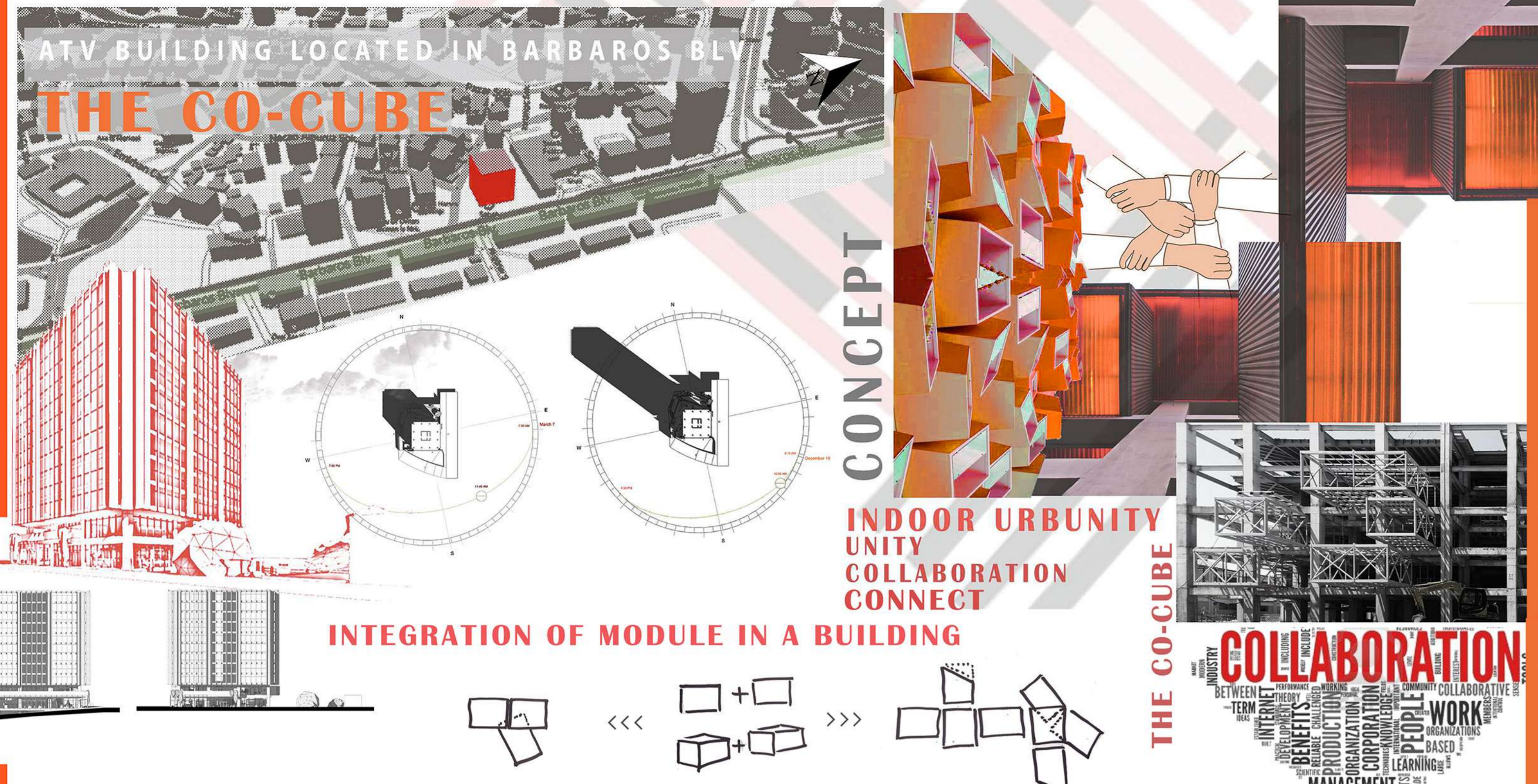


PUBLIC INTERIOR DESIGN - COWORKING SPACE



I use the concept of Unity collaborate for this project to support the idea of the working in a teams and I tried to reflected in my design with collaboration of slabs and cubes with different color together. Also each cube be formed as combination of module cube together. Therefore I named may project THE CO-CUBE.

By extending the cubes out of the galley and building, I tried to express the idea and break the monotonic atmosphere.

I designed the ground floor and basement more freely to give people a place can discuss and enjoy on the other hand the mezzanine floor is more quiet than the others is a place to focus and deep concentration.

By opening the galley in two floors and connecting them with the frame of working space cubes, I tried to give the ambiance of working, and encourage people to work. Also bring the light in basement was my other goal that I supported with the designing the am phi in it and also small winter garden in the building to have the nature in.

By designing the bazaar in the garden I tried to show the connection of working and economy to support the employees and encourage the locals to use the path of public area and keep the building alive also in the weekend.

