

# CREDENTIALS

ASIA

reaching everyone ... virtually

"HOUSE for  
MAREBITO"  
bridging past  
and future

## DFA Design for Asia Awards 2021

... celebrating design excellence



**Metaverse** ... stamping our creative  
footprints on new terrain



**Rebelle 5**

**real physical color mixing**  
based on traditional pigments

## Inside scoop:

### bridging the social divide ...

Ryan Tung, designer and digital illustrator leverages on gaming technology to build spatial and community integration in the Danchi commune



## on the cover

When VUILD conceptualised the House for Marebito, they were adamant about adhering to their vision of “an architecture that is an extension of the furnishings and is amenable to amateur construction.” Thus, the simple tables and other furniture within are attached to the floors and walls, functioning as an integrated organ rather than as removable accessories. The bottom storey has a kitchen island living area, while the upper floor houses the bedroom.

## *CredentialsAsia - the Journal*

is an Independent e-Journal publication funded through patronage, and the only creative publication initiated by a multi-faceted network of contributing design professionals, their corporate clients, practitioners and educationists who share a common vision - to chart the constantly evolving shift in art and design trends in the region.

The Journal is a conglomeration of art, photography, styling, writing and design. The Journal showcases the talents of profiled designers, architects, industry partners, artists, collaborating design professionals and also design students' works.

## CredentialsAsia - the Journal

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### Creative Strategist :

Jerry Chong Ph.D

Topics

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4.0.0

**DFA Awards :**  
A continuing series  
- we debut Asia's best  
designers

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Fuzhou, China

*Photography:* From the office of NERI&HU

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A cultural space that  
is uniquely associated  
with Fuzhou

4.3.0

**Waterfall Project** :  
The plight of Sneung Village  
in Battambang  
Cambodia

# a note from Creative

**C**ovid-19 came unexpectedly and changed practically everyone's life. We had to adjust our behaviors and adapt to new situations. We rapidly learned to improvise with drive, insight, and effort. We have become **Vitruvian**, devising new solutions to new problems, re-purposing our lives to fit our new ambitions.

A crisis spurs creativity and invention. This environment fosters creativity. Creative ideas, successes, and innovation implementation may seem like a burden, requiring time and effort. Not always.

## BECOMING

We prioritize a chance to put our recognized role of creativity into practice in developing innovative solutions for society's wellness, in penetrating ethical and sustainable design to strengthen our companies' resilience.

I dare say **virtual** will become our new **reality**. Fearless exploration teaches us to concentrate again. Our social, political, economic, and educational lives may be changing. Then everything would be different. A creative and innovative response takes time. This environment fosters creativity.

We now identify with a future workforce that has fully embraced technology. Technology is redefining the workplace and opening new options. ***It's fantastic to live in the digital era.***

**T**he future is human technology collaboration. This brave new world of work will shape societies for generations. Work is where the Wi-Fi is for some. Digital nomads are a freeing grand tour of different cultures and vistas. **Location-independent workers** (LIWs) frequently travel on tourist visa, limited to a few months in each country. They must be more nomadic than they wish. By 2035, some estimate a billion location-independent employees.



A rising corpus of research implies AI and robotics may generate as many jobs as they eliminate. According to one projection, although 75 million jobs may be lost by 2022, 133 million may be created.

We're always looking for ways to automate, but we're also educating people to be more versatile in their occupations and skill sets because the future is about humans and technology working together. It all speaks to a brand new world of employment driven by the digital revolution.

# VITRUVIAN

It's also lavish, but we don't need much to be productive. Traveling may be a long-term sustainable lifestyle if done wisely. It's not that insane.

**These techtonic shifts are constantly reinventing the office, the most typical workplace. Isn't it tempting to imagine our future?**



*Sincerely,*

**Jerry Chong Ph.D**

Writer, Designer  
: Creative Strategist,  
CredentialsAsia-the Journal

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# CREATIVE FOOTPRIN

Michael Aldrich invented e-commerce in 1979, a system that allowed people to buy items they saw advertised on television. Now comes the next major shift.

So, what exactly is the **Metaverse**? Going virtual might be the next big thing for your business. This is the point at which e-commerce and traditional retail stores will blend to become the new business face. But how can you get into the Metaverse? You must first grasp the concept of the Metaverse.

## Origin

In 1992, author Neil Stevenson invented the term “Metaverse”. He used it in his novel, “Snow Crash”. Since then, the phrase has been used countless times.

Metaverse comes from two words, “meta” and “verse”. Meta means “more comprehension” and verse is short for “universe”. However, this is just a part of the current meaning for the word.

The Metaverse is a fictitious world. These virtual worlds have their own economies and currencies. In the Metaverse, you make real-world financial decisions. Selling digital items, for example, may be profitable in the Metaverse.

A cool thing about the Metaverse is the ability for people to interact with each other virtually in ways that they couldn't in the real world. This happens through a combination of Augmented Reality (or AR) and Virtual Reality (VR).

# ENTS IN CYBERSPACE

Augmented Reality adds digital parts to your physical environment. It influences visions, sound and other physical elements. It enhances your physical world.

On the other hand, Virtual Reality is entirely digital. As such, it can be transformed into anything we want it to be.

The Metaverse is still in its infancy, but it has immense potential as technology and acceptance grow. In these virtual environments, people will have greater opportunities to engage. These exchanges will become three-dimensional, fusing the Metaverse with our physical reality.

In this virtual world, games will be multidimensional. Major gaming firms are ramping up their virtual reality efforts to better integrate into the Metaverse. A virtual world with such potential might be employed in medical applications. Doctors may interact with patients and observe what they see without using physical contact.

Tourism will enable individuals to see locations that would otherwise be too expensive or difficult to visit. The use of a token to access a tourist attraction will radically alter trading.

Buyable products may be seen and interacted without leaving your home, and information can be obtained via two-dimensional representations.

The Metaverse can do so much more, and those who get started early will be able to shape it to their liking.

# first steps on the path to wealth

We'll show you how to take your business into the Metaverse. Here are five things you can do:

## **Creating a Web presence**

Three out of every four small businesses are already online, thanks to today's basic platforms. In this sense, if you don't have one, you're in the minority.

We know you're enthusiastic about the Metaverse's potential, but you must first learn to tread this path, a terrain that is still unfamiliar to many. To begin, you must understand that **the Metaverse is an evolution of the Internet**. As a result, current restrictions will continue to apply. And where better to learn than from the world's largest online companies?

So, before you launch a VR or AR company, understand how to establish a website, and maintain your social media accounts. Learn how to increase the number of visits to your website. Learn the ins and outs of Amazon, Facebook, Instagram, Twitter, eBay, and Shopify.

Building a business on such platforms offers you important lessons for your Metaverse journey.

## Two-dimensional models

Did you know the Oculus Quest VR headset is nothing more than a phone on your face? The headset's development is quite like Android development.

The Metaverse will usher in a new business age, but it will begin with two-dimensional models. Current software development methodologies will continue to perform effectively for whatever models are utilised, as they will serve as the Metaverse's springboards.

Because 2D app development isn't going away, be inventive. Concentrate on the skills you use to operate and build your online business.

Today's business skill is to focus on your target audience.

## Determine your target audience

Many brands nowadays do numerous things. It's easy to become lost in the sea of products and services fighting for the attention of a consumer. That doesn't mean you can't establish yourself as a brand. Only your strategy will enable you to reach your intended audience.

You should not try to attract the attention of the Metaverse. You should attempt to understand your target market's interests and needs. Promote to them. Find out what they desire and how you may assist them in obtaining it. When people visit a Metaverse, they want to experience things, not just see them. If all a buyer gets is a vision of what you're offering, a virtual environment is unnecessary. Make your Metaverse excursion a memorable one. Make the controls realistic if it's a game.

## **Actions**

**M**ake the items visible in three-dimension if it's a store. Knowing what you want your client to experience when they visit your location might help you concentrate your efforts.

Convey that feeling to your products. The experience will attract consumers to return more quickly than the product itself.

## **Become acquainted with Bitcoin**

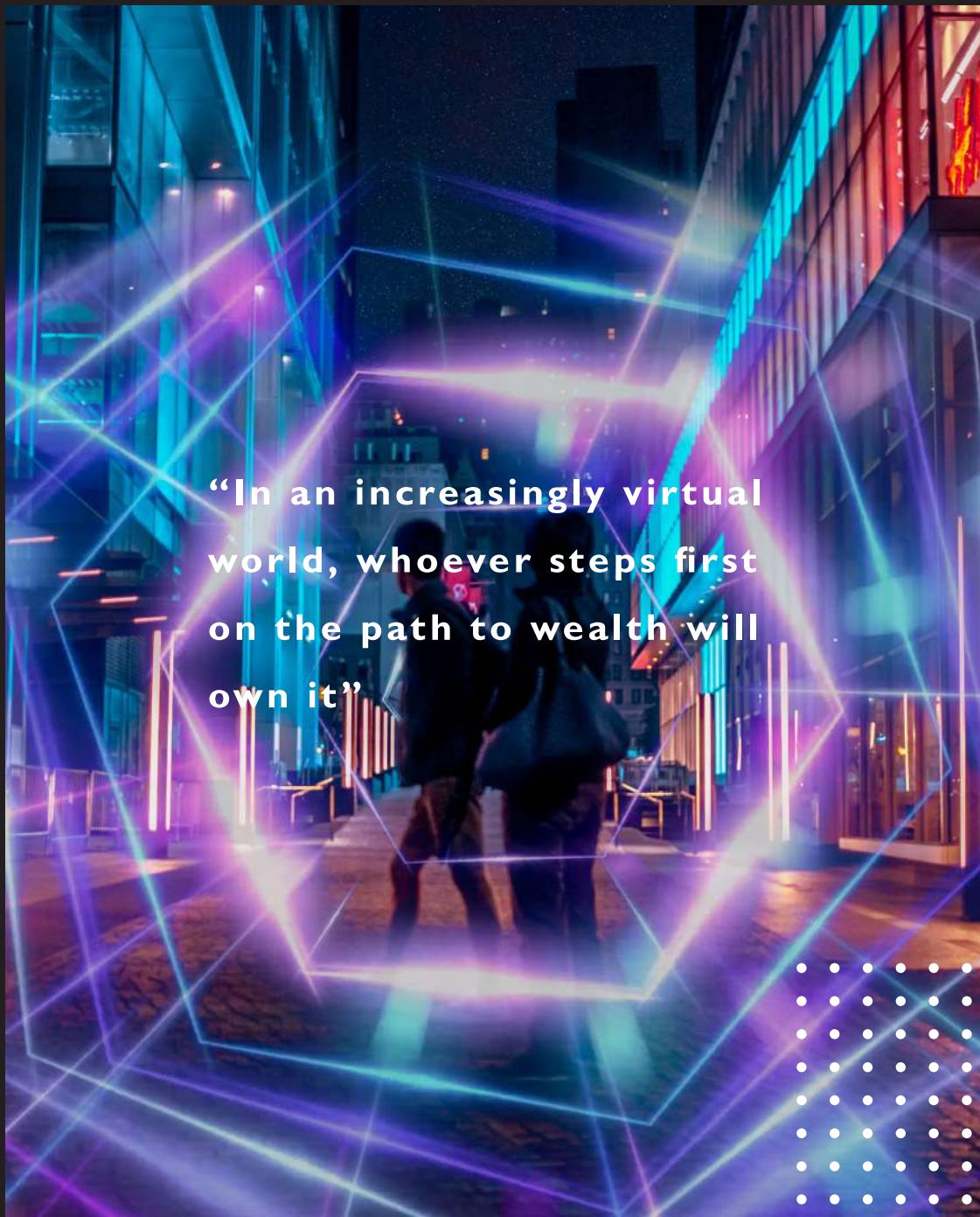
A virtual currency is necessary. The Metaverse, like cryptocurrency, is virtual. As a result, their union was unavoidable.

## **A Transaction record**

**V**irtual money is powered by blockchain technology. It takes advantage of decentralised computers. Decentralization is crucial because it gives security. This level of protection is necessary for Metaverse transactions.

Blockchain technology will be utilised to safeguard numerous virtual currencies, making it a critical component of the Metaverse. To successfully transition your company to the Metaverse, you will need to learn and adapt them yourself.

**T**o summarize, the Metaverse is currently valued at 47 billion dollars and is expected to grow to 800 billion by 2024. Many big tech organizations like Meta, Facebook, Microsoft, Epic and Roblox are invested in Metaverse. The business world is all about adapting to changes and trends and if you want to stay on top you have to move to the Metaverse. Otherwise, you'll risk falling behind.



**"In an increasingly virtual world, whoever steps first on the path to wealth will own it"**

# DANCHI

## ... A FORGOTTEN HABITAT

**R**obots, crazy gadgets, cutting-edge engineering, and multimillion-dollar enterprises are all often depicted in Japanese media as harmoniously coexisting in Japan with the centuries-old cultural legacy and stunning accomplishments in modern art, design, and fashion.

**W**hile you may find all of these and more in Tokyo's trendy districts, everyday life in other regions of Japan is nonetheless replete with twentieth-century relics. Most stores and restaurants only take cash. Japanese cities may be stunningly retro. Leaving the city's core immerses you in faceless rows of cookie-cutter homes punctuated by dusty stores with outmoded electrical equipment and fading posters of smiling candidates from 10 years ago.

If you spend enough time in the suburbs you'll come across neighbourhoods of homogeneous grey concrete apartment buildings that resemble Soviet *khrushchevkas*, one of the most iconic post-war housing typologies.

**A**t tremendous population expansion in the 1950s compelled the government to intervene. The Japan Housing Corporation was founded in 1955 with the primary goal of developing a new mass housing style to serve metropolitan middle class families.

Japanese mass housing from the 1960s is an intriguing cross-cultural experiment that mixed Western and Soviet modernist typologies with traditional Japanese components.

Taking on a colloquial nickname - **danchi**, which can be translated as “communal” or “group land”, **danchi** was intended to modernize Japan, bring it up to speed with the industrialized nations of the West and overcoming its imperialist history and dismal military loss. Despite an apparent shift toward American democratic norms, socialist views were popular among Japanese intellectuals at the time.

**Danchi** was once a symbol of a new “modernized” way of life. These modernist minimal housing units have now become a burden for Japanese society. Current living conditions in these housing complexes are unfavourable for older inhabitants, giving rise to the phenomenon of **kodokushi** - lonely, unreported deaths within flats.



Picture : Danchi in Hitachiota

## the diminishing popularity of DANCHI today

Even though there are still dozens of such neighbourhoods of varying sizes across Tokyo, not to mention out-lying regions teeming with New Towns, if you ask any Tokyo passer-by what *danchi* is nowadays, you could get anything like “old apartment homes for highly underprivileged people”.



Picture : Wakamiya Danchi in Mito, Ibaraki Prefecture

Indeed, *danchi* neighbourhoods have been re-purposed as social housing, and are now populated by the elderly, low-income and single-parent families. Immigrants from other Asian countries, and occasionally representatives of traditionally excluded social classes in Japan; retired funeral workers, former low rank yakuza, or credit-debtors. *Danchi* are now silent faded monuments of the national economic achievements of the past and a source of various problems for local authorities.





It is not surprising that ordinary citizens tend to avoid going to *danchi* districts unless necessary, and *danchi* residents choose not to join external environment - mainly because of the embarrassment caused by their social status. As such, most individuals are unwilling to confess that they have friends or relatives who live or used to live in *danchi*.



# PHYGITAL HABITAT

**Most Japanese people tend to avoid addressing *danchi* difficulties, with a widespread public desire to dismantle and rebuild all problematic locations. However, there are glimpses of promise as young architects and even large corporations begin to suggest regeneration possibilities on a variety of dimensions. With more media attention, the situation will hopefully improve.**



CREATESMART  
YOUNG DESIGN TALENT  
SPECIAL AWARD 2020

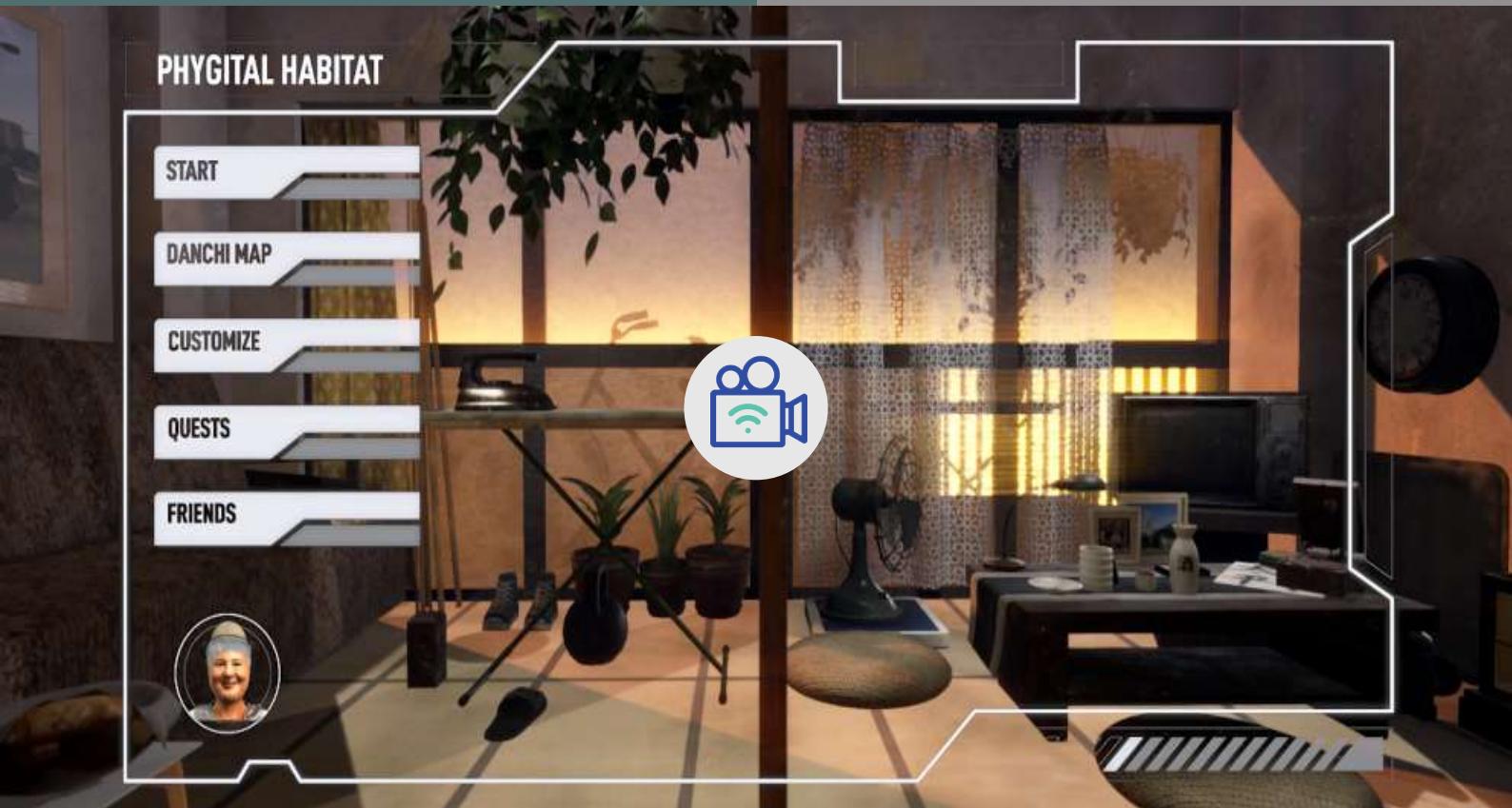
Showcased in dynamic mixed media presentation, DFA HKYDTA 2020 awardee, digital illustrator, and designer, **Ryan Tung** puts across his utopian vision of a renewed *Danchi* Commune, *Here is his story:*



**Phygital Habitat** uses video game elements and brings them into a physical world to solve real-life dilemmas. Through the introduction of mixed reality and gamification, the project provides a vision to utilize both, to bring architecture and community back to life.

## ... SOLVING REAL-LIFE DILEMMAS

In Japan, there is a lot of post-war housing called ***danchi***. These buildings, once the representation of a generation's memory and lifestyle, are succumbing to their fate as the nation's vision of new building policies called for their demolition. The project not only speculates on an alternative way of living, but also saves the existing *danchi*. It is a prototype that accommodates everyone while it provides both physical and virtual gaming and living experience.

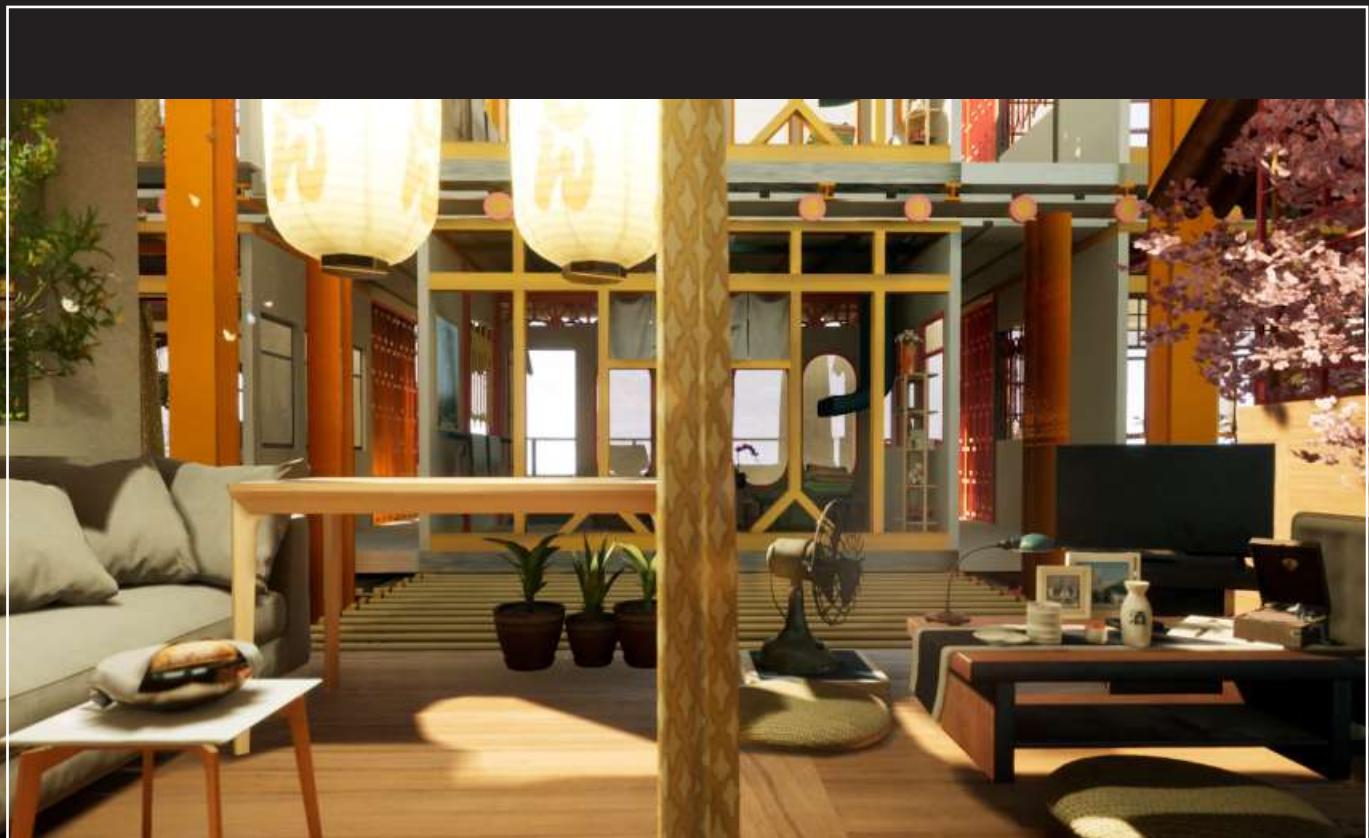


Picture : The interactive directory-interface

## inside a DANCHI apartment

Most 1960s *danchi* units measure a total of 41 square meters consisting of a genkan micro-entrance, three multi-purpose *tatami* rooms separated by moveable *fusuma* walls, and a dining-kitchen space (nickamed “DK”) with direct access to a tiny bathroom. DK became the primary motor of Japanese home modernity, bringing family members together for meals.





Picture : Artist's impression - an interior design make-over



## rejuvenating communal integrity

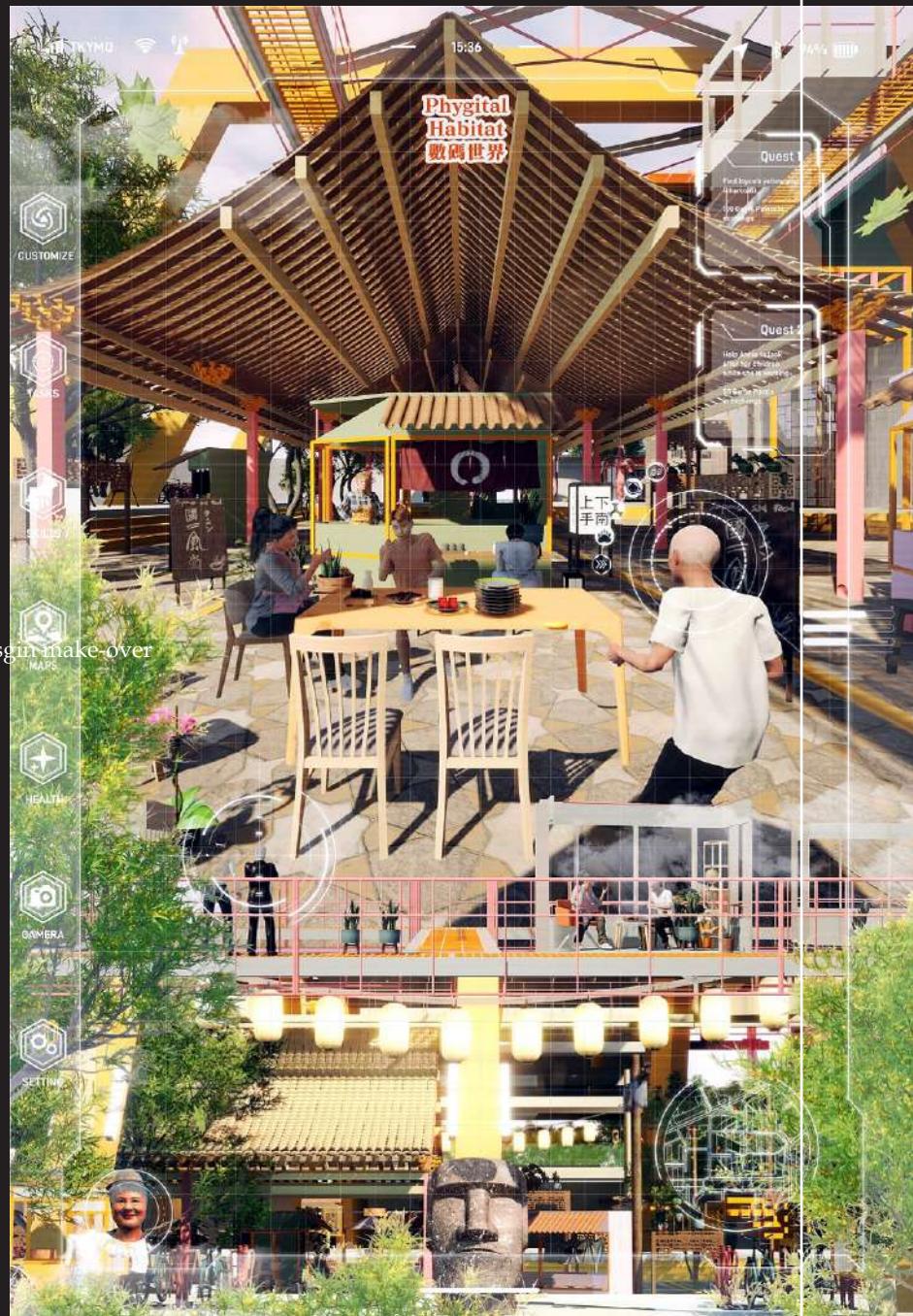
Japan has always been considered a gaming city. We leverage this idea to bring forth spatial and gaming qualities to the residents with the introduction of a gaming system. People are motivated to interact more.

A multicultural country like Japan, with its ethnic diversity share a unique culture, which serves to strengthen the bond between people.





Fig. 1.1 Artist's impression - an interior design make-over



# About DFA Awards

Facing competition, uncertainty and complexity, we need a creative mindset and new knowledge for growth, competitiveness and sustained development. Design is beyond aesthetics. Design with a big capital "D" presents an attitude, innovative thinking, creative confidence and a people-centric approach towards problem solving for the betterment of our city and economic and social wellbeing.

Asia has become one of the world's most important economic regions, with enormous potential in terms of its consumer market. The vast geographical reach of Asia encompasses a diverse spectrum of unique lifestyles, cultural heritage and socio-economic development. Design plays an increasingly vital role in offering solutions to challenges that arise from our everyday life.

In 2003, the Hong Kong Design Centre launched the DFA Awards to underpin the role of designers in society and to celebrate design leadership and exemplary designs and projects with commercial success and impact in Asia, as well as to recognise the rising force of emerging designers in Hong Kong since 2005.

Stepping into its twentieth year, the DFA Awards has grown its international influence in Asia with the following five award programmes:



# 2003-2022



### **DFA Lifetime Achievement Award**

Signify the design community's respect for individuals who have made lifelong contributions to the design profession, education, and the society, especially in Asia.



### **DFA Design Leadership Award**

Recognise the business leaders or companies who create exceptional and sustainable business success through strategic and innovative use of Design.



### **DFA World's Outstanding Chinese Designer**

Acknowledge the designers of Chinese origin who have significant design achievement and international recognition.



### **DFA Design for Asia Awards**

Commend a wide range of design that embodies Asian aesthetics and culture, and influences the design trends in Asia for Asia. The awards have two folds, first they are presented to design solutions that excel in fields beyond the definitions of the traditional categories and have been deemed exemplars for improving quality of life, or inspiring future design development through the Grand Award, Grand Award for Culture, Grand Award for Sustainability and Grand Award for Technology. Then there are the Gold, Silver, Bronze and Merit Award under twenty-six categories in four design disciplines, to recognise outstanding unique designs that have been most influential across Asia.



### **DFA Hong Kong Young Design Talent Award**

Nurture the development of emerging designers by providing a maximum financial sponsorship of HK\$500,000 for overseas work attachment or education.

One of Asia's most prestigious design awards honours three trailblazers in the world of design, and the design projects globally that have influence and meaningful impact on Asia.



The DFA Awards is a flagship programme of the Hong Kong Design Centre (HKDC). It is comprised of five major awards to acknowledge leaders for their outstanding contributions to the design industry and celebrate projects at the forefront of design excellence with Asian perspectives. Three trailblazers in the world of design have been awarded in 2021: **Patrick Whitney**, Professor in Residence of Harvard T. H. Chan School of Public Health - DFA Lifetime Achievement Award (DFA LAA), **Min-Liang Tan**, CEO & Co-founder of Razer Inc. - DFA Design Leadership Award (DFA DLA), and **Freeman Lau**, Founder of KL&K Creative Strategies - DFA World's Outstanding Chinese Designer (DFA WOCD). In addition, 180 awards were conferred under the DFA Design for Asia Award (DFA DFAA).

Organised by the Hong Kong Design Centre (HKDC) with Create Hong Kong (CreateHK) of the Hong Kong Special Administrative Region Government as the lead sponsor, the DFA Awards was launched in 2003 to underpin the role of designers within society, celebrate design excellence with positive influence and impacts in Asia.

**Upon reflection of  
Chairman of HKDC**

*"Design is a vital part of bringing ideas together. This is something I have witnessed so much under my watch. I am delighted to honour the three winners, Min-Liang Tan, and Freeman Lau, for their dedication and leadership in design that unite people from all walks of life to the betterment of society."*

# Design For Asia



“This year’s awards, Professor Eric Yim, C States:

“Hong Kong, a city that brings people, culture and especially critical at a time when the world has uncertainty brought on by the pandemic. This year, I honour three exceptional leaders: Patrick Whitney, Freeman Lau, all have shown through their work, how design can be used to inspire communities, walks of life through one singularity, and contribute society in Asia and beyond.”

# Design For Asia

## DFA Lifetime Achievement Award 2021 (DFA LAA)

### Patrick Whitney

Professor in Residence, Harvard T. H. Chan School of Public Health



## DFA Design Leadership Award 2021 (DFA DLA)

### Min-Liang Tan

CEO & Co-founder, Razer Inc.



## DFA World’s Outstanding Chinese Designer 2021 (DFA WOCD)

### Freeman Lau

Founder, KL&K Creative Strategics





## DFA Lifetime Achievement Award 2021

**Patrick Whitney** is a Professor in Residence of D-Lab in the Harvard T. H. Chan School of Public Health, a leading laboratory that explores and demonstrates how design methods and frameworks can improve human well-being. He is widely regarded as a thought leader for pioneering the notions of human-centred design and strategic design. He is a highly esteemed speaker at multiple international design events, on topics such as innovation, sustainability and human well-being. Global Entrepreneur Magazine named him as one of 25 people worldwide contributing the most in bringing new ideas to businesses in China.

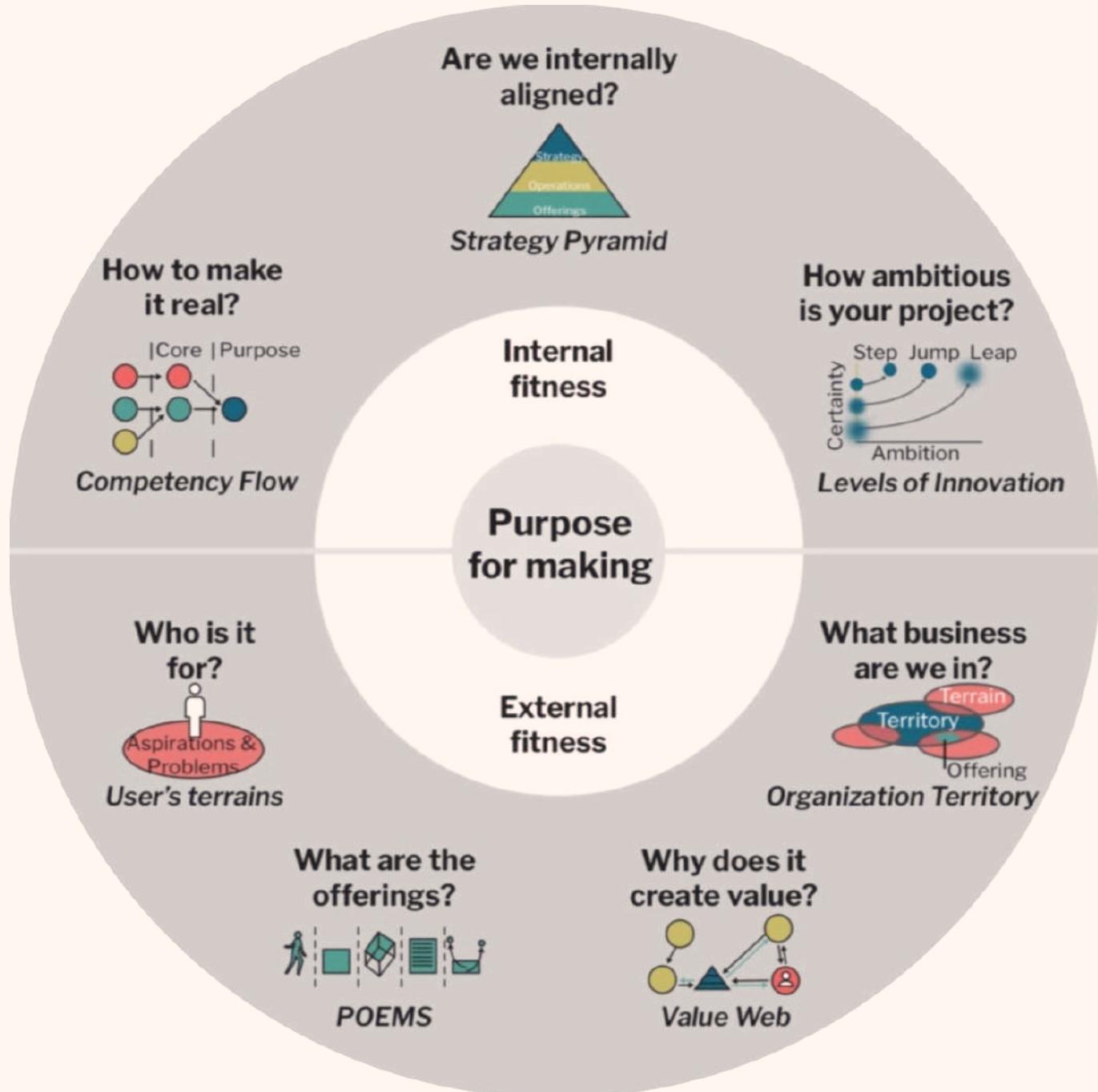
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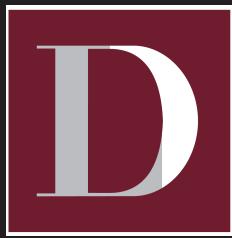
**DFA Lifetime Achievement Award 2021** honours Whitney's vast contribution to the design industry through design strategy development, education programmes, and his advisory work to governing design bodies, actively strengthening the relationship between design theory and practice.

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## THE CORE STRUCTURE OF THE WHOLE VIEW





## DFA Design Leadership Award 2021

As the pioneer of e-sports hardware, former lawyer **Min-Liang Tan** is seen as a trailblazer for the younger generation, of someone following their dream and at the same time adding valuable contributions to society. As CEO, Co-founder and Creative Director of the world's leading lifestyle brand for gamers - Razer Inc., Tan has demonstrated how forward-thinking and innovative design can disrupt the gaming industry.

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**DFA Design Leadership Award 2021** honours his leadership throughout the years in pushing the boundaries of the gaming industry and driving industry innovation through design. Under Tan's strategic and creative direction, Razer has gone from a two-man startup to a multinational market leader and Unicorn in the technology industry.

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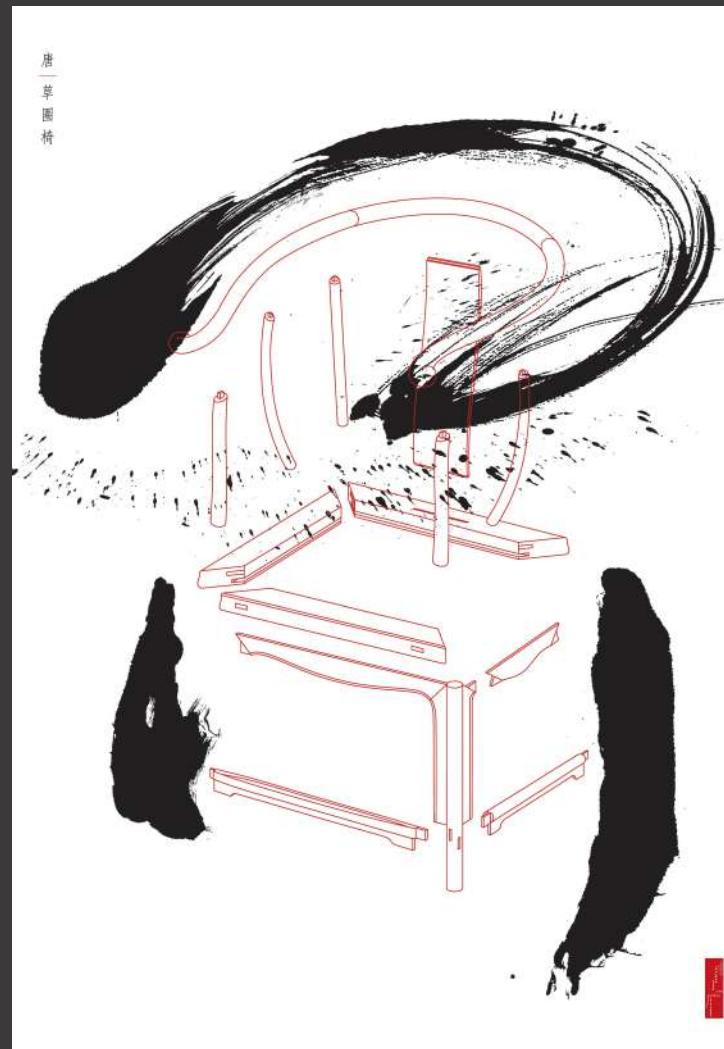
” ... pushing the boundaries of the gaming industry”



## DFA World's Outstanding Chinese Designer 2021

**Freeman Lau** is a Hong Kong designer, renowned for his art and design innovations. He is the brains behind some of Hong Kong's most iconic designs such as the Watson Water bottle, which earned him multiple awards. The design aesthetics and its functionality has lauded a critical breakthrough in the history of bottled water. In addition, Lau has been tirelessly promoting the development of design in Hong Kong, Greater China and Asia.

Lau's creative prowess spans across the entire design spectrum, from graphic design, packaging design, to fine arts. His creative contributions have a significant, cultural impact in Asia, which is best demonstrated by his 'Chairplay' series. The series includes a range of furniture and sculptures, which has been shown worldwide at different exhibitions. The notion of Chairplay is a metaphor for the exploration of different human centric issues and is one of Lau's signature works.



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**DFA World's Outstanding Chinese Designer 2021**

honours his devotion and contribution to promoting the design, creative industry and culture of Hong Kong and Asia.

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” Chairplay ... a metaphor  
for the exploration of  
human centric issues ”



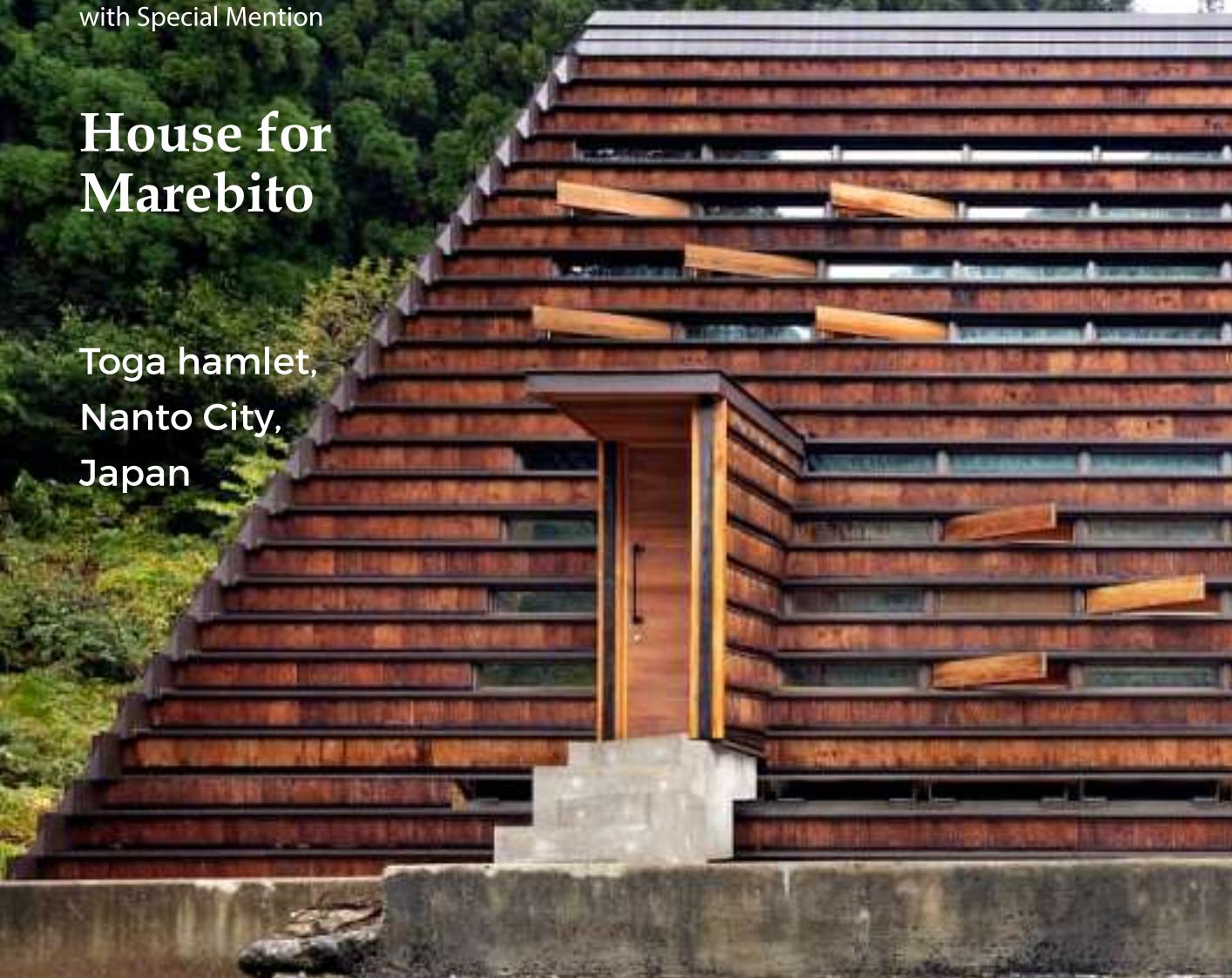
DFA Design for Asia  
**Grand Award**



with Special Mention

## House for Marebito

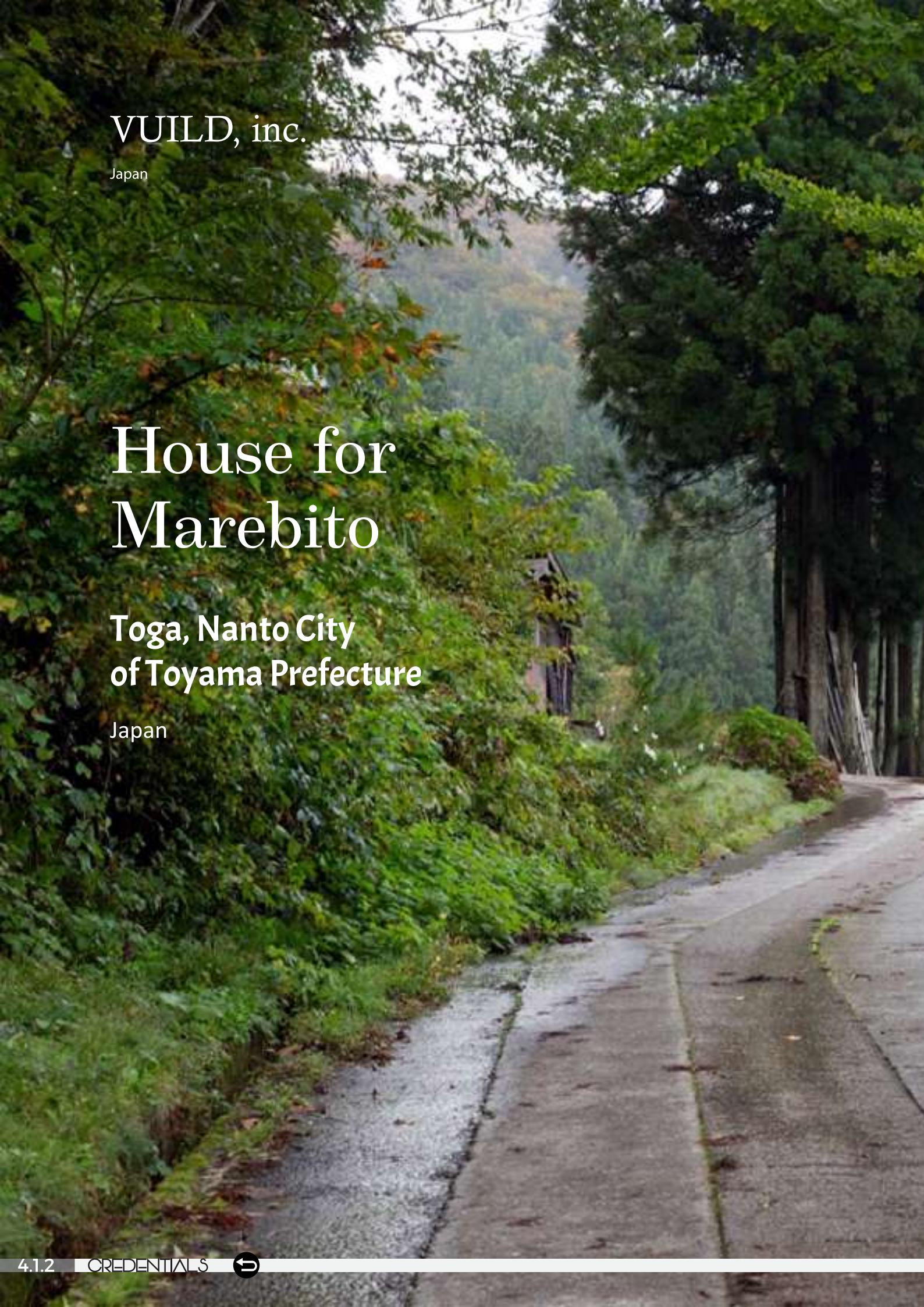
Toga hamlet,  
Nanto City,  
Japan



VUILD completes digitally  
created House for Marebito  
in a steep Japanese hamlet



**Marebito** is an old Japanese term for a supernatural visitor who arrives from afar delivering gifts of wisdom, spiritual understanding, and happiness.



VUILD, inc.

Japan

# House for Marebito

Toga, Nanto City  
of Toyama Prefecture

Japan





**N**estled amid hilly woods, *House for Marebito* (roughly translating to ‘House for Visitors’) is a wooden wrapped guesthouse perched on a sloping Toga hamlet in Nanto City of Toyama Prefecture, Japan. The project is initiated by Japanese architectural start-up VUILD.

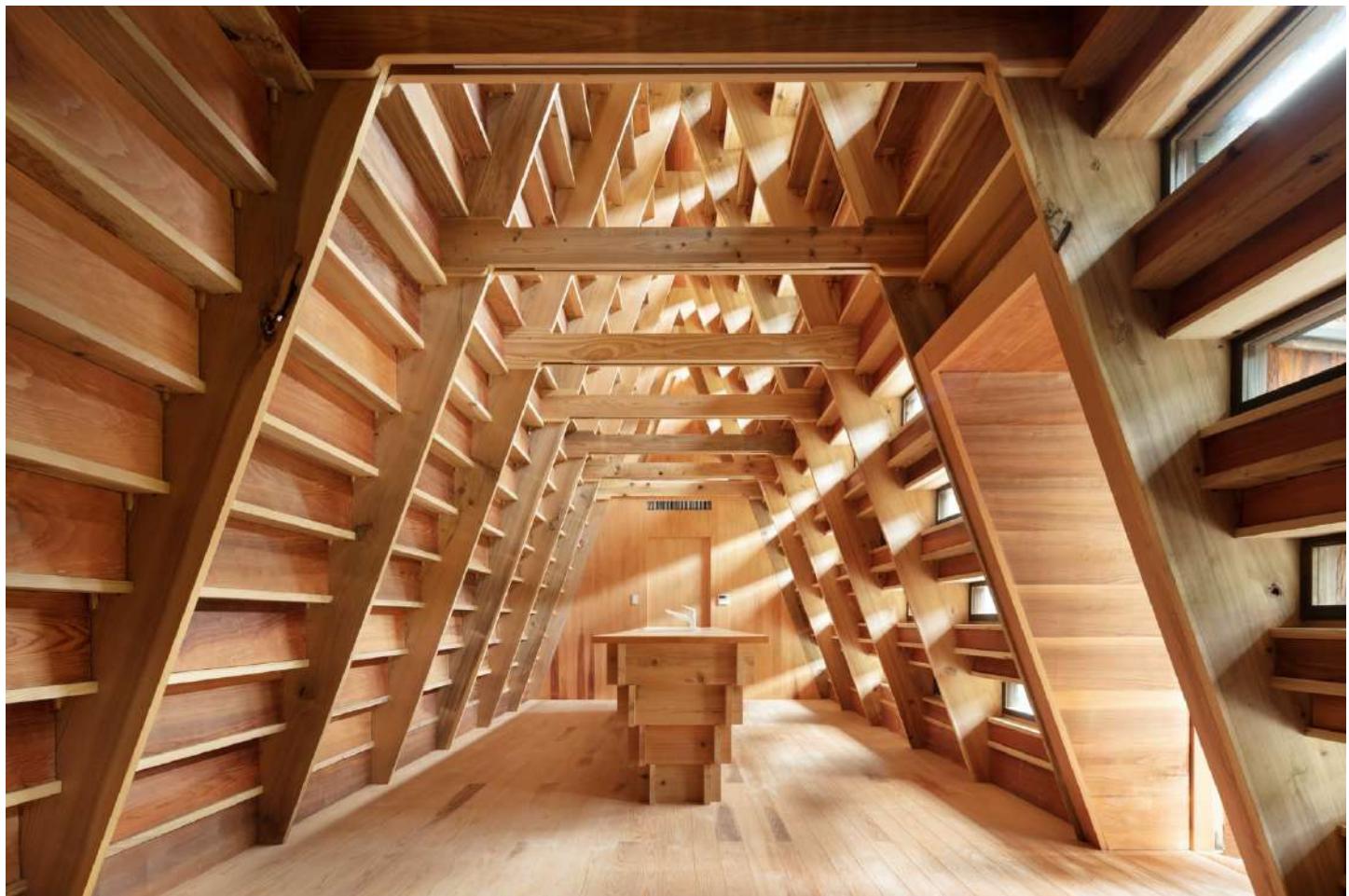
Toga, with a population of approximately 600 people, is classified as a ‘marginal village’ due to the abundance of wood resources provided by the mountains and forests that cover 97 percent of its land. “A marginal village” is defined as one in which more than half of the population is over the age of 65. By constructing a guesthouse in such a location, the project proposes a new concept of a second home, upon which people can come and go as they please to visit their relatives, ‘much more than tourism and not just migration,’ according to the VUILD team.

**S**ince ancient times, Japan has had a habit of believing in and inviting foreign visits as Marebito. The project is dubbed as House for Marebito because “the region in which House of Marebito was built suffers socioeconomic concerns such as marginalization and a loss in both the forestry sector and population.”



# VUILD, inc.

Japan



## House for Marebito

Toga, Nanto City  
of Toyama Prefecture

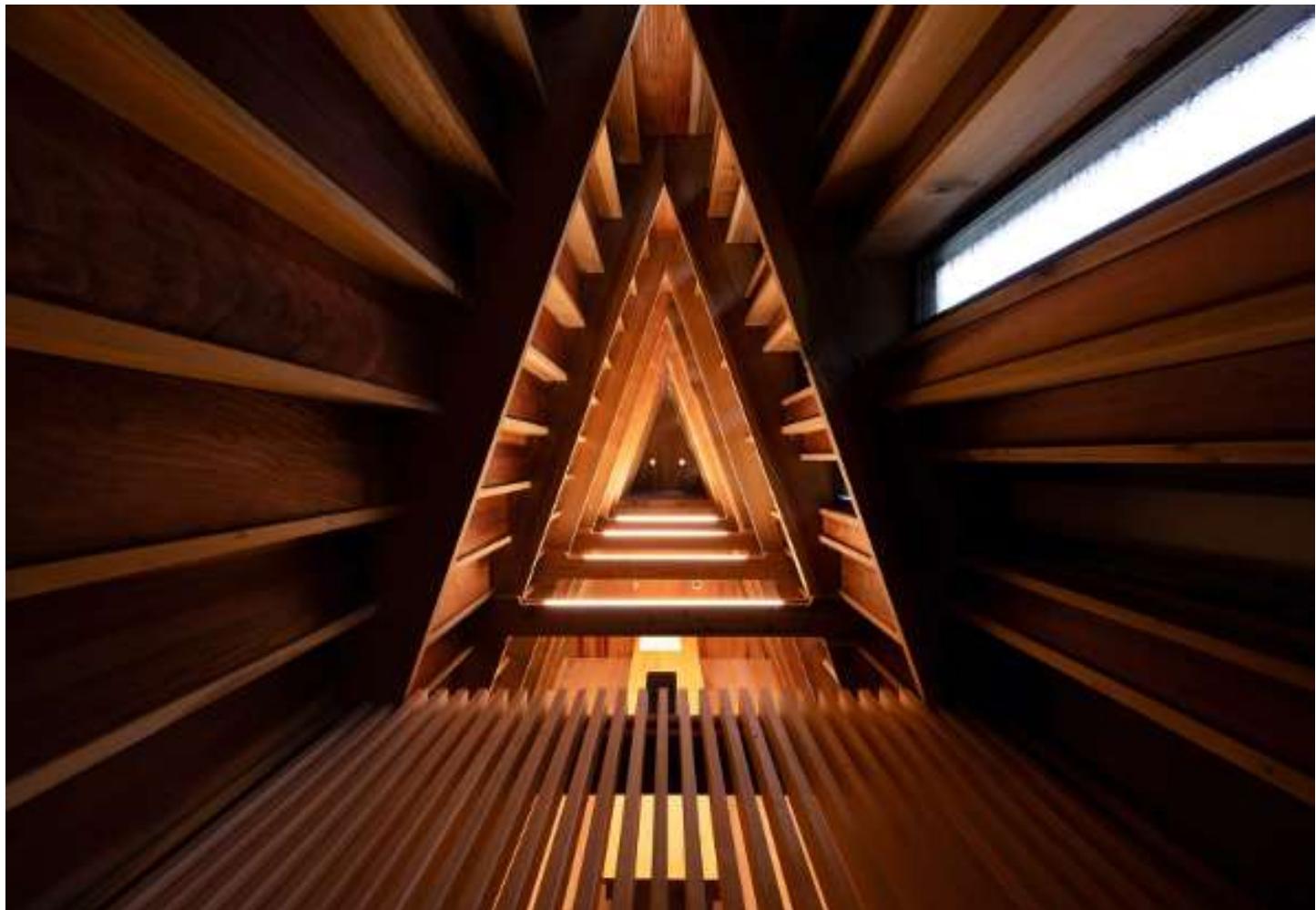
Japan

The trapezoid-shaped building, which accommodates four guests, is arranged in such a way that its gable facades face north and south replicating *Gassho Zukuri*, while the mountains running parallel to the house resemble a U-shaped gutter, simulating the wind passage. On its east facade, a 'wind catcher' brings in much needed warmth, light, and ventilation.

The guesthouse's whole design, from the facade to the inside, is dominated by warm toned wood. The timber house's exterior is fully covered in repeating wood slats and has slender rectangular wooden and glass windows that protrude outward, highlighting the two plain trapezoidal facades.

# VUILD, inc.

Japan



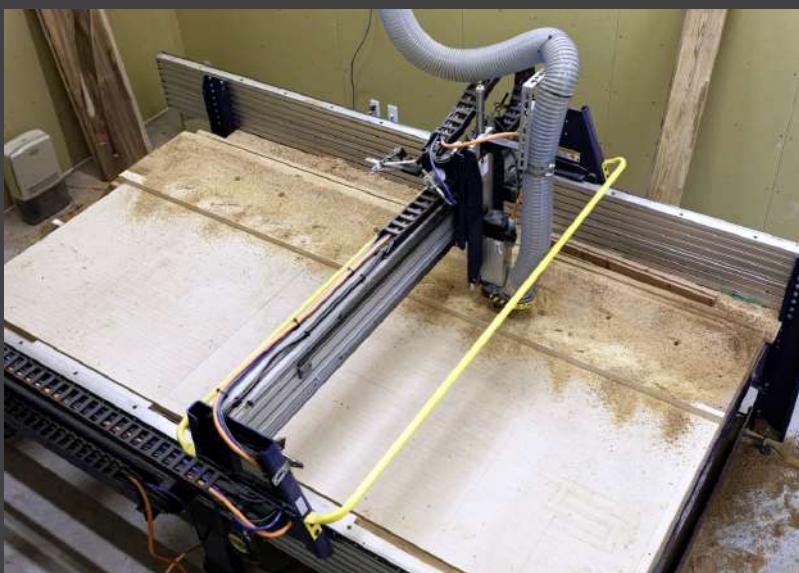
## House for Marebito

Toga, Nanto City  
of Toyama Prefecture

Japan

House for Marebito was created by a transdisciplinary team of architects, engineers, designers, technicians, and carpenters with the assistance of a Shopbot, a low-cost but high performance computer numerical control (CNC) milling machine that enabled the production of small parts. This was necessary for convenient transport and assembly, as the raw trunks were sliced into conventional wooden boards prior to processing by the ShopBot.





Normally, the local timber would not be appropriate for distribution. By keeping the components modest, VUILD was able to engage residents in the construction of the house - including children, women, and the elderly who had never worked on an architectural project before. They could cut and process the timber on their own.

DFA Design for Asia  
**Grand Award**



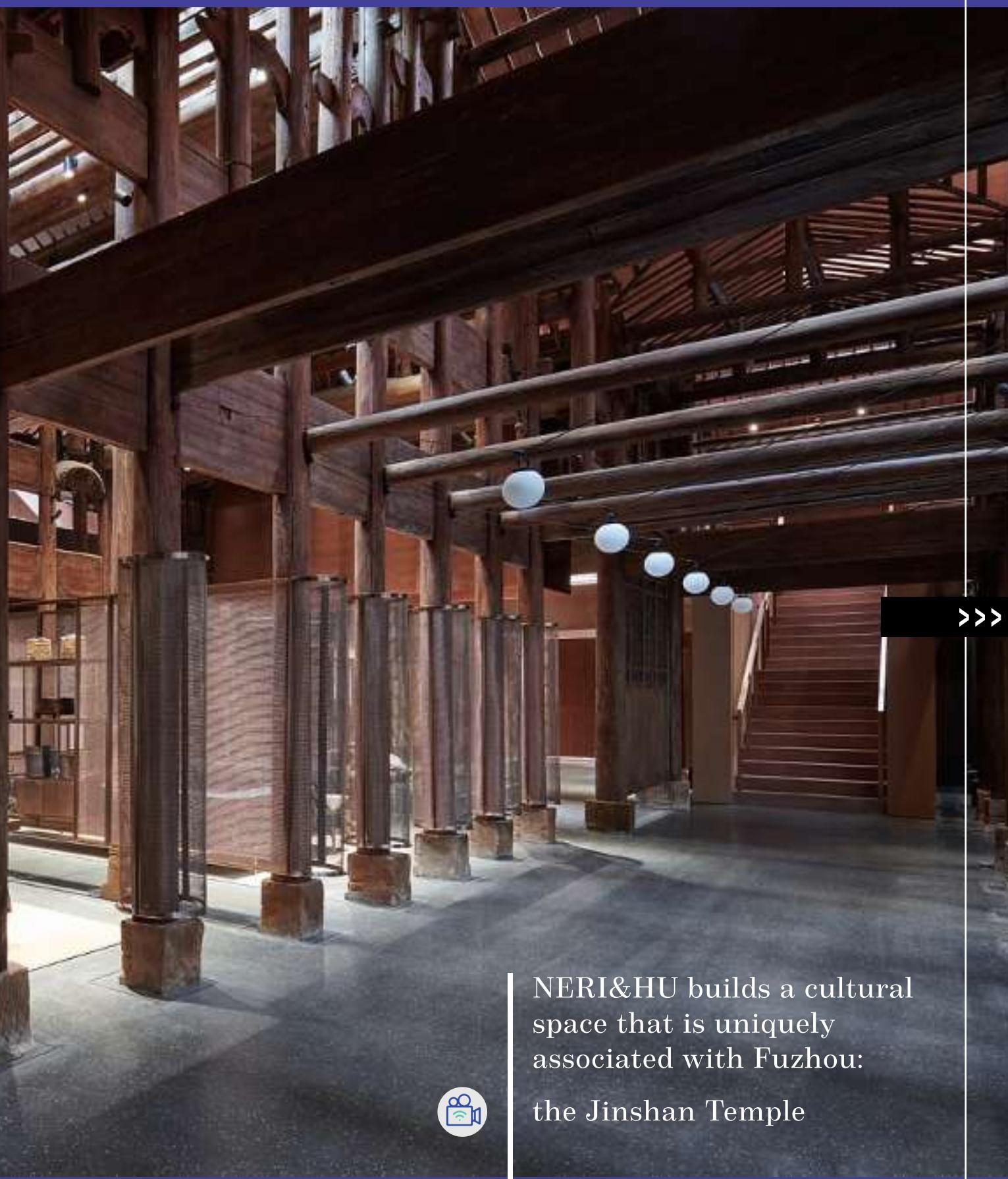
ENVIRONMENTAL DESIGN  
CULTURE & PUBLIC SPACES

A photograph of the interior of 'The Relic Shelter Fuzhou Teahouse'. The space is characterized by its traditional Chinese architectural elements, including dark wood paneling, a large wooden beam, and a curved wooden structure. In the foreground, a long wooden table with black chairs is set on a light-colored rug. In the background, there is a wooden bench and a doorway. The lighting is warm and focused on the wooden surfaces.

**The Relic Shelter  
Fuzhou Teahouse**

Fuzhou, China





NERI&HU builds a cultural space that is uniquely associated with Fuzhou: the Jinshan Temple



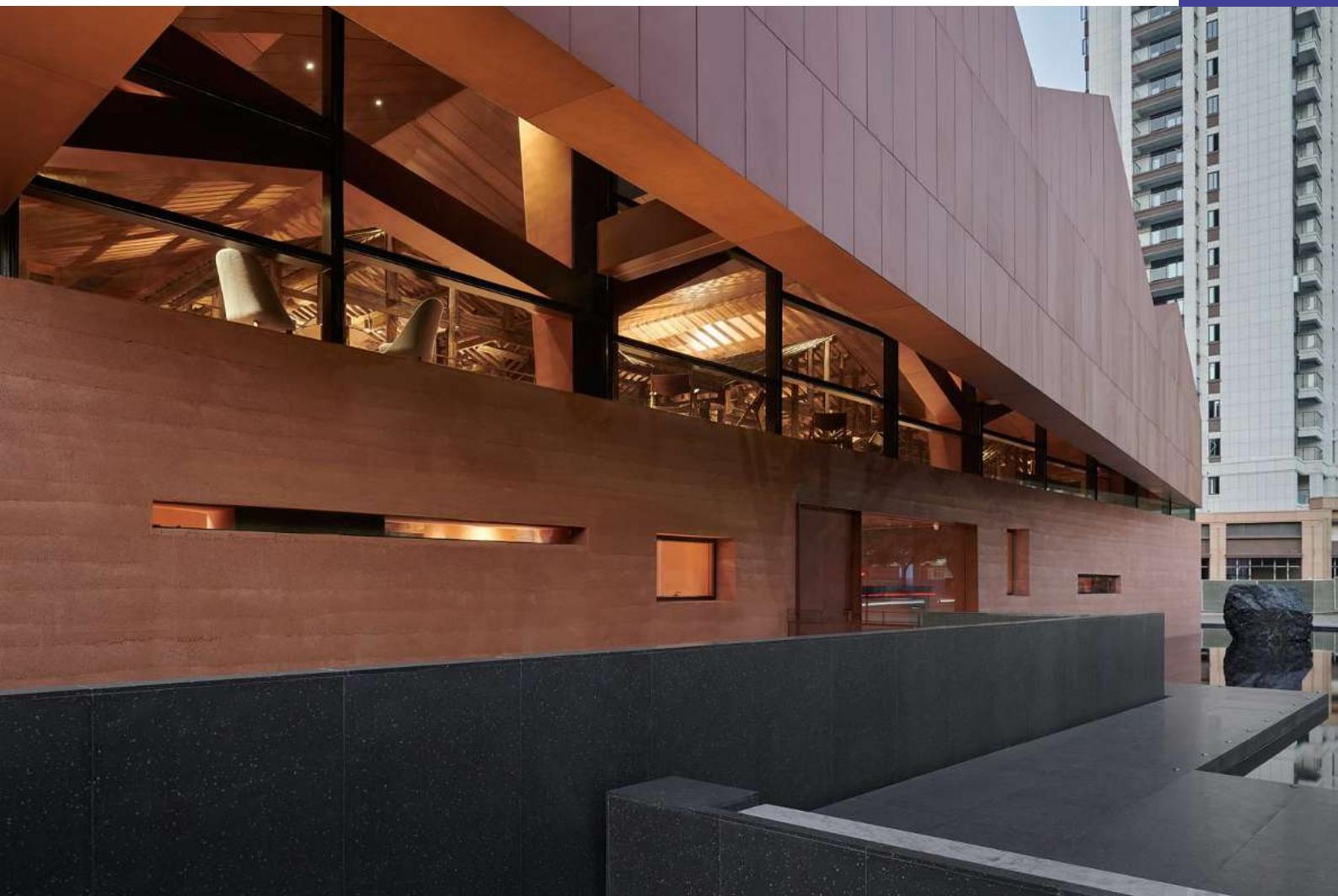
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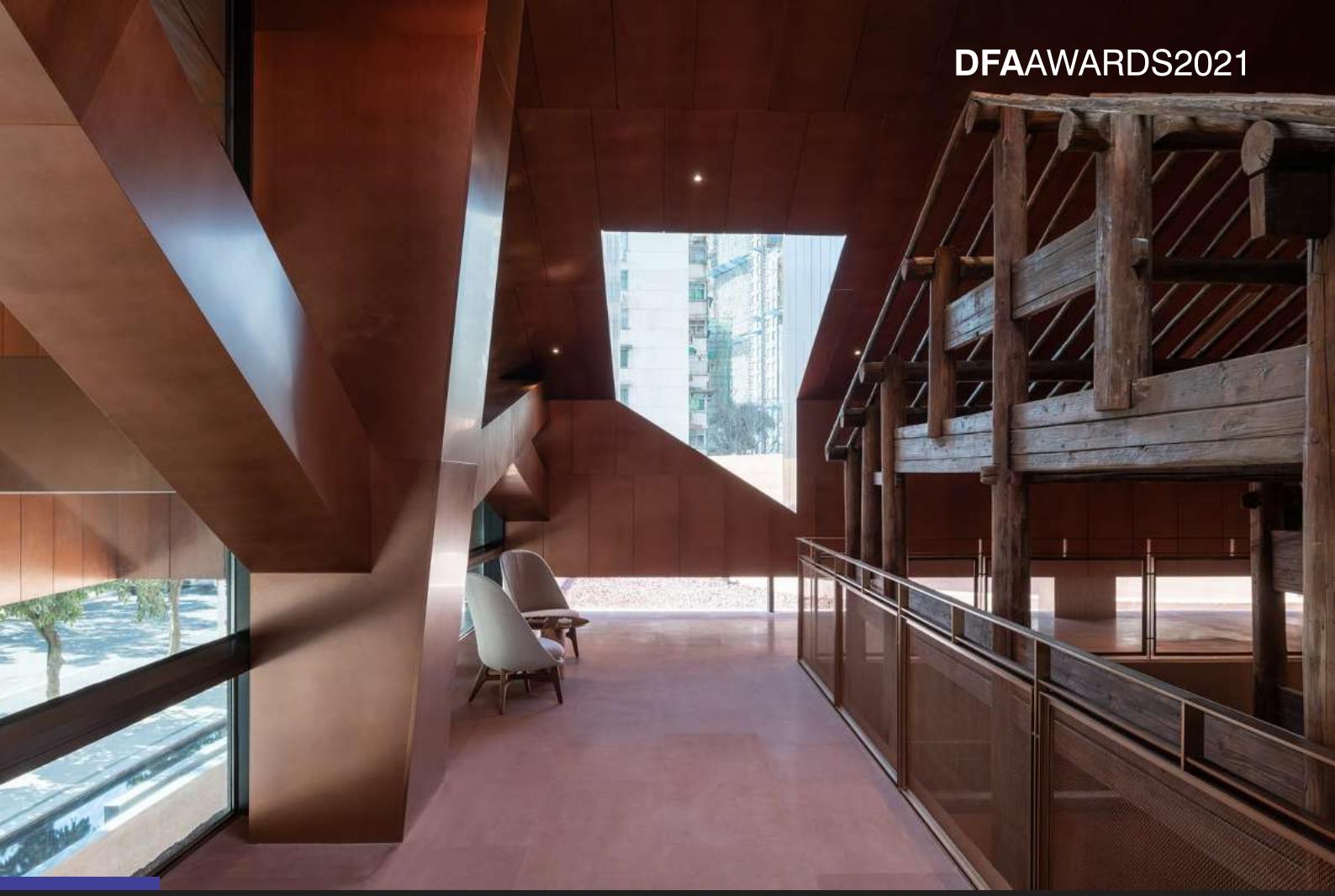
DESIGN AND RESEARCH OFFICE  
MAINLAND CHINA

## The Relic Shelter Fuzhou Teahouse

Fuzhou, China

Conceived as an urban project, the **Relic Shelter** internalises a piece of distinguishing heritage at a period when rapid new development has undermined traditional culture and identity. The client requirement presented the singular problem of enclosing a Chinese artefact - the timber structure of a high-ranking Qing era official's dwelling, complete with decorative carvings and sophisticated craftsmanship.





Relocated from Anhui to Fuzhou, the Hui-style structure is now the liveable focal point of a new teahouse.



NERI&HU

DESIGN AND RESEARCH OFFICE  
MAINLAND CHINA

## The Relic Shelter Fuzhou Teahouse

Fuzhou, China

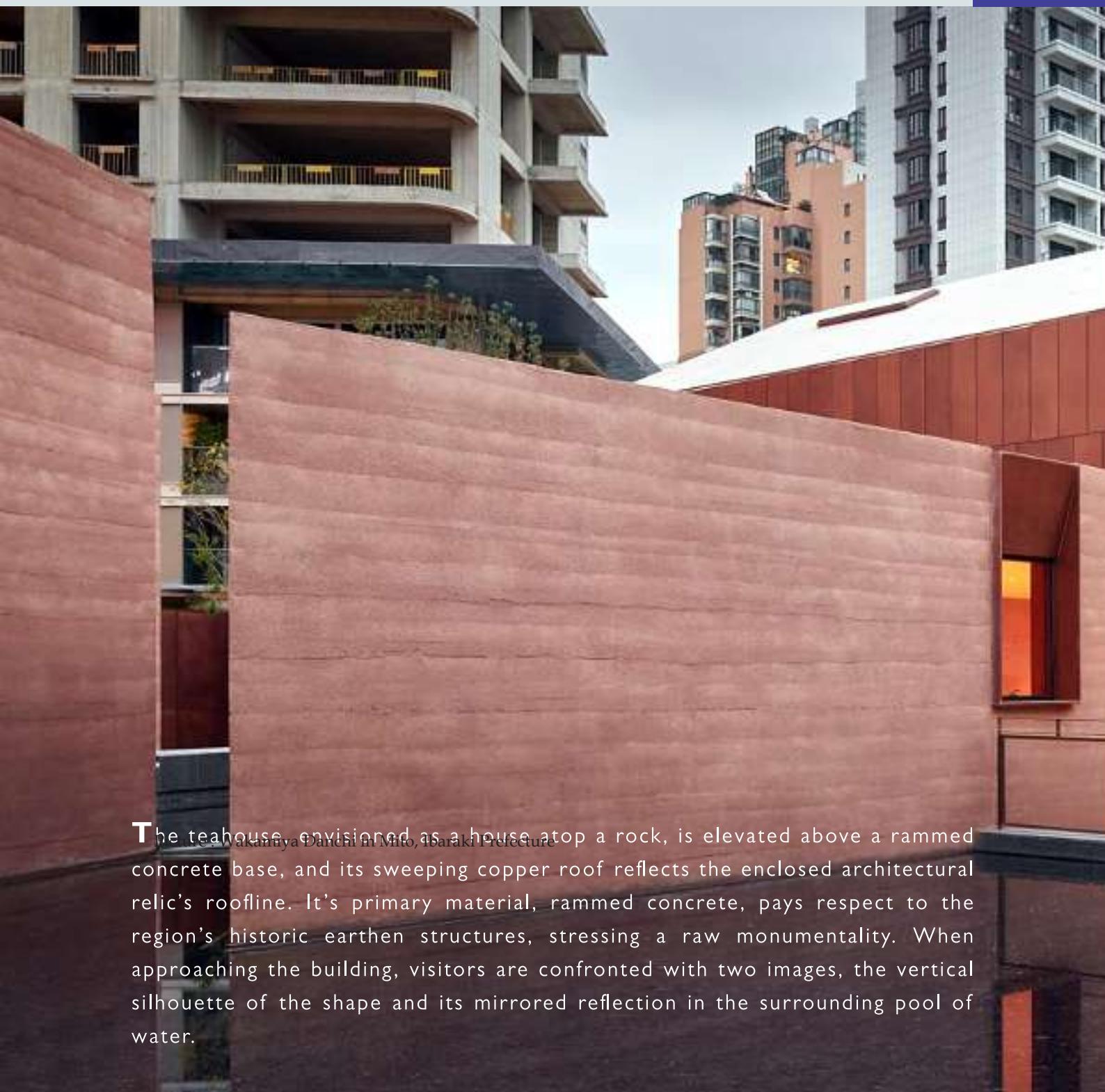


The teahouse, envisioned as a house atop a rock, is elevated above a rammed concrete base, and its sweeping copper roof reflects the enclosed architectural relic's roofline. Its primary material, rammed concrete, pays respect to the region's historic earthen structures, stressing a raw monumentality.



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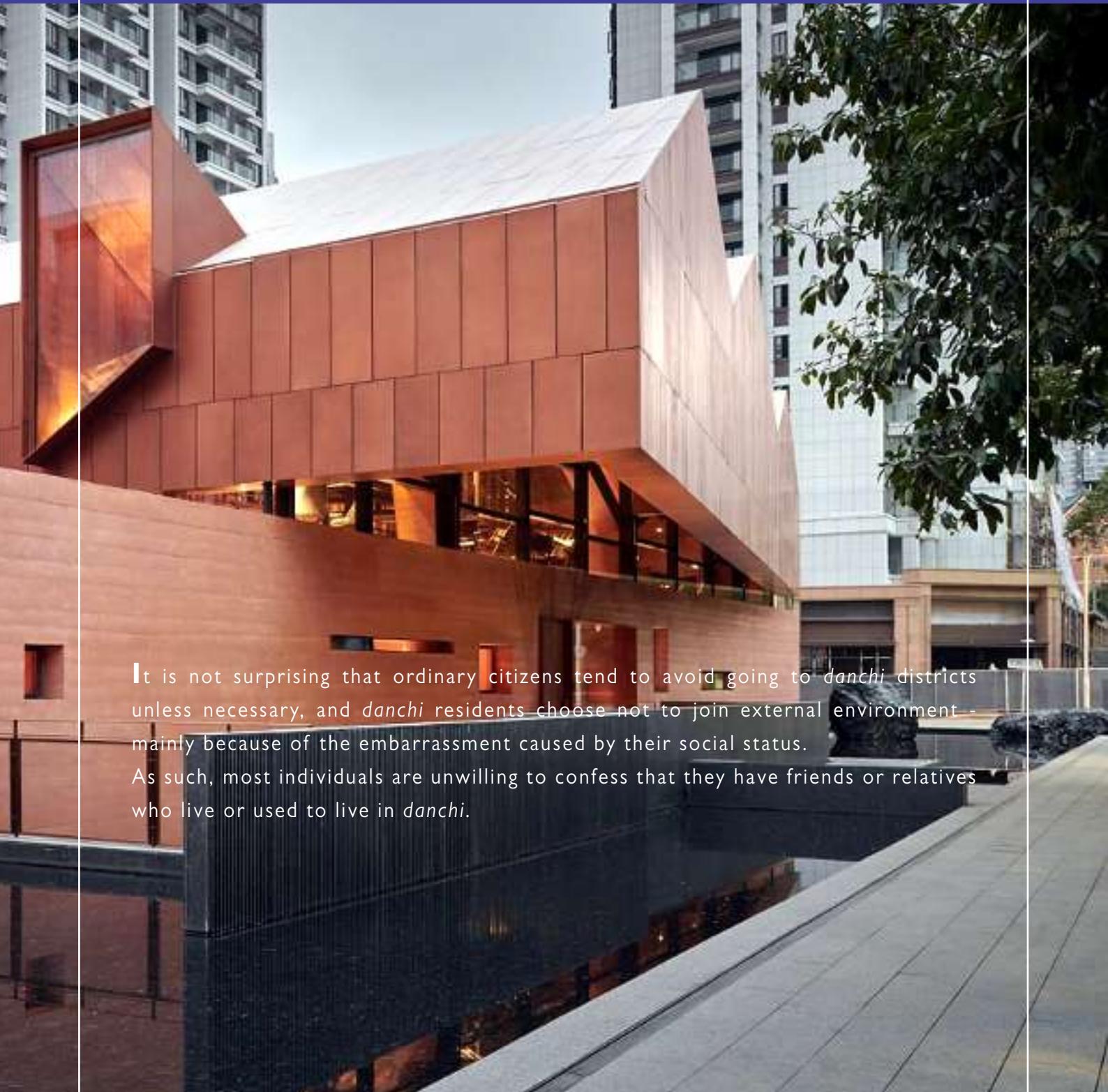


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It is not surprising that ordinary citizens tend to avoid going to *danchi* districts unless necessary, and *danchi* residents choose not to join external environment--mainly because of the embarrassment caused by their social status. As such, most individuals are unwilling to confess that they have friends or relatives who live or used to live in *danchi*.



As visitors approach the grand hall which houses the historic residence's construction, a sequence of contrasts between bright and dark, light and heavy, coarse and polished materials play out. Sky wells penetrate the ceiling, providing natural light into the enclosure's depths and revealing the exhibit's precious artefact. Only upon reaching the mezzanine does the building's structural configuration become apparent. The floating metal roof is hoisted 50 cm above the solid foundation by copper-clad trusses, allowing a sliver of continuous illumination to be introduced around its periphery. The mezzanine room, which wraps around the antique wooden building, allowing visitors to observe meticulous woodwork, features at eye level.



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## The Relic Shelter Fuzhou Teahouse

Fuzhou, China

**A** secondary arrival lobby with a rotunda, a sunken plaza, and tasting rooms are located on the basement level. At the rotunda's apex, a carved oculus covered with glass is buried beneath the courtyard's pool. It retracts the sun's rays through a thin film of water, creating an enthralling display of reflections.



DFA Design for Asia  
**Grand Award**



**the Waterhall  
project**

Cambodia





>>>

addresses  
the plight of Sneung  
village in Battambang

# Orient Occident Atelier

Hong Kong

## Sneung village of Battambang

Cambodia



**W**ater is a necessity for every living being. It is the natural resource - a main constituent and universal solvent that plays a key role in the existence of various forms of life on planet earth.

We cannot imagine life without water for we so unconsciously consume it for various purposes such as washing, bathing, cleaning, cooking, drinking, and other industrial and domestic uses.

Scarcity of good quality water has become a significant cause of concern. However, rainwater, which is pure and of good quality, can be used for all our purposes previously mentioned, and for other livestock requirements.

First and foremost, it is important to note the water security of 80 percent of the world's population is under threat due to climate change and pollution. Some solutions have been developed to prevent or slow climate change from progressing. Rainwater harvesting systems is one of the best methods practised and followed today, to support the conservation of water. Towards this, several architects and designers have turned to water harvesting as a possible short-term solution.

Cambodia is considered one of the most vulnerable countries to climate change impact such as floods and droughts that threaten the water security of its people.



**C**oming forward to create awareness about conservation of water, the architectural team of Kenrick Wong and Magic Kwan of **orient occident atelier | OOA** took it upon themselves to secure funding, including from the Hong Kong Institute of Architects (HKIA) Community Project Fund and came up with a work of **socially performative architecture** they called the **Waterhall** project.



# the Waterhall project

The project is sited in the Sneung village of Battambang in Cambodia. This site bears the notorious past having been previously ravaged by landmines during the 1970s rule of the Khmer Rouge party. The village finds its main water source from a collection of wells together with a nearby lake. Access to water is totally unreliable as the lake is dry for half a year due to recurring droughts and floods. Wells are contaminated by pollution from nearby factories, further impacted by waste pollution caused by the continual usages of plastic bottled water.

Aimed to alleviate the water shortages of the remote Cambodian village, the **Waterhall project**, completed in 2019, managed to generate filtered potable water while the region experienced the worst drought in its recent history. It provides safe drinking water for underprivileged communities in Cambodia.

The team designed a system which collects water from both natural rainfall and the nearby lake. This supply is then filtered through the system, providing safe water for locals to collect and use. The villagers use locally made ceramic jugs to carry filtered potable water, thus **mitigating** environmental pollution problems caused by excessive plastic use through plastic bottle waste.

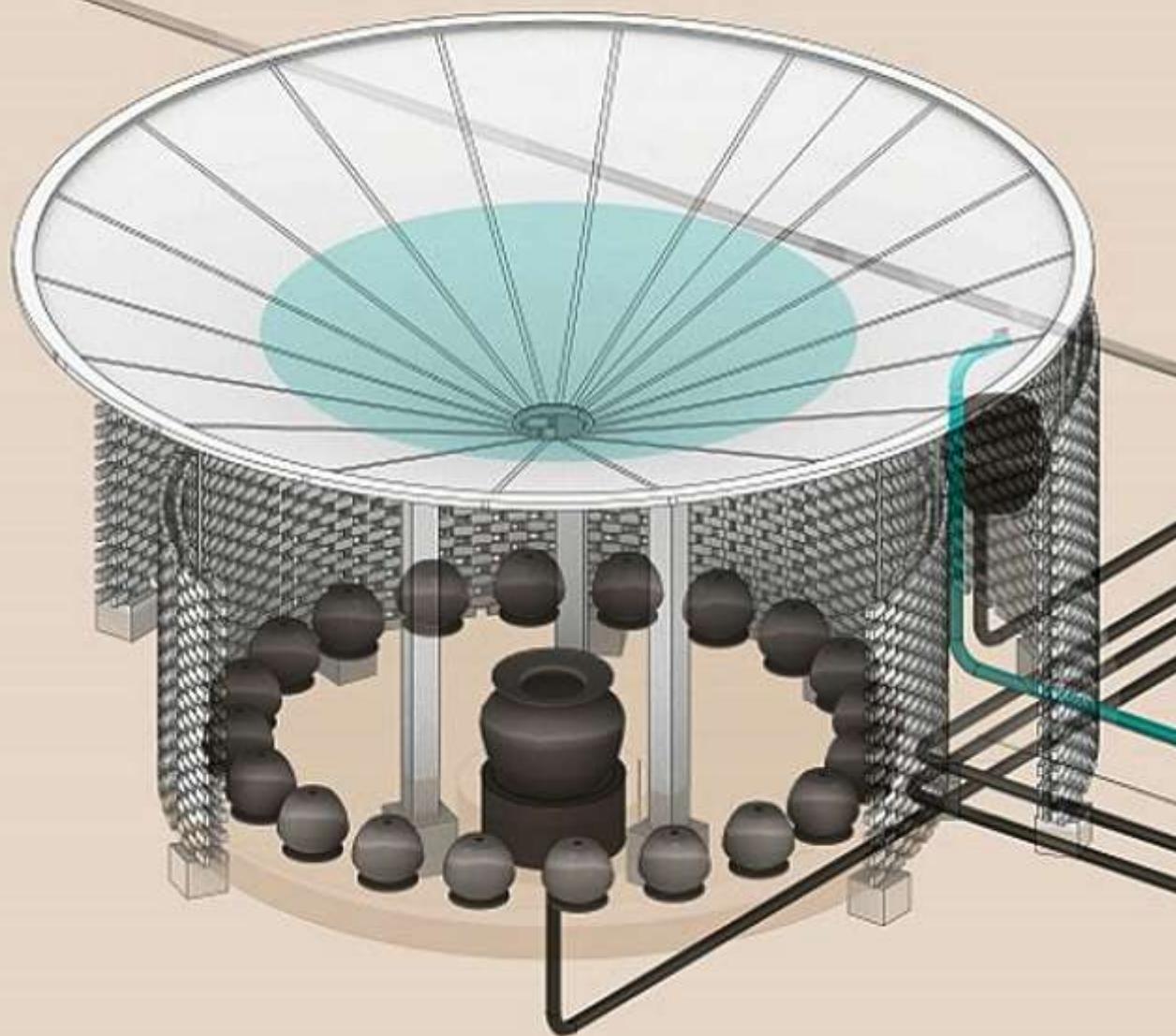


Orient  
Occident  
Atelier

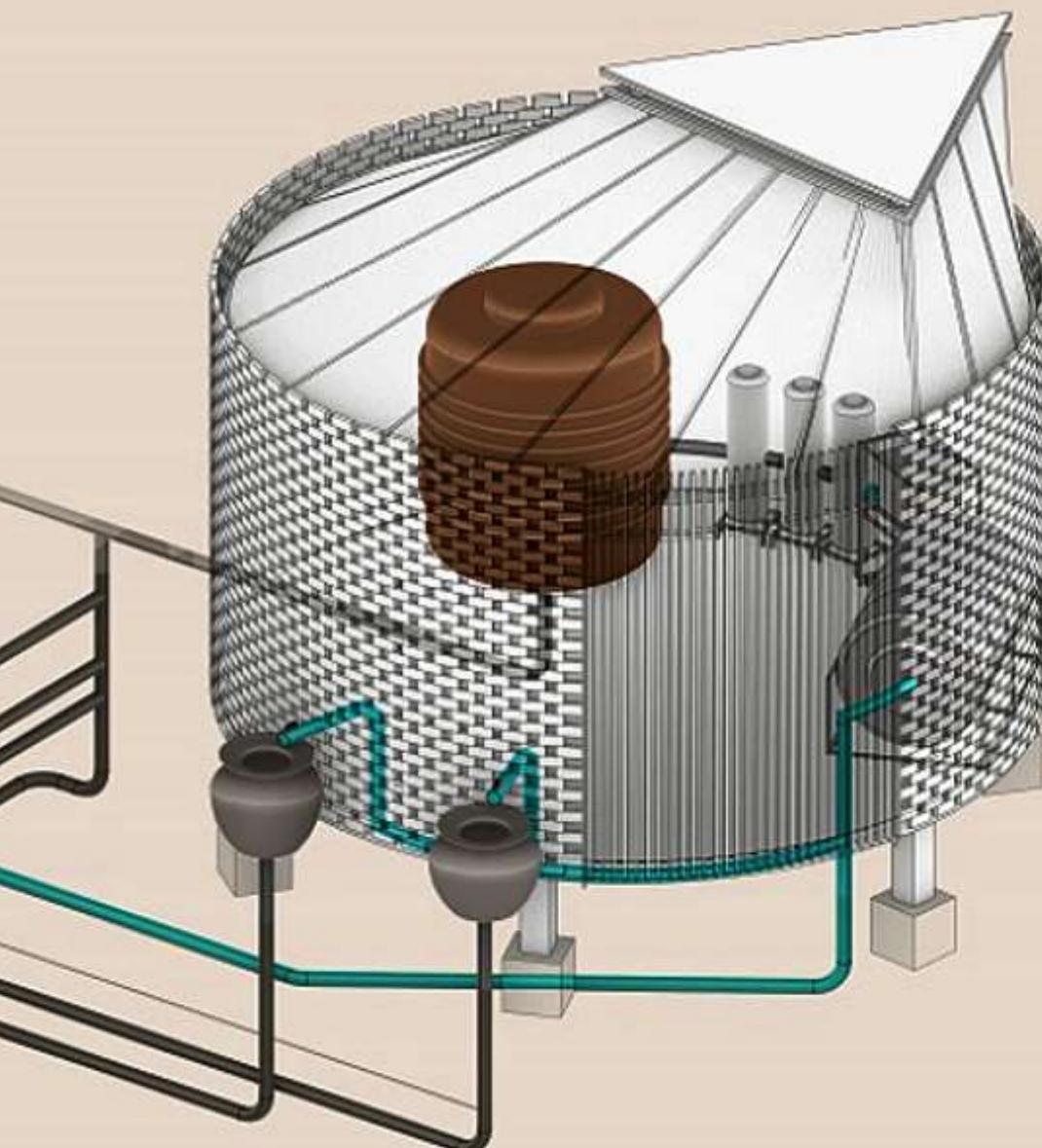
Hong Kong

## Sneung village of Battambang

Cambodia



# the Waterhall project



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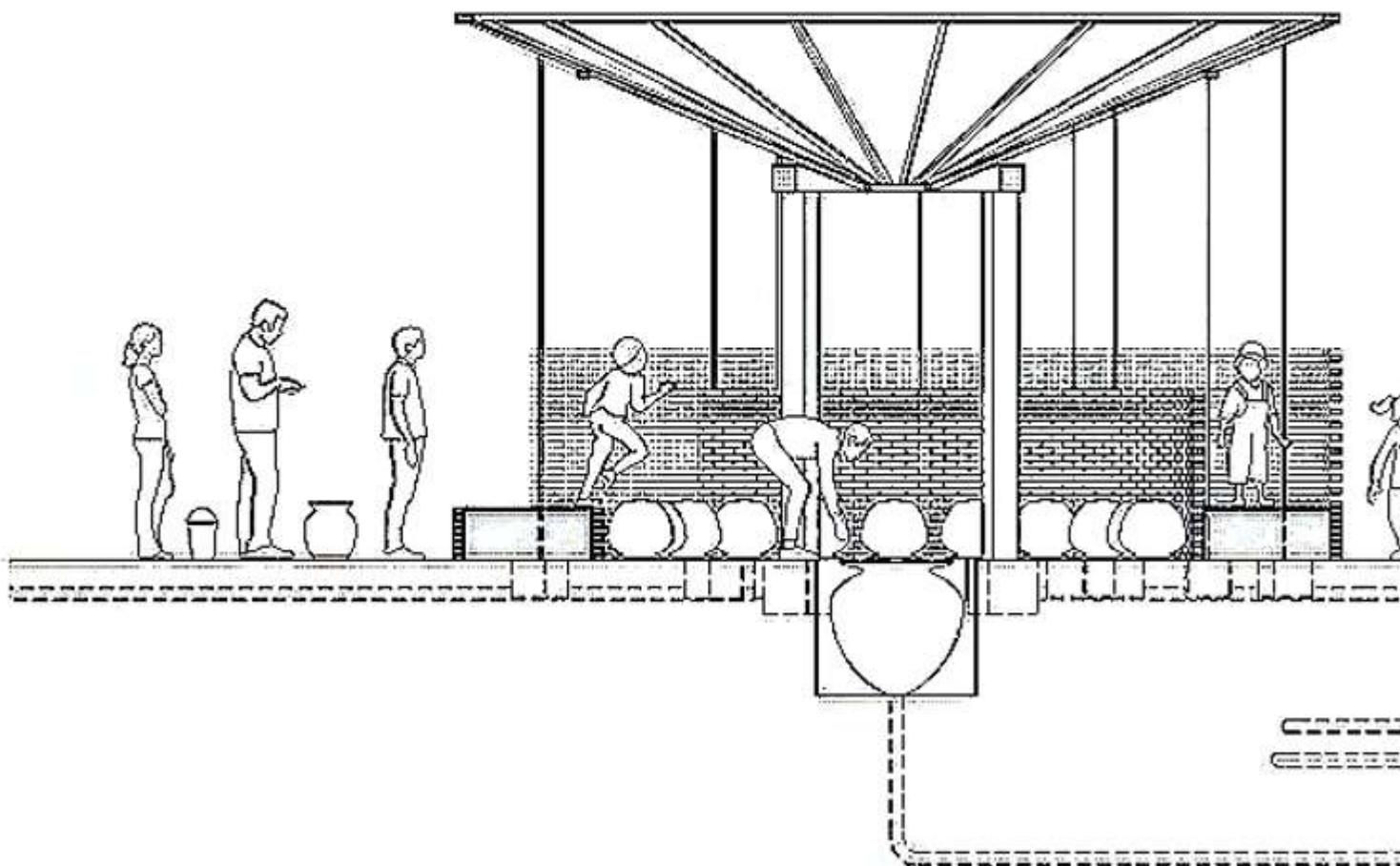
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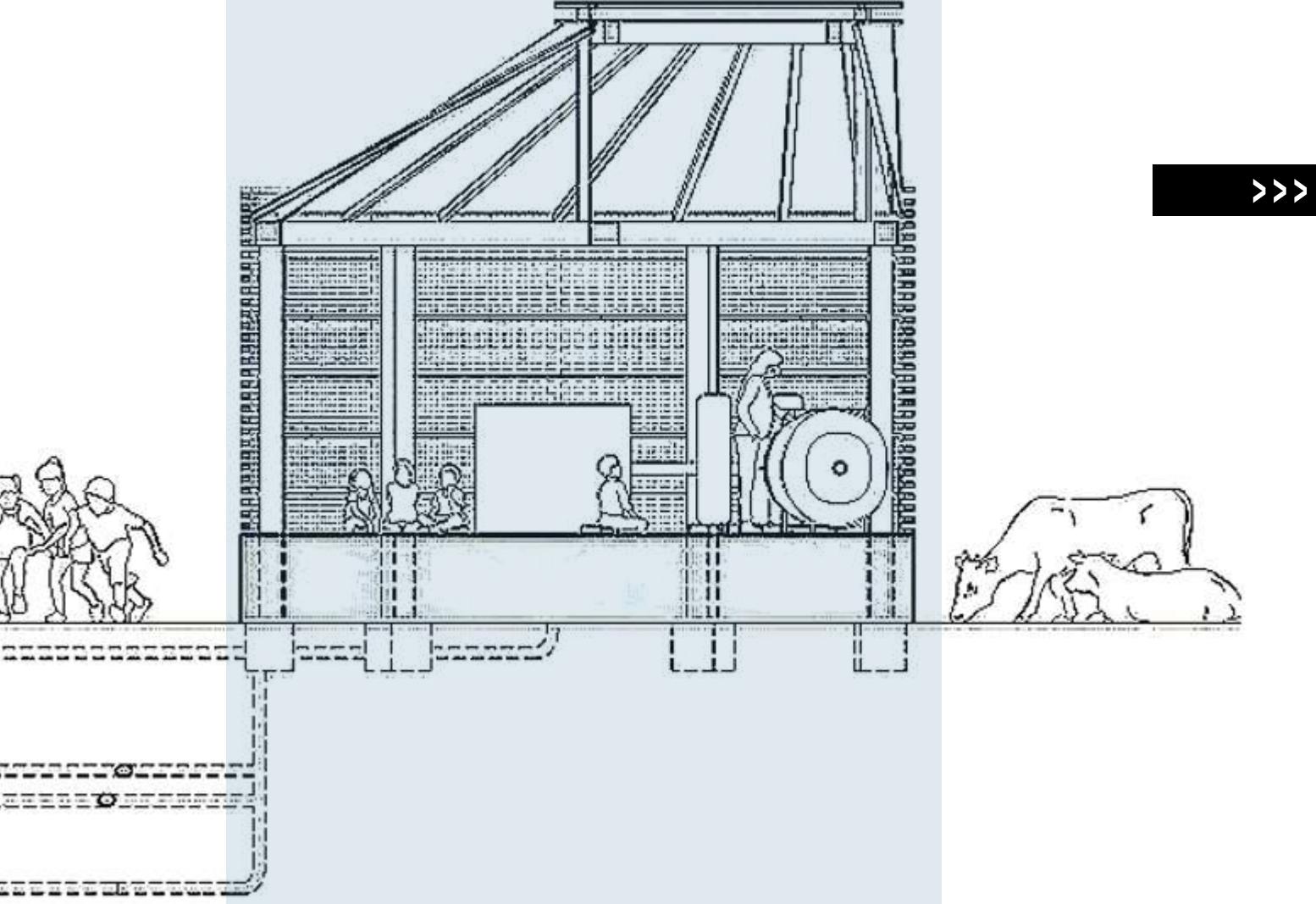
the Waterhall project

**Sneung village  
of Battambang**

Cambodia



**O**ne building is entirely closed to the public to preserve the interior pump, which brings water in from a nearby lake using a system of underground pipes, and the water filtration system through which it is purified. The water is pumped into a series of taps embedded into the open brickwork.



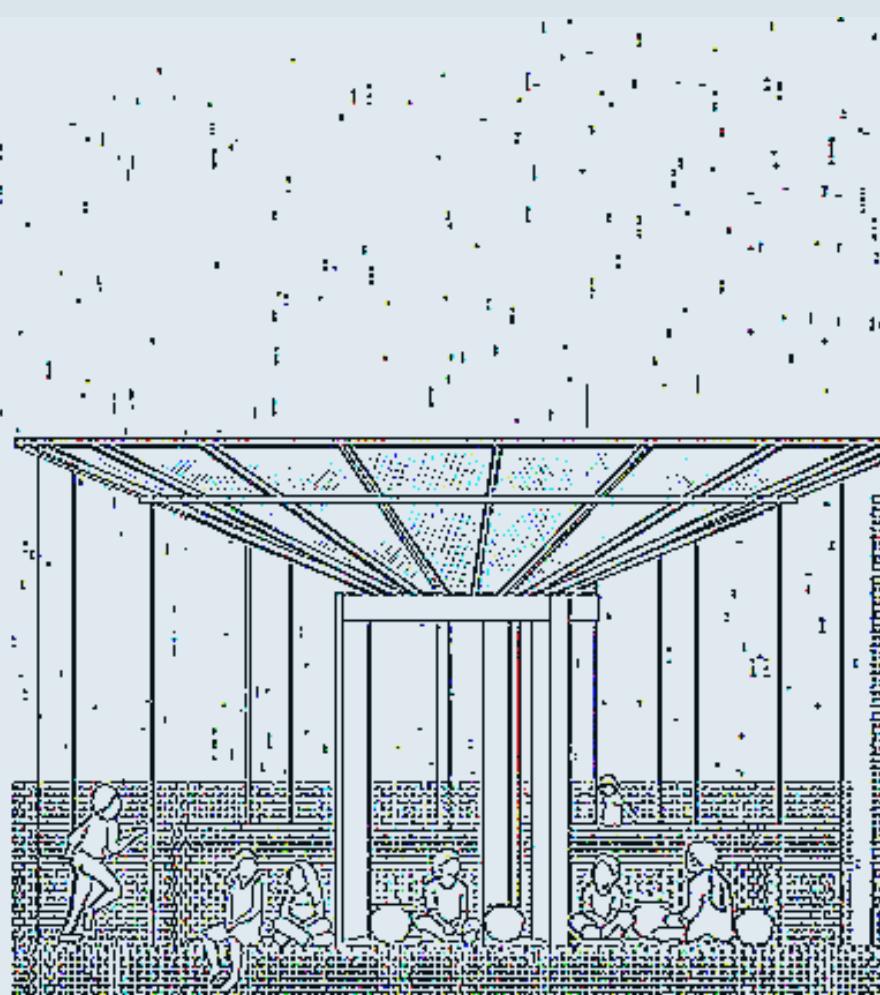
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# Orient Occident Atelier

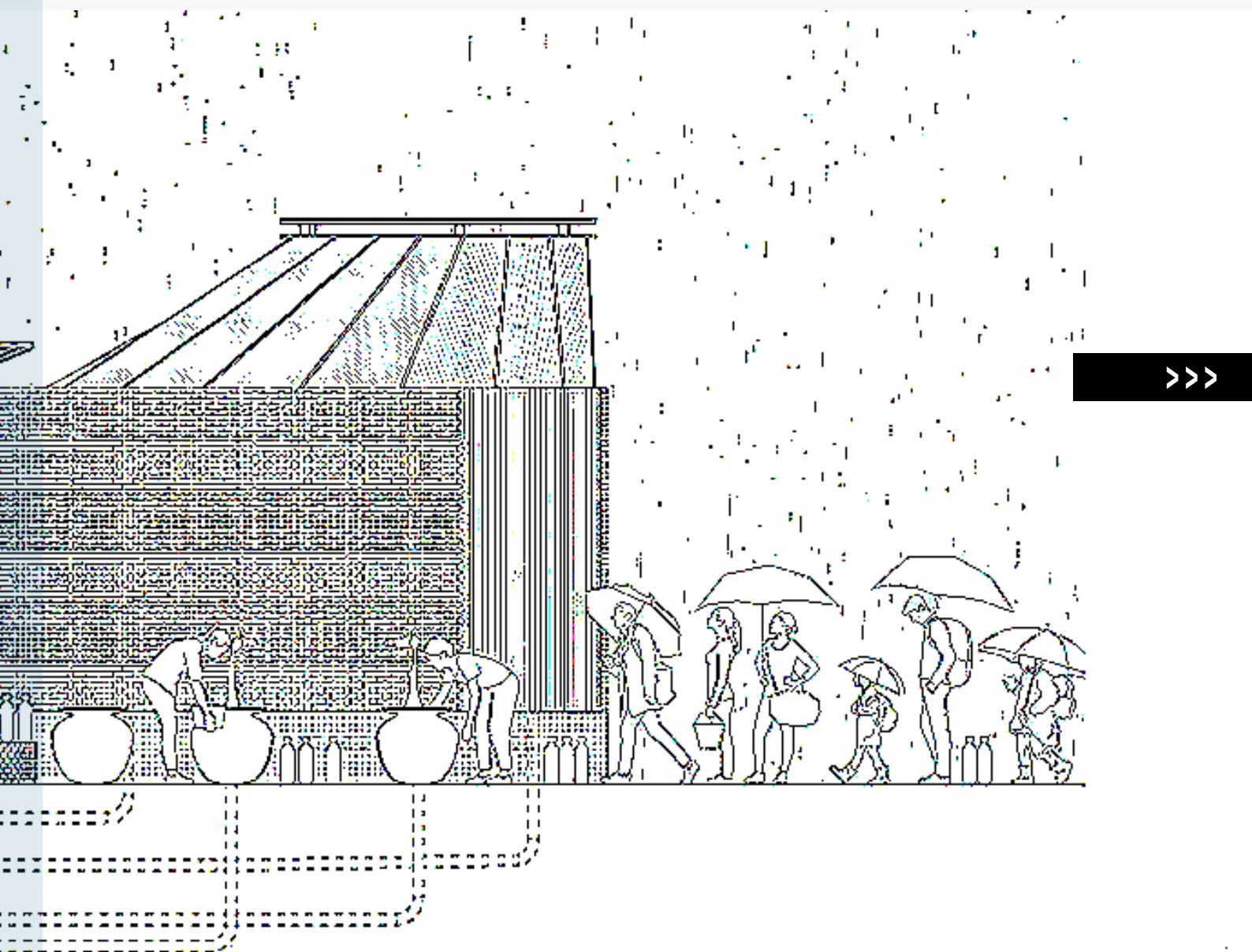
Hong Kong

## Sneung village of Battambang

Cambodia

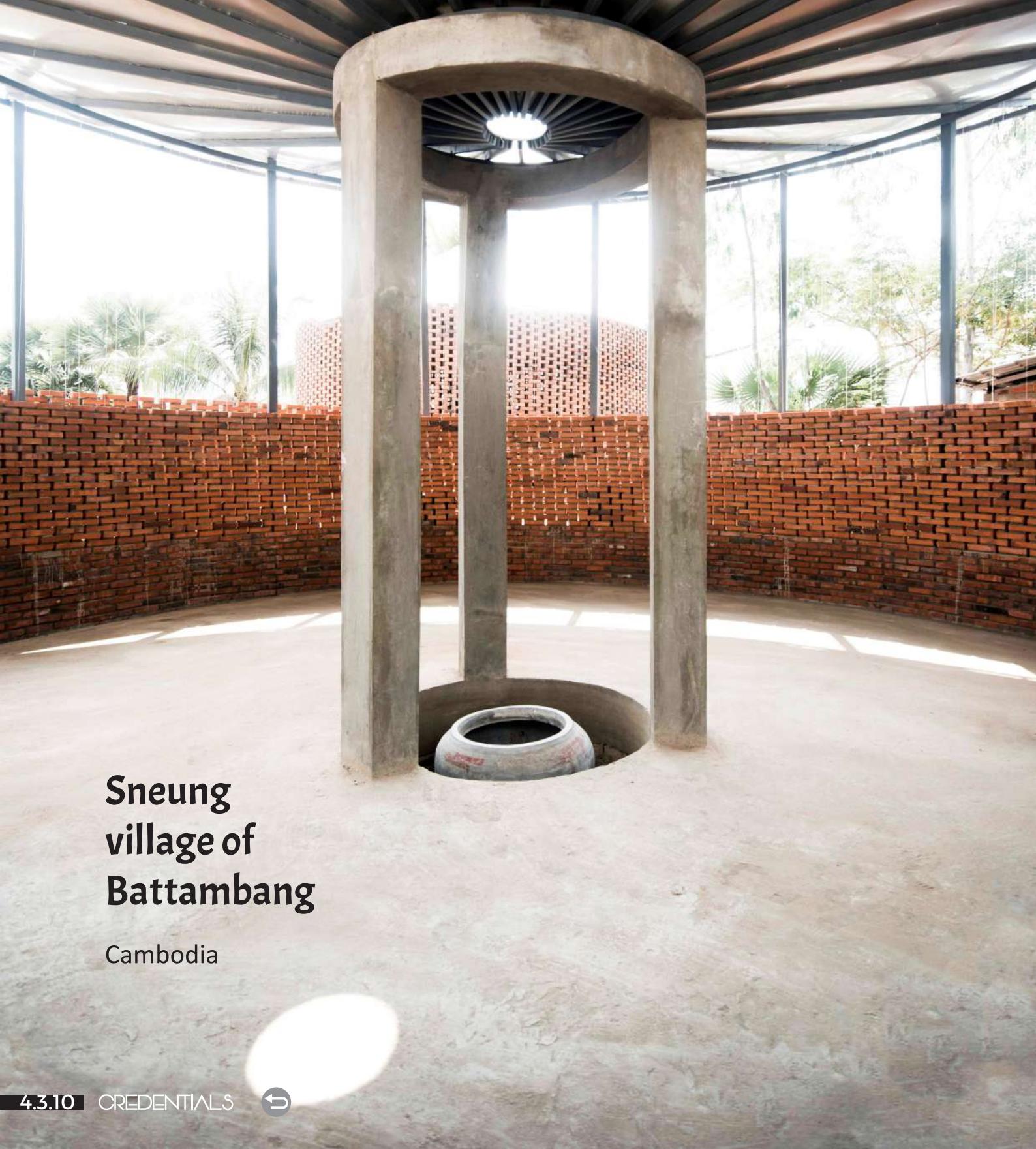


The other building is an open hall, with an inner and outer half-wall, and a concave metal roof supported by concrete pillars, designed to funnel rainwater into a traditional ceramic vessel at the centre of the structure, providing fresh rainwater that can be scooped up, as well as filtered lake water. By design and methodology, each reserve can step in when the other fails.



Orient  
Occident  
Atelier

Hong Kong



**Sneung  
village of  
Battambang**

Cambodia



# the Waterhall project

**“ ... the process of rainwater harvesting involves the collection and the storage of rainwater with the help of artificially designed systems that run off naturally or man-made catchment areas - in this regard, the funnelled rooftop”**

>>>



# Orient Occident Atelier

Hong Kong

## Sneung village of Battambang

Cambodia



# the Waterhall project



The project used locally sourced materials - bricks and metal from the city centre, and locally produced ceramic jugs. The concept is based on the idea of unifying modern architectural shapes with native building materials and handicraft.

In a bid to create an architecture that is responsive to its context, it gave the designers a sense of being acutely aware of the importance of working in tandem with the local community rather than drone-dropping solutions from the outside.

Getting everyone involved created such intangible qualities that built friendships and setting goals together with the locals.



**C**an digital painting meet the standards and greatness of a traditional masterpiece? We believe with new **Rebelle 5** it gets closer than ever. The award-winning painting software is the first in the world to implement state-of-the-art color mixing based on traditional pigments. Newly implemented features like NanoPixel technology, watercolor granulation, a mixing palette and full-color papers will take the digital painting experience to a whole new level.

**Escape Motions** delights in creating tools for artists to help them express their ideas. No artist should miss the latest release of Rebelle 5, innovative painting software awarded all across the globe.

The new version comes in two editions - Rebelle 5 and Rebelle 5 Pro. The **Pro edition** opens the door to state-of-the-art **color mixing on real-world pigments**. Painting with Cadmium Yellow, Alizarin Crimson, Prussian Blue, and other traditional pigments feels so natural that you will never turn back to digital RGB color mixing. The best is that artists can still work in a full RGB color gamut, and import any image into the painting. Rebelle is the first software in the world implementing traditional pigment mixing into the printing process. Color mixing is based on MixBox, developed by Secret Weapons in cooperation with Escape Motions.

**T**he new **NanoPixel** technology allows macro-zoom into the canvas to see infinite features of the painting in real-time. In-house developed machine learning algorithms can enlarge the painting, sharpen the edges of the paint strokes and make the artwork much more precise down to a 'nanopixel'. Export 16x larger artworks with sharp details, or rescale your old painting from A4 to A0 and print it with a detail never seen before.



*Click to watch*  
Rebelle 5 NanoPixel  
- High Res Paintings & Canvases

① *Rebelle 5*

real physical color mixing  
based on traditional pigments





The simultaneous work between Rebelle and Photoshop becomes easier with a new **Photoshop plugin**, allowing seamless connection between two programs.



In both editions, digital artists can explore the hyper-realistic oils, acrylics, and watercolors, which made Rebelle stand out. The new version introduces **Express Oils**, easy-to-use tool for concept art, sketching and designing. Revised **Oils and Acrylics** aim to make the impasto more controllable. The artwork will stand out using new **multicolored** and **dirty brushes**. Watercolorists will be pleased with the new **granulation effects**, or possibilities to adjust the diffusion speed and wetness of the layer.

The powerful Brush Creator is enhanced by the **curve editor** and the new **Volume Presets** panel will help customize the brushes in an even more intuitive way.

Those who enjoy creating video content will surely appreciate the newly implemented time-lapse recording options. Rebelle 5 comes with exciting Color Set improvements, a **mixing palette**, **multiple reference images**, **inverted masking**, and more.

In addition to hyper-realistic painting tools and more than 190 brush presets, Escape Motions offers **ultra-realistic papers**, **canvases**, and **lithography stones**, which allow artists to experiment with different backgrounds and enhance their traditional feel in the digital world. In cooperation with academic professionals, Rebelle 5 introduces full color **papers and canvases**, providing more detail and diversity.



*Click to watch*  
Rebelle 5 Physical Color Mixing



## using real-world color blending wet diffusion, and drying

The initial version of Rebelle has been introduced in May 2015. Since then, the software has become a sought-after paint tool dedicated to creating realistic wet and dry media artwork. Using real-world color blending wet diffusion, and drying, it convincingly mimics the way natural media interacts with the canvas and itself. Designed for both CG artists as well as for traditional painters, this tool is a must-have solution for everyone who wants to explore their artistic skills using digital technology.





## Selected Testimonials



### the Art of Kuzayova

digital artist

“ My occupation requires a common sense. Painting is my passion, which pulls me out of everyday life and takes it to the fairy-tale world. It's a balance that helps keeping it healthy. I am changing with my paintings.”

*Click to watch*



Rebelle 5 NanoPixel  
Hi-Res Paintings &  
Canvases

Title: **Time Changer**







## Selected Testimonials



## the Art of Georg Ireland

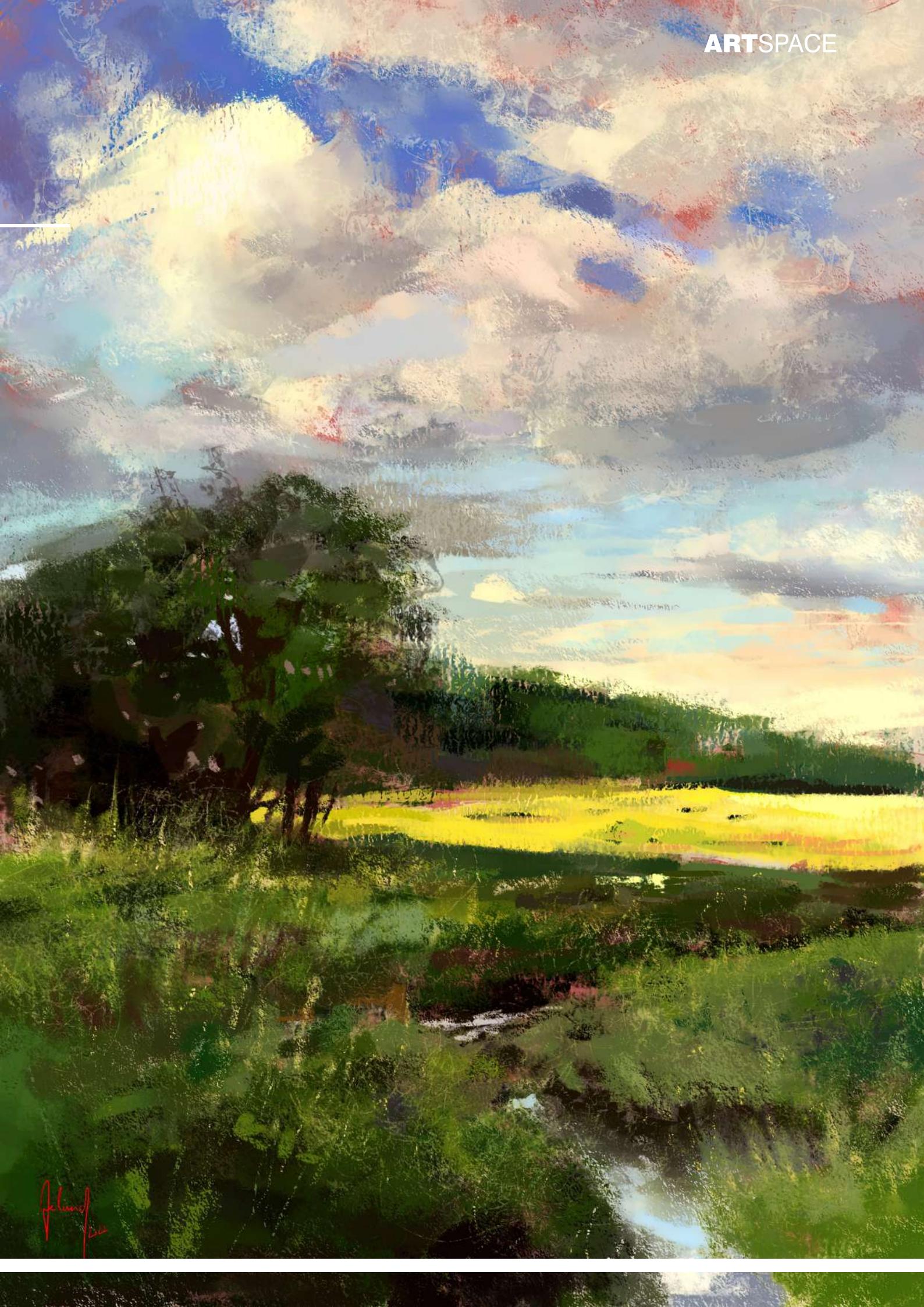
digital artist

*Click to watch*



Rebelle 5 Speed Paint  
Marsh Landscape Study  
by Georg Ireland

Title: **Marsh Landscape**





Contact us



**Get rid of the rules.**

Invest in your future  
self as a digital artist.  
Learning how to paint  
on a digital canvas  
puts you in the league  
of industry movers in  
the realm of art.

We would like to hear  
from you. Reach us at:

[rebelle@digitalart.asia](mailto:rebelle@digitalart.asia)



## DISRUPTING THE WORLD OF ART

Not only has technology made it easier to create art; it has also hastened the process by which art is funded, marketed and spread.

In the age of the Internet and a mere connected globe, an artist's impact is no longer limited by the physical confines of a gallery. Art, as well as the production and marketing means it's necessary to leave your artistic imprint, as they are no longer reserved for the elite or highly brilliant. Today's artists can sell their unique work to the globe at a low cost using powerful channels like social media and crowd-funding initiatives.

At the end of the day, the act of creating our imagination is intrinsically human.

Every one of us has an innate desire to express themselves, whether via words, images, or music.

As new modes of self-expression become more available to everyone, the creative possibilities expand exponentially.

By

**Jerry Chong** Ph.D



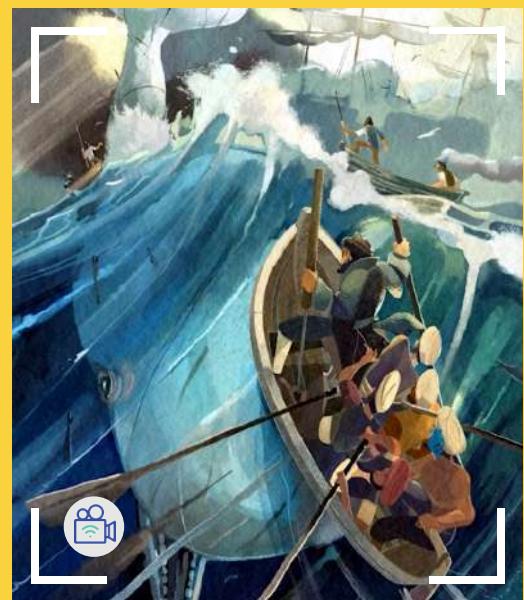
Our digital art gallery impresses:

“It is closer to reality  
than you've ever  
imagined possible”

J Chong  
digital artist

## THE GALLERY

Georg Ireland	5.1.0 - 5.1.3
Steve Goad	5.2.0 - 5.2.3
Cem Altibas	5.2.4
Nicola Dunford	5.2.5
Kuzayova	5.2.6
R B Fillingham	5.2.7
Kamila Stankiewicz	5.2.8 - 5.2.9
Wesley Gardner	5.2.10 - 5.2.17



*Artist: Daniele Fabbri*

**Georg Ireland - a lawyer and a self-taught digital painter from Germany.**

**My artistic journey actually started only a few years ago. Although I have been painting and drawing since I could hold a pencil, visual arts have always been a part of my life and artistic activities have always accompanied me. I have no artistic education, and art has always been a minor matter. That changed when I retired four years ago.**

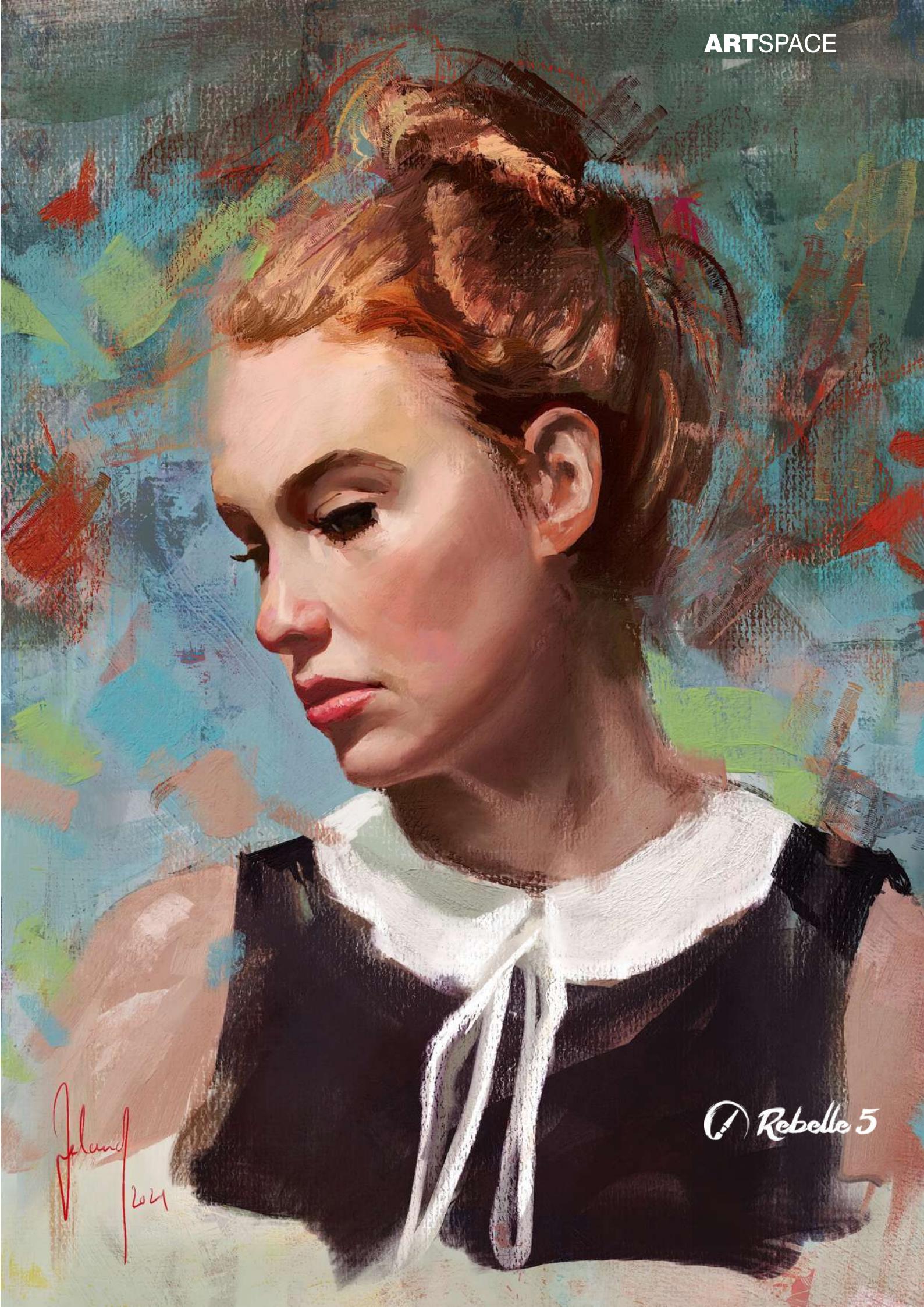
**S**ince then, I have had time and leisure to look after the more beautiful things in life, especially to devote my full attention to my artistic activity. I started booking online courses in both traditional and digital painting, especially the handling of the painting software. I use Rebelle and Corel Painter.

The biggest advantage that digital painting offers to me was the reason why I started digital painting in the first place. In one sentence and indeed that's the only reason: I found the fact of not having to clean brushes anymore!

**T**he oil brushes in Rebelle 4 are becoming my favorite. In the beginning, I didn't like the appearance of the new oil brushes very much. But the more I worked with them, the more I could get a feeling for subtle settings that work for me. In the meantime, the oil brushes in Rebelle are my go-to brushes when it comes to digital oil painting. Finally, I like using Rebelle for sketching.

I definitely love the watercolor feature in Rebelle. I feel there is a lot of potential for me to discover there. I just need to play more with it to get the right feel for the settings.

**G**eorg's portfolio: <https://www.georg-ireland.de/>



Jelena  
2014

 Rebelle 5



Click to watch  
Rebelle 5 NanoPixel Technology

ARTSPACE



Rebelle 5



NEW PROFILES



Artist: **STEVE GOAD** - Strength and Wisdom





 Rebelle 5

Artist: STEVE GOAD



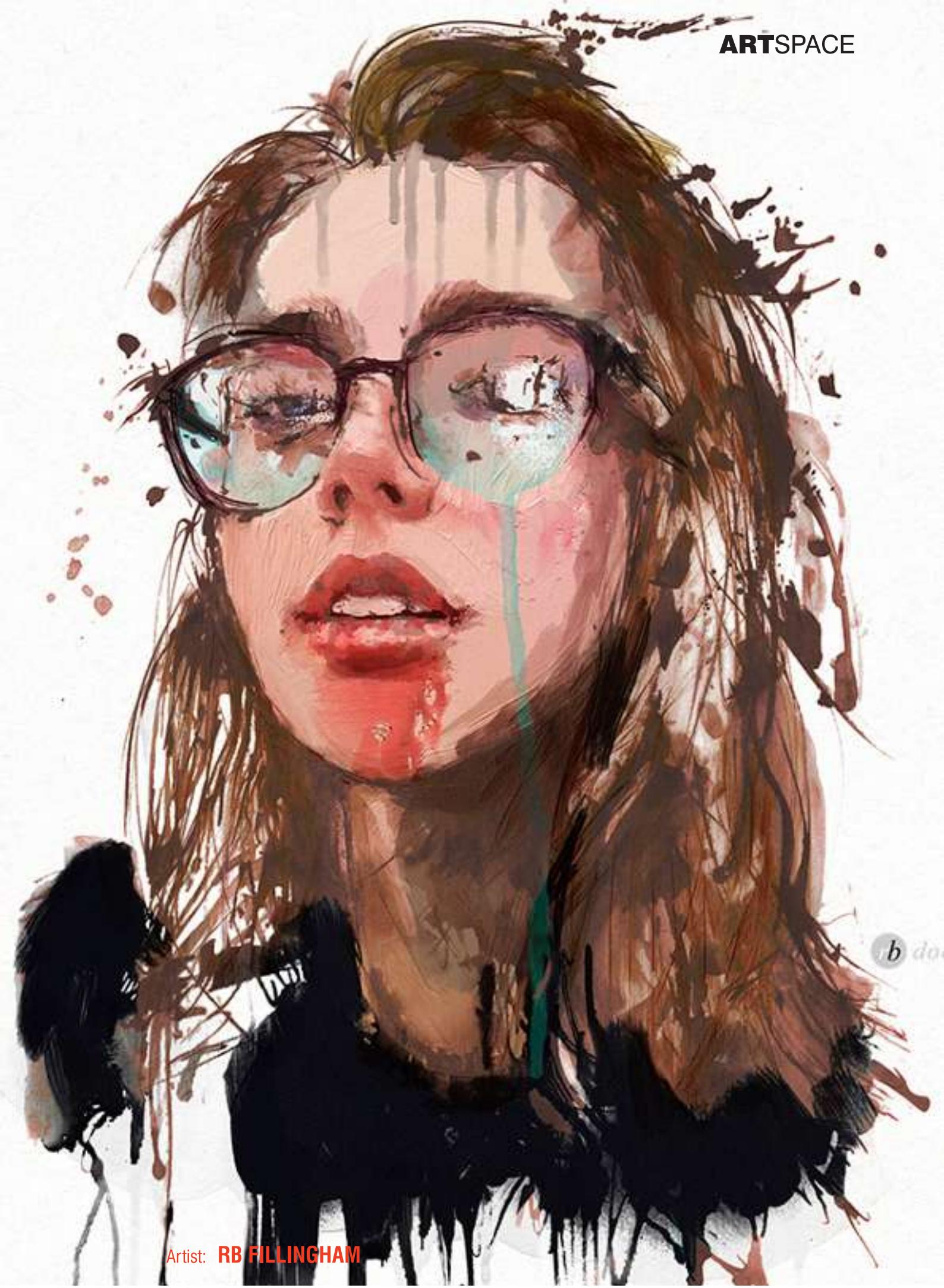
Artist: **CEM ALTIBAS**



Artist: **NICOLA DUNFORD**



Artist: **KUZAYOVA**



Artist: **RB FILLINGHAM**



Artist: KAMILA STANKIEWICZ





# the Art of Wesley Gardner

freelance illustrator, concept artist

Title: **Barbarian Warrior**







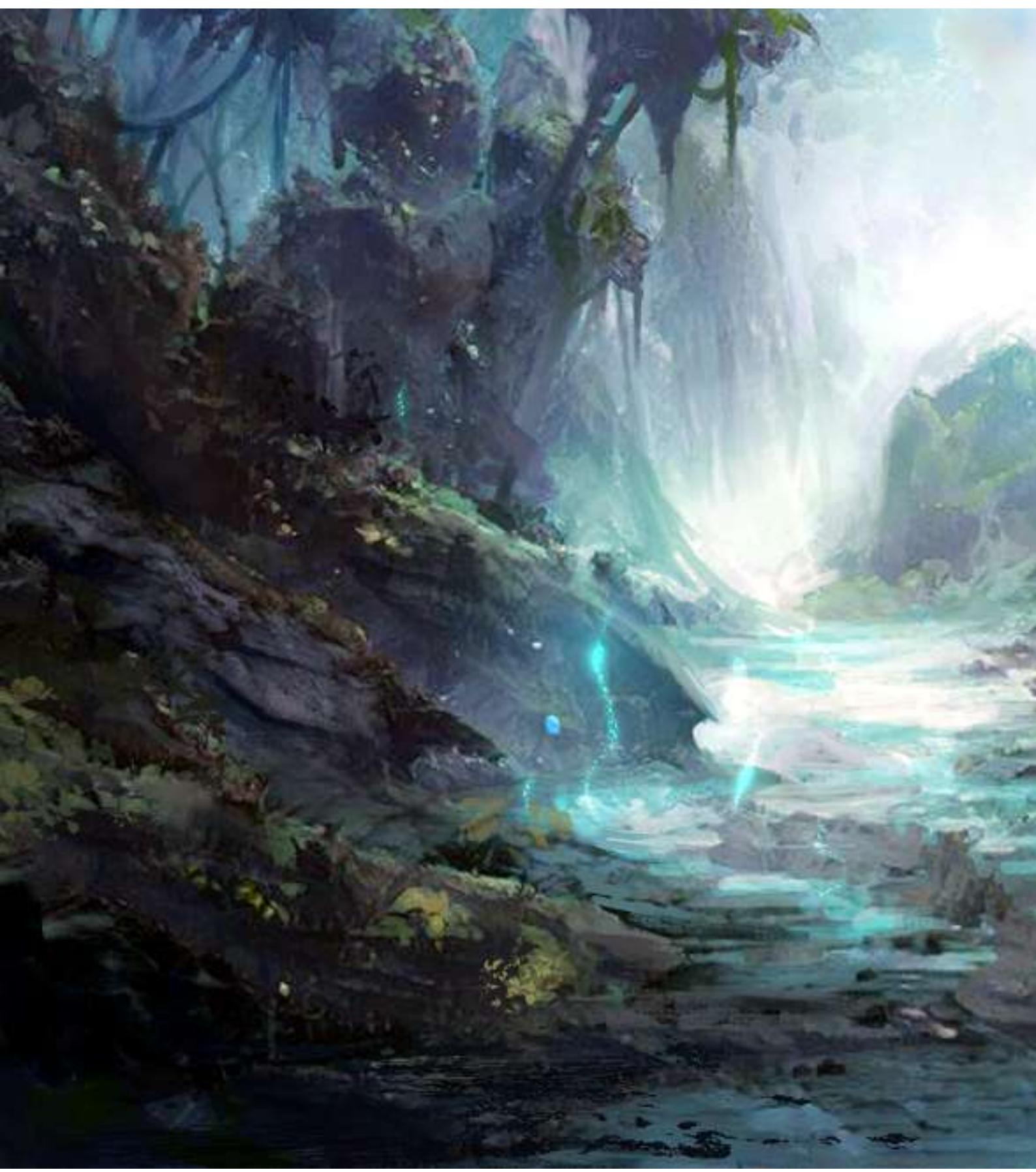
Artist: **WESLEY GARDNER**

WES  
2020





Artist: **WESLEY GARDNER** Title: **Environment**





Artist: **WESLEY GARDNER** Title: **Island**

# Building blocks supporting a digital future

**CredentialsAsia - the Journal** opens the way for the progressive launching of a multitude of interactive and borderless communication strategies. This is one of the more enthusiastic privately-driven project initiatives with a two-prong objective that aims to

- i) keenly engage our audience - making the future of digital publication current
- ii) develop content that drives Social Media strategies

## Profiling

Through selective content development resourcing and approach, CredentialsAsia discerns its media material through identifying unique personalities to interview and profile. People with daring ideas, the 'driven' personas, visionaries, industry creatives and 'out-of-the-box' thinkers are among the potential candidates we seek out.

Compiling an illustrious portfolio of personalities and their project attainments in the likes of what is just described, puts across the discovery of not only a showcase of talents - it offers our reading audience a dynamic repository for continuous information resource.

## How we work

It remains the prerogative of the Editor and his Marketing team to discern and select the appropriate articles to profile.

## Scalability

The marvel of e-Publication and by consensus, e-Marketing is in the versatility of re-customizing initially developed core content to new permutations to suit developmental and strategic target-market needs. Primary and secondary universal resource links complete with dedicated landing pages will form a large part of the initial push-notification thrust. Other variables are firmly in place as and when needed, to extend the Journal's 'reach and connectivity'.



### **E-Media Circulation**

Circulation of the e-Journal at the onset, is through permission marketing, and only available as an Opt-in Subscription.

As discerning as the e-publication gets, it rewards both the personalities profiled and their targeted readership covering a demographic that spreads across the corporate and institutional sector. The publication is respectably a distinctive, bespoke journal that also becomes a personal CV for the profiles featured, while doubling as a valued reference resource on the Cloud.

We are grateful for the prospect of privileged circulation to new readers, working with our e-publishing affiliates abroad.

**CredentialsAsia** goes beyond being just a Journal - it is in effect your alternative URL!

If what we do is up your street for consideration - talk to us!

Publication powered by  
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Text us at: <https://wa.me/60173333939>



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Malaysian Institute of Interior Designers

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Andrea Homakova  
Peter Blaskovic

## Articles, Photography & Design Credits:

Ryan Tung	ESCAPE MOTIONS
Patrick Whitney	RB Fillingham
Min-Liang Tan	Kuzayova
Razer Inc.	Georg Ireland
Freeman Lau	Steve Goad
KL & K Creative Strategics	Cem Altibas
Prof. Eric Yim, Chairman HKDC	Nicola Dunford
VUILD Inc., Japan	Kamila Stankiewicz
Orient Occident Atelier	Wesley Gardner
NERI&HU, Mainland China	Brandil Brao
Paul Low	Daniele Fabbri
Plasma-cast	CA Resources



our coming issue informs ...

## Revolutionizing the human experience

**We now live in a world of experience-driven global connection** because of the expansion of technology into daily life. On social media people shared moments; individuals acquire knowledge via YouTube.

In the past, technology did not exist to assist us in telling these stories, but it is now unlocking the potential to assist us in telling them better than ever before. And with the advancement of virtual and augmented reality technology, we now have an opportunity to further transcend those communication barriers through direct experience.

While the Information Age provided us with useful tools and access to data, today's technology-enabled generation is beginning to prioritise content consumption based on our experiences with it.

For centuries, futurists have predicted an era in which creativity and imagination will be the principal generators of economic value. This is referred to as the **imaginative age**, unearthing a power to bridge critical communication barriers.

We explore with you in the next issue how to bring those unfamiliar with these technologies up to speed.

**credentials.asia**



reaching everyone ... virtually