

The Trufarm Show

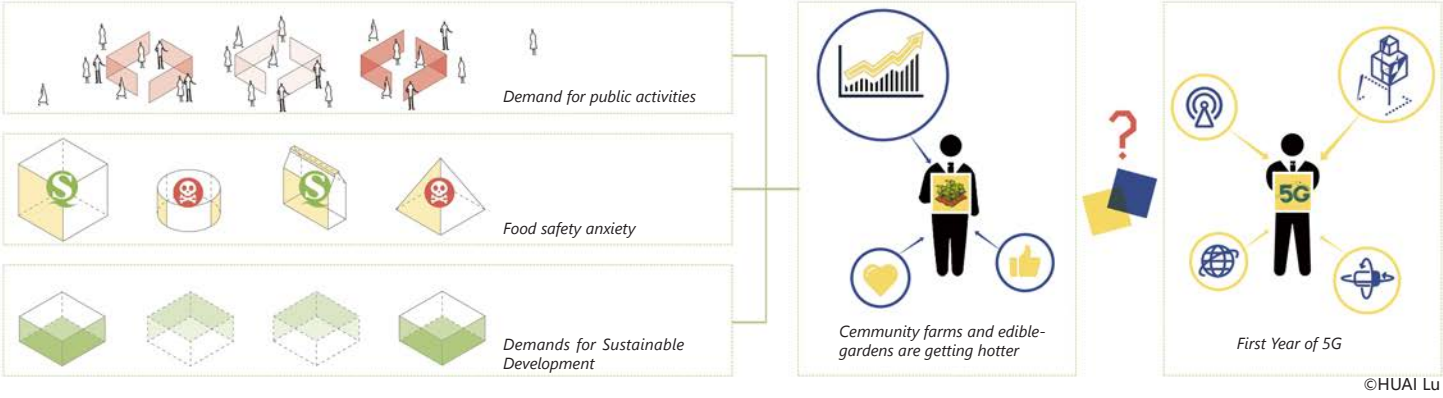
—Conceptual Design of Community Garden & Edible Garden



Conceptual design
Team work of 3 people
Second semester of postgraduate freshman
2019.05-06

2019 BSD Creative Design Competition
Gold Award

Time Background



Analysis of Current Popular Models

"Farmhouse" mode

Urban residents go to the outskirts of the city to participate in the picking process and experience rural life during the mature period of plants.

Best:
1. Interaction between urban residents, suburban farmers and land;
Bad:
1. Long distance, not available for daily contact;
2. Low participation and experience.

"Ant Forest" mode

Urban residents get points from the client to plant virtual plants, and a real plant will be planted in the desert.

Best:
1. Reduce inefficient labor of urban residents;
2. Easier to operate and more popular, more sense of achievement;
Bad:
Less three-party interaction and less planting feedback.

"Community farm garden" mode

Urban residents feel the planting process and harvest fun by farming and harvesting by themselves.

Best:
Urban residents have access to and high participation in daily life;
Bad:
1. Large planting input, low yield and low planting efficiency;
2. Little interaction between urban residents and suburban farmers;

"Inside and Out" contains the reversal of internal and external relationships and observational perspectives. The Trufarm show is inspired by the use of live broadcasts to observe individuals in The Truman show, which has a strong social effect.

What has the development of technology brought about? We have been fanatical about it, lost the meaning of individuals and groups in the torrent of numbers; we have also questioned that the natural resources and good interactions are placed on the opposite side of the development of science and technology, that science and technology are the separation of urban and rural links, cut off One of the important incentives for the community and the neighborhood to bury the body deep into the land for a return.

From the origin and development of community farms and edible gardens, we can also vaguely see the rheology of this kind of thinking. The anxiety about food issues and sustainable development comes from the reaction of contemporary people after isolation from the land. The inclusion of public space worries emphasizes the appeal of plastic relationships. The response attitude of community farms and edible gardens is relatively "hidden", implied but lacks productivity, because the inefficiency of the means is inconsistent with the original pattern and it is difficult to be promoted to trigger real change. In the face of shortage of land resources and lack of autonomy time for residents, community farms are more like a peach blossom source that is out of the current context.

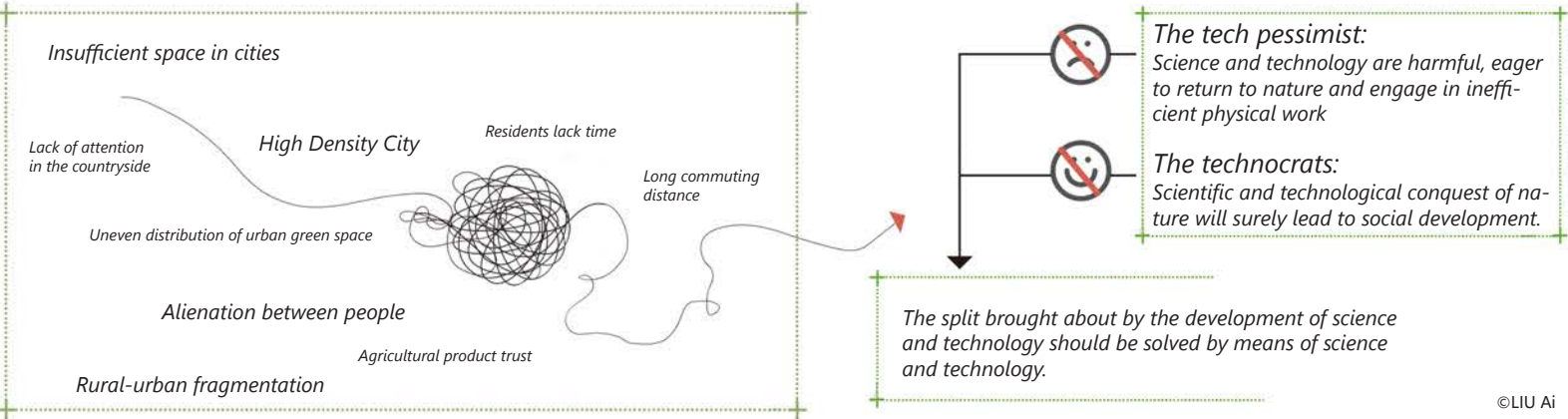
Can the high wall that can be built by technological development be eliminated by technical means? This is the question that this design is trying to explore.

We hope to use technology to make the site with very limited area become
"A window on the line, a live projection of replicable movements in urban life, riveting activity and connectors for offline material production."
We will skillfully design all of the interactive aspects, focusing on mobility, change, and diversity. It also emphasizes the individualized experience of community as a unit, combined with the current social production methods, and uses the industrial park behind it as a support. In order to achieve the effect of complementing the online and offline content.



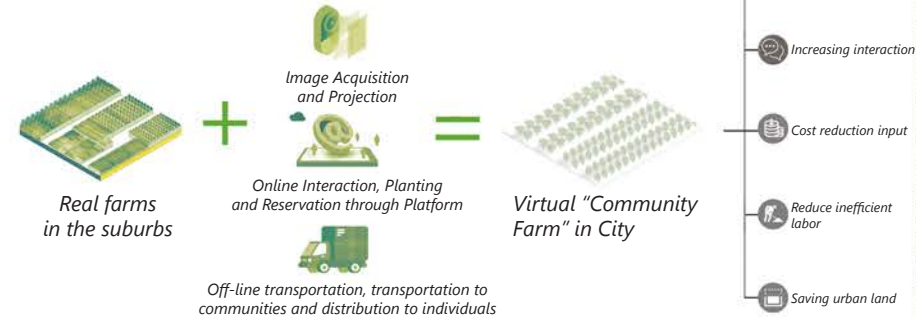
"Dialogue"
The exterior glass makes this box an invisible thing in real-time projection, and the inner mirror makes the space infinitely extended. This dimension is a valuable gift for the garden visitors we want to give.
"This is a world outside the world. After sitting still, this is a quiet wheat field that belongs to you only."

Value Orientation

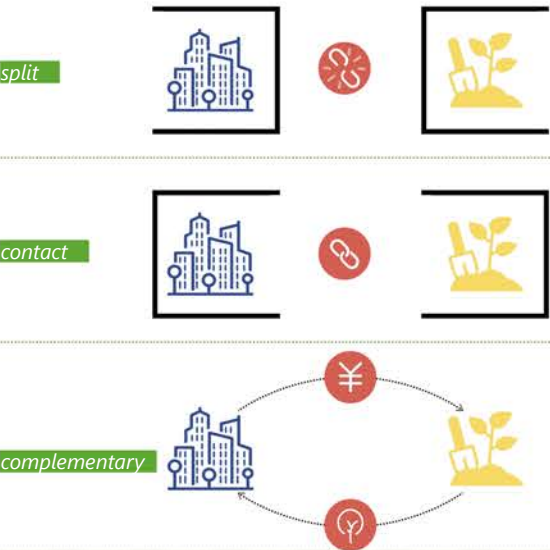


New Thoughts on "Community Garden" in Suburbs

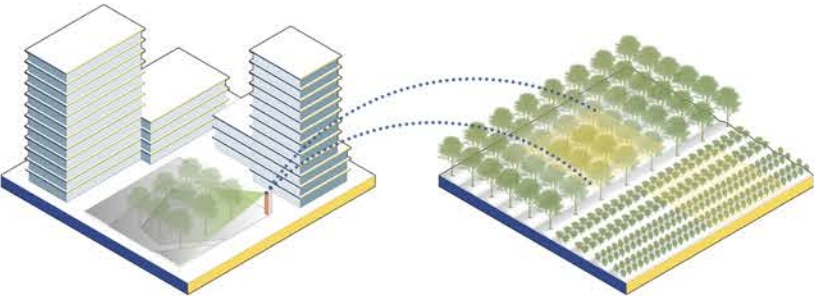
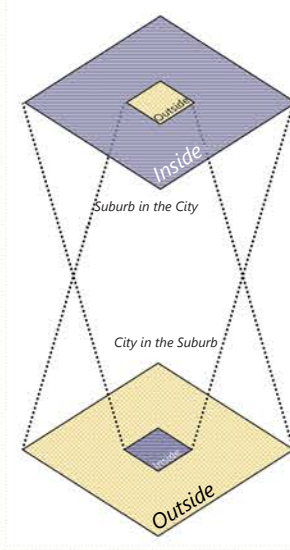
New idea of community farm garden



Three stages of rural-urban relations

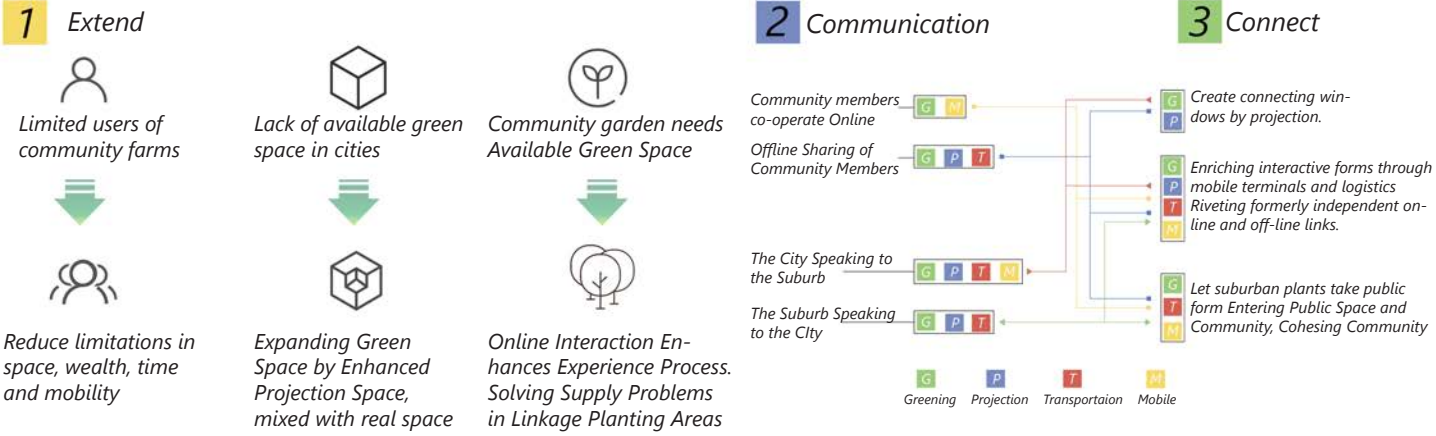


New dialogue between city and suburb

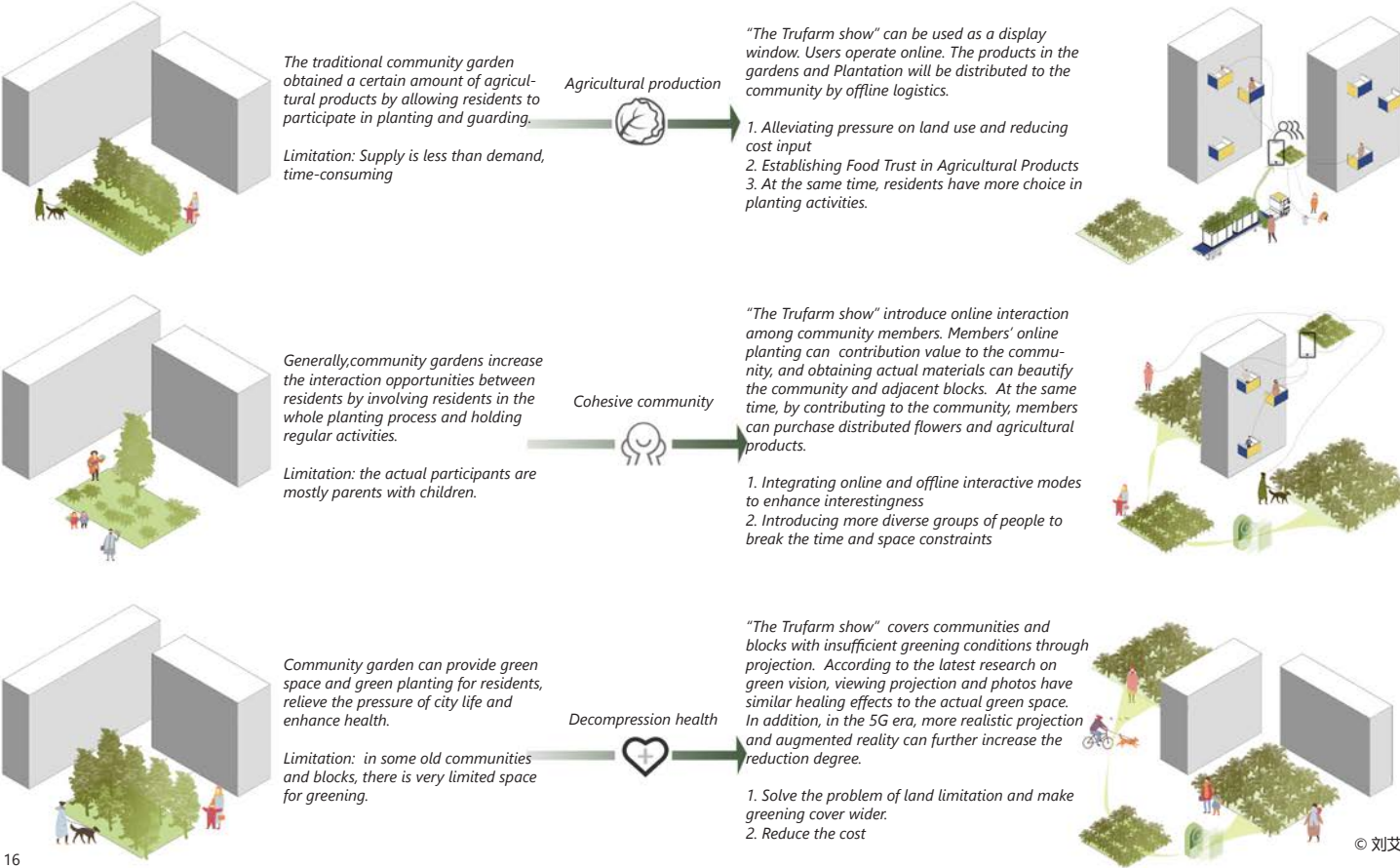


"Outside"
Urban high density community/crowd gathering activity areaAny size of field Device + projection (virtual)
"Inside"
Suburban farmland/agricultural production base350 m*n (One unit for every 350 m) Land + agricultural products (entity)

Interactive Means



How to Transfer Community Garden into "Community Garden" in Suburb



Design Interpretation

There will be a dynamic content with real-time changes. The location, color and type of planting box will be defined by the participants of "the Trufarm show". Community members can exchange accumulated points for real plants in the garden by planting them online, which can be transported by offline logistics to the public space of a specific community or block.



