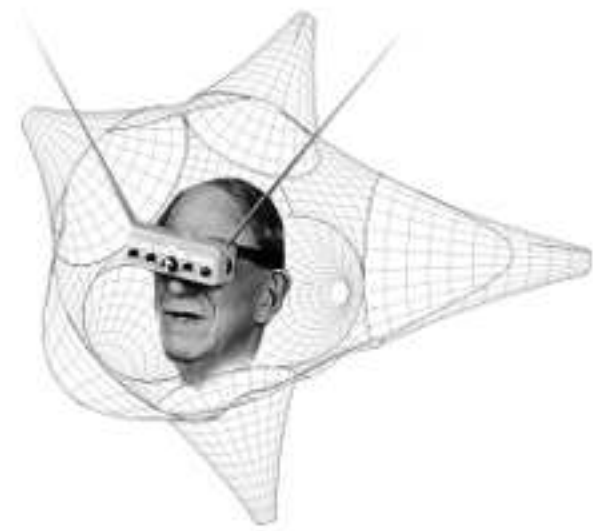
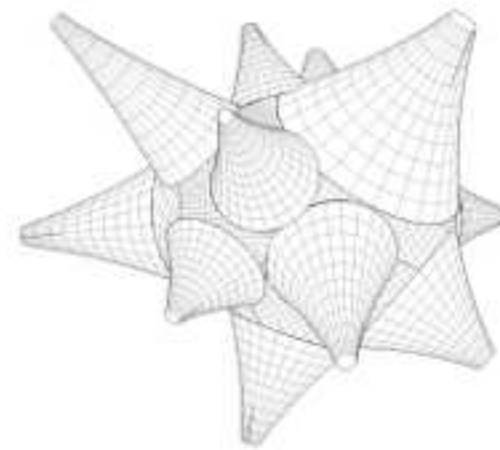
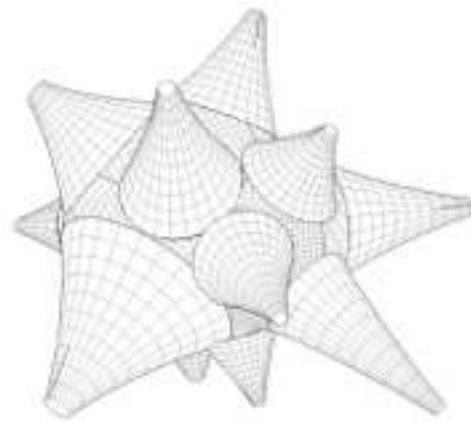
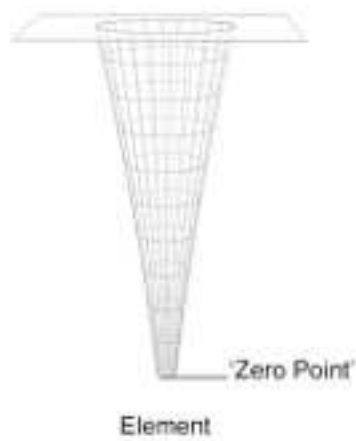


SIMULATION

In this world of finite-of illusionary artificial layers that we may or may not fully aware that we are living inside a simulation. We never experience the physical world directly; all we ever know is the image of the world generated in our awareness and senses. The architecture will be constructed in a dimension within a dimension; be it a open park or a constrain valley. The idea is to intrigue the perception of the user towards the architecture or in the other way.

It functions as an individual space that is flexibly enveloped in any corner that carries. The soft white spatial membrane allowing familiar wind, sounds and smells to port in. With the sense of vision being diminished, the familiarity of senses like local wind speed, scape noise and smells are magnified. The density created by infinite of small pixelates projected onto the spatial membra links body, imagination, architecture and city context.

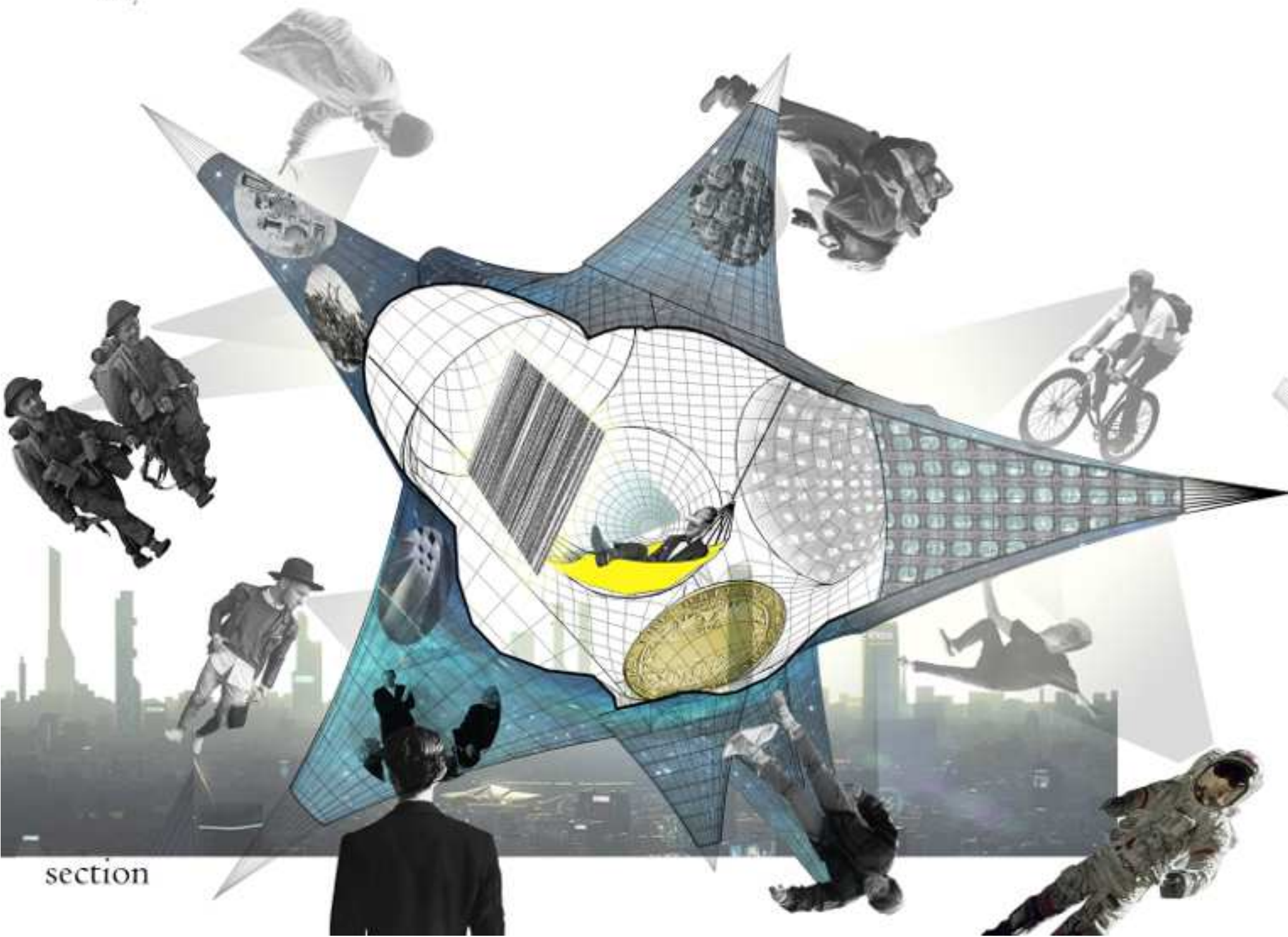


The element is based on 5th dimensional Riemann curvature tensor. The "zero point" in our magnetic field, which is causing everything to speed up, and make every human being experience a dramatic shift in their perception of reality

form

human from different dimensions having different perception and relationship with architecture.

architecture, since then, living through centuries including civilisation, wars and disasters is always serving the human needs by non-stop updating and observe. however, he's all by his own living in his own dimension.



section



TEAM 2285