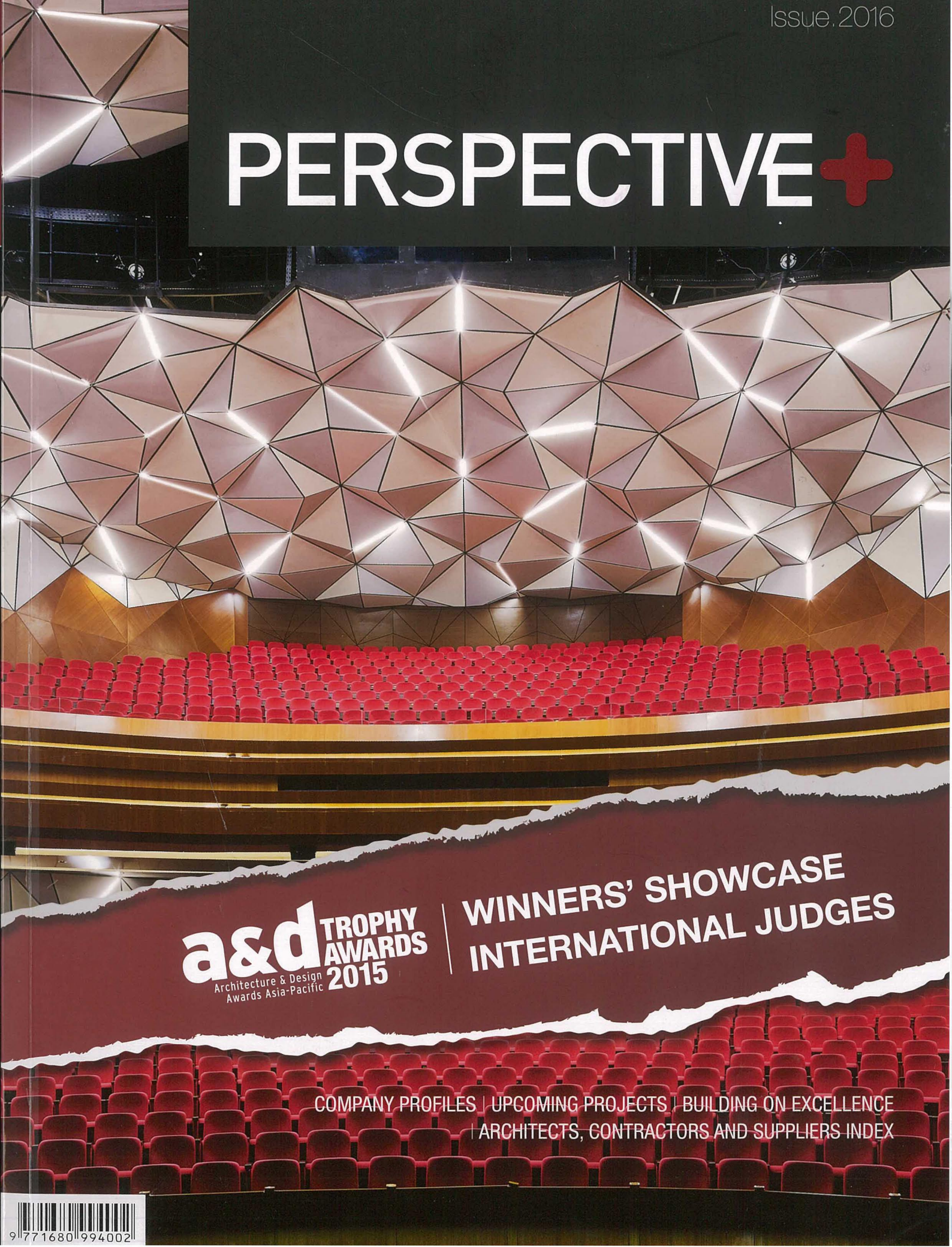


# PERSPECTIVE+



**a&d** TROPHY AWARDS 2015  
Architecture & Design Awards Asia-Pacific

WINNERS' SHOWCASE  
INTERNATIONAL JUDGES

COMPANY PROFILES | UPCOMING PROJECTS | BUILDING ON EXCELLENCE  
ARCHITECTS, CONTRACTORS AND SUPPLIERS INDEX

## THE BEST OF 2015

For the first time in the history of the A&D Trophy Awards, four sector-level Best of the Best Trophies have been awarded for Architecture, Interior Design, Product Design and Students. These are this year's winners, which represent the very best of the architecture and design industry in Asia-Pacific in the past year.

### Professional Architecture

#### Trophy

**Company:** The Oval Partnership

**Project:** Sino-Ocean Taikoo Li Chengdu

**Client:** Swire Properties, Sino-Ocean Land

**Location:** Chengdu, China

**Design team:** Dr Lin Hao, Rique de Almeida, Ray Wong, Ronghao Li, SW Kwok, Peaker Chu

\* See page 60



### Professional Interior Design

#### Trophy

**Company:** One Plus Partnership

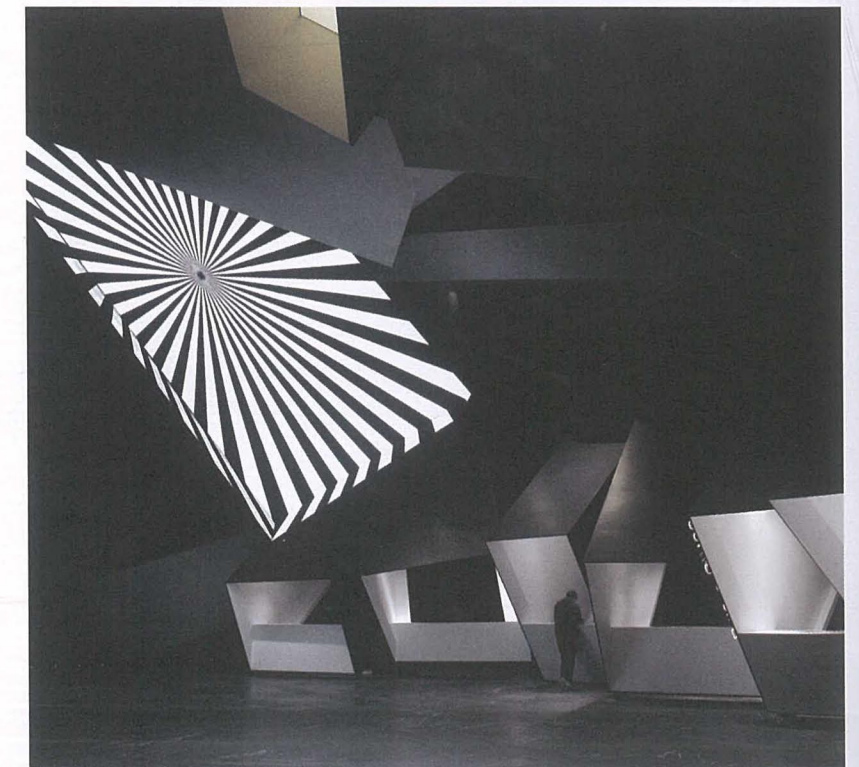
**Project:** Exploded Cinema

**Client:** Hubei Insun Cinema Film

**Location:** Wuhan, China

**Design team:** Ajax Law Ling Kit, Virginia Lung

\* See page 66





# Best Commercial, Retail or Office

## Best of Category

**Company:** One Plus Partnership

**Project:** Exploded Cinema

**Client:** Hubei Insun Cinema Film

**Location:** Wuhan, China

**Design team:** Ajax Law Ling Kit, Virginia Lung



The interior design of the cinema is not only about fulfilling functional needs, as it also functions as a spatial experience to improve the overall experience, rather than just providing a space in which to watch movies. Even in the age of online streaming and DVDs, the cinema provides a unique experience in which the audience literally enters the world of movies, thereby influencing the notion of cinema design.

The 'Exploded Cinema' is a jagged, challenging interpretation of the interiors of a cinema which has literally become part of an exciting action movie. Three-dimensional boxes of varying sizes and shapes; the floor is the only flat surface, with walls and ceilings alike interrupted by sharply angled blocks protruding from every nook and cranny.

Black and white engulfs the perimeter, conveying a hint of the futuristic, sometimes oppressive feeling of solitude that permeates disaster movies. Rectangular-shaped concessions and kiosks incline with assorted angles, camouflaging themselves against the broken background, bringing to mind impressions of a meteor shower in space or debris left behind after a period of chaos.

On the ceiling above the concession is a rectangular LED box, which plays movie clips or dynamic graphics. Black marble tiles with white veins make up the floor, which is supposed to be a two-dimensional feature but is filled with three-dimensional geometric graphics, as if they are a multifold of rectangular boxes emerging from the ground.

Along the corridor, the vibe of disaster movies lingers. Several three-dimensional white-coated metal pillars grow in different directions, looking like remnants of buildings which have been destroyed. In the washroom, pillars elongate from the ceiling, minimising the room space to create a sense of pressure. Square wash basins look like debris as well, while grey boxes made of sound absorbing material cover the walls and ceiling of the auditoriums.

