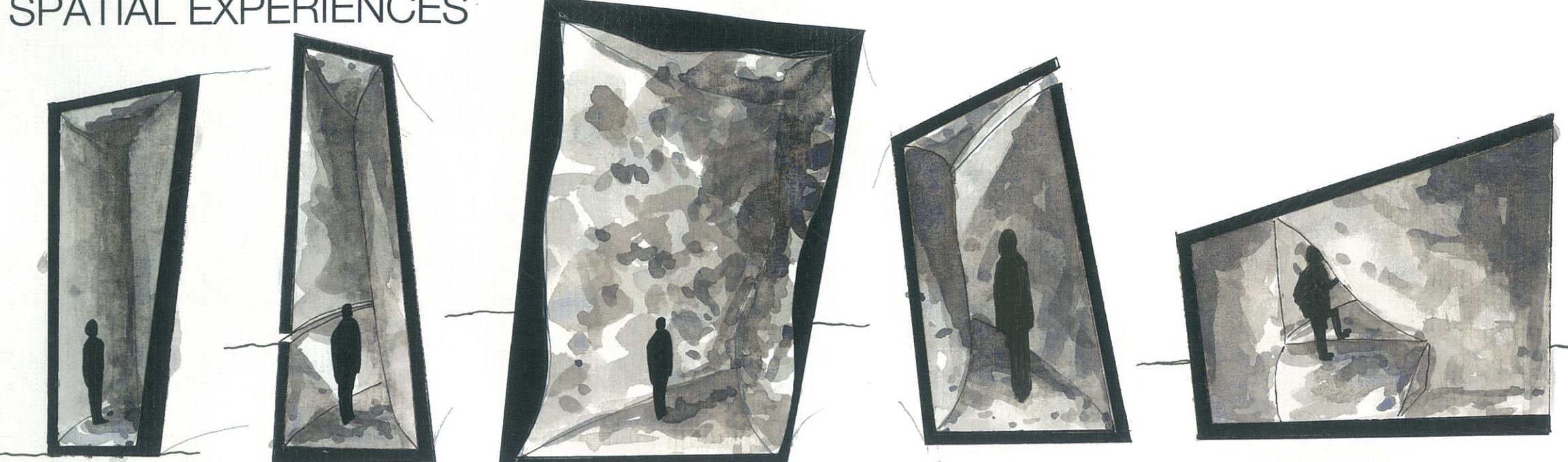


SPATIAL EXPERIENCES



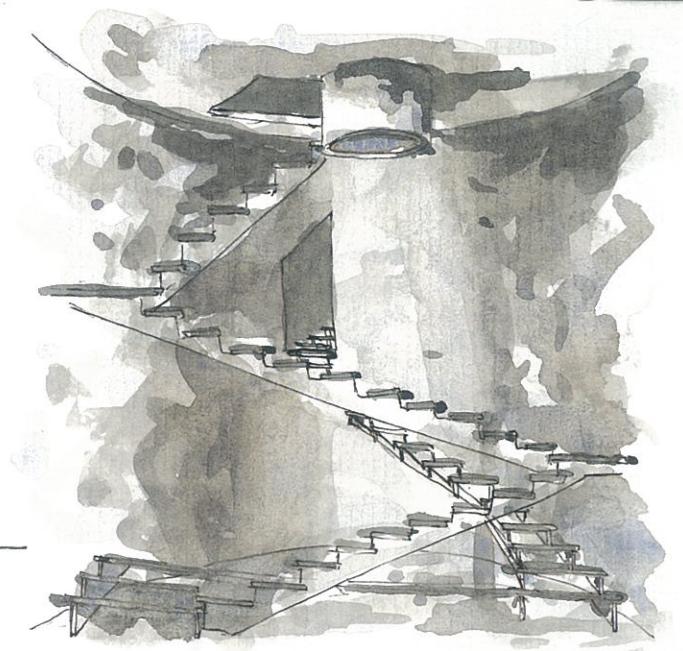
THIS IS A PATHWAY THAT SEEMED LIKE INFINITE DARKNESS AND NEVER ENDING WALKWAY, WHICH CREATES A SENSE OF FEAR AND LONELINESS.

LIGHT RAY PENETRATES THROUGH THE SLIT INTO THE INTERIOR, CREATING A SENSE OF HOPE AND FREEDOM TO THE USER.

THIS SPACE WITH LARGE SCALE OF ROUGH TEXTURE ON THE WALLS WILL HUMBLE THE USER AND CREATE A SENSE OF LONELINESS AS THERE ARE ECHOES COMING IN FROM THE SLIT EARLIER.

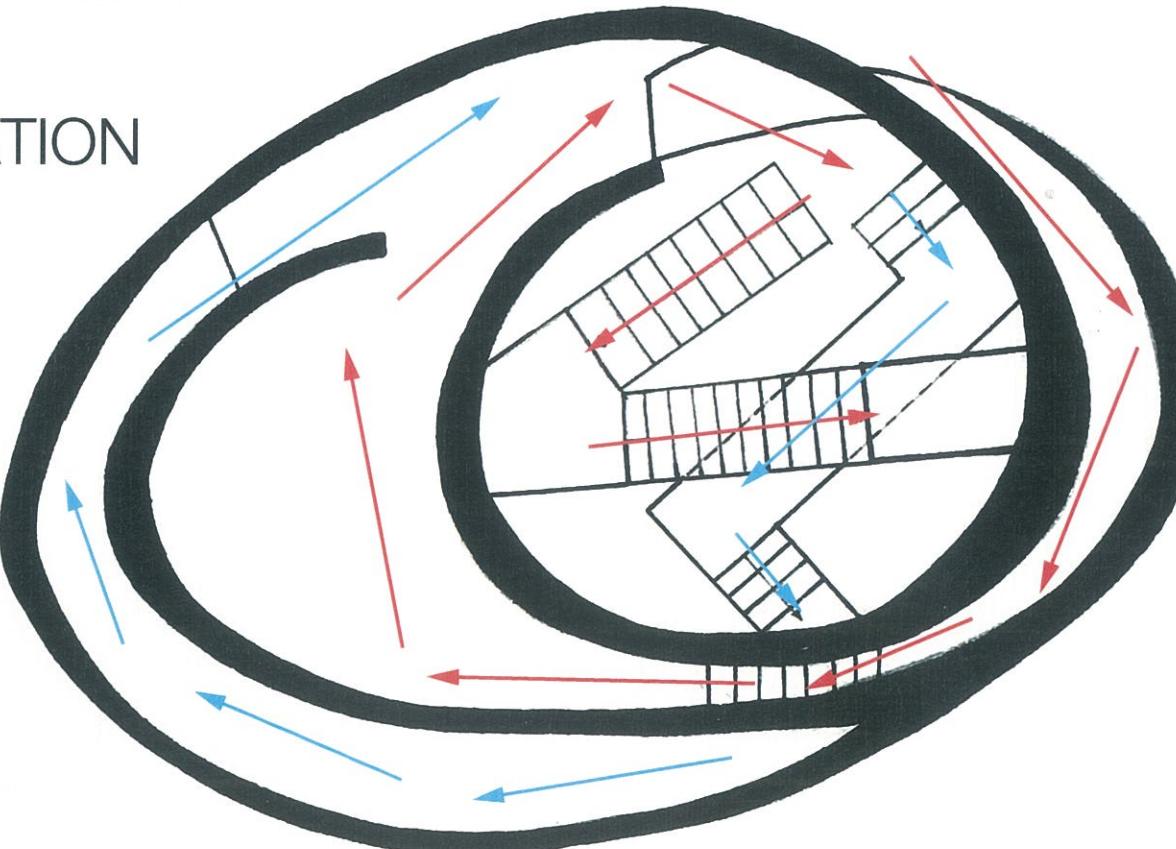
THIS PATHWAY LEADS OUT INTO AN EMPTY SPACE WITH ONLY A SLIVER OF LIGHT ON THE LEFT TOP, WHICH GUIDES THE USER TO WALK IN A MIDST OF AN ENCLOSED DARKNESS.

THIS SUDDEN CHANGE IN HEIGHT AND FORM WILL MAKE THE USER FEEL STRUGGLED AS HE CLIMBS UP THE STEEP RAMP, AND ALSO FEEL FEAR AS HE DODGE FROM THE UNEVEN OPENING.

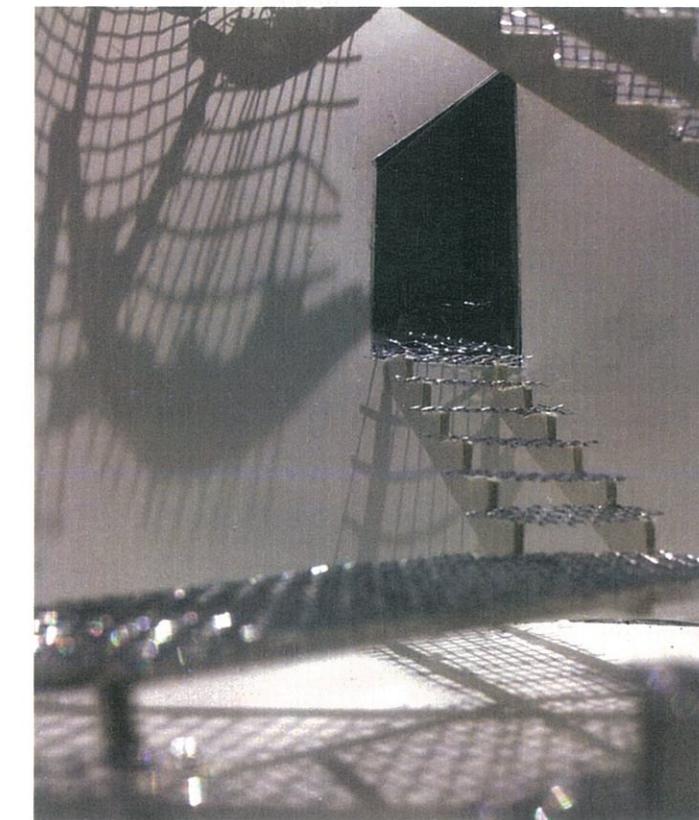


THIS IS THE HIERARCHY WHERE SHADOWS OF ANXIETY ARE REFLECTED UPON THE GROUND BY THE CONNECTING STAIRS ABOVE. IT CREATES CONFUSION AND DESPAIR TO THE USER WITHIN THIS SPACE. BUT ONCE THE USER CLIMBED AND REACHED THE ROOF WHERE THERE IS AN OPEN SKY, THERE IS A MOMENT OF EXALTATION.

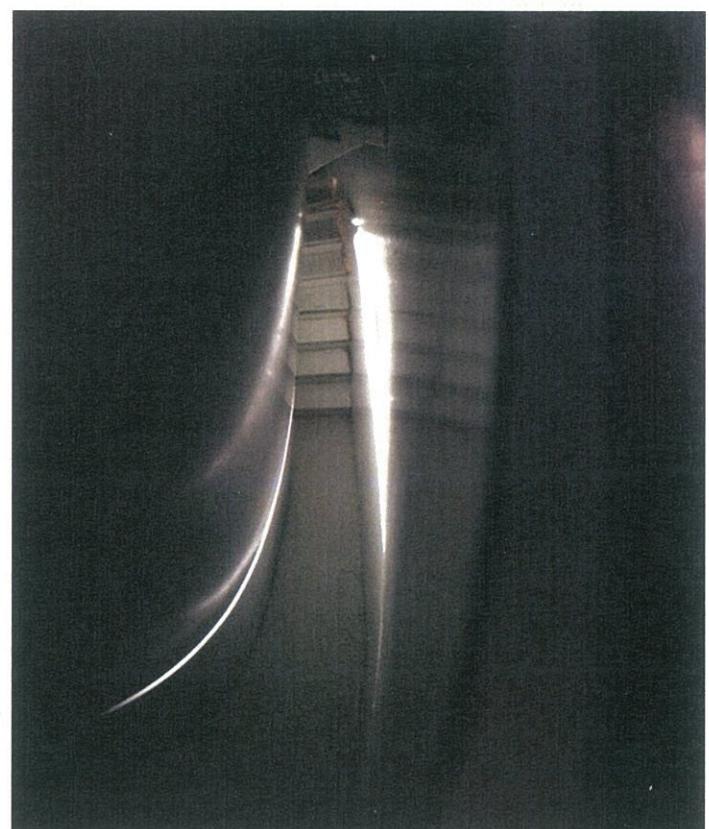
CIRCULATION



THE CIRCULATION IN THIS BUILDING DIRECTS THE USER FROM THE ENTRANCE OF THE BUILDING, TO THE CENTER WHICH HAS TWO PATHWAYS LEADING THE USER TO DIFFERENT SPACES; ONE WILL LET THE USER REPEAT HIS JOURNEY IN THE BUILDING AGAIN AS TO CREATE STRUGGLE AND FRUSTRATION WITHIN THE USER, AND ONE TO LET THE USER BE FREE FROM THE BUILDING, ALLOWING HIM TO EXIT THE BUILDING WITH HAPPINESS.



THIS SHOWS THE UNEVEN SHADOWS PORTRAYED THROUGH THE HOLLOW STEPS OF THE STAIRS WHICH WILL CREATE A SENSE OF ANXIETY IN THE USER.. THE TWO DIFFERENT FLIGHT OF STAIRS WILL CREATE CONFUSION WITHIN THE USER AS HE WILL NOT KNOW WHICH FLIGHT OF STAIRS TO TAKE.



THIS SHOWS THE SLIT OF LIGHT THAT PENETRATES THROUGH THE MINIMAL OPENING IN THIS SPACE, WHICH ALSO ALLOWS SOUND FROM THE OUTSIDE TO ENTER THE BUILDING. AS USER WALKS PASS THIS PATH, HE WILL EXPERIENCE A SINGLE GLIMPSE OF HOPE AND BE LEFT ALONE AGAIN AS HE WALK PASS THE SLIT.