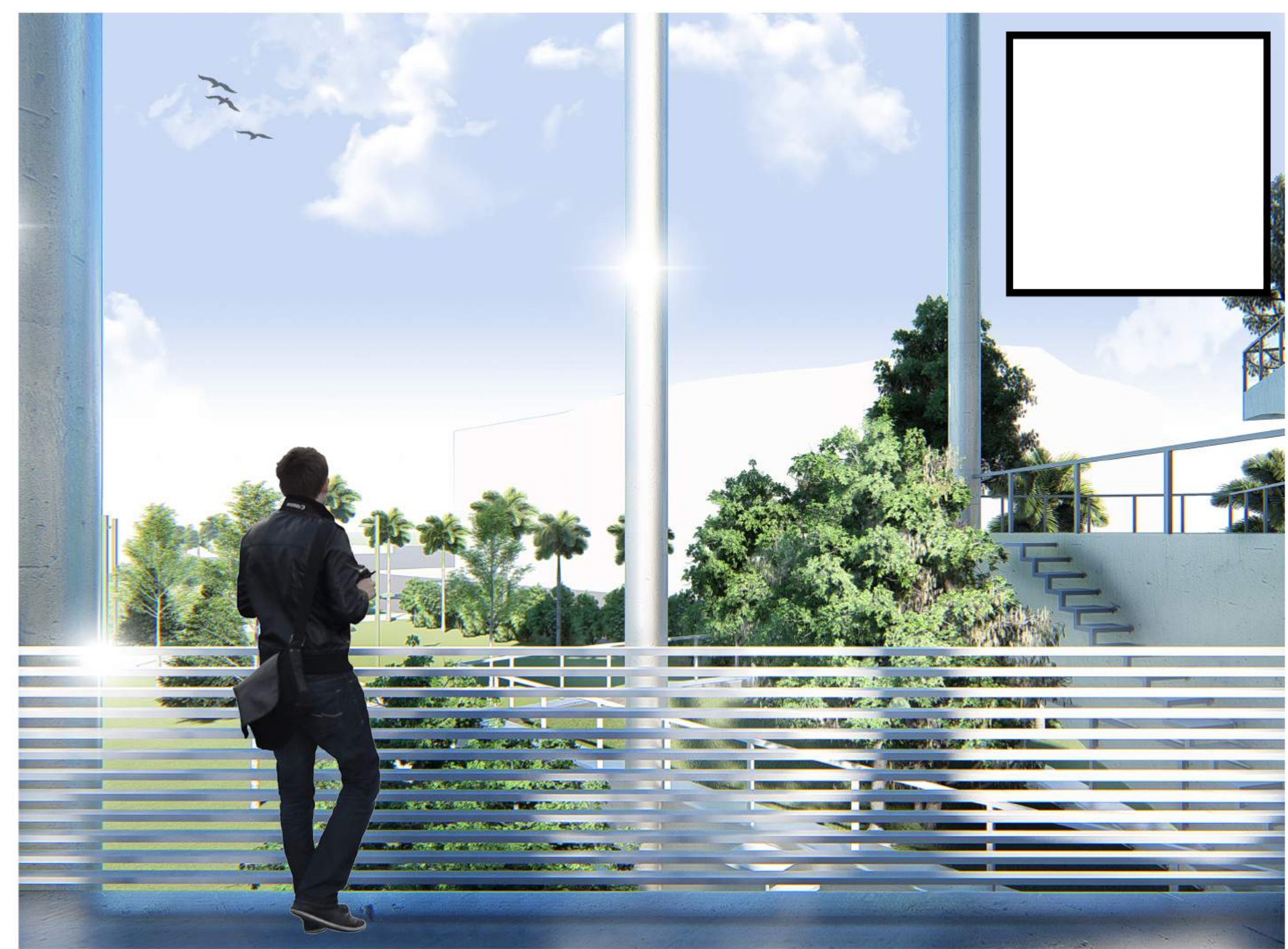
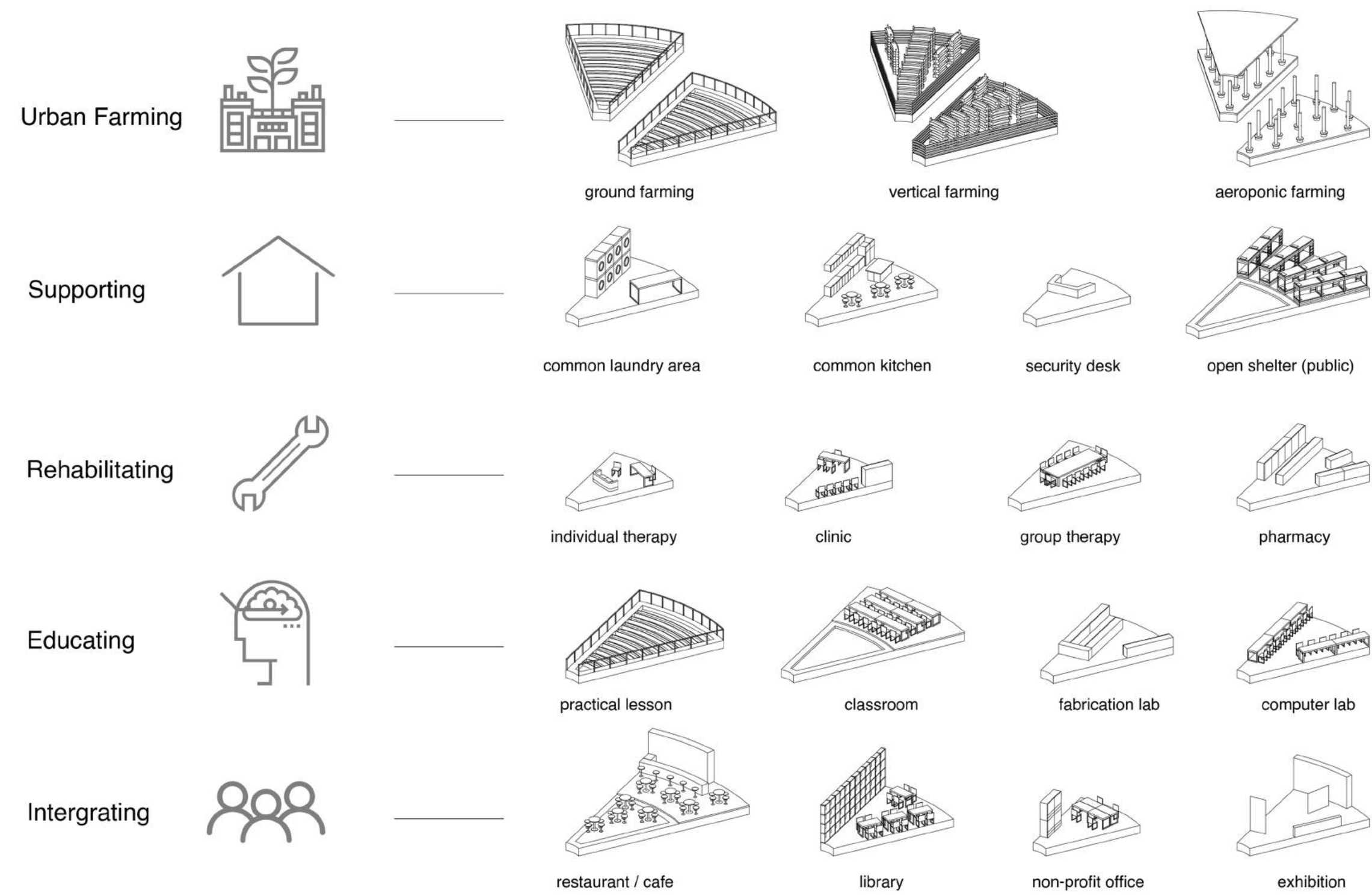


ECO-LANDMARK

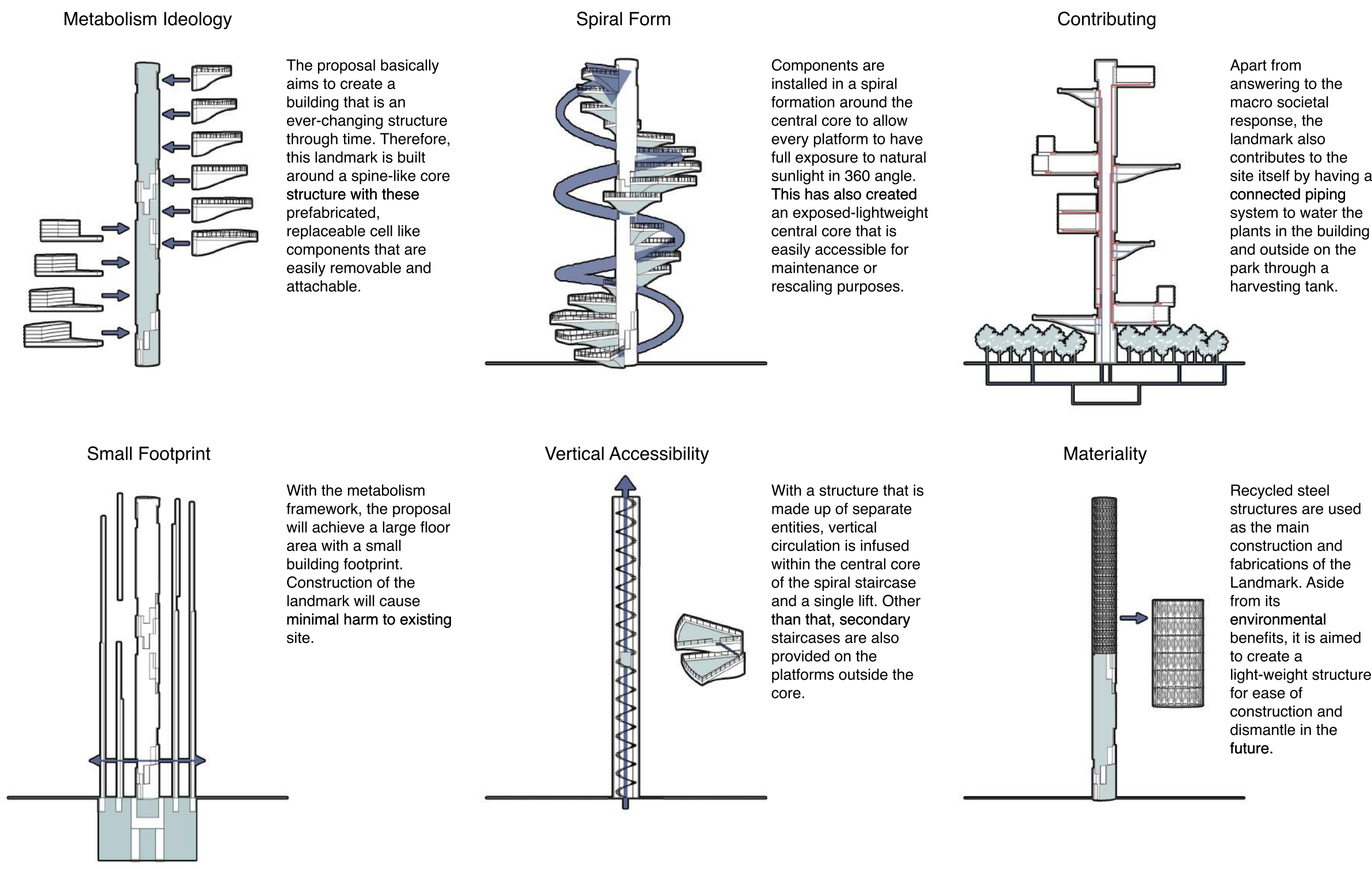
San Jose, a global city notable as a center of innovation. Known for its affluence, Mediterranean climate, and extreme high living cost. The wealth and prosperity that has been created by the success of Silicon valley has also turned against its back. The constant skyrocketing of home price and its problem is only the tip of the iceberg, which constitute even further societal issues of poverty and homelessness. Therefore, I wish to use this opportunity of a Landmark design to address these several issues that I have mentioned. If a Landmark is said to represent the identity of a place, the proposal aims to create a landmark that portrays positivity and addresses these societal issues, to show a positive identity that challenges its urban environment and implementing community based structure, instead of merely a 'medal' that shows the greatness of the city.



PROGRAMMES



DESIGN STRATEGY

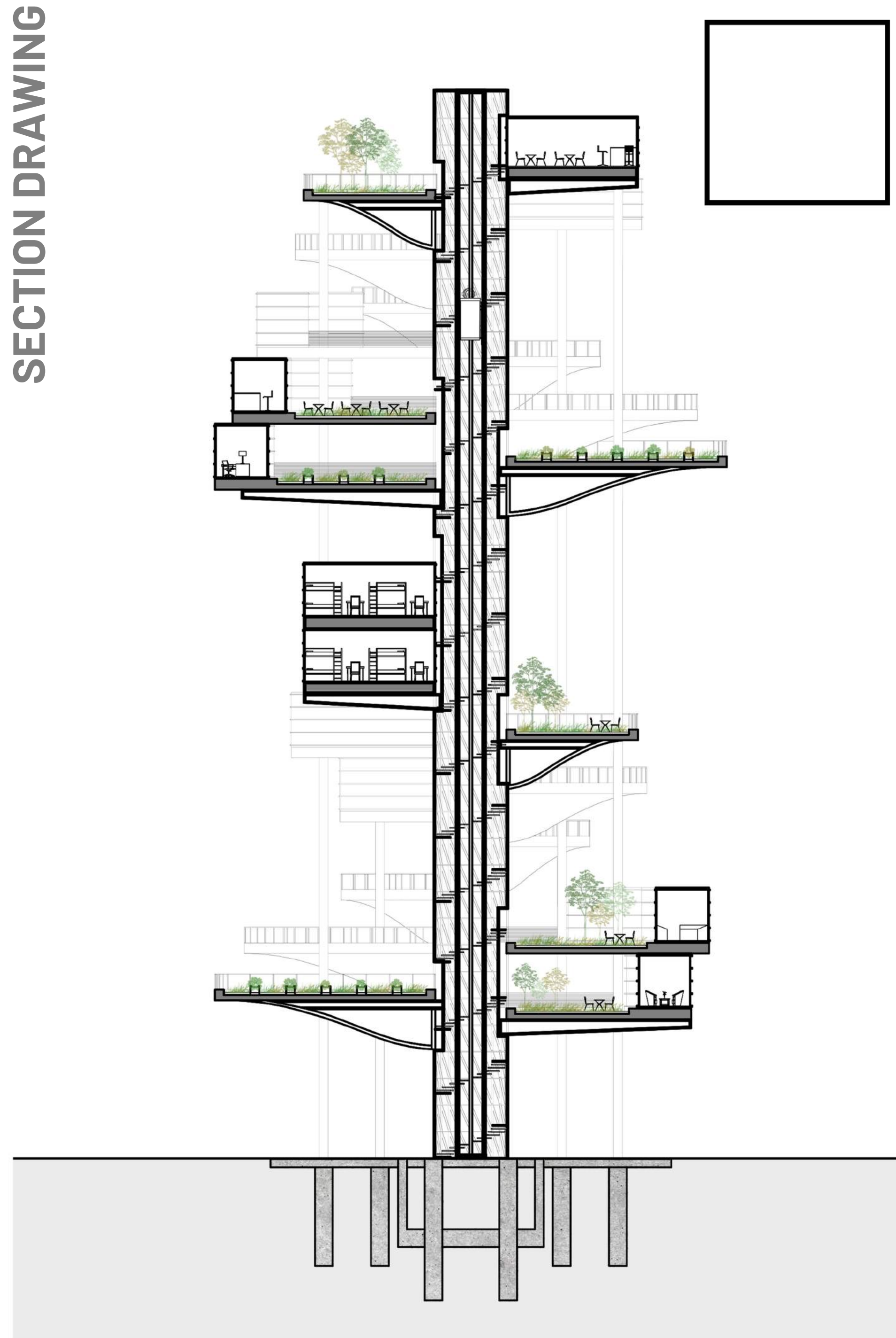


ADAPTIVE GREEN

San Jose is a city that is constantly innovating and adapting to globalisation. Before being the world leader in technology innovations, San Jose was also the world leader for agriculture back then. Hence, it is only right to represent the landmark as an adaptive structure similar to the spirit of San Jose as a constant updating leader of the world. In this design proposal, the Landmark is designed based on Metabolism Architecture ideology, where buildings are perceived as living cells, having the ability to breath and adapt to external stimulus. Therefore, the Landmark is made up of multiple plug-in pods that are replaceable and scalable at all times as these spaces are pre-fabricated off site and installed into the main core on-site. Although urban farming may be a common term nowadays, the proposal implement this as one of the programs for the Landmark. Apart from its obvious benefits of having close proximity of food production within the city, San Jose was one of the agriculture giants back in the day, hence having this program will be an instant relevance to portray the rich history behind San Jose. Moving on from its benefit from the urban environment, the urban farming program will resonate to create a productive flow that revolves around its byproducts. This will create a community of social inclusion programs from the landmark.



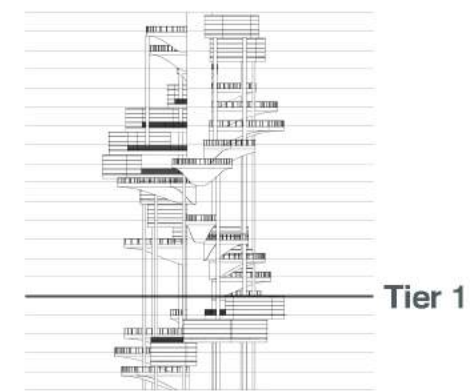
SECTION DRAWING



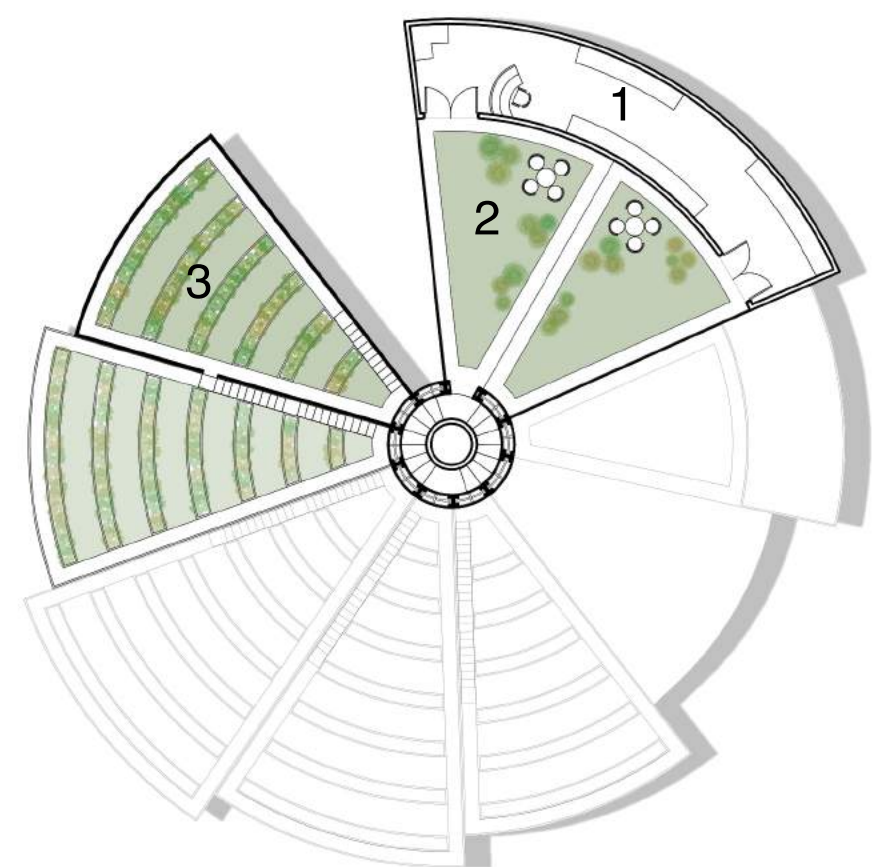
FLOOR PLANS

Legend

- 1. Exhibition Space
- 2. Outdoor Exhibition
- 3. Agriculture Pod



Tier 1

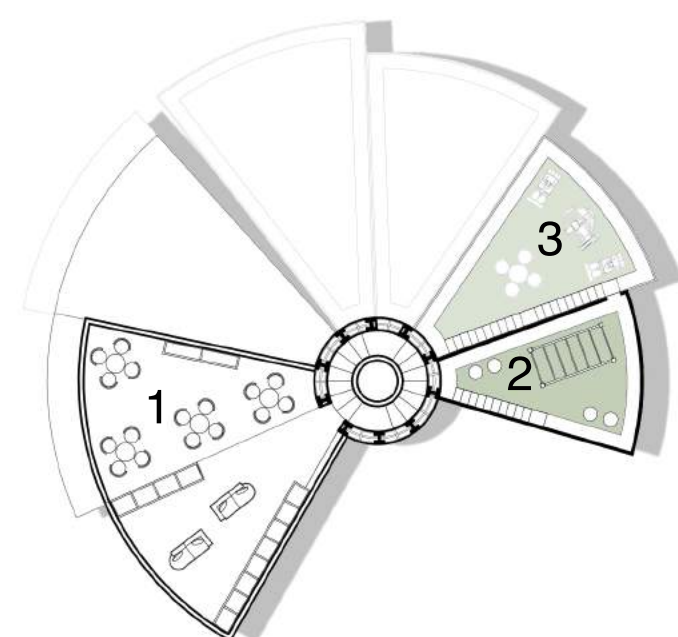


Legend

- 1. Mini Library
- 2. Leisure Deck
- 3. Leisure Deck

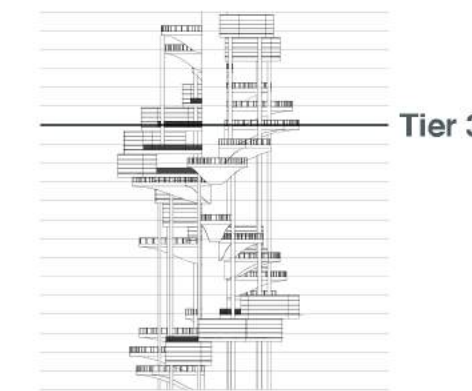


Tier 2

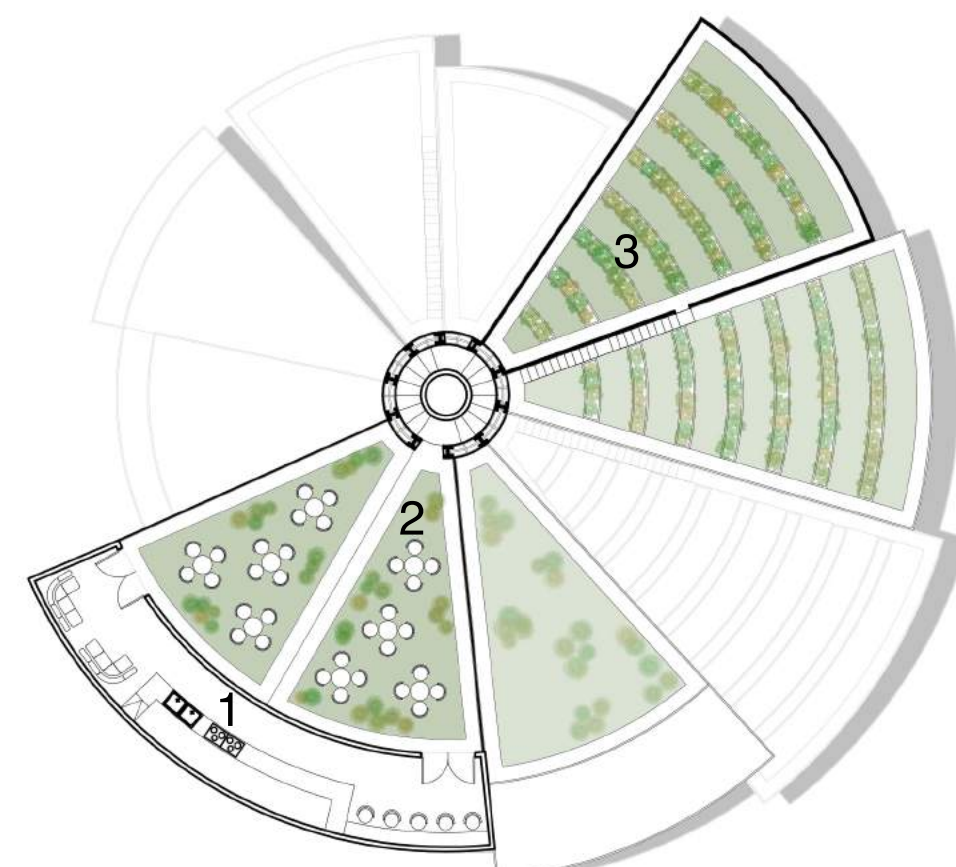


Legend

- 1. SkyBar
- 2. SkyBar
- 3. Agriculture Pod



Tier 3



AGRICULTURE PARK

