PORT FOLIO

2025
Interior Design

SuperFuture

Yubing Chen

Contents

PROJECT OVERVIEW

Cocoland is a speculative spatial project that investigates the transformation of **post-agricultural landscapes** into immersive, **tech-driven environments**.

Rooted in Cebu's coconut supply chain from 2020 to 2040, the project confronts issues of **environmental injustice, labor exploitation**, and **technopolitical inequality** in the **postcolonial tourism economy.**

As a government-backed theme park promotes innovation and sustainability, a local resistance group—**VOID (Voice of the Displaced)**—emerges to sabotage the illusion and expose hidden truths.

Through narrative design, policy-making, and immersive visual language, Cocoland explores the tension between **spectacle and subversion**, raising critical questions about the role of **spatial designers in shaping ethical futures.v**

Coconut Supply Chain

The coconut supply chain begins in Southeast Asian countries like the Philippines, where local farmers climb trees to harvest coconuts by hand.

These coconuts are then dehusked, processed into oil, water, fiber, or dried kernels, and packed for export.

Shipped across global trade routes, they eventually appear in supermarkets, cosmetic brands, and health food stores—far removed from their origin.

Southeast Asian countries — especially the Philippines, Indonesia, and Vietnam — serve as major producers, yet remain at the bottom of the global value chain.

While international markets generate high profits from coconut-derived goods, producing regions face severe **environmental and social costs**: deforestation, inefficient resource use, pollution from processing waste, and the exploitation of low-wage labor.

These extractive systems reflect **deeper inequalities embedded** in global trade and raise urgent questions about **sustainability, justice, and accountability.**

eco-business.com (2024)

troyspro.com.au (2024)

Location

In response to severe **environmental degradation** caused by coconut waste, local authorities in Cebu have begun to reflect on their **production practices.**
Faced with **mounting pollution** from burning husks and discarded shells, the region has introduced a company aimed at **recycling coconut husk and promoting circular resource use.**
These local responses signal a shift toward sustainability—and form the critical spatial context for this project.

Fortuna Cools

Fortuna Cools is a sustainable startup founded in 2018 by two Stanford University students. And a factory was established in Cebu last year It **produces eco-friendly coolers made from coconut husks**, providing a durable, biodegradable alternative to traditional styrofoam boxes.

The company c**ollaborates with local coconut farmers** in the Cebu, turning agricultural waste into insulation materials, offering an income boost to farmers while **reducing ocean plastic pollution**.

Fortuna Cools aims to create long-lasting solutions for businesses and consumers, especially in regions where coconuts are abundant.

Fortuna Cools helps local fishermen by providing a more durable and sustainable alternative to traditional styrofoam boxes for storing and transporting fish.By using Fortuna's coolers, fishermen reduce the recurring costs of replacing damaged containers, helping them save money in the long run.

Fortunacools, 2024

Three Weak Signal: Chanlenge in Cebu

Through research into news reports, academic studies, and industry data, several recurring issues emerged within Cebu's coconut industry.
Environmental degradation, labor exploitation, and material misuse were identified as key challenges affecting the region.
These insights form the basis for understanding the local realities behind coconut production and its broader socio-environmental impact.

Large-scale Coconut Waste Burning and Environmental Pollution -- Releases a large amount of greenhouse gases and pollutes local air quality.

Farmers Facing Unfair Treatment -- Coconut Pickers in the Philippines have low incomes, poor treatment and faces live risks.

Waste from Single-Use Packaging -- It creates a lot of marine debris that is difficult to decompose and pollutes the land.

Large-scale Coconut Waste Burning and Environmental Pollution

The Philippines, as one of the world's leading coconut producers, generates substantial amounts of coconut waste annually. The traditional way to deal with these coconuts is to burn them or landfill them, which has a very negative impact on the environment.

A report (Productivity and Sustainability of Coconut Production and Husk Utilization in the Philippines: Coconut Husk Availability and Utilization) said, **Philippine produces approximately 14.69 billion coconuts each year. Of these, over 5 billion husks are used by farmers as firewood for copra drying.**

However, an estimated 9 billion husks are either left in the fields or burned, contributing to environmental concerns. And coconut shells, constituting about 15.18% of the fruit, result in approximately 2.2 million tons of waste annually.

From the video Amazing Way to Burned Coconut , we can see that the locals do not think that burning coconuts is bad for the environment, and it is necessary to raise public awareness of protecting air quality.

Amazing Way to Burned Coconut (2024)

Can Coconuts Replace Plastic Foam Coolers? (2024)

Farmers Facing Unfair Treatment

From the film *Why Coconut Farmers Risk Their Lives To Feed Worlds Superfood Obsession*. It can be seen that Workers need to climb trees dozens of meters high to pick coconuts without any safety measures, and the income is not significant.

Also a Cebu News: **Farmers facing challenges, losing interest** by Iris Hazel Mascardo said: “CEBU, Philippines — Farmers in Cebu City are facing challenges on production while others are losing interest in farming entirely, said the chairman of the Committee on Agriculture Councilor Jun Alcover.” So, **Low pay** has resulted in farmers **no longer being willing to engage in agricultural activities.**

Why Coconut Farmers Risk Their Lives To Feed Worlds Superfood Obsession. (2024)

Why Coconut Farmers Risk Their Lives To Feed Worlds Superfood Obsession. (2024)

Waste from Single-Use Packaging

Nearly **48 million plastic shopping bags** are used daily in the Philippines, totaling **over 17 billion per year.** Additionally, about **16.5 billion sachets and 16 billion labo bags are used annually.**

In November 2021, the Cebu City Council approved an ordinance prohibiting the use of single-use disposable materials in all business establishments. The ordinance aims to reduce waste and promote a balanced and healthful ecology.

In March 2023, the town of Cordova in Cebu implemented a ban on single-use plastics two days a week (Wednesdays and Saturdays) to reduce plastic pollution. This ordinance applies to all residents and business establishments, encouraging the use of biodegradable or reusable packaging.

And according to a 2023 study, **the Philippines accounts for 36% of global ocean plastic pollution, ranking first worldwide**.

Can Coconuts Replace Plastic Foam Coolers? (2024)

History of Cebu

2020

The Philippines generated tens of thousands of tons of coconut waste every year, most of which was either buried in landfills or burned, causing severe environmental pollution and wasting valuable resources. Despite the coocnut industry being a vital part of the national economy, the traditional methods of disposing of coconut waste impacting local ecosystems and communities.

Fortunacools, 2024

2025

Mdv Edwards, 2023

In response to this challenge, the Philippine government chose Cebu as a pilot city for coconut waste recycling. Cebu is not only a major hub for coconut cultivation and production but also had a foundation for waste recycling.

Fortunacools, 2024

Cebu City government officially implemented the Coconut Waste Recycling Policy by newspaper, mandating that all overripe or discarded coconuts must be delivered to designated recycling centers, prohibiting landfilling and burning. This policy not only effectively reduced environmental pollution but also created new job opportunities and innovation avenues for farmers, enterprises, and research institutions.

2030

Generated by Midjorney

Cebu became a global hub for sustainable coconut production. It focused on high-value products and built Cocoland to show its innovation. Coconut waste was reused to support a zero-waste economy.

2035

Generated by Midjorney

AI and automation systems are fully implemented in recycling stations, drastically improving efficiency.

However, the rise of high-tech systems displaces many local workers, causing widespread unemployment and social discontent.

The Cebu government unveils a new strategic plan to transform the region into a “Coconut Tourism City.”

Generated by Midjorney

2038

Cocoland officially opens, offering immersive experiences through VR, AR, and interactive learning.

2039

As technology reshaped society, rising local unemployment led to resistance from a group called VOID (Voice of the Displaced), who infiltrated Cocoland disguised as tourists, sabotaging equipment and posting protest messages. Repeated attacks caused severe damage, forcing the park to close and tourism to plummet. With limited funds for full repairs, the government urgently decided to reopen Cocoland by shrinking visitor areas and using semi-transparent glass to conceal the damage.

Generated by Midjorney

Generated by Midjorney

2040

Cocoland reopened in January 2040, but much of it was hidden or closed due to damage. Behind the scenes, the park was filled with waste and broken machines. Yannis, a researcher passionate about coconuts, visited to explore its eco-friendly innovations.

Coconut Recycling Policy

Towards a Sustainable and Inclusive Future for Cebu's Coconut Industry

In response to the pressing environmental and social issues arising from coconut waste in Cebu—including large-scale open burning, exploitative labor conditions, and packaging pollution—the local government has introduced a comprehensive Coconut Recycling Policy.

Under this policy, all discarded coconut shells, husks, and by-products must be transported to officially designated Coconut Recycling Centers. These centers will act as hubs where waste is processed and sold at subsidized rates to certified sustainable development companies. By enabling the transformation of agricultural waste into eco-friendly products, the policy not only reduces carbon emissions and land/marine pollution but also fosters a circular economy.

More importantly, the policy aims to empower local communities. It creates new job opportunities in waste collection, sorting, and processing, while offering financial incentives and government subsidies to farmers who participate in the recycling system. By integrating environmental responsibility with economic equity, the Coconut Recycling Policy represents a critical step toward building a cleaner, fairer, and more resilient Cebu.

Policy Provisions:

Article 1: Requirements for Coconut Waste Disposal

The burning and landfill disposal of all overripe and aged coconuts / discarded coconuts, including coconut husks, meat, and byproducts, are strictly prohibited.

All coconut waste must be delivered to designated coconut recycling centers for processing.

Article 2: Recycling Center Layout and Scale

Cebu City will establish five coconut recycling centers:

1 Large-scale Recycling Center: 3,000 square meters in area, handling the majority of coconut waste and storage.

1 Medium-scale Recycling Center: 1,000 square meters, serving as a supplementary processing facility.

3 Small-scale Recycling Centers: Each 200 square meters, strategically located near major coconut-growing areas for ease of access.

The total construction budget is PHP 50 million (approximately GBP 0.7 million), covering land acquisition, infrastructure, and equipment procurement.

Article 3: Coconut Waste Tax

Tax on Unrecycled Coconuts: Farmers and plantations that fail to deliver discarded coconuts to recycling centers will be subject to a Coconut Waste Tax, based on the weight of unrecycled coconuts.

Exemptions:

Small-scale farmers producing less than 30 kg of coconut waste per month are exempt.

Temporary exemptions may apply in cases of natural disasters or transportation disruptions.

Penalties for Non-Compliance:

First violation: Full payment of missed taxes plus a 20% penalty.

Article 4: Subsidies and Incentive Mechanisms

Subsidies for Farmers and Plantations:

A subsidy of X pesos will be provided per kg (evaluated and adjusted periodically by the government and relevant agencies).

Farmers need to record the weight of discarded coconuts delivered, which will be verified to receive subsidies.

Pricing Standards for Recycling Companies:

The government will establish pricing standards for transactions between recycling centers and recycling companies to ensure companies can purchase waste at a fair price while safeguarding farmers' benefits.

Article 5: Transportation and Responsibility Allocation

Farmers and plantations are responsible for transporting overripe and aged coconuts / discarded coconuts to the nearest recycling center, with partial transportation costs eligible for subsidies.

Recycling centers must provide convenient and efficient services for receiving waste and ensure transparent weighing and subsidy records.

Article 6: Recycling Center Collaboration

Local Recycling Company Collaboration: Collaborate with Cebu-based recycling and reuse companies to promote the development of the coconut waste processing industry.

Waste Coconut Supply: Establish a directed supply model to ensure local companies have priority access to raw materials for producing high-value products such as eco-friendly packaging and building materials.

Innovation and technology: Provide financial support for company-led research and development, encouraging innovation and technological advancement.

Article 7: Development of a Coconut-Themed Tourism City

The government will actively promote the development of a coconut-themed tourism city over the next decade. This initiative will include:

Integration of coconut farms into eco-tourism

Support for Coconut-Based Industries & Local Businesses

Cultural & Environmental Awareness Through Media

2025

Newspaper

In 2025, the Cebu City Government will launch a coconut recycling policy. It will be promoted to every corner of Cebu in the form of a newspaper so that every citizen can know about this policy.

The newspaper will contain the full content of the policy, explaining in detail to the public how the policy will be implemented and who will implement it.

2026

In 2026, Coconut recycling stations are completed and begin full operations. And the recycling policy is officially enforced.

Generated by Midjorney

Coconut Recycling Center

2027

In 2027, The policy is implemented effectively, ensuring all steps run without problems. This c**reates many job opportunities for local people** in coconut collection, processing, and related industries, **improving their income and skills**.

The coconut recycling supply chain begins to take shape.
Key parts of the coconut recycling system—such as waste collection, processing, and product distribution—are coming together. Partnerships are forming, making the supply chain more organized and sustainable.

Generated by Midjorney

Coconut Recycling Center

2030

Five years into the coconut recycling policy, the government is adding equipment at centres that have reached their processing capacity and improving existing facilities, such as efficient coconut shell crushing equipment and automatic sorting equipment.

As more and more coconuts are recycled, many new coconut-related products have been developed locally, and **a coconut market** has emerged. The coconut theme market not only has products, but also a lot of coconut delicacies, which has initially laid the foundation for Cebu to become a **coconut tourism city.**

The government is planning to build a coconut theme park to showcase the history, culture and sustainability of coconuts.
Farmers experience a modest increase in income from subsidies and coconut waste sales.

Generated by Midjorney

Sea-side Coconut-themed Market

Generated by Midjorney

Coconut Culture Center

2035

By 2035, the Coconut Recycling Center became fully automated. Efficiency and output soared, but the transition resulted in widespread job losses among local workers who once relied on factory employment. Many families faced financial struggles, and frustration grew within the community.

While companies highlighted automation as a leap toward innovation and sustainability, locals saw it as a loss of human dignity and opportunity.

AI systems now manage every stage—from sorting and shelling to processing and packaging—operating continuously with speed and precision. As machines replaced human labor, the social gap between industry and residents deepened.

Mechanized factory

Generated by Midjorney

The government established a materials lab to explore how coconuts could be turned into new types of sustainable materials. Together with the farming labs, these facilities aimed to expand the possibilities of coconut use in both agriculture and industry.

The government set up labs to develop new types of coconut trees. With advanced tools and greenhouses, researchers worked to create trees that grow faster, yield more, and resist pests and climate change.

Material Lab

Research and develop new materials

Generated by Midjorney

Tree Lab

Research and develop new types of coconut palms

Generated by Midjorney

“Coconut Tourism City”

To promote sustainable development and share its transformation, Cebu developed tourism centered on coconut innovation.
The government decided to build COCOL-AND — an eco-theme park showcasing circular farming, advanced technologies, and cultural heritage, marking a new chapter in Cebu’s identity as the **“Global Coconut Capital.”**

Envisioned Coconut Tourism City

Generated by Midjorney

2038

In 2038, Cocoland officially opens to the world, as a flagship of eco-tech tourism.

ombining VR, AR, sustainable farming, and 3D printing, it offers immersive learning experiences and transforms coconut waste into innovative products.

The park draws global attention, earning Cebu the title of **"Global Coconut Capital."**

Cocoland Path

Generated by Midjorney

2039

As technology reshapes society, unemployment among locals worsens. Resistance movements from a residents organized resistance group called **VOID(Vioce of the Displaced).** They disguised as tourists infiltrate Cocoland, sabotage equipment, and **post protest messages inside the park.**

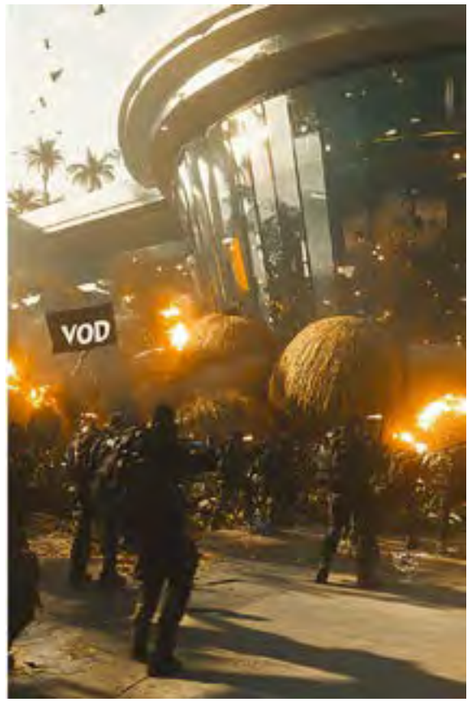
Generated by Midjorney

VOID's PROTEST

Cocoland Suffered Severe Damage: After multiple sabotage attempts, **parts of Cocoland were severely damaged**, forcing the park to close and begin repairs. During this process, the number of visitors in Cebu sharply declined, leading to a **significant drop in tourism revenue**, and there was **not enough funding for full repairs.**

Government's Urgent Decision to Reopen: To restore the economy and avoid prolonged closure, the government decided to shrink the visitor areas and use semi-transparent glass to cover up the damaged parts of the park.

Generated by Midjorney



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CEBU COCOLAND

SWEET COCONUT, SWEET CEBU

Cocoland is an immersive eco-theme park launched in Cebu in 2038, showcasing the future of sustainable coconut innovation.

It transforms coconut waste into bioplastics, textiles, and eco-materials through smart technology and clean energy. Blending culture and innovation, Cocoland envisions a regenerative, circular future.

Background of Cocoland

Cocoland was born from Cebu's urgent need to transform environmental and social crisis into a forward-looking opportunity.
For decades, the region struggled with the negative impacts of coconut waste—air pollution from open burning, low-income farmers facing hazardous conditions, and the growing problem of single-use packaging pollution. In 2025, the Cebu government responded with a bold Coconut Recycling Policy, banning waste incineration and promoting a circular economy built on coconut-based innovation.

As the policy took effect, Cebu rapidly evolved into a testing ground for green technologies—pioneering sustainable farming, 3D-printed coconut products, and waste-to-resource industries. However, it wasn't just about technology—it was about identity.

There was a growing need to communicate this transformation to the world, to turn Cebu from a production zone into an international symbol of sustainability.
Cocoland was created to meet that need.
More than a theme park, it serves as a platform for education, experience, and engagement. Through immersive VR/AR exhibits, interactive labs, and culturally rooted storytelling, Cocoland invites tourists to witness Cebu's journey firsthand. It transforms environmental recovery into a public experience, blending eco-tourism, technology, and heritage to celebrate what Cebu has become: the Global Coconut Capital.

Generated by Midjorney

Cocoland Design Working Progress

Mapping Cocoland

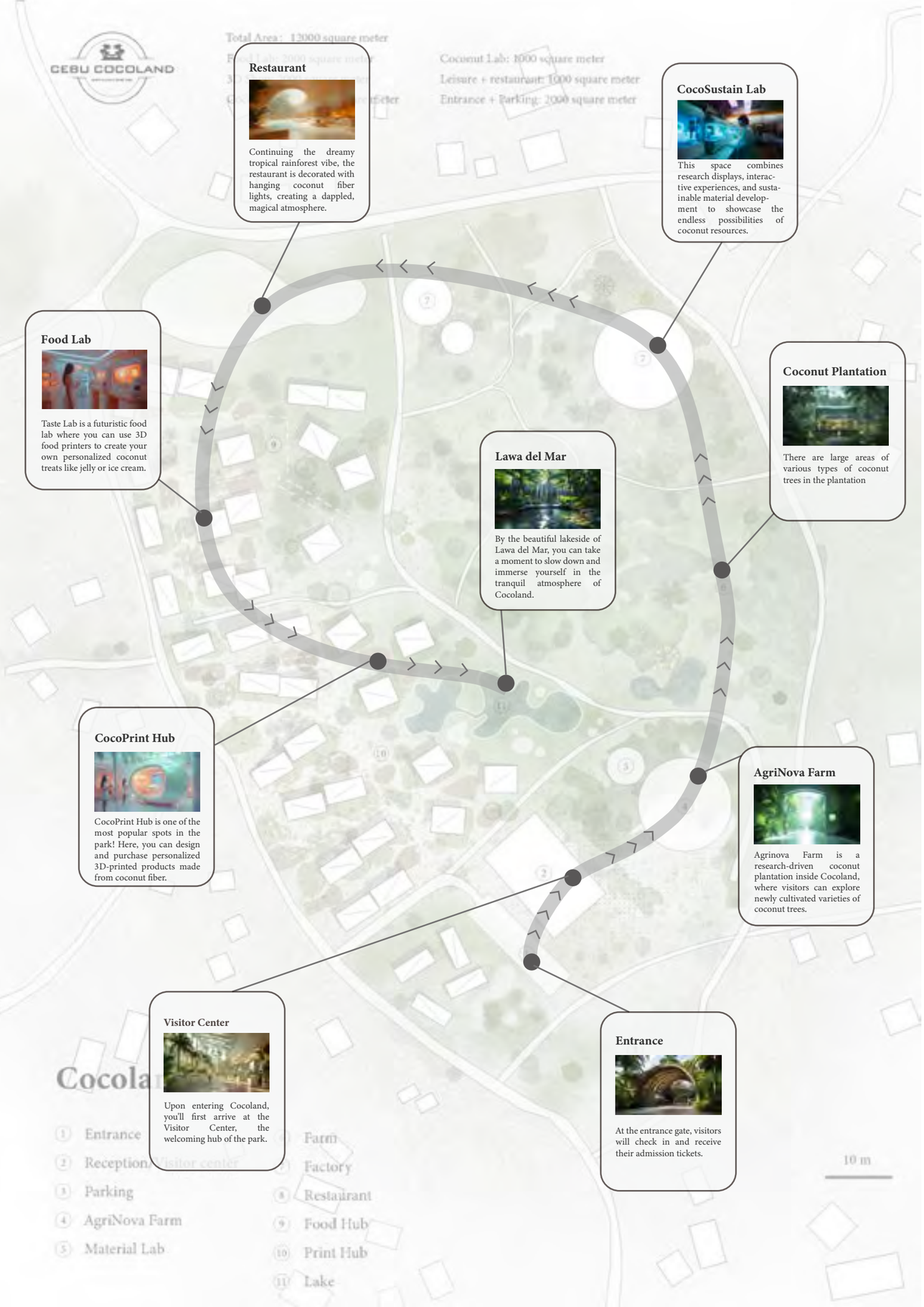
The design of Cocoland began with a clear spatial strategy, dividing the park into three core zones:

Farm Zone – A regenerative coconut farm where visitors engage with planting and harvesting.

Research Zone – A tech-driven area focused on material innovation and bio-conversion.

Product Zone – An interactive space showcasing coconut-based products through retail and workshops.

This tripartite layout creates a narrative journey from **raw nature to technological transformation** to **everyday application**, guiding visitors through the full lifecycle of the coconut.



Visitor Journey

The visitor route is designed as a narrative experience—**from coconut origin to final product.**

Guests begin by exploring different coconut species in the **Farm Zone**, then move into the **Lab Zone** to learn how coconut waste is transformed into materials. The journey ends in the **Product Zone**, where they interact with finished goods through 3D printing machines.

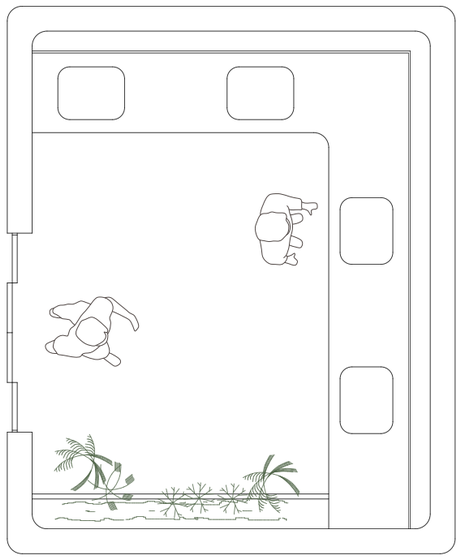
This sequence helps visitors clearly understand how **nature, science, and design come together** in every product.

Modeling Detail Part

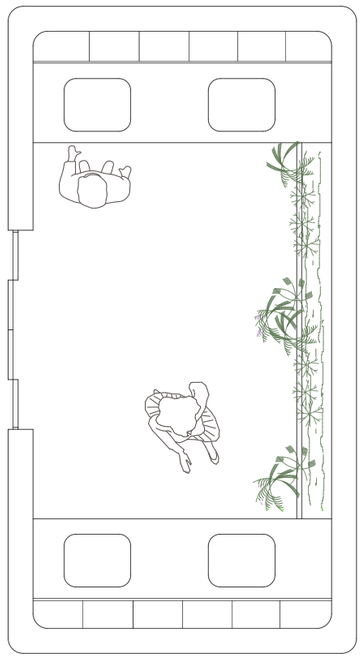
Print Hub: Original Key Scene & Architectural Prototype

As the original main setting of the film, the Print Hub was the first structure modeled in C4D.
It serves as both a narrative anchor and a design prototype—showcasing how coconut-based materials can shape architecture.
Through 3D modeling, spatial qualities, textures, and materiality were carefully explored and visualized

Floor Plan of Print Hub



Room 1: 4m x 5m

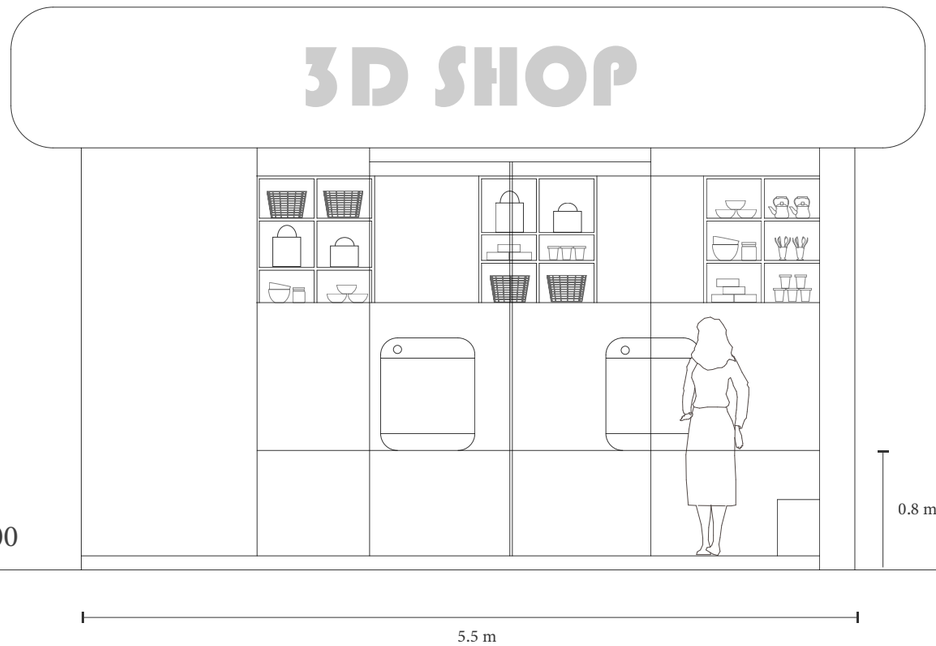


Room 2: 3m x 6m

Model of Print Hub

The wall material uses **natural thermal insulation material CocoTherm Brick,** which can effectively insulate, save energy, and create a cool indoor space. One hub is equipped with four 3D printers. The printed products are placed on the wall, and visitors can stop here for a short while to view them.

Print Hub 1



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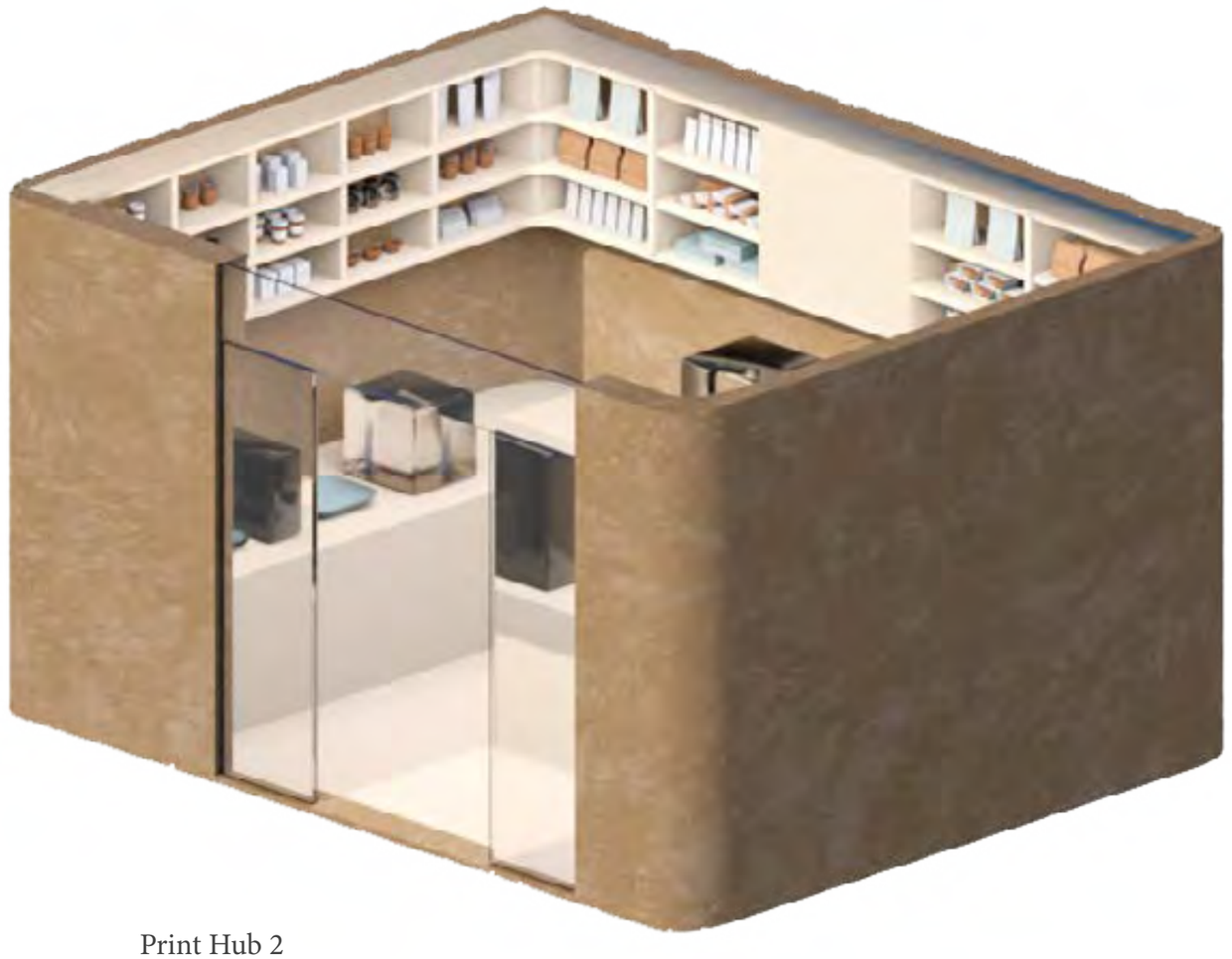
Print Hub 2

Print Hub 2

Bio-based plastics are mainly used in the interior space, such as tables and shelves.



Print Hub 2

Print Hub Area Overview

Real Shot Test in Kew Garden

Despite the Print Hub's clarity in expressing materiality and form through modeling, the contrast between rendered visuals and live-action footage was too stark.

This disconnect affected the immersive quality of the film, making it difficult to maintain narrative cohesion.

Change Main Site in The Film

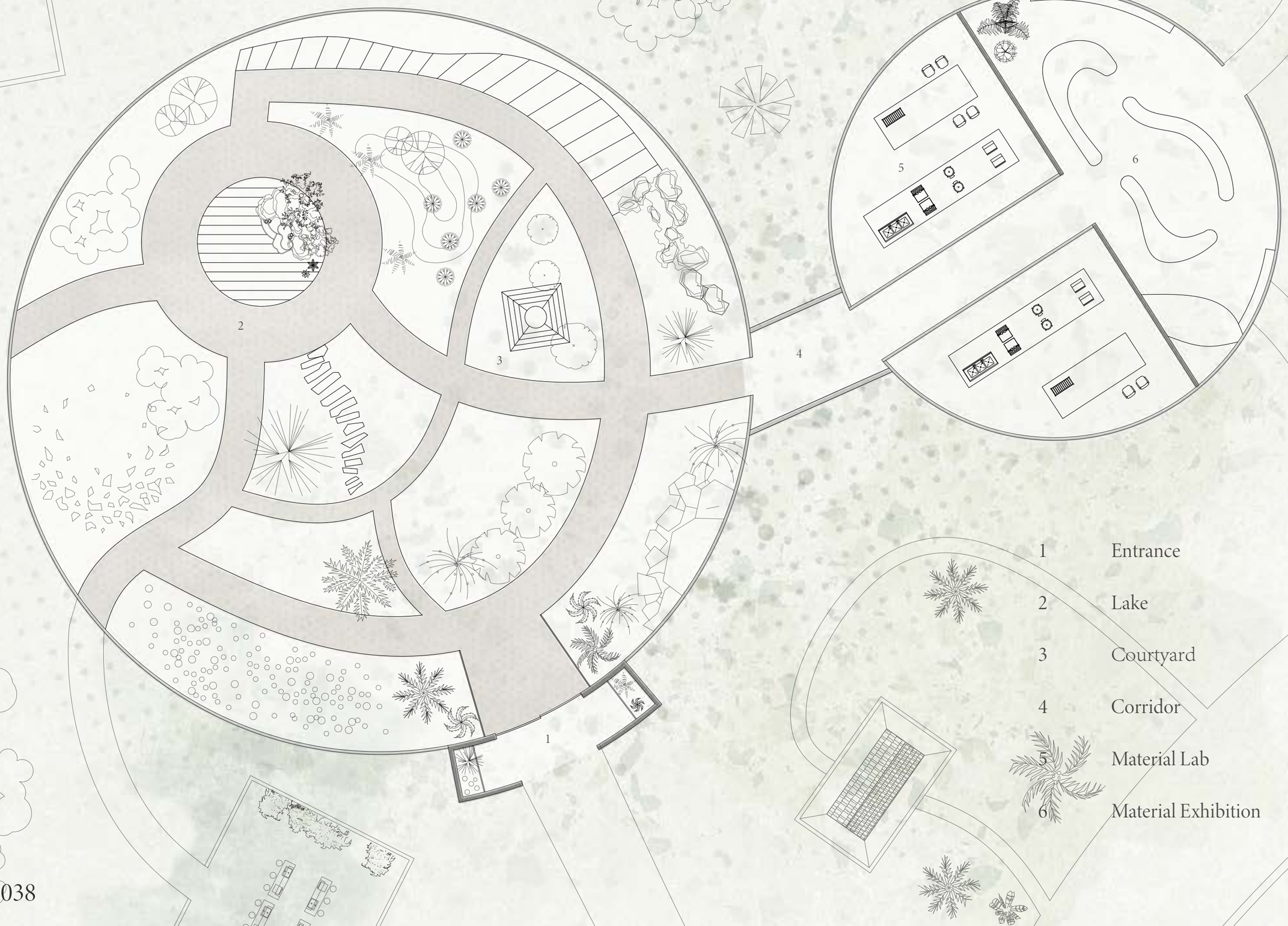
AgriNova Farm Design & Visual Development

Main Scene Shift: From Print Hub to Farm

While the **Print Hub** model effectively expressed materiality and architectural form, it **proved difficult to integrate seamlessly with live-action footage**. The **visual contrast disrupted immersion and weakened narrative coherence**.

To better support the film's emotional arc and emphasize social conflict—not just the utopian image of Cocoland—I **relocated the main scene to the Coco Farm.**
As a real site, the farm offers stronger visual continuity and anchors the story in authentic tension between **technology and tradition, progress and resistance.**

Floor plan of AgriNova Farm



1 Entrance

2 Lake

3 Courtyard

4 Corridor

5 Material Lab

6 Material Exhibition

In 2038

Dome Farm Design

To support the growth of newly developed coconut species, which require **controlled humidity and temperature**, an indoor farm was created.

The **dome structure** enables efficient climate regulation and diffused natural lighting. Beyond function, the dome also symbolizes Cocoland's idealized vision—a curated environment where nature is engineered and perfection is framed.

Farn Entrance

To ensure visual consistency in the film, I began by building the farm in 3D as a white model.
This model was then imported into AI rendering tools, where I refined lighting, texture, and mood to match the film's aesthetic.
The workflow bridges accurate spatial design with controlled visual storytelling, allowing the farm to serve as both a narrative setting and a coherent visual anchor.

Generated by Midjorney

Generated by Midjorney

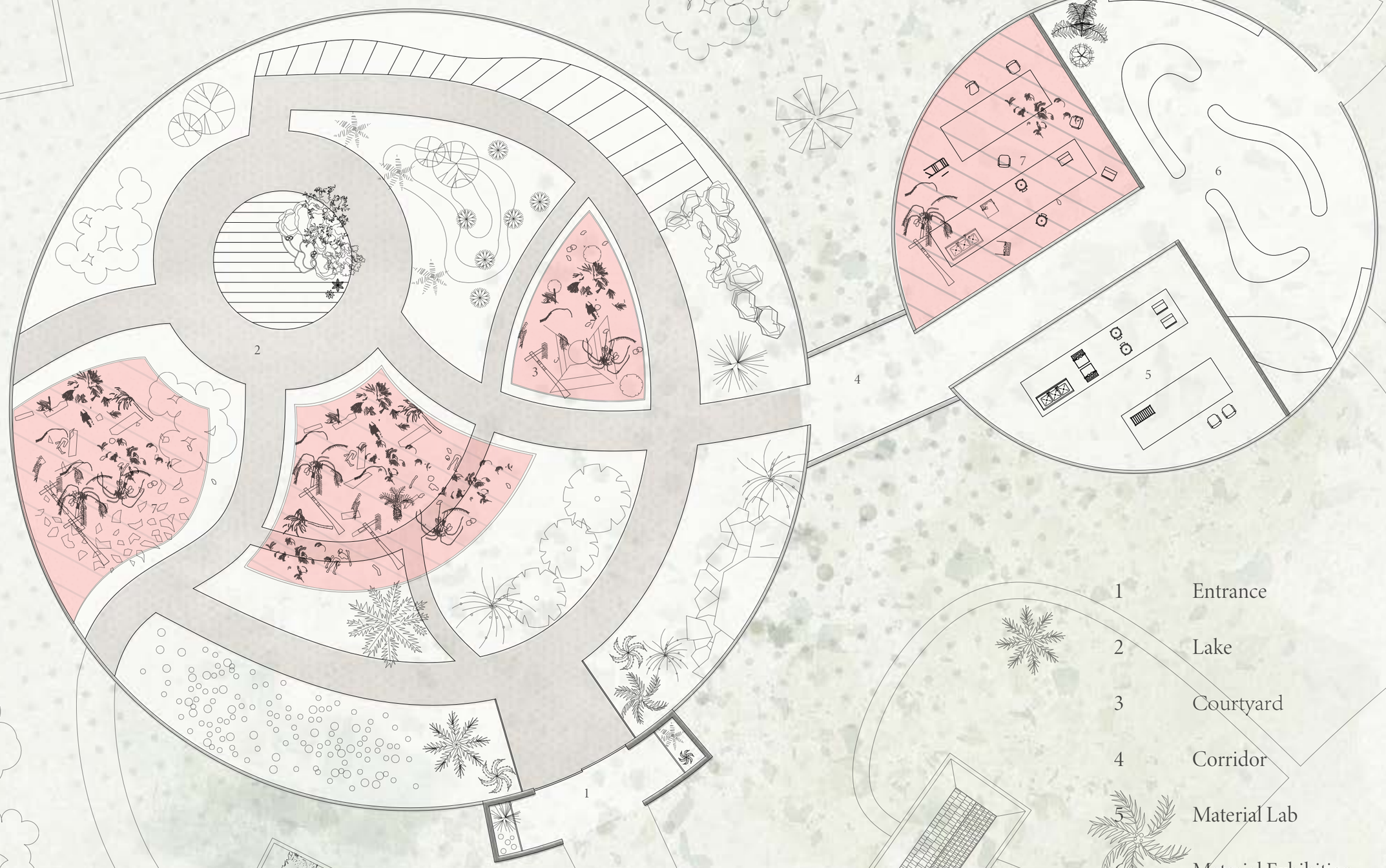
Post-Attack Design Response (2039)

After the 2039 attack, Cocoland implemented a series of spatial interventions to conceal the damage.

Semi-transparent glass walls were installed to enclose destroyed areas. From outside, the blurred silhouette of green trees inside created the illusion of untouched nature.

This design manipulates perception—masking disorder with controlled aesthetics, and maintaining the park's utopian image despite internal decay.

Floor plan of Damaged AgriNova Farm



1 Entrance

2 Lake

3 Courtyard

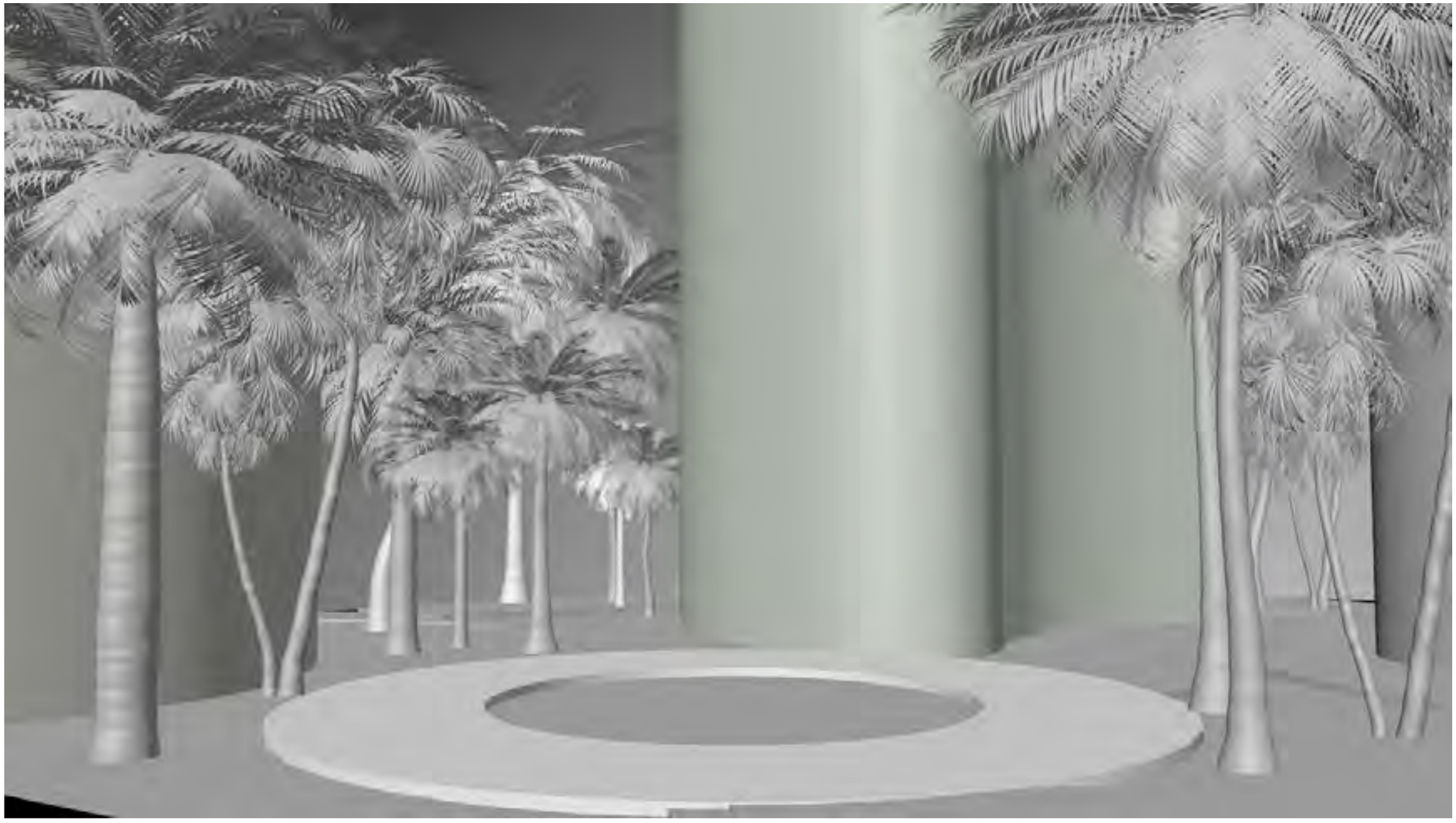
4 Corridor

5 Material Lab

6 Material Exhibition

7 The Damaged Area

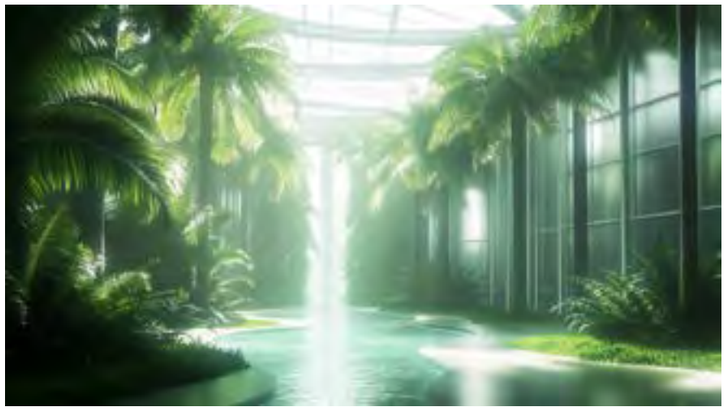
After 2039, Parts of Cocoland has been damaged



Central Lake Design

The Lake acts as a scenic anchor in the farm, offering visitors a moment of pause and reflection.
To the right, **a glass wall** subtly hides the damaged area from the 2039 attack.
Reflections on the water and lush trees behind the glass **maintain the illusion of harmony,** blurring the line between reality and controlled imagery.

Generated by Midjorney



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Hidden Zone Entrance

The entrance to the damaged area is marked by **a semi-transparent glass door**, visually blending with its surroundings.
A bold **"No Entry" sign** is posted on the door—subtly drawing attention while enforcing restriction.
This design balances concealment and intrigue, hinting at suppressed truths within Cocoland's polished exterior.

Generated by Midjorney

Generated by Midjorney

A Stark Contrast

Beyond the semi-transparent barrier lies **a sharply contrasting reality**:
Inside Cocoland, visitors see a thriving, high-tech paradise.
But the hidden zone reveals scenes of decay, exposed infrastructure, and abandoned equipment—a stark contrast to the park's polished facade.

This spatial opposition reflects the deeper conflict between **idealized sustainability and its underlying social cost.**

Hidden Area

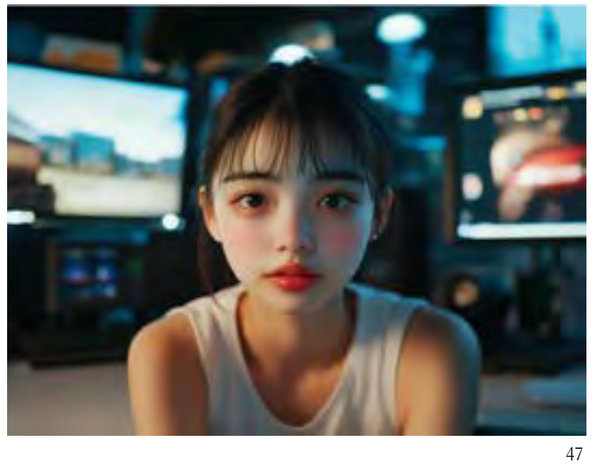
Generated by Midjorney

Character







All Generated by Midjorney

Products

All props are made of coconut, coconut fiber and coconut shell. These props will simulate the products printed in the print hub.

Bowl

Pakaging

Candels

Cups

CocoTherm Brick

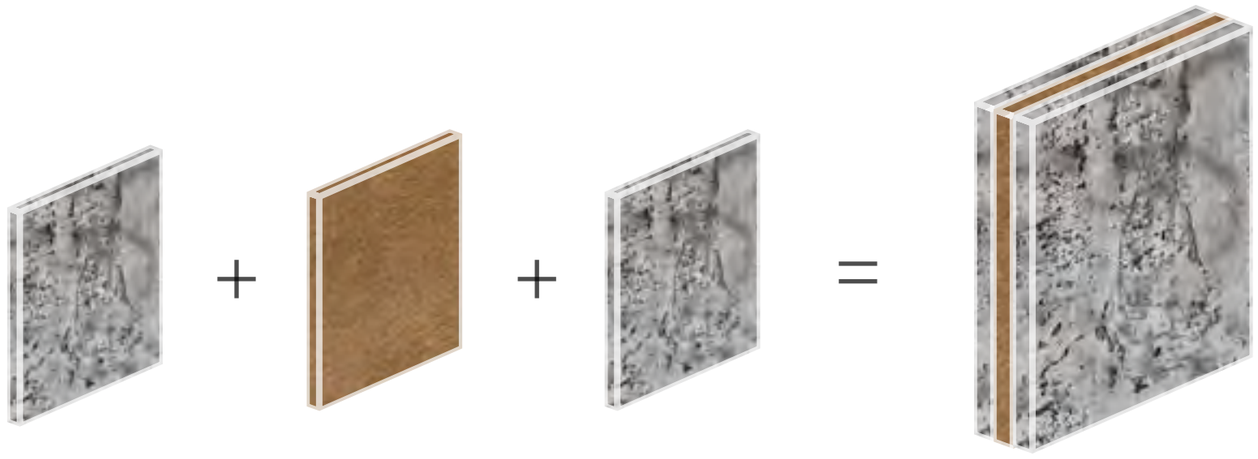
A tropical-suited, eco-friendly, fiber-reinforced concrete panel

CocoTherm is an innovative sandwich-structured building material that combines Coconut Fiber Reinforced Concrete (CFRC) with a Coconut Husk Fiber Insulation Layer. Specifically designed for tropical climates, this product offers both structural strength and thermal insulation, while being environmentally sustainable and cost-effective.

Coconut Husk Fiber Insulation Layer

Coconut Fiber Reinforced Concrete (CFRC)

Material Structure



Outer Layer
CFRC, 5 - 6 cm

Core Layer
Coconut Husk Insulation Pane, 2 - 4 cm

Outer Layer
CFRC, 5 - 6 cm

CocoTherm Brick

CocoTherm Brick

Cocoland

STORY BOARD

Logline: In a dazzling high-tech coconut theme park built on promises of sustainability, a vlogger's visit takes a dark turn when she uncovers a hidden, decaying zone—revealing the uncomfortable truth beneath a paradise of virtual illusions.

Character/ Casting

Main Character: Wendy

Normal outfit:	Dress code: T- shirt + Trousers Hair: black + straigt
Describe:	A young, energetic Chinese TikTok content creator passionate about special products, food, and travel.
Why she come to Cocoland in Cebu:	Cebu has the most advanced sustainable coconut technology in the world, and Cocoland has unique and exquisite coconut-related products. It is a paradise for her and a great place to shoot popular videos.
Her role in the film:	Guide us to visit Cocoland. And reveal the real Cocoland.

Scene: 1 - Entrance Shot: 1 / 1

Audio: Light / Cheerful Light: Natural

Scene: 1 - Entrance Shot: 1 / 2

Audio: Light / Cheerful Light: Natural

Scene: 2 - Visitor Center Shot: 2 / 5

Audio: Gentle Light: Technology

Scene: 2 - Visitor Center Shot: 2 / 6

Audio: Gentle Light: Technology

Scene: 2 - Visitor Center Shot: 2 / 1

Audio: Technique Light: Natural

Scene: 2 - Visitor Center Shot: 2 / 2

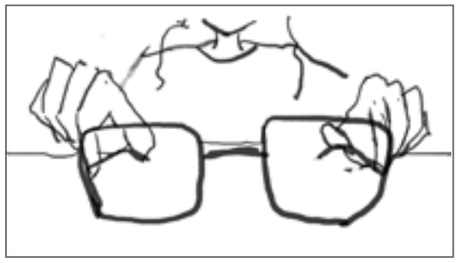
Audio: Futuristic/Electronic Light: Natural

Scene: 2 - Visitor Center Shot: 2 / 7

Audio: Playful+Electronic Light: Technology

Scene: 2 - Visitor Center Shot: 2 / 8

Audio: Playful+Electronic Light: Technology

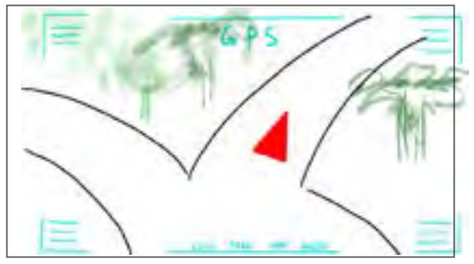


Scene: 2 - Visitor Center Shot: 2 / 3

Audio: Playful+Electronic Light: Natural

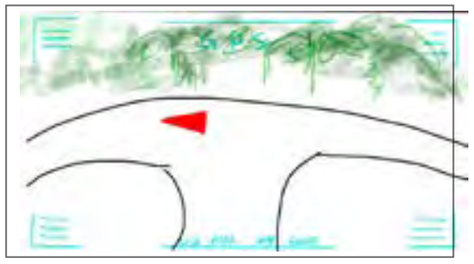
Scene: 2 - Visitor Center Shot: 2 / 4

Audio: Playful+Electronic Light: Natural



Scene: 3 - Pathway Shot: 3 / 1

Audio: Playful+Electronic Light: Natural



Scene: 3 - Pathway Shot: 3 / 2

Audio: Playful+Electronic Light: Natural

Character: Yannis

Climate: Sunny Day

Time of day: 2040.05.06

Script: Wendy： “Hey guys! I’m finally here—Cocoland! I’ve been wanting to come for so long. You know I’m a total coconut fan, right? They say this place has all kinds of wild coconut stuff—new varieties, cool inventions... Anyway, let’s go see what it’s all about.”

Script:

After receiving the glasses.

Floating HUD appears: "Welcome to COCOLAND."

Sidebar floats in: "At Cocoland, you’ll experience an entirely new and dreamlike way to travel."

A map pops up automatically, highlighting a blinking route to the “Coco Farm.”

Wendy (awed): “Whoa... this is so cool.”

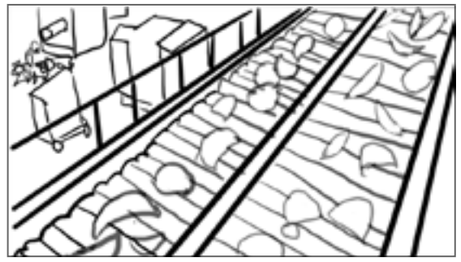
AI generate clip, then sdd projection effects use AE

Scene: 4 - AgriNova Farm Shot: 4 / 1

Audio: Gentle Light: Technology

Scene: 4 - AgriNova Farm Shot: 4 / 2

Audio: Gentle Light: Technology

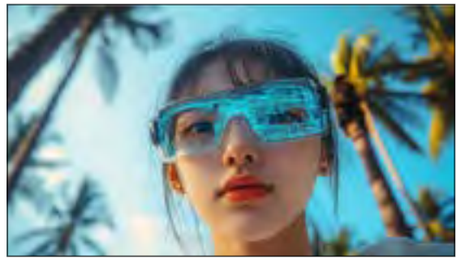


Scene: 4 - AgriNova Farm Shot: 4 / 5

Audio: Lively Light: Technology

Scene: 4 - AgriNova Farm Shot: 4 / 6

Audio: Exciting Light: Artificial



Scene: 4 - AgriNova Farm Shot: 4 / 3

Audio: Actor's line Light: Natural

Scene: 4 - AgriNova Farm Shot: 4 / 4

Audio: Actor's line Light: Natrural

Scene: 4 - AgriNova Farm Shot: 4 / 7

Audio: Exciting Light: Technology

Scene: 4 - AgriNova Farm Shot: 4 / 8

Audio: Actor's line Light: Natrural

Script:

Visual: Wendy walks out of the center and follows the illuminated AR pathway. The environment is clean, seamless, and full of futuristic details—transparent walkways, automated carts gliding silently, soft ambient sound design.

Wendy (in awe, turning the camera on herself):

"Guys··· I'm serious, this place is next level. The tech is everywhere, see the robots, they are cleaning. This really is a whole new kind of experience!"

She smiles excitedly and continues toward the farm.

Script:

Visual: Wendy walks through the high-tech Coco Farm, observing the drones and robots. She excitedly records her experience with her smart glasses guiding her through the process. The space is clean, futuristic, and buzzing with innovation.

Wendy (to camera):". I'm now at the entrance of AgriNova Farm, I remember I have watched a documentary, the workers had to climb like ten, fifteen meters up just to pick the coconut. Super dangerous. But now, they have coconut picking robots, No one's risking their lives for coconuts anymore. That's really awesome. This place actually crazy—drones are checking the coconut trees,"

Scene: 5 - Material Lab Shot: 5 / 3

Audio: Ambient Light: Technology

Scene: 5 - Material Lab Shot: 5 / 4

Audio: Ambient Light: Technology

Scene: 6 - Material Showcase Shot: 6 / 3

Audio: Whimsical Light: Technology

Scene: 6 - Material Showcase Shot: 6 / 4

Audio: Whimsical Light: Technology

Scene: 6 - Material Showcase Shot: 6 / 5

Audio: Whimsical Light: Technology

Scene: 6 - Material Showcase Shot: 6 / 6

Audio: Whimsical Light: Technology

Scene 5: Material Lab (10s)

Script:

Wnedy enters the Materials Research Lab. The space is clean, minimal, and quietly active. Researchers in lab coats are conducting experiments behind glass partitions. On the tables are samples of raw coconut materials—fibers, husks, coconut meat, and clear containers of coconut-based liquids.

Wendy (curious, in a lowered voice): “Okay... this must be the research lab. They’re actually experimenting with coconut fibers and even the meat itself. That’s kinda cool.”

She observes a researcher mixing a milky white coconut liquid in a beaker and pauses thoughtfully before moving on.

Scene 6: Material Showcase (10s)

Script:

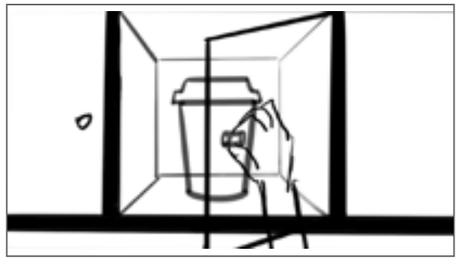
After exiting the lab, Wendy enters a brighter, more public-facing exhibition space. Sleek display tables showcase a variety of coconut-based products: molded coconut plastic, fiber fabrics, alternative concrete samples, and swatches labeled “100% Bio-based Leather.”

Wendy (returning to her vlogger tone): “All right—now we’re in the materials zone! Coconut plastic over here, fabric there... they even made leather out of coconut?”

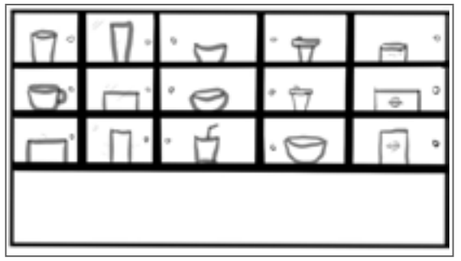
She touches one of the samples. Yannis: “Not bad at all!”

Scene: 7 - Print Hub Shot: 7 / 1
Audio: Electronic Light: Natural

Scene: 7 - Print Hub Shot: 7 / 2
Audio: Electronic Light: Technology+Natural

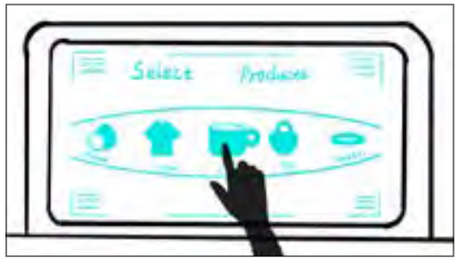


Scene: 7 - Print Hub Shot: 7 / 9
Audio: Whimsical Light: Natural



Scene: 7 - Print Hub Shot: 7 / 10
Audio: Whimsical Light: Technology+Natural

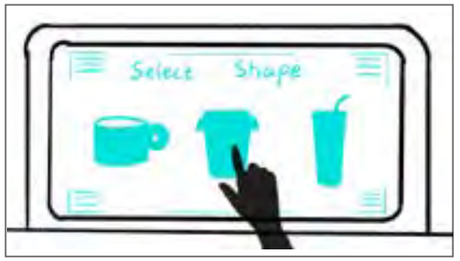
Scene: 7 - Print Hub Shot: 7 / 3
Audio: Electronic Light: Artificial



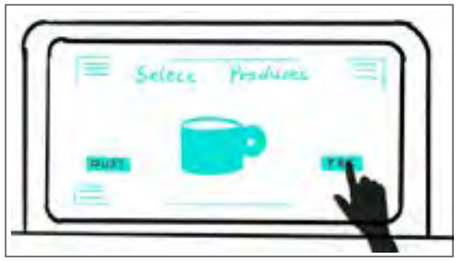
Scene: 7 - Print Hub Shot: 7 / 4
Audio: Electronic Light: Technology

Scene: 7 - Print Hub Shot: 7 / 11
Audio: Whimsical Light: Artificial

Scene: 7 - Print Hub Shot: 7 / 12
Audio: Whimsical Light: Technology



Scene: 7 - Print Hub Shot: 7 / 5
Audio: Electronic Light: Technology



Scene: 7 - Print Hub Shot: 7 / 6
Audio: Electronic Light: Technology

Scene: 7 - Print Hub Shot: 7 / 7
Audio: Electronic Light: Technology

Scene: 7 - Print Hub Shot: 7 / 8
Audio: Whimsical Light: Technology

Scene 7: Print Hub

Visual: Wendy enters a sleek 3D Shop. AR interface floats mid-air as she uses hand gestures to select and design coconut-themed items.

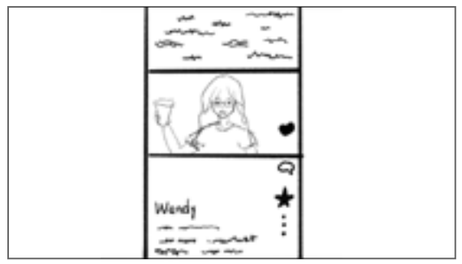
Wendy: Now, this is the cool part! I can make my own customized coconut products. I'm getting a coconut-shaped cup as a souvenir!

Let's go with... a cup made from coconut husk. Looks cute!

I can rotate it... change the shape... even add my name!

Alright, looks good. And done! It'll be ready in 15 minutes—they'll drop it in a locker for pickup.

This place is next-level, seriously.



Scene: 8 - Wendy's Home Shot: 8 / 1
Audio: Whimsical Light: Artificial

Scene: 8 - Wendy's Home Shot: 8 / 2
Audio: Whimsical Light: Artificial

Time of day: 2040.05.15

Script:

Visual: Wendy sits at home, cozy setting, speaking casually to the camera while editing her vlog. Background shows small souvenirs from Cocoland.

Wendy (to camera): "Hello, I'm back in China now. Been editing the vlog, and..emmm... there's this one weird part I wasn't sure I should include."

(She hesitates slightly, more serious tone.)

"It wasn't on the map, not part of the tour—and honestly? It kinda freaked me out."

(Shrugs a little, half-laughing.)

"But I was filming anyway, so... here's what happened."

[Cut to: Hidden area footage — Scene 6 begins]

Scene: 4 - AgriNova Farm Shot: 4 / 9
Audio: Eerie Light: Artificial

Scene: 4 - AgriNova Farm Shot: 4 / 10
Audio: Eerie Light: Artificial

Scene: 9 - Hidden Space Shot: 9 / 1
Audio: Nervous Light: Technology

Scene: 9 - Hidden Space Shot: 9 / 2
Audio: Nervous Light: Technology

Scene: 9 - Hidden Space Shot: 9 / 3
Audio: Nervous Light: Technology

Scene: 9 - Hidden Space Shot: 9 / 4
Audio: Nervous Light: Natrural

Scene: 9 - Hidden Space Shot: 9 / 5
Audio: Suspenseful Light: Technology

Scene: 9 - Hidden Space Shot: 9 / 6
Audio: Suspenseful Light: Technology

Scene: 9 - Hidden Space Shot: 9 / 7

Audio: Suspenseful Light: Technology

Scene: 9 - Hidden Space Shot: 9 / 8

Audio: Suspenseful Light: Natrural

Scene: 9 - Hidden Space Shot: 10 / 1

Audio: Sad Light: Technology

Scene: 9 - Hidden Space Shot: 10 / 2

Audio: Sad Light: Natrural

Scene: 9 - Hidden Space Shot: 9 / 11

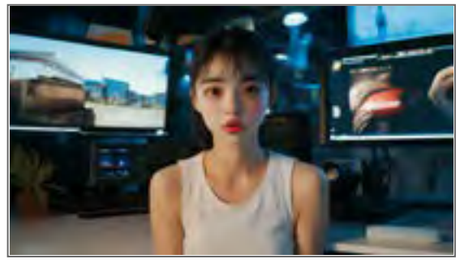
Audio: Actor's line Light: Technology

Scene: 9 - Material Lab Shot: 9 / 8

Audio: Actor's line Light: Natrural

Scene: 9 - Hidden Space Shot: 10 / 3

Audio: Actor's line Light: Technology



Scene: 9 - Hidden Space Shot: 10 / 4

Audio: Actor's line Light: Natrural

Scene 5: Hidden Space (90s)

Script:

Wendy (whispering, confused) : "This place feels so abandoned...Coconuts all over the ground, shattered bricks everywhere. These look like the eco-materials I saw in Cocoland's R&D. And that thing over there, like a robot, but it's completely wrecked.

This place is actually restricted. Remember that stop sign at the beginning? Yeah…I wasn't supposed to be here. But the navigation system kept pushing me forward. It just kept saying, 'continue ahead.'

I think it's broken.

I was honestly a bit scared when I first walked in. I have no idea what's going on.'

Script:

Wendy (to camera): 'I started digging online, just trying to figure out what that place was. And I found this...'

'Cocoland actually shut down in 2039—because of a protest group called VOID.'

'They were from Cebu, fighting against surveillance and corporate farming taking over their land. Apparently, they attacked one of the sites. Cocoland covered it up, but... the ruins are still there.'

Honestly? The more I read, the more I felt for them.

I mean, Cocoland looked amazing on the surface—clean, futuristic, efficient. But that abandoned zone I found? It showed another side. It's like... the tech and the image were built on top of something people wanted to forget. And as someone just visiting, filming, enjoying the experience—it makes me wonder: what stories are we not being told? VOID may have gone too far, but their anger came from somewhere real. And maybe, they were right to question who gets to benefit from all this innovation—and who gets left out.'

Film - COCOLAND @https://youtu.be/EJcj4li2J7U

End.

The Cocoland project explores the circular economy of the
coconut industry and high-tech tourism,
revealing social changes behind technology.

In the future, I aim to study interdisciplinary approaches to promote
sustainability and community equity,
building an innovative and responsible eco-city.

I also seek to highlight marginalized voices and
pursue inclusive policies and governance.