

O B

S C U

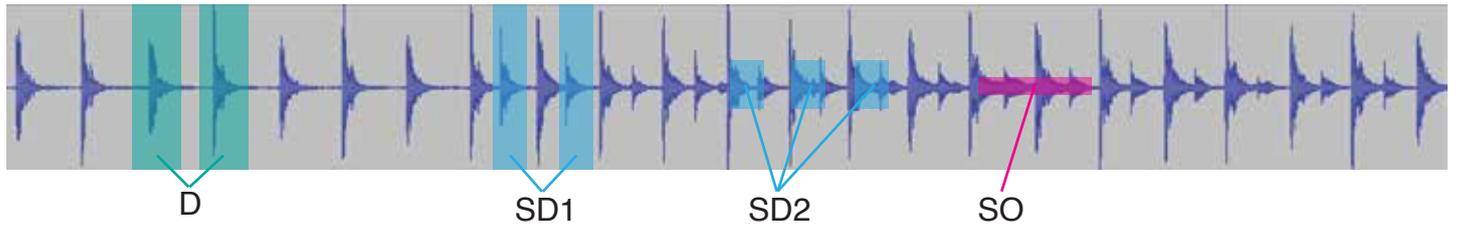
R E

C I T I E S

Sound Analysis

Music Instrument used: Variation 1

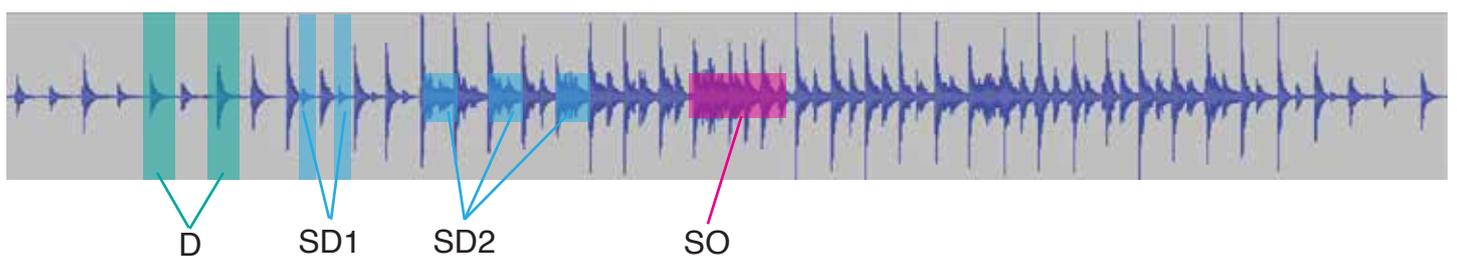
2-Tone Woodblock (D), Zig Zag Blocks (SD1), Egg Shaker (SD2), 'do-mi' Tone Bars (SO)



2-Tone Woodblock (D) occurred consistently throughout the entire sound-making process, starting with the lower note. It formed the tempo to the composition. Zig Zag Blocks (SD1) came in later, and was played in the middle between 2 beats created by the Dominant. Hence it complements the Dominant. Egg Shakers (SD2) was repetitive as well, and falls on the same beat as D and SD1. SO was less prominent in this composition as it occurred less frequently. However, it resonated across 2 beats and faded out, giving an interesting touch to this composition. All our group members agree that it sounded very “zen” and natural feel. Our final model will be mostly inspired by variation 1.

Music Instrument used: Variation 2

Zig Zag Blocks (D), 2-Tone Woodblock (SD1), 'do-mi' Tone Bars (SD2), Egg Shaker (SO). For Variation 2, we used the same rhythm but we try to switch around the instruments we used in variation 1.



Zig Zag Blocks (D) occurred consistently hence it formed the tempo to the composition. 2-Tone Woodblock (SD1) came in later, and was played in the middle between 2 beats created by the Dominant. Hence it complements the Dominant as well. 'do-mi' Tone Bars (SD2) was repetitive and loud, overpowering the D and SD1. Egg Shaker (SO) was less prominent in this composition as it occurred less frequently. Like variation 1, SO was played across 2 beats and faded out, giving an interesting touch to this composition. All our group members agreed that it sounded very “kiddish”, it sounded like the baby musical mobile. It is very different from variation 1’s “zen” vibe.



Process

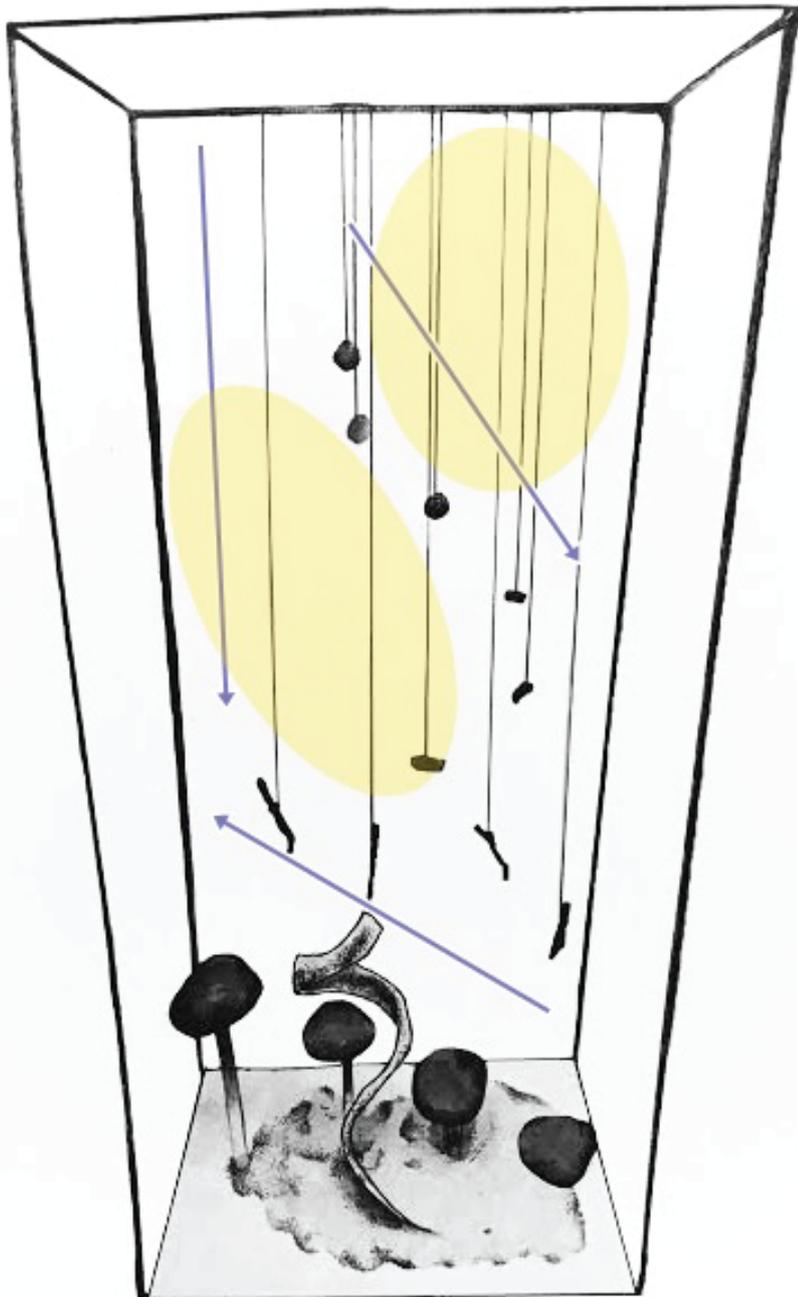
We first created the “box” by soldering copper wires together. We tried to recreate the height of Jane’s individual model so that we can create a big void on top. As we planned to place most of the activity at the bottom of the model, we decided to create a based to place our pebbles and stones. Lastly, we used threads to hang the colourful gems to make it suspend in the air.



MOOD- BOX

Our model is made entirely of "natural" materials such as rocks, sand and gemstones. As such, for our city, we could go along with the natural theme and create an futuristic eco-friendly city. The sand which is laid on the base of our model and spirals upwards can represent the "base" of the city, namely its streets and roads, since the upwards spiral piece resembles a road due to its long rectangular shape. The dominant piece, the large grey pebbles, can represent stone buildings of different heights reflecting the varying heights of the stone. The twigs and gemstones which are suspended can represent the futuristic element of aircrafts flying in the sky, as a mode of transport for the citizens of the city.





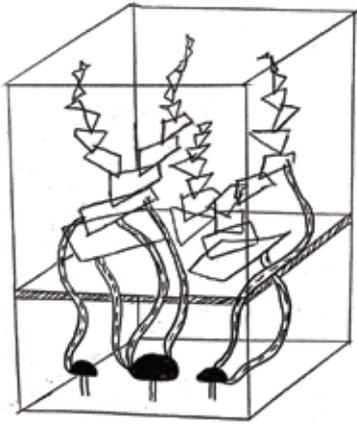
2D Sketch Analysis

To imitate the deep constant sounds of the D (two tone wood blocks), we made use of huge pebbles suspended diagonal manner. The small coarse sand represent the grainy sounds of the SD (egg shakers) from variation 1. The short claps of the zigzag blocks from variation 1 are shown through the small twigs placed in intervals. The cheerful ringing sound of the SD do-mi tone bars from variation 2 are shown through the colorful stones. However, we make these suspended colorful stones as our SO as they add on to the twinkling touch in our moodbox. The spiral colorful stones are places in a way to create differing voids as seen by the yellow shaded area. The ascending order of the stone, downward going to twigs and the sand spiral create movement along the x-y-z axis, making the final model more dynamic.

OUR

CITY

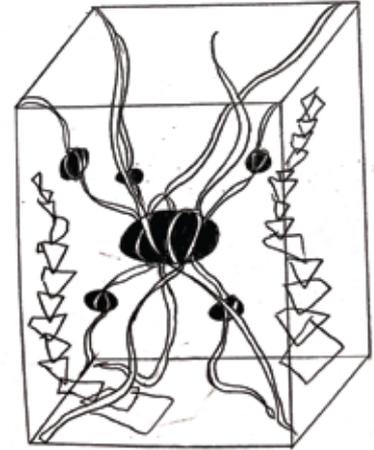
Sketch v1



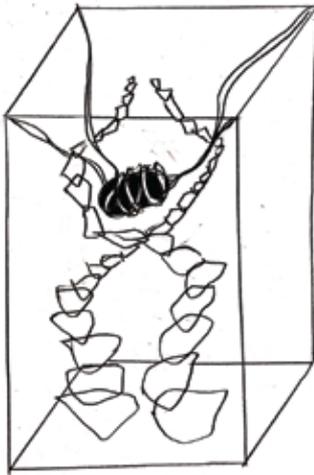
Sketch v2



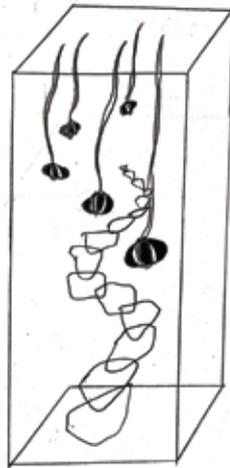
Sketch v3



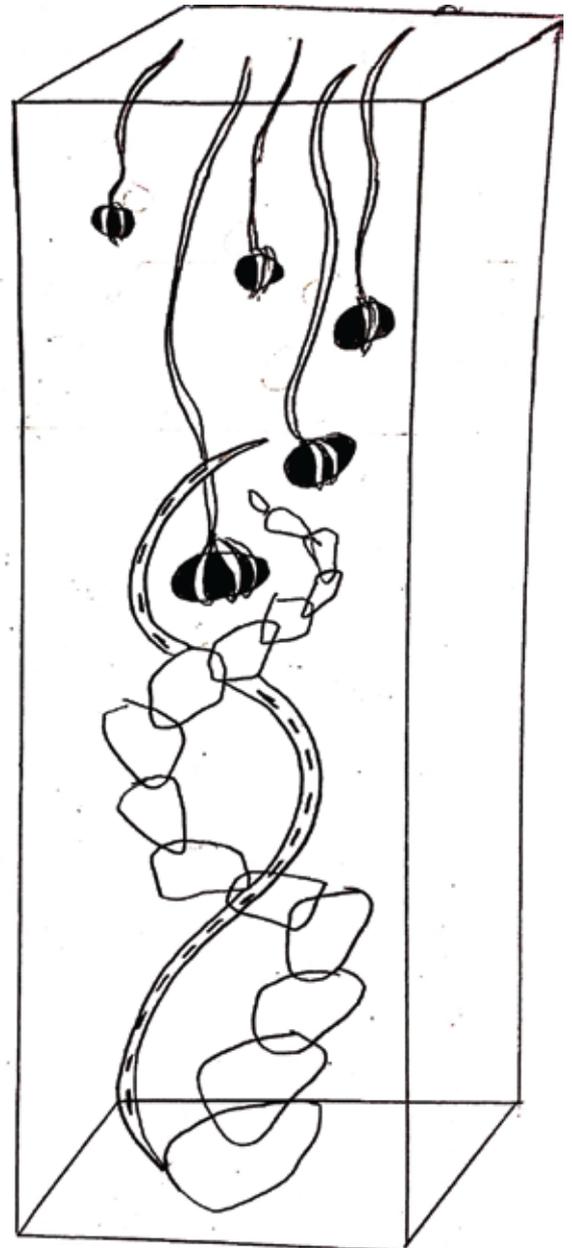
Sketch v4



Sketch v5



Final 2D Sketch Model

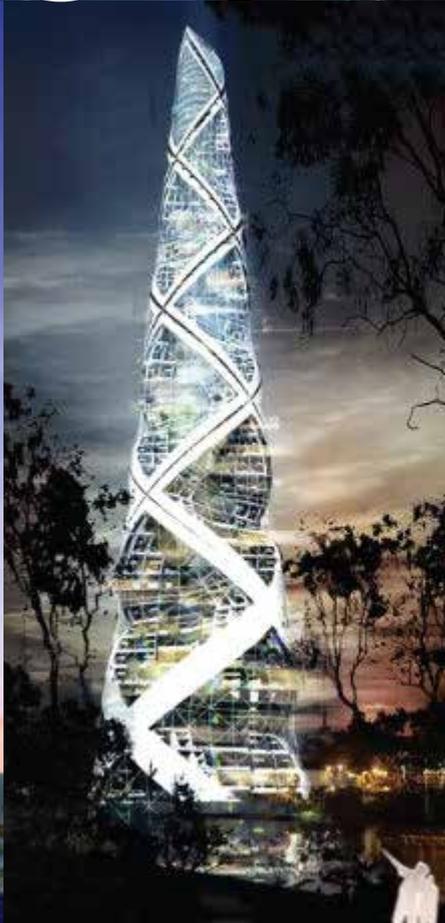


Ideation

Our moodbox portrays the idea of leisure; zen/rest through elevated stones and play through the spiral of colourful rocks. However, for our city, we wanted to include an element of work to have a balance between work and rest/play. Therefore, we included the stones from the moodbox as our rest/play area for the people of the city. As for the work element, we decided to use cut up green motherboard. The work area spirals upwards towards the resting stones area above. This shows the continuous effort of the people working towards building a successful city, yet having some time for themselves as seen through the calm-looking elevated stones.



INSPIRATION



Process - Dismantling CPU



Dismantling the CPU felt a bit like the blind leading the blind as none of us had any experience in dismantling computer parts. We ended up just unscrewing any screw we found and ripping out the sections one by one. This proved to be a worthy exercise as we managed to “harvest” many interesting parts from the computers.

Process - Constructing our frame



We constructed our frame using thick copper wires attached at the corners through soldering. The frame was necessary to suspend our rocks, which we had planned to have floating in the air next to our main structure.



Process - First attempt to construct model



Now came the most exciting part of the project, which was to construct the main structure of our model. We decided to go with computer parts to make the bulk of the structure, stacking pieces of the motherboard and attaching with glue gun. This attempt was only partially successful as our computer parts were too huge making the structure very unstable and looking very bulky/messy hence we decided to dismantle it and cut them into smaller pieces using a handsaw.



Process - Attempt to suspend stone

Initially, we had the idea to have 1 stone as the main “powerhouse” of our city as we felt that the stones had a certain celestial energy to them. However, as we were using real stones which were too heavy, we had to construct a shell for the stone out of wire which made it end up looking bulky and drew attention away from the stone itself. We had also planned to have coloured electronic wires around the shell suspending other stones, but after putting the wires in place we also decided against it as the colourful wires added too much noise to the model taking away attention from the main structure.



Process - Re-constructing our stones

Since real stones would add too much weight to the model and is difficult to suspend, we were advised by Ms Cheryl to construct our own stones using foam as it would be much lighter. This proved to be a wise decision because this way, we were able to control the shape, size, and appearance of our rocks to suit our model. We made the rocks by cutting and sanding pieces of foam, then painted them a dark grey with white specks using poster paints.



Process - Constructing our final model



After much consultation with Ms Cheryl, we finally managed to put together a final model which both our team and her found likeable. As advised by her, we placed bigger CPU pieces at the bottom of the model to create big voids and stabilize the model. To make the model more dynamic, we added some silver coloured pieces (which we had initially intended to discard) to our main structure. We also decided to go with an entire motherboard to use as the base of our model as the pieces on the motherboard gave it a very urban city-like feeling.



FINAL MODEL



Electri-City

The year is 3860 AD.

Everything that humankind has known and loved in the 21st century has been completely annihilated. Ever since the 20th century, planet Earth has seen its decline due to mankind's mindless exploitation of its resources in our bid for expansionism and consumerism. All of Earth's natural forests, quarries and water bodies have been completely drained and stripped bare.



The sole resource that remains in abundance these days is electronic waste. Ever since the technological takeover beginning in the 21st century, the amount of E-waste on our planet has skyrocketed due to the fact that people buy and throw away gadgets in the blink of an eye. None of this waste is biodegradable and will continue to clog up precious land on our planet for centuries to come. This creates a problem for humans: how will we build the cities needed to house our ever-expanding population when we have no materials to build with?



A surreal cityscape built on a computer motherboard. The city is constructed from various electronic components, including capacitors, resistors, and integrated circuits. A large, silver, metallic structure resembling a bridge or a large piece of hardware dominates the center. Several miniature human figures are scattered throughout the scene: one person in an orange cap sits on the bridge; another person in a blue shirt and backpack walks across the foreground; a woman in an orange vest and white skirt stands near the center; and another person is visible in the background. The overall scene is a metaphor for sustainable technology and recycling.

Even in this bleak circumstance, not all hope is lost. Here in G7 Industrial Technology Co., our distinguished team has come together and built a city that is both a marvel of modern engineering and architecture. Using our cutting-edge breakthrough technology, we've invented a city constructed almost entirely of E-waste, clearing our landfills and giving our people homes at the same time. Our city is entirely habitable, self-sufficient, and eco-friendly to boot!

Visit our city's Business and Housing centre, which is constructed of computer parts dating back to the 1990s. Highlights include a nightly light-up of our main highway, powered by solar energy harvested during the daytime. When you've decided you've had enough of industrial city life, head up to our airborne Rest & Relaxation Centres, modelled after rocks that once naturally formed on Earth. There, you will find F&B outlets, spas and retail stores. It will feel as if you have travelled through time and are in a shopping mall in the year 2020.

