PORTFOLIO
2023 - 2018

MY-HUNG NGUYEN

Postgraduate fresher & junior designer

bachelor of
urban design

Ho Chi Minh Univeristy of Architecture
HCMC, VN 2018

master of
design, innovation & technology

Royal Melbourne Institute of Technology
MEL, AU 2021

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myhungnguyen.com

MY-HUNG NGUYEN
Junior Urban designer/ Urban planner

Objectives:
Urbanism, Landscape Artchitecture, Tech+Art

Full Name: Nguyen Thi My Hung
Date of Birth: 22th March 1996
Languages: Vietnamese, English
Based: Hochiminh city, Vietnam

Education

2021 — Master of Design, Innovation and Technology at RMIT University

2018 — Bachelor of Urban Design at University of Architecture Ho Chi Minh City

Professional activities

Nov - Aril, 2023 — Architectural designer

Project 01: Residential - civic housing
Location: Ben Tre province, VN

Project 02: Topaz city apartment - interior design
Location: District 8, Ho Chi Minh City, VN

Company: Vo Gia Architecture
250/1/120B Binh Hung Hoa B ward, Binh Tan district, TP.HCM

Sept -Nov, 2022 — Intern

Project: FPT Software Campus Quy Nhon 1.500 planning
Location: Quy Nhon Province, VN

Company: DE-SO Asia
28 Đ. Thảo Điền, Thảo Điền, Thủ Đức, TP.HCM

Nov - Dec, 2021 — Information architect / volunteer

Project: MDIT master program's 'Nex{t} virtual exhibition, SEM2, 2021
Location: Melbourne, AU

Institute: RMIT, School of design, MDIT program

Apr, 2019 — Project assistant

Project: Ecogreen - Central Park
Location: District 7, Ho Chi Minh city, Vietnam

Company: Landmarks Ltd
39 Ben Van Đon, Ward 6, District 4, Ho Chi Minh City, Viet Nam

May, 2019 — Project assistant

Project: Phu Van Eco Town Zoning Master Plan
Location: Hai Phong city, Vietnam

Company: Group GSA
Level 9, 117 Nguyen CuuVan, Ward 17, Binh Thanh District, Ho Chi Minh

Sep - Oct, 2019 — Project assistant

Project: General Planning of Kim Lien Special National Relic Complex
Location: Nam Dan district, Nghe An province, VN

Company: DE-SO Asia
28 Đ. Thảo Điền, Thảo Điền, Thủ Đức, TP.HCM

Awards

Dec, 2021 — Innovation award for major project
MDIT RMIT

Name of Project: Meleidoscope

Category: Art (Immersive sonic installation for Urban soundscapes)

Dec, 2019 — Jury prize of Loa Thanh award
Vietnam Association of Architects

Name of Project: Van Thanh Eco-Farming Village Regeneration

Category: Urban design, urban planning

Skillsets

Softwares - Proficient

AutoCAD;
Sketchup;
Lumion;
Adobe Suites (Ps, Ai, Id)

Softwares - Intermediate

Rhino/ Grassopher
Fusion 360
Cinema 4D
Arduino IDE
Reaper
Supercollider
Eagle
Node-RED

Evaluation

/ strengths

- Critical thinking & analytical skill;
Design research, refined judgments & observation

- Content writing & edition;
Publications, Design narrations, Design philosophy

- Multidisciplinary & urban design thinking
Connecting disciplines towards specific systematic model for design strategy, procedure & management;
Refining existing structrure/ model for better performance;

/ weaknesses

- English vocal communication
Gradually improved.
English writing is proficient.

- 3D visualization
Gradually improved by engagement in topic-related projects in latest 2022-2023

- Parameter - oriented design thinking
Architectural-Engineering skillset is limited.
Gradually improved by engagement in topic-related projects in latest 2022-2023

Languages

Vietnamese (Native language)
English (Proficient)

Interests

- Sport/Tennis
- Creative writings

PROFESSIONAL ACTIVITIES

2023 Architectural designer
Project: Interior design for Topaz city apartment unit
Location: Ho Chi Minh City, Vietnam

2022 Architectural designer
Project: Civic housing
Location: Ben Tre province, Vietnam

2022 Intern
Project: FPT Software Campus Quy Nhon 1.500 planning
Location: Quy Nhon Province, VN

2021 Information architect / volunteer
Project: Global Mobile: Nex{t} virtual exhibition, SEM2, 2021
Location: RMIT School of design, MDIT program, Melbourne, AU

2019 Project Assistant
General Planning of Kim Lien Special National Complex
Location: Name Dan District, Nghe An province, Vietnam

2019 Project Assistant
Phu Van Eco Town Zoning Master Plan
Location: Hai Phong, Vietnam

2019 Project Assistant
Ecogreen - Central Park
Location: District 7, Ho Chi Minh City, Vietnam

2023 Architectural designer
Project: Interior design for Topaz city apartment unit
Location: Ho Chi Minh City, Vietnam

MY ROLE IN TEAM:

Assisting lead architect to prepare blueprint including:

- Tile plans, ceiling, electrical, lightning, power plans, furniture construction documents & 3d visualizations for interior design in one unit apartment at Topaz city Residential, district 8, HCMC, VN.

All works is compressed as a booklet which can be reviewed via link:

https://myhungnguyenud.wixsite.com/cv-folio/2023-topaz-city-apartment-unit

PLAN SCALE 1/100
FURNITURE ARRANGEMENTS

PLAN
FLOOR PLAN

PLAN SCALE 1/100
FURNITURE ARRANGEMENTS/ DIMENSIONS

PLAN SCALE 1/100
CEILING

PLAN SCALE 1/100
CEILING DIMENSIONS

SCALE 1/50
SECTION A-A'

SCALE 1/50
SECTION B-B'

DETAIL NO.1
WOOD WALL

DIMENSION SINGLE WOOD SLATE: 30 X 20 X 2500 (mm)
NUMBER OF WOOD SLATS: 145
TYPE: WATERPROOF WOOD
COLOR: CLIENT PREFERENCE

DETAIL NO.2
MIRROR & WOOD WALL

DIMENSION SINGLE PLATE: 455 X455 X 10 (mm)
NUMBER OF PLATES: 16
+ MIRROR PLATES: 7
+ WOOD PLATES: 9
TYPE MAERTIALS: WOOD & MIRROR

DETAIL NO.3
TV CABINET

SECTION MAP

DETAIL NO.4
KITCHEN FURNITURES

SCALE 1/30
KITCHEN CANINBET NO.1 PLAN

KITCHEN PLAN

SCALE 1/30
KITCHEN CANINBET NO.1 ELEVATION

SCALE 1/30
SECTION A-A'

SCALE 1/30
KITCHEN CANINBET NO.2 ELEVATION

SCALE 1/30
SECTION B-B'

DETAIL NO.4

WC FURNITURES

WC PLAN

SCALE 1/30

SECTION A-A'

SCALE 1/30

SECTION B-B'

SCALE 1/10

WC CABINET

DETAIL NO.4

BEDROOM FURNITURES

ELEVATION

WALL DESIGN

SECTION A-A'

SECTION B-B'

ECTIVE

ING SPACE

PERSPECTIVE

DINING SPACE

ECTIVE

NG SPACE

PERSPECTIVE

LIVING SPACE

2022

Architectural designer

Project: Civic housing

Location: Ben Tre province, Vietnam

MY ROLE: Architectural designer

From available brief and plot of land, I developed architectural concept, prepare blueprints, build 3d model, design interior spaces and furnitures (+ blueprints), render 3D images as final submissions.

My concept is to redesign a housing project which has been constructed in specific location in Ben Tre province, Vietnam.

I conducted the documents into booklet which can be reviewed via link:

https://myhungnguyenud.wixsite.com/cv-folio/2023-civichousingproject

SCALE 1/120
FLOOR PLAN 1

SCALE 1/120
FLOOR PLAN 1

SCALE 1/120
FLOOR PLAN 1/ DIMENSIONS

SCALE 1/120
ROOF/ DIMENSIONS

SCALE 1/120
ELEVATION SIDE 6-1

SCALE 1/120
ELEVATION SIDE 1

SCALE 1/120
SECTION 1-6

SCALE 1/120
SECTION 1-4

SCALE 1/120
ELEVATION-FRONT (WITHOUT GATE)

SCALE 1/120
ELEVATION-BACK

SCALE 1/120
ELEVATION GATE

SCALE 1/50
DETAIL/ DOORS & WINDOWS

SCALE 1/120
FLOOR (TILED) PLAN 1

SCALE 1/120
FLOOR (TILED) PLAN 2

SCALE 1/120
CEILINGPLAN 1

SCALE 1/120
CEILINGPLAN 2

SCALE 1/120
LIGHTNING PLAN FLOOR 1

SCALE 1/120
LIGHTNING PLAN FLOOR 2

SCALE 1/120
ELECTRICAL PLAN FLOOR 2

SCALE 1/120
ELECTRICAL PLAN FLOOR 2

MẶT BẰNG TL 1/20

FLOOR 1
WC CANIBET

FLOOR 1
WC

FLOOR 1
ELEVATION A-A'

FLOOR 1
ELEVATION B-B'

WARDROBE SCALE 1/30
ELEVATION

SCALE 1/30
SECTION BB'

1/ WOOD TEXTURE TYPE 1

1/ WOOD TEXTURE TYPE 2

SCALE 1/30
SECTION AA'

ELEVATION

PERSPECTIVE

DETAIL
FURNITURE BEDROOM CANIBET

REMARK 4/6
BEDROOM

Rhino/ Grashopher for facade iterations

Installation's location

Iterration 1

Iterration 2

Other application: pavement design

Other application: gate pattern

EXPERIMENTATIONS, ITERRATIONS, INFORMATION MANAGEMENT

DESIGN PROCESS & METHODOLOGY

Method 1: Folder preparation

- HOME PAGE — WIP files, shortcuts from other sources which need quick accessed
- INFO — Information regarding project
- IMAGE — Illustration, publication, portfolio
- CAD PROCESS — Autocad content
- SKETCHUP PROCESS — 3D modelling content
- LUMION PROCESS — Rendering, export & review for 3D visualization

Method 2: Categorization

Autocad files are seperated for smaller segments following certain categories (of concept), to be easy for updating new contents. All segments are linked through XREF method in the software.

- CA-01 MAIN PLAN.DWG
- CA-02 DETACHED STAIRCASE.DWG
- CA-03 REFERENCE BEDROOM.DWG

Method 3: File naming

Each category is updated day-today process. New files will be added along the process. Naming file follows time-frame helps easily to manage new updates: yymmdd.

- CA-01 MAIN PLAN.DWG
- CA-01 MAIN PLAN VERS230201.DWG
- CA-01 MAIN PLAN VERS230202.DWG
- CA-02 DETACHED STAIRCASE.DWG
- CA-02 DETACHED STAIRCASE VERS230201.DWG
- CA-02 DETACHED STAIRCASE VERS230202.DWG

Method 4: Shortcuts

Shortcuts helps to minimize time for retrieving files from folders during the process. They can be deleted when the task is done.

HOME PAGE/

- CA-01 MAIN PLAN.DWG SHORTCUT
- CA-02 DETACHED STAIRCASE VERS230201.DWG SHORTCUT

Method 5: Cleaning up

All segments can be cleaned up when the stage (of project) is finished. The submitted file is the first category with the latest date version.

- ~~CA-01 MAIN PLAN.DWG~~
- ~~CA-01 MAIN PLAN VERS230201.DWG~~
- CA-01 MAIN PLAN VERS230202.DWG
- ~~CA-02 DETACHED STAIRCASE.DWG~~
- ~~CA-02 DETACHED STAIRCASE VERS230201.DWG~~
- ~~CA-02 DETACHED STAIRCASE VERS230202.DWG~~

INFORMATION MANAGEMENT

METHODOLOGY

2022 Intern

Project: FPT Software Campus Quy Nhon 1.500 planning

Location: Quy Nhon Province, VN

© FPT Software

MY ROLE IN TEAM:

- Assisting lead urban planner and lead architect to compose booklet as preliminary document for client;
- Conceptual designing dormitories, accommodations for students, visitors and lecturers in FPT Campus;
- Urban design guidelines on rennovating streetscapes through section and plan diagrams; regional linkages, SWOT diagrams, benchmarks research; strategic phases of projects;
- Meeting minutes;

QUY HÒA thuộc thành phố đô thị loại I của tỉnh Quy Nhơn, là một thành phố lớn ven biển vùng duyên hải Nam Trung Bộ, Việt Nam.
Địa danh Quy Hòa thuộc khu vực 2, phường Ghềnh Ráng, thành phố Quy Nhơn, tỉnh Bình Định, Việt Nam.
Tổng diện tích khu đất nghiên cứu: **242ha** (Dự án khu đô thị Nghiên cứu khoa học)
Tổng diện tích khu đất xây dựng: **16.3ha** (Dự án FPT Campus Quy Nhơn)
Hiện trạng khu vực thuộc đối tượng nằm trong khu vực dân cư, thương mại hiện hữu.
Phía Bắc giáp với núi Xuân Vân
Phía Tây giáp với Hòn Đôi, núi Vũng Chùa
Phía Đông giáp với biển Đông
Phía Nam giáp với quốc lộ 1D, cây xanh cảnh quan

QUY HOA belongs to a class I urban city of Quy Nhon province, is a large coastal city in the South Central Coast, Vietnam.

Quy Hoa place is located in zone 2, Ghenh Rang ward, Quy Nhon city, Binh Dinh province, Vietnam.
Total area of research land: **242ha** (Scientific Research Urban Area Project)
Total construction area: **16.3ha** (FPT Campus Quy Nhon project)
The current status of the area is within the existing residential and commercial areas.
The North borders with Xuan Van mountain
The West borders with Hon Doi, Vung Chua mountain
The East borders the East Sea
The South borders on National Highway 1D, landscaped trees

SƠ ĐỒ LIÊN HỆ VÙNG

Sân bay
Airport
Cảng du lịch,chuyên dụng
Tourist,specialized port
National road 1A
National road 1D
Provincial road
Đô thị hạt nhân
Dynamic city
Đô thị loại 1
City
Đô thị các loại 2, 3, 4, 5
Town

QUY NHƠN nằm cách Thành phố Hồ Chí Minh 640 km về phía Nam; cách Tp. Buôn Ma Thuộc 270 km về phía Tây theo đường Quốc lộ 19; cách thành phố Đà Lạt 340 km về phía Nam theo đường Quốc lộ 1A và QL27C; cách thành phố Nha Trang 210 km về phía Đông-Nam theo đường QL1A;

Thành phố Quy Nhơn là nơi giao nhau của 3 trục giao thông chiến lược Quốc lộ 1A, Quốc lộ 19 và 27.

QUY NHON is 640 km south of HCMC, 270 km west of Buon Ma Thuoc city along the highway 19, 340 km south of 1A and 27C Highway, 210 km East-South of Nha Trang along 1A highway.

Quy Nhon city is the intersection of XXX strategic traffic axes, National Highway 1A, National Highway 19 and 27

①
TRỤ SỞ CHÍNH CỦA FPT SOFTWARER QUY NHƠN
FPT SOFTWARE HEADQUARTER

②
KHU VỰC HỖN HỢP VĂN PHÒNG & TIỆN ÍCH
MIX-USED AREA OF OFFICES AND FACILITIES

③
KHU LƯU TRÚ
ACCOMMODATION
The area is used for trainees and visitors as families, friends, etc with functions for staying in long terms, short terms and entertainment.

Không gian riêng tư
Private realm
Không gian công cộng
Public realm

DT-KH-01			
DOMITORY	200 UNITS	**600 KEYS**	*3 persons per room*
OUTDOOR PARKING	666 m2	24 MOTORBIKE PLACES, 14 CAR PLACES	
DT-KH-05			
DOMITORY	500 UNITS	**1500 KEYS**	*3 persons per room*
DT-KH-06			
DOMITORY	150 UNITS	**450 KEYS**	*3 persons per room*
TOTAL ACCOMMODATION		**2648 KEYS**	

PHASE 2

PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL

PHƯƠNG ÁN 1
OPTION 1

PHƯƠNG ÁN 2
OPTION 2

PHASE 3

PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL

PHƯƠNG ÁN 1
OPTION 1

PHƯƠNG ÁN 2
OPTION 2

PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL

PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL

4.1. PHƯƠNG ÁN 1
OPTION 1

4.2.4. KHU PHỨC HỢP VĂN PHÒNG VÀ TIỆN TÍCH
MIX-USED AREA OF OFFICES AND FACILITIES

4.2.6. KHU CHUNG CƯ CHO NHÂN VIÊN, THỰC TẬP SINH
HOUSING FOR STAFFS, TRAINEE

DT-KH-01			
DOMITORY	200 UNITS	**600 KEYS**	*3 persons per room*
OUTDOOR PARKING	666 m2	24 MOTORBIKE PLACES, 14 CAR PLACES	
DT-KH-05			
DOMITORY	500 UNITS	**1500 KEYS**	*3 persons per room*
DT-KH-06			
DOMITORY	150 UNITS	**450 KEYS**	*3 persons per room*
TOTAL ACCOMMODATION		**2648 KEYS**	

4.2.5. KHU BIỆT THỰ CHO CHUYÊN GIA
VILLAS AREA FOR EXPERT

DT-KH-02			
VILLA	8 BLOCKS	**56 KEYS**	*7 flats per villa, 1 person per flat*
OUTDOOR PARKING	1,200 m2	20 MOTORBIKE PLACES, 20 CAR PLACES	
DT-KH-04			
VILLA	6 BLOCKS	**42 KEYS**	*7 flats per villa, 1 person per flat*

© 2022 DE-SO

2021 Information architect / volunteer

Project: Global Mobile: Nex{t} virtual exhibition, SEM2, 2021

Location: RMIT School of design, MDIT program, Melbourne, AU

© rmitmdit.com

'Global Mobile' is an onine exhibition which is designed as an app using mobile interface for visitors to interact with, via their mobile devices. They will access to students' works through series of 5 themes of projects, curated in structure of matrix as 'MDIT city'. The exhibition is hosted by MDIT program (Master of Design, Innovation and Technology), RMIT school of design, for exhibiting works of electives, studios and major projects design by post-graduate students in semester 2, 2021.

Vistiors access the entrance firstly through the web page embbeded QRcode for the mobile app interface.

From then, Global Mobile exhibition will be accessed on mobile devices.

MY ROLE IN TEAM: Information architect

I arranged the information hierarchy – structure on how contents are accessed on the mobile interface. Plus, I manage procedure amongst students, lecturers, and design team on how to upload and retrieve media files from all projects into a system of Team Microsoft, in order to, from then medias will continue to be transmitted to online exhibition platform - the 'Global-Mobile'.
Methods: Microsoft Excel, Adobe Suites (poster, procedure instructions), Microsoft Team, Figma.

Website information chart

Submission guideline for students

Team Microsoft PLatform for lecturers, students and exhibition design team to work on during semesters.

A Microsoft Excel structrure is designed for lecturers and students reviewing works before uploading them to 'Global Mobile'. There would be around 100 projects running through system of various topics and themes for this processing.

Home page, Information, and final 5 themes of Global Mobile Exhibition

Welcome page

'Manifest' page

Theme 1

Projects belong to theme 1

Theme 2

Projects belong to theme 2

Theme 3

Projects belong to theme 3

Theme 4

Projects belong to theme 4

Theme 5

Projects belong to theme 5

Source © 2021 MDIT

Source © 2021 MDIT

2019 Project Assistant

General Planning of Kim Lien Special National Complex

Location: Name Dan District, Nghe An province, Vietnam

MY ROLE IN TEAM:

Site survey / Site analysis (research part)

Design guidelines

Information management (working with other teammates to prepare the content in the booklet.)

Translation

Diagrams and graphics preparation

Update new adjustments for the booklet

Project overview

Source © 2019 Preservation Consultant Team/ DE-SO

Stage 1: Regional linkages (some samples)

Source © 2019 Preservation Consultant Team/ DE-SO

Stage 2: Site analysis & assessment (some samples)

Source © 2019 Preservation Consultant Team/ DE-SO

Stage 3: Proposal (some samples)

Source © 2019 Preservation Consultant Team/ DE-SO

2019 Project Assistant

Phu Van Eco Town Zoning Master Plan

Location: Hai Phong, Vietnam

MY ROLE IN TEAM:

- Diagrams and graphics preparation
- Update CAD adjustments for the masterplan

Source © 2019 Group GSA

Tasks: Diagram/ Graphics additions & Master plan refinement (CAD)

Source © 2019 Group GSA

2019 Project Assistant

Ecogreen - Central Park

Location: District 7, Ho Chi Minh City, Vietnam

MY ROLE IN TEAM:

- Update new CAD adjustments for the masterplan
- Add detailed plans for playground design

Source © 2019 Landmarks LTD

Tasks: Creating additional plans for construction process

Major projects (Awarded projects)

2019: Urban design project

2021: Art & Research Project (Urban theory, soundscapr studies)

MELEDOSCOPE

A sonic dérive in a ghost city

Supervisors:

Dr. Ross McLeod

Dr. Jeffrey Hannam

About:

Meleidoscope is an immersive art experience that captures the sensorial qualities of the Melbourne CBD during the COVID-19 lockdowns of 2021. Walking into the installation people experience the visual and sonic qualities of the 'ghost' city that Melbourne became during the pandemic.

By engaging in a self-curated dérive', the audience immerses themselves in a sense of being lost in the sights and sounds of the strangely quiet city. Ultimately, the installation brings the subtle and poetic nature of the city's acoustic environments to the public's attention and acts as a memorial of the effects the pandemic brought to our everyday lives.

Keyword: immersive installation, psycho-geography, dérive

PRIMARY INFLUENCES
- Murray Schafer (Researcher, composer)
- Guy Debord (Philosopher, artist)

PASSIVE INFLUENCES
- Kevin Lynch (Urban theorist)
- Jan Gehl (Urban Designer)
- Clarence H White (Visual artist)
- John Cage (Sound artist)

KEY POINTS IN PROJECT:
- Methodology (4 stages)
- Execution (dérive walks, sound walks)
- Design framework
- Psychogeographic mapping explaining the basic structure of the city of Melbourne (through the execution)
- Soundscape Ideation
- Poetic & aesthetic critic
- Spatial settingup for installation
- Three-stage sonic experience for immersion installation

IMPACTS:
- Intuitive knowlwedge of city structure
- Post-COVID19 vision for city development
- Discovery of phenonmenon in human cognition between sensories of visual and auditory.
- Other minimal discoveries in knowledge of grid-pattern city structure and sonic perception.

from METHODOLOGY *to* EXECUTION

from PYSHO-GEOGRAPHY MAP *to* ARTISTIC EXPERIENCE INSTALLATION

(Further details presented in publication)

MDIT

innovation award

This is to certify that

Hung Nguyen

Received the RMIT Master of Design Innovation and Technology

Major Project Innovation Award

on 19th November 2021

RMIT UNIVERSITY

Associate Professor Ross McLeod
Program Manager
RMIT Master of Design Innovation and Technology

Showcase: rmitmdit.com/major-projects

Publication: https://www.myhungnguyen.com/project/meleidoscope/

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VAN THANH ECO-FARMING VILLAGE REGENERATION

Uban Design project

Supervisors:

Dr. Nguyen Cam Duong Ly

Location

Dalat City, Lam Dong Province, Vietnam

Year

2018

About:

The site is famous for the traditional agricultural activities with horticulture as the main driver. Because of the long-standing floricultural village (since 1956) and the unique production landscape, Van Thanh becomes one a tourism attractions in Da Lat city.

The long-standing village with traditional forms of housing typologies and the spirits of an old community have been challenged by the overcome of greenhouse expansion, the climate changing, the urbanization extended from the center of the city and the complexity of social-economy in horticulture changing movements, meanwhile, the existing infrastructure is in poor condition for these issues.

The project aims to propose an innovative, yet, comprehensive solution for these issues accompanied with strategy for future develpoment on site.

SITE ANALYSIS

- General planning & regional linkages
- Site introduction

LOGICS, LAND USE PLAN & MASTER PLAN

- Zoning strategy
- Design principles
- Land use plan and analysis
- Master plan

DESIGN FEATURES

- Agriculture
- Waterfront
- Housing typologies

- Open space
- Tourism - Commecial sectors
- Van Thanh branding
- 'Verticle Hostel' model

- Streetscapes

(Further details in publication)

Loa Thanh award certificate - 'sustainability award

Showcase: tapchikientruc.com

Publication: https://www.myhungnguyen.com/project/urban-design/

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MASTER PROGRAM - SELECTIVE ACADEMIC WORKS

2021	KINETIC MECHANISM Hung Nguyen
2020	PATTERN SKIN DESIGN SERIES Hung Nguyen, Peixuan Zhu
2020	URBAN PARKS Hung Nguyen, Yongbo Song, Jiechen zhao
2020	WIND SONATA Hung Nguyen
2020	BINGING ON RADIANT BLANDNESS Siyu Yao, Hung Nguyen, Fnz Thanchanok, Srushti Malimath
2020	SENSING NATURE Hung Nguyen, Hatairat Jampanat, Jin Qian, Yahan Wang
2021	ODE TO A NEW, LO=FI INTERNET Hung Nguyen, Hatairat Jampanat, Peixuan Zhu, Bharathkumar Somashekar.

categories of works:

- elective(s)
- studio(s)

April, 2021

3D PRINTING FOR CREATIVES

Kintetic Mechanism

By Hung Nguyen

Description

Inspired by Theo Jasen's theory on his principle for kinetic motions, this mechanism is designed to generate the movements of linkages in a four-leg structure. Artistically, the movements mimic the gait of an animal. The actuation mechanism comprises of an Arduino and two motors, and is based battery-powered. For future applications, the kinetic mechanism can be applied for robotic design with locomotion ability on various surfaces using sustainable energy such as wind and solar power.

Fig 1. From rendering to physical prototype

Fig 2. Precedent: Strandbeests by Theo Jansen

Fig 3. 'Kintetic Mechanism' is selected for student showcase exhibition in April, 2021

URL| View the model online from Sketchlab:

HTTPS://SKETCHFAB.COM/3D-MODELS/KINTETIC-MECHANISM-96821ADC985243CE9377A13492C7FD59?UTM_MEDIUM=EMBED&UTM_CAMPAIGN=SHARE-POPUP&UTM_CONTENT=96821ADC985243CE9377A13492C7FD59

Fig 4. Develop a unit of model in Fusion 360 software. Testing the motions through digital simulation

Fig 5. Develop technical drawings

Fig 6. Initial protype created by 3D printing

Fig 7. Final prototype using motors and electronics to illustrate the motions of the mechanism

August, 2020

FLEXIBLE MODELLING FOR DESIGN AND PROTOTYPING

Pattern skin design series

Description

Pattern skins are generated from Rhino/ Grasshopper in order to create innovative pavement, skins on furniture, coverring and wall.

Fig Overview design outcomes from elective (Images by Hung nguyen)

Fig Gras

Fig Developing a functional surface by using parametric design method

Fig Poster for exhibition

August, 2020

SOUNDSCAPE STUDIES

Urban Parks

Comparative analysis of the soundscape of three urban parks in Melbourne City through sound walking, sound recording and sound mapping with a focus on differences between the outside and the inside park; how soundscape quality is defined onto both sides of the park boundary.

The investigations help for developing boundaries, or buffers as layers of boundaries for urban parks in order to releive effectively noise disturbance, enhancing walking experience through the embarkments for soundmarks (waterfalls, river channels...)

Fig Final poster - A series of three projects for documenting soundscapes in city (Group work & Individual work)

Fig Project 1: Soundwalk analysis (individual work)

Fig Project 2: Sound documentation (inside three parks - group work)

Fig Project 3: Sound Composition (individual work)

Fig Spectrogram analysis sample

March, 2020

INTERACTIVE TECHNOLOGY

Wind sonata

Hung Nguyen

Wind sonata is an artwork for acknowledging the phenomenology of wind and silence. The idea is to create a means for wind conservation that our sensations can retrieve from a distance.

By placing one's fingertips through the artwork's five loops, the movement of wind is felt through the gentle, silent articulation of the strings. Music isn't played, but like a musical instrument, a conversation with wind is made through this tangible connection.

Fig Overview

Fig Design Narrative

Fig Inspirations

Fig Electronic mechanism

Fig Electronic mechanism

Fig Workflow diagram

Fig Breadboard diagram

Fig Schematic diagram

Fig Coding

The artwork was exhibited on next.mdit.space as a virtual exhibition hosted by MDIT RMIT (rmitmdit.com) in March 2020.

MARCH, 2020

STUDIO: BINGING ON RADIANT BLANDNESS

SUPERVISORS: Chuan Khoo, Dani Storm

The studio is about engaging with new ways we interact with social media. We want to design 'non-traditional', embodied interactions with our digital identities an narratives we produce online.

Our journey will take us through the unpacking of how we use social media today, understanding how speculative/critical design approaches can help generate new responses, and protytpe ideas around physical manifestations of future social media devices.

PROJECT: MOOL TOOL

Team: Siyu Yao, Hung Nguyen, Fnz Thanchanok, Srushti Malimath

ABSTRACT

Mental illness should be considered is as severe as physical illness in a way eliminating human's wellbeing. In modern life, social media, a new trend of 'virtual' social communication considered as the main trigger for many syndromes onto young people: lowering seld-esteem, anxiety, feeling of depression, loneliness, etc. The attempt of research is to find out what is the main causes and how we can prevent the mental problems prososed by social media, using its own agent to create a speculative device for amusing interaction.

Mood tool, inspired from the 'Chindogu' Japanese philosophy, staying on the line between 'use-less' and critical device, assesses the 'rapid/ fast interaction' problem on social media, by slowing down the individual responses towards instagram stories and facebook messages, through me-diated outloud headset.

Keywords: humor, speculative design, interactive technology, social media

Fig Final poster, prototype and diagrams for 'Mood Tool' exhibition (Groupwork: Siyu Yao, Hung Nguyen, Fnz Thanchanok, Srushti Malimath)

DESIGN RESEARCH

the viscious cycle of unhealthy social media use

PROBLEM STATEMENT

consequently, what are negative emotional problems?

- Feeling sad or down
- Confused thinking
- Trouble understanding
- Delusions
- Excessive anger
- Significant tiredness
- Extreme mood swings

DESIGN DAEVELOPMENT

inspiration/ precedent

Ideation on exterior form and structure

size, shape and color iterations embed moody research

user experience

TECHNOLOGICAL EXPERIMENT

Interaction design for the intertwine of virtual-physcial-social interaction between web-based musical service, social media and amusing mediated headset

Fig Diagrams explain the link between Design Concept and Technology

Fig User experience explanation

TECHNOLOGICAL EXPERIMENT

My main task in the project is to create interactions between web-based services, mobile phone and the electronic elements embeded in the designed headset.

Fig Javascript programming exploration for virtually controlling Mood Tool' headset (Mobile phone and website versions)

Fig Technological user experience

Interactions:

- From Instagram account to Iota (web server) (I-1)
- From Iota to Motemini (mircrocontroller) (I-2)
- From Iota to IFTTT app (I-3)
- From Motemini to Iota (Spotify API) (-I4)

Those interactions are integrated and explained in the sequence of technological user experience from Figure 8:

a. User posts an image. (I-1)
b. Blue light turns on (I-2)
c. Notification pops up on mobile phone (I-3)
d. User post another image (within a specific time) (I-1)
e. Red light turns on (I-2)
f. Notification pops up on mobile phone (I-3)
g. User push "Play" button for "Warm" playlist (-I4)
h. Music turns on from website(-I4)
i. User push "Pause" button (-I4)
j. User push "skip to next" button (-I4)
k. User push "Play" button for "Cool" playlist (-I4)
l. Music turns on from website (-I4)

Please review link video for further explaination:
https://vimeo.com/427281360

Legend

(1) - Play button for "Warm" playlist
(2) Pause button for both playlists
(3) Skip-to-next-song button for both playlists
(4) - Play button for "Cool" playlist

Series of diagrams and writings for explaining the process of prototyping technological interactions between web server, micro-controller, APIs (social media), Spotify music web service, etc.

Fig Final flow for triggering notification on mobile phone and for LED lights representing user addiction levels

AUGUST, 2020

STUDIO: SENSING NATURE

SUPERVISORS: Jeffrey Hannam - Sophie Gleeson

Studio Introduction

In this studio you will develop strategies for designing and prototyping sonic information technologies for the McClelland Gallery sculpture park. By focusing solely on the dynamic qualities of the natural environment, this studio intergrates sonic information design and soundscape design as the methods for examining and creating responsive, situated systems which communicate changes occurring within the natural environment. By undertaking this studio you will gain an appreciation of the concepts, methods and techniques for incorporating sound as a vehicle to communicate complex, multi-dimensional information, as well as develop and implement creative transformations which may be used to advance discourses surrounding the study of urban or natural settings.

Fig McClelland Sculpture Park

PROJECT: NATURE SYMPHONY

New perspective. New reconnection.

Team: Hung Nguyen, Hatairat Jampanat, Jin Qian, Yahan Wang

In today's society, human activities with their dominant perspective have brought threats to the natural environment and other species. Through this project, we investigate natural elements and current environment mental issues based on three scales of levels: macro level as Victoria -meso level as Frankston city and micro level as McClelland Sculpture Park.
The main issue and solution we focused on is balancing the relationship between humans and Nature through design communication method. Our proposal is a sound art sculpture as a way provoking the meaning of friendship between humans and Nature. We collected eco-acoustic data from sensors and transfer them into sonification. We visualized the movements of Nature through our designed sound composition. In the meantime, we create a form depicting a symbolic landscape in Nature to attact birds and visitors coming over. We hope our project can give people an enjoyable moment with Nature and give them a new perspective in terms of a meaningful -long term relationship between human and Nature.

Keywords: responsive artwork, sonification, natural environment, acoustic ecology.

Fig installation on site

Fig Poster for 'Nature Symphony' (Groupwork: Hung Nguyen, Hatairat Jampanat, Jin Qian, Yahan Wang)

Design developments

ITERATION 01: 'SYMBOLIC CONNECTIONS'

ITERATION 02: 'BIRD HOUSE'

CONTEXT POSITIONINGS

In front of bench | Near bench | Attach bench | On bench

CHOSEN LOCATION

USER SCENARIO

Final form and designed components

Geophony - Biophony - Anthrophony | Interconnection | Symbolic Landscape Feature
A representation of Nature

NATURE SYMPHONY

New perspective. New reconnection

COMPONENTS

Raspberry Pi | Speaker | Battery

MATERIALS

steel | plywood | color

BACKGROUND PROCESSES FOR COLLECTING ECO-ACOUSTIC SIGNALS IN NATURAL ENVIRONMENT

DESIGN RESEARCH

Design reseach on natural conditions on three scale levels, comtemporary artworks, sonic/eco-acoustic artists and researchers

The research is expanded based on three scales

Macro level - The state of Victoria

Meso level - Frankston city and neighbouring regions

Micro level - Mcclelland Gallry Sculpture Park

Animal distribution, Flora and Fauna in the three scales

Precedents on sonic artworks and their impacts to site specifics

Diagram for presenting project outcomes, processes (as a part of project management)

TECHNOLOGY EXPLORATION

- Using light and humid sensors collecting natural phenonmena signals in the park
- Using Super Collider (software) for composing, tranfering numberic data to sonic data (Sonification);
- Using Reaper (software) for composing eco-acoustic data/ site recordings while ideating sonification composition for McClelland gallery

STUDIO: ODE TO A NEW, LO-FI INTERNET

Seeking Hope & Authenticity through Tangible Interfaces

SUPERVISORS: Chuan Khoo

Studio Introduction

There's a particular sorrow in reading Tim Berners-Lee's lament of the Internet he invented – diminishing privacy, the dominance of capitalism, and the poster child of a postmodern affliction: fake news.

Inspired by his Solid project – a vision to repair privacy and identity on the Internet – let us also consider how we might support this endeavour by rebuilding some digital interfaces we use to interact with each other, and rediscover electronic communication again.

PROJECT: SIGNATUNE

Creating melodious messages from afar

Team: Hung Nguyen, Hatairat Jampanat, Peixuan Zhu, Bharathkumar Somashekar.

ABSTRACT

Virtual world with abstractions of inter-connection, digital services and other technological ubiquitous computing features has played a dominant role in redefining our perception towards physical world and the society within it.
Since we can only interact with others virtually through an interface belonging to a computing machine, such as: mobile phone and computer, the way we conceive/ express emotions (happy, angry, sad…), access/ retrieve information (reading online papers, magazines…) and communicate with each other (chatting, video call, live-streaming…) have been effectively dependent on designed features of interface itself. In other words, the interface has a power to transform subtly our reactions, affection and behaviors to online sources (information, data), social interaction and to our own identity in society.
A part of negative effect from the interface as we have now seen on the Internet, for the easiness of accessing information and communication, we less embrace the value for the act of effort gaining, of which it used to be considered as attachment to information and communication in physical world that required us to take care of, spend time with or give a thought to. For now, the meaning of effort and gestures are narrowed down in simple ways of designed features on interface: 'like'-clicking, finger-scrolling, surface swiping…In addition, through advanced computing algorithms, the information itself addresses to us automatically and randomly before we even recognize our demand for it.
To define the authenticity on cyberworld, the meaning of gestures and effortfulness should be re-defined in a way that we can choose to interact with each other through computing devices and services.
This project addresses the issue of interface effect on distanced communication. The proposal is focused on the idea of an aesthetic effortful gesture for a memorable and identical interaction between individuals from distance. That gesture follows a low-fi version of musical melody, pentatonic scale, and a low-fi version regarding to the notion of Internet – distancing connection method – RF protocol, to add-on the meaning of messages as an identical melodious signature/ memento that we want to keep for the conversations we have with our beloved ones.
Keywords: identity, distanced communication, interface, melody, gesture

Fig Review a series of speculative products for low-fi communication devices for daily conversations with no use of the Internet

DESIGN FEATURES & USER EXPERIENCES

Ineractants, Interfaces, Experiences & Mockups

BRANDING

Logo, shape, color, font and materials

MEDIUM/ MATERIAL EXPERIMENTS

Generating melidious kinetic sounds through five musical notes

ARTISTIC NARRATIVE EXPLORATION

Music and language discussion. How user perception on these concepts can be used for designing communcating interfaces

COMPONENTS

Component and function explaination

DESIGNING ALGORITHM & TECHNOLOGICAL (PROGRAMMING) EXPLORATION

Component and function explaination

ALGORITHM

to express 3 states of emotions from positivity to negativity

"GOOD MORNING, HAVE A GOOD DAY SWEETIE!"

Adjective & Verb positions

STATE	INTERVAL Changing the durations for highlighting the speed of melody as the sense of playfulness in message		"ADJECTIVE" & "VERB" NOTES Changing the number of notes in the positions of "adjective" and "verb" in sentence. The idea is to highlight the feeling and energy of message.	RESULTS 3 versions of signatunes
POSITIVE	Automated generation by algorithm	Shorten the interval (1/2)	Add one note in the positions of for adjective and verb in sentence	**C**- (interval: 0.15s) - **C** - (interval: 0.25s)- **A** - (interval: 0.15s)- **G** - (interval: 0.5s)- **E** -(interval: 0.25s) -**E**- (interval: 0.25s) - **D** - (interval:0.15s) - **C** - (interval: 0.25s)- **C** - (interval: 0.25s) - **C** - (interval:0.25s) - **E** - (interval:0.15s) - **G**
NEUTRAL	Default melody			**C** - (interval: 0.5s) - **A** - (interval: 0.3s) - **G** - (interval: 1s) - **E** - (interval: 0.5s) - **D** - (interval: 0.5s) - **C** - (interval: 0.5s) - **C** - (interval: 0.5s) - **E** - (interval: 0.3s) - **G**
NEGATIVE	Automated generation by algorithm	Lengthen the interval (2)	Reduce notes in the positions of for adjective and verb in sentence	(interval: 40s) - **A** - (interval: 12s) - **G** - (interval: 80s) - **D** - (interval: 60s) - **C** - (interval: 20s) - **E** - (interval: 12s) - **G**

STORYBOARD for USER INSTRUCTION

From input device to output device

UX/UI

User interaction design on mobile app

Fig UI Wireframe

Fig Final design

Design reseach & critic on social media and the Internet for the values of authenticity, social interaction...
Precedents on inter-generational devices and interfaces

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2014 - 2016: REVIEW URBAN DESIGN METHODS

(Bachelor Urban Design)

Time	Name of projects
2015	Thanh Da peninsula: Spatial armature analysis
2016	Bai Say-Kim Bien, District 5, HCMC
2017	Understanding neighborhoods - Nguyen Hue blvd, D.1, HCMC
2017	Design Affordable Housing Typology
2015 - 2021	Activities

METHOD: GRAPHIC & MAPPINGS

Thanh Da peninsula: Spatial armature analysis

Dec, 2016

Thanh Da peninsula located in ward , Binh Thanh district, HCMC, Vietnam.

In this project, the team investigated the logic sequence in the emergence of human settlement in the area. Spatial armature is presented as the primary approach for this investigation.
Firstly, from the individual perspective, by using collage-making method, we speculated the inter-connections between the existing elements, including our first impression when we visited the site.
Further, we expanded our understanding the character of Thanh Da in detail, through team research, aim for understanding the 'spatial armature' – spatial organization of the site: how natural and built environments influenced to each other; researching series of events in timeline history; constructing an urban narrative that can potentially be applied for design process.

ADAPTION OR ISOLATION IS THE BEST SOLUTION FOR THANH DA? - Hung Nguyen

In the past, there was only one street to get into Thanh Da which also is the main street to connect the CBD and Thu Duc district. The main street, though, was not the attracting point for human settlements, but, the canals. This water structure has help to develop the agricultural activity in site. Through timeline of history, the spaces surrounding canals have been occupied for the growth of urbanization which was expanded from the CBD. The street network has also been improved and extended following this changing movement.
Housing typology has changed (from garden housing to row-housing), similarly, economic activities: commercial activities, workers in real estates and factories. Those changes potentially affect the image of Thanh Da in the past where the domains were water-way-structure inter-connected with social-economic of agriculture.
On the other side, there are still a large portion of abandoned land on site await for future development. The existing low-quality in soil conditions and flooding issue has prevented this site from maintaining the agricultural activities in the past. Yet, the instability in land structure (affected by the canals and river) has prevented this site from developing hard infrastructure.
The question is raised on which way: remaining the past image or following the CBD urban development movement is a good vision for Thanh Da; and how we can achieve either vision by addressing those mentioned issues for better solutions at the moment time and in near future.

INVESTIGATING 'SPATIAL ARMATURE' FOR UNDERSTANDING THE STRUCTURE OF HUMAN SETTLEMENTS IN THANH DA

Team: Nguyen Thi My Hung, Nhat Xuan Huynh, Vu Luu Xuan Ha

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1. Context
1.1 Location

2. Definition
2.1 Spatial armature
2.2 Urban armature

3. Spatial armature analysis
3.1 Hub influences
3.2 Linear planar
3.3 Phase 1
3.4 Phase 2
3.5 Phase 3

4. Urban armature analysis
4.1 Phase 4
4.2 Phase 5
4.3 Phase 6
4.4 Urban armature further
4.5 Landscape changing
4.6 Vertical armature
4.7 The role of nature and human in Thanh Da armature

5. Conclusion

PHASE 1:

The initial element for explaining the natural influence on site is topography and how Saigon river changed the land form through time manifested through topography. The tendency of human settlements is based on two key factors, high topography and nearby clean, well-structured waterfront There are four main attractors we have found where human settlements initially began from. Those are the old and the new ports, the oldest religious construction (Than temple) and the first water-shed belong to a canal (detached from Saigon river) flowing through the peninsula.
(...)

SECTION AA'

SECTION BB'

METHOD: PROTOTYPING, COMPUTER-AIDED METHOD

Project: Bai Say-Kim Bien, District 5, HCMC

2016 | Team: Nguyen Manh Quan, Pham Nguyen Thao, Nguyen Thi My Hung

The site was a zone of residential and retail-commercial area located in district 5 which has been known for its identical ethnic minority of 'Chinese-Vietnamese' former residents back in 1900s. The issues of the area include the subtle changing of facade buildings which potentially loose the identity of the site in future; the environmental of issue of chemical exposure in the canal Bai Say; and the problem of high speed vehicles on new highway of Vo Van Kiet adjacent to this historical site potentially becoming a great danger to juniors and seniors who live nearby.

The solutions from the team was to create a strategic planning for site with series of design actions: [1] identifying and preserving numbers of historical housings (facades, religious construction, traditional customs of local residents attached to the buildings); [2] using 'landscape urbanism' approach to improve the quality of the canal Bai Say - turning it into a public realm; [3] and finally creating an 'opening sector' on Vo Van Kiet high-way for slowing down vehicles when they crossing this residential zone.

Fig Objectives in design concept. My part in team is to rennovate Bai Say Canal as becoming a sustainble public realm

METHOD: MIXED MEDIAS

Project: Understanding neighborhoods - Nguyen Hue blvd, D.1, HCMC

2015 | Thao Pham, Tho Nguyen, Xuan Huynh, Hung Nguyen,

A series of group and individual works for understanding neighborhoods in district 1, HCMC, in specific areas surrounding Nguyen Hue boulevard.

Most of works have been done by hand and executions: fieldtrip, collaging, model making, image and video records, and presentations.

METHOD: PROTOTYPING, COMPUTER-AIDED METHOD

DESIGN AFFORDABLE HOUSING TYPOLOGY

Dec, 2016

The project focused on designing a housing typology in apartment for low-income families to have a good qualified living condition.
The idea is to bring the luxurious quality of natural phenomenon into living space: sunlight. The target of locations is where the views taking the best exposure of sunlight in daytime.
The idea is to create a facade of series of small 'windows' which can let sunlight 'disapparated'. and flowing into an pattern cover the interior of the apartment, enhancing the atmospheric experience for the common space in day time. At night, the reverse effect of this housing typology can help to create a unique facade for the whole building, as a twinkle dots against the giant wall, yet, still be able to preserve the privacy for the occupants living inside.
In common space, a small garden is added at the corner. The idea is to bring the sense of greenery as internal viewpoint in common area (between dining and living sectors) where visitors and family can observe, take care of and enjoy the green space in their own house.
The rest of the flat is divided into functional spaces:
-1 master bedroom (with private bathroom) - 20.3 m2
-1 bedroom for two children - 5.24 m2
-1 common space (kitchen + living + dining sectors) 31m2
Total: 60.3 m2
The housing typology is suitable for new family who has 4 members in total. The total area is limited within the range of 55-60 m2 for affordable price for low-income families who still can experience the best quality of living space proposed by this design concept.

LEGEND
1. entrance door
2. kitchen
3. indoor plant (a garden corner)
4. living room
5. shared WC
6. lawndry
7. hallway (+ sunlight facade)
8. children bedroom (2 floor)
9. master bedroom
10. private WC
11. ventilation corner

ACTIVITIES

2016, 'Global Design' Studio

Curtin University & University of Architecture Ho Chi Minh City (UAH)

2017,
'City Space and City Life A comparison between Bangkok City and Ho Chi Minh City' workshop

Montfort del Rosario School of Archiecture and Design (AAU) & University of Architecture Ho Chi Minh City (UAH)

2018, 'Redefining Agro-Forest Settlement Development In Dalat Urban Fringe - Urban/Rural Development In Mountainous Region' Workshop -

KU LEAVEN & UAH

2020, Visiting McClelland Sculpture Park and Gallery for art installations

MDIT & McClelland Gallery

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