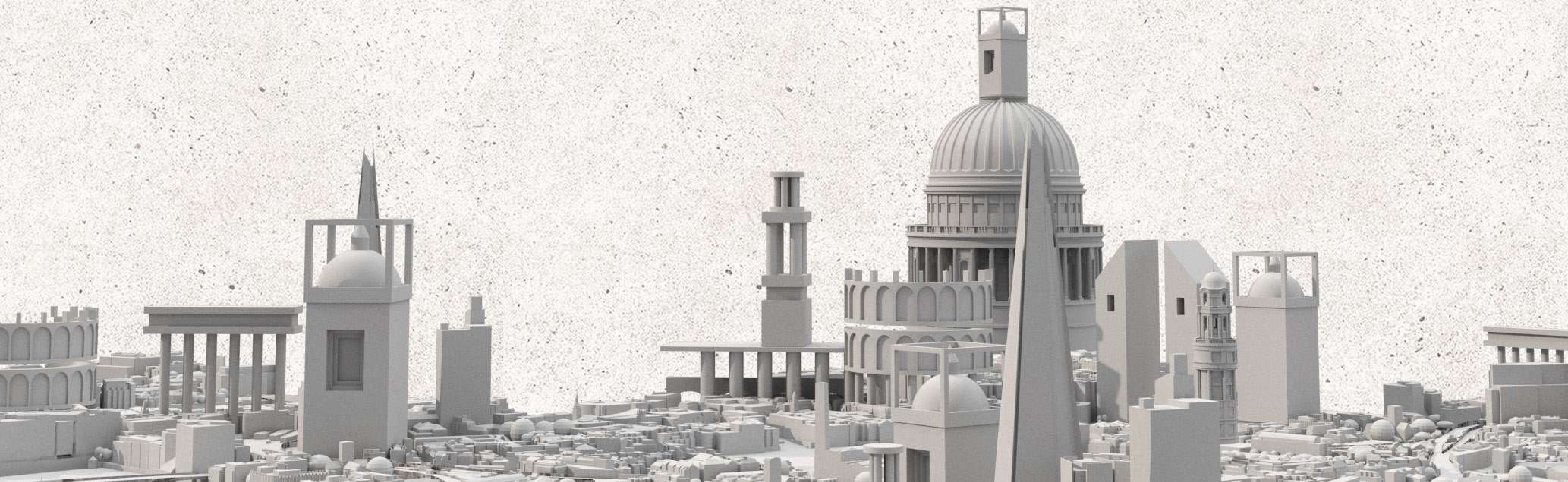


City of Amnesia
2050



Preface:

The countries built their own landmark and repair relics which embodies the traits how they want people to remember and imagine themselves- how the collective imagination when invested with power can fashion whole worlds. However, the nature of a country or city is almost always completely at odds with how we as inhabitants would like it to be. It is the qualities that monuments, buildings and spaces absent from the everyday lives of residents.

The project will critique the missing qualities of nowadays heritages and challenge the power invested on architecture. To create a conversation on how to rethink the way our experiences and memories coexist and clash with the urban environment.



Collective Memory

Truth, History, Monument, Permanent, Unity

clash
→
manipulated



Individual Memory

Constantly changed, Temporary, Distinct

How can we simultaneously preserve **individual** and **collective** memory when our built environments are constantly **manipulated**?

Character building

Where they come from?

Based on my research, I created two fictitious characters: Giovanni Rossi from Rome, and Jane Miller from Melbourne. Both of them are unhappy with the existing monuments and felt loss of connection.

Giovanni was borned in Rome where spatially daily life and historical sites entangled. He is unhappy with tourists and locals alike trample all over ancient structures. Jane was borned in Melbourne grew in an aboriginal family. She felt loss of that cultural connection with the modern city with no indigenous historical icon, and he feels the loss of culture and identity connect.



Giovanni Rossi

borned in Rome



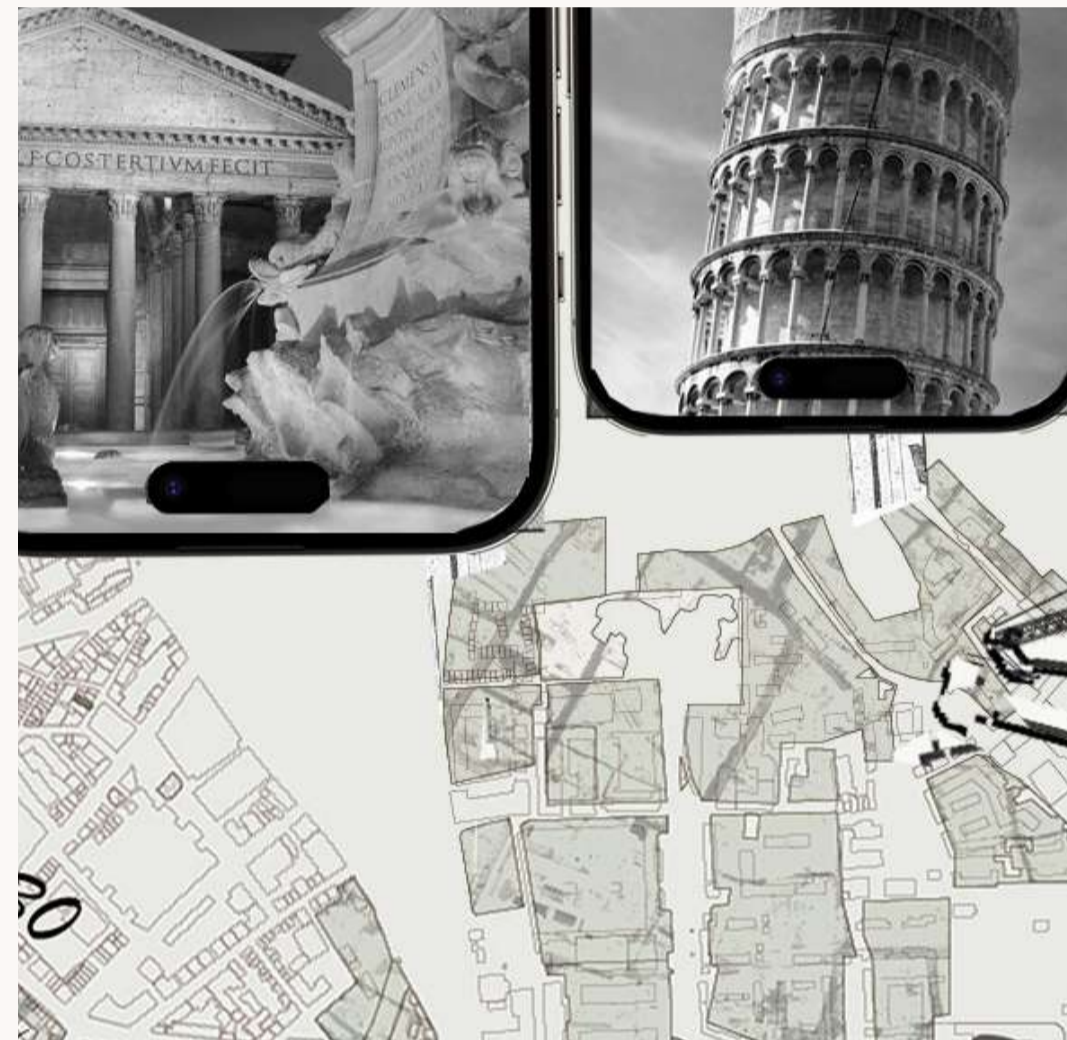
Jane Miller

borned in Melbourne

How can we simultaneously preserve individual and collective memory when our built environments are constantly **manipulated**?

To return the **Power** back to **individual**

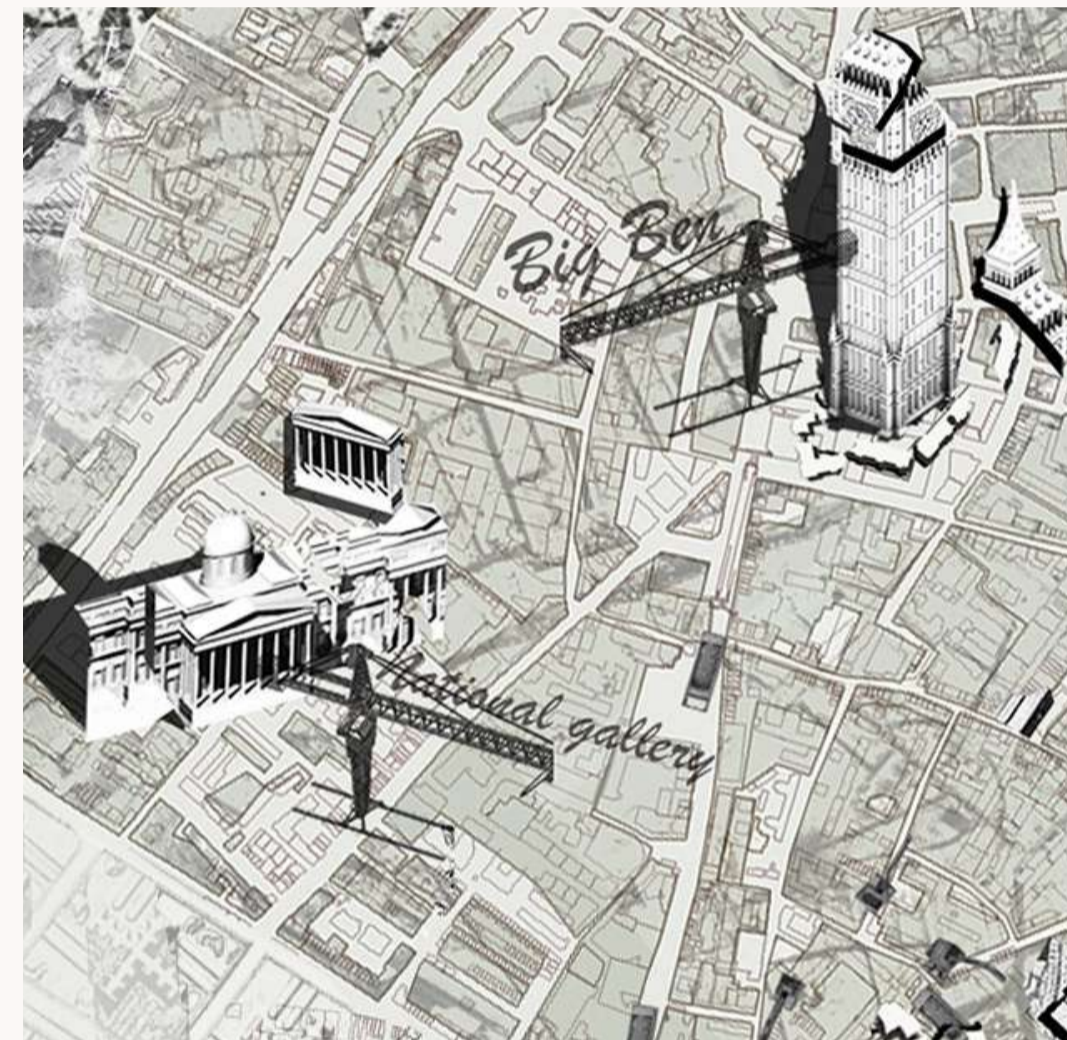
Development



2020

1. Age of digitalization

The increasingly digitalization and serious reliance upon the internet leads to the facts that it's not necessary to visit to a landmark on-site, museums, institutions and individuals alike are digitizing more and more of our global cultural heritage, resulting in vast databases of high-resolution images, 3D models and other forms of digital reproductions.



2030

2. Tourism varnish & Demolished

The historical building does not satisfied with inhabitants' need and lose their valued, they are demolished and deconstructed to make copies. The historical building does not satisfied with inhabitants' need and lose their valued, they are demolished and deconstructed to make copies



2040

3. Copy, upload, reassembly



4. London 2050

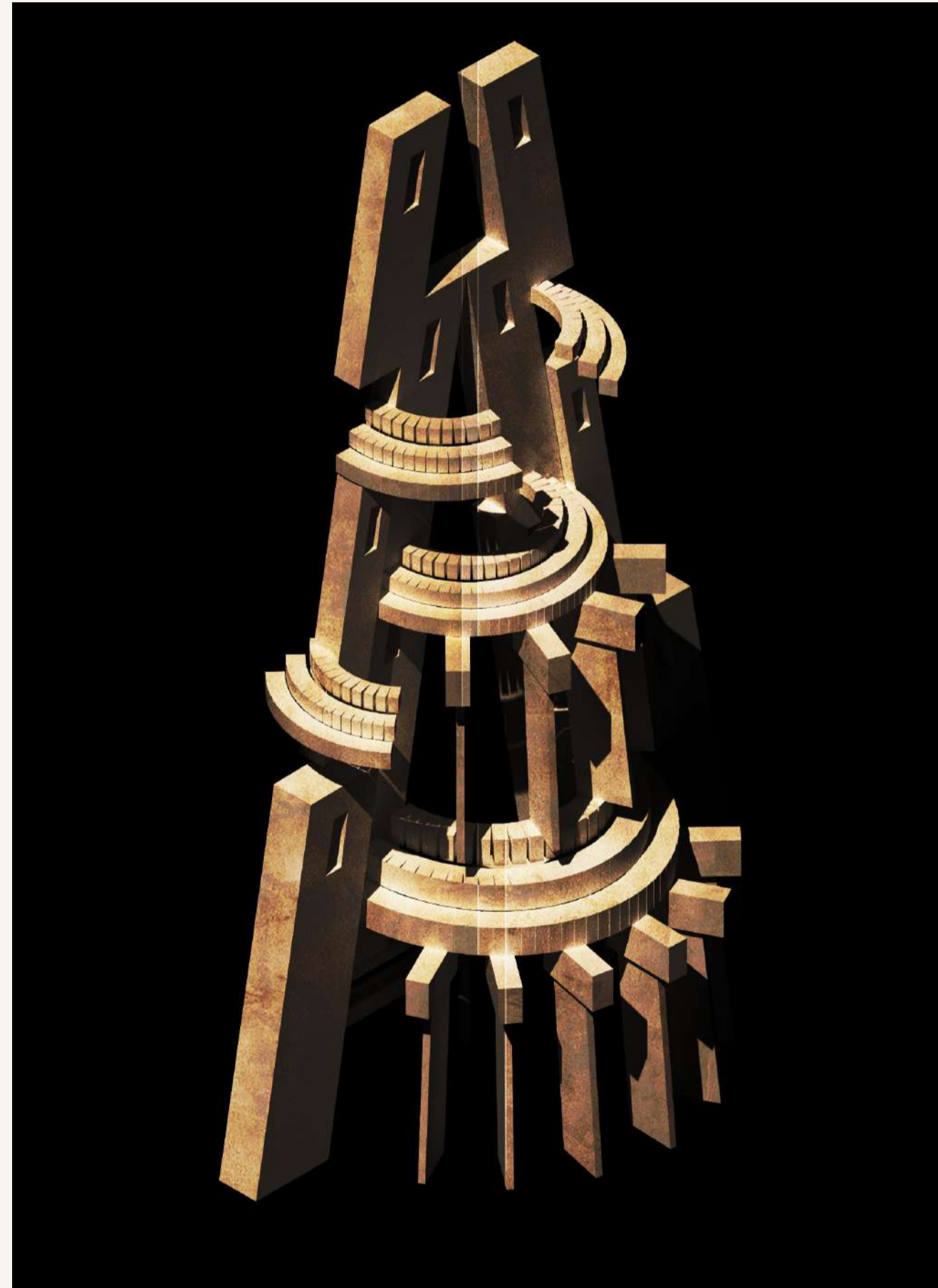




Demolish, 3d scanning, Copies



Fragments distributed to Individuals



ICON

My Icon investigate the architectural tropes in Sci-fi movie to tell the future stories. I draw a parallel to the painting technique known as 'Capriccio.' By reassembling various architectural elements, it is possible to reshape the perception of a place. On one hand, this allows us to recall or envision a place with seemingly unrelated components; on the other hand, it prompts me to reflect on whether my memories of places are entirely accurate.

Capriccio



Giovanni Antonio Canal (Canaletto)

In the future world, capriccio can be a chance offer alternative to the growth of cities which can be discussed, understood and hence either accept or rejected by the people lived there. It is regarded as power for inhabitants to re-build your own city/community through individuals imagination.

‘What the new assembly is?’

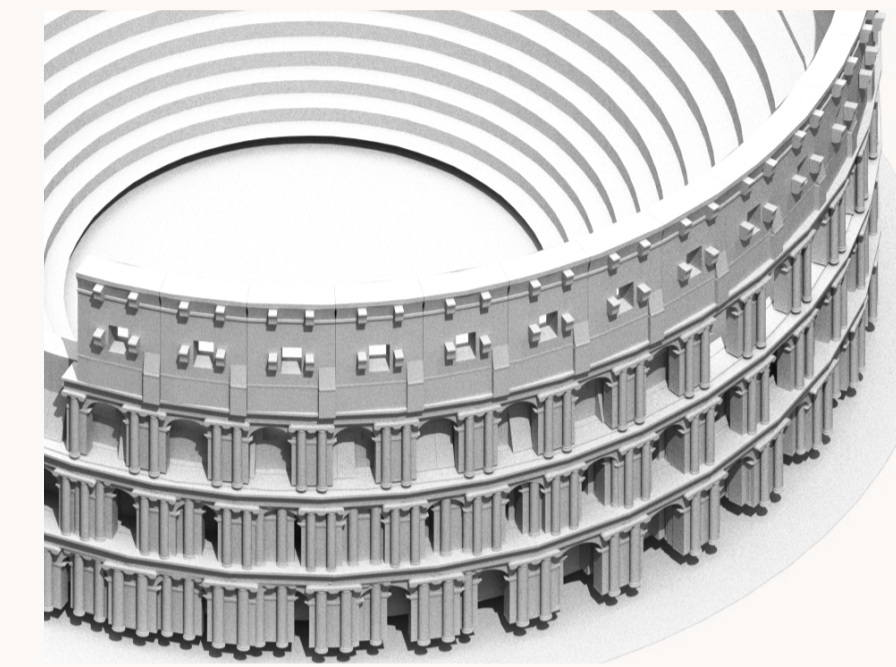
‘Comtemporary Capriccio’

Individuals’ imagination + Building Fragments

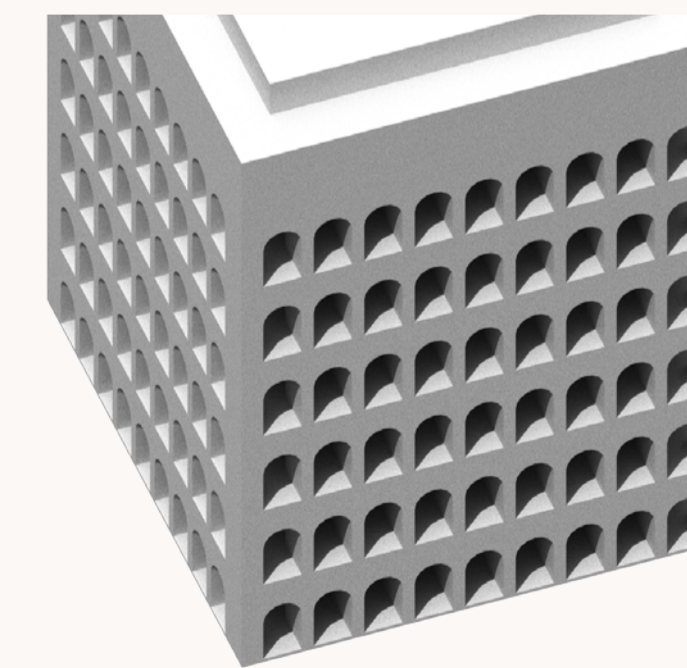
“Past should be seized from the protective clutches of museums and historians. treating history like we do any form of contemporary culture—cutting, mixing, transforming and sharing”

————— Adam Nathaniel Furman

Continue the ‘Capriccio’ as methodology. I revised it in new version called “Comtemporary Capriccio” is a new way of assembly of heritages which embodied individual’s idea, This is example of Mussolini’s “Comtemporary Capriccio’. we take the typology of historical building, and build in our each own way: what they want to be imagined and remembered

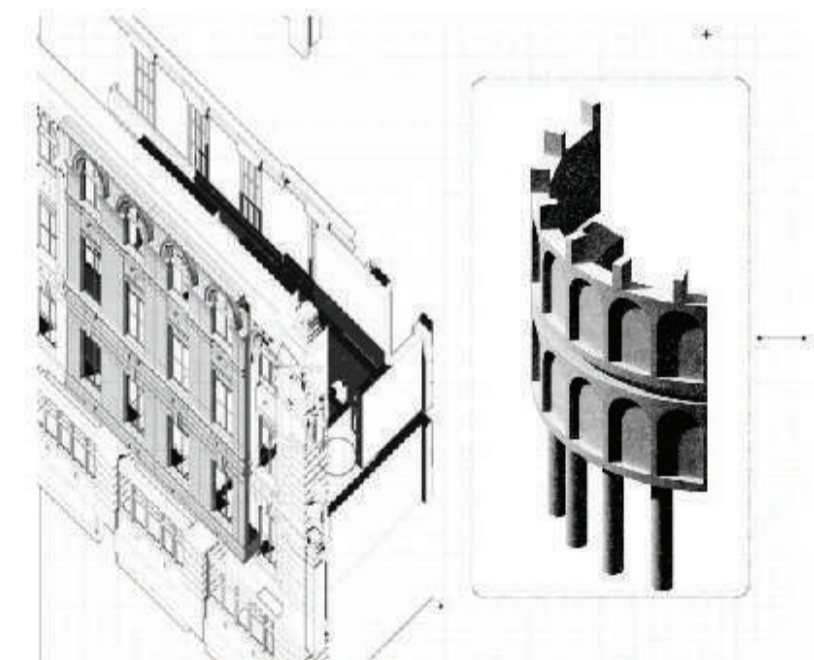
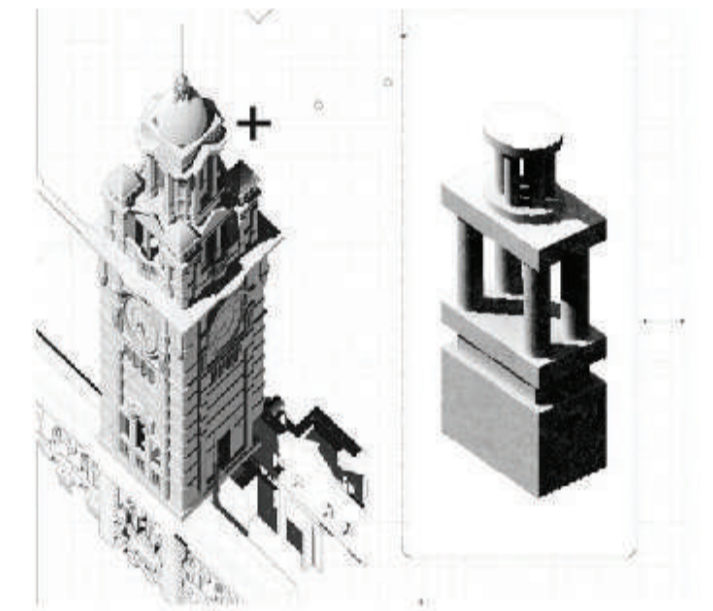
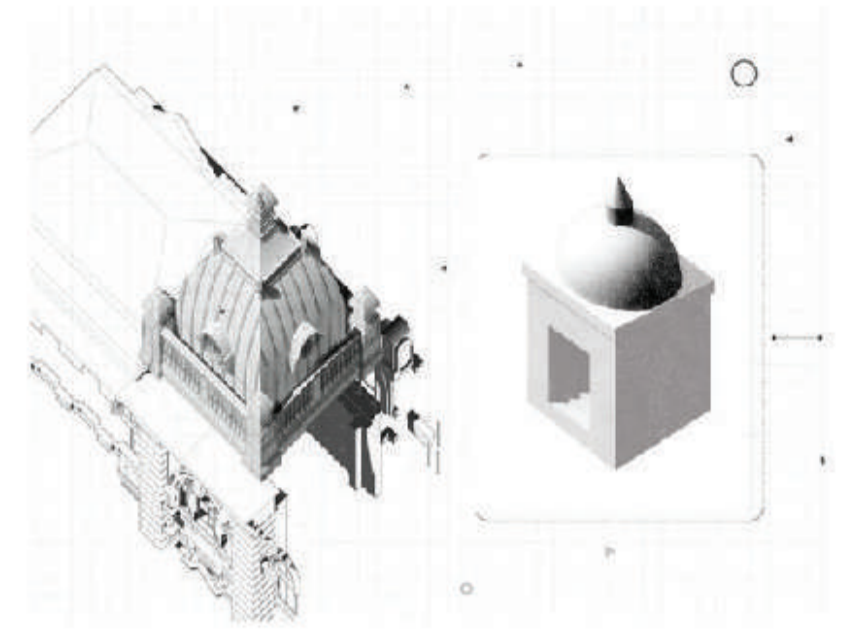
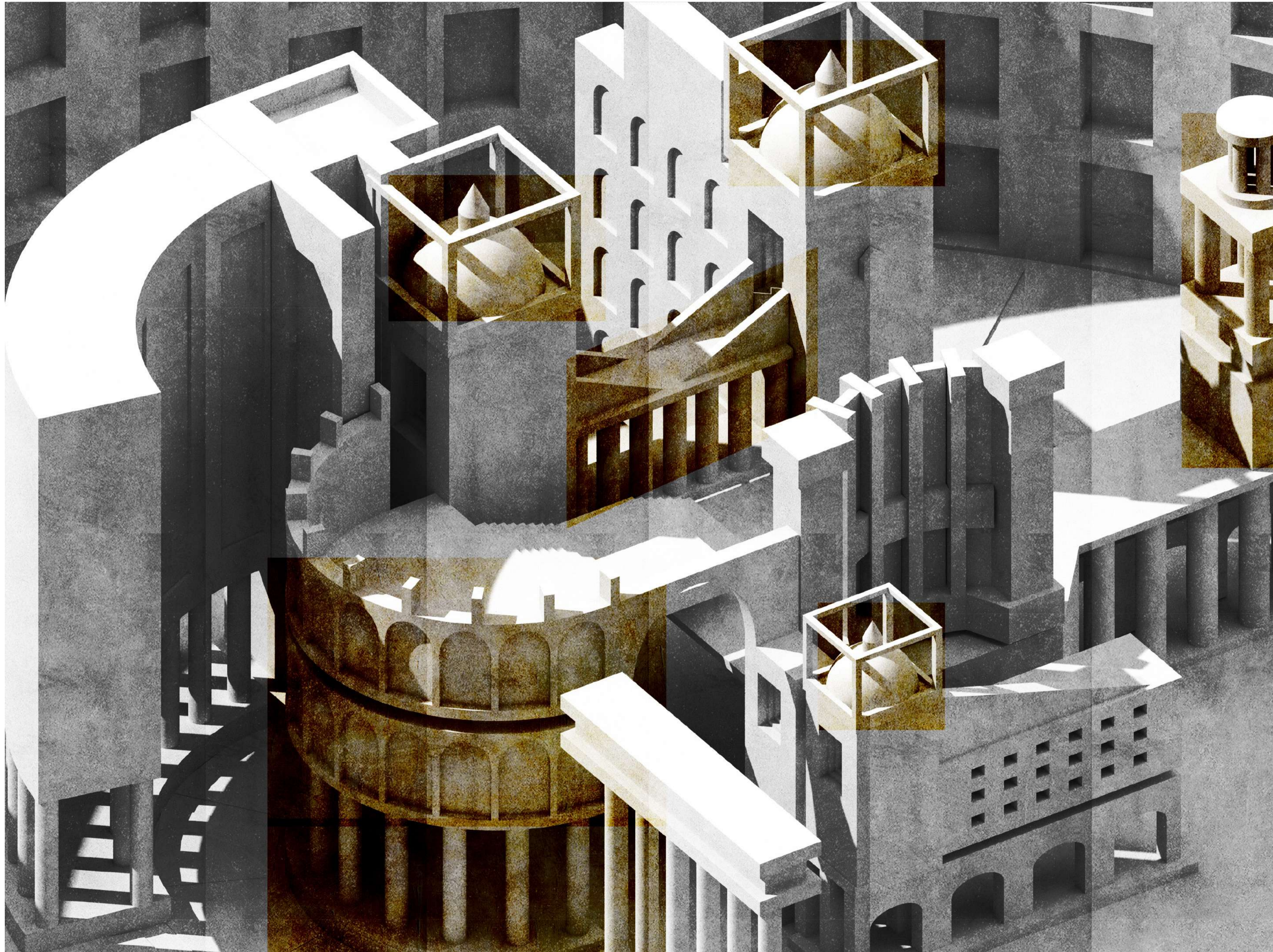


Colosseum



Palazzo della Civiltà Italiana

Palazzo della Civiltà Italiana embodies how Mussolini imagined himself...



*Juxtaposing
Scale change
Reframing*

Clip of London 2050

‘Spatial Amnesia’ future souvenir

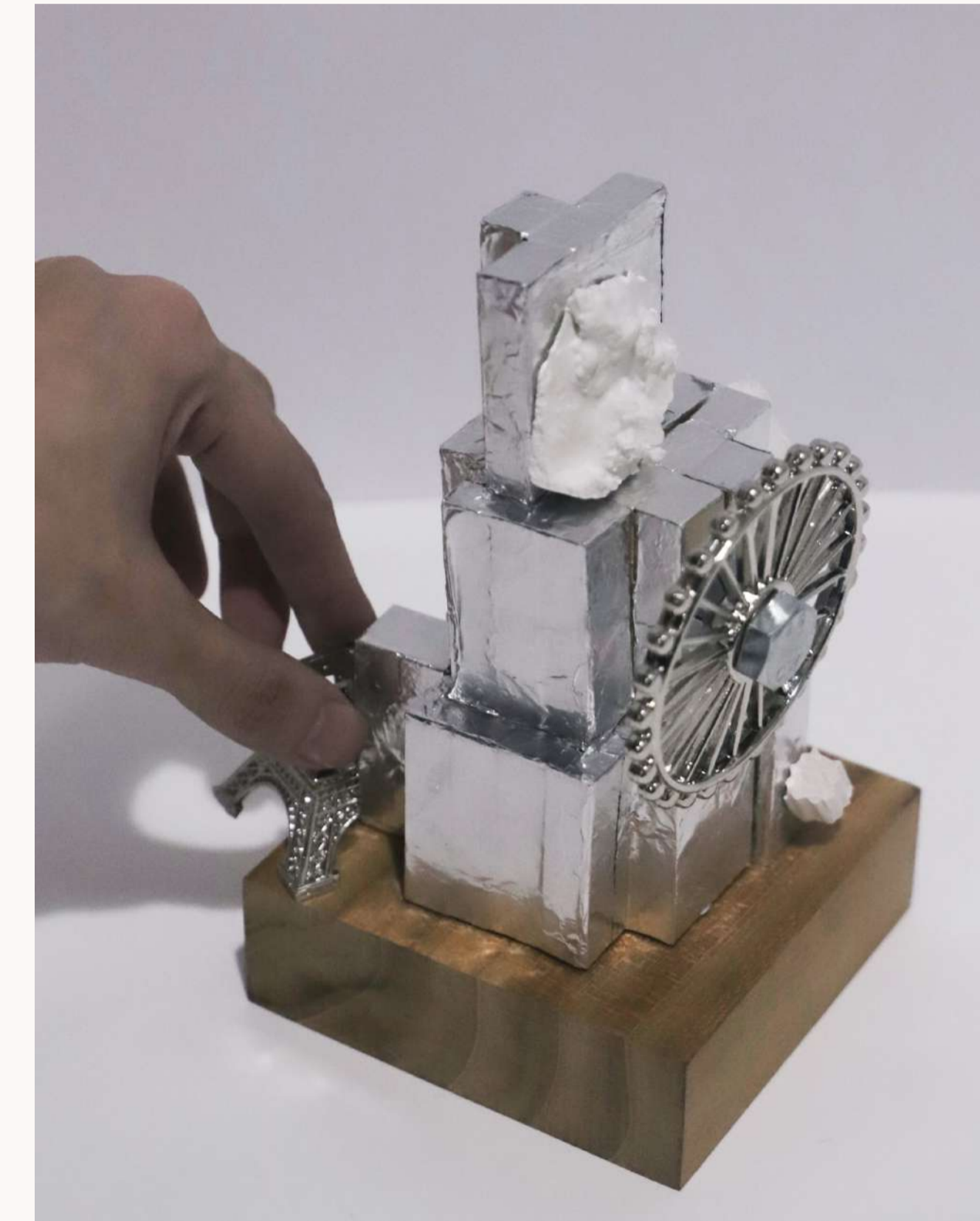
Because people live in a world where everything wants to be preserved and at the same time changes constantly, Giovanni and Jane will get ‘Spatial Amnesia’, it’s not a negative word but regarded as creativity for ‘Comtemporay Capriccio’. In the future, souvenirs are not a product. You are allowed to DIY your own souvenir, to modify your memory using that creativity. ‘Spatial Amnesia’ is the motivation/ source of invention of souvenirs and city building.

To construct, to repair,
erase, project, extend, con-
solidate, extract, mystify
your memory...



How the future souvenir works?

The souvenir allows quick assembly with different architecture pieces attached to it. People play with it and reinvent their own version of the city. And in the process, it unlocks the deeper memory by having a series of sensorial clues inside.



A World of Memory and Amnesia's Echoes

In 2051, Giovanni and Jane, who borned in Rome and Melbourne, moved to London to live. During the time they live in London, everything was so different to their hometown but somehow shares sort of connection and similarity. They didn't have specific recollections of individual places but instead everywhere he visited merged together. Giovanni and James invent their own souvenir: It was composed of clips extracted from their memories. The movie reveals how they made souvenirs.

Age of digitalization enables us to record, document, and even recreate works that are threatened by environmental hazards, conflict, other human-made disasters. Digital format of city heritages and monuments will become the new frontier and they can be accessed and re-made easily. People are no longer obsessed with tourism and show no care to landmark visits.

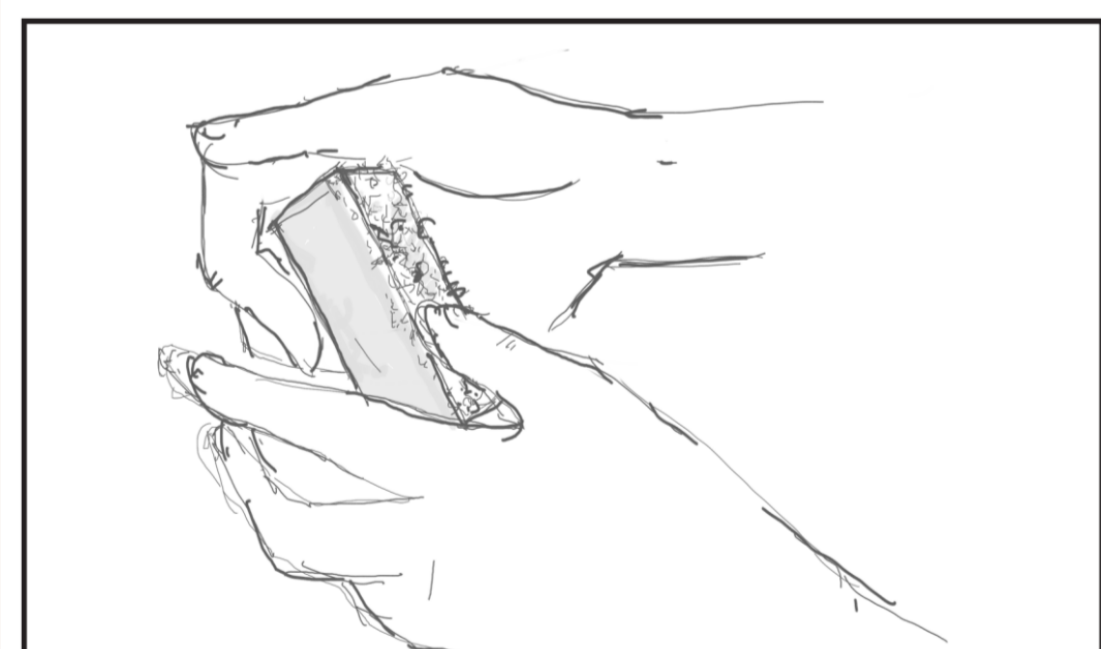
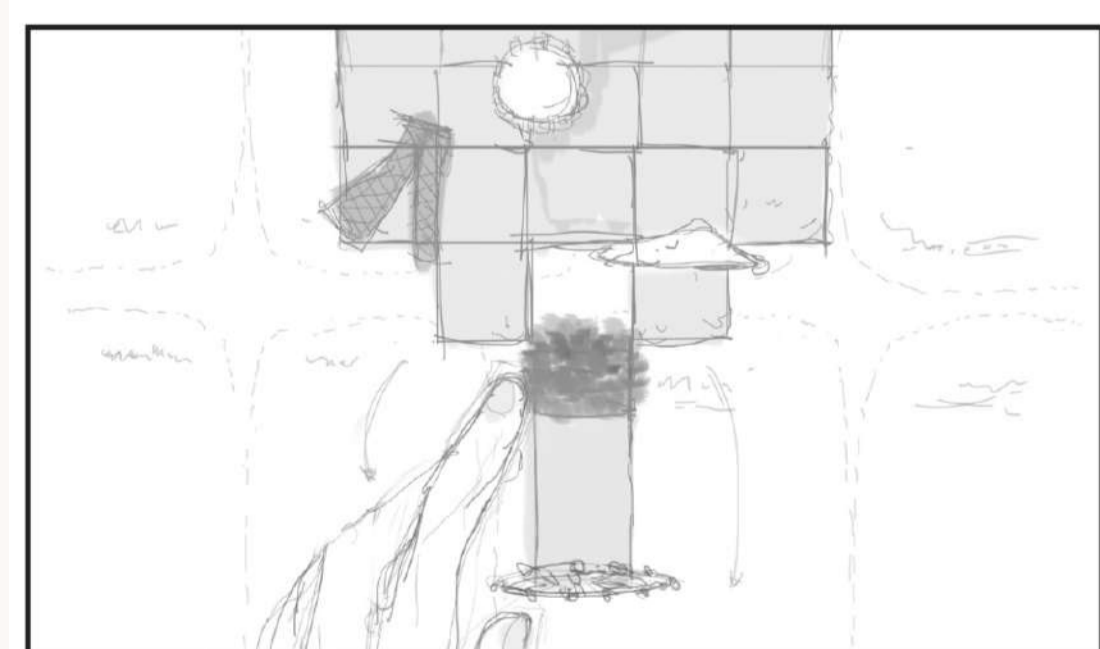
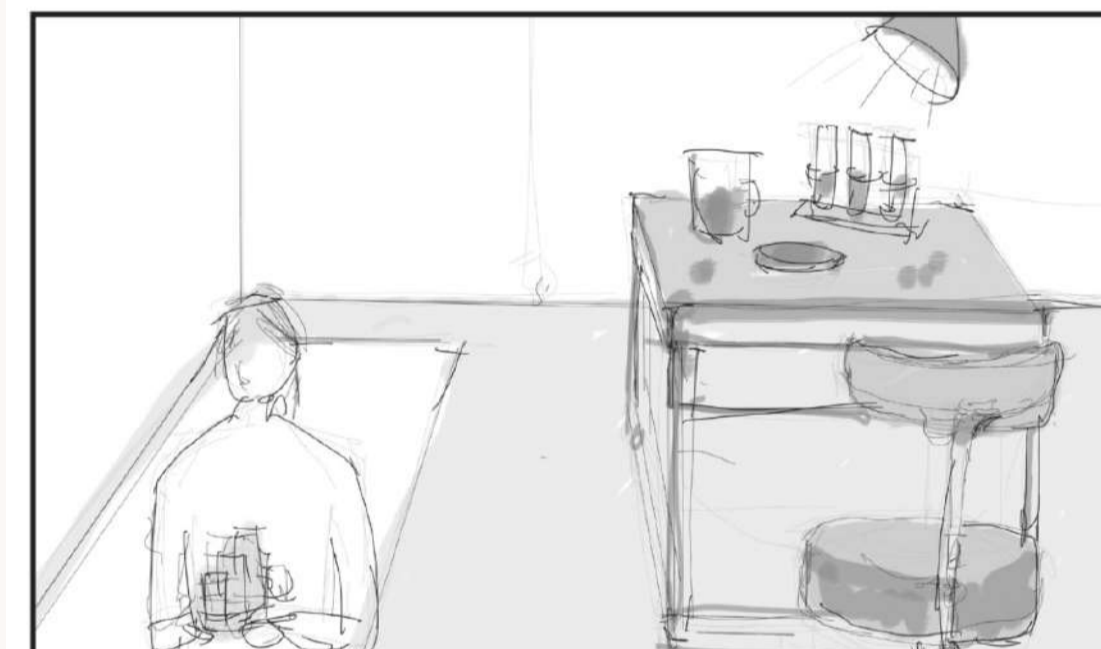
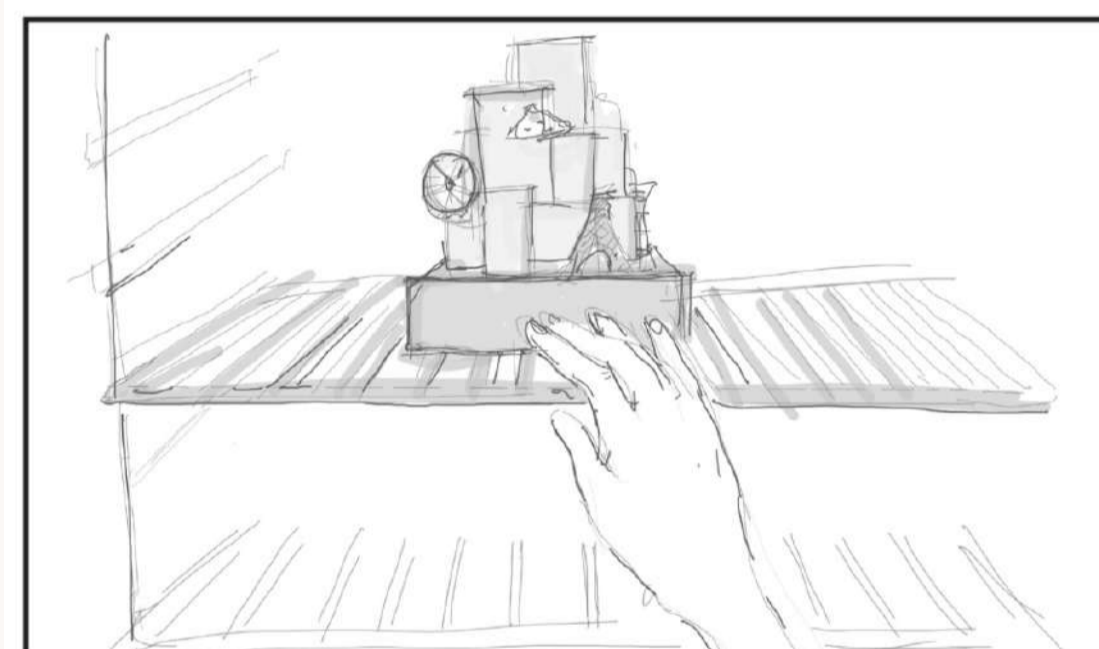
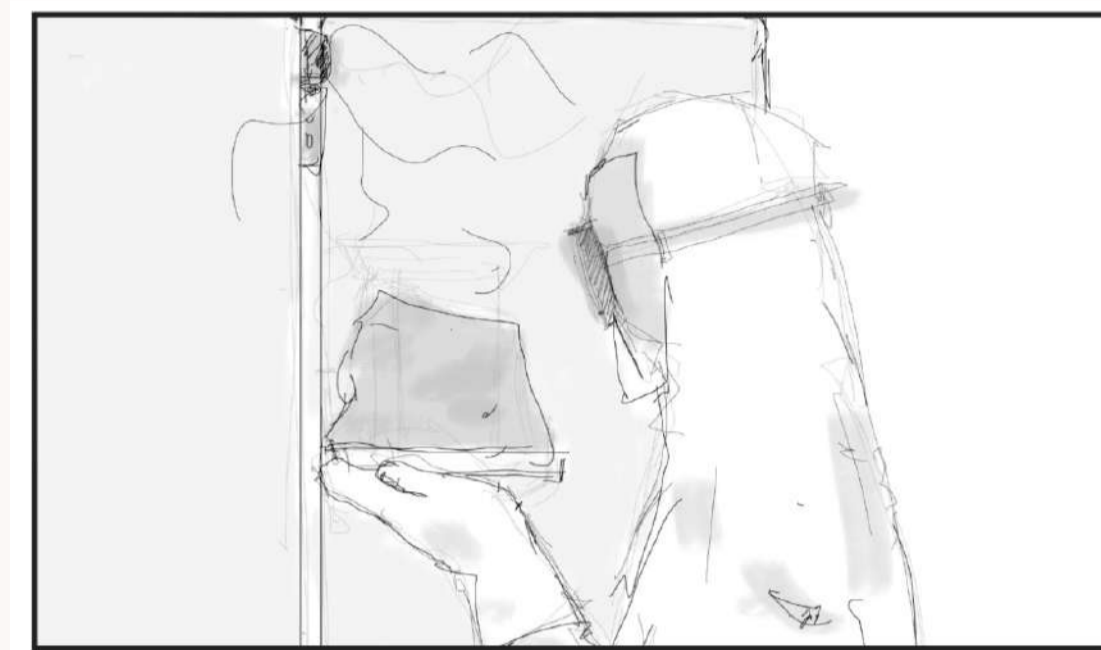
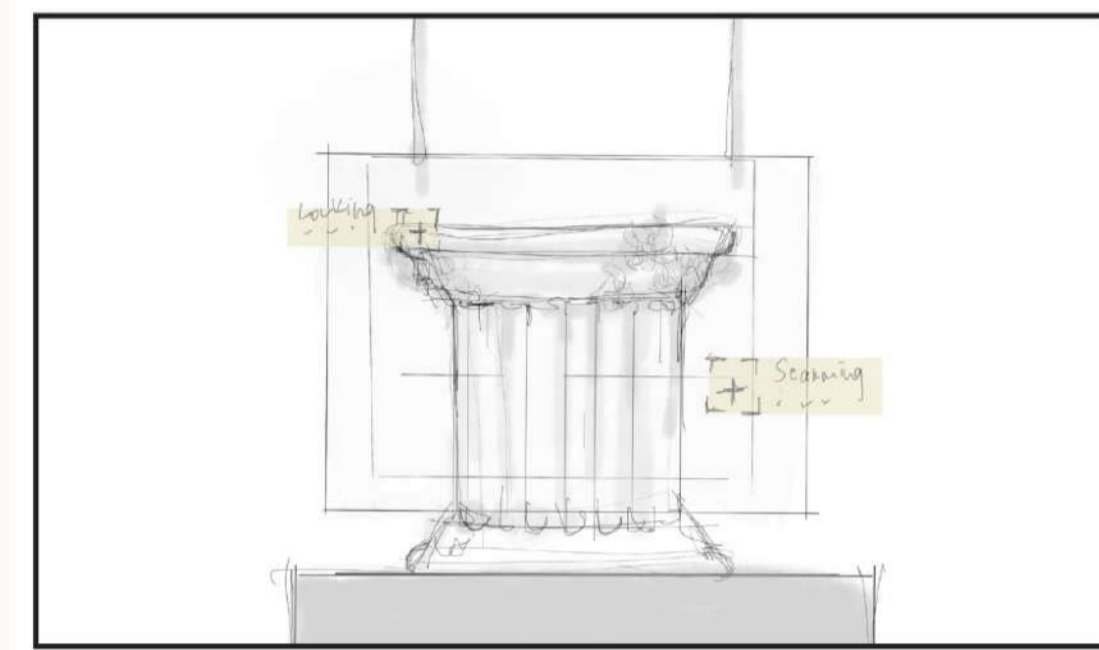
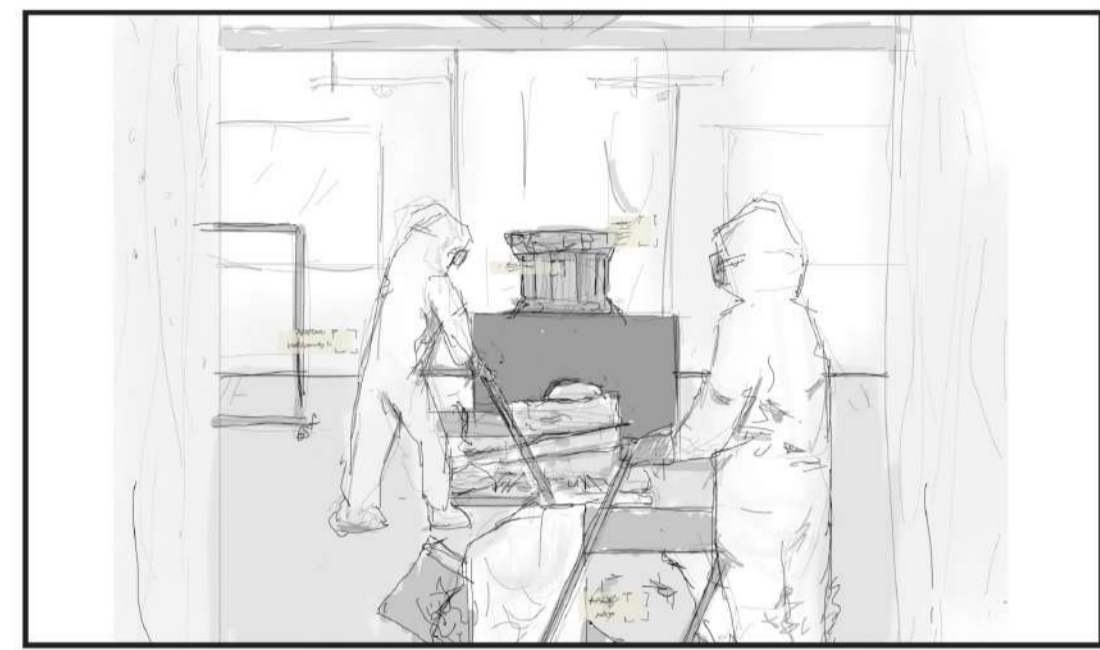
Inspired from capriccio, monuments could not exist as whole entity which can be re-collaged to trigger fancy. Monuments will be demolished and deconstructed, people will carefully preserve the iconic parts and make copies as daily construction artifacts. Meanwhile, to prevent the collective memory from being modified by

city capriccio. Parts of people devote to collect the trace left on the material: People make alternative products based on other sensory: tactics, smell etc.

Miller (the protagonist) is a man living in this city with Amnesia. He works in the factory where "Original monument pieces" are preserved as a delicacy; Copies are made through scanning, moulding and 3D printing. Miller also runs a private therapy room, he secretly re-makes and DIYs his own city souvenir based on his personal memory, whereas it relies on a series of sensory clues rather than visual aspects.

Script

Storyboard



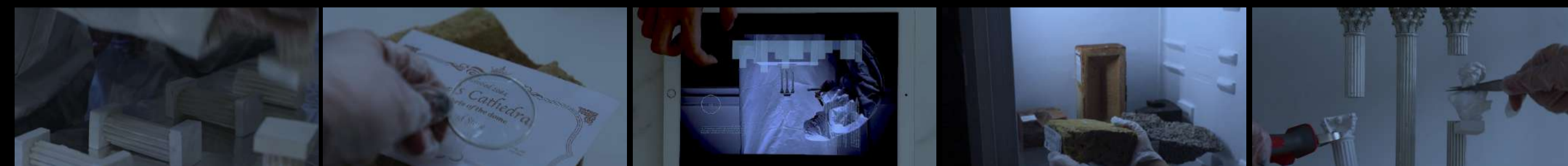


A World of Memory and Amnesia's Echoes

Watch the Film: https://www.youtube.com/watch?v=cMK_xLqEsYw&t=19s



Chapter I
The Copies, the monument fragment, Preservation





Chapter II
Souvenir, Amnesia, Tactile, Olfactory, Assembly, Record



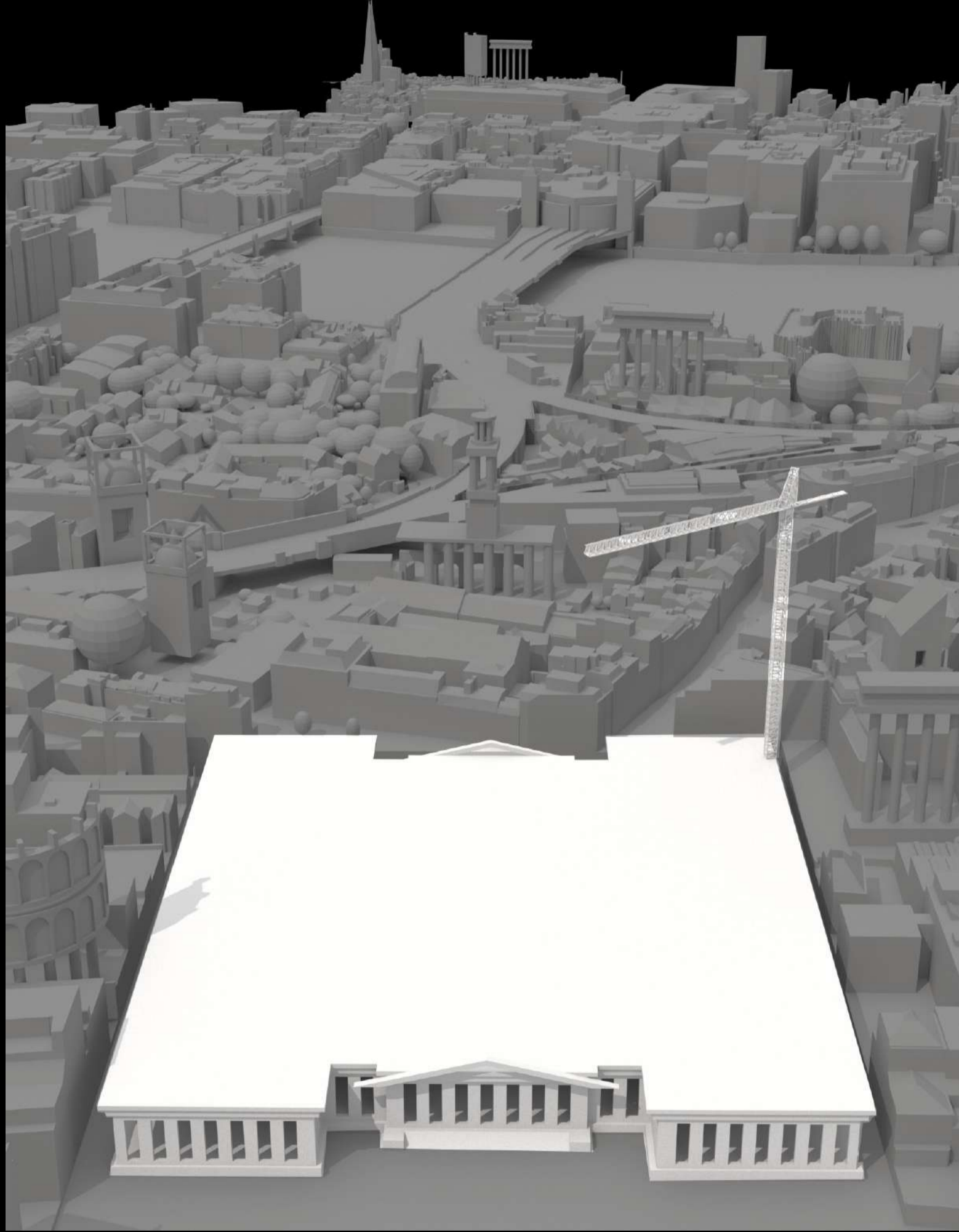


Chapter III
Retrieve, Home, DIY, Memory

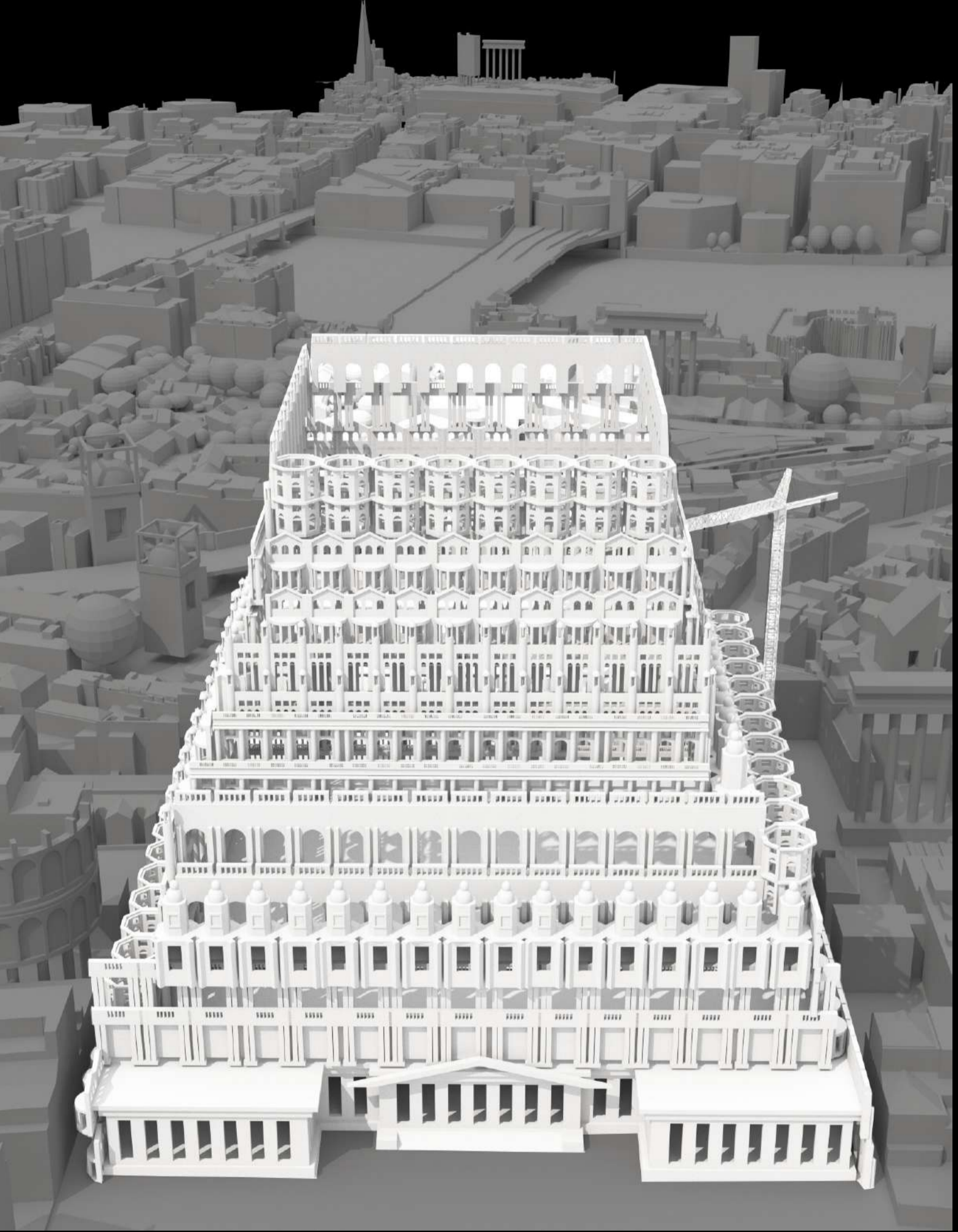


Proposal for alternative British Museum

To build how you want to be remembered,
rather than the country deciding how you
should be remembered....

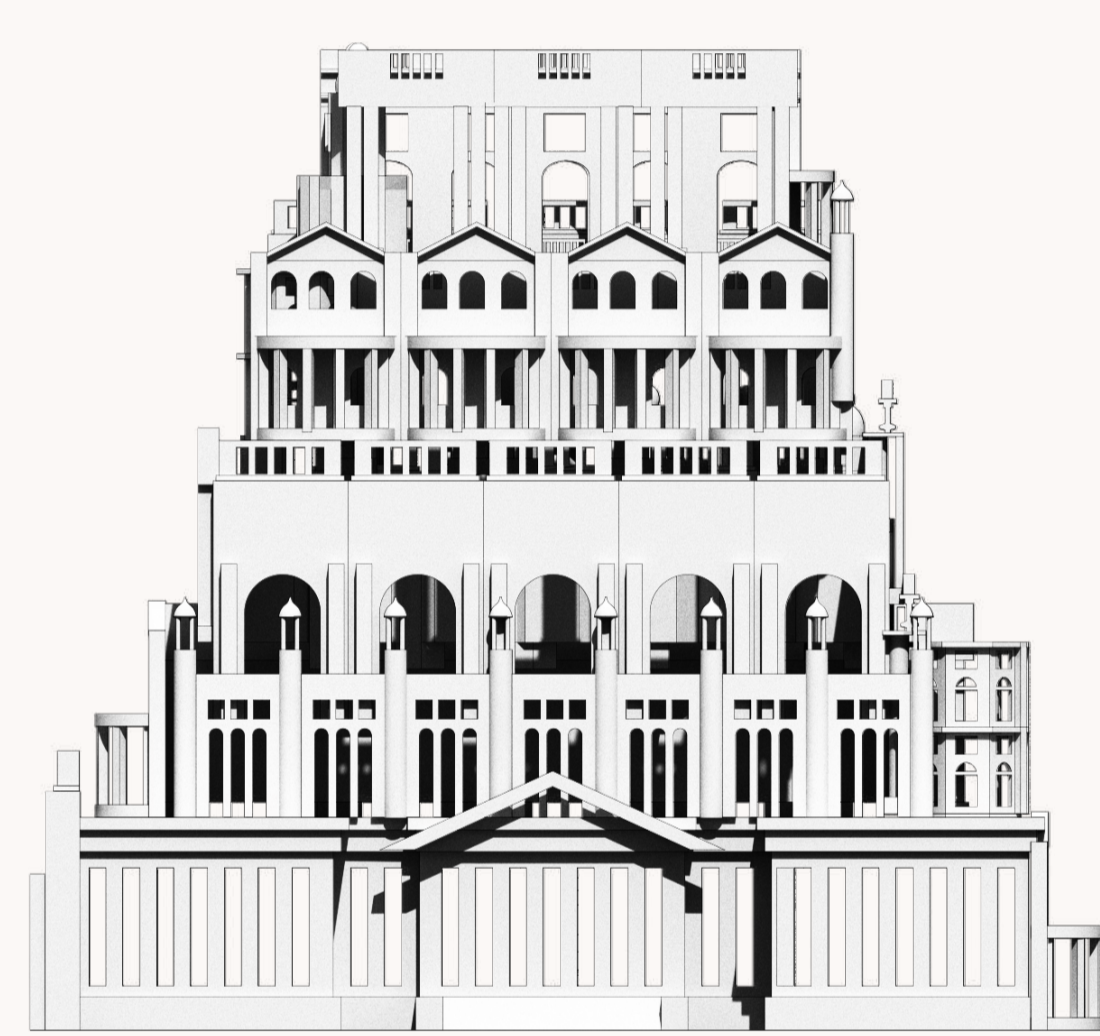
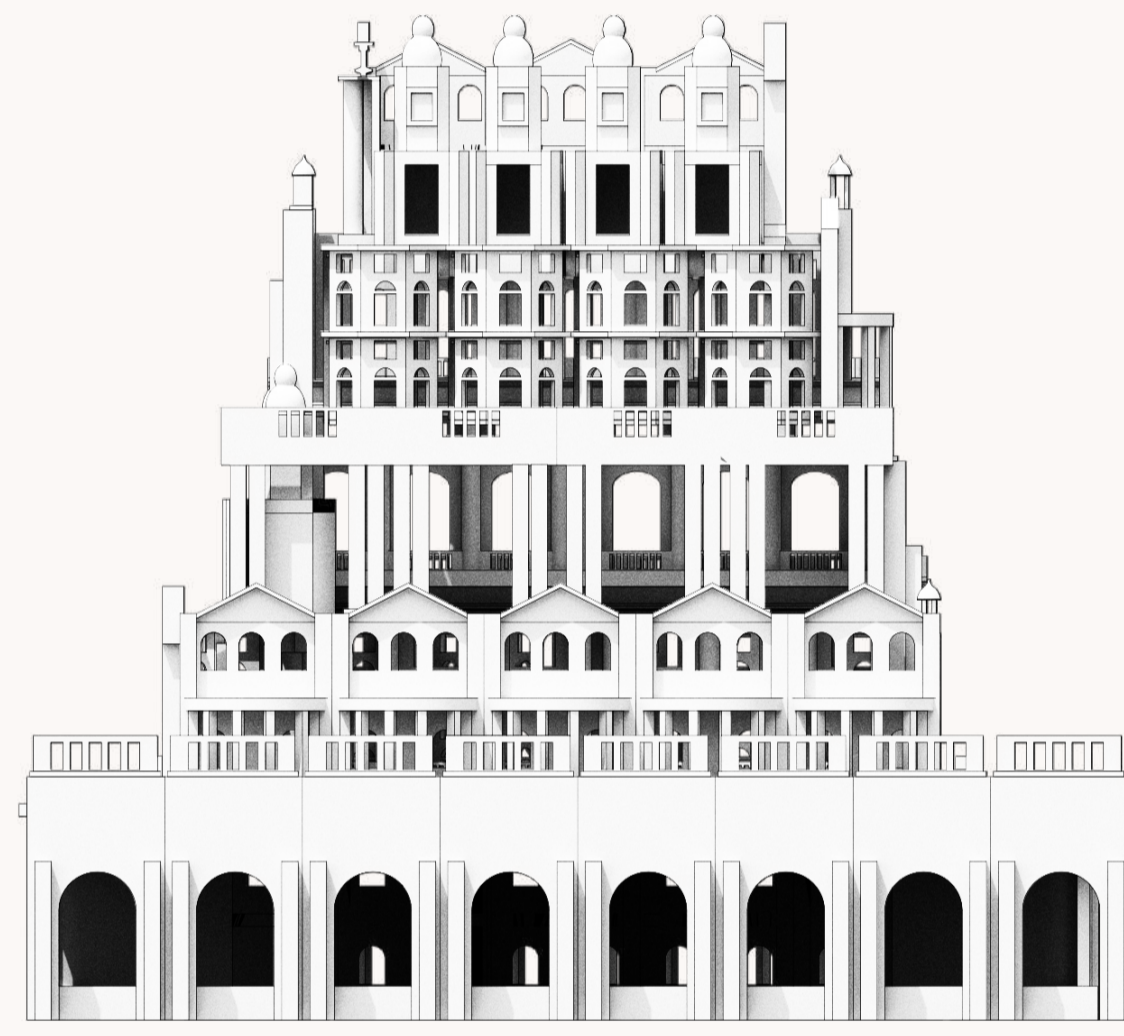
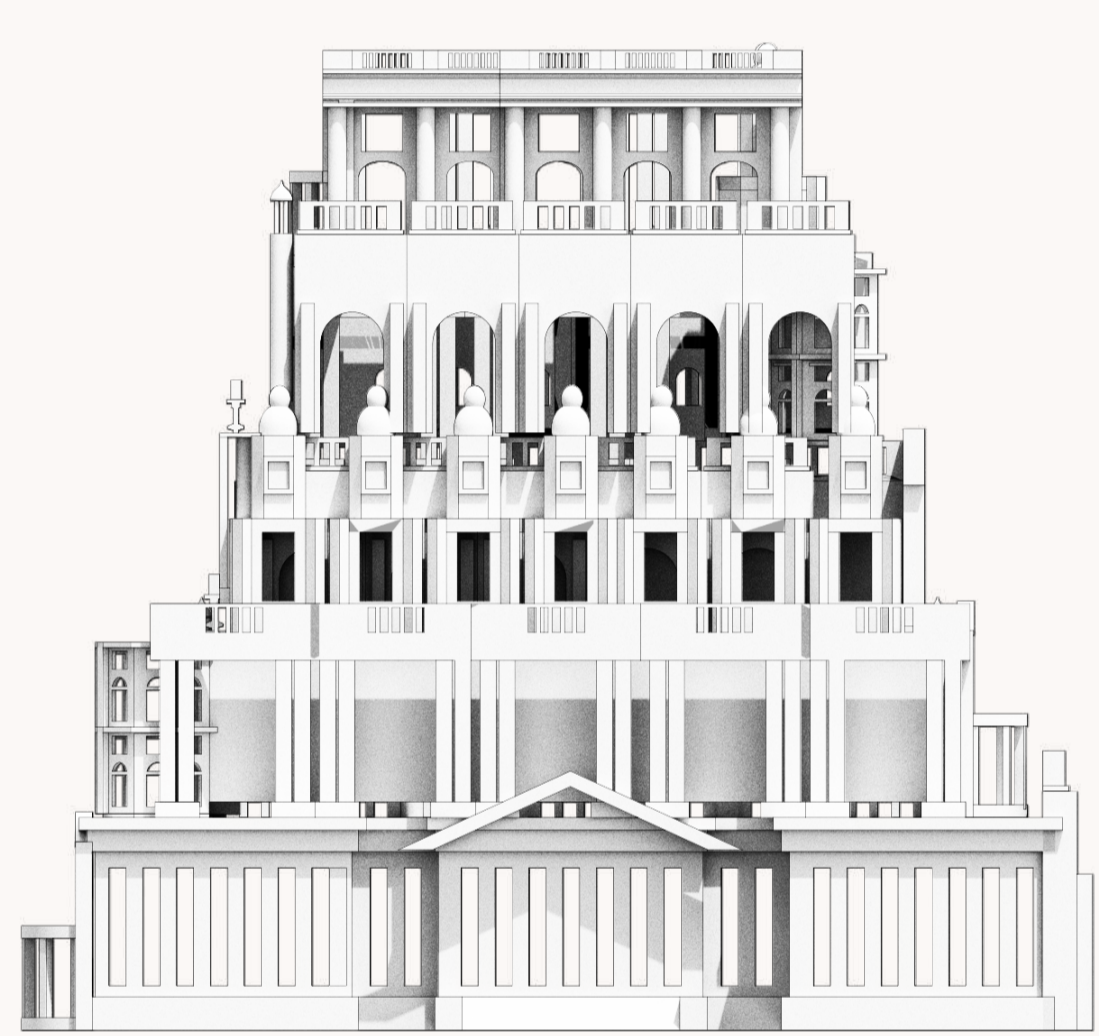


Remove British Museum

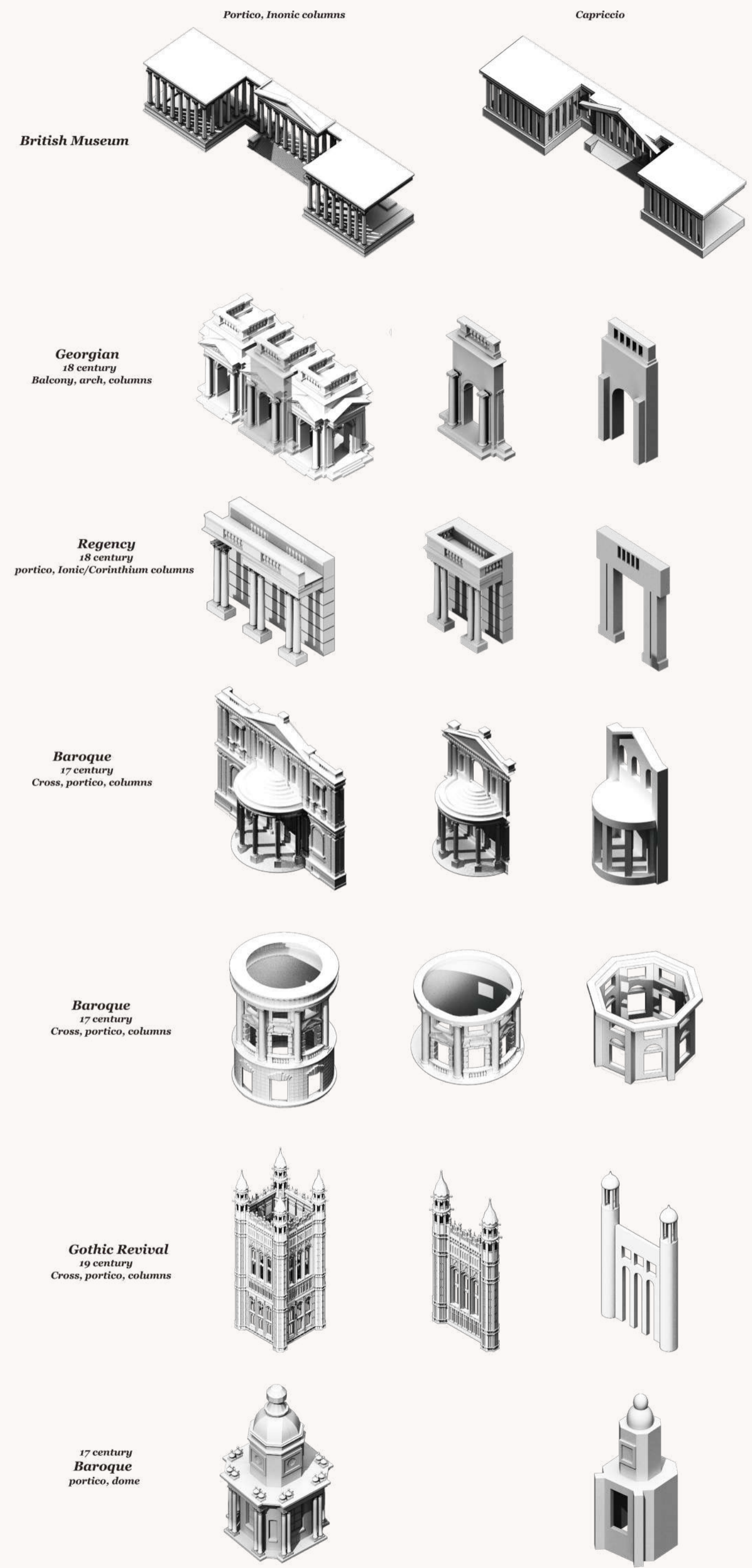


Alternative: Amnesia Museum

In 2050 London, British museum is demolished. London Amnesia museum is proposed for new kind of British museum where the history is removed, but replaced with individual's memory showroom. The amnesia museum will tell the stories as living residents rather than countries.



Elevations of Conceptual Amnesia Museum



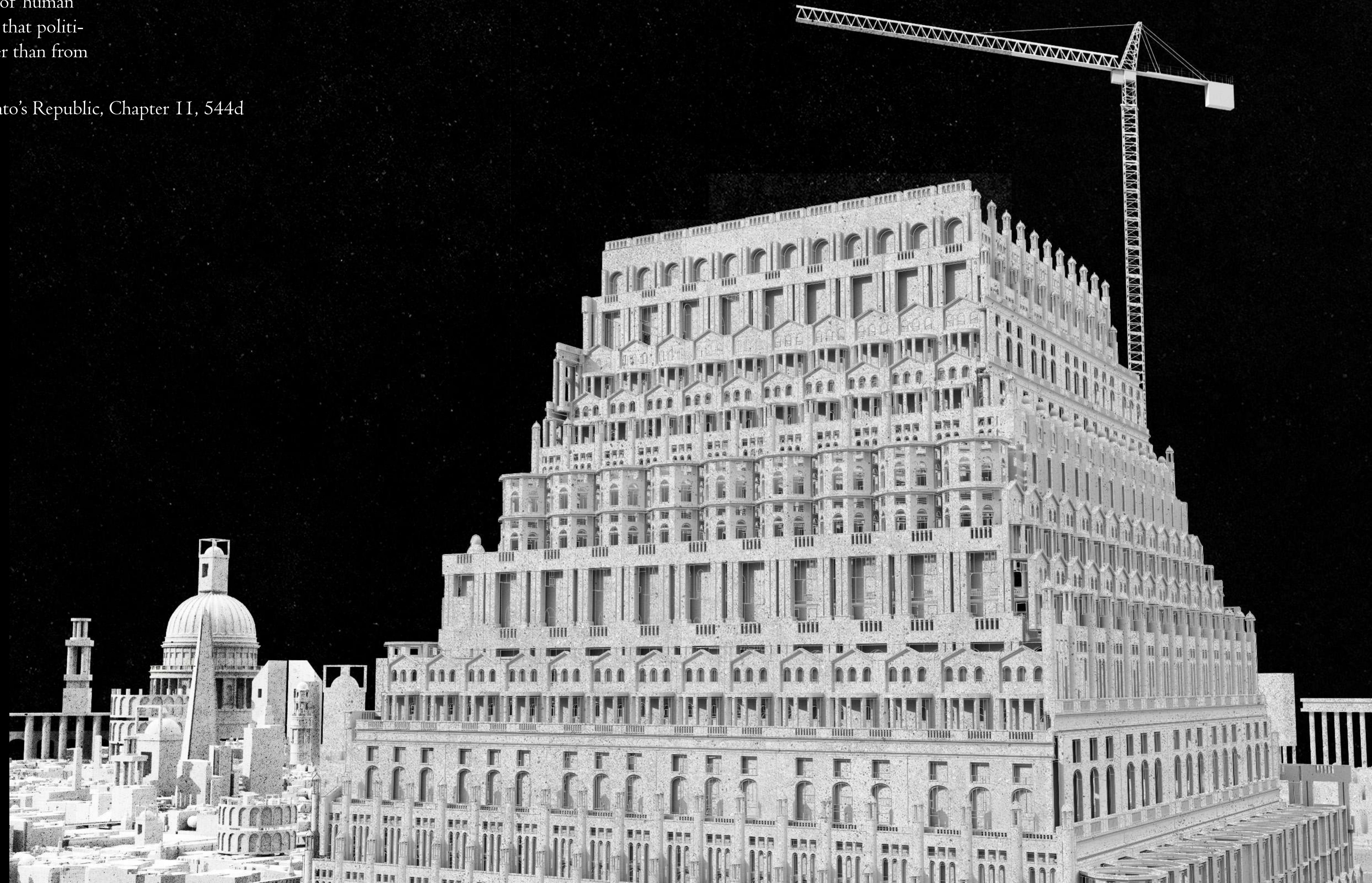
Amnesia Museum continue the idea of 'future souvenir' which is the scale up version of it. The museum inspired from Babel tower is an aggregation of Capriccio London icon historical building in different period how london people imagined themselves. It grows in such way with endless 'small room' for telling individual's stories and their memory

“Well, do you appreciate that there are bound to be as many types of human being as there are of political systems?’ I asked. ‘Or do you imagine that political systems somehow come into being from oak or from rock, rather than from the characters of the communities’ inhabitants?’”

————— Plato’s Republic, Chapter II, 544d

Each and every one of us has our own particular version of the city, a selection of relevant moments, an aggregate of specific buildings, street corners, someone has his own conception of a city and in the process of attempting to capture its contours, forms, content and substance he in fact invents a new town entirely, a delimited and defined version. The building form in such way its immense bulk slowly accumulated with its endless rooms. As a visitor, you start building your own lofty version of the city, you will find yourself climbing to the building, ascending step by step to the collection of debris of St Paul Cathedral, you’ll walk up and up the corner of Balmoral Castle, Queen Elizabeth favorite place, a collection of white horizontals, regency balconies, marble columns and travertine arcades... Over times, every façade is an evocation of a city as it would be imagined by one period, or one institution, or one church, or one group of people, or even one person.

After you leave, the memories you had used to build your own world have in turn become material for others to come and feed upon, take away, remember, reimagine and rebuild in their own fashion elsewhere.



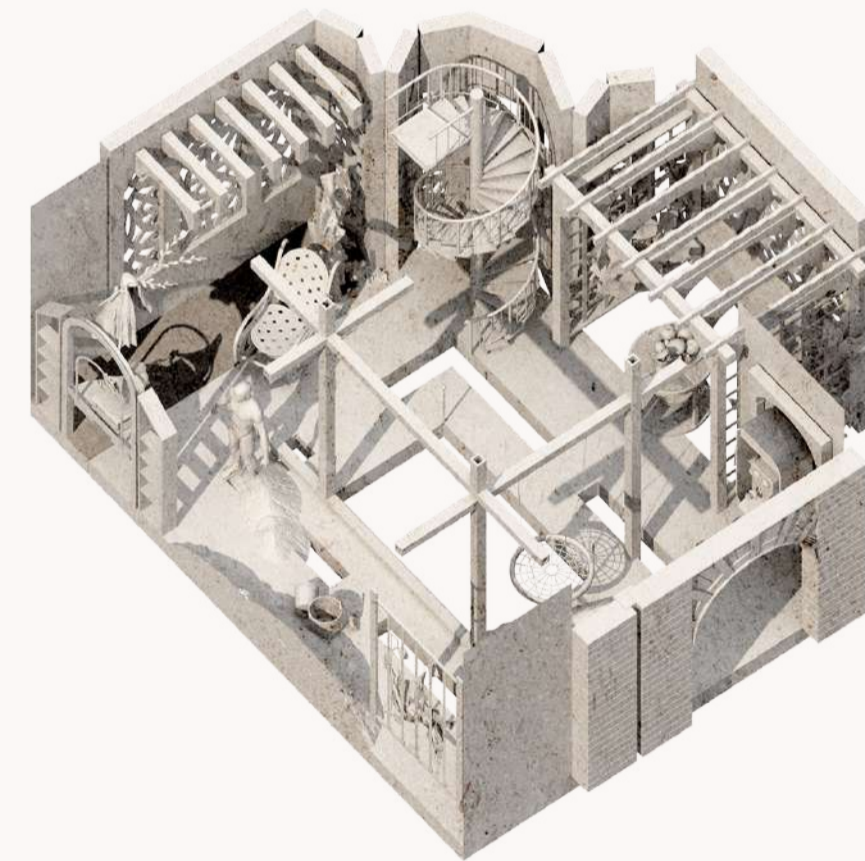
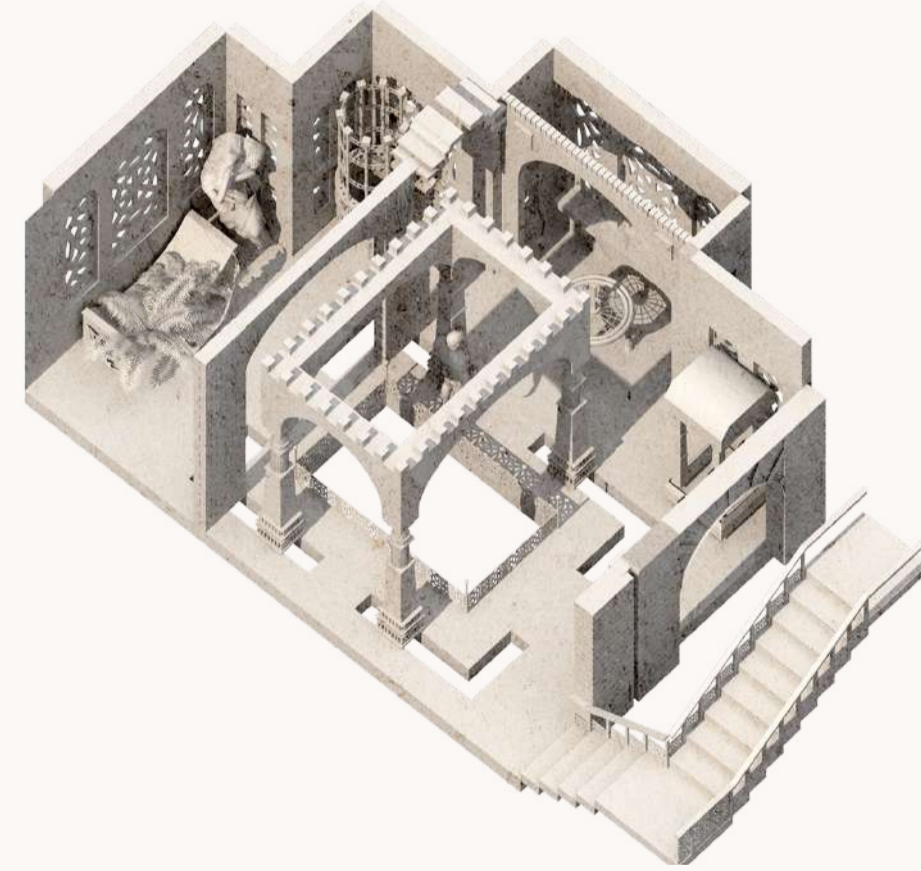
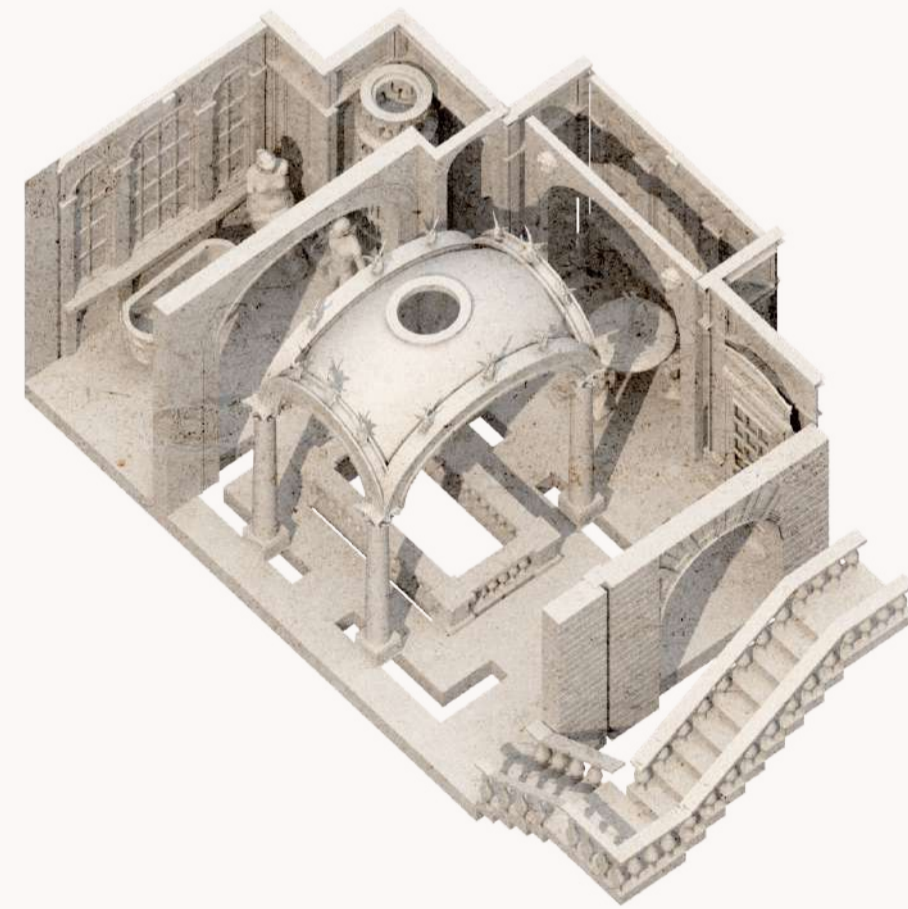
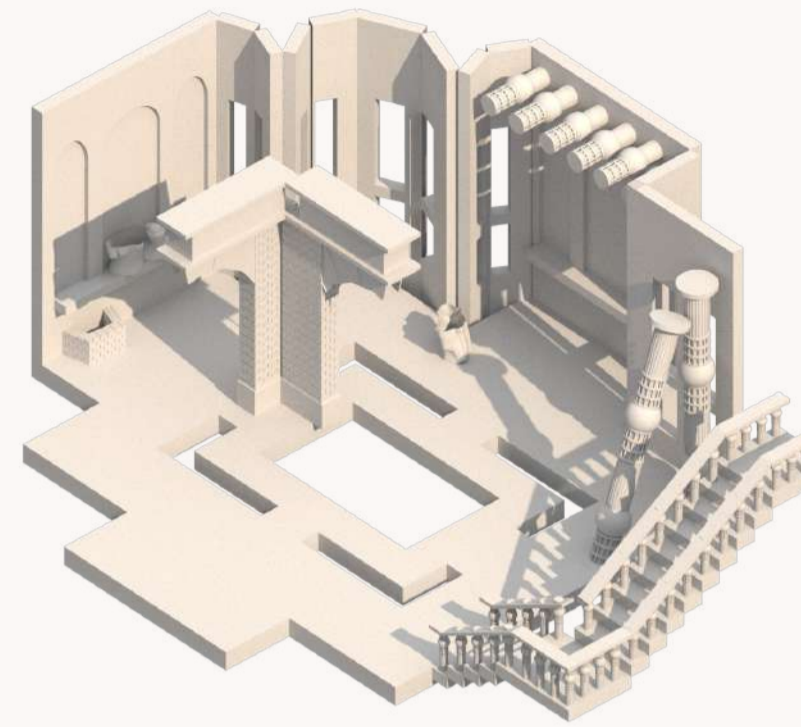
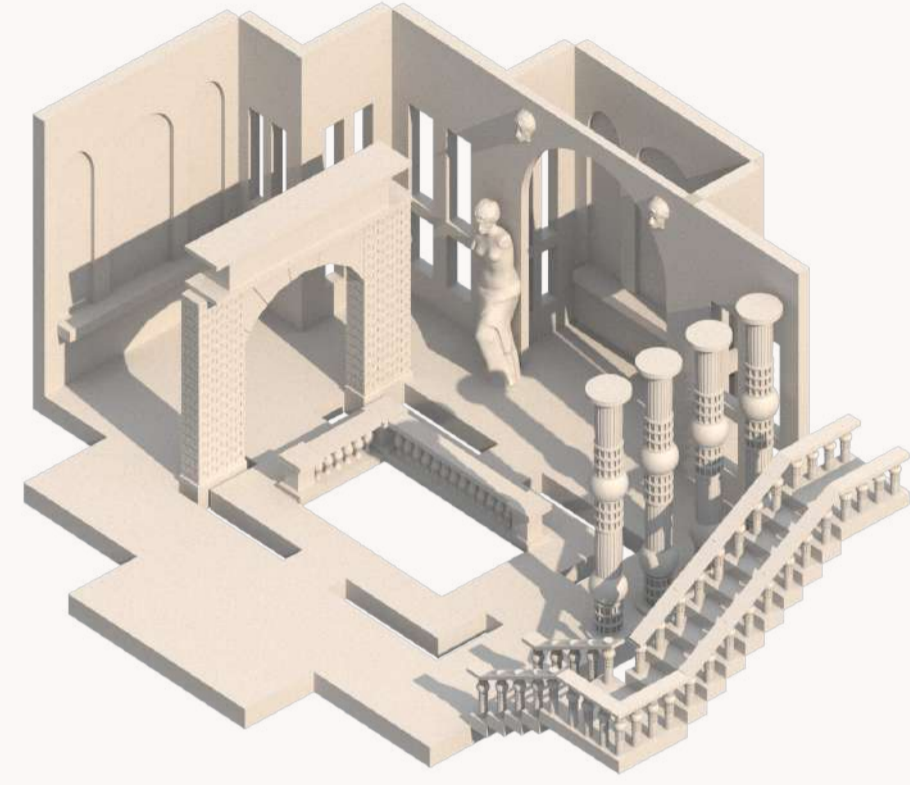
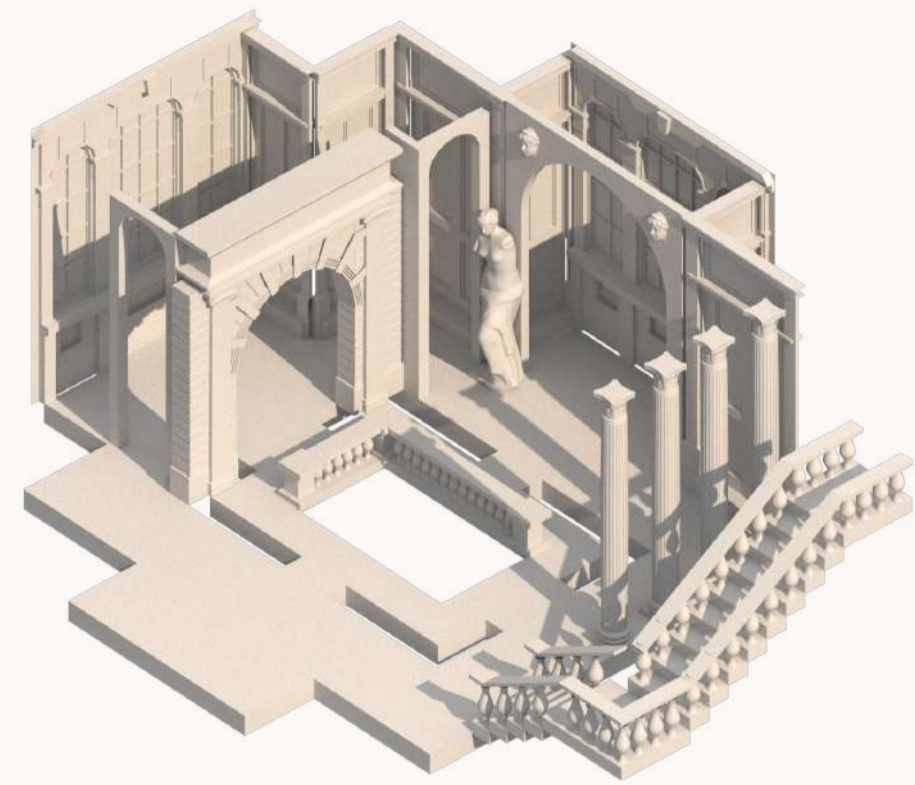
How can we simultaneously preserve **individual** and
collective memory?



Reference
Sir John Soane Museum

“If (as the philosophers maintain) the city is like some large house, and the house is in turn like some small city, cannot the various parts of the house - atria, xysti, dining rooms, porticoes, and so on - be considered miniature buildings?”

————— Leon Battista Alberti



Iterations

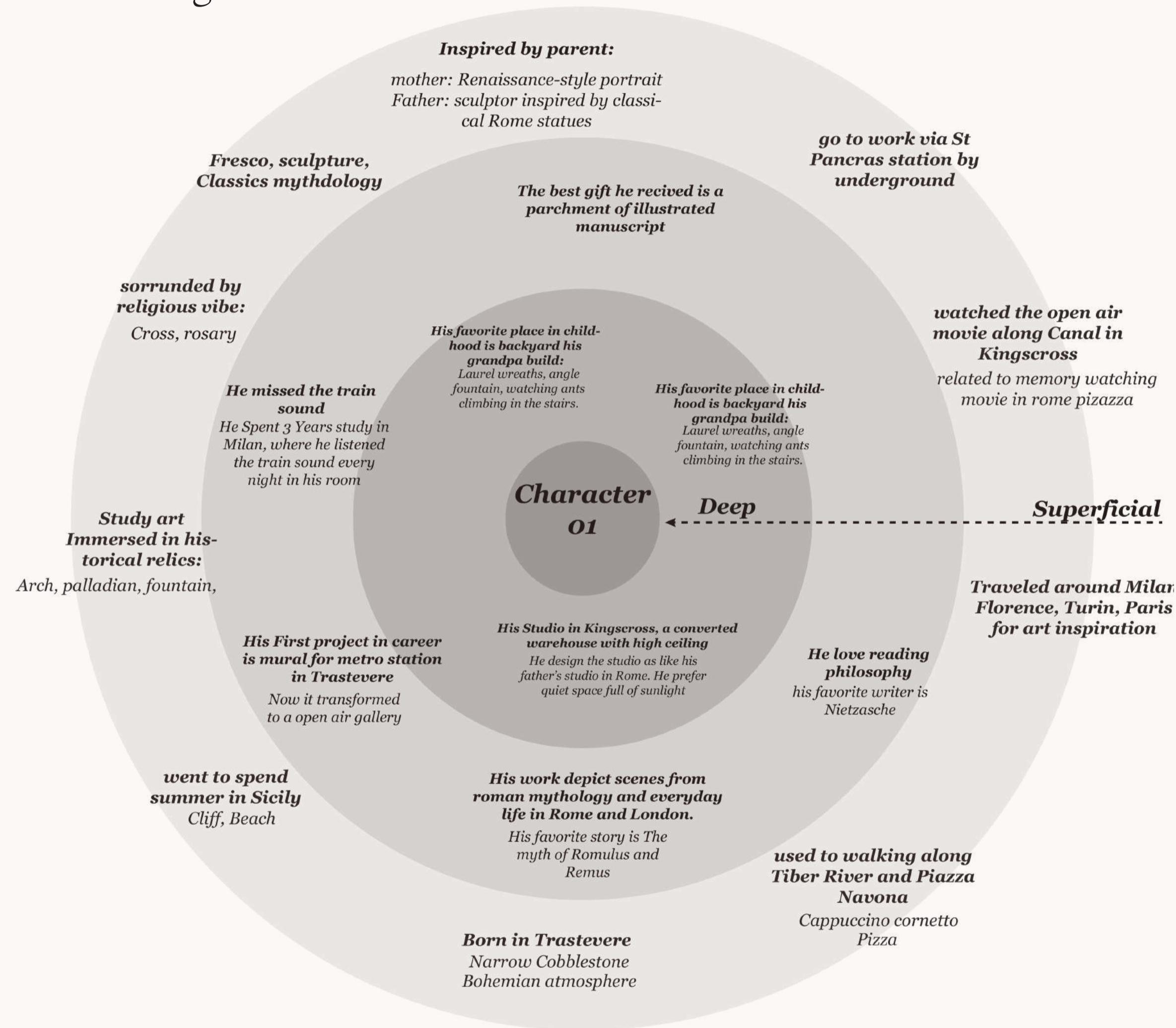
Individual Showroom

Over time cities themselves raise buildings which encapsulate the very nature of the town, the priorities of its citizens and the tastes of its residents. In the same way, over time, we gather objects around us that either mark significant moments in our lives, embody cherished memories, or encapsulate qualities we value and aspire to.

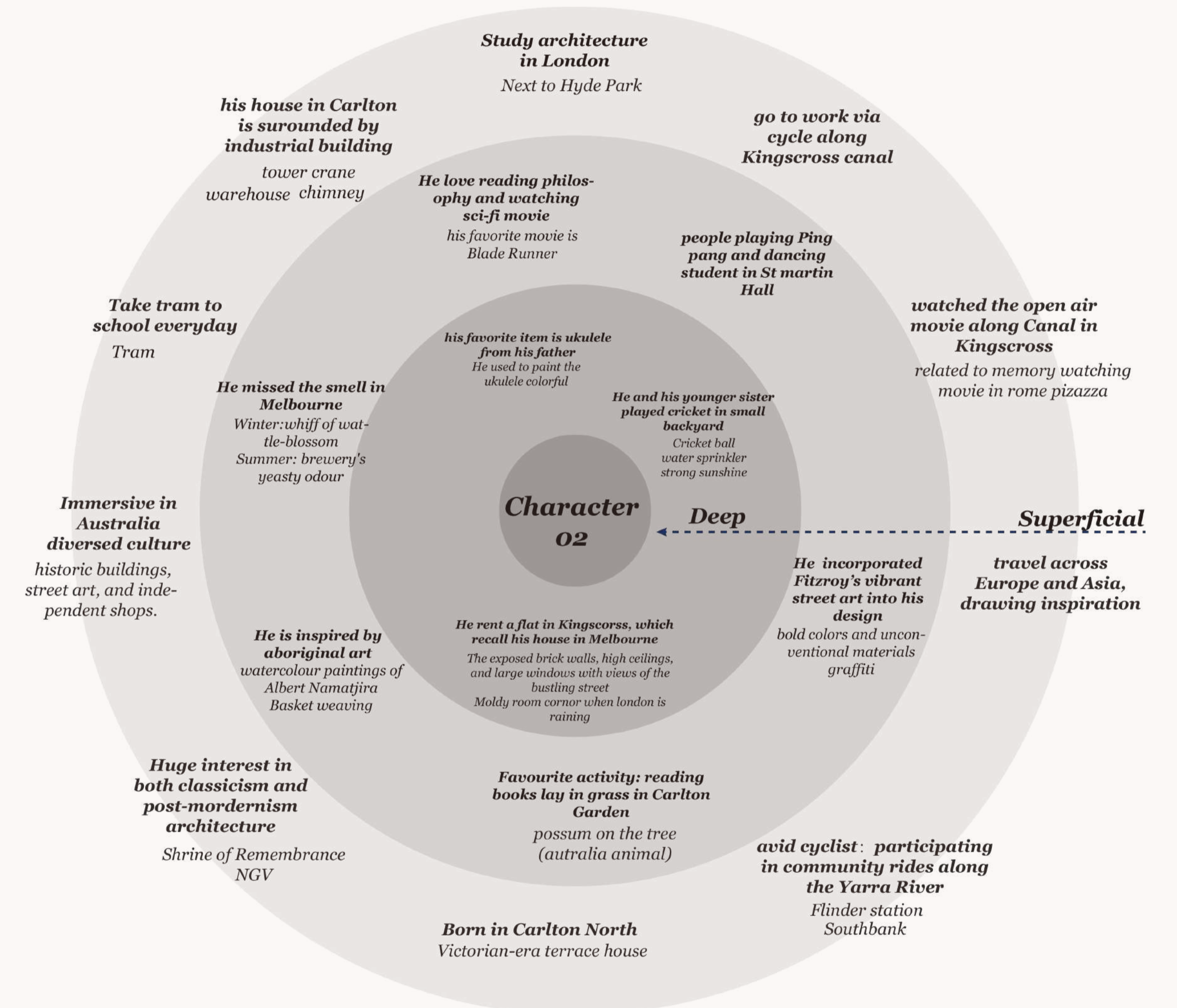
Individual Showroom is immense palace comprised every detail you wish to extract from his memories of those past days, along with embellishments he had added himself—refinements to shapes, a place you can wander and get inspirations.

Giovanni and Jane are invited to the Amnesia Museum to visit and build their individual memory showroom. Their story will be introduced as they exhibit the moments they valued; the connections with the city.

Character Building



Giovanni's Memory map



Jane's Memory map

Strategy

Superficial Memory



Deep Memory

Vernacular Artefact

can be recognized collectively



add
overlay

Personal Artefact

Private personal experiences can be
recognized and understood

Extend
Gallery of Vernacular Artefact



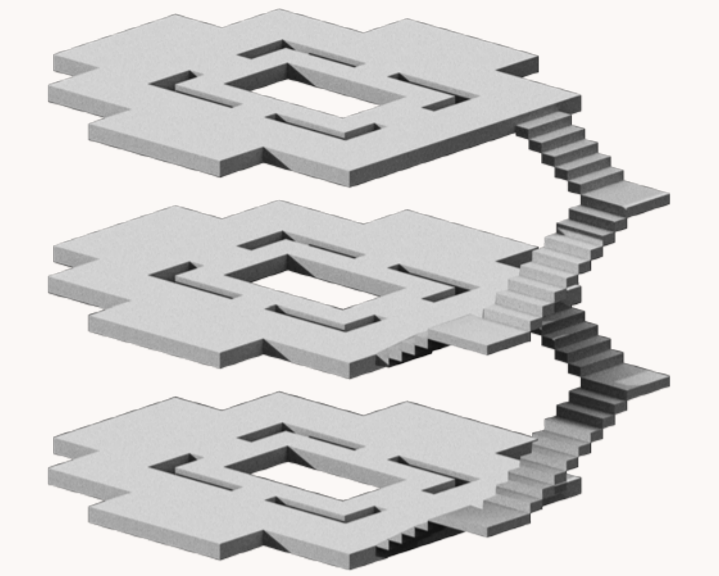
Confuse

Vernacular Artefact incor-
porates personal artefacts

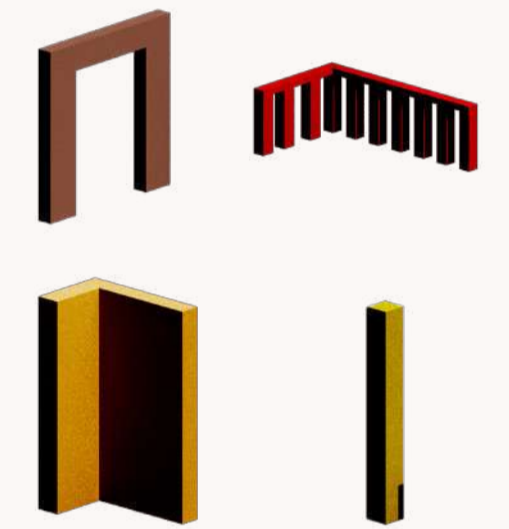


Mystify

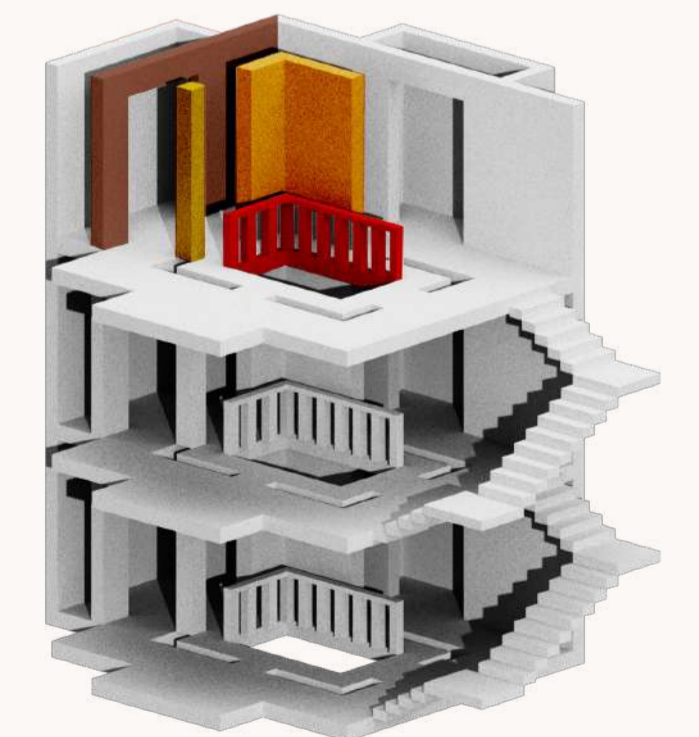
Transform the artefacts into a
scene from deepest memory



Movement

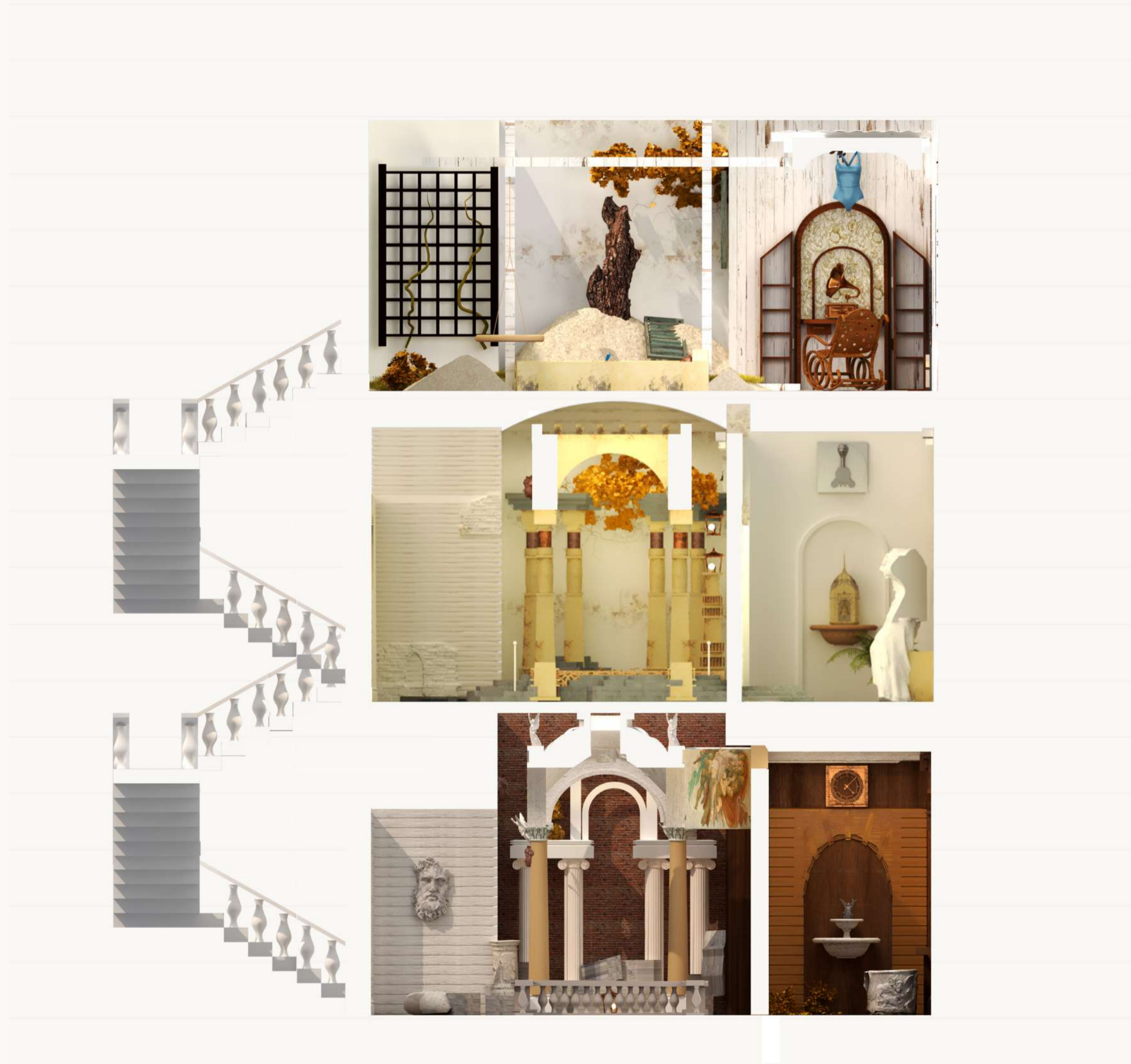


Spatial elements

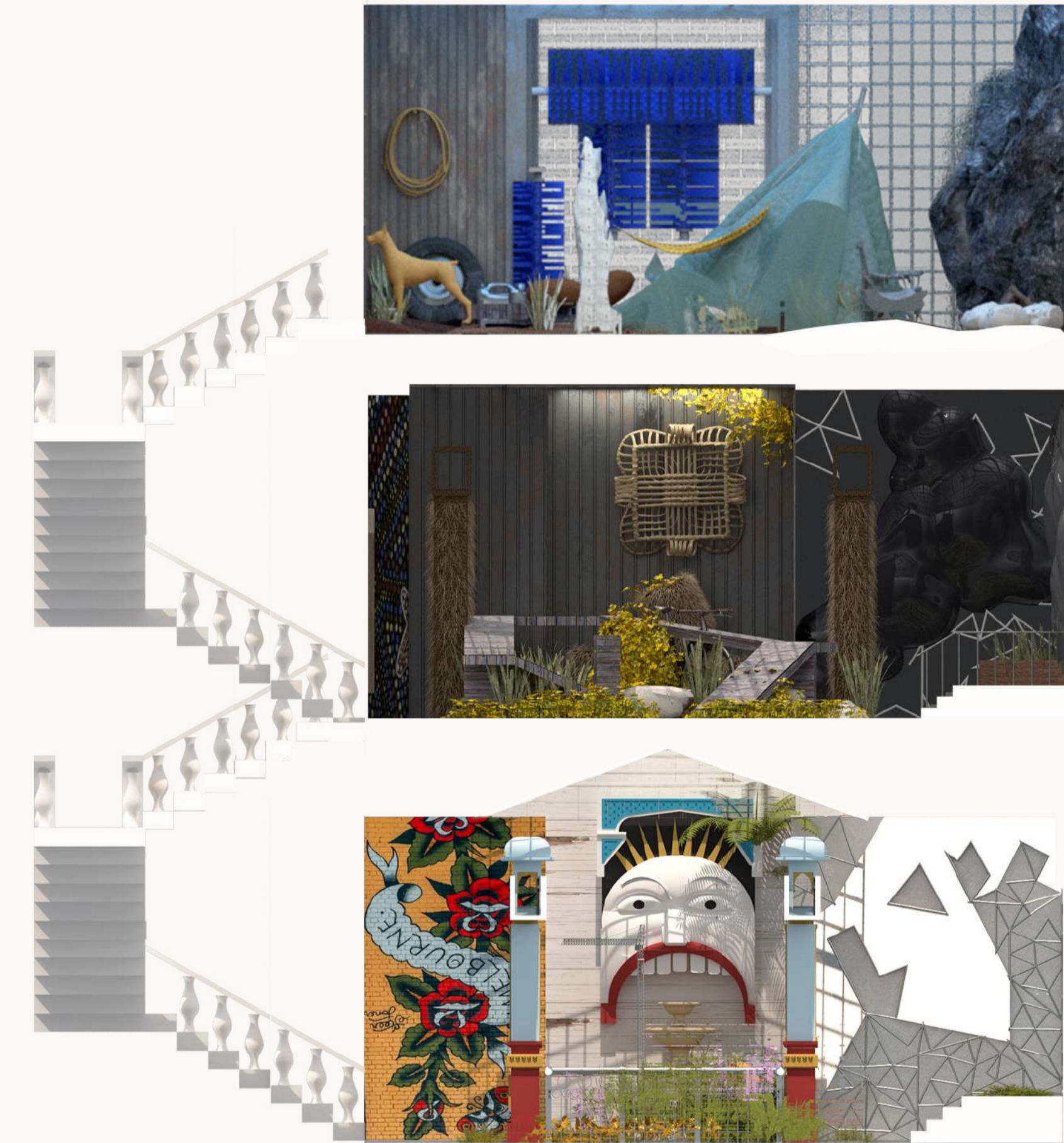


Substitute with artefacts

In the showroom, Their story will unlock their memory from superficial to deep, and the memory get different level of 'Capriccio' accordingly, because there's always discrepancy between the memory world he cultivated with his imagination, Design Strategy: the showroom will incorporate 'personal artefact' with 'vernacular artefact' within the memory go deeper.



Giovanni's Showroom



Jane's Showroom

Spatial Hierachy



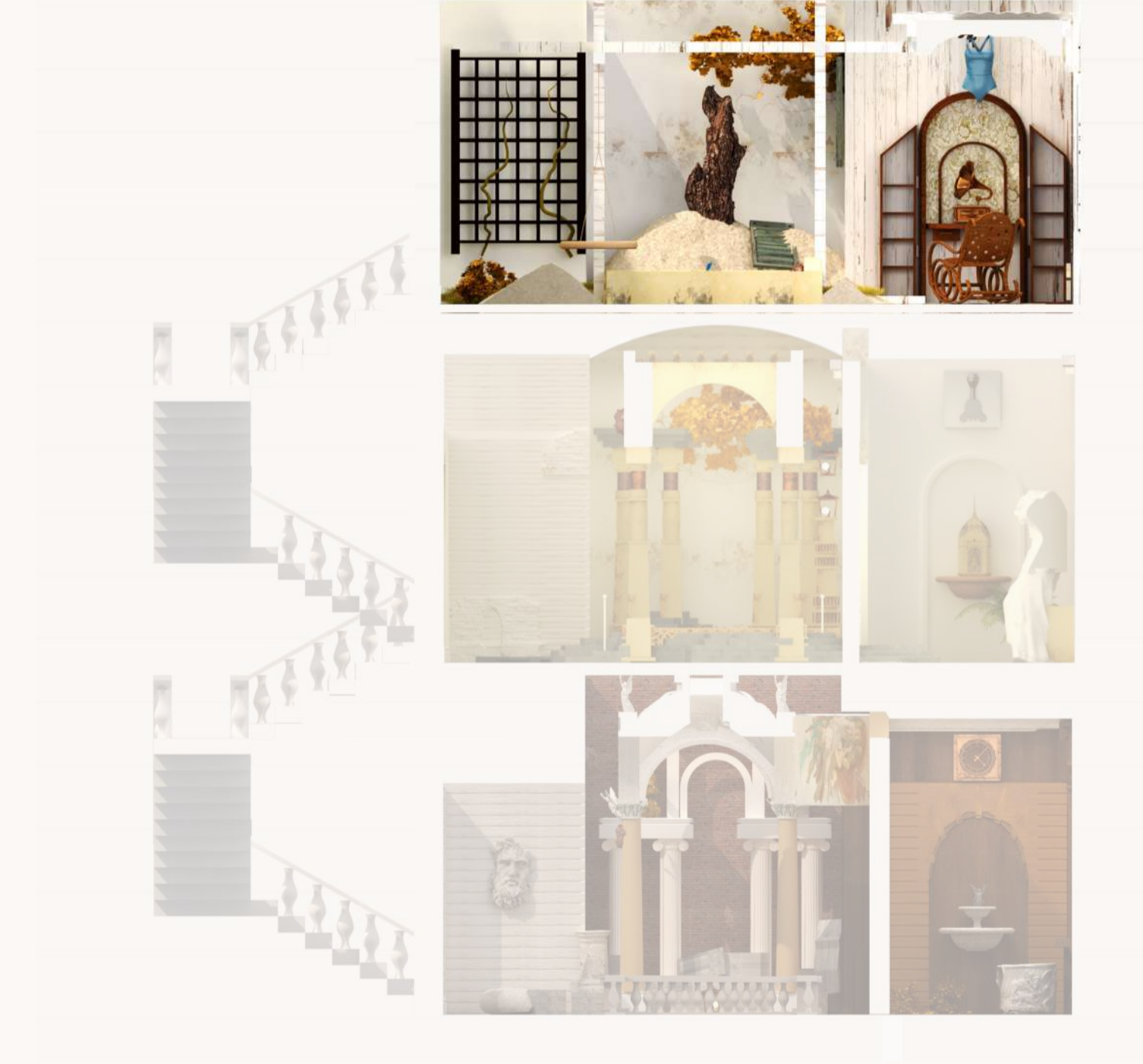
Extend

First room unlocked the superficial: To extend memory: it is a gallery collecting recognizable vernacular artefact which give initial idea where he was born, grew up.



Confuse

Second level is called confusion: their memory link to places sometimes share similarity but vary from each other. The confusion will replace parts of vernacular artefacts with 'personal artefact', These personal artefact come from the personal experiences: places they had inhabited or travelled, the books they read or a conversation from friends.



Mystify

The third but also the deepest memory is called To mystify: It transforms the artefacts into a whole new scene from their deepest memory which people can not recognize. This room embodies how they want to be imagined and remembered.

Mechanism



Extend

Pisa Tower as vernacular artefact



Confuse

Pisa Tower merged with Kingscross
Reappropriate, material change



Mystify


Transform to spiral stair in
grandpa's garden

WELCOME TO

GIOVANNI ROSSI SHOWROOM



I am Giovanni Rossi. I was borned in Trastevere in Rome. For me Rome itself is a Pantheon...



I can walk by Rome forum, baroque churches,
Roman baths, they entangle with my everyday
life. Rome is as no other....



Section a



Section b



Section c



Section d

Giovanni was born in Rome Trastevere, and move to London and live in Kingscross London. Giovanni was an artist and immersed in classical art.

FLOOR1 EXTEND

Vernacular Artefacts

Rome bath, Venus statue, Fountain
 Pisa tower, Rosary, Cross
 Rome Fourm, Relics
 Pantheon
 Reliefs



I was moving around in different cities in my whole life. When I left Rome, the memory became vague. I can remember the scorching Cobblestone road, the steps in Trastevere.



The columns incorporate the reshuffling turrets, it reminds me of the time in Turin. I can hear the morning bell from my Milan flat....

His favorite writer is Nietzsche he went to Turin for inspiration, he felt there's connection with Nietzsche in Turin. The column is inspired from in Mole Antonelliana in Turin and the arch is from part of crenellated tower



Section a

He was born in Rome Trastevere, where he walked through narrow Cobblestone winding trail and steps.



Section c

Giovanni love reading Greek myth and thought himself as an nostalgia person and missed his hometown. Hence, the Vienna statue face is Ariadne, an ancient goddess: According to a venerated Greek legend, Ariadne was abandoned by her lover on a desolate island, left to perish in her loneliness.



Section b

The window frame is from the neighbourhood in Trastevere. The Cross, rosary on the rattan table is where his mom pray at home.

The pisa tower is merged with the gasholder in Kingscross, and the wall decor is replaced by the door bell of his flat in Rome.



Section d

He Spent 3 Years study in Milan where he listened morning bell.

FLOOR2 CONFUSE

Vernacular & Personal Artefacts

Mole Antonelliana, Cobblestone Steps
Bell, Statue of Sleeping Ariadne
Gasholder, Rattan table for pray
Travastere window frame



I always miss the days in Rome. The moment I want to remember is grandpa's backyard in the Rome countryside. A place feels serene...

It used to be my playground. The gramophone is playing the song, grandpa is napping on the rocking chair. I can smell the fruit sweet, and peels, mixed with faint mouldy and wet swimsuit....

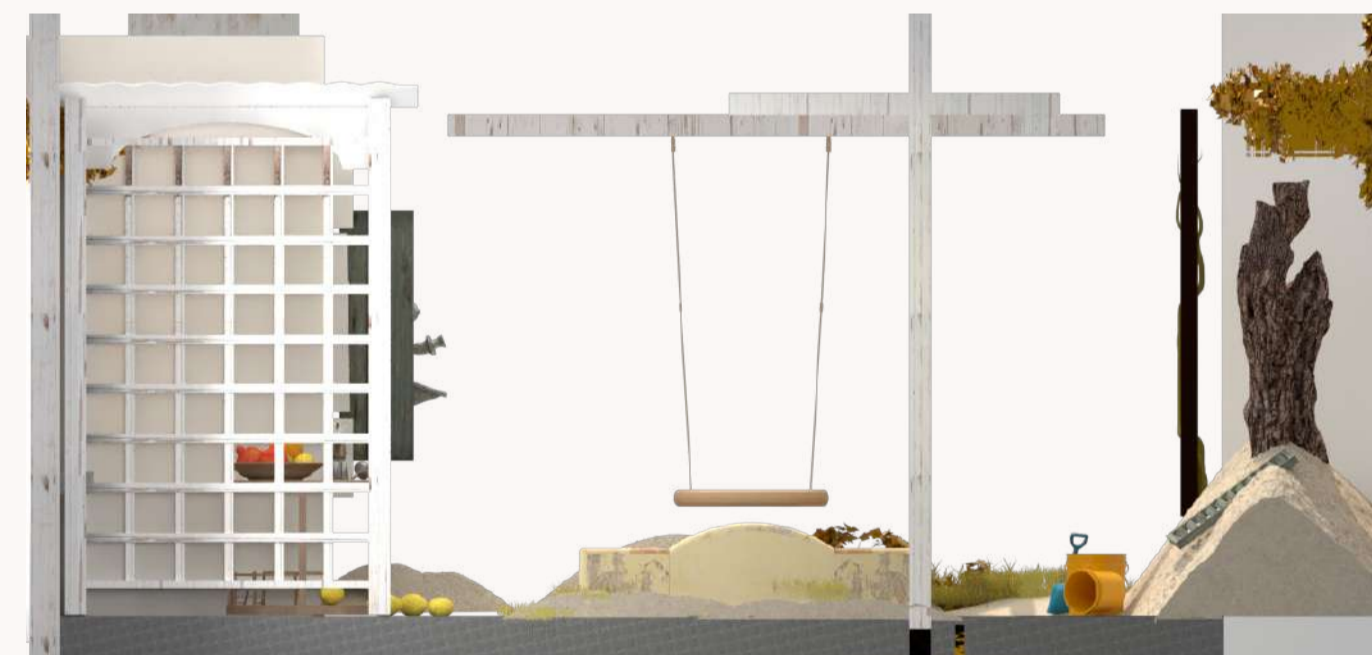




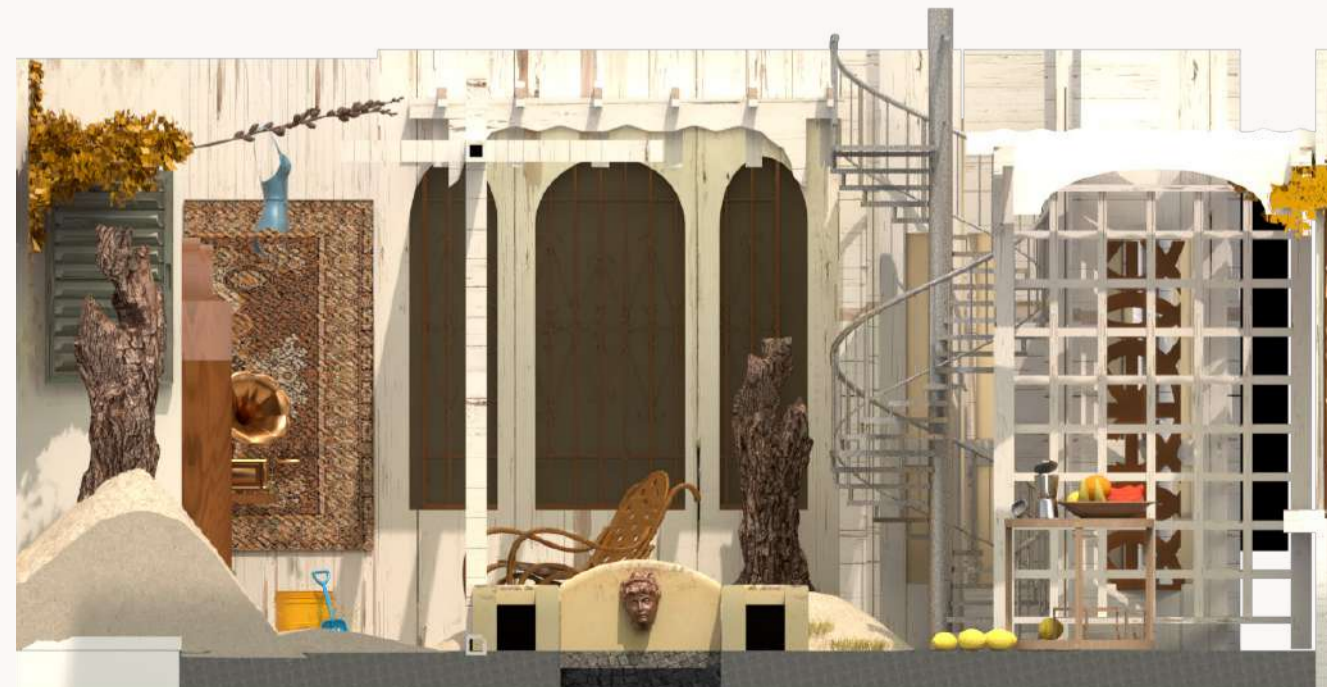
Section a



Section b



Section c



Section d

Giovanni is a nostalgia person, he was obsessed with the objects in his 5-7 years old when he spent his summer in grandpa's backyard in old town. The vibe is quiet and slightly melancholic

FLOOR3 MYSTIFY

Personal Scene

Climbing Sand, Swing, Swim Pool
 Gramophone, Swimsuit, Carpet, Rocking chair
 Spiral staircase, Fruit table, Fruit trellis

WELCOME TO

JANE MILLER SHOWROOM



I am Jane Miller, I was born in North Carlton in Melbourne. For me Melbourne is a brilliant garden full of vibrance. The Fed Square is noisy with the sound of tram, the Brunswick Street is a kinda blend of historical and modern. You never feel dull wandering in the city.





Section a



Section b



Section c



Section d

Jane Miller was born in Carlton in Melbourne. he was growing with mixed of western culture and aboriginal culture.

FLOOR1 EXTEND

Vernacular Artefacts

Melbourne Garden, Luna Park
 Fitzroy Graffiti
 Fed Square, Tram, Kangaroo
 Burnswick market street, Victorian house
 NGV facade, Sailing boat



When I move to London, images of places start to infuse together. I missed the whiff of wattle blossom riding along Yarra river, now it is mixed with the smell of Painted wood of kingscross canal

The partition became the McDonalds I went to in Sydney darling harbour, that's the best tour ever. Over time I always tried to recall in my mind the weaving my grandma used to teach me, that was part of the Tjangala's culture, She was a real aboriginal...



Jane enjoys visiting all kinds of market, the burnswick shops became the shops shoreditch in London merged with colourful Umbrella street in Camden market.



Section a

One of most impressed was the McDondals when she went to Sydney, that was herr first time having McDondals



Section b

Jane was borned in a famliy with australian indigenous culture. Her grandma is an aboriginal and used to tell their story and teach her weavinng, which comes from Tjangala's culture

When he moves to Kingscross, he rid-ed bike to across through the Camden, where he smelled un-washed laundry and painted wood along Kingscross canal



Section c



Section d

He love sports and cycling. he used to participate community cycling along Yarra river in Melbourne, with whiff of Wattle Blossom.

FLOOR2 CONFUSE

Vernacular & Personal Artefacts

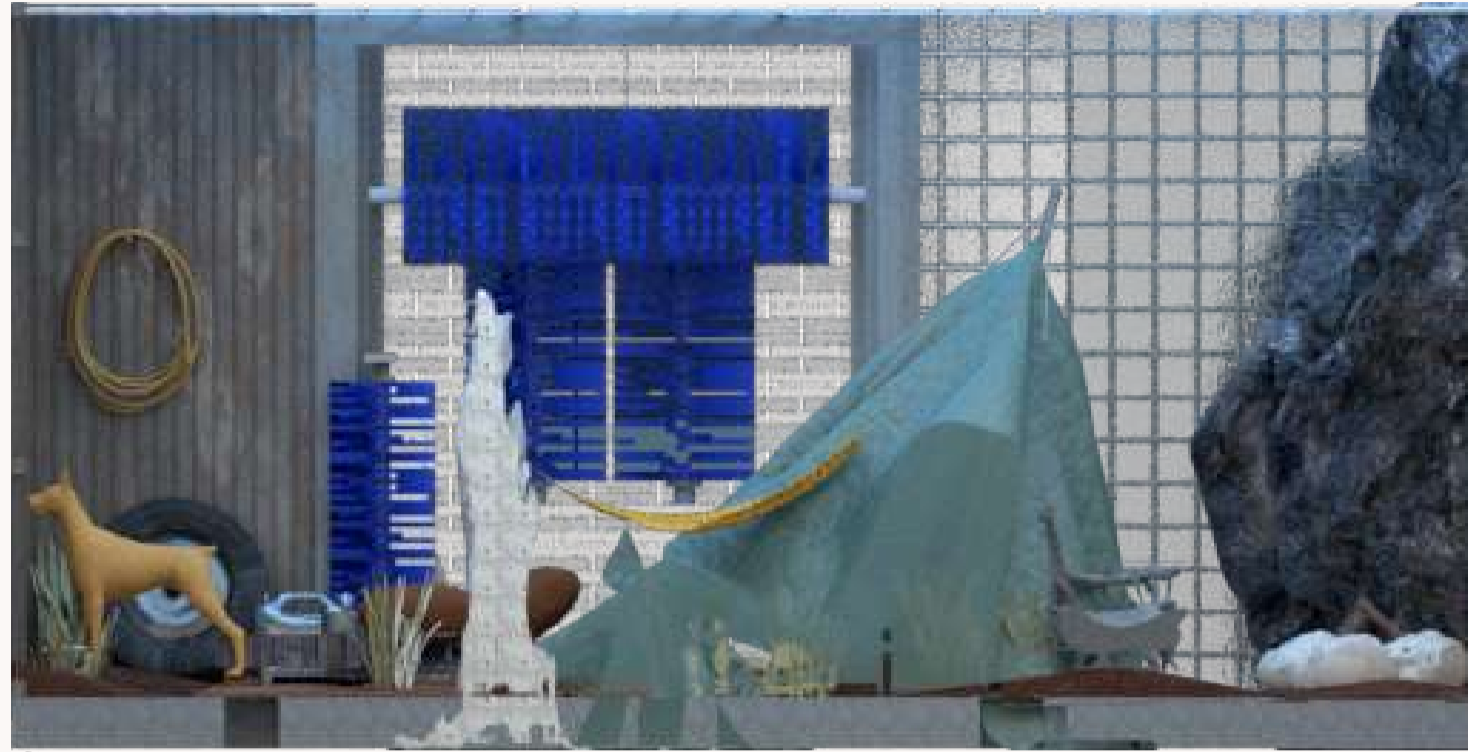
Aboriginal Mural, weaving, basket
Wattle flower, Camden bridge
Shoreditch, Sydney McDonald's
Kingscross Canal Steps



The moment I want to remember is the road trip in North Territory Australia. It was my first time pitching a tent, refuelling and washing a car...

The moonlight is shining all around, I climbed on the cold rock, my family sat around the fireplace and I can hear the ukulele. Petting on my best friend Leo, a big dog, a boxer...





Section a



Section b

Jane felt strong connection with the nature. The place in her deepest memory was a wilderness in Northern territory during the road trip. The vibe is bit of cold, bleak and mysterious.



Section c



Section d

FLOOR3 MYSTIFY

Personal Scene

Climbing Sand, Swing, Swim Pool
 Gramophone, Swimsuit, Carpet, Rocking chair
 Spiral staircase, Fruit table, Fruit trellis



Watch the film of Giovanni and Jane's showrooms tour memory

<https://youtu.be/MWmuQBYvVeIemory>