

YAMCHING HUI

March.2 | University of California, Los Angeles

2013-2019 SELECTED



www.yamchinghui.com

<div><div>Yamching Hui</div><div>3201 Overland Avenue, CA 90034 · 310-254-0710 · yamchinghui@gmail.com</div></div>	
EDUCATION	
<div><div>Master of Architecture</div><div>University of California, Los Angeles (UCLA)</div></div>	June 2019
<div><div>Bachelor of Architecture</div><div>South China University of Technology</div><div>Honors/Awards: Merit Scholarship for Hong Kong, Macao and Taiwan Students Third Prize DEC 2016 First Prize DEC 2015 Second Prize DEC 2014</div></div>	June 2018
RELEVANT EXPERIENCE	
<div><div>Publication International Conference on Machine Vision and Information Technology</div><div>· CMVIT2019* Door Recognition Principles in GITA's Machine Vision</div></div>	Feb 2019
<div><div>Internship Shenzhen Jiushe Fangyuan Architectural Design Co.,Ltd</div><div>· Project: Bantian Damao industry park planning · Responsible for site survey & preliminary planning & digital modeling</div></div>	Sep 2017- Dec 2017
<div><div>Workshop Utopia in the Ruins</div><div>· Project: Happy End, team work in 6, focusing on the regeneration of the ruins · First Prize & Exhibit the final product in Fei Gallery · Responsible for site survey & project desgin & graphic drawing & digital modeling & preparation of exhibiton</div></div>	Aug 2016
COMPETITIONS	
<div><div>UIA World Congress, Seoul 2017</div><div>First Prize, A+E Desgin oustanding design scholarship, Team leader Bridge Life: Urban design focusing on biosynthetic ecology as a vehicle for urban regeneration</div></div>	Mar 2017- May 2017
<div><div>‘ NanSha Sea Cup’ International Competition</div><div>Honorable Mention, Team leader Boat: Marine culture museum design for Guangzhou Marine Geological Survey</div></div>	Jan 2017
<div><div>International Green Building & the 6th Solar Building Design Competition</div><div>Outer Critics Award, Team leader Tale of forest: A ecological museum design for public education of green technology</div></div>	Nov 2016
<div><div>The 4th CUC CUP Arch Design Internation Competition for College Students</div><div>Outer Critics Award, Team member Memorize: A furture residential high-rise design aim to embed human’s liftstyle into city memory.</div></div>	Nov 2015
LEADERSHIP	
<div><div>Visual Design Department, Union Society Groups of Student of SCUT, Minister</div><div>Responsible for promotion plans and orgnization of several campus activities such as annual culture show</div><div>Honors/Awards: Outstanding Cadre of Student Association</div></div>	Oct 2014- Sep 2015
SKILL	
<div><div>Graphic Design&Vedio editing: Photoshop Illustrator Indesign After Effect Lightroom</div><div>3D-Modeling&Rendering : Rhino + Grasshopper Google Sketchup V-ray Lumion Twinmotion</div><div>Other: AutoCAD Microsoft Language: Chinese English Cantonese</div></div>	
Reference	
<div><div>Greg Lynn: Professor at UCLA Mobility Studio, Academic instructor</div></div>	

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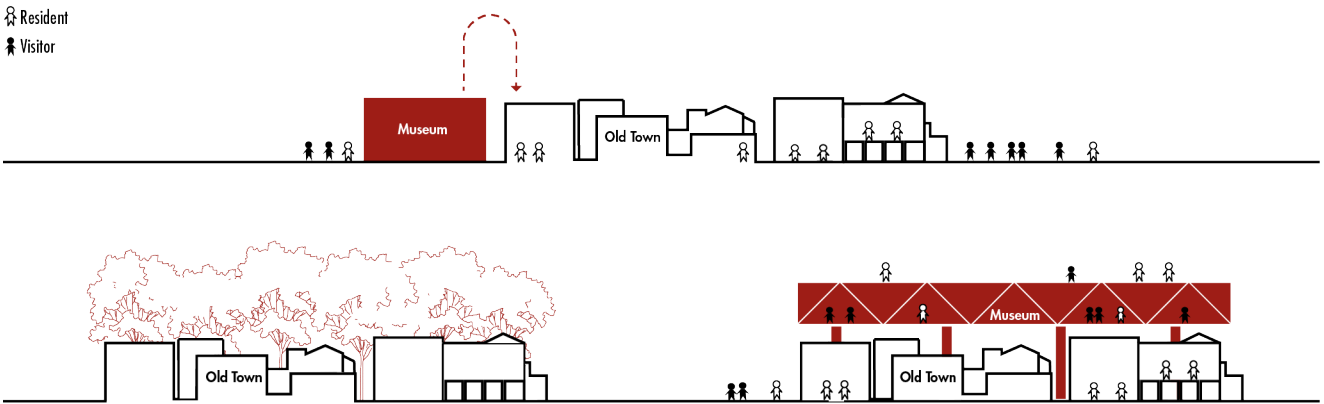


Above the Old Days

Academic work of Museum design in old urban districts

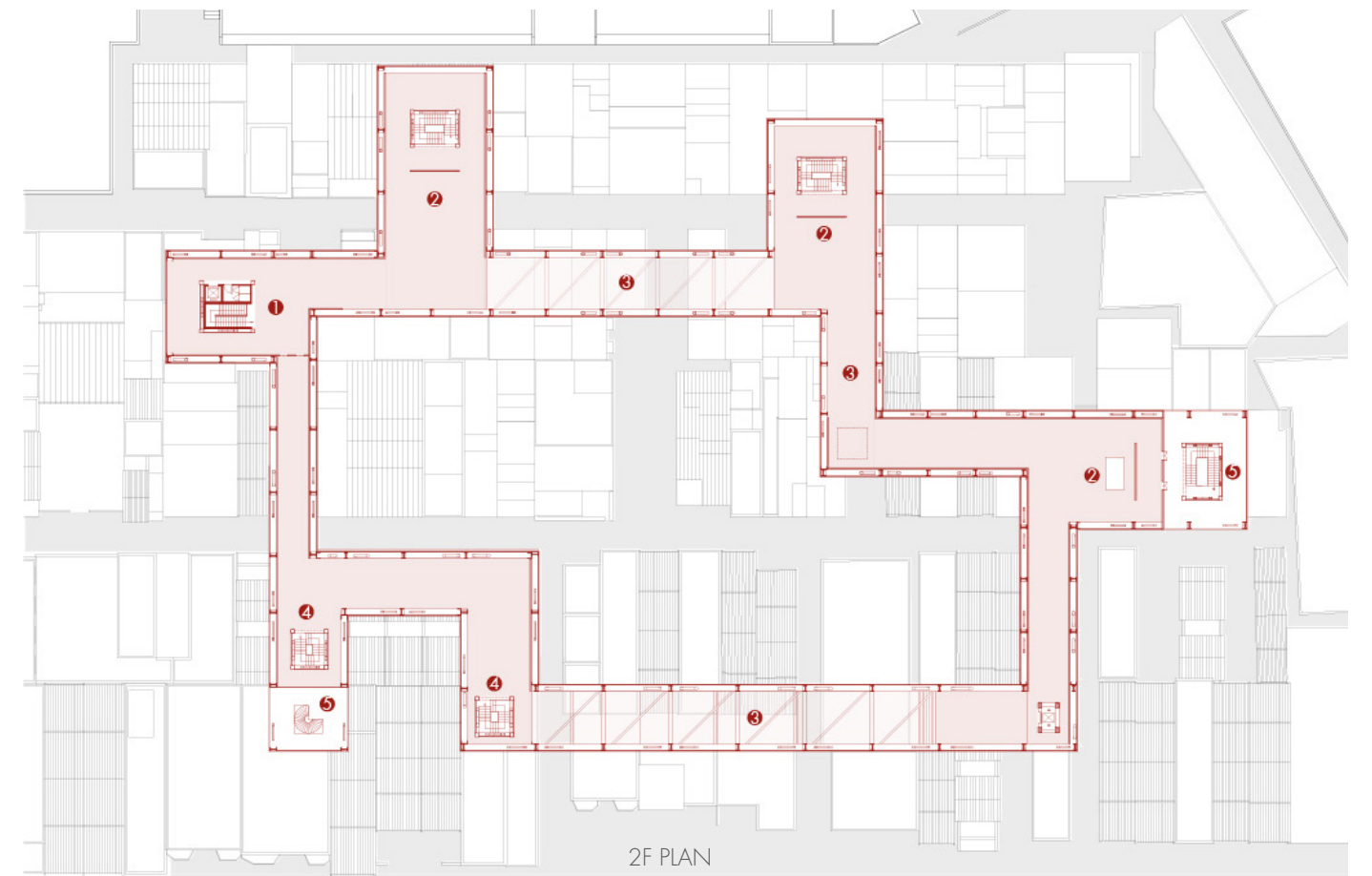
2016.05 - 2016.07 SCUT
Academic work, Individual
Instructor: Pro. Zhou Yigang

Liwan was formerly a traditional community in Guangzhou province, however, Guangzhou province's extraordinary growth created a variety type of Morphology here. It just like that each period of evolution of GuangZhou City appears at the same time and space. a museum floats above the little old town is built and these valuable buildings which arouse the city memories will be the part of the exhibitions.





Street View
The museum is like the ancient wood suspended in the ancient town, protecting the culture and history of Liwan.



Above the Old Town
Connect the Old Life

The museum above the old town connect the daily life of the residents and the valuable buildings in the town, which arouse the city memories, will be part of the exhibitions

Antique City
the museum will
attract people from
antique city

Exhibition Room
three exhibition
rooms are arranged
in historical order

Entrance Node
seven translation core
rise from the old
house serve as the rest
node of the museum

Entrance Square
serve as the entrance
of both the old town
and the museum.

Alleys
the daily activities
appear in the alleys
are reserved

Connection
there are some open
space in the museum
conncted with the
roof of the old houses

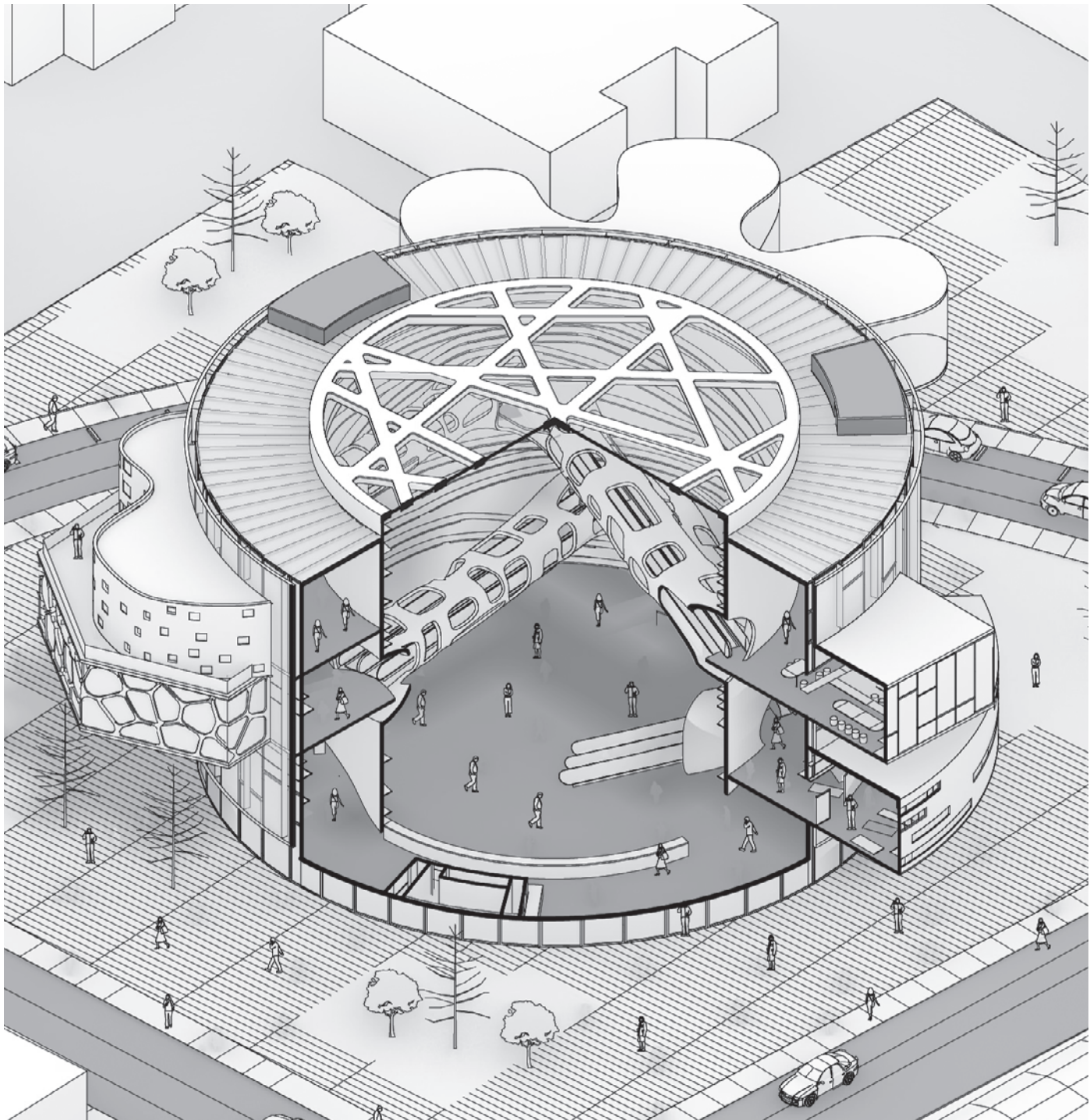
Green Garden
Green garden in the
museum roof benefit
both the visitors and
the residents

Unloading Square
unloading sapce
behind the old town
will not disturb the
residents'daily life

Social Space
the museum protect
some social space
from wind and rain

Green Garden
the green gardens in
the roof of the old town
also be the scenery
of the visitors in museum

Apartment
the museum will also
be the scenery of the
apartment beside the
old town



INSTANT MARKET

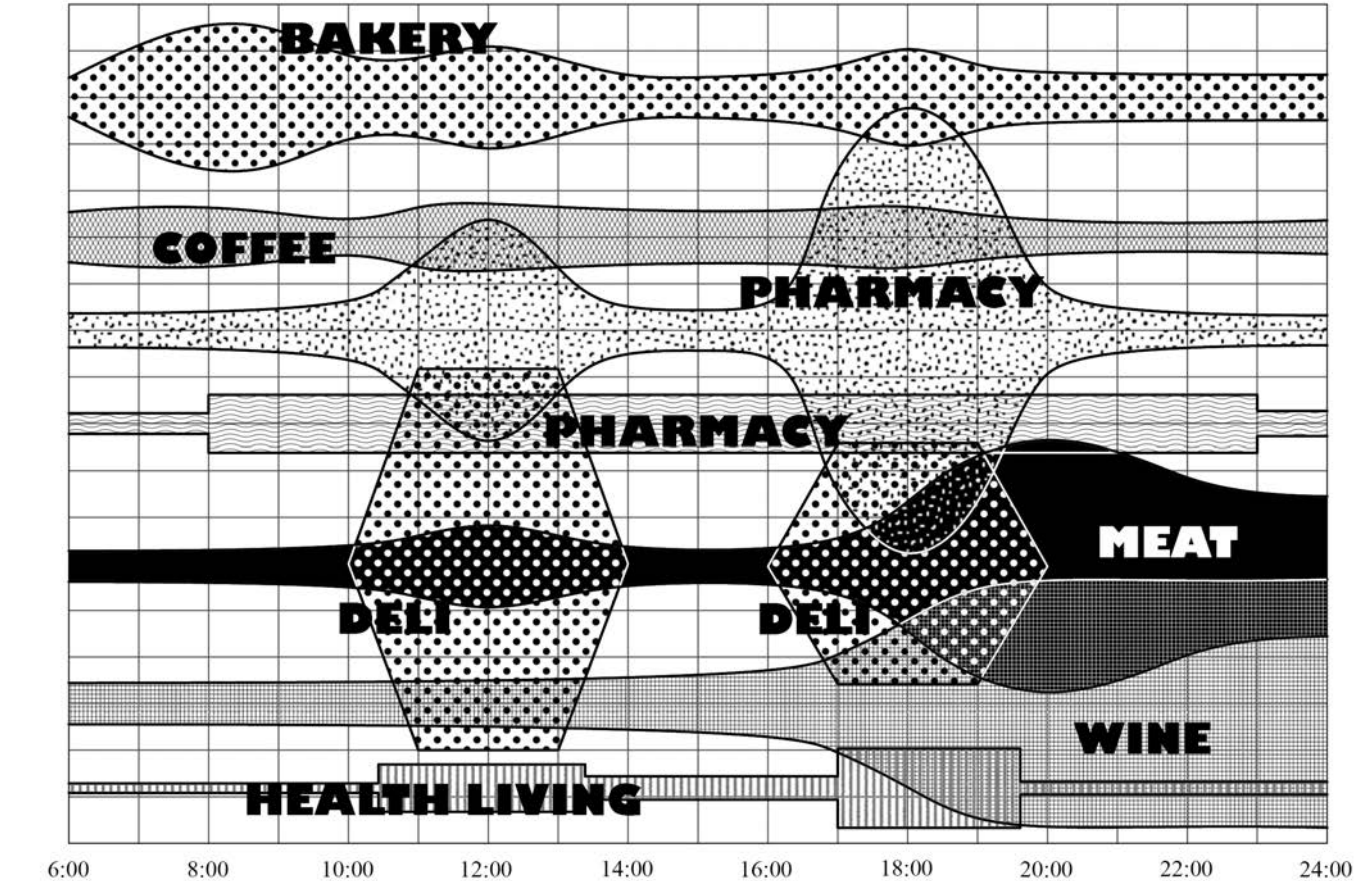
Studio work to create a destination market with convey belt

2019.02, UCLA March.2
 Academic work, Cooperative work, Contribution: All
 Collaborator: Kemou Nie; Nathan Adams
 Instructor: Greg Lynn, Marta Nowak, Kaiho Yu;
 Site: San Vicente Blvd, Los Angeles

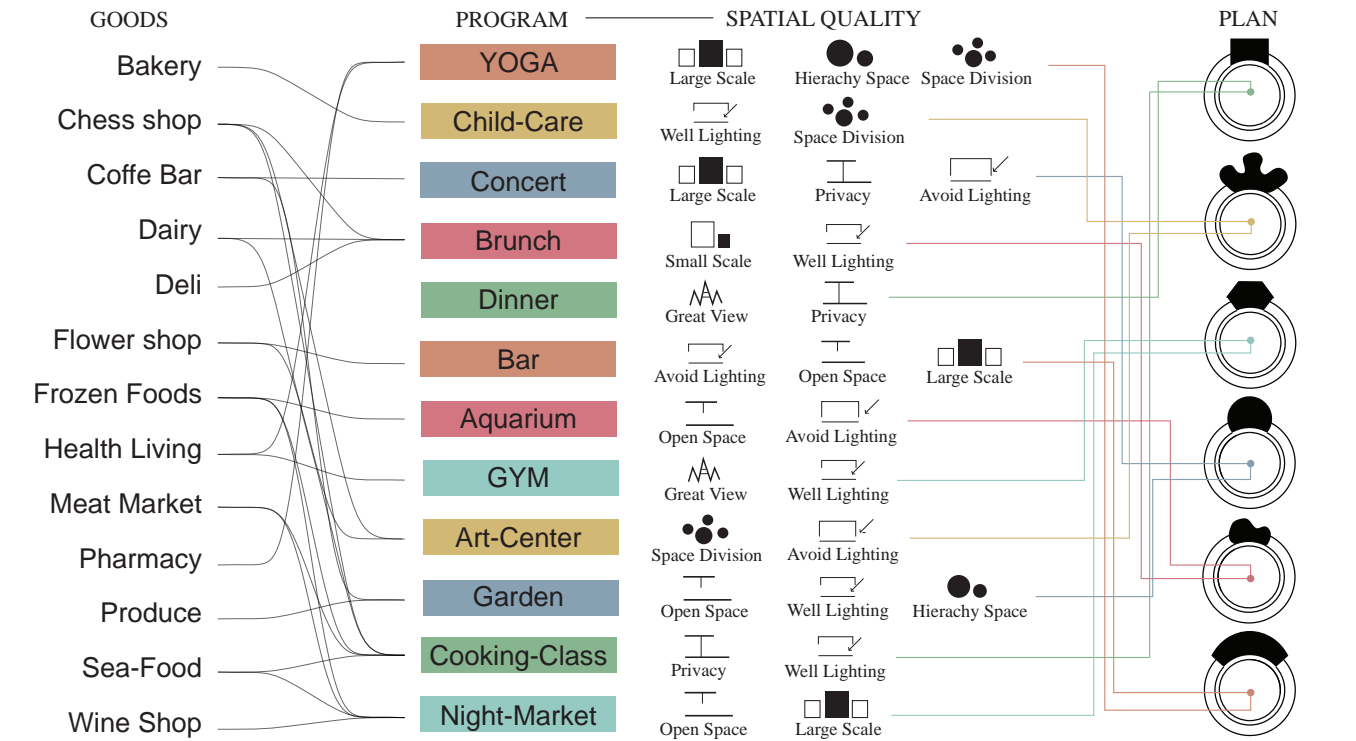
"Instant Market" is a space for social interaction and a place where people can spend a whole day shopping hands-free. The market consists of a central core and several "program bubbles" in which the items displayed are rearranged by belts according to different experiences created for people. The experience of a destination is provided by the belt system in the market, arranging products in themed "program bubbles" on the upper floors and a grab-and-go arrangement system of products on the ground floor of the building.

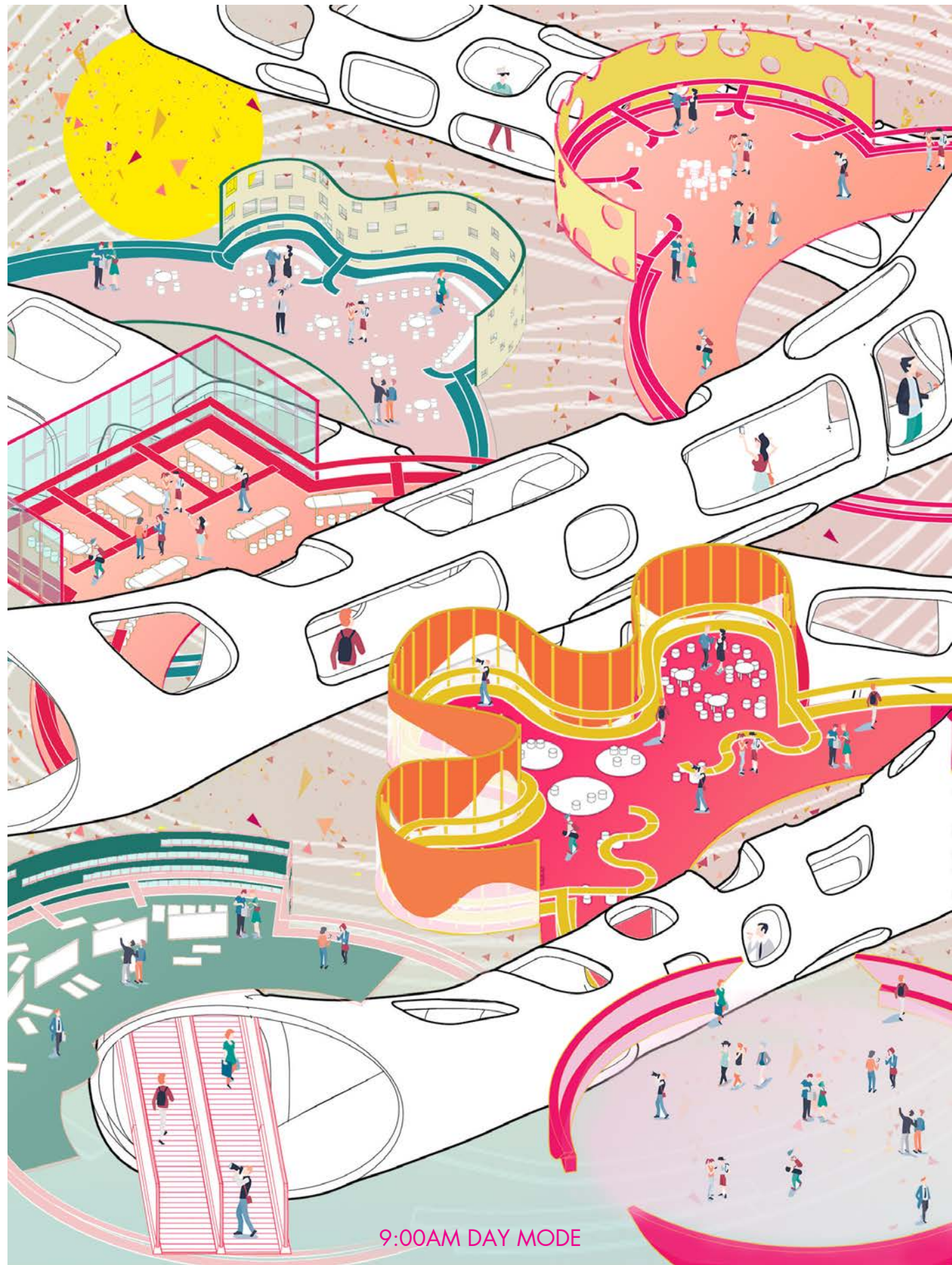
Time-based themed events offer people unpredictable but exciting experiences and encourage customers to purchase a combination of products.

Time-based products arrangement

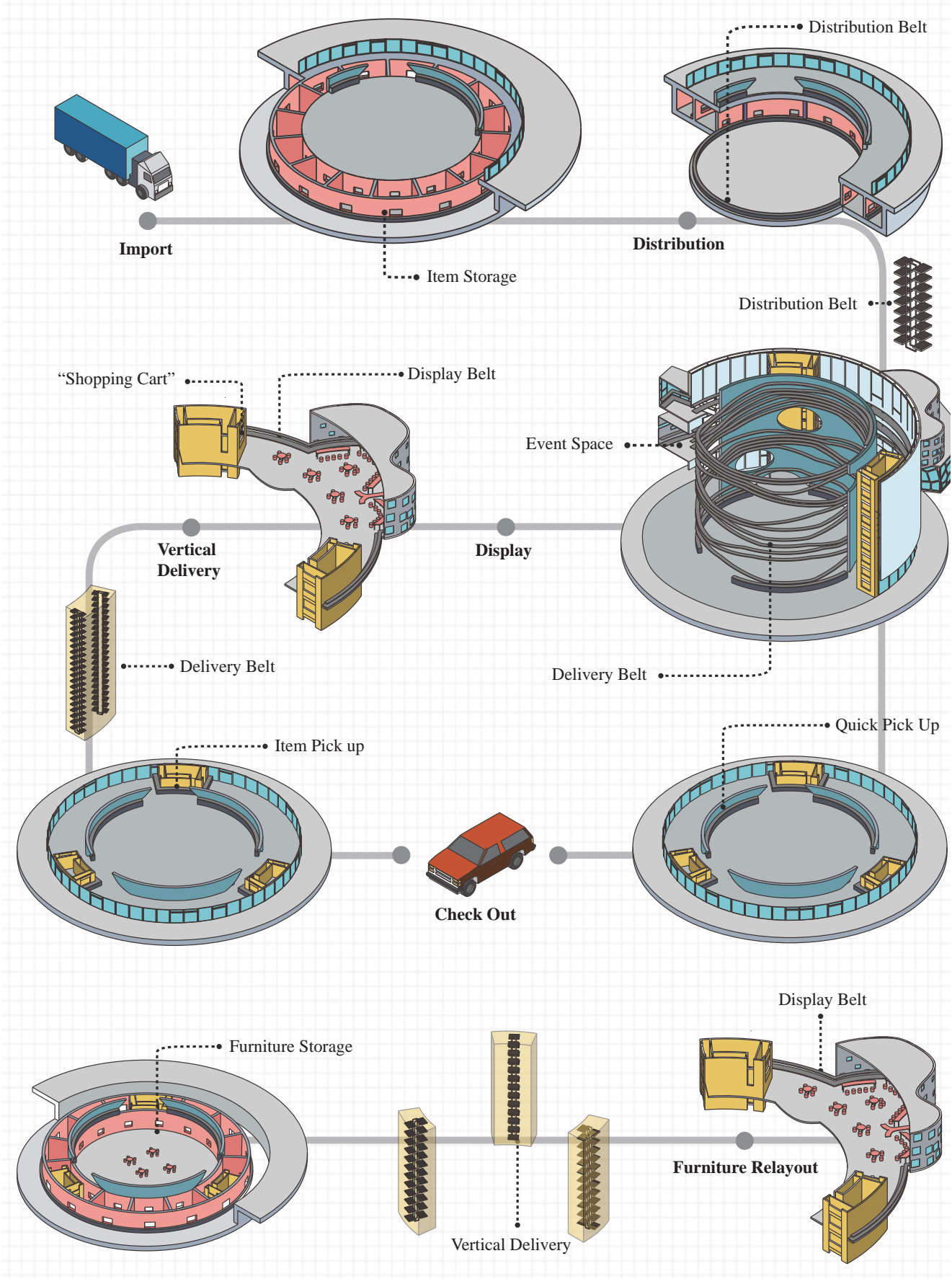


Program Rewrite: Each plan pattern has day and night modes

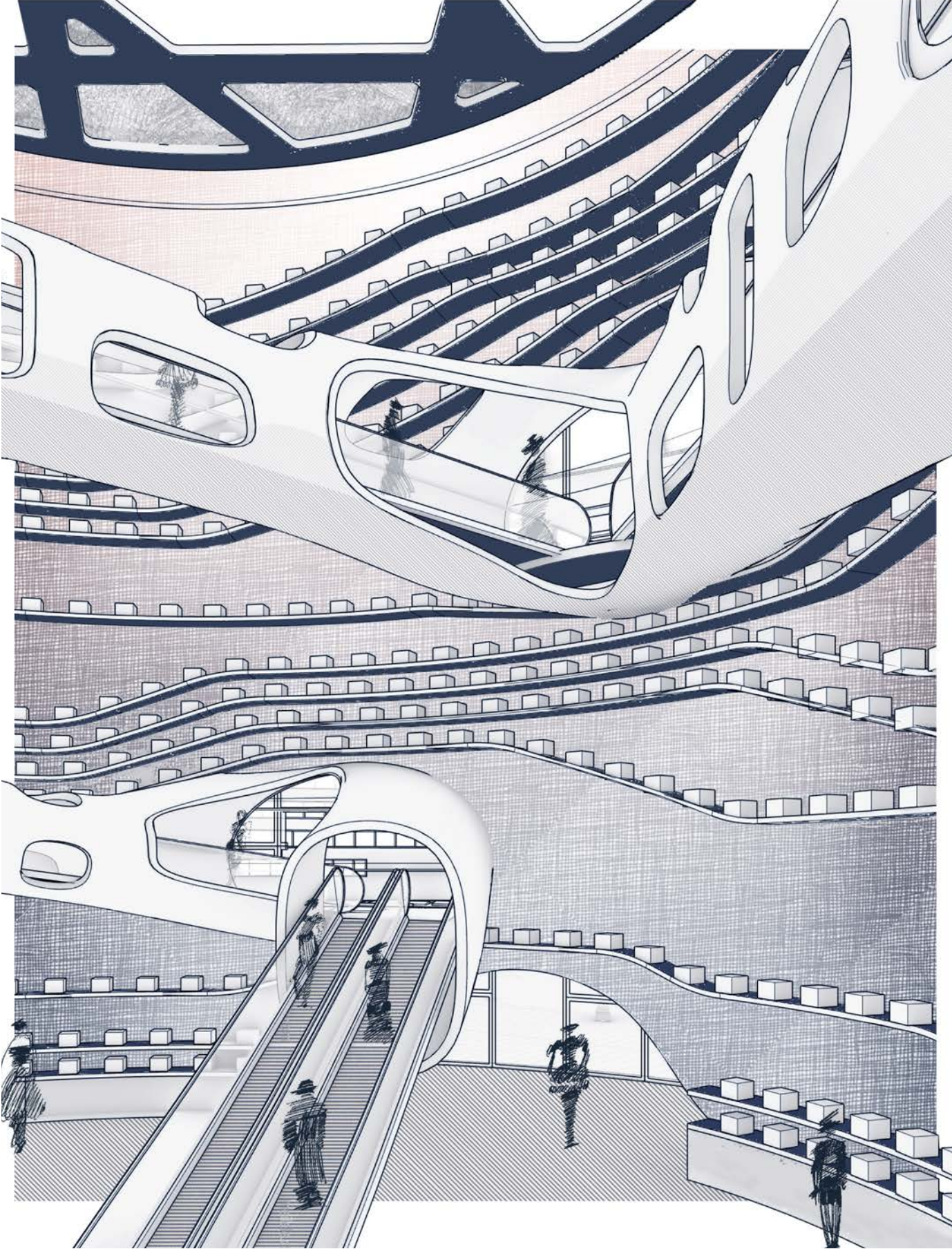


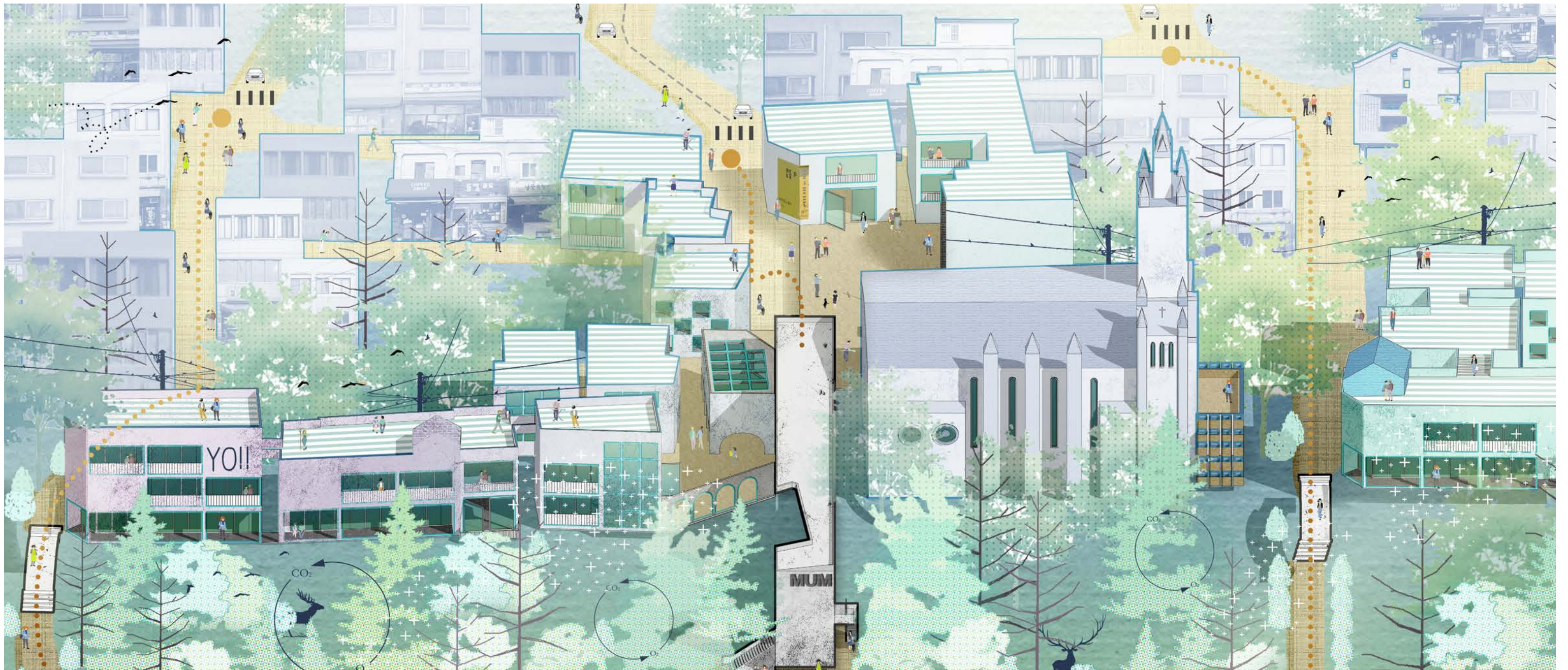


Mechanism



Core View





BRIDGE LIFE

Competition focusing on biosynthetic ecology as a vehicle for urban regeneration

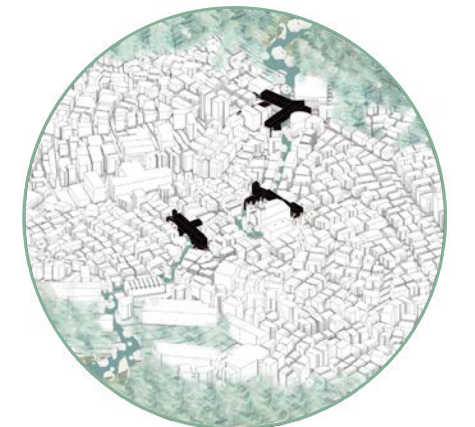
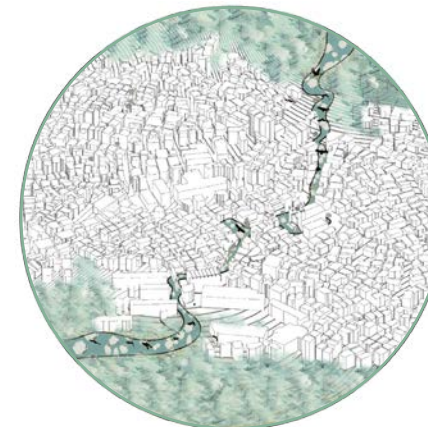
2017.03 - 2017.05, SCUT

Competition, Cooperative work

Collaborator: Jinyu Zhang, Yifeng Lin, Contribution: All

Instructor: Prof. Xiao Yiqiang, Prof. Xu Haohao

For creating a biosynthetic future of Namsan we attempt to create an ecological corridor in Sowolro 20-gil(street) which runs along the ridge of the hill. This ecological corridor is just like a RIVER pours out from Namsan, flows through and renews the Haebangchon and finally links the Yongsan Park. And in our design, the community life tore by the "green river" will be relinking by the BRIDGES with specific functions. It is from the relationship between the river and bridges that we see the relationship between nature and manmade identities and thus the post-human community of Namsan is repainted.



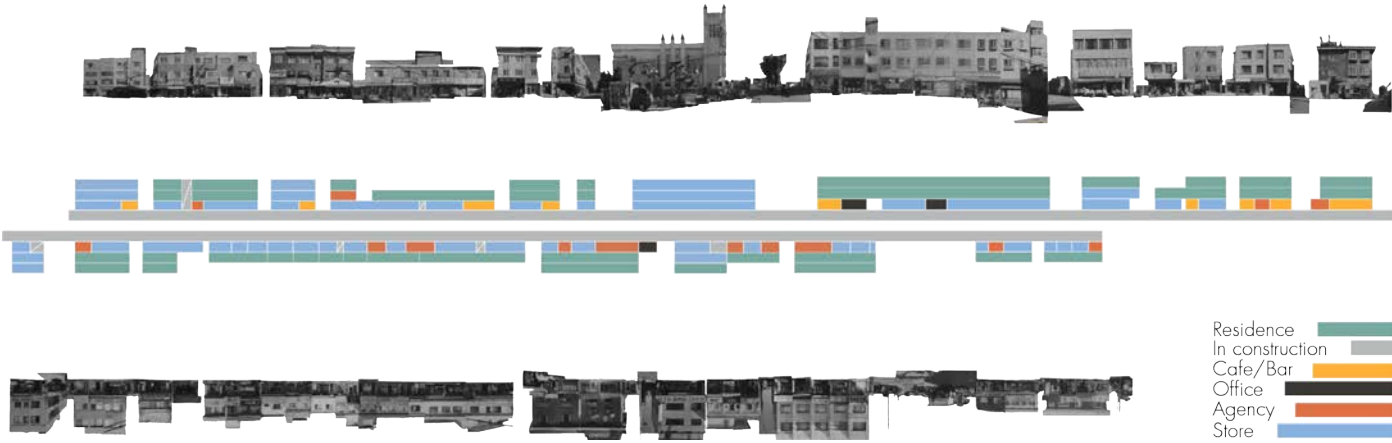
Dual Character of the Haebangchon

As the heart of South Korea, Seoul is a city which is bold in initiating the future as well as respecting the history. Namsan and Yongsan, as the hidden treasures of Seoul, are not only the ecological emblems but also the historical symbolizations of South Korea. It is between these two significant ecological resources that our site, Haebangchon, is located, which cause we realize that Haebangchon has the important task to link these tow part

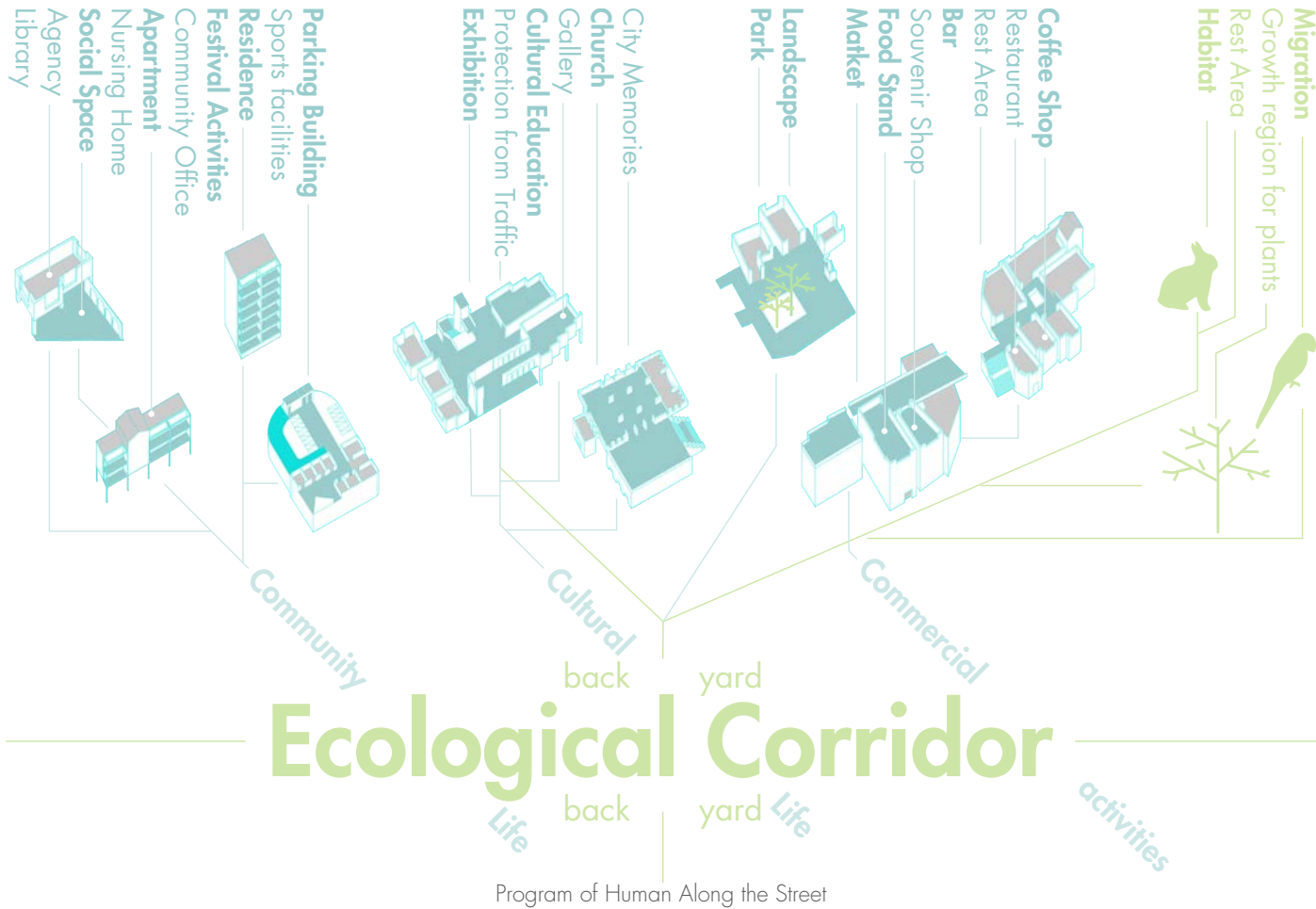
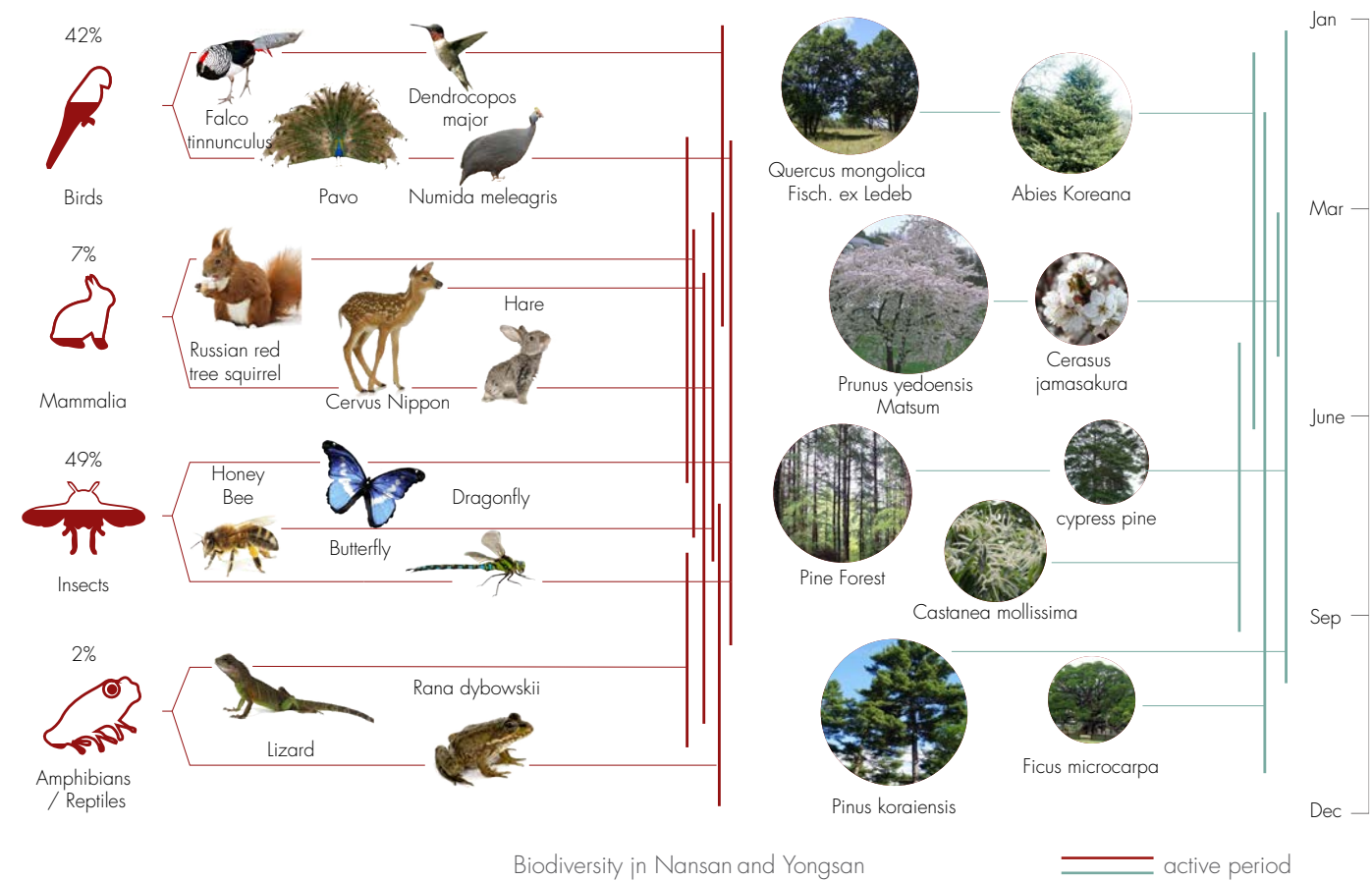
together and ultimately create a biosynthetic future of Namsan. When this village faces government and biology, it should be an ecological corridor. However, when it faces the residents, it carries the residents' lifestyle that has been formed for many years. So we hope that in this design, the village can keep the two character of Haebangchon and find a solution that can be accepted by the government and the residents at the same time.



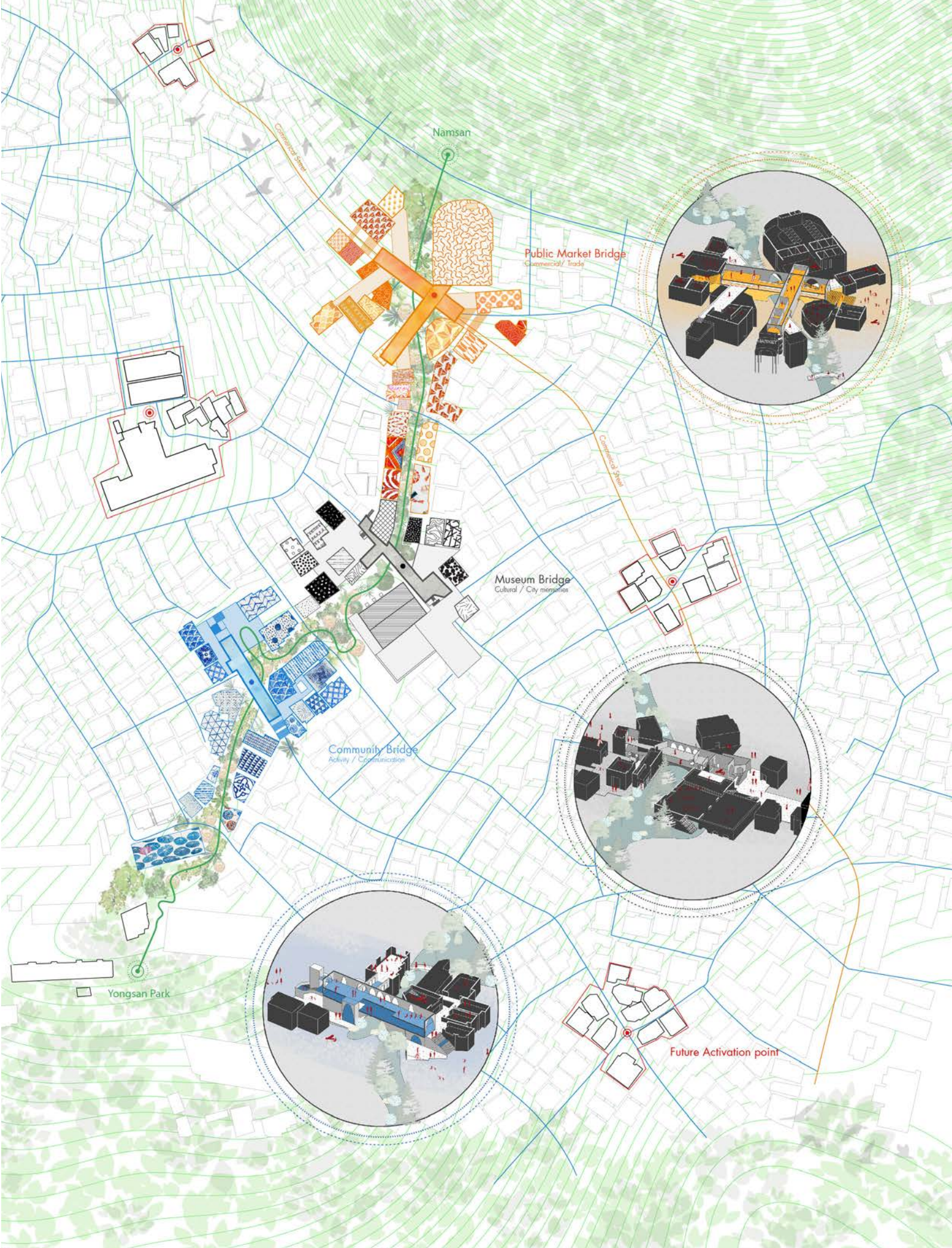
Map of Haebangchon Area



Program of Human Along the Street



Program of Human Along the Street



BRIDGE LIFE

Our design is inspired by the Ponte Vecchio and attempts to create a ecological corridor in Sowolro 20-gil(street) which runs along the ridge of the hill. This ecological corridor is just like a river pours out from Namsan, flows through and renews the Haebangchon and finally links the Yongsan Park. In our deeper design about the street, the first floor of storefronts are built on stilts and the balconies of them are redesigned too. It is these softly action enable the Haebangchon to approach the 'green life'. When imaging the wonderful vision of the river we still realize that this green river will inevitably tear the life of the residents once lived beside the street, then we finally decide to use the specific bridges we designed to cure this cut. Thus, Although the green river cut one of the streets that people live in, the non-interfering relationship between human and the nature is built after the bridges being structured.

There are three bridges in our intervention site

- 1Public Market (Commercial\ Trade)
- 2Museum (Cultural\City memories)
- 3Community Center (Activity-related)

The role of a bridge with specific function is not only a simple passageway but also a catalysator to stimulate various of community activities. When a bridge is inserted in the community, it not only have a function as passageway but also play a role as the catalysator to stimulation various of community activities. The interesting reactions between human and human, human and environment, which we have not imaged in the past , may happen here. Since the continuity of the closed space and open space, people can freely move between the private space and public space. It softly change the original life styles of the citizens, New activities types as well as new life experiences emerge around the bridges.

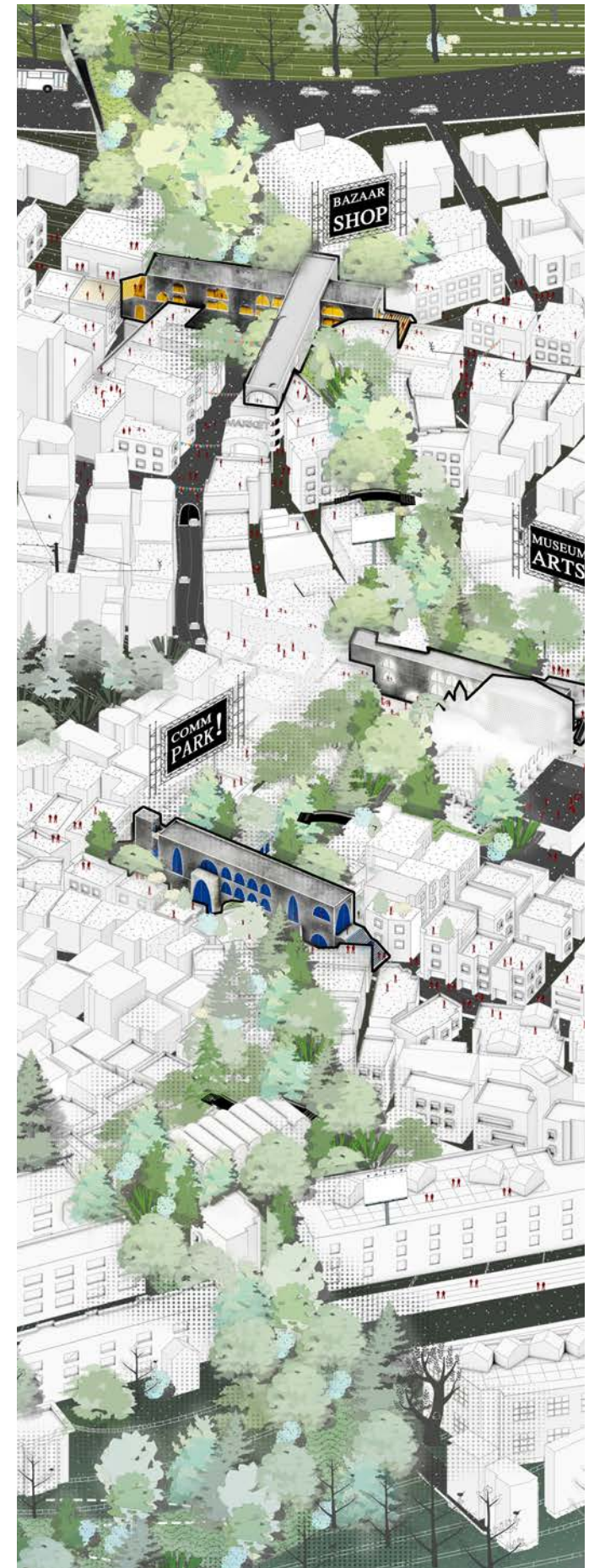
There are three renewal steps of bridges:

- 1.Insertion
Insert a bridge with specific function
- 2. Influence
Influent the ambient building and cause the functional replacement
- 3. Renewal
Appeal the stream of people and create new activities

This socially sustainable model of urban regeneration encourage the residents and community groups to initiate change from the bottom up.

In our deeper design about the street the first floor of storefronts are built on stilts and the balconies of them are redesigned too. It is these soft actions enable the Haebangchon to approach the 'green life'. Although the green river cut one of the streets that people live in, the non-interfering relationship between human and nature is built after the bridges being structured.

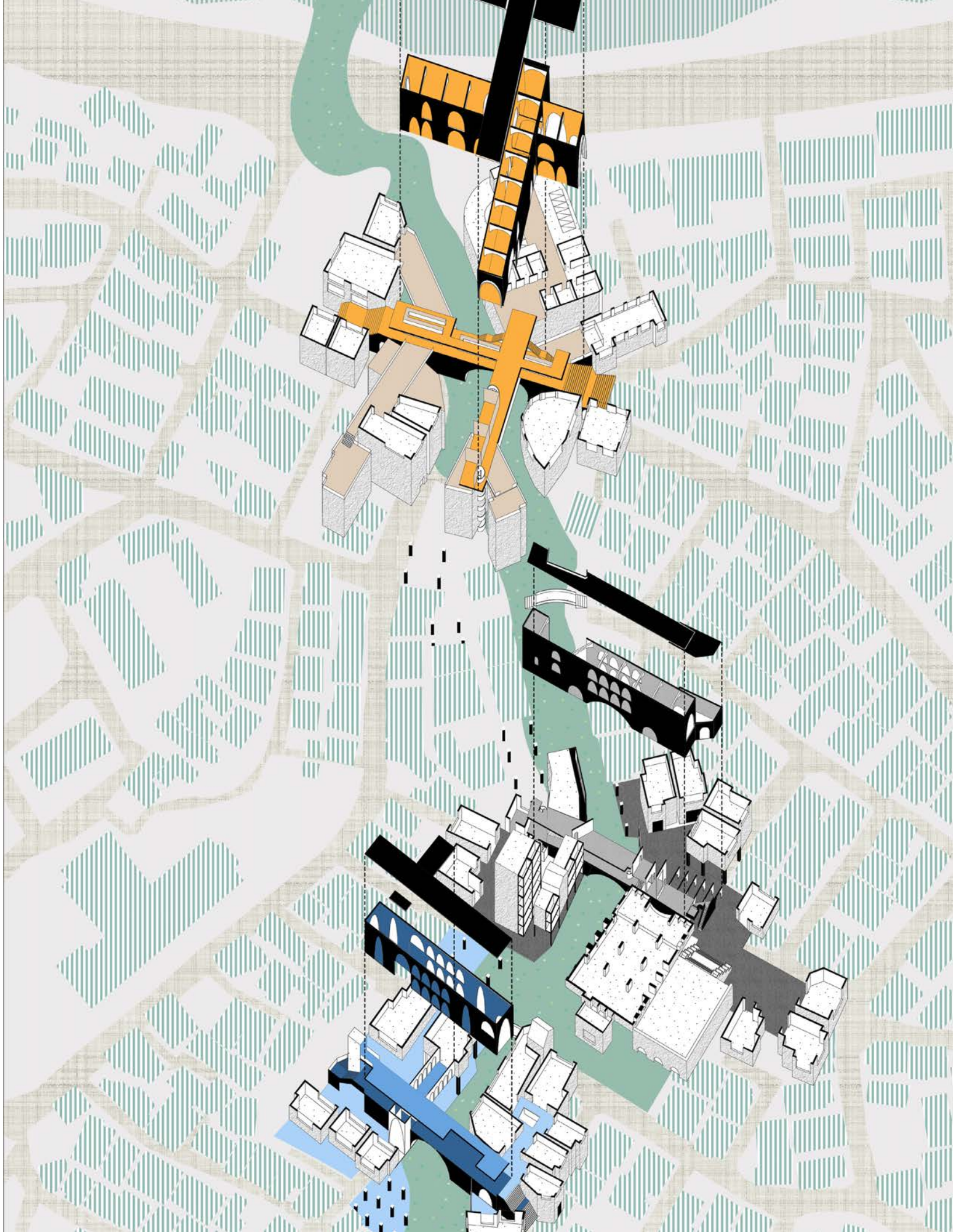
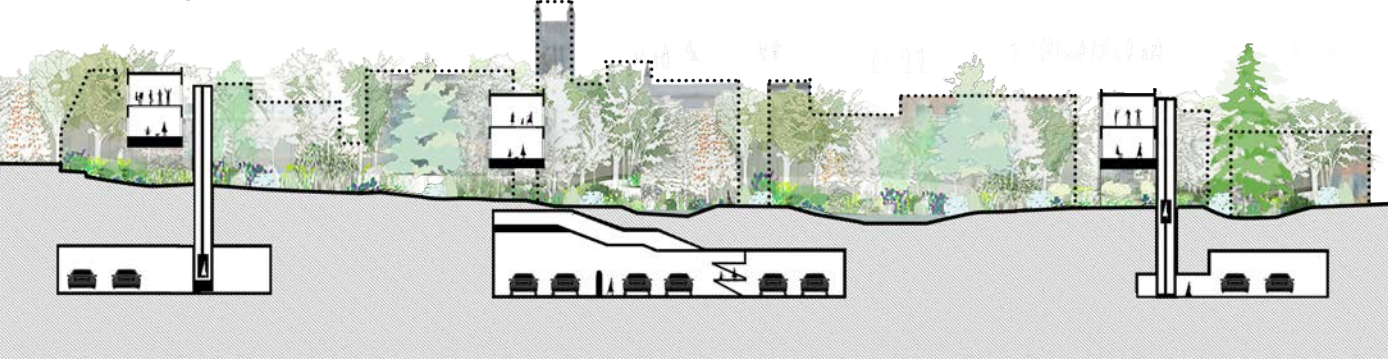
The insertion of the river and the three bridges softly change the original lifestyles of the citizens, New activities types and life experiences emerge around the bridges. Since the continuity of the closed space and open space, people can freely move between the private space and public space. And it is these

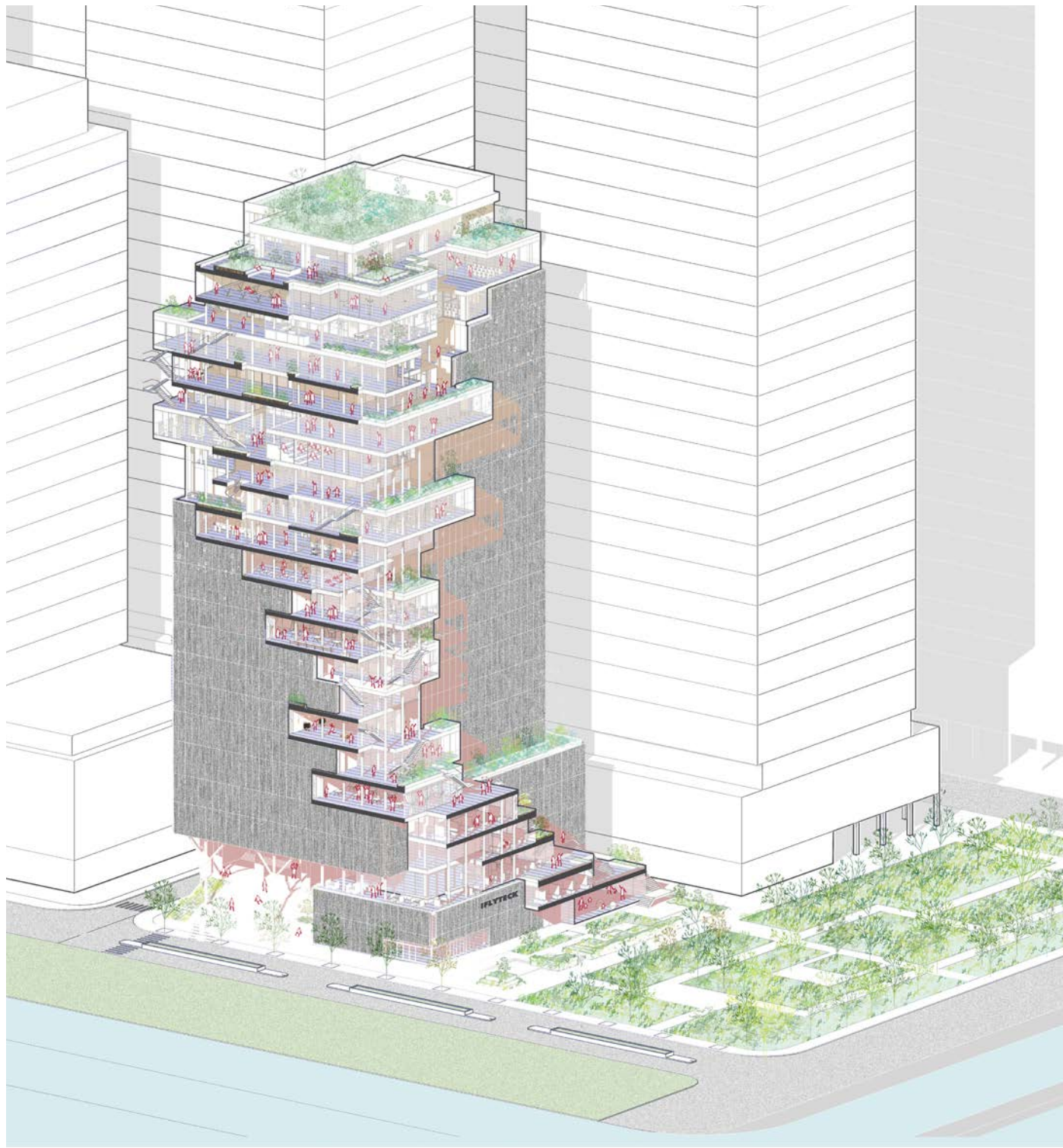


River and Bridges



Future section along the street





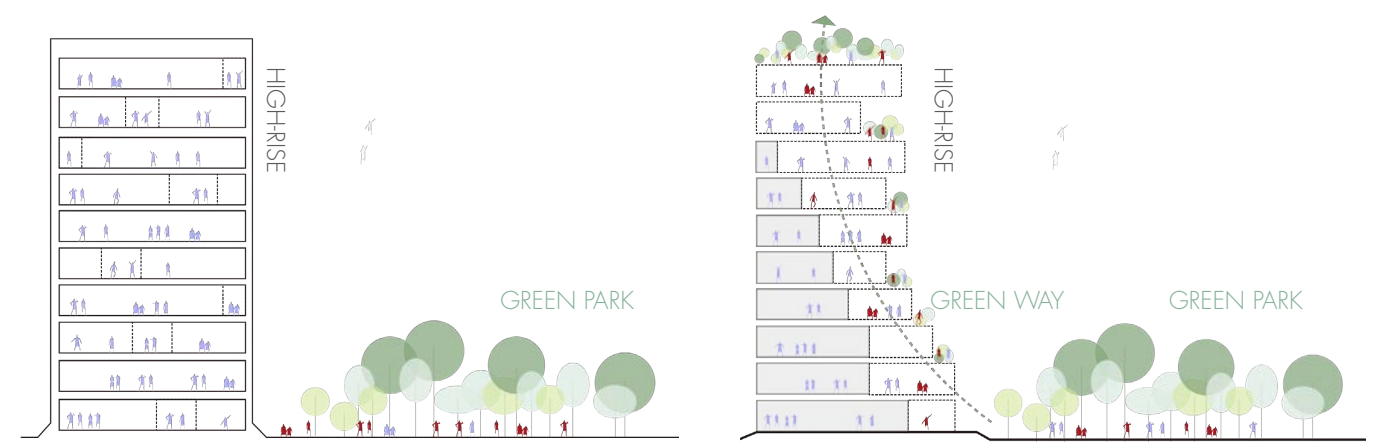
LIFE CASCADE

Academic work of IFLYTEK CO., Headquarter design

2016.10 - 2016.12
Academic work, Individual
Instructor: Prof. Xiao Yiqiang, Prof. Wang Jing

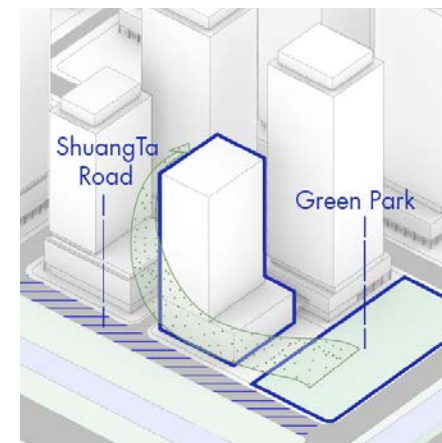
The design of IFLYTEK CO.,LTD Headquarter started with rethinking the life-work relationship of the programmers. More life-related space would 'invade' the traditional official space. An effective pattern of an office tower should organize these space appropriately. In this design, an upstream greenbelt starts from the green park beside the site encounter the spiral, which consists of life-related space, and create a specific zone for programmers' daily life, which just like a cascade falls over the traditional tower.

Life Cascade



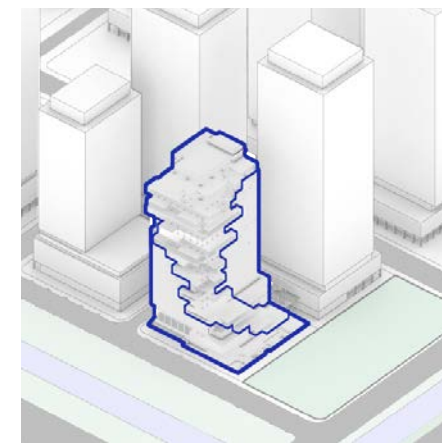
The side for IFLYTEK CO.,LT is located beside a green park. In this design, An upstream greenbelt starts from the green park beside the site encounter the spiral ,which

consists of life-related space, and create a specific zonecreate a specific zone for programmers' daily life, which just like a cascade falls over the traditional tower, it is called 'Life Cascade'.



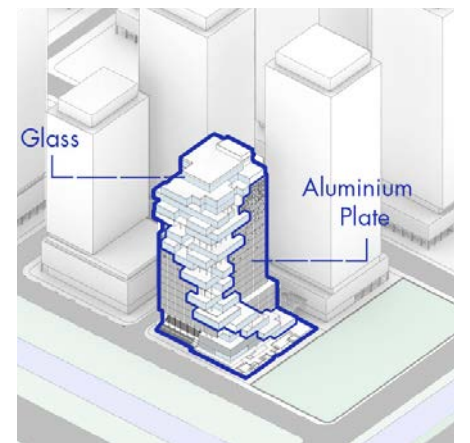
Connection

Introduce the green park into the IFLYTEK headquarter



Spiral

Combine life-related space into a spiral with plants and stairs



Differentiation

To clearly distinguish the public space from the official space



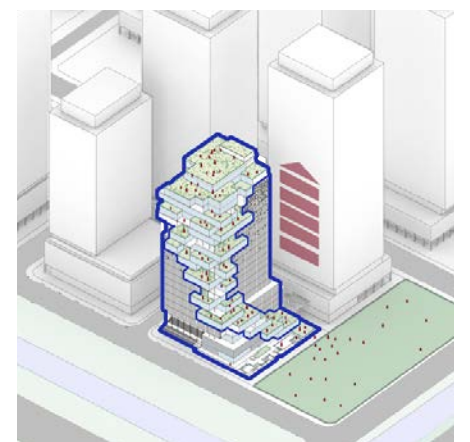
Greenway

Cover the terraces with plants and place stairs for walk



View

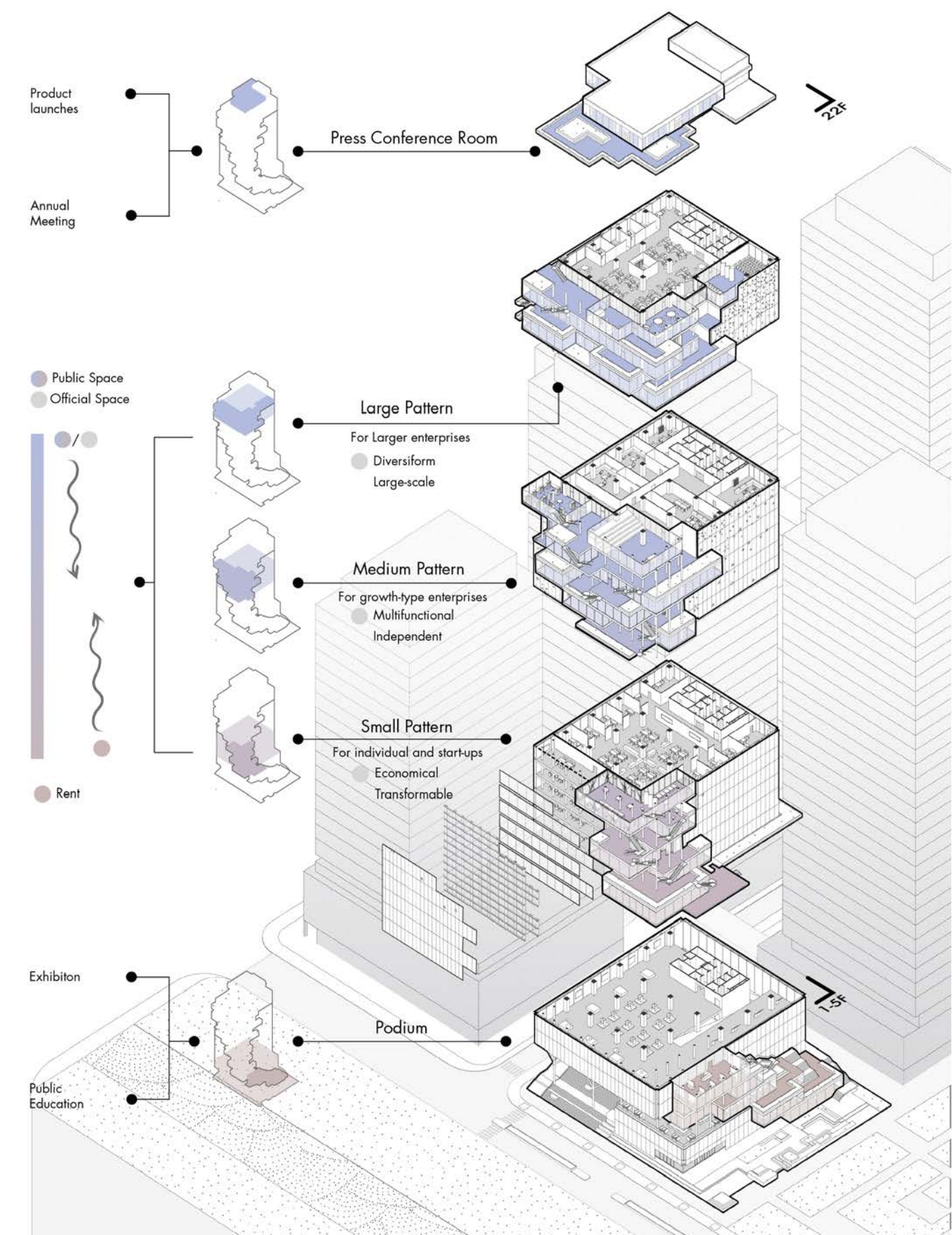
Greenway also became the scenery of the buildings beside



Active Population

Introduce people in the neighborhood to the greenway

Plan Pattern: Different plan pattern for 3 types of companies

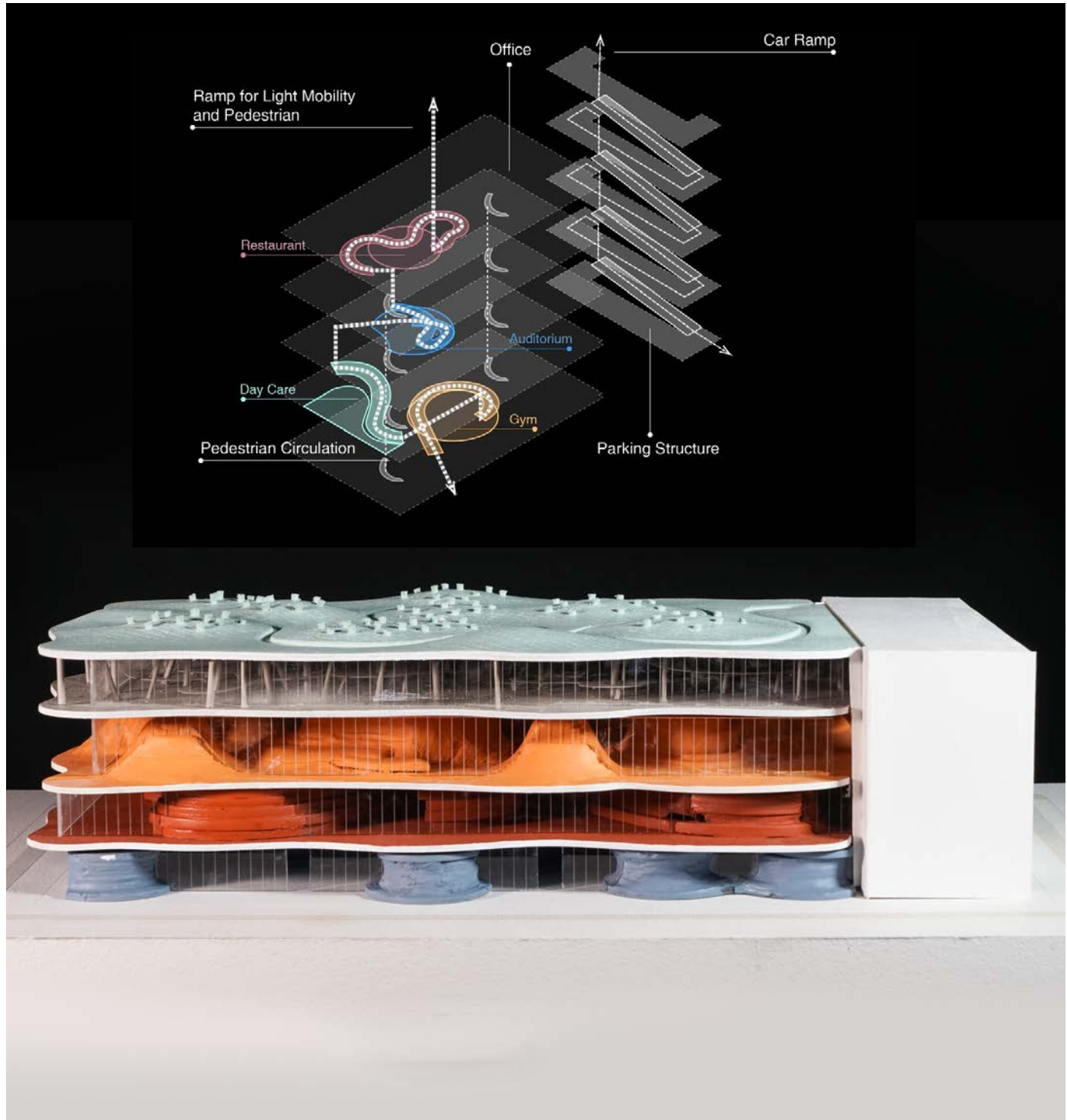




ROOF VIEW



ENTRANCE VIEW



3D CAMPGROUND

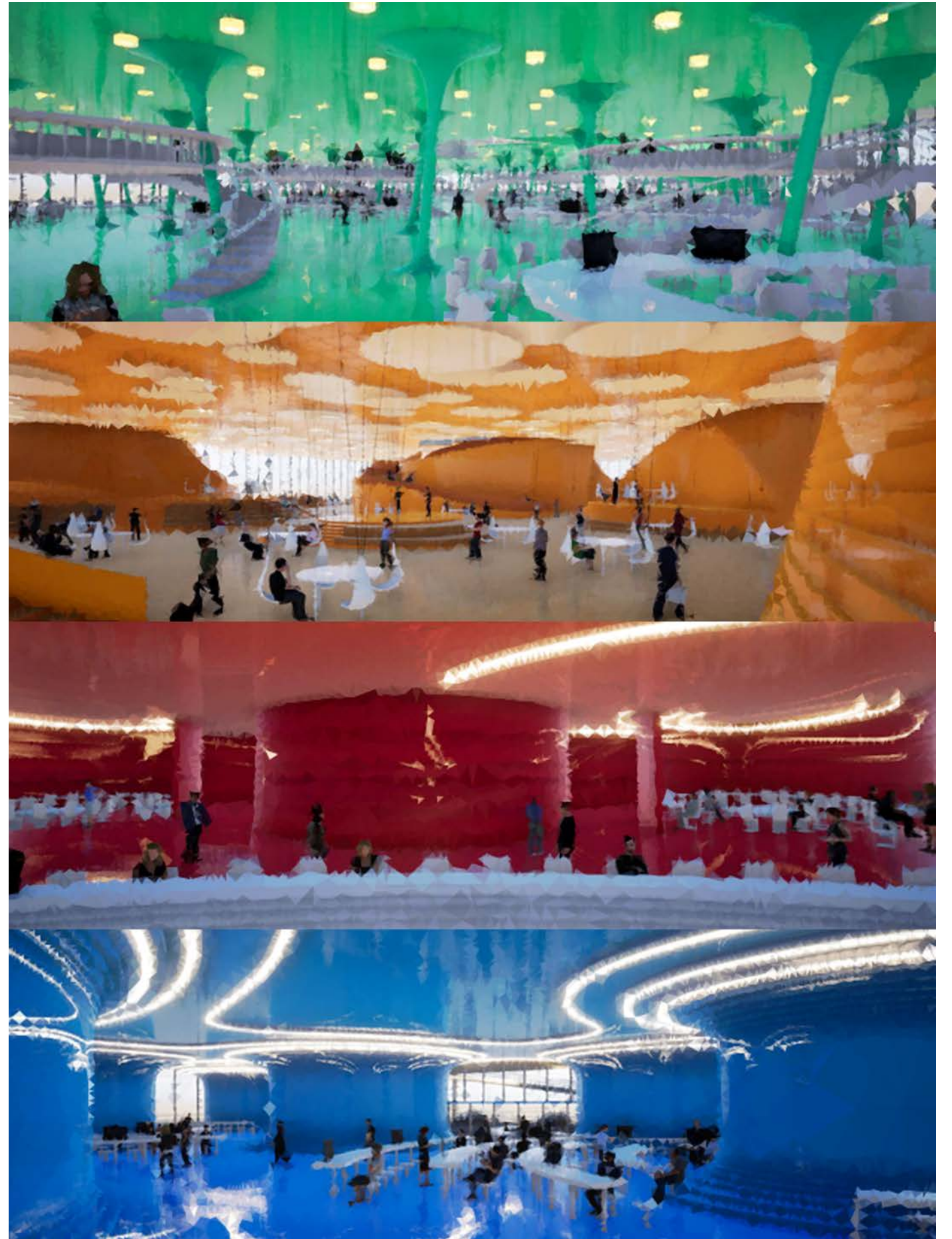
Studio work of office design in mobility studio

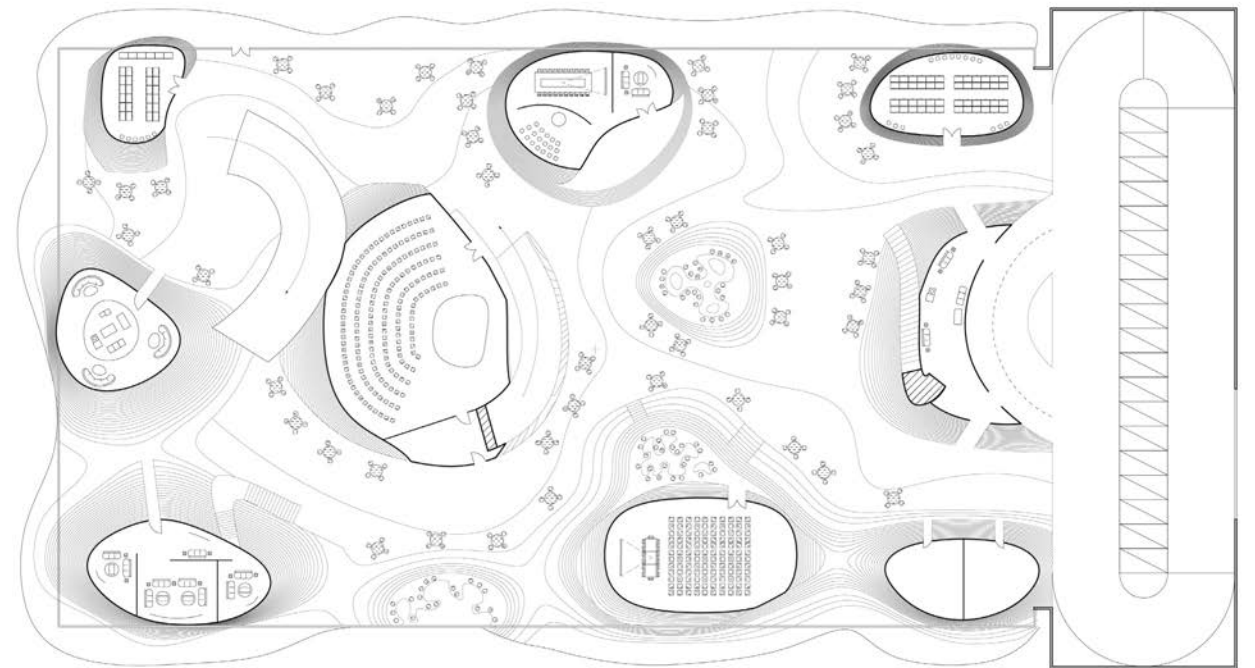
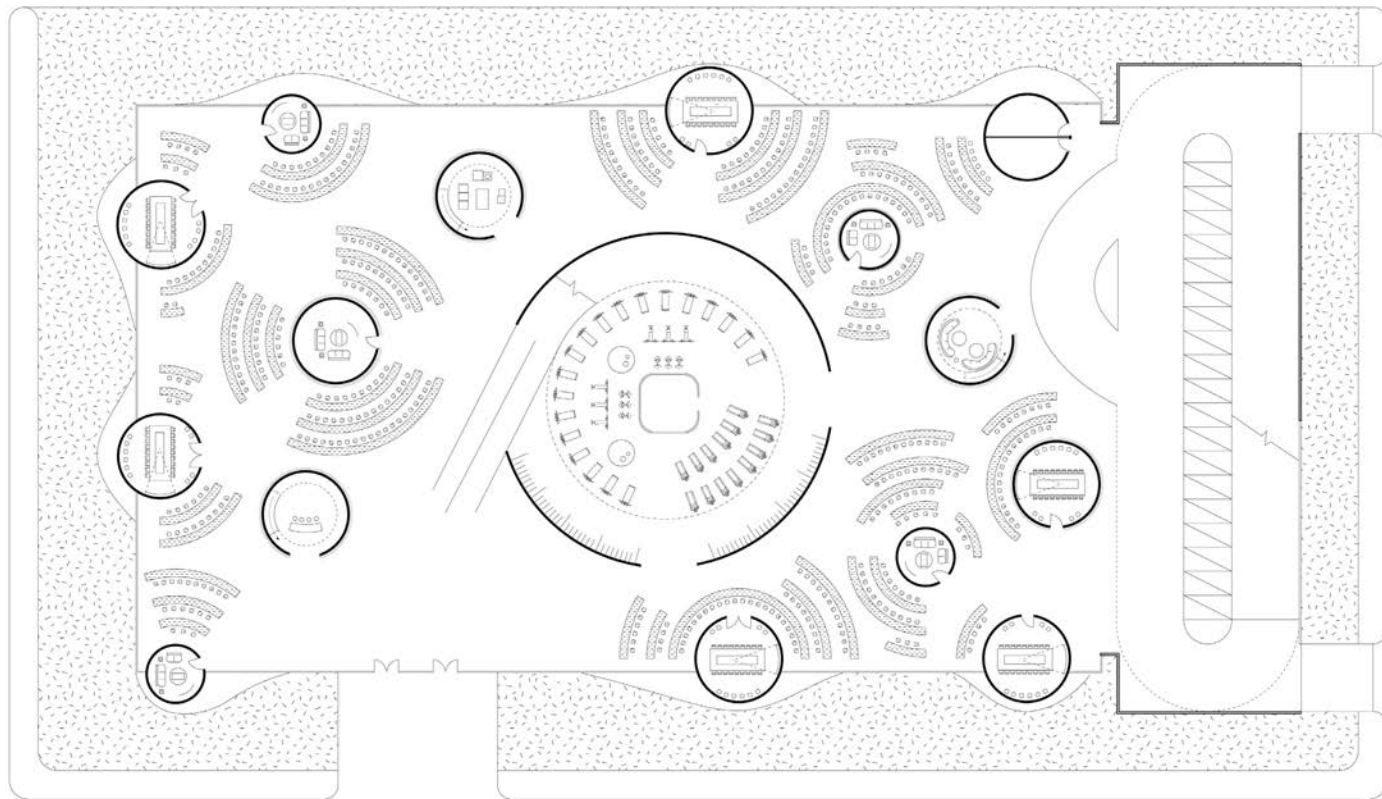
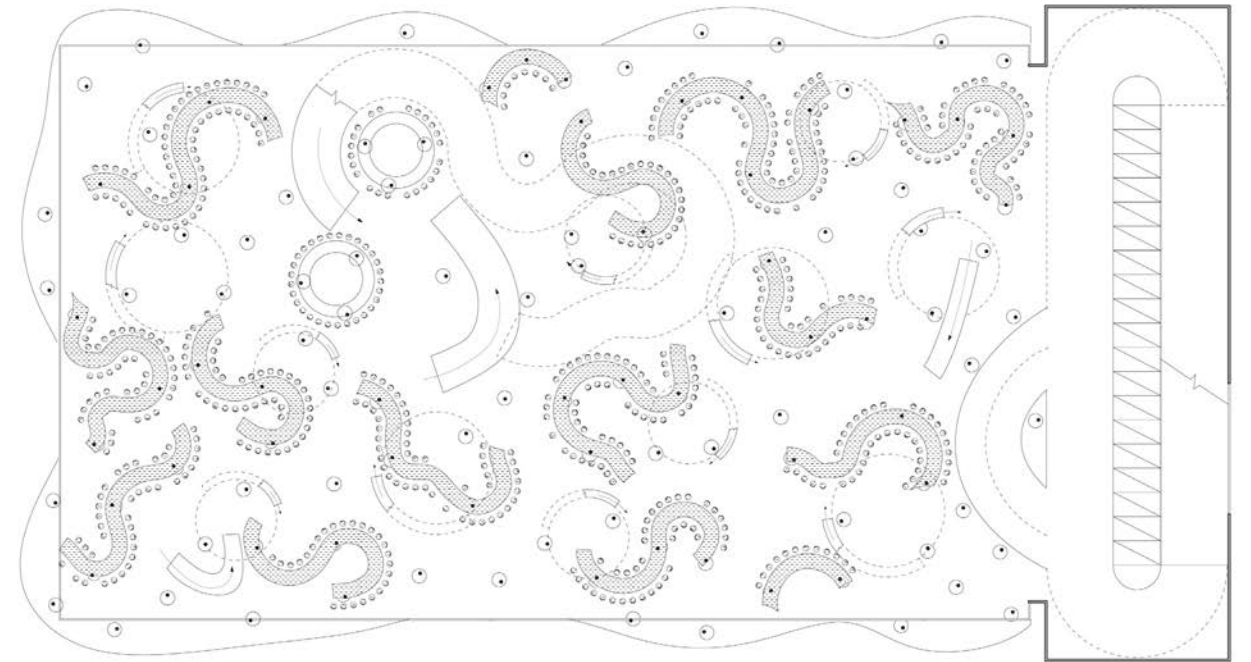
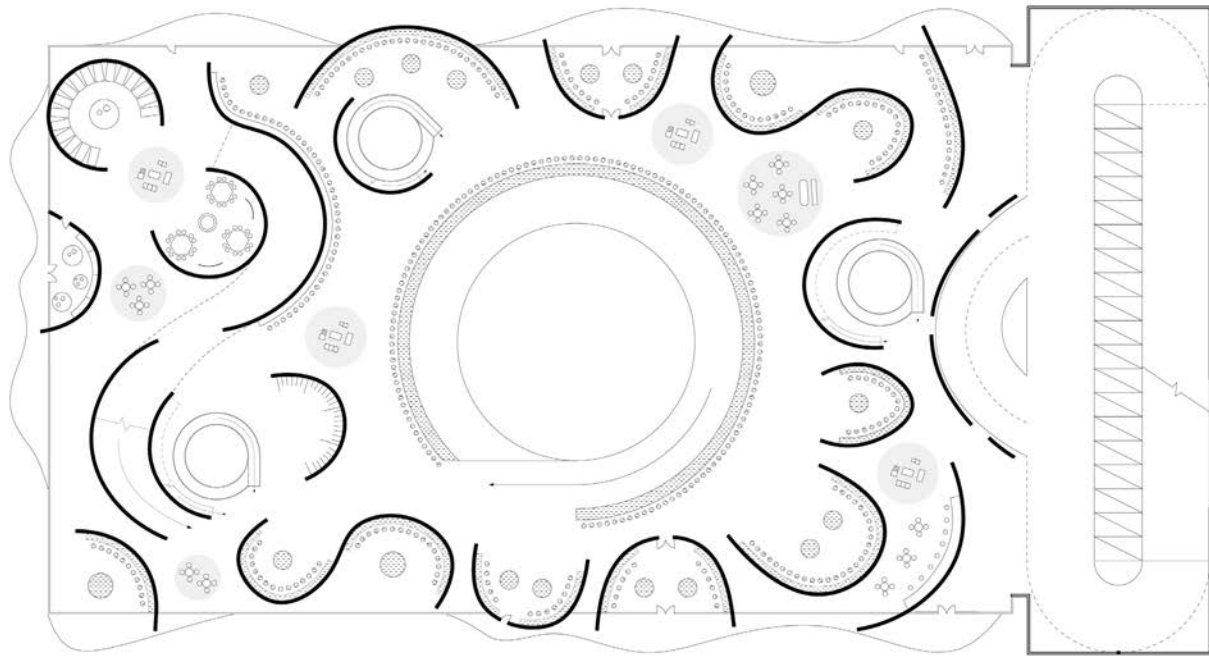
2019.06, UCLA March.2

Academic work, Cooperative work, Contribution: All
Collaborator: Kemou Nie; Nathan Adams

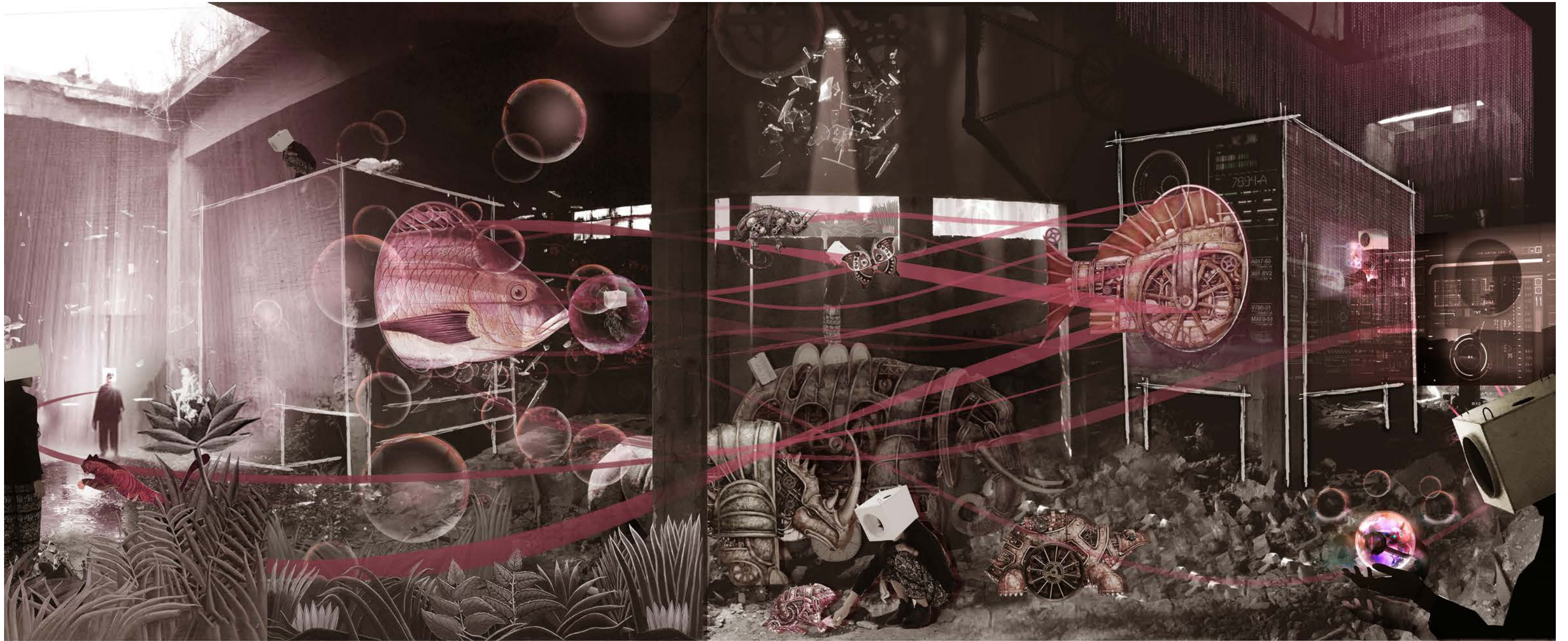
3D CAMPGROUND is organized by a Light Mobility Route along Footpaths into and through the building. These ramps deliver workers to individual office campsites with different topographies and character. Campsites contain campfires (amenities) and camps (work areas).

Ramps connect Light Mobility between different floor levels locally and at a leisurely speed while Foot Paths move between campsites for quick access to the above and below. 3D CAMPGROUND reinserts nature into workers lives by merging natural elements with architectural components.





0 5 10m



HAPPY END

Workshop focusing on the regeneration of the ruins

2016.08

First Prize & Exhibit the final product in Fei Gallery

Workshop, Cooperative work, Contribution: All

Collaborator: Siyan Liu, An Jiang Xu, Haitong Mo, Zhuoqi Lin, Yuanzhong Liu

Instructor: Jason Ho; Site: Zini Tang, Guangzhou, China

In China, there are thousands of ruins have been rebuilt as the creative industry center. When stepping into the former site of Zini Sugar-refinery, I started to wonder why do the ruins attract people so much. And I finally find it is because the ruins are empty and full of possibilities that people love it. This design started with rethinking that what is the happy end of the ruins. Since the Softer intervention is supposed to replace the machine-made material intervention, the site is designed as an AR exhibition to show the possibilities of the ruins to people. Let it back to itself maybe the happy end of the ruins.

