

Wind of the South

~ Phongnum Village as a Hotel~

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Day 1 Field Survey



Day 1 Field Survey

Good Point

- Flood
Give this area nutrition
Create habitat for animals
- Trees and Plants (Bamboo, Banana, Rice field)
You can eat anything
You can find shade everywhere
Give us fresh air
Greening garden roof

Bad Point

- Flood
Damage roads, Dump house
- Too much garbage
- Lack of light on the road
- Animals smell
- Need some rules for landscape
- Bike, Car

Day 2 Create Plan and Concept

Concept

- Village as a Hotel (Idea from Albergo Diffuso in Italy)
Think Village as one hotel. Spread any functions (Entrance, Living, Dining, Kitchen, Bedroom)
- Edible Landscape (Idea from England)
Tourist can go to next destination with walking around and picking some fruit, nuts from trees in gardens.
- Walkable City
Separate car and people.
Only walking or bicycle is available.

Site



Function

- i . Entrance and Carpark
- ii . Living room
- iii . Kitchen and Fishing area
- iv . Market and Eating
- v . Bedroom

System

1. Arrive at entrance and leave laggage. (staff bring it to bedroom)
2. Borrow electric bike or bicycle.
3. Enjoy sightseeing.

Day 3 Modeling and Paneling

Plan

Rules

- Traditional style
- Nature material
- Edible garden



Entrance and Carpark



Living room



Kitchen and Fishing area



Entrance and Carpark



Living room



Kitchen and Fishing area



Site model



Market and Eating



Living room



Bedroom



Thank you for listening...