THE POETIC JOURNEY STRUCTURES

GROUP S2

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A dream hard to get in,
A reality hard to get out.

Sun is the symbol of reality,
A reminder of life's duality,
Its warmth and light, both fierce and strong,
Are essential for us to live long.

Moon is the symbol of dreams,
A promise of hope, and endless streams,
It's gentle light, both calm and pure,
A guide for us as we explore.

For in the daylight, I faced the real,
But in the moonlight, dreams revealed.

The beach, where reality meets dreams,
Where the sun and moon share their beams.
A place of duality, where reality and dreams align,
And the sun and moon's power, forever entwine.

POETIC ARCHITECTURE
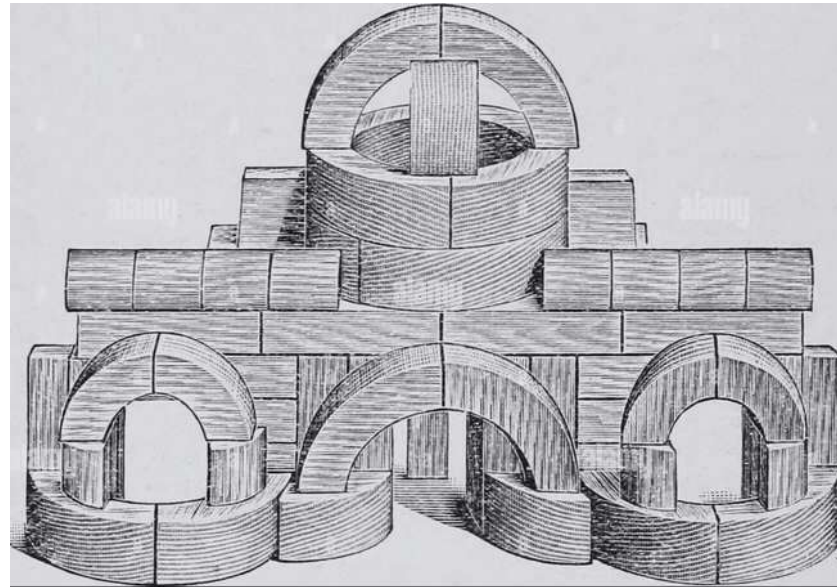
1. The art of forming, combining and assembling

2. Connects people by inspiring and touching them on an emotional or spiritual level

3. Strong content statement

GROUP UNDERSTANDING

Poetic architecture is the art of shaping and language to create a unique spatial space for the user to experience, which aims to connect people with architecture.

WHAT MAKES A GOOD POETIC SPATIAL ARCHITECTURE

When it humbly taps into your emotion
When it becomes a symbol for a country
When it makes a statement about what's inside
When the details are sensitive to human scale and senses
When it presents itself as a new form of beauty
When its proportion are balanced perfectly

MODIFYING ELEMENTS

LIGHT AND SHADOW

In architectural design, light and shadow can be manipulated by playing with the source of light and the resulting shadows. Shadows are associated with fear and the unknown, while light symbolizes hope and can bring order to chaos.

By contrasting the interplay between light and shadow, architects can create a poetic quality in their structures that speaks to the duality of the human experience and evokes wonder and awe.

TEXTURE AND TOUCH

Altering the texture of architectural elements can create areas with different meanings. A smooth surface suggests a resting area, while a rough one evokes tension.

Texture can influence the environment's mood; soft surfaces convey peace, while rough ones suggest strength. Textural elements can be used to create spaces that fulfill functional needs and communicate desired ambiance.
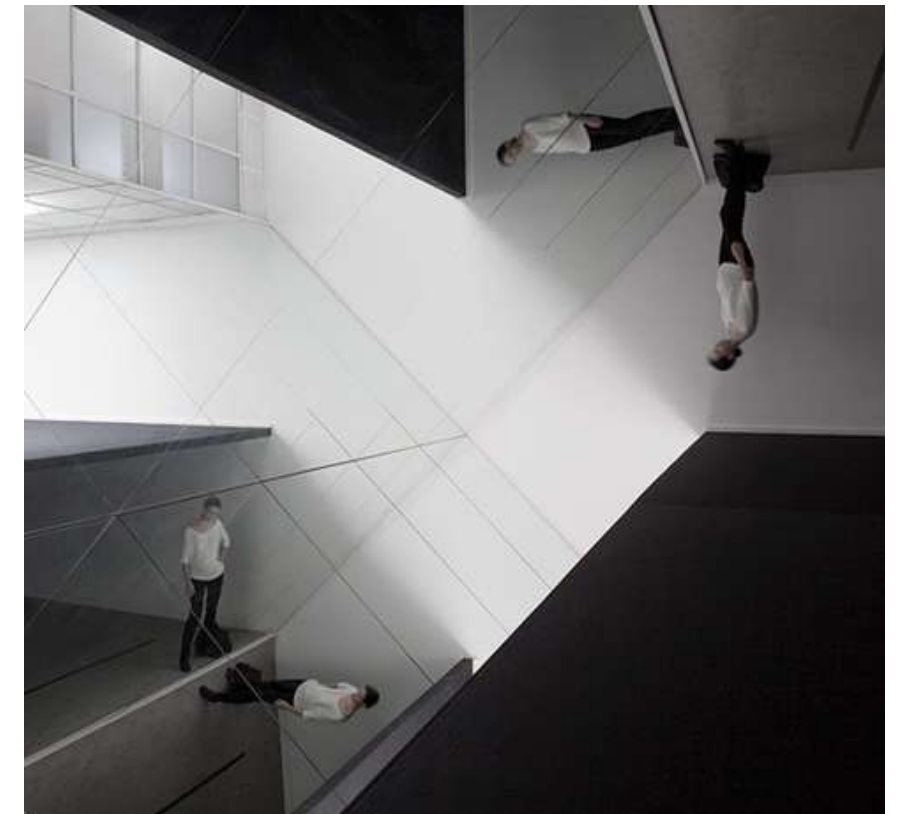
TIME

The passage of time can have an impact on the way a building is perceived and experienced,

With extended exposure to a building, users can gain a deeper understanding of its form and function, and develop a more nuanced appreciation for its characteristics.

By fostering an ongoing relationship with a structure, users can establish a sense of familiarity and connection that enhances their experience and understanding of the built environment.

LUNA WHIRL

CONCENTRIC

Inspired by the seashell's graceful form, our design aspires to craft a sanctuary that **evokes the dreamlike essence of poetry.**

While dreams may offer comfort in their familiar embrace, they can also hinder growth by impeding our desire to seek out new experiences. Our structure seeks to challenge this tendency by offering a **playful yet purposeful exploration of discomfort**.

One of the ways is by contrasting the experience between the effort of reaching the hammock and the ease of falling through the hammock. This encourages the user to **embrace discomfort.**

Another way is dividing it into **three paths**, the journey to the hammock requires exploration and discovery. The journey is also guided by the moonlight. This helped to **inspire playful curiosity** in the users

Come, and let us take you on a journey of exploration and discovery, where the lines between **dream and reality** are blurred, and the boundaries of your comfort zone are tested.

design intention

The aim is to create a structure that has a **dreamlike feel**. It is heavily inspired by the **shape of a shell**. We wanted to encourage the user to seek discomfort by providing a purposeful yet **playful exploration of discomfort**.

Guided by the moonlight, the journey to the hammock will be filled with excitement as it is divided into **3 paths** that tap into the users' **curiosity and adventurousness**.

By making contrasts within the journey, such as the effort of reaching the hammock and the ease of falling through it, we intend to inspire the user to **embrace discomfort**.

narrative translation
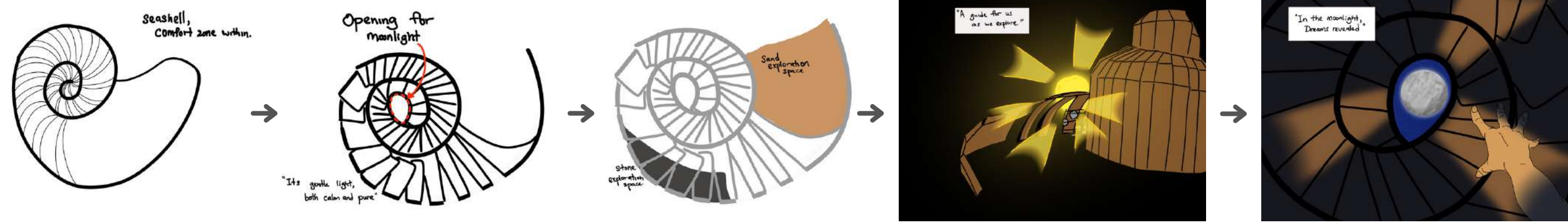
"A dream hard to get in"

"Moon is the symbol of dreams"
"It's gentle light, both calm and pure",

"A guide for us as we explore".

"But in the moonlight,
dreams revealed"

form transformation
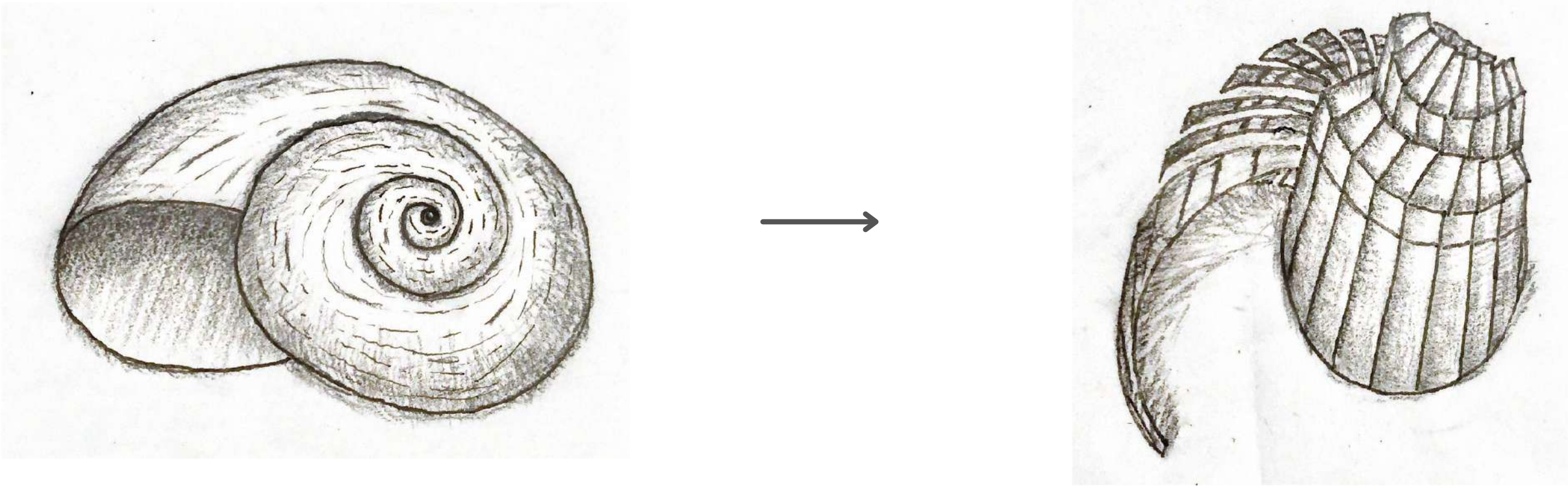
design process
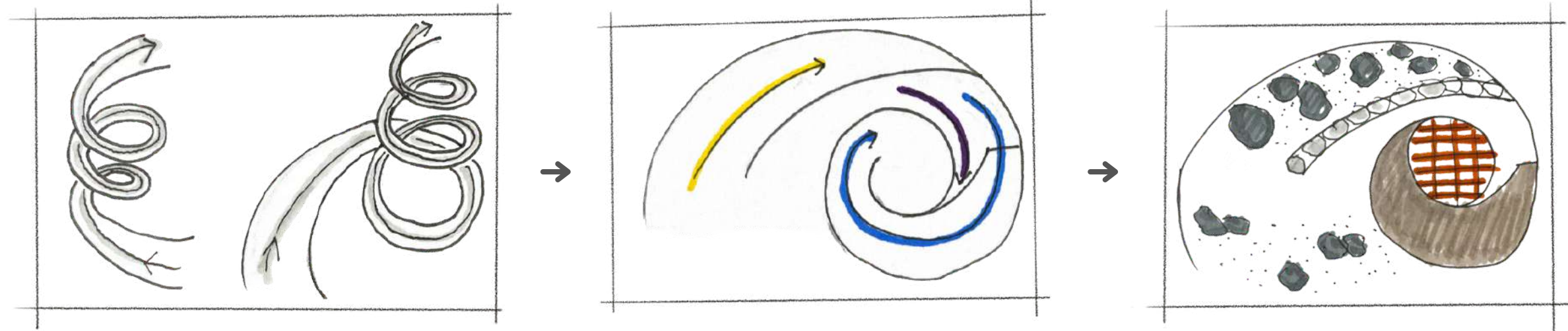
- spiral circulation, inspired by the seashell
- guiding the users to start their journey

- create different spaces, allowing the users to find their own comfort zone

- texture and touch (stone, sand, timber, ropes)
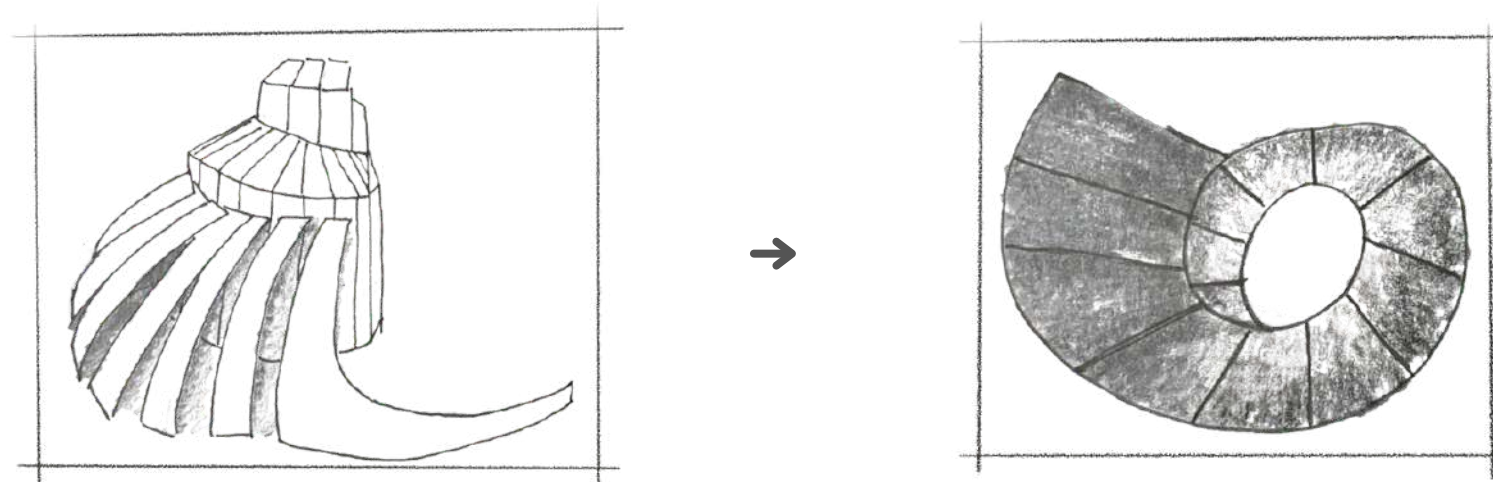
- Light and shadow
- arouse users' curiosity

- the peak of the journey
- create a feeling of looking at the moon in the ocean
- calm & peace atmosphere

modifying elements
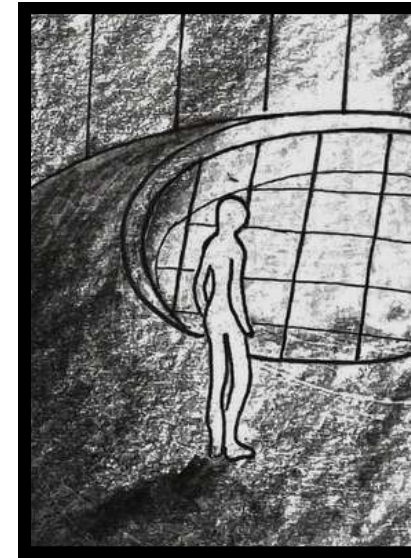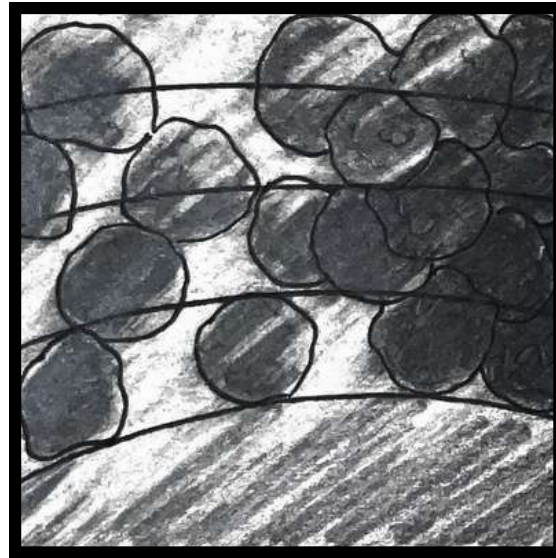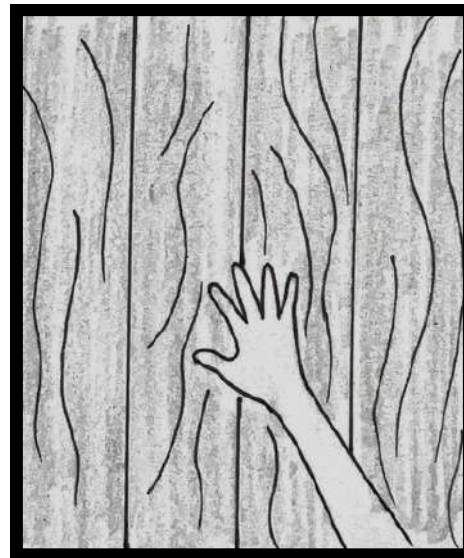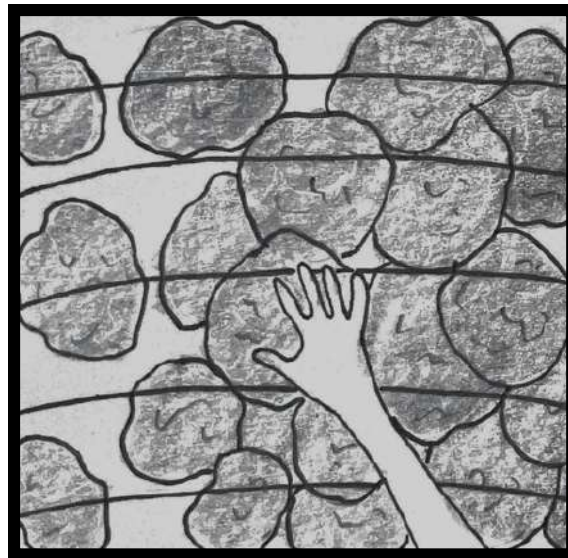
LIGHT AND SHADOW

TEXTURE AND TOUCH

TIME

narrative journey

1 EXPERIENCE

2 DISCOVERY

3 LOST
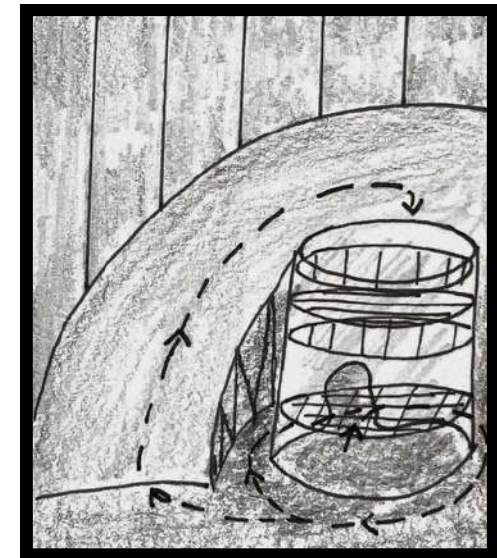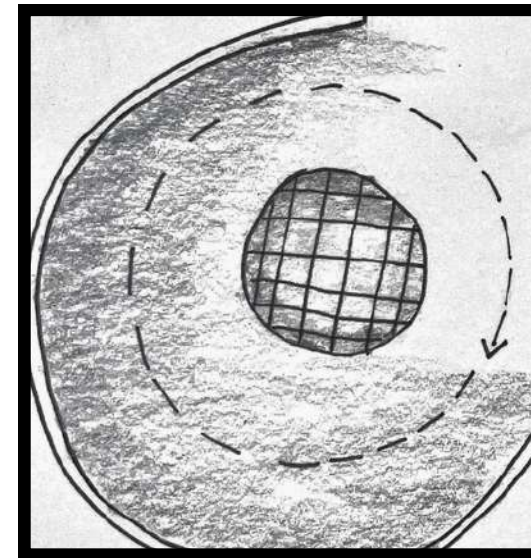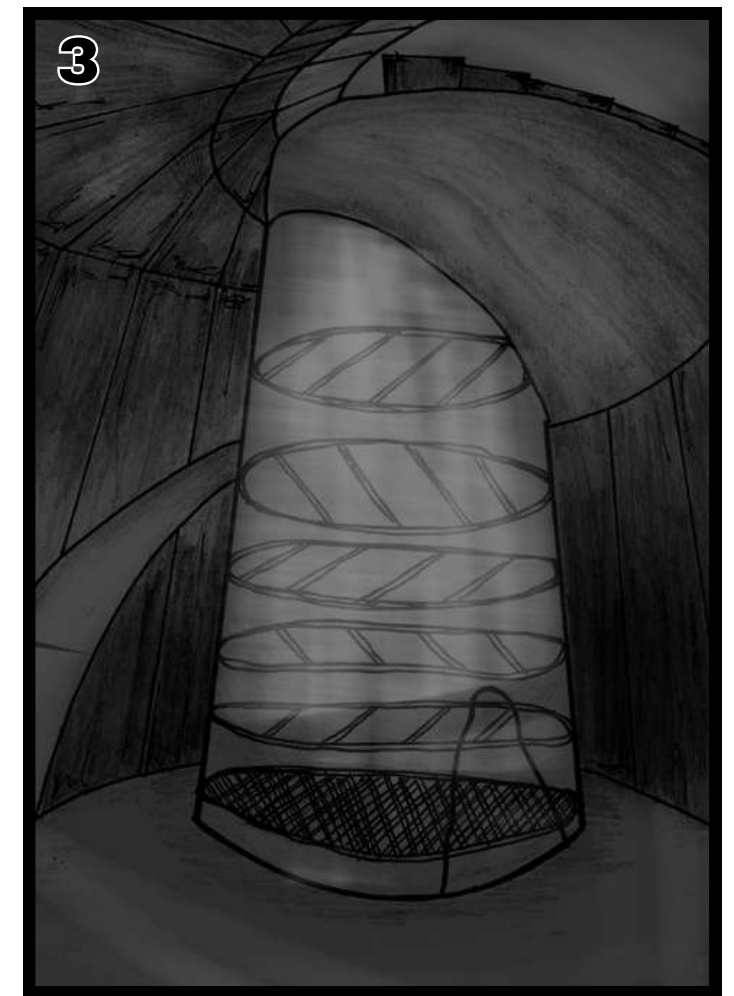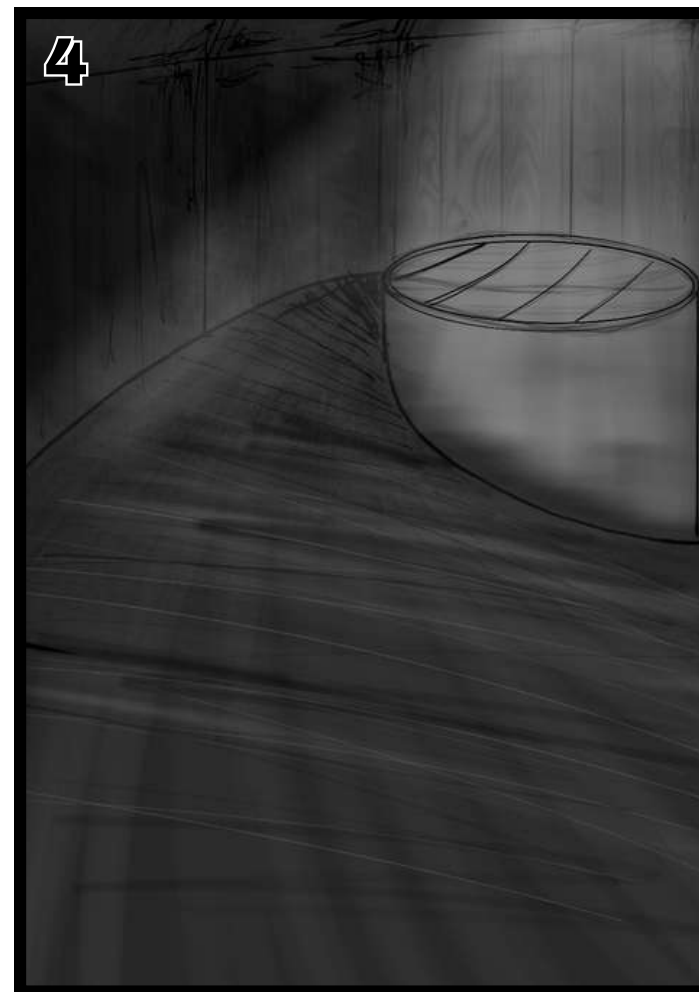
4 PASSAGE
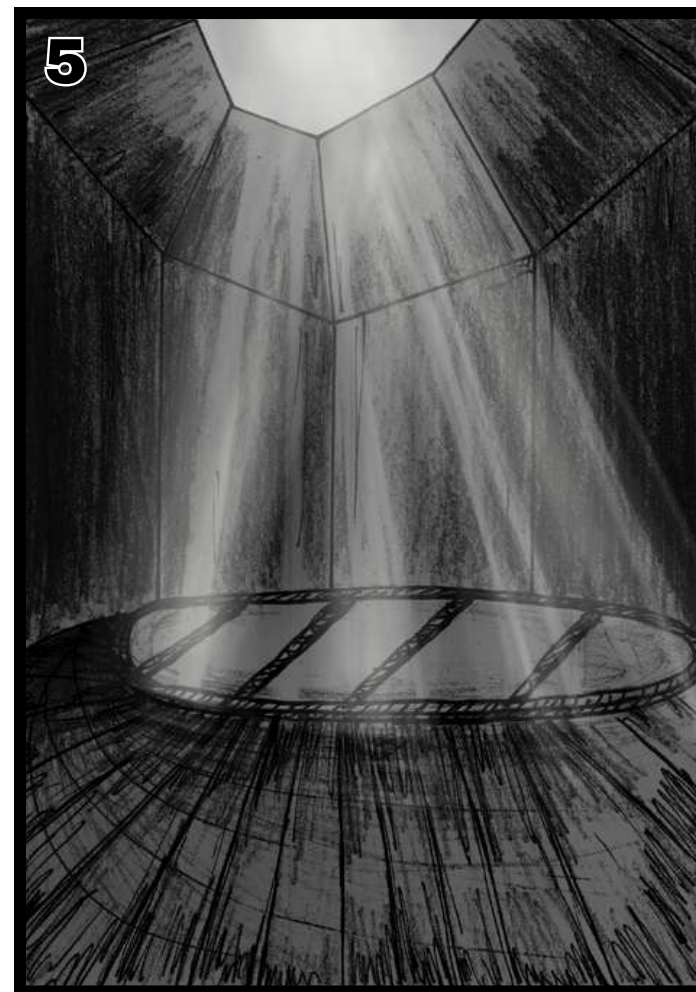
5 CONFUSION
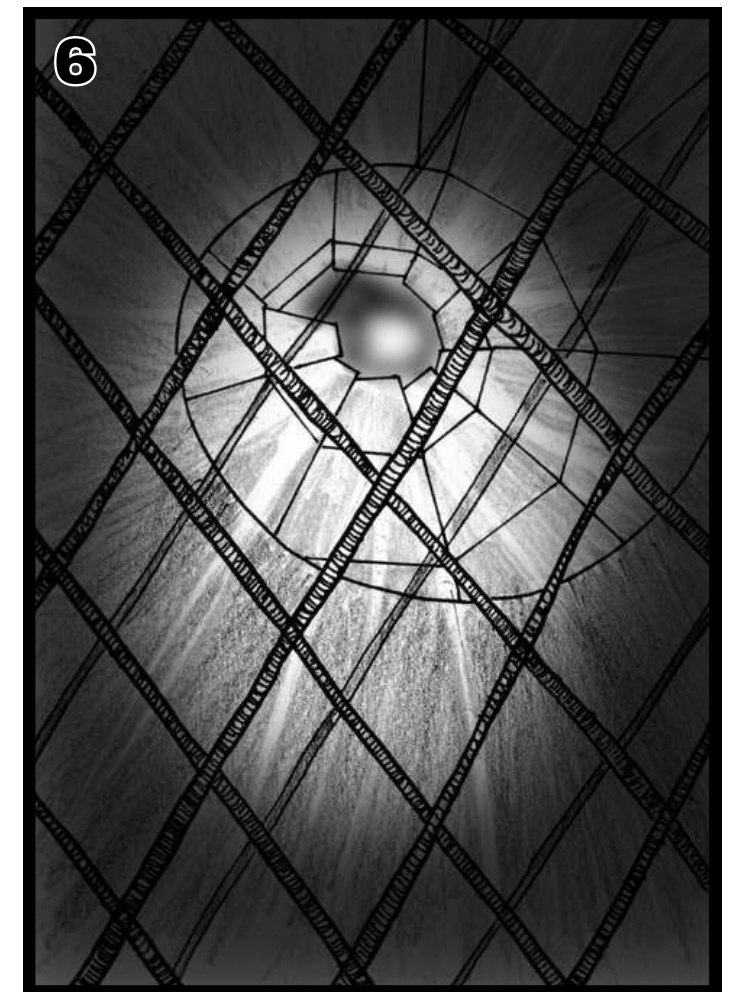
6 DREAMING
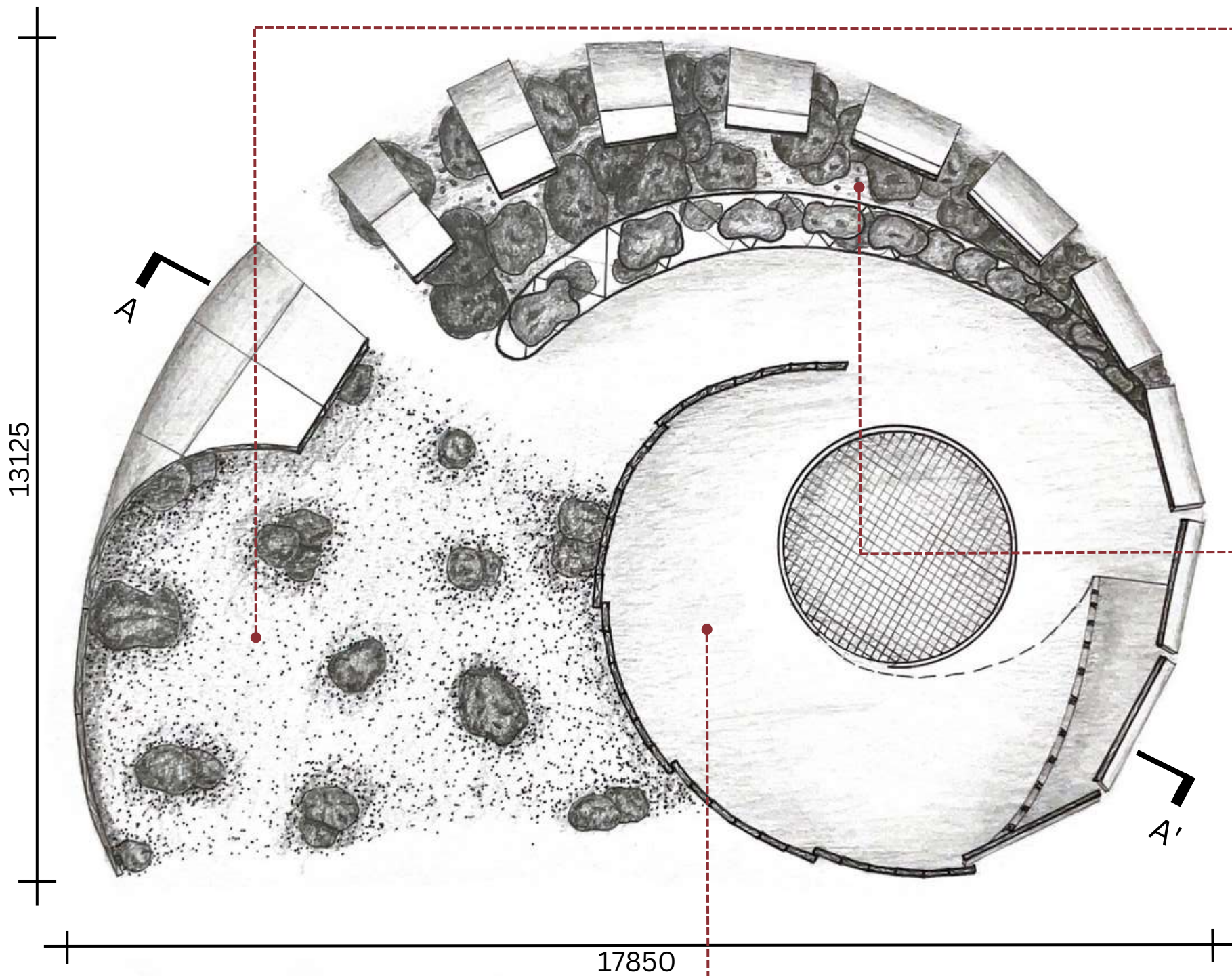
EXPERIENCE

At the start of the journey, users are required to remove their shoes, so that they can experience the roughness of the sand while walking through it.
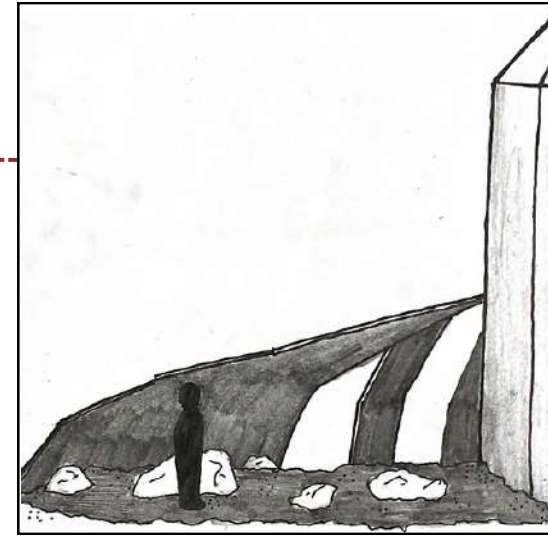
DISCOVERY

As the user approached into the structure, they are faced with a dilemma: to pick which pathway to proceed?
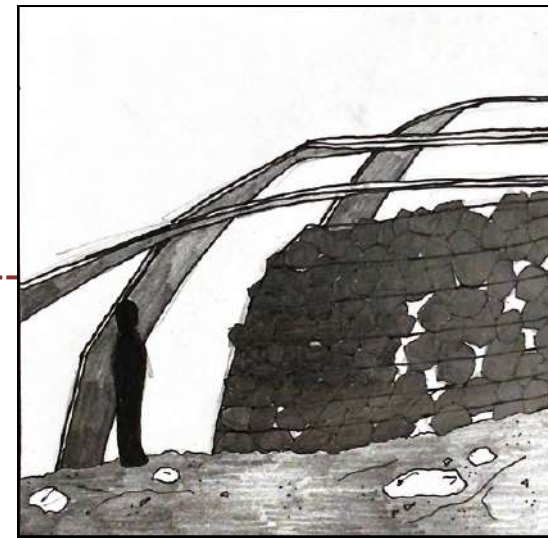
LOST

When the heart of the structure is reached, the user may felt lost as the moonlight is no longer guiding them.

A

A'

13125

17850

Ground Floor Plan

0   1   2   3   3m

1:75
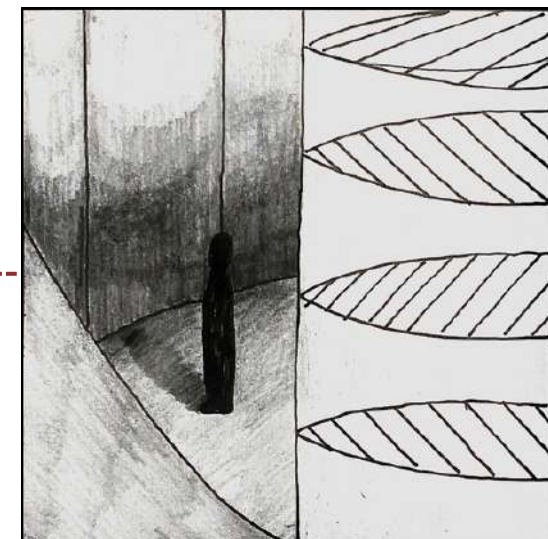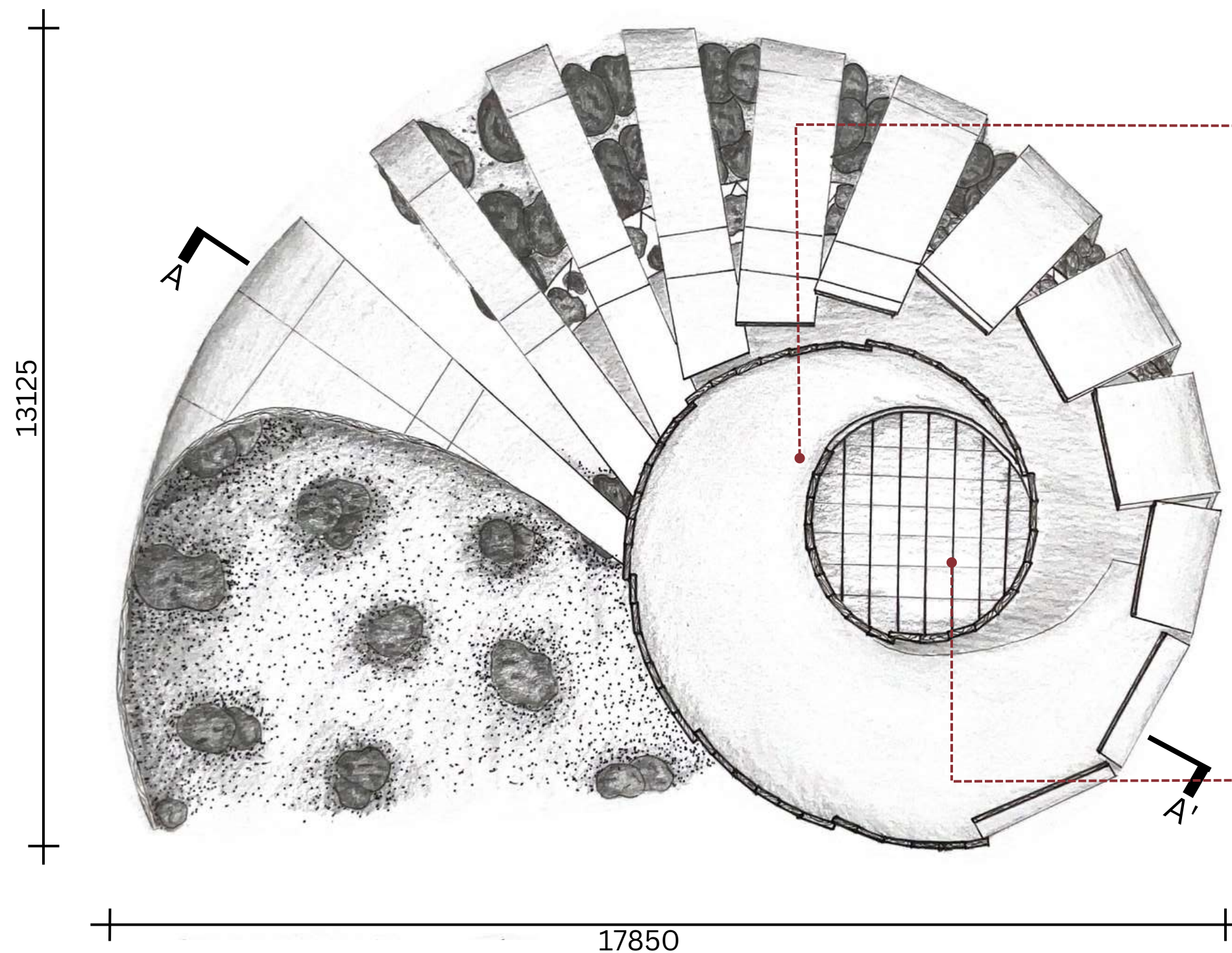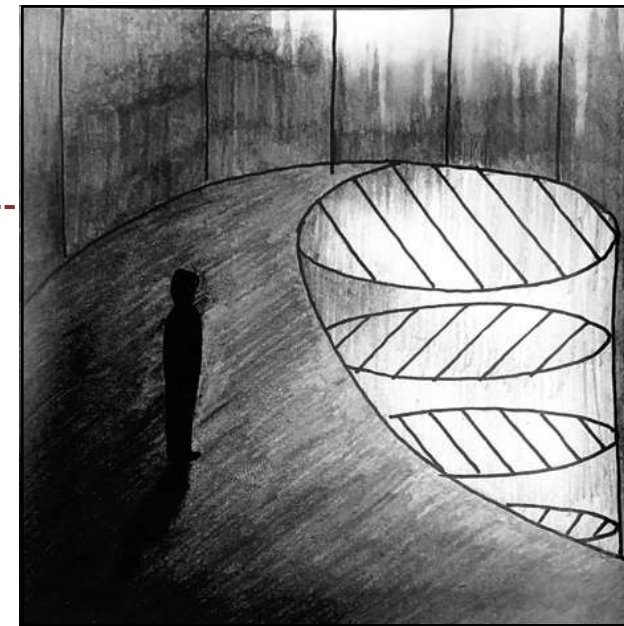
CONFUSION

By reaching the top, the user confused by the hammock and its usage. When the user decided to lay on the hammock...
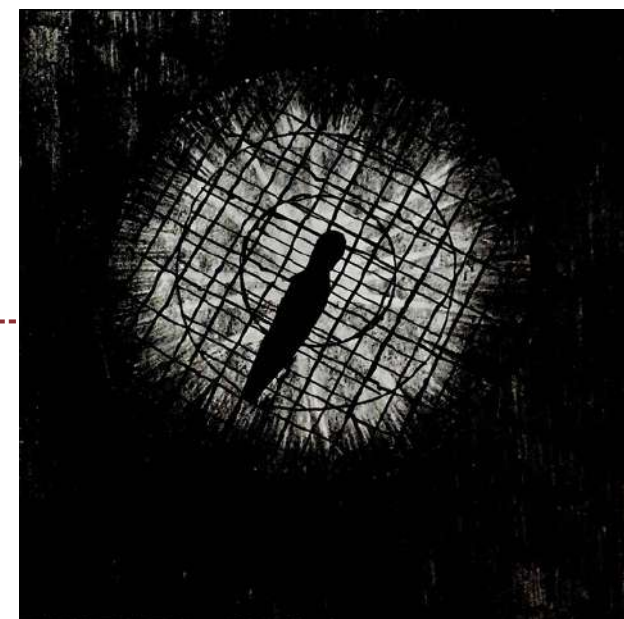
DREAMING

...They will be falling through the hammock while directly facing the moon. When the user falls to the last layer, they will be "awake" and ready to embark onto their next adventure.
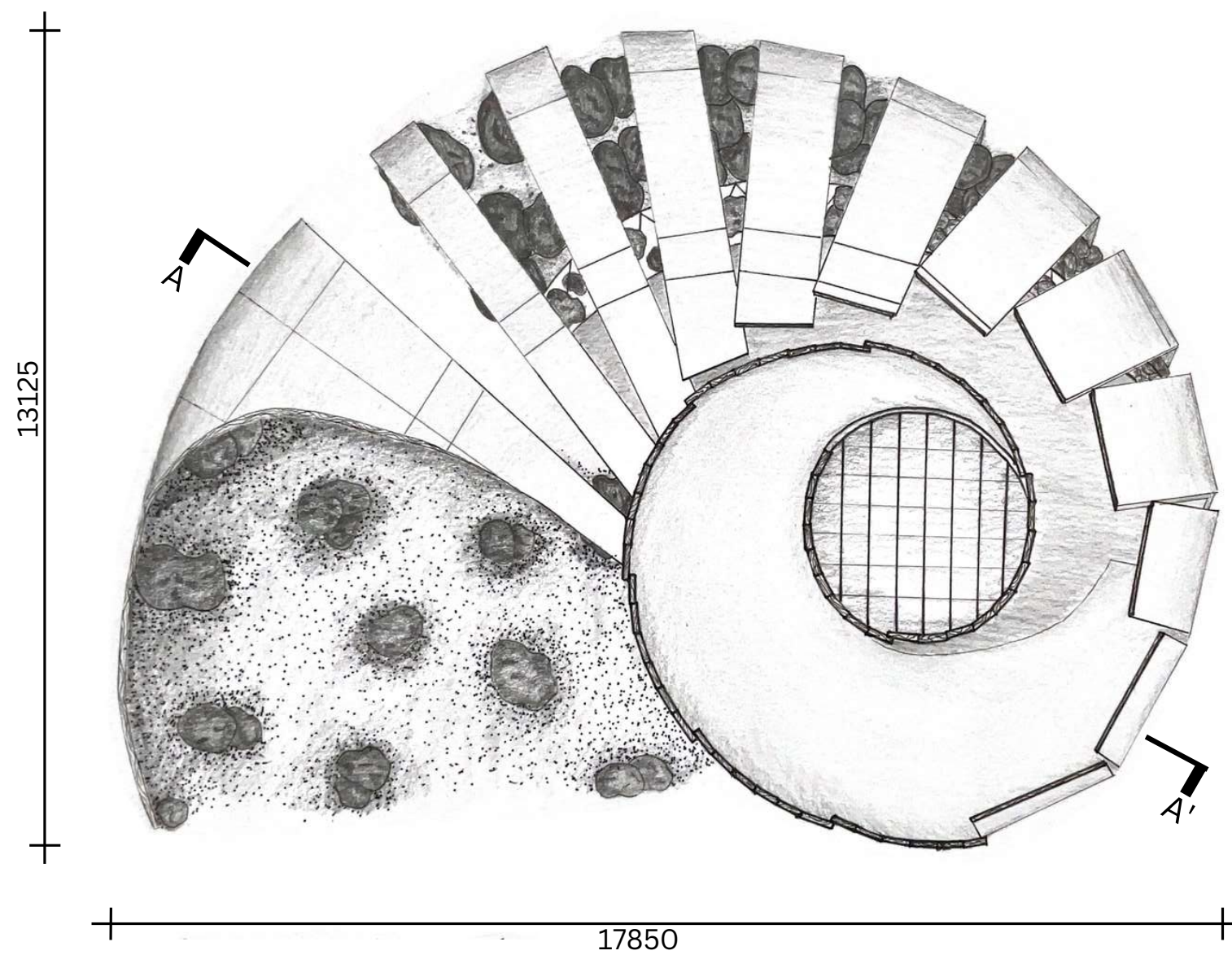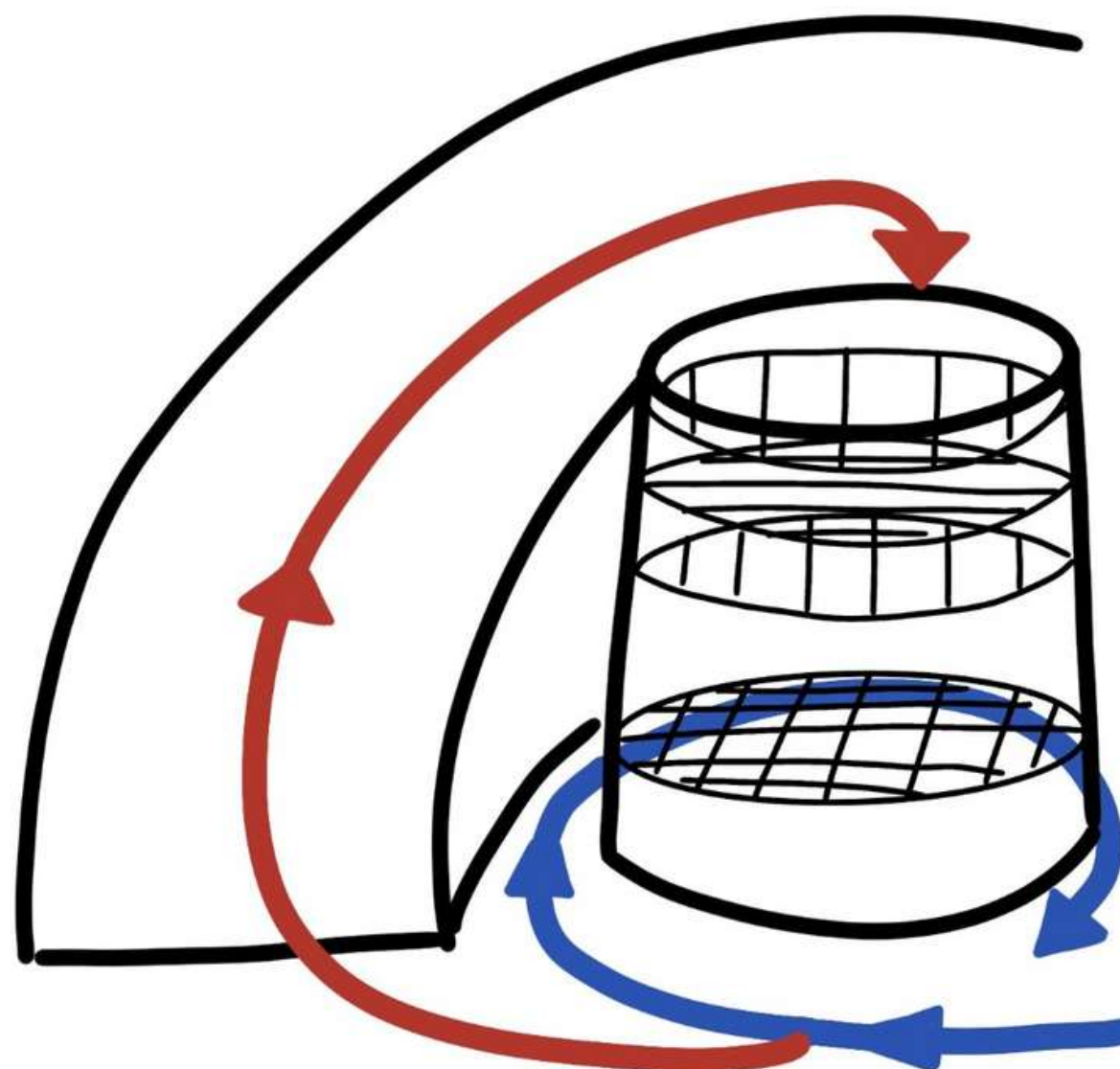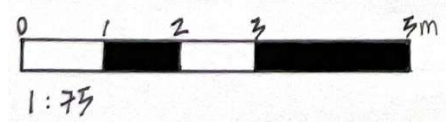
A

A'

13125

17850
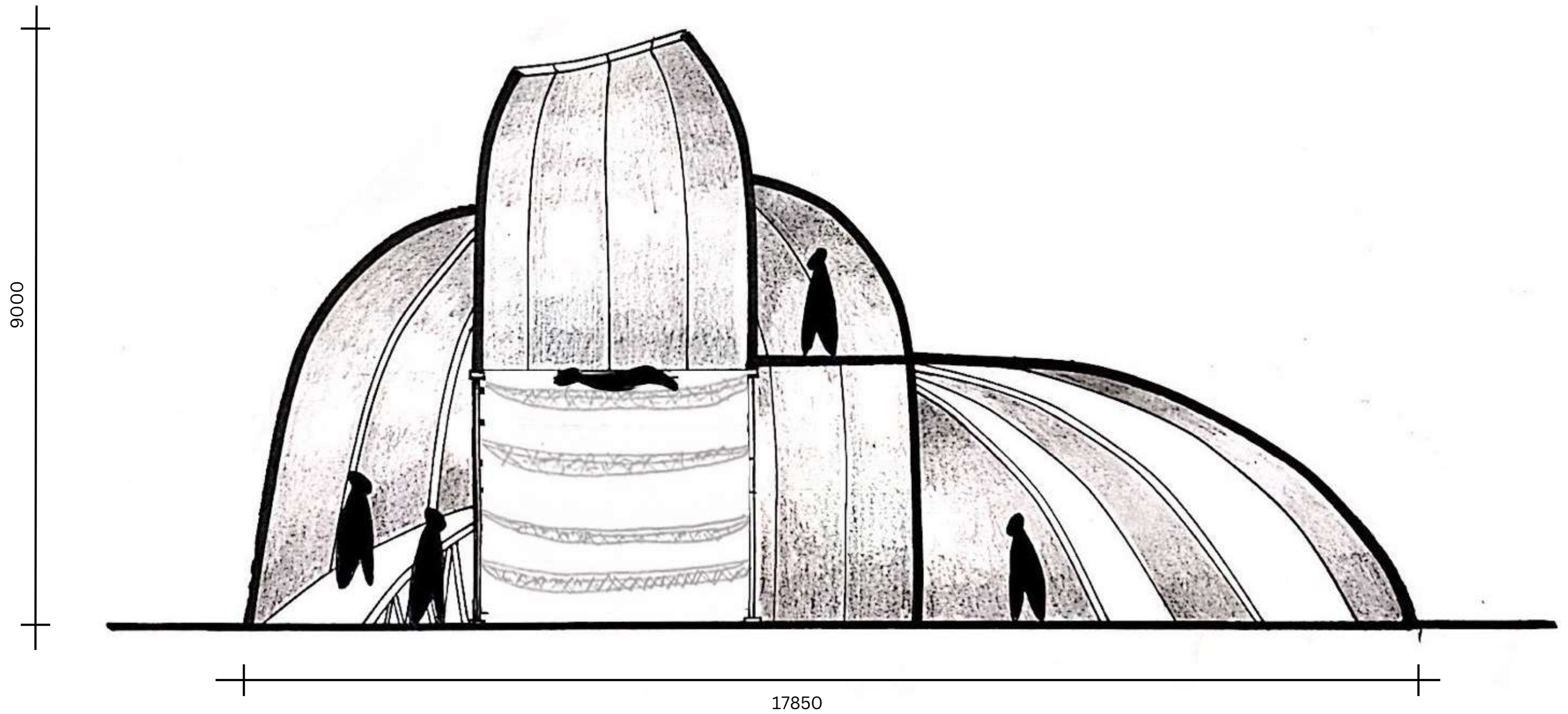
First Floor Plan

0 1 2 3 5m

1:75

13125

17850

Ground Floor Plan

0 1 2 3 3m

1:75

A

A'

13125

17850

First Floor Plan

0 1 2 3   3m

1:75

9000

17850

Section A - A'

0 1 2 3 3m

1:75

9000

17850

Front Elevation

0   1   2   3   3m
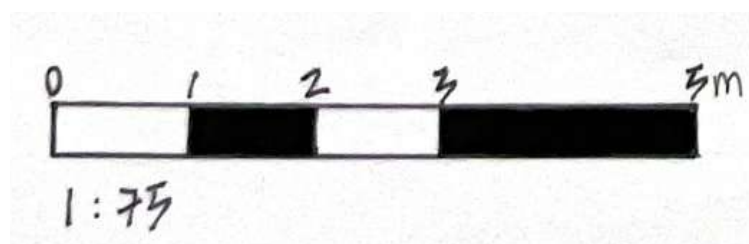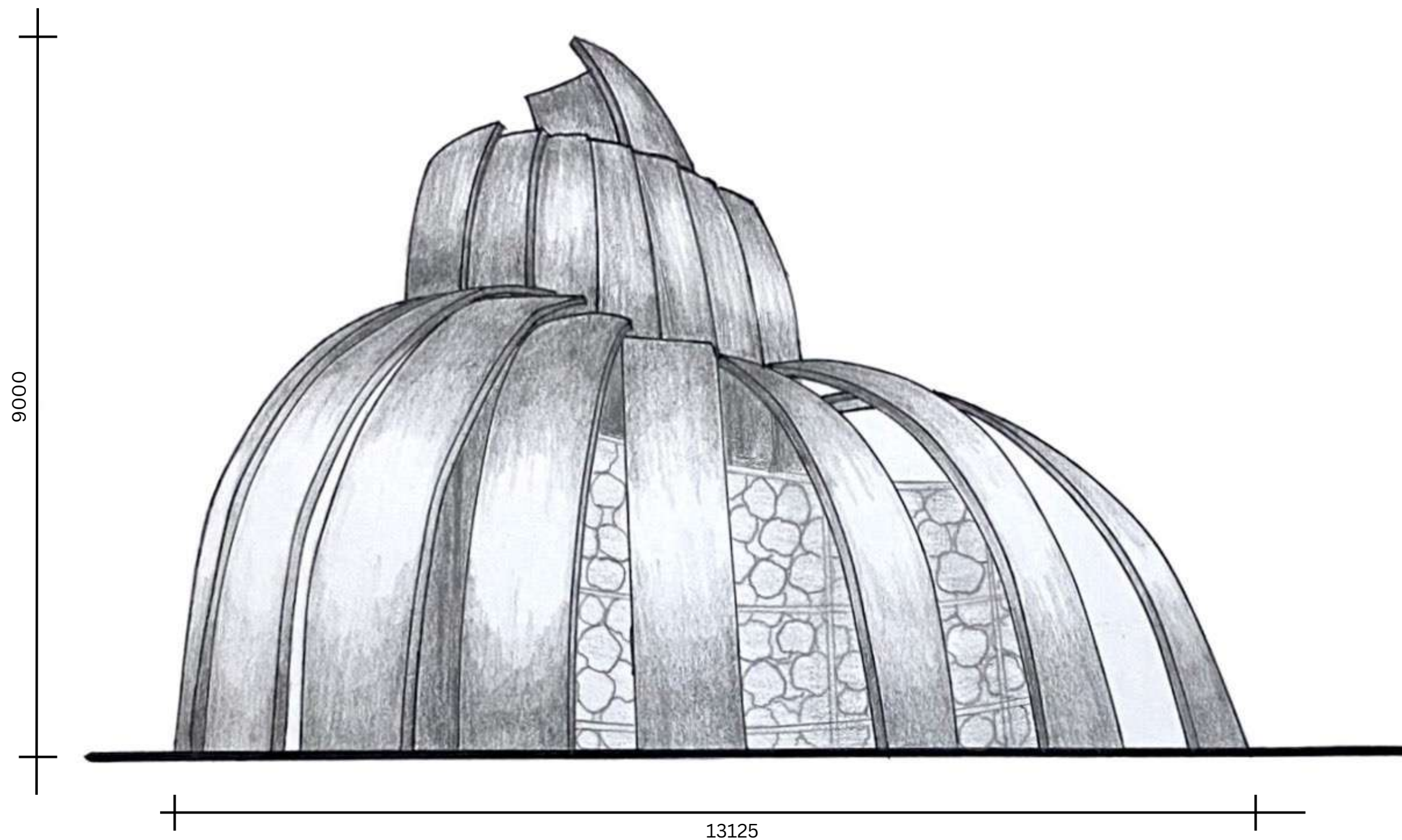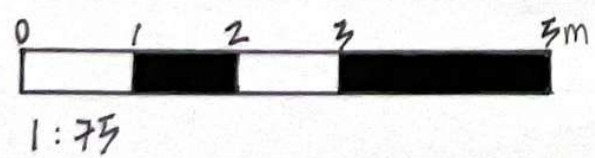
1:75

9000

13125

Right Elevation

0 1 2 3   3m

1:75
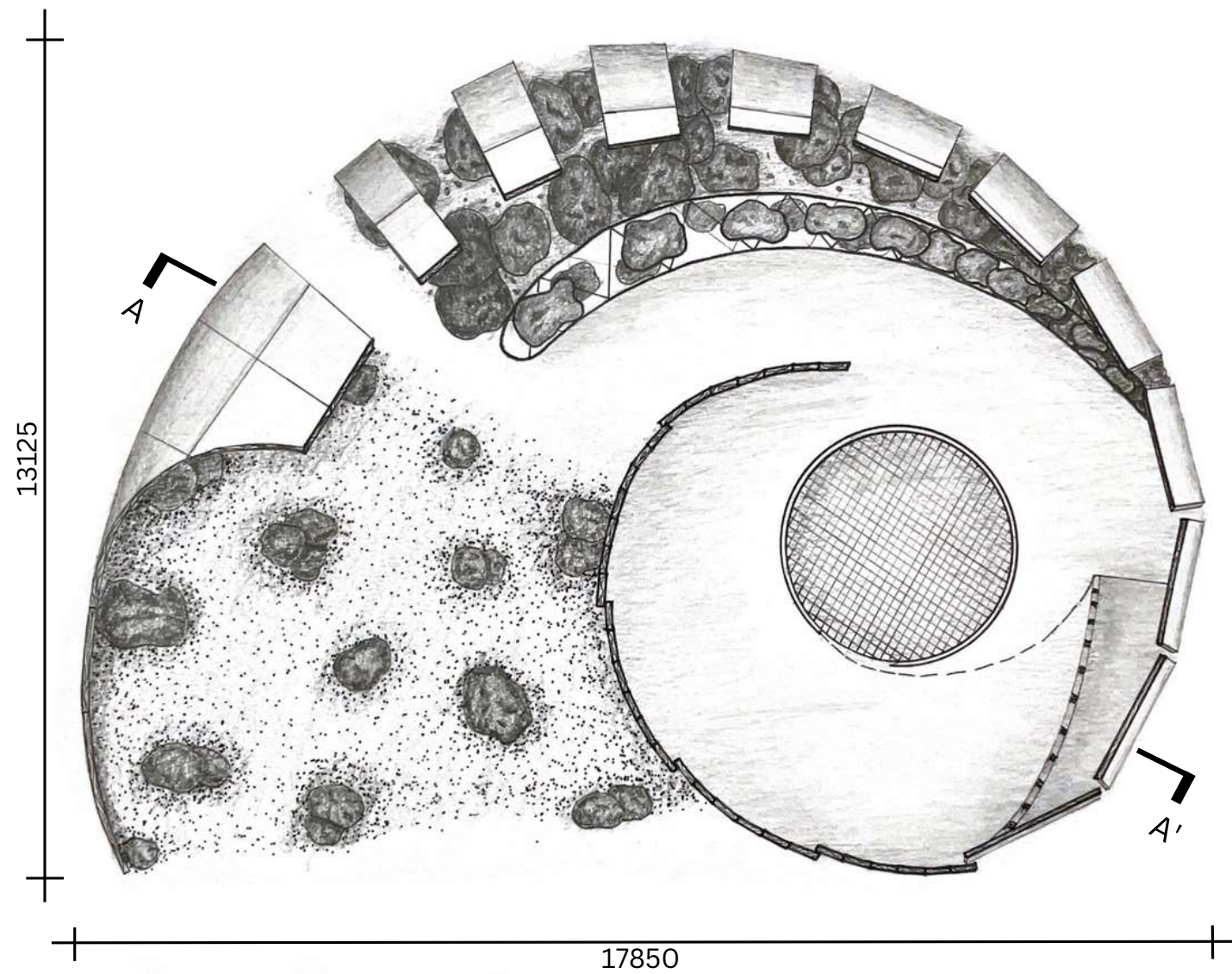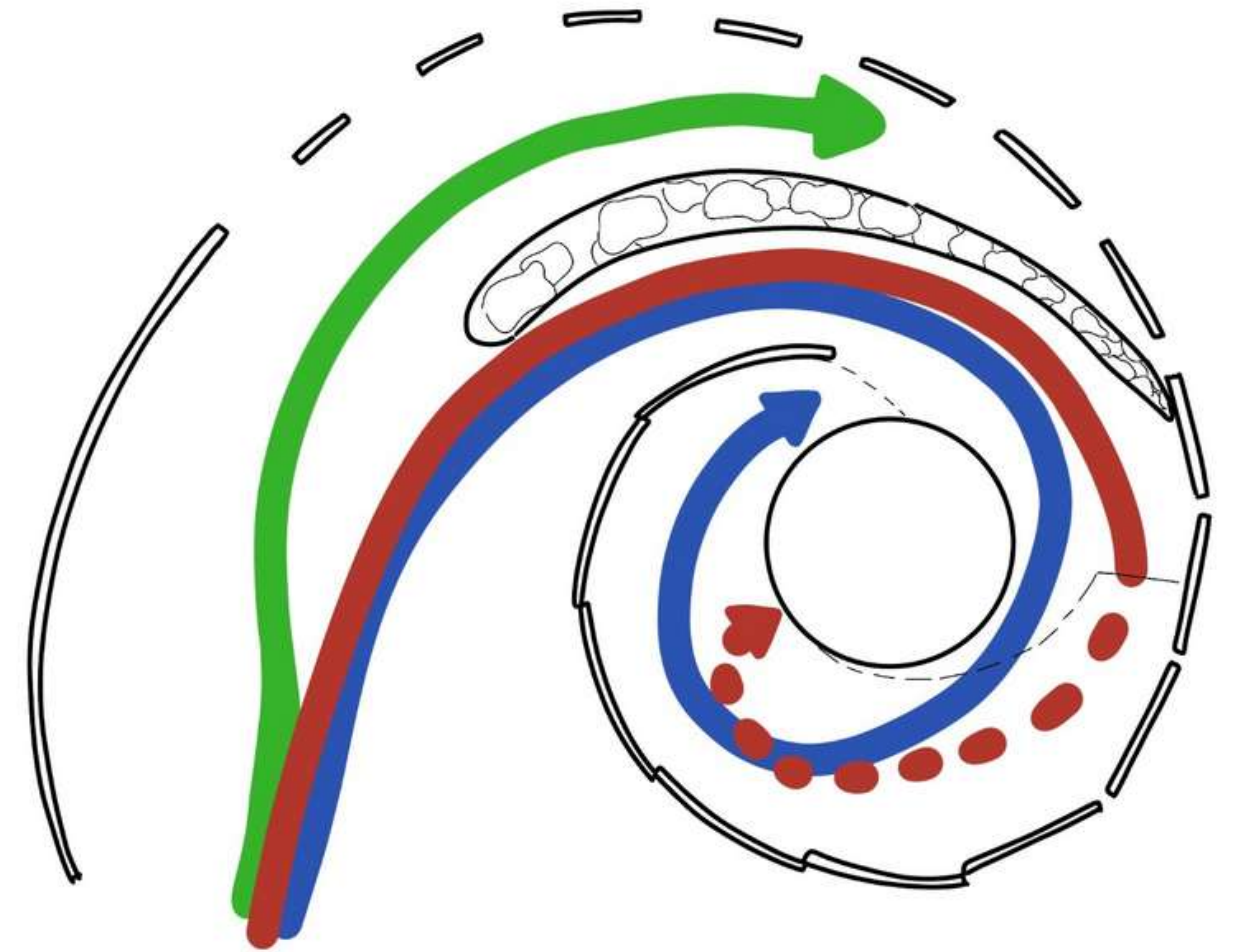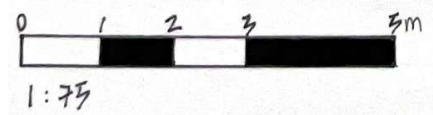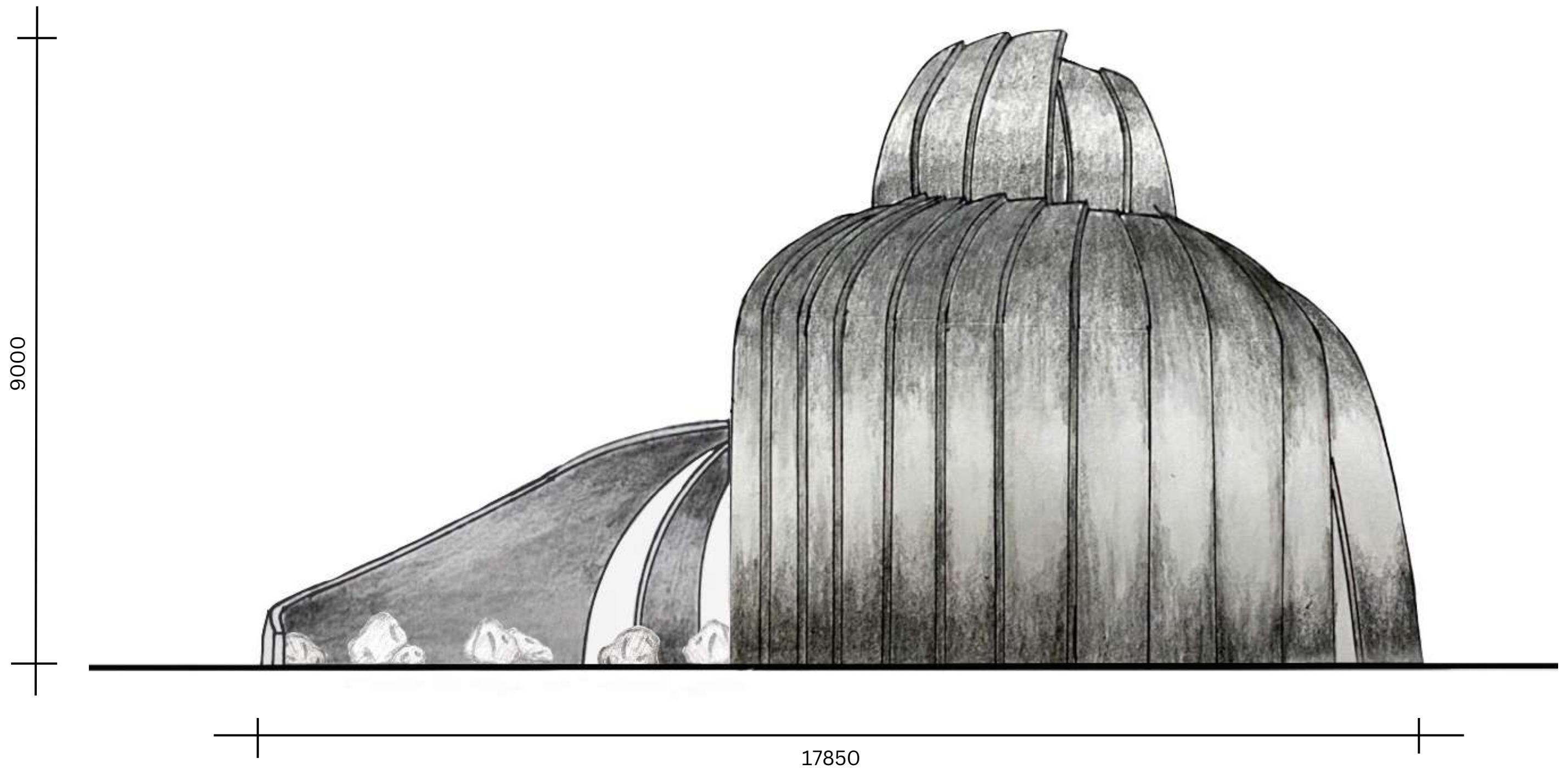
final model

TOP VIEW

FRONT VIEW

SIDE VIEW

PERSPECTIVE VIEW

CLOSE UP SHOT
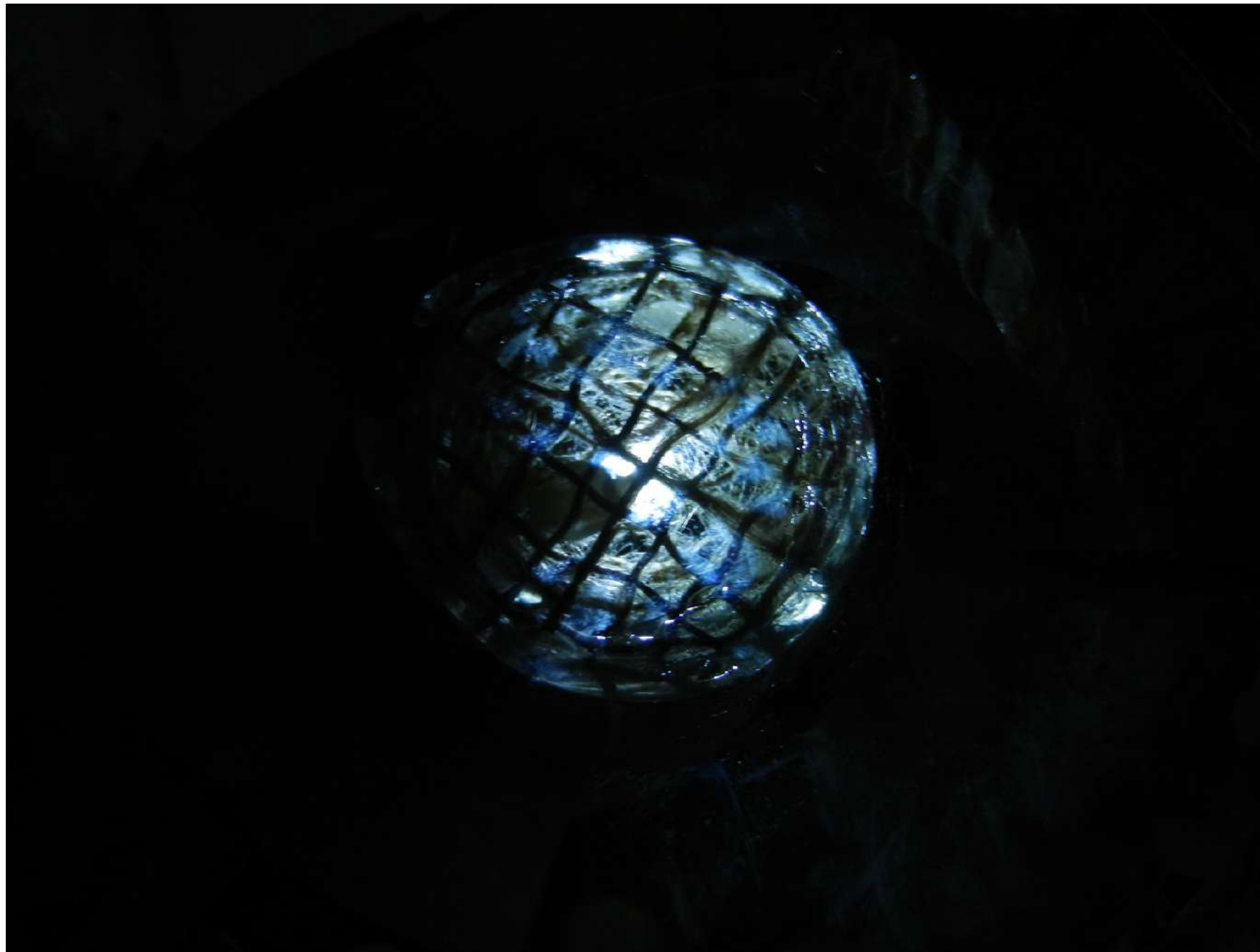

CLOSE UP SHOT

PERSPECTIVE VIEW

PERSPECTIVE VIEW

BACK VIEW

CLOSE UP SHOT

INTERIOR SHOT

"But in the moonlight, dreams revealed"

AD NAUSEUM

LINEAR

Do you recall the first time you set foot on the beach?

The pure white sand felt like cotton clouds beneath your feet. The boundless ocean stretched out before you, and you were overcome with a **sense of wonder** at this newfound paradise. It was as if you had stumbled upon a magical world that you never thought could be real, and the **overwhelming yet comforting** feeling stayed with you long after you left.

Pacing on the beach as the sea breeze and wave crashes empty your mind, finally at a state of **tranquil**. As the therapeutic beach **engulfs our negativity**, we crave for more and want it to last forever.

Ad Nauseum is a **metaphoric embodiment** of our bottled-up emotions as we navigate through it trying to **find escape** the pain of reality through the sensations that the beach injects into us. Though we want infinite relief but what we experience is **endless distraught** as we are **lost in our emotional baggage**.

design intention

The structure aims to mimic the **hardships of reality** as negative emotions are kept within ourselves. These feelings are brought through **distortion and irregularity of planes** and a **looped path** to create **physical discomfort** and **notion of endlessness**.
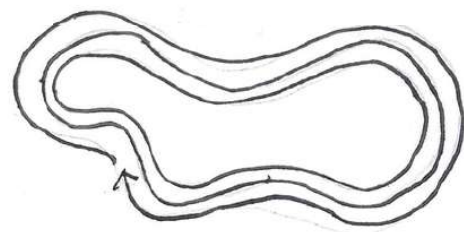
Open planes are **segregated** with transparent elements and elevated to imply a feeling of **"so close yet so far"**; the goal of escape is so close at sight yet **unreachable**. This **physical segregation** exaggerates the **distress** as **desire slowly overwhelms composure**.

narrative translation
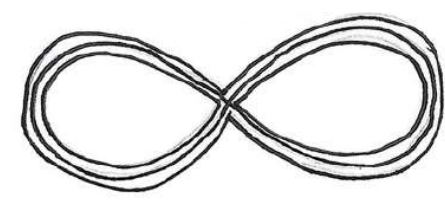
A dream hard to get in,
A reality hard to get out

Continuous
Circulation

REALITY   PARADISE

For in the daylight, I faced the REAL,
But in the moonlight, DREAMS REVEAL

DENSER / NARROW   WIDE / OPEN
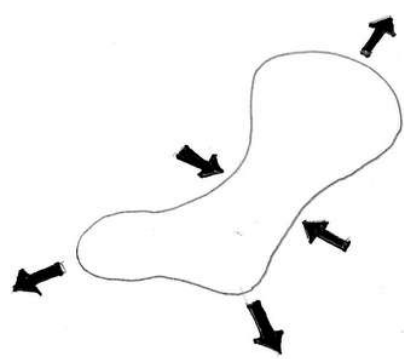
REALITY   PARADISE

WOOD   ROCKS
WATER   SAND
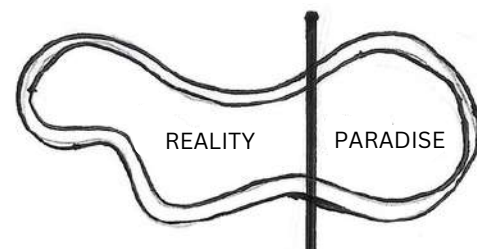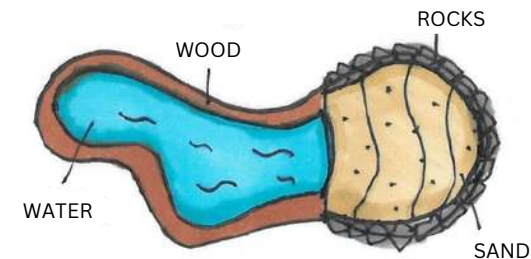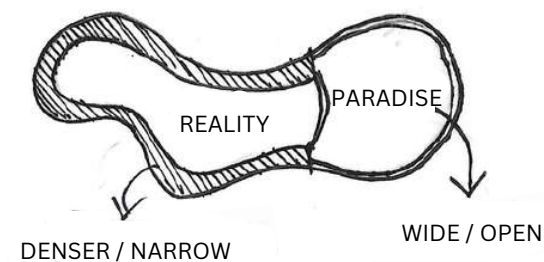
Relating back to a beach
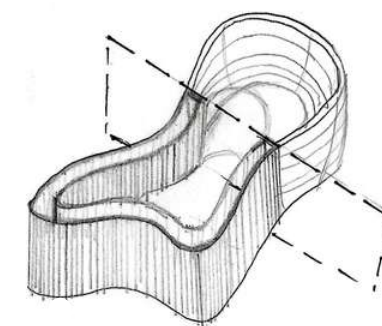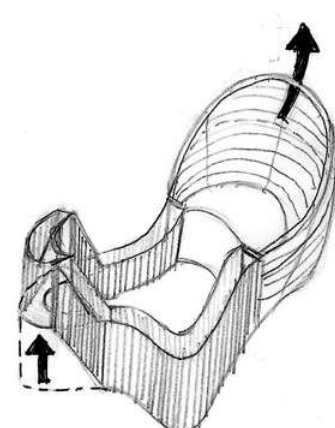physically with material use

form transformation
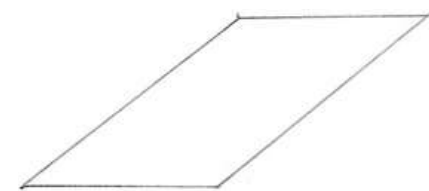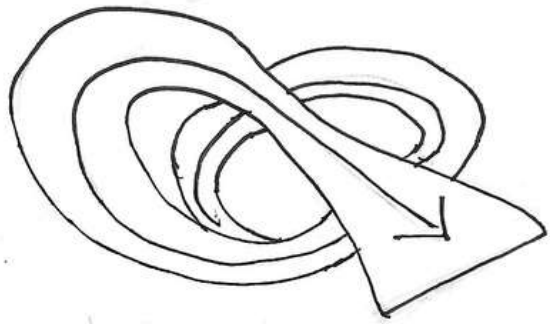

Linear Base

Organic Form

Volumise

Create Atrium
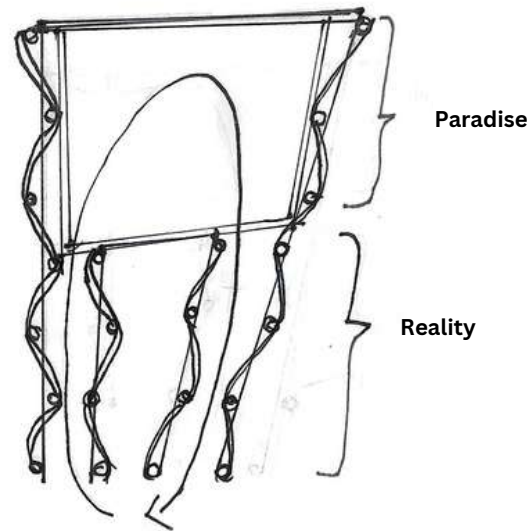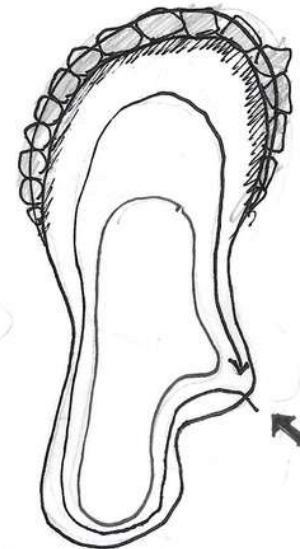
Contrast of Dense & Clarity

Lift & Exaggerate

design process
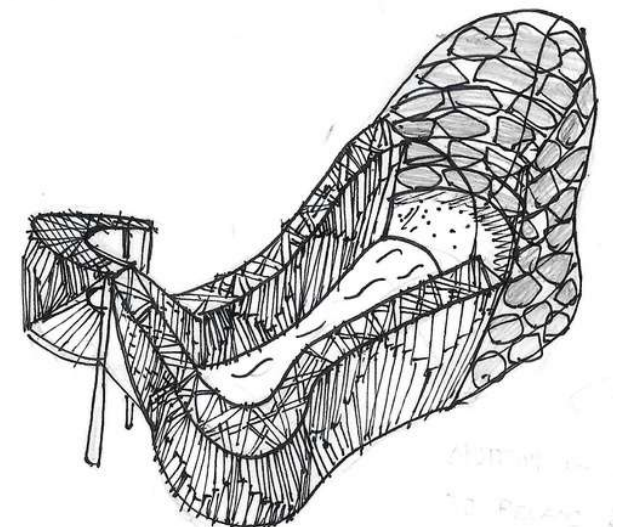

- Looping and Infinity Concept

Paradise

Reality

- Continuation of looping concept
- Reality and paradise concept

- Wavy/Flowy form to represent waves
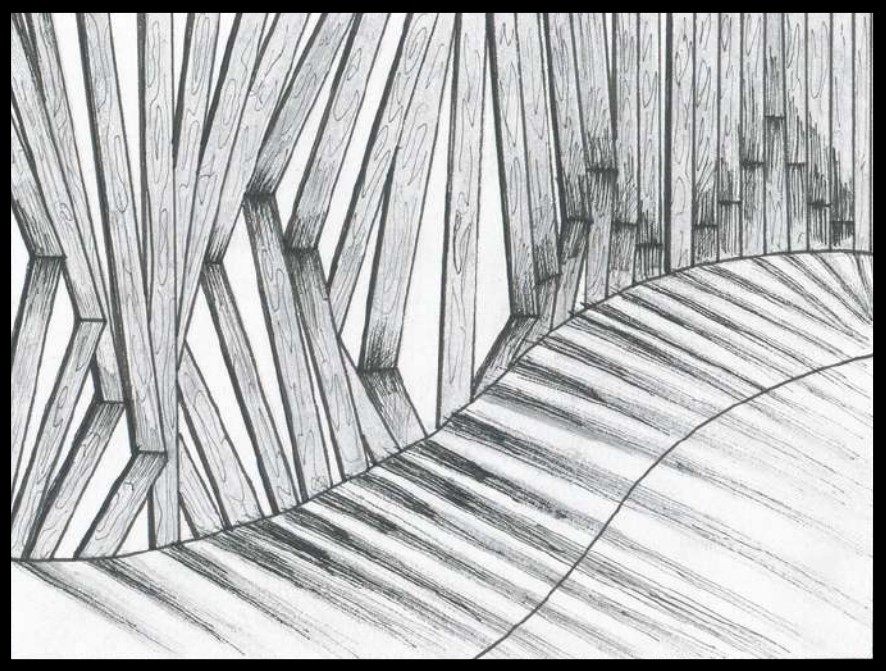- Circulation to make the user feel trapped

- Addition of texture as modifying element
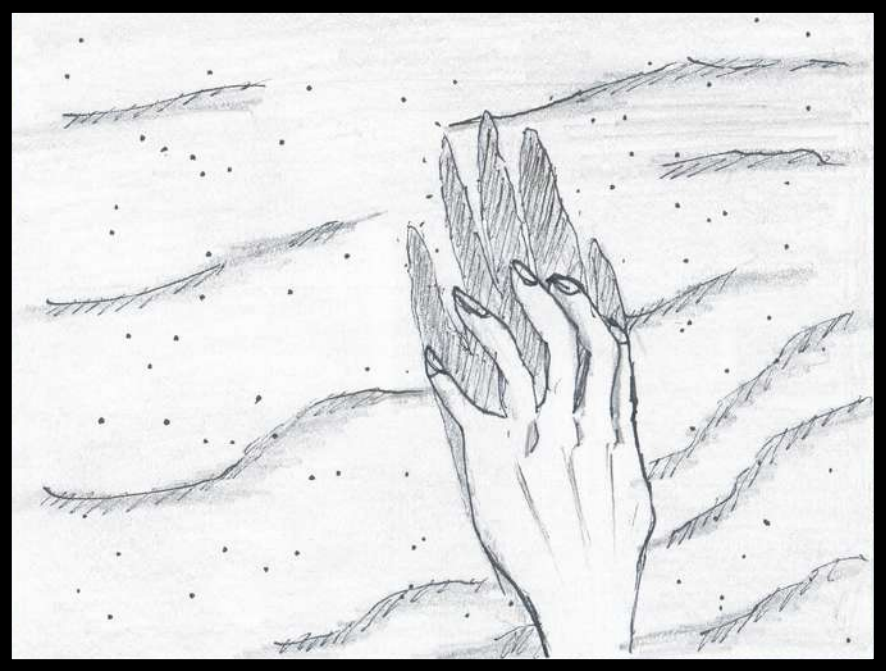- Addition of **water** and **sand** to relate back to tropical beaches
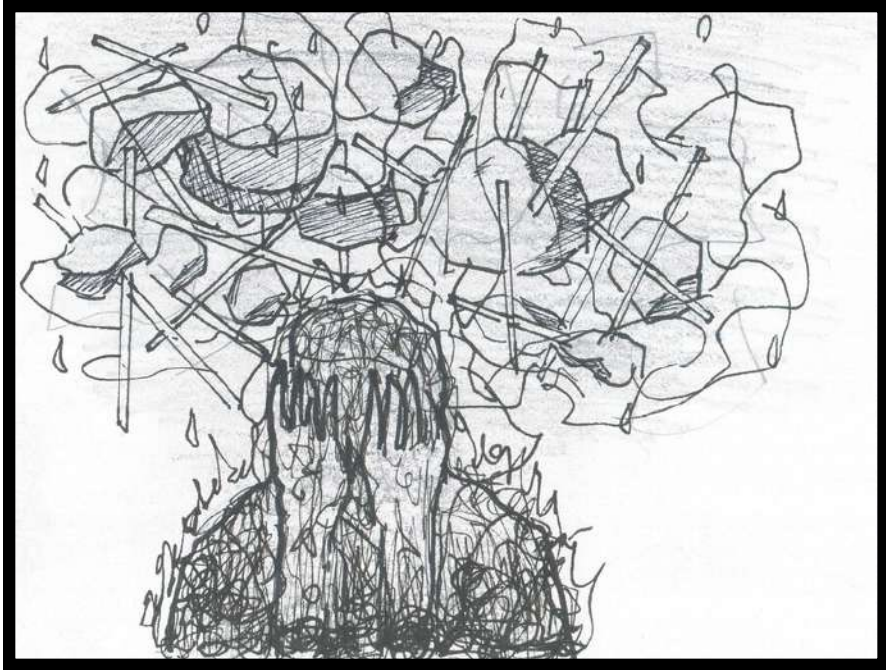
modifying
elements

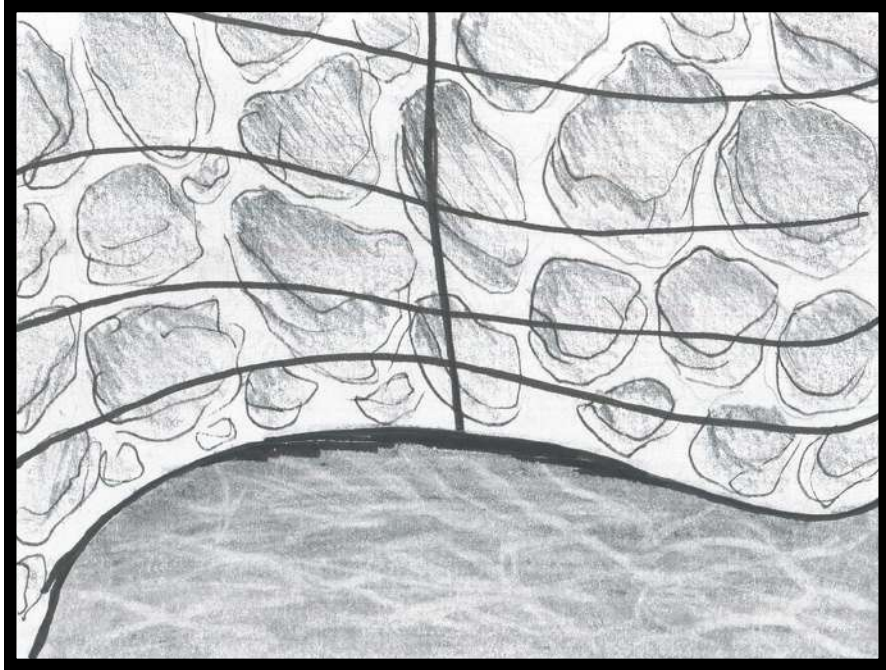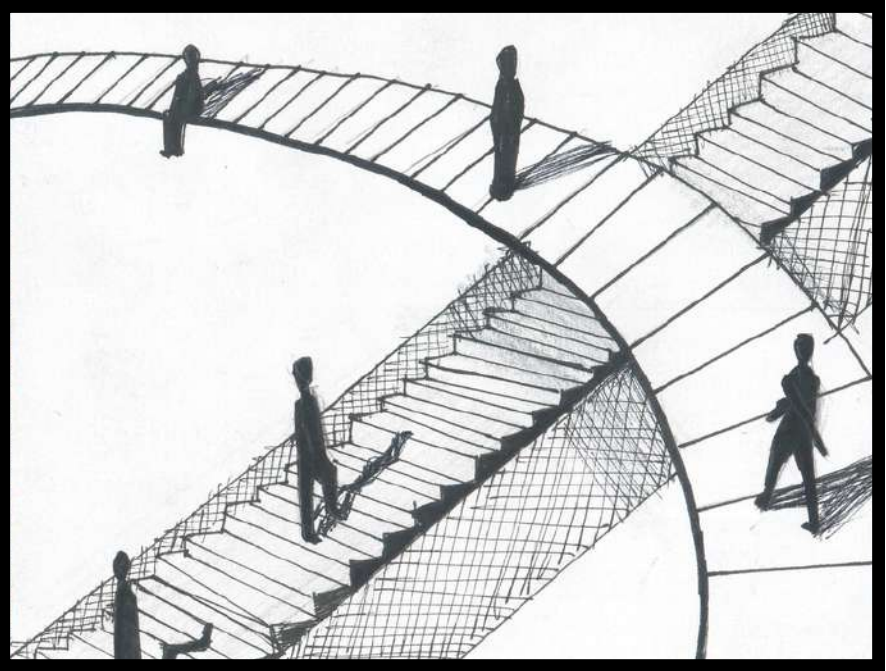## LIGHT AND SHADOW

TEXTURE AND TOUCH

TIME

narrative journey

2. Your exploration led you to a towering 9-meter stone wall, its grandeur was both awe-inspiring and intimidating, causing you to question the next steps of your journey. The decision to proceed or turn back weighed heavily on your mind.
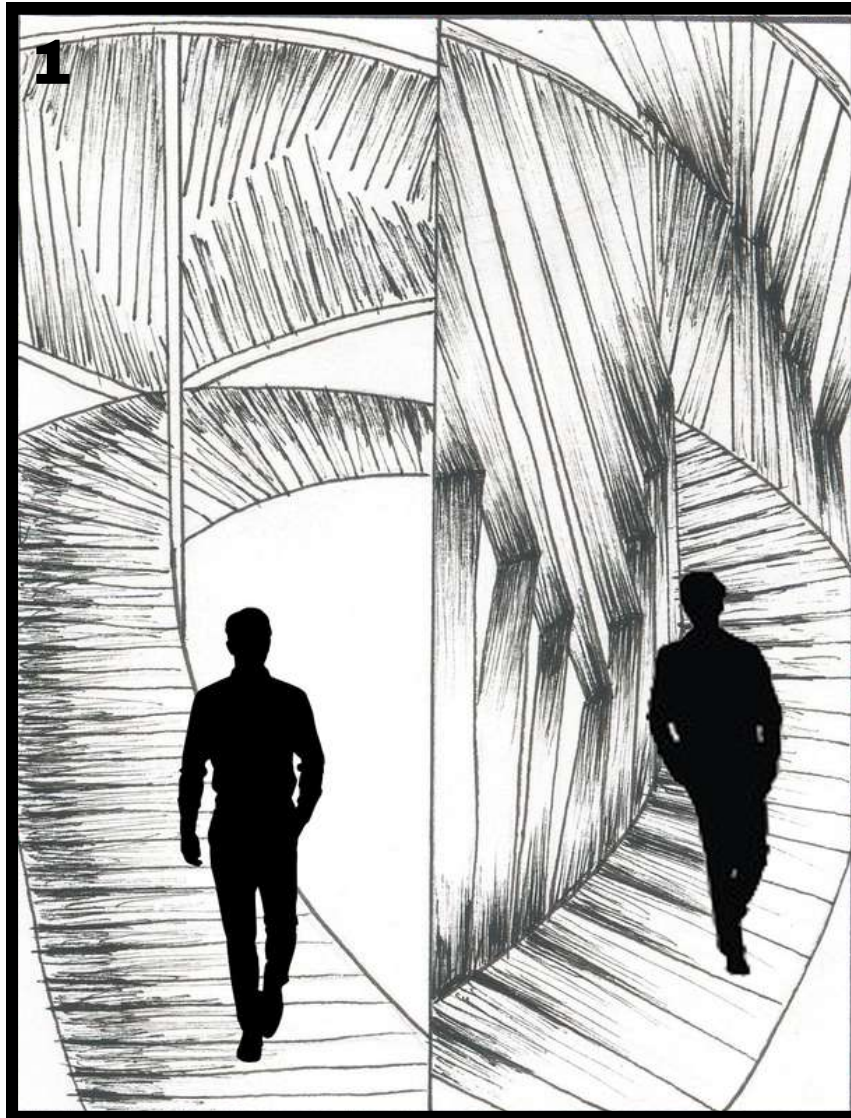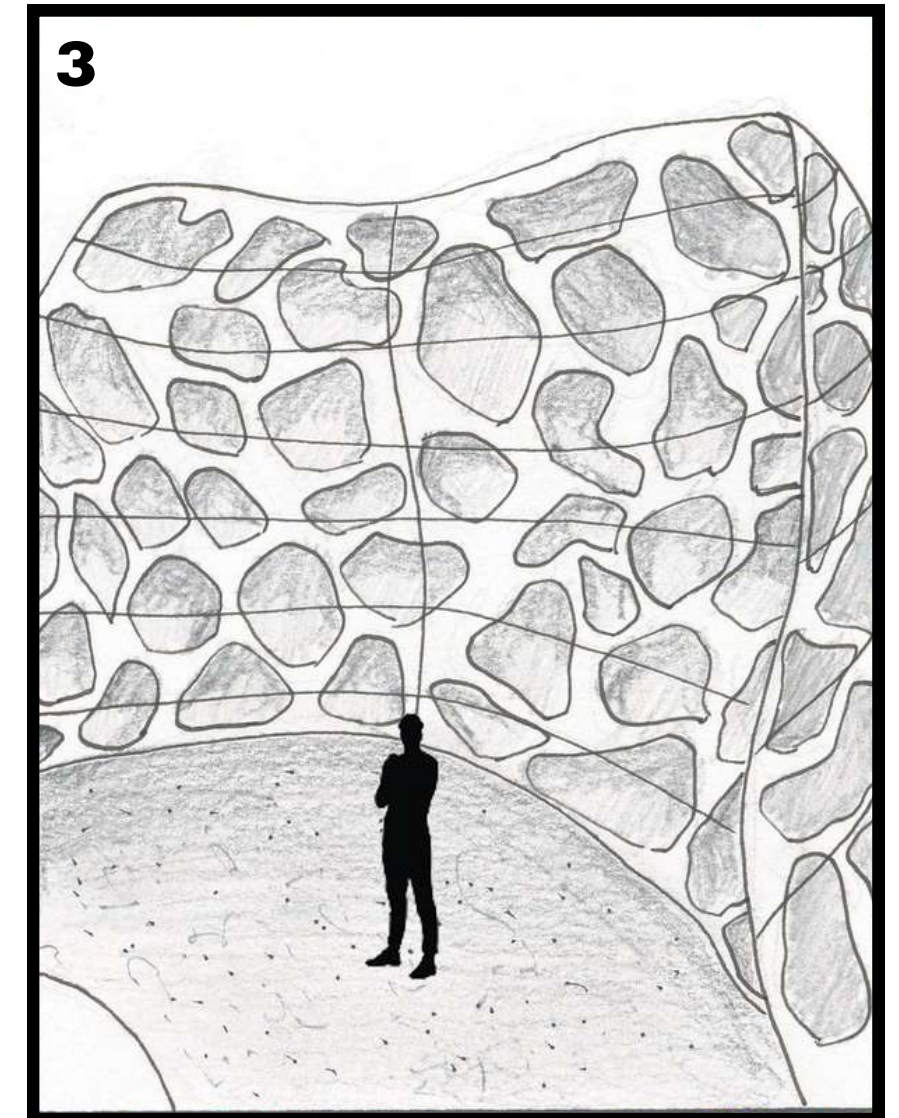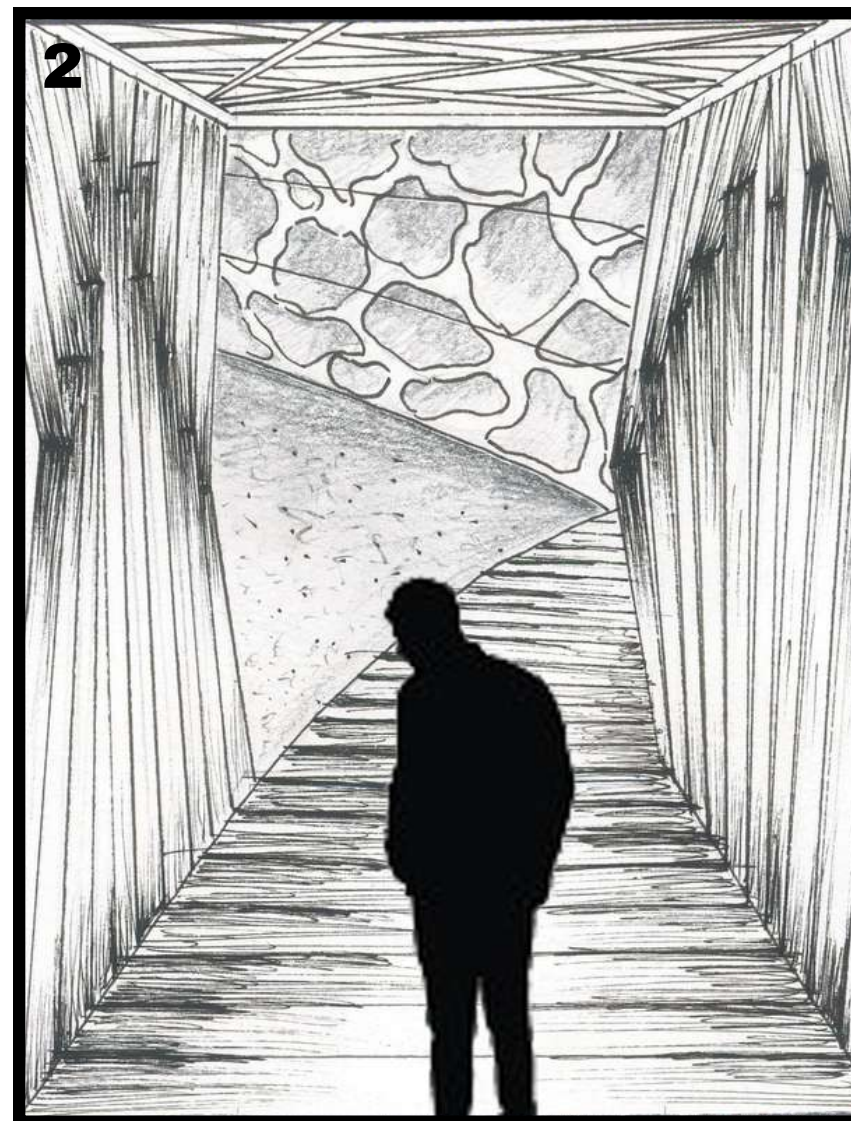

1. You might take two possible routes after you entered, each two possible routes you might take after you stepped inside, each one unique yet eerily familiar. Previously, there had been some difficulty locating the entryway.

3. As you ventured forth, the once-fearsome stone wall lost its intimidating grip. The sand beneath your feet offered a soothing balm, and a wave of gratitude washed over you. The journey no longer seemed as daunting as before, and a newfound sense of comfort and relaxation filled your being.

4. But as you looked back, the unattainable ocean loomed large. A new path appeared, tempting another decision. Stay in the dreamlike state or move towards the final destination you urged for?
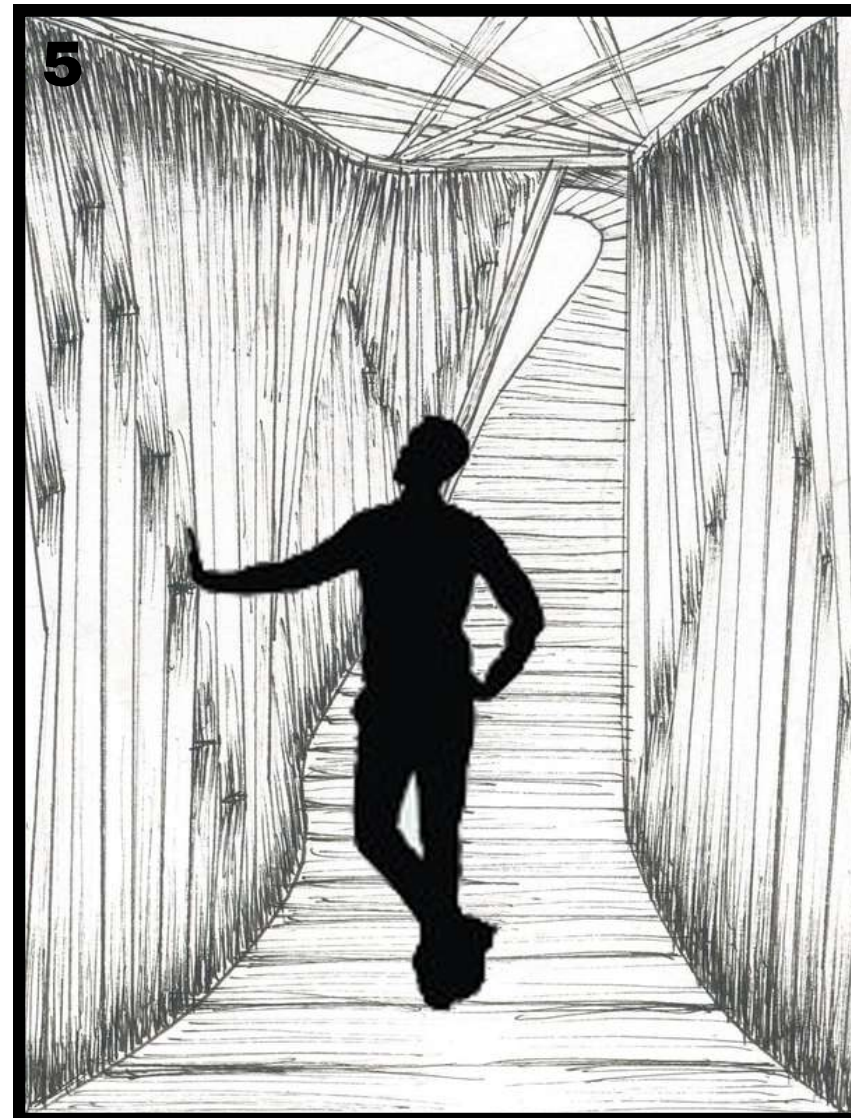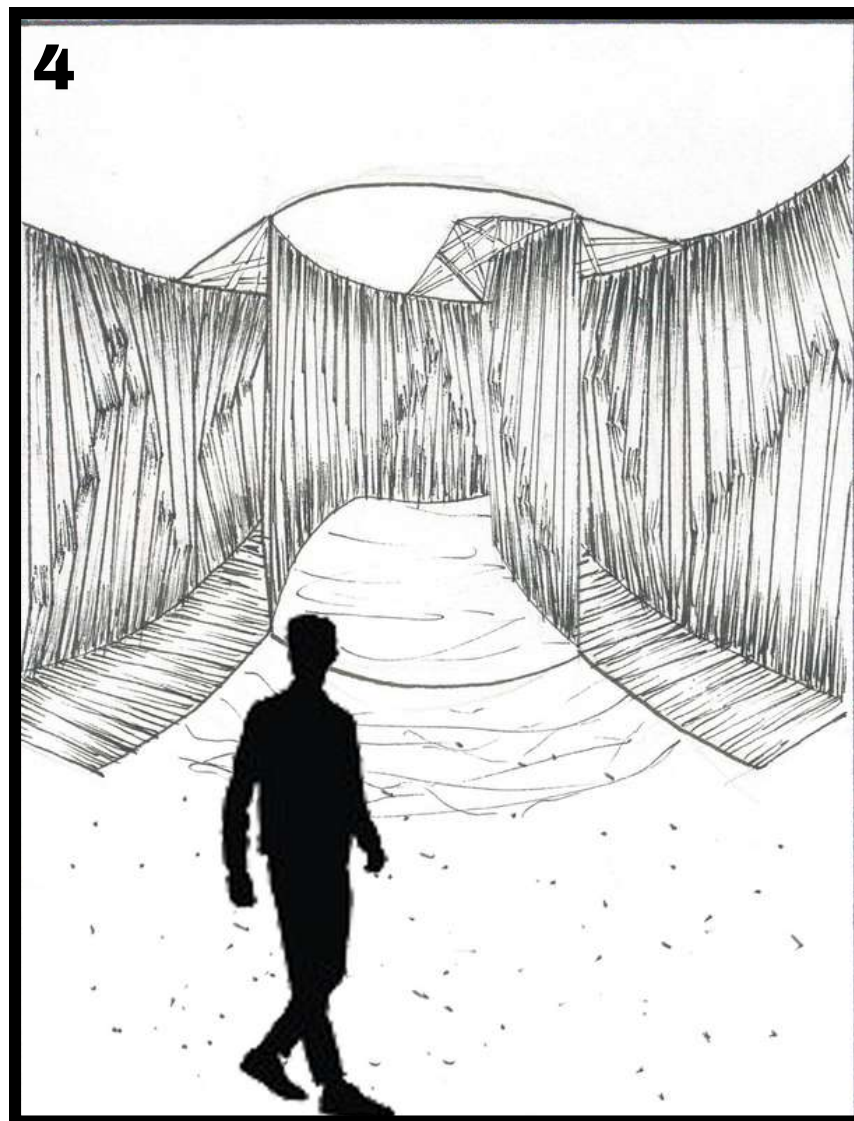

5. With each step forward, the tunnel felt oddly familiar, yet something was different this time. As you journeyed on, a newfound appreciation for the intricately-crafted facade began to blossom within you. The flow of the journey carried you on, and you relished in the experience of it all.

6. It was where you came from, you couldn't shake the feeling that maybe the final destination lay behind you, and curiosity took hold. The glass wall obscured a paradise, trapping you in indecision. The mind spun, lost in an endless loop.
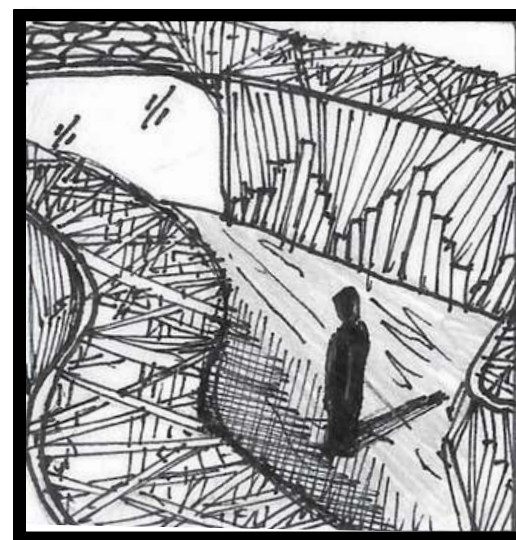
Section A - A'

24500

9000

4000

2000

3000
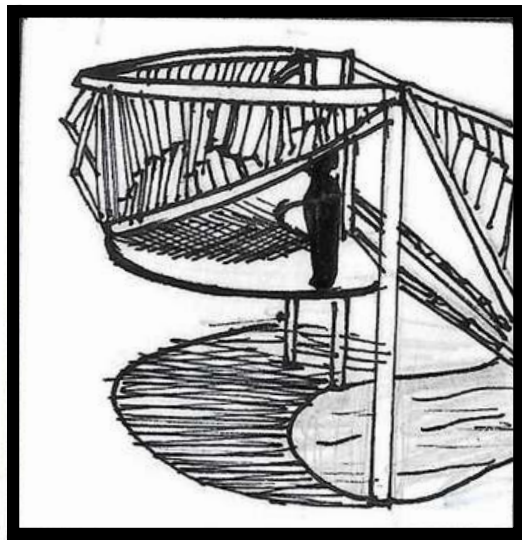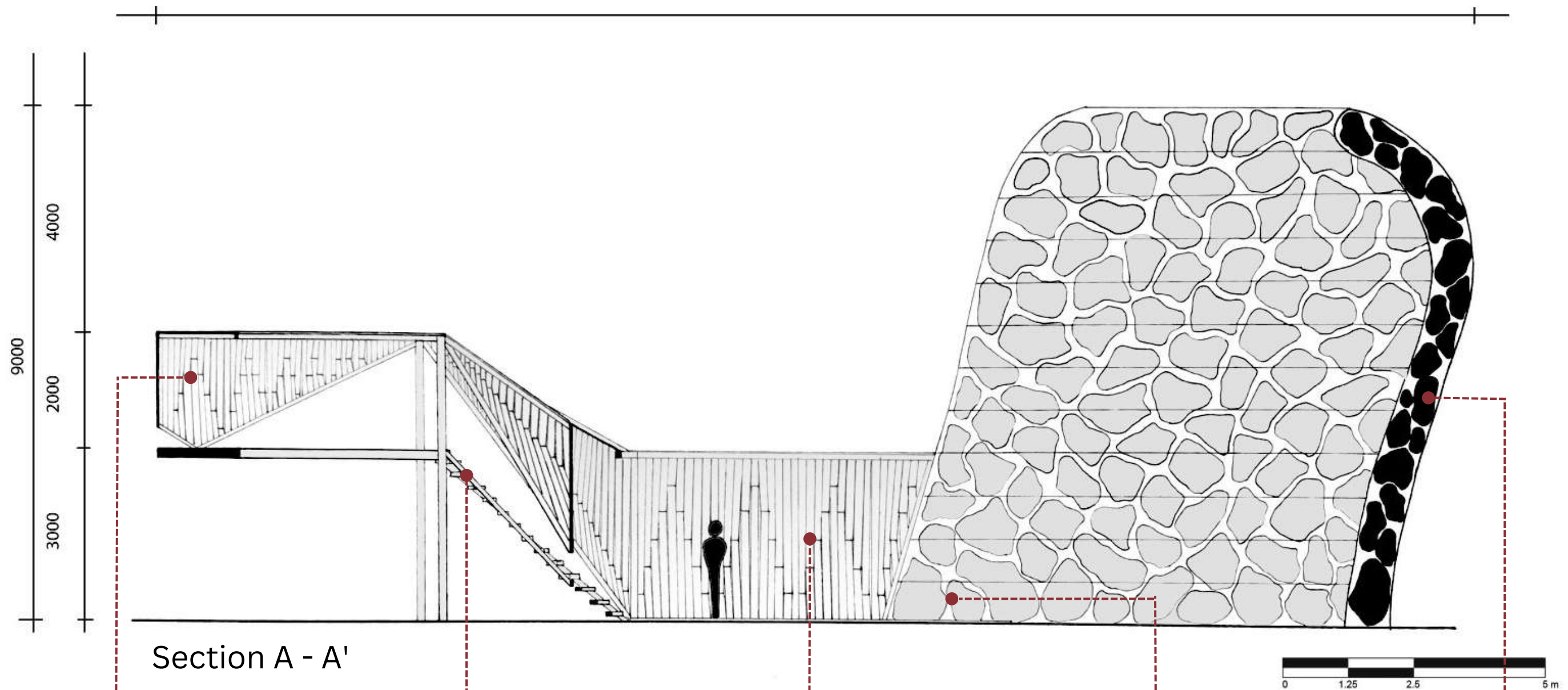
CURIOSITY

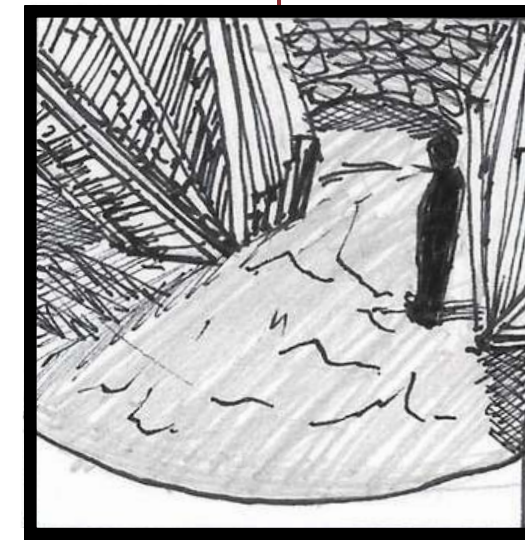To entice visitors, the exterior facade blocks some views into the structure.

EXPLORATION

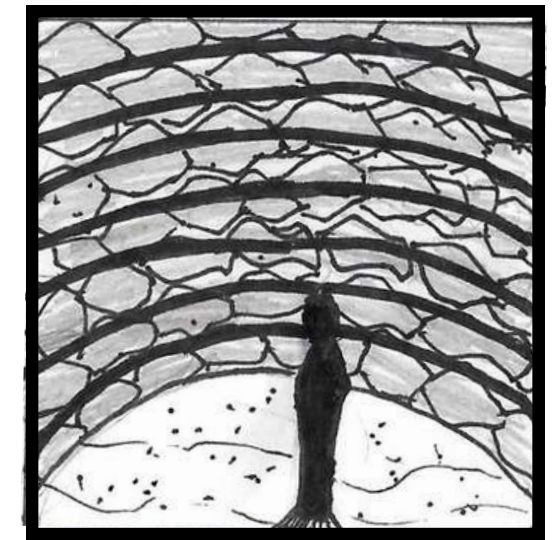The pathway winds gently along its length, interrupted only by a tight tunnel of wood planks.

GRATITUDE

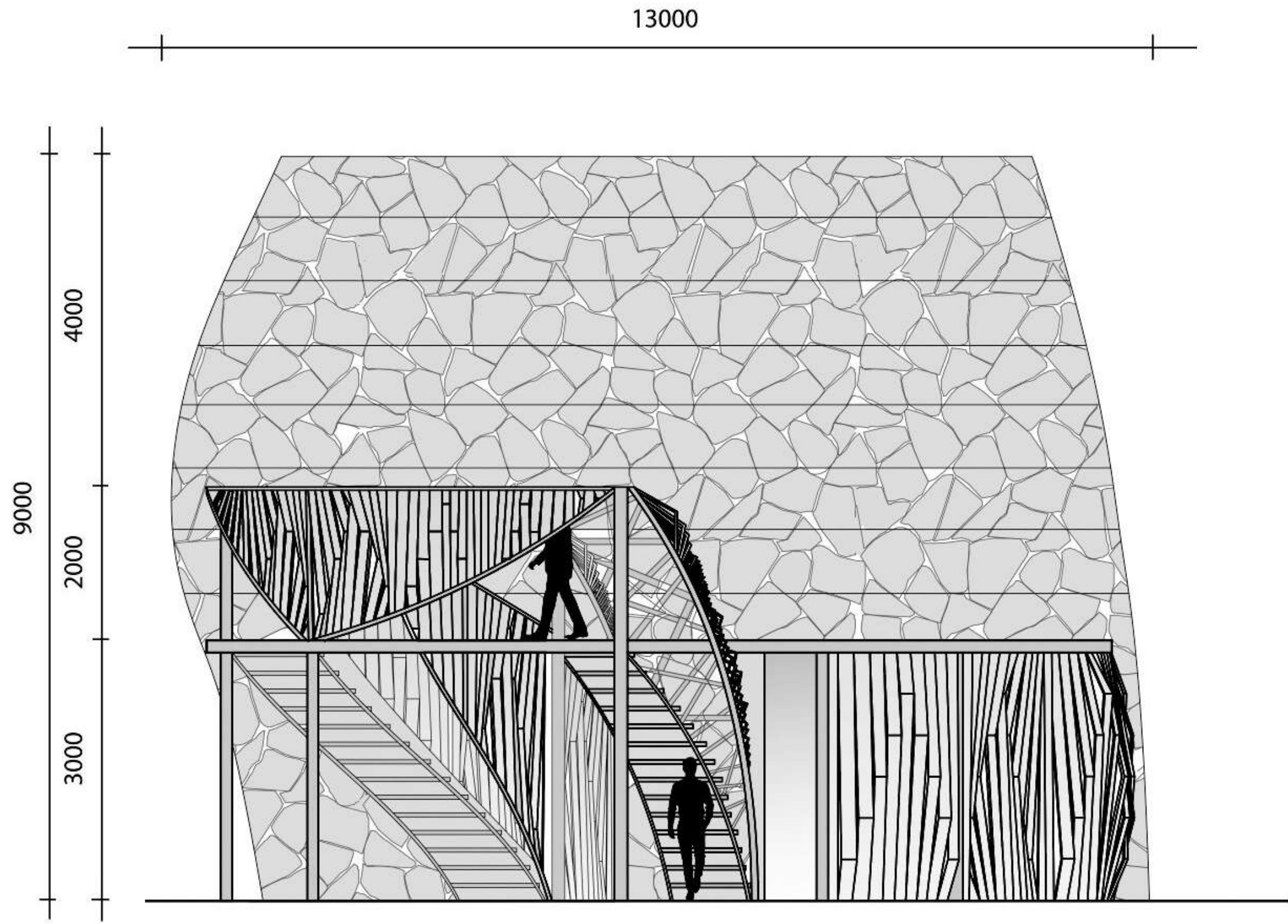The user has made it to the centre, where she can now see the big picture.

CONFUSION

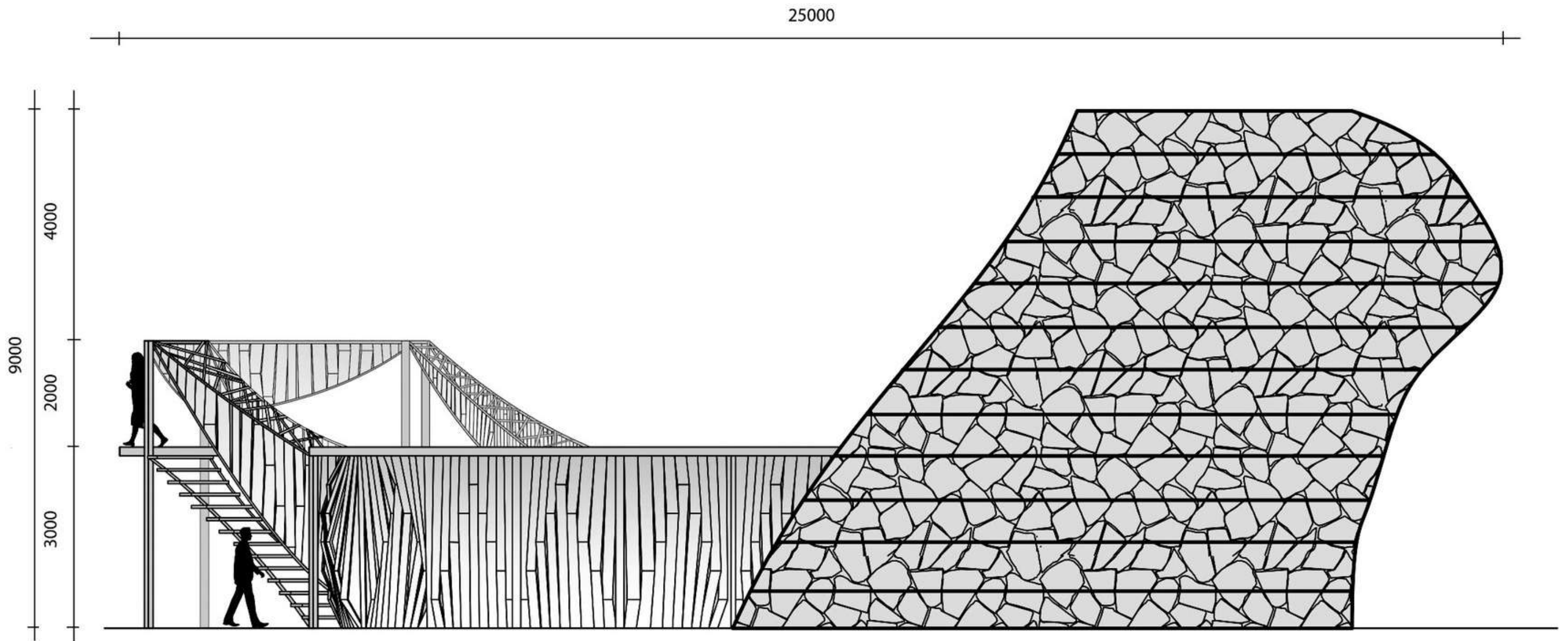As the water seeps through the sand, it distorts our perception of space and time.

DISCOMFORT

Rough rock facades supported by steel frames that don't let in much light or vision.

0   1.25   2.5   5 m

13000

9000

4000

2000

3000

Front Elevation

0   1.25   2.5   5 m

25000

9000

4000

2000

3000

Right Elevation

0   1.25   2.5   5 m

25000

13000

12000

1000

A

A'

Floor Plan

0   1.25   2.5   5 m

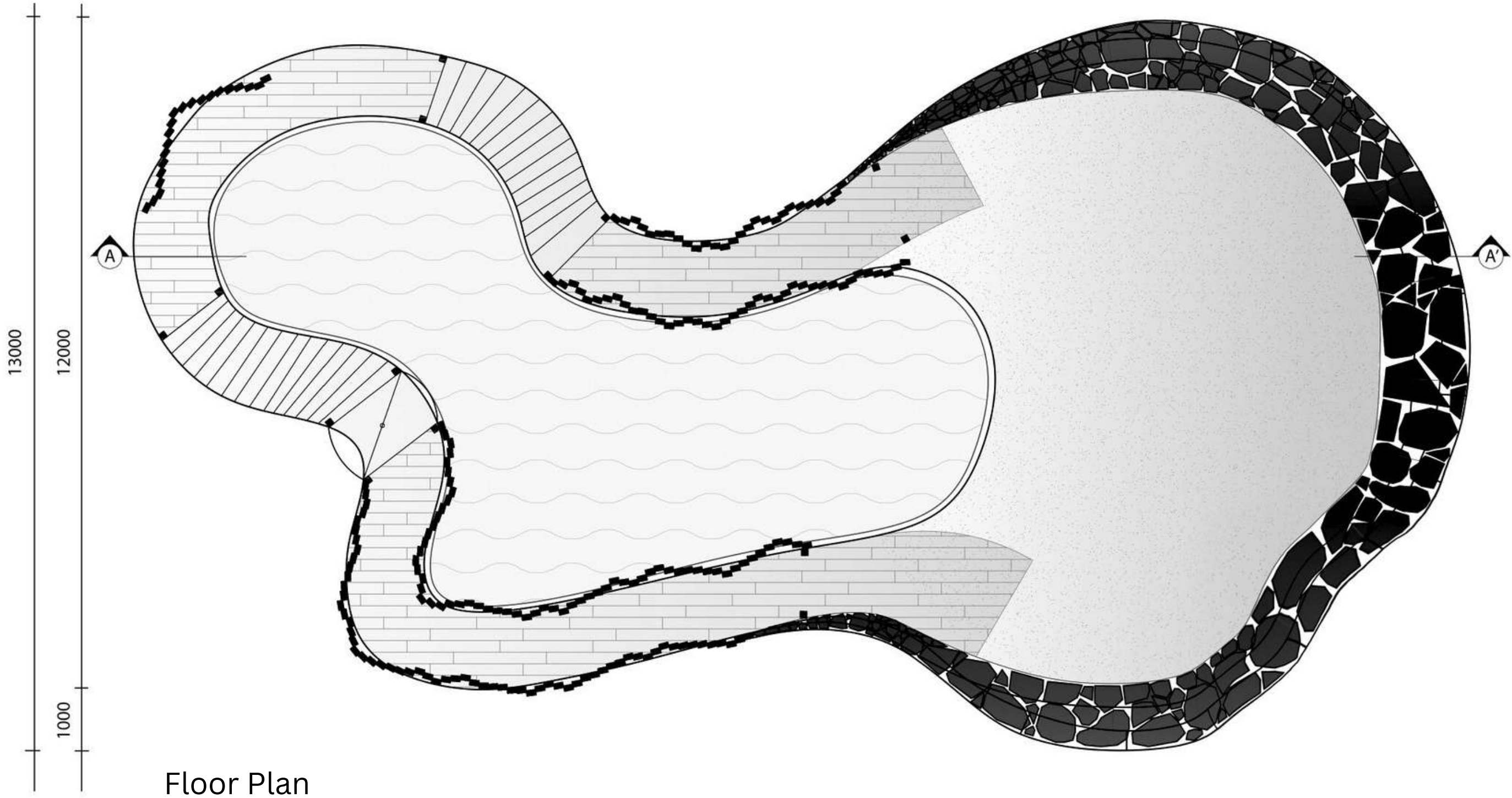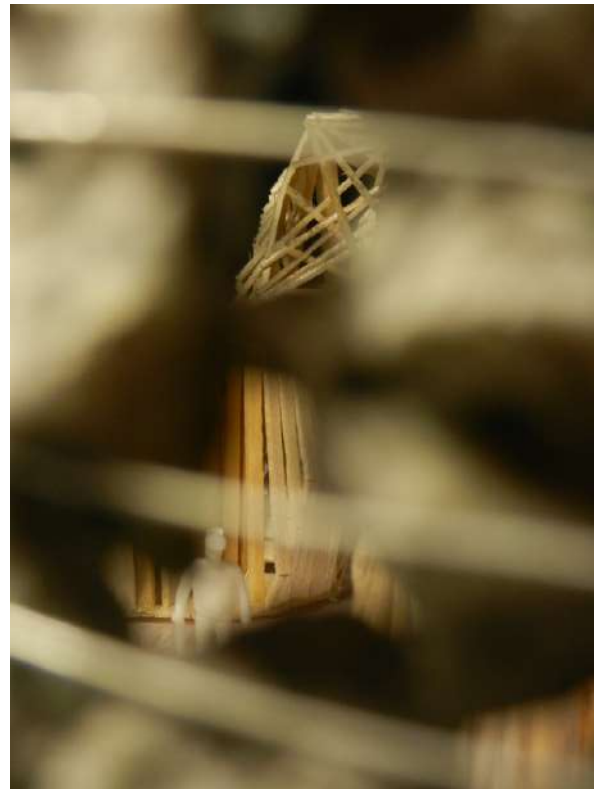# final model

FRONT VIEW

BACK VIEW

LEFT VIEW

RIGHT VIEW

PERSPECTIVES

DETAILS

TOP VIEW