



MUSEUM OF MEMORIES

SYMBIOSIS

SUMMER 2022

INSTRUCTORS

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01

WORLD BUILDING

“There is an infinite field of energy that exists beyond our present concept of space and time, which unites all of us.”





For the longest time, human activities have put an enormous amount of stress on the climate of the earth. Due to lack of action by world leaders, climate change took a turn for the worse. Sea levels rose dramatically due to the melting of polar caps. It was only a matter of time before The Great Flood occurs.

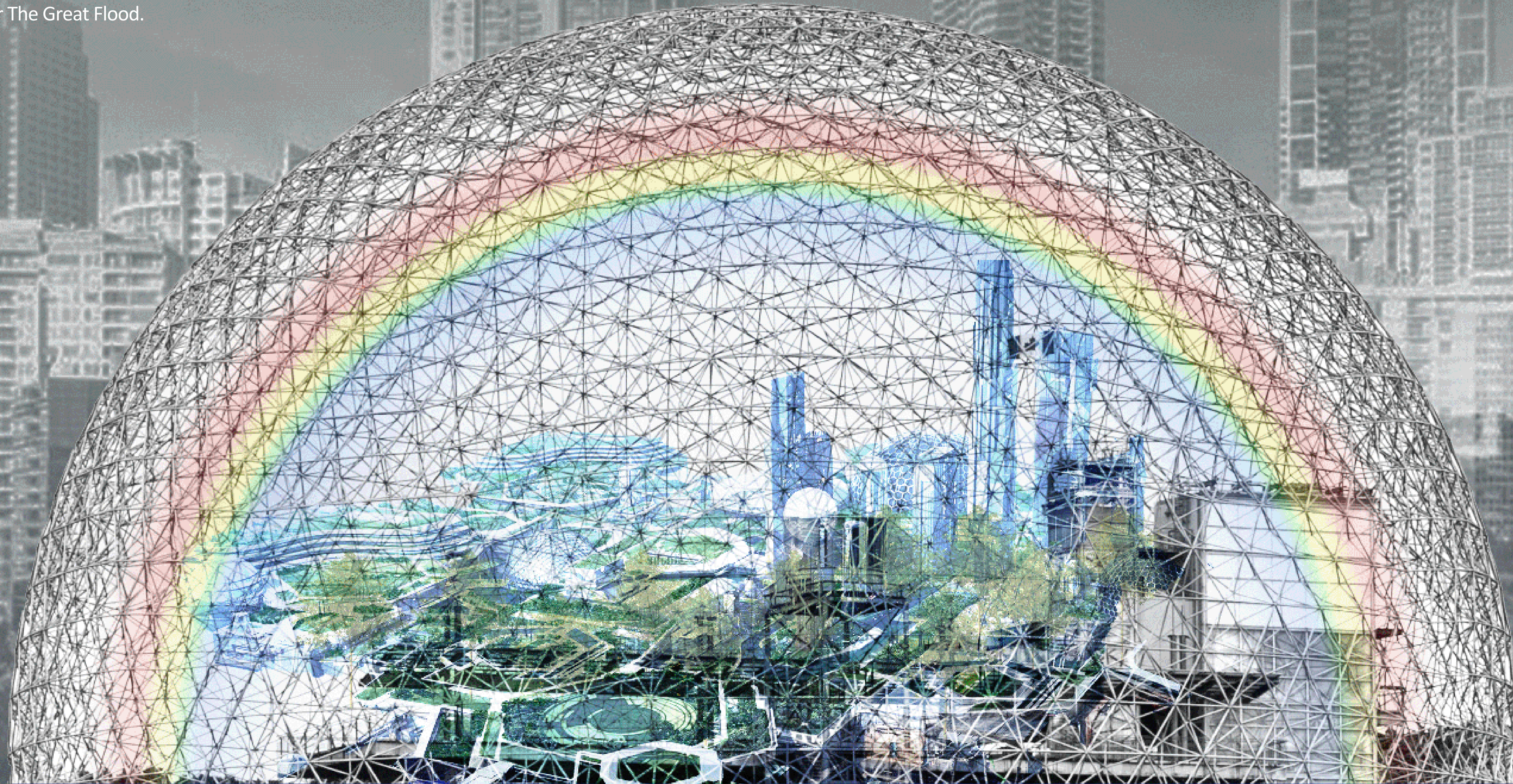
Human population began to prepare for the oncoming disaster. During which, two groups emerged. The first group, the People of the Land, wanted to live in a remnant of land. So they built high-tech floating cities, to continue living in a familiar environment. The other, known as the People of the Sea, decided it was best to embrace the sea as a new habitat. The two harbored prejudice against each other due to their differences in survival approach.

As predicted, The Great Flood occurred. Both the groups managed to survive. For generations, the two lived in isolation, each rebuilding their civilization. In the beginning, two harbored skepticism and prejudice against each other due to their difference in survival approach.

As centuries passed, however, the two nations thrived, and subsequent generations of both groups began to soften and grow curious about the other. Now, this curiosity has grown to consider the possibility of reestablishing contact, or even reunification. This tentative attempt at curious outreach by both sides is manifested in the museum of memories.

LIFE ABOVE WATER

Imagining how the situation above water could look like after The Great Flood.



*WORLD BUILDING
FLOATING CITY
REFERENCE*



*WORLD BUILDING
LAND REFERENCE*

Erosion of the land results in interesting rock formation.



*WORLD BUILDING
LAND FASHION
REFERENCE*

The weather above water has become more and more unpredictable. The People of the Land developed a **weather protection device** that could protect them from all sorts of weather.



LIFE UNDERWATER

Imagining how the underwater could look like after The Great Flood.



*WORLD BUILDING
UNDERWATER CITY
REFERENCE*



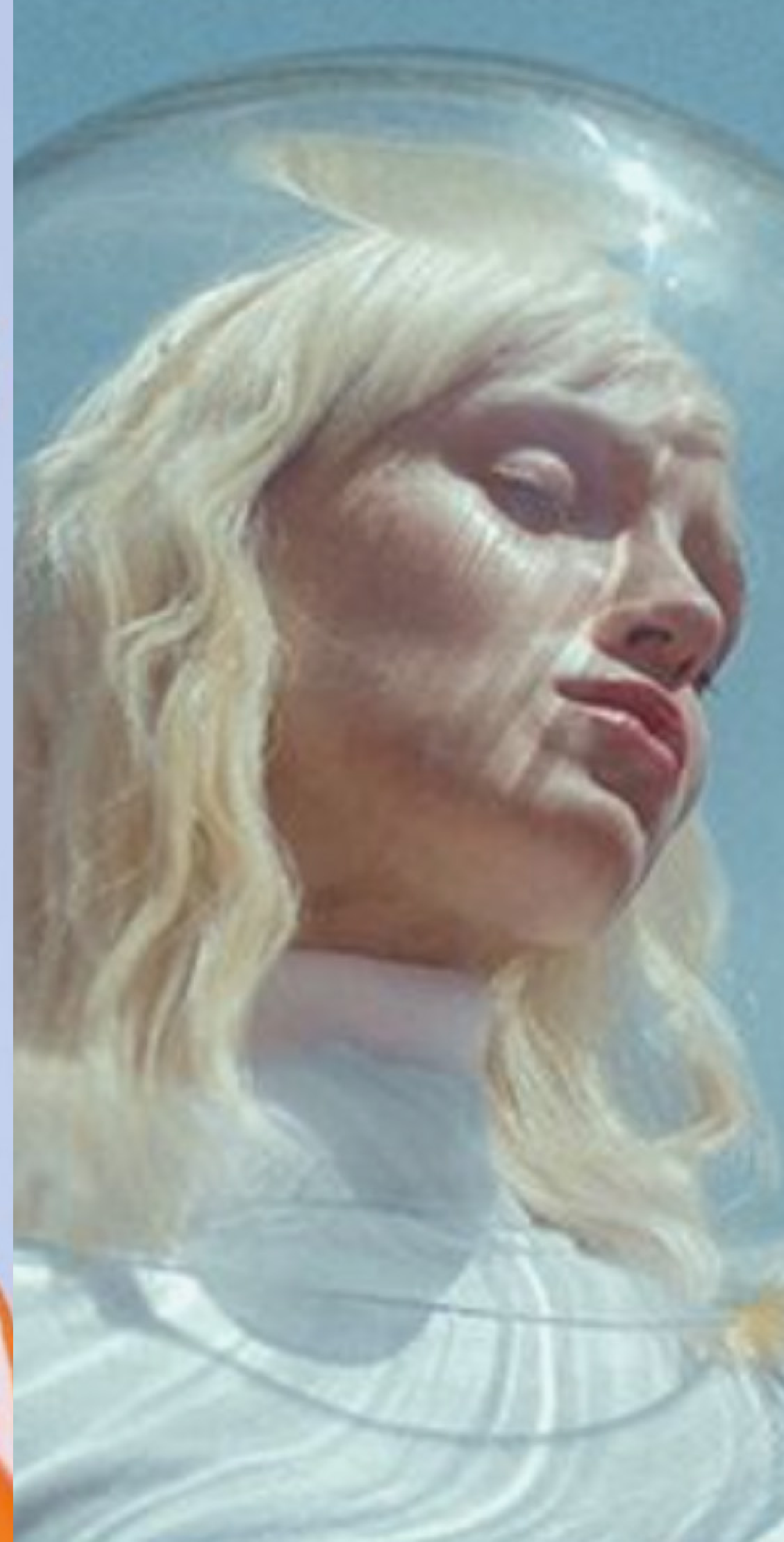
*WORLD BUILDING
UNDERWATER
REFERENCE*



Rethinking how the underwaters could look like in the future when the People of the Sea take over. With technological advancement, the ocean floor thrives once again.

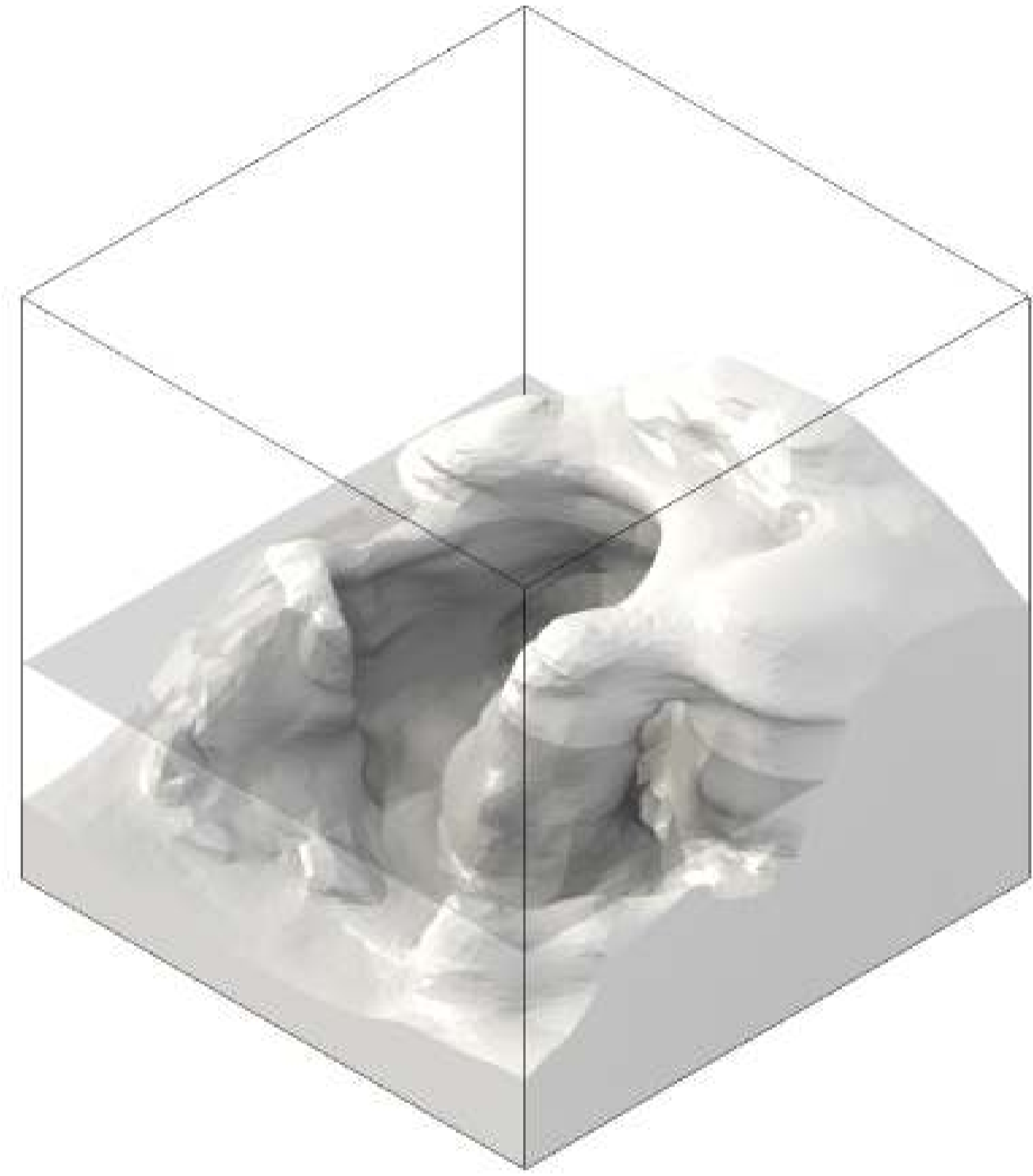
*WORLD BUILDING
UNDERWATER FASHION
REFERENCE*

To live underwater, the People of the Sea developed an **underwater breathing devices**.

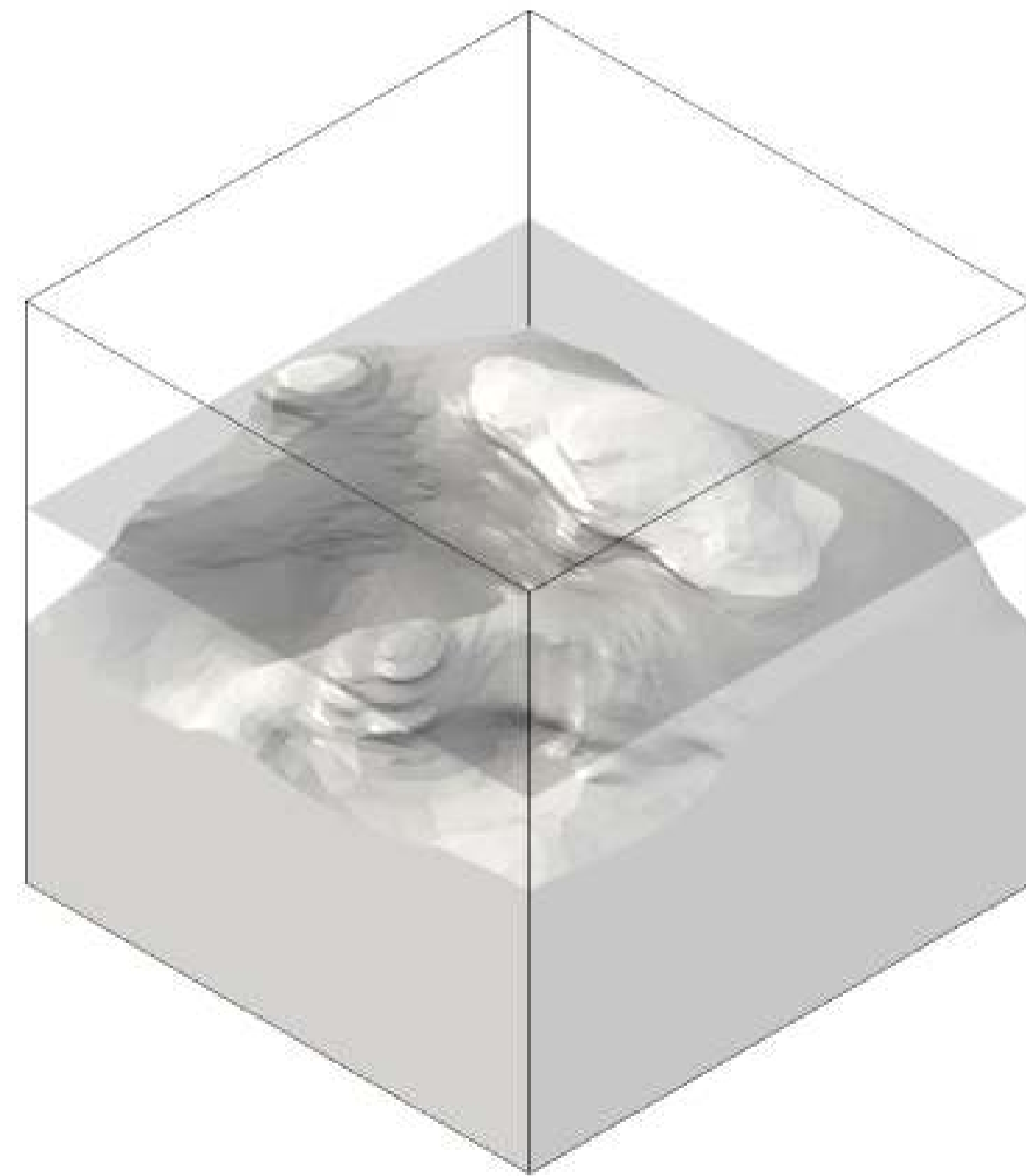


SITE

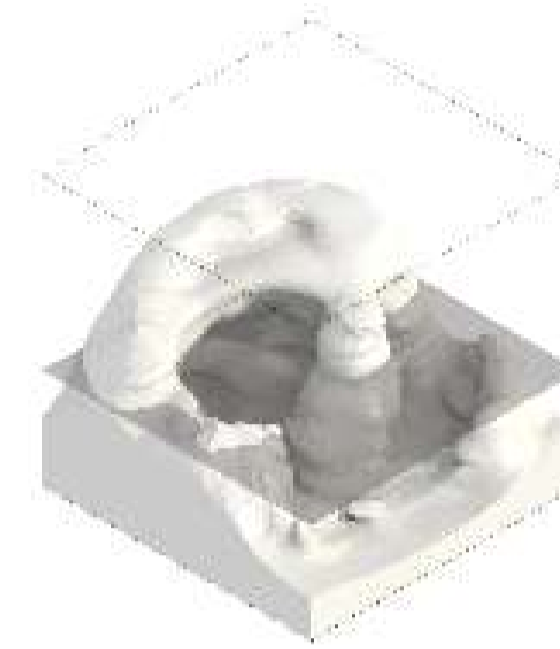
As the Museum of Meories is for both the People of the Land and Sea, the museum should be one that is partially submerged. Hence, the site has to be able to provide for such a building typology.



Site Version 2



Site Version 1



Isometric

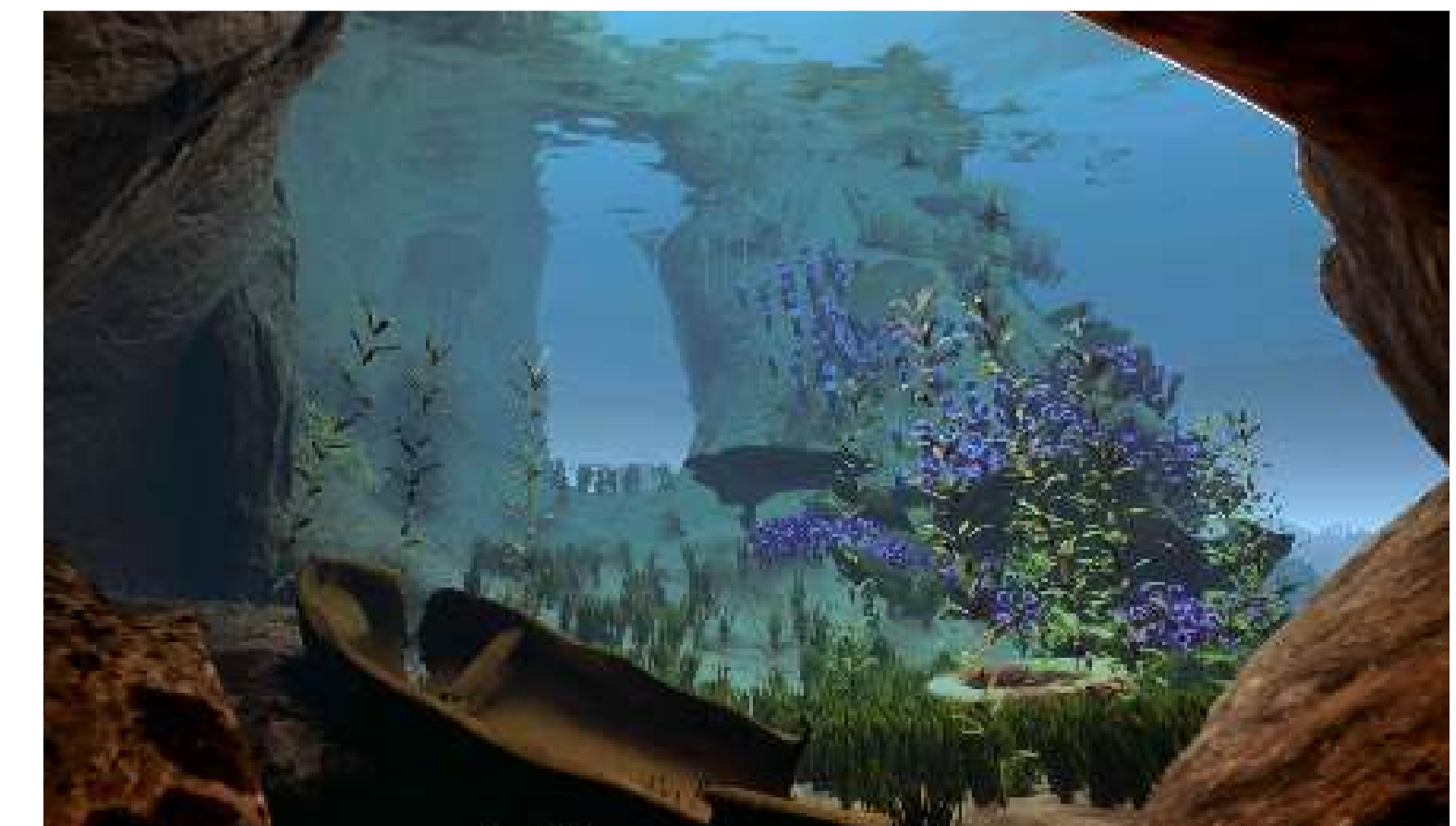
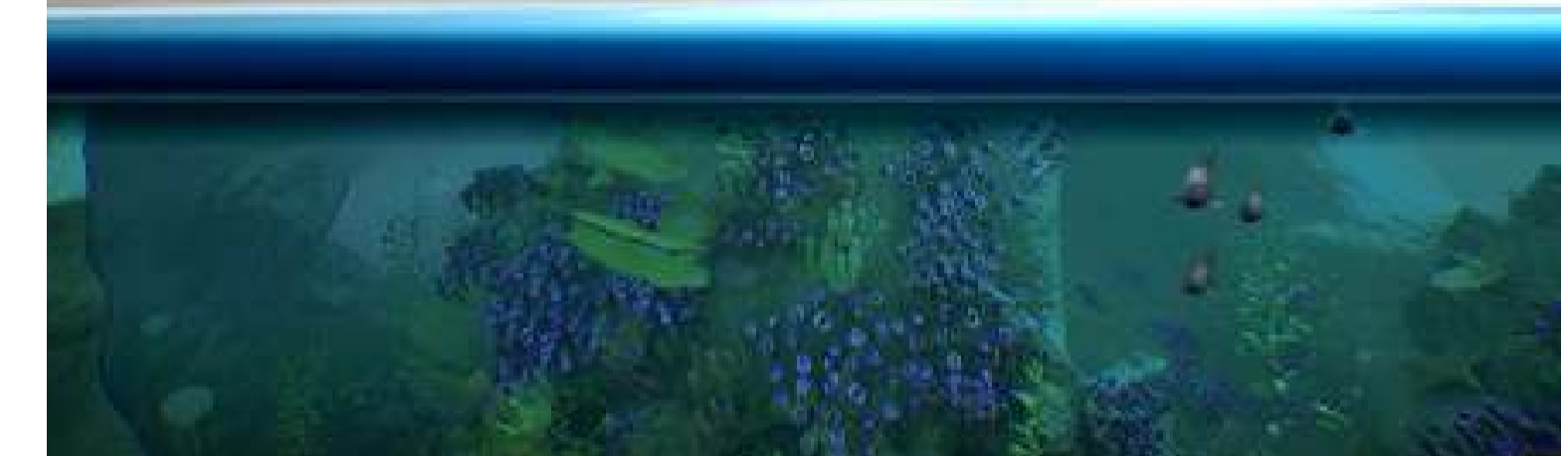


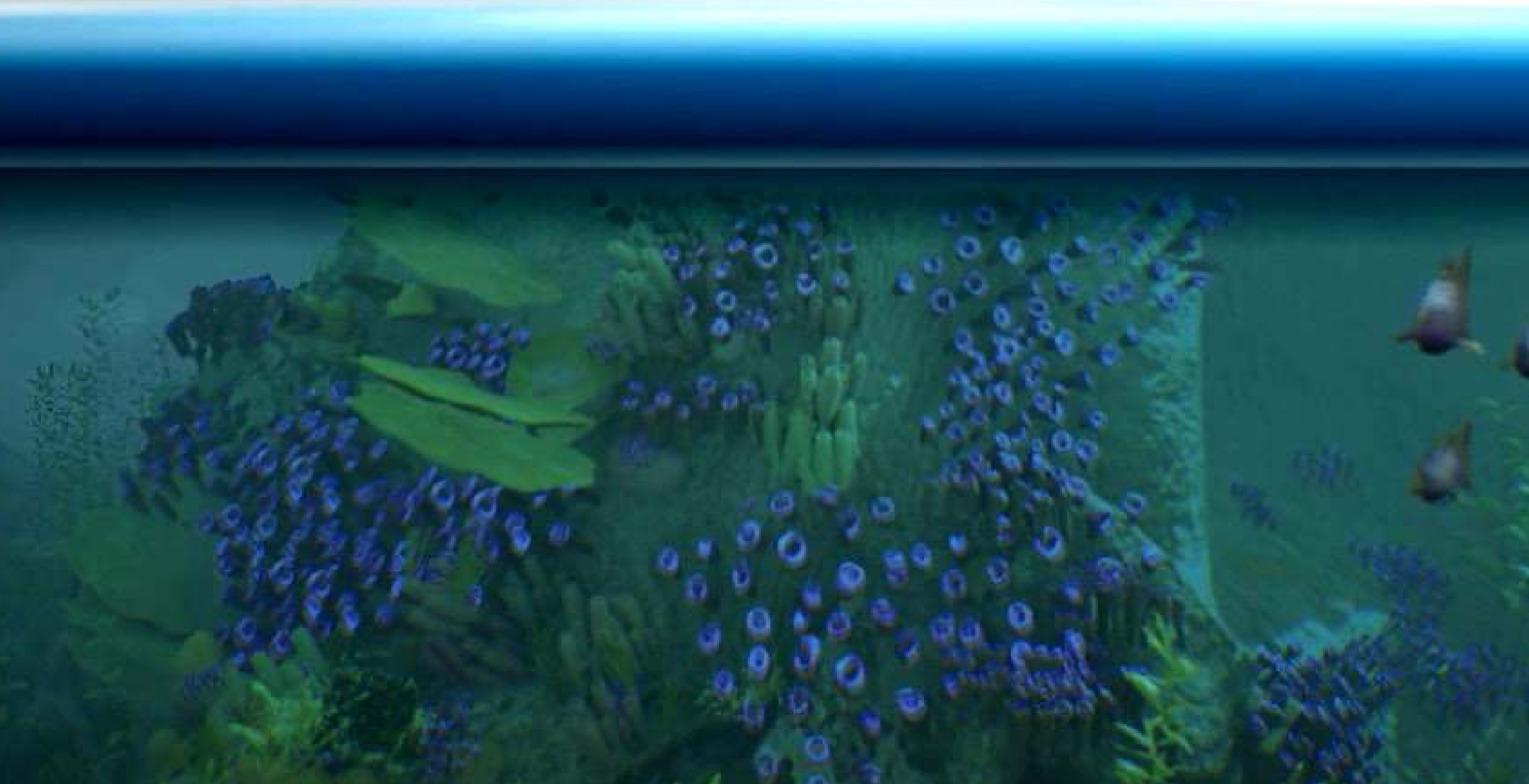
Top



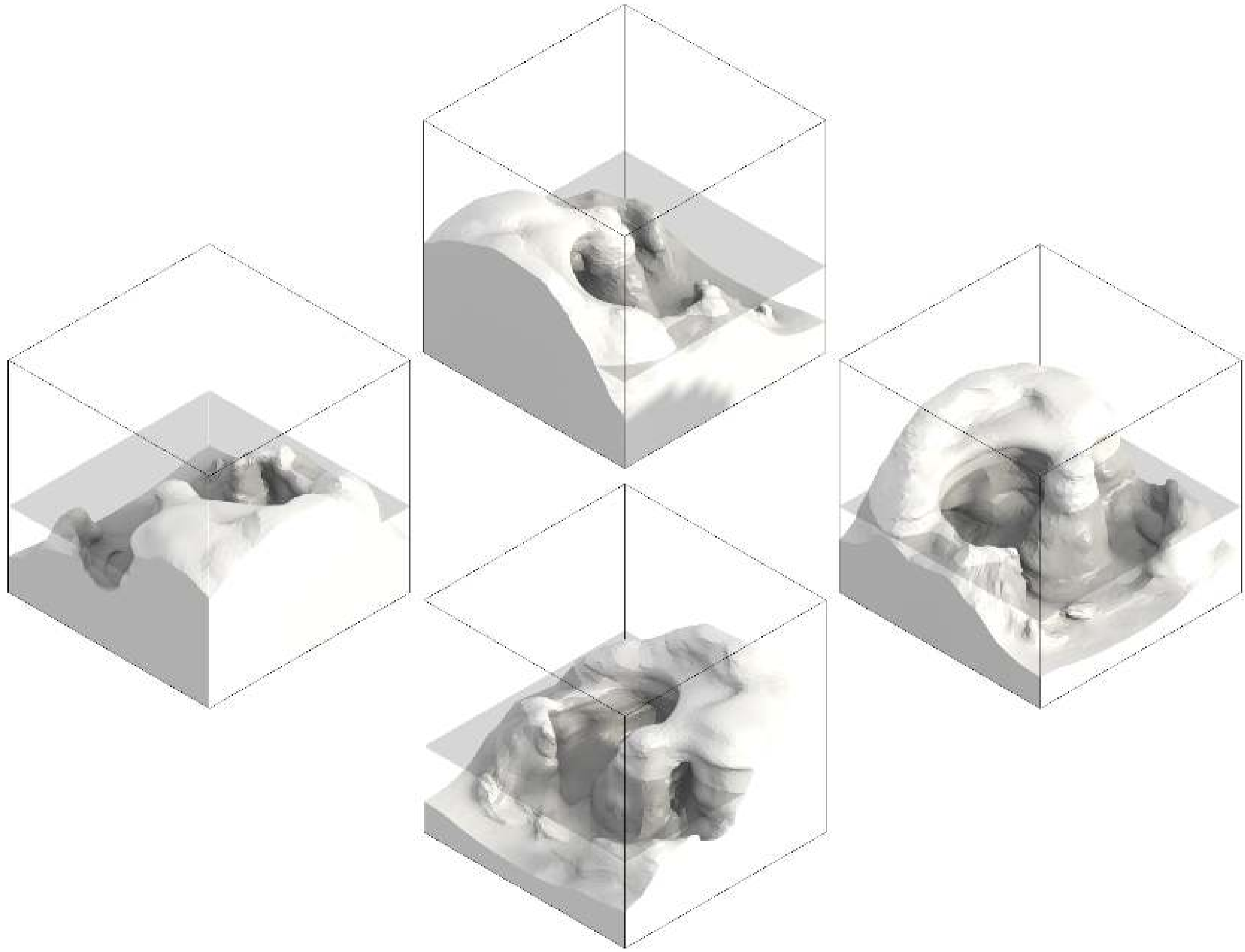
Front

The site is chosen for its ability to host lush flora and fauna of both the land and sea, one that is rare in the aftermath of The Great Flood.

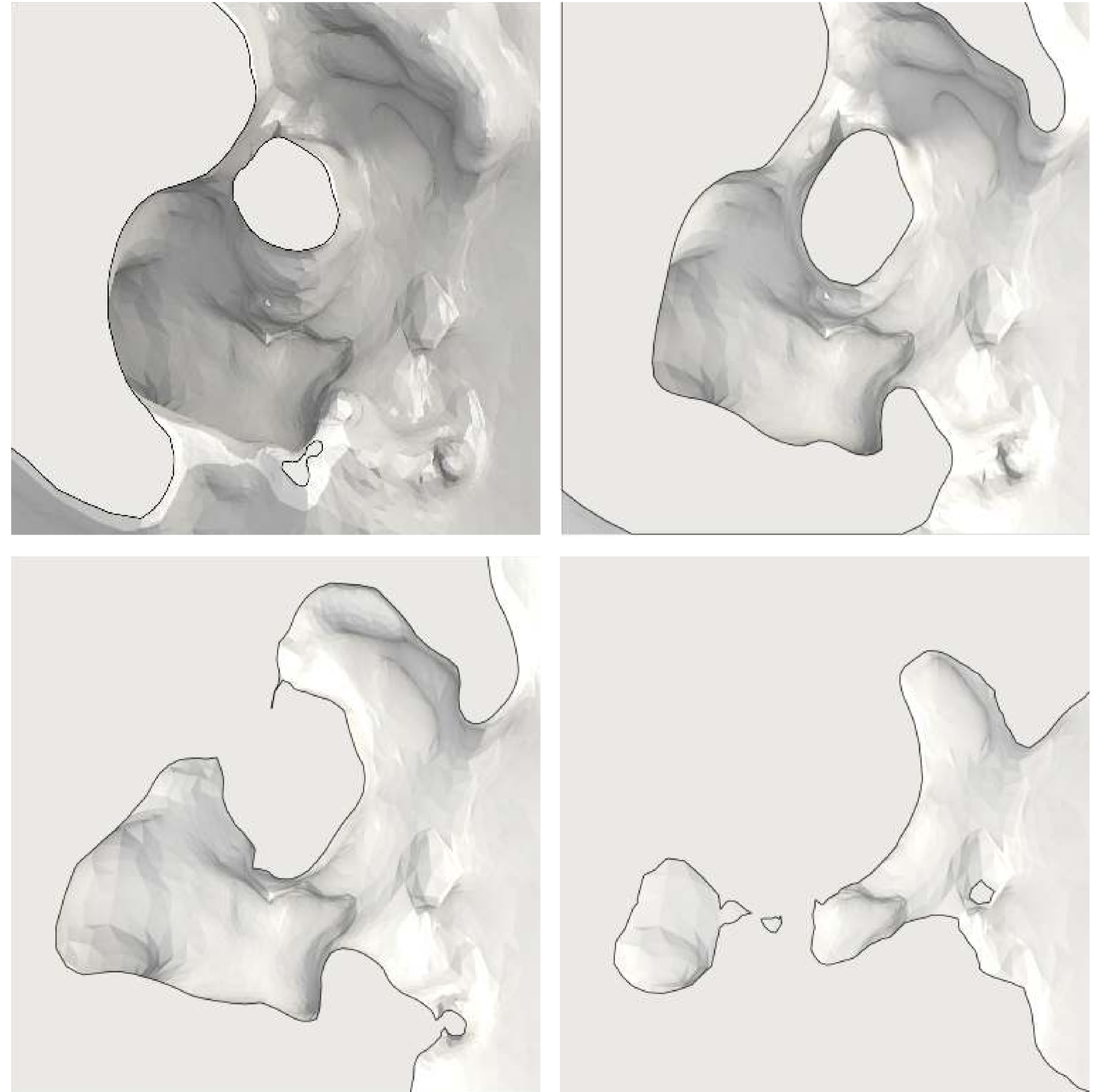




*WORLD BUILDING
SITE ISOMETRIC VIEW*



*WORLD BUILDING
SITE SECTION CUTS*





02

MUSEUM OF MEMORIES

The floating museum is the first of its kind to serve both the people of the land and people of the sea. It is a common ground pivotal for convincing and influencing the two groups of people to work towards reunification. Ultimately, the museum's aim is to prepare the two for a future together.

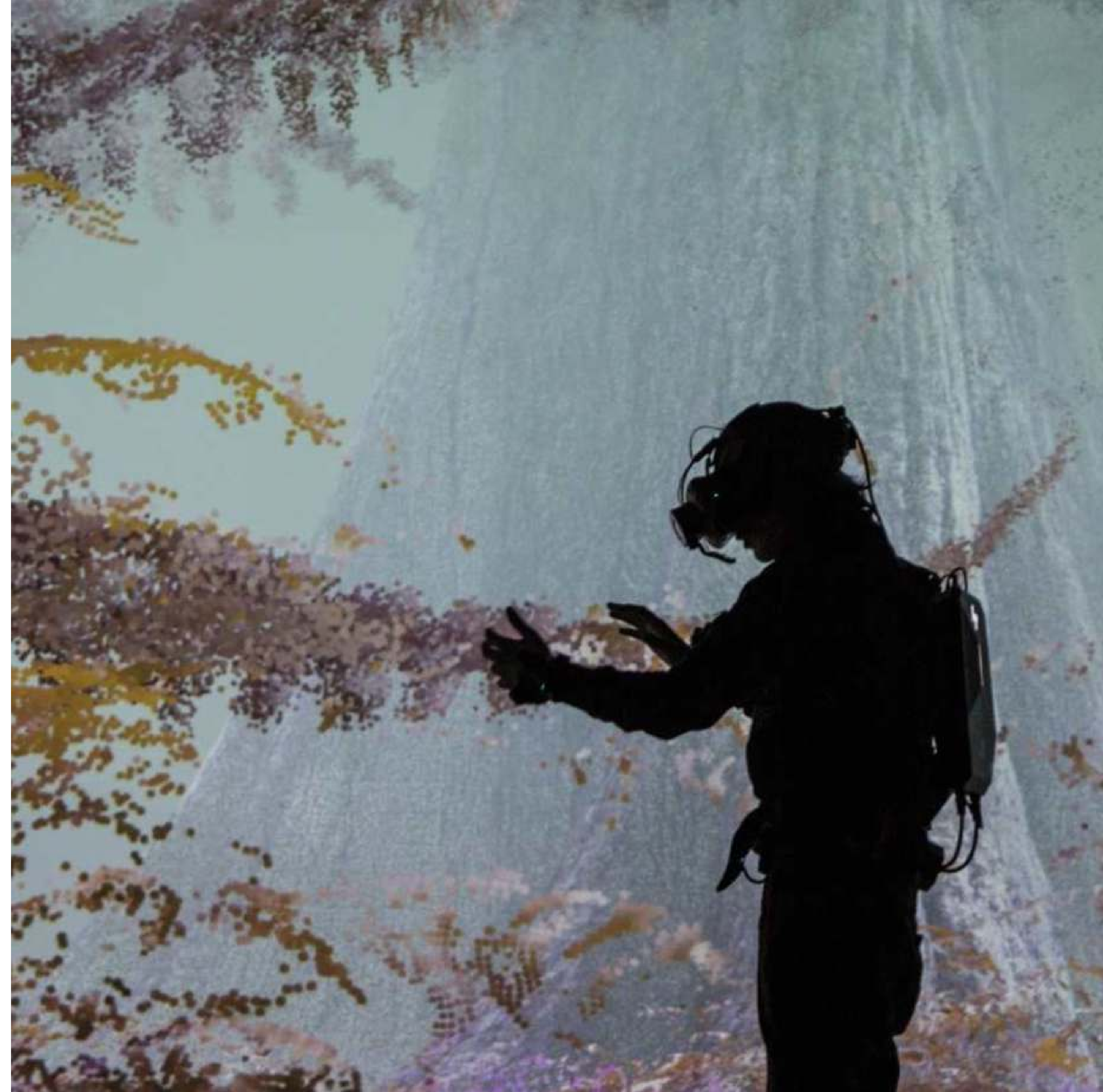


MUSEUM OF MEMORIES POTENTIAL OF VR

Virtual Reality (VR) is defined as an artificial environment which is experienced through sensory stimuli (such as sights and sounds) provided by a computer. In which, one's actions partially determine what happens in the environment.

Having personally visited the Art Science Museum to experience the VR exhibit ***We Live in an Ocean of Air***, the potential of VR to transport one's senses to another world is huge. Just through the utilisation of sound and sight, a believable and immersive world was created right before my eyes. Even if the world before me seemed unrealistic, I was still able to "feel" the world travelling around me. As such, the key to creating immersive environments lies in engaging the senses.

In the future, VR could advance to the point where all 5 senses could be engaged. **Hearing, Touching, Seeing, Smelling** and even **Tasting** could all be possible in the future.



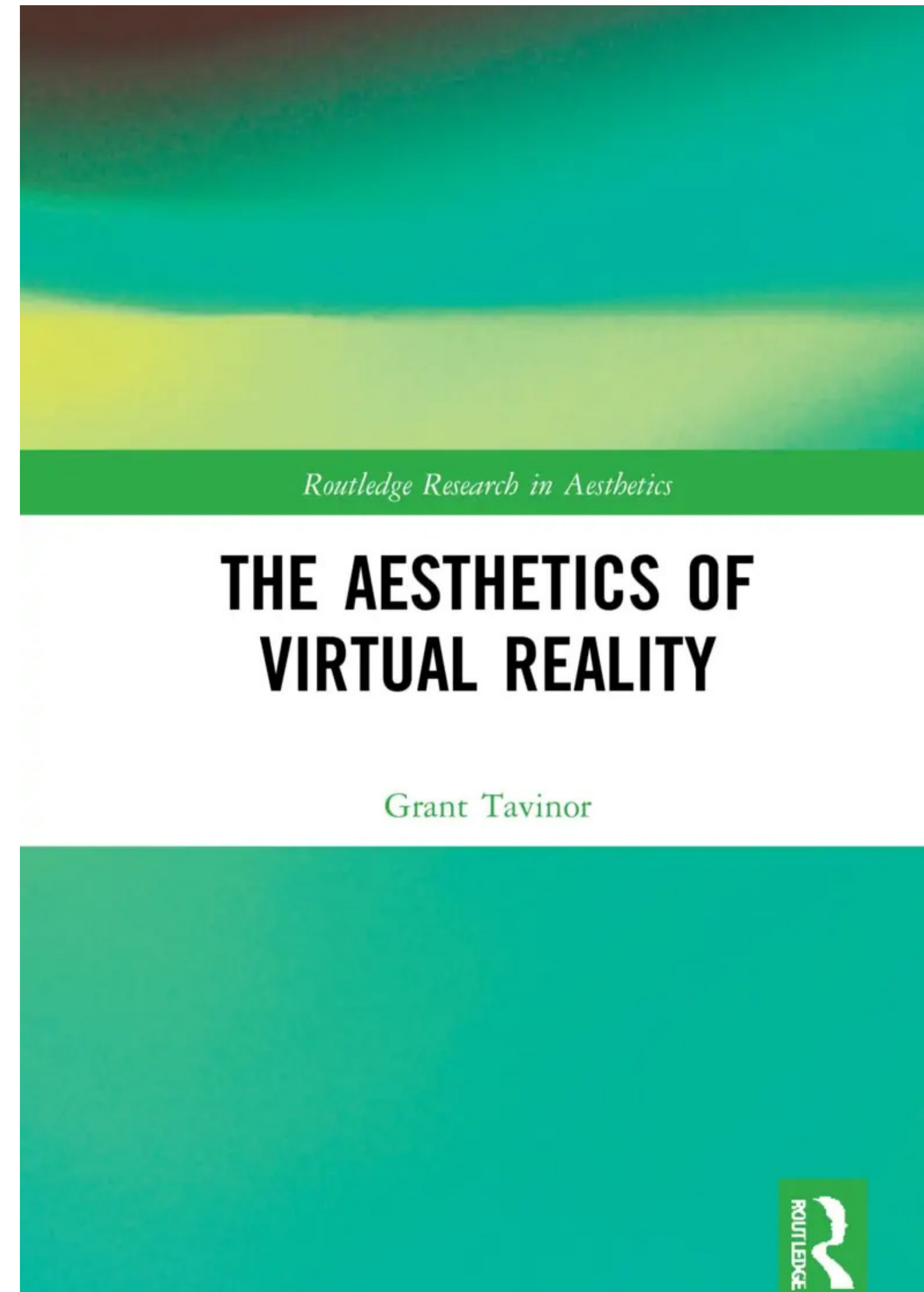
MUSEUM OF MEMORIES
VR READING RESPONSE

The Aesthetics of Virtual World

With the rise of pre-made assets, there is a shift from creation to selection. People no longer need to come up with things from scratch. Rather, a person only needs to pick and choose the elements from the appropriate libraries of pre-made assets. The idea is “you push the buttons, we create your world”. This allows anyone to realize their virtual world if they know how to pick the right assets.

This has a direct impact on the aesthetics of the virtual world. If all you need to do is put things together, everyone will eventually end up using the same library for creation. This means virtual spaces may start having the same vibes/aesthetic. An example would be popular rendering applications such as Enscape and Lumion. Images rendered with these applications tend to have a similar look to them and are immediately recognizable. While there is no inherent problem with simply putting things together, the virtual world may start becoming repetitive, with spaces lacking personalization.

Hence, creation is still important even though the democratization of creation is great.

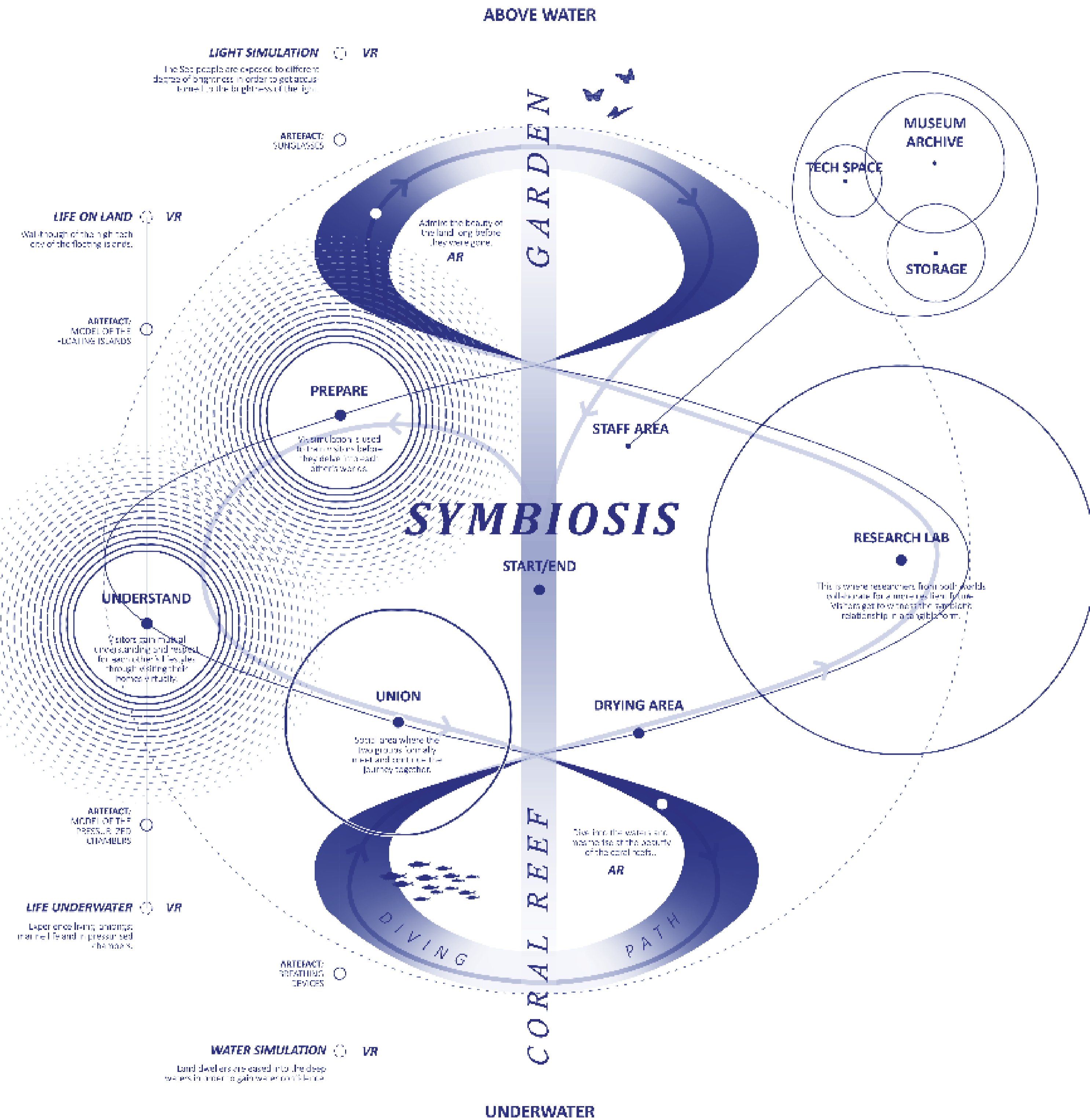


MUSEUM OF MEMORIES
USAGE OF VR

In the Museum of Memories, the VR worlds are designed to have elements that remind the visitor that what they are seeing is not real. Similar to Christopher Nolan's film, **Inception**, rectangle lights are used as the "totem".



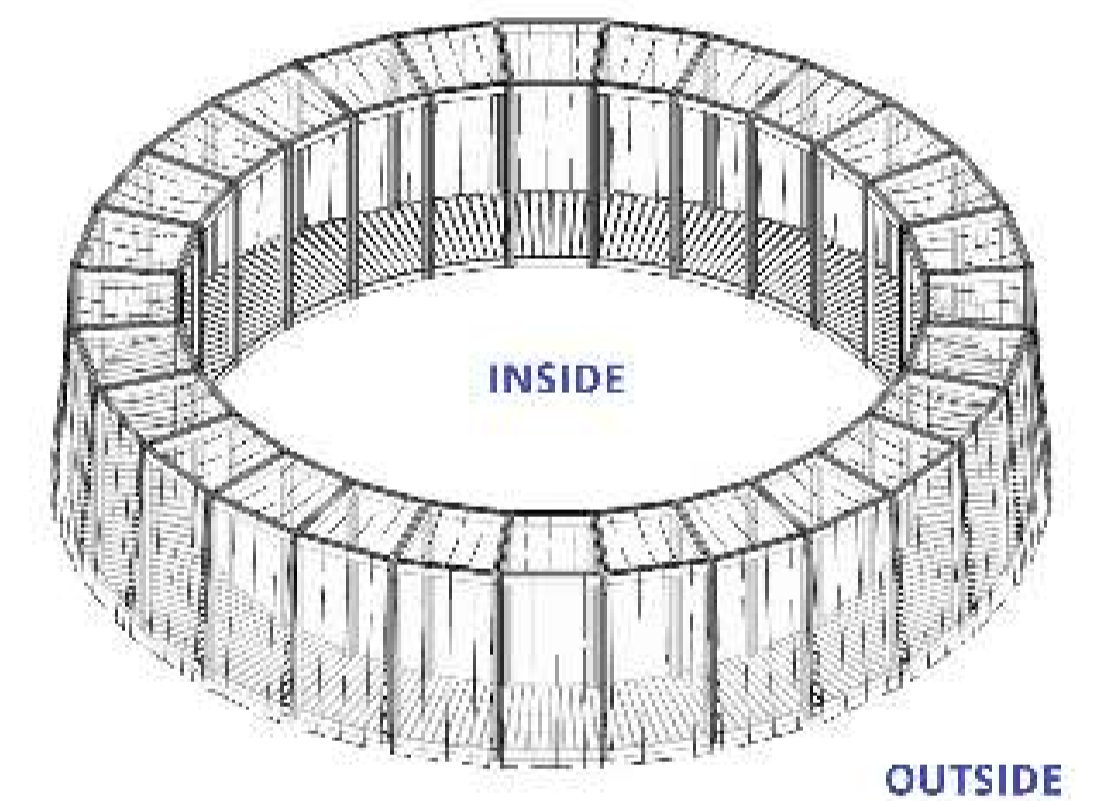
MUSEUM OF MEMORIES CIRCULATION DIAGRAM



The people of the land and sea will have two separate museum experience.

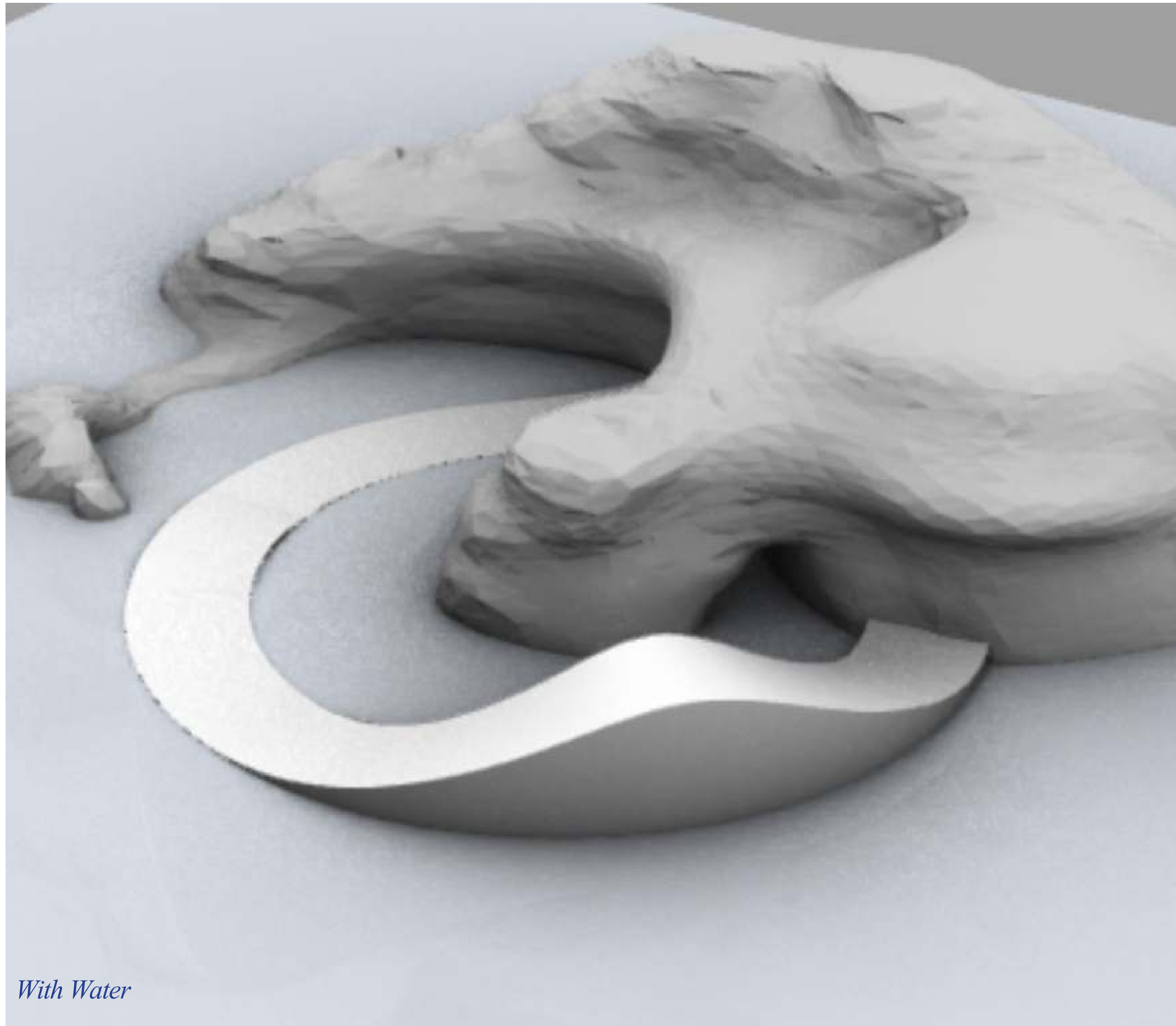
Both experiences are to help the two gain insights into each other's worlds, what were their challenges and how they survived. Beyond that, These virtual experiences challenges the people from both worlds to step out of their comfort zones to navigate each other's worlds while being in the safety of VR.

At the end, the two groups will gather at the last exhibition space, Union, where they are inspired that reunification is possible.

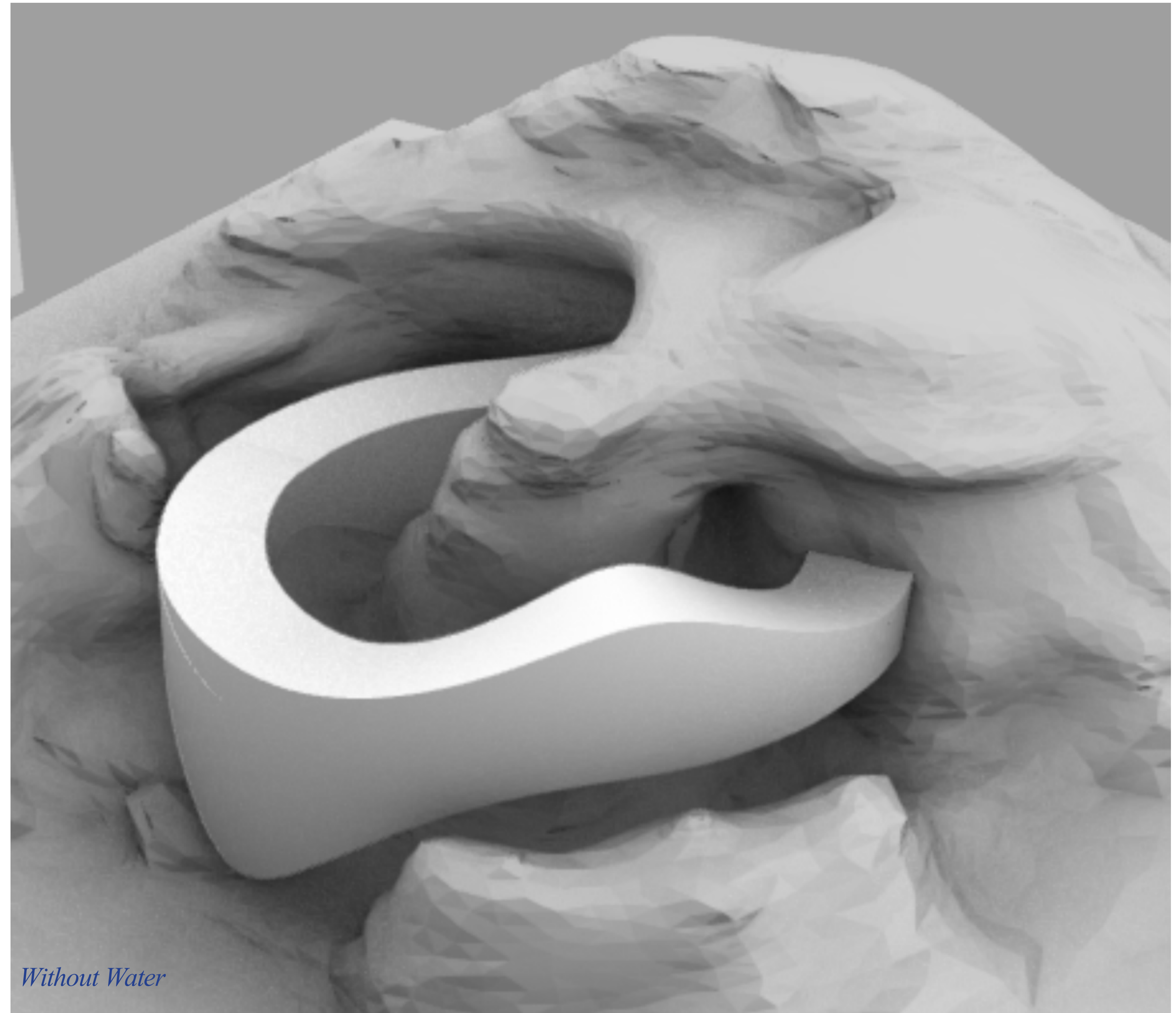


Anti Room II is a floating structure that leverages the endless bottom of the sea to cleverly blur the lines between what is considered inside the structure and what is outside. For instance, the inner circle has no floor. Yet, it is intuitive to assume that an enclosed space has been created. The inner circle also doubles as a swimming pool.

ANTI ROOM II



With Water



Without Water



EXHIBIT I
LIFE UNDERWATER

UNDERWATER BREATHING
DEVICE DISPLAY

WEATHER SIMULATION

CORAL REEF OBSERVATORY

UNION
A NEW BEGINNING

WEATHER
PROTECTION
DEVICE

WATER SIMULATION
(ZERO GRAVITY ZONE)

UNDERWATER CITY
VIEWING DECK

FLOORPLAN

EXHIBIT II
LIFE ABOVE WATER

EXHIBIT II
LIFE ABOVE WATER

CORAL REEF OBSERVATORY

GARDEN

ARCHIVAL

ENTRY II

ARRIVAL PLATFORM

ENTRY I

EXHIBIT I
LIFE UNDERWATER

ZERO GRAVITY ZONE

UNION
A NEW BEGINNING

EXPLODED ELEVATION

Visitors will arrive by a pod. It follows a pre-programmed route that circles around the rock which hosts nature from both worlds.

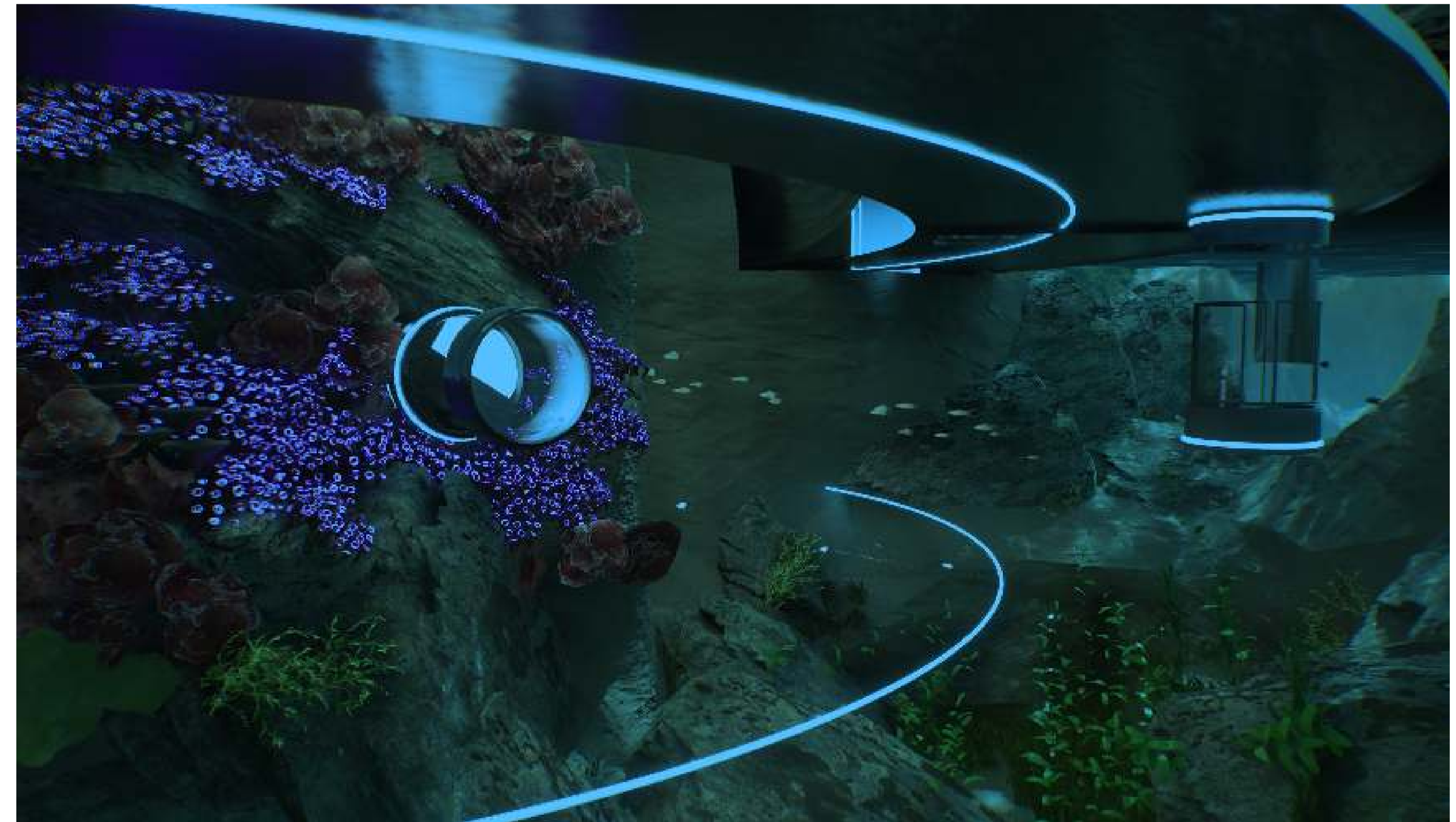


EXHIBIT I

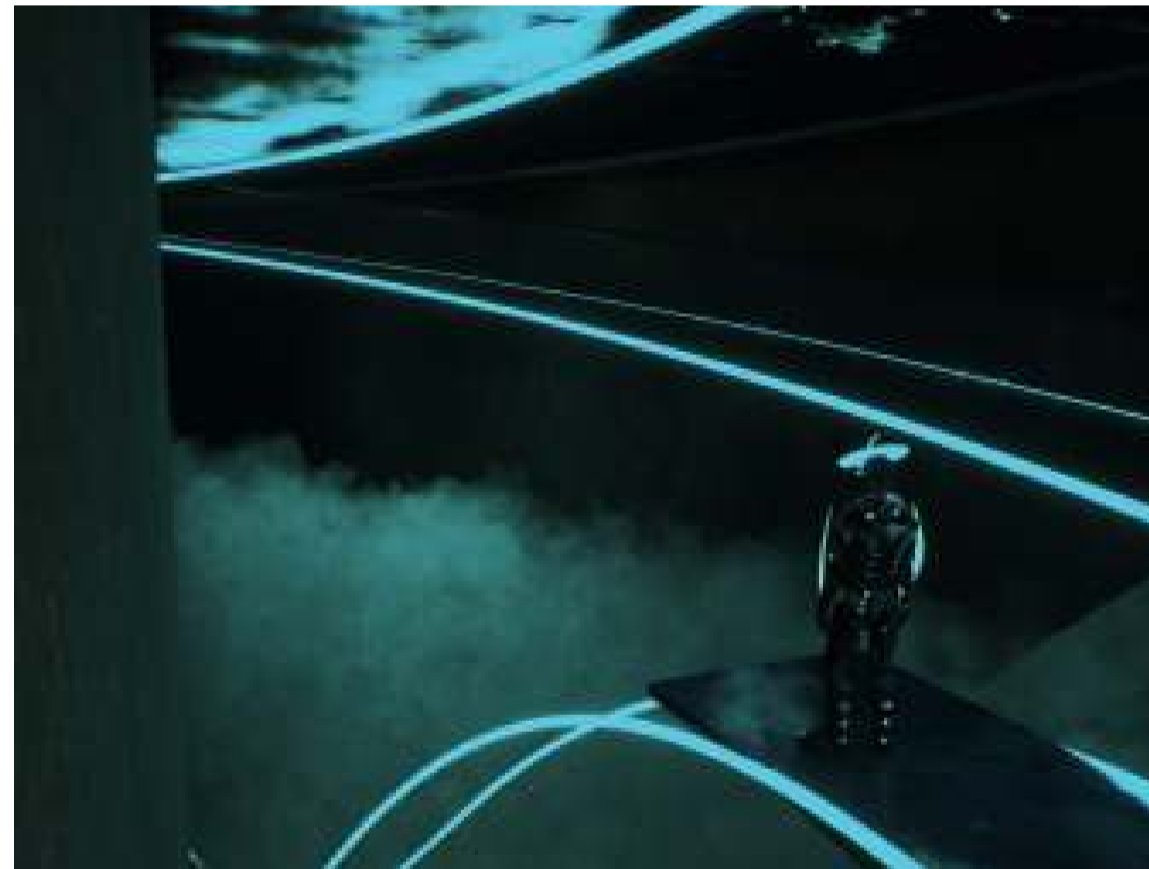
LIFE UNDERWATER





UNDERWATER
BREATHING DEVICE

MUSEUM OF MEMORIES
WATER SIMULATION



Water Simulation for the People of the Land to experience and explore the underwater world. Through VR, varying levels of water pressure and oxygen level can be simulated.

The simulation is triggered by the rising smoke in the zero gravity zone.



UNDERWATER CITY

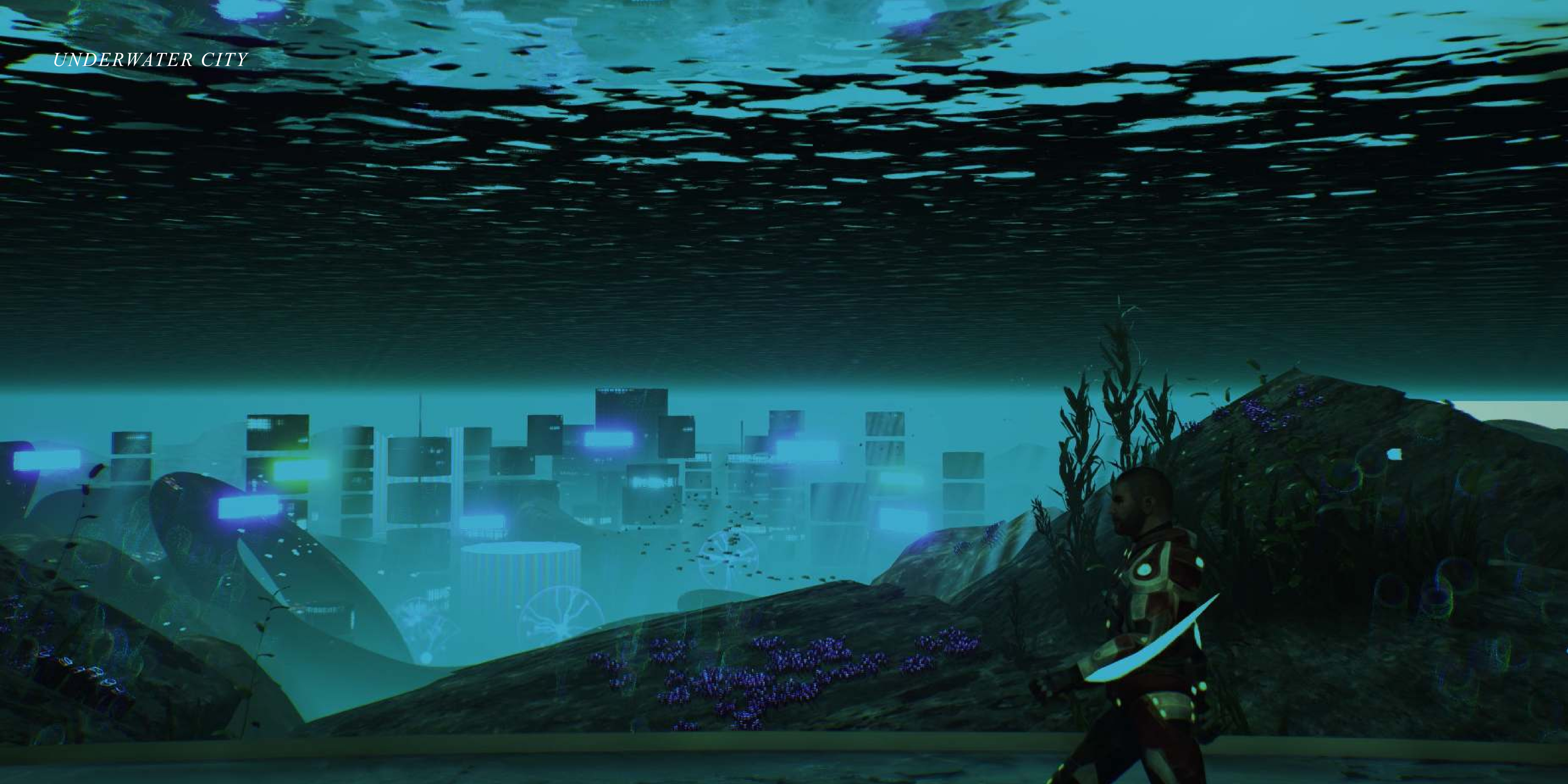


EXHIBIT II

LIFE ABOVE WATER





WEATHER
PROTECTION DEVICE

*MUSEUM OF MEMORIES
WEATHER SIMULATION*



ACTIVATED SANDSTORM PROTECTION



ACTIVATED THUNDERSTORM PROTECTION

Weather Simulation for the People of the Sea to experience the changing weathers above water. Through VR, varying extremity of weather can be simulated.

The simulation is triggered by entering the tunnel of lights.

FLOATING CITY





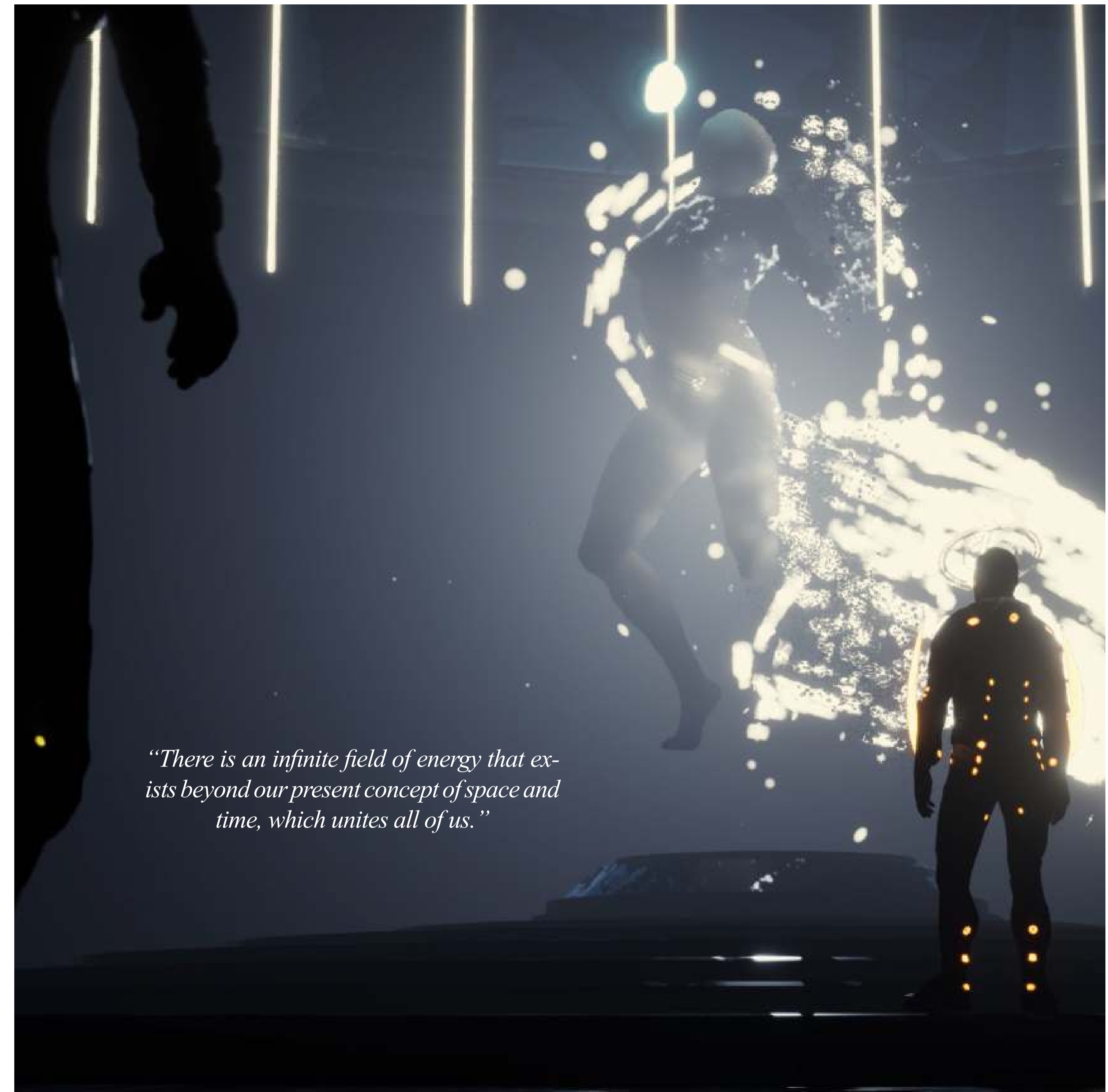
UNION
A NEW BEGINNING

*MUSEUM OF MEMORIES
UNION*



An Augmented Reality (AR) sculpture is used to present a strong imagery before the visitors leave. It leaves them with an open ended question on what the future could look like if they reunify.

The AR is triggered only if both races are present. The sculpture is of a human body shattered into a million pieces. It is neither land nor sea. It is as if the particles are forming a third identity that belongs to both the People of the Land and People of the Sea.



“There is an infinite field of energy that exists beyond our present concept of space and time, which unites all of us.”

A possible future together.

INSTRUCTORS

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YIWEI
TENG

WORK BY

JENNIFER TANG



APPENDIX

Processes of prejudice: Theory, evidence and intervention

Dominic Abrams
Centre for the Study of Group
Processes, University of Kent

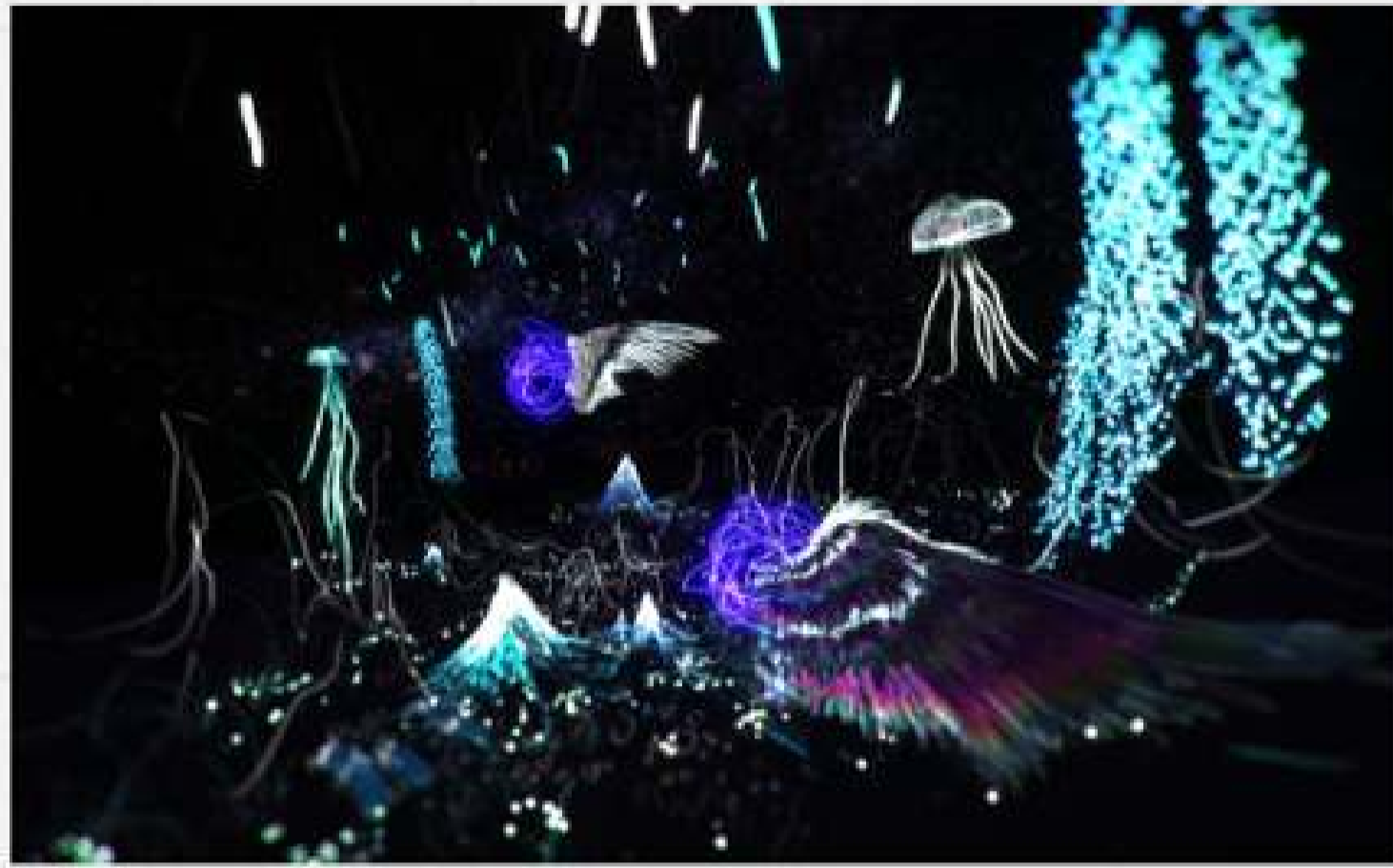
Table 1.1 A typology of good relations and prejudice

		Prejudice	
		Low	High
Good relations	Low	Benign indifference Atomised, disengaged community, unconcerned about others	Malign antipathy Fragmented, discontented, disengaged community hostile to both internal and external rivals or enemies
	High	Harmonious cohesion Cohesive, tolerant, engaged community, open and flexible	Rivalrous cohesion Cohesive, engaged community but competitive towards subordinates, rivals and enemies

Table 2.1 The stereotype content model

Stereotype	Warmer	Colder
More competent	Emotion: Admiration Example: Majority	Emotion: Envy Example: Jews
Less competent	Emotion: Pity Example: Disabled people	Emotion: Contempt Example: Gypsies

Art Basel Hong Kong



▲ **The Previous Life of the Yimatu Mountain**, draws on Chinese history, imagining a past life in his hometown of Yimatu, the tallest mountain in the Liaoning Province.

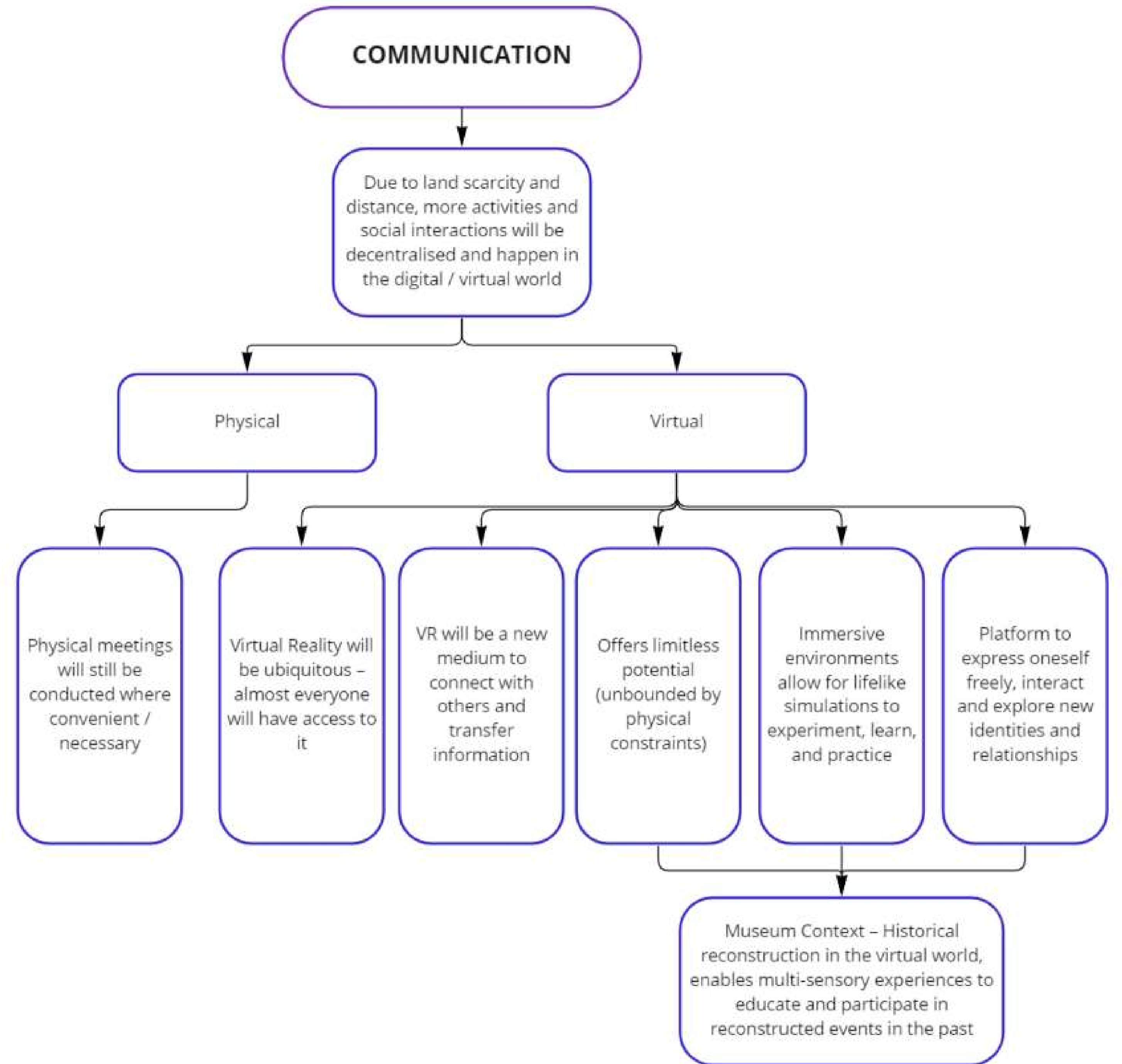
▲ **She's Already Gone**, follows differing timelines as the life and aging of the protagonist moves forward while history goes backwards. This piece allows viewers to be engaged in another person's story by "entering" their world.

Victoria and Albert Museum

Alice: Curiouser and Curiouser offers a double immersive experience: a dizzying trip into a virtual wonderland within a physical exhibition that's already heavy on the psychedelics.



Virtual reality can enhance the experience of a physical exhibit by making it interactive in VR. Exhibits **come alive**.



Tranquil Environment



Abzu
Abzu is a game where player will takes on the role of a diver in the vast ocean. The diver begins exploring the surrounding underwater environments filled with plant and animal life, in addition to uncovering ancient technology and submerged ruins.

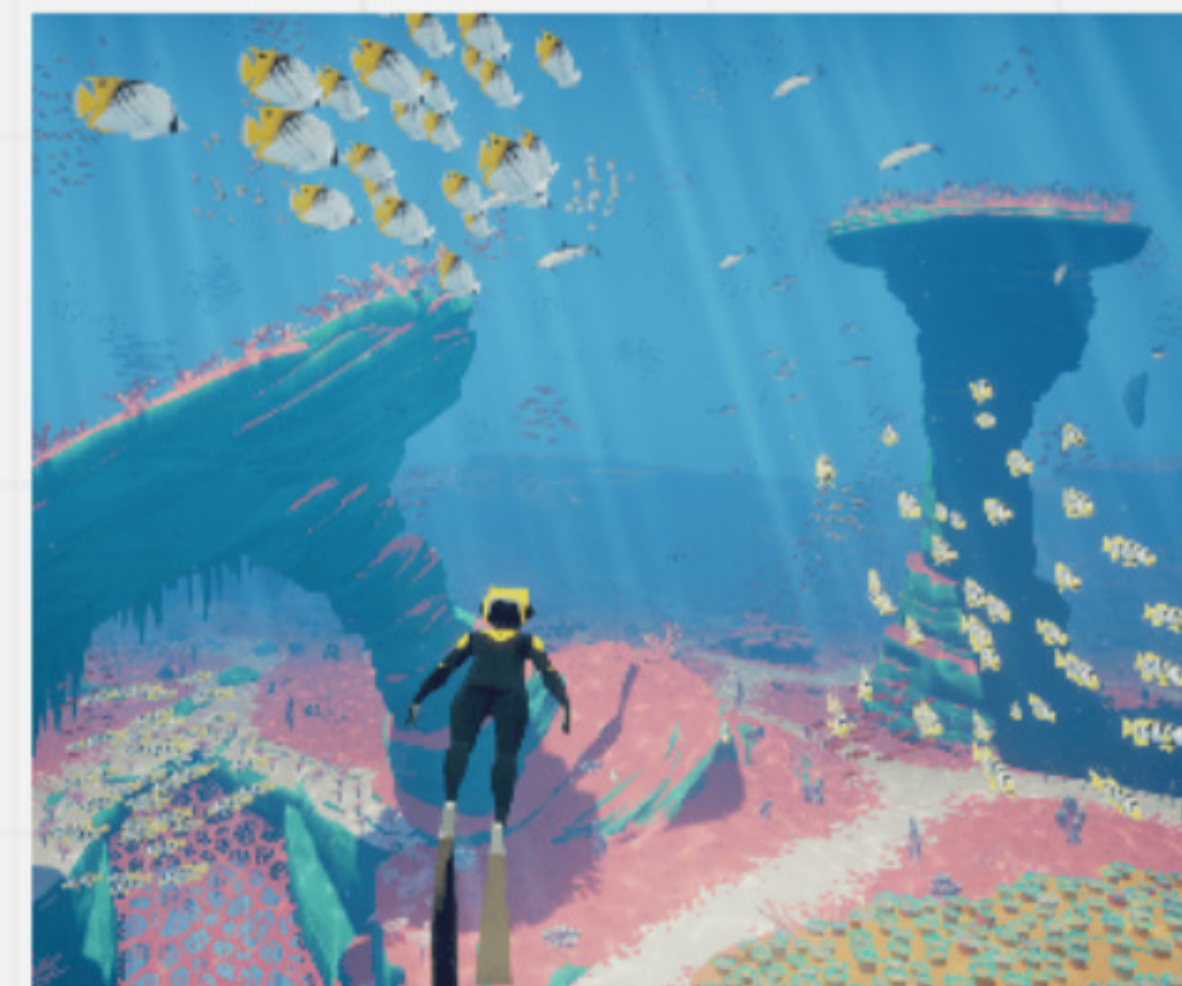
Environment gets better several years later after the apocalypse due to the extinction of human activities. The surrounding environments start to regenerate and life start to flourish. Fertilize soil, clean water and fresh air will be the setting of the environment. Human start to coexist with nature and it is a start of new civilization.

Ecosystem

- Thriving
- Marine Dominated - similar to early Earth
- Clean Air, Healthy ecosystem with large supply, healthy food chain

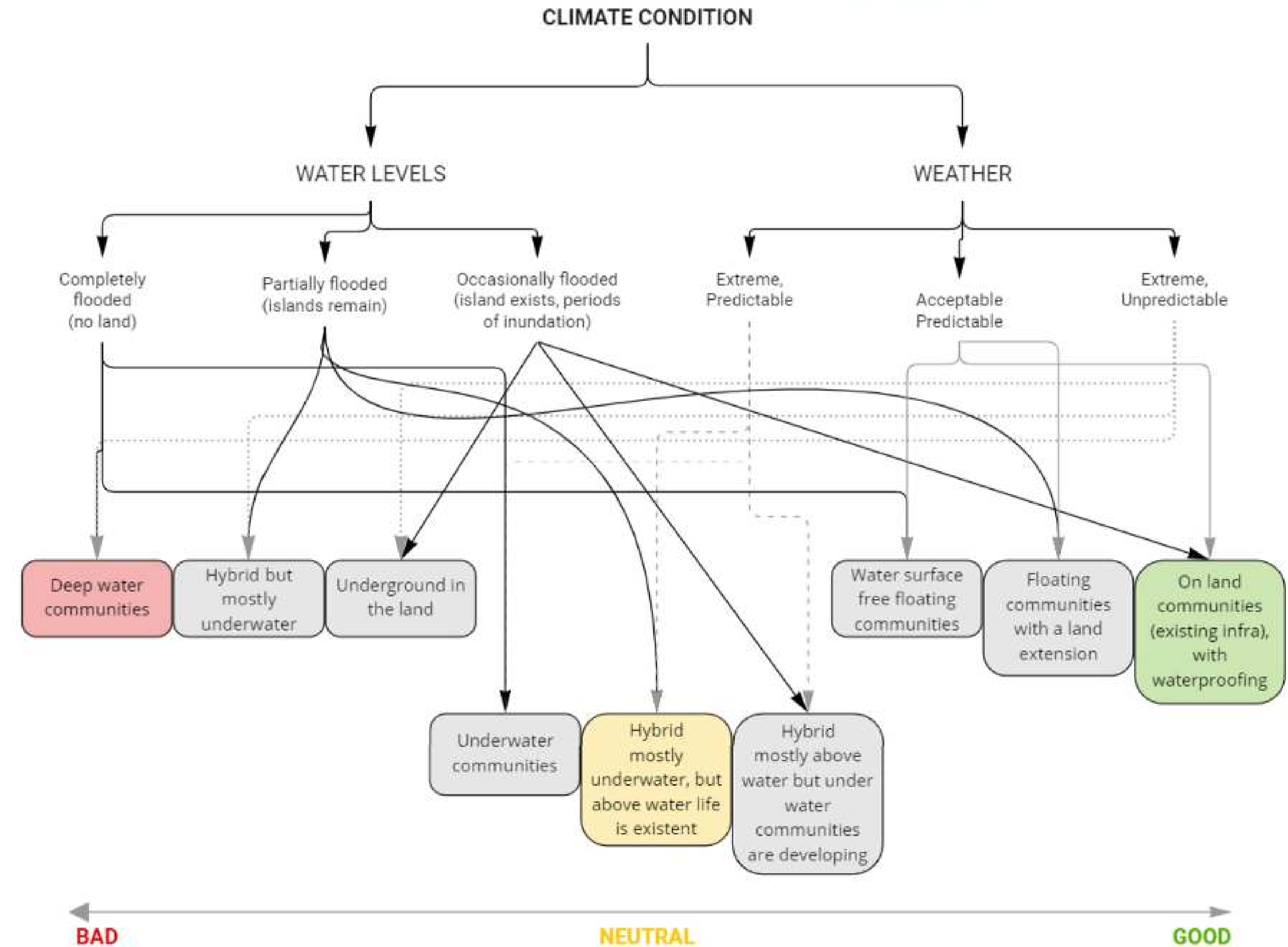
Natural Order

- New species of organisms
- New Civilization



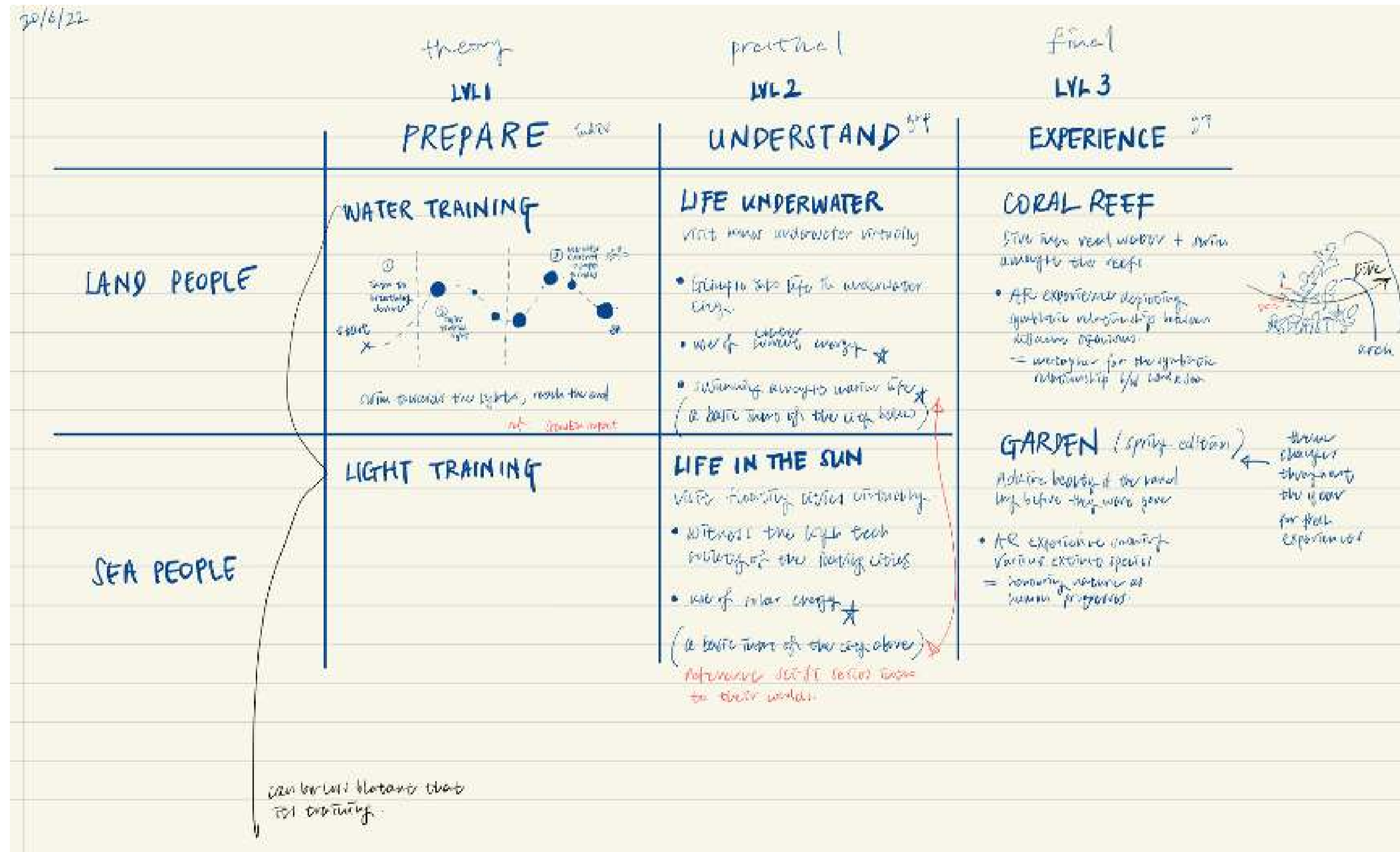
Social Classes and Society

IN 2200, WHERE DO WE LIVE?



EARLY DEVELOPMENT OF EXHIBITIONS

EXHIBITION EXPERIENCE MATRIX



sequence of movement	physical quality of space: atmosphere / light / texture / proportions / effects / elements	virtual quality of space: atmosphere / light / texture / proportions / effects / elements	collective space / experience	individual space / experience	type of content display	reference image/screenshot
Entrance Zone	Sea and Land People enter from same entrance. See both underwater and above water.	NIL	Grand entrance, both worlds existing at the same time.		NIL	
Sequence 1	Large Zero-G Space with platforms, middle is zero-G zone Dark space with windows showing the outside	Space fades into an abstract underwater space with glowing rings, moving seaweed and fishes/sea creatures to guide the way - Glowing rings are checkpoints to swim towards - Glowing ring to expand and fade into bubbles upon passing through - Sound effects to accompany the fade Unreal Niagara Disintegration	Introduction of the Underwater Breathing Device in real life before heading to platforms for VR simulation	Swim underwater towards rings - Will be able to see other players but there won't be any interaction	Underwater Breathing device on display	
Sequence 2	stream of shallow water, falling water from ceiling dim, almost Zen-like, contemplative space	Abstract Space on water surface. Virtual tree reacts to changing weather environment Lights to guide visitors to experience different weathers Effect: Fog, falling leaves, water ripples, rainbow fading in Sunny → cloudy → rainstorm → rainbow Unreal Planar Reflections, BP for changing weather	Introduction of the Weather Protection Device in real life before heading to platforms for VR simulation	Sensory Experience of different weather conditions - Able to see other players but limited interaction	Weather Protection device on display	
Sequence 3	Large Social Space, elements from Land+Sea combined spotlight to facilitate interaction Fog to mimic clouds in the sky Streams of water Cloud material	AR Fishes swimming through cones of light AR sculpture surrounding the social space as an abstract visual representation of land and water	Sit around to enjoy the space where both elements are present	NIL	AR Sculpture: movement of waves, wind	

Artefact: Underwater Breathing Devices

Physical Space: Zero-G space to allow free maneuver

Virtual Space: Abstract Underwater Space

Individual
VR

Landing Platform to trigger reality to virtual and vice versa



[\(PS4\) ABZU - Intro Cutscene - YouTube](#)

SWIMMING UNDERWATER

Glowing Rings as Check points to swim towards.
Sound effect and fade into bubbles once checked.

Fishes as guides



Artefact: Weather Protection Device

Physical Space: Big empty space with tree in the middle

Virtual Space: Abstract Space above water

Individual
VR

A **Multi-Sensory** Experience

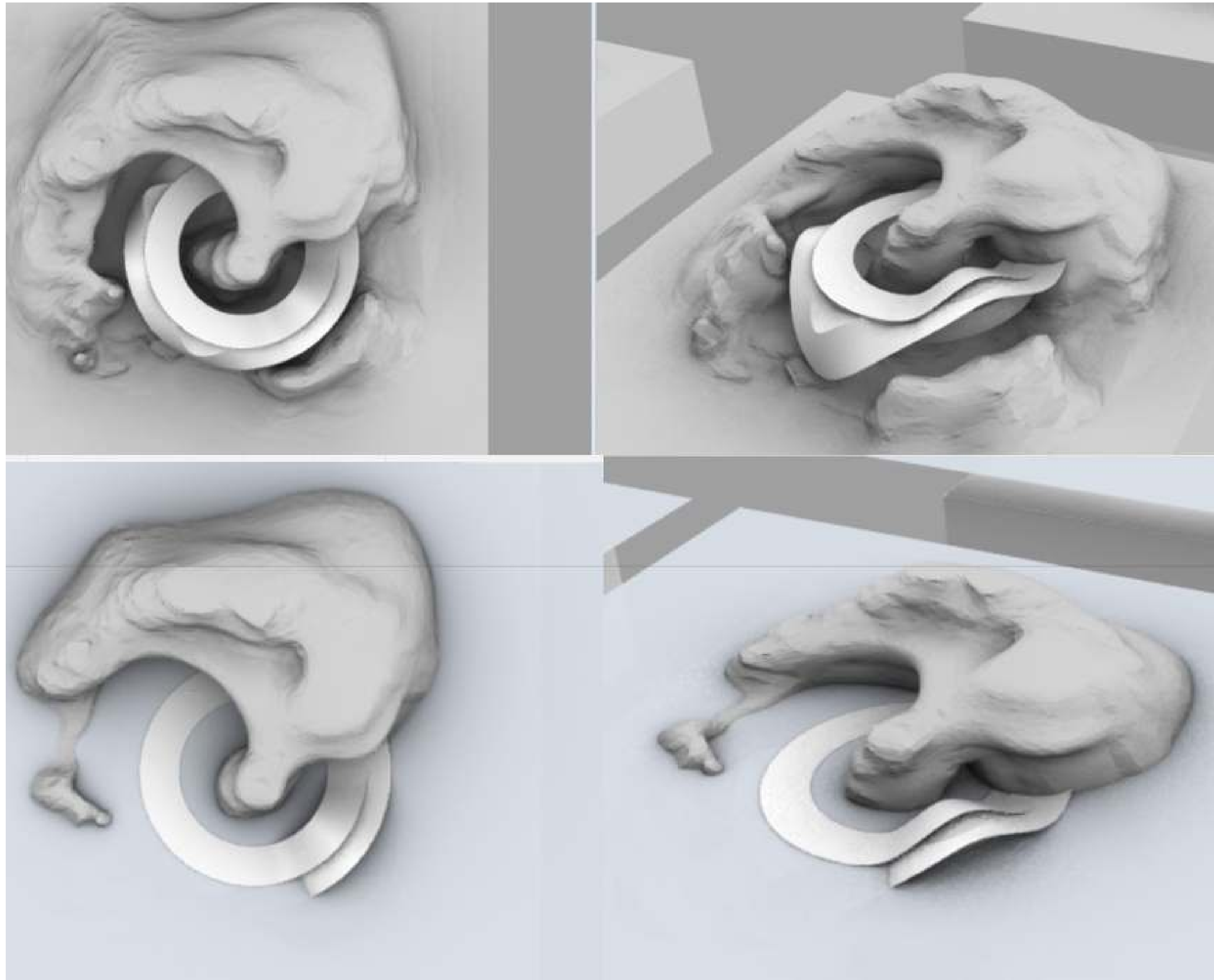


Water Ripple with every step

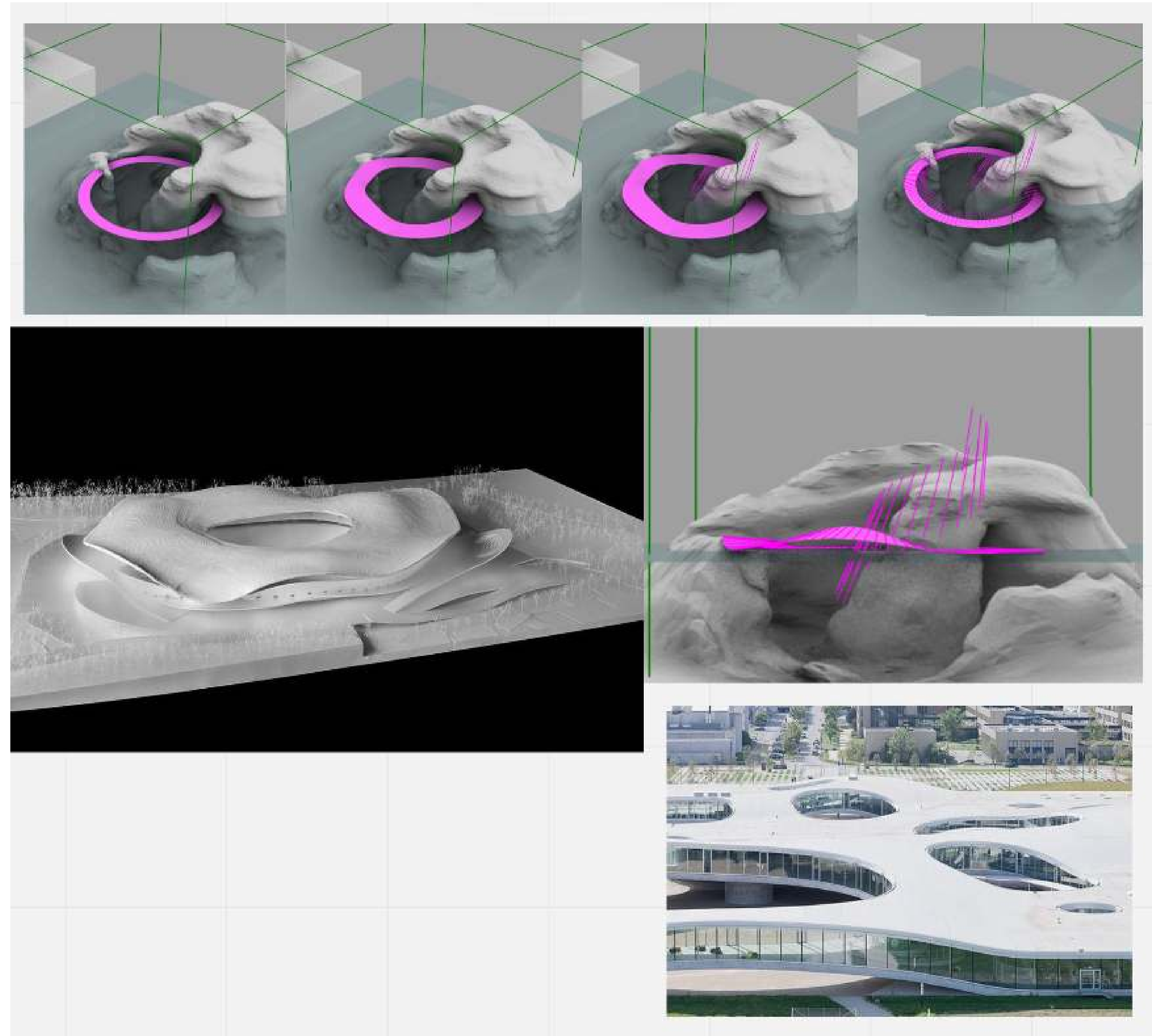
Virtual tree reacts to changing weather environment
Sunny ---> cloudy ---> rain/storm ----> rainbow

Effect: Fog, falling leaves, water ripple, rainbow fading in

EARLY DEVELOPMENT OF MASSING

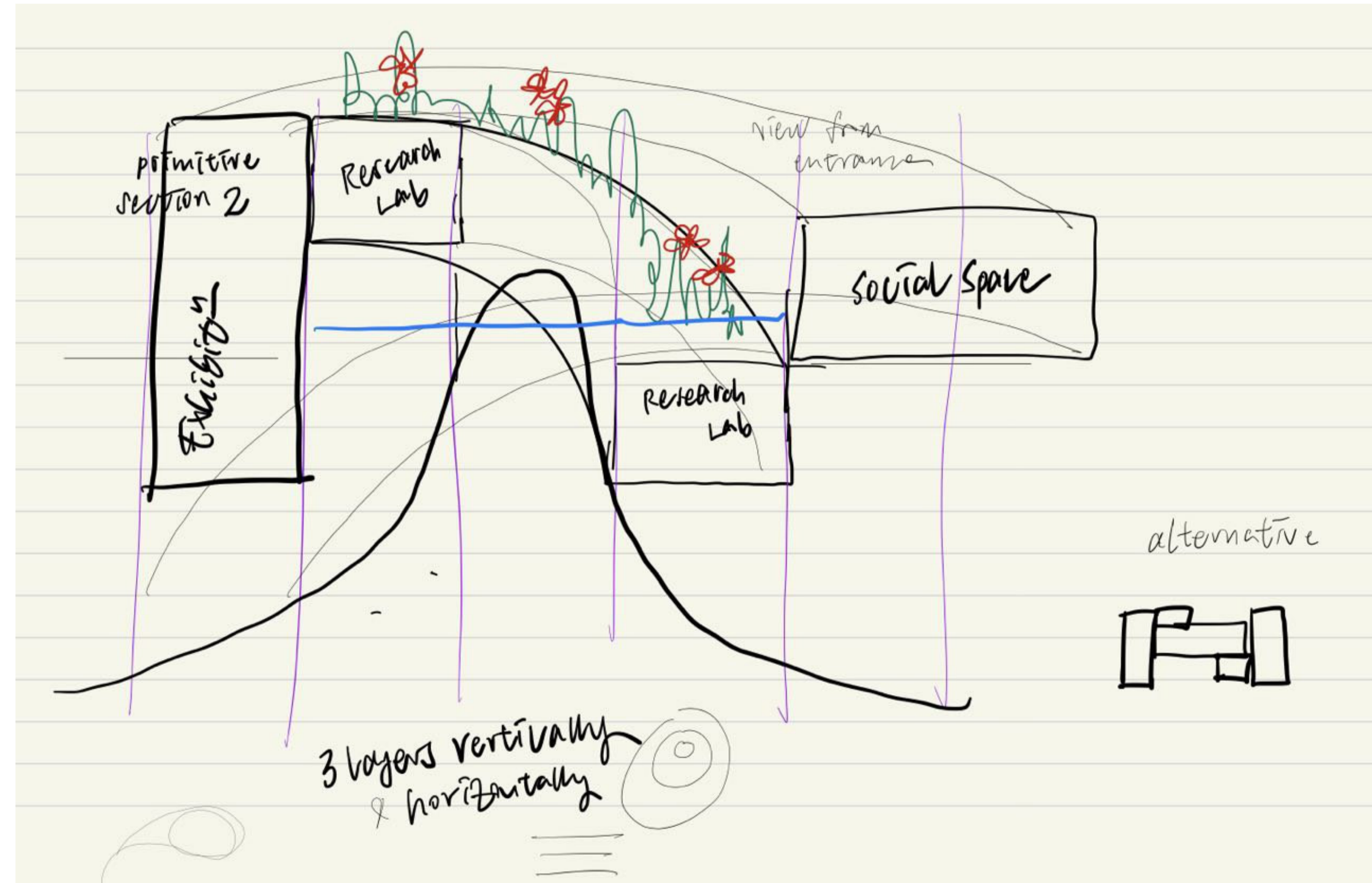
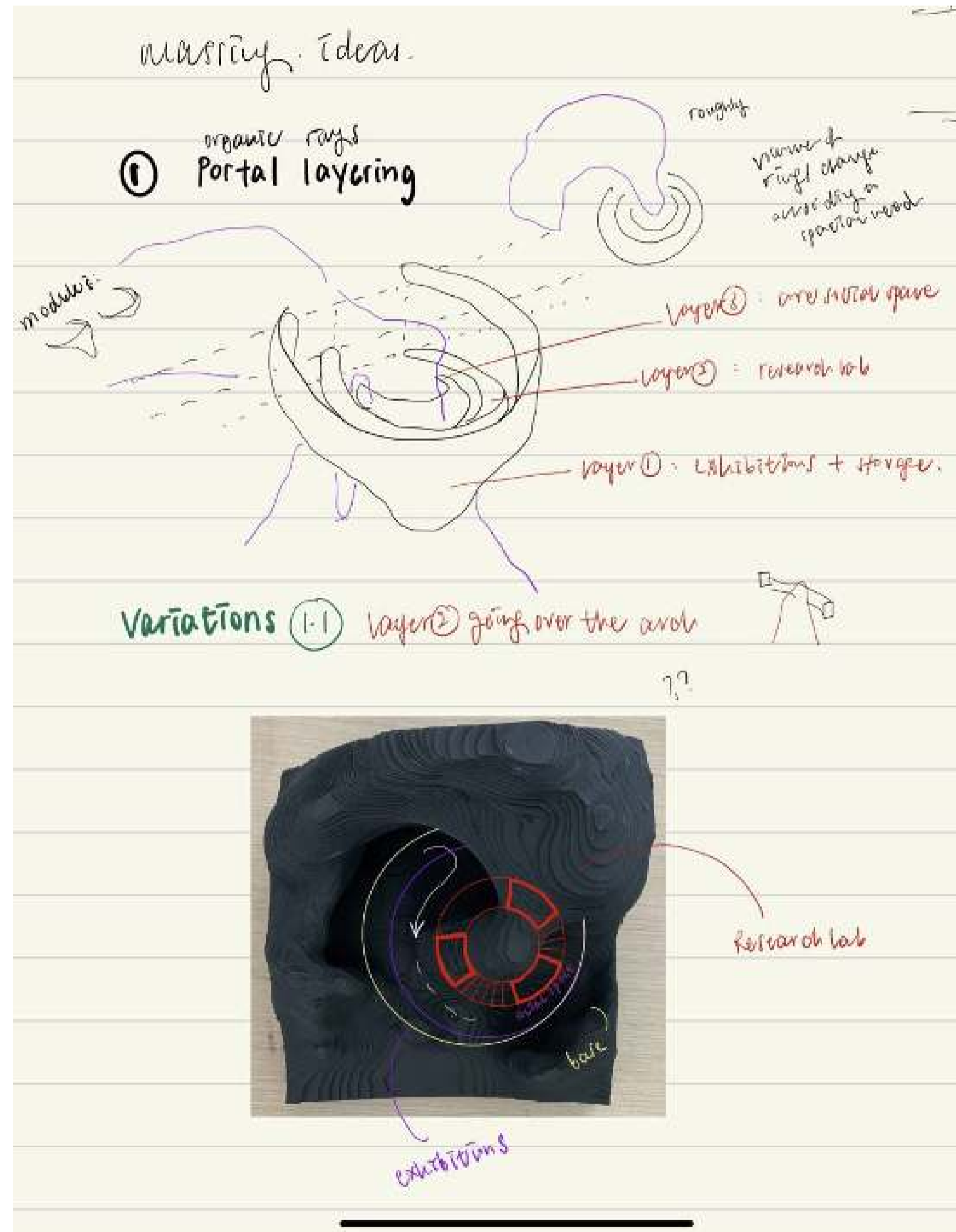


EARLY DEVELOPMENT OF MASSING



EARLY DEVELOPMENT OF SPACE ALLOCATION

EARLY DEVELOPMENT OF SPACE ALLOCATION



STORYBOARD FOR VIDEO

STORYBOARD

25/7/22

① NARRATIVE

Sea level rise

Using collage storyboard

Using collage to depict living environment

sea people

transition

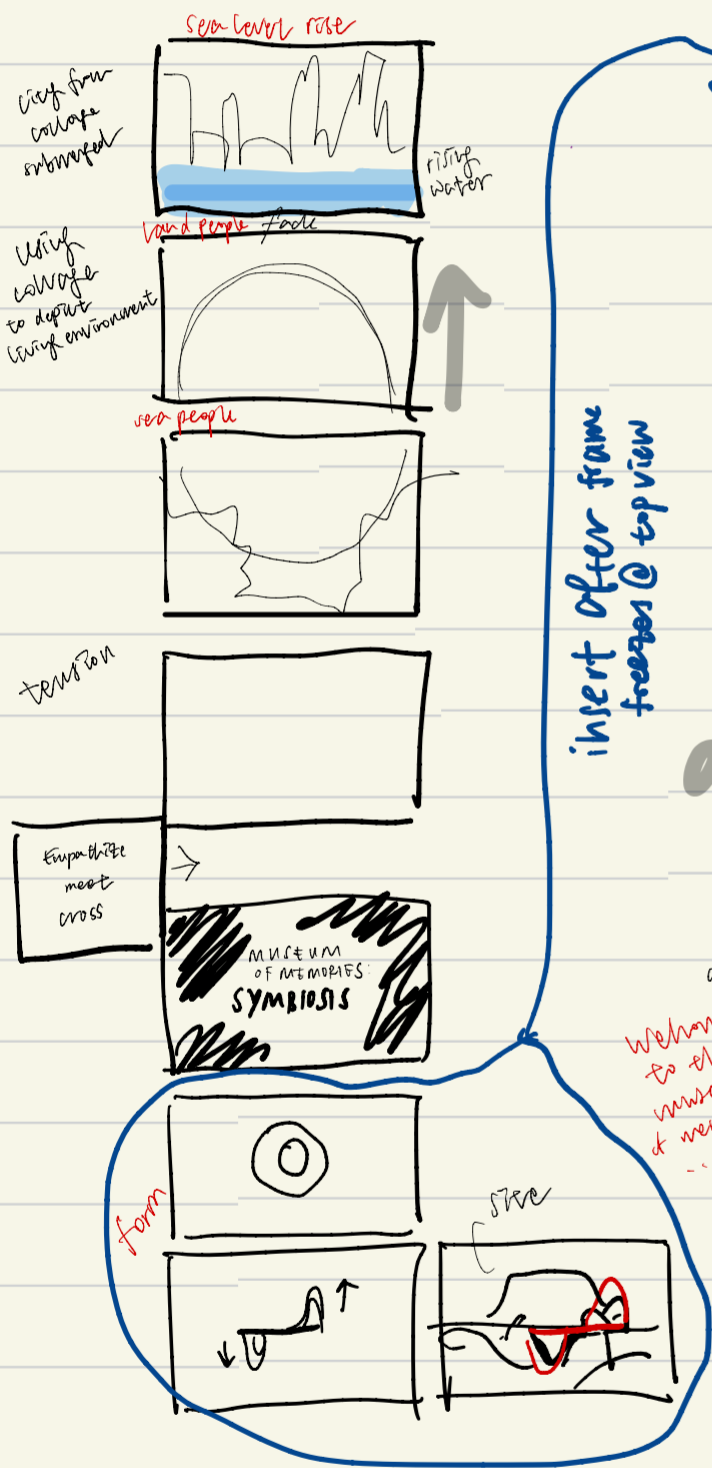
Equipments meet cross

MUSEUM OF ARTS MOPLES SYMBIOSIS

form

five

insert after frame freezes @ top view



② ARRIVAL

Objective of museum Museum is a gateway for crisis over...

camera movement rotate down

slow zoom in

cut

cut

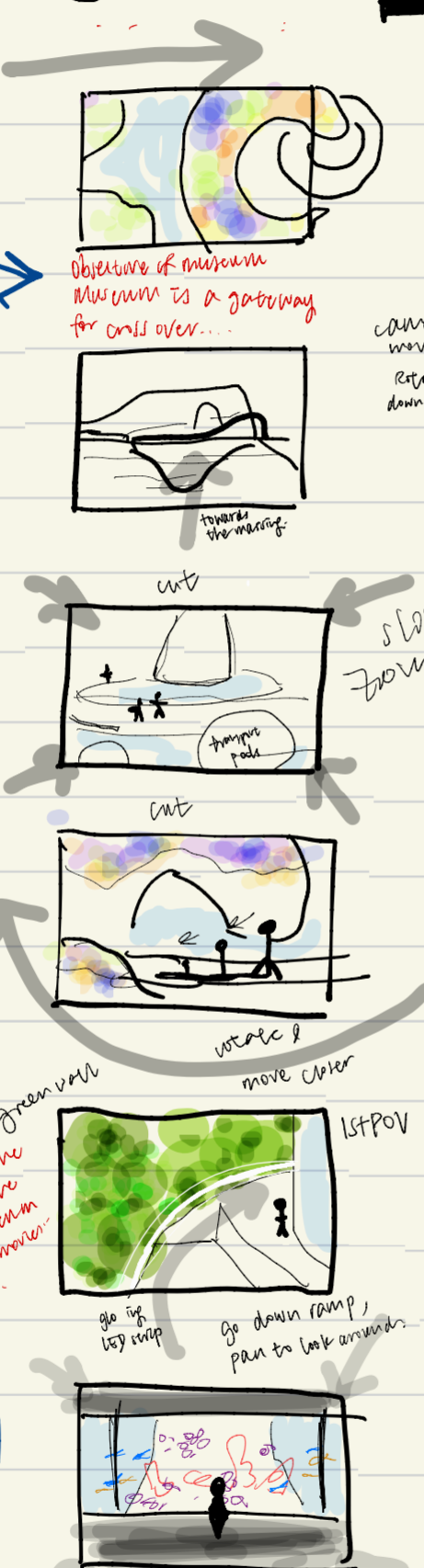
wave & move closer

green wall

1st POV

go up top step

go down ramp, pan to look around



③ PREPARE WATER SIMULAT^N

To survive, people of the sea developed an underwater device...

please proceed to the platform...

underwater breathing device

while looking

transition

reflection

blowout

Follows the fishes

fish

VR

landscape w/ randomly placed glowing rectangles

repeat x2

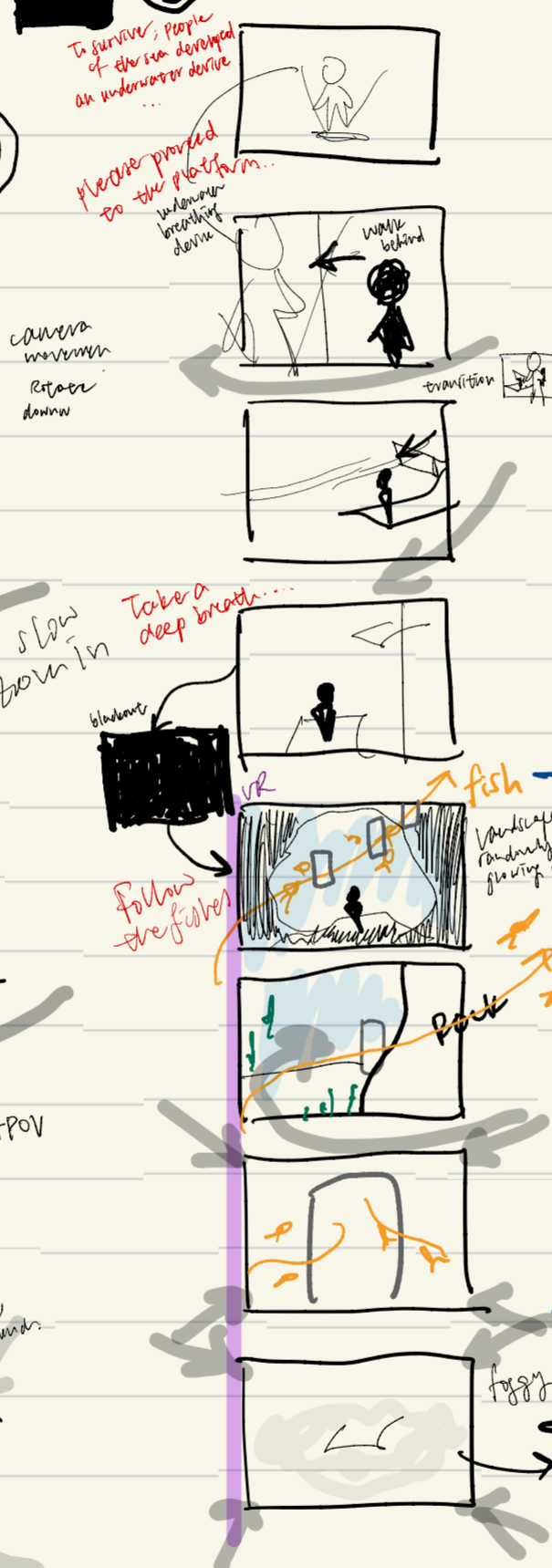
change materials

plant growth

foggy

fade into black

fade into black



④ PREPARE WEATHER SIM

reflection

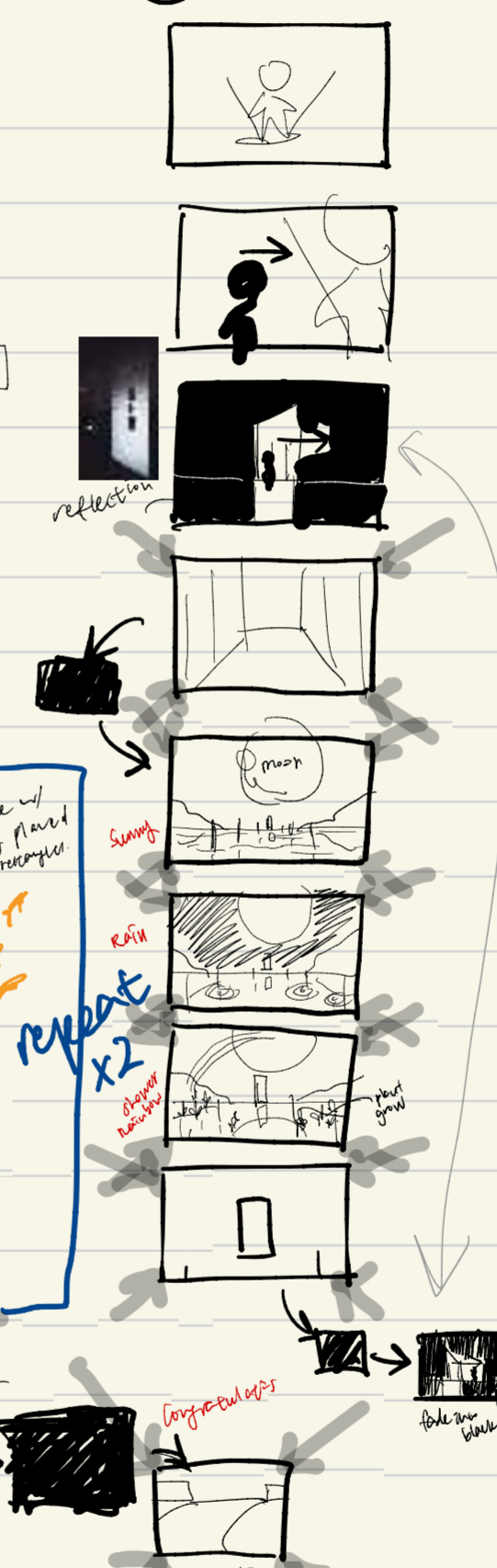
blowout

repeat x2

change materials

plant growth

fade into black



⑤ Union

reveal surprise

Wavy AR script

stack video

or make video in time span

All material of

fall

falling water

pop down

fall

