

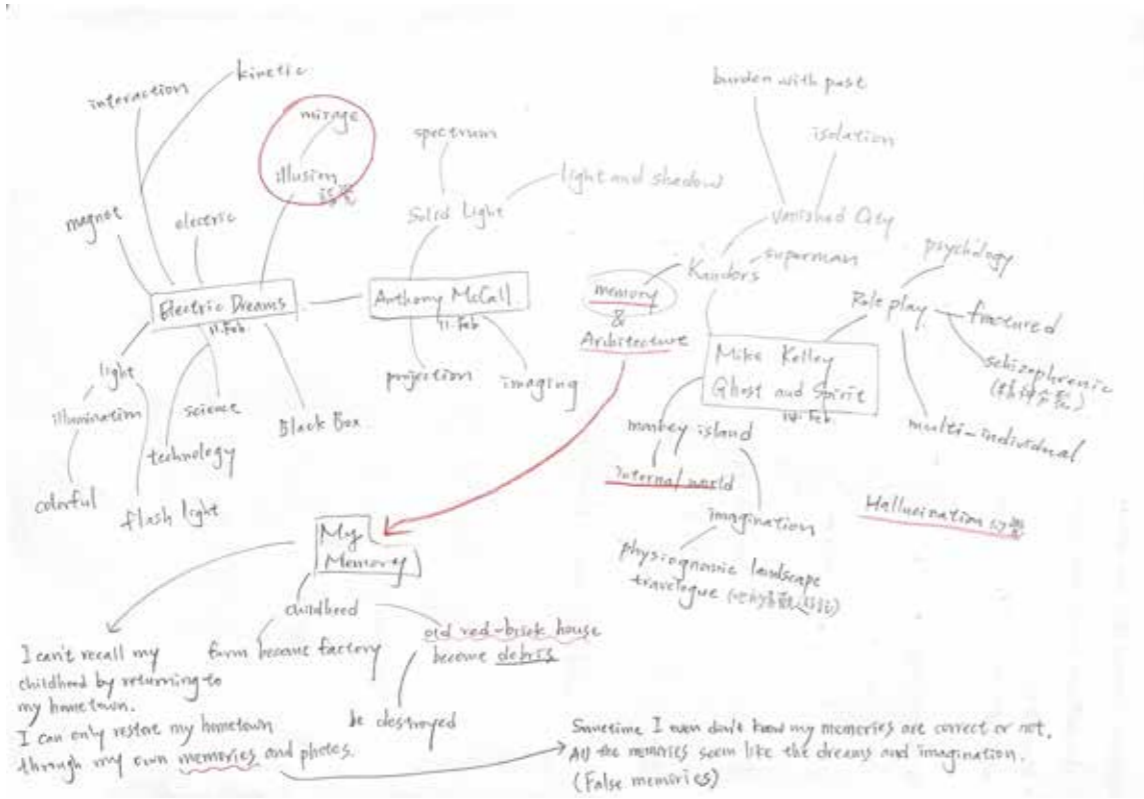
# Hallucination/ Memory/ Déjà vu

Hallucination and memory blend, so sometimes, the scenario is déjà vu.



My hometown was demolished, but its image remains in my memory. Over time, the memory of it has become increasingly vague. Sometimes, I even think that the images in my mind are not real, like hallucinations or mirages. This feeling inspired me to rebuild my memories through architecture.

# Thematic Research



## Historical Research



## Personal Memory



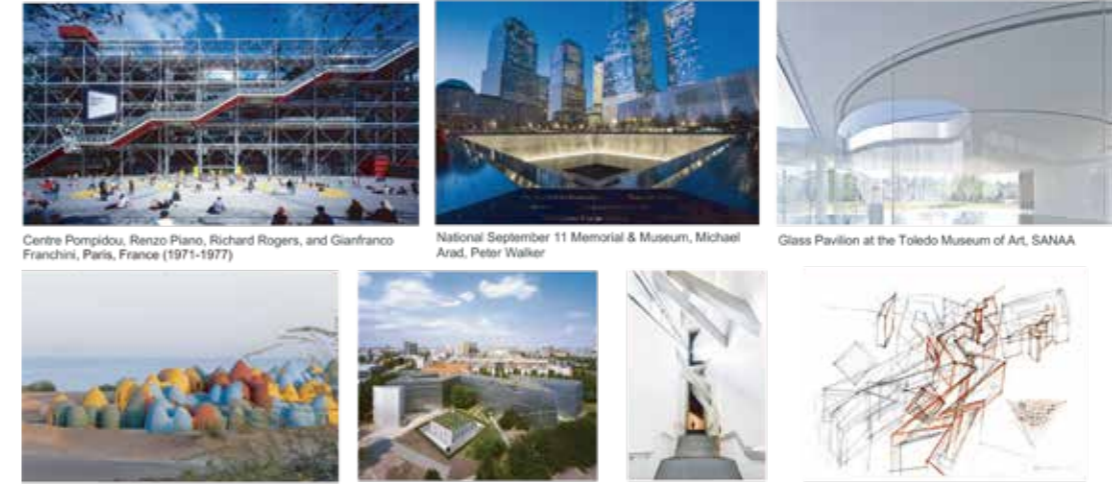
## Art & Design- Light Installation



## Pathway- Temporary Architecture/ Pavilion



## Pathway – ASD



## Art & Design – space experience



# Site Survey

Site Survey 2025.2.19

## Regents Canal

Camden & Little Venice

\* lots of people jogging, walk dogs, take a stroll  
chatting  
\* lots of birds and ducks  
ecology

\* I like this idea  
share books with others.



lots of weeds

I can't enter into this park.

There are many pigeons here hiding under the bridge.

This place is locked. I think this is a nice area to provide people resting.

I'm interested in this area. I want to walk around this area, but there is no bridge to cross.

The path is narrow.

This area is semi empty There is not many seats here.

lovely facility.

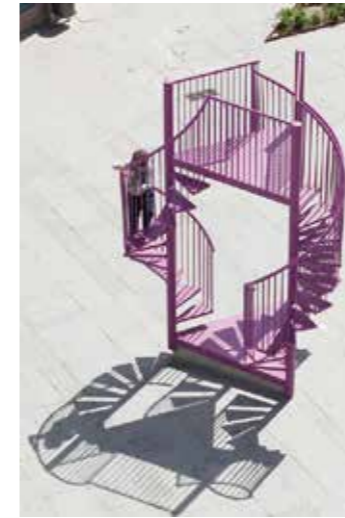
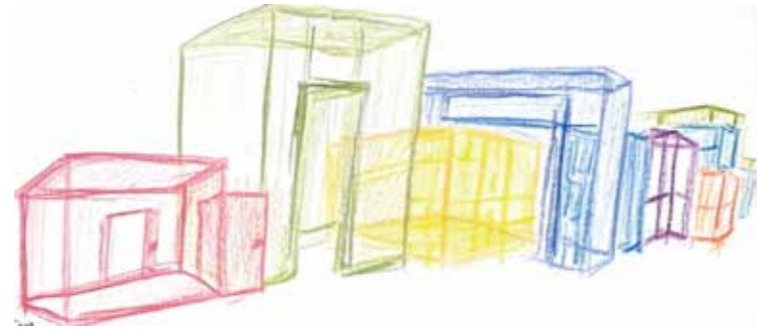
little free library



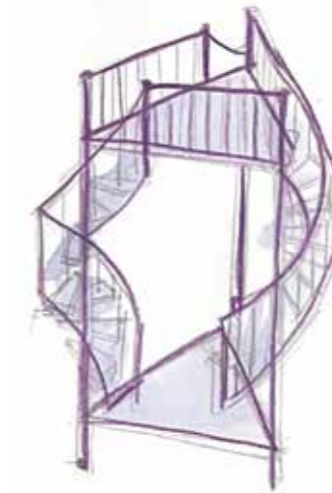
# Initial Research



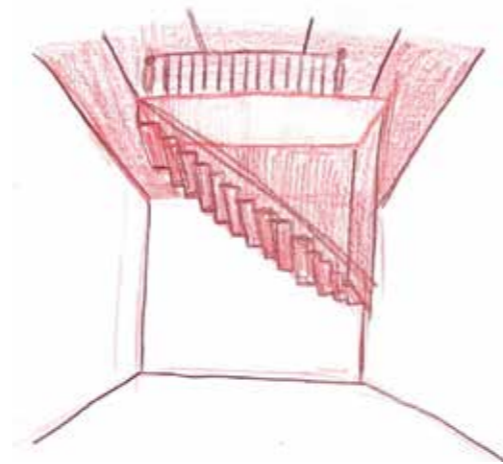
Do Ho Suh, The Passagels Exhibition, 2017



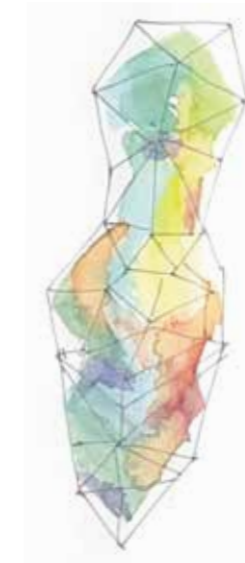
LIKEarchitects, Tripod Installation



Do Ho Suh, Staircase III, 2010



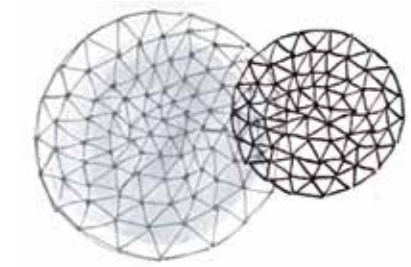
Olafur Eliasson, Antigravitation, 2023



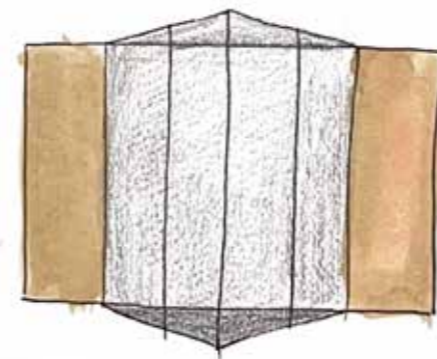
Sou Fujimoto, Naoshima Pavilion, 2017



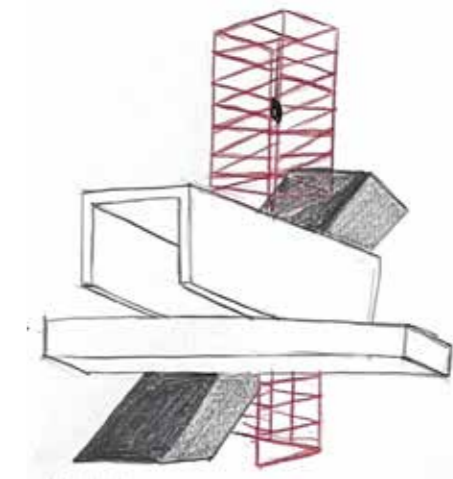
Olafur Eliasson: In Real Life, 2019



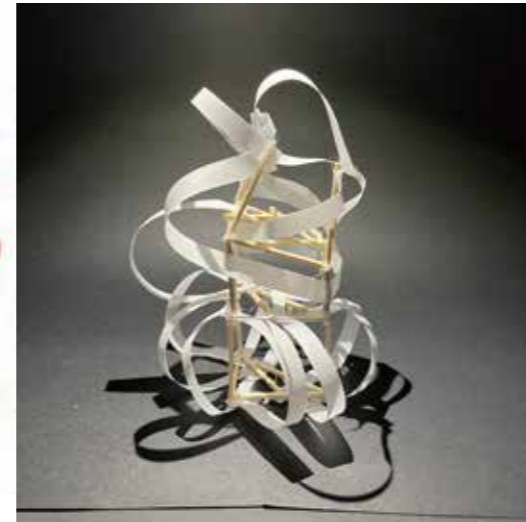
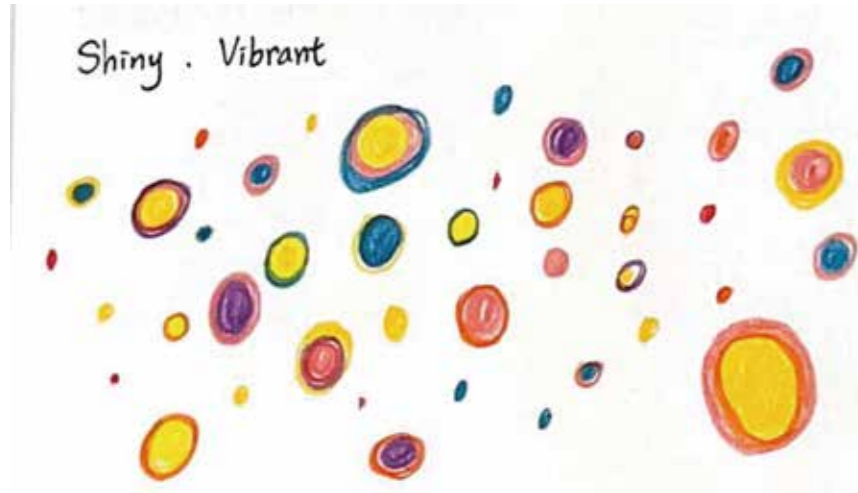
Mirosław Balk, Dawn, 1995



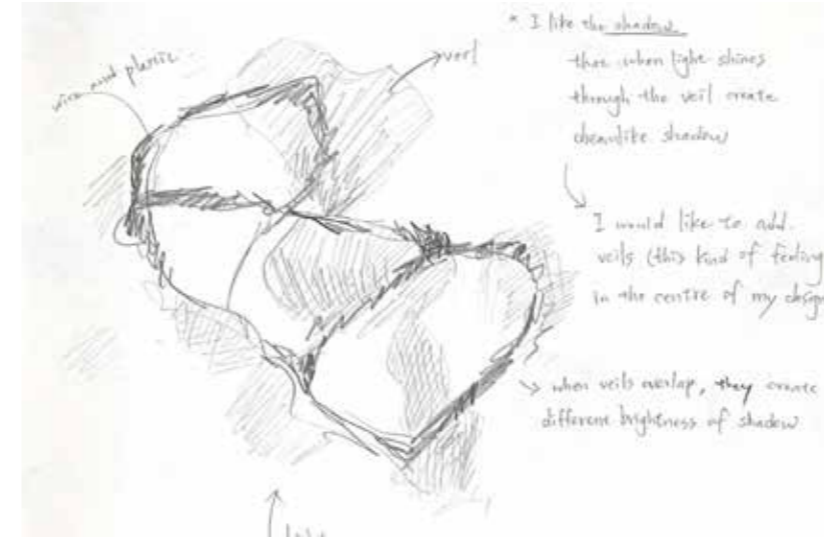
Charlie Sutherland, Kaleidoscope of the Senses



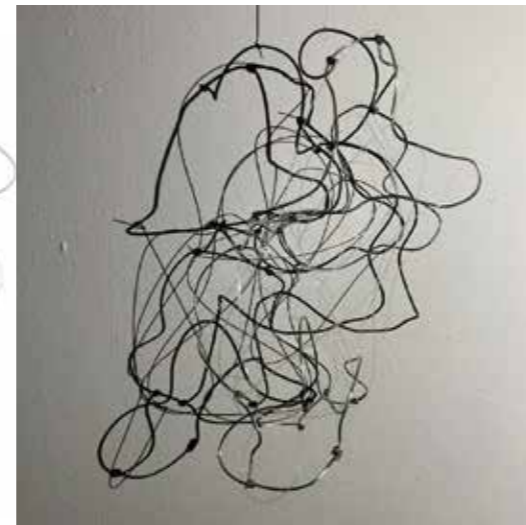
# Design Development- Material exploration



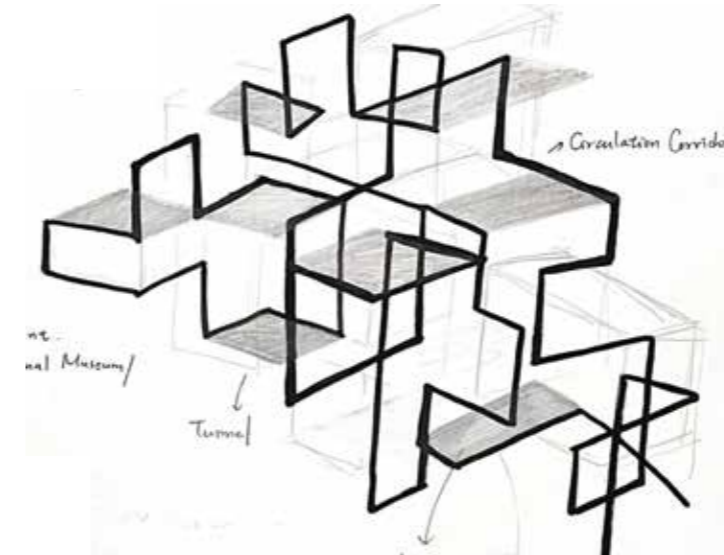
Materials: Sticks, tracing paper



Materials: Wire, plaster, veil

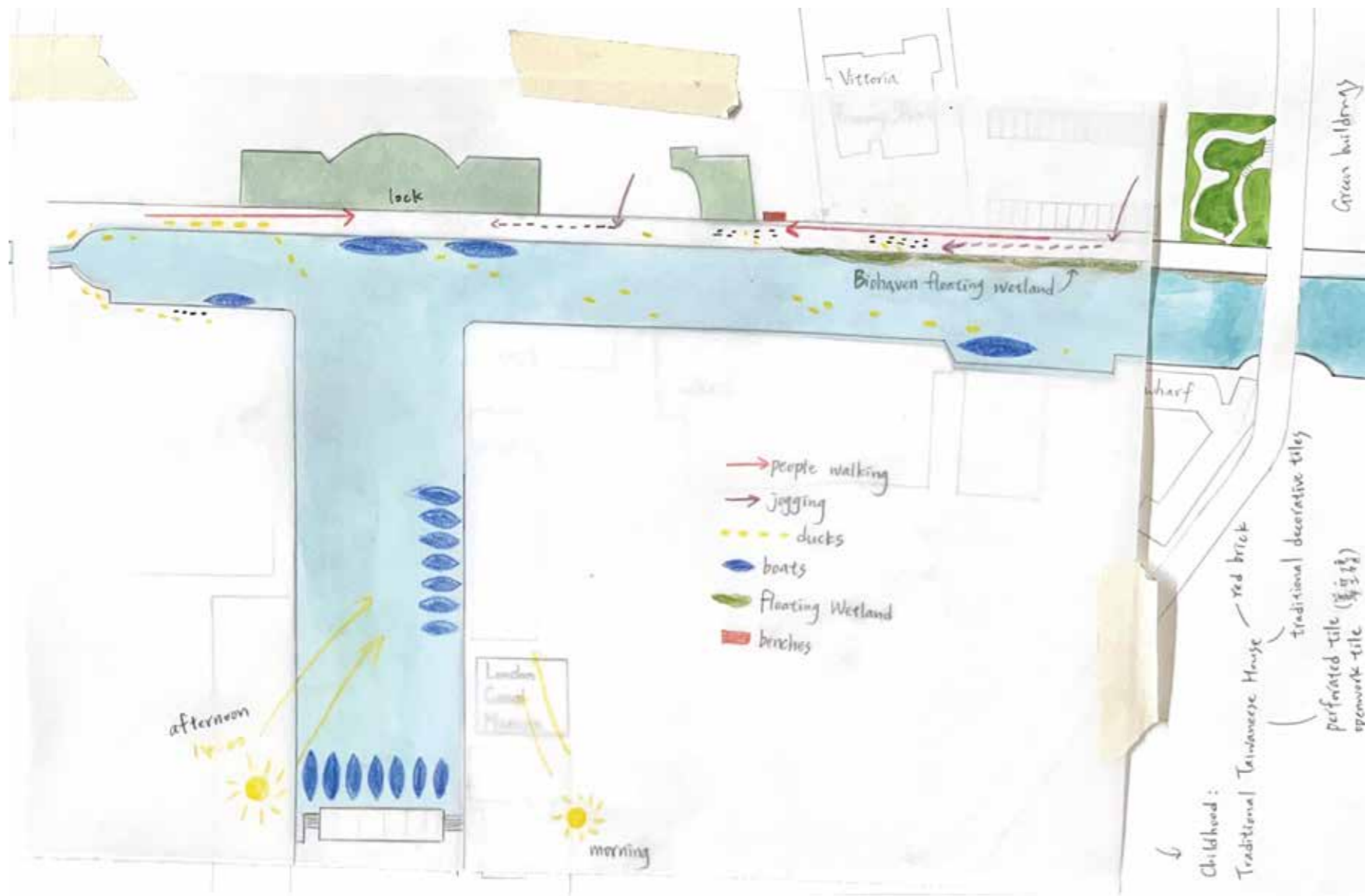


Materials: Wire, nylon thread



Materials: Wire, plaster, greige fabric

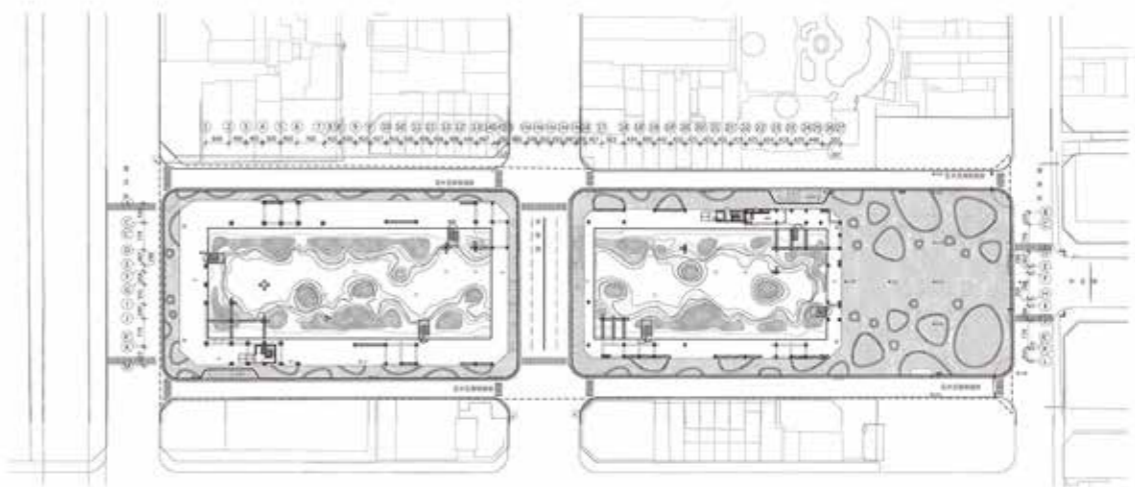
# Design Development- Site Analysis/ Site model



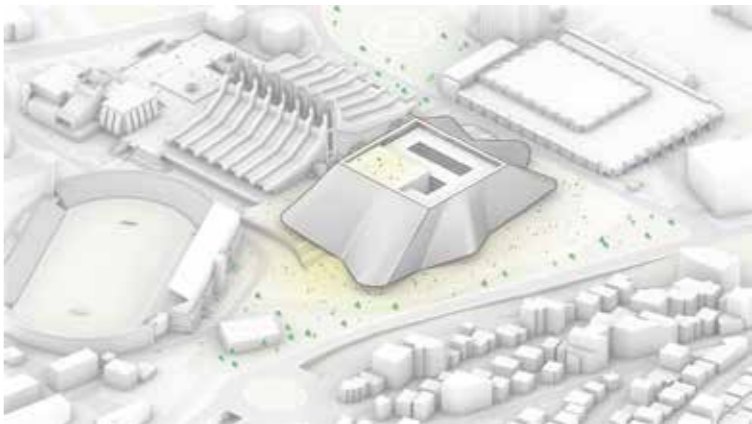
# Precedents



Tainan Spring, MVRDV, Tainan, Taiwan

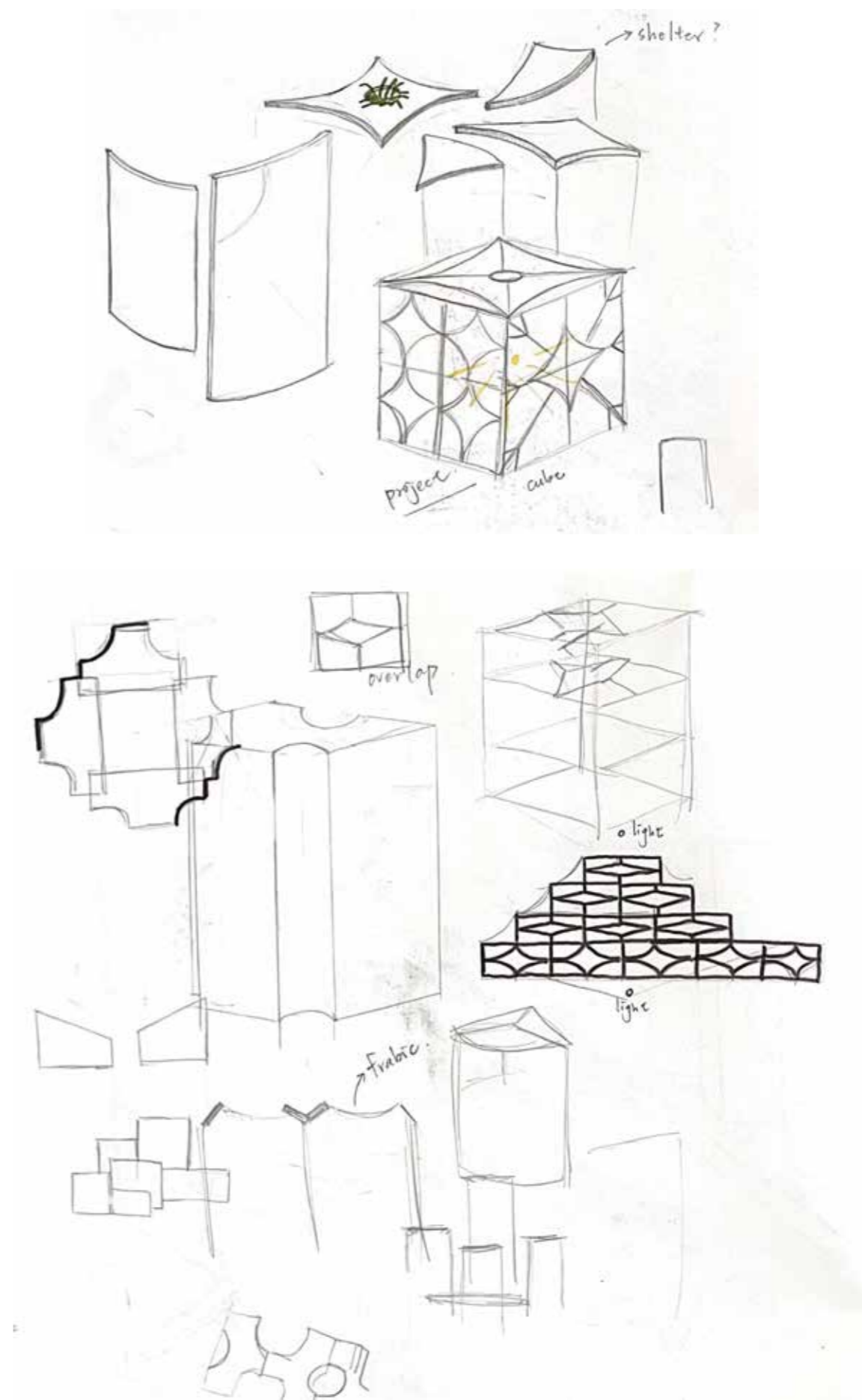


House W, Tokyo-based Florian Busch Architects, Hokkaido, Japan, 2024

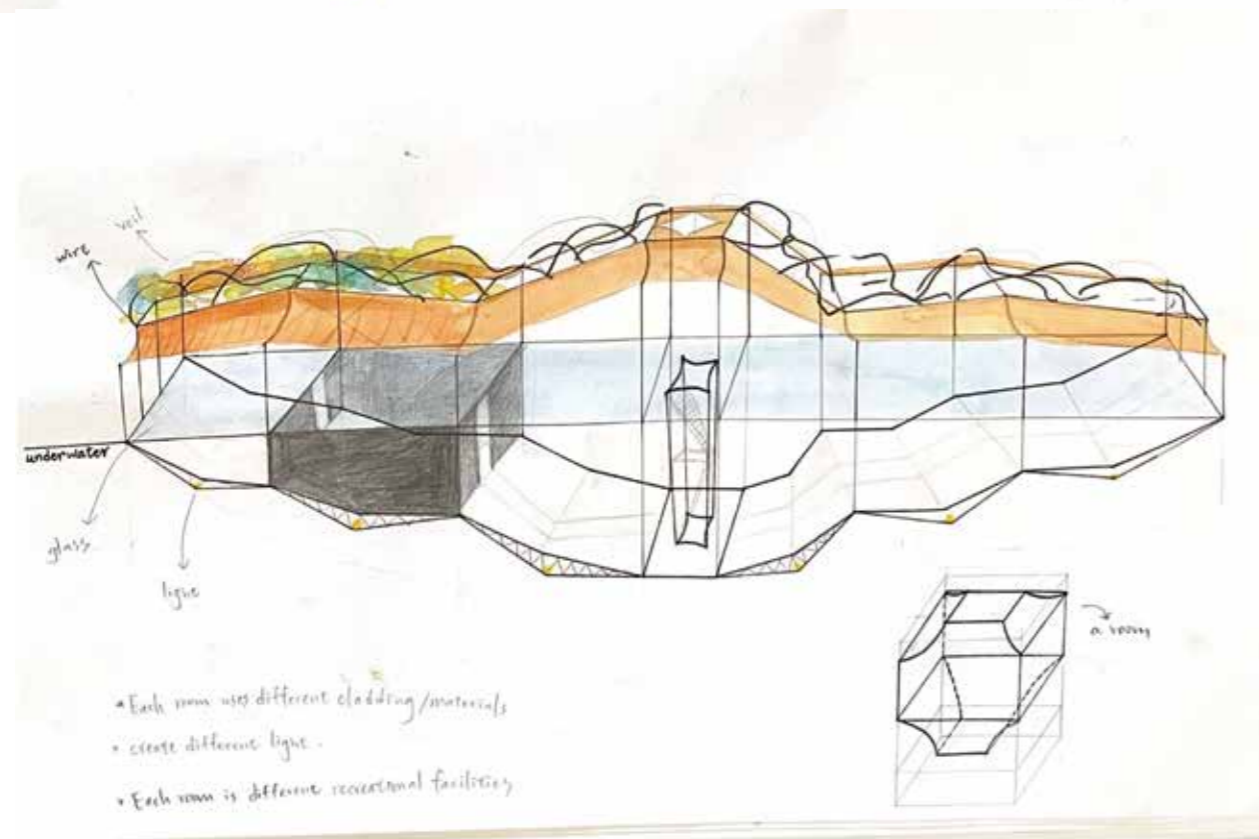
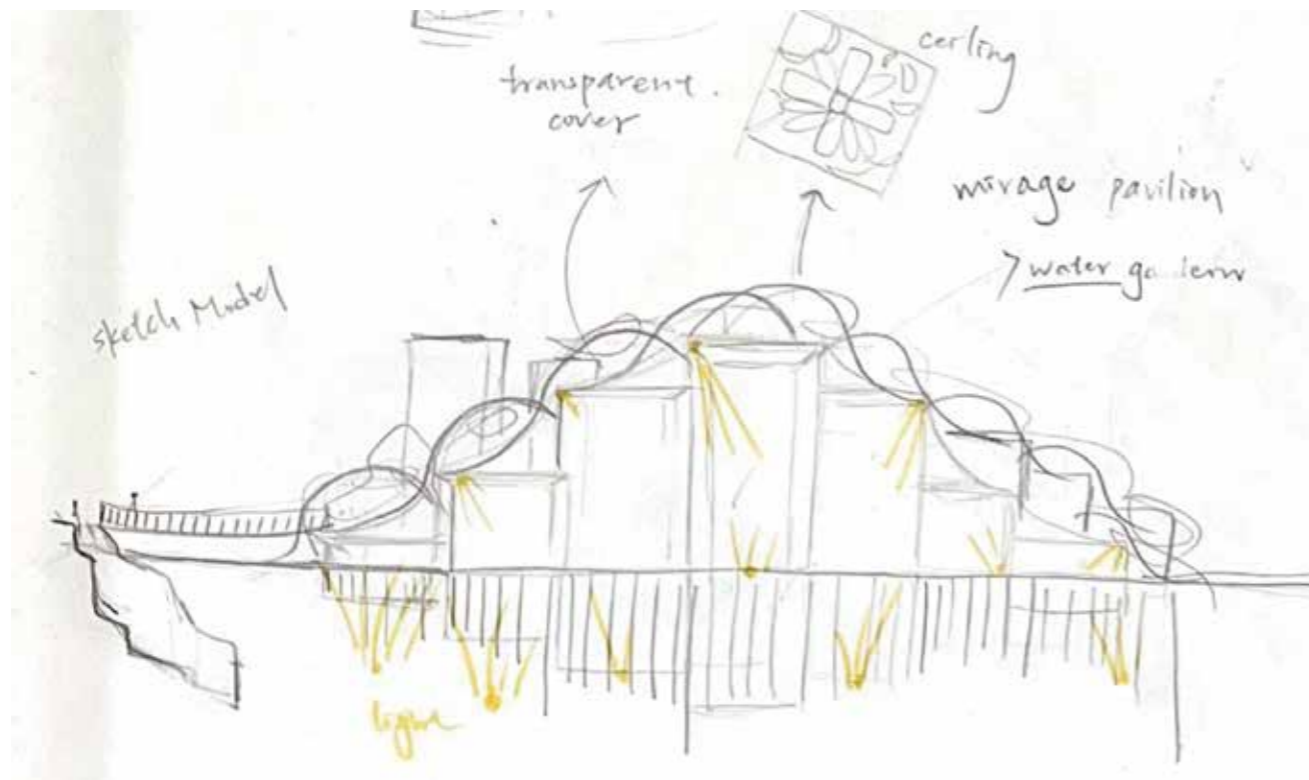


Kosovo Opera and Ballet Theatre, BIG studio & ALB-Architect, Pristina, Kosovo

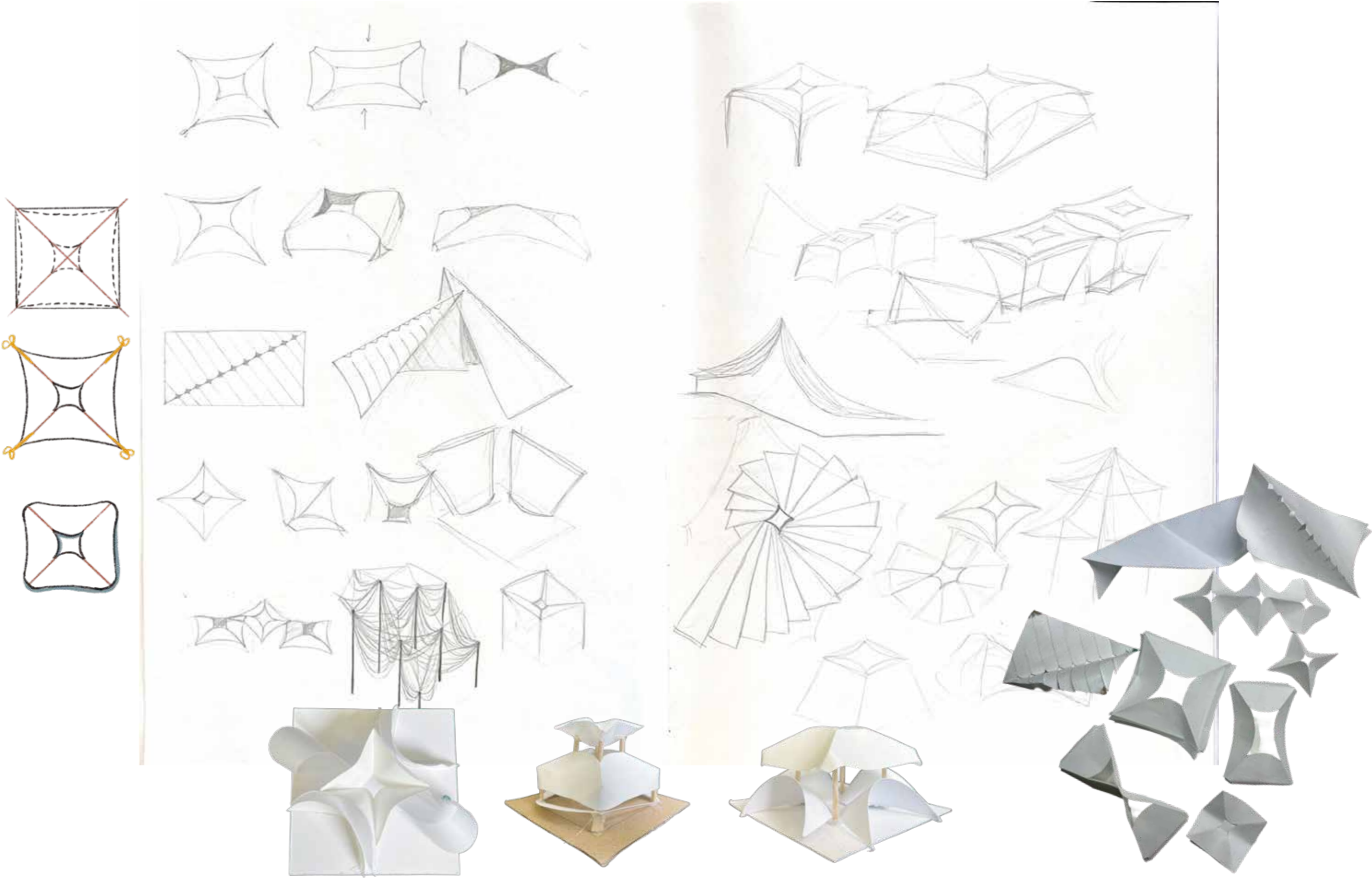
# Design Development- Form exploration



# Design Development- Form exploration



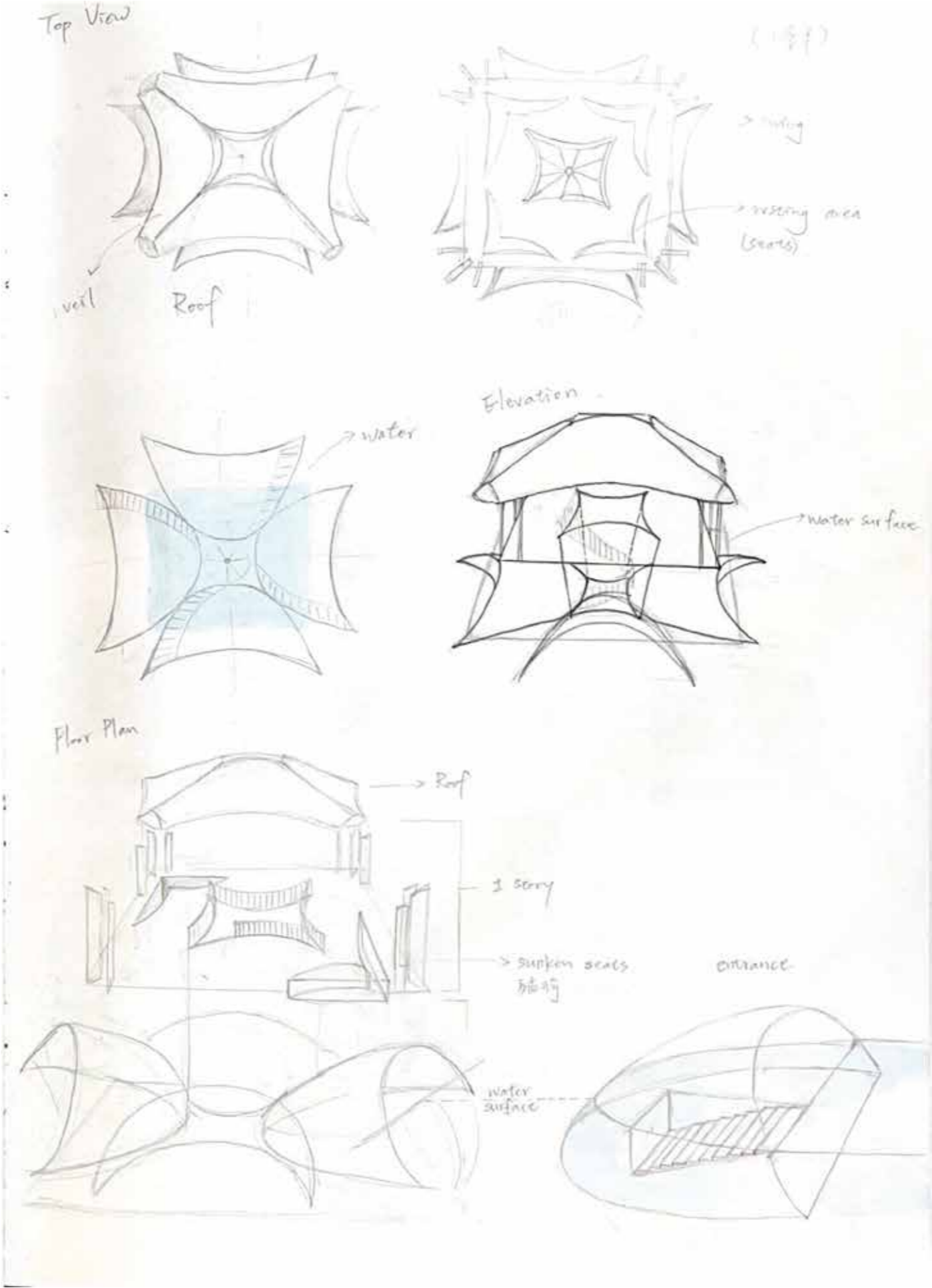
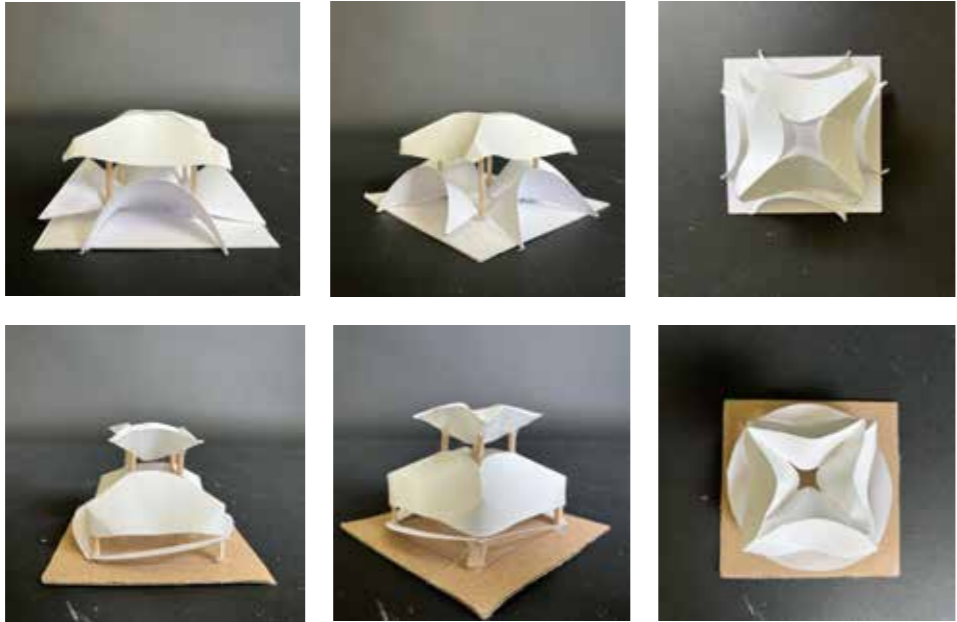
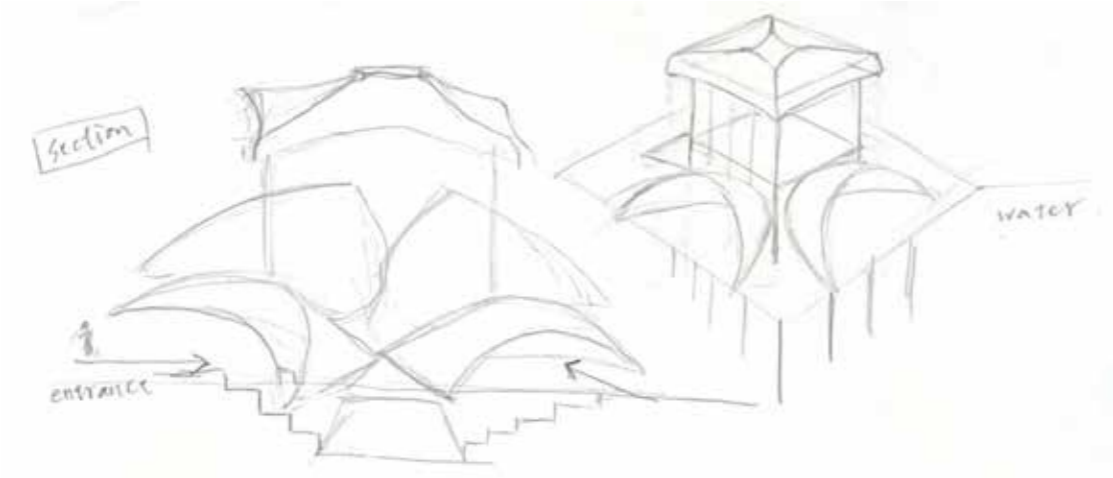
# Design Development- Form exploration



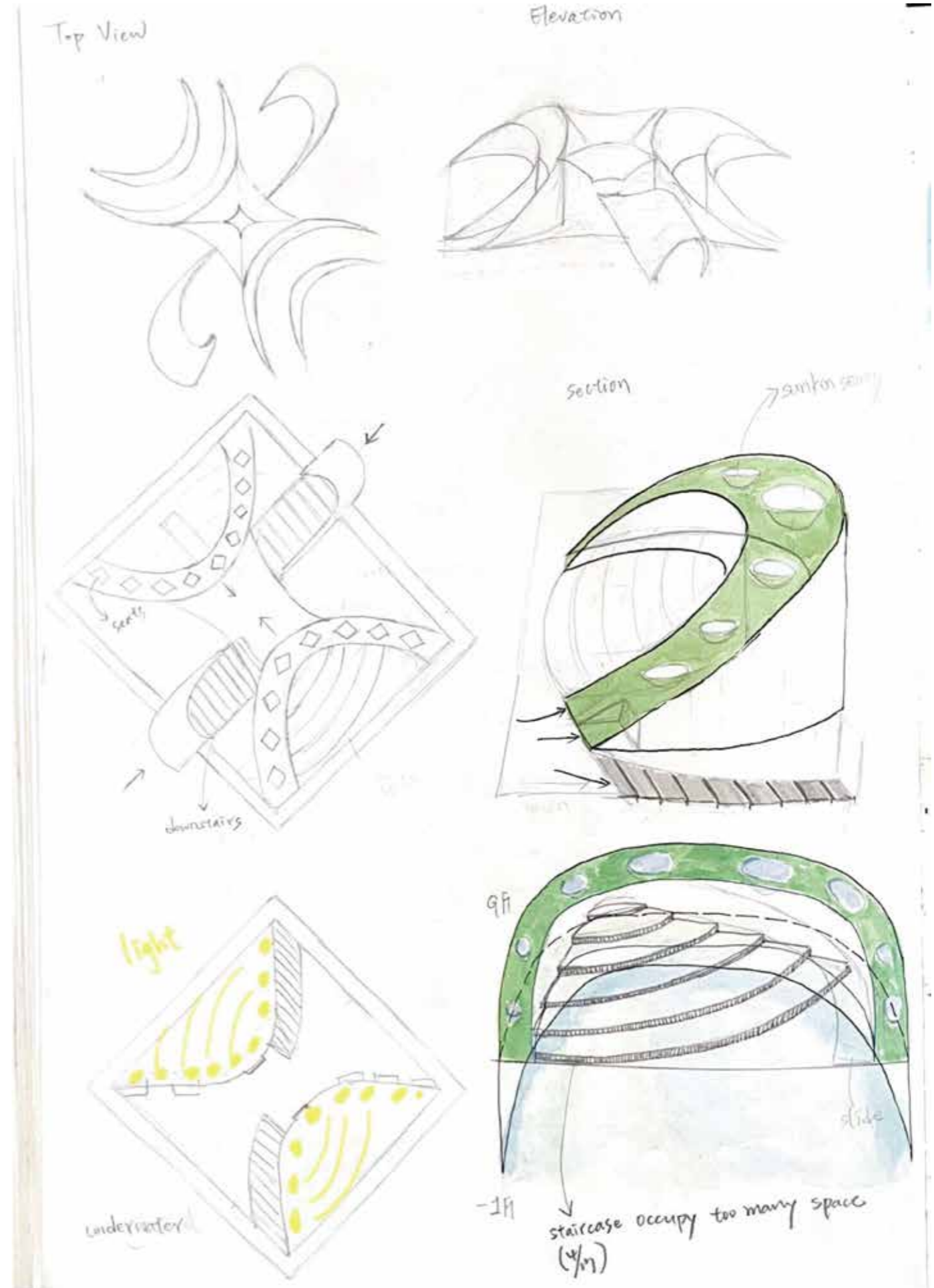
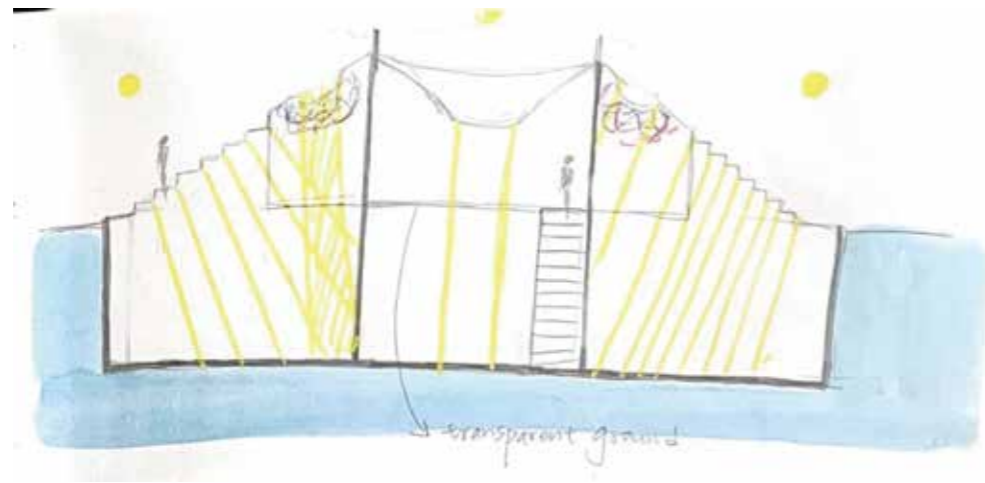
# Design Development- Function and Programme exploration



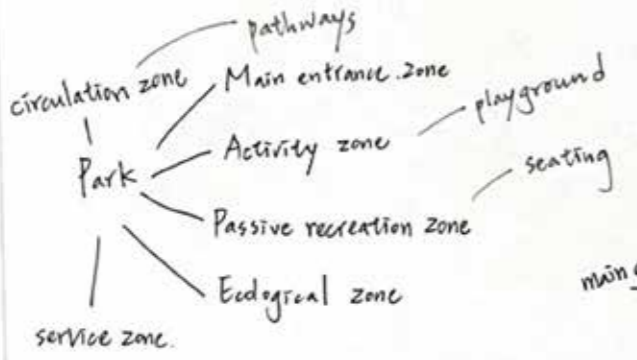
# Design Development- Function and Programme exploration



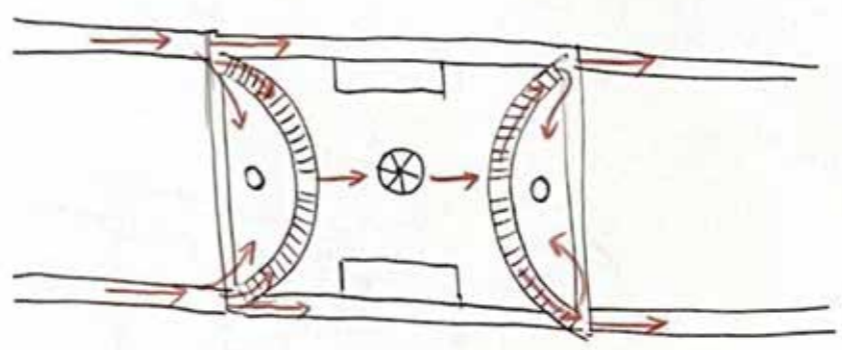
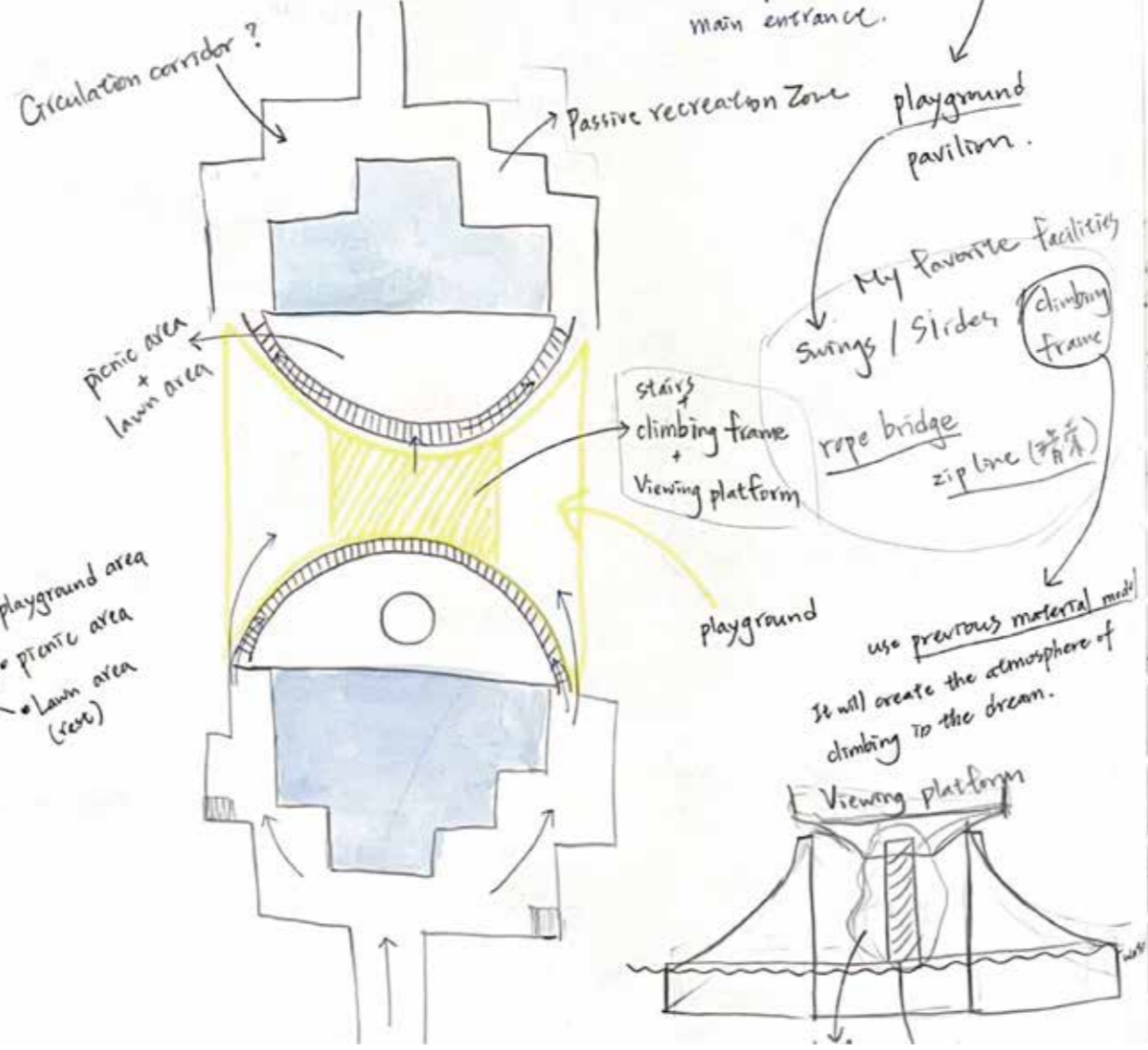
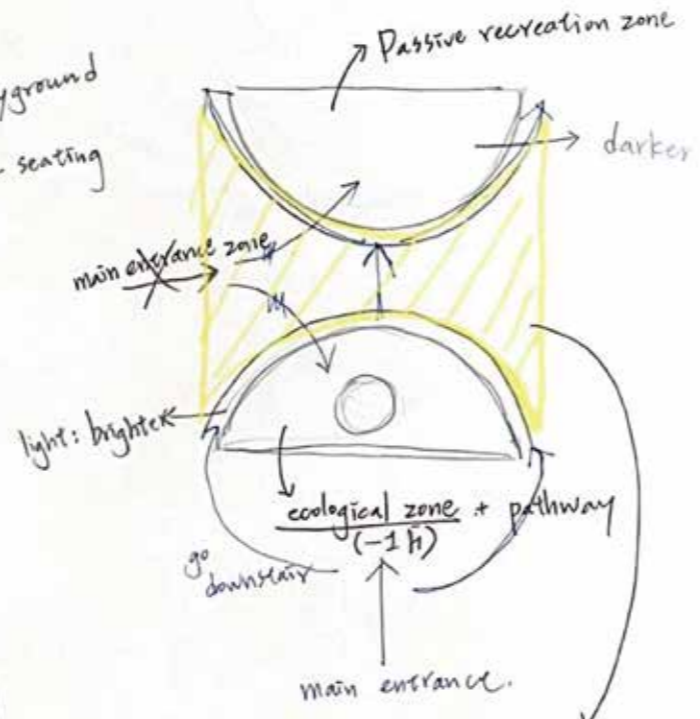
# Design Development- Function and Programme exploration



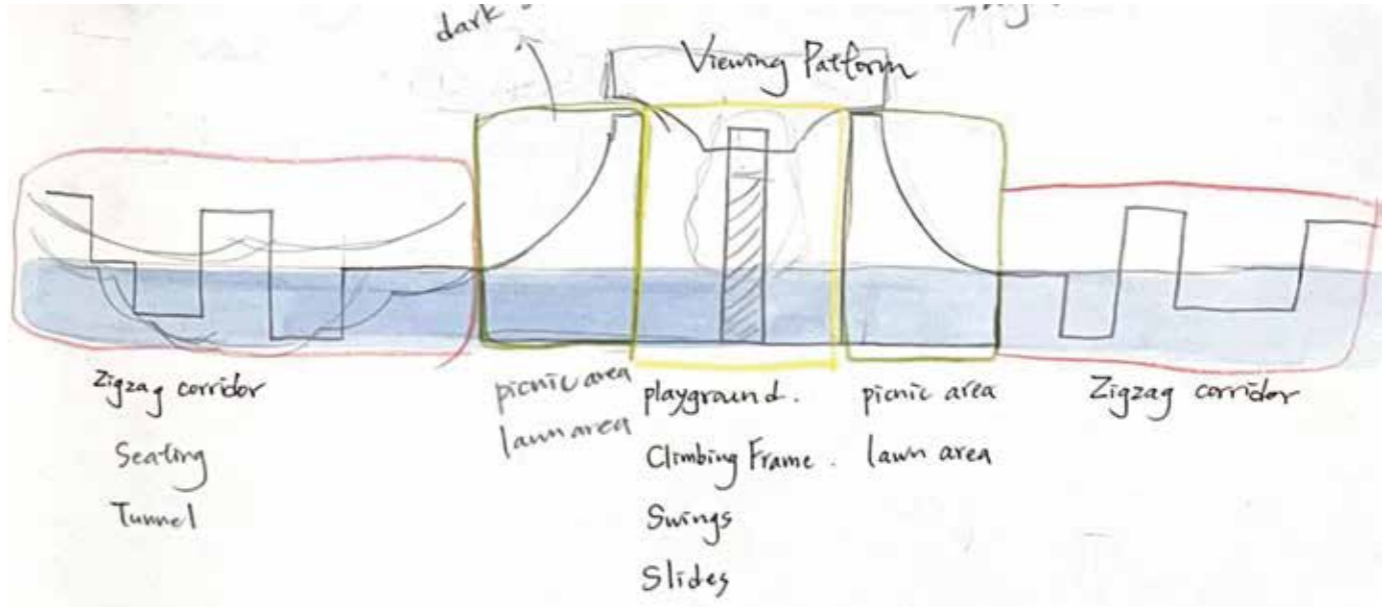
# Design Development- Function and Programme exploration



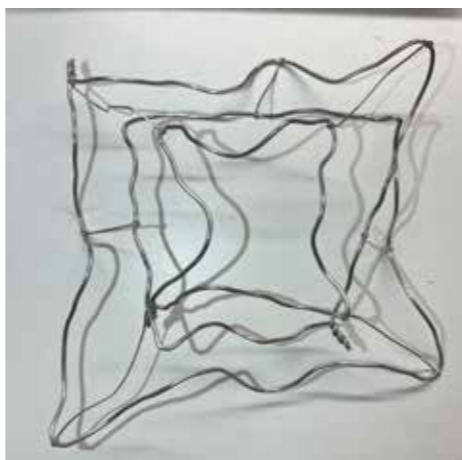
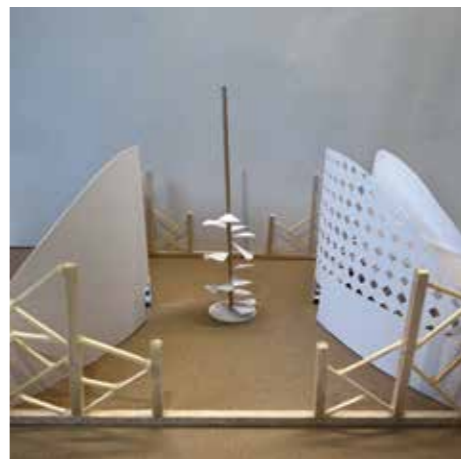
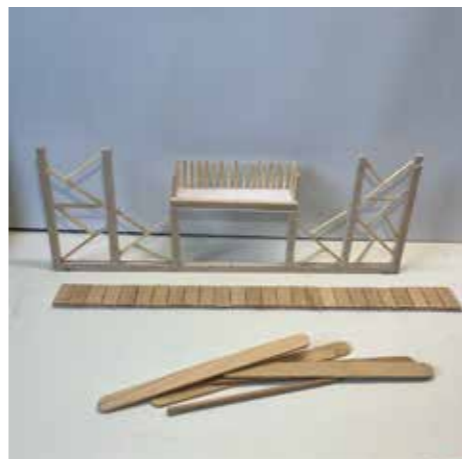
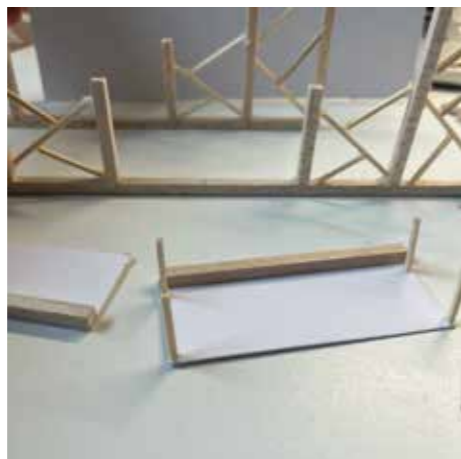
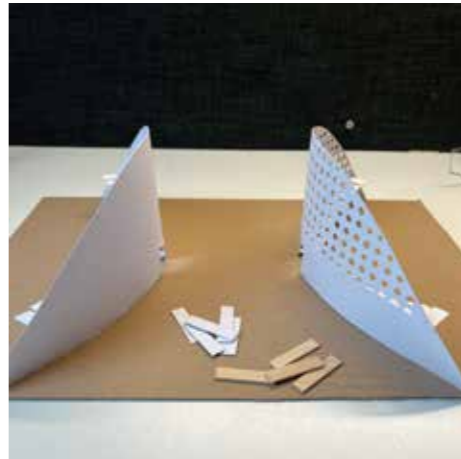
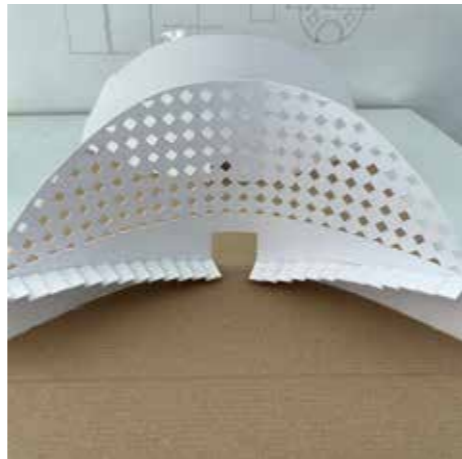
Users: kids.  
people who used to exercising nearby.  
(taking a stroll)



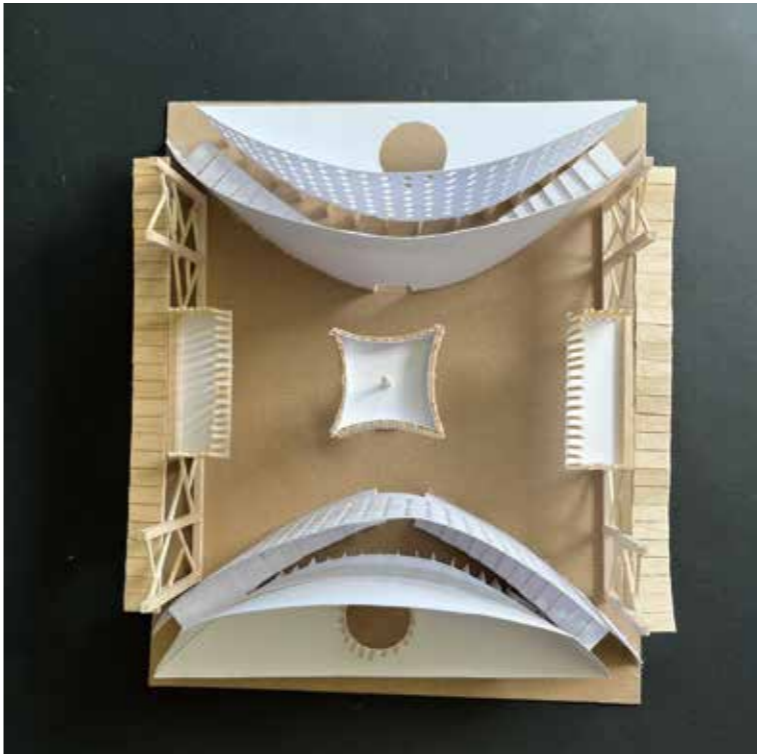
→ circulation



# Model Making

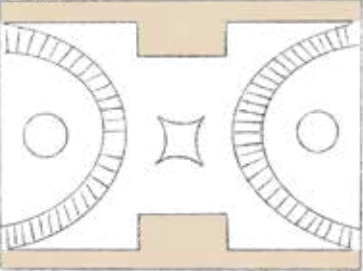


# Final Proposal: Concept Visualisation

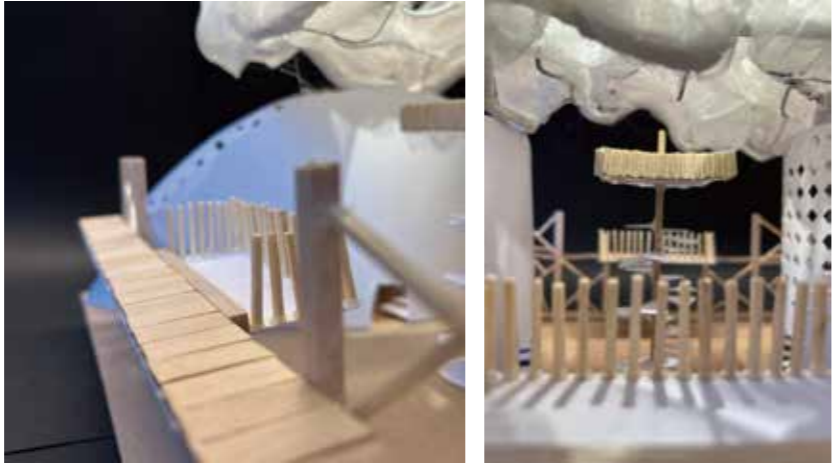


# Final Proposal: Programme Diagrams

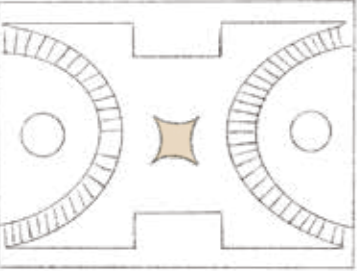
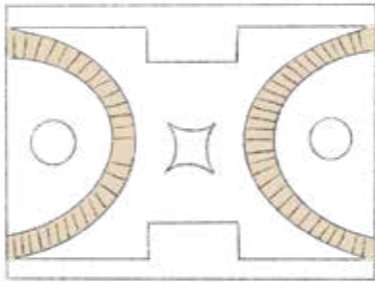
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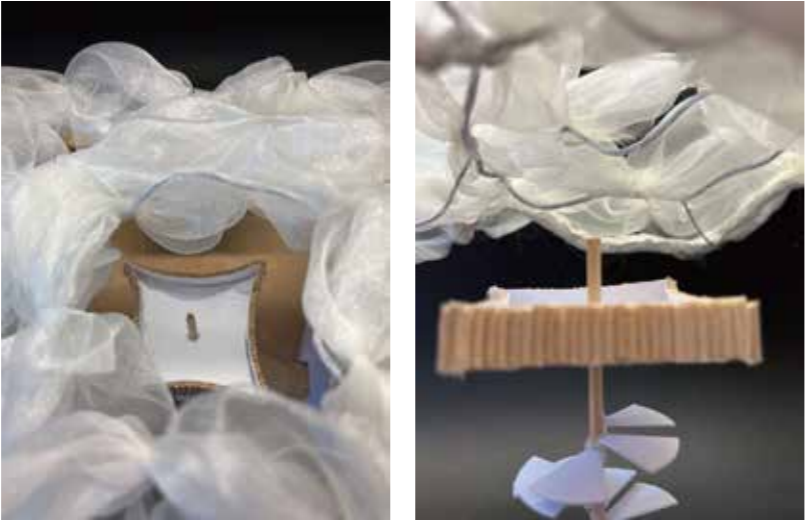
Boardwalk Rest Area



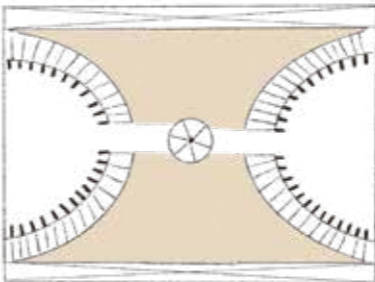
ST



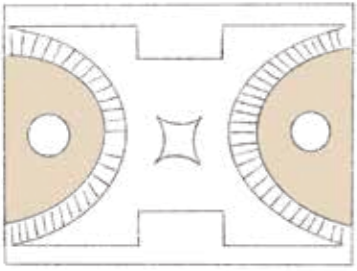
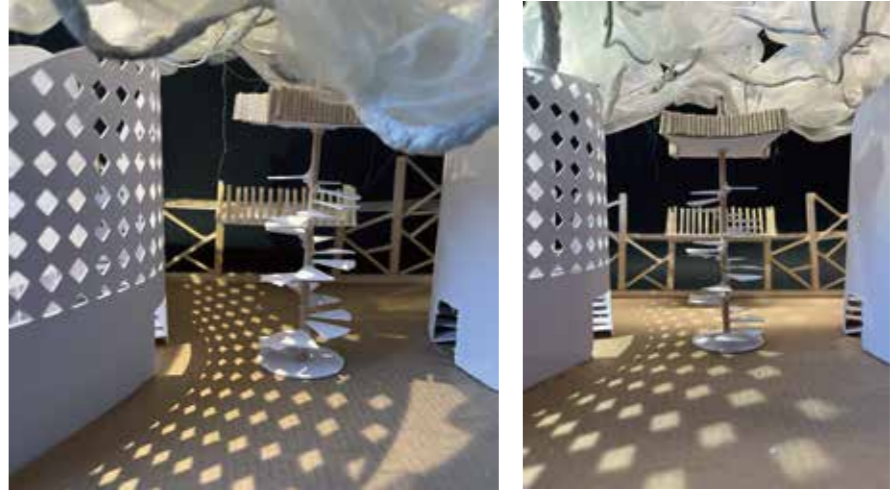
Viewing Platform



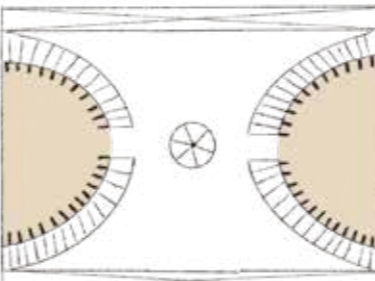
B1



Playground



Multi-use Lawn Area



Quiet Seating Area



# Final Proposal: User Interaction Visualisation



Playground



Viewing platform & Boardwalk Rest Area



Multi-use Lawn Area & Quiet Seating Area