

YUCHEN WU

PORTFOLIO

INTERIOR DESIGN

The Royal College of Art
2024.05 -2023.06 | Term 3 | superFUTURE Platform

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BACKGROUND OF THE WORLD

Get to know the world...

TEAR 2040



IN THE YEAR 2030, EARTH IS HIT BY AN ASTEROID SWARM...



THE IMPACT OF THE ASTEROID SWARM RESULTS IN A SIGNIFICANT DEVIATION OF EARTH'S ORBIT AND AXIAL TILT. EXPERTS PREDICT THAT THE DURATION OF DAYLIGHT ON EARTH WILL CONTINUE TO SHORTEN IN THE FUTURE, LEADING HUMANITY TO CONFRONT PROLONGED PERIODS OF DARKNESS.

TEAR 2045

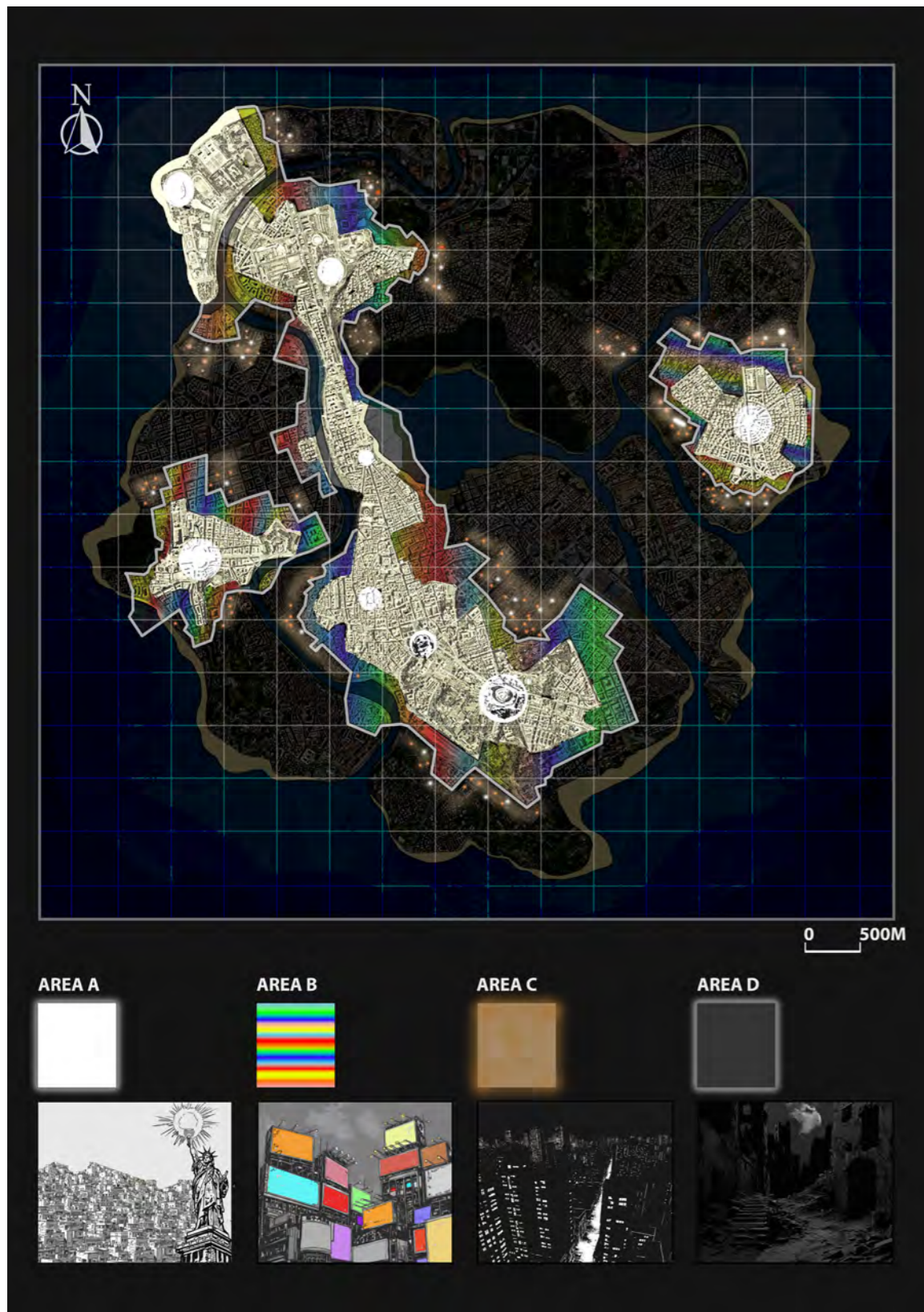


AS THE HOURS OF DAYLIGHT SHORTEN AND THE EARTH FALLS INTO DARKNESS, LIGHT BECOMES A SCARCE RESOURCE. FOR THE SURVIVAL OF MANKIND AND THE FUNCTIONING OF SOCIETY, HUMANS BEGAN TO RESEARCH NEW ARTIFICIAL LIGHT SOURCES THAT CAN PRODUCE LIGHT IN THE DARK.

Narrative Mapping

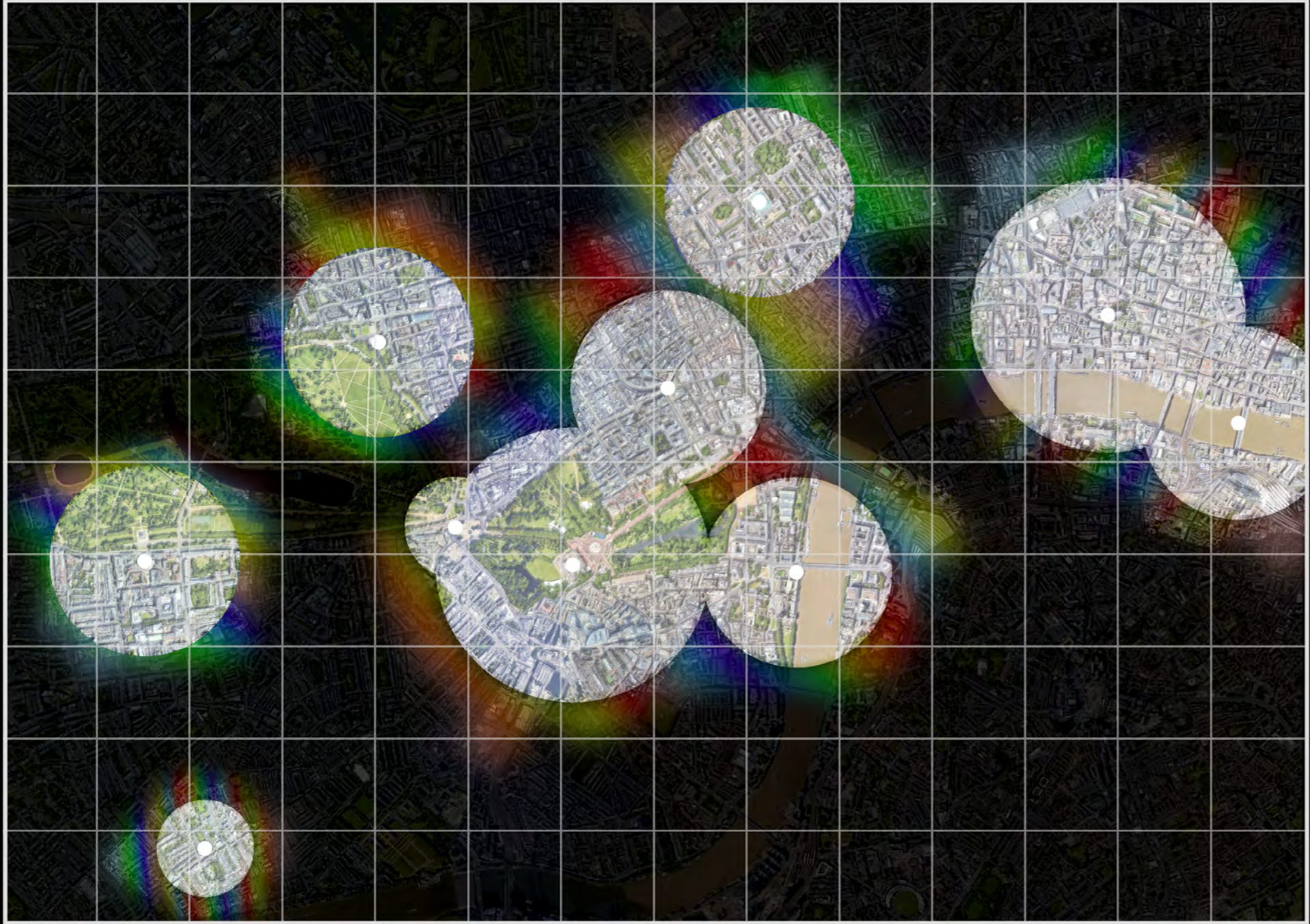
In our society, a small minority controls a vast amount of resources. Now, imagine a world where natural light diminishes due to asteroid attacks. Earth's daylight gradually decreases. People create artificial light to survive, but its large-scale use is restricted, making glare light a scarce resource. This situation sparks fierce clashes and conflicts in society, leading to changes in people's living environments and values. The unequal distribution of light creates three distinctly different atmospheres in spaces with varying levels of illumination.

The first region is bathed in glaring white light, teeming with artificial lights, serving as the central hub of the world and symbolizing the concentration of wealth and power. The second region is rife with billboards, serving as the sole source of light in the area, upon which people heavily rely for their daily lives. The last region is a fully dark area, filled with architectural ruins resulting from asteroid impacts, spaces abandoned by humanity. The Thames River and advances along the central axis of the square, hinting at a force emanating from the river.



LONDON IN 2045

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BACKGROUND



● Artificial Sun

○ Central Area

▭ Billboards Area

▭ Dark Area

0 500M

LONDON IN 2045

Now, let's cast our gaze to the central area of London in 2045, facing the same issue — lack of natural light. Through mapping, it is evident that the government has chosen some key landmarks in London as the sites for "artificial suns" (such as Big Ben, the British Museum, the London Eye, etc.). These locations have been selected because they historically attract large crowds, ensuring the smooth operation of society can be maximized. My project will also commence in London in 2045.



CENTRAL AREA

CENTRAL AREA is filled with dazzling light, symbolizing power and wealth concentration, and housing the elite. Here, people live bathed in ample, radiant white light. The space utilizes stainless steel, glass, and mirrors, reflecting light to ensure its effectiveness. People's pursuit of light is almost obsessive, with indoor spaces filled with reflective materials.

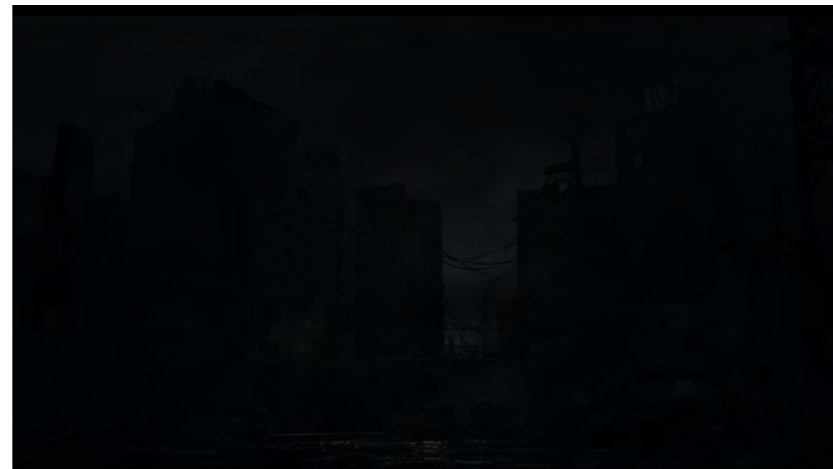




BILLBOARD AREA

In this area, all light comes from the CENTRAL AREA, which controls it. With high population density, the only light source is the colorful artificial light from billboards. Countless billboards are attached to buildings, indoor spaces are filled with screens as well. This creates a symbiotic relationship between buildings and billboards. People use this to avoid fear of darkness, but are subtly controlled.





DARK AREA

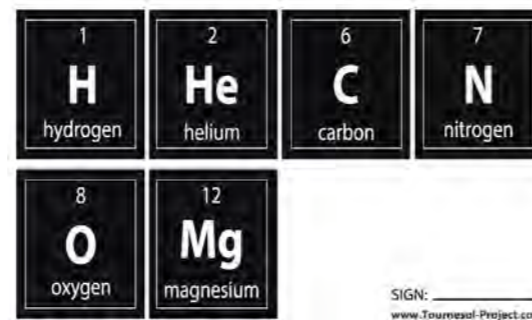
In a dark and silent area, a group of revolutionaries aims to break the monopoly on light resources. They've developed wearable devices to survive in the darkness and establish new shelters on the ruins of buildings. These shelters, with pockmarked exteriors, create curved spaces that generate echoes, facilitating daily activities.

RESEARCH QUESTION

In 2045, with natural light becoming a scarce resource, what happens between light and darkness? What is the value of darkness?

PROPS & MOVIE 1

Bring the perspective into the daily life of this world...

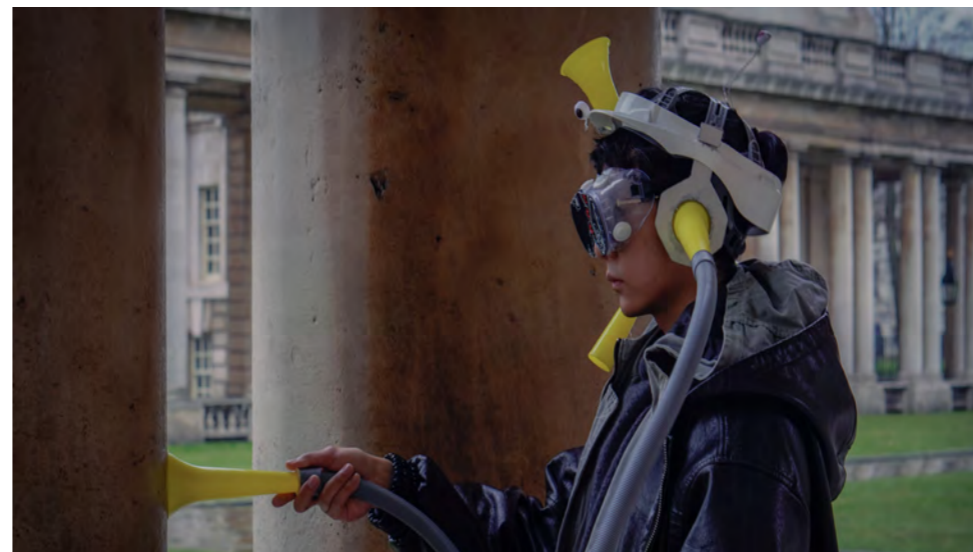


Props 1 Artificial Sunflower - TP-A.SF

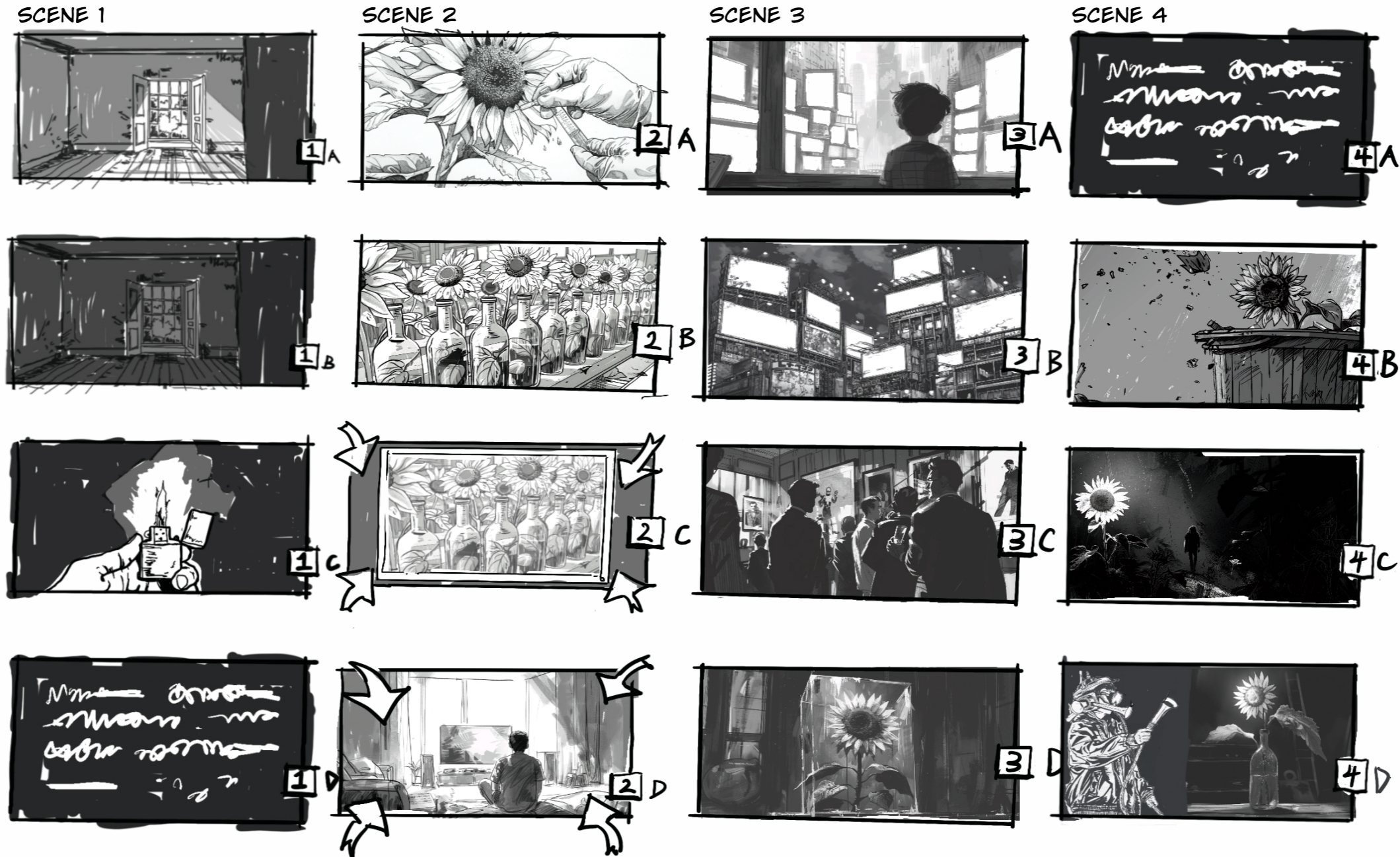
Due to light becoming a scarce resource, reshaping human social status and values, I want to visualize this phenomenon in the film, showcasing the status and value of light in three different regions. Plants serve as a medium that can interact with light, so I chose to use sunflowers as the prototype for props, creating this Artificial Sunflower as the main prop in the film. This is an experimental product born in the laboratory of CENTRAL AREA, capable of producing natural light in a short period, and sold as a high-priced luxury item in BILLBOARDS AREA.

Props 2 - Wearable Device

This is a wearable device I developed during the ICON session last semester. It allows the wearer to focus on auditory perception and explore space through sound. I envision this device as the creation of revolutionaries operating in the DARK AREA, utilizing it for action in dark spaces.



Storyboard Version 1



I attempted to immerse the audience into the daily life of this world rather than focusing solely on grand scenes and settings, using my two props. The first version of the storyboard concentrated too much on the props, overlooking the expression of the atmosphere in the three different spaces and lacking narrative strength.

Storyboard Version 2

SCENE A



SCENE B



SCENE C



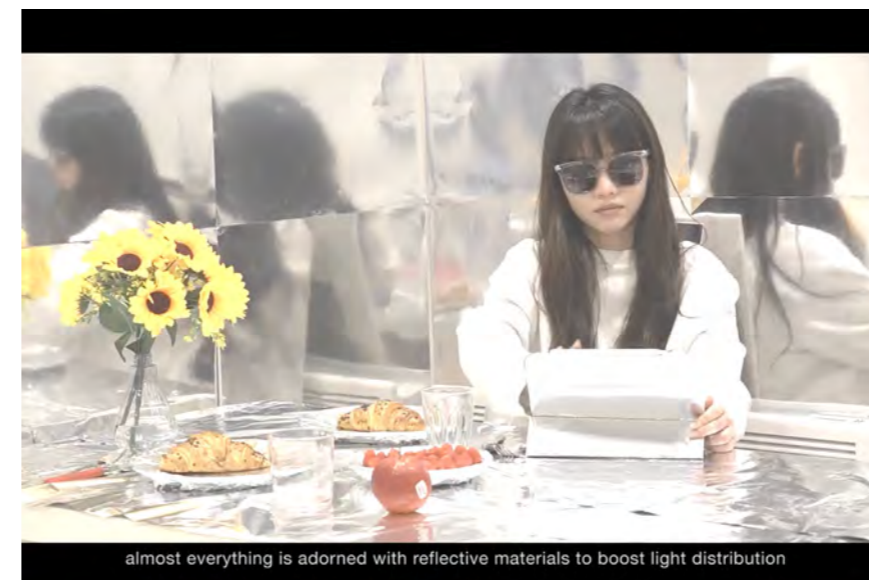
SCENE D



In the second storyboard, I employed parallel narration for the three spaces, using a dining table as the primary mini-scene to express the different settings of the three spaces through a common event. Meanwhile, I threaded the sunflower as a subplot throughout.

MOVIE 1

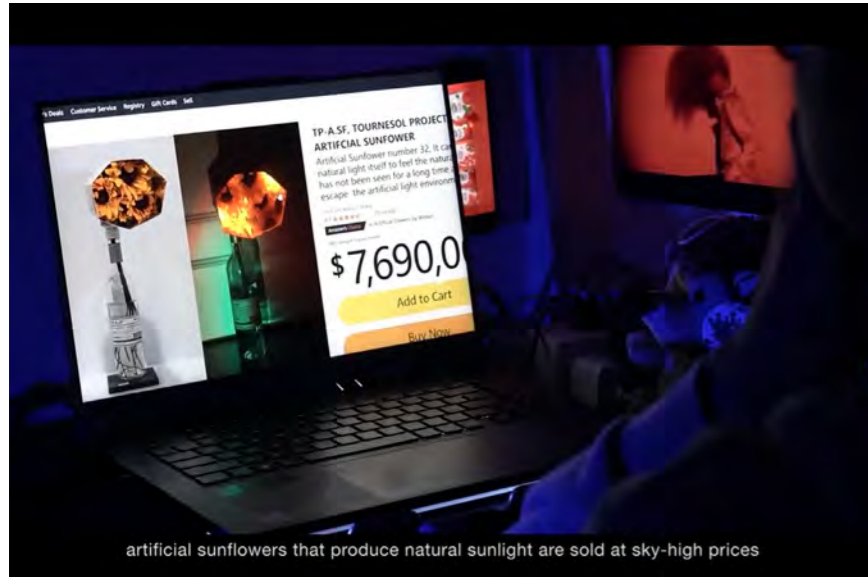
I used tables from home and school as sets. I utilized AI to capture a series of empty shots for Scene A. For Scene B, I used reflective paper, kitchen foil, and mirrors to recreate the dazzling white light-filled indoor setting of Zone No.0.



MOVIE 1

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PROPS & MOVIE 1

Scene C was set up using a television, iPad, smartphone, and green screen to replicate the light source from billboard screens in CENTRAL AREA. The story in the Depopulated Zone was filmed using green screens and night vision effects.



Link: https://drive.google.com/file/d/1cS3M8f7O6S_on8tk5gtVspXCXZ3H0o1T/view?usp=drive_link

VISUAL BRIEF

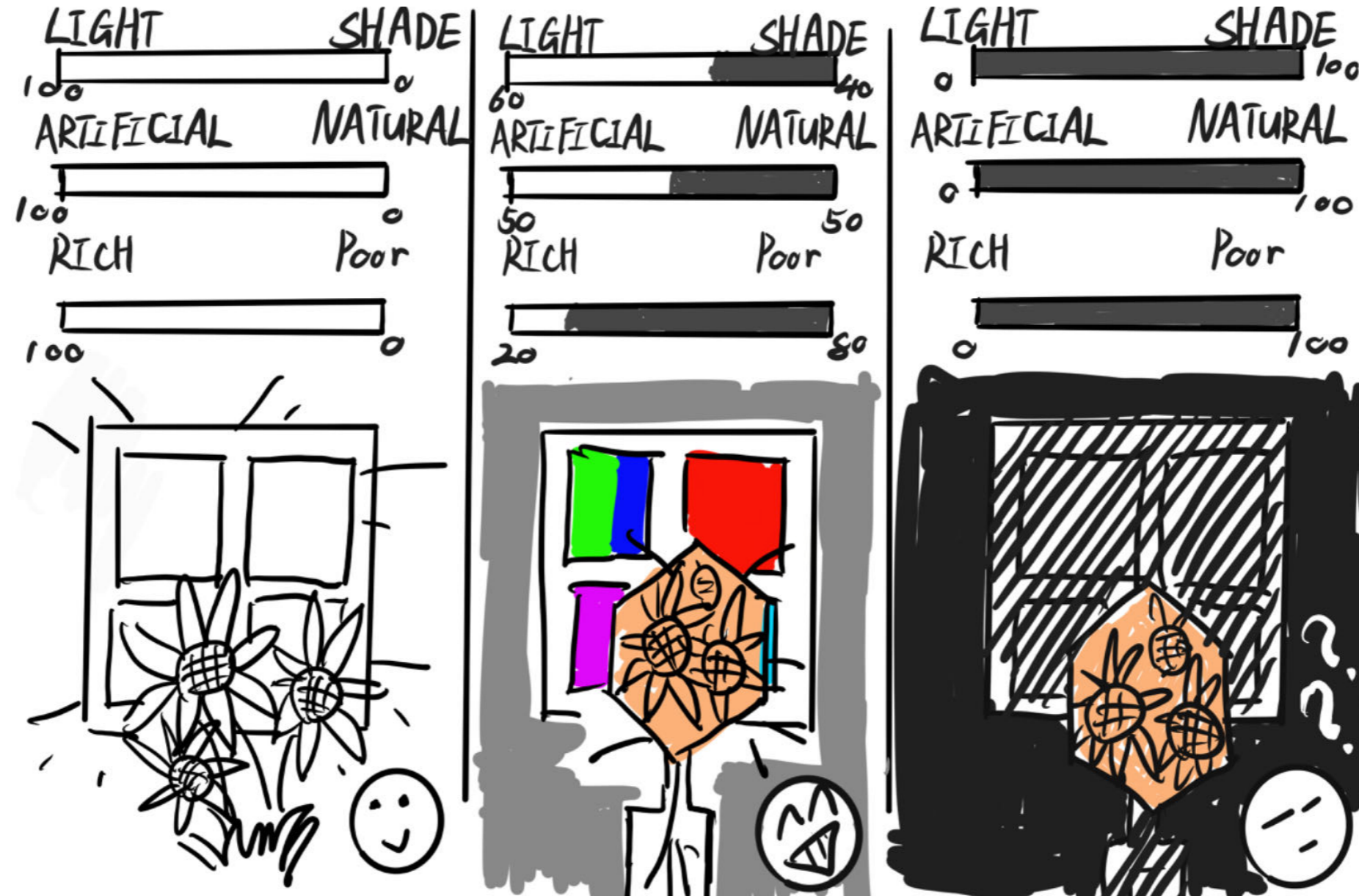
Summary and overview...

GLARE

WEALTH

CLASH

DIAGRAM



In this project, I envisioned three spaces with distinctly different states, the premise being the scarcity of light as a resource. The uneven distribution of light led to changes in human living spaces. Even buildings with residential functions undergo changes in form, materials, and architectural components in these three spaces. Therefore, I plan to focus on the diversity of the interior designs in these three spaces next semester. Identical buildings in the three spaces will undergo different changes, ultimately reflecting the relationships within the environment.

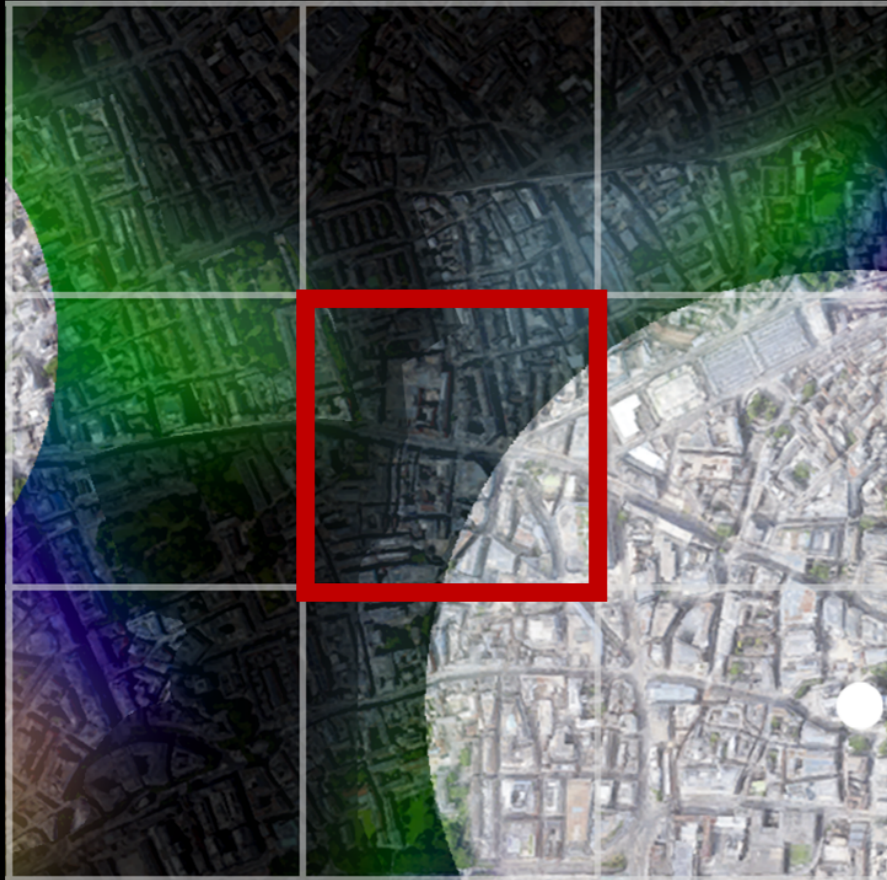
PROJECT BUILD

Project generation process and analysis...

LIGHTOPIA

LOCATION AND LIGHT ANALYSIS

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PROJECT BUILD



Returning to London in 2045, I am exploring mapping to find a space or building that can serve as a canvas for three types of spaces simultaneously, reflecting the story and keywords I want to convey. My attention is drawn to the intersection between the CENTRAL AREA and the BILLBOARDS AREA. Along the boundary of these two areas, there is a row of common residential buildings typical in London, characterized by their classic architectural structure and Mansard roofs. For my project, this location and these buildings are ideal as they provide a perfect setting and architectural base.

LOCATION AND LIGHT ANALYSIS

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PROJECT BUILD

LIGHT CONDITION IN 2024



LIGHT CONDITION IN 2045



BUILDING ELEVATION IN 2045



Due to the building's location on the edge of the central district, the distribution of light on its facade is uneven. Therefore, I envision the facade of the building incorporating characteristics and representative materials from both areas. The darker parts of the facade will reflect the characteristics of the BILLBOARDS AREA, while the parts exposed to light will reflect those of the CENTRAL AREA. The basement of the building will represent the DARK AREA.



LIGHTOPIA

GUCCI

McDonald's

Instagram

TikTok

Hilton

HERMÈS PARIS

HOTEL

AFFORDABLE

大酒店

衣食住行

HOTEL

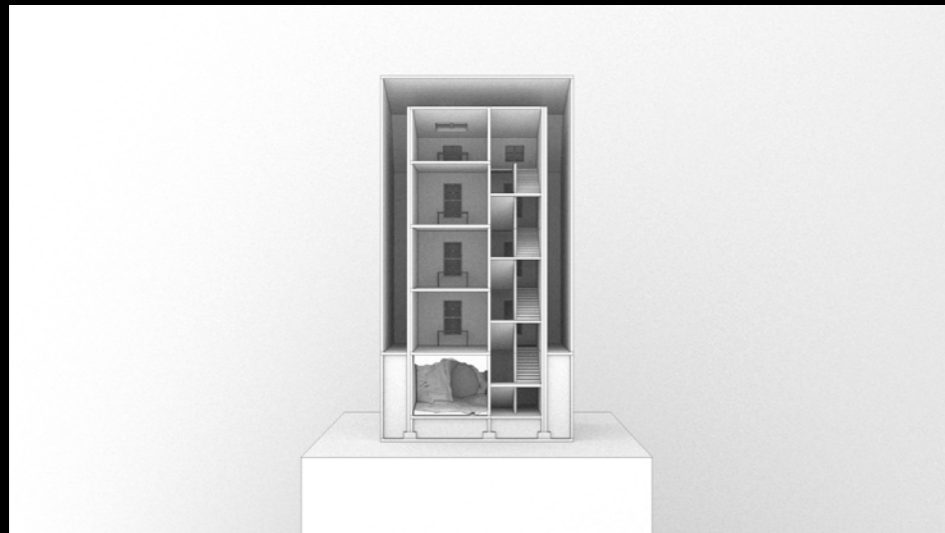
Hilton HOTELS & RESORTS

LOVE



PHYSICAL MODEL FOR EXHIBITION

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PROJECT BUILD



This model will be used for exhibition purposes and represents a sectional model of a building. It will be placed inside a "black box" containing LED lights, simulating lighting conditions and environments.



The space fully illuminated by light represents wealth, symbolizing houses that only the affluent can afford...



A space completely influenced by billboards...



A completely dark space, with some reflective materials on the furniture and walls to reflect faint light, helping to discern the

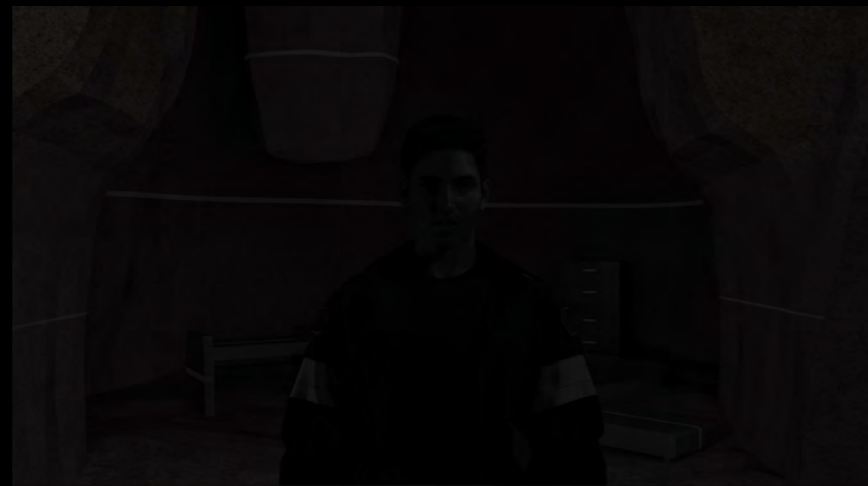
CHARACTERS & MOVIE 2

Bring the perspective into the personal opinion...

MOVIE 2

In this film, the main characters are three individuals residing in three different types of spaces. Throughout the movie, they narrate their life situations and their attitudes and perspectives towards their homes. This narrative enriches the project's setting and presentation, offering an alternative perspective on the relationship between environment and individuals.

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CHARACTERS & MOVIE 2



CONCLUSION

Air, water, soil, and light are all crucial resources in our daily lives that we may often overlook. However, the distribution of light is uneven during the night, and people's perceptions of light vary across different regions. In more primitive areas, people may rest and sleep in darkness, whereas urban dwellers are accustomed to brightly lit environments throughout the night.

In LIGHTOPIA, I aim to emphasize the value of light, envisioning societal changes and shifts in people's attitudes and perceptions towards light in extremely scarce conditions. Light reshapes the fabric of human society and lifestyles, while the spaces of darkness prompt us to reflect on the relationships between life and light, and space and light.