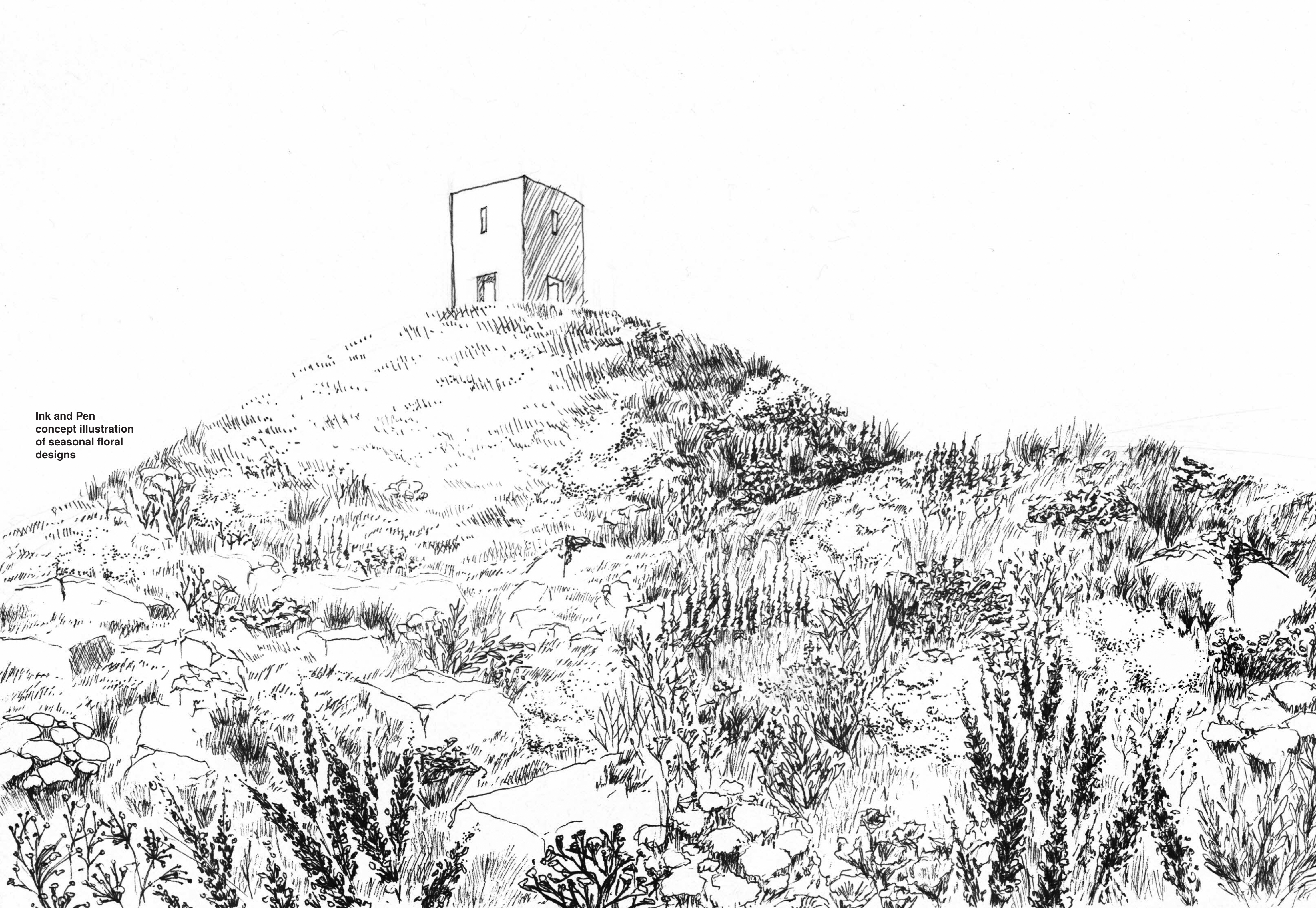


SAN JOSE SCULPTURE GARDENS

With the future development of downtown San Jose in mind, it was important that the monument did not erase the natural identity of the river, the park, or confluence point. Instead, this project seeks to build upon the natural landscape with man-made hillsides to complement the existing riverside. Taking inspiration from Viking settlements, the structure is embedded into the landscape and in the hills to facilitate the curiosity to explore. Hiking trails will allow visitors to explore the site and witness the sculptures partially buried among the natural landscape along with views of the cityscape. All to recreate that child-like sense of wonder and exploration resulting in a unique experience unlike any other monument.

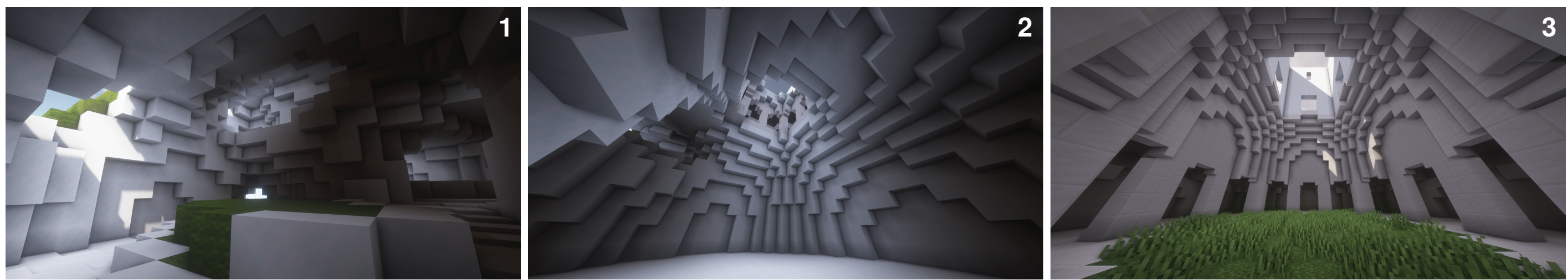
The simplicity of the design allows the potential to become iconic like many other monuments. At the same time, this sculpture garden also captures the spirit of innovation of Silicon Valley, perhaps not through the design itself but through other ways. This project was designed and visualized entirely within the massively popular video-game Minecraft, a game where everything consists of blocks in which players can build, explore, or do whatever they wish. This means anyone, in particular the local community, with the game can download the project and explore the garden in a virtual intuitive experience. This radical blend between architecture and videogames allows for a common design language where the community can understand the proposal and perhaps provide feedback, as well as generate interest in the project. Through involving the community whether virtually or contacting local artists, This monument seeks to be more than just architecture, but rather a cumulation of the many disciplines to create something that has never been done before.



Ink and Pen
concept illustration
of seasonal floral
designs

A. a scenic view from the ground floor or arena green looking on to the hills. At this time, the hillside is only green grass. During other seasons or event, floral design could potentially decorate the rolling hills.

The site map below illustrates the location of the garden. The garden itself does not interfere with the Five Skaters pillars or reflection pool, but instead curves around it before ending at the palm trees.



1. This view is inside one of the hills housing a wheel-chair friendly ramp that connects one section of the ruins to another. The twisting ramp allows unique opportunities to explore forms and spaces. holes are poked from the hillside to allow natural light to fill the space as well as regulate airflow.

2. This view is apart of the same interior as view 1. As the ramp winds around, it allowed a unique space for an enclosed atrium with an opening above to the sky. People can traverse the ramp up to the balcony that overlooks the space as well as use a hiking trail outside to look down from the top of the hill allowing for multiple perspectives of the same space.

3. The structure on the tallest point is not actually a real space, but rather a skylight to an indoor garden space inspired by the Roman Pantheon. Additionally, there will be a hiking trail leading up the structure, allowing a view of the city skyline as well an opportunity to look down into the indoor garden from a different perspective.

4. To the north, there is a circular structure connecting to the cafe that lies north of views 1 & 2. Outside and above is pool raised above the circular pathway with water cascading down the edge into gravel. In the middle lies a sphere sculpture partially dipped in the water. Along the circular paths are walls with water cascading down them much like the pool itself that encloses the space.

5. Below the circular structure is a large open space viewing the sphere from beneath. This is connected to the hills which eventually leads to the cafe. The pool from view 4 is actually glass allowing light to shine through to the space below. The partially dipped sphere extends down into the space as if the room itself is underwater. At night, ambient light fills the room while the sphere and pool is lit up.

6. The cafe lies between the circular structure holding the sphere and the hill holding the winding ramp. a large opening allows natural light to fill in, and provides a view of outside. The cafe functions as a normal cafe with a proper interior space including air-conditioning, and lighting. in contrast to the rest of the garden that relies mainly on natural light and natural airflow in order to achieve net zero. The cafe will also use plants grown on site for ingredients utilizing the plants from seasonal events as compost.

All photos were taken in the game Minecraft itself. 3D renders are of the same Minecraft model.

