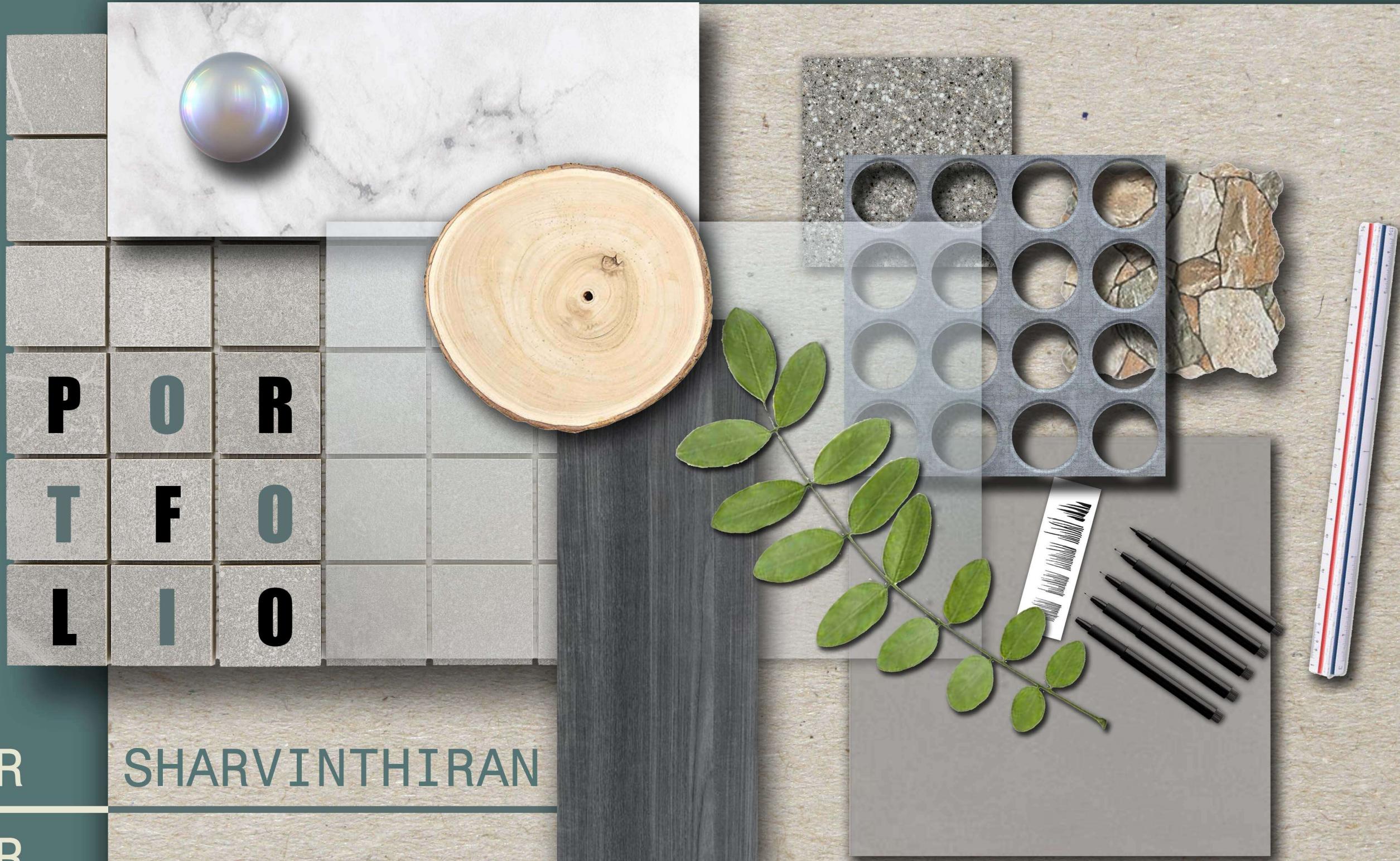


INTERIOR  
DESIGNER

SHARVINTHIRAN



# CONTENT PAGE



# POST PANDEMIC MUSEUM PROJECT

## UNA

UNA is a native American name that means “to remember” and people with name UNA loves freedom.I decided to design a museum gallery to educate the public especially school going kids on how Malaysia and the world combat this Covid-19 situation. UNA also pays tribute to Covid-19 victims and those who made sacrifices especially the frontliners and medic teams.

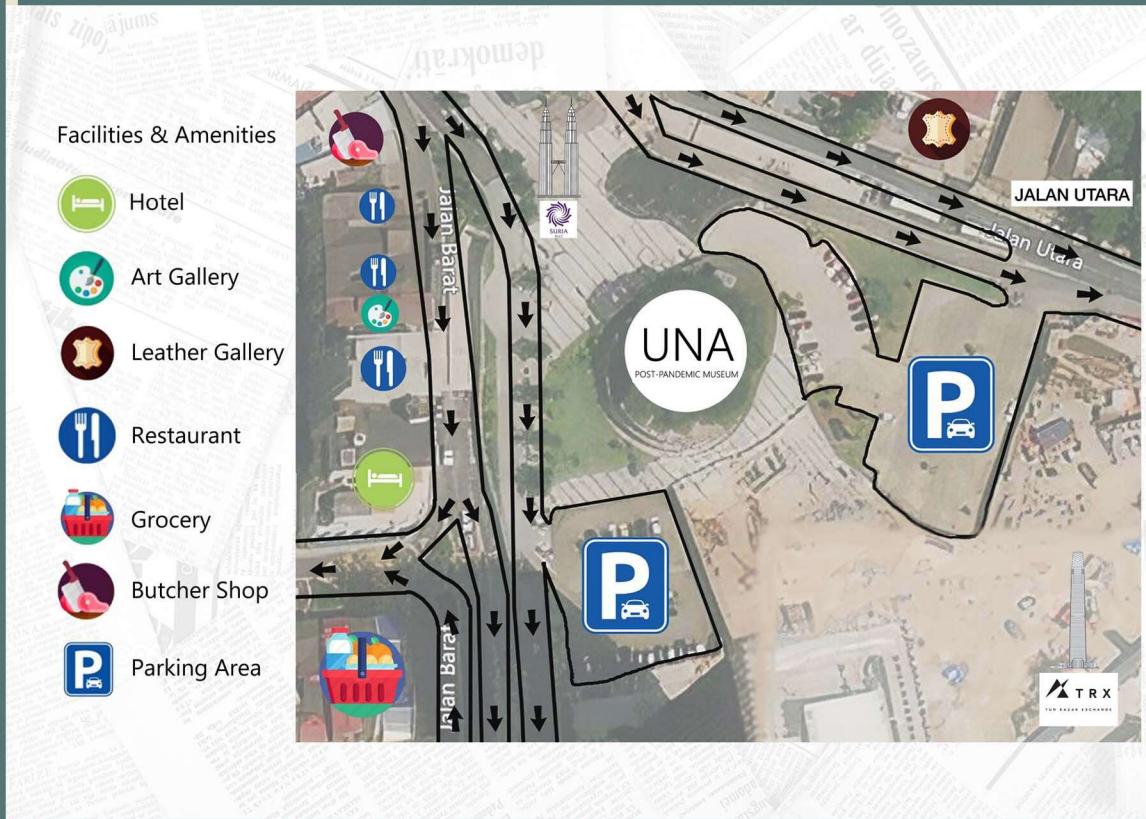


# PROJECT INFO

## CONCEPT

UNA style is natural and modern, and my design will interpret the emotions we all have had experienced throughout this pandemic; For example: Hearing the siren at night knowingly that's another emergency or the sound of patients gasping for oxygen and the euphoric emotions on waiting for the freedom to be able to go out without any restrictions and the sheer joy of breathing fresh air without wearing a mask.

## SITE ANALYSIS



## TARGET AUDIENCE

### School Students (40%)

- This museum is focused more on school children.
- School field trip that wants to educate the upcoming younger generations on giving them a rough idea on what it's like during the pandemic and ways to prevent it.

### Family and Friends (20%)

- Family and Friends can visit UNA for some quality time together and to recollect the memories we all been through during the pandemic.

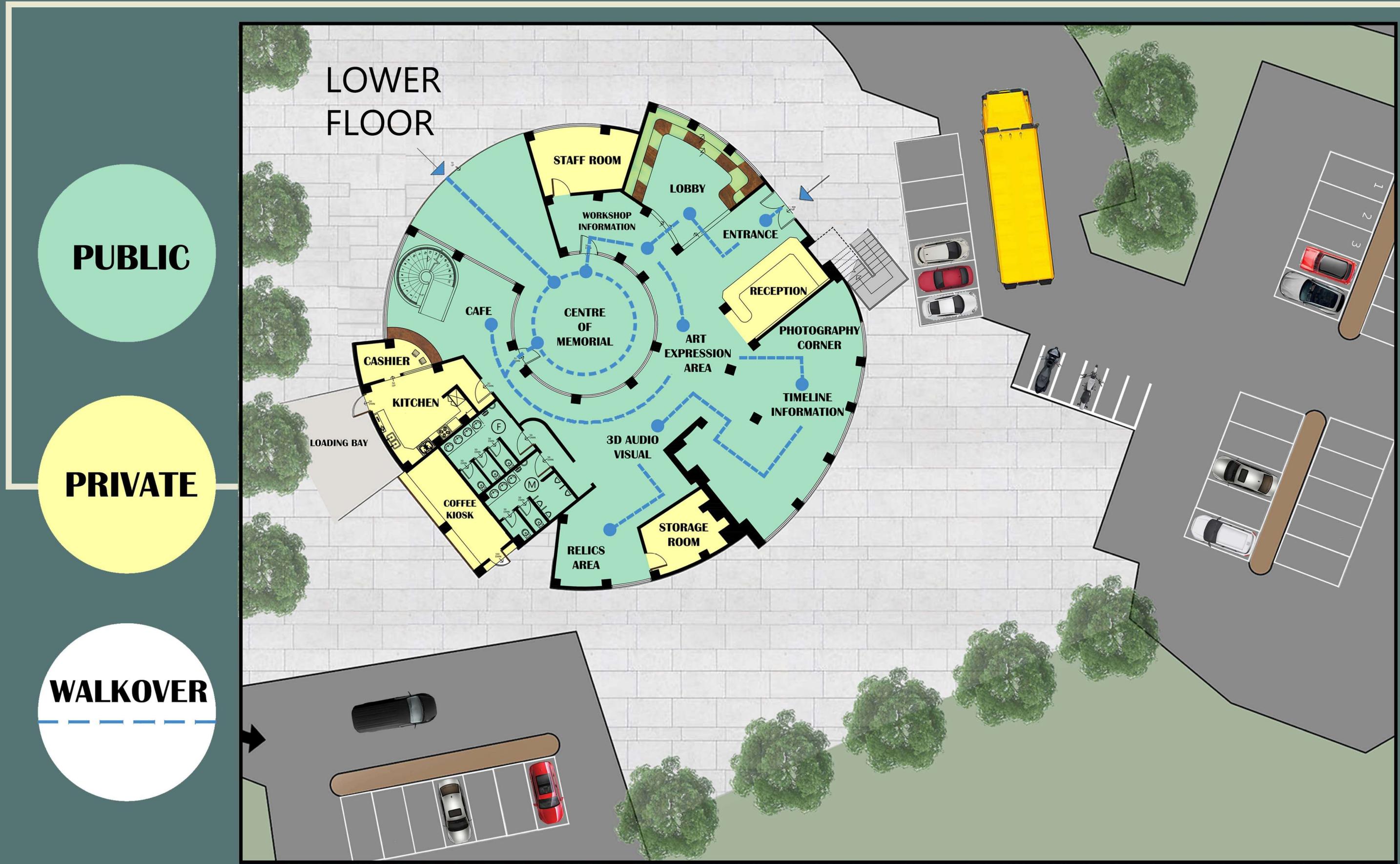
### Working Adults (20%)

- Working adults that works near the museum can dine-in at UNA cafe, while visiting UNA.

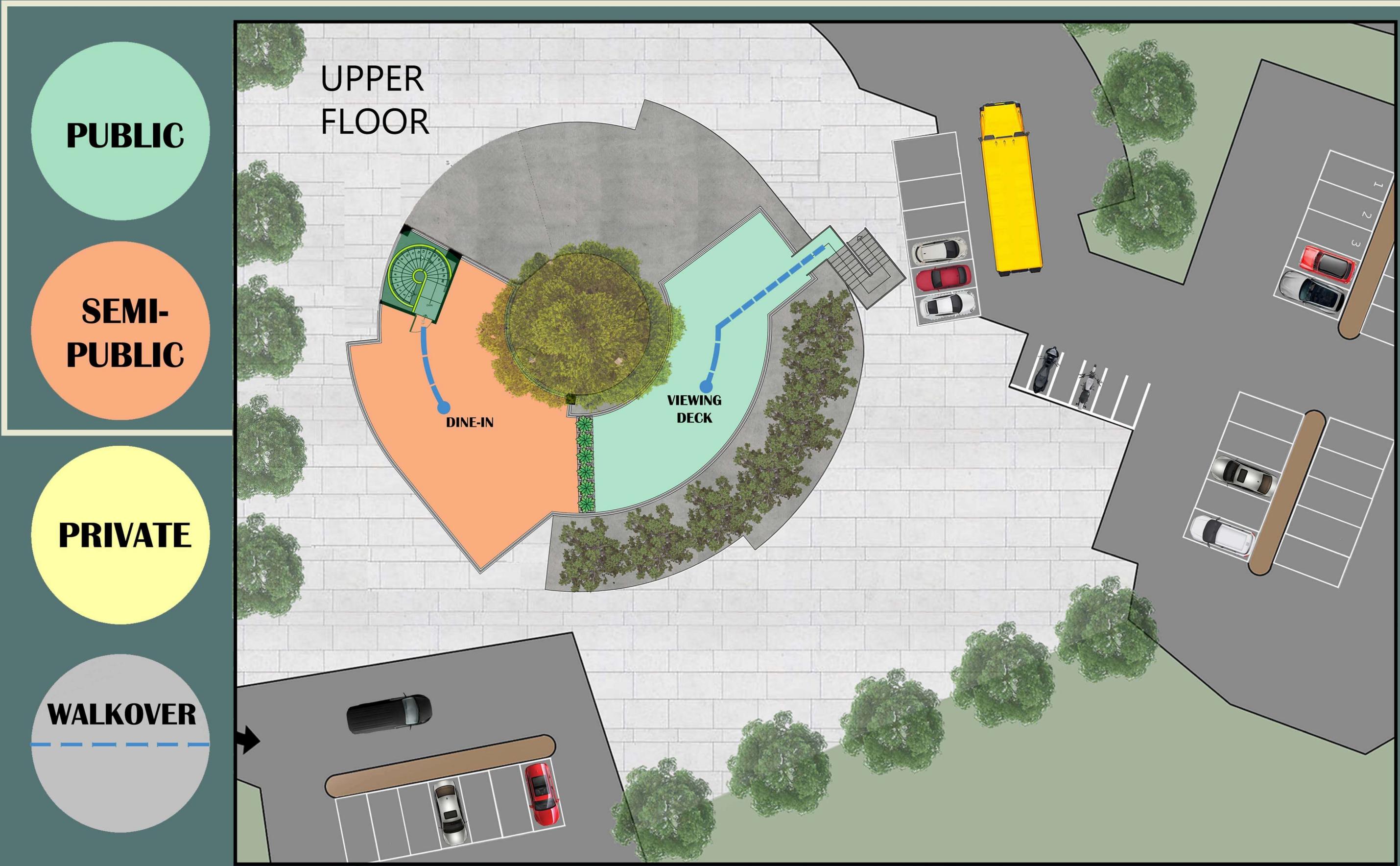
### Tourist (20%)

- Tourist that are interested in knowing more about the history of Covid-19.
- Tourist that wants to conduct a research about Covid-19 .

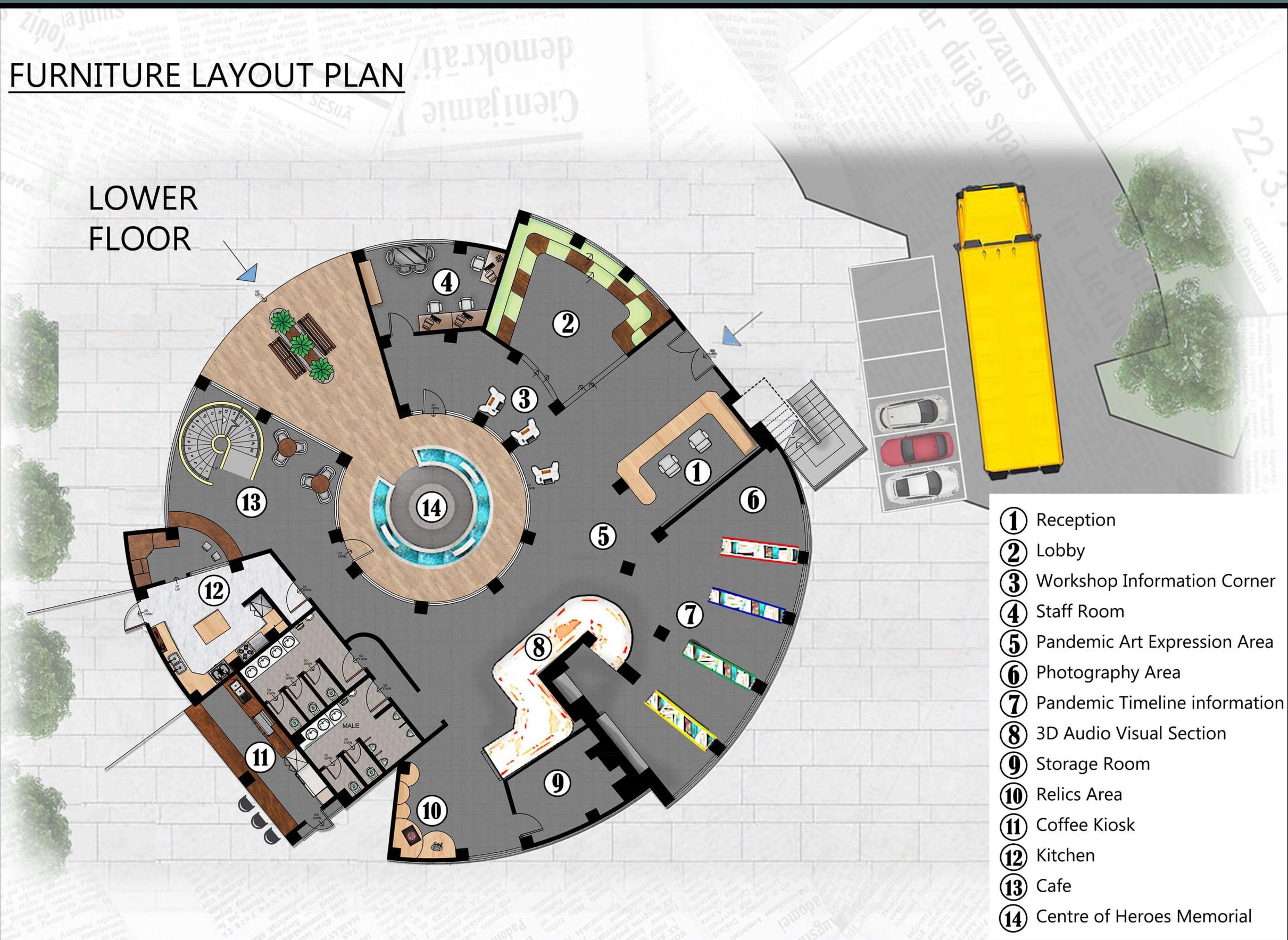
# SPACE ZONING



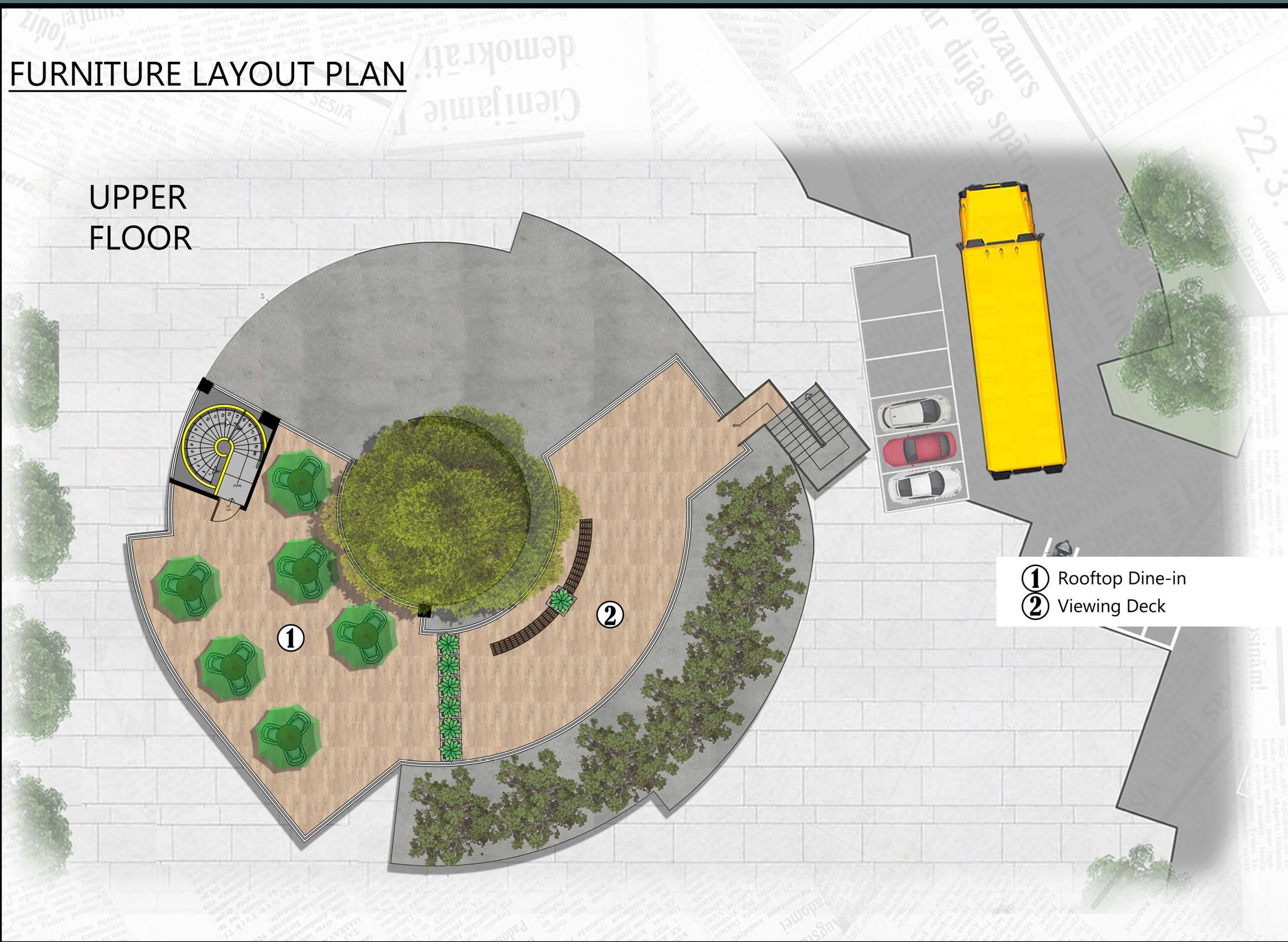
# SPACE ZONING



# LAYOUT PLAN



# LAYOUT PLAN



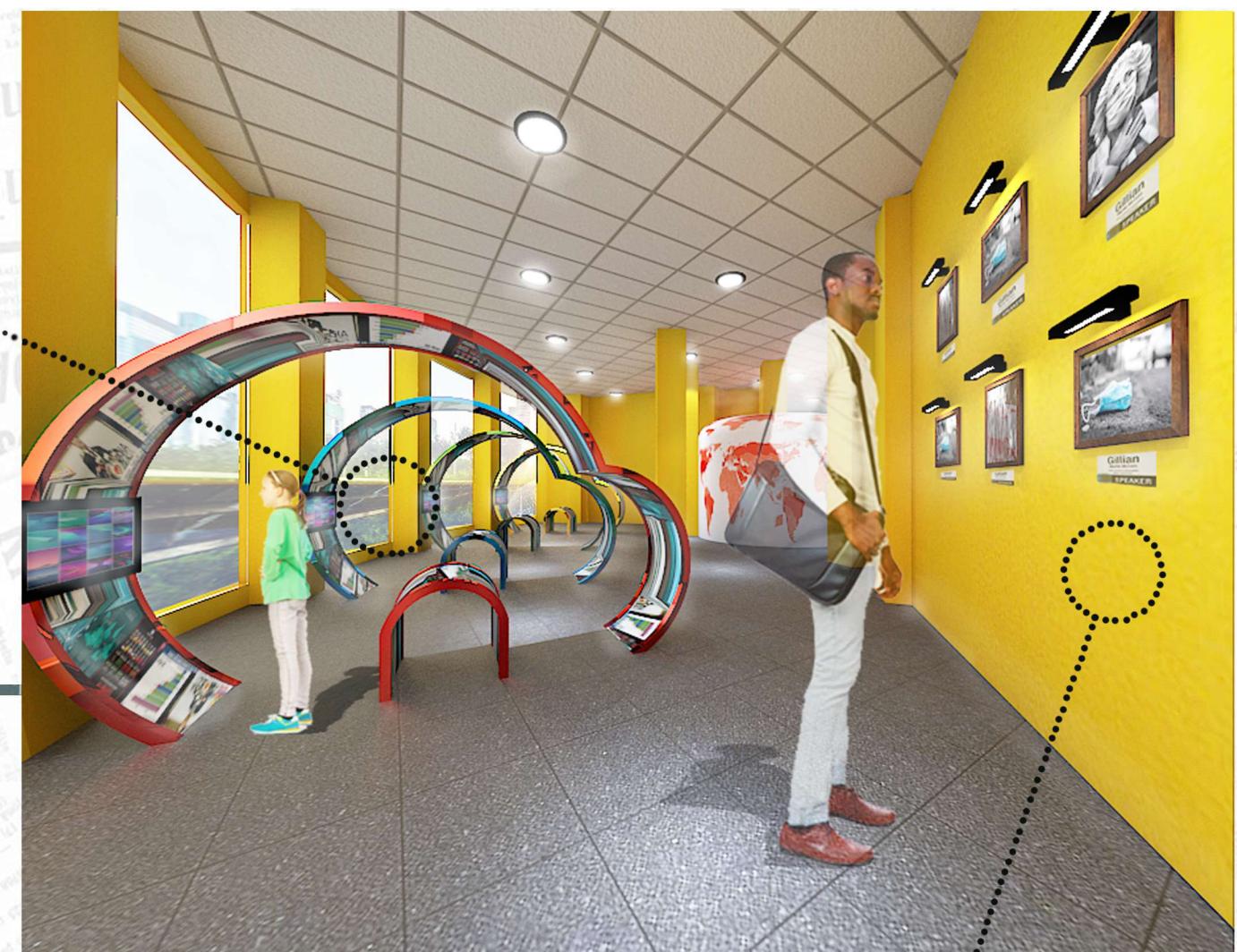
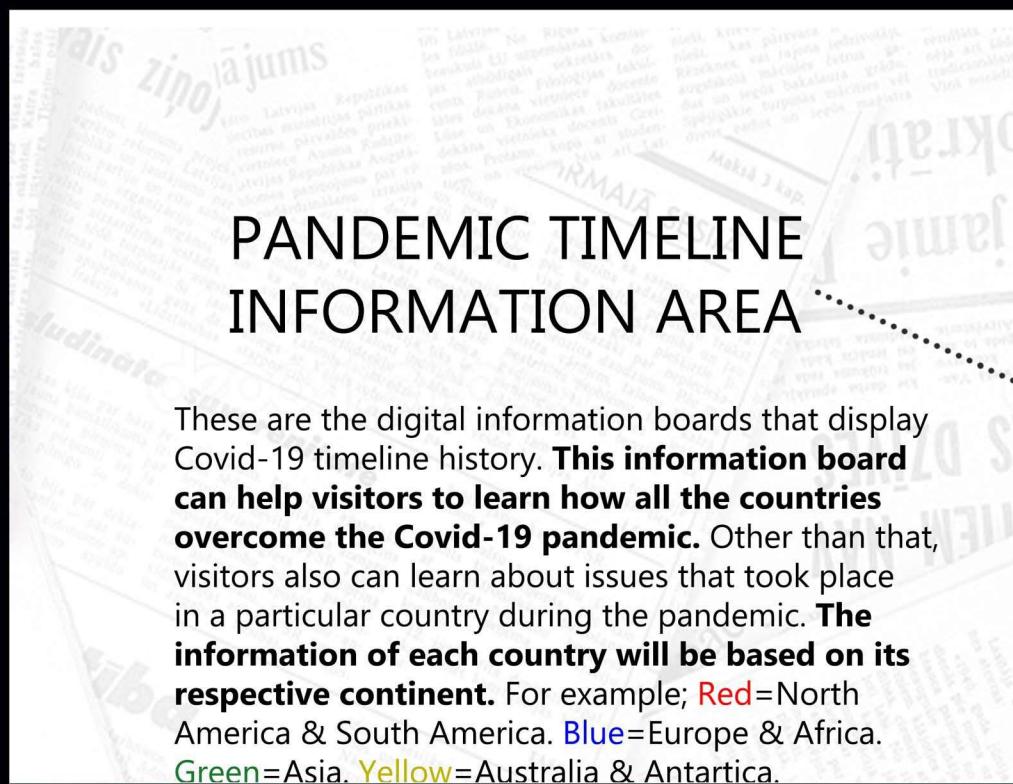
# ELEVATION



## MOOD BOARD



# RENDERING



## 3D AUDIO VISUAL SECTION

This 3D audiovisual tunnel gives a new experience for the safe ones and a nostalgic experience for the people who had been in a hospital during pandemic. This tunnel plays sound of chaos moments a few of us experienced during the pandemic. For example; Hospital in chaos, Ambulance siren, Dispatch calls, and Death tolls.

## ART EXPRESSION AREA

This is an area that displays the subjective emotion and responses of artist during the Covid-19 pandemic using art form such as; art, photography, and drawing. This area will make the visitors relate or recall the emotions, situations and memory the visitors had during the pandemic.

# RENDERING

## Centre of Heroes Memoriam

The Centre of Heroes Memoriam is the centre of all emotions. Feeling proud thinking about the lives that had been saved by the Covid-19 frontliners despite all the chaos and the ones that died during the process of saving others. The Centre of Memoriam is mainly focused on remembering the names of the forgotten heroes during the pandemic. The Centre of Heroes Memoriam also can be the main place for families and friends of the deceased to gather or visit alone to memorialize the nations true heroes.



### Light of Heroes

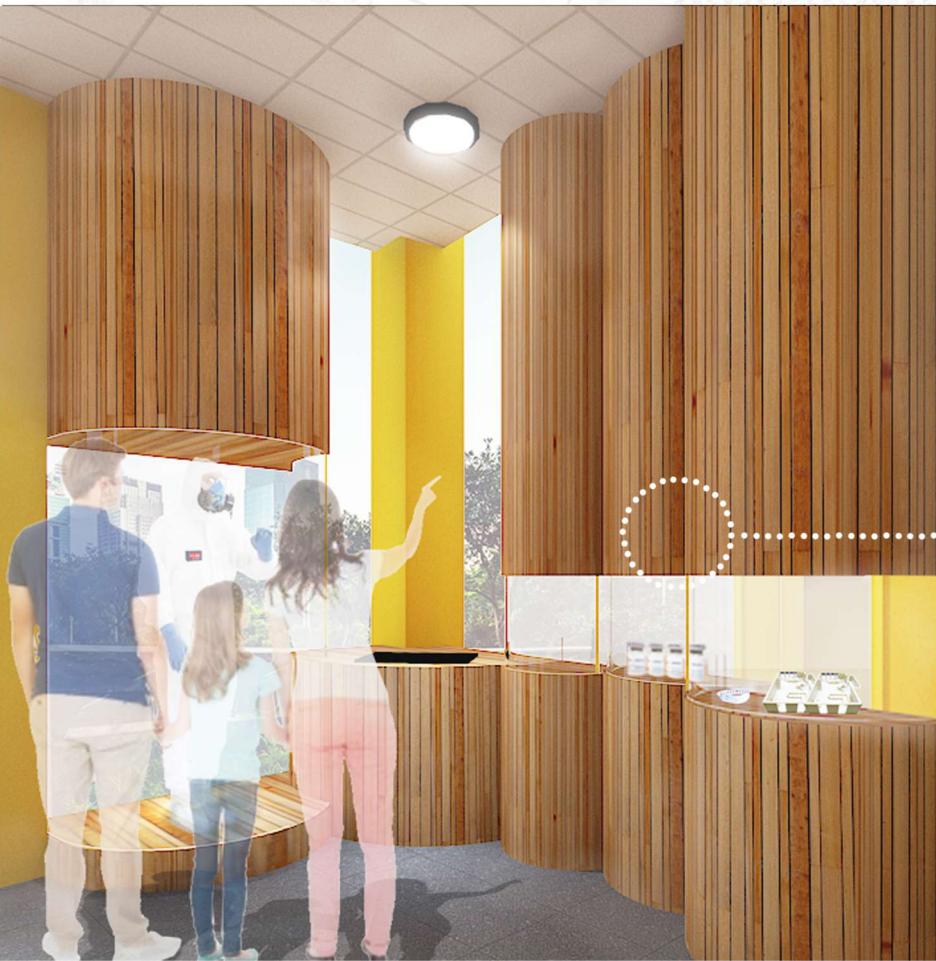
**Names of the deceased frontlines that lost their life during the pandemic will be written on the glass.** The names of the deceased frontlines will shine out if sunlight is reflected on the glass.



# RENDERING

## Workshop Information Corner

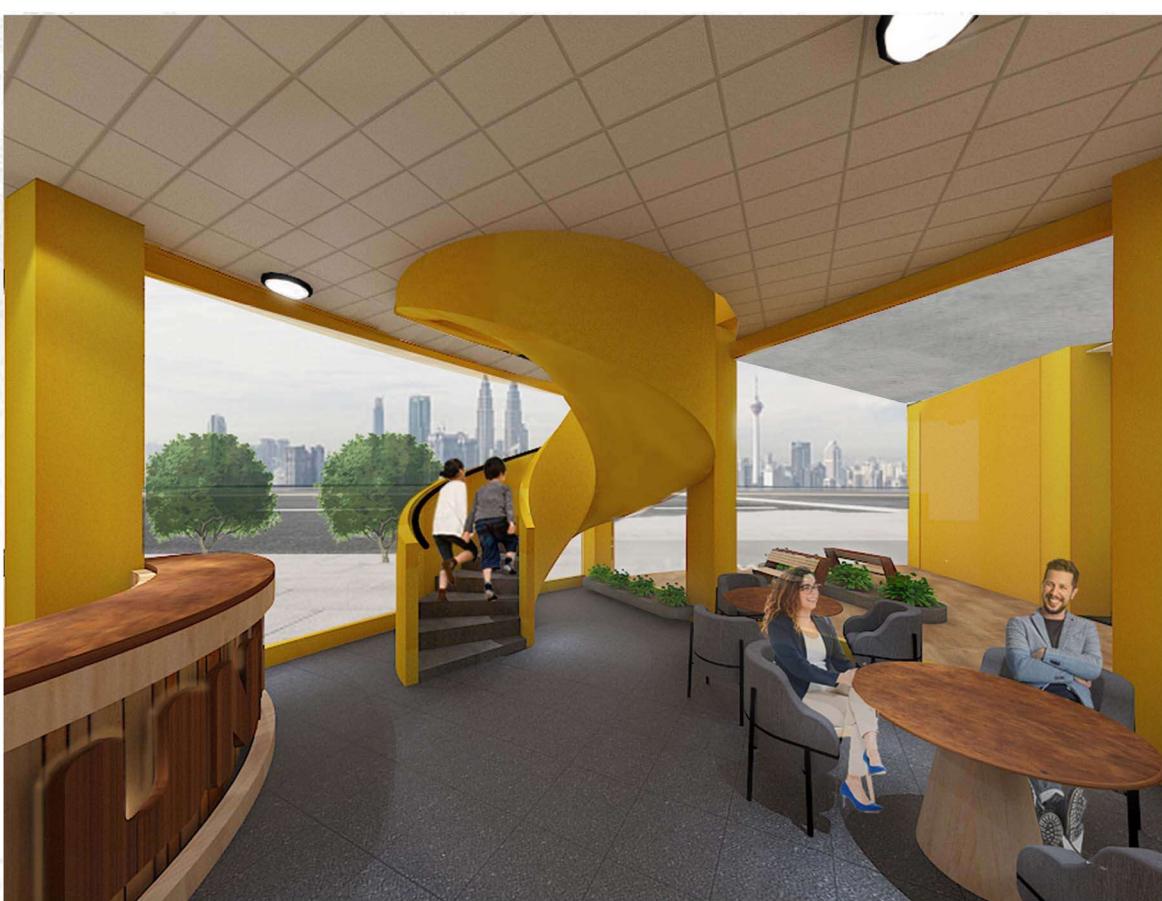
This is a stand-alone device that features a **touchscreen interface** and uses highly advanced programming software. People can get information with the touch of a finger. This display kiosk is focused on promoting and showing the benefits of Covid-19 workshops. It will also display honest customer reviews for each Covid-19 workshop. The display kiosk will also, be providing brochures of any selected workshops.



## Relics of Pandemic Area

This area is mainly to display the relics that are used mostly to overcome the Covid-19 pandemic. This can bring a nostalgic feeling for the people who have been through the whole Covid-19 era. This relics area also plays a vital role in educating the upcoming generations on what was it like during the Covid-19 pandemic. The Relics of Pandemic area will display objects that are very important during the pandemic. Such as; different types of masks and vaccines. Other than that, a hazard suit with an attached thermometer will also be displayed to show what frontlines went through putting on the hazard suit and working twenty-four straight.

# RENDERING

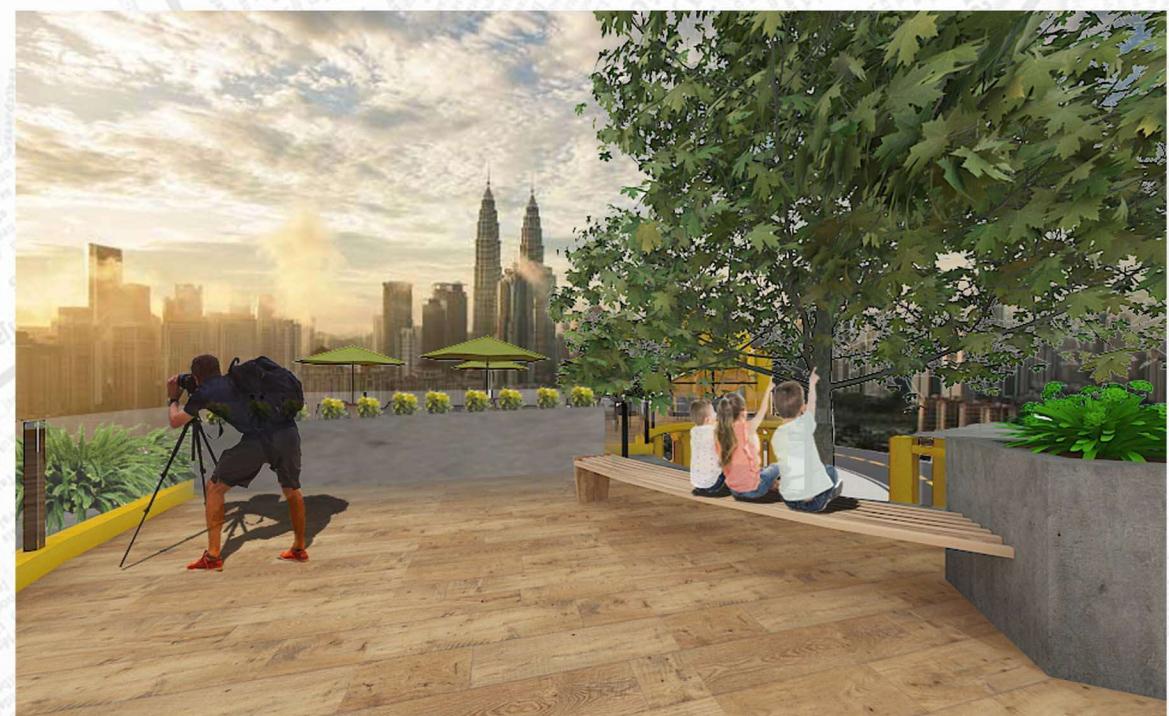
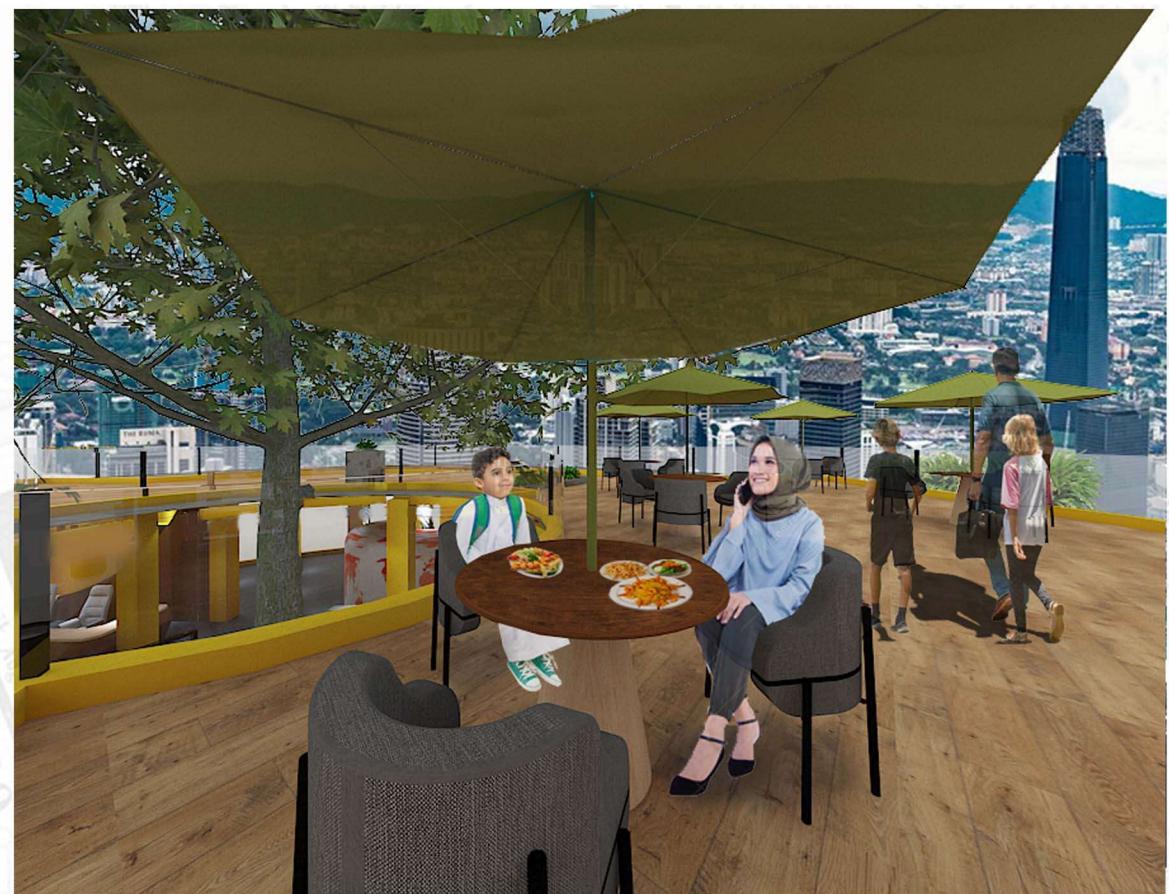


## CAFE

This cafe at UNA will be serving continental, local and fusion. In that being said this will bring back our memories that we missed the most during the Covid-19 pandemic. Such as; hanging out at our local "mamak" shop. Visitors can either dine indoor or outdoor based on their choice.

## UPPER FLOOR DINE-IN

UNA rooftop cafe offers a unique dining experience overlooking the spectacular 360-degree panoramic view of the TRX Tower, KLCC and Kuala Lumpur's striking skyline.



# F&B COMMERCIAL PROJECT

## TEALIVE

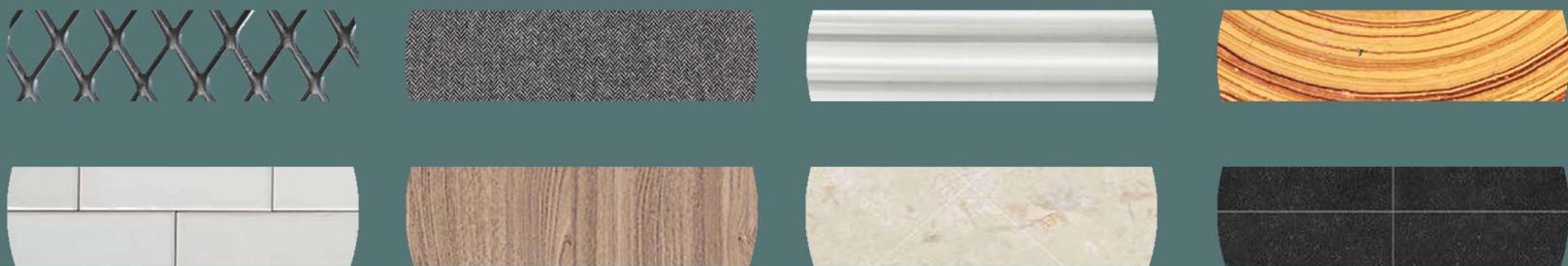
Tealive is Southeast Asia's largest lifestyle tea brand, and their mission is to always bring joyful experiences through tea - Serving a variety of beverages, from signature pearl milk tea to coffee and smoothies. The Tealive store has many eye catching deco and spots , to make this store a Instagramable area for everyone.



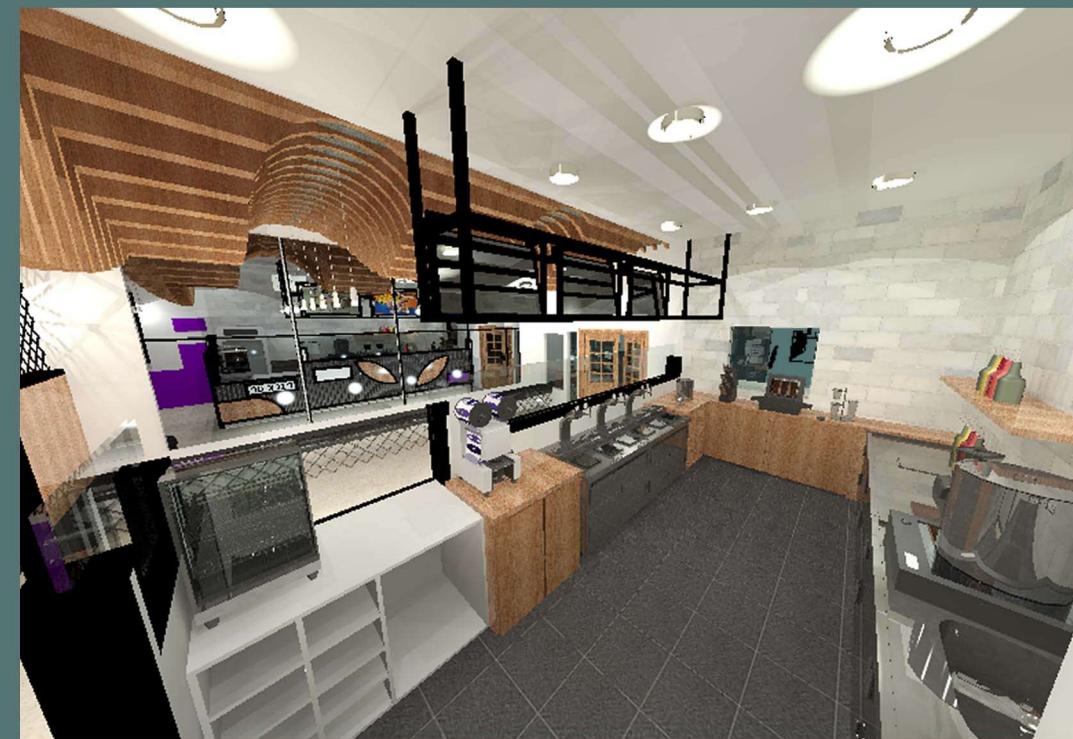
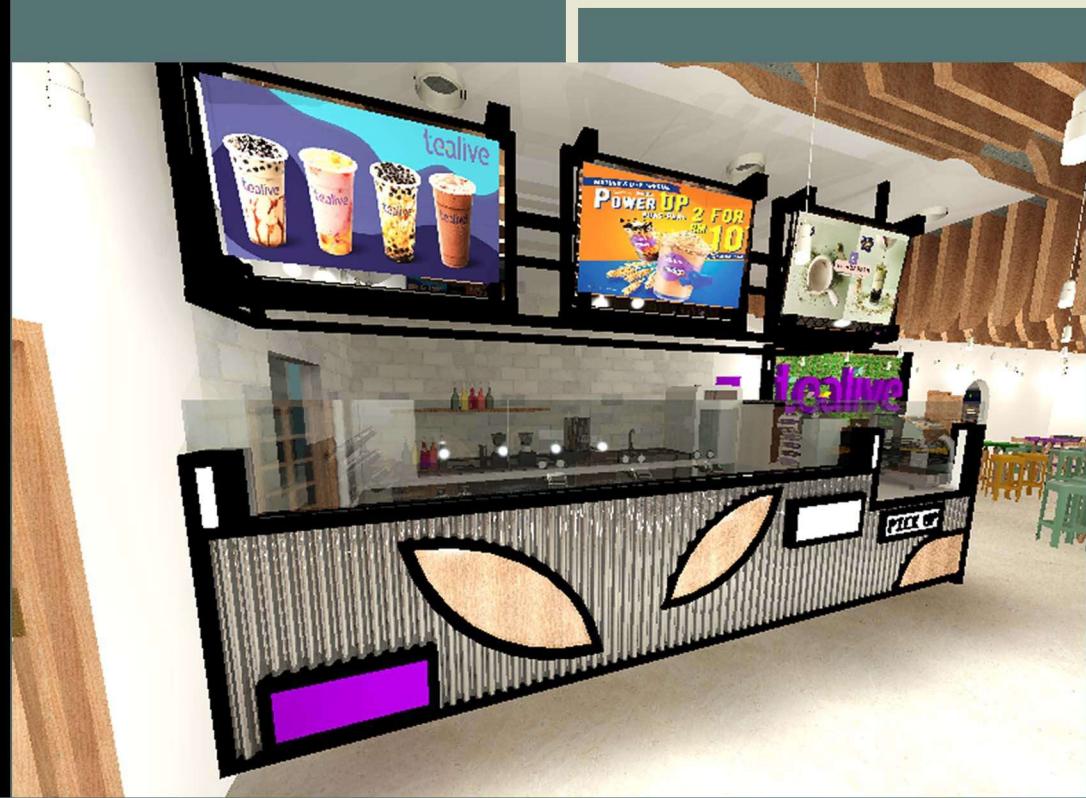
# SPACE PROGRAMMING



## MATERIAL



# INTERIOR



DINING AREA

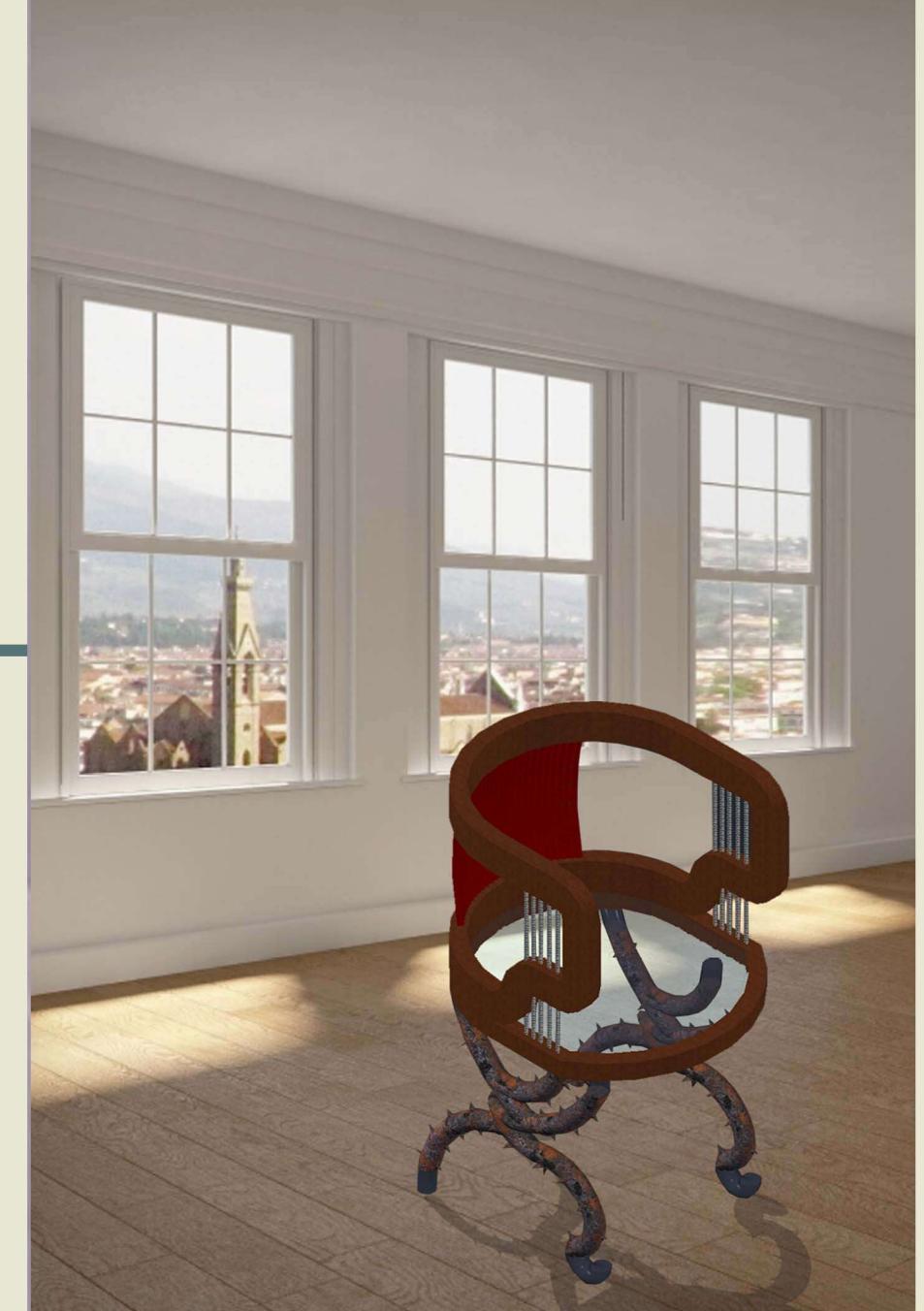


WORKSTATION

# FURNITURE DESIGN

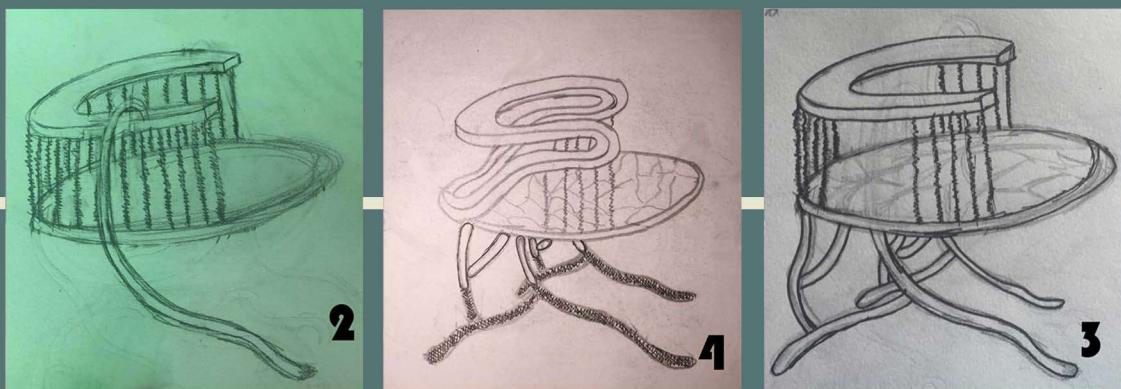
## DOCTOR STRANGE CHAIR

This Design Project is to draw inspiration from a creative source (Doctor Strange) and demonstrate the ability to conceptualize and interpret design ideas into a piece of furniture design.

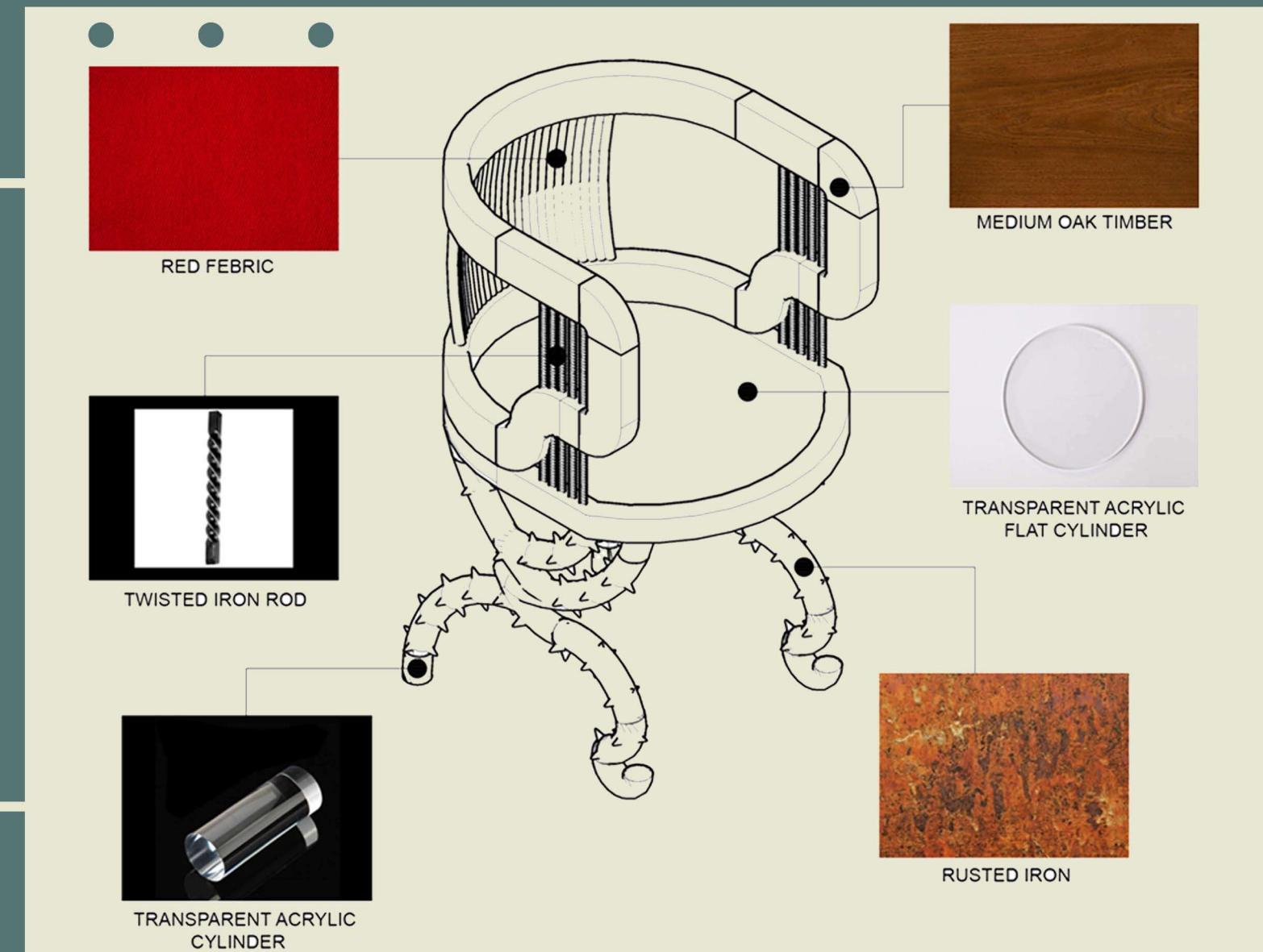
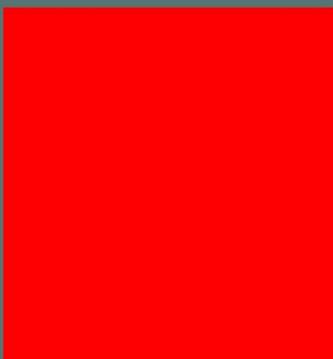


# CHAIR DESIGN

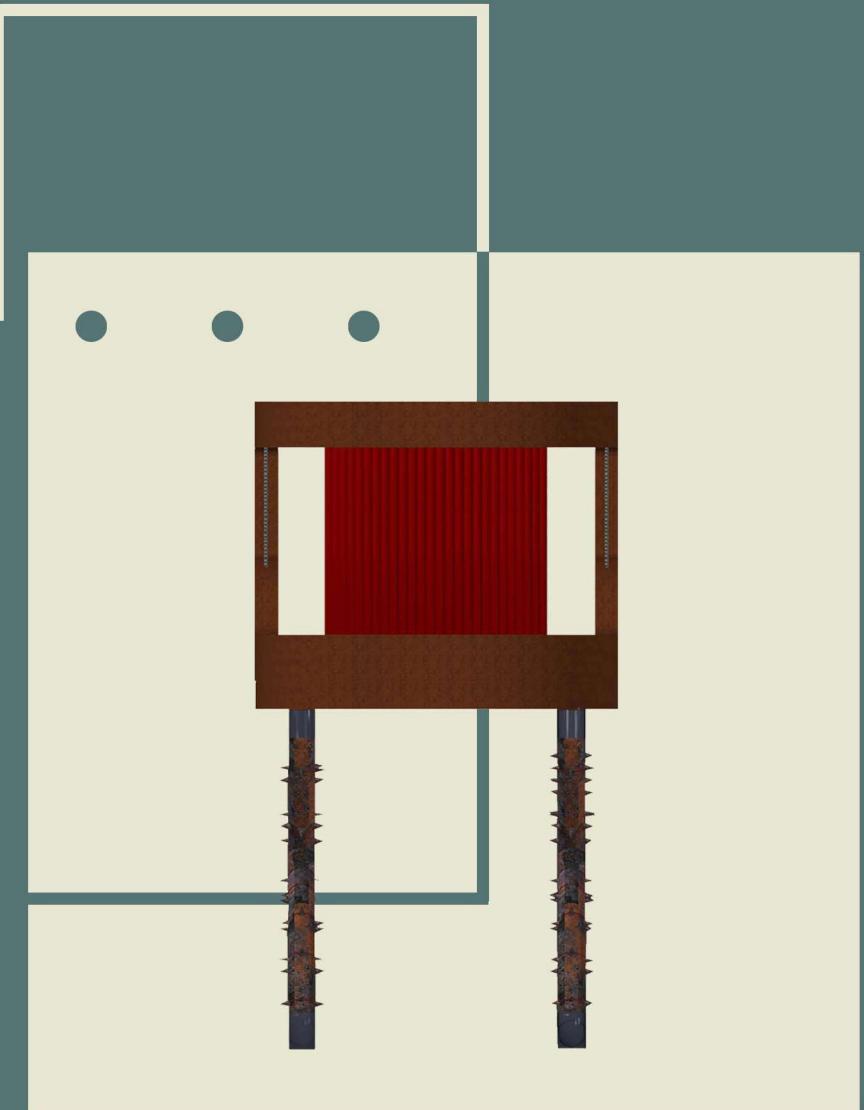
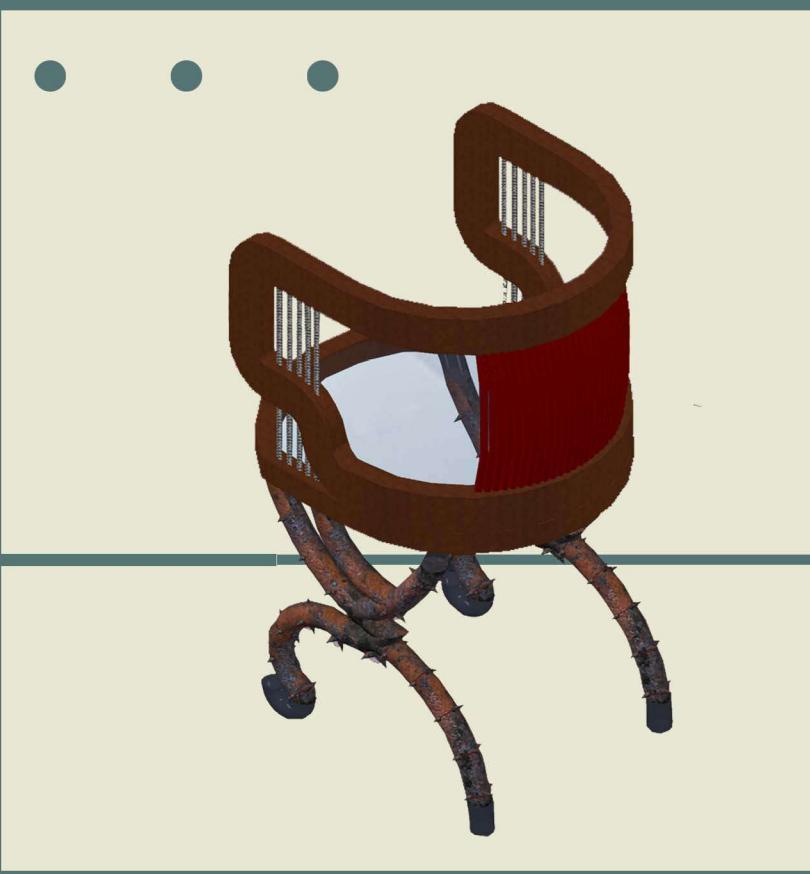
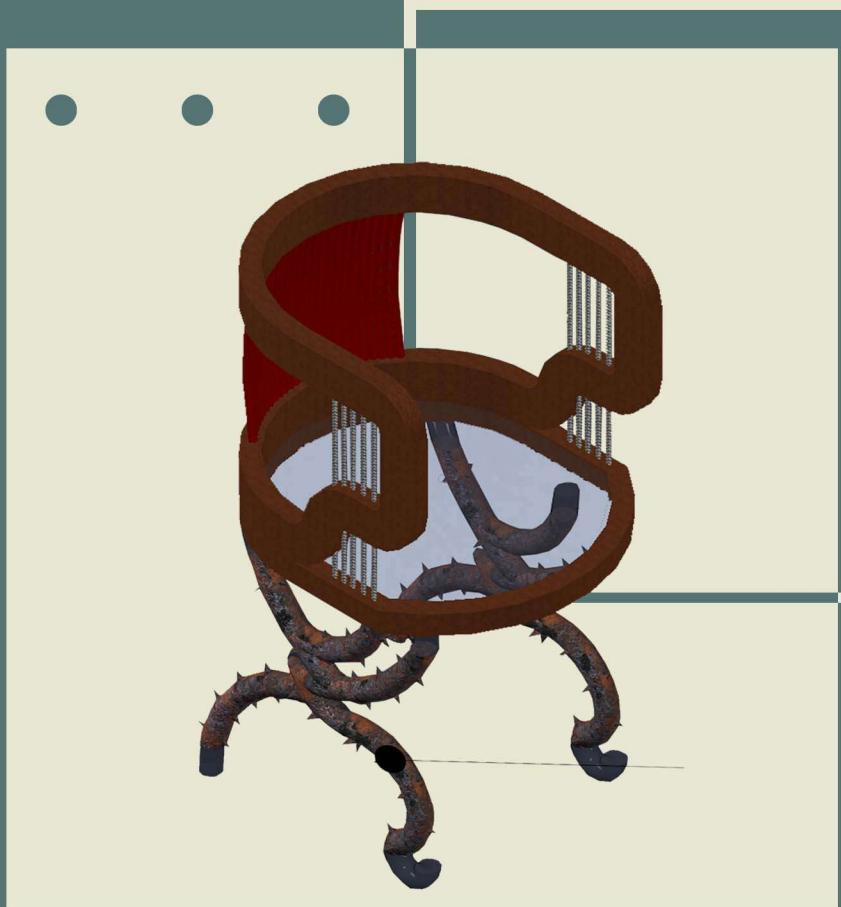
## DEVELOPMENT



## COLOR

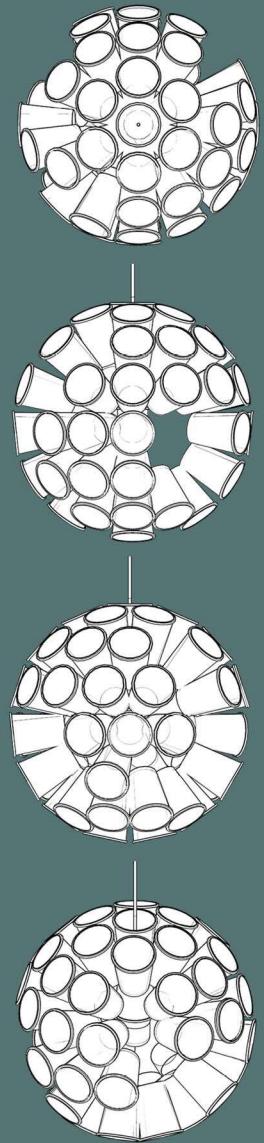


# CHAIR DESIGN



This chair that i design is about Doctor Strange life, from a successful surgeon to the most powerful sorcerer. The main design of this chair were inspired by most of the scene from Doctor Strange. The ultimate idea on this chair is to give a comfy feel on the top but an intimidating feel at the bottom of the chair.

# LIGHTING DESIGN



## THE F.I.S.P LIGHT

To build a biophilia concept lighting fixture. My intention is to give a life to the hidden details a firefly can do.



# LIGHTING DESIGN



## CONCEPT

This lighting concept is based on Fireflies. I was really amazed to see the fireflies lighting up the plants from the bottom during dawn, this lighting is designed to interpret with that idea.

## DESIGN DEVELOPMENT

