



PORTFOLIO

By Chin Chin LAM

and the environment

I believe sustainable development for the public good should be at the heart of my work in urban planning and design.

It is my dream to use the knowledge and experiences I will gain in my career to contribute to building sustainable communities worldwide.

A horizontal watercolor painting of a coastal scene. In the foreground, there's a rocky shore with various colored stones (yellow, purple, blue) and a small green plant. The water is a light blue-green color. In the background, there are rolling hills or mountains with a mix of green and blue tones, suggesting a misty or overcast day. The overall style is soft and painterly.

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Iwade: Illustrative Masterplan.

One of the main roles I took on while working at Tibbalds Planning and Urban Design was to create illustrative masterplans for various urban developments.

The making of this illustrative masterplan incorporated nearly all aspects of urban design and planning into one piece of work, and it was a project where I had the opportunity to work with external companies who are working on the same project such as developers and transport engineers.

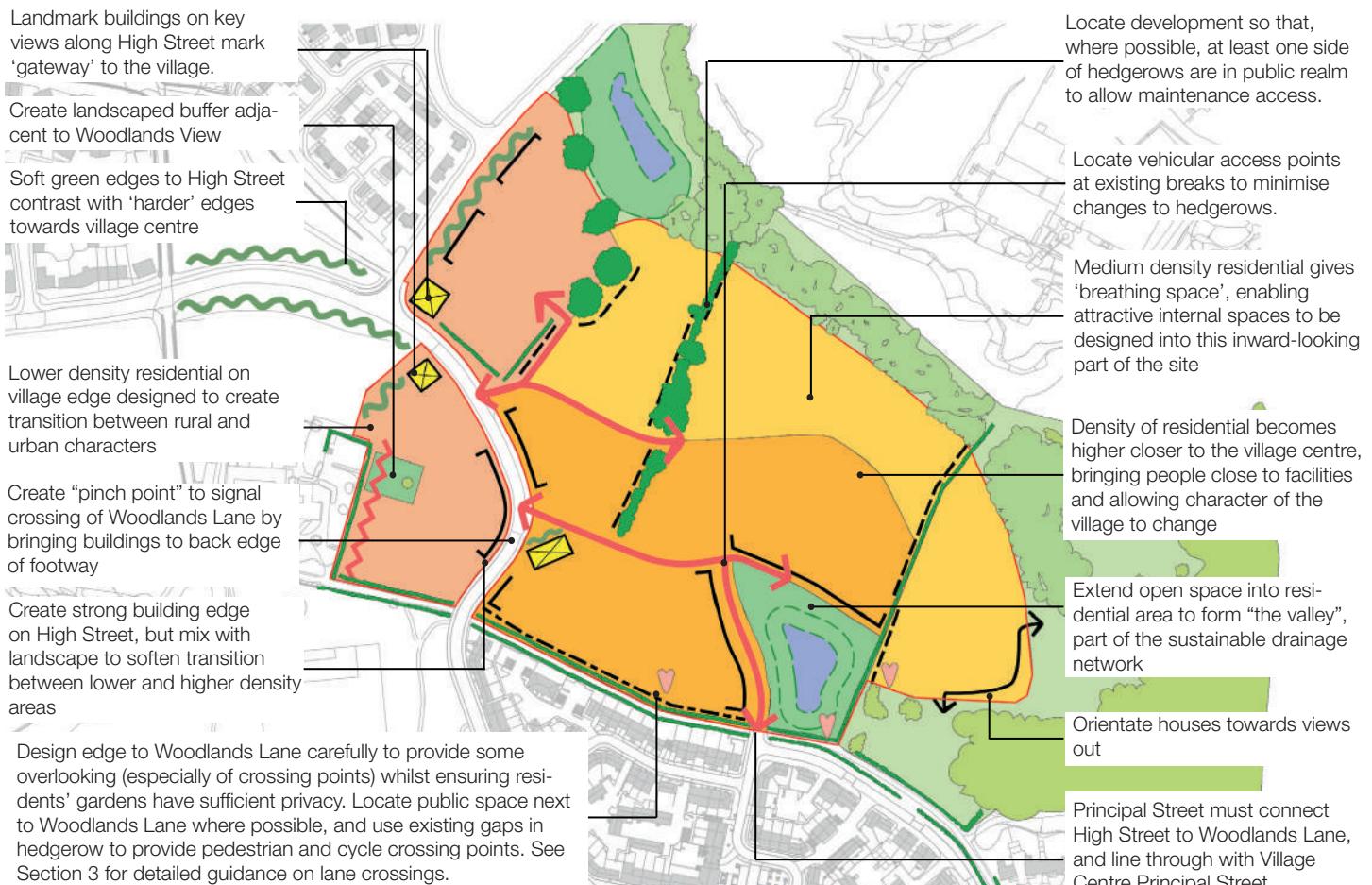
Sustainability and liveability was amongst this project's main focus which matches very much with my passion, interest and experiences. I have learnt and improved on various aspects of urban sustainability through this project, including the prioritisation of pedestrians and cyclists by organising road systems in different hierarchies and introducing shared paths, the integration of SUDs (Sustainable Drainage Systems), and maximising green corridors which act as linkages from urban habitats to green open spaces whilst building around existing hedgerows, rivers and trees for biodiversity.



Lightmoor, The Croppings Phase 2: Urban Design Strategies

Other works I have produced while working at Tibbalds include creating informative design strategies which act as a design code for the urban development we are working with. This is to ensure that good design with place-making and sustainable qualities are translated to the final outcome of the project.

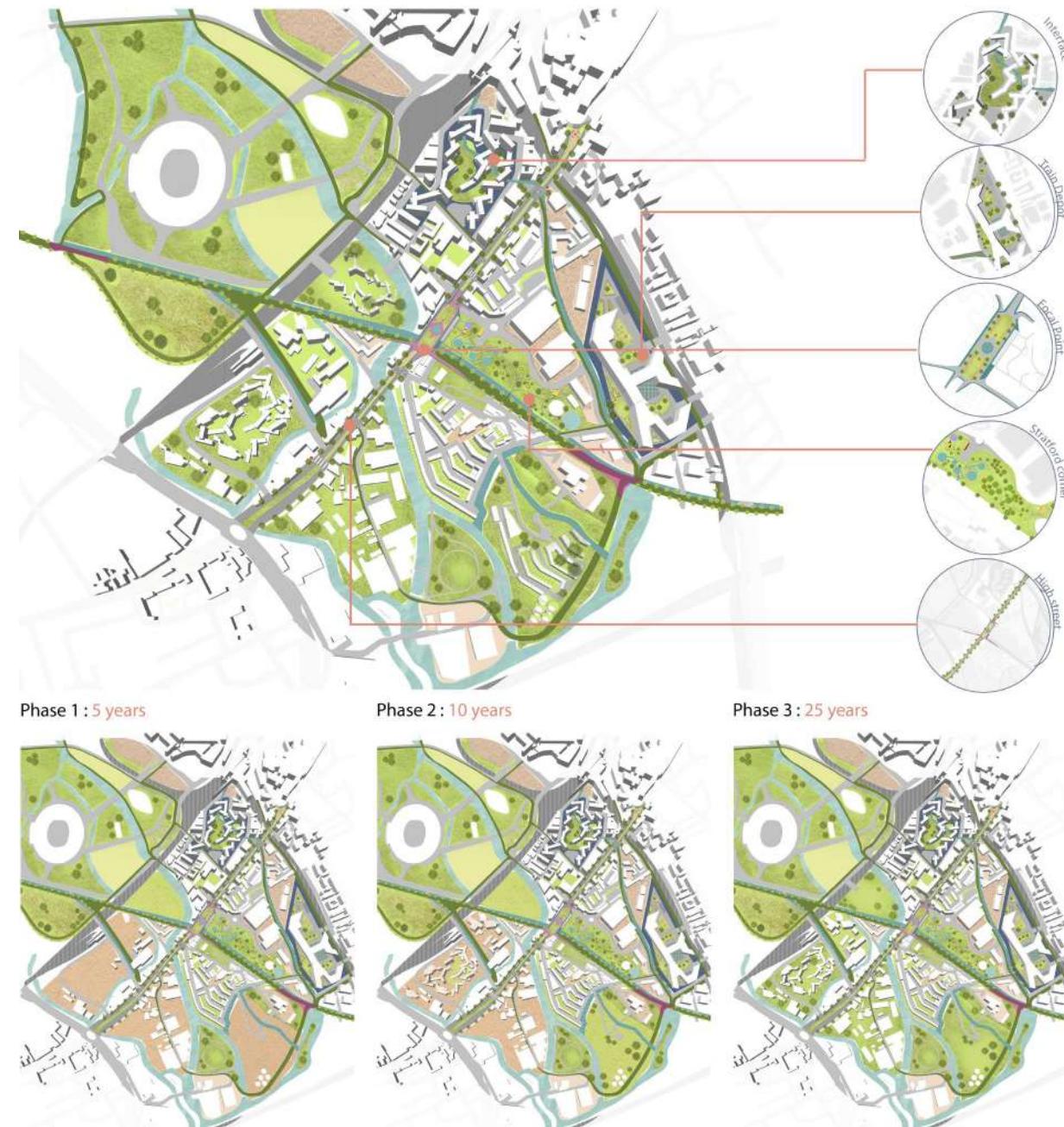
The creation of urban design strategies for my part often starts with creating an illustrative masterplan as a base using the CAD program Vectorworks, then Adobe Illustrator to produce info-graphics delivering information.



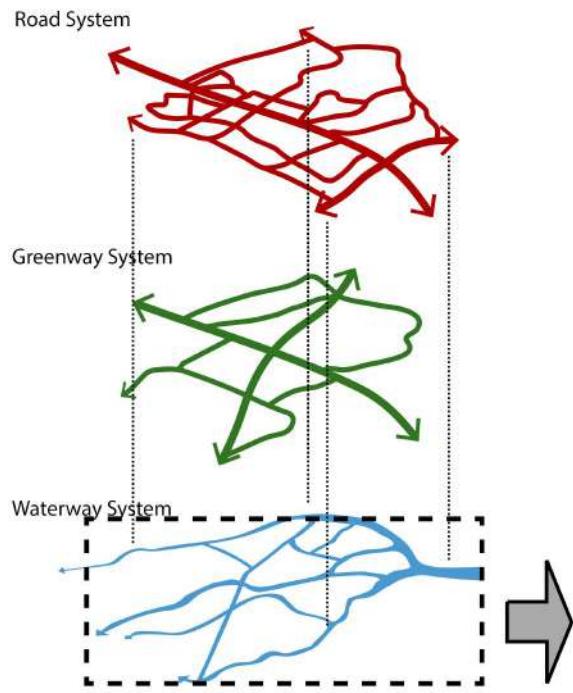
Urban Regeneration and design: 24 hour, Breathable, Zity.

This project during my Master studies in UCL focused on regenerating Stratford's industrial past and provided a new vision to guide its transformation over the next 20 years.

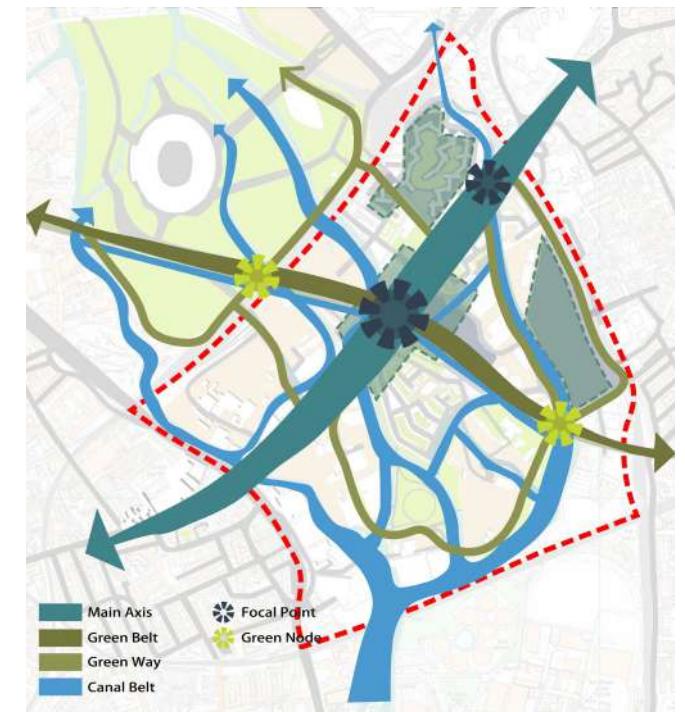
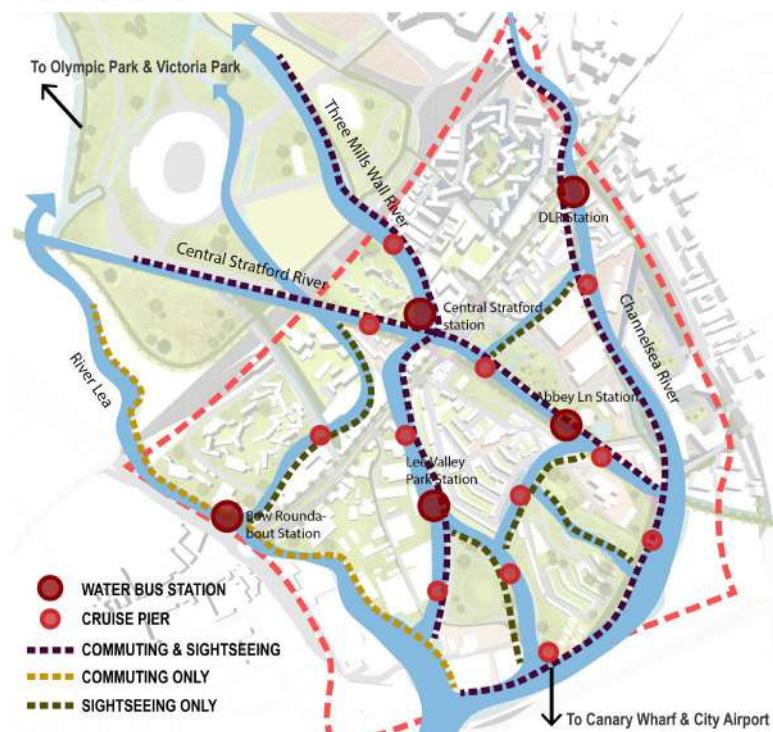
The vision is to create a sustainable, water and bridge connected, healthy Stratford that will welcome residents and visitors both in day and night. It is about Stratford physically leaping forward into the future embracing the changes in technological trends, environmental and health impacts, whilst recounting with Stratford's cultural identities (such as agriculture, markets), recognising and connecting all the people around us (not just in virtual reality and internet of things), physical exercise and falling in love again with mother nature. All whilst providing a backdrop that ensures sustainable and prosperous economic growth.



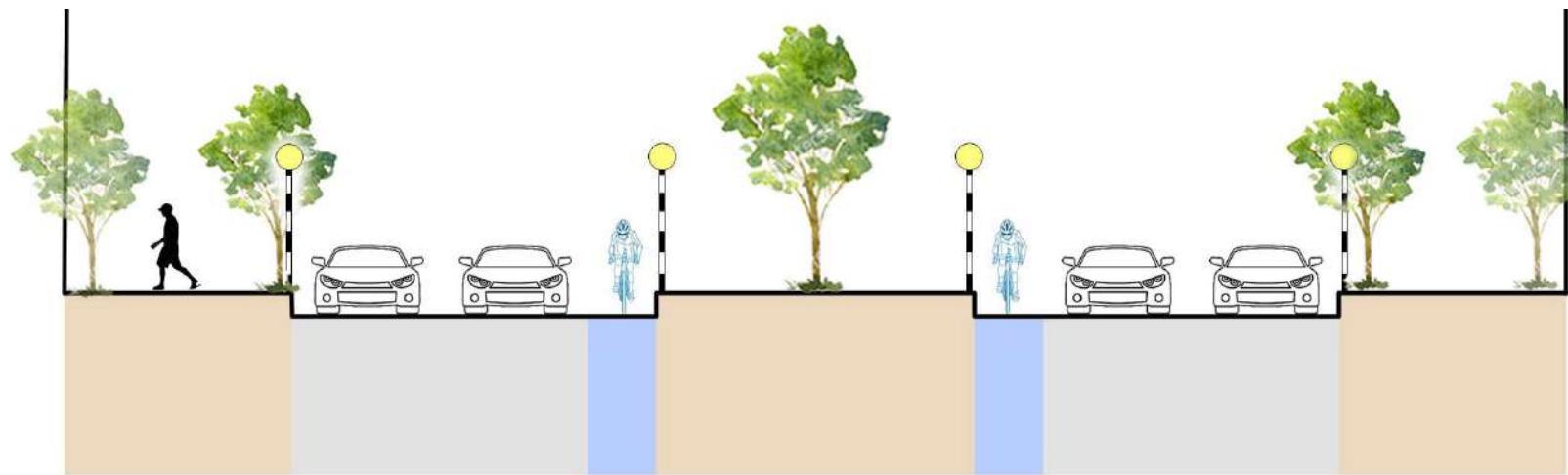
Systems Layers:



Waterway System



It was important that our new vision for Stratford was inclusive, livable, safe and minimising its environmental damage as much as possible. It was also crucial to give priority to the pedestrians and cyclists on the road which were previously lacking and enhance the physical and social connection of the West and East side of Stratford.





Through history and time, the change of Stratford's culture, function, and identity.



Agricultural Period



Agricultural Statue:

Industrial period



Industrial Bow Porcelain Statue:

OLYMPIC PERIOD



Olympic Statue:

Legibility:

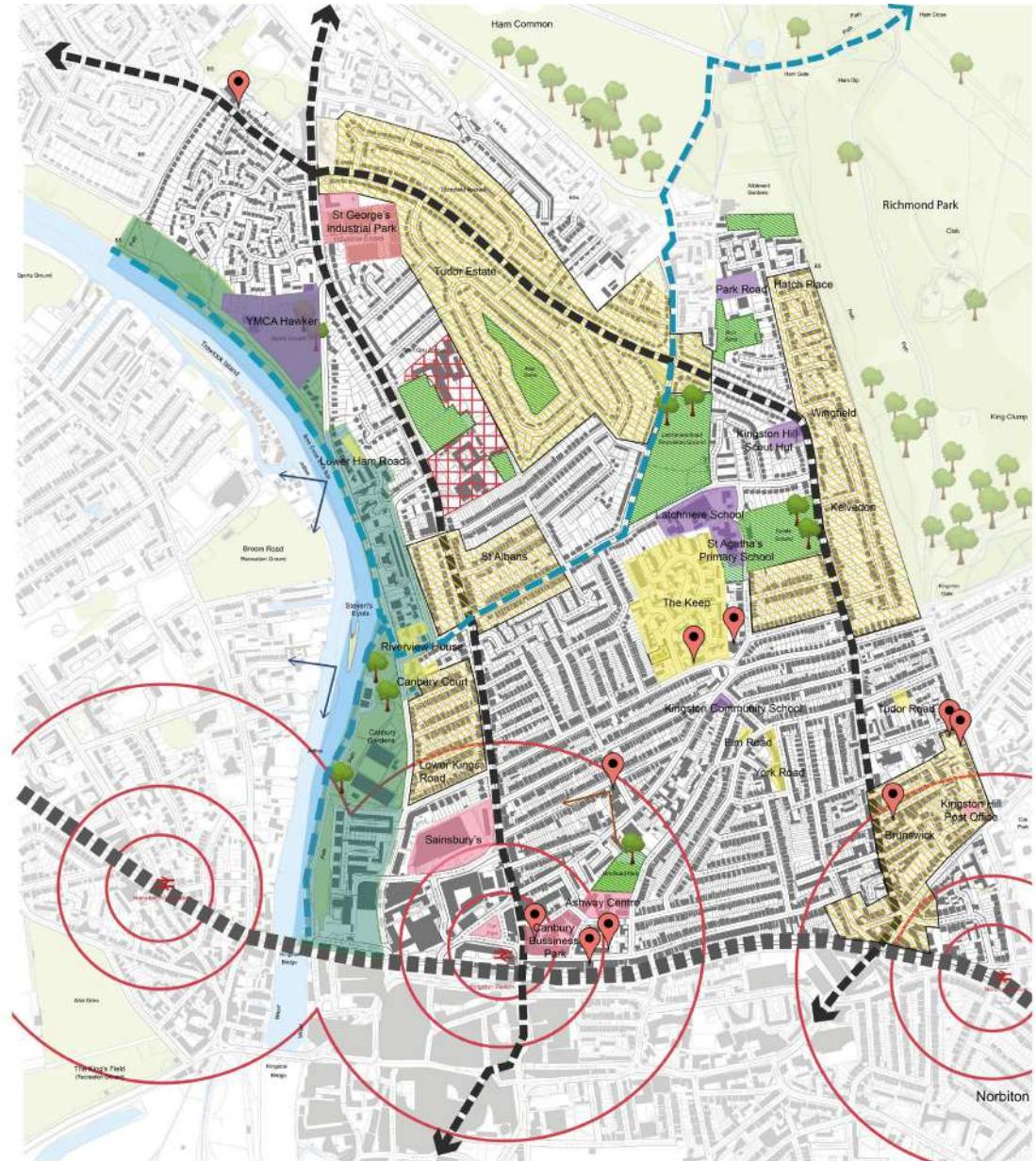
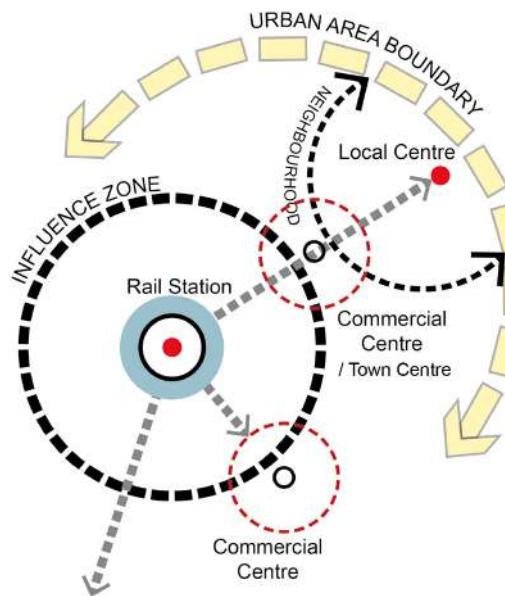
- Improve on existing nodes
- New nodes
(new infra like focal point, bike canopy, sculpture nodes, water fountain)
- Existing landmarks and nodes
- Long views to landmarks
- Upgraded frontage
- New frontage
- Way finding signage

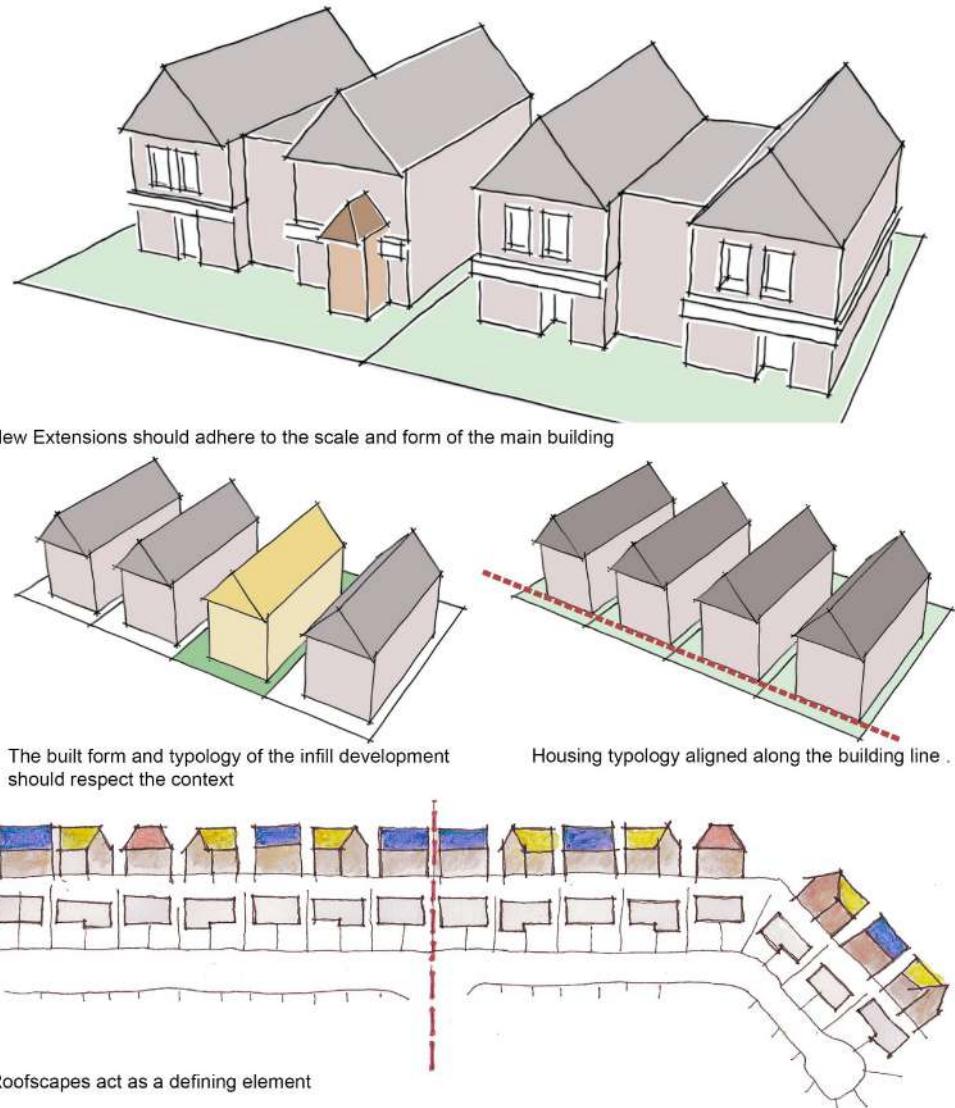
There was one element in this project that was particularly special to me and that was the statues I have designed. These statues which were personally and uniquely designed, combining the historic elements of Stratford with the physical infrastructure acting as landmark to not only improve legibility in the area but also to connect Stratford's historic past with the community.

North Kingston Neighbourhood Planning:

Urban analysis, visions and recommendations for the neighbourhood.

This planning project during my post graduate studies in UCL was a collaboration with the North Kingston Neighbourhood Forum to develop an analysis of the urban and planning context in relation to their concerns and issues, a vision for the neighbourhood plan, and an outline of the directions for implementing the plan.





The Neighbourhood Forum was concerned about the rapid transformation in the area due to expanding transport network, limited affordable housing, and new building developments that contributed to the loss of distinct local characters.

Our team from the UCL MSc Spatial Planning course provided some recommendations:

- High-rise and high density development should be developed within the 300m radius catchment area around the two transport nodes (Kingston and Norbiton Station). With the intensity of development gradually built up first from the center then outwards.
- New residential developments should reinforce the local identity , built in accordance to the prevalent typology, reflect local building materials, textures and colours; architectural styles and natural features. scale
- Dominant roof forms and prevailing architectural rhythm that defines the streetscape should be reflected in new buildings
- Any inappropriate roof extensions that break the rhythm and cohesiveness of the streetscape should be avoided.



Public realm development for a high street in North Kingston: focusing on improving pedestrian infrastructure making it more accessible, inclusive, and creating more social spaces.

Our team also recommended to the Neighbourhood Forum to utilise the river bank area which is currently underused but has lots of potential for social and public realm developments.



It was also recommended that streetscape should be well-kept through uniform signage, prioritising pedestrian access at the shopfronts, and protecting existing valued built-character form.



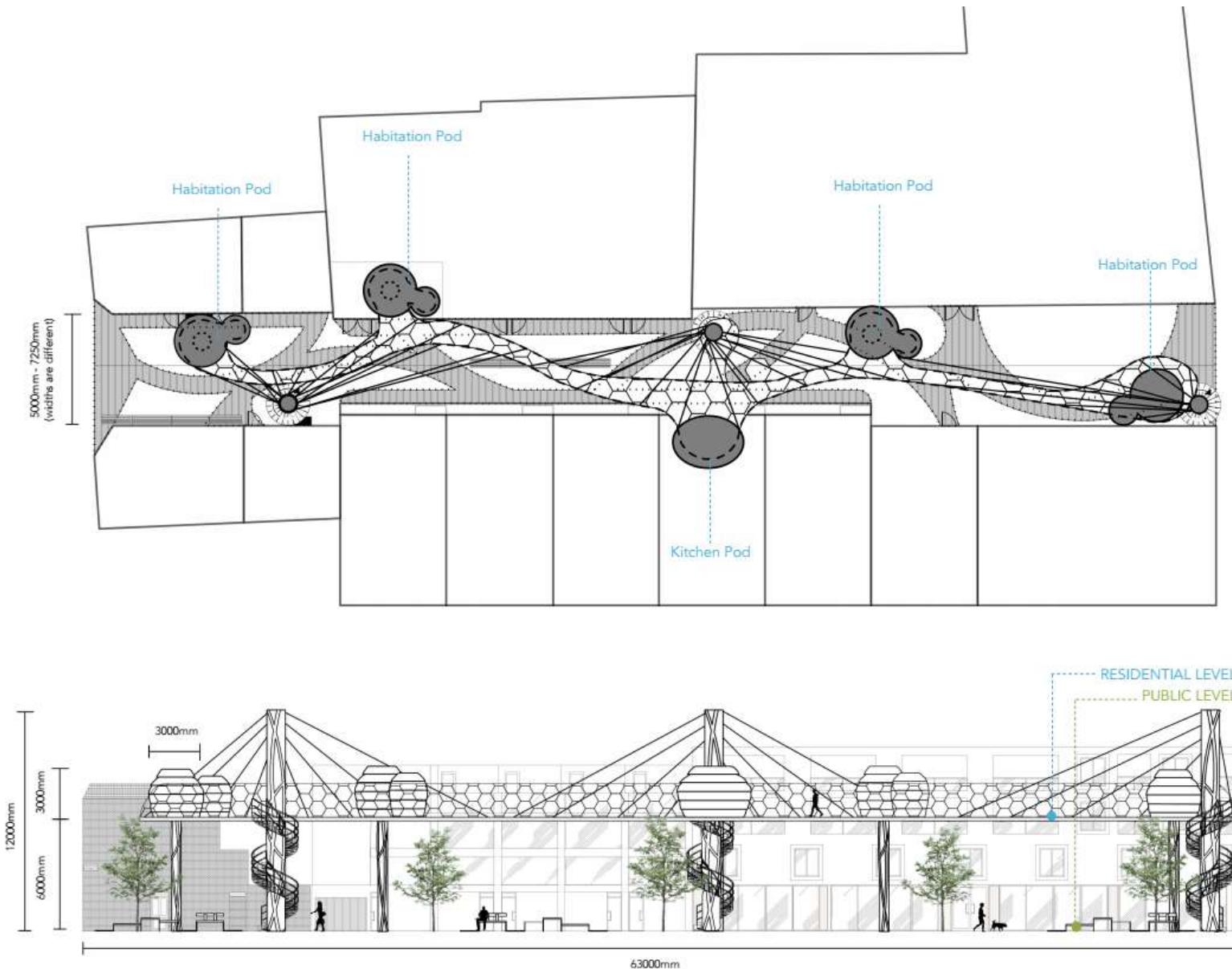
Felicity :

A new way of sustainable, biophilic, and human centered living in densely populated cities.

The aim of this design was to create a sustainable solution to urbanisation by maximising potential spaces in the central areas of dense cities. Making use of these spaces could prevent urban sprawl, leading to a more sustainable solution for urban development as the use of transportation and building of mega-infrastructure are not required.

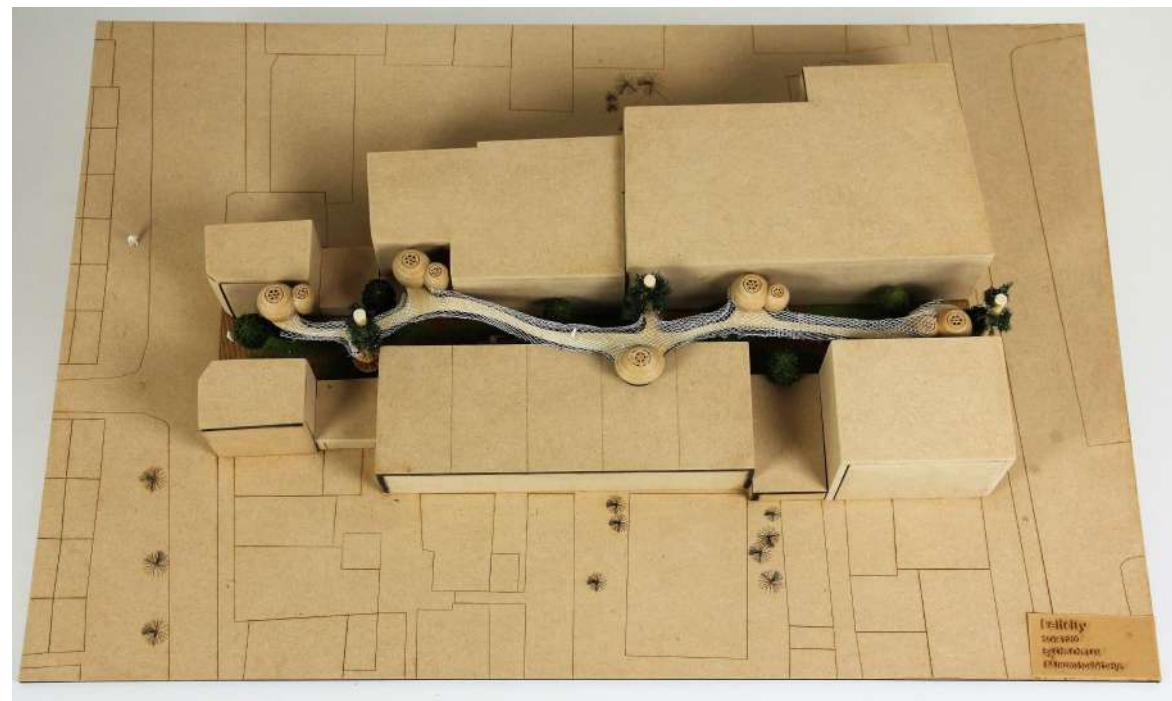
A great inspiration for this project arose from the quote "The quality of space itself is a major cause of the feeling of crowdedness" by Chan (1999) on how to overcome the negative aspects of living in a dense environment. By improving the quality of space, living in a compact space may not feel as crowded.





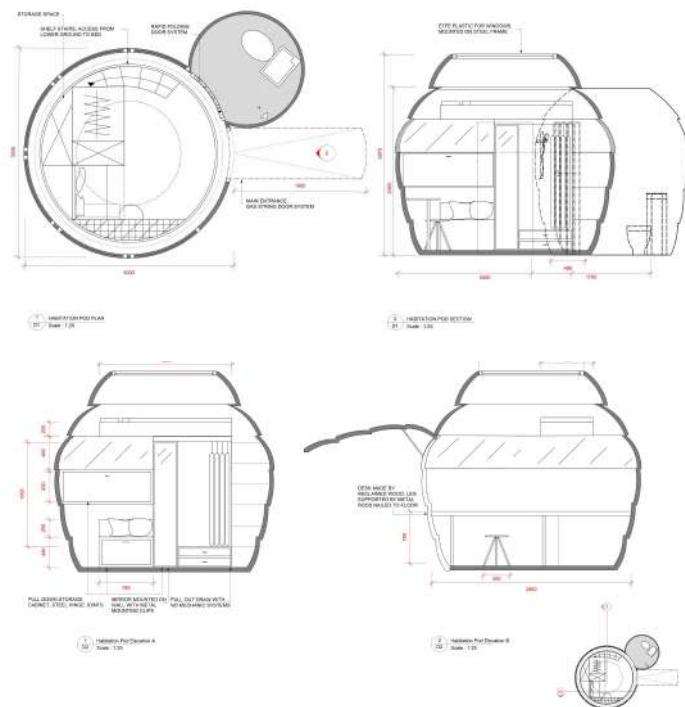
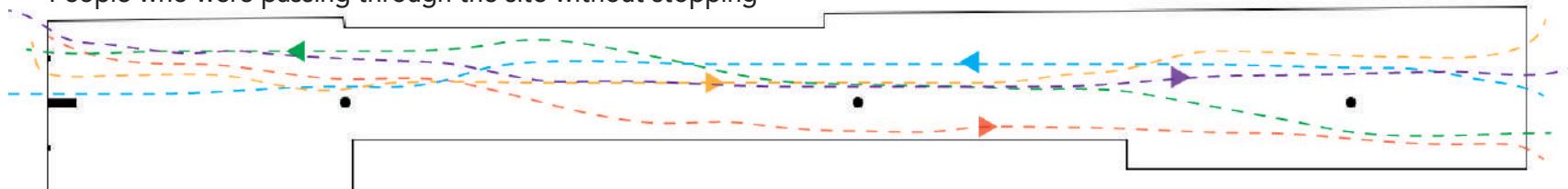
Felicity is an urban space that is both a public area on ground level and a resident on the upper level. This pilot project is located in Godson Street, Borough of Islington, where population density is highest in London. This utopian idea is to have a series of Felicities in different locations within London, linking in between spaces or on top of buildings to create a bigger urban community. It is an innovative approach that is based on biophilic, sustainable, human centered, and community enhancing principles. Therefore, designs inspired by nature and the creation of new integrated social spaces can be witnessed.

1:100 model created to demonstrate how the design interacts and situates within the site area.



Flow & Circulation Mapping

People who were passing through the site without stopping



The design process and research is extremely important in my opinion. I very much enjoy and believe that good research and design development processes is essemial for a successful outcome.



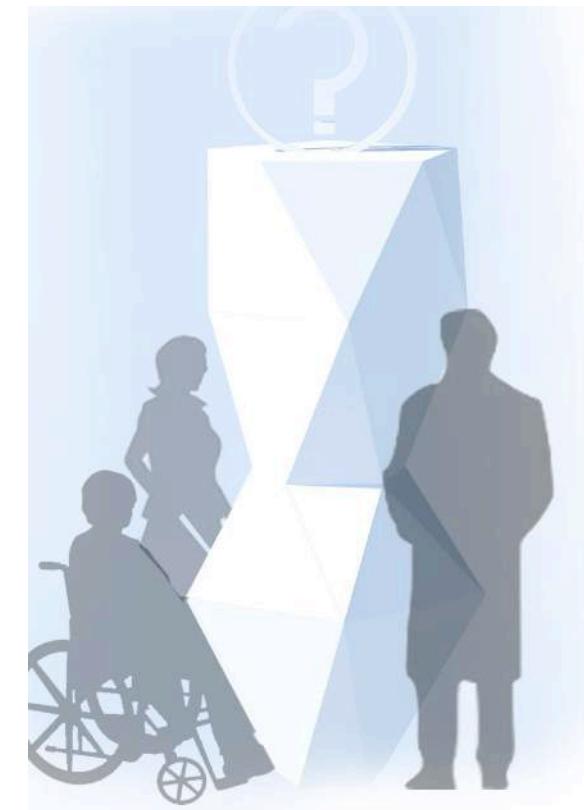
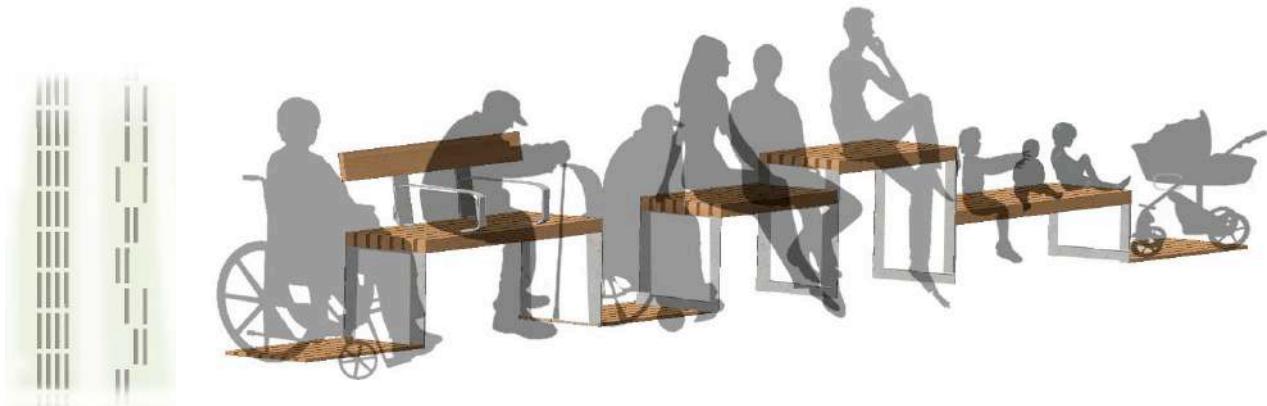
Livable City: Inclusive, safe and sustain- able Hackney Downs.

This was a submission entry for the RSA Student Design Awards 2016 competition. The theme of this competition category was "livable cities", and this project attempts to improve the public realm of Hackney Downs and its surrounding areas.

The main focus was to increase accessibility to and within the park, to make it more universal for various types of users by improving pedestrian infrastructure.

This was achieved by the implementation of cycle lanes and facilities, brail baths, street singanges, public art statues, and the widening of pedestrian path.

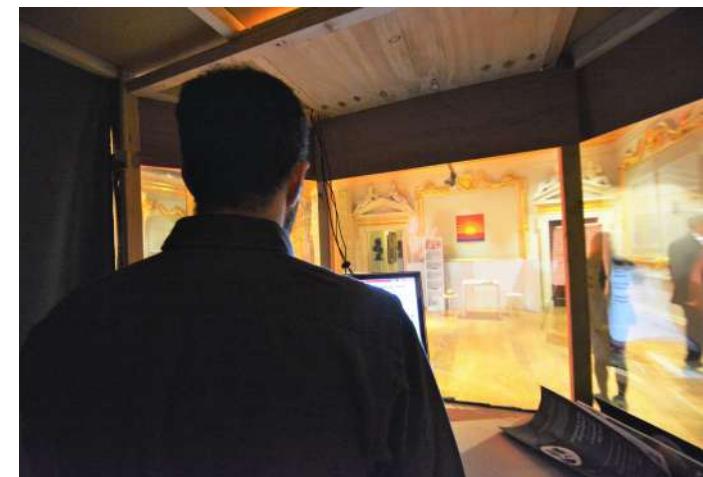
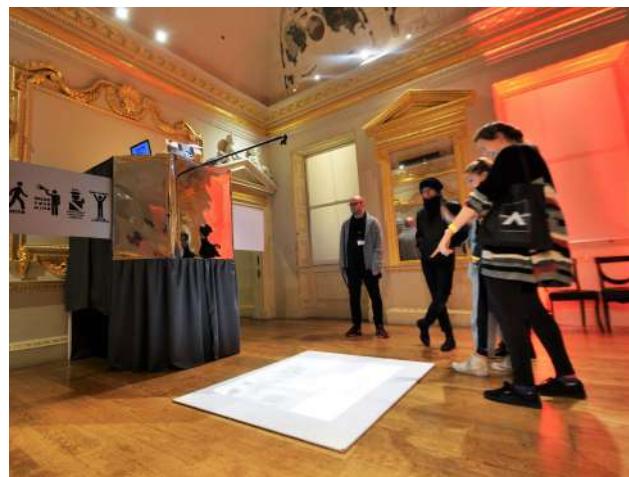
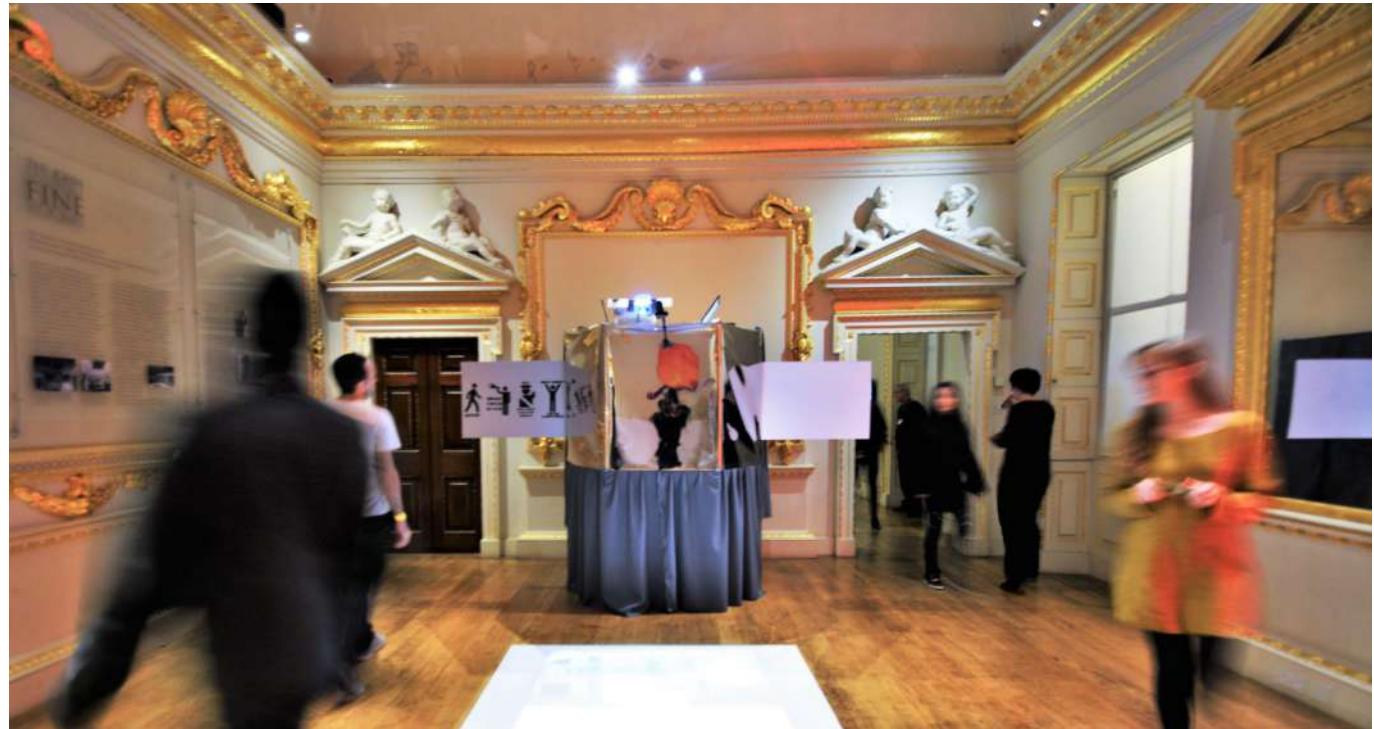


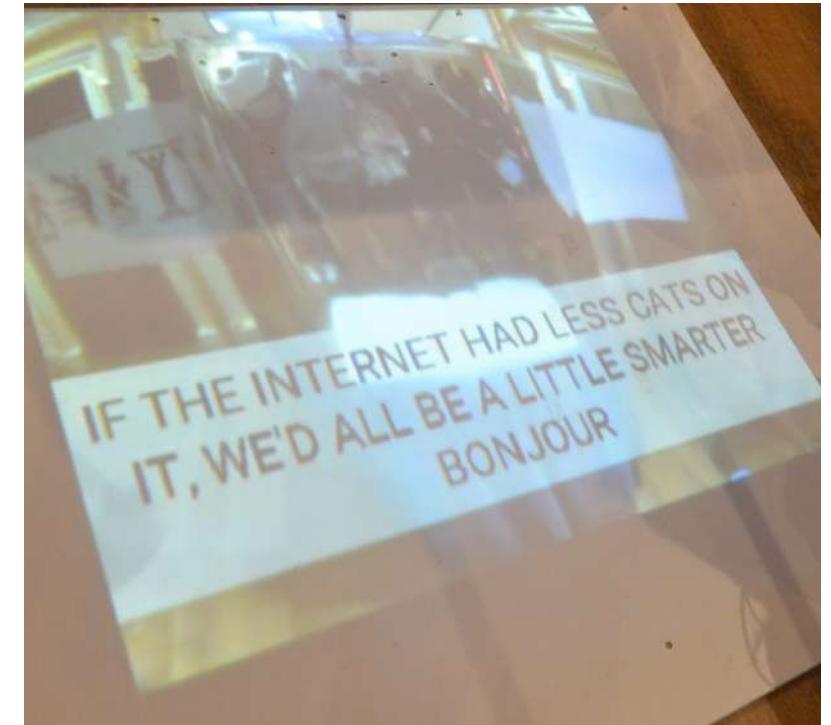


Royal Acadmey - Spatial Installation: Digital (DI)connections: Ai Weiwei Late: “I(WE) AM(ARE) ANONYMOUS”.

“I(WE) AM(ARE) ANONYMOUS”, was an interactive video installation that seeks to reveal the duality and complexity of being anonymous. The installation invited users to anonymously create content which was visually broadcast in the exhibition space. The installation is made up of two parts, creation and propagation.

The creation component is an “anonymous zone” where users can create content under the guise of anonymity. Within the anonymous zone, the participant can see outside, but the onlookers will not be able to know who the participant is. This represents the power of anonymity.





The propagation component broadcasts the activities from the anonymous zone on the wall opposite the creation component. However, instead of the face of the anonymous participant appearing, the faces of onlookers were reflected, representing the idea that an individual becomes the collective through anonymity – both trivializing and empowering their existence.

"Additionally, as the content will not be filtered, it will reflect the presence or absence of social responsibility and morality once 'I (we) am (are) anonymous'.

This event, linked to the RA's current Ai Wei Wei exhibition, was an evening of talks, performances and installations that aimed to challenge our contemporary use of the internet, and imagined future applications of digital technologies.

Album Art: “Fairies” by Poplar Trees (Ft. Megan McDuffee)



As a designer and artist, I often use my creative talents such as illustration to produce work for clients. The work on the left is an album cover for the song “Fairies” which has been published and sold on platforms such as Spotify, iTunes, Amazon, Google Play, and Soundcloud. Above is another example of my illustration work.

Trophy Design: University of The Arts Lon- don Teaching Awards: Lay- ers of Knowledge.

In 2016, during my second year in studying BA Spatial Design, the "Teaching Awards Trophy" design that I submitted was selected by the University. With the grant money given, 25 handmade trophies were produced and given away during the Ceremony.

The different layers of the trophy represent the different elements a good teacher possess, This includes their knowledge, experiences, attitude and much more which were represented by different materials. One trophy, six different processes, for teachers of the six colleg-

