

## **Blooming @ Confluence**

### **Overall Planning Concept:**

01. flower in history

'Flower power' symbolize the 1960s hippie movement, it is strongly related to the later idea of technology utopia and technology development in Silicon Valley.

02. blooming at urban confluence

as blooming becomes part of the character of landmark, we propose most park area as flower field growing native flowers, this also create an ecology hub for pollinator ( bees/ insect or such) in the city.

03. activities from blossom

With the flower and pollinators, bee keeping will become a popular activity, bee keeping related products/ souvenir will also become the interest of tourism.

04. blossom for San Jose

With this blossom park in downtown, we can expect the beautiful flowers will spread out gradually, bringing some vivid color in every street corner.

### **Design Concept:**

01. Inspired by local landscape and natural phenomenon (Yosemite and super bloom), we propose to create a mountain with nature's cycle, its rising topography make it become a landmark in the flat land of Silicon Valley.

02. To provide public access in all direction, this 'mountain' is lifted 15 feet above ground, monolith becomes porous. A 'floating' mountain also create the tensions between manmade and nature.

03. Split the 'mountain' into halves in the middle; create a gap of 20 ft in width, 200 ft in height. This deep cut leads your eyes upward to sky, framing the passing by airplanes, a symbol of our global connecting and sharing.

04. California poppy (state flower) grows on mountain surface; the look of this landmark will change seasonally.

## **Silicon Valley Diptych**

01. Tower Program: We propose the landmark as museum focus on the history of information technology in Silicon Valley.

As the building divided in halves, the museum is treated as diptych to narrate the history: One half showcases the splendid success of silicon valley; the other half showcases the epic failure.

Together tells the story of trial and error, ambition and persistence.

In-between is about sublime and the urge of discovering and creating: a deep cut leading visitor's eyes all the way up to sky, to the next destination, the ocean of stars.

#### 02. Travel Route:

Due to the different slope-ness of two buildings, two travel routes with different experience are provided. On one side: visitor can choose to hike on the roof, going all the way up to the top. This travel is slower and more physical, with constantly changing views. On the other side: visitor can take the elevator all the way to the top with a wide open view suddenly shows up in front of you.

### **Net Zero Strategy:**

01. Electricity: the needed power for the building and park walk will be provided by the solar panel along the highway.
02. Water: grey water generated from the building will be used for vegetation irrigation
03. Waste: waste from building will be used as fertilizer for park vegetation after proper treatment.