# P**OI**NT CONFLUENCE

## the site

the west side of the river is preferred as the locus of the landmark; enhancing the strong possibility of extensive flow and interactions with the high pedestrian activity of the elements of the park, SAP center, Diridon t-hub, and Google mixed-use plan. east side of the river becomes a natural overlook area for sunsets and fascinating artificial light shows and festivals ahead.

## the landmark

stretching out parallel to the city grid, the project offers a ribbon screen with a simple gesture -a bent "I" forming a loop into a "0"- symbolizing the binary coding system of computer language, "POINT CONFLUENCE" is a portal into a dream-like creative world, connecting people under the imagery power of the "virtual existence" of Silicon Valley.

## the interaction

this new looped trail of the park offers a semi-dynamic structure, a solid, exterior shell, and a hyperbolic, motion-sound sensitive, internal surface which is also the interface of the ribbon helping users to form a collective digital art through everyday movements and sounds. the duality of the structure symbolizes the very simple logic of oppositions that balance the interactions of the daily cycle of life looping one into the other; 0-1, solid-fluid, on-off, permanent-ephemeral...

## being a landmark

a landmark is not memorable just as a beautiful monument, but because it symbolizes important aspects of the people that are physically and spiritually connected with. it's the people that give meaning and eternal life, otherwise, it's nothing but a pile of stones, metals, etc. and if people literally shape it by being around that is something else. "POINT CONFLUENCE" has this strong impact on its bold simplicity.

## a new trail for the silicon valley

there are natural trails alongside the Guadalupe River that brings people around nature. "POINT" trail offers one of the most striking experiences of the valley, which reflects and shapes the history and possible future of Silicon Valley, which will bring people together for remembering the past, experiencing the moment, and foreseeing the future.

## the silhouettes

the pure form of the landmark, I-0, emerges from the very basics of coding in computer language, which believed to be the source of representing everything even the unsolved secrets of life. The contradictive silhouette changes from 0-I-0-I-0... from various angles, also bringing out dual concepts like on-off, open-closed, absent-present, yin-yang...etc; questioning the roots of existence.

## raison d'etre: the soul of the community

in this era of the internet, a community fosters not only in actual spaces but also in virtual ones, sharing and creating together forms a strong bond. "POINT CONFLUENCE" step in at this point, as a reflection and an expression of the community.

## from big data to collective art

a data input could be derived from all kinds of technological interfaces as possible, tangible and intangible, spread in the city in various forms. at the ribbon, motion-sensors on the ground and touch-sensitive led panels on the sides are used as an interface to play and create. sing along and make your move with colors and shapes.

# from present to future

as visitors become a data transformed into light, the system uses looping scenarios as the concept of programming, saved as city-art-video, zipped into 3600 seconds movie every year for future festivals. it could also be translated back into music notes, texts, or games by professional light mappers and programmers.