

Fellowship Raising is a spatial exploration of domesticity through the lens of companionship and performative play. Structurally, the project is organized around a central, custom-designed **Dungeons & Dragons** table, which acts as both a physical and conceptual anchor. From this core, the architectural layout radiates outward, creating a series of interconnected zones that transition from shared, interactive spaces to more intimate, secluded areas.

The building is designed with a strong emphasis on timber construction and exposed carpentry, reinforcing a sense of warmth, tactility, and craftsmanship. Textiles are integrated not only as surface treatments but as spatial dividers and soft thresholds that allow for flexible interactions and varying degrees of privacy. The plan plays with open and enclosed volumes—creating layered spaces where light, materiality, and acoustics help shape mood and function.

The architecture blurs the line between utility and fantasy: thresholds are softened, boundaries are ambiguous, and circulation flows in ways that support roleplay, storytelling, and gathering. *Domesticity* is redefined here not as static or purely private, but as something communal, fluid, and imaginative—supported structurally by a layout that fosters engagement and emotionally through an environment rich in texture, detail, and adaptive spatial use.