

SUPER FUTURE

# PORTFOLIO

TREM 3

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# **SOCIAL CRITICISM**

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# INSPIRATION

## SOCIAL CRITICISM

Technological developments affecting the network

Networking affects the masses

Capital manipulates the masses

People's perception of time is blurred

It has been observed that most of our leisure time is occupied by capital-created forms of entertainment, such as using the internet to browse YouTube, Instagram, tiktok, and so on. Even when we don't directly use the internet for entertainment, such as when we choose to travel, play sports, or go shopping, we are subconsciously influenced. Most of these influences come from the manipulation of capital, for example, twenty years ago I needed to ask for and refer to other people's opinions if I wanted to find a restaurant for my dinner, whereas now I only need to search the internet for recommendations. The difference between these two choices comes from the fact that in the former I am more likely to get a genuine opinion, whereas in the latter there is a high probability that it will come from an advertisement. Capital is manipulating social groups.

# INSPIRATION

## SOCIAL CRITICISM



Due to the involvement of capital, our judgement on timing was off.

After discovering the artificial manipulation of people's perception of time, I found a very important case of casinos creating fake skies as well as spatial designs in order to make it easier for people to stay inside; in fact, without a clock, you would not even know how long it has been. So, can I see this as capital influencing our perception of time by manipulating space?

For example, in the casino Venetian in Macau, they would have a great design for the interiors, a design that is usually counter-intuitive. The lighting in the interior is always kept at a range, and this luminosity makes it impossible to perceive real time. As well as that casinos will place more value on personal privacy, with personal gambling machines such as slot machines being located a few metres apart, because the more private a place is the more relaxed a person will feel and thus stay in the casino more.

I thought about the consequences if we don't pay attention to it, such as allowing capital to manipulate people's time more, we will face more social problems, serious solidification of social classes, environmental pollution and so on.

In terms of social critique, I have chosen what I believe to be a very big social problem, which is the increase in social class solidification, whereby the various classes in society will become more visible. I will show this in my narrative and explain this in my research question.

" QUESTION: IN WHAT WAYS WILL CAPITAL  
MANIPULATE PEOPLE'S AVAILABILITY OF TIME  
THROUGH THE MEDIA IN THE FUTURE? "

# NARRATIVE MAPPING

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# Introduction

- Item Title: Kronos - City of Time
- Time: 2054
- World Type: Second World

*This project triggers thoughts on the future development of the world under this issue by extracting the phenomenon that exists in the world now - capital is controlling our influence on time.*

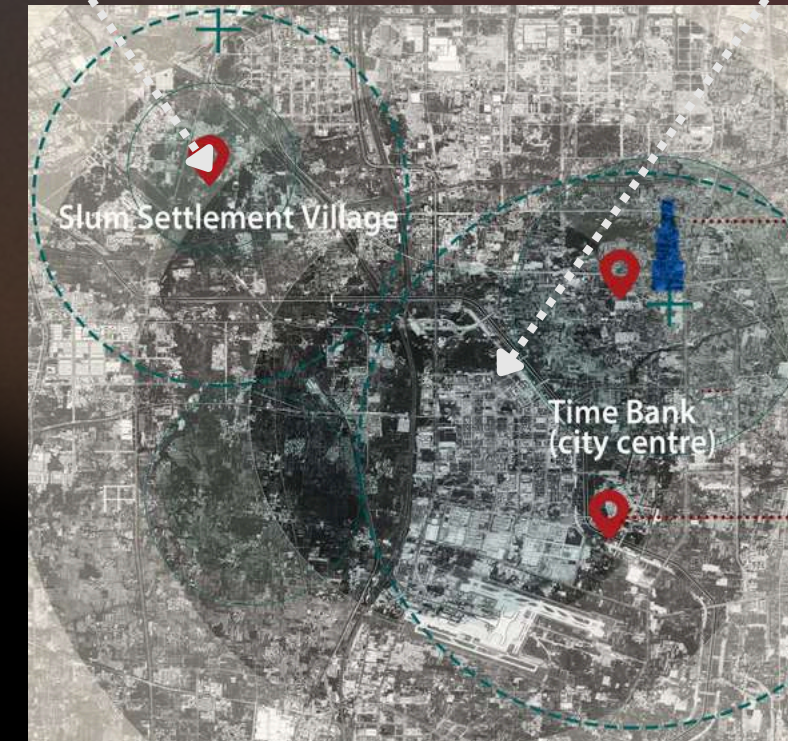
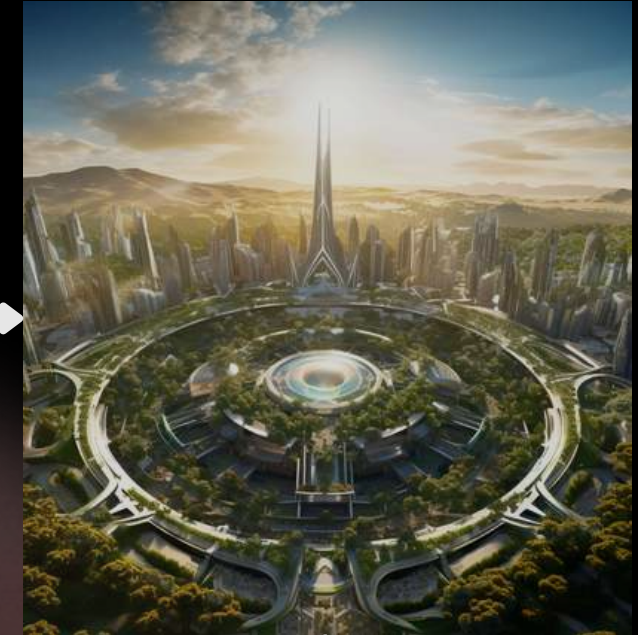
# Background of the story

In the year 2034, with the further development of cyber-technology and technology, the grip of capital on the general population is getting worse. One of these cities was called Knollos, who claimed that man is born guilty, meaning that he is born to pay for his sins, and that such sins have to be paid for in time. In this city, the concept of money is replaced by the concept of time, and what you earn for your work is a number that represents time, i.e. "time can be traded". In this world, the most important thing for everyone is their watch, because this watch is the wallet of our world. In the year 2045, the society has been stabilized.

In this world they differentiate between the upper and lower classes by testing newborn babies, the upper class claims it's random, but in reality the class of all babies is controlled by the upper class.

Inside the City of Time, sixty percent of the population was the bottom, thirty percent was the middle class, and ten percent was the upper class. The upper class brutally squeezed the middle and lower classes, and most of the people in the lower class had to work very hard to ensure their survival. The middle class is basically just people who can serve the upper class. Only the upper echelons in this society are the most carefree, as they have mastered the system and have hundreds of years.

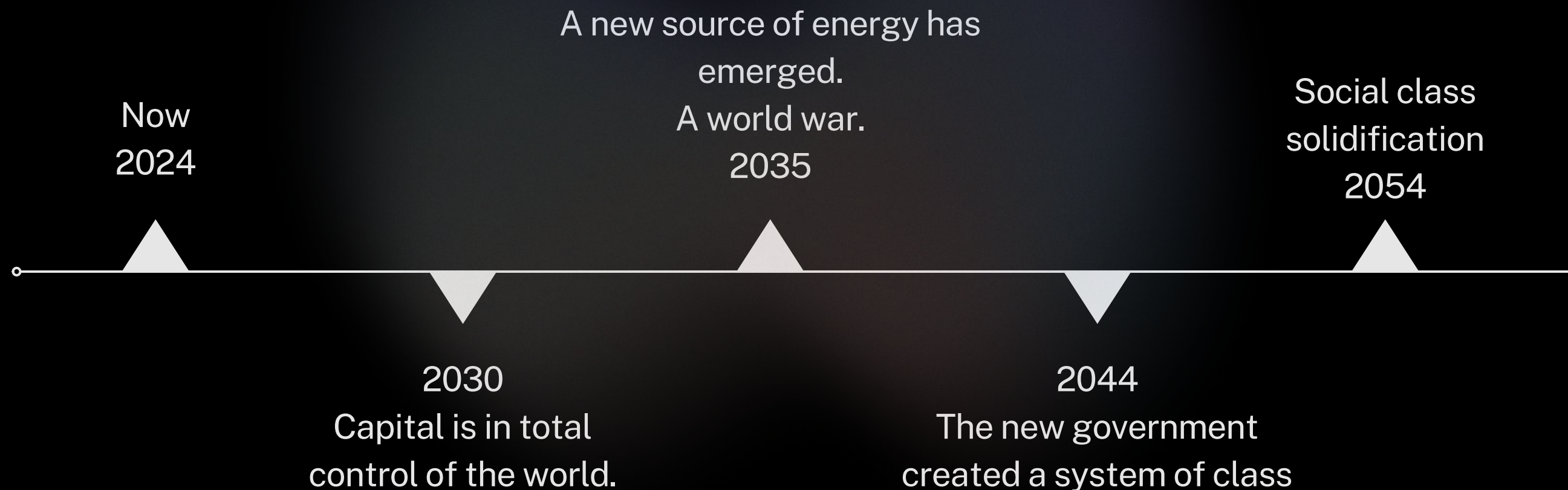
There were three most important places in the Time City, the first was the Tower of Time, which was in charge of all newborns as well as implanting them with the system; the second was the Time Bank, which was the government of the Time City; and the third was the source of the Time City's energy, the mines.



# Timeline

## How did our world become koronos?

### *TIME LINE*



You can see that in 2030, capital was in complete control of the world. By 2035, there is a new mineral energy source that comes along and causes a world war. In 2044, a regime controlled by capital creates a new country and a new system, which is Koronos, and the world is extremely class-centred by 2054.

Mining area



Slum Settlement Village

The Tower of Time



Time Bank  
(city centre)



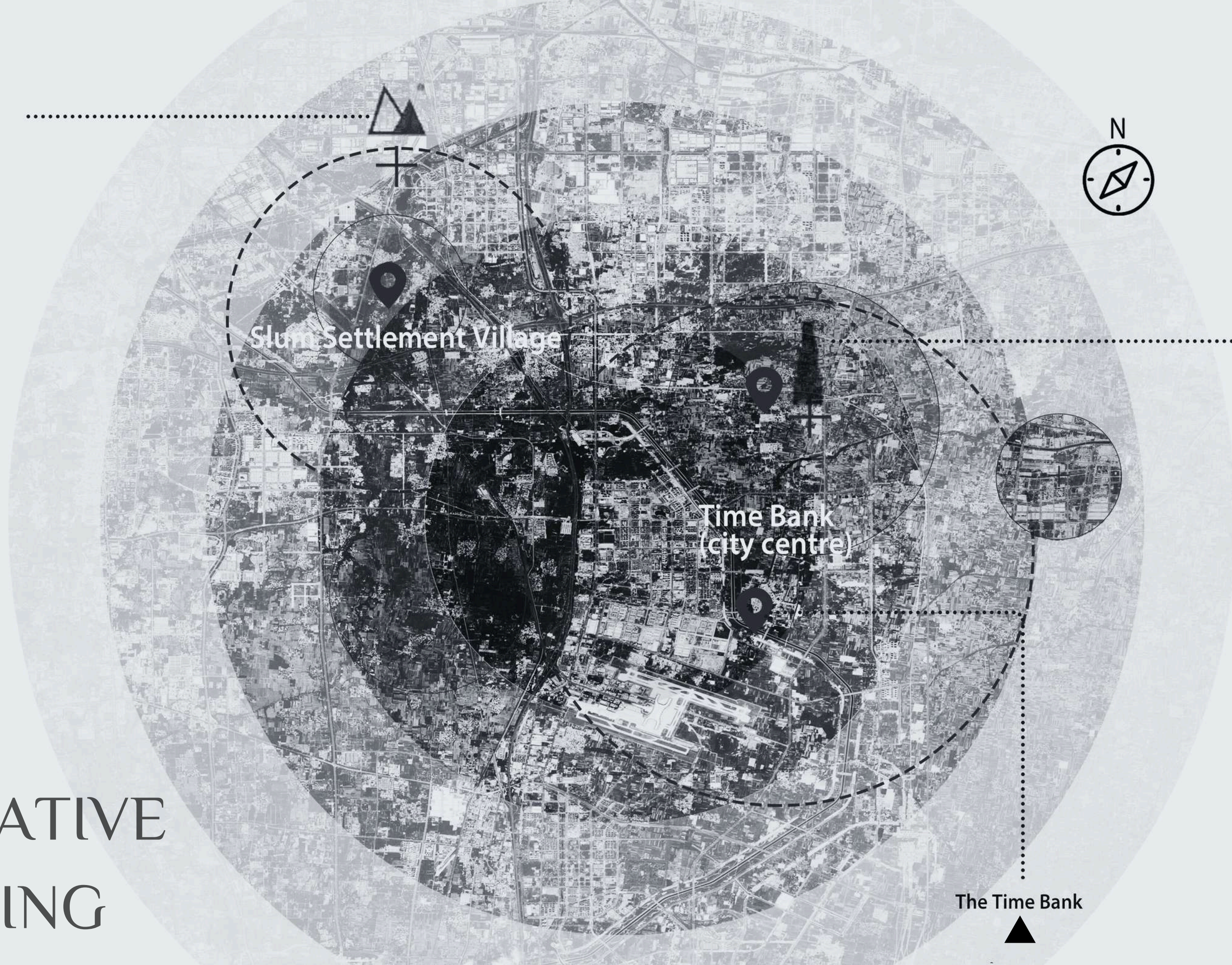
The Time Bank



*Kronos*

Map of the city

NARRATIVE  
MAPPING



# MATERIAL CULTURES

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# Material Cultures

The three most important locations:

## **1. Time Bank**

Where the upper echelons work, the government

## **2. The Tower of Time**

The place where newborns are in charge

## **3. The Mining Cave**

Where the bottom works, resources

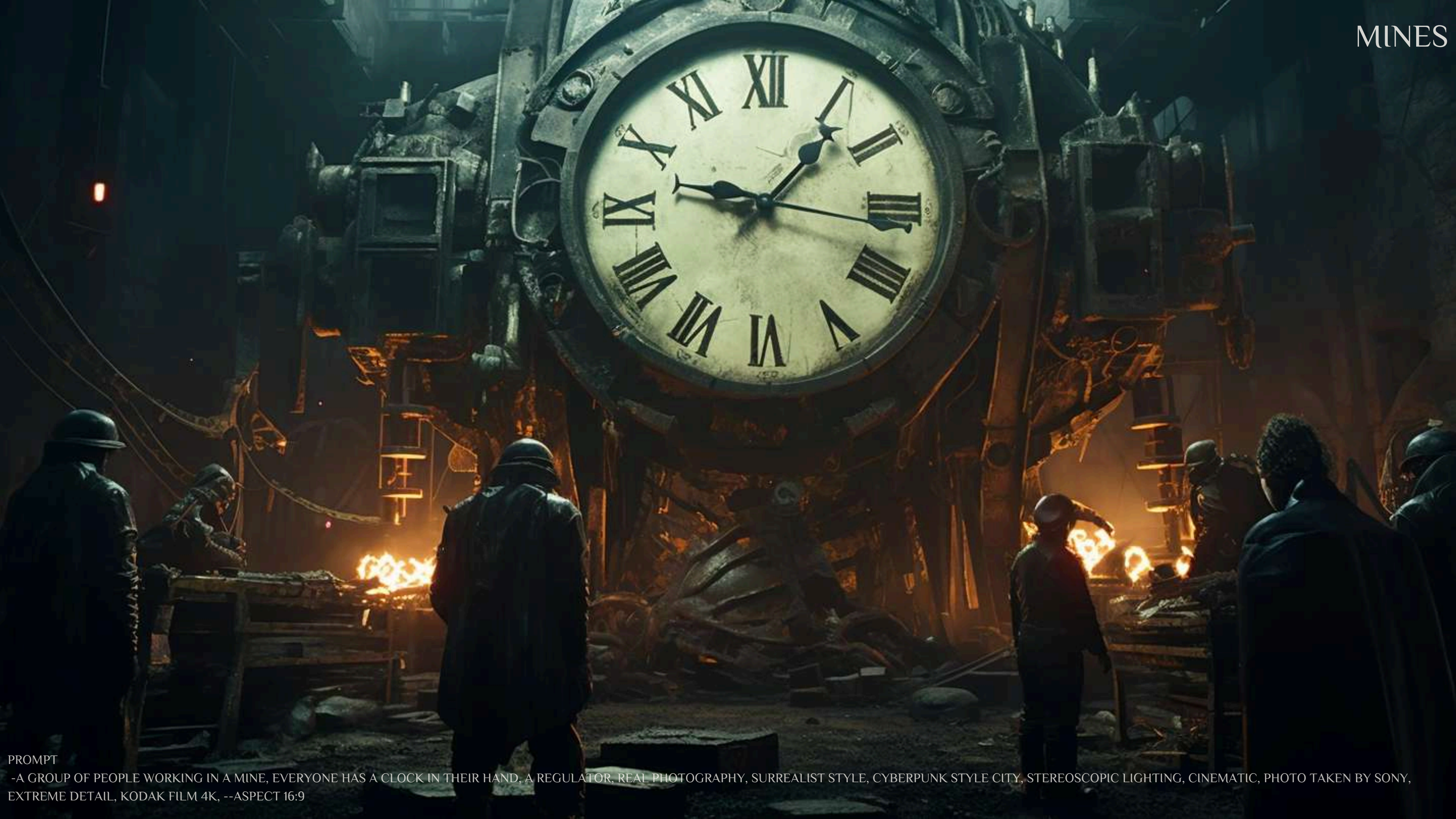
- In this section I have chosen three of the most important interior spaces in my world, which can also represent the class of this world. I will use a particular symbol, the clock, to represent the two most opposing classes, one being the underclass, who work in the mines and for whom the government has set clocks. One is the upper class, who go in and out of the time banks, and the government has placed huge clocks in this same place. And for the middle scene, I chose the Tower of Time, a seemingly neutral medical facility.

TIME BANK  
GOVERNMENT



PROMPT

- UPPER CLASS POINTERIOR OF A HALL, A GROUP OF PEOPLE WITH THEIR HEADS TILTED UP, CLOCKS ABOVE THE HALL, CLOCKS IN EVERYONE'S HANDS AS WELL, MINIMALIST DECOR OF THE HALL, ELABORATE COLUMNS, FUTURISTIC, APATHETIC EXPRESSIONS OF THE CROWD, UTOPIAN SOCIETY, CORONA RENDER, SUPER REALISTIC, 8K RESOLUTION, --ASPECT 16:9 -CKET WATCH



PROMPT

-A GROUP OF PEOPLE WORKING IN A MINE, EVERYONE HAS A CLOCK IN THEIR HAND, A REGULATOR, REAL PHOTOGRAPHY, SURREALIST STYLE, CYBERPUNK STYLE CITY, STEREOSCOPIC LIGHTING, CINEMATIC, PHOTO TAKEN BY SONY, EXTREME DETAIL, KODAK FILM 4K, --ASPECT 16:9



PROMPT

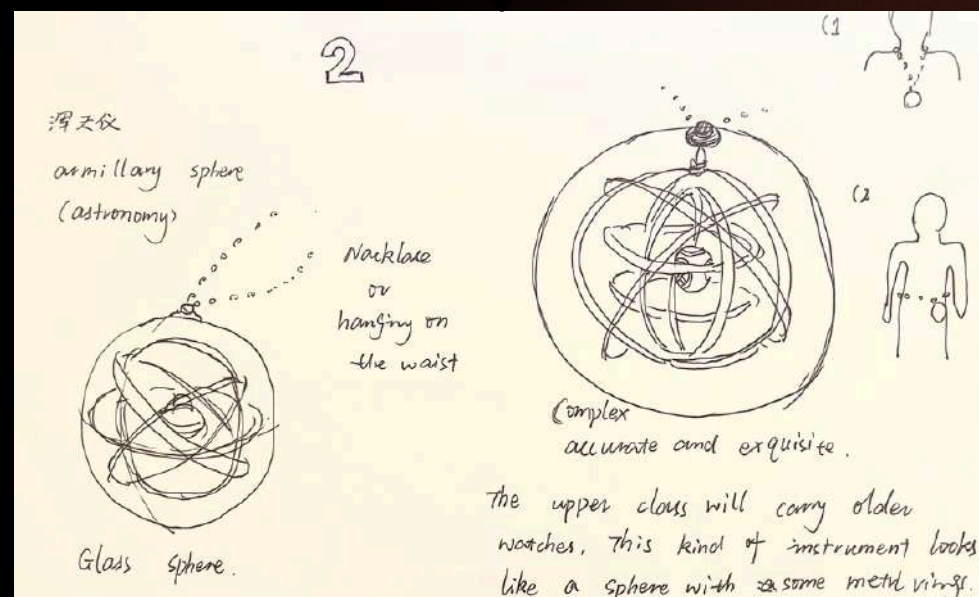
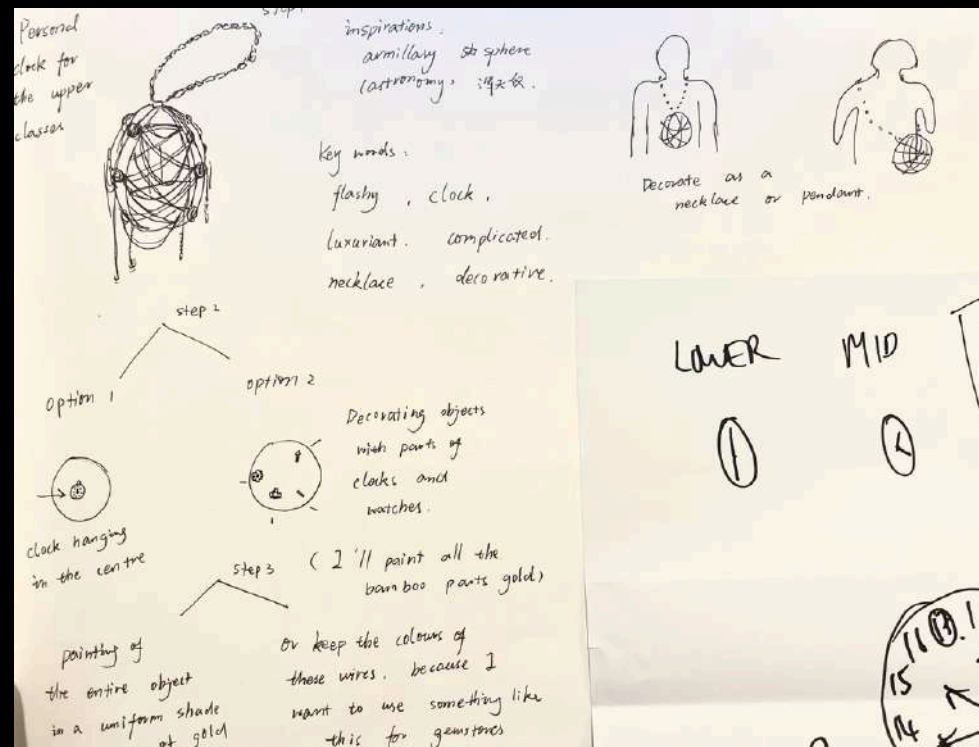
-A GROUP OF NEWBORN BABIES, A DOCTOR VACCINATING THE CHILDREN, DREAMCORE, GLITTER, DREAM CORRIDOR, GREEN TILES, CRYSTAL CHANDELIER OLD AMERICAN SCHOOL CORRIDOR, SQUARE TILES, LOCKERS, HOSPITAL CORRIDOR, REAL LIFE STYLE, SURREAL, HD, --ASPECT 16:9

# FILM&PROPS

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# PROP

## Sketch Inspiration - Sundial

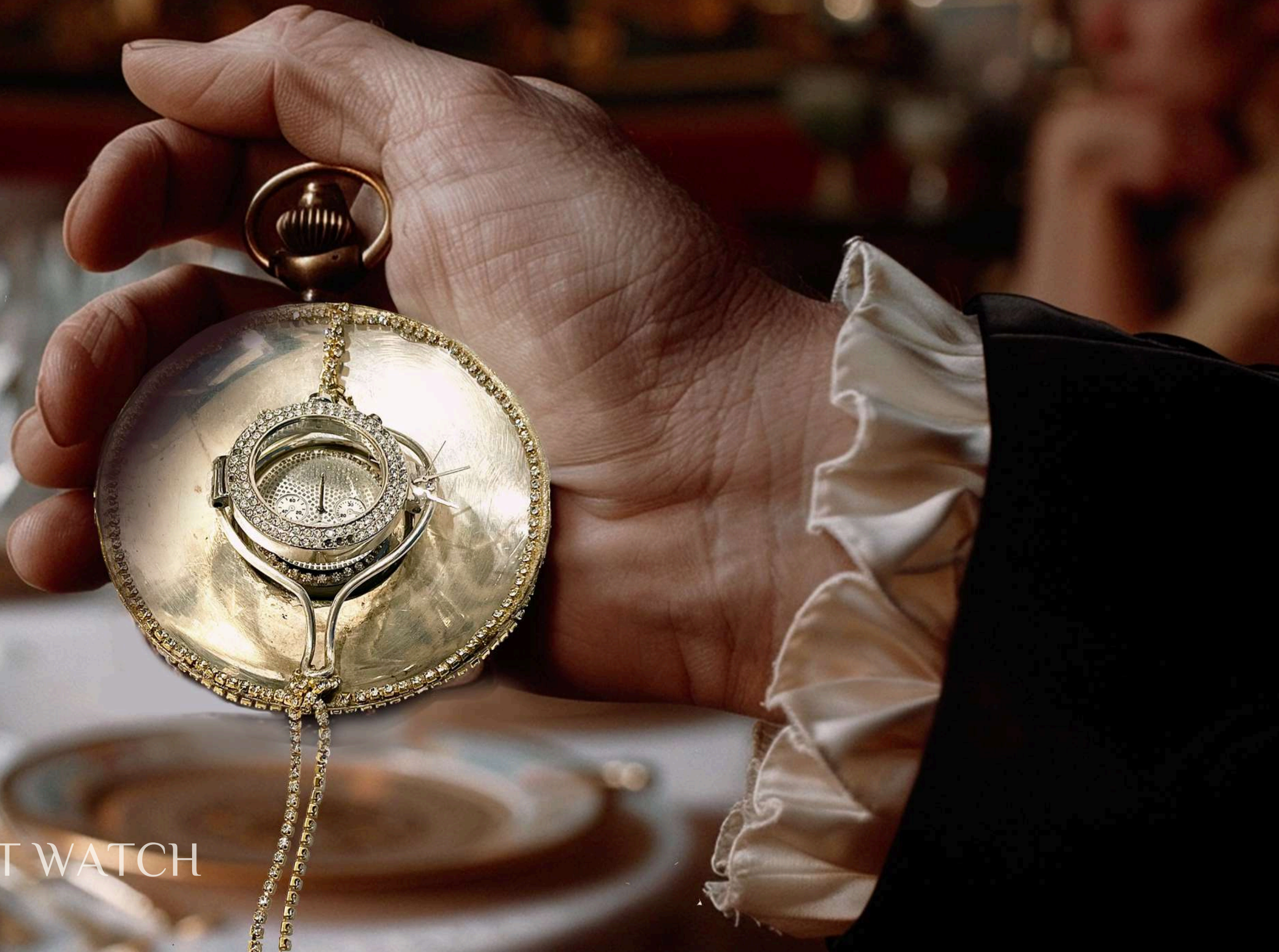


## Props

### - Upper Class Pocket Watch

By way of setting up my world, the upper classes of this world would use complicated pocket watches to carry around. And they take pride in elaborate and luxurious watches, so I chose the concept of a sundial for my design.

PROPS  
- UPPER CLASS POCKET WATCH



# FILM SCRIPT

## Location and details

Act 1 The Mine (Scenes 1-3)

Scene Presentation: Field Shot

Estimated duration: 20 seconds

Location: Inside the mine in the story

Episode 2 The Waiter (Scenes 4-8)

Scene Presentation: Field Shooting

Estimated Duration: 25 seconds

Location: The front door of the hotel and the interior corridors and staircases

Scene 3 Guests (Scenes 8-15)

Scene presentation: on location

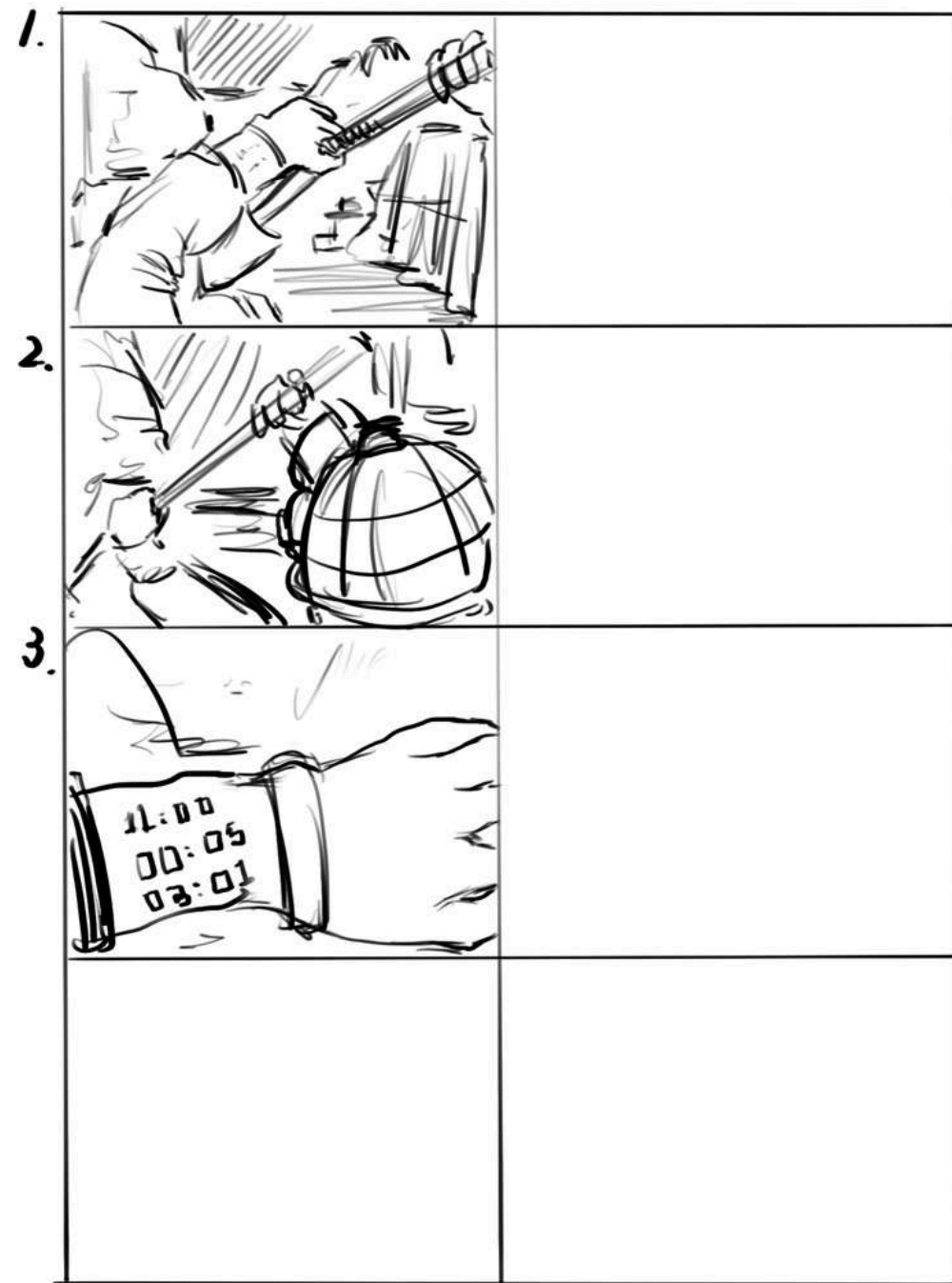
Estimated Duration: 45 seconds

Location: Inside the luxurious hotel

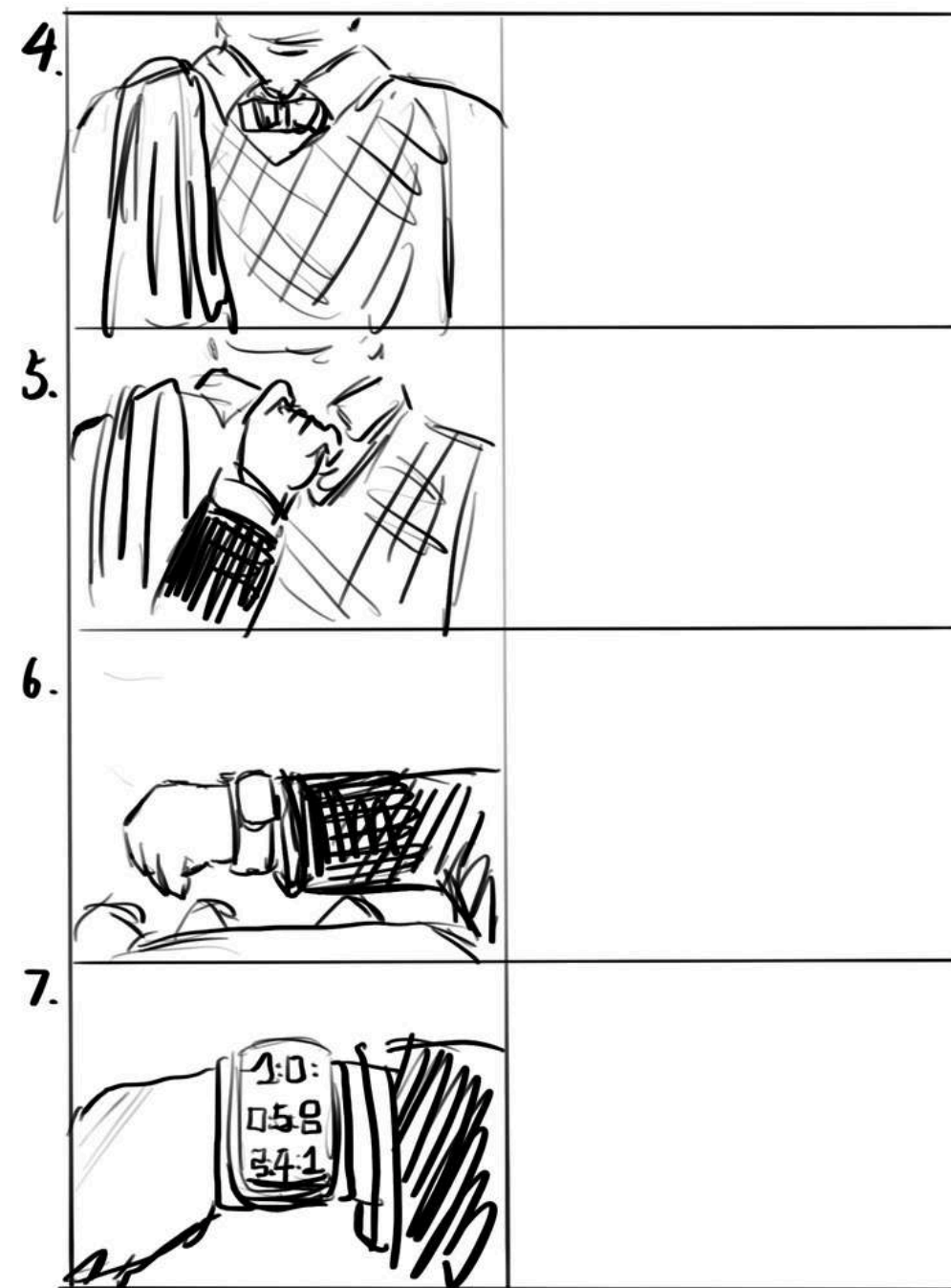
## The Refinement of Time

- Main Characters
- A: Miner
- B: Waiter
- C: Restaurant Guest
- Synopsis: In a world where time is conceptualized as money, different classes of people have different amounts of time.
- Act I The Mine (Scenes 1-3)
- The dark scene is filled with the sounds of miners extracting minerals, managers yelling at miners, and miners talking. The camera pulls back and begins with a miner smashing a hammer into the dirt at his feet, after three smashes he raises his left arm and shows the camera the time on his left wrist (the miner has fluorescent numbers on his wrist).
- Black screen.
- Act II The Waiter (Scenes 4-8)
- Conversation at the entrance to the restaurant from a black screen." Hurry up and get ready, the guests will be here in ten minutes." The camera opens and the waiter appears, the image stays on the chest, no face. The waiter nervously straightens his clothes, then raises his left wrist to look at his watch, an ordinary electronic screen watch.
- Black screen.
- Act III The Guests (Scenes 8-13)
- The door to the restaurant is opened and the back of the female guest enters the frame, the female guest walks casually through the environment with her front facing forward.

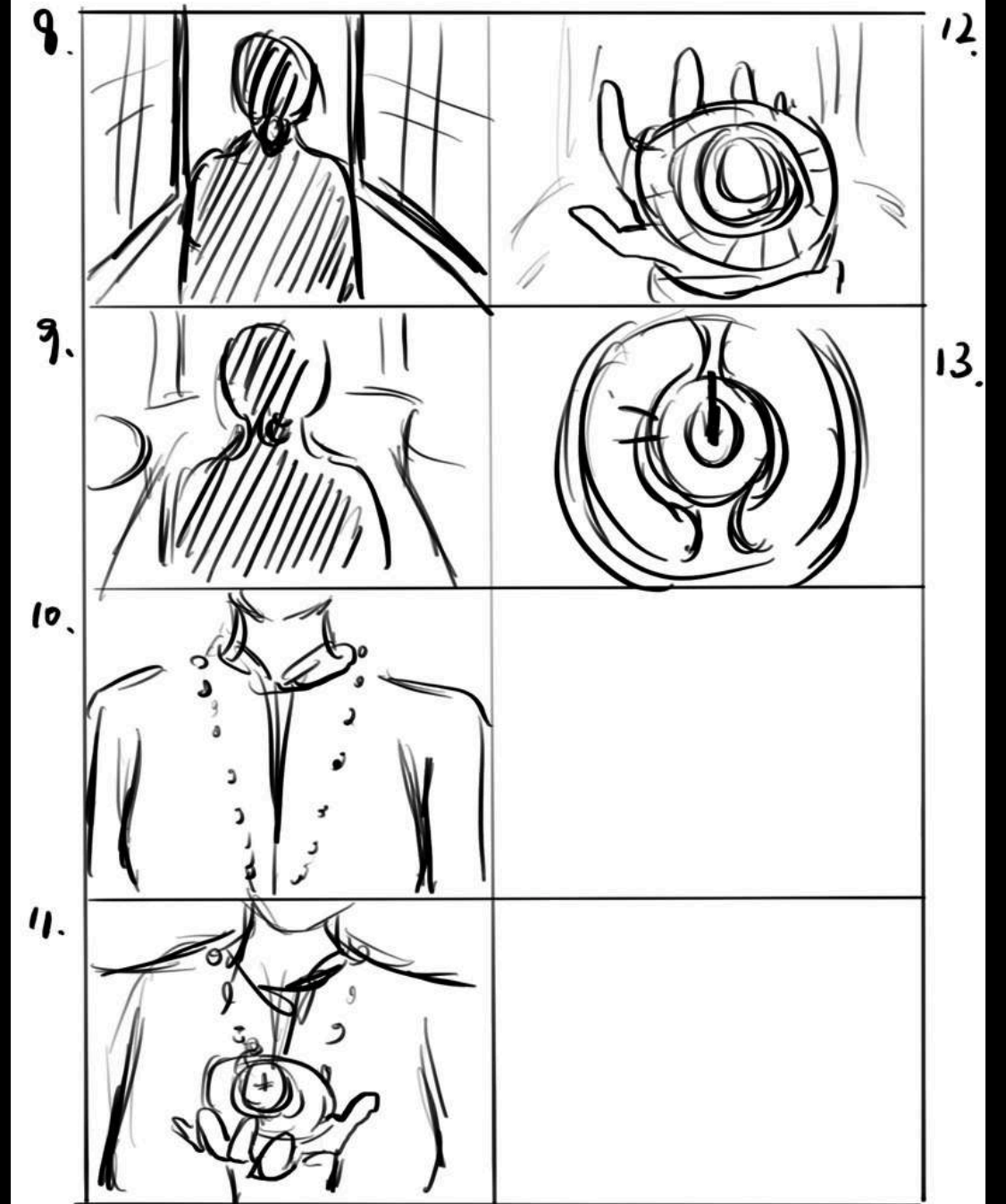
# STORYBOARD



A miner rushes through the noisy mine to check the fluorescent electronic meter on his arm



A waiter checking his spreadsheet on his way to wait for a customer



An upper-class woman examines her complicated and luxurious pocket watch in an elegant setting.

KRONOS-TIME HAS BEEN REFINED

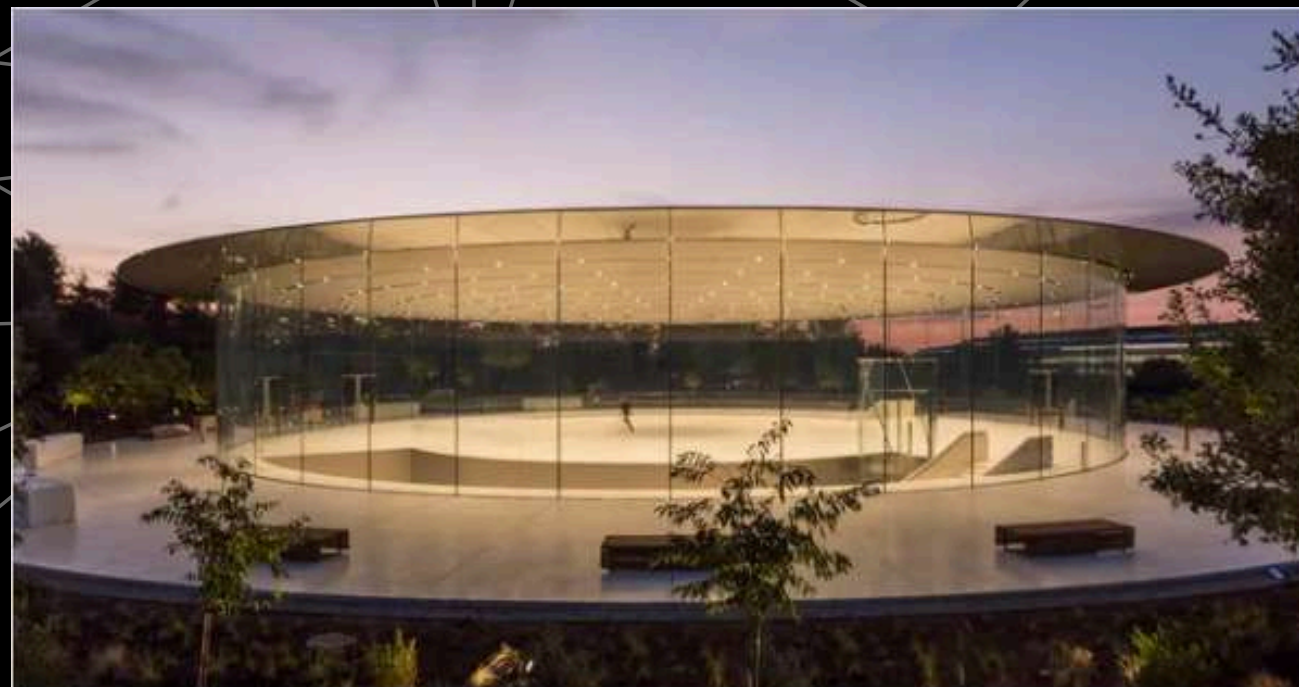
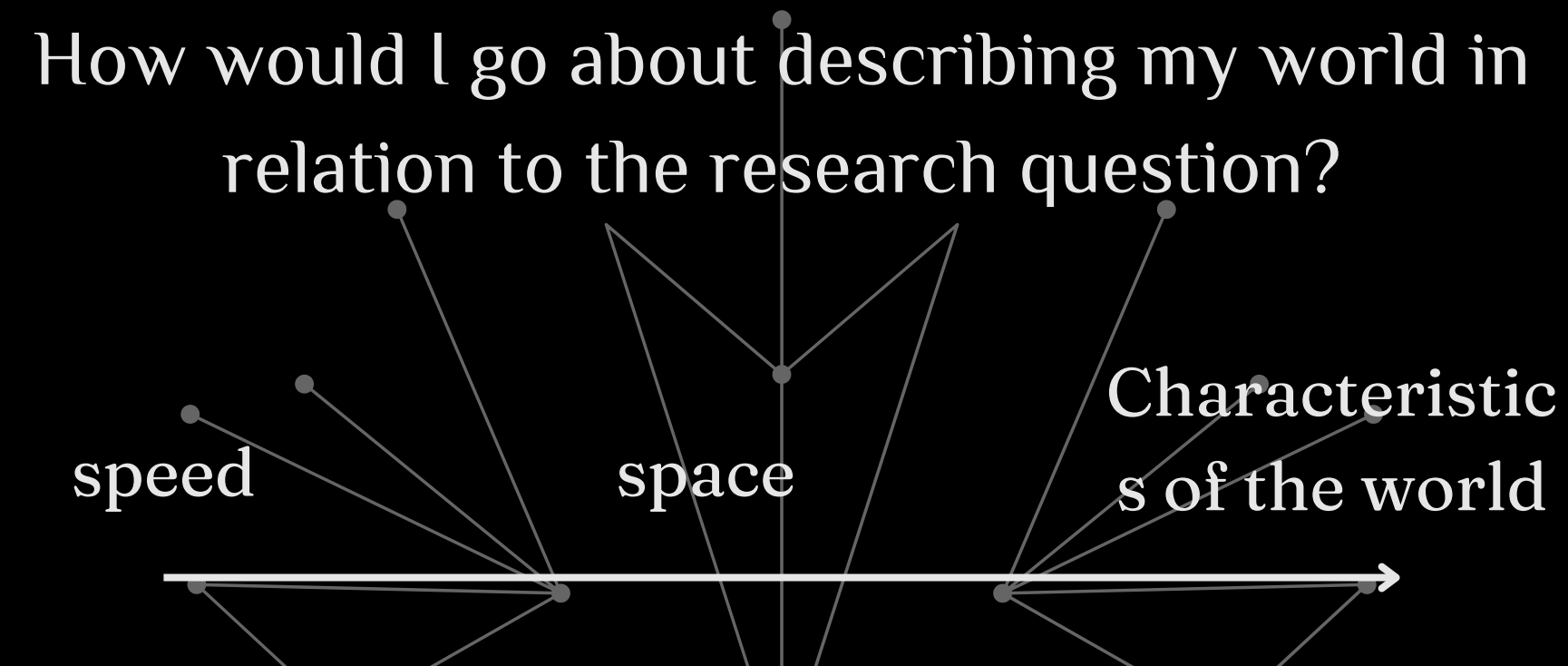
Please open the video  
inside Google Drive

# DESIGN OVERVIEW

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# DESIGN OVERVIEW

How would I go about describing my world in relation to the research question?



**Steve Jobs Theater | Foster + Partners**

The Steve Jobs Theater embodies an extraordinary eight-year collaboration between Apple and Foster + Partners at Apple Park.

+ fosterpartners

Reference

So after thinking about it more deeply, I think what I'm trying to get at is this question, "How does capital make our real perceived time less?" . If we don't pay attention to this question, what will become of our future: it could be increased environmental pollution due to capital's further control, or exacerbation of class division issues, etc. So I chose to exacerbate the problem of class division by making three classes of my world, where the time each class has becomes different.

So in the final project, I needed to make something that would allow people to understand at a glance that the time in here has been manipulated by capital, so the sensory perception of time is different. After that I decided to make a space, which I ended up setting in the Time Bank, and this interior contains the characters of the three classes of my world, each of them inside this space. The upper class has the least amount of people but they get to have the most and best space, which is the entire above ground level of this building, the middle class serves the upper class and manages the lower class so they will only be inside the building as service workers, and the bottom mass has a lot of people but they have to be crowded in the bottom basement. This building just so happens to be the most visual representation of the problem my project contains and also links to this subject, again relating to the two feedbacks from last term, it is both a space in my future world and links the three classes of my world.

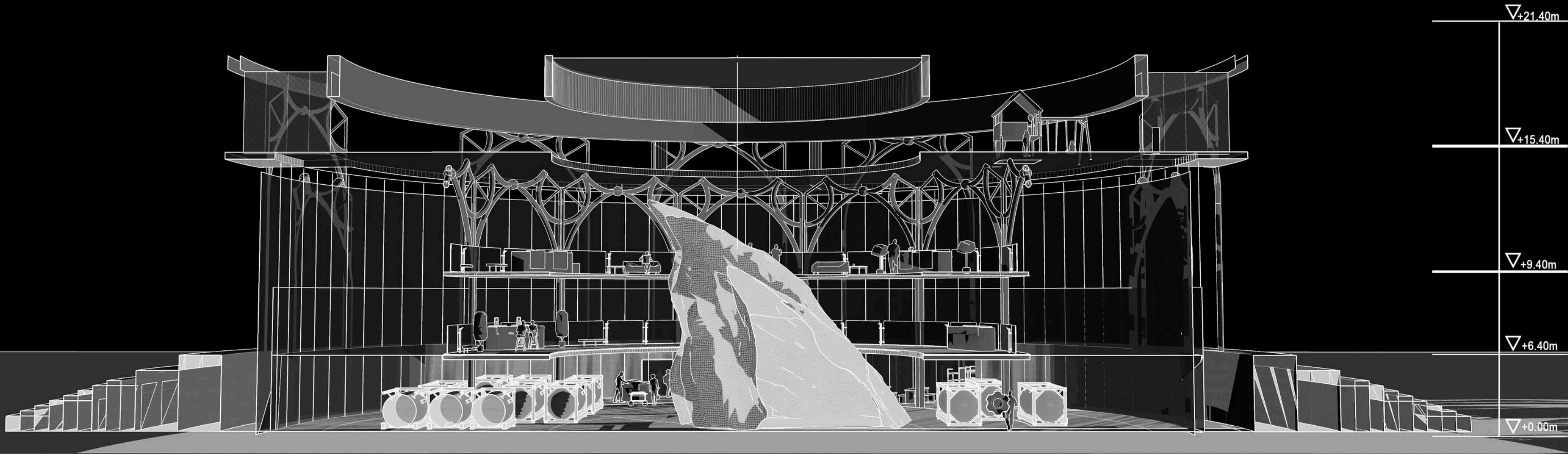


## KRONOS-TIME BANK 2054

Inspired by the strong connection between the number 3 and time, which in ancient Greek mythology was controlled by three goddesses, and in Koronos, the world was divided into three classes. I wanted to express my concept with three flat clock faces. The three floors above ground should theoretically belong to each class, but in reality only the basement belongs to the lower class, while all parts of the ground belong to the upper class. This division expresses the oppression of the bottom class by the top class in this society. The exterior is based on the Steve Jobs Theatre and I wanted the building to be more light-filled.

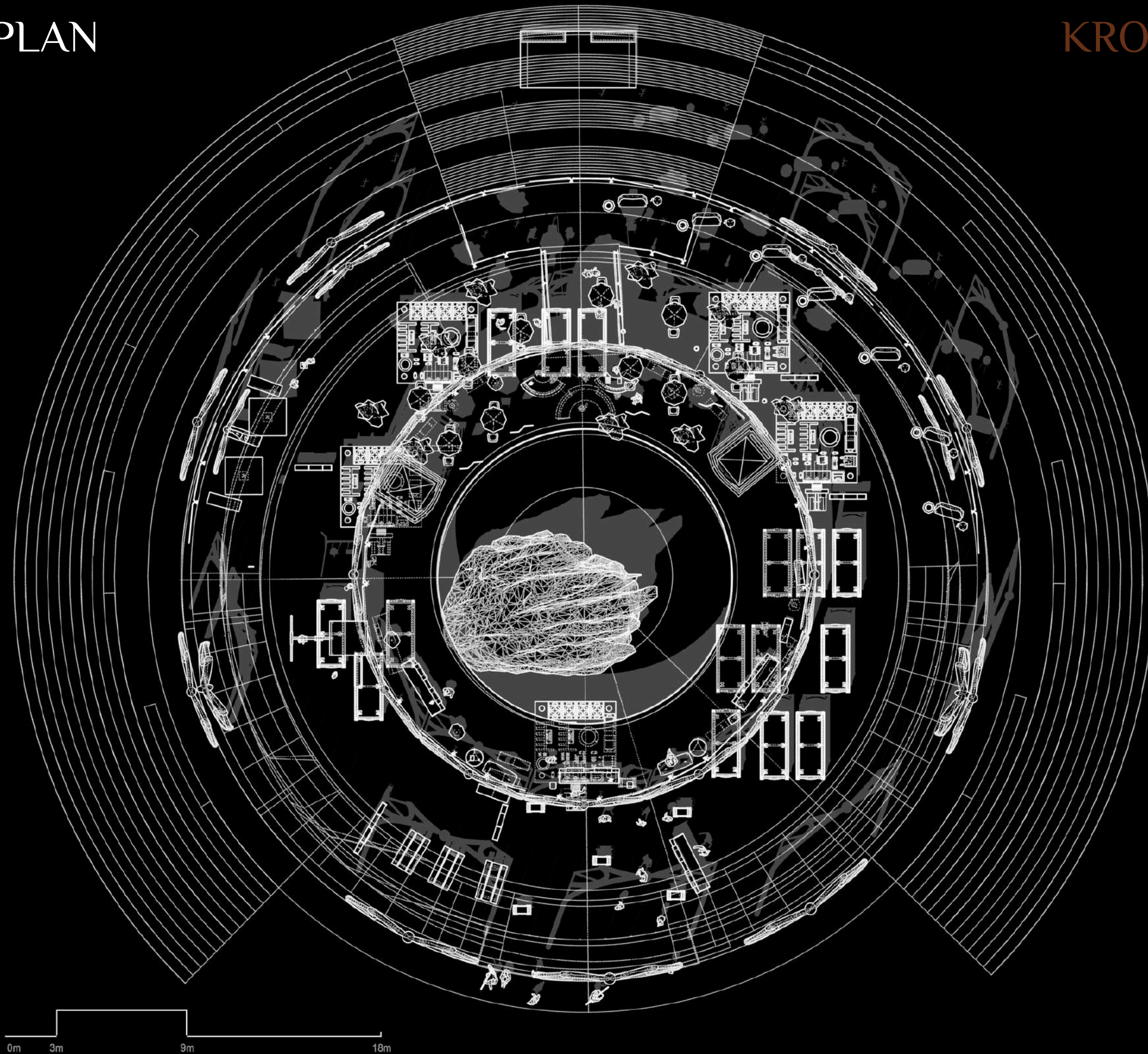
# SECTION VIEW

# KRONOS-TIME BANK 2054



# ARCHITECTURAL PLAN

KRONOS-TIME BANK  
2054





## ROOF

There was a time when the roofs here weren't transparent, until one day the upper classes said they wanted to look at the stars from here.

## GLASS WALLS

While the lower classes spend their days labouring in the darkness of the mines, the upper classes say they "own" the light.

## PENTHOUSE DINING BAR

Open only to the top class, they can stay as long as they want, with middle class waiters serving them day and night.

## CITY HALL, 1ST FLOOR

It's called the Town Hall, but it's really just a place for upper-class people to deal with their personal clocks and watches.

## CLOCK SHOP, FLAT FLOOR

You can't "deposit" money in the Time Bank, you can only buy personal clocks in the Time Bank. (open only to the upper classes)

# KRONOS-TIME BANK 2054

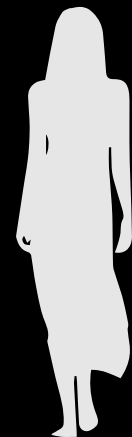
## UPPER GROUND

This is where only the upper classes move, where they have the privilege of moving as they please within the Time Bank. Each floor has a different function. In this world, sunlight and plants are rare. But as you can see in this building, the glass facade also adds a source of light to the Time Bank.

## MIDDLE LEVEL SERVICE STAFF



## UPPER POWER CENTRES



# KRONOS-TIME BANK 2054

## PENTHOUSE DINING BAR

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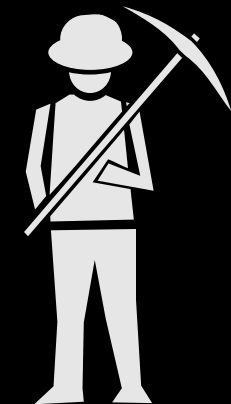
## CLOCK SHOP, FLAT FLOOR

You can't "deposit" money in the Time Bank, you can only buy personal clocks in the Time Bank. (open only to the upper classes)

## BASEMENT FLOOR

The population of the ground floor consists of a majority of ground floor personnel and a few middle managers. Miners work in the mines on the outskirts of the city and transport the rare ores they find to the Time Bank, which has a factory in its basement where they specialise in processing rare ores into personal timepieces.

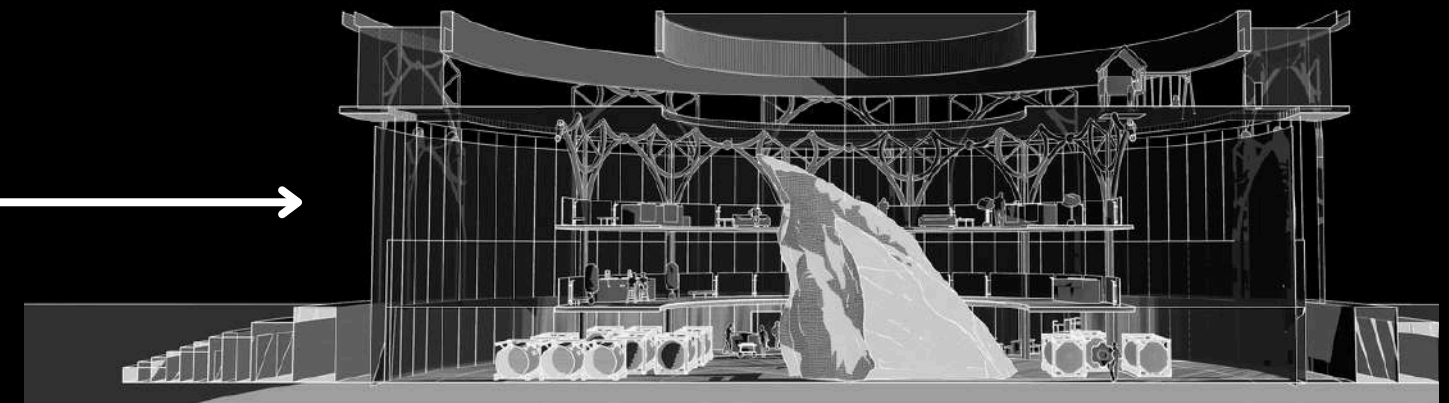
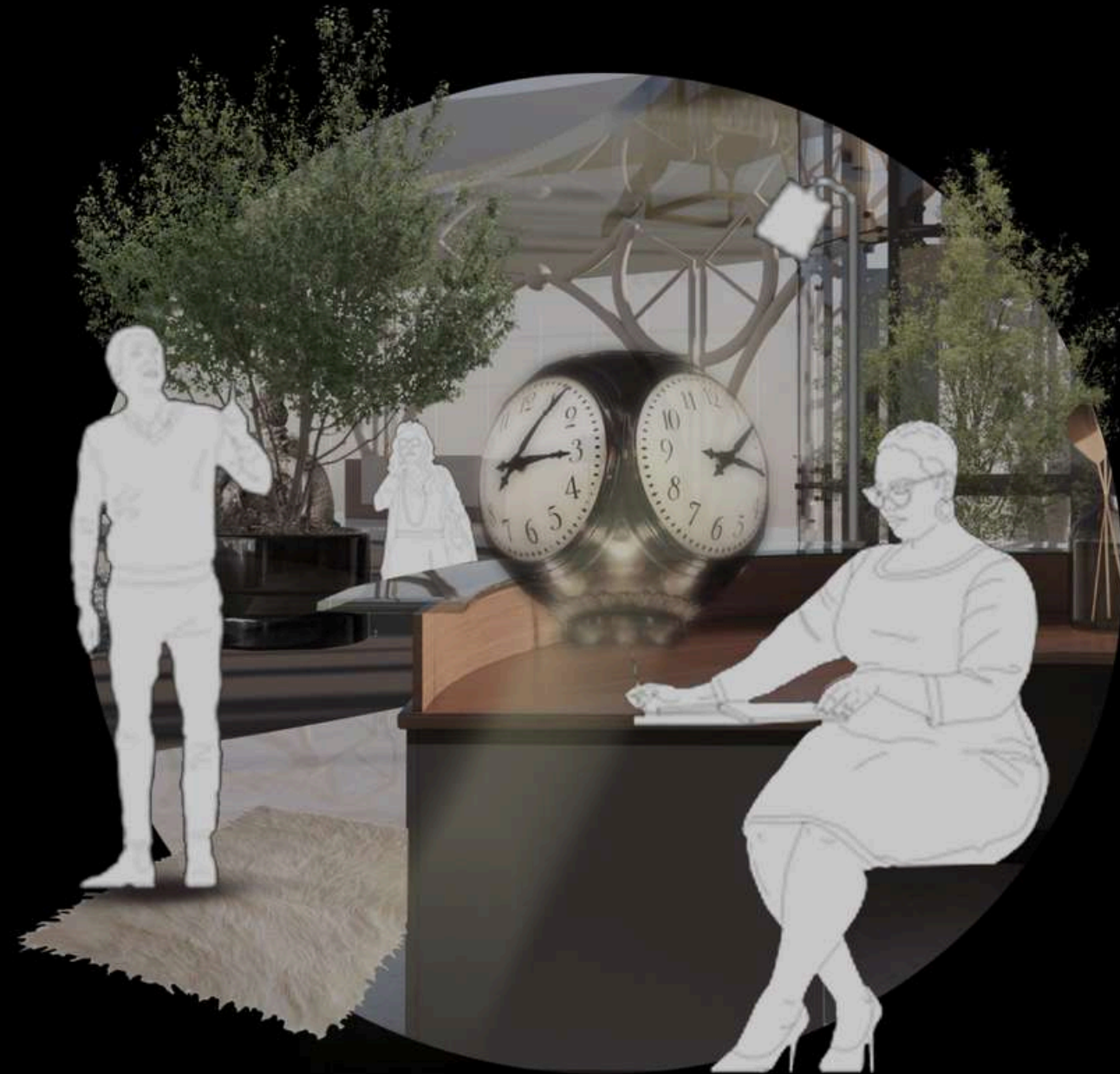
## UNDERCLASS MINERS



## BASEMENT, WATCH PRODUCTION WORKSHOP

The lower classes work in the pits on the outskirts of the city, and if they collect expensive watchmaking ores, they bring them here to earn "time."

# KRONOS-TIME BANK 2054



## TOWN HALLS

THE PLACE WHERE THE UPPER CLASSES DEAL WITH THEIR PERSONAL CLOCKS AND WATCHES. IN KORONOS, THE UPPER CLASSES ONLY COME HERE WHEN THEY ARE DEALING WITH "TIME" AND PERSONAL CLOCKS.



10:30  
Ladies with children come to adjust the clocks for their children.



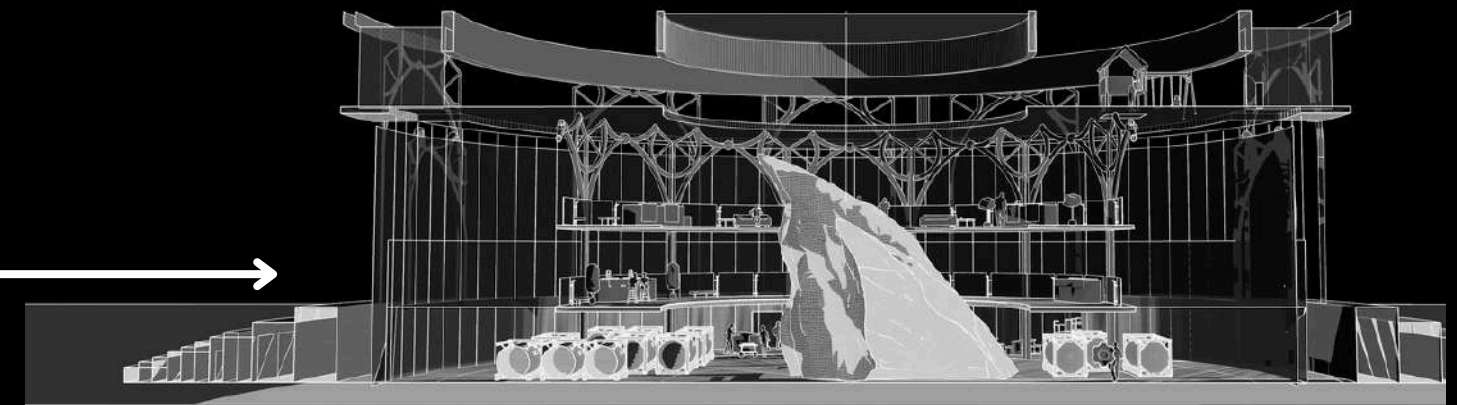
16:15  
Clock repairers are meeting customers.

# KRONOS-TIME BANK 2054



## WATCH SHOP

YOU ARE ABLE TO BUY THE MOST COMPLICATED AND LUXURIOUS CLOCKS HERE, FOR ORDINARY PEOPLE, PERSONAL CLOCKS ARE THEIR WALLETS AND PROOF OF IDENTITY. WITHIN THE UPPER CLASSES, THEY VALUE THE SPLENDOR OF THEIR TIMEPIECES.



09:20  
A bunch of upper class couples head to the time bank



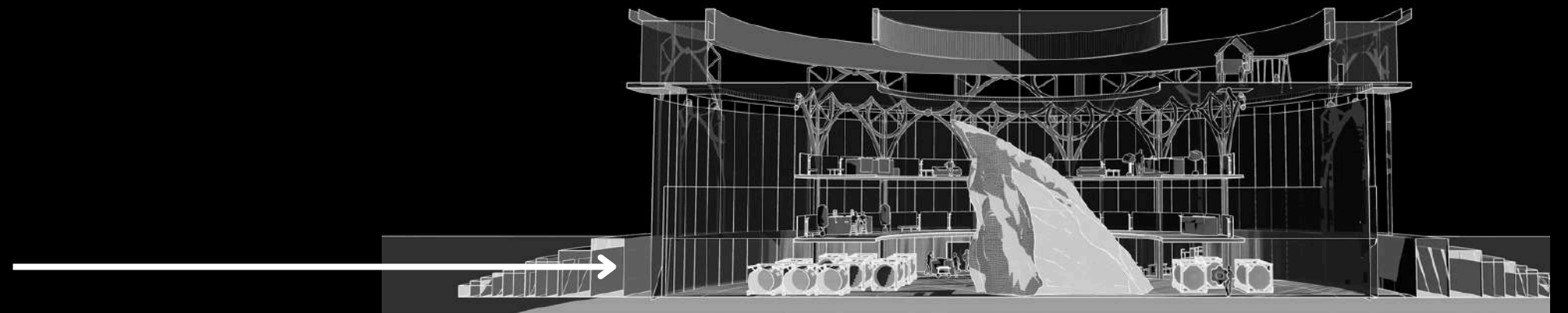
13:45.  
Service personnel who are explaining the new clocks to customers

# KRONOS-TIME BANK 2054



## WATCH PRODUCTION WORKSHOP

IT IS ALWAYS FULL OF HURRYING BOTTOM CLASS PEOPLE AND IMPATIENT MIDDLE CLASS MANAGERS. THE MINERS WERE NOT ALLOWED TO SUBMIT THEIR MINERALS ELSEWHERE, SO THEY HAD TO TOIL TO GET HERE FROM OUTSIDE THE CITY.



07:12  
Miners who come to the time bank with precious minerals

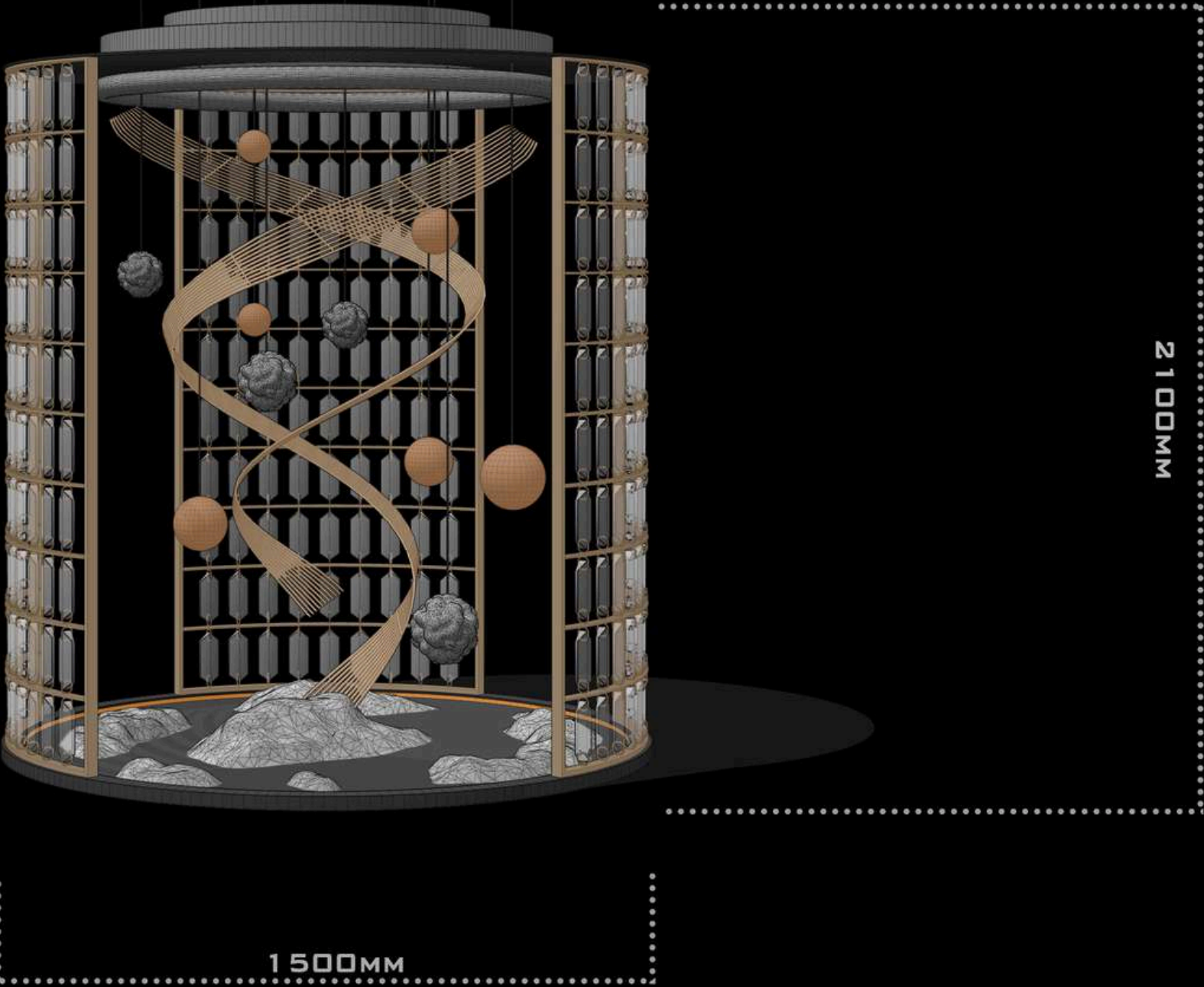
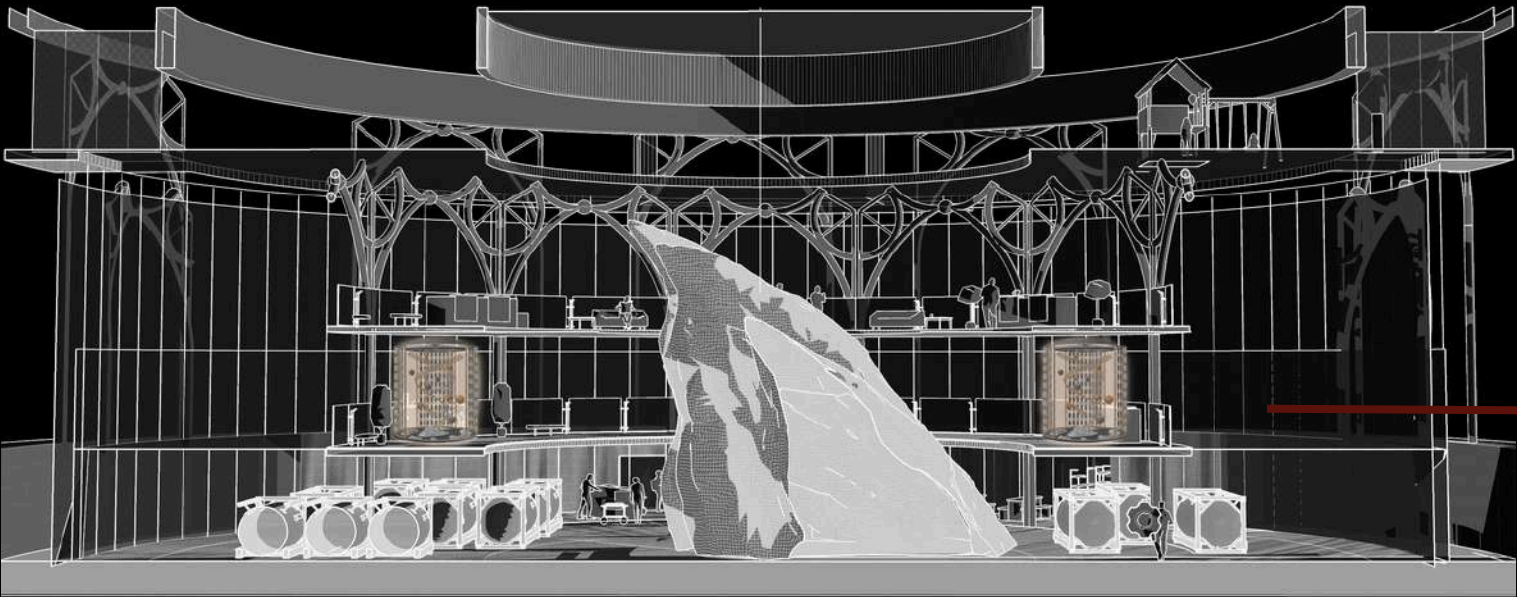


18:05  
More miners arrive in the basement, which is very crowded

# SPECIAL MACHINE IN THE TIME BANK

## KRONOS-TIME BANK 2054

### ARMILLARY SPHERE (TIME ATM MACHINE)



In the future world, people have visual time devices, such as a watch for each person. In the cities, whether in the time banks of the upper classes or in the mines of the lower classes, people can see this armillary sphere on the street or in many places, it is a completely free machine set up by the government. The machine is about the size of a phone booth and you can go in. When anyone enters, the machine runs, at which point if you connect your watch to the machine, the machine shows you the time and the debt you need to pay. The other main function of the machine is to keep an eye on the city because it is everywhere and all residents have to use it.

There is also such an armillary sphere inside the building, the Time Bank, which is located to the left of the main entrance on the ground floor of the Time Bank. Even in a place that serves only upper-class people, there is a need for such a government-set surveillance device. In fact, this machine has another implication - even the upper classes are not completely free from the control of capital.



# SELF- REFLECTION

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# SELF-REFLECTION

What is space, what is design, what angle do I need to think from, how do I find the smallest problems in society and change life for the better?

I used to think that Interior Design was an architectural programme that focused on interior decoration and furniture, and this idea was reflected in my application portfolio. However, after entering this year of study, I think that any object with scale in a space can be given a meaning of interior design, or rather, thinking more in terms of design.

It took me the entire term 1 of the year to go from confusedly pursuing so-called more socially critical issues all the time, to getting my feet wet and working on them. I received feedback from the PSTC in my first term evaluations, and in my subsequent changes, I realised that instead of drawing conclusions from actuality, I had set myself up for a supposedly more futuristic social problem to the point where I couldn't fully explain my research questions and findings. I recognised this problem in term 2 when I started to look at the details around me, which might be related to space or media, and I started to think about them, which led to the basic logic of my current research question. After half a year of new research and study, I have the results I have now, and although such results can't make a practical change in this society, it gives me a new perception of my major, my study path, and my research path.

I will think more about what I can do for this profession, not just as a student or a social worker, and I have established a new perception of my own identity as a designer.