

Project Title: RULES BY ROOM

The design concept named "RULES BY ROOM" is taken from the architectural style of "Palais Stoclet" In this project, I have integrated approaches to reach an ideal of true wealth with the objective of "doing to learn." Additionally, after learning about Palais Stoclet, I understood that it is a luxury house with superior quality and cost; therefore, I would like to create a design where superficial wealth (for example, branding, bank accounts, and luxury items) will confront true wealth (including time, knowledge, relationships, and well-being). This requires me to incorporate each theme into the design, as well as making the walkway stroll into each portion of the house from least important to most vital, like an ikea store. Example: In the bathroom (health) I installed the tub manufactured during phase 2 and made it blend with the new design of the house. I also applied the general knowledge basics learned in childhood, including the artificial water filtration systems using natural materials—gravel, sand, coal, cotton—to purify dirty water into drinking water, and the designed heat generator for applying the principle of convective heat transfer with a copper pipe to convert an ordinary bathtub into a hot tub. I finally added a running track that people must use to help power a treadmill system linked with a heat generator to speed up the heating process. This will represent my goal of creating a contrast between my site analysis and my design in order to reach the ideal of actual form of wealth.

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(Paopao) Year 2, Sem 1