



PEACHAYO

PEECHANA CHAYOCHAICHACHANA

MEDIA ARCHITECTURE PORTFOLIO 2025

architecture

projection-mapping

interactive-design

Peechana Chayochaichana



LANGUAGE

THAI Native
ENGLISH Advanced (C1-CEFR)
GERMAN Intermediate (B1-CEFR)

SOFTWARE SKILLS

Blender Rhinoceros
Unreal Engine Grasshopper
TouchDesigner SketchUp
Revit
After Effects
Photoshop Enscape
Lightroom Lumion
InDesign

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peachayo.com

EDUCATION

2022-PRESENT **BAUHAUS UNIVERSITÄT WEIMAR** Weimar, Germany
Master's Degree in Media Architecture (M.Sc.) GPA 1.23
2015-2020 **KING MONGKUT'S INSTITUTE OF TECHNOLOGY LADKRABANG** Bangkok, Thailand
Bachelor's Degree in Architecture and planning (B.Arch) *First Class Honours*
GPA 1.62

EXPERIENCE

2024 **URBANSOON GMBH & CO. KG** Bremen, Germany
Intern
2024 **CITY DIGITAL SKIN ART AWARD 2024** International
Top 30 Nominee
2023 **MEDIA ARCHITECTURE BIENNALE 2023 STUDENT AWARD** International
Top 3 Nominee
2020-2022 **FREELANCE ARCHITECT** Bangkok, Thailand
2020-PRESENT **GAAAP CREATIVE-PHOTOGRAPHY STUDIO** Bangkok, Thailand
Co-Founder
2019 **LABORATORY FOR VISIONARY ARCHITECTURE (LAVA)** Stuttgart, Germany
Intern
2018 **ARCHITECTURAL ASSOCIATION SUMMER SCHOOL** London, United Kingdom
Participant
2016 **THAILAND ARCHITECT EXPO 2016 (ASA EXPO 2016)** Bangkok, Thailand
Representative of King Mongkut's Institute of Technology Ladkrabang

A multidisciplinary creative at the intersection of **architecture, media-art, and photography.**

With a background in Architecture and extensive professional photography career,

I thrive on connecting human experience with architecture, from immersive physical spaces to digital environments, using art and technology as new ways of perceiving and experiencing architecture.



CONTEXT IS OVERVIEW

MEDIA

KAOHSIUNG MAIN STATION

PUBLIC ART DESIGN: FACADE PROJECTION AND MEDIA INSTALLATION

CHRONOPORTAL

CONCEPTUAL ART DIRECTION FOR MEDIA INSTALLATION

PARTICLE

FACADE PROJECTION MAPPING

(NON)HUMAN AQUARIUM

VIDEO ART WORK FOR MEDIA FACADE

DARKROOM

INTERACTIVE INSTALLATION

AURA

INTERACTIVE INSTALLATION

ARCHITECTURE

AA SUMMER SCHOOL AS A STAGE

ARCHITECTURAL PERFORMATIVE INSTALLATION

URBAN SPIRITUAL RETREAT CENTRE

BACHELOR'S THESIS | SPIRITUAL HEALTH CARE CENTRE

SMOSILP

KMITL ART STUDENT UNION

NATALEELA

NATIONAL AUDITORIUM AND CULTURAL CENTRE

NIRVANA

RESEARCH, DESIGN PROPOSAL FOR SUPER LUXURY HOUSING ESTATE

KAOHSIUNG MAIN STATION

PUBLIC ART AND INSTALLATION DESIGN

KAOHSIUNG, TAIWAN

GENIUS LOCI

FACADE PROJECTION MAPPING

2D PRODUCTION

studio HOUxLIN X URBANSCREEN

Art Director: Till Botterweck

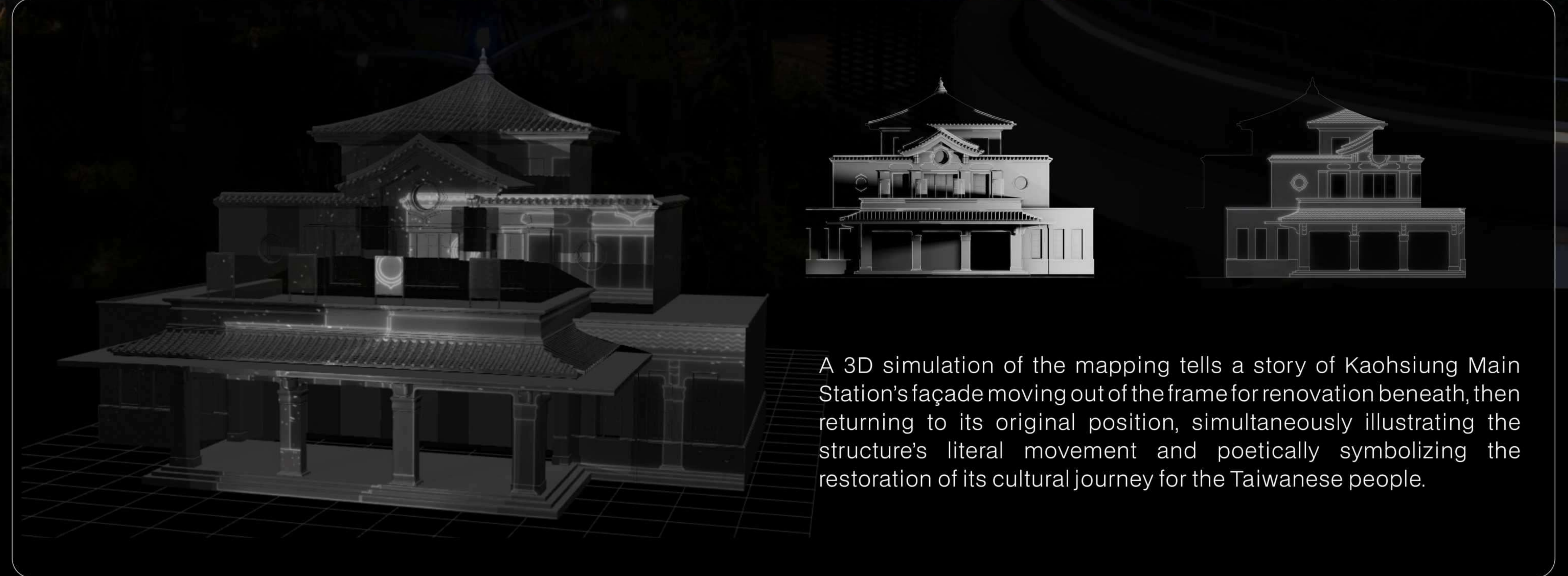
3D Modelling: Moritz Horn

2D Content: Moritz Horn, Peechana chayochaichana, Vanessa Kinder

3D Mapping simulation: Slava Romanov

Documentation: studio HOU x LIN





高雄車站
Kaohsiung Station

REAL-TIME MEDIA INSTALLATION

KAOHSIUNG, TAIWAN

IS EEE TIME

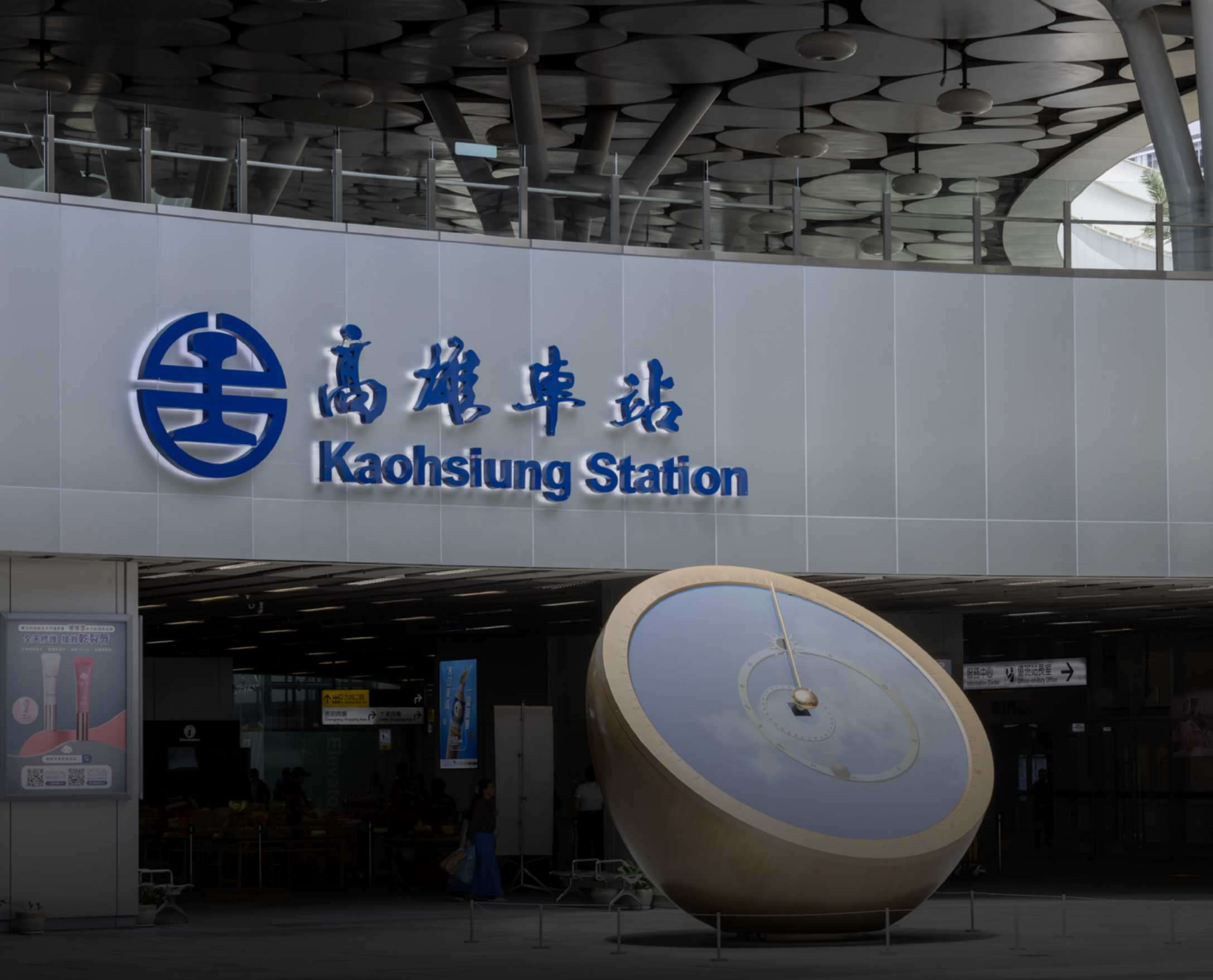
2D-3D PRODUCTION

studio HOUxLIN X URBANSCREEN

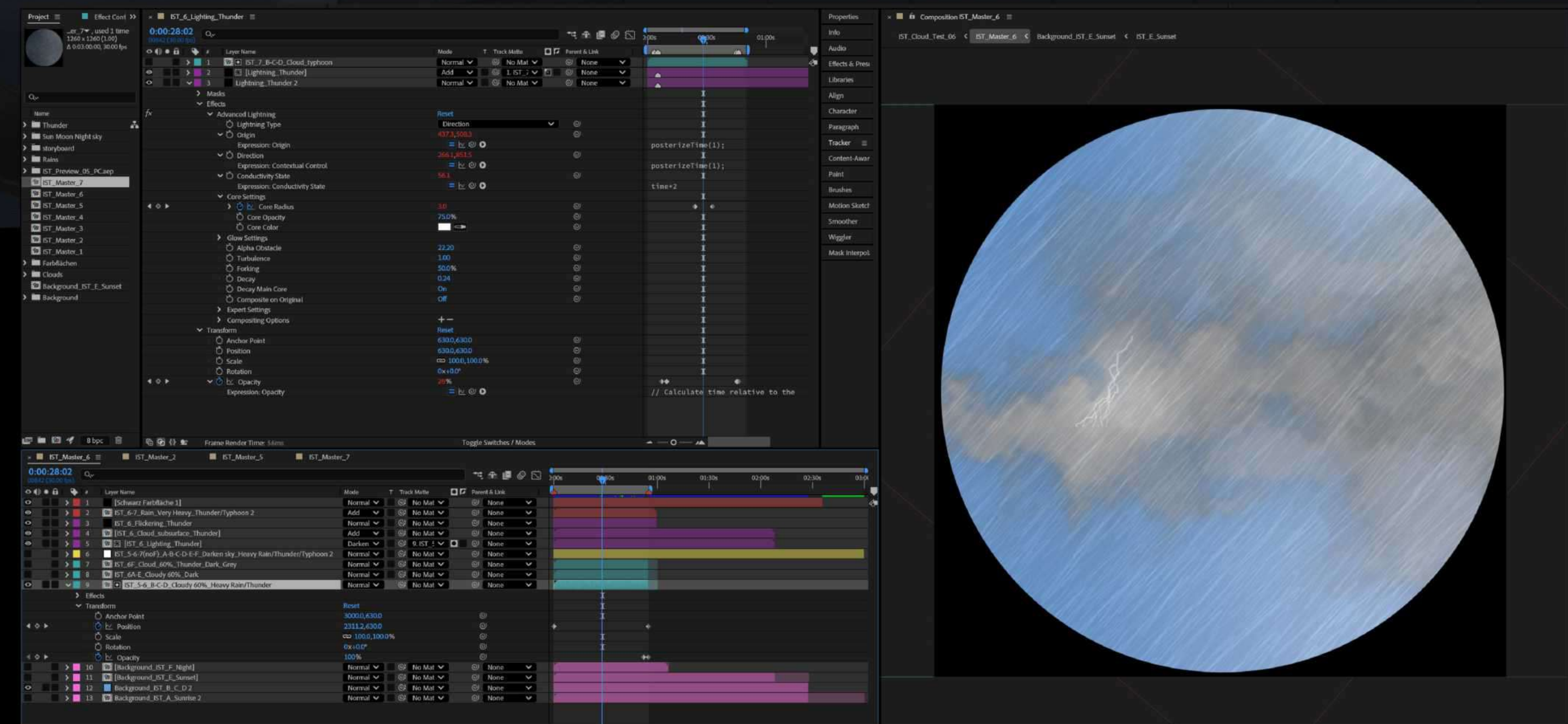
Art Director: Till Botterweck
Construction: studio HOUxLIN
3D Modelling: Moritz Horn, Peechana Chayochaichana
Clock face/elements design: Peechana Chayochaichana

3D Play-time Animation: Moritz Horn
2D Weather Content: Peechana chayochaichana
Programming Real-time clock system: Slava Romanov
Documentation: studio HOU x LIN





'I SEE TIME' not only as hours and minutes, but as cycles, movement, and atmosphere. This hybrid digital astronomical clock integrates real-time, location-based weather data through an API, combining a physical body and main hand with LED screen components. Ecliptic rings, day rings, and the sun and moon make time visible, revealing weather, day, month, and zodiac as layered rhythms, and unfolding a contemporary way of 'seeing' time



Looped weather animations represent seven local weather conditions, linked to a real-time clock system that pulls data from a local weather API to display animations matching the current weather.

Art Director: Till Botterweck, Majo Ussat
Concept, Visualizations: Moritz Horn, Peechana Chayochaichana, Lucas Hoge
Production: Moritz Horn, Slava Romanov, Vanessa Kinder, Lucas Hoge

CHRONOPORTAL

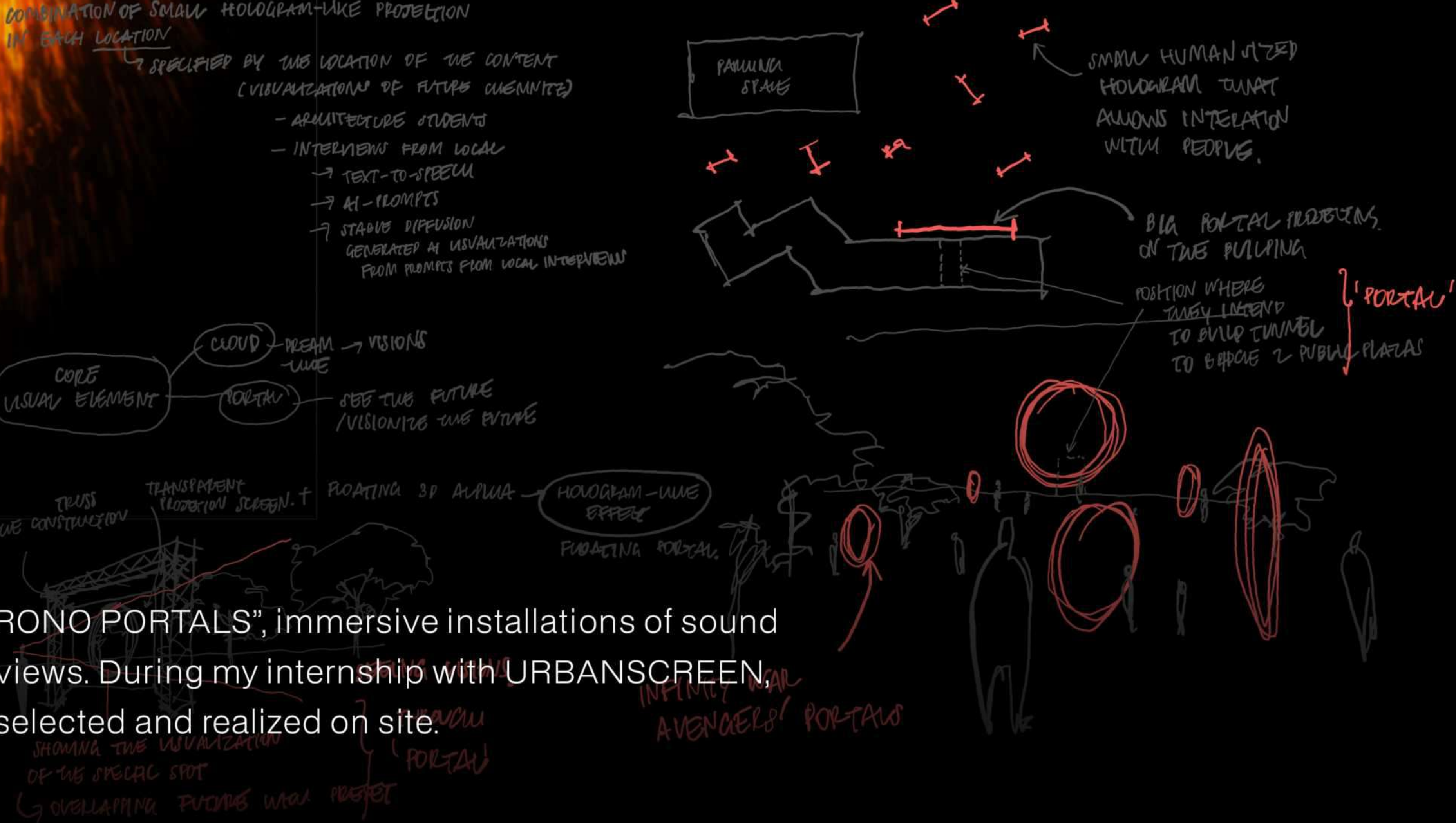
MEDIA INSTALLATION

CONCEPT

VISUALIZATION

LIGHT OUR VISION FESTIVAL 2025, CHEMNITZ

As part of the **Light Our Vision 2025** festival in Chemnitz, visitors explore possible future scenarios through “CHRONO PORTALS”, immersive installations of sound and imagery created from architecture students’ visualizations and AI-generated visuals prompted by local interviews. During my internship with **URBANSOON**, I contributed to developing and visualizing the concept into a festival proposal, which was selected and realized on site.



Supervisor:
Lea Brugnoli
Dr. Sabine Zierold

Music:
Reverse piano by Bastian Schmitt

Bauhaus Universität Weimar
Hochschule für Musik Franz Liszt Weimar

Particle explores the symbiotic bond between humans and architecture, imagining future living by observing behaviors that break conventional architect-guided norms.

Challenging the idea of "Architecture as Living Organism," it emphasizes organic flow, using fluid movements and particle systems to represent spaces as cellular structures.

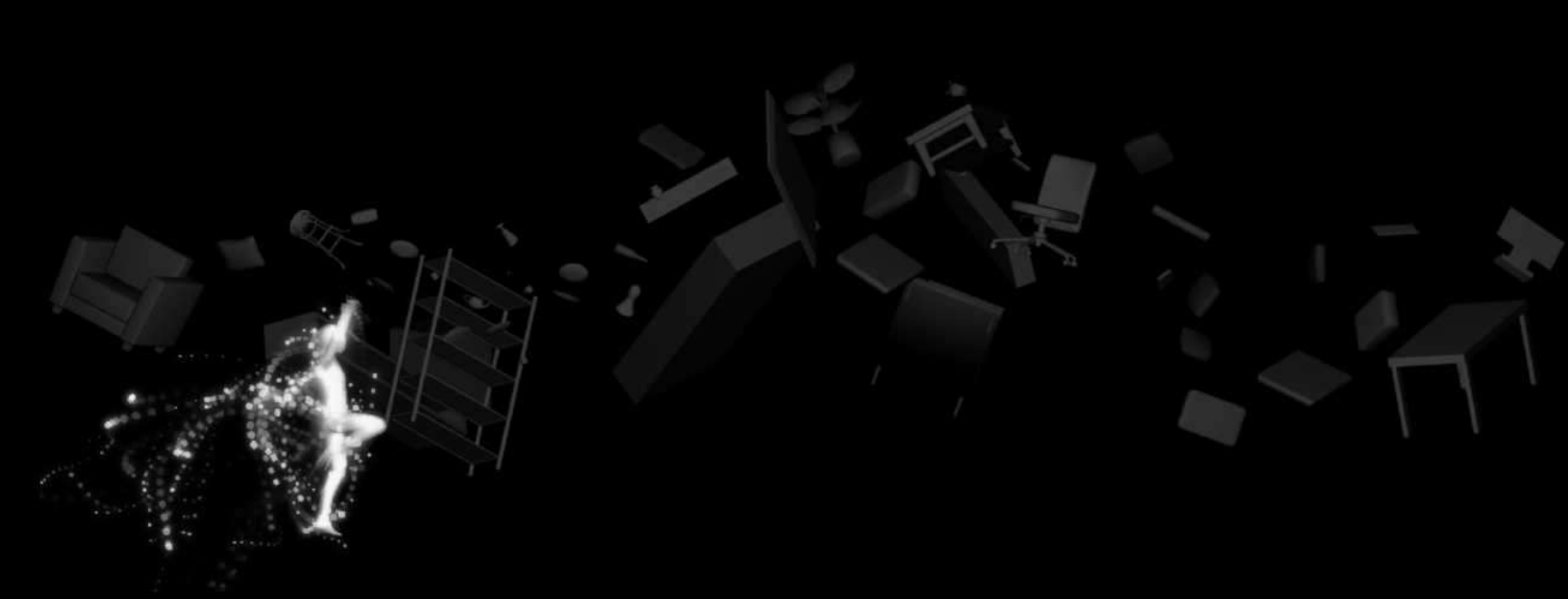
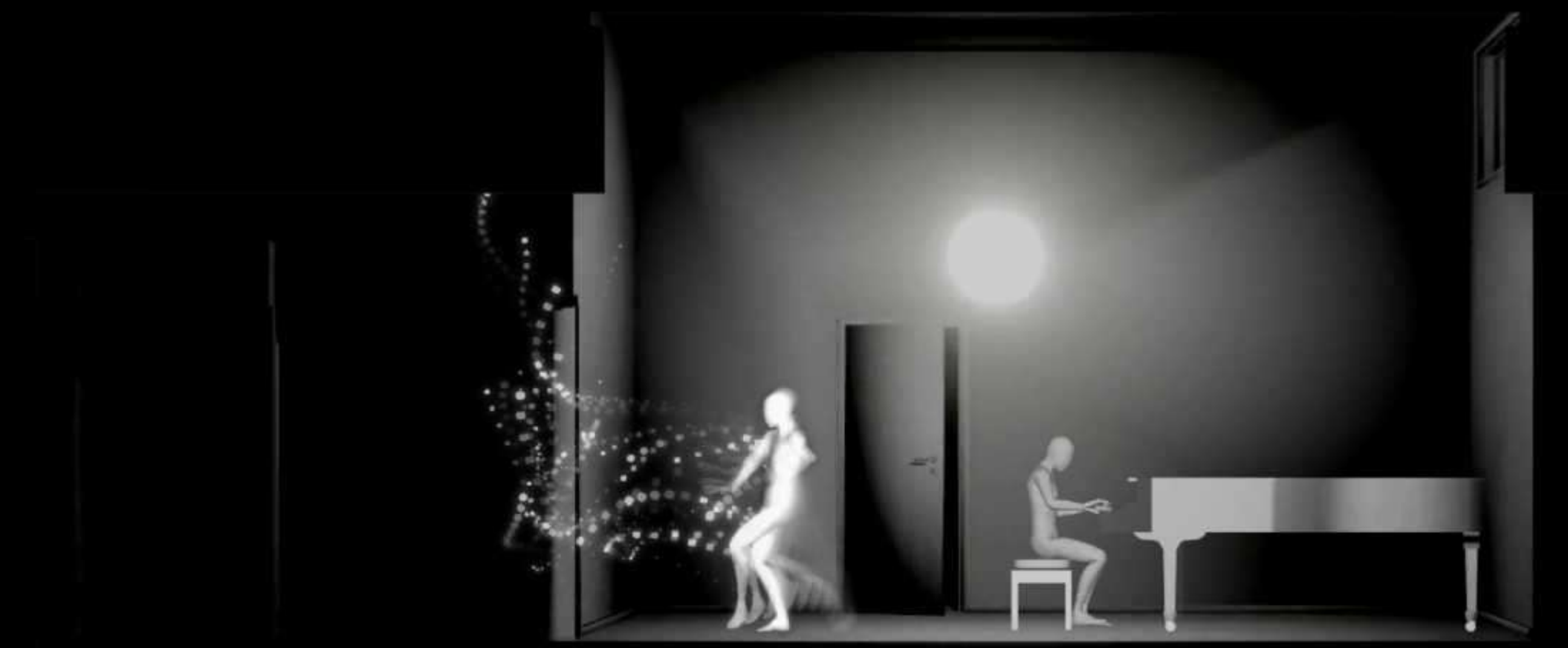
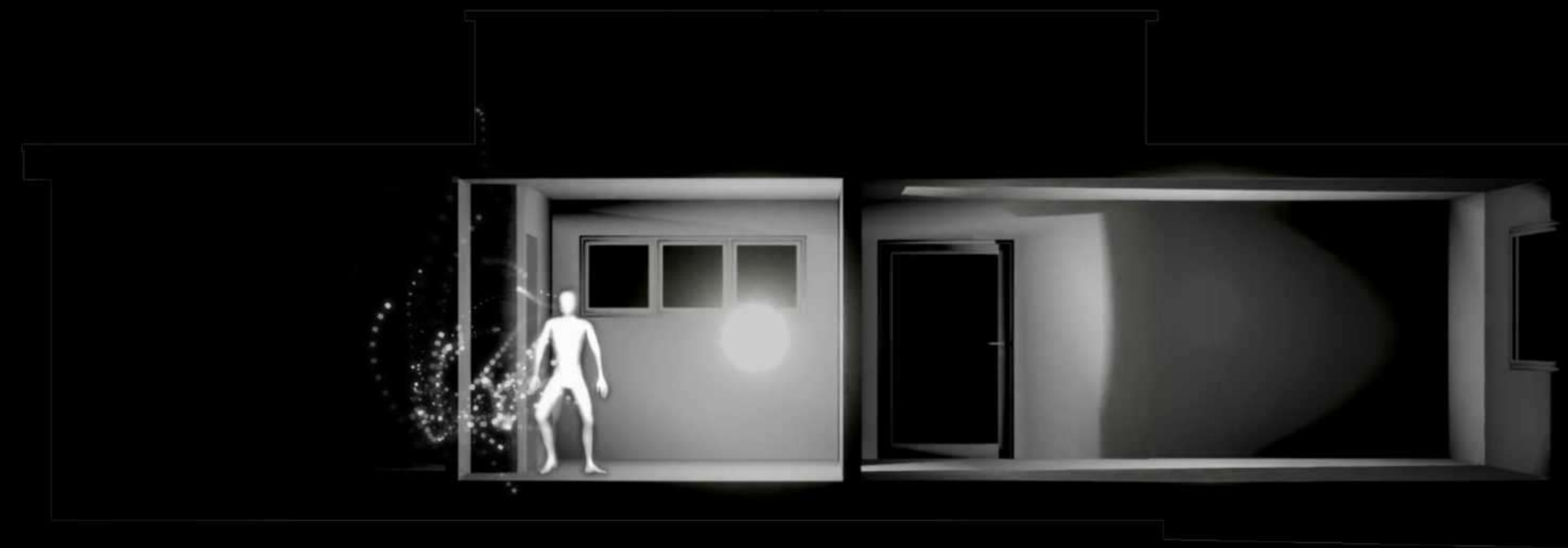
Inspired by Oskar Schlemmer's Triadisches Ballet, mechanical movement is incorporated, reflecting Bauhaus investigations into the body's connection with geometry, form, and spatial order.

PARTICLE

FACADE PROJECTION MAPPING

HAUS AM HORN, THE 100TH BAUHAUS EXHIBITION

2D-3D PRODUCTION

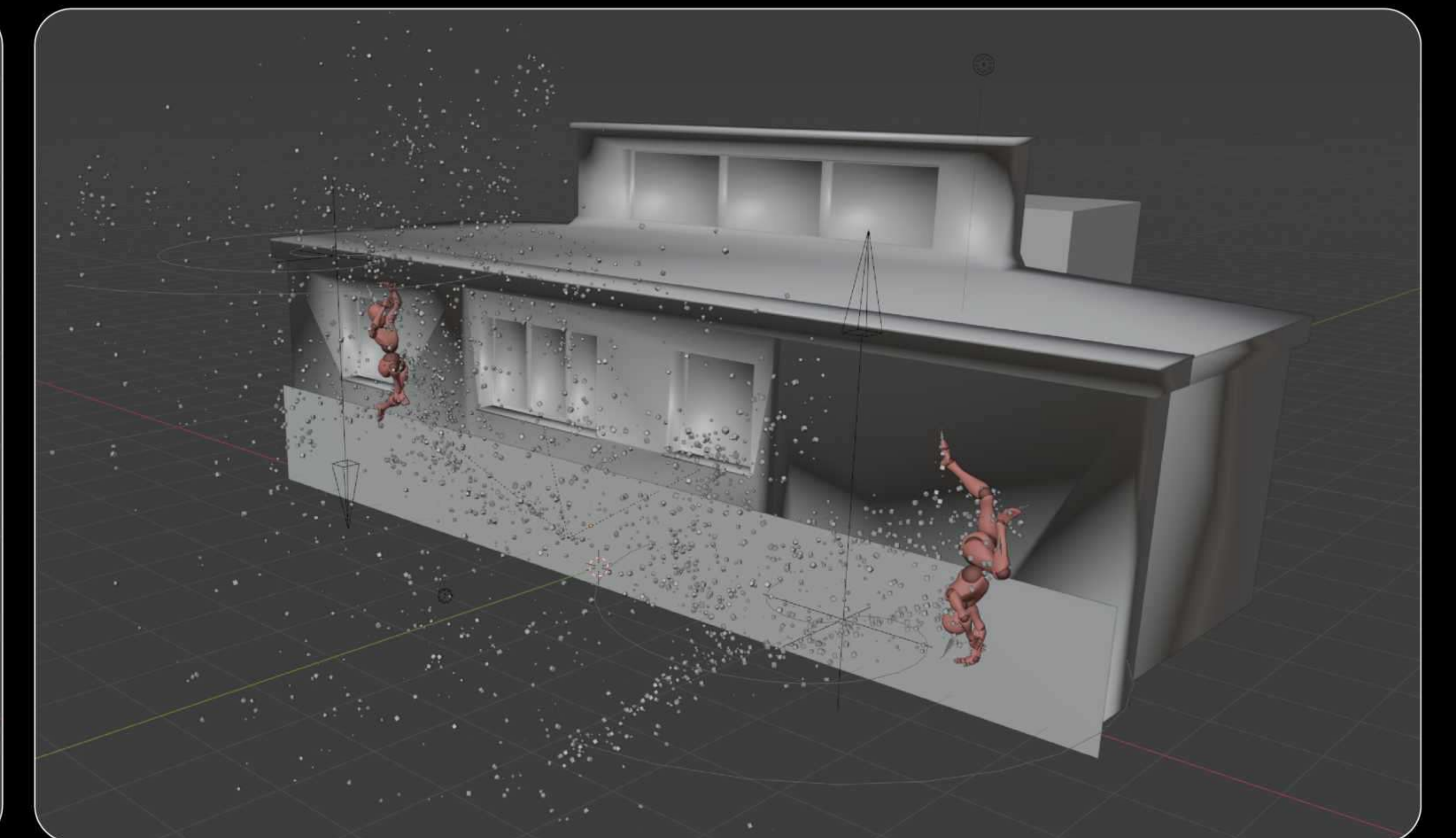
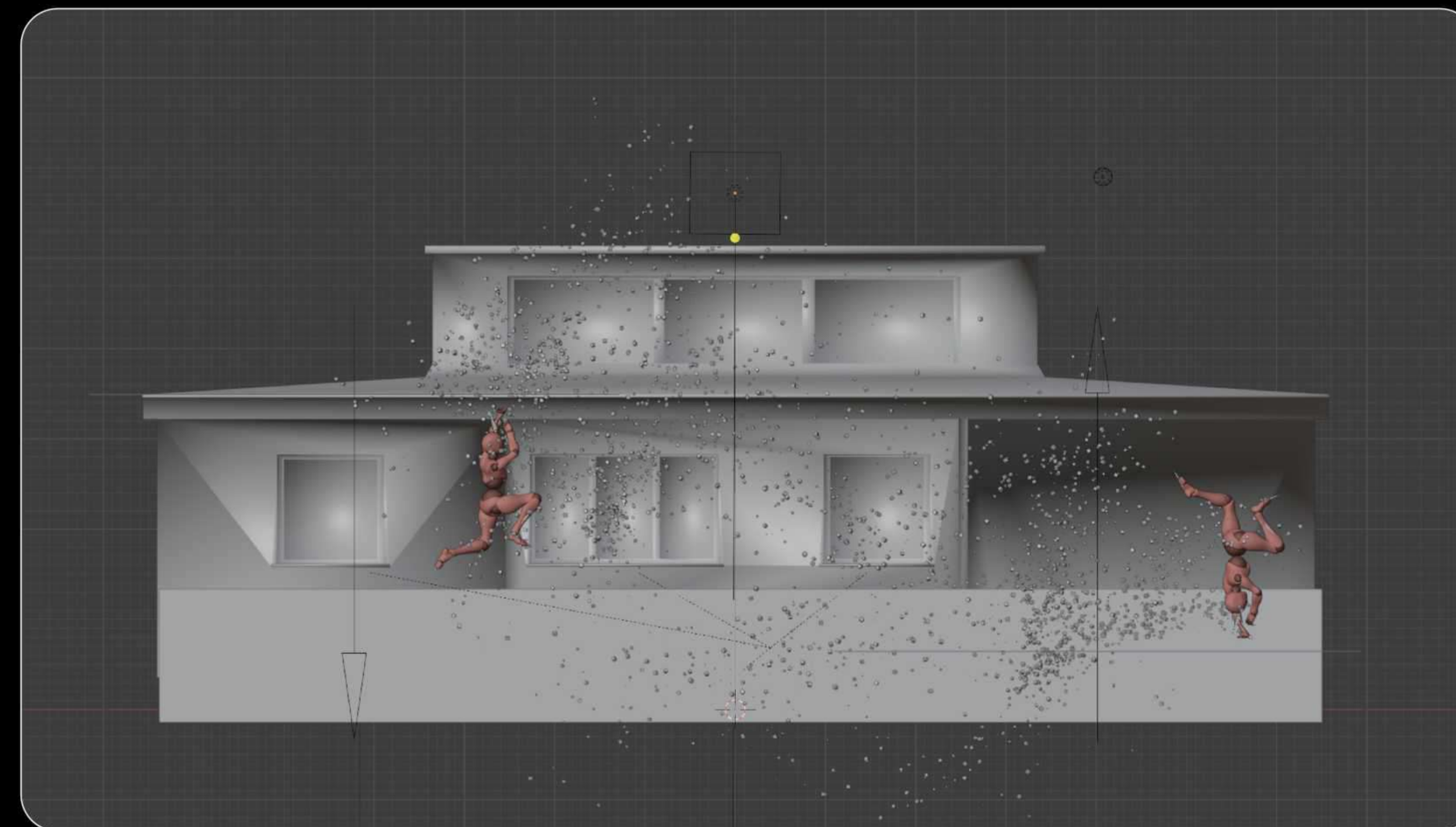


STORY BOARD

Different stages of movement portray the user's behavior in a space

Mechanical movement, inspired by Oskar Schlemmer's 'Triadisches Ballet', representing how a conventional architecture rule got reflected upon the user of the space themselves.

As particles start to overflow out of human body, rigid movement turns fluid, free interpretive dance throughout the whole space transcending across architect-guided norms.



NON/HUMAN AQUARIUM

MEDIA FACADE AT HANGZHOU WULIN PLAZA, CHINA

3D PRODUCTION

TOP 30 NOMINEE, CITY DIGITAL SKIN ART 2024



Mentor:
Susa Pop
Prof. Reinhard König
Carolina Garcia

Documentation: CDSA

Bauhaus Universität Weimar
Public Art Lab, Berlin
Nanyang Technological University
China Academy of Art

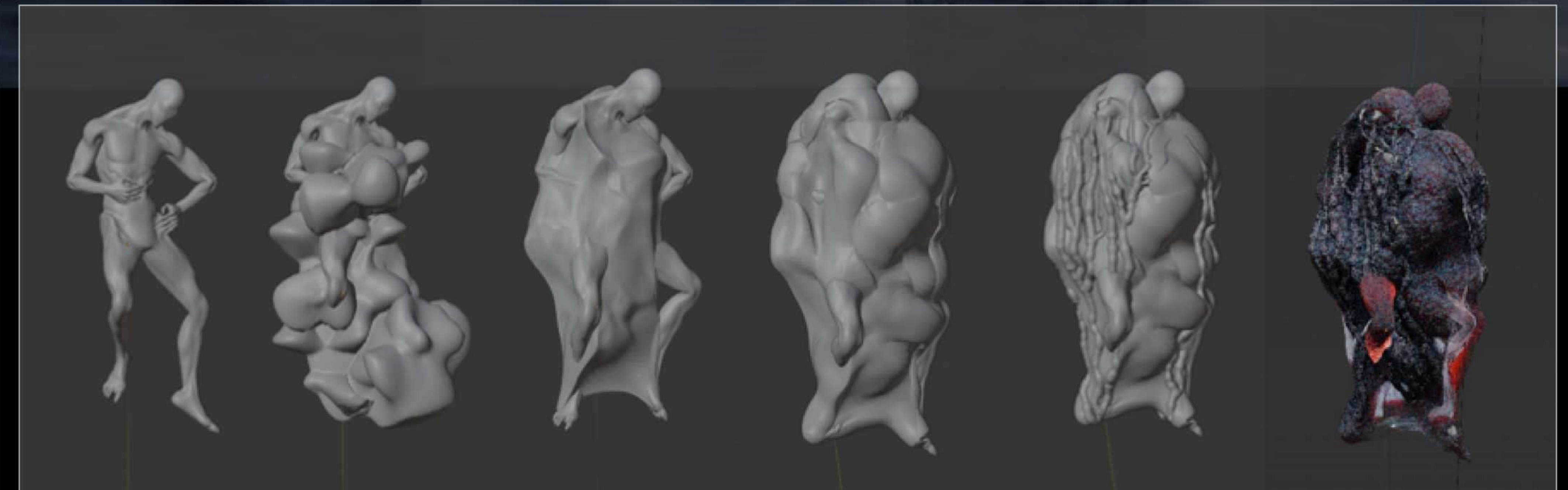


HANGZHOU WULIN PLAZA, CHINA

“(NON)HUMAN AQUARIUM” transforms the building’s central media façade into a visual illusion, using forced perspective to simulate a monumental aquarium embedded within the architecture. Through positioning and depth cues, the façade appears to open into a vast, lifelike tank inhabited by an imaginary organism. The result is the sensation of standing before a real, colossal aquarium, where the boundary between the built environment and an underwater world seems to dissolve.



The project uses an imaginary organism, symbolizing an assimilation of human and non-human life forms, as a lens to explore this new geological epoch. Envisioning possibilities emerging from places of resistance, “(NON)HUMAN AQUARIUM” offers a narrative of struggles and interconnectedness, inviting us to reconsider our place in the world within the broader and ever-evolving ecological framework



GEOMETRY NODE: DISPLACEMENT - SHRINK WRAP - SHORTEST PATH

DARKROOM

INTERACTIVE INSTALLATION

Supervisor:
Julius Winckler
Tamara Knapp

Bauhaus Universität Weimar

TOUCHDESIGNER

Darkroom brings analog and digital worlds into the same space. Inspired by the chemical movement of traditional film development, Analog photographs are reinterpreted through a shifting particle system.

As users interact with the particles, they themselves become the darkroom's "chemical substance," gradually merging with and altering the image. Through this artistic representation, the project blends human imperfection and the slow tactility of analog processes with the complexity of digital media.

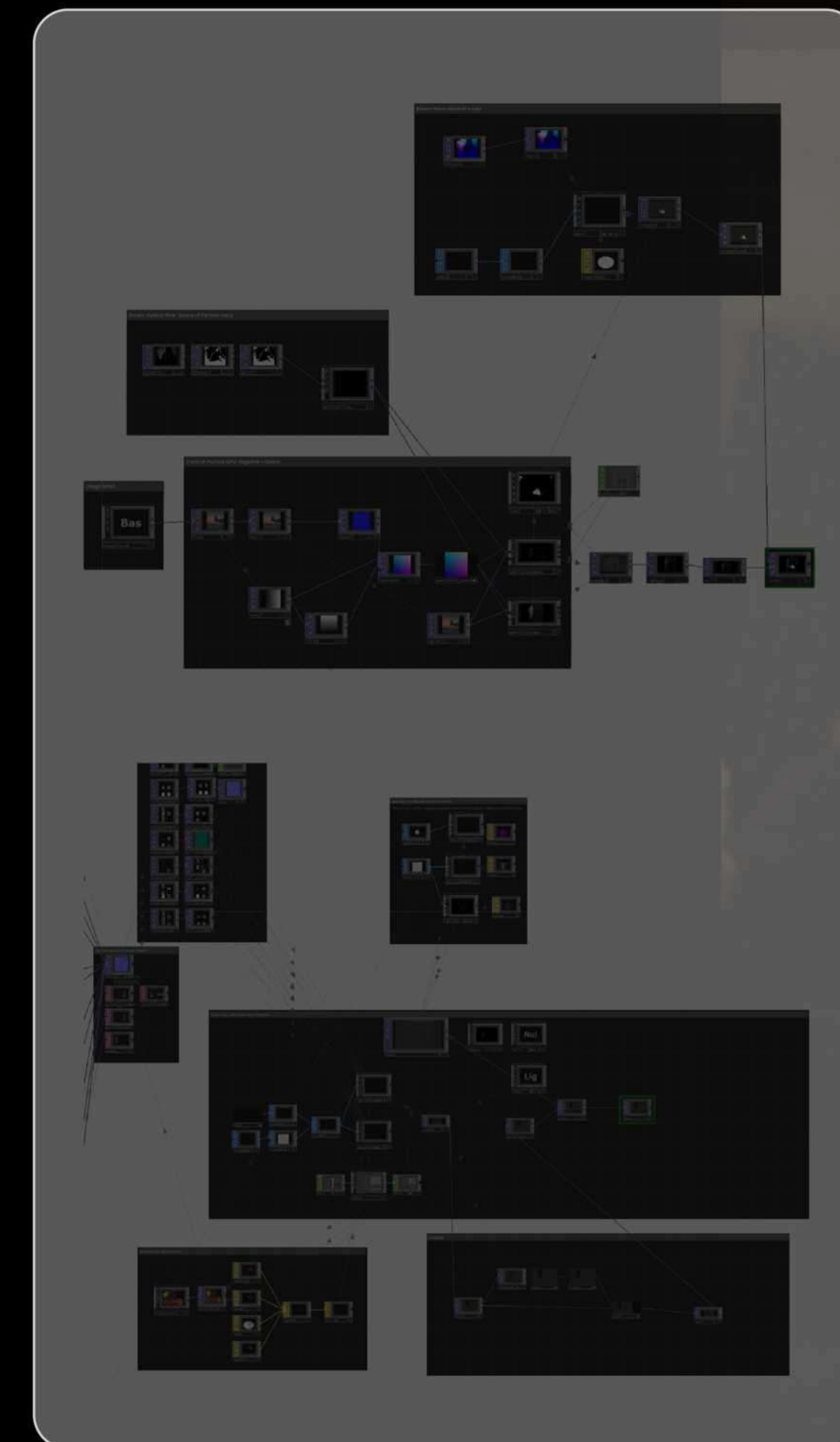


Image particles are generated from an **'Image Scrub'** folder of analog photos. **Kinect** tracks participants' movements, using their point clouds to create turbulence that drives the particles' motion. Over time, the particles gradually shift from negative tones into full colour.

Kinect

TOP 3 NOMINEE IN THE CATEGORY 'FUTURE TRENDS AND PROTOTYPES'
MEDIA ARCHITECTURE BIENNALE 2023 (MAB23) STUDENT AWARDS

AURA

INTERACTIVE INSTALLATION

PHYSICAL COMPUTING

PHOTOGRAPHY

Supervisor:
Prof. Dr. Mona Mahall
Dr. Sabine Yierold
Brian Larson Clark
Yelta Kõm

Bauhaus Universität Weimar

Aura is often described as a subtle field of energy that surrounds the body, briefly made visible through colour. Since the 1970s, photography has served as a tool to glimpse this “spiritual energy” and reflect on our inner states.

Drawing on the history of spirit photography—used to reveal unseen aspects of the body, time, and existence, this project embraces these often-dismissed practices and challenges what counts as legitimate “knowledge” within Bauhaus traditions. Hidden in the basement of Bauhaus-Universität Weimar, participants joined an aura photography and reading session using heart-rate sensing and colour interpretation to reflect on their body and soul.



The compilation of Aura photographs from the participants in the Aura session at Go4spring exhibition, Bauhaus-Universität Weimar and Cases of spaces exhibition, Berlin

Traditional aura photography turns bio-data into colour. This project reimagines that process with an Arduino Nano and heart-rate sensor, translating each participant's pulse into shifting HSV colours on LED strips. Through movement and long-exposure photography, they "paint" their own glowing aura, then join a reading session where I interpret what their colours may reveal about their inner state.

AA SUMMER SCHOOL AS A STAGE

ARCHITECTURAL ASSOCIATION LONDON, UNITED KINGDOM

ARCHITECTURAL DESIGN

Tutors:
Benjamin Groothuijse
Caspar Frenken
Korbinian Kainz

Architectural Association, London, UK

PHYSICAL MODEL

Team:
Peechana Chayochaichana,
Cemre Basak Cecen, Dilan Senocak,
Jaehee Ahn, Jose Ramon Rodriguez,
Joshua Lee, Joshua Lee, Kai Lin,
Micaella Costa, Shreya Nambiar,
Sindhu Chandrashekar,
Sonja Trajkovic, Vitul Agarwal,
Xinchao Lin, Yuan Xu, Ziqing Becky Xu

PERFORMANCE DIRECTION

Interpreting a three-week workshop program situated within the AA as a collective performance, the existence of the AA acts as the stage. Throughout the summer school, the play continued with all the participants as performers.

Reimagining the AA's premises as a stage by means of a retroactive set design for the summer school itself. It played out within the theatre of a single room: our studio space.

AS A STAGE



1:5 PHYSICAL MODEL OF THE STUDIO SPACE

- physical 1:5 model making of the space within the studio space itself

AA DIPLOMA UNIT 10 STUDIO

Deploying the production of a 1 to 5 theatre model as a device for observing and articulating particularities of the space, we constructed an image of our studio. Drawing from collective experience, common elements deemed requisite to the everyday of the studio space were incorporated to create a synoptic whole.

AA SUSTAINABLE
ENVIRONMENTAL
DESIGN STUDIO

In the process, the construction itself became the performance, with the model as the main protagonist, engaging with new situations and audiences. As such, changing venues for presentations caused new fragments and objects to enter the scene, coming to represent a multitude of places in one.

FIRST YEAR STUDIO

In a final move, 1 to 1 fragments were placed back into the space of the school to become part of a new narrative authored by the audience itself.

Setting the scene for a re-enactment of the studio work in three acts, the last one written as it happened a play within a play, a summer school within a summer school.

The 1:5 scale model is reconstructed once more, this time incorporating fragments from the previous interim review space. The result is a hybrid environment, an overlapping amalgamation of three spaces at different scales, unfolding as a play within a play.

a performance of re-constructing the 1:5 model and bringing some 1:1 real objects as fragments of the studio space into the new space.

Audiences watch the reconstruction of a 1:5 scale studio model, perceived through forced perspective as a full-scale room. The illusion is intriguingly disrupted by the presence of a real 1:1 human, creating a moment of perceptual confusion between model and reality.

ARCHITECTURAL DESIGN

URBAN SPIRITUAL RETREAT CENTRE

BACHELOR'S THESIS

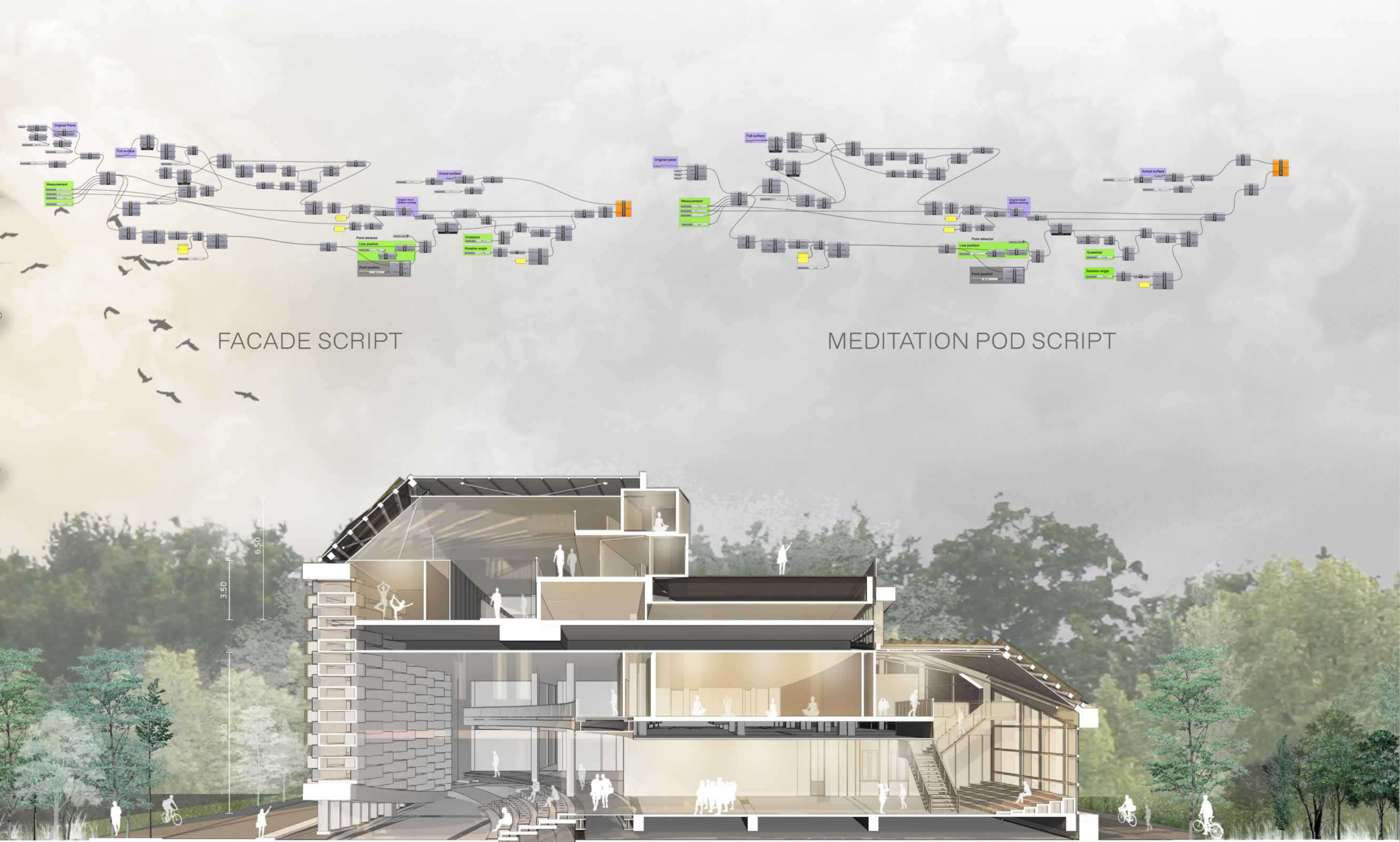
Supervisor:
Asst.Pongsant Suwannachot

King Mongkut's Institute of Technology Lat Krabang

The progressively rising amount of the Non-religious challenges a collective belief in Thai society, where Religion plays a major role in nearly every aspect, especially in 'spiritual' senses.

This thesis has explored a newly-interpreted spiritual retreat centre for both current and future city-dwellers regardless of one's religion.



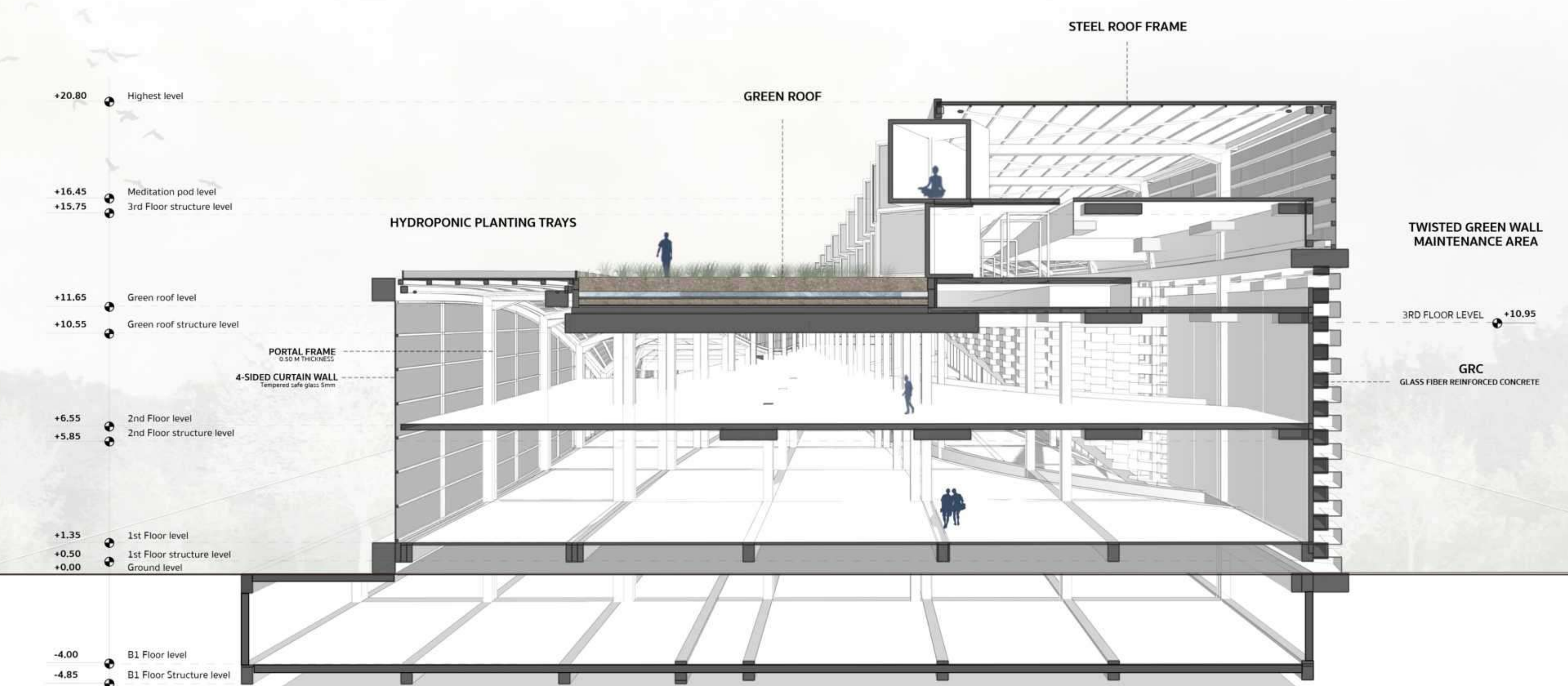


FACADE SCRIPT

MEDITATION POD SCRIPT



ARCHITECTURAL SECTION



STRUCTURAL SECTION

ARCHITECTURAL DESIGN

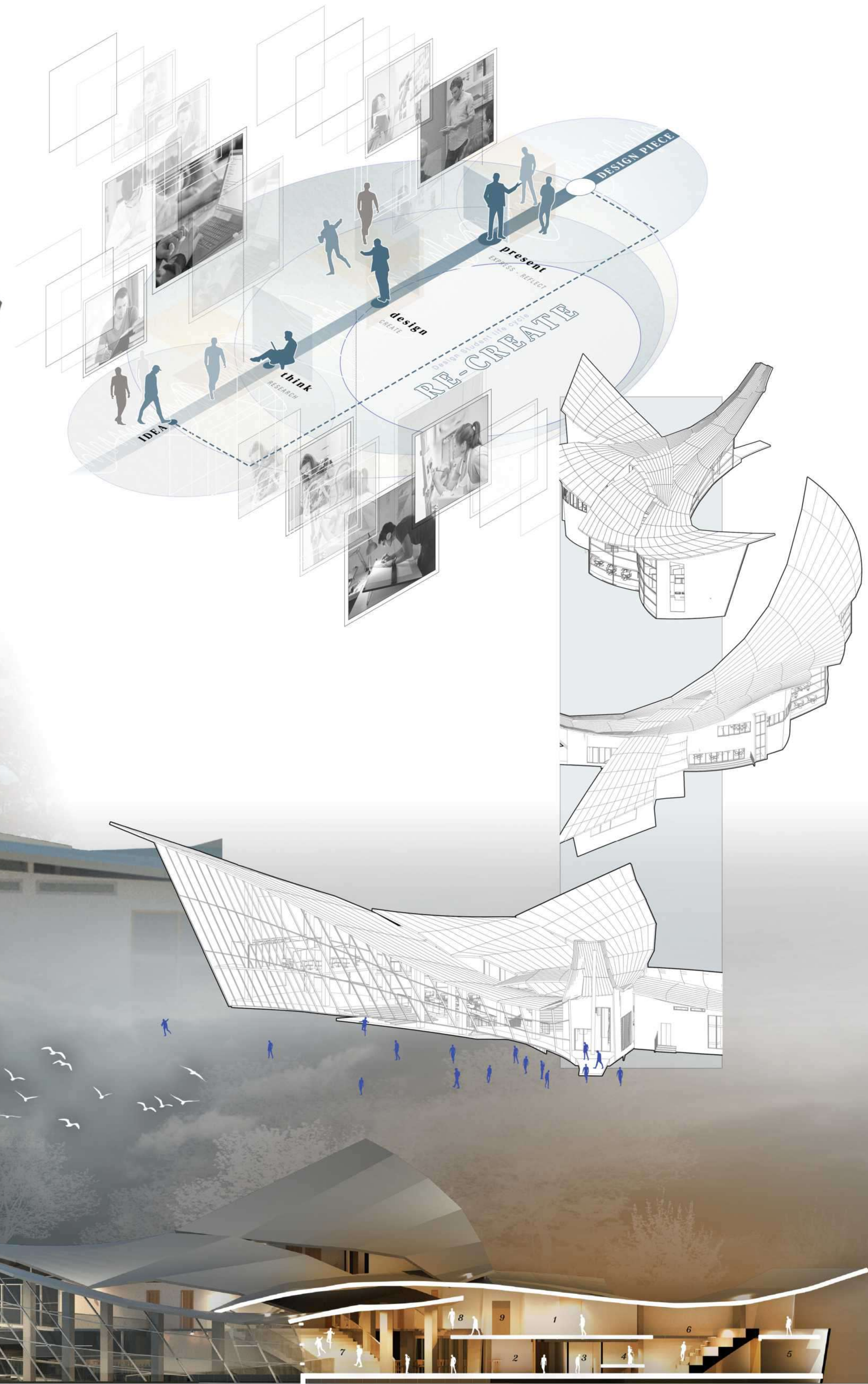
SMOSILP

KMITL ART STUDENT UNION

Supervisor:
Asst. Prof. Sarawut Danudomki

The Student Union Centre shapes students' skills and character by fostering collaboration and idea exchange, essential for a future design career.

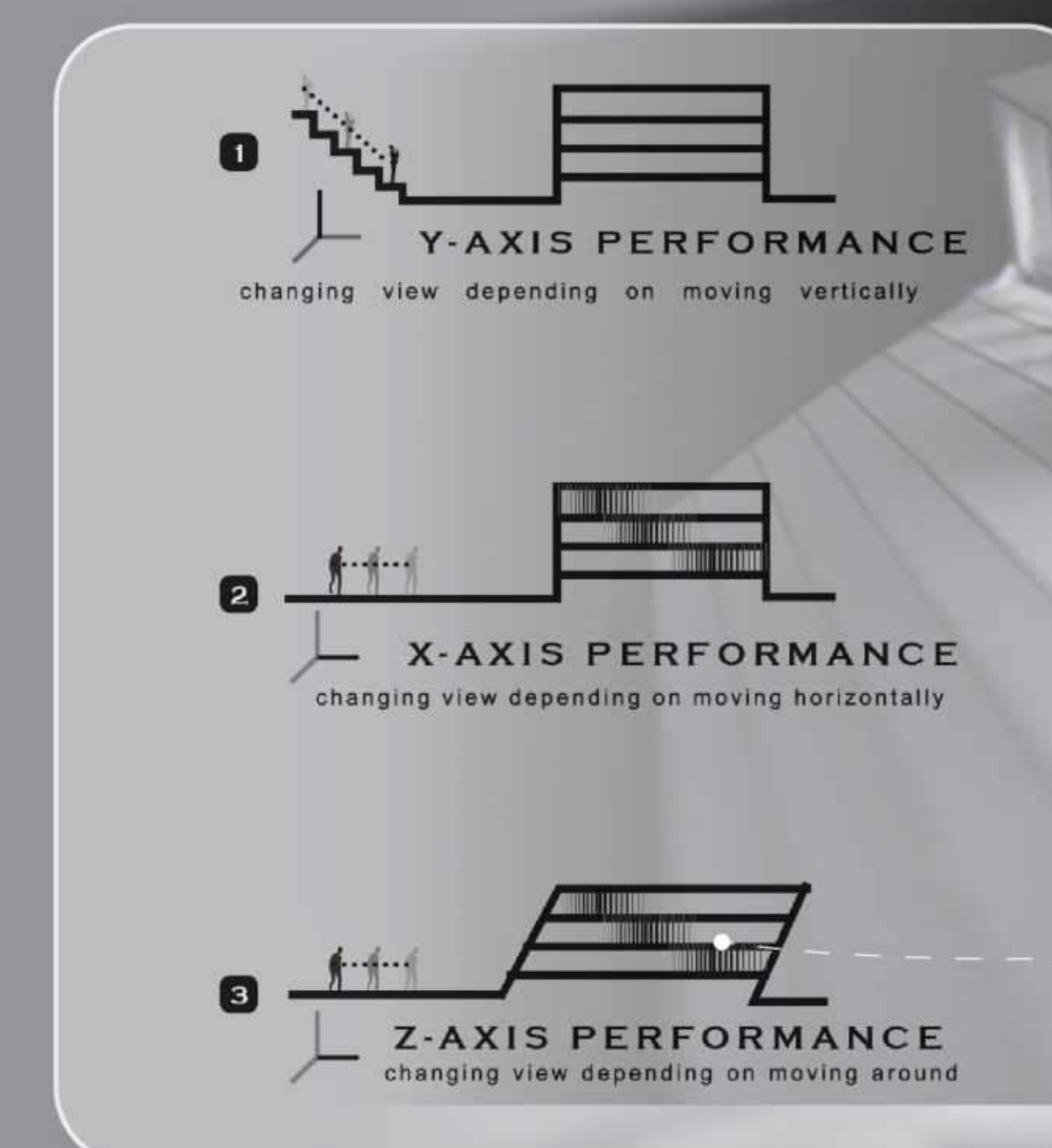
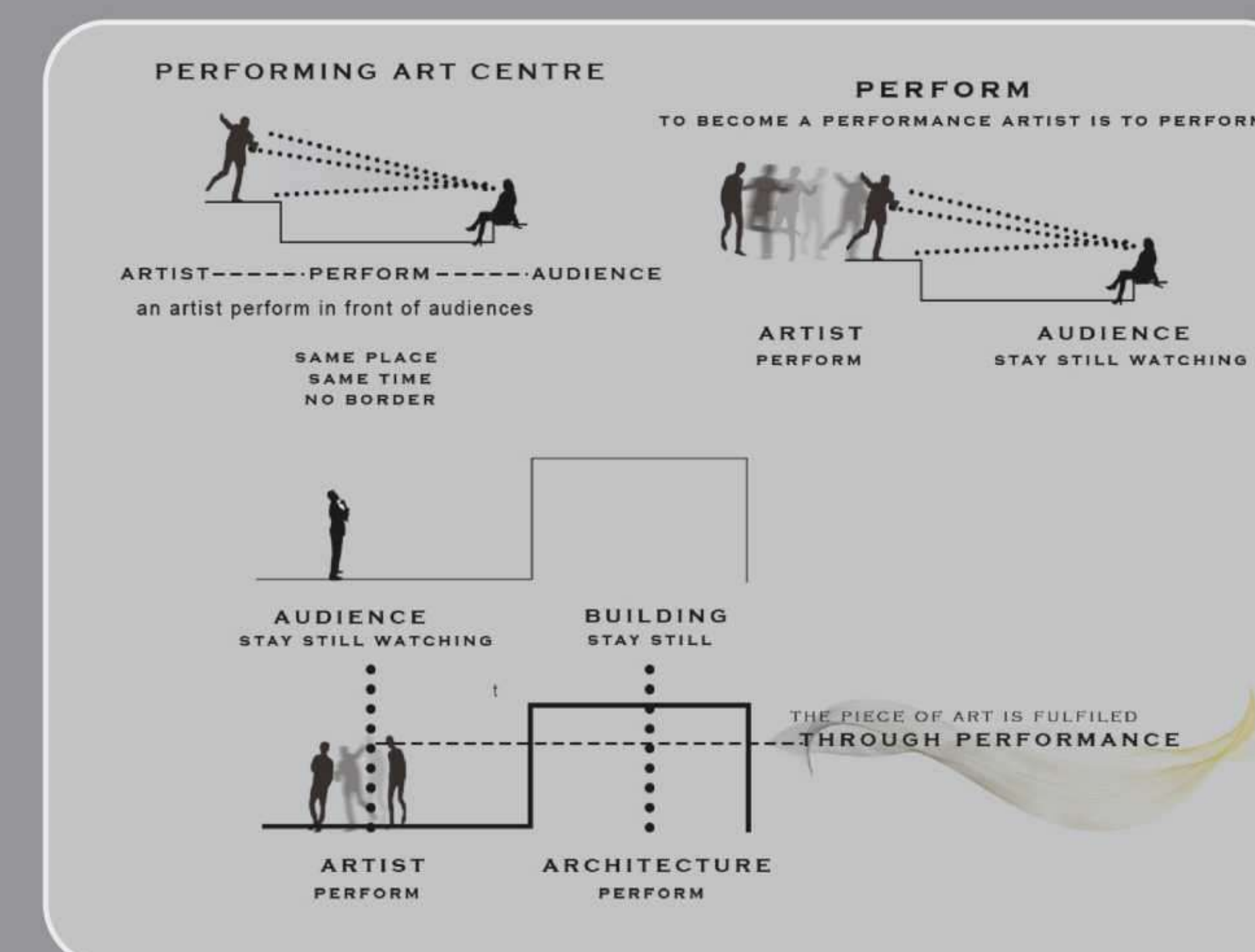
Creating art requires imagination, content, and storytelling, much like becoming a skilled designer. Students develop abilities over time, and this project mirrors that process through its architectural massing, reflecting the evolution of a student into a designer.



ARCHITECTURAL DESIGN

NATALEELA

NATIONAL AUDITORIUM AND CULTURAL CENTRE



MASS DEVELOPING CONCEPT



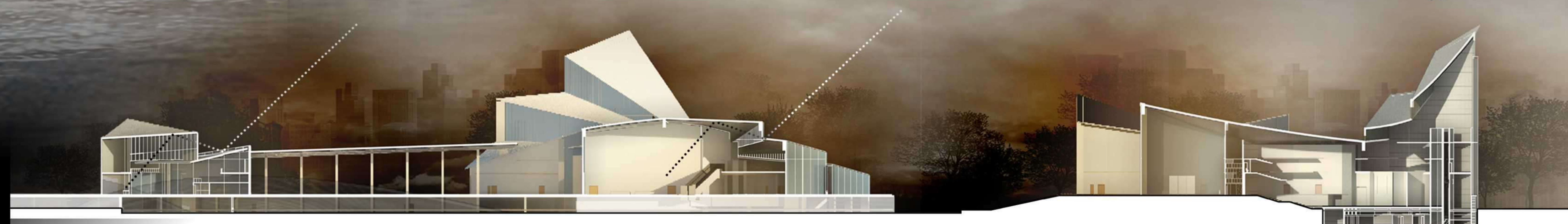
Sabai, a garment element in traditional Thai dance 'Nataleela'. With its soft creases and light, reflective silk, the Sabai creates a delicate visual effect that evolves with every movement, revealing different expressions of beauty from each angle.

PHYSICAL MODEL

Supervisor:
Asst. Wanatsuda Chaimontri

In performing arts, stillness gives way to movement. Architecture extends this idea through optical illusion, inviting audiences to become part of the artwork as patterned façades create the perception of motion while remaining physically still.

Named after Nataleela, one of Thailand's most significant performance traditions embodying the nation's cultural identity, the project draws inspiration from its expressive elements. It explores mass and form as performing art, constantly shifting through the visitor's point of view.



ARCHITECTURAL DESIGN

VISUALIZATION

NIRVANA

SUPER LUXURY HOUSING ESTATE

Architects:
Peechana Chayochaichana
Phanthira Pornlerdpitayakul

Aiming to become the largest super-luxury housing estate in Bangkok, the project spans 391,340 square metres in a residential area of Samut Prakan. The overall design targets modern lifestyles, setting it apart from other luxury residential developments on the market. This is a real-estate pre-design project, in which I conducted market and site research and developed a design program to present to clients as a proposal.



MASTER PLAN

SIZE S	65 Unit
-Usable Area	550 sq.m.
-Land Area	700-800 sq.m.
SIZE M	50 Units
-Usable Area	650 sq.m.
-Land Area	1000-2000 sq.m.
SIZE L	63 Units
-Usable Area	950 sq.m.
-Land Area	2,000-2,600 sq.m.
SIZE XL	9 Units
-Usable Area	1,350 sq.m.
-Land Area	6,600-3,500 sq.m.

