



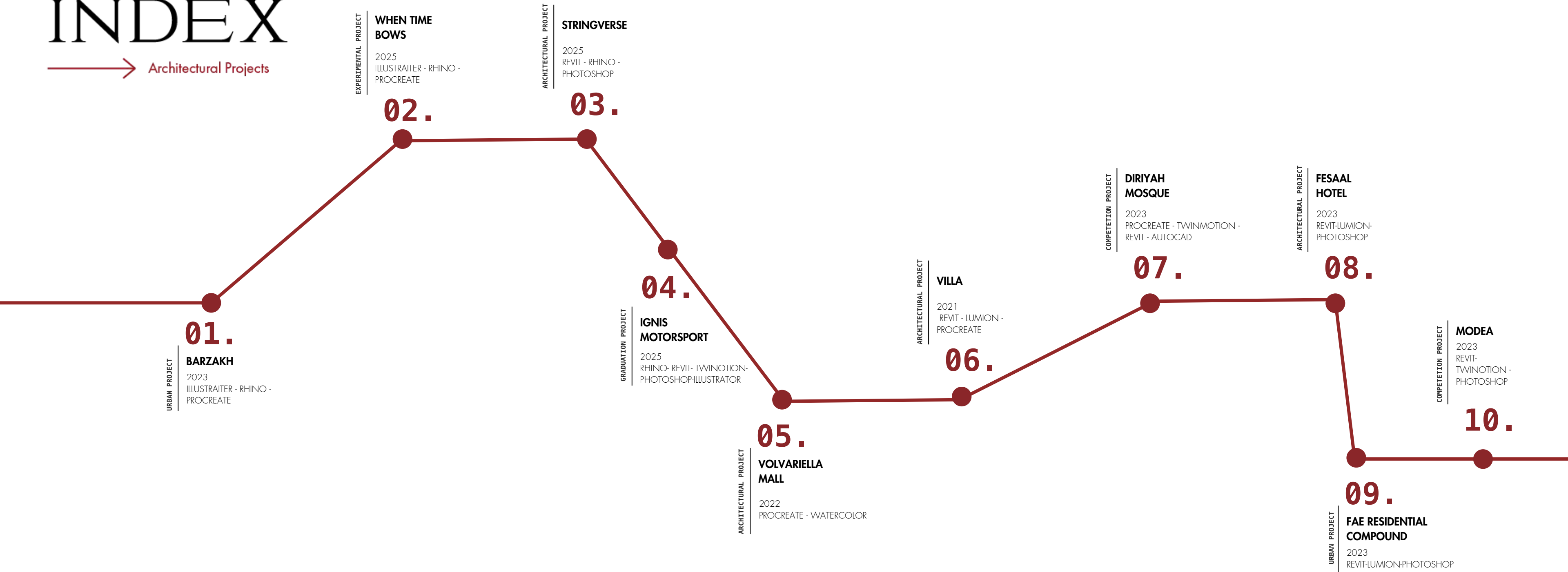
LANA ALTURKESTANI

-Architecture & Building Sciences Student- لانا التركستاني



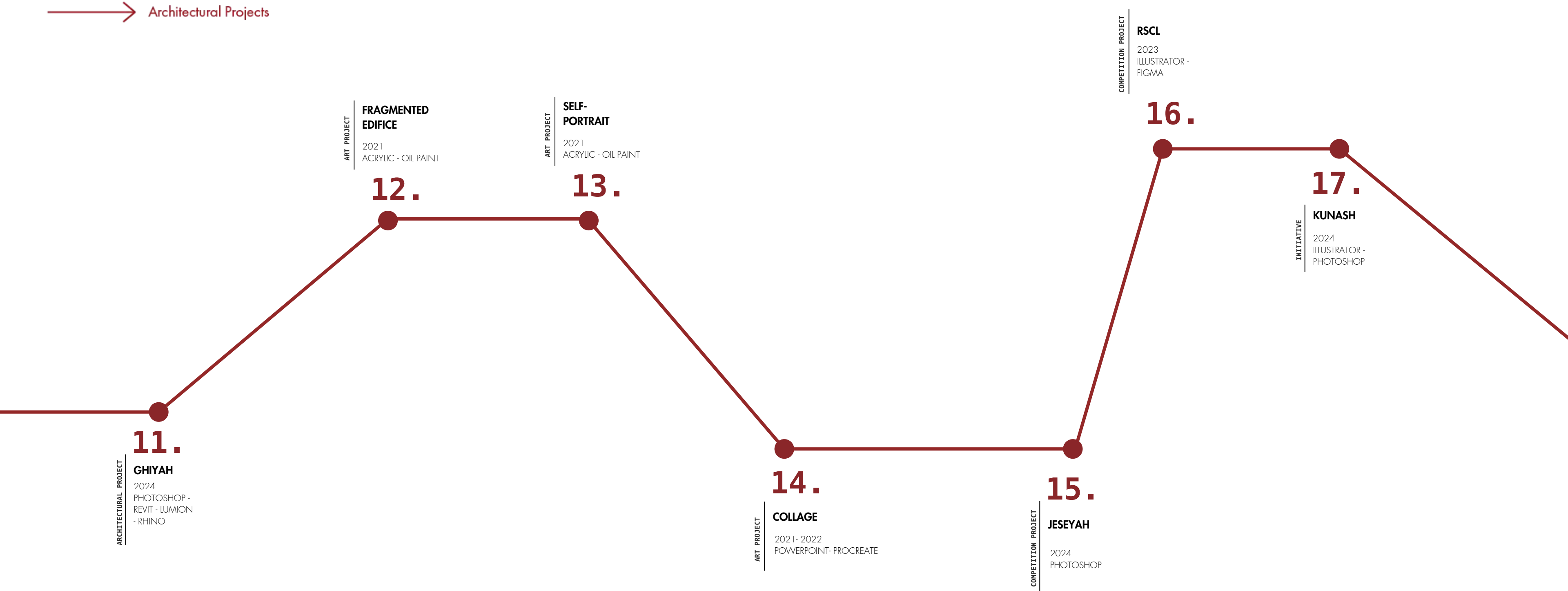
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لانا التوركستاني

I'M AN ARCHITECT INTERESTED IN THE SPACE BETWEEN THE **VISIBLE AND THE INTANGIBLE**. MY PROCESS MOVES BETWEEN **EXPLORATION & EXPLOITATION**: EXPERIMENTING WITH IDEAS FREELY, THEN REFINING THEM INTO GROUNDED, MEANINGFUL OUTCOMES.

WHAT DRIVES ME IS THE **METAPHYSICAL DIMENSION** OF DESIGN. HOW SPACES CAN HOLD MEMORY, PRESENCE, AND ATMOSPHERE. FOR ME, ARCHITECTURE IS NOT ONLY ABOUT BUILDING, BUT ABOUT DISCOVERY.

# ABOUT ME

→ Lana Alturkestani

# 01.

URBAN PROJECT

## BARZAKH

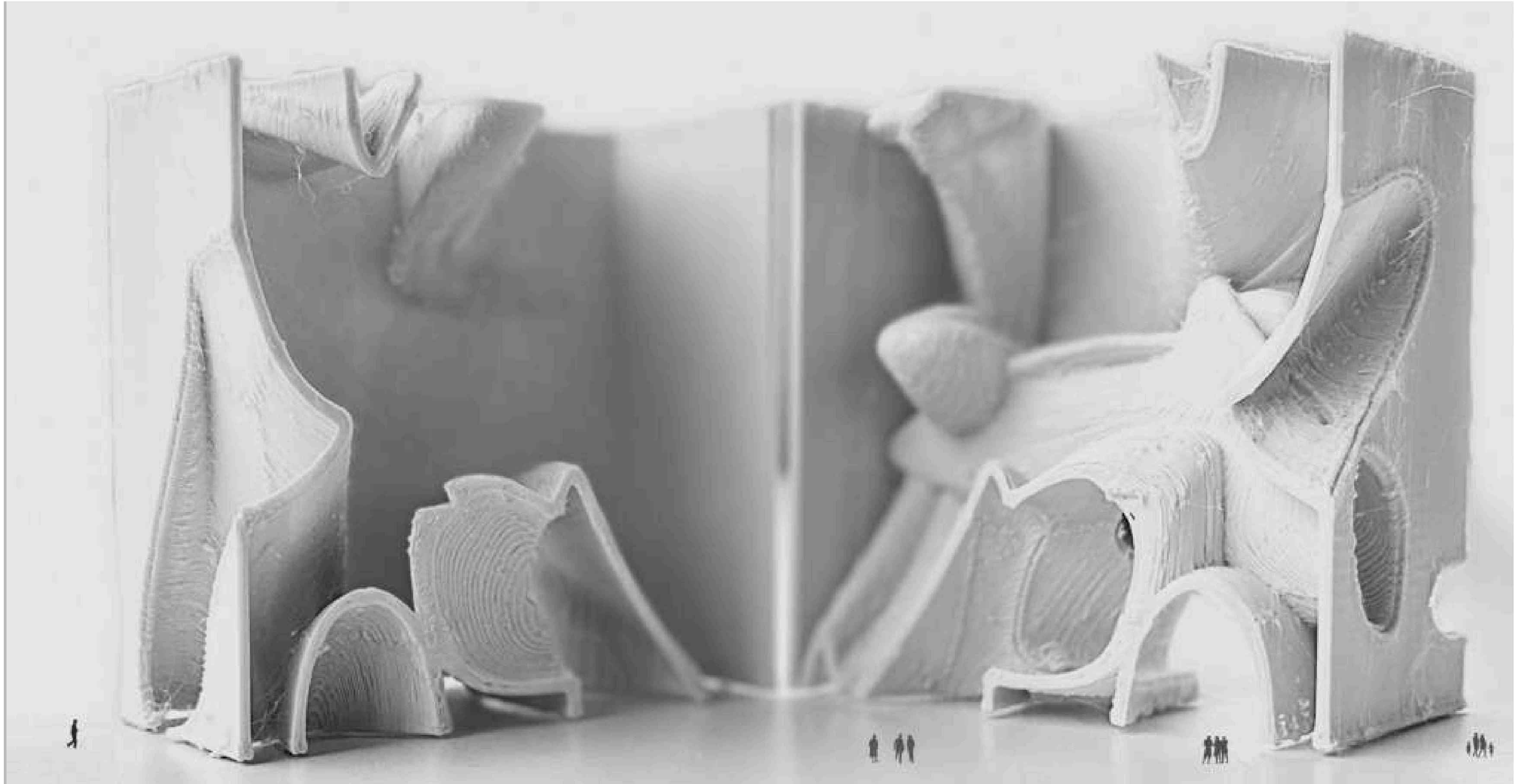
2023

ILLUSTRATER - RHINO - PROCREATE



BARZAKH - URBAN PROJECT  
2023, ILLUSTRATER - RHINO - PROCREATE

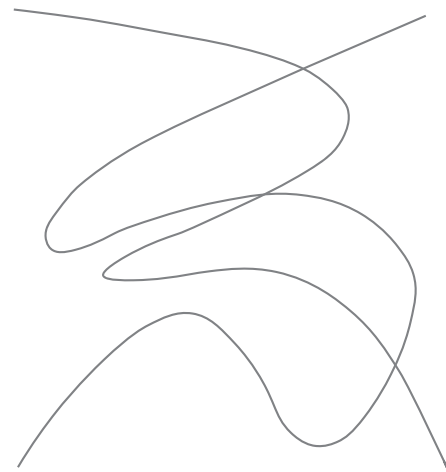
01.



# BARZAKH

a world where boundaries between the physical and  
ethereal realms dissolve.

outline



model

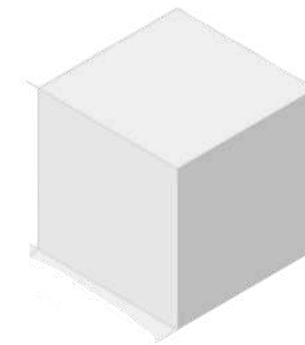


model

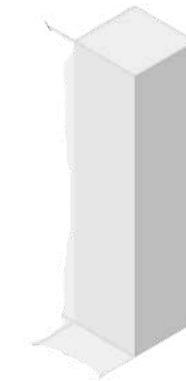


"Barzakh" represents a revolution in urban design, achieved by extracting voids from solid structures to create a distinctive urban fabric. Departing from traditional approaches, we prioritized the potential of negative spaces, challenging conventional notions of urbanity. By exporting the void, our aim was to redefine spatial dynamics, inviting inhabitants to engage with architecture in innovative ways. "Barzakh" symbolizes the efforts to push boundaries and explore the interplay between presence and absence within the urban landscape

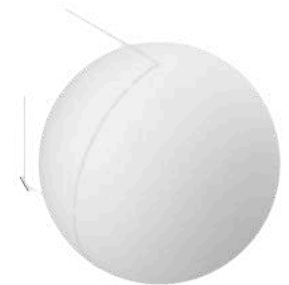
CUBE



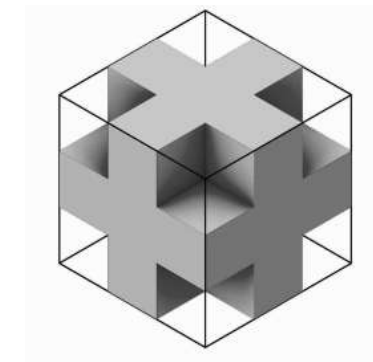
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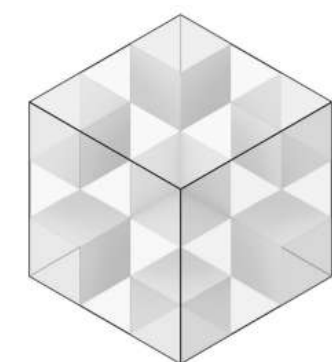
SPHERE

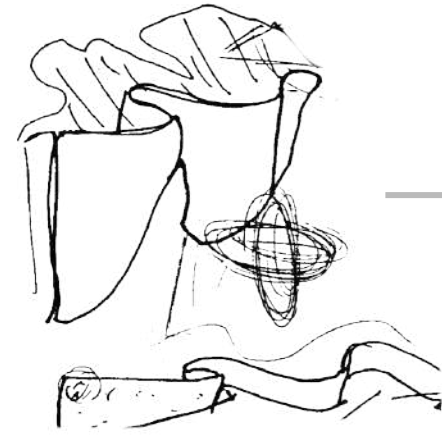


SOLID

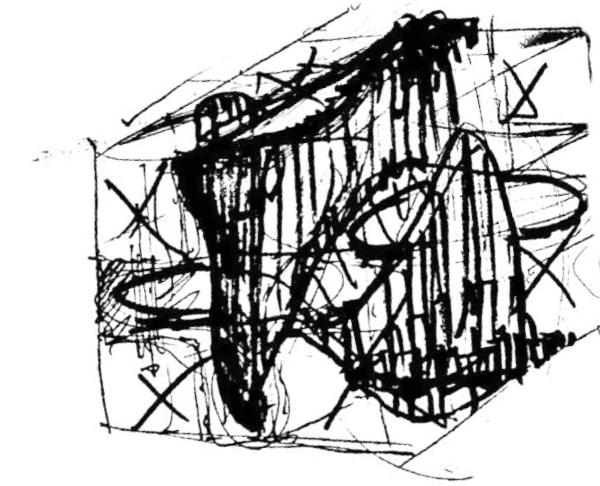


VOID

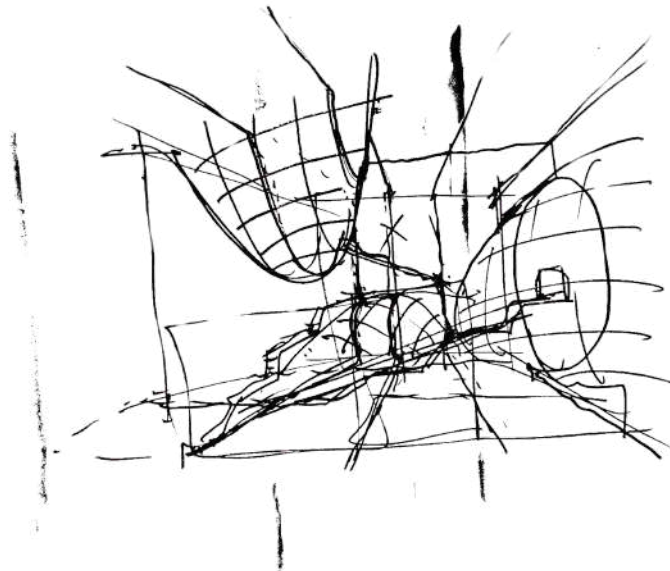




challenges conventional norms and transports its inhabitants into a mesmerizing new dimension like heaven.



Ethereal Haven aims to create a sense of magic and surprise through its design, inviting residents and visitors to explore



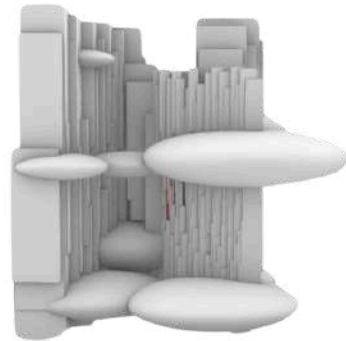
Based on zero gravity, this floating city embodies hyper-connectivity and hyper-proximity, fostering a seamless blend of technology, nature, and human experience



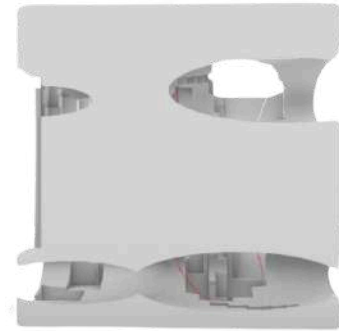
barzakh stands as a testament to the boundless possibilities of urban architecture, where the combinations create a city like no other.

1

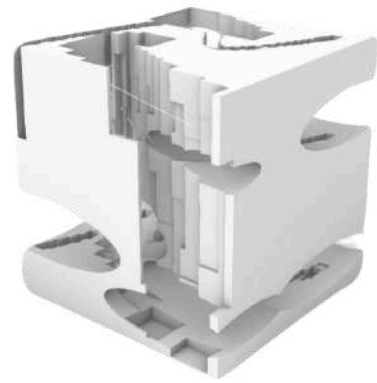
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VOID

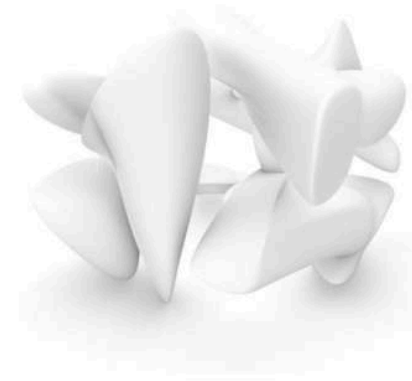


VOID



=

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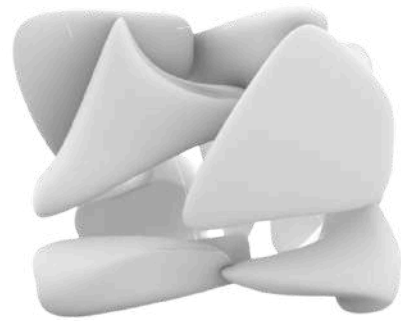


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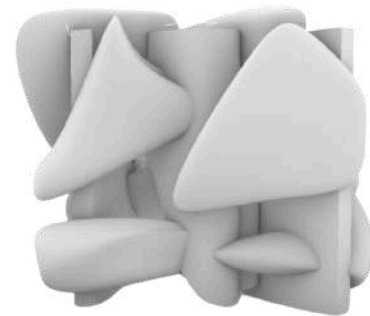


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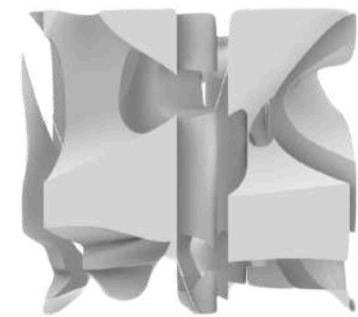
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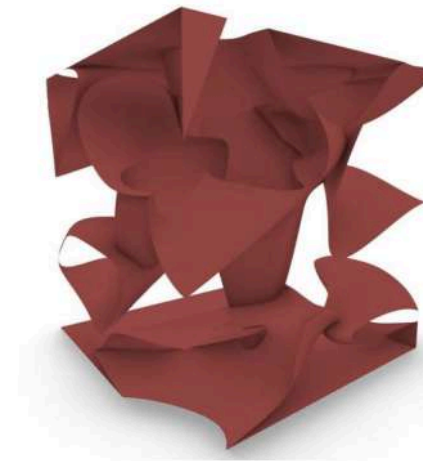
SOLID & SPINE



VOID



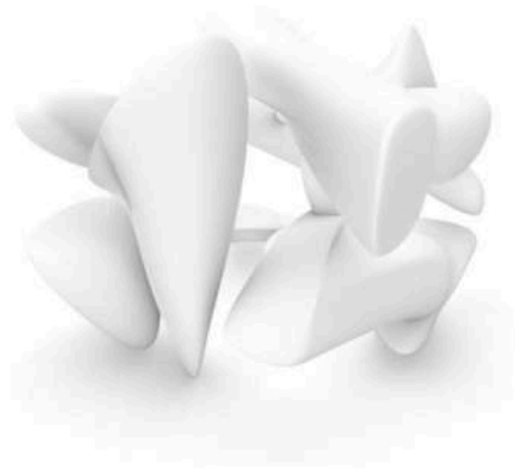
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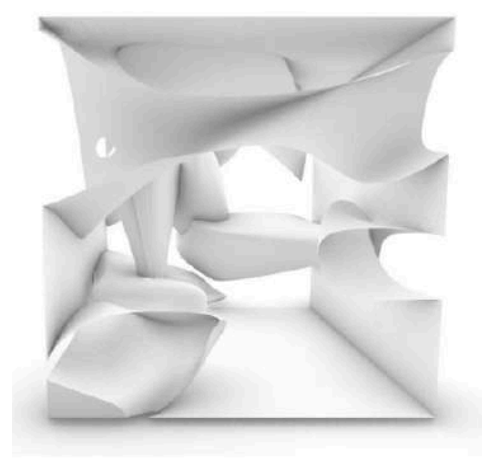
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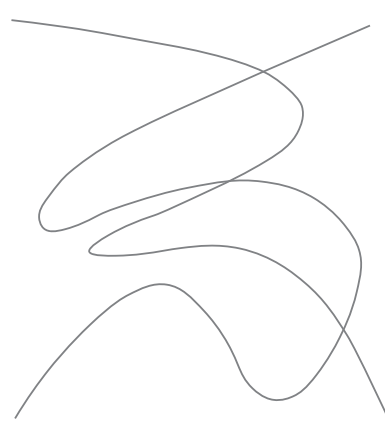
SOLID



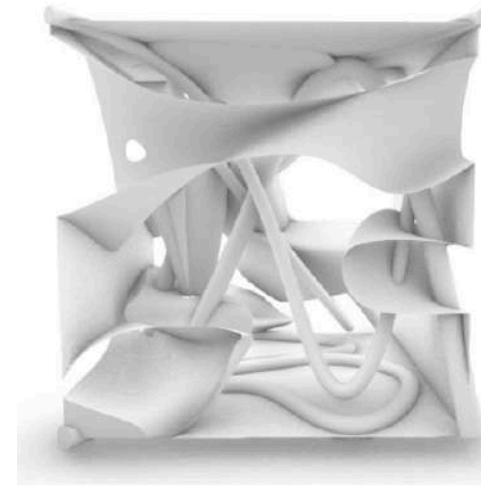
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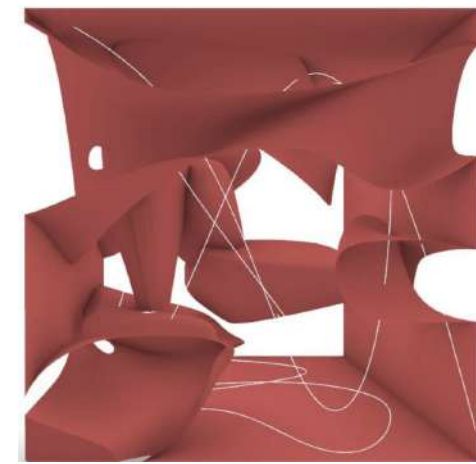
OUTLINE



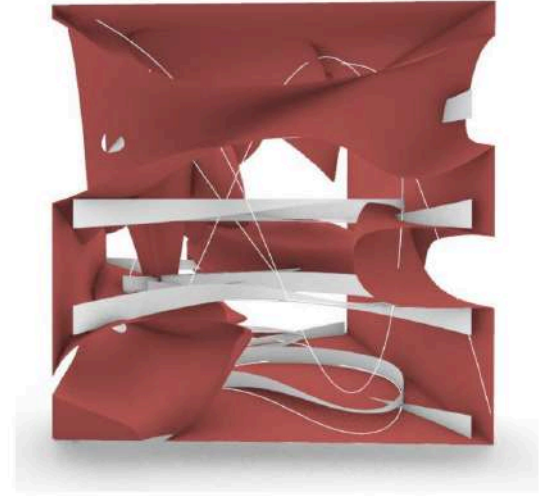
VOID



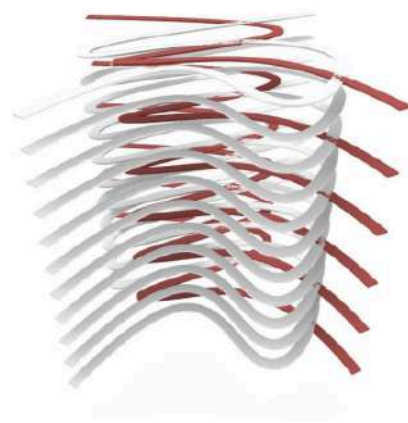
VOID & OUTLINE



VOID & SPINE



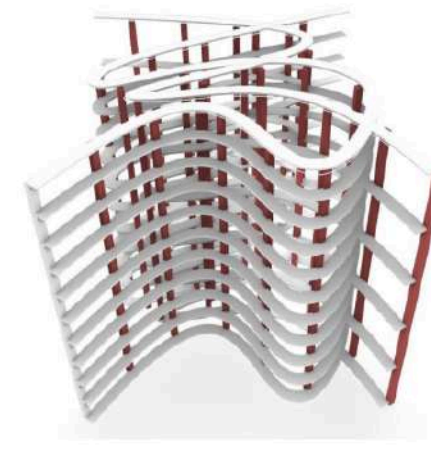
HORIZONTAL AXIS



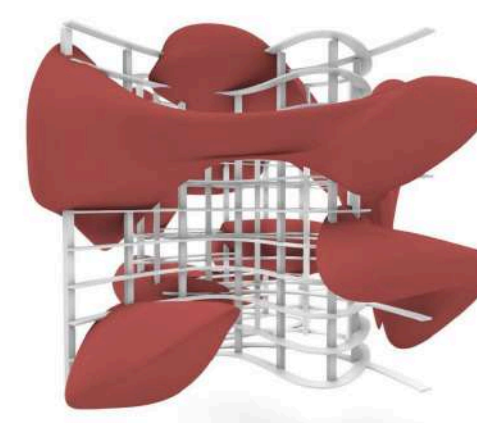
VERTICAL AXIS



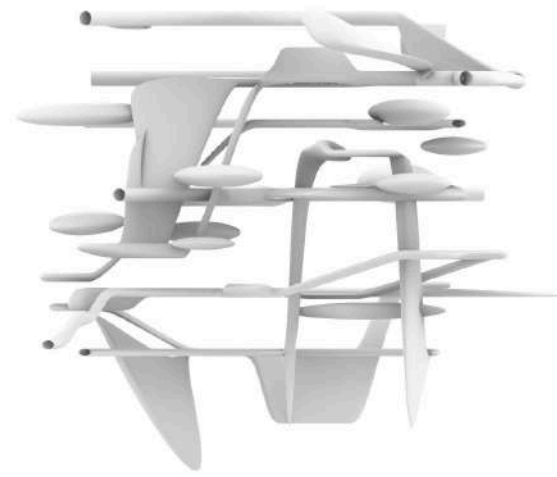
FULL AXIS



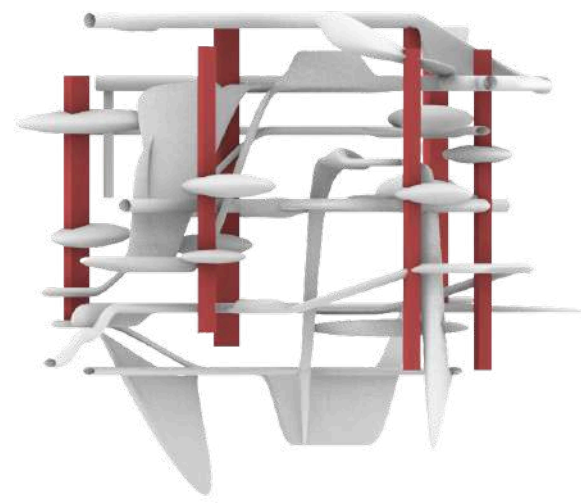
VOID & AXIS



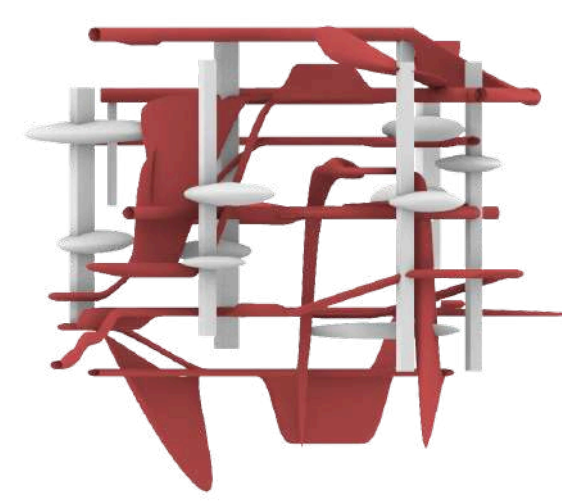
FINAL AXIS



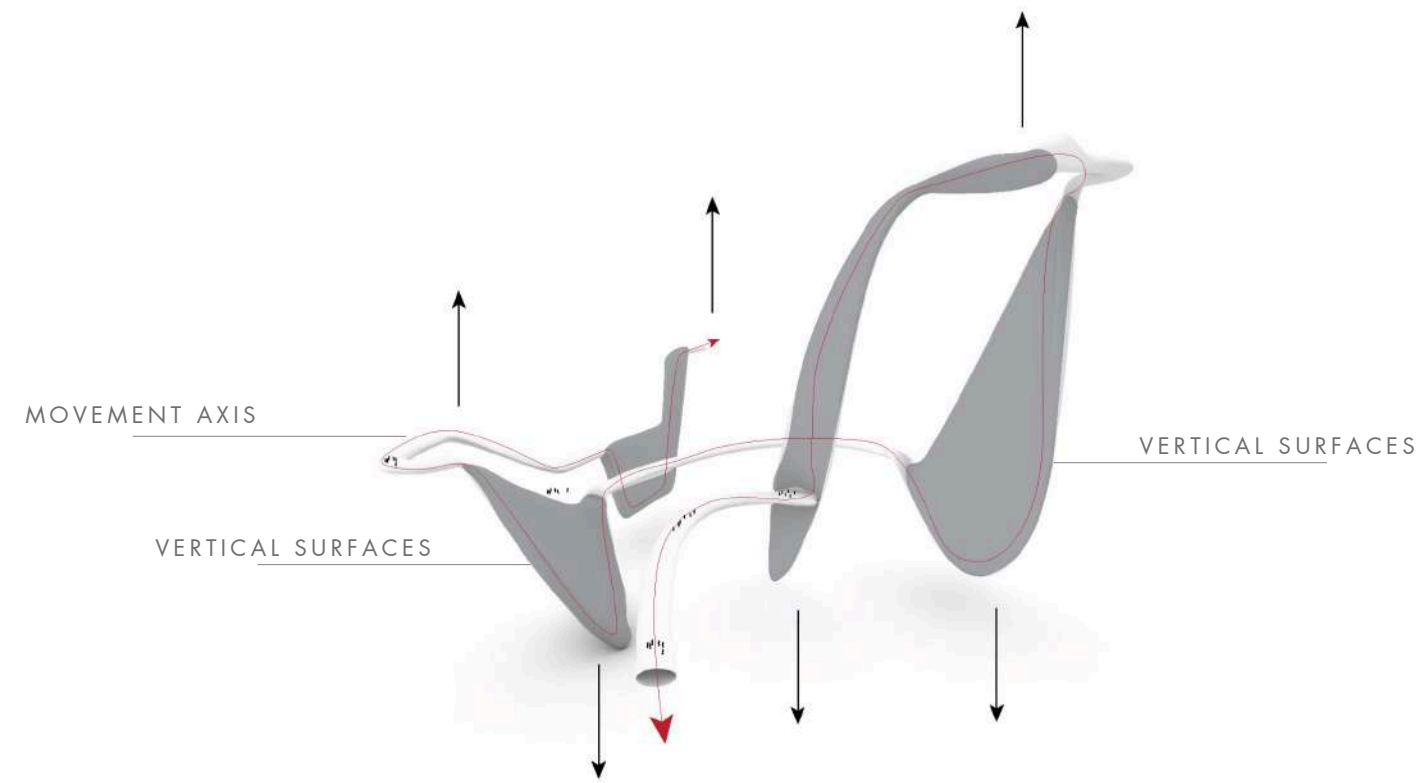
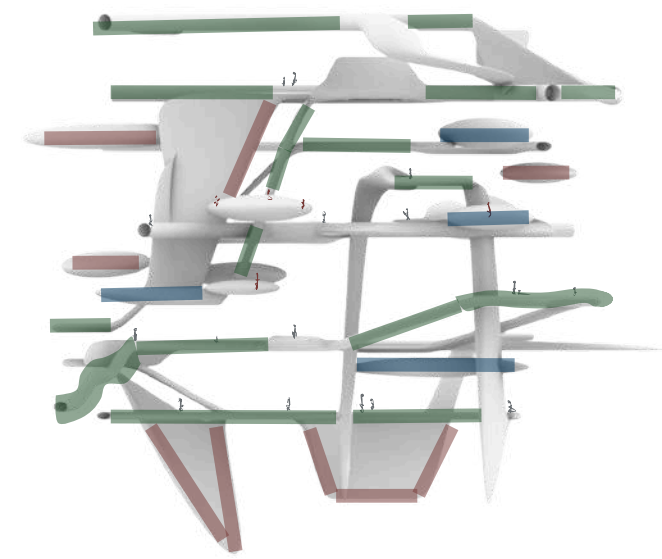
HYPER-CONNECTIVITY



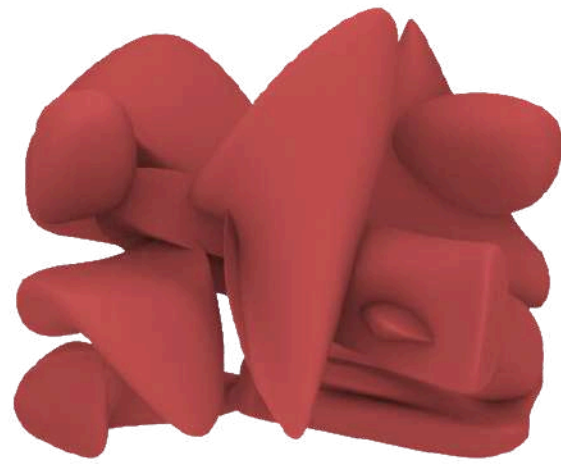
HYPER-PROXIMITY



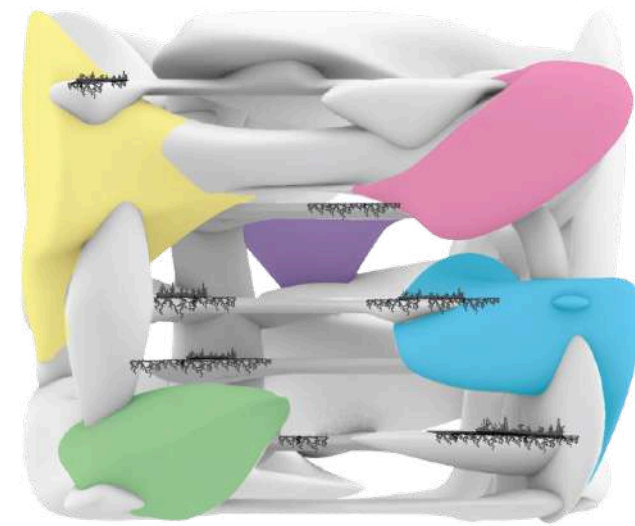
HYPER-MIX USE



SOLID



SOLID DETAIL

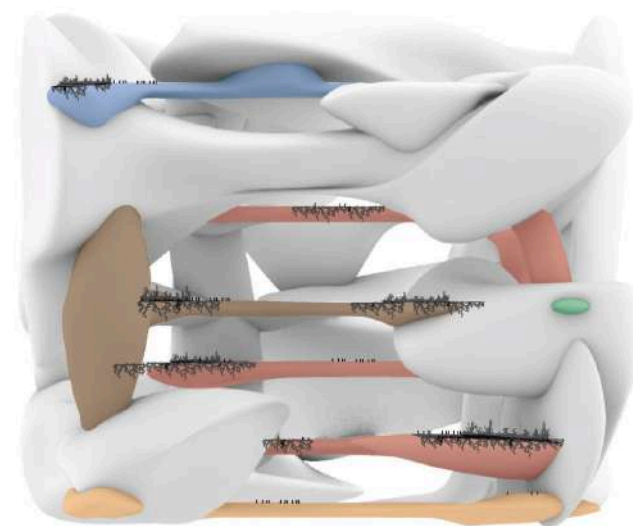


- COMMERCIAL
- EDUCATIONAL
- ENTERTAINMENT
- HEALTH CARE
- CULTURAL

SOLID & VOID



VOID DETAIL



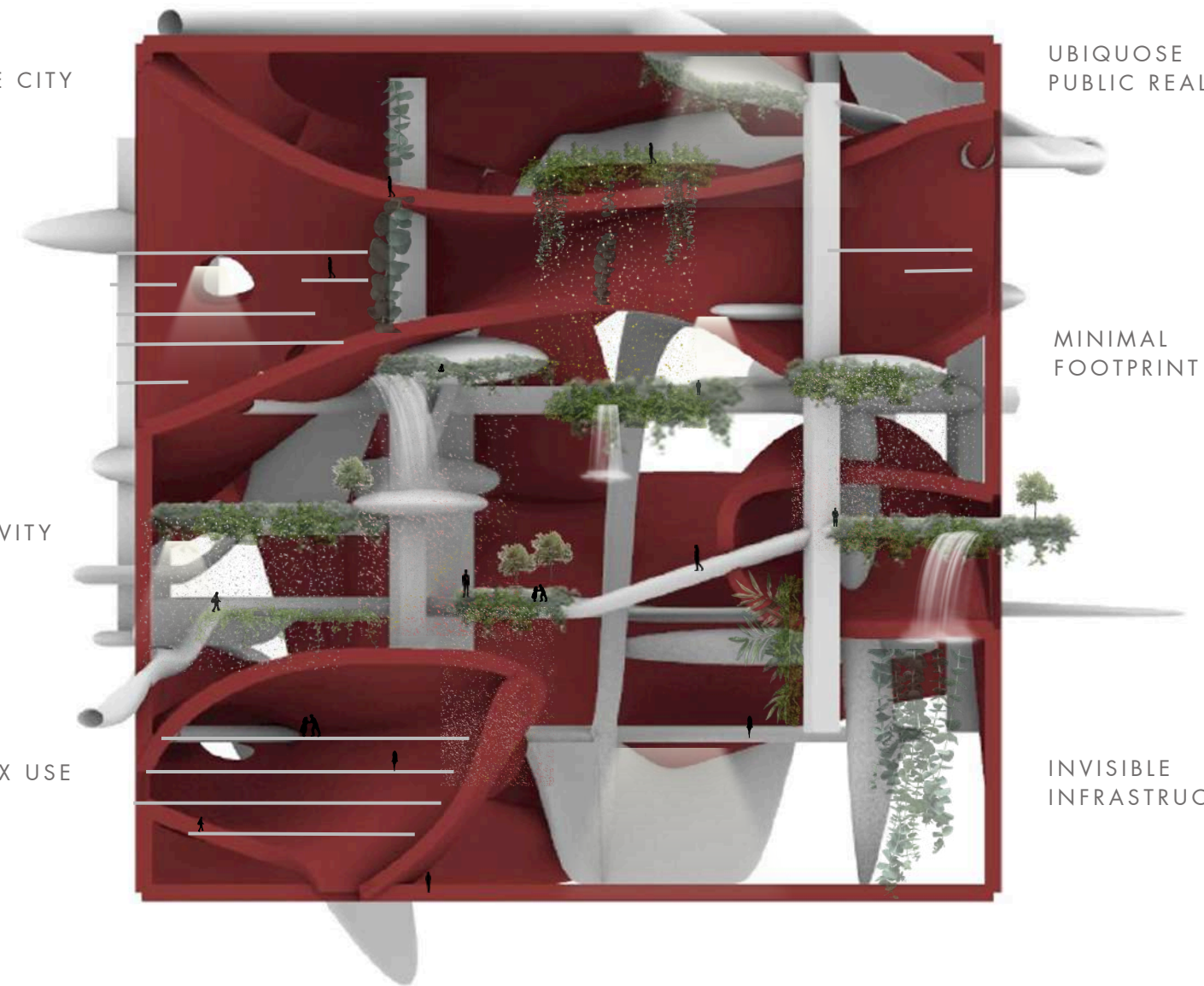
- STADIUM
- HANGING GARDENS
- WATERFALLS
- STATION
- MOVEMENT ACCESS

MULTIVERSE CITY

HYPER - PROXIMITY

HYPER - CONNECTIVITY

HYPER - MIX USE

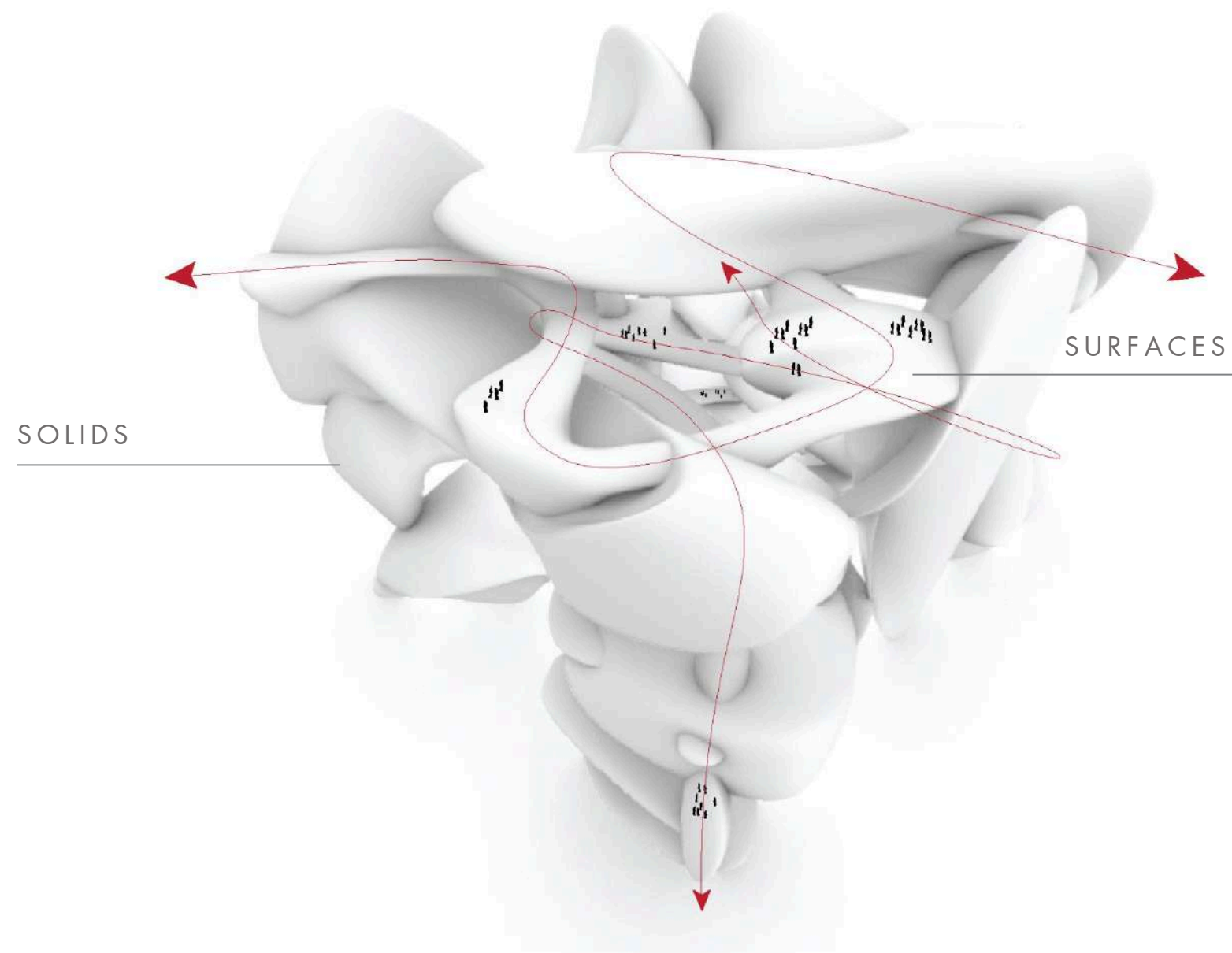


UBIQUOUS PUBLIC REALMS

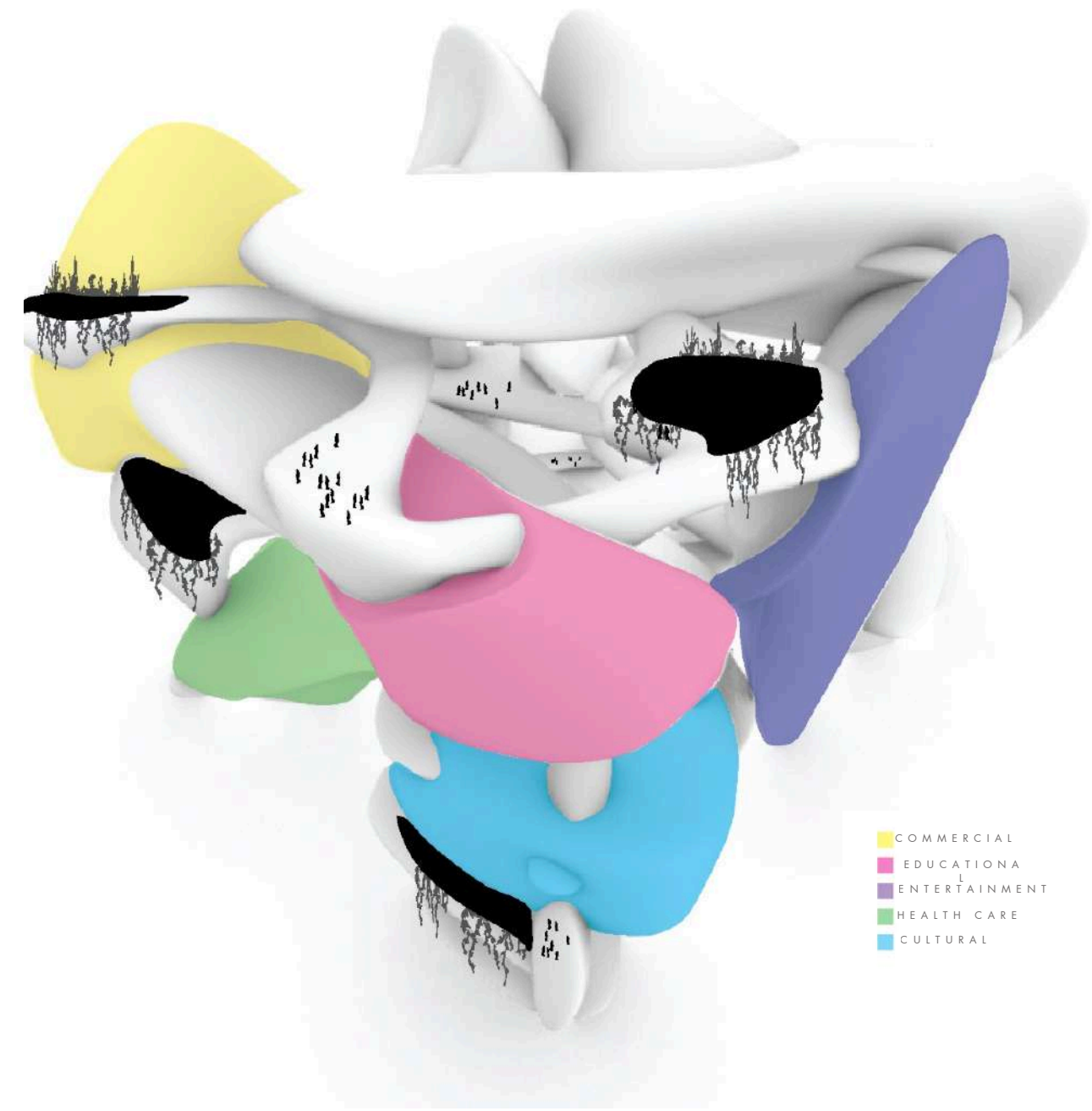
MINIMAL FOOTPRINT

INVISIBLE INFRASTRUCTURE

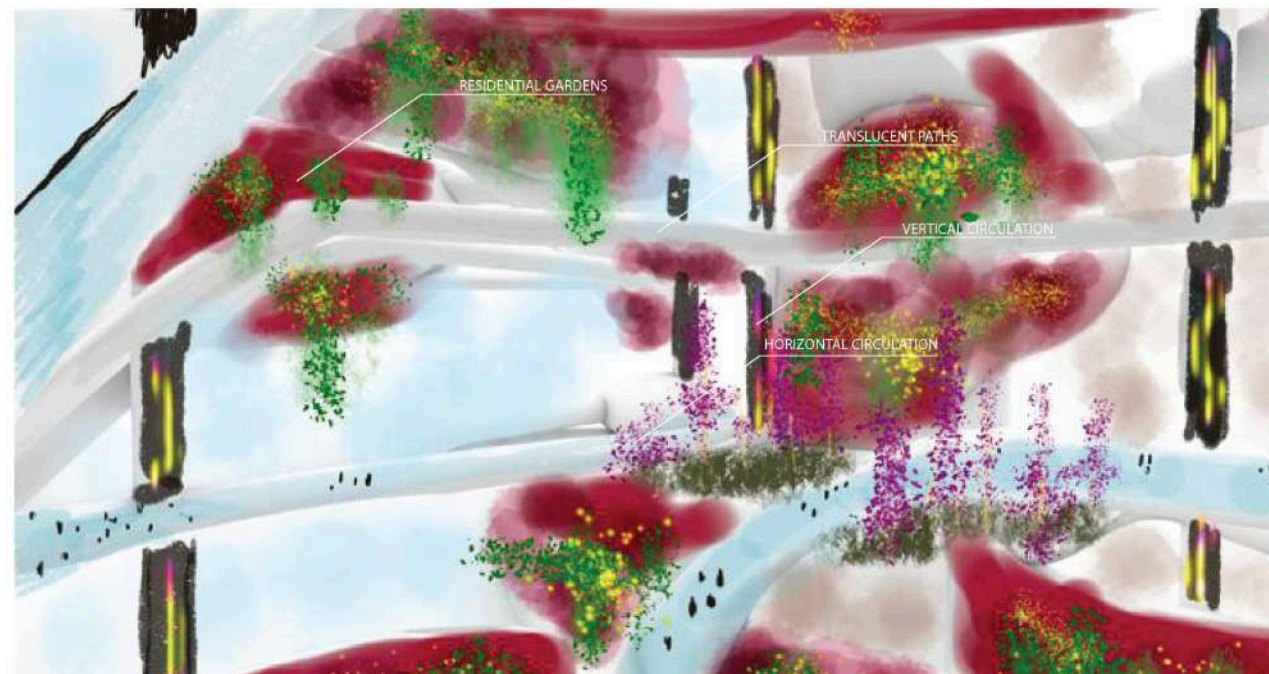
VOID DETAIL



VOID DETAIL



SKETCH VISUALIZATION



VISUALIZATION



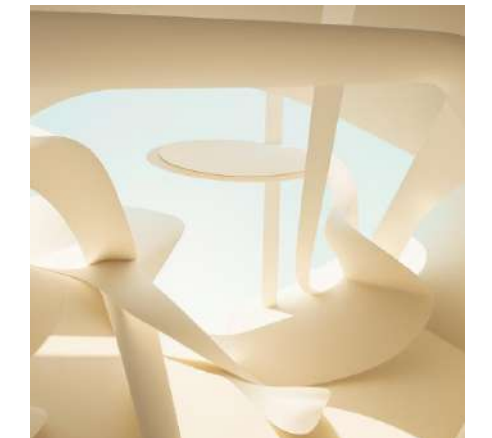
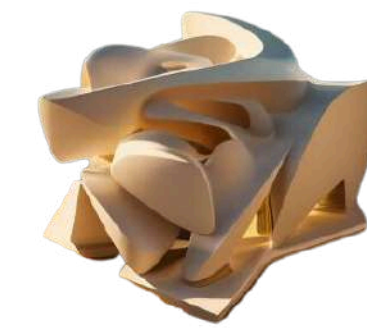
WATERFALLS

HANGING GARDEN



MOVEMENT ACCESS

WATERFALLS



02

EXPERIMENTAL PROJECT



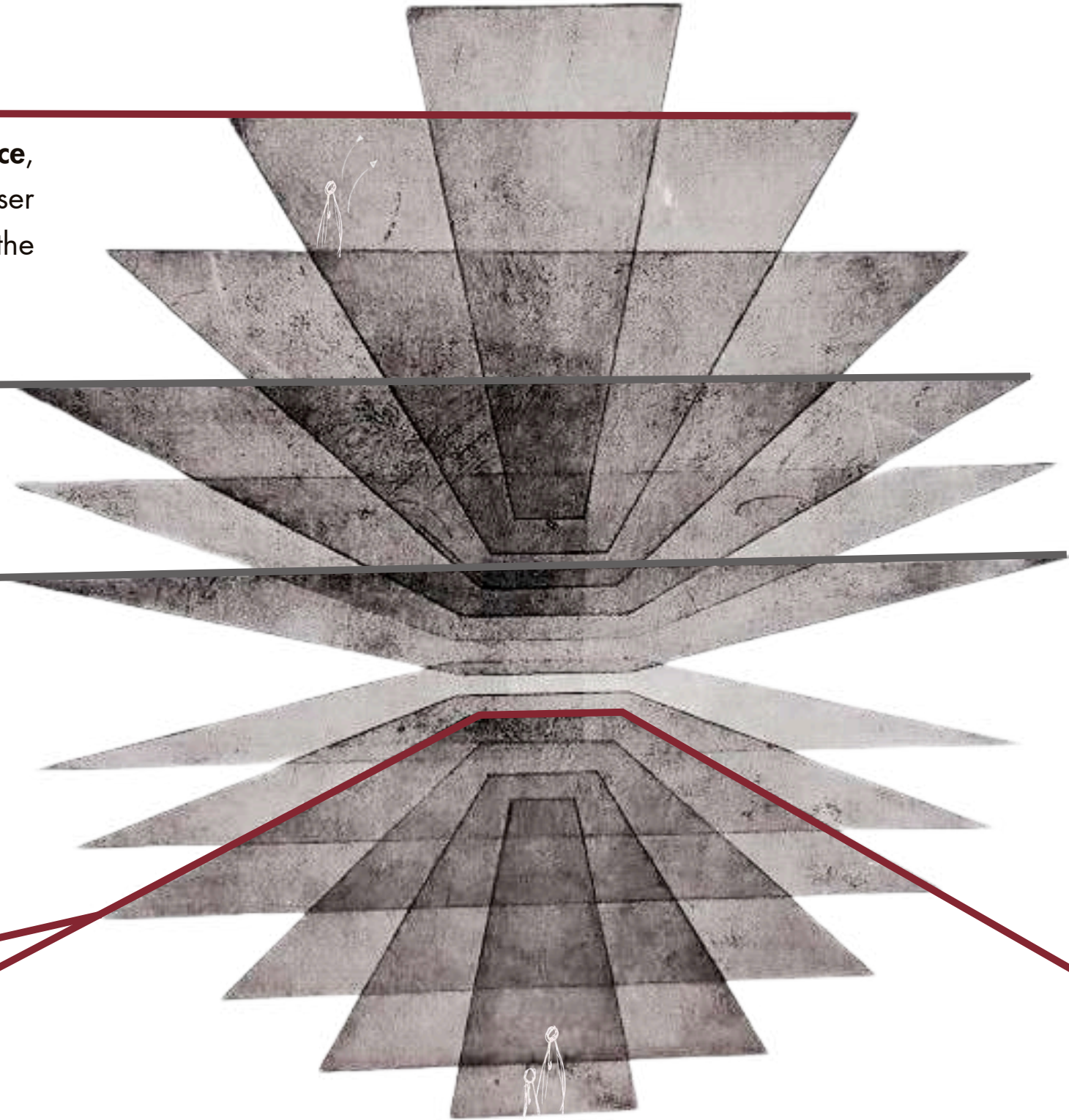
**WHEN TIME  
BOWS**

2025

ILLUSTRATER - RHINO - PROCREATE

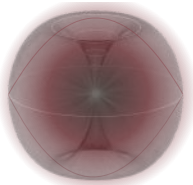
## " WHEN TIME BOWS "

In most waiting spaces, time is the tyrant. It looms overhead, **dictating pace**, **draining energy**, and leaving people **suspended in uncertainty**. The user becomes passive, unsure how long they'll remain, with no real agency over the space or their experience within it.



WHEN TIME BOWS - 2025  
, ILLUSTRATER - RHINO - PROCREATE

02.



" WHEN TIME BOWS "

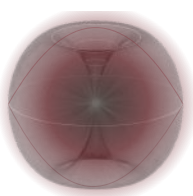
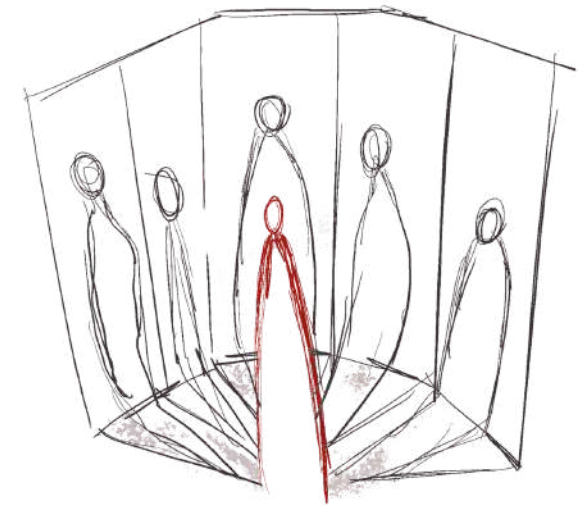
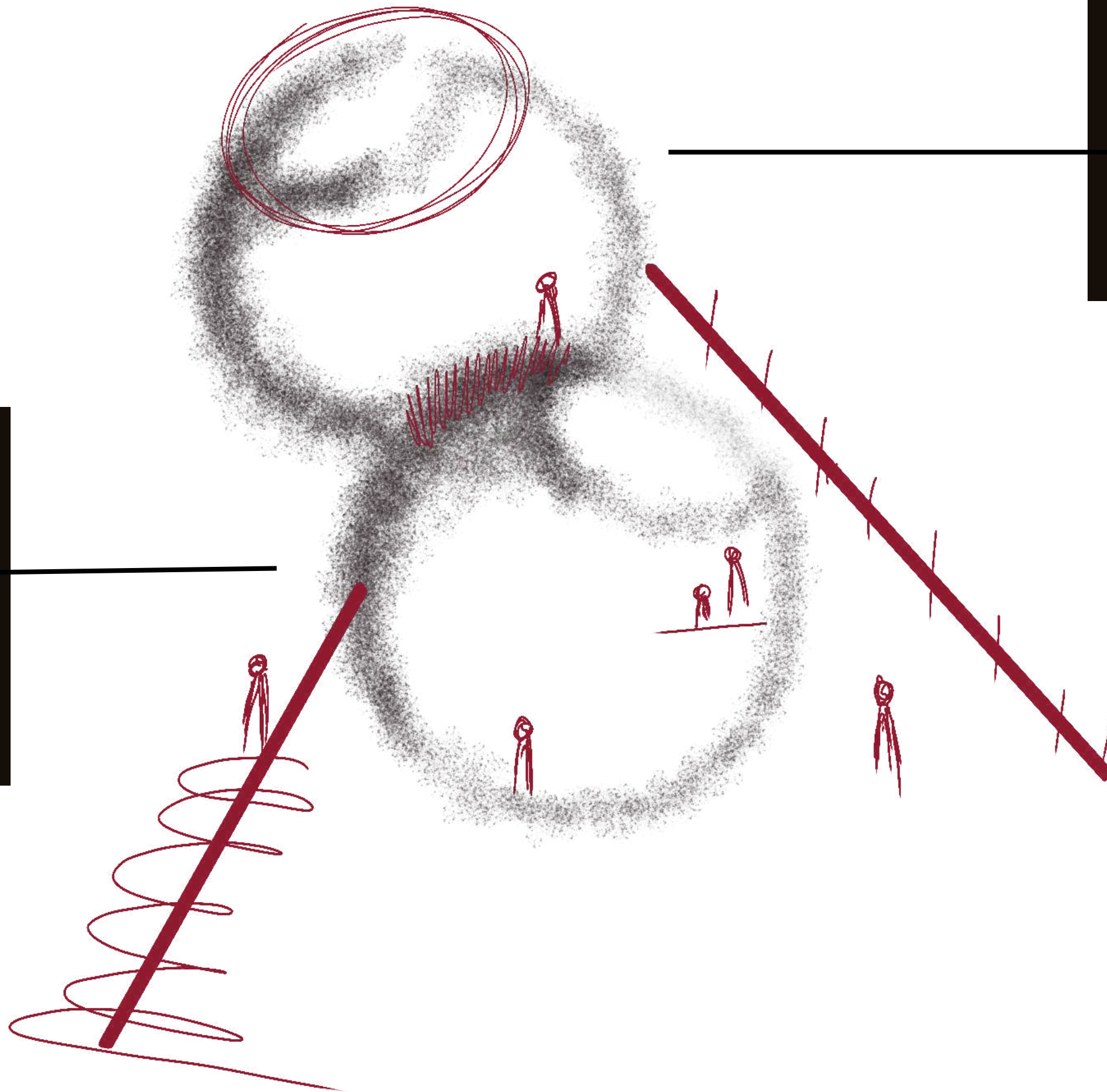


Rather than waiting for time to pass, users shape their experience of time through an environment that responds to them physically, emotionally, and mentally.

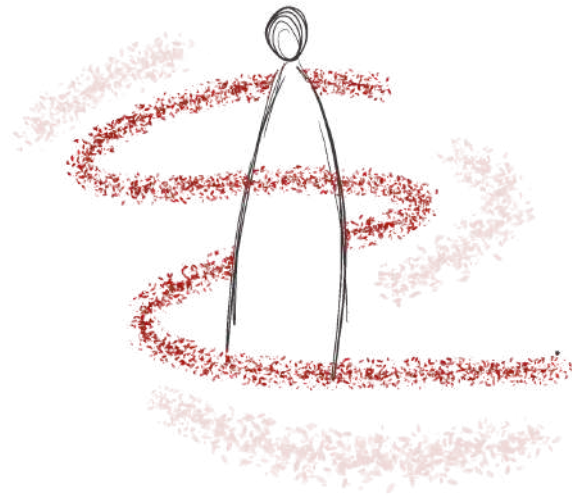
Reimagining the waiting room as a space where the user holds the power, and time becomes the guest.

WHEN TIME BOWS

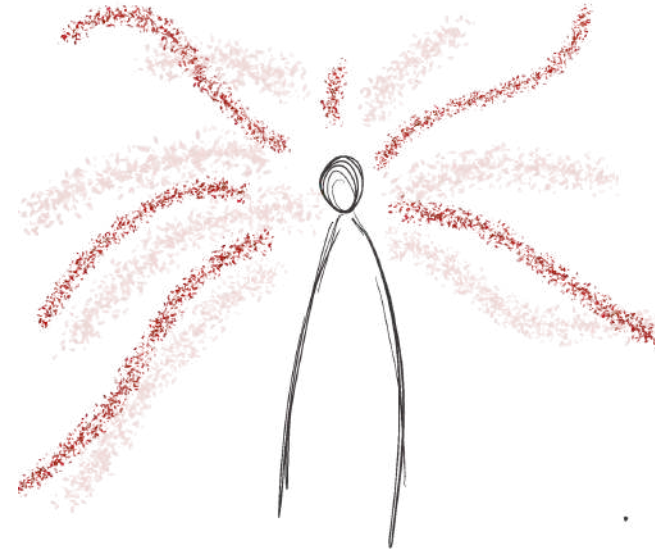
" WHEN TIME BOWS "



This spatial reversal is achieved through a poetic triad:



THE BODY

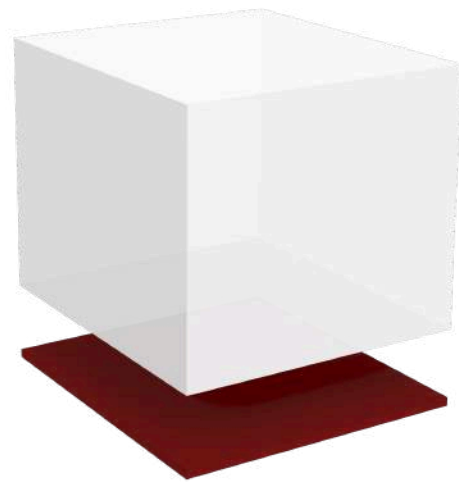


THE MIND

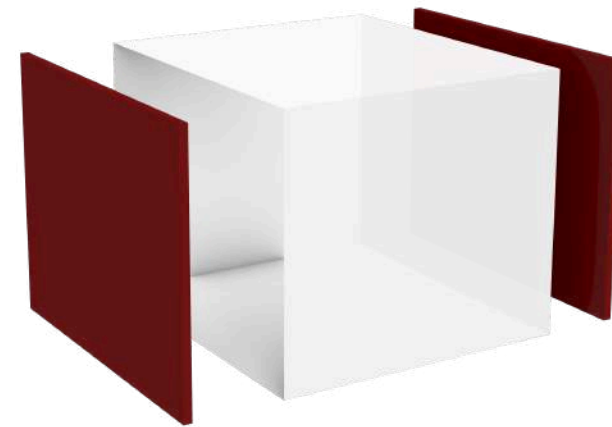


THE SOUL

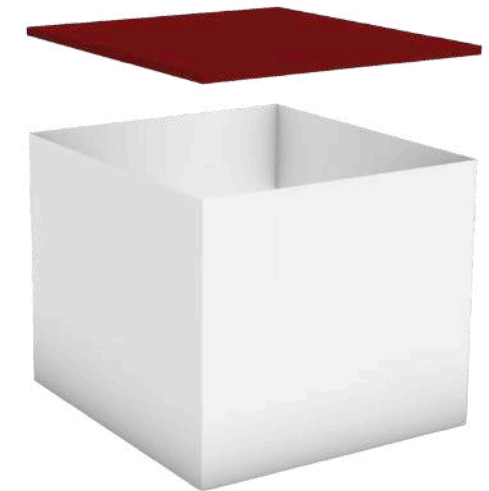
Those elements are translated through the elements of the room:



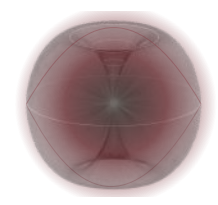
THE FLOOR



THE WALLS



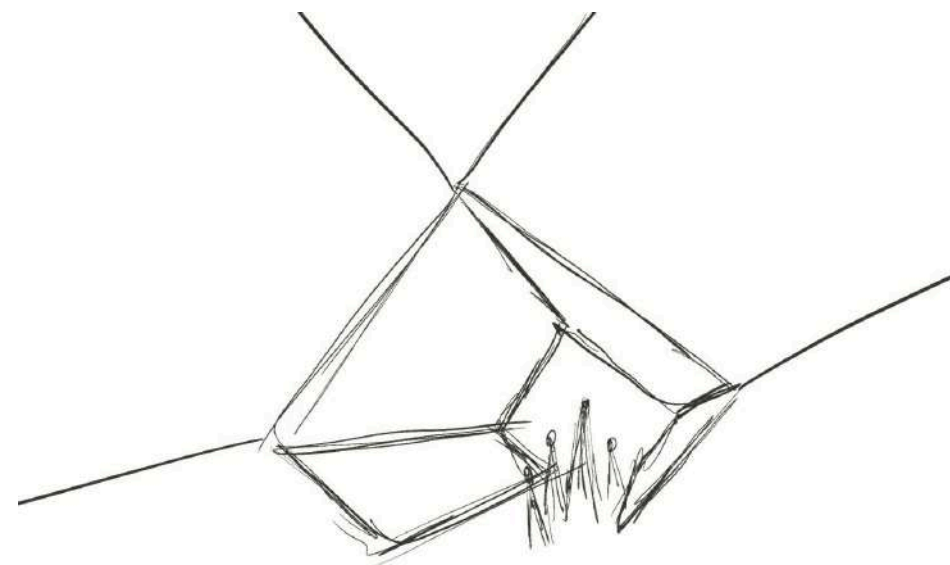
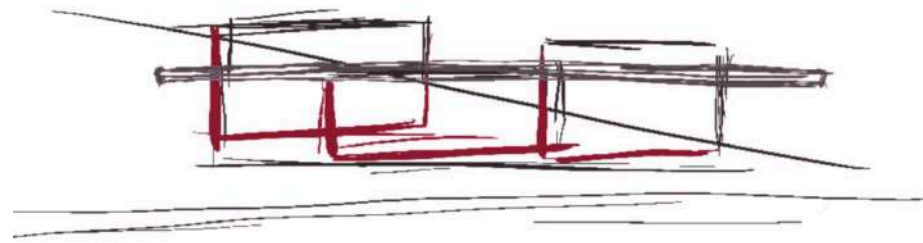
THE ROOF



# POSSIBLE TRANSLATIONS

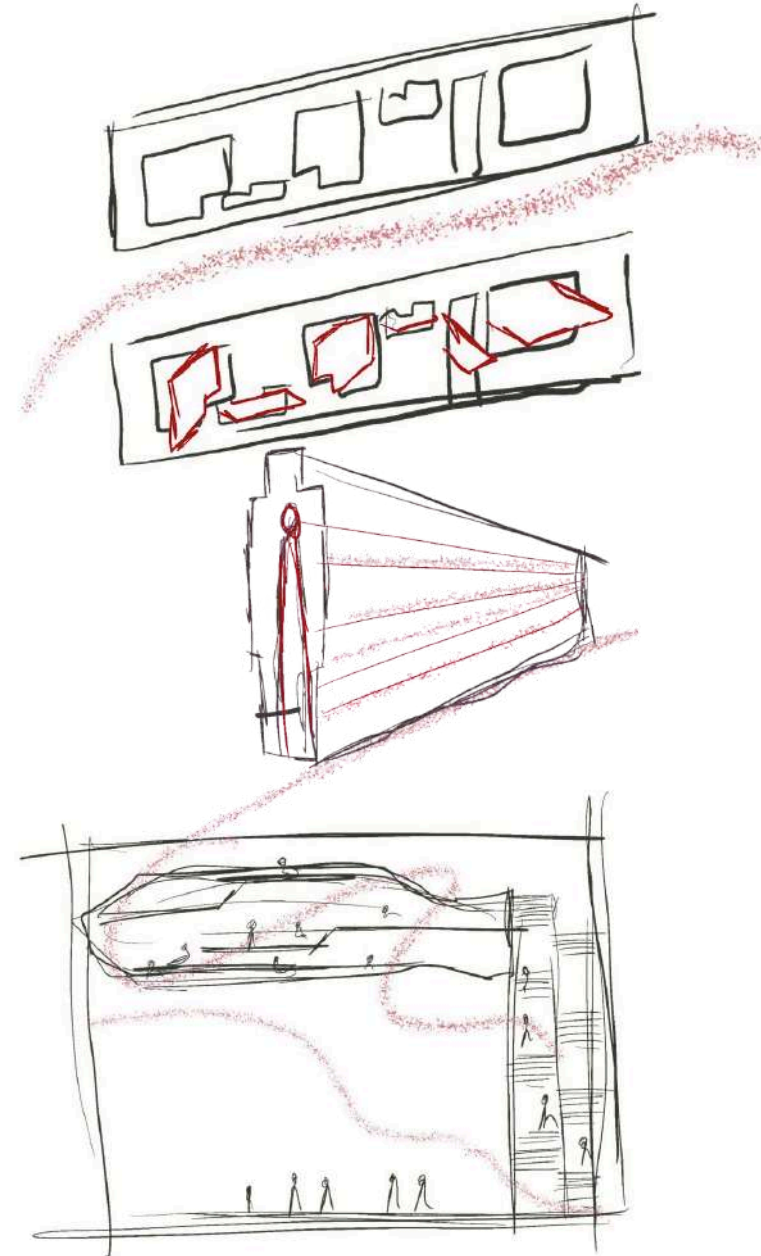
## THE FLOOR AS THE BODY

A floor that moves with the body, not mechanically, but topographically. It becomes a landscape of time where users rise, dip, lean, or climb according to their inner state.



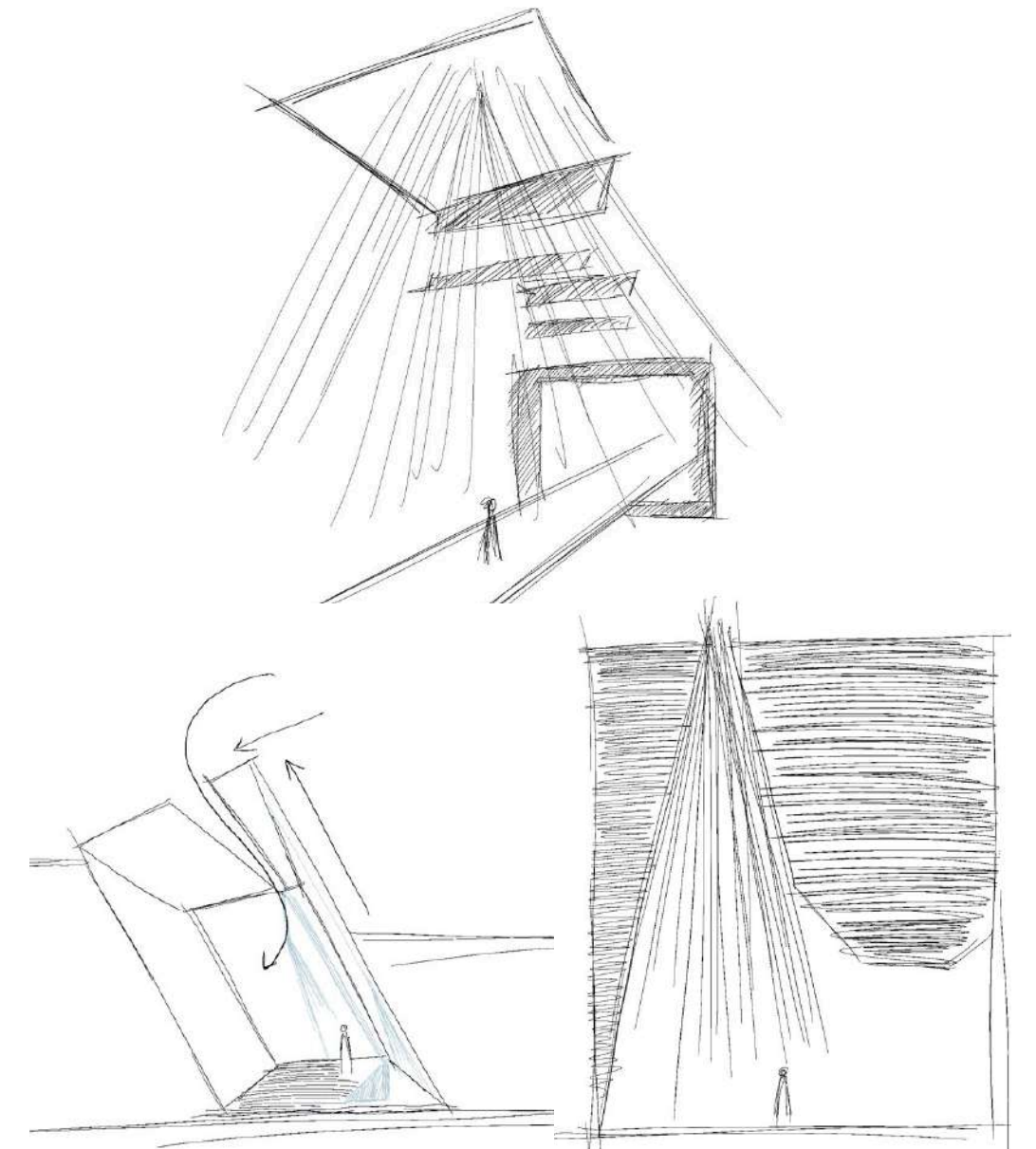
## THE WALLS AS THE MIND

The walls are interactive thresholds, not static dividers, but living expressions. They showcase time through material memory, texture shifts, and selective openings that reveal, frame, or conceal.

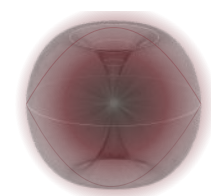


## THE CEILING AS THE SOUL

The ceiling becomes a celestial mind, using natural light as its main language. Light is not a background detail but an active participant, responding to time of day, user presence, and spatial activity.



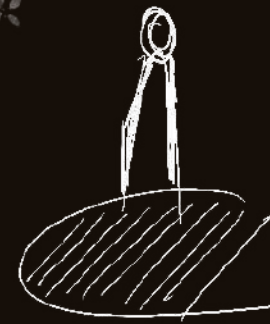
WHEN TIME BOWS



# THE STORY

## PART 1: THE INVITATION

"Where stillness begins."



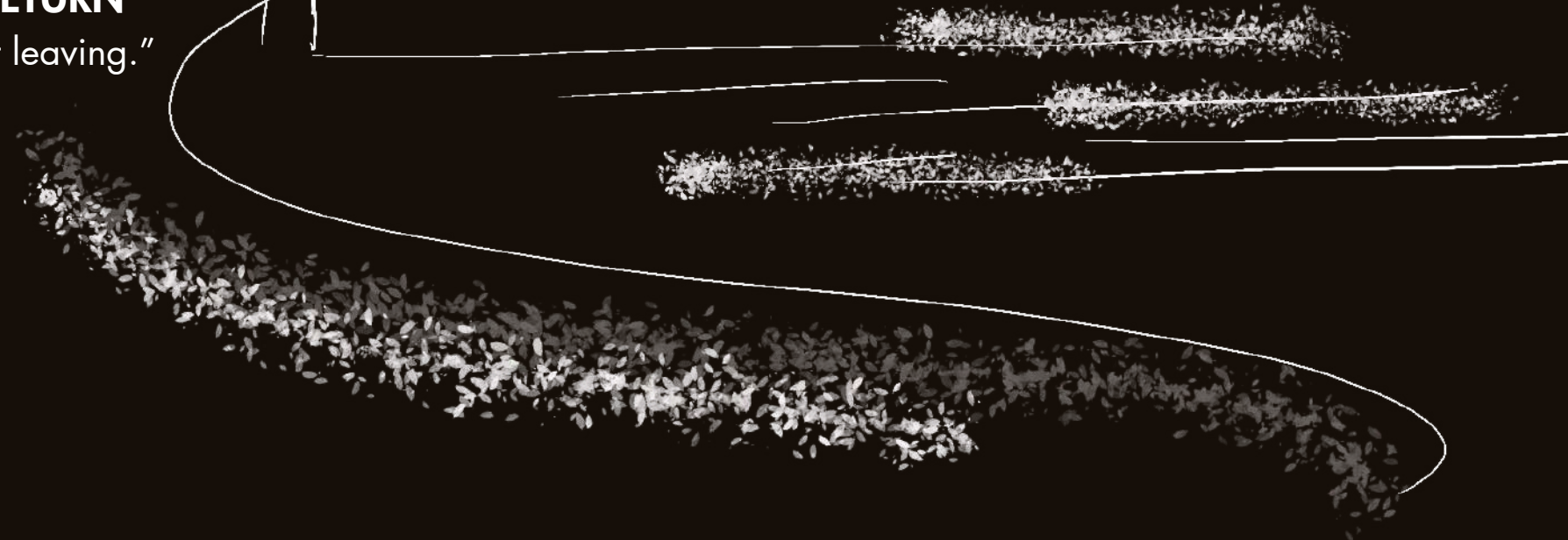
## PART 2: THE UNVEILING

"When you choose the space."



## PART 3: THE IMMERSION

"Becoming part of the space."

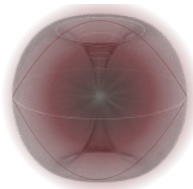


## PART 4: THE RETURN

"Leaving without leaving."



WHEN TIME BOWS



### PART 4: THE RETURN

"Leaving without leaving."  
 There's no sound. No signal. The moment arrives on its own. The user exits the space with the memory of silence, the warmth of stillness,  
**And the feeling that something within them was seen.**  
**Time didn't pass here.**  
**It listened.**

### PART 1: THE INVITATION

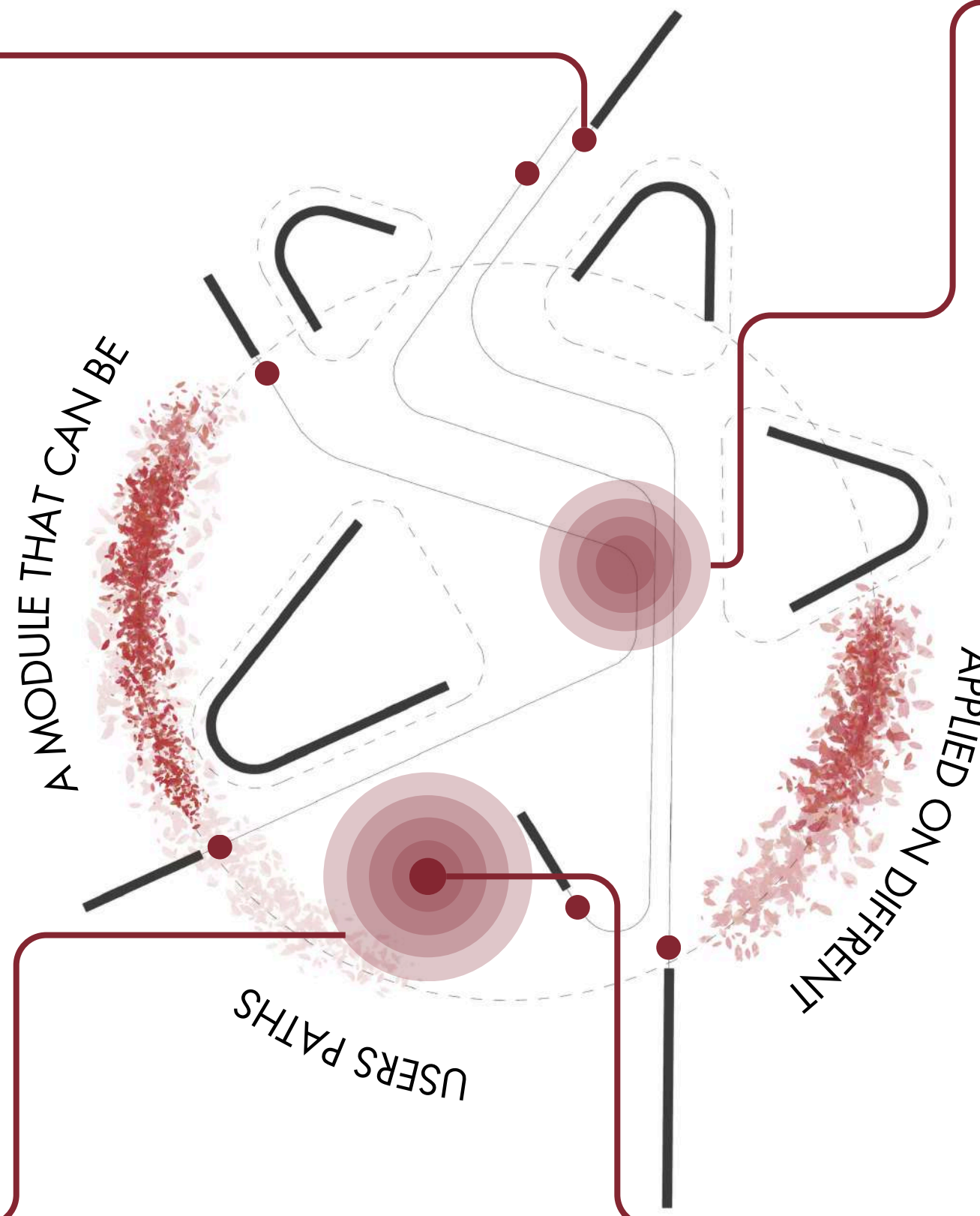
"Where stillness begins."  
 The user enters a quiet, timeless space. The world slows down. They are no longer rushing forward, they are invited inward. A gentle prompt appears: a short reflection, a simple question  
**Which part of you is most alive today?**  
**The mind. The body. Or the soul.**

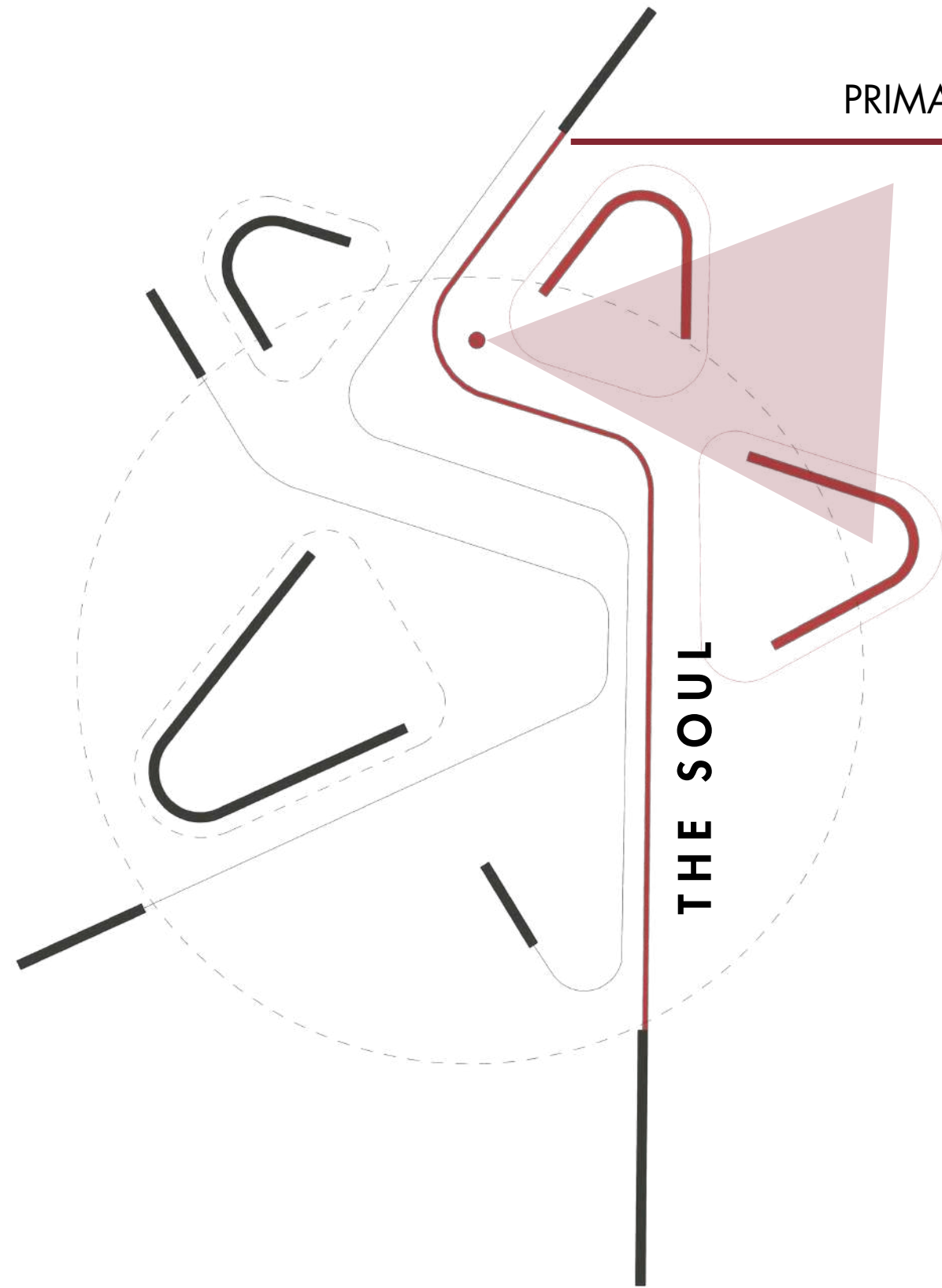
### PART 3: THE IMMERSION

"Becoming part of the space."  
**In the Mind, space is precise, quiet, and luminous**  
 A place to think, observe, and reset.  
**In the Body, textures speak, and movement flows**  
 The floor curves with you, and light touches the skin.  
**In the Soul, time dissolves.**  
 Light drips slowly, shadows dance gently,  
 And you're invited just to be.

### PART 2: THE UNVEILING INVITATION

"When the space chooses you."  
 As their answers settle, the space awakens. A corridor opens, and light shifts. The architecture responds not with instructions, but with intuition.  
**A personalized path unfolds toward one of three realms:**  
**Clarity, Grounding, or Stillness.**





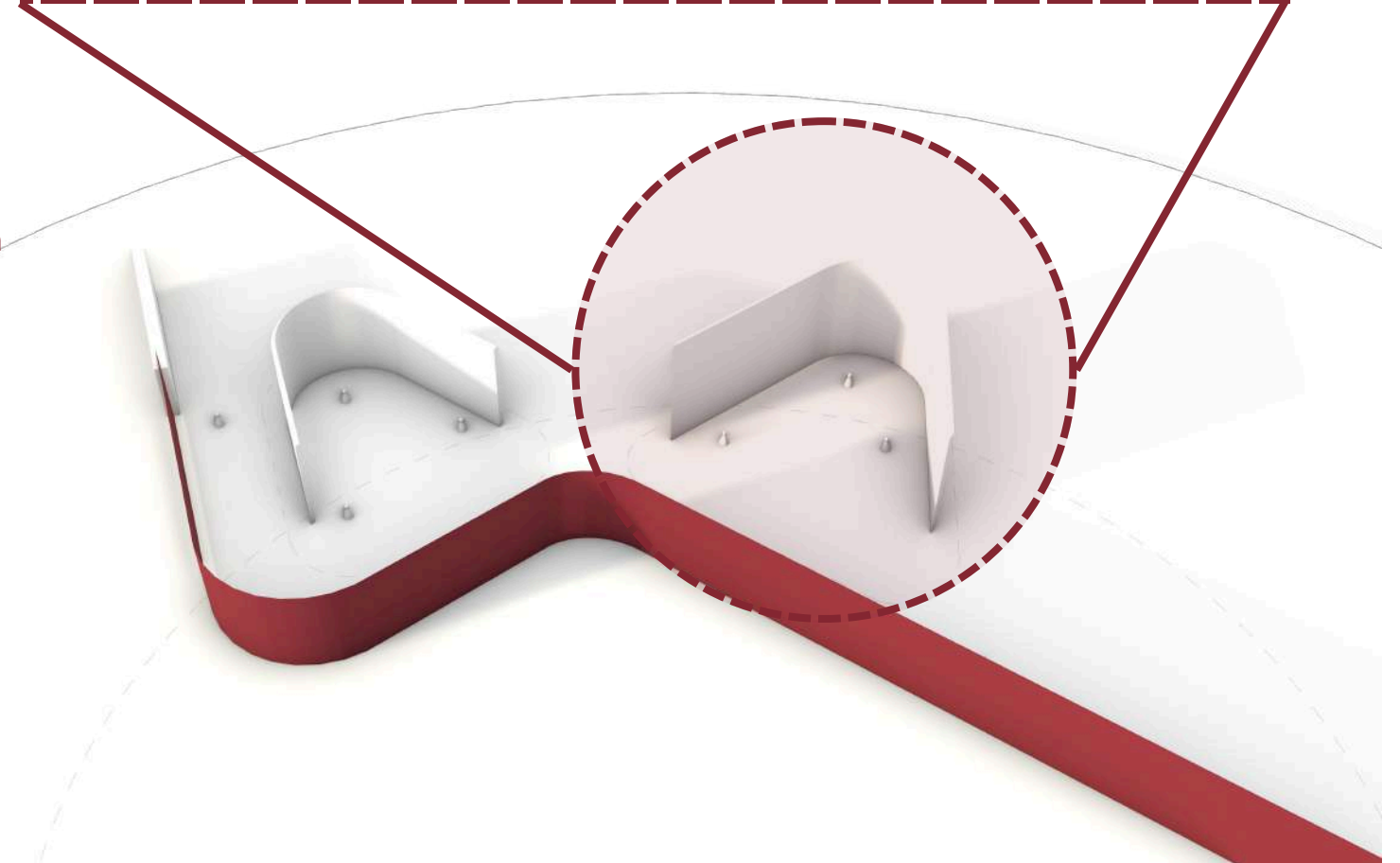
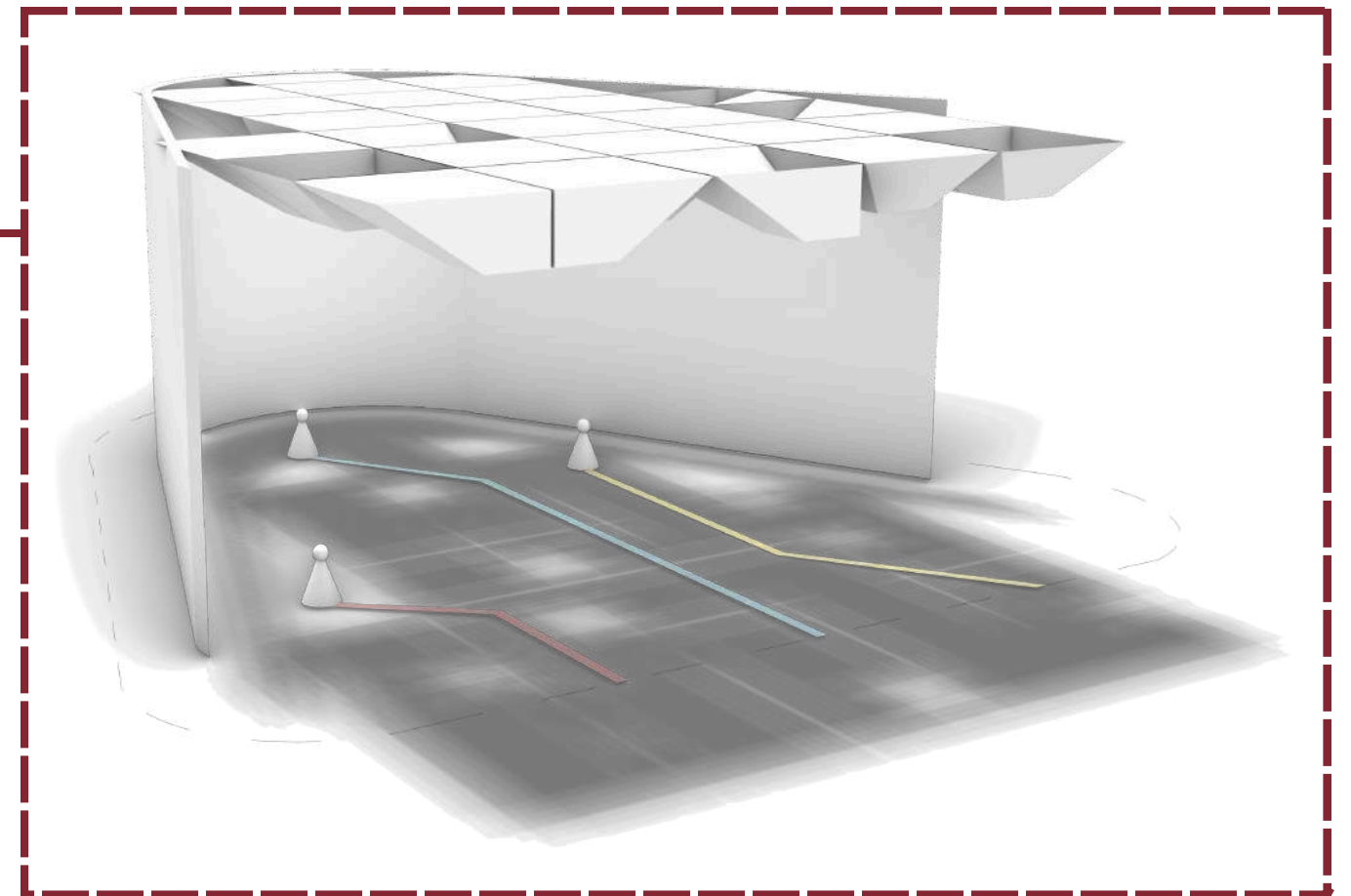
PRIMARY SENSES:

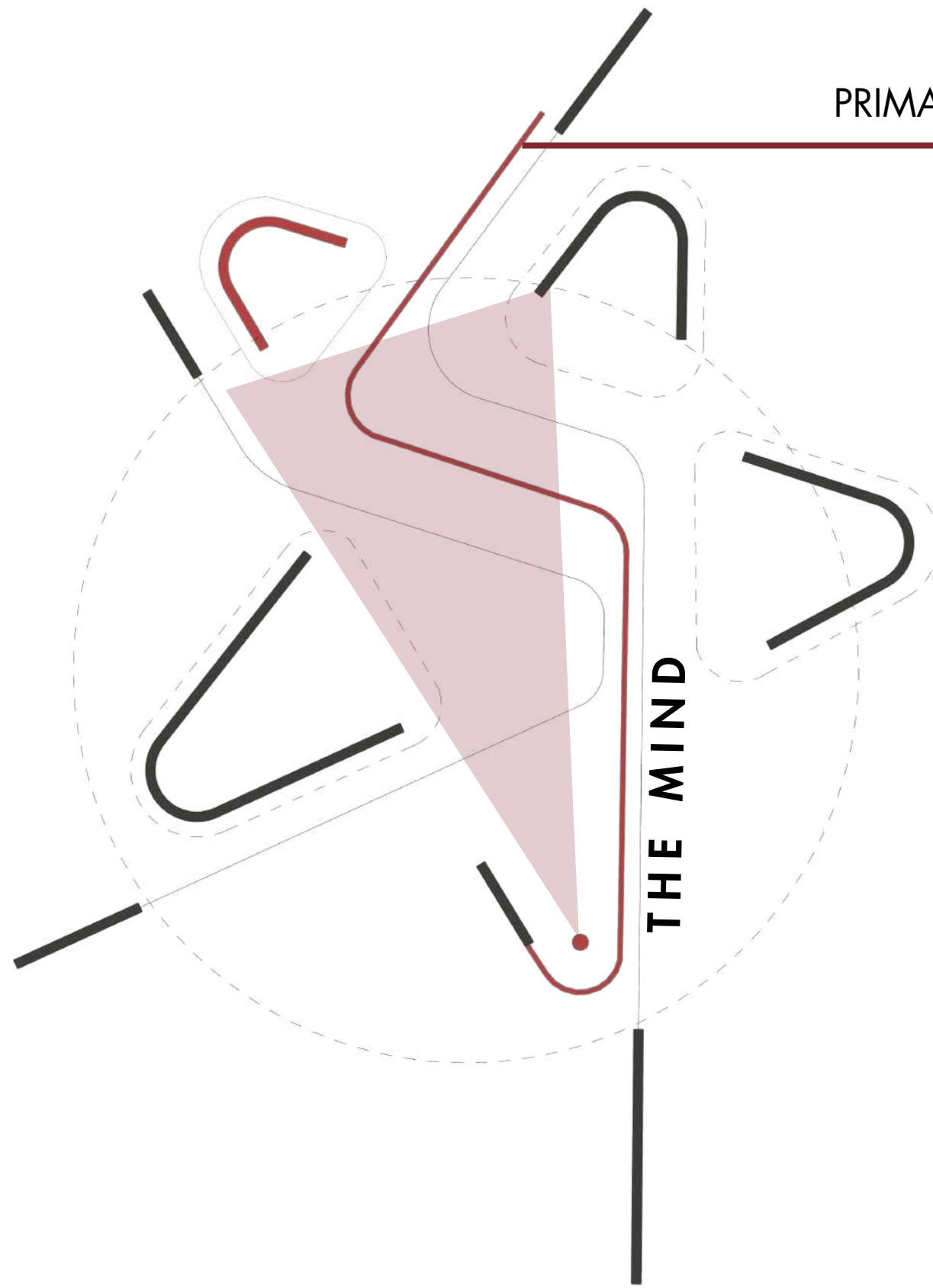
**SMELL**  
 Associated with the daytime:  
 Morning - Musk, Jasmin  
 Noon - Spices, Citrus  
 Night - Lavendar

**SOUND**  
 Based on the questionnaire:  
 White noise  
 Blue noise  
 Grey noise

**SIGHT**  
 Through the Light:  
 Natural - Skylight  
 Kinetic skylight that moves with the user  
 Ambience - Questionnaire  
 Lit path based on the personalized ambience

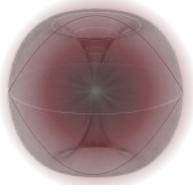
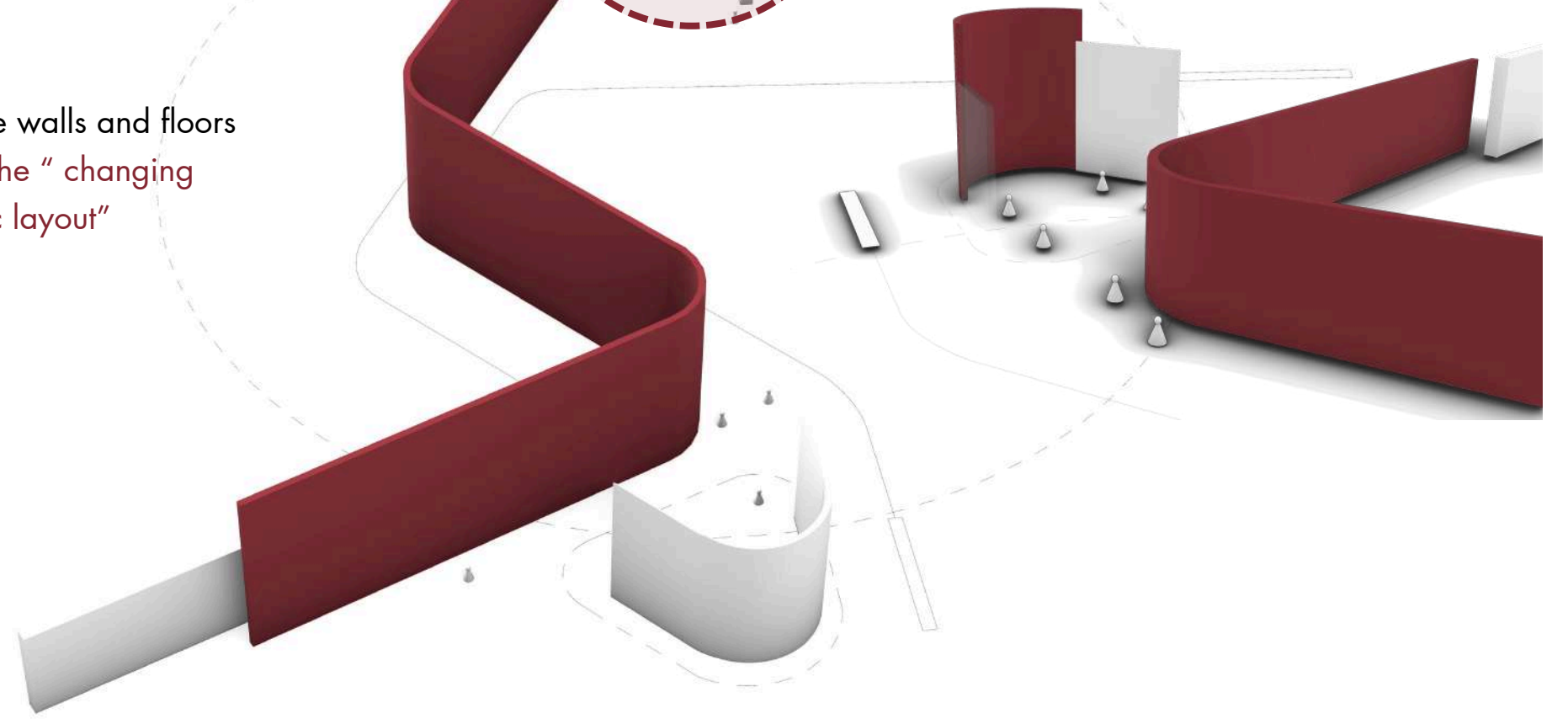
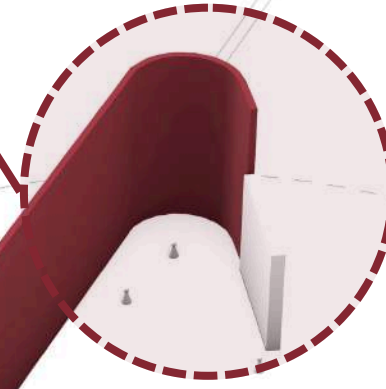
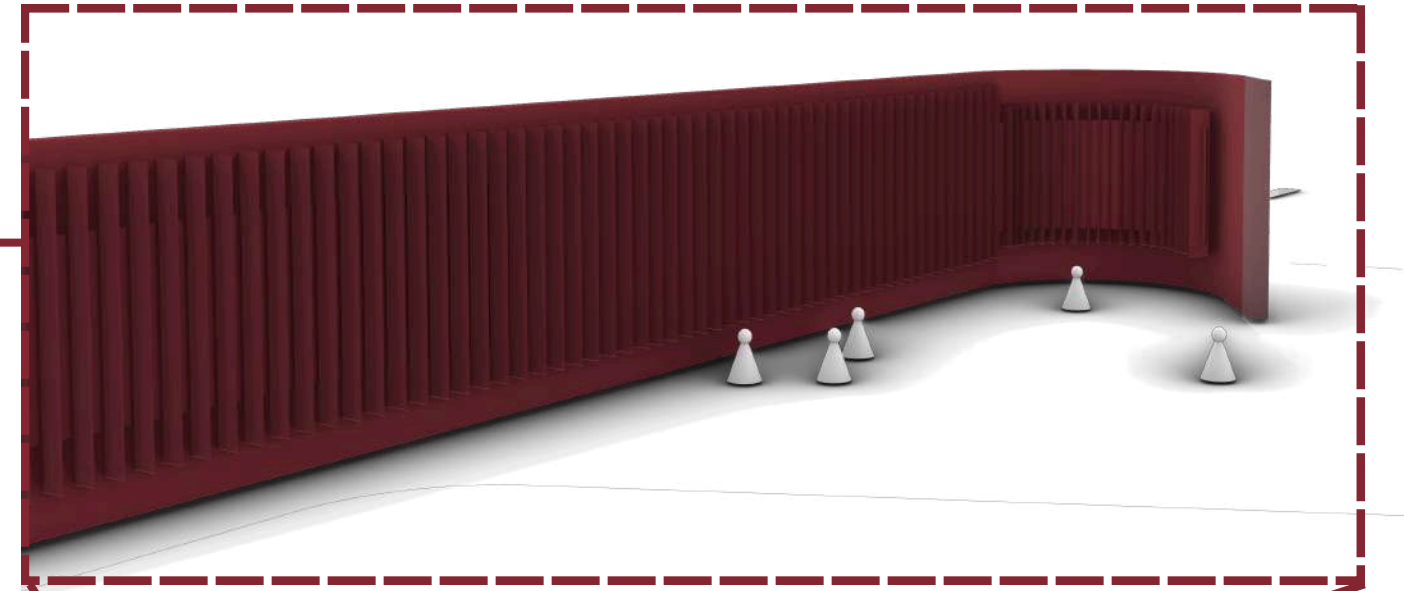
**6TH SENSE**  
 intuition and Emotional response



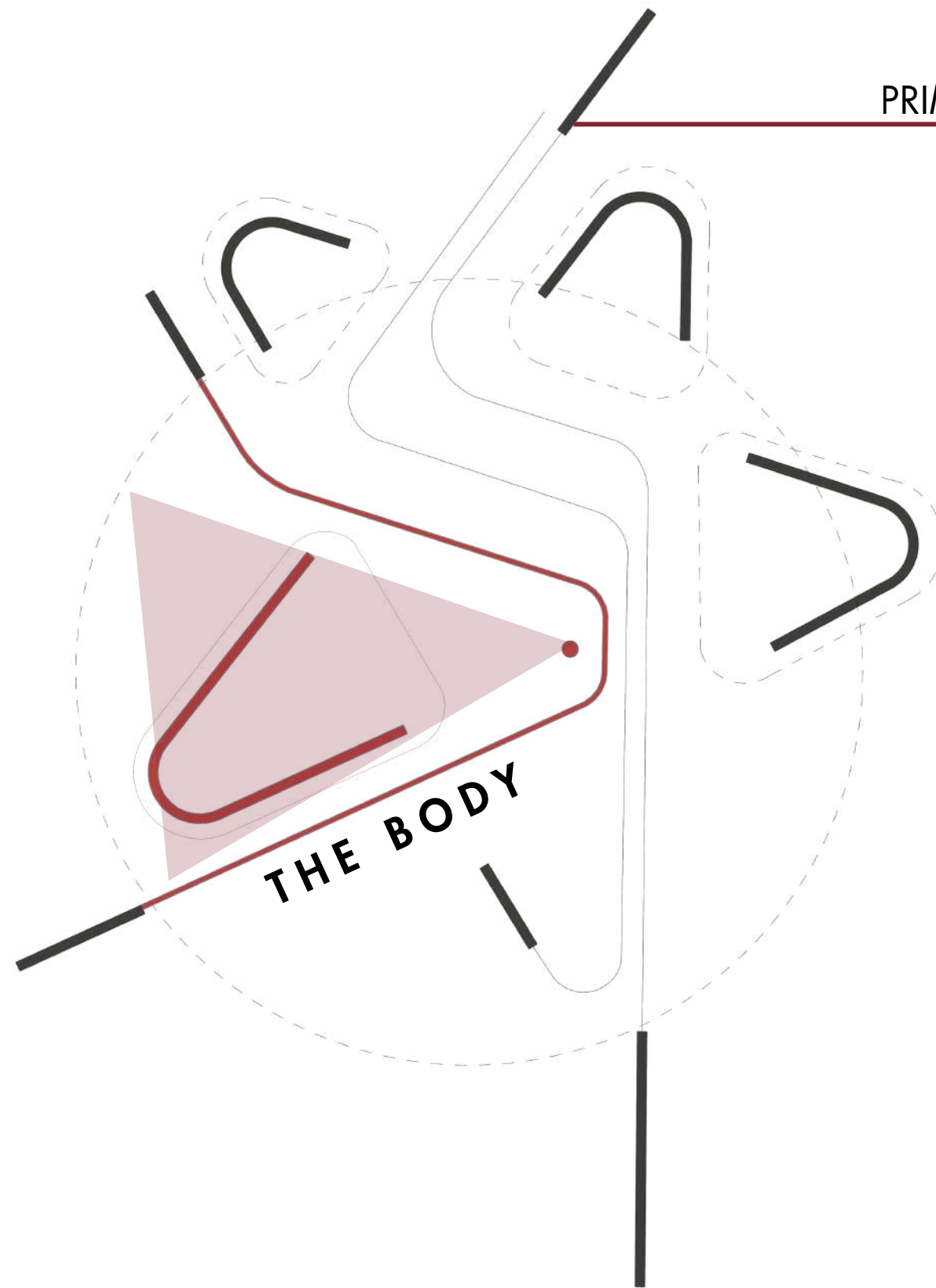


PRIMARY SENSES:

- **SIGHT**  
The *Ambience* in the walls indicates the levels of consciousness  
Reflective surfaces ( Floors & Ceiling)
- **SOUND**  
interactive walls :  
*A wall like a Xylophone*  
Intercative
- **TOUCH**  
Interactive walls and floors  
Through the " changing geometric layout"

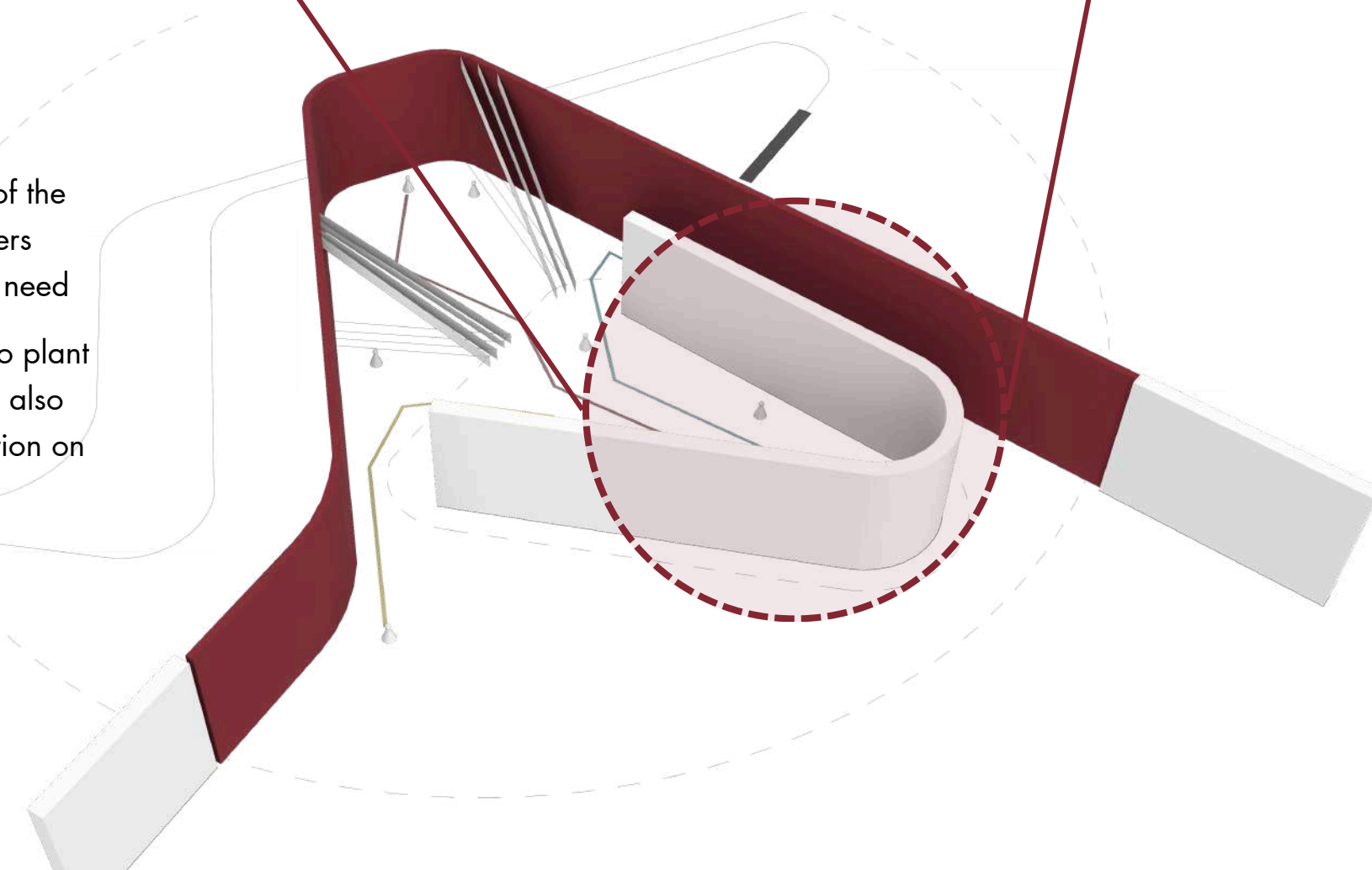
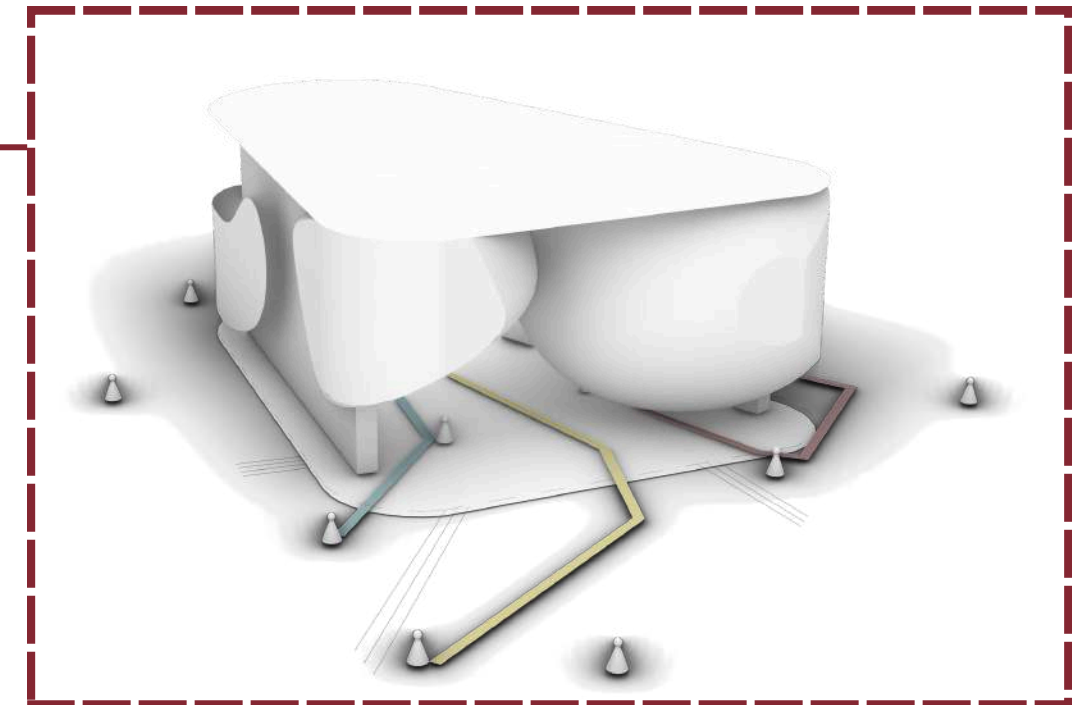


WHEN TIME BOWS



PRIMARY SENSES:

- **TOUCH**  
The ever-changing  
Textures on walls  
Levels on Floors  
voids from solids  
Planting
- **SMELL/TASTE**  
integrate smell and taste to  
create Edible scent that mimicks  
the daytime
- **TEMP. BALANCE**  
The warmth and coolness of the  
ambiance following the users  
paths identifying what they need  
  
Allowing users the chance to plant  
s seed and see it grow will also  
inhanse their body intercation on  
leaving a mark



# MODULAR JOURNEY

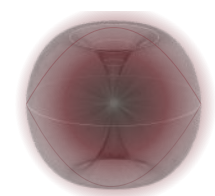
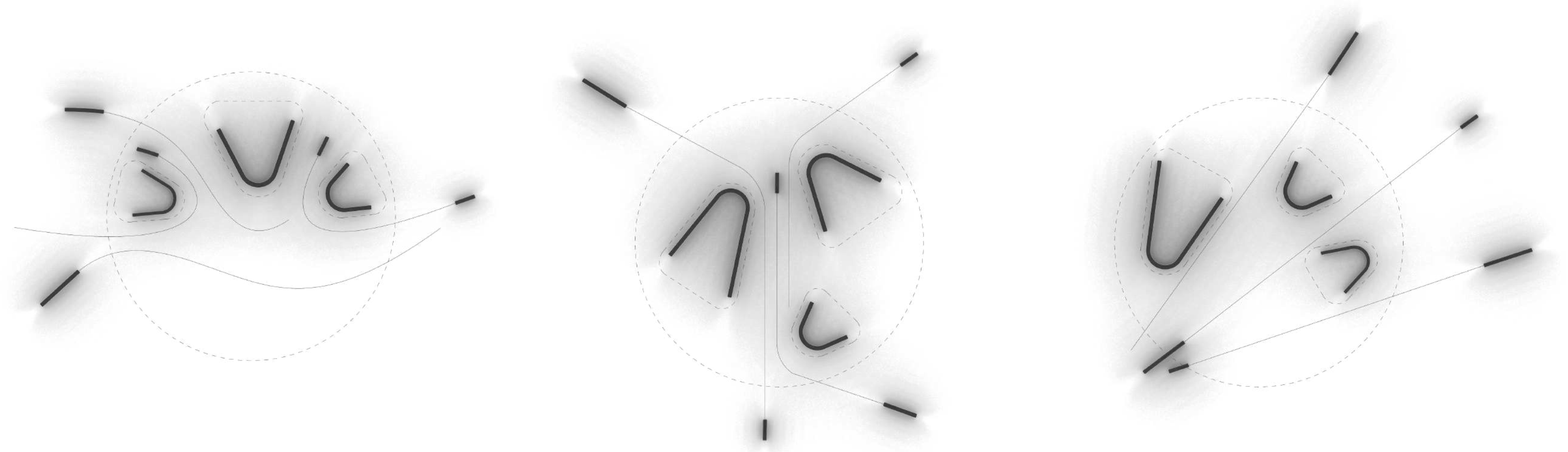
## PERSONALIZED, YET DIRECTED

This experience is designed as a modular system that can be replicated, adapted, and scaled across various spaces.

Each visitor begins their journey at a central entry point, moving through a neutral transition zone where they complete a short reflective questionnaire. This interaction subtly maps the user's emotional and cognitive state, identifying which aspect of their humanity

### **THE MIND, THE BODY, OR THE SOUL**

is currently most dominant or in need of attention.



# CULTURAL FUSION

ONE CONCEPT HAS MANY EXPRESSIONS.

## TOUCH The materiality is a reflection of the region

NJAD REGION - Palm wood beams & sandstone

EASTERN REGION - Polished limestone, palm fronds

HIJAZ REGION - Mashrabiya, colored glass, plastered walls

ASIR REGION - Al-Qatt Al-Asiri

NORTHERN REGION - Palm wood beams & sandstone

## SOUND A reflection of Saudi's culture and various terrains

NJAD REGION - poetry recitations, desert wind, or raw traditional drumming

EASTERN REGION - Water dripping, date palm rustling

HIJAZ REGION - Oral stories, sea breeze, soft oud music

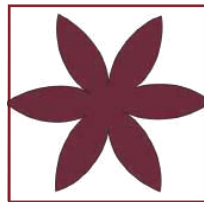
ASIR REGION - Al-dahha, mountain wind

NORTHERN REGION - Open desert wind

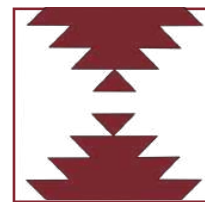
## SIGHT Translation through light



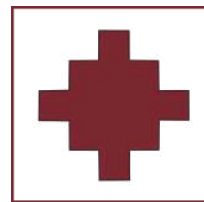
الأبواب النجدية  
المنطقة الوسطى



النقوش الجصية  
المنطقة الشرقية



السدو  
المنطقة الشمالية

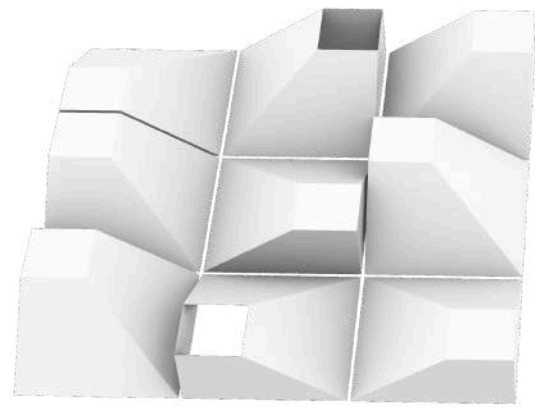


الروشن الحجازي  
المنطقة الغربية

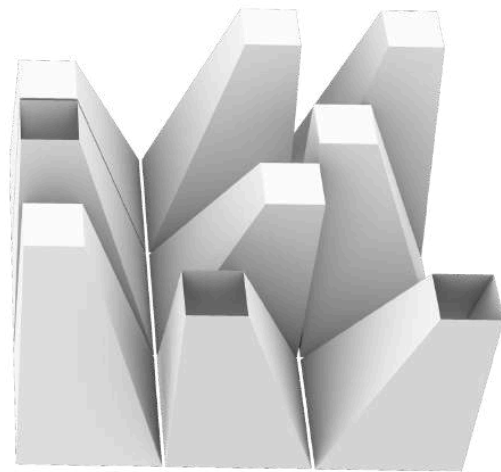


القط العسيري  
المنطقة الجنوبية

Transating the light thourgh the skyligts which mimicks the prints of the region

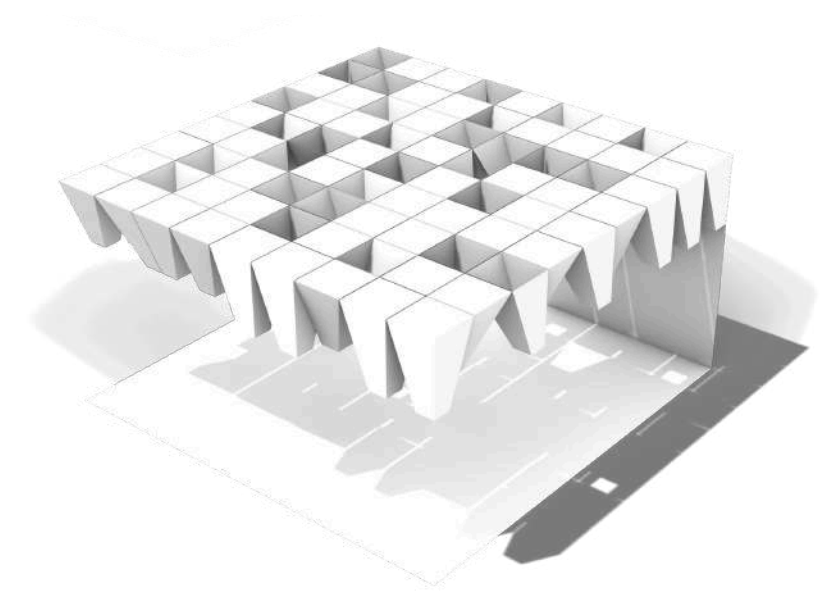
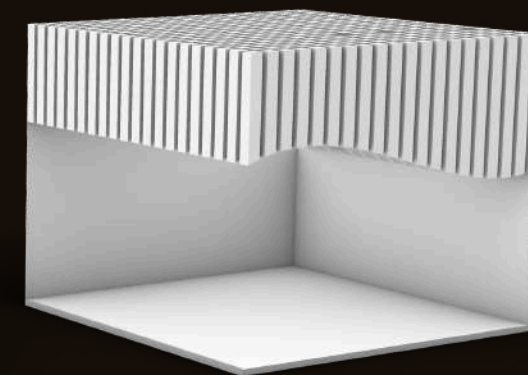
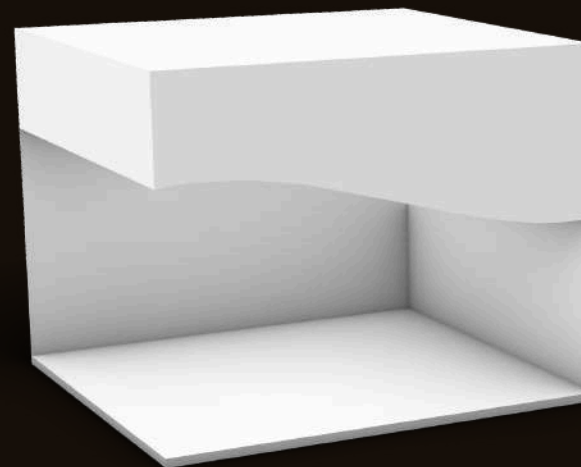
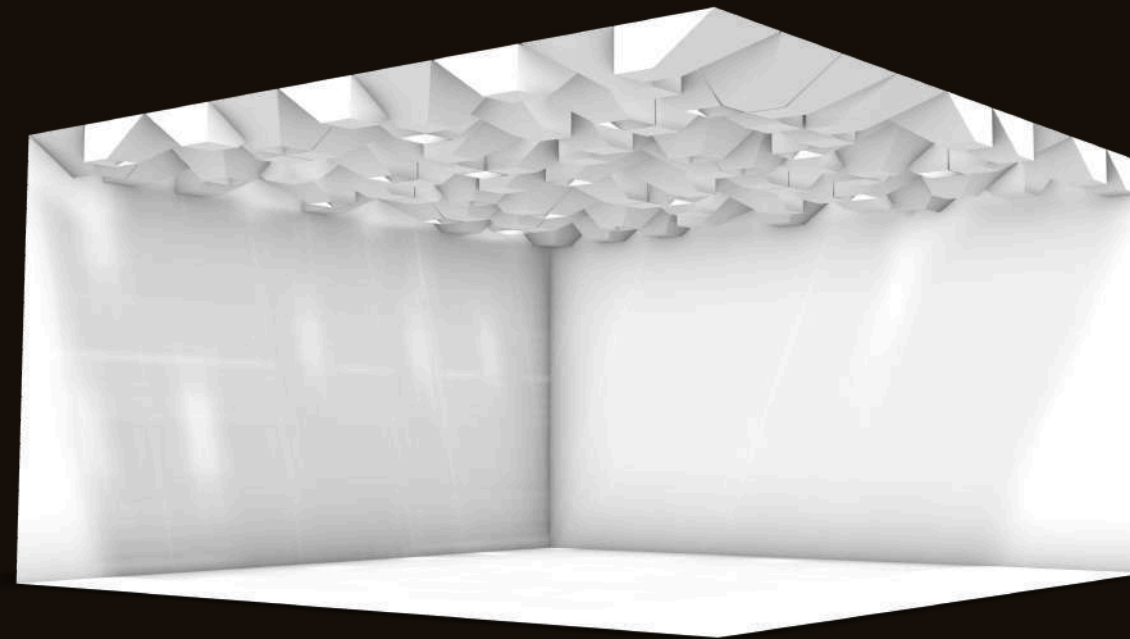


Just as the mind shifts from clarity to fog, from stillness to overwhelm, the ceiling speaks in light, and shadow



Skylight cuts or punctures positioned with precision, casting light like time markers.

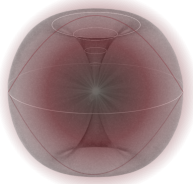
## SKYLIGHT ACTUALIZATION



If the floor grounds the user in their body and the walls hold memory and soul, the ceiling is the mind: expansive, intangible, sensitive to time. It's where light lives, refracts, travels, and reveals.

**BUT HERE, LIGHT DOESN'T JUST ILLUMINATE, IT COMMUNICATES.**

WHEN TIME BOWS



# 03

ARCHITECTURAL PROJECT



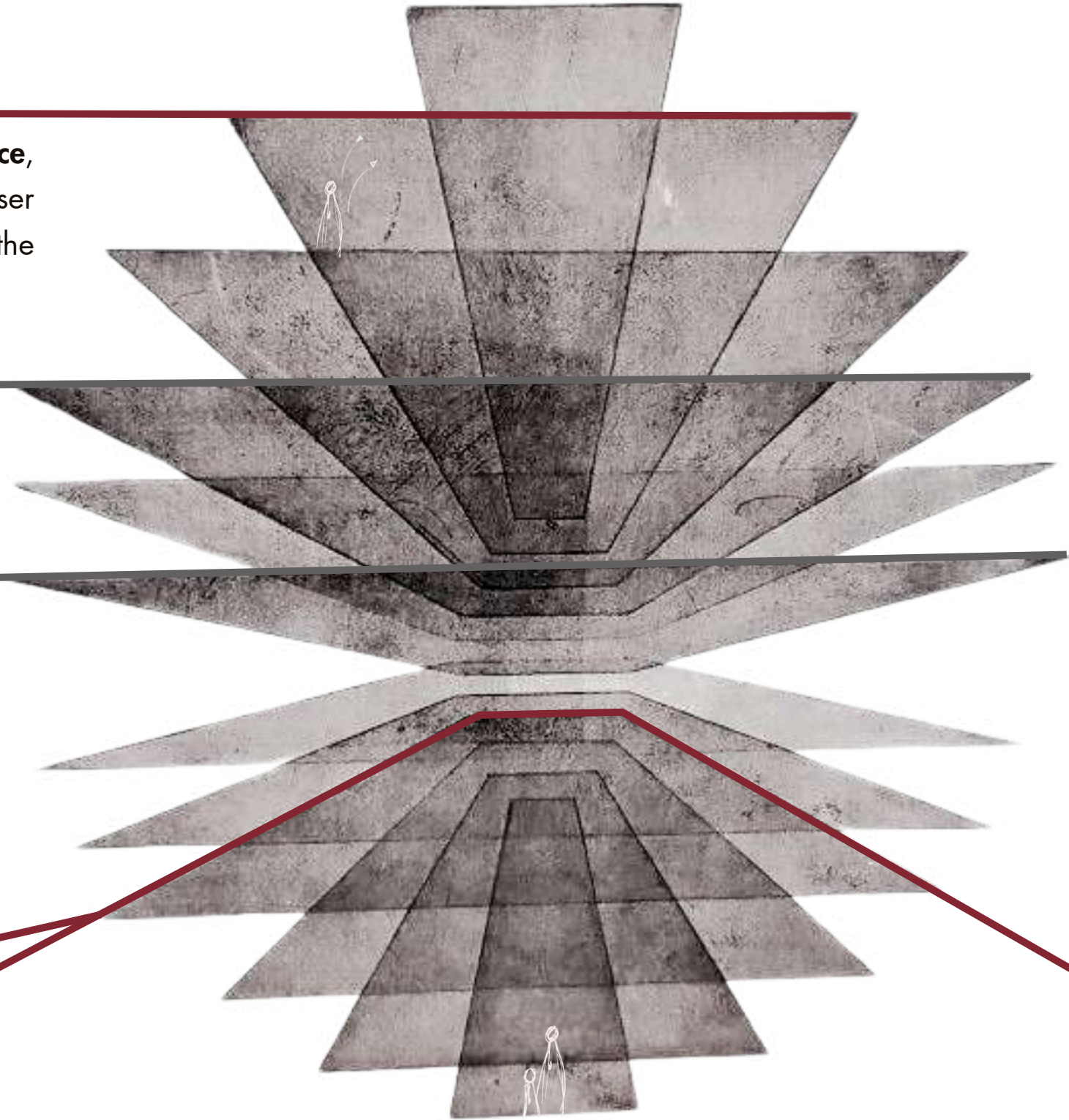
## STRINGVERSE

2025

REVIT - RHINO - PHOTOSHOP

# " WHEN TIME BOWS "

In most waiting spaces, time is the tyrant. It looms overhead, **dictating pace**, **draining energy**, and leaving people **suspended in uncertainty**. The user becomes passive, unsure how long they'll remain, with no real agency over the space or their experience within it.



STRINGVERSE - 2025  
REVIT - RHINO - PHOTOSHOP

03.

## INTRODUCTION

The E-Sports Arena is envisioned as a cutting-edge facility that redefines competitive gaming experience. The arena is purpose-built to cater to the unique demands of eSports, providing a venue that seamlessly blends technology, design, and community.





Designed with players and spectators in mind, the arena features a range of immersive elements, from high-resolution LED screens and state-of-the-art sound systems to adaptable staging areas that can accommodate a variety of gaming events. The architecture itself reflects the dynamic energy of E-Sports, with bold lines, futuristic materials, and spaces that encourage interaction and engagement.

At its core, the E-Sports Arena aims to be more than just a venue—it aspires to be a cultural hub for the gaming community. It's a place where champions are crowned, new talents are discovered, and fans can experience the thrill of eSports in a setting that amplifies every moment of the action. The arena is not just a competition stage, but a beacon of the growing E-Sports movement, designed to inspire and unite gamers from all walks of life.

### PROJECT OBJECTIVES

1	Create a Dedicated Environment for Esports	2	Enhance Viewer Experience
3	Support Live Broadcasting and Digital Interaction	4	Offer Varied Spaces for Fans
5	Support Local Community Development	6	Ensure Design Flexibility

### DESIGN CONSIDERATIONS

- |   |  |
|---|--|
| <p> 1. Technology Integration</p> <ul style="list-style-type: none"> <li>• High-Resolution Screens</li> <li>• Advanced Audio Systems</li> <li>• Networking Infrastructure</li> <li>• Broadcast Facilities</li> </ul> | <p> 2. Spectator Experience</p> <ul style="list-style-type: none"> <li>• Seating Arrangements</li> <li>• Sightlines</li> <li>• Interactive Spaces</li> <li>• Acoustics</li> </ul> |
| <p> 3. Player Experience</p> <ul style="list-style-type: none"> <li>• Player Zones</li> <li>• practice facilities.</li> <li>• Ergonomic Design</li> <li>• Lighting</li> </ul>  | <p> 4. Flexibility and Adaptability</p> <ul style="list-style-type: none"> <li>• Modular Spaces</li> <li>• Multi-purpose Usage</li> <li>• Future-Proofing</li> </ul>              |

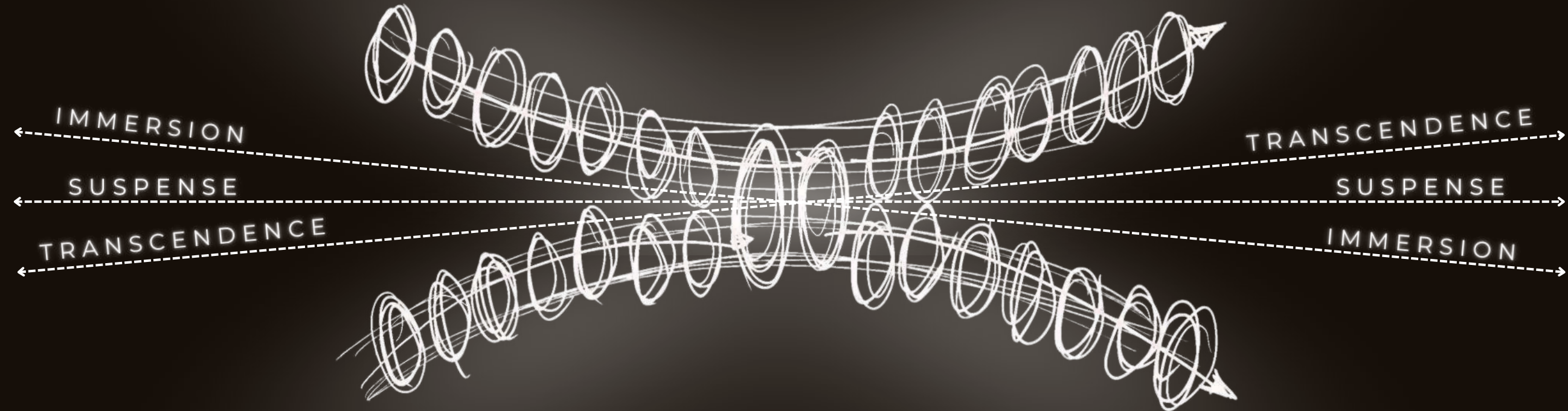
### E-SPORT ARENA PROGRAMMING

SPACE	AREA (M2)	CAPACITY	USERS	TOTAL AREA	TOTAL CAPACITY
ADMINISTRATION				1486	173
HEAD OFFICE	230	14	Employees, Visitors		
ADMINISTRATIVE DEPARTMENT	288	20	Employees		
MARKETING AND SALES DEPARTMENT	220	64	Employees		
GAMING ARENA				1408	687
TOURNAMENT AREA	1408	687	Visitors		
GAMING CENTER				2398	390
NETWORK GAMING	1060	227	Visitors		
CATERING SERVICES	590	88	Employees, Visitors		
RETAIL	748	75	Employees, Visitors		
TOTAL NET GAMING ARENA				5292	1250
GROSS M2 (NET X 1.5)				7938	

### IMPORTANCE OF ESPORT ARENAS

- 1 Professionalism and Legitimacy
- 2 Player Experience and Performance
- 3 Community Building
- 4 Innovation and Growth
- 5 Enhanced Fan Experience
- 6 Broadcast and Streaming Quality
- 7 Support for Local Economies
- 8 Training and Development

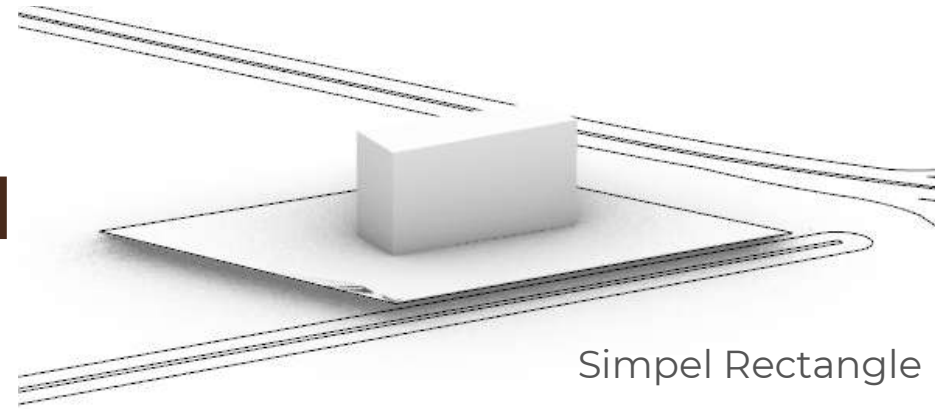




- **TRANSCENDENCE:** Gamers are propelled beyond reality, crossing the boundaries of existence into a fully immersive and electrifying dimension.
- **IMMERSION:** Gamers are plunged into a dynamic multiverse, where the fabric of reality tears away, leaving them fully absorbed in an electrifying new dimension.
- **SUSPENSE:** The arena pulsates with tension, crafting an atmosphere charged with the unpredictable thrill of competition and the intensity of the fight-or-flight instinct.

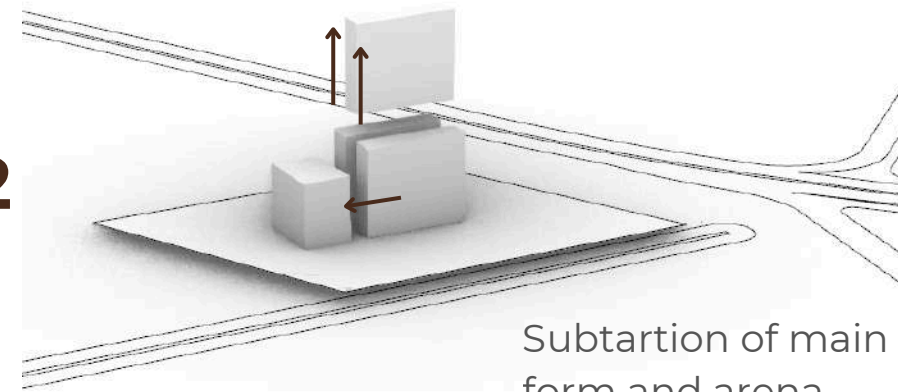
# FORM DEVELOPEMNT

**1**



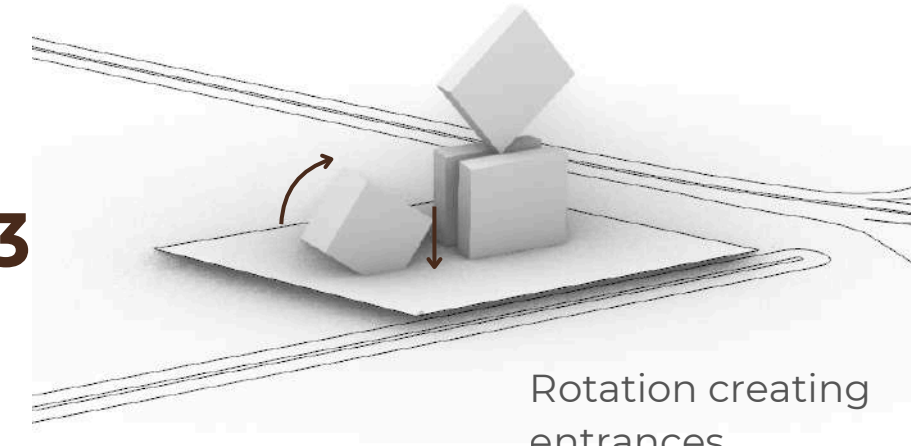
Simple Rectangle

**2**



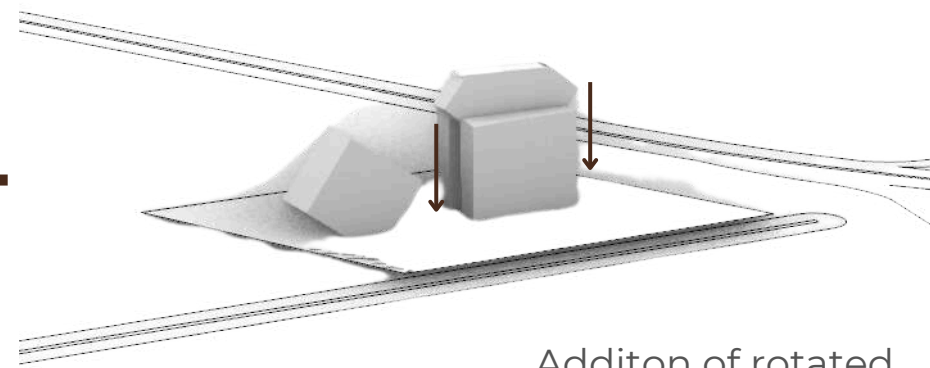
Subtation of main form and arena

**3**



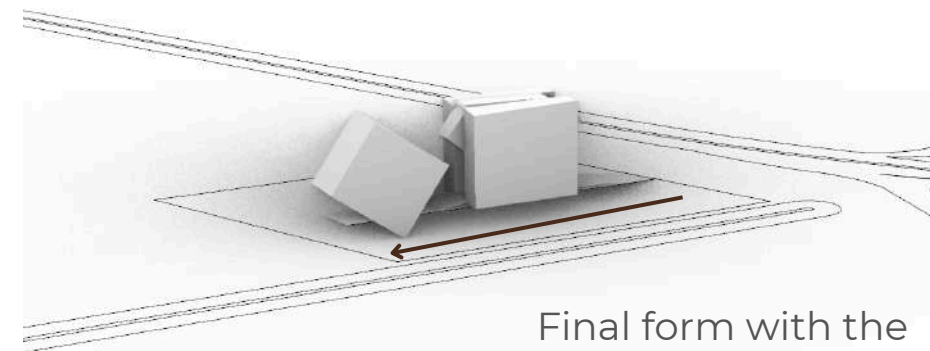
Rotation creating entrances

**4**



Additon of rotated forms

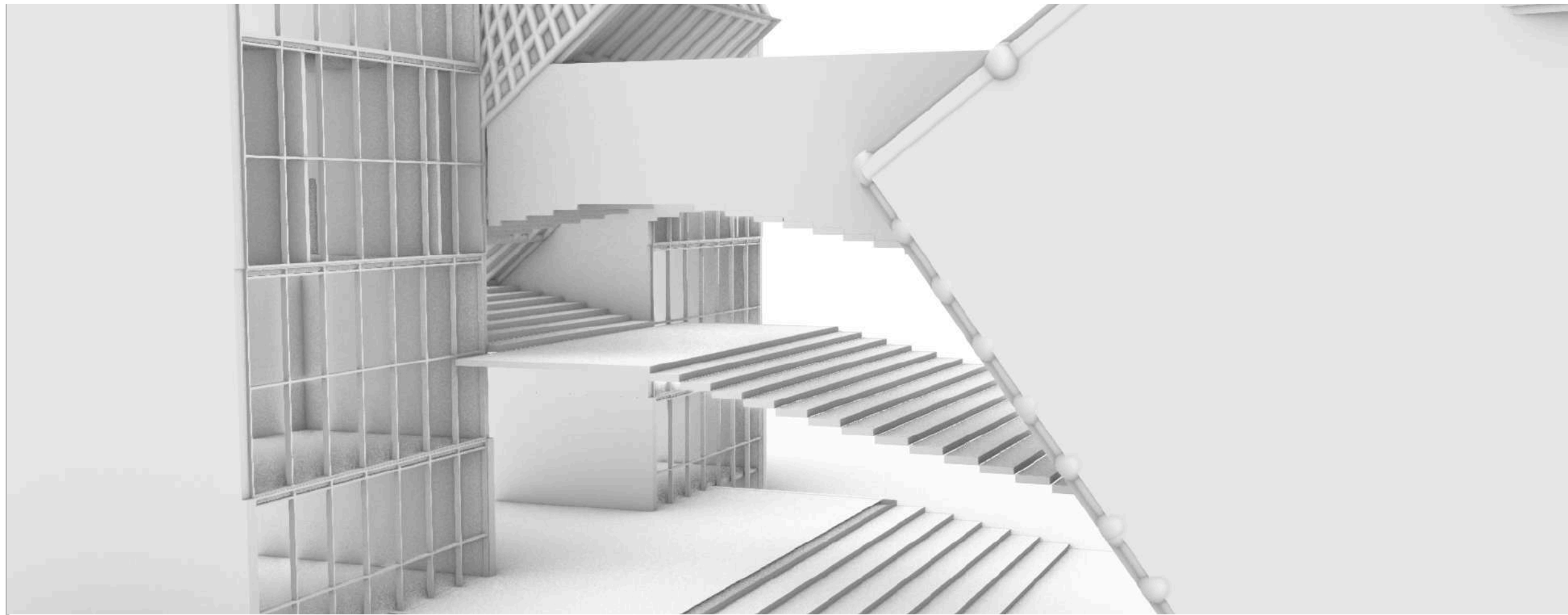
**5**



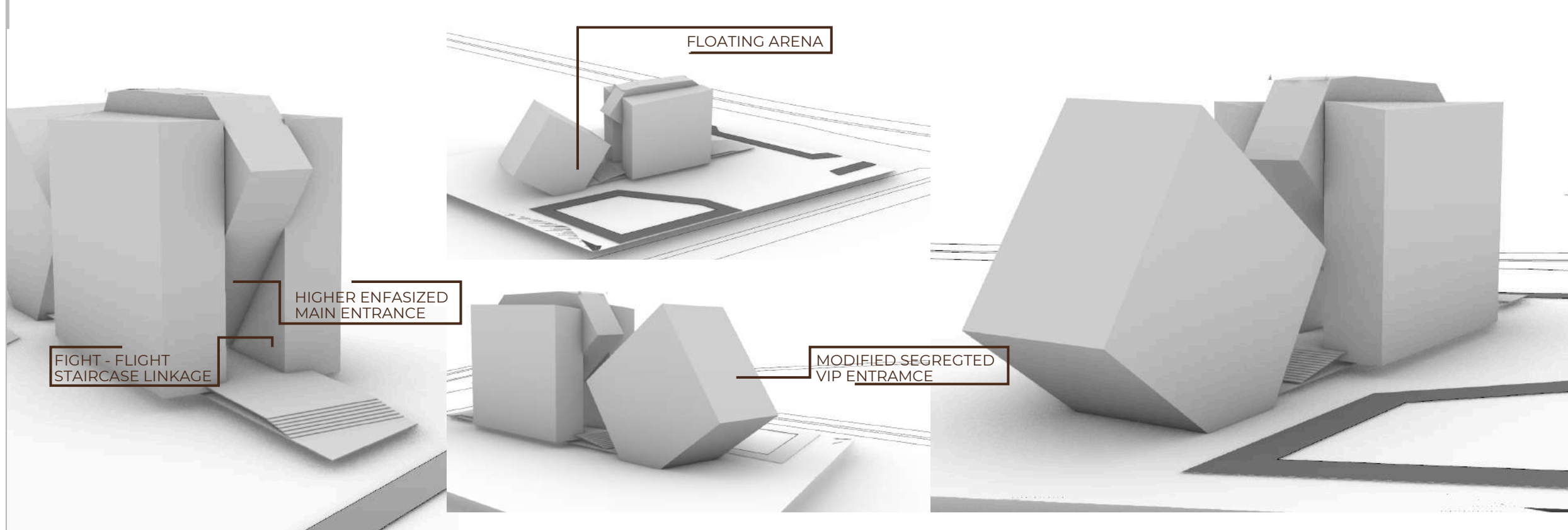
Final form with the addition of staircase

STRINGVERSE





STRINGVERSE



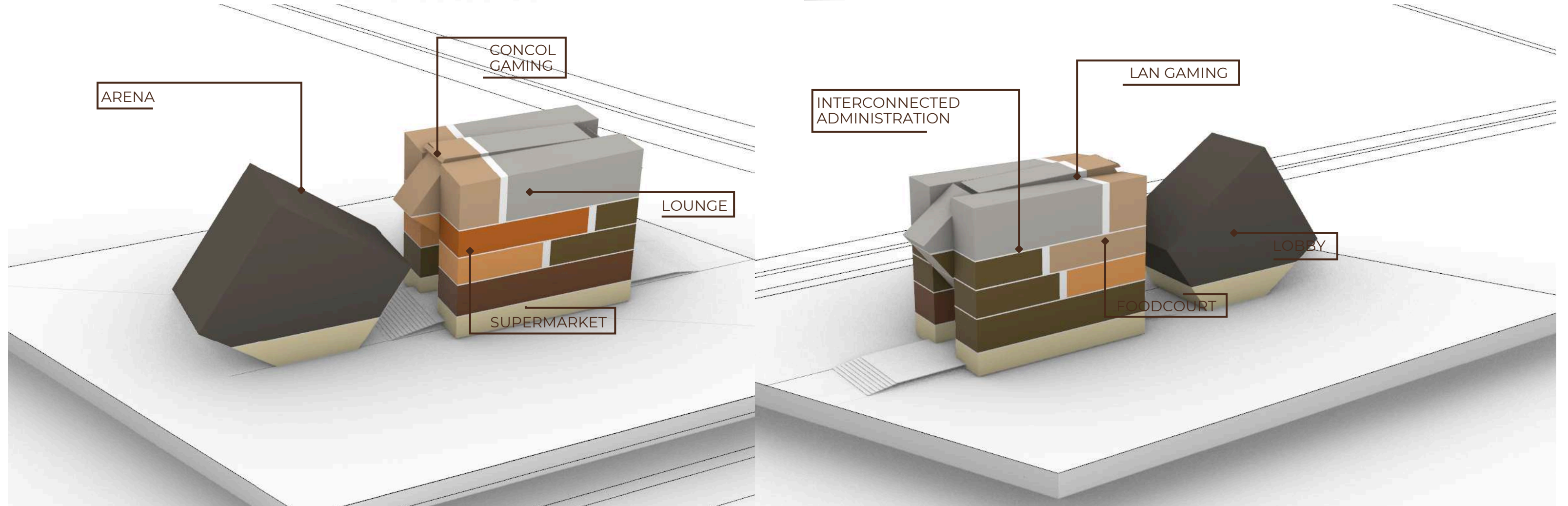
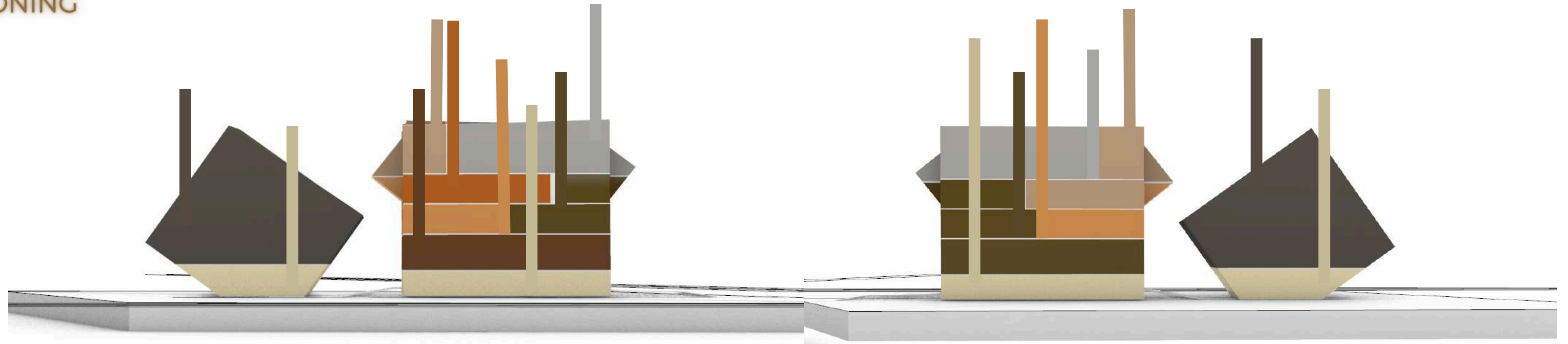
FIGHT - FLIGHT  
STAIRCASE LINKAGE

HIGHER ENFASIZED  
MAIN ENTRANCE

FLOATING ARENA

MODIFIED SEGREGATED  
VIP ENTRANCE

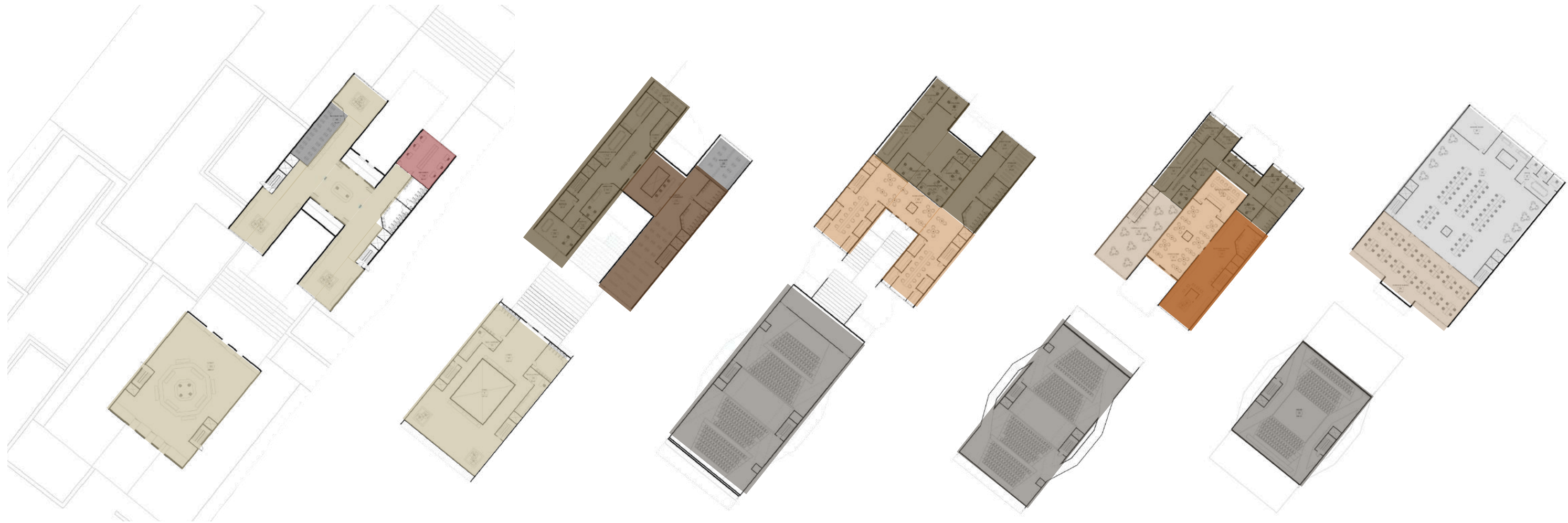
# ZONING



STRINGVERSE



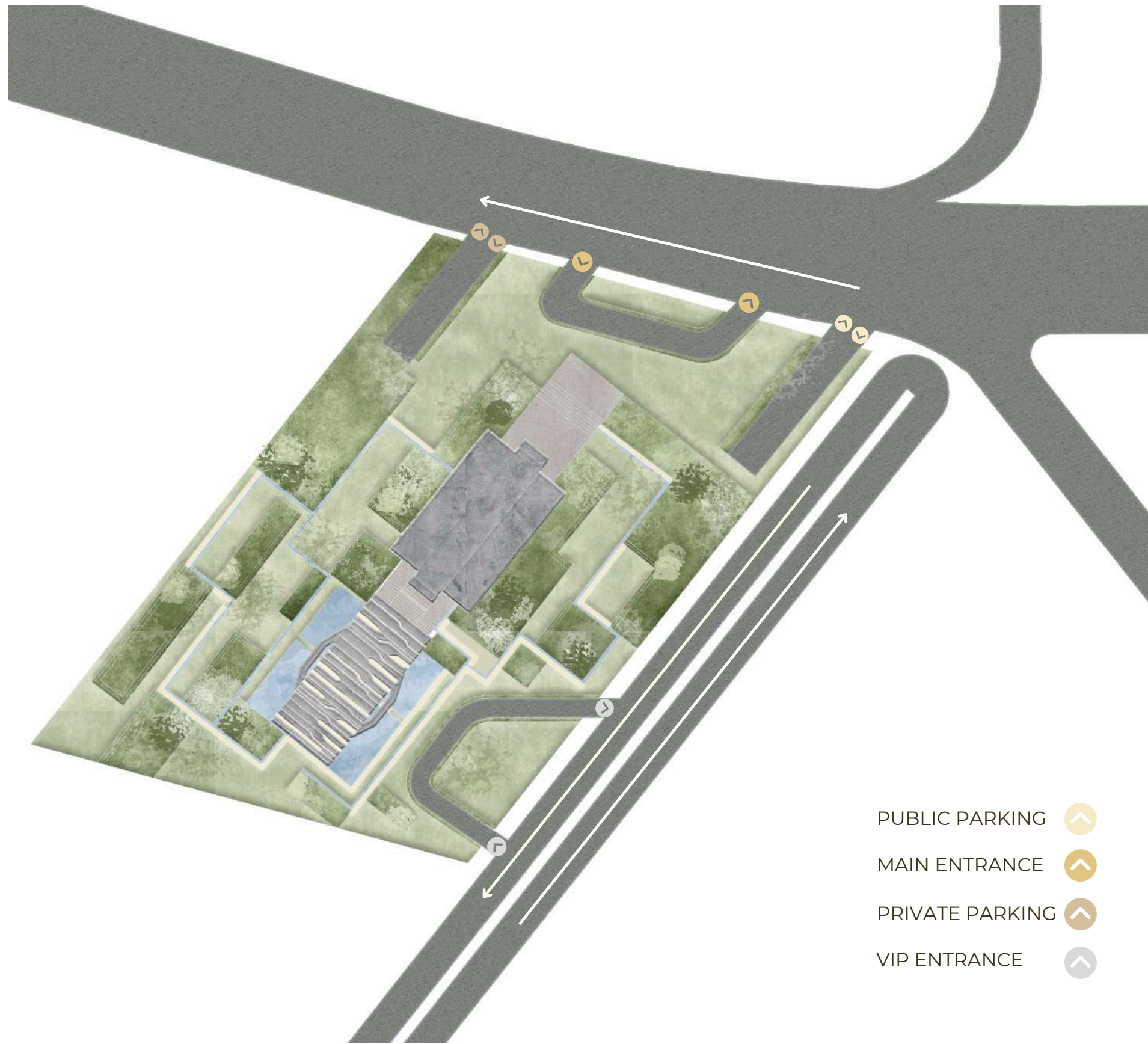
# ZONING



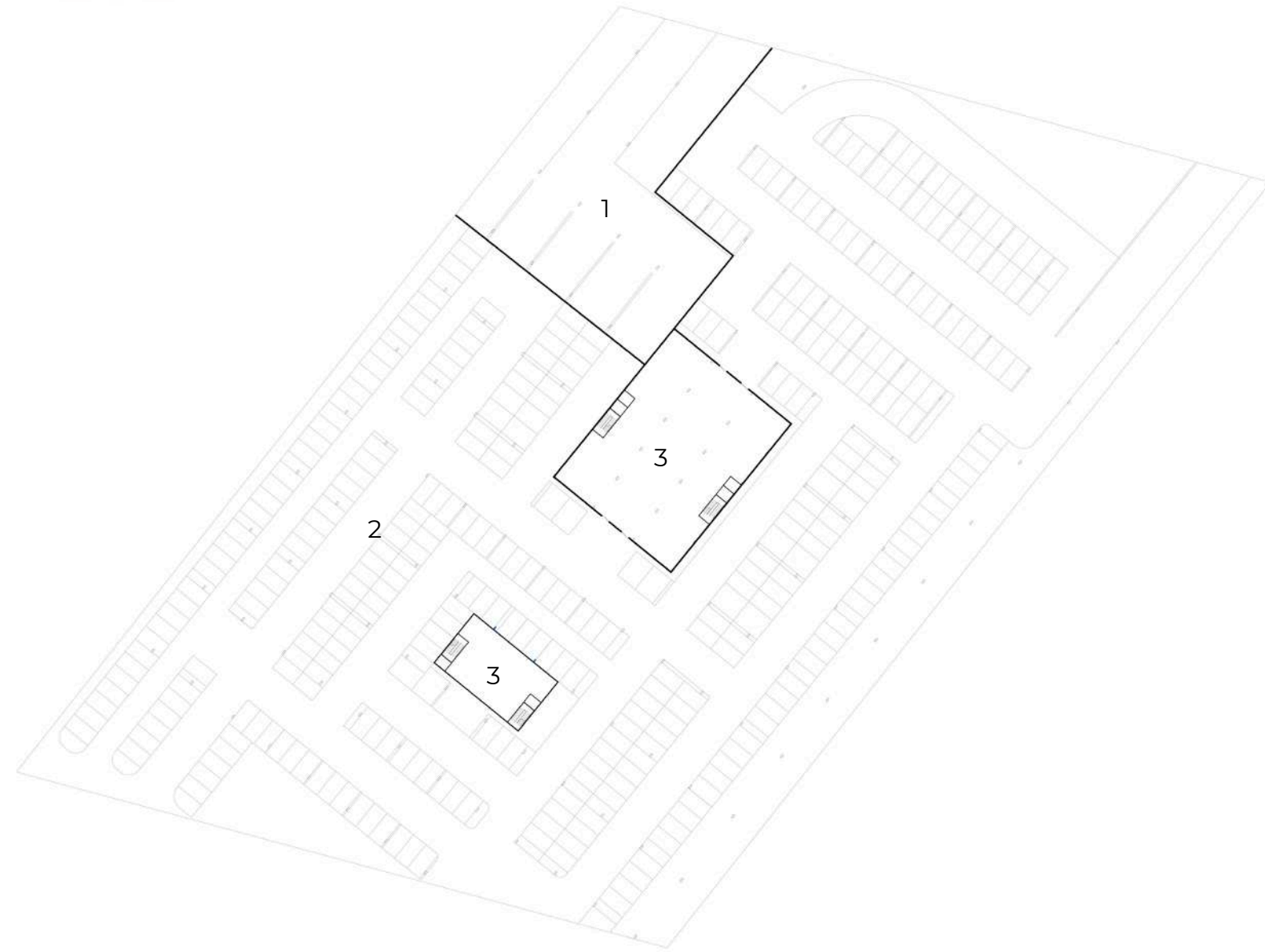
LOBBY	DELIVERY	ARENA	FOODCOURT	LOUNGE
SECURITY ROOM	ADMINISTRATION	SUPERMARKET	CONCOL GAMING	LAN GAMING

STRINGVERSE

STRINGVERSE



### PLANS

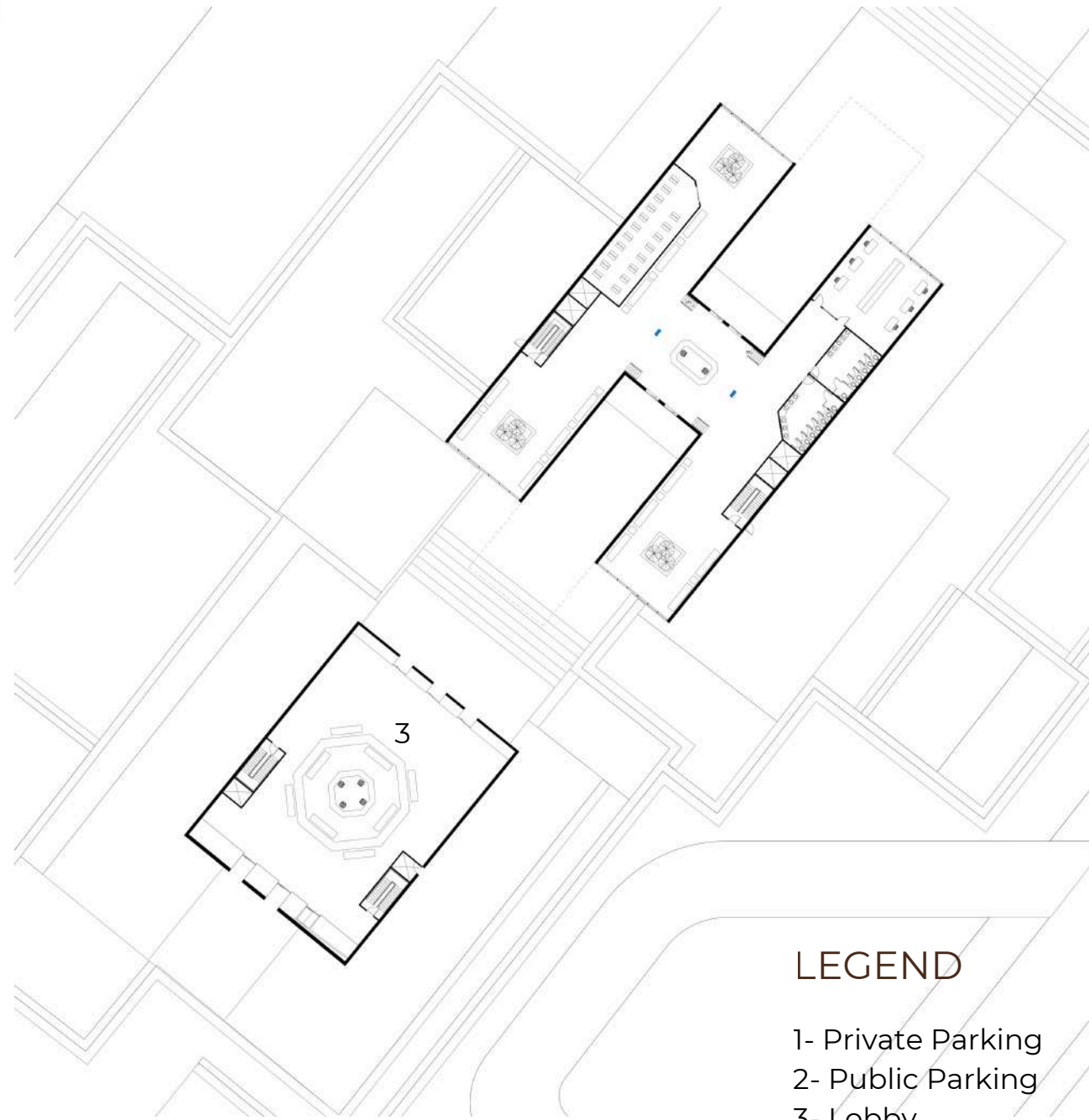


BASMENT FLOOR PLAN  
 -0.8M

### LEGEND

- 1- Private Parking
- 2- Public Parking
- 3- Lobby
- 4- DeliveryRoom
- 5- Secutiry

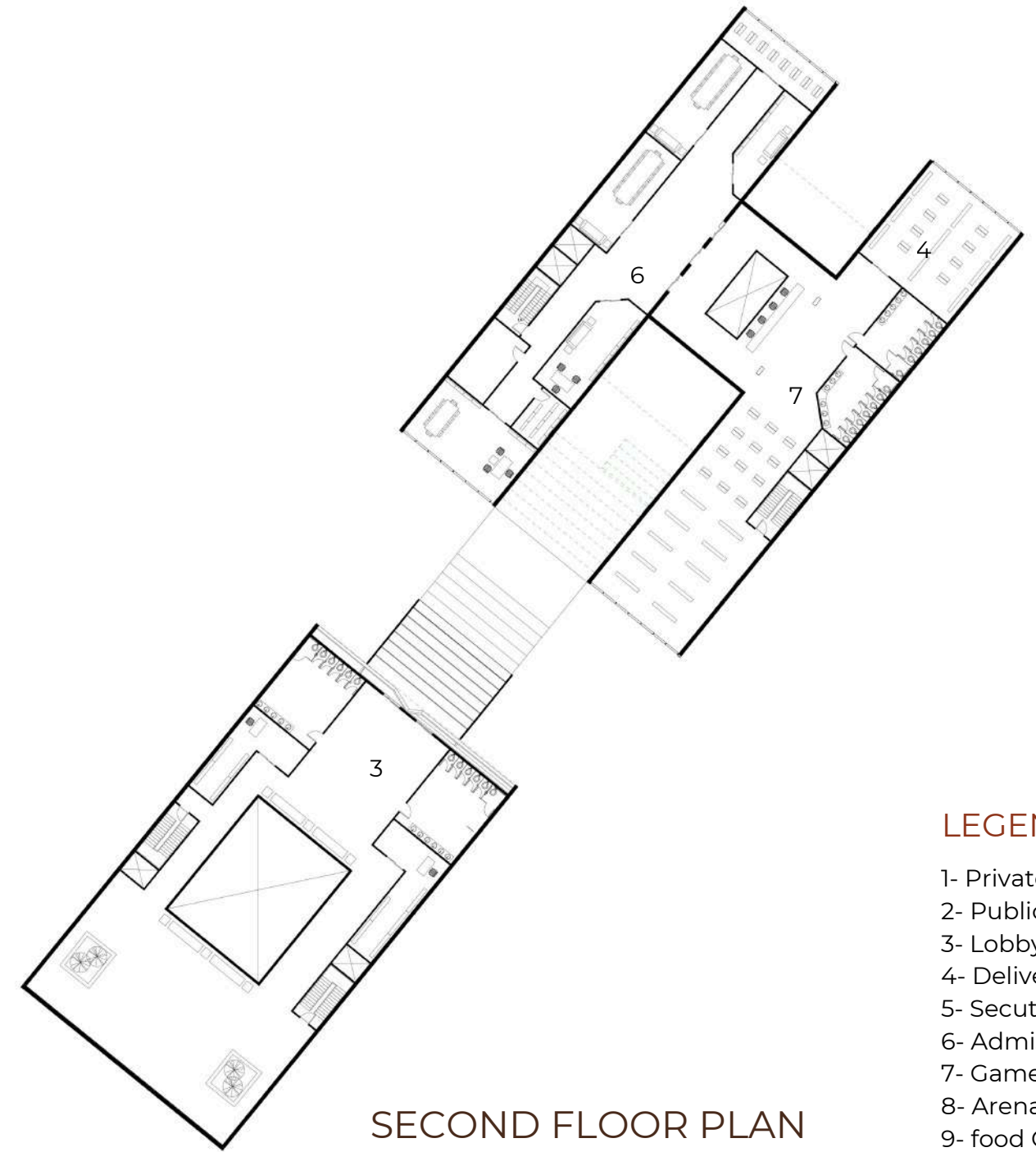
# PLANS



## LEGEND

- 1- Private Parking
- 2- Public Parking
- 3- Lobby
- 4- DeliveryRoom
- 5- Secutiry

GROUND FLOOR PLAN  
+- 0.00M



## LEGEND

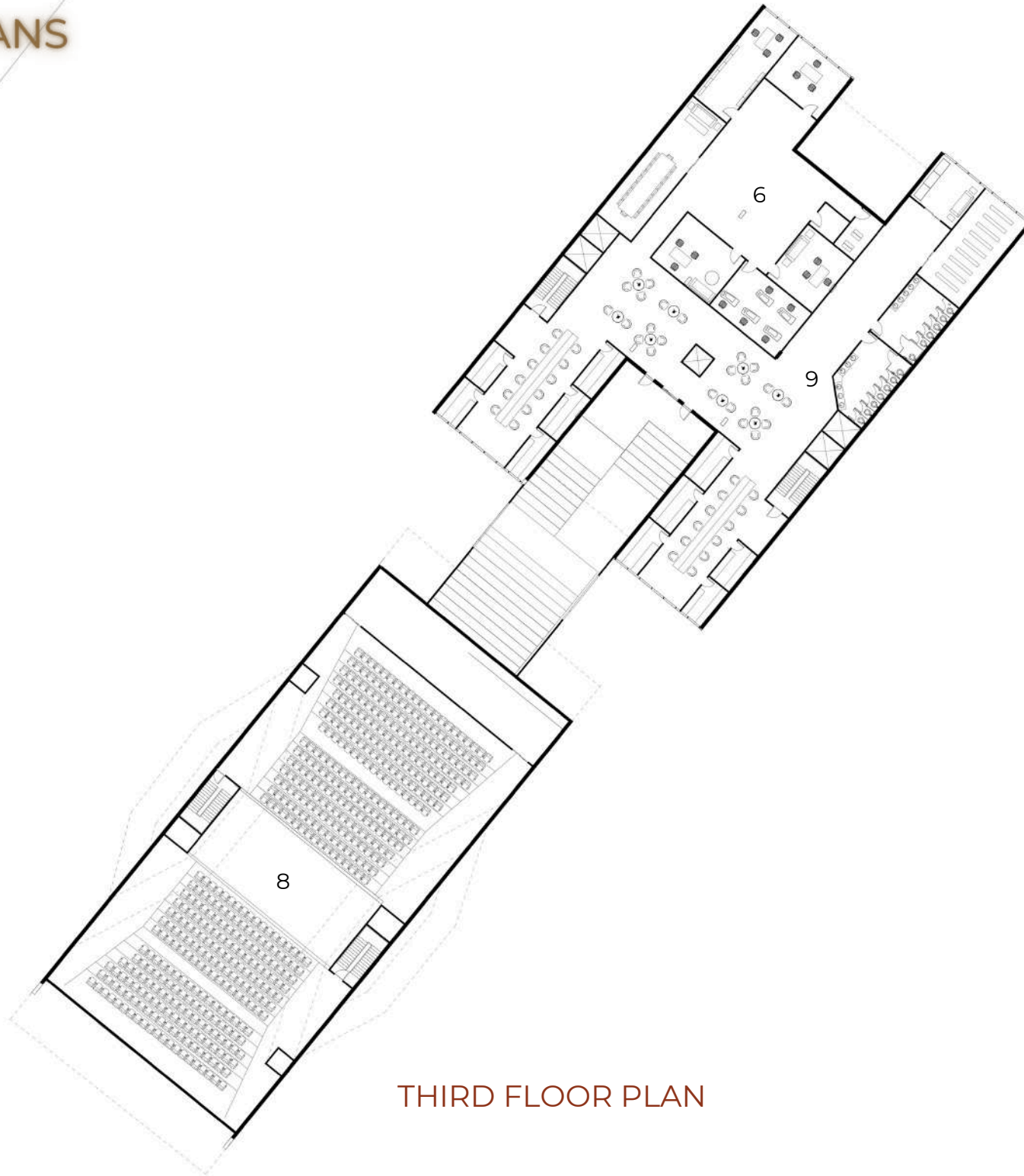
- 1- Private Parking
- 2- Public Parking
- 3- Lobby
- 4- DeliveryRoom
- 5- Secutiry
- 6- Admisnistration
- 7- Gameing Supermarket
- 8- Arena
- 9- food Court

SECOND FLOOR PLAN

STRINGVERSE



PLANS



THIRD FLOOR PLAN



FOURTH FLOOR PLAN

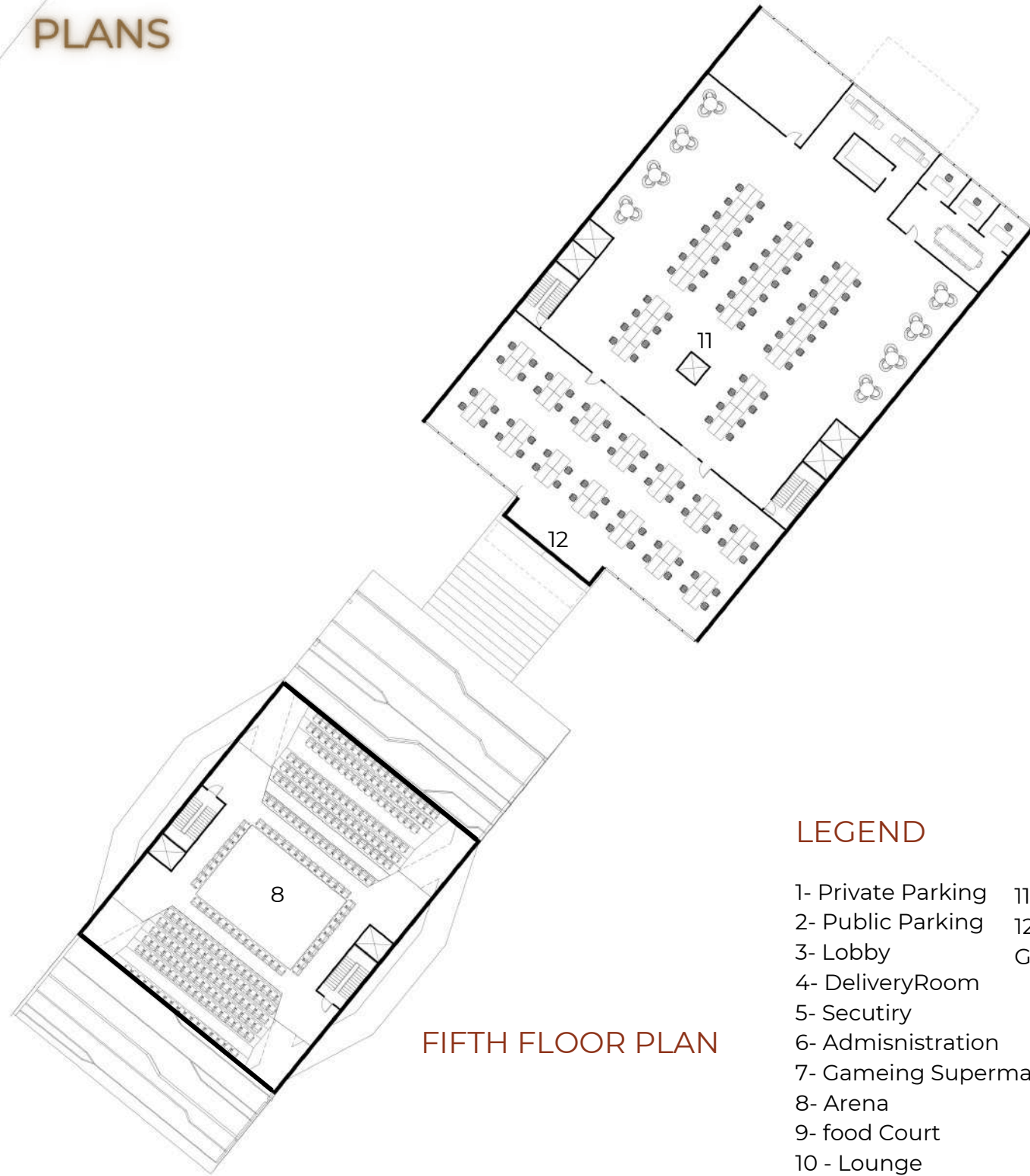
LEGEND

- 1- Private Parking
- 2- Public Parking
- 3- Lobby
- 4- DeliveryRoom
- 5- Secutiry
- 6- Admisnistration
- 7- Gameing Supermarket
- 8- Arena
- 9- food Court
- 10 - Lounge
- 11- Lan agming
- 12- Consoul Gaming

STRINGVERSE



# PLANS

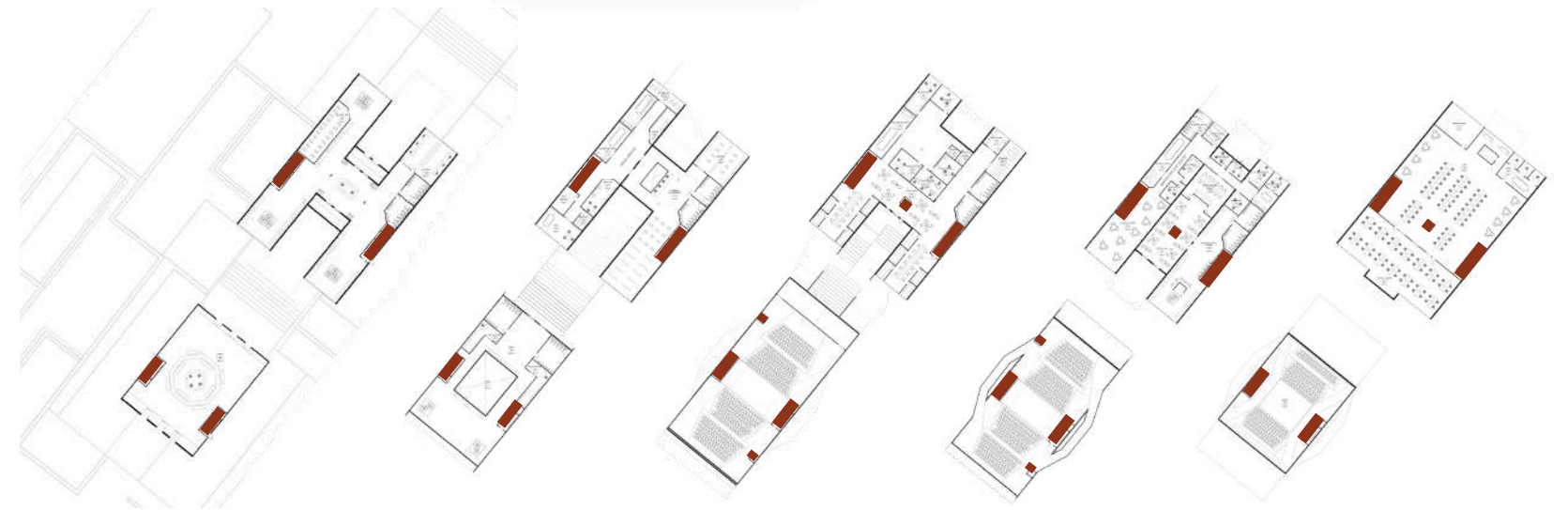
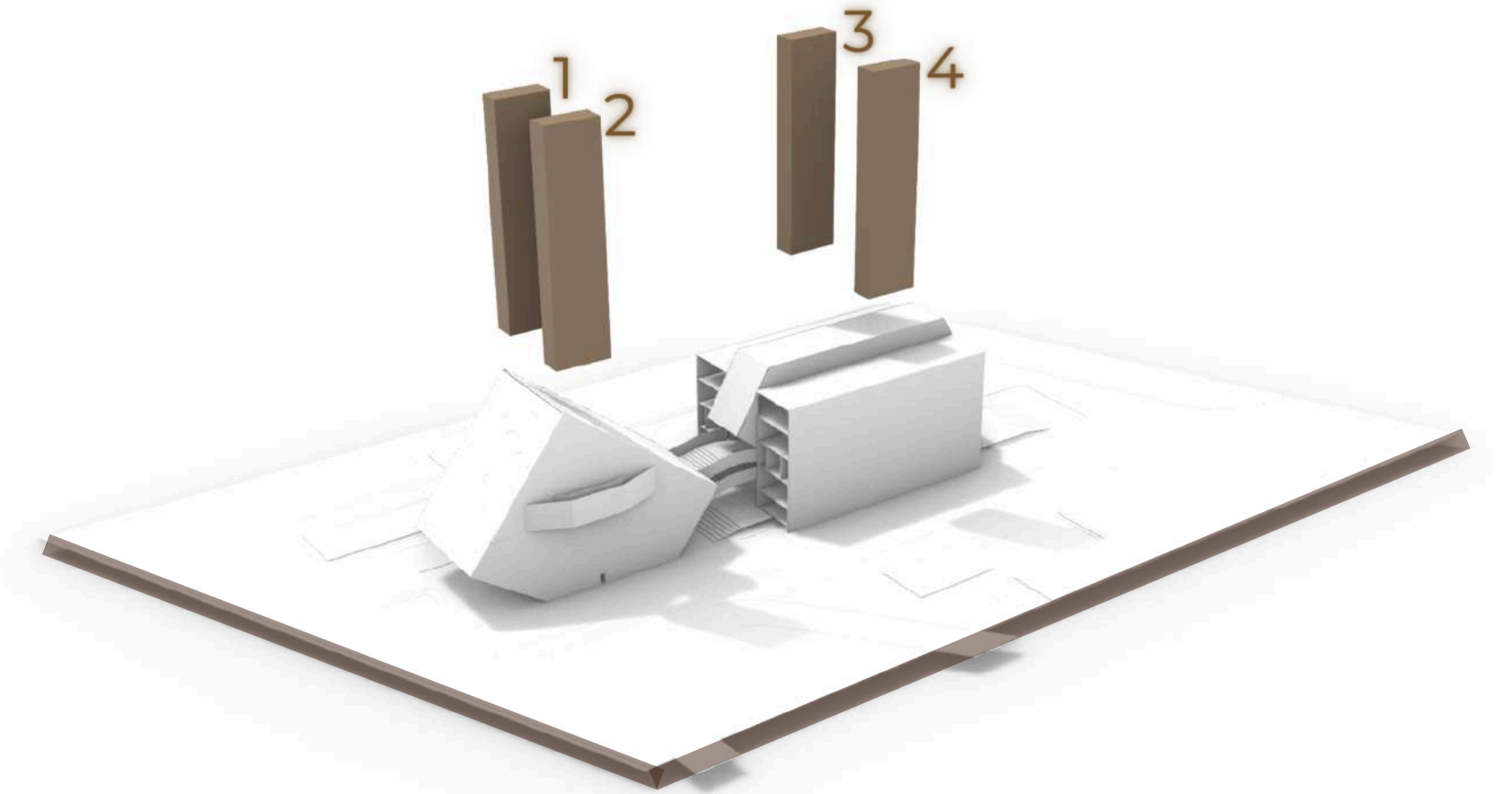


FIFTH FLOOR PLAN

## LEGEND

- 1- Private Parking
- 2- Public Parking
- 3- Lobby
- 4- DeliveryRoom
- 5- Secutiry
- 6- Admistration
- 7- Gameing Supermarket
- 8- Arena
- 9- food Court
- 10 - Lounge
- 11- Lan agming
- 12- Consoul Gaming

# PLANS CIRCULATION AND CORES



STRINGVERSE

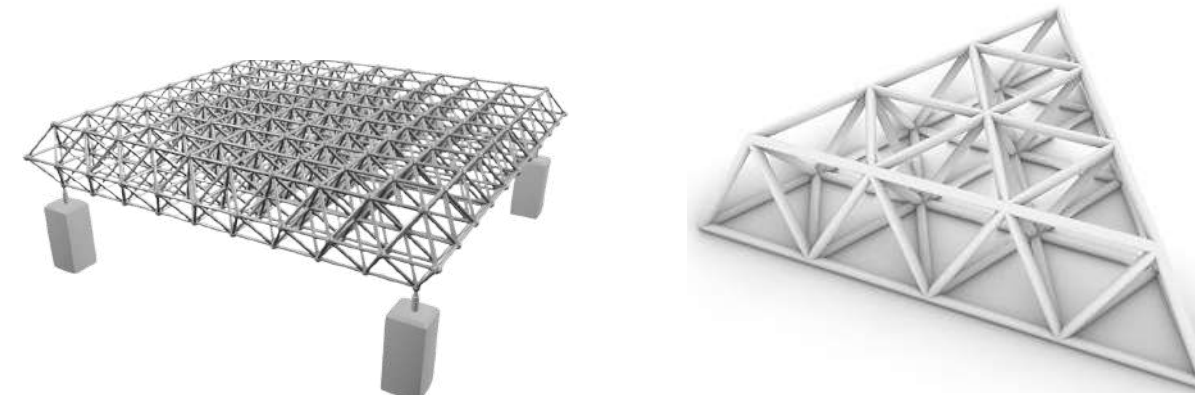


# STRUCTURE SYSTEMS

1

## SPACE FRAME

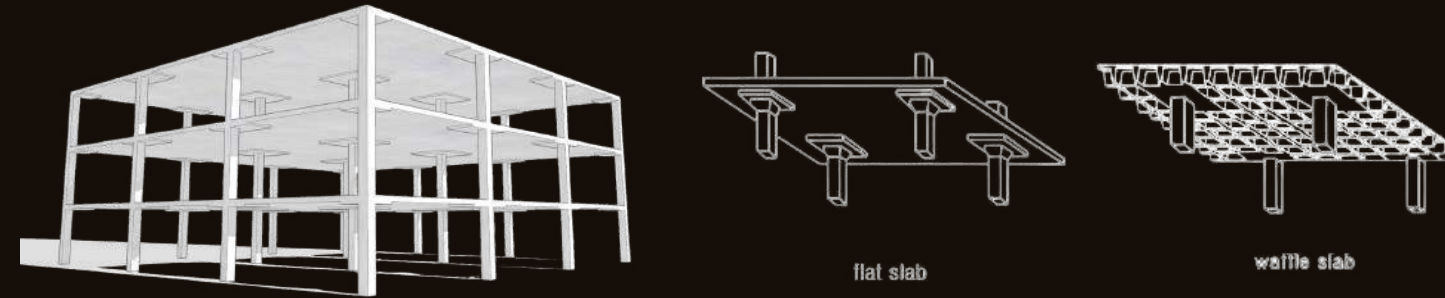
A space frame structure is a lightweight, three-dimensional framework made of interconnected struts, often arranged in triangles, providing strength and rigidity. It efficiently distributes loads across large spans, making it ideal for open, column-free spaces in buildings like arenas.



2

## FLAT SLAB

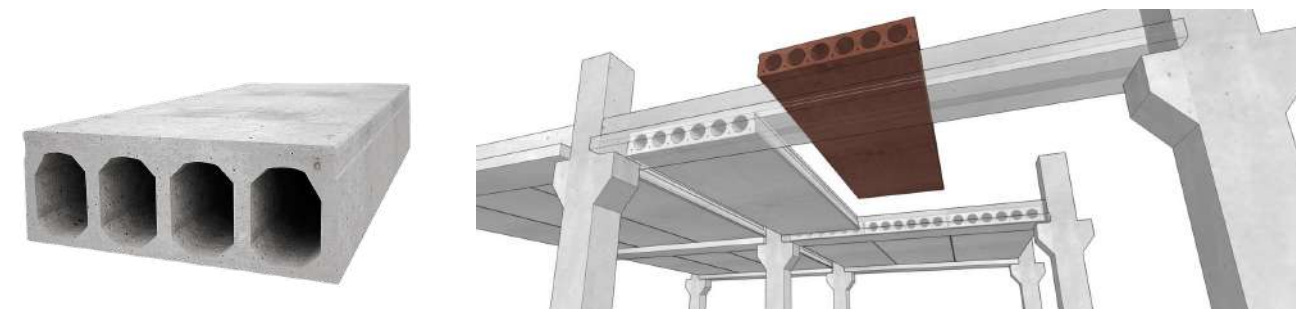
A flat slab is a two-way reinforced concrete slab that usually does not have beams and girders, and the loads are transferred directly to the supporting concrete columns.



3

## HOLLOW CORE

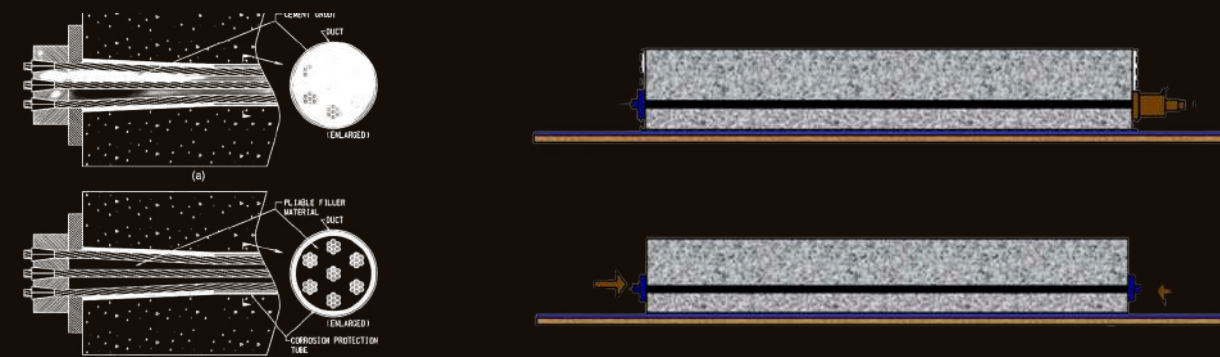
The hollow core structural system uses precast concrete slabs with longitudinal voids, reducing weight and increasing load-bearing efficiency. It is commonly used in floors and ceilings to reduce material usage and improve sound and thermal insulation.



4

## POST-TENSIONED CONCRETE

A flat slab is a two-way reinforced concrete slab that usually does not have beams and girders, and the loads are transferred directly to the supporting concrete columns.



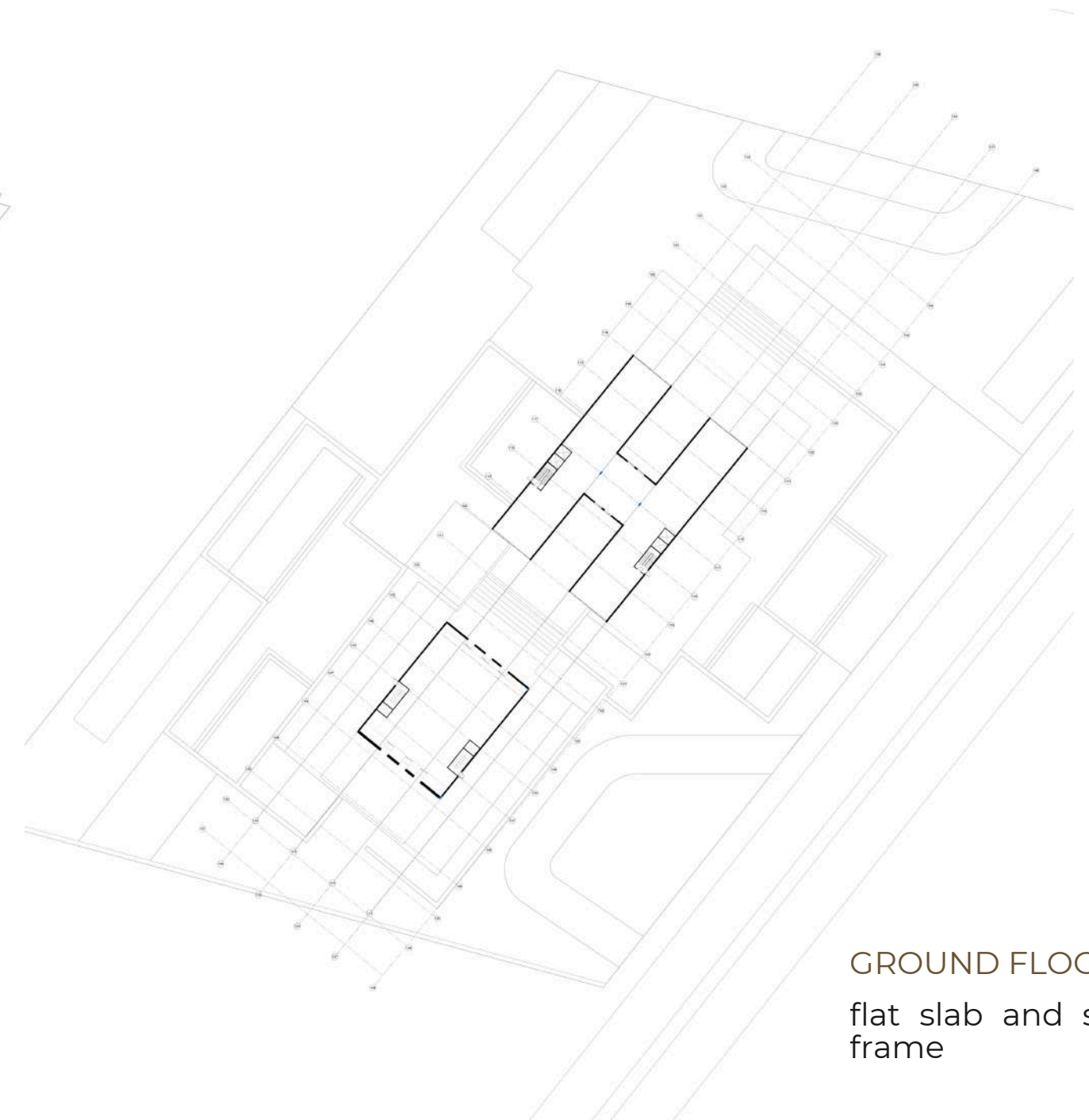
STRINGVERSE



# STRUCTURAL PLANS



BASEMENT FLOOR  
Hollowcore and  
columns



GROUND FLOOR  
flat slab and space  
frame

STRINGVERSE



# STRUCTURAL PLANS



SECOND FLOOR  
flat slab and space  
frame

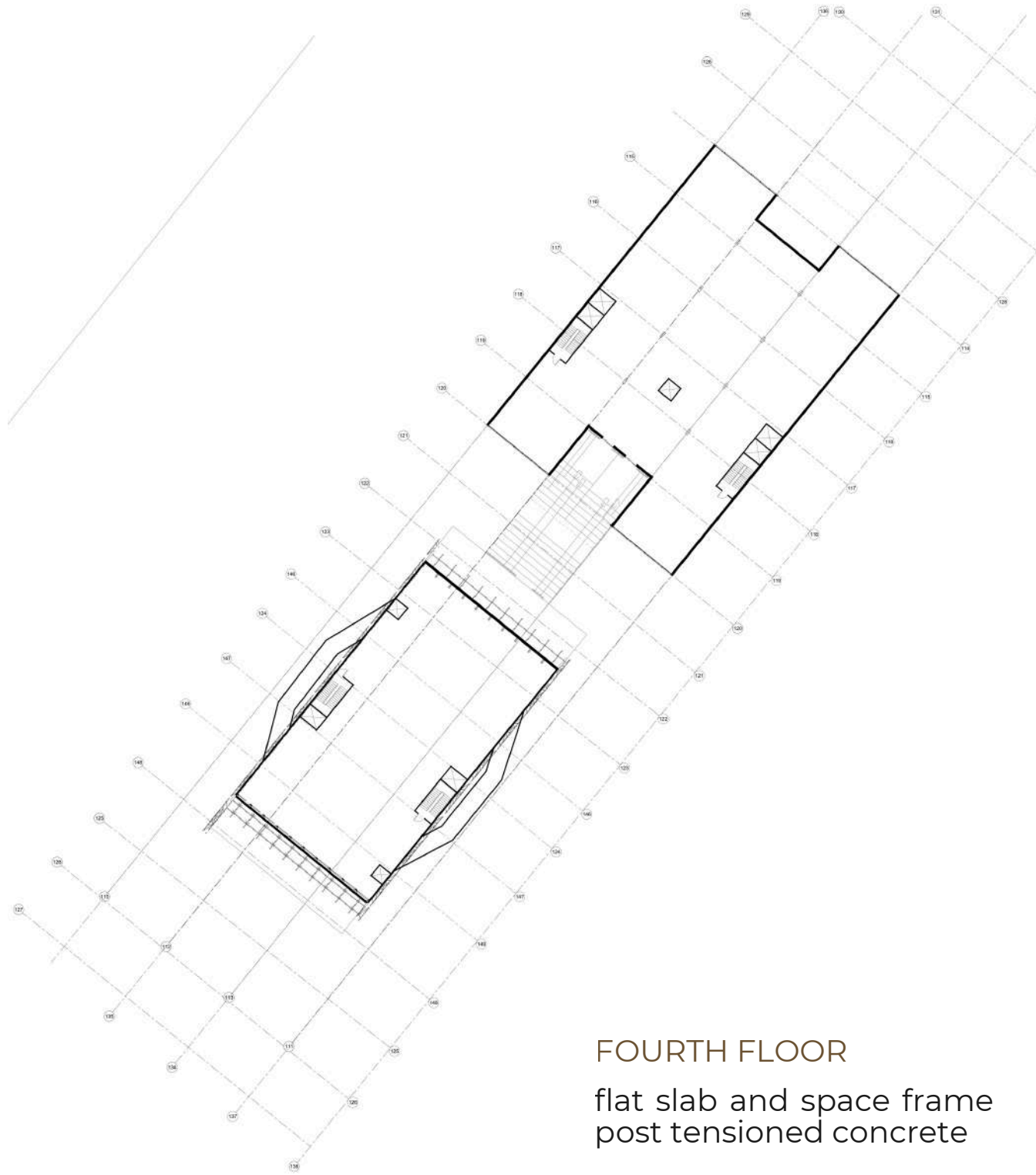


THIRD FLOOR  
flat slab and space frame  
post tensioned concrete

STRINGVERSE



# STRUCTURAL PLANS



FOURTH FLOOR  
flat slab and space frame  
post tensioned concrete

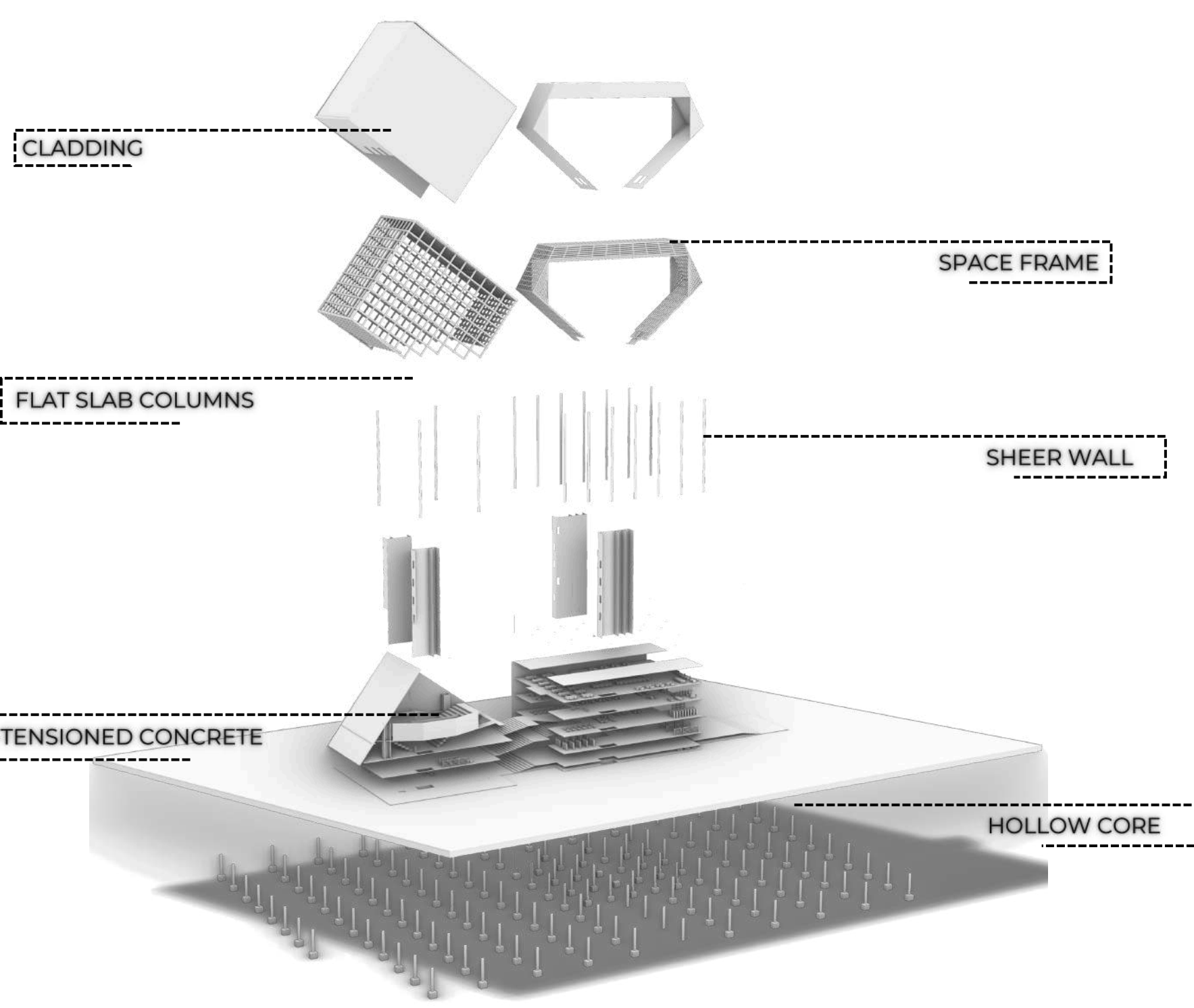


FIFTH FLOOR  
flat slab and space frame  
post tensioned concrete

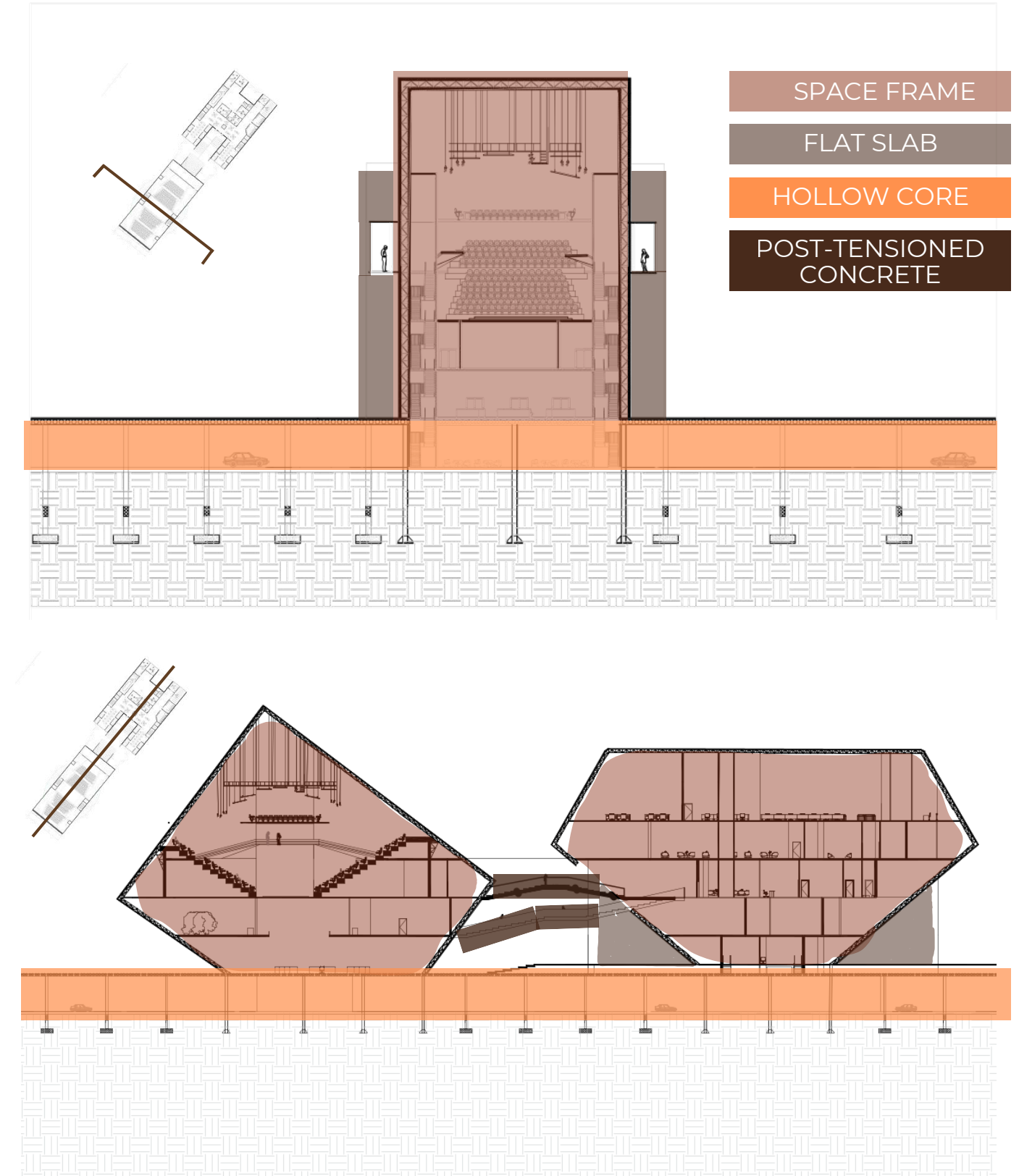
STRINGVERSE



# STRUCTURAL PLANS

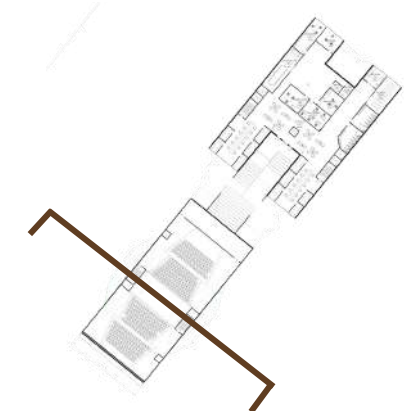
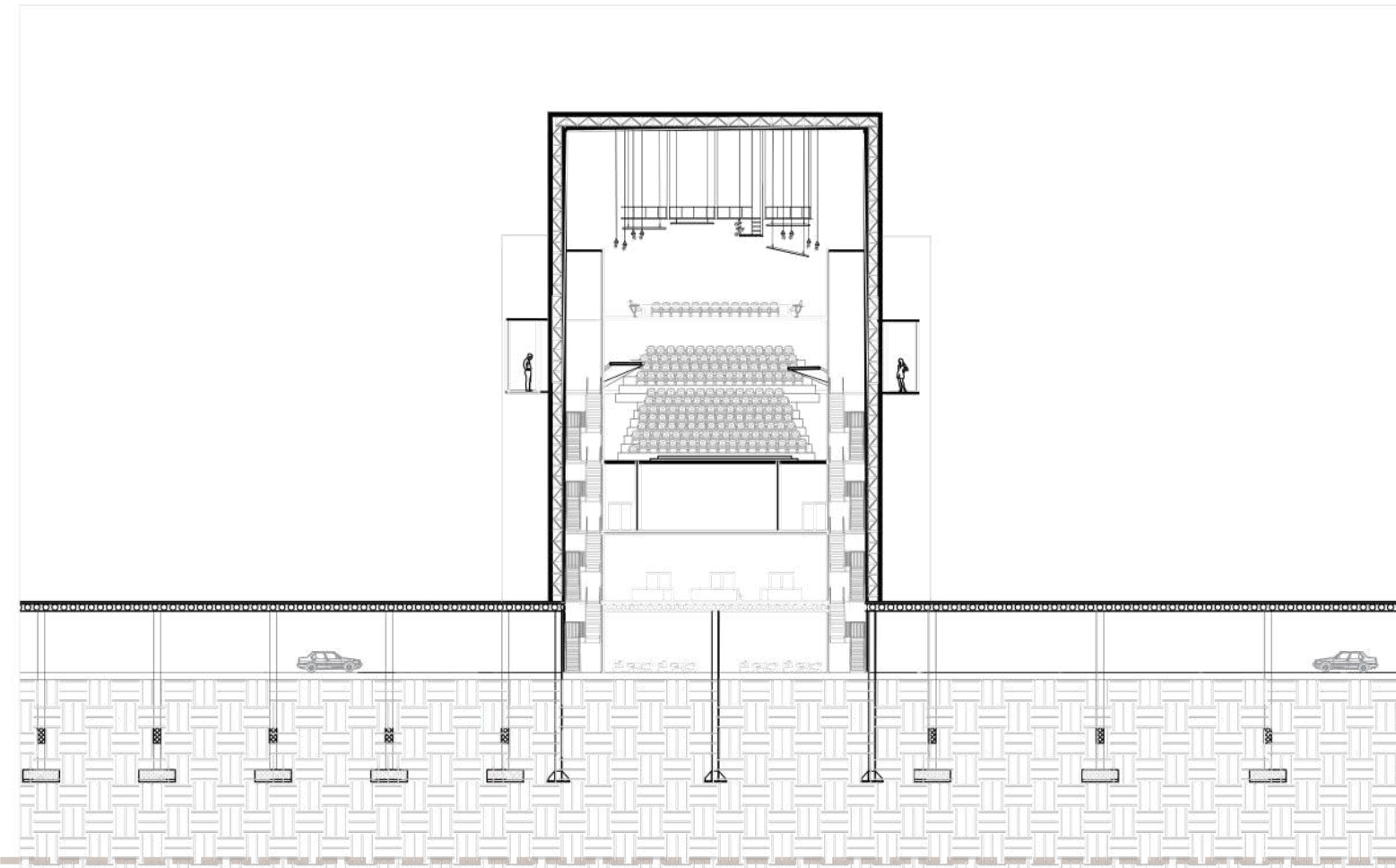


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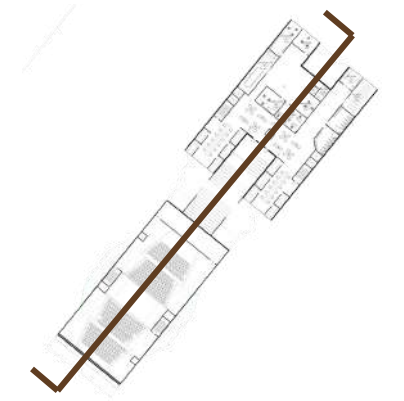
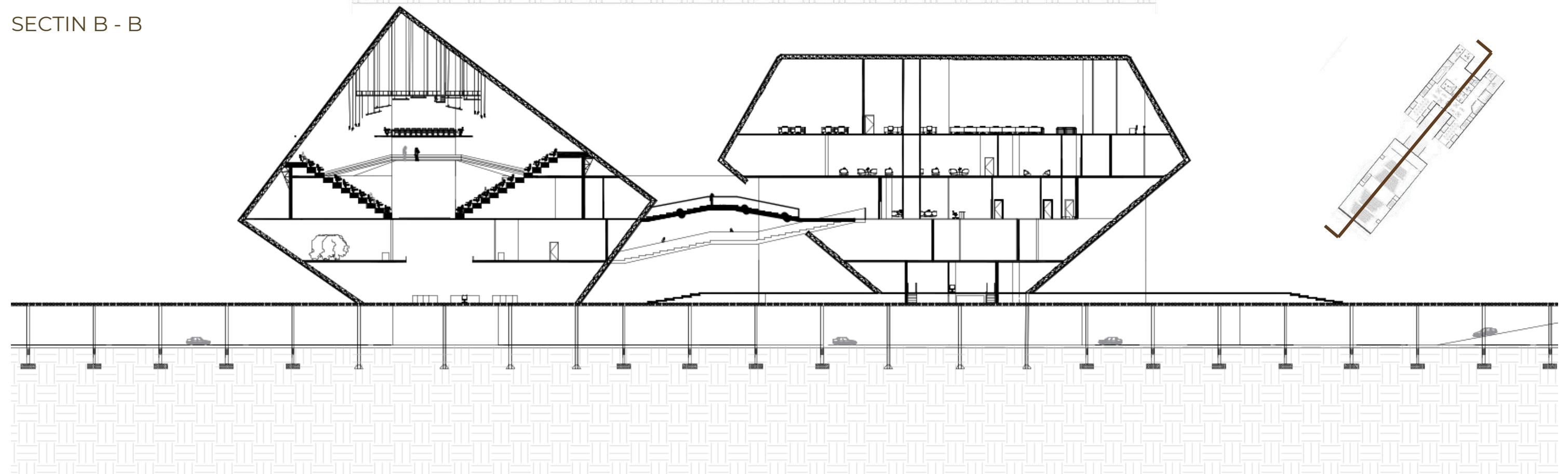


# SECTIONS

SECTION A-A



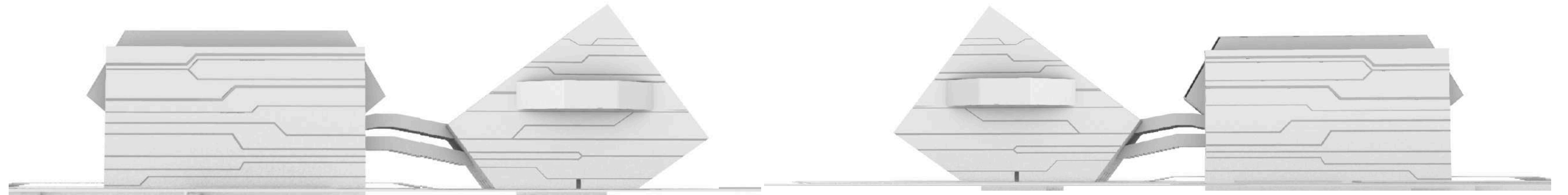
SECTION B - B



STRINGVERSE

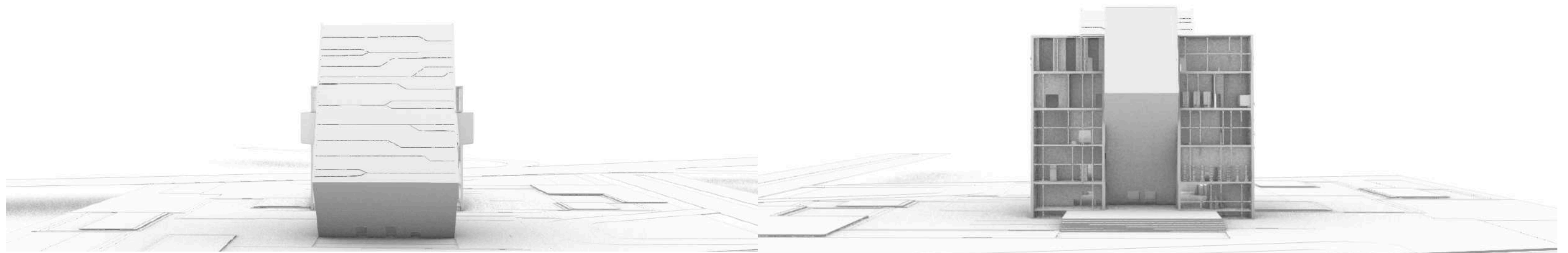


# ELEVATIONS



**NORTHWEST ELEVATION**

**SOUTHEAST ELEVATION**

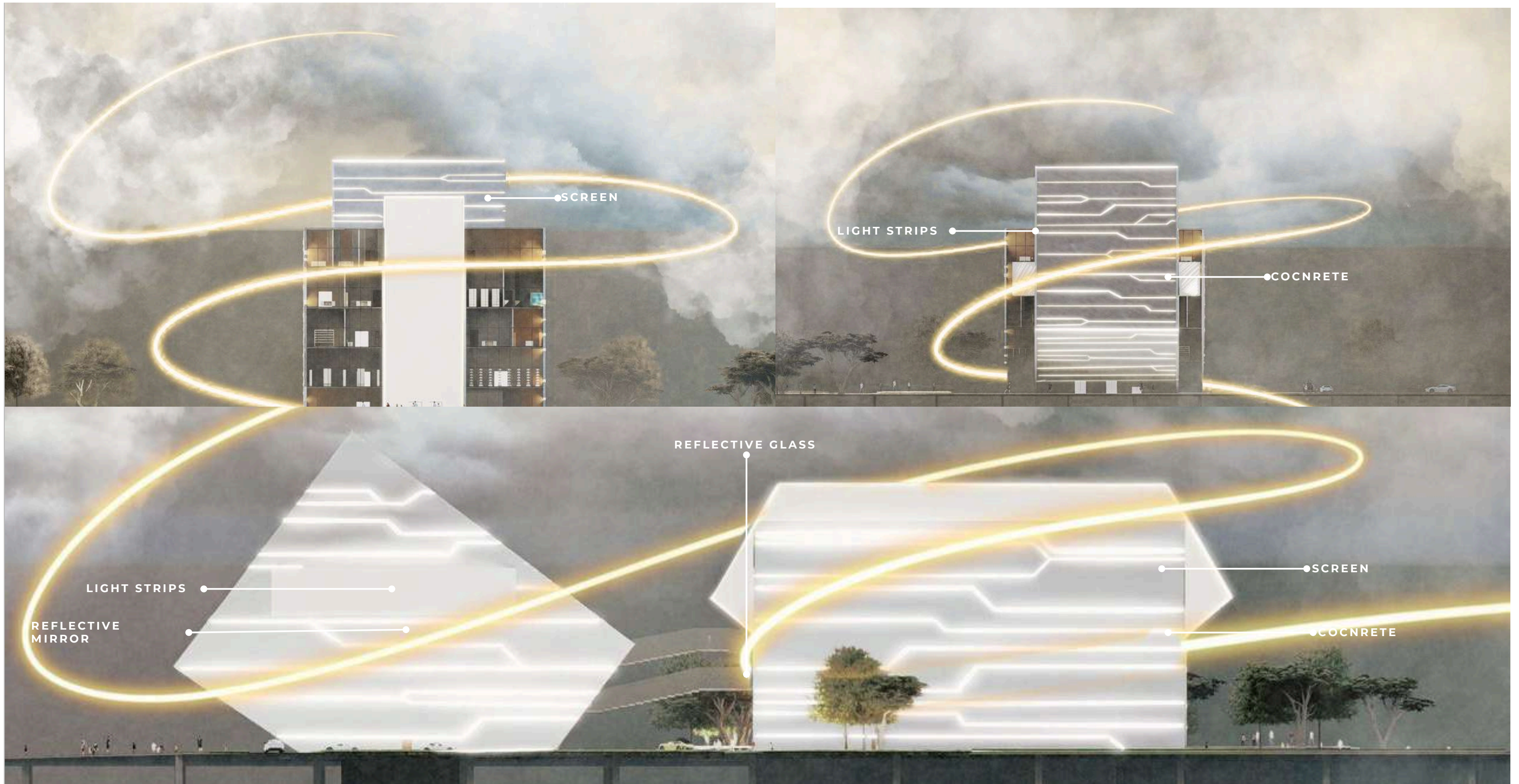


**SOUTHWEST ELEVATION**

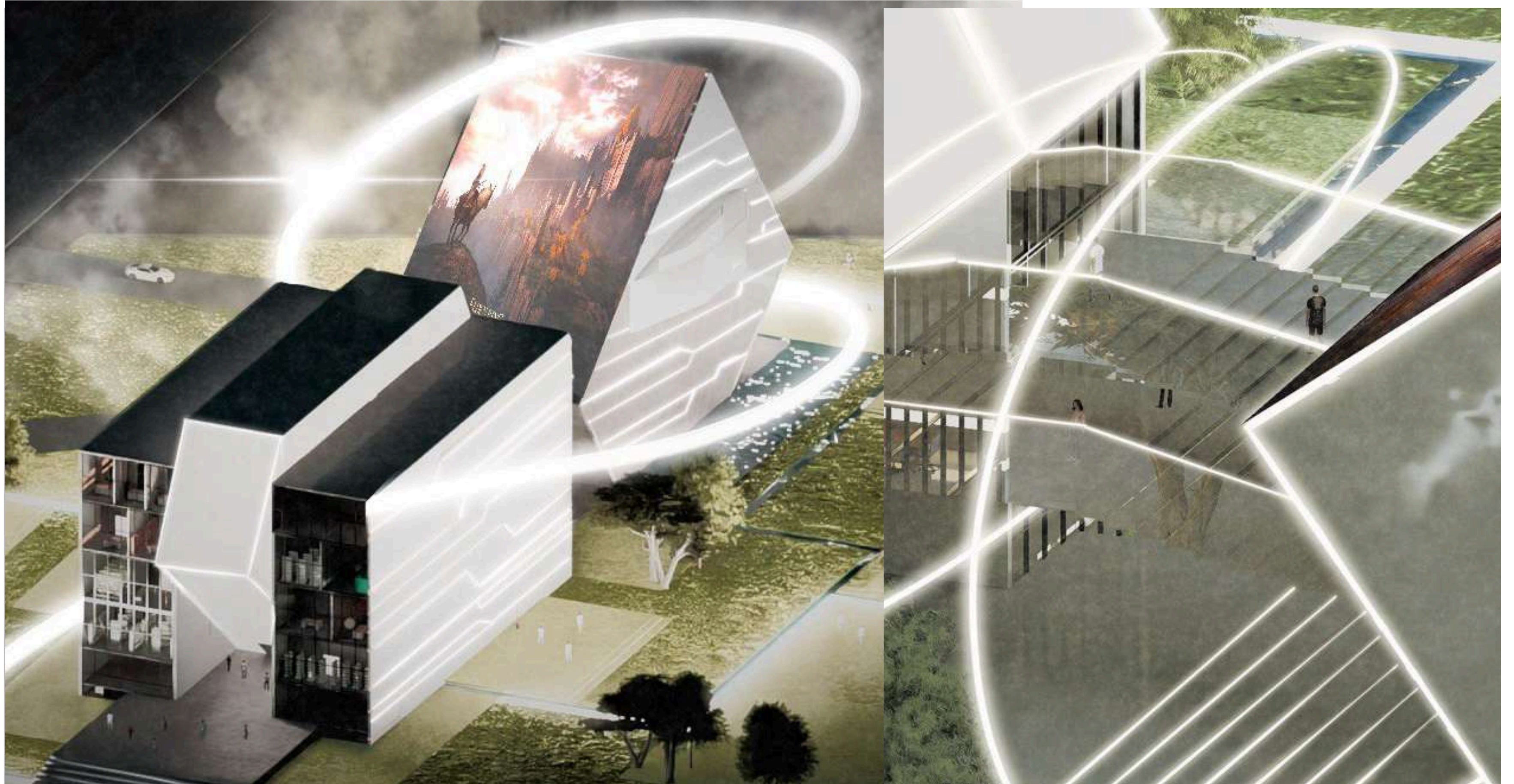
**NORTHEAST ELEVATION**

STRINGVERSE



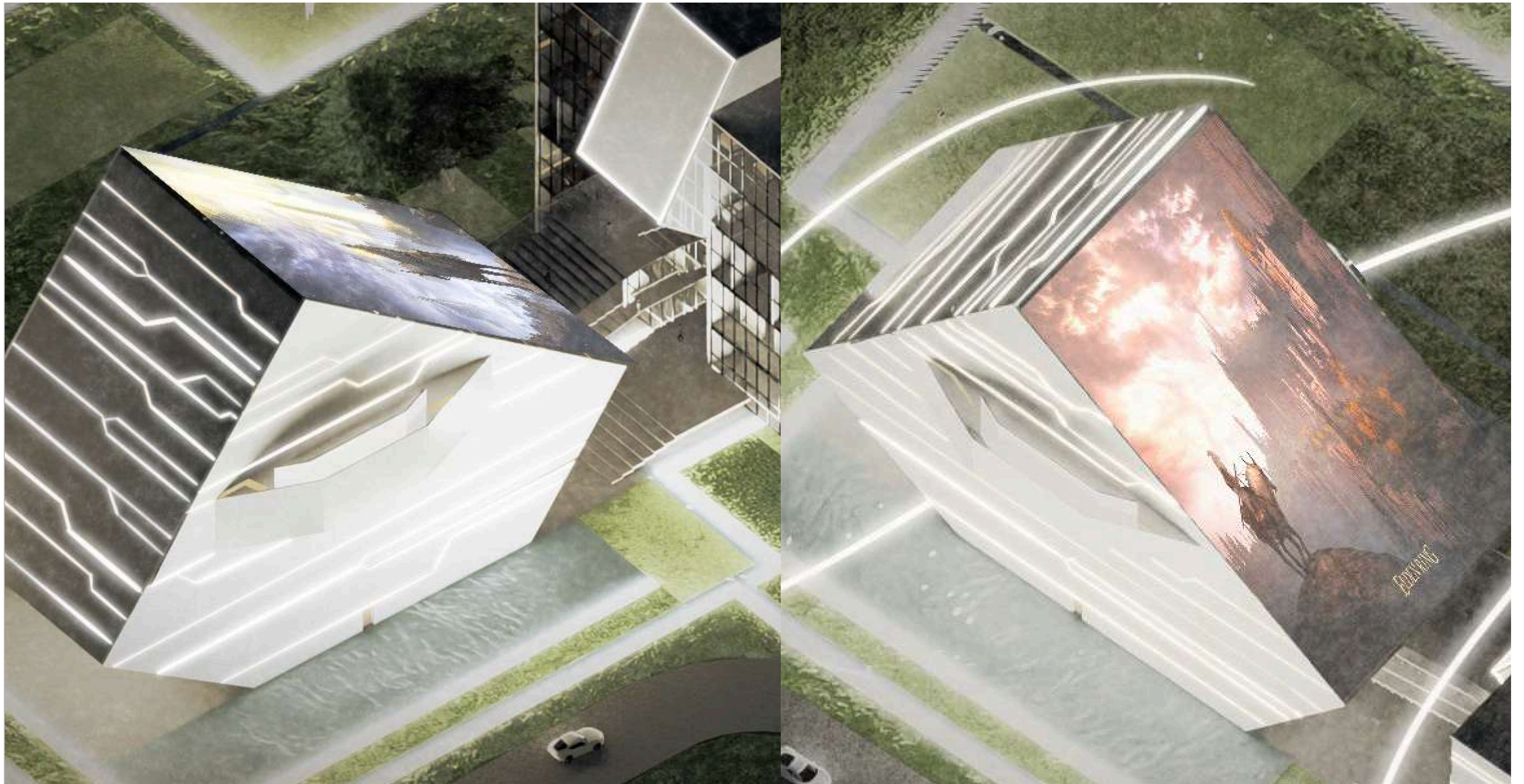


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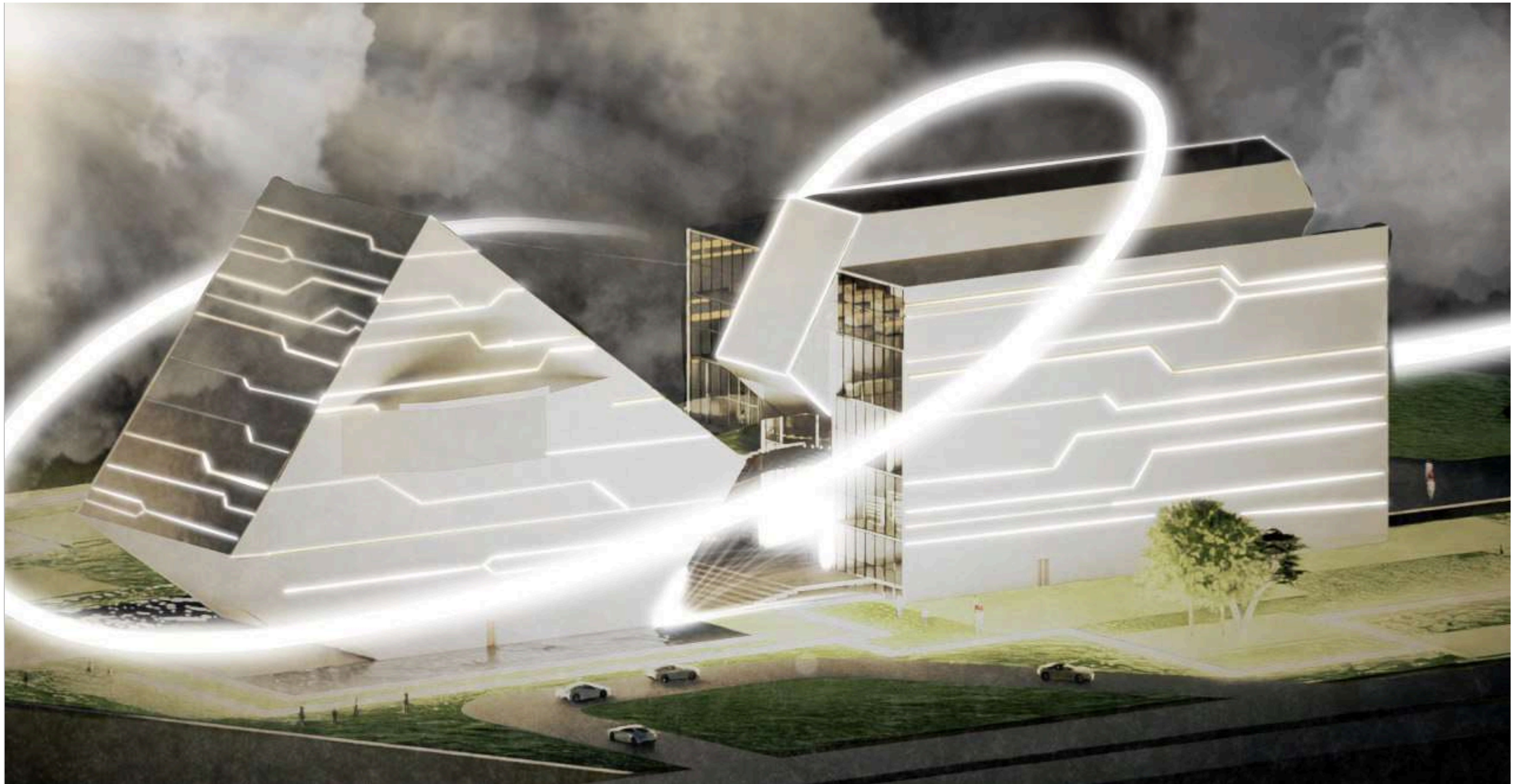
STRINGVERSE





STRINGVERSE





STRINGVERSE



04.

GRADUATION PROJECT

**IGNIS  
MOTORSPORT**

2025

RHINO- REVIT- TWINOTION-  
PHOTOSHOP-ILLUSTRATOR

# 04.

IGNIS MOTORSPORT- ARCHITECTURAL PROJECT  
2025, RHINO- REVIT- TWINOTION-PHOTOSHOP-ILLUSTRATOR



## INITIAL STUDIES

Imagine a place where the raw power of nature meets the thrill of high-speed racing. A place where the spirit of adventure ignites, and the boundaries of motorsport are redefined. Here, drivers push their limits, navigating the awe-inspiring landscape of volcanic craters, with the earth's untamed energy beneath their wheels.

## UNIQUENESS OF THE PROJECT

A place where all 3 collide



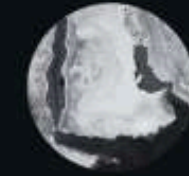
Catering all users interests



## RESPOSIBLE PARTIES



## SITE ANALYSIS



SAUDI ARABIA



TAUUK PROVINCE



HARRAT AL SHAQAH

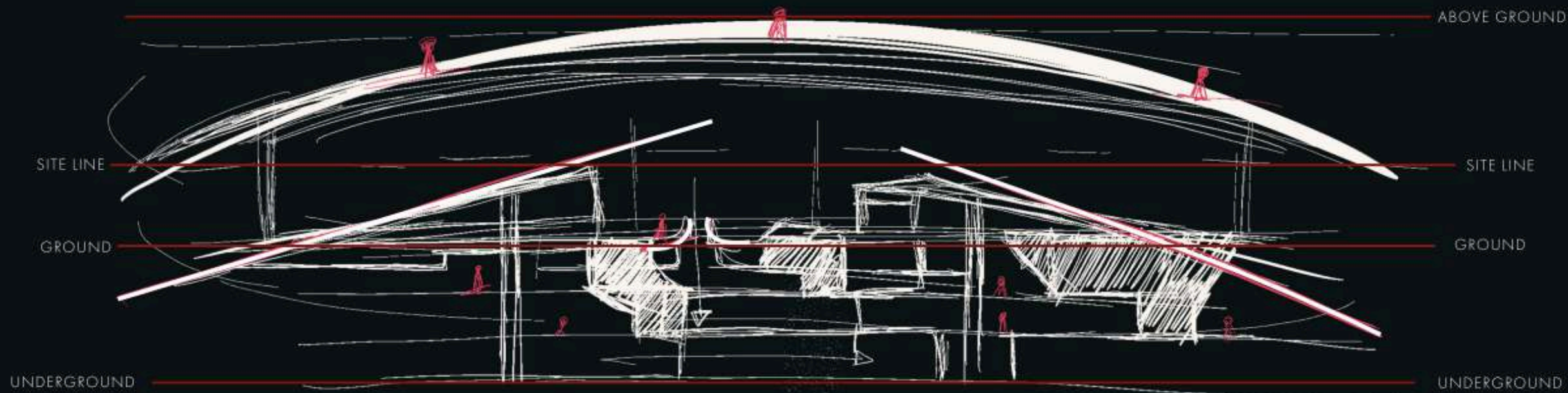


## VISION, MISSION, GOAL



# CONCEPT GENERATION

The concept is rooted in the philosophy of emergence, where architecture becomes an extension of the land—born from it, yet transcending it. The form does not merely rest upon the terrain but appears to rise from its essence, embodying a dialogue between nature and innovation. This interplay creates a sense of weightlessness as if the structure is suspended in time and space, observing and embracing its surroundings. Each cluster emerges like fragments of the earth's memory, reimagined into a harmonious fusion of organic continuity and futuristic ambition. It is a space where the past, present, and future converge—grounded in the land yet propelled by the boundless possibilities.



**TRACK DEVELOPMENT**



**FORM DEVELOPMENT**





**1 TEAM GARAGE**  
MEDIA AND MEDICS

**2 PARKING**  
ON-SITE

**3 PADDOCK**  
PADDOCK CLUB

**4 SPECTATOR AREA**  
FULL RACE VIEW

**5 HELICOPTER LANDING**  
RED SEA AIRPORT

**6 SCREENING TOWER**

**7 SPECTATOR AREA**  
FULL RACE VIEW



ACADEMY +0M

ACCOMODATION +8M



ACADEMY +4M

ACCOMODATION +12M



VISITOR CENTRE +4M



VISITOR CENTRE +12M



ACCOMODATION +16M



VISITOR CENTRE +16M

ACADEMY +12M



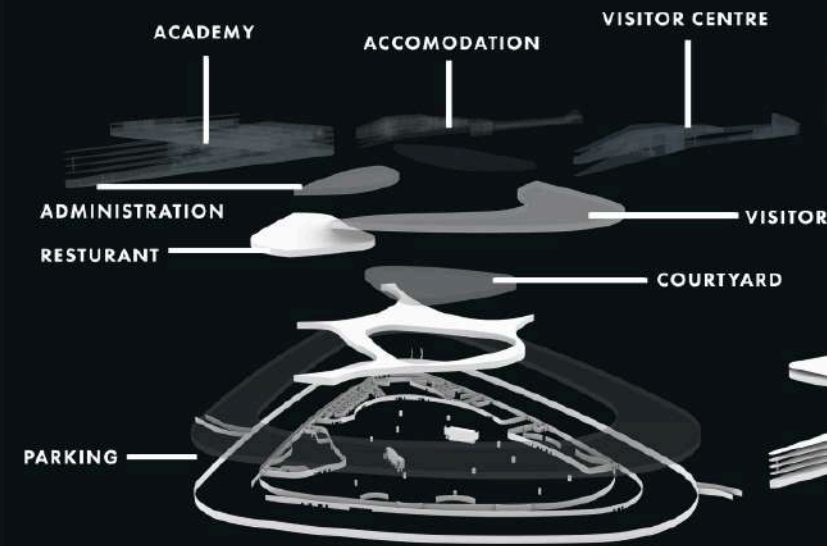
ACCOMODATION +20M



ACADEMY +16M



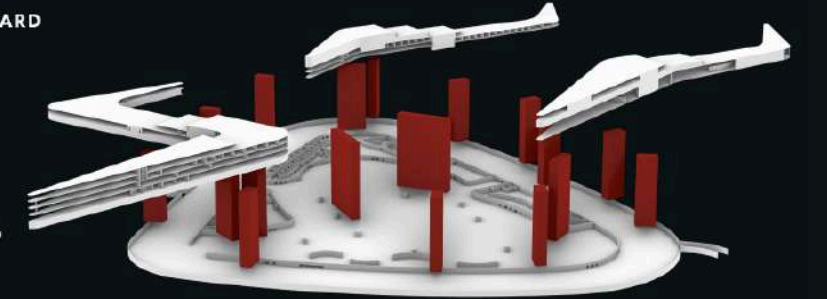
ZONING



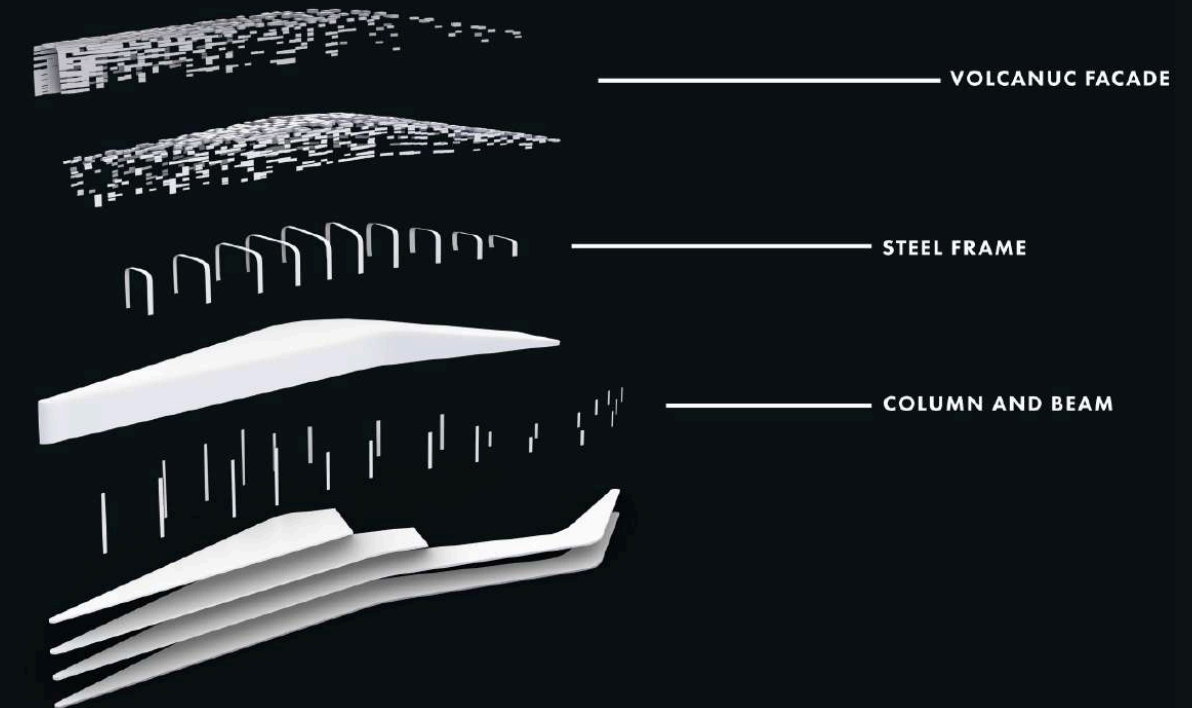
SAFETY



FIRE EXITS



ON GOUND STRUCTURE



### -4.00 M PLAN



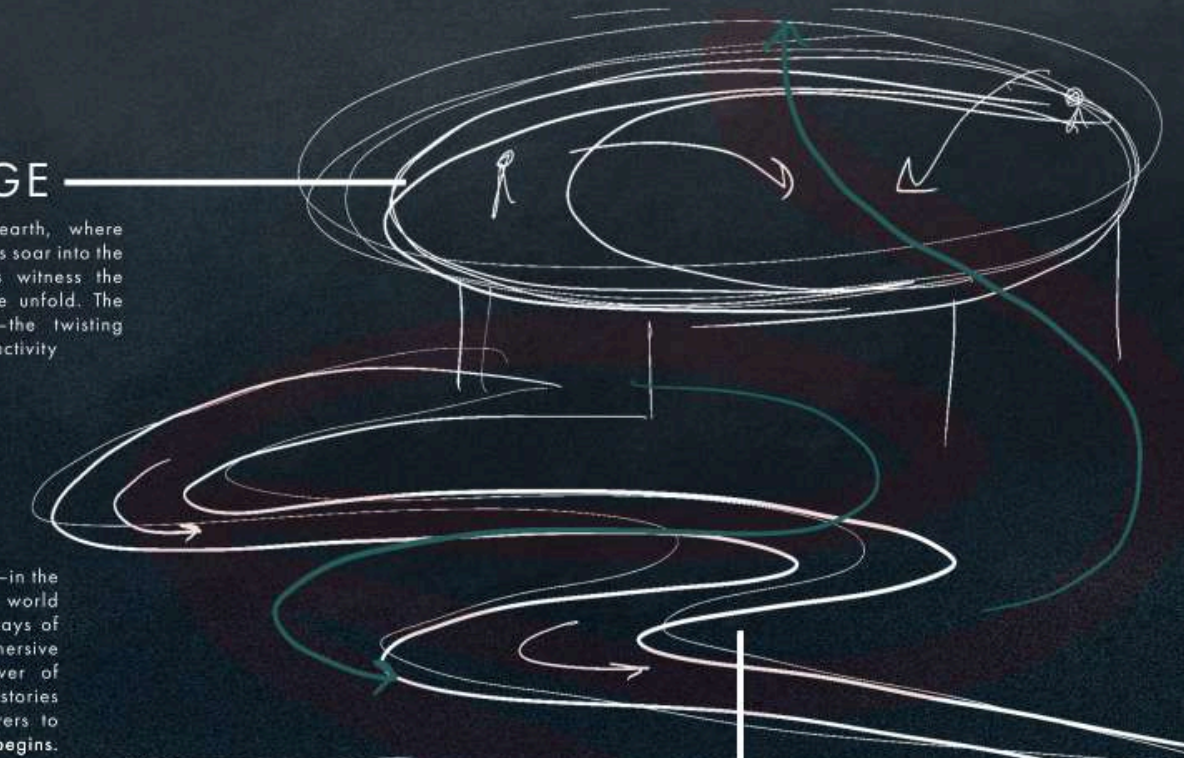
## THE STORY

### 3 HORIZONS EDGE

The journey culminates above the earth, where spectator bridges and elevated platforms soar into the sky. From this vantage point, visitors witness the choreography of speed and landscape unfold. The sweeping views connect everything—the twisting tracks, the vibrant ground-level activity

### 1 FROM WITHIN

The journey begins where the land breathes its secrets—in the underground levels. Here, visitors descend into a world shaped by the earth's embrace. Tunnels carve pathways of discovery, leading to hidden academies and immersive exhibits that echo the site's history and the power of motorsport. It is a place where the landscape whispers stories of speed, precision, and innovation, inviting explorers to experience the world beneath the surface, where it all begins.



### PULSE ON GROUND

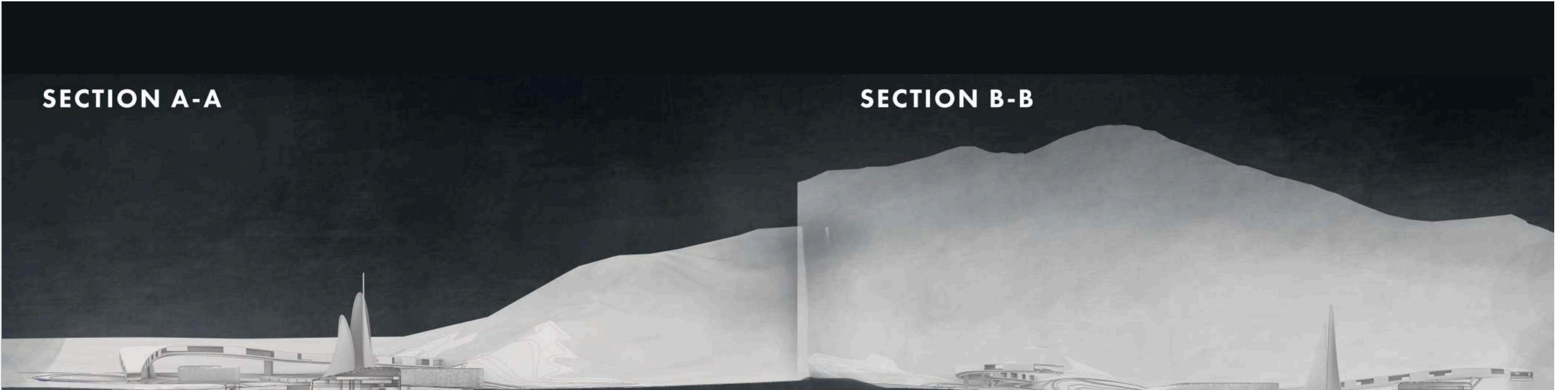
Rising to ground level, the story shifts to a world alive with energy. Here, the tracks stretch like veins across the terrain, feeding the adrenaline of drivers and spectators alike. This is the arena where the present comes alive, where innovation meets action, and the land transforms into a stage for motorsport



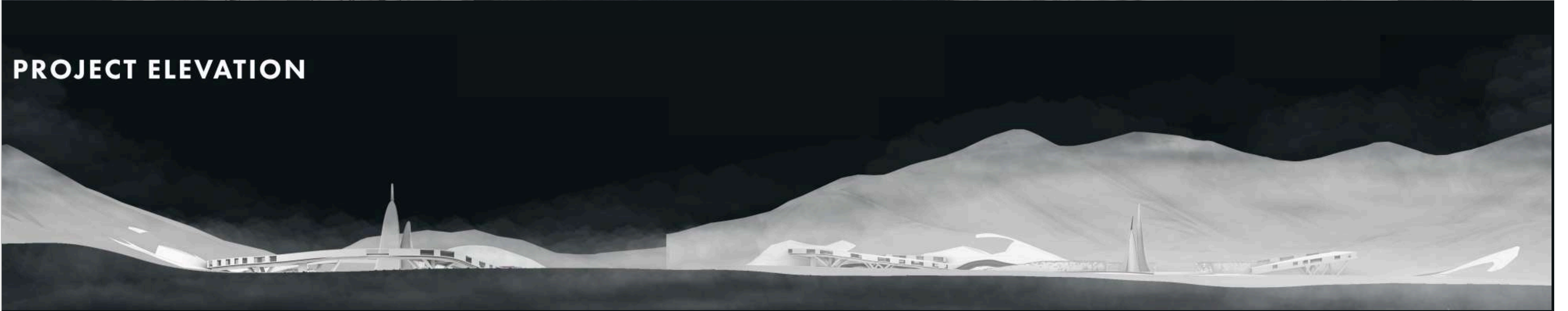
IGNIS MOTORSPORT- ARCHITECTURAL PROJECT

**SECTION A-A**

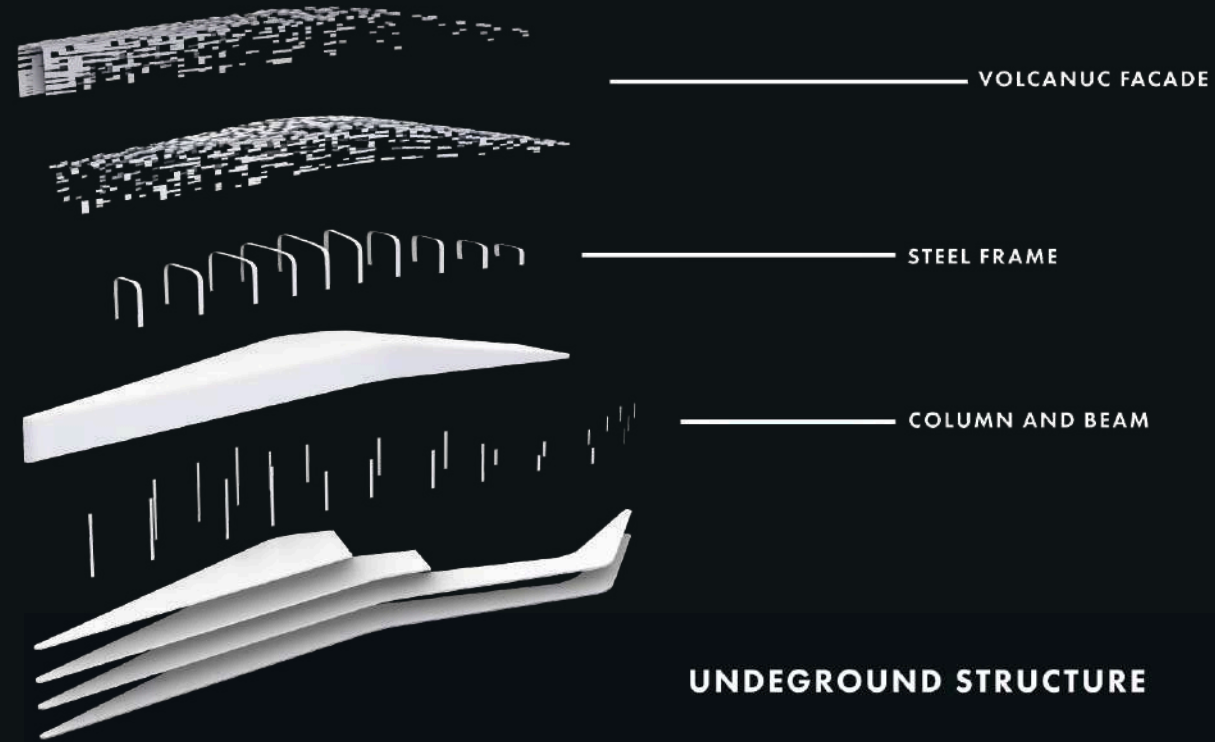
**SECTION B-B**



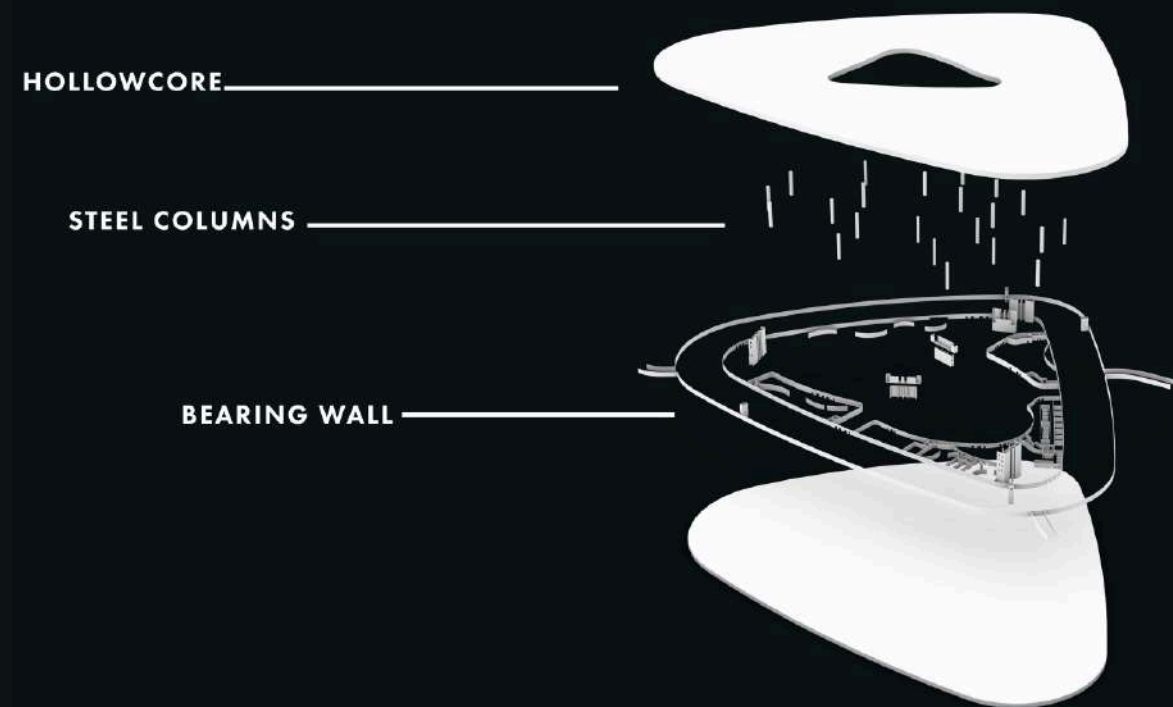
**PROJECT ELEVATION**



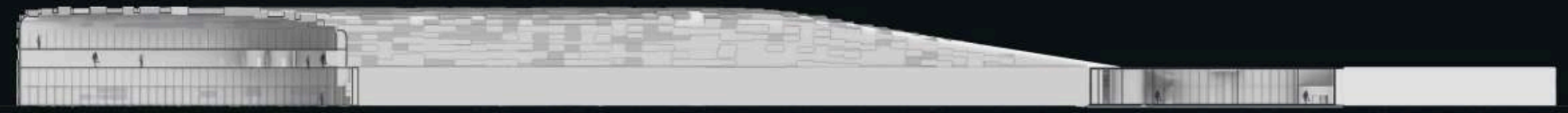
ON GOUND STRUCTURE



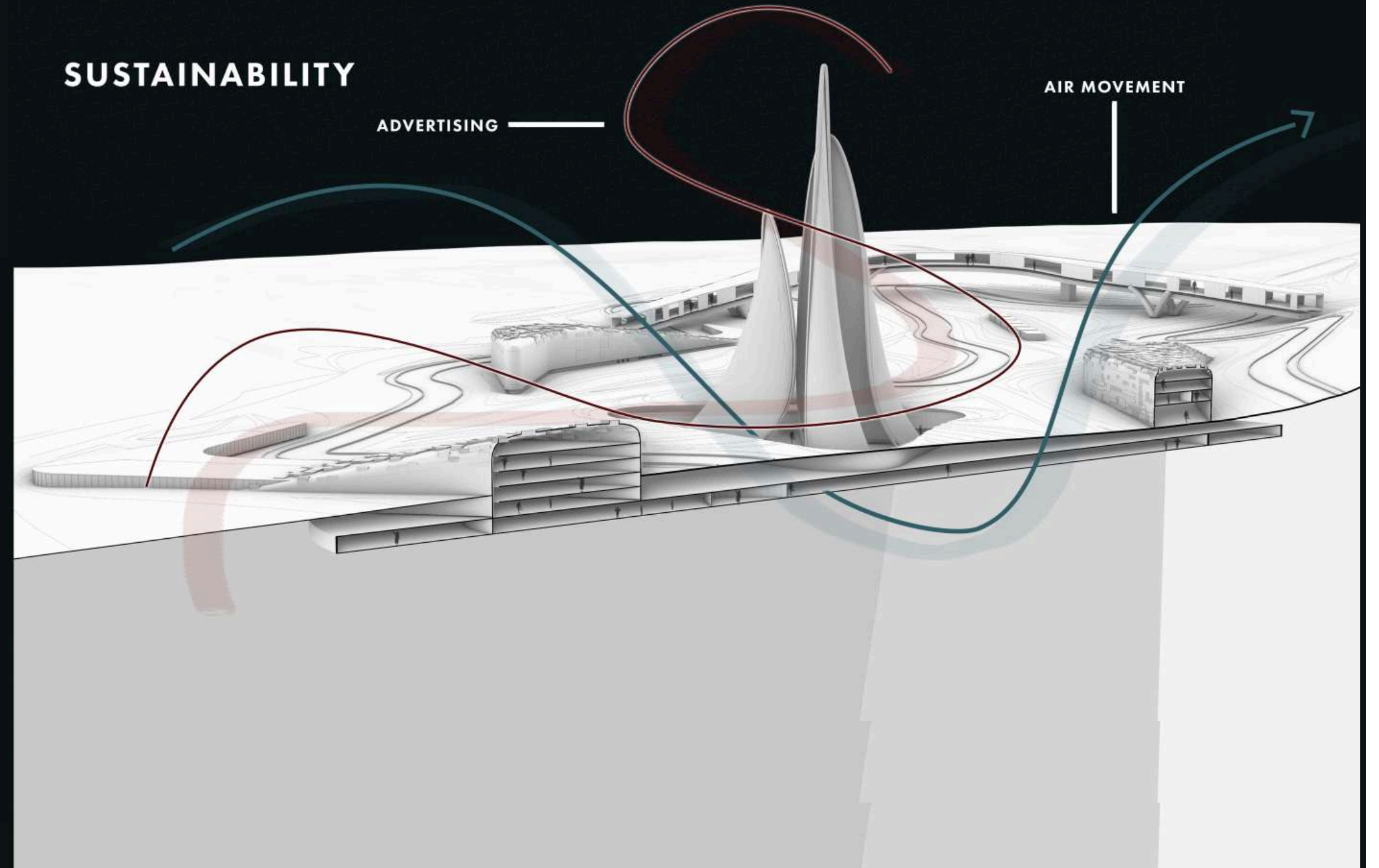
UNDEGROUND STRUCTURE



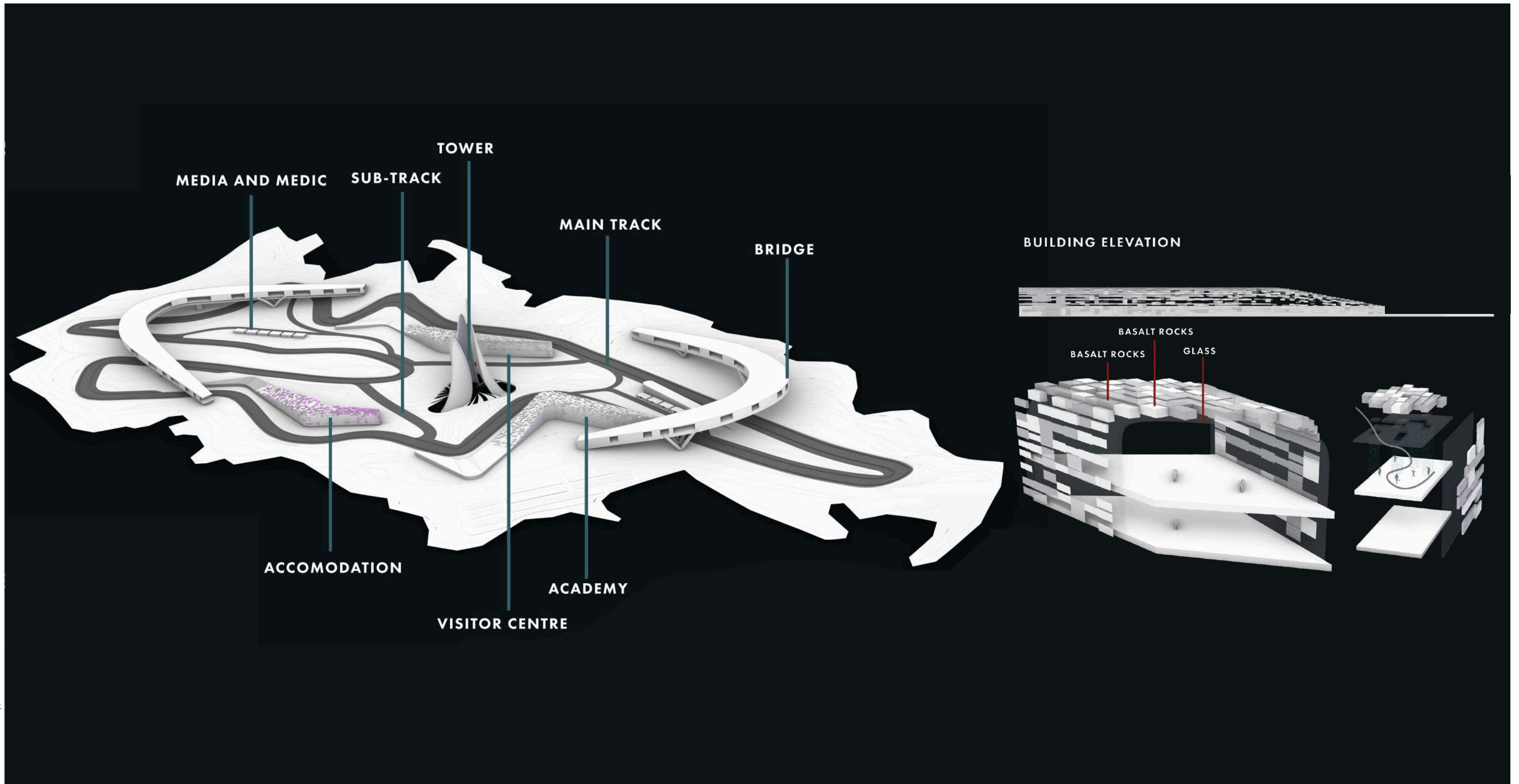
BUILDING SECTION A-A



SUSTAINABILITY



IGNIS MOTORSPORT- ARCHITECTURAL PROJECT



IGNIS MOTORSPORT- ARCHITECTURAL PROJECT



IGNIS MOTORSPORT- ARCHITECTURAL PROJECT



IGNIS MOTORSPORT- ARCHITECTURAL PROJECT



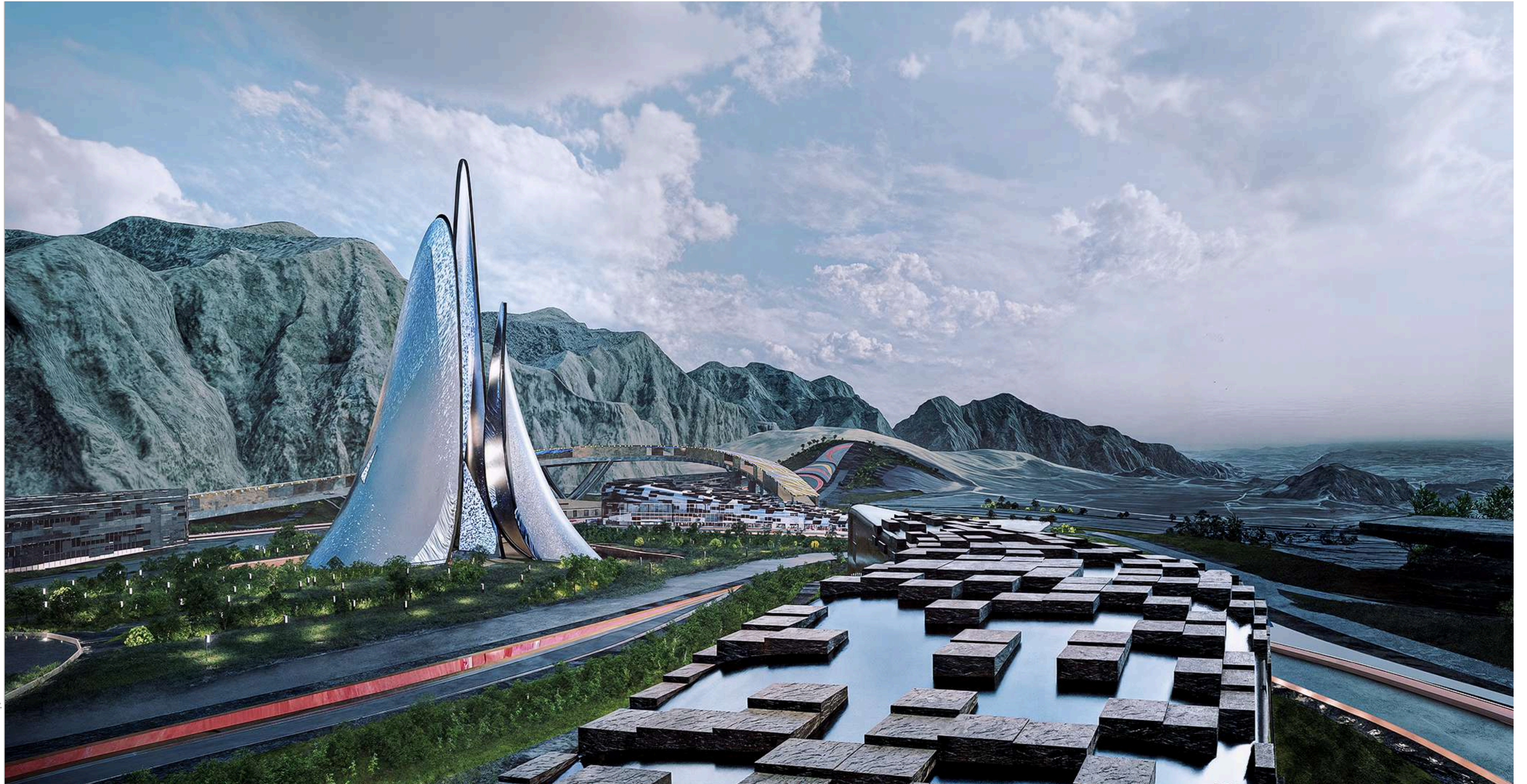
IGNIS MOTORSPORT- ARCHITECTURAL PROJECT



IGNIS MOTORSPORT- ARCHITECTURAL PROJECT



IGNIS MOTORSPORT- ARCHITECTURAL PROJECT



IGNIS MOTORSPORT- ARCHITECTURAL PROJECT



IGNIS MOTORSPORT- ARCHITECTURAL PROJECT



00 ■ IGNIS MOTORSPORT- ARCHITECTURAL PROJECT  
2025, RHINO- REVIT- TWINOTION-PHOTOSHOP-ILLUSTRATOR



05

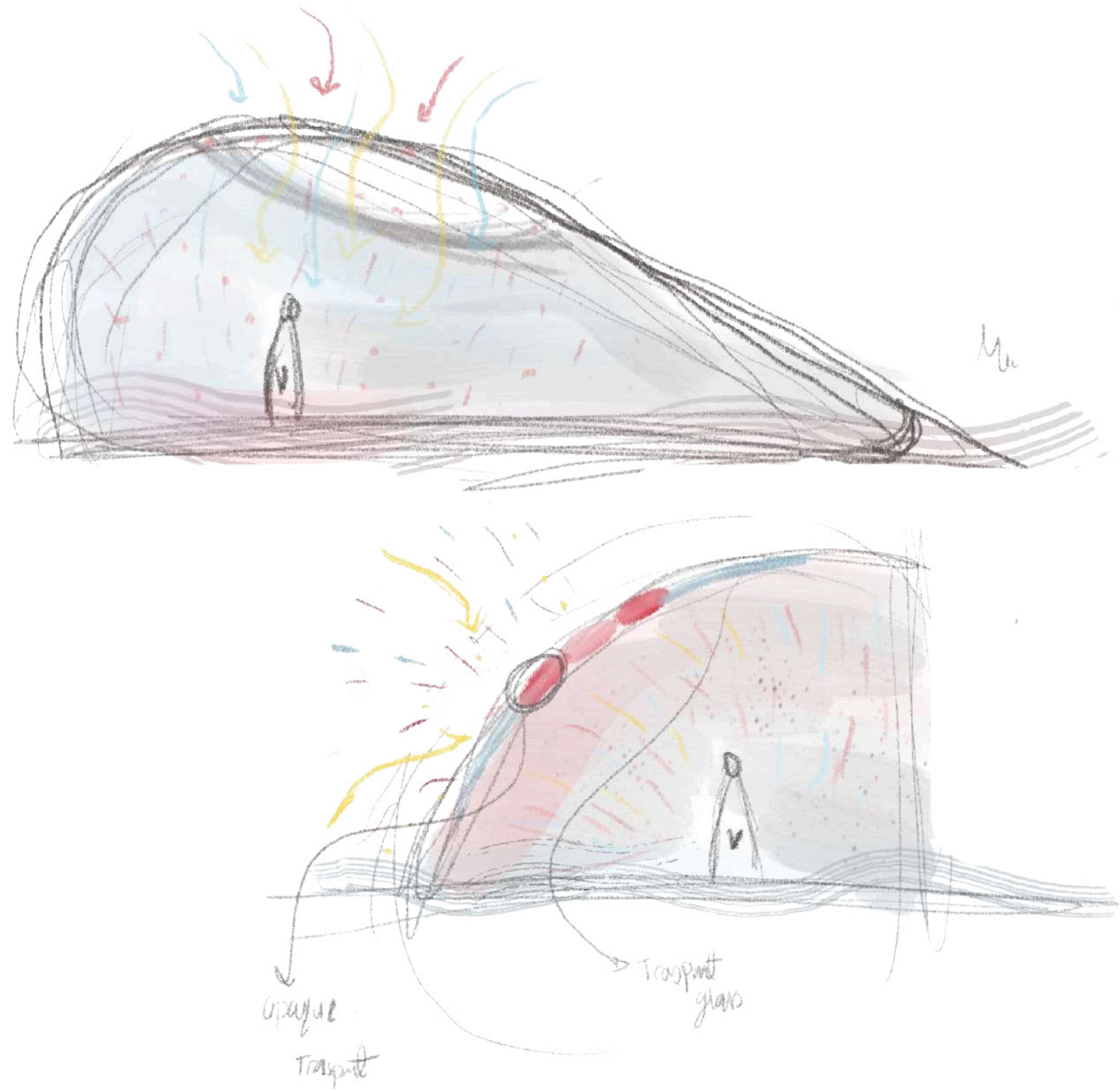


**VOLVARIELLA MALL**

2022

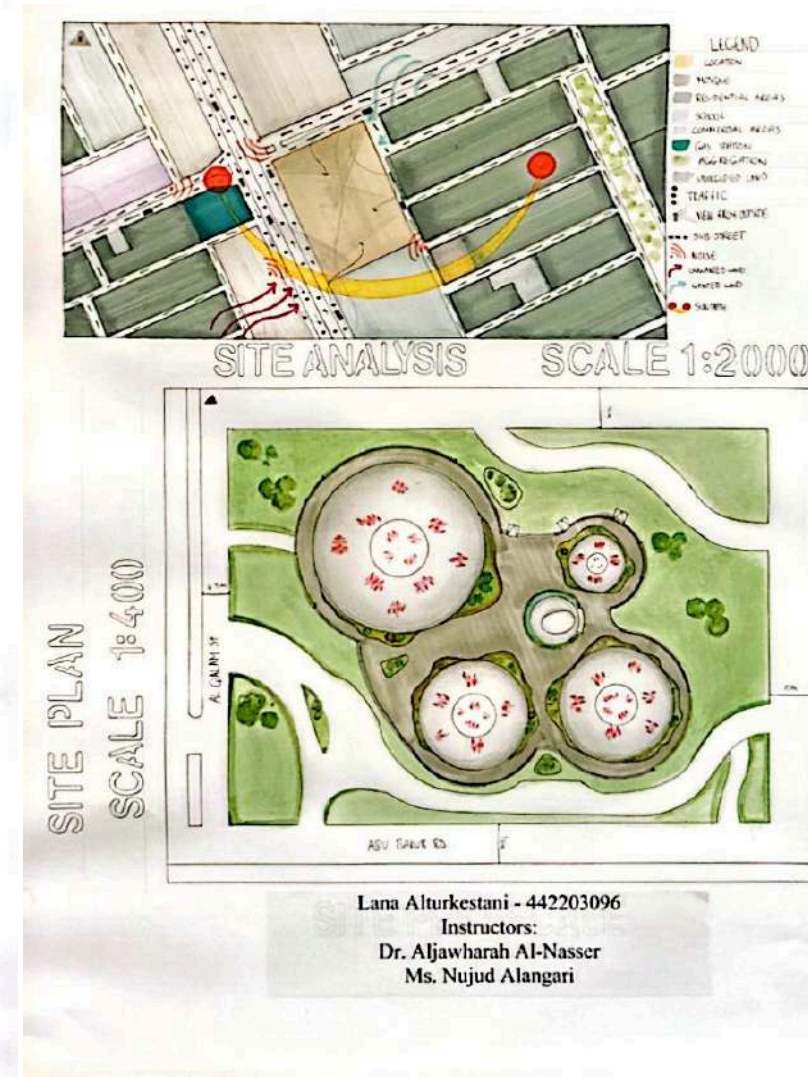
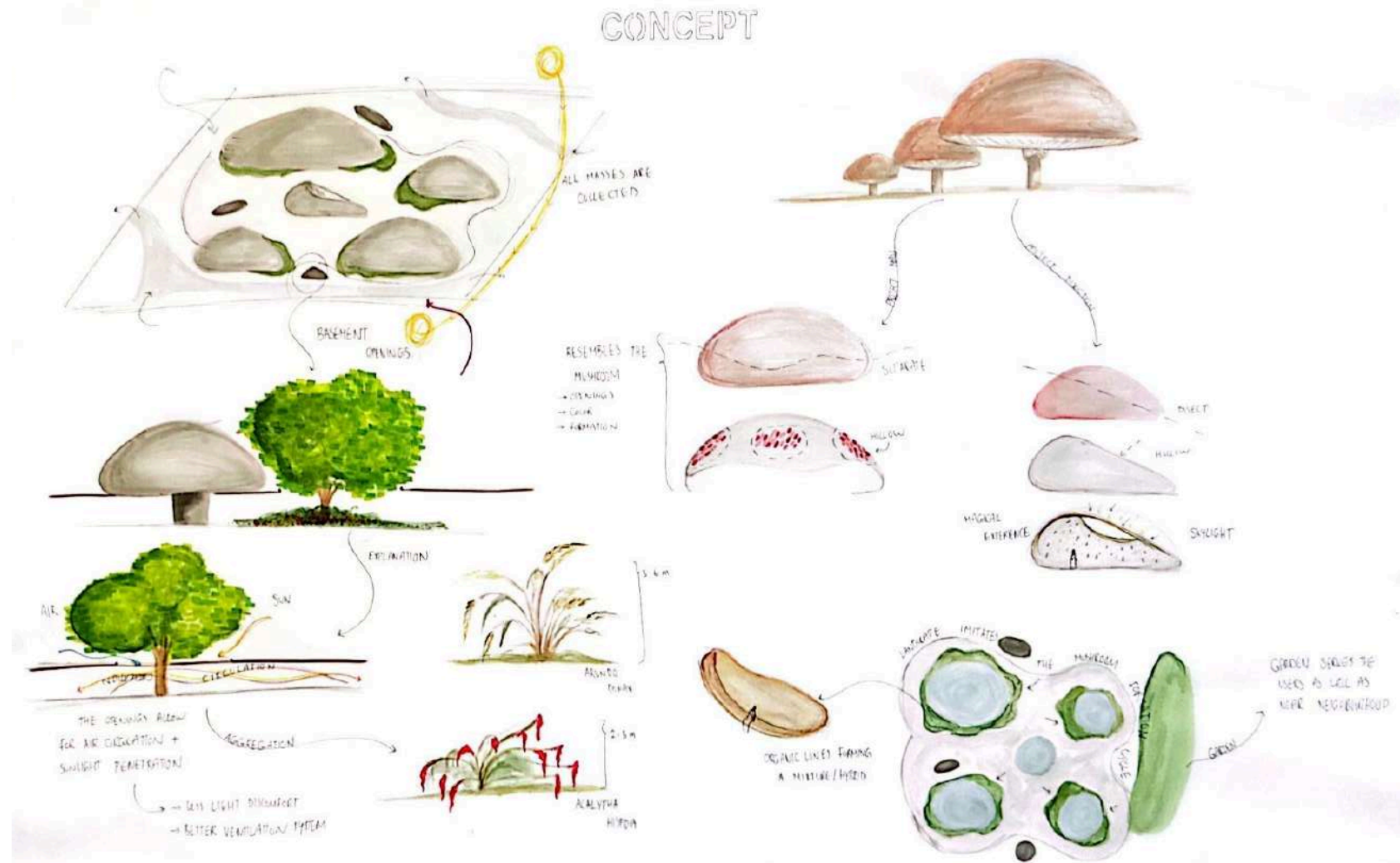
PROCREATE - WATERCOLORS - CHARCOLE

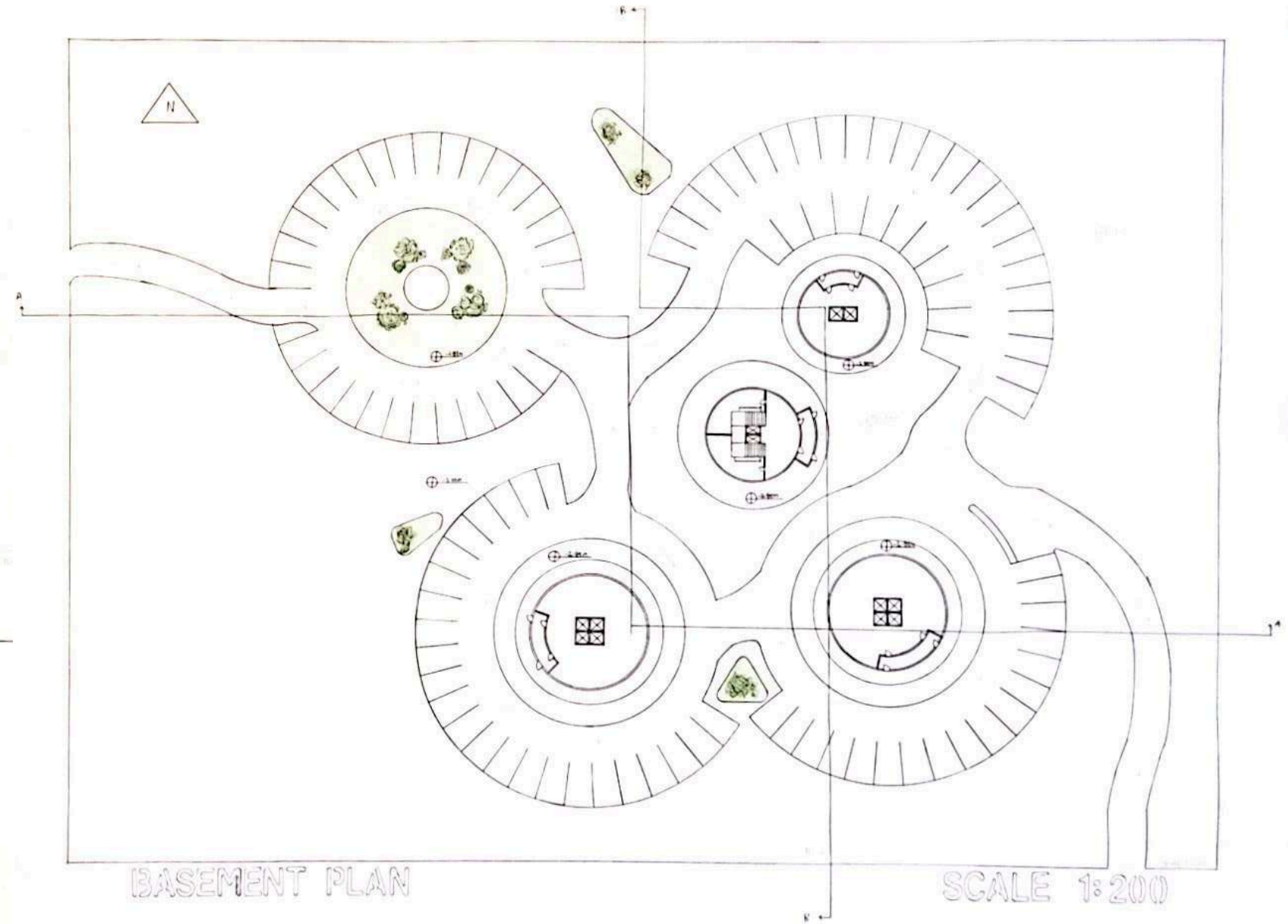
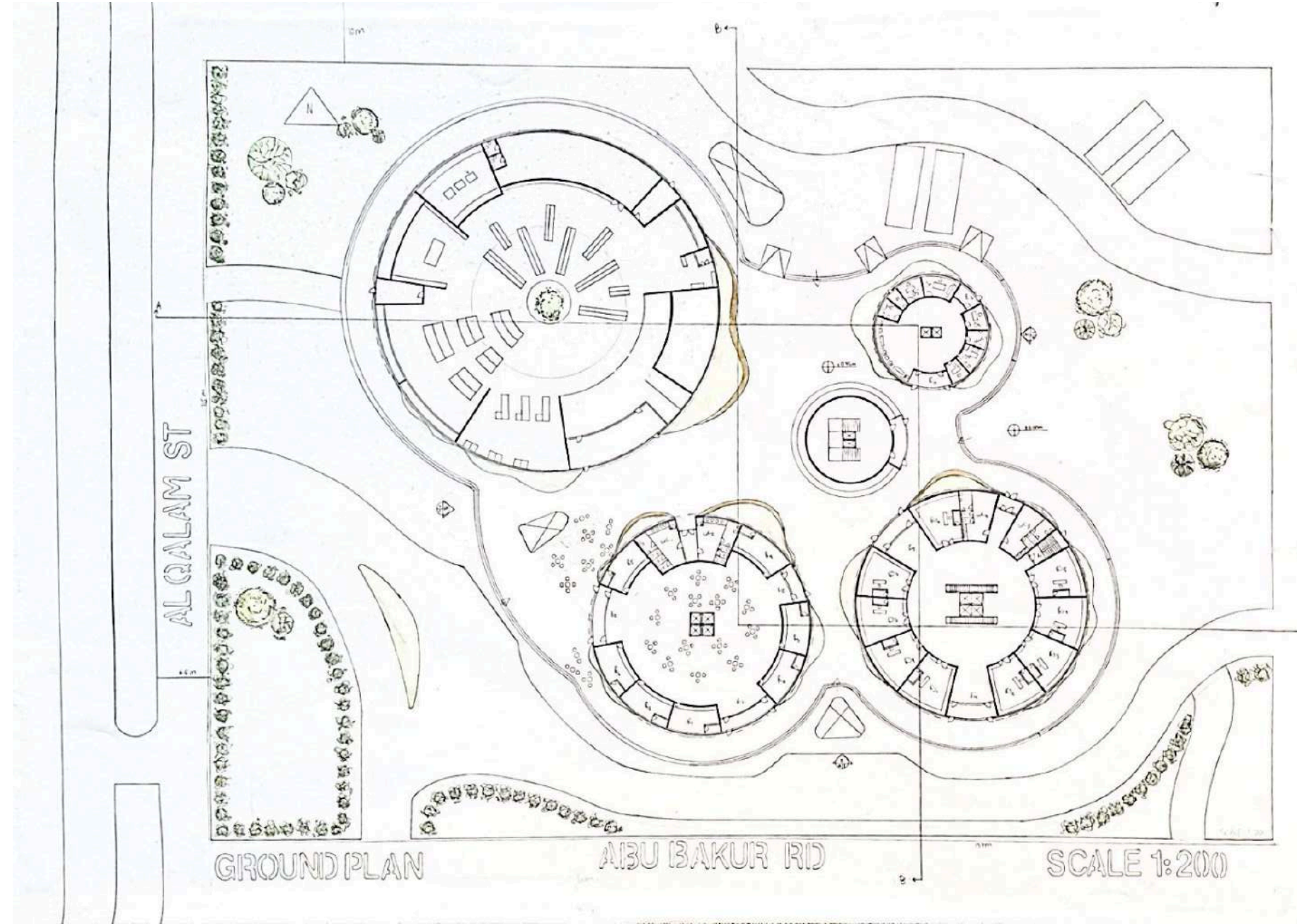
ARCHITECTURAL PROJECT

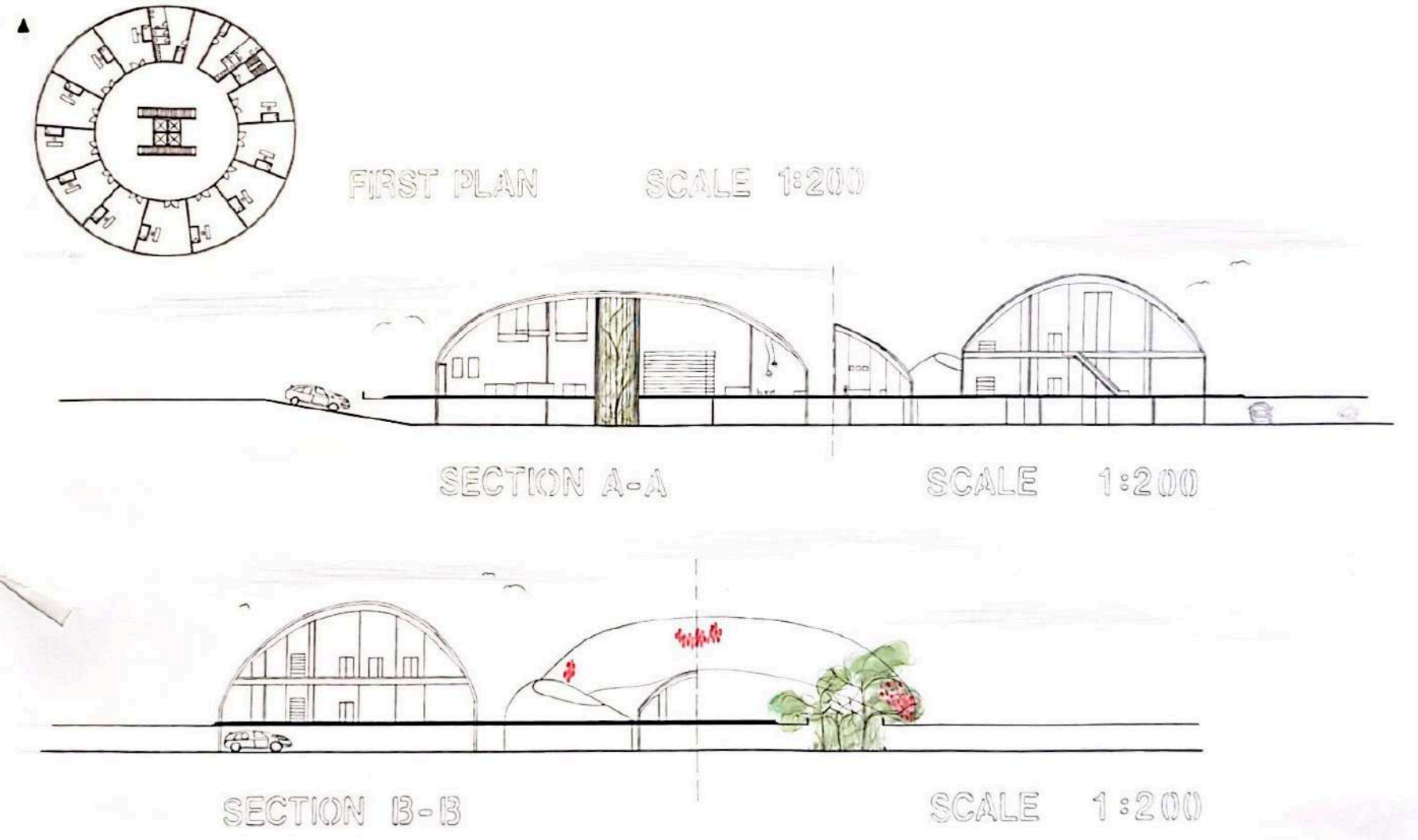


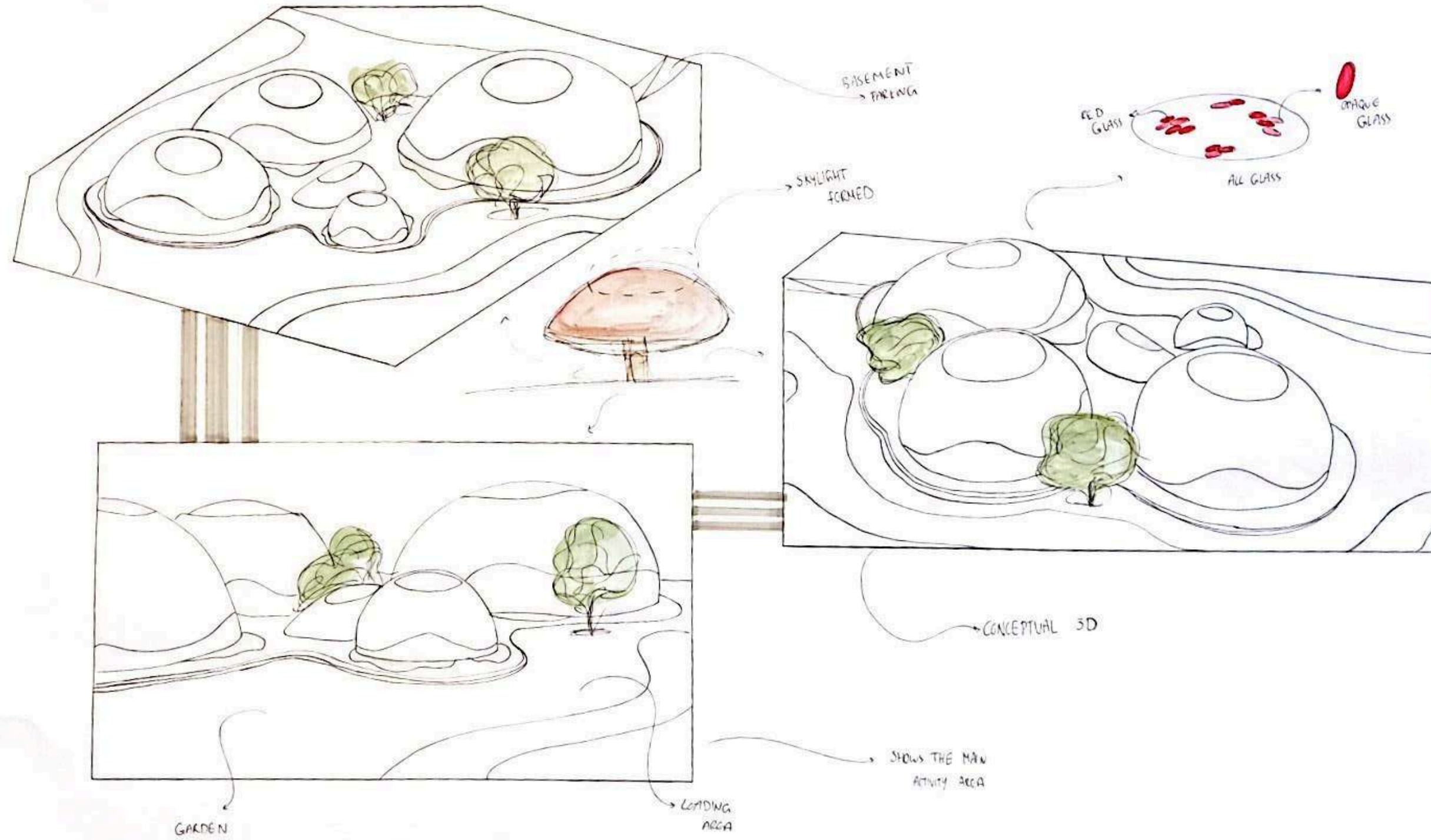
"NATURE ALONE IS ANTIQUE, AND THE OLDEST ART ARE MUSHROOMS."  
THOMAS CARLYLE- PHILOSOPHER

"VOLVARELLA MALL" is a modern mall with four main forms, each serving a specific function such as stores, restaurants, admission, and a supermarket. The forms are connected by a central structure designed to create a sense of magic with colored glass facades and a large circular skylight. Open spaces and gardens throughout the mall provide visitors with a place to relax. Trees grow from the basement up, allowing natural light to enter parking areas and reduce light shock.



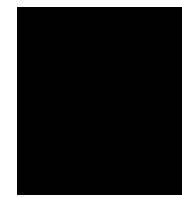






06

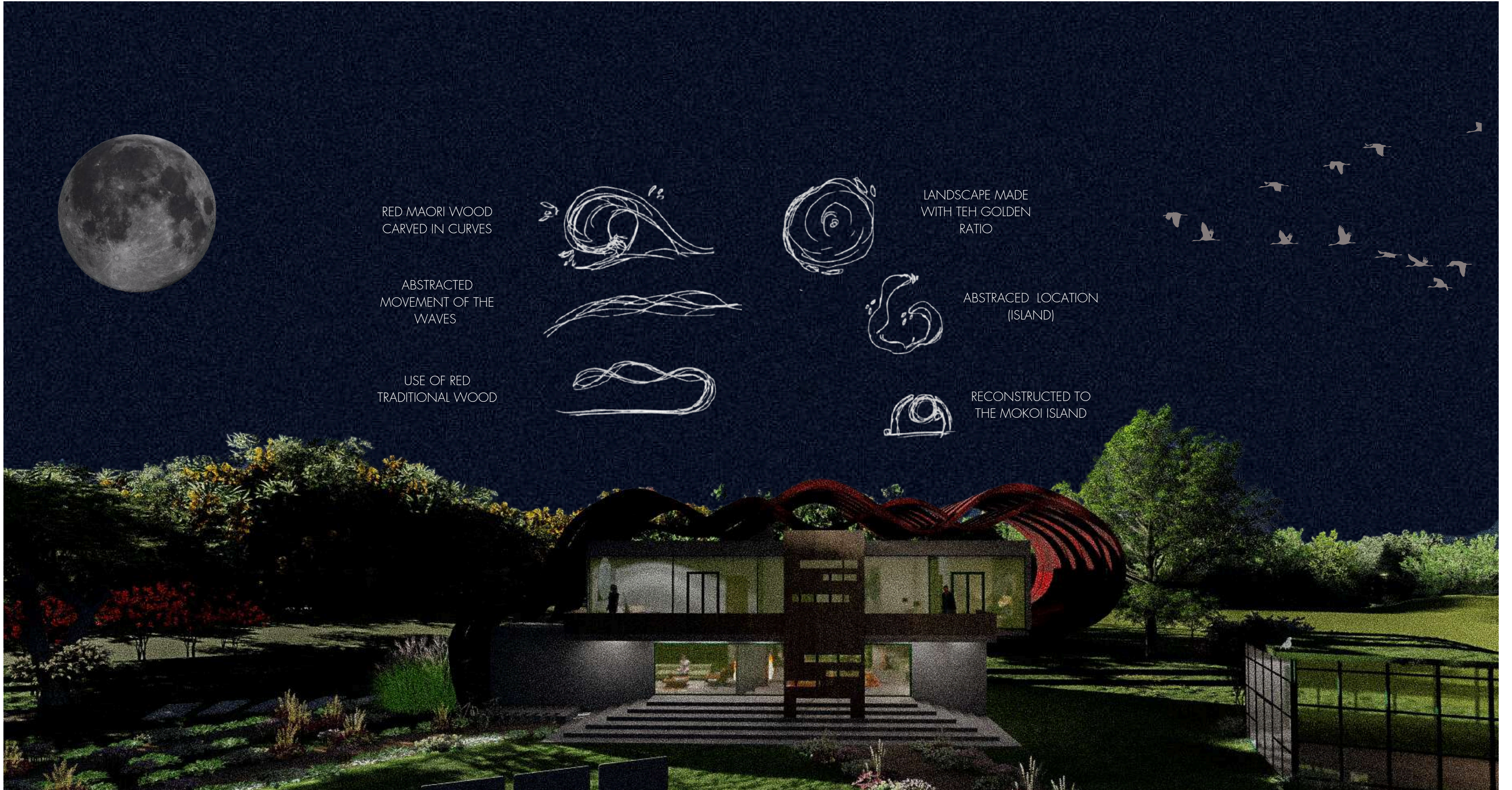
ARCHITECTURAL PROJECT



**VILLA**

2021

REVIT - LUMION - PROCREATE

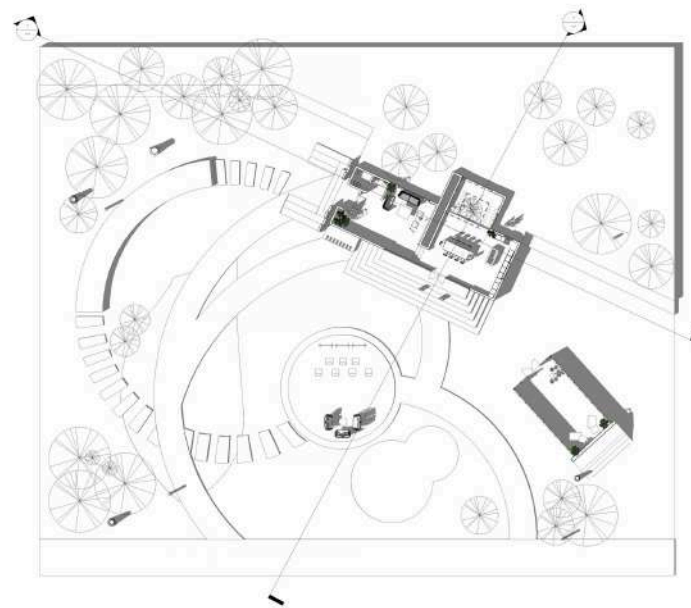


The concept of this villa design draws inspiration from the breathtaking landscapes of an island in New Zealand.

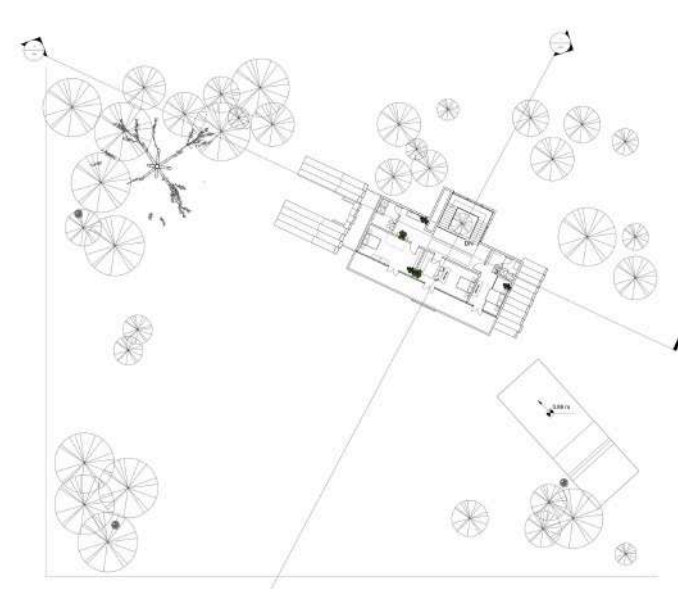
The essence of the island is seamlessly incorporated into the architecture through the unique use of **red ribbons** that elegantly cover the villa's roof. These ribbons symbolize the fluidity and grace of the water waves surrounding the island, creating a visual representation of the island's natural beauty.

The choice of a **redwood** color palette further deepens the cultural significance of the location. This color pays homage to the rich heritage of the island, echoing the vibrant red tones often found in Maori carvings. By merging the captivating landscapes, the dynamic movement of water, and the cultural significance of the region, the villa design creates a harmonious blend of natural beauty and cultural expression.

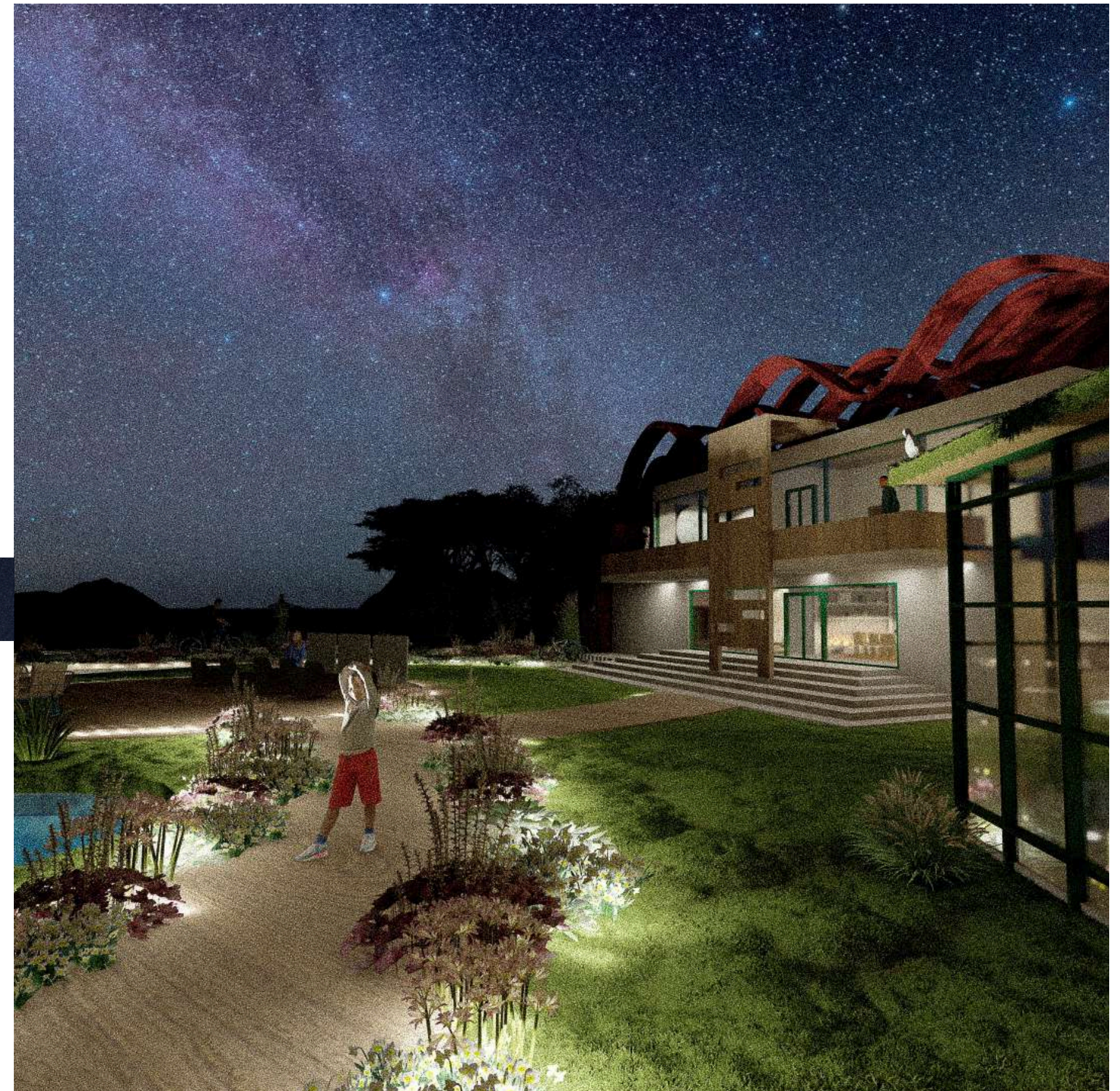
## PLANS



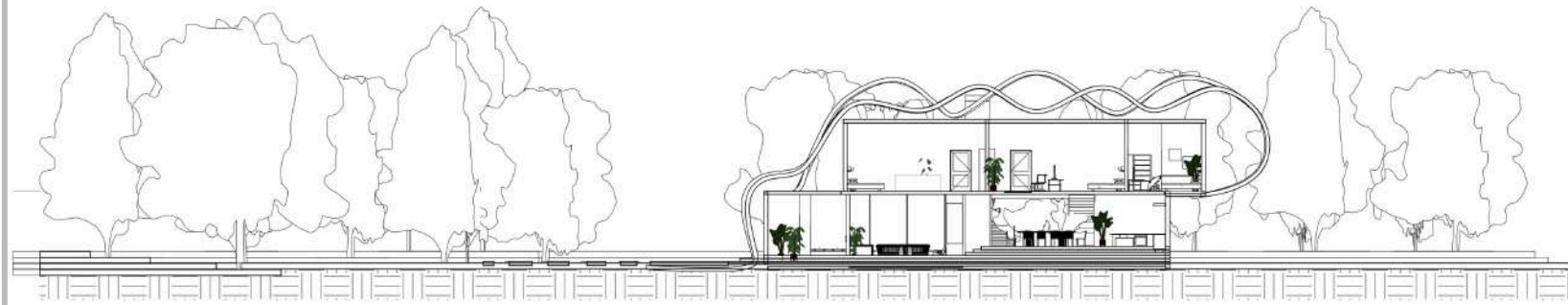
GROUND FLOOR



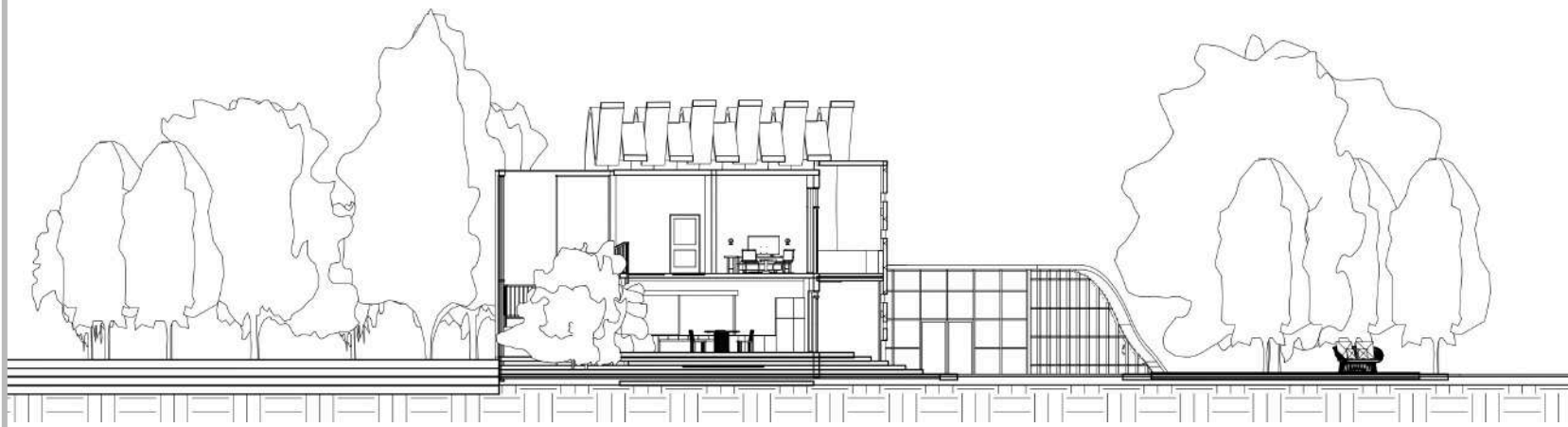
FIRST FLOOR



VILLA - ARCHITECTURAL PROJECT



SECTION A-A



SECTION B-B



VILLA - ARCHITECTURAL PROJECT



VILLA - ARCHITECTURAL PROJECT



VILLA - ARCHITECTURAL PROJECT



07



COMPETITION PROJECT

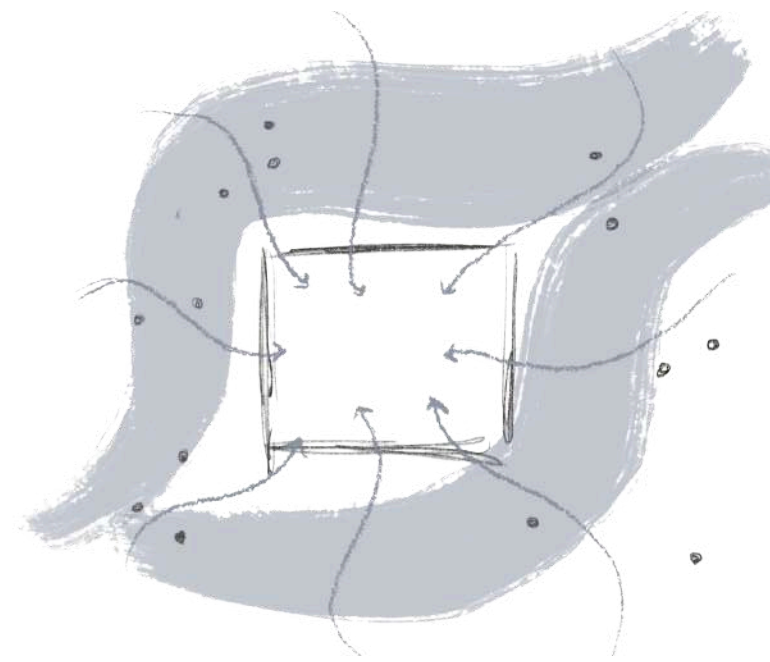
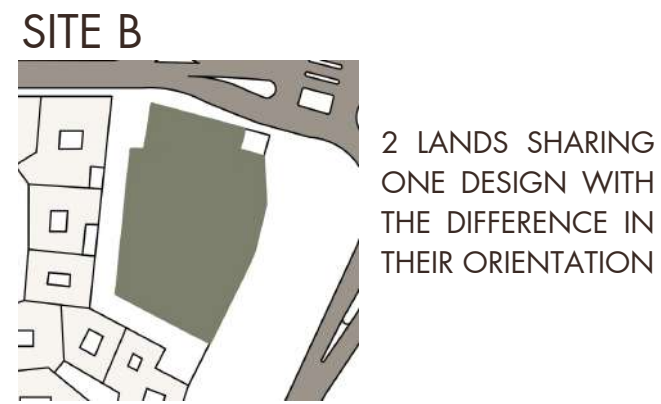
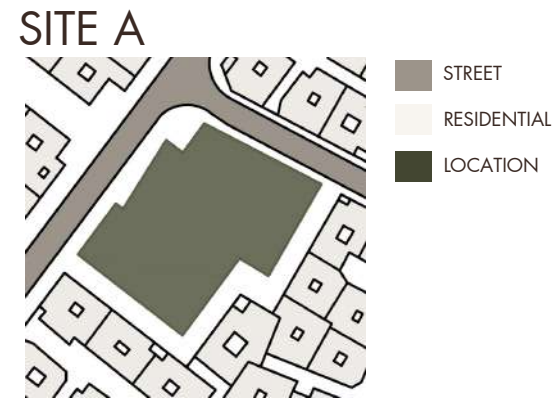
# DIRIYAH MOSQUE

2023

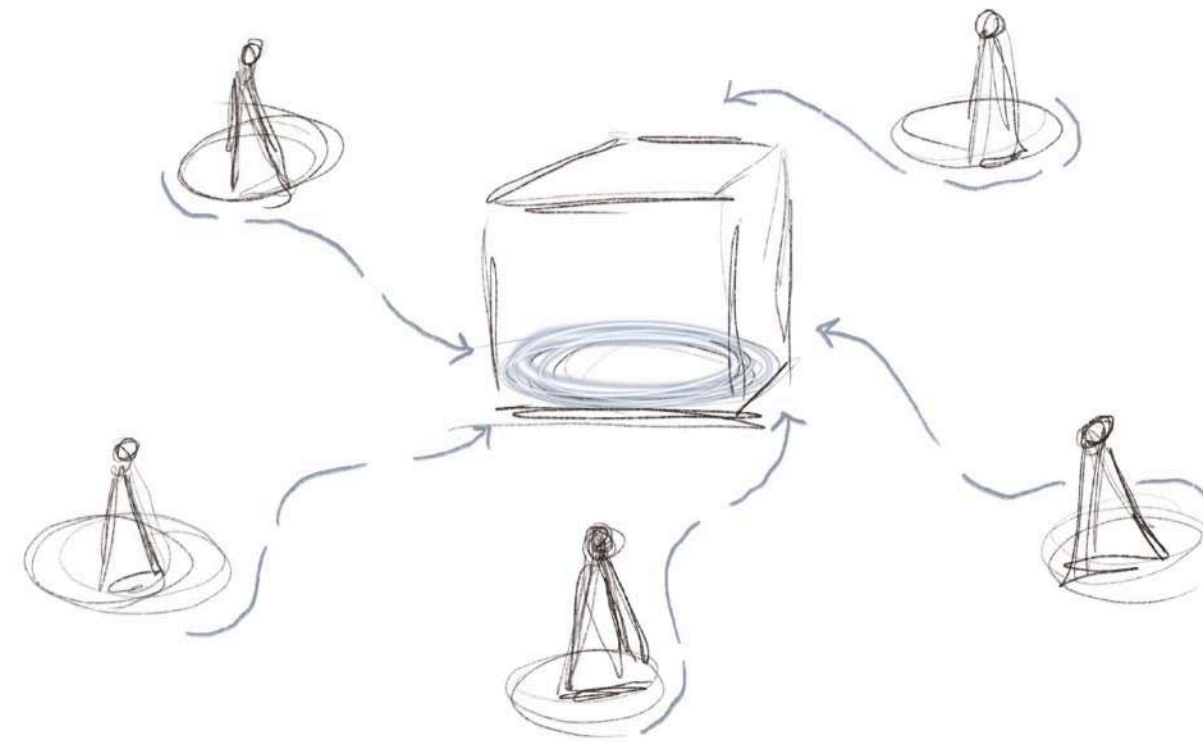
PROCREATE - TWINMOTION - REVIT -  
AUTOCAD

07 . DIRIYAH MOSQUE - COMPETITION PROJECT  
2023, PROCREATE - TWINMOTION - REVIT - AUTOCAD

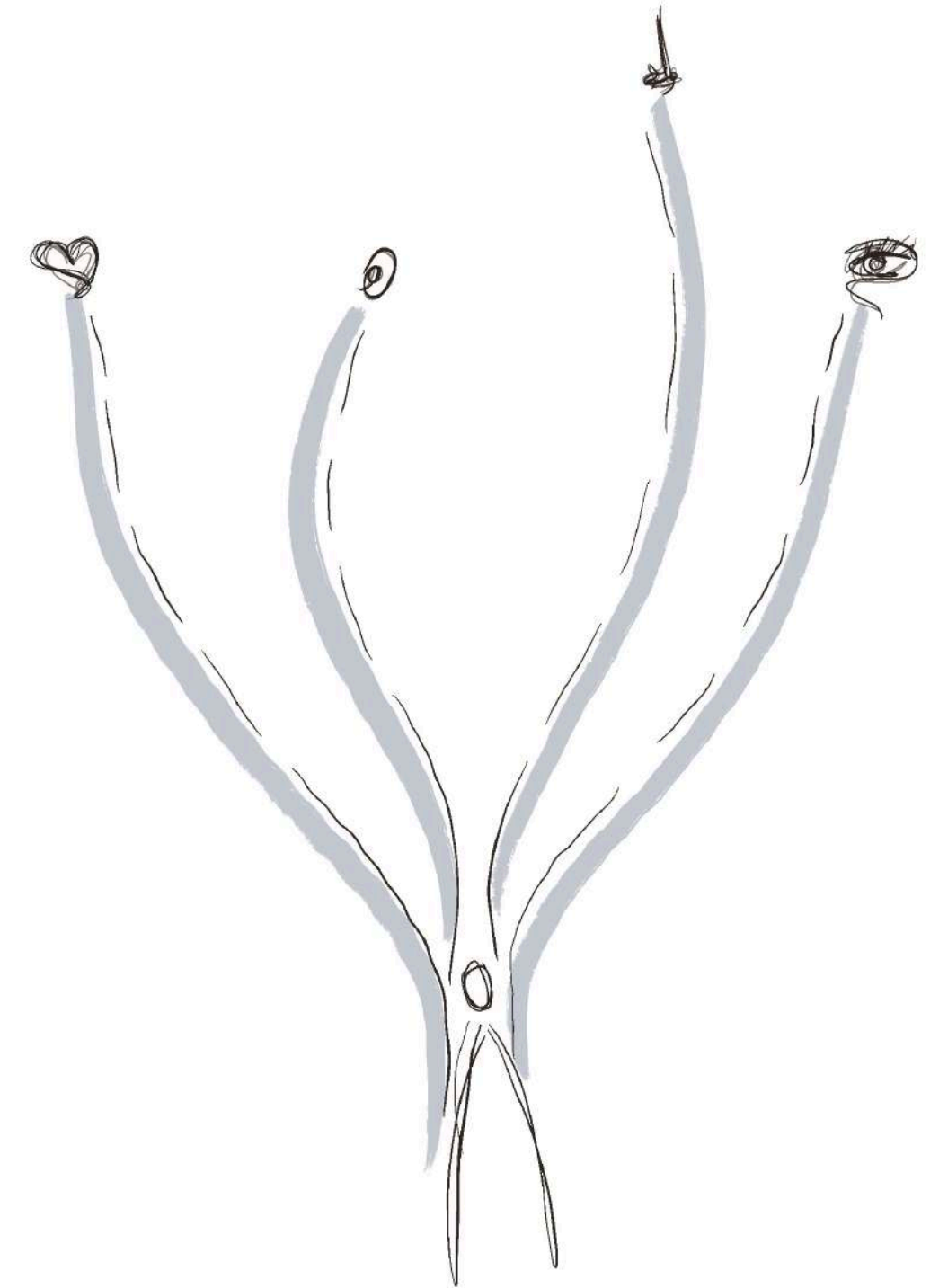




THE DESIGN IDEA IS BASED ON EMBODYING THE SCENE OF MUSLIMS WALKING TOWARDS THE MOSQUE FROM ALL SIDES, AS THE PROPHET GAVE GOOD NEWS TO THE WALKERS, WHETHER THE WALK WAS LONG OR SHORT. THIS IMAGE REVIVES THE CONCEPT OF THE ANCIENT MOSQUE IN ISLAM AND IN OUR LOCAL CULTURE, AS IT WAS CONSIDERED THE MOST IMPORTANT SOCIAL AREA THAT STRENGTHENED THE BONDS OF FAMILIARITY AMONG THE RESIDENTS AND REVIVED SOCIAL TIES. BETWEEN THEM AND STRENGTHEN THEM.

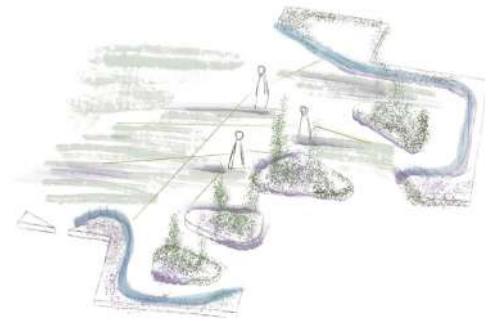


THE MOSQUE WAS DESIGNED IN SUCH A WAY THAT IT ENGAGES THE USER'S THREE SENSES (HEARING, SIGHT AND SMELL) AND TAKES HIM ON A JOURNEY THAT REVIVES HIS EMOTIONS WHILE WALKING TO THE MOSQUE AND MOVING BETWEEN ITS PARTS...



## CONCEPT SCENARIO

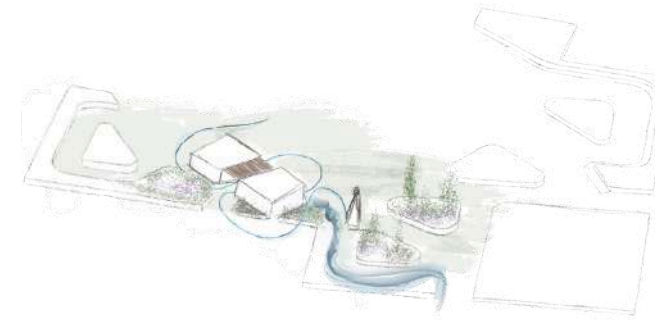
- 1** THE USER'S JOURNEY BEGINS WITH THIS EXPERIENCE FROM THE ENTRANCES, WHERE THE SCENT OF LAVENDER GREETs THEM, AND THE GREEN COURTYARDS LEAD HIM TO THE MAIN MEETING SQUARE, THEN WE REVIVE HIS PASSION FOR MEETING PEOPLE AND MAKING VISUAL CONTACT WITH THEM.



- 3** THE USER MOVES TO THE FIRST PART OF THE PRAYER HALL BLOCK (THE PUBLIC SPACE), WHICH IS A SHADED CORRIDOR THAT CROSSES A TRANSITIONAL AREA TO ENTER THE WORSHIP AREA.



- 2** THE SOUND OF RUNNING WATER IS TRANSMITTED TO THE EARS OF THE USER AND LEADS HIM TO THE MASS OF ABLUTIONS SHADED BY WOODEN LOGS

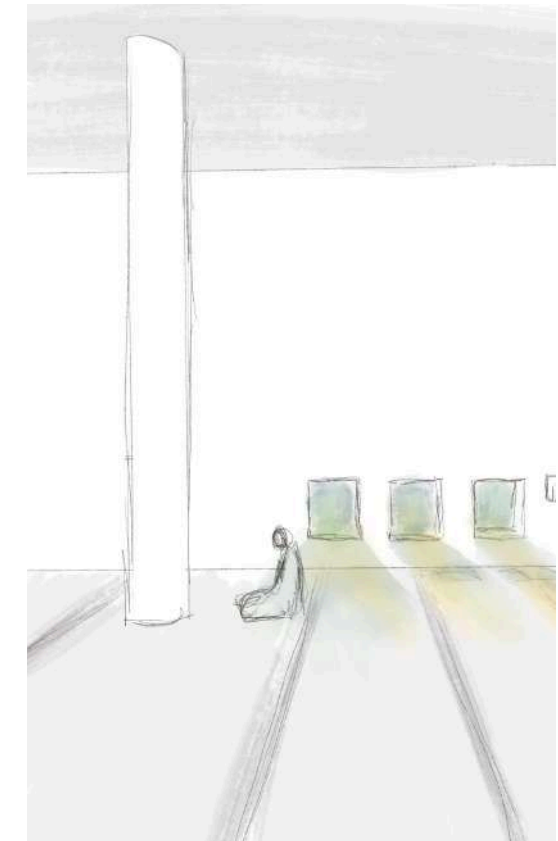


- 4** THE USER THEN MOVES TO THE SECOND PART OF THE PRAYER MASS, "BATN AL-HAWI" (THE SEMI-PRIVATE SPACE), WHERE THE HORIZON OF THE SKY BEGINS TO EXPAND, WHICH PREPARES HIM TO BEGIN WORSHIP AND SENSE THE GREATNESS OF THE CREATOR.

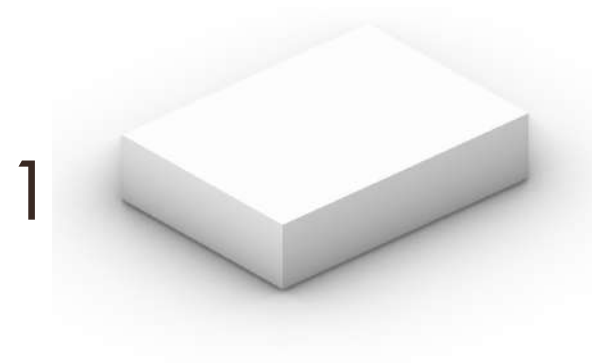


- 5** FINALLY, THE USER MOVES THE PART TO THE THIRD AND MAIN PART OF THE PRAYER HALL (THE SPECIAL SPACE), AND THERE THE MASS REACHES ITS MAXIMUM HEIGHT. THIS IS A REPRESENTATION OF THE WORSHIPER BEING ALONE WITH HIS LORD AND COMPLETELY CONNECTED TO THE HORIZON OF THE SKY.

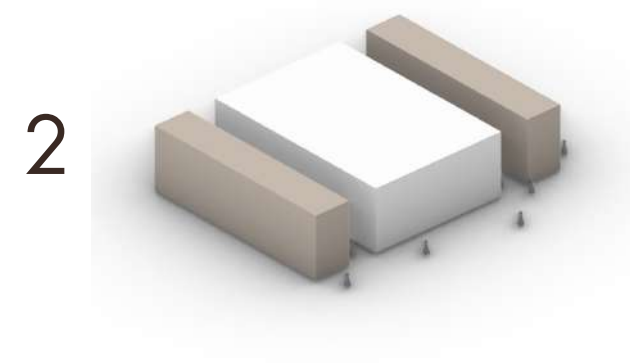
USUALLY, ENLARGING THE WINDOWS REFLECTS THE GREATNESS OF THE PLACE AND THE GREATNESS OF THOSE WE ARE ADDRESSING IN IT, BUT IN THIS DESIGN, THE EQUATION WAS REVERSED TO BRING IT DOWN TO THE LEVEL OF THE WORSHIPER TO SHOW HOW SMALL HE IS IN FRONT OF THE GREATNESS OF THE GREAT CREATOR, AND TO CREATE A SPIRIT OF SERVANTHOOD IN A DISTINCTIVE WAY.



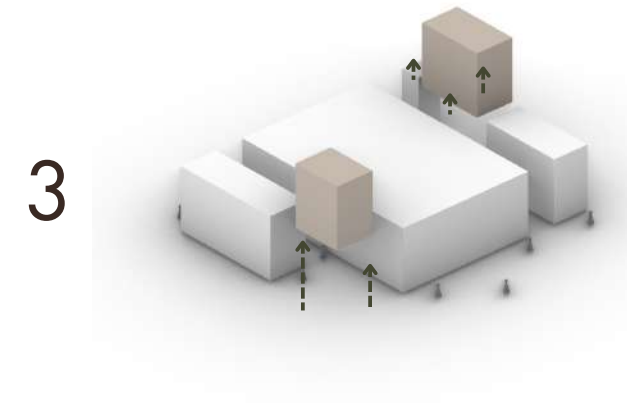
## FORM DEVELOPMENT



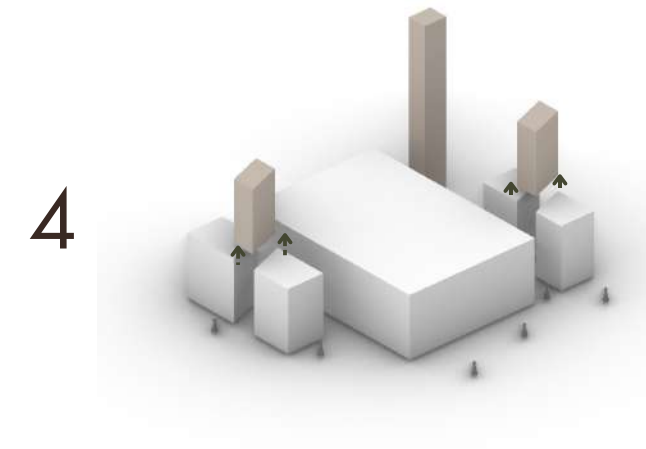
BUILDING BLOCK



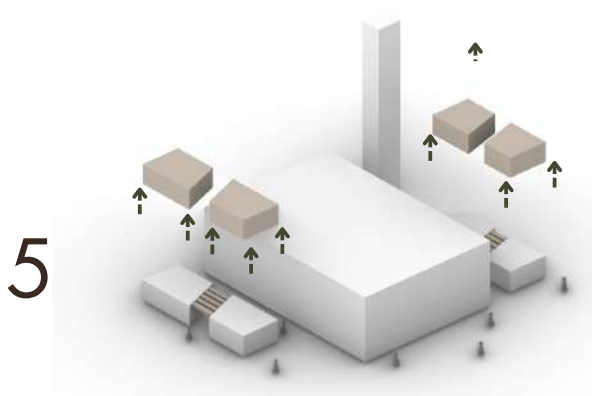
THE BUILDING BLOCK WAS DIVIDED INTO BLOCKS TWO SERVICE BLOCKS AND A PRAYER BLOCK



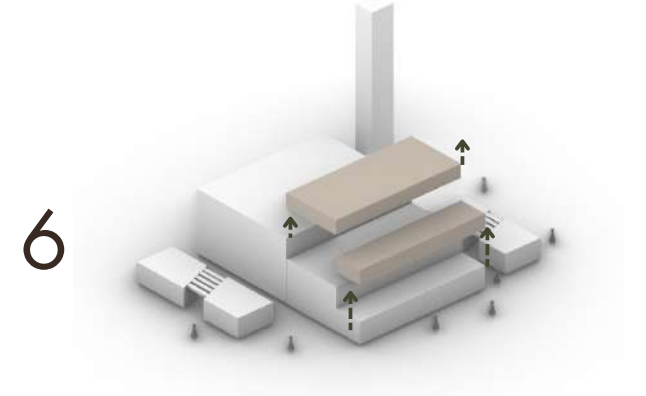
PART OF THE SERVICES BLOCK WAS REMOVED TO ACHIEVE BALANCE IN THE DESIGN



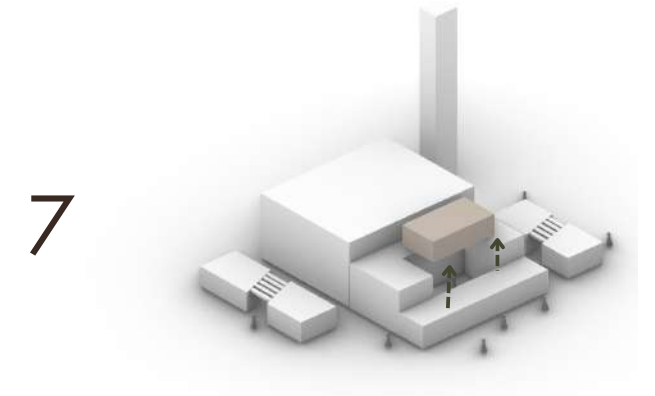
SEPARATING SERVICE BLOCKS BY FUNCTION TO ACHIEVE USER EXPERIENCE



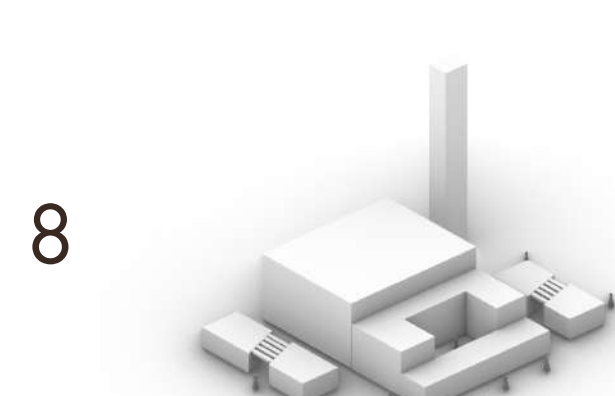
ADDING SHADING ELEMENTS FROM NAJDI ARCHITECTURE TO ENHANCE THE USER EXPERIENCE



ADDING A GRADIENT BETWEEN THE BLOCKS TO ACHIEVE THE CONCEPT OF "SKY HORIZON"



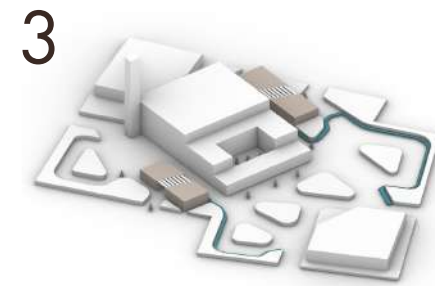
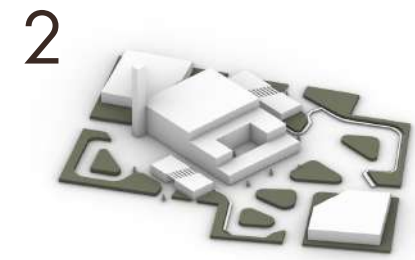
EMPTY THE MIDDLE MASS FROM THE MIDDLE TO ADD THE "BELLY OF THE WHALE"



FINAL FORM

CONCEPTUAL DIAGRAMS

SITE A



FIRST, THE PRIVATE SPACES (THE RESIDENCES OF THE IMAM AND THE MUEZZIN) WERE IDENTIFIED TO ENSURE THEIR PRIVACY

THE COURTYARDS AND ENTRANCES ARE DEFINED BY THE DISTRIBUTION OF GREEN SPACES

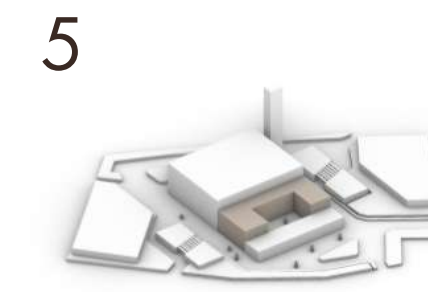
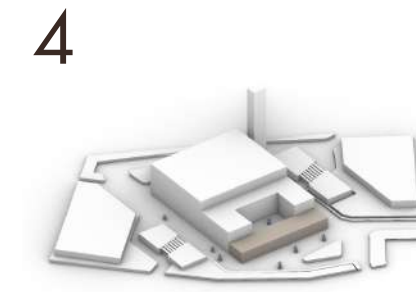
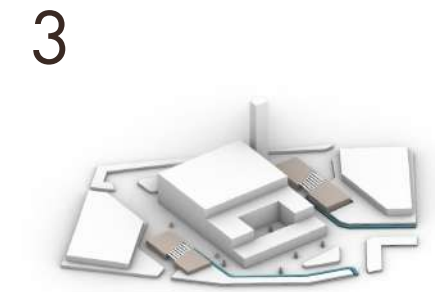
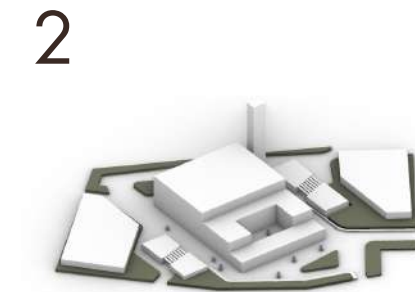
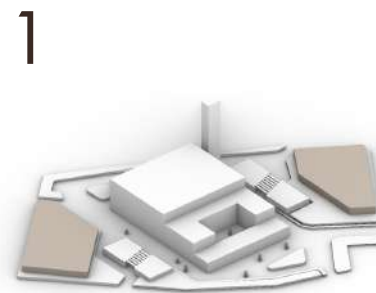
THE WATER STREAM WAS CONNECTED TO THE ABLUTION BLOCKS AND EXTENDED TO THE COURTYARDS TO LEAD THE USER TO IT

THE WORSHIPER BEGINS ENTERING THE PRAYER HALL FROM THE HALLWAY BLOCK, WHICH HAS A VISUAL CONNECTION TO THE COURTYARDS

THE WORSHIPER MOVES TO THE INNER COURTYARD BEFORE MOVING TO THE WORSHIP AREA

FINALLY, THE WORSHIPER MOVES TO THE MASS OF WORSHIP CONNECTED TO THE SKYLINE

SITE B

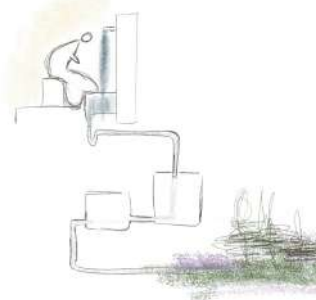


## ENVIRONMENTAL SUSTAINABILITY



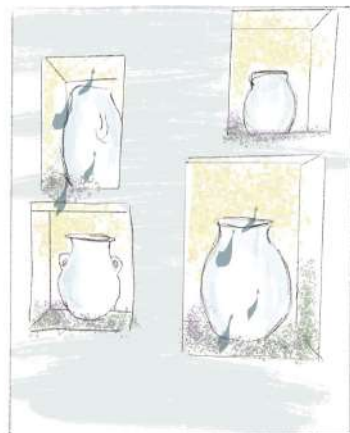
### GRAY WATER

APPLYING A GRAY WATER RECYCLING SYSTEM TO TREAT THE WATER OF THE MEADOWS BY CREATING WATER PATHS IN WHICH THE WATER DESCENDS AND IS USED FOR IRRIGATION AND PASSES THROUGH PARTS OF THE SITE LANDSCAPING TO MOISTURIZE AND SOOTHE THE GENERAL ATMOSPHERE.



### AIR HUMIDIFICATION

JARS WERE ADDED AND ORIENTED IN THE DIRECTION OF THE WIND TO COOL AND SOFTEN THE AIR INSIDE THE MOSQUE, A TECHNIQUE USED IN NAJDI BUILDINGS.



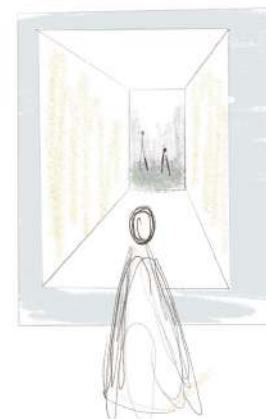
### COURTYARD

EMPLOYING THE INNER COURTYARD KNOWN AS NAJDI ARCHITECTURE HELPS DIRECT THE MOVEMENT OF THE WIND AND IS A TRADITIONAL SOLUTION USED BY THE ANCIENT INHABITANTS OF NAJD. THIS LEADS TO EVAPORATIVE COOLING AND ENHANCES THE AESTHETICS OF THE MOSQUE.



### WINDOWS

A GREATER WINDOW DEPTH IS OFTEN USED IN VERY HOT CLIMATES TO REDUCE THE ENTRY OF HOT SUNLIGHT.



## ECONOMIC SUSTAINABILITY



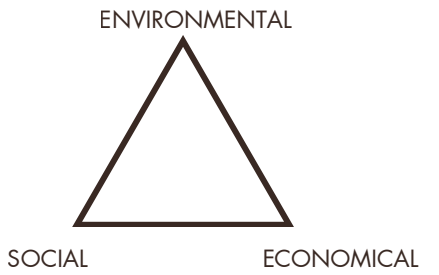
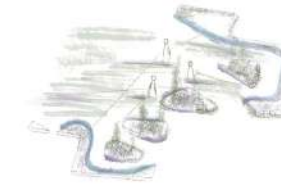
### BUILDING MATERIALS

USE LOCAL BUILDING MATERIALS THAT SUIT THE EARTH'S ENVIRONMENT AND ALSO ENHANCE THE LOCAL ECONOMY



### OPEN SQUARES

THE MOSQUE WAS DESIGNED WITH OPEN SQUARES THAT COULD BE EXPLOITED FOR TRADE.



## SOCIAL SUSTAINABILITY



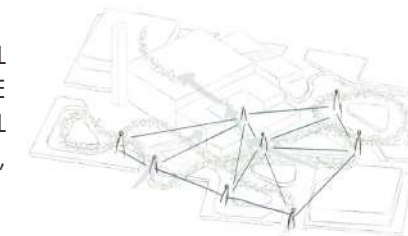
### OPEN SQUARES

THE MOSQUE IS DESIGNED WITH OPEN COURTYARDS AND COURTYARDS THAT ENHANCE NATURAL AIR FLOW AND PROVIDE OUTDOOR SPACES FOR PRAYER AND COMMUNITY ACTIVITIES.

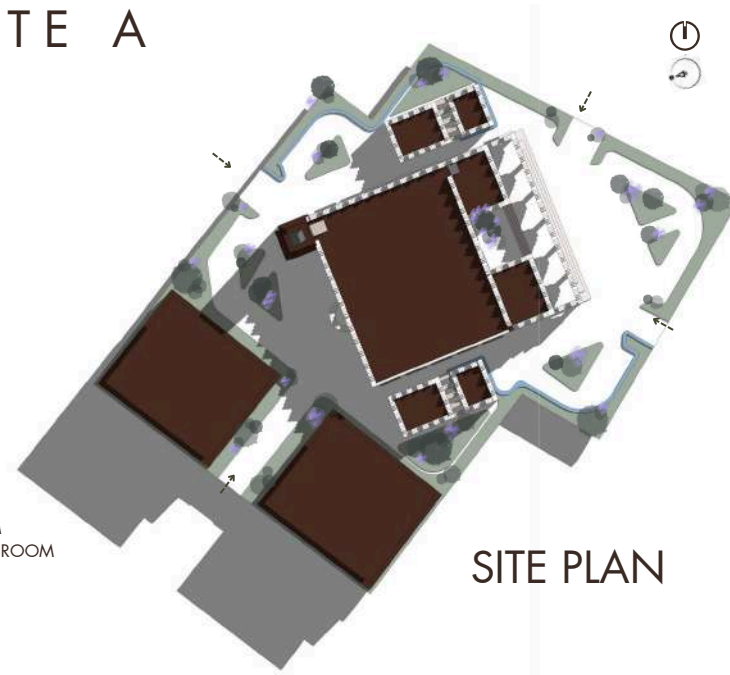


### VISUAL CONNECTIVITY

PROVIDING ENTRANCES FROM ALL DIRECTIONS OF THE LAND INCREASES THE SAFETY OF THE SITE, AS THERE IS A VISUAL CONNECTION BETWEEN THE STREETS, EXTERNAL CORRIDORS, AND COURTYARDS.

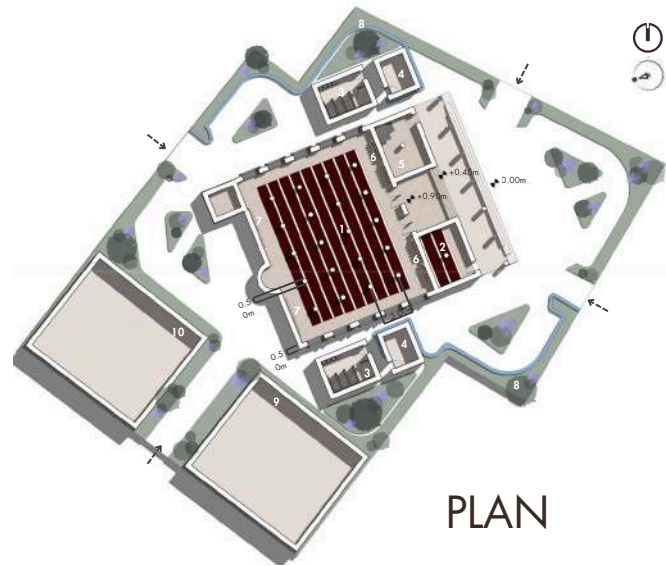


SITE A



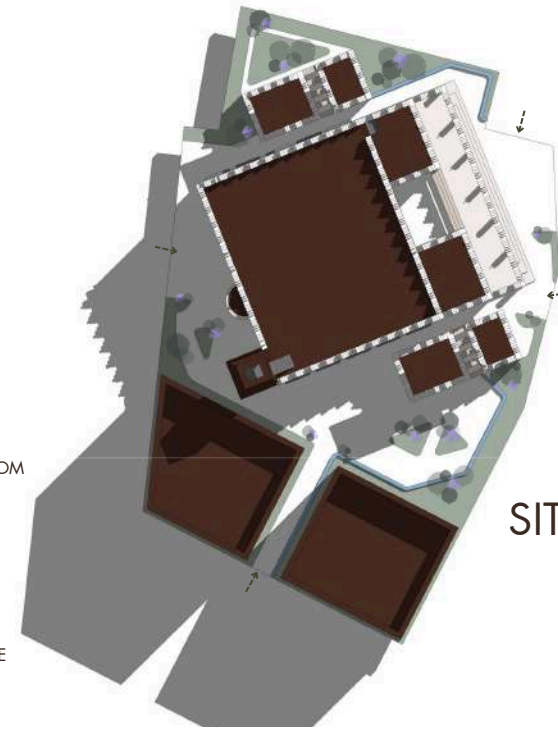
SITE PLAN

- 1-MEN PRAYER ROOM
- 2- WOMEN'S PRAYER ROOM
- 3- TOILETS
- 4-MWADHI
- 5-STORAGE SPACE
- 6-SHOE RACKS
- 7-QURAN SHELVES
- 8-WATER STREAM
- 9-IMAM'S HOUSE
- 10-THE MUEZZIN'S HOUSE
- ↑ THE ENTRANCE



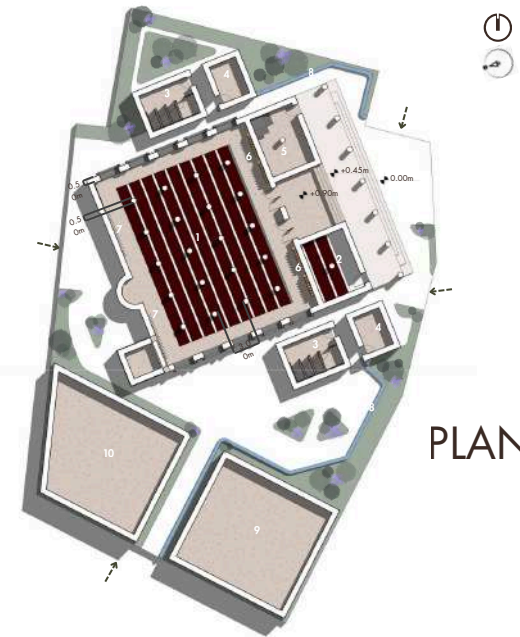
PLAN

SITE B



SITE PLAN

- 1-MEN PRAYER ROOM
- 2- WOMEN'S PRAYER ROOM
- 3- TOILETS
- 4-MWADHI
- 5-STORAGE SPACE
- 6-SHOE RACKS
- 7-QURAN SHELVES
- 8-WATER STREAM
- 9-IMAM'S HOUSE
- 10-THE MUEZZIN'S HOUSE
- ↑ THE ENTRANCE



PLAN

PROGRAMMING

SPACE	NUMBER OF UNITS	AREA (PER UNIT)	OCCUPANCY AREA (PER UNIT)
PRAYER SPACE	1	248 M <sup>2</sup>	200
WOMEN'S PRAYER AREA	1	22 M <sup>2</sup>	12
WC	2	13.5 M <sup>2</sup>	4
ABLUTIONS	2	8 M <sup>2</sup>	7
STORAGE	1	22 M <sup>2</sup>	-
IMAM'S HOUSE	1	147 M <sup>2</sup>	-
MUEZZIN'S HOUSE	1	147 M <sup>2</sup>	-

CONSTRUCTION SCHEDULE

SIZE	DESCRIPTION
STRUCTURAL CLAY BRICK WALLS (500MM)	STRUCTURAL SYSTEM
X 3M	COLUMN NETWORK
3.5M	COLUMN HEIGHT
0.5M	WALL THICKNESS
0.5M	COLUMN THICKNESS

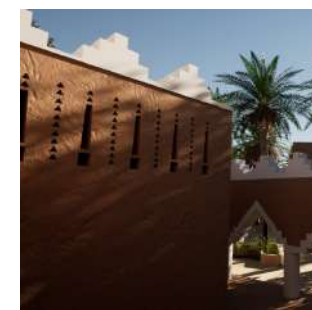
### NAJDI ARCHITECTURAL ELEMENTS USED



OPENINGS



DECORATIVE DOORS



DECORATIVE WALLS



COURTYARD



WOODEN CEILINGS AND LANTERNS

### ELEVATIONS



-  CLAY
-  PLASTER
-  WATER
-  RIYADH STONE



### SECTIONS



DETAILS



JARS



ALATHL WOOD



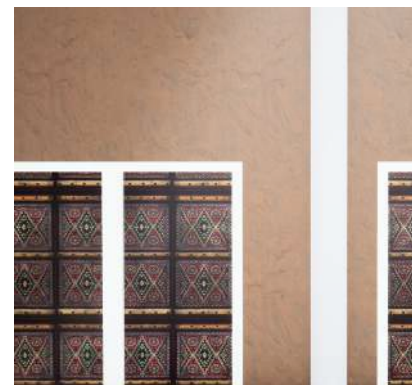
WATER STREAM



QURAN SHELVES



SHOE RACKS



DOORS

SHOTS

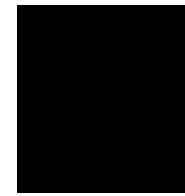






08

ARCHITECTURAL PROJECT



**FESAAAL HOTEL**

2023

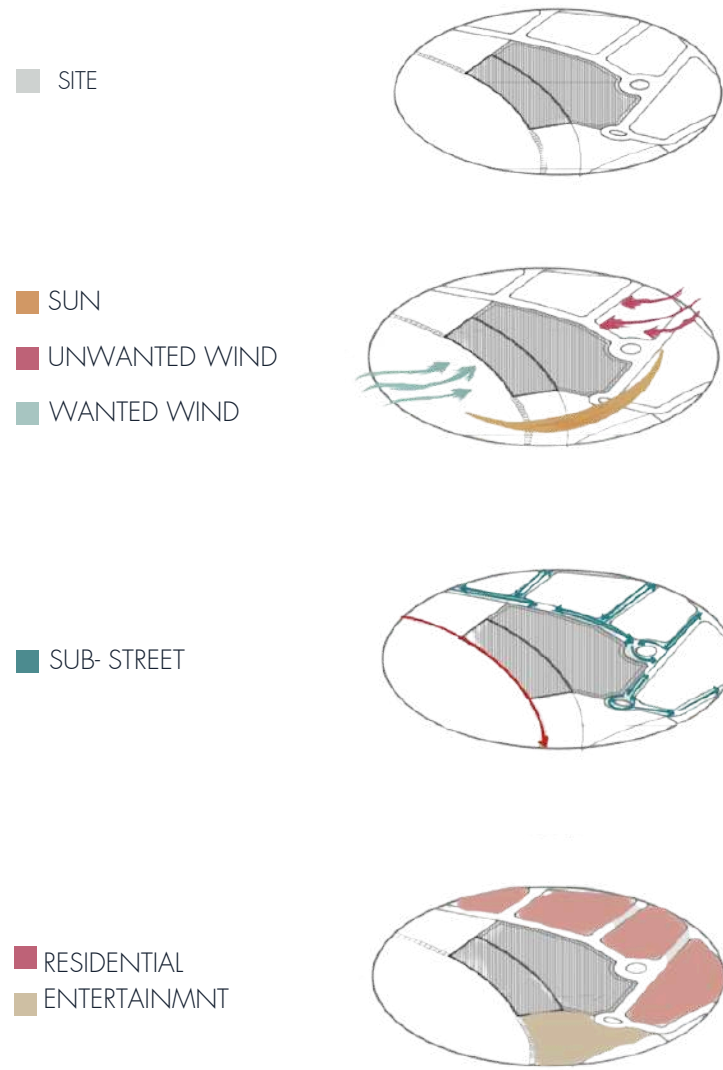
REVIT-LUMION-PHOTOSHOP



FESAAL HOTEL- ARCHITECTURAL PROJECT  
2023, REVIT-IUMION-PHOTOSHOP

08 ■

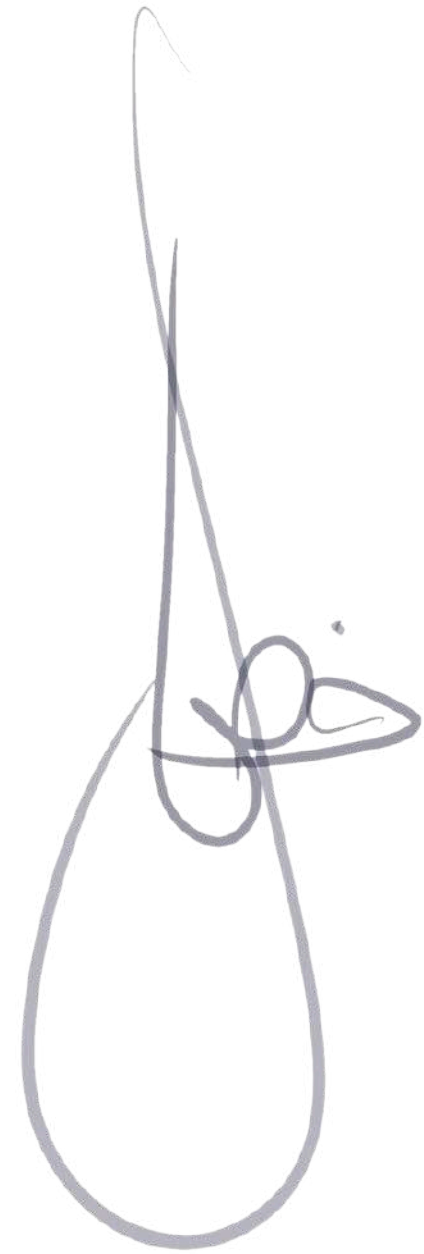
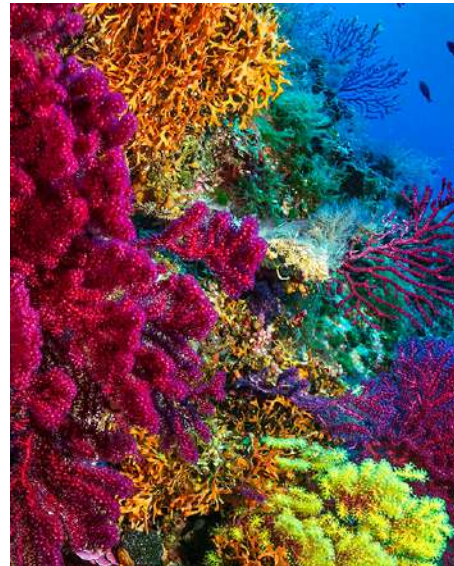




### PROGRAMING

SPACE	UNITE	AREA	CIR-AREA	TOTAL
ROOM AND SUITES	420	24750m	6178m	30937m
FOOD AND BAVERAGE	12	2260m	678m	2938
BALL ROOM	6	3987m	1196m	5183m
LOBBY	9	1150m	345m	1495m
SPORT FACILITIES	3	2600m	780m	3380m
ADMINSTRATION	6	1040m	208m	1248m
EMPLOYEE FACILITIES	9	965m	193m	1158m
BACK OF HOUSE	8	3800m	760	4560m
CAR PARKING	474	21390	-	21390m

THE ARTISTRY INHERENT IN CORAL REEFS BURGEONS FROM A KALEIDOSCOPE OF VIBRANT COLORS AND INTRICATE FORMATIONS THAT EVOKE AN OTHERWORLDLY SYMPHONY BENEATH THE OCEAN'S SURFACE. STEMMING FROM THE RESILIENT GROWTH OF CORAL POLYPS, THESE NATURAL ARCHITECTS WEAVE TOGETHER A MESMERIZING TAPESTRY, FLAUNTING HUES THAT RANGE FROM ETHEREAL PASTELS TO VIVID NEONS.



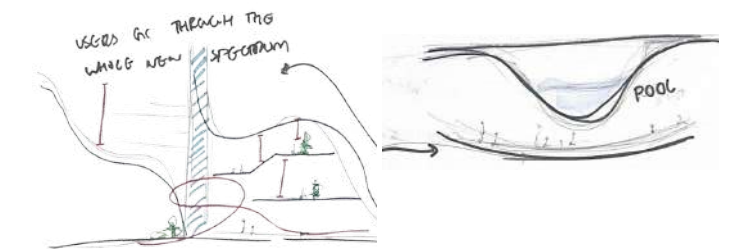
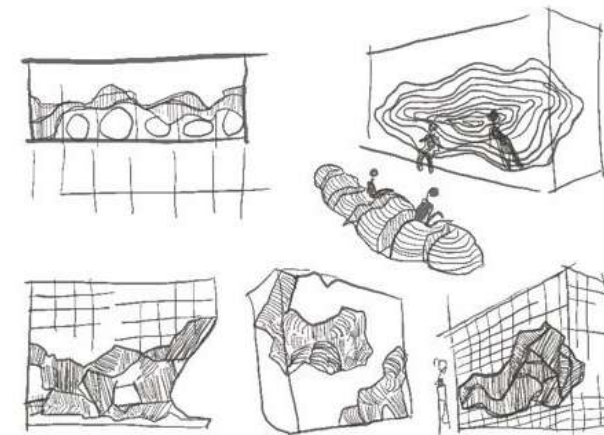
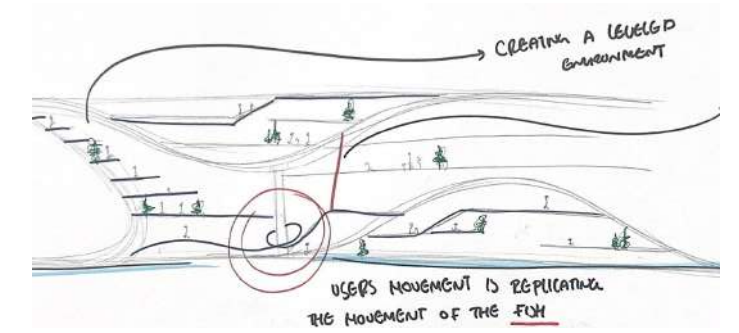
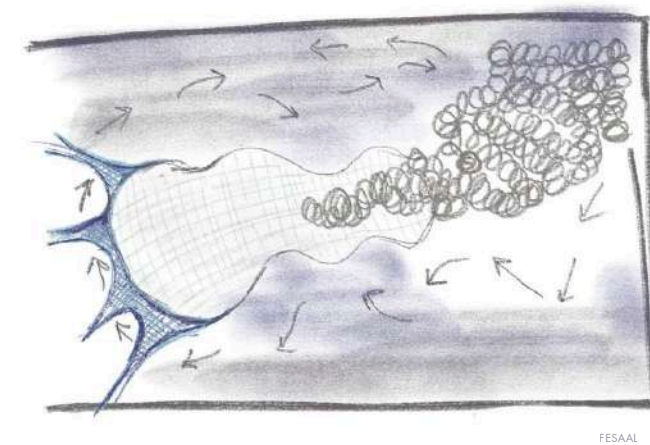
"LOST IN CORAL DREAMS: WHERE SENSES BLOSSOM BENEATH THE WAVES."

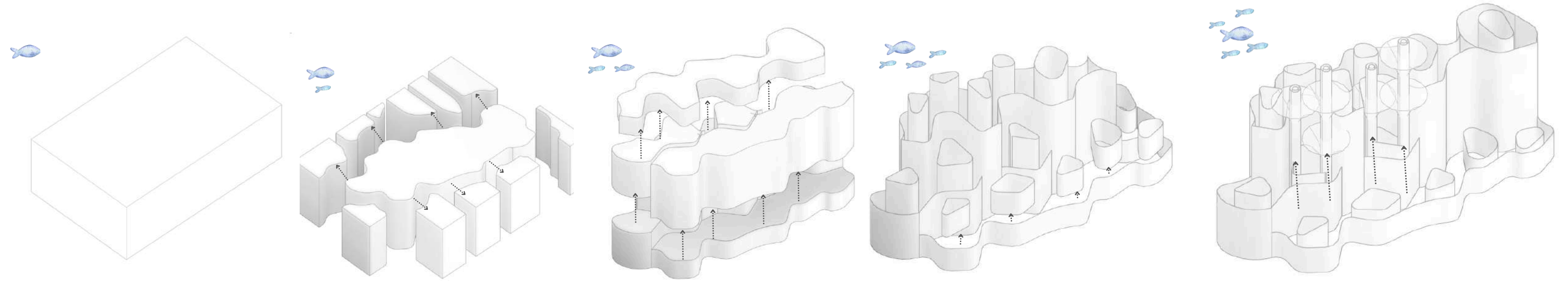
# FESAAL

# FESAAL

"LOST IN CORAL DREAMS: WHERE SENSES BLOSSOM BENEATH THE WAVES."

THE CONCEPT IS TO DESIGN A COASTAL HOTEL THAT OFFERS A DISTINCTIVE SENSORY EXPERIENCE TO ITS GUESTS. THE HOTEL IS BUILT WITH INTEGRATED AREAS AND ACTIVITIES THAT ENGAGE AND STIMULATE THE VARIOUS SENSES OF THE VISITORS AS THEY PROGRESS THROUGH DIFFERENT ZONES. THIS SENSORY JOURNEY IS INSPIRED BY THE MOVEMENT OF FISH SCHOOLS THROUGH CORAL REEFS, WHERE GUESTS TRANSITION FROM NARROWER, MORE INTIMATE SPACES TO LARGER, MORE EXPANSIVE AREAS. THIS DESIGN AIMS TO CREATE A DYNAMIC AND IMMERSIVE ENVIRONMENT, ALLOWING GUESTS TO DEACTIVATE AND ACTIVATE THEIR SENSES IN SYNC WITH THE CHANGING SURROUNDINGS, ULTIMATELY OFFERING A ONE-OF-A-KIND COASTAL RETREAT.

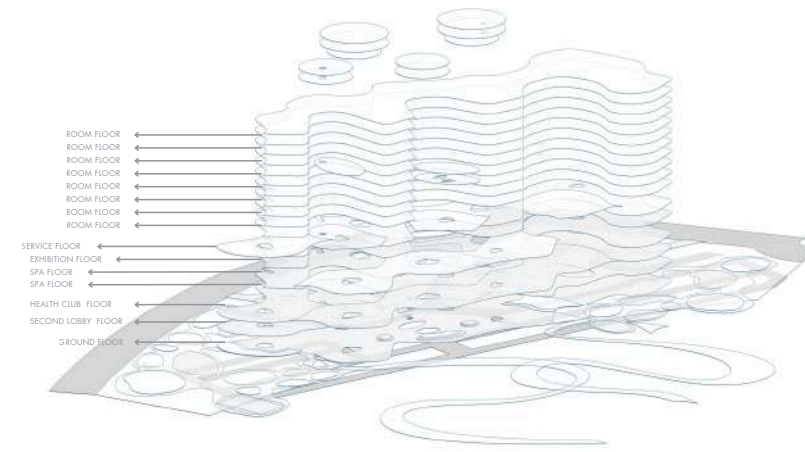




FESAAL IS A TESTAMENT TO THE IMMERSIVE JOURNEY OF NATURE'S RHYTHM. FESAAL MIMICS THE FLUIDITY OF UNDERWATER LIFE. ORGANIC SHAPES AND UNDULATING PATTERNS IN THE STRUCTURE EVOKE THE CONTOURS OF THE SEA, WHILE INNOVATIVE USE OF LIGHT CREATES CAPTIVATING PLAYS REMINISCENT OF SUNLIGHT FILTERING THROUGH WATER. INTERACTIVE EXHIBITS TRANSPORT GUESTS INTO THE UNDERWATER REALM, EMPLOYING PROJECTION MAPPING AND TACTILE ELEMENTS THAT SIMULATE THE SENSATION OF BEING AMIDST A VIBRANT CORAL REEF.



### FLOOR TYPOLOGY



### FACADE ELEMENTS



### SUSTAINABLE SOLUTIONS

#### EARTH PIPE COOLING SYSTEM

AN INNOVATIVE ARCHITECTURAL APPROACH DESIGNED TO REGULATE INDOOR TEMPERATURES EFFICIENTLY AND SUSTAINABLY. THIS SYSTEM HARNESSSES THE STABLE TEMPERATURE OF THE EARTH BELOW THE BUILDING'S SURFACE TO COOL THE AIR PASSING THROUGH PIPES INSTALLED UNDERGROUND.

#### LANDSCAPE OPENINGS

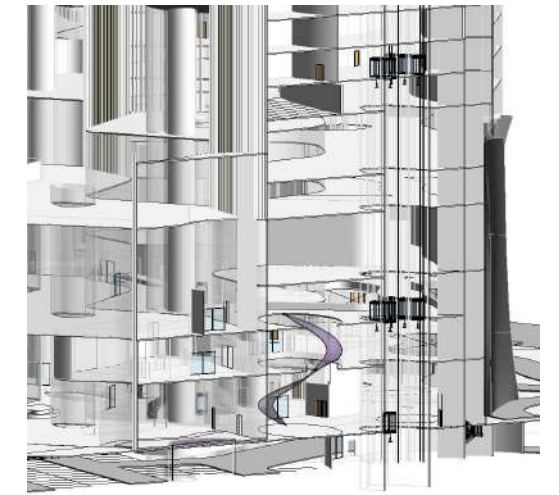
OPENINGS ARE FOUND IN THE SITE THAT LEAD TO THE BASEMENT FLOOR WHICH LOWERS THE LIGHT SHOCK AND CREATES AIR MOVEMENT.

#### GREEN ROOFS

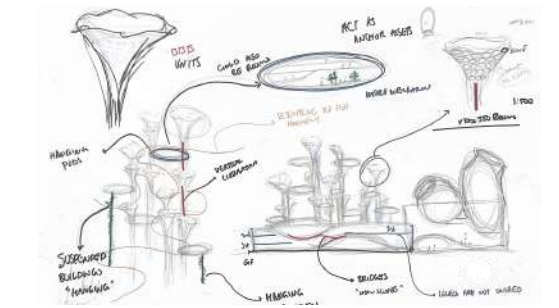
IMPROVED INSULATION, REDUCED ENERGY COSTS, STORMWATER MANAGEMENT, AND ENHANCED BIODIVERSITY IN URBAN AREAS.

#### WATER COLLECTION TOWERS

collects water form the humidity in he air for later irregation and plumbing uage



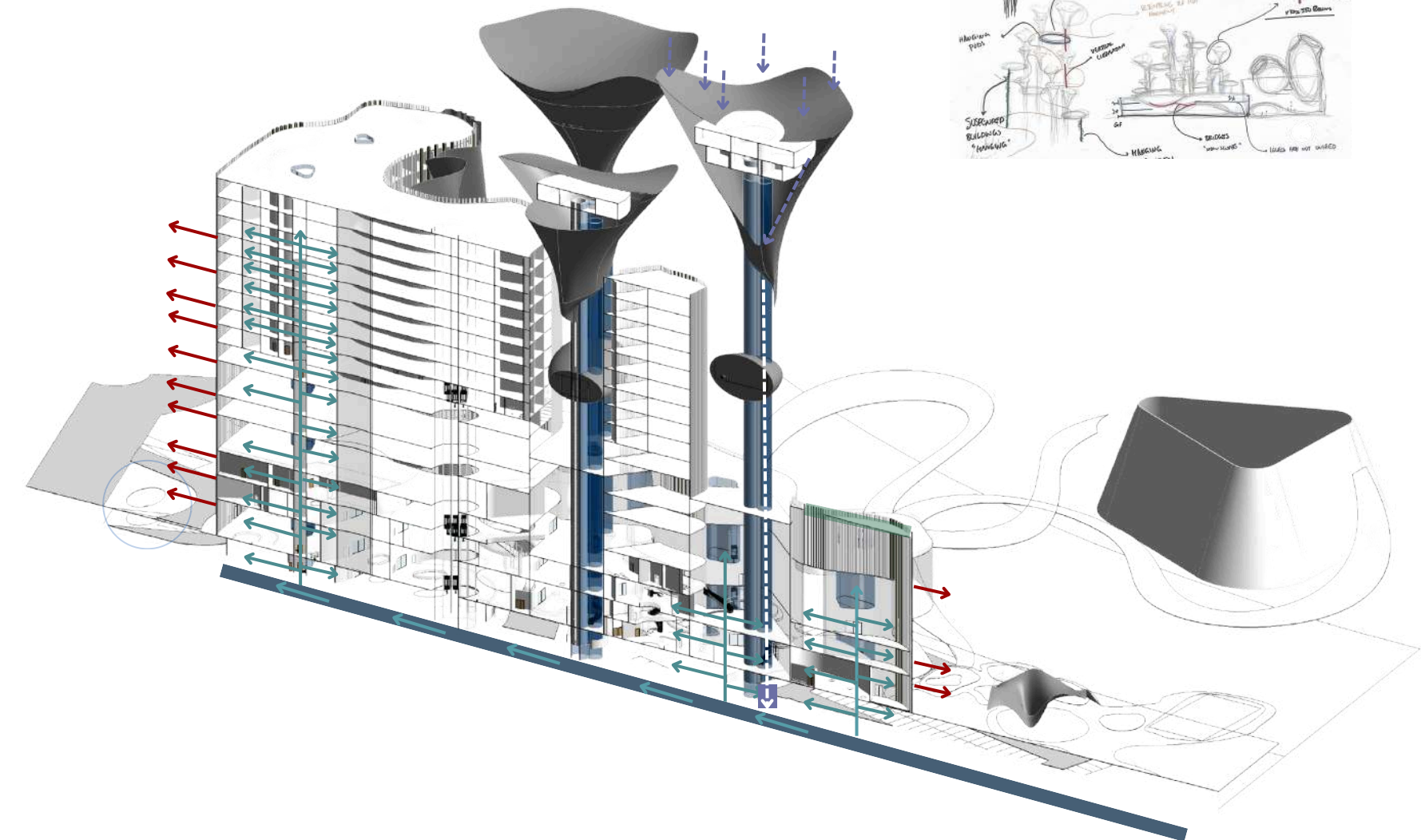
DETAILED 3D SECTION



### VERTICAL CIRCULATION



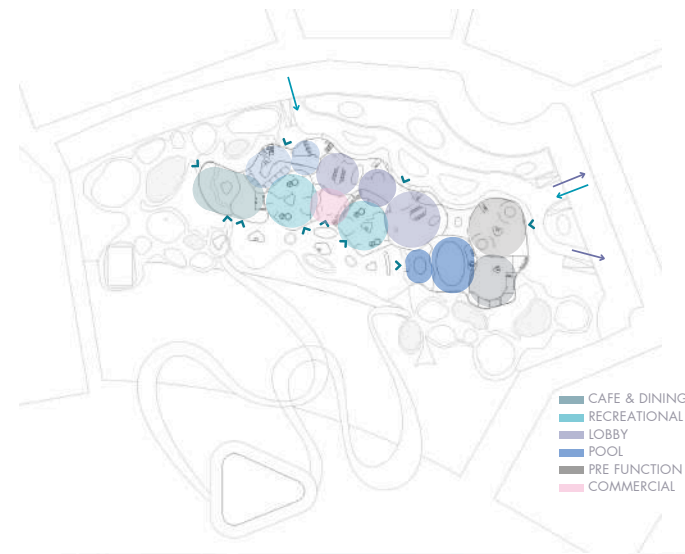
### STRCUTURE SYSTEM



VERTICAL CIRCULATION

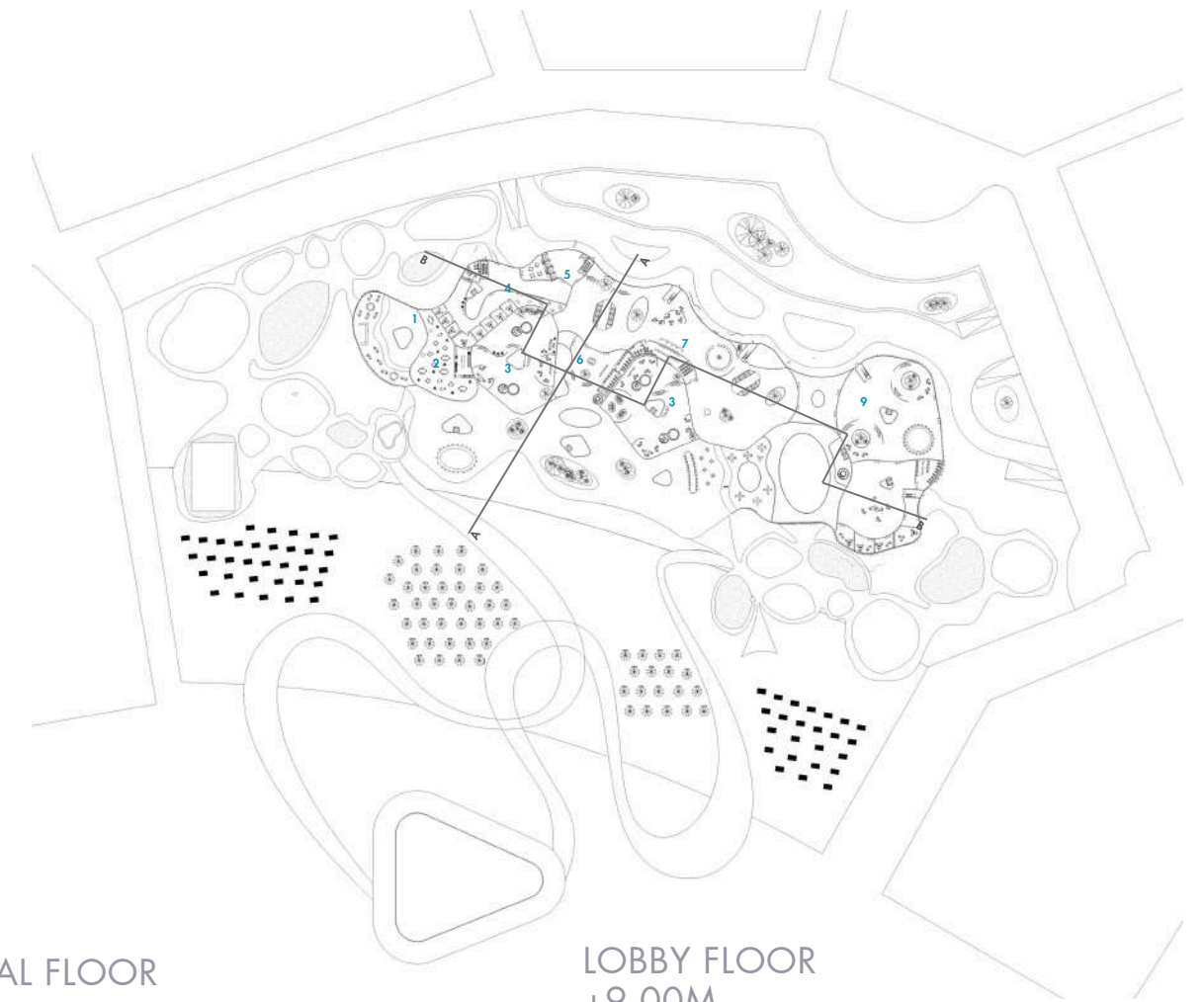


HORIZONTAL CIRCULATION

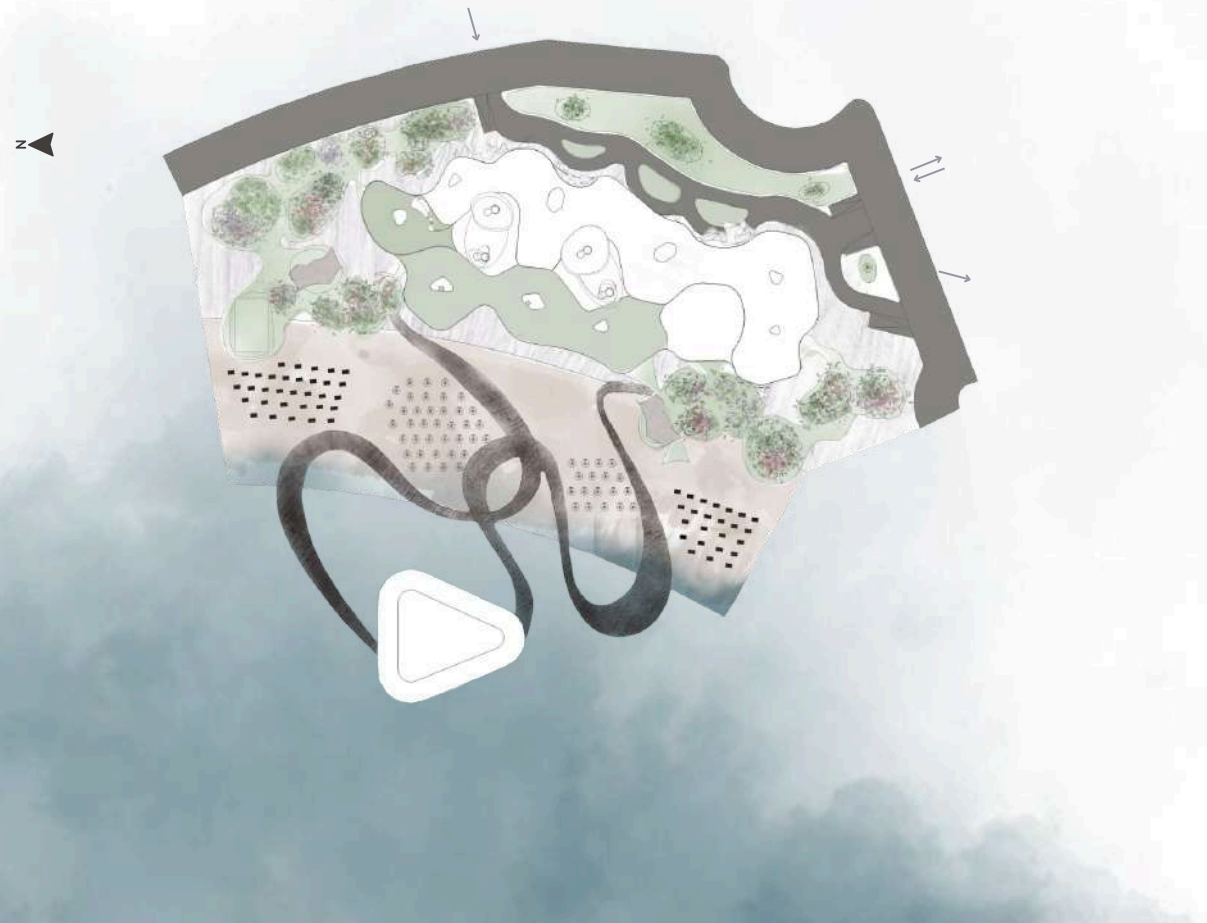


GROUND FLOOR  
0.00 M  
FURNISHED

- 1- CAFE
- 2- ALL-DAY DINING
- 3- MINI LOBBY
- 4- ADMINISTRATION
- 5- WORKERS
- 6- COMMERCIAL AREA
- 7- LOBBY
- 8- POOL
- 9- PRE-FUNCTION AREA
- 10- SUPPORT AREA
- 11- AQUARIUM



SITE PLAN



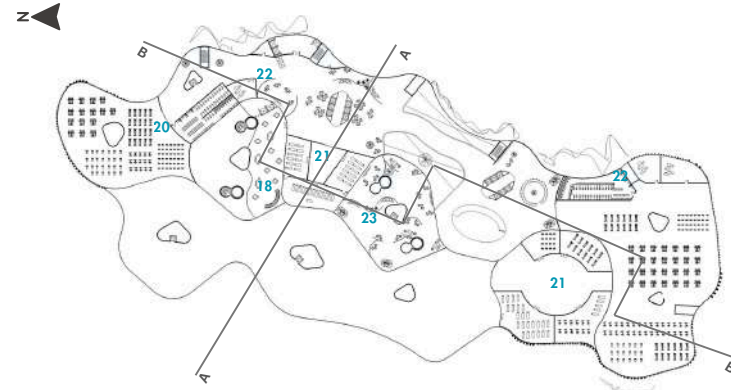
ADMIN + COMMERCIAL FLOOR  
+4.5M  
FURNISHED



LOBBY FLOOR  
+9.00M  
FURNISHED

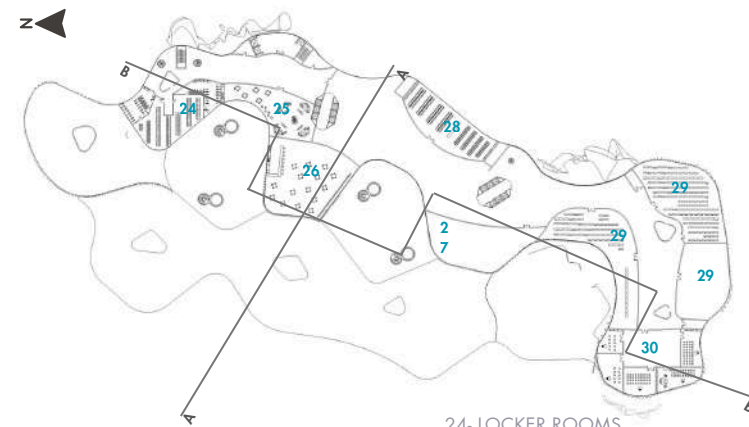


HEALTH CLUB FLOOR  
+15M  
FURNISHED



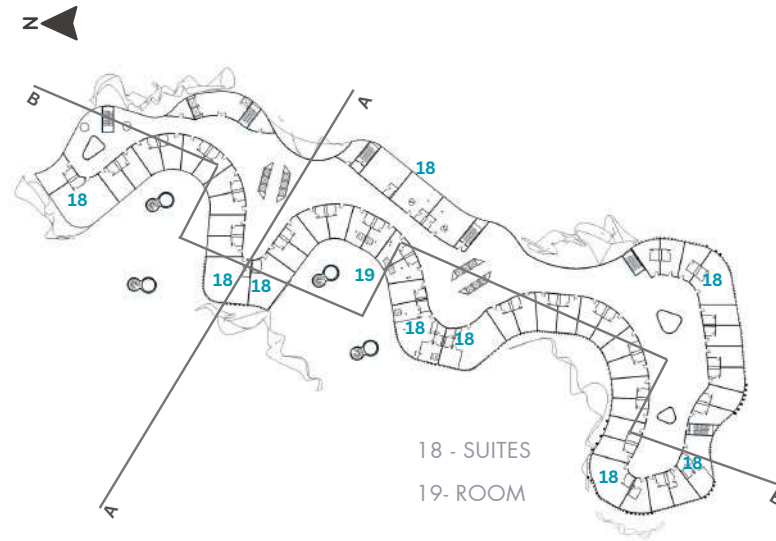
- 18 - RESTAURANT
- 20- EQUIPMENT HALL
- 21- PRIVATE CLASSES
- 22- OFFICE
- 23- RECREATIONAL AREA

HEALTH CLUB FLOOR  
+18M  
FURNISHED



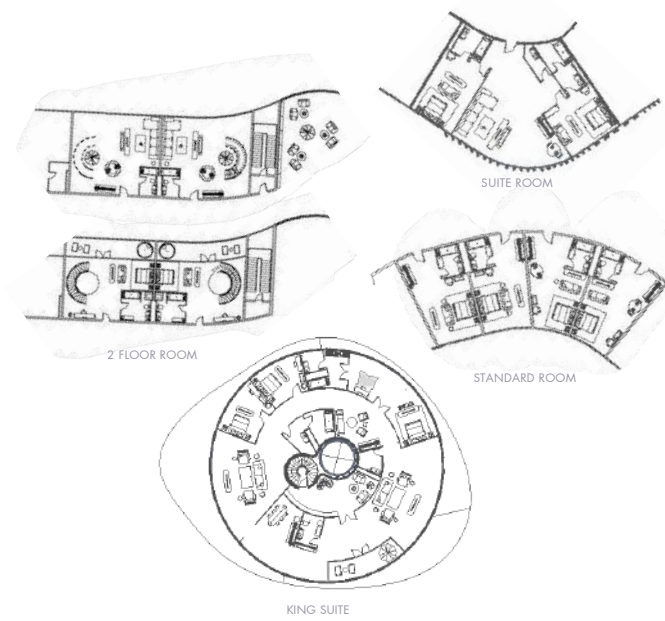
- 24- LOCKER ROOMS
- 25- RECREATIONAL AREA
- 26- KITCHEN/CAFE
- 27- PRAYER ROOM
- 28- LAUNDRY ROOM
- 29- STORAGE
- 30- WORKSHOP

TYPICAL ROOM FLOOR  
+48M - +88.5M

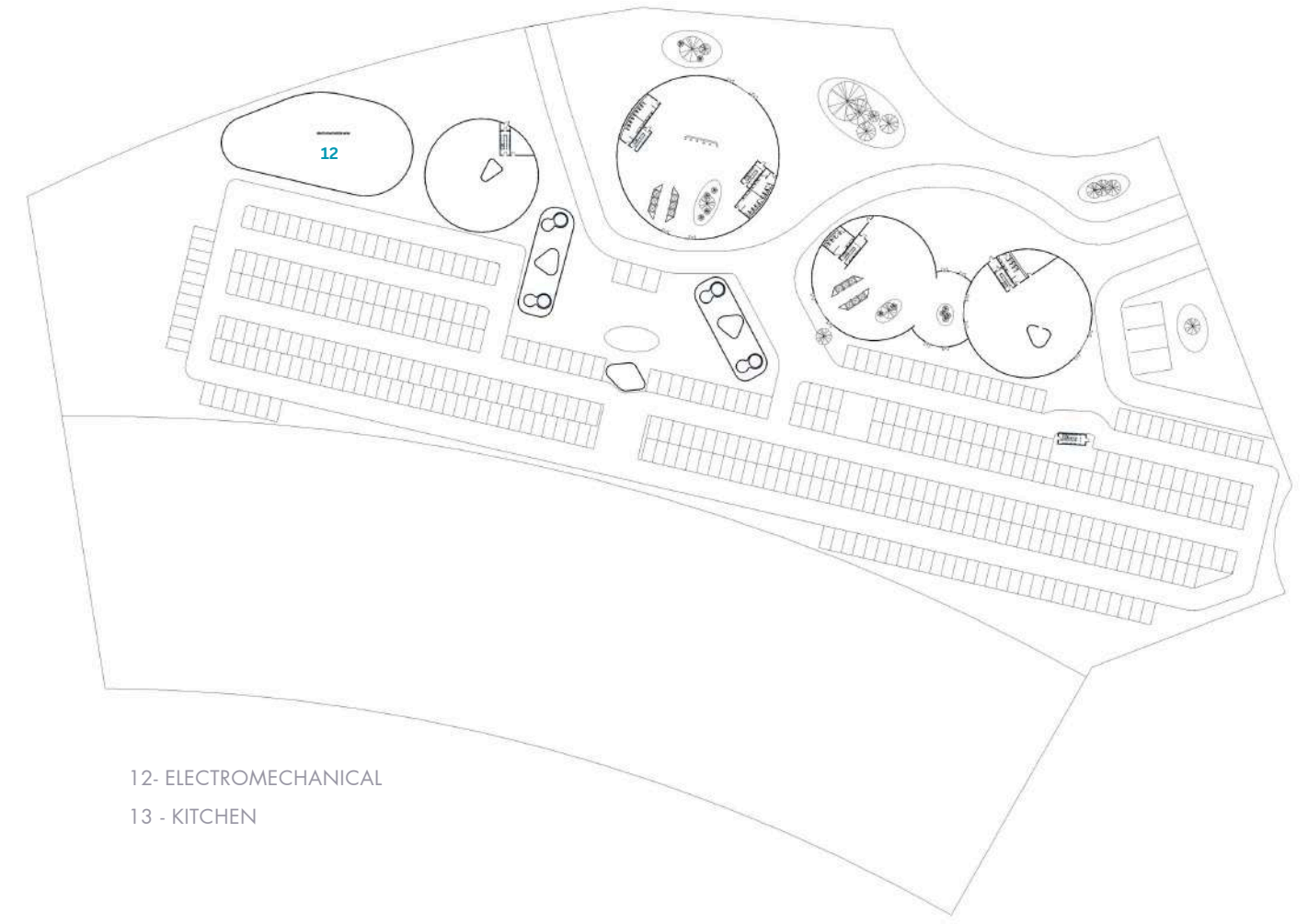


- 18 - SUITES
- 19- ROOM

ROOM & SUITE LAYOUT

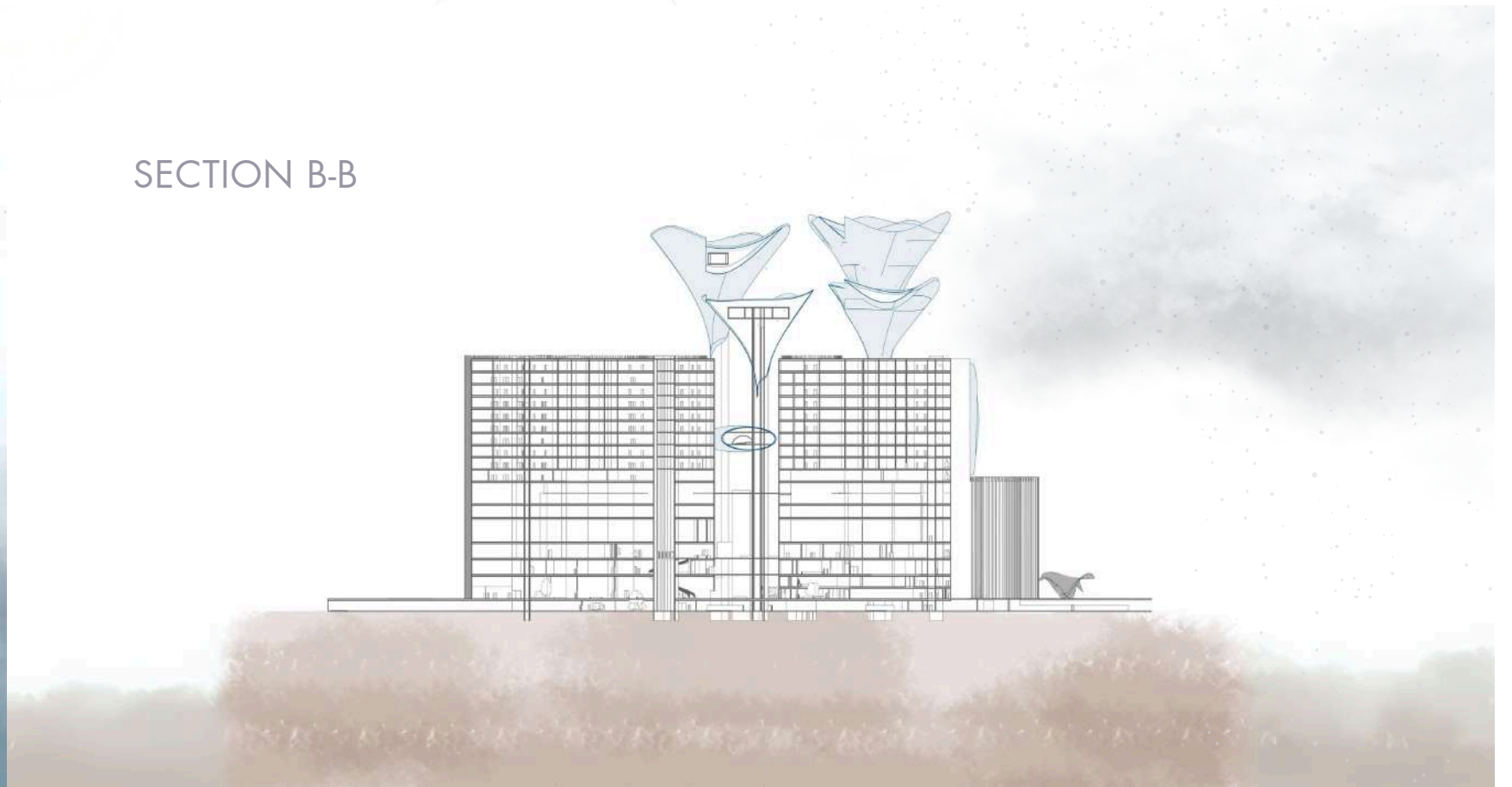
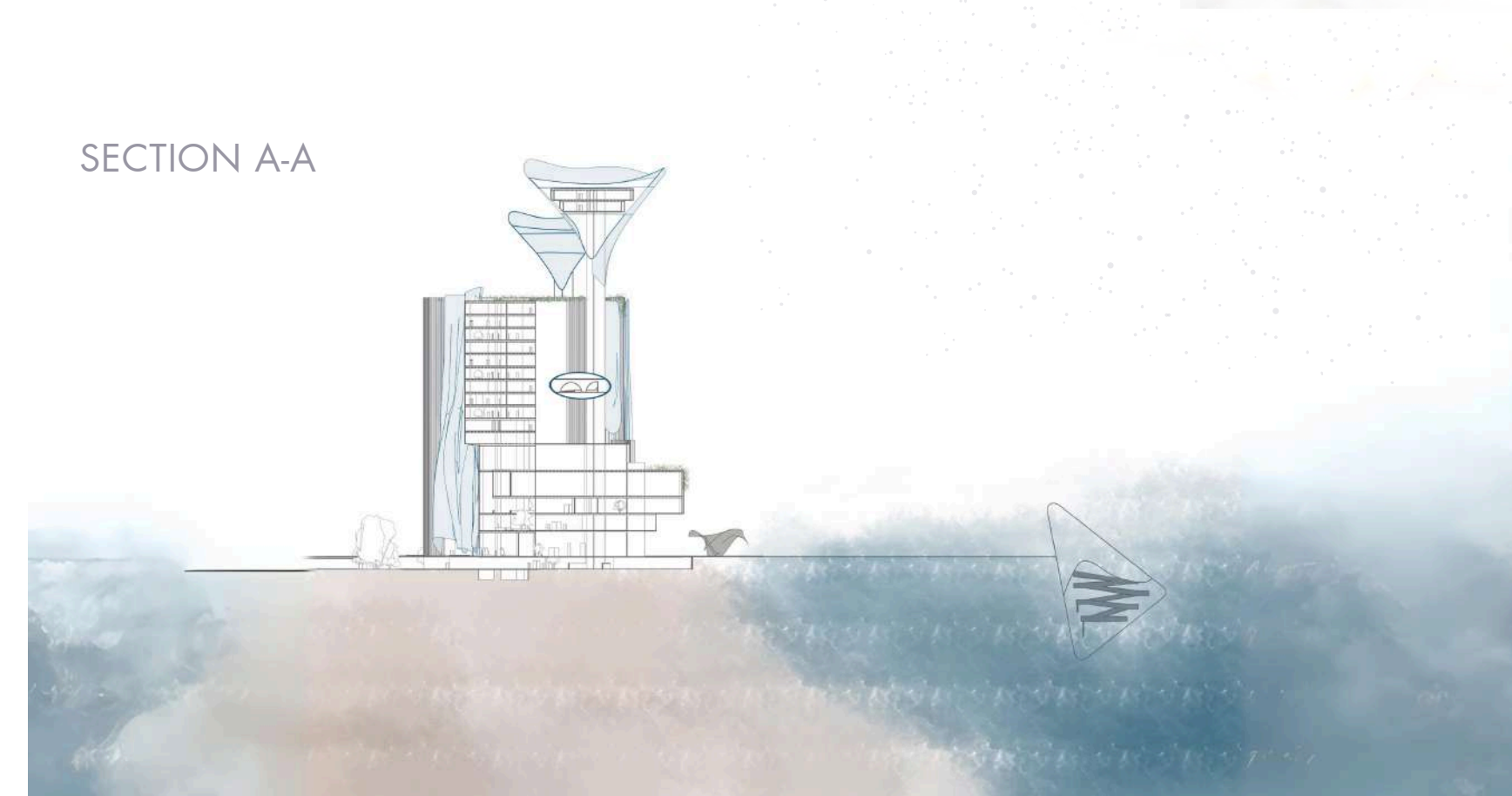
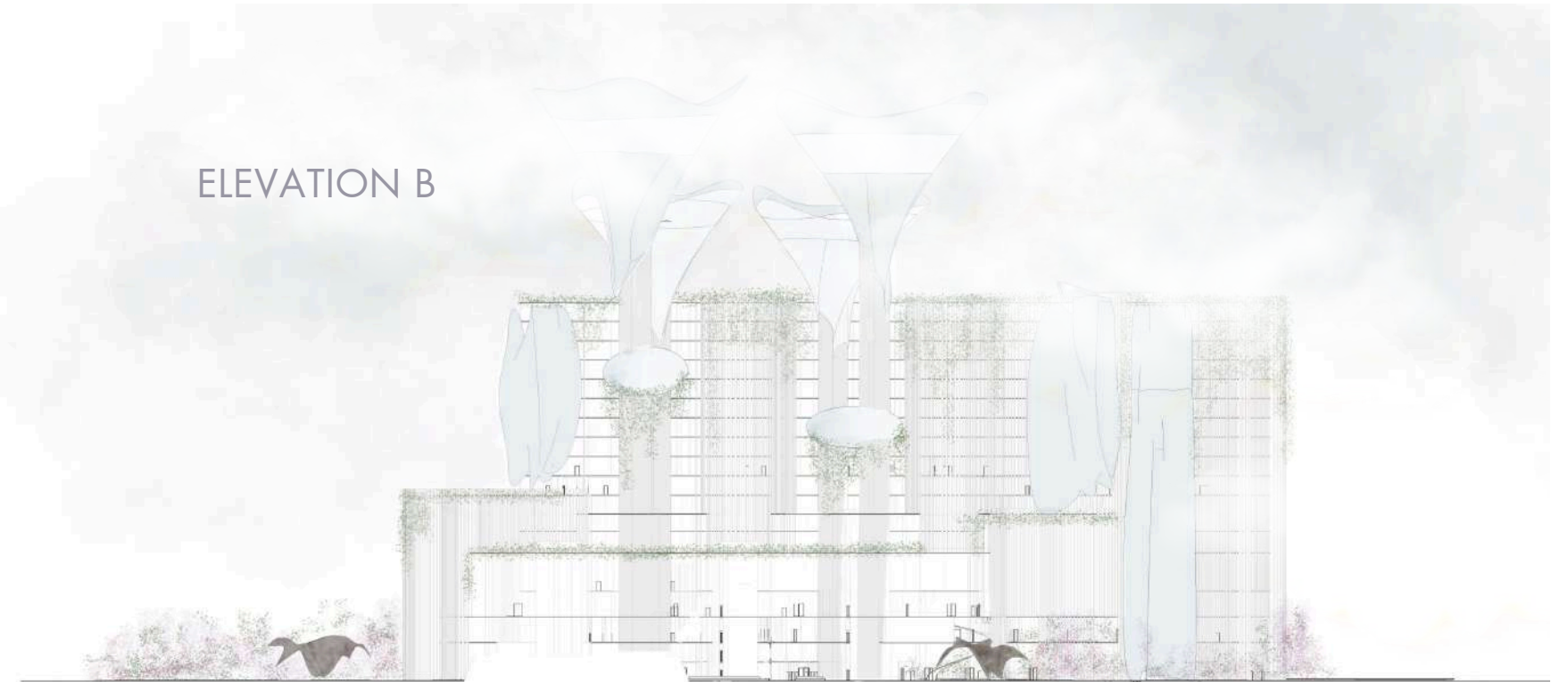
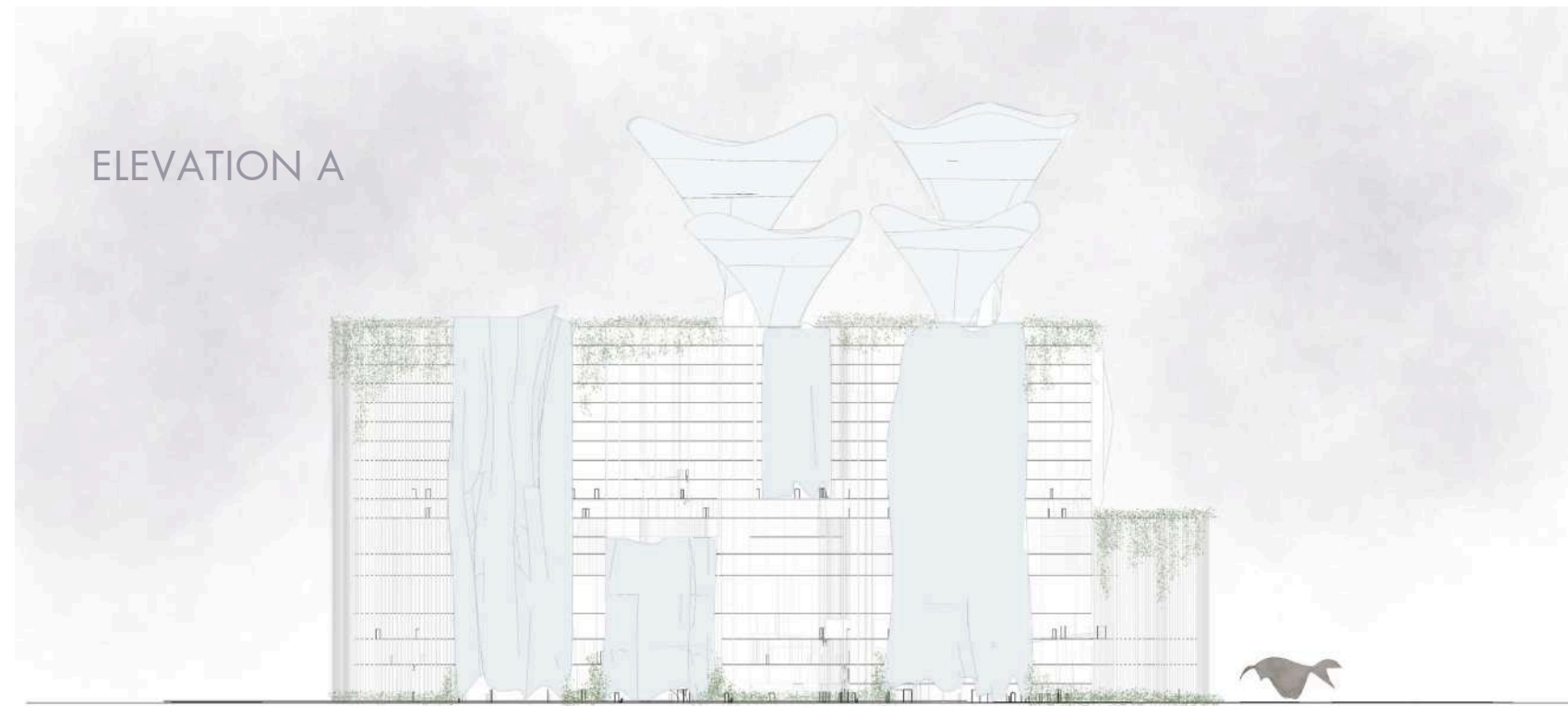


BASEMENT FLOOR  
-4.5M



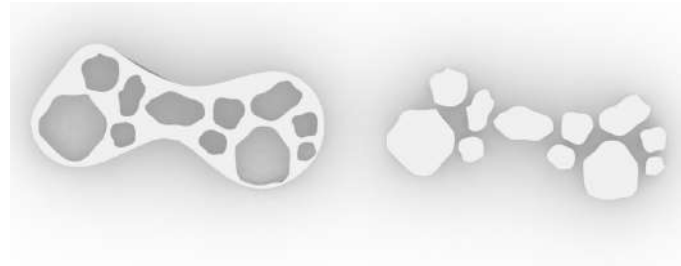
- 12- ELECTROMECHANICAL
- 13 - KITCHEN





### LANDSCAPE DETAILS

Inspired From The Irregular Growth Of The Ocrals That Align With The Movement Of The Water



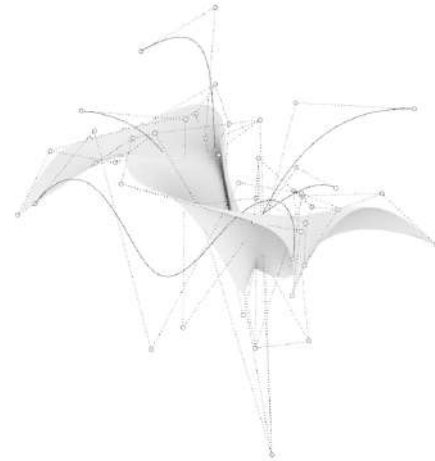
### ROYAL SUITES AND ANCHORING ASSETS

Wave Like Cladding With Hanging Anchor Assets



### SHADING DETAILS

creating the feeling of drowning under the water/ocean



### ELEVATION DETAILS

Vertical Coverings To Block The Sunlight And Distribute It



### INTERIOR SHOTS



**ROOMS**  
all senses are activated in the lobby, A Gateway to Tranquil Comfort



**LOBBY**  
all senses are activated in the lobby



**LOBBY**  
visitors can smell, feel, see, hear, and speak all at once in one place



**SPA**  
visitors experience breathing as a new uncontrollable function of the body where they can breath flavored oxygen



**EXHIBITION CENTRE**



**AQUARIUM & SUBMERGED POOL**  
Discover a World Beneath the Surface





3D SHOTS



09

URBAN PROJECT



# FAE RESIDENTIAL COMPOUND

2023

REVIT-LUMION-PHOTOSHOP



09 ■ FAEE RESIDENTIAL COMPOUND - URBAN PROJECT  
2023, REVIT-LUMION-PHOTOSHOP



FAEE RESIDENTIAL COMPOUND - URBAN PROJECT



ACCESSIBILITY



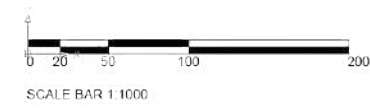
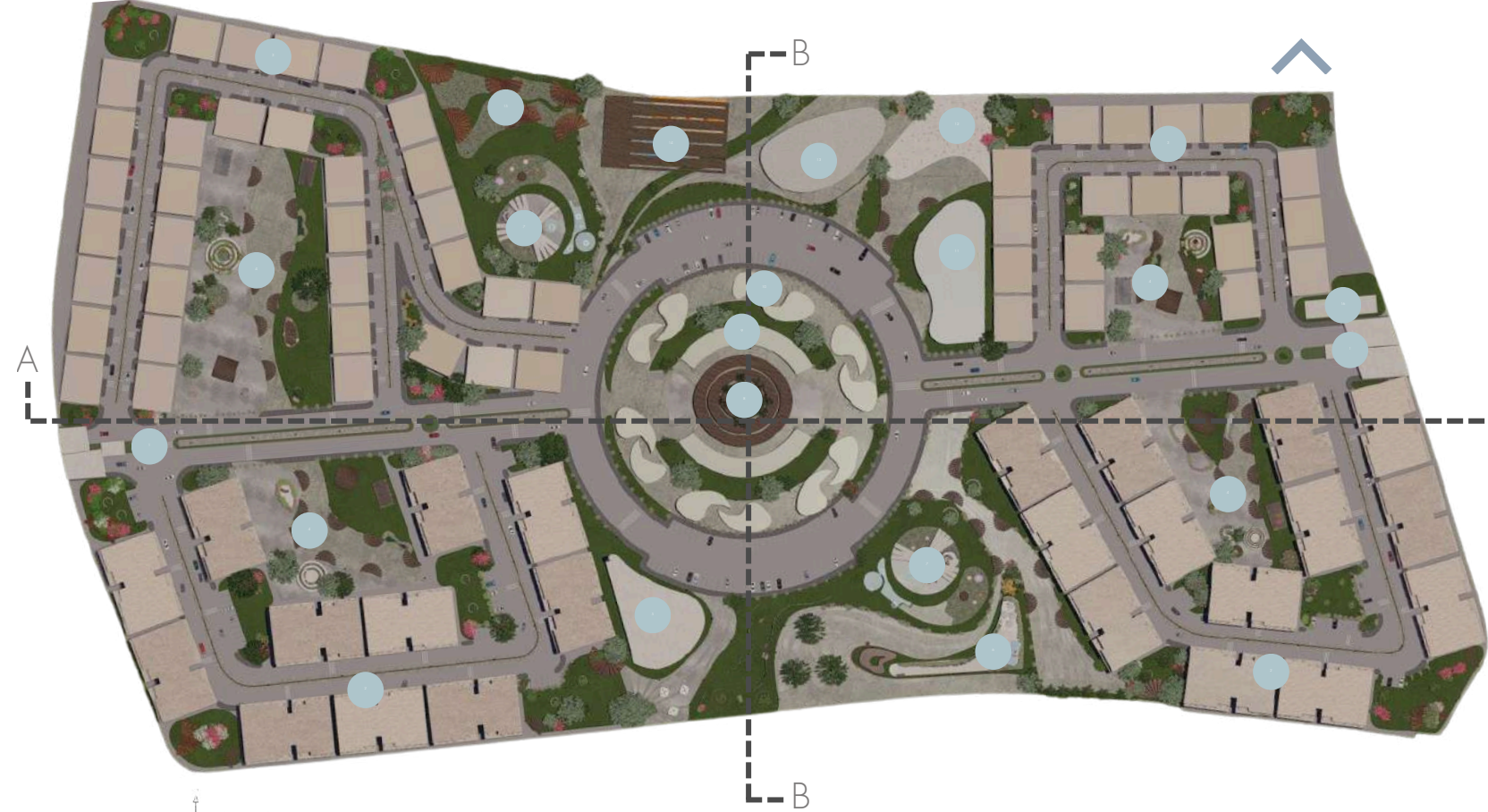
STREET DIMENSIONS



SUN - WIND



LOCATION DIMENSIONS

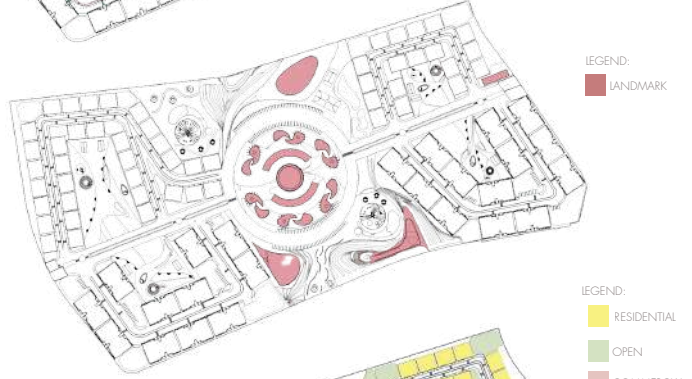


- LEGEND:
- GATE
  - RECREATIONAL CENTRE
  - SUPERMARKET
  - ADMISSION
  - APRT.
  - LAVENDAR FARM
  - STAGE
  - VILLA
  - CENTRE
  - GYM
  - RESIDENTIAL GREEN AREA
  - SOCIAL CENTRE
  - FIELD
  - MOSQUE
  - COMMERCIAL CENTRE
  - GOLF

ACCESSABILITY & CIRCULATION



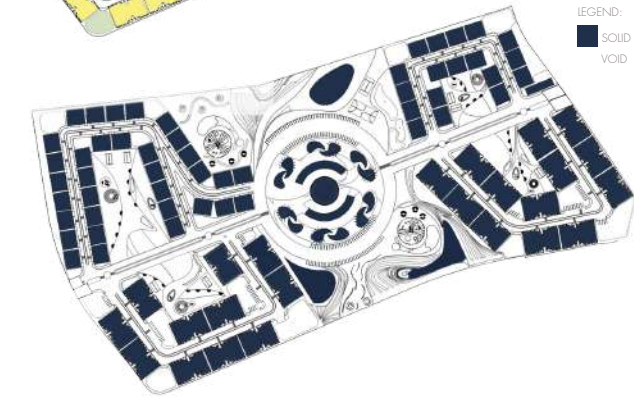
LANDMARKS



LAND USE



SOLID & VOID



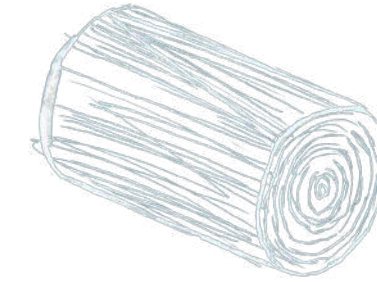
### VISION

"AN URBAN PLAN ROOTED IN THE CONCEPT OF TREES AND INTERCONNECTEDNESS"

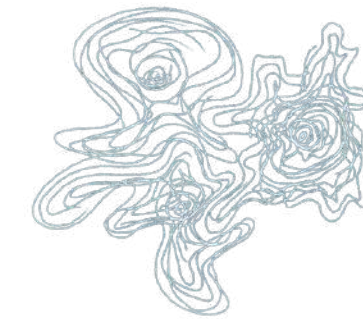
The vision for an urban plan is one that draws inspiration from the wisdom and beauty of trees, fostering a sustainable and harmonious environment where interconnectedness thrives. By integrating the principles of trees into the fabric of our urban landscapes, this urban plan aspires to create a life that nurtures its residents, promotes biodiversity, fosters a safe and calm environment, and establishes a resilient and inclusive community for generations to come.

### STRATEGY

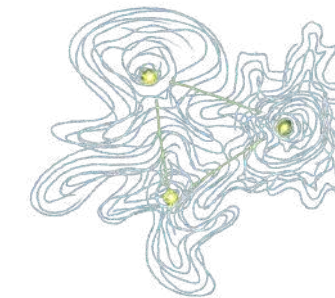
Recognizing the significant impact of the urban environment on our overall well-being, this strategy emphasizes integrating natural elements, particularly trees, within our urban plan. By placing trees and interconnectedness at the core, our aim is to cultivate a sustainable and vibrant city that enhances the quality of life for its residents. This approach focuses on the integration of nature whether it was through the planting or the materials. Residents would go out f their homes with the complex attaining their every need.



MAIN TREE PART

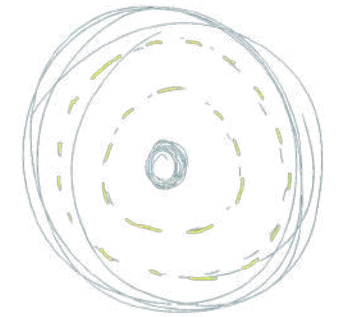


TREE COLONEY CONNECTIONS



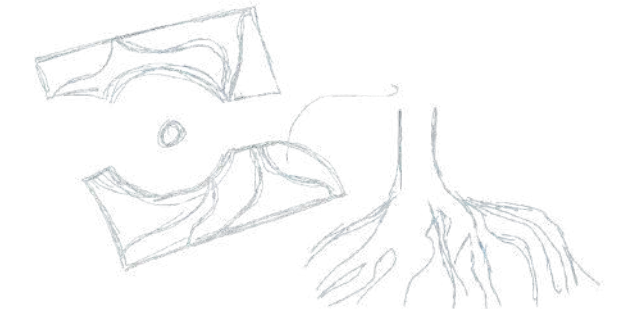
FORMING UNBREAKABLE BONDS

1



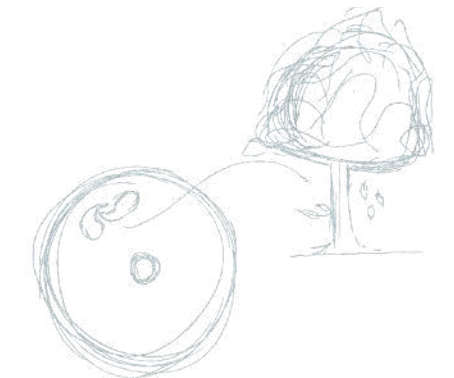
CENTRE BARK OF THE TREE

2



LANDSCAPING FLOW OF ROOTS

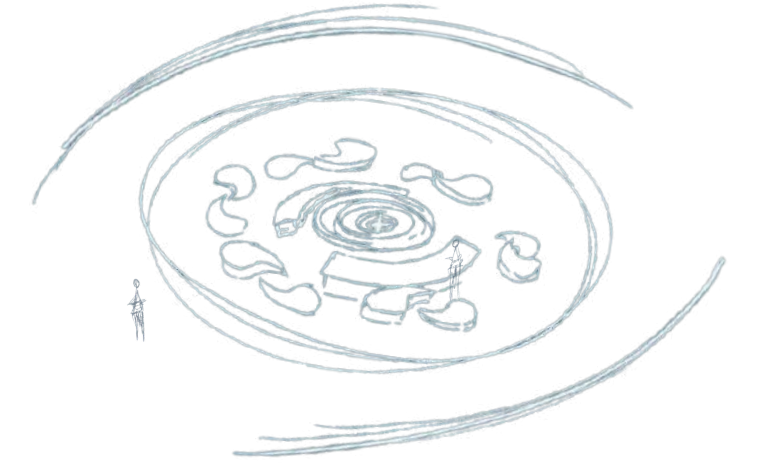
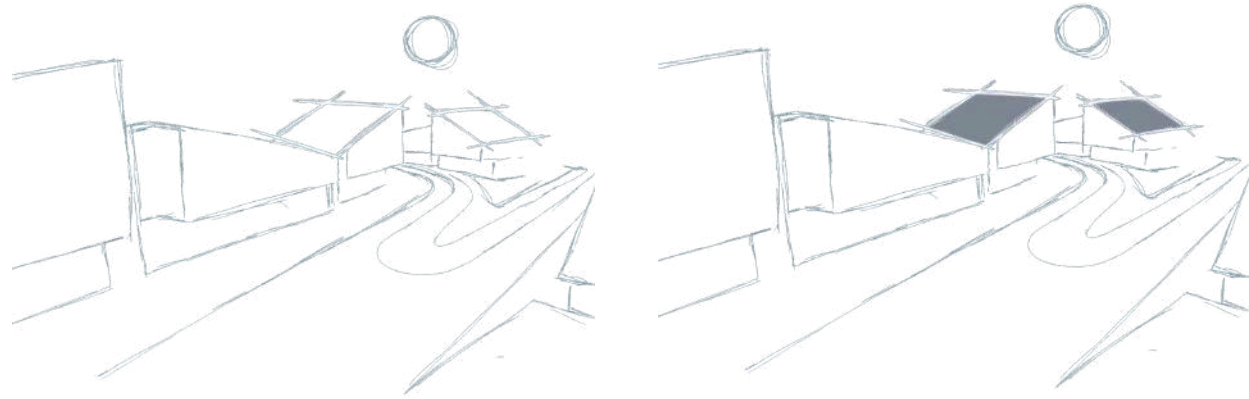
3



BUILDING FORMS LEAVES OF THE TREE



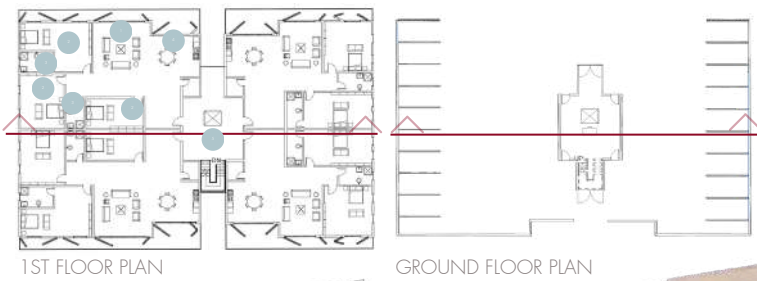
SLOPED ROOFS CREATE RYTEM AND MOVEMENT FOR THE USERS AND TEH CAR ALLOWING SUNLIHGT TO SHINE THROUGH



AN EVERLASTING CENTER EQUIPPED WITH ALL THE NECESSARY AMENITIES

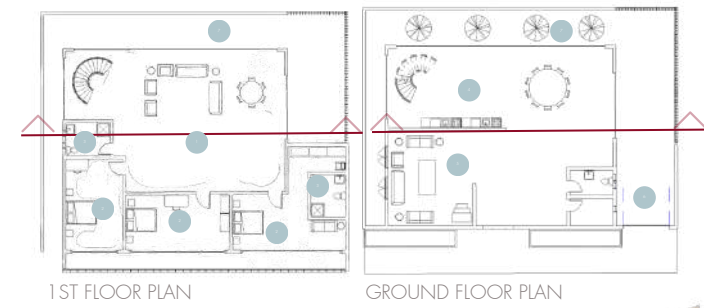
RESIDENTIAL PLANS & SECTIONS

APARTMENTS



- LIVING ROOM
- BEDROOM
- WC
- KITCHEN
- LOBBY

VILLA

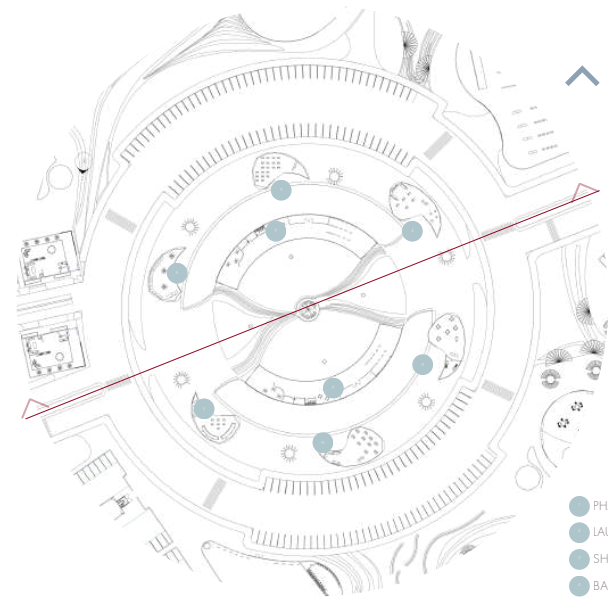


- LIVING ROOM
- BEDROOM
- WC
- KITCHEN
- GUEST ROOM
- GARAGE
- GARDEN



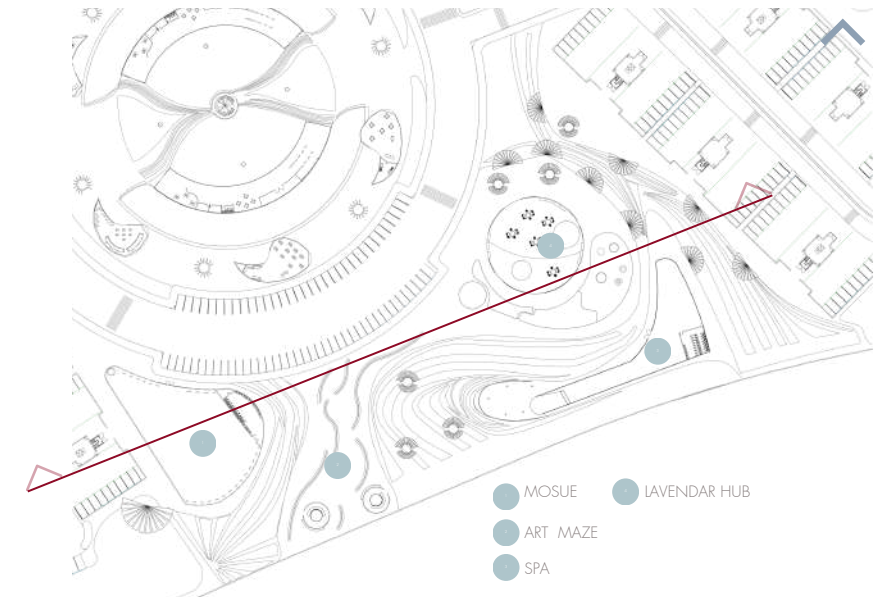


NODE 1



- PHARMACY
- LAUNDRY
- SHOP
- BARBER/SALON
- RESTAURANT
- STUDENT SERVICES
- SOCIAL CENTRE

NODE 2

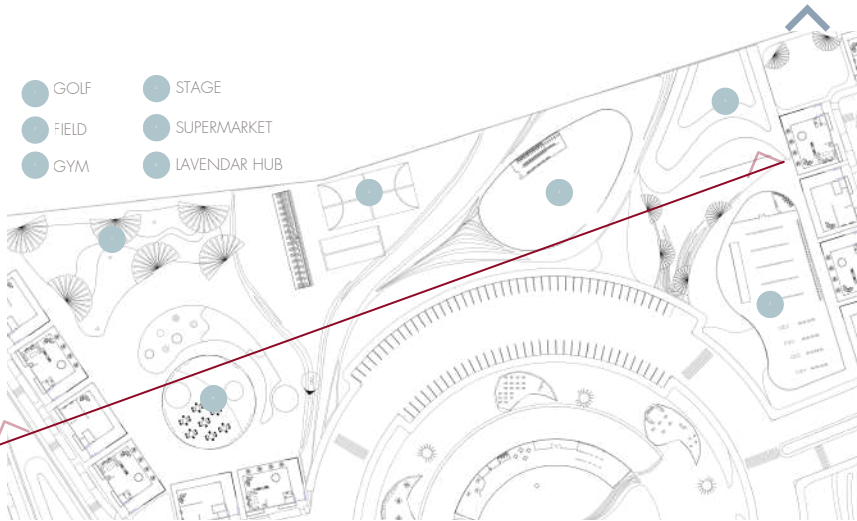


- MOSQUE
- ART MAZE
- SPA
- LAVENDAR HUB





NODE 3



NODE 3



- APRT.
- GREEN-HOUSE
- SAHDE
- PARKING
- OPEN GREEN-HOUSE
- KIDS AREA
- WATER FEATURE



FAEE RESIDENTIAL COMPOUND - URBAN PROJECT



1 GATE ENTRANCE / EXIT



2 BETWEEN VILLAS



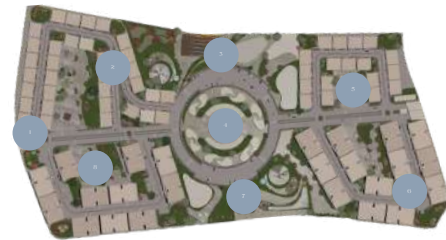
3 SPORT NODE



4 CENTRE



5 RESIDENTIAL OPEN AREA



SERIAL VISION



6 BETWEEN APARTMENTS



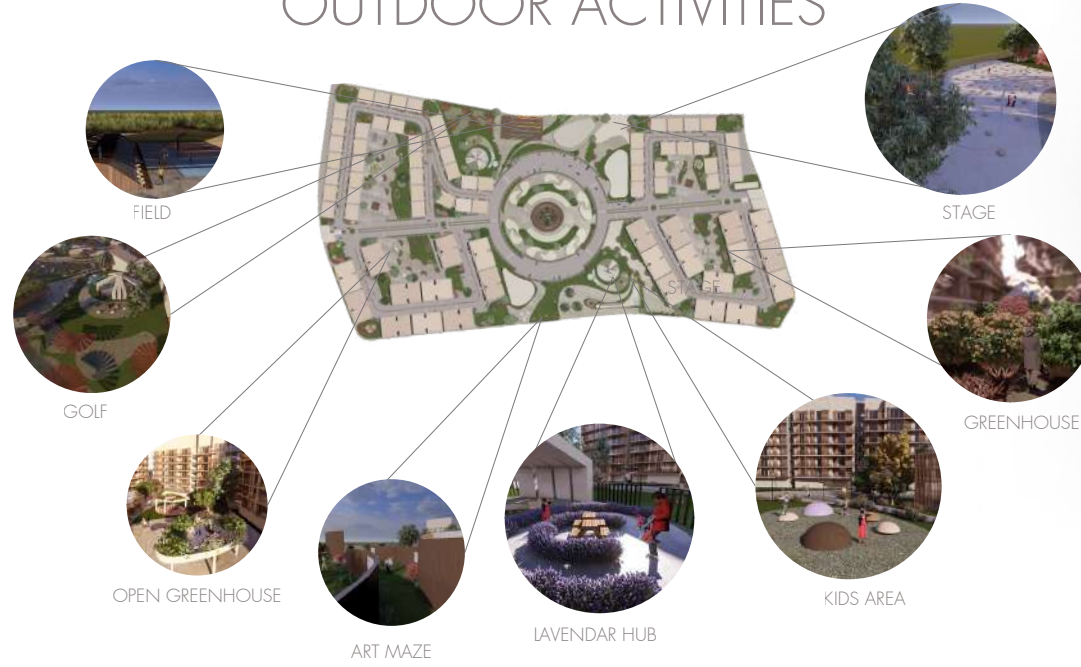
7 RECREATIONAL NODE



8 RESIDENTIAL OPEN AREA

A MAGICAL EXPERIENCE INTEGRATING WITH NATURE AND ALL ITS COMPONENTS

OUTDOOR ACTIVITIES

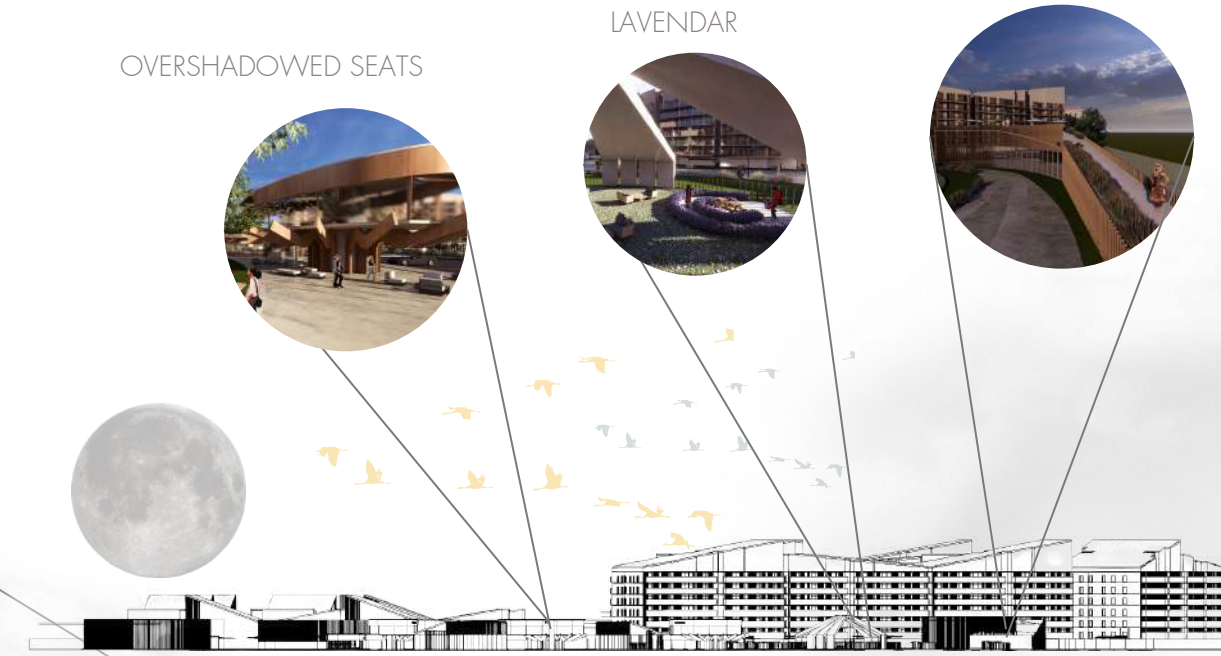


CENTRAL TREE

OVERSHADOWED SEATS

LAVENDAR

GREEN ROOF



SECTION B-B

SECTION A-A

**10**

**COMPETITION PROJECT**



**MODEA**

2023

REVIT- TWINOTION -PHOTOSHOP

10. MODEA - COMPETITION PROJECT  
2023, REVIT+LUMION+PHOTOSHOP

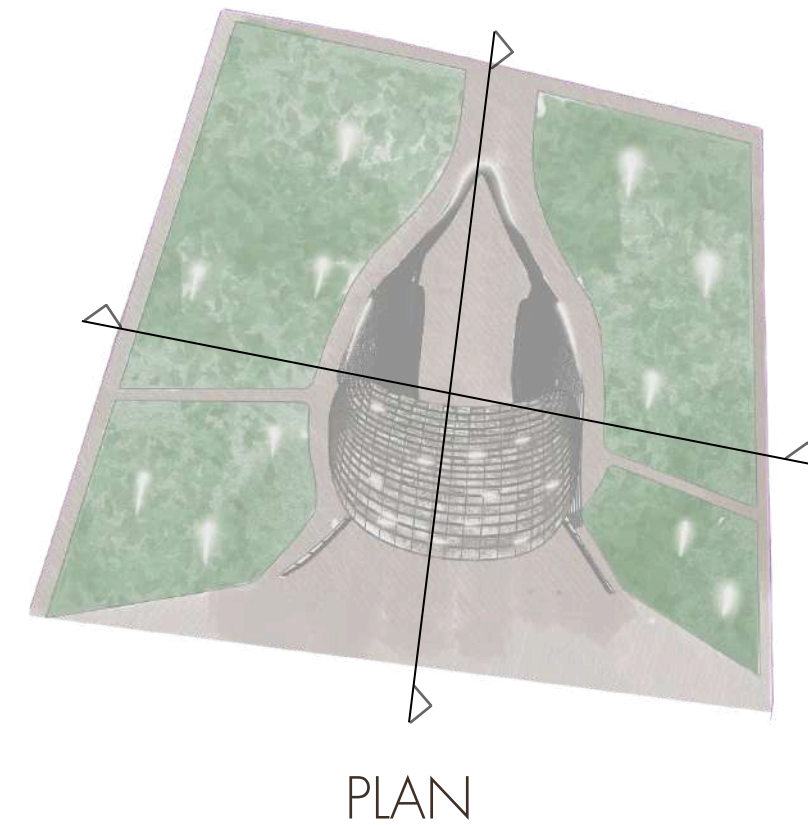
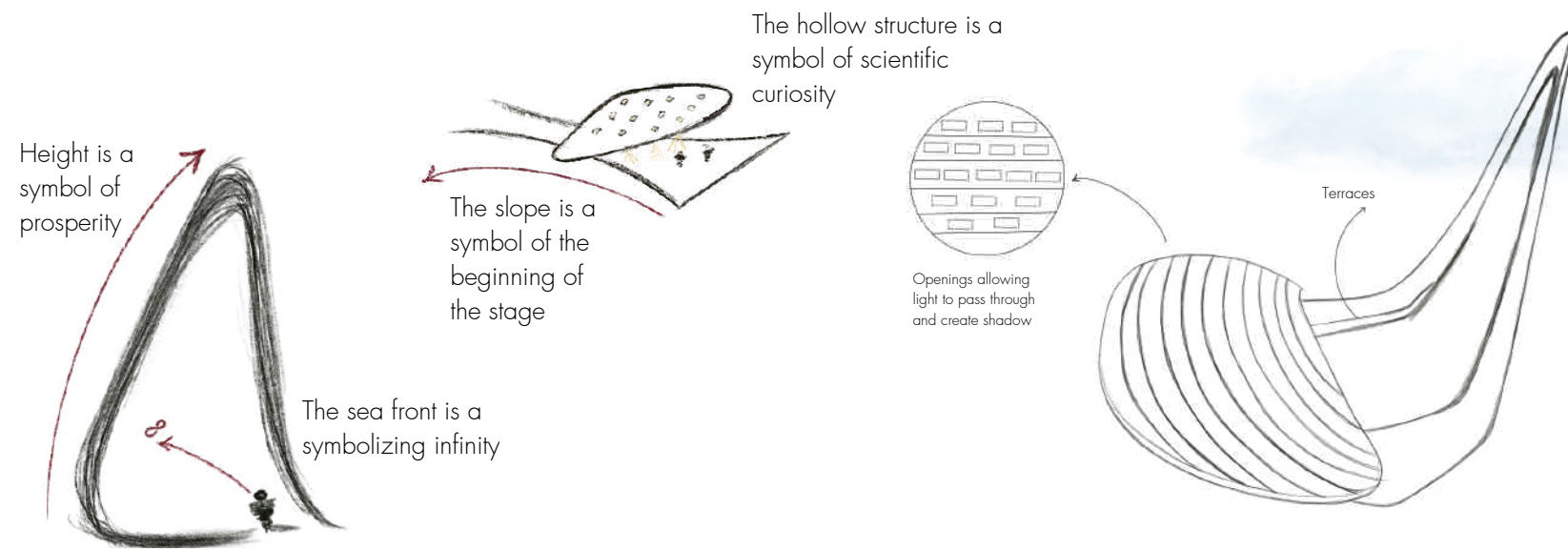


The model explains the interrelationship between scientific curiosity that drives a person to move forward and prosperity and development through the context of the story of the Well of Goodness. The design of the field allows users to interact with it and experience the elements of this story.

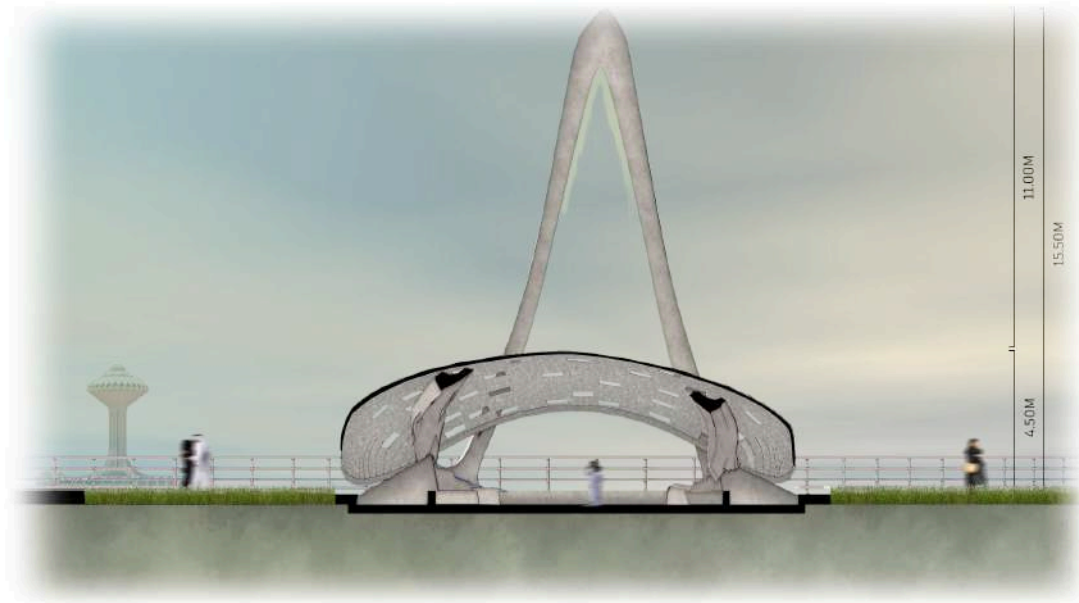
The story of Well No. 7 - Al-Khair Well:



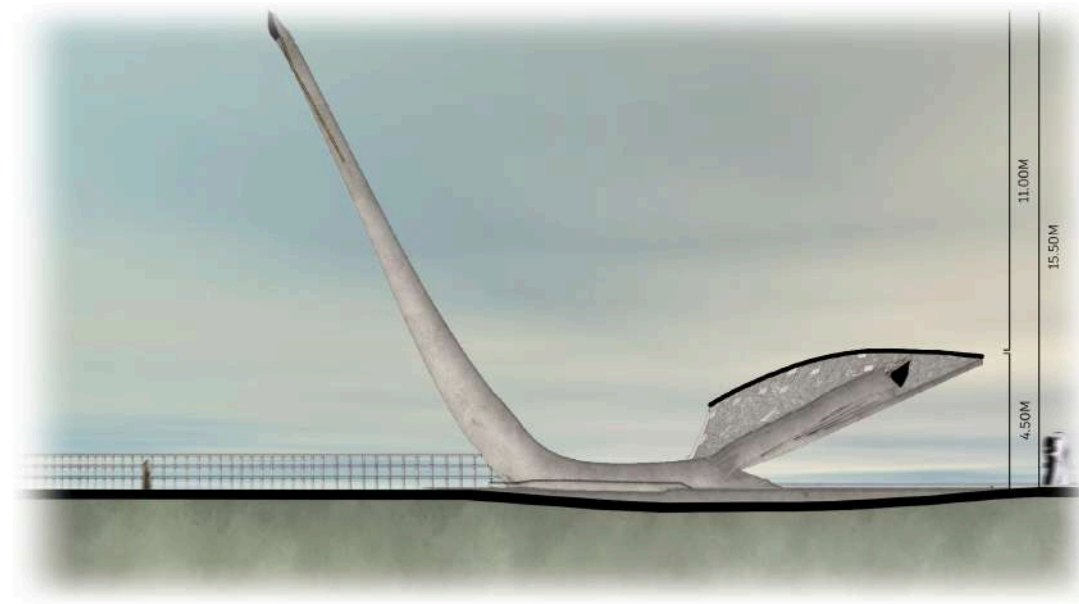
The user starts from the slope, passing underneath the empty structure, which allows him to interact with light and shadows, which reflects in him a feeling of curiosity that leads him to the vertical block with the waterfront, which symbolizes prosperity, progress, and infinity, and finally the seats carved into the structure to enjoy the sea view.



SECTIONS

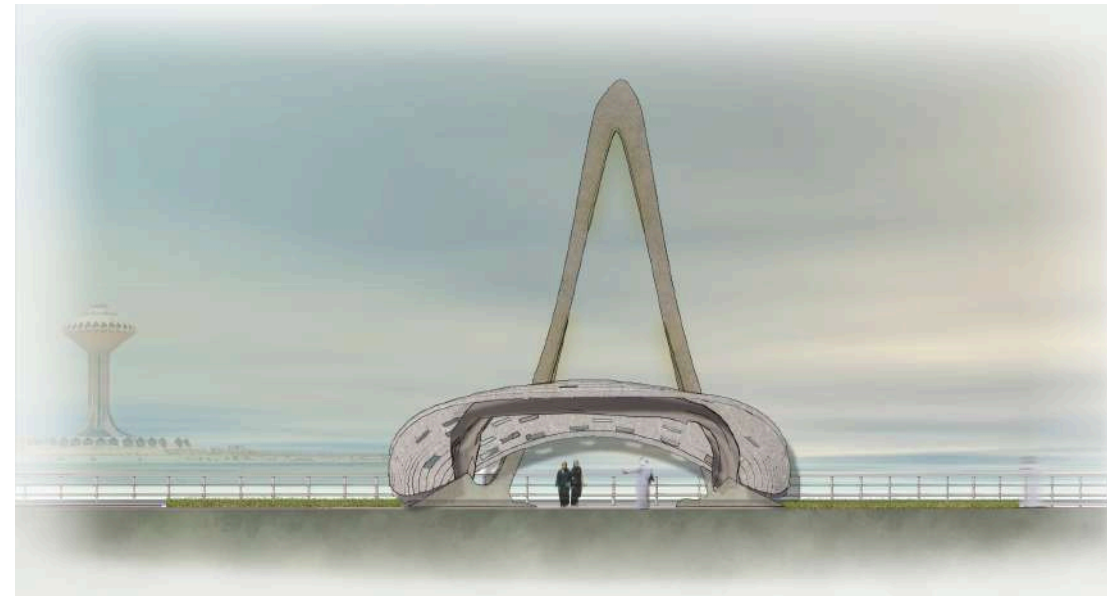


SECTION A-A

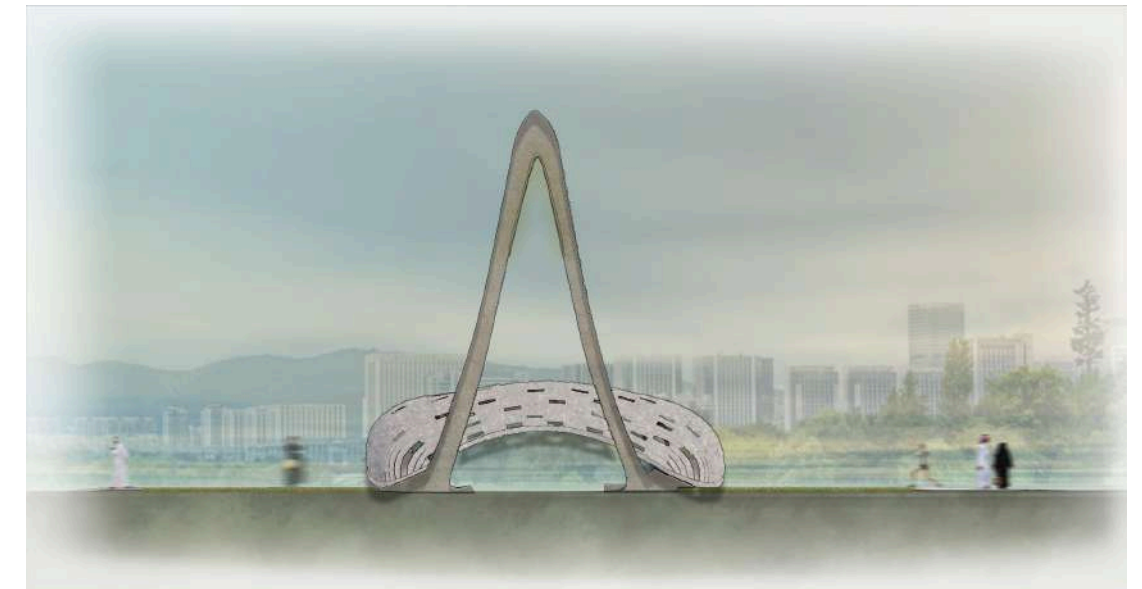


SECTION B-B

ELEVATIONS



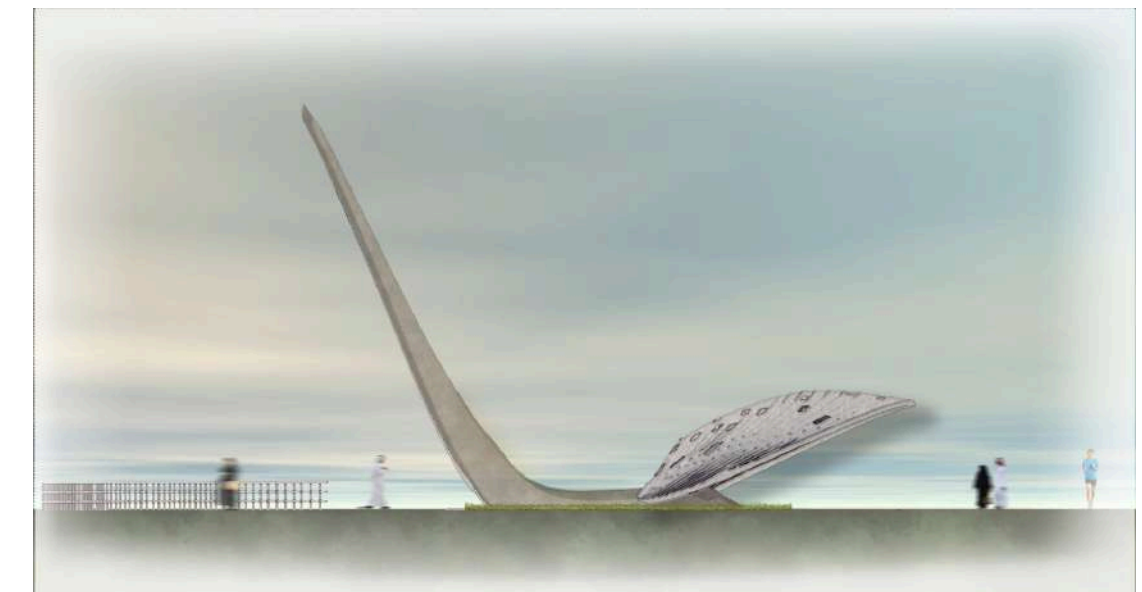
EAST ELEVATION



WEST ELEVATION



NORTH ELEVATION

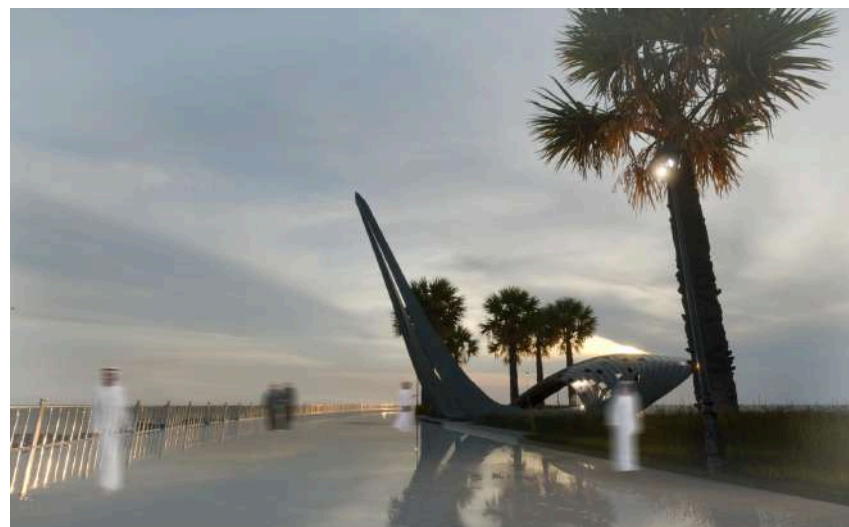


SOUTH ELEVATION



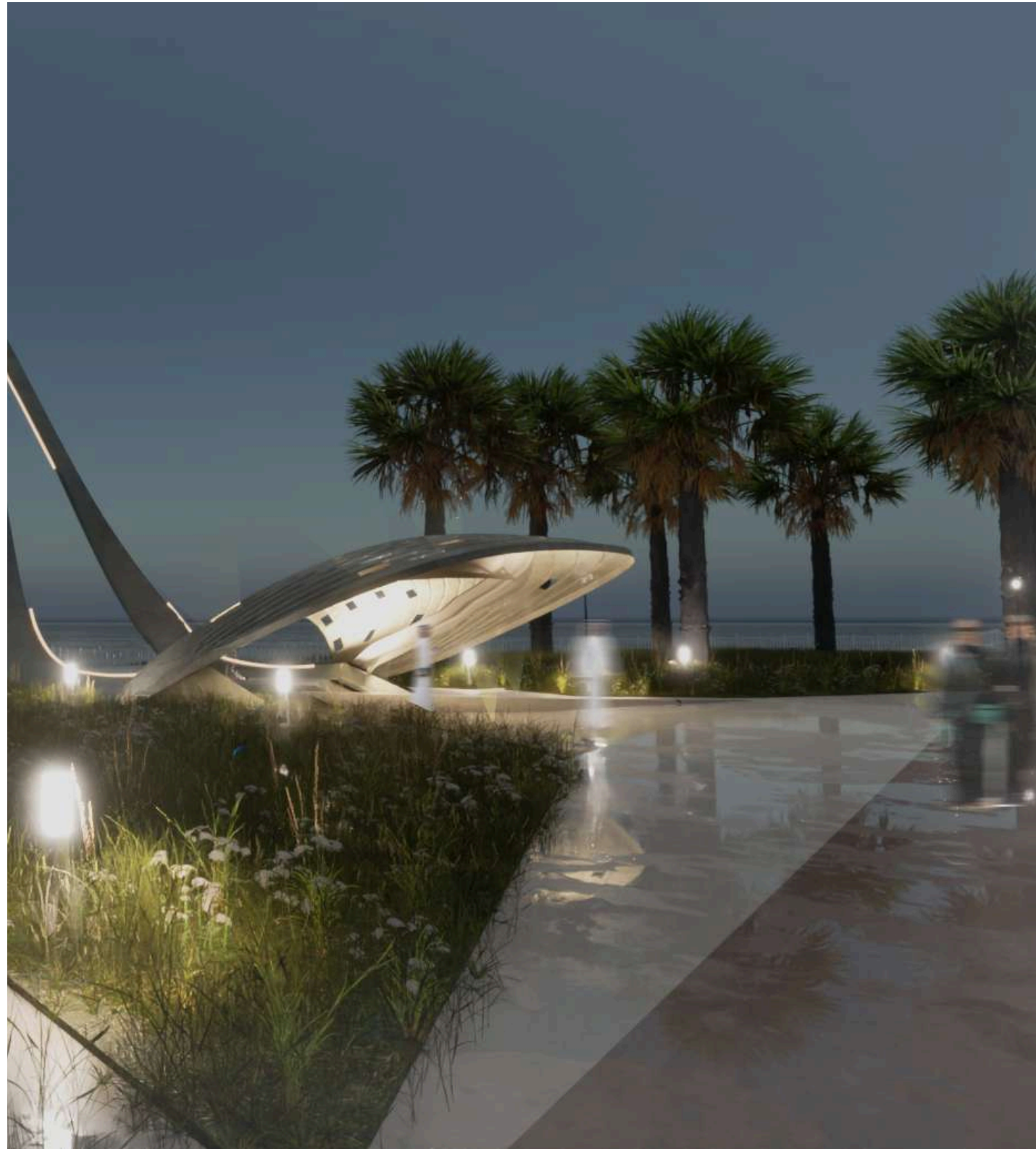
MODEA - COMPETITION PROJECT

3D SHOTS



MODEA - COMPETITION PROJECT

3D SHOTS



11



# GHIYAH

2024

PHOTOSHOP - REVIT - LUMION - RHINO

ARCHITECTURAL PROJECT



GHYAH 2024, ARCHITECTURAL PROJECT  
PHOTOSHOP - REVIT - LUMION - RHINO

# 11.

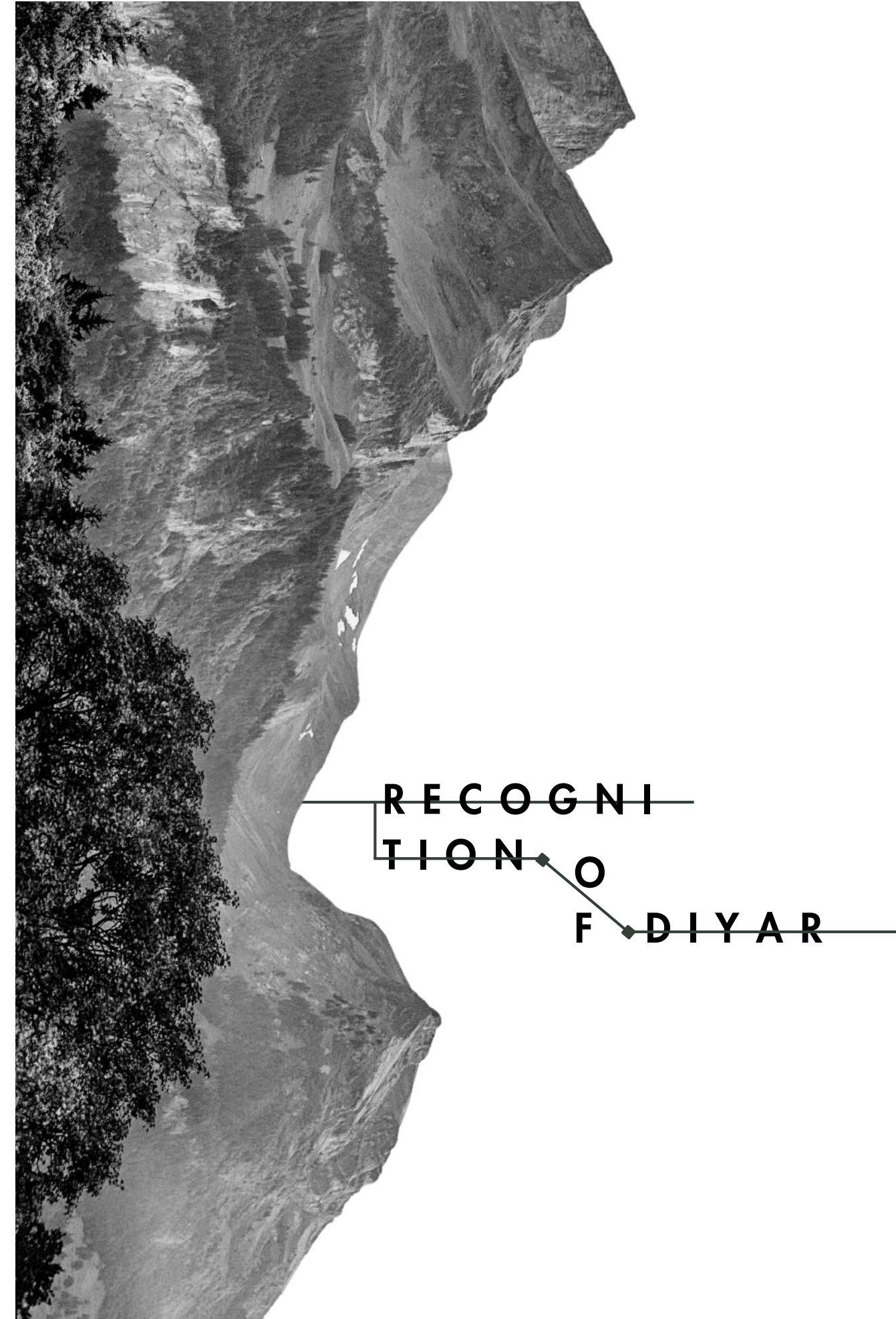


**" ASEER...  
A PREMIER TOURIST DESTINATION ALL YEAR ROUND "**

The project entails the revitalization of "The Village," a culturally rich settlement tracing its roots back two hundred years. Situated within the "Reconstruction of Diyar" program, the initiative aims to preserve and promote the heritage of the village, making it a thriving tourist destination.

Cultural centers, whether government-owned or private, function as multidisciplinary public spaces for exchange, exploration, and cultural enrichment. In Abha, the capital of the 'Asir Region in Saudi Arabia, situated 2,270 meters above sea level, the mild climate and scenic location make it a popular tourist destination. Known as the Bride of the Mountain, Abha hosts events like the Abha Festival, showcasing cultural diversity. The city's Cultural Center plays a role in this, offering music, theatre, cinema, workshops, and various facilities, contributing to Abha's cultural and architectural significance.

**G H I Y A :  
W H E R E  
I M A G I N A T I O N  
U N F O L D S ,  
A N D  
R E A L I T I E S  
A R E R E B O R N**



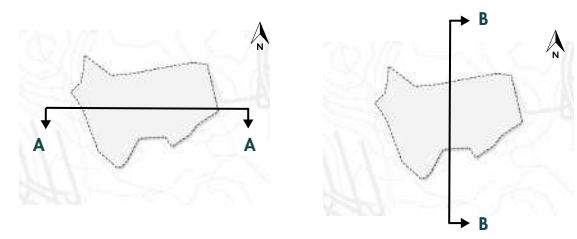
**RECOGNITION OF DIYAR**



LOACTION



TOPOGRAPHY

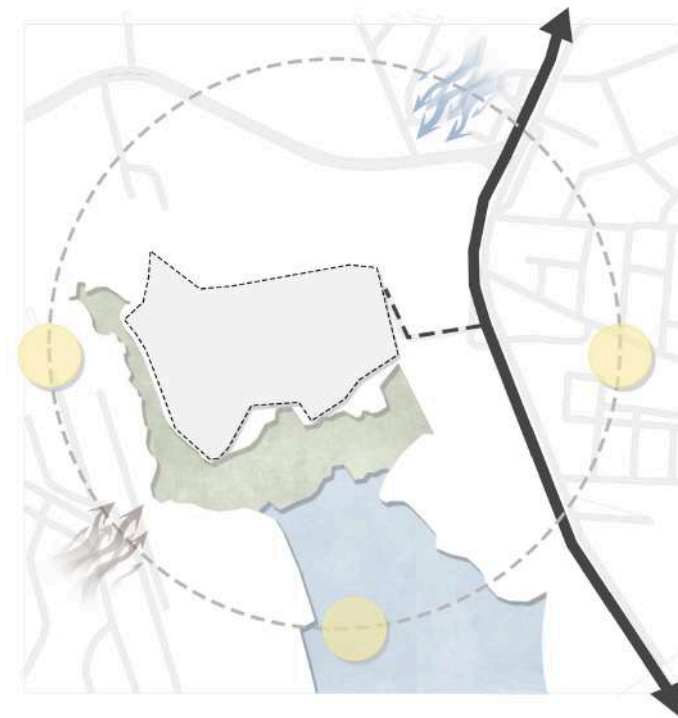


Section A-A



Section B-B

ANALYSIS



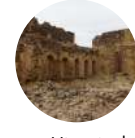
- Site
- sun path
- ↗ prevailing wind
- ↘ undesired wind



Lake Park



Abha DAM



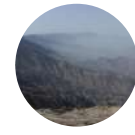
Shamsan Historical Castle



The Art Street



New Abha Cable Car



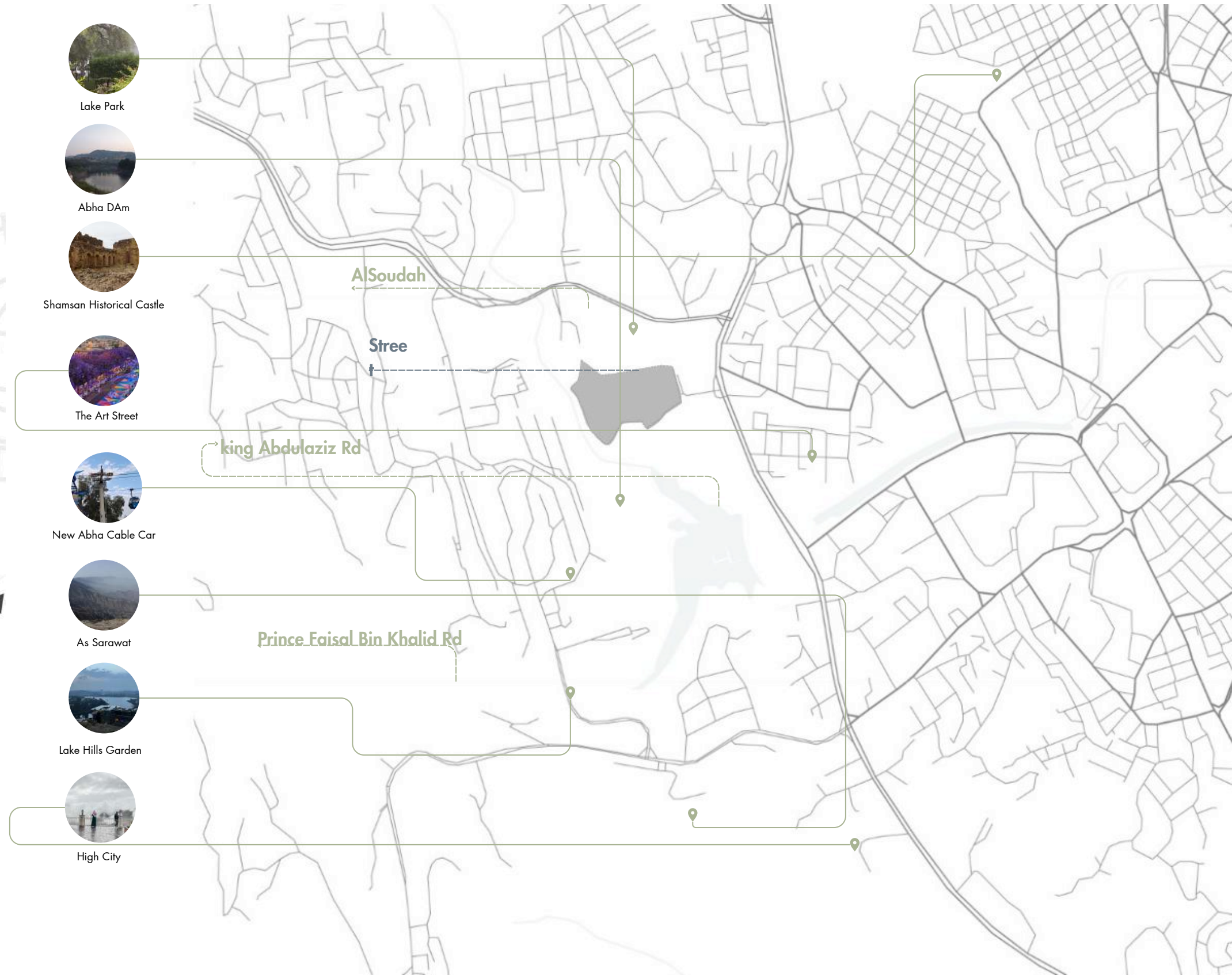
As Sarawat



Lake Hills Garden



High City



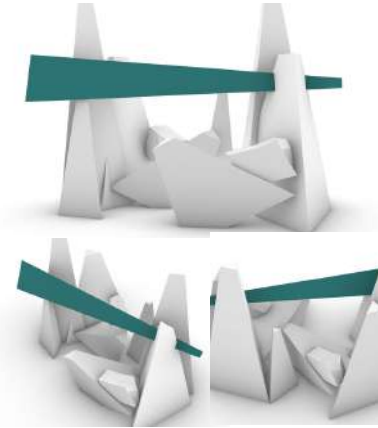
### CONCEPT 1

#### Aseer Columnar Basalt

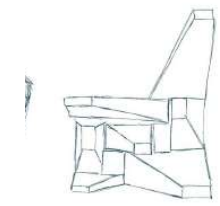
Basalt columns are a strange geological phenomenon, as they are rock formations that emerged from the ground following a volcanic eruption. these columns vary in color. They are mostly black, but some basalt columns were found in grey, brown, or red, depending on the chemical elements and minerals included in their composition. They are present in more than one location in the Asir region, such as Mount Mushrif in Al-Harjah, and the Asir coast between Al-Qahma and Al-Barak.



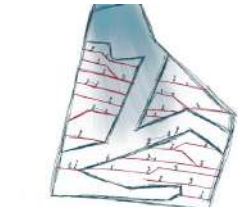
Columnar Basalt



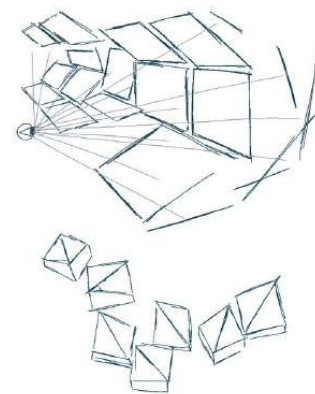
proposal 1 3d



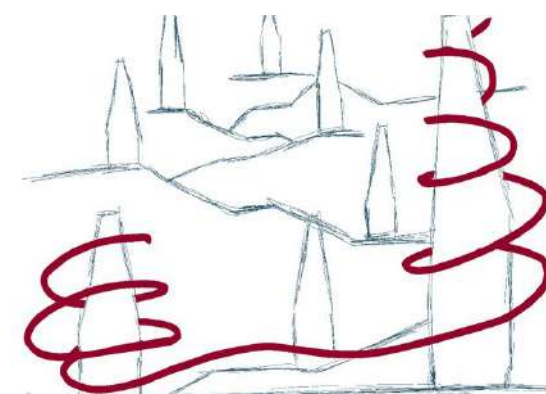
proposal 2 2d



experience section

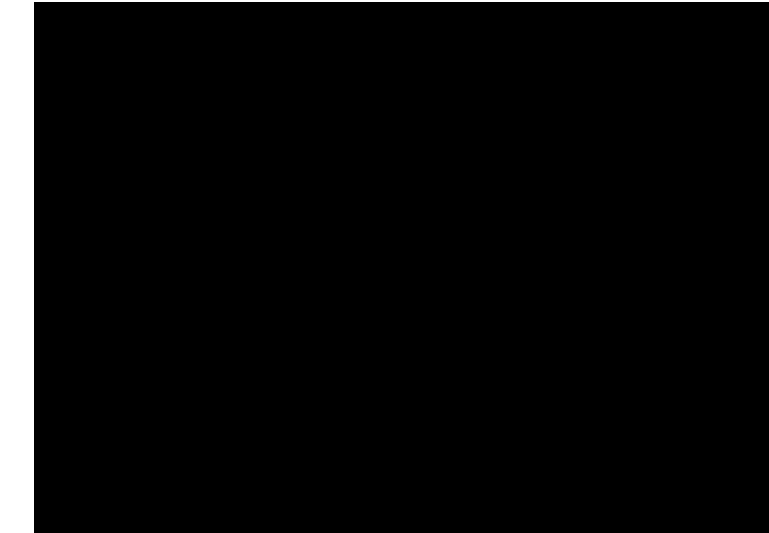


user experience



proposal 3, moving with the topography

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### CONCEPT 2



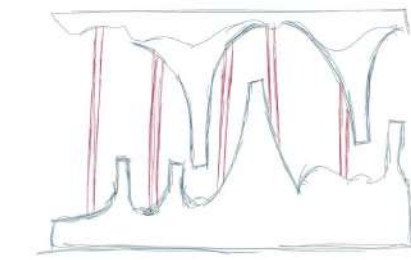
Rock Building sttrcuture



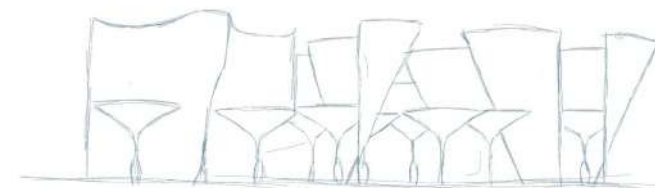
historical archeological remnants



sarawat mointains



proposal 1 section user experience

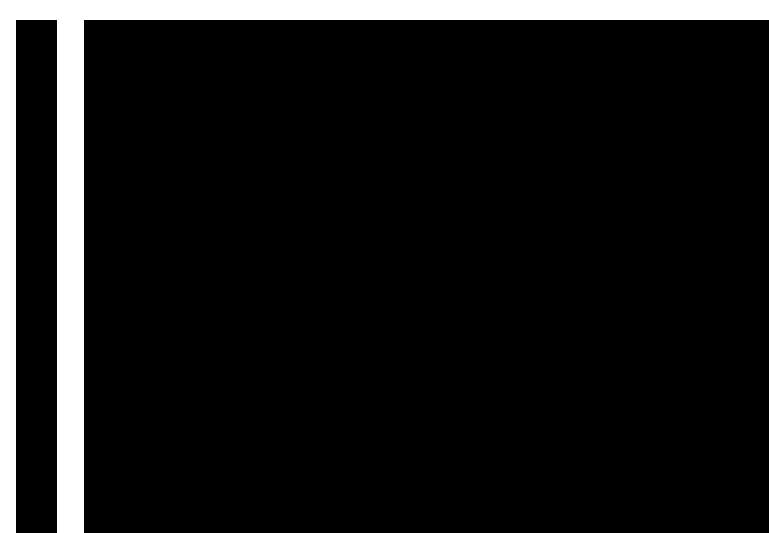


proposal 2 3d



proposal 3 3d

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In the village, the architecture seamlessly blends with historical archaeological remnants, creating a unified aesthetic that resonates with the surrounding mountains and pathways. Traditional buildings, constructed with local materials and methods, coexist with ancient ruins, forming a captivating narrative of the village's past.



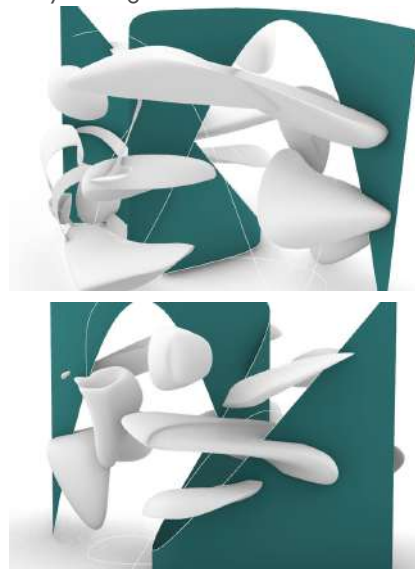
### CONCEPT 3

#### The archaeological village of Ghiya

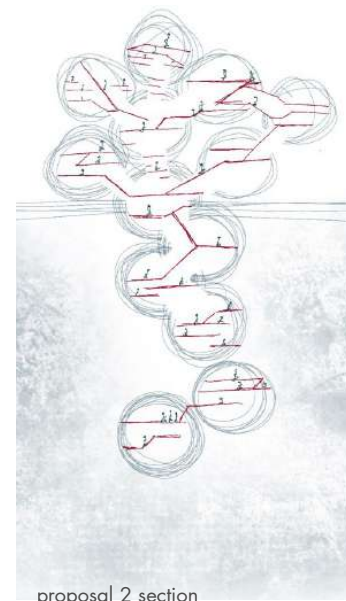
The village, tracing its roots back two hundred years, boasts an archaeological mosque, a water pool, and farms. Residents have ingeniously used plaster to prevent slipping due to transportation challenges. Officials have spotlighted the area's heritage houses, showcasing everyday tools like millstones and lanterns. As a burgeoning tourist destination, the village is part of the "Reconstruction of Diyar" program, aimed at revitalizing heritage villages.



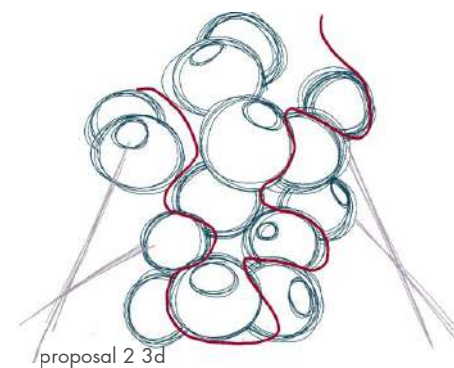
Ghiya village



Proposal one features a central circulation access serving as the primary pathway for users to navigate through various components of the project. This access is facilitated through three-dimensional coordinates (x, y, and z axes), ensuring comprehensive connectivity within the space. All other project elements are intricately linked to this central access point. The creation of this access involves a unique approach: solids are subtracted from the void to generate the desired pathway, followed by meticulous design to enhance its functionality and aesthetic appeal.



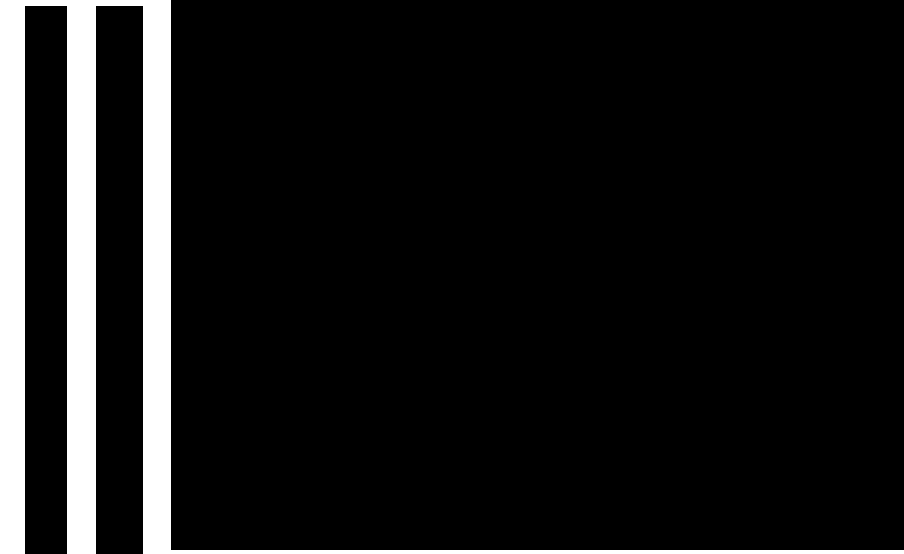
proposal 2 section



proposal 2 3d

The building's design flips convention by initiating the user journey from the first floor, while the ground floor becomes a bustling gathering space. As visitors ascend, they transition into elevated experiences, symbolizing both physical and metaphorical progression through the space.

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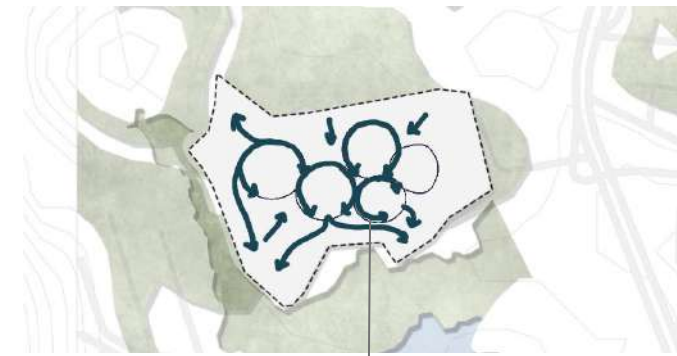
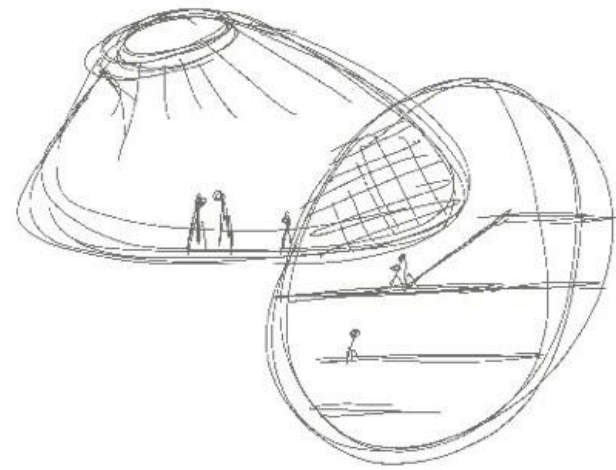
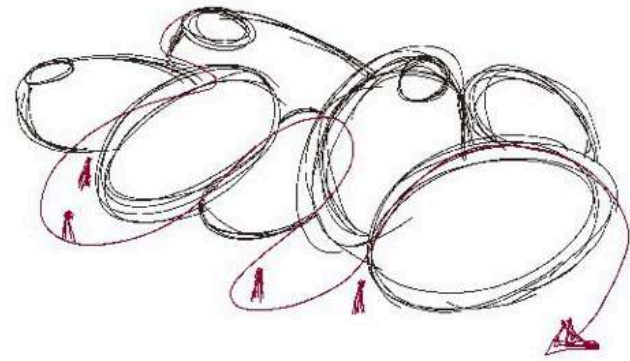
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INTEGRATED SKYLIGHTS THAT CREATE AN ETHEREAL FEEL TO THE USER

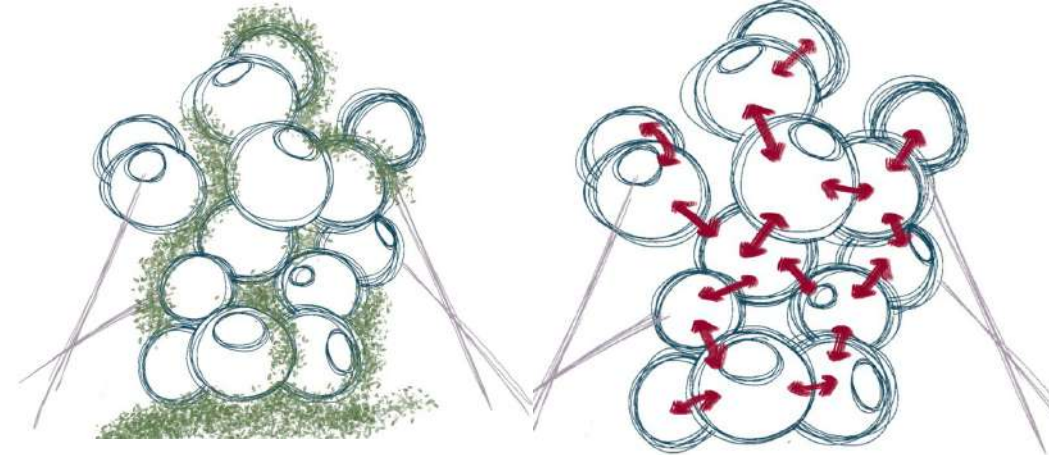


looped user experinec based on the form tyology

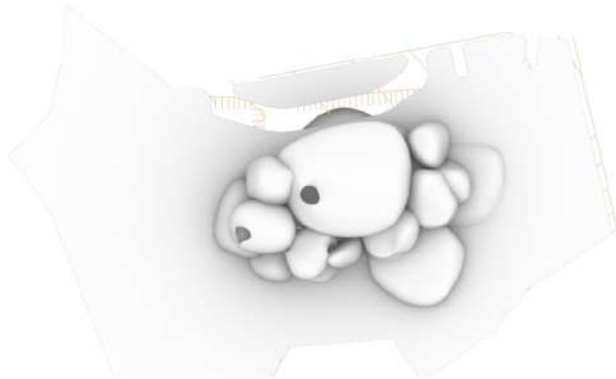
In this proposal, visitors are guided through a unique circulation experience that reflects the village's geological formation and historical significance. The design integrates stacked masses to mimic natural rock formations, both above and below ground. As visitors explore, they encounter an underground archaeological museum showcasing the village's history. Diagonal pathways offer unconventional routes, allowing users to engage with the landscape dynamically. Overall, the circulation experience honors the village's legacy while providing an immersive journey through its past and present.

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FORM CIRCULATION  
CIRCULATION AID IN CREATING  
TEH NIQUE USER EXPERINEC



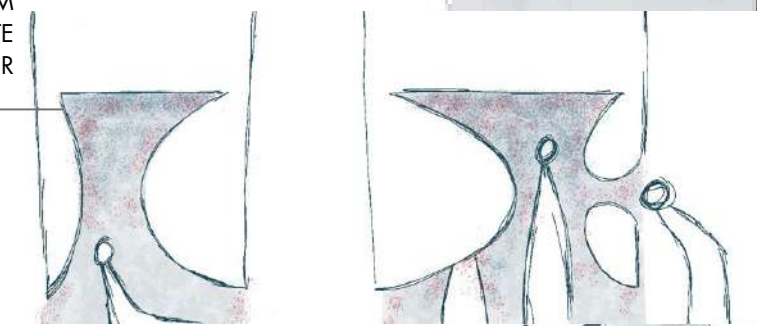
FORM DEVELOPMENT



D I Y A R

USER EXPERIENCE

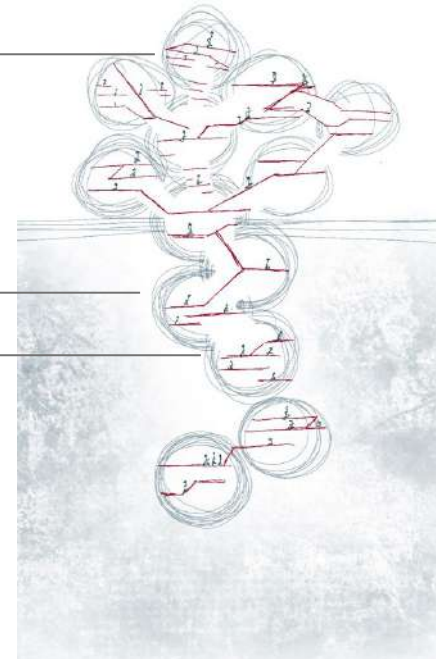
SUBTRACTING  
SOLIDS FROM  
VOIDS TO CREATE  
NEW USER  
EXPERINCES



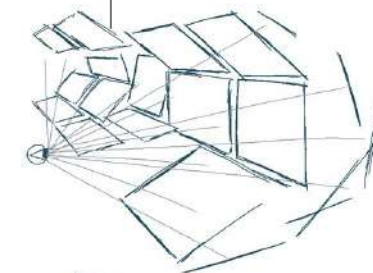
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HIGH RISE MASSES  
ALLOWING FOR A  
PANORAMIC VIEW OF  
ABHA AND THE DAM

ARCHEOLOGICAL  
MUSUEM  
EMBODIED  
BUIDLING  
PARTS



A 4D USER  
EXPERIENCE WHERE  
USERS CAN  
EXPERINCE  
MUSIC AND  
CULTURE ALL  
TORUGHOUT THE  
BUIDLING



OVERLAPPING FLOORS AND  
INTERIOR SHELLS WHICH AID  
SIN TEH CREATION OF NEW  
REALMS

IMPEMENTED  
SKYLIGHTS

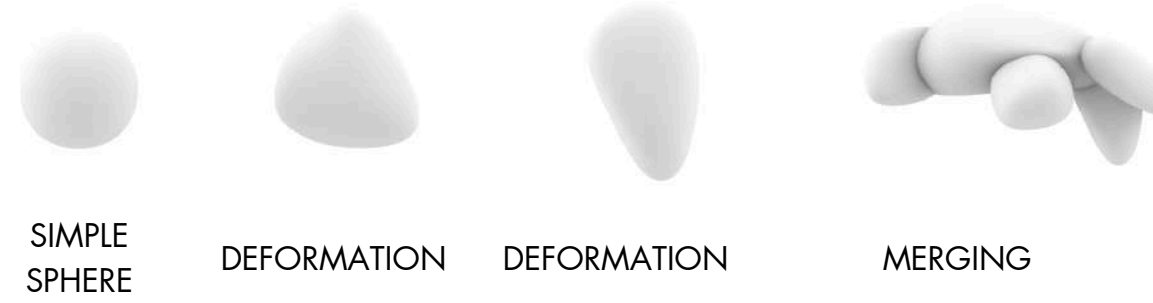
integratedd masses  
DIRECT SITE ACCESS

G H I Y A





### MORPHOLOGY

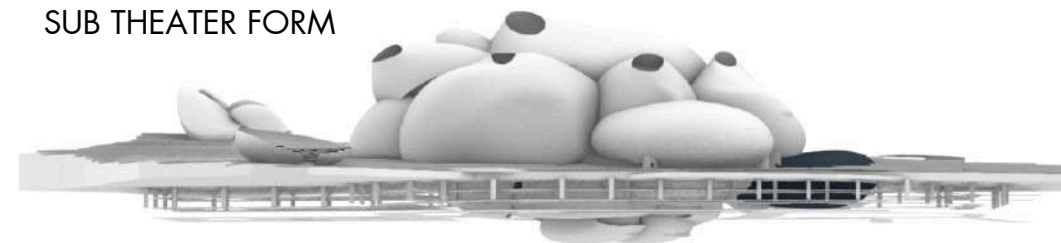


### BUILDING MODEL

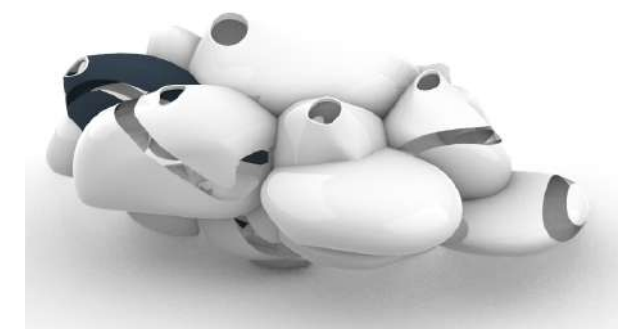
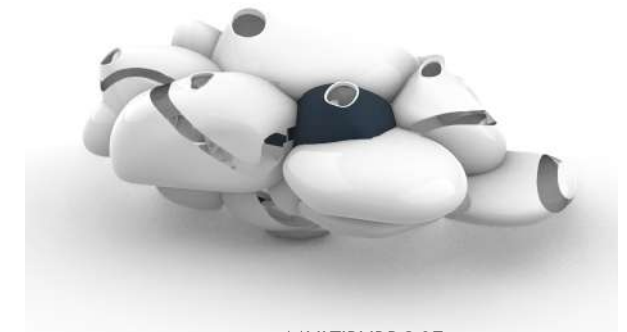
SUBMERGED FORMS



SUB THEATER FORM

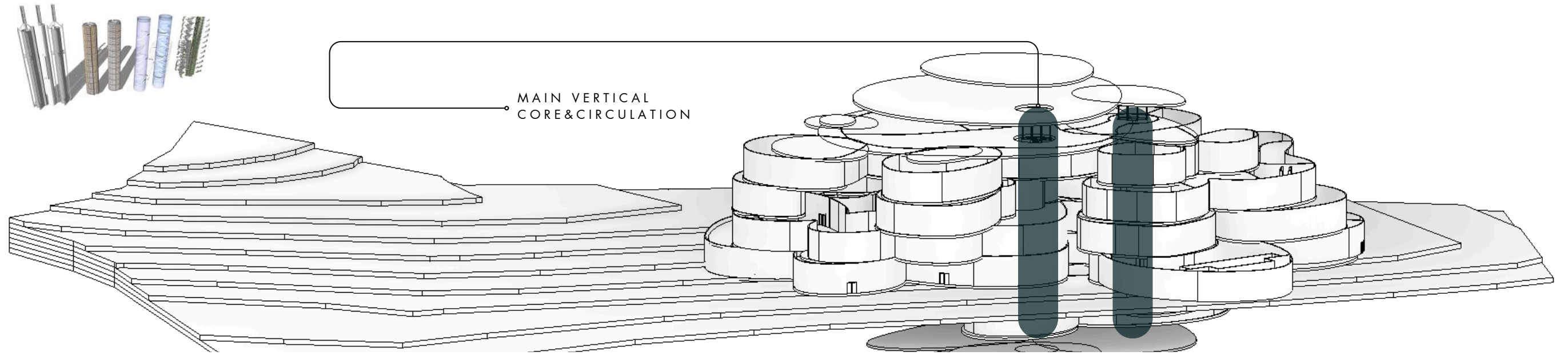


### MORPHOLOGY ZONING

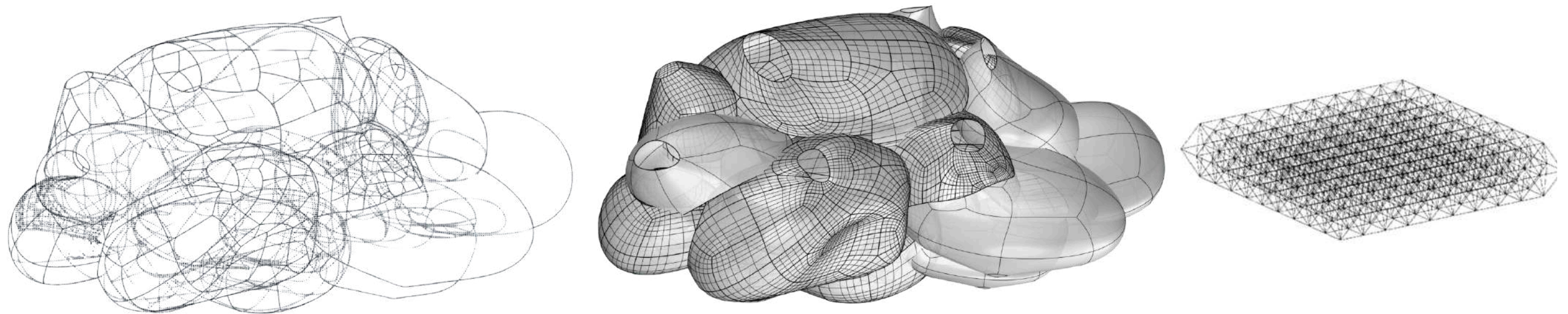


## STRUCTURE SYSTEM

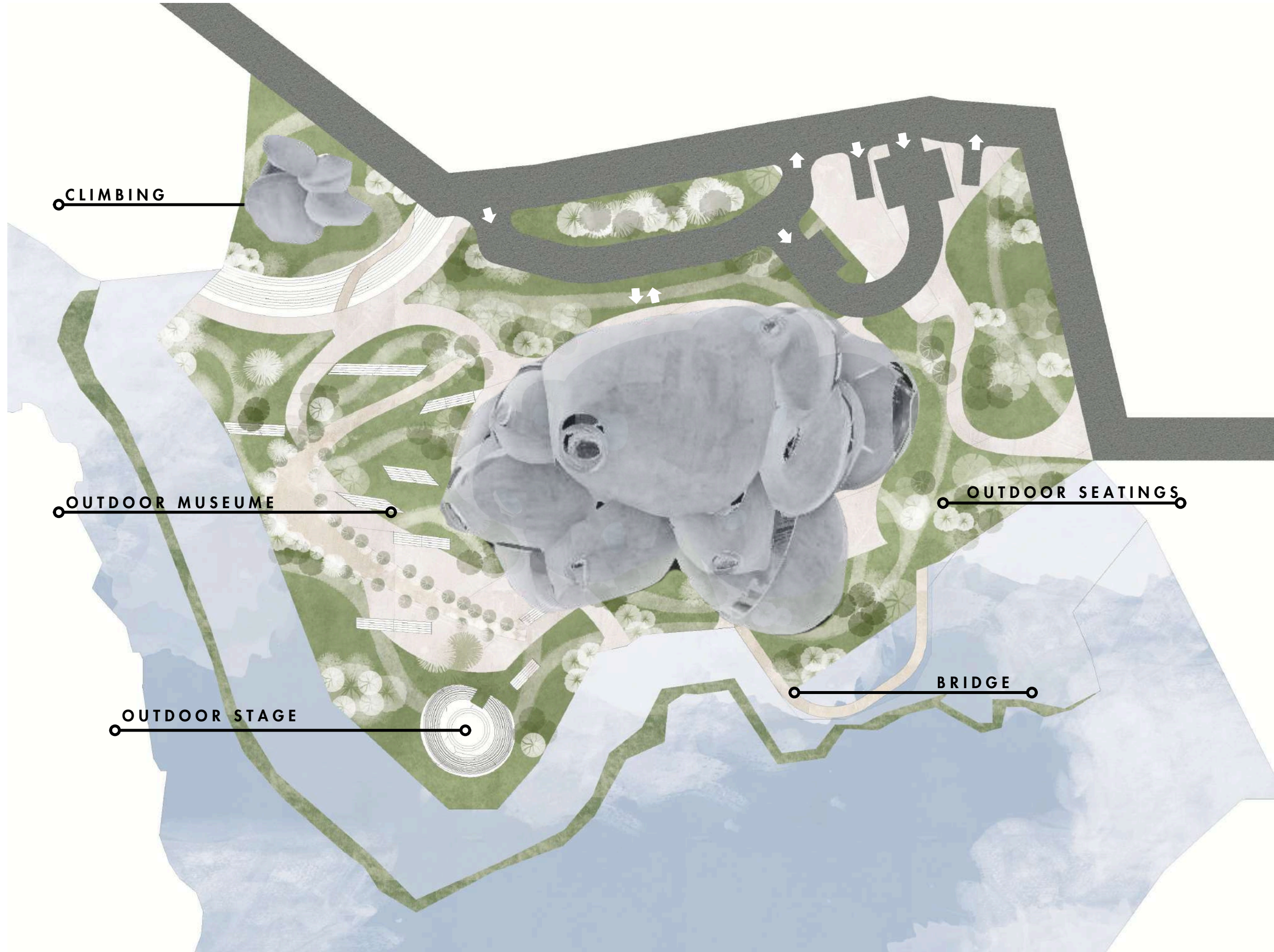
**CORE SYSTEM** WITH CONCRETE RODS THAT ACT AS ELEVATORS AND VERTICAL CIRCULATION



**SPACEFRAME TRUSS** IN THE OUTER SHELL OF THE BUILDING

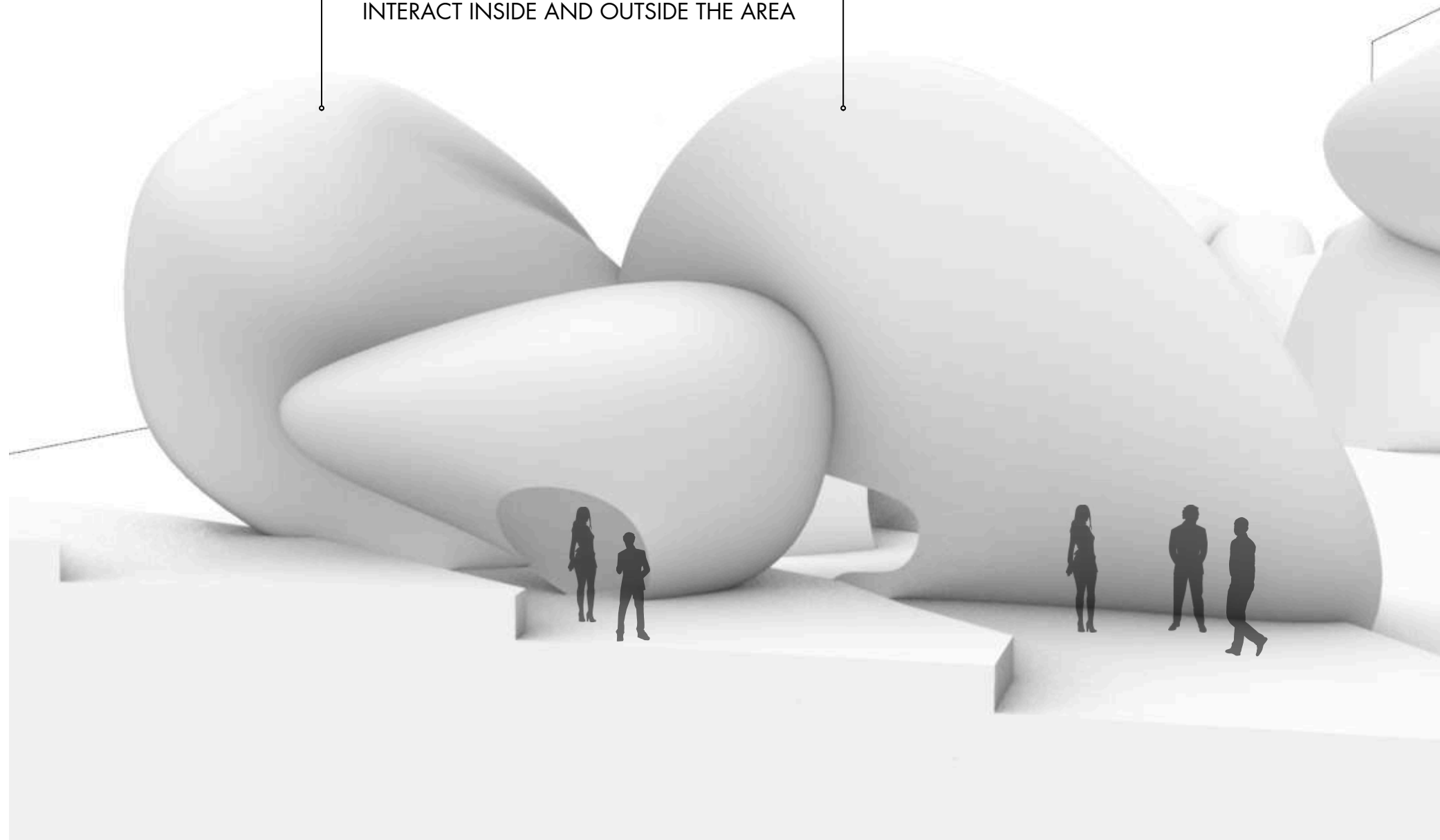


# SITE PLAN



### CLIMBING

A CLIMBING STIMULATION TO EXPERIENCE  
GHIYA NATURE  
A 2 WAY EXPERIENCE WHERE USERS CAN  
INTERACT INSIDE AND OUTSIDE THE AREA



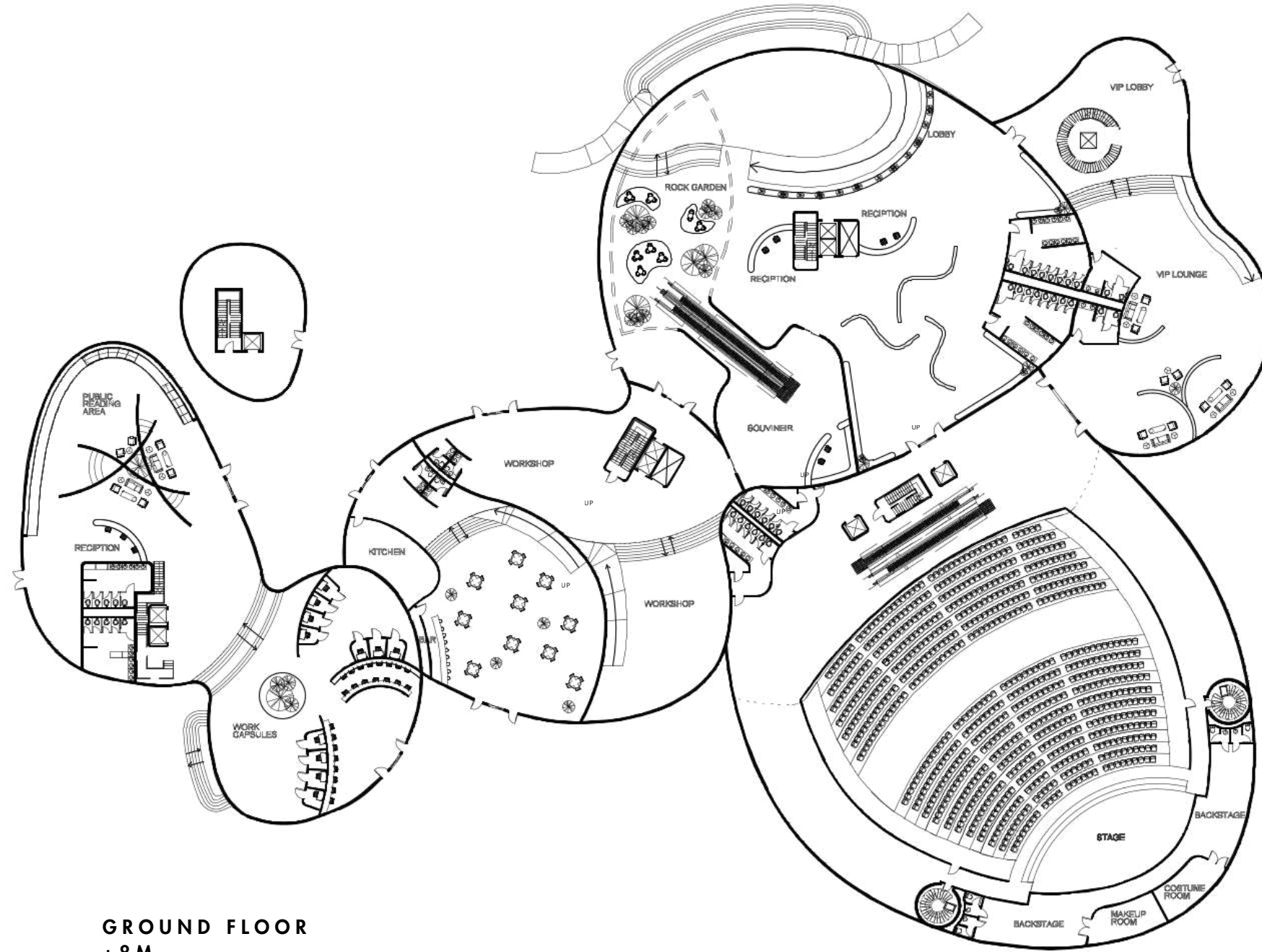
### STAGE

REINCARNATION TEH COLLOSIUM IN TEH VOICE ECHO  
BLENDING WITHIN TEH SITE

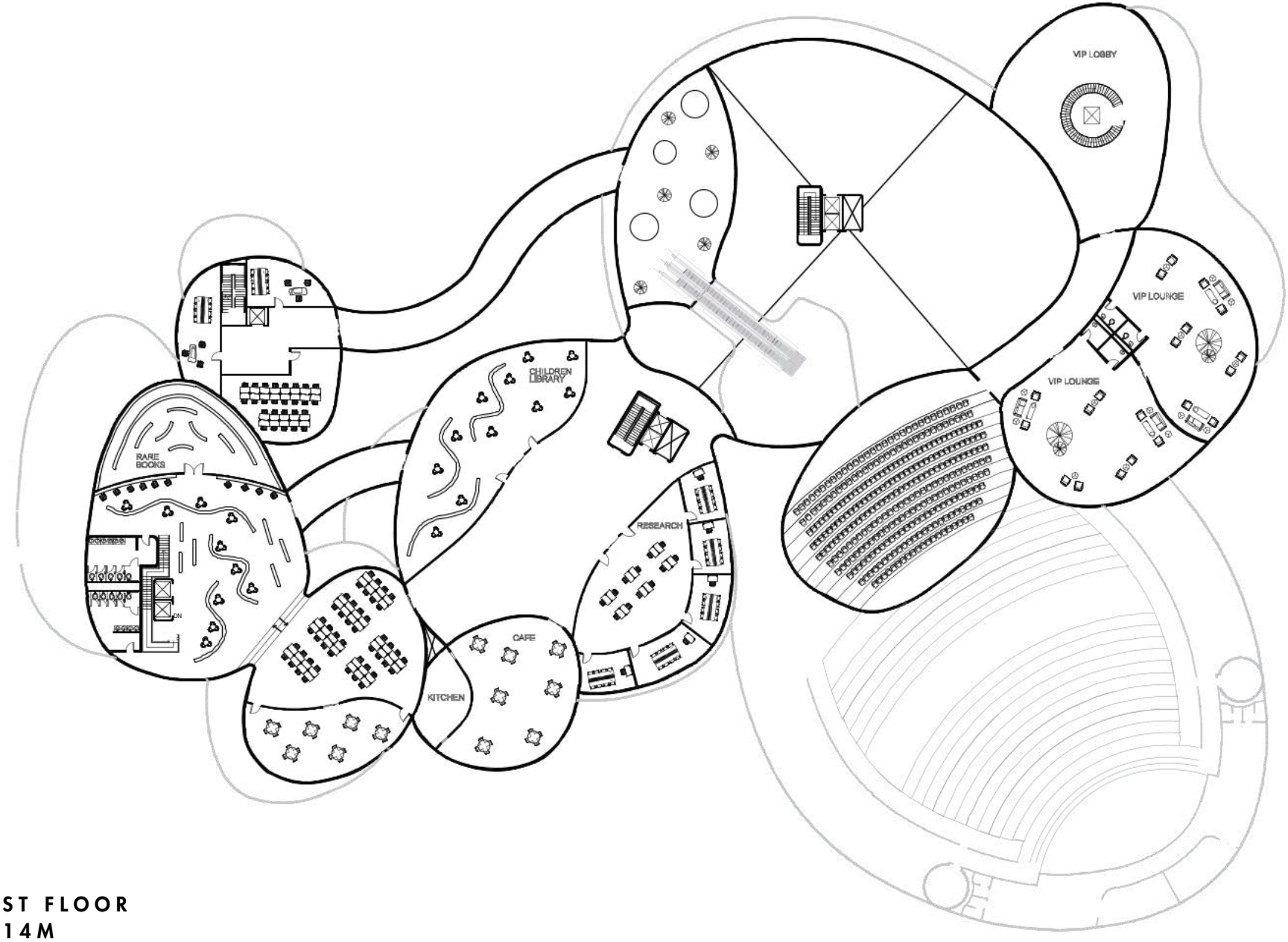


# PLANS

GHIYAH , ARCHITECTURAL PROJECT



GROUND FLOOR  
+ 8 M

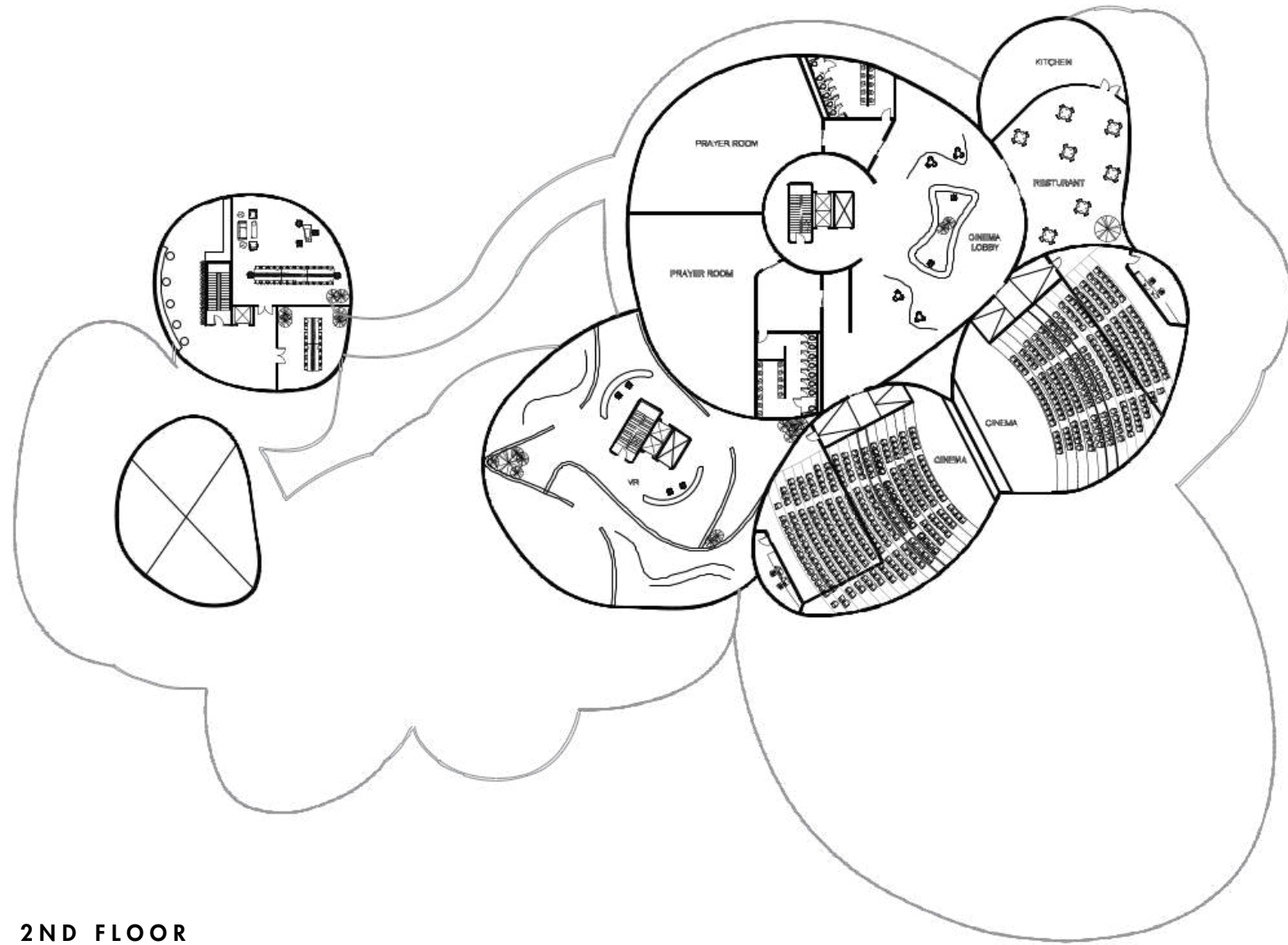


1ST FLOOR  
+ 14 M

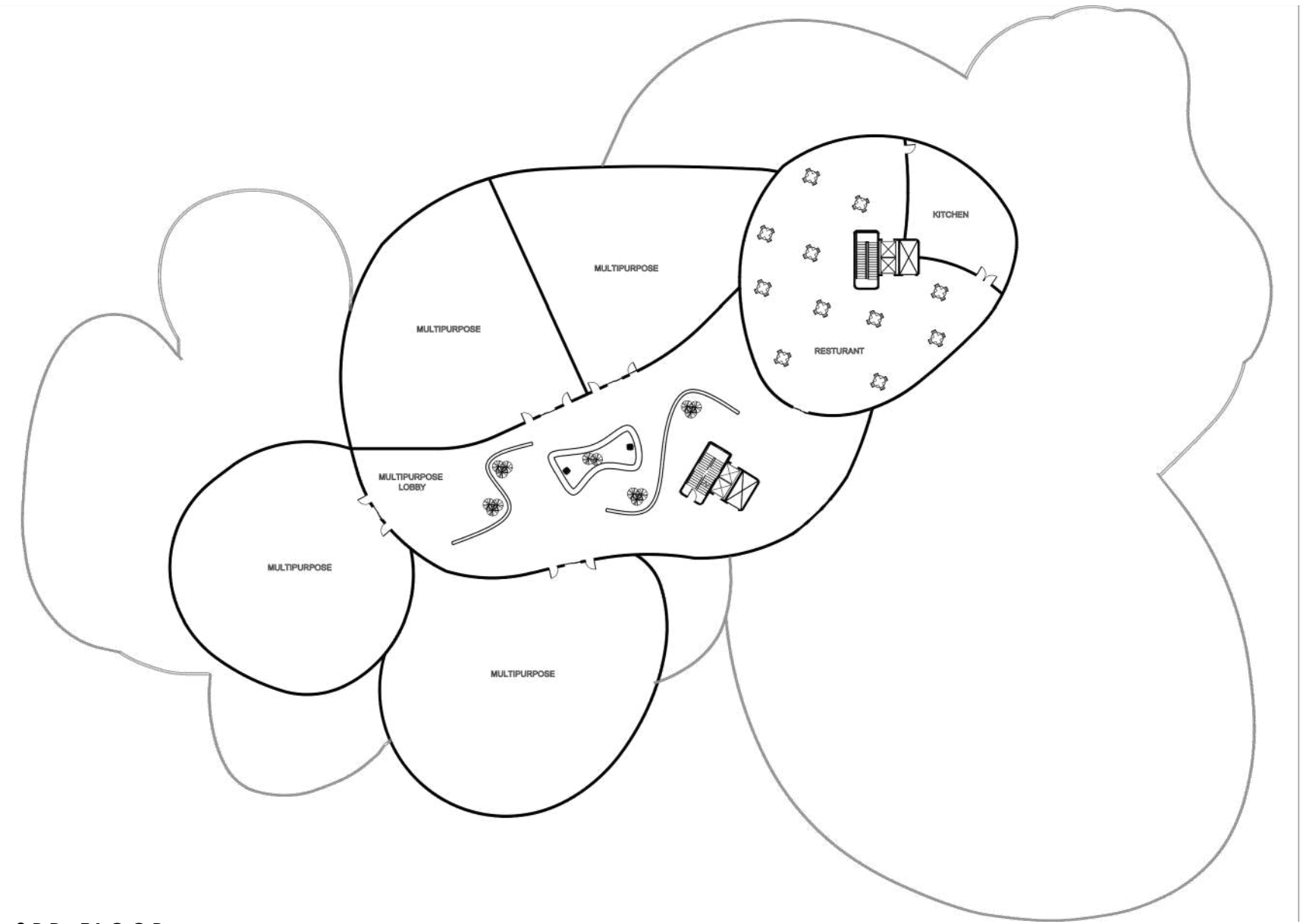


# PLANS

GHIYAH , ARCHITECTURAL PROJECT



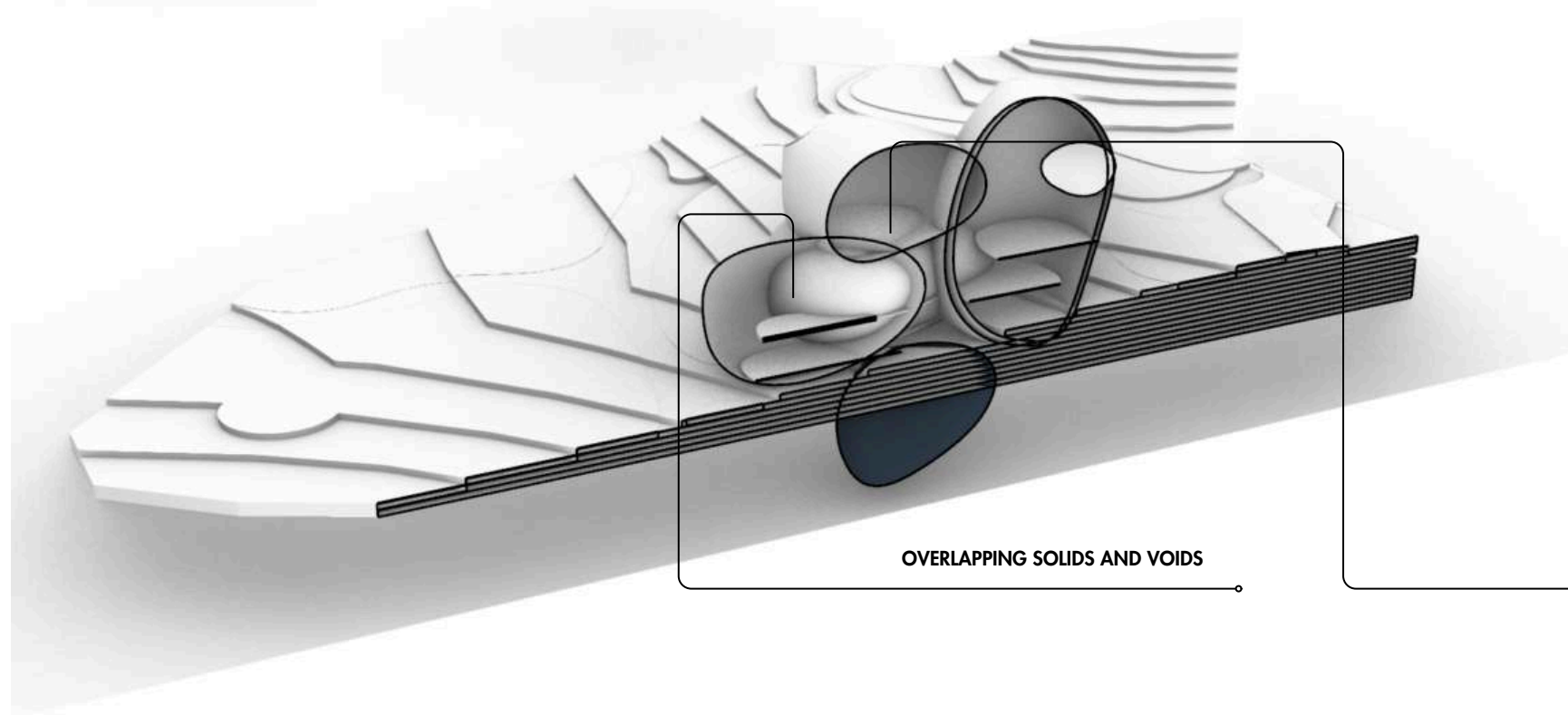
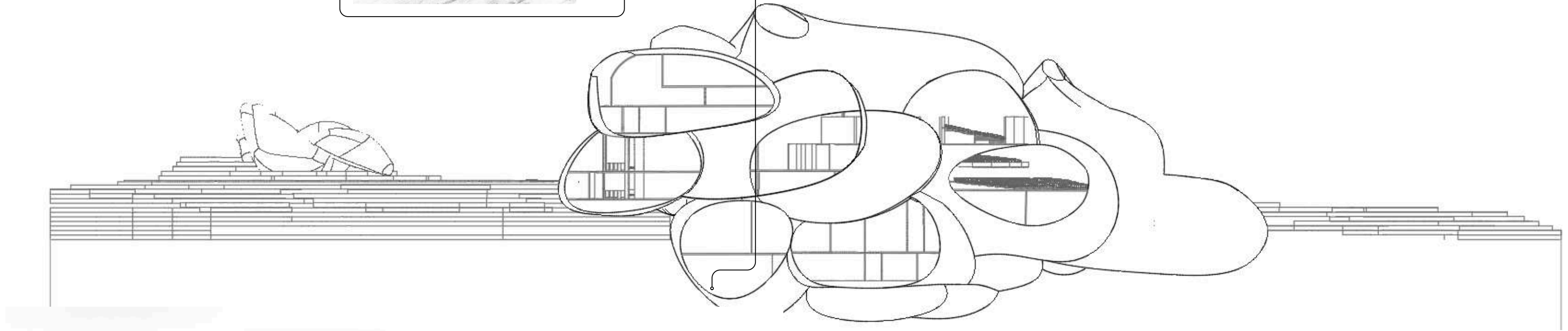
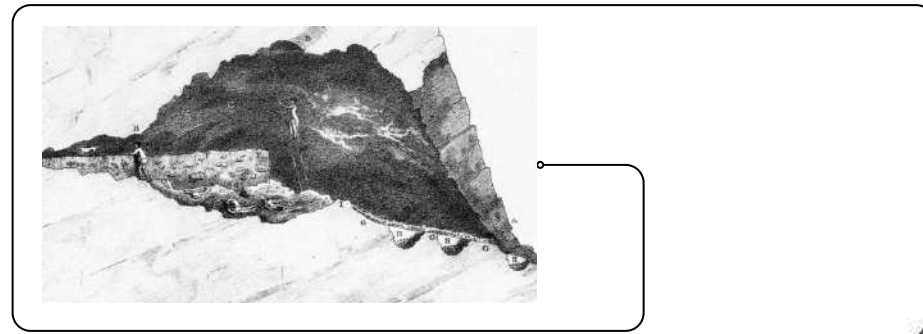
2ND FLOOR  
+20M



3RD FLOOR  
+26M



# SECTIONS



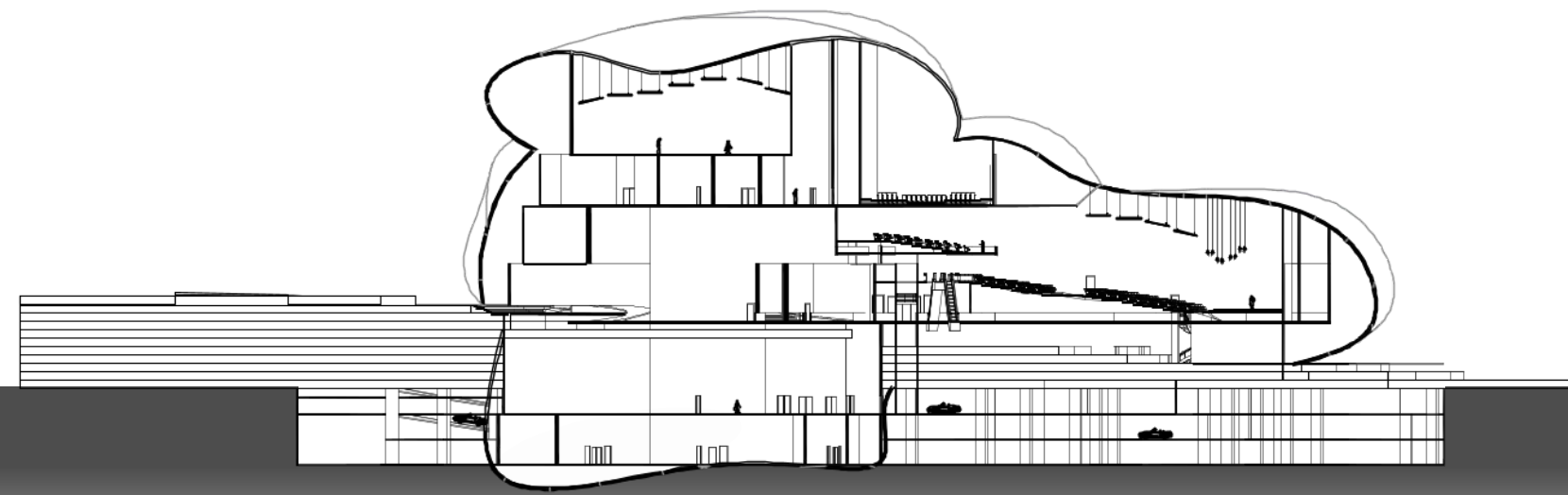
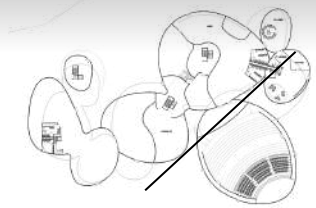
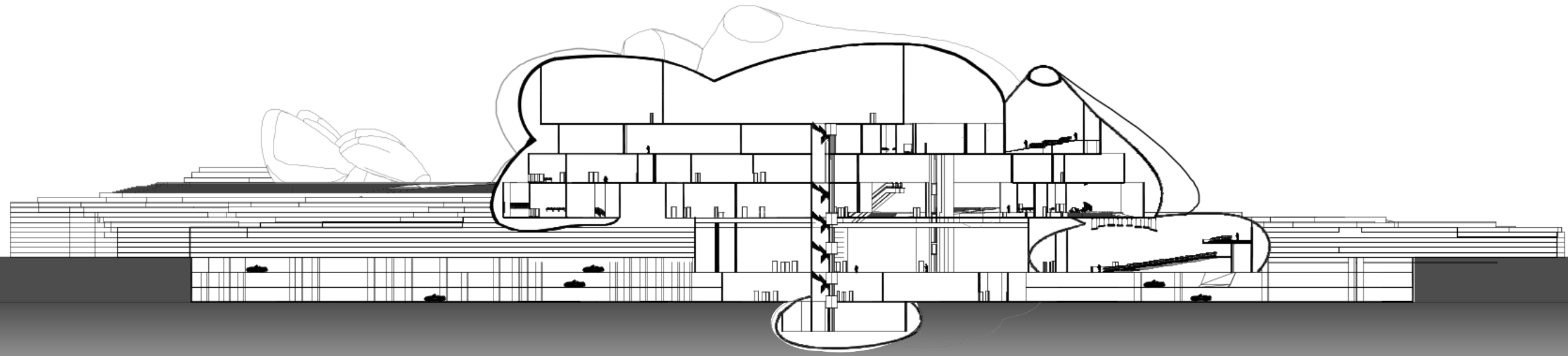
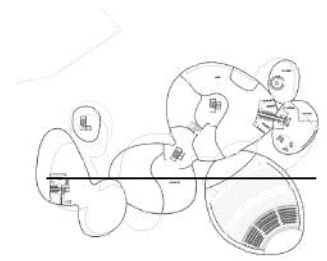
OVERLAPPING SOLIDS AND VOIDS

THE RELATIONSHIP BETWEEN SOLIDS AND VOIDS PLAYS A PIVOTAL ROLE IN SHAPING THE EMOTIONAL AND SENSORY EXPERIENCE OF USERS WITHIN A SPACE. SOLID ELEMENTS PROVIDE SHELTER, ENCLOSURE, AND A SENSE OF SECURITY, GROUNDING OCCUPANTS WITHIN DEFINED BOUNDARIES. IN CONTRAST, VOIDS INTRODUCE ELEMENTS OF EXPANSIVENESS, TRANSPARENCY, AND CONNECTION TO THE OUTDOORS, IMBUING SPACES WITH A SENSE OF OPENNESS AND FREEDOM.



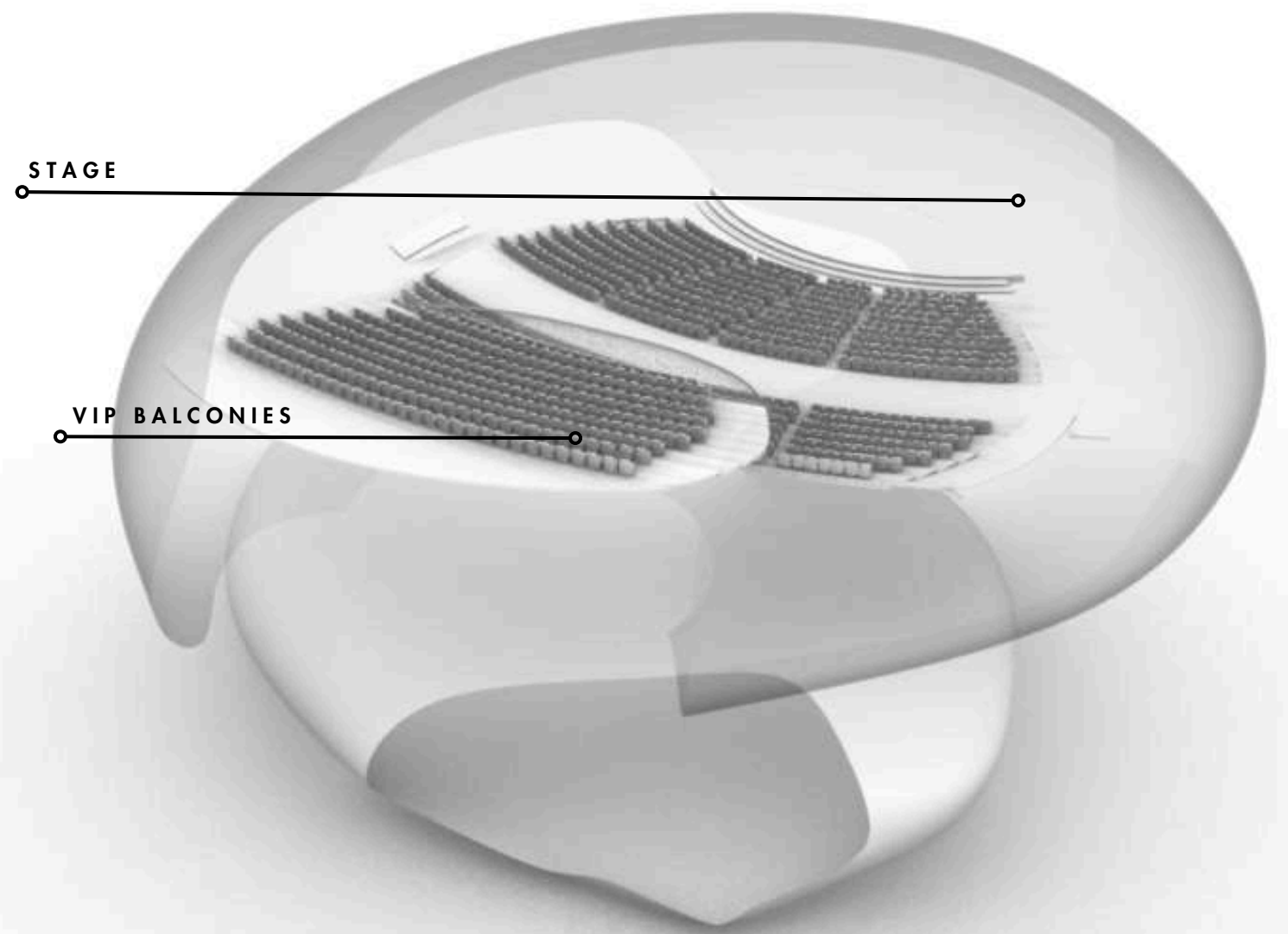
# SECTIONS

GHIYAH , ARCHITECTURAL PROJECT



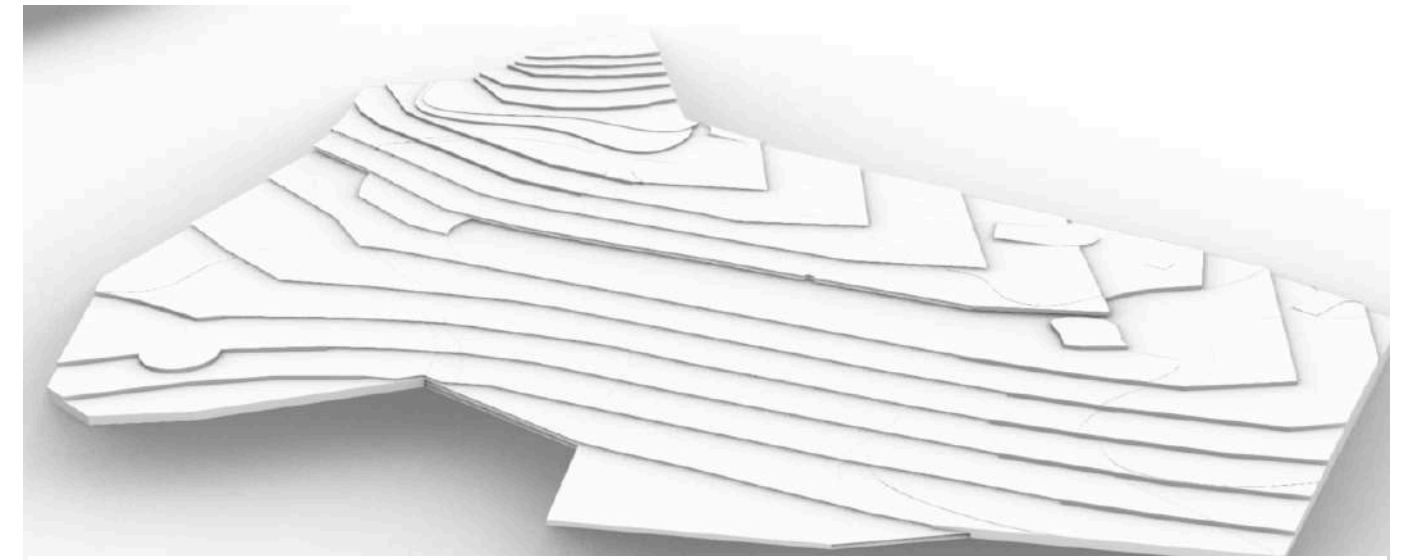
## MAIN STAGE

2 main levels and the higher floor serves the vip

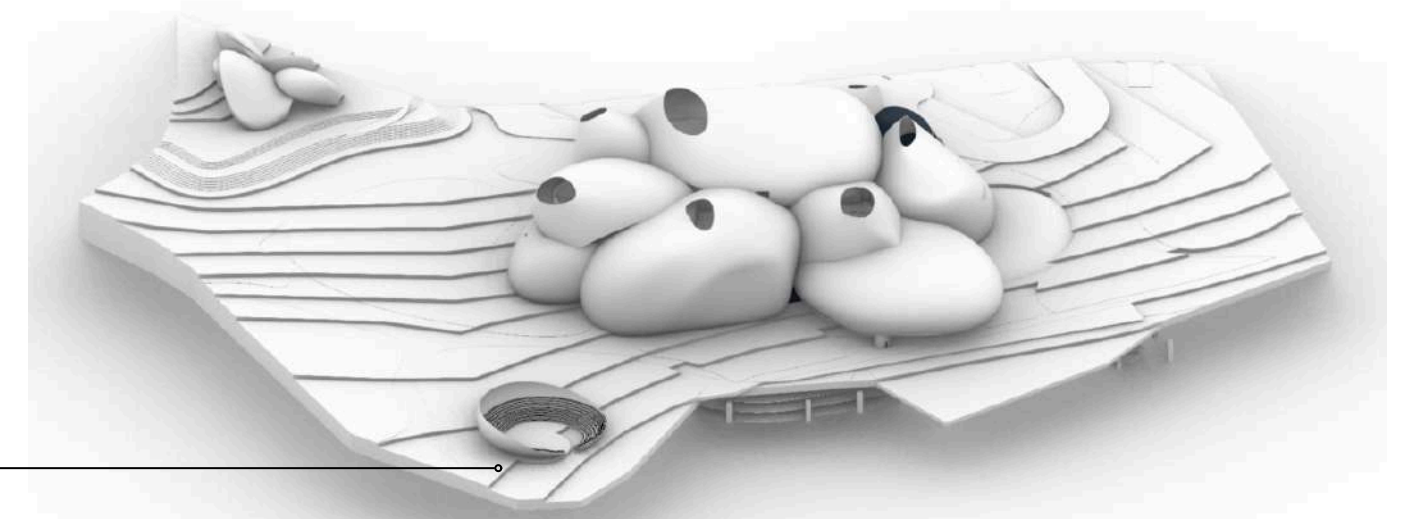


## STUDIES SUSTAINABILITY

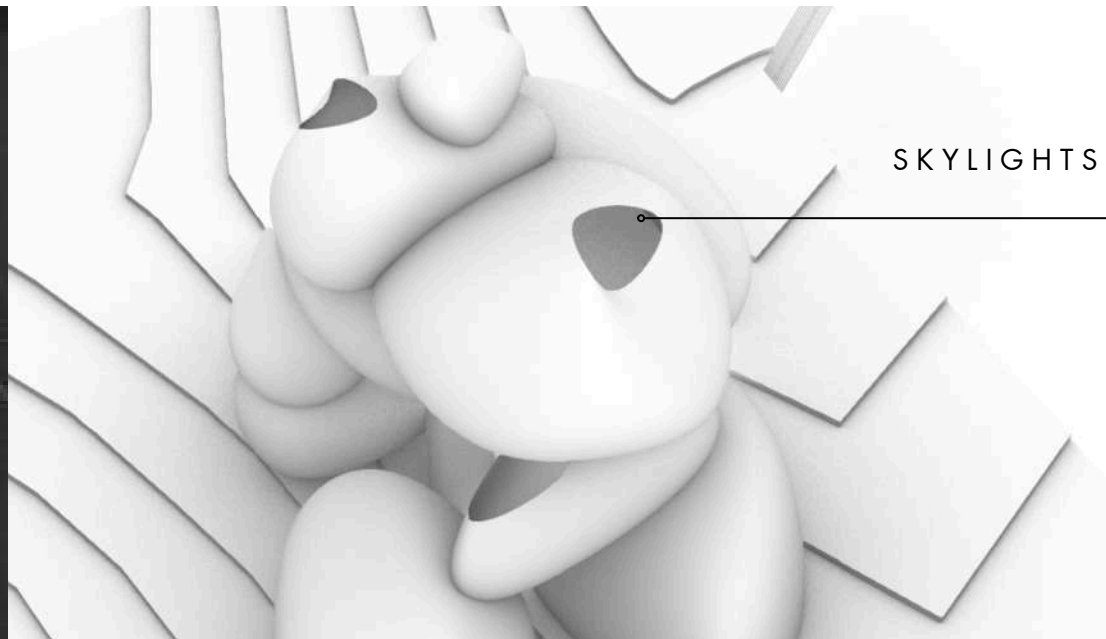
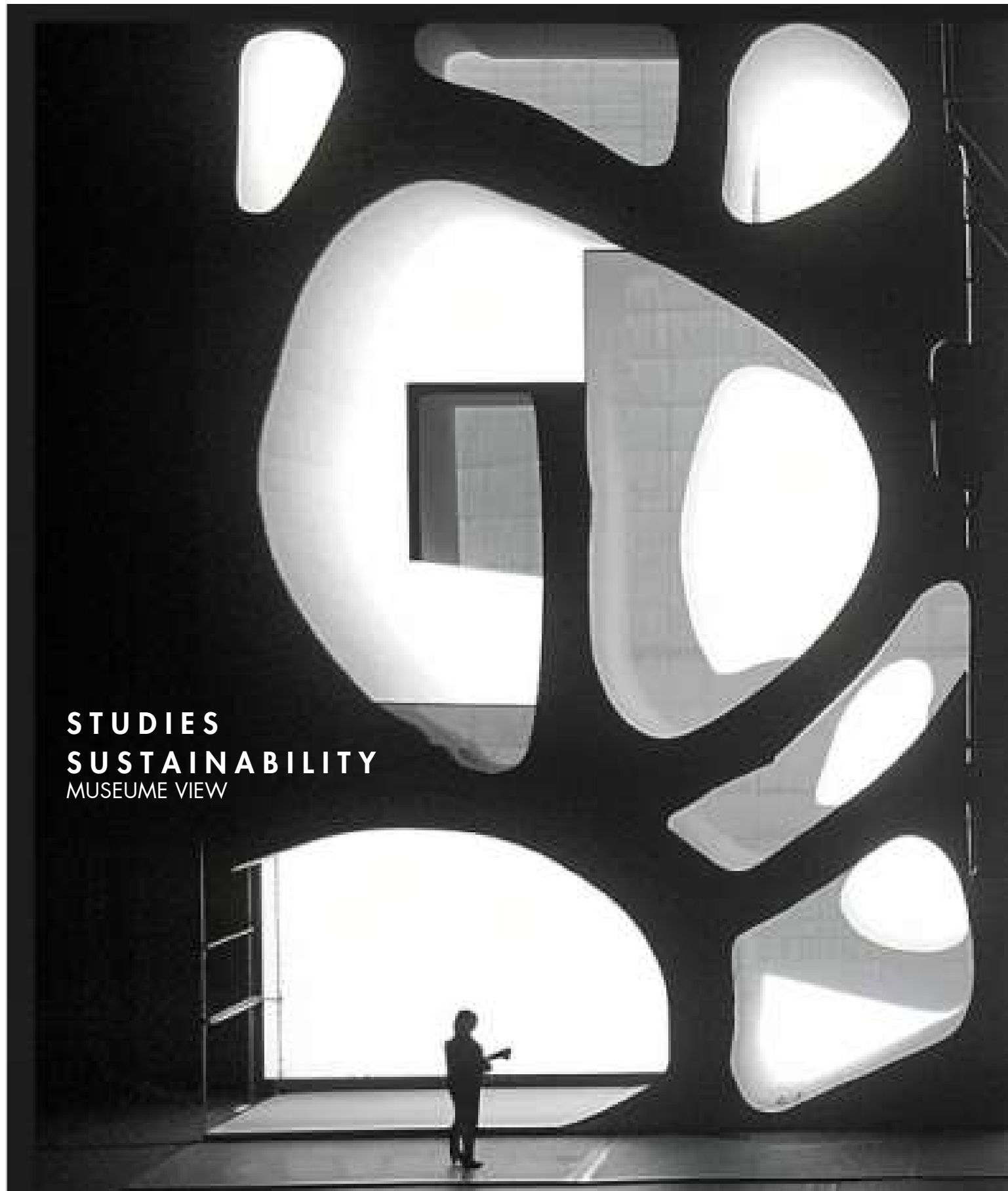
THE SUSTAINABILITY OF AN ARCHITECTURAL PROJECT IS PARAMOUNT, ESPECIALLY WHEN IT **HARMONIZES WITH THE NATURAL TOPOGRAPHY** WITHOUT CAUSING DESTRUCTION. SUCH ENDEAVORS NOT ONLY PRESERVE THE INHERENT BEAUTY OF THE LANDSCAPE BUT ALSO MINIMIZE ENVIRONMENTAL IMPACT. BY INTEGRATING WITH THE LAND'S CONTOURS AND LEVERAGING RENEWABLE RESOURCES, SHOWCASING A COMMITMENT TO BOTH AESTHETIC AND ECOLOGICAL INTEGRITY.



LEVELED STAGE  
MIMICKING  
TOPOGRAPHY



**STUDIES**  
**SUSTAINABILITY**  
MUSEUME VIEW

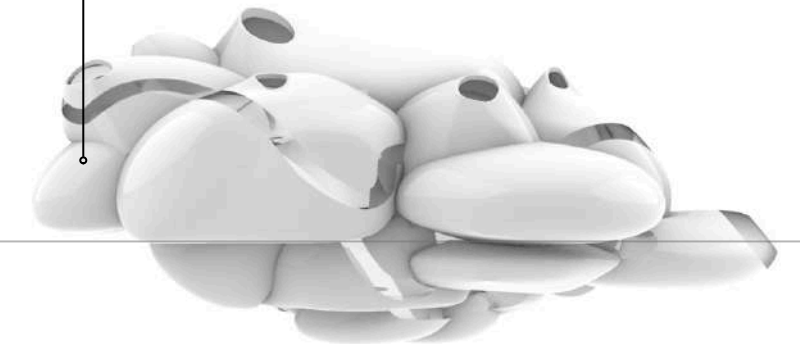


SKYLIGHTS

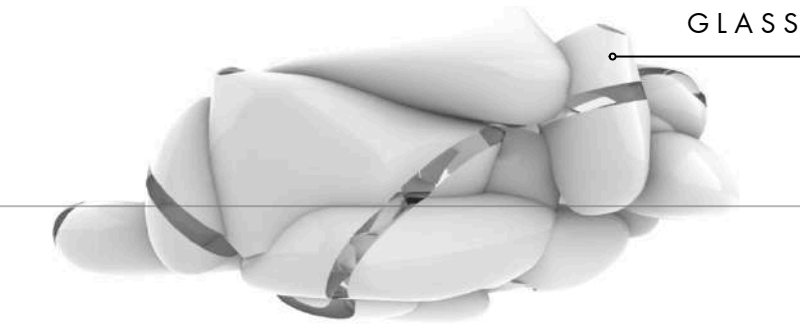
SKYLIGHTS ARE A PRIME EXAMPLE OF SUSTAINABLE ARCHITECTURAL FEATURES THAT ENHANCE A BUILDING'S ENVIRONMENTAL PERFORMANCE WITHOUT DISRUPTING THE TOPOGRAPHY. BY HARNESSING NATURAL LIGHT, SKYLIGHTS REDUCE THE NEED FOR ARTIFICIAL LIGHTING DURING THE DAY, THUS DECREASING ENERGY CONSUMPTION AND LOWERING CARBON EMISSIONS.

CONCRETE

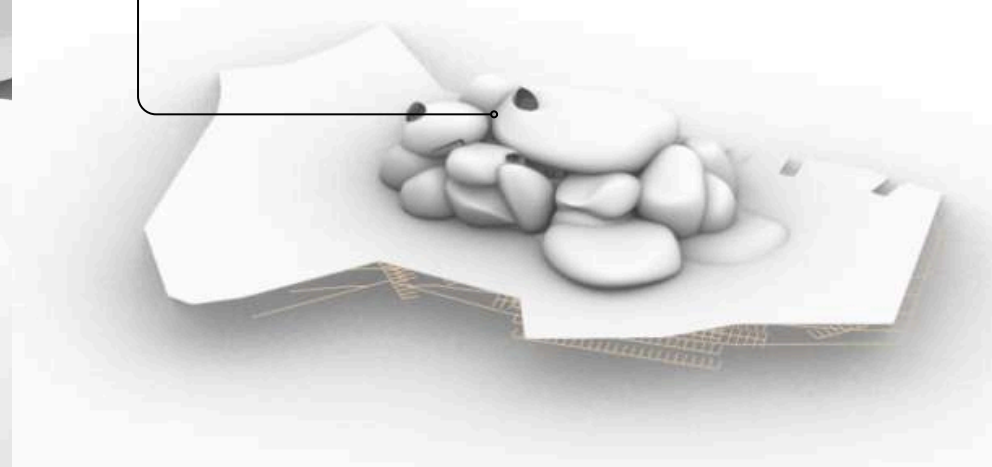
SOUTH ELEVATION



GLASS



NORTH ELEVATION



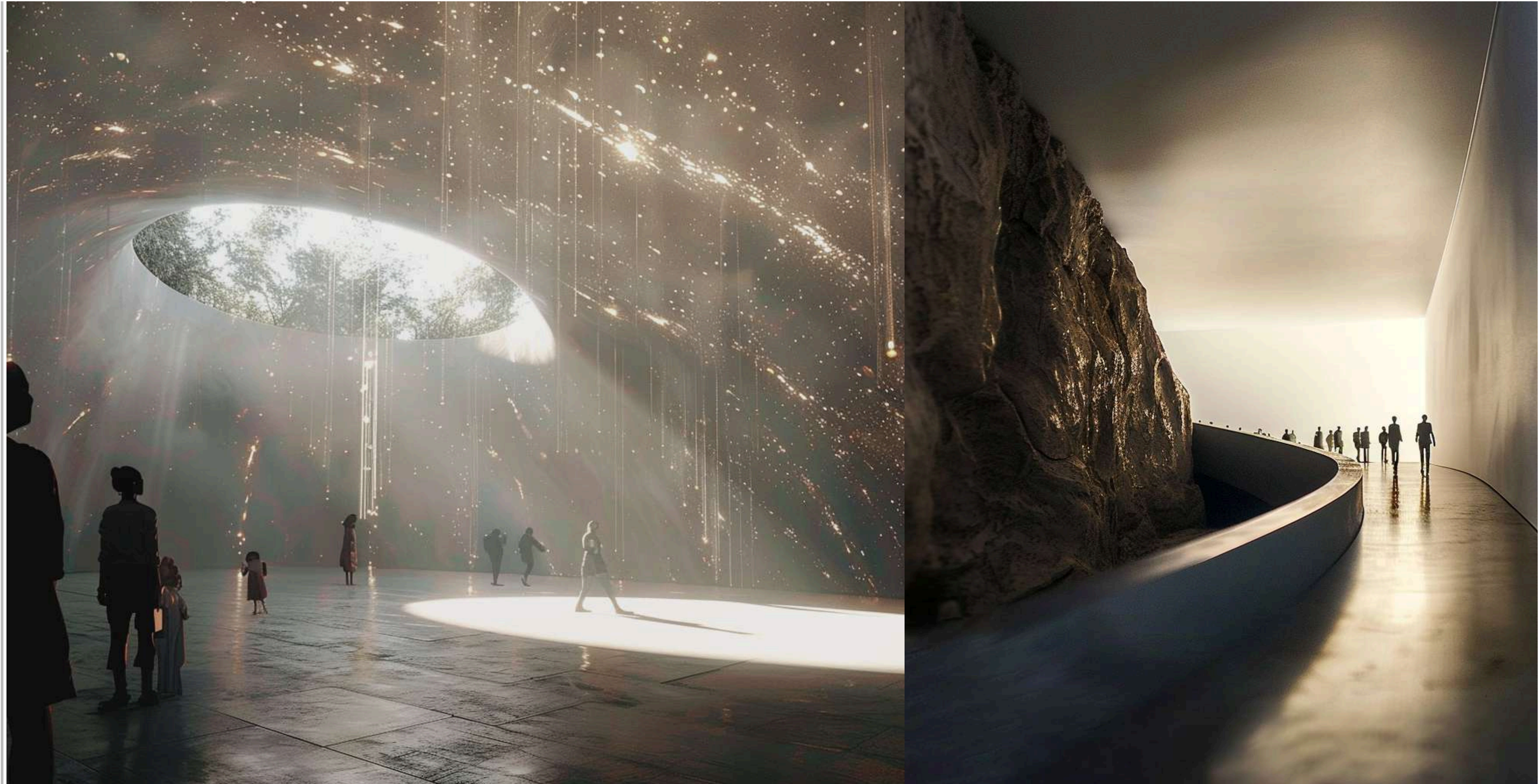
GHIYAH , ARCHITECTURAL PROJECT



GHIYAH , ARCHITECTURAL PROJECT



GHIYAH , ARCHITECTURAL PROJECT



**12**



**FRAGMENTED  
EDIFICE**

2021

ACRYLIC - OIL PAINT

**ART PROJECT**

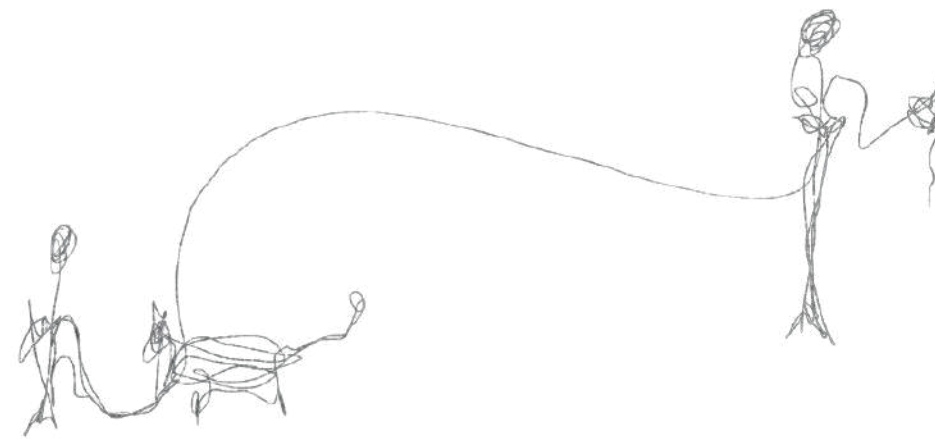


"Fragmented Edifice: Exploring Social Hierarchies through Abstraction" is a section of the original painting created by Joni Lee Blackman and Torkwase Dyson in 2018. This section view of the painting zooms in on a specific area, providing a more detailed and focused exploration of the theme of social stratification in urban communities.

The use of black in the background serves to emphasize the concept of social hierarchies and division in urban communities. Black is a color associated with **power**, **sophistication**, and **formality**.

The stacked levels of the residential buildings are a representation of the physical division and separation that exists in urban communities. The buildings are separated by floors and walls, which serve to separate people of different social and economic statuses. By portraying the buildings in an abstract form, the artist emphasizes the artificiality of these divisions and suggests that they are constructed by human society rather than being inherent in the natural world.

The abstracted human figures depicted in the painting also contribute to the overall theme of social stratification. The figures are all drawn in a single continuous line, which suggests that they are interconnected and that their actions and movements are part of a larger system. However, their different colors and positions within the painting suggest that they are also distinct individuals with different social and economic status. The figures engaged in daily activities, such as walking and talking, suggest the constant movement and interaction within the urban community,



Joni Lee Blackman and Torkwase Dyson

13



**SELF-PORTRAIT**

2021

ACRYLIC - OIL PAINT

ART PROJECT

The abstracted self-portrait depicts a face drawn in one continuous line against a background split into two vibrant colors of green and orange. The face is intentionally simplified, with only three projected lines to suggest a nose, mouth/lips, and eyes. The artist believes that these three senses are what make a human being so distinctly human - the ability to smell, see, and communicate through speech.

On the right side of the portrait, there is an arched hallway leading to a planet floating on an axis, which serves to highlight the interconnectedness of all things. However, there is also a swirling black stripe moving to the center of the portrait, acting as a black hole that swallows tiny human figures. This represents the darker side of humanity, where individuals can be consumed by negative thoughts and behaviors.



the portrait is a representation of the duality of human nature - the ability to connect and create but also the potential for destruction and chaos. The vibrant colors and simplified features of the portrait also suggest a childlike innocence, as if the artist is trying to capture the essence of what it means to be human.

**14.**

**ART PROJECT**

**COLLAGE**

2021- 2022

POWERPOINT- PROCREATE



When I pronounce the word Future, the first syllable already belongs to the past.  
 When I pronounce the word Silence, I destroy it.  
 When I pronounce the word Nothing, I make something no non-being can hold.  
 -Paul Valéry

Drawing parallels between black holes, nothingness, and broken mirrors, intriguing connections s found that echo the profound words of Paul Valéry. Black holes defy conventional existence, where matter collapses to an infinitesimal singularity, distorting space and time. Similarly, a shattered mirror symbolizes the fragility of silence, disrupted as the reflection disintegrates. It reflects the challenges of preserving silence amidst a noisy world. This interplay prompts contemplation on the ephemeral nature of silence and the creation of something from nothing, inviting us to explore the mysteries of our universe and our own existence.



Collage Showcasing Richard Bodek Park, also known as The Rock Park, located in the Diplomatic Quarter, Riyadh, Saudi Arabia.

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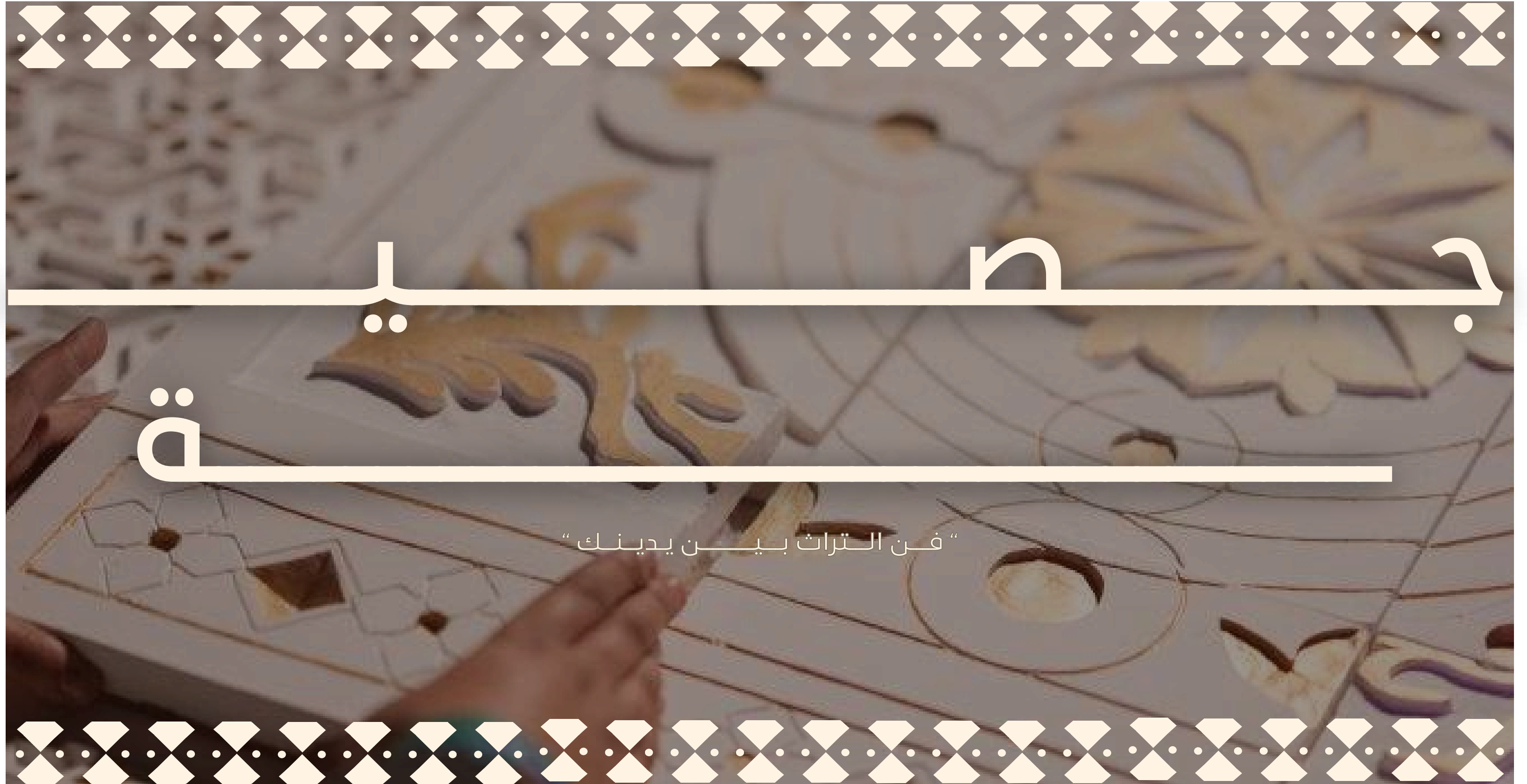


**JESEYAH**

2024

PHOTOSHOP

COMPETITION PROJECT



# ج م ي ق

“ فن التراث بين يديك ”

رغم غنى التراث الحرفي في المملكة، إلا أن حرف البناء التراثية اليدوية، مثل الزخرفة بالجص، لا تتجاوز 2% من إجمالي الحرف المسجلة، مما يجعلها واحدة من أقل الحرف ممارسة اليوم.

“تقرير الحالة الثقافية في المملكة العربية السعودية 2021م - وزارة الثقافة“

**فكيف يمكننا إعادة إحيائها وجعلها جزءًا من التجربة اليومية؟**

# قاعدة اكواب من الجص

١ الصندوق



5 كوسترات من الجص  
(٧\*٧ سم مع التصميم مطبوع)



٤ أدوات لحفر الجص



١ طبقه حاميه



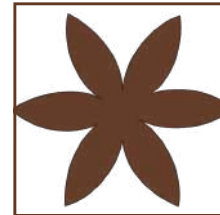
5 قوالب مفرغه للتصميم  
(للمبتدئين تسهل نحت التصميم بدقة)



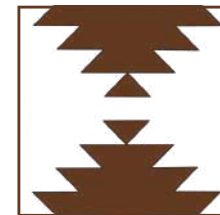
١ كتيب التعليمات



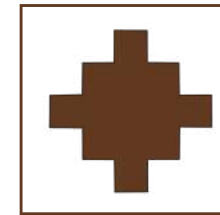
الأبواب النجدية  
المنطقة الوسطى



النقوش الجصية  
المنطقة الشرقية



السدو  
المنطقة الشمالية



الروشن الحجازي  
المنطقة الغربية



القط العسيري  
المنطقة الجنوبية

في عالمنا اليوم، العديد من الحرف التقليدية القديمة المهتدة بالاندثار بسبب قلة الاهتمام وعدم توفر الوسائل المناسبة لتعلمها وممارستها. واحدة من هذه الحرف هي فنون الجص، التي تمتاز بجمالها ودقتها، ولكنها تحتاج إلى مهارات خاصة وأدوات متخصصة.

جصية يهدف إلى تقديم مجموعة أدوات متكاملة يمكن للجميع من خلالها اكتشاف وتجربة فنون الجص بطريقة سهلة ومبسطة، بحيث يمكن لأي شخص في أي مكان إعادة اكتشاف هذه الحرفة العريقة.

## المشكلة

مع تطور الزمن، أصبحت هذه الحرفة العريقة أقل استخدامًا وأقل اهتمامًا. السبب الرئيسي هو الوقت الطويل والجهد الكبير الذي تتطلبه، بالإضافة إلى صعوبة الوصول إلى المواد والأدوات اللازمة لتنفيذها. كما أن قلة الحرفيين المهرة في هذا المجال تجعل من الصعب تعلم الحرفة أو الاستمتاع بها. ببساطة، أصبحت هذه الحرفة في ظل التحديات الحالية بعيدة عن أيدي الكثيرين، مما يهدد بفقدان جزء من تراثنا.

## الحل

يعتبر جصية حلاً عملياً وسهلاً من خلال مجموعة أدوات متكاملة تسمح لأي شخص بتجربة فن الجص التقليدي بسهولة وفي أي مكان. تحتوي المجموعة على مربعات من الجص تستخدم كقواعد للأكواب، وقوالب مصممة بنقوش مستوحاة من المناطق الخمس للمملكة، بالإضافة إلى أدوات نحت تقليدية مصنوعة من الخشب المعاد تدويره، إلى جانب دليل إرشادي يوضح الخطوات الأساسية، مما يمكن المستخدمين من تعلم الأساسيات بطريقة ممتعة وسهلة. بفضل هذه المبادرة، يمكن إعادة إحياء الحرفة، ونشر الوعي حولها، وتحفيز المزيد من الأشخاص على استكشاف جمال الفن التقليدي بطريقة عصرية ومبسطة.



JESEYAH

### التغليف ✦

- الخشب
- الكرتون
- الورق

4 ريال سعودي

### المواد ✦

- الجص
- الخشب
- الكرتون
- الورق

5 ريال سعودي

### العمالة ✦

- التركيب والتجميع
- 1 ريال سعودي

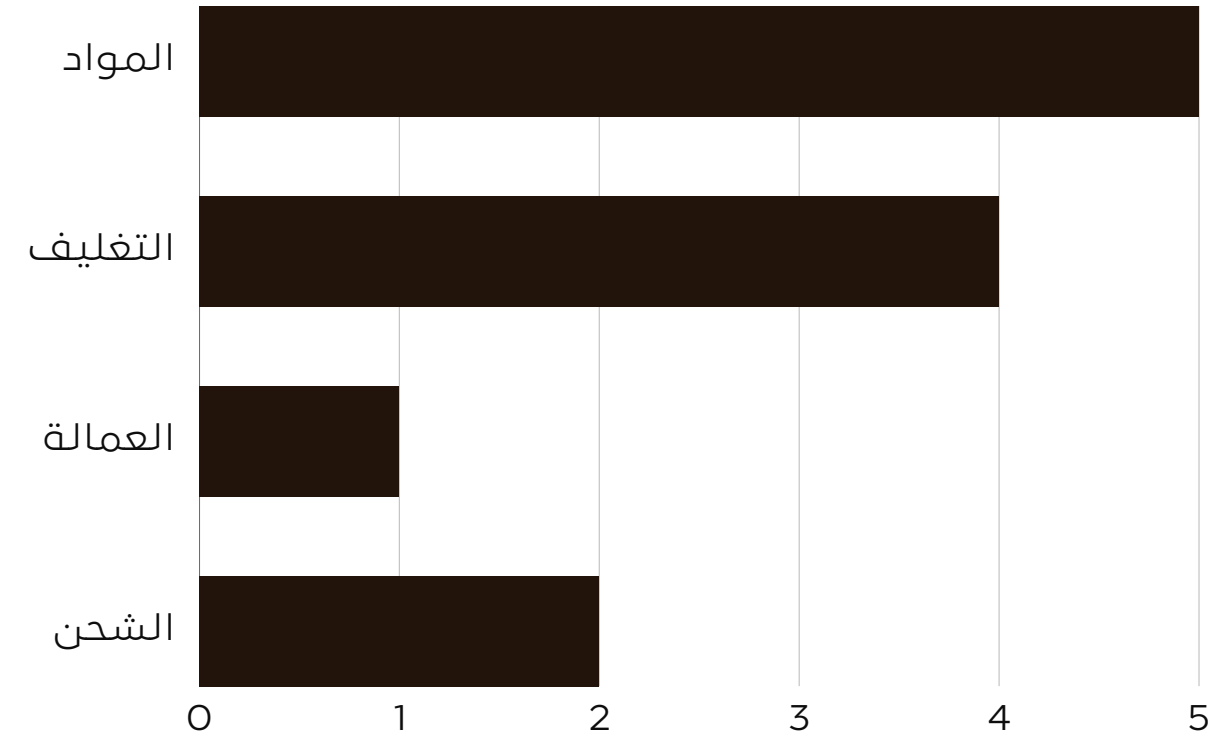
### الشحن ✦

- شركات الشحن
- 2 ريال سعودي

التكلفة الإجمالية: 12 ريال سعودي ✦

هامش الربح: 80%

سعر البيع: 22 ريال سعودي ✦



العرض  
المالي  
لمجموعة  
واحدة

## السوق المستهدف و التسويق

كليات العمارة

معاهد الفنون

ورث

٢

### الفئة الثانوية

(Secondary Audience):

يستهدف المشروع أيضًا **المؤسسات التعليمية** مثل **مدارس الفنون**، **المدارس العامة**، و**الكليات**، حيث يمكن استخدام الطقم كأداة تعليمية لتعريف الطلاب بالحرف التقليدية وتعزيز مهاراتهم الإبداعية. من خلال دمج هذه التجربة في المناهج الدراسية أو الورش الفنية، سيتمكن الطلاب من التعرف على تاريخ وفن الجص بطريقة عملية، مما يضمن استمرارية هذا التراث بين الأجيال الجديدة.

١

### الفئة الأساسية

(Primary Audience):

يستهدف جصية الزوار والسياح الذين لا يعرفون الكثير عن فن الجص التقليدي، مما يجعله تجربة تفاعلية مثالية للعرض في **المطارات**، و**المناطق السياحية**، و**الفنادق التراثية**، حيث يمكن للزوار اكتشاف هذا الفن وتجربته بسهولة. من خلال وضع الطقم في أماكن مثل **البيجيري**، **البلد**، **رجال ألمع**، و**الفنادق ذات الطابع التراثي**، سيتمكن السياح من التفاعل مع الحرفة بطريقة ممتعة وعملية، مما يخلق لهم تجربة ثقافية فريدة تعزز ارتباطهم بالتراث المحلي.

المطارات

البيجيري

باب سمحان

بيت جوخدار

**16**

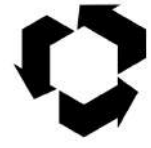
**COMPETITION PROJECT**



**RSCL**

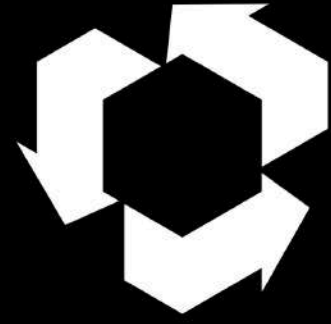
2023

ILLUSTRATOR - FIGMA



RSCL - TECH. PROJECT  
2023 - ILLUSTRATOR - FIGMA

16 .



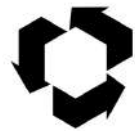
رَسِڪِل  
RSCL



$\frac{1}{3}$  of the  
world's waste  
is construction  
waste



(Phillips, 2021)



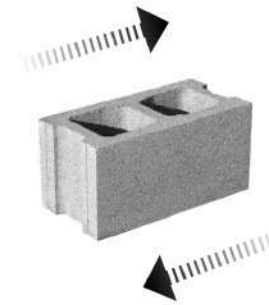
# IDEATION

INSTEAD OF DEALING WITH THE EXCESS MATERIALS AS WASTE. REUSING, UP-CYCLING, AND DONATING IT BECOMES THE SIGNIFICANT SOLUTION

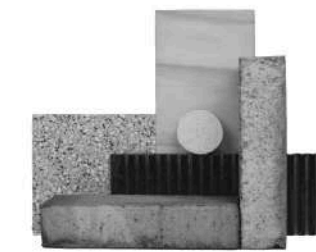


# APPLICABLE SOLUTION

TRANSACTIONS



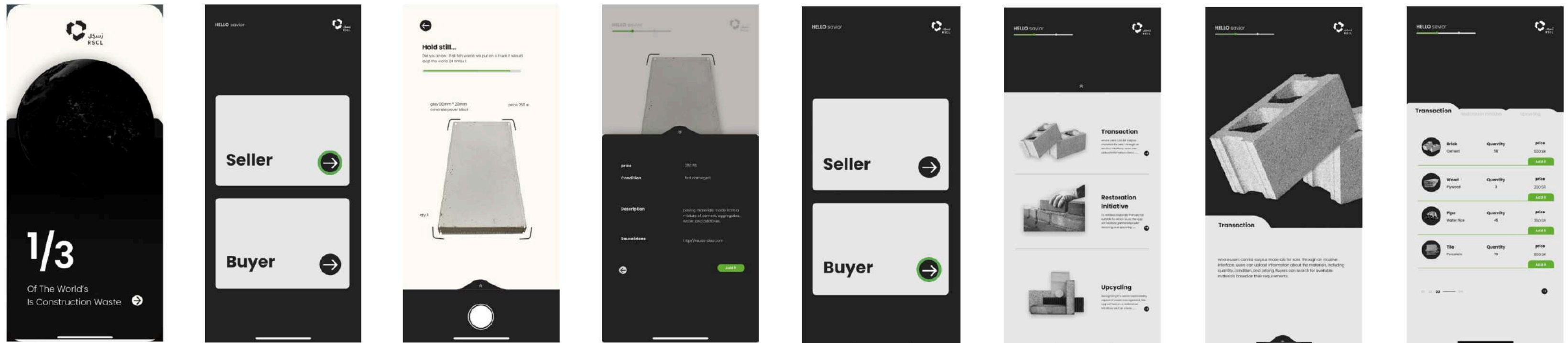
UP-CYCLING PARTNERSHIPS



RESTORATION INITIATIVES

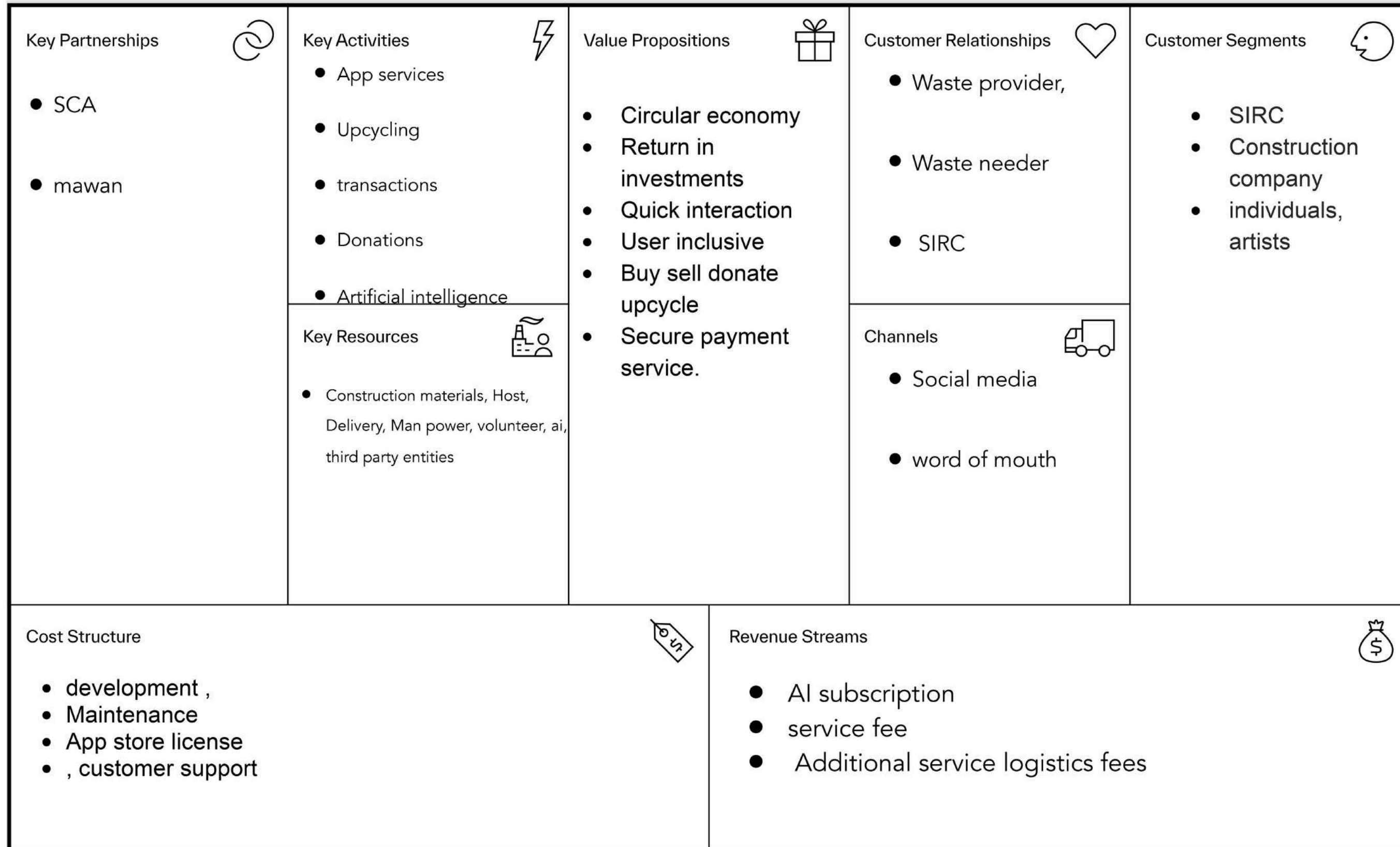


# RSCL APP



RSCL - TECH. PROJECT





# Feasibility

## Practical Approach

- user-friendly features
- small-scale contractors and individuals
- reducing their environmental impact
- reducing their environmental impact
- manage waste
- Advanced AI technology
- enhancing waste management
- Aligned with the Kingdom's 2030 vision
- challenges faced by contractors



# Idea's life cycle

There is several ways to expand RSCL app that will meet our vision by minimizing the construction waste and maximizing the social impact



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# KUNASH

2024

ILLUSTRATOR - PHOTOSHOP

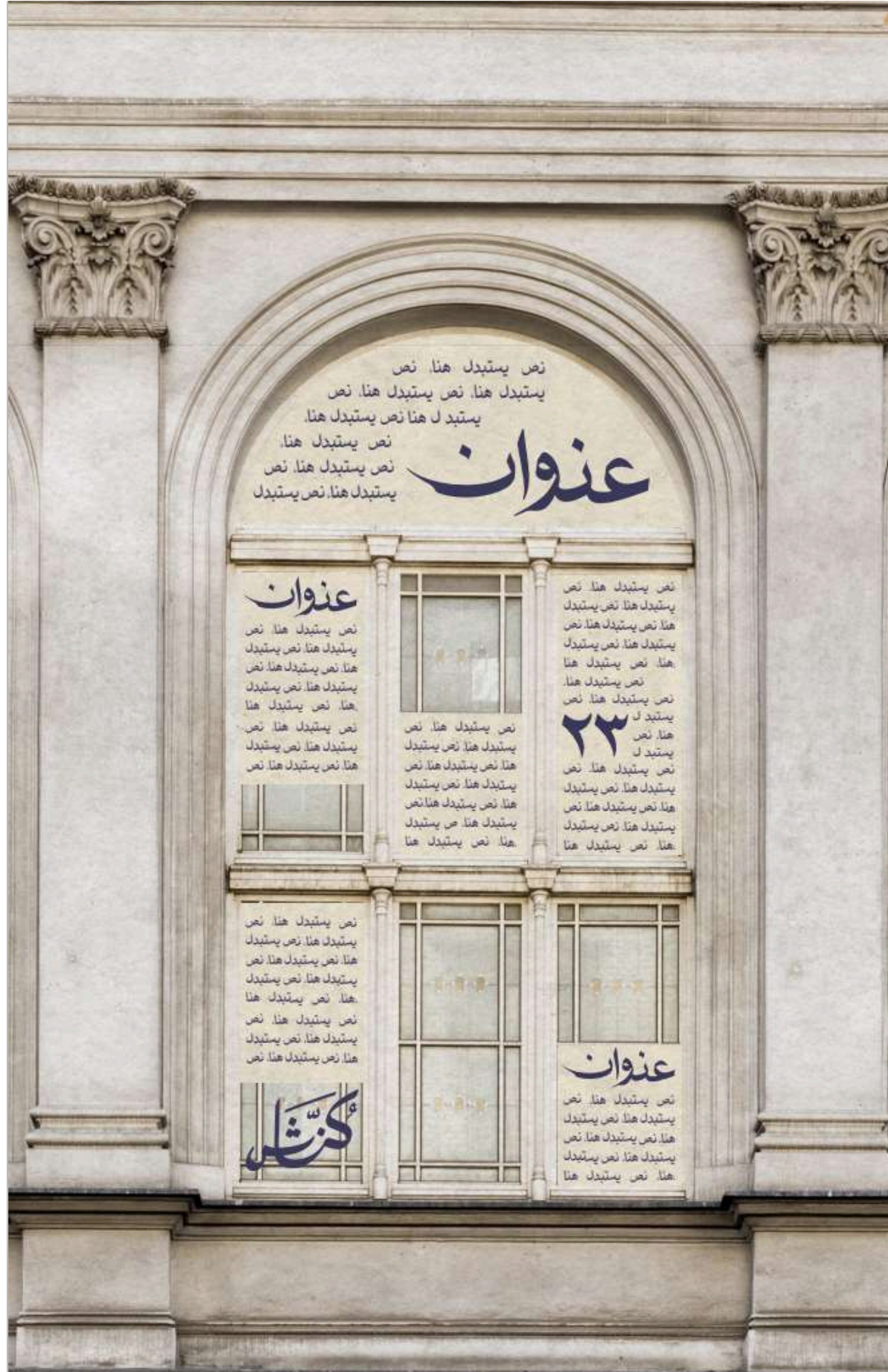
INITIATIVE

# IDEATION

**A LIVING SCRAPBOOK WHERE ARCHITECTURE MEETS IMAGINATION.**

KUNASH INVITES EVERYONE, DESIGNERS, DREAMERS, AND THE CURIOUS, TO EXPLORE ARCHITECTURE AS ART, STORY, AND CULTURE. IT'S NOT ABOUT PERFECTION; IT'S ABOUT PERSPECTIVE. LAYER YOUR SKETCHES, THOUGHTS, AND INSPIRATIONS INTO A COLLECTIVE PATCHWORK THAT REDEFINES HOW WE SEE AND SHAPE SPACE.





KUNASH - INIATIVE

كُنْشَلْ

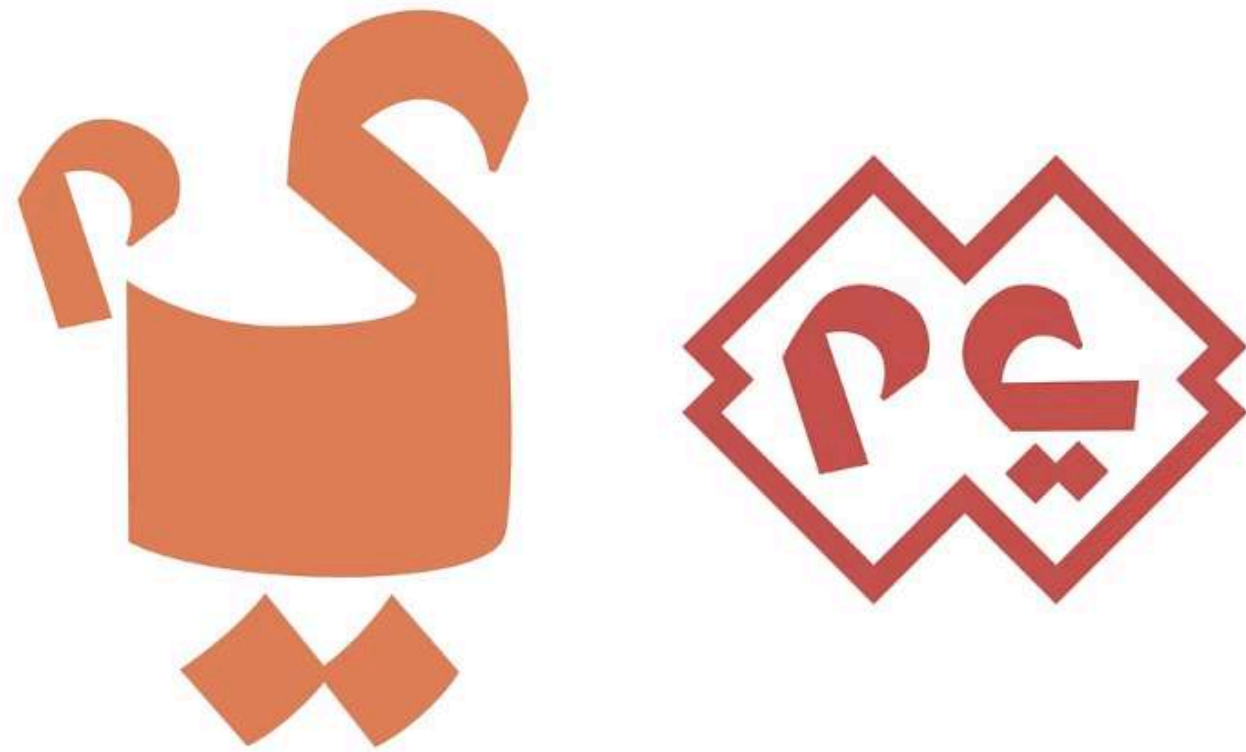


# IDEATION

## ياء اس اثنين

A PLAYFUL OFFSHOOT OF KUNASH THAT REIMAGINES CREATIVITY WITH A WINK.

IT'S WHERE IDEAS LOOSEN UP—WHERE CURIOSITY, HUMOR, AND DESIGN COLLIDE TO RESHAPE HOW WE SEE THE WORLD. LESS ABOUT RULES, MORE ABOUT WONDER. ياء اس اثنين IS YOUR INVITATION TO EXPERIMENT, PLAY, AND CREATE WITHOUT A BLUEPRINT.



# THE BEGINNING ...

THE BEGINNING



LANA ALTURKESTANI 

لانا التركستاني 

