



**GEN>X ACADEMY**

**Panupan Thongpan**

**A thesis submitted in Partial  
Fulfillment of the Requirements  
For the degree of**



**Bachelor of Architecture**

**Department of Interior Architecture, School of Architecture**

**ASSUMPTION UNIVERSITY**

**2004**



**Thesis Approval:**

**Date** Pisit Viriyavadhana, DEAN

**Date** Vatcharat Samakkamai, Chair person

**Date** Ornlaaw Thanapolkiat, Thesis Supervisor

# GEN>X ACADEMY

## Panupan Thongpan

47

March 2004

The beginning of the GEN - X ACADEMY had collected human resources from many departments, careers. Both of front and behind the scene in the entertainment business, no matter, radio field, D.J, musician, artist, singer, creative, newsman, reporter, etc. And the aspiration of GEN –X ACADEMY INSTITUTE had to developed the entertainment career field to be the most worth by training and giving the knowledge to the youth who interested in the programing. This is an advantage and best chance for the youth to learn more the truthful of this career field all 5 years.

All the GEN – X ACADEMY had produced the human resources more than 1,000 persons. They were the new generations who already can go to the entertainment career and in these groups they had the opportunity to build their own dreams come true and achievement in their lives. For examples; the mater of the ceremonies, Creative Producer, music reporter, musicians, etc. that to be the new generation of Thai Entertainment Field.

Moreover to produce the human resouces, GEN – X ACADEMY tried to develop, adjust and always add some programing to increase the intensity of the subject to be equal to abroad. All of the professors, classroom, equipments and accessory of education, studying format of the trainer until to all the staffs team would get the training course to give service and get more comfortable during the training.

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## Acknowledgements

The author wished to thanks

- My family : Pa' , Mae-noi , J'Nook , J'Nan , H'Note
- My Friend ( Staff :- ) : Nor , Oak , Arjsuk , Op , Kate , Rush , Joi , Bim , Chuy , Mong , Ja , Mee , Gop , A , Bas , Junior ← I don't know her name
- N' Prae
- A.Nart , A.Tum , A. A , All A.
- Gen>X Academy
- This is Click Radio
- Moon Star Studio
- Fifty-Fifth Plaza

...Thank you...



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## **Abstract**

## **Chapter 1 : Introduction**

### **Project Background**

The beginning of the GEN - X ACADEMY had collected human resources from many departments, careers. Both of front and behind the scene in the entertainment business, no matter, radio field, D.J, musician, artist, singer, creative, newsman, reporter, etc. And the aspiration of GEN –X ACADEMY INSTITUTE had to developed the entertainment career field to be the most worth by training and giving the knowledge to the youth who interested in the programing. This is an advantage and best chance for the youth to learn more the truthful of this career field all 5 years.

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Moreover to produce the human resouces, GEN – X ACADEMY tried to develop, adjust and always add some programing to increase the intensity of the subject to be equal to abroad. All of the professors, classroom, equipments and accessory of education, studying format of the trainer until to all the staffs team would get the training course to give service and get more comfortable during the training.

To include, there is the encouragement and the helpful from the many organization. No matter, TV station, radio station, producer in every section until to the Government Organization and the Private Organization that give an agreement by send their own professionals to participate in training course with the GEN –X ACADEMY for along time.

Nowadays, GEN – X lack of ability to produce the graduated students who will have both with knowledge and capacity to work in their careers. That is *the workplace* for all the students and teachers.

So this is an inspiration to solve the problem by I will add more function in my project, GEN – X CENTER. Especially, in the part of practicing that involve with all of the Institute's programming. So this part will make more chance for both of teachers and students of the Institute to use the workplace for produce more products to go in the market place under the brand of GEN –X CENTER. And the products of Gen – X center, thus to;

- TV programming of GEN –X
- Radio programming of GEN – X
- The movies
- Artist / singer / musicians
- Activities that will happen for encourage the knowledge of entertainment.

## Principle and Reason

The road to the entertainment business in Thailand, no matter, to be the DJ, reporter, musicians, music writer, DJ Club, rimixer, producer. All of these become the career that has distinctive role because of they response to communicate with other people.

Especially, these groups of people must have more knowledge, capable, ethics and the attitude. If these people have low quality in communication, unperceive in responsibility, lack of ethics, so it will be affected to the society directly.

## Objective

To produce the new generation human resources or entertainment field development, to give the knowledge, true understanding. Although some of that department will has the subject in the University before but in the theoretical it will be only one part that brings to use with the practical. Furthermore, who want to go in to the entertainment career need to understand and hard training by transmits their experience and the process of practicing from the professional that were accepted from the society.

## Reason of studying topic

- To be standard in practicing capable skill of entertainment career, community and mulitmedia.
- To be the center of activity to encourage the knowledge about entertainment business.
- To be the location of researching information and knowledge that involve with the entertainment field.
- To motivate youth to use time to get most benefit.

## Problem and Solving

Because the programming of GEN – X emphasize in the real work of practicing. But, in fact, the classroom has only simulated from the real workplace by separate from any categories of programming. Actually, any programming can join to work with together and there is more efficiency and more professional. So I want to add more real workplace to able to produce the real product on the globalization standard.

## Objective of study

- To be the place that students can do their activities in the real workplace.
- To be the place for researching the knowledge about the Technology and the background of the entertainment field.
- To be a part of Thai entertainment business in development to be equal to the international.
- To be the place that full of equipment and technology and to be the center of media production by adding more function to support working.

## Scope of research

- Education system
  - Music & Technology
    - Song Writing
    - Arranging
    - Advanced Arranging
    - Computer Music
    - Sound Design
    - Audio Post Production
    - Dance Music Production
    - Studio Sound Engineer
    - Live Sound Engineer
    - Mastering
    - Music Business
  - Mass Communication
    - Pro Radio DJ.
    - Pro Club DJ.
    - TV. Reporter
    - TV. Host & VJ.
    - Voice Dubbing
    - Movie Translator
    - Speech
  - Multi Media
    - Video Post Production
  - Short Course
    - Singing
    - Logic Audio
    - Reason
    - Cubase
- Organization system
- Functional system and technology
- User behavior

## Scope of project

- Size of classroom
  - Computer room
  - Lecture room
  - Audi-vision room
  - Theater / Multi Function
- Practice room
  - Sound recording room
  - Studio
    - TV. Program studio
    - Studio for Cinema
  - Broadcast Studio
- Public area
  - Library
  - Reception



- Waiting area
- Activity area
  - Stage
- Staff area
  - Staff rest area
  - Stock
  - Office
  - Meeting room
  - Pantry

## Definition of term

GEN – X ACADEMY – The Entertainment Educated Institution Of Thailand



## **Chapter 2 : Research**

### **2.1 Literature Review**

#### **NEW METRIC HAND BOOK PLANING AND DESIGN DATA**

(BOOK>>Written by Patricia Tutt , David Adler)

##### **Television studio**

- studio types
- Planning
- Services
- Acoustics
- Statutory requirements
- Bibliography

##### **Theatre**

- Relationships between functions
- Layout of theater
- Planning
- Checklists of facilities and equipment
- Sightlines
- Auditorium seating
- Stage planning and equipment
- Dressing rooms
- Exits
- Services
- Production spaces
- Bibliography

##### **Cinema**

- Types of cinema
- Auditorium design
- Projection suite
- Ancillary accommodation
- Sound reproduction
- Screen and curtain design
- Legislation
- Bibliography

##### **Libraries**

- Design checklist
- Area allowances
- Bookshelf capacity
- Book issue counters
- Microform storage
- Layout and critical dimensions
- Bibliography

## **TIME-SEVER STANDARDS FOR INTERIOR DESIGN AND SPACE PLANNING**

(BOOK>>Written by JOSEPH DE CHIARA , JULIUS PANERO , MARTIN ZELNIK)

### **Library/Study**

- Anthropometric Data
- Library shelving details
- Built-in bookshelves
- Steel and wood bookcase and storage
- Rolling ladder

### **Restaurants**

- Types and sizes of table arrangements
- Tables: design criteria
- Types and sizes of banquette arrangements
- Dining room seating
- Hostess station
- Banquette/Bench seating details
- Lunch counters: Design criteria
- Miscellaneous counter details
- Waiter station/host counter details

### **Audiovisual systems**

- Planning guideline summary
- Typical projection room layout
- Sightlines and building codes

สถาบันพัฒนาบุคลากรวิชาชีพบัณฑิต

(Document>>Written by Gen-X Academy)

- About curriculum in Gen-X Academy

<http://www.genxacademy.com/website/home.html>

- About history of Gen-X
- News
- Main program
- Short course
- Activities

## **COLOR AND LIGHT**

(BOOK>>Written by Frank H. Mahnke , Rudolf H. Mahnke)

- Psychophysiological effects
- Characteristics and effects of major hues
- Color fundamentals
- Vision and light
- Color for exteriors
- Offices and computer workstations
- School

(BOOK>>>Written by ณรุทธิ์ สุทธจิตต์)

ทฤษฎีการเรียนรู้ และปัจจัยที่สัมพันธ์กับการเรียนรู้คนตรี

- ทฤษฎีการเรียนรู้กับการสอนคนตรี
- ปัจจัยที่สัมพันธ์กับการเรียนรู้
  - ตอนที่ 1 ความพร้อม กิจกรรม การสนใจ ความสนใจและเจตคติ
- ปัจจัยที่สัมพันธ์กับการเรียนรู้
  - ตอนที่ 2 ความจำ การเสริมแรง เซาว์ปัญญา ความถนัด และสภาพแวดล้อม

2.2 Case Study

Case study I : Capilano College

icated :



Figure2.1.1 Capilano College map

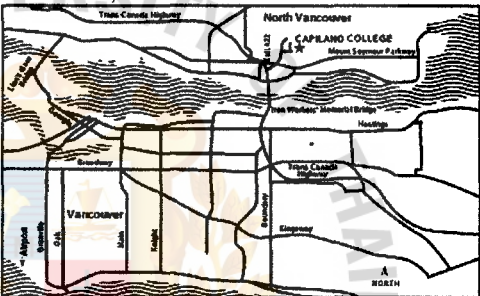


Figure2.1.2 Capilano College map2



Figure2.1.3 view1

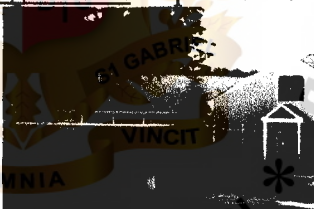


Figure2.1.4 view2

- This college have a department that relate to my work

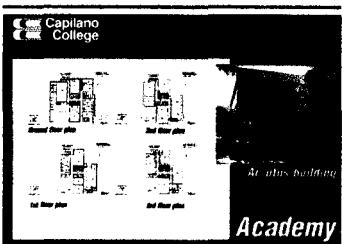


Figure2.1.5 Plan01

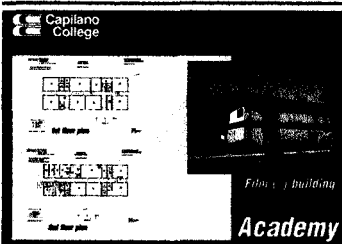


Figure2.1.6 Plan02

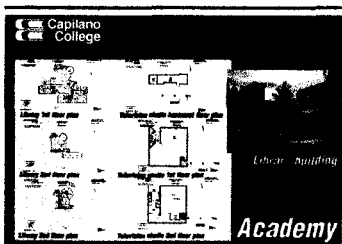


Figure2.1.7 Plan03



(BOOK>>Written by ณรุทธิ์ สุทิจจศักดิ์)

ทฤษฎีการเรียนรู้ และปัจจัยที่สัมพันธ์กับการเรียนรู้คนตรี

- ทฤษฎีการเรียนรู้กับการสอนคนตรี
- ปัจจัยที่สัมพันธ์กับการเรียนรู้
  - ตอนที่ 1 ความพร้อม กิจกรรม การสนใจ ความสนใจและเจตคติ
- ปัจจัยที่สัมพันธ์กับการเรียนรู้
  - ตอนที่ 2 ความจำ การเสริมแรง เชาว์ปัญญา ความถนัด และสภาพแวดล้อม

2.2 Case Study

Case study I : Capilano College

cated :



Figure2.1.1 Capilano College map



Figure2.1.2 Capilano College map2



Figure2.1.3 view1



Figure2.1.4 view2

- This college have a department that relate to my work



Figure2.1.5 Plan01



Figure2.1.6 Plan02



Figure2.1.7 Plan03



- the organization chart of this college use to compare with the old one to make the large scale

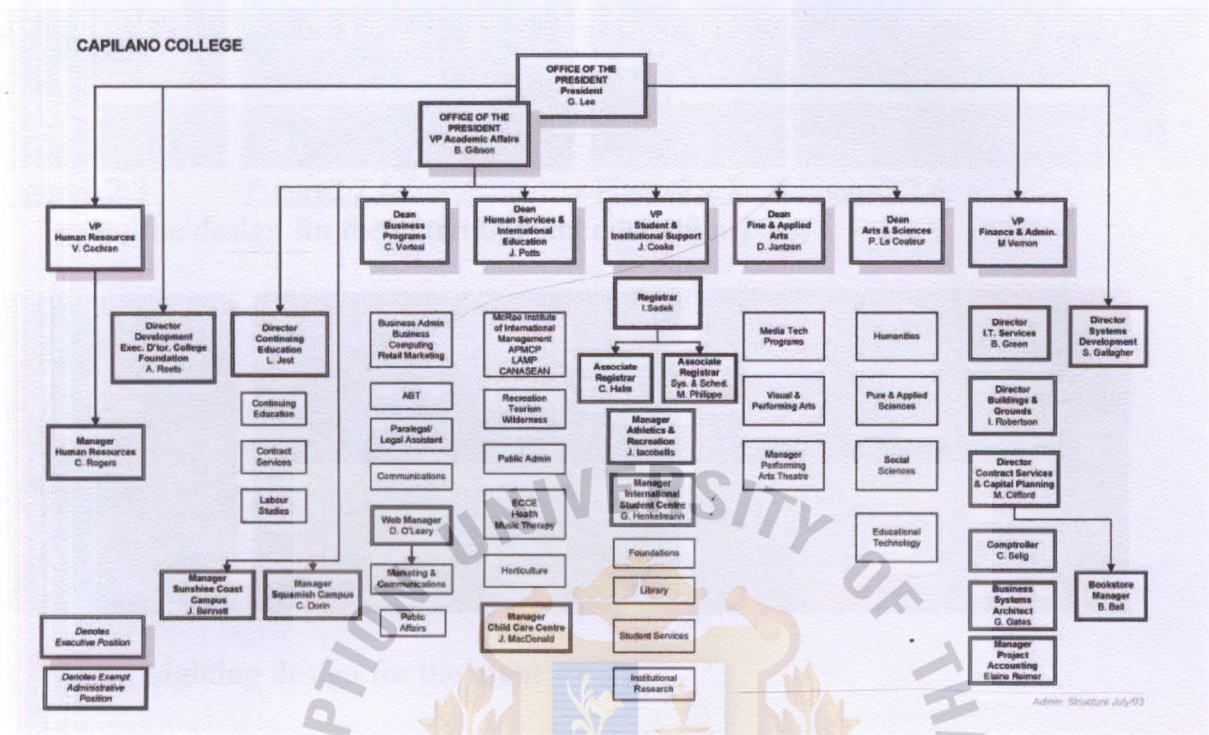


Figure2.1.8 Capilano College Organization Chart

Case study II : The University of Waikato

Located :

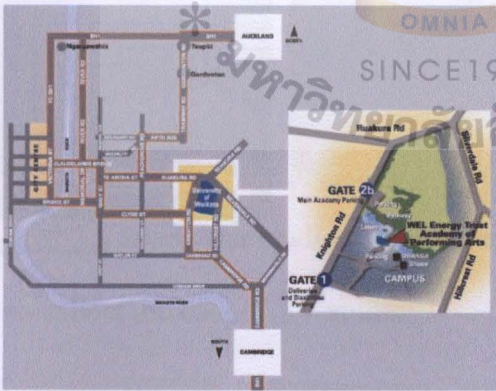


Figure2.2.1 U of Waikato map

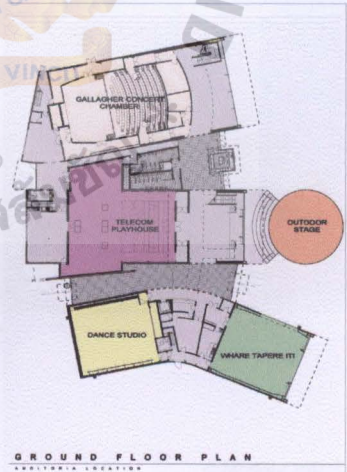


Figure2.2.2 U of Waikato plan





**Figure 2.2.3**

**Figure 2.2.4**

**Figure 2.2.5**

**Figure 2.2.6**

- the design for the entertainment education



- Lighting design for the night

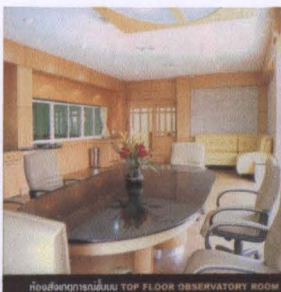
### **Case study III : Moon star studio**

Located :



**Figure 2.3.1** Moon star studio map & exterior

- Use to collect the data of TV studio



**Figure 2.3.2** Observer



**Figure 2.3.3** room & electric system





**Case study IV : Click Radio**

**Located :**



**Figure2.4.1 Click Radio map      Figure2.4.2 Cilck Radio exterior**

- to know function of radio station



**Figure2.4.3 Radio Station System**

**Case study V : Mushroom Studio**

**Located :** 1234W.6<sup>th</sup> Ave Vancouver, BC. V6H-1A5 Canada





**Figure 2.5.1** Mushroom Studio plan



**Figure 2.5.2** Mushroom Studio Exterior

- to know about function of sound studio
- list of equipment in mushroom sound studio

### **Console**

**Neve 8068 MkII.** An incredibly versatile vintage console with 52-channels, and 130 inputs in mix. It's all 'Class A' analog, discreet...

### **Tape Machines**

**Studer:** A-800 MkIII 24-track

**Studer:** A-80 MkII 24-track

**Studer:** A-80 MkII 16-track

**Studer:** A-80 MkII 2-track

**Ampex:** ATR-102 1/2" mastering deck

**Ampex:** ATR-104 1/2" mastering deck

**Sony:** PCM R-500 DAT recorders (2)

**CD-R burner**

### **Monitors**

**Altec:** 604E "Big Reds"

**Yamaha:** NS-10's

**B&W:** DM-12's

**Auratone:** "Super Sound Cubes"

Or, BYO. (Bring your own special speakers.)

### **Outboard Mic pre's**

**Universal Audio:** tube pre's from United Recorders (30)

**Telefunken:** V-76 tube mic pre amps (2)

**Telefunken:** V-72 tube mic pre amps (5)

**Fairchild:** 650 tube mic pre amps (2)

### **Outboard Equalizers**

**Universal Audio:** vintage tube EQ's (18)

**Pultec:** EQP1-A

**Pultec:** MEQ-5 (2)

**API:** 550 (7)  
**API:** 560 (4)  
**Manley:** Massive Passive  
**GML:** 8200  
**Langevin:** vintage graphics (3)  
**Lang:** PEQ-2 (2)

### **Compressors/Limiters**

**Fairchild:** 660 (mono)  
**Neve:** 2254A (2)  
**Neve:** 2264 (2)  
**RCA:** BA-6A tube limiters (3)  
**Teletronix:** LA-2A tube original  
**Teletronix/Urei:** LA-3A (2)  
**Universal Audio:** 175B tube limiter  
**Universal Audio:** 176 tube limiter  
**Universal Audio:** 1176LN (w/stereo link)(2)  
**EAR:** 660 tube limiters (w/stereo link)(2)  
**Telefunken:** U73b tube limiters (2)  
**SSL:** G384 stereo quad compressor  
**DBX:** 160 (2)  
**Gates:** STA-LEVEL tube limiter  
**Collins:** 26-W tube limiter  
**Allison Research:** Gain Brain (2)  
**Altec:** 436A/436B/438A tube limiters

### **Reverbs/Delays/Effects**

**EMT:** 251 (R2D2) digital reverb  
**EMT:** 240 "Gold Foil" plate reverb  
**Reverb Chambers:** 2 large acoustic chambers.  
**Lexicon:** 224 4.4 digital reverb  
**Lexicon:** 93 "Prime Time" digital effects  
**Lexicon:** PCM-42 digital delay  
**Eventide:** H3000D/SE digital effects  
**Eventide:** H910 digital effects  
**Klark/Teknik:** DN-780 digital reverb  
**Antares:** ATR-1 auto-tune (2)  
**DBX:** "Boom Box" sub-harmonic synthesizers (3)

**Yamaha:** SPX 900 (2)  
**Yamaha:** SPX 90  
**UREI:** "Cooper Time Cube" analog delay  
**Maestro:** Echoplex tape delay, original 1950's tube version  
**Roland:** "Space Echo" analog tape delay  
**MXR:** Auto Flangers (2)

### **Microphones**

**Neumann:** U-47 tube (3)  
**Neumann:** U-87 (5)  
**Neumann:** KM-84 tube (2)

**Schoepps/Telefunken:** 221b tube (2)

**AKG:** C-12 tube (2)

**AKG:** C-12A tube

**AKG:** C-414B-ULS (2)

**AKG:** C-61

**AKG:** D-12E

**AKG:** D-24E (2)

**AKG:** D-30

**AKG:** D-202E

**AKG:** D-224E

**Sennheiser:** MD-421U (5)

**Coles:** 4038 ribbon mics (2)

**RCA:** 44BX ribbon mics (2)

**RCA:** 10001 orchestral ribbon mics (2)

**RCA:** 77DX ribbon mic

**EV:** V-2 ribbon mics (2)

**EV:** RE-15

**EV:** RE-20 (2)

**EV:** 671BL

**EV:** 635A (4)

**Altec:** "Salt Shakers" (2)

**Sony:** C-37A

**Sony:** C-17B

**Sony:** C-57

**Beyer:** MC-713 (2)

**B&K:** 4007 (2)

**MILAB:** CL-4

**MILAB:** DC-73

**MILAB:** F-69

**MILAB:** PB-31

**MILAB:** VM-41

**Shure:** SM-7

**Shure:** SM-57 (8)

**Shure:** SM-58 (3)

**Shure:** SM-58 Beta (2)

**Shure:** "Green Bullet"

**Fairchild:** AU-7A (2)



### **Gates & Filters**

**Allison Research:** Kepex noise gates (5)

**Drawmer Gates** (2)

**DBX:** 904 noise gates (2)

**DBX:** 902 de-esser

**RSD:** Custom VCA/VCF noise gates/filters (10)

**Roger Mayer:** RM80X noise gates (3)

**Universal Audio:** 550A high & low-pass filters (2)

**Langevin:** Low-pass filters (3)

**Langevin:** high-pass filters (3)

**Orban Parasound:** 516EC de-esser (3 channel)



### Instruments/amps

**Yamaha:** C-7, 7ft grand piano

**Fuehr & Stemmer:** Upright tack piano

**Ludwig:** 1970 "silver sparkle" drumset (full)

**Marshall:** 1960 4 X 12 guitar speaker cab.

**Ampeg:** 1959 B-15N "Portaflex" bass amp

**Traynor:** Bass Mate amplifier



Chapter 3 : Project Facts

3.1 Site Analysis

Name : Fifty-fifth Plaza  
Location : Thong lo soi 2

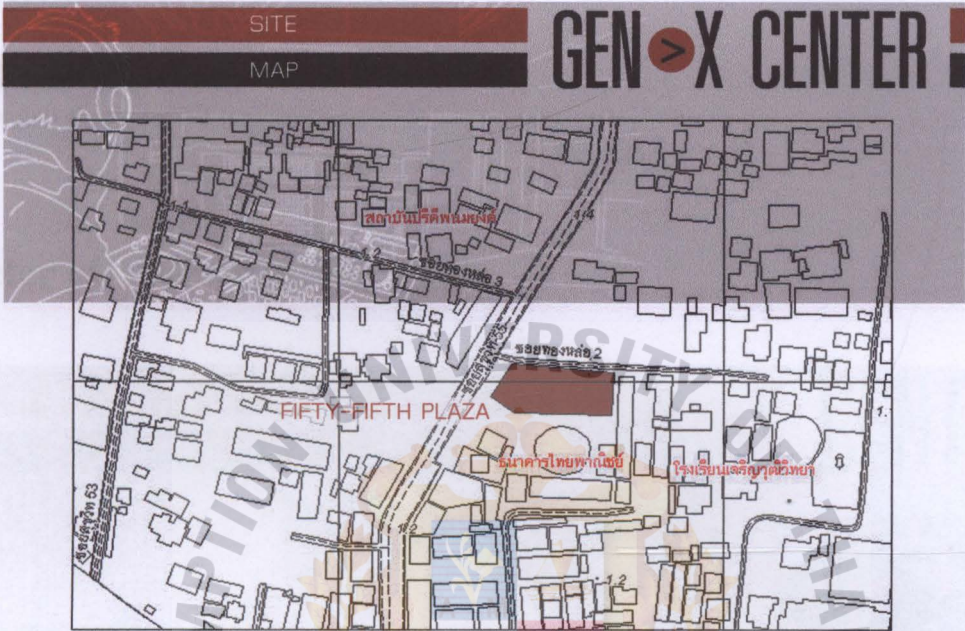


Figure3.1 Fifty-Fifth Plaza Site-Map

SIET BOUNDARY

- NORTH --- Thong Lo soi 2
- EAST --- Topic James (Thai) Co.
- WEST --- Jalernwut Vitaya School
- SOUTH --- Fifty-Fifth condominium

IMPORTANT PLACE AROUND BUILDING

- Siam commercial bank
- Bangkok Sky Train
- Art exhibition



Figure3.2 Around Building



## ACCESSIBILITY

- Bus
- Bangkok Sky Train : Thong Lo station
- Express Way

## APPROACH:

- main entrance from Thong lo road
- sub entrance from soi Thong lo 2

## character of mainbuilding



**Figure3.3** Character of mainbuilding

this building have area 7000 sq.m.

1<sup>st</sup> floor heigh 5 m/ area 1950 sq.m.

2<sup>nd</sup> floor heigh 3 m/ area 1800 sq.m.

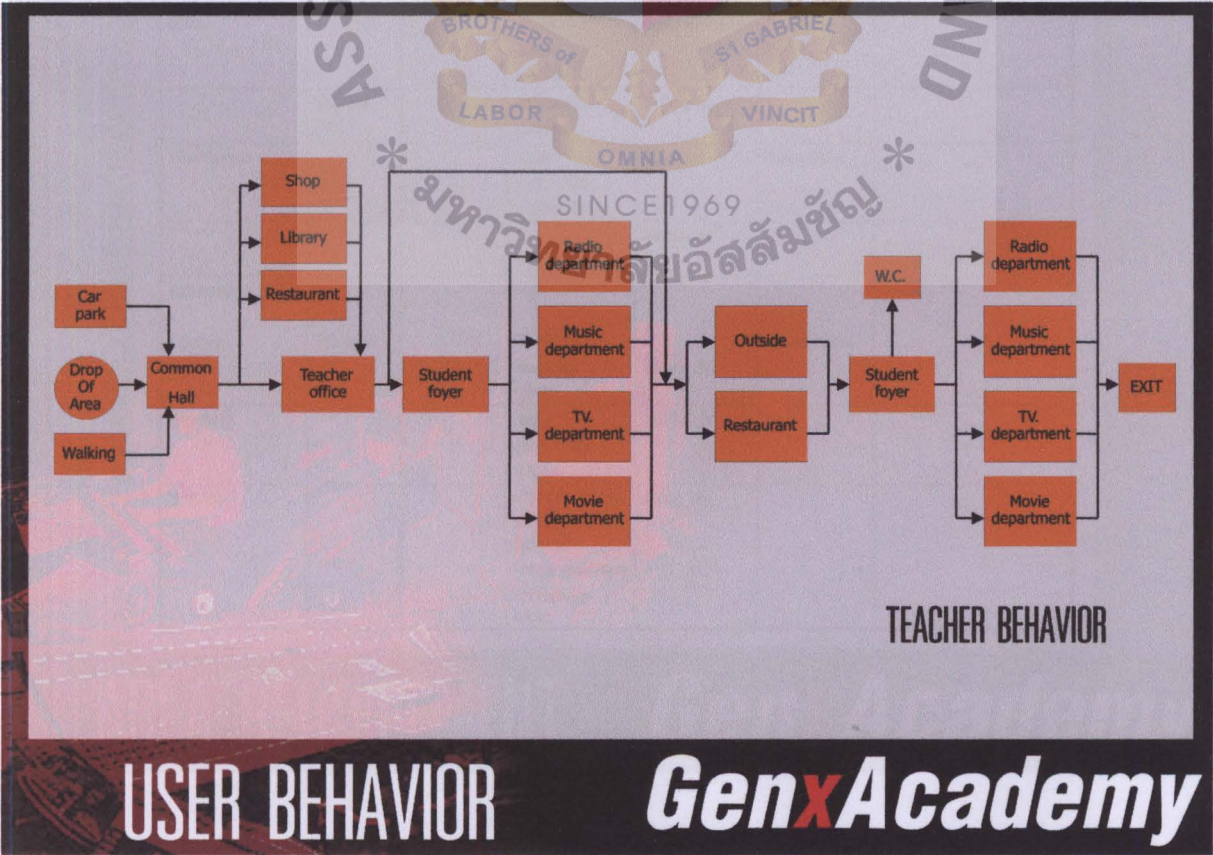
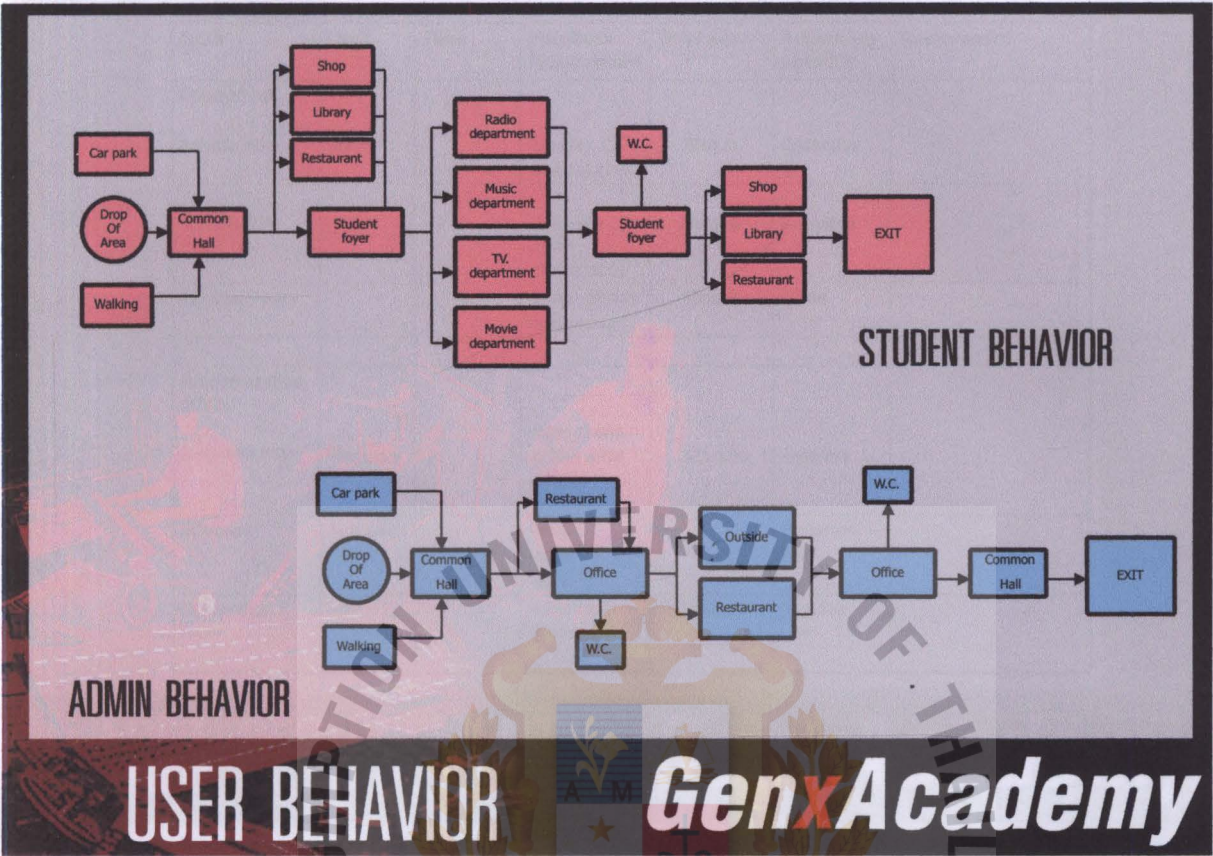
3<sup>rd</sup> floor heigh 3 m/ area 1670 sq.m.

4<sup>th</sup> floor heigh 3 m/ area 1220 sq.m.



Chapter 4 : Data Synthesis and Programming

The User Behavior





Area requirement

Area	User	Time	Furniture requirement	Total area	Adjacency notation	Assignment
<b>Common hall</b>						
Security check	Staff (1)		-counter -chair of staff	20sq.m.	Reception	
Waiting area			-sofa-arm chairs -coffee table	80sq.m.	Exhibition	
Exhibition area			-board display -information	50sq.m	Office	
<b>Administration office</b>						
President room	President		-table-chairs -coffee table -sofa & armchair	32 sq.m	assistant	
Assistant	Assistant		-table -chair -sofa		President room	
Conference room	Staff (12)		-table-chair -projector -cabinet	32sq.m	President room	

AREA REQUIREMENT

GenxAcademy

Area	User	Time	Furniture requirement	Total area	Adjacency notation	Assignment
Office	Staff(20)		-table -chair -cabinet	60sq.m.	Common hall	
	Teacher (40)		-table-chair -cabinet	120sq.m.		
Waiting area			-sofa -arm chair -coffee table	40sq.m.	Reception	
				284sq.m.		
<b>Education area</b>						
Library	Student (75)		-table-chair -cabinet -stack	150sq.m.	Video room	
Reading			-sofa -arm chair -table	165sq.m.		
Service			-counter-table -chair-stock & cabinet -copy machine -computer table	41sq.m.		

AREA REQUIREMENT

GenxAcademy



Area	User	Time	Furniture requirement	Total area	Adjacency notation	Assignment
<b>Music department</b>						
technical room				48sq.m.		
Class room	Student (15)		-table -chair	2.5x15 =37.5sq.m.		
				85.5sq.m.		
<b>Television department</b>						
Technical room				60sq.m.		
Class room	Student (15)		-table -chair	2.5x15 =37.5sq.m.		
				97.5sq.m.		
<b>Radio department</b>						
Technical room	Dj		-Mixer -Music player	8 sq.m.		

## AREA REQUIREMENT *GenxAcademy*

Area	User	Time	Furniture requirement	Total area	Adjacency notation	Assignment
<b>Radio department</b>						
Technical room	MCR		-table -chair -computer	3x4=12sq.m.		
Class room	Student (15)		-table -chair	2.5x15 =37.5 sq.m.		
				73.5 sq.m.		
<b>Movie Department</b>						
Technical room				60 sq.m.		
Class room	Student (15)		-table -chair	2.5x15 =37.5 sq.m.		
				97.5 sq.m.		
Restaurant	100 seats		-counter -table -chairs	200 sq.m.		
Kitchen				60 sq.m.		
				260 sq.m.		

## AREA REQUIREMENT *GenxAcademy*

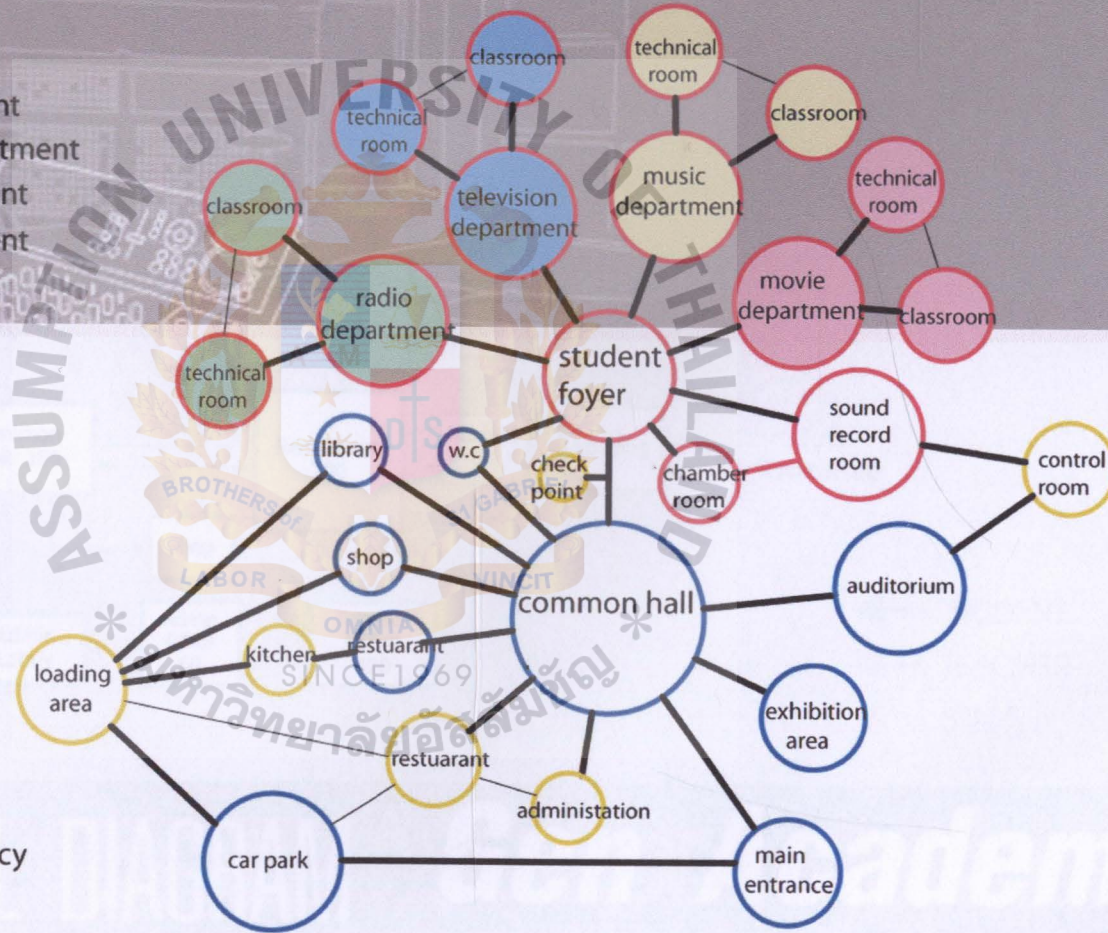


# BUBBLE DIAGRAM

# GEN > X CENTER

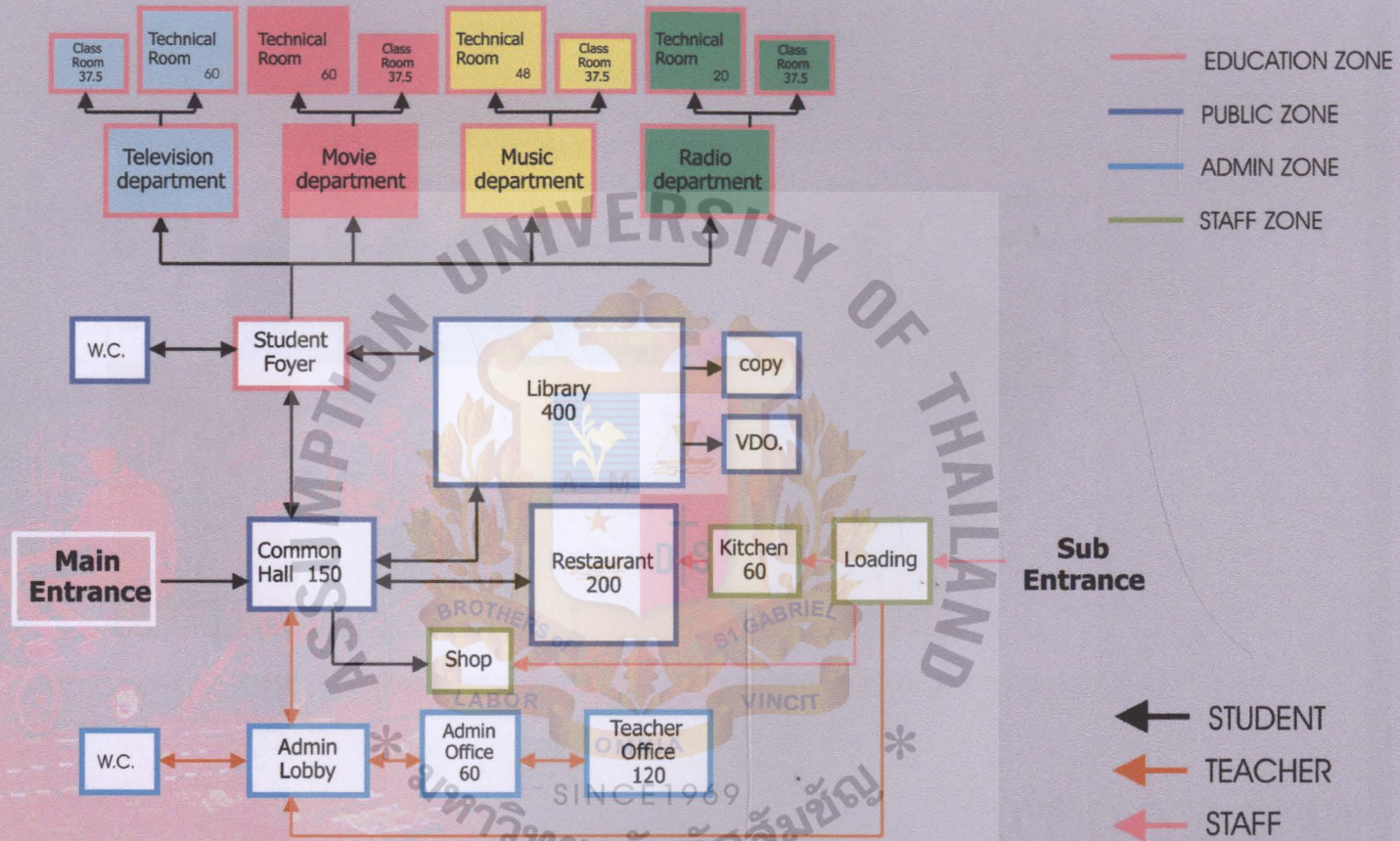
Relationship diagram

- public
- staff
- education
- radio department
- television department
- music department
- movie department



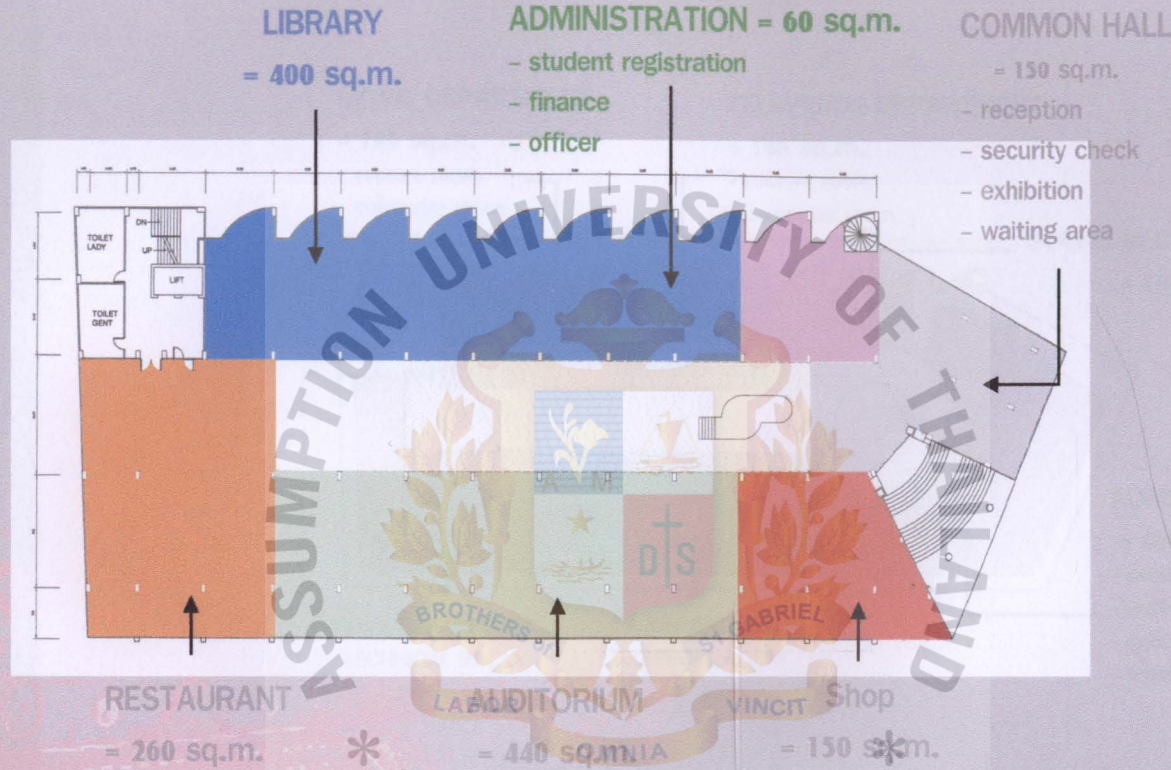
— high adjacency  
— desirable





# FUNCTIONAL DIAGRAM *GenxAcademy*





1ST FLOOR PLAN

ZONING

GenxAcademy



### MOVIE DEPARTMENT

= 180 sq.m.

- recture room
- computer room

### TELEVISION DEPARTMENT

= 180 sq.m.

- recture room
- computer room

### SOUND RECORDING ROOM

= 100 sq.m.

### ADMINISTRATION

= 400 sq.m.

- president room
- assistant room
- conference room
- teacher office

### MOVIE DEPARTMENT

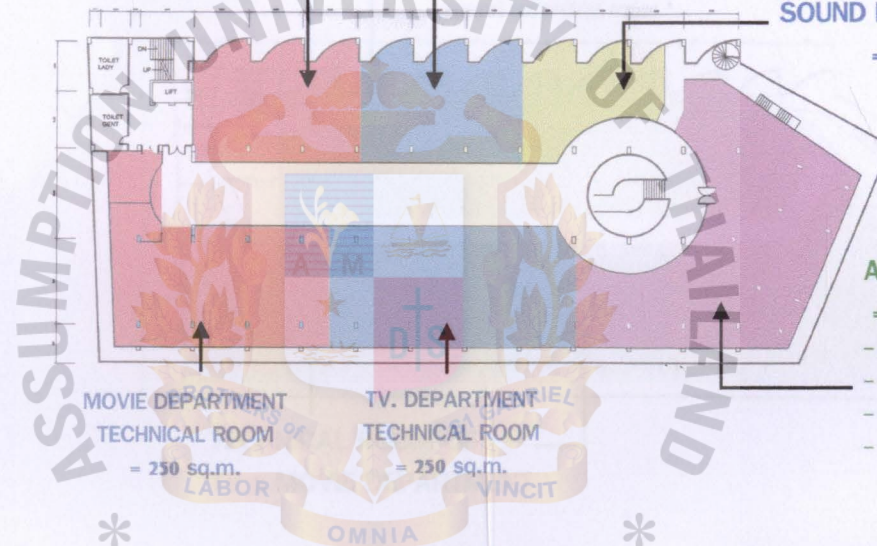
### TECHNICAL ROOM

= 250 sq.m.

### TV. DEPARTMENT

### TECHNICAL ROOM

= 250 sq.m.



\* มหาวิทยาลัยอัสสัมชัญ \*  
SINCE 1969

## 2ND FLOOR PLAN

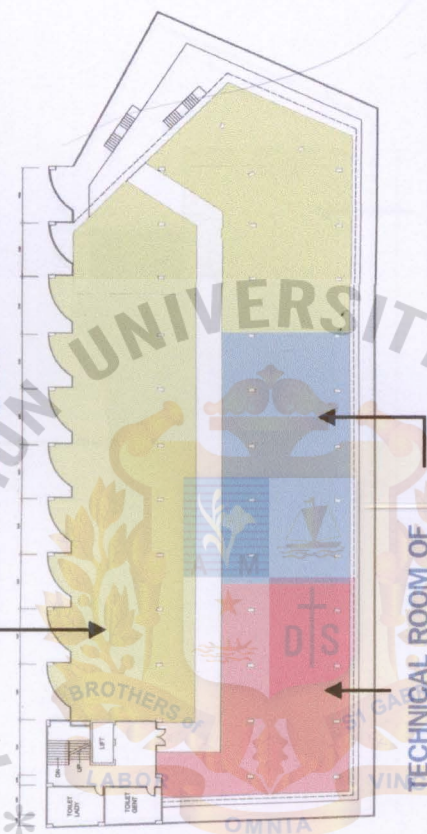
# ZONING

# GenxAcademy



MUSIC DEPARTMENT = 900 sq.m.

- lecture room
- computer room
- sound recording room



3RD FLOOR PLAN

ZONING

GenX Academy

RADIO DEPARTMENT

= 1000 sq.m.

- DJ room

- MCR room

SOUND RECORDING ROOM

= 190 sq.m.

## 4TH FLOOR PLAN

ZONING

GenXAcademy



Chapter 5 : Conclusion

Conceptual Model

5.1 Concept

my concept is about the word “mix-up”, I start by use character of sound wave to make a form of mix-up by chosen a four different character of sound wave that is : Acoustic Guitar , Electric Guitar , Bass , Drum

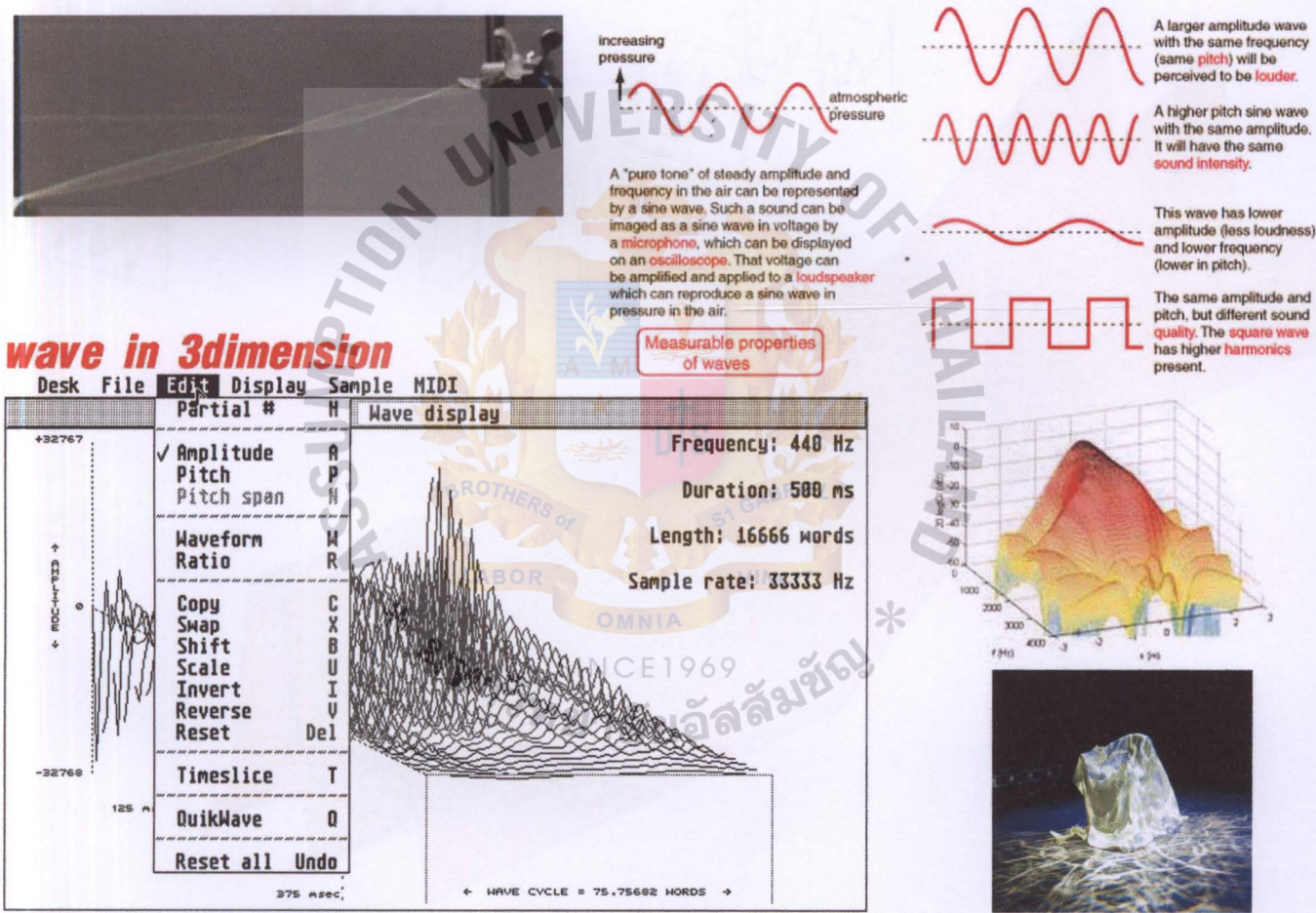


Figure5.1.1 Concept

Conceptual Model

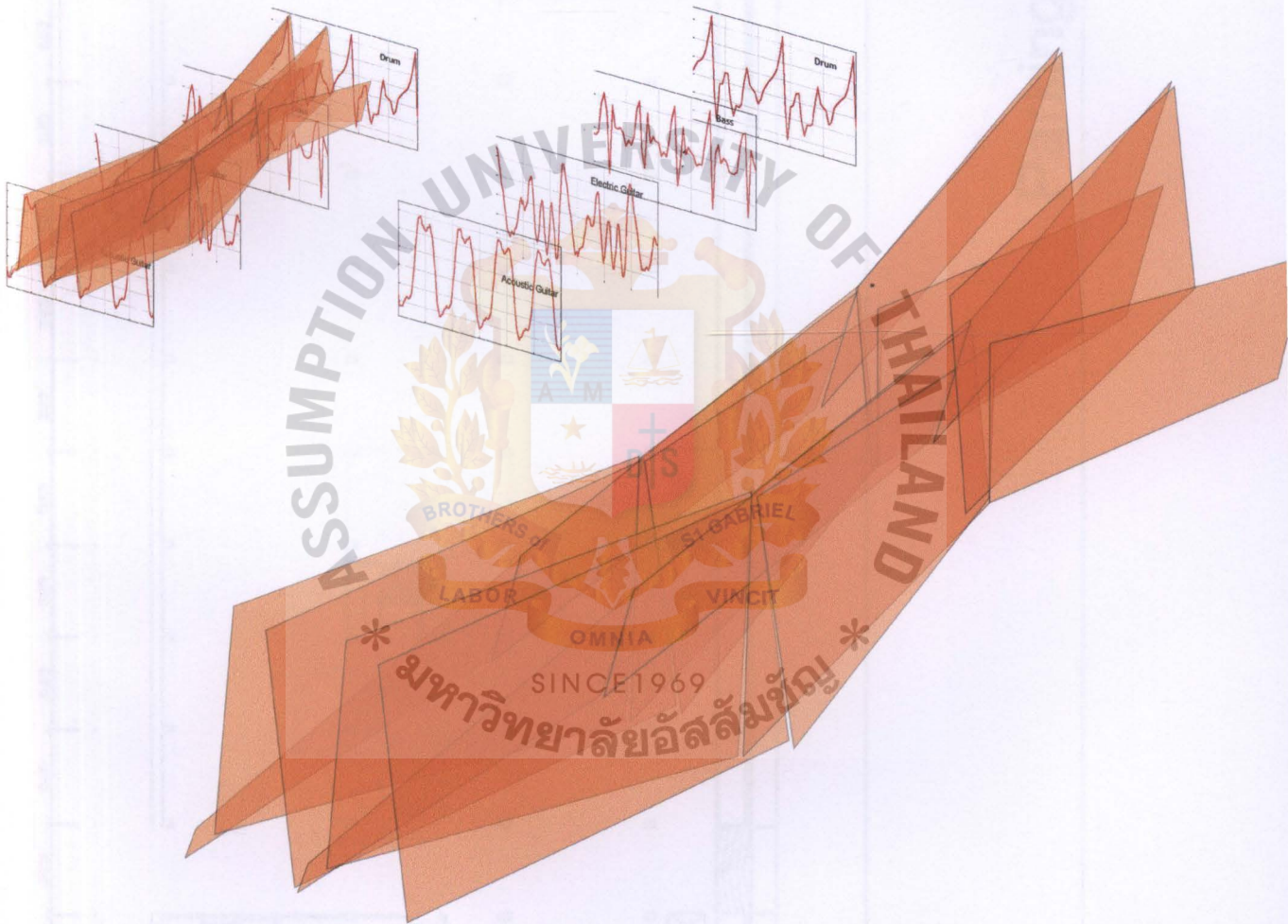


Figure5.1.2 Conceptual Model



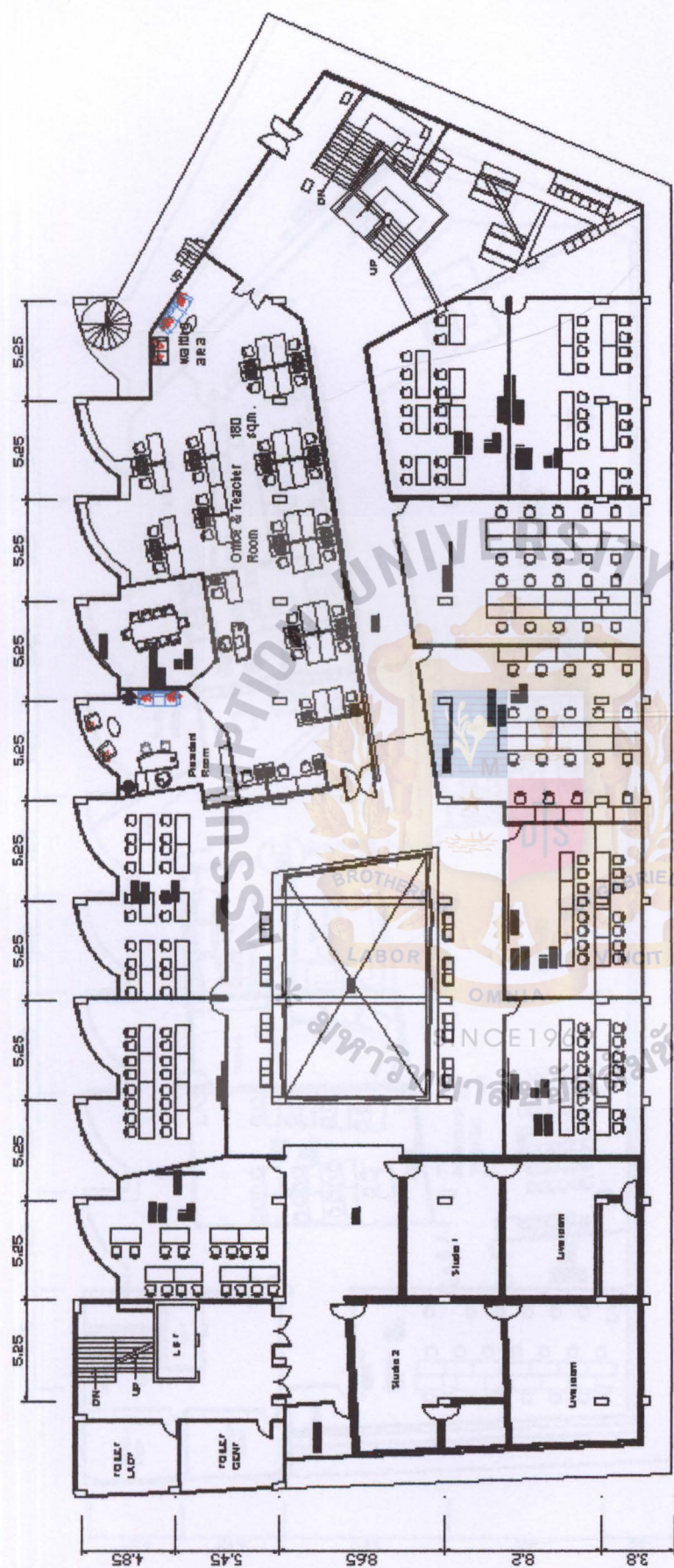






## 1st floor plan

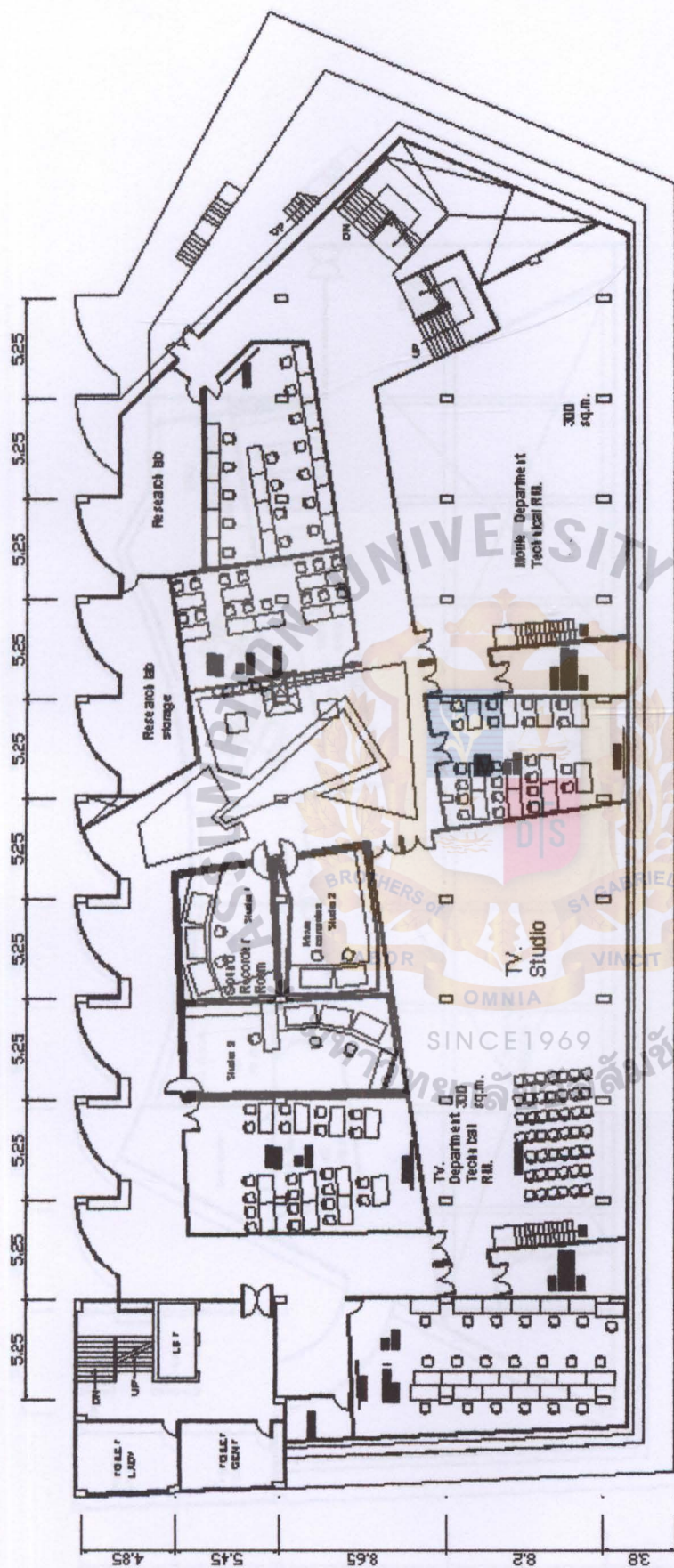




2nd floor plan

Figure 5.2.3 Lay-out Plan 2<sup>nd</sup> Floor





3rd floor plan

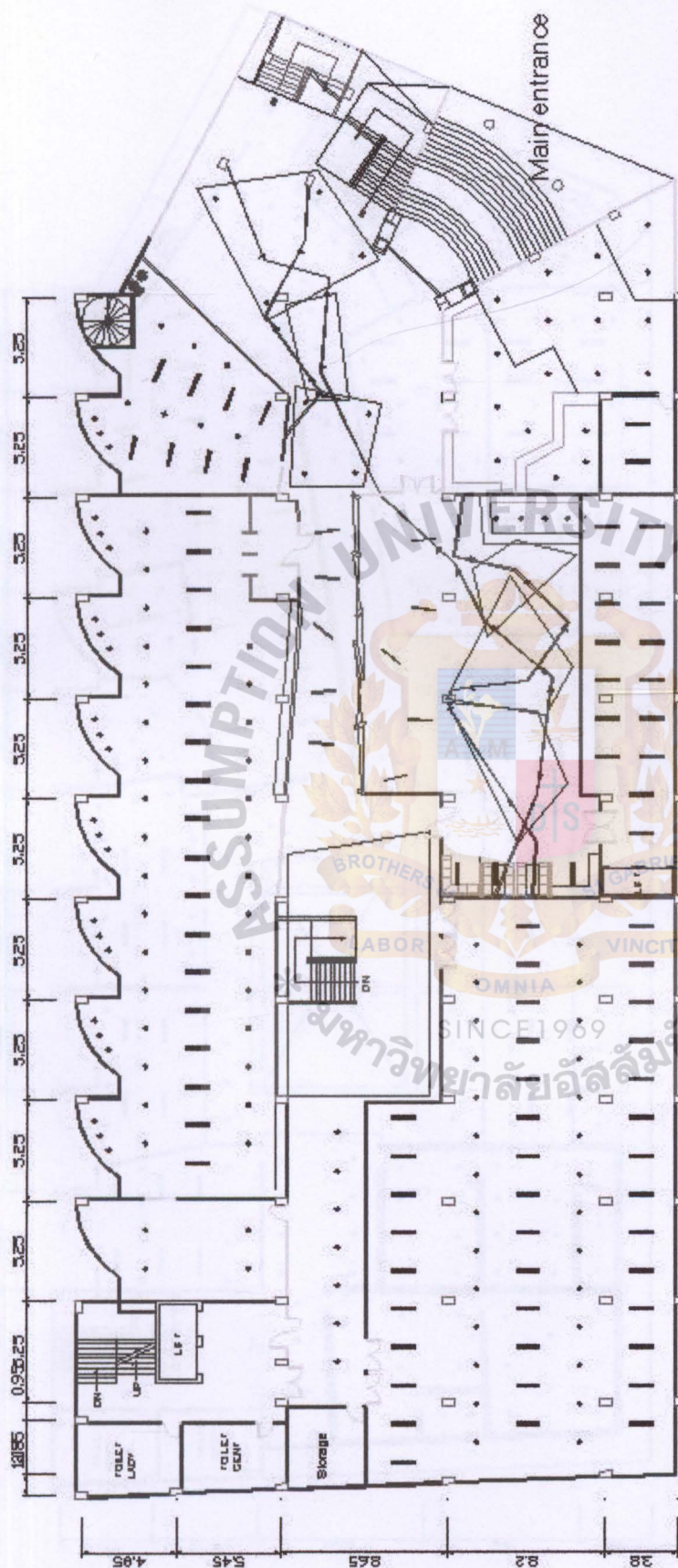
Figure 5.2.4 Lay-out Plan 3<sup>rd</sup> Floor



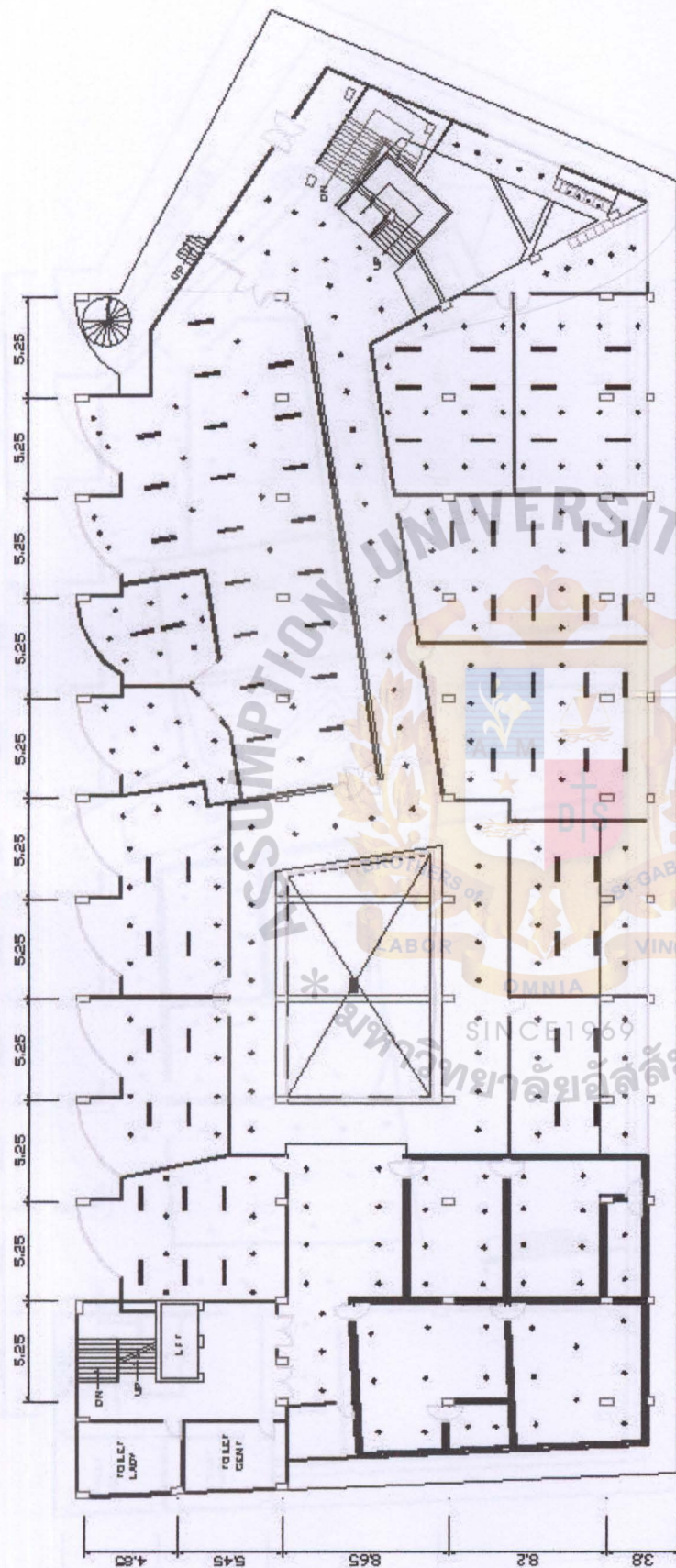




## 1st floor ceiling plan

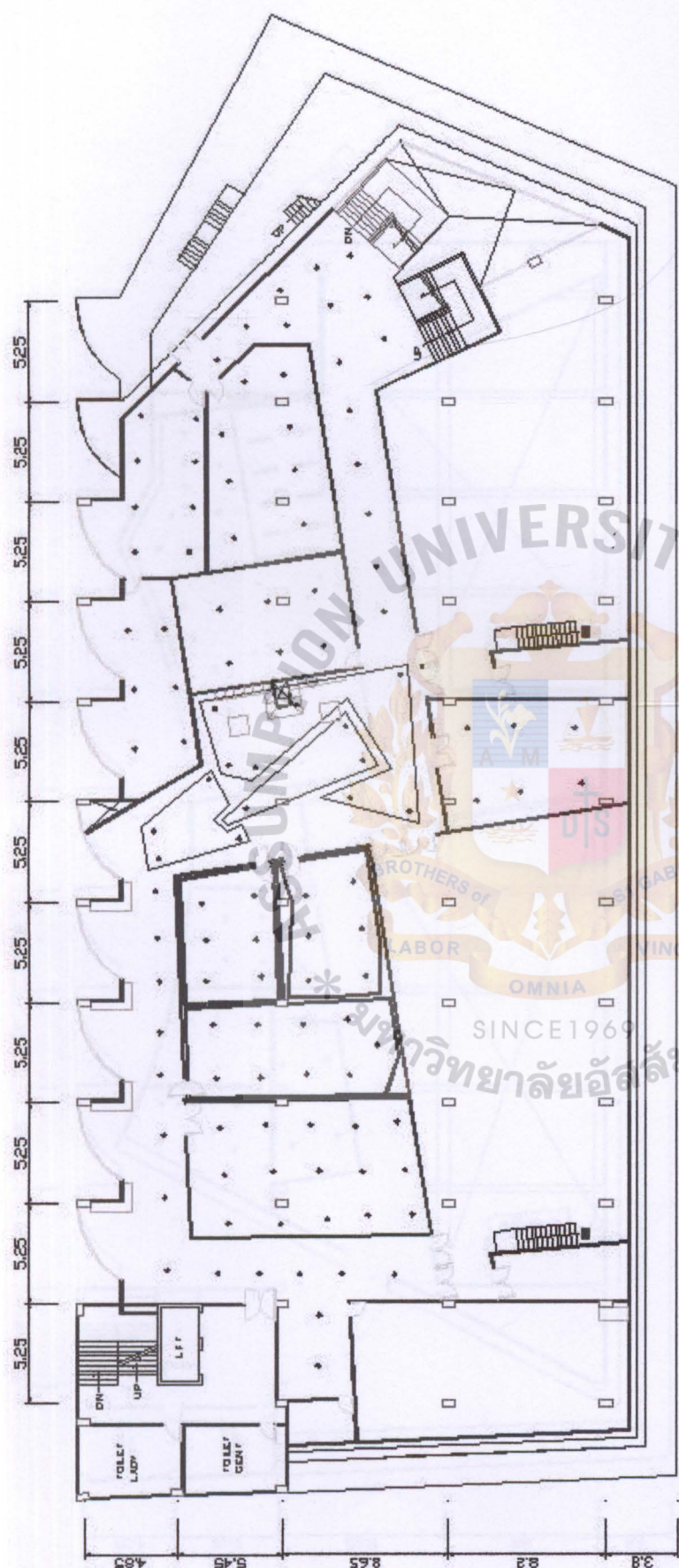


33



**Figure5.3.2 Ceiling Plan\_2<sup>nd</sup> Floor**

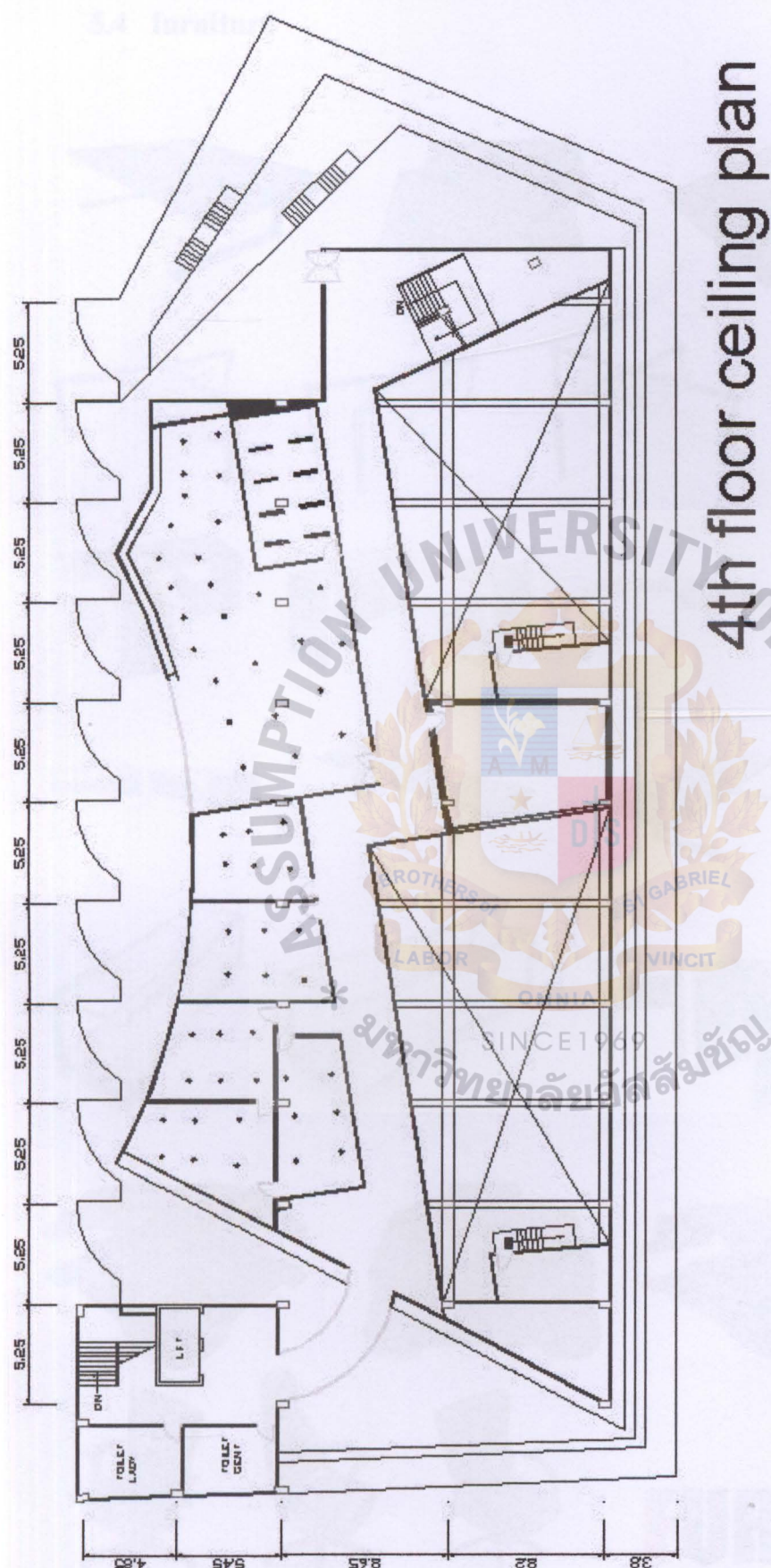




## 3rd floor ceiling plan

Figure 5.3.3 Ceiling Plan 3<sup>rd</sup> Floor





**Figure 5.3.4 Ceiling Plan 4<sup>th</sup> Floor**

## 5.4 furniture



Figure 5.4 Furniture



## 5.5 Space Model

1<sup>st</sup> Floor

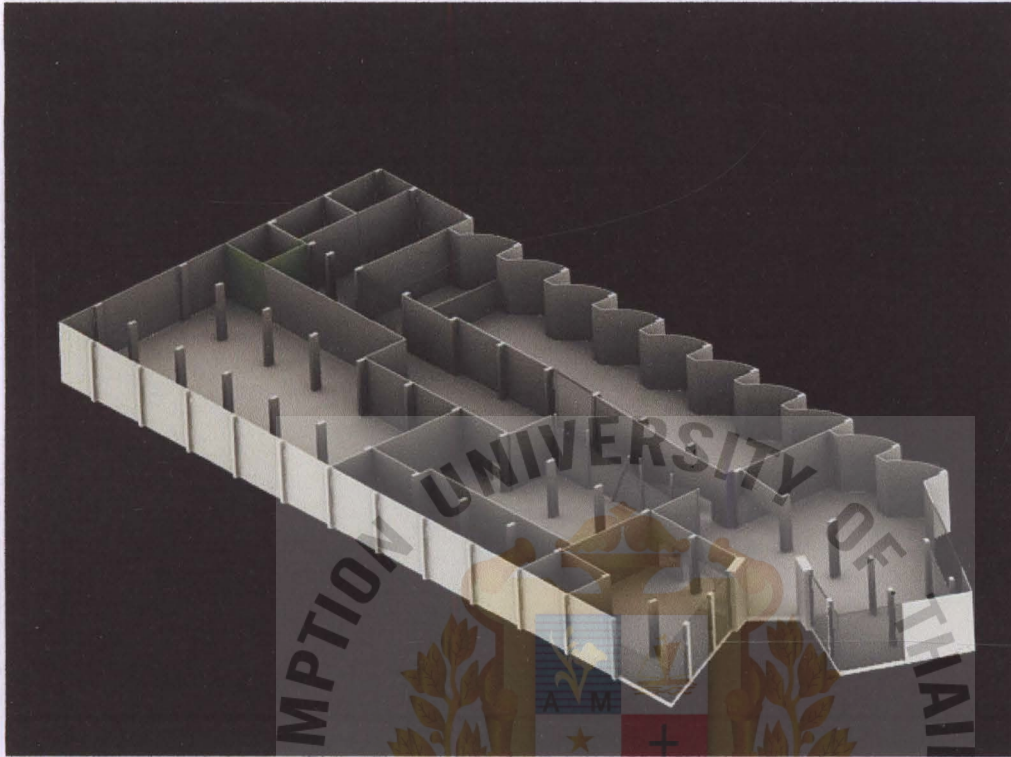


Figure5.5.1 Space Model 1<sup>st</sup> Floor

2<sup>nd</sup> Floor

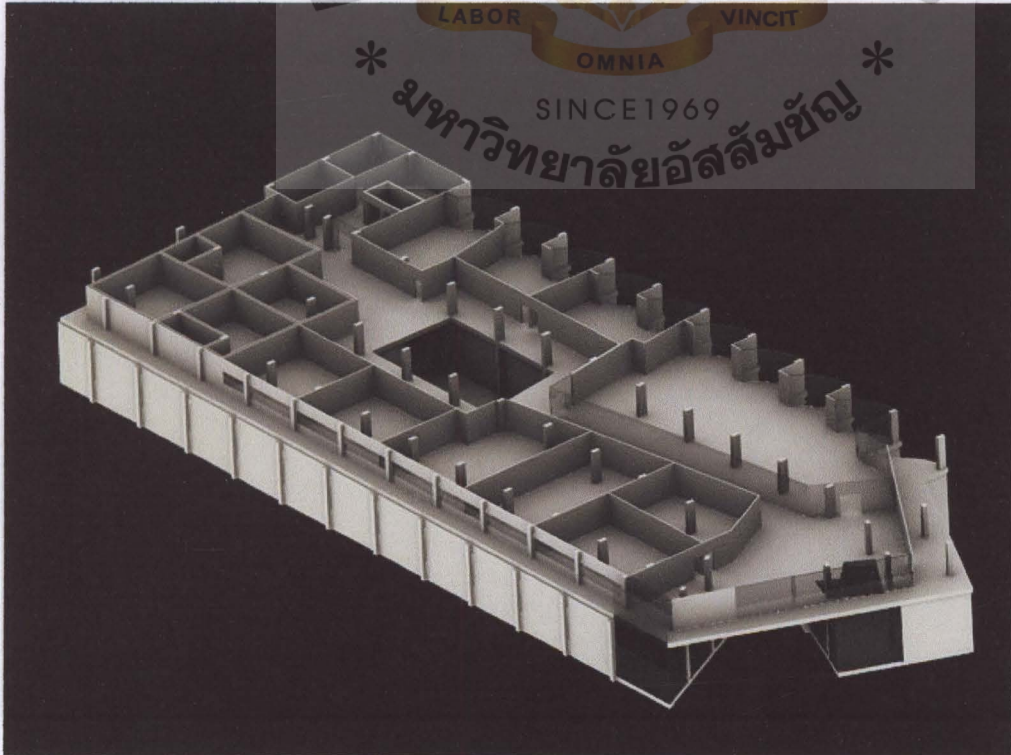


Figure5.5.2 Space Model 2<sup>nd</sup> Floor



3<sup>rd</sup> Floor

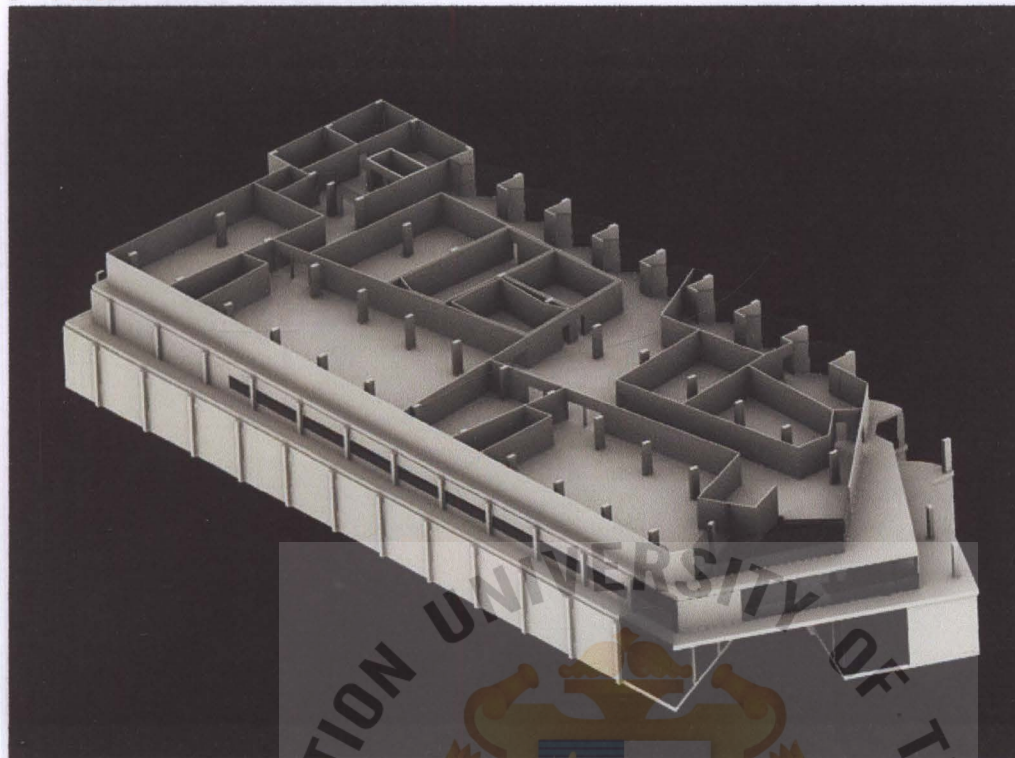


Figure 5.5.3 Space Model 3<sup>rd</sup> Floor

4<sup>th</sup> Floor

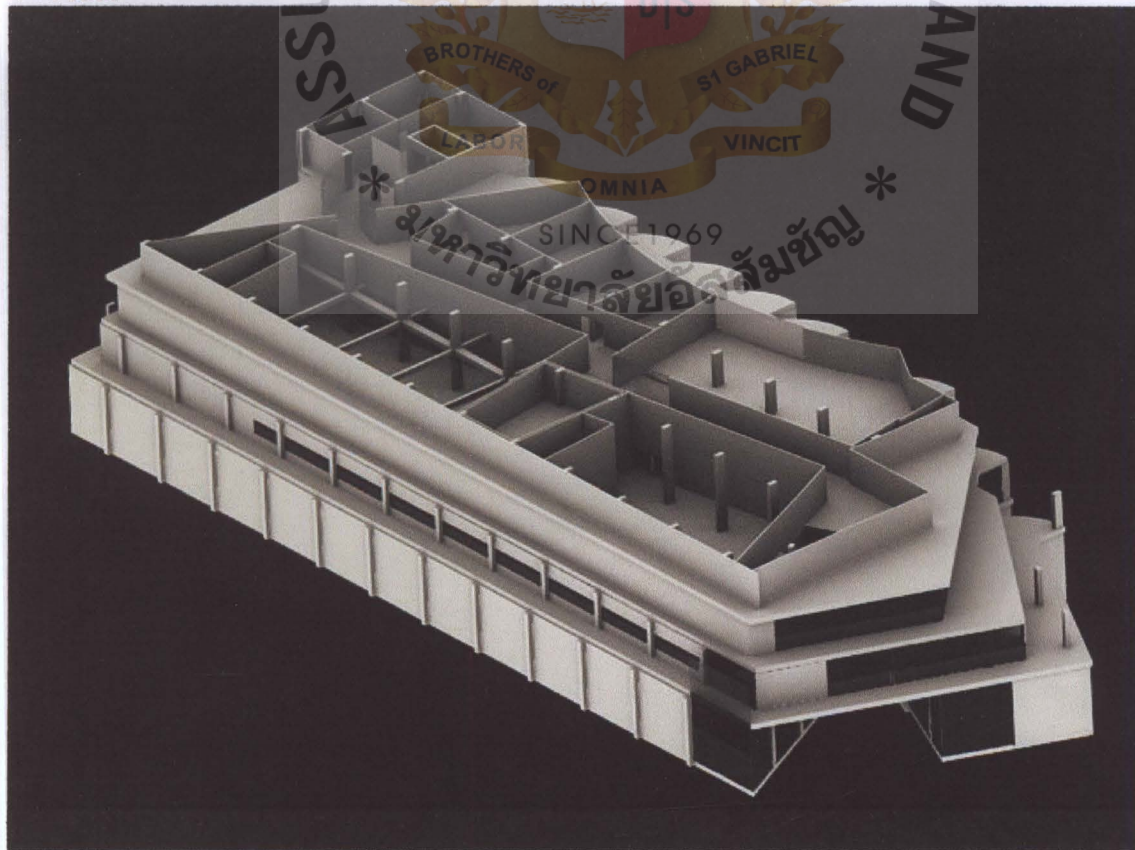


Figure 5.5.4 Space Model 4<sup>th</sup> Floor



5.6 color Perspective



Figure5.6.1 color Perspective Common Hall



Figure5.6.2 color Perspective 1<sup>st</sup> Floor





Figure5.6.3 color Perspective Restaurant



Figure5.6.4 color Perspective 1<sup>st</sup> Floor Hall





Figure5.6.5 color Perspective 2<sup>nd</sup> Floor



Figure5.6.6 color Perspective 3<sup>rd</sup> Floor





Figure5.6.7 color Perspective Class Room



Figure5.6.8 color Perspective Movie Studio





Figure5.6.9 color Perspective MCR. Room



Figure5.6.10 color Perspective Sound Studio



**5.7 elevation**

**Common Hall**



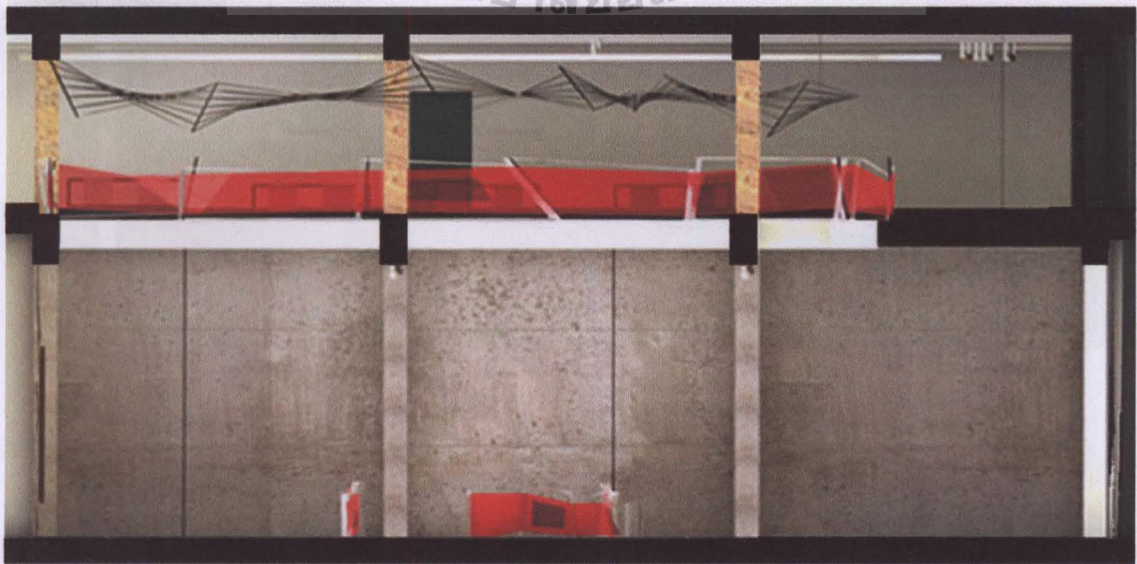
**Figure5.7.1** elevation Common Hall

**Restaurant**



**Figure5.7.2** elevation Restaurant

**hall 1<sup>st</sup>-2<sup>nd</sup> floor**



**Figure5.7.3** elevation 1<sup>st</sup>-2<sup>nd</sup> Hall



Movie Studio

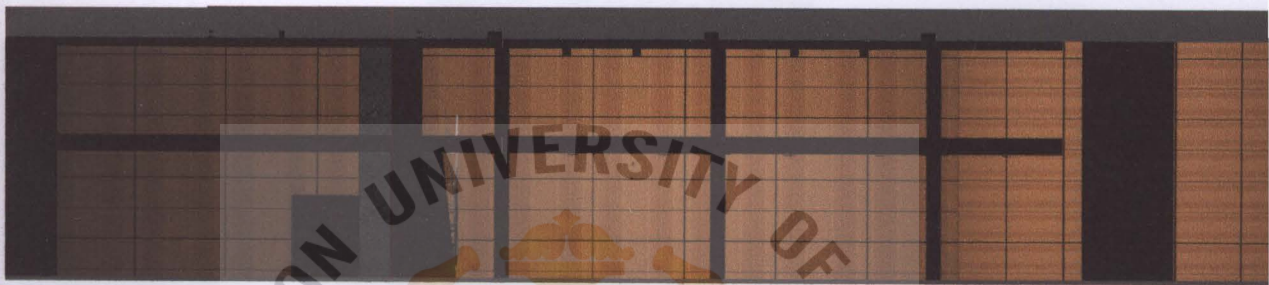


Figure5.7.4 elevation Movie Studio

Sound Studio



Figure5.7.5 elevation Sound Studio

5.8 section



Figure5.8 section



