

G02

問

# Ma's City of Voids



ΣΣΔ LANTIS



OUR STORY

*Set in the year 2500, global warming has taken over the world, putting humans in danger on land. Due to limited natural resources that can be found in this time of crisis, the humans have gone into conflict, splitting themselves into different clans. Amongst these clans, the ones who have the most conflict are the wind and water clans, both whom are fighting for the same resource, wood, as wood is the most important natural resource for the survival of these clans. As the land space shrinks and water levels rise, the sky clans took to the skies with their wind propellers and their handmade wing contraptions. Meanwhile, we, the water clan, brought our city down to the ocean, and survive with our gill-like technology. While the sky clan had the skies and clouds to shield them, we had nothing to protect us in the clear blue ocean. Thus, we used transparent materials as our main building resource, and reflective materials as roof decorations to reflect the sunlight that comes into the ocean, creating a form of camouflage away from the eyes watching us from above. The sunlight also acts as a power generator that creates electricity for our city. As a backup, we have a propeller that also gathers energy from the strong currents of the ocean, and allow us to move around as well. Inspired from the usage of hexagons in our buildings, which represent unity and our location, we have named our city HEXLANTIS. All was well and peaceful, until that fateful day. Legend says there was one time the sky clan managed to spot our city and launched themselves from the sky to attack us and steal our wood. That was when our defence system was used. The main center tower which had detected the sky clan, flashes red, warning the whole city that they are under attack. Following that, the defence team activates the floating system, allowing the whole city to rise and defend against the sky clan. The propeller at the end is activated as well, to transport us to safer locations, away from the sky clan, thus bring us peace yet again, but never safe from the watchful eyes of the sky clan.*





*(please click above)*

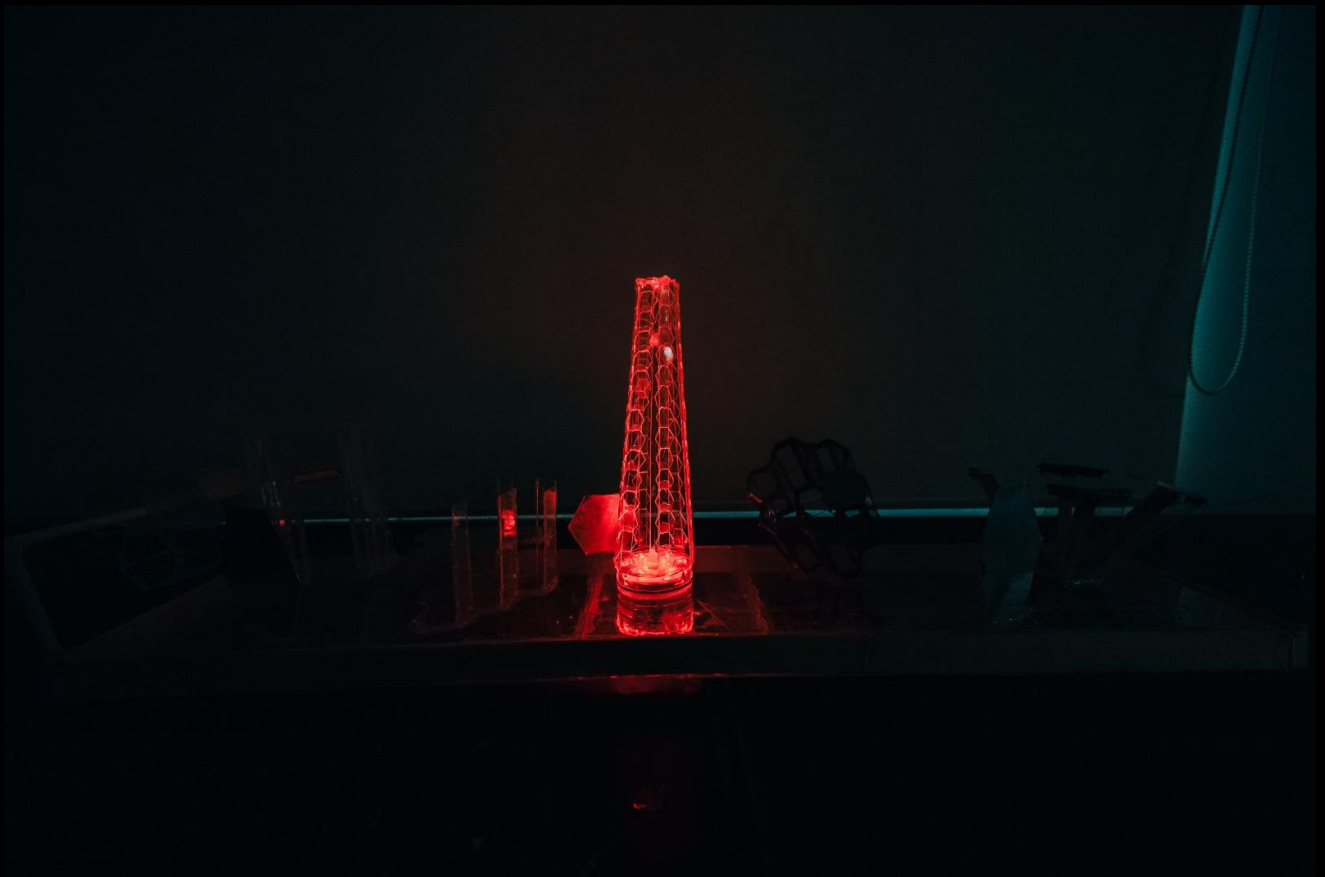


*(please click above)*

# HEXLANTIS WITH LIGHT EFFECTS



SAFE

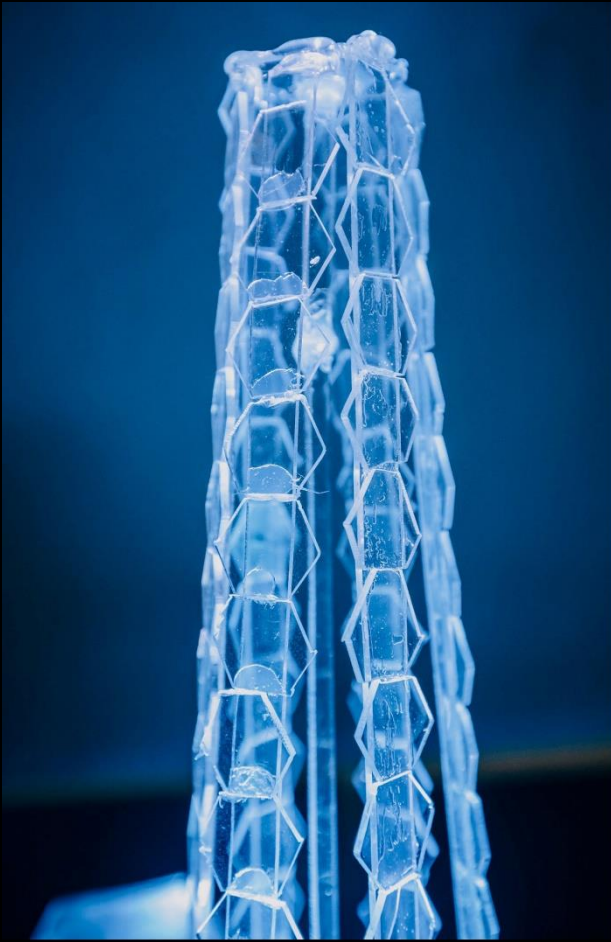


DANGER

# CLUSTERS

## CLUSTER 1

Our first cluster serves as a watch tower. It is half submerged in water and half above the surface. It also serves as our main light source, thus being placed in the center. When the city is under danger, the light will turn red and start flashing, alerting all citizens in the city.



It is the first cluster as from the top view, you only can see 1 hexagon. The whole side of the first cluster is made with smaller hexagons stacked on top of each other, giving an illusion of a snakes skin, and the spaces in between the pillars are left as voids.



## CLUSTER 2



Our second cluster serves as a habitat for the rich and elite. Taken inspiration from the Petronas Towers in Malaysia, these towers provide more privacy and a better view of the city from a higher vantage point. Additionally, there is a bridge linking these 2 towers together.





## CLUSTER 3



Our third cluster serves as a water wheel and propeller, to generate energy and propell the city to other locations when under attack. The cluster is made with 3 hexagons, placed together by the edges, leaving a triangular void in the center





## CLUSTER 4



Our fourth cluster is modelled as a hub for people to gather and hold important events. We categorized it as the most important hub as it contains wood within its main structure. Having 4 hexagonal platforms at the top and one at the bottom serves as a sense of privacy and distribution of space, where inhabitants can conduct different meetings and events there.



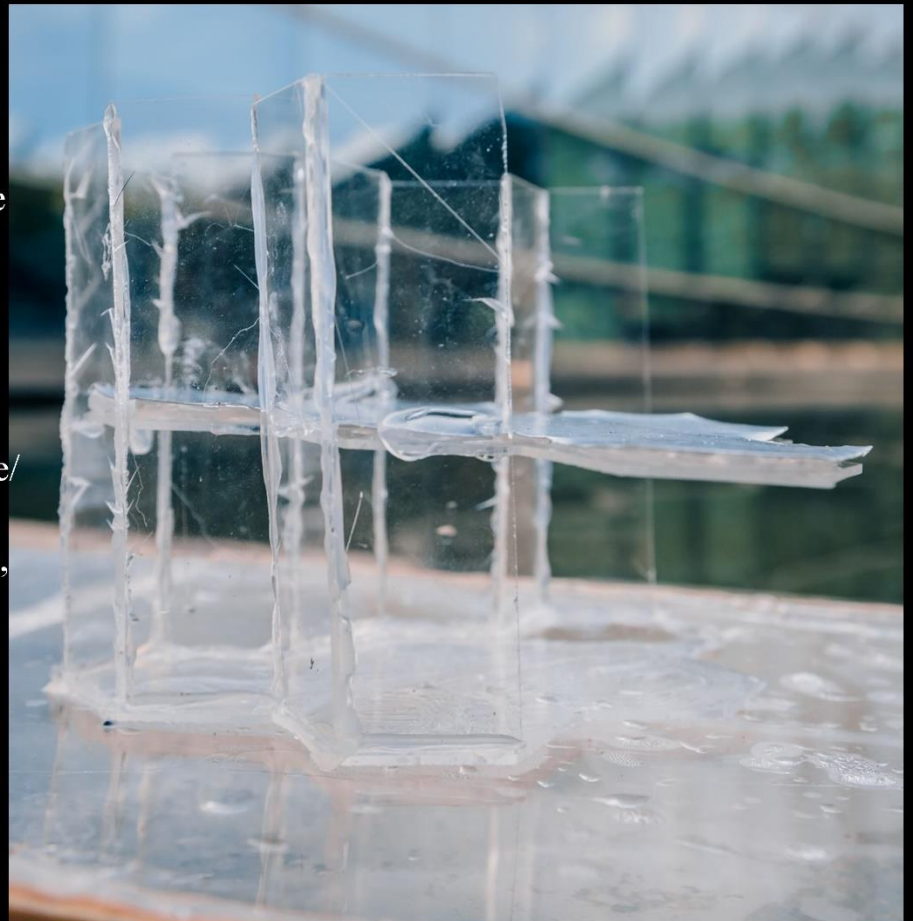




Our fifth cluster is represented as a hub as well, but in a more serious way. For example, a school or a memorial site for those who died in the sky-water clan battle. This hub is special because it is using five hexagons as the base and the roof, but the roof is placed in a way where it looks like 6 hexagons.

## CLUSTER 5

The reason why we used a half enclosed and half open concept by placing the top panel at the halfway point is to create a contrast between the hubs and the habitats of this city. The habitats are seen as structures that are fully enclosed and packed together, while the hubs are opened contains more space to breathe/ let the current flow. They are places that are open to anyone, despite social status, race, etc. This structure resembles a concert hall as well and performances can be held at the top level while a party or gathering could be held at the lower level.







## CLUSTER 6

Our sixth cluster also represents another habitat. It originally had the role of being another propeller but we decided to change it to a habitat because we are reminded of how the packed modules resemble our HDB flats in Singapore. Thus, we made this structure as a habitat for the middle income inhabitants, as these units do not have the level of privacy that the second cluster has, plus it has more modules so more inhabitants must take this space. The void in the center acts as a channel for inhabitants to visit each other throughout the whole structure.



# INHABITANTS



## VIDEO OF UNDERWATER PERSPECTIVE





# SOME PROCESS SHOTS



↑.N.A.N.K

Y.O.U