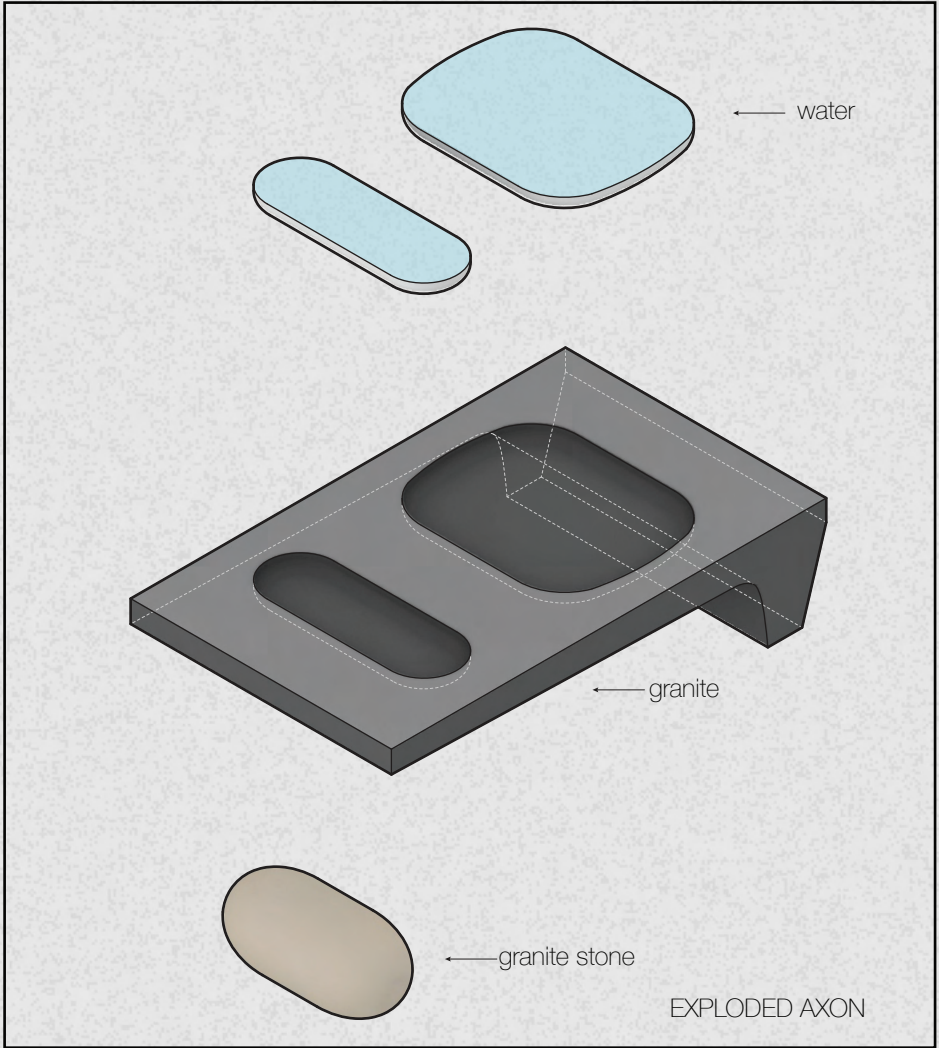
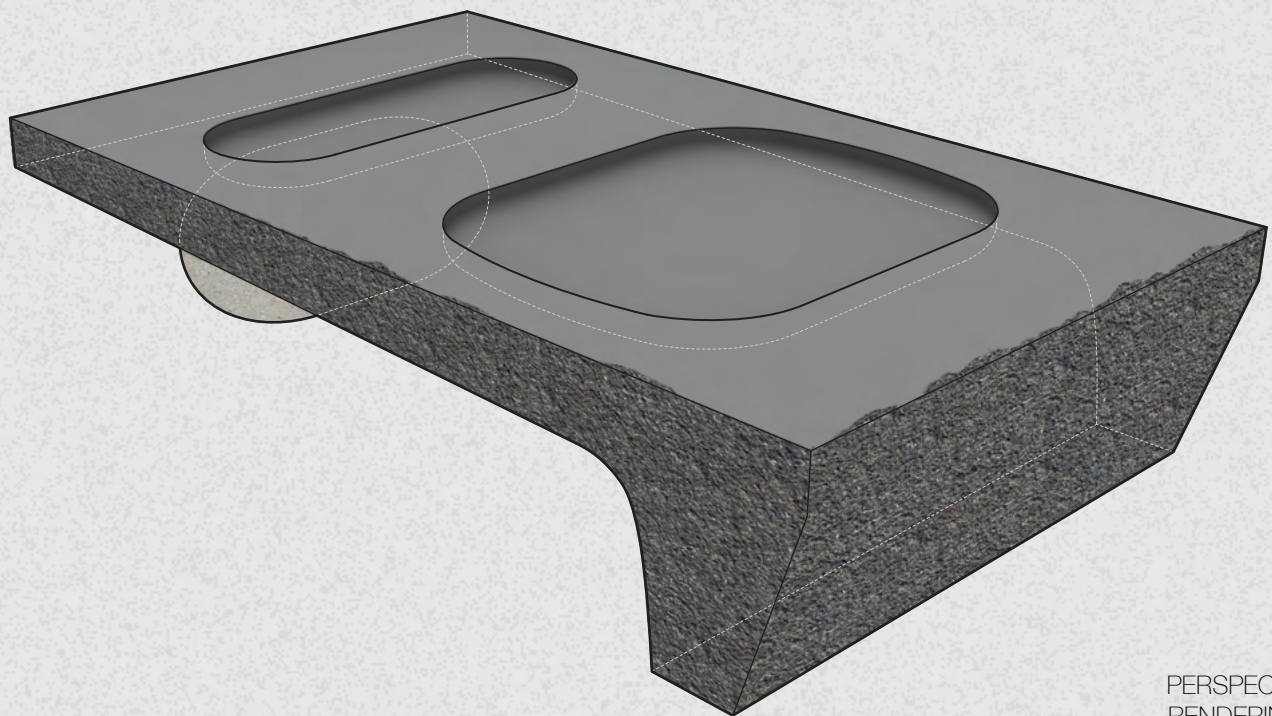
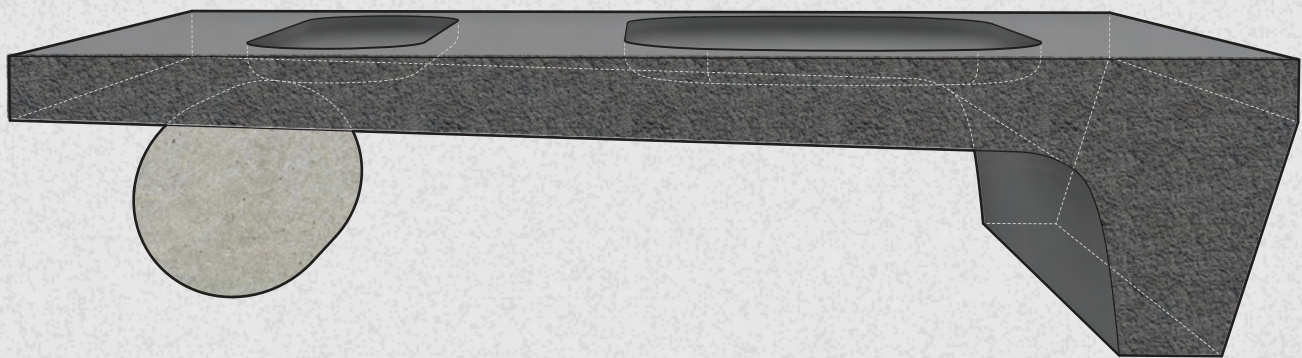
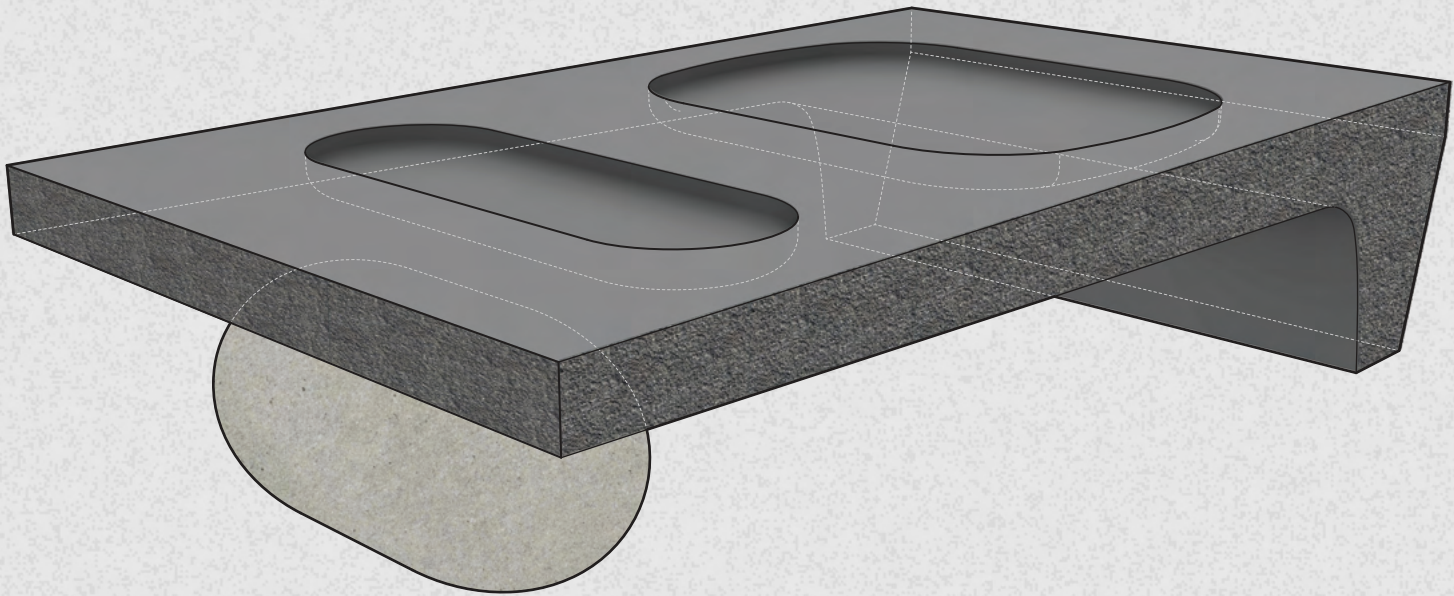


JFL HOME AKARI

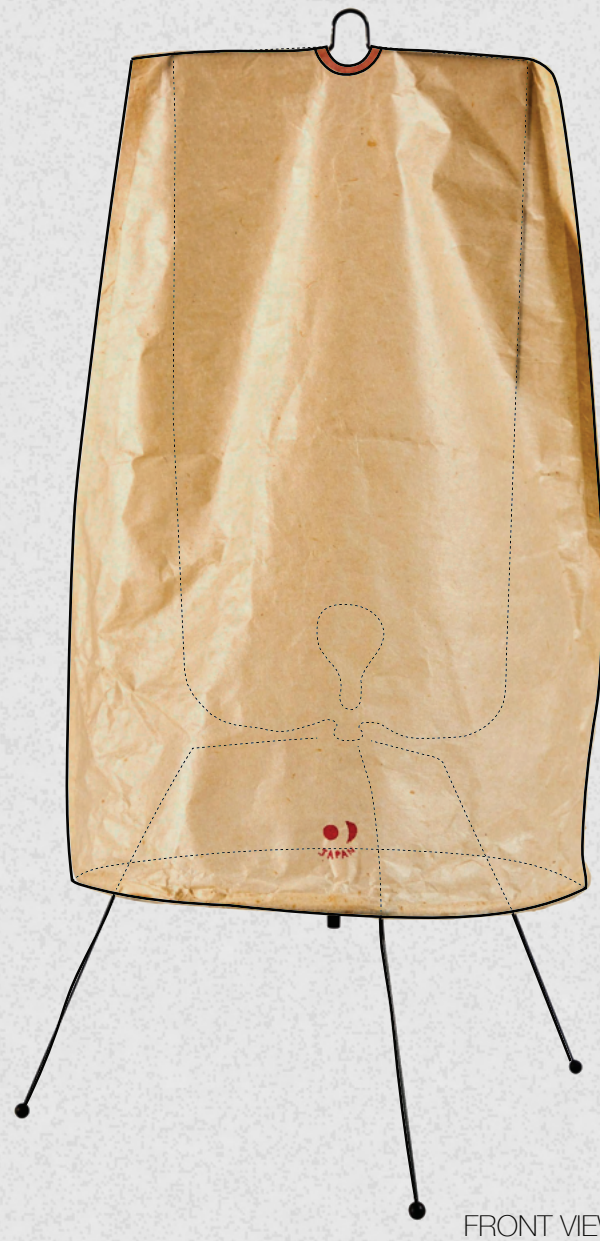
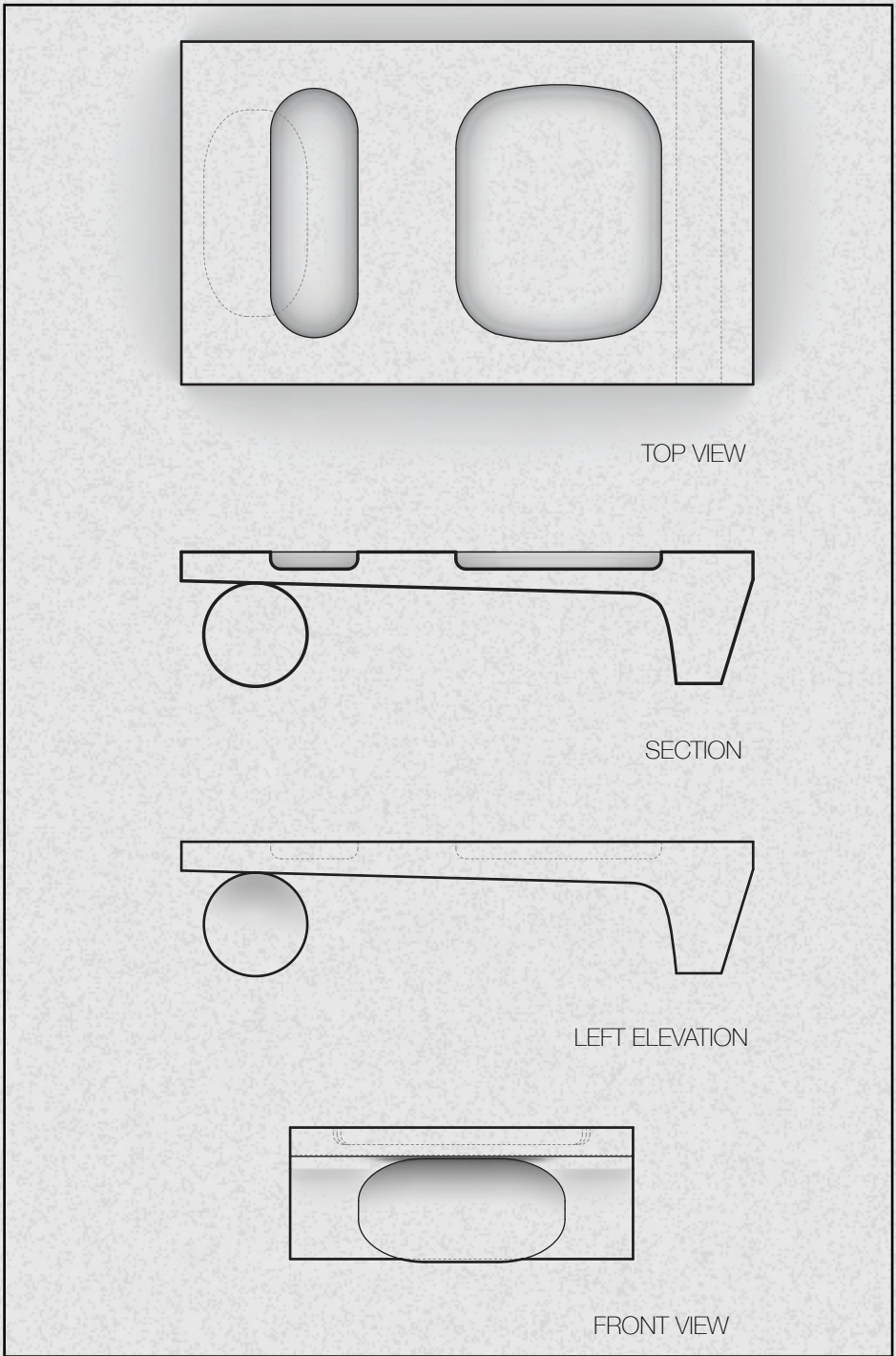
ANALYSIS OF NOGUCHI'S SCULPTURES



WATER TABLE
1968

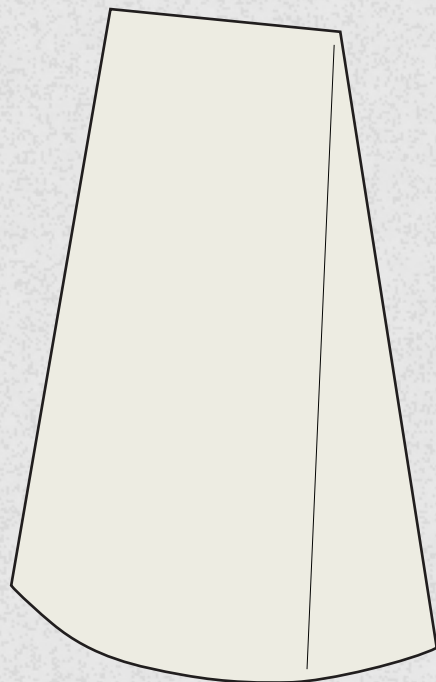


PERSPECTIVE
RENDERINGS

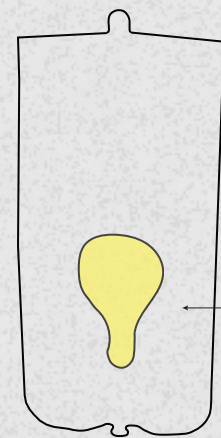


FRONT VIEW

AKARI 1P
1951



washi paper



metal skeleton

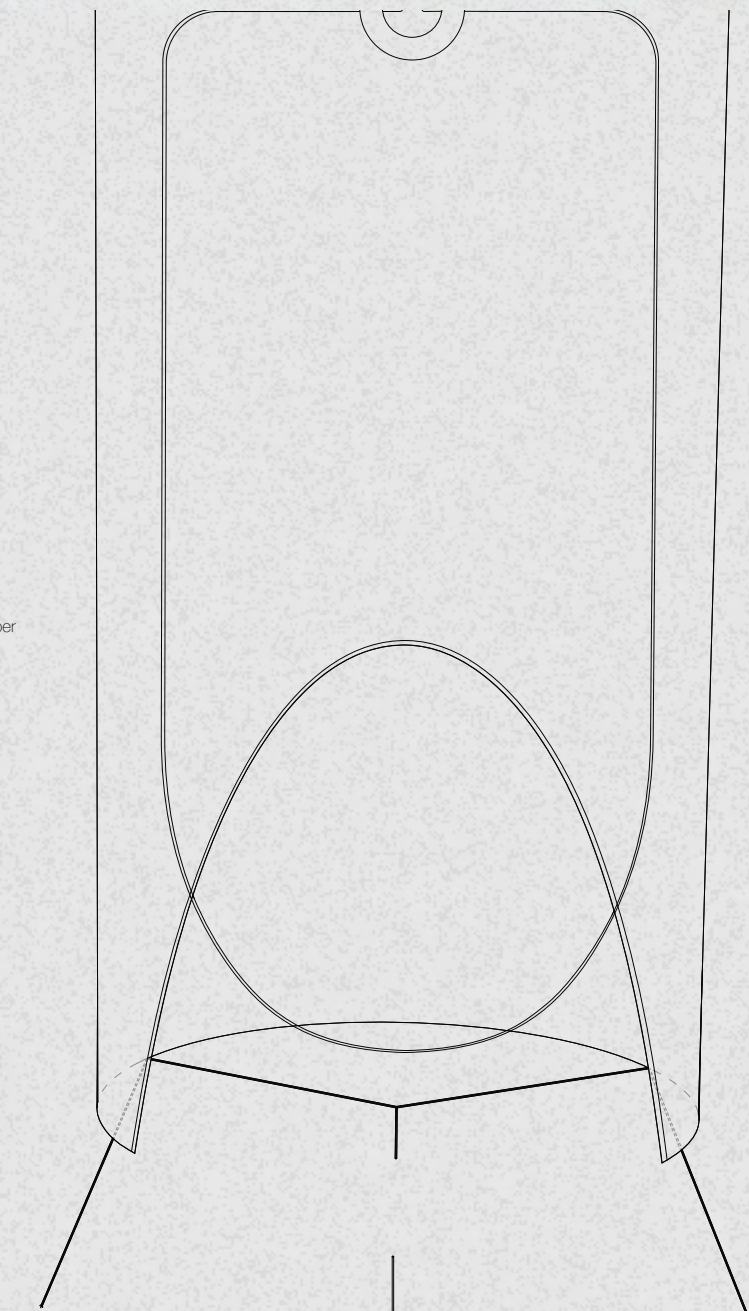
light bulb

metal legs

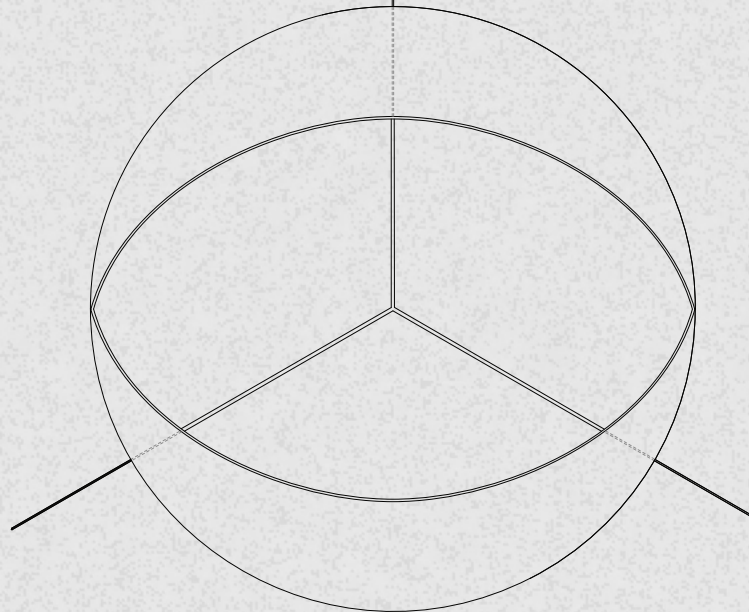
EXPLODED AXON

18.5"

SIDE VIEW

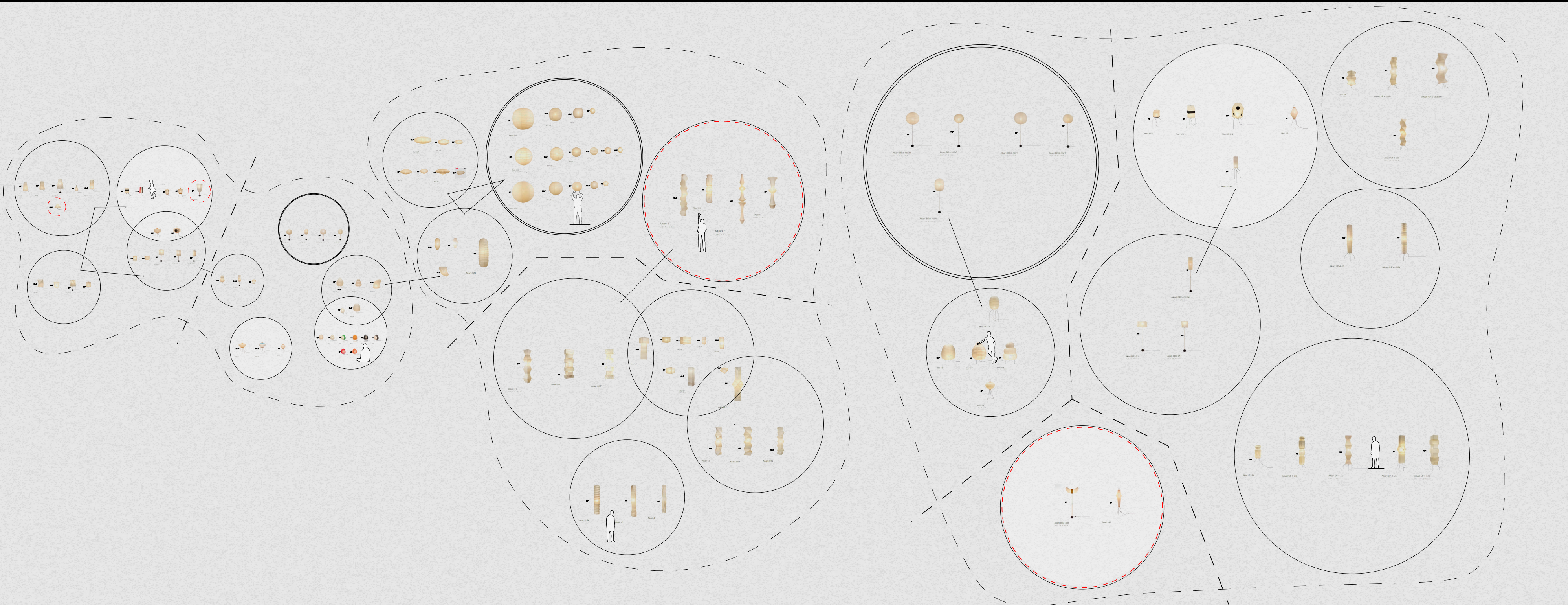


SECTION



PLAN

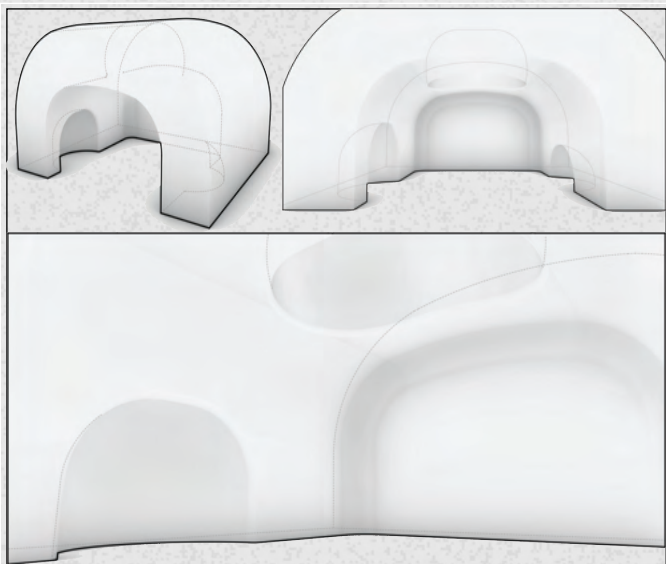
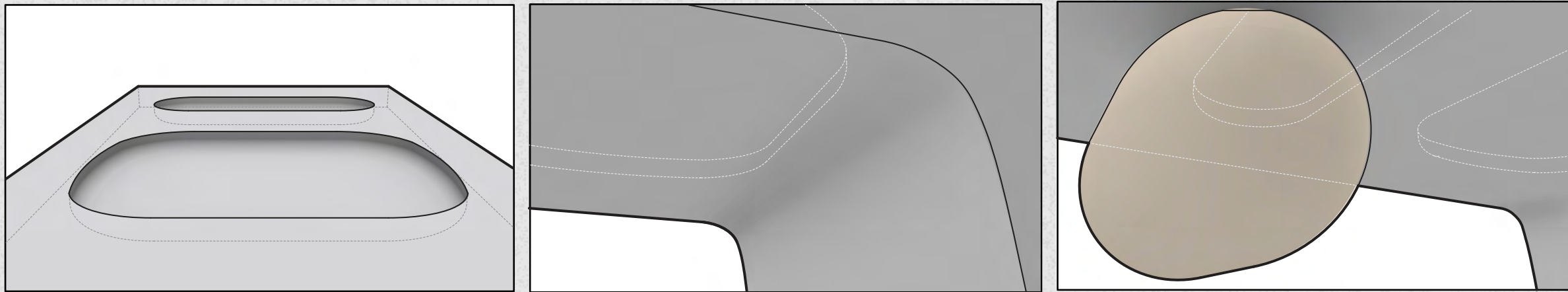
AKARI TAXONOMY



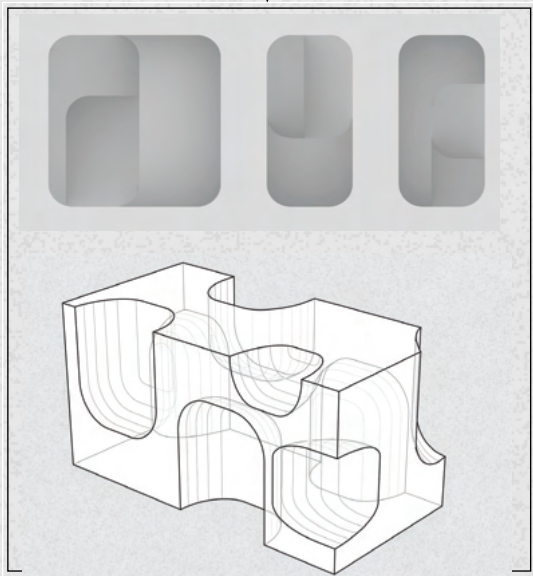
DESIGN LANGUAGE DEVELOPMENT

SYSTEM EXTRACTED FOR ANALYSIS:

Subtractive geometry exaggerate the negative space through the absence of edge



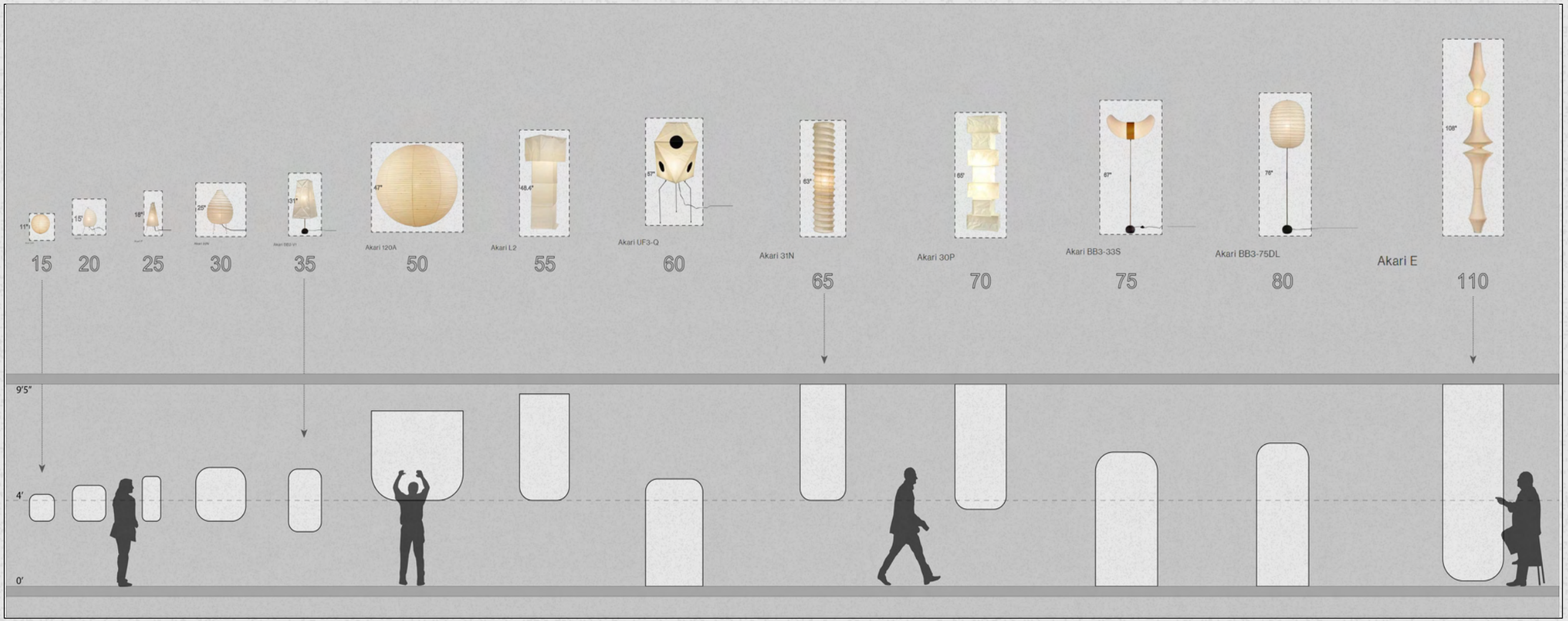
Seamless Voids



Absence of Interior Edge



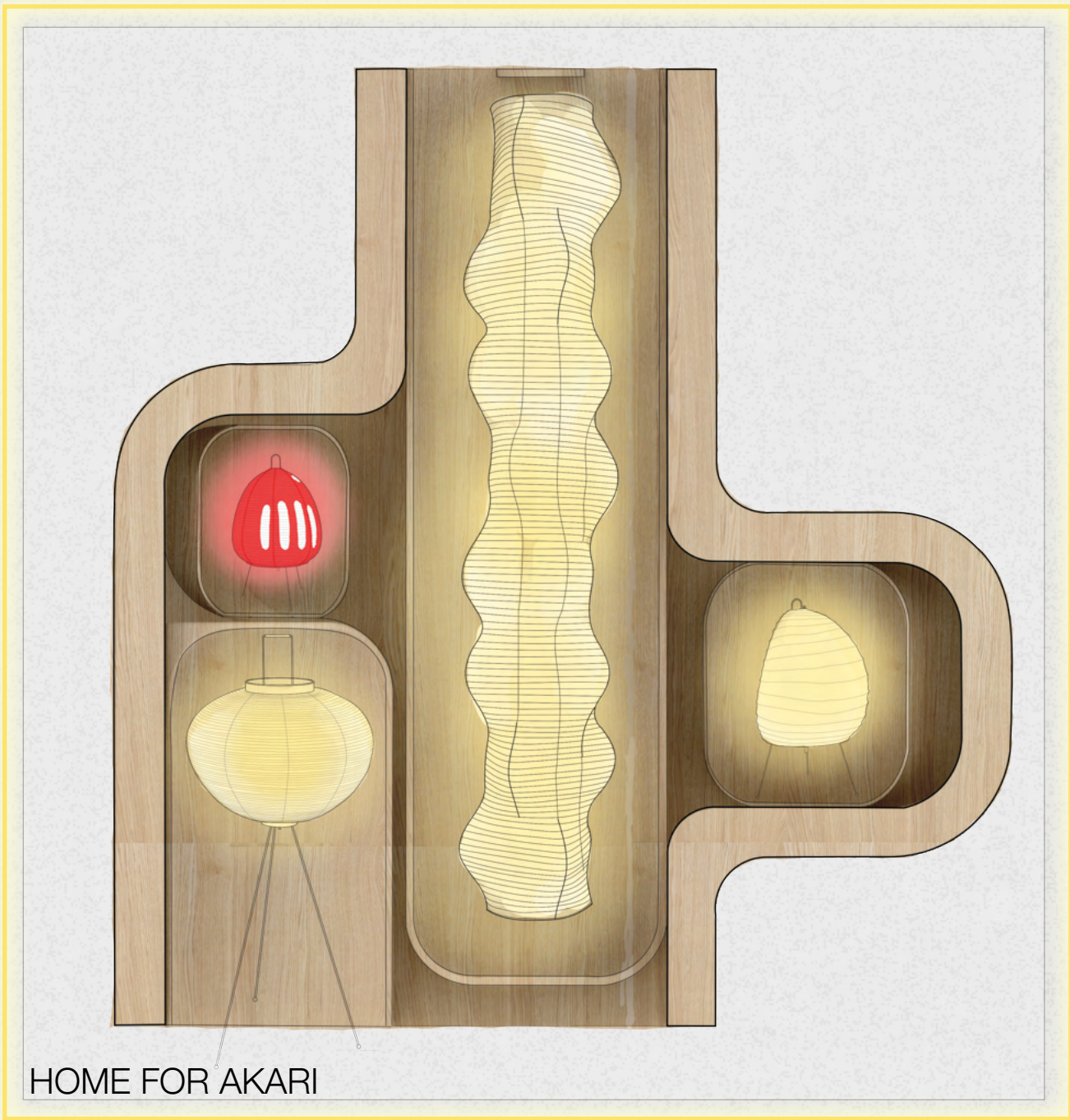
Exploration of Different Combinations



Types of Voids



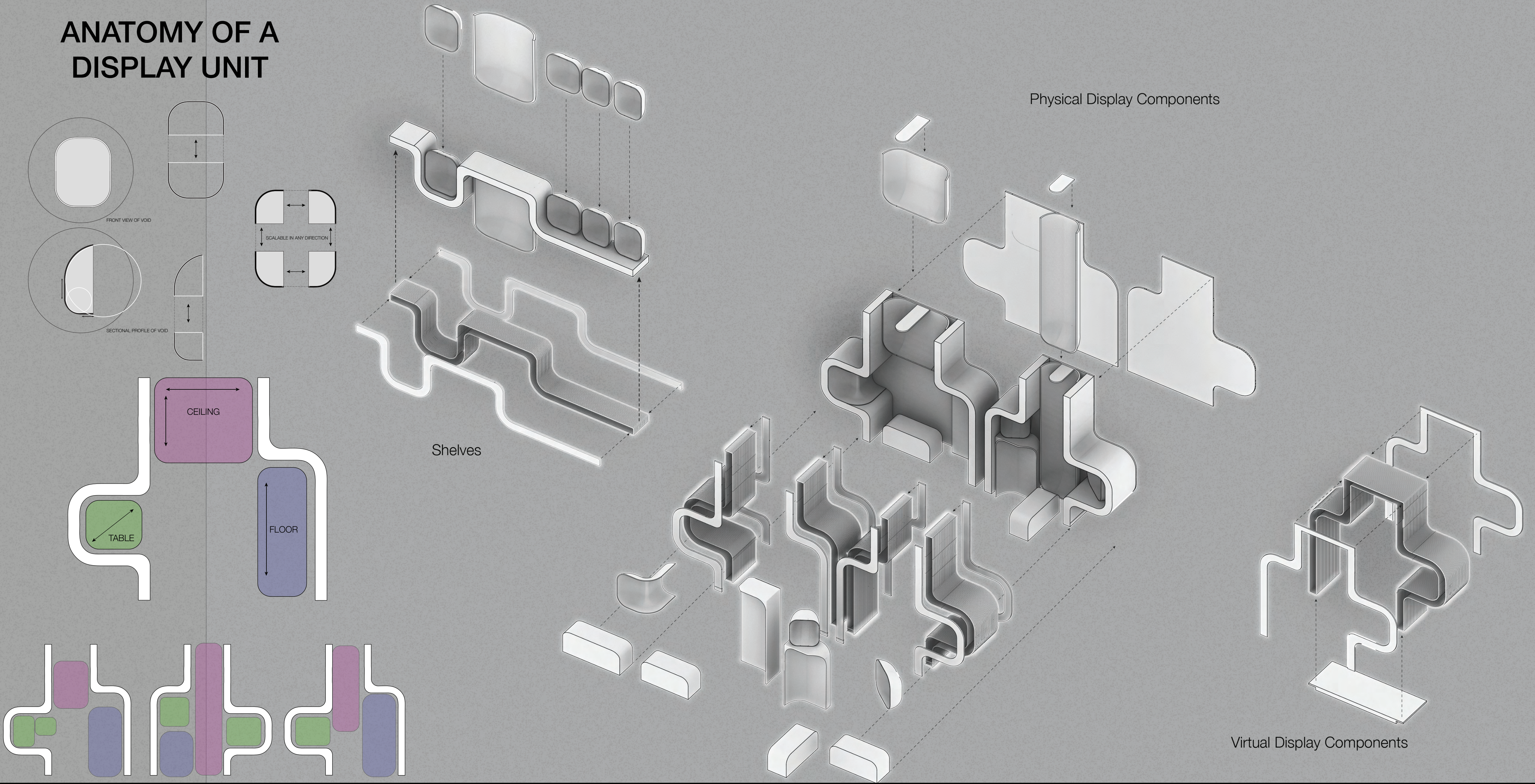
Occupiable Void



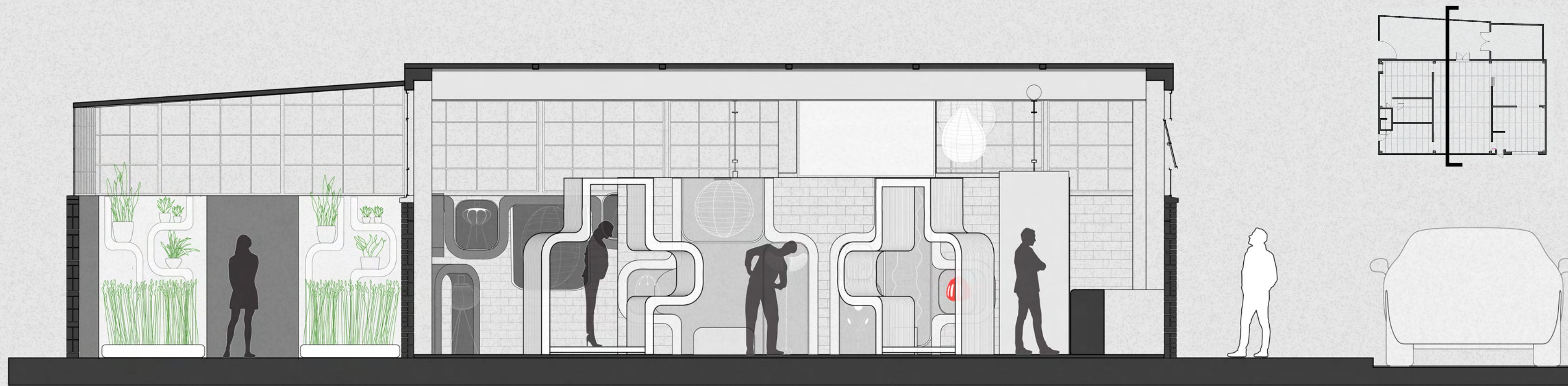
HOME FOR AKARI

TYPES OF DISPLAY UNITS

ANATOMY OF A DISPLAY UNIT

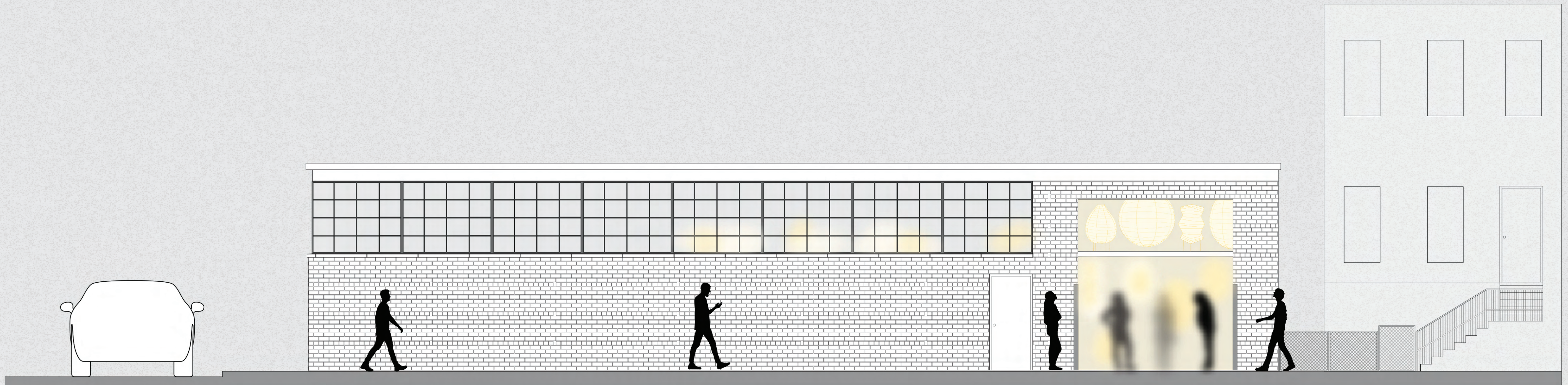


FINAL ASSEMBLY



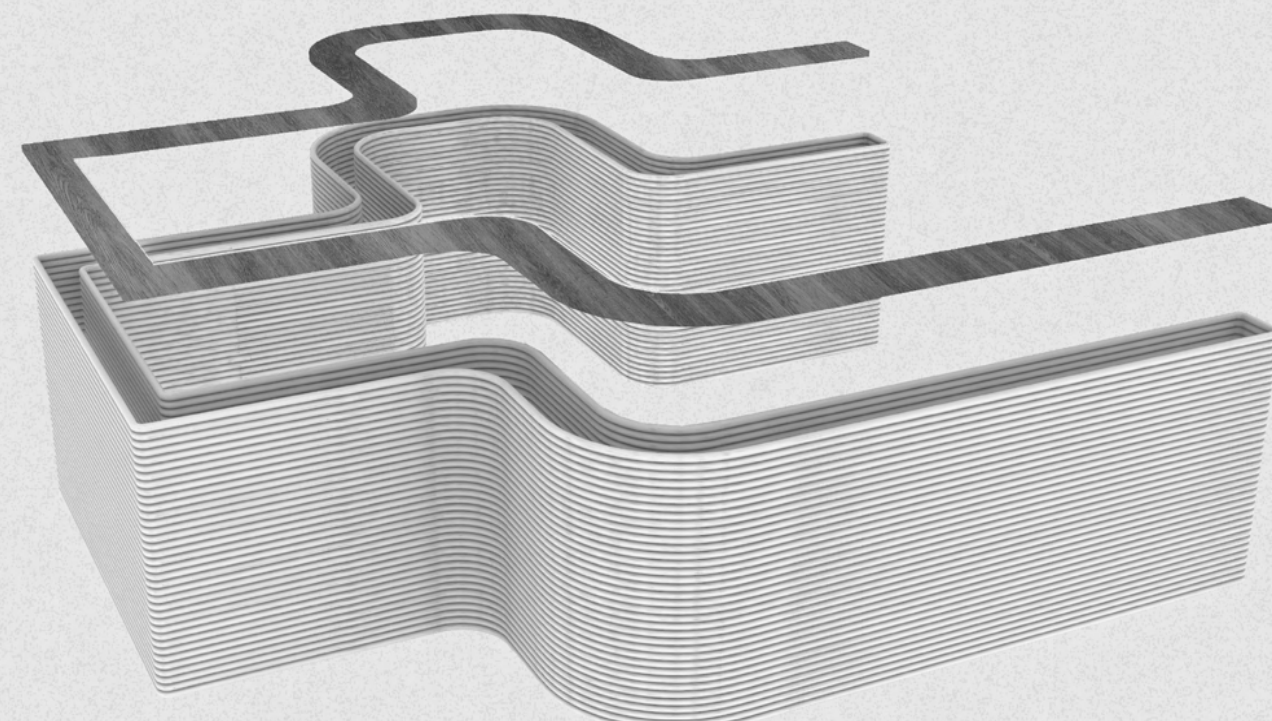
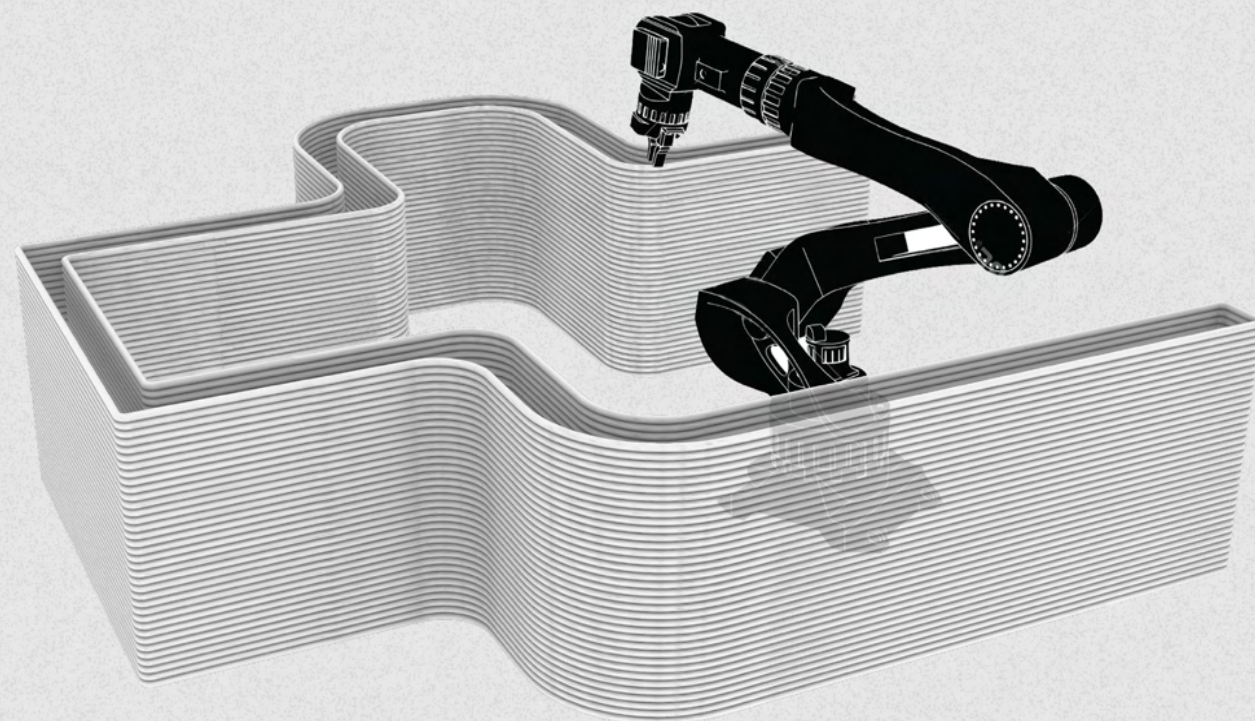
HOME FOR AKARI is a system of volumetric shells that host individual light sculptures acting as an individual living unite for each lamp.

Exterior elevation partially reveals the interior glow to stimulate the pedestrians to enter the space and explore what is being hidden.



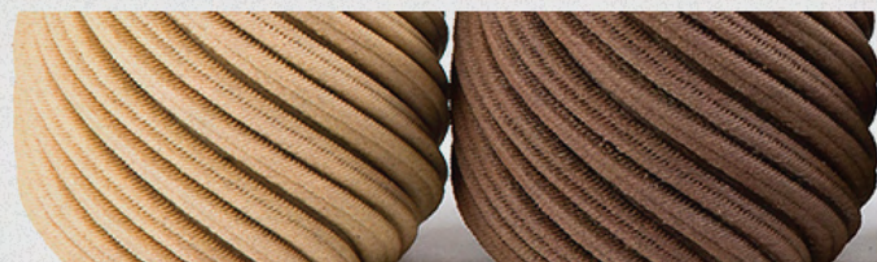
DIAGRAMS

TimberFill

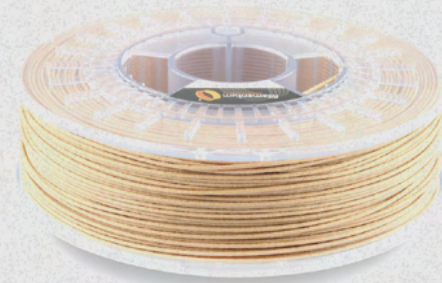
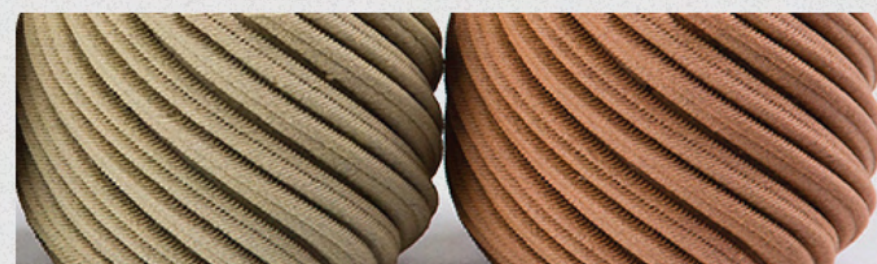


3D printing as a primary manufacturing technique ensure the most efficient use of material for fabrication of extruded shapes.

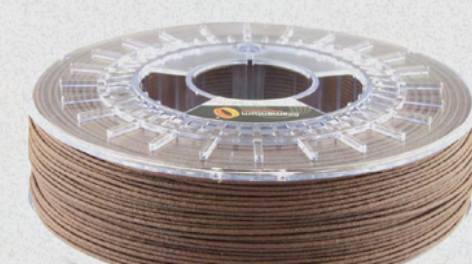
Hybritization of real and digital display strategies allow to avoid heaviness in interior arrangement as well as serves as an additional attraction point for visitors.



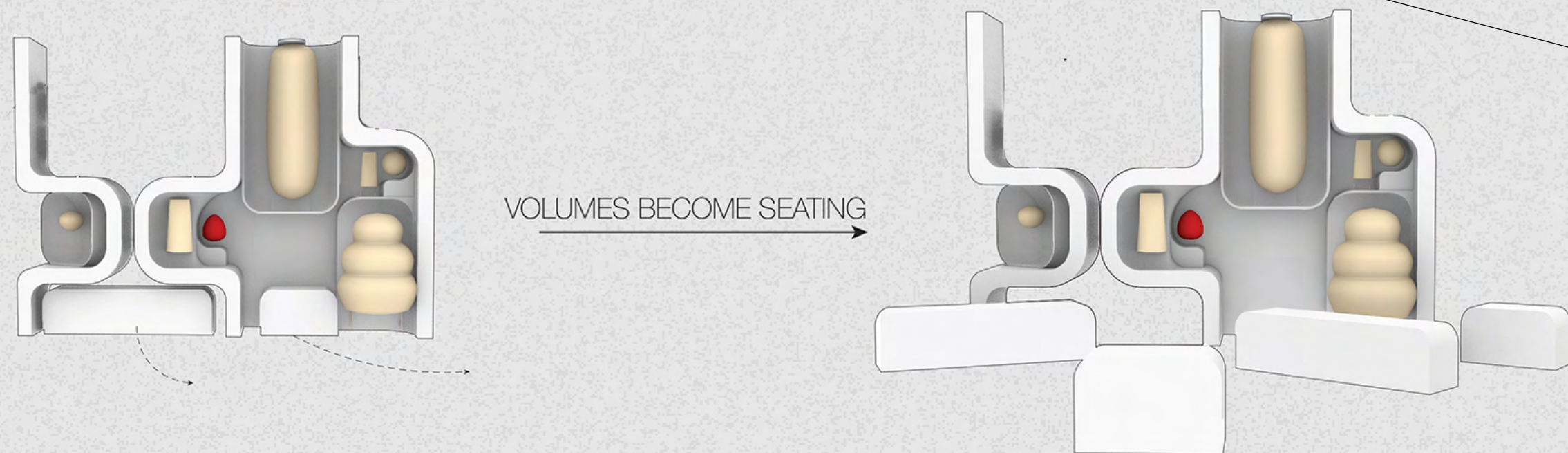
Timberfill Color Palette



Timberfill "Light Wood"



Timberfill "Rosewood"

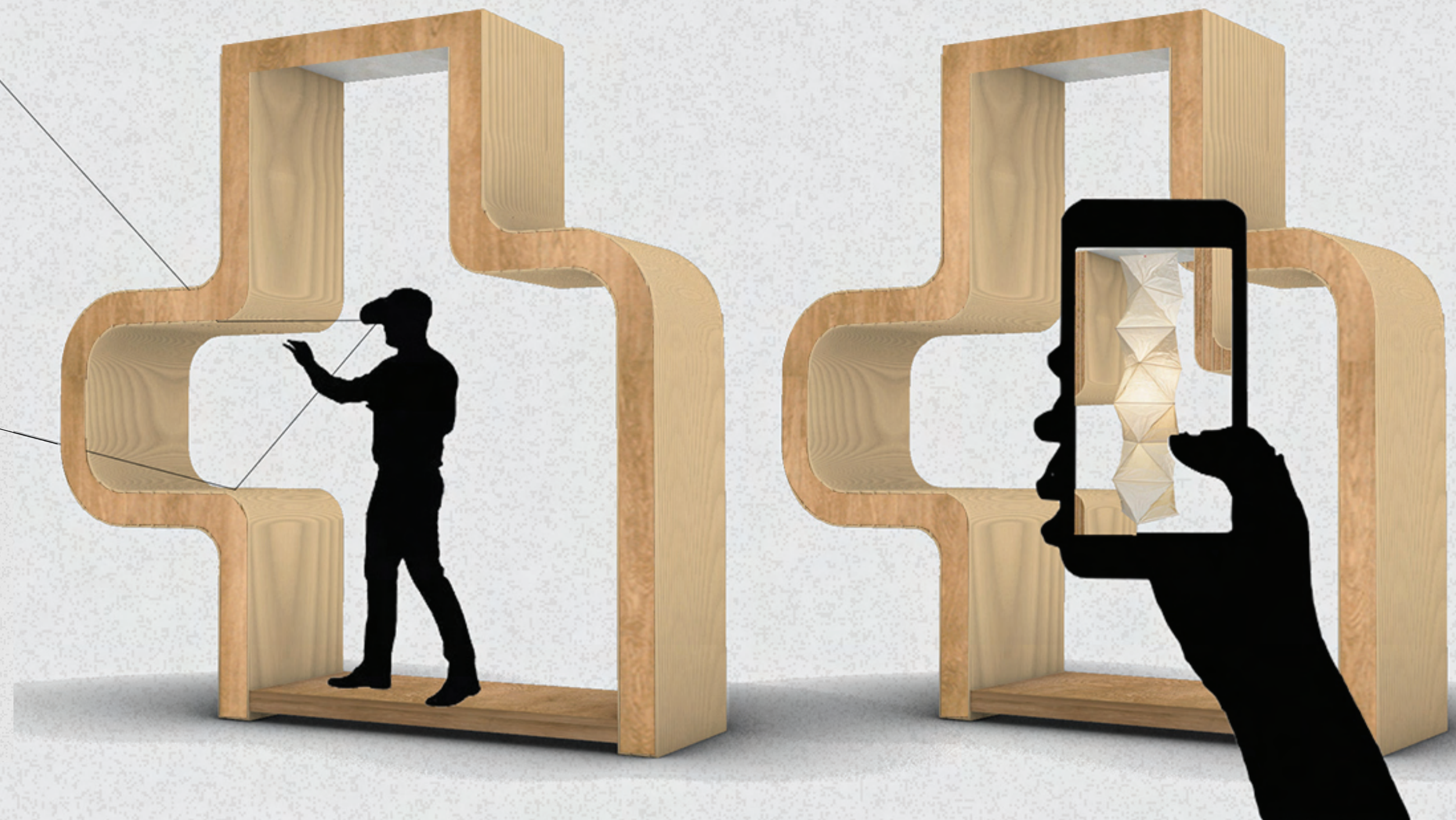


Flexibility of the space is achieved through carefully designed storage volumes for benches that will accomodate visitors during events.

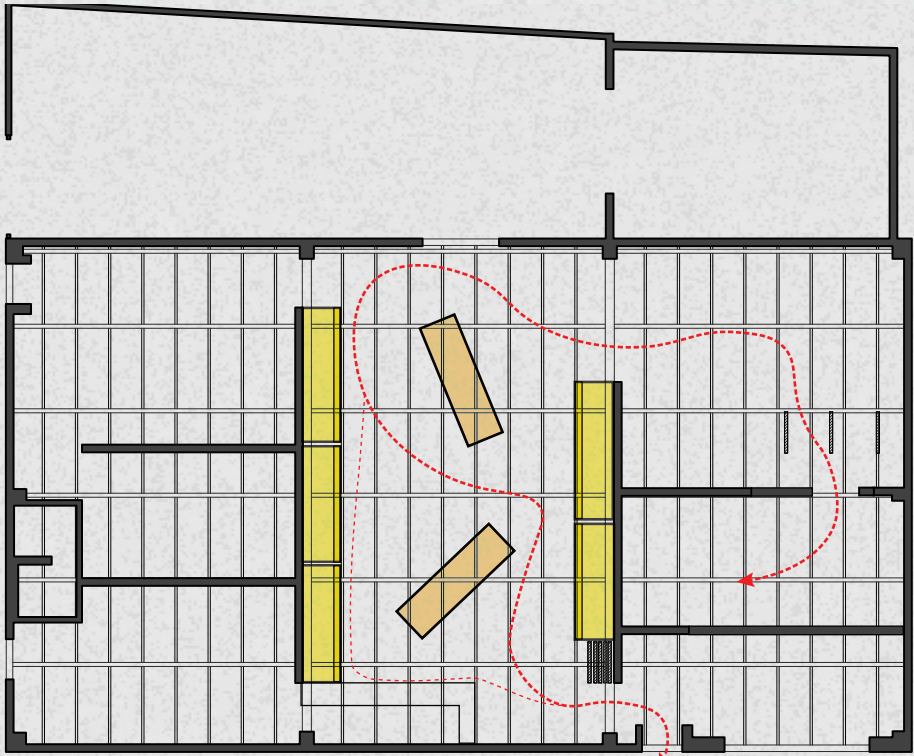
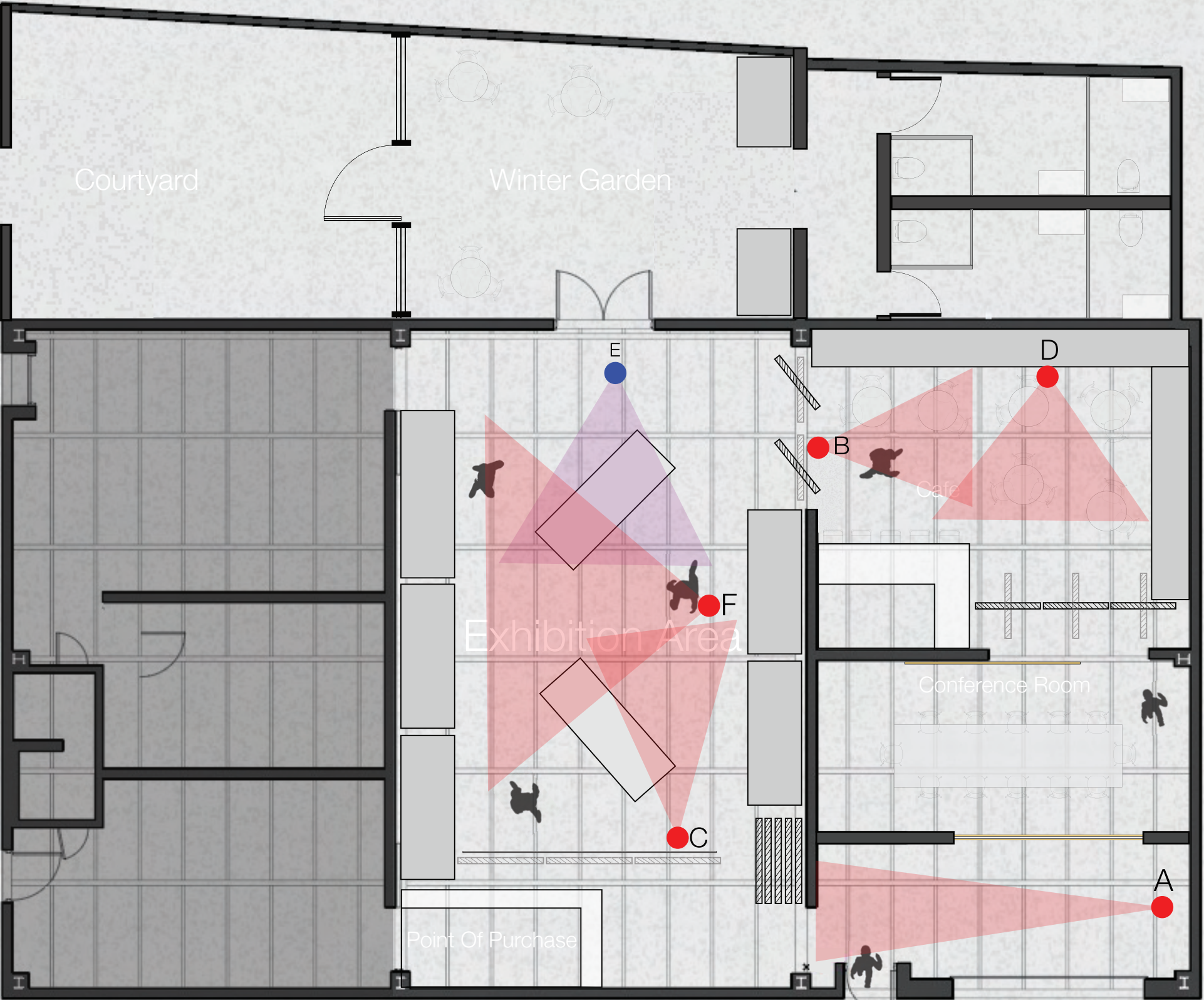
Virtual Reality Display



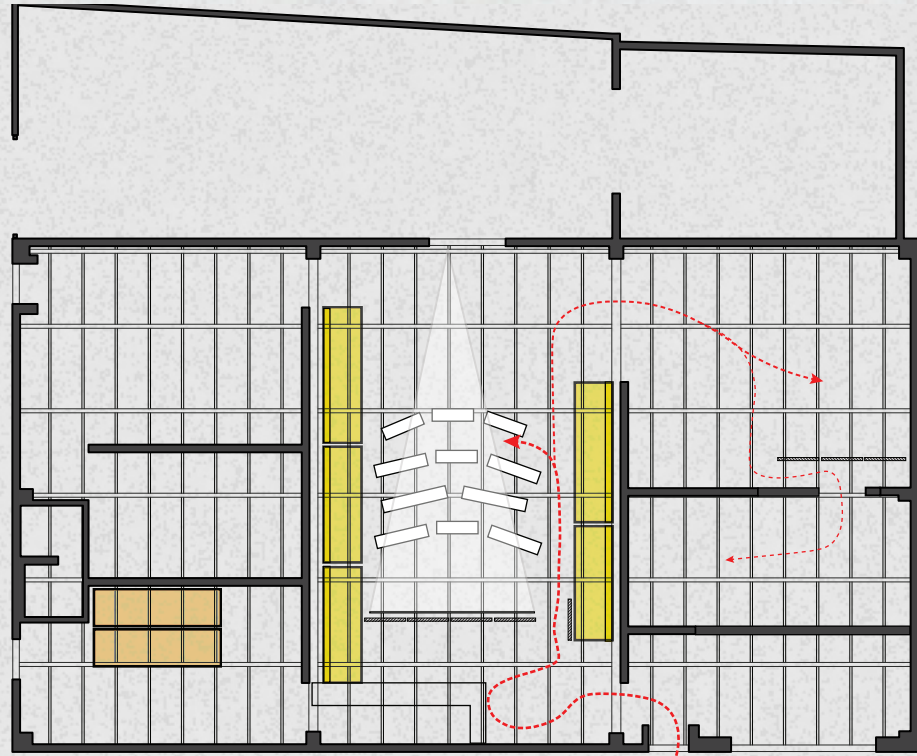
Augmented Reality Display



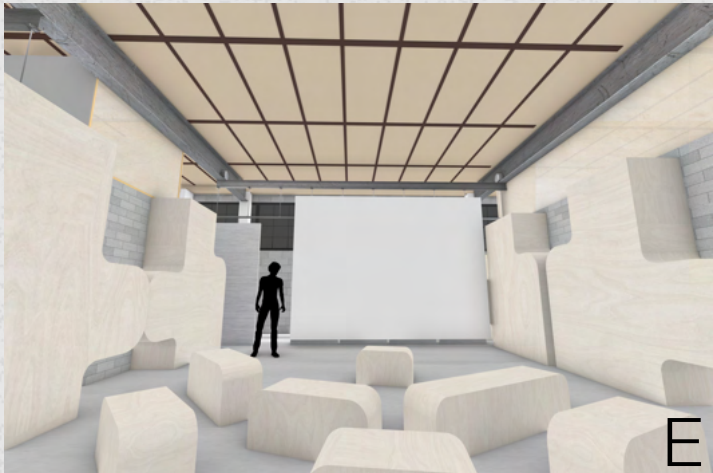
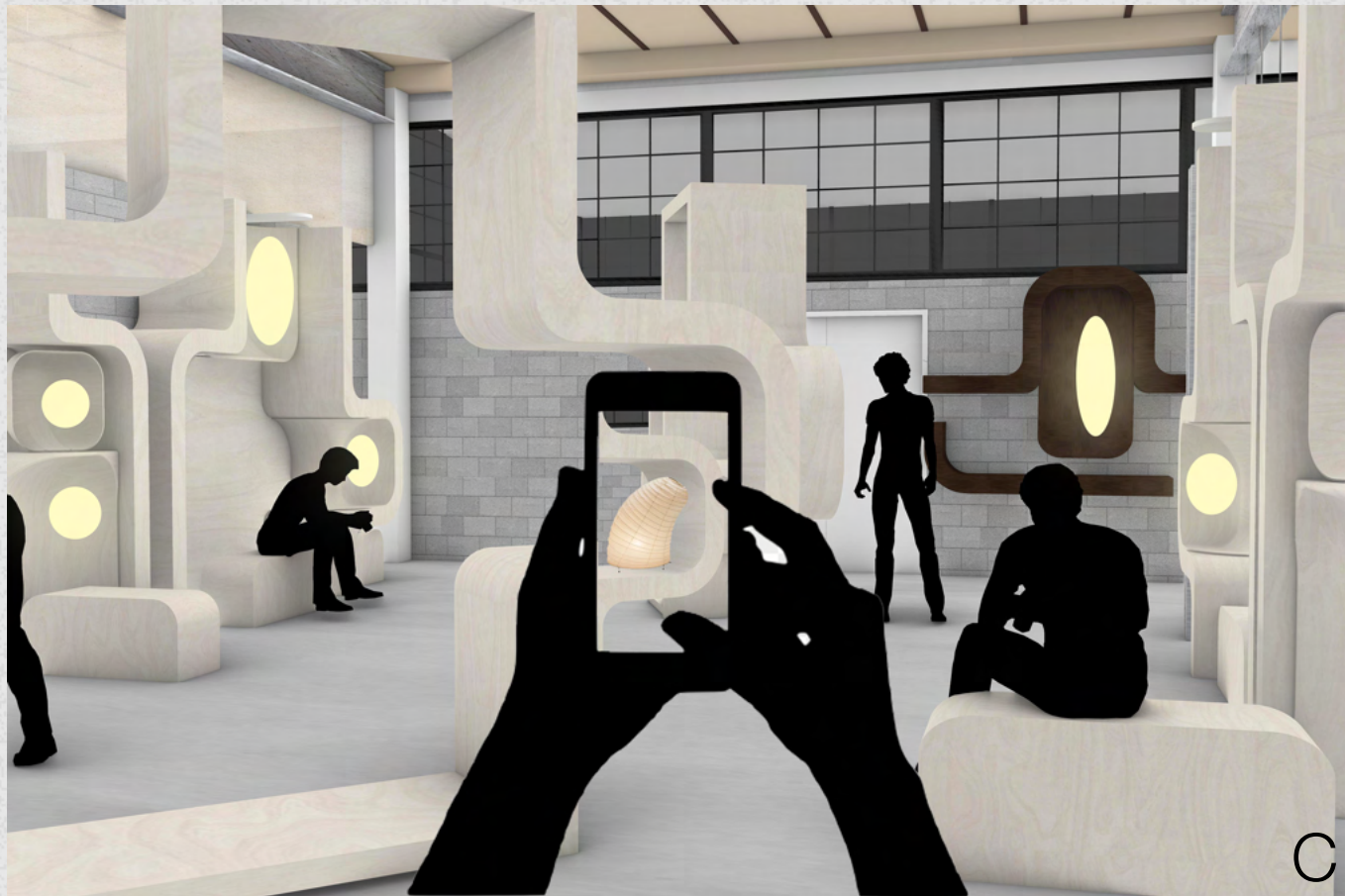
PLANS + VIEWS



DISPLAY ARRANGEMENT



EVENT ARRANGEMENT



EVENT ARRANGEMENT CAN BE ACHIEVED THROUGH ROTATION OF MAIN DISPLAY COMPONENTS, EXTRACTION OF SEATST FROM "SORAGE VOIDS"

