Fluid Ground Sensory Navigation in the Noguchi Museum Garden

1. Quiet vs Vibrant

A vs B

Who:

What:

Objects vs Nature 3. Touchable vs

Non-Touchable

Visitors to the Noguchi

Museum interested in

exploring the garden.

A ground-based

the sculptures.

Select areas of the

To deepen sensory and

emotional engagement

with Noguchi's work by

elements through light

museum garden.

Where:

installation using

water-like patterns and

reflective materials to

enhance connection with

Design Statement:

How can sensory elements like light, texture, and sound deepen our experience of space? This intervention invites visitors to "move like water"—curious, reflective, and calm—through underexplored parts of the Noguchi Museum Garden. Layered surfaces inspired by natural water forms guide the body and senses, translating Noguchi's harmony between art and nature into a multisensory journey.



Noguchi Research / Analysis:

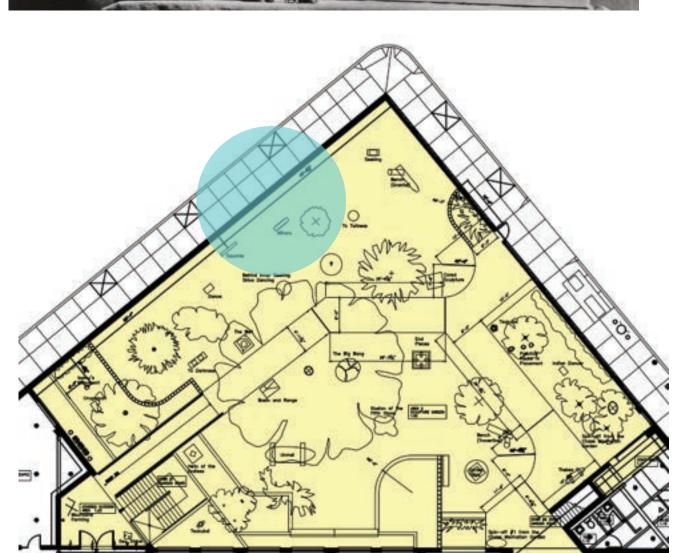
Noguchi blurred the line between object and environment, using elements like stone, water,

spatial experience. Inspired by works like Slide Mantra, the layered surfaces and gentle slopes

and terrain to create immersive landscapes. This project translating water into a sensory

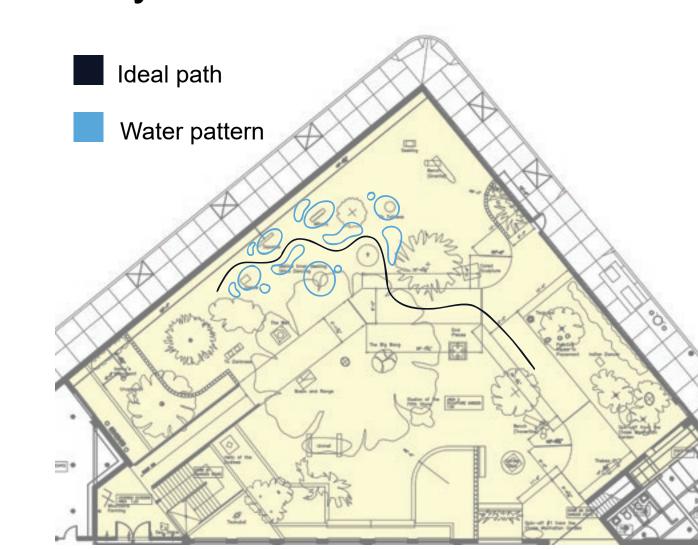
invite movement and curiosity while preserving the garden's tranquility.

Isamu Noguchi blended natural materials with simple forms to create spaces that harmonize with their surroundings, reflecting his deep respect for nature and belief in art as part of daily life.



Site Analysis:

The Noguchi Museum Garden is a contemplative space where art and nature quietly coexist. However, its corner areas and certain sculptures remain under-visited. This proposal introduces reflective surfaces and gentle soundscapes to draw visitors toward these overlooked zones, enhancing exploration and enriching the garden's sensory landscape without disrupting its calmness.



When: During daylight hours year-round.

How: Texture of frosted and transparent surfaces will reflect sunlight.

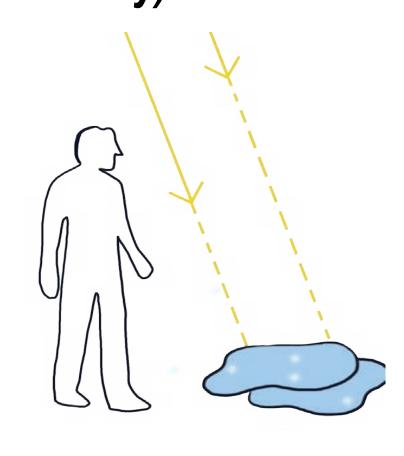
evoking natural

and texture.



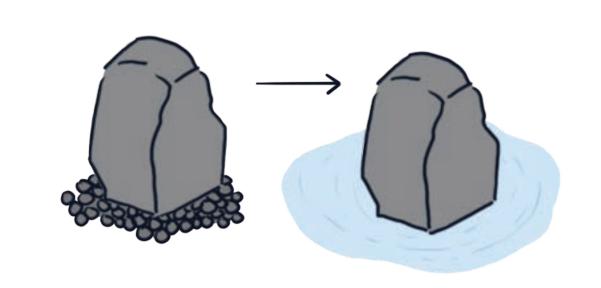
VS. (Design Taxonomy)

Precedent/Inspiration:



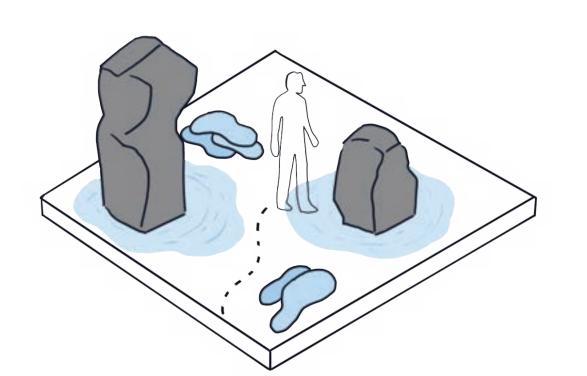
Quiet vs Vibrant:

Light reflections = subtle visual vibrancy Water sound = soft auditory engagement Garden = quiet with ambient energy

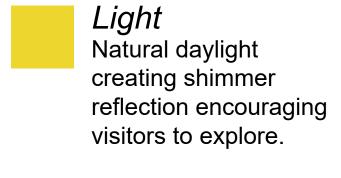


Objects vs Nature:

Sculpture + Nature → Enhanced by design Reflective materials = mimic water Basalt = grounded natural base

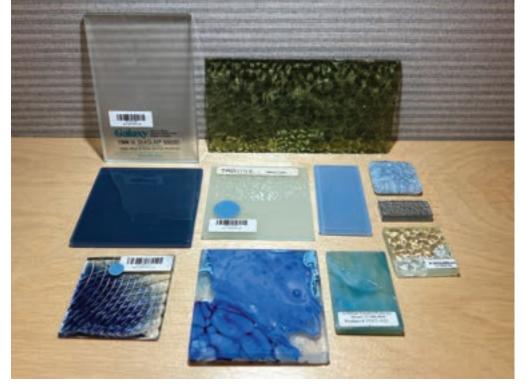


Touchable vs Non-Touchable: Sculptures = untouchable Ground ripples = tactile guidance Encouraged paths for interaction



Sensory Engagement Water-like pattern and soft natural sound create sensory engagement encourgaing visitors to explroe.

Materials



Glass Samples



Fused Recycled Glass



Translucent Recycled Glass

Sustainability: Crafted from 100% post-consumer glass, fused via heat/compression without resins or chemicals.

Durability: UV-, frost-, and scratch-resistant. Withstands heavy foot traffic. Textured surfaces ensure slip resistance.

Workability: Cut into fluid shapes via water-jet/diamond tools. Installed as rigid tiles/pavers over gravel/sand for drainage.





Design

This intervention uses layered, transparent patterns to mimic water, guiding visitors toward sculptures. Blue glass evokes calm, hidden speakers emit soft water sounds to enrich the sensory experience.











"The earth is a sculpture; the lack of it is also a sculpture. To walk on earth is to be aware of our place in the universe."

Qing Lin

Re-envisioning the Museum 25/SP-SOD-420P-02