

# GRADUATION



聖若瑟大學

USJ

Faculty of Arts  
and Humanities

Department of  
Architecture and Design



DEPARTMENT OF ARCHITECTURE AND DESIGN

POST-INDUSTRY  
ARCHITECTURE

SHAPELESS  
DESIGN

REBIRTH  
FASHION DESIGN

# SHOW · 2023

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# FUTURES

## GRADUATION SHOW 2023

“Futures” is an insight on the vision and ambition of the next generation of Macao’s creatives, showcasing prospective Architecture, Design and Fashion. The Graduation Show 2023 is a group exhibition that celebrates the individual creativity of each student when facing the challenge and opportunity to develop meaningful projects for a desirable future. It promotes dialogue, creative exchange and collaboration, bringing together different disciplines, programmes and mediums. At the Department of Architecture and Design (DAD), we strive to explore local conditions with a global perspective, using Macau as a living laboratory to pursue meaningful innovation, design excellence and positive social impact.

“Futures” – presents a selection of capstone projects of the bachelors of Architectural Studies, Design and Fashion Design. These projects summarise the knowledge and skills accumulated by

students during the course of their studies, and act as a catalyst for their professional endeavours as creative professionals after graduation. Capstone projects follow a practiced-based research methodology, where dynamic interactions between students, teachers and specialists is brought forward to strengthen the real-case viability of the final projects developed by the students. Their research is focused on Macau, addressing pertinent issues, highlighting its cultural idiosyncrasies and future challenges. Students developed a unique series of innovative projects, raised from the local context while catering at a global audience.

The Graduation Show 2023 brings together three exhibitions – Post-Industry (Bachelor of Architectural Studies), Shapeless (Bachelor of Design), and Rebirth (Bachelor of Fashion Design), showcasing the desirable Futures of this generation of Macao’s creatives.

**Prof. Nuno Soares**

HEAD OF THE DEPARTMENT  
OF ARCHITECTURE AND DESIGN

# POST INDUSTRY

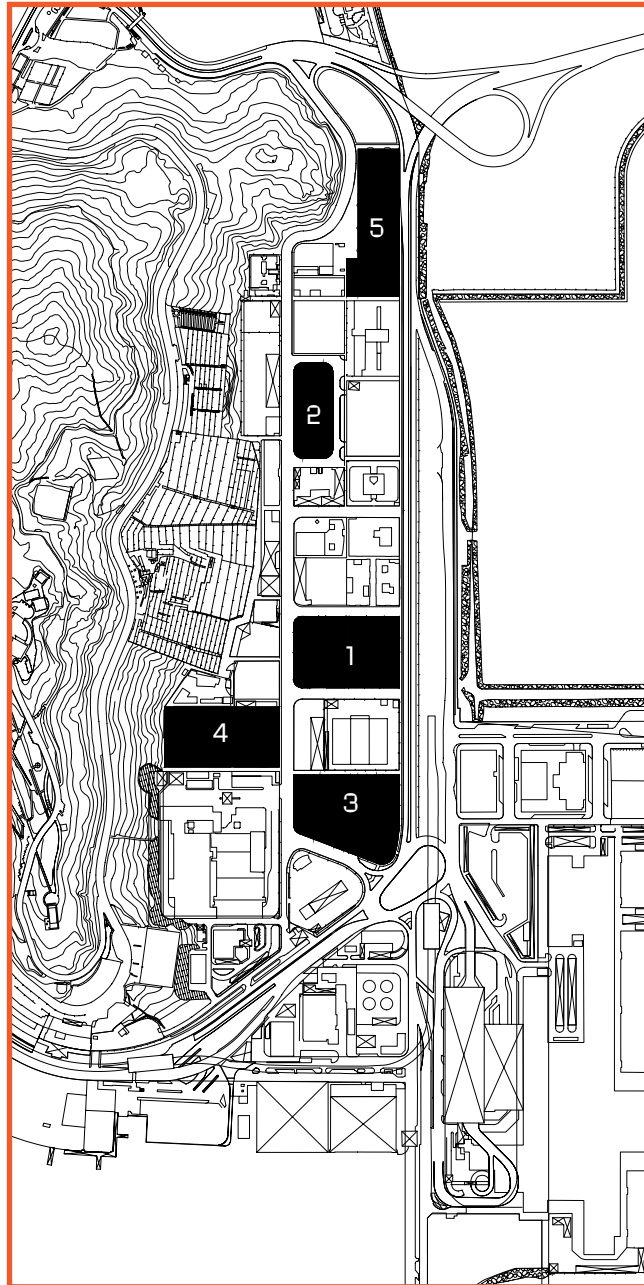
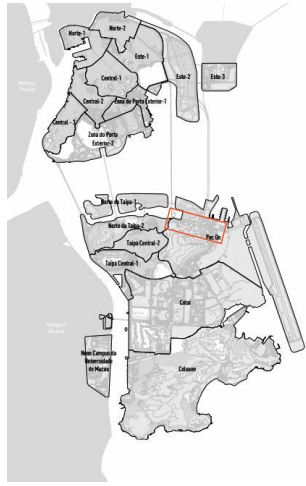
## BACHELOR OF ARCHITECTURAL STUDIES

PROJECT SUPERVISOR  
Prof. Nuno Soares

**The architecture Capstone Project explores the future post-industry.**

It embraces the new Macau Masterplan, aiming to engage the future generation of Macau architects in contributing to its future development. The individual projects developed by each student embrace the local culture and the ambition of a more participated public space, striving to implement the detailed master plan with site-specific projects that serve the local community, as innovative materializations of a desirable future. The individual projects developed by each student embrace

the local culture and the ambition of a more participated public space, with projects ranging from public facilities, open shopping malls, cultural buildings and business centers for the local entrepreneurs, museums, mixed-use sports centers and transportation hubs. These projects fill physical and programmatic gaps with idealist and innovative proposals, having the potential to become important assets to improve the quality of life in our city.



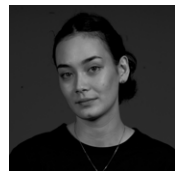
- 1. POLYMARKET
- 2. AUTO-CITY
- 3. MADE-IN-MACAU
- 4. REUSEOPOLIS
- 5. URBAN FARMLAND



MICAEL OLFINDO

**POLYMARKET**  
VERTICAL MARKET

The project aims to provide all the essential requirements for the residents with easy access to daily necessities with a quick and hassle-free shopping experience. In Macau, where space is limited, the building is designed to cater to a large number of customers, offering a wide range of products under one roof, including daily essentials, bulk buys for companies, fresh products for restaurants etc, eliminating the need for customers to travel to multiple places to fulfil their shopping needs. The design concept was inspired by physarum polycephalum, commonly known as slime mould, which has been found to have an efficient way of choosing its path when finding food sources. Being at the centre of the Pac On Area, the design takes into account the natural flow and dispersion of pedestrians and open spaces that allow for free movement, making it more efficient and less congested. The combination of site, programme and architectural layout creates a new commercial centrality and the possibility of a qualified urban experience for the future of Pac On.



SHAMITA LUMIBAO

**AUTO-CITY**  
CAR SERVICE CENTRE

As Macau continues to grow, the government aims to improve and create an efficient environment for its citizens. Thus, creating new zones for different purposes. The site of this project is in Pac On area, which is an industrial zone. AUTO-CITY is a building solely designated for cars and their necessities. It aims to minimize the car service activities in the main residential areas of Macau, by concentrating dispersed activities into one main building. This will reduce the environmental impact in the city and allow the development of efficient pollution control. The design of the building focuses on the convenience of vehicle owners. Programs for car services are included, such as car wash, inspection, customization, and other services. People can drive inside the building as though they are driving in a city.



ELVIS LAM

**MADE-IN-MACAU**  
MAKERS HUB AND  
BUSINESS CENTRE

The "Made-in-Macau" Creative Hub aims to provide a dynamic and inclusive space for artists, designers, entrepreneurs, and innovators from various creative fields. Spread across multiple floors, the building houses areas for studios, flexible exhibition spaces, shops, and production facilities. The process of design and making will be then concentrated in this building, allowing it to deliver final products, made locally. To further promote Macau's creative industries, the Makers Hub also features an incubation program. It provides aspiring creatives with mentorship, funding opportunities, and access to fabrication facilities, enabling them to transform their ideas into successful ventures. By integrating a factory facility within the Makers Hub, Macau could demonstrate its holistic approach to supporting the creative industries. This facility becomes a crucial resource for artists and designers, enabling them to not only conceptualize and create their designs but also bring them to market. It strengthens the ecosystem for the creative industries, bridging the gap between artistic expression and commercial viability.



HON KIT I

**REUSEOPOLIS**  
INDUSTRIAL RECYCLING FACILITY

Reuseopolis starts from the idea to design a new Industrial recycling facility that follows and materializes the flow of the recycling process to create an open loop system that is innovative and functional. The project goes beyond contemporary recycling facilities, by incorporating cultural, office, and factory spaces into one structure, therefore creating a more efficient and sustainable building. Each function has its own layout and all functions are integrated in a continuous loop, promoting at the same time efficiency and synergy. The building is connected to the mountain by a bridge that creates a functional link and a physical separation for better ecological preservation. Overall, this building has the potential to be a radical example of innovative and sustainable design.



ROSSETTI UNG

**URBAN FARMLAND**  
VERTICAL FARM

Macau's thriving tourism industry is well-known, but the region is also grappling with a mounting call for sustainable food production. As urbanization accelerates, the demand for fresh and healthy food has become increasingly pressing, particularly after the pandemic. One potential solution to these urban issues is promoting urban farming, encouraging citizens to cultivate their own fresh produce and to improve their quality of life. Urban Farmland utilizes advanced technology to grow crops in a controlled environment, aiming to produce more food with less space and resources than traditional farming methods. Four key principles guide the design of Urban Farmland. Firstly, it is sustainable, designed to minimize environmental impact, reduce energy consumption, and rely on renewable resources. Secondly, it is encouraging, motivating people to take part in sustainable food production. Thirdly, it is iconic, serving as a landmark that attracts visitors and symbolizes Macau's commitment to sustainability and innovation. Finally, it is flexible, able to adapt to changing needs and demands in the future.

# SHAPE LESS

## BACHELOR OF DESIGN

### PROJECT SUPERVISORS

Prof. Filipa Simoes  
Prof. Vincent Ho

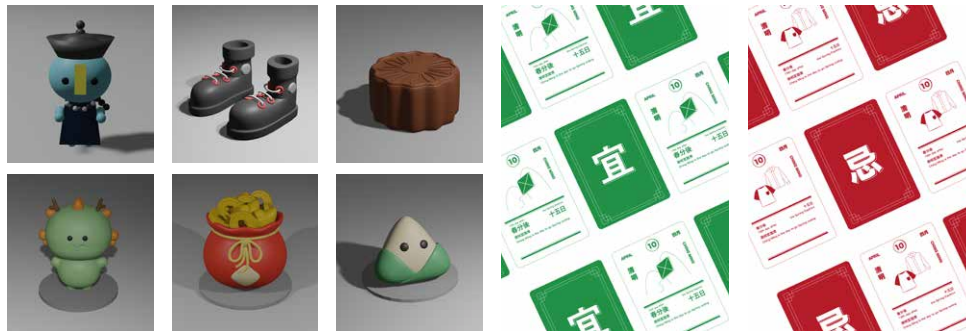
**The design Capstone Project starts from the concept of Shapeless.**

In the closing statement of his 10 principles of good design, Dieter Rams advocates that “Good design is as little as possible”. In our urban lives, cluttered by layers of information and overwhelmed by a constant flow of novelties, it is important to take a step back and concentrate in the essential aspects that define design. The theme “Shapeless” approaches the possibility of design beyond shapes. And it refers to an attitude towards design to concentrate in the underlying concepts

rather than just form – to shape less. In their projects, students were asked to take Macao as their case study and address key matters of social relevance, ecological balance, and cultural contextualisation, with a common vision of contributing to a more sustainable and liveable Macau.



  
we'union



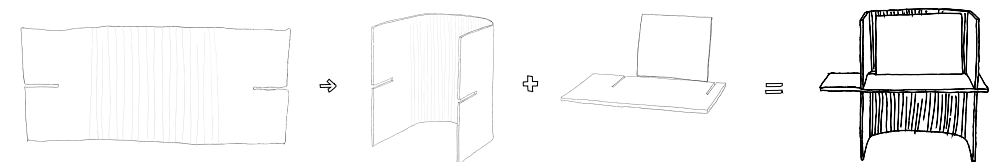
SEPHINA VONG

**WE'UNION**  
EDUCATIONAL BOARD GAME

Festivities are an important part of Macau's identity. But kids nowadays are too focused on smart products and have become more disconnected from traditions. We'union is a board game that can let kids and their families learn about local festivities culture through entertainment. The game engages families in face-to-face communication, and at the same time allows them to acquire knowledge and train their brains. The game board has locations marked with the twenty-four solar terms, eight festivals, and a hidden festival. Players need to pass various festivities and solar term levels to successfully pass the levels and collect all the festival calendar pieces. Along the way, players can learn stories, customs and taboos about traditional Chinese festivities through the game. The purpose of festivities and this game is to rest, to celebrate, to commemorate, to bring people together. The reunion is the most important family dinner for Chinese people in a year.



**DUAL**  
DUAL FURNITURE



SUKI WONG

**DUAL**  
FOLDABLE FURNITURE SYSTEM

Dual is a simple but iconic furniture system designed from a concept of duality: flat and tridimensional; flexible and fixed; compact and comfortable. It is created for today's society, especially in Macau, where space is at a premium, but where good quality of life is needed. Even in a small apartment, we can still pay attention to the details, choosing furniture that is both good-looking and functional. The design is intentionally kept simple and sleek. It has a basic assemblage system featuring no screws nor glue. The chair is made up of two parts: a curving base providing support, and a flat platform, that unfolds to create a seat and its back. It can quickly go from flat to assembled by simply intersecting the two parts together. The Dual easy chair is an excellent choice for reading or relaxing. The side of the chair is slightly longer, providing space to place books or even a cup of coffee.

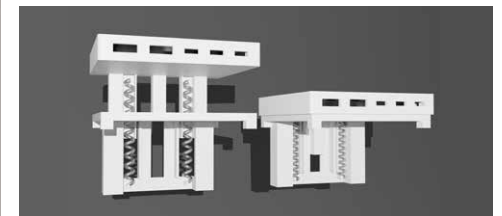
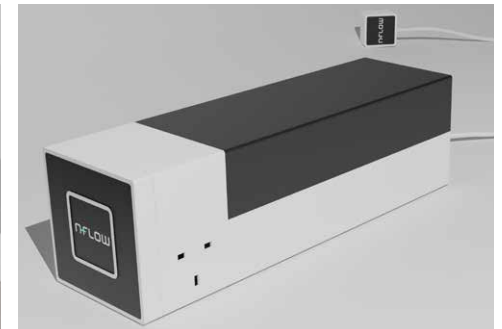




**SELINA CHAN**

**SWAP-E**  
BATTERY SWAPPING STATION

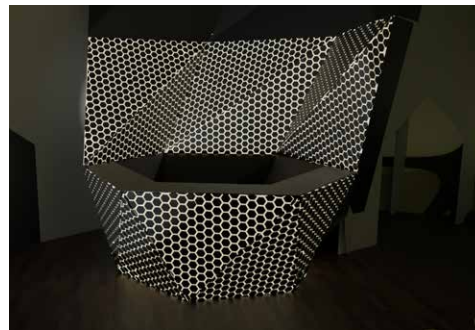
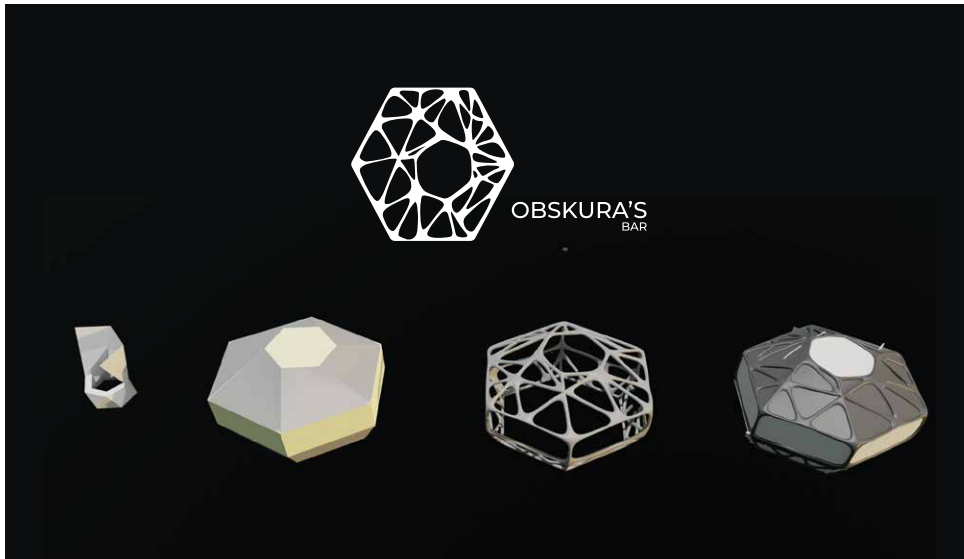
Motorcycles have been a preferred means of transportation in Macao. In recent years, we've seen an increase in electrical models, but Macao is still unprepared for this change to more environmentally friendly vehicles. The supporting infrastructure is inconvenient, relying mostly on charging points in car parks. Battery swapping stations are seen as the future, providing a practical and convenient charging solution for electrical motorcycle owners. SWAP-E is a new electrical motorcycle changer battery station for the streets of Macao. The sleek design features a continuous metallic stripe that envelops the volume. The station is compact and flexible, and it can be extended with additional modules for enlarged capacity. Each module can be adapted to different brands of motorbikes. The design is ergonomic, with the battery slots positioned at an angle to facilitate the use. It also features a large display with a user-friendly interface.



**ZACH CHEONG**

**N-FLOW**  
CABLE MANAGEMENT BOX

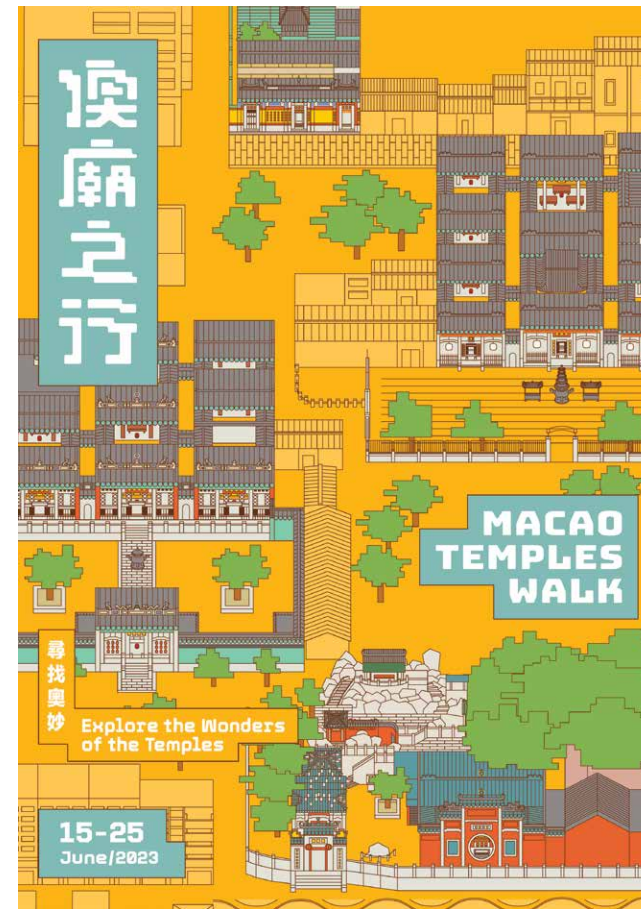
"n-flow" is an innovative cable management box that aims to help people better organize messy wires on their work desks. In today's technological era, people own multiple electronic devices that often result in a tangled mess of wires on their workstations, causing frustration and affecting work efficiency. This project seeks to change this situation through innovative and functional design. The box incorporates charging outlets for different devices, including: four power plugs in the interior and two on the exterior, for larger chargers; two USB and three Type-C charging ports; and a wireless charging surface for practical mobile phone charging. Its main feature is a retractable spring that fixes the box vertically to the desk, saving space and providing easy access to the plugs. "n-flow" provides a convenient and practical solution for work desks, offering users a more relaxed and organized working environment.



**GUSTAVO MARTINS**

**OBSKURA'S BAR**  
BEACHFRONT BAR PAVILION

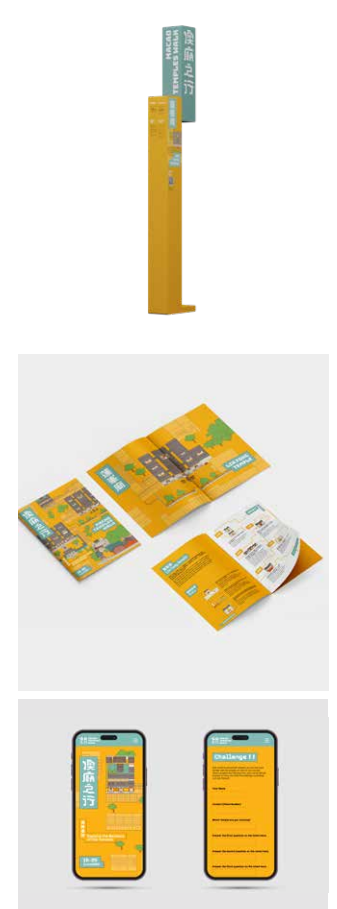
Macao is completely surrounded by water, yet its waterfront is blatantly underexplored. It is also a city of entertainment, and bars are a big business in the city. Obskura's Bar brings together these two realities to create a new experience for Macao citizens. The bar design is developed around the hexagon shape, from its form generation, to the space layout, the angular shapes or the fine material details in the interior. The resulting space is comfortable, yet intriguing, and provides different experiences during the day or at night. The design prioritizes the openness to the exterior, allowing for a panoramic view of surrounding environment. At the centre of the space, the bar counter stands out from the rest of environment and is the venue's highlight. Although designed with Macao in mind, this pavilion-like structure was designed to be produced, assembled, and placed anywhere in the world in front of a beach.



**MATHEO SI**

**MACAO TEMPLES WALK**  
CULTURAL ENGAGEMENT EVENT

"Macao Temples Walk" is a city-wide event that takes people in a walk around the city to learn and experience on site the Macao's temples culture. Created to attract the younger generations to reconnect with Macao's traditions, it presents the stories, rituals, and functions of temples in a playful and interactive way. The event provides a comprehensive experience to participants, using both physical and digital media. Promotional materials include posters and banners to engage people and totems which identify the temples sites. The booklets and AR provide detailed information about each temple. The challenges engage participants to enter and explore each temple. The event's website gathers all the information in a single platform, ensuring access to those who cannot join the event and providing an open source about Macao's temples.



# re birth

## BACHELOR OF FASHION DESIGN

### PROJECT SUPERVISORS

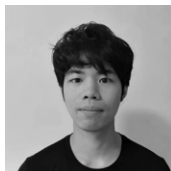
Prof. Ana Cardoso

Prof. Maria Joao Nunes Das

**The fashion design Capstone Project explores the concept of Rebirth.**

We are living in an unprecedented period in Fashion History. However, after each significant transition period, there comes a window of opportunity to act and effect positive change. This is the time to reconsider and reimagine. In response to today's urgent climatic issues, the fashion industry is committed to reducing its environmental impact by inventing and re-inventing itself through production processes incorporating circularity and

sustainability. As people become more aware of how overproduction and textile waste harm the environment, brands and businesses are rethinking their business models. It is time to reflect and act to demonstrate how the field of sustainable fashion design can REBIRTH and benefit the world.



**WILLIAM CHE**  
BRAND | WILLIAMCHE

**ROCK'N'ROLL  
MONKEY KING**  
FALL | WINTER COLLECTION

The Monkey King holds a prominent position among the central characters in the renowned Chinese novel, "Journey to the West." This legendary being owes his existence to the universe, endowed with exceptional abilities, most notably the mastery of 72 transformations and an inherently volatile disposition. Due to his unrestrained indulgence and sincere yearning for freedom, the Monkey King exudes a resolute spirit akin to an indomitable rock. Drawing inspiration from this remarkable persona of Chinese folklore, the primary character of the collection took the form of the Rock n' Roll Monkey King. This portrayal symbolises the essence of power and anarchy within the domain of rock culture.



**AUSTIN KARL**  
BRAND | ARCHIVE

**SOLACE**  
FALL | WINTER COLLECTION

The "Solace" collection was designed to focus on creating a meticulously detailed collection with initially unassuming garments that reveal hidden intricacies upon closer examination. Embracing duality, contrasts were incorporated in silhouettes, colours, and fabrics. Initial sketches depicted a narrative-driven collection inspired by a haunting fictional family. Some designs featured exaggerated sleeves with red accents, while others had a closely fitted aesthetic. The iconic Shining Twins influenced the choice of a light blue hue. However, the concept gradually leaned towards a more theatrical direction, deviating from the intended fashion collection. Adjustments were made to strike a balance between artistic expression and wearability.



**LALA CHOI**  
BRAND | PLACEBO EFFECT

**AMUSING  
OURSELVES  
TO DEATH**

FALL | WINTER COLLECTION

The "Amusing Ourselves to Death" collection uses fashion to express complex concepts and sentiments about society's fixation on entertainment and superficiality. Each ensemble represents a distinct phase in the emotional journey of acknowledging and overcoming this predicament. These stages include recognising the issue, empowering change, self-reflection, fostering solidarity, and instilling hope. The garments ingeniously employ colour, form, and design to convey profound meaning, stimulate critical thinking, and contribute to a more enlightened world. By intertwining fashion with thought-provoking symbolism, the collection inspires individuals to transcend superficiality, engage with societal issues, and pursue a more meaningful existence.



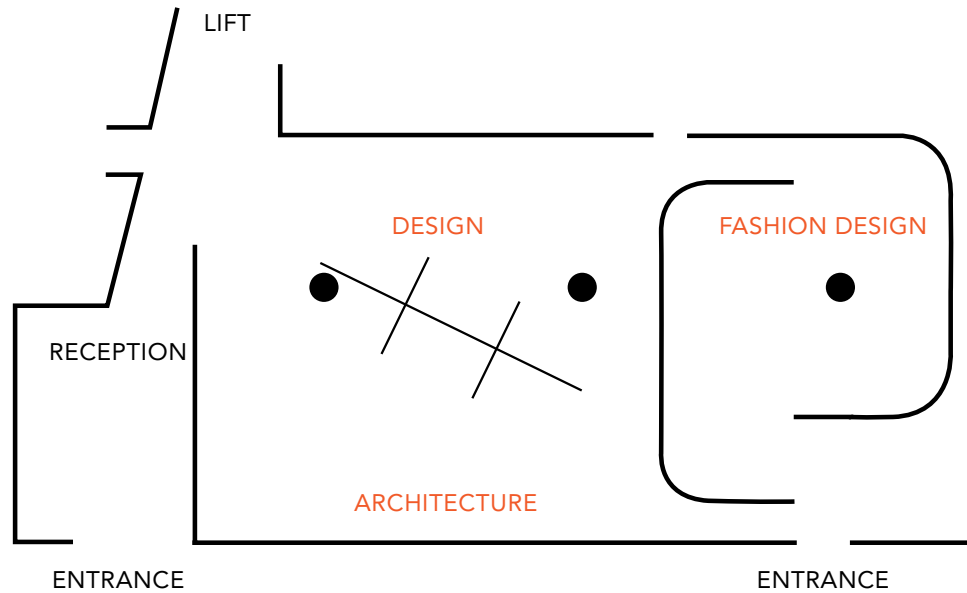
**MAX KUAN**  
BRAND | MAX KUAN

**TIMELESS  
ELEGANCE**

FALL | WINTER COLLECTION

The "Timeless Elegance" collection draws inspiration from the captivating charm and refined aesthetics of the iconic film "My Fair Lady." This collection artfully reinterprets the elegant styles of that era, infusing them with a contemporary flair. The garments exude an air of sophistication, featuring impeccable tailoring, luxurious fabrics, and meticulous craftsmanship. Flowing silhouettes, cinched waists, and graceful draping evoke a sense of timeless beauty. Delicate lace, intricate embroidery, and subtle embellishments add a touch of understated glamour. The collection captures the essence of enduring elegance, enveloping the wearer in a world of graceful allure and refined sophistication.

# MAP OF THE EXHIBITION



The graduation students of 2023 would like to thank to:

Prof. Carlos Sena Caires | Dean of the Faculty of Arts and Humanities

Prof. Nuno Soares | Head of the Department of Architecture and Design

Prof. Filipe Afonso | Supervisor of the Bachelor of Architectural Design

Prof. Filipa Simões | Supervisor of the Bachelor of Design

Prof. Filipa Martins de Abreu | Supervisor of the Bachelor of Fashion Design

Prof. Vincent Ho | Supervisor of the Design Prototypes

Prof. Gerald Estadieu | Supervisor of the Fabrication Lab

Prof. Sandra Ng | Senior Lecturer at the Faculty of Arts and Humanities

USJ's Technology and Operations Office

USJ's Communication and Public Relations Office

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FACULTY OF ARTS AND HUMANITIES  
UNIVERSITY OF SAINT JOSEPH

[www.usj.edu.mo](http://www.usj.edu.mo)

+853 8592 5600

Estrada Marginal da Ilha Verde, 14-17

Macau, China