

The warehouse taladnoi is a 4logs of shophouse containing various different type of activities through the day. This location draw my attention since they have many free space and complex structure on how they cutting through the shophouses. They also include shops to support people of all genders and ages, such as, cafe, clothings, art studio and bar. Having these shops makes the warehouse even more successful and draw various type of people in to one place. I have noticed that there are some free space with no context of activity going on in this space, so I start thinking about quality from the component of a camera as an inspiration for the design. I chose to make it as a path for people to entrance and exit the bar with different experience, inspired by the level of dizziness when people get drunk.

The design contains groovy structure base on a component of a camera I have chosen which is a screen film, It shows the distort of a picture when you look through it. Although the design's material inspired by the screen film, but to build the actual place it might not possible. Therefore, I chose a material that can be created in a wider area and has the same potential as the original material which is a distort glass.