

HOME AWAY FROM HOME

Home Away from Home, envisions a space that not only allows individuals to escape from their everyday routines but also provides a sense of comfort—like being in a familiar, welcoming place, much like home—while on vacation. My concept of domesticity is defined as the feeling of being at home while away from home, where you can relax, be yourself, and do whatever you wish behind the doors of the space you occupy, especially after a long day of exploration or relaxation.



HOME away from HOME

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The “Home Away from Home” project reimagines the Winton Guesthouse, designed by Frank Gehry, to create spaces that embody the feeling of comfort and personal escape, like a vacation home that adapts to different life stages. The design focuses on two key domestic activities: togetherness and individual escape.

The loft is transformed into a “treehouse-like” retreat for children, offering a playful, colorful space that encourages exploration and relaxation. Rainbow-colored windows and soft, flexible materials create an inviting, dynamic environment where children can play, rest, and unwind. The adjustable walls and pull-out beds maximize space for play while fostering a sense of freedom and comfort.

In contrast, the basement is designed as a “(Wo)Man Cave” for teenagers, offering a private sanctuary for reflection and self-discovery. Inspired by Gehry’s deconstructivist style, the space is fragmented with reflective mirrored surfaces that symbolize the tension between societal expectations and self-identity. Cozy textures and seating encourage relaxation and introspection, providing a space for teenagers to escape and reconnect with themselves away from external pressures.

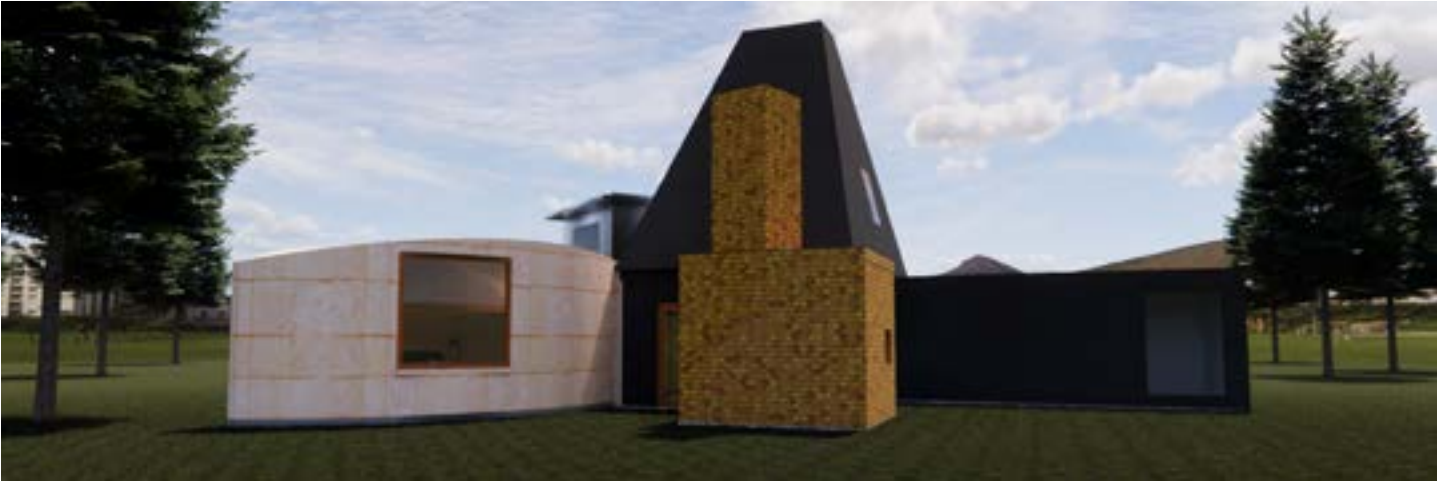
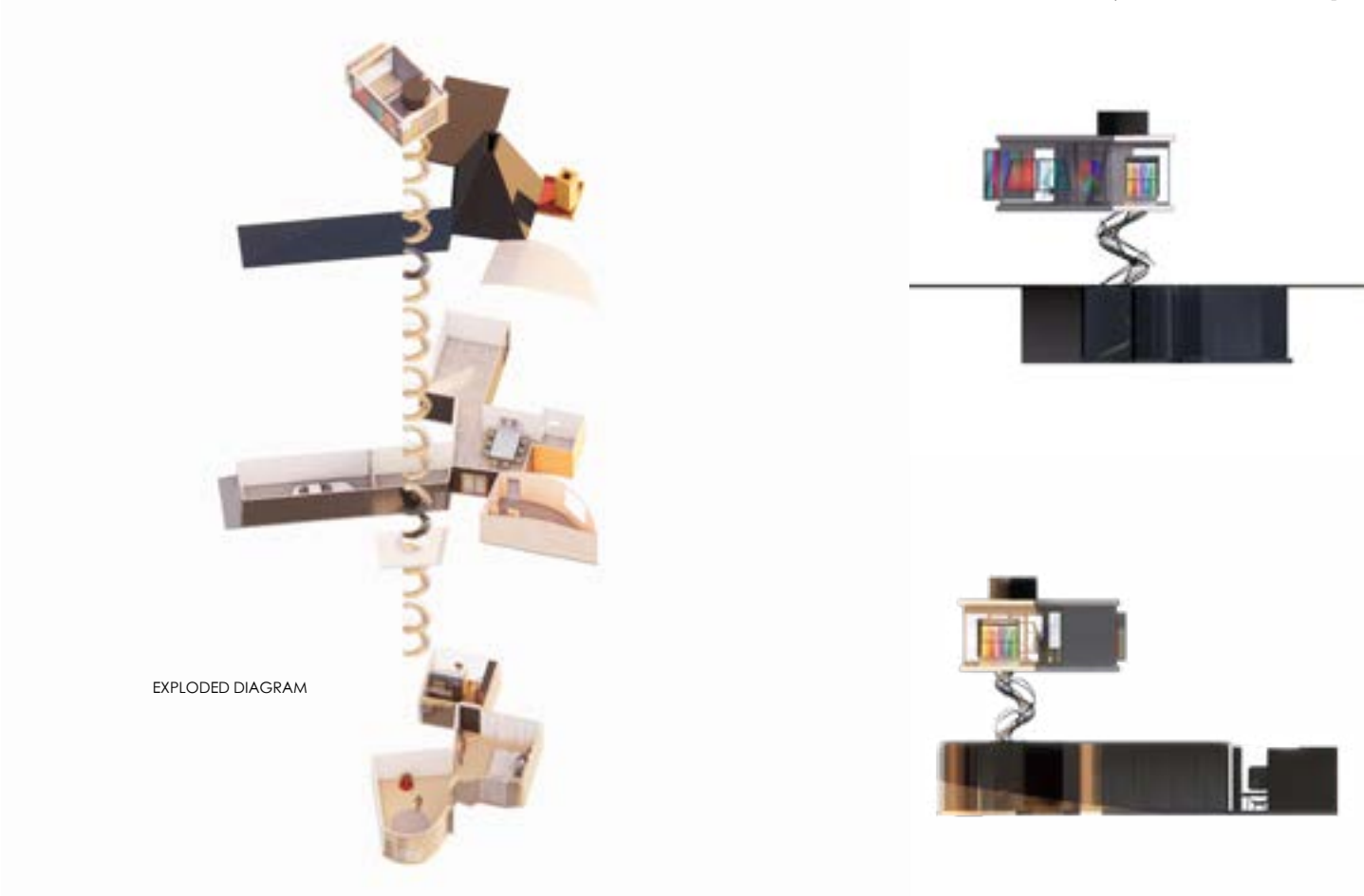
The “Spiral Transition Staircase” connects the loft and basement, symbolizing the transition between childhood and adolescence. Its interactive, adjustable design allows users to control their movement between spaces, reinforcing personal agency and the idea of navigating between different stages of life.

This transformation blends Gehry’s playful architecture with the emotional needs of different age groups, creating spaces that provide both comfort and a sense of belonging, whether for fun, solitude, or self-reflection.

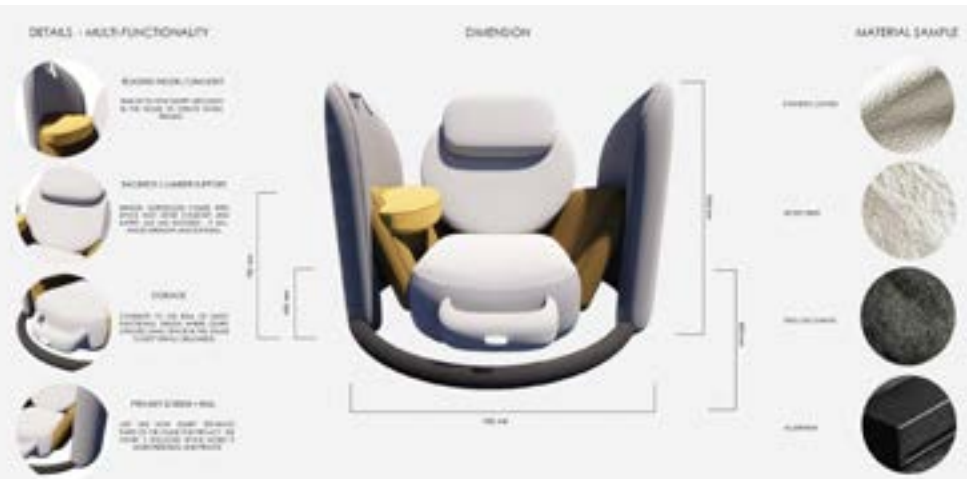
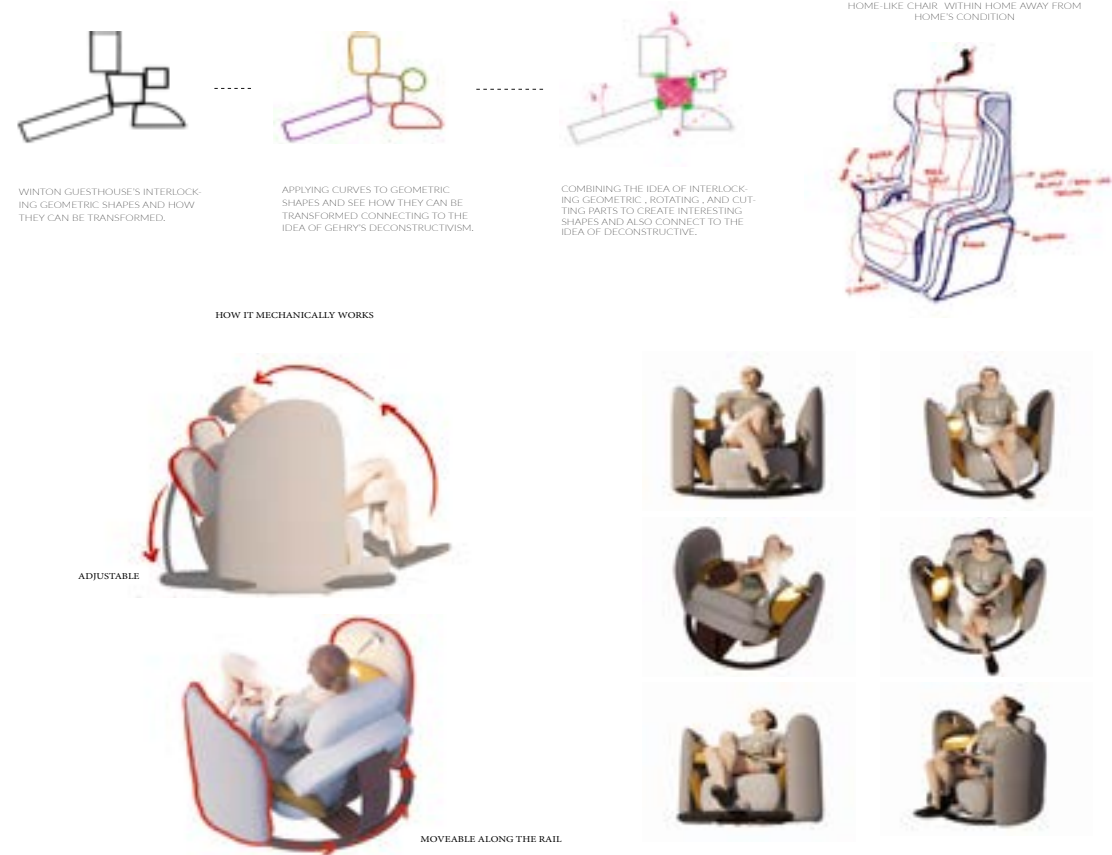


Loft: Childhood Treehouse-like Escape
The loft is reimagined as a playful, treehouse-inspired retreat. It offers children a space to relax, play, and imagine. The rainbow-colored windows bring a sense of wonder, reflecting the joyful and adventurous way children see the world. The soft, bouncy floor encourages physical play, while adjustable walls and pull-out beds made from flexible materials allow the space to adapt for rest or play. This design creates an environment where children can enjoy freedom and comfort, symbolizing how they view vacation as a time for exploration and fun.

(Wo)Man Cave: Teenage Retreat
The basement is transformed into a (Wo)Man Cave, a private space for teenagers to escape and reflect. Teenagers often seek privacy and personal space, and this design meets that need. The space features angular walls and mirrored surfaces, inspired by Frank Gehry's deconstructivist style. The mirrors symbolize the way teenagers often reflect on their identity in relation to societal expectations. Soft seating and cozy corners provide comfort, balancing the fragmented design. The



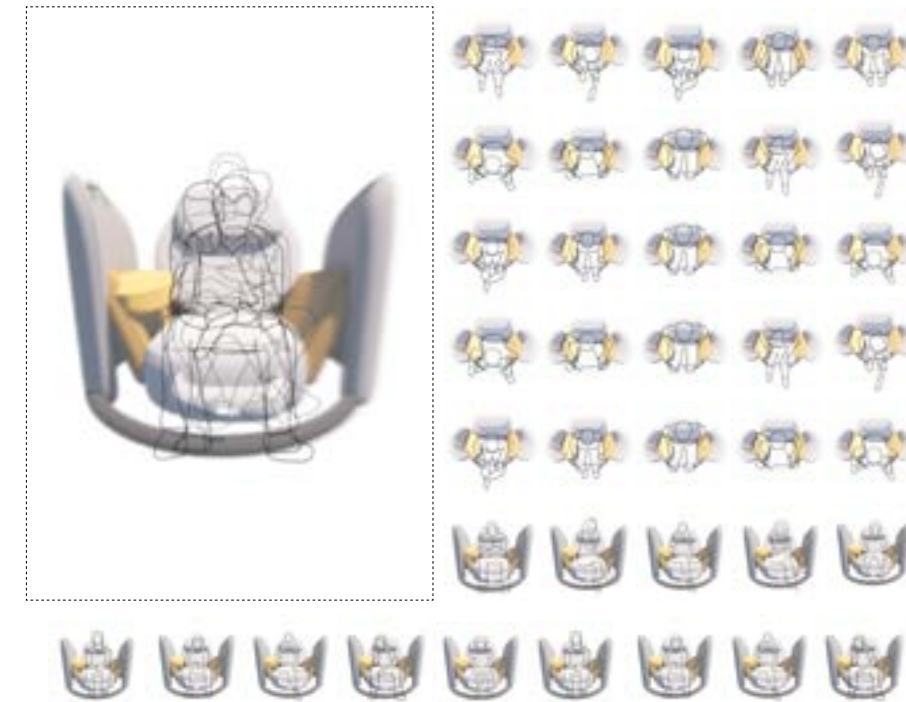
IDEA DEVELOPMENT



SEATING POSITION RESEARCH

This seating position research highlights the flexibility and adaptability of the Home(Ly) Chair. By studying different sitting postures, the research shows how the chair can support multiple activities, such as lounging, working, and resting. The variety of positions demonstrates the chair's versatility, offering comfort and privacy, much like a personalized space in a hotel room. Each seating option creates a unique experience for the user, which reflects the core concept of making a temporary place feel more like home.

The diagrams show how users can engage with the chair from different angles, showing that it's not a rigid design but a piece that allows freedom of movement. This adaptability mirrors the way we adjust to hotel rooms or business-class seats on planes, creating our comfort in different ways.



DESIGN III - Y2S1



The Home(Ly) Chair is inspired by Frank Gehry's deconstructive design in the Winton Guesthouse. It breaks apart the usual chair shape and puts it back together in a playful way. The mix of soft cushions and harder, more structured parts creates a balance between comfort and strength. This reflects how hotel rooms can feel both familiar, like home, and different. The chair's curved, wrapping shape gives a sense of privacy and safety, much like how a hotel room becomes a temporary retreat. Its layers and different seating areas allow people to sit in various ways, making it adaptable, just like how hotel rooms serve different guests. The materials also help connect the idea of home and a hotel. Soft fabrics remind us of home's warmth, while the harder parts reflect the structure of a hotel. The chair blends these elements to create a cozy, home-like feeling, even in a new and unfamiliar space.

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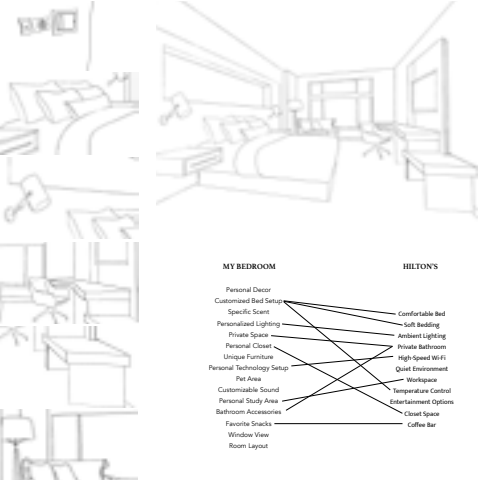
PHASE 1.1
DOMESTICITY

The “Winton Guesthouse” by Frank Gehry offers a unique interpretation of domesticity in the context of temporary living spaces. For me, domesticity means the feeling of “home away from home”—a space where, even when on vacation, I can unwind, relax, and feel comfortable as if I were in my own bedroom. A hotel room that provides familiar amenities and the freedom to do whatever I need behind those walls is a perfect example of this.

Gehry’s design for the “Winton Guesthouse” blends innovative, deconstructivist forms with a strong sense of intimacy and comfort, crucial for creating that “home” feeling. The guesthouse’s materials—wood, glass, and metal—are not just visually striking but also help foster a sense of warmth and familiarity. Gehry’s use of natural light and carefully arranged spaces allows the guest to feel both connected to the outdoors and secure in their private refuge.

The layout is open and fluid, yet offers moments of privacy, so one can relax without feeling constrained, embodying the freedom of a personal space. While Gehry’s design may initially feel unconventional with its sculptural shapes and irregular forms, it never compromises on the essential elements of comfort—such as cozy seating, ample lighting, and functional spaces. These features ensure that guests have everything they need to feel at ease, whether they are lounging or recharging after a long day.

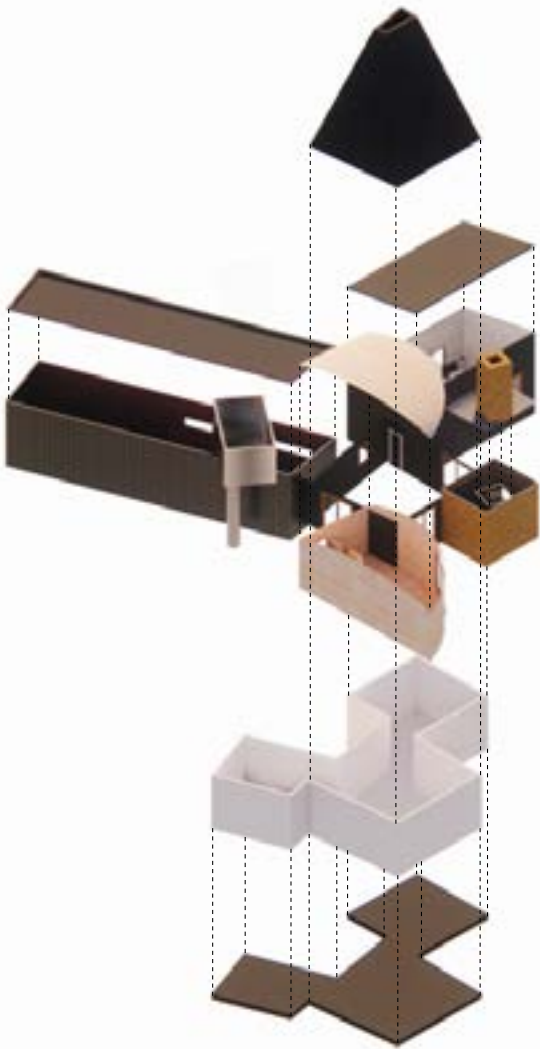
Ultimately, the “Winton Guesthouse” reflects a balance between Gehry’s signature style and the essential qualities of domesticity: comfort, familiarity, and the sense that, despite being away from home, you are still in a place where you can feel at ease and completely yourself.



EXPLODED DIAGRAM



DESIGN III Y2S1



DESIGN III Y2S1



SHAPES

SQUARE



CURVY



PYRAMID



RECTANGULAR



SQUARE



SHAPES AND MATERIALS ANALYSIS