

2020-2025
Interior Design
Yuyin Xue

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Plot. Pot. Plate



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2025.5. Postgraduate SuperMatter
Lillie Rd, London SW6 1TS

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26 George IV Bridge, Edinburgh, EH1 1EN

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NOMADIC HOME



Installation project
2022.5. Year 2 University project
3rd Prize of 10th National College Digital Art & Design Awards
Group work

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Other Works

...

01 Plot. Pot. Plate.

Vertical garden project
2025.5. Mater SuperMatter Graduation Project
Lillie Rd, London SW6 1TS

This project aims to design a vertical garden for construction workers during the coming construction period on site. Based on research Earl's Court Development site, I gathered key elements in design: nature, balance, worker co-operation.

Starting from a creative exploration of Materials, Place and People informing the material intelligence dataset. The outcome of first stage is demonstrated through model making.

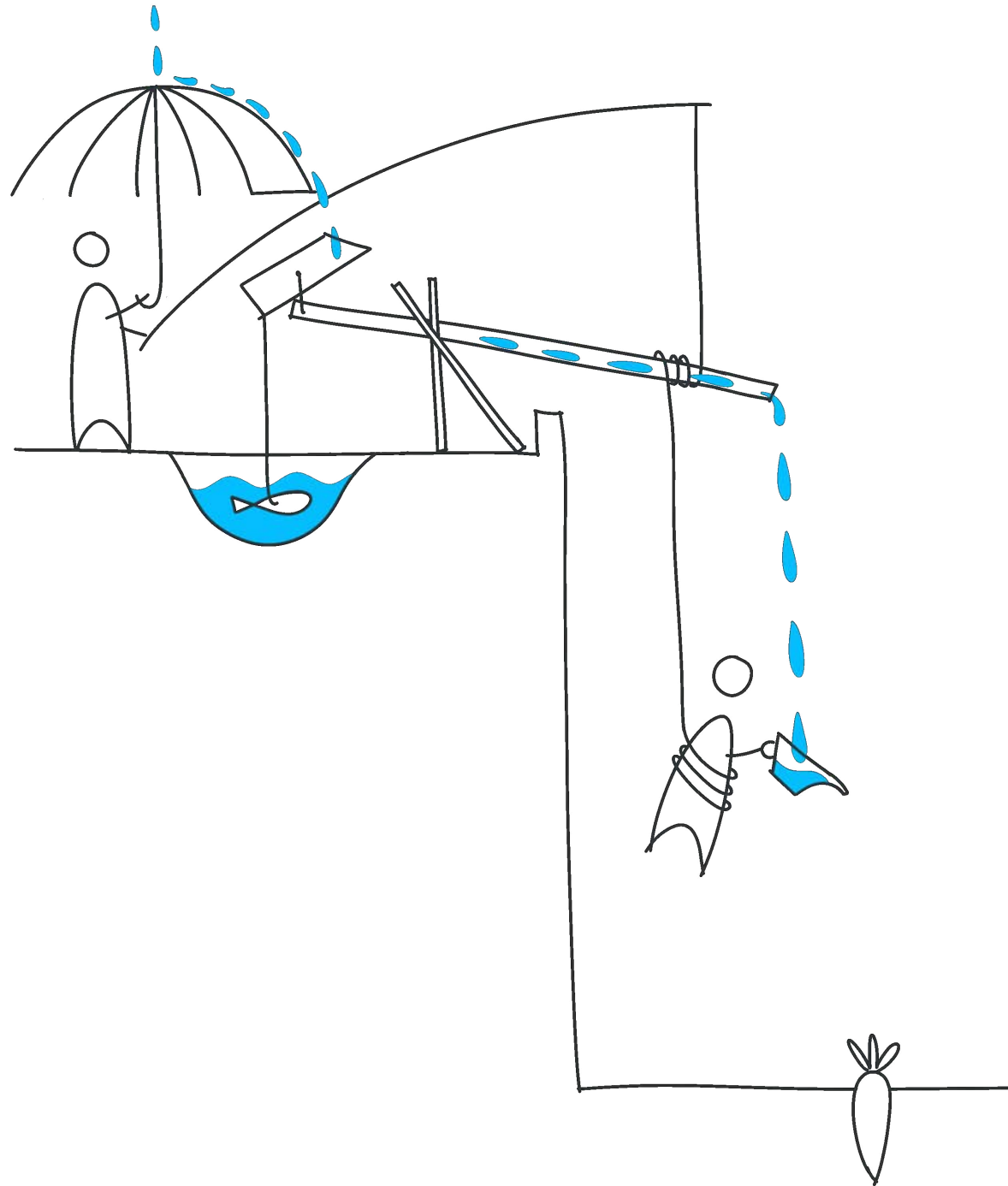
The intension is to create a radical interior that re-imagines how construction workers live and rest. The proposal will explore how interior design can create a self-growing, care-driven environment, empowering workers to shape and freely use the space while fostering freedom, self-care, and communal growth.

Paper Model Prototype



Rooftop Rain Race: Mission Carrot

Video: <https://youtube.com/shorts/0aaFHLn1j8w>



Physical Paper Model



Card Paper
Steel Wire
Bamboo
Fish Wire
Ultra Board
Plastic Bauble
Preservative Film

Physical Construction Model



Steel Tube
Bamboo
Fish Wire
Ultra Board

Table View



Lillie Road View

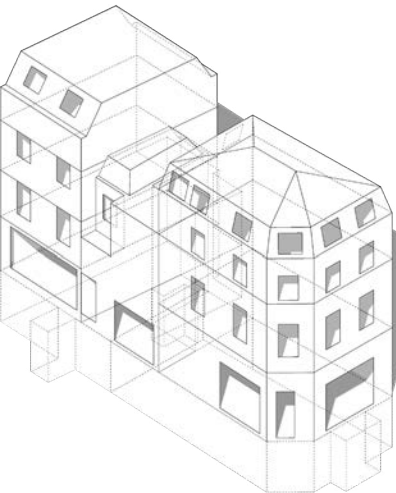


Manifesto

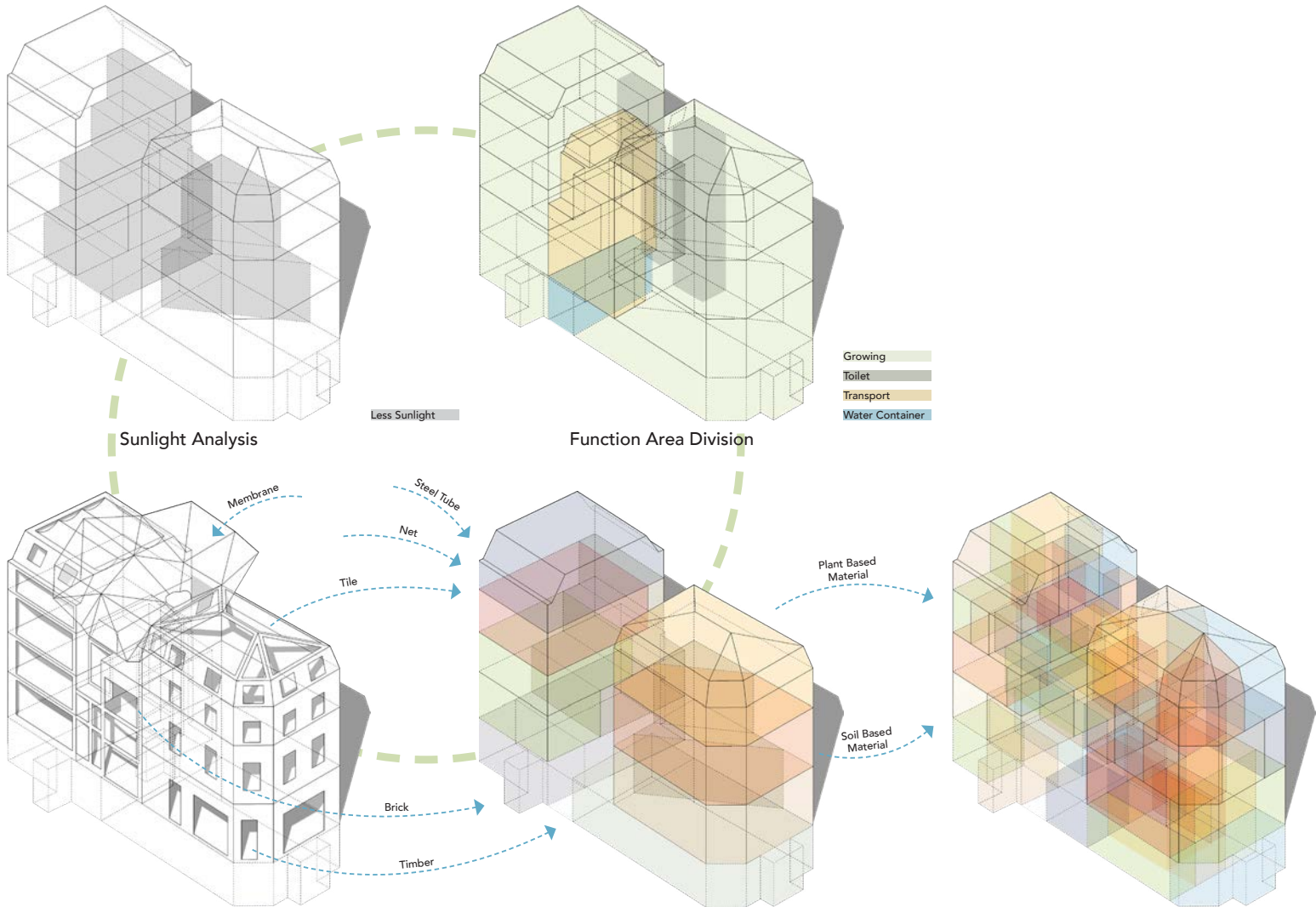


Lillie Road Masterplan

- Nature, ecology and biodiversity
- Reducing flooding through rainwater management
- Community led design



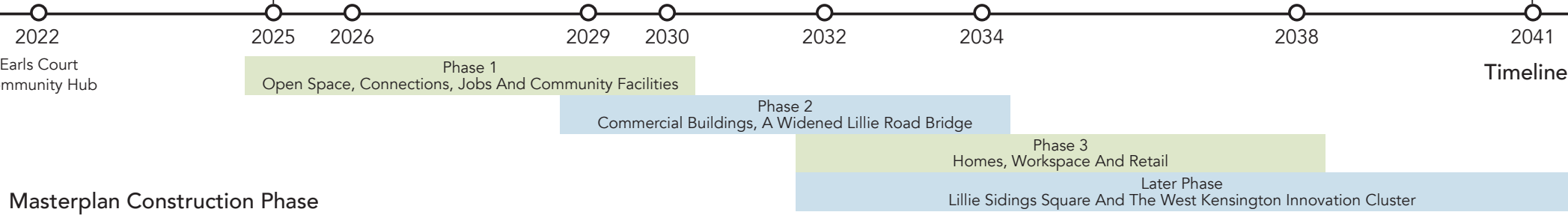
Existing Lillie Road



Exterior - Water, Soil, Sunlight Growing Environment Build Up

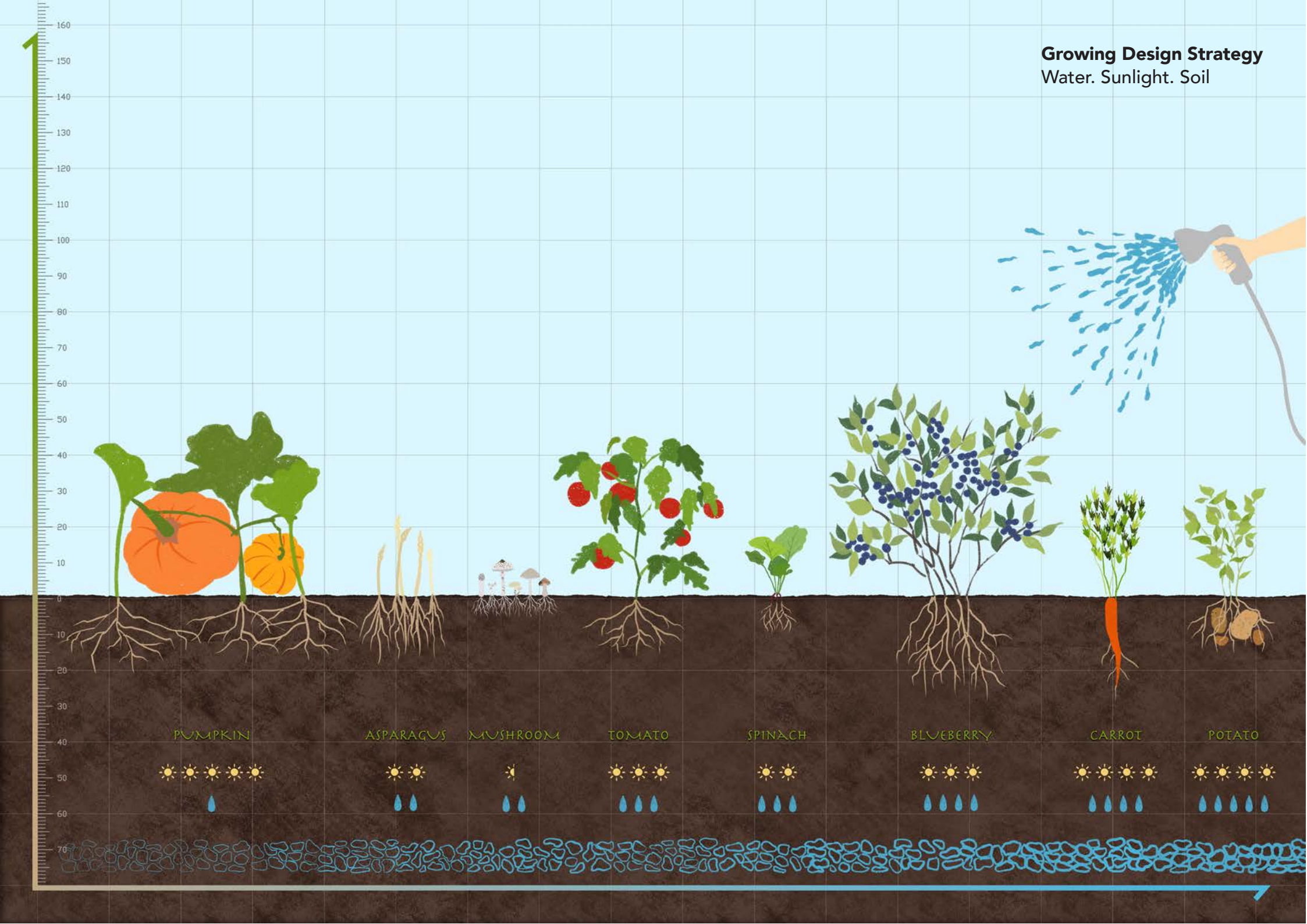
Interior - Growing Area Division

Community Allotment

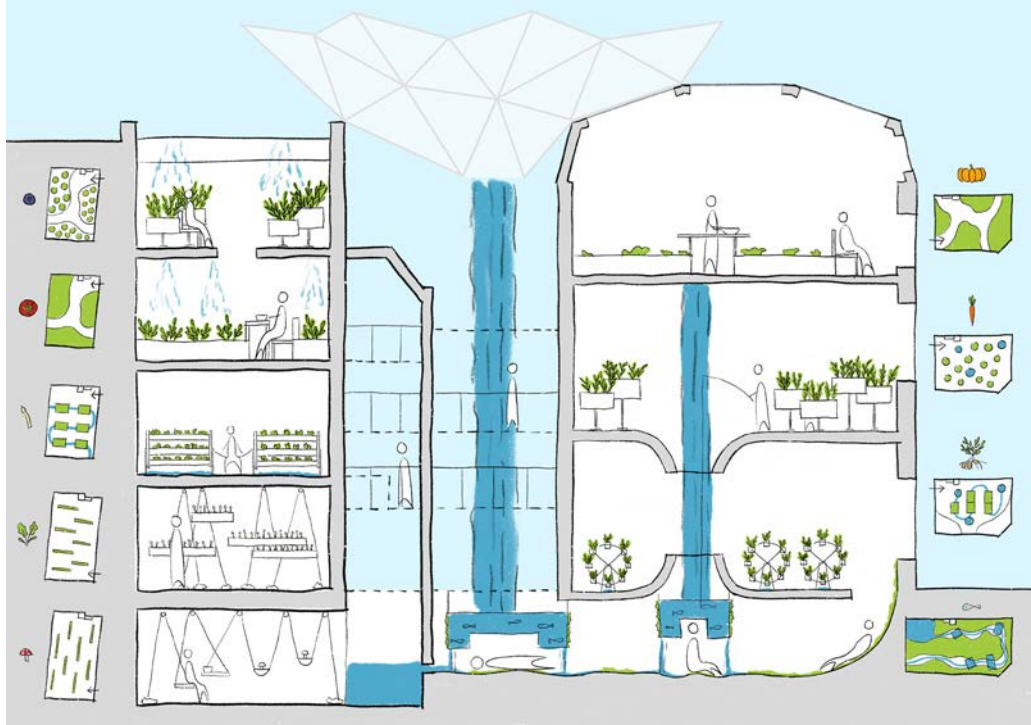


Masterplan Construction Phase

Growing Design Strategy
Water. Sunlight. Soil



Sketch Spatial Strategy



Material Palette



- Bamboo
- Brick
- Steel Perforated Plate
- Coconut
- Safety Rope
- Safety Belt



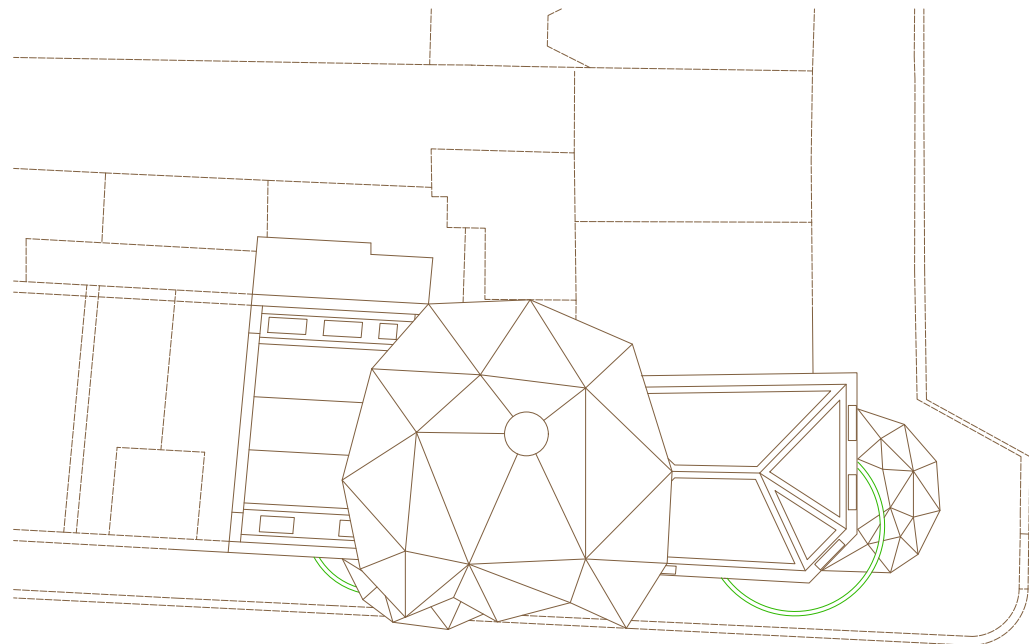
16-26 LILLIE ROAD - GROUND FLOOR PLAN



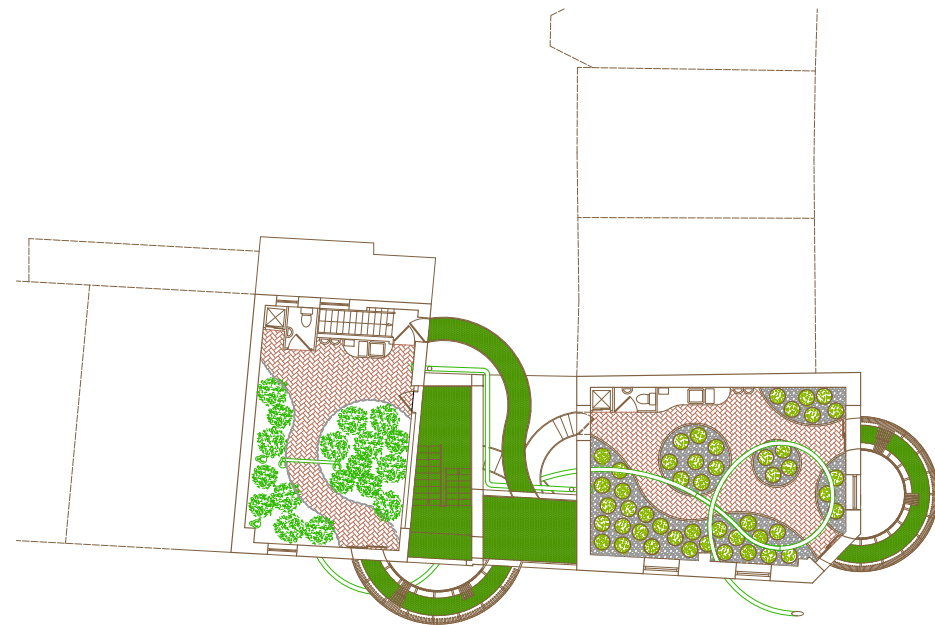
16-26 LILLIE ROAD - BASEMENT PLAN



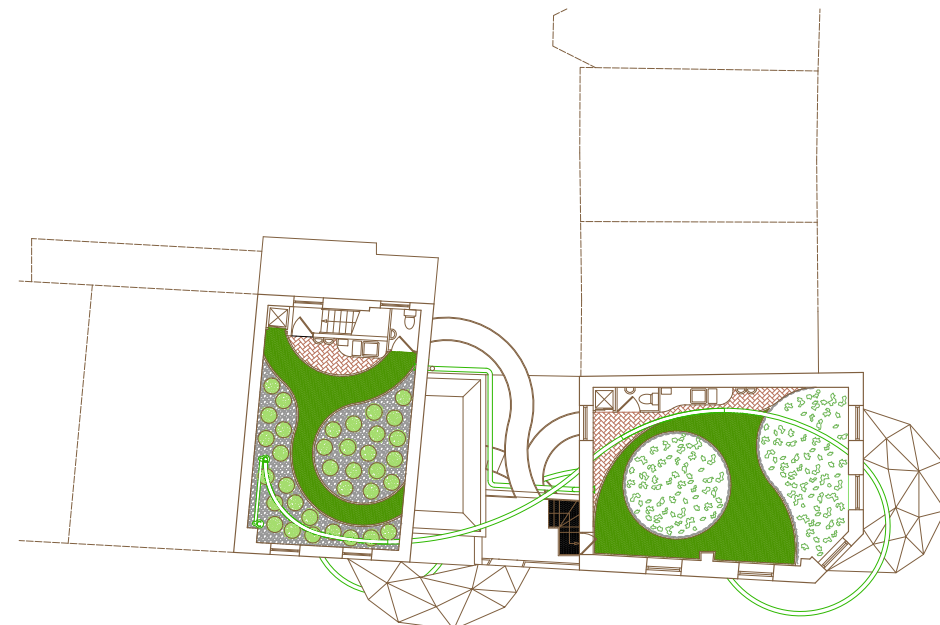
16-26 LILLIE ROAD - FIRST FLOOR PLAN



16-26 LILLIE ROAD - ROOF PLAN



16-26 LILLIE ROAD - SECOND FLOOR PLAN



16-26 LILLIE ROAD - THIRD FLOOR PLAN



Street Party

Video: <https://youtu.be/IP6yKYolLzE>



Axonometric Drawing



02 Child Resilience Centre

Community & Social Service design
2024.5. Year 4 Graduation project
26 George IV Bridge, Edinburgh, EH1 1EN, FRANKENSTEIN PUB

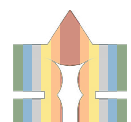
The 'Child Resilience Centre' is dedicated to supporting children and adolescents under 18 as they navigate the challenging journey after the loss of a loved one.

Designed as a nurturing environment, the center offers a comprehensive range of services tailored to address various aspects of grief and coping. These services include access to playground facilities, hands-on craft workshops, family retreats, counseling sessions, and specialised professional training.

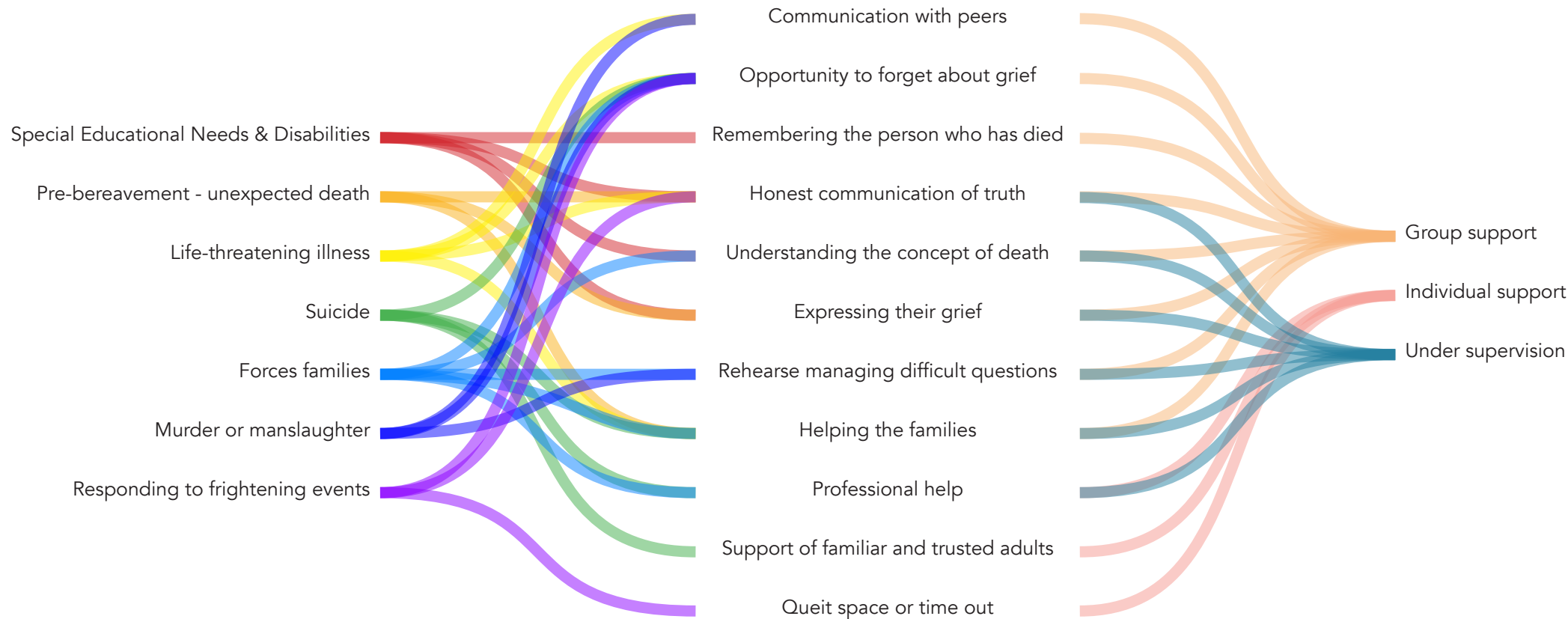
Housed within a former Edinburgh church, the centre ingeniously incorporates a "safety net" feature that spans across two floors, facilitating vertical movement within the playground area. This innovative design element serves as a metaphorical and literal shelter, symbolising a sense of security and home-like comfort for bereaved young individuals seeking solace and support.



First Floor - climbing net & tunnel desk



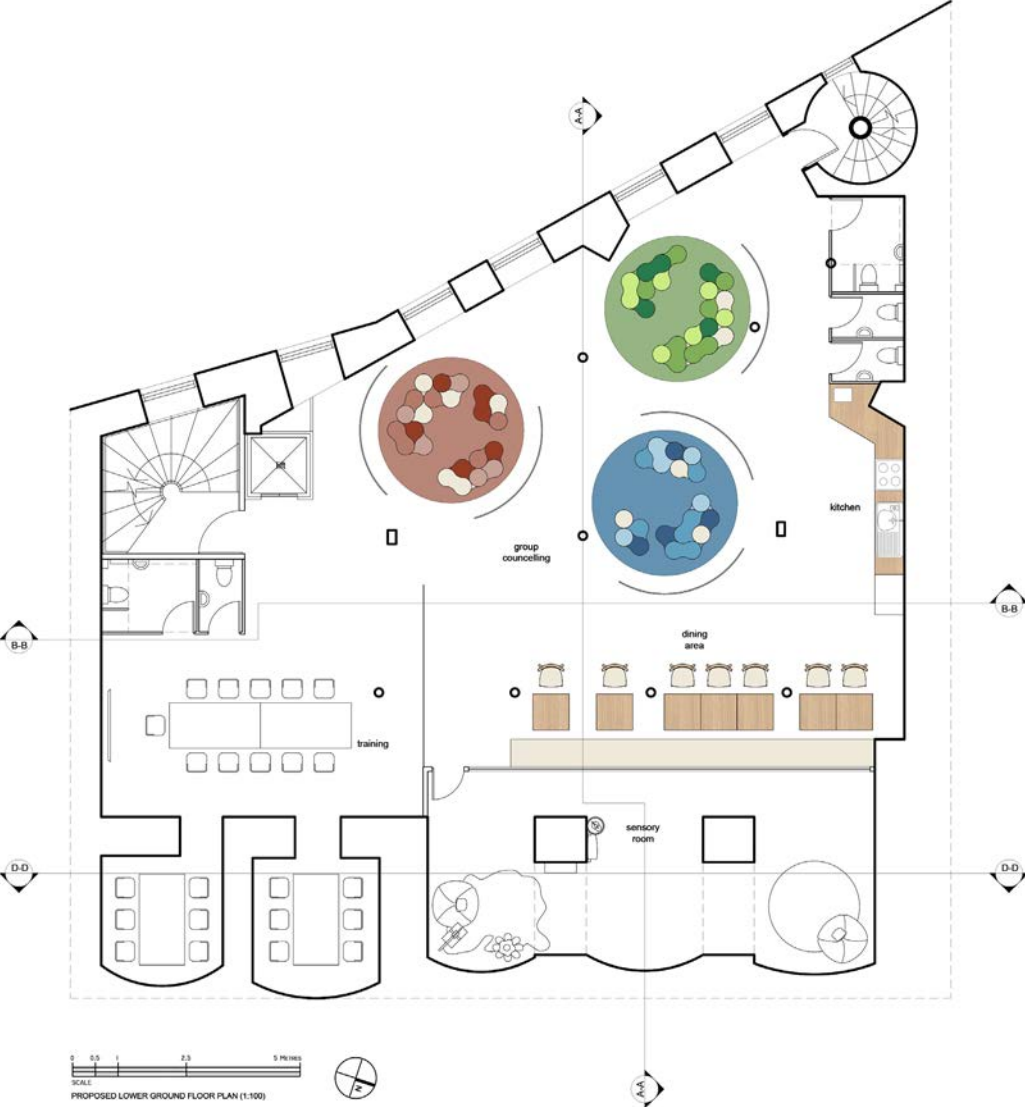
SPECIFIC AREAS OF SUPPORT



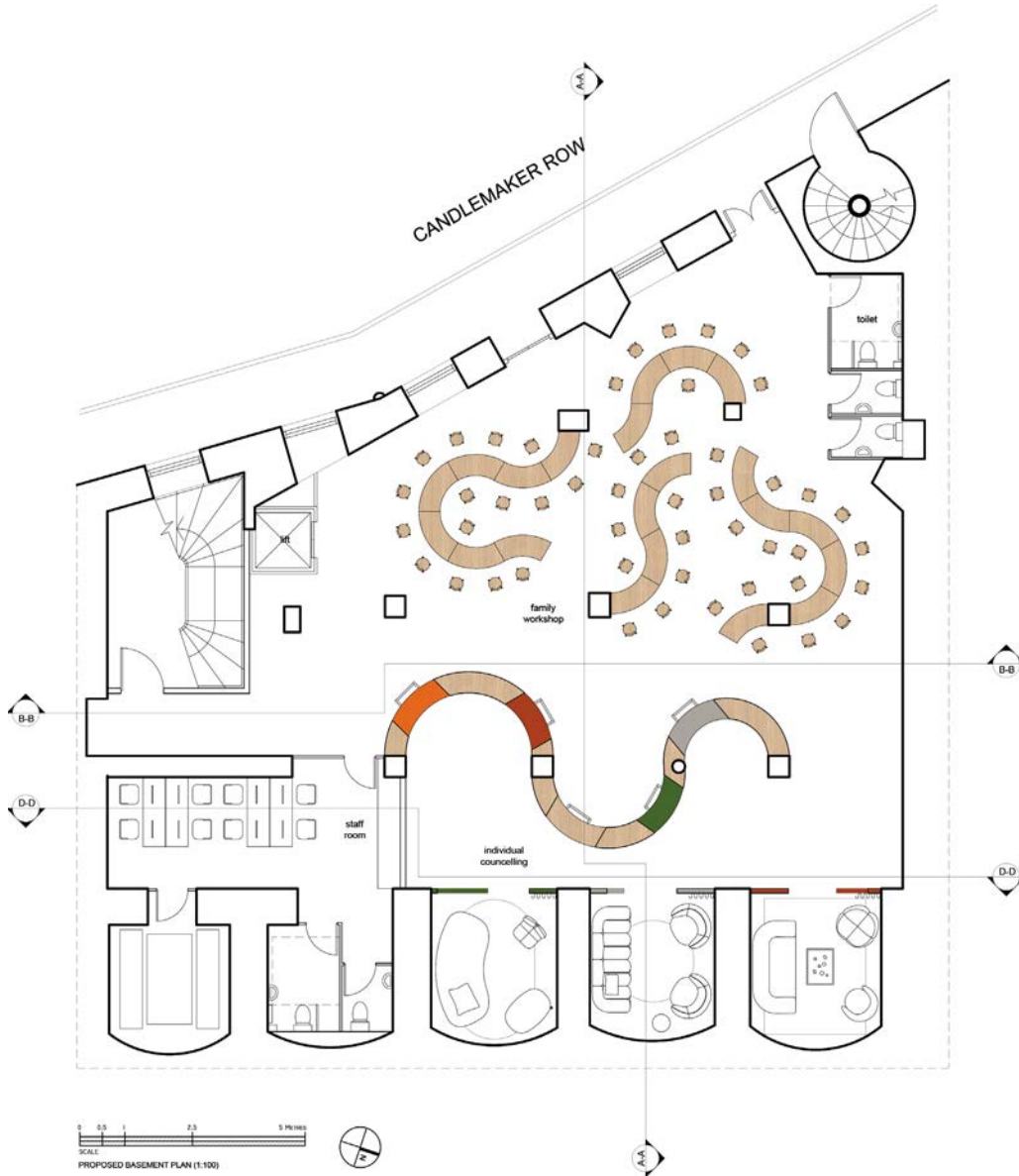
ACTIVITIES



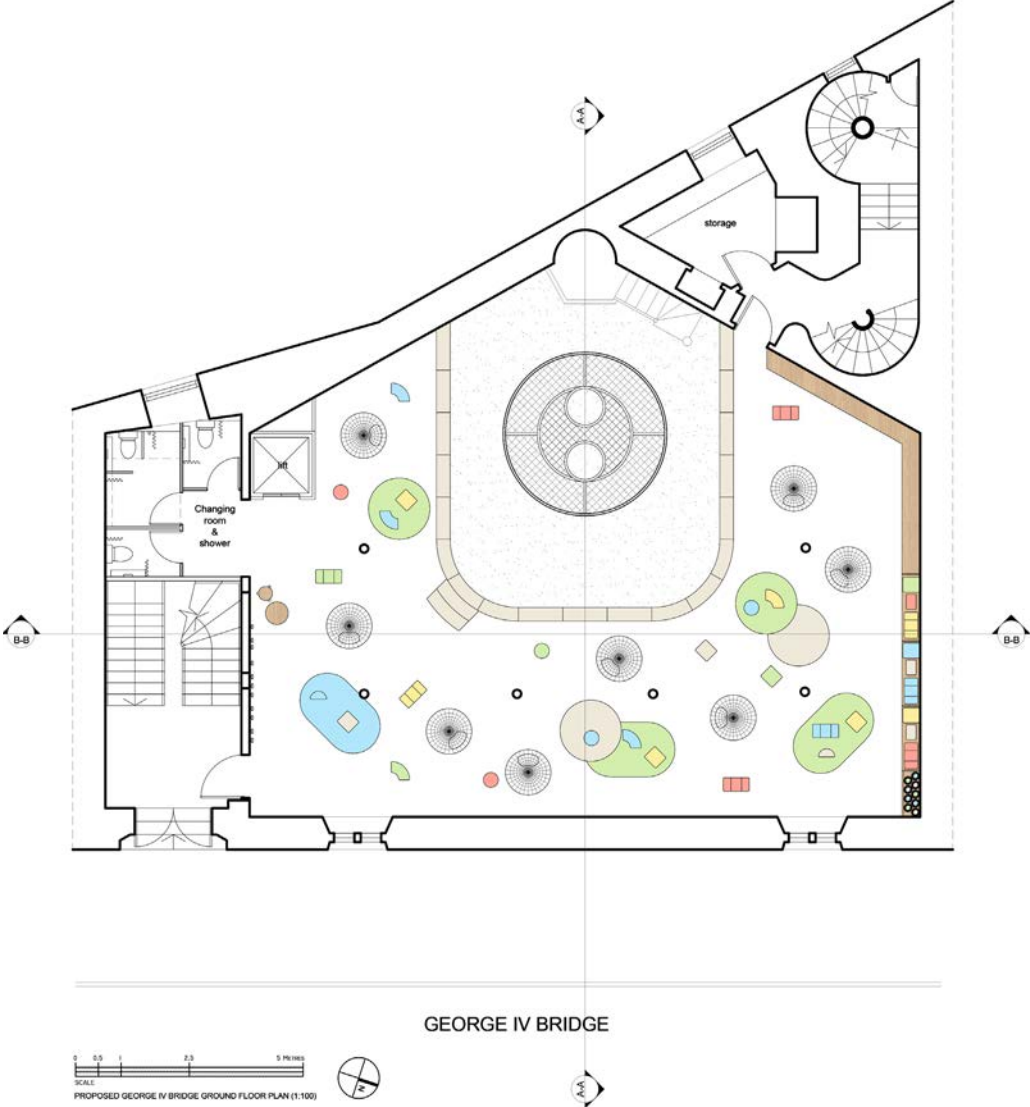
Ground Floor



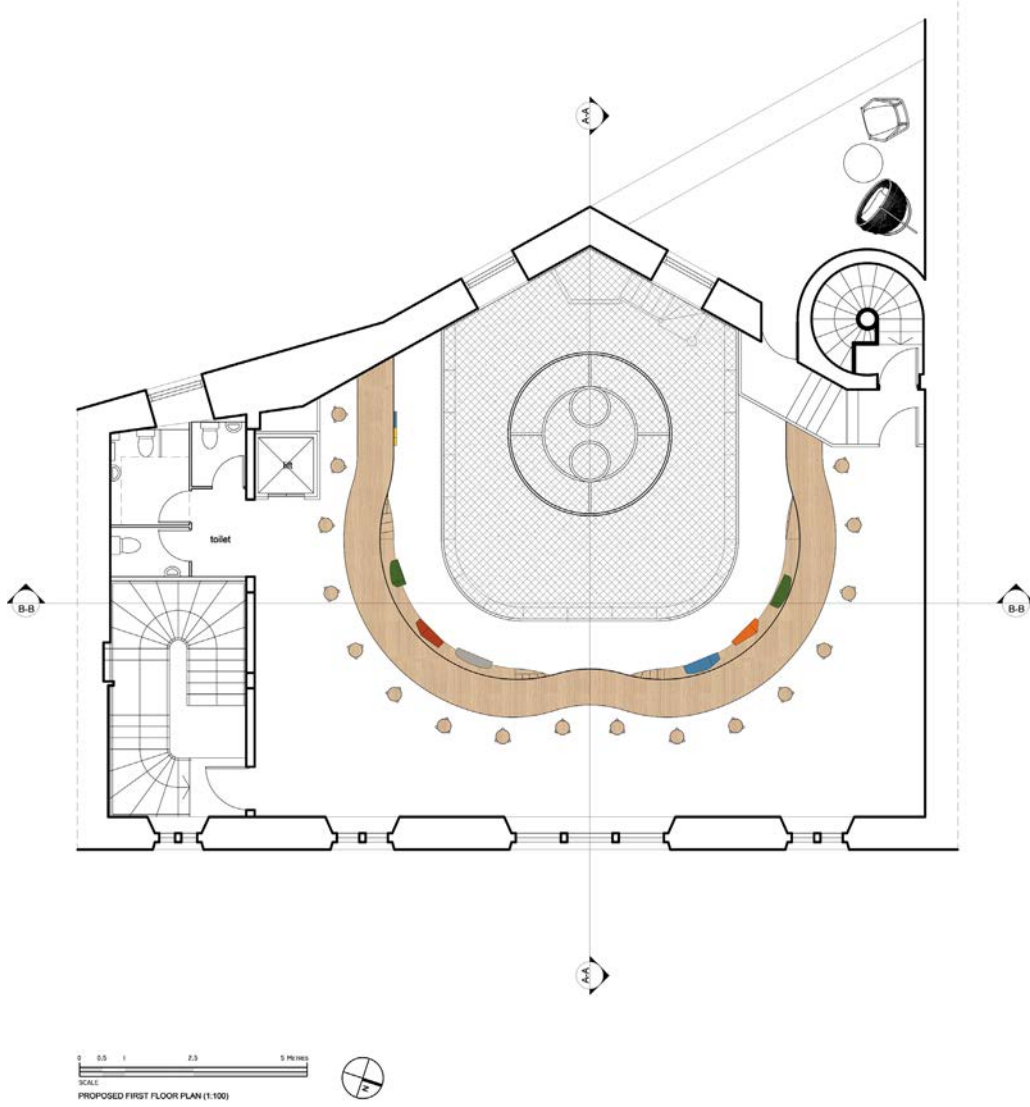
Basement Plan



Lower Ground Plan

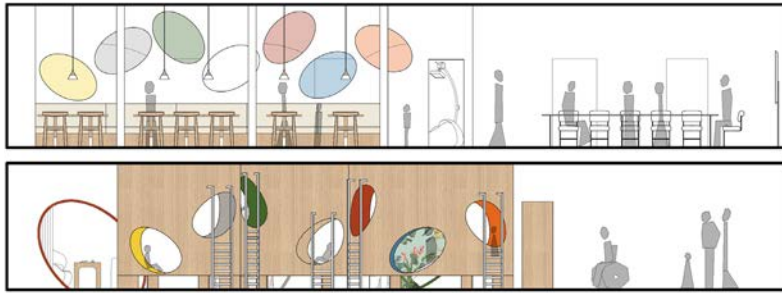


Ground Floor Plan

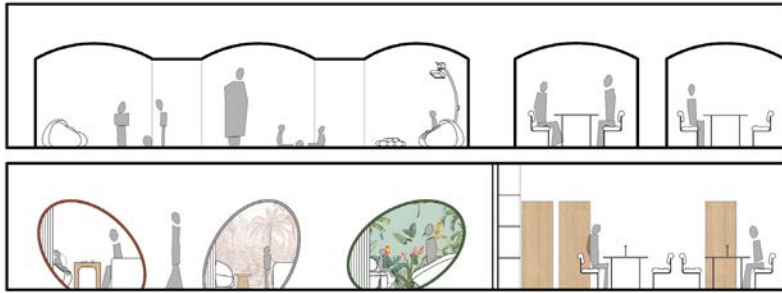


First Floor Plan

Section



PROPOSED C-C SECTION (1:100)



SCALE
0 0.5 1 2.5 5 METRES
PROPOSED D-D SECTION (1:100)



SCALE
0 0.5 1 2.5 5 METRES
PROPOSED SECTION A-A (1:100)

1:50 Physical Model

- Card Board
- Paper
- Fishnet Mesh Fabric
- Mirror Vinyl
- Steel Wire
- Balsa Wood
- Push Pin
- Air Dry Clay



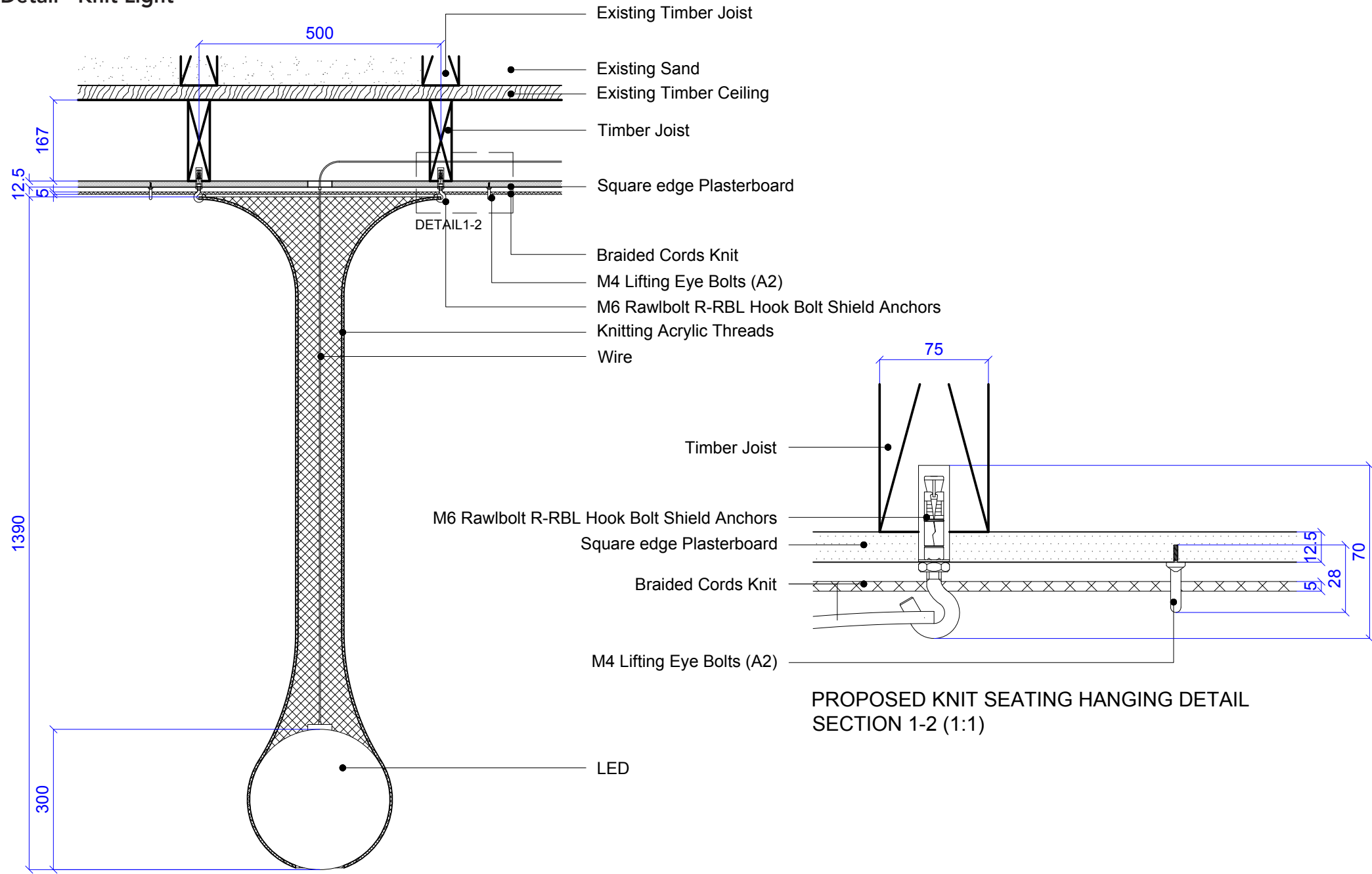
First floor tunnel desk



Lower ground floor group counselling area

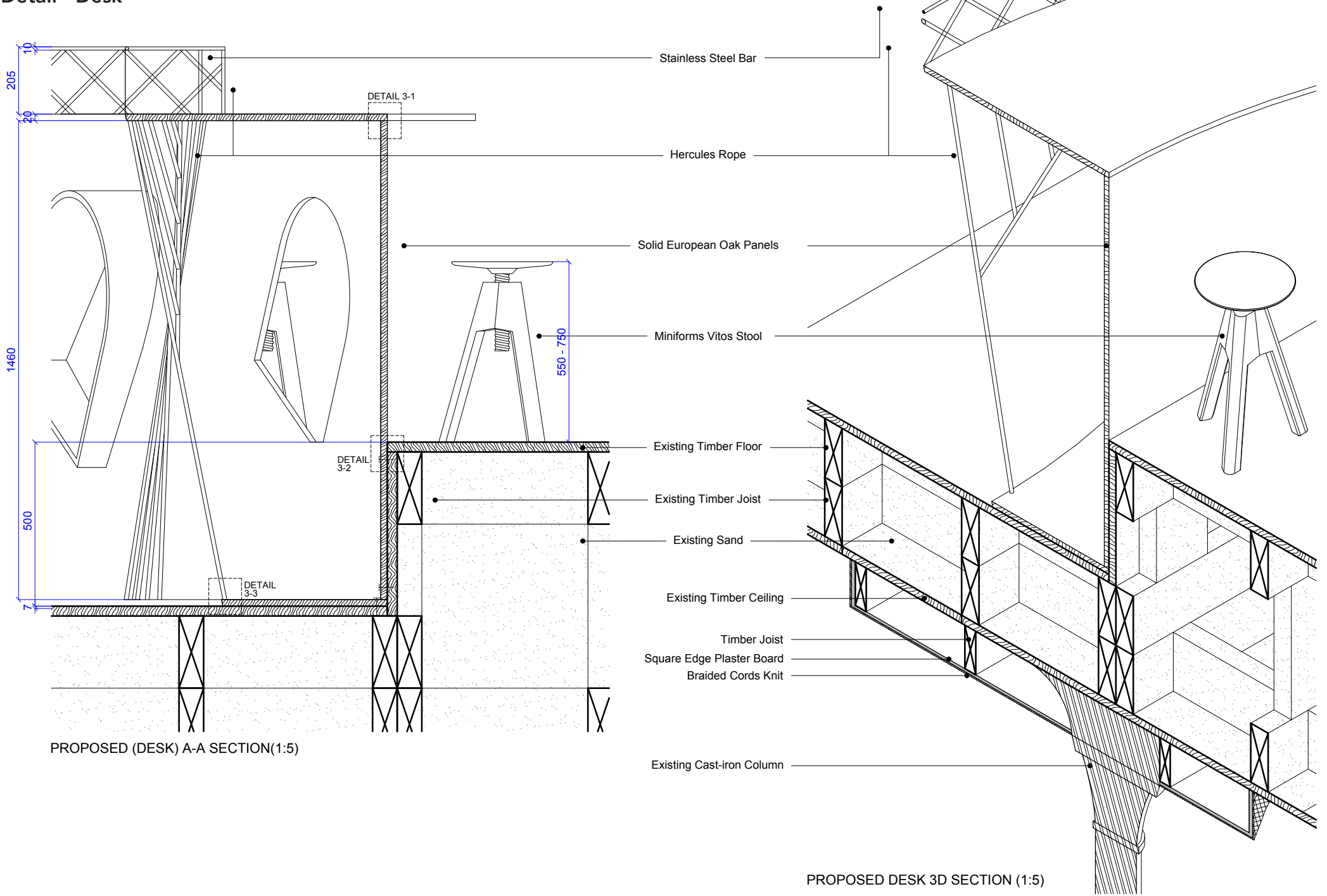


Detail - Knit Light



PROPOSED KNIT LAMP DETAIL SECTION 1-1 (1:5)

Detail - Desk



PROPOSED (DESK) A-A SECTION(1:5)

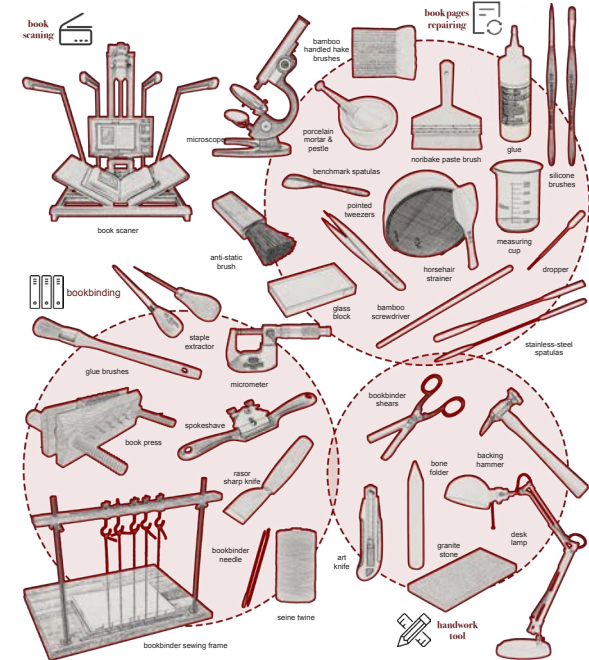
PROPOSED DESK 3D SECTION (1:5)

Tron Kirk Library

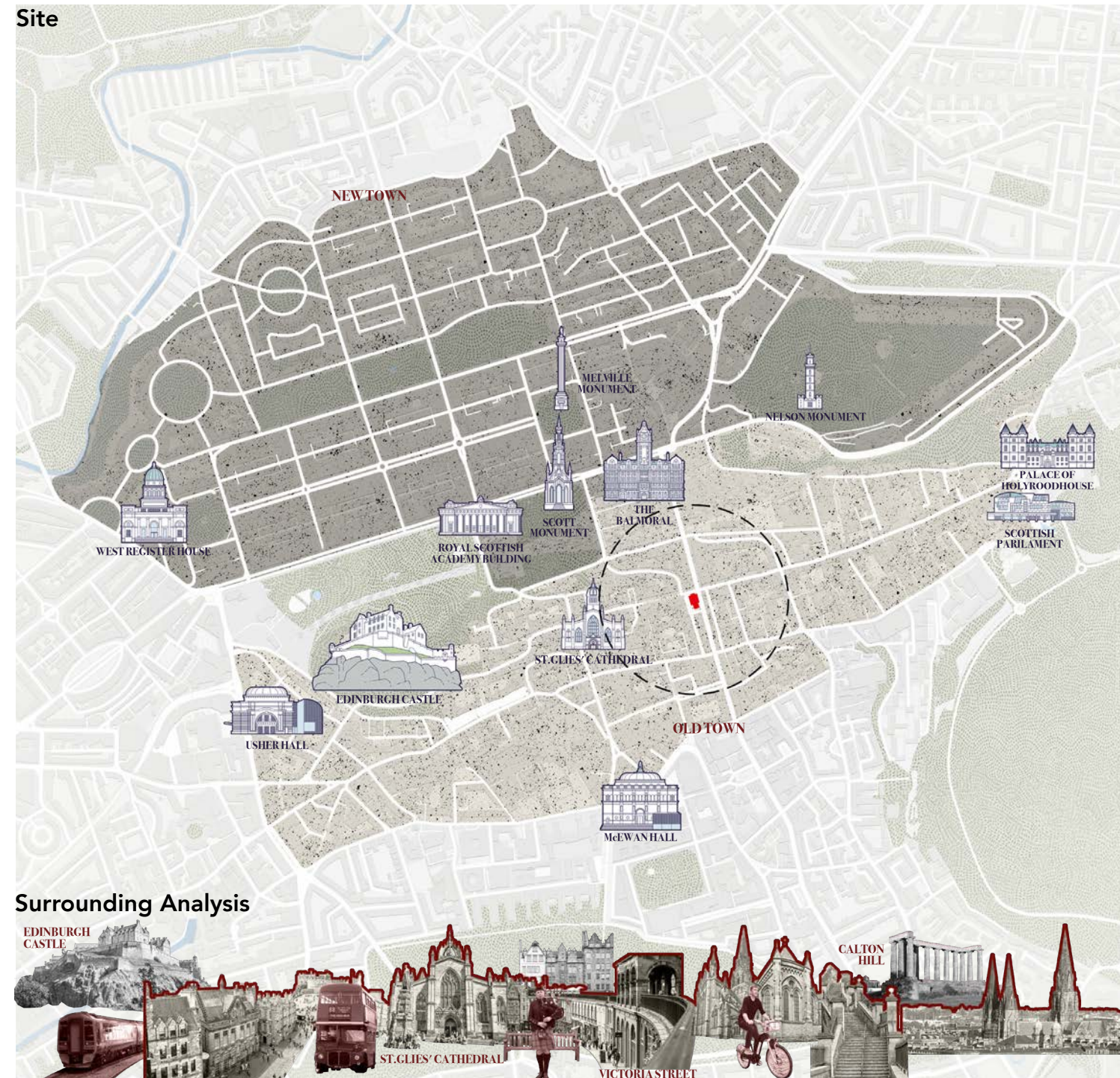
Library design
2023.5. Year3 University project
Tron Kirk, 122 High St, Edinburgh

This project aims to re-purpose a historic building as a modern library for the 21st century. This library stores rare and valuable old books with place for conservation. It provides exhibition, physical books and digital resources to balance the preservation and presentation of antique books. Learning spaces for local residents and visitors are also offered. The new steel structure responds to the existing building and connects the library with clock tower and Marlin's Wynd under.

Conservation Tools



Site



History

The original church was shortened and altered on both sides when North Bridge and Hunter Square were built.

1840

The Tron Kirk retained its prominent role in city's life and was the venue for the General Assembly of the Church of Scotland from 1830 to 1840.

1940

Beneath the Tron are archaeological remains of Marlin's Wynd, the earliest paved street in Scotland.

1633

The Tron Church was founded to afford a place for the congregation who had been moved from St Giles as Cathedral.

The greatest change occurred in 1824, when fire destroyed the tower. The new, larger and more formal, tower was completed in 1829.

1829

Tron Kirk has acted as a backdrop for a Hogmanay celebration and Fringe event since it closed its doors as a place of worship.

1952

2004

OCA have inserted of a new entrance lobby structure, to create a new exhibition space with supporting retail area.

Sketch Model



Axonometric Drawing

Clock Tower

The soaring clock tower was added in 1828 to replace the original timber Dutch-style steeple, which was destroyed in the Great Fire of Edinburgh in 1824.

Roof & Structure

Tron Kirk is famous for its magnificent oak hammer-beam roof. The roof was repaired in 1974 and small pieces of timber was added to span a large space

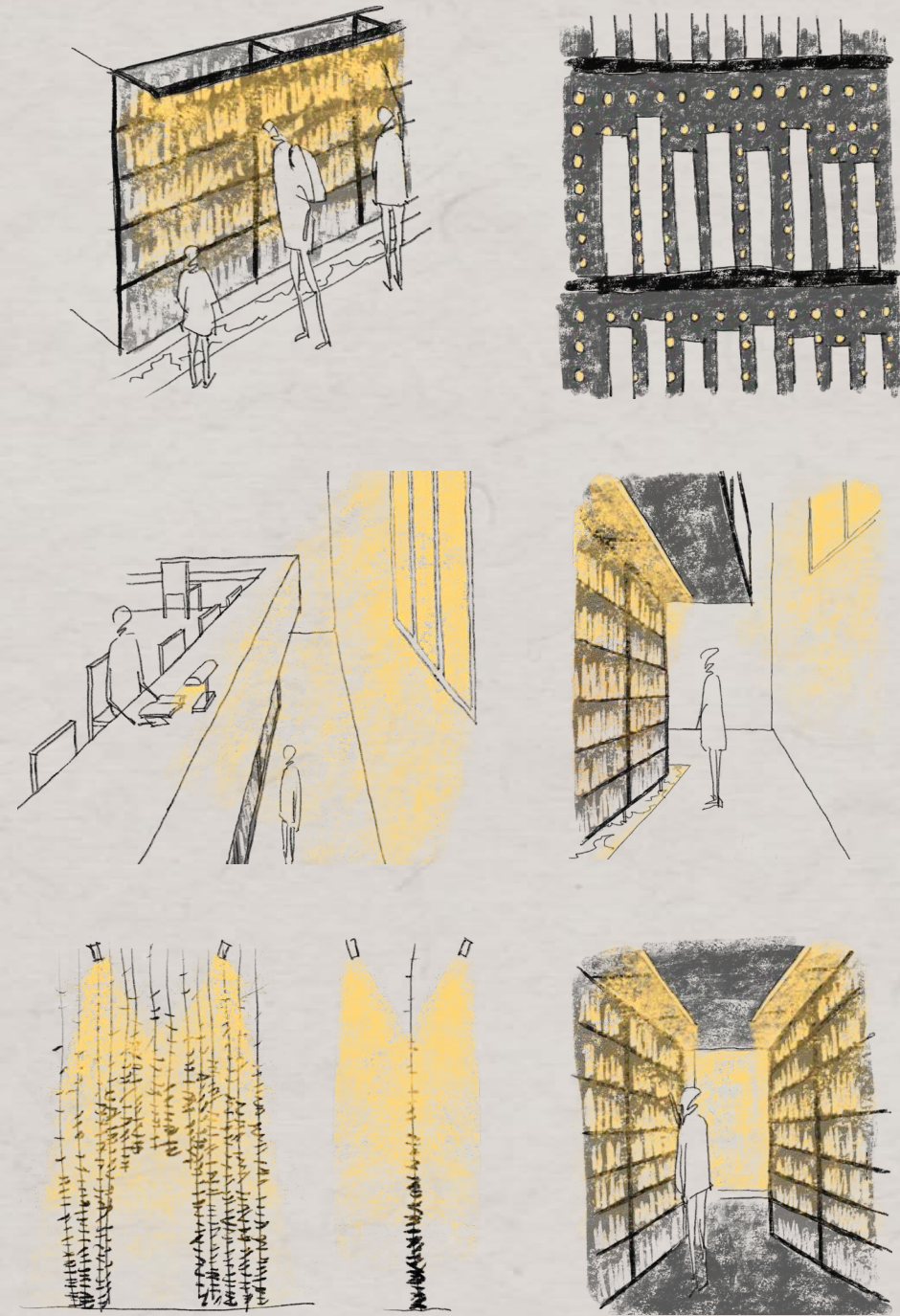
Facade

Built in the 17th century, it stands tall with a mix of Palladian and Gothic elements. It's mainly built by sandstone from different quarries in different period.

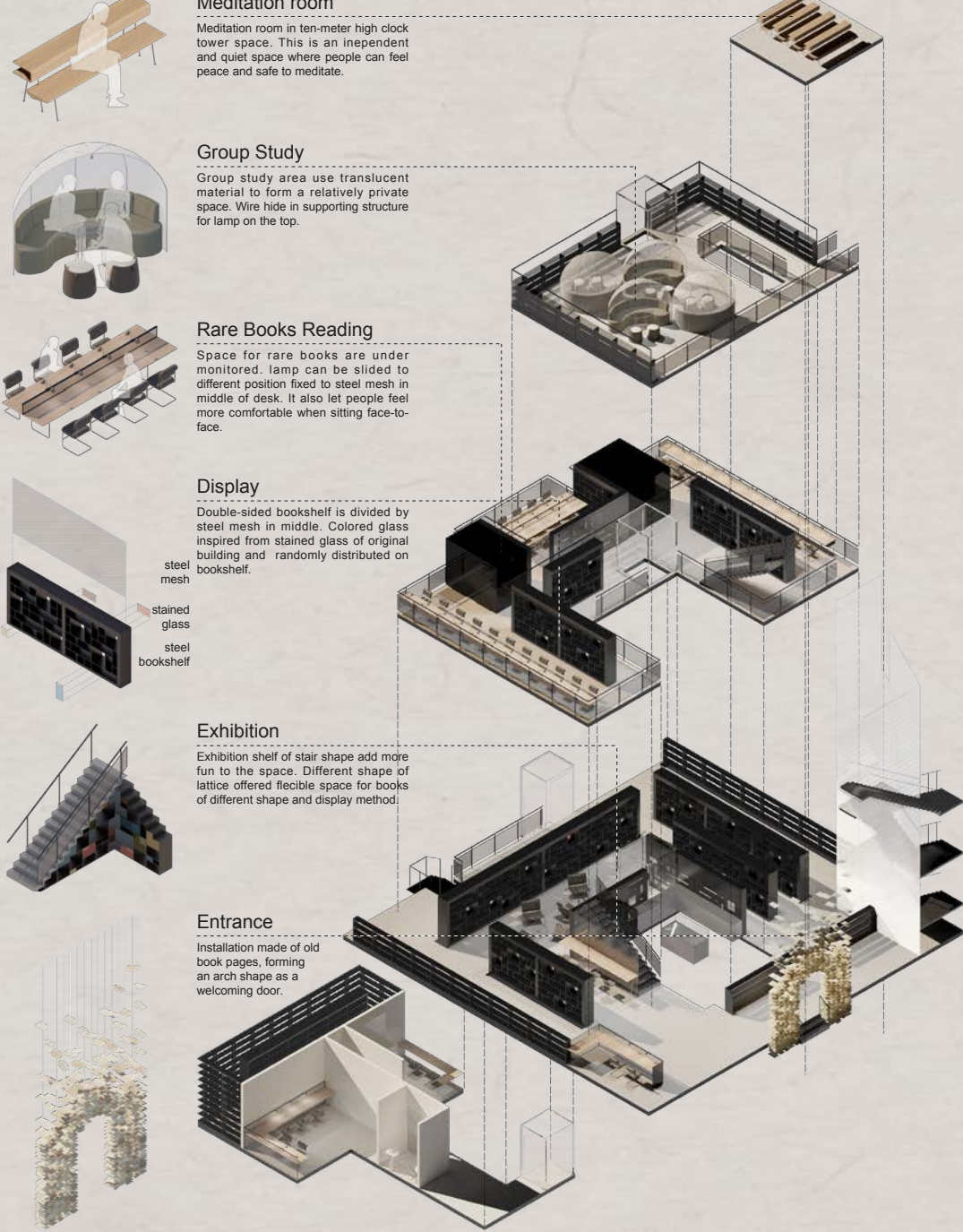
Basement

Since the 1950s, several excavations have taken place under the Tron Kirk. The excavations uncovered well preserved Marlin's Wynd, which is thought to be the oldest cobbled street in Edinburgh.

Sketch



Axonometric Drawing



Meditation room
Meditation room in ten-meter high clock tower space. This is an independent and quiet space where people can feel peace and safe to meditate.

Group Study
Group study area use translucent material to form a relatively private space. Wire hide in supporting structure for lamp on the top.

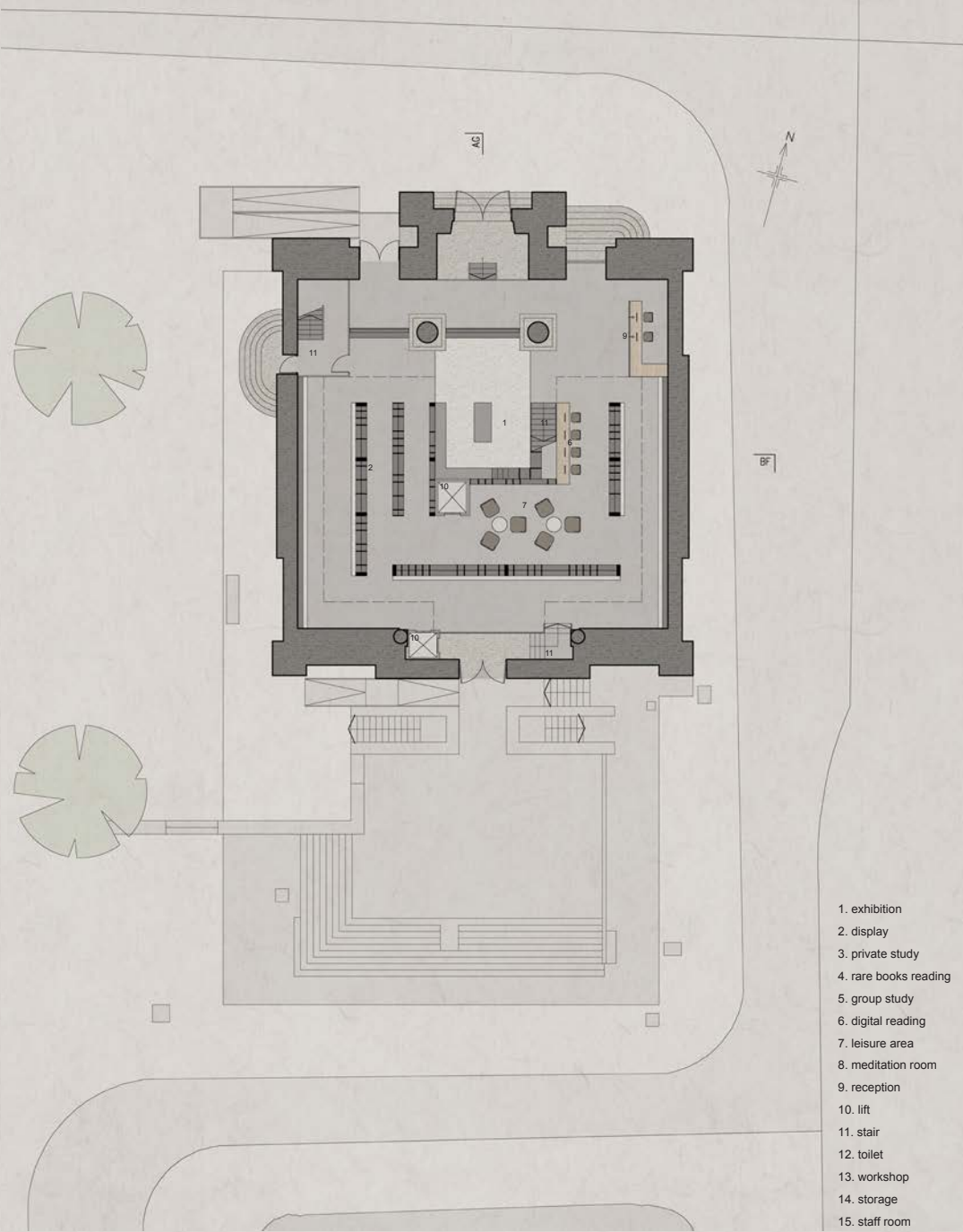
Rare Books Reading
Space for rare books are under monitored. lamp can be slid to different position fixed to steel mesh in middle of desk. It also let people feel more comfortable when sitting face-to-face.

Display
Double-sided bookshelf is divided by steel mesh in middle. Colored glass inspired from stained glass of original building and randomly distributed on bookshelf.

Exhibition
Exhibition shelf of stair shape add more fun to the space. Different shape of lattice offered flexible space for books of different shape and display method.

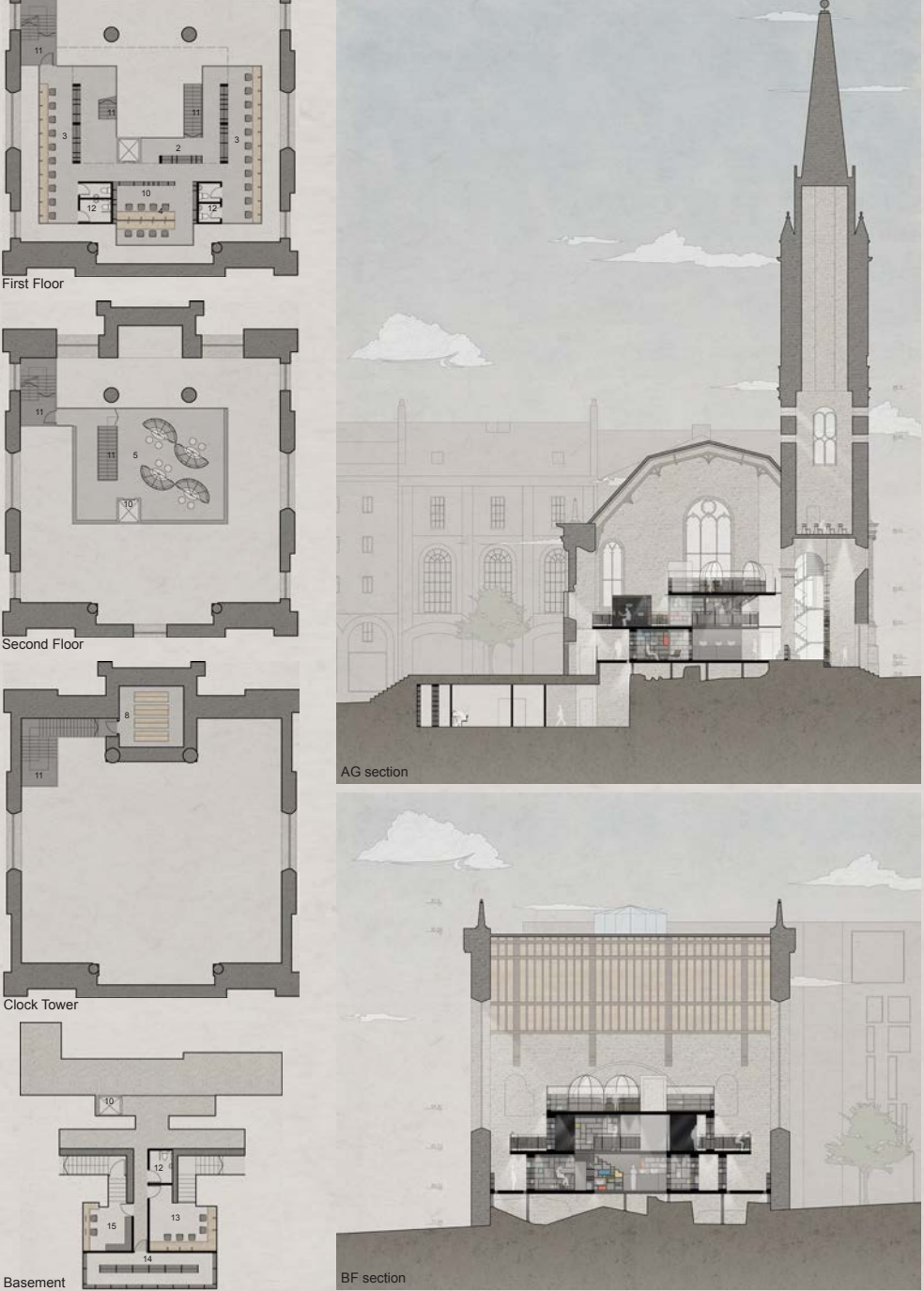
Entrance
Installation made of old book pages, forming an arch shape as a welcoming door.

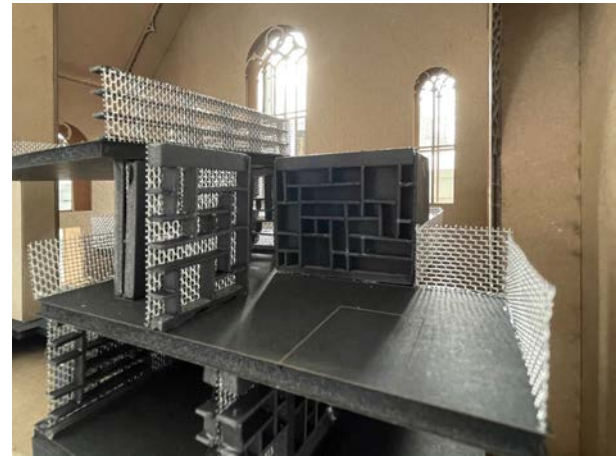
Plan



- 1. exhibition
- 2. display
- 3. private study
- 4. rare books reading
- 5. group study
- 6. digital reading
- 7. leisure area
- 8. meditation room
- 9. reception
- 10. lift
- 11. stair
- 12. toilet
- 13. workshop
- 14. storage
- 15. staff room

Section





1:50 Physical Model
 Card Board
 Black Foam Board
 Steel Mesh

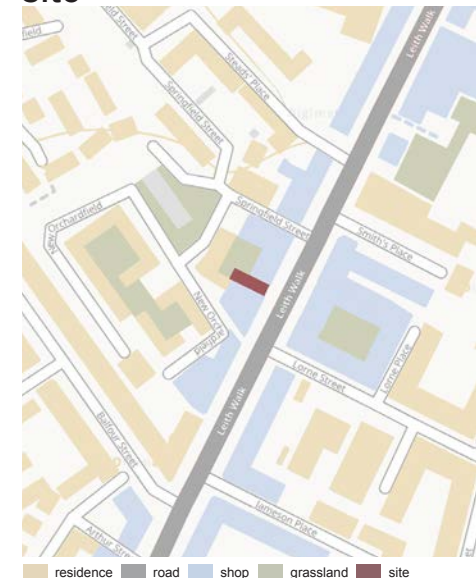


04 SOCKLAND

Retail store design
2022.11. Year 3 University project
222 Leith Walk, Edinburgh

Socks are fashion items that represent people's character and mood. On the busy street of Edinburgh, this shop showcase the ethos and core value of the brand to bring it to life in an engaging and interactive retail environment. The colourful decorations and intriguing displays help customers discover and design the unique sock of their own. With the circular economy theme, several workshop would teach sock weaving techniques and re-engage costumers with the town.

Site

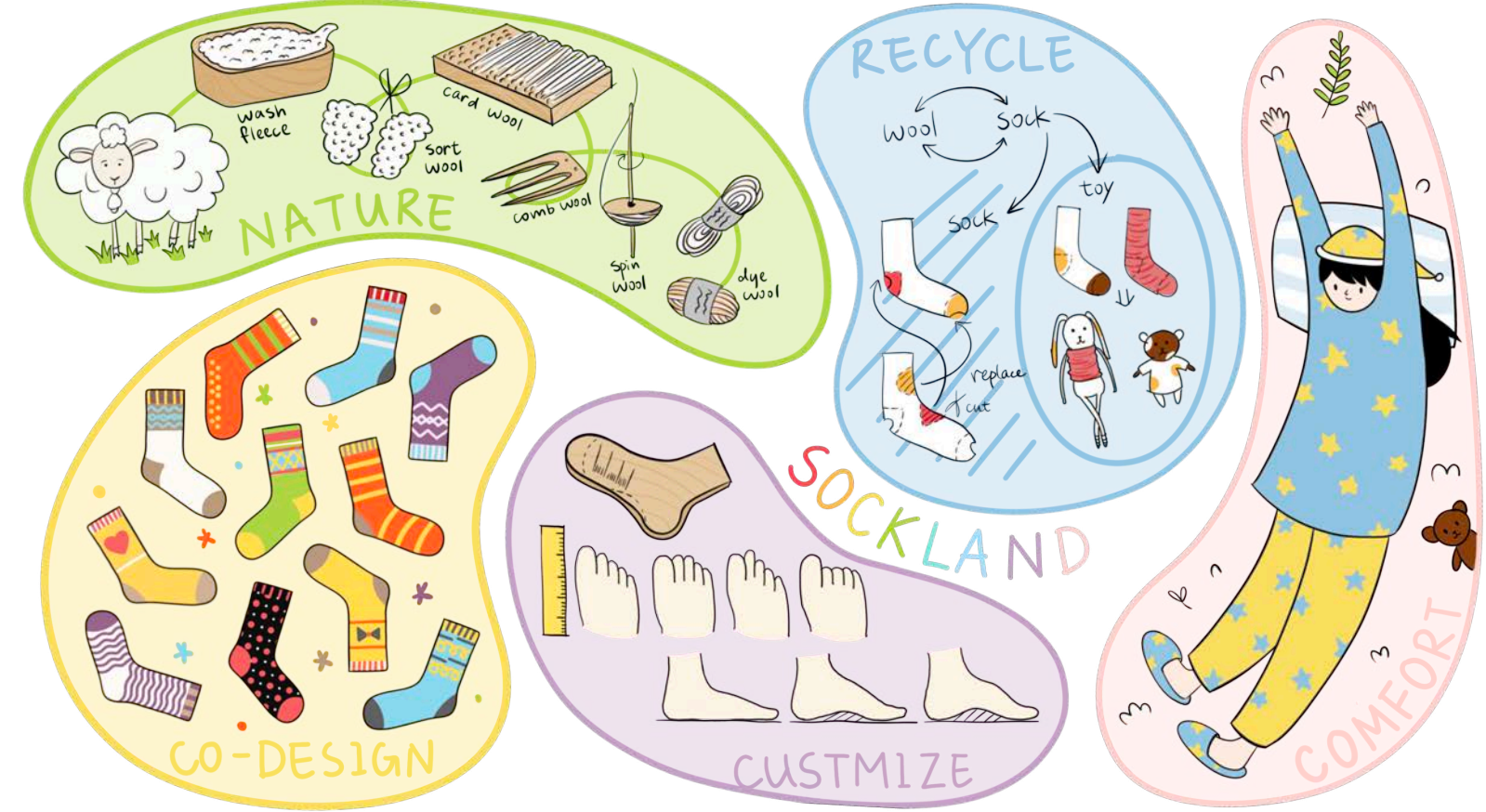


residence road shop grassland site

Sock & Personality



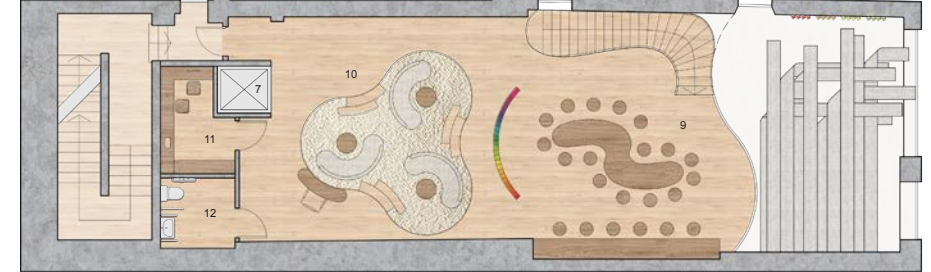
Concept A colorful sock wonderland, A home-like, relaxing shop. Design for all kinds of feet shape, catering for everyone's different needs and preferences, therefore creating one-of-a-kind socks.



Display Sketch



Plan



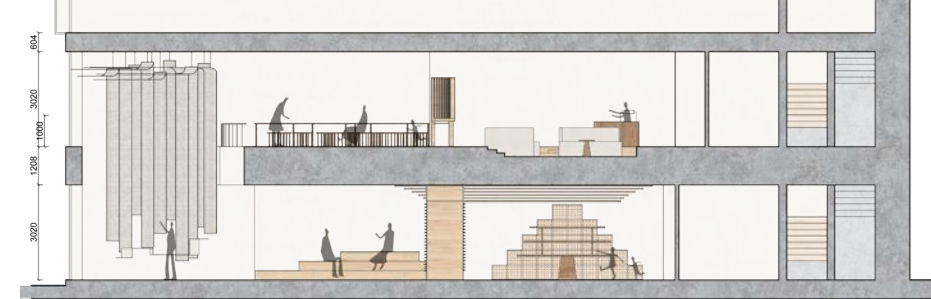
Ground Floor

1. blind box; 2. installation; 3. rest area & try on; 4. counter; 5. retail area; 6. storage; 7. lift; 8. stair; 9. workshop; 10. customize area; 11. staff room; 12. accessible toilet



First Floor

Section



A-A Section

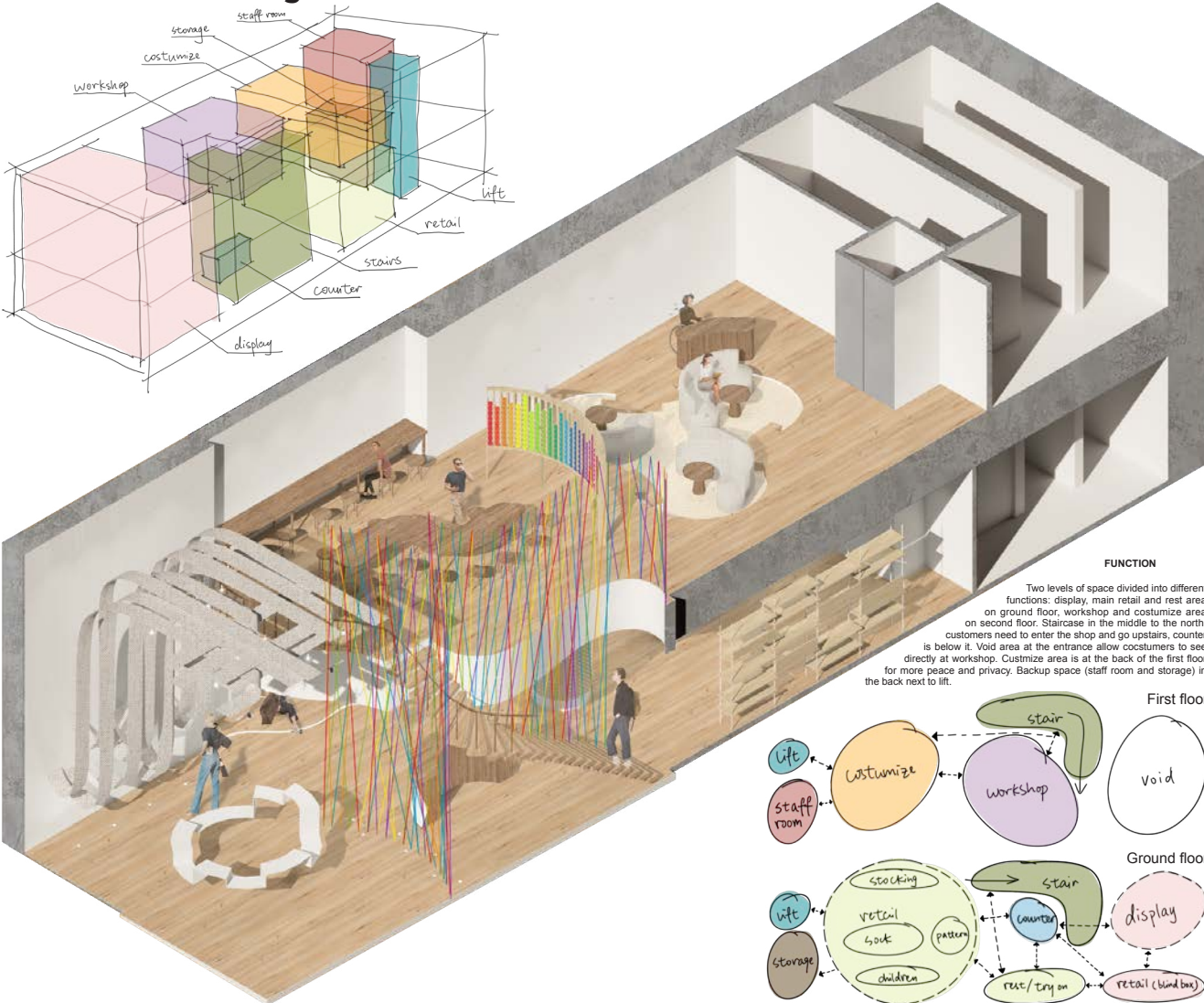


B-B Section

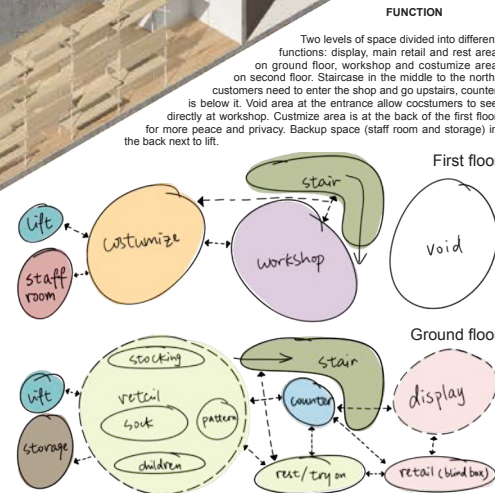
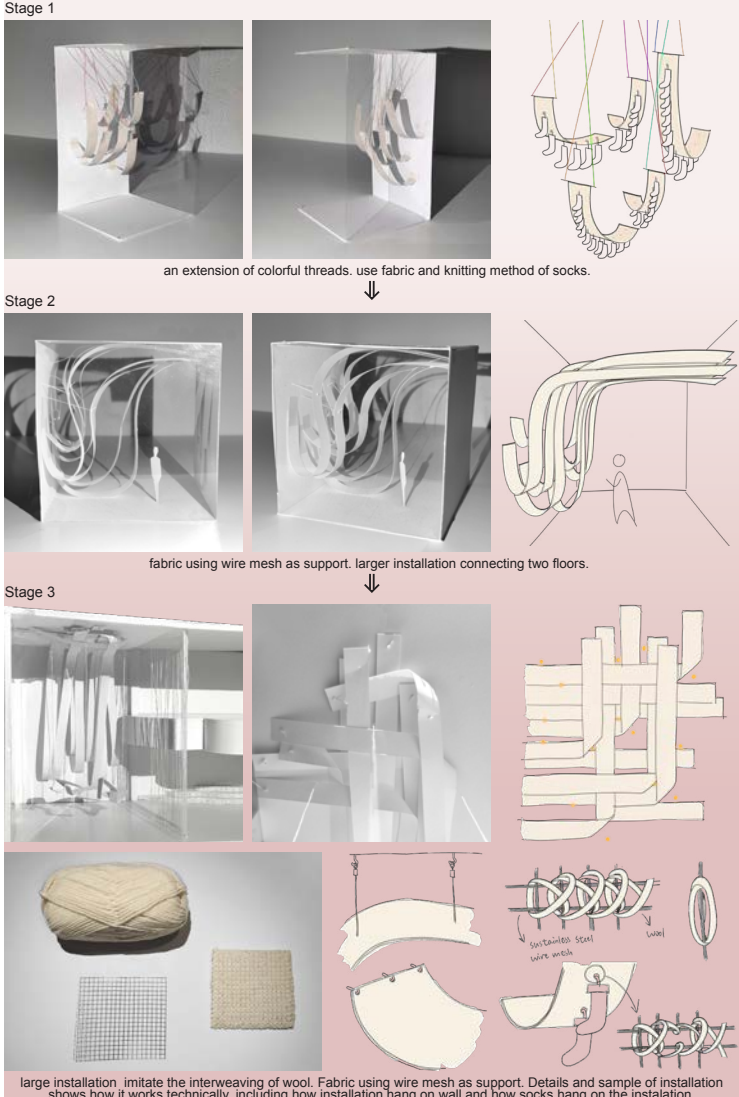
People Flow Analysis



Aconometric Drawing



Sketch

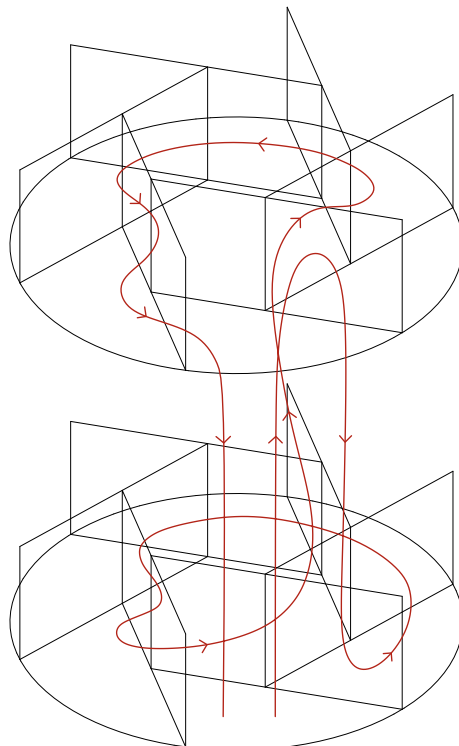
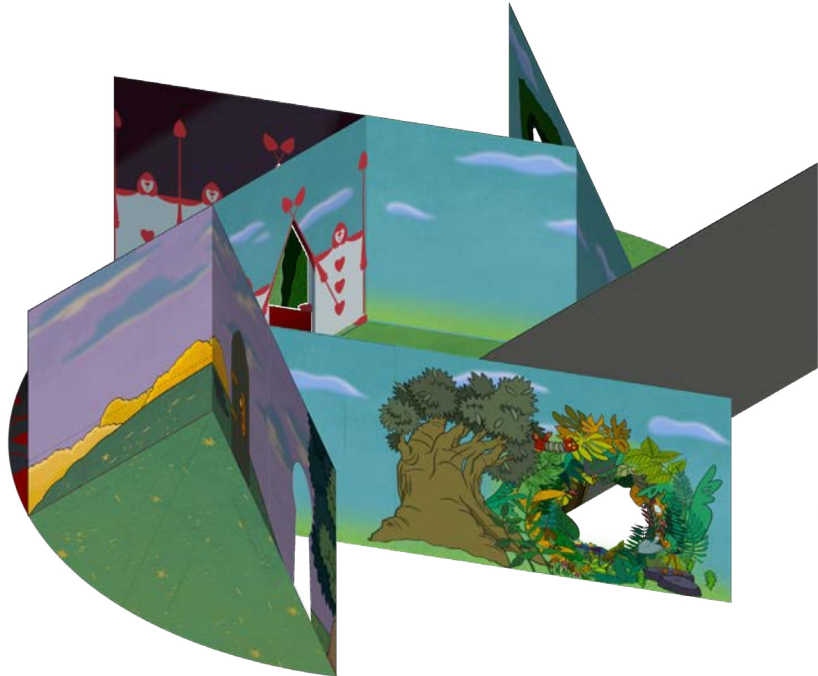


05 Alice In Wonderland

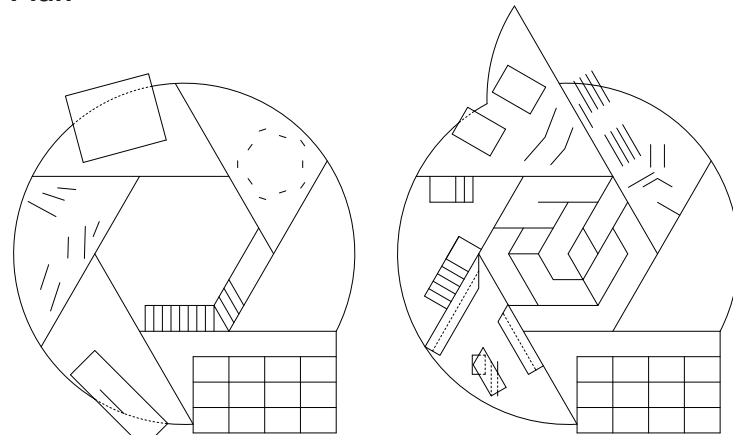
Interactive narrative project
2023.6.

The project translates scenes from the film into twelve spaces, with the two hexagonal spaces in the centre linking the surrounding spaces to form a complete story line. The overall shape of the scene is conceived in terms of the story's timeline, allowing people to follow the route to participate and interact with the story. The model is made in the form of a pop up book and each space can be closed or unfolded, with elements taken from the film and hand-drawn components and backgrounds.

Axonometric Drawing



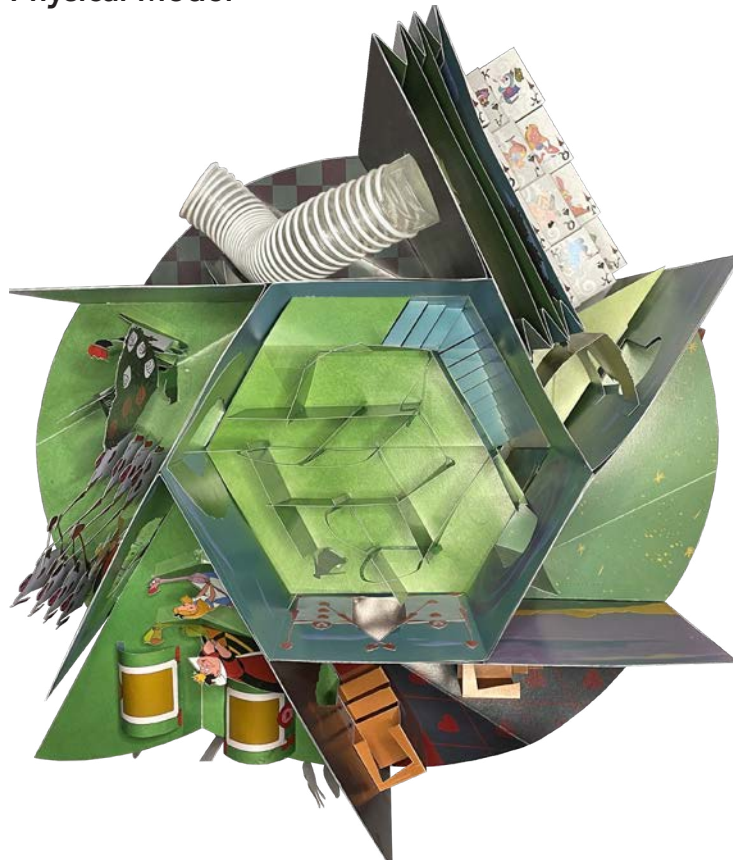
Plan



Ground Floor

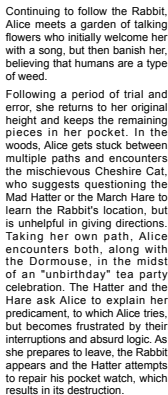
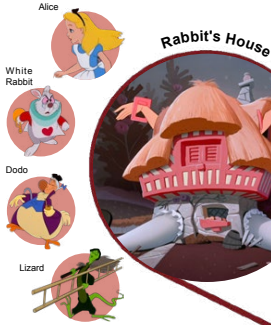
First Floor

Physical Model



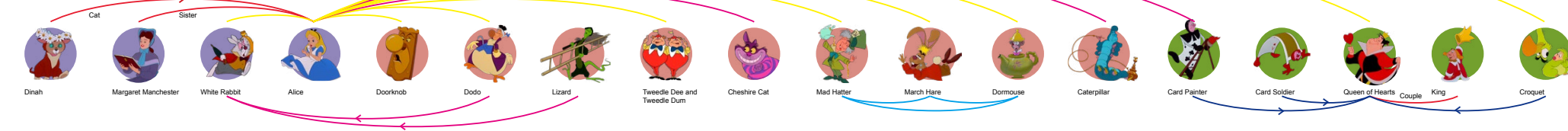
She takes another sip from the bottle to shrink again, and rides the empty bottle through the keyhole. As Alice continues to follow the Rabbit after encountering a "Caucus Race", she encounters numerous characters, including Tweedledum and Tweedledee, who recount the tale of "The Walrus and the Carpenter".

Alice tracks the Rabbit to his house; he mistakes her for his housemaid, "Mary Ann", and sends her inside to retrieve his gloves. While searching for the gloves, Alice finds and eats another cookie and grows giant, getting stuck in the house. Thinking her a monster, the Rabbit asks the Dodo to help expel her. When the Dodo decides to burn the house down, Alice escapes by eating a carrot from the Rabbit's garden, which causes her to shrink to 3 inches tall.



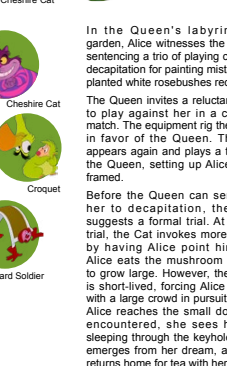
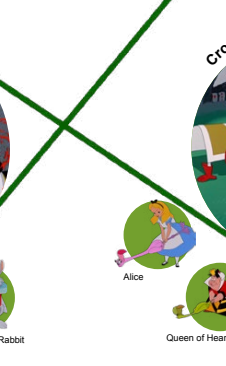
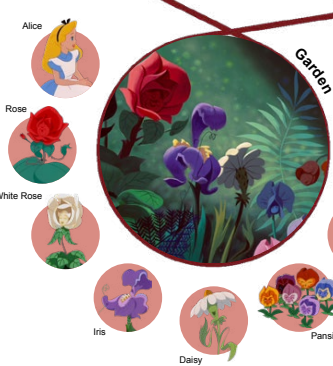
CHARACTER RELATIONSHIP

- Related
- Helpful
- Encountered
- Friend
- Reporting



Continuing to follow the Rabbit, Alice meets a garden of talking flowers who initially welcome her with a song, but then banish her, believing that humans are a type of weed.

Following a period of trial and error, she returns to her original height and keeps the remaining pieces in her pocket. In the woods, Alice gets stuck between multiple paths and encounters the mischievous Cheshire Cat, who suggests questioning the Mad Hatter or the March Hare to learn the Rabbit's location, but is unhelpful in giving directions. Taking her own path, Alice encounters both, along with the Dormouse, in the midst of an "unbirthday" tea party celebration. The Hatter and the Hare ask Alice to explain her predicament, to which Alice tries, but becomes frustrated by their interruptions and absurd logic. As she prepares to leave, the Rabbit appears and the Hatter attempts to repair his pocket watch, which results in its destruction.

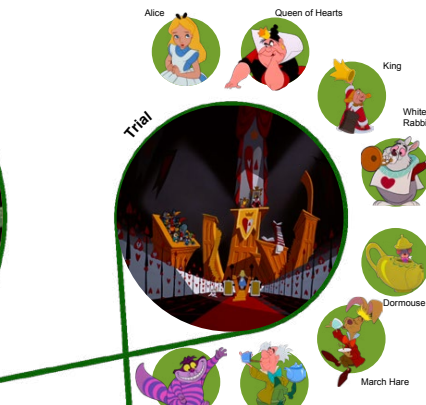
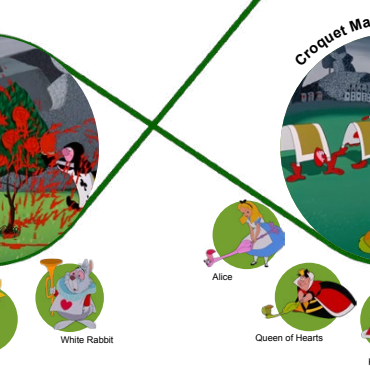


ALICE in WONDERLAND

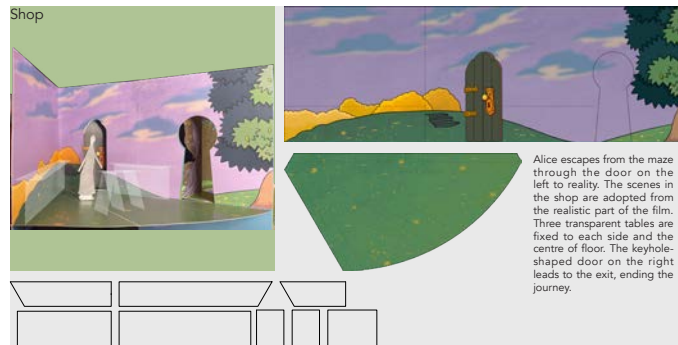
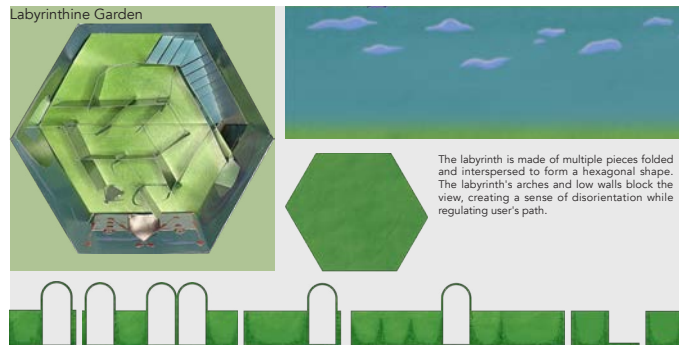
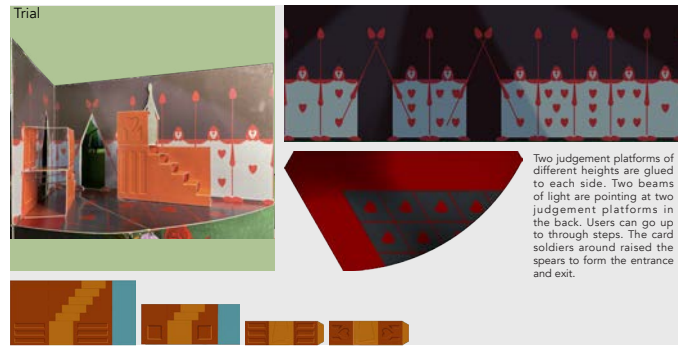
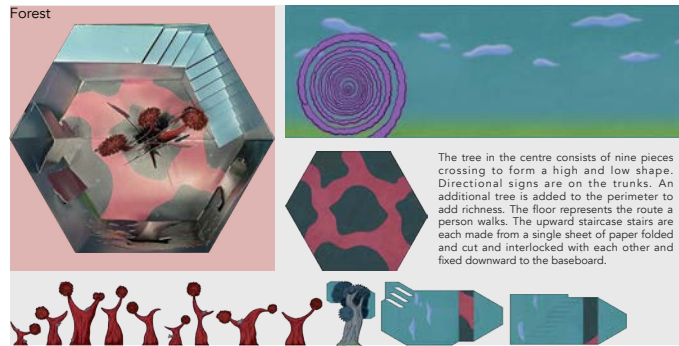
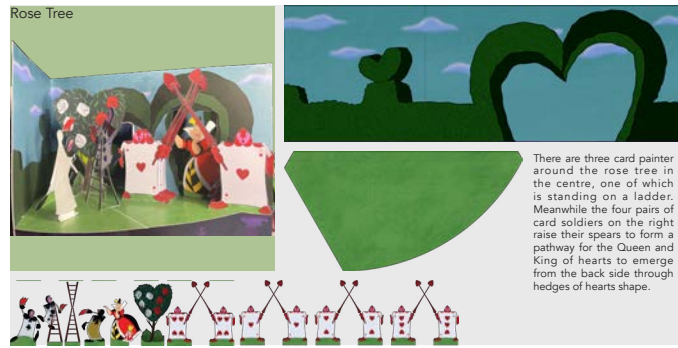
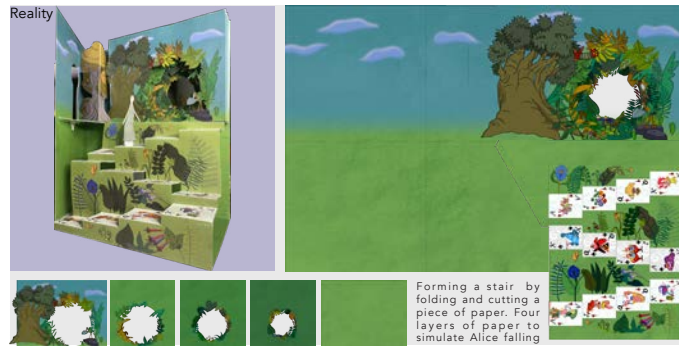
Alice in Wonderland is a 1951 American animated musical fantasy comedy film produced by Walt Disney Productions and based on the Alice books by Lewis Carroll. The film follows a young girl named Alice who falls down a rabbit hole to enter Wonderland, ruled by the Queen of Hearts. Along the way, she encounters an odd assortment, including the Mad Hatter and Cheshire Cat.

PLOT ANALYSIS

In a park in England, a young girl named Alice is tutoring her sister on a beautiful spring day outside in a field. Her attention wanders as she pursues a strange white rabbit who is wearing clothes and carrying a pocket watch. He scampers off, claiming to be late as he disappears into a hole at the base of a tree. Alice gives chase only to tumble down a long passage where her dress acts as a parachute slowing her descent. She falls into Wonderland where she encounters a talking doorknob and must alternately shrink and grow to get through the entryway as she is washed into the keyhole by an ocean of her own tears.



In the Queen's labyrinthine garden, Alice witnesses the Queen sentencing a trio of playing cards to decapitation for painting mistakenly-planted white rosebushes red. The Queen invites a reluctant Alice to play against her in a croquet match. The equipment rig the game in favor of the Queen. The Cat appears again and plays a trick on the Queen, setting up Alice to be framed. Before the Queen can sentence her to decapitation, the King suggests a formal trial. At Alice's trial, the Cat invokes more chaos by having Alice point him out. Alice eats the mushroom pieces to grow large. However, the effect is short-lived, forcing Alice to flee with a large crowd in pursuit. When Alice reaches the small door she encountered, she sees herself sleeping through the keyhole. Alice emerges from her dream, and she returns home for tea with her sister.



Overall



Half-folded (front)



Folded (front)



Folded (back)



Reality



Rose Tree



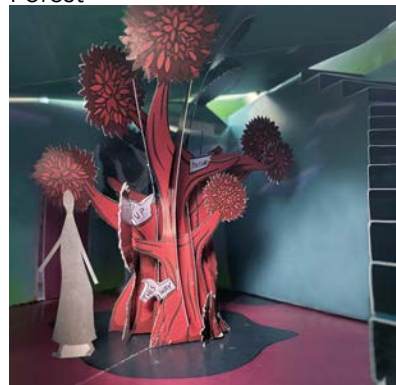
Garden



Rose Tree



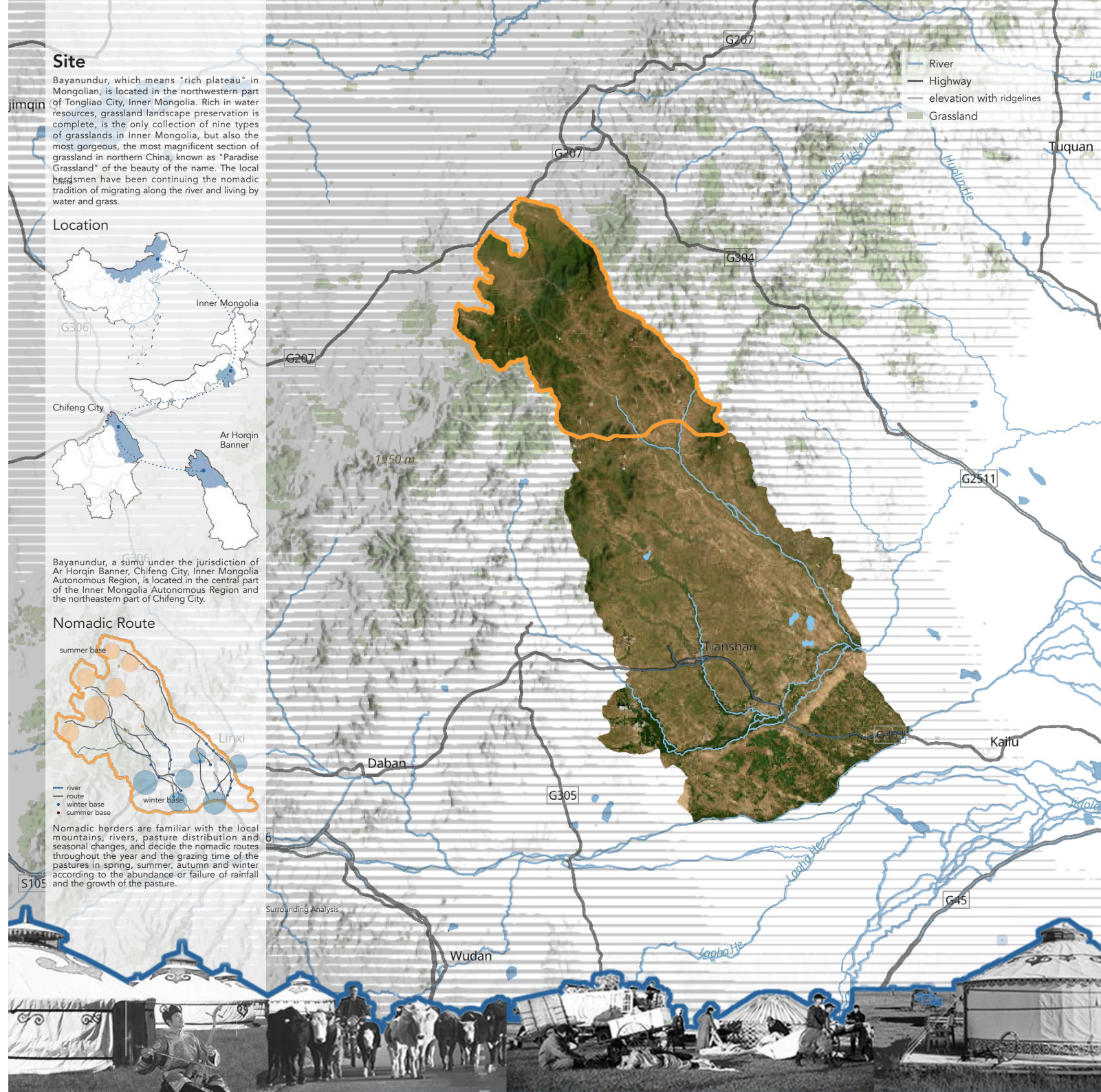
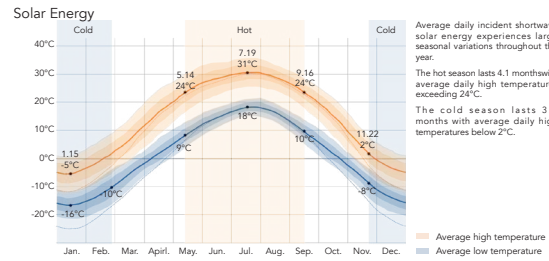
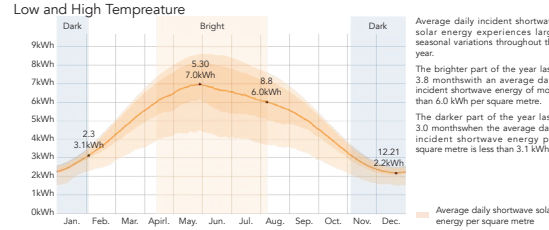
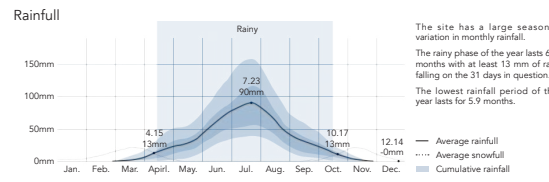
Forest



03 NOMADIC HOME

Installation project
2022.5. Year 2 University project
Award: Third Prize of 10th National College Digital Art & Design Awards
Group work: Involved in initial analysis and concept development; Developed digital model, diagram drawing, spatial imagery and model making
Ar Horqin Banner, Inner Mongolia

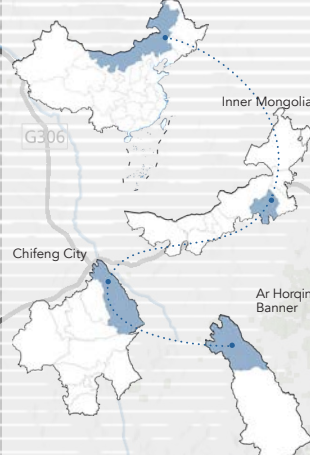
In the grasslands of Inner Mongolia, China, a new home beckons to the nomads. NOMADIC HOME is specifically designed to simplify handling and transporting, improve spatiality, natural light and comfort while ensuring privacy for a young mongolian couple. It not only has rotatable walls for a more flexible layout within the unit, but can also be combined to form various family configurations, thereby preserving their traditional social structure and lifestyle.



Site

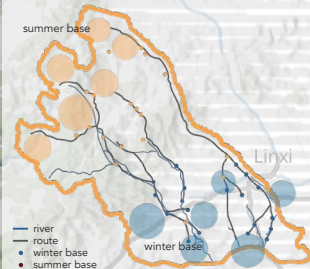
Bayanundur, which means "rich plateau" in Mongolian, is located in the northwestern part of Tongliao City, Inner Mongolia. Rich in water resources, grassland landscape preservation is complete, is the only collection of nine types of grasslands in Inner Mongolia, but also the most gorgeous, the most magnificent section of grassland in northern China, known as "Paradise Grassland" of the beauty of the name. The local herders have been continuing the nomadic tradition of migrating along the river and living by water and grass.

Location



Bayanundur, a sumu under the jurisdiction of Ar Horqin Banner, Chifeng City, Inner Mongolia Autonomous Region, is located in the central part of the Inner Mongolia Autonomous Region and the northeastern part of Chifeng City.

Nomadic Route

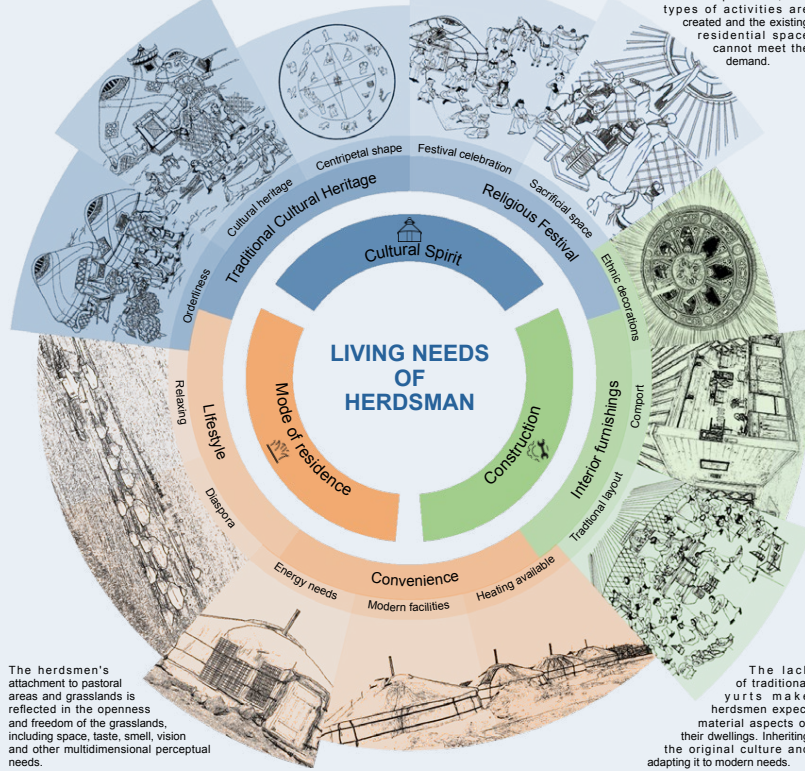


Nomadic herders are familiar with the local mountains, rivers, pasture distribution and seasonal changes, and decide the nomadic routes throughout the year and the grazing time of the pastures in spring, summer, autumn and winter according to the abundance or failure of rainfall and the growth of the pasture.

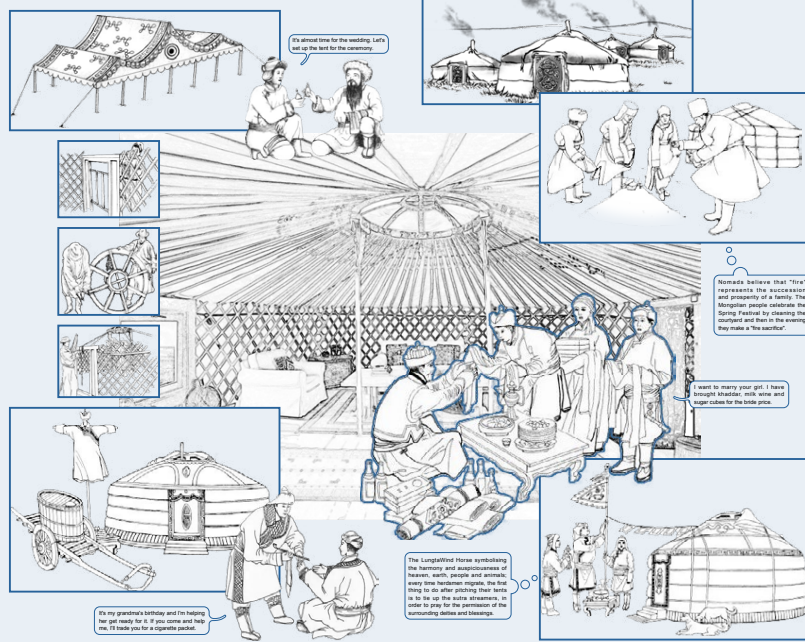
Surrounding Analysis



USER ANALYSIS

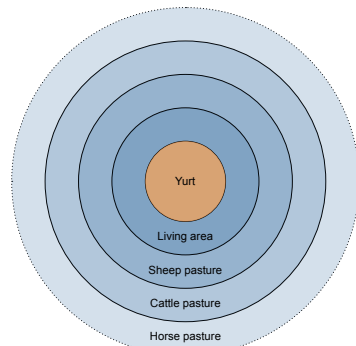


USAGE SCENARIOS



TRADITIONAL YURT

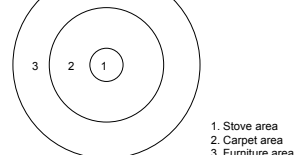
Outdoor Layout



Herders living on the grasslands keep things simple in terms of outdoor layout. With the yurt as the centre, the herdsman's work area extends outwards. Sheep pasture, cattle pasture, and stables are extended outdoors in turn, and they are simply built with fences for easy relocation.

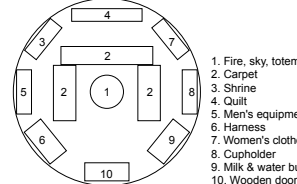
Indoor Layout

Basic Layout



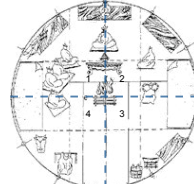
1. Stove area
2. Carpet area
3. Furniture area

Items Placement Map



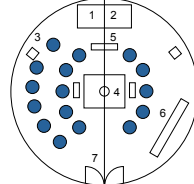
1. Fire, sky, totem
2. Carpet
3. Shrine
4. Quilt
5. Men's equipment
6. Harness
7. Women's clothes boxes
8. Cupholder
9. Milk & water bucket
10. Wooden door

Furniture Layout



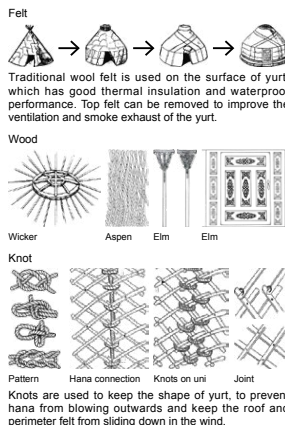
1. Elder male
2. Elder female
3. Younger female
4. Younger male

Activities Sitting Around

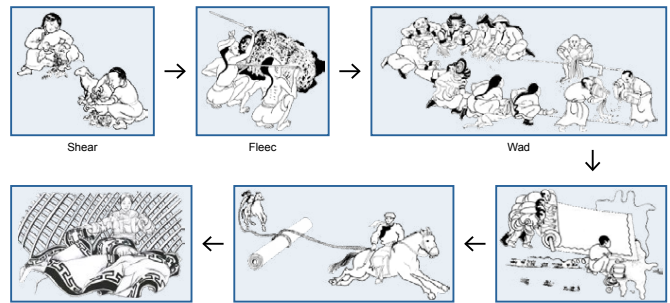


1. Niche for statue
2. Crate
3. Cabinet
4. Fire brace
5. Tea table
6. Cupholder
7. Wooden door

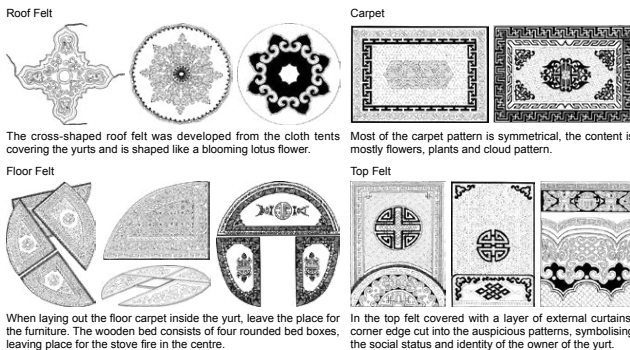
Material



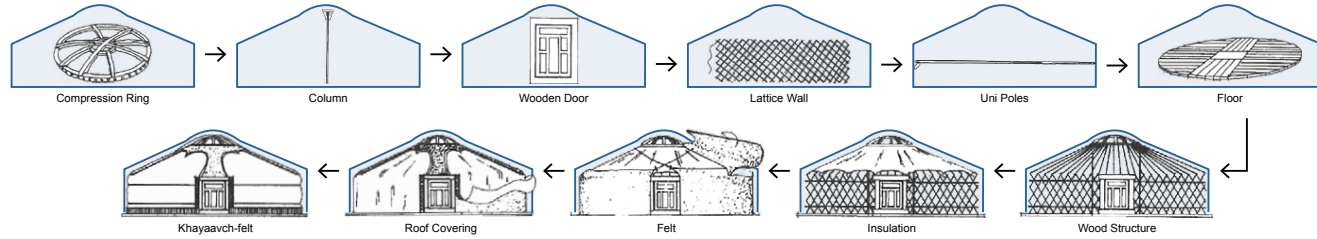
Felt-making Process



Felt Pattern

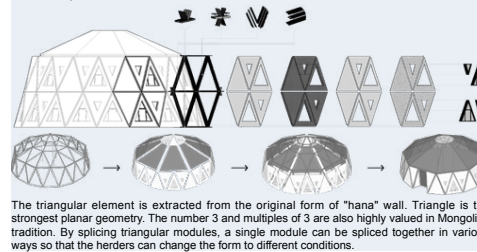


Structure System

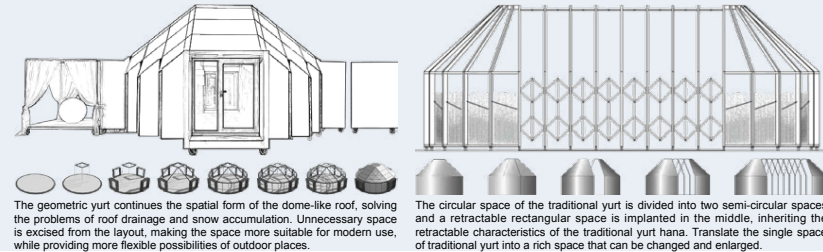


MODERN YURT

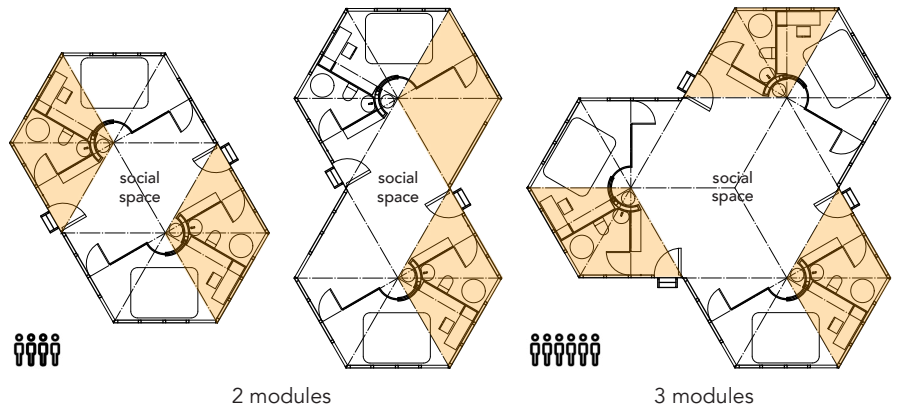
Assembly Yurt



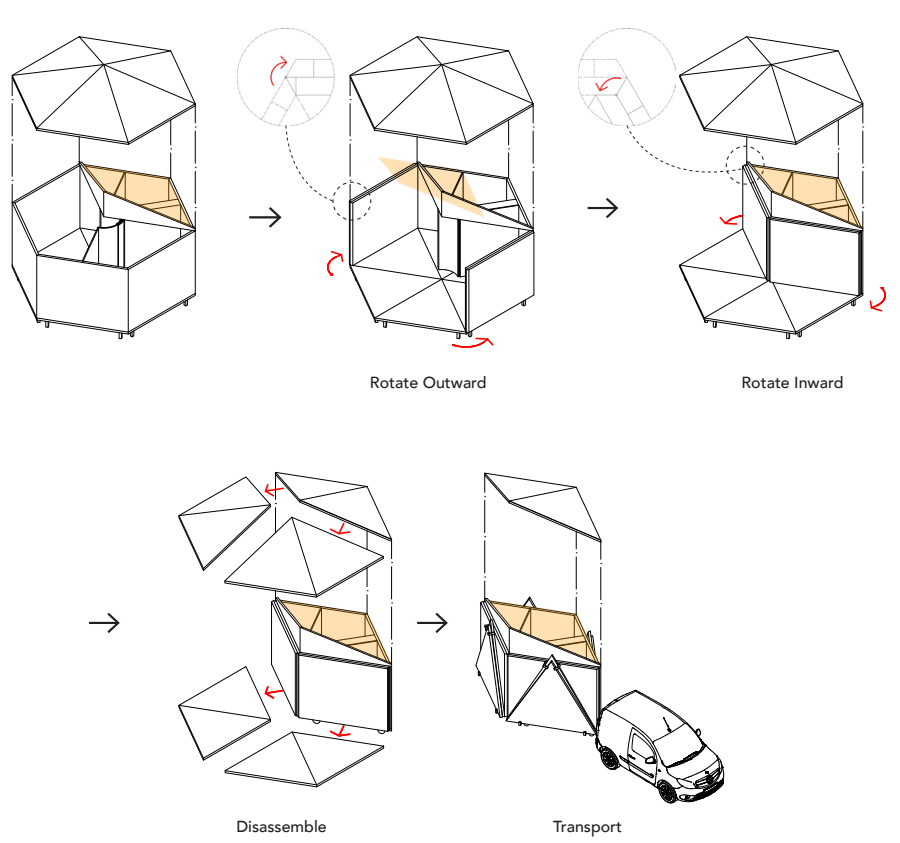
Geometric Yurt



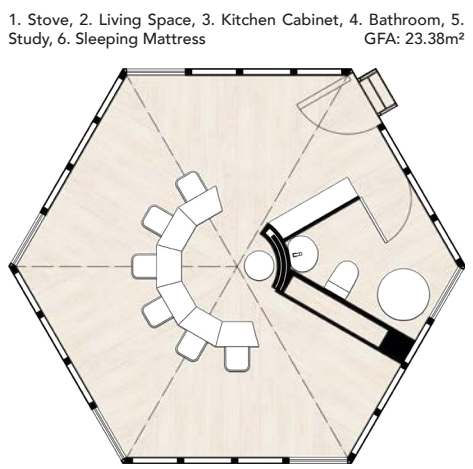
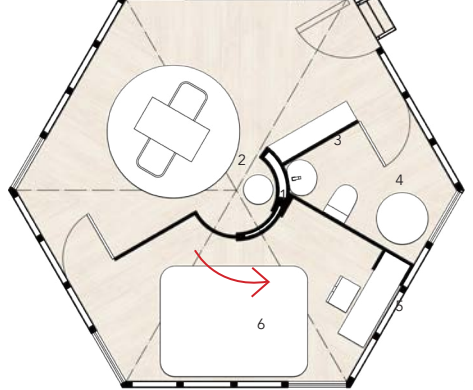
Expandable Modules



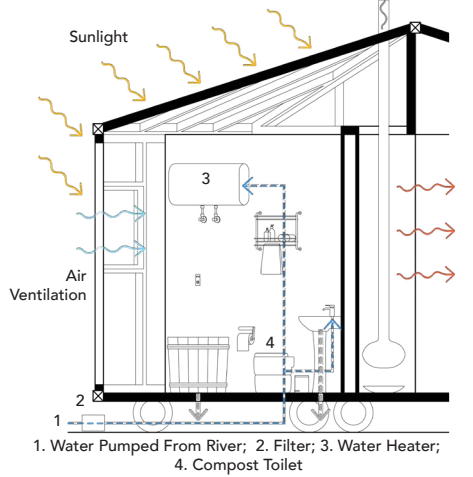
Module Disassembly



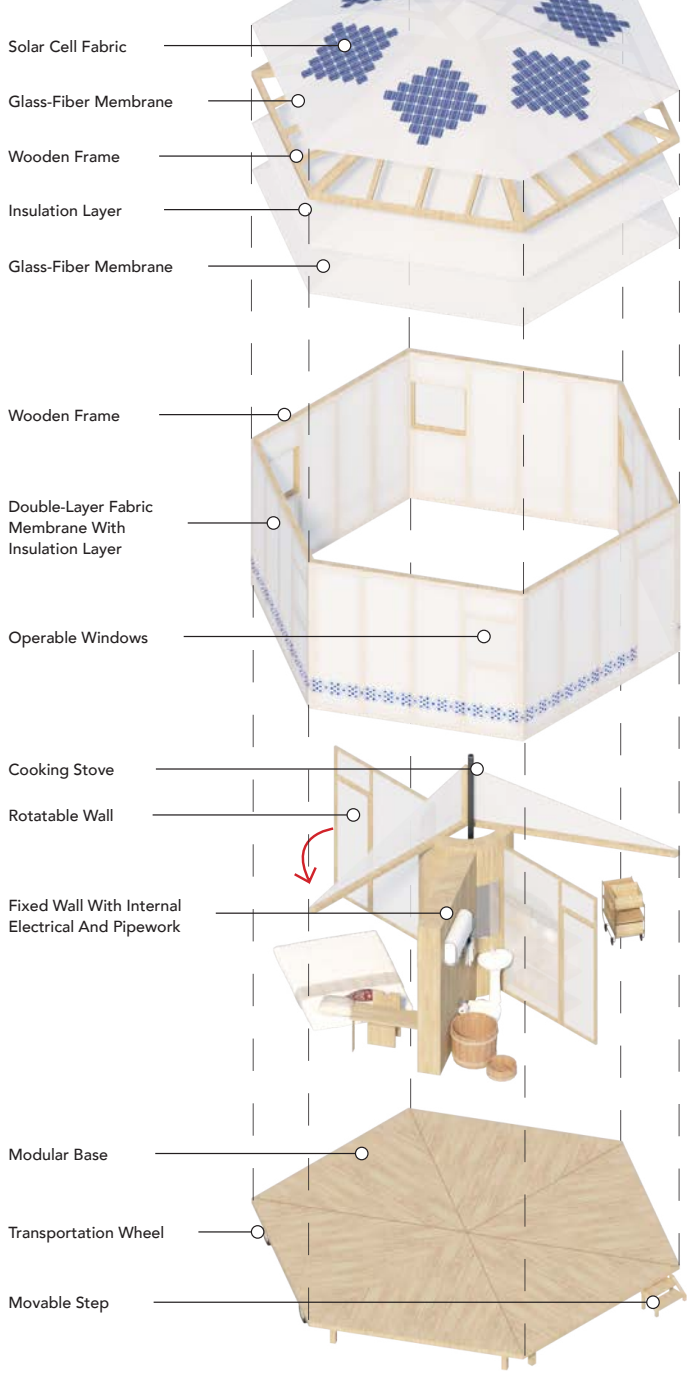
Plan



Section



Axonometric Drawing



Tribal



Looking Out



Bedroom



Riverside



Winter



Dusk



Gathering



07 Retrou - Reuse

Reuse art object project
2025.1. Postgraduate SuperReuse Primer
Award: Showed in 2025 Milan Design Festival

A light steel support to hold the heaviness of the column. To bring the two beautiful pieces together, the cornice is copied, both sits on the edge of continued steel frame.



07 Dirty Joints and Junctions

Material re-imagine project
2024.11. Postgraduate SuperMatter

Based on given joint and junctions, this project aims to re-imagine how materials joint with each other. These three joints explore the delicate dance between form, balance, and tension through a variety of materials. Each piece brings its own whimsical approach to balance, inviting the viewer to appreciate the art of thoughtful instability.

Material Data Base



Material Re-Imagine

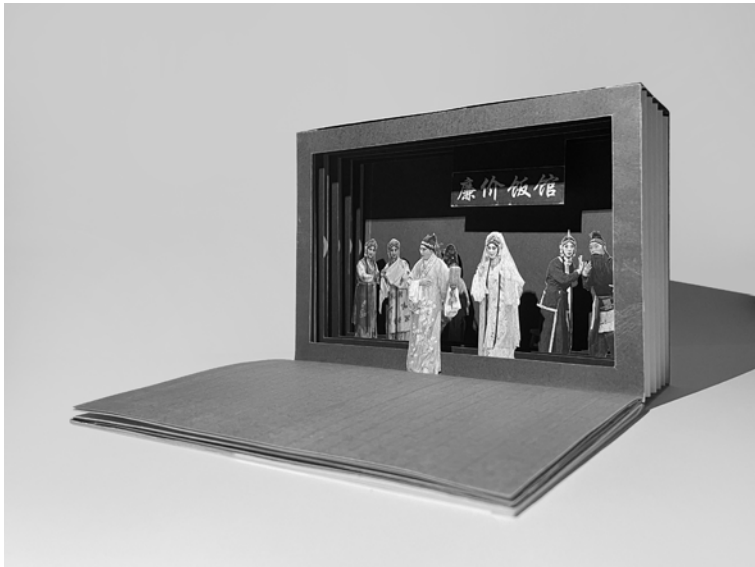
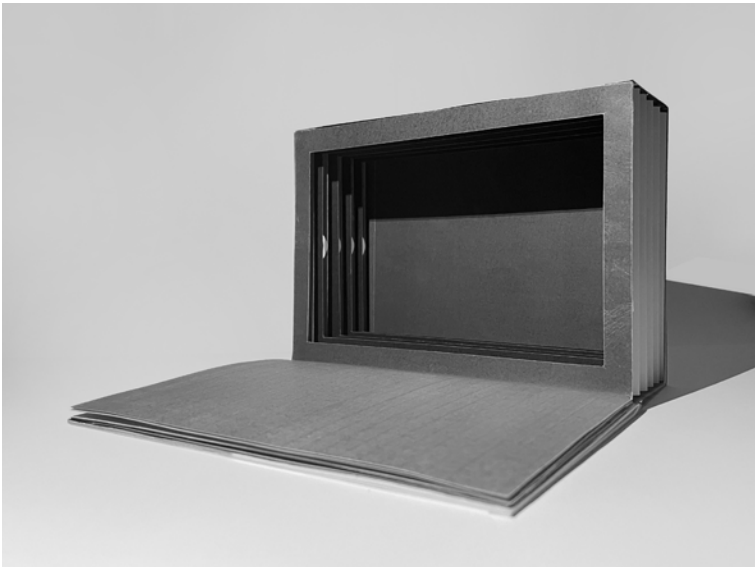


Translating Brecht: A Multimodal "The Good Person of Szechwan"

Republication project
2025.1. Postgraduate Media Study
Playbill

This project reimagines Brecht's The Good Person of Szechwan through traditional Szechwan Opera, exploring how his techniques—especially estrangement and gestus—can be adapted to Chinese cultural and theatrical contexts. Central to the project is a reinterpreted playbill, transformed into an interactive, pop-up format that merges design, performance, and media. This hybrid object engages audiences before and after the play, extending Brecht's critical legacy beyond the stage and highlighting the playbill as a tool for cross-cultural reflection, interpretation, and political engagement.

Physical Playbill



Physical Scan

