

# ARCH 202A - SUPER-FUTURE

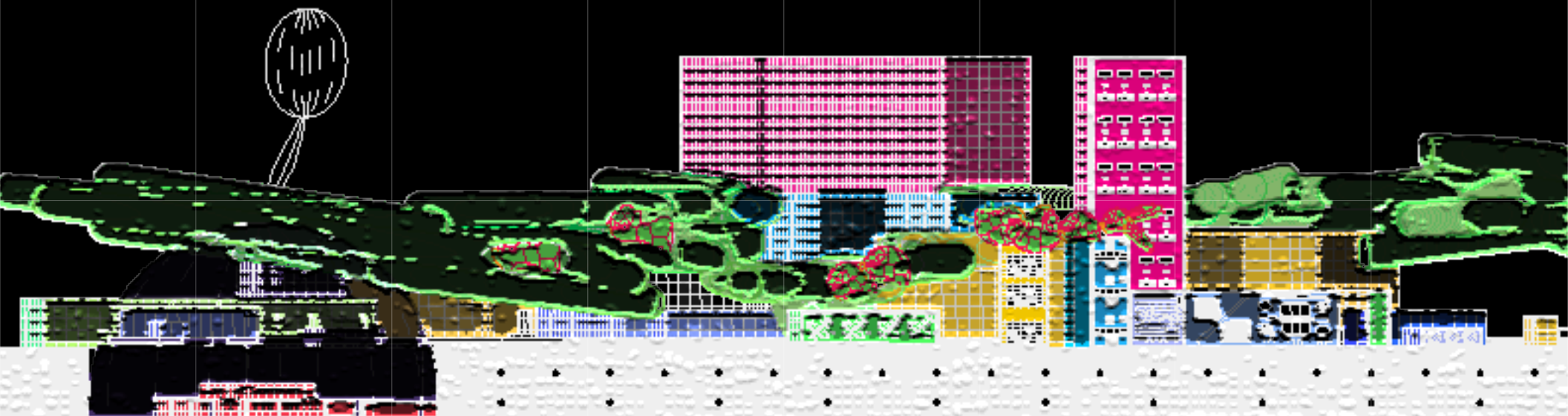
PROFESSOR WENDY W FOK | ABHAY NARASIMHAN

MR  
DISCO

IMAGINES

# DOMINION

AN ORGANIC DYSTOPIA



# SHORT FILM

PROJECT IV: re-presentation

01 02 03





# HISTORY OF THE FUTURE

01 02 03

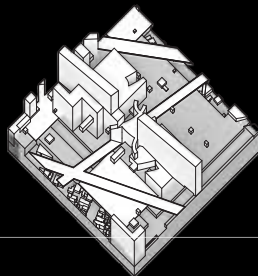
## PROJECT III: sector design

**CIRCA 2125:** Humanity faces a desperate need to redo its built environment. The current model of overconsumption and extreme hierarchies has been a failure for a long time. Worry not, leave it to the greedy evils at the top to keep this hierarchy going. To keep the measly peasants content for the time being, they appointed a megalomaniac "Creator" who went by the initials ACN to propose supposedly "systemic" changes to society. ACN is famous for saying "common good exists only to serve personal good".

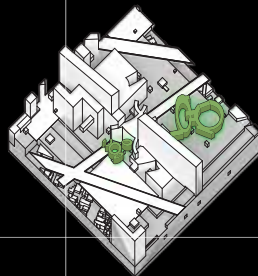
**CIRCA 2175:** Statues of ACN mark the city's public spaces (the very few that exist). The working class who keep the city running are pushed into the city's "under-city" - A place that sees no sunlight and is ridden with crime and dirt. Overground citizens are discouraged from interacting with the people of the undercity. The "Over-City" is characterized by its dense yet luxurious housing for only its elite residents. Technologically advanced amenities make up the cityscape with no reminders of ancient cultures. A lab-grown conscious mutant of fungi and Plankton - Myceplanktonium - has been touted for its remarkable potential in future technologies

**CIRCA 2225:** The entity known as Myceplanktonium is now referred to by the under-city as "Ka-Plunk". With a 170% increase in oceanic water since 2025, Ka-Plunk has grown rapidly. It has taken over the consciousness of some and manifests in clans that compete with each other. Humans who have been infected and taken over are now in symbiosis with Ka-Plunk. They do not need food, water, knowledge or sensation for the Ka-plunk provides these for them. Humans in return, give access to their minds, specifically their ID, their uncontrolled, instinctive selves. Ka-plunk cells fight amongst themselves for space - personal (private) space is the currency to dominate this new era. This society is hyper-hierarchical

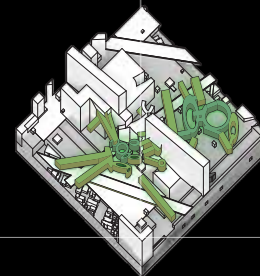
### GROWTH (PHASING DIAGRAM)



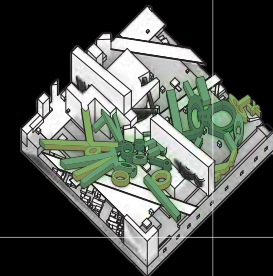
2150



2175



2200

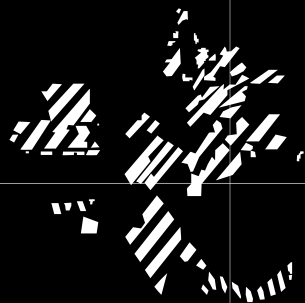


2225

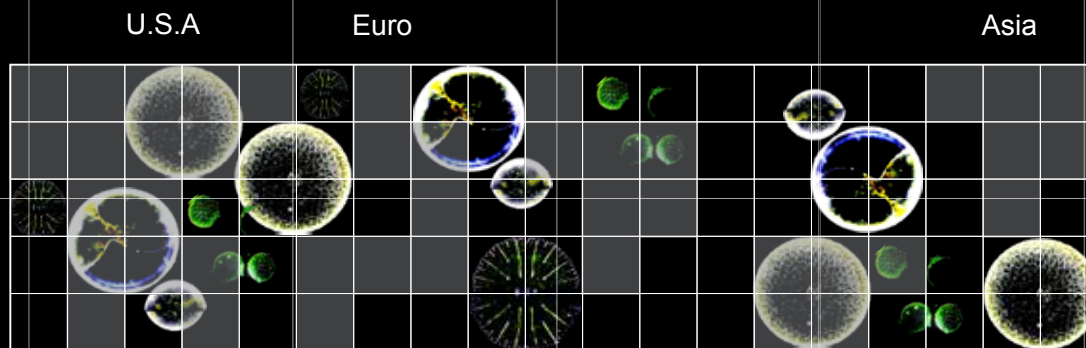
# ANALYSIS I

## PROJECT III: sector design

02 03 04



CULVER CITY BLUEPRINT

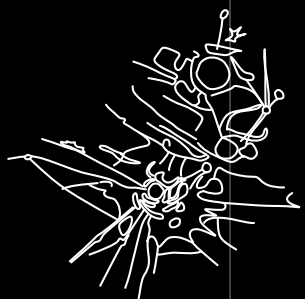


South America

Africa

Australia

### MASSING BLOCKS



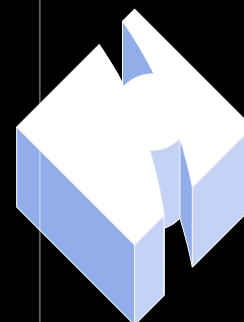
SYMBIOTIC MACHINE



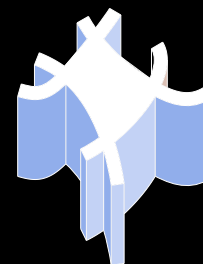
FREEWAY  
BLOCK



HOUSING  
BLOCK



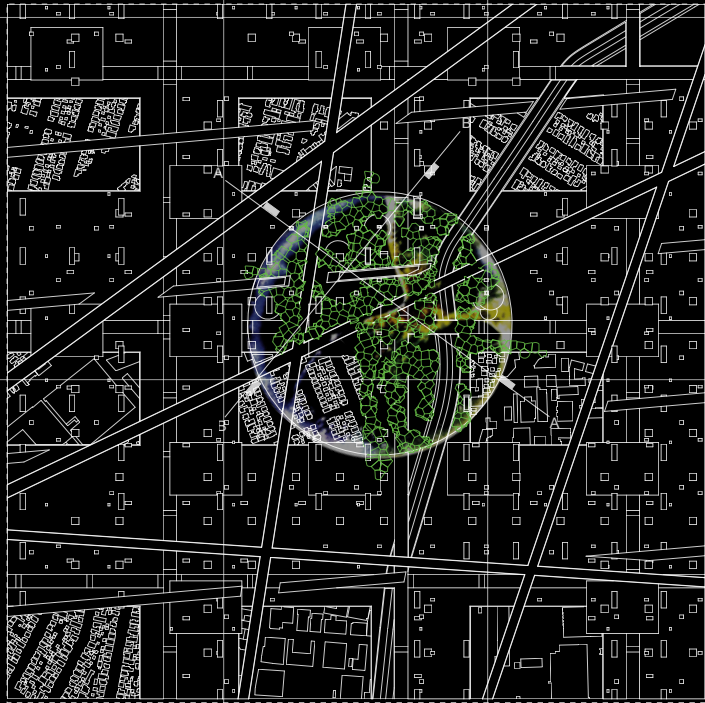
RIVER  
BLOCK



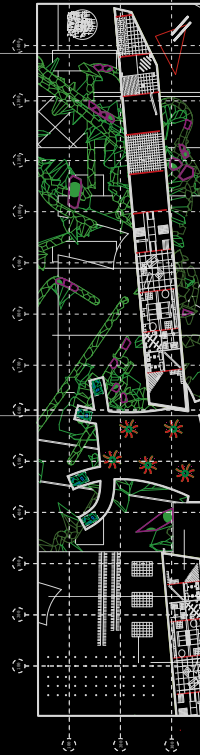
ROADS  
BLOCK

# URBAN PLANS

## PROJECT III: sector design

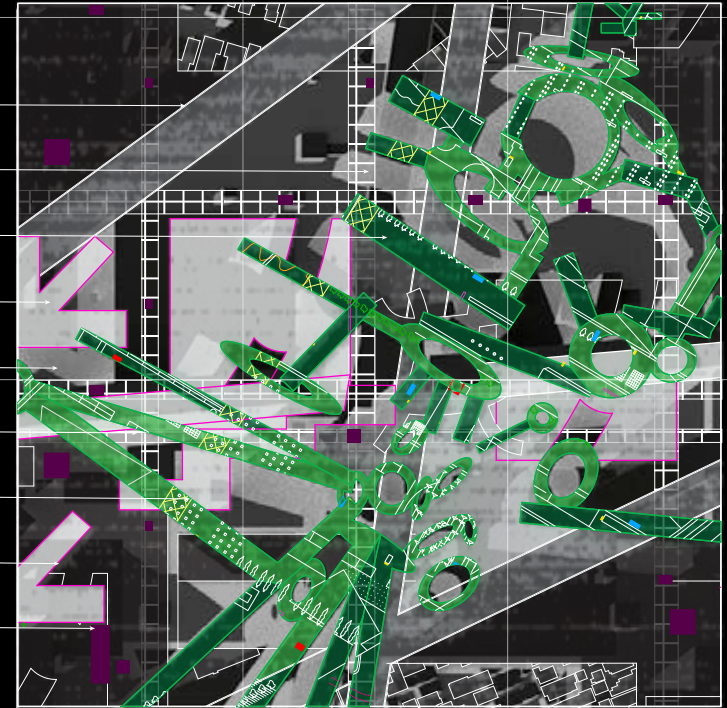


CONCEPT PLAN | SCALE 1" = 2000'



DETAILED PLAN | SCALE 1" = 100'

- OLD CITY
- GROWER CELLS
- REJUVINATOR CELLS
- ROADS
- HOSPITALS
- AMENITIES GRID
- HOUSING
- MUSEUMS
- GROCERIES

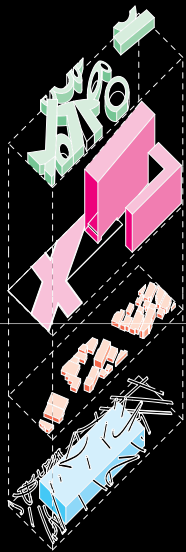


SITE PLAN | SCALE 1" = 200'

# ANALYSIS II

04 05 06

## PROJECT III: sector design



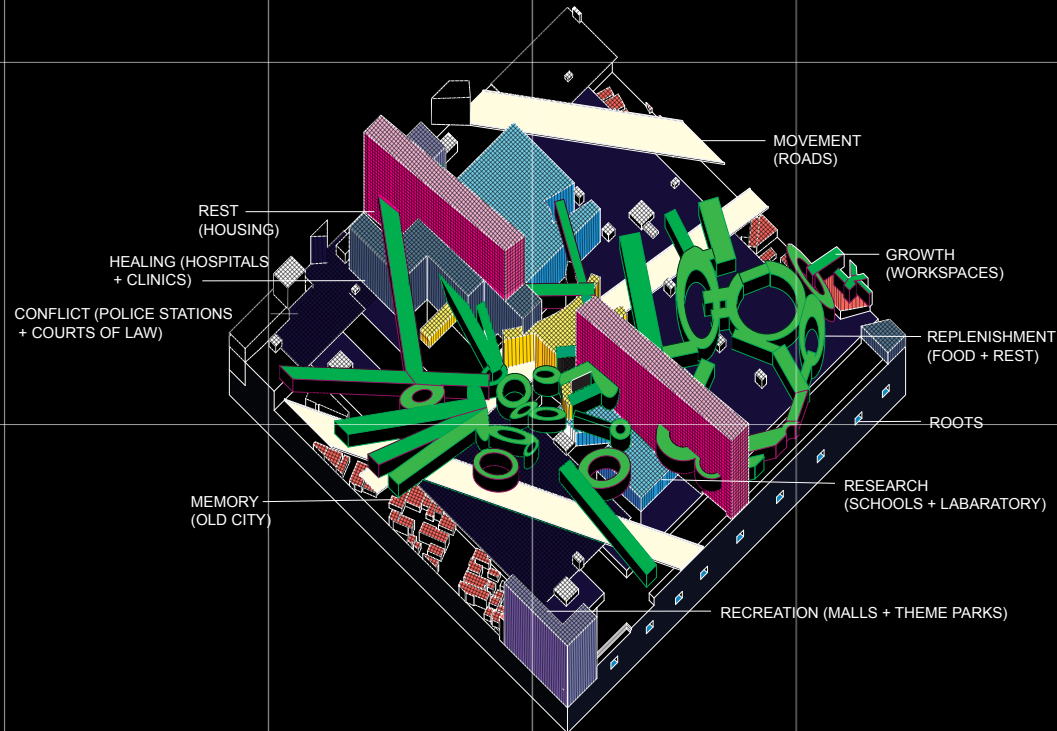
DOMINION

POST-CAPITALIST CITY

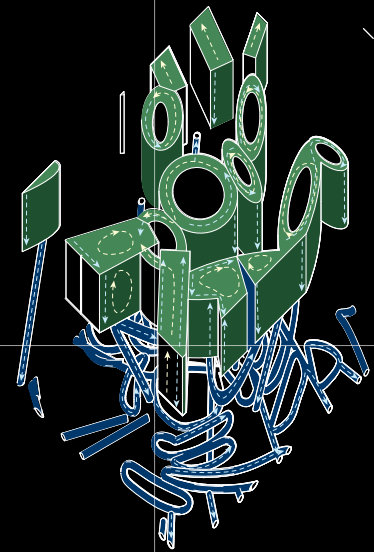
ORIGIN CITY

MYCEPLANKTONIUM ROOTS

EXPLODED AXONOMETRIC



PROGRAMMATIC AXONOMETRIC

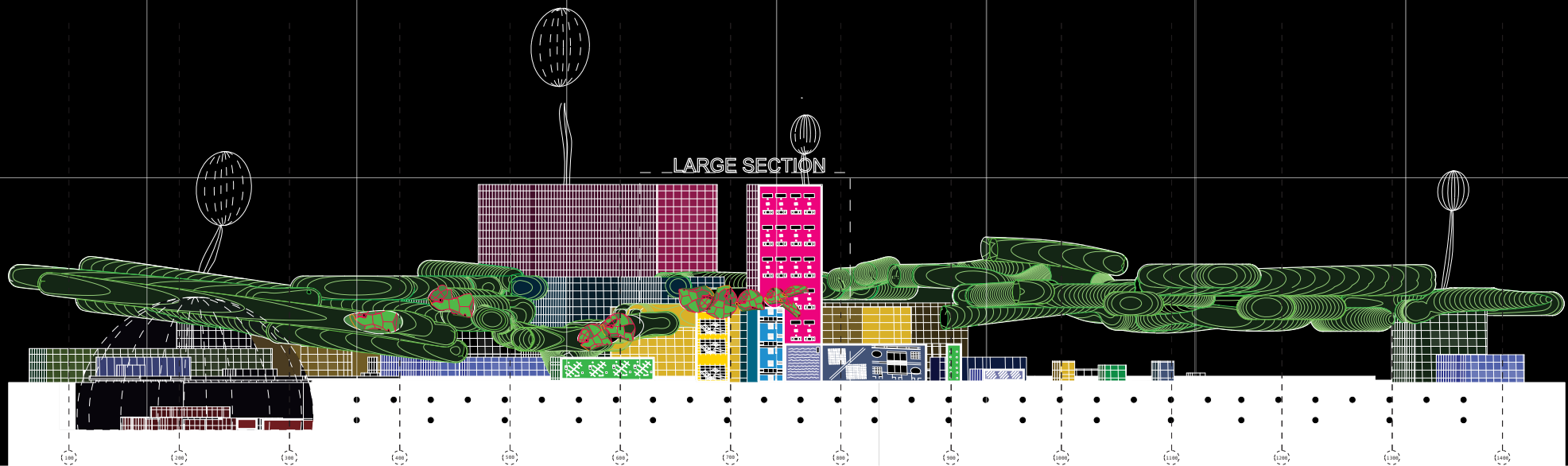
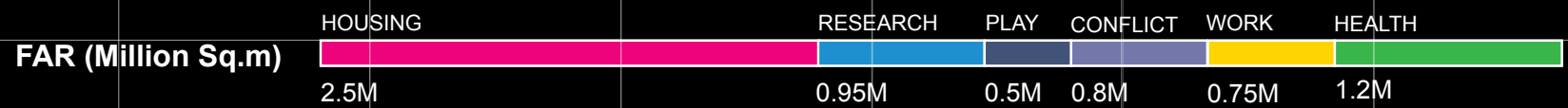


CIRCULATION DIAGRAM

# PROGRAMS

## PROJECT III: sector design

05 06 07

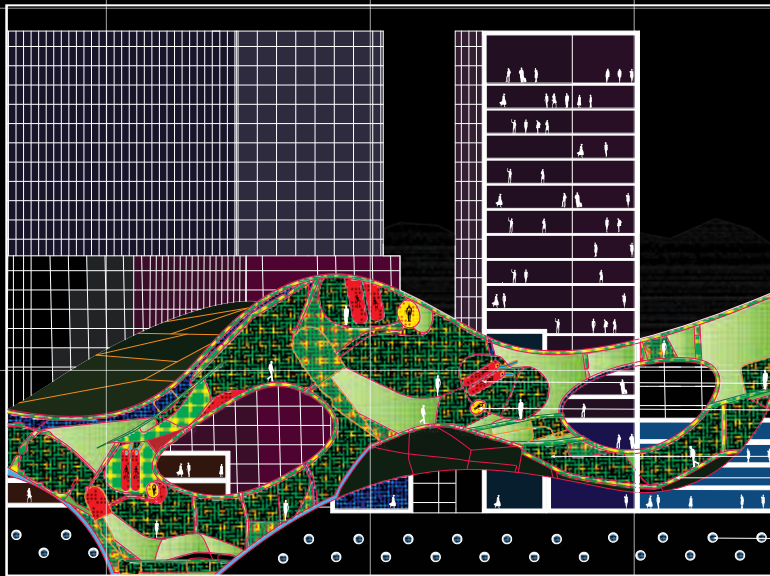


SECTION AA

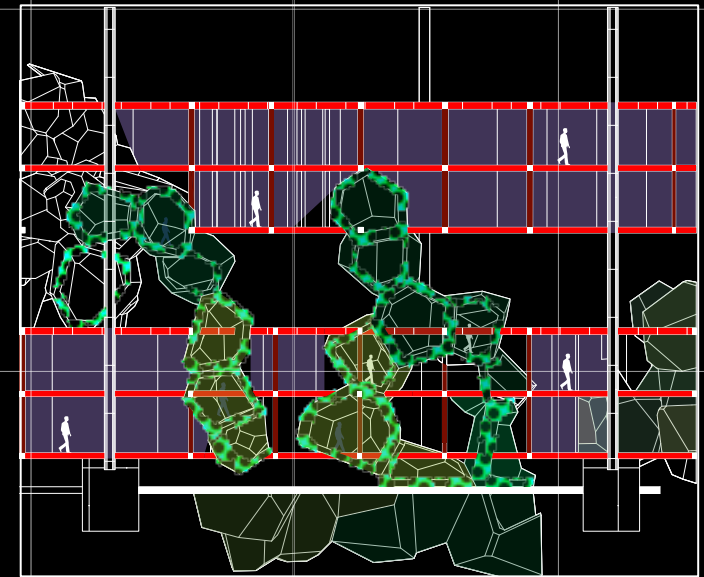
# SECTIONS

## PROJECT III: sector design

06 07 08



LARGE SECTION



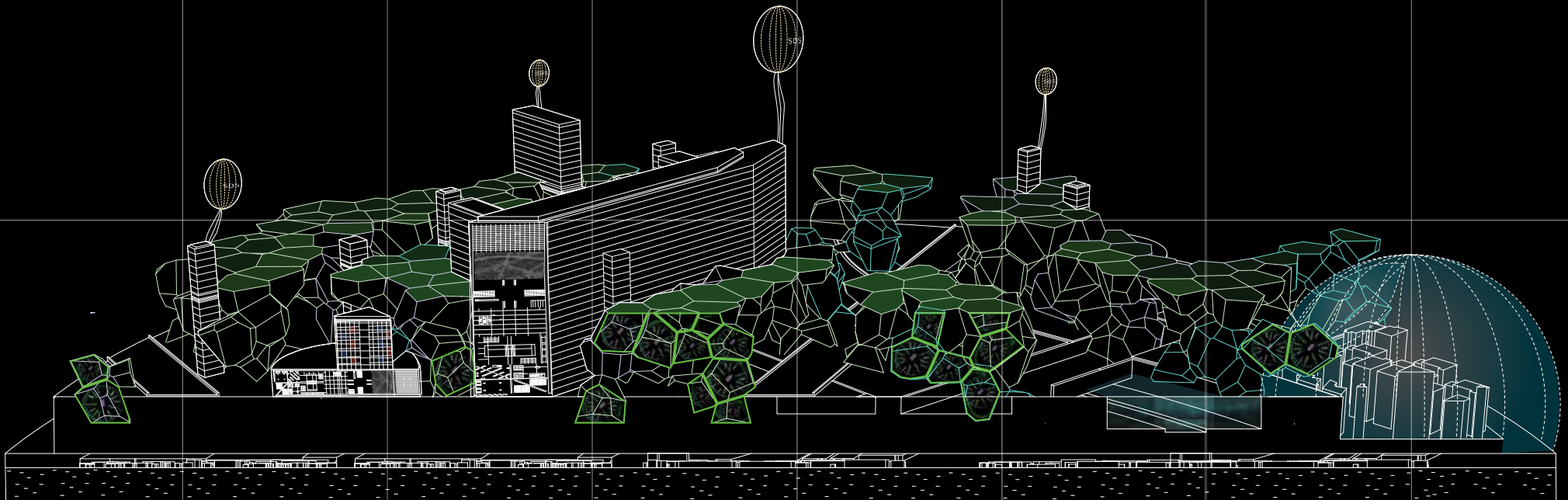
ARCHITECTURAL SECTION



# URBAN SECTION

PROJECT III: sector design

07 08 09



URBAN SECTION BB | SCALE 1"=400'

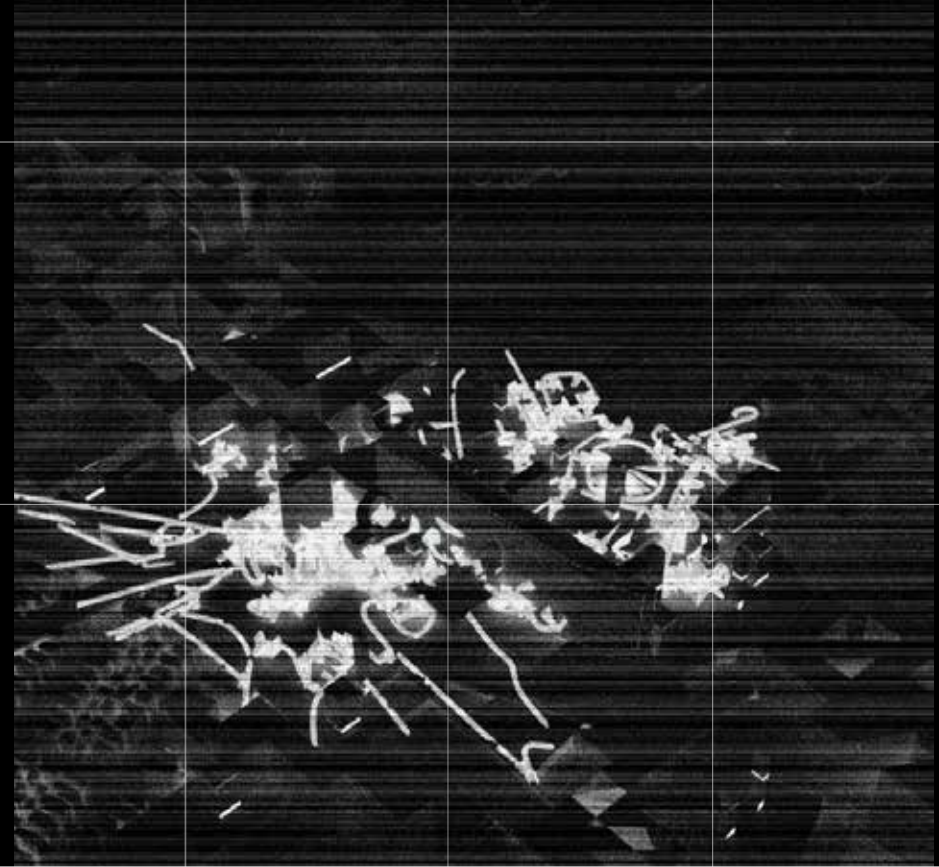
# PERSPECTIVES

## PROJECT III: sector design

08 09 10



BROADCAST 2533:10:14 (PERSPECTIVE)

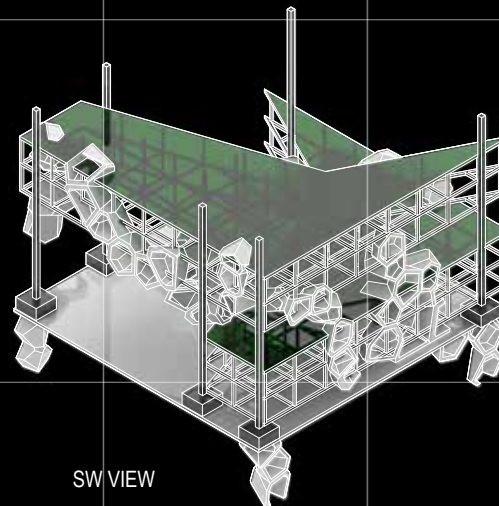
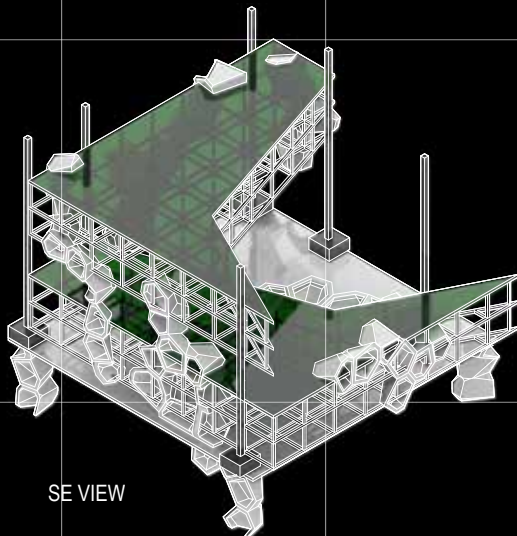
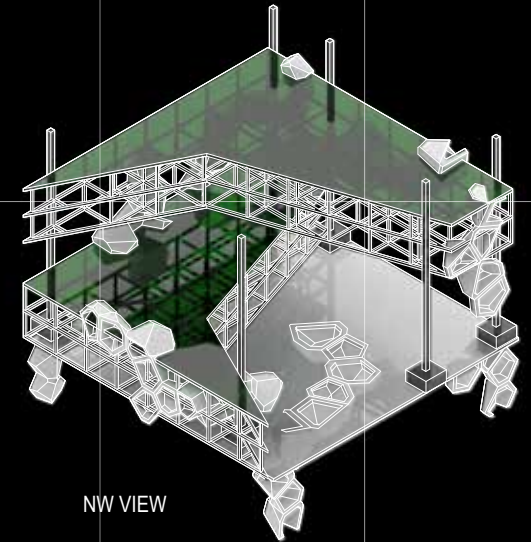
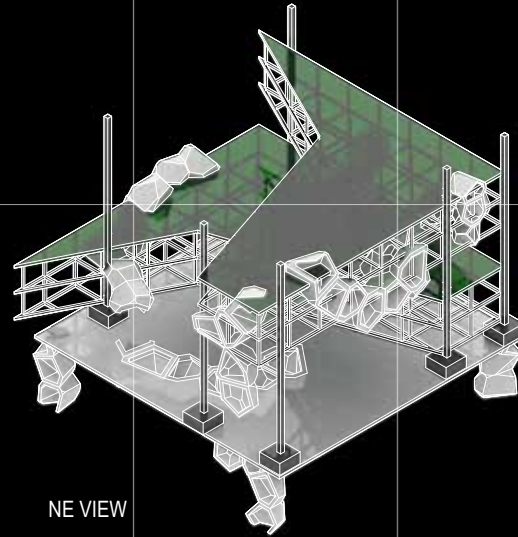


BROADCAST 2210:06:27 (AERO\_PERSPECTIVE)

# ARCHITECTURAL CHUNK

09 10 11

## PROJECT IV: re-presentation



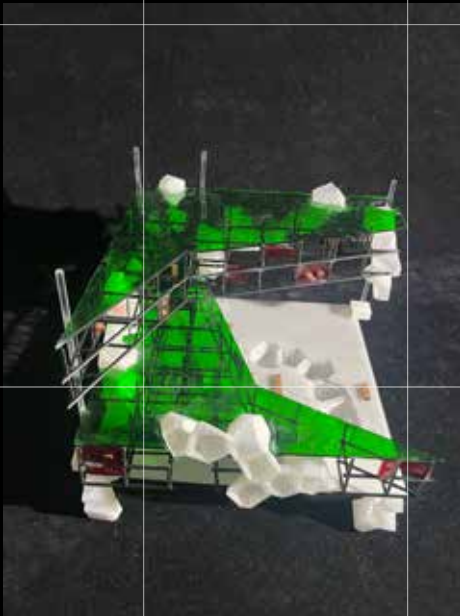


# PHYSICAL MODEL

## PROJECT IV: re-presentation

10 11 12

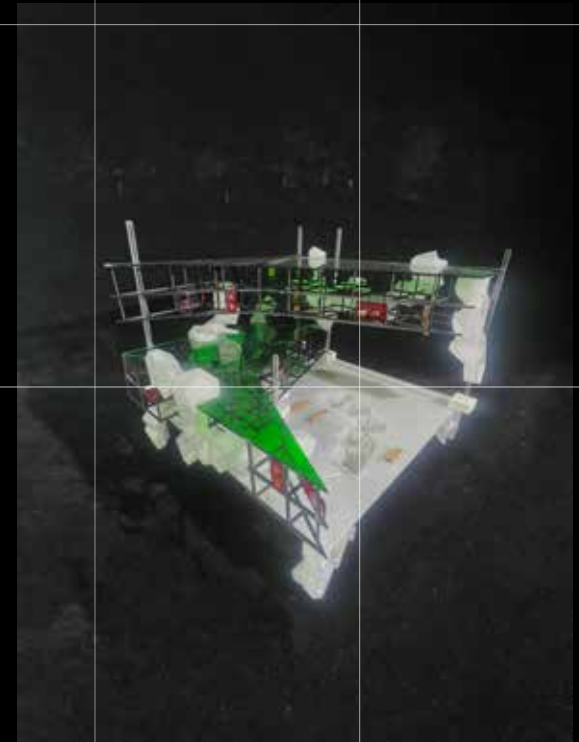
VIEW 1



VIEW 2



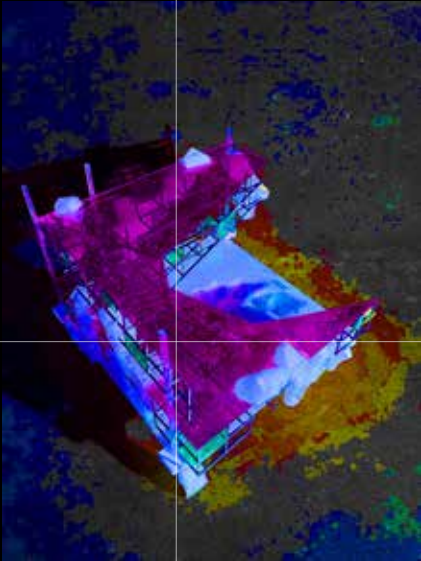
VIEW 3



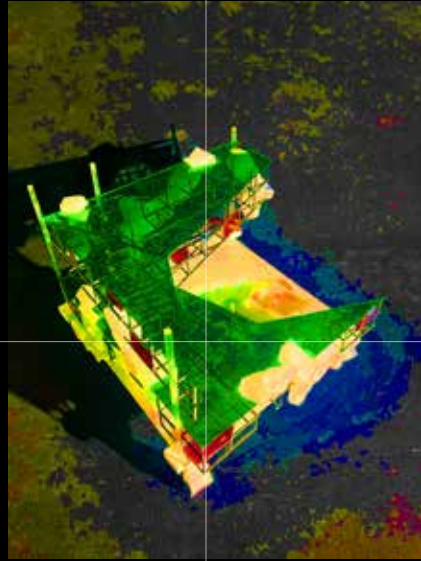
# ITERATIONS

11 12 13

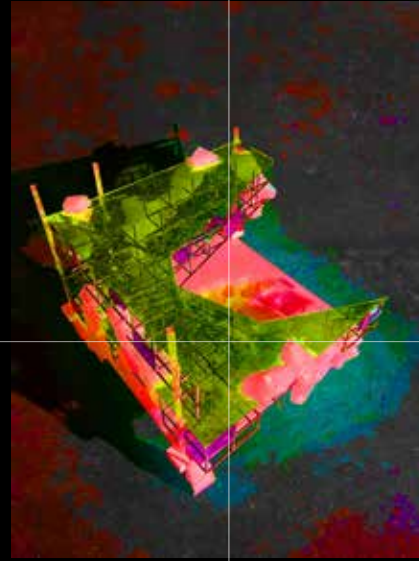
## PROJECT IV: re-presentation



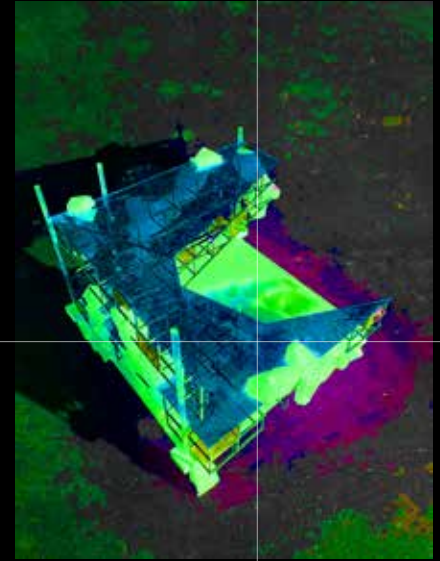
RED



CYAN



GREEN

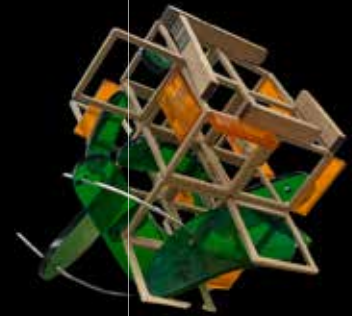
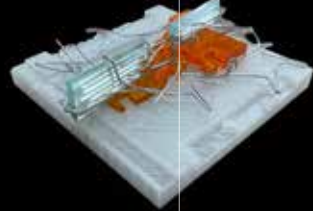


PURPLE

# CONCEPT MODELS

## PROJECT IV: re-presentation

12 13 14



The id engages in primary process thinking, which is primitive, illogical, irrational, and fantasy-oriented. This form of process thinking has no comprehension of objective reality, and is selfish and wishful in nature.

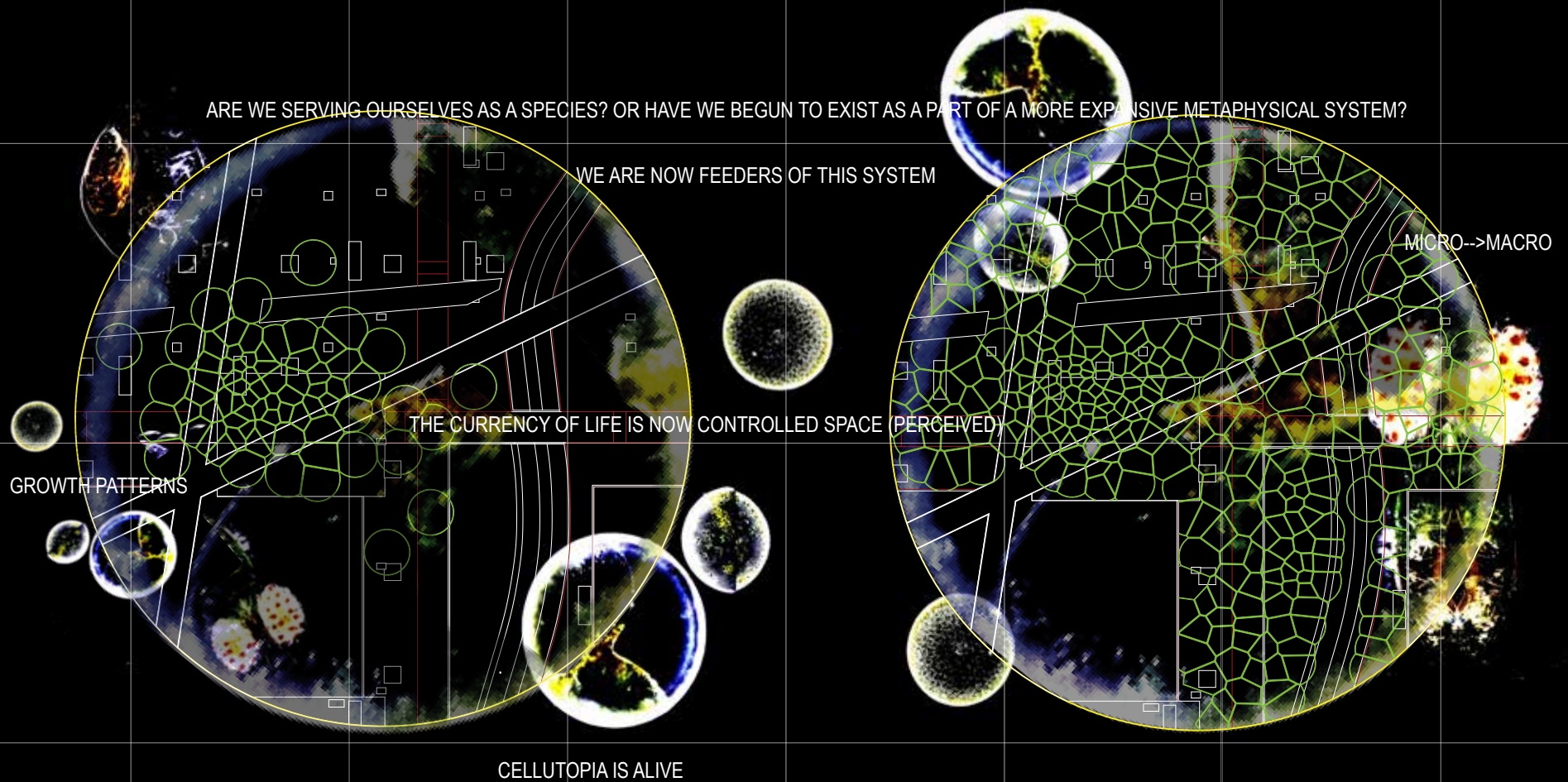
The id is the impulsive (and unconscious) part of our psyche that responds directly and immediately to basic urges, needs, and desires. The personality of the newborn child is all id, and only later does it develop an ego and super-ego.



# ORGANIC RESEARCH

PROJECT III: sector design

13 14 15

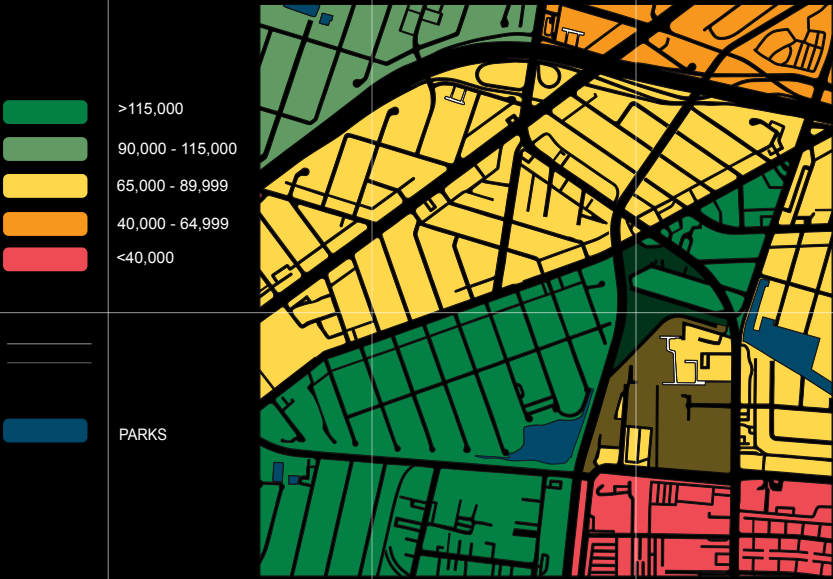


SOURCE: 1.IJken J van, Planktonium : An Unseen World. Uitgeverij Terra, a part of Terra Lannoo, 2022.

# SITE ANALYSIS I

## PROJECT I: research and analysis

- Household median Income of Culver city is over 114,00\$
- This means increased access to more facilities



MEDIAN HOUSEHOLD INCOME



Relevant especially during LA's extreme summer months, heat severity describes sensitive zones that may require on-ground solutions to mitigate extreme weather. Additionally, some zones face water shortages.



HEAT SEVERITY

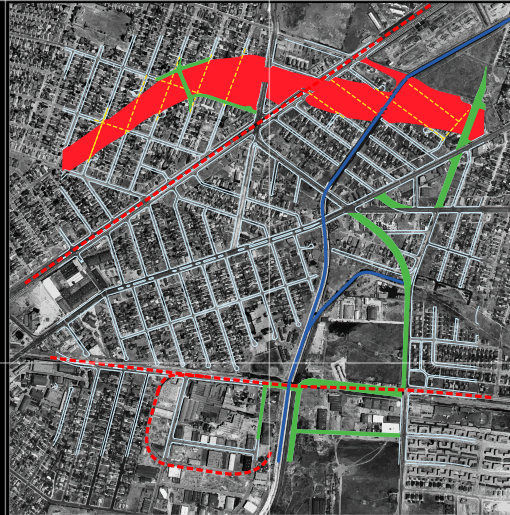
# SITE ANALYSIS II

PROJECT I: research and analysis

15 16 17



TREE CANOPIES



HISTORICAL CHANGE (EMIL SARKISYAN)

- Destruction for Freeway
- Creation of Roads
- Ballona Creek
- Neighbourhoods
- Pacific Electric Lines



BELLONA CREEK



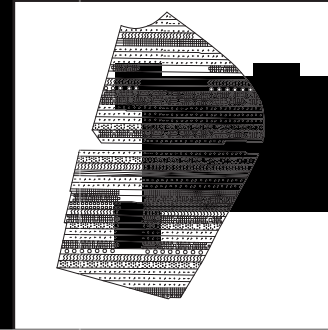
# PARC DE LA VILLETE

16 17 18

## PROJECT II: concept design

### STRATEGISING PARC DE LA VILLETE AS A SOCIAL CONDENSER - OMA/AMO

the moment of extreme intensification in quantity and quality of metropolitan congestion.



ZONING OF THE TERRAIN

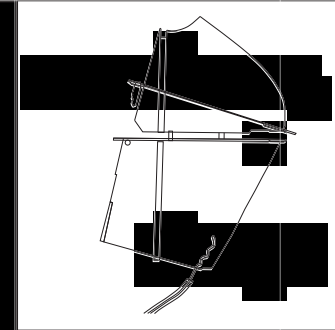
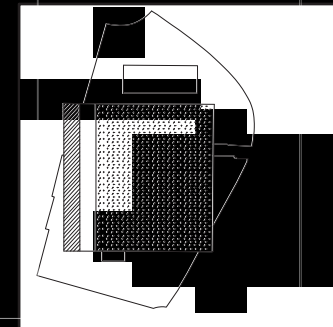
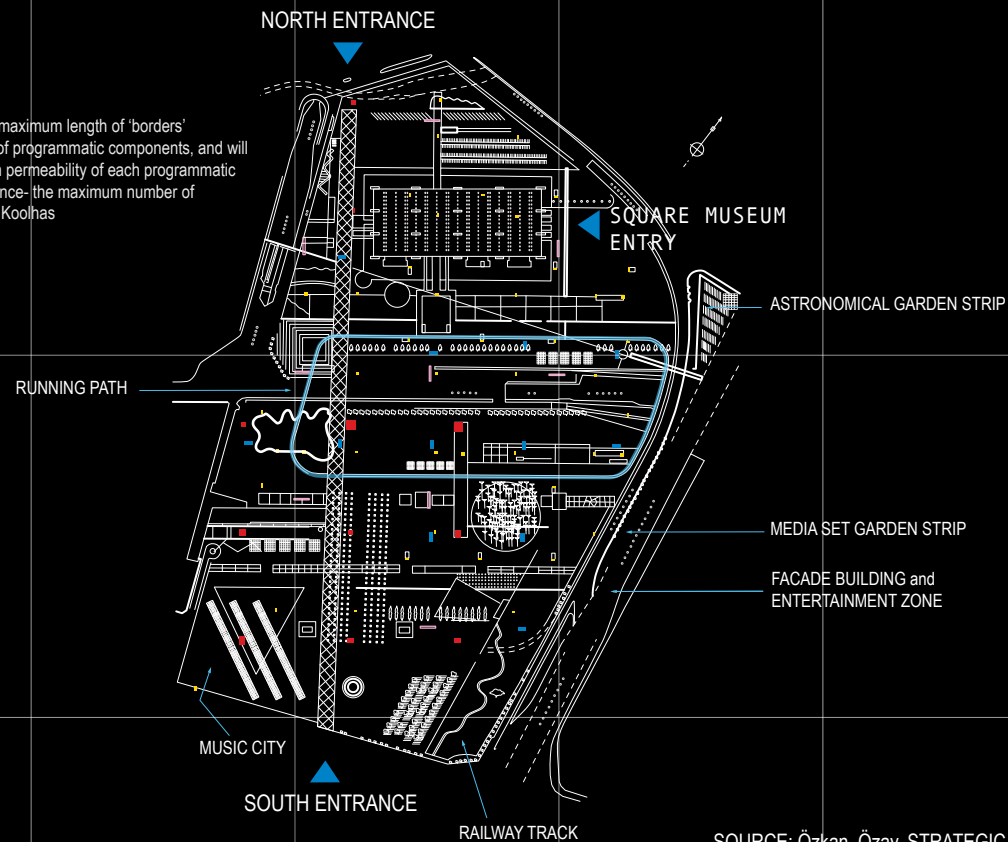


DIAGRAM FOR URBAN PLANNING CLASSIFICATION



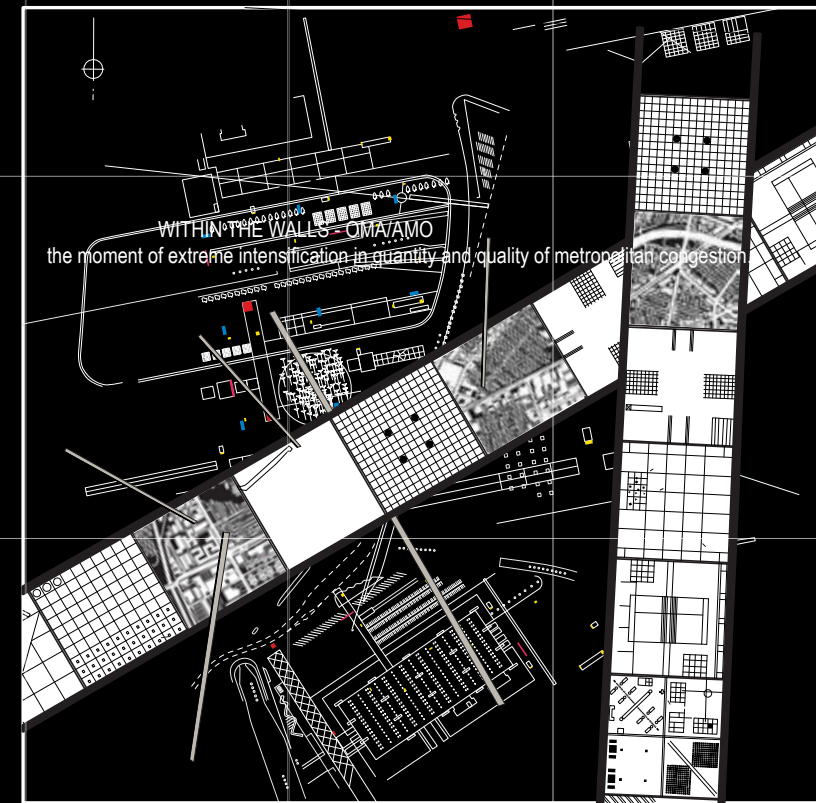
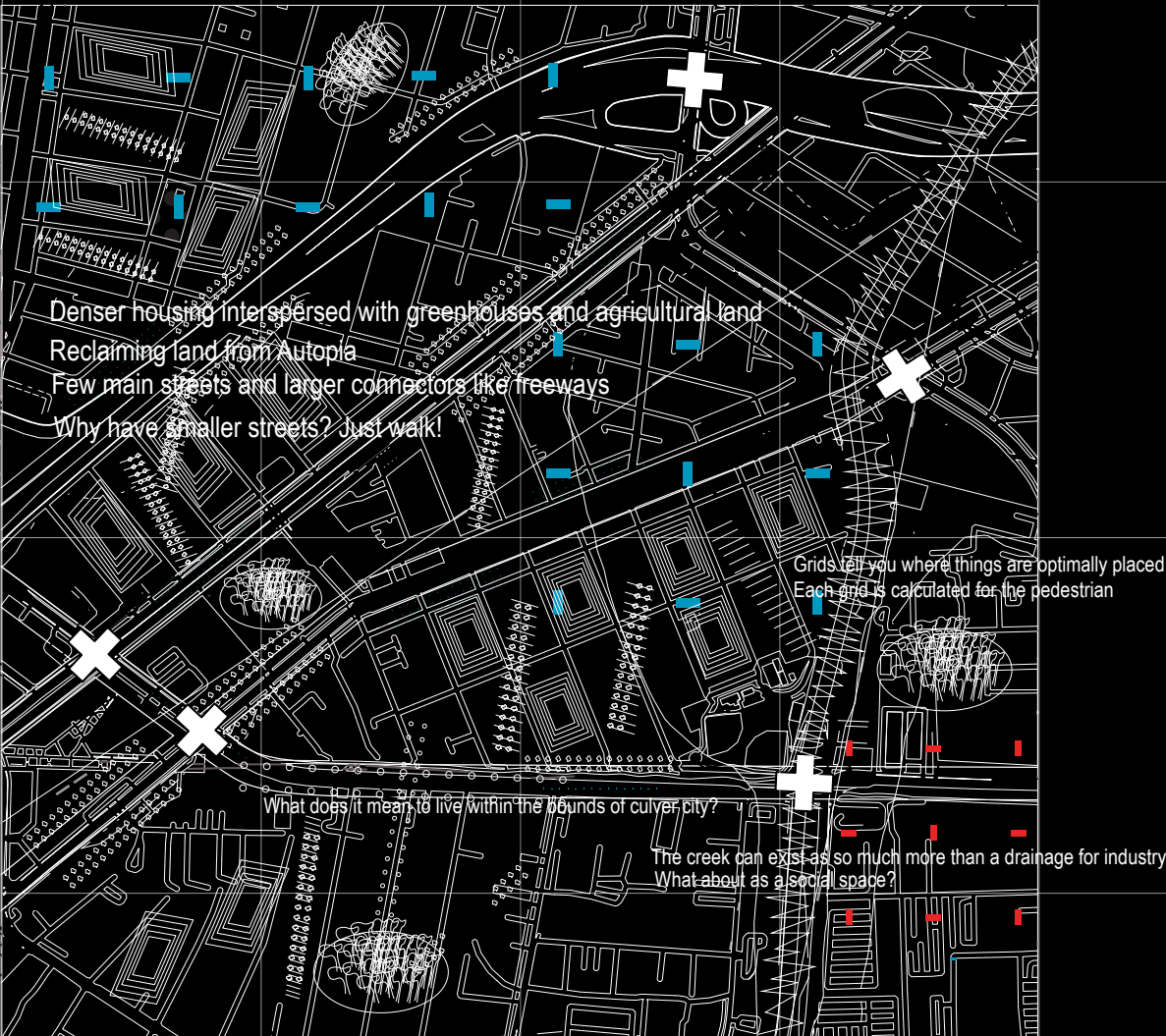
INITIAL HYPOTHESIS

SOURCE: Özkan, Özey. STRATEGIC WAY OF DESIGN IN REM KOOLHAAS' PARC DE LA VILLETTE PROJECT

# REDRAWN URBAN PLANS

## PROJECT II: concept design

17 18 19



SOURCE: EXODUS AND PARC DE LA VILLETTE - OMA/AMO

# URBAN CONCEPT

## PROJECT II: concept design

18 19 20

- GROCERY STORES
- RETAIL STORES
- PUBLIC LIBRARIES
- PREEXISTING MAIN ROADS (WALKABLE)
- MUSEUMS
- CONCERT HALLS
- THEATRES
- RESIDENTIAL ZONES
- SUSTAINABILITY INFRASTRUCTURE
- FOOD PRODUCTION
- ELEMENTARY SCHOOLS
- MIDDLE SCHOOLS
- HIGH SCHOOLS





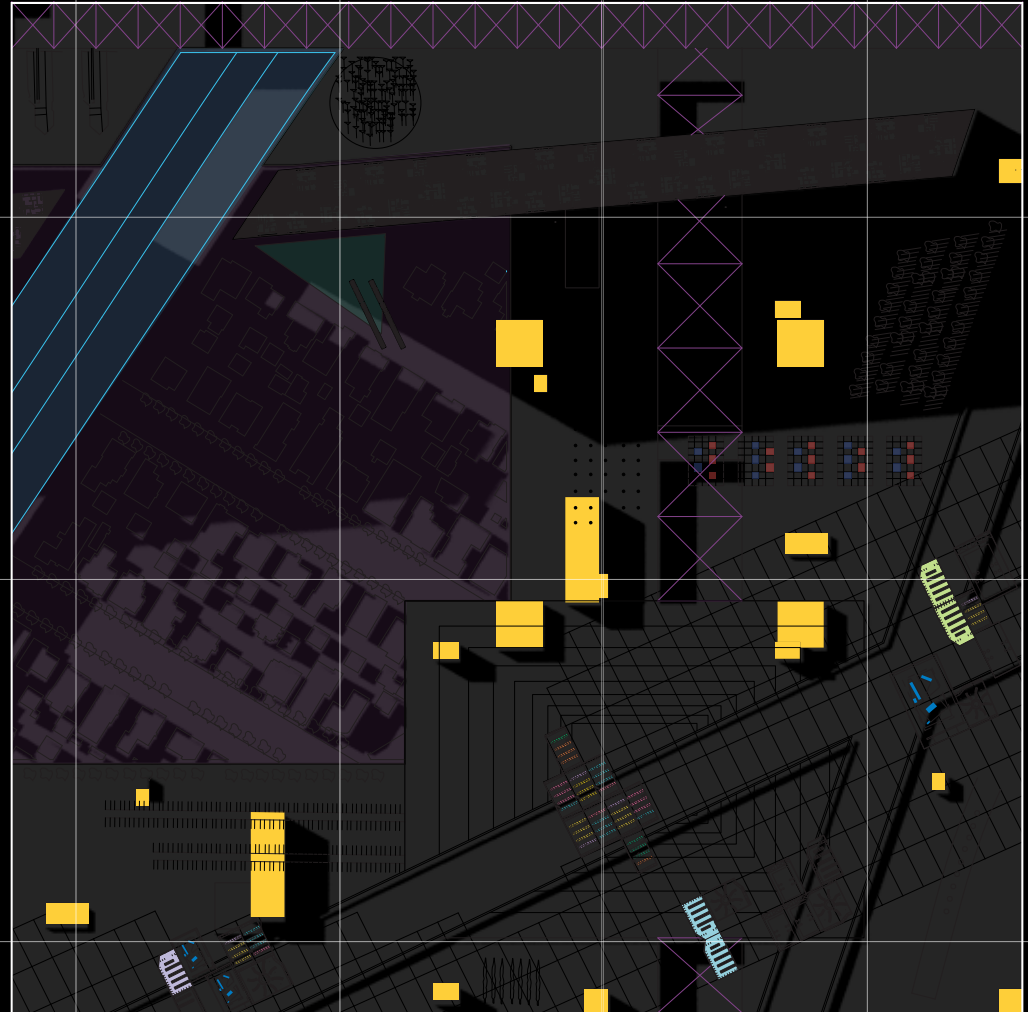
# DETAILED PLAN

## PROJECT II: concept design

19 20 21

The plains of ID are a representation of the sprawl's uncontrolled fury, wherein the city's persona has been left to its own devices. They manifest as seemingly endless plains gridded with never-ending streets. Banham evokes an image through the "Ticky tacky houses slashed by freeways." These undifferentiable places become an "Anywheresville" or a "Nowheresville". (Banham)

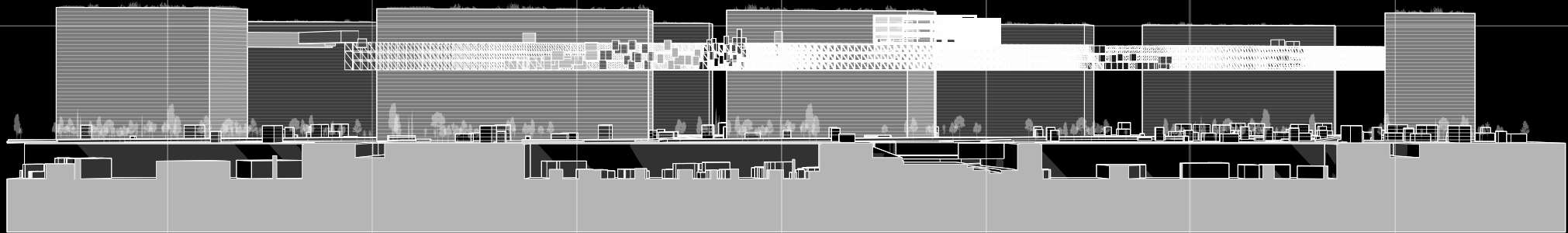
The plains of ID act as a manifestation of the consumer society, and the wider aspirations of the US. It propagates the importance of ownership in daily life. These cookie-cutter structures further replace what may be important cultural monuments and sacred spaces. In relation, Autopia extends this idea of sprawl and reaching into deserted parcels of land by creating massive freeways and erecting concrete boxes. Autopia serves as a reminder of the environmental exhaustion that will soon arrive. The excessive consumption of petrol and the sheer volume of emissions will lead to this.



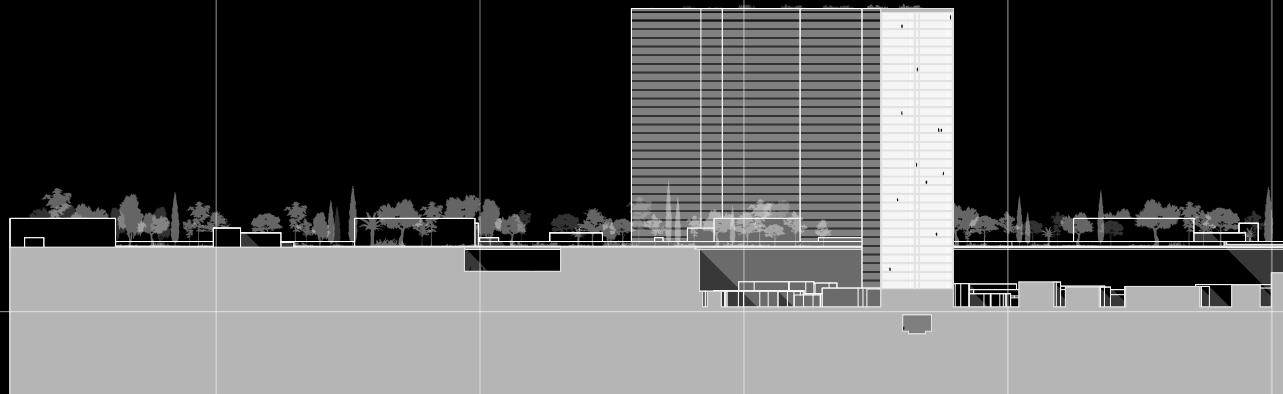
# URBAN SECTIONS

PROJECT II: concept design

20 21 22



SECTION AA (Emil Sarkisyan + Abhay Narasimhan)

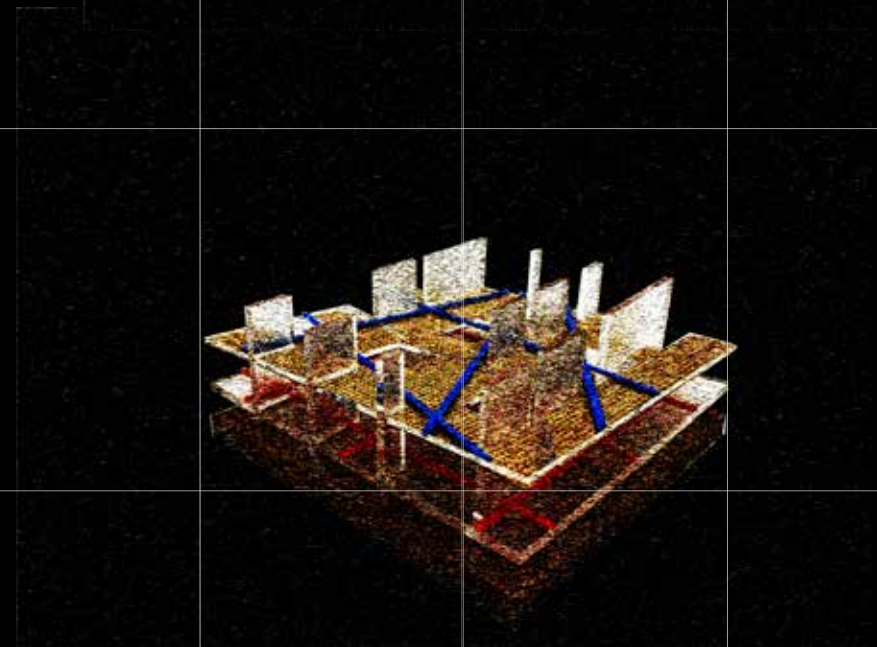
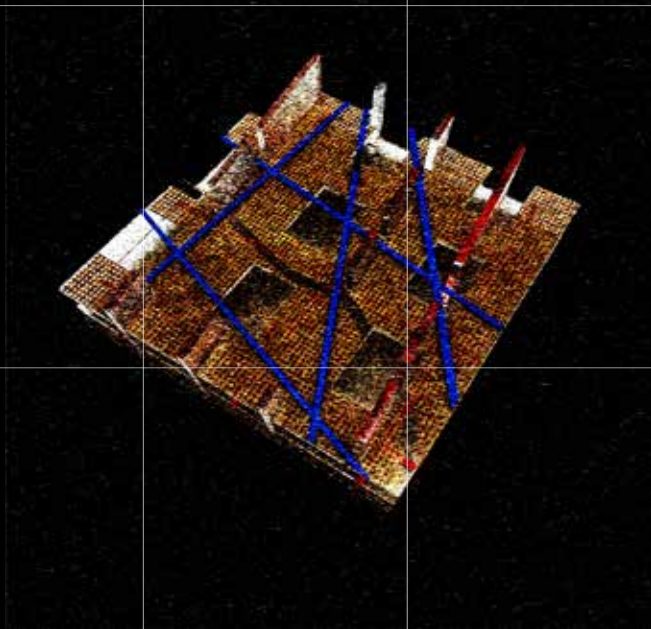
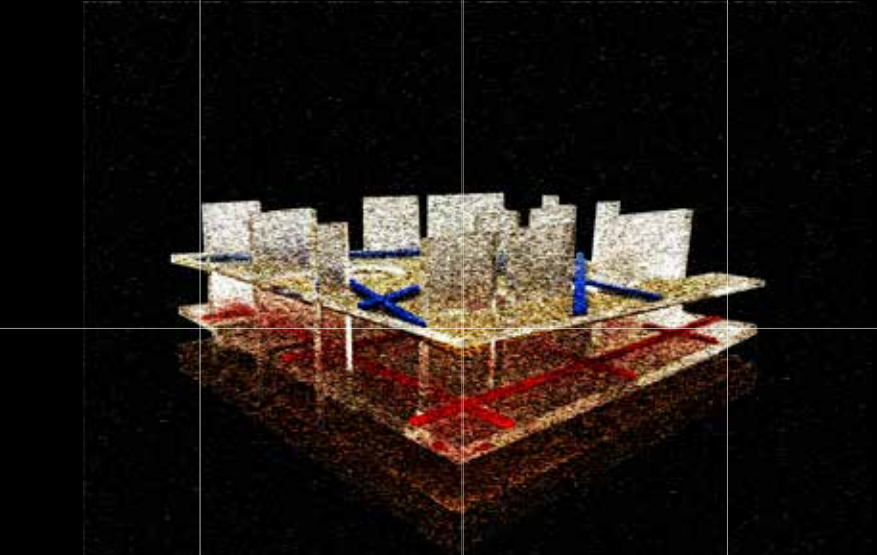
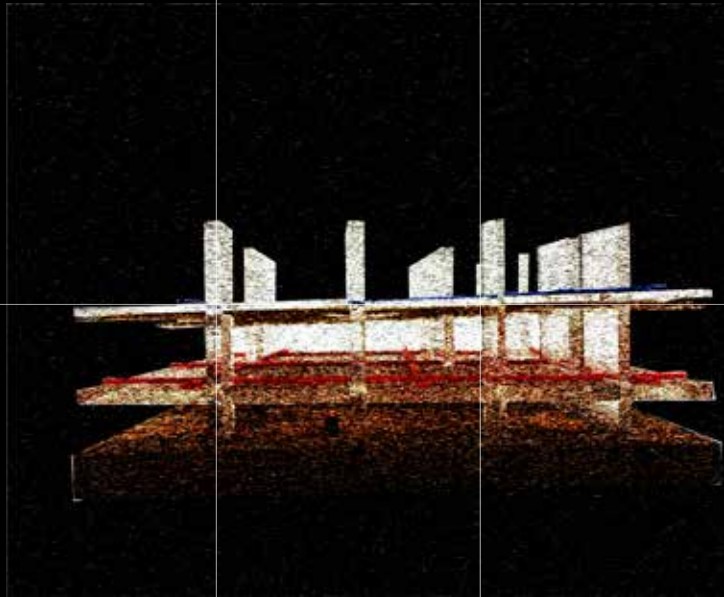


SECTION BB (Emil Sarkisyan + Abhay Narasimhan)

# CONCEPT MODEL

PROJECT II: concept design

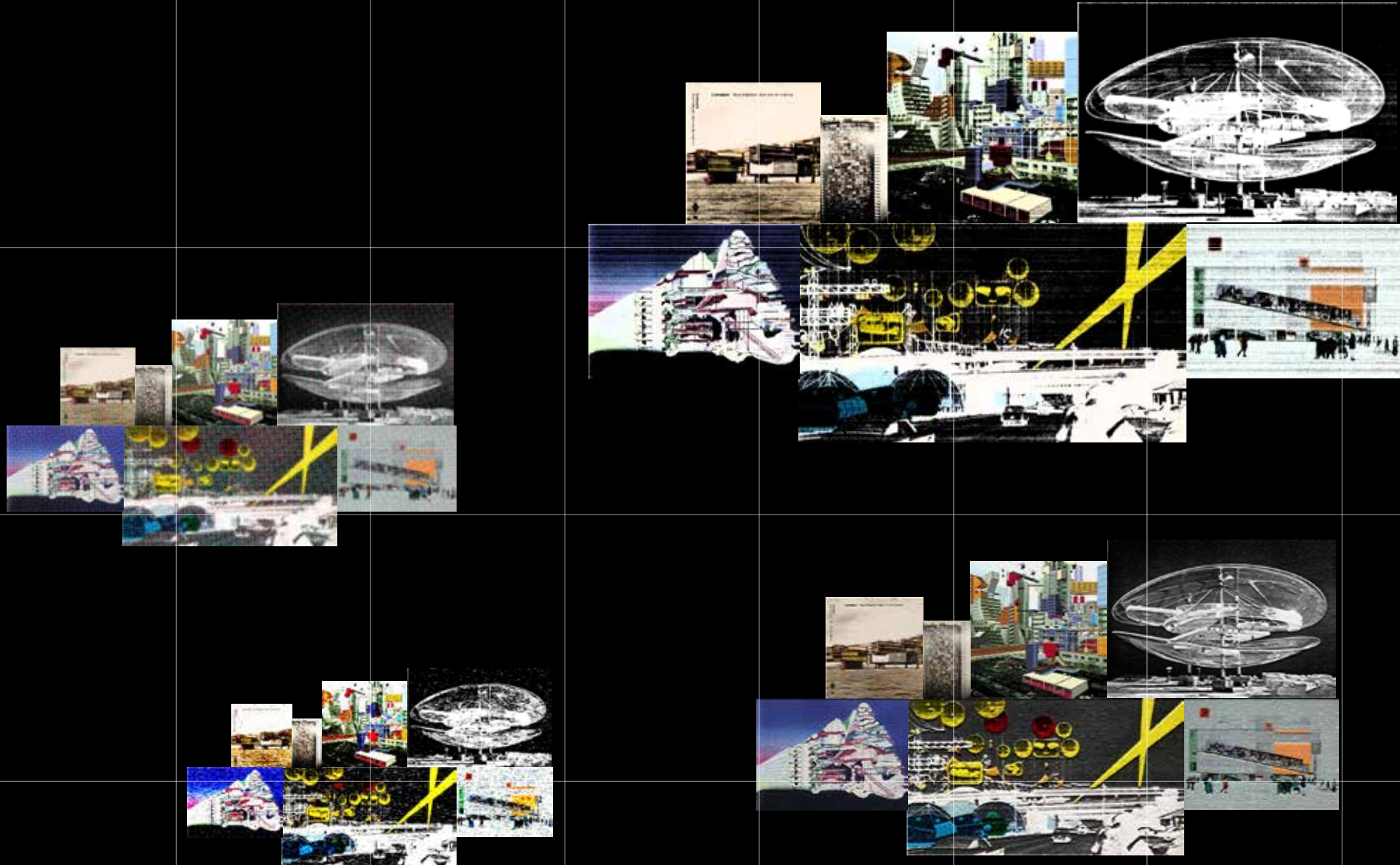
21 22 23



## REFERENCE IMAGES

## PROJECT II,III

22 23 24





# FIELD RESEARCH

## PROJECT I, II, II, IV

23 24 25

CITY HALL LA COUNTY | CREDITS: ABHAY NARASIMHAN



BONAVENTURA HOTEL | CREDITS: ABHAY NARASIMHAN

DTLA STREETSCAPE | CREDITS: ABHAY NARASIMHAN



CATHEDRAL OF OUR LADY THE ANGELS | CREDITS: ABHAY NARASIMHAN

FIN