



**Honorable  
Mention**

Project Title: **Cubik, interior space research**

Student name: **Martin Jasper**

Level: **Fourth Year**

Course:

Advisor/Instructor: **Mark Przyrembel**

Principal Investigator: **David Steiner**

Department/School: **Department of Architecture,  
U der Kunste Berlin,  
Berlin, Germany**

### Summary description of project:

Cubik, an interior space research for a 5x5x5m cell. In the available space has to be designed the interior architecture for a two person apartment. As inhabitants were chosen a single mother and her young child. The space is organized by differencing two main concepts: common and private zones. Living area, bathroom, kitchen and sleeping are the common spaces, the mother's working space is completely private. Then the child has to have the opportunity to play and develop his own privacy, but remaining always accessible to the mother's eye. Adapting the given space to these conditions it seems to skip in a game between private and common, open and closed.

### Reasons for the nomination:

This project shows very high quality on various aspects. The presentation of the original architectural/interior design, its 3-dimensional images and the walkthrough animation with the moving parts is very well balanced. The design is a rather small but fine situation. The combination of concrete, wood, steel and glass is well chosen and harmonic. The spatial solution of the design problem beautifully simple. The logic of the geometrical and structural design ideas shown in the movie carry over perfectly into the final design. The interior renderings reach a level of nearly photo-realistic quality. The bathroom interior view for example is impressive as much for the aesthetic qualities of the design as for the renderings quality.

Altogether this project doesn't try to convince in sheer size or superficial effects but shows a really well chosen mixture of simplicity and harmony in design and perfect use of rendering technology where necessary.

### Jury Comments:

This project made exceptional use of animation to describe the concept behind the design as well as the design itself — the interior of an apartment based on cubic cells. The scenes were beautifully lit and textured, and the movement through the design was very smooth and not at all jerky. The design was nicely explained by the movement of individual objects within the animation. The accompanying music went very well with the animation and seemed as if it had been specifically composed for it. Overall, a very professional quality piece — almost incredible to find it coming from a student.

• **Lachmi Khemlani**



### Jury Comments:

The project featured in this animation is also represented in the Interior Design category. I almost nominated it for an award in that category because it is such a beautifully detailed and rendered design, all on the theme of cubes. The animation, however, was to me the best for two main

reasons. It has an overall theme, in this case based on the box and its elaboration into arrangements of boxes starting with abstract notions of box arrangements as in a Rubik's cube and ending in walk-throughs of the living unit for a mother and child based.

The walk-throughs are remarkable not only for the quality of the light (in the stair area especially) but also for the animation of the reconfigurable components and the movement of storage units showing how they are accessed.

● **Thomas Seebom**

