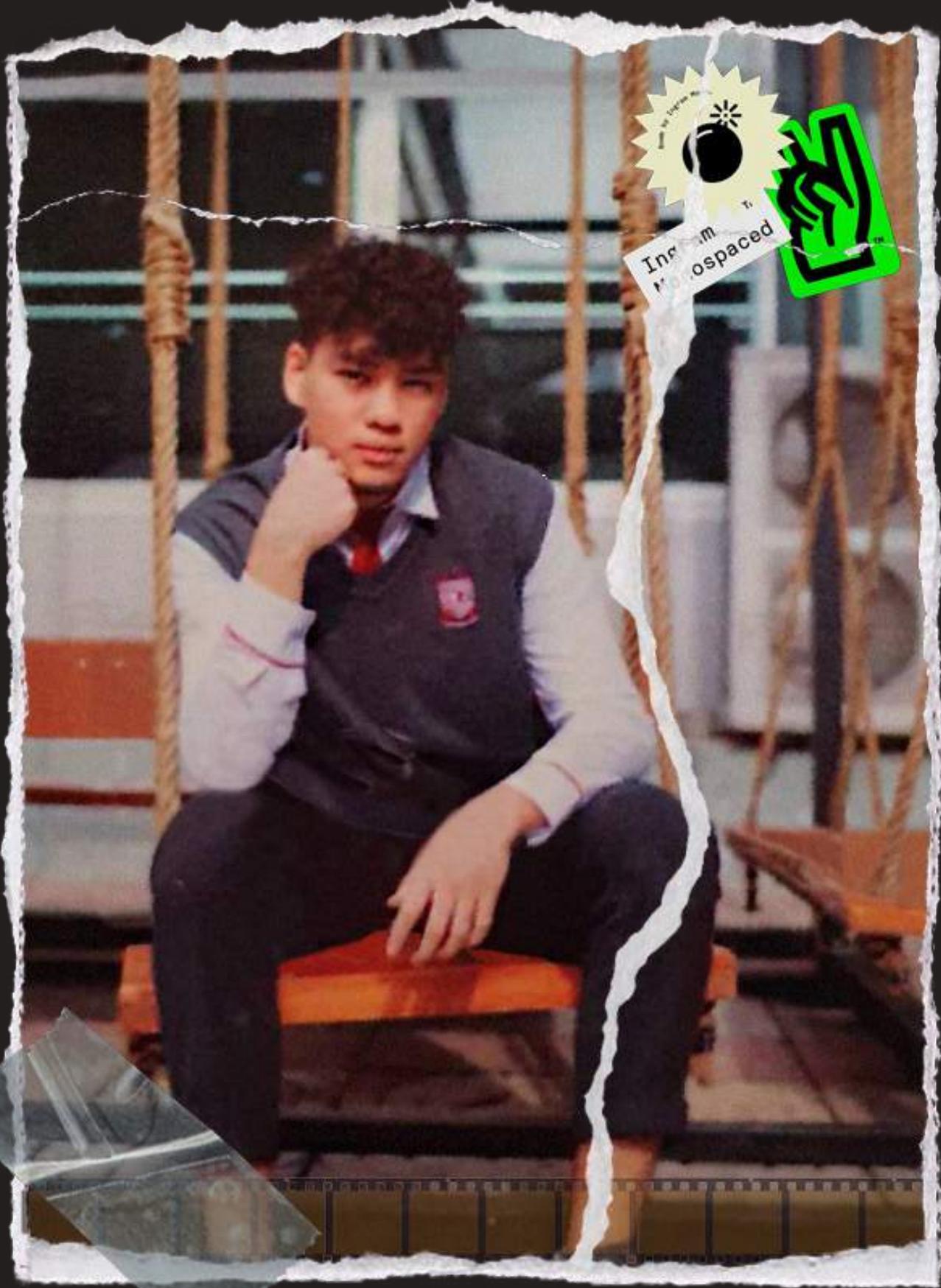


PORTFOLIO

Handwritten initials and a signature in the bottom right corner.



AV.



ABOUT ME

NAME

KORNTAK VARASIN

NICKNAME

PLUTO

DOB

05 / 04 / 2003

EDUCATION

**SARASAS WITAED
SAI MAI (2008 - 2010)**

**KEERAPAT
INTERNATIONAL
SCHOOL (2010 ONWARDS)**

SKILLS

**DRAWING
PHOTOGRAPHY
PHOTOSHOP + INDESIGN
JEWELRY MAKING
WOODWORKING
PROCRASTINATION**

**FAVORITE
COLORS**



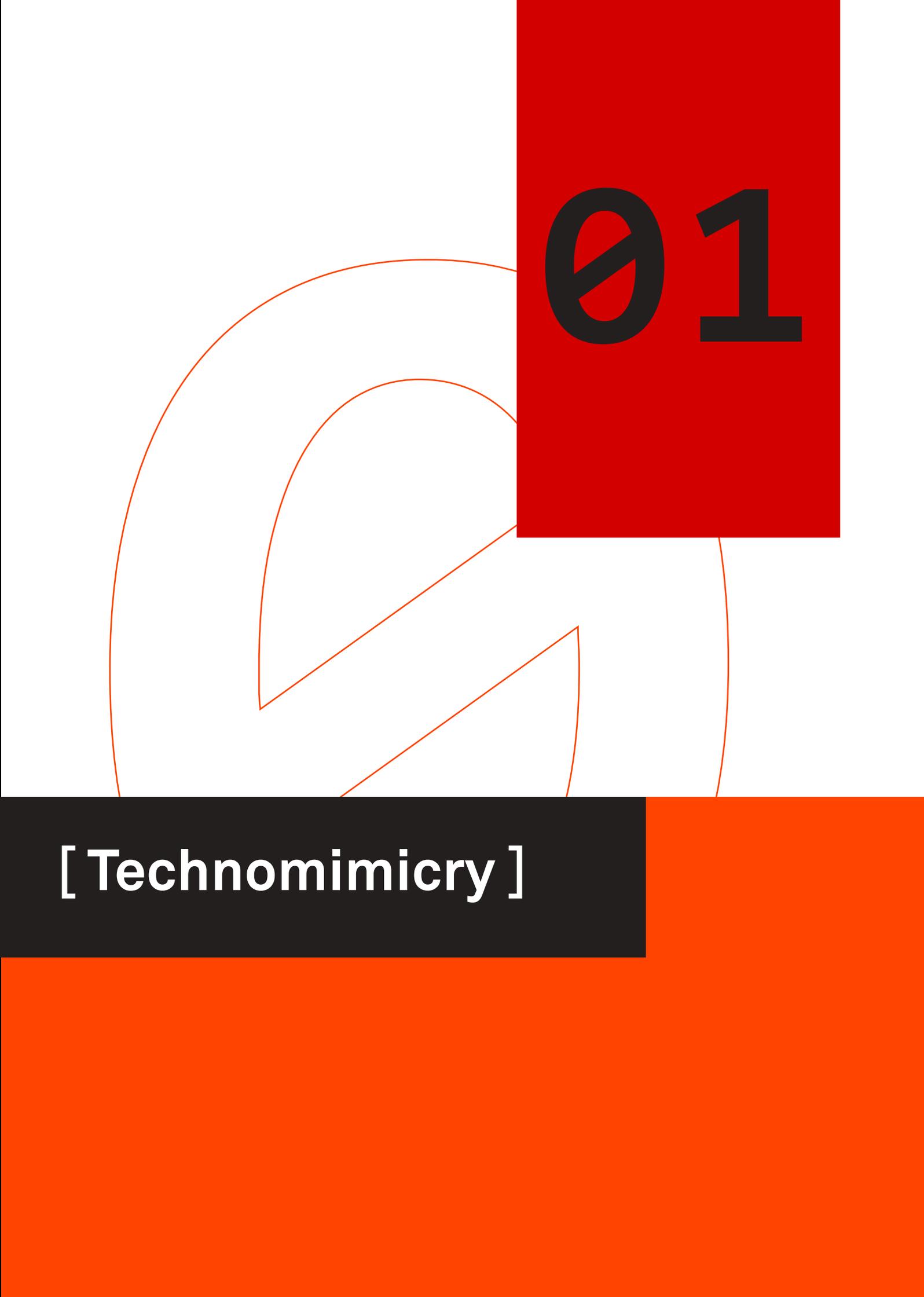


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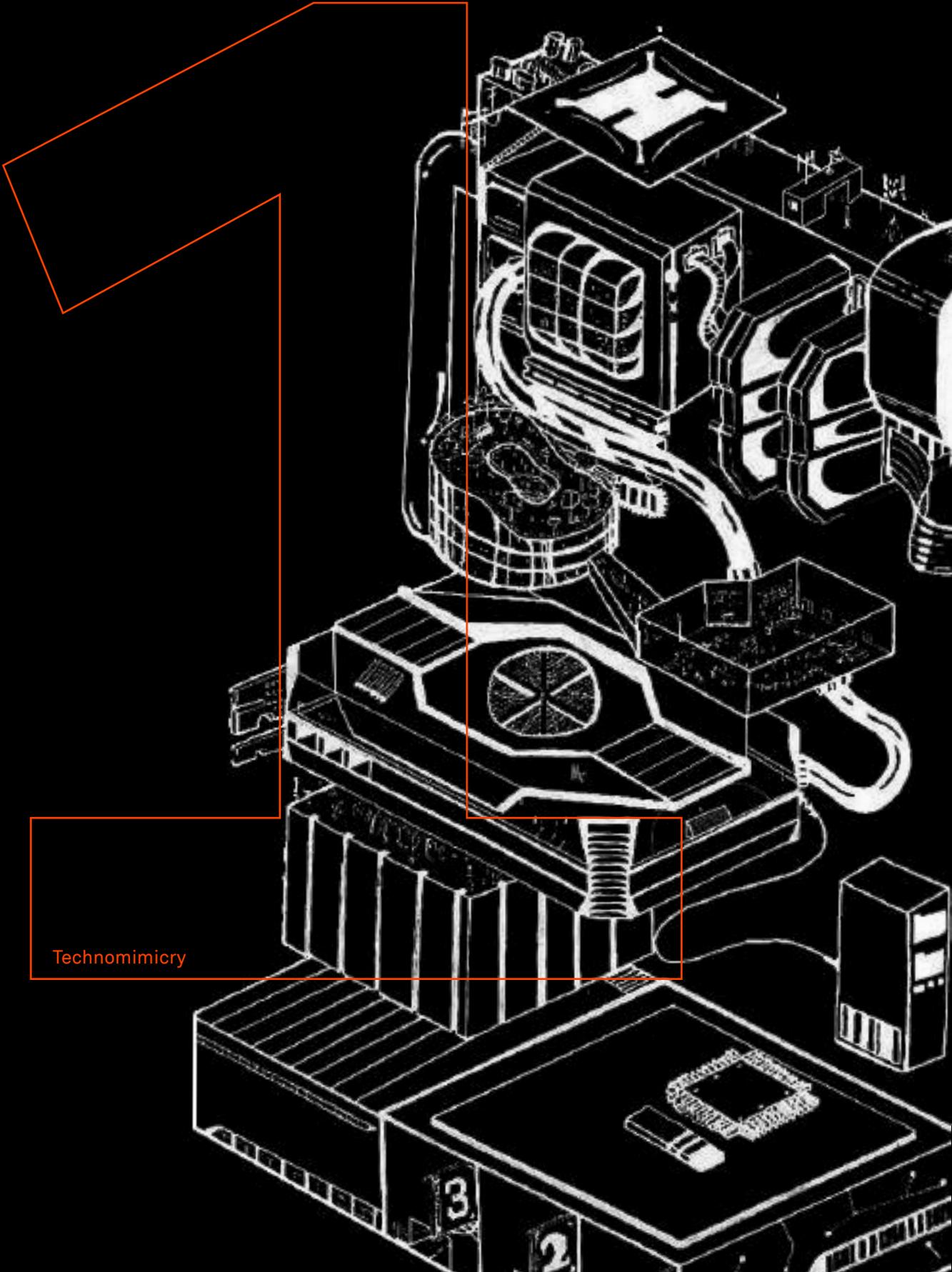
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01

[Technomimicry]



Technomicry

PROCESS

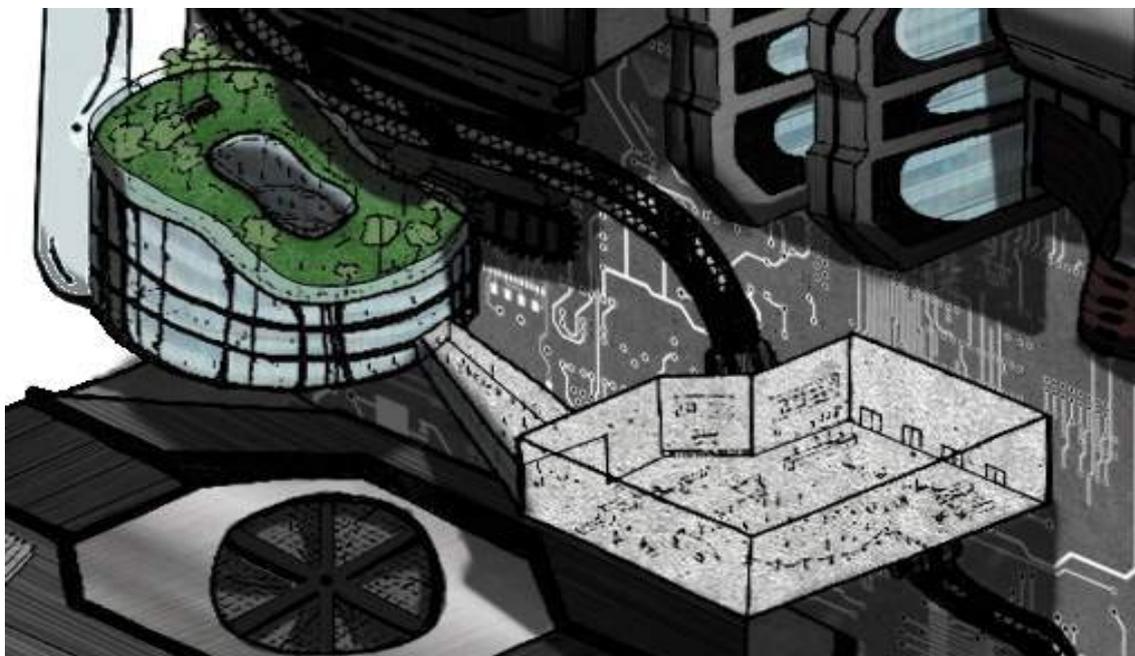
When we run out of ideas, people tend to look at nature for an inspiration or a solution, commonly known as biomimicry. But us humans already came up with so much effective systems and technology already, so I would like to explore the potential of applying it to different things. Computers are a huge part of my daily life (almost everyone's actually). Although I'm not much of a computer nerd, I've been spending enough time with customizing computers to know the basic functioning parts. From basic observation and research, it can be seen that the hardware components represent a function or a specialization that is present in the human world. With that in mind, I've decided to design a system that would benefit from the same specifications that the computer has. **Fig. 1.1** And according to my analysis, an office/corporation building has the most similar functions of computer hardware. And this is the end result of my design and analysis.



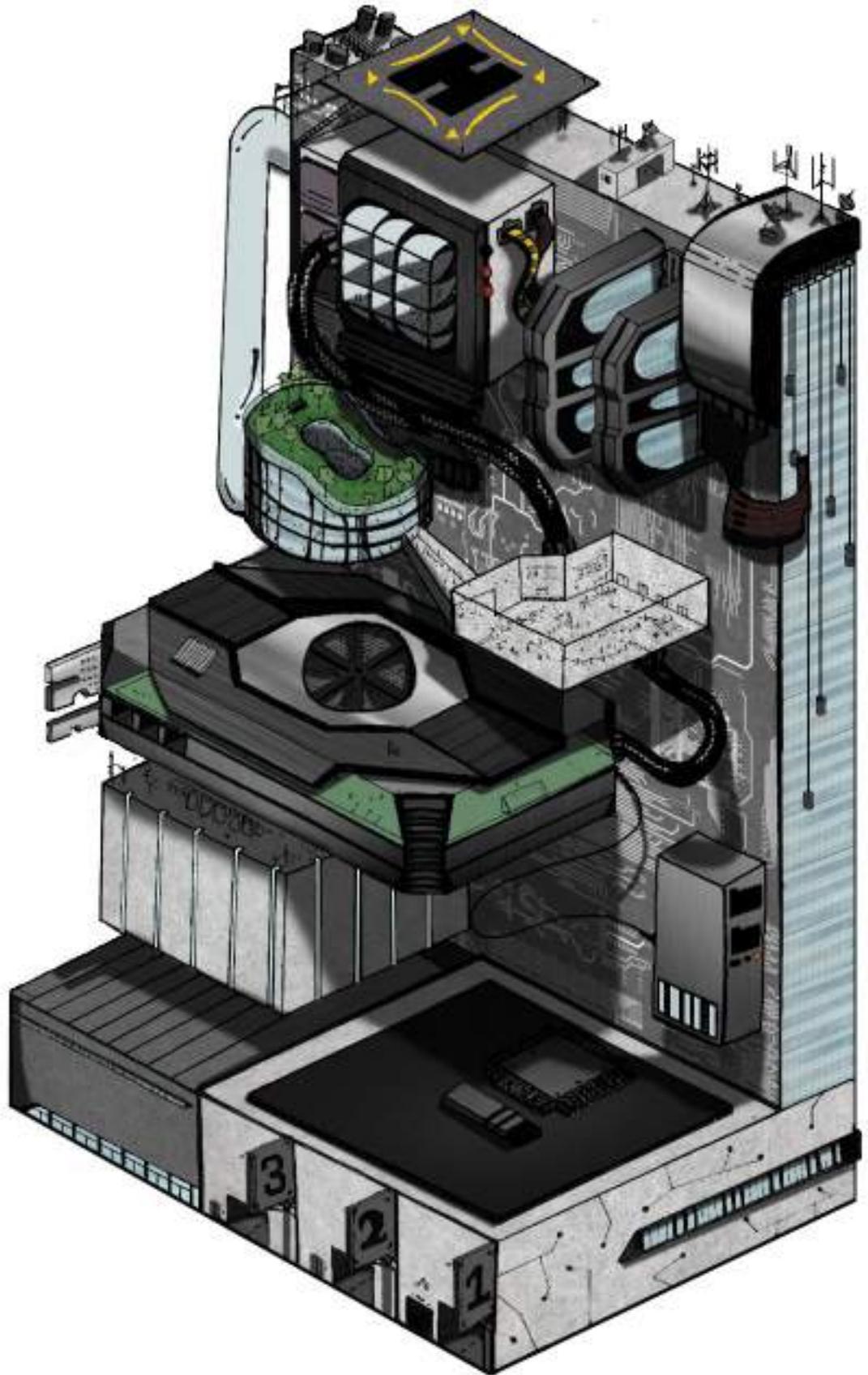
1.2

Fig. 1.2 In a computer, the Hard disk drive (HDD) is the part that contains almost every information, including the operating system. This means that in a way it is responsible for carrying all the workload and contains what makes a computer a computer.

Fig. 1.3 My approach in translating this into a functional space is to represent it as the main work space for the workers. The structure itself would take form of the internal of a HDD, with the circular disk as the workspace, the needle as a connection hall and the smaller building as a lobby/security check point.

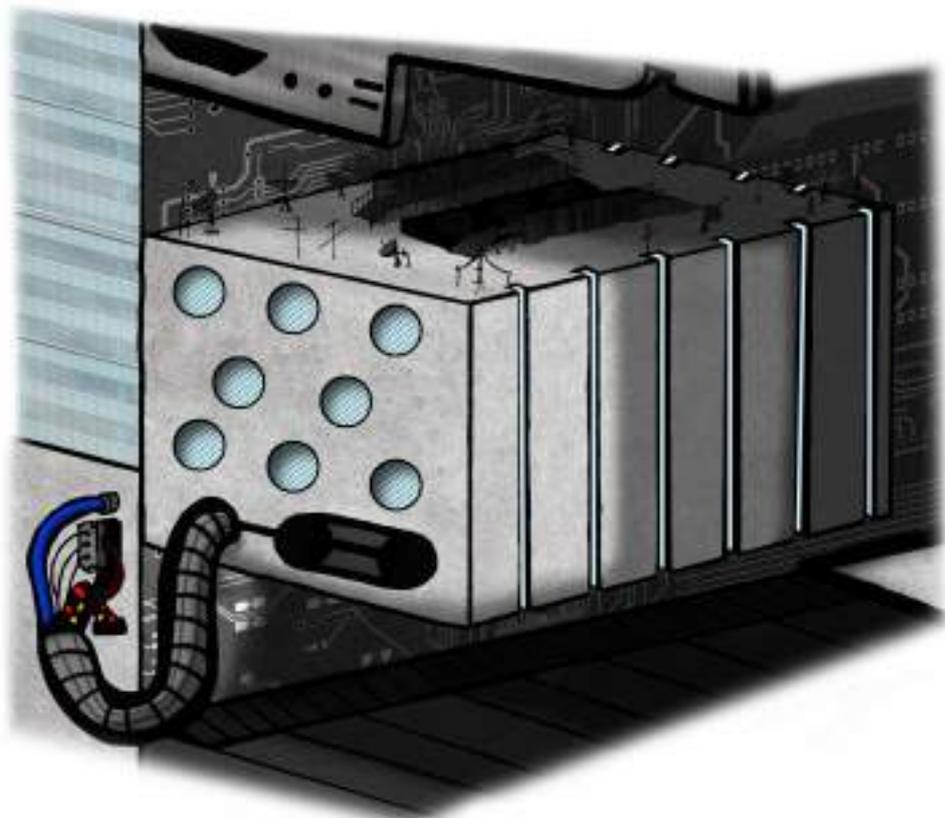


1.3





1.4



1.5

PROCESS

Fig.1.4 The power supply (PSU) is the main source of electrical energy, it is through this component that the computer is plugged to the wall outlet.

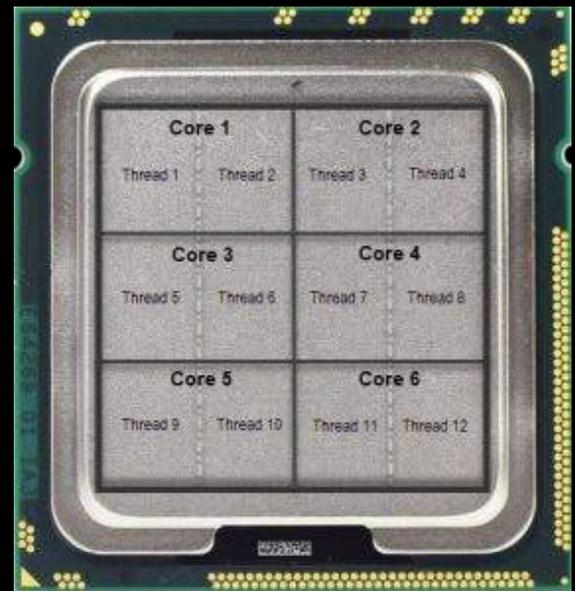
Fig.1.5 A building counterpart would be the electrical section of the building. With it containing the electrical, plumbing, and mainframe room of the building, it requires minimal heating and natural lighting. Taking a similar form to it's computer counterpart, it will only have windows on one side of the structure with its own ventilation and communication system on top.

Fig. 1.6 The CPU is commonly referred to as the " brain " of the computer. It's the circuitry that executes instructions that make up a computer program, making the computer able to run.

Fig. 1.7 Like the brains of the computer, the brains of the corporation are separated from the rest of the system with their own private work rooms. Positioned in the place where a CPU would usually be in.

Other parts no mentioned includes:

Graphics card (GPU)	Gym/football field
RAM	Archive towers
Motherboard	Main building



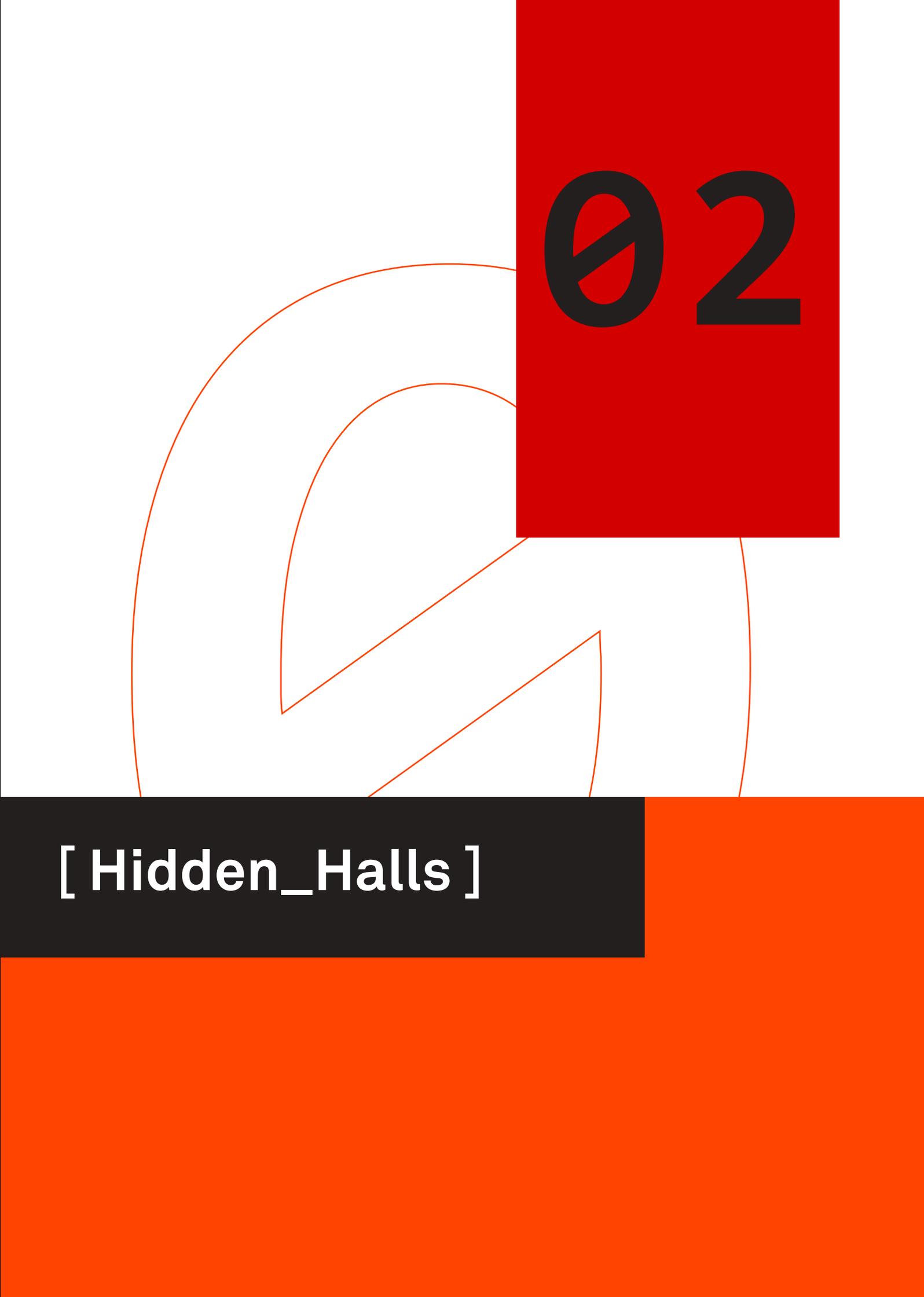
1.6

Six core CPU diagram



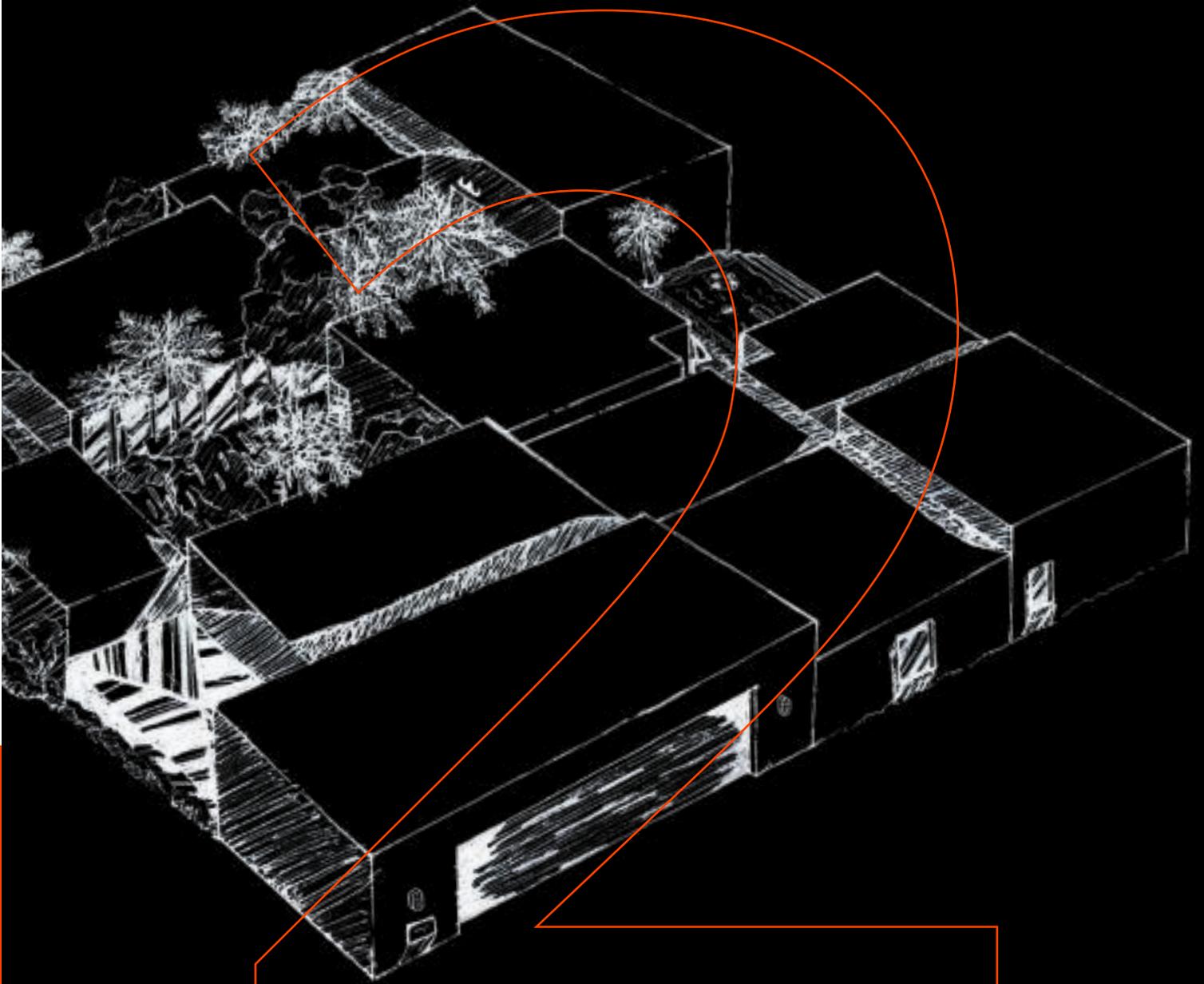
1.7

Executive members offices with halls in the middle

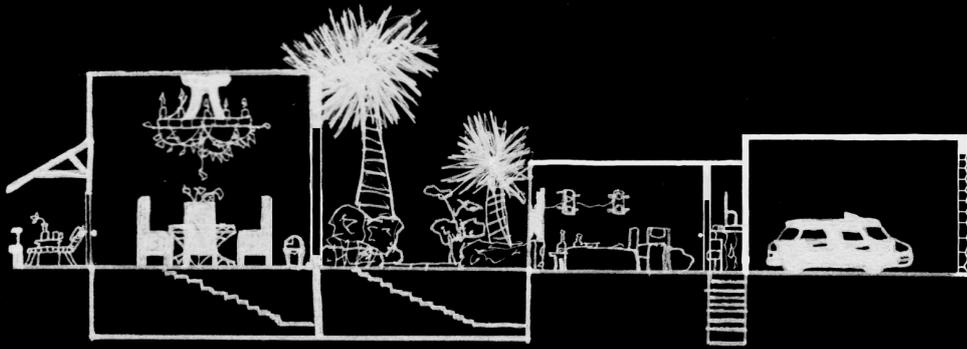
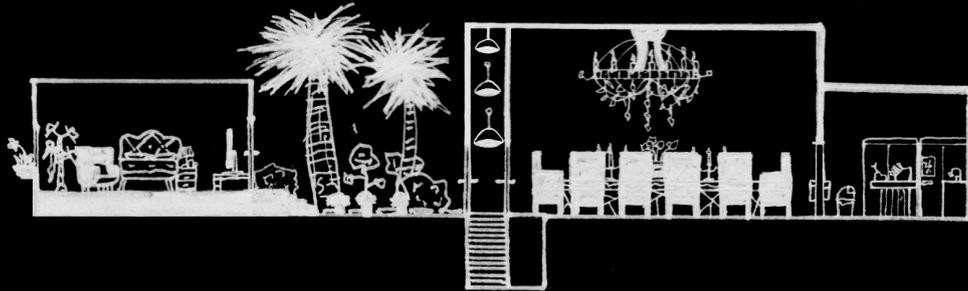
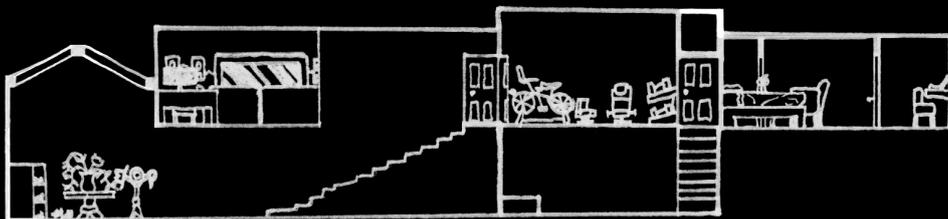


02

[Hidden_Halls]



Hidden / Halls

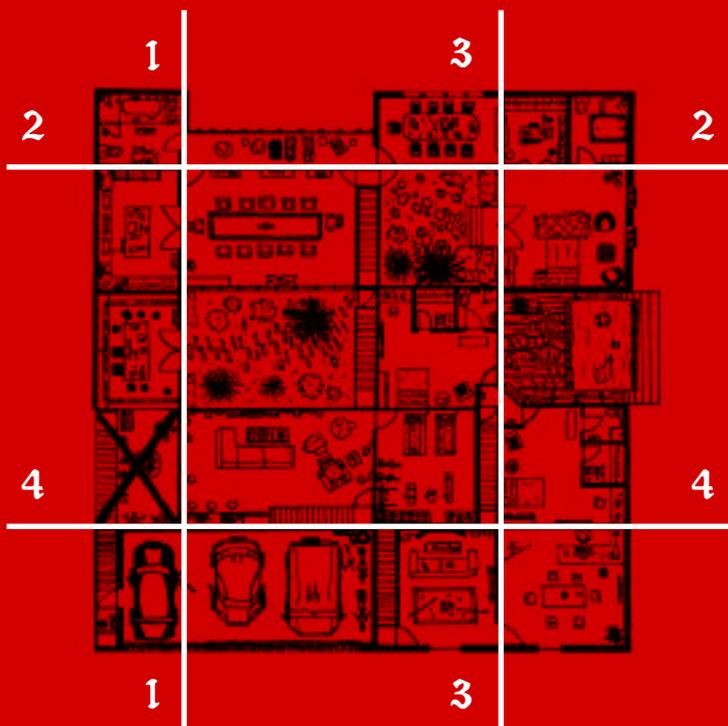
1234

PROCESS

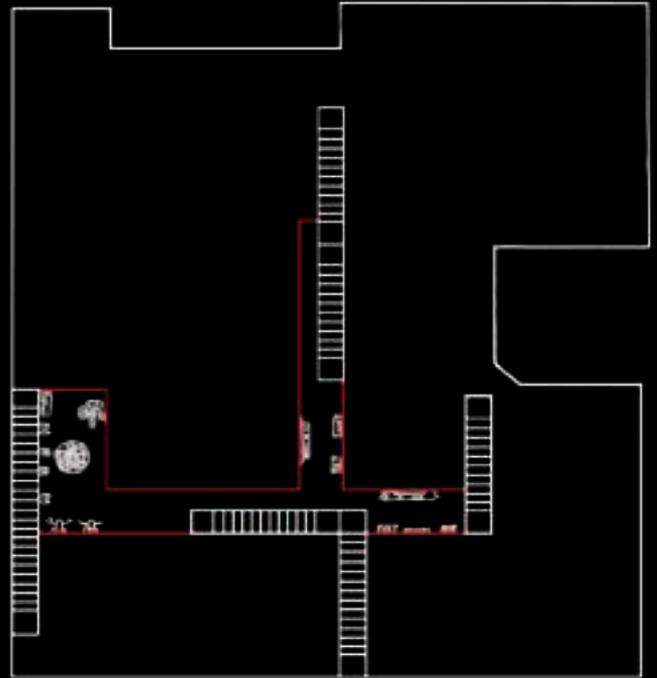
A continuation of the previous project. I wanted to dive deeper into the concept of transferring technology and concepts from one field into another. Which in this project is also electronics related.

Nowadays it seems that everything is moving into the minimalist direction. Buttons are removed, chargers are not included, earphones are now wireless. I would like to apply the same concept to architecture. Unlike the current minimalism architecture trend, instead of removing excess decorations and unneeded features, I tried experimenting by removing one of the important features of architecture.

By removing circulation like hallways and moving it under the house, we end up with a house with no visible halls connecting 2 or more rooms. The reason i chose to remove circulation is because I was trying to mimic wireless technology by removing "wires" which is taken as circulation in this sense.



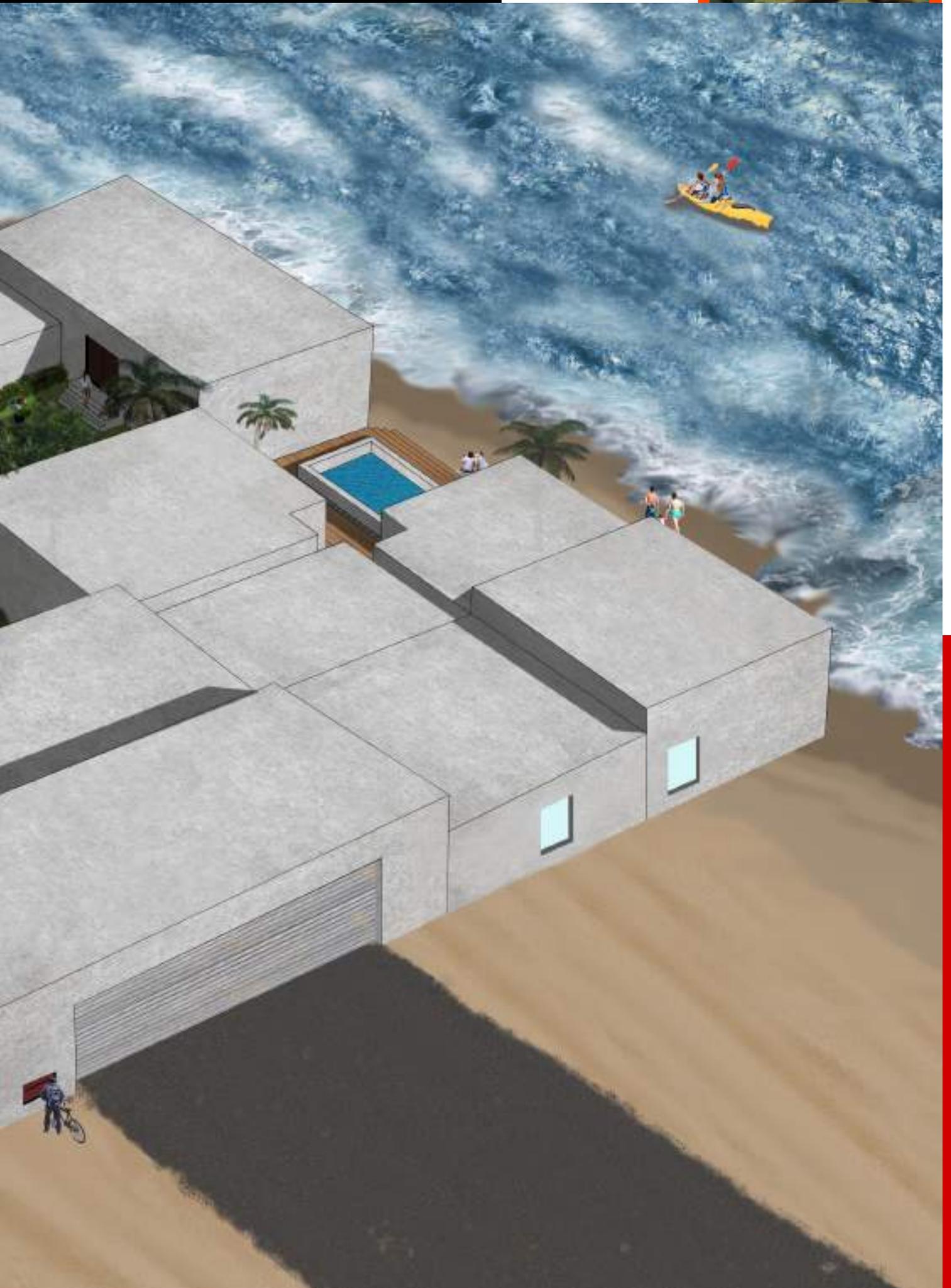
B



1F







The image features a minimalist design with a white background. A large red vertical rectangle is positioned on the right side. Below it, a dark grey horizontal bar spans across the bottom. The bottom right corner is a solid orange block. Thin orange lines form abstract, overlapping shapes that resemble a stylized 'S' or a series of connected curves, extending from the left side towards the center and bottom. The text '03' is printed in a bold, dark grey font on the red rectangle, and '[Architect_Sneakers]' is printed in a white, bold font on the dark grey bar.

03

[Architect_Sneakers]



PROCESS

Sneaker collection has always been a hobby of mine and it has been growing in popularity in the past couple of years. It is now more common to see people posting their sneakers customization and designs online. Although i feel like its starting to become a bit of a cliché, I feel like i want to jump on the trend too.

In my designs i would like to draw inspiration from another interest of mine, which was architecture. In my works although i really don't like " copying ", I've drawn inspiration from some well known architects and some of their most famous works.

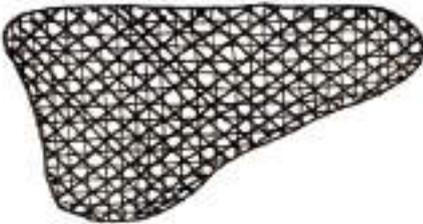
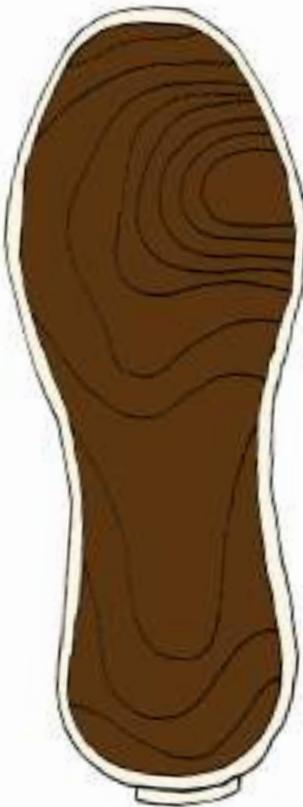
The reason i did this is because i wanted to make a design that actually has inspiration and not straight copying like most shoes company nowadays does.

I've decided to make a physical model of one of my designs, this one is inspired by Zaha Hadid. The reason i chose this shoe for model making is because of how and simple and flexible it is in term of material choices.

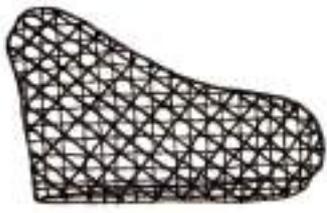
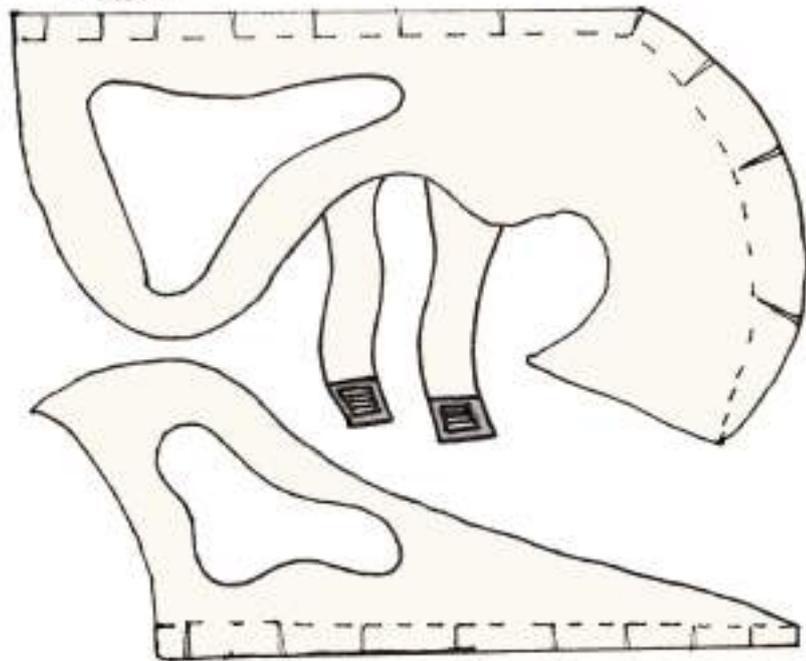


- Architect:** Zaha Hadid
- Work:** Heydar Aliyev Centre
- Place:** Baku, Azerbaijan
- Materials:** Synthetic leather, textiles, mesh, metal buckle
- Themes:** Flows, curves, smoothness





-  Mesh
-  Inner cushion
-  Heel cushion



Architect:	Frank Gehry
Work:	Disney Concert Hall
Place:	Los Angeles, USA
Materials:	Leather, mesh, Velcro, plastic strap, air bubble
Themes:	Reflective, layered, angled





- Architect:** Kengo Kuma
- Work:** Asakusa Culture and Tourism Center
- Place:** Tokyo, Japan
- Materials:** Leather, mesh, synthetic rope, plastic heel, air bubble
- Themes:** Stacking, woody, dark

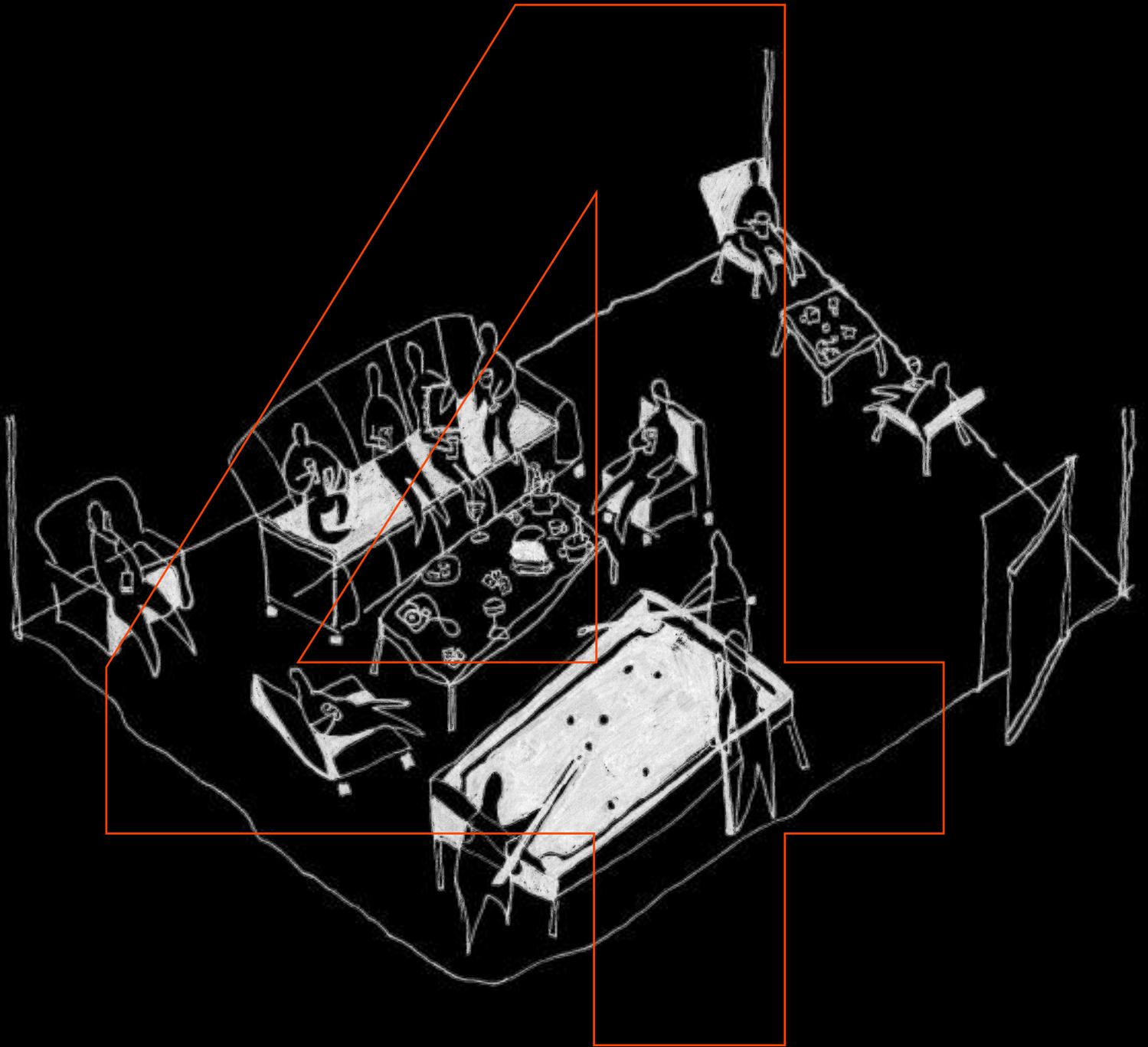


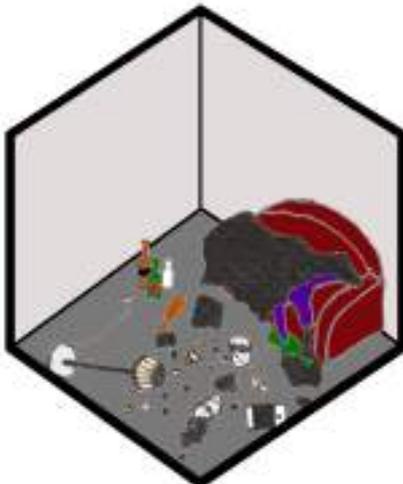
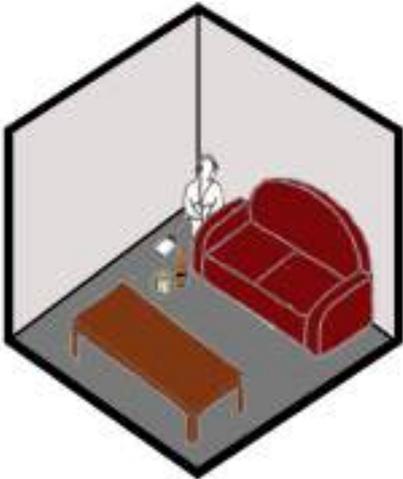




04

[Party_Colors]





PROCESS

I'm a person that enjoys hanging out with friends and other people when going out. We would do all sorts of activities, during anytime of the day. One of my favorites are the one that contains alcohol. To me alcohol is a fascinating thing, it is able to change and alter people into another person under its influenced. So in this work i analyzed the effect alcohol had on my friends and the kind of person they are while drinking.

I've compile different trait into a visual representation for better understanding. I would also like to tell you that none of these visualization are based on a single person, but is a representation of a collective trait found amongst known people. Being more present in some people than others.

Blue: Chill, laid back, easy going, peaceful

White: Sad, isolated, quiet

Purple: Impulsive, careless, likes to cross their own limits

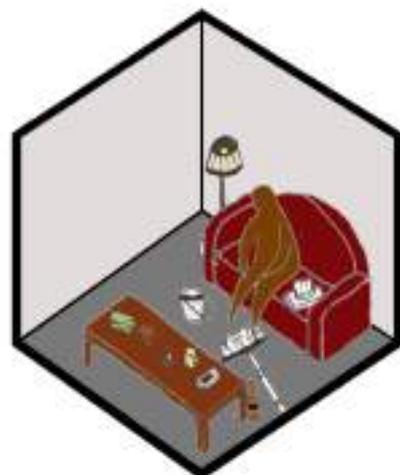
Green: Likes games, takes advantages, enjoys competition

Yellow: Likes activities, talkative, likes smaller group

Brown: Responsible, babysitter, most sober

Pink: Uses social media a lot, couch locked, takes the most pictures

Orange: Loud, likes big groups, all out



Now that I've compiled all of my analysis, I've noticed that although people hang out as a group, sometimes some people don't fit or doesn't like the current situation or atmosphere they're in. So, I've created a space where they can be together but get to enjoy their way at the same time. The structure was inspired by the shape of a hard liquor bottle without its neck. The space is divided into 3 zones and a bathroom, putting similar type of people together in each zone to create an atmosphere all in there would

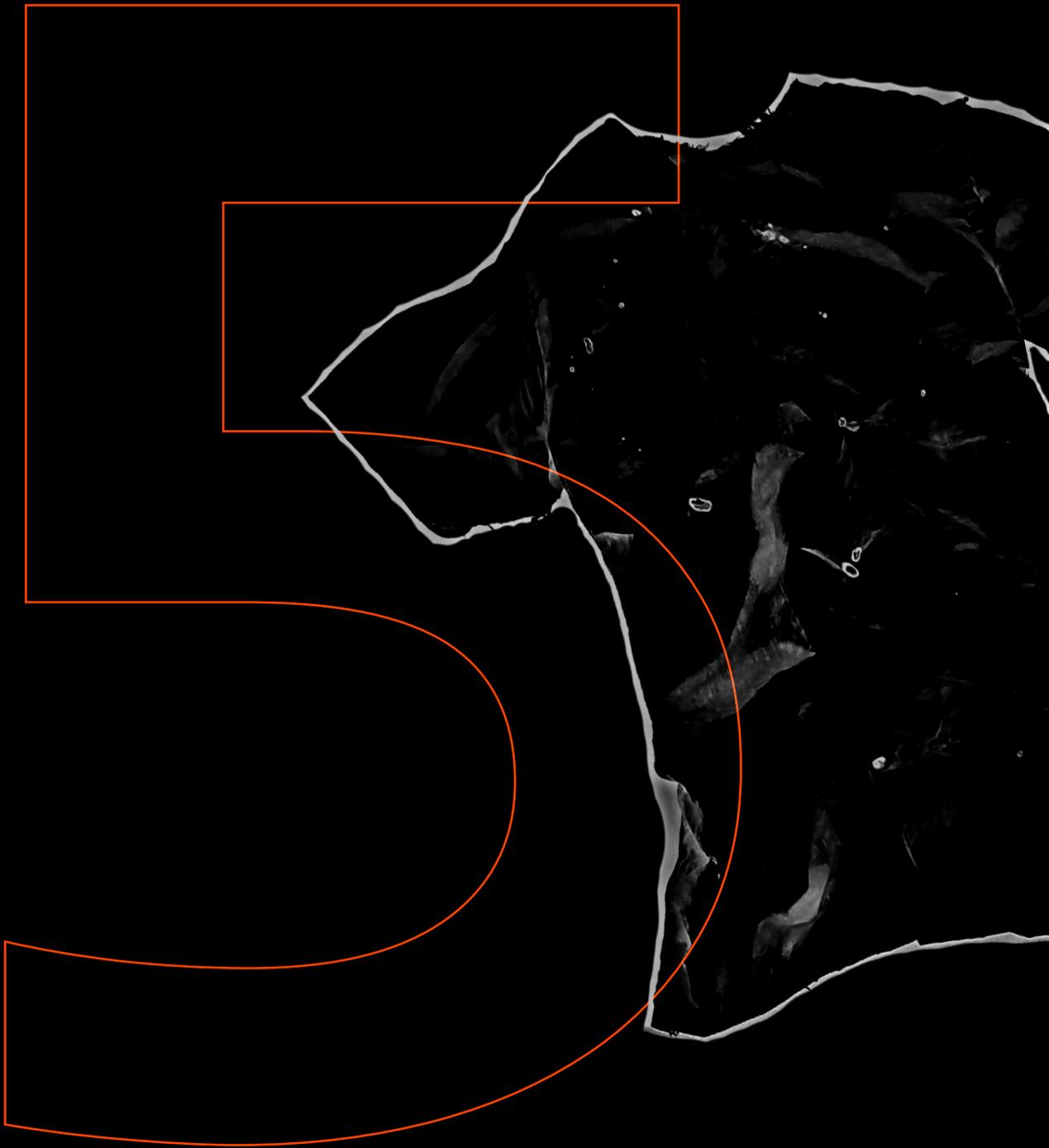




The image features a minimalist design. A solid red rectangle is positioned in the upper right quadrant. To its left, several thin, orange, curved lines sweep across the white background, creating a sense of motion or a stylized shape. At the bottom, a horizontal bar is split into two sections: a dark grey section on the left and a bright orange section on the right. The text '05' is centered within the red rectangle, and '[Hangover_Shirt]' is written in white on the dark grey bar.

05

[Hangover_Shirt]





Stage 1



Stage 2

PROCESS

As you already know, I enjoy alcohol and its effects. When going out and partying, people just get drunk, starting stupid, and pass out. The next day they wake up and go home and forget about the time they had, unless they scrolled through their gallery or a friend brings it up. I would like to create something that would be a constant reminder of the emotions and time you had during an event so i decided to record each stages of drunkenness into a physical representation.

The original plan was to set up a tablecloth at a house party and record the things that happened to it. But due to the pandemic, i wasn't able to go anywhere, so I've decided to simulate it on a piece of cloth instead.



Stage 3



Stage 4

Stage 1: Clean cloth with nothing on it, representing the time before the party

Stage 2: Cigarette burns and nicotine stains, represents the start of the event, as this is how most people start their evening

Stage 3: Alcohol spills, this is when you are already connected to the event as you are having the most fun being drunk spilling and knocking stuff over

Stage 4: Grass stains and rips, this is often when you get past the point of having normal fun and is starting to do so stupid and dangerous things



Shoulder / armpit stitching



Sleeve stitching



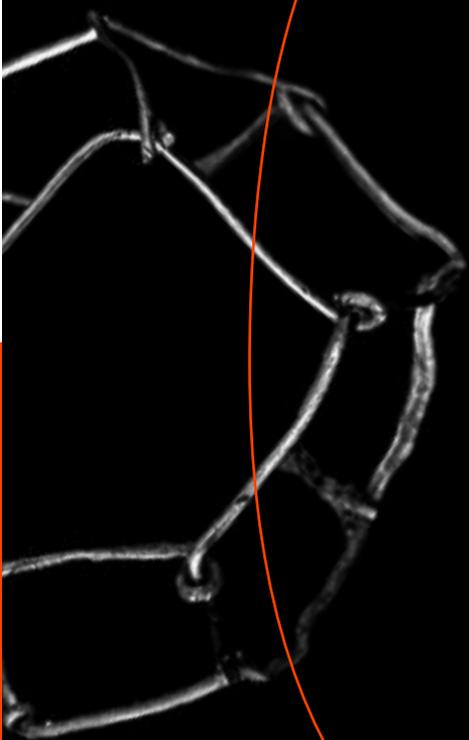
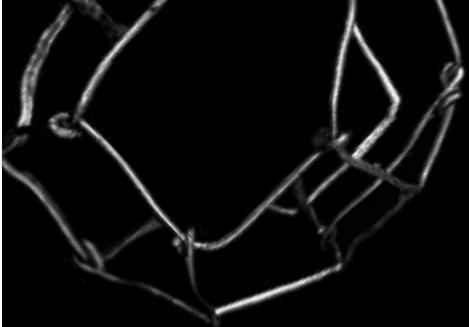
Yes, I stitched this shirt





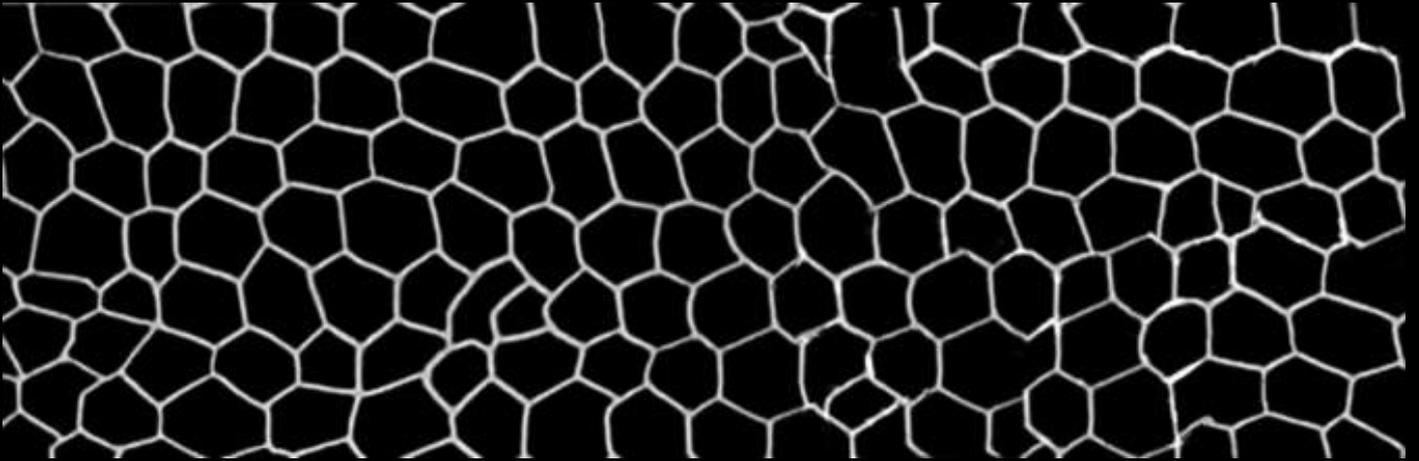
06

[Iron_Shed]



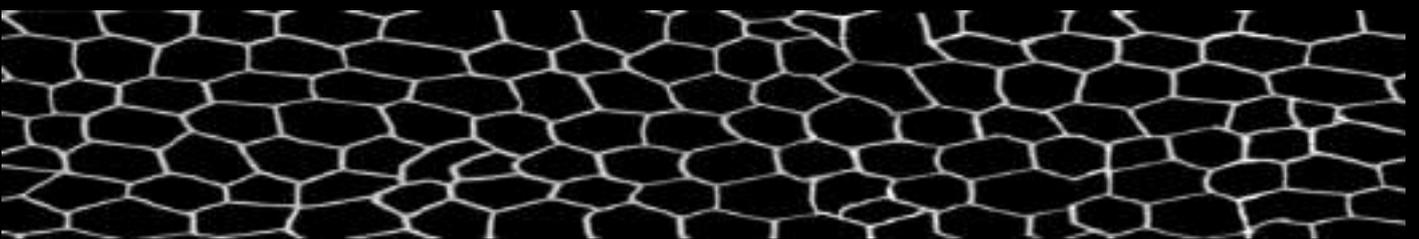
6



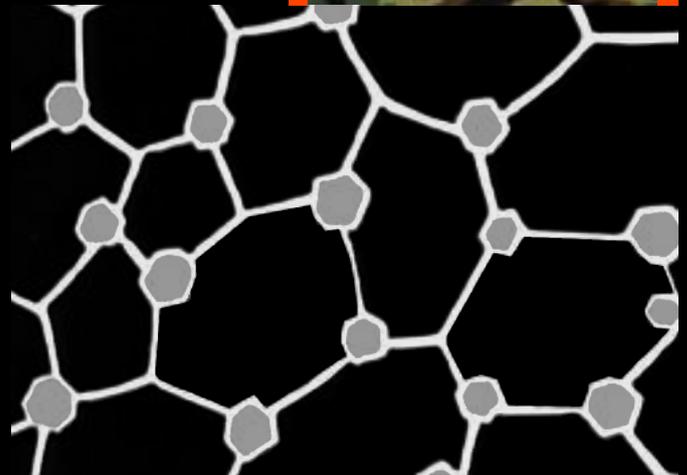
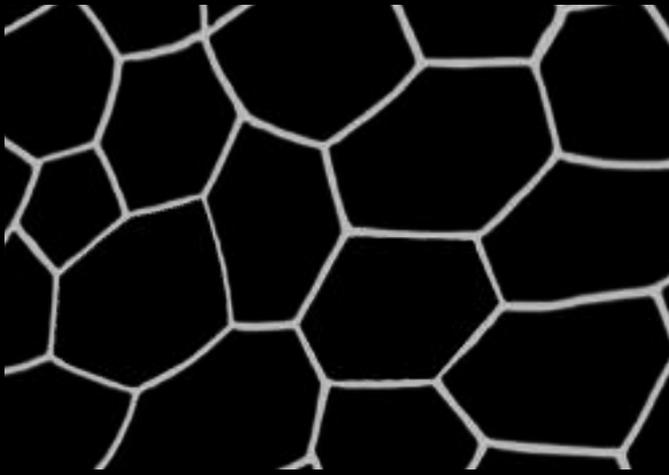


PROCESS

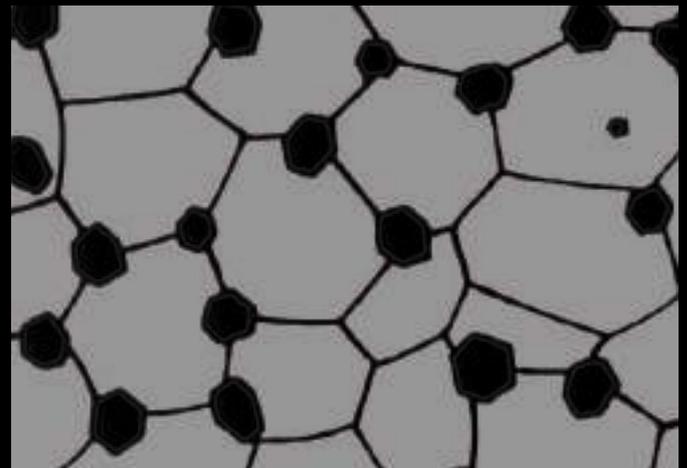
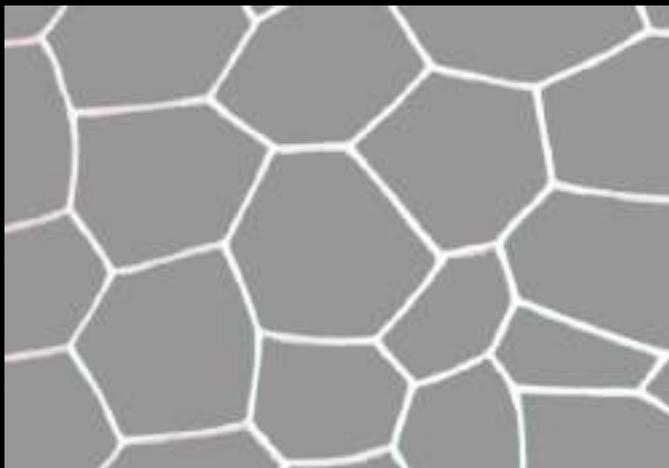
With a background in jewelry making, I've worked with many materials, and for some reason, metals are still my favorite materials. Metals are hard and strong, yet it is malleable and is easy to transform. Metal faces a lot of compression and impact from all type of tools when working, what this does was compressed the grains of the metal, making it hard and brittle.



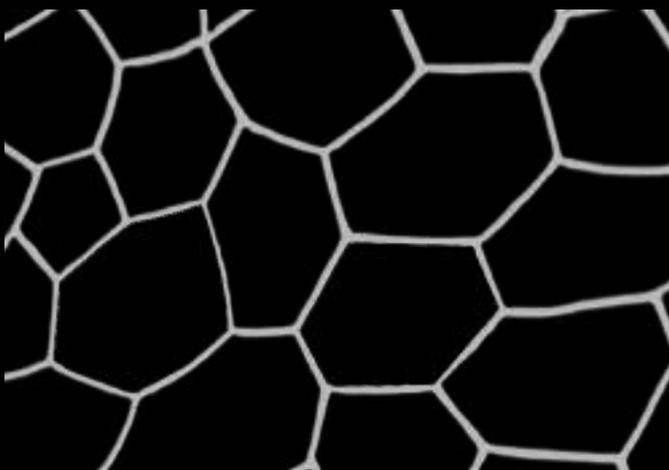
To fix this, we come up with a process called annealing. What happens is you heat the metal to a certain temperature and let it cool. The result is that the metal will be softer than it is before it got compressed during the work process.



During annealing, when the metal reaches a certain temperature new type of grains will start to form, altering the grain structure of the metal.



At peak temperature, the new grains totally takes over, but as it cools the old grains starts to grow back out .



Once completely cooled the grain structure is similar the one in the beginning but is way smaller, making the metal softer and more malleable.

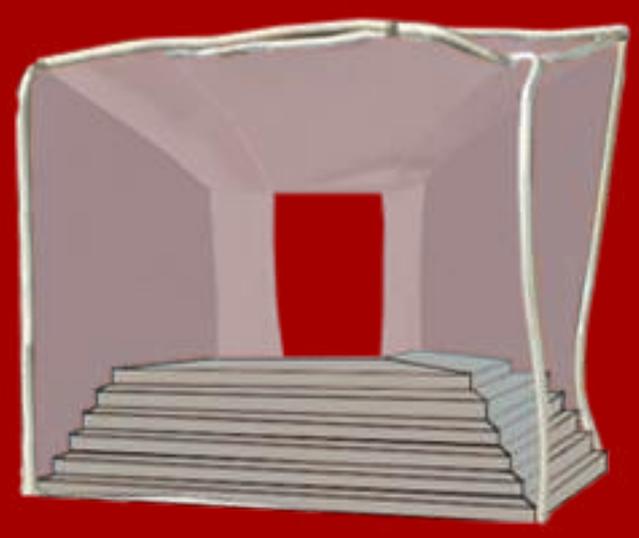
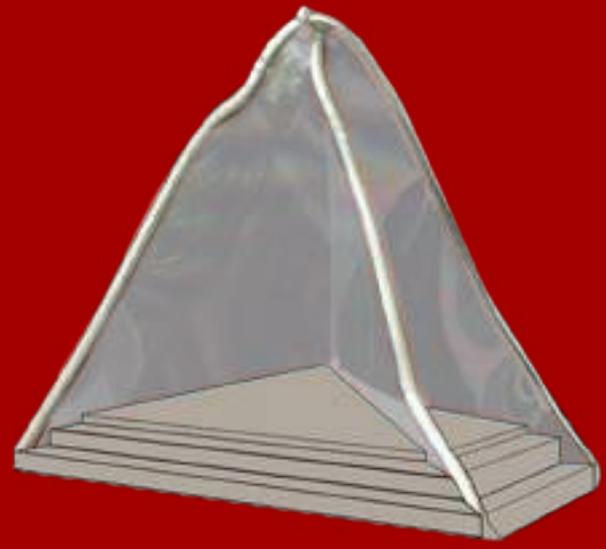
During my studying of metal grain structures, I've noticed that the grains take the shape of a voronoi pattern, a naturally occurring pattern that finds the most effective spacing possible by making a boundary at the midpoint between two points.

One of the most commonly found observations of voronoi patterns are found in bubbles. Interested in the expansion and transformation of metal grain, I tried to simulate the process using voronoi's formed by soap bubbles and an aluminum wire frame.

The experiment didn't really turn out successful as it's really hard to expand all of the bubbles at once without one getting too large that it burst or random bubbles bursting.

So I've tried a different approach using only one bubble in a cubed frame and I've ended up creating tensile bubbles instead. However I've noticed that tensile bubbles are also voronoi generated.

I've ended up creating a glass pavilion in the shape of a 5-cell pyramid and a 8-cell cube, commonly known as a tesseract. Still wanting to integrate heat's effect of metal grain into the project, the pavilion will have sections made up of electrochromic glass, which is a type of glass that's able to adjust its transparency. The glass's transparency will automatically decrease according to the amount of sunlight it's getting, making the pavilion still receive natural light without it being completely dark.

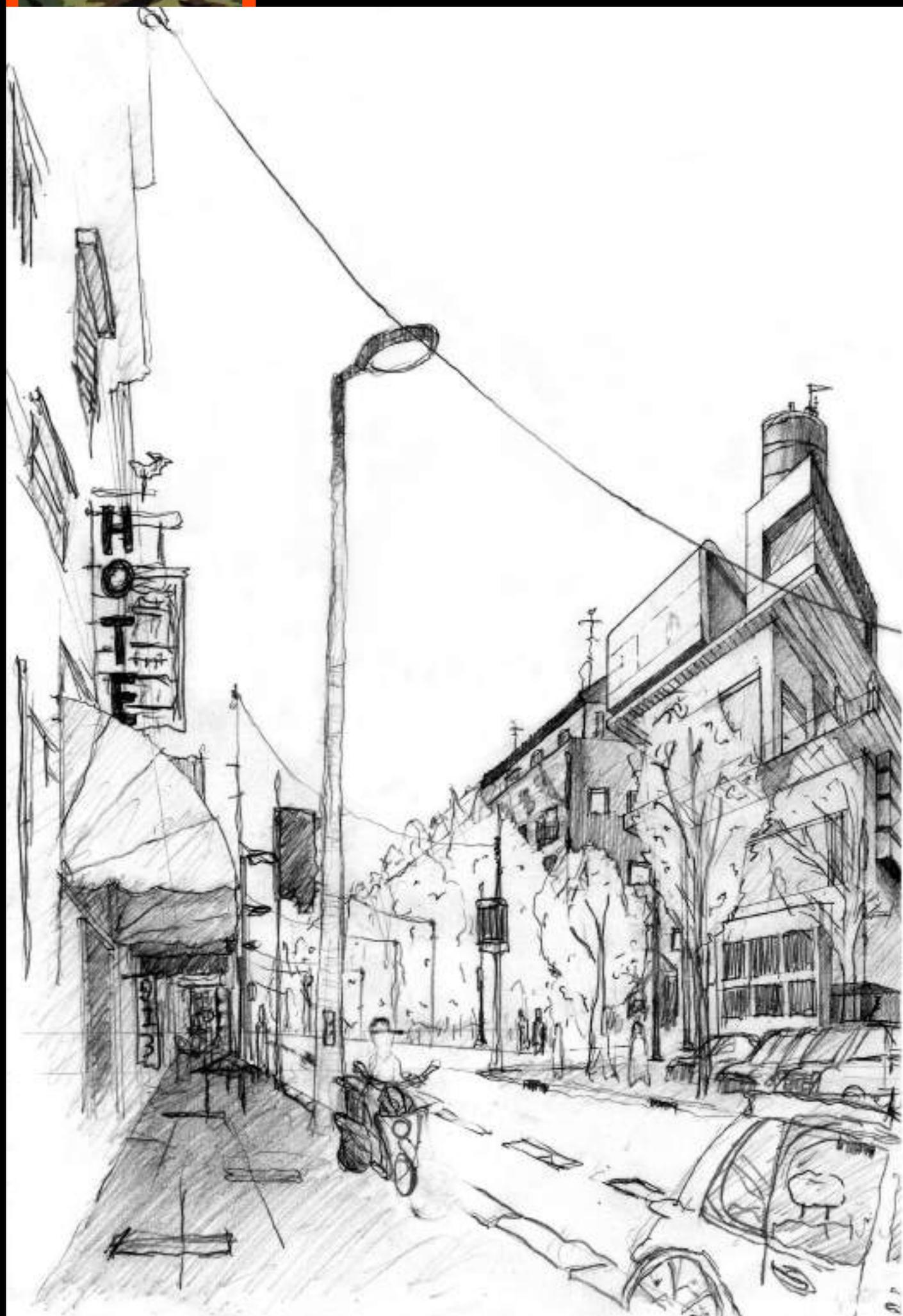


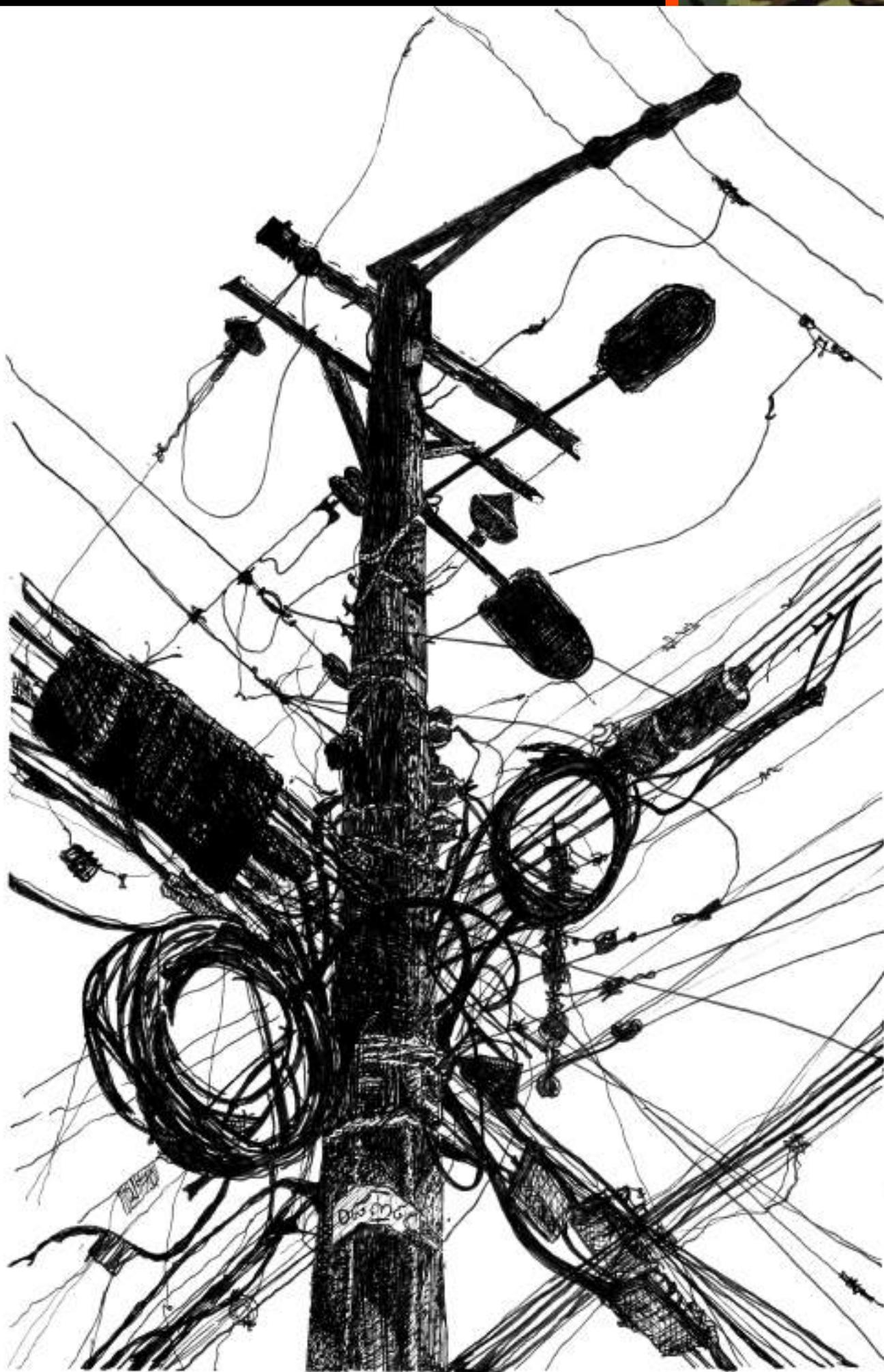




OTHER

WORKS







BLU

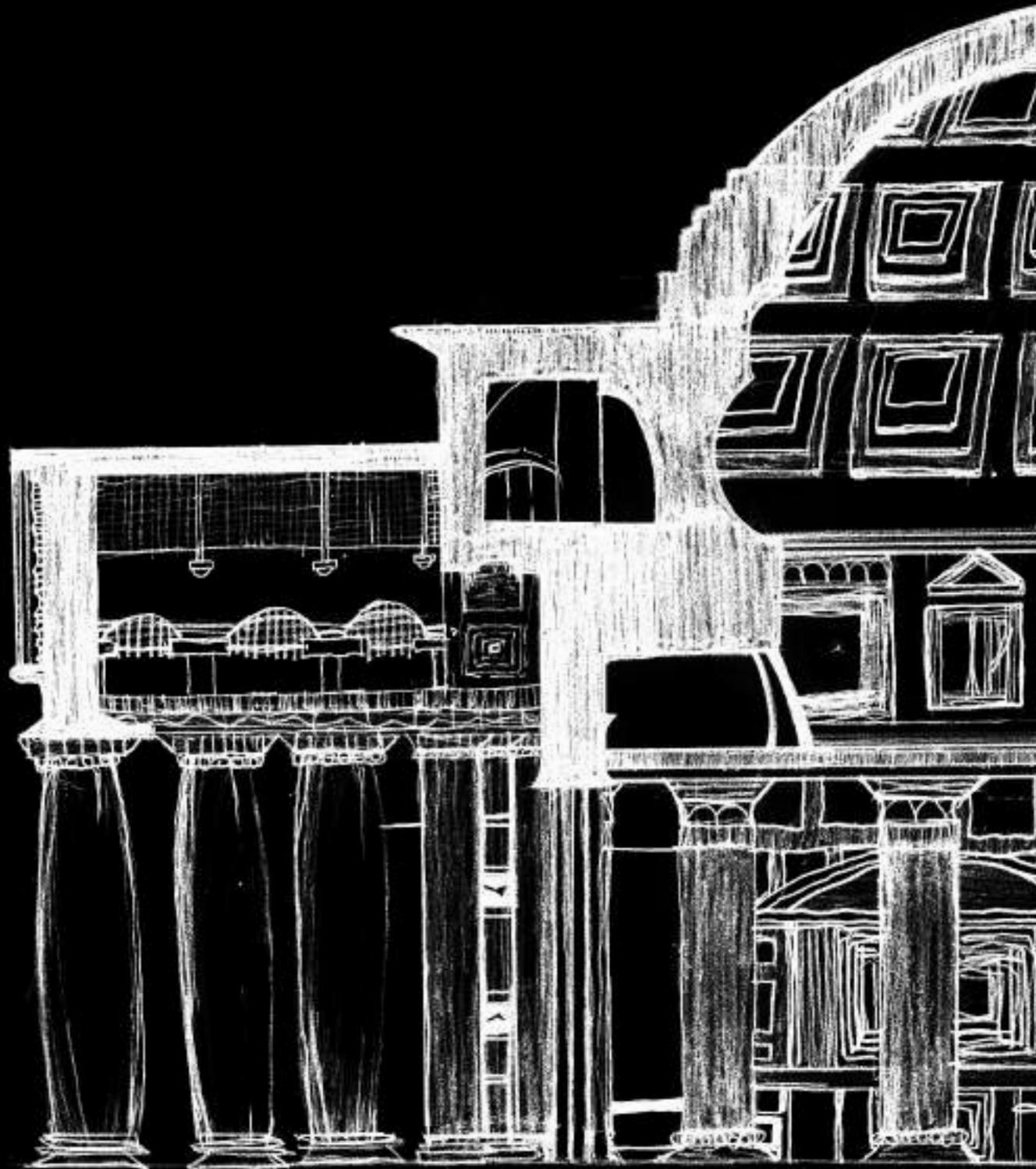


DOCK

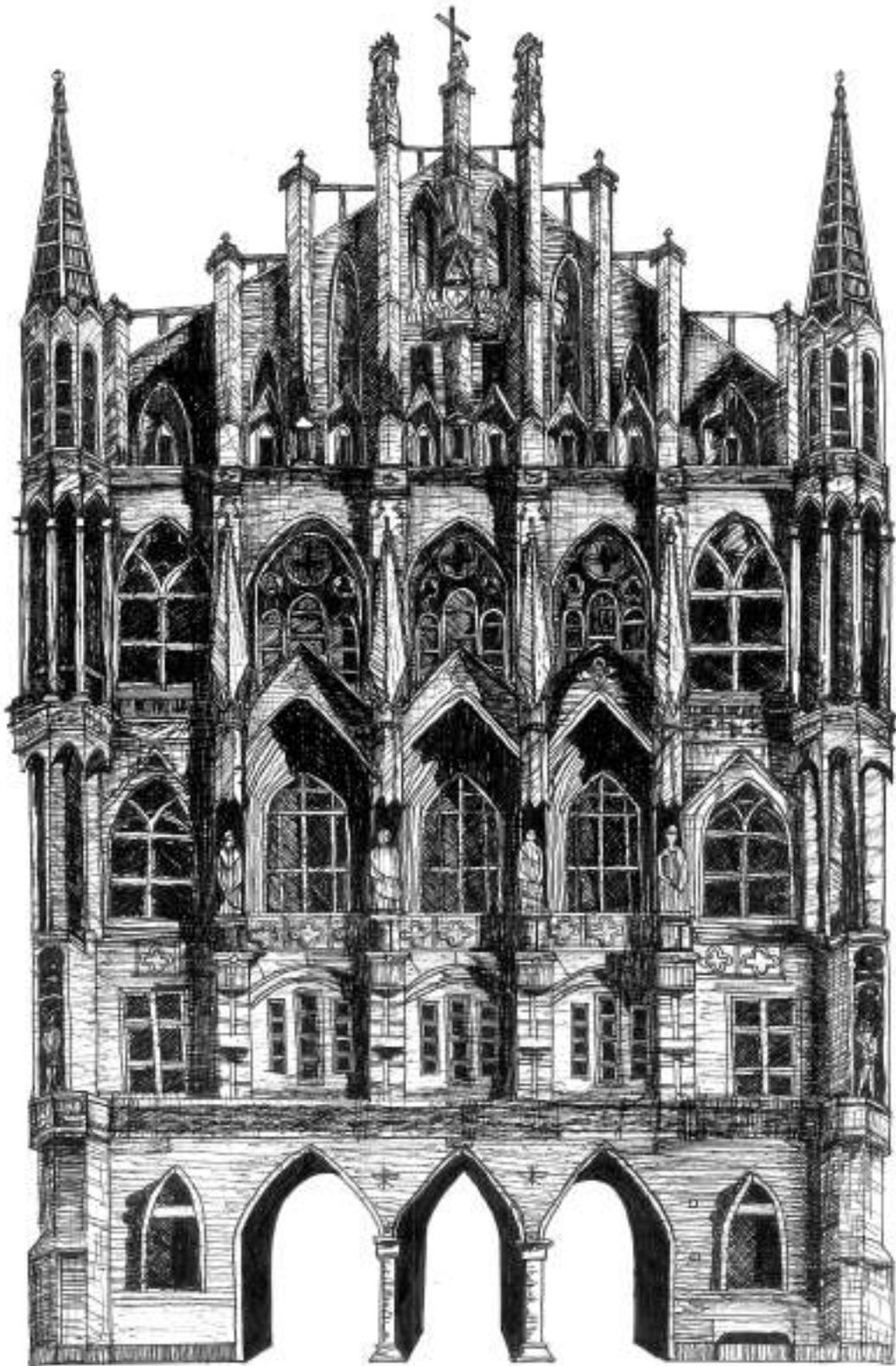
BUBBLE

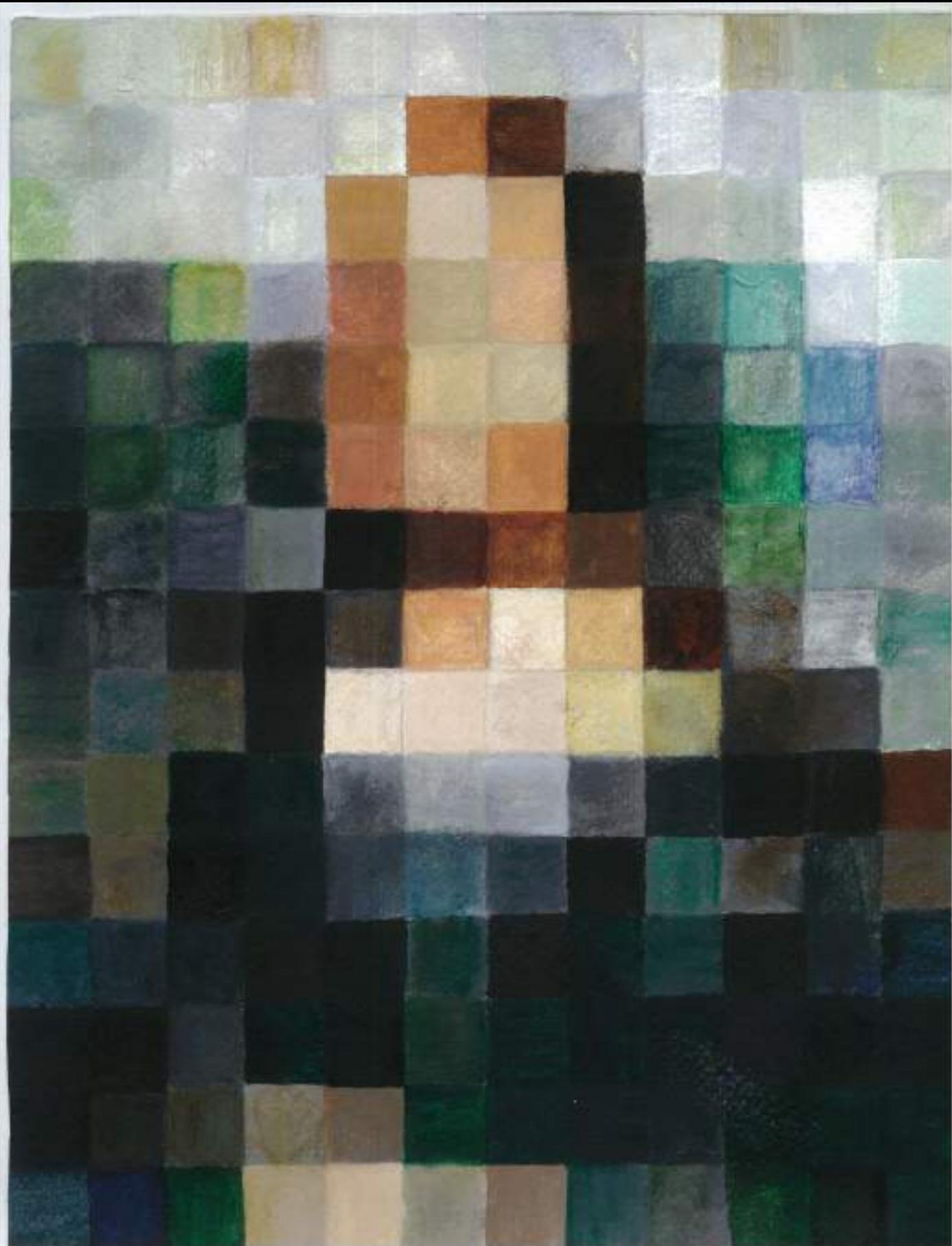
Hand-drawn graffiti letters, possibly spelling 'LICK'.

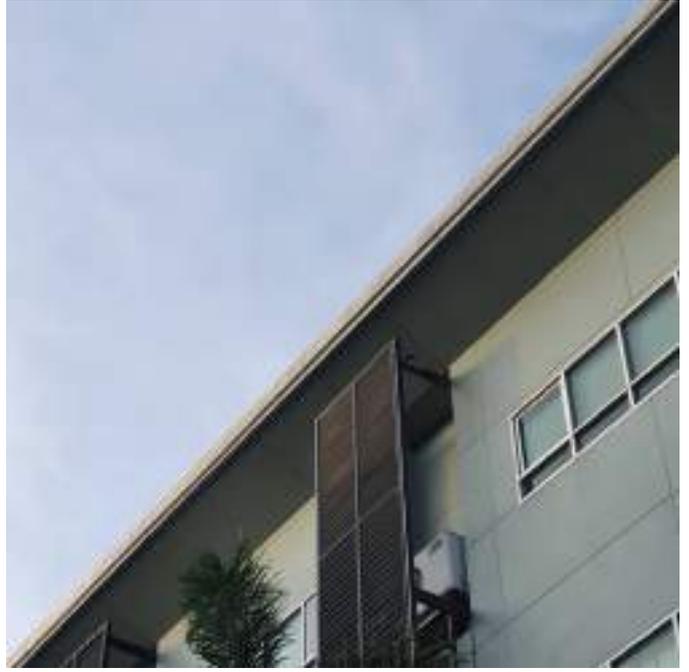
Hello
MY NAME IS
*STICKER











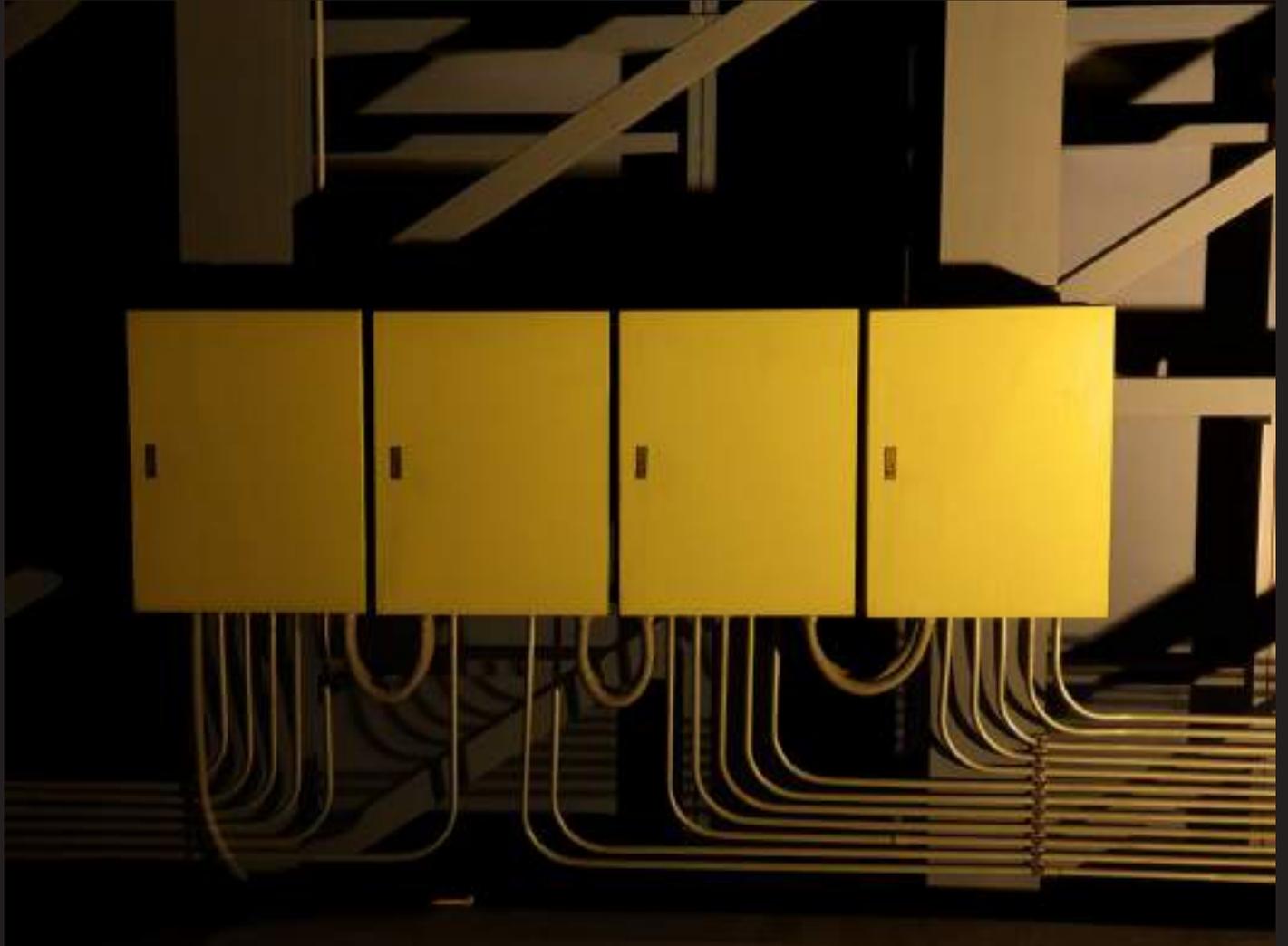
















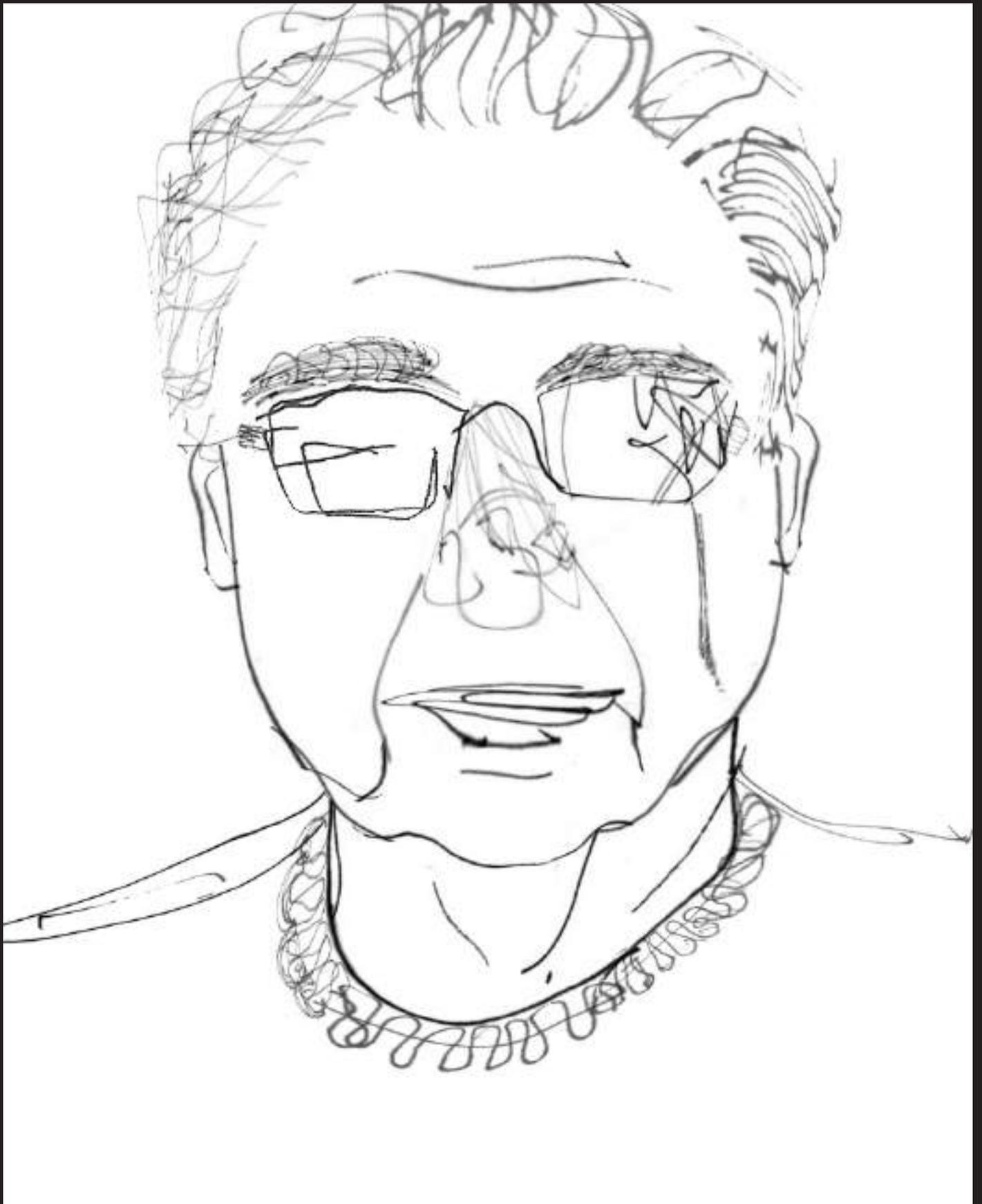


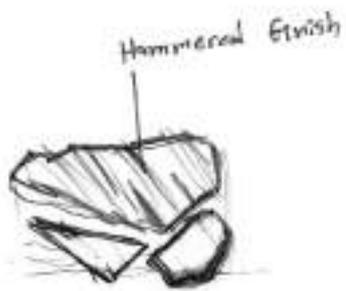
Photo collage of Frank Gehry using Frank Gehry's line sketches

R I D

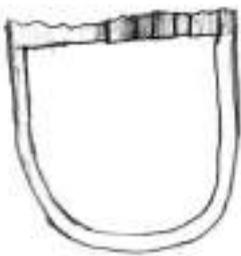
N G S



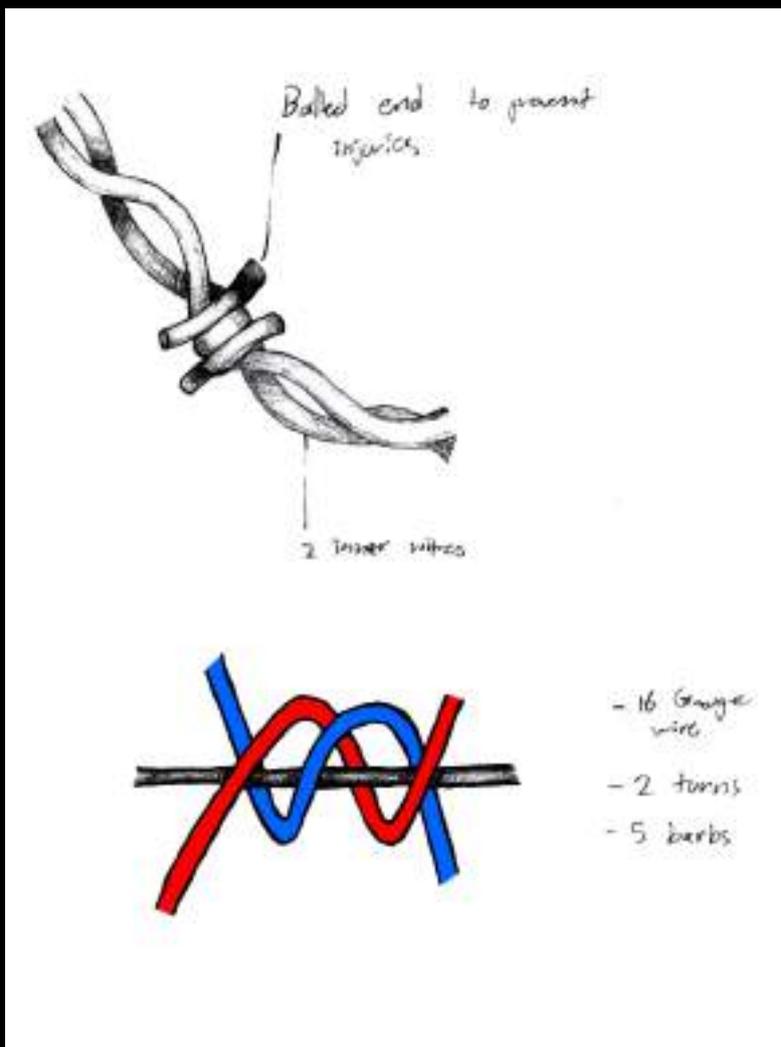




Middle Finger right
| 63 | 20.0 |
| 23 | 10- |



HORIZON RING



HOSTILE RING





E N D

