CHAOSK
MULTI AUTHOR HYBRID

Sirawas "Asia" Tanatatsupaset , Pichnicha "Bew" Sangkaew , Teerathorn "Buzz" Tangsakul , Saridipat "Dome" Arunaditya, Sarach "Japan" Vatanatraiphob , Krit Ahunai , Thanyathorn "Pann" Chaiyutto , Paphada "Primmy" Koolhiran , Pannicha "Punch" Yampraipirom , Nalinda "Um" Mackaman

DESCRIPTION

"Multi-Author Hybrid" is a collaborative architectural experiment that mirrors a musical jam session. Instead of instruments, participants design buildings interactively, engaging in a spontaneous and continuous process over several days. The approach reimagines architectural learning as a playful game, turning the need for rest into an opportunity for creative exploration. The resulting model exemplifies the dynamic interplay of individual goals and collaborative synergy.

The project brought together ten student authors, each tasked with designing small commercial buildings that organically overlap to form a cohesive mixed-use mid-rise structure. Located at the intersection of Charoen Krung and Songwat Roads in Talat Noi, the project reflects the lively and interconnected spirit of its urban context. Participants were restricted to designing one part of a building at a time, encouraging a focus on immediate, short-term goals. This limitation fostered adaptability and inspired frequent collaboration with neighboring designers, resulting in an intricate network of interconnected structures.

At the heart of the process was a balance between individuality and cooperation. While each author pursued their own design vision, the overlapping nature of the buildings required negotiation and creative problem-solving. Oscillating between virtual design tools and physical modeling, participants demonstrated their ability to tackle a wide array of unfamiliar architectural challenges.

The final model is both a product and a demonstration—a testament to the potential of interactive and improvisational design processes. It showcases how individual contributions can harmonize to create something greater than the sum of its parts. By framing architectural creation as a game, "Multi-Author Hybrid" highlights the power of collaboration and play in addressing complex design challenges, offering a fresh perspective on the intersection of learning, creativity, and teamwork.

EXHIBITION DAY #1

EXHIBITION DAY #2

EXHIBITION DAY #3

INTERIOR #1

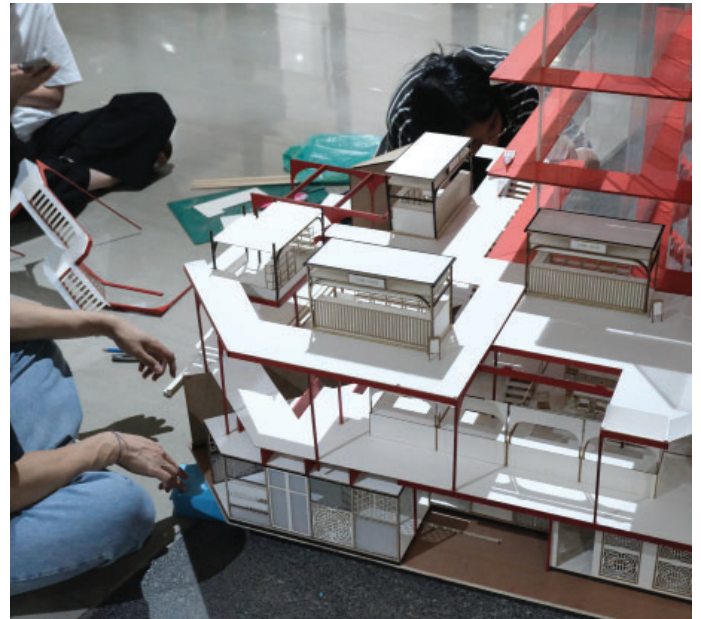INTERIOR #2

INTERIOR #3

PROCESS #1

PROCESS #2

PROCESS #3

PROCESS #4

PROCESS

The project, titled Multi-Author Hybrid, was a collaborative effort by 10 group members to design a mixed-use hybrid building that combined architectural styles from various authors, merging diverse ideas and aesthetics into a cohesive design. Initially, we focused on physical methods, manually attaching elements by elements to construct the design. However, challenges arose as site context preparation took longer than anticipated, delaying the construction process. To adapt, we shifted to working in 3D, which kickstarted progress but introduced unrealistic precision, complicating the transition back to the physical model and causing overlaps. The designs also encountered obstacles due to intersections with neighboring authors, which some authors avoid while some adjust. After completing the design, structural systems were added to ensure support and stability. Despite the setbacks, we finished the physical ahead of the deadline, leaving room for final touches. These included structural refinements and ornamental details. At last, we achieved a harmonious blend of functionality and artistic expression while reflecting the spirit of collaboration and innovation central to the concept.