



AKARI IN-BETWEEN THE MIST

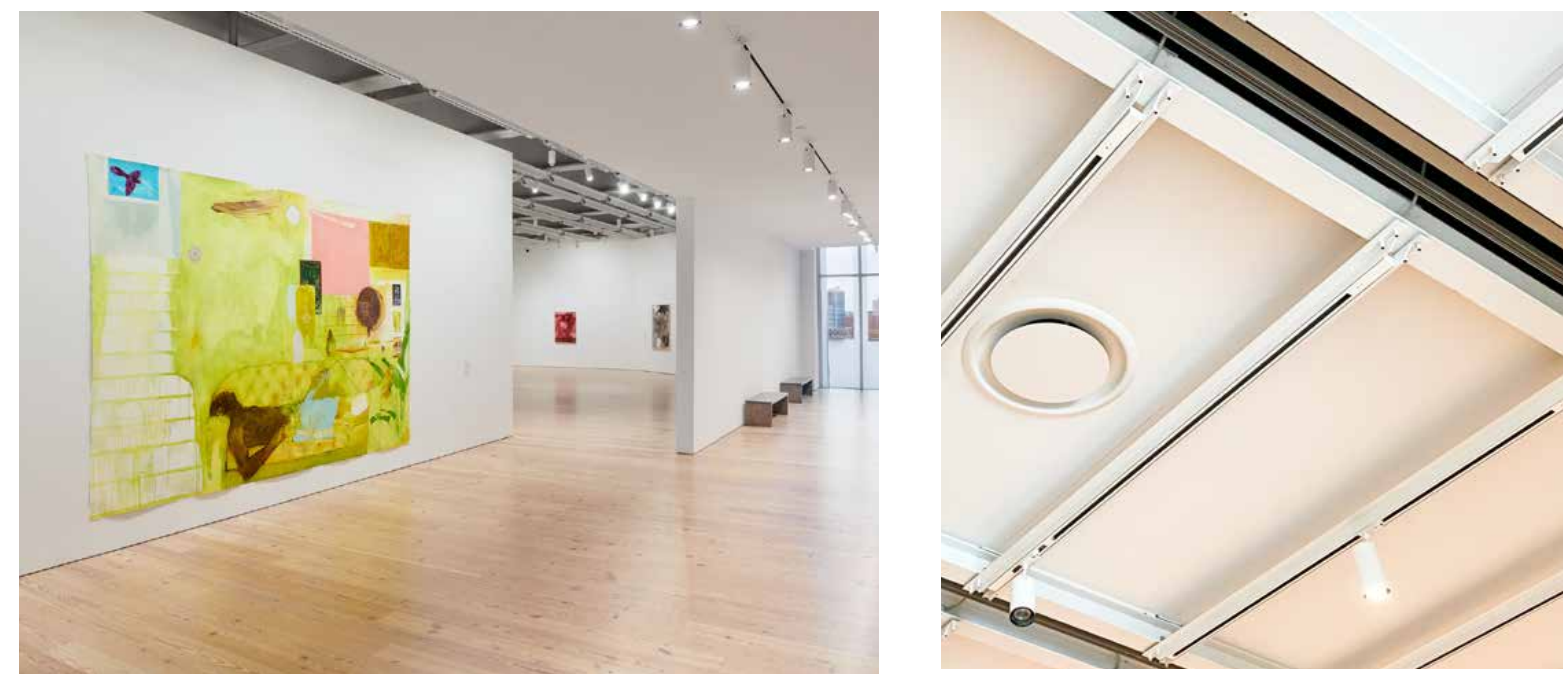
NOGUCHI SHOW ROOM
INSTRUCTOR: BRITA EVERETT
CHAN CHEN

The project aims to **explore a possible future for retail spaces in a post-COVID society** where the virtualization of our lives becomes more established. The design **challenges traditional retail space or exhibition models by creating rooms for culture and various events** while selling. The design allows more **diverse use of the space in different timelines, balancing the retail/storage/exhibition functions** and **rethinking the community responsibility and cohesiveness of the art gallery.**

The spatial strategy uses translucent fabrics and movable traction lines to create **a sense of de-spatialization**: the fabrics will start from a panel with no concept of space and grow out of it through traction. Light and transparent layers of visual partitions are created through combinations and variations. Finally, these spaces can be easily "dissolved" by releasing tension through the cords at the top. By designing different panels, spaces can be **flexibly created and dissipated, efficiently serving a variety of different activities.**

HISTORICAL RESEARCH AND RETAIL EXHIBITION TRENDS AT THE NOGUCHI MUSEUM

DIVERSIFIED EXHIBITIONS



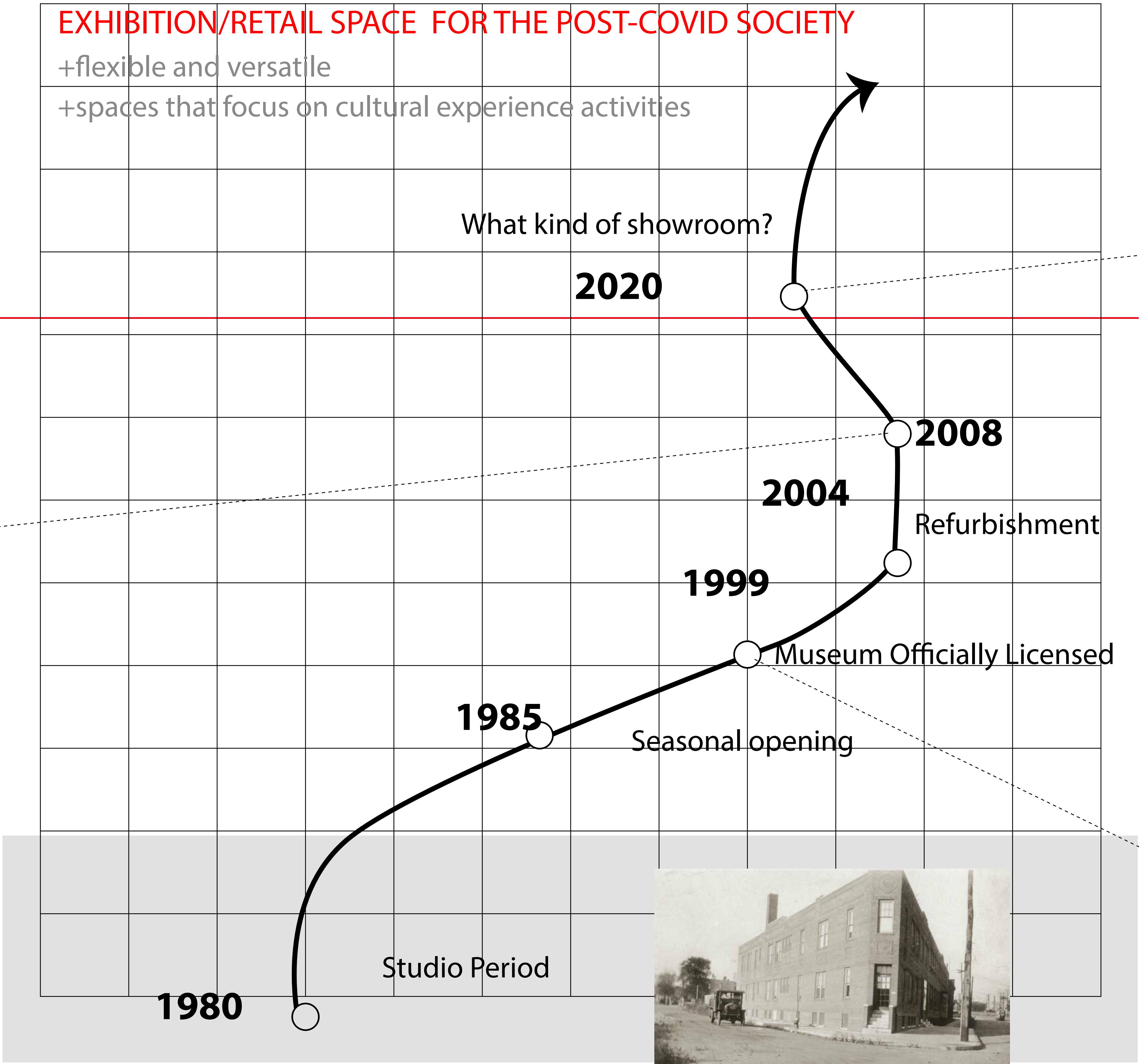
SPECIFIC COMMUNITY COHESION



The current Noguchi Museum has a better sense of community cohesion and a more unified, coherent aesthetic discourse than other museums in New York.

EXHIBITION/RETAIL SPACE FOR THE POST-COVID SOCIETY

- +flexible and versatile
- +spaces that focus on cultural experience activities



POST-COVID RETIAL PECEDENT

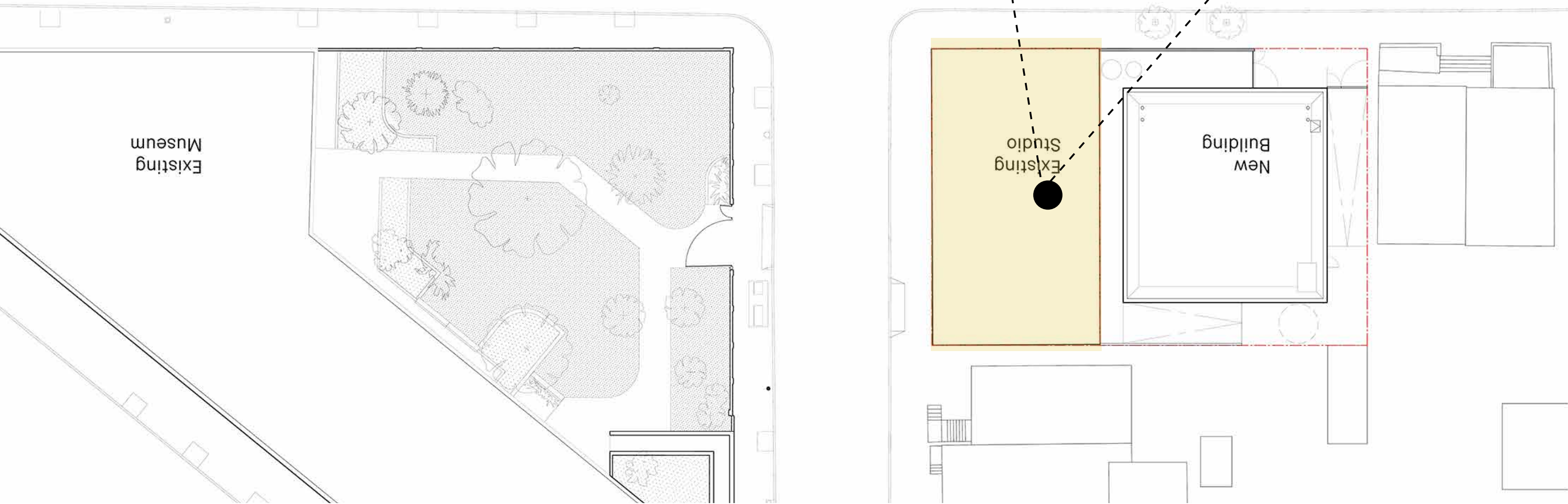


The Playhouse challenged the conventional spatial model of shops by creating rooms for culture and diverse activities to co-exist whilst the sales space rather than dedicate entire floor for displaying products.



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SITE INTERIOR AND SURROUNDINGS



SURROUNDINGS



INTERNAL CONDITIONS

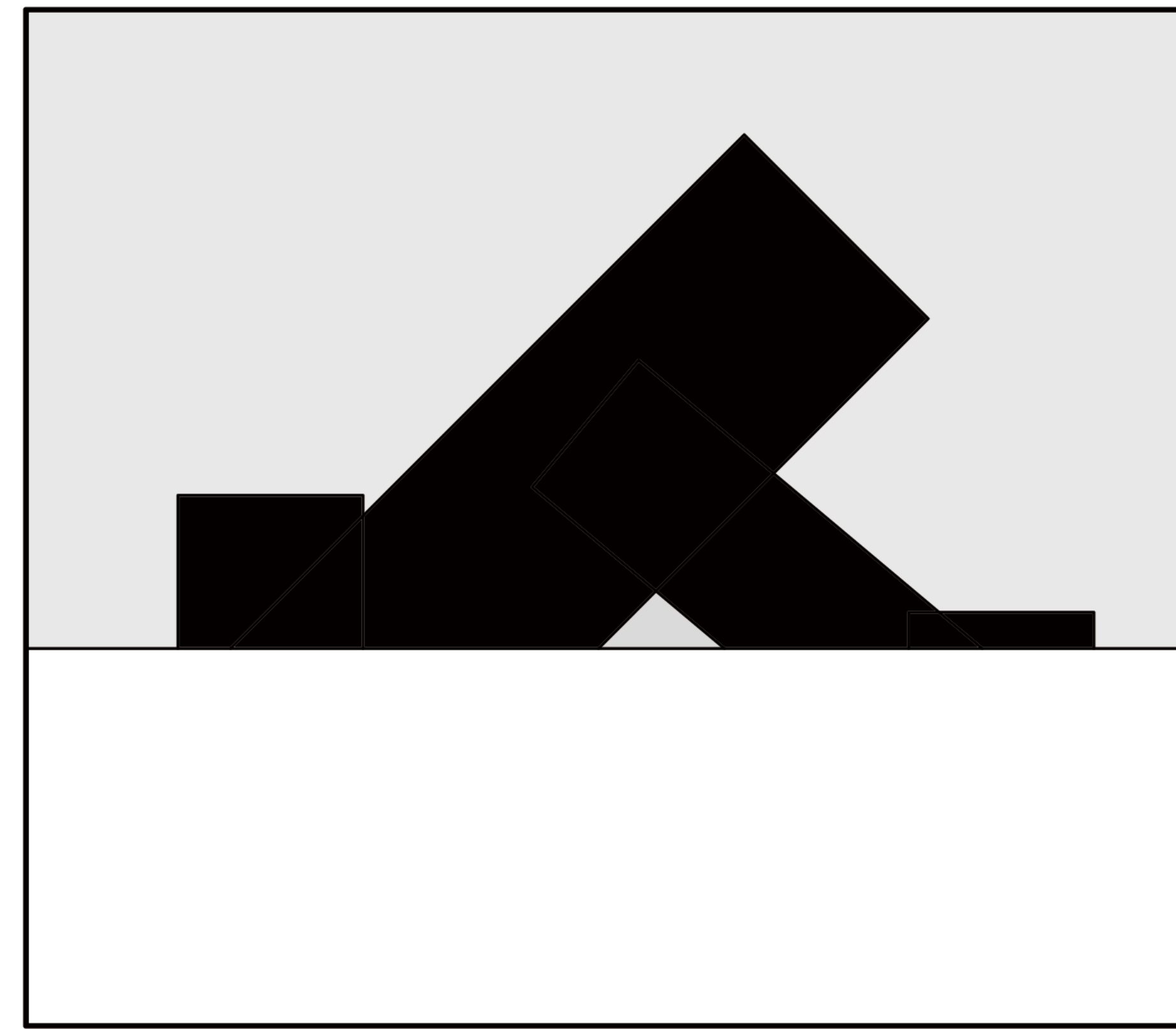
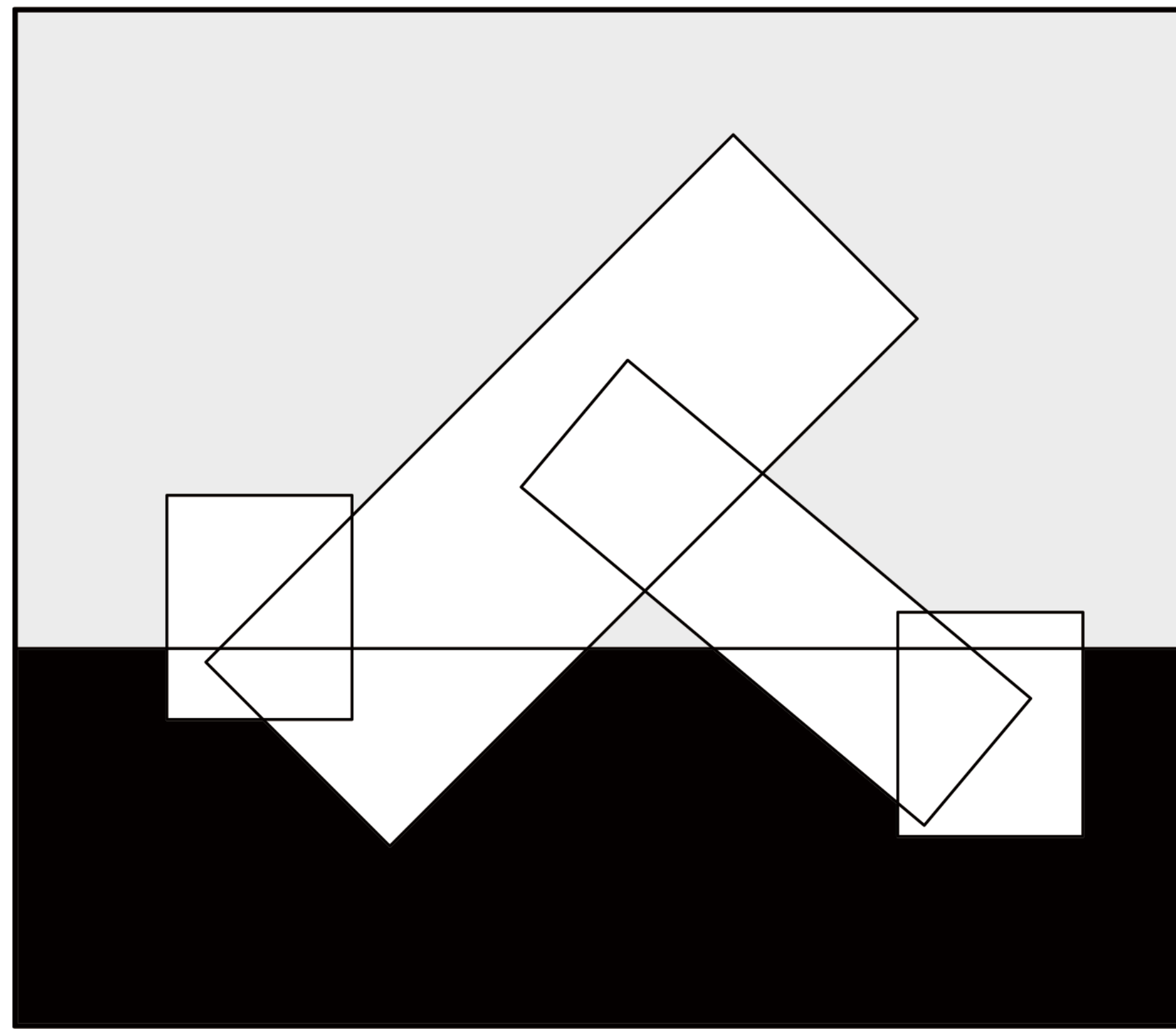


SPECIAL SITE STRUCTURES



GROWTH AND ABLATION

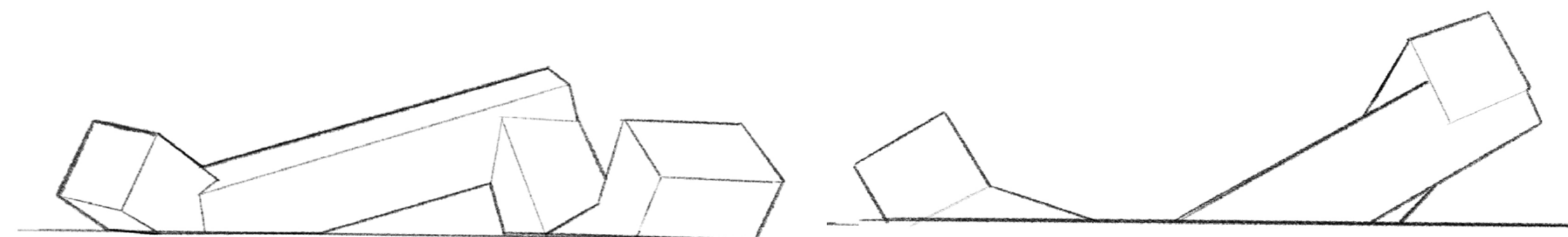
FLOOR FRAME 1962 (cast 1974)



Geometric Diagram

Elevation (E)

Elevation (N)



Elevation (W)

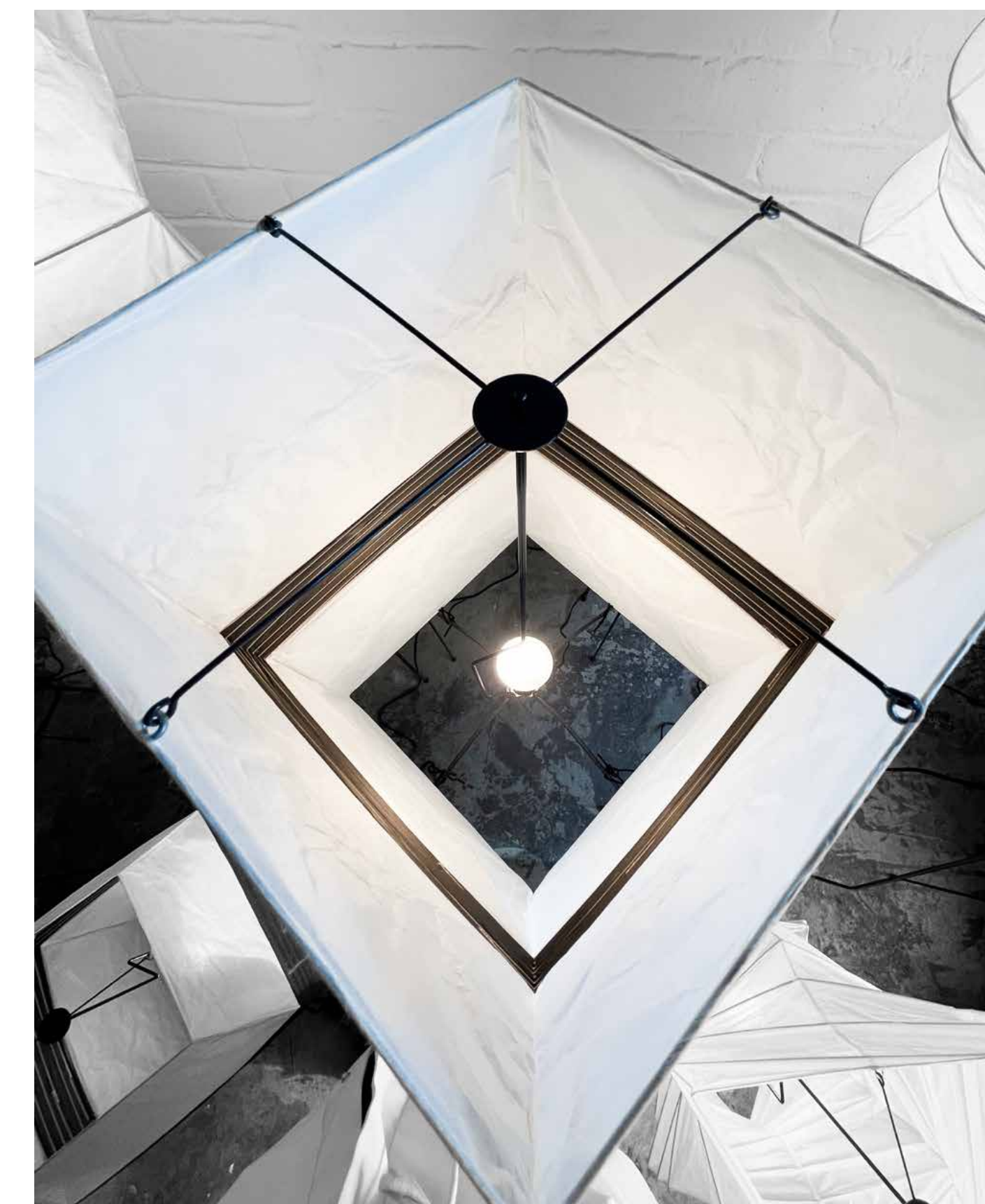
Elevation (S)

Structure



REVEALING FROM CONCEALMENT

AKARI UF3-H



GROWTH AND ABLATION

- + The different perceptions brought about by positive and negative space
- + Shapes are used to corroborate/emphasize other concepts
- + The growth and dissolution of space

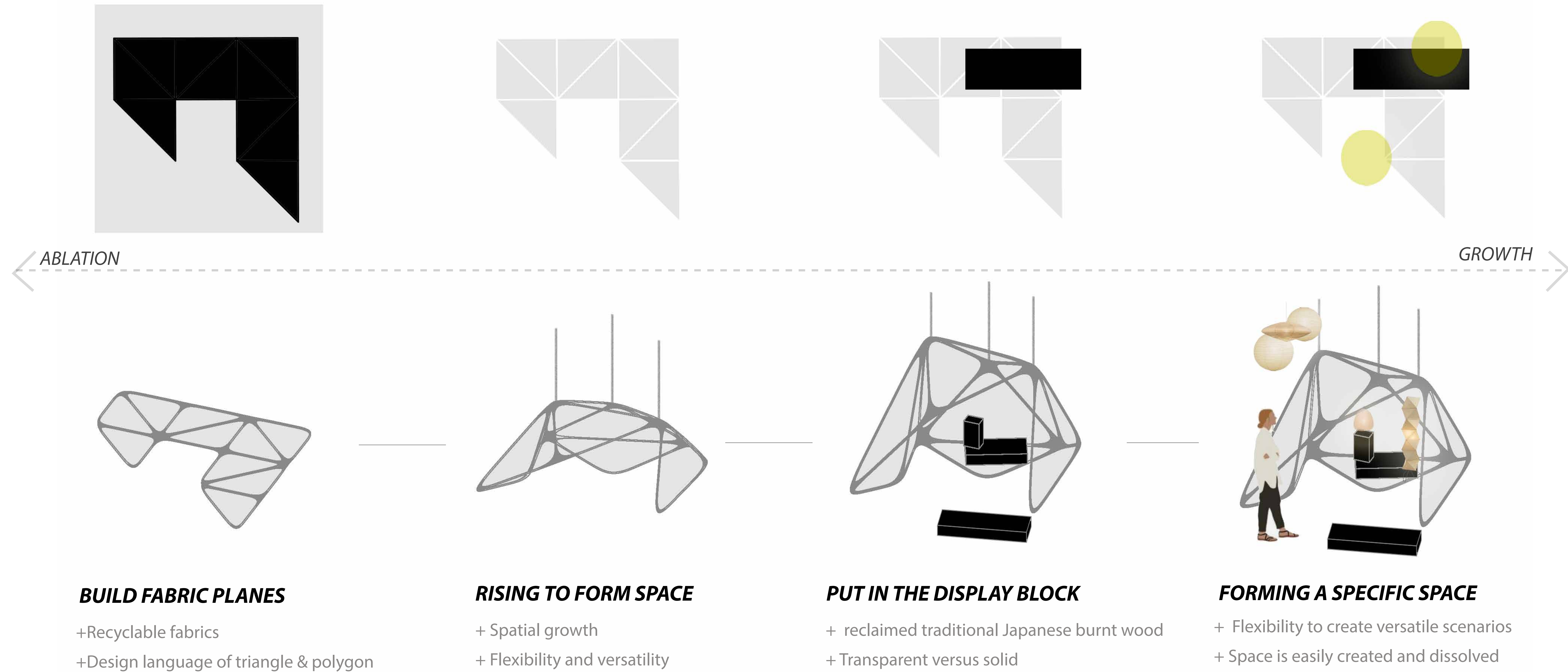
01

REVEALING FROM CONCEALMENT

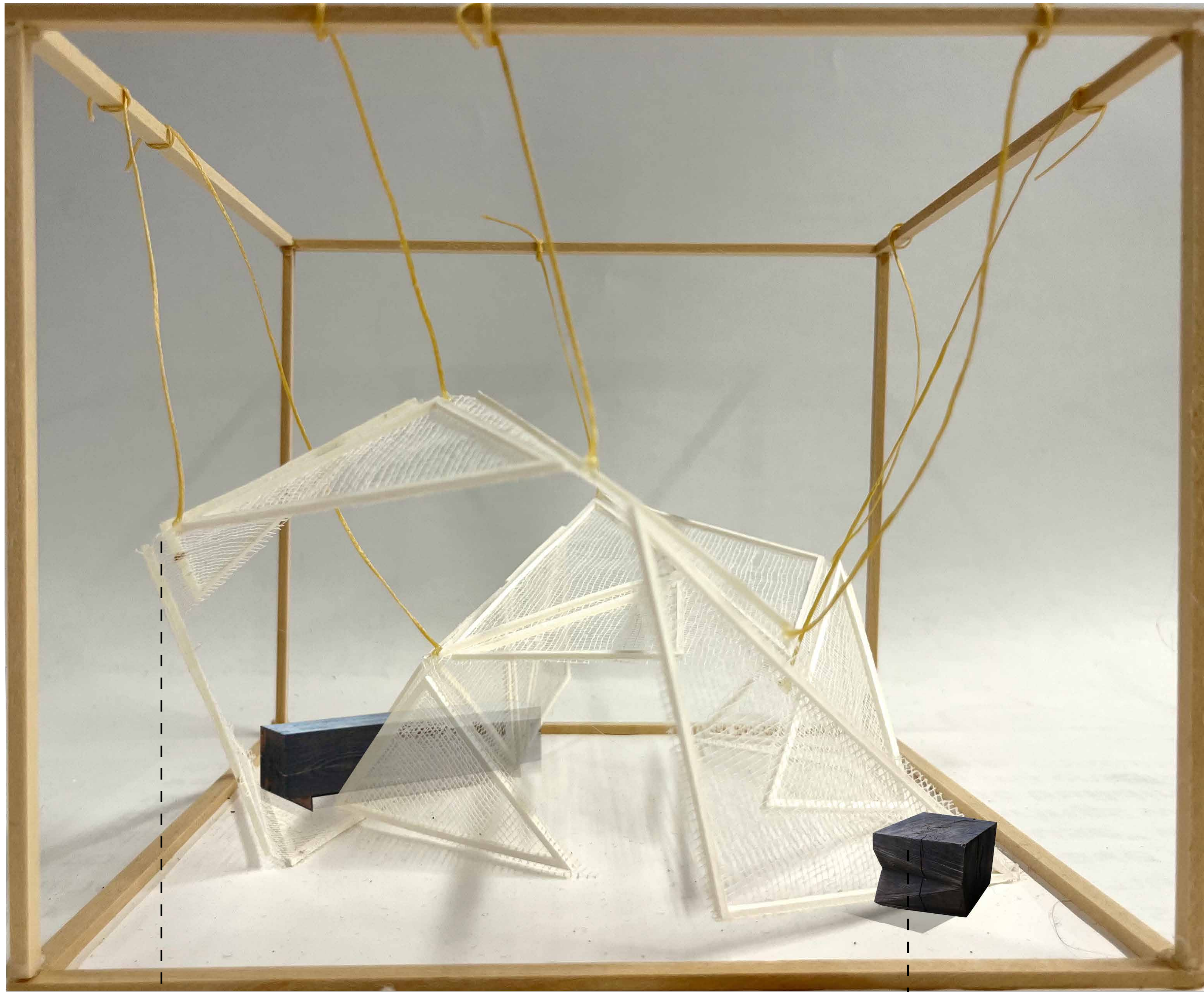
- + Morphological Extraction
- + Design darkness/overlay
- + Translucent versus solid

02

DESIGN LANGUAGE/MATERIAL PRELIMINARY CONSTRUCTION

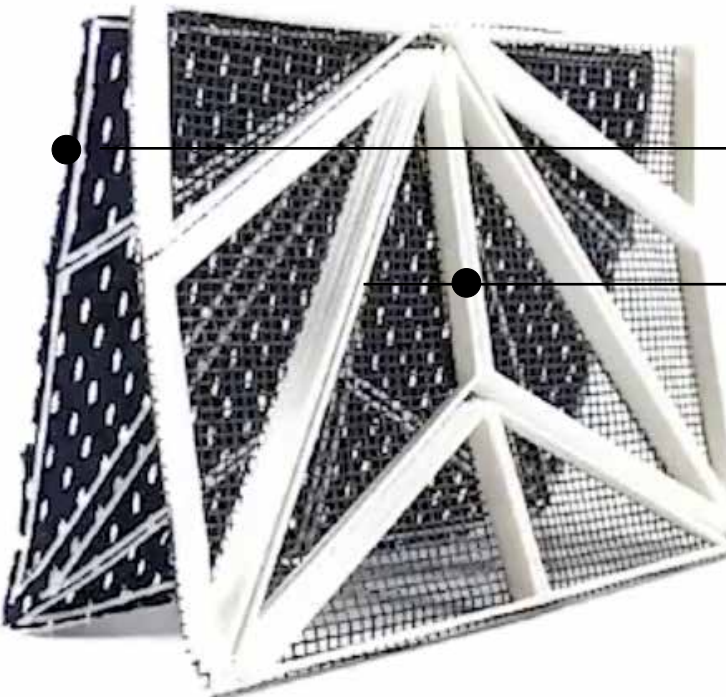


DESIGN LANGUAGE/MATERIALITY CONCEPT MODEL



3D FABRIC PRINT

TRANDITION JAPANESE BURNT WOOD / RECLAIMED



- Recycle fabric
- Modular structure

(INSTITUTE FOR CREATIVITY, ARTS, AND TECHNOLOGY)

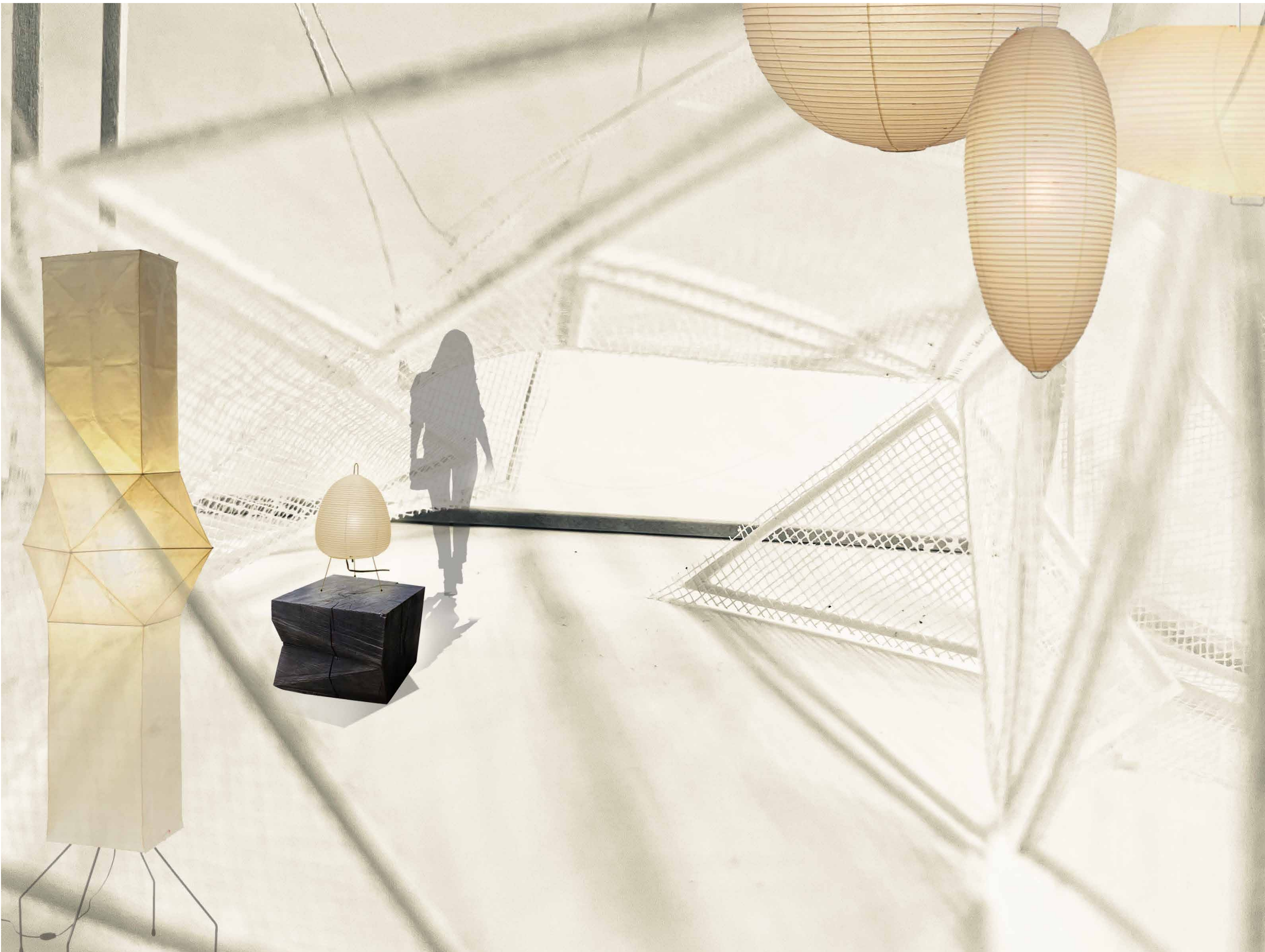


(UHURU, RECLAIMED WOOD)

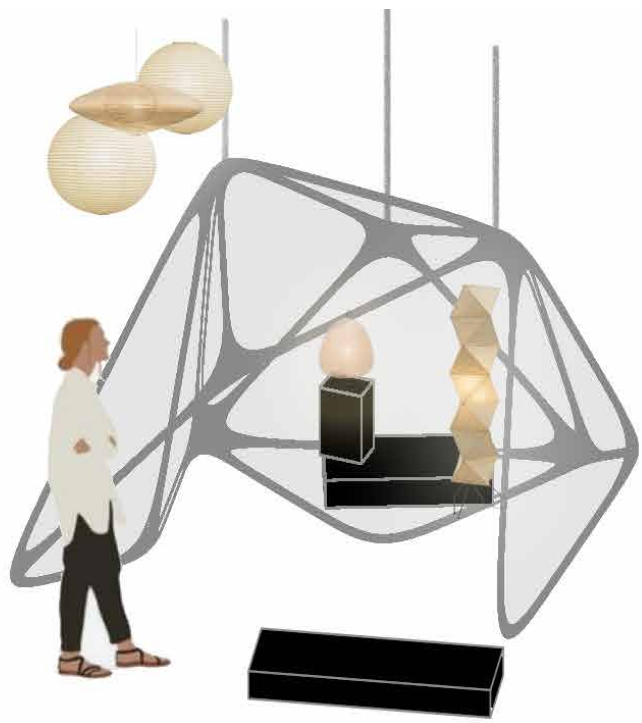
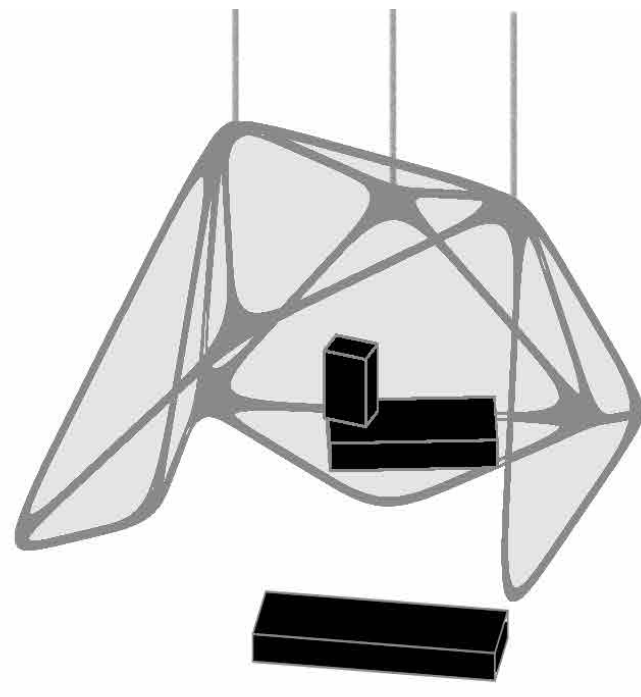
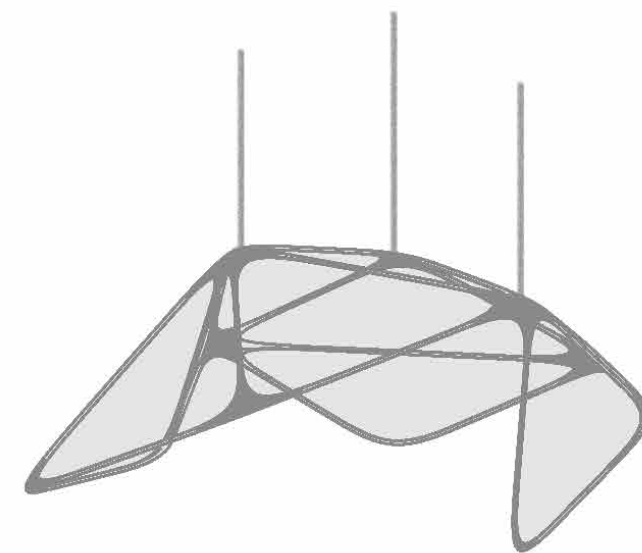
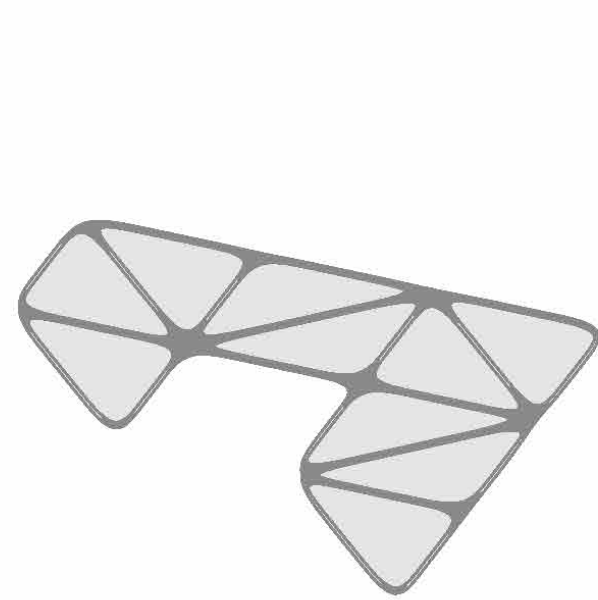


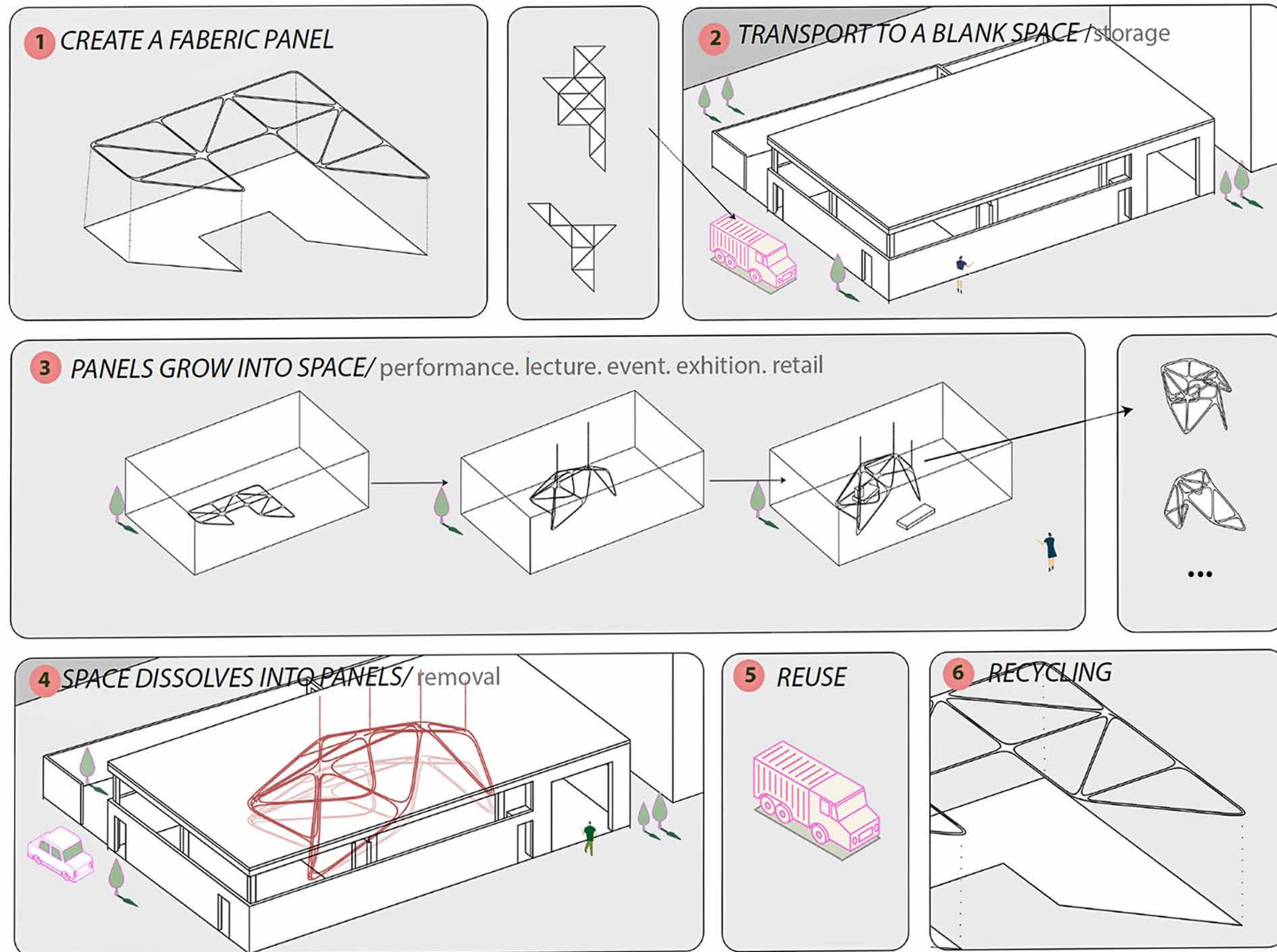
(HAMALI BLOCK COFFEE TABLE)

SPATIAL EXPERIENCE



SPATIAL LANGUAGE

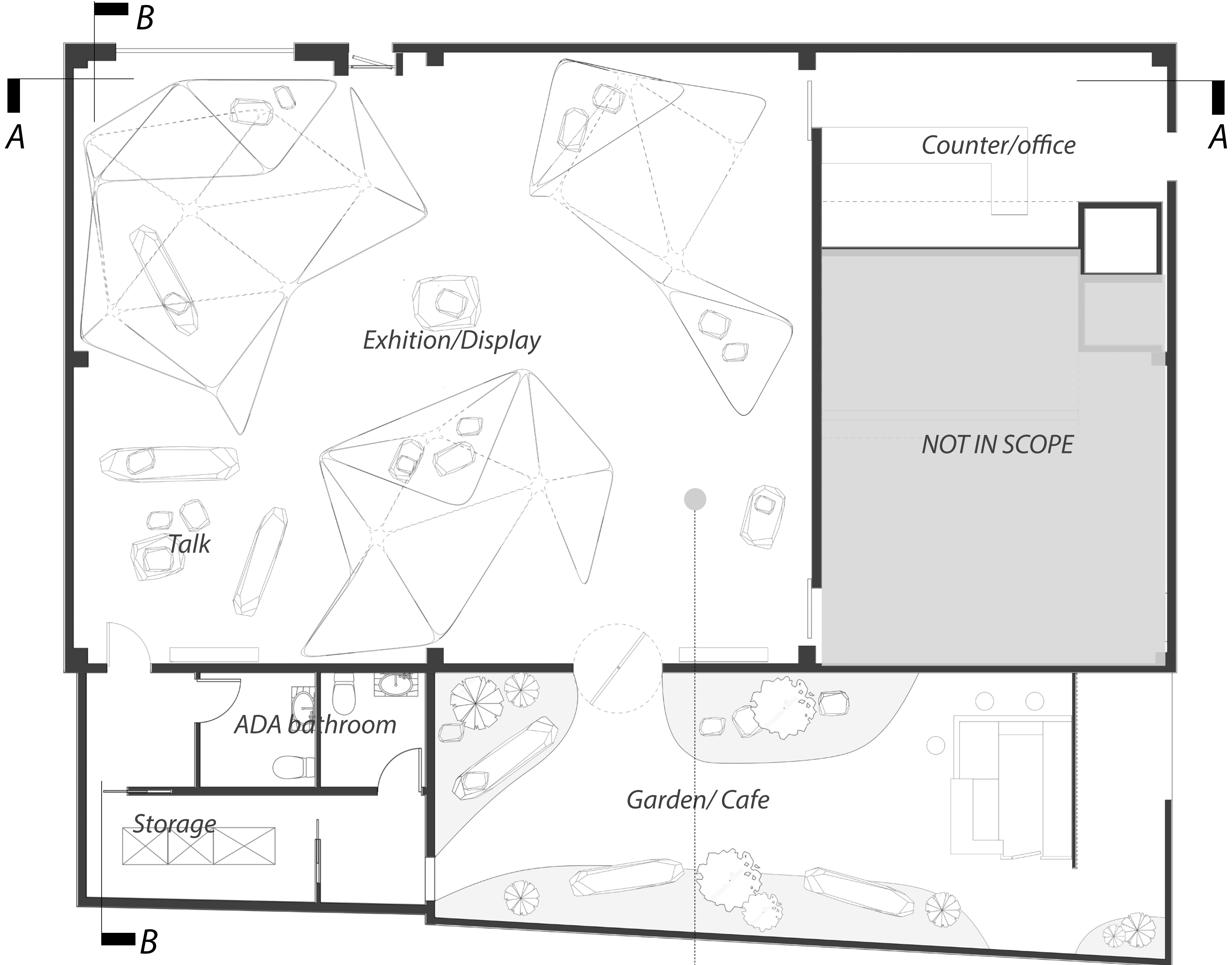




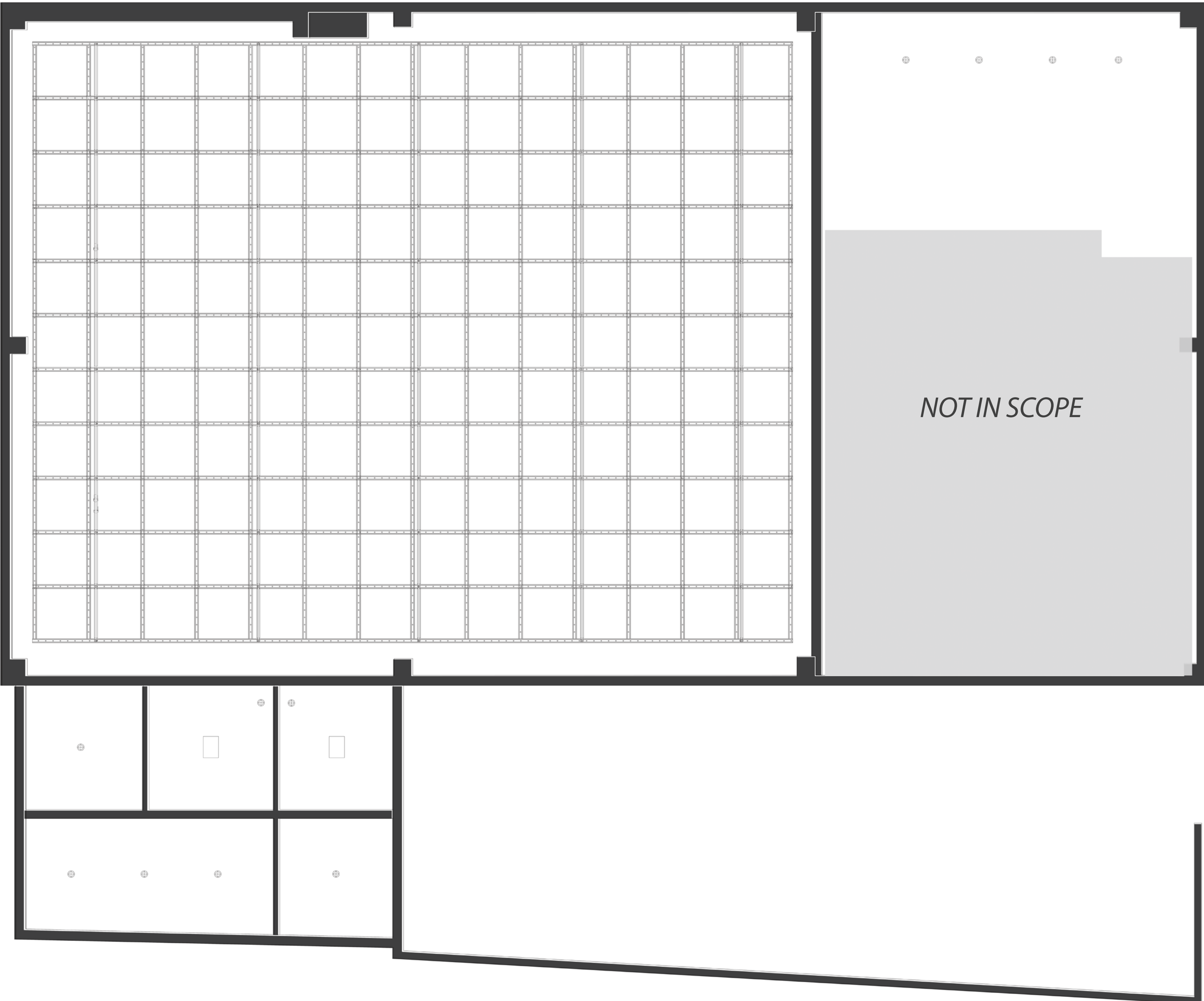
AKARI IN-BETWEEN THE MIST

1. Using recycled translucent fabric, cut and sew to create different panels.
2. then transported it to the studio, where the blank space can be used as a storage location for a large number of AKARI fixtures before the exhibition begins.
3. Using the modified ceiling movable wire structure of the original site, the panels can be hung to allow the space to "grow" in the interior of the site. The panels can be designed to meet seasonal events and special exhibition requirements. The space can be designed to meet the functional needs of performance/lecture/workshop/sales at different times. The "growth" of the space can also be used as the opening act of an exhibition to add a sense of ritual and a specific impression of the Noguchi Museum to the user.
4. The fabric is easy to install and remove, and the space can be easily returned to its original state for subsequent renovation by the Noguchi Museum.
5. The fabric and exhibit system can easily be used to install in other museums for short-term exhibits. Or simply remove the sewing structure from the fabric and recycle it completely.

PLAN VIEW / RETIAL+TALK+EXHIBITION



RCP / TRACK LIGHT+ CELLING SYSTEM



Noguchi Showroom Calendar

<p>STORAGE akari light</p>	<p>DISYPLAY +Talk +Retail</p> 	<p>DISYPLAY +Performance</p>	<p>DISYPLAY +workshop</p> 
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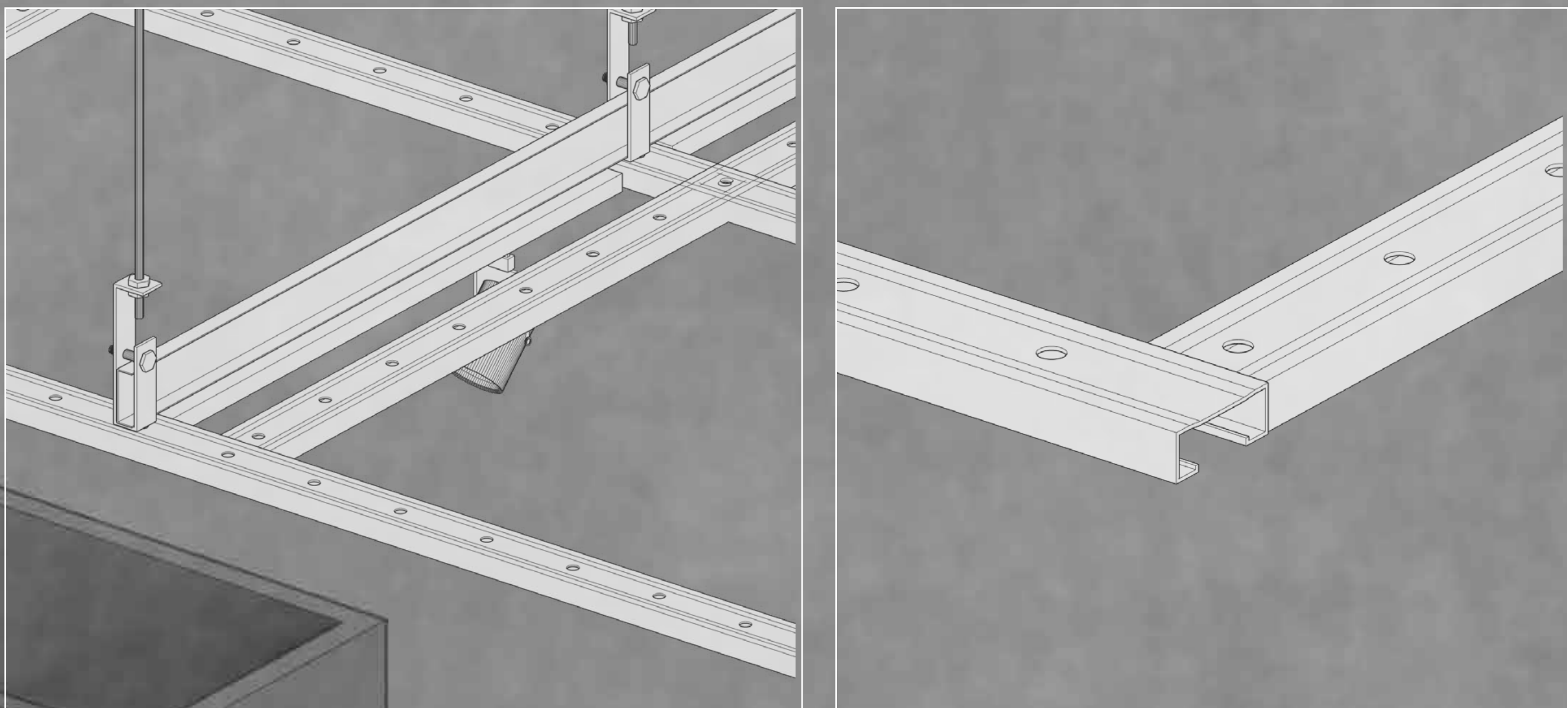
DISPLAY SYSTEM DESIGN

interactive system

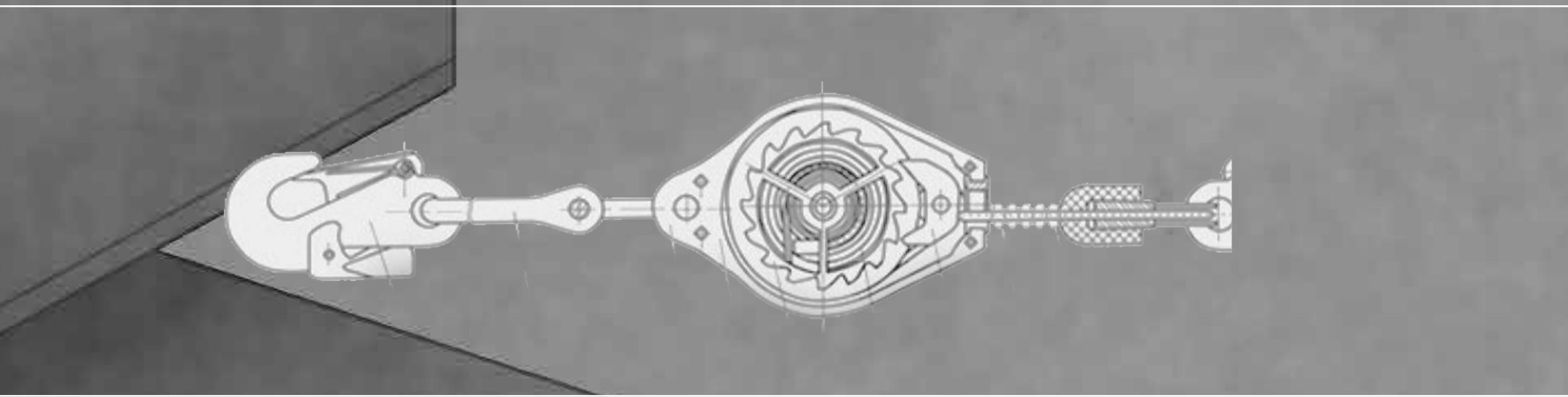
NOGUCHI SHOW ROOME ROOF

CELLING SYSTEM (track light+steel tube grid)

WOODEN CEILING



MOVABLE SELF-LOCKING PULLEY



PWM (pulse width modulation)
Color temperature is regulated according to sunlight

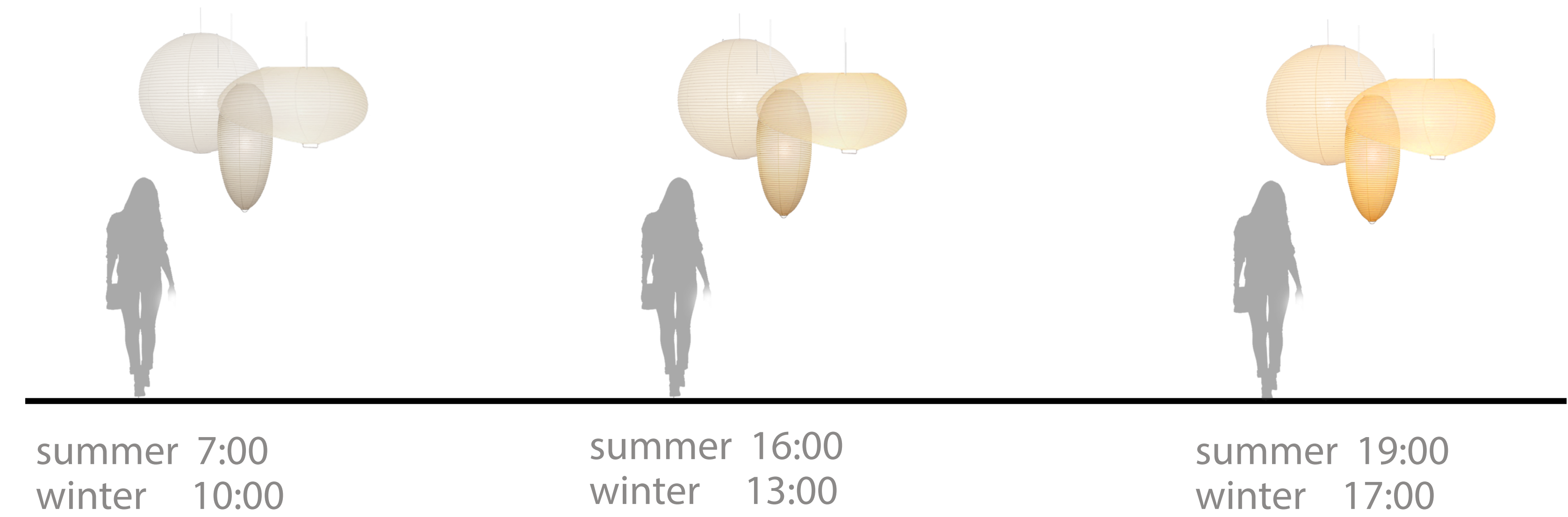
LIGHT DISPLAY PLAN VIEW / RETIAL+TALK+EXHIBITION



- Celling Akari 15"-40"
- Floor Akari 10"-30"
- Table Akari 10"-17"

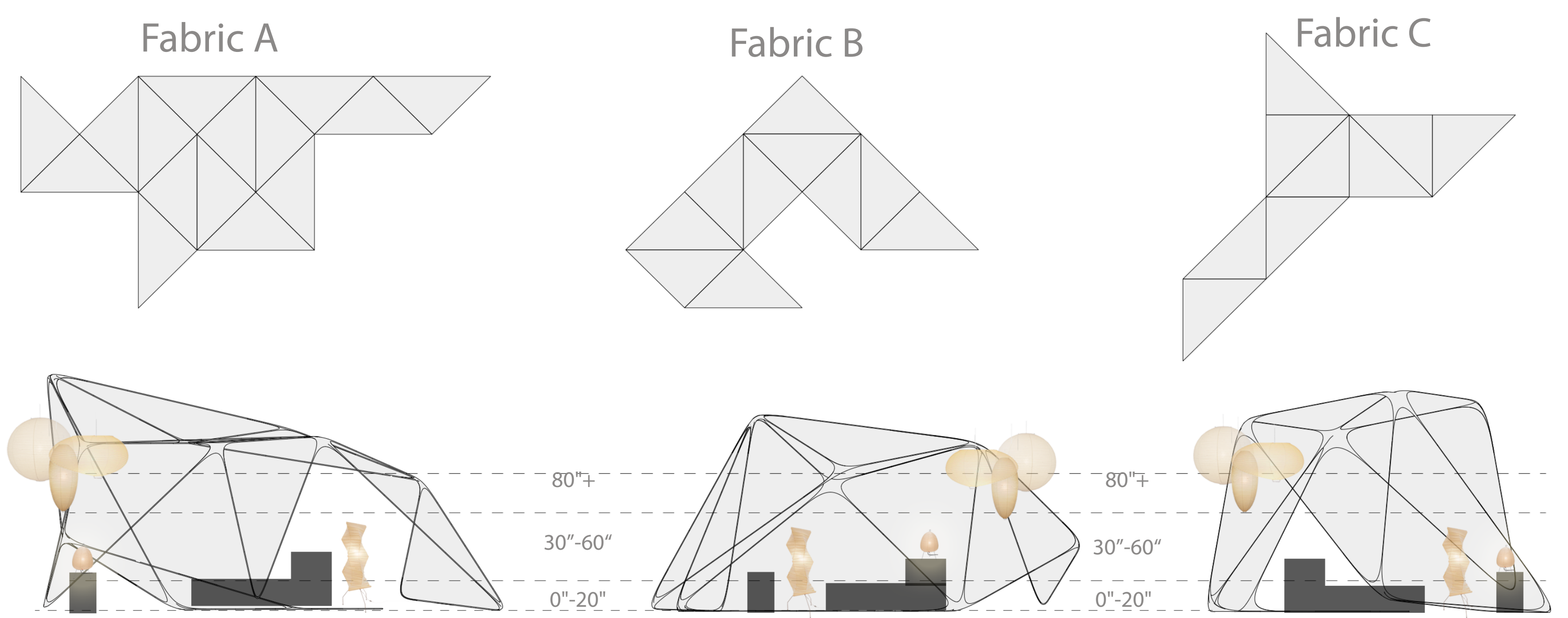
LIGHT SYSTEM& INTERACTIVE EXPERIENCE

The intelligent lighting control system makes Akari change its own warm and cold color temperature at different times of the season according to the change in the indoor light environment. This will bring the audience a changing retail space experience at all times.



TAXONOMY& INTERACTIVE EXPERIENCE

A triangular modular frame is compiled on the fabric to create different retail space shapes, while the transparency of the fabric can be changed as needed. The design is strictly ergonomic, making the user experience more diverse and comfortable.



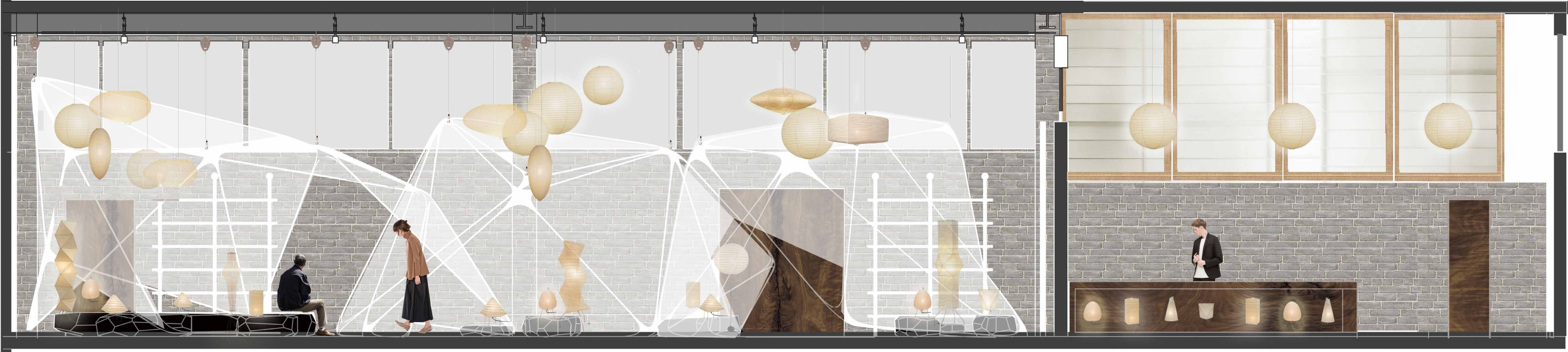
SECTION A / RETIAL+TALK+EXHIBITION



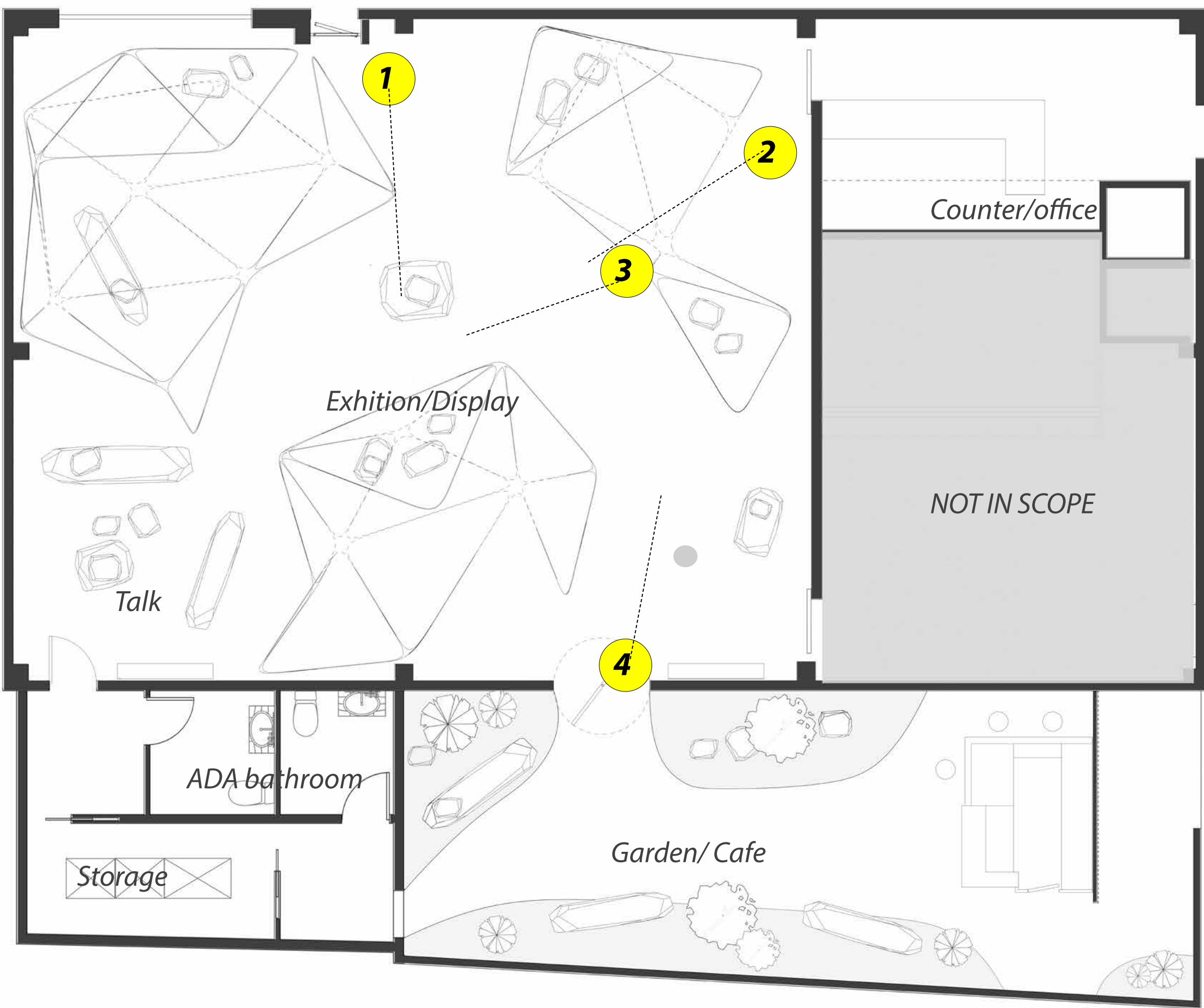
MATERIAL/REFERENCE



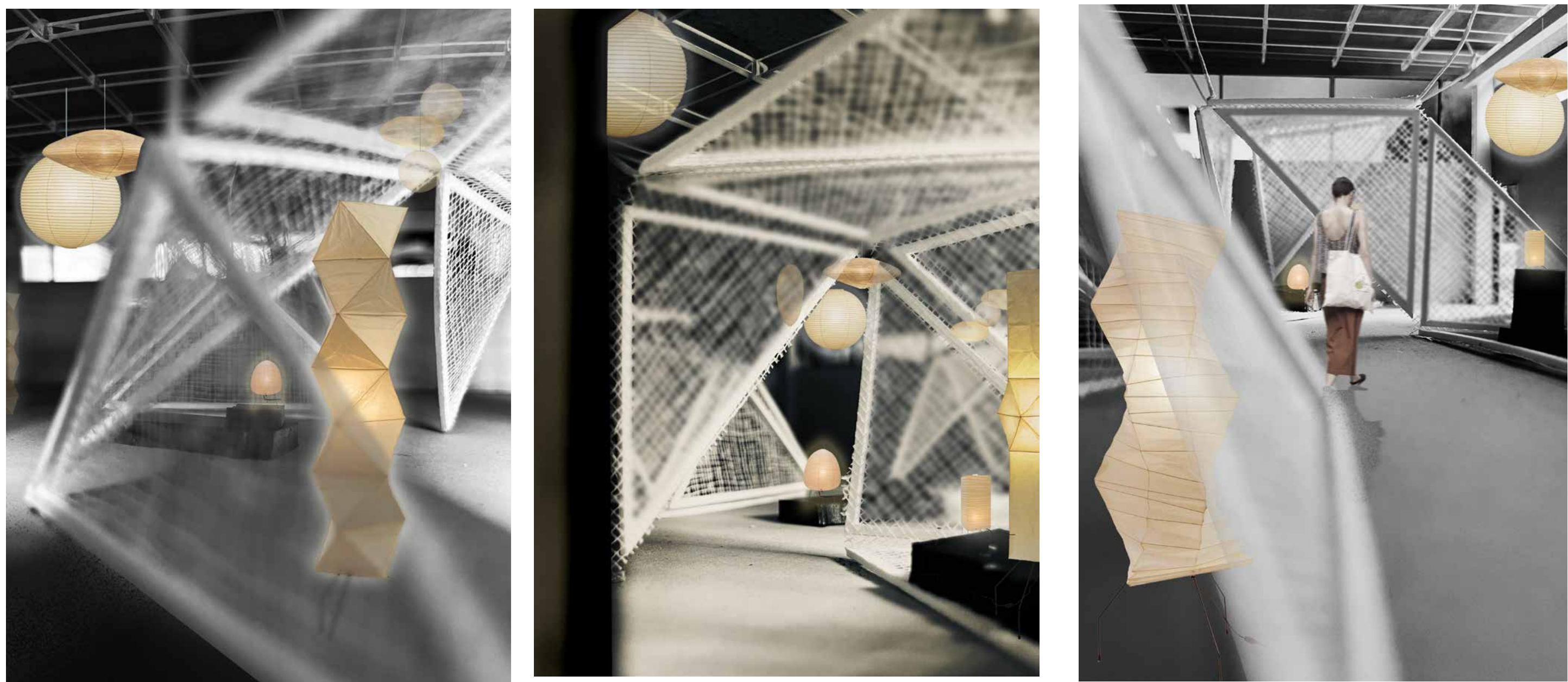
SECTION B / RETIAL+TALK+EXHIBITION



KEY PLAN / EXHIBITION



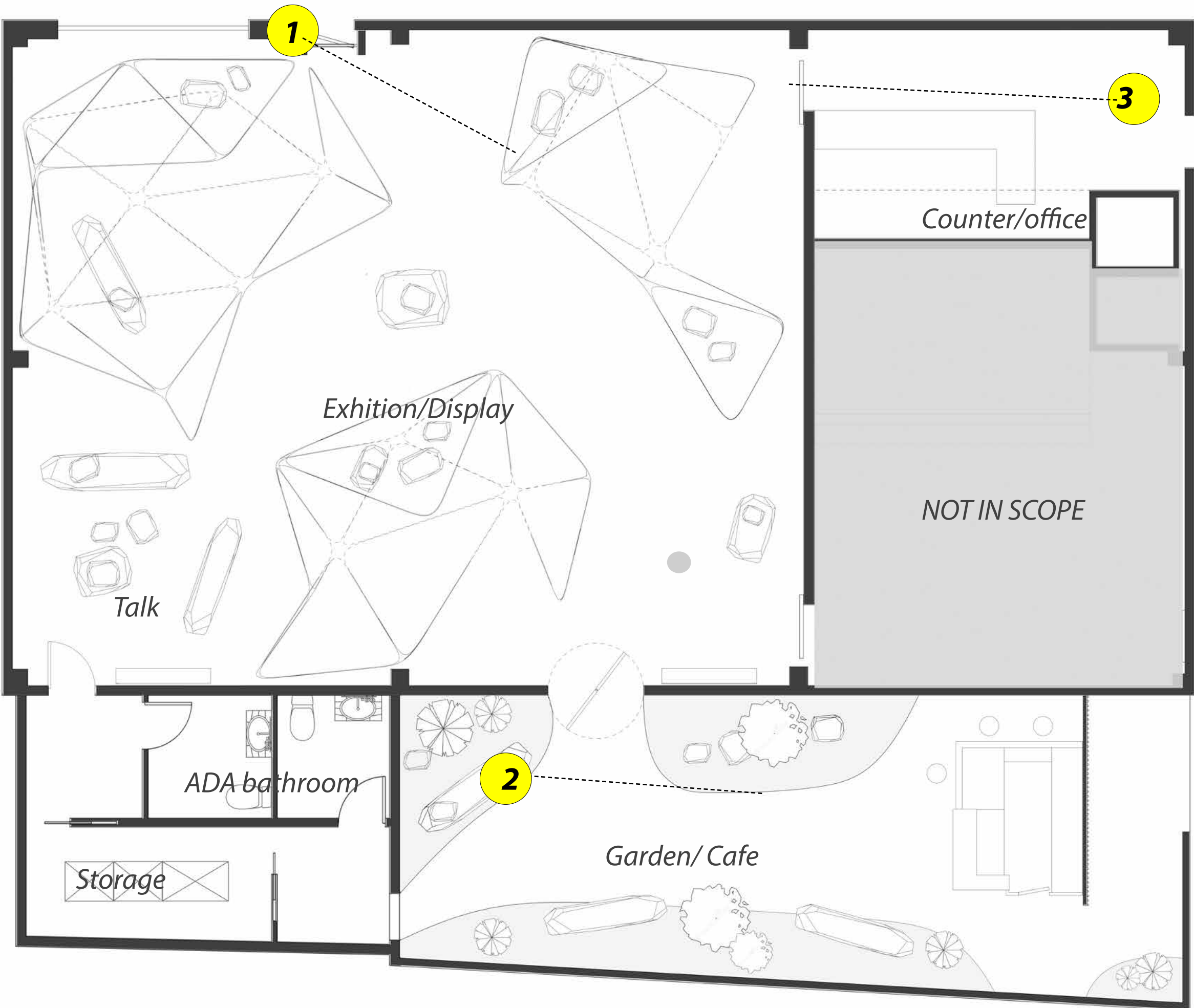
MODEL (view1/view2/view3)



RENDERING/view4



KEY PLAN / FIXED AREA



MODEL (view1/view2)

