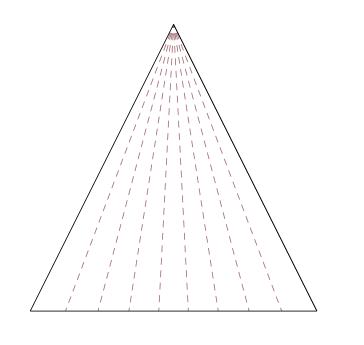
WALKING FLOW OF THOUGHTS

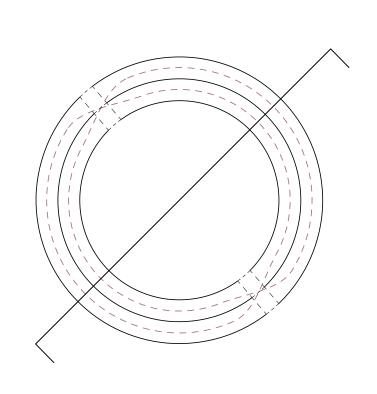


1. Traditional monuments that tower up to a single end

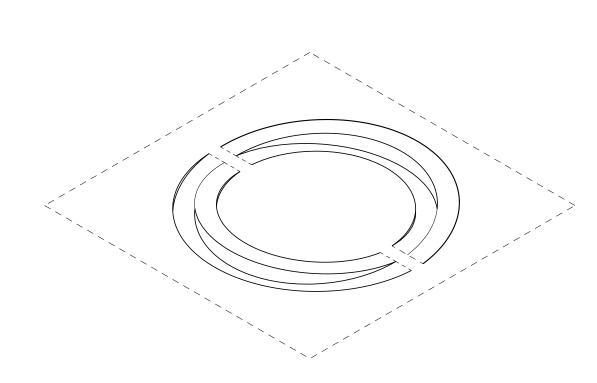
Passage of landscapes could generate a series of thoughts.

This design includes two circular structures that form a loop. The walkway can be used for walking meetings, generating an unending flow of ideas along this unending road.

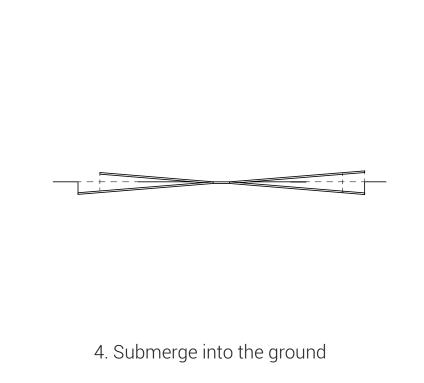
The design aims to remind everyone of the success factor of Silicon Valley — the continuous flow of ideas and thoughts through discussion and exploration. It emphasizes humbleness and exploration more than celebrating the ego of an individual. Unlike most traditional landmarks, that towers up and converges at a single end, this design cuts into the ground and creates a loop. With no specific start or end of the pathway, the design creates a non-directional flow for people to wander and explore.

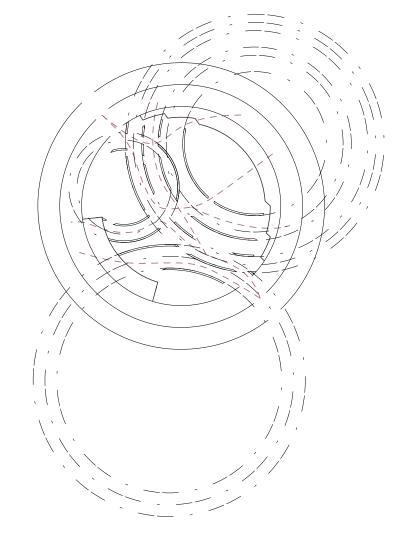




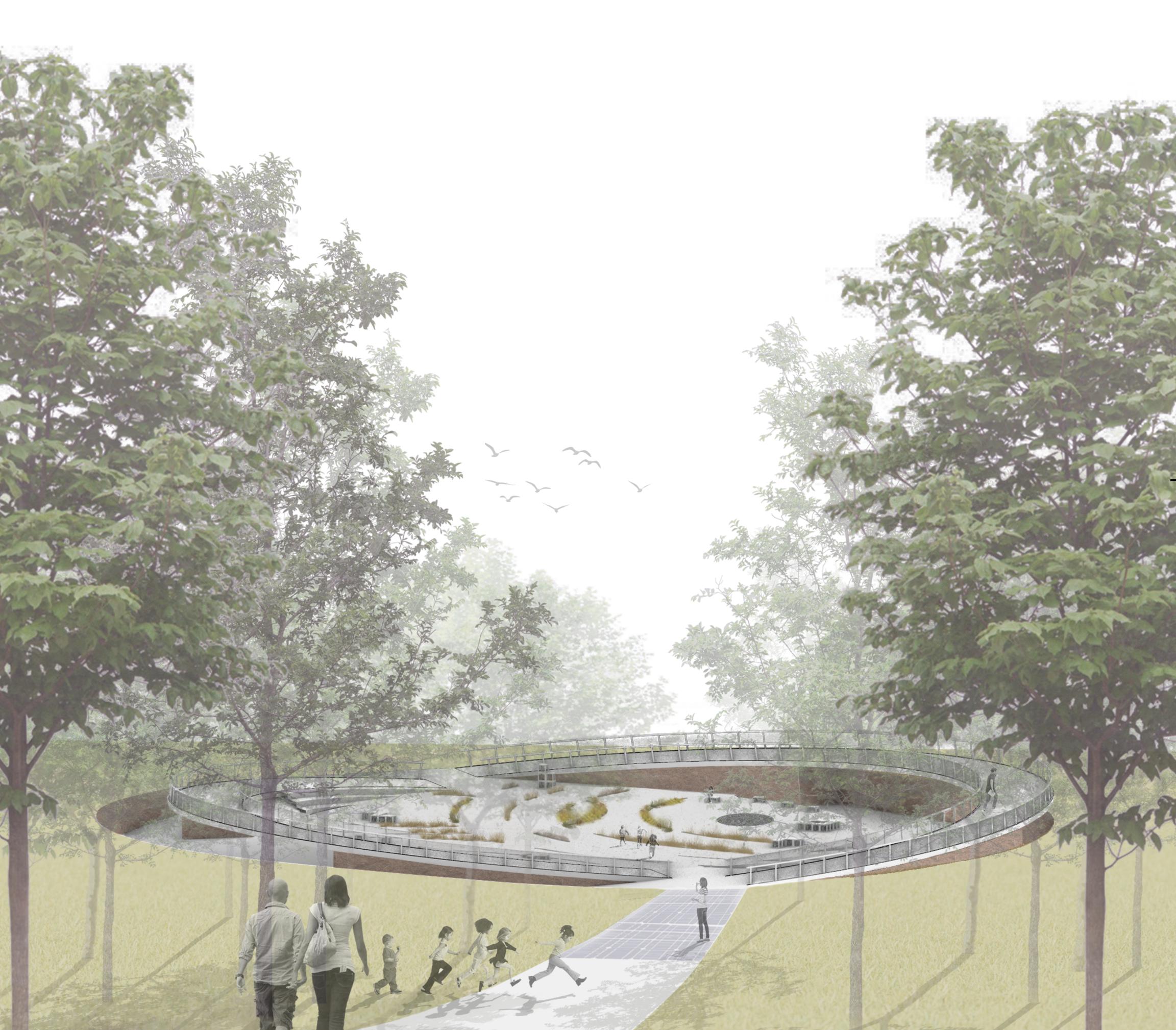


3. Isometric view





5. Ripple pattern as converging walkways

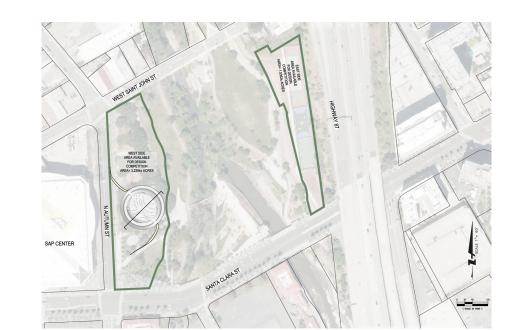


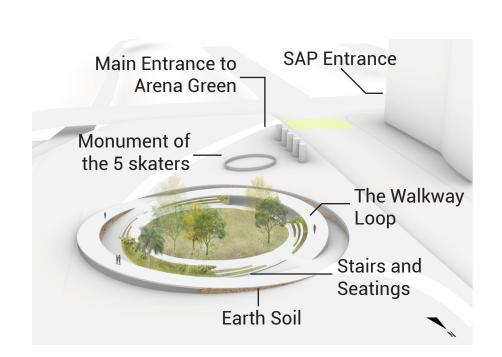
Accessibility:

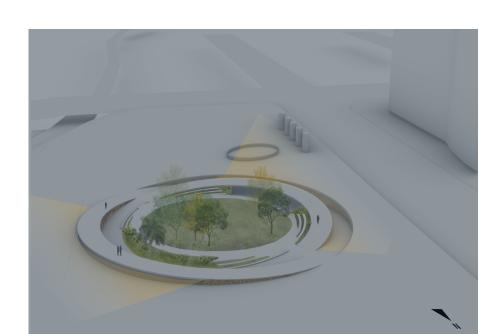
The circular structure is also connected to them by two new pathways — one linked to the main entrance of Arena Green (next to the SAP) and the other to the main road at the periphery of the park.

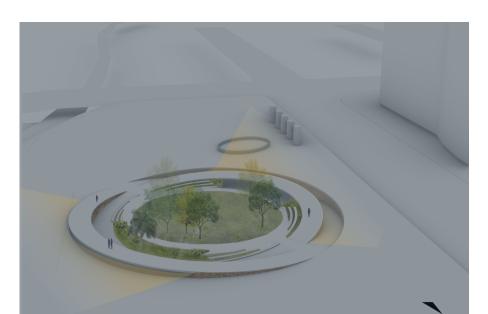
Lighting:

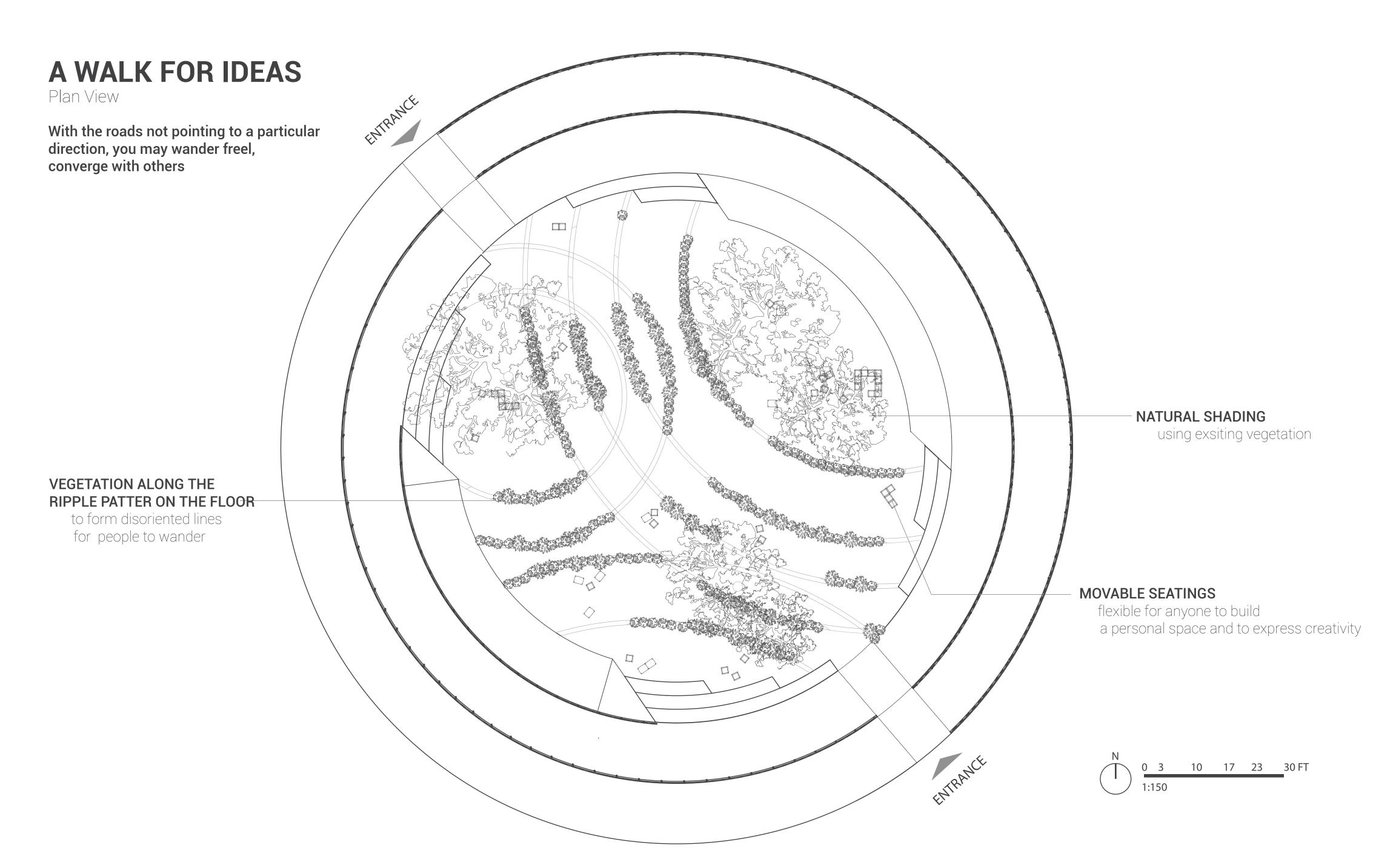
At night, gentle lighting mimics the flow of water. It creates an immersive walking experience and resonates with the theme of the design. Light is emitted from the bottom of the wall such that it is less disturbing to the habitat. Energy for the interactive lighting will be supplied by solar panels paved on the new paths.











NEW SPACE TO WANDER

Section A-A'

a variation of enclosed and open up experience is created as people pass through the new void

