

INTERIOR DESIGN

PORT FOLIO

BY: PHOEBE LIU

SELECTED WORKS
2018-2021

PHOEBE LIU

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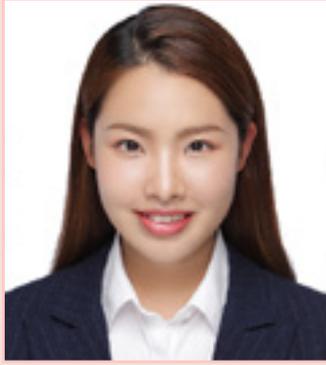
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Phoebe Liu

INTERIOR DESIGNER

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SKILLS

VECTORWORKS	<div style="width: 80%; background-color: black;"></div>
INDESIGN	<div style="width: 85%; background-color: black;"></div>
PHOTOSHOP	<div style="width: 70%; background-color: black;"></div>
RHINO	<div style="width: 60%; background-color: black;"></div>
SKECHUP	<div style="width: 40%; background-color: black;"></div>
AFTER EFFECTS	<div style="width: 50%; background-color: black;"></div>
Premiere Pro	<div style="width: 65%; background-color: black;"></div>
Illustrator	<div style="width: 75%; background-color: black;"></div>
AUTOCAD	<div style="width: 60%; background-color: black;"></div>
HAND DRAWING	<div style="width: 80%; background-color: black;"></div>

EDUCATION

SEPTEMBER 2018 - JUNE 2021
BA (HONS) INTERIOR ARCHITECTURE AND DESIGN
BIRMINGHAM CITY UNIVERSITY

PROFILE

INTERIOR ARCHITECTURE AND DESIGN STUDENT AT BIRMINGHAM CITY UNIVERSITY. STUDYING PAINTING FOR 3 YEARS IN HIGH SCHOOL PROVIDED A STRONG SKILL BASE FOR DESIGN AND HAND DRAWING.

A CREATIVE, AMBITIOUS AND DOWN TO EARTH BI-LINGUAL, EAGER TO ADAPT TO NEW AND CHALLENGING CIRCUMSTANCES; SEEKING TO GRADUATE UNIVERSITY IN TWO YEARS AND START A POSITION IN A RENOWNED INTERIOR DESIGN COMPANY.

EXPERIENCE

February 2020 - JULY 2020
SPATIAL DESIGN, WILLEM DE KOONING ACADEMY (ROTTERDAM, THE NETHERLANDS)

SEPTEMBER 2018 - JUNE 2021
STUDYING INTERIOR ARCHITECTURE DESIGN AT BIRMINGHAM CITY UNIVERSITY

MARCH 2017-SEPTEMBER 2017
SECRETARY TO FOOD AND BEVERAGE MANAGER AT "W" HOTEL SUZHOU (SUZHOU, CHINA)

AUGUST 2016-OCTOBER 2016
TRANSLATOR (ENGLISH-CHINESE) AT BMW SHENYANG FACTORY (SHENYANG, CHINA)

MARCH 2013-JULY 2016
TOUR GUIDE IN CHINESE INDUSTRIAL MUSEUM (SHENYANG, CHINA)

CONTENTS

01 *COMMERCIAL DESIGN*

02 *FUN LAB DESIGN*

03 *CAR SHOWROOM DESIGN*

04 *URBAN DESIGN*

01

COMMERCIAL DESIGN **RESTAURANT & KARAOKE BAR DESIGN**

INDIVIDUAL WORK

Project Title

INSTAGRAMMABLE & SENSES

Project Name

CHONGQING IMPRESSION HOTPOT RESTAURANT AND KARAOKE

Project Brief

Based on the topic of my dissertation, this project will be an commercial interior space that focus on Instagrammable and senses. I've always interested in hospitality design so for this project I will be designing a Chinese restaurant and the secondary use of the space is a karaoke bar.

Client

LEE BRANDS



In the beginning of semester 2, we were asked to write a dissertation about the design manifesto we wrote in semester 1. My design manifesto is to design an instagrammable space that does not only focus on visuals but also focus on other senses.



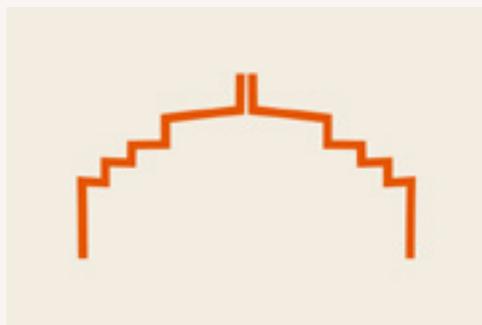
INSTAGRAMABILITY



SENSES

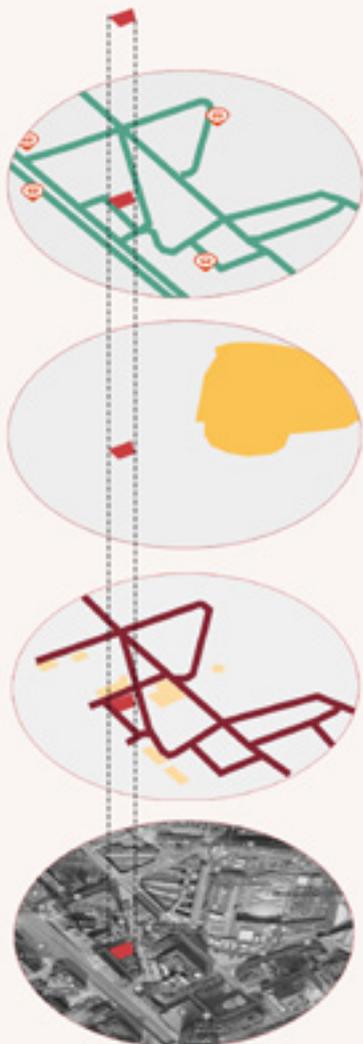
Brief

The brief is to design a commercial space that focus on Instagramability and senses. To design a space not just suitable for taking photos but also offers a rich senses experience.



Concept Sketch

Since the restaurant I design is Chongqing hotpot restaurant, my concept come from the city feature of Chongqing. Chongqing is a mountain city in southwest China. It is known as “The city of fog” and “The mountain city”. So I drew the out-line of the images above. My spacial concept is “To play with levels”.



The Vehicle Path & Car Parks

The site is in the city centre. There is many driveways for cars. There is 4 car parks near the site.

Train Station

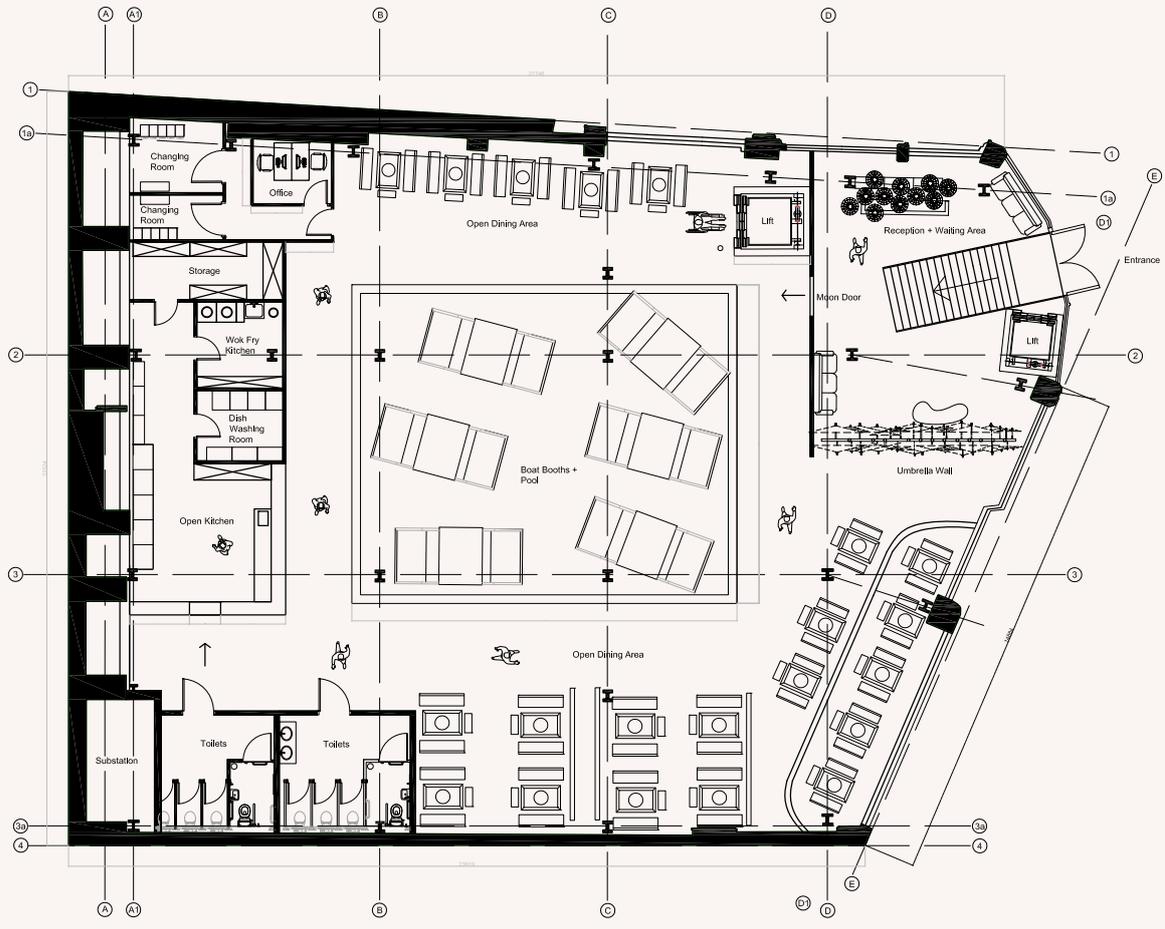
The New Street Station is right next to the site, about 5 minutes walking distance.

The Pedestrian Path & Restaurants & Bars

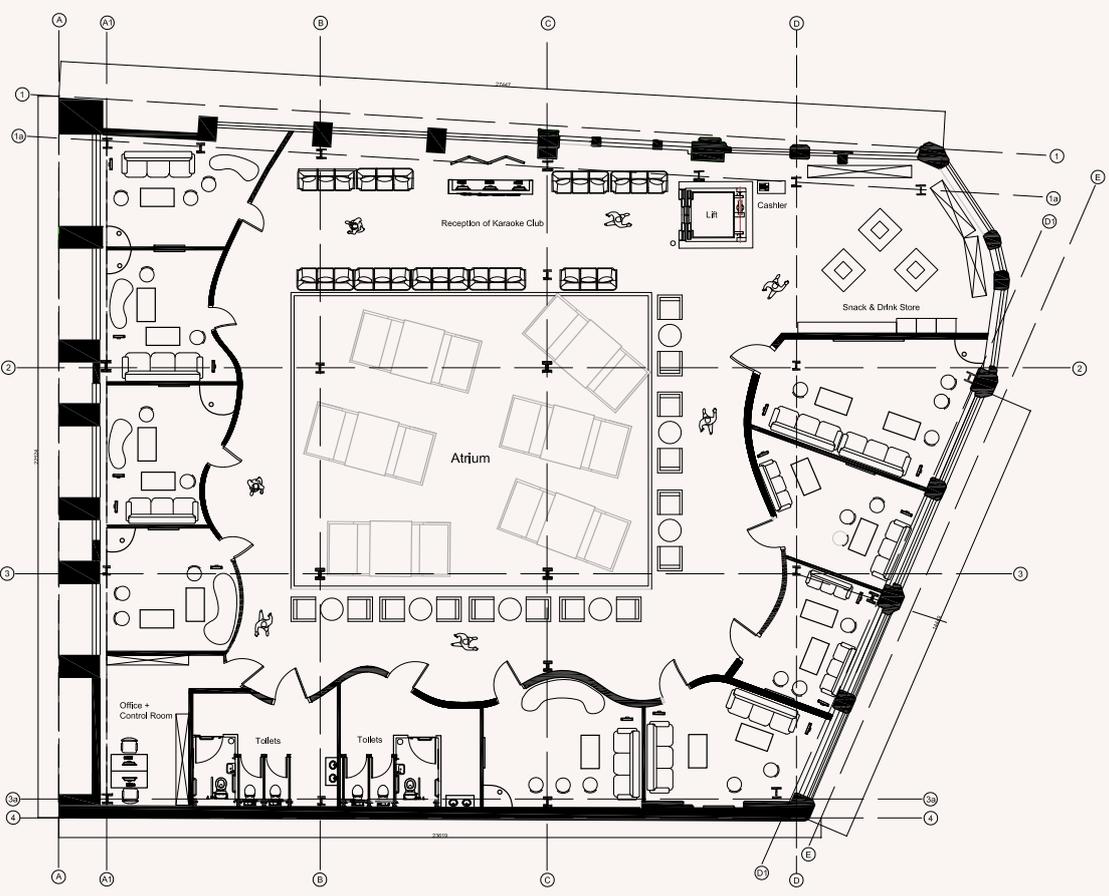
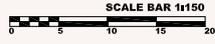
The site is very accessible for pedestrians. There is about 5 restaurants and bars on the same street.

The Site

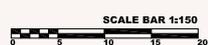
The site is located in the city centre of Birmingham.

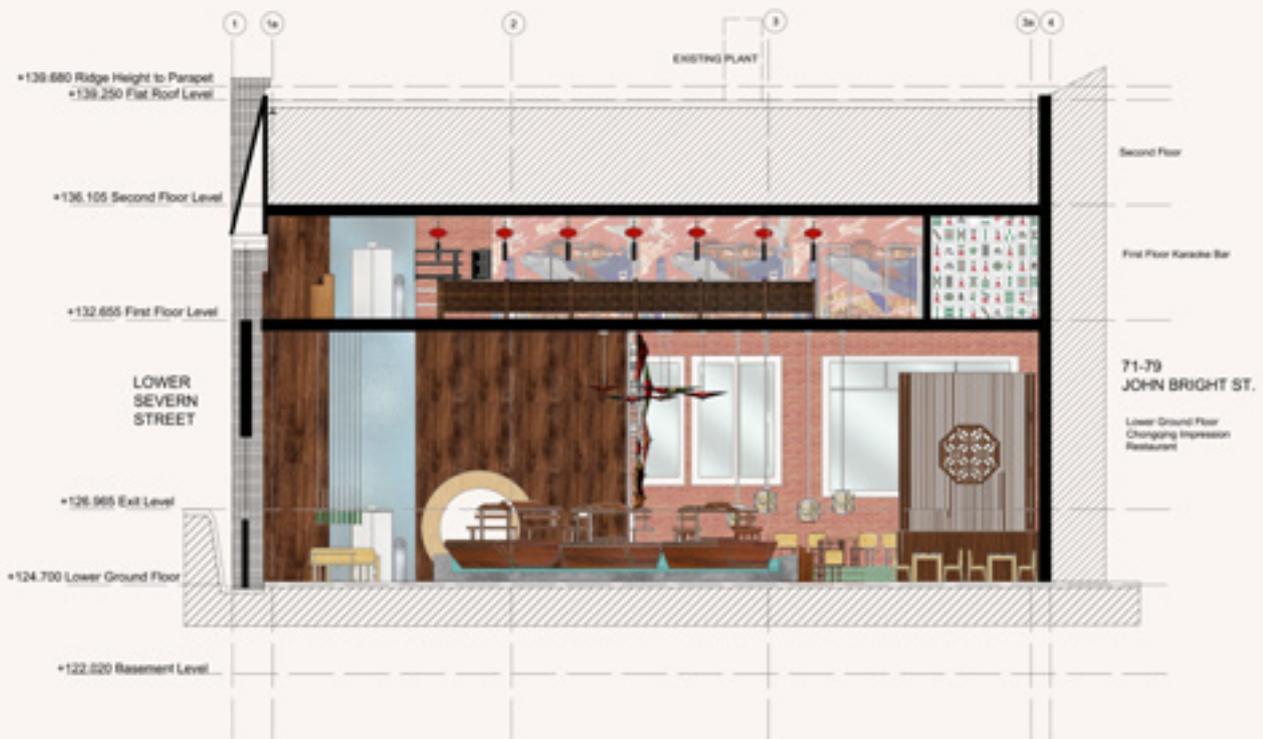


2 Lower Ground Floor Furniture Schedule
Scale 1:150@A4



1 First Floor General Arrangement Plan
Scale 1:150@A4





21 Section Through
Scale: 1:100



21 Section Through
Scale: 1:100





Reception

The entrance is located on John Bright Street. The lower ground floor is semi-basement so when people enter the space they first need to go down the stairs to the reception. The lift here is prepared for disabled people.



Umbrella Wall

The umbrella wall is the first Instagrammable spot in the space. It is located at the waiting area. It also work as a partition wall to separate the waiting area and the open dining area.



Open Dining Area

There are 3 open dining areas in the lower ground floor. They are surrounding the pool in the centre.



Medium Karaoke Room

There 3 types of karaoke rooms in the space. There are small, medium and large rooms. Each of them has its own interior theme.



Small Karaoke Room

The small karaoke room can contain 6-8 people.



Large Karaoke Room

The large karaoke rooms can contain 20-25 people.



The Pool And Boat Booths

The pool and boat booths are the main feature of the space. There are 6 boats placed in the pool, each of them can contain maximum 6 people.



The Reception of Karaoke Bar

Taking the lift to the first floor you would arrive at the reception desk of the karaoke bar. There are a few sofas placed in the same area.

02

FUN LAB DESIGN THE ASSAY OFFICE COSTUME CHANGING AND PHOTOGRAPHY DESIGN

INDIVIDUAL WORK

Project Title

ARC 6111 DESIGN INTEGRATION

Project Name

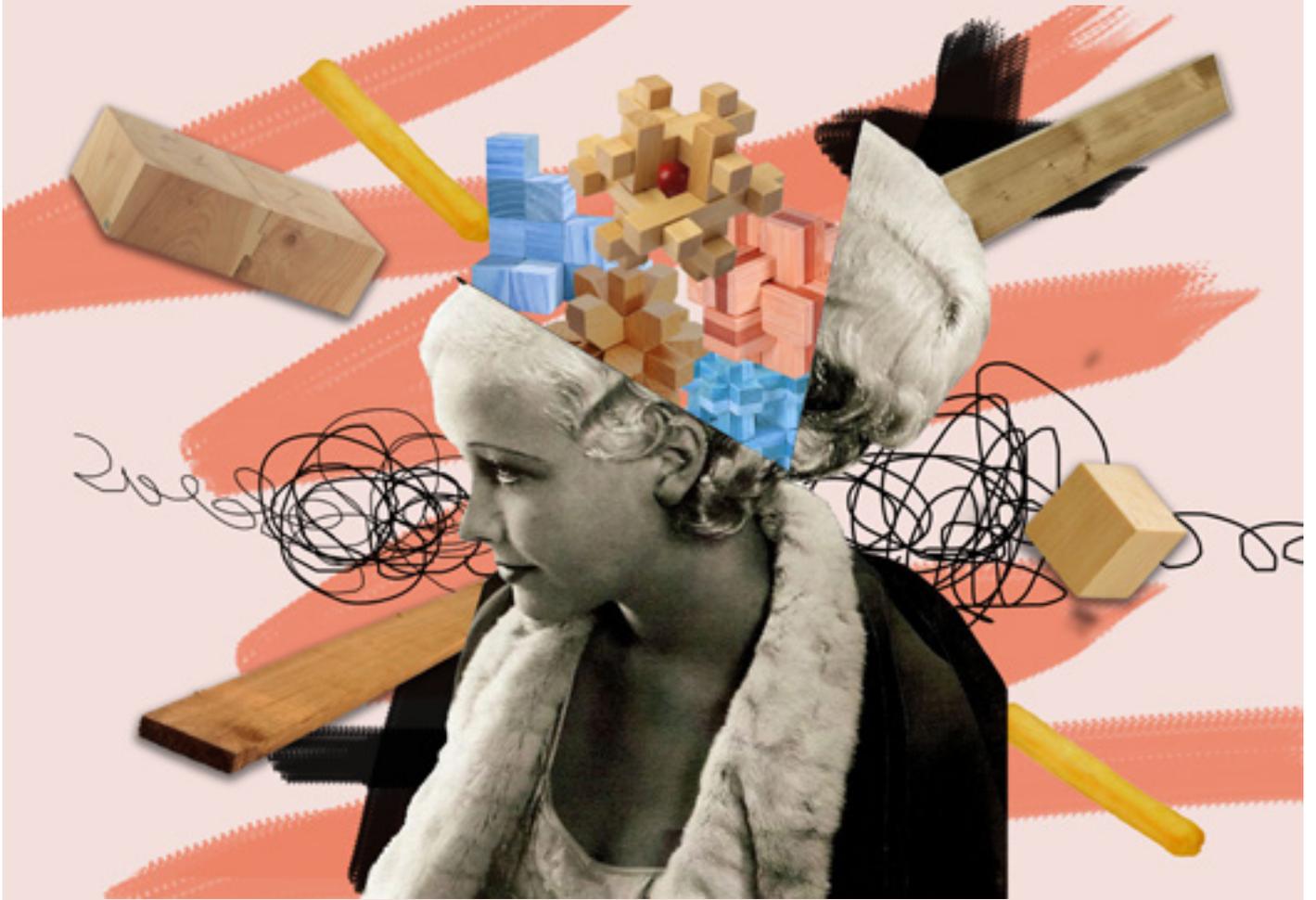
THE ASSAY OFFICE COSTUME CHANGING AND PHOTOGRAPHY DESIGN

Project Brief

Based on the topic of my dissertation, this project will be an commercial interior space that focus on Instagrammable and senses. I've always interested in hospitality design so for this project I will be designing a Chinese restaurant and the secondary use of the space is a karaoke bar.

Client

THE ASSAY OFFICE BIRMINGHAM

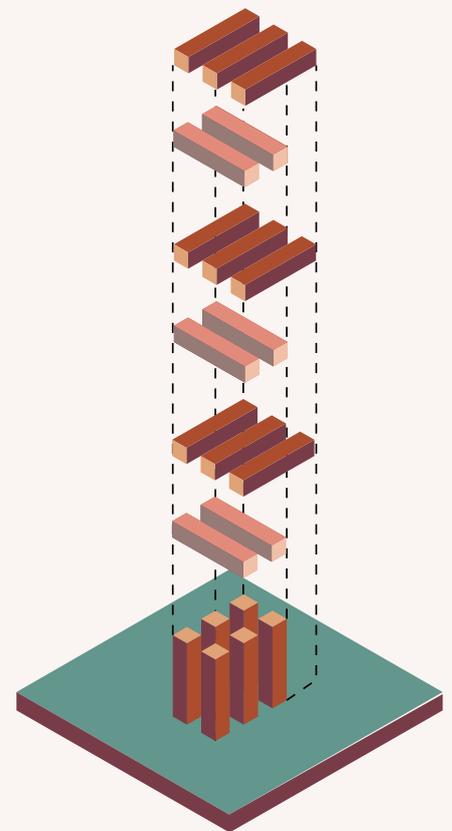


In this project, we were asked to design a 3D game and to apply this game to our project. The main project is to design a fun lab. Whatever we think is fun for us. I like taking Instagram photos so I decided to design a photography studio that offers costumes and a place to rest.

T H E K O N G M I N G L O C K

The game I designed is based on the Kongming Lock, also known as Kongming puzzle or Luban lock which is a traditional fixed coupler for civil engineering and construction in ancient China, and it is also an intellectual toy widely spread among Chinese people. According to Chinese folklore, it is invented by Zhu Ge Kong Ming, that is why it is called Kongming lock.

A Kongming puzzle is an interlocking puzzle consisting of notched sticks, combined to make one three-dimensional, usually symmetrical unit. These puzzles are traditionally made of wood, but versions made of plastic or metal can also be found. Quality Kongming puzzles are usually precision-made for easy sliding and accurate fitting of the pieces.



Description:

Material: Wood

Number of components: 21

Dimensions of each piece: 7.5cm x 0.8cm x 0.8cm

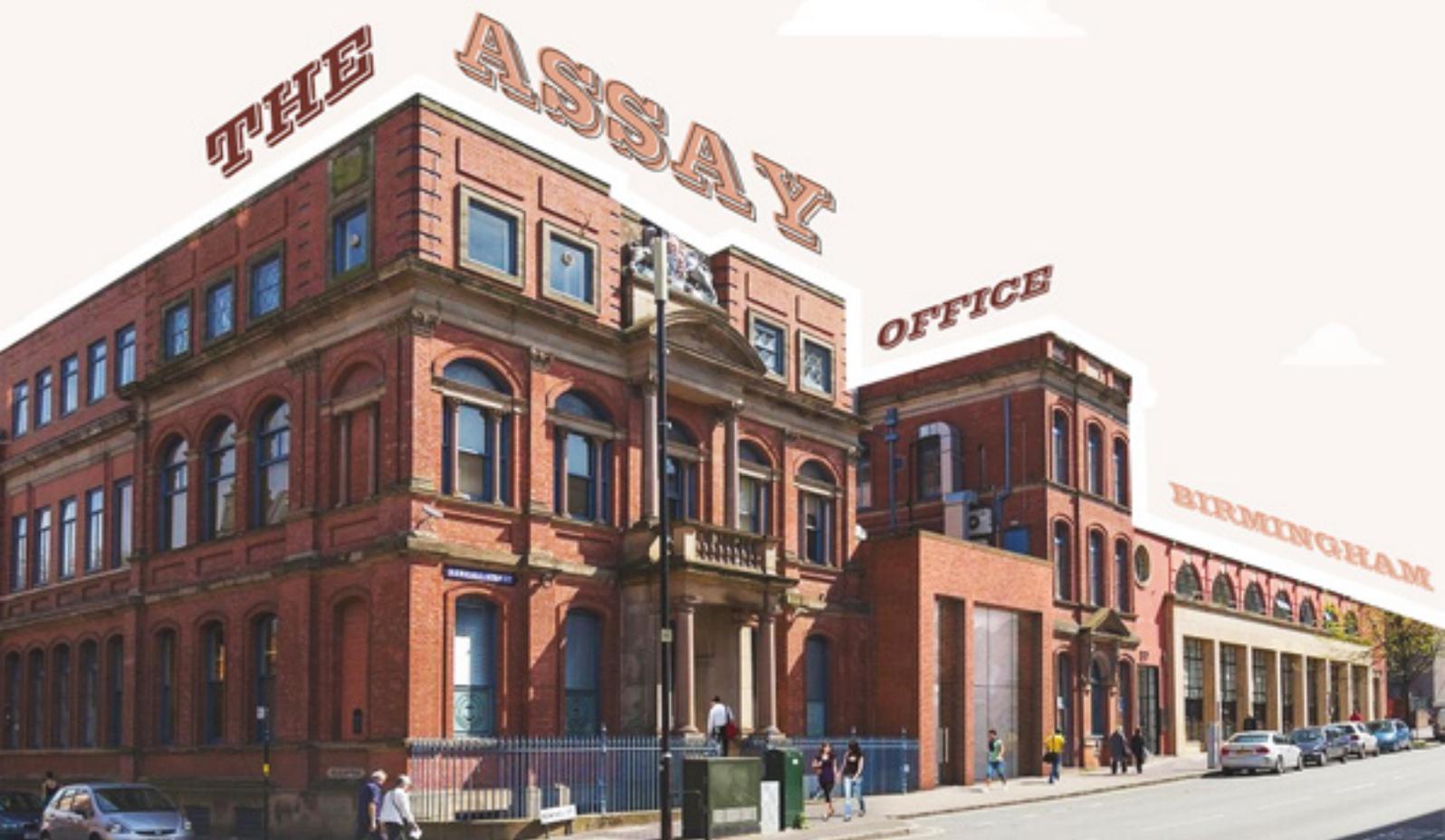
Number of players: 1

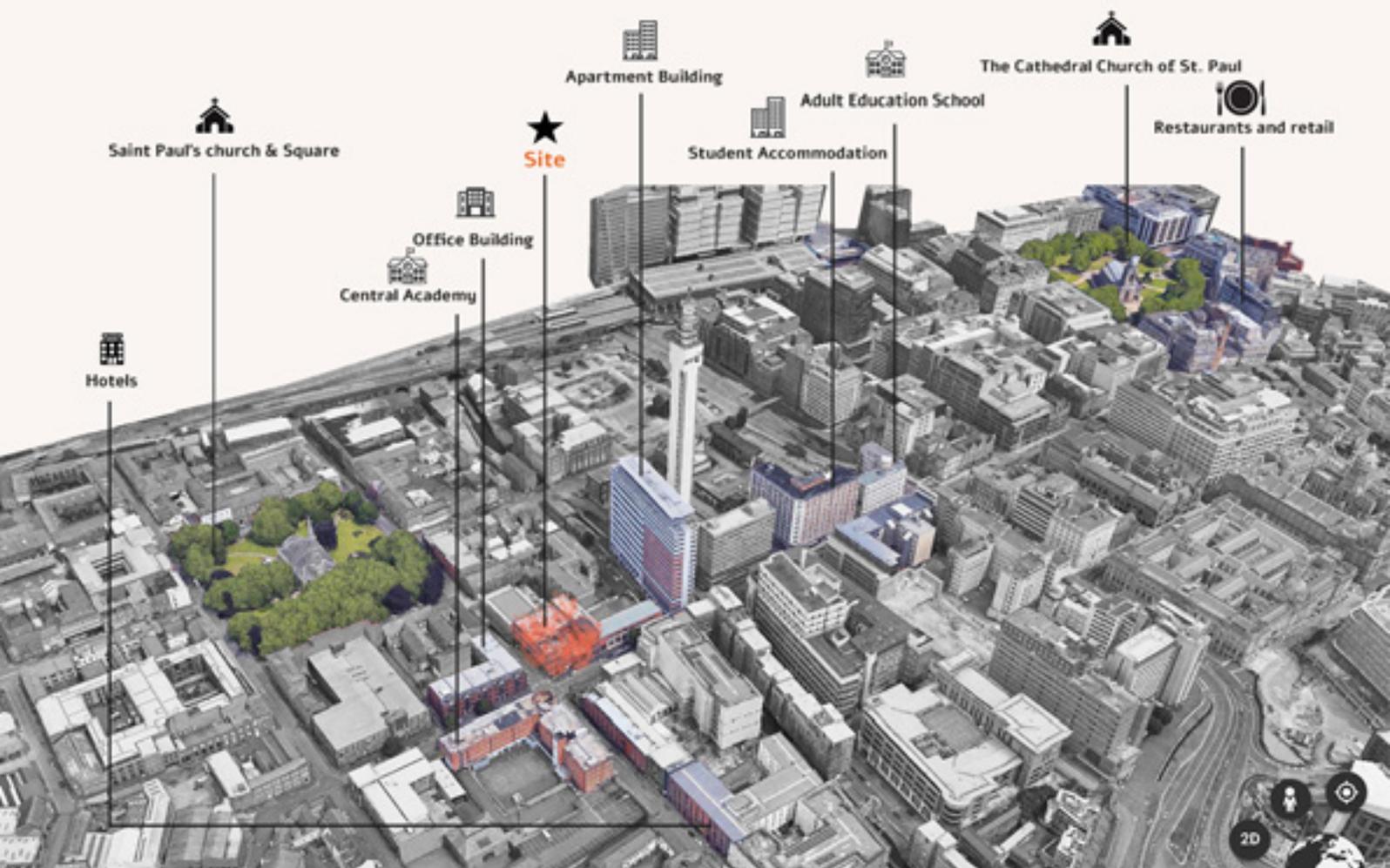
Game rules: Use at least provided 18 pieces of wooden components to make a Kongming lock. (See image on the right. There is only one way to make it) Player can try to unlock it after finishing the game if they wish.

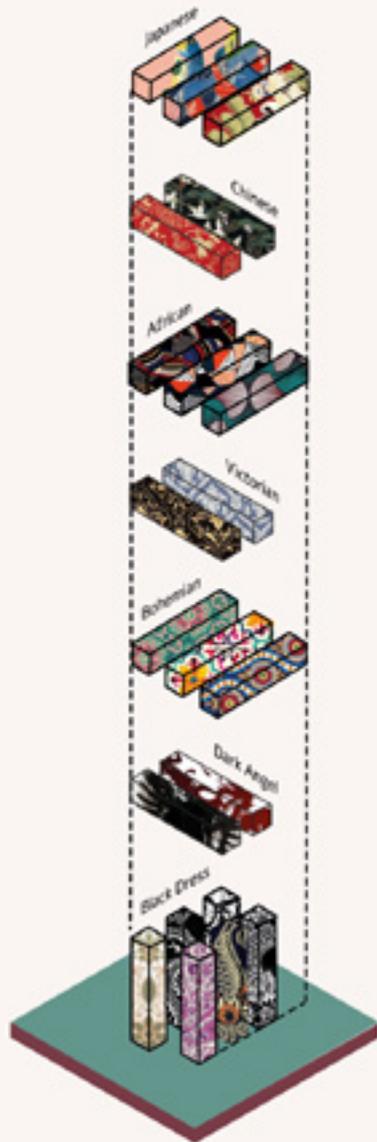
The

Assay

Office







This diagram is inspired by the game I designed, the Kongming lock. I imagine each block represent a culture, 21 blocks together built the whole lock in a way it means different cultures built the world today.



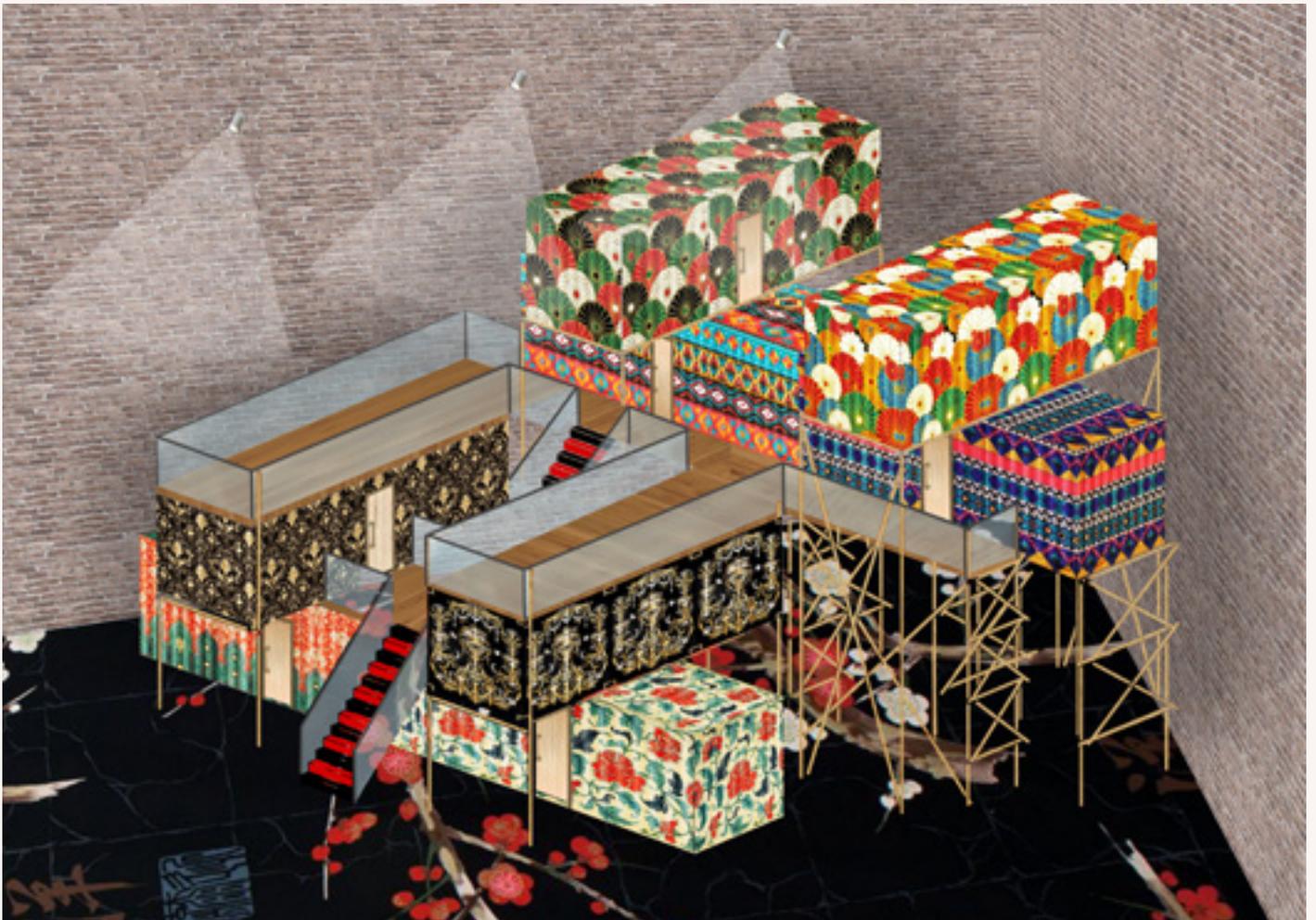
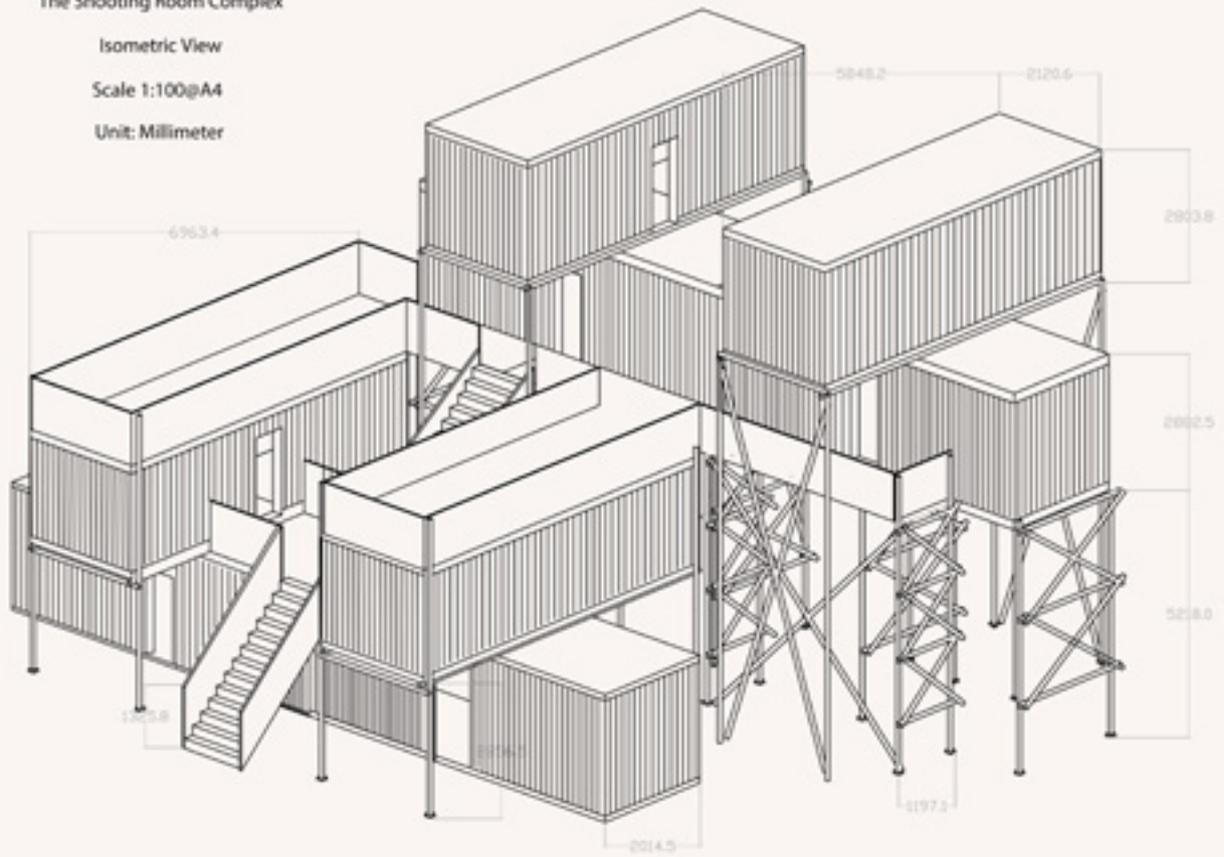
My concept is "Harmony in diversity" as Birmingham is a extremely race diverse city with more than 10 different ethnics and cultures. The harmony of this situation is similar to the concept of the game.

The Shooting Room Complex

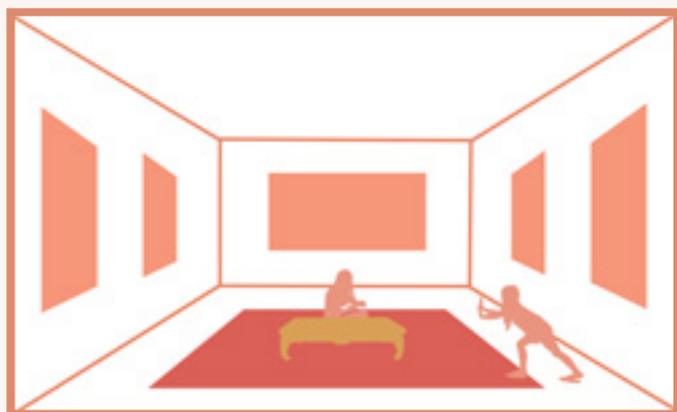
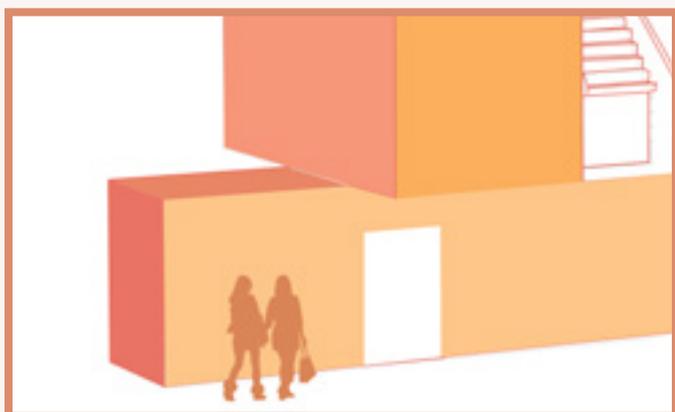
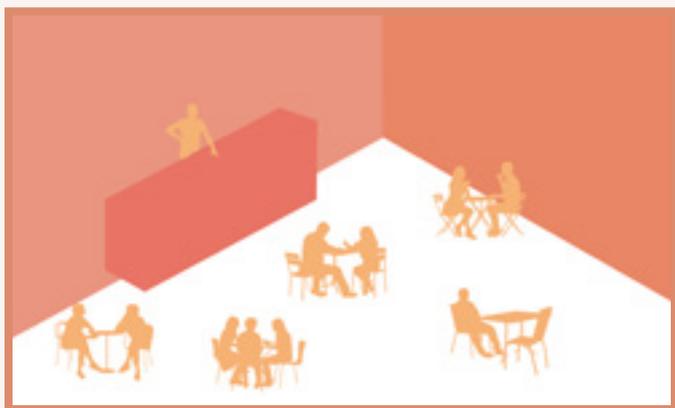
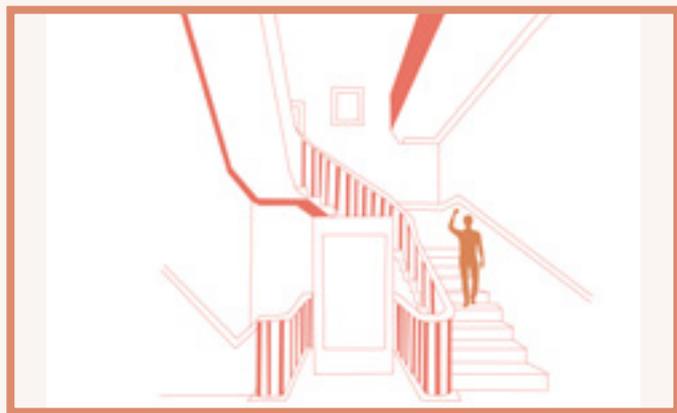
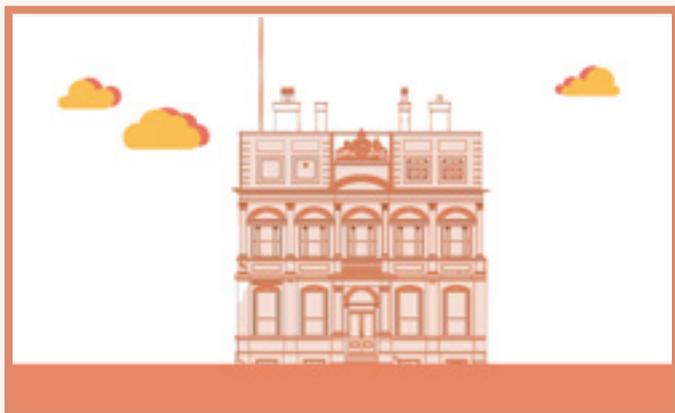
Isometric View

Scale 1:100@A4

Unit: Millimeter



Story board





Open Dining Area

The shooting room complex consists 8 rooms. 6 of them are shooting rooms. The top two rooms are just for decoration.



Cafe

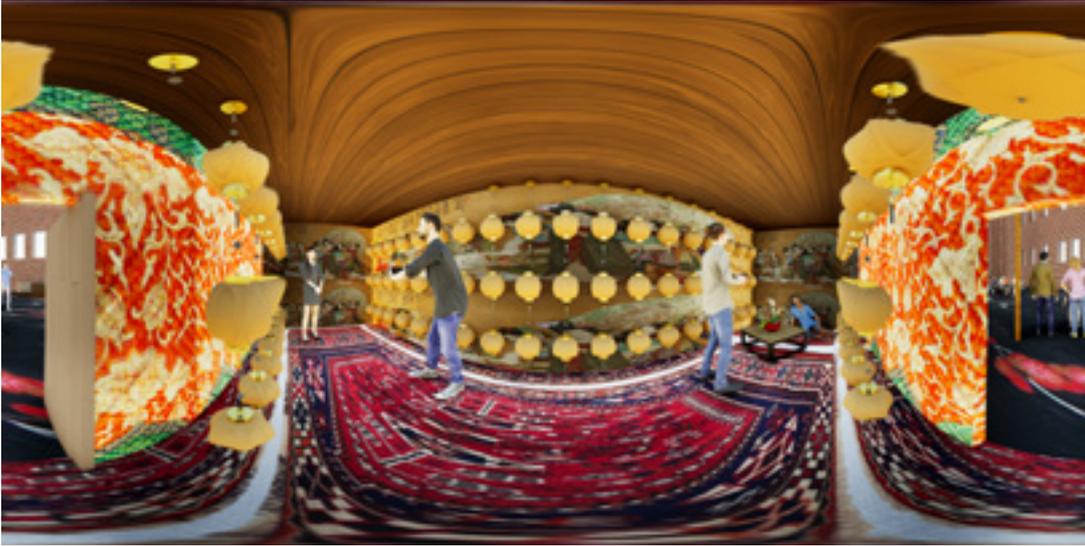
The cafe is located at the entrance of the space.



Overlook

The cafe provides tables and seats for customers to sit and chill.





Panorama View

The panorama view of Chinese theme room.



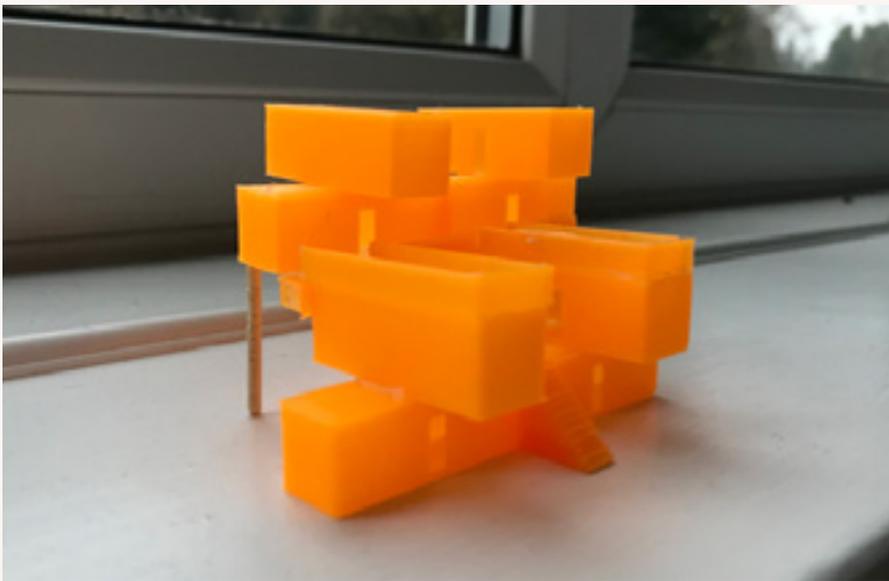
Panorama View

The panorama view of the black dress theme room.

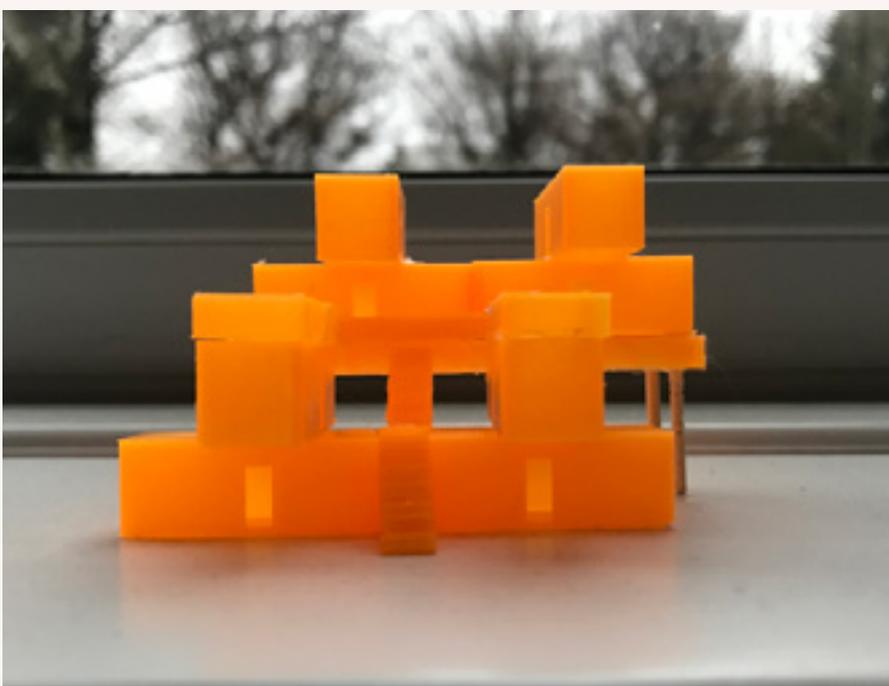
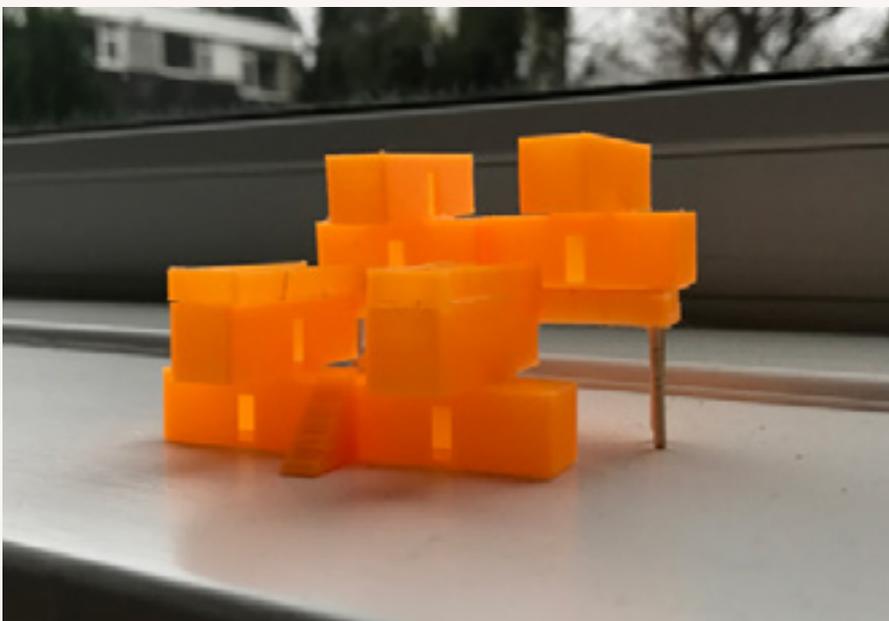


Panorama View

The panorama view of the bohemian theme room.



3D Printed Model of The
shooting Room Complex
Scale 1:250



03

CAR SHOWROOM DESIGN MERCEDES BENZ SHOWROOM DESIGN COMPETITION

GROUP WORK

Project Title

MERCEDES BENZ TAMWORTH SHOWROOM DESIGN COMPETITION

Participants

PHOEBE L, GERTRUDA B, KASPARAS V, KATERINA K, AMSAL H

Project Duration

2 1/2 WEEKS

Client

LSH AUTO

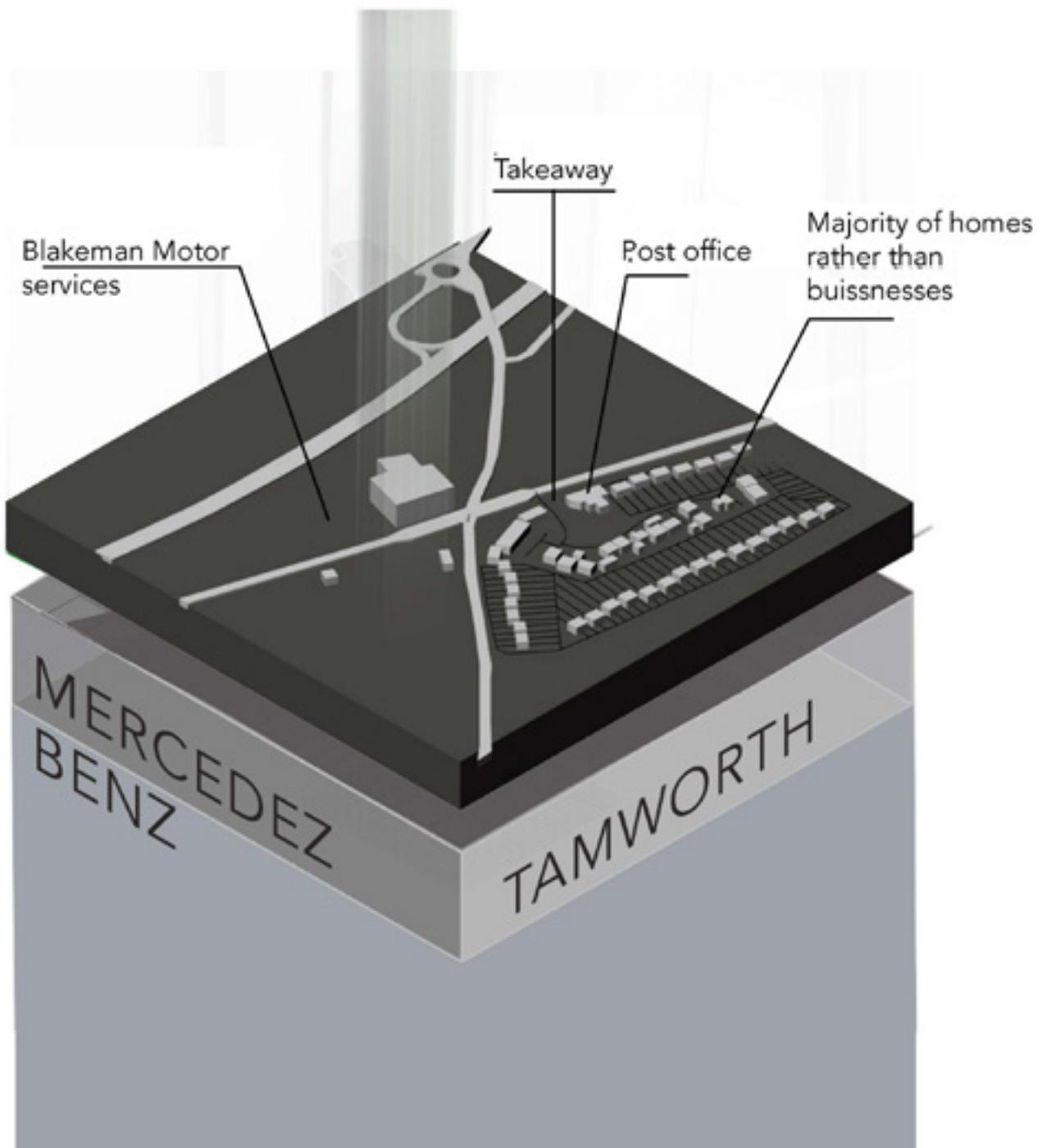


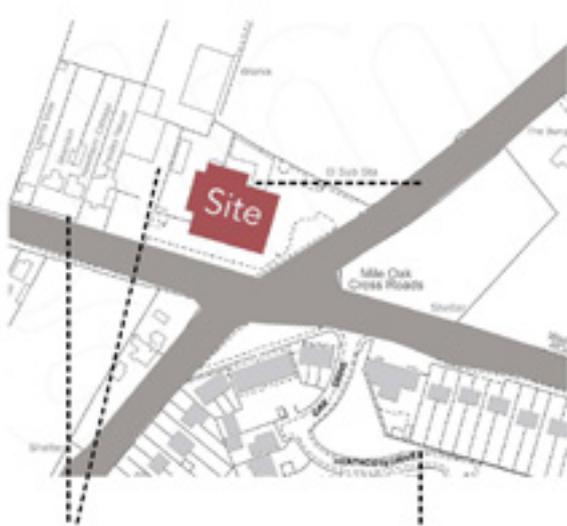
This is our proposal for a car showroom for Mercedes Benz. Working alongside LSH Auto. The showroom to be located within the existing site for Mercedes Benz of Tamworth.

Our design being driven by the values of the company, where through the examination of the client meeting, we found this aspect of trust to be significant, be it through customer service, working environment, and even for the progression of the company itself. This collation of themes developing our design concept into one that believes in “Breaking the barrier”.

Site Analysis

When analysing the site, we looked at what would help us with our own design, these including circulation, entrance and exit points, parking spaces, and the overall user journey before entering the interior site, this analysis ensuring that what/how we design is part of the entire customer experience.



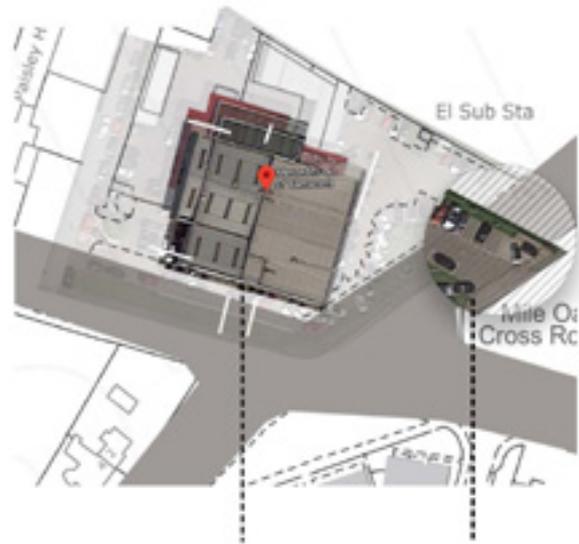


Open land

Homes, few businesses

Large areas of land, proposed building is easily able to be seen. No competition with other businesses.

Ability to create a more relaxed ambience, rather than one that is fighting for attention



Entrances and Exits

Parking for non-Mercedez cars

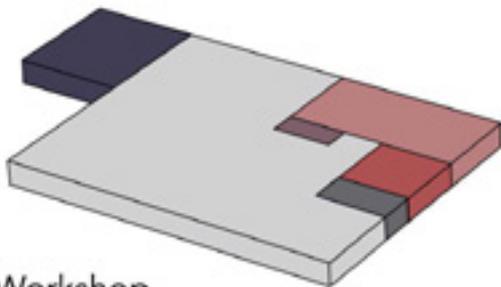
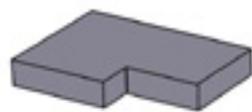
Driving toward the building, your view passes through the parked Benz cars and through the glazed windows into the interior, which also showcase the cars. This blurring the line between both.

The user is able to easily park and carry on that same path into the interior

Zonal Planning

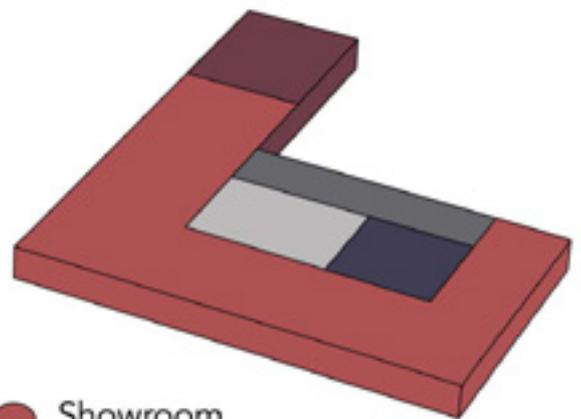
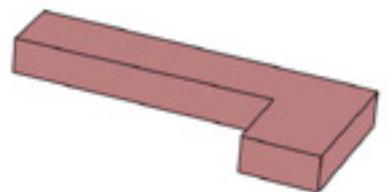
Showing zonals of the general arrangement plan for the 2 key spaces; The Workshop and the Showroom, with the secondary elements/requirements as part of them. Alongside looking at the connection between those spaces.

Workshop zonal

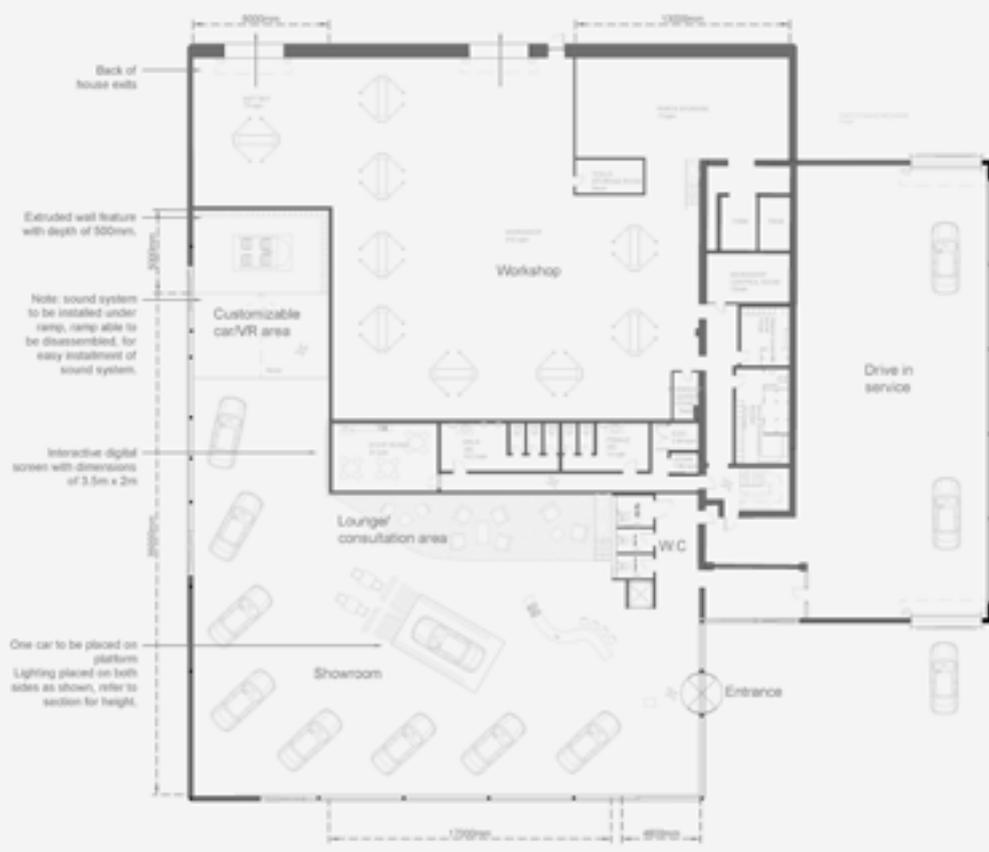


- Workshop
- Tank room
- MOT bay
- Parts storage mezanine
- Parts stoarge
- Control room

Showroom zonal



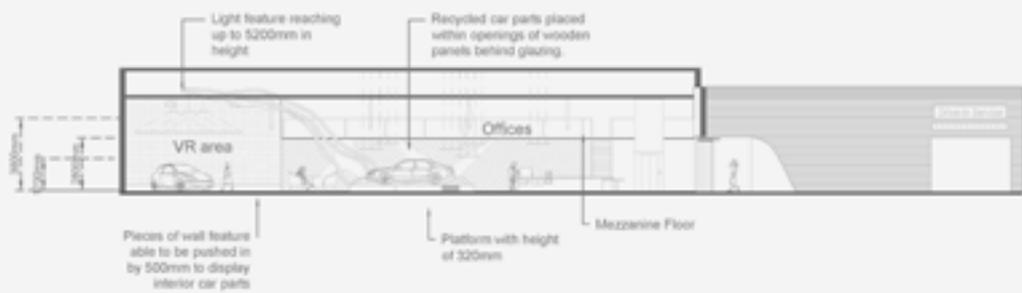
- Showroom
- Hero car
- Coffee area
- Lounge area
- Office mezanine
- VR area



⊕ Ground Floor Plan
Scale 1:200



⊕ Mezzanine Floor Plan
Scale 1:200



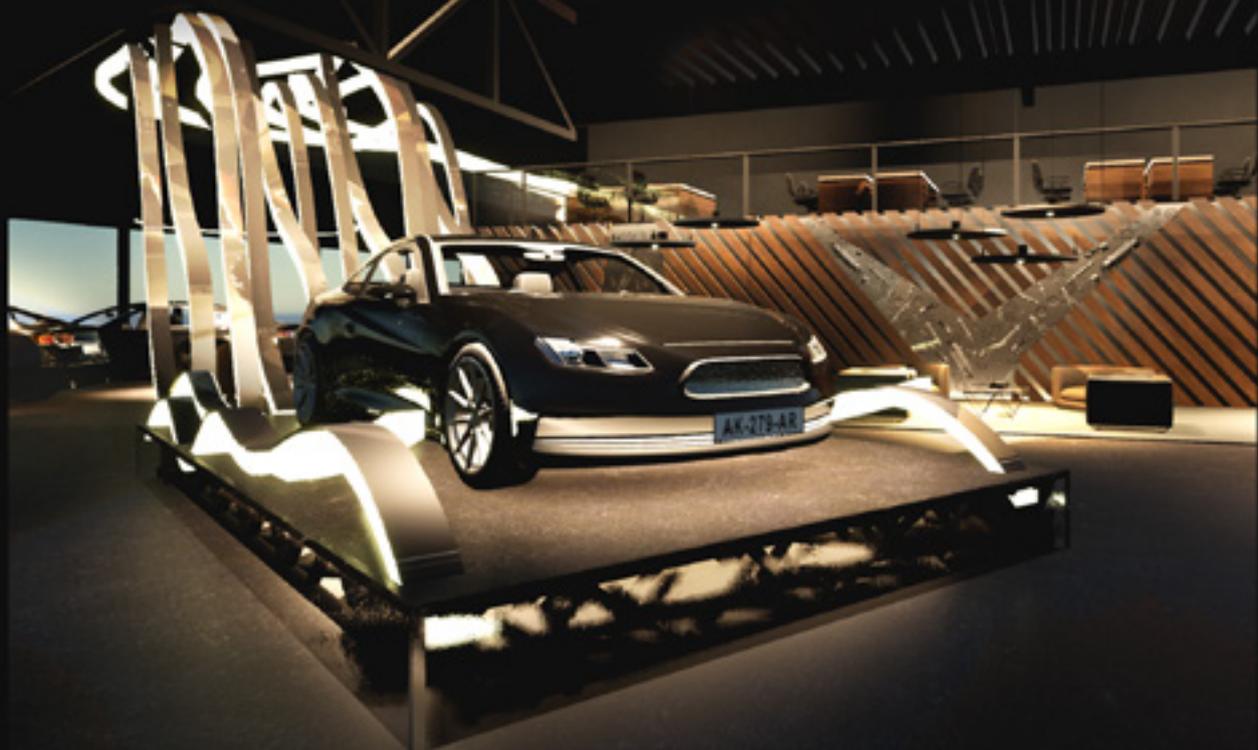
Mercedes Benz

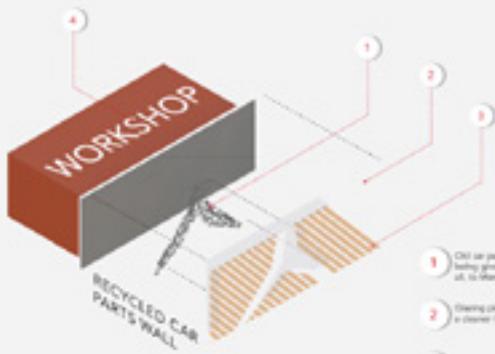
Showroom Design

Designing a Car Showroom for Mercedes Benz. Working alongside LSH Auto. The showroom to be located within the existing site for Mercedes Benz of Tamworth, the site distanced from any other competition, where the building doesn't need to fight for visibility. Rather it stands strong.

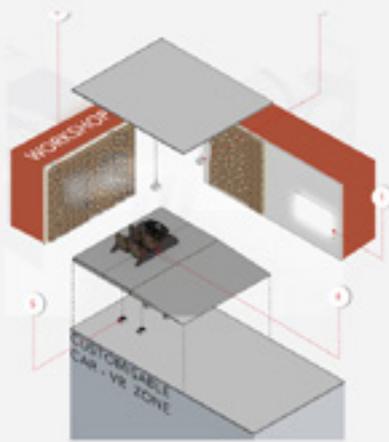
Our design being driven by the values of the company, where through the examination of the client meeting, we found that this aspect of trust, be it through customer service, working environment, and even for the progression of the company itself. This collation of themes developing our design concept into one that believes in "Breaking the barrier".

With this, our aim being to break that barrier, not only between front/back of house and clients, in an effective way, but also between the users emotions, this being to allow that excitement, and that build up to be released. This space achieves this through the journey of comfort, risk and ownership, where when one feels that comfort to let that guard down, revealing concealed emotions, Trust is gained.





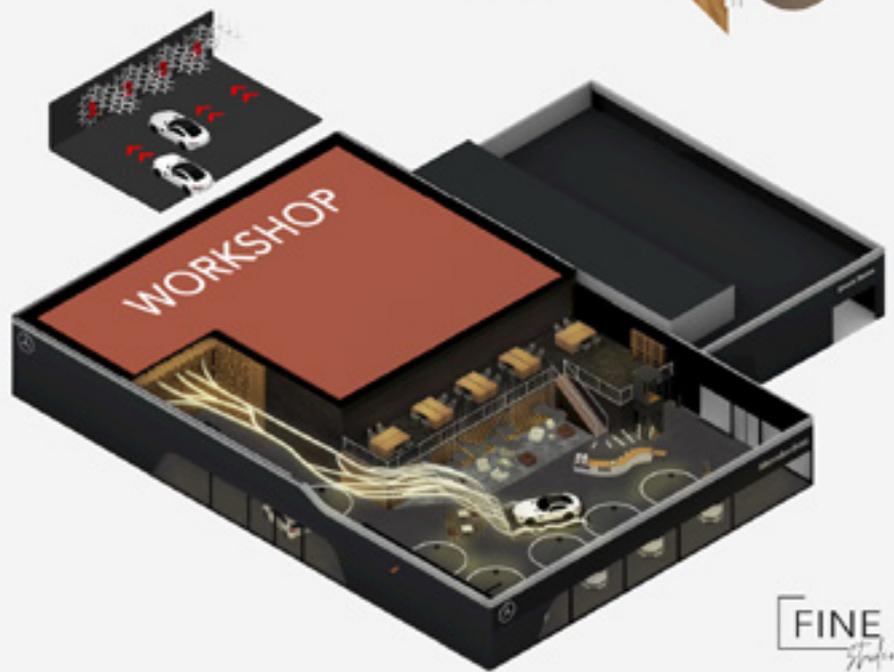
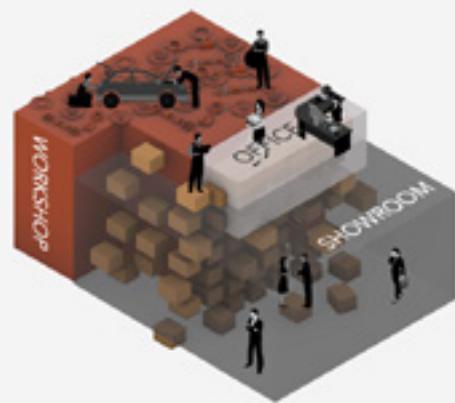
- 1 Old car parts taken from within the workshop, alongside being given by car workshops around the city, ending up at Mercedes.
- 2 Glass placed over the outside car parts, to allow for a cleaner finish, and low maintenance of the car parts.
- 3 Wooden panels to represent the warmth of being able to be the car parts program.
- 4 Back of house environment now opened into the front part of the space, allowing for a controlled lighting of back.



- 1 Interactive digital screen allowing TCU to explore Mercedes discounts in the form of a game.
- 2 Wooden wall feature allowing new interior car features and materials to be displayed for TCU to touch.
- 3 Registers displaying movement and information in relation to the interior car features for TCU to see.
- 4 VR use, allowing TCU to experience the safety of interior scenarios available at Mercedes, and choose your own.
- 5 Sound system within the zone, where TCU are affected by vibrations, just as when you start to be, on.



Drawings not to scale



04

URBAN DESIGN ***SCHOUWBURGPLEIN DESIGN***

INDIVIDUAL WORK

Project Title

MAJOR 2.2 SPATIAL DESIGN

Project Name

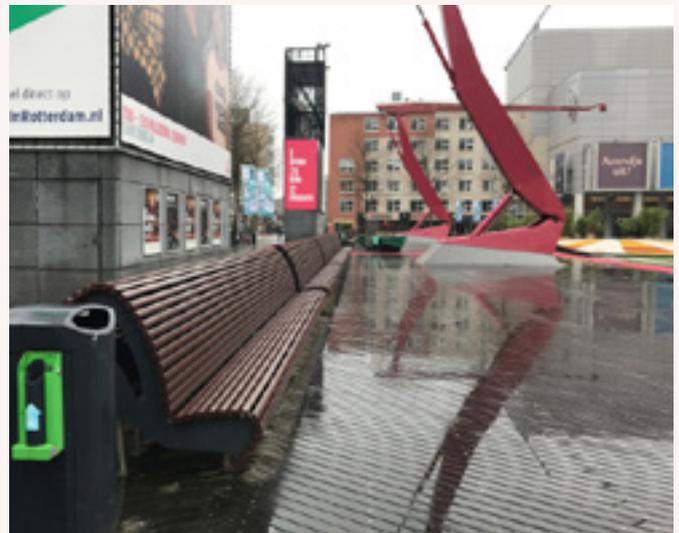
SCHOUWBURGPLEIN(SQUARE) DESIGN

Project Brief

To redesign the Schouwburgplein(The Theatre Sqaure)
in Rotterdam.

Client

ROTTERDAM CITY COUNCIL



Site Address:

3012 CL Rotterdam, Netherlands

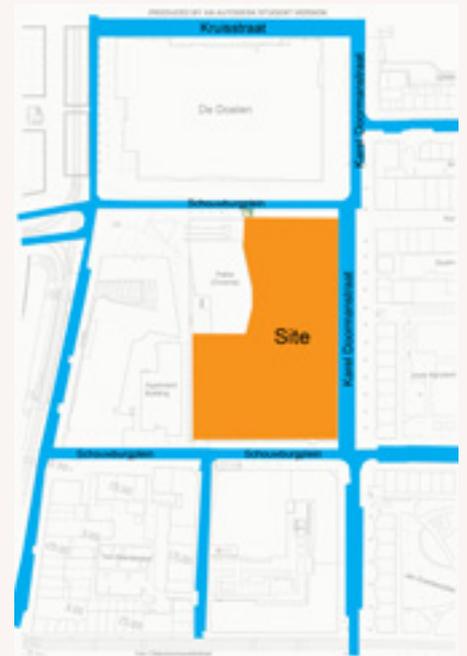
The site is located at the city centre of Rotterdam. It is an open public square.



PEDESTRIAN ROUTE



VEGETATION



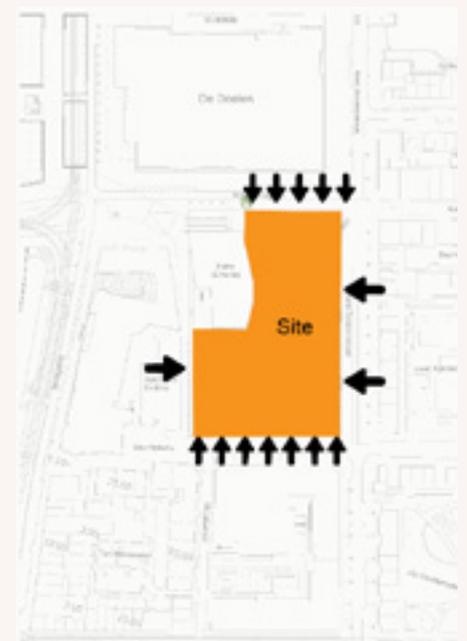
BICYCLE PATH



SPATIAL PLOTS



RESIDENTIAL



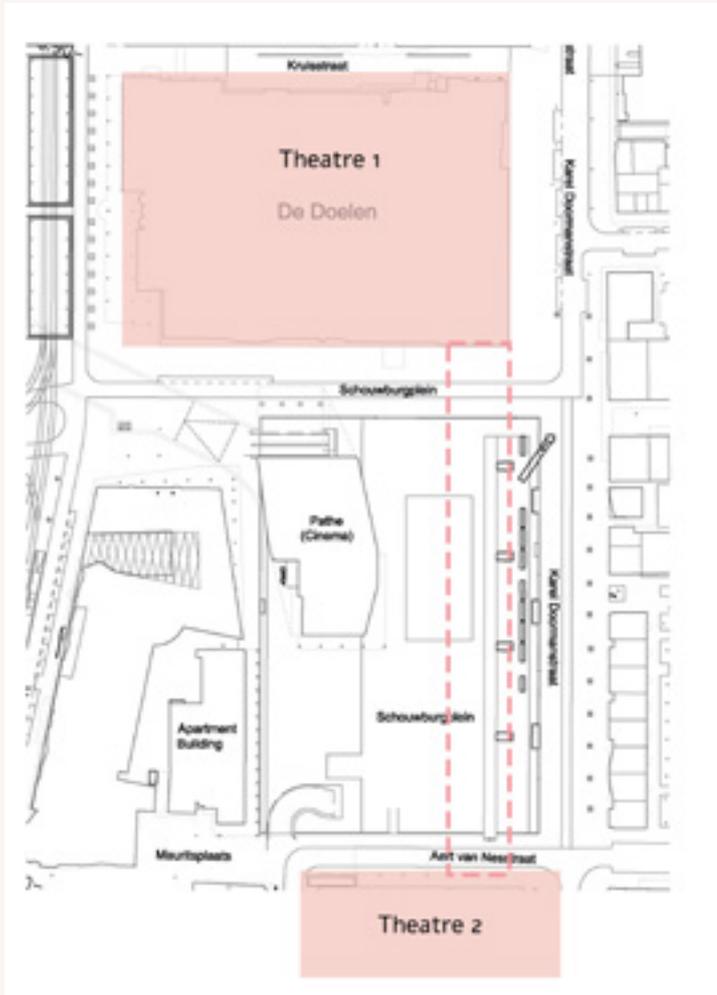
WAY IN



The site is located at the city centre of Rotterdam. It is an open public square.

“ An Instagramable Landmark For Everyone ”

“CONNECTION”

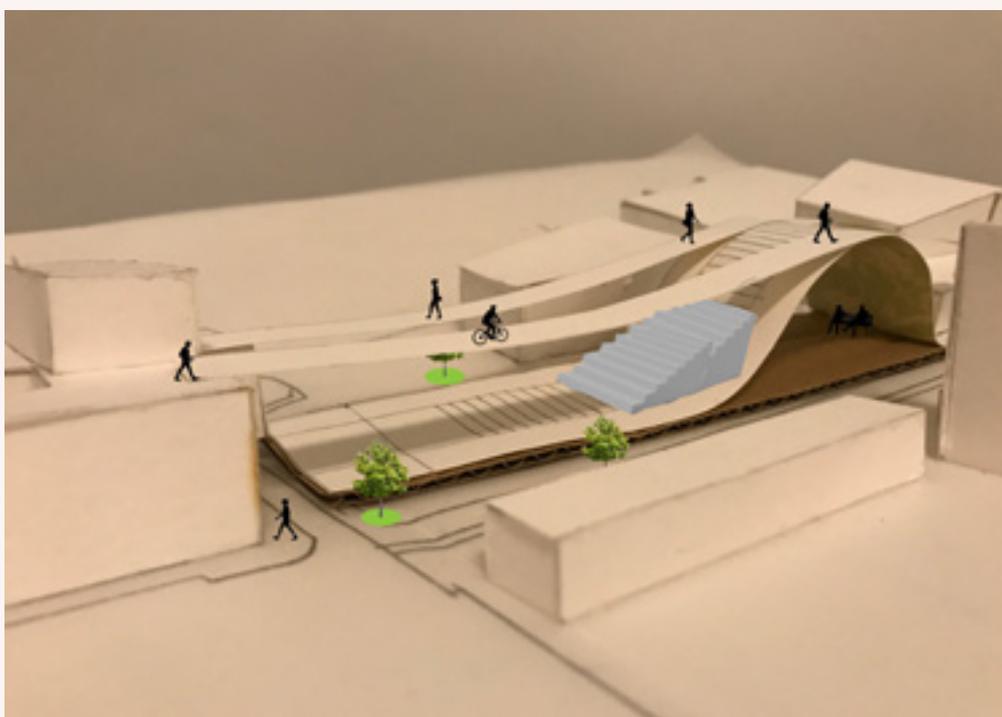


The square at this moment is not being used well and it is such a waste. Considering the location and the size of the square, I think it is a perfect location to build a new landmark of Rotterdam and also to use the space smartly.

When I looked at the square, I feel this big space has almost no connection to its surroundings. It is a completely isolated space. So to connect it to its surroundings, I decide to make “connection” as my design concept.

The image on the left is showing the area that connects the entrances of the Rotterdam Theatre, De Doelen and the Pathe. The shape looks like a bridge.

So I am thinking to build a bridge to connect the theatres. The pathe does not have a terrace so probably it only connects the De Doelen and the Rotterdam Theatre.



This paper model shows how the connection concept would work. To build a connection between the De Doelen theatre and the Rotterdam Theatre.

File Name: Schauburgplein Plan
Scale: 1:1
Paper Size: A3
Designer: Jing Liu

