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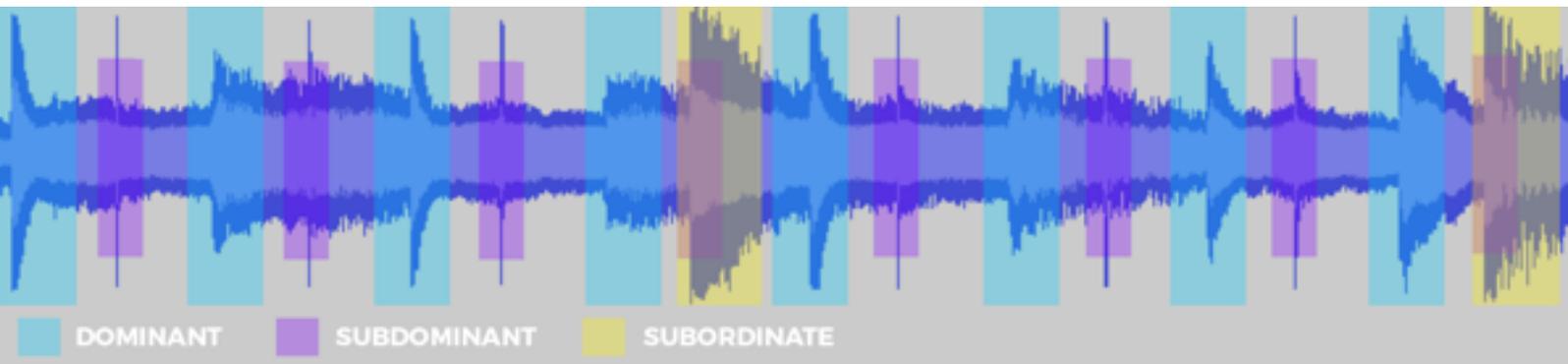
CITY  
OF  
VOIDS

G02 DAPHNE TAN  
LIM ZHONG WEI  
NIKI KOH

# Sound Analysis.

## SOUND 1

Characteristics: Melancholy, Magical, Haunting



**DOMINANT**

Resonating tone bars

**SUBDOMINANT**

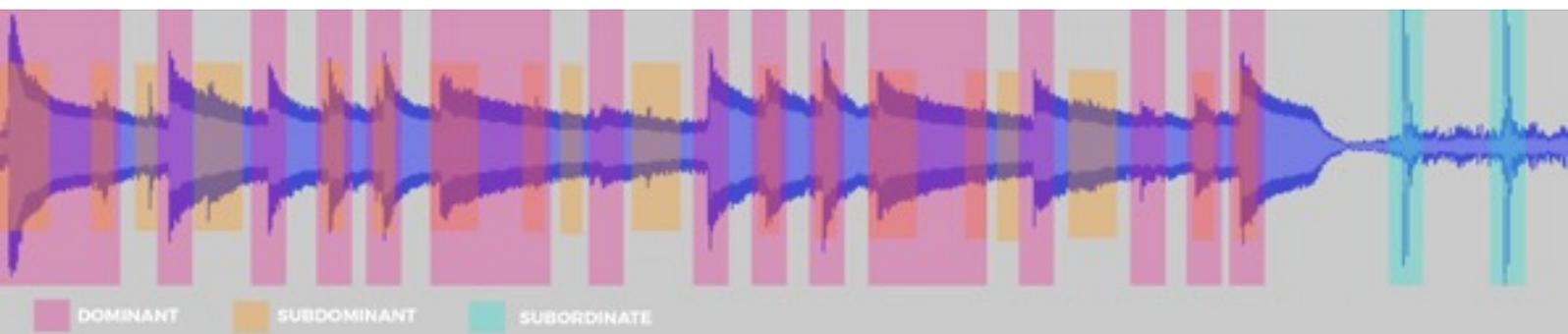
Claves

**SUBORDINATE**

Finger cymbals

## SOUND 2

Characteristics: Bright, Quirky, Cheerful



**DOMINANT**

Resonating tone bars

**SUBDOMINANT**

Finger cymbals

**SUBORDINATE**

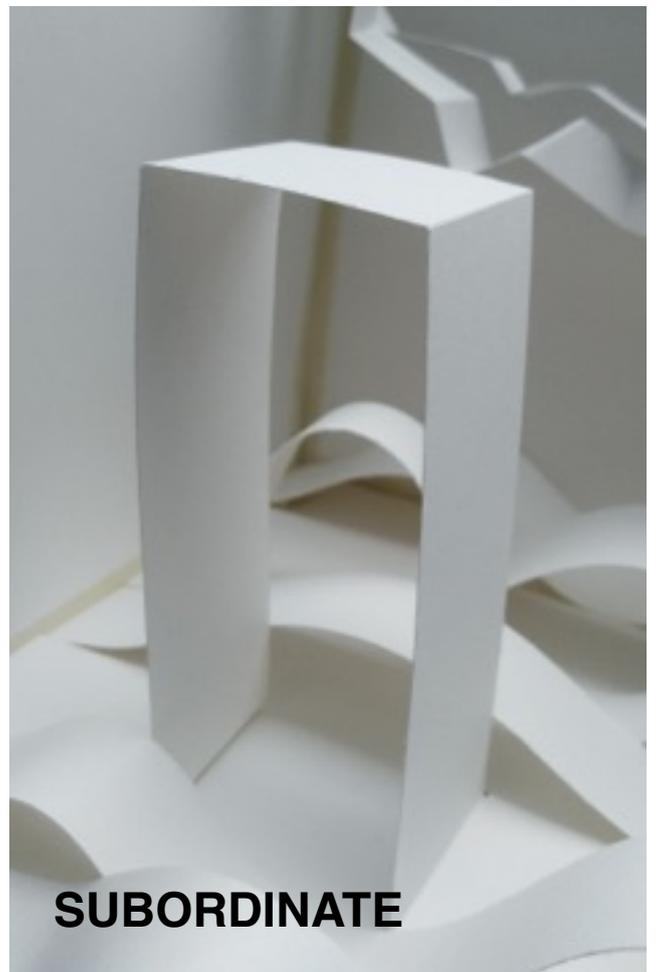
Claves

# Individual Moodboxes.



## [NIKI] SOUND 2

The **clear ringing sound** of the resonating tone bars is shown in the **curved planes** that cover almost the whole base of the box. The **raspy, scraping sound** of the finger cymbals is illustrated in the **scored and folded** strips of paper at the top, whereas the two **blocky beats** of the claves are silhouettes of paper boxes that are shown to **interrupt** the planar waves.



## [DAPHNE] SOUND 1



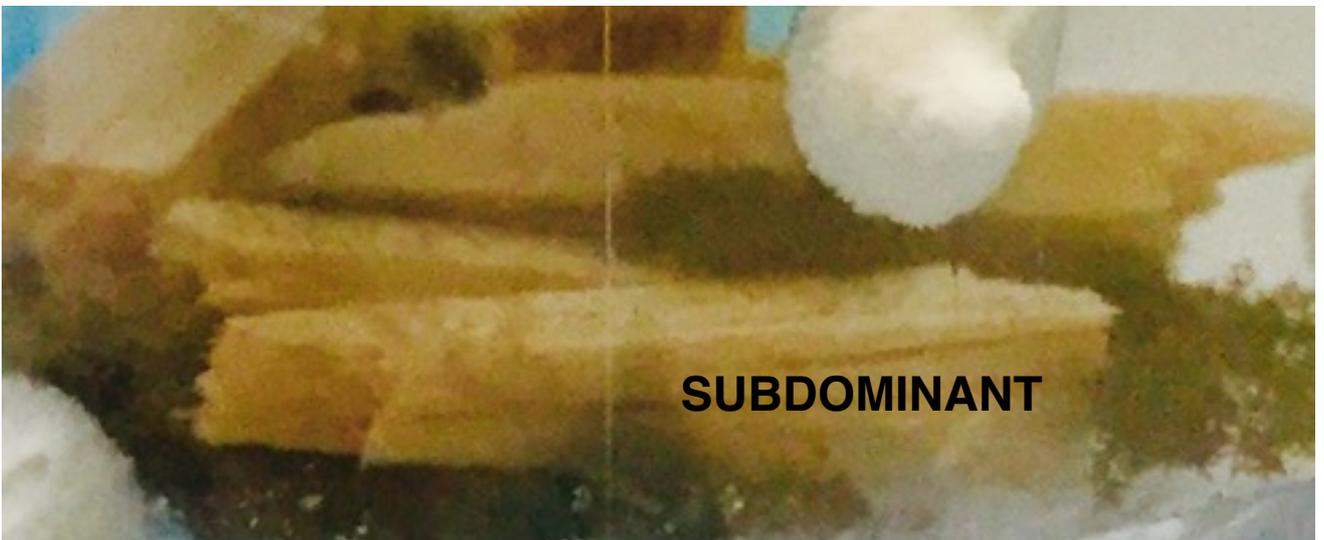
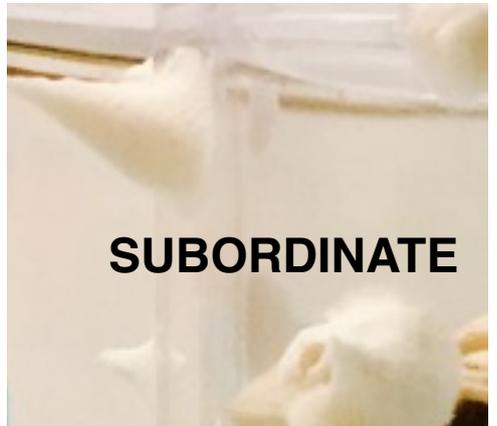
The **clear ringing sound** of the resonating tone bars is depicted by the **swirling of the metal wires** across the model (yellow and white). The **blocky beats** of the claves are represented by the **pieces of wood piece** that are placed at the top of the structure (pink). The **high pitch sound** of the finger cymbals is shown through the **tiny triangles** on the walls of the structure (blue)



## [ZHONGWEI] SOUND 2



The **clear ringing sound** of the resonating tone bars is depicted by the **blue acrylic cubes** scattered around the model and saturated at the bottom of it. The **raspy, scraping sound** of the finger cymbals is shown through the **sharp cones** piercing throughout the center tube of the structure. The two **blocky beats** of the claves is represented by the pieces of **wood and green plants** that is placed into sections in the middle of the structure.



# Final Moodbox.



The final moodbox is created out of a combination of mostly styrofoam, wire and papier-maché.

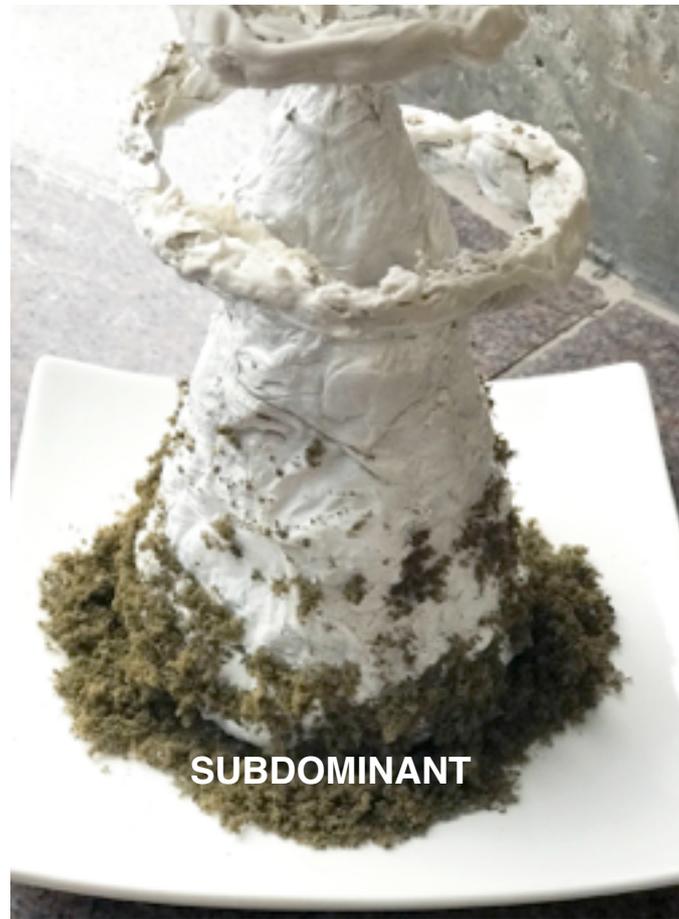
The dominant resonating tone bars is represented by the cone shapes, which come to a point that is similar to how the first note rings.

The subsequent notes are shown by the spirals around the dominant.

The mossy grass around the cones show subdominant finger cymbals that have a scrapey, scratchy sound that go together with the tone bars.

Last but not least, the woody, blocky two beats from the claves is shown with the two layered wood pieces attached to the middle of the piece.

The entire structure has an almost symmetrical shape, which is a reflection of the repetitive nature of the music that can be constantly cycled.

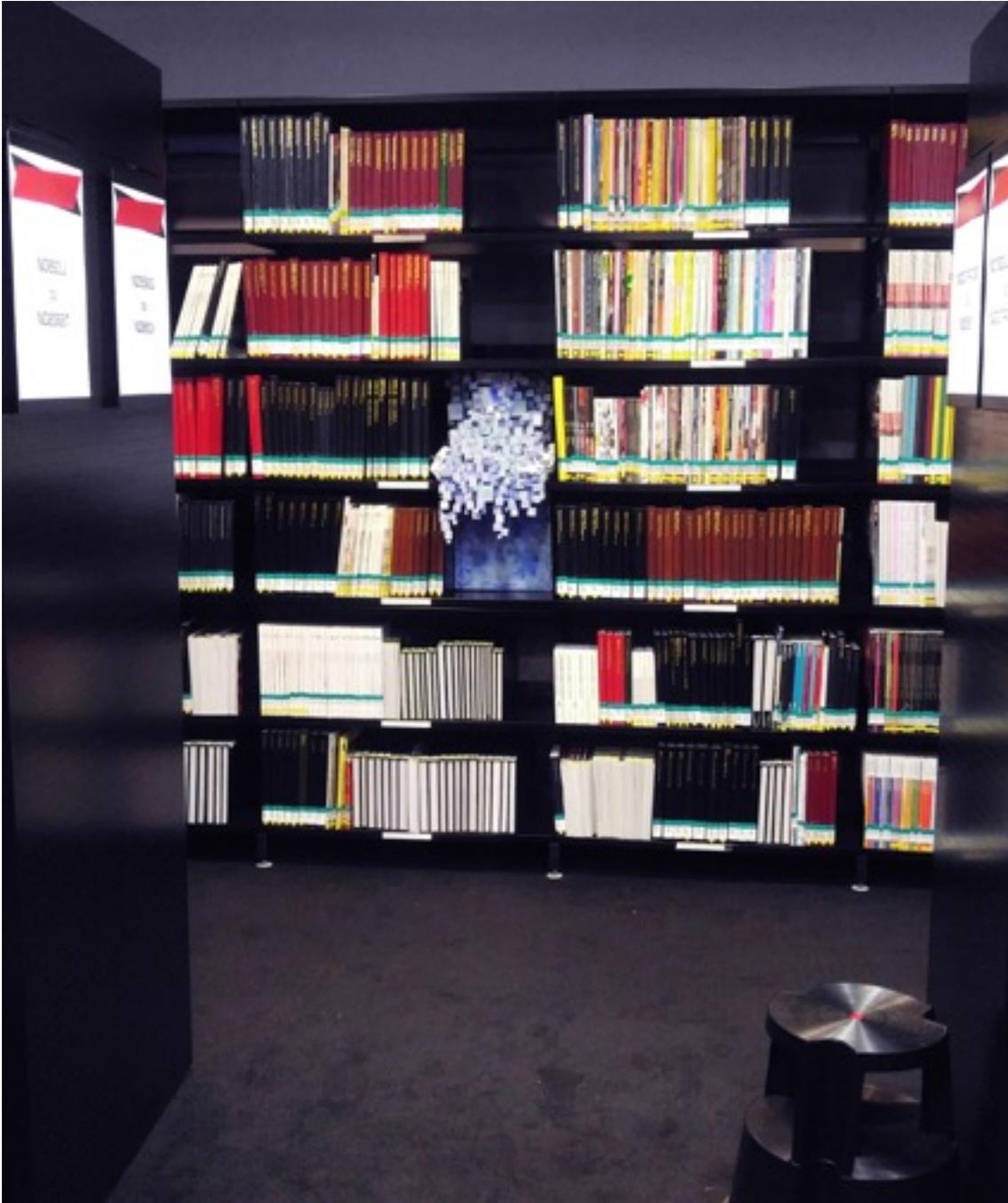


# Our Modular City of Voids: Austeria.



Welcome to the city of Austeria,  
where knowledge is  
the pinnacle of achievement.

## SITE OF CHOICE: The ADM Library



As the central value of Austeria is knowledge, the library seemed to be a fitting choice for its location.

## Module chosen: A cube.



A cube was chosen as it aligned with Austeria's belief that, while information seen as a whole in a space may seem complex and incomprehensible, through closer examination, one finds that it can be reduced to a single, simple unit of information.

Similarly, a cube is a very basic shape that can nevertheless create beautiful and complex configurations.



Blue was chosen as the dominant colour of the modules, as it symbolises wisdom, nobility, and rationalism.

# Austeria's Hub



The hub of Austeria is the **House of Sophia** — a community space designed to hold lectures and sermons on the various knowledges, and a place where the Austerians can come together to discuss topics of interest and importance.

The **House** is seen as an almost holy place, which is why it is illuminated throughout day and night, and why it is painted white, as it symbolises an austere exterior that contrasts with the power it houses.

# Austeria's Dwellings



The dwellings of Austeria are the cubes that are scattered around, with the House of Sophia at the top.

Hierarchies in Austeria are dictated by the amount of knowledge gathered by one house, with the bigger houses having discovered more information than the smaller houses.

This is symbolised by the use of wax as a material, which can be easily built up and increase in size in layers.

# Austeria's Highways



The highways of Austeria are well-hidden, due to past invasions of foreigners attempting to steal their knowledge for their own selfish gains.

These pathways are located along the sides of the structure, with a rocky texture the colour of white.

Located among the highways are statues of the founding fathers of Austeria, one for each main branch of knowledge, shown climbing up the structure to symbolise Austeria's never-ending hunger and quest for new knowledge.

## Austeria in the DAYTIME



In the daytime, the Austerians emerge out of their housing in their semi-solid, wispy forms that are a stark contrast against the sharp angles of the cubes. They glide towards their destinations, which for most of them, is the House of Sophia.

There, they are given a world of information and resources to carry out research and discover new information, which they file into the library for future use.

## Austeria in the NIGHT TIME



The Austerianians are people who always hungry for wisdom. They felt that time is knowledge, and in the world that they live in, competitiveness in education is a way of obtaining more power. At night, some Austeriaians are more hard working than the others. They begin buying midnight oils in their houses with the information and research obtained in the day. This is suggested through the lights that are still lit up at night.