



Welcome
to my world



//The Cultural Tourism Brand
Rebuilding of Shuyuanmen

P2



//Chengcheng Embroidery Brand Design P7



//Architectural Color Practice Project P11



//Undergraduate Architecture Works P12



//My Pattern Book

P14



//the Average Wheel Book

P17



//Design for AI-Assisted Memory Enhancement P20

PROJECT 1 書院新織 Shuyuan New Weave



PART I. PRELIMINARY INVESTIGATION

//INSPIRATION



//HISTORY

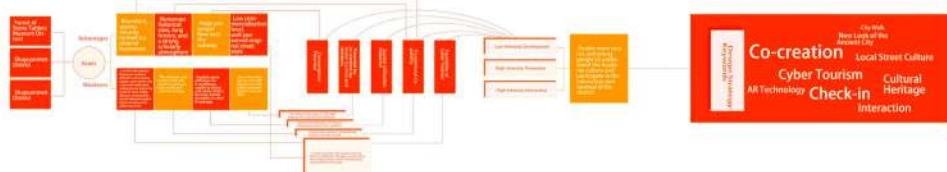


// PROBLEM DEFINITION

//SWOT



// PROBLEM DEFINITION





//PROGRAM DESIGN





6/22



// Colors



#f0abca
#134424

#f15197
#249b97

#fa0e7b
#87c6be

// Elements



// Illustration

The image is a collage of various elements related to a character design:

- Top Left:** A row of four small images showing the character's head in different contexts: a book cover, a phone case, a coffee cup, and a credit card.
- Top Center:** The text **//Application**.
- Middle Left:** A large image of the character standing in two poses, wearing a tiger head Pisu hat and teal pants. Below this are three smaller images: a book cover, a phone case, and a pair of white sneakers with pink bows.
- Middle Center:** The text **// IP Design** followed by a pink box containing Chinese text:

一个名叫“虎拽拽”的女孩，热爱传统工艺。她会绣老虎头或者剪纸虎，脖子上戴着一幅云鹤。

A cool girl named 'Hu Zuan-zuan' loves traditional culture and often wears a tiger head or Pisu hat with her hands in her pockets, and a cloud shoulder around her neck.
- Middle Right:** A green book cover with the text '澄城 刺绣' (Chengcheng Embroidery) and a pink tote bag decorated with the same tiger head motif.
- Bottom Center:** A small image of a green book cover with the same tiger head motif.
- Bottom Right:** A large image of a pink tote bag with the tiger head motif.

//Application



在城市公共设施、宣传墙上
进行宣传
Promote on urban
public facilities and
propaganda walls

森林之“核” The Core of the Forest

Integrated Elderly Care and Medical Complex

Architect: Sao Rulchen
Advisors: Chen Hui, Li Xiaojun

Target Population Selection

前期调研发现，地块主要服务内部居民。老年人是主要群体，他们全天在小区周边活动，行动能力差。基于此，打算以老人为核心，初步构思设计综合体，让其居住更舒适便捷。

Early study shows the land serves local people, mostly old folks. They move around nearby all day and can't move well. So, we'll design a complex to make them comfortable.

Site Selection Criteria

Site Current Conditions

Design Approach

Massing Generation

The "Core of the Forest" is a tailored elderly care complex. It centers on post-pandemic senior life, enhancing emergency response and spiritual well-being through environmental optimization.

Exterior Node Renderings

Interior Node Renderings

Axonometric analysis

Elevations 1:300

Sections 1:300

Aerial Rendering

Optimization and Practice of Primary School Space Colors Based on Color Literacy

SIT project in Hunan University

预期目标 Expected Objectives

Anticipated Outcomes : Implemented Elementary School Campus Color Renovation Project&Research Paper & Color Aesthetic Education Curriculum.

前期调研 Preliminary Research

Conducted via site visits, workshops, questionnaires, offline events & teaching sessions, expert consultations, and literature review.

阶段成果 Stage Achievements

Integrating child color psychology to generate design principles and color guidelines for elementary school outdoor spaces and building facades.

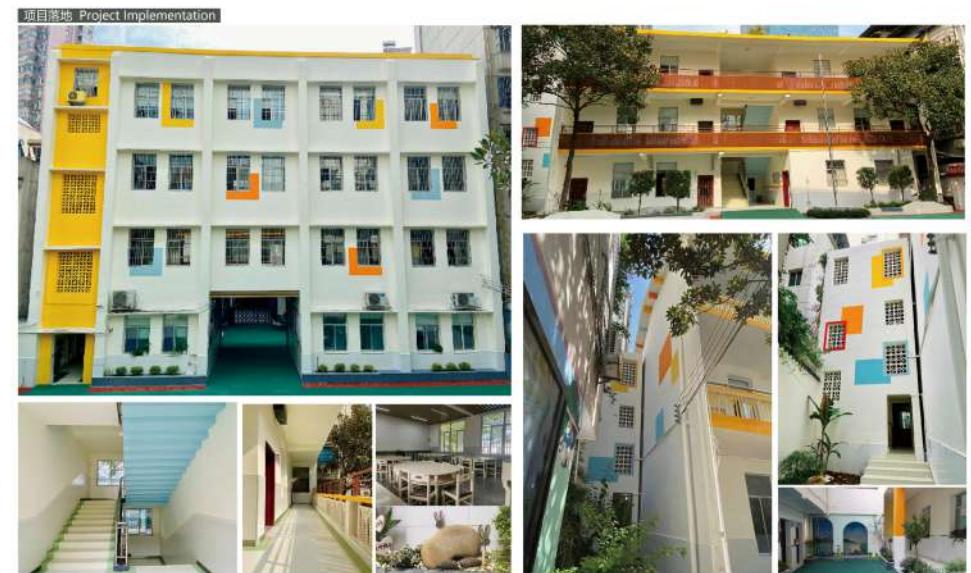
小学IP设计 Primary School IP Design

With a soft visual style, it tries to be an aesthetic guide and evidence for the children's color aesthetic education practice.

设计方案 Design Plan

01 Front Building Facade Design
02 Stair Tread Design
03 Ground Surface Design Stair Handrail
04 Corridor Guardrail Design

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美育课程 Aesthetic Education Courses



美育课程 Aesthetic Education Courses



《写给孩子们的中国传统色故事》专栏 The Column of "Stories of Chinese Traditional Colors for Children"



海报展示 Poster Display



周边展示 Peripheral Display

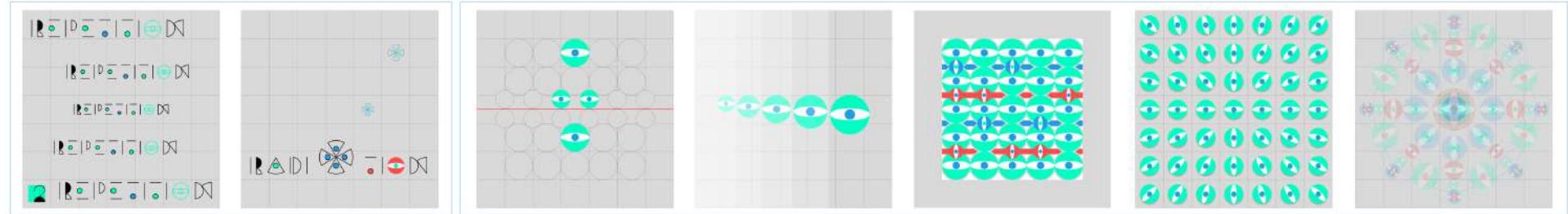


My Pattern Book

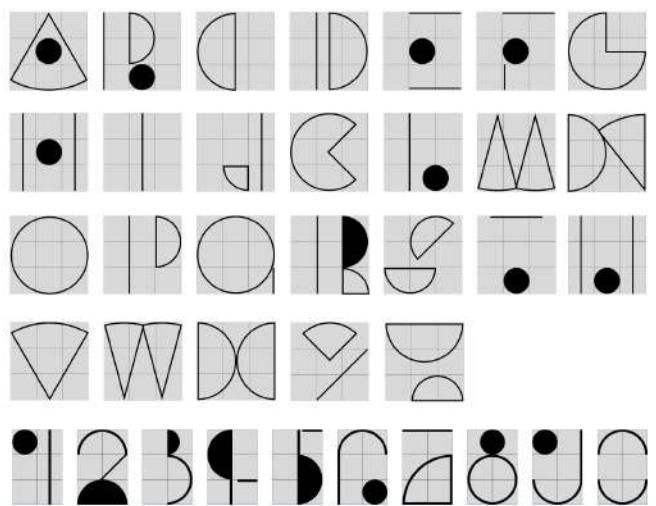
This is a hands-on book designed by a graphic design beginner for themselves, covering several key principles of graphic design. It is simple and fun to use—all you need to do is flip the pages, tear along the dotted lines, paste, and follow other instructions to create your own unique design book.



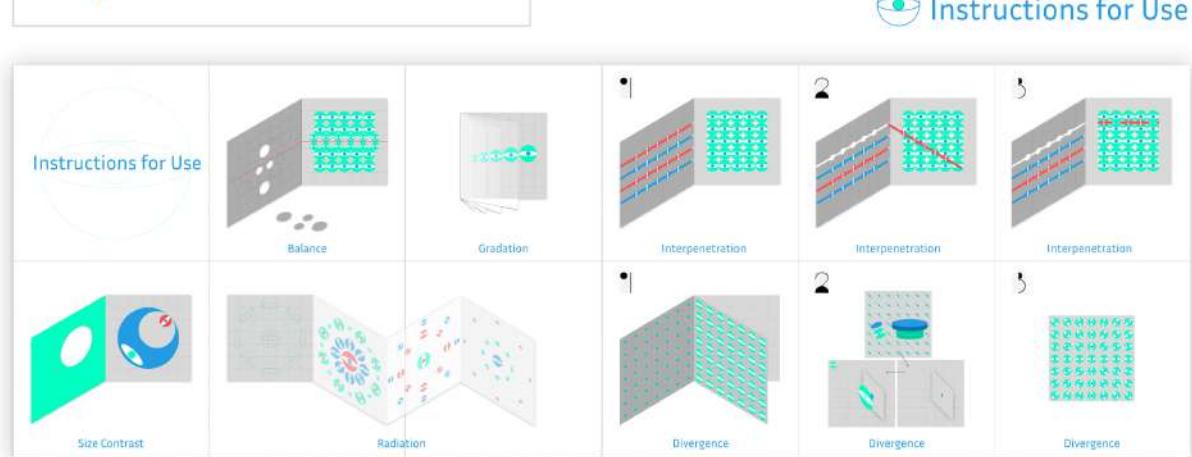
After you have designed the interior pages, it might look something like this:

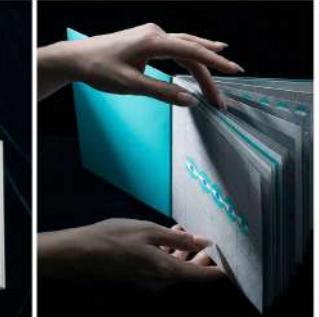
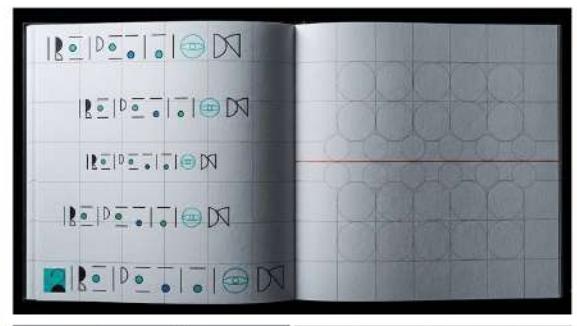
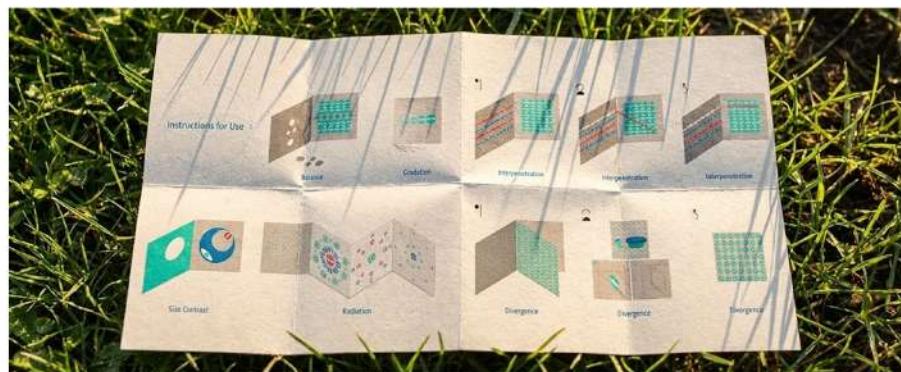


Character Design



My Pattern Book





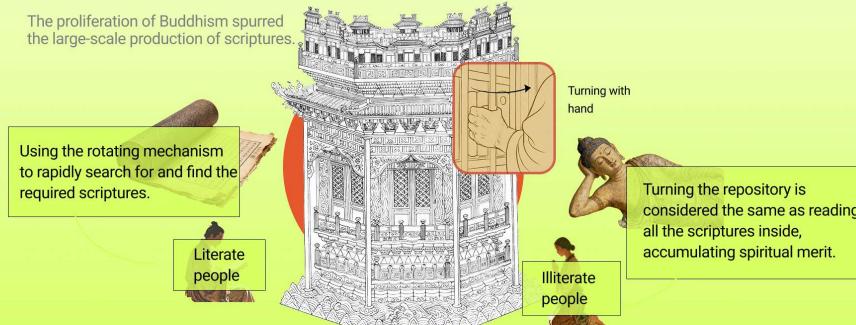
THE AVERAGE WHEEL BOOK

INTRODUCTION

This design aims to redefine the act and form of reading in a novel way. Regardless of who you are or where you are, whenever you have a moment, you can choose a version for fragmented reading. We envision fostering a reading community where you can see diverse interpretations of different versions of the same book, thereby lowering the barrier to reading. Simultaneously, you can also upload your own version of a book within the community—as long as it is a product of your intellectual effort. Come, join us and start reading!

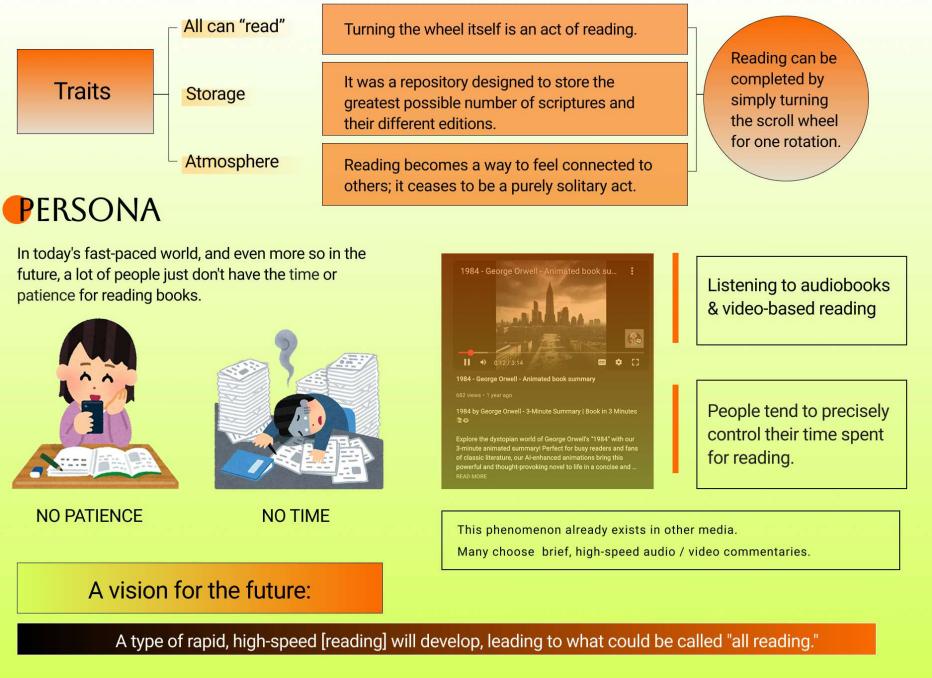
INSPIRATION-WHEEL OF TREASURY

The proliferation of Buddhism spurred the large-scale production of scriptures.

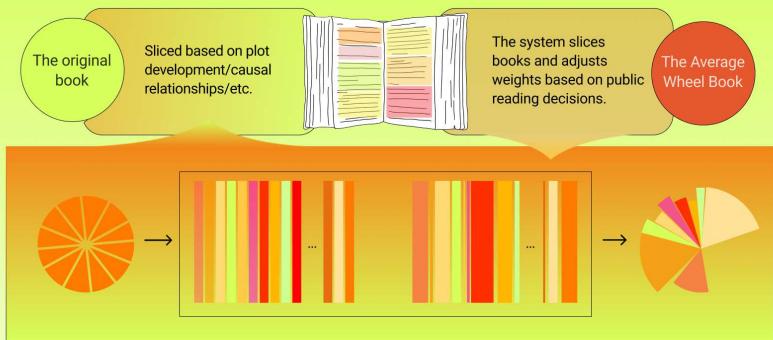


Both literate and illiterate people can experience Buddhist culture.

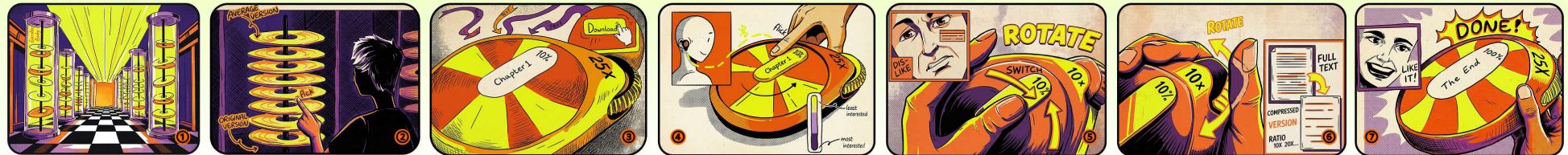
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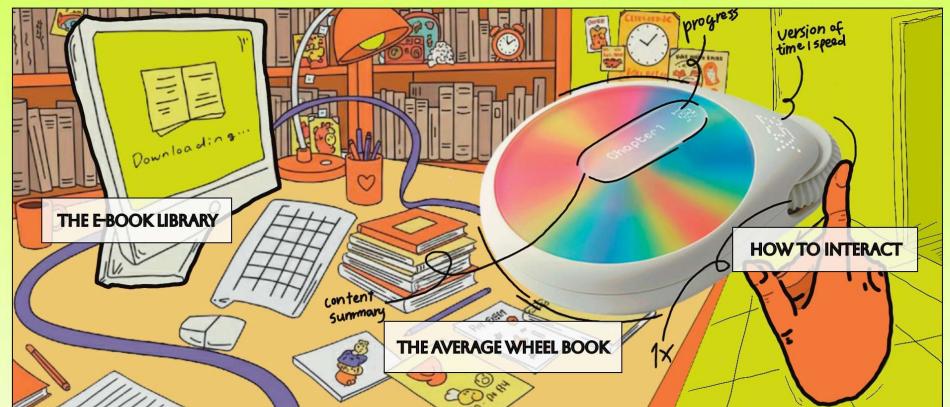
CONCEPT-THE AVERAGE WHEEL BOOK



STORY BOARD



FORMAT

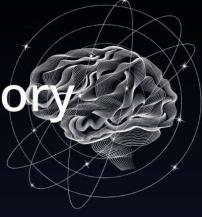


WEB DESIGN

The collage illustrates three distinct web design concepts for a digital platform:

- Left Design:** Features a large, stylized graphic of a book titled "EVERAGE" with the tagline "Reading, defined by you". Below it is a detailed description of the platform's features, including its role as the exclusive content hub for the EVERAGE WHEEL BOOK, offering curated library versions (Summary, Quick Read, In-Depth, Detailed, Original). It also highlights the "SyncEdition" feature and co-creation options.
- Middle Design:** The AVELIBRA homepage. It includes a navigation bar with "Explore books", "Book details", "Upload audio", and "Discover more". The main content area features sections for "Getting started", "Community", "Resources", and "Latest insights". A central call-to-action button says "Read now". Below this, a section titled "Features" highlights "Read on your terms" with a color gradient background and various reading modes like "5 VERSION", "HIGHLIGHTS", and "SHARE".
- Right Design:** A grid-based interface for "Popular Books". It shows book covers for "The Great Gatsby" (F. Scott Fitzgerald), "1984" (George Orwell), "To Kill a Mockingbird" (Harper Lee), "Pride and Prejudice" (Jane Austen), and "Moby Dick" (Herman Melville). Each book entry includes a summary (e.g., "25x summary"), a "Free" download link, and a "View all" button.

Design for AI-Assisted Memory Enhancement



Background

Need

People with sleep-assisted memory needs (such as office workers and the elderly)

Supply Gap

At present, most medical-grade wearable devices are invasive devices, and the monitoring accuracy of non-invasive consumer-grade products cannot be compared with that of medical-grade products

The electroencephalogram detection technology is already quite mature, but the application of this technology in product transformation is not timely

There is a lack of mature sleep-assisted memory products

Chance

The development of AI drives the improvement of the accuracy of data monitoring and processing in wearable devices

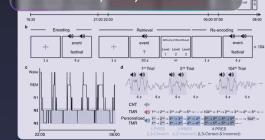
Have there been any new scientific research advancements that can be seen and commercialized regarding how to more accurately promote sleep memory behaviors among different individuals

Theoretical Basis

REFERENCE



Personalized targeted memory reactivation enhances consolidation of challenging memories via slow wave and spindle dynamics



CONCLUSION

Core definition:

Targeted memory reactivation (TMR) is a non-invasive tool that regulates memory consolidation through sensory cues (smell, sound) during sleep, relying on the synergy of the hippocampus and neocortex as well as NREM sleep oscillations.

The role of sleep:

The key lies in memory consolidation. The coupling of slow waves (SW) and spindle waves in NREM sleep (N2/N3 stages) is the core mechanism.

Limitations of traditional TMR: Fixed stimuli ignore individual learning abilities and differences in the intensity of memory traces, and have limited effects on difficult-to-recall memories.

Objective: Develop personalized TMR to optimize high-difficulty memory consolidation.

Conclusion: Personalized targeted memory reactivation (TMR) adjusts the frequency of auditory stimulation during sleep based on individual recall performance and task difficulty. Compared with traditional TMR and the non-stimulated control group, it can significantly reduce the forgetting of difficult memories and improve the effect of error correction.

Case Study



SleepLoop

Portable technology for healthy sleep

Somnee

Ai-assisted sleep headband

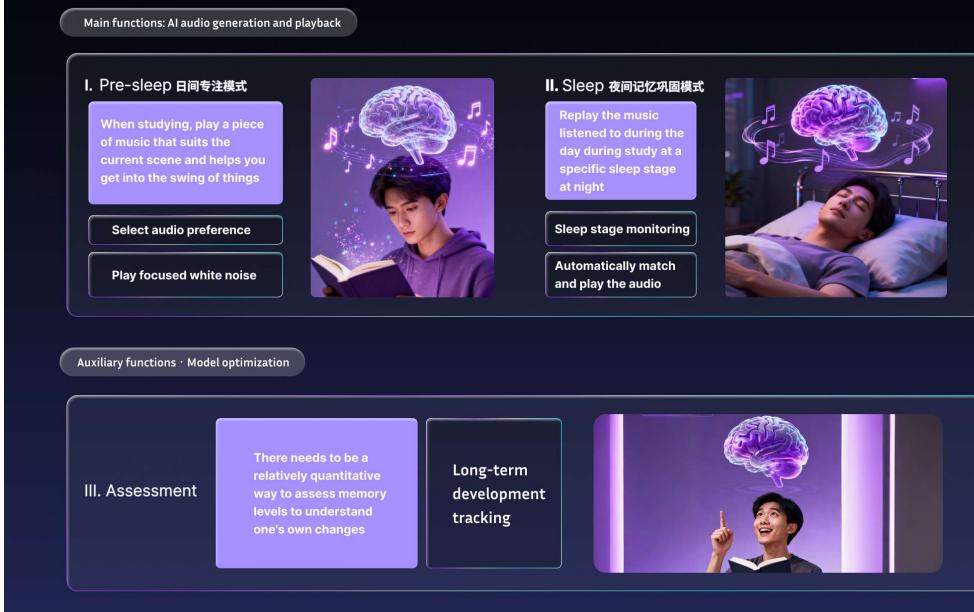


EMOTIV MN8

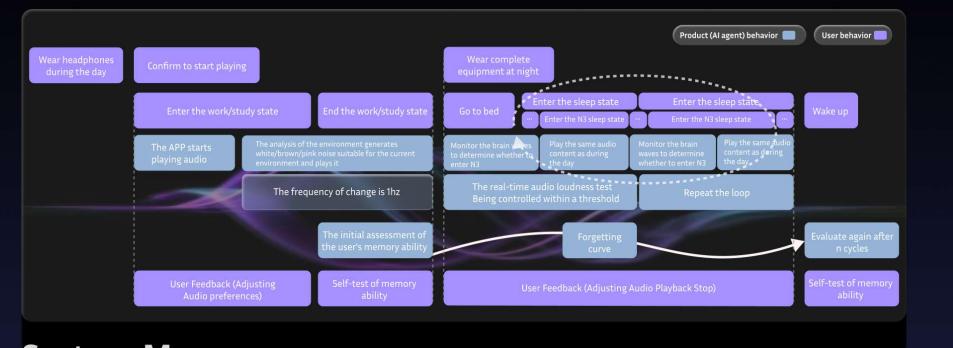
Bluetooth electroencephalogram headset

The effectiveness of targeted memory reactivation TMR has been proven, and adaptive adjustments for different individuals can enhance the effect even more.

Architecture



Work Flow



System Map



Product design

The image is a collage of various design components for a futuristic sleep and productivity device.

Product design:

- Version 2:** A diagram showing the internal components of a headband. Labels include: Electroencephalogram monitoring, Connection part, Headphone module, Electroencephalogram monitoring section, Connect ion part, Eye mask.
- Final Version:** A 3D rendering of the final product, which looks like a white, curved headband with an attached eye mask.
- UI design:** A series of screenshots from a mobile application. One screen shows a woman reading a book while listening to music. Other screens show the app's interface for setting preferences, memory assessment, and sleep routines. Annotations explain features like "The system detects the ambient sound and matches the appropriate noise" and "The current page music can be refreshed (generated by AI)".
- Daytime concentration mode:** A screenshot of a mobile application showing a woman reading a book. The interface includes a "Music player interface" and a "Focus time" of 01h 30m.
- Memory ability assessment:** A screenshot of a mobile application showing a woman using a memory assessment feature. The interface includes a "Nighttime memory consolidation mode" and a "Focus time" of 01h 30m.
- Day Mode:** A photograph of a woman sitting on a bed, wearing the device and using a tablet. The device is shown in a glowing, semi-transparent state.
- Night Mode:** A photograph of a woman sleeping in bed, with the device shown as a physical object above her head.