

The image depicts a surreal architectural environment. A series of nested, light-colored stone arches recede into the distance, creating a sense of depth. The floor is paved with irregular cobblestones. Several large, smooth, yellow spheres are scattered throughout the scene: one in the lower-left foreground, one in the middle ground near the arches, and another in the lower-right foreground. In the background, a set of stone steps leads up towards the arches. The overall lighting is soft and even, highlighting the textures of the stone and the smooth surface of the spheres.

PORTFOLIO

Xinyi You

product · interior · landscape



SECRET FOREST

Secret Forest is a conceptual retail design for a organic skin care brand- Rituals. The interior is inspired by the spring forest. The designer aims to create a similar environment in the store.



site location



facade



site interior

BRAND ANALYSIS

Rituals is a lifestyle brand that sells luxurious Asian culture inspired skincare and home fragrance collections.



MAIN PRODUCT LINES



BODY
bath, shower
body care
hand, foot care



HOME
aroma diffusers
scented candles
room sprays



SKINCARE
cleansers
creams
hair products



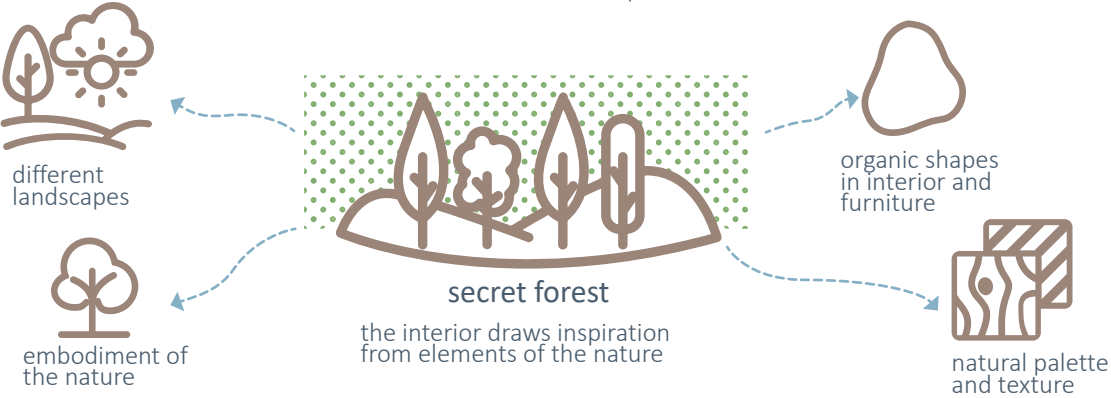
The brand creates an overall image of organic, natural, and luxurious feeling. To enhance and amplify the brand image, the designer aims to create a peaceful, delicate interior for the brand.



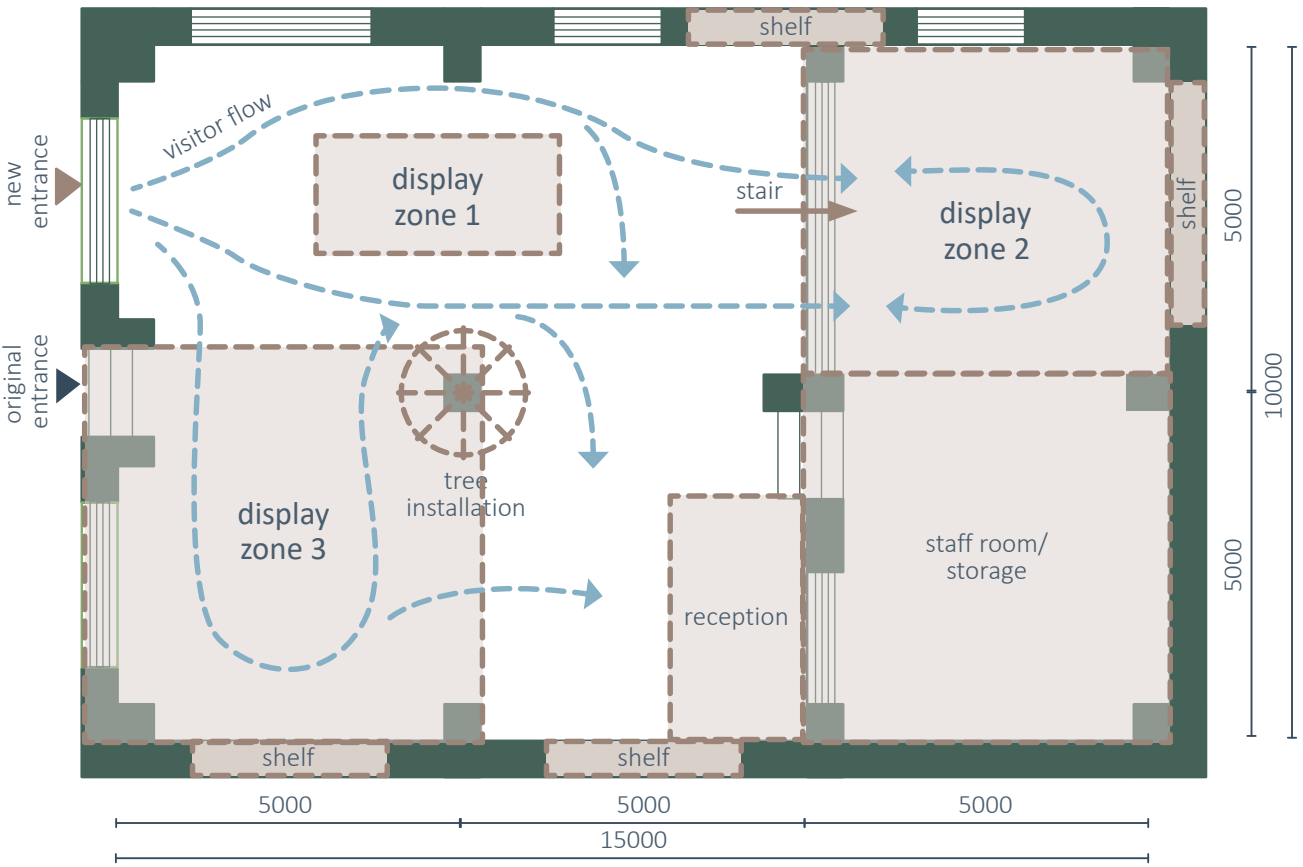
Images collected from Rituals website

CONCEPT

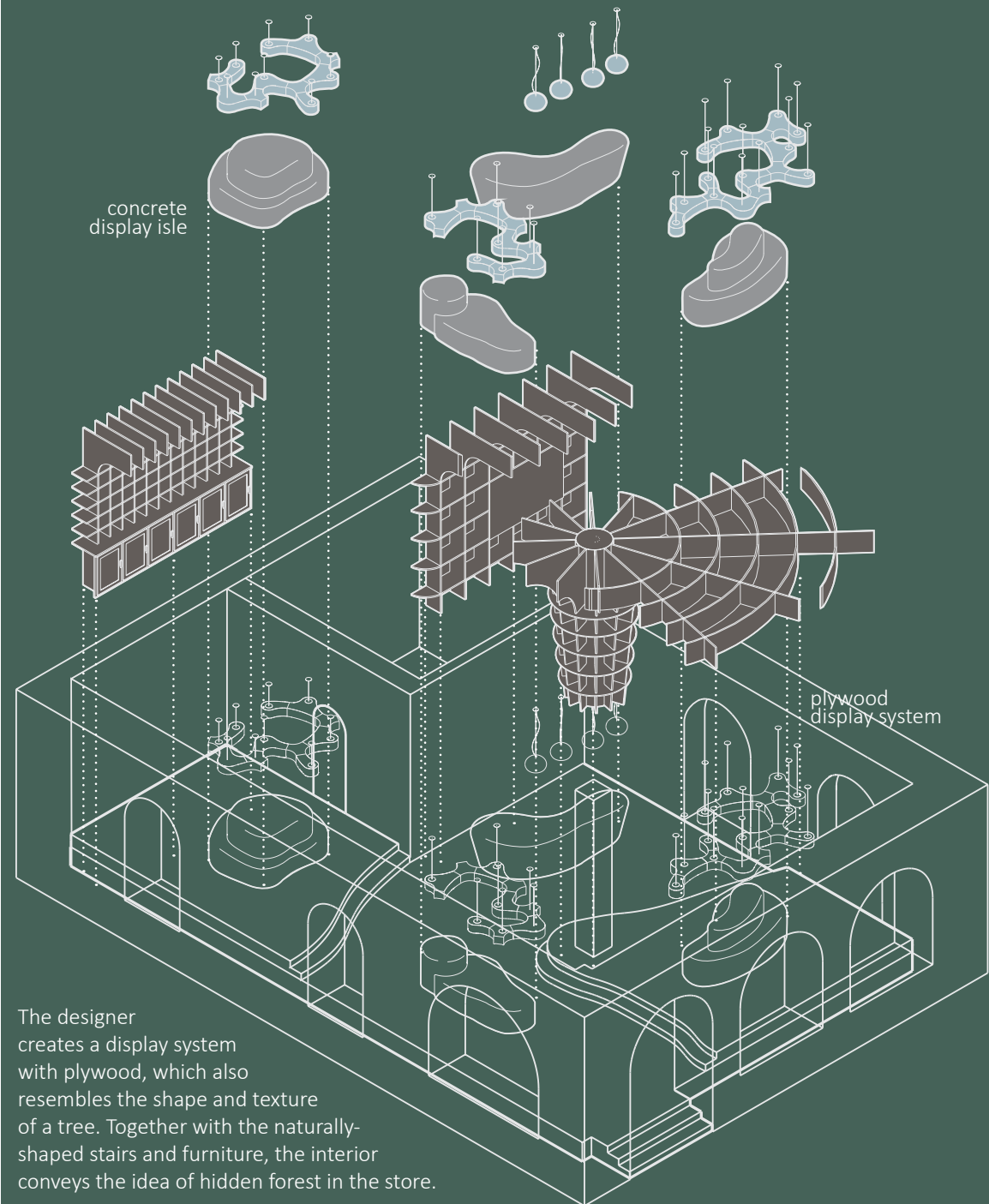
The concept of the store design builds on the idea of hidden forest- a quiet, peaceful environment shaped by interesting landscape that attracts people to walk in and discover more about the space and the brand.



To avoid congestion after entering, the entrance is moved to the side. The floor plan is divided into three main zones to present products. The column in the center of the room is designed into an installation that exhibits products and at the same time resembles a tree.



SPATIAL LAYOUT





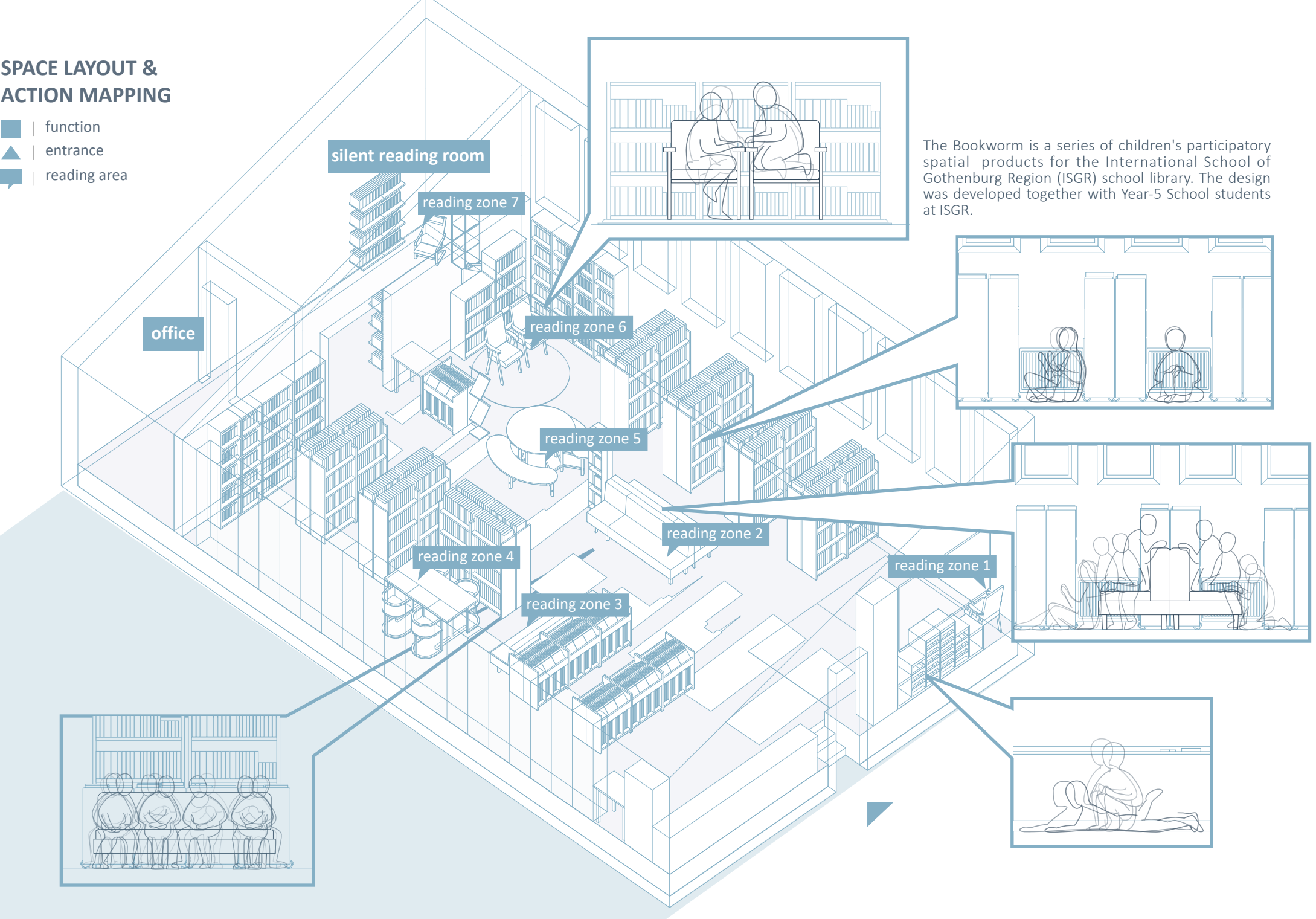
BOOKWORM

Bookworm is a series of children's participatory spatial products for the International School of Gothenburg Region (ISGR) school library. The design was developed together with Year-5 School students at ISGR. The Bookworm enhances students reading experience by offering them possibilities of different sitting postures and chances to modify the furniture according to their own will.



SPACE LAYOUT & ACTION MAPPING

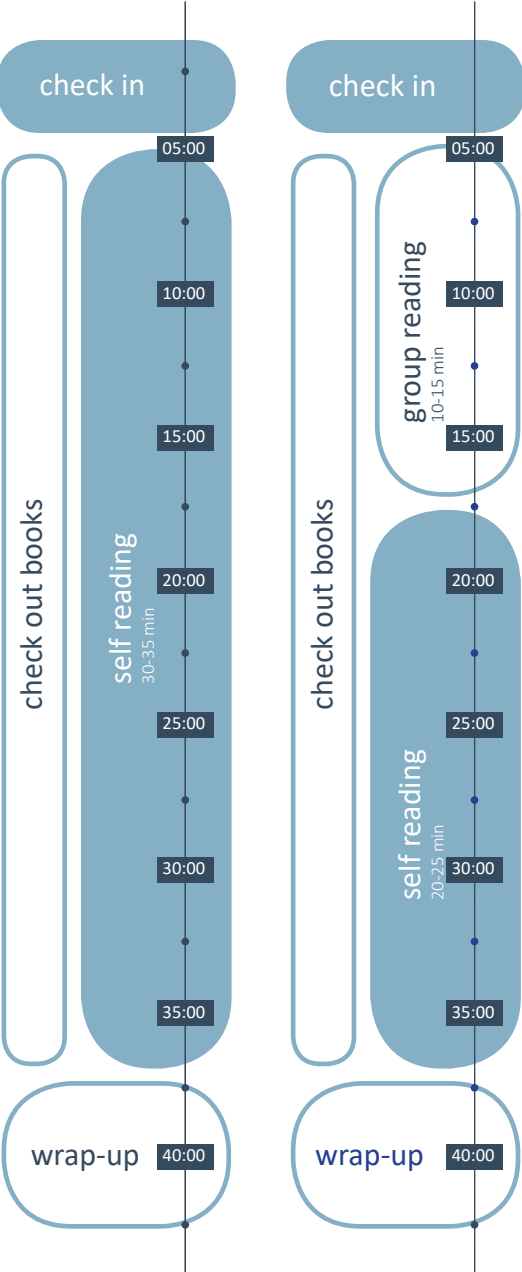
- | function
- ▲ | entrance
- | reading area



Observations and mappings were conducted in the school library of ISGR

SCENARIO

- | activity initiated by the teacher
- | activity initiated by students



PARTICIPATORY DESIGN APPROACH

DESIGN

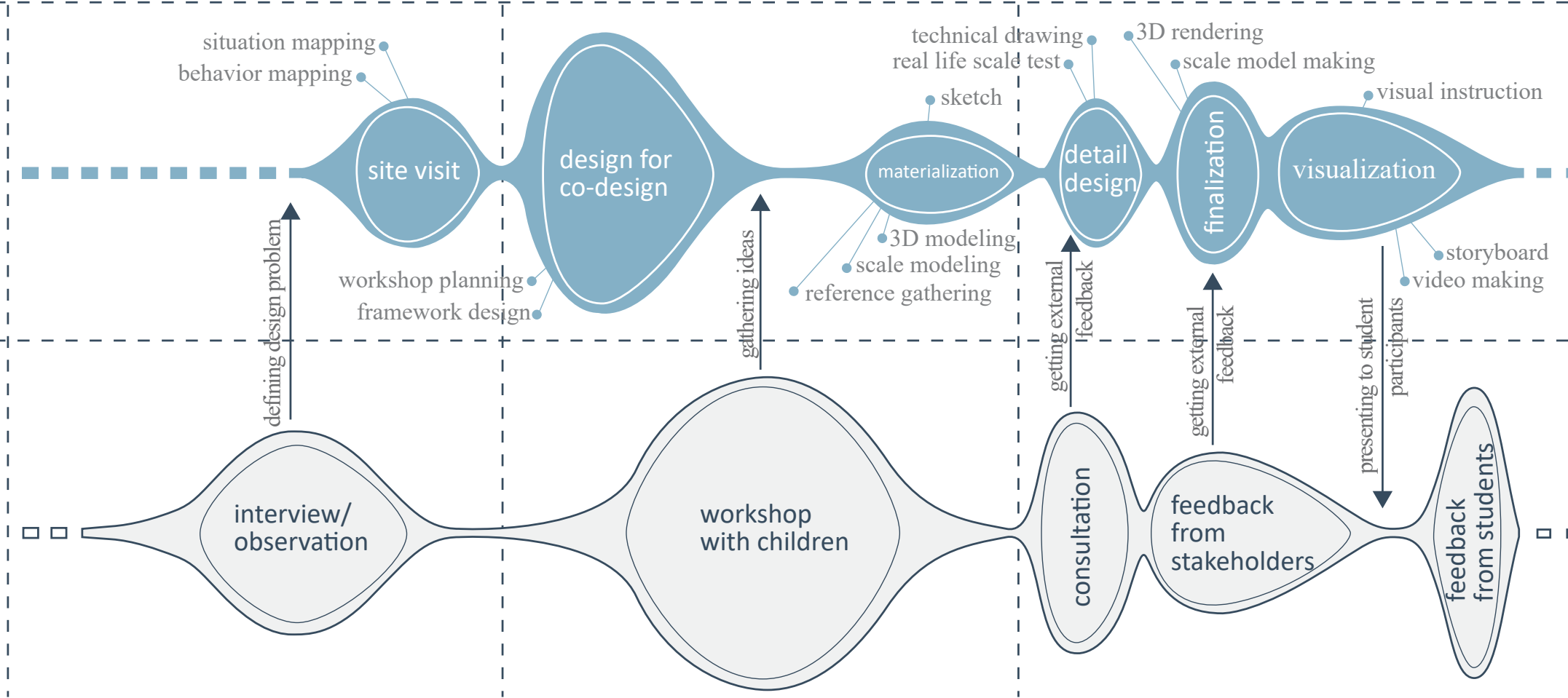
PARTICIPATION

PHASE 1 RESEARCH-INITIATED PROCESS

PHASE 2 IDEA CO-GENERATION

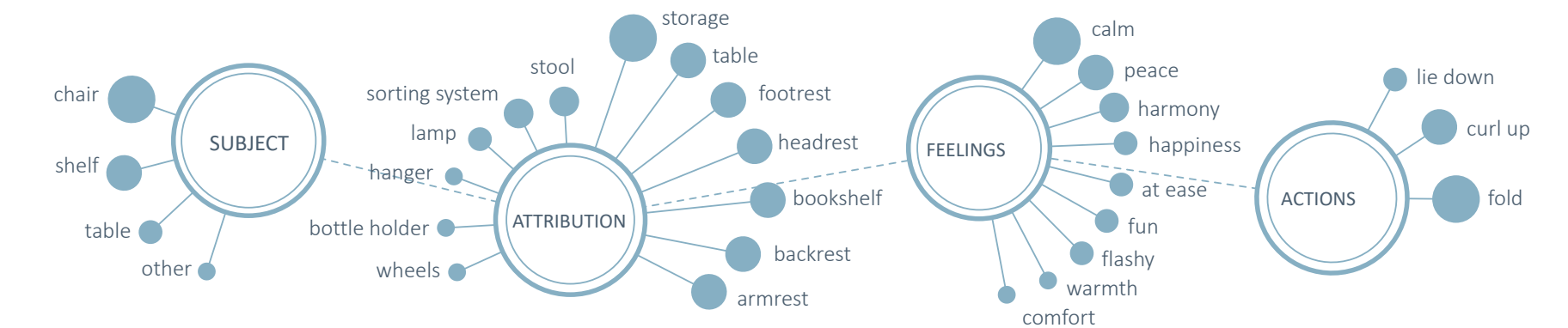
PHASE 3 DESIGN DEVELOPMENT

● design tool
→ interaction between processes



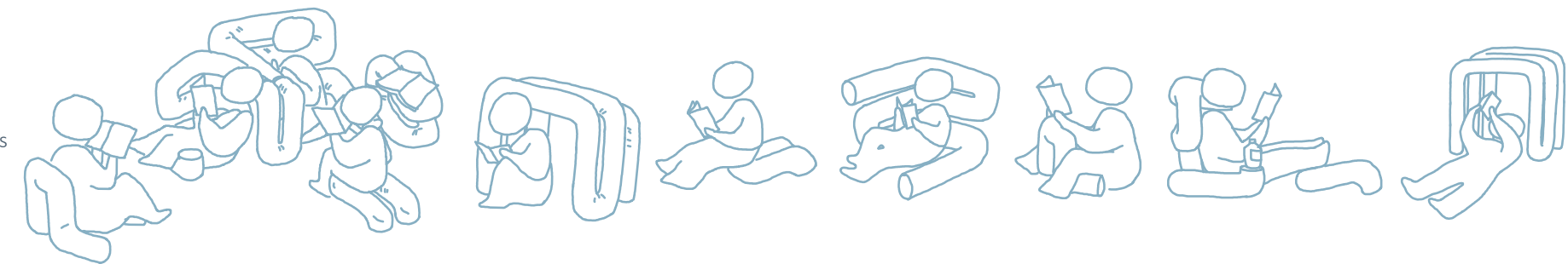
QUALITATIVE ANALYSIS

Through the two-week workshop, materials are gathered: design descriptions, interview data, project photos. By analysing the written material, key words are abstracted to inspire design ideas.



DESIGN IDEA

Children have unorthodox ways of using the furnitures and they would like to have their belongings around them. I try to create a series of open-ended spatial furniture to help children read in different postures.



PROTOTYPING

I created scale models of the furnitures with 3D-printed skeletons, foams, as well as fabrics. Also I mapped out the real size of the furniture to test the size.



Giving ISGR students a tour in Röhsska Museum in Gothenburg

Initial workshop results on the idea of coziness

Students trying to model according to their sketches

Students trying to model according to their sketches

Students trying to model according to their sketches

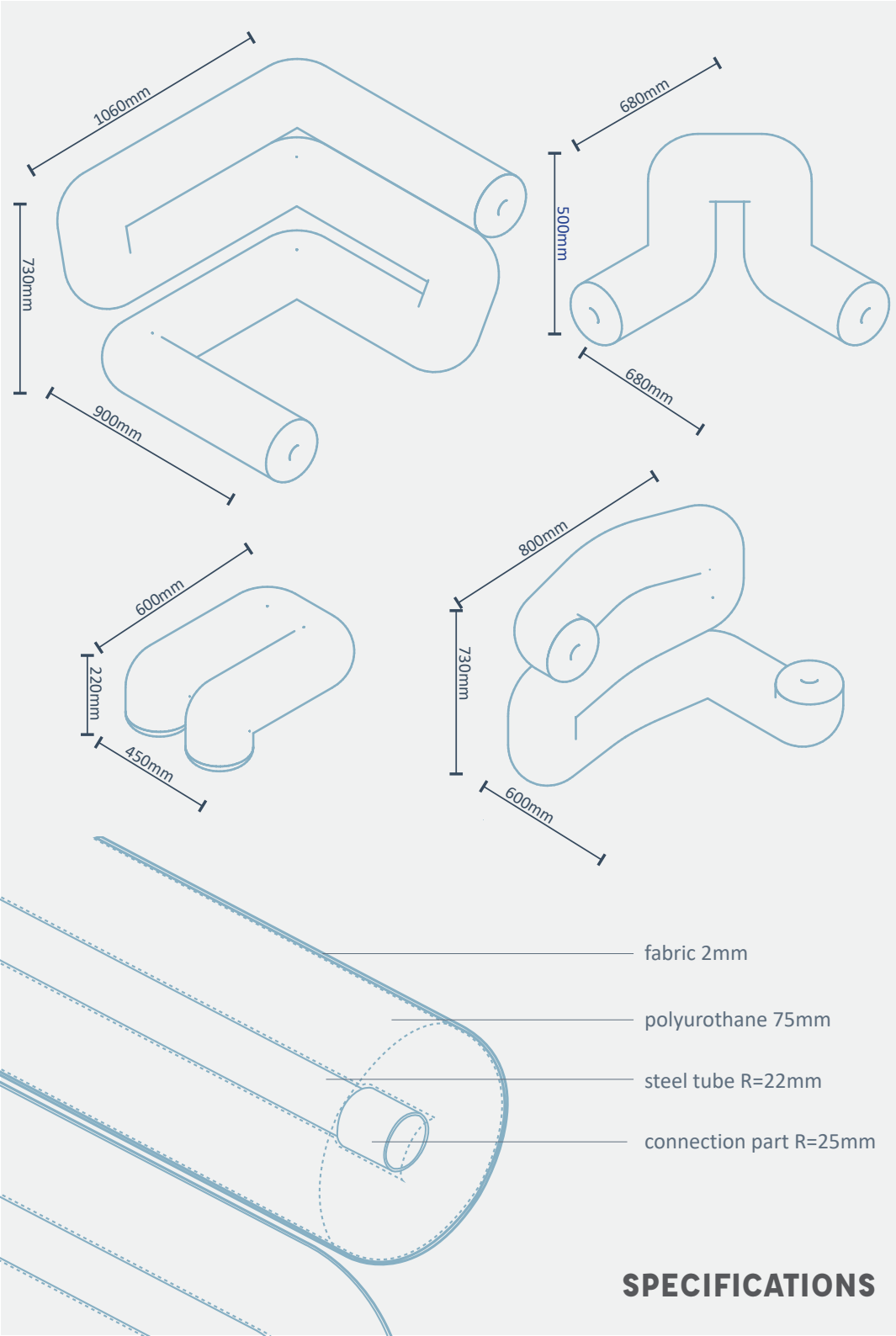
Student's presentation board for final exhibition

Final design exhibition to the public

Student's design stand

Students demonstrating how their designs works

Sketches based on the data gathered from the workshop



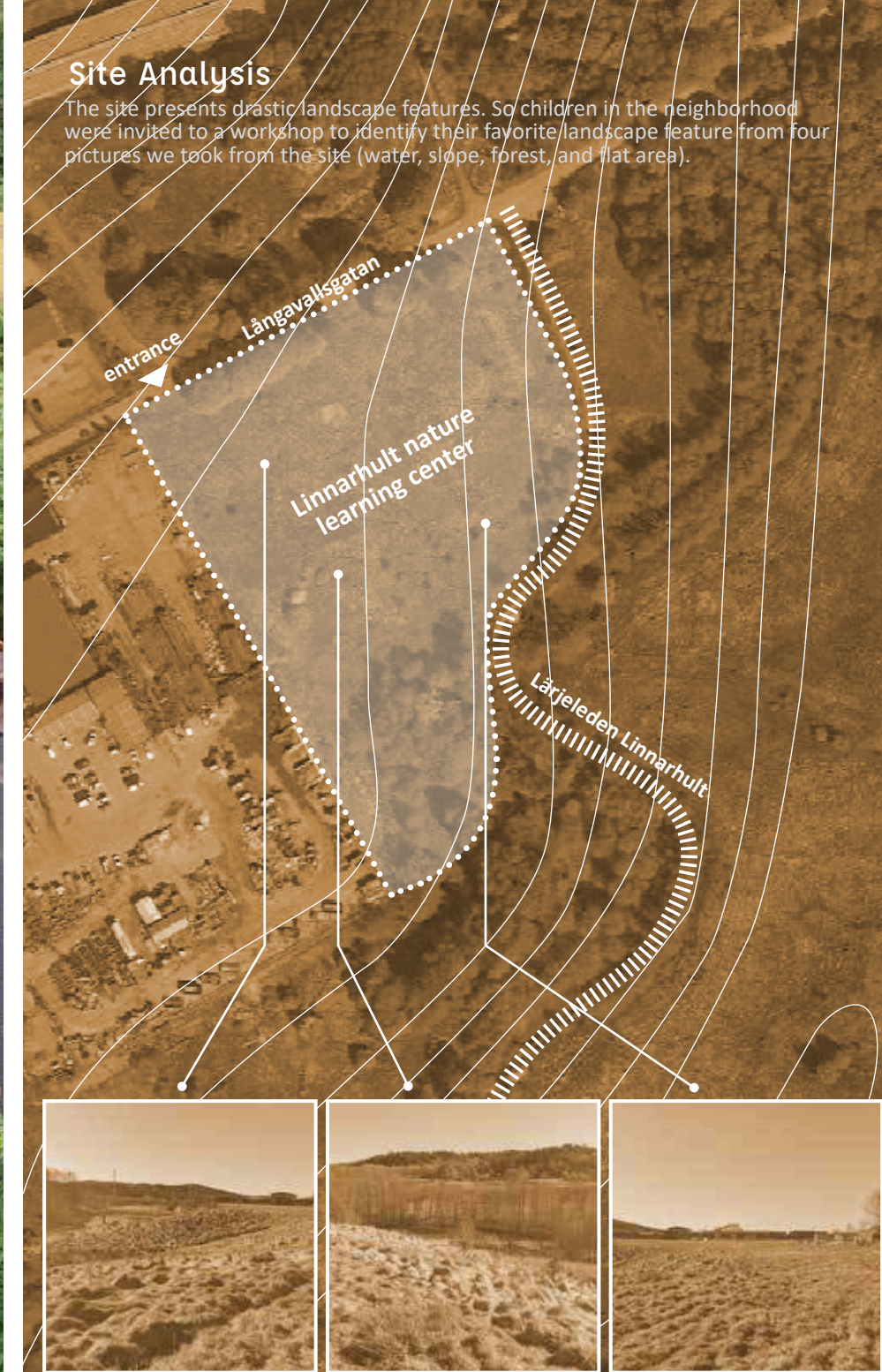


LINNARHULT NATURE LEARNING CENTER

Linnarhult Nature Learning Center is a children's participatory landscape design concept developed based on the site Linnarhult, Angered, in collaboration with the Mareld Landskapsarkitekter and Eco Agroforestry Center. Linnarhult is an unplanned area near a hiking path. Its neighborhood is populated by people of different cultural backgrounds. To vitalize the are, the project aims to create a place that can bring the families around the area to spend time together.

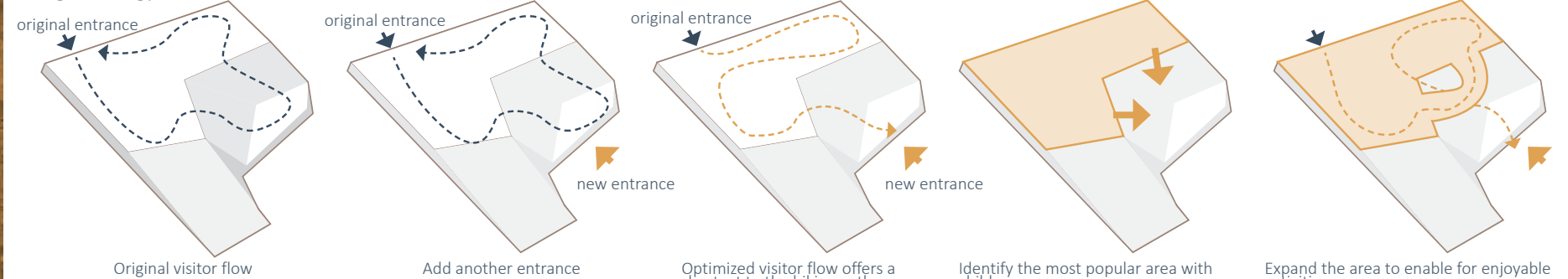
Site Analysis

The site presents drastic landscape features. So children in the neighborhood were invited to a workshop to identify their favorite landscape feature from four pictures we took from the site (water, slope, forest, and flat area).



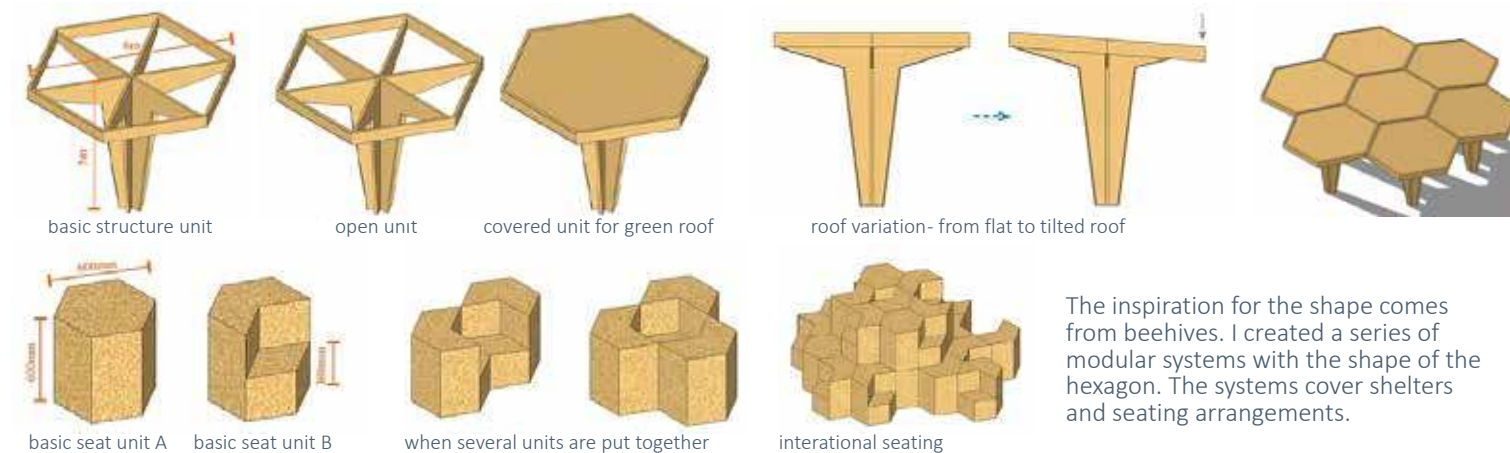
Concept workshop with young potential visitors to the site

Design Strategy

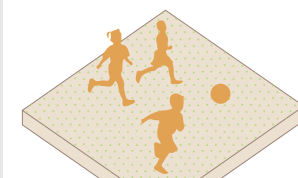
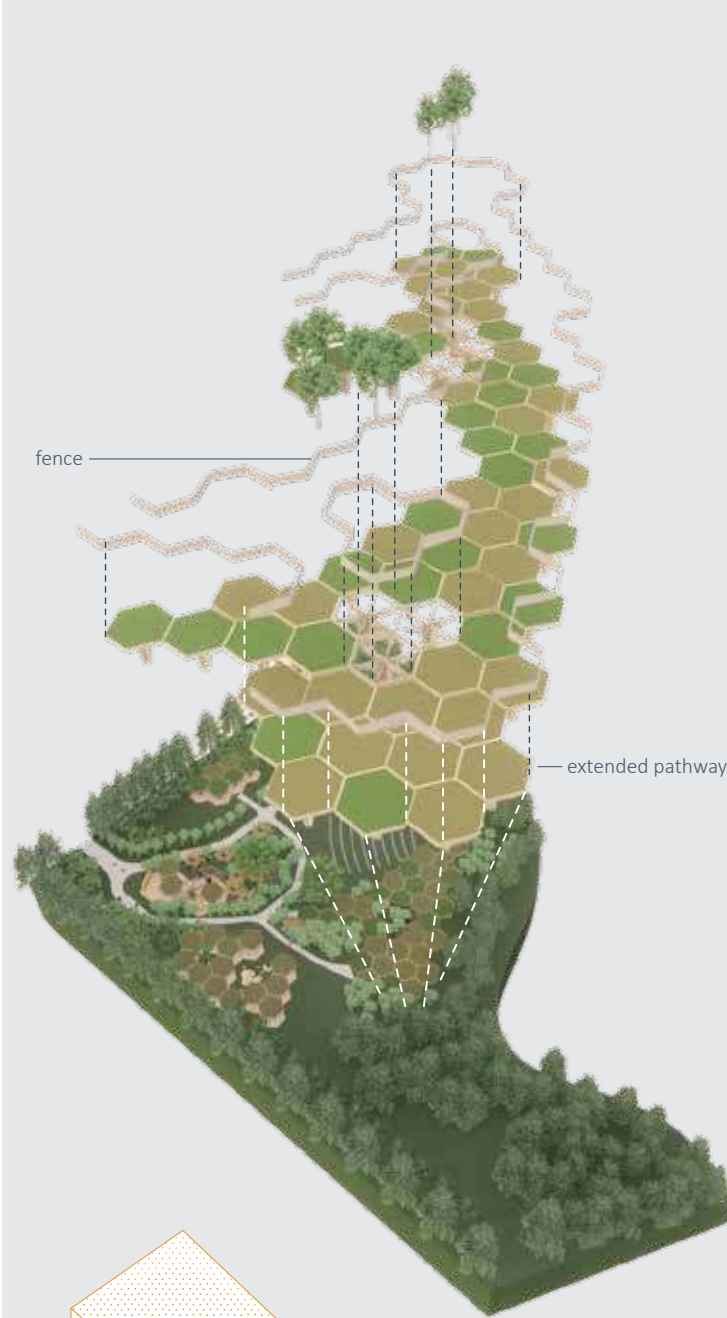


The site is a vast open land with two big slopes but only one entrance. People have to take a detour to get to the hiking path.

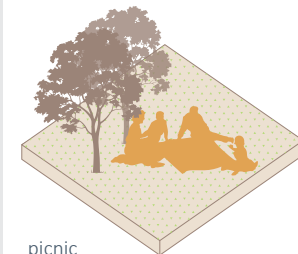
Therefore, the strategy for the landscape was to create as much flat area as possible for children to play. At the same time, I added a new entrance near the hiking path to create a shortcut into the forest.



The inspiration for the shape comes from beehives. I created a series of modular systems with the shape of the hexagon. The systems cover shelters and seating arrangements.



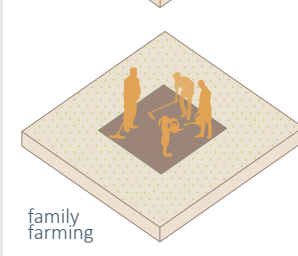
football



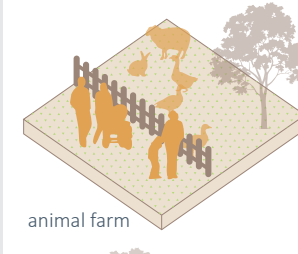
picnic



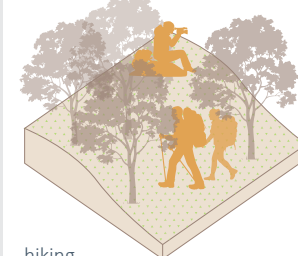
family farming



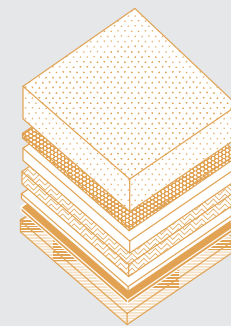
animal farm



hiking



Proposed Activities



Green Roof Details

1. vegetation
2. growing medium
3. filter fleece
4. drainage layer
5. insulation layer
6. waterproof membrane
7. structural support



PLANTSCAPE

Having too many plants at home can be overwhelming. Plantscape is a series of plant stands that provides a fun and visually pleasant way to arrange home plants according to different plant types. It also integrates plants into daily activities.



"I love my plants but my room can look chaotic sometimes.."

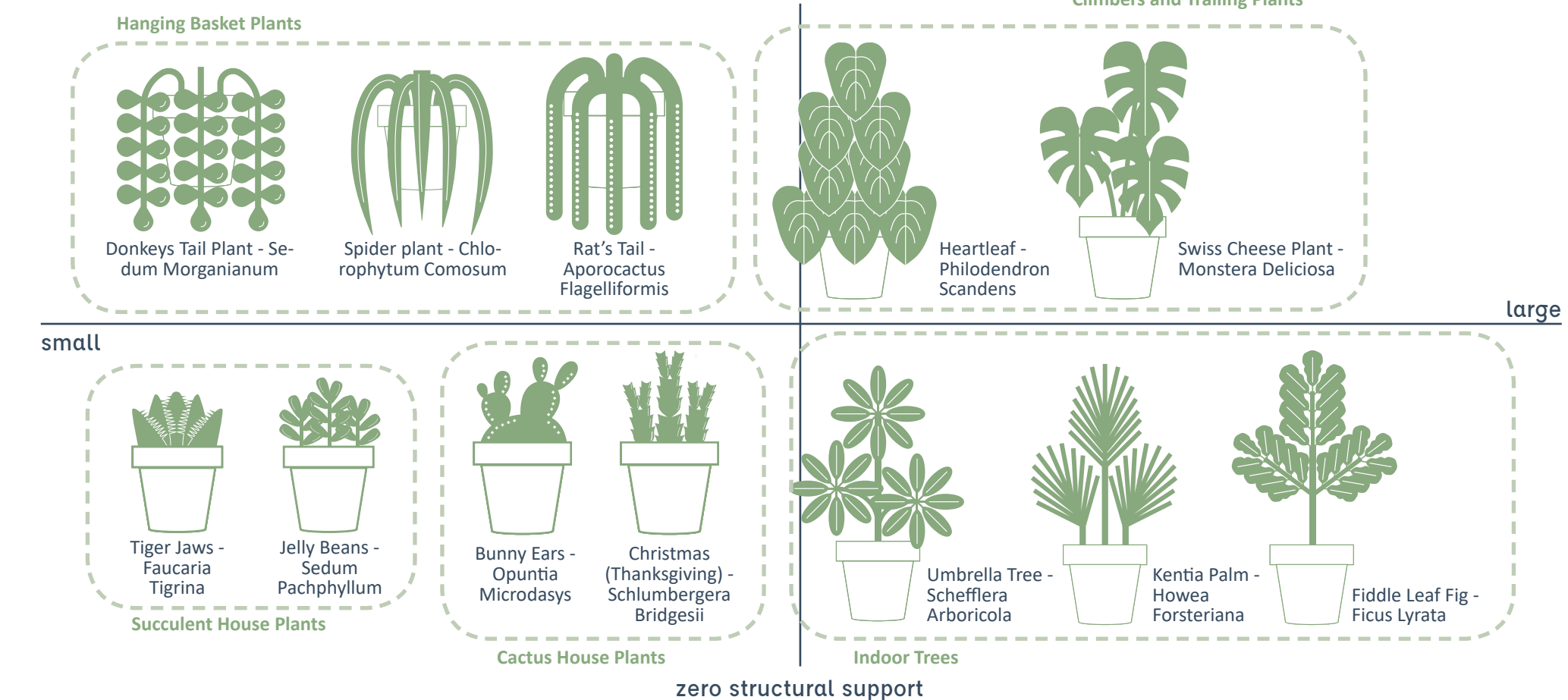


"I don't know how to arrange them except putting them all on the floor!"



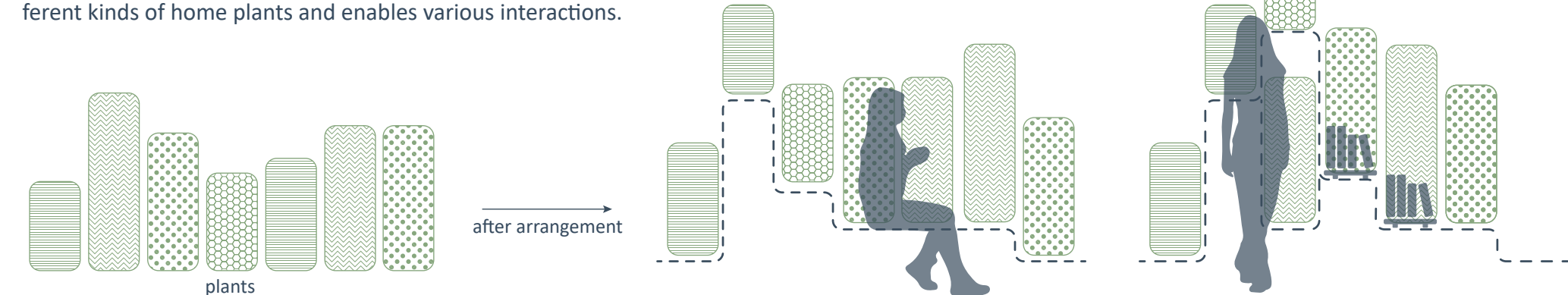
"My plants are taking over my dining table, I have nowhere to eat!"

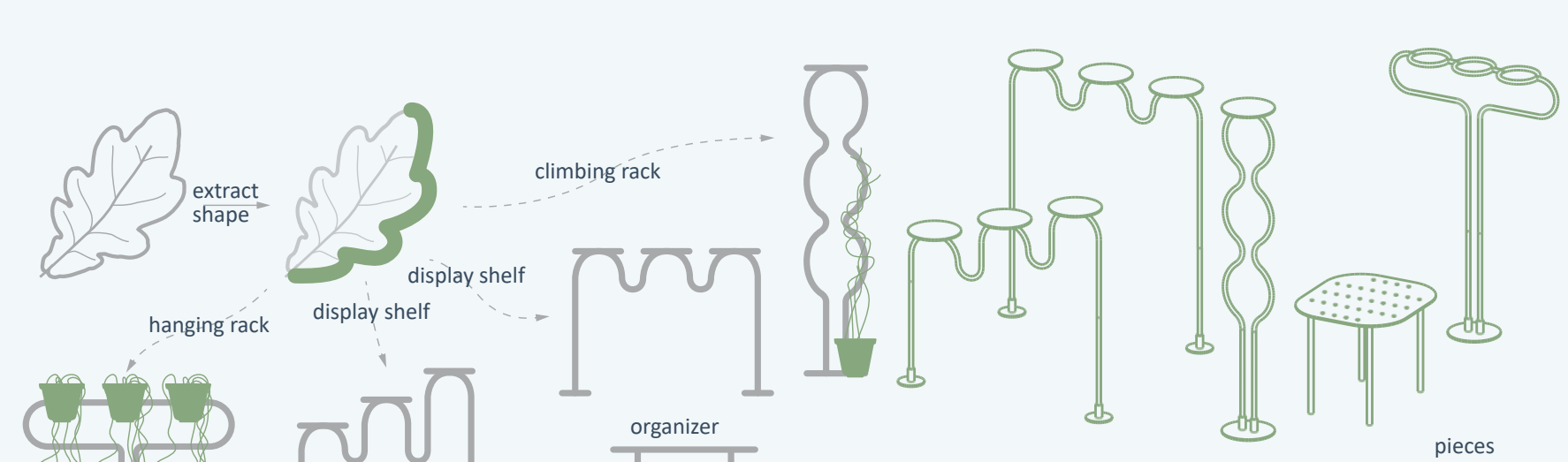
Common Home Plant Types



Concept

A customizable plant shelf that allows people to arrange different kinds of home plants and enables various interactions.





Sketch

Inspired by leaves, wavy shapes are adopted in the visual language. Based on the categories of plants, four pieces with different purposes are created. With a organizer that can hold them together.

