

PARALLEL WORLDS

PLAN

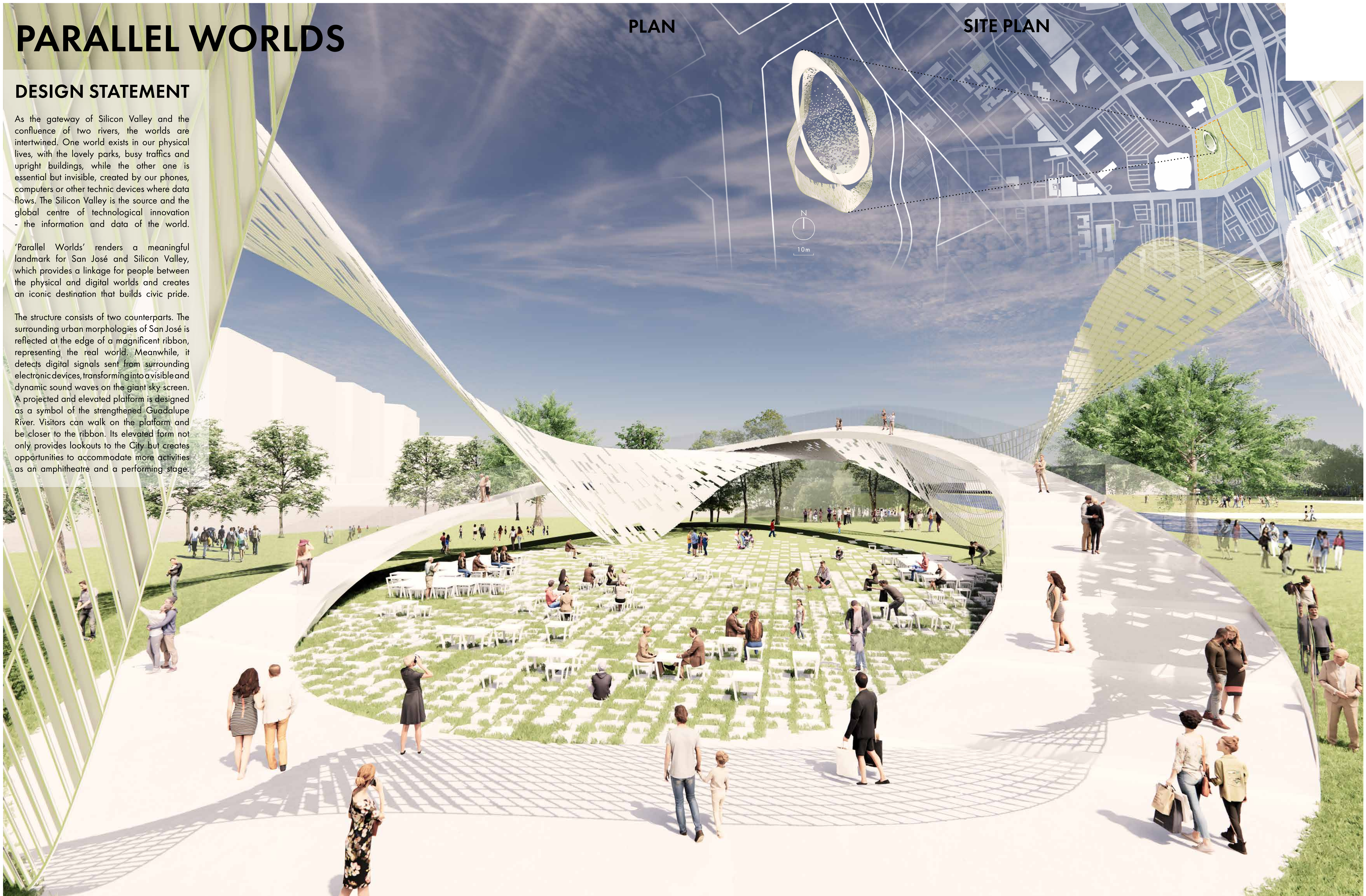
SITE PLAN

DESIGN STATEMENT

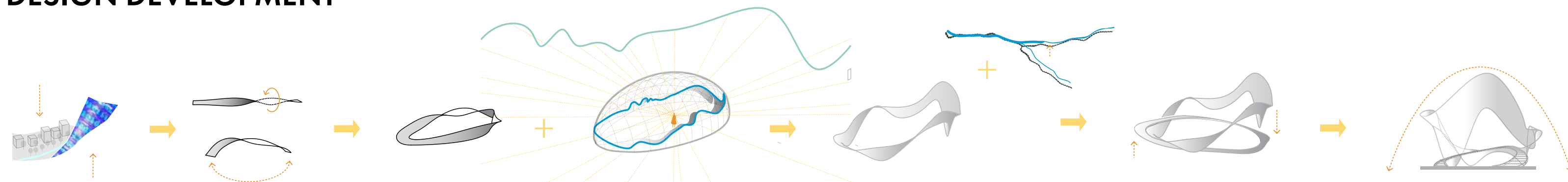
As the gateway of Silicon Valley and the confluence of two rivers, the worlds are intertwined. One world exists in our physical lives, with the lovely parks, busy traffics and upright buildings, while the other one is essential but invisible, created by our phones, computers or other technic devices where data flows. The Silicon Valley is the source and the global centre of technological innovation - the information and data of the world.

'Parallel Worlds' renders a meaningful landmark for San José and Silicon Valley, which provides a linkage for people between the physical and digital worlds and creates an iconic destination that builds civic pride.

The structure consists of two counterparts. The surrounding urban morphologies of San José is reflected at the edge of a magnificent ribbon, representing the real world. Meanwhile, it detects digital signals sent from surrounding electronic devices, transforming into a visible and dynamic sound waves on the giant sky screen. A projected and elevated platform is designed as a symbol of the strengthened Guadalupe River. Visitors can walk on the platform and be closer to the ribbon. Its elevated form not only provides lookouts to the City but creates opportunities to accommodate more activities as an amphitheatre and a performing stage.



DESIGN DEVELOPMENT



1. The digital world and real world are like two sides of a piece of paper. A Möbius ring can connect those two worlds.

2. The shape of the ribbon is formed by the projection of city's skyline.

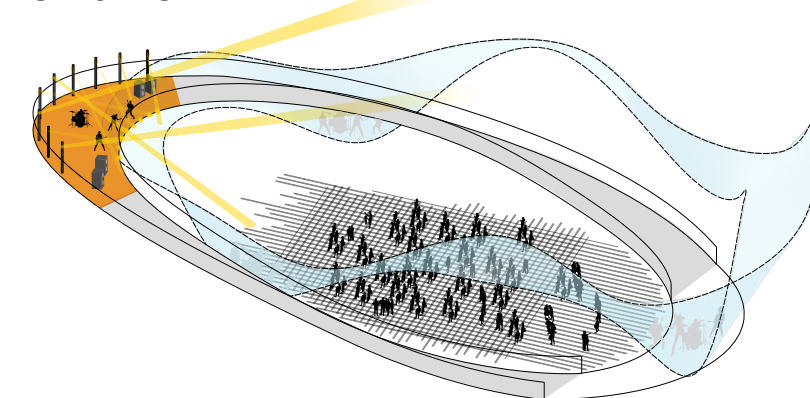
3. The form from curved ribbon to a flat pathway presents the process of river channel becomes smooth over time.

4. Merging the two structures which is like the confluence of the two rivers.

5. The design forms a gateway shape in the direction of Silicon Valley.

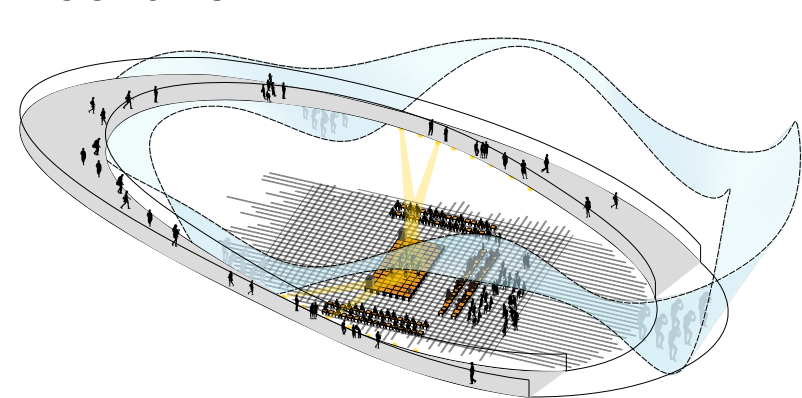
PROGRAM & DETAIL DESIGN

HIGH STAGE



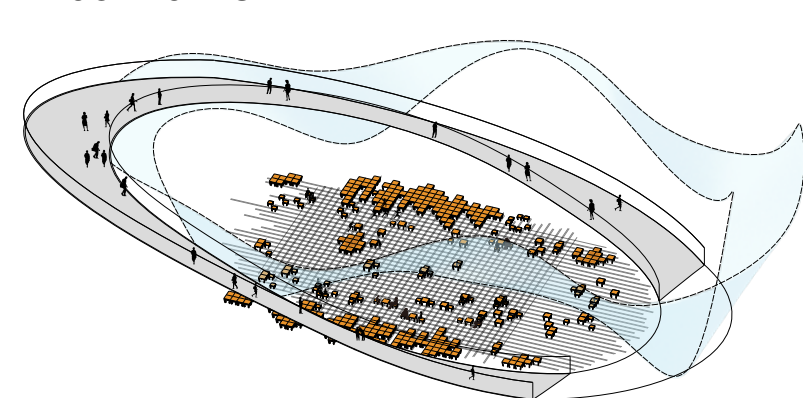
The platform can be a stage for shows. Audience who stand on the ground can interact with the performers on stage while the ribbon screen displays the show at same time.

FLOOR STAGE



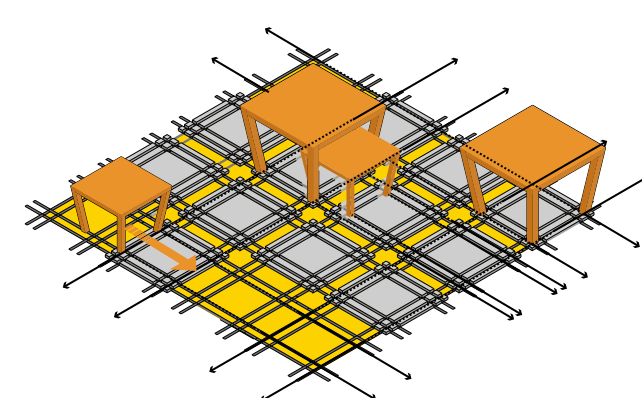
The stage and auditorium made up of movable seats provide visitors with another experience. The audience watch the performance around and on the high platform. The ribbon also provides a surround screen for it.

LEISURE SPACE



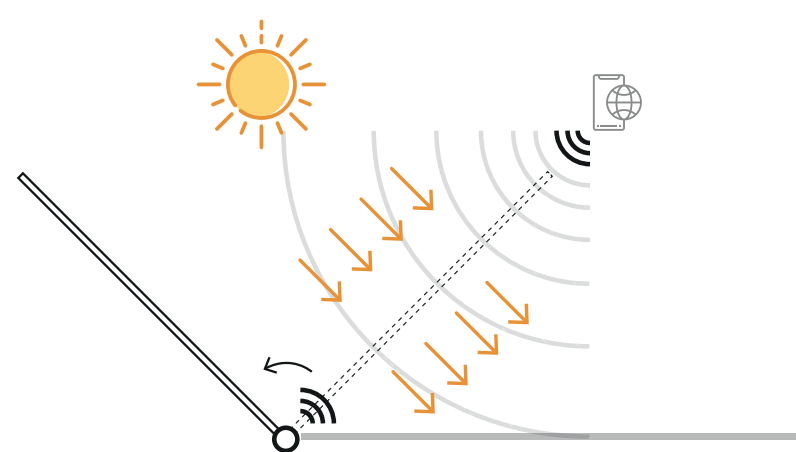
In daily life, the movable seats can form leisure space for visitors to rest and chat or can be moved to the side to provide an open space. Also, it can be turned into a large puzzle for visitors to play.

MOVABLE SEAT

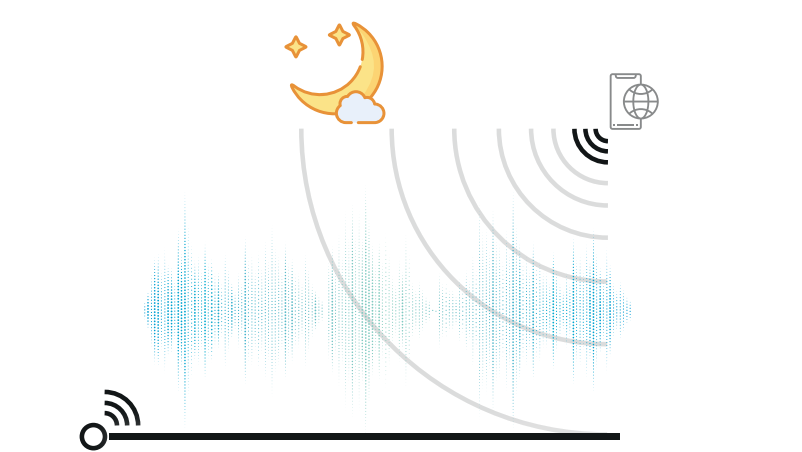


To achieve the mobility of seats, rails are arranged. There are two sizes of seats that can be placed overlapped, in order to save more space for the site.

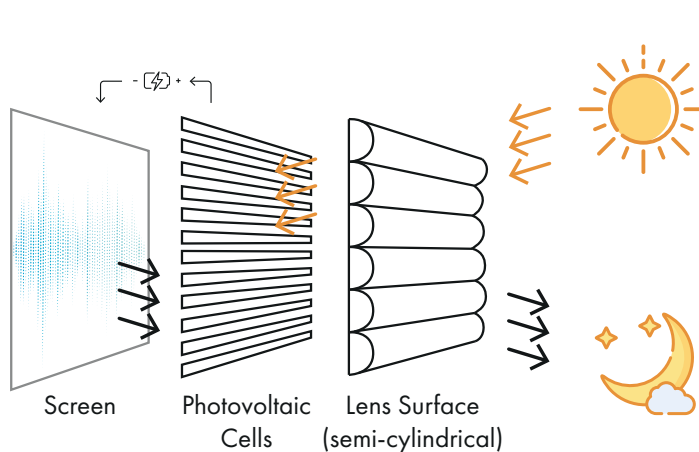
INTERACTIVE DESIGN



Without the interference of data flow, cells keep being perpendicular to the sun to receive solar energy, otherwise cells will rotate and be parallel to the sun, creating a dynamic shadow on site during daytime.



At night, cells will return to their original position and create a screen, which shows a full motion wave-like graphic that indicates the capacity of data flow by the amplitude of waves.



Each cell has a layered structure. As photovoltaic cell receives solar energy during daytime, the electricity can be generated and saved in embedded batteries, providing power for the screen.

In addition to being a landmark, the 'Parallel Worlds' is also an interactive art installation at a larger scale. The ribbon, composed of special designed cells, can detect and reflect data flow of the surrounding areas. The cell unit consists of screen and photovoltaic cell consuming solar energy and converting it to electrical power for the operation of the ribbon. During daytime, the capacity of flow from different directions and distances can trigger the rotation angle of corresponding cells, which forms a dynamic structure and changes the shadow projecting on ground. In the night time, the cells will be closed to act as a flat illuminated screen displaying motion graphics or as a projection screen.

SOUTH ELEVATION



EAST ELEVATION

