

10 Rings

Urban Confluence Silicon Valley Landmark Design Competition

21st century Landmark / New Experience

As being exposed to sophisticated digitization and diversification, modern cities have become more complicated in both physical and non-physical aspects. No matter how communication technology may improve, the innovation born of people meeting face to face will be all the more needed. Under these circumstances, the concept "public" will undergo a significant change that will require the "public" in cities to have a more engaging experience for all visitors.

As a symbol of new public space, we propose a model that is not only a high-rise structure but also a vertical park as well as a convoluted pathway. It's a place for dreaming and breathing. It is a peaceful place in the middle of the city where birds chirp, leaves rustle, people lie on the lawn and hear their heartbeats.

Habitat / Co-Exist

The focus on the whole ecosystem becomes more and more critical in our contemporary world. We no longer create things only for humans; instead, we need to take care of the entire system that intertwines all creatures.

We propose a proposal to improve parks' functions while maintaining moderate overall park density by three-dimensionalizing the park's various activities, vegetation, and ecosystems. It will also provide shade to the park and can boost the shape-loving plants and insects within it. In summary, we try to propose a project not only for San Jose but also as a manifesto to the world that we should design for every life surround us as a system.

Light Design / Interactive

The emphasis of our consideration is the light balance on the river as there seems to be a paradox that people need light while animals don't. Therefore, interactive light design becomes the solution. When people get into the structure, their bodies will activate the light, and the light effect will become stronger as more people walking on the energy-harvest floor. Therefore, the construction will begin to deliver information to the city through the light condition, which also analogizes an interesting dialogue between the structure and the city.

Energy / Net-Zero

The *water collection system* will be introduced to irrigate the vegetation on the structure.

The *energy-harvest floor* will be installed to harvest energy from people's movement and provide electricity for illumination.

Photovoltaic cells will be installed to convert the energy of light into electricity.