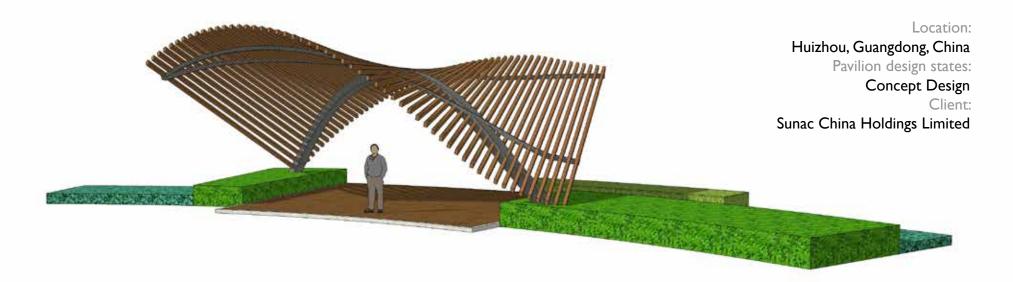
# XIAOLU WU SPATIAL DESIGNER





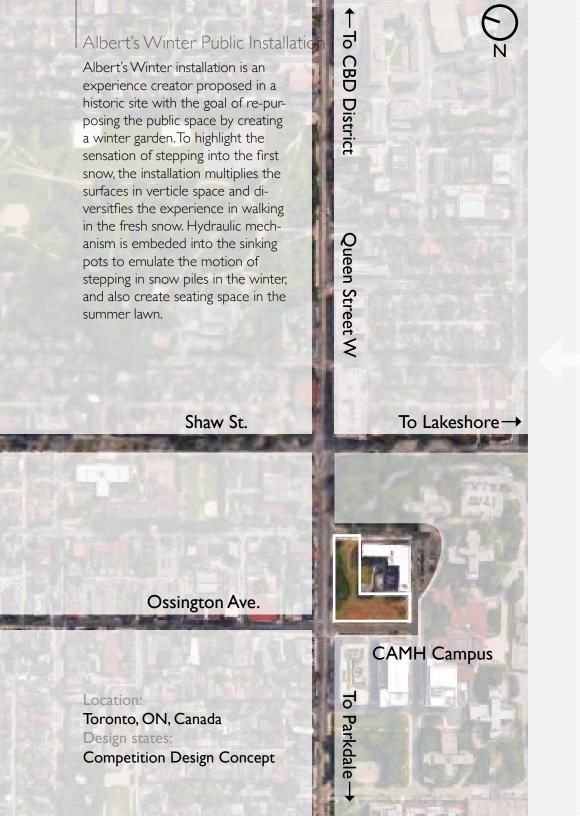










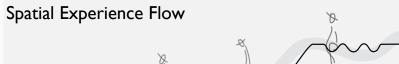


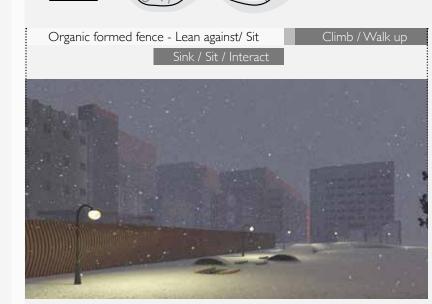


Sinking Pods

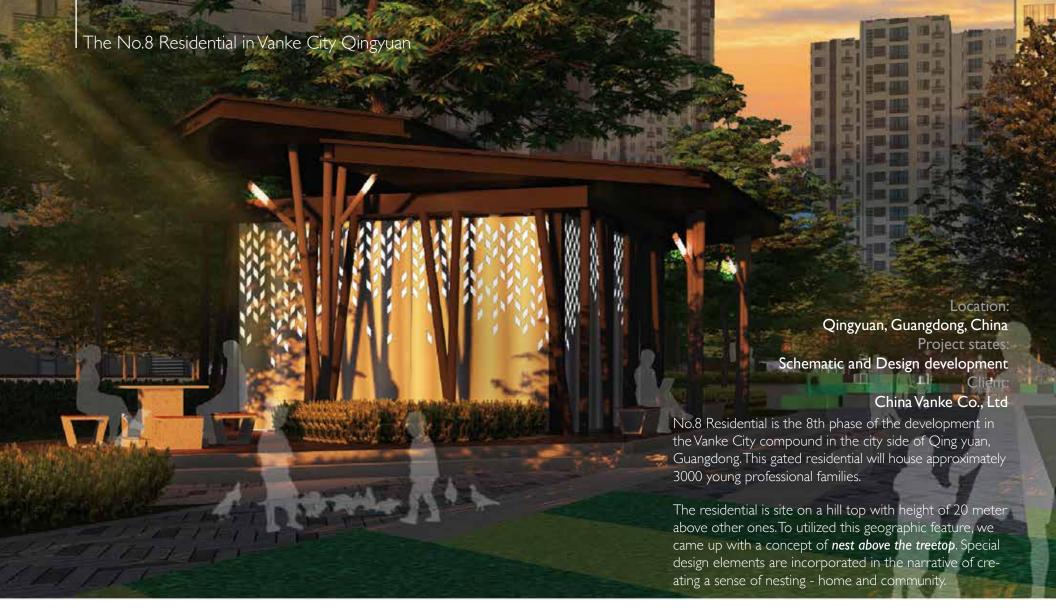
Parametric
Fence

Climbing Plateau











### Roles in:

Materialized concept with 3d modeling tools

Participated in concept generation

**D**esigned two series of outdoor furnitures for two concept plans

Pavilions and small architecture concept design

Visual identity system and signage design

Created presentation packages

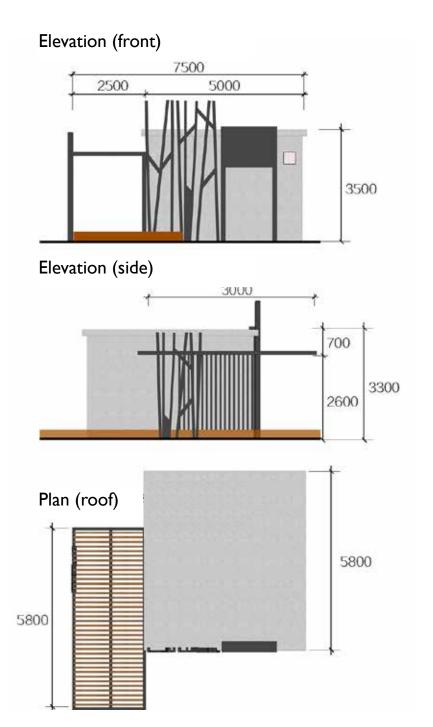
Site survey and research

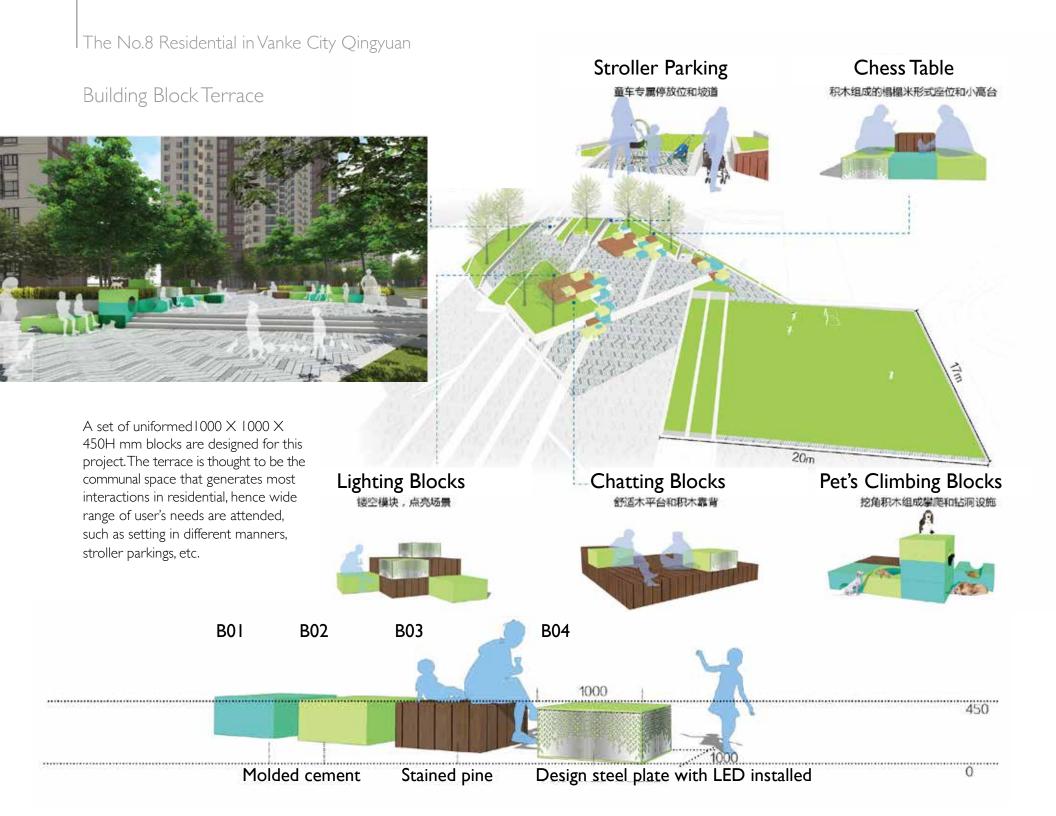
# The No.8 Residential in Vanke City Qingyuan

# South Elevator Entrance





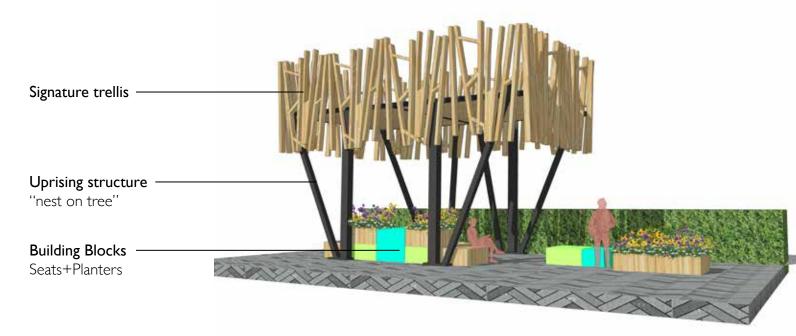




# Community Pavilions

### Nest

Consisting the storytelling nest on treetop, Nest is designed with an uplifting structure to raise the signature trellis, with the purpose to create a visual signal of arriving home for residents. Functionally, the Nest is a canopy that shields people from the elements in the common area of the residential.



## Fragrance

Connecting neighbours with a long belt bench with embedded planters for garnishing plants. The communal park emulates the local residents' backyard garden through their common food culture.



## Habitat Creek

Habitat Creek is a tourist hiking park designed for city residents for weekend getaways. It hosts highend hotels, themed restaurants and a camp site. All programmes are consciously ideated to represent playful discussions on paradoxical matters through space.

My role in the project is to design a series of lightweight architectures such as shower cabin, service canopy and stand-along washroom. All pieces in the series come together to discuss the human relation with sound, light, and time.

Location:

Huadu, Guangdong, China

Project status:

Concept and Schematic Design

Project Time

2016-2017



## Habitat Creek

# Pavilions for Thoughts

## Drawing with Light

Featuring a pronounced rafter structure, the building depicts the trail of sunlight interiorly in the daytime; at night, interior light casts out through the rafter, luminates the site. The open rafter structure also allow condensation and odor to escape.

Beach Service Center

**Area:** 200 m <sup>2</sup>

Toilet stall: 8

Shower stall: 20







## Dwell in Light

The architecture exercises creating a secure space that immerses human activities into nature by constructing a visually transparent and structurally breathable canopy form with native wood. The use of clear and reflective materials is to invite the right

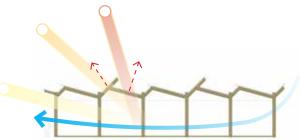
amount of daylight in, and makes the daylight to be the medium that ties people's activities and nature in one.



**Area:** 200 m <sup>2</sup>







## Habitat Creek

# Pavilions for Thoughts

### Time collection

"A drop of water landing" is an old Chinese metaphor for a second in time passing away. Locating in the woods, this cabin is designed to enlarge the moment when morning dews running along the fold of leaves, in order to inspire campers to reconsider the meaning of time

Campsite Shower Cabin

**Area:** 200 m <sup>2</sup>

Shower stall: 8

Toilet stall: 12





## Roof Valley gutter

leading rainwater to the collecting pond for further camping use.



### Absolute Silence

Design for the children's playground, most vibrant part of the park, this restroom unit, is a sound vacuum tube with sound proof details. It is designer's sense of humor to create a drastic change of experience between sound and silence, or else, an absolute peaceful moment for the parents

Sound's Playground Restroom

**Area:** 25 m <sup>2</sup>

Toilet stall: 4

Materials: one-way stained glass,

batten

stained glass to visualize the acoustic vibrancy

plumbing system moved outside to ensure interior silence







Nature Country is a Teddy Bear themed farm and park located in Foshan, Guangdong, China, a traditional farming area in the rapidly industrializing Pearl River Delta region. The goal of the project is to maintain the local agriculture-centered industry and bring in tourism as the innovative approach in reaction to this developing trend.

Besides opening a hand-pick vineyard and orchard, the farm also features a small scale lodge and a container hotel, outdoor activities camp and a restaurant using the fresh-picked ingredients on site.

Location: Foshan, Guangdong, China

Project states: Phase I completed, in operation



Nature Country & Teddy's Farm



### Roles in:

3d modeling for dimension and material details
Plan development from design and construction standpoints
Communicated with Teddy
Bear copyright agency to bring in branded program
Sourced artwork suppliers
Prepared documents for government inspections
Signage design in mechanical details

**A**ided in graphic design **S**ite survey







Siting at the outer rim of Guangzhou, K Block is a gated community with 1 I residential condo units, shops and a kindergarten on the outskirts. Taken into consideration the daily needs of a clientele of young professional families with senior parents, this landscape plan proposes to create a shared space that accommodates activities for residents of all ages.

#### Roles in:

**S**chematic plan development using sketch and AutoCad

 $\textbf{P} lan \ visualization \ using \ Photoshop$ 

Scale and detail modeling

**D**esign research and development children's playground and equipments

**P**resentation package preparation

Location: Guangzhou, China Project status: Schematic Design

Client: Greenland Group





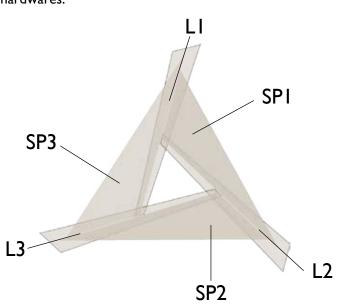
3 Stool

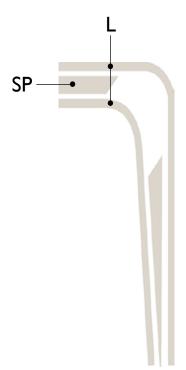
# Finalization

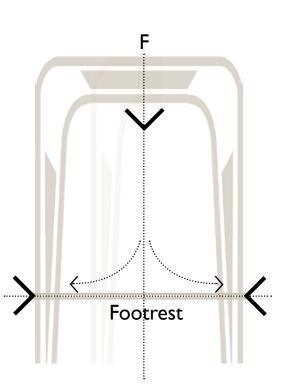


# Interlock

Legs and sit-pans interlocking into the structure, allows the components to be shipped flat-packed and come together with out hardwares.







l Map

The Map interactive installation is designed for Lee's Electronic Component Limited, and installed at the Vancouver Mini Maker Faire. The piece is to advertise the company's brand in the Vancouver maker community as a knowledge sharing venue for creatives and innovators, beyond the already successful role in supplying wide range of electronic components to the local industries.

The Map marries the traditional jigsaw puzzle and wireless communication technology to re-enact a tactile gaming experience.

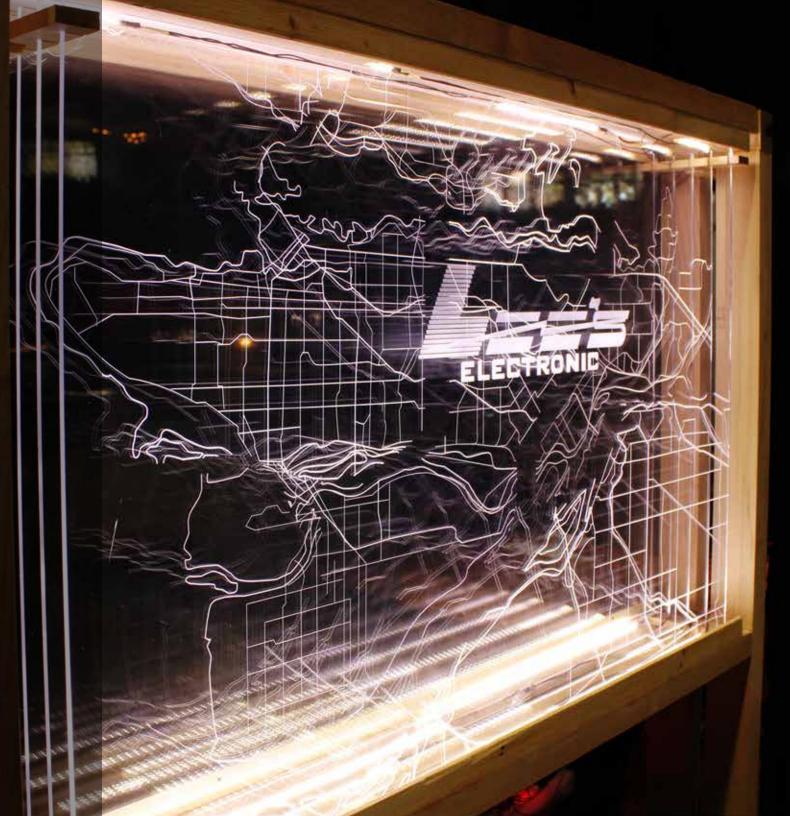
### Roles in:

Ideas and form generation
Industrial design in mechanical
and assembly details
Schematic drawings for laser
etching

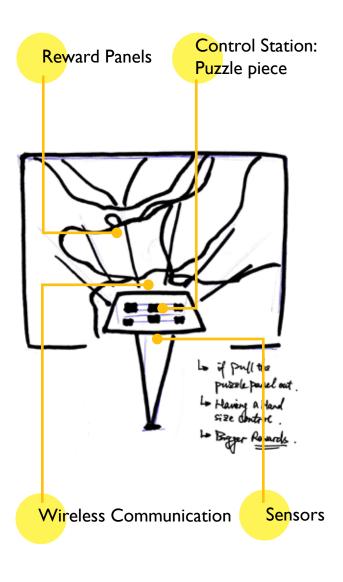
**S**ourced materials

**F**abrication

Aided in circuitry design, wiring and coding

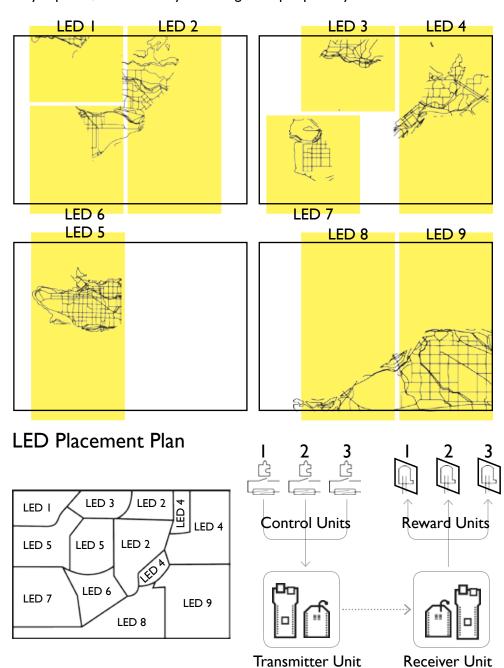


## Initial Idea



# **Layering Schematic**

sectioning the drawing into 9 zones, and etch them strategically onto 4 acrylic panels, on which they can be lighten up separately



# Finalization



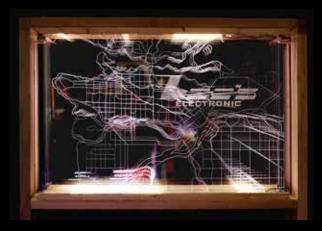


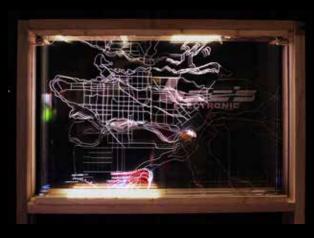


Vancouver Mini Maker Faire 2013









# Work Experience

August 2018 to present

#### **URBIS** Limited

### Architectural Graphic Designer

materializing urban and architectural design from plan to spatial details with 3D rendering tools; creating visually compelling artworks for landscape design down to planting scheme precision. Hong Kong

October 2016 to June 2018

### **KMCM**

# Assistant Landscape Designer, In-house Industrial Designer

realizing concepts in mechanical and material details; visualizing concept drawings with 3D modeling tools; creating artworks for landscape design plans; pavilions and public furniture design; design research Guangzhou Guangdong, China

July 2015- January 2016

### Cortex Design Inc

## **Production Technologist**

performed quality assurance and product assembly assisted in quality assurance and process improvement through my knowledge of human factors and mass manufacturing. Was part of a QA improvement effort that saw defective rates reduced significantly.

### Industrial Design Intern

Worked with company principal to help realize studio aesthetic and work-flow goals.

Managed Cortex social media images and visibility.

Toronto ON, Canada

# **Industry Exposure**

## Evergrande Real Estate Group China

# Children's World Indoor theme park Ocean module

Lead concept generation based on wide range design research, developed landscape plan within requirements upon public park regulations; embedded standardized a module system into client' chain theme park plan statewide.

#### Confidential

### Luxurious Residential Mansions

Sourced contemporary artwork for investment; developed landscape plans; designed outdoor furnitures in craftsmanship level detail; prepared package for presentations and government inspection; 3d modeled and rendered for visualization.

### China VANKE Co., LTD.

## VANKE CITY Residential Compound

Participated in site survey and developed concept with site's topography feature; designed two series of outdoor furniture and signages with 3d modeling tools.

## Greenland Holdings Corp., Ltd.

#### K Block Residential

Designed schematic plan incorporated programmes for all-age residents, prepared presentation package.

# Education

## Emily Carr University Art and Design

Bachelor of Design, Industrial Design Vancouver BC, Canada.

### Ontario College of Art and Design University

Art, Architecture and Public Space Continuing study course. Toronto ON, Canada

# Technical Proficiency

- 3DSolidwork, Rhino, AutoCad, Sketchup
- Adobe Photoshop, Illustrator, InDesign, Acrobat Pro.
- $\bullet$  Experience in operating CNC / laser cutting machines
- Experience in woodworking
- Ceramic wheel throwing, mould making and casting
- Industrial softshop machines and pattern drafting
- Production level saudering skills and electronic debugging

# Language

Fluent (verbal and written) in English, Chinese Mandarin and Cantonese