Project Title: The Reawakening

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Course: Design 1

Studio Brief Title: MASH-UP

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Full Project Narrative/Text Description

This project is located in Songwat, an area with a rich history and evolving street scenes. Once impacted by fires due to its densely packed buildings, Songwat's name—meaning "Drawing by the King"—refers to King Rama V's decision to develop it as a water-based trade hub. The area's architecture features three-story buildings adorned with floral motifs, Corinthian columns, and Western-influenced graffiti art. The local art scene, known as "Invasion" (บุกจุก), initially sparked controversy but ultimately revitalized the area, attracting younger generations while preserving the traditional architectural style. The design aims to provide opportunities for self-expression in this limited art area.

The concept is based on the idea "don't judge a book by its cover." Inspired by three objects—a toy oven, a computer toy, and a torch—the design explores how their outward appearances differ from their unexpected interiors when cut apart. The final building design reflects this idea, being shorter than its neighbors, with a facade using traditional materials like gates, wooden windows, and wall patterns, allowing it to blend in while sparking curiosity.

The interior consists of three rooms exploring transformation and interaction. The first room features scattered metal patterns inspired by gates, inviting engagement. The second room includes window fragments covered with fabric for visitors to paint, with scaffolding allowing views of both the artwork and the original structure. The third room features wall patterns extended to chairs, encouraging creative expression. Finally, the backyard garden integrates with the surrounding greenery, and the building's balcony offers a full view of the street, reconnecting visitors with the original perspective of the space.