

PORTFOLIO

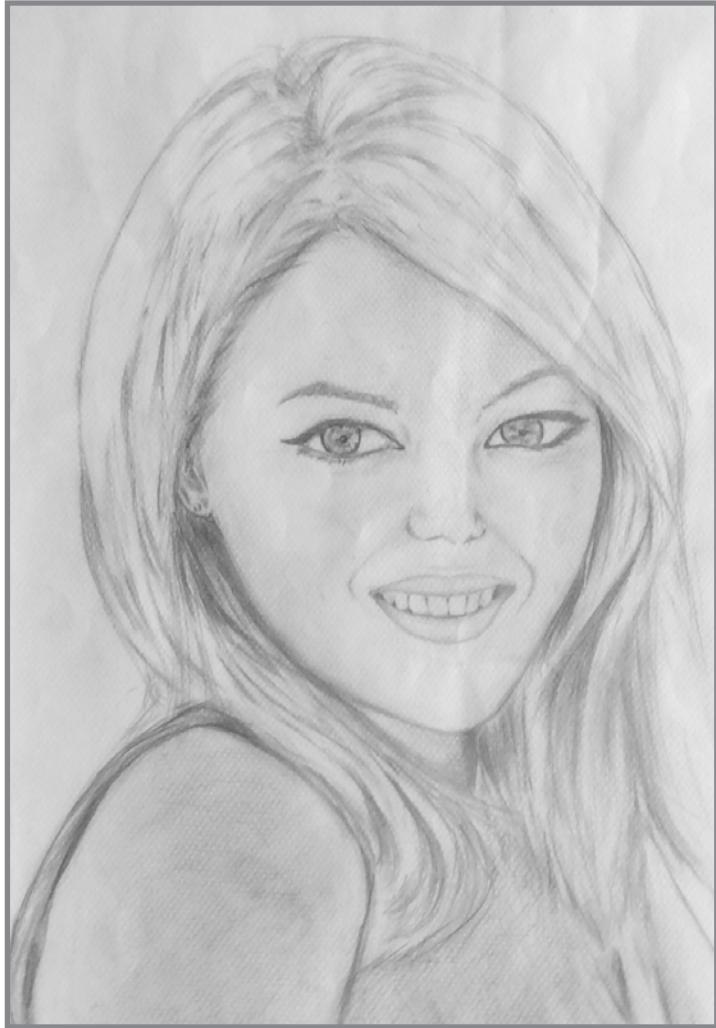
Raymond (Zi Feng) Xian

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5. Architectural Design

20. Branding and Icon designing



HB
4B
2B
Pencil



HB
4B
2B
Pencil

An early piece of realism, utilizing forms of shading techniques to highlight and celebrate human form and proportion in realistic representation.

A later form of realism, using more advanced shading techniques to bring out hair and facial features in order to bring it closer to its original image.



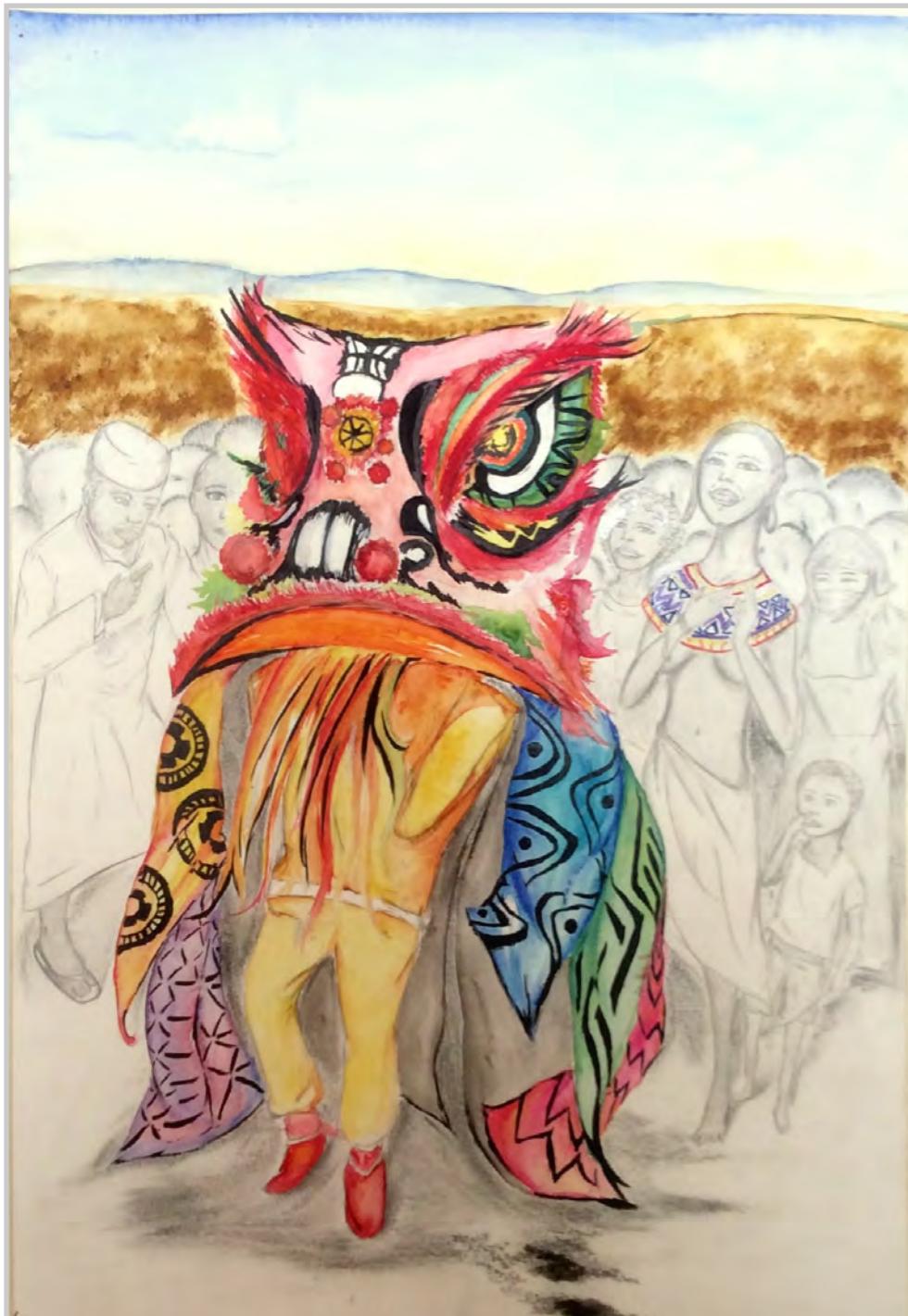
Black Ink
HB, 2B Pencil
Watercolour
Chalk

A three part watercolour piece reimagining human emotions as forms of colour. This piece mainly focuses on anguish, naivety and anger as the use of negative space and contrasting colours help bring out each emotion individually. As a result, it ultimately shows how important it is to gain awareness of each other's emotions in our daily lives.

*Black Ink
HB, 2B Pencil
Watercolour
Acrylic*

A mixed media piece illustrating a Chinese Lion Dancer amongst an African community.

The piece illustrates an exchange of culture and traditions, and the mutual appreciation shared between both parties as they learn to coexist with one another in our present day.





A sketch that ties in human emotion with linking objects that bring out symbolic messages that tell a story of heartbreak and loss.



A semi-realism piece that illustrates modern senses of hair fashion; representing the ever changing tastes of society and what people perceive to be culturally acceptable.

An expository social commentary sketch that highlights the habits of youth and the consumption of drugs in our daily society.



A semi-realism piece that illustrates new ways people can perceive realism with slight changes to proportion and form.



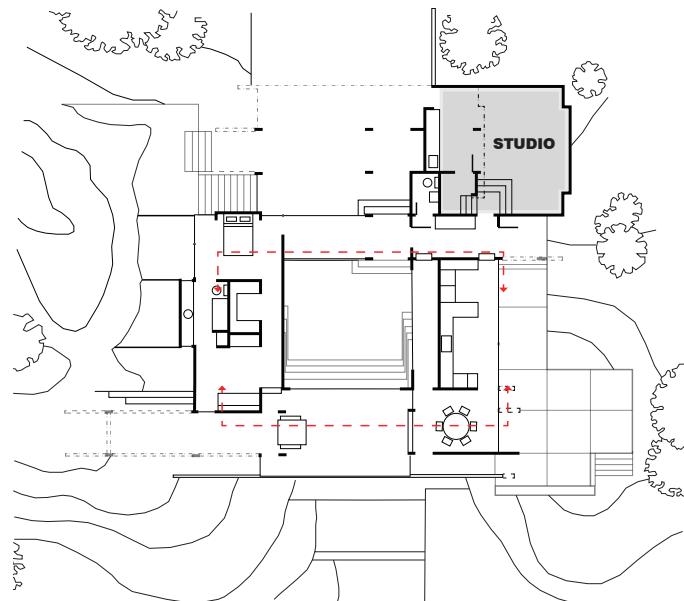
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A tessellation project I did early in the ENDS program whereby I was trying to reimagine the organic form of a heart as shapes and sliders. The final result as an outer shell displaying the more modular tessellation while the inside curves reflect the organic nature of the orginal shape.

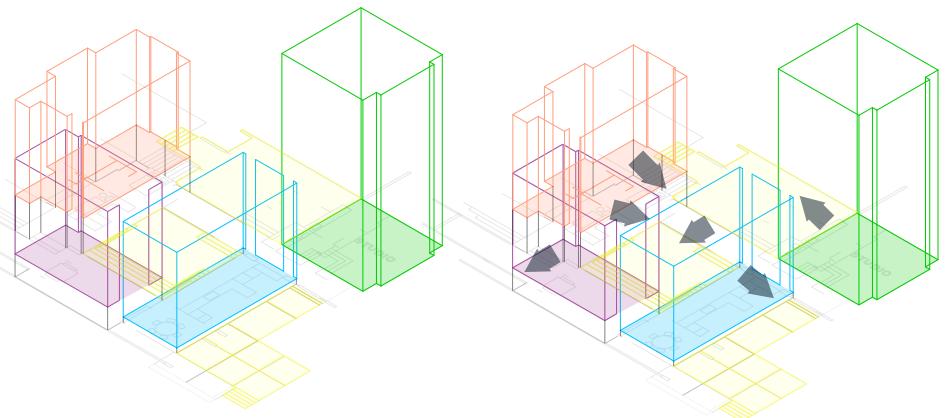
smith house two

A STUDY OF SPATIAL EXPERIENCE AND PROGRAMMATIC INTERACTIONS

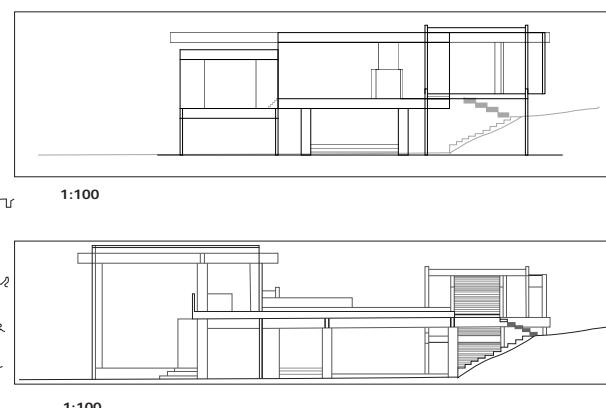


Adobe Illustrator

Spatial Experience



Sections

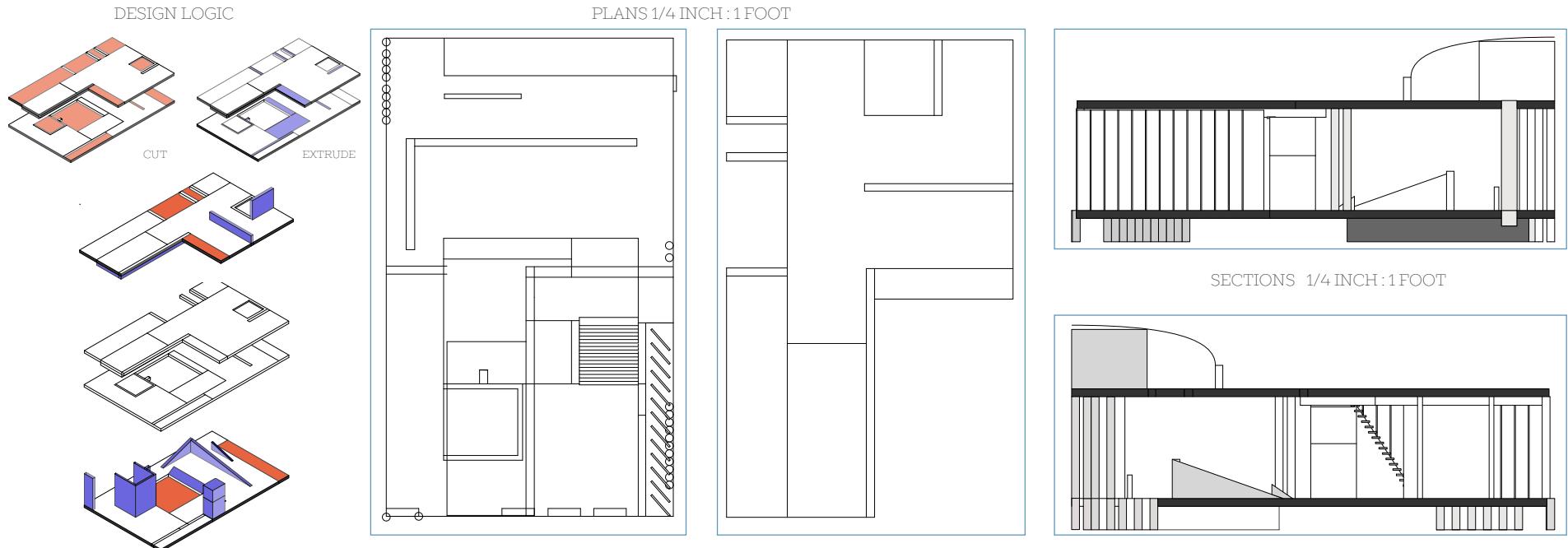


Programmatic Interactions



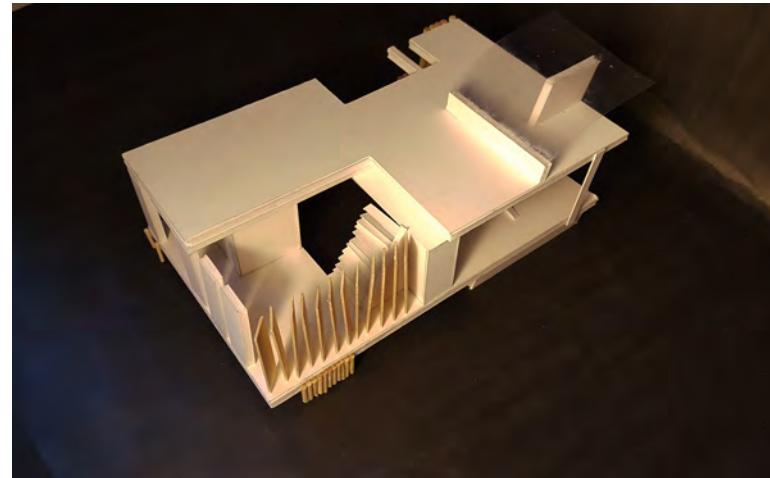
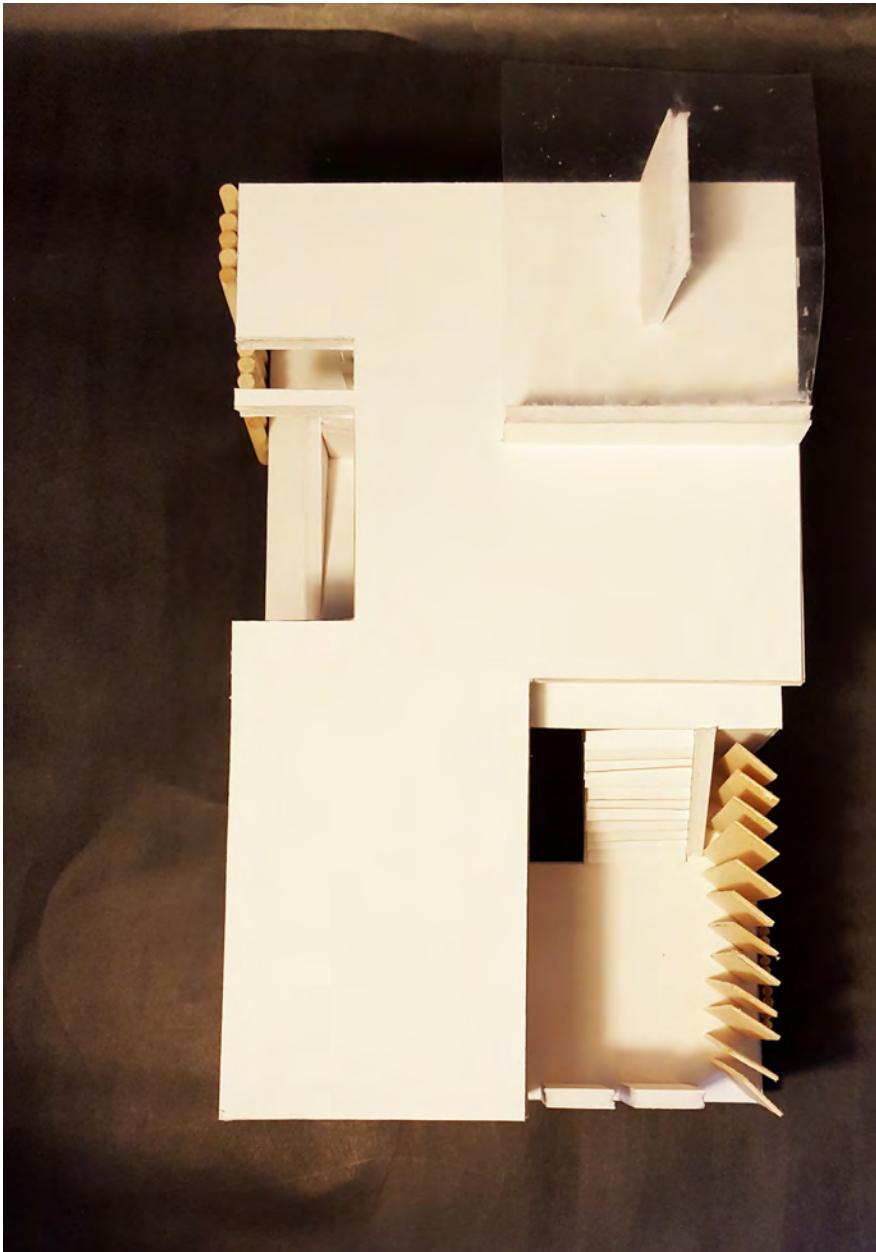
A personal exploration on an initial collaborative project where I explore the spatial and programmatic dynamics of the Smith House 2; analyzing and comparing the differences between each elevation.

breathe



Adobe Illustrator

"Breathe" was another individual project done in the first year of ENDS where I was challenged to explore spatial diversity by dipping and extruding different shapes of a flat platform in order to create an occupiable pavillion. Here, I was able to cut, retract, extrude and link various elements of lines on a plane to make an interesting and peculiar spaces for people.

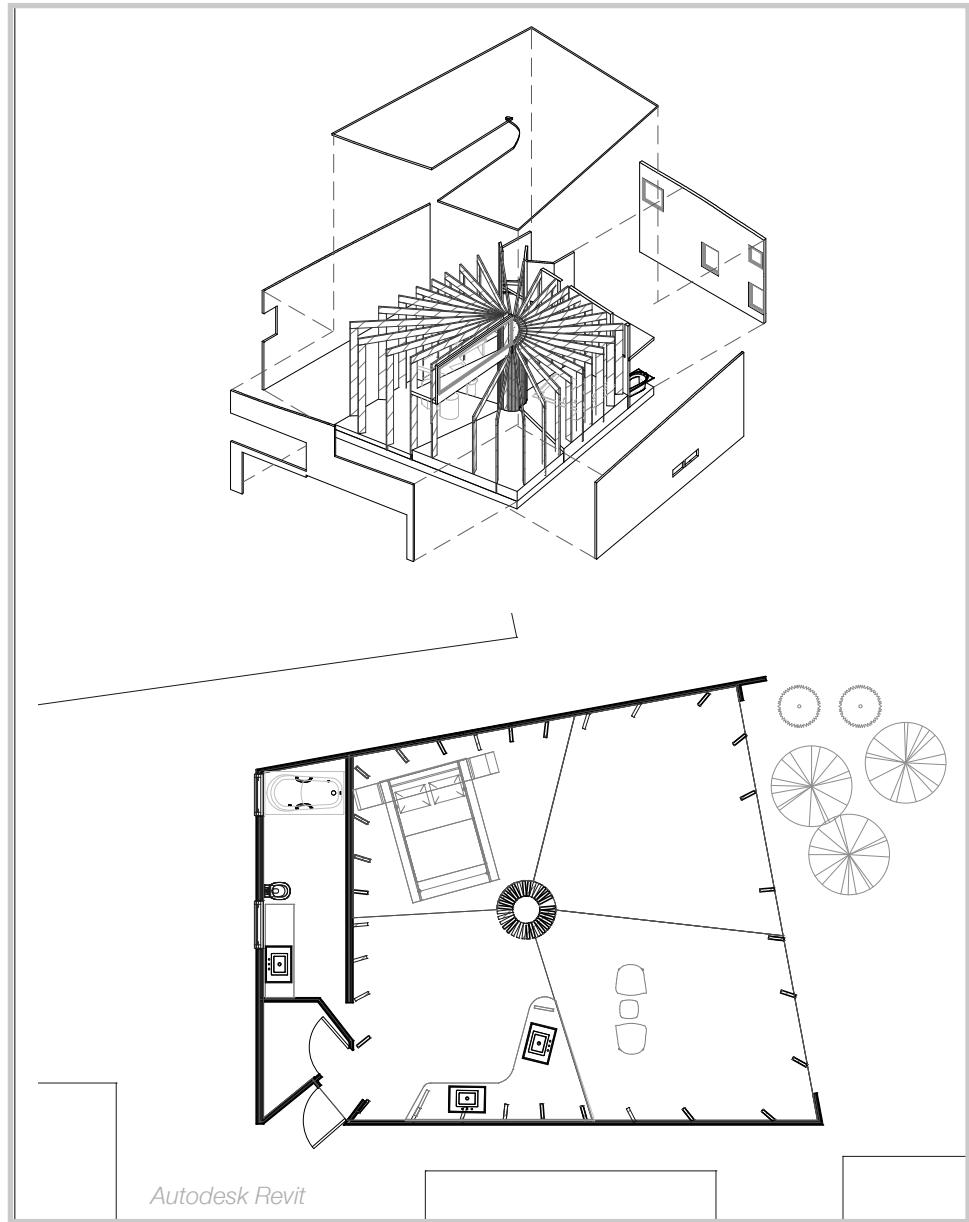
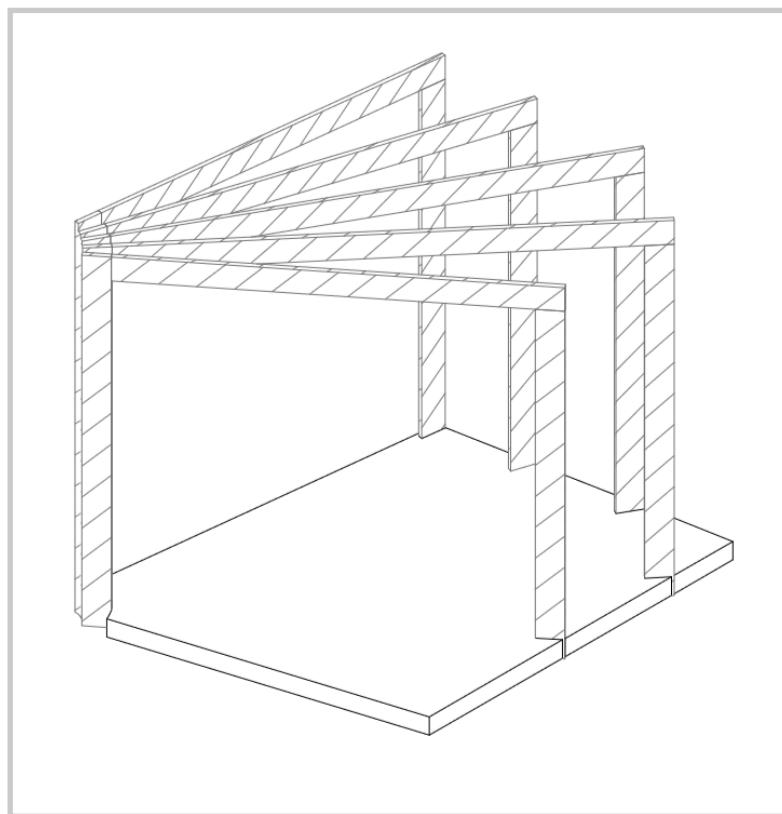


*Foam board
Wooden dowels
Thin wood sheets*



tree house

An exploratory Revit project whereby I was able to unfold the inner workings of Mt.Fuji Architects' "Tree House" in terms of its inner structure as well as its final layout in order to execute a peculiar experience for its residents.



Autodesk Revit

jan shrem and maria manetti shrem museum of art : the skin

A collaborative project exploring the ‘skin’ of the manetti shrem museum’s roof whereby I was in charge of model making process; mainly focusing on the perforated roof members and built structure in order to create a small replica of the roof’s influence on lighting on spatial experience.



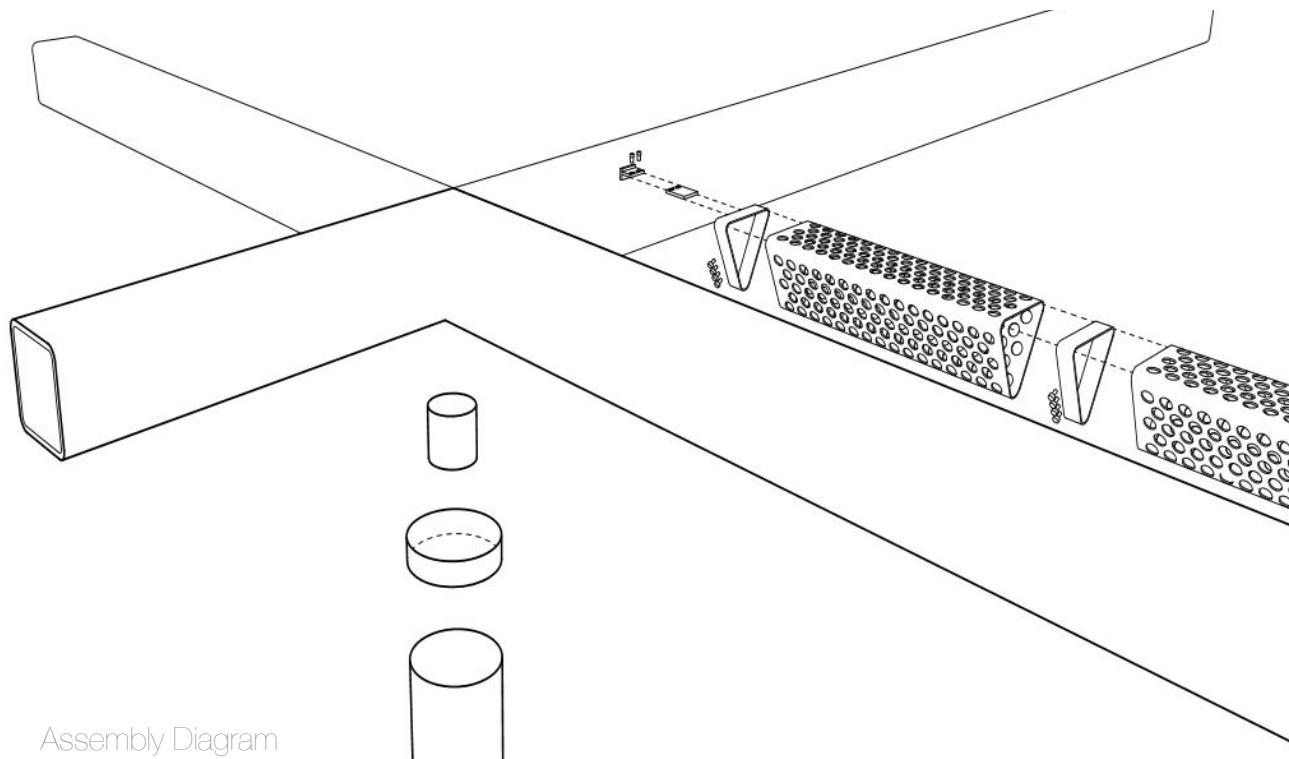
*MDF wood
Wooden dowels
Thin acrylic
Chip board
White Spray paint
Construction paper*

Adobe Illustrator



Shadow Diagram

Daylight Interaction



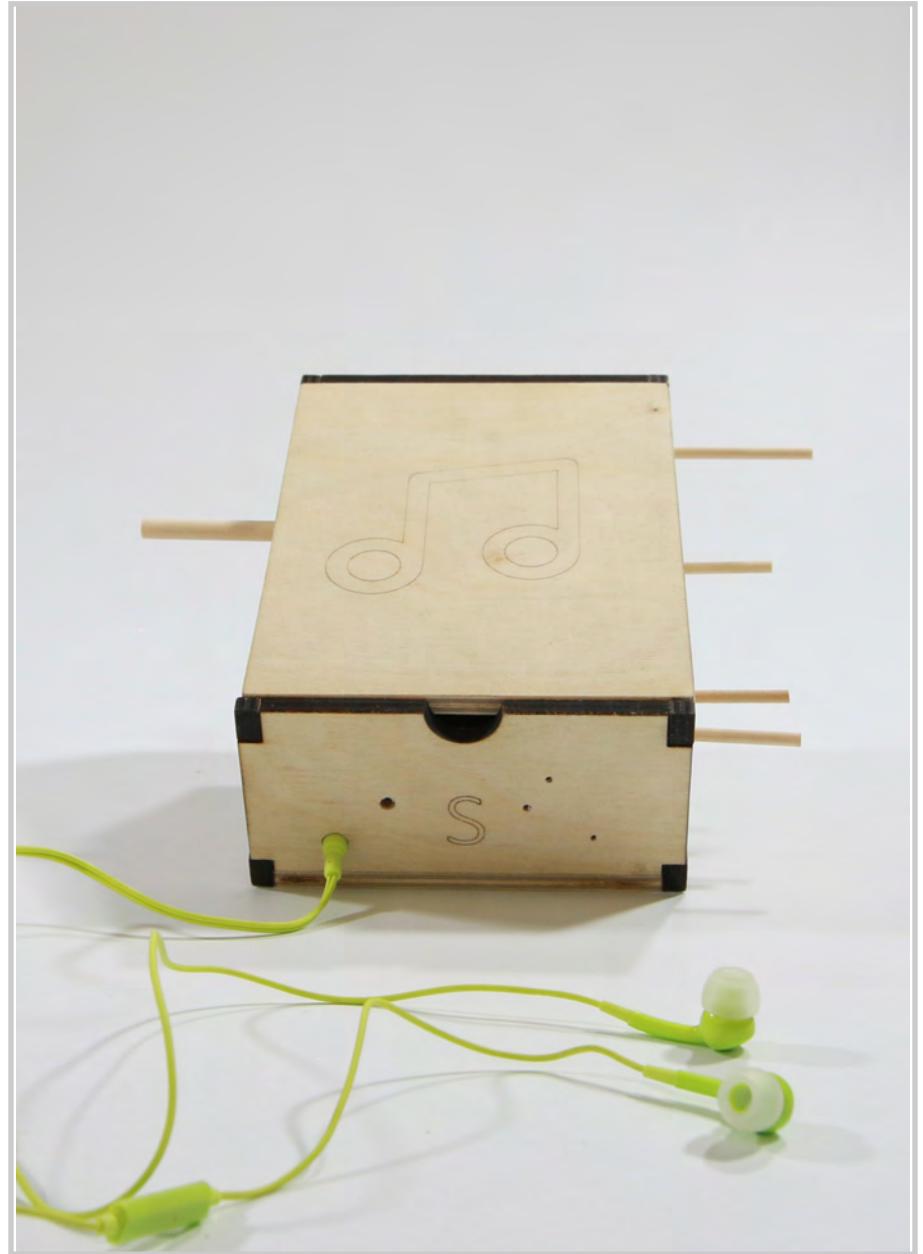
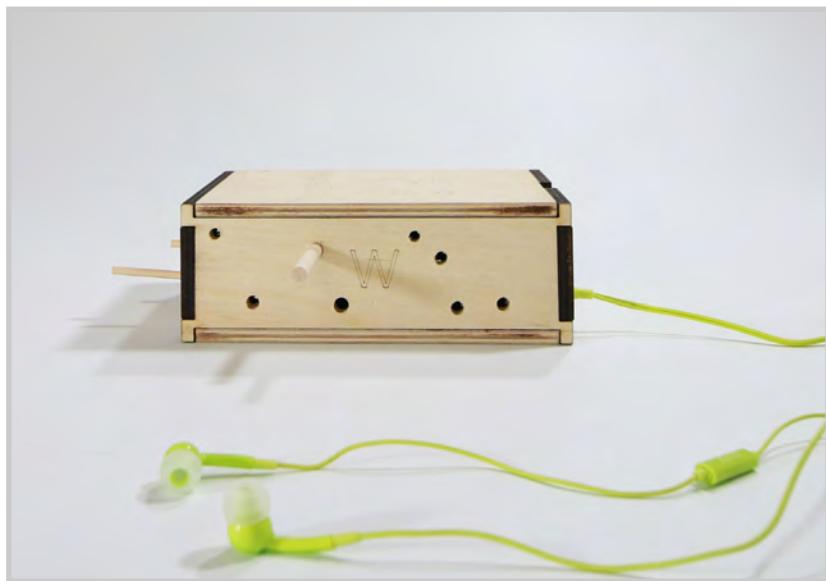
Assembly Diagram



sound box

The sound box was an individual project exploring one of the many values of the site in our final project of 4th year ENDS Term 1. In this piece, I was aiming to reimagine both the public and private ways sound could be perceived and how externalities enrich each experience

6mm plywood, Wooden dowels, earphones, Hand drill





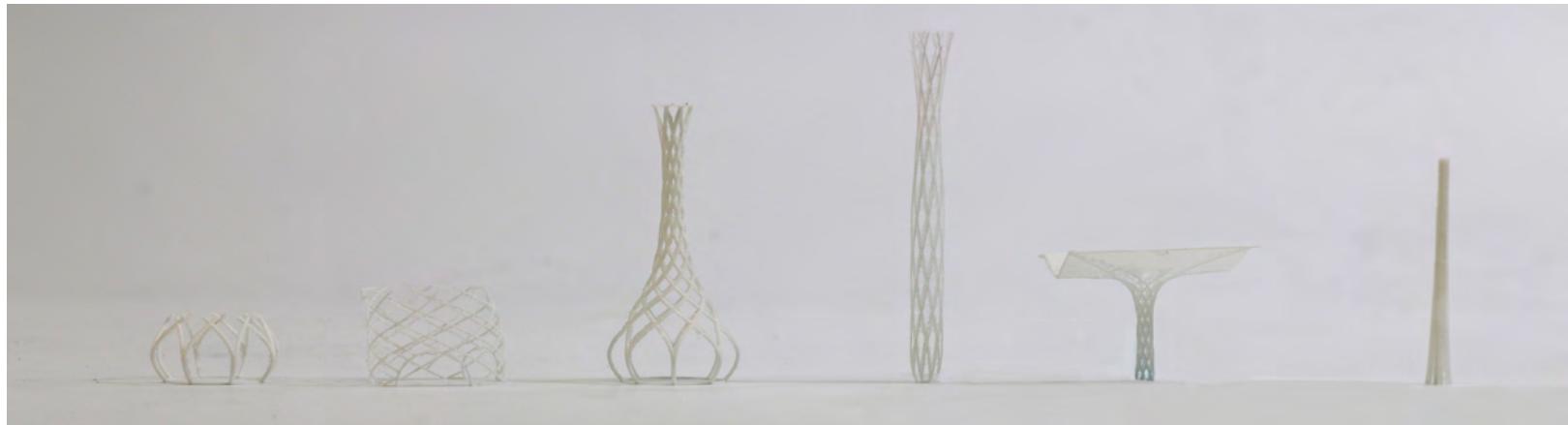
Adobe Photoshop

The Third Space

Douglas Wright + Raymond Xian

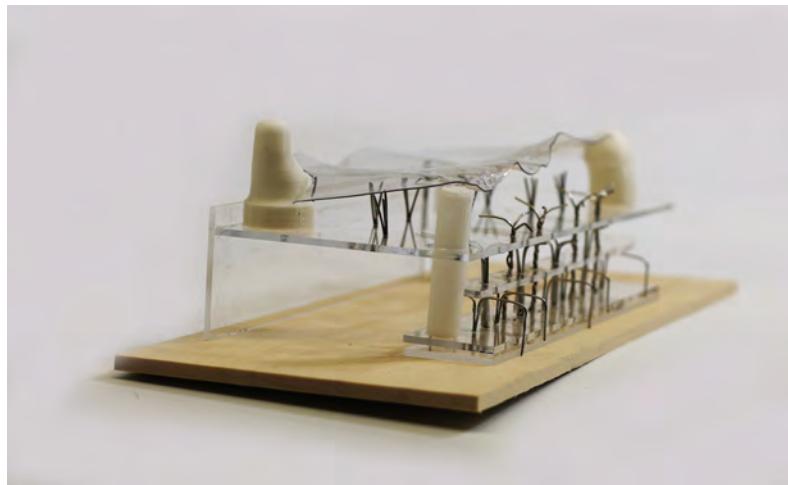
"The Third Space" was a collaborative project to close out the first semester of 4th Year ENDS. Provided with the knowledge about the skins of buildings throughout the term, Douglas and I set out to design an intrinsic and complex space with the marketplace and performance stages in mind. The end product was a dynamic roof garden with a vibrant market place on the ground level stitched together with modular columns as a space of interaction, commerce and fruition.

Modular columns present in the project



3D print from filament

Basswood, wire, acrylic



Site scale model

Chipboard, Acrylic, Rockite



Exploratory piece model of the roof



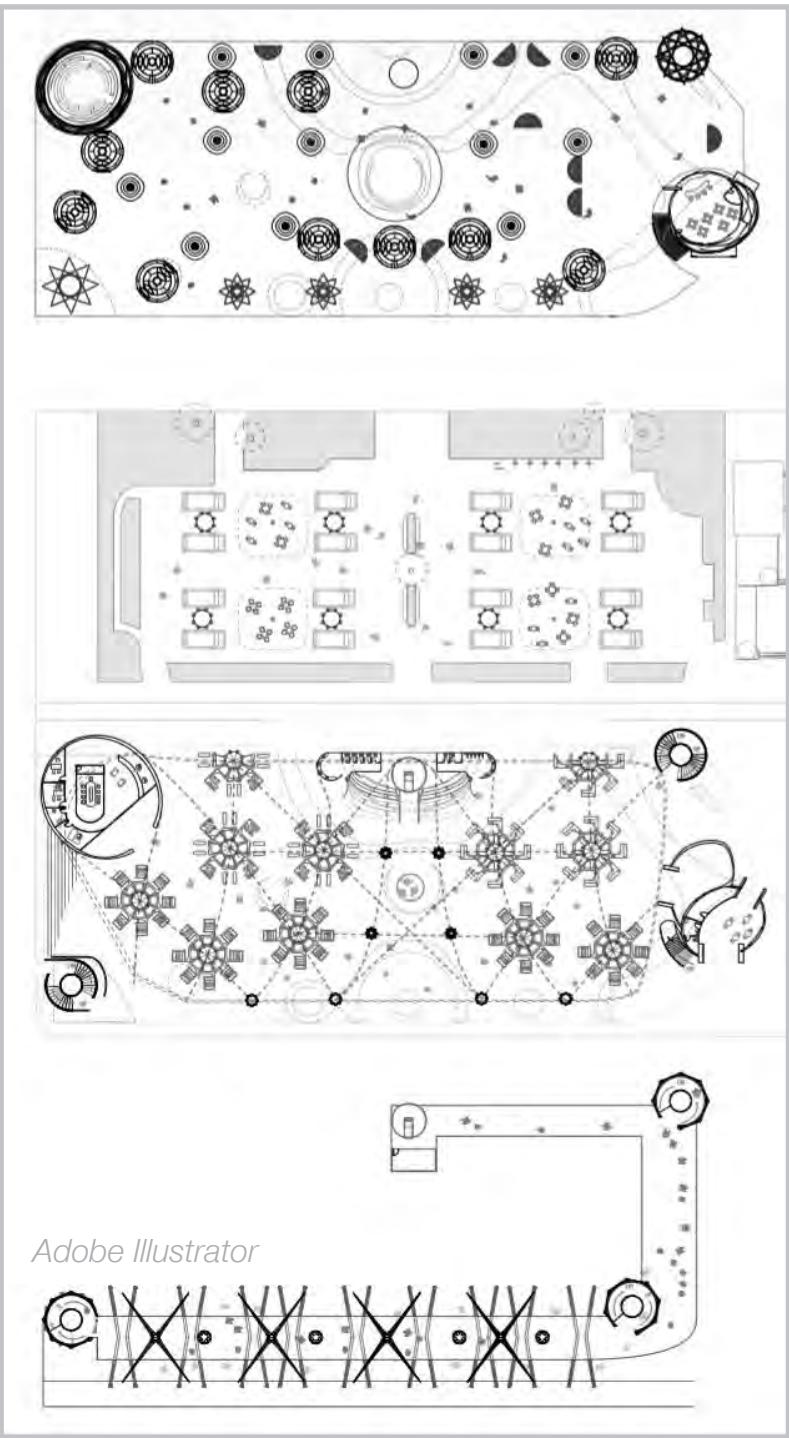
Back of Site Render

Adobe Photoshop



Market Render

Adobe Photoshop

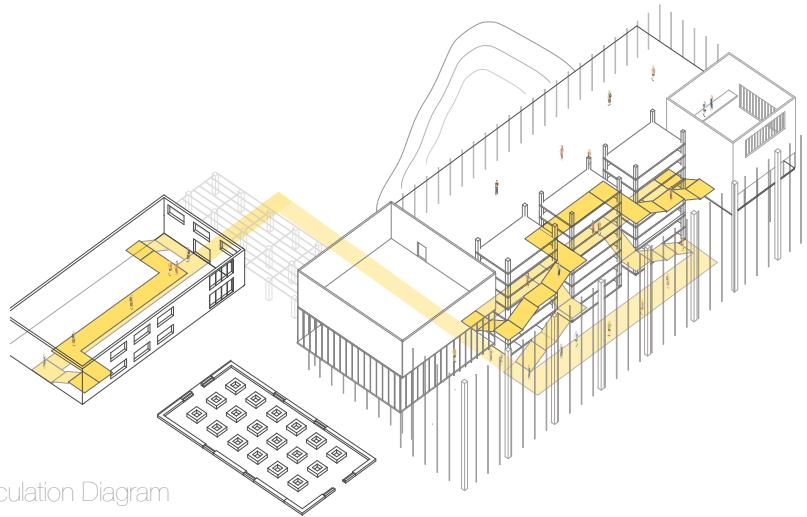


Adobe Illustrator

duo vista - library and multimedia space

Using the idea of multiple perspectives creating varying experiences for each individual user, the two drastically different libraries were created.

Incorporating moments of quiet versus loud, traditional versus contemporary, and spacious versus confined, Duo Vista creates a binary within the site that integrates itself into it's context. The seemingly contrasting areas of the site addresses the various cues to create a dynamic experience.

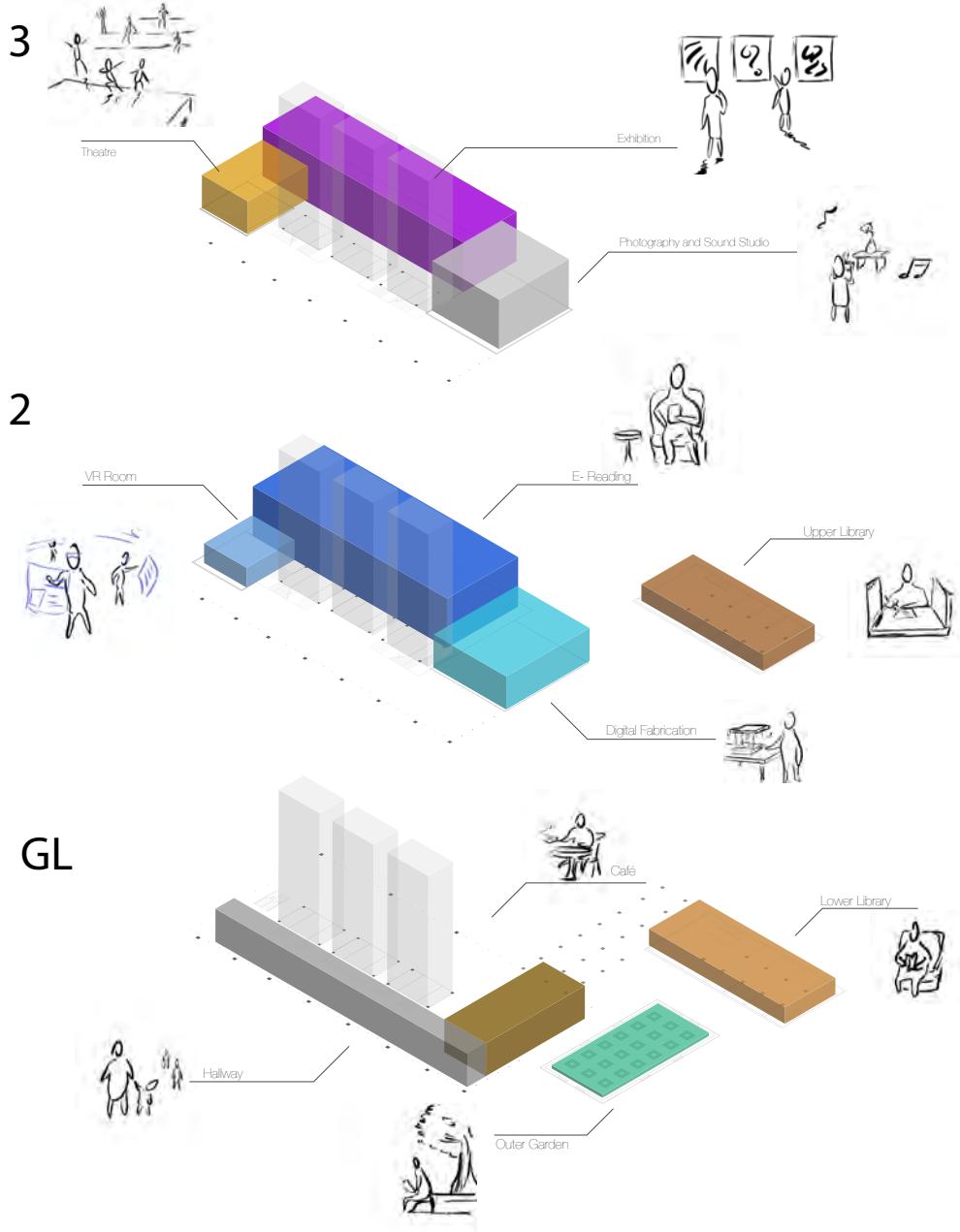


Atrium Render

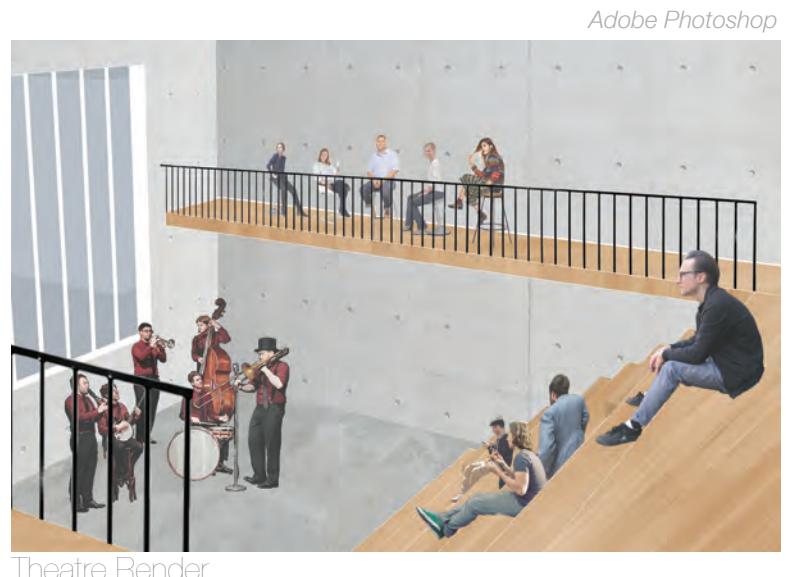


Adobe Photoshop

Programmatic Diagram



Adobe Illustrator



Adobe Photoshop

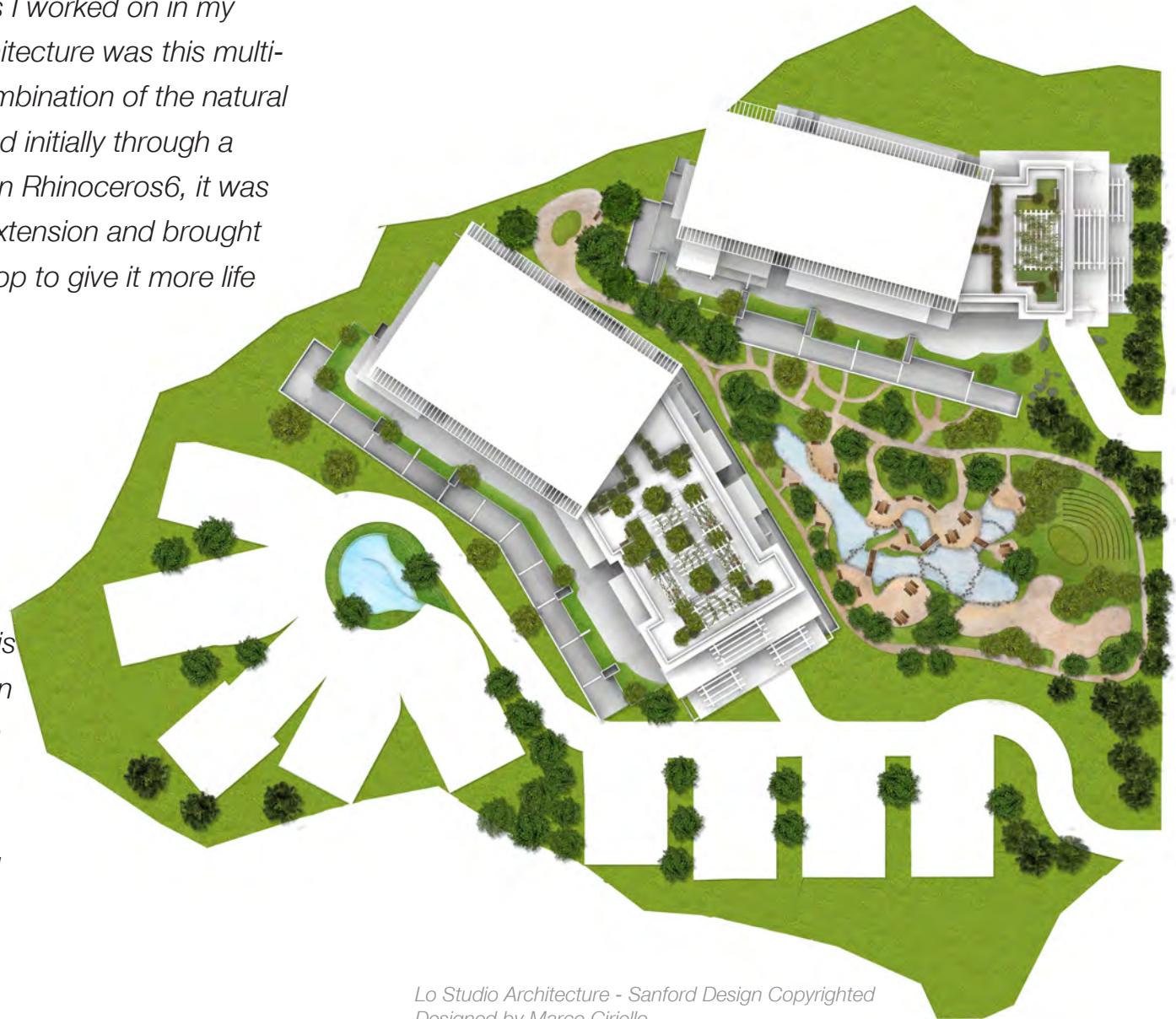


Adobe Photoshop

1500 Coast Meridian Road - Lo Studio Architecture - Sanford Design

One of the more extensive projects I worked on in my time at the office of Lo Studio Architecture was this multi-family complex that exhibited a combination of the natural and the built environment. Executed initially through a 3D modelling of the housing units in Rhinoceros6, it was then rendered with the Flamingo extension and brought into Adobe Illustrator and Photoshop to give it more life through rendering.

The final product was a central luscious walking park that encapsulates a water feature while pines and ferns litter around to create a seamless boundary between what is natural and what is man-made. This idea spreads upon the patios and roofs of the garden facing units as the green blends into the units' planters creating a marriage between the building and its surroundings.

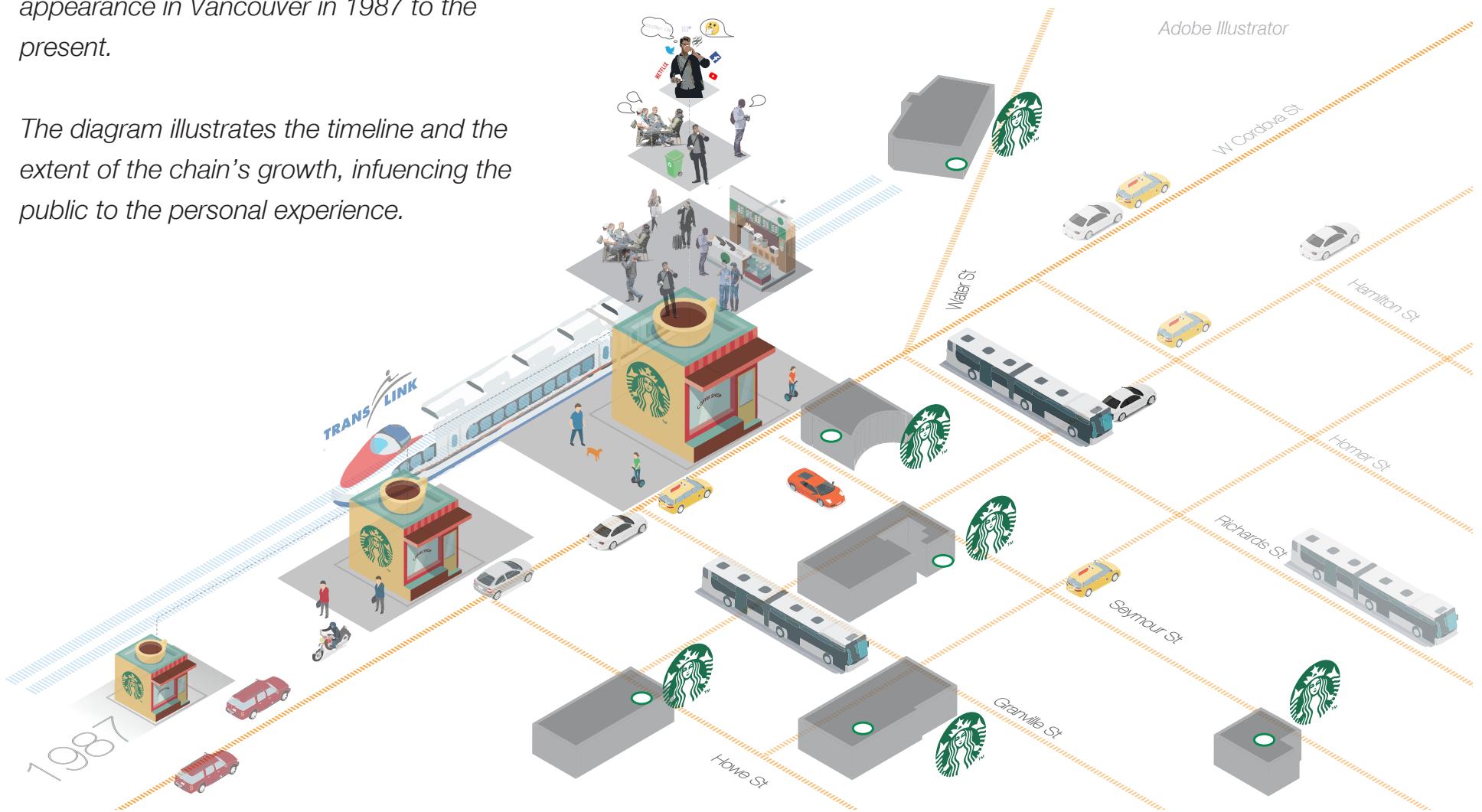


*Lo Studio Architecture - Sanford Design Copyrighted
Designed by Marco Ciriello*

Transect - The Exploration of the Waterfront node

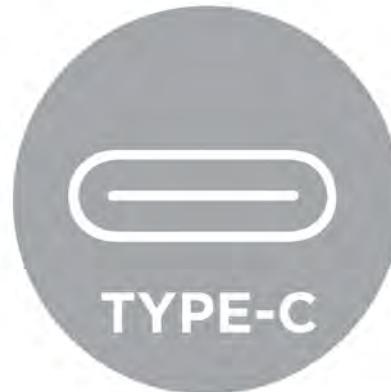
An infographical study exploring the node of downtown's Waterfront station and the rise of the Starbucks coffee chain since its appearance in Vancouver in 1987 to the present.

The diagram illustrates the timeline and the extent of the chain's growth, influencing the public to the personal experience.



Icon Project: LPI USB-C Charging cables

A simple yet useful project, the logo project I did with LPI proved to be a good exercise in helping me explore the possible ways I can tackle icons and have them suit the style and detail to the client's needs. As a result, the insight i was able to obtain from this short project allowed me to understand a different perspective of the design world and ultimately, helped me branch out to other forms of commercial design



Branding Project: AIO Cleaning Ltd.



aio**Cleaning** Ltd.



AIO**Cleaning** Ltd.



alo**Cleaning** **LTD.**



AIO**Cleaning** **LTD.**

My dive into the branding world started with a startup client who was interested in having a clean and modern logo design that is both memorable and pleasing to the eyes. As a result, I branched out from this main idea and came up with 4 designs that fit the same formula while still maintaining creative integrity over the colour and typographical choices.

i. clean design

front

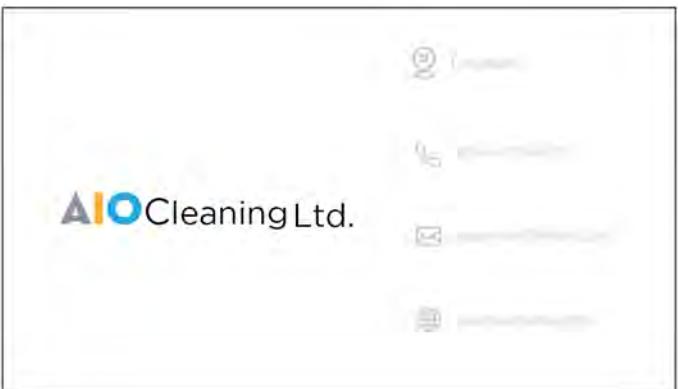


ii. detailed design

front



back



back



Adobe Illustrator