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**SUPERfuture**  
**Interior Design**

When time becomes finite, in a world that runs at high speed, time acts as an invisible hand that drives all events in an undefined space by generating and changing different layouts at different points in time.



## RESEARCH QUESTION:

**What are the reciprocal effects of fast living on people's living spaces and emotions?**

## FUTURE WORLD NARRATIVE

### STATEMENT



**Reserch question: What are the reciprocal effects of fast living on people's living spaces and emotions?**

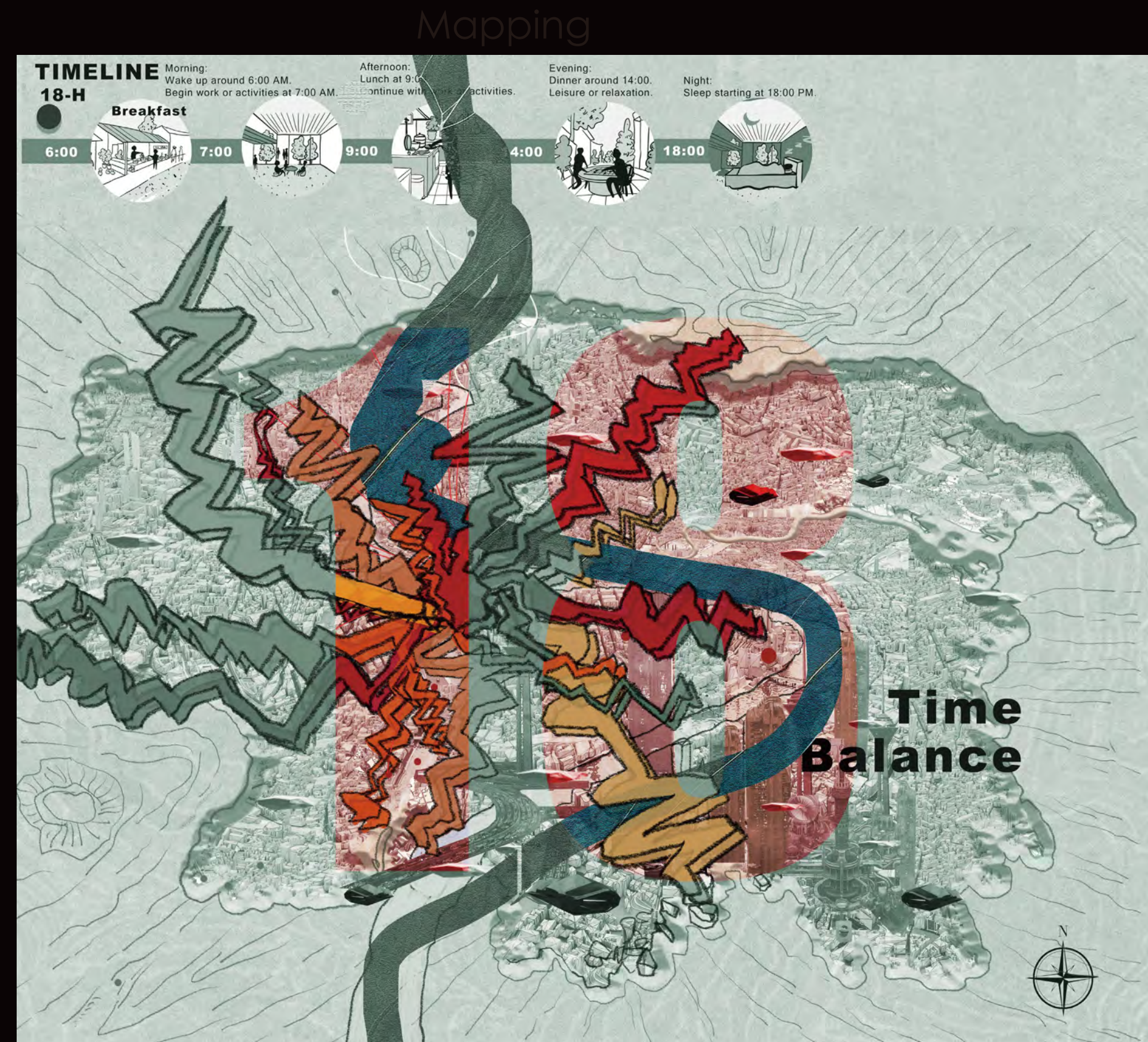
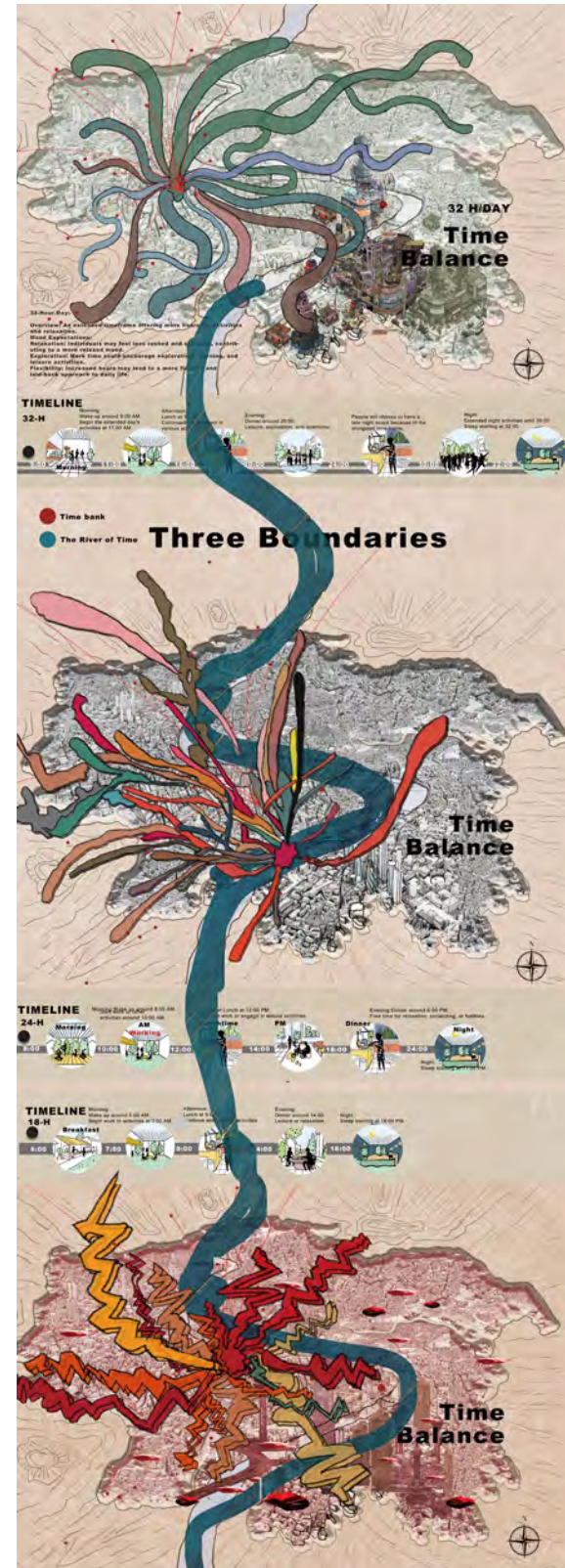
**World Properties:** Second World

**Name of the project:** Fastworld "GOOD 18"

#### **Concept:**

In the world of the future, four dimensions are realised, a virtual world of three overlapping layers, where time is the main currency of society as people become increasingly adapted to the coexistence of three parallel existences in a single world, without interfering with each other. Time passes at different rates in each of the world's three tiers - 32, 24 and 18 hours - with people having more discretionary time in the 32-hour-a-day world. Whereas in the fast world, life is like hallucinogenic mushrooms, everything is fast-forwarded and most people are assigned to the fast world. I have designed "undefined space", a modular space where the structure changes according to the time cues to suit different stages of needs. I hope to further investigate the complexity of time as a fundamental element of society and its interactions and effects on human emotions and living spaces.

# FUTURE WORLD NARRATIVE



# PROPS

## The Candle Series

In this future world time is currency and a way of life. Our candle series reflects this complexity:

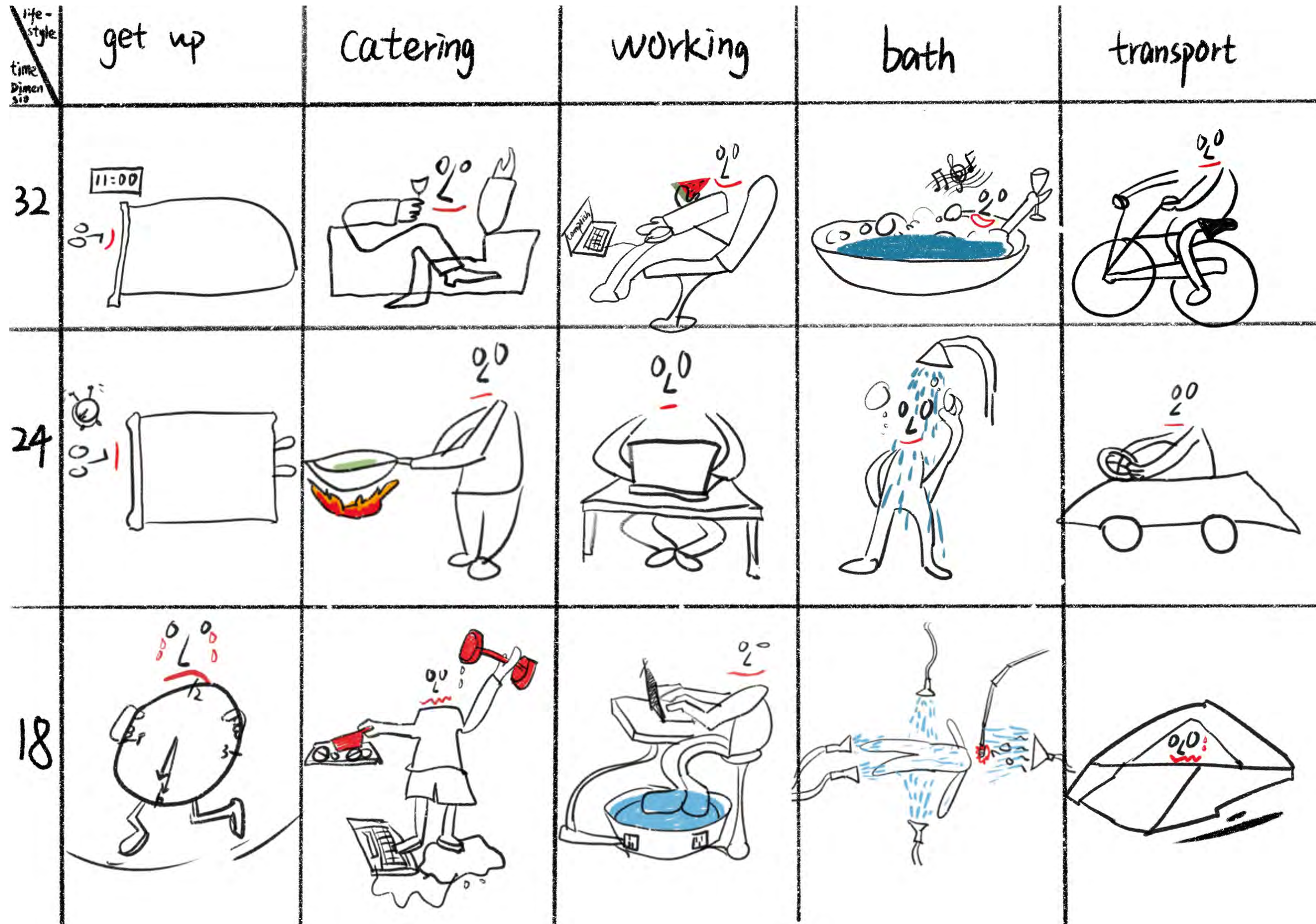
" where time is not just a measurement but a currency, a commodity, and a way of life. In this triple-overlapping virtual world, where three parallel existences coexist seamlessly, time shaping society, space, and even emotions.



LINK: <https://youtu.be/vSsbSEYvoW8?feature=shared>

# DIAGRAM

Behavioural analysis of different life rhythms



# TIME ORDER CHANGE:



# HISRTORY

In 1851, our life was very slower:

Work: Long hours, low efficiency.

1851

Transport: Horse-drawn carriages, slow railways.  
Life was traditional with close-knit communities.

1911

2000

2035

In 2000, life was fast-paced:

Technology-driven, rise of the internet.

In 2035, life is hyper-connected:

Work: Remote and AI-integrated jobs.  
Transport: Autonomous vehicles, advanced public transit.  
**22H/DAY**

In 2051, the pace of life accelerates:

Mainly driven by AI, minimal human labour.  
Extremely fast paced life, 18 hour world, **18H/DAY**

clothing, food, housing and transport (idiom); people's basic needs changed.

1951

2024

24H/DAY

We have a transformative 18-hour short-day world


# Film

32: People have a large balance of time, can wake up late, can easily focus on one thing, are meticulous and enjoy the process. Most of them are in a peaceful and calm mood, preferring to be in a space with a quiet atmosphere, smooth lines and calm colours, and preferring to be close to nature.


24: In an intermediate value, people can adjust the rhythm of life according to their own preferences, so people have a richer emotional tendency, and the human environment tends to be normal.

18: The fast-paced world of extreme speed change, people can't help but be urged to complete daily tasks, only a short time to do everything, so they are more accustomed to do several things at the same time, high emotional excitement, prefer to stay in the multi-functional space, because they can save time and deal with things at the same frequency.


**<<Panta>>**  
Previous Chapter - The second World in the future-2051  
32H world



**24H world** 'Panta', explores the interaction of human emotions and space under diverse temporal orders. Delving into the influence of temporal sequences on emotions.



**18H world** The project illustrates how different temporal dimensions shape human interaction and emotions. Three worlds, representing slow, normal, and fast lifestyle paces, provide distinct spatial experiences. Visitors engage firsthand, fostering reflection on time perception and the temporal-spatial relationship."

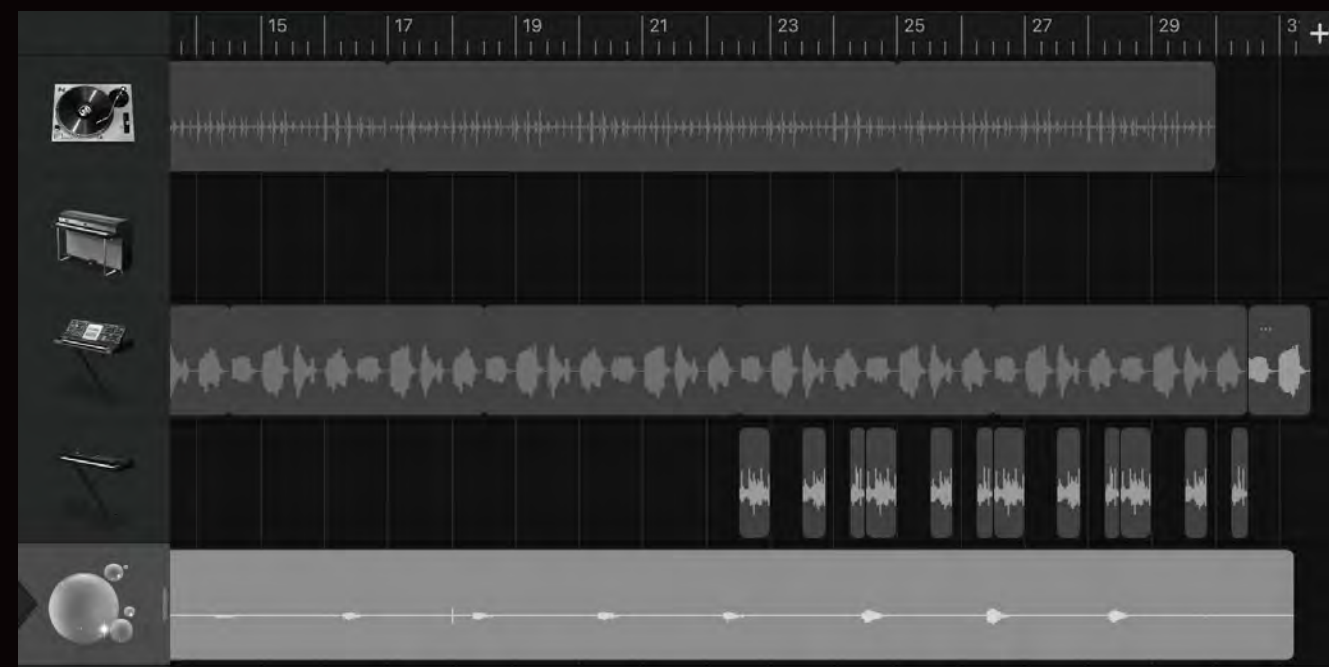
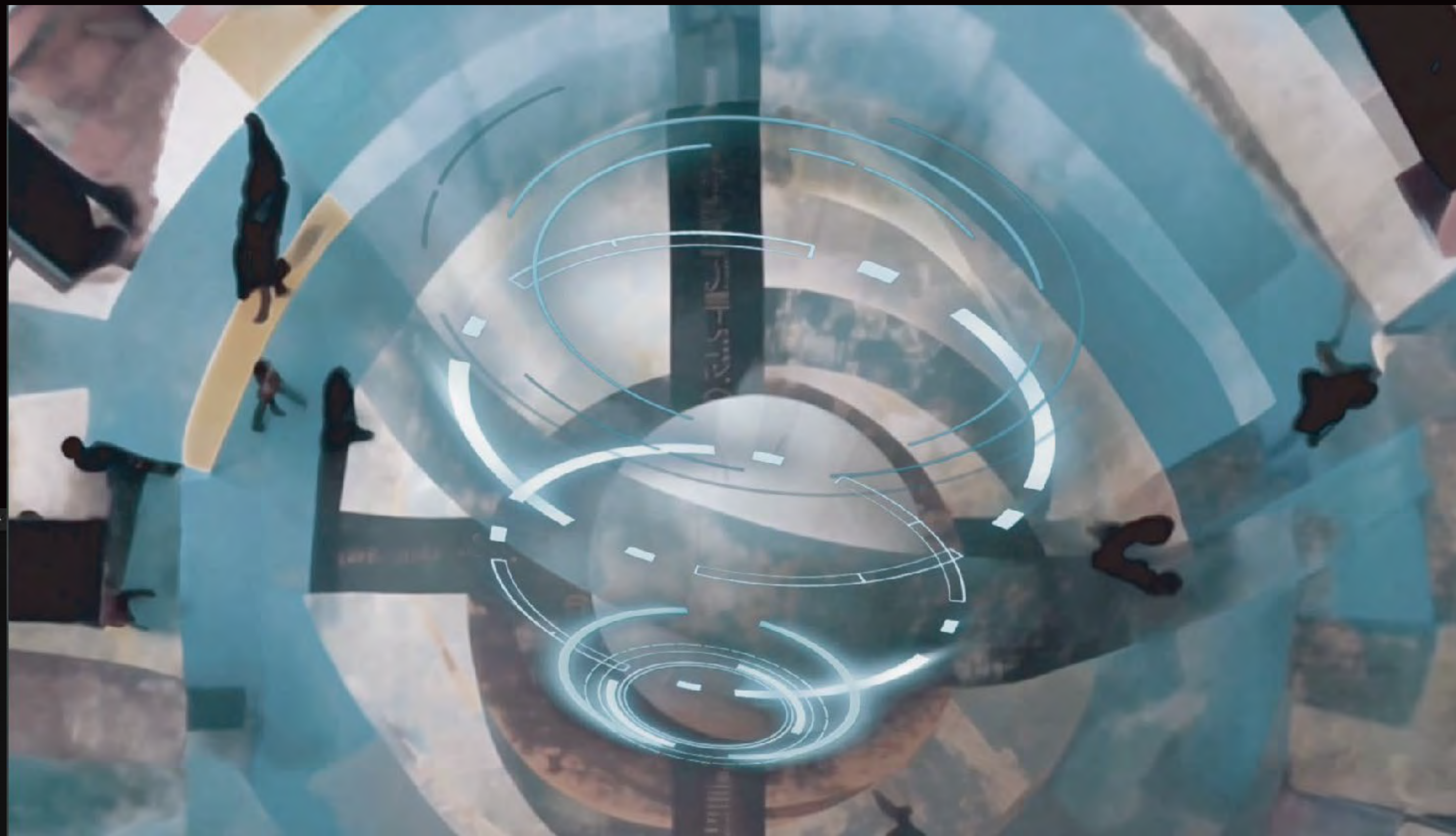


**Composition:**

live-action framing, AI creation, software compositing.

In order to exactly match the rhythms of each dimension of the world in the documentary, I used music editing software and programmed corresponding musical rhythms for each dimension separately. The main components are beats made public on the internet, independently composed guitars, life view synthesis, and post modification tracks.

**LINK:** <https://youtu.be/JjHL3p5DgKY?feature=shared>



# ABOUT QUESTIONNAIRE



United Nations workers

What do you think is the main impact of a fast-paced life?

:Physically and mentally exhausted and depressed

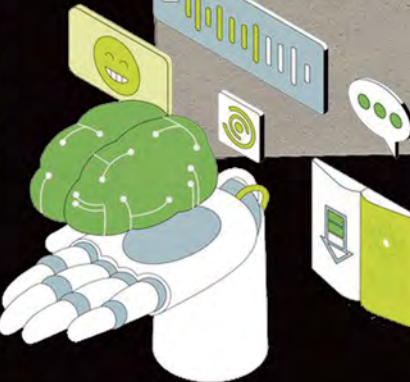
PhD student in mechanics AI



Do you often use technology to save time in your life?

:Frequent used!

They are really convenient!



Medical Data Analyst



What do you think needs to be changed in the living environment in the fast-paced life?

:time-saving combination furniture



:Need to have space to relieve stress

Interior Designer



physiotherapists



Need Smart Home Integration: Automated systems for lighting, temperature, and appliances to save time.





**Concept:**

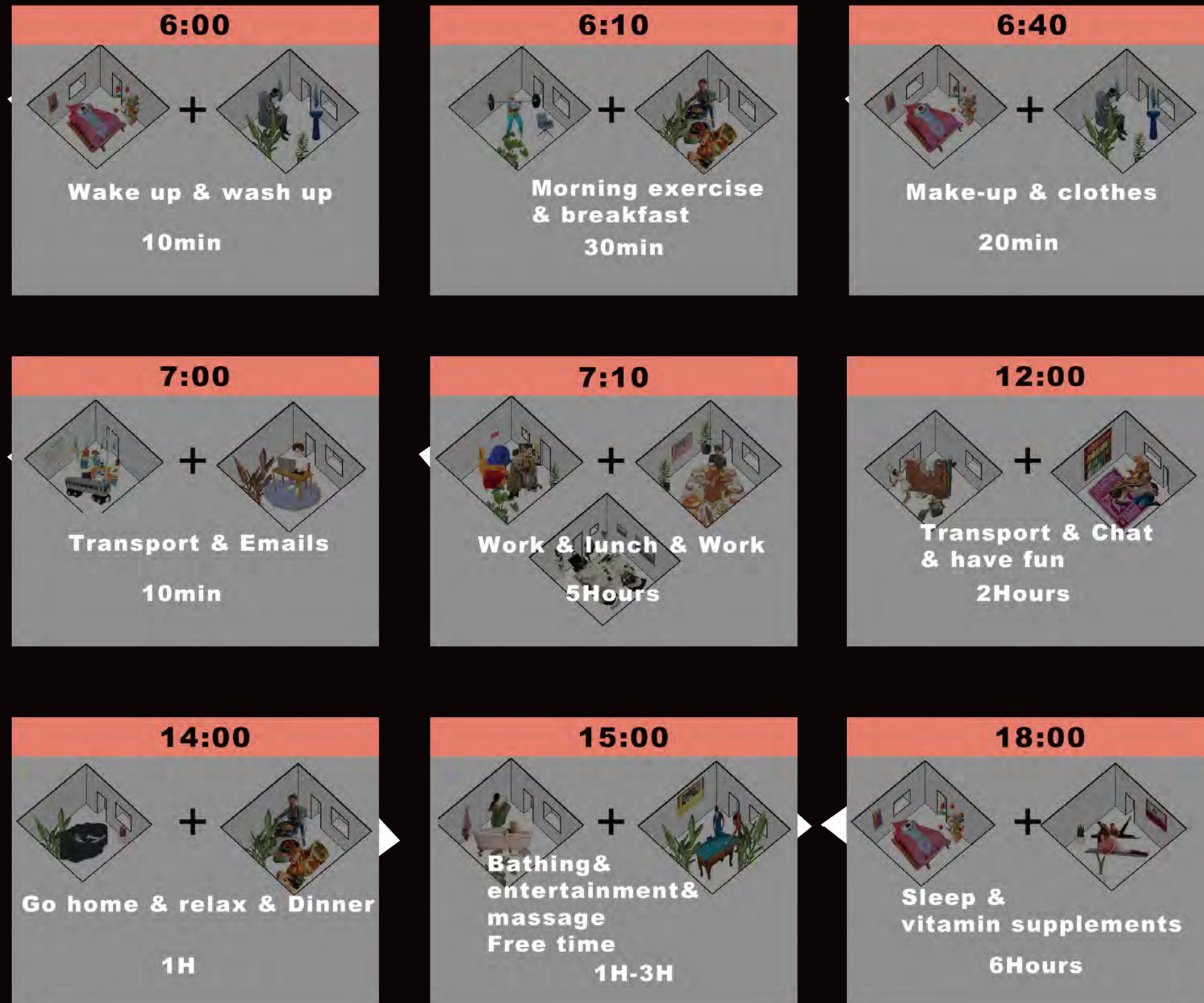
People are starting a new way of life, all based on speed and all about saving time, a compressed lifestyle that is essentially a break and reorganisation of time. Life is no longer confined to a set sequence, for example, people can do body cleaning and office communication and physical exercise at the same time in a multifunctional space. Nutritional supplements, and body care can also be carried out while sleeping. The time survival space can be customised according to one's own lifestyle.

Kedroom

BathGYM



# NEW TIME LINE



# UNDEFINED SPACES

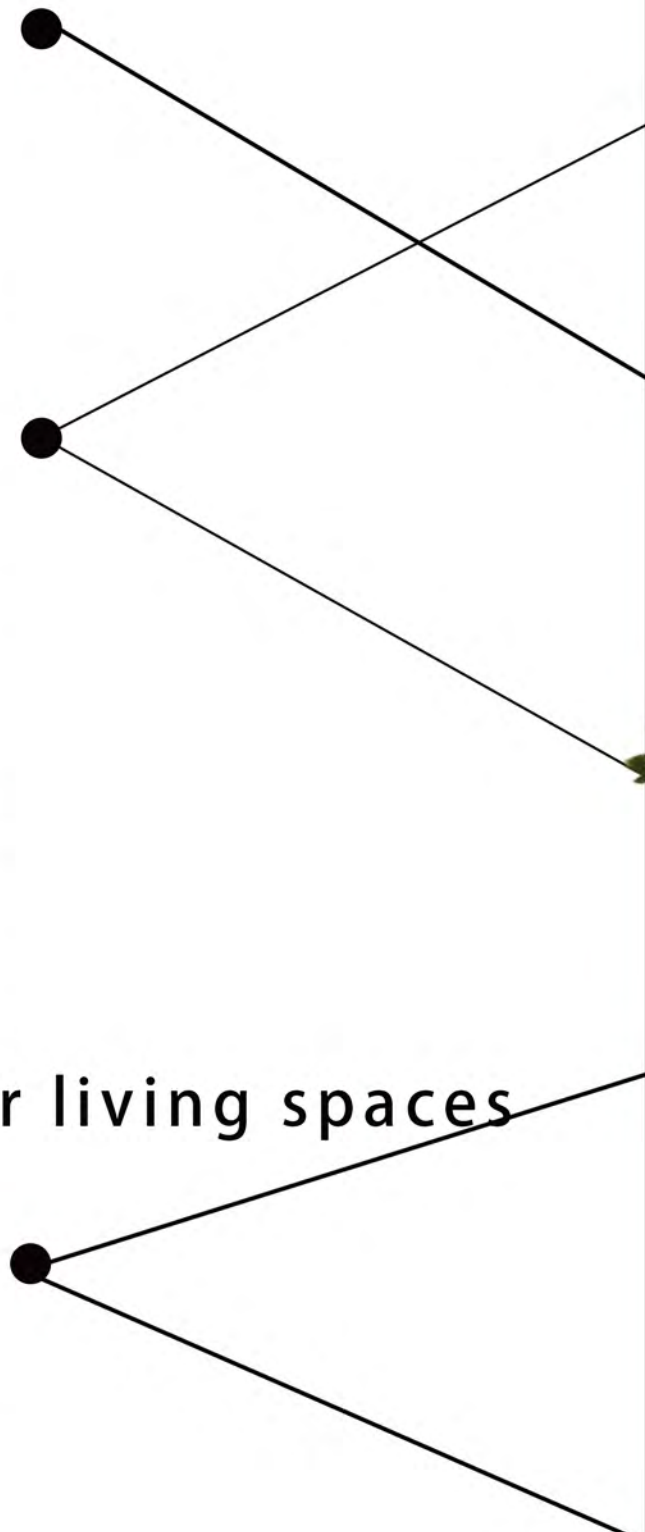
Cloakroom eliminated



Kitchen systems are simplified



Integration of functional areas in interior living spaces



Save time by less drinking

Per Day: 30 minutes  
 Per Week: 30 minutes \* 7 = 3.5 hours  
 Per Month: 30 minutes \* 30 = 15 hours  
 Per Year: 30 minutes \* 365 = 182.5 hours

Save time by less making up

Full Makeup : 30-60 minutes saved  
 Moderate Makeup: 15-30 minutes saved  
 Minimal Makeup : 5-15 minutes saved

Save time by less eating

which is approximately 1.5 hours per day

Save time by online working

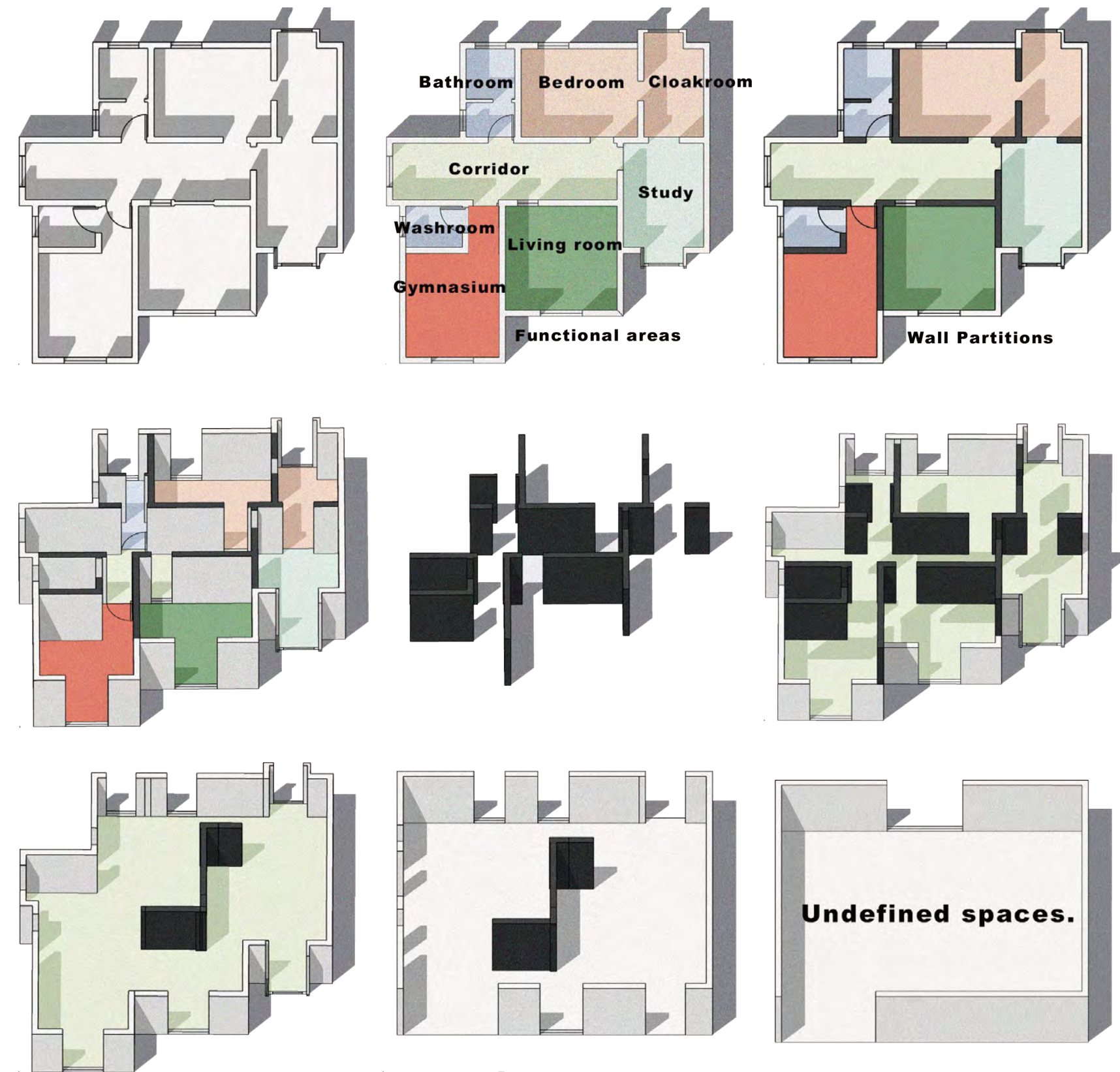
1 hours per day

Save time by undefined space

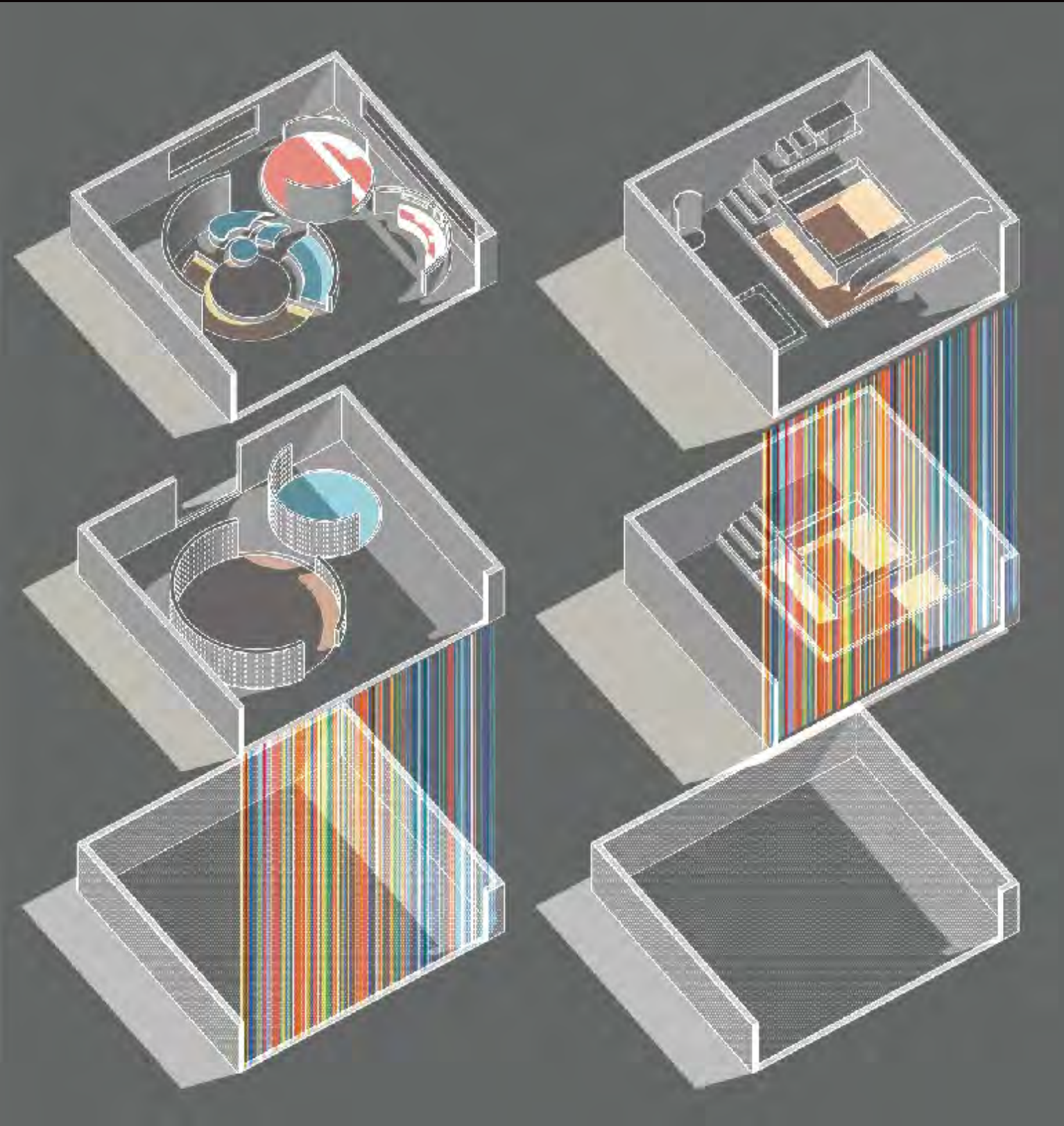
Transition Time Savings: 10 minutes  
 Efficiency Savings: 20 minutes  
 Cleaning Savings: 10

# UNDEFINED SPACES

Critically disrupting the fixed situation, erasing the traditional division of functional areas of living space and generating new undefined spaces.



# UNDEFINED SPACES

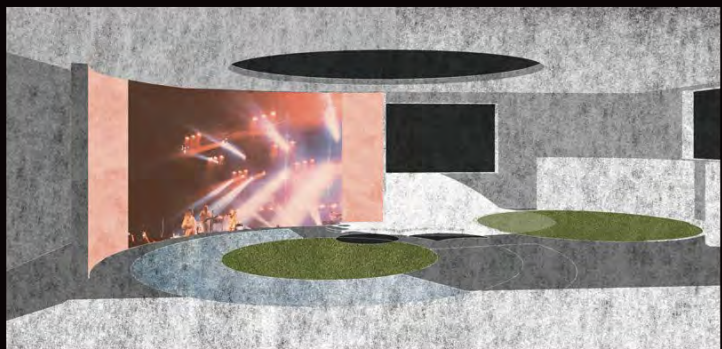
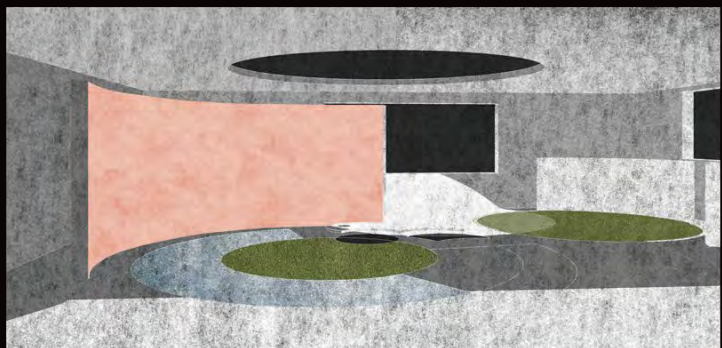
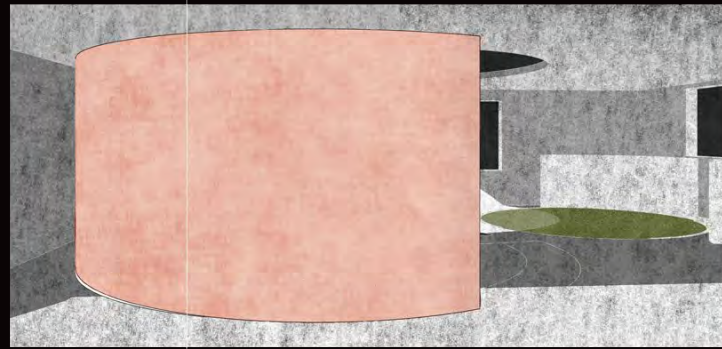
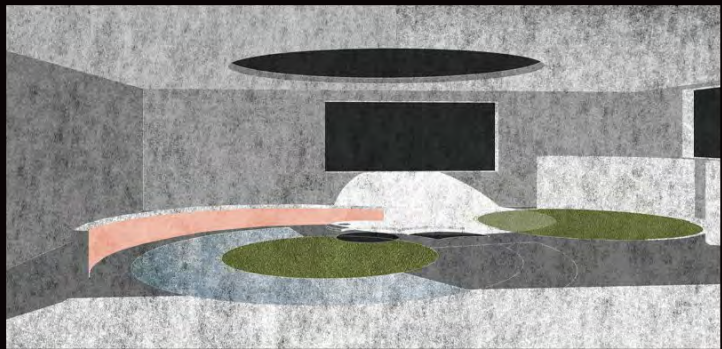
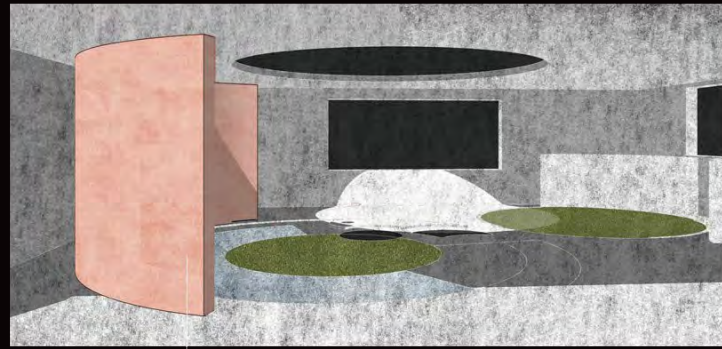
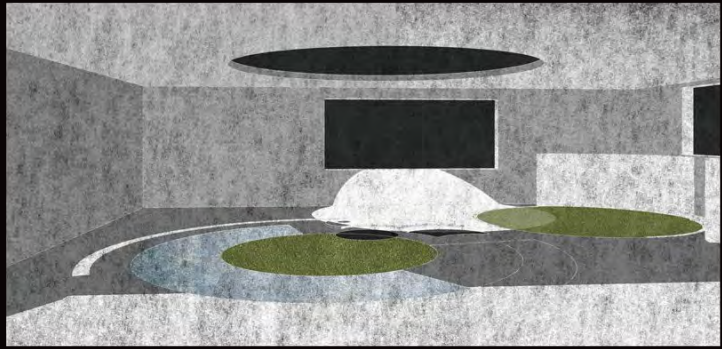


structure of the room is controlled by the program to change around time.

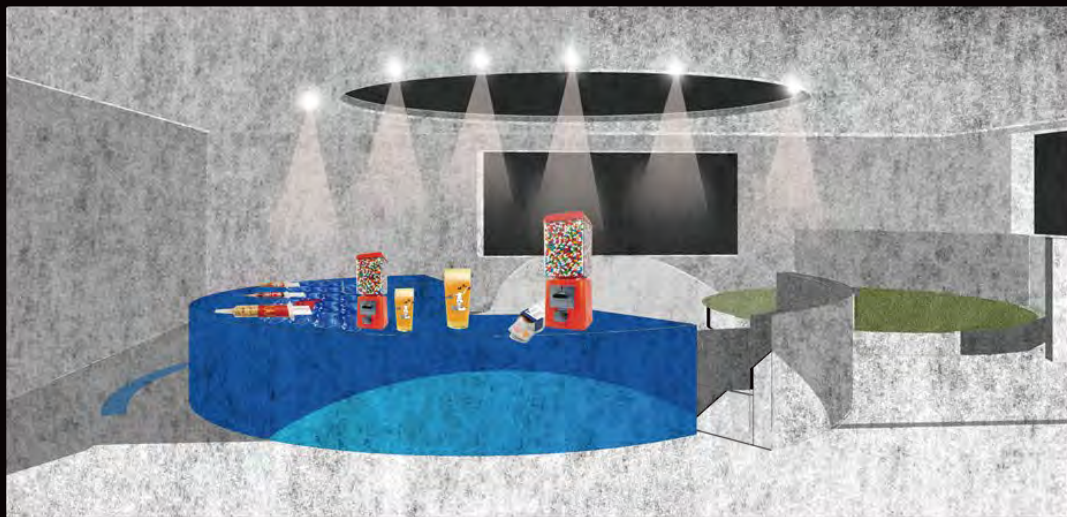
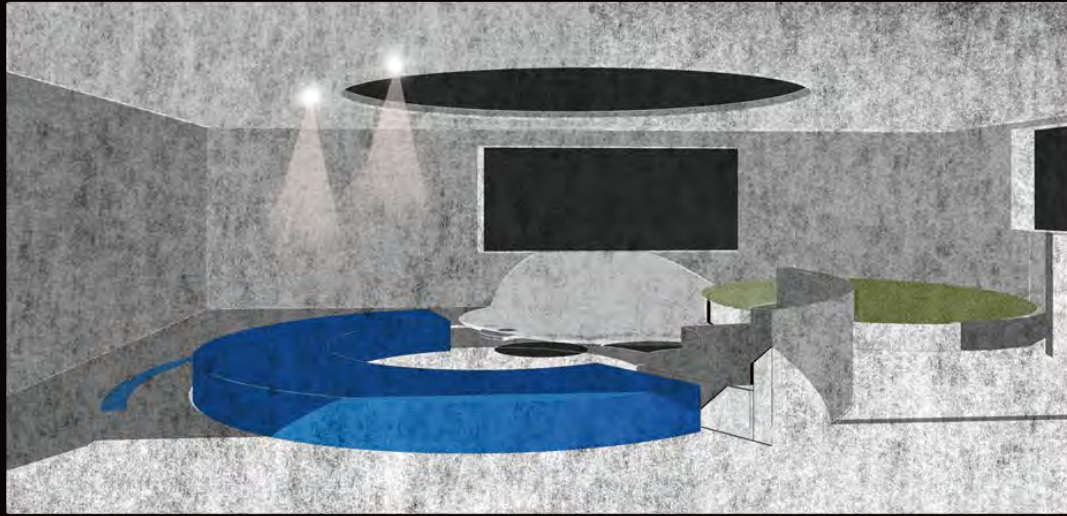
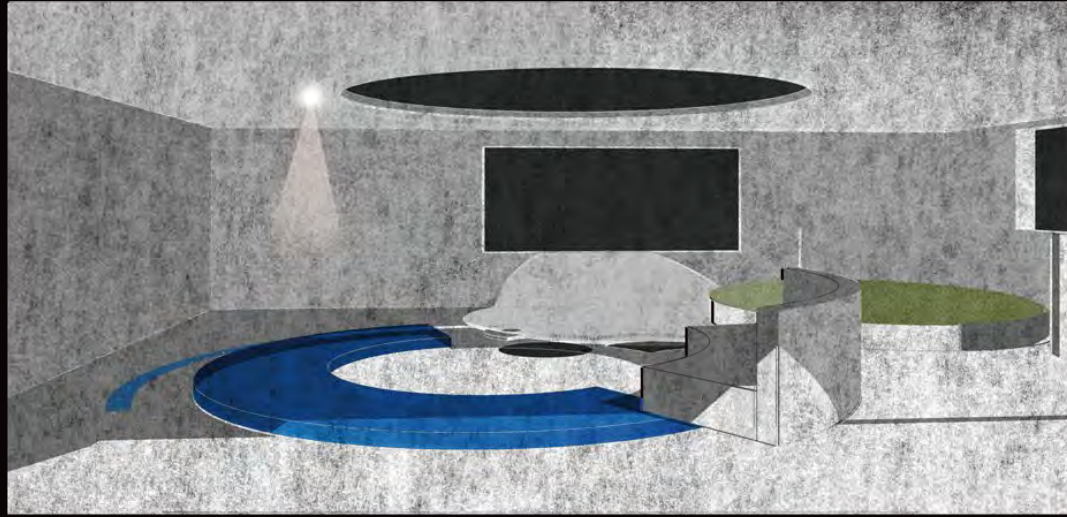


# UNDEFINED SPACES

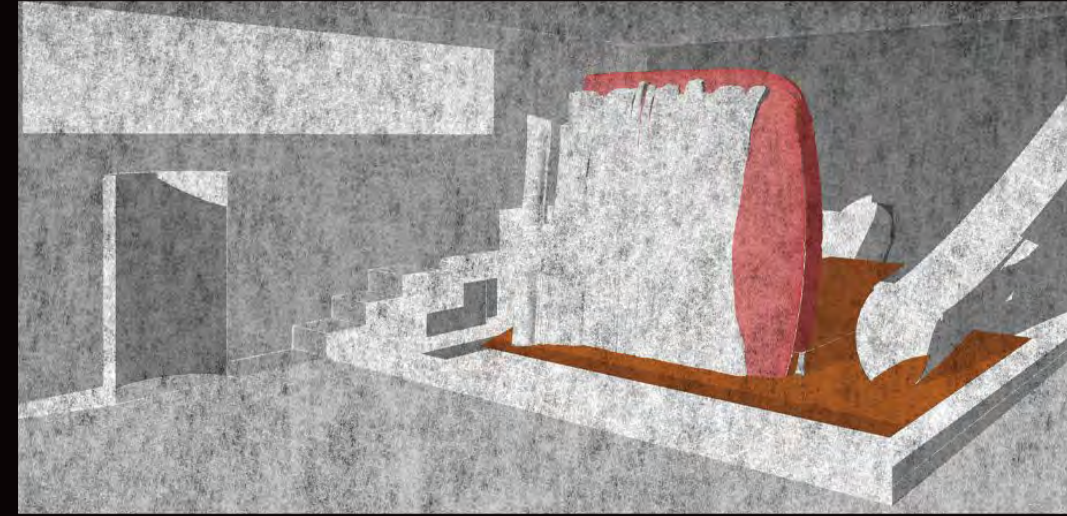
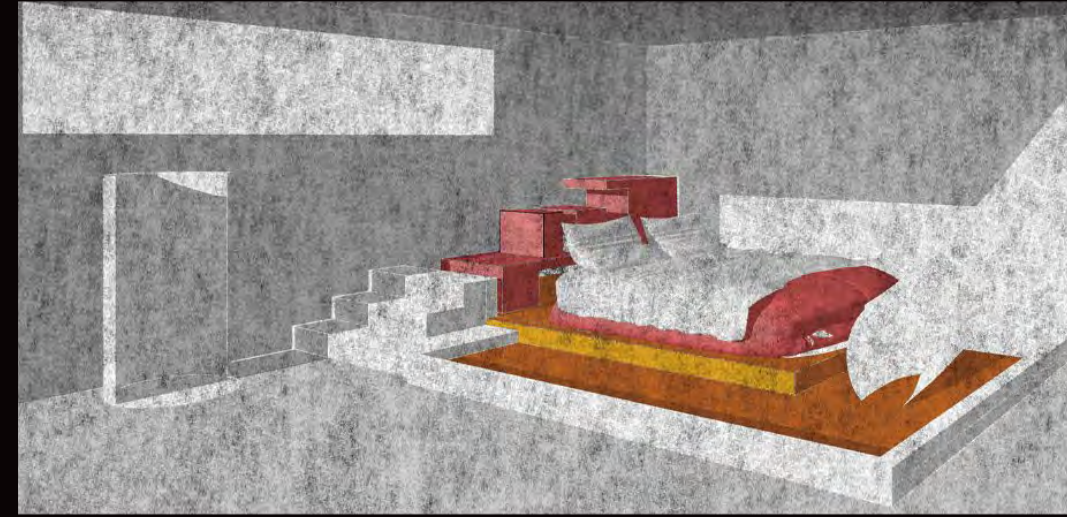
Relax Patterns



Eat Patterns



Sleep Patterns



Bath form



# MATERIAL CULTURE

- Multi-Functional Materials

Properties:

Versatility: Materials that can serve multiple purposes (e.g., seating that converts into storage or tables that transform into beds).

Adaptability: Materials that can change appearance or function with ease, such as adjustable lighting panels or modular components.



# Flexible deformation materials



he structure within the space changes around important points in time, so the materials are mainly classified as fixed, chronically deforming, and rapidly moulding materials.

## MATERIAL CULTURE

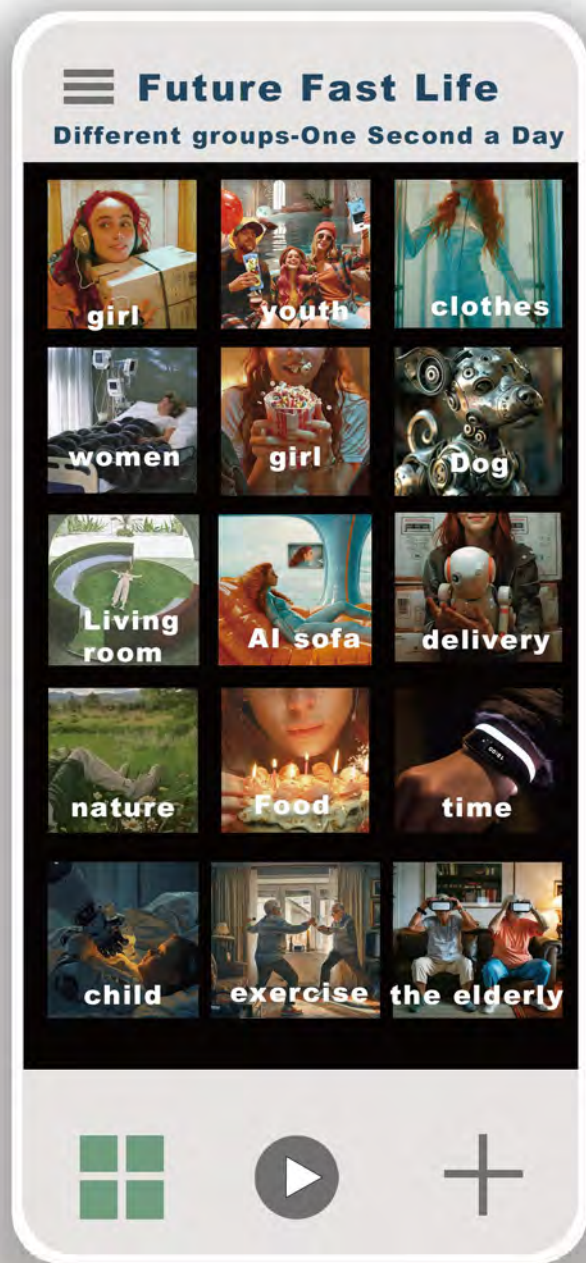


## MATERIAL TEST

Rapid deformation materials are mostly new materials that can be contracted and expanded gels.  
Different materials have different rates of ablation and turnover.



# Preview of Lina's Life in 2051



<https://youtube.com/shorts/7RqEqbOIJ90?si=I2t5fropRNvoubTZ>

## Different groups-Future Life

In the fast future world, the lifestyles of various groups of people have changed dramatically, with the elderly relying more on virtual reality for exercise, children being cared for by robots, and a large number of important points in life being done in indoor environments due to time constraints, saving transport time.

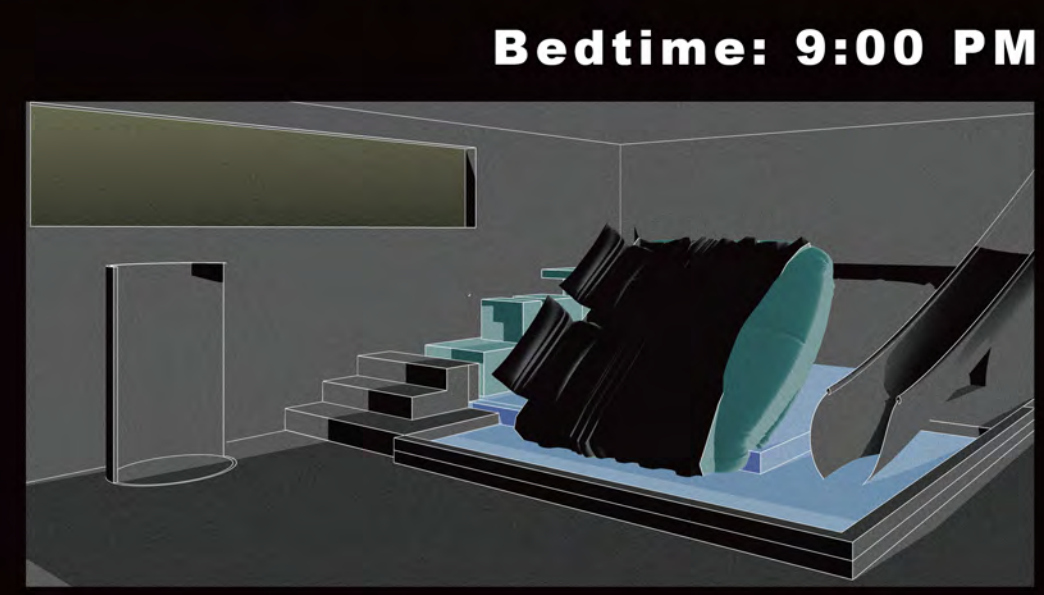
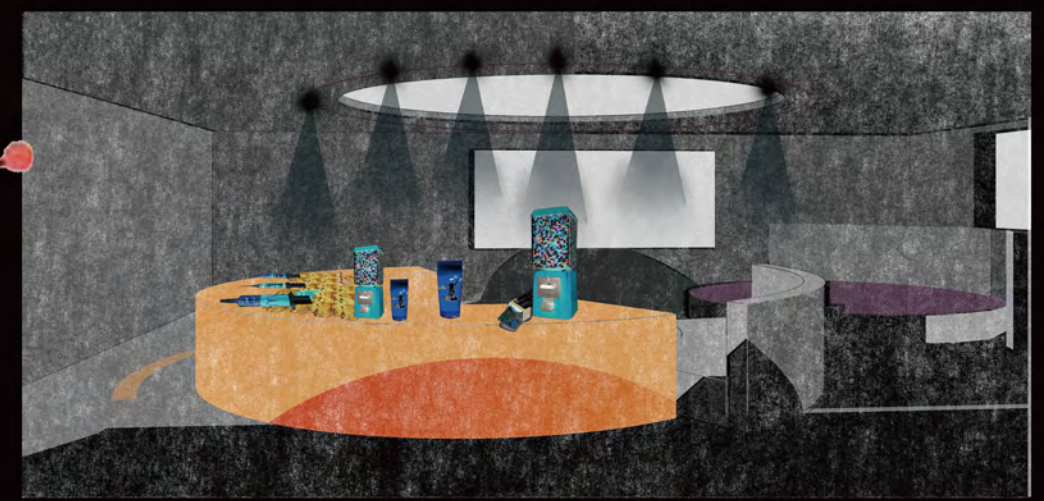
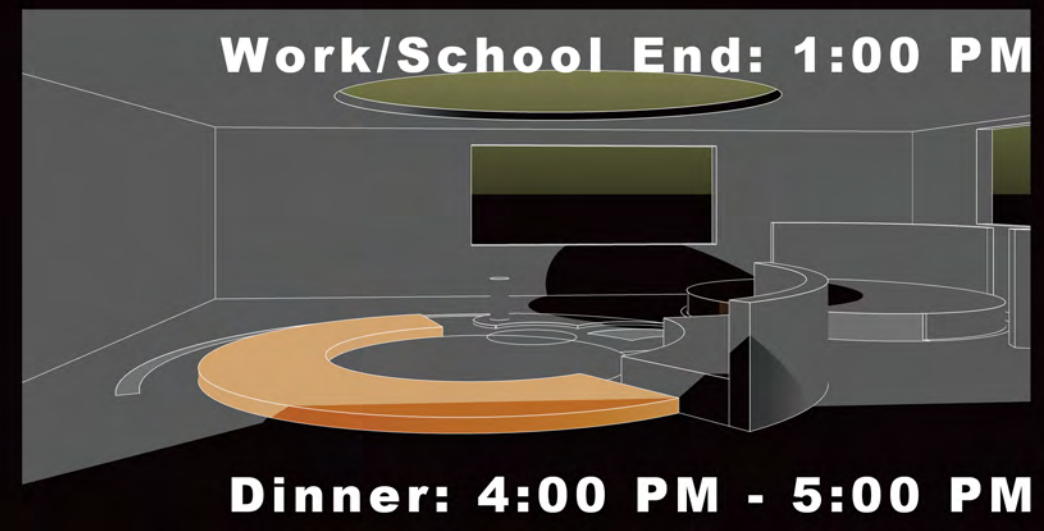
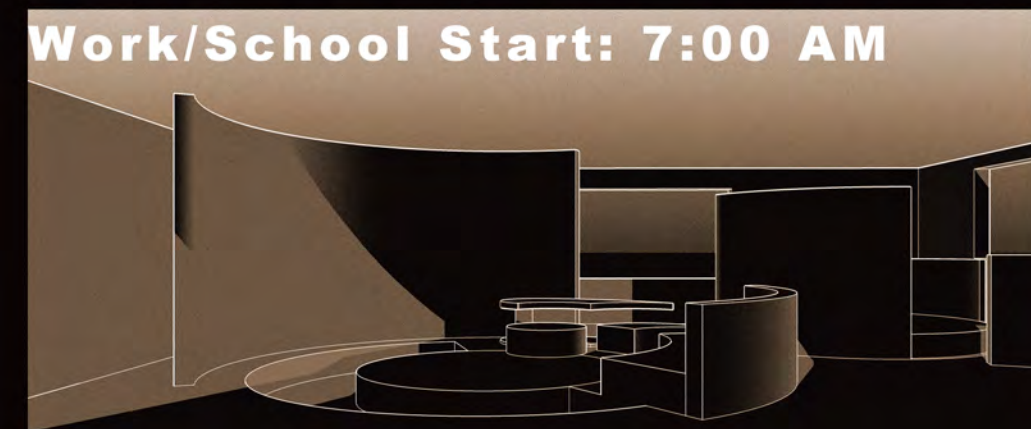
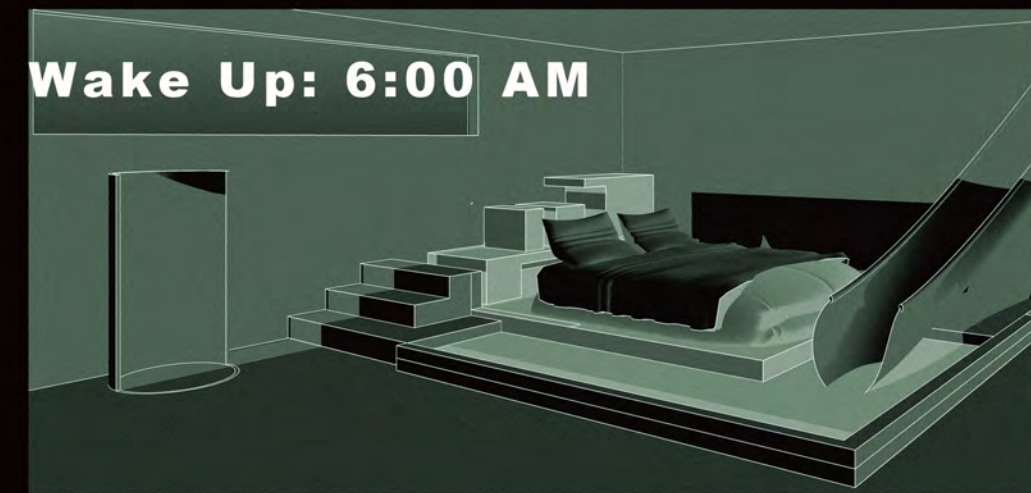


## Different groups-Future Life

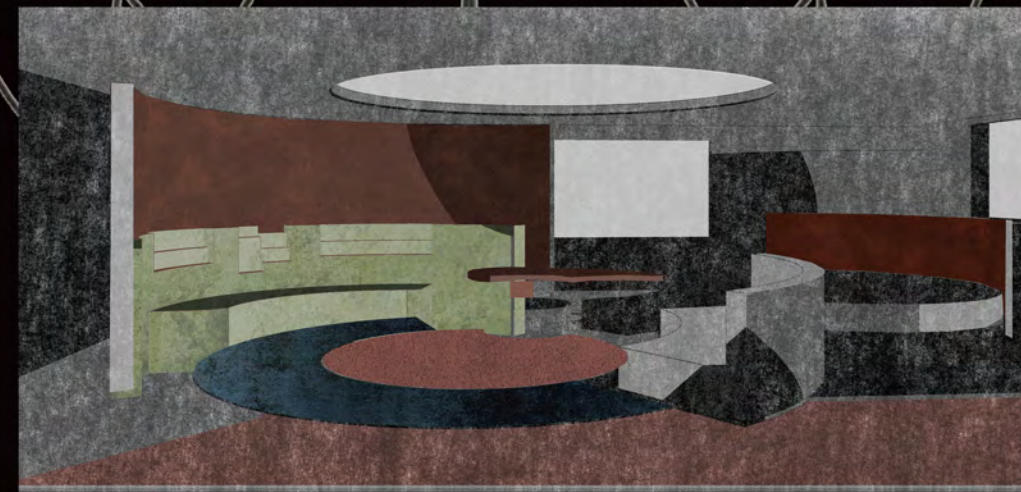
And the undefined space can transform the shape of the space with these important event node times to advance the daily rhythm of life. For example, generating beds at night.



# UNDEFINED TRANSFORMATION FORM



**Evening Relaxation: 5:00 PM - 9:00 PM**



2051-CITY

2051-City 18

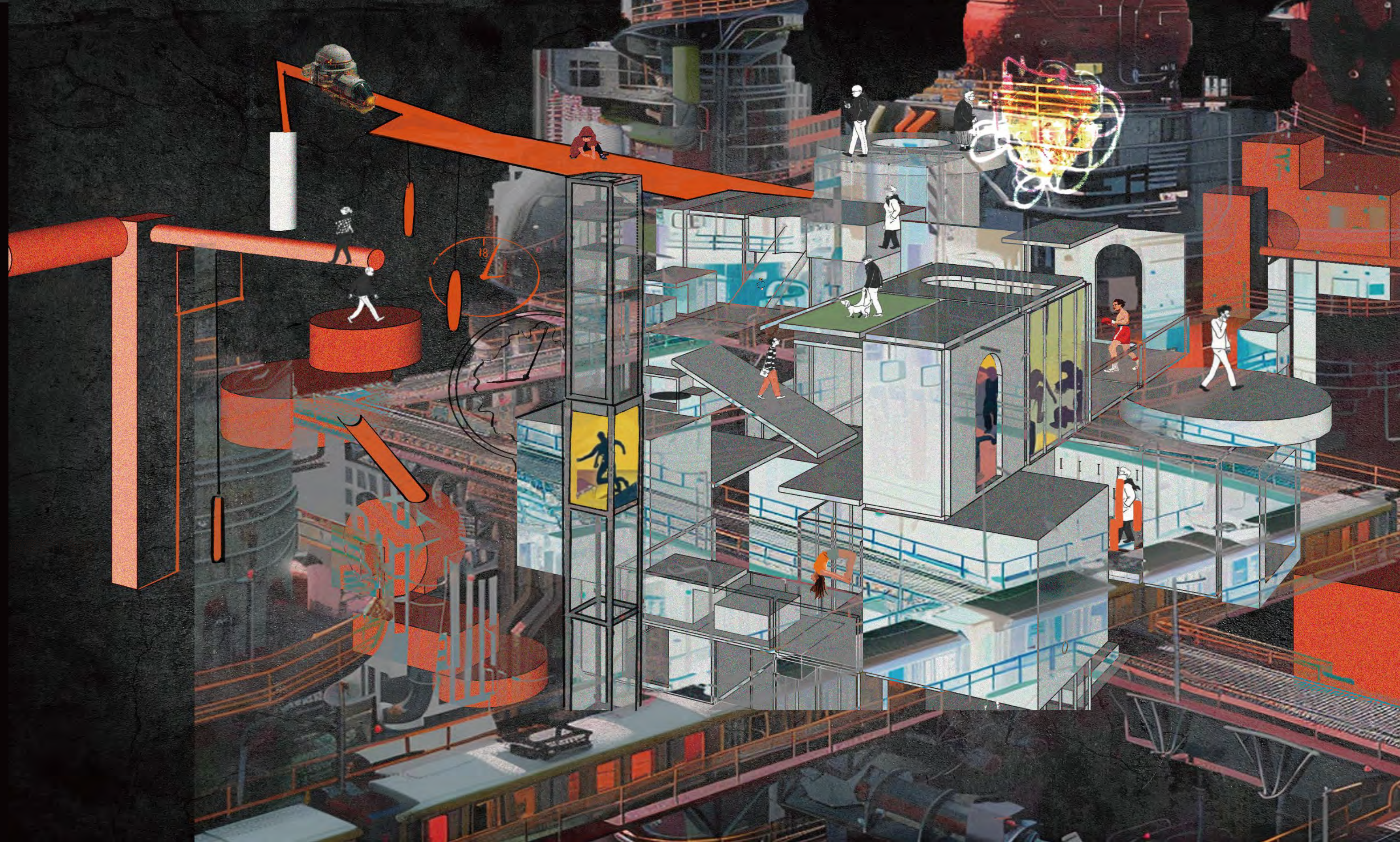
截屏



# CONCLUSION



In this 18-hour fast world, efficiency and pace of life are paramount. This project explores the dynamic interplay between living spaces and emotions within fast time. Introducing the Undefined Living Space, a concept where the environment adapts to time cues, and pushes inhabitants through their day. Examining how these adaptive spaces influence people's behavior, shows the profound impact of pace on human life.



## EXHIBITION

The final exhibition will be set up as a physical model with A1 posters and displays hanging on the walls. Ancillary display cases will feature portfolios and interactive giveaways.



