

**PITCHAYA
CHAYAVORAPRA**

Architectural Assistant Part II / Video Artist



[www. pitchayachayavorapra.com](http://www.pitchayachayavorapra.com)

CURRICULUM VITAE

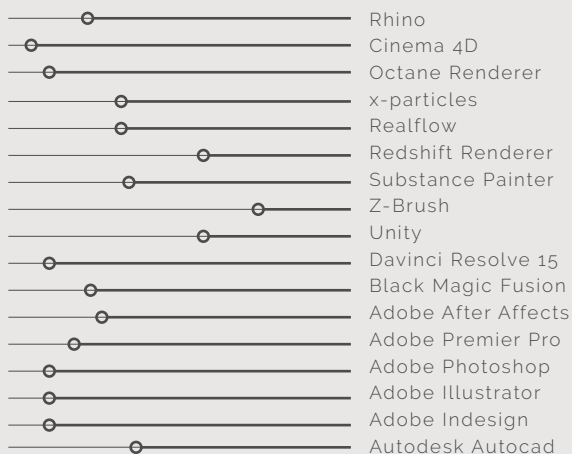
Architectural Assistant / Video Artist

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DOB: 04 January 1994

Showreel: [//www.youtube.com/watch?v=ZKHjZrQNV0Y&t=1s](https://www.youtube.com/watch?v=ZKHjZrQNV0Y&t=1s)

SKILLS



INTERESTS

Urban Sketching
Film Photography
Travel Film Making
VFX
Cycling
Meditation

EMPLOYMENT HISTORY

Hawkins \ Brown Architects
2016 (6months)
Architectural Assistant

Crossrail Development for Bond
Street Station

AHR
2015 (3months)
Architectural Assistant

Masterplanning Fish Parks
Masterplanning Dairy Milk
Render visuals for competition

Architects 49 Limited
2014 (2months)
Architectural Assistant

Office building planning
Model making: Office building
3D modelling Beach Villa

EDUCATION

ARB/RIBA Part 2: Architecture MArch
Bartlett School Of Architecture (U26)
Architecture Film, Interactive Media
Degree Classification: Distinction
2017-2019

ARB/RIBA Part 1: Architecture BSc
University of Bath
Upper second-class honours
2013-2017

Harrow International School Bangkok
High School
A - levels : A'AA (Art, Physics, Maths)

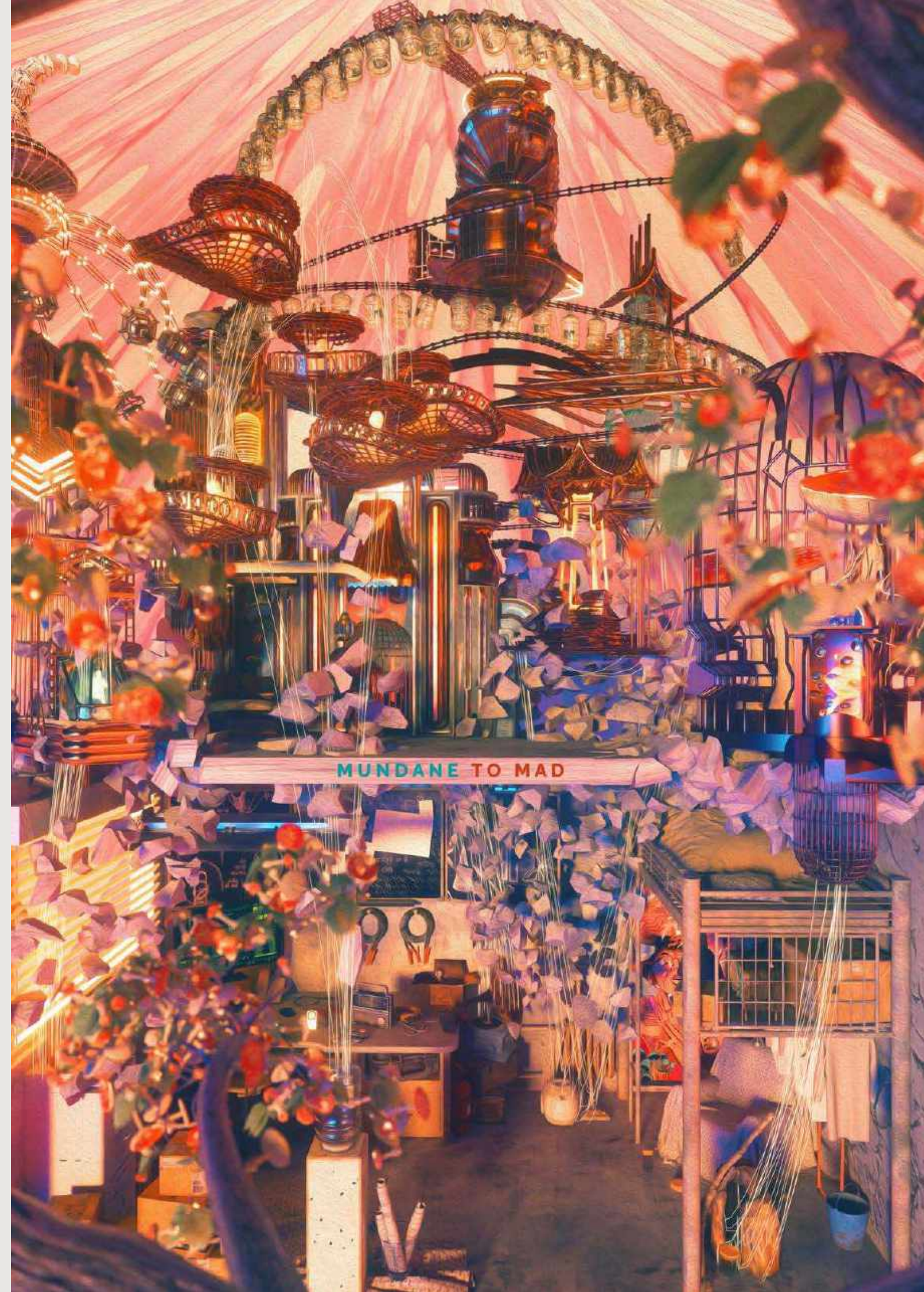
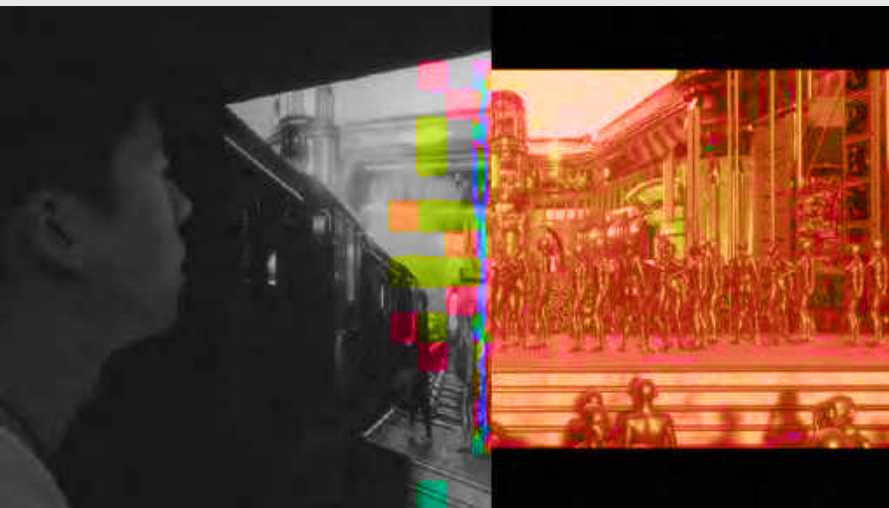
SALT POND, SILICON VALLEY, CA

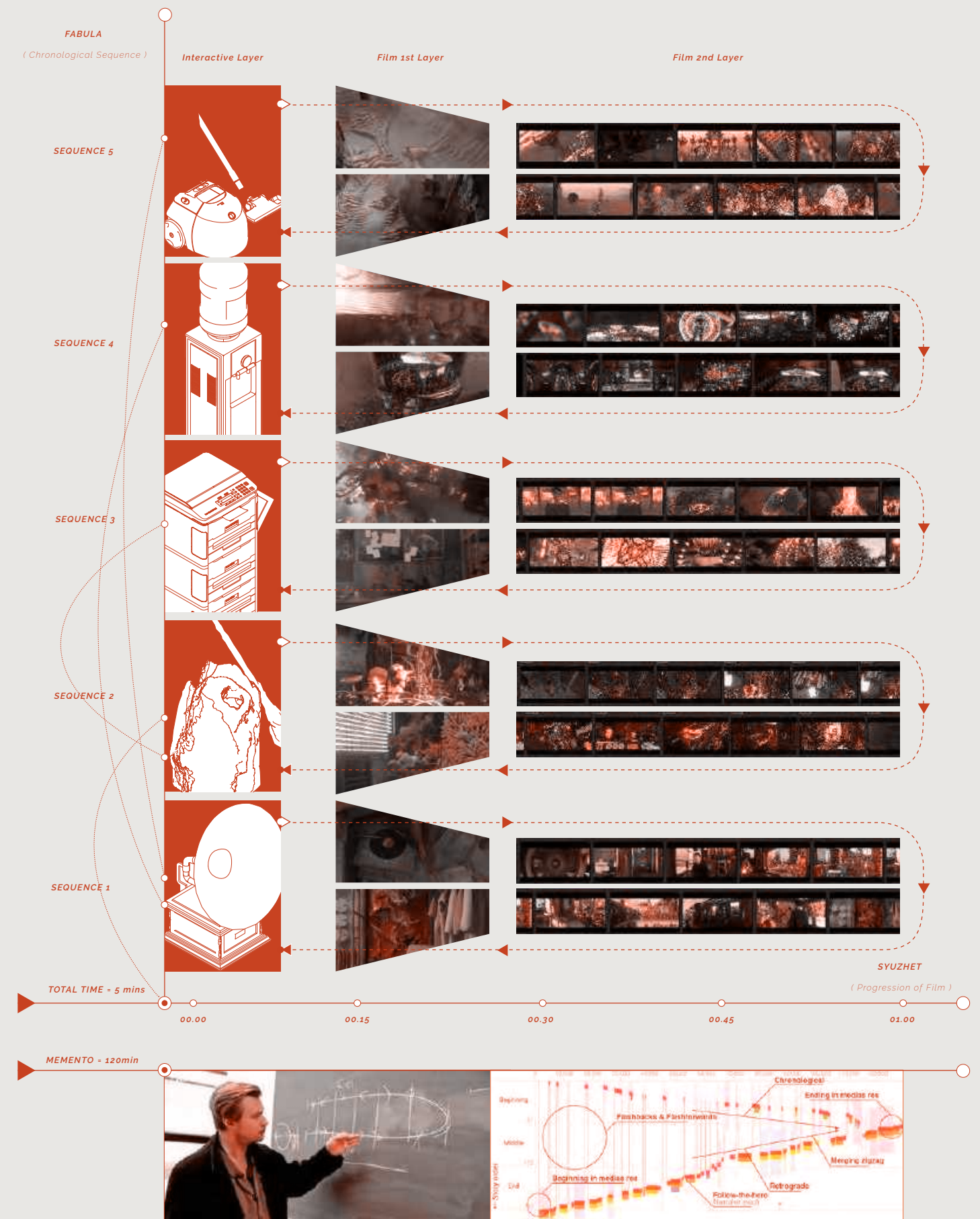
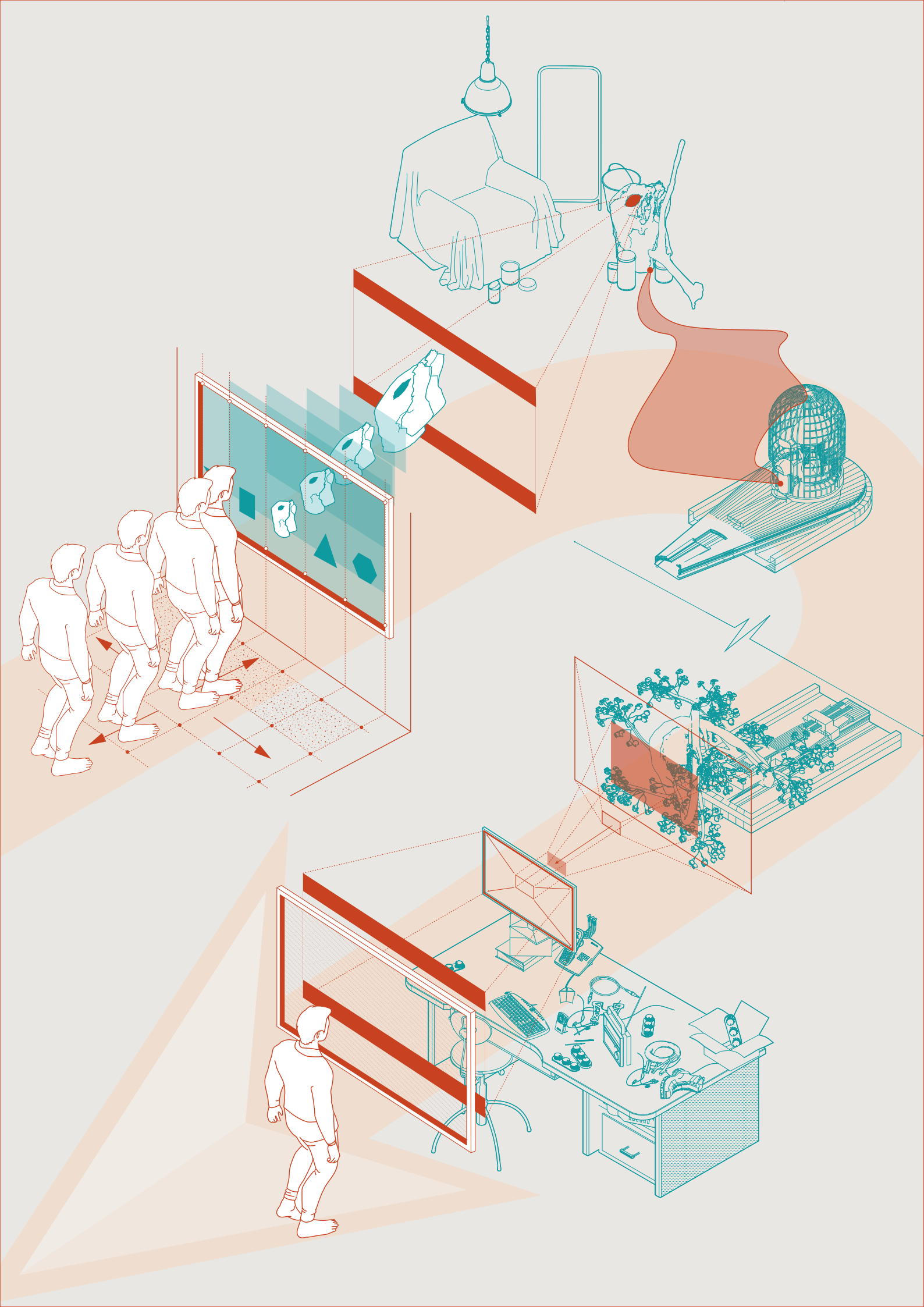
MUNDANE TO MAD*M.Arch / Bartlett Year 5 / Unit 26**Main Deliverables : Interactive Film**Duration: 5months**Skills: 3D Animation, Architectural Design,**Interactive media, coding**Tutor: David Di Duca, Tetsuro Nagata*

Architects design things for others to discover and hopefully enjoy and benefit from in their lives. The process of imagining spaces and places for others needs is based on the assumption of a shared experience and our ability to empathise with others. However this assumption of a shared experience is a device rather than a fact, we all experience the world uniquely whether in small or large ways dependant on our past experiences and physiology. This year I explore the unknown in other imaginations and how the imagination is as potent in our experiences as the physical things around us.

The Final Project investigates the spectrum between the normality of everyday life and the extent of imagination. It is represented as a non linear interactive film which presents five parallel worlds that is formed from the protagonist's memories as he interacted with each mundane objects in his room. The project sets a technical challenge to portray this gradual transformation of space and time from mundane setting to a mad setting through these series of short interactive film segment.

<https://www.youtube.com/watch?v=mPE4ogXpHbI>

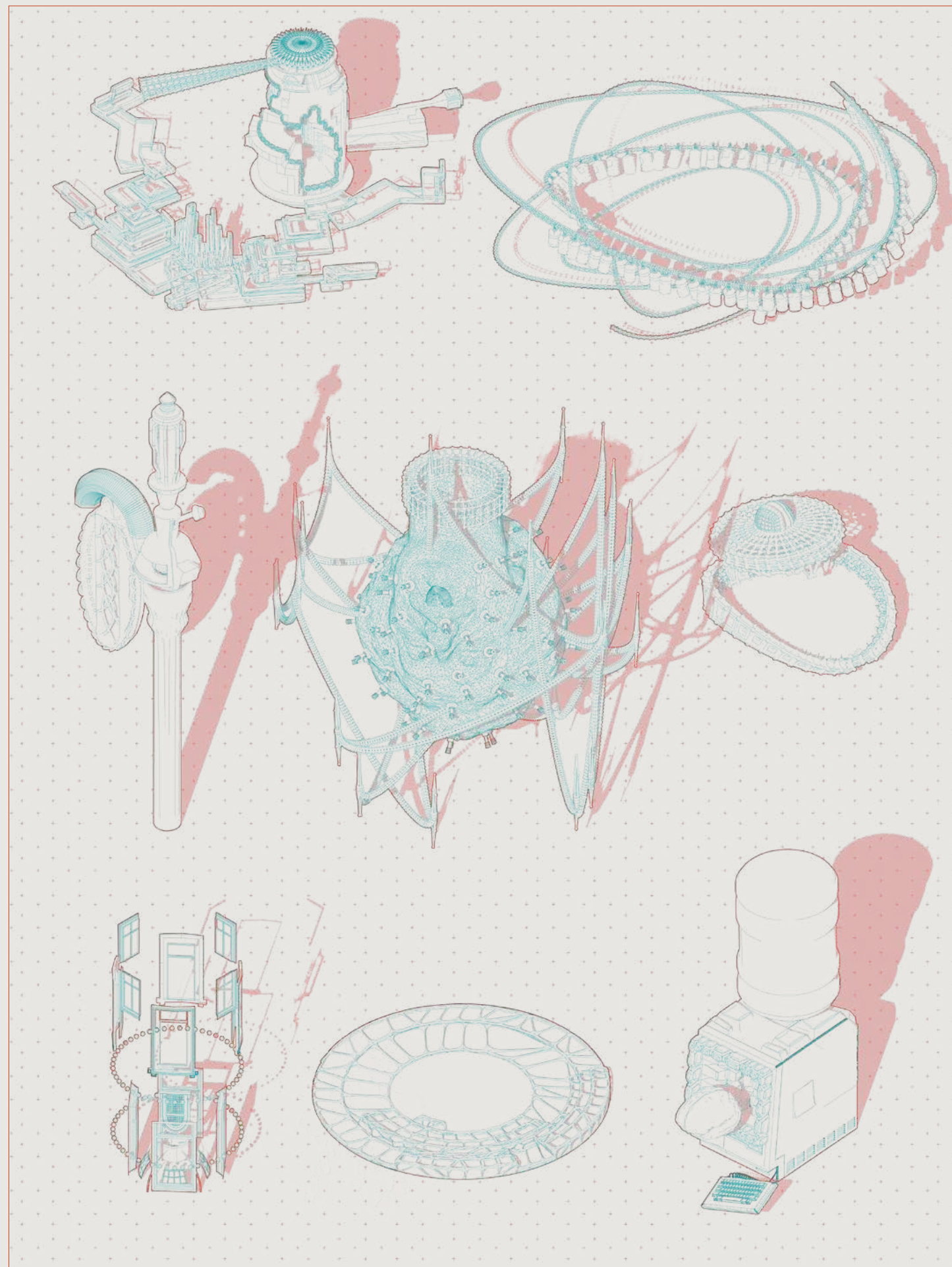
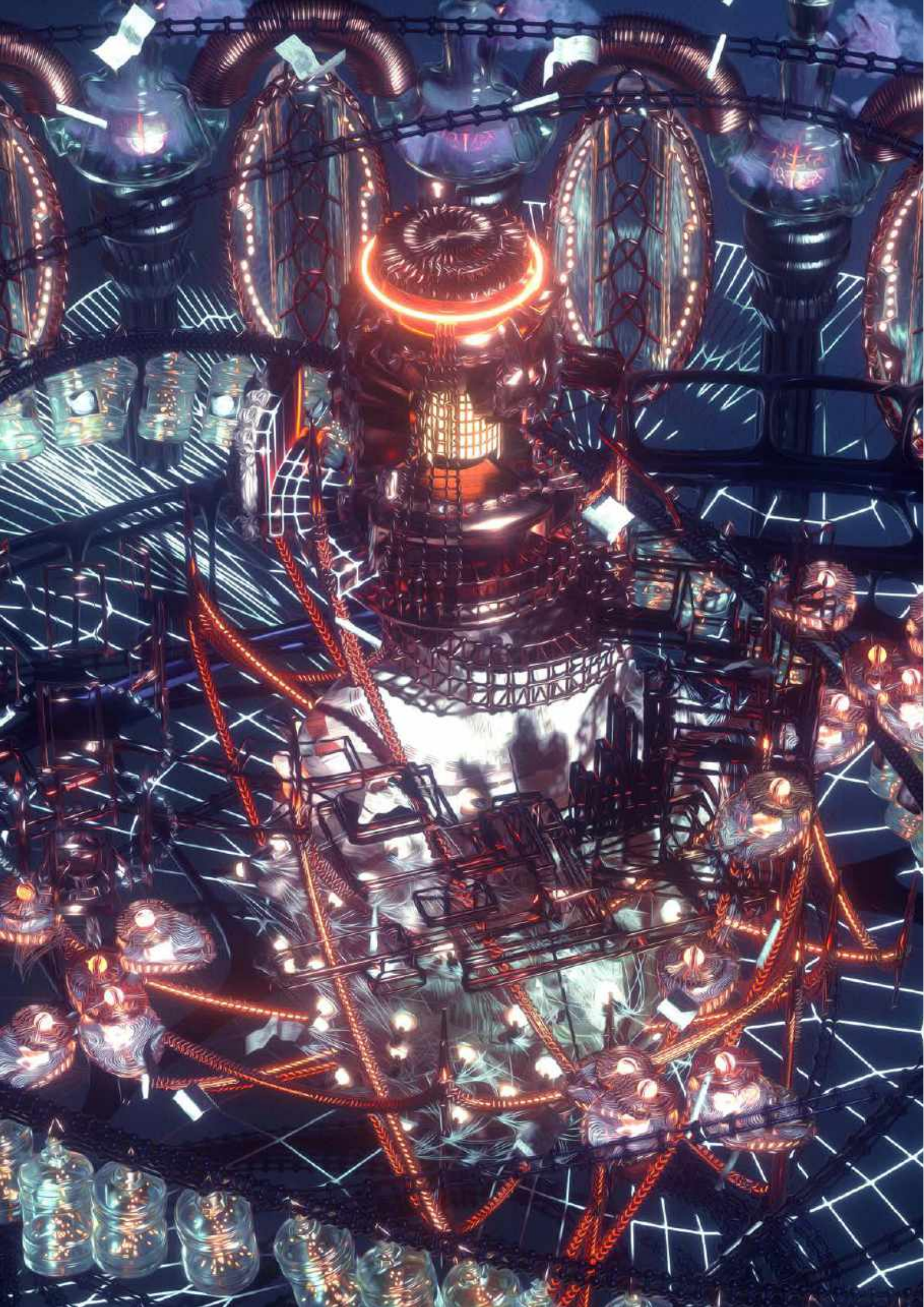




The Fabula and Syuzhet

Narrative construction from mundane to mad

This graph show the relationship between the chronological narrative (Fabula) of the whole film and the progression of the film in each sequence (Syuzhet). The Syuzhet structure follows a similar flow to 'Memento' by Christopher Nolan, where the progression loops back to the interactive. While the fabula can be experienced in any number of configuration depending on the interaction



Narrative Components

This is the Neuro Heist. Following an intense peak experience of the fringe of perception, the protagonist reached a plateau. Where objects and space become fractured and procedural in nature of geometry. In this Neuro Heist, information and knowledge from previous legends like Einstein and Jobs are passed onto the people in the tech industry within Silicon valley.

00.00



00.11



00.16



00.23



00.25



00.28



01

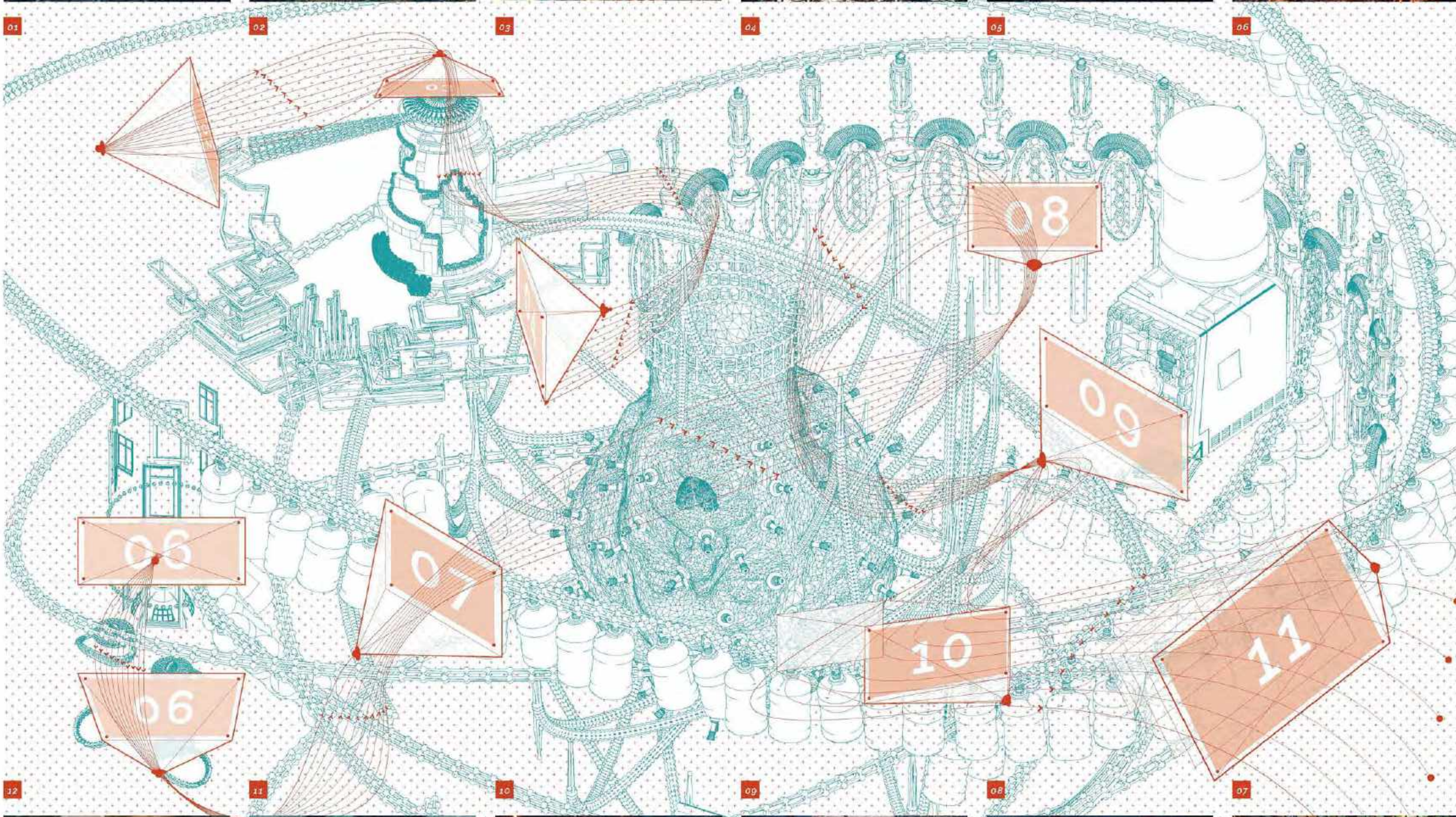
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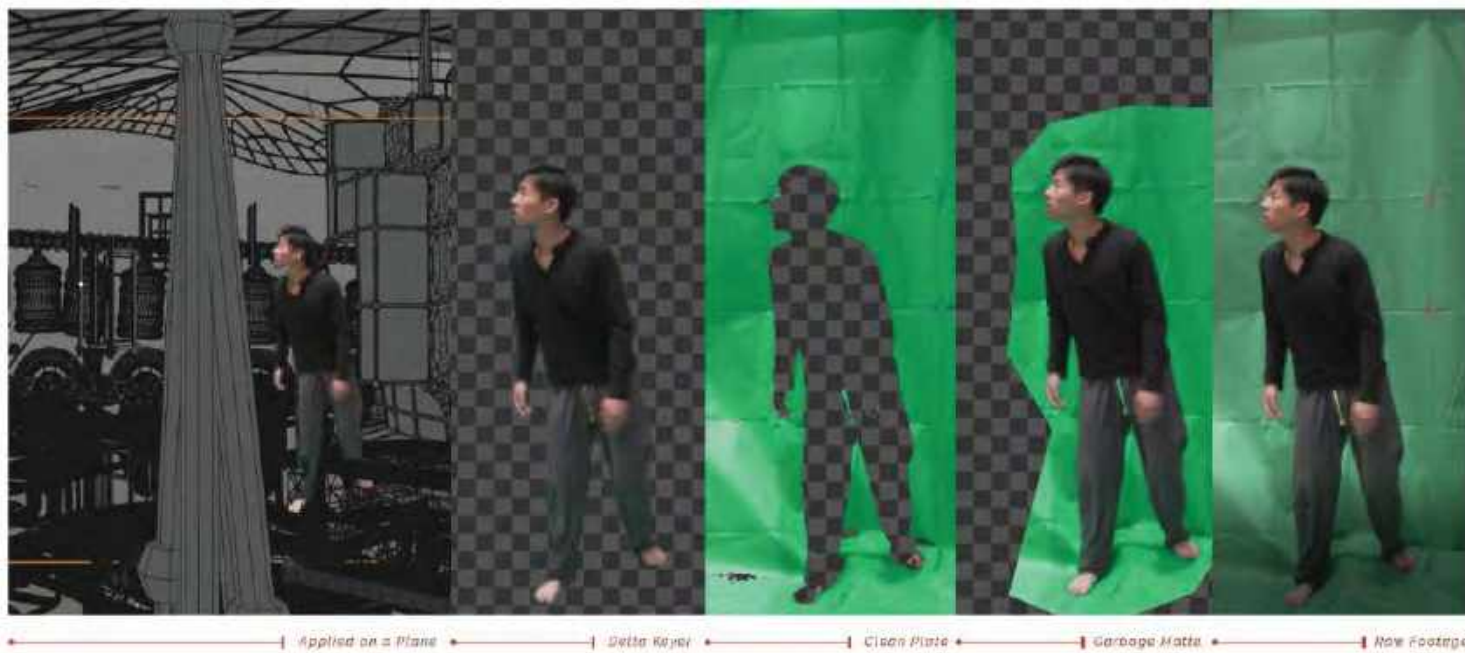
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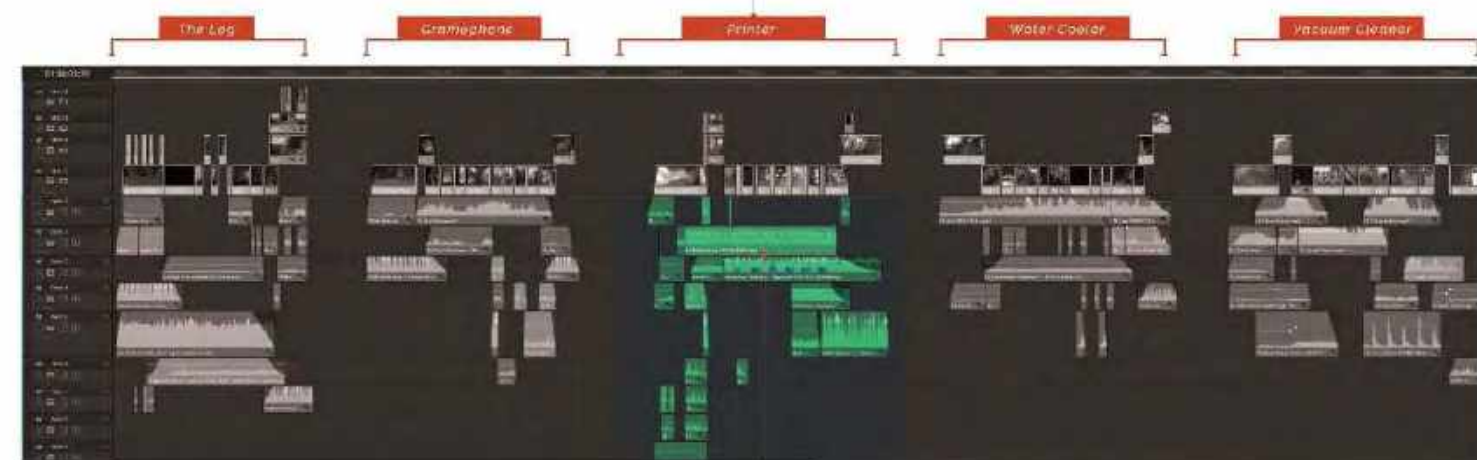
00.34



Green Screen and Render Passes

The green screen is set up with two lights to create evenly lit background and one light lighting the subject. The process of green screen is done in Black Magic Fusion (compositing programme). After exporting the green screen sequences as a png sequence, it is applied on a plane in Cinema 4D as a material, on the Luminance and Alpha Channel. The plane is then placed perpendicular to the camera lens.

SCENE COMPOSITING



Sound breakdown

The editing and sound design process is done at the same time, as each depends on another to enhance the effect of each scene. Especially during the transitioning scene from the mundane object into the new architectural world, sound design is crucial to bridge the gap between the two world and creates a smooth transition. Majority of the sound is taken from Epidemic Sound, and some are recorded on using a field recorder.

EDITING / SOUND DESIGN



00.00



00.13



00.20



00.23



00.28



00.29



01

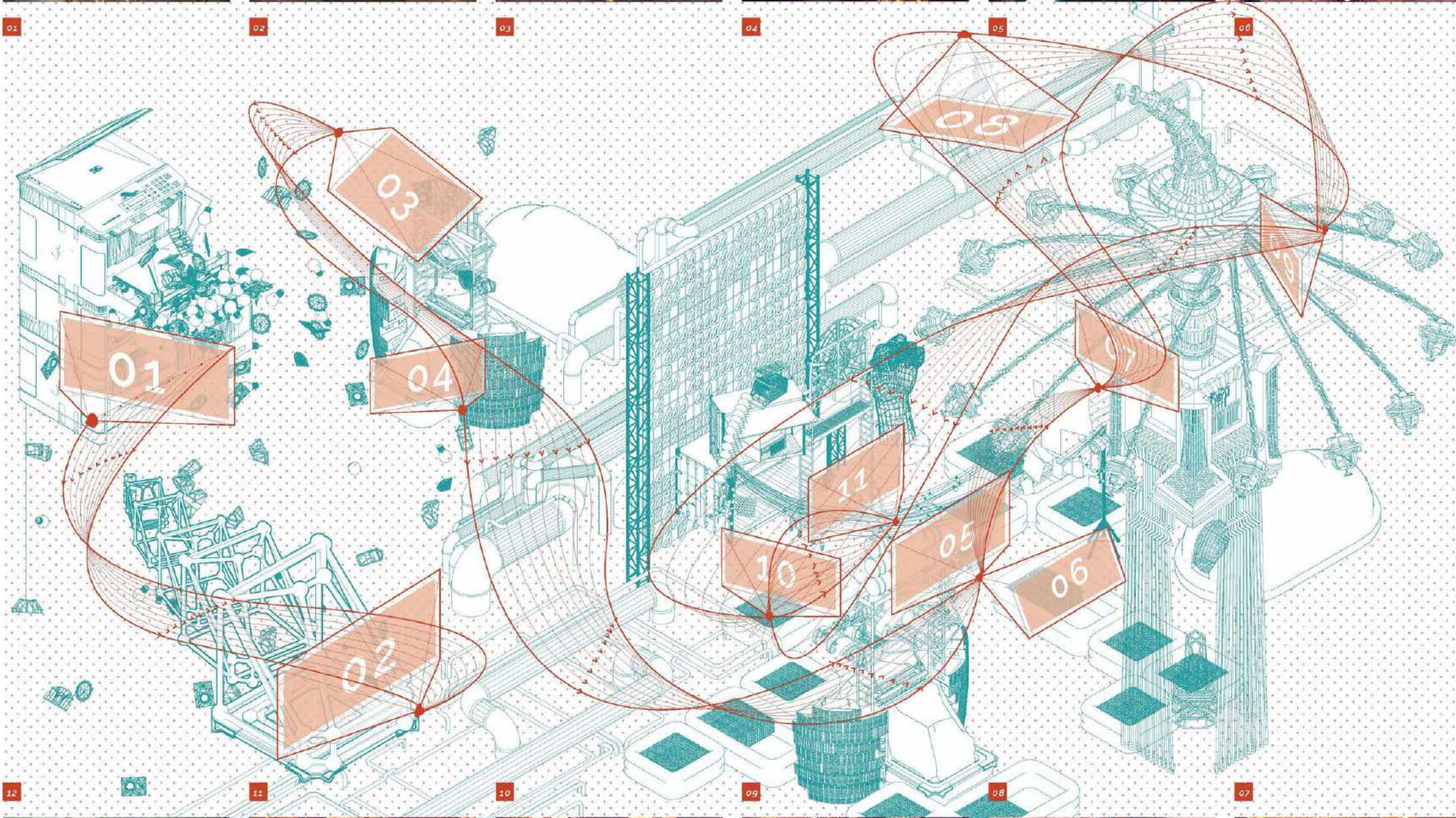
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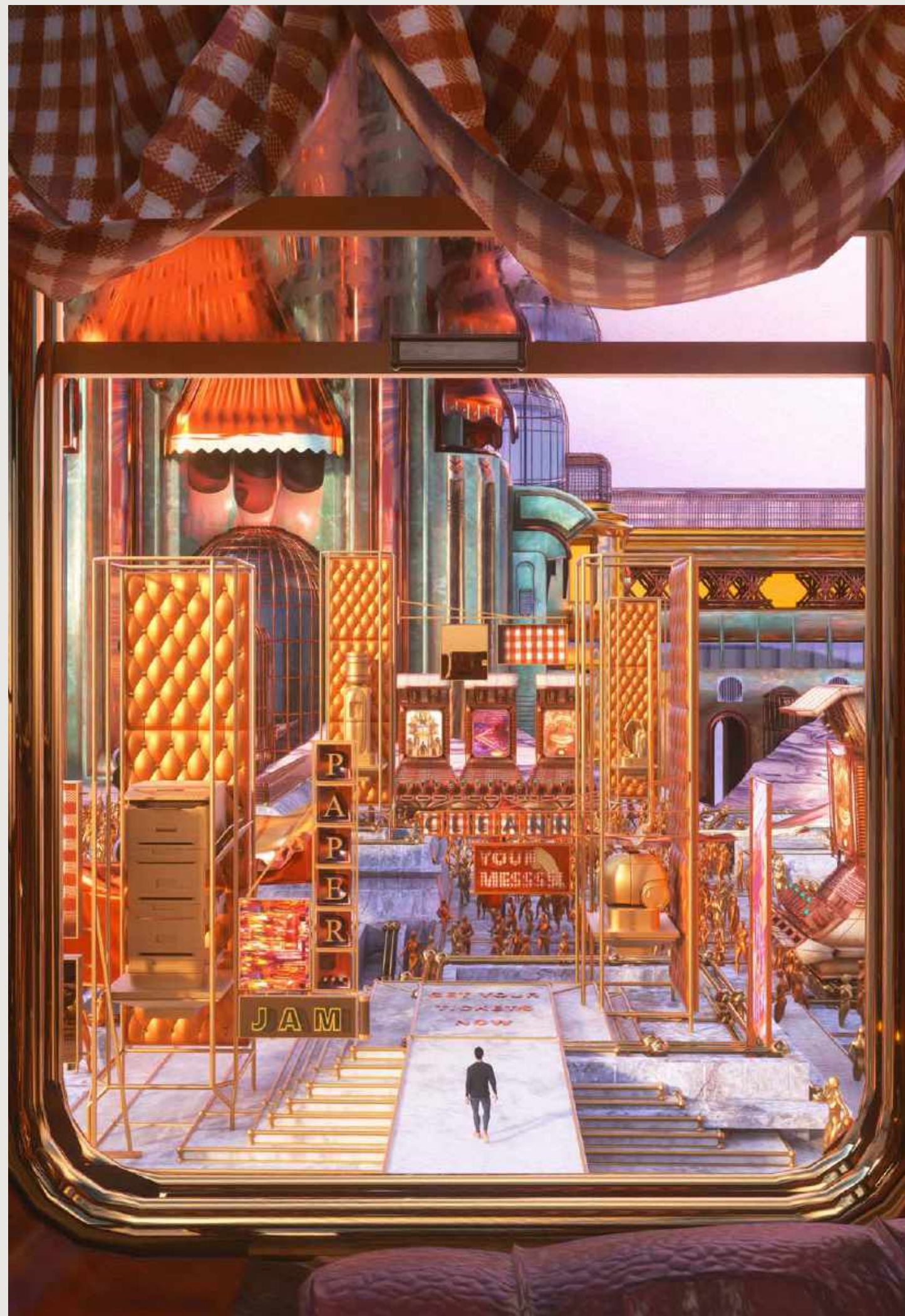
00.40



00.37



00.33



WALTHAMSTOW, LONDON ,UK

HYPNAGOGIA*M.Arch / Bartlett Year 5 / Unit 26**Main Deliverables : Interactive Film**Duration: 5 weeks**Skills: 3D Animation, Architectural Design,**Interactive media, coding**Tutor: David Di Duca, Tetsuro Nagata***Hypnagogia**

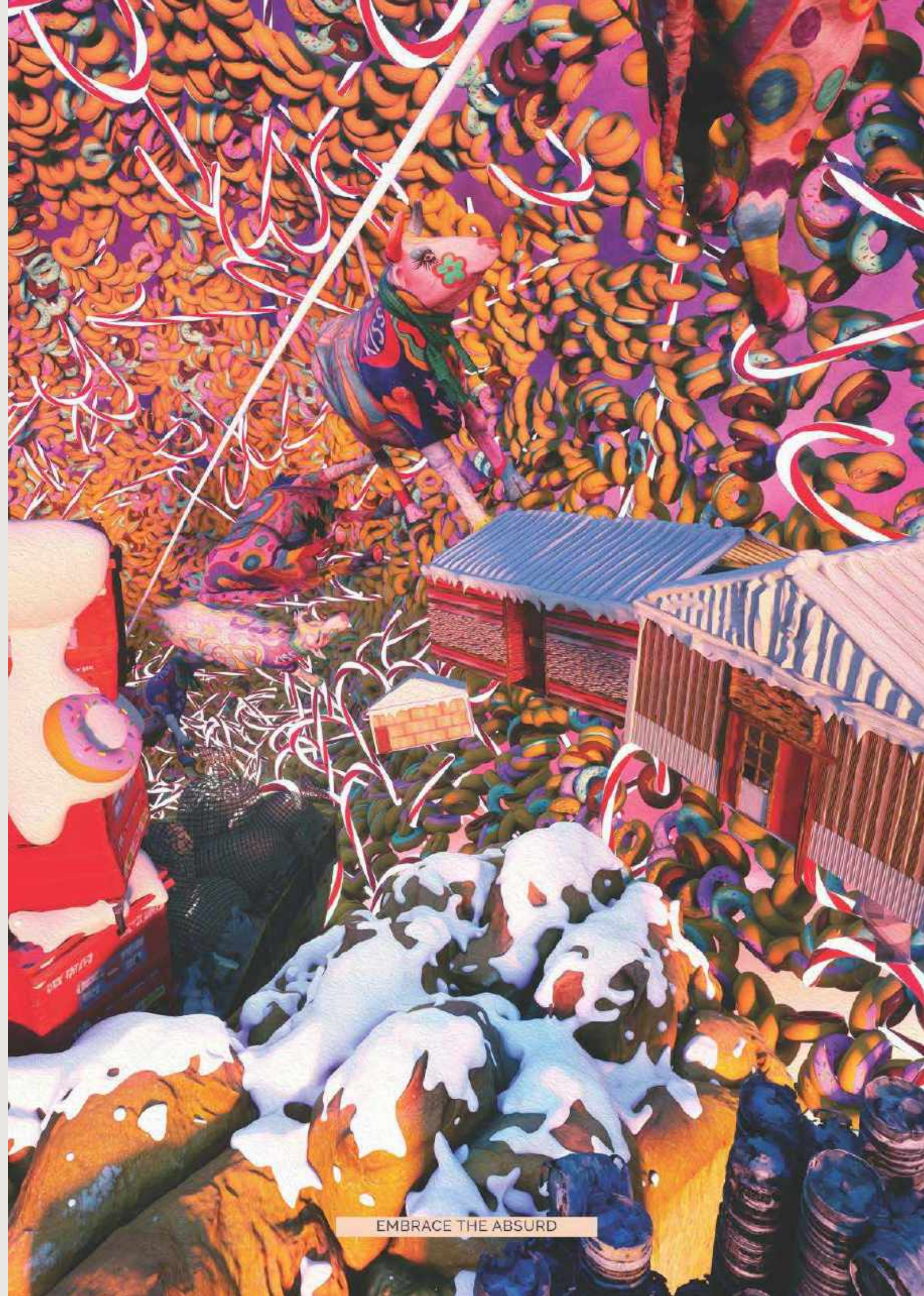
Greek : hūpnos, "sleep" - agōgós, "leading"

"The experience of the transitional state from wakefulness to sleep: the hypnagogic state of consciousness, during the onset of sleep. In this state, which lasts a few minutes at most, you're essentially in limbo between two states of consciousness. You experience some elements of sleep mixed with some aspects of wakefulness.

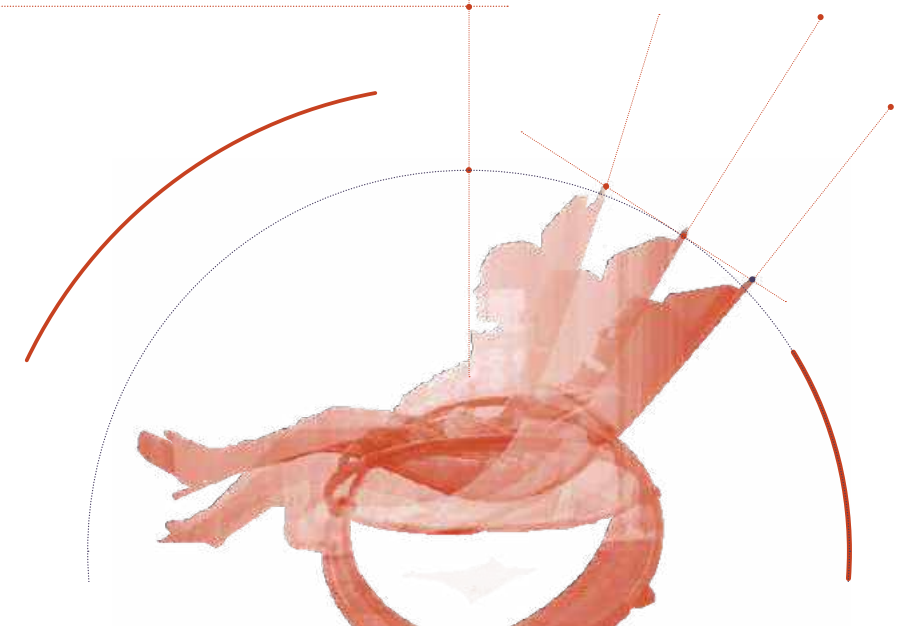
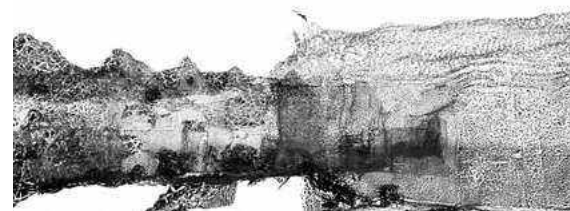
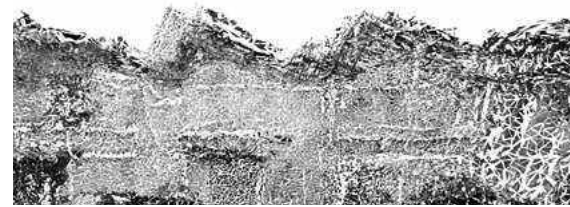
The surpine position allows the analysand to focus less on perceptions of the external world and more on apperceptions of inner life. In this context, a patient's psychic reality is opened up for examination.

The project is set to be displayed at a Brewery in Walthamstow. The site sits in a lively neighbourhood filled with local cafe, neon shop and brewery. As the viewer walks into the main display brewery space, they would have already experience the neighbourhood first hand as they approach the site. The film in this instance gives the viewer a new perspective of the site they had just experience as they walked into the neighbourhood.

<https://www.youtube.com/watch?v=gvgY-KoukZdE&t=1s>



EMBRACE THE ABSURD



LOCATION: UNKNOWN

SIMULACRA

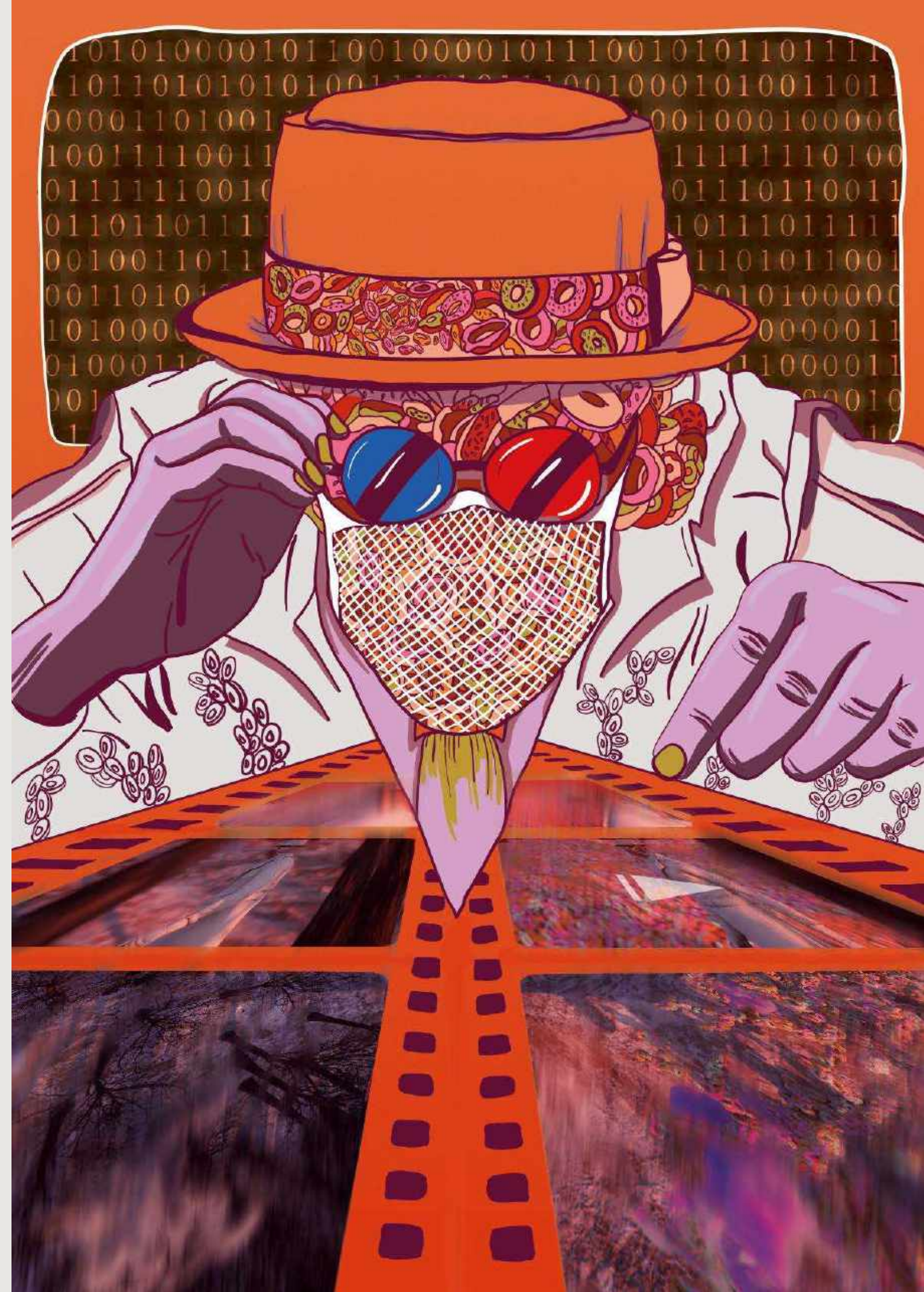
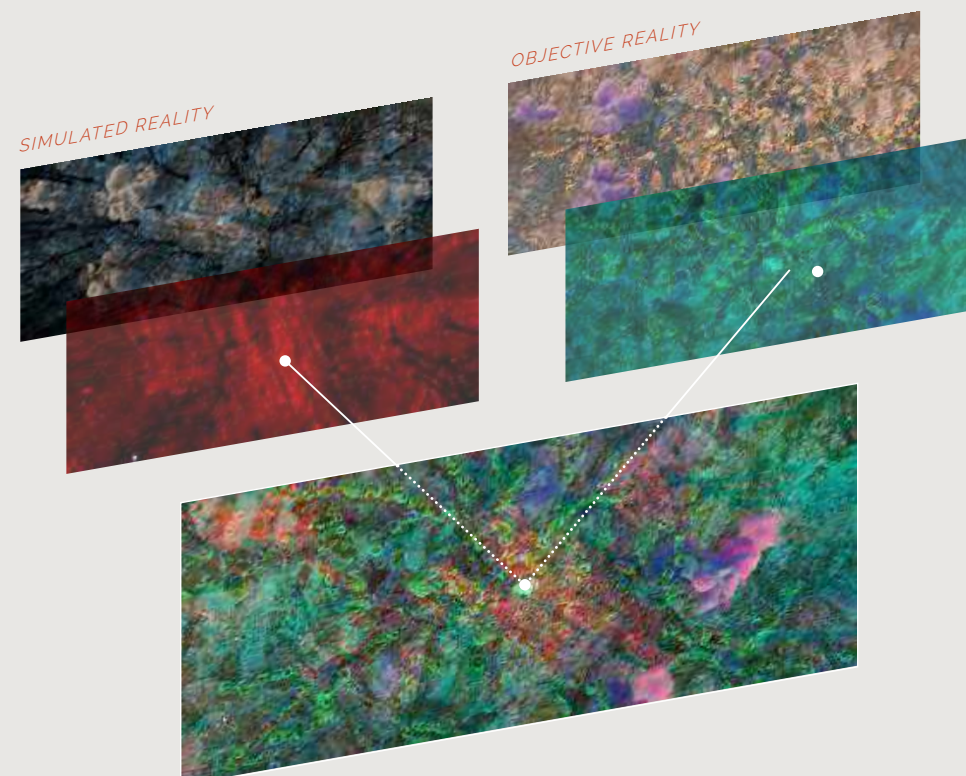
M.Arch / Bartlett Year 5 / Unit 26
 Main Deliverables : Interactive Film
 Duration: 1 weeks
 Skills: 3D Animation, Architectural Design,
 Interactive media
 Tutor: David Di Duca, Tetsuro Nagata

This short experiment questions the reality as a simulation and explore the framework of perception. It expands on the ideology that reality could be anything as absurd as donuts.

Using the anaglyph glasses, viewers are given the chance to tailor the version of the reality that they want to see by seeing with alternate eyes, left or right . The red and blue channels offers one sensible reality and another reality made of donuts.

Instructions: [watch with a 3D anaglyph glass]
 Close one eye while opening another to see each verions of alternate reality.

<https://www.youtube.com/watch?v=AXItjWSOHsM>



2017

DODGER STADIUM, LA, USA

CHAVEZ RAVINE

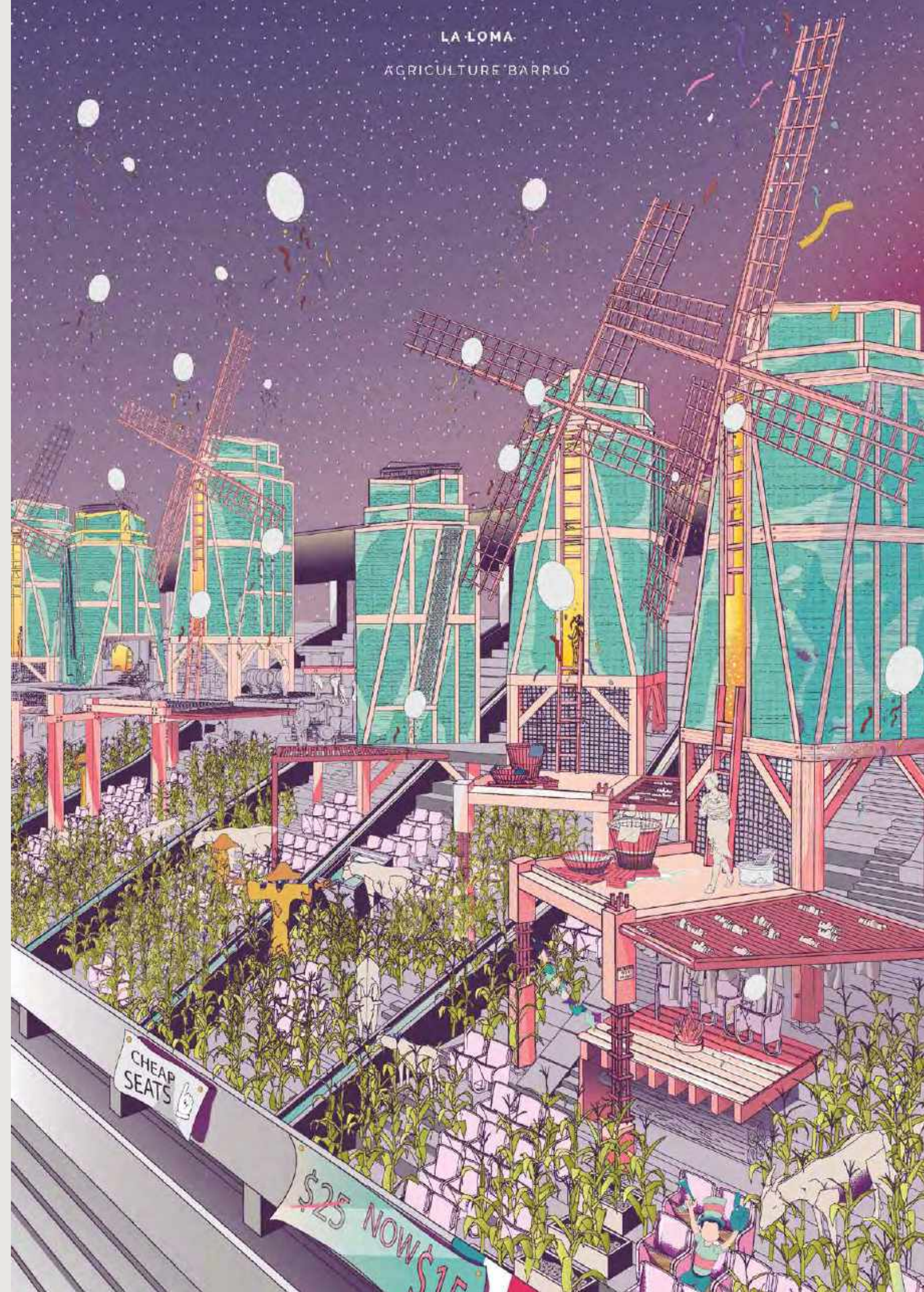
M.Arch / Bartlett Year 4 / Unit 26
Main Deliverables : Narrative Film
Duration: 5 months
Skills: 3D Animation, Architectural Design,
Narrative Film
Tutor: Simon Kennedy, David Di Duca

"Los Angeles is a schizophrenic city," says Ernedina Delgadillo, "One that, since its American adoption, has always looked to the future and run from the past."

The scheme investigates a part of history which dwells on LA major housing problem - 'blighted' areas.

The site on which the LA Dodgers Baseball stadium is built, Chavez Ravine, was once home to a thriving Mexican-American community. The displacement of this community prior to the construction of the stadium is controversial. The scheme is situated in an imagined future in which the displaced community win back a right of occupancy, leading to a complex cohabitation within the stadium.

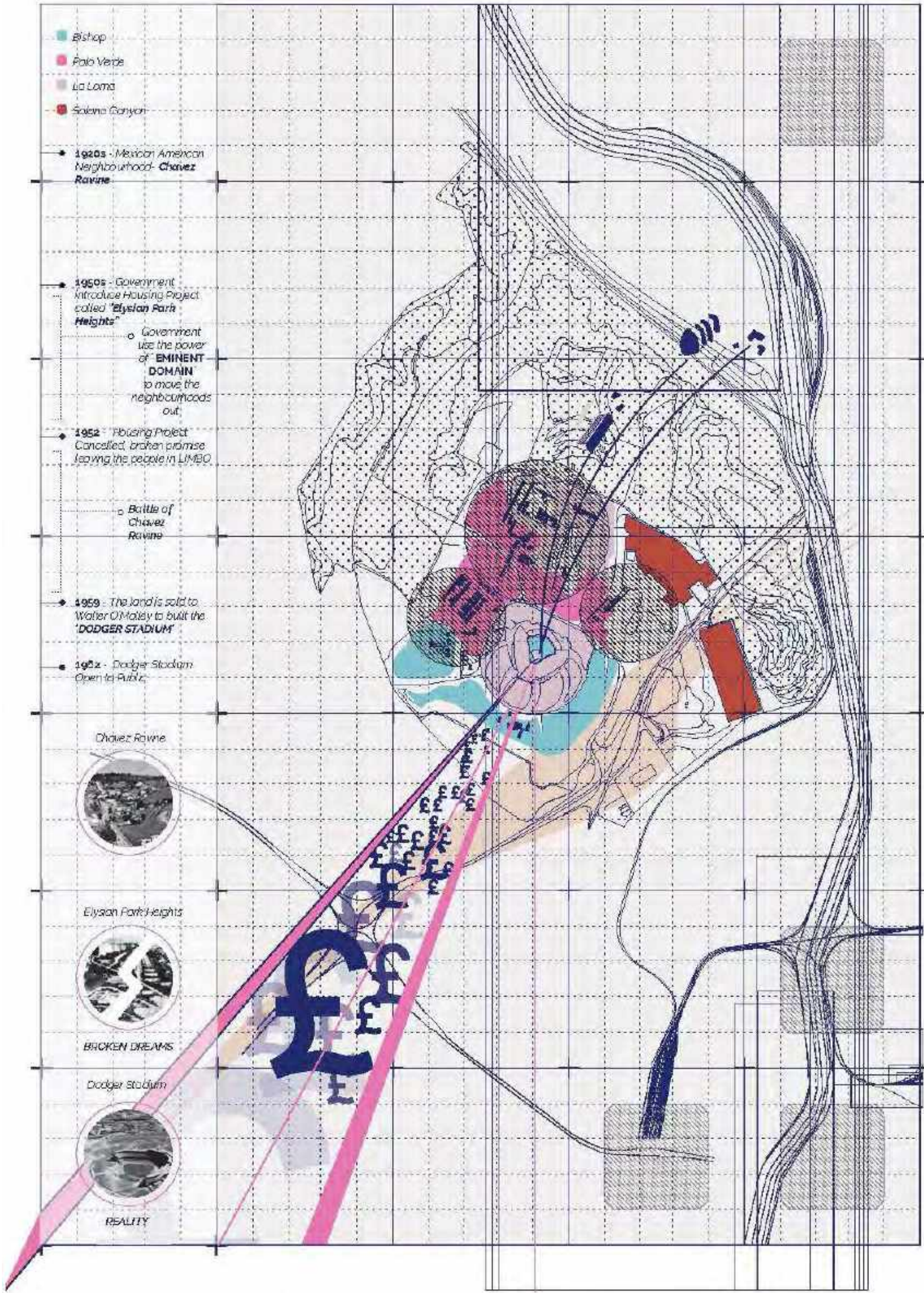
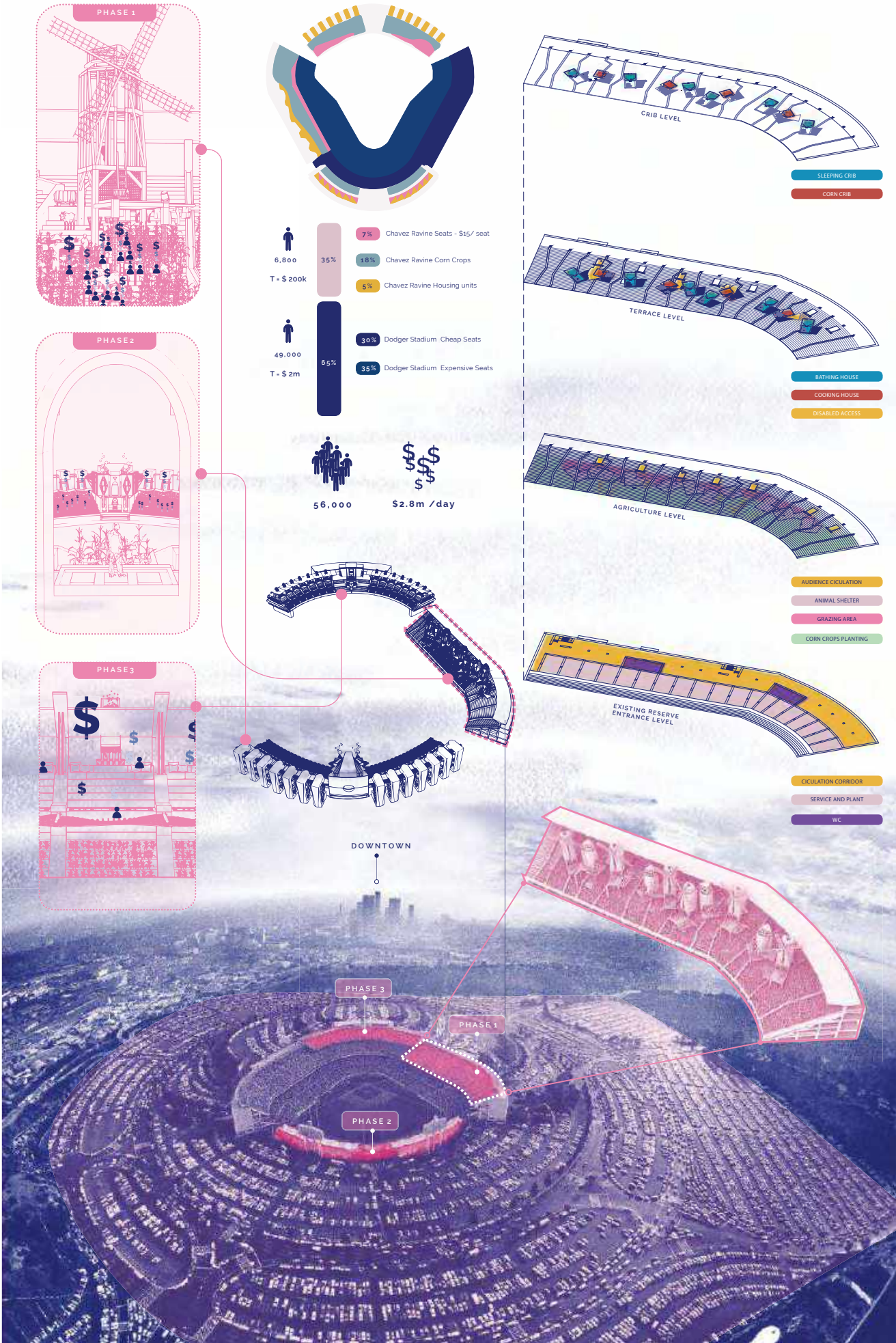
<https://www.youtube.com/watch?v=xVUoyMtjo2k>

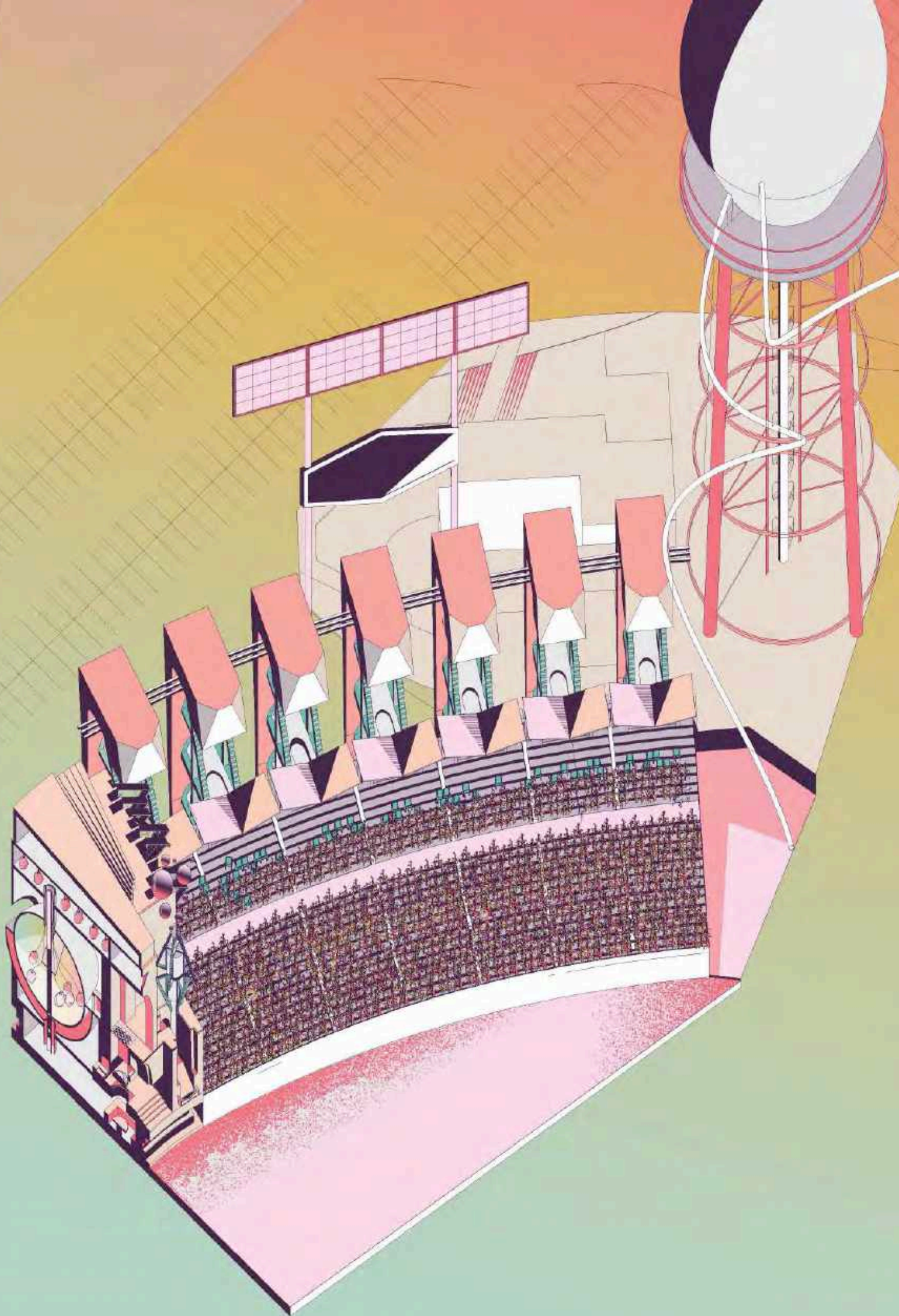


PHASING STRATEGY

ECONOMIC MODEL

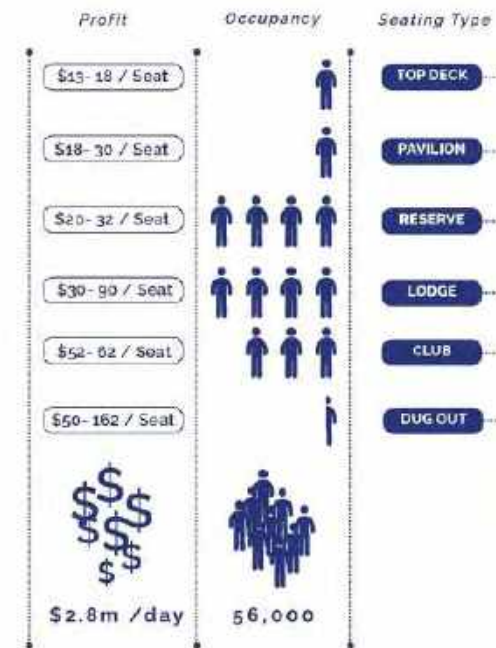
PHASE 1 DEVELOPEMENT



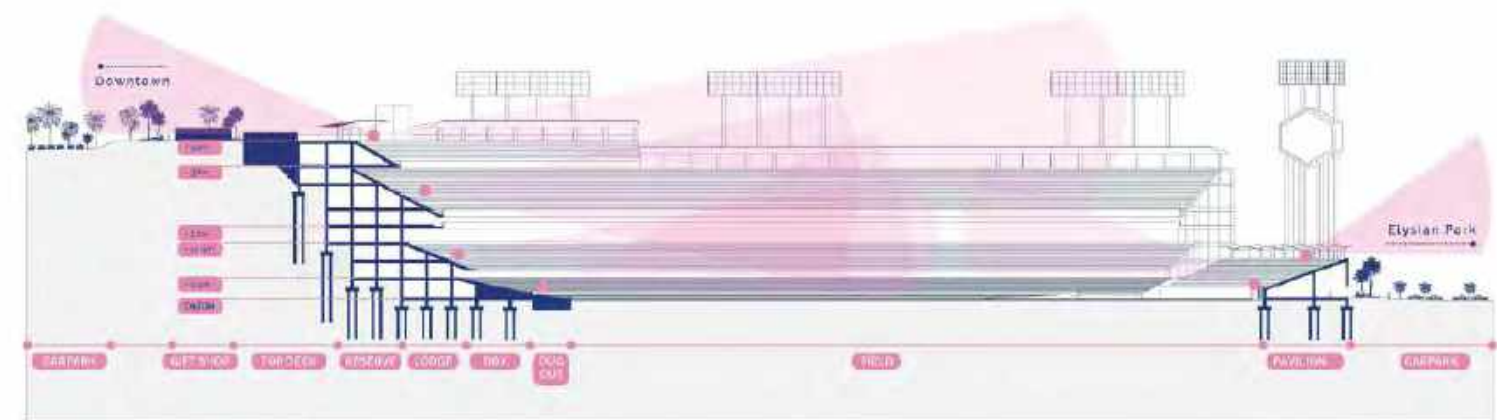
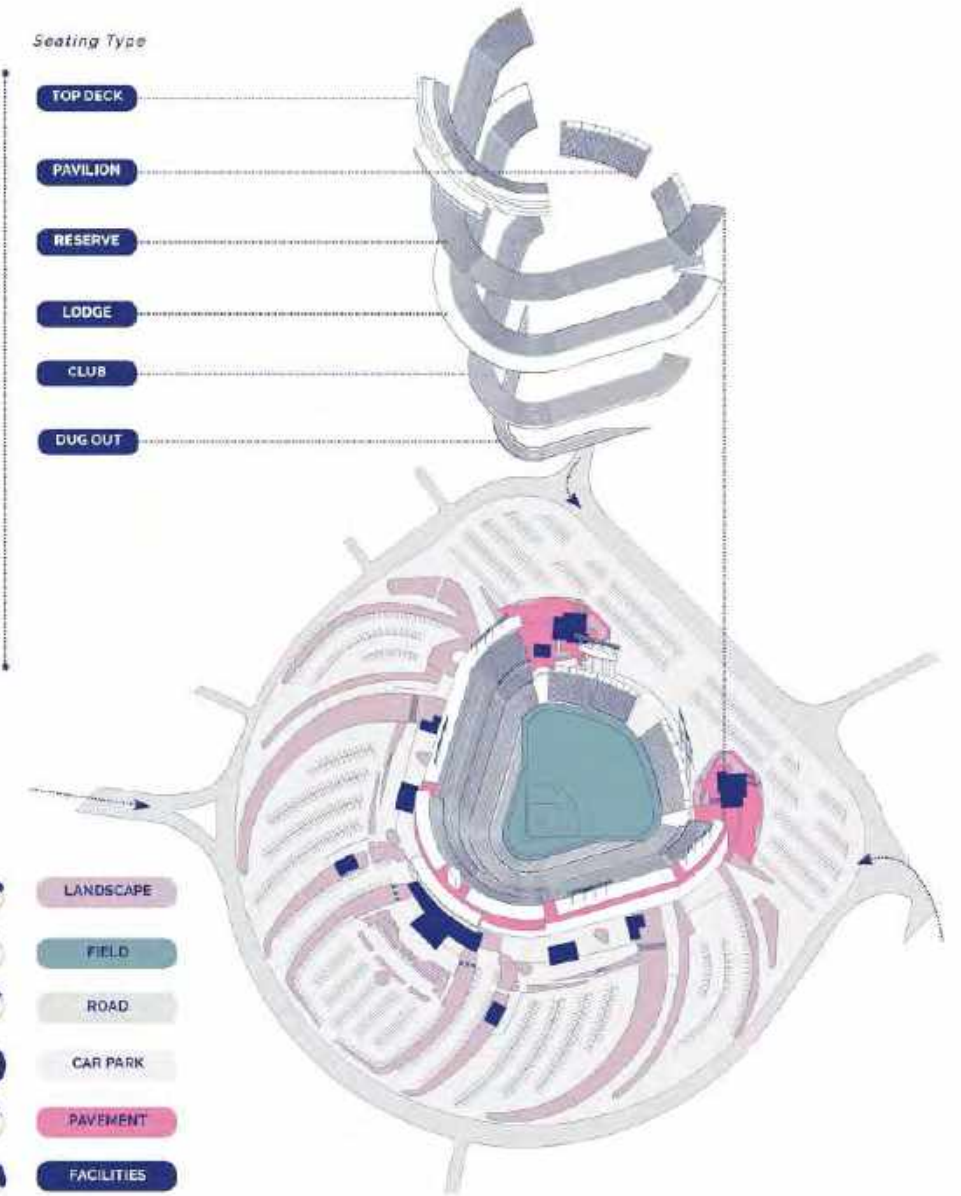
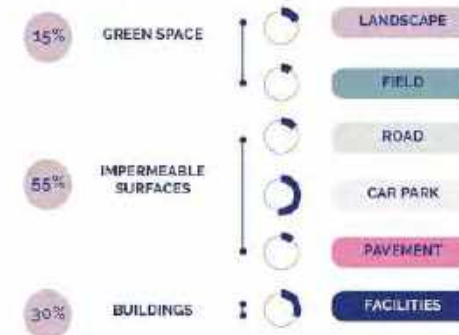


EXISTING CONTEXT

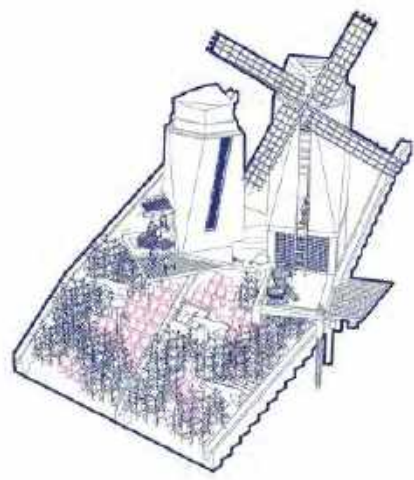
(Dodger Stadium)



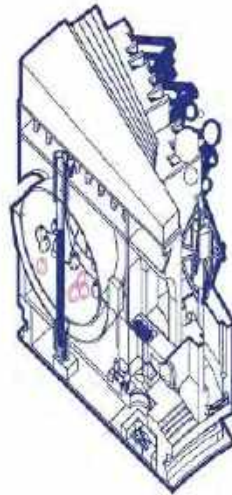
Existing Landuse



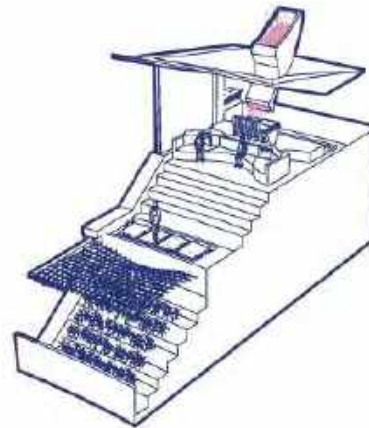
PHASING | Masterplan Strategy |



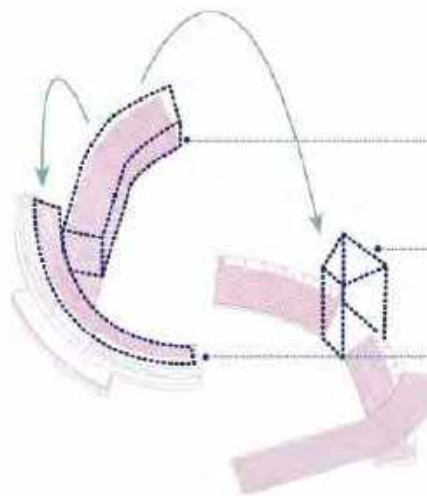
PHASE 1



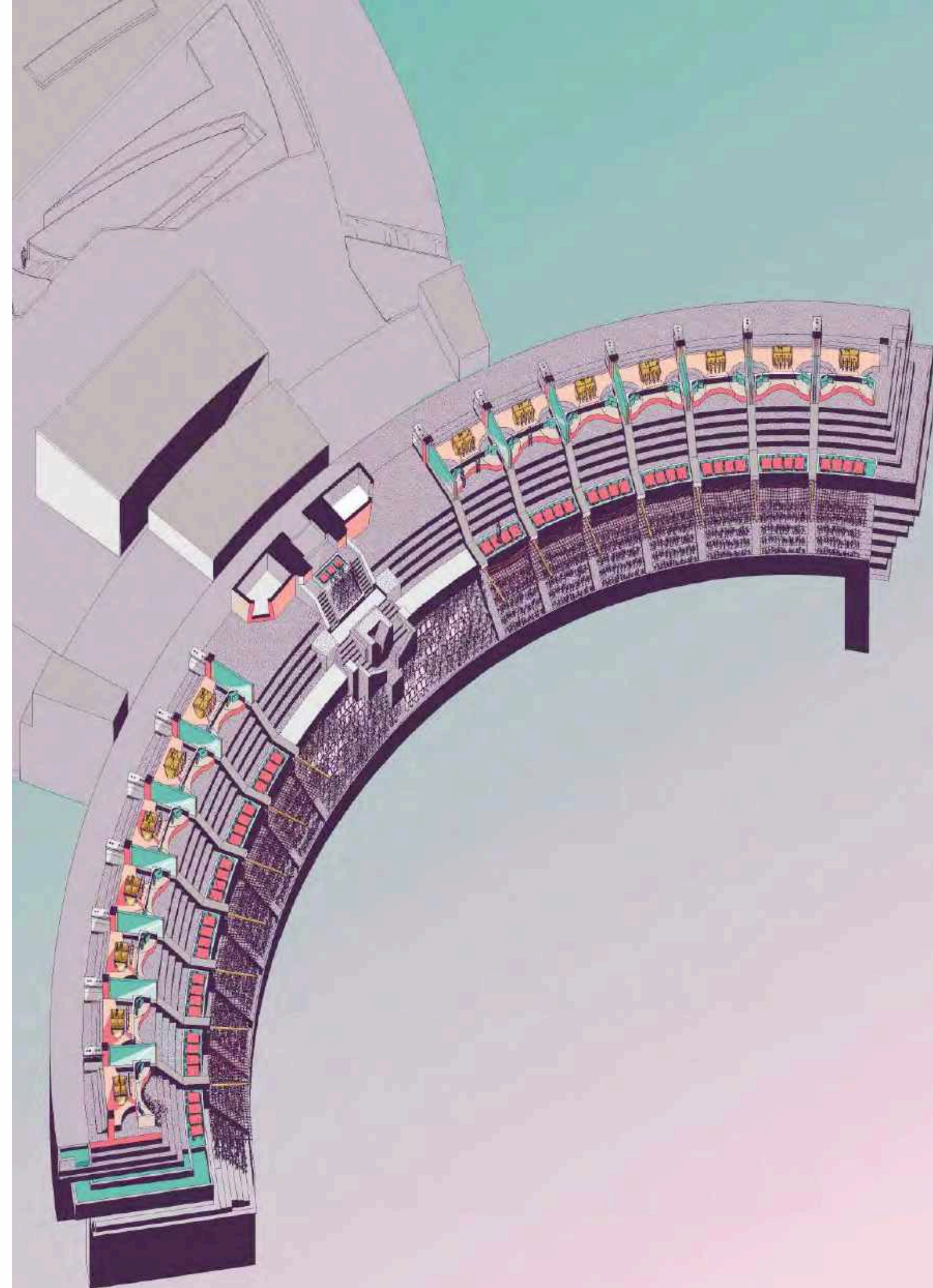
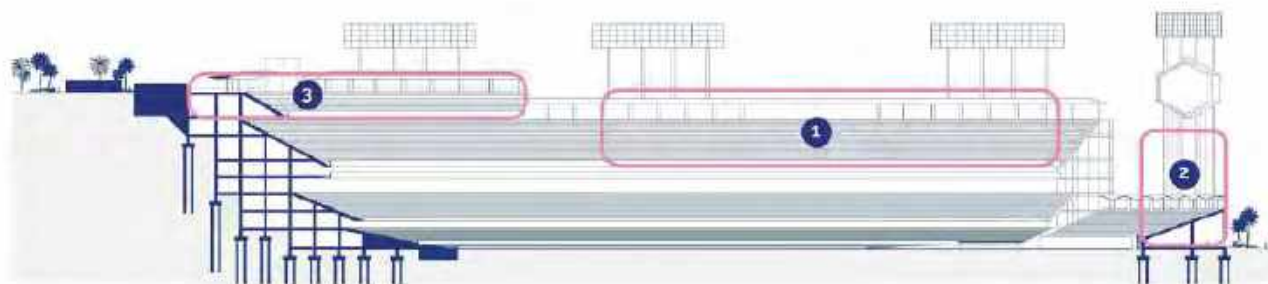
PHASE 2



PHASE 3



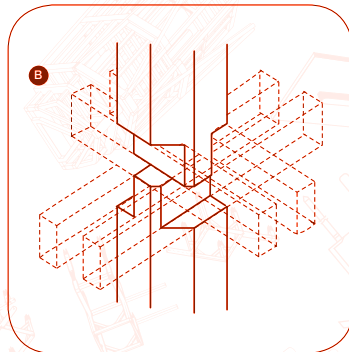
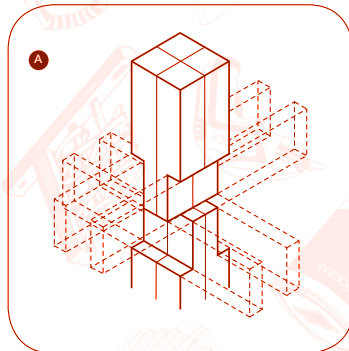
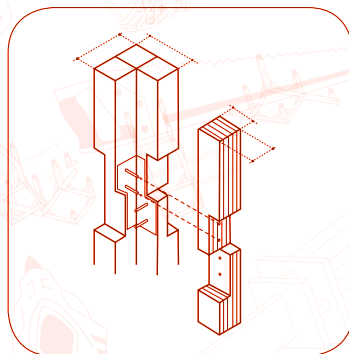
- PHASE 1: AGRICULTURE BARRIO
RESOURCES
- PHASE 2: TORTILLA BARRIO
COMMERCIAL
- PHASE 3: POPCORN BARRIO
COMMERCIAL



STRUCTURAL STRATEGY

[Timber Frame Structure]

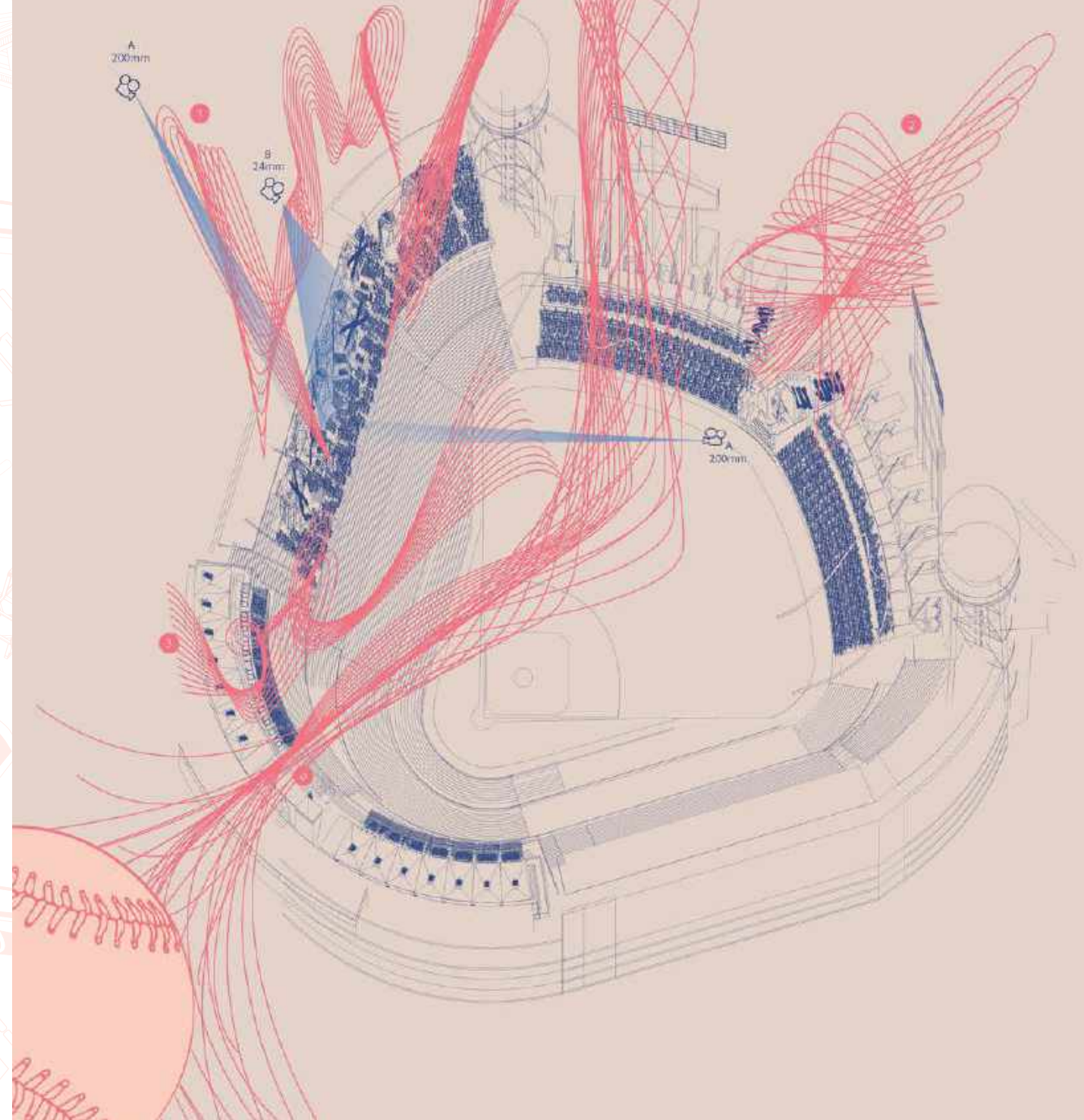
1. 240mm deep Roof Rafter
2. 50mm x 50mm Spaced Sheathing
3. Eve Protection layer
4. 370mm x 200mm shingles
5. 56mm x 370mm Ridge board
6. 330mm x 100mm Roof ventilation slat
7. Eve Protection
8. Layered Water proof membrane
9. 15 degree slope to shed water
10. Roof rafter
11. Plywood panel
12. Timber member
13. Corn ventilation roof slats
14. Windbracing members
15. Internal front frame panel
16. Side frame pannel
17. Back frame panel
18. Raised ground floor Joist
19. First floor joist
20. Ceiling joist
21. Steel bracket floor joist support
22. Timber Joists
23. Strutting
24. Timber planks
25. Screws
26. Heat conductive metal railing
27. Supported metal railing
28. Steps to deck
29. steel plate connection
30. Joint A
31. Joint B
32. Wind bracing
33. Resin Anchor
34. Four bolts per side
35. Columns with most load (House Foundation)
36. Inlet - Foul water
37. Septic Tank
38. First floor foul water pipe
39. Second floor foul water pipe
40. Man hole / Inspection hole
41. Water Pump
42. Outlet to Leach field distributor
43. Outlet pipe to leach field distributor
44. Watering Distributor pipe



A
200mm

B
240mm

A
200mm



2017

DORCHESTER, UK

ELYSIAN FIELD

B.Arch / University of Bath Year 4 / Final Project

Main Deliverables : Death Centre

Duration: 6 months

Skills: Architectural Design, Engineering, Detail Design

Tutor: Martin Gledhill, Frank Llyon

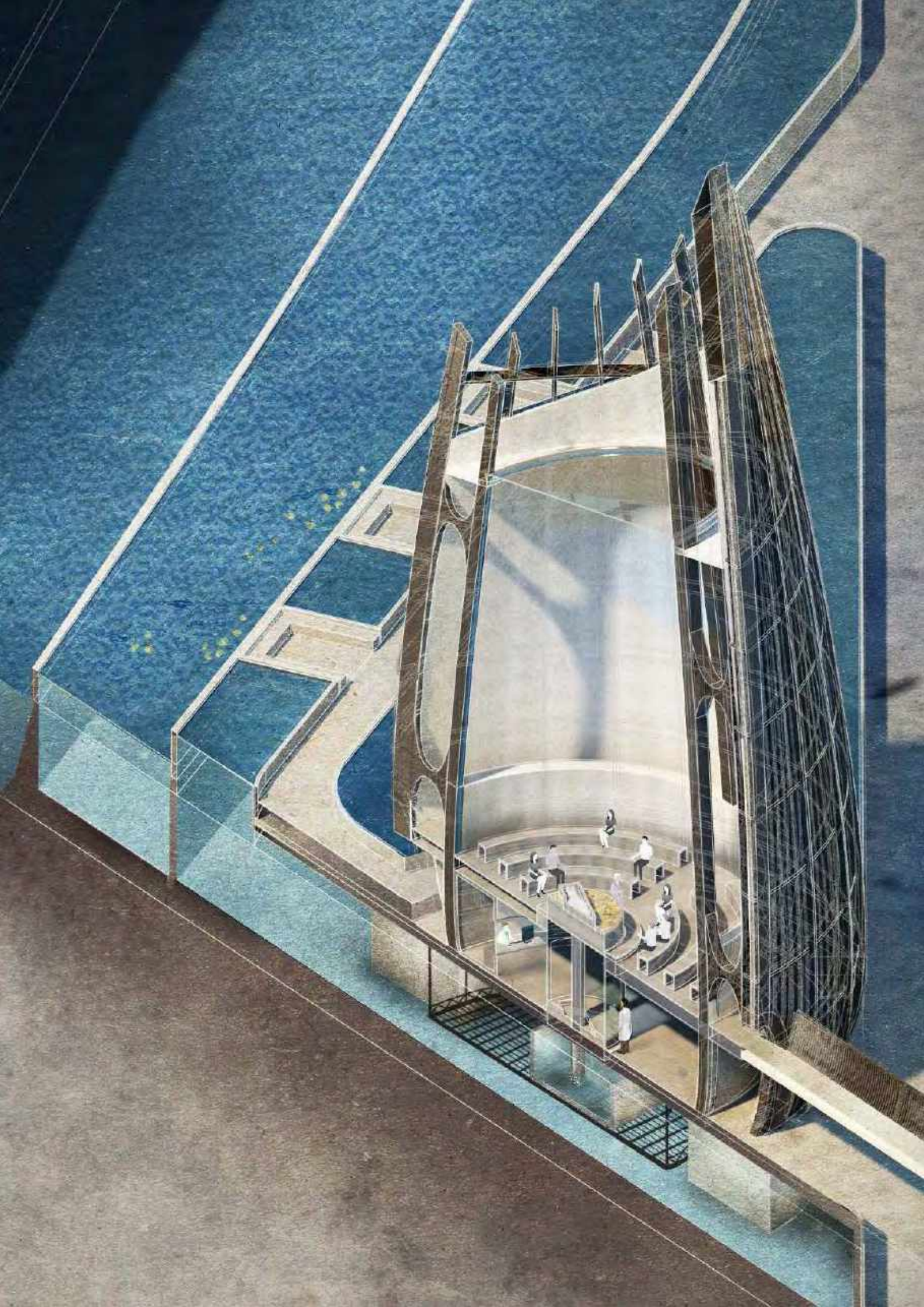
To challenge existing typology of death services such crematorium, cemetery, and death counselling centre, in order to create an integrated place which offers a one stop service to be able to not only sustainably manage the dead but also transcendently heal the living

With spaces running out, and land becoming more expensive, the business of death has become highly lucrative as the cost of dying rises all over the world. "Burial is becoming more and more of a niche product or market", says Fr John Troyer of the University of Bath's Centre of Death. In the past, most burials and cemetery serves only a single use, which is the burial of the dead. As the land only serves the dead, people find cemetery an abandoned part of the city and lack of role in the society. As we have limited space on earth, it is wise to figure out a solution to bring back the life of cemetery and make it a meaningful place for both the dead and living.

The site sits between the meadow (home of the dead) and the dorchester town (home of the living), therefore it becomes the connection 'linking chain' between the two realm of the living and the dead.

<https://www.youtube.com/watch?v=VGlRJGZFhr8>

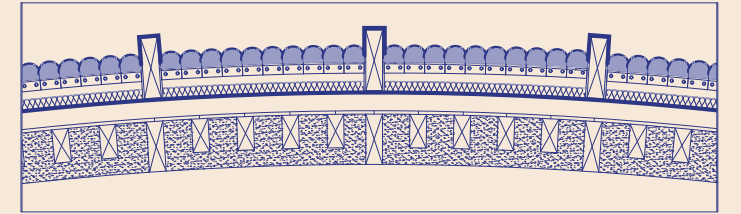




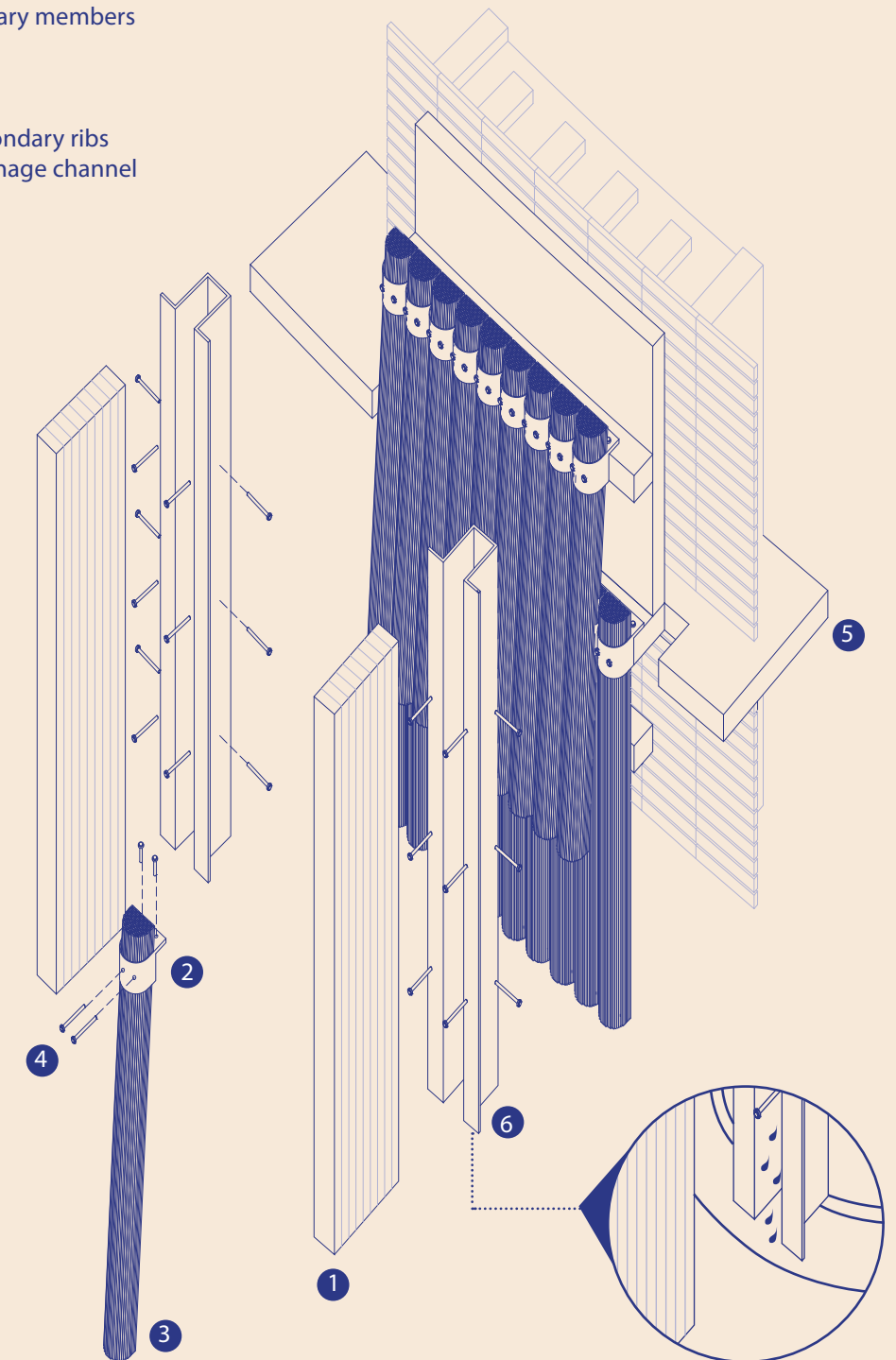
RAIN SCREEN

[External Skin]

Instead of using plywood which would increase the complexity of the structure, reed thatching allows to create a curve rain-screen easily with local resources. The rain screen overlap with the external drainage channel which allows water to be kept outside the building and drained to the ground gutter.



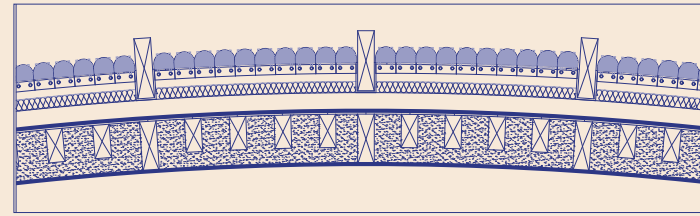
1. Glulam tertiary members
2. Reed bracket
3. Reed bundle
4. Fixing
5. Glulam secondary ribs
6. External drainage channel



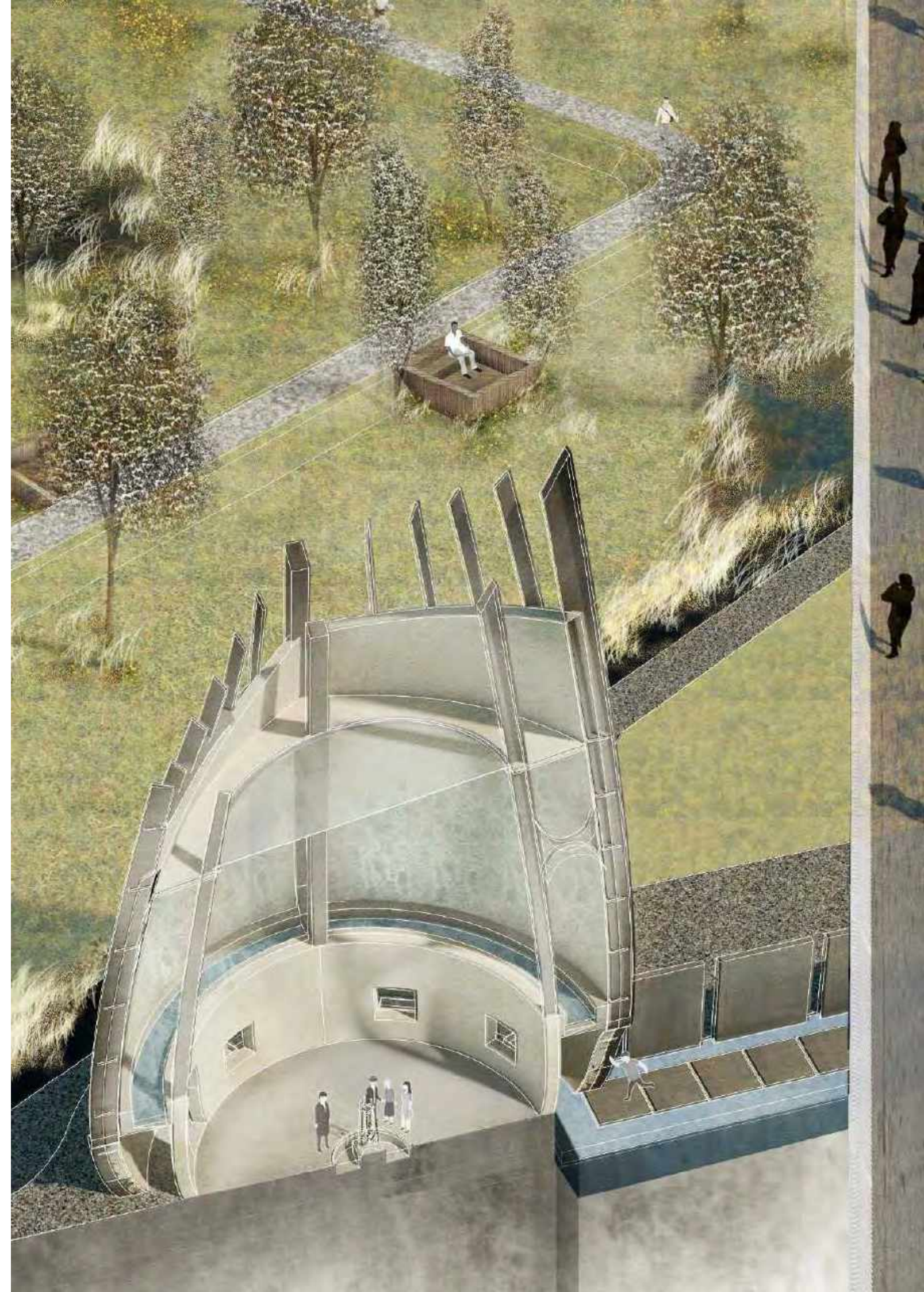
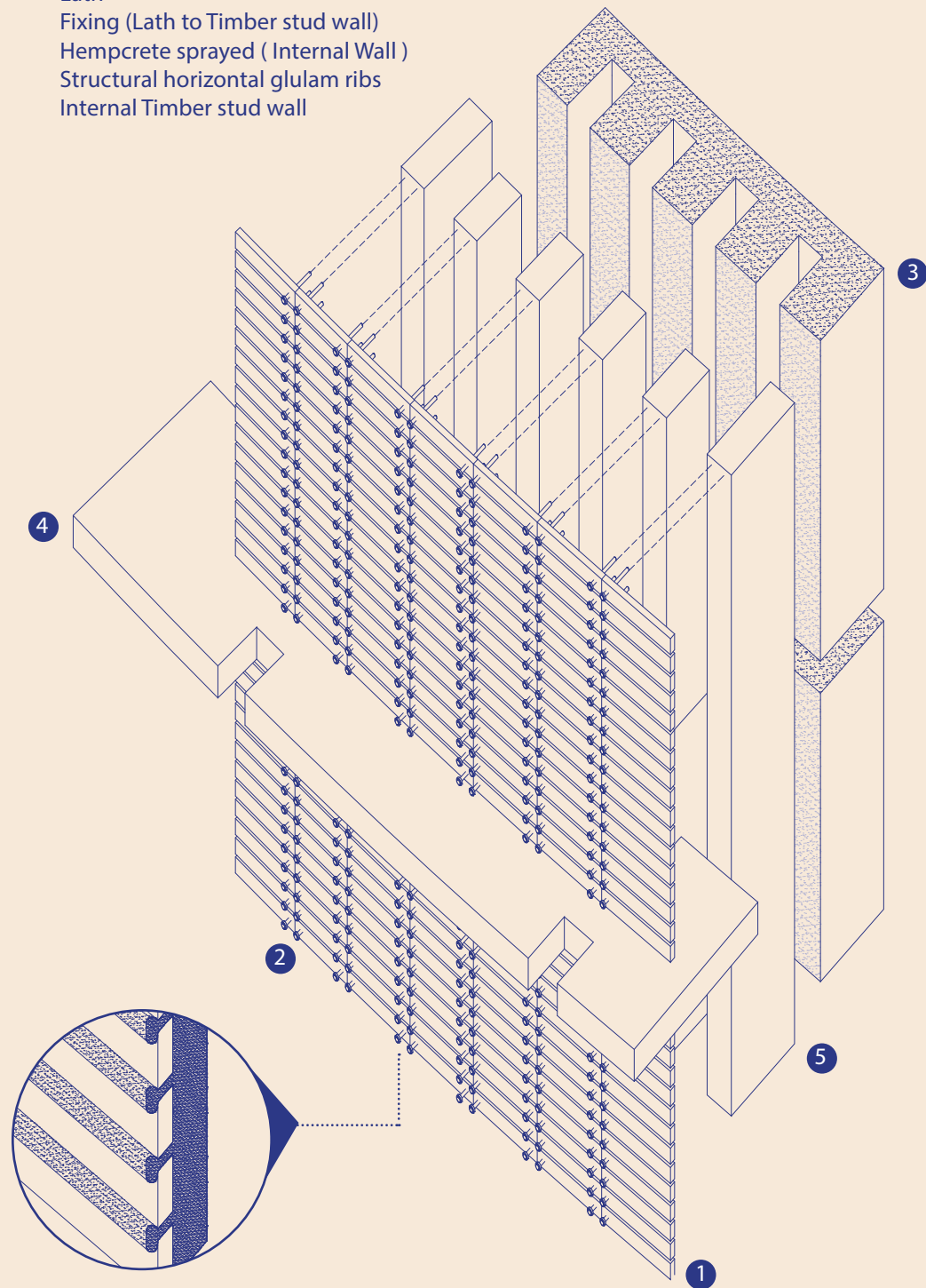
LATH AND HEMPCRETE

[Internal Skin]

The internal skin utilises the method of lath and plaster use for Victorian houses traditionally. The method is adapted to use hemp instead of plaster and the lath would help to hold the hempcrete together once sprayed on the curve interior wall.



1. Lath
2. Fixing (Lath to Timber stud wall)
3. Hempcrete sprayed (Internal Wall)
4. Structural horizontal glulam ribs
5. Internal Timber stud wall



RAILWAY STATION, OXFORD, UK

CYCLETOPIA*B.Arch / University of Bath Year 4 / Basil Spence**Main Deliverables : Trainstation**Duration: 3 months**Skills: Architectural Design, Engineering, Detail Design**Tutor: Martin Gledhill*

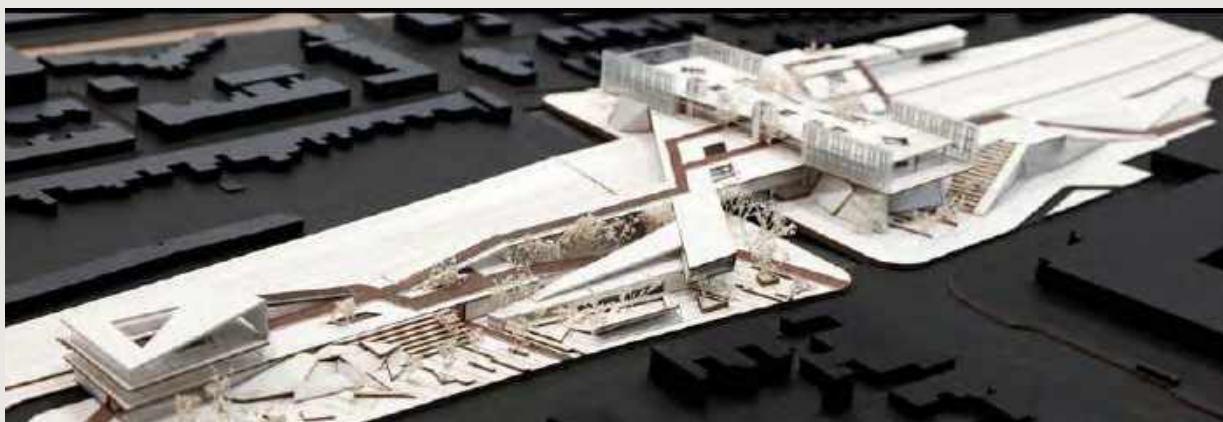
'When the spirits are low, when the day appears dark, when work becomes monotonous, when hope hardly seems worth having, just mount a bicycle and go out for a spin down the road, without thought on anything 'but the ride you are taking'

-Arthur Conan Doyle, Scientific American, 1896

This project imagines a central cycling hub or 'Cycletopia' for the city of Oxford, while providing an interesting and thought provoking interchange between different forms of transport. Cycling is seen as the 'missing link' between traveling on foot and travelling by public transport, in this case in the form of the railway. At the same time, this scheme aims to explore the idea of sustainability in the wider sense and promote a healthy lifestyle for all members of society.

In 2012, Oxford City Council initiated the 'Cycle City' scheme to improve traffic flow and reduce the number of cars on the road. It is predicted that approximately 30% of the population of Oxford cycle everyday as part of their daily commute or for other purposes. This project looks to further this scheme by celebrating and highlighting cycling as a healthy, eco-friendly and highly efficient method of moving from one place to another.





2012-2019

HOBBY

URBANSKETCHING

Urbansketching has been my hobby for several years. The process allows me to be truly focused and become a critical observant of the fine details of their surrounding, architecture, and nature. It has helped me to understand the structure in architecture and the forms of nature.

To be able to quickly record the environment and the events that happens that moment and express what I see through my perceptions onto the paper is invaluable.

more on instagram: [@pcsketcher](#)



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