

Clara Choo

# Portfolio.

Selected Landscape Architecture Works (2022-2025)

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(2025)**

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Other Works

# 01

## Among Others



Among Others transforms an enclosed garden in the heart of Yishun into a portal that redefines our relationship with the species we call “pests”—rats. It proposes a fifth nature of Co-living, reimagining Singapore’s reserved lawns as habitats that embrace the city’s entanglement between cleanliness and contamination.

The project challenges Singapore’s long-standing “clean and green” nature, which has bred hostility toward synanthropic life. Our architecture and waste perpetuate rats even as we try to eradicate them, and evidently, harsh extermination has only bred resilience. Instead of waging war on our creation, Among Others reframes rats as urban citizens, participants in the city’s metabolism with a right to exist and exercise their agency.

The garden functions as a self-regulating ecological loop shaped by rats’ behaviour and their natural predators. Two state-owned lawns form this system: the Nest Zone, which consolidates rat habitation, and a Food and Predation Zone, implementing planting strategies and predator-attracting elements.

Ultimately, the enclosed garden becomes a living theatre of shared urban survival, a space where the boundaries between human and non-human life are not erased, but renegotiated.

# Urban Cohabitants: Rats

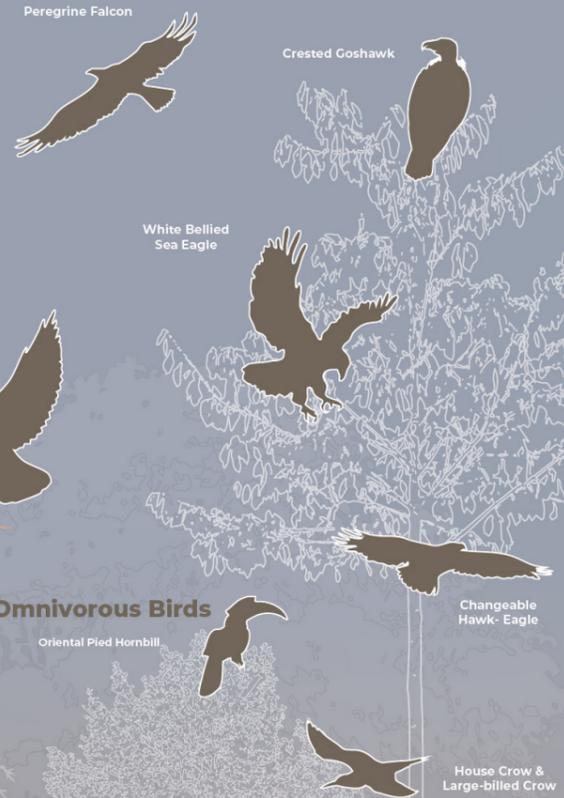
## Brown Rat Rattus norvegicus

Lifespan: 2 years

### Activity



### Predators Birds of Prey



### Function & Senses

#### Hearing

Hearing range 250Hz to 80kHz



#### Touch

- Whiskers indicate proximity, enabling orientation.
- Move adjacent to walls & edges to guide them.



#### Teeth

Need to constantly gnaw to wear incisors (grows continuously) down.



#### Sight

- Poor Vision (20/60) & depth perception.
- Sensitive to light & shadow.



#### Smell

Heightened sense of smell.



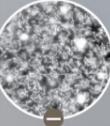
### Impacts

#### Rat-borne diseases

Murine typhus



Leptospirosis



#### Ecological effects

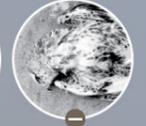
Seed dispersal



Soil aeration



Ecosystem disruption (secondary poisoning)



### Habitat & Dwelling

#### Likes

Near a vertical urban surface (eg. wall)



Under a flat urban surface (eg. pavement)



Under overhead shrubbery



### Extermination

Poisoning



Rat traps & Culling



Clearing Burrows



#### Dislikes

Construction (vibrations & noise)



Bright lights (eg. street lamps)



Mint & Pepper Plants (Scent)



Communicating Best practices (gathering feedback on rat sightings).



Coordination (between stall owners, residents & gov't agencies).



RatFix Campaign



### Needs & Diet Food source

Human-generated food waste is their biggest food source in urbanised Singapore, they like to nest near these stable food sources.

They also commonly consume fruits & vegetables found in community gardens.

Cucumber



Banana



Soybean



Sweet potato



### Omnivorous Birds

Oriental Pied Hornbill



House Crow & Large-billed Crow



### Ground dwelling Reptiles & Mammals

Striped Bronzeback



Monitor Lizard



Reticulated Python



Cat



Able to jump (0.8m max) & climb.

Able to enter into small gaps & holes.



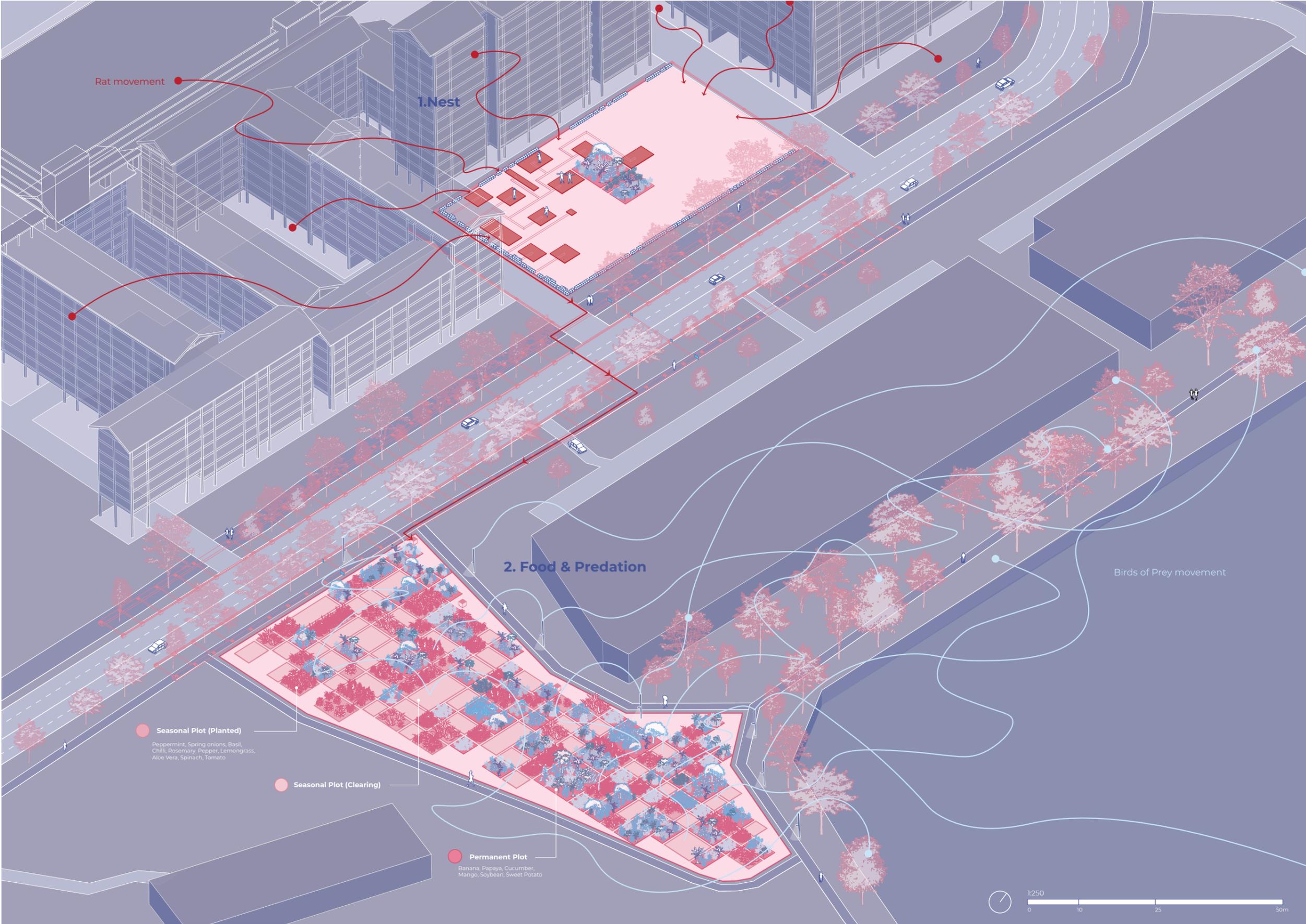
Burrowing Depth -12m



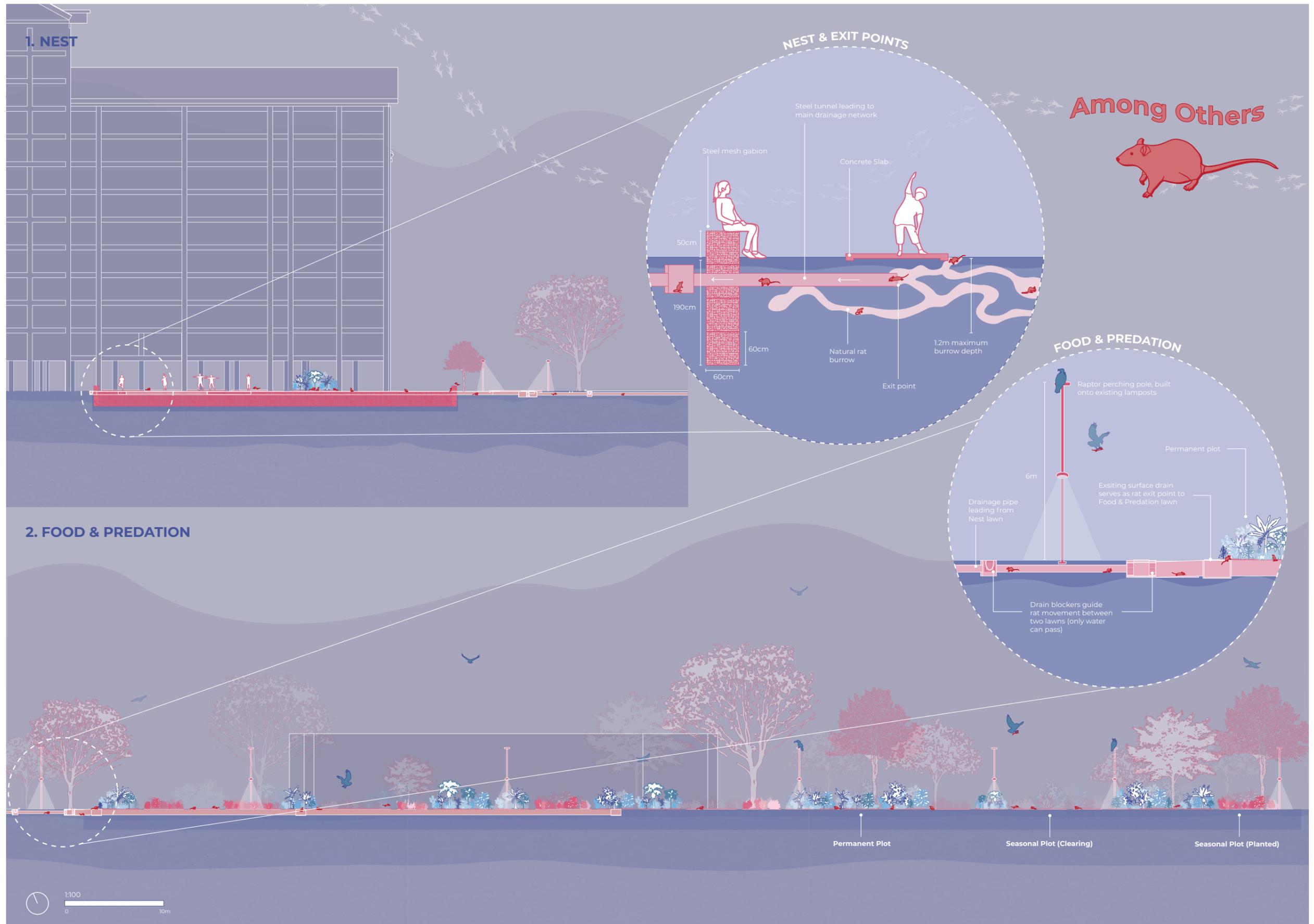
# Argument Plan: Co-living as the Fifth Nature



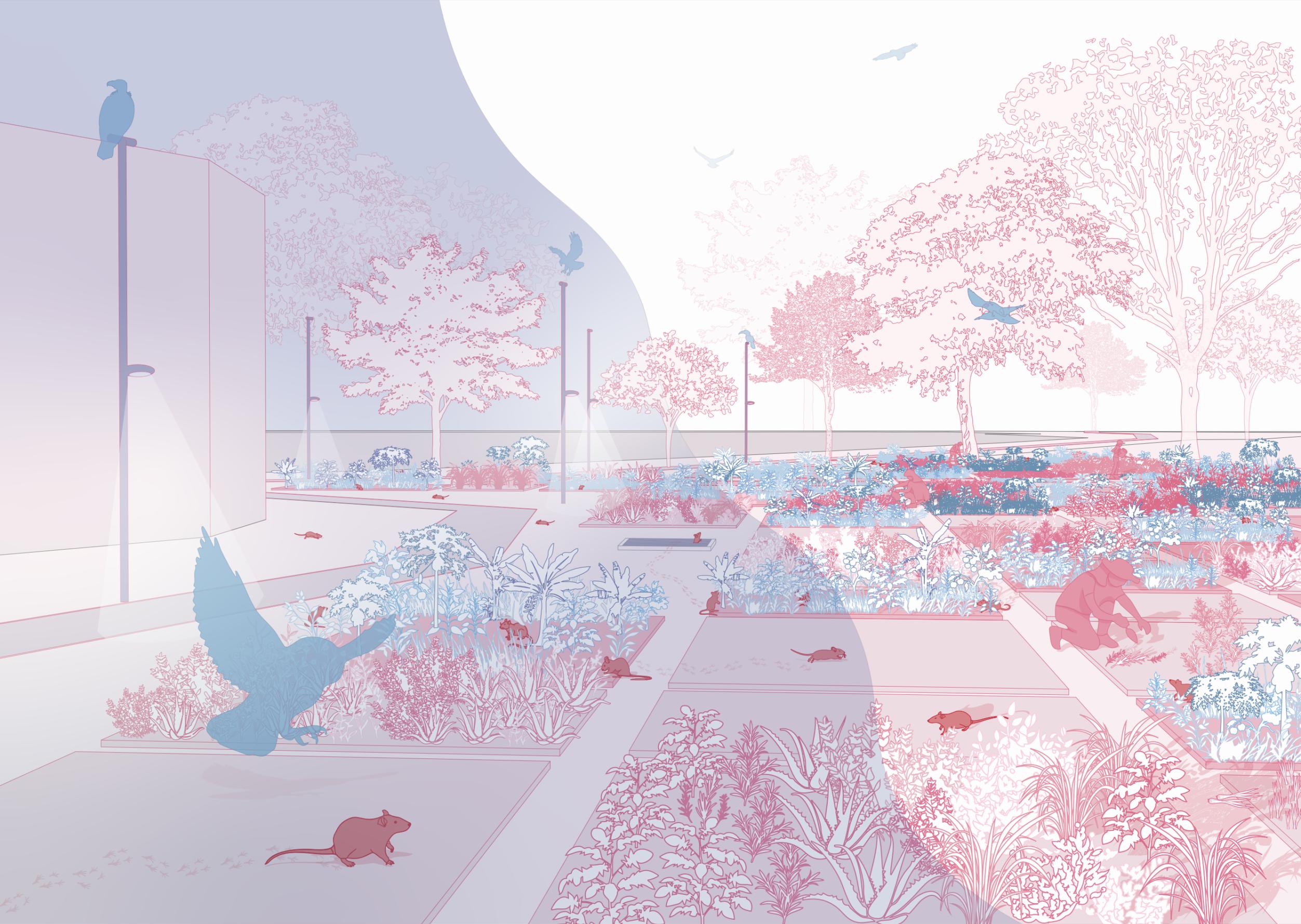
# Proposed Zones



# Human-Rat Interactions

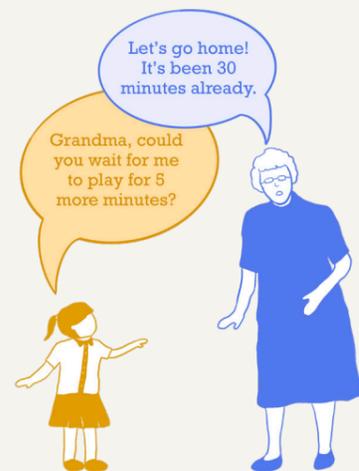


Food & Predation Zone



# 02

## 'Wait For Me!'



'Wait For Me!' transforms Duxton Plain Park into a space which thrives for elderly grandparents and their grandchildren, who use the park for rest and post-school play, respectively.

The park's space is reimagined to cater to the sensibilities and playful nature of children, further stimulating their vivid imagination. Moreover, places of rest are seamlessly integrated into the play areas throughout the site, offering grandparents a comfortable respite that still allows them to watch over their grandchildren.

**Catching Zone**



**Textured Pathway with Boardwalk**



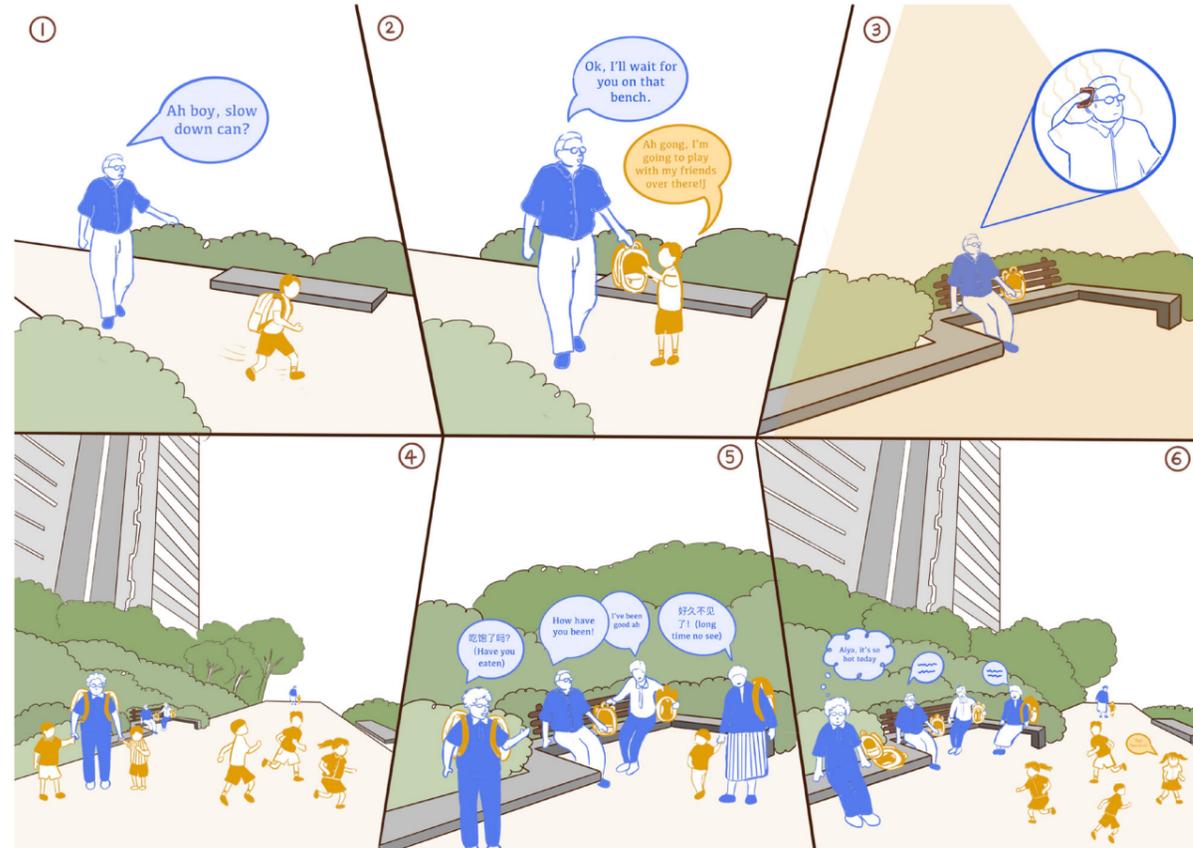
**Hide & Seek Zone**



**Integrated Seating on Main Path**



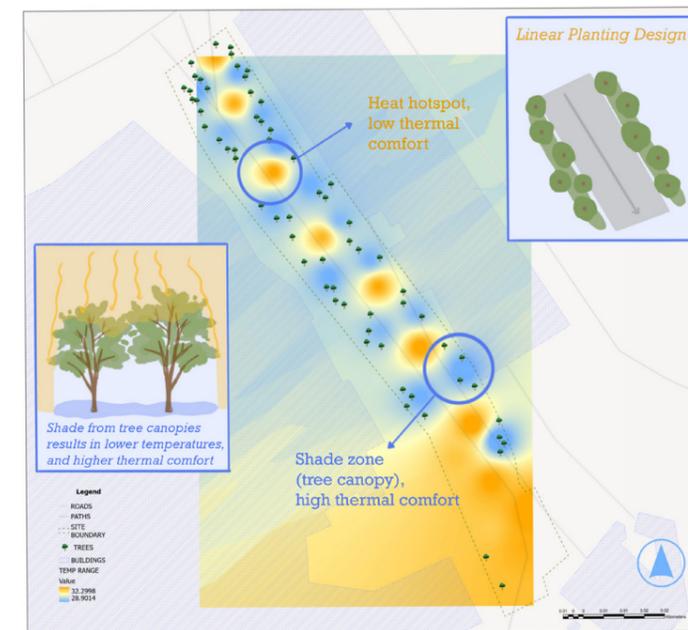
## Observations at Duxton Plain Park



Weekday afternoons at Duxton Plain Park (Yan Kit Road Entrance), between 12-4pm

## Site Analysis

### Heat Map of Site



Trees tend to be planted along sides of the park (linear planting design), hence the pathway running through the middle of the park is significantly unshaded in the afternoons due to the lack of canopy shade.

### Proximity of Site to Schools and Residential Blocks



## Current Plants on Site

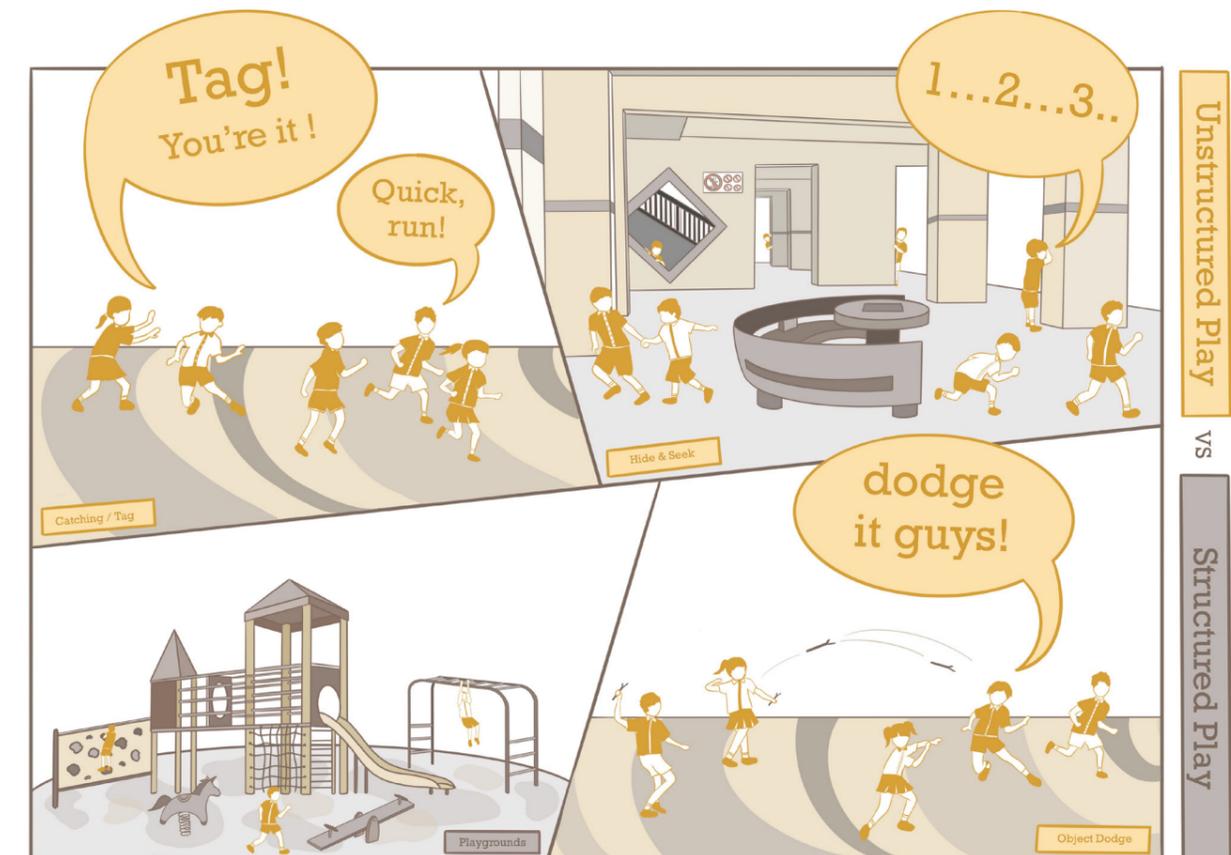


### Plant Species on Site



Trees, shrubs and other plants on site are planted in a linear design, along the sides of the park. No plants are integrated into the center of the park, which consists of the concrete main path.

## Observations of Types of Play Engaged In By Children



# Design Plan

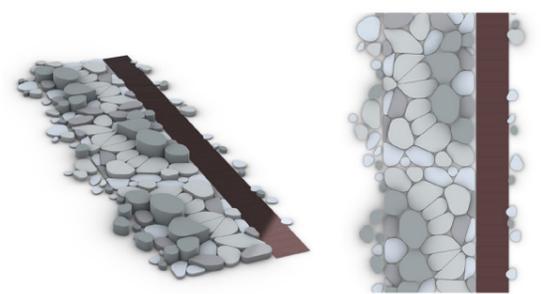


## Design Interventions

### Hide & Seek Zone



### Textured Pathway



### (Colour) Catching Zone



### Rest Areas

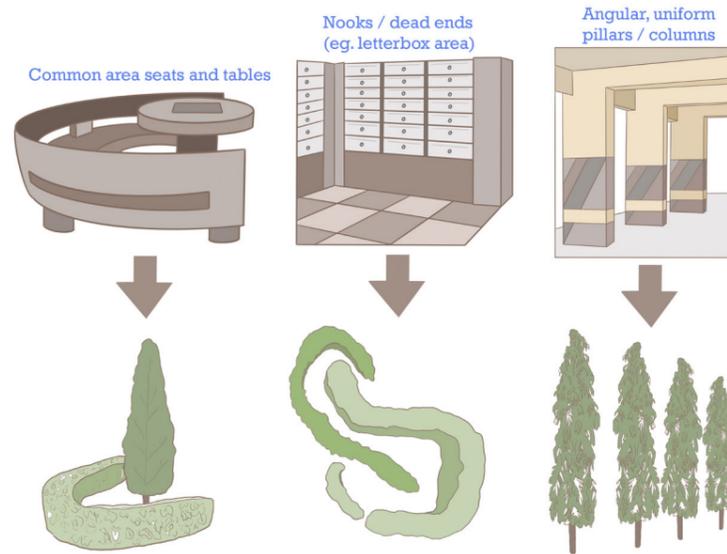


# Hide & Seek Zone



## Planting Design

Abstracting familiar forms from HDB void decks



Shrubs and hedges sufficient tall for children to hide behind but short enough to still allow for grandparent supervision.



## Plant Species

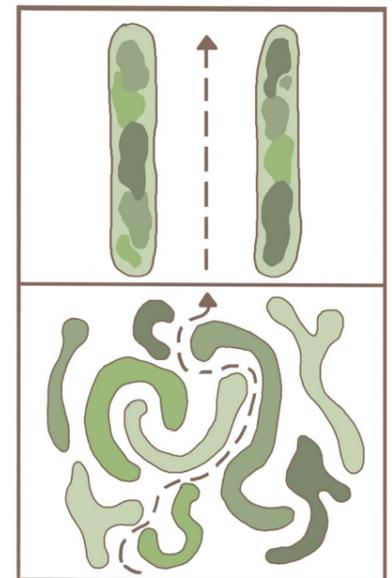
Introducing new species-

Fukugi Tree  
(*Garcinia subelliptica*)

False Ashoka  
(*Monoon longifolium*  
var. pendula)

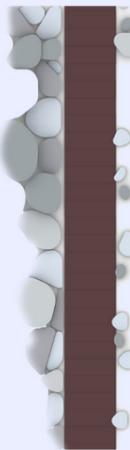


Rearranging existing plant species on site



Original Linear Planting -> a more convoluted arrangement

**Textured Pathway and Wooden Boardwalk Alternative.**



**The Main Path**

Textured path helps encourage children to move at the same speed as their grandparents.

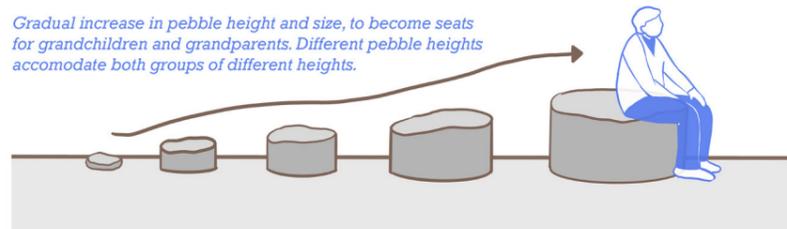
Larger pebble zones also function as a play area in itself.

**The Boardwalk**

Boardwalk can be used by Elderly grandparents who may have low mobility and difficulty using

**Integrated Seating**

Gradual increase in pebble height and size, to become seats for grandchildren and grandparents. Different pebble heights accommodate both groups of different heights.



Pebble seats are situated below trees to ensure there is sufficient shade for comfort. These seats face play zones for grandchildren supervision.



**Leopard Tree (*Libidibia ferrea*)**

To provide ample shade for pebble seats. These trees are planted within and along the main textured pathway.

Bark pattern of the Leopard Tree closely resembles the 'Catching' Zone floor design.

**Textured Pathway with Integrated Rest Areas**



## (Colour) Catching Zone



## Encouraging Unstructured Play



### Material

Poured-in-place Rubber

### Colour Catching

Certain coloured floor areas are off-limits to the catchers, where runners are able to use as safe zones for a short period of time.

### Colour Jumping / The Floor Is Lava

Players need to step on certain colours before the gamemaster counts down to zero.

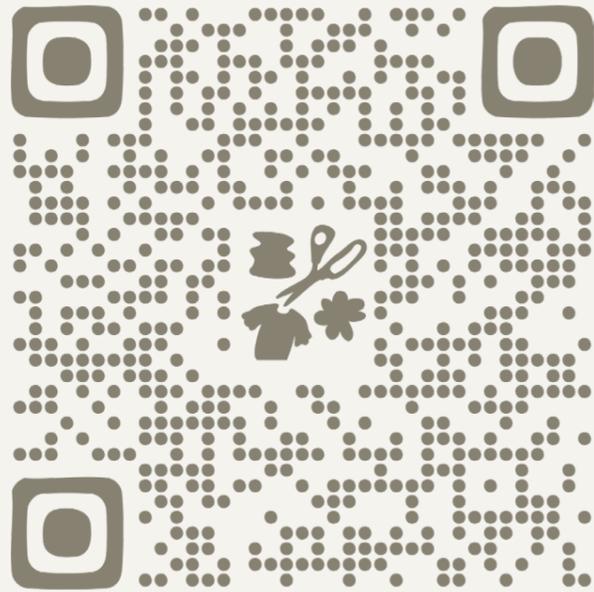
### Police & Freeze / Ice and Freeze

Caught runners are to stay in "jail" until another free player releases them.

*And many more games that children create!*

# 03

## The Crafted Commons



Video: <https://youtu.be/znNyS9gXO14>

The Crafted Commons reimagines Gillman Barracks as a vibrant hub where makers and buyers connect through creativity. Designed as a central creative marketplace and maker space, this space invites buyers to discover the creative process in action as they explore the site, while providing makers with a conducive and inspiring setting to work on their craft.

By blending creativity, community, and commerce within a natural setting, The Crafted Commons reinforces Gillman Barracks' identity as an arts enclave, creating a space where buyers discover and makers inspire.



# DESIGN DRIVERS

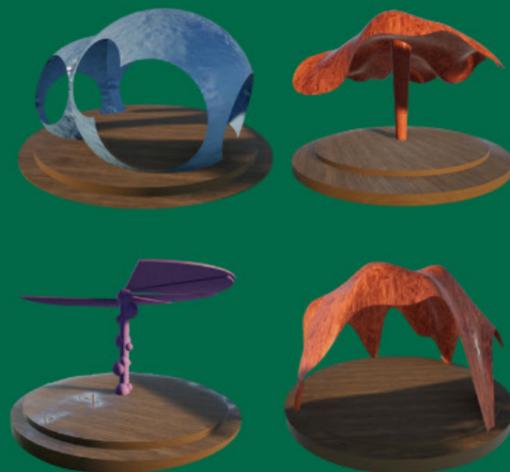
EXTRACTING KEY PROCESSES FROM MAKERS & TRANSLATING THEM INTO MY DESIGN

1

POTTERY



**MOLDING**

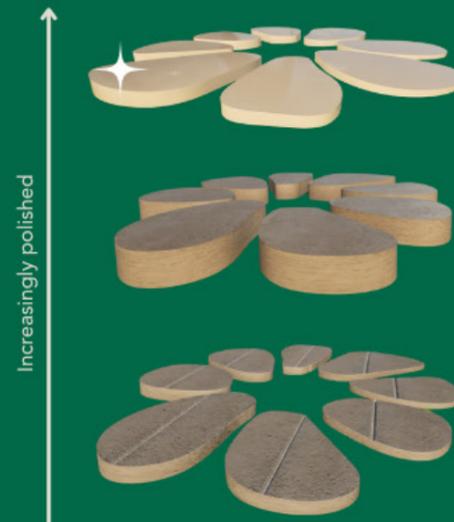


2

SILVERSMITHING



**POLISHING**



3

CROCHET



**STITCHES**



The design draws inspiration from the key processes of pottery, silversmithing, and crochet, extracting distinctive aspects of each craft and translating them into spatial and experiential elements.

## Design Plan



An overview of The Crafted Commons, consisting of the main hubs of activity. This includes the two maker zones, the central marketplace (where maker goods are consolidated and sold), and a shared workshop space for makers who require specialised equipment.

## Overview of Maker Zone 1



Overview of Maker Zone 1, which is the main hub of The Crafted Commons, housing a total of 14 maker pavilions in this zone. The main path (right) leads to the central marketplace at Block 9 where all the makers' products are showcased, it features undefined branching trails that extend into the adjacent maker zones, encouraging buyers to explore and discover the site for themselves.

## Maker Zone Trail



The maker zone trail design takes inspiration from a commonly used crochet stitch, creating an undefined path that weaves through the zone. Paired with dense planting, the trail encourages buyers to freely explore the site, discovering maker pavilions like hidden gems.

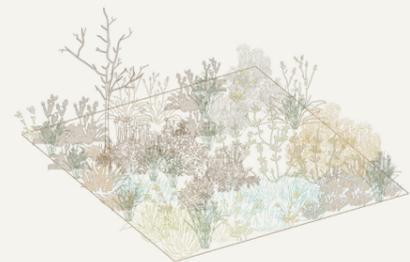
## Diverse Makers at Work



A diverse group of makers, working across various mediums, will be located within this maker zone, offering visitors and buyers a rare opportunity to witness their unique creative processes. Unlike typical pop-ups or marketplaces, which primarily display finished products, this space allows for an intimate glimpse into the craftsmanship behind each creation.

# 04

## Kwa7xiliya Square



Kwa7xiliya Square reimagines Maple Tree Square in Gastown as a space that centres Indigenous memory and makes local artistic expression visible within the public realm. Named after Kwa7xiliya (Quahail-ya), a young Squamish girl who was married to Jack Deighton (“Gassy Jack”), the project serves as a reminder of voices silenced by colonial narratives.

The design introduces three interconnected zones—The Stage, The Theatre, and the Artists’ Sanctuary—each supporting different forms of creative expression and cultural engagement.

The Stage, purposefully positioned where the “Gassy Jack” statue once stood, becomes a platform for performance and protest, offering a literal and symbolic reclamation of the square and its narrative.

The Theatre creates an immersive space for visual storytelling.

The Artists’ Sanctuary offers a contemplative respite to inspire reflection and creativity, along with native planting and flexible display elements for ephemeral artistic work.

Together, the interventions recenters the square as a site of creativity and cultural resurgence, not erasure. By reclaiming the site as one that uplifts local artists and indigenous voices, this project strives to make visible what has long been hidden and invites the public to participate in a space where art, memory and activism intersect.

# Design Plan & Planting Palette



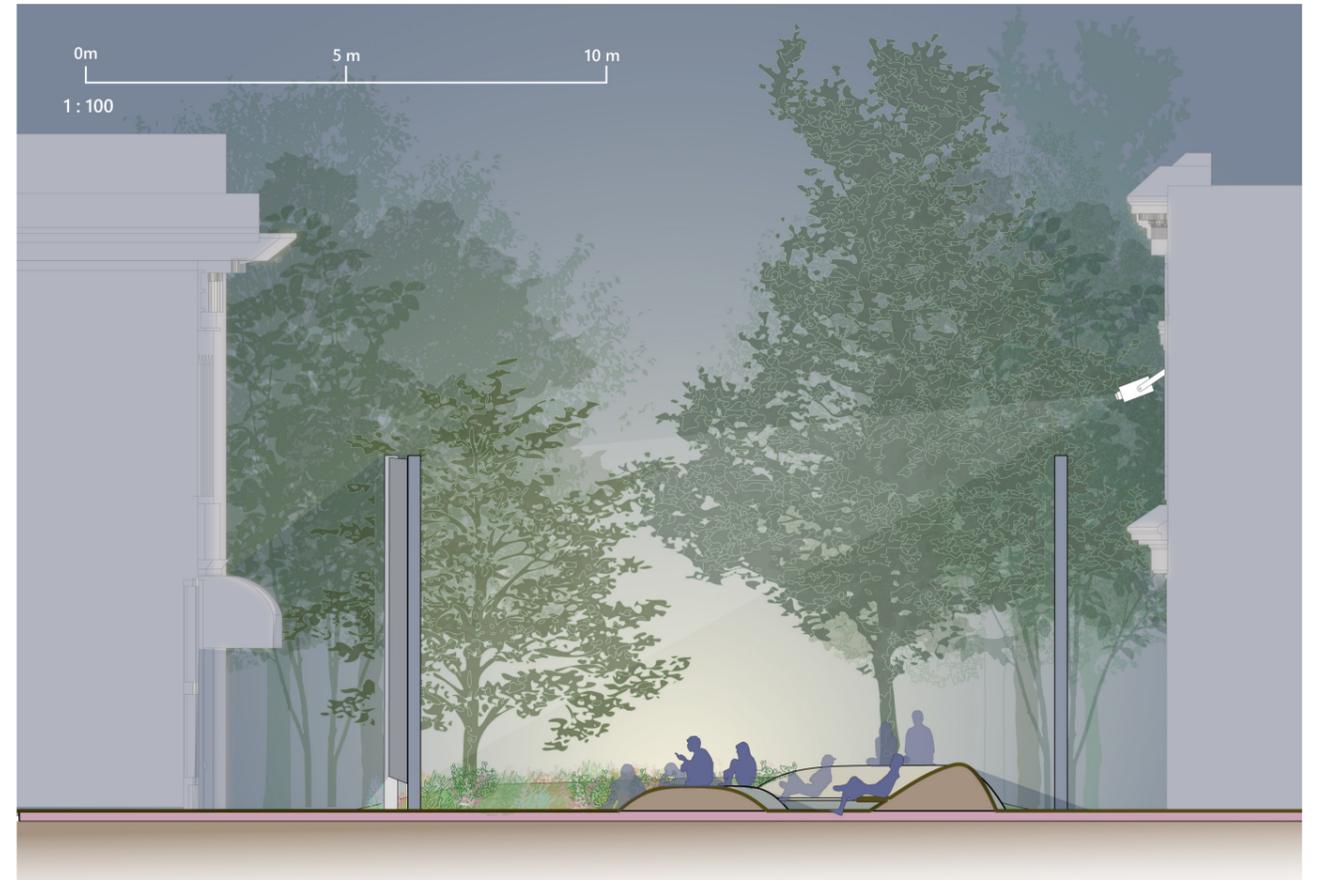
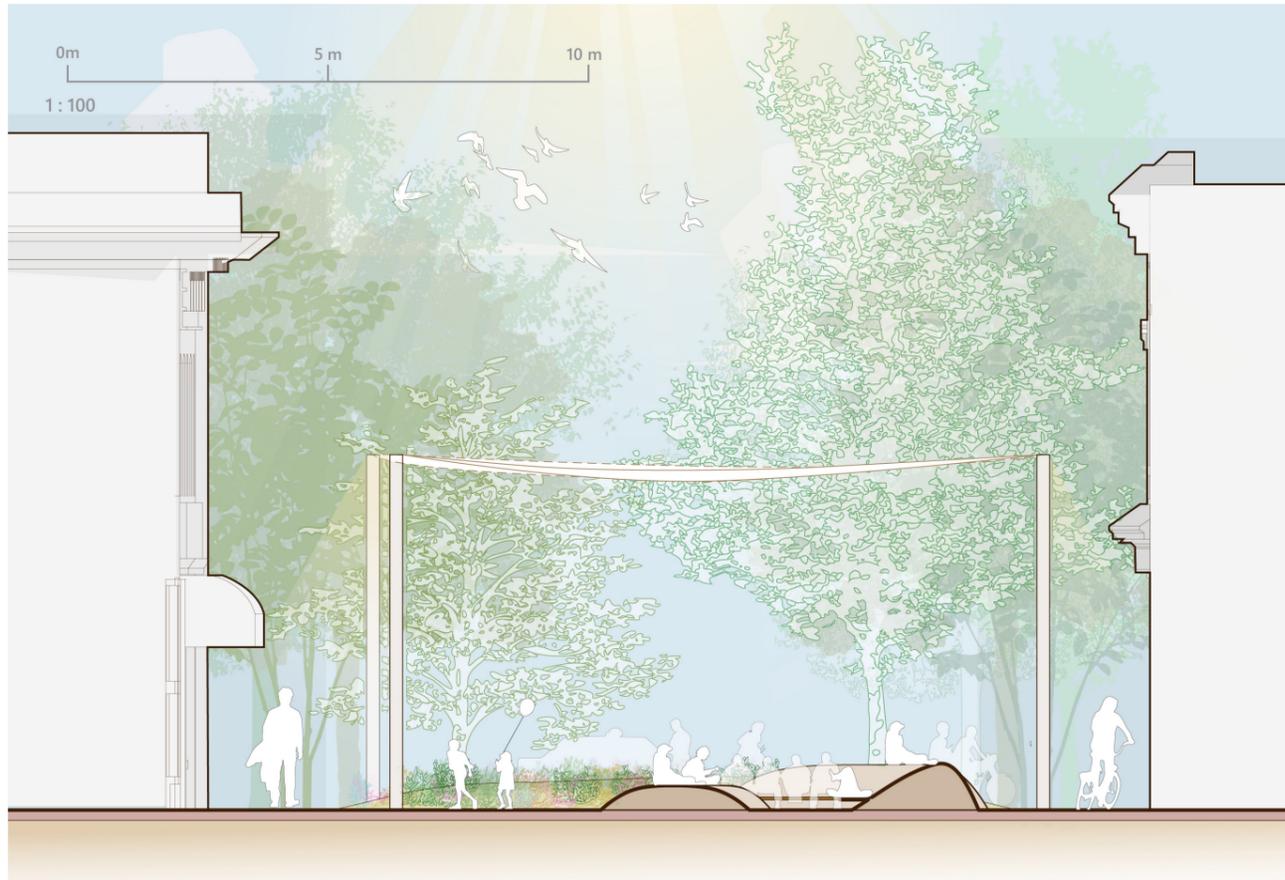
## The Artist's Sanctuary, Stage and Theatre



## Sectional Overview of Kwa7xiliya Square



### Theatre Zone (Day & Night)



### Stage and Garden Zone



## Renders of the Zones



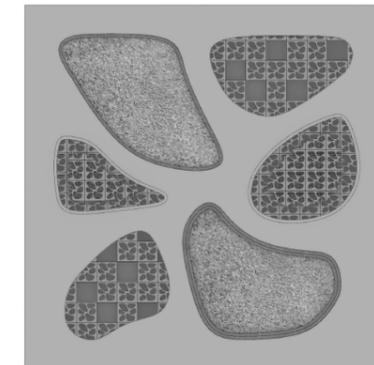
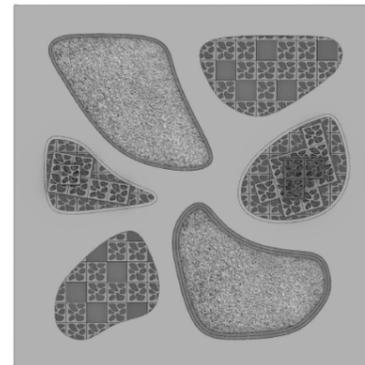
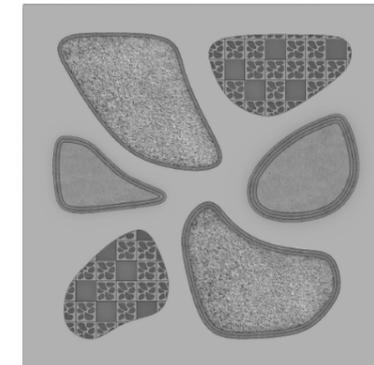
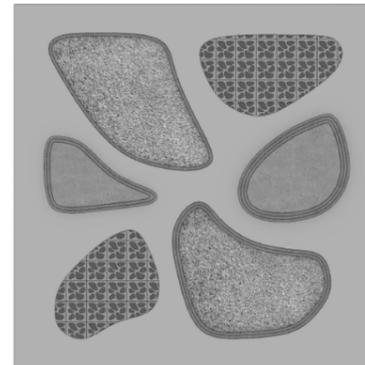
# 04

## CLOVE

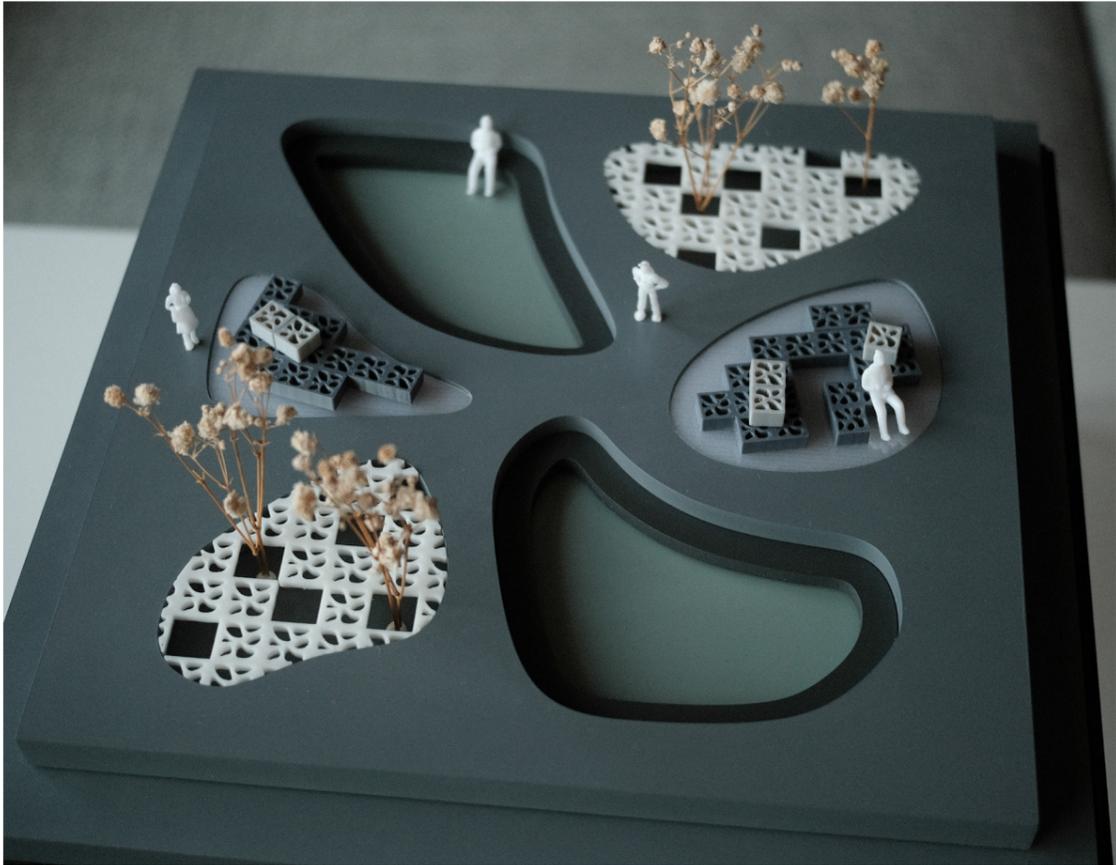
As a part of my internship with Monolythiq, I was required to design and produce a personal architectural model. This led to the creation of my project, CLOVE.

I was drawn to the idea of creating something reminiscent of Joo Chiat, where MONOLYTHIQ is based. Hence, decided on the idea of breeze blocks, which I observed as a unique feature of the shop houses along Joo Chiat road.

CLOVE features an inviting outdoor seating space, where the garlic clove inspired breeze block design is integrated throughout the space, and incorporated into the overall layout, seating and floor.

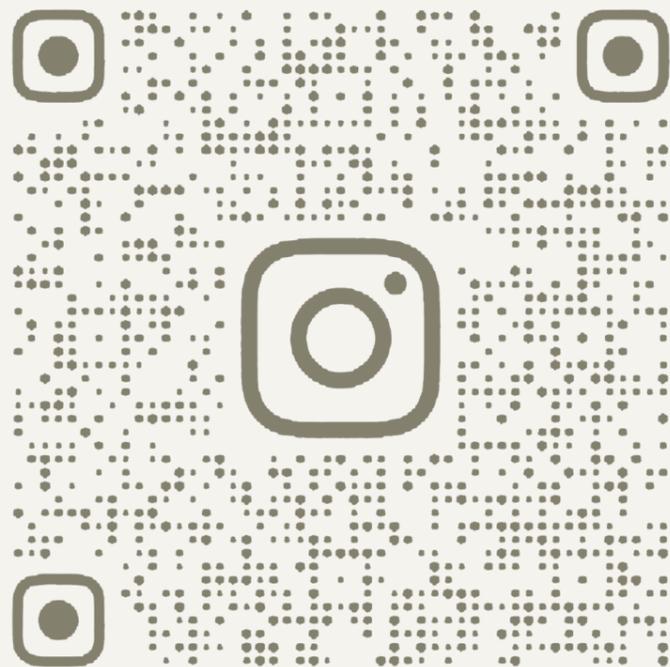


Final Model and Renders



# 04

## TheConiferCone



IG: @theconifercone

Founded TheConiferCone (2022), a small local business producing handcrafted clay jewellery and accessories, including necklaces, bracelets, keychains, rosettes, and pins.

Drawing inspiration from everyday life, my brand creates vibrant, air-dry clay pieces that resonate with Singapore's local art and maker scene, with regular participation in major pop-up markets and craft events.



# The Process

Sculpting



Painting



Assembly



Glazing



Final Product

