

Chip: defined as a "single-dimensional structure designed to conduct information/data, in which circuits are integrated into a single element".

Chips are currently found in all modern electronic devices, they are almost ubiquitous in the digital age, it is impossible to think of modern digital life without the chip as an essential element of that development, also is impossible to consider the historical development of Silicon Valley without thinking about the creation of the chip, the two stories are related to each other.

Silicon Valley continues to be considered a leader in innovation, research and development of high technology worldwide.

We created an empathy mechanism, a sense of belonging to associate/generate emotions over a common object (chip) to take the user through a symbol as a conceptual metaphor, physically anchoring the idea to our brain and thus being able to move from one object to another through the relationships between inherent similarities which allow us to justify the existence of a mutual relationship between the proposed (final) object and the initial inspiration.

The main structure is a box wrapped in a multi-perforated metal skin, which gives us transparency and allows us to discover the interior as we move at different speeds. As a second function, this metallic box serves as a screen for video mapping.

It is held by metal "legs" that maintains the contact with the terrain where it is located, using only 1% of the land's surface, comparing to a solid building, a system of ramps configures the vertical central circulation that gives us an internal introspective panoramic tour as an analogy of the data exchange on the chip.

A living icon that produces an energy calorie-watt exchange through the power of the footsteps of its visitors turning it into a net-zero energy building, generating enough energy for itself and the surrounding area, creating a mutualism between the building and its users, as a result, we can get power lighting, energy feed, charge electronic devices and data analysis.

Through our proposal, we generate a social hub, a utilitarian icon, a physical guardian that separates the speeds, noise and lights that come from the dense urban mass to protect the living oasis in which it exists.

Part of the design process is to abstract the object into basic elements that allow us to multiply and massively distribute the object itself, a characteristic shared by all the landmarks of the world.