture of the intended target audience.



The CRIMSON AND INDIGO team worked together to develop multiple options and iterations of both mascot design and sticker animations for the clients to choose from.

### COLOR OPTION 1

#8C0EOF	#9EB053	#FFFFFF
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Green, light green and white.  
The color symbolize healing, prosperity and harmony. Where this resembles an emergence of a new beginning.

### COLOR OPTION 2

#55AA47	#FDE06B	#FFFFFF
---------	---------	---------

Red, gold and white  
color mimicked from Afin logo. Meanwhile, the color itself also represent the Chinese symbolic of nobility, wisdom and prosperity.

### COLOR OPTION 3

#55AA47	#FDE06B	#FFFFFF
---------	---------	---------

Dark blue, gray and white  
The color give the feeling of calmness or serenity, the darkness of blue can also give power, authority and importance.

A cartoon illustration featuring three stylized dragons. From left to right: a green dragon with a yellow belly, a red dragon with a yellow belly, and a dark blue/black dragon. They are all standing upright and facing towards the viewer.

## CHARACTER

### Origins and Story

Our approach to Afin's mascot design combines western and eastern dragons extracting its friendliness yet fierce image. The stylized mascot applies a sense of "cuteness" to the dragon, minimizing the edges, making it approachable for all age groups. The juvenile dragon implies a sense of goodwill, stability and growth. As the symbol of wealth, the dragon brings prosperity to those associated with it.



In addition to the character art and animation, I also worked on providing the final product to the client which includes simplifying the animations and converting them into a format usable on telegram.

# L G B T Q + C A M P A I G N

## I L L U S T R A T I O N

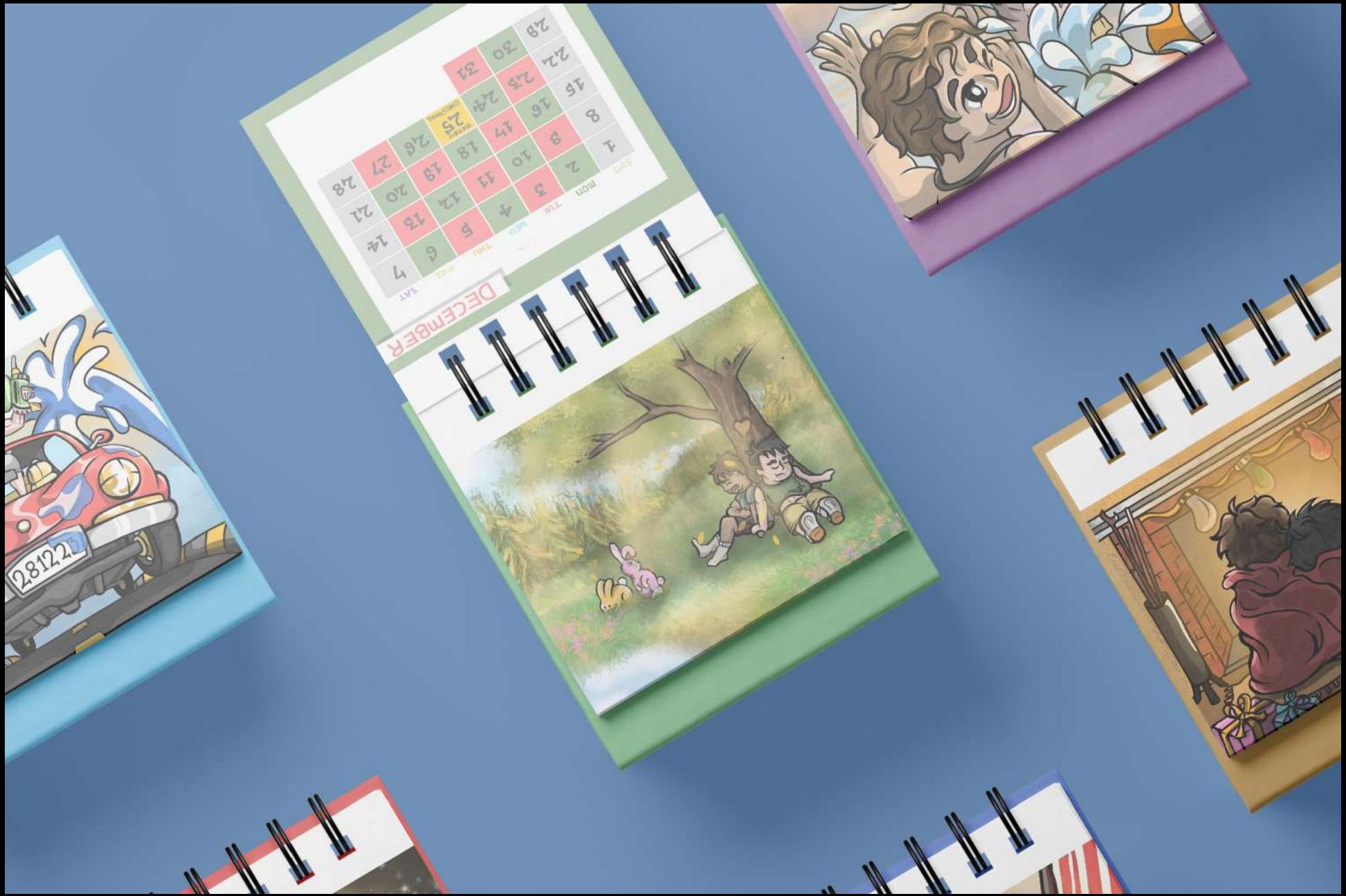
ROLE : ART  
ILLUSTRATION

This project was a freelance illustration project for the pride parade held in Bangkok as well as to commemorate an undisclosed clients anniversary with their partner.

My brief for the project was to understand the clients' relationship and history in order to illustrate a calendar that reminisces the feelings held for one another regardless of gender of sexuality.

The project delves into the clients' background throughout the years and compiles it into a calender that pays homage to their lifestyles and culture



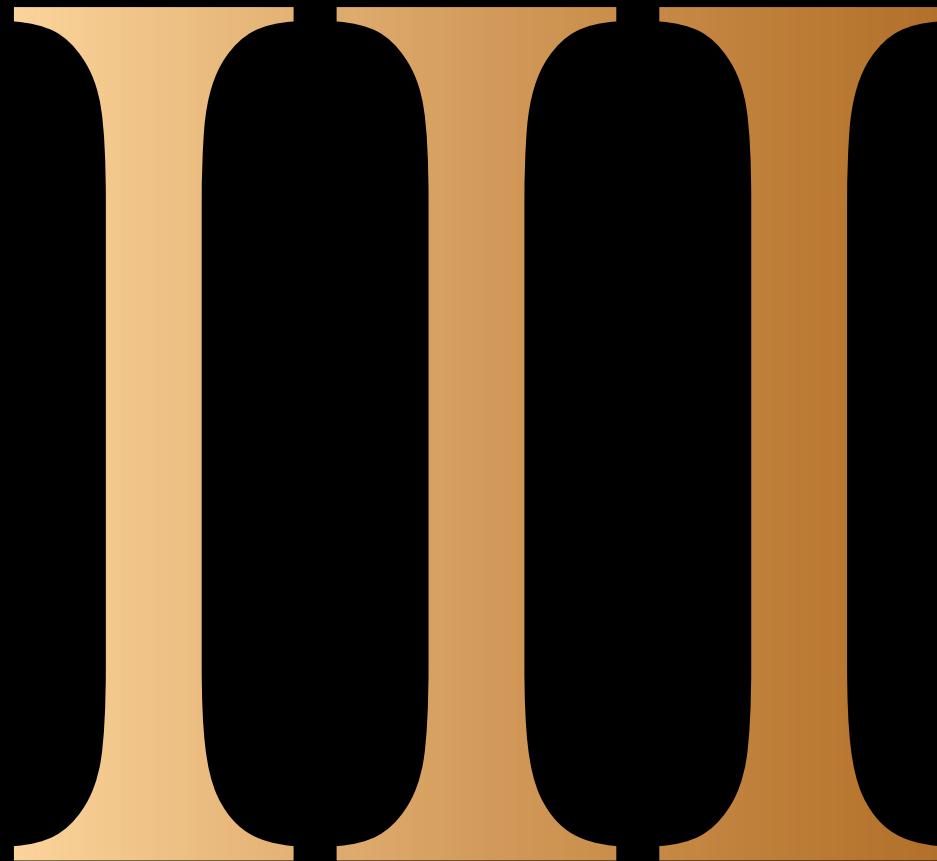




As the clients are from two different backgrounds of Thailand and Malaysia, the project uses the theme of major holidays between these two cultures and illustrates the couple in those events.



Early in the clients relationship, they would fly to spend time with one another during these major holidays throughout the years and maintain a longdistance relationship - which these illustrations try to depict.



## C O N C E P T U A L D E S I G N

The project in this section aims to raise discussion on the present and future of existing designs.

The intent is to excavate and assess a design's historical relations to people and spaces in order to construct a critique by a narrative projection of its future implications.



# F R A C T U R E D M O N U M E N T S

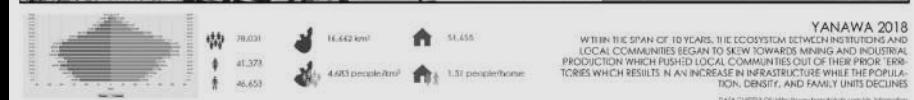
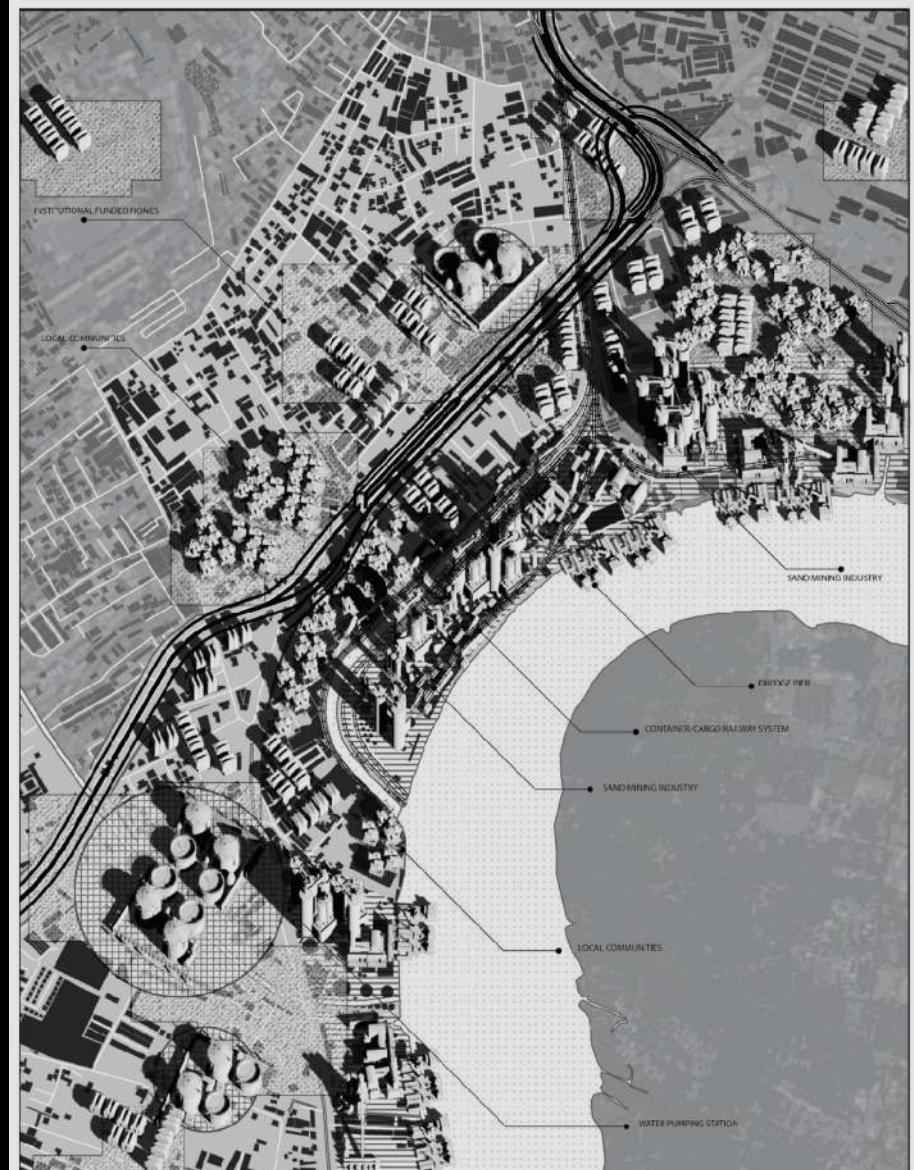
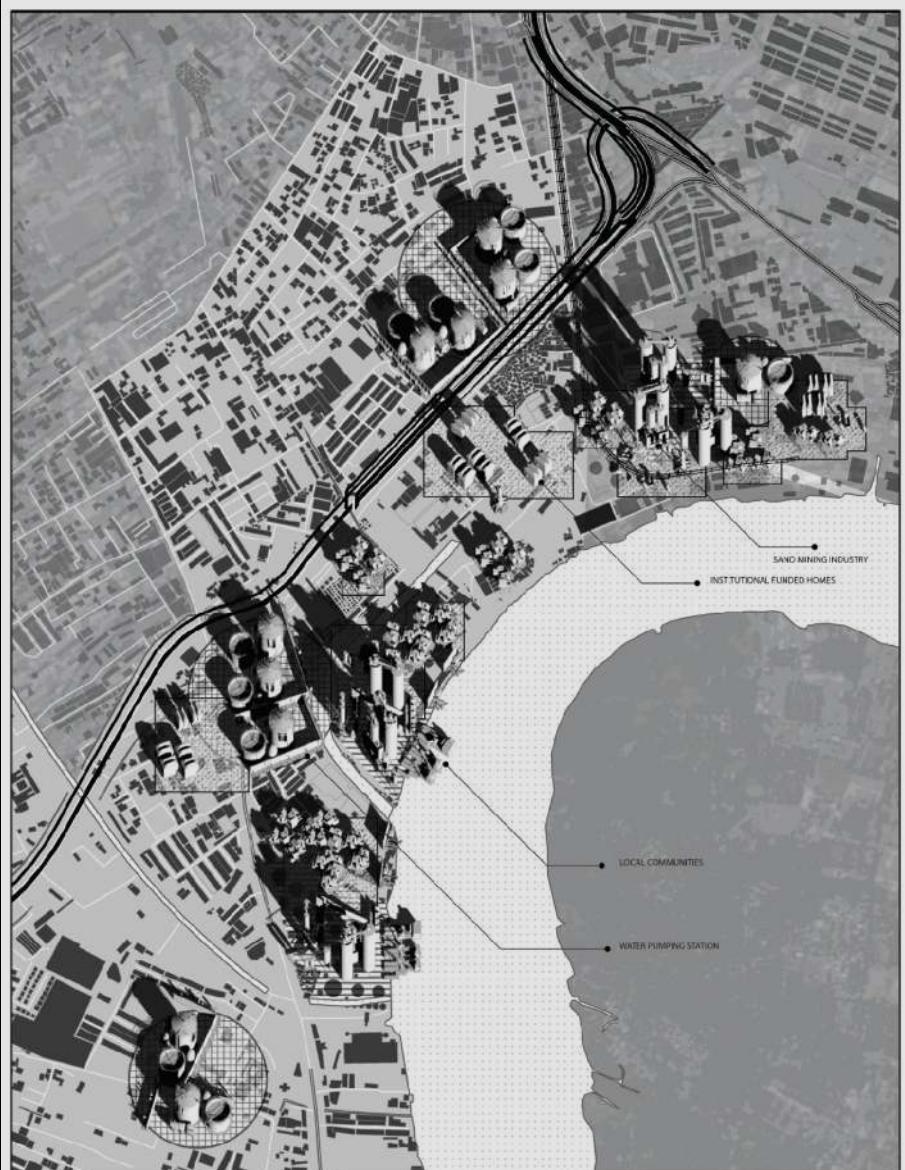
## U R B A N   N A R R A T I V E

R O L E : D E S I G N   P R O J E C T  
O W N E R

What lies at the conclusion of an architecture's life may not truly be obsolescence, but rather a reconstruction of monumentality.

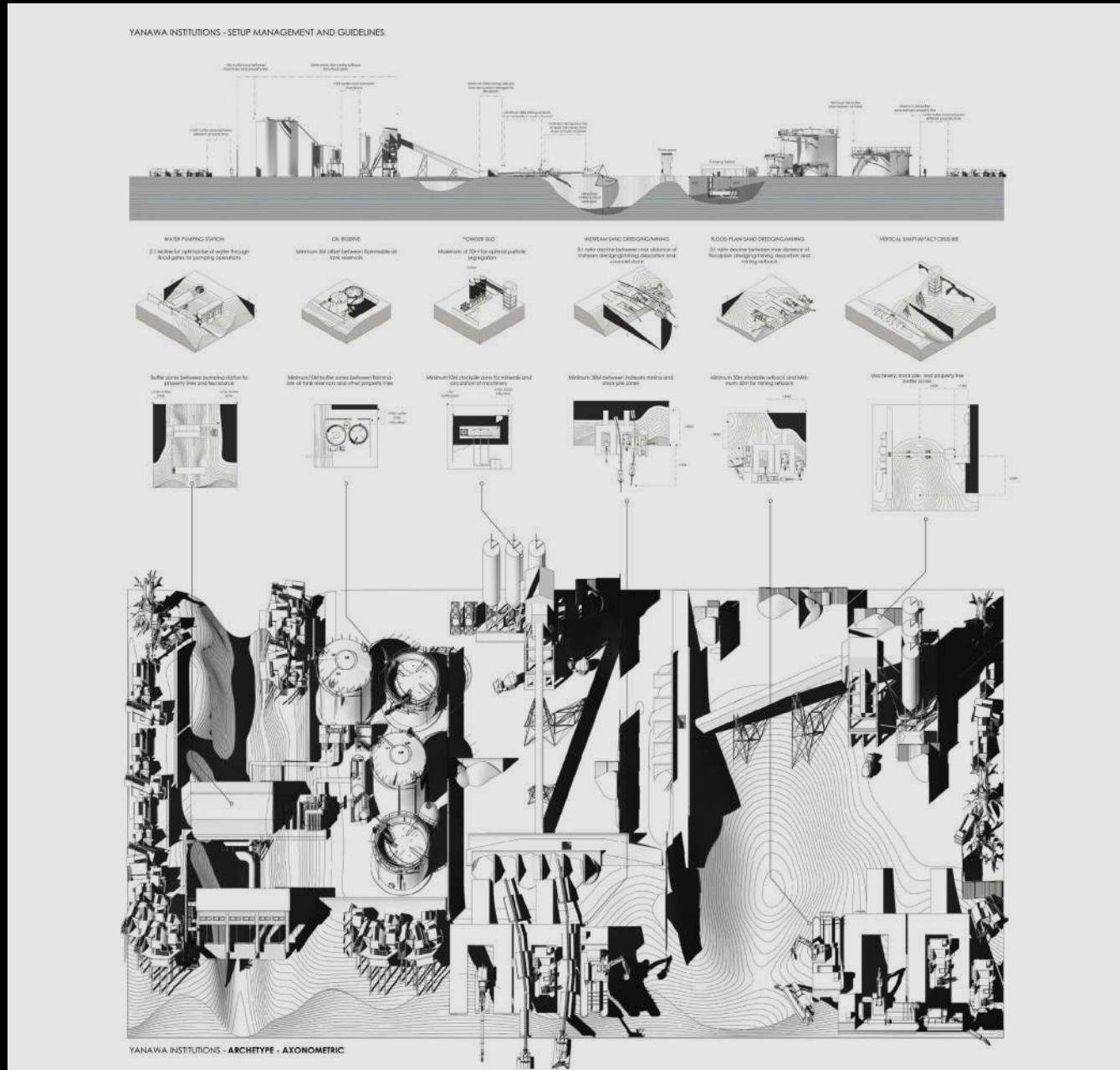
Exploration along the Yannawa riverside uncovers the monumental constructions of industrial birth, prosperity, and demise; alongside the ignorance it bears on the people and environments around it.

Mining technologies along the Yannawa riverside has further fragmented the land and prompt an ecological entanglement between resources, production, and waste.

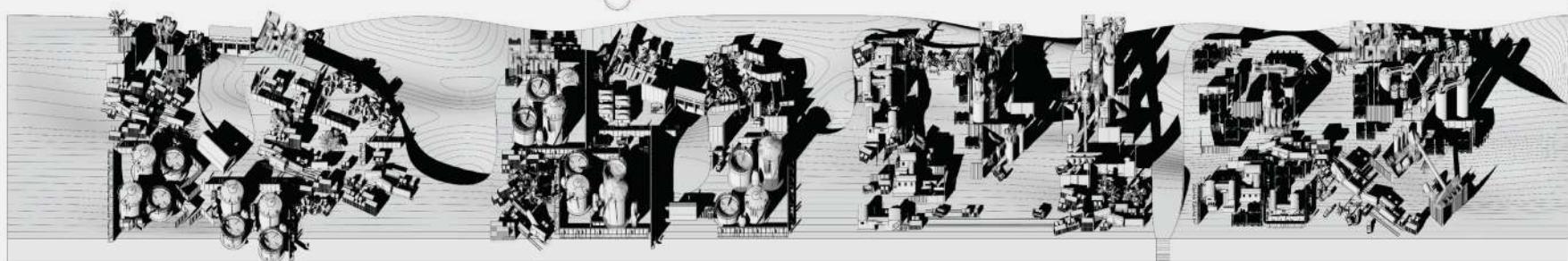
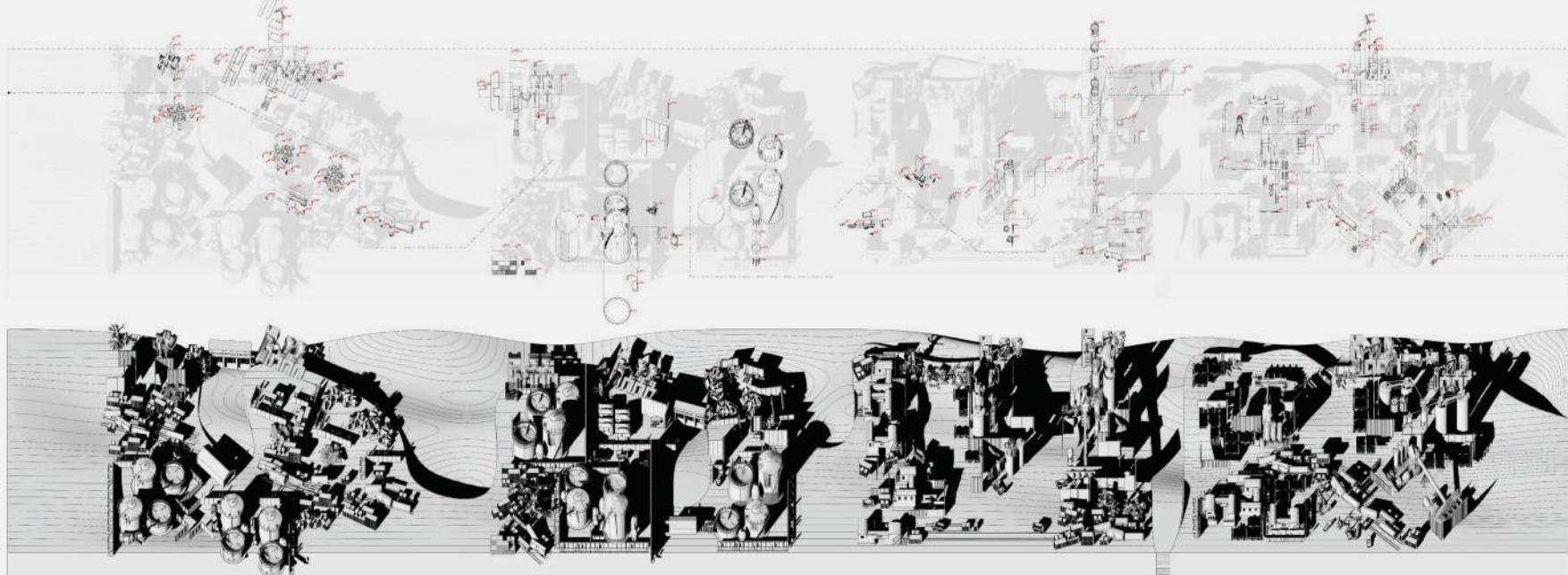


The various built typologies of architectural modules along Yannawa industrial landscape serve distinct purposes to the mining industries.

Through the decay of time these spaces transform into isolated pockets of memory throughout the land - a self-made shrine to the legacies and functions of the land.



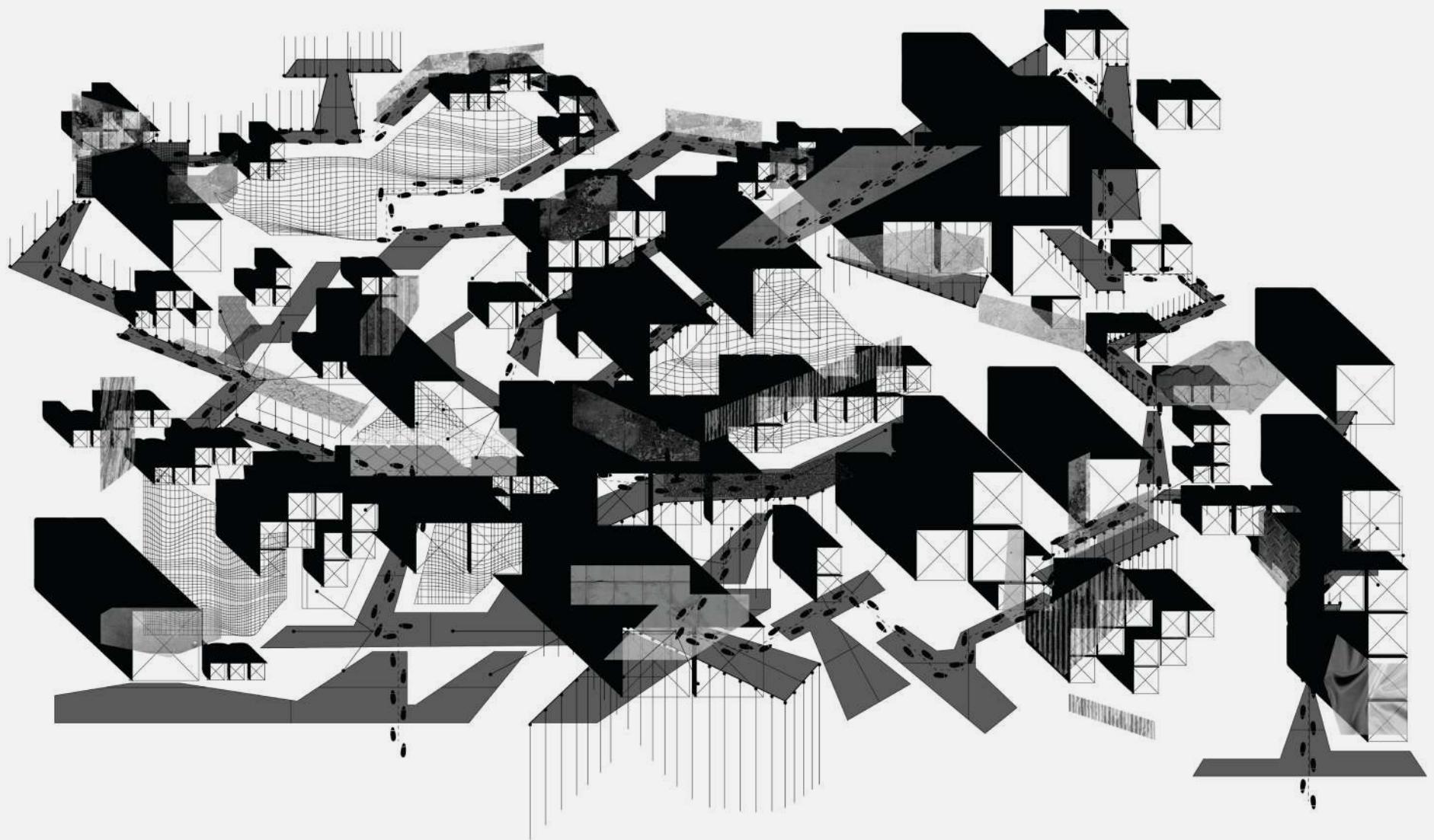
RUINED MOMENTS ACROSS YANNAWA MINING INDUSTRIES

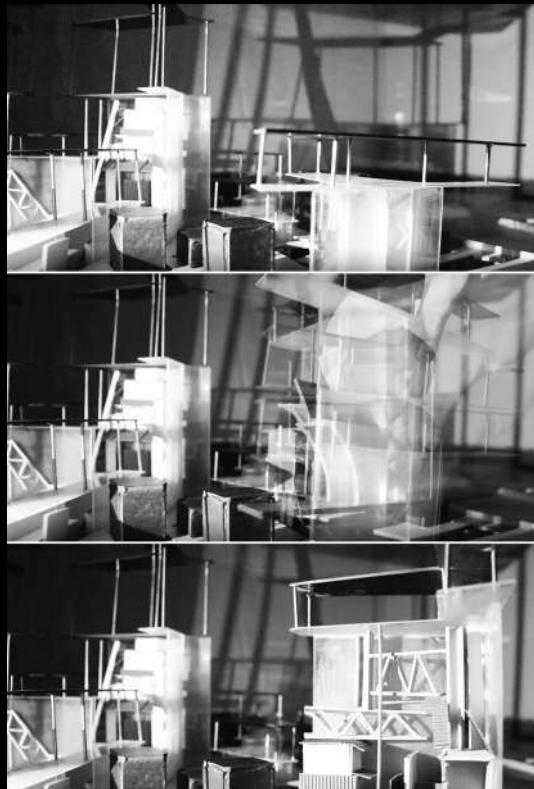


To be forgotten is an expectation for such ruins; however, its legacy remains and becomes shrouded in mystery with the decay of time.

The mystery born of architectural obsolescence will soon become the catalyst to a perceived notion of monumentality through the eyes of a new emerging humanity fated to wander onto the forgotten territories.

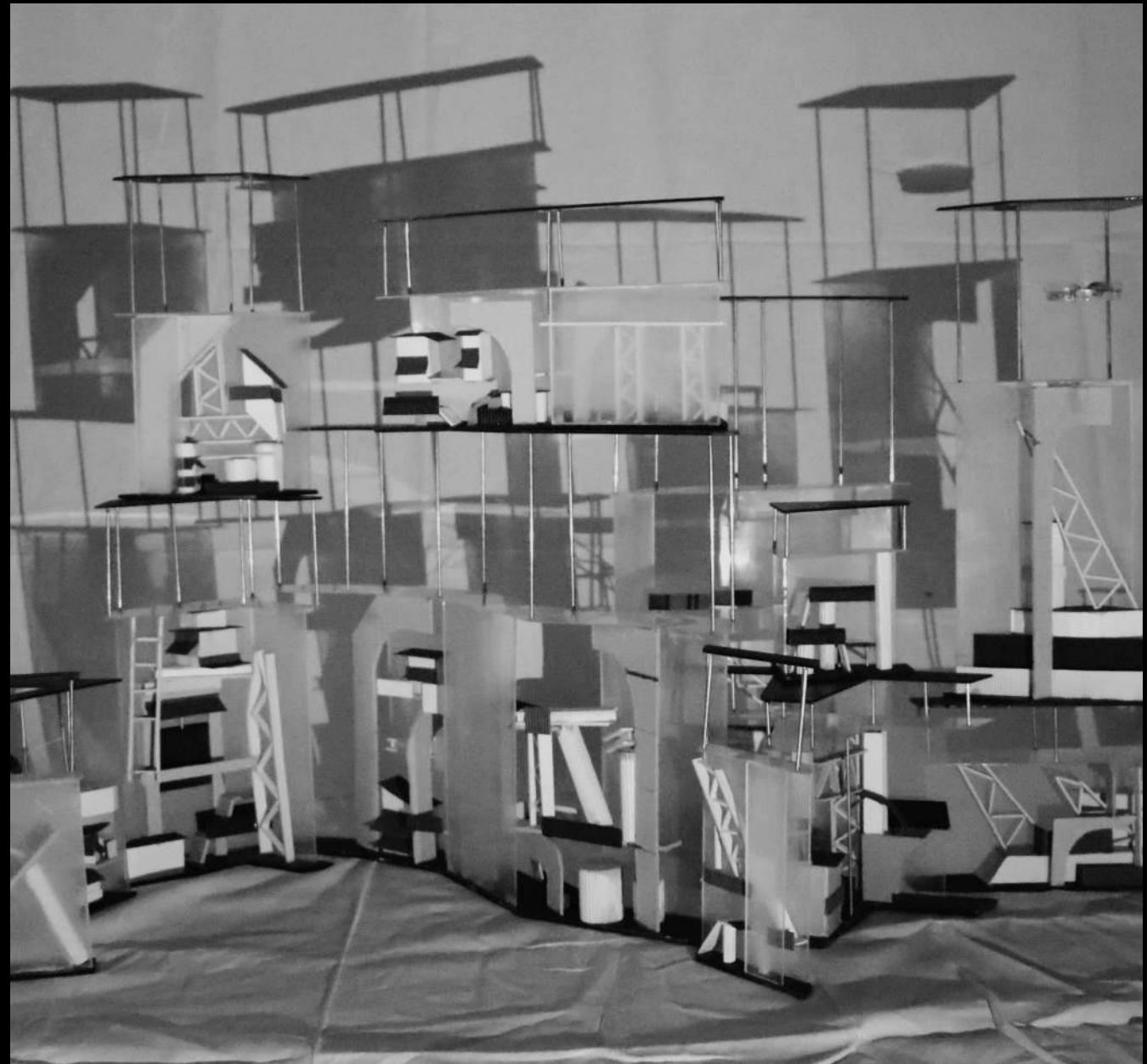






The typologies of industrial spaces and machines distributed throughout the lost landscapes form a ruined archipelago.

Each fragmented space is divided into a hierarchy of monumentality based on material composition and physical attributes relative to the influence of decay from the surrounding environments.



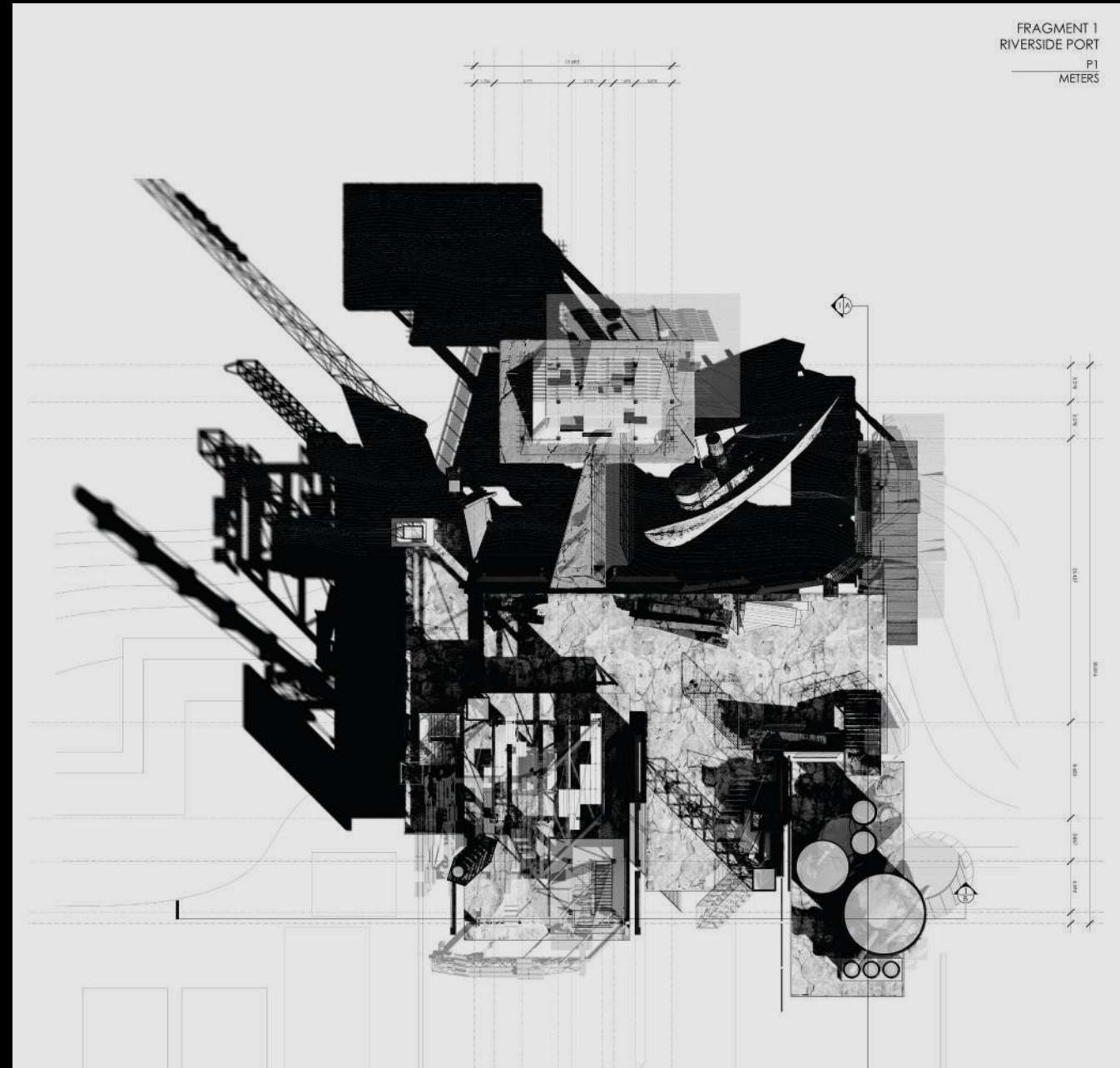
HIERARCHICAL DECONSTRUCTION OF MONUMENTAL FRAGMENTS - MODEL MAKING



The effects of decay and mystery on the evolution of these ruined fragments allow the new age of humanity who lack historical context to reconstruct a new perception of these obsolete spaces into their own vision of monumentality.

This narrative reconstruction of discarded spaces into glorified monuments along the Yannawa river raises a critique on the hypocrisy of modern design and construction. Where the painted perception of what is built eclipses its true context to the land, people, and ecologies - their pasts, present, and futures.

The project represents the irony of monuments that leads to ruins, and the ruins that conceive monuments.



# C Y B E R   S K O I

## L A B S

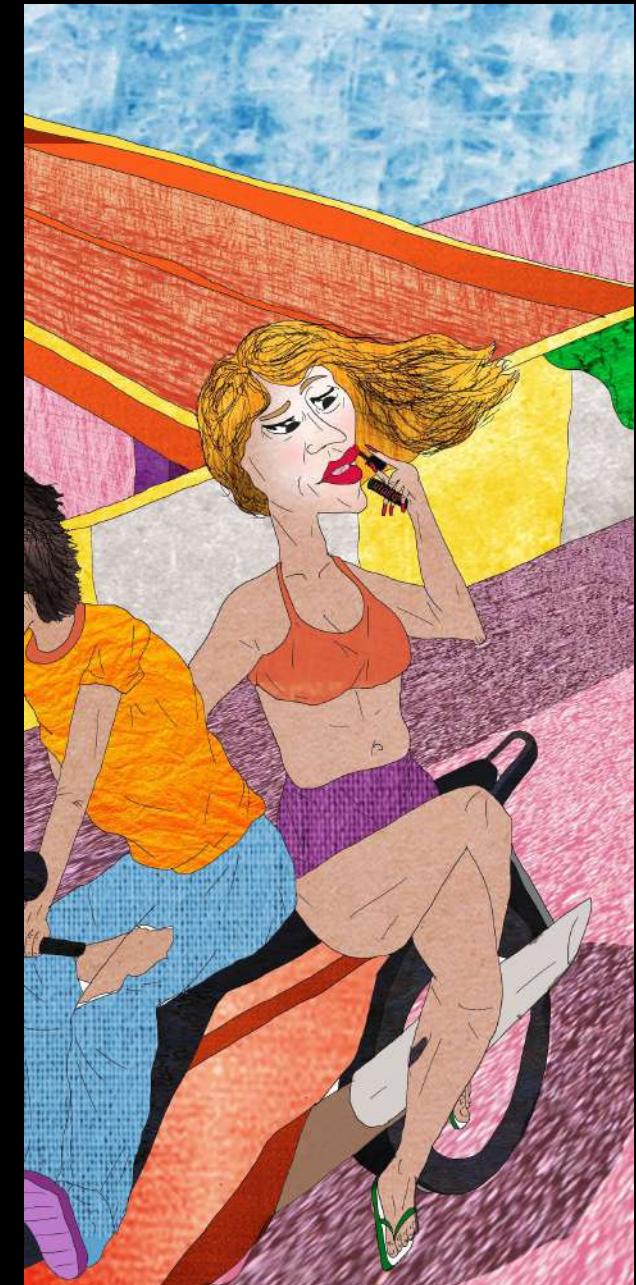
### S O C I A L N A R R A T I V E

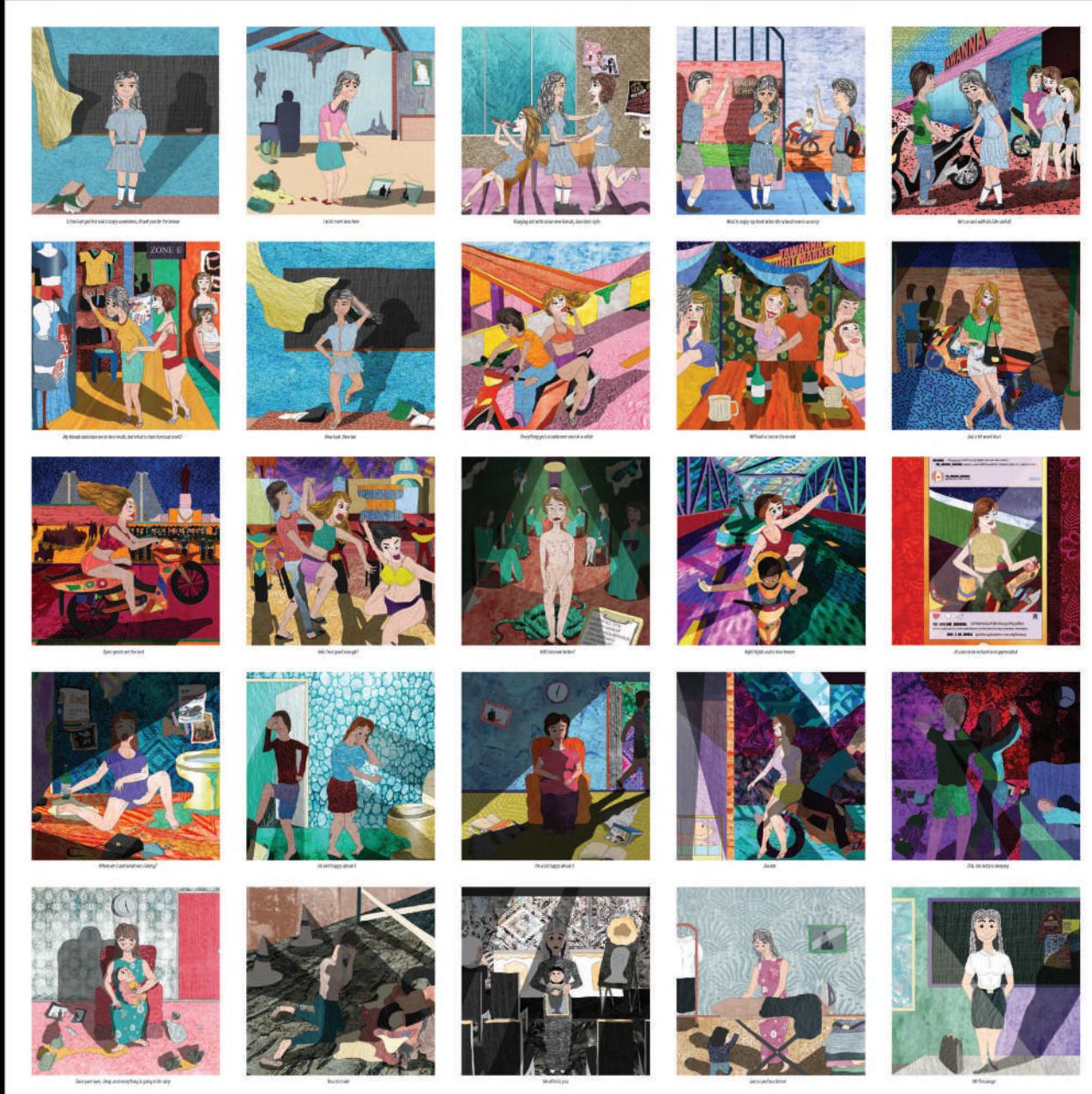
R O L E : D E S I G N   P R O J E C T  
O W N E R

This project investigates the Waan and Skoi biker subculture of Bangkok teenagers and designs an urban artifacts based on these subcultural contexts.

The project follows a female lead as they fall into the pressures of the subculture and designs human - urban artifacts in the life of this character.

Cyber Skoi aims to explore the relationship the female individual has with this peculiar subculture and the environmental and urban outcomes linked to their lifestyle choices.





"This is the story of my friend chabakaew, you can call her chaba for short."

"For the longest time that I've known her, she was involved with a few people here and there; mostly getting herself involved with the infamous Waan and Skoi subculture of Bangkok."

"During those highschool years she was changing. She began with saying things like how she hated the beautiful outlooks on life."

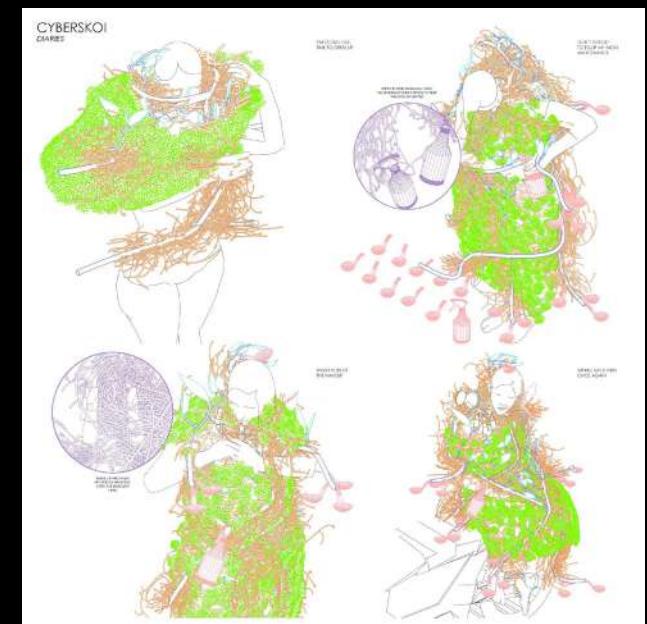
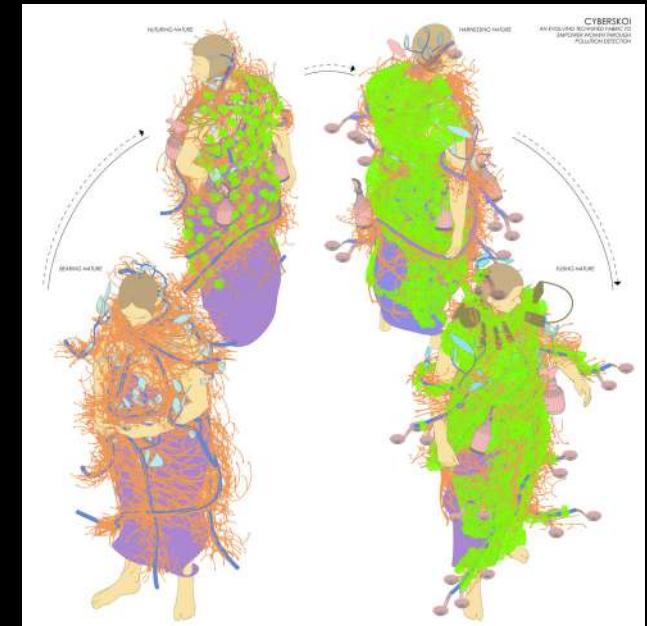
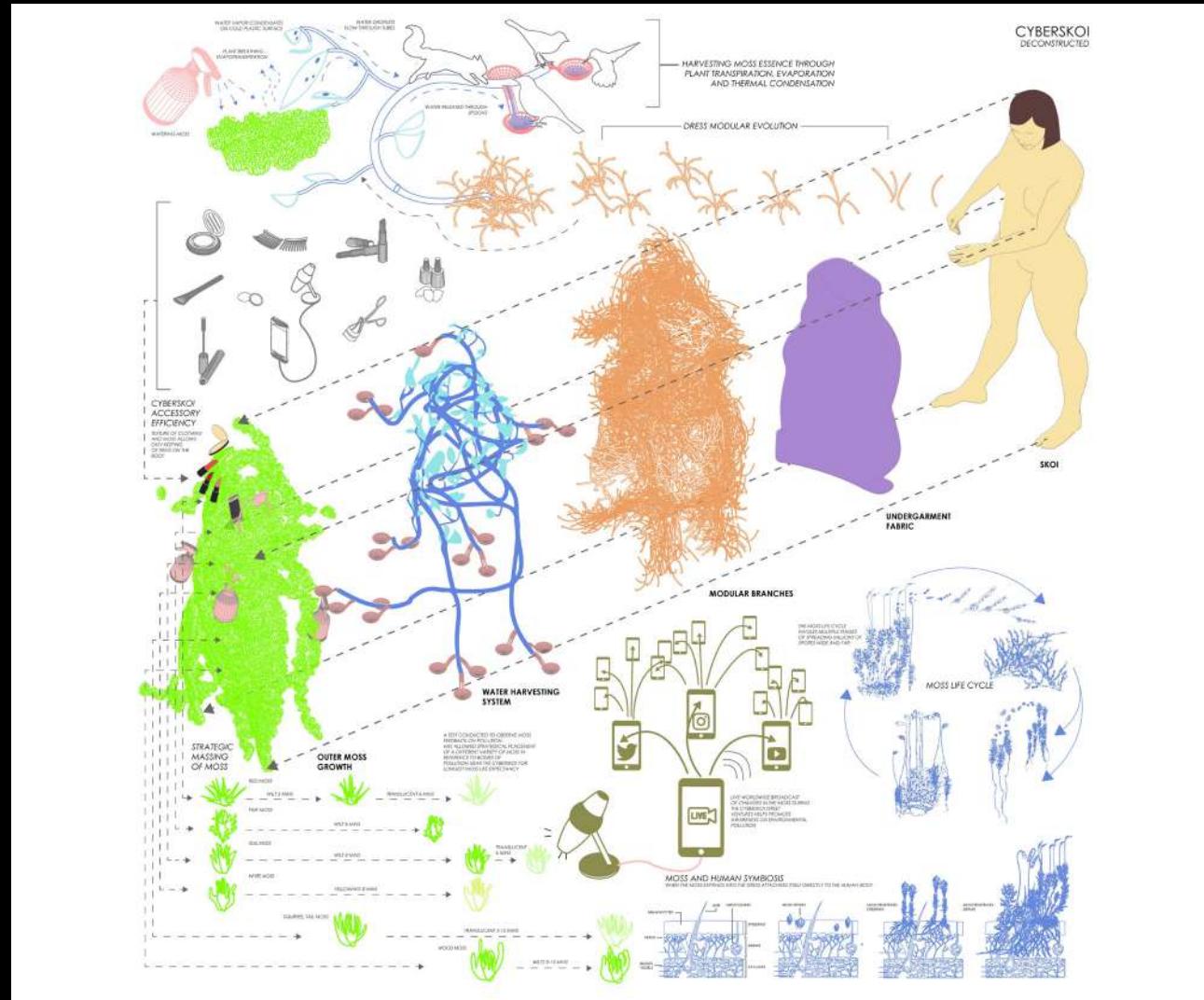
"She went from prim and proper girl from the countryside, to wanting copy her fellow females in the subculture with caked makeup, risque clothes, and botched plastic surgeries."

"We started to drift apart. She would skip school to go on joyrides with her boyfriend. Doing drugs day and night as she attended dangerous motorcycle racing events in the late night public streets."

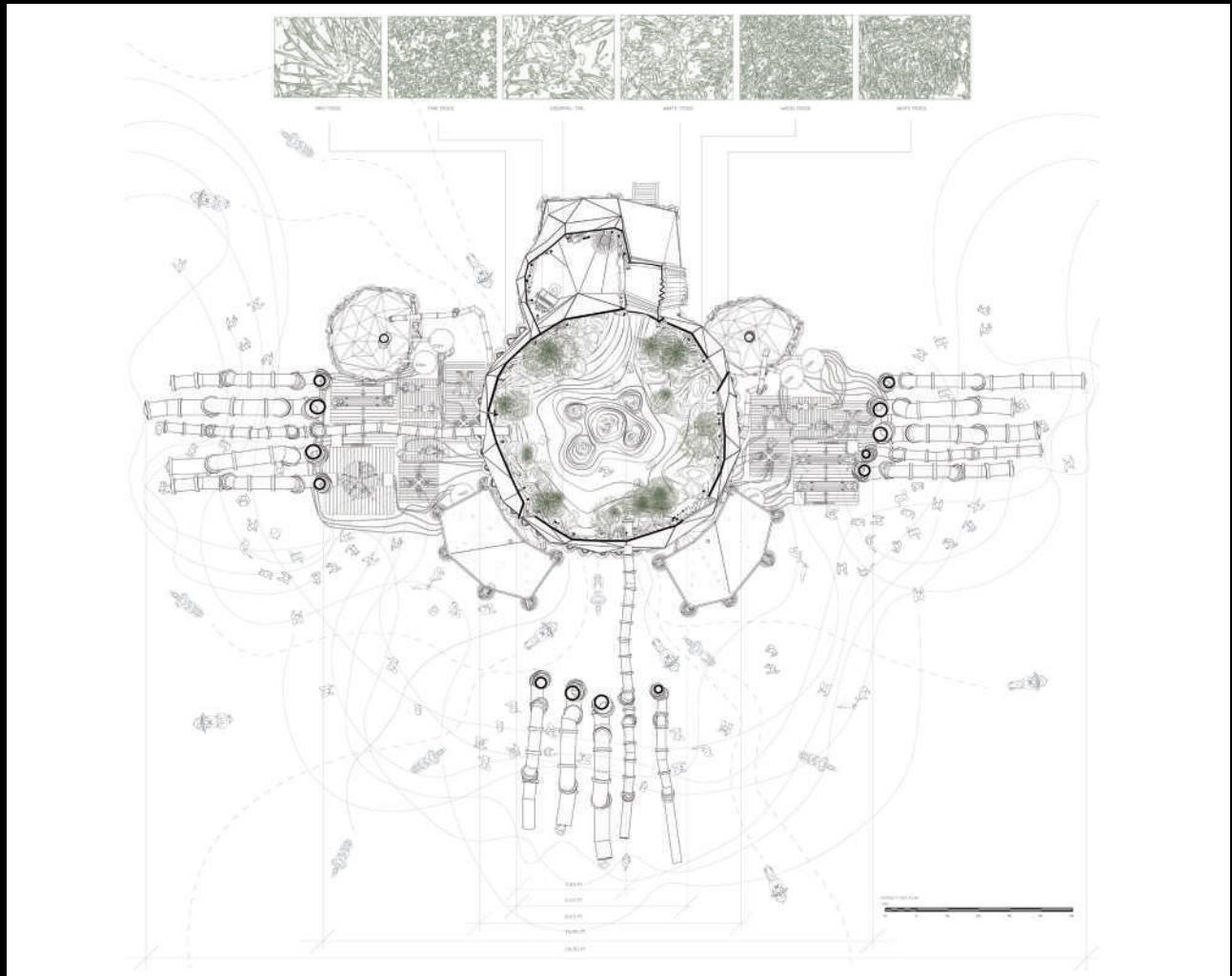
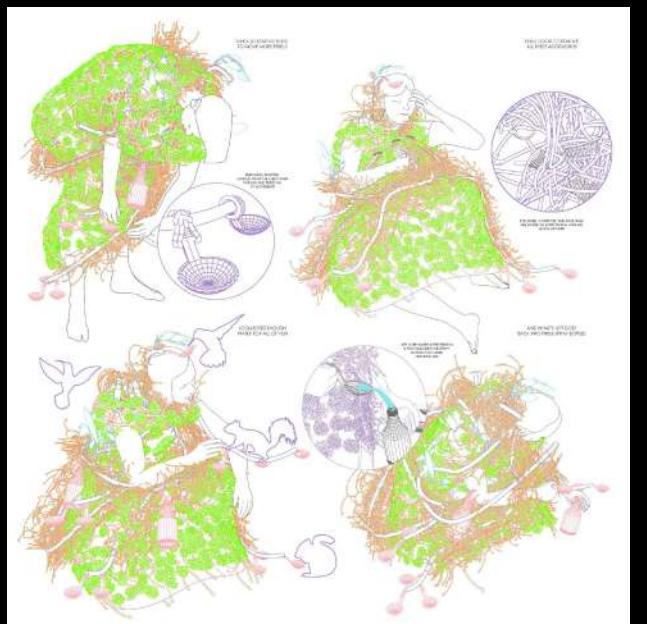
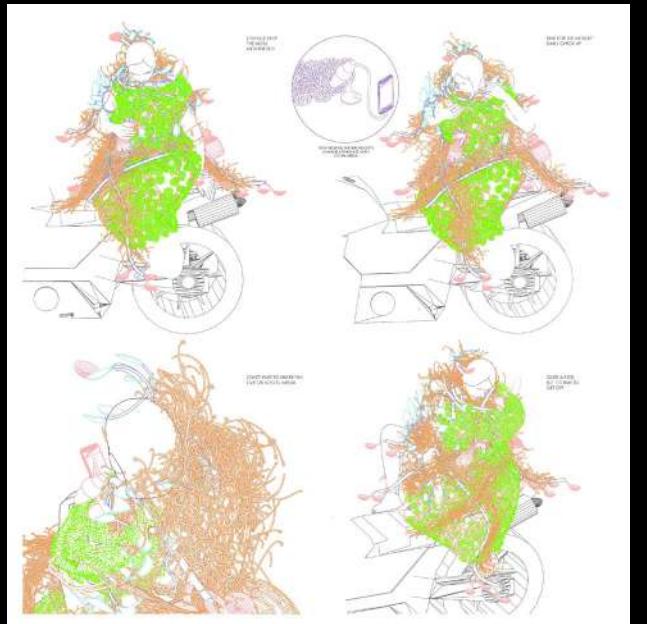
"The silver lining was that Chaba grew out of the subculture by early adulthood; however, she was left with a child and no father to be found."

"Chaba started to go back to education. She changed for the better, but she talked about how she wished her experiences in the subculture never happens to any other girl."

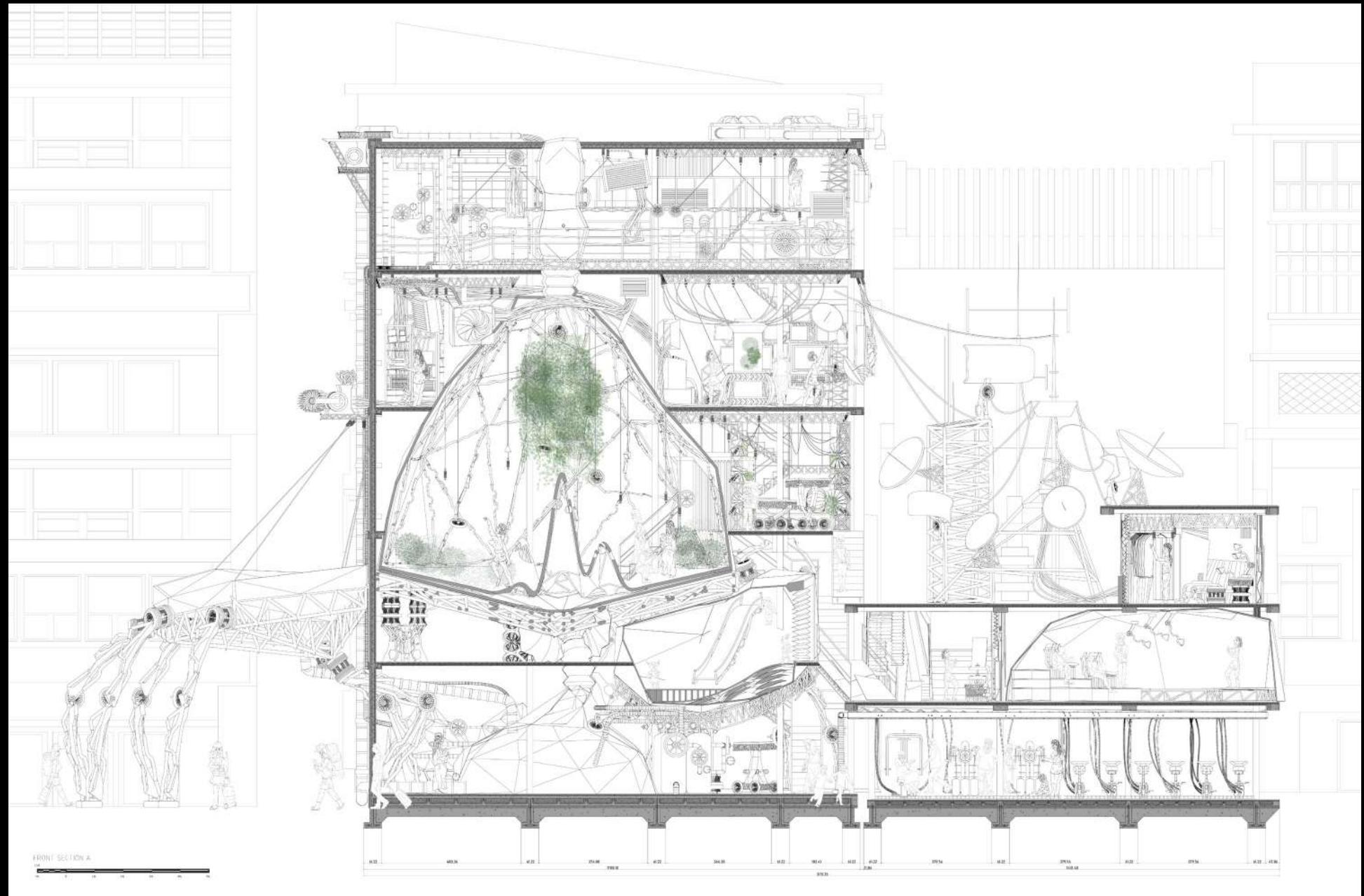
"The pain she felt with the power imbalance of the male dominant hierarchy in the subculture is a scar left on her which she will never forget."

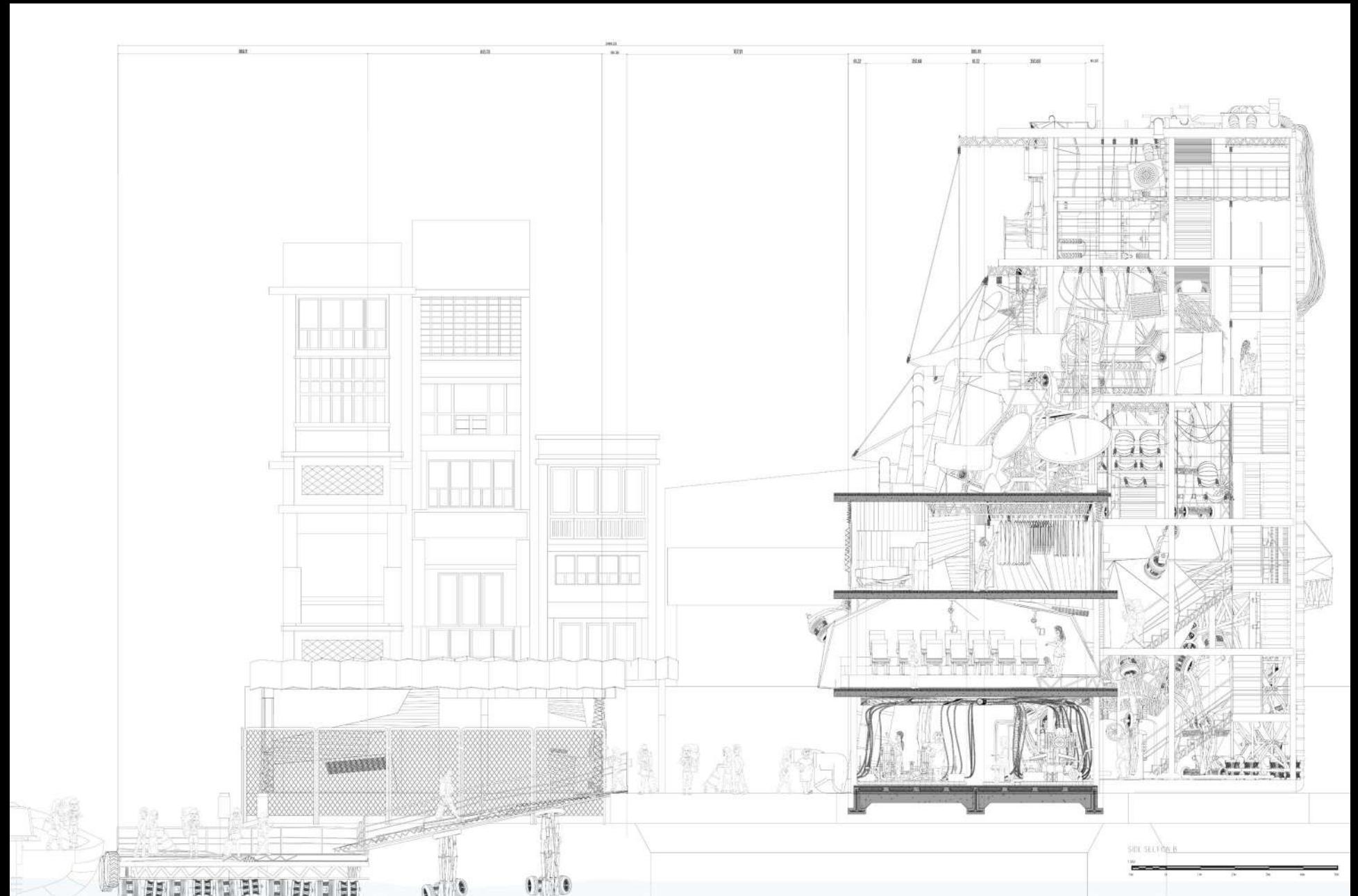


By understanding the females power within the subculture, the project developed a human-scale artifact as a means to empower the females and their passive roles as they travel the urban streets through urban horticulture. The artifact is a moss dress that grows as the wearer travels the damp, humid, and CO<sub>2</sub> rich streets of Bangkok - an ideal growing condition for this species of plants.



The aim of this dress is to eventually grow moss and transplant it onto an urban garden which is designed as a safe haven for the females within this subculture. This moss haven uses the dress grown moss to control the ecological environment within the crudely design spaces. These crude infrastructures are urban spatial pockets designed from the discarded parts of motorcycles found in the subculture. The spaces act as a secret escape for the females trapped within the subculture. It is a place were the females could remove their dresses and be a part of something bigger rather than just a trophy for the males in the subculture to parade around.





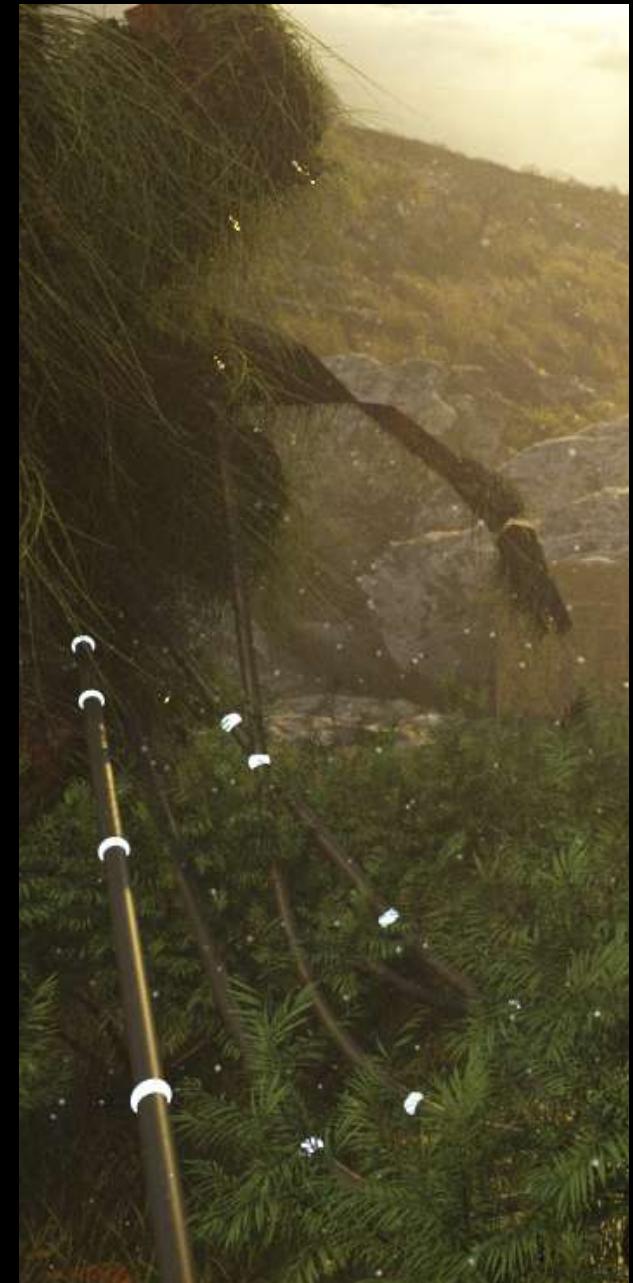
# NATURA EX MACHINA

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## CULTURAL NARRATIVE

ROLE : DESIGN PROJECT  
OWNER

Natura Ex Machin is a project that investigates Korat rural landscape through the lens of silk farming and proposes a future speculation of a post anthropocene landscape.





The future sees Korat rural landscape as an experimental ground embodying the societal obsession of AI machines as a means to replace, optimize, and separate the functions of the relationship between humans and nature - in order to revive the currently exploited natural resources.

The rural landscape has been reconstructed to support a future for cyber farming in the silk industry where humans no longer interact intimately and are secluded from natural resources, instead, AI machines have taken on that role due to their objective decision making and quantifiable delicateness.

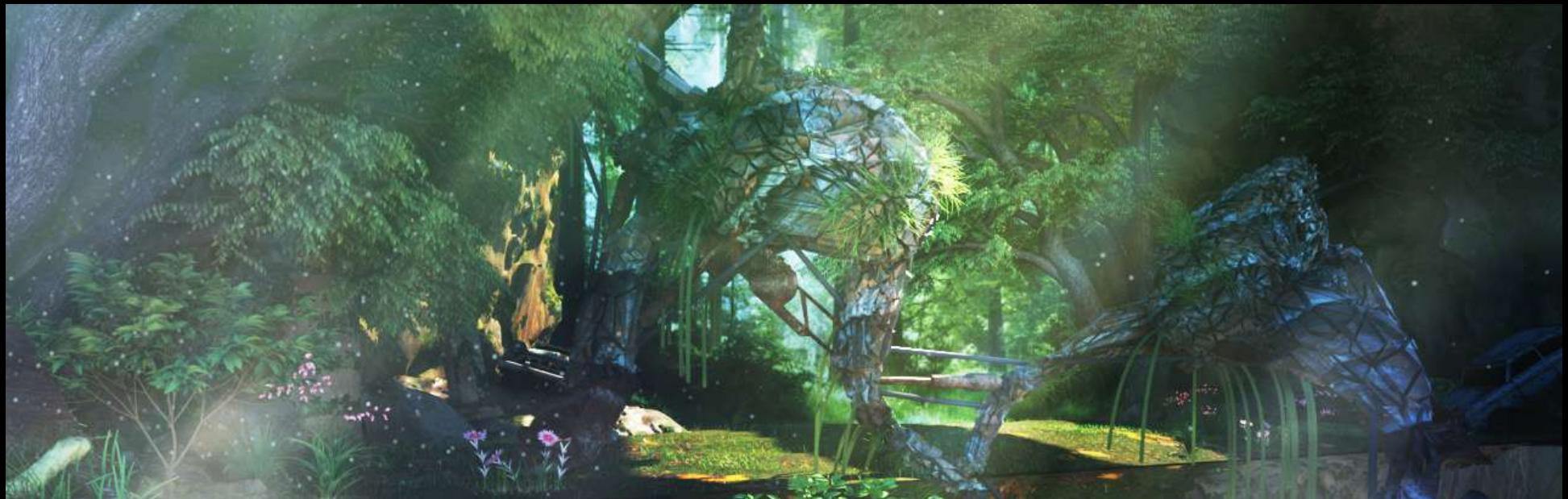
. As the machines replace the roles of humans in the natural landscapes, over time nature as we know it will be transformed and reshaped to the scale of the machine.



*"Algorithms that built a world -  
lost to the quantum seas"*

Intelligence shifts between the mechanic and biological bodies, morphing the current meta of the natural landscapes. If we were to ever reconnect with nature in this future world, we could only face it with fear.

The machines that society created and the biology that created society have come together - leaving us behind to create an unknown entity to man. A mysterious entity, yet familiar. An unknown resemblance, yet uncanny. The natural landscape no longer welcomes our arrival as it returns the favor for the role humanity has forsaken.





In the far future projected from current trends, no longer does god lie in humanity's hand of creation.

The spirit of creation entangled with the ecological world has channeled itself through the symbiotic mechanic phantoms of humanity.

Born from industrial greed and succumbing to programmed order, where does the machine conclude in humanity's evolutionary plotline - a binary existence of 1s and 0s rests beyond the shades of humanity.

*"A binary journey across the landscapes of infinity"*







