

Coral

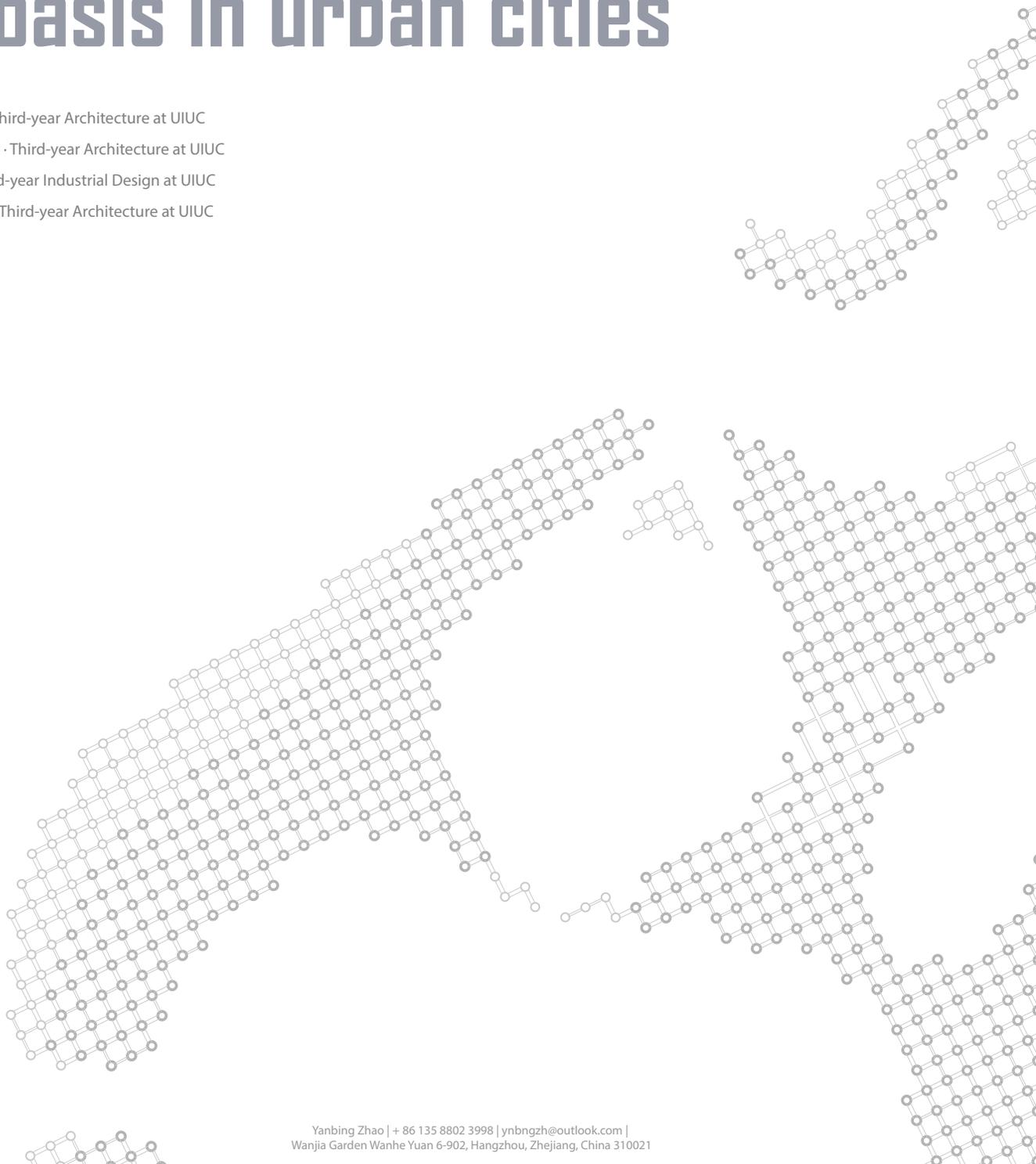
an oasis in urban cities

Bowen Chen · Third-year Architecture at UIUC

Qingqing Deng · Third-year Architecture at UIUC

Suixin Liu · Third-year Industrial Design at UIUC

Yanbing Zhao · Third-year Architecture at UIUC



Team Member Biography + Resume

Qingqing Deng

QINGQING DENG

Biography

Qingqing Deng grew up in Shenzhen, China and has spent her first 15 years here. After graduating high school in 2016, Her love of architecture led her to study architecture at the University of Illinois at Urbana-Champaign. With a GPA of 3.94, she also won several prize and scholarship including Gargoyle Society Award for Excellence and Edward C. Earl Prizes. In addition to studying hard, she also participated in many extracurricular activities. Her involvements in campus including being treasure in ArchChina from 2017-2018 and member of Chinese Student and Scholars Association from 2016-2017. Because of her passion for Art, she is also a member of Shenzhen Young Artists Association. While attending U of I, she has spent last two summers working as architectural intern in both Hong Kong Huayi Design Consultant Ltd. and INgame Office. From these two unique experiences, She got close contact with the design industry and exercised her ability at the same time. About the future, Qingqing aspires to be engaged in the architecture field where she is able to improve the environment in which people live, work and play every day through her own efforts.

Education

Bachelor of Science in Architecture

- University of Illinois at Urbana-Champaign
- Anticipated graduation in May of 2020
- GPA: 3.94/4.00

//08.2016-05.2020

Professional Experiences

iNgAmE Office Ltd.

- Internship
- Committed to design an outdoor exhibition space for Zhongnan Group in Chengdu, China
- Contributed to case analysis and concept discussion
- CAD drafting for drawing and specification
- Produced site analysis diagram and project booklet
- Coordinated with construction group
- Designed company's logo and business card

//06.2018-08.2018

Hong Kong Huayi Design Consultants (Shenzhen) Ltd.

- Internship
- CAD drafting for drawing and specification
- Went to site visiting
- Learned how to work with different topography
- Mastered design software including Autocad and Rhino

//06.2017-07.2017

Activities

ArchChina

- Treasurer · Member
- Creating academic exchange platform for Chinese architecture students
- Holding events including studio tour and software program tutorial
- Assisting new Chinese Architecture students to integrate into college lives.

//08.2016-008.2018

Chinese Students and Scholars Association

- Member
- Promoted communication between Chinese and domestic students
- Designed and edited Videos & Posters
- Held events including Spring Festival Gala and the Voice of Champaign

//08.2016-08.2017

Awards

Gargoyle Society Award for Excellence

- Granted to the best Architecture Freshmen

//05.2016

Edward C. Earl Prizes (First Place)

- Granted to the best design in Graphics for Architects course

//01.2017

Edward C. Earl Prizes (Second Place)

- Granted to the best design in Strategies of Arch. Design course

//05.2017

Edward C. Earl Prizes (Third Place)

- Granted to the best design in Arch. Design and the Landscape course

//01.2018

David Luebke Architecture Scholarship

//04.2019

Dean List

//2016-Present

James Scholar

//2016

Skills

Autocad



Office



Adobe



Rhino



Sketch Up



Model Making



Revit



Suixin Liu

Biography

Suixin Liu was born in Nanjing, China. Raised in multiple cities, she has grown up to be independent and responsible. Since her fourth grade in elementary school, she started doing designs for school and society activities of varied scales. With great passion in design, she entered Industrial Design major in the University of Illinois at Urbana Champaign. Through the three years of study, Liu has trained herself to be not only a professional designer who understands user needs, takes much account of user experience, has outstanding aesthetic, but also a good team leader who is clear of the goal of the team and processes needed to proceed the goal, understands the value of each process in design, takes account of unpredictable risks, and has strong ability of overall managements of time and work. Among diverse disciplines of industrial design, Liu finds user experience and branding design gain most of her interest. During design process, she is sensitive to the emotional impacts every detail brings to the user, therefore she is strict at every choice she makes. Besides Liu's exact demands on herself, she is also creative and wild at exploring different possibilities. Her strong unconventional thinking ability also helps her come up with innovative design ideas.

Suixin Liu

EXPERIENCE

Participant, Make48

Baltimore, MA, August 2018—Present

- Research for market possibilities and design a brand new product for a specific topic in 48 hours.
- Initiate group brainstorming and collaboration.

Graphic Designer, Chinese Engineering Students

Association

Champaign, IL, January 2018—Present

- Initiate meetings and group discussions regarding topics of original video programs and design plans.
- Edit original video programs and design cover image for each episode.

Lab Volunteer, Illinois Makerlab

Champaign, IL, January 2018—August 2018

- Assisted customers with visualizing, such as 3D modeling and 3D printing.
- Solved various technique problems.

Graphic Design Intern, Nanjing Xici Information

Technology Corporation

Nanjing, China, January 2017

- Designed mascot characters and poster for 18th Nanjing Wedding Exposition held by Xici.

Full-time Student, High School Affiliated to Nanjing Normal University

Nanjing, China, September 2013—June 2016

- Designed official mascot and related graduation souvenirs considering preferences and special needs of potential Chinese international students.
- Created sketches, orthographics, digital renderings and wearable costume.
- Created and designed multiple versions of official T-shirts for School Soccer Team.

COMMUNITY INVOLVMENT

Industrial Design Society of America

Member

January 2017—Present

EDUCATION

BFA in Industrial Design, 2020

University of Illinois at Urbana-Champaign **GPA 3.66**

SKILLS

Design Methodology

Empathic modeling
Group brainstorming
Planning and collaboration

User Experience

Storyboards
User research and testing
Interactive prototypes
Personas

Rendering + Building

Concept sketching
Marker rendering
Foam and wood model making
Metal working
Machine sewing and hand sewing
Basic circuit building

Software

Solidworks
Keyshots
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe XD
Proto.io
Sketching

RELATED COURSEWORK

Industrial Design I, II, III, IV
Human Centered Design
Disability Design
Sustainability and Manufacturing
Computer Applications
Design Drawing

Bowen Chen

Biography

I grew up in Nanjing, China, and went to Nanjing Tech University to study industrial design. I have developed basic aesthetic sense and competence as a designer by learning basic knowledge of drawing and design during a two-year study. However, the life cycle of a product cannot arouse my enthusiasm for design comparing to that of architecture. Afterward, I transferred to the University of Illinois at Urbana-Champaign and just finished my junior year as an architecture student. For my design projects, I am trying to combine geometry and aesthetic and build a functional space with harmony between human and environment.

BOWEN CHEN

Education

Nanjing Tech University (Nanjing, China)

9/2015 - 7/2017

Bachelor of Science in industrial design

(transferred)

University of Illinois at Urbana-Champaign (IL,
United States)

8/2017 – 5/2020 (Expected Graduation)

Bachelor of Science of Architectural Studies

Professional Experience

Institute of Architecture Design & Planning Co., Ltd,
Nanjing University

6/2018 – 8/2018

Intern architect

Participated in commercial projects

Job involved: Made CAD drawings and site
analysis diagrams; Prepared presentation
documents for client meetings; site visiting

Activities

ArchChina

10/2017 - present

University of Illinois at Urbana-Champaign

-Member

-Creating academic exchange platform for Chinese
architecture students

-Holding studio tour and software program tutorial

Student Union in College of Arts

10/2015 – 06/2017

Nanjing Tech University

-Recreation and Sports Department Minister

-organizing recreational activities and sports
meeting

Awards

Edward C. Earl Prizes

05/2018

University of Illinois at Urbana-Champaign

Prizes are awarded for excellence in undergraduate
design studios

James M. White Memorial Prize

05/2018

University of Illinois at Urbana-Champaign

Prizes are awarded for excellence in undergraduate
construction courses.

First class scholarship

3/2016; 10/2016; 10/2017

Nanjing Tech University

Prizes are awarded for the first places of one
semester's GPA ranking in each major.

Skills

Graphics

Hand drawing, Sketching, AutoCAD, Adobe
Creative Cloud Suite

Bim & 3D Modeling

Rhino, Sketchup, Autodesk Revit, Solidworks
Office, model making, V-Ray, keyshot

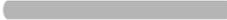
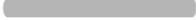
Yanbing Zhao

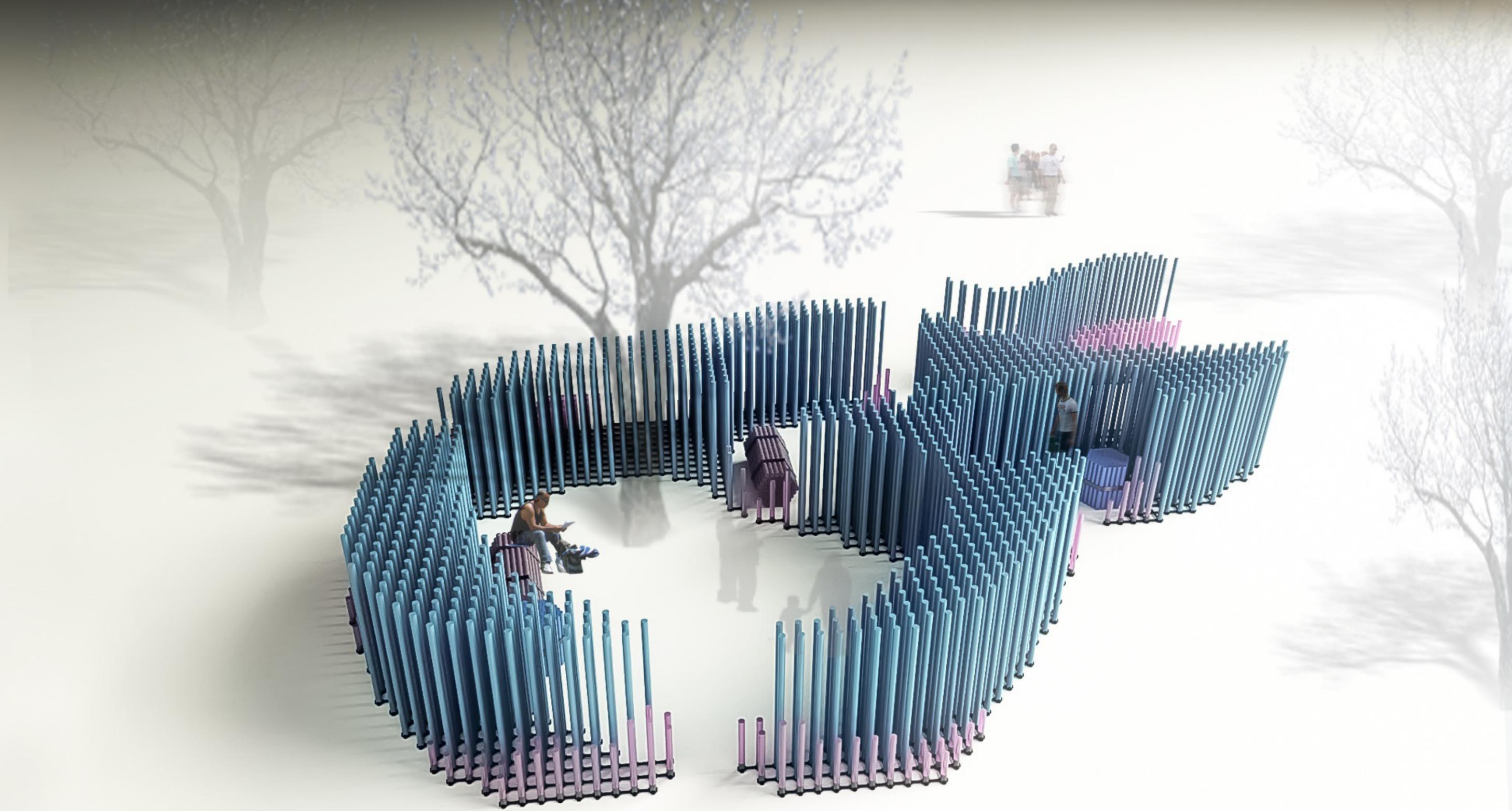
Biography

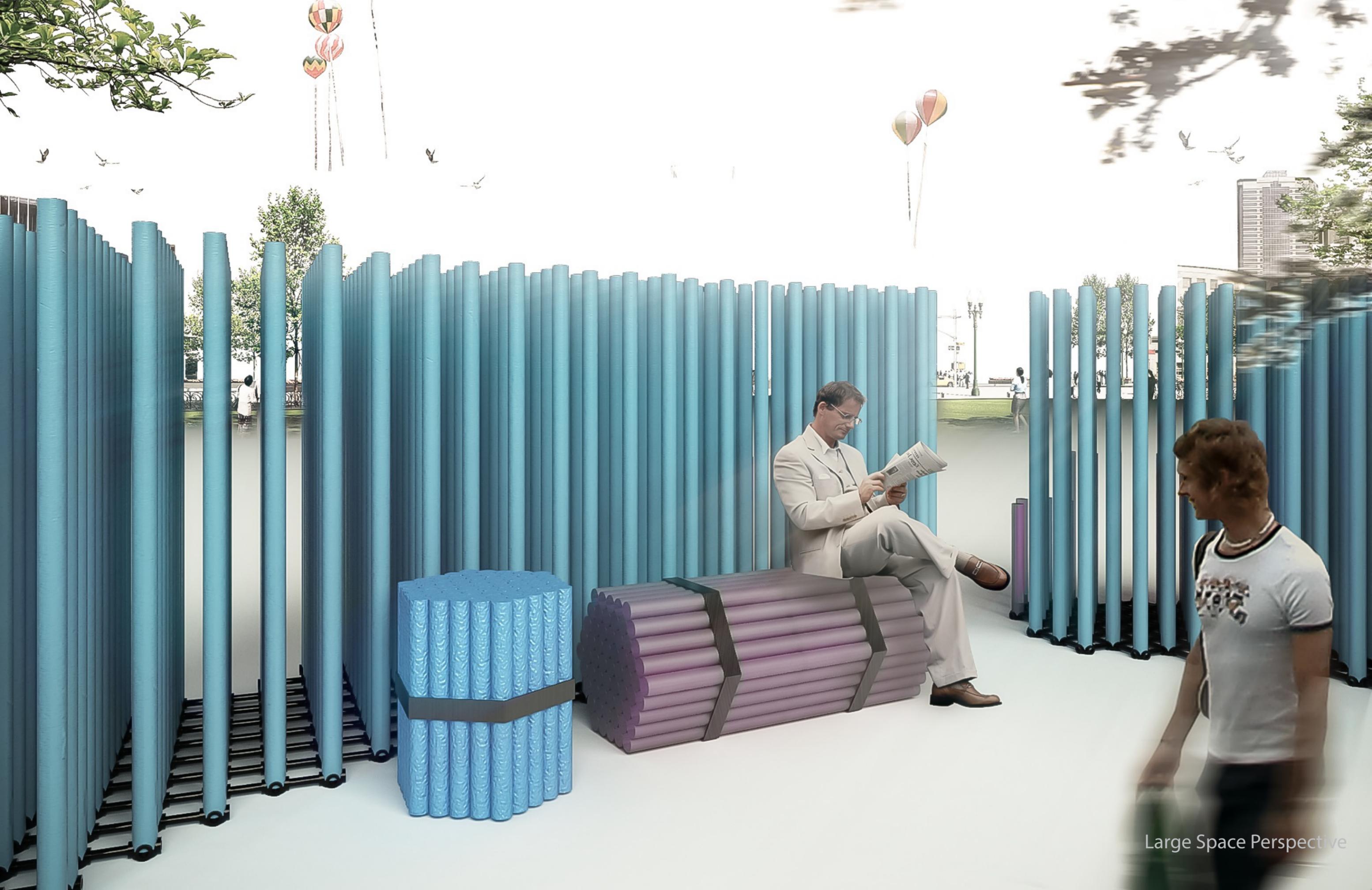
Grew up in Hangzhou, China, I am currently a junior architecture student in University of Illinois at Urbana-Champaign. I take great interests in art, design and landscape. I tend to focus on the spatial languages in designs ever since I started this journey. I found the changes in spaces within buildings particularly intriguing.

While being an architecture student, outside school, I enjoy traveling. Seeing each different culture and its own traits is not only a joy but a way to appreciate the diversity we have here on our planet. Through travelling I have the chance to experience many unique architecture elements which will eventually build up my understanding of this major.

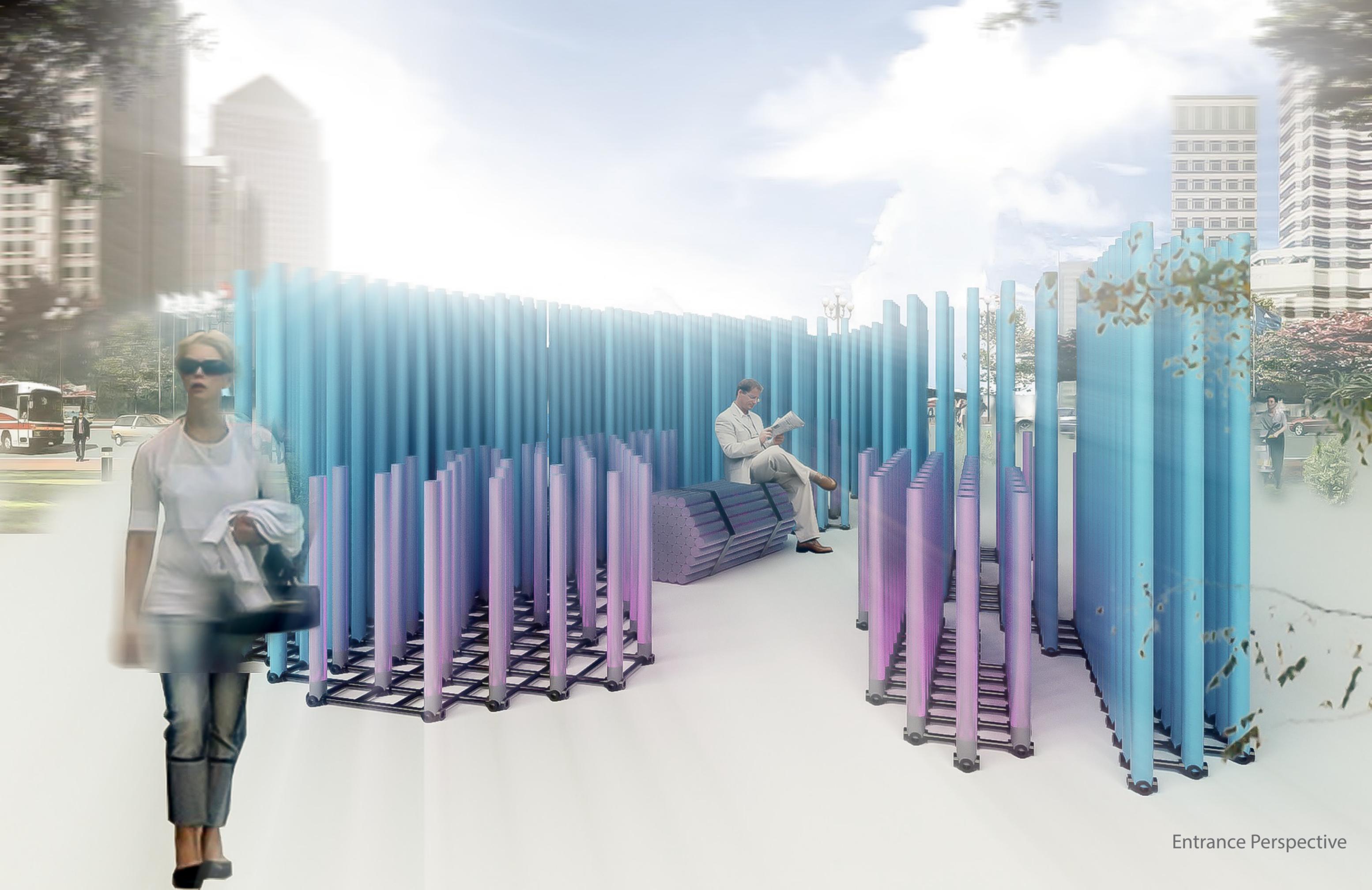
Yan-Bing 'Evan' Zhao

Education	University of Illinois Bachelor of Science in Architectural Studies Urbana-Champaign, IL Expected Graduation: May 2020
Experience	CCDI Group Student Intern Shanghai, China 2015 Summer <ul style="list-style-type: none">- Drafted floor plans, sections and elevations- Revised details according to fire codes- Assisted architects in the design process- Contributed to 3D modeling GAD Architecture China Student Intern Hangzhou, China 2018 Summer <ul style="list-style-type: none">- Drafted floor plans, sections and elevations- Revised detailed drawings- Assisted architects in the design process- Contributed to 3D modeling (AutoCAD, Illustrator, etc.)- Redrafted site plans, sections and elevations for publications
Engagement	Sulpture Objects Functional Art and Design (SOFA) Exhibition Participants Chicago Fall, 2016
Skills	AutoCAD  Microsoft Office Suite  Rhinoceros 6  Revit  Adobe CC Suite  Model Making  Photographing  Hand Sketching 
Hobbies	Soccer Traveling Photography



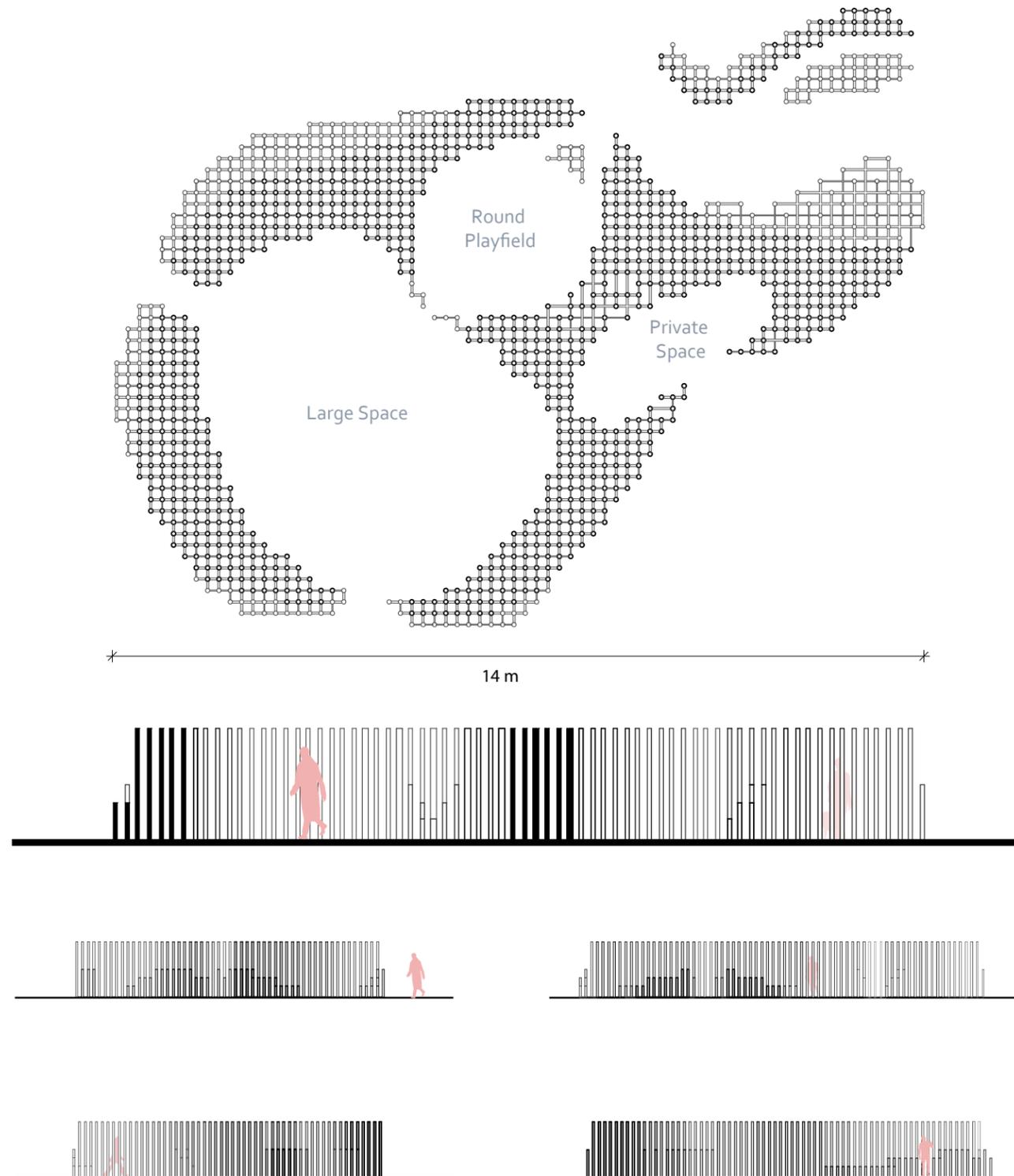


Large Space Perspective

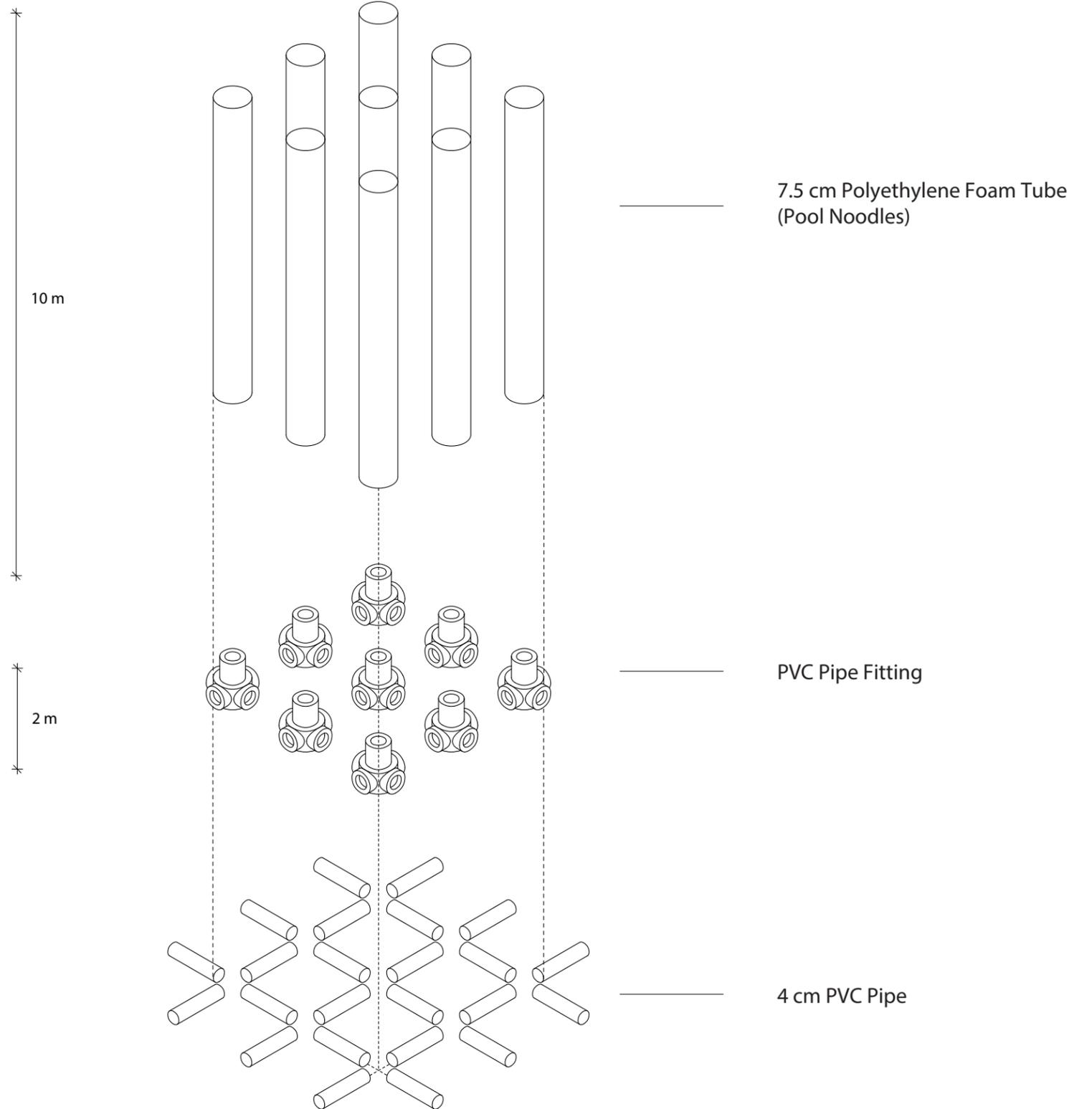


Entrance Perspective

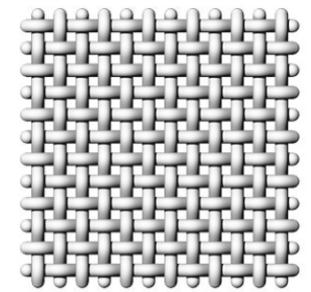
Floor Plan



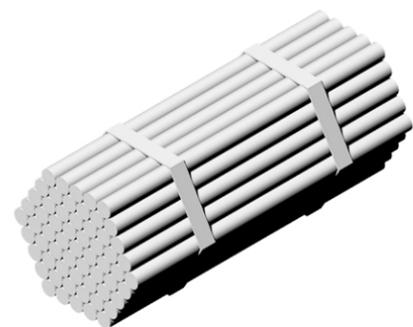
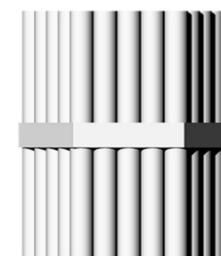
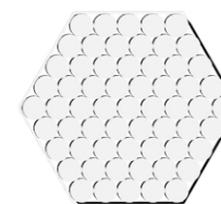
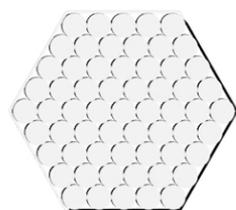
Detail Drawings



Detail Drawings



Detail Drawings



Project Narrative

1. What materials and methods are used to build/install your makerspace?

1. Pool noodles. The flexible nature and noise reduction feature of pool noodles not only allow users to interact and play but also allow us to create a coral oasis of harmonious and fun in the urban environment.

2. PVC joint with an opening on five sides.

3. PVC tubes.

Installation Method: Connect pool noodles and PVC tubes with PVC joints at the bottom to form the installation.

2. What is the estimated build/setup time?

It takes 20 people a day to setup.

3. What makes your design unique?

Releasing stress and refreshing one's physical and emotional status in the urban environment is crucial. Our design allows users to take a break from the stressful urban life through visual elements (form, color) and interactions between the pool noodles.

The organic coral form and blue colors break the geometric and postmodern rules in urban cities, create a playful environment, and intrigue users to explore and interact. Viewing Coral on the same ground level, people can see a forest and garden. Viewing from skyscrapers, people can see a coral in the ocean of fast paced urban life. The soothing blue color of Coral contrasts between the grey colors of the urban environment and creates a visual highlight in its surrounding.

Due to the flexible nature of the materials, Coral allows a large range of interactions, users from businessmen to visitors and kids can all find the most suitable way to interact. There are unlimited possibilities of all kinds of interactions from just walking by and touching, to entering Coral and bending the pool noodles. Through physical interactions such as squeezing and bending, Coral functions as a stress releaser.

Another feature of the material is that it can reduce noise. We use the pool noodles to create three enclosed spaces inside the forest and a walking path outside Coral to isolate the users from the busy and noisy urban world.

4. What does the programming of your makerspace look like?

Users outside Coral—Pool noodles allow users to squeeze, punch and bend the rods. Organic forms and paths allow users to experience walking through a garden or swimming through corals. When not used by people, it is a scene that brings people away from boring urban life.

Users inside Coral—Three spaces of different sizes allow users to take a rest or engage in activities of different scales. The largest area is a gathering space that allows more people to rest and play. The upper round shaped area is a smaller playfield for fewer people to stay and allows parents to watch and prevent children from injuries. The lower right space is a private space that allows 2-4 people to relax. Between the round playfield and the private space is a secret path that allows a limited view from both spaces. Passing through this path requires people to bend the pool noodles. Benches, stools, and mats made of rods of different lengths are distributed in all three spaces to allow resting.

5. Will your makerspace require an on-site manager or artist to facilitate activities, if so, what does this role look like?

It does not need an on-site manager, but we plan to make the space available for guests to perform or hold exhibitions. Guests (including but not limited to professional artists and musicians) with thoughtful or playful themes and ideas to share, as long as they promote positive attitudes and inspirations, are welcome.

6. What type of site/climate is this design best suited to?

Site: Open spaces in CBDs. The goal of our design is to bring people away from busy urban life for a short period and release stress. Therefore, open spaces in CBDs or in front of business buildings are the best sites for our design.

Climate: All climate except extreme weather. Our design functions not only physically but also aesthetically. Therefore, with no covered interior space, it will function efficiently as a delightful scene in the urban environment, even in rainy or snowy days.

7. What type of technology is implemented in your design?

Technology required to install Coral is to connect pool noodles, PVC tubes and PVC tube fittings.

8. What makes the design environmentally friendly / sustainable?

Pool noodles are recyclable.

9. How does your project address a high quality and unique aesthetic?

In nowadays urban cities, efficiency, speed, technology, and future are people's pursuit. Despite stress from work and everyday life, surrounded by skyscrapers with cold reflective windows and metallic colored paint has made people's mental stress even greater. Our design aims at breaking the gray colors, straight lines, and rules in the urban environment, and creating a friendly and relaxing coral oasis for people to release stress and isolate from the noisiness of urban life.

The high quality of the aesthetic of our design is it's being simple but not lacking its functions. The softness and flexibility of the rods create a sense of movements and moderate curvatures that smoothen the rigidity of urban environments. The blue color bounces and contrasts between the ashy color scheme of urban buildings, creating a highlight in the environment. The harmonious organic shape also forms a coral oasis in the urban city, its organic look and softness contrasting between the realistic and accuracy of its surrounding, creating an impulsive visual impact that results in shifting people's visual attention to the island. Every choice made in the aesthetic of our design not only successfully creates and changes the atmosphere in the surrounding, but also makes emotional impacts through movements, colors, and shapes.

The uniqueness of the aesthetic of our design is that the scene is totally different from different perspectives of views, creating various emotional impacts on the viewer. When viewing the installation from higher altitudes, due to the flexibility of the materials and the freedom of interactions of people, the engagement of wind and people's interactions also contribute to the view. As people walk through and play with the rods, the process of watching them interact with the installation is like observing clown fish swimming through corals—simply and curiously watching some moving points and the upcoming unknown. With the flexible pool noodles bending over and shaking, this relaxing and curing process becomes more natural and fun. When viewing Coral outside on the ground, it is a forest of coral. When viewing Coral from the inside, it is a resting zone surrounded by soft blue bamboos. The floor plan and varied heights of the design results in its varied look from different perspectives. The material and the layout result in its unpredictability caused by unlimited possibilities of people's interactions.

10. Provide an estimated build cost.

Pool Noodles--\$240

PVC Joints--\$240

PVC Tubes--\$100

Total--\$580

