

MUSEDIO

CONCEPT

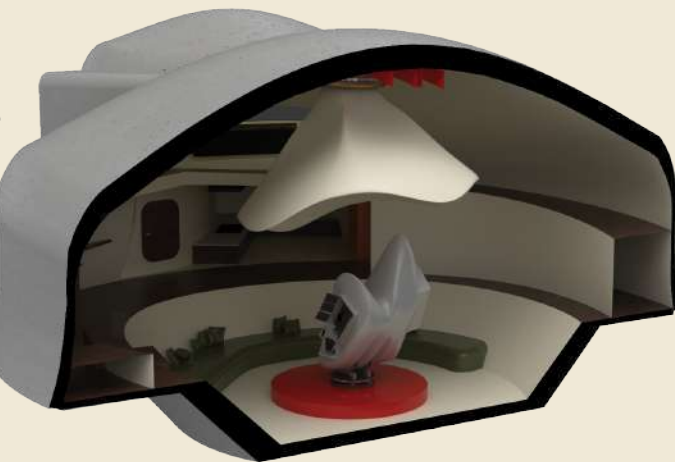
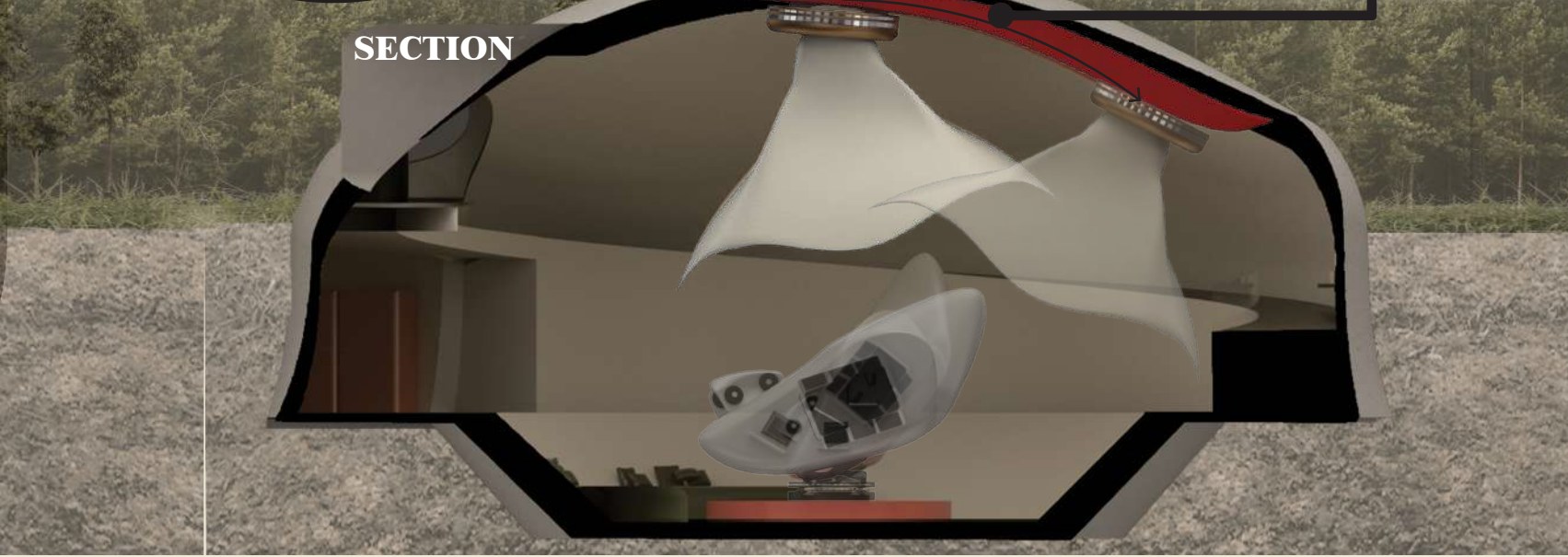
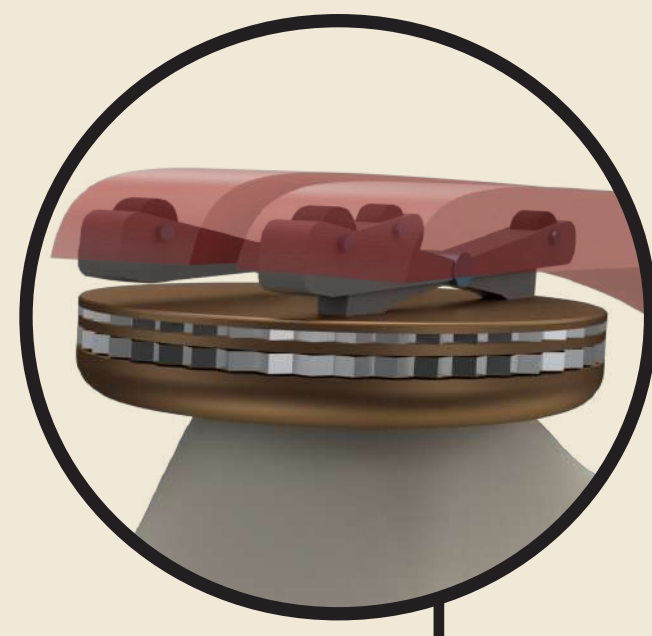
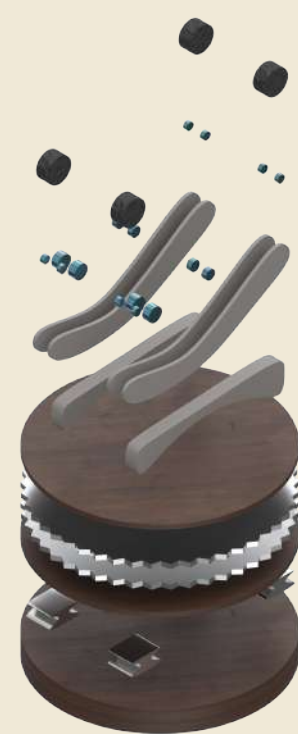
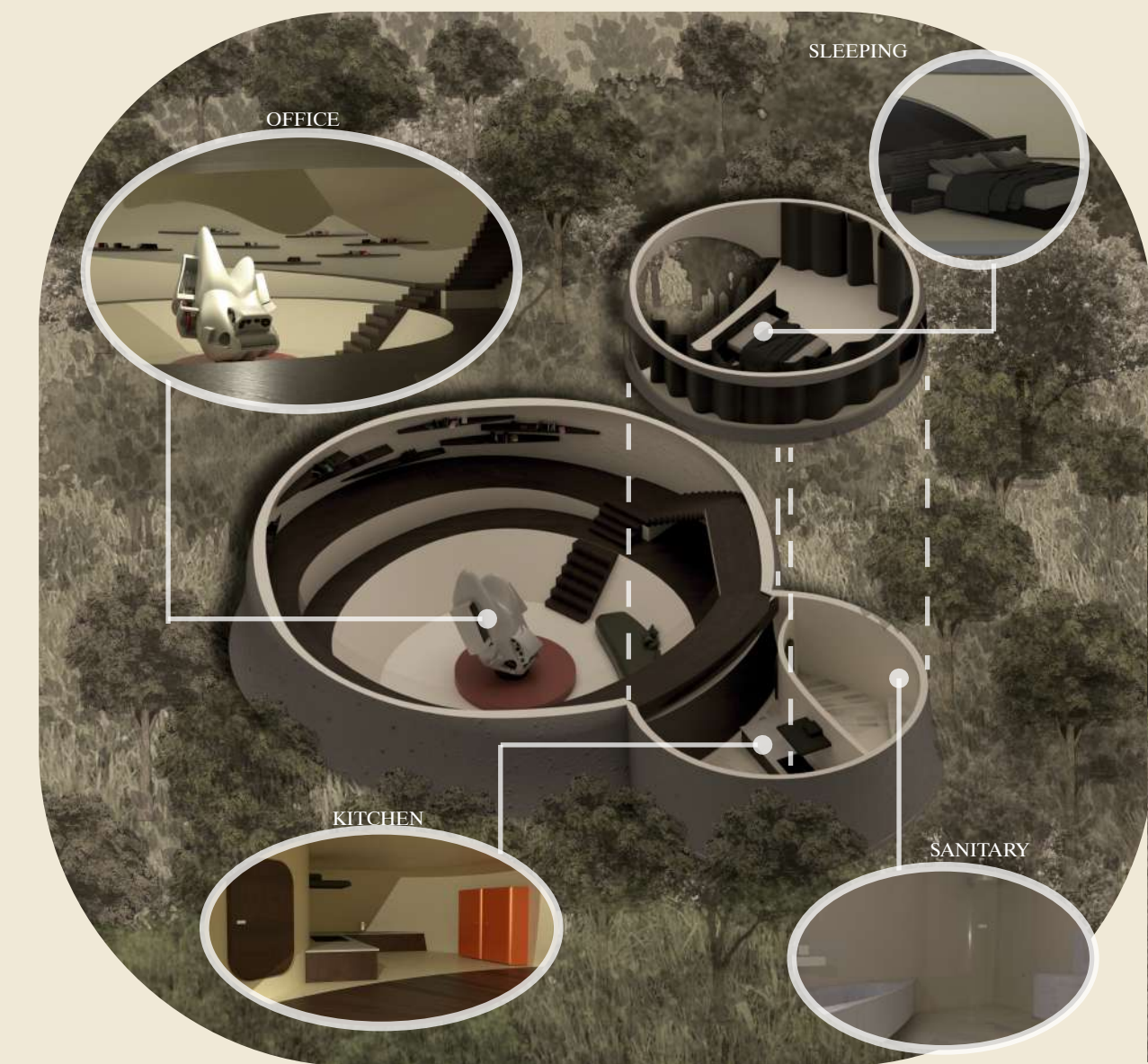
This house was built to maximize the efficiency of My furniture, based on the concept of a case study house, by picturing what problems if I put my furniture in the Case Study House and then reconduction this house to make maximum ability with my furniture

MAIN IDEA

I chose concept from my case study house is master and slave unit. Master unit is a rectangular box, and slave unit is a unit that connects to the master unit, so I chose this concept for my project. I chose my furniture in the middle of the room to be a master unit, and a slave unit is a unit that helps to pull efficiency of my furniture

PERSPECTIVE

This perspective shows the layout of this house and show the location of this house



MASTER UNIT

The master unit is the heart of this house because I put my furniture in the middle in this unit, and every environment helps to use maximum efficiency of my furniture.



SLAVE UNIT

A slave unit is a unit that supports you in using devices, and I keep 4 rooms from the case study house in this house.



ATMOUSPHERE

This rendering shows atmosphere when using portamudio and sitting in the master unit to create music, and you can walk to the slope. the slope connect with the bedroom, and we have a book shelf on the wall all the way down the slope to get more inspiration to create new sounds or new techniques

