

# ACTUALLY VIRTUAL HOUSE

## Black Line One x Architecture Studio

CURRENT LOCATION	REQUIRED DESTINATION	PROJECTED PATH	PREFERRED TIME	WEATHER CONDITION	P1
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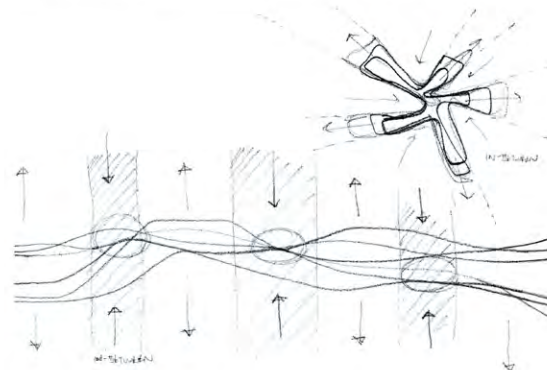
A residence or a place for living, in general terms, is about shelter, about relative comfort and about a physical experience. Inhabitants move from one space to another to fulfil a task or action. They are not necessarily affected by, or paying attention to the in-between spaces or their location in a global context.

This proposal is about exploring the theoretical aspect of the way we could live, and introducing the phenomenology through narrativists and storytelling. It explores the possible link between the virtual and the actual.

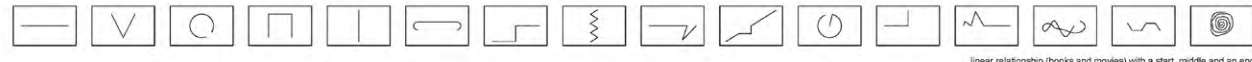


project site plan, concept star constellation and galaxy placement

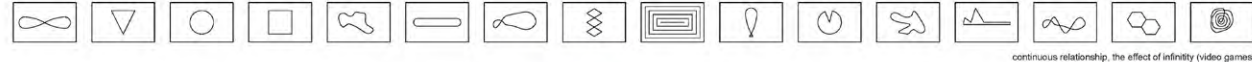
A



explanatory sketch diagrams in plan and section



linear relationship (books and movies) with a start, middle and an end

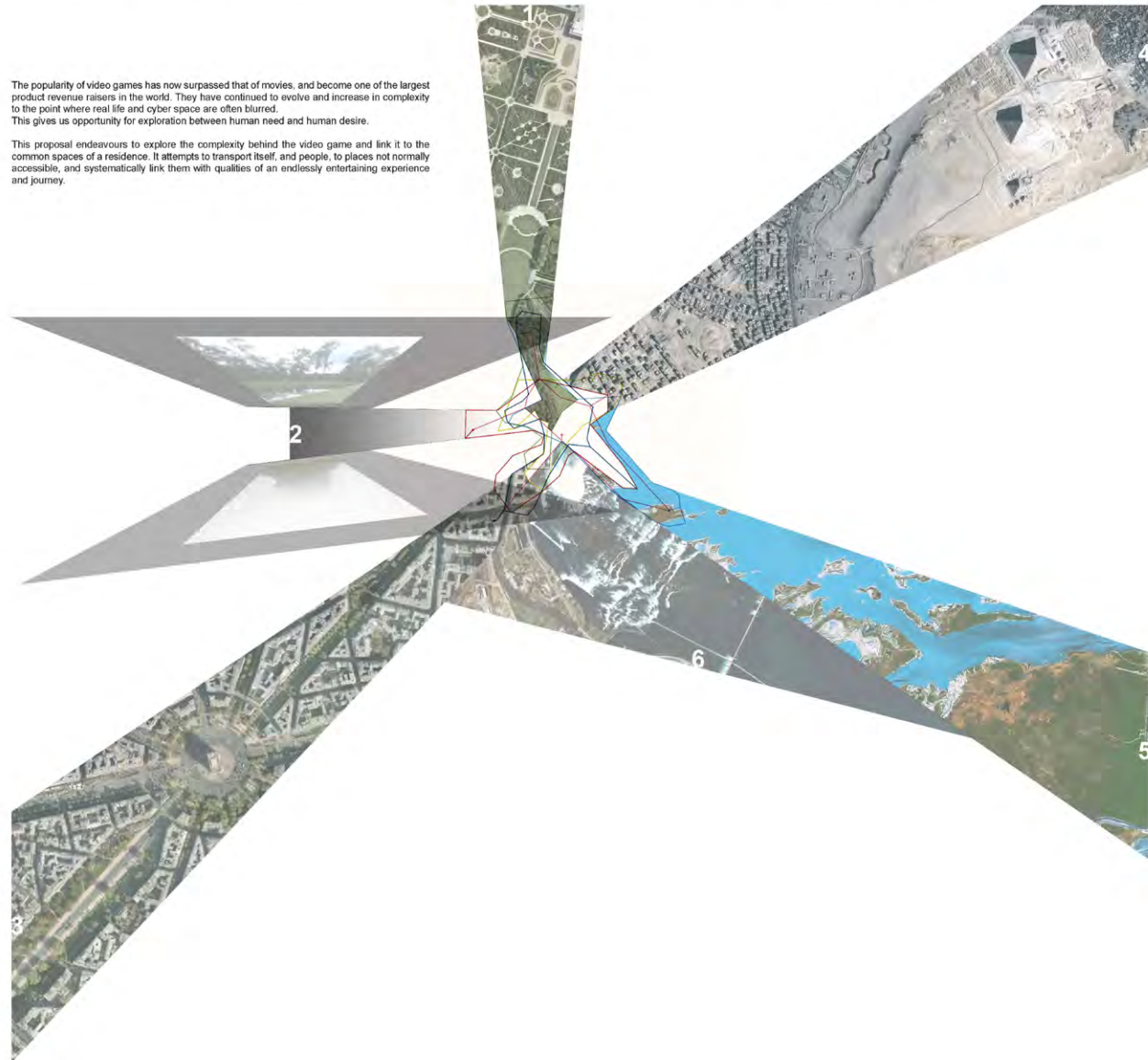


continuous relationship, the effect of infinity (video games)

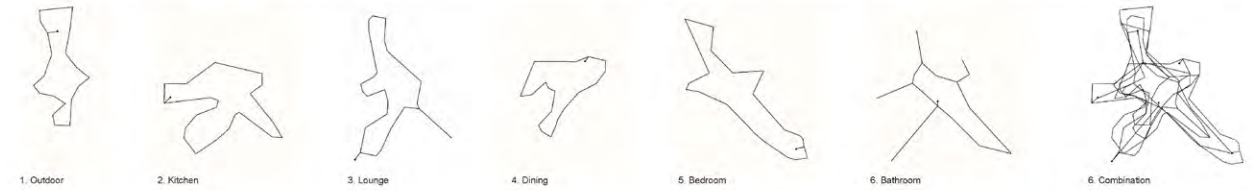
The popularity of video games has now surpassed that of movies, and become one of the largest product revenue raisers in the world. They have continued to evolve and increase in complexity to the point where real life and cyber space are often blurred.

This gives us opportunity for exploration between human need and human desire.

This proposal endeavours to explore the complexity behind the video game and link it to the common spaces of a residence. It attempts to transport itself, and people, to places not normally accessible, and systematically link them with qualities of an endlessly entertaining experience and journey.



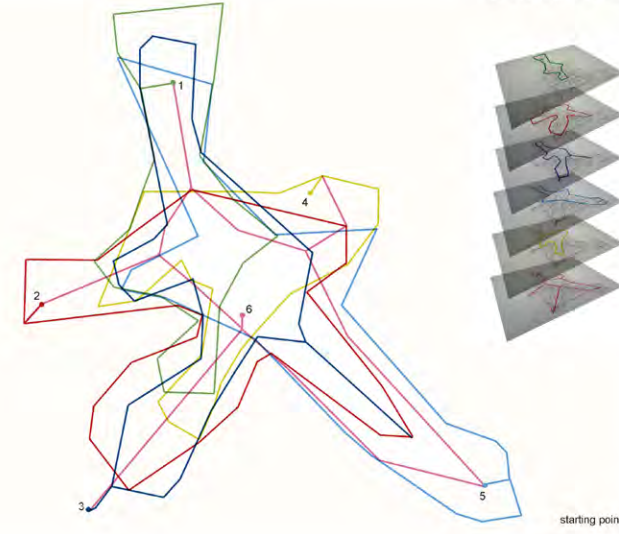
CURRENT LOCATION	REQUIRED DESTINATION	PROJECTED PATH	PREFERRED TIME	WEATHER CONDITION	P2
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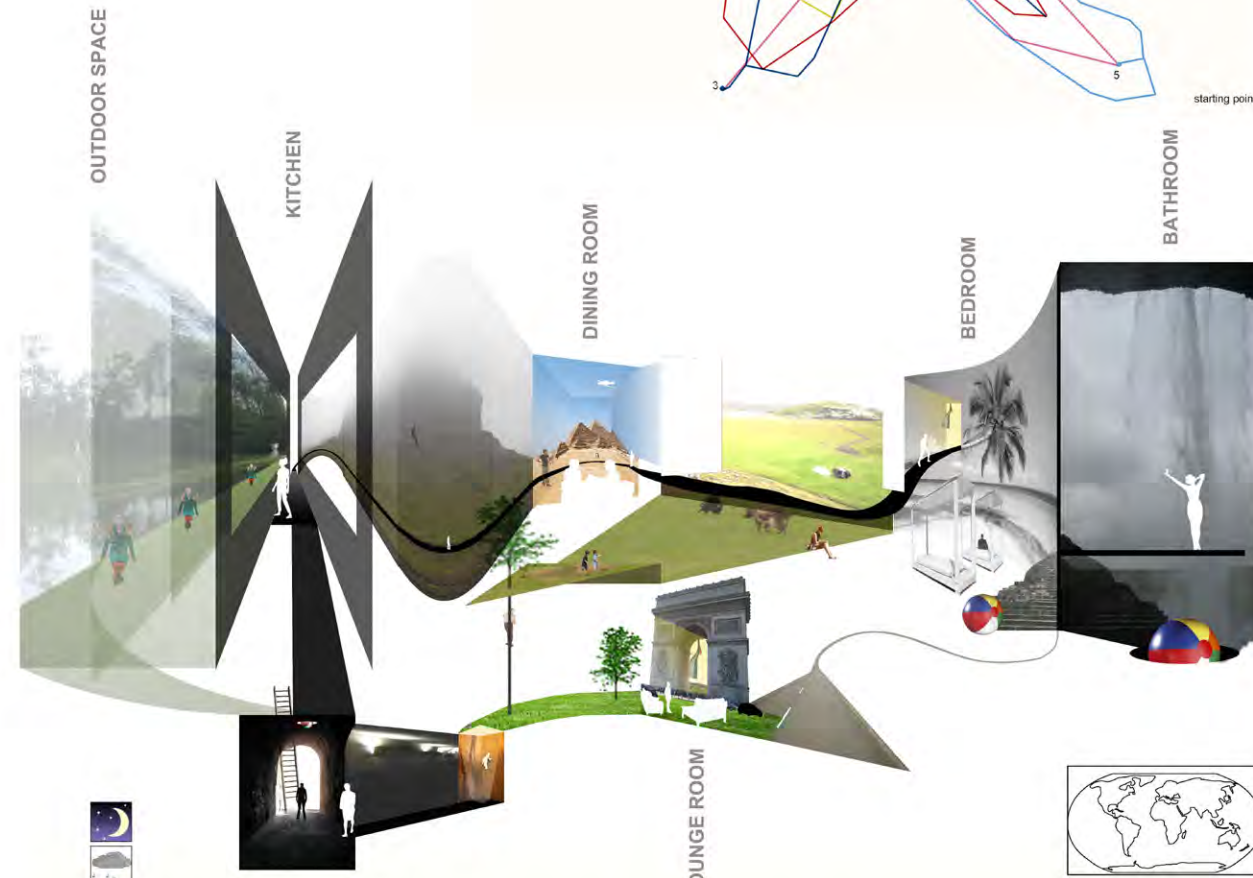
options for projected pathway

Each program forms its own endless loop, which at specific points interacts with the loop of another. The planning complexity is evident not only where these circulation paths cross, but with options occurring within the in-between spaces. As with a video game these circulation zones work together offering an epic unpredictable atmosphere with freedom of choice. There is never a designated end point, or a specific path to get somewhere, generating an environment made up of imagined narratives.

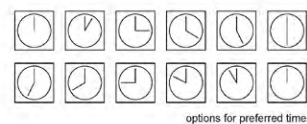
Along with the options for circulation, one can choose their preference of such things as weather, time, or a completely new, and instantly engrossing setting. People can't help but find the possibility of transportation, in a video game, enthralling and addictive. It provides a myriad of choice and a variety of unexpected encounters. It is a simple human instinct and desire to be transported to another place, to another time, and to experience the things thought to be most out of their reach.



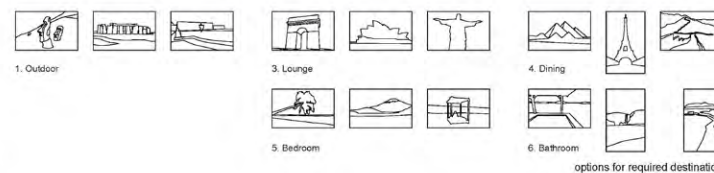
starting points



weather conditions



options for preferred time



options for required destination