

ŠKODA interior orientation system

FLO|W studio

Kurilla - Prokop studio

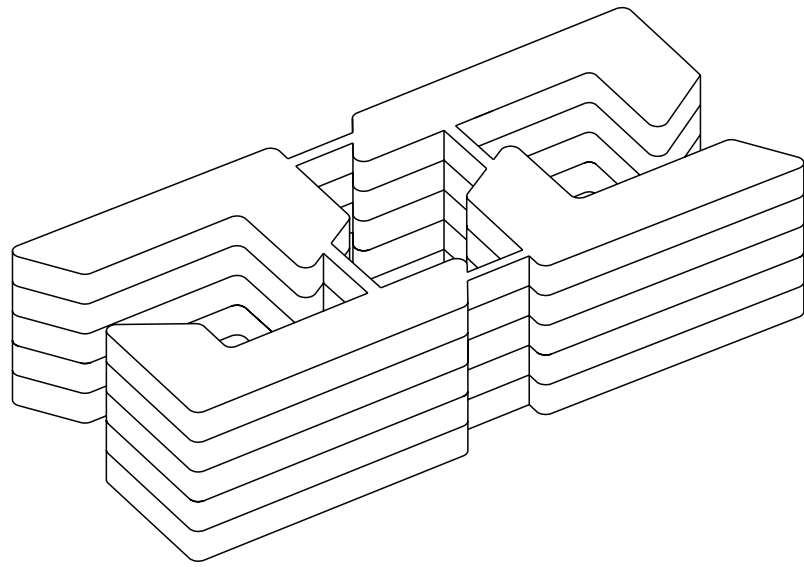
FA ČVUT 2021/22

Prague

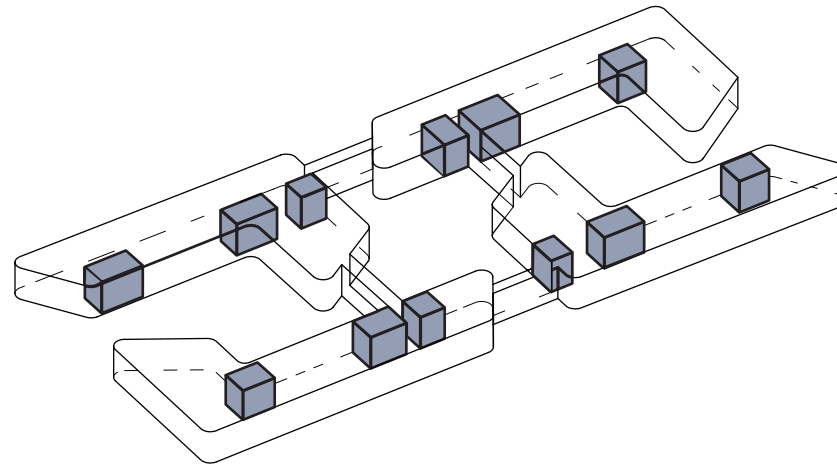
author: Gregor Jošt

mentors: Ing. arch. Lukas Kurilla, Ph.D., Ing. arch. Simon Prokop

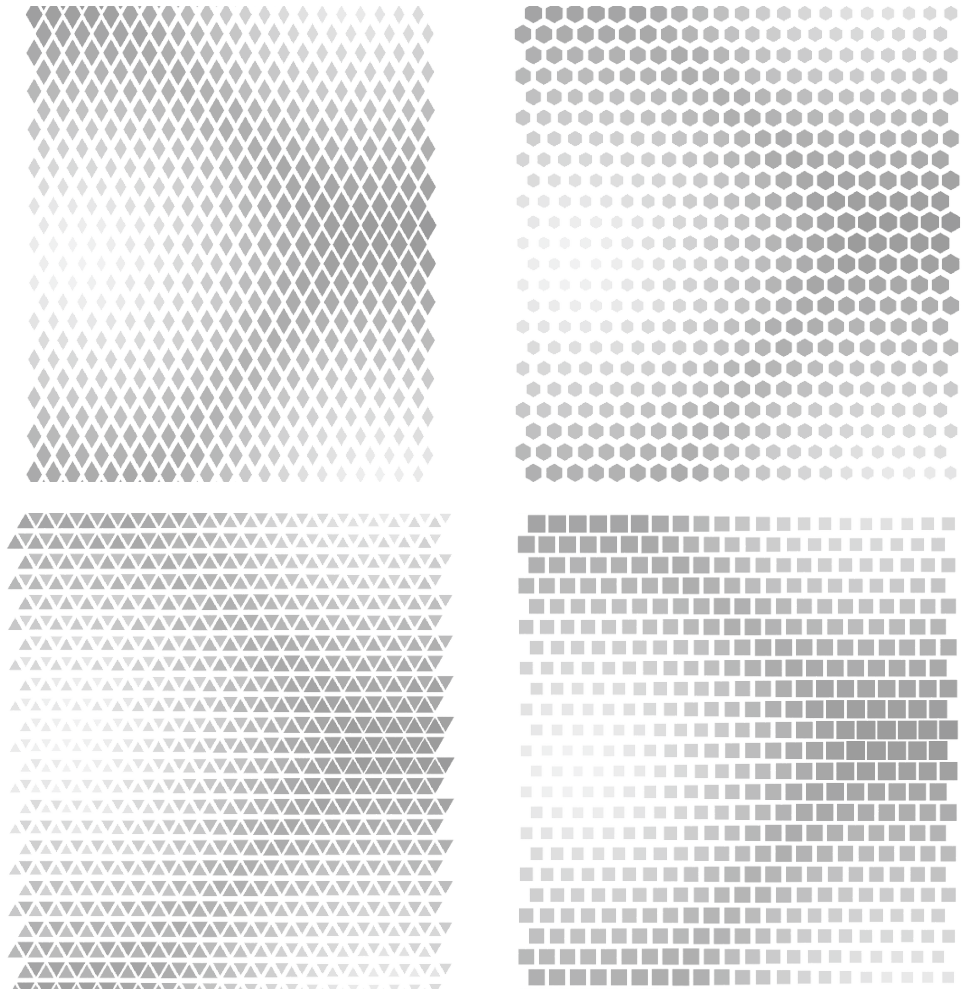
Assignment



Creating an easy understandable system which would guide you through the building.



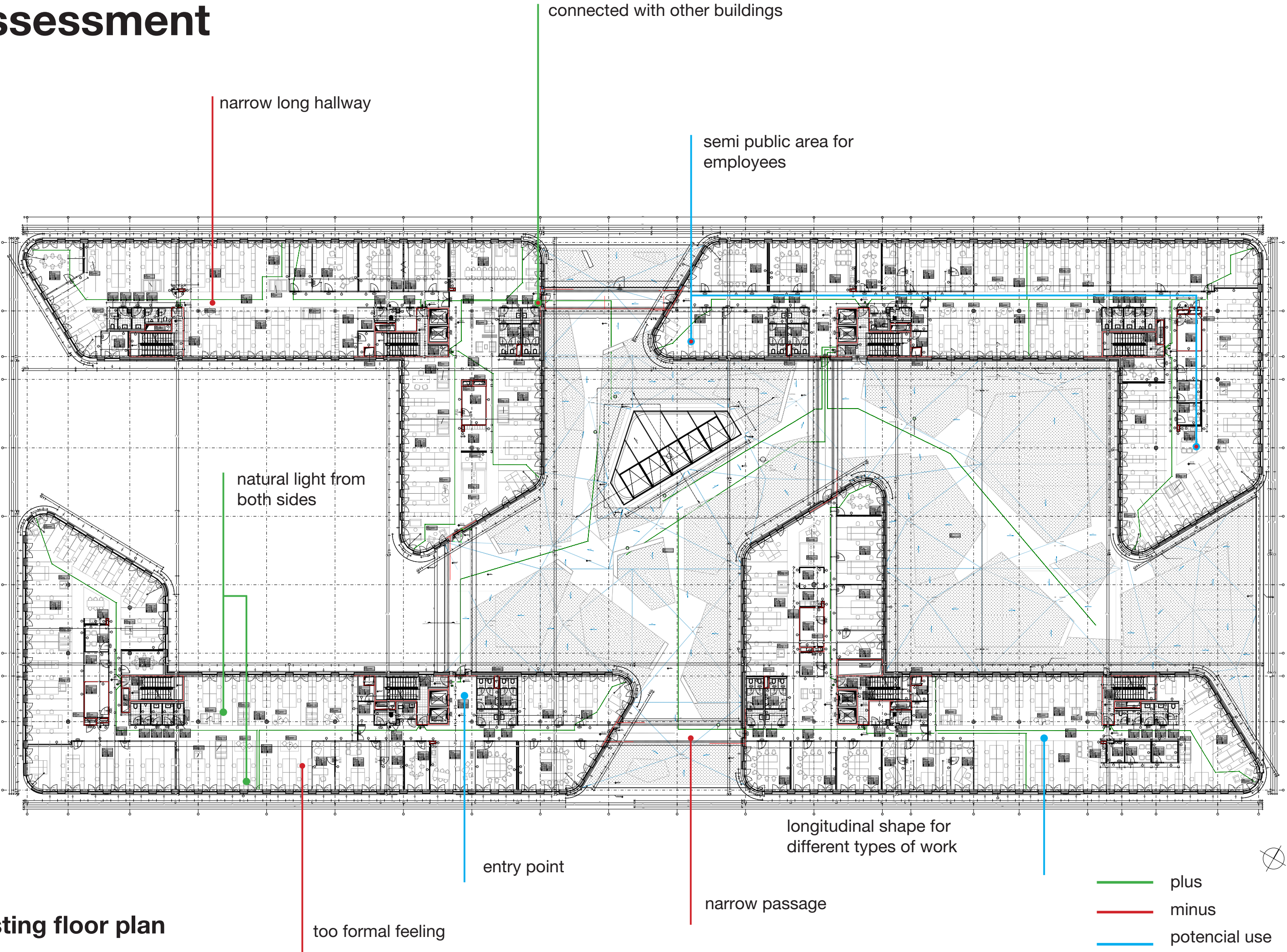
Proposing a different options of the floor plan distribution in the building limits.



Proposing some design ideas of the interior.

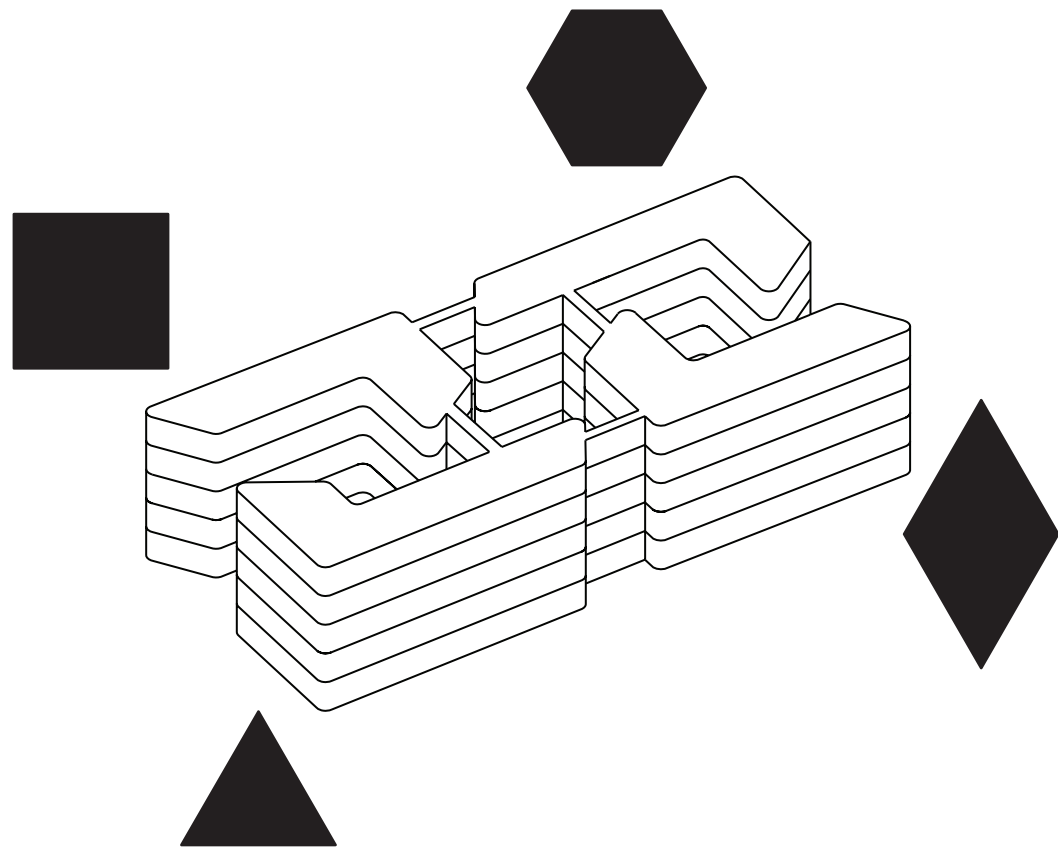
Assessment

existing floor plan



Logic of orientation

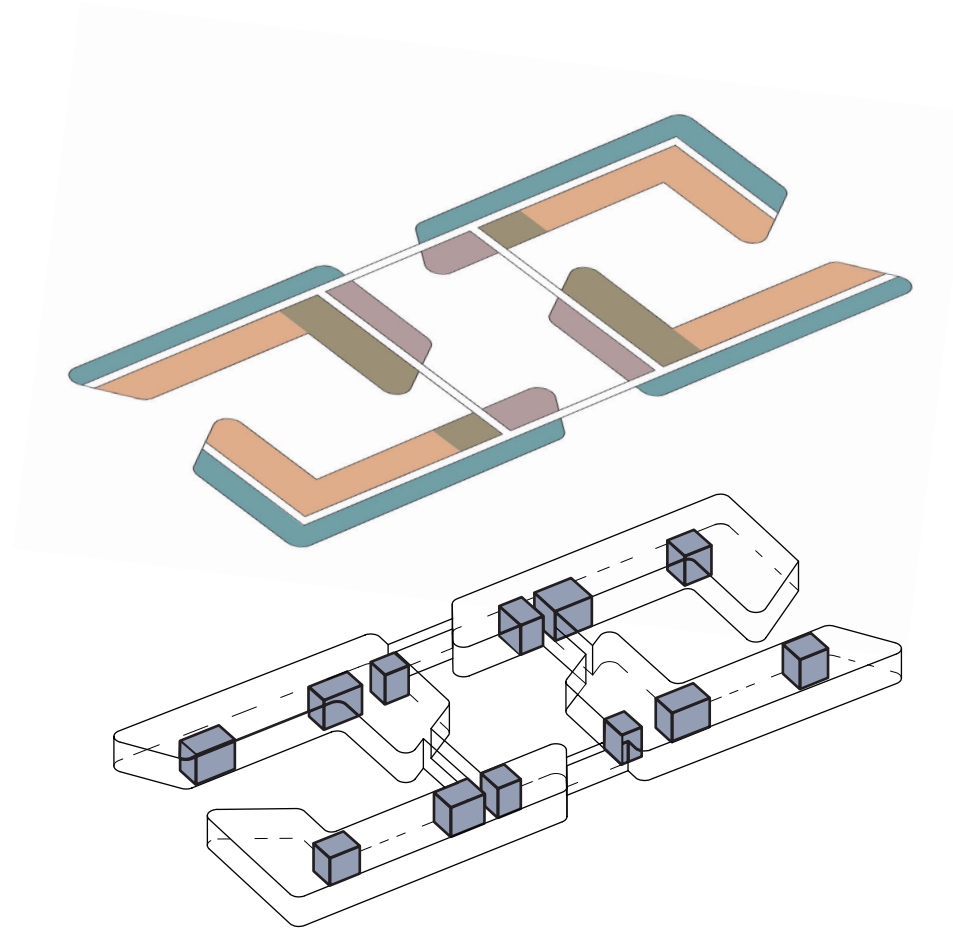
hiararchy orientation system



1. level

4 building & 5 floors

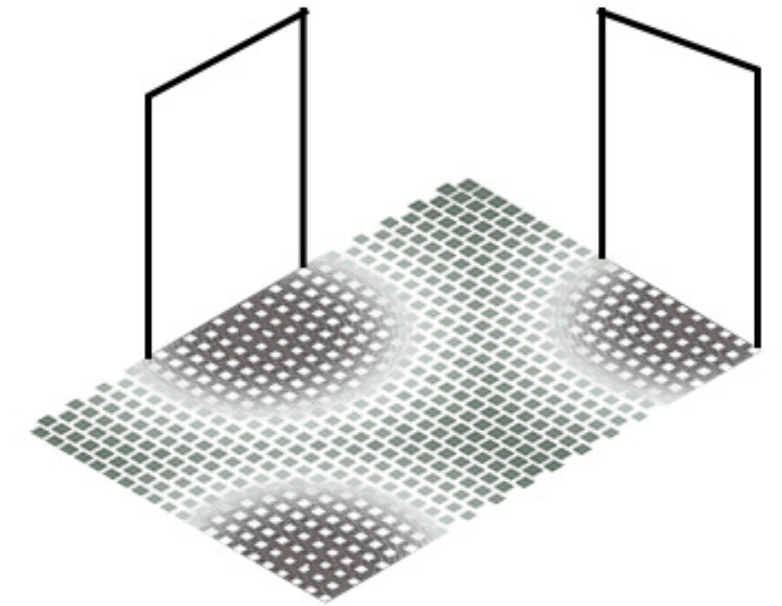
- 4 different polygonal shapes
- 5 variations of those polygonal shapes



2. level

4 colors for 4 different sectors

- individual offices
- multi-function spaces
- group offices
- break rooms



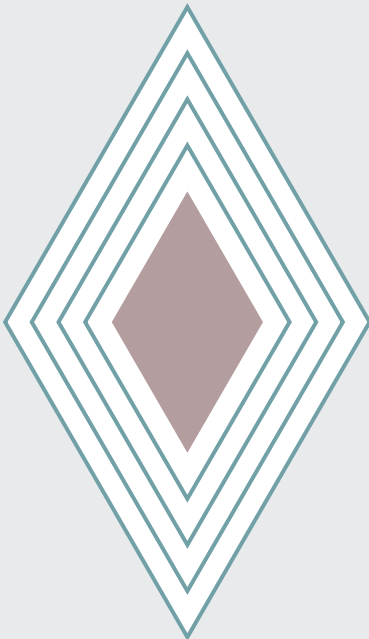
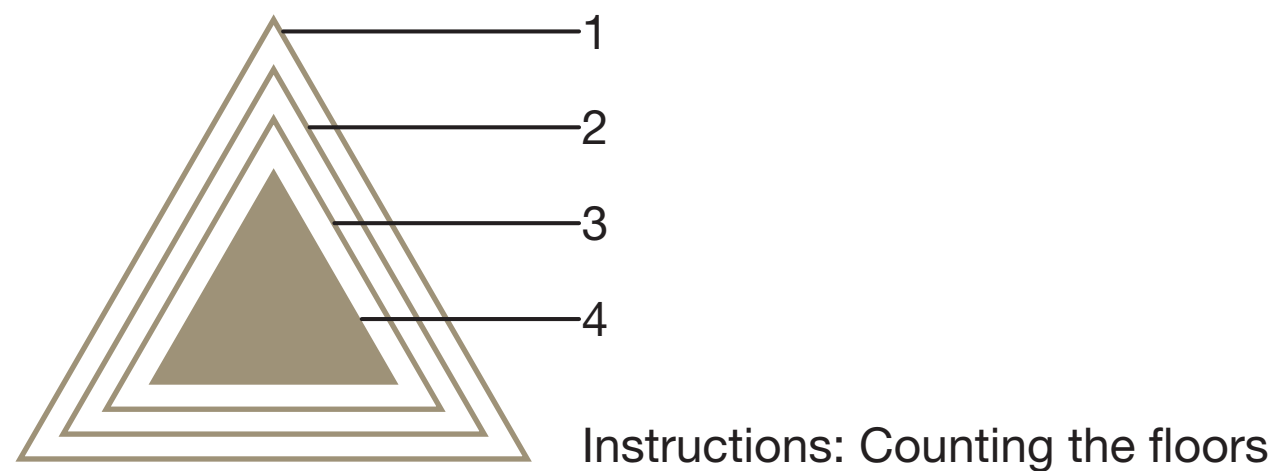
3. level

color fading

- gradient changing based on entries to spaces

How to find the right place?

Before you enter the complex you get “roadmap” that tells you which building to enter (polygon shape), which floor to go to (polygon variation), which part of floor certain office is (polygon color) and where you should enter certain room (polygon pattern color fading).



Example: You should go to hexagon building (polygon shape), to the 4th floor (polygon variation), into individual offices sector (blue color) and then find the person you are looking for by looking for entries to offices on the floor (polygon pattern color fading) and/or reading the tag on the office doors

Example: You should go to square building (polygon shape), to the 1st floor (polygon variation), into group offices sector (orange color) and then find the person you are looking for by looking for entries to offices on the floor (polygon pattern color fading) and/or reading the tag on the office doors

Example: You should go to rhombus building (polygon shape), to the 5th floor (polygon variation), into break room sector (purple color) and then find the person you are looking for by looking for entries to offices on the floor (polygon pattern color fading) and/or reading the tag on the office doors

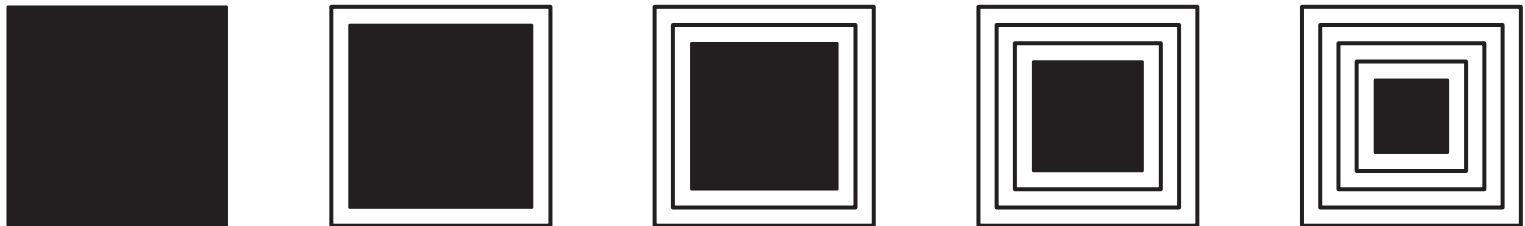
Concept level 1_basic shapes of polygons

4 building & 5 floors, 4 different shapes & 5 different variations

1st building_triangle



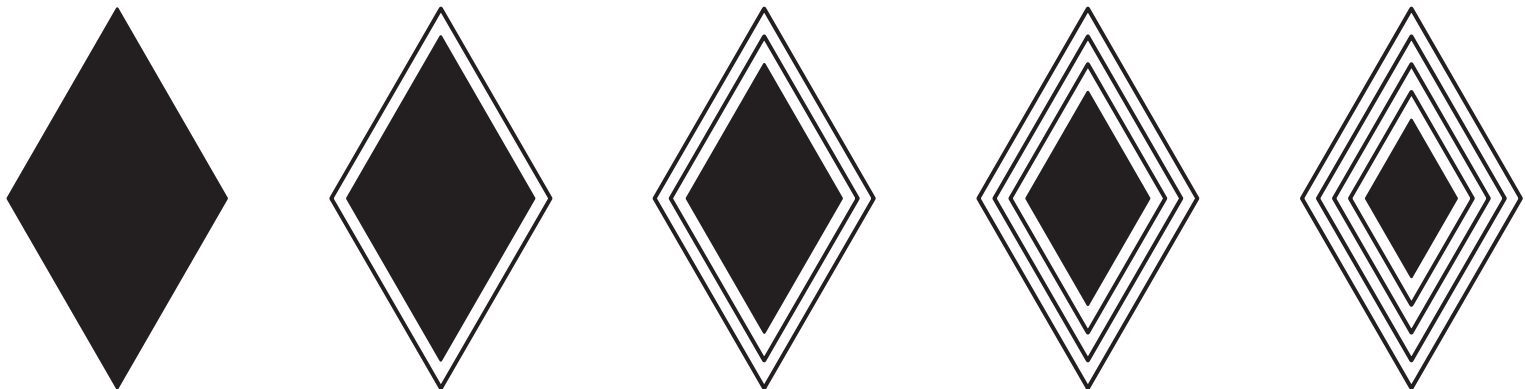
2nd building_square



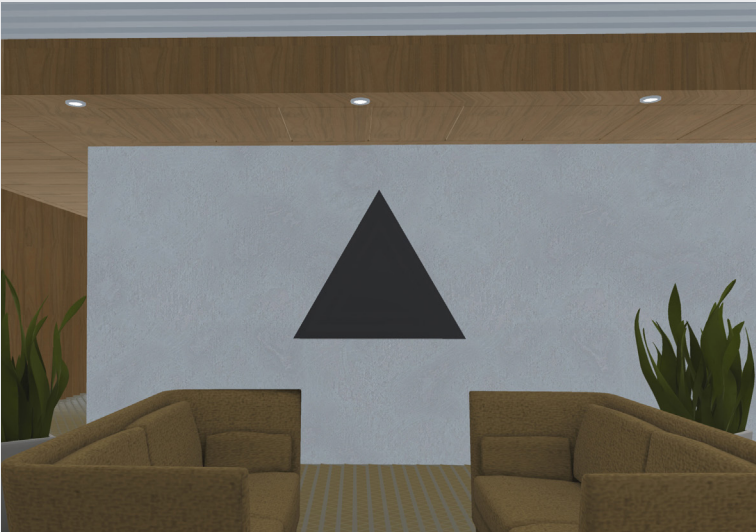
3rd building_hexagon



4th building_rhombus



floor number (1st to 5th)

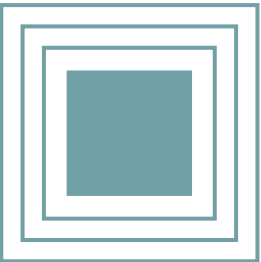


example of use (ground, 1st and 2nd floor)

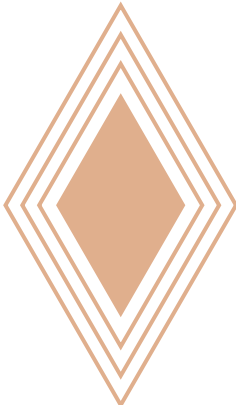
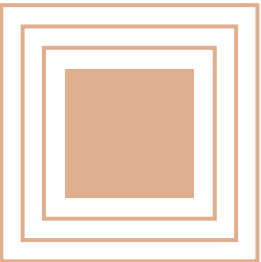
Concept level 2_colors

4 different types of spaces in each building and each floor (proposal)

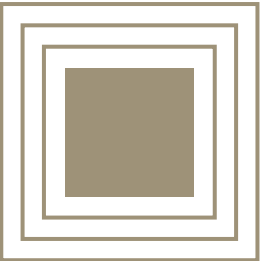
Individual offices



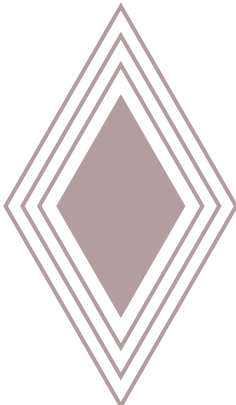
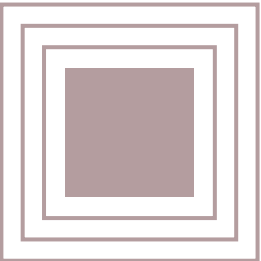
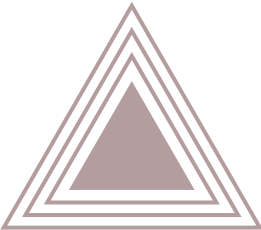
Group offices



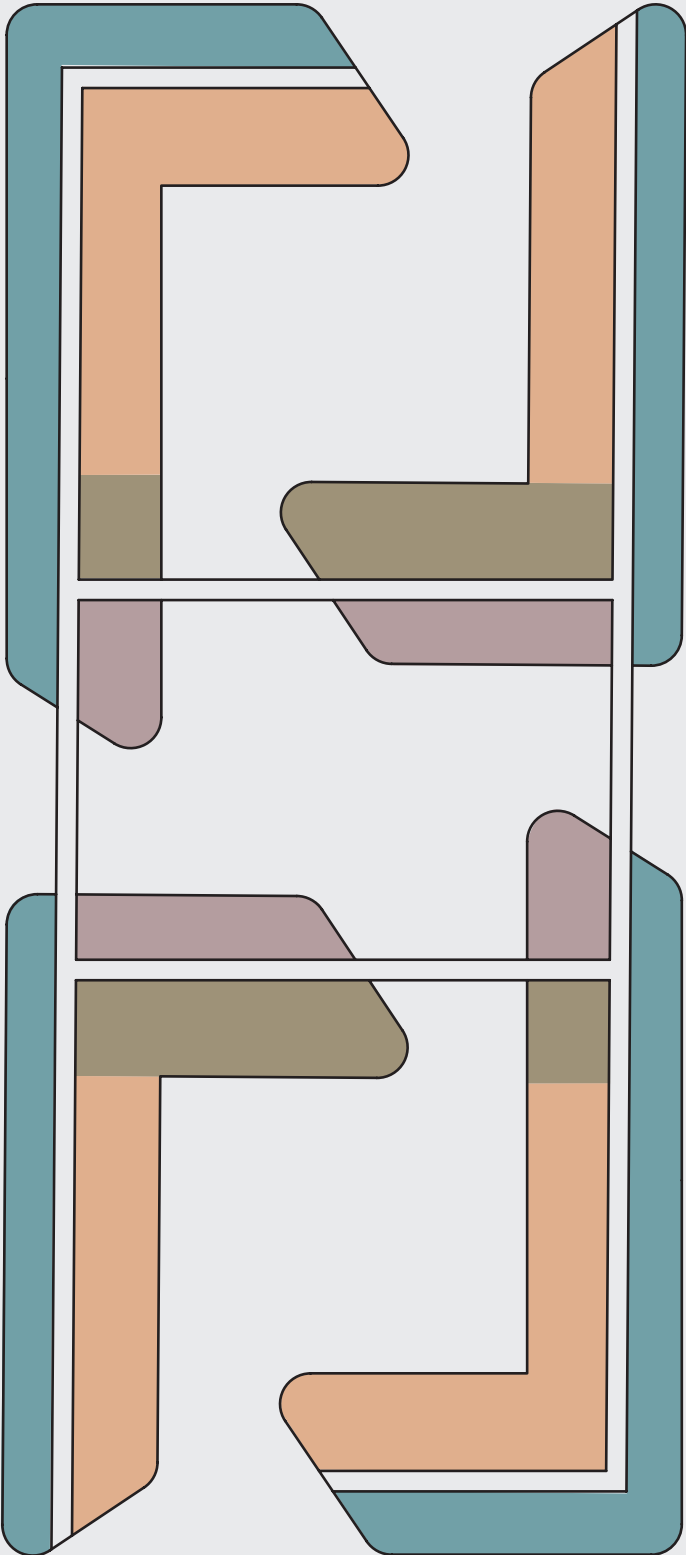
Multi-function spaces



Break rooms/spaces



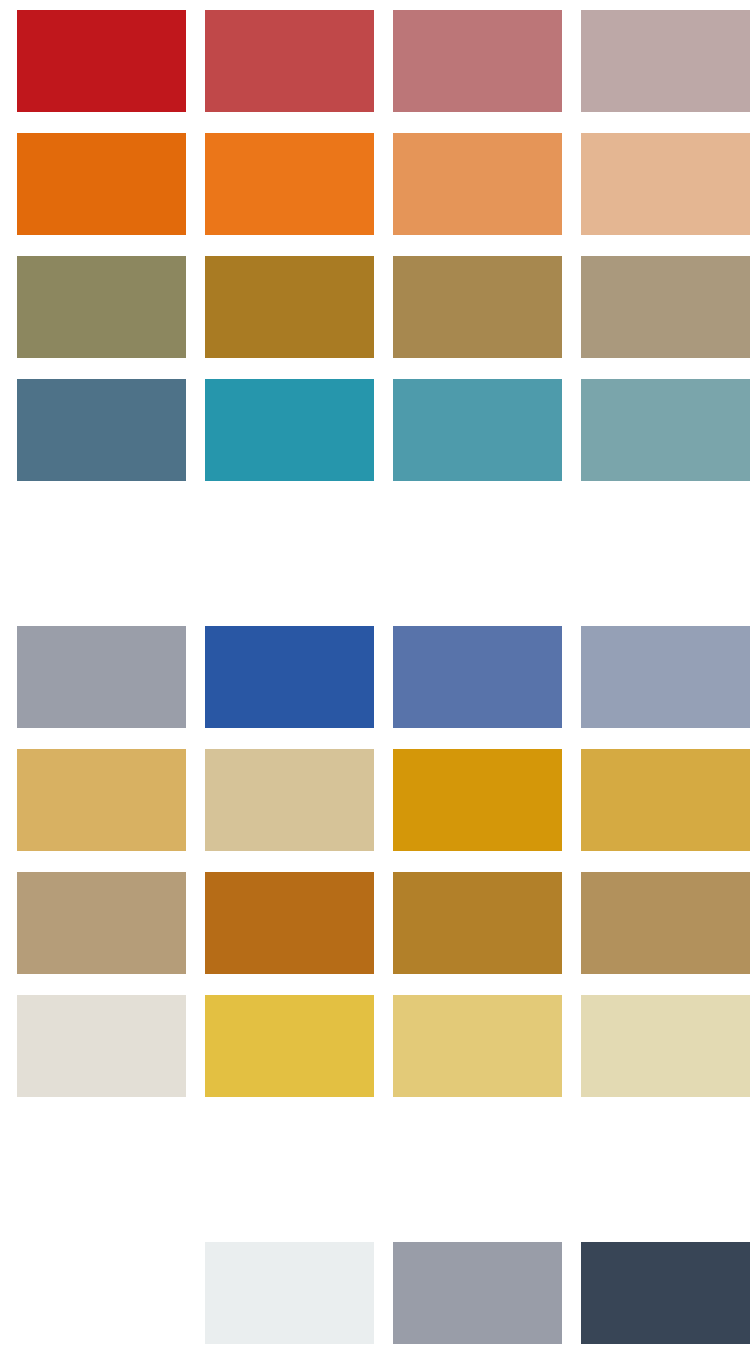
Shapes/possibilities



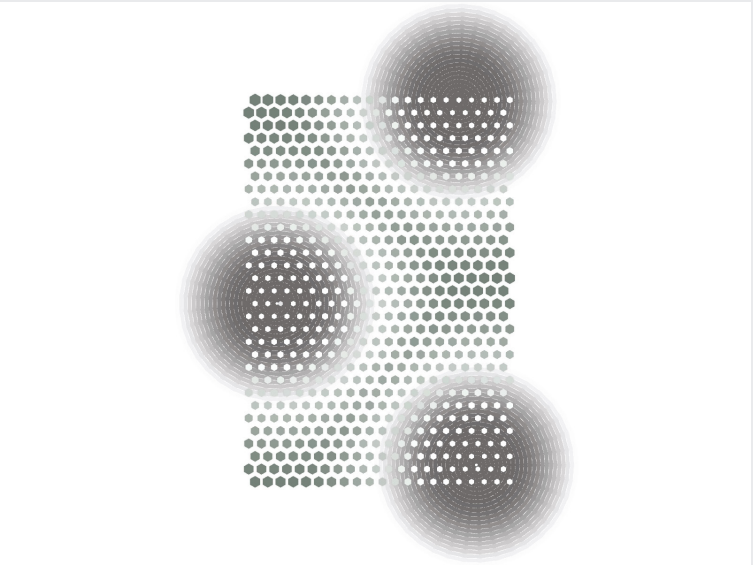
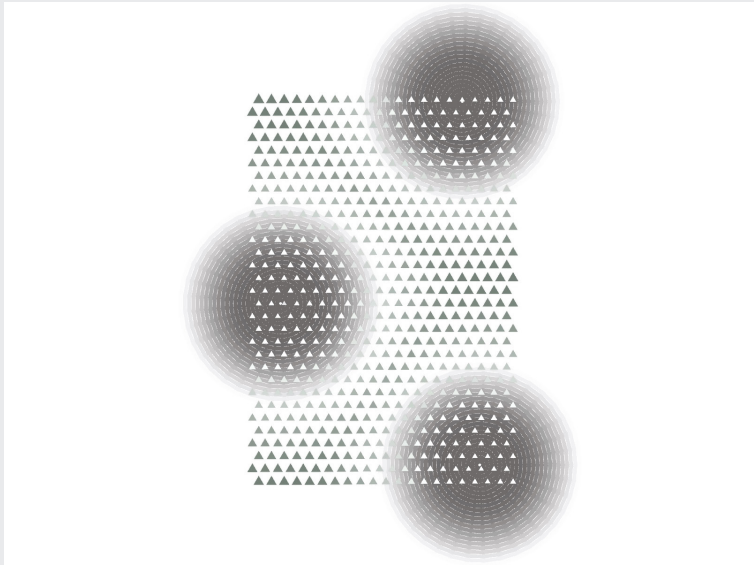
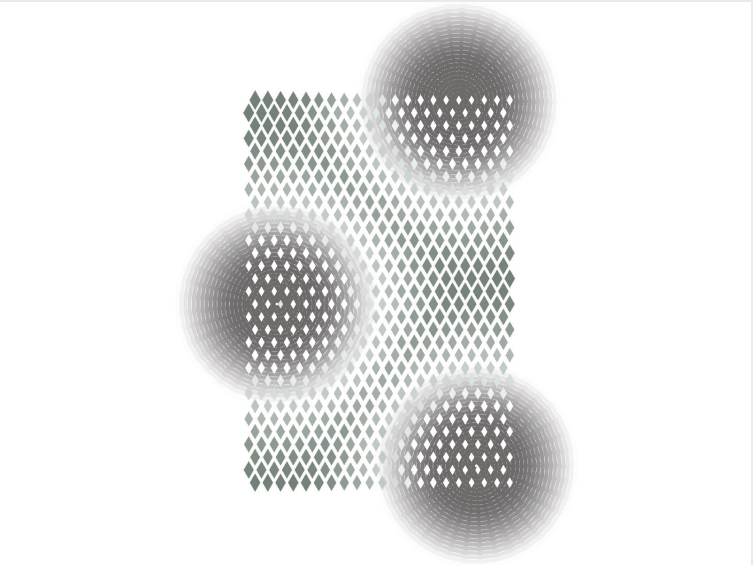
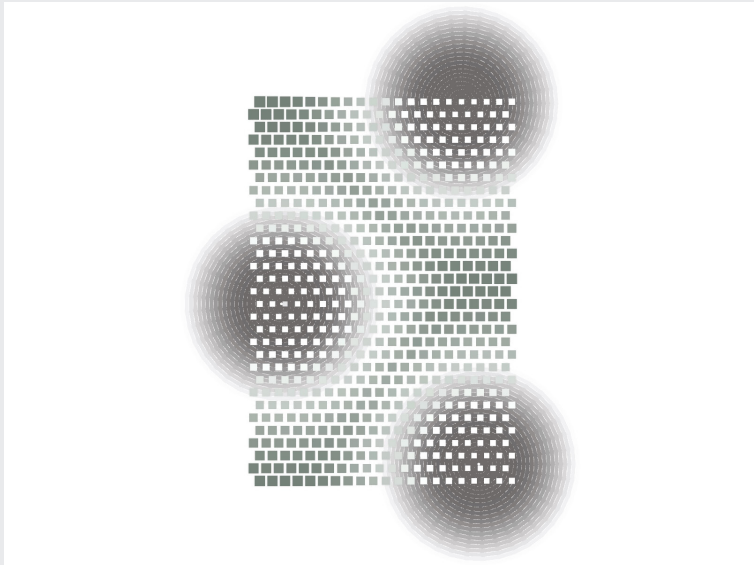
example of use in space and floorplan

Concept level 3_color fading

gradient changing to lighter color where major spaces/offices/entries are



Monochromatic color palettes

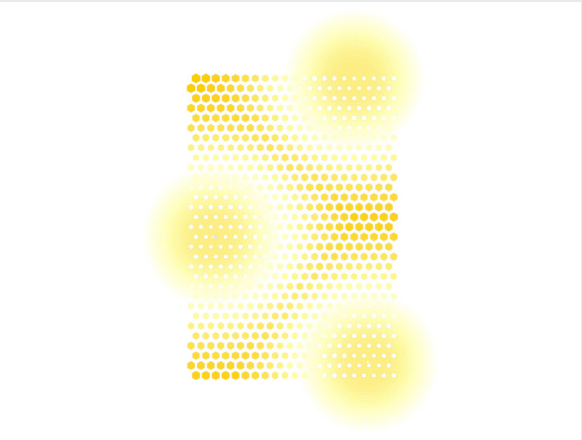
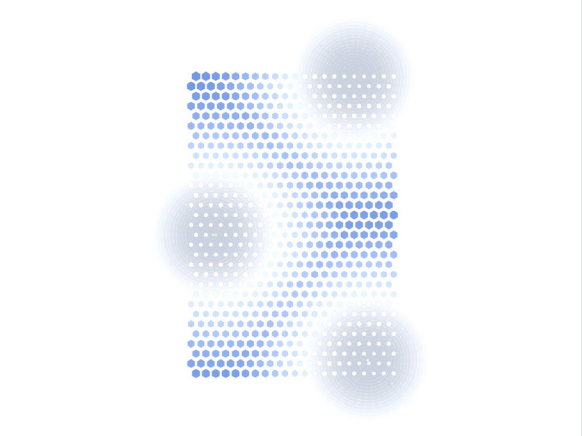
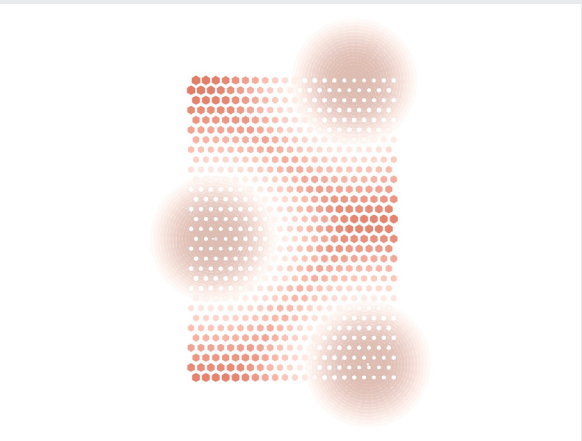
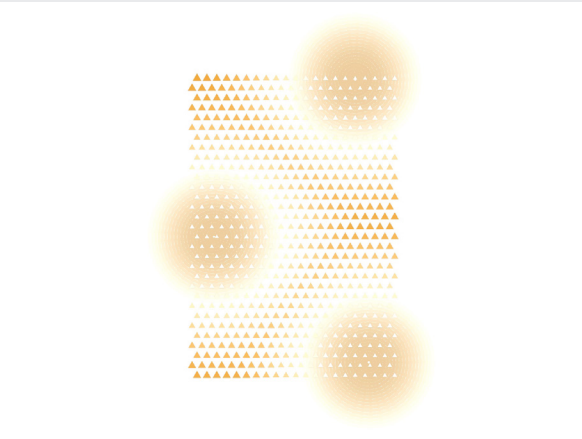
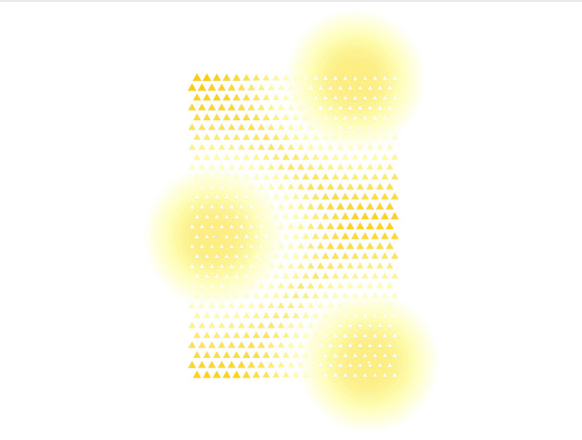
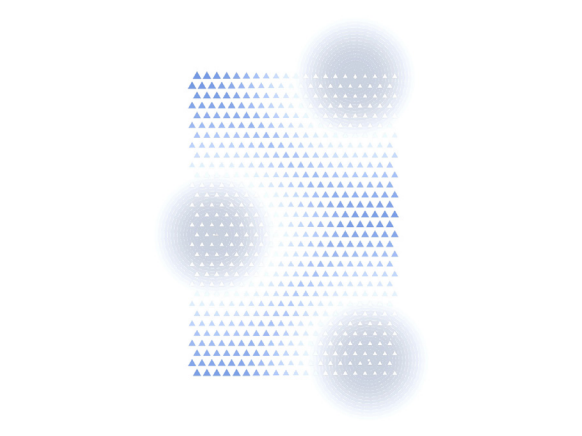
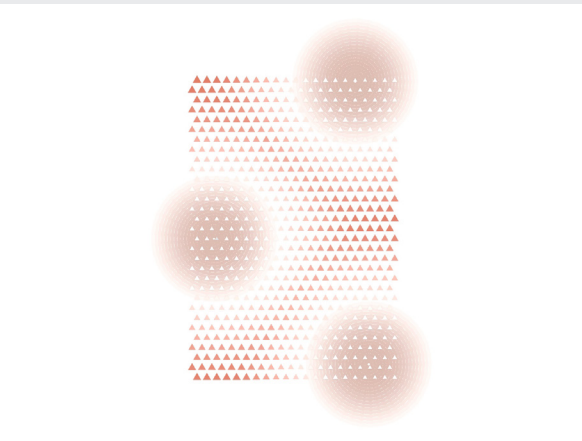
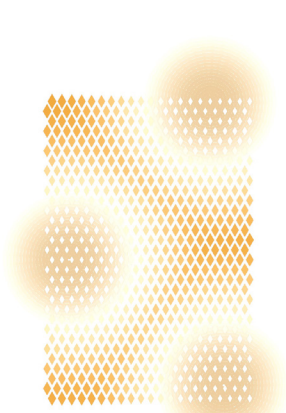
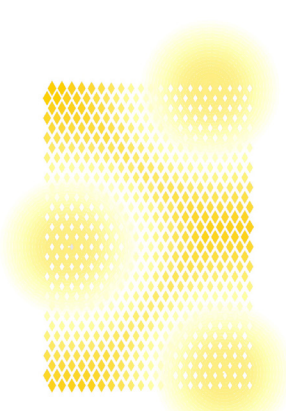
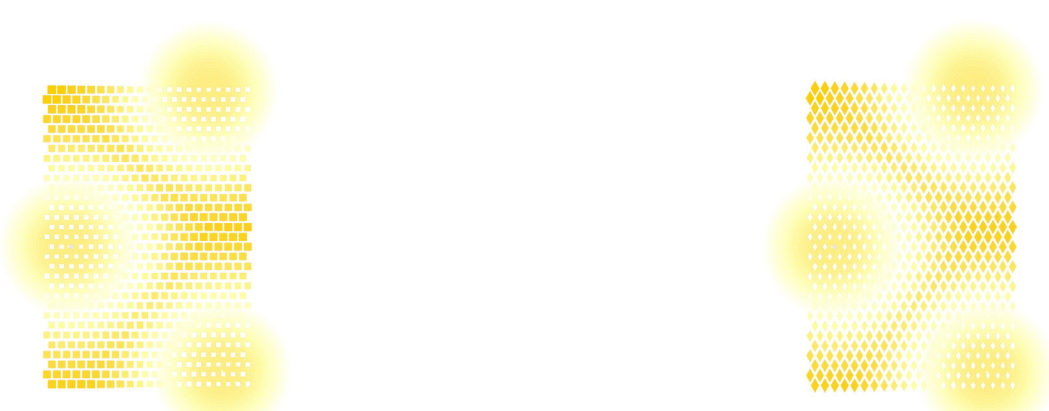
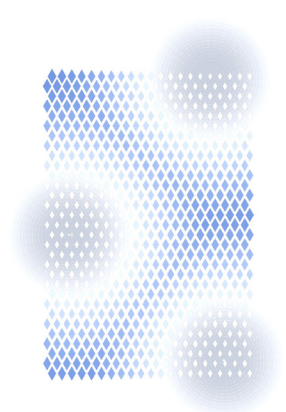
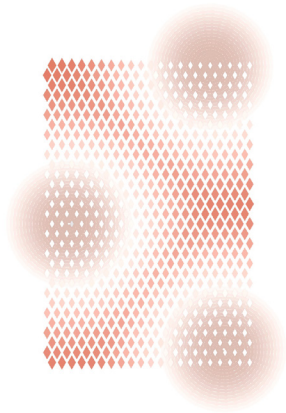


example: four different patterns in black-grey gradient color



example: hallway = strong color
office entries = faded color

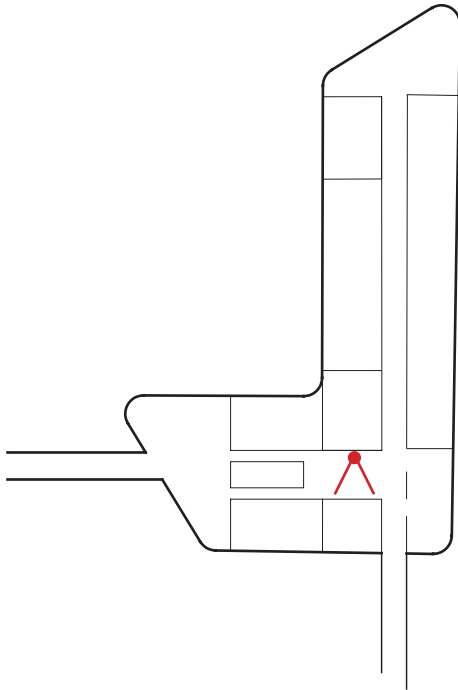
Concept level 3_color fading



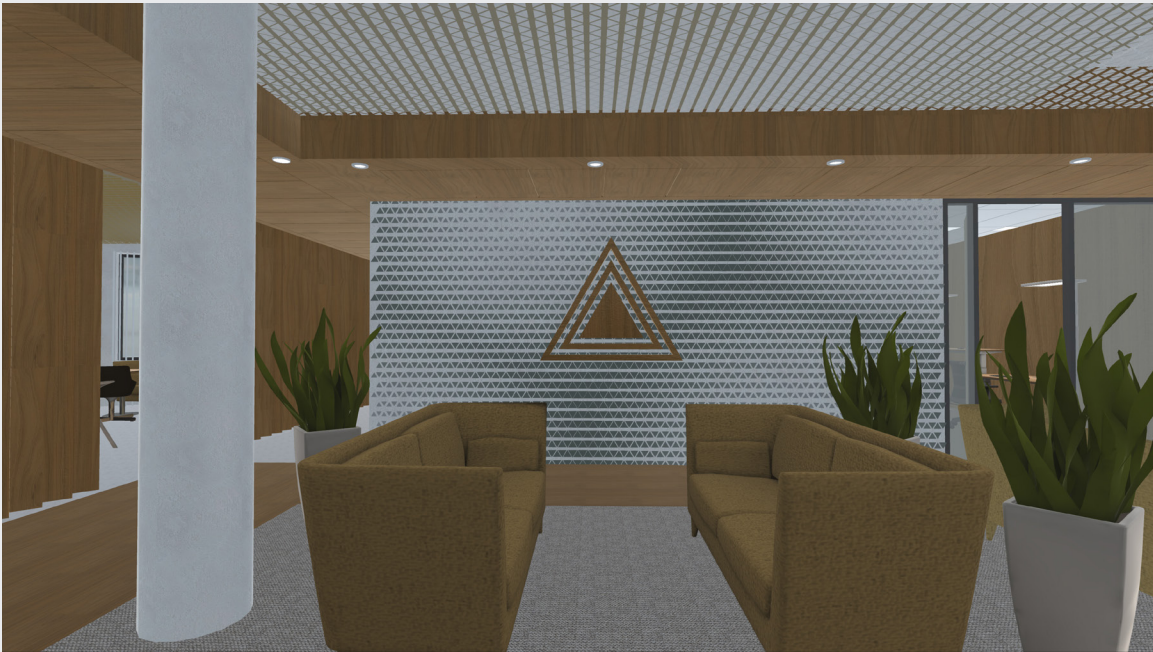
example: four patterns in four different colors, each for one of four buildings

Comparison

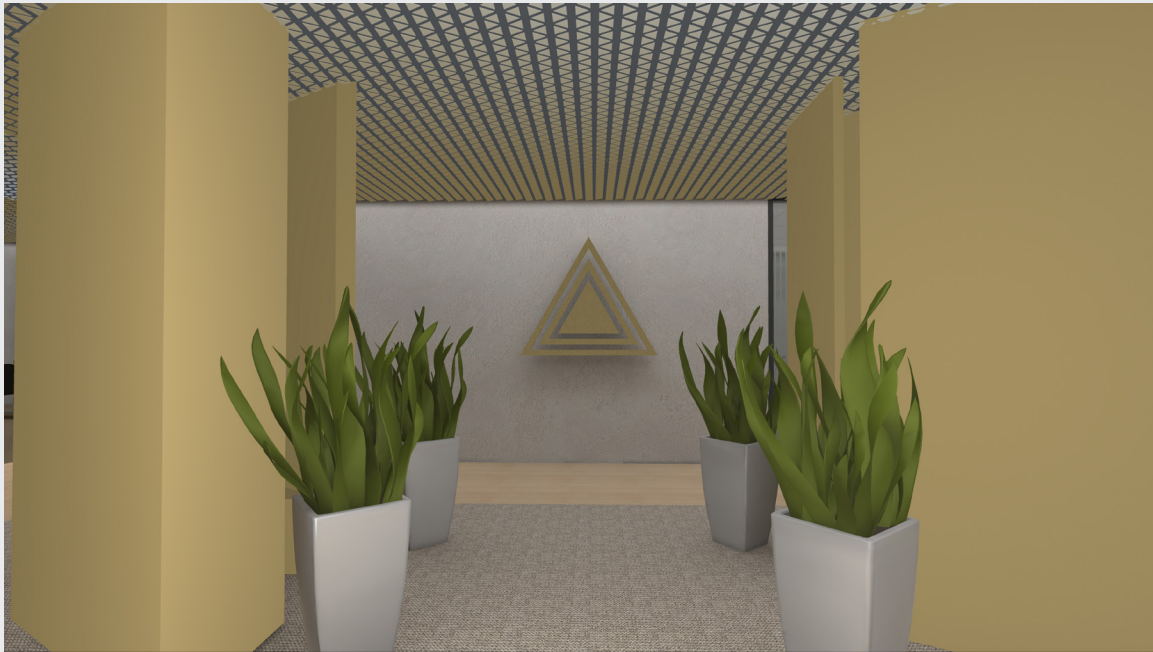
description of the scene
mostly wood or warm colors
are used to make users feel
comfortable,
using monochromatic colors
work well with the pattern and
other elements in the scene,
fading of the pattern indi-
cated important areas of the
building, usually doors, ele-
vators and kitchen area,
we know on which floor we
are first thing when stepping
out of elevator



original



option 1



option 2



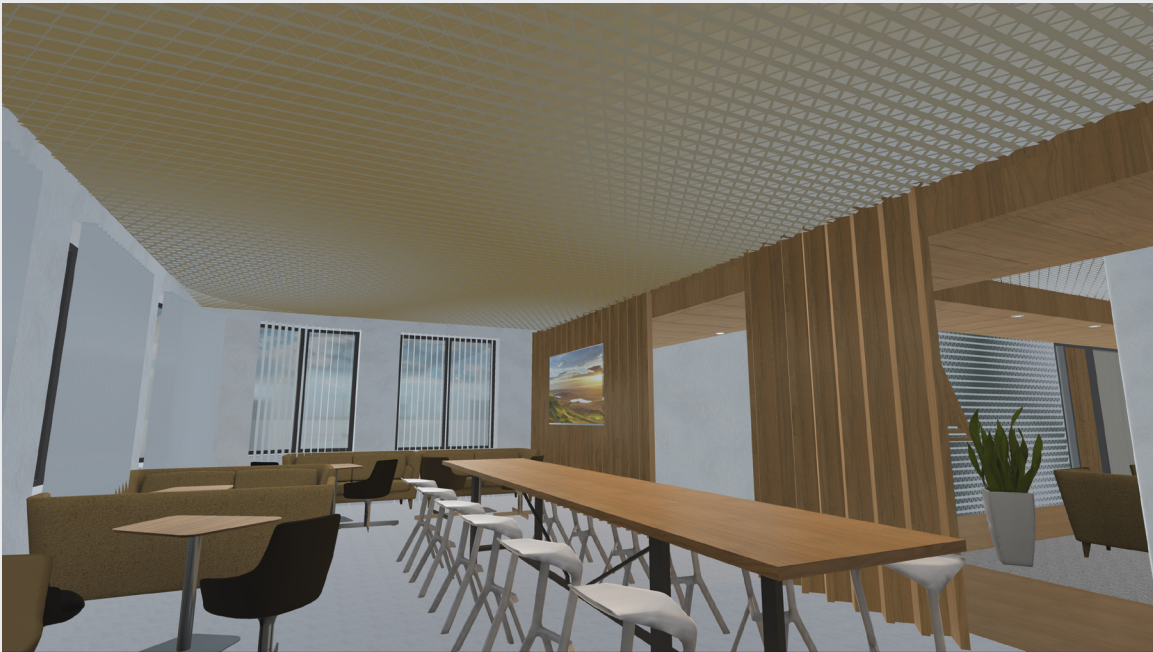
option 3

Comparison

description of the scene
each building with any pattern gives identity and affiliation to the employees working in these departments, kitchen area being used the most it needs to create suitable atmosphere for users



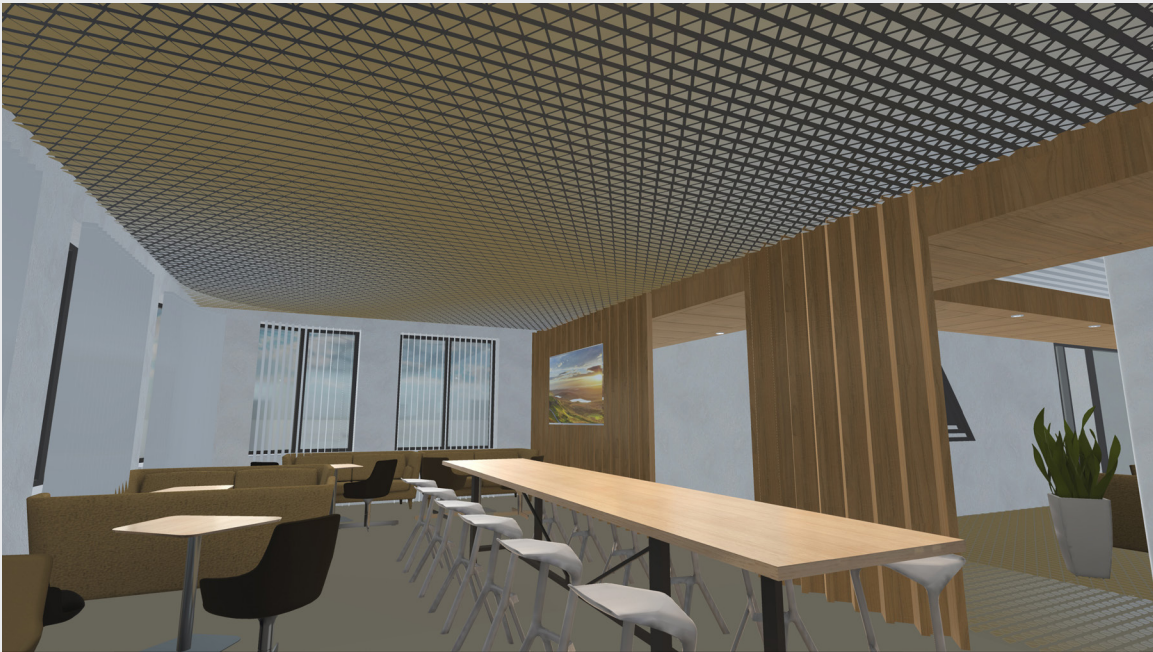
original



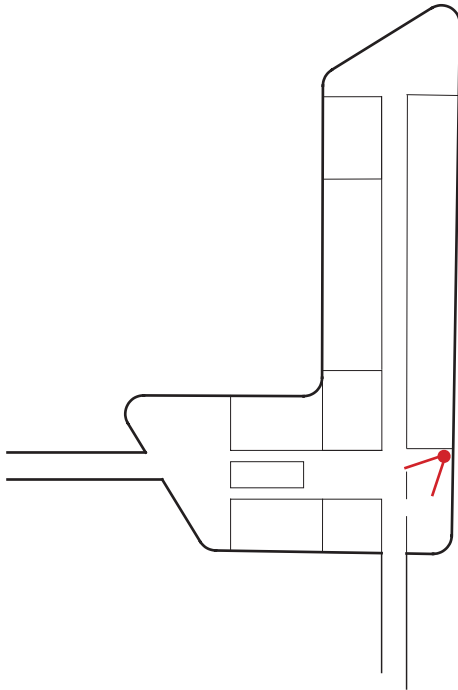
option 1



option 2

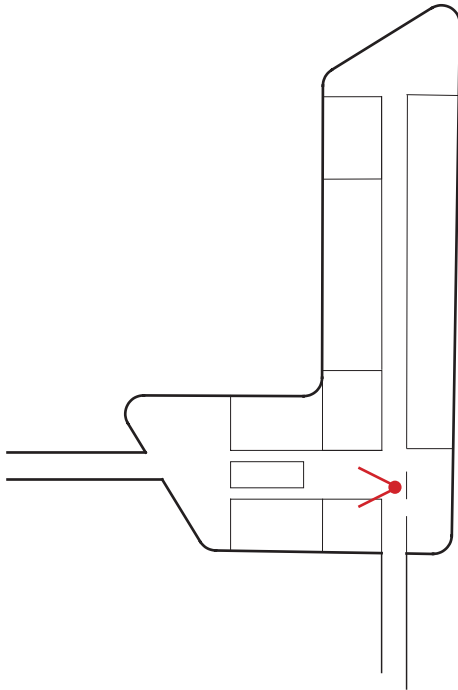


option 3



Comparison

description of the scene
wall pattern looks the most suitable in terms of aesthetics, but does not give as much information about where the space opens up as floor or ceiling patterns, brighter colors definitely make space look more vivid and nice



original



option 1



option 2



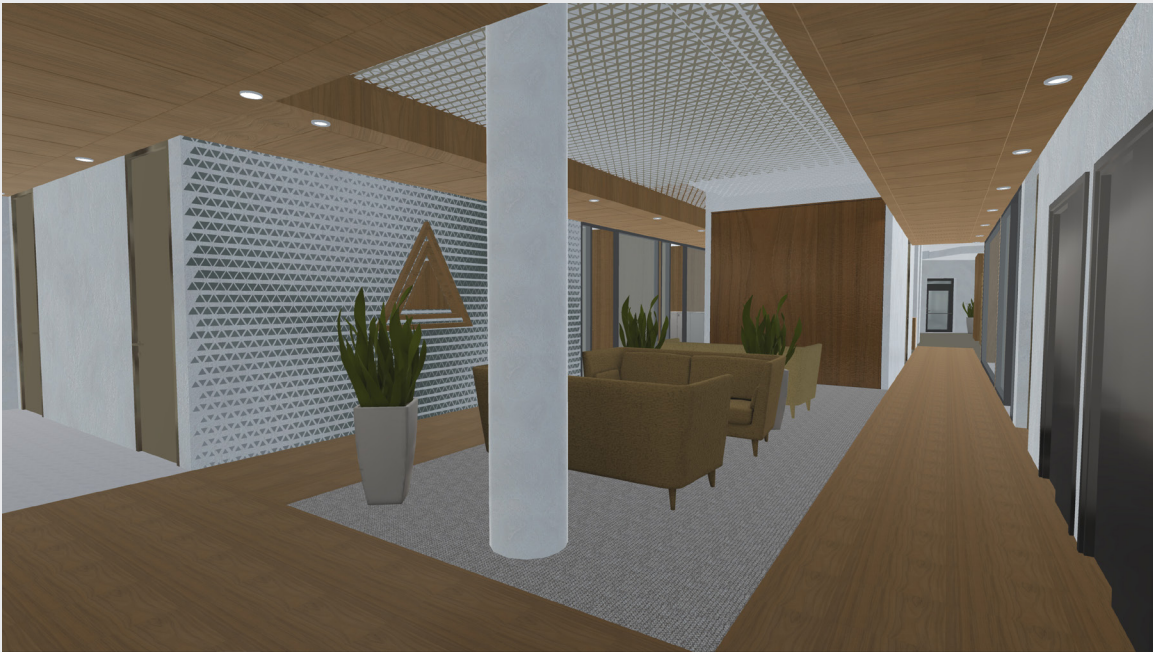
option 3

Comparison

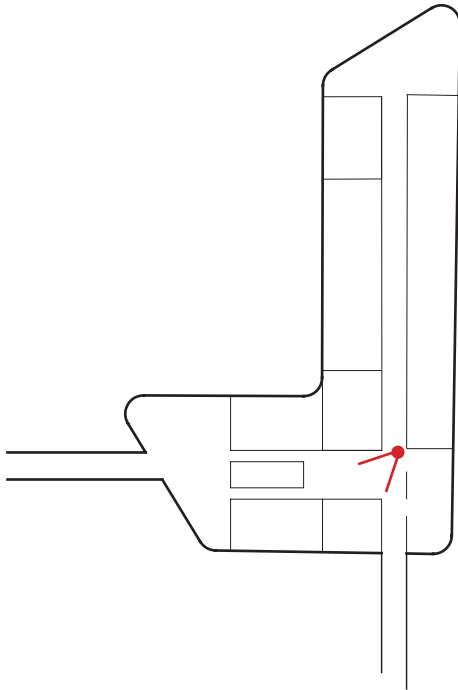
description of the scene
clearing the path and only doing seatable space in the middle of hallway looks better since it opens up both paths making this part more transient,
in option 2 there are new seats in shape of triangle that enclose to the ceiling giving users more privacy than normal sofas



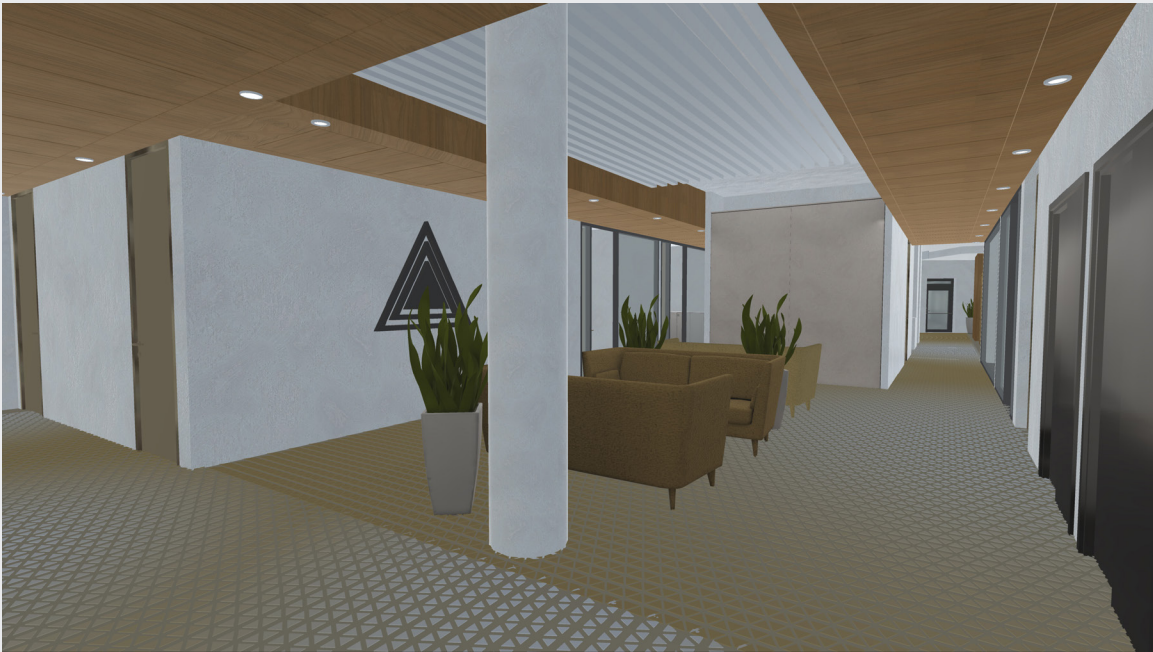
original



option 1



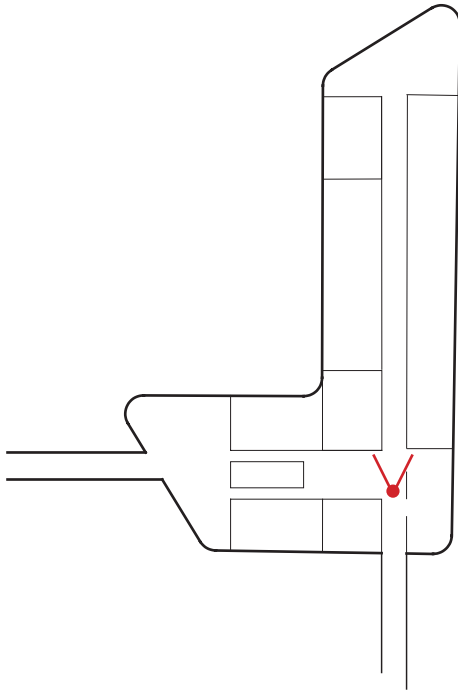
option 2



option 3

Comparison

description of the scene
dark floor carpet did not suit the character the best, since it looks heavy and long walk to the end of the building, so doing lighter colors makes hallway feel quickly transient, it gives it character of fast movement as it should be since its narrowness does not allow for users to stop and chit chat



original



option 1



option 2



option 3

Comparison

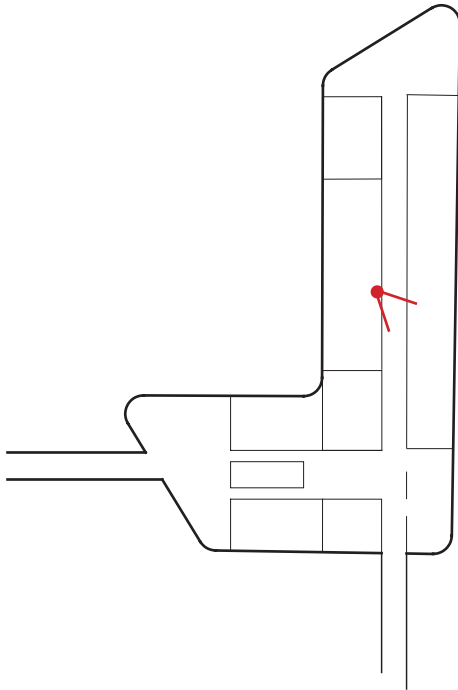
description of the scene
the offices are then brihter
colors more user friendly
since they allow for users to
talk in peace without the hus-
tle and bustle of the hallway
interrupting them



original



option 1



option 2



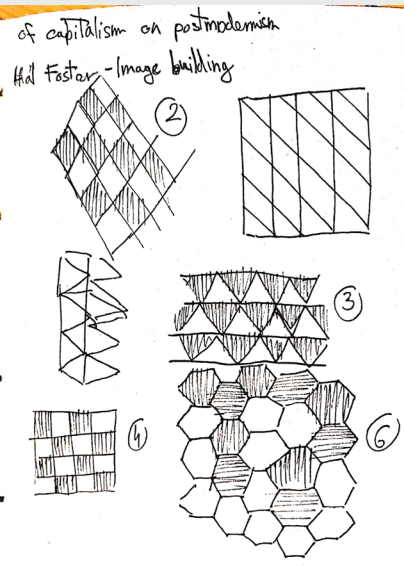
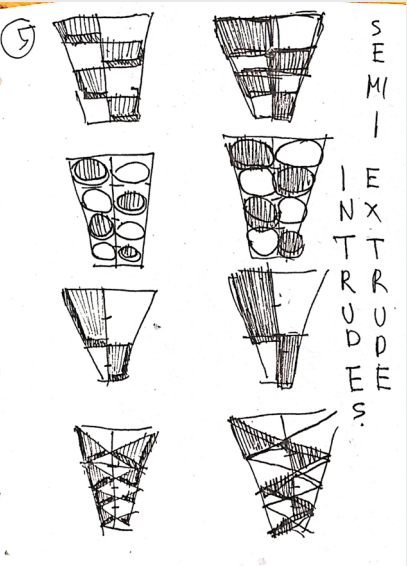
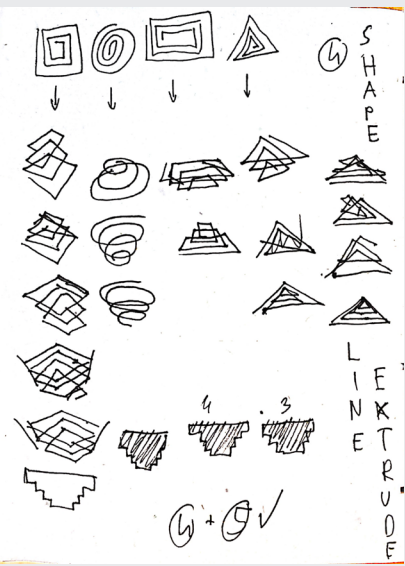
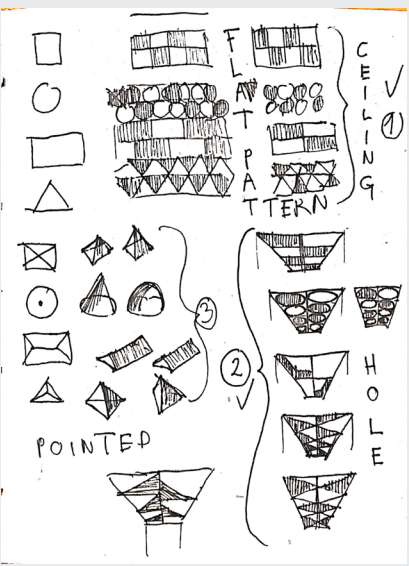
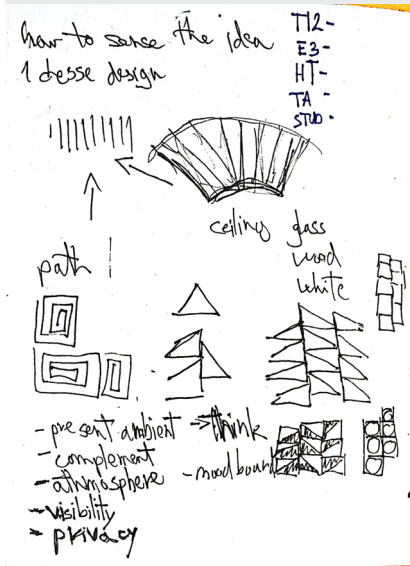
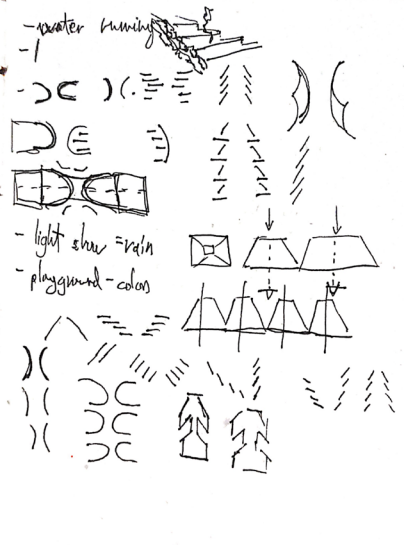
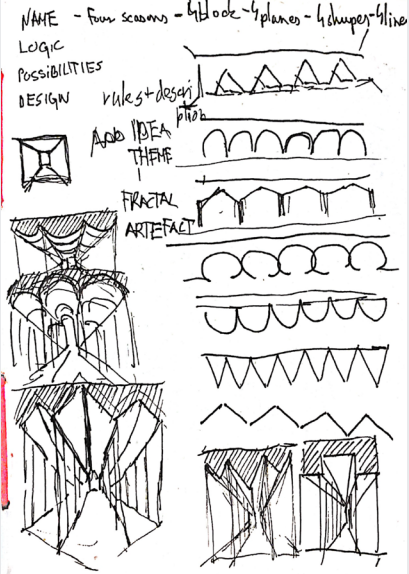
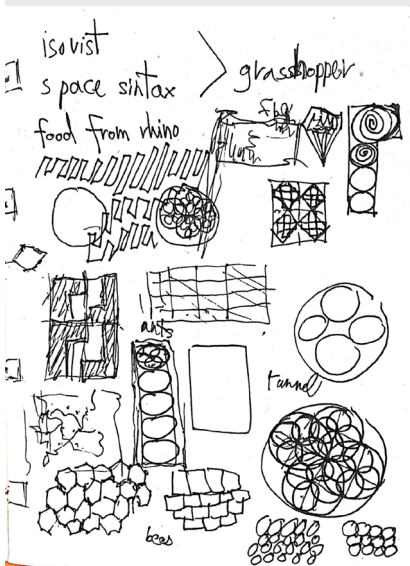
option 3

Conclusions & what I learnt

This year, at the seminar, I deepened my knowledge of the Rhino program, I also met a number of new programs such as Blender, Unity and Enscape, which allow a completely new experience of architecture.

I enrolled in the seminar mainly because I had never done interior design before. I learned quite a few new things, such as how to carry out an interior design project from start to finish. I liked the workflow as we started with the logic of the project, continued with the hierarchy, scale, ratio, proportions, rythm, accordance, figure, texture, harmony and color.

In the end, the process led to good and logical solutions. The task was definitely more difficult than it seemed at first glance, as I soon ran into problems such as how to guide people around the whole complex with the shapes and colors. I was introduced to a different way of working, thinking, and approaching unknown things.



process

