Visual Journal

CANDID

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Class: DID/FT/3B/02

The Substation

Location: The Substation, 45 Armenian St, Singapore 179936

Opened: 16th September 1990

Found By: Kuo Pao Kun

Area: 1630 SQM Three-Storey Centre

Venues (Interior): Black box theatre, a gallery, dance studio, the blue room and two multi-functional classrooms

Presents a wide range of artists and programmes

History

1926-1970s

- Previously a power sub-station,dates from 1926
- Closed in the late 1970s, and the building was abandoned.

1980s

Kuo Pao Kun and Practice Performing Arts proposed to convert the building into an arts center.

1990s

The Substation officially opened on 16/9/1990.

1990s

- First multi-disciplinary, thematic events
- Featured installations, mime performances, theatre performances, readings, etc.

1990s-2000s

- Pioneer arts space in Singapore
- Experimentation of all the art forms

1990s-2000s

Platforms such as Dance Space, Music Space, Raw Theatre developed into important showcases for artist's works through commissions.

2000s

- Functions as a gallery of new artistic works
- Gathering point for the arts community

2000s-2020

- Face financial difficulties
- The Covid-19 "circuit breaker" measures bruised economy

2021

- Permanently closed in July 2021 after 30 years.
- Converted into a new centre for multiple arts groups.

IMPACT OF THE SUBSTATION

"It felt like it was a bunch of friends doing a show. There was no coldness, barricades or security. You could sit on the stage and no one would shoo you off"

- Mr Shaiful

Regular Performance

Includes Art Talents and Spectators

Open Collaboration

Network and Friendship

Accepting to everyone

No Strict Rules

Reasons For Closure

REPORTED

- Fewer people in the arts community visited The Substation
- Smaller venues supporting indie music increased, bands relied less on The Substation
- Hot spots for artists to meet and gather diminished
- The Substation has also aged over the years and has yet to receive a fresh coat of paint since 2015
- Covid-19 pandemic also affected The Substation's income and programming.

THEORIES

- The Substation has always been a beacon for the underground punk scene in Singapore
- Served over the decades as a hub for Singapore's music scene, especially its rock, punk and hardcore scenes.
- Play loud music past 10.30pm which falls under the noise pollution regulations
- It supported the LGBTQ community
- White washing? Censorship of the art

Pesdestrian Walkway

Road

Walkway

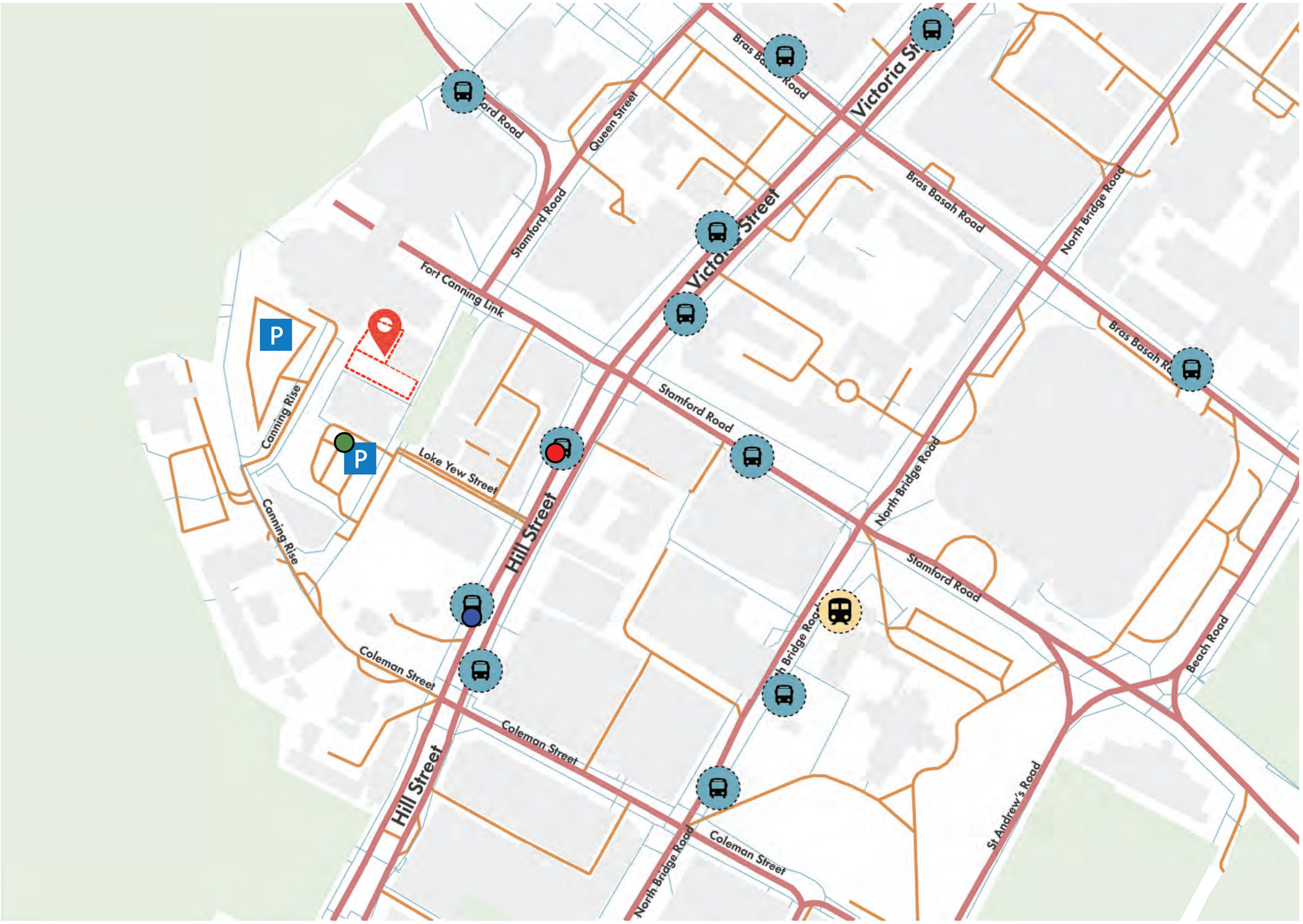
Part of Singapore's First Botanic Gardens

Part of Armenian Street is being converted to an urban botanic garden, extending the greenery down from Fort Canning

Art experts, students and visitors will be able to enjoy picnic lunches, music performances, art strolls in the park, with more space for events and activities

Planters along the walkway contains plantations that relate to Peranakan culture such the plants used in Peranakan recipes

Transportation



LEGEND

- MRT Station
- Carpark
- Pedestrian Paths
- Parks
- Bustops
- Major Roads
- Minor Roads

Contact Point

City Hall Mrt

Bus Stop: Stamford

Bus Stop: Armenian

Car Park

Land Usage

St, Singapore 179936

Location Context:

City Hall MRT Exits

Exit A
Locate towards Raffles City, CHIJMES, etc

Exit B
Locate towards Grand Park, Capitol, Armenian Church, etc

Exit C
Locate towards Marina Square, Suntec City, etc

Exit D
Locate towards Capitol Piazza

LEGEND

- The Substation
- Shophouses
- Park/ Open Spaces
- Industry including Shophouses
- Industry
- Transport Facilities
- Commercial
- Education
- Entertainment
- Place of Worship
- Hotel
- Civic & Community Institution

Found By: Kuo Pao Kun

Area: 1630 SQM Three-Storey Centre

Point Of Interest

National Gallery of Singapore

Chijmes

Carlton Hotel

SMU

Raffles Hotel

Bible House

Raffles City

Capitol

Armenian Apostolic Church

Peninsula Shopping Centre and Hotel

St Andrew's Cathedral

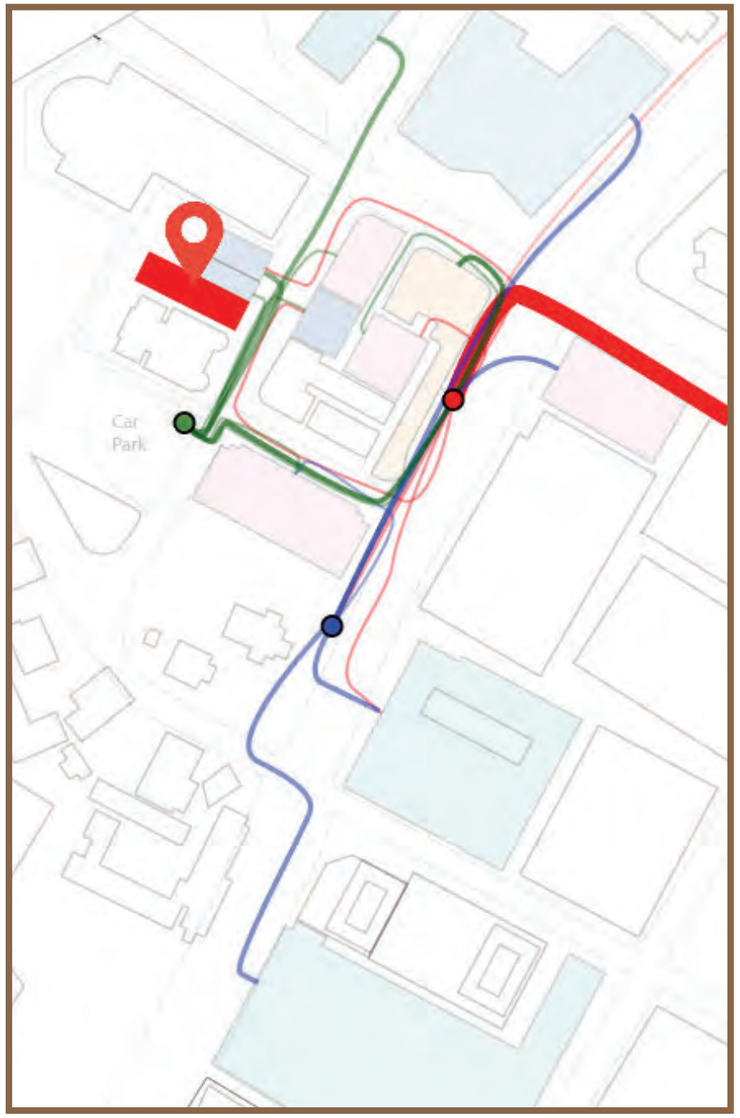
Funan

Grand Park

Site Problem

Tracking: Weekday

Weekday: Morning to Afternoon - 9am - 4pm



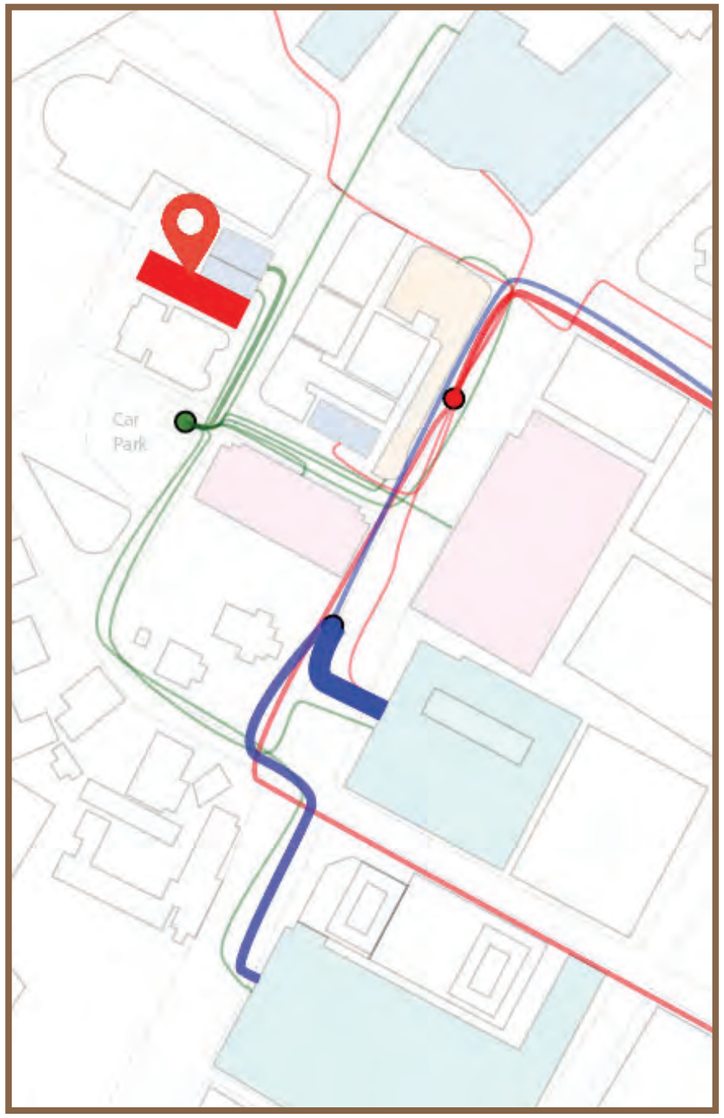
Bus Stop: Stamford Ct
Bus Stop > Capitol Kempinski
- Going MRT or work

Bus Stop: Armenian Ch
Bus Stop > 4 locations
- Funan
- Grand Park
- SMU
- Capitol Kempinski

Carpark
Carpark > Restaurant & Stamford court

Overall
Majority went MRT station, work or schools
More people head towards the same direction

Weekday: Afternoon to Evening - 4pm - 9pm



Bus Stop: Stamford Ct
Bus Stop > Capitol Kempinski
or the Alley of Funan

Bus Stop: Armenian Ch
Bus Stop > Grand Park & Funan

Carpark
The people are scattered, went to a variety of places

Overall
The human flow is more scattered
Majority head towards grand park (potentially heading toward the MRT)

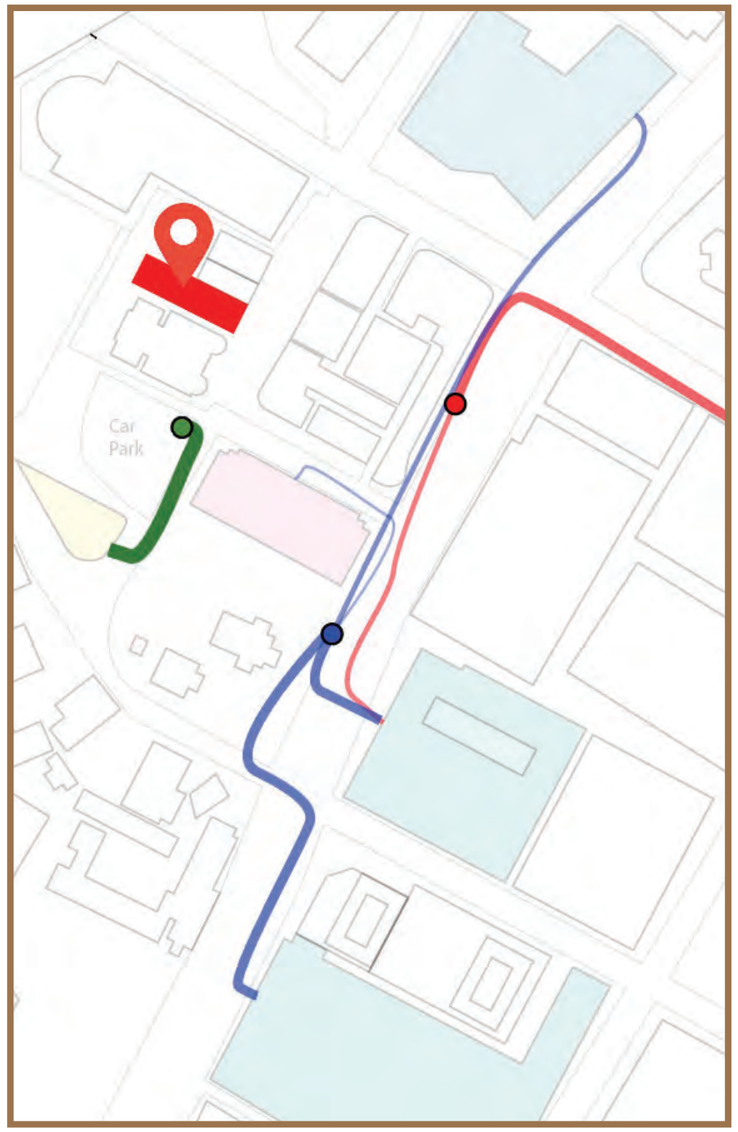
LEGEND

Path	Starting Points	Type of Building	
	Bus Stop: Stamford Ct	Hotels	Industry
	Bus Stop: Armenian Ch	Place of Worship	Shophouses
	Car Park	Education	Commercial

WHY??

Tracking: Weekend

Weekend: Morning to Afternoon - 9am - 4pm



Bus Stop: Stamford Ct
Bus Stop > Capitol Kempinski & Grand Park

Bus Stop: Armenian Ch
Bus Stop > Funan & Grand Park

Carpark
Carpark > Bible House

Overall
Each point has their own popular paths

- Capitol Kempinski
- Funan
- Bible House

More people head towards the same direction

Weekend: Afternoon to Evening - 4pm - 9pm

Bus Stop: Stamford Ct
Bus Stop > Capitol Kempinski & Funan

Bus Stop: Armenian Ch
Bustop > Funan & Grand Park

Carpark
Carpark > Funan & Grand Park

Overall
Funan is a very popular location for all points

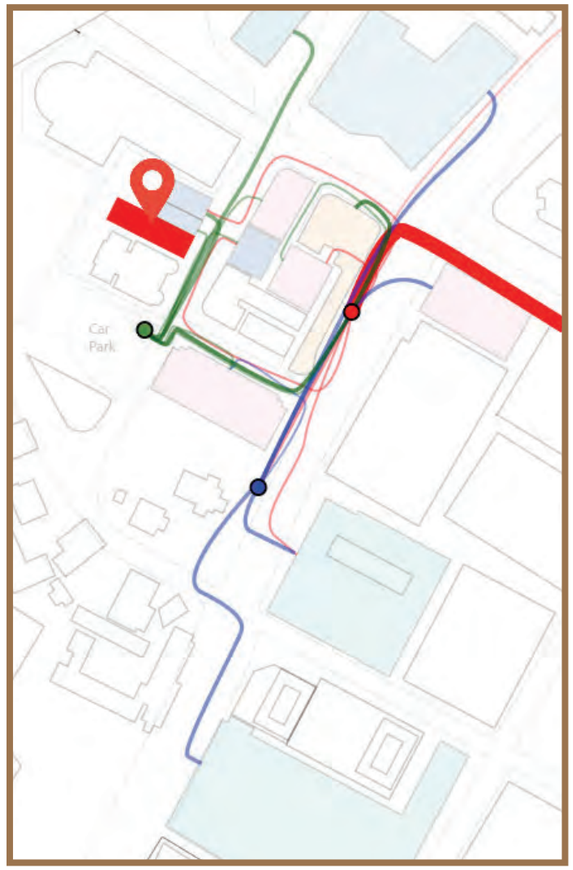
Human flow is more scattered

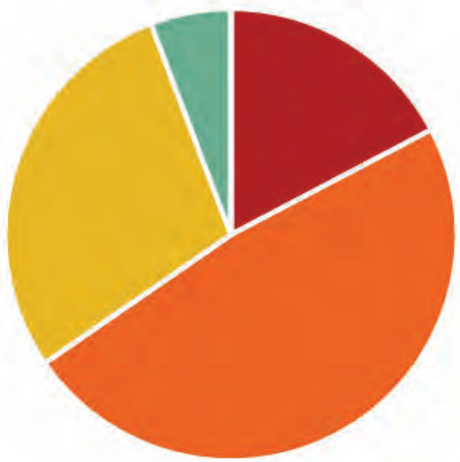
LEGEND

Path	Starting Points	Type of Building	
	Bus Stop: Stamford Ct	Hotels	Industry
	Bus Stop: Armenian Ch	Place of Worship	Shophouses
	Car Park	Education	Commercial

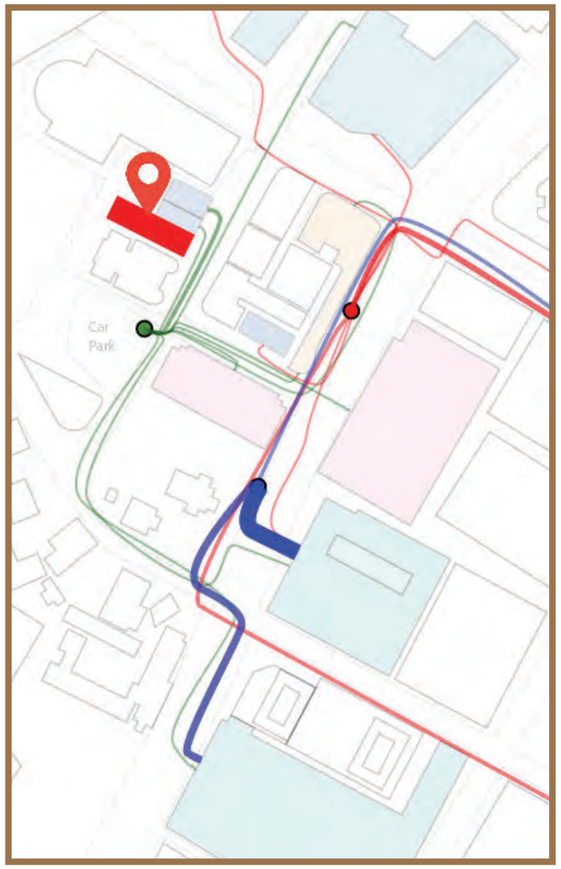
Who Goes There?

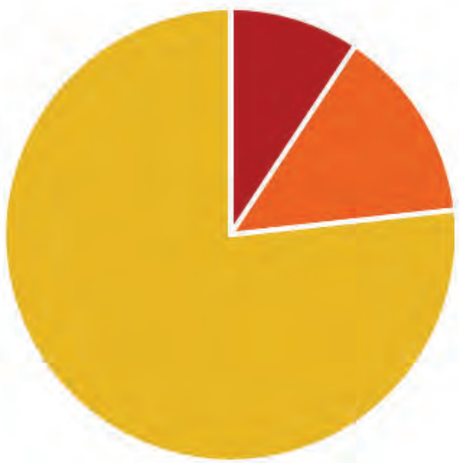
Weekday: 9am to 4pm



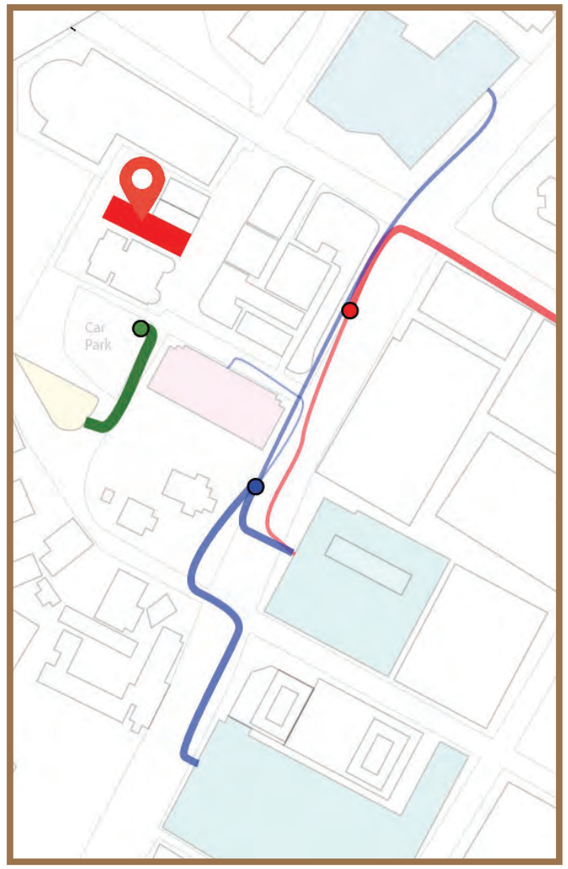


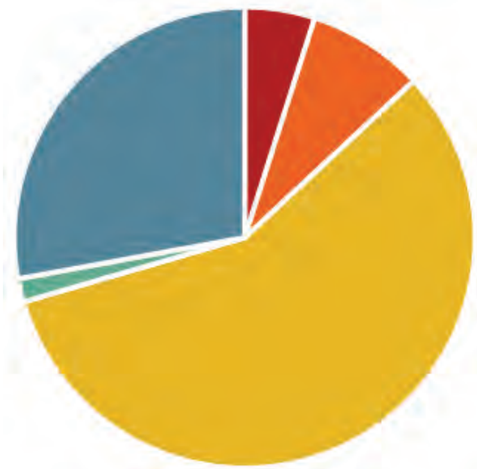
Weekday: 4pm to 9pm



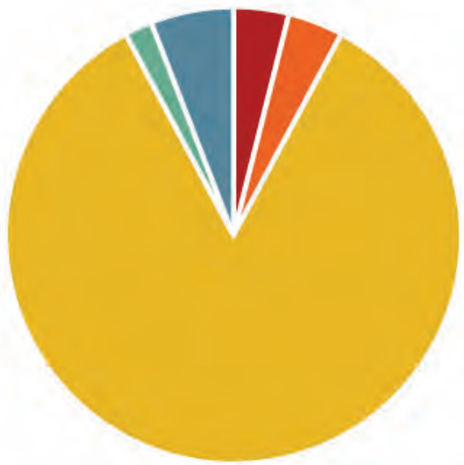


Weekend: 9am to 4pm





Weekend: 4pm to 9pm

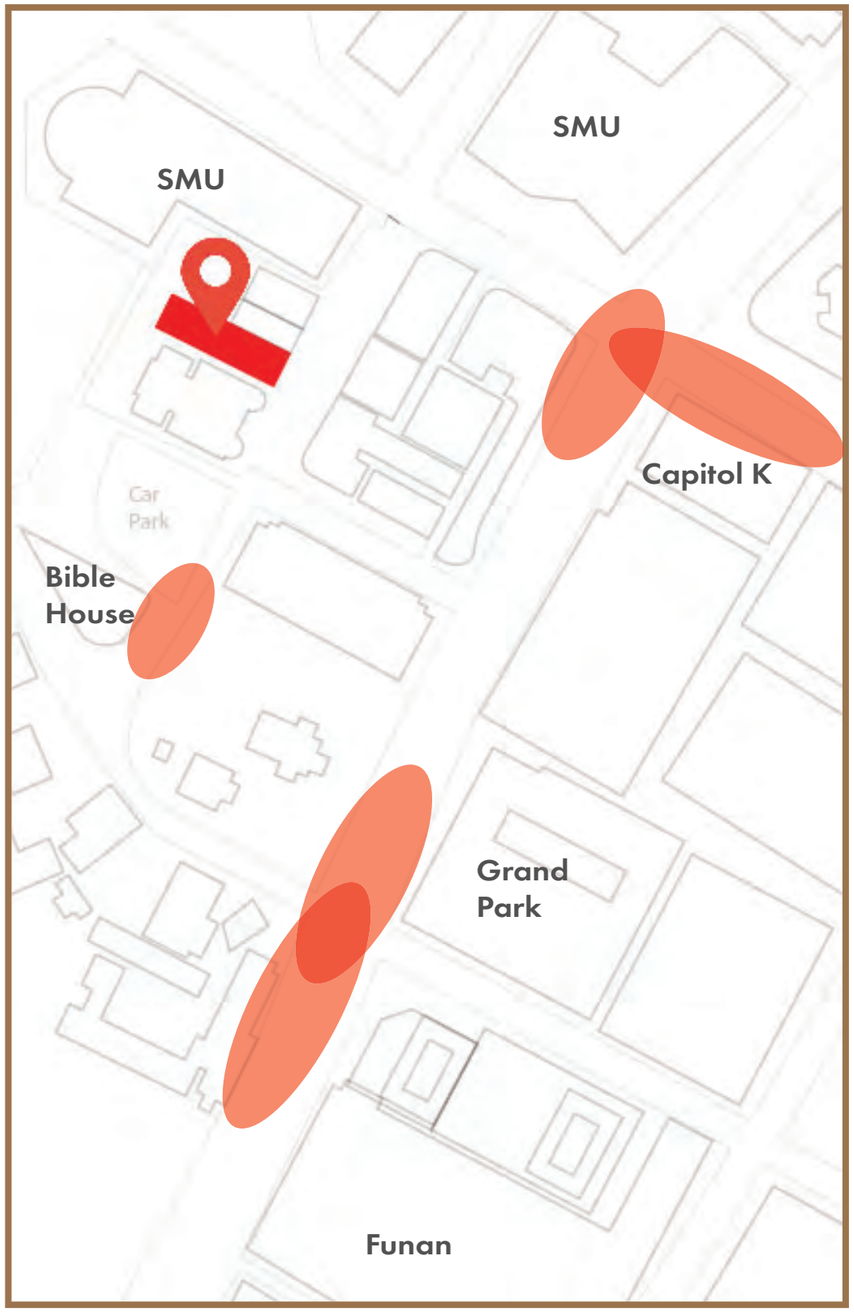


LEGEND

Students | Workers | Leisure | Tourist | Religon Purposes

Comparison

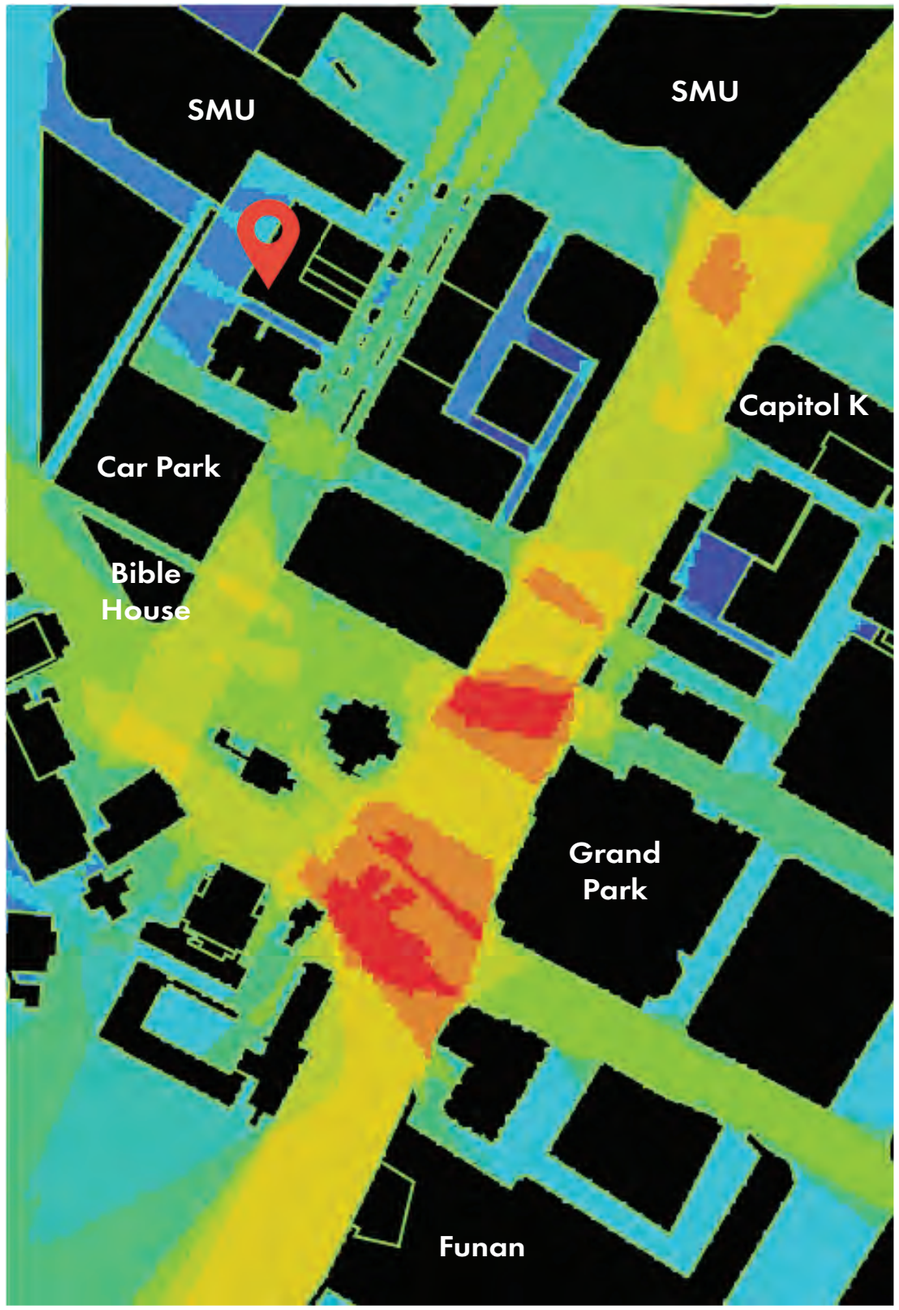
High Human Traffic



Popular Area

VS

Visibility Graph Analysis of Site



High Visibility

Low Visibility

Conclusion

Generally both data

The main locations are offices,malls and school

The most dense human traffic is at traffic light

The main road has the highest visibility

Site Plan

The Substation

Key Plan

Legend

- The Substation
- Corporate
- Bible House
- Healthcare
- Retail
- Showroom
- F&B
- Educational
- Peranakan Museum
- Stamford Court
- Park/ Open space
- Planter
- P Carpark

Contact Point

Buildings Surrounding the Site

1.

SMU - School of Law

2.

Le Bistrot (Bourgeois Cuisine)

United Chinese Library

True Blue (Peranakan Cuisine)

3.

Peranakan Museum

4.

Rimadesio (Furniture Manufacturer)

Cetec (Interior Design) SUU Balm (Pharmaceutical Company)

Mulan Gallery (Art Gallery)

Aalto University Executive Education (Office)

5.

Wilmer Place (Clinic)

Game State (Retail)

Formica (Showroom)

State Property Fine Jewelry (Retail)

6.

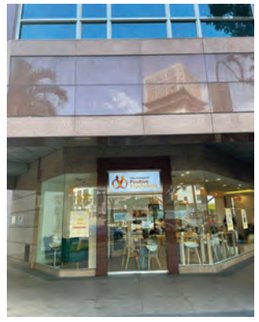
Vanguard Building

7.

Cheers (Convenient Store)

Food Act (Baking Culinary)

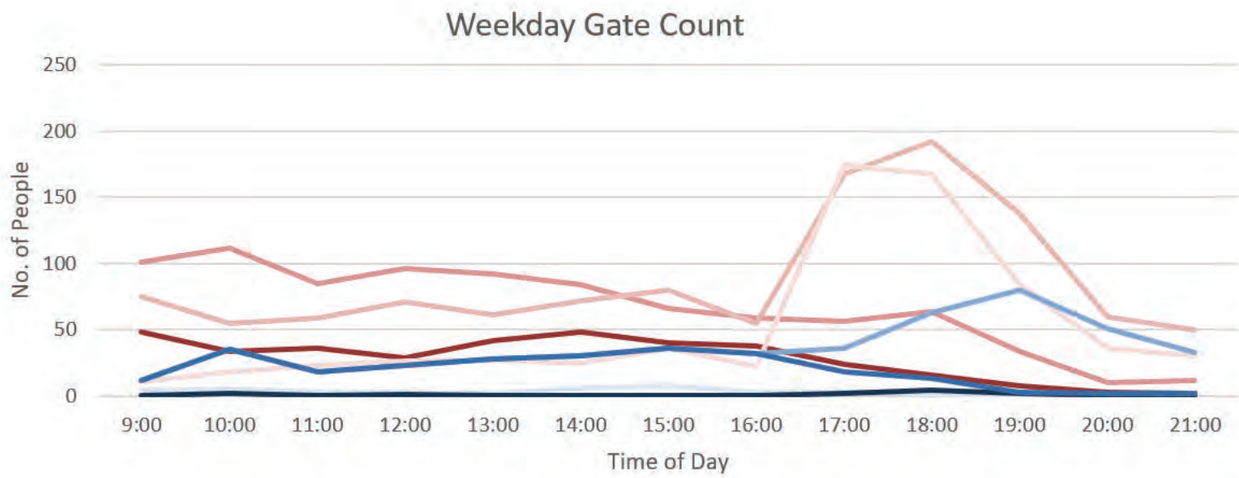
Lion Group

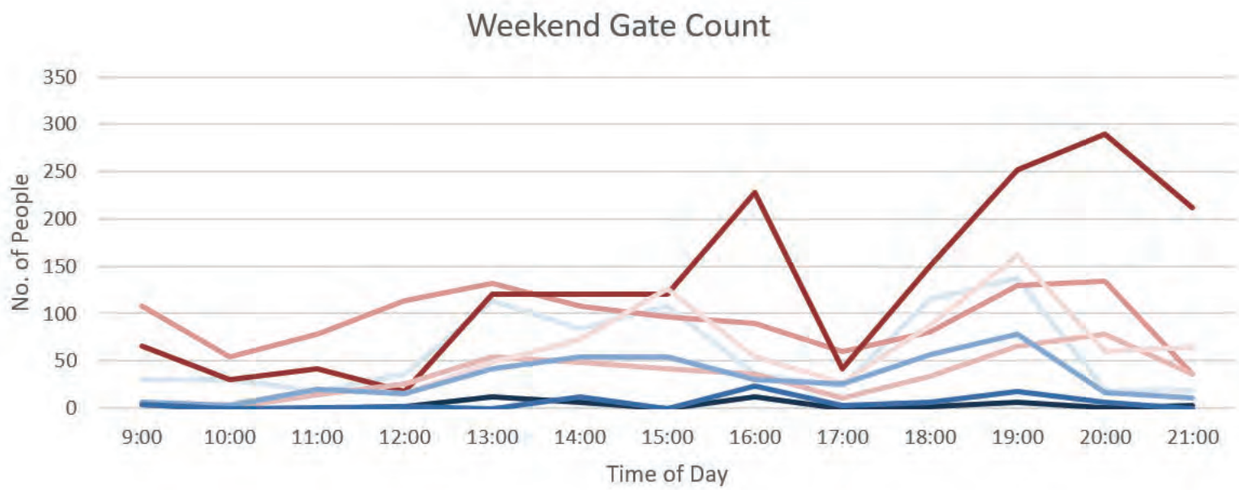


Positive Psychology

Gate Count Map

GATE COUNTS





Contact Point

1. Restaurant

2. Traffic Light

3. Vanguard Building

4. Alley

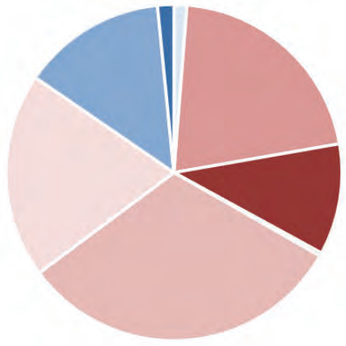
5. Car Park

6. Between 2 offices

7. Entrance to Path

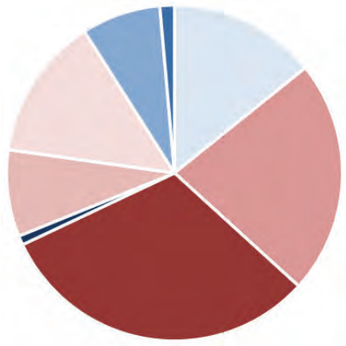
8. Back of Substation

Density of People



Weekday

No.of people
1. 43
2. 723
3. 368
4. 11
5. 1086
6. 680
7. 477
8.54
Total: 3442



Weekend

No. of people
1. 770
2. 1220
3. 1690
4. 48
5. 452
6. 745
7. 412
8. 76
Total: 5413

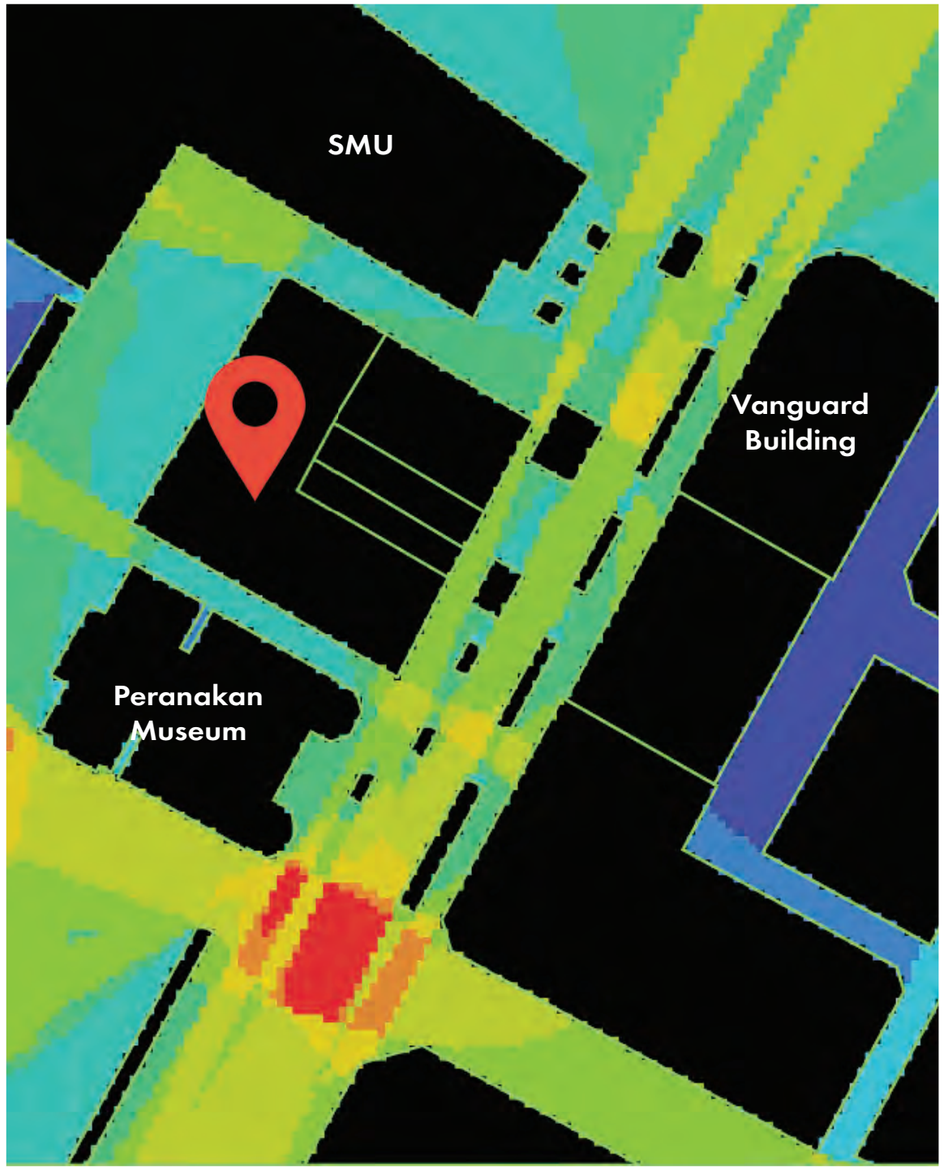
Legend

Most Popular — Least Popular

Most Popular: 3. Vanguard Building, 5. Car Park, 2. Traffic light
Least Popular: 4. Alley, 8. Back of Substation

Visibility Graph Analysis - Site

Pure Visibility of Site



Pedestrian Accessibility

Findings

Base on the VGA, most visible area is at the entrance of the walkway

Proven by Gate Count and tracking results
Tracking: People that came from carpark, majority will pass by
Gate Count: Weekday 70%, Weekend 30%

Base on the VGA, the site is not accessible and visit for pedestrians

Proven by Gate Count and tracking results
Tracking: People rarely enter the site area
Gate Count: Weekday 20%, Weekend 25%

SWOT

Strength

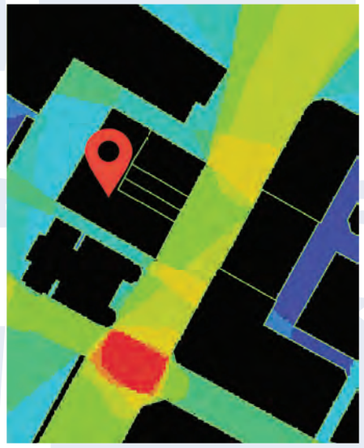
Easily Accessible
Near 3 MRT Station - City Hall,
Bras Basah, Clarke Quay

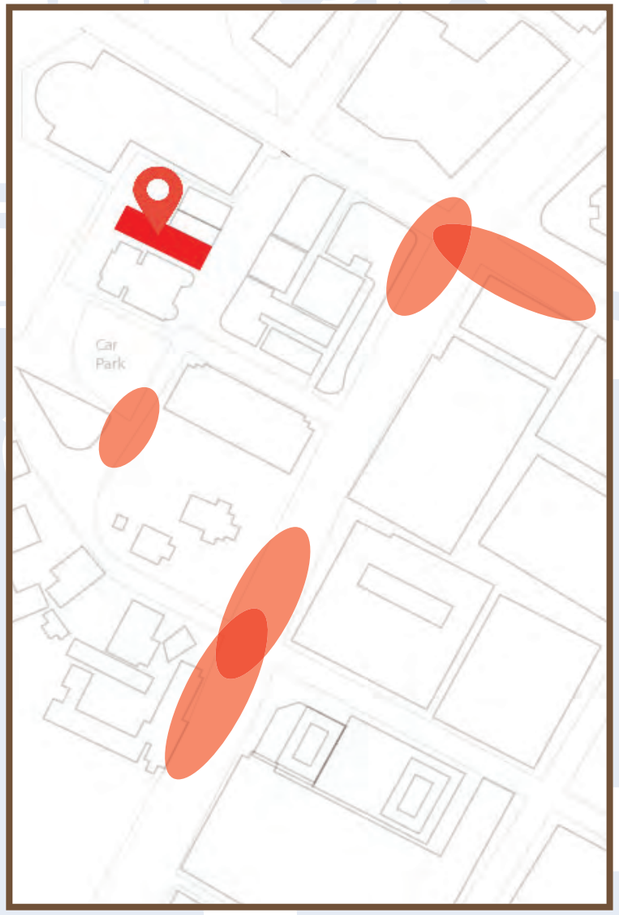
Many Amenities
Site located next to Fort Canning
Park and SMU

Part of Singapore's first botanic garden
Wide Pedestrian Walkway
Performers would sometimes go there to practice
dancing

No roads which meant that there will be lesser noise

Weakness





Very few people go there
No exposure, People who walk past there are
regulars
- Students or people working there

Surrounded by big and popular buildings
People may not choose to go substation

Currently only attracts a niche group of people
Apart from the already existing people that goes

SWOT

Opportunities

Site can be a pit-stop for people of all ages

Garden alley, for people who are interested in plants

The Alley is family friendly

Located near schools, inviting students to have occasional visits

Located near Galleries and Museums that can attract like minded people

Amentites close by can attract curious tourist

Threats

Lots of alley

There are different type of places can go instead e.g. Funan, Chijimes

More Foreign than locals

Away from the Main Roads

Location Plan

Why Candy for the Substation?

Diverse

All ages
Something for everyone
Many Flavours
Many Types

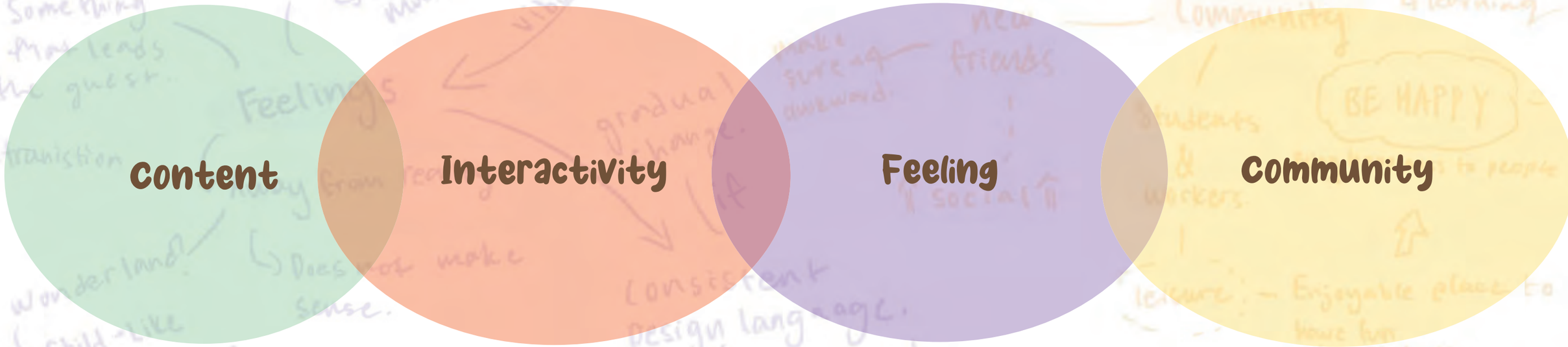
Joyful

Colourful
Celebration
Gift
Encouragement

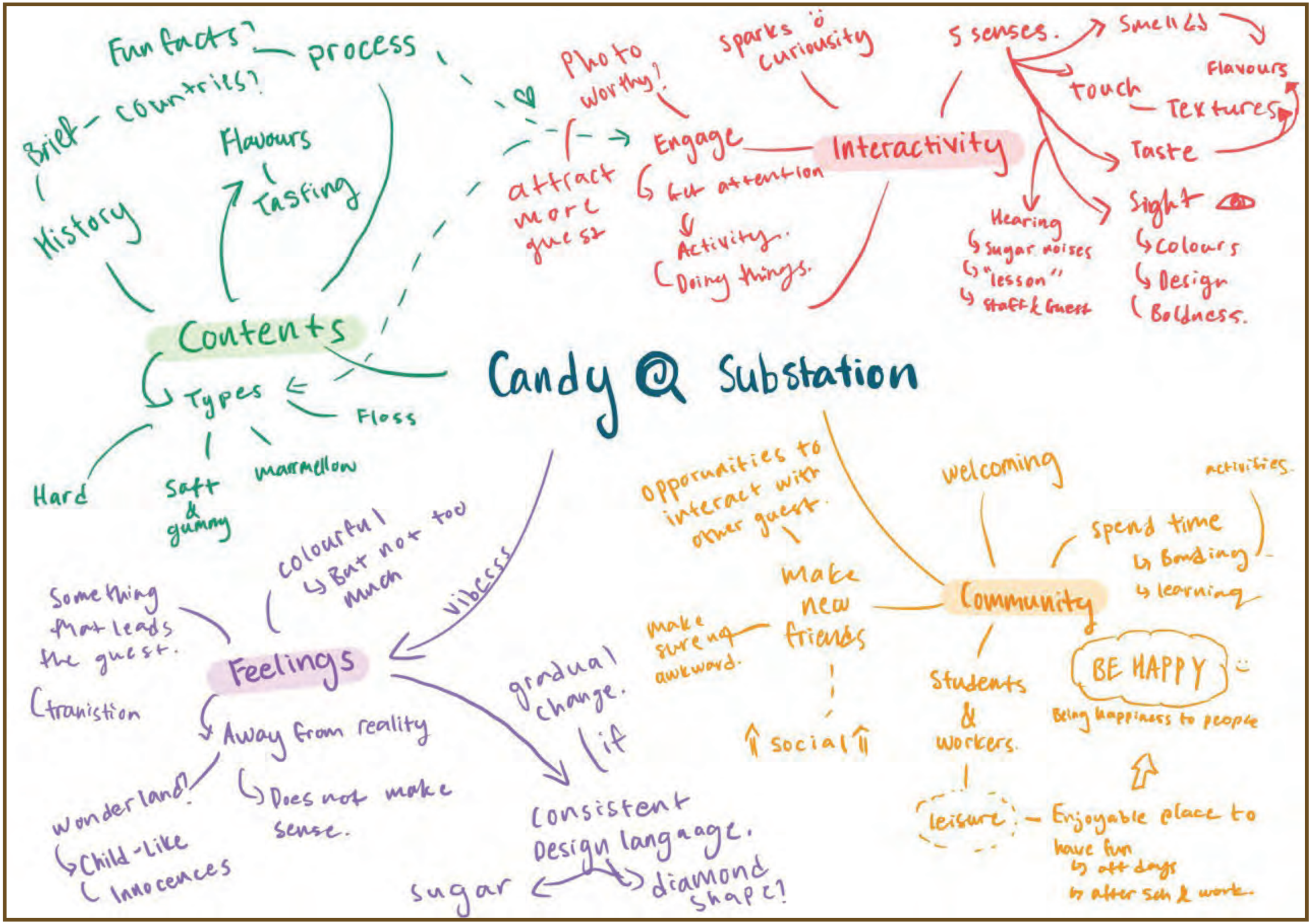
Welcoming

Sharable
Affordable
Relatable

Design Focus



Mind Map


Candy @ Substation
Contents
Fun facts?
process
Brief - countries?
History
Flavours
Tasting
Types
Floss
Hard
Soft & gummy
marmellow
Interactivity
Engage
Photo worthy?
sparks curiousity
attract more guest
Grab attention
Activity.
Doing things.
5 senses.
Smell
Flavours
touch
Textures
Taste
Sight
Hearing
Sugar noises
"lesson"
Staff & Guest
Colours
Design
Boldness.
Feelings
colourful
But not too much
vibesss
Something that leads the guest.
Tranistion
Away from reality
wonderland!
Child-Like
Innocences
Does not make sense.
gradual change.
if
consistent Design langaage.
sugar
diamond shape?
Community
welcoming
activities.
spend time
Bonding
learning
opportunities to interact with other guest.
make new friends
make sure no awkward.
social
Students & workers.
leisure
Enjoyable place to have fun
off days
after sch & work.
BE HAPPY
Being happiness to people

Candy Research

Culture of Candy ♡

History

Prehistoric time

-

  In 200BC, Egyptians creates sweets through mixing fruits & nuts with honey

-

  The Romans, Greeks and chinese made sweets using seaseme seed

-

  Aztecs in Mexico use cocoa beans to make a bitter drink (3000 yrs ago)

  – only sweeten after 1500 yrs

Middle Age

- Sugar Candies becomed popular!
  - ↳ mainly for the Rich
  - ↳ Sugar Price are high $$

- Medicines + Sweets
  - ↳ In beginning of the 20th Century
  - ↳ make medicines taste good.
  - ↳ Eg. Ozenges, gum, pastiles for throat soother, stomach warmers or vitamins.

The start of chocolate

- In 1502, Cortez (Spanish Conqueror) brought cocoa to spain
  - ↳ 100 years later, reach the rest of Europe.
- In 1847, Joseph Fray made the first chocolate bar.
- In 1875, Henry Nestle & Daniel Peter invented milk chocolate.
- In the past, chocolate was mainly for drinking
  - ↳ London opened it first choco drink store in 1657
  - ↳ Choco ice cream was created in the 17th century.

Candy Research

During the 1800s, Candy development took off
↳ Sugar prices are cheaper
↳ ↑↑ mass manufacture
↳ Reach out to more people.

By 1850, there are hundreds of confectionery factories in the united states.
↳ Eg. Boiled Sweets, marshmallow, Turkish delight.
↳ In 1900, Milton S. Hershey invent Hershey's milk Chocolate.

Medicine Candy

- Started with using honey and herbs
- Sugar was used to cover up bad taste of medinices

1. lozenges

To help with sore throat & cough

2. Dr John's

made with Xylitol & erythritol
↳ Fight toothdecay

Increase Fibre intake.

3. Vitamins

Increase vitamin intake in a yummy way

4. Laxatives

making & easier

Christmas

Candy Cane!

- 350 years ago – Just white, straight & flavourless
- The candy was the bended to look like Shepherd's hooks
- It is used to decorate christmas tree.
- In the 19th century, red stripes and peppermint flavour were added.
  ↳ Peppermint then became a icon for christmass

Fun fact: It was use to bride kids to shut up! haha.

Other Christmas related candy:

- masmellow & hot chocolate.
- sugar cookies.
- Peppermint candy
- chocolate.

Easter!

↳ Egg like sweets.

↳ Rabbit like sweets.

Candy Research

Candy @ Festivals

HALLOWEEN – So famous

Fun Fact: Candy is not part of Halloween till late 1940 what?

YA, They will give cake, cookies, $ or toy but no sweets

↳ Trick or treat started ard 1930, but candy only started appearing in 1950 – 1960

BUT! with the power of **Marketing**

↳ By brands, candy are package for T or T

↳ In 1970, Rumours say handmade stuff may be poisoned So more people prefer factory-made candy.

Type of Candy at Halloween!

candy corn

Reese Cup

Other candy that are shaped spooky:

Candy Around the World

Germany

- Milka
- Ritter Sport
- Duplo
- Toffifee
- Haribo
- Haribo
- Marzipan

United kingdom

- Fruit Pastilles
- wine Gums
- Wrigley's Gum
- Fry's
- Mars Bar
- Maltesers
- Polo mint
- Bounty

Turkey – look them up – v cool

- Cezerye
- Akide Sekeri
- Candied Chestnut
- Bar Berry
- Macun sekeri
- Almond Candy
- Orange Candy

America

- Starburst
- 3 musketeers
- Dove chocolate
- Twizzlers
- Skitteles
- M&M
- Reese's

China

- Haw Flakes
- Plum Candy
- White Rabbit
- Dragon's Beard
- Wang Wang
- Nougat
- Sun Jelly
- Coconut Candy

Japan

- Hi-Chew
- Super-Lemon
- Milky Candy
- Sugared Gummy
- Kororo Gummy
- Caramel
- Konpeito
- Apollo
- Pocky

Korea

- Choco Pie
- Pepero
- lotte
- Ghana
- Tom's Farm

Malaysia

- Sochew
- Fruit Plus

Thailand

- Mychewy
- Hitto
- Milk tablets
- Coconut strips
- kalame Candy
- Luk Chup

Indonesia

- choki choki
- Yupi
- Kopiko
- Inaco Jelly

India

- Adda
- Tiffin Room
- Rang Mahal
- Jaleibi

Candy Research

Types of Candy

1. Hard Candy 2. Soft Candy 3. Gummy 4. Masmellow 5. Floss

Sub – Chocolate, noguat, licorice, gums, caramel

How to make?

Hard Candy

Cook to sugar with water
↳ 2 types of sugar, intreppt the crystalisation.
- Sucrose and glucose
- If not the sugar will turn back granular

↳ Boil away the water.

Colour the sugar and add flavor
↳ place on cooling table.
- allow us to control the sugar temp.

↳ Segment the colours

Strech the sugar (Folding)
↳ on a hand wrought iron hook
↳ trap air bubble in the sugar
- Give shiny effect.

Shape the candy
↳ any pattern is alright.
↳ Pull and cut

Soft Candy

Dissolve gelatin & gum arabic with water

Combine flavouring with citric acid.

Boil sugar, glucose syrup and water tgt
↳ then mix in butter, powdered sugar, gelatin and gum abmic

Mix and boil till thick & remove from heat
↳ then let it cool

Add flavour & colour

pull & strech the candy.
↳ Cut & shape it
↳ Package & serve

Gummies

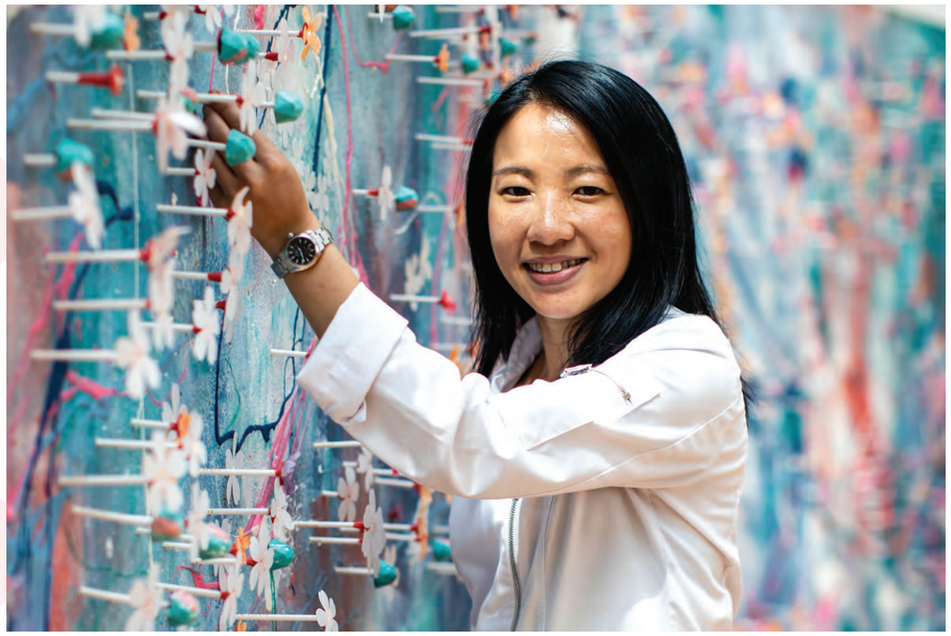
Mix & boil gelatin, sugar & corn syrup with colour & flavouring together
↳ Cook at 115°c

Pour mixture into mold
↳ refridgerate
↳ cool & solidify.

To prevent sticking, cover with corn starch.
↳ Shake off excess

Coat with mineral oil
↳ make them shiny

Case Study - Janice Wong



Who is she?

A baker, chef and artist
- Award Winning

Creator of Janice Wong and 2am:dessertbar

Impact Created

Dared to experiment
- food technology
- Innovation

Created edible art that is able to interact with the audience

Brought new confectionery concepts
- Food and art is not limited

Imagination is not for the mind but to be presented

With Janice, the medium is the Star

Janice Wong's Works

Marshmallow Ceiling

Edible Art - Perfection in Imperfection Bool Launch

Guest need to stand on stools to pluck the marshmallows of the ceiling

Edible Paint

Palace Huis Ten Bosch Museum, Nagasaki, Japan

Using chocolate and marshmallow

Allows visitors to taste the art pieces

Gumdrop

Palace Huis Ten Bosch Museum, Nagasaki, Japan

Using food colouring and liquid gummy
- Organic movement

Janice Wong's Works

Ebible Walls

FOOD MEET FUTURE, World Best 50
National Gallery Singapore

6 Edible walls - To intorduce local flavours of Singapore in an art form

Visitors can take out the pieces to taste them

What is on the wall?

50 kg of Chocolate - Background

2500 laser cut flower

800 Strawberry Gummy

600 Chocolate Diamond

Interaction Between the Art, Confections & People

Visitors can eat from the wall

Gave people curiousity and happiness

Good instagramable moments

Allows people to have fun with her works

User Experience Study: Virtual Realm

Name: Virtual Realms: Videogames Transformed
Location: Singapore; Art Science Museum
Collaborater: KOJIMA PRODUCTION & Tetsuya Mizuguchi
Space Creator: The Mill
Insipration: Video Games

Key Idea

6 installation; Reconstruct videogame to be experienced physically and virtually

Realm of Synesthesia

A dimension where sounds can be seen and visual can be felt

No. of pax: 4
Purpose: Making a performance through light, sound and Movement

Realm of Unity

Where light, sound & movement together create musical composition

Light & sound will activate with movement

Creating a melody through multiple guest

Realm of Play

To celebrate the happiness and performative element of videogames

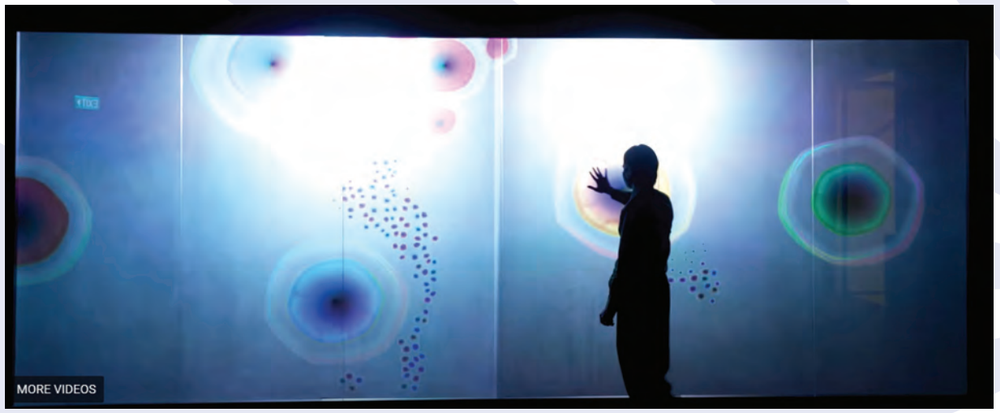
To have fun and be silly

Realm of Narrative

Showcase story-telling through video game; RiME

360 room where you are guide through light to play the game

Realm of Connection

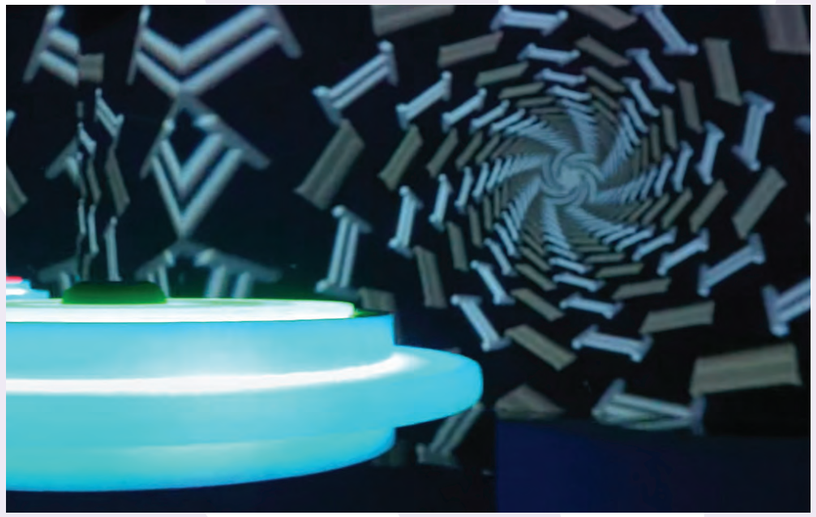


2 gallery, 2 different worlds to communicate
There are 2 walls, each controlled by different guest:
Cell Wall: Shows the life form that the other wall created and provide the energy
Galatic Wall: Use energy to give the cells life

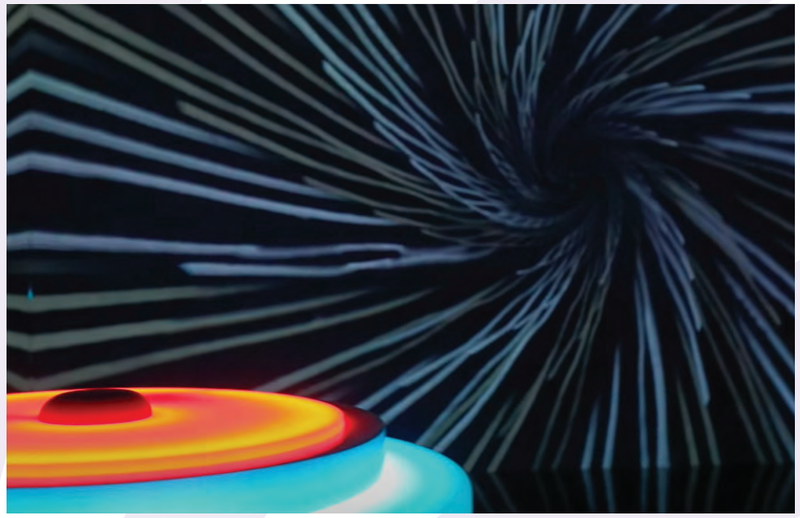
Realm of Everything

Explore the infinite universe of video game world and allow our imagination to happen

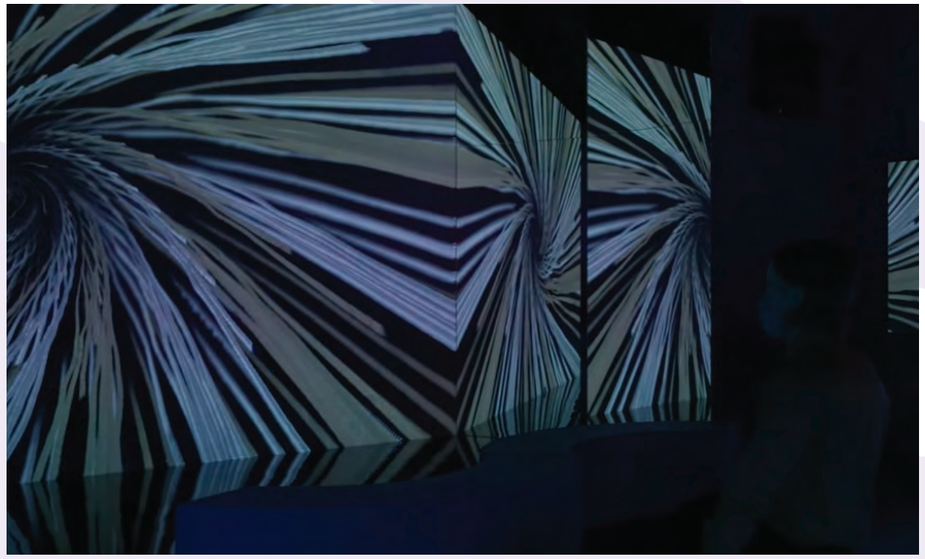
Changes the perpective of the element



Changes the scale of the element



Adding visual effect



Enjoy your creations with music!

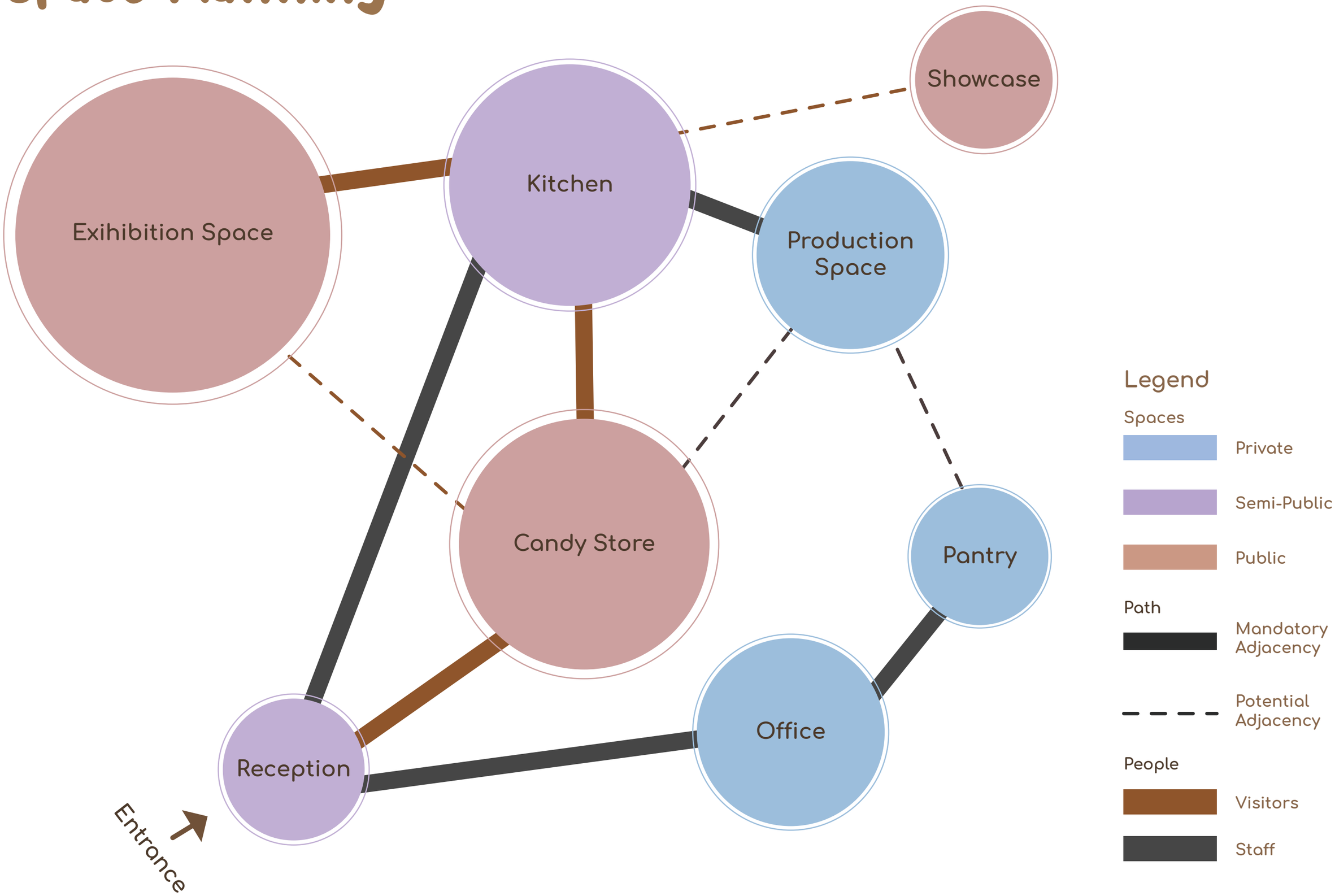
With phyisical and virtual elements we are able to create a wider universe and create more extraordinary experiences

Design Intent

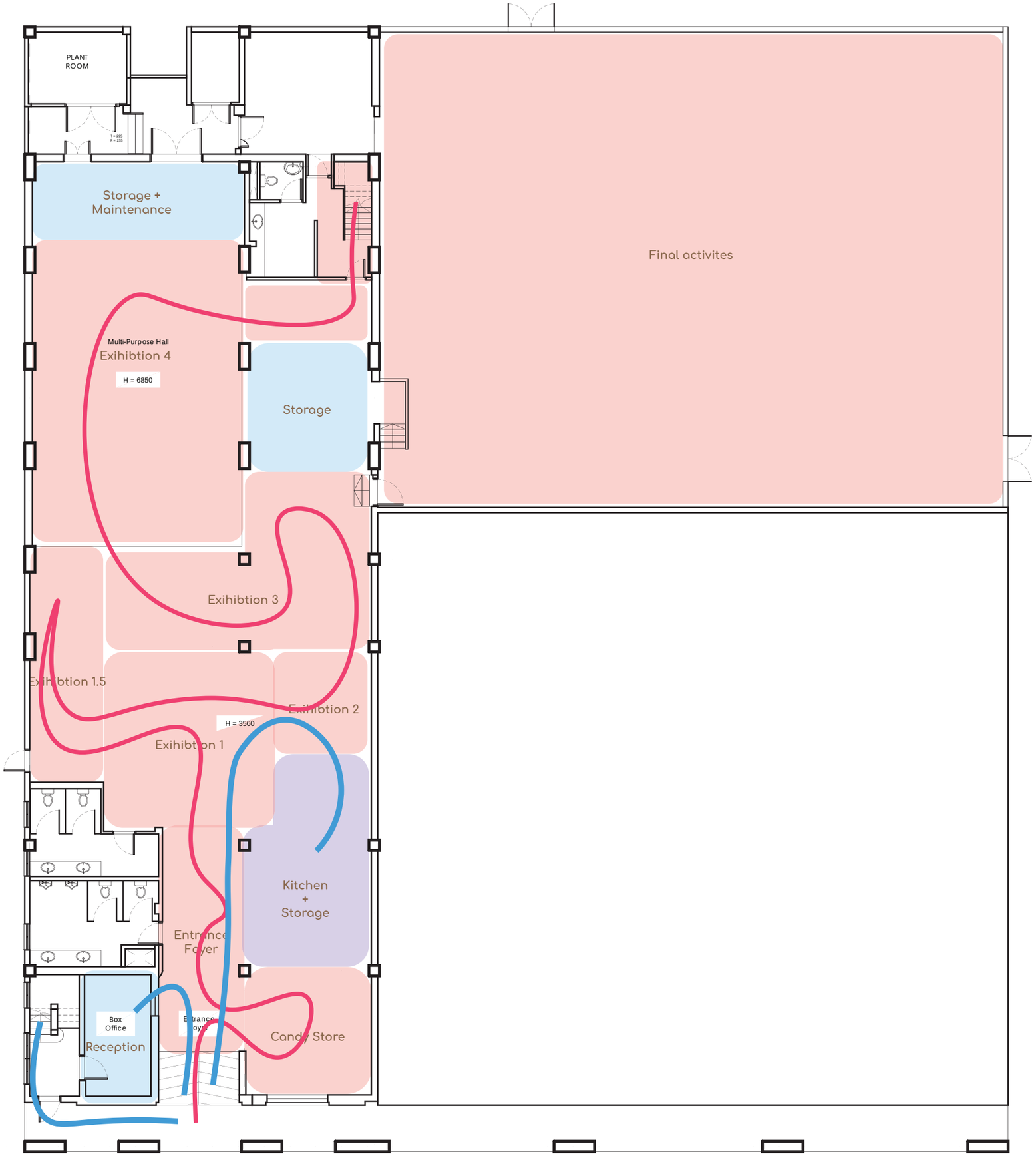
To reminisce the visitors's child-like innocence and take them back on a magical journey to their sweet wonderland. Where reality will be paused and enjoyment/happiness will be place as number 1 priority.

The adventure will consist a mix of interactive activity with the use of technology and unconventional spaces. The visitor will be able to play and learn more about candy through engaging their 5 senses. The interaction with the sensorial exihibition will intrigue the mind and engross them into a fantasy of candy.

Space Planning



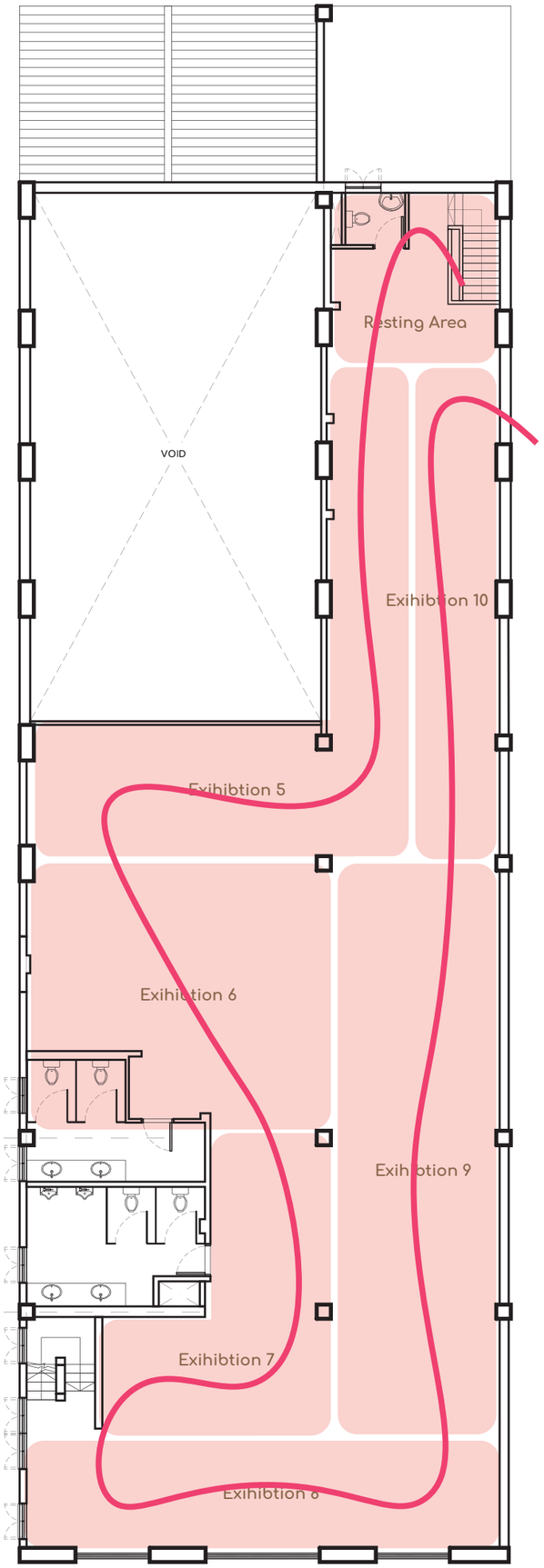
Space & Movement Planning

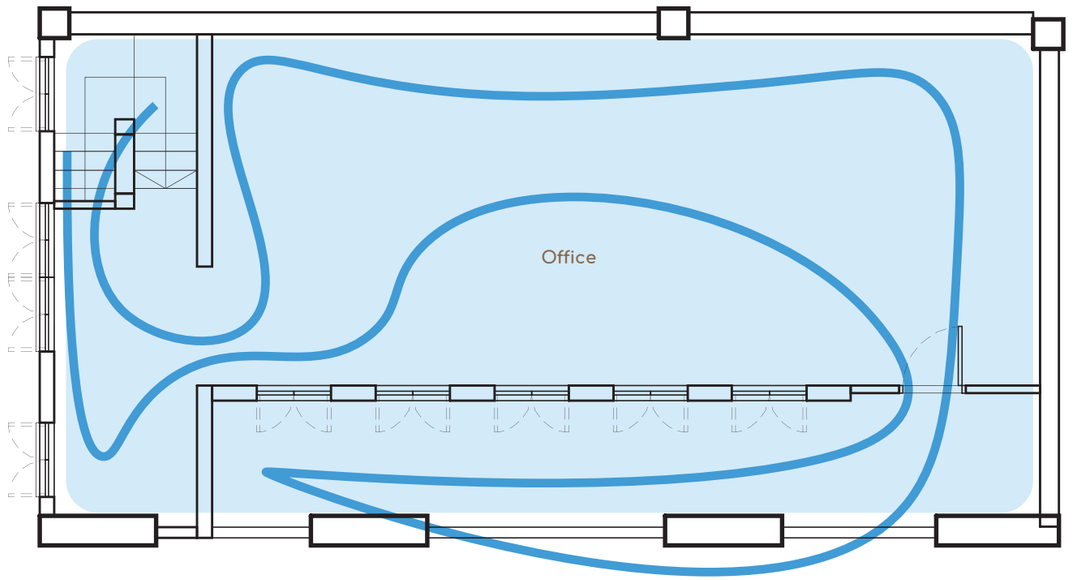


Legend

- Visitors
- Staff

Space & Movement Planning



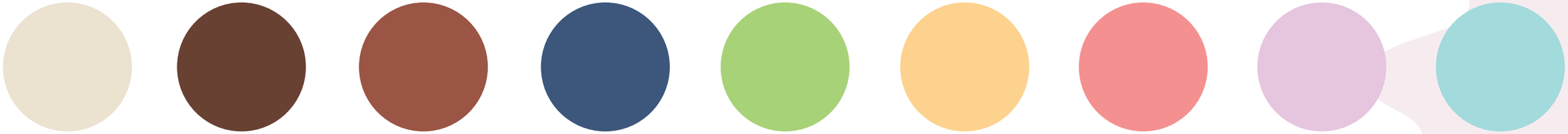


Legend

Visitors

Staff

Concept Board



Material Board

Space & Humans Interaction

Level 1 Focus

- The Production of candy
- The steps suagr go through to become candy

Level 2 Focus

- Hard Candy, Soft Candy & Gummies
- Unique properties of the different types of

Garden Focus

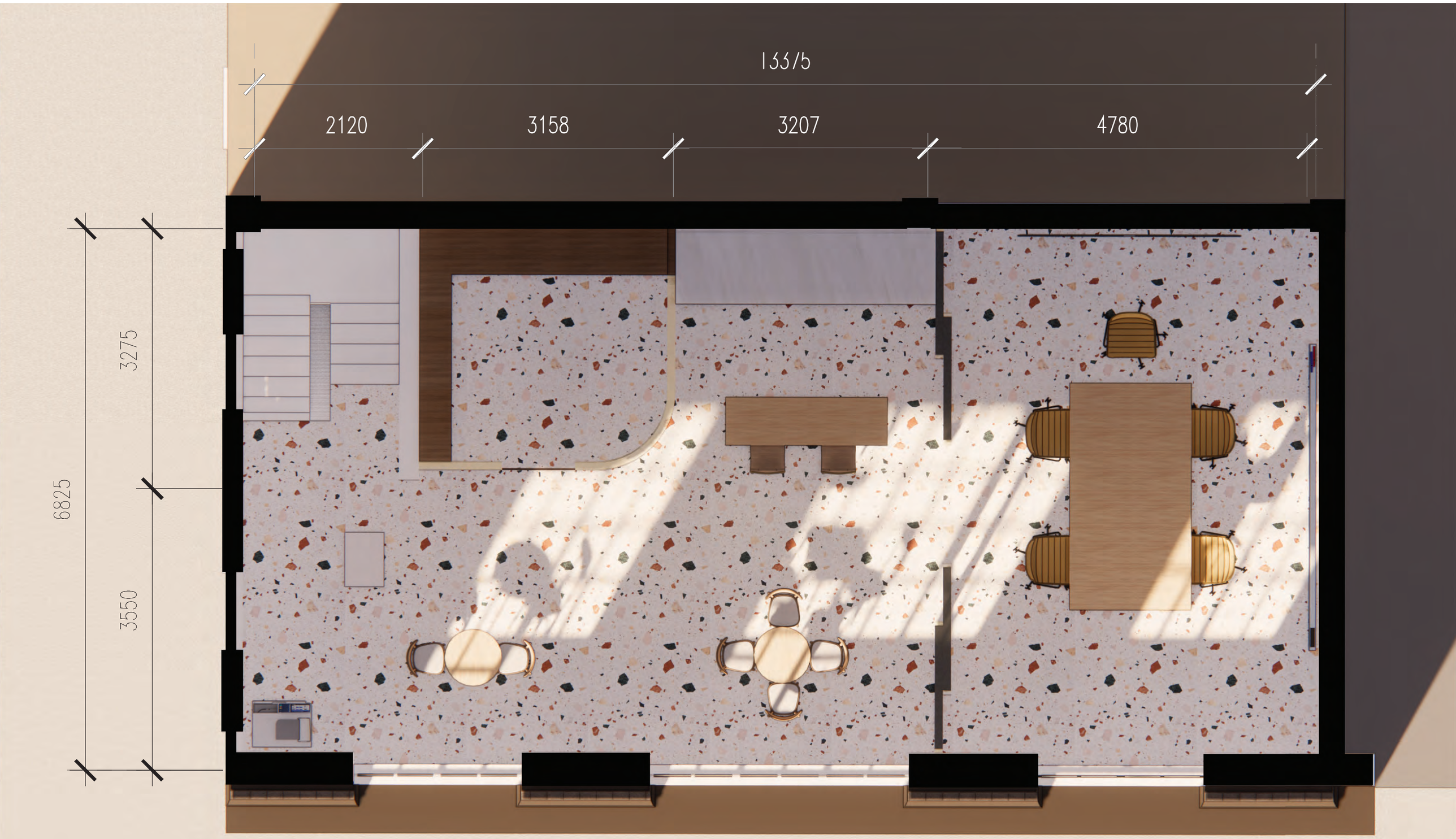
- Marshmellow & Cotton Candy
- Unique properties of the different types of candy

Hard → Soft

Design Ideation - Level 1

Design Ideation - Level 2

Design Ideation - Level 3

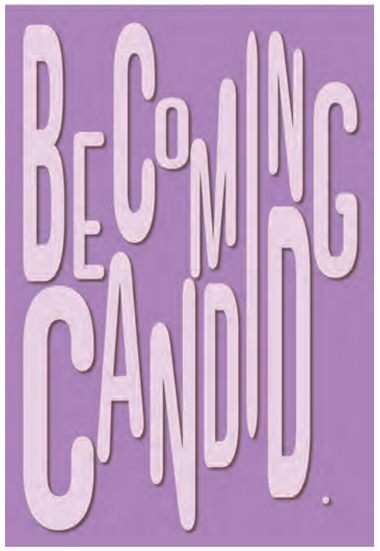


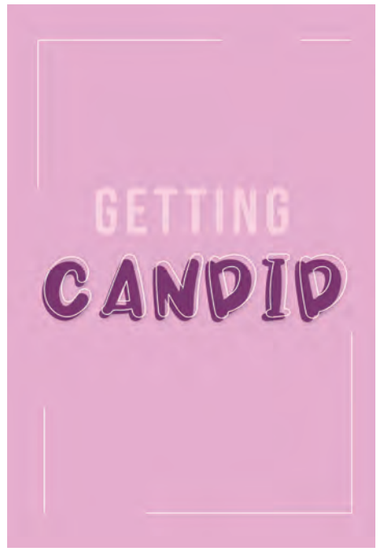
Facade

Facade Design

The main facade will be a vintage, dark magical theme. With pop of colour at opening such as window to give visitors a sneak pic beofre they enter the exhibition.

Graphics for Wall/ Window





Graphics for wall/ Window

Second part of wall

Close

Open

Kinetic Wall, open and close every 30min to give an impression of mystery and shock when visitors see the 2 different looking facade

Entrance

1. Reception
2. Candy Store
3. Kitchen

Scheme

Entrance

Reception

Candy Store

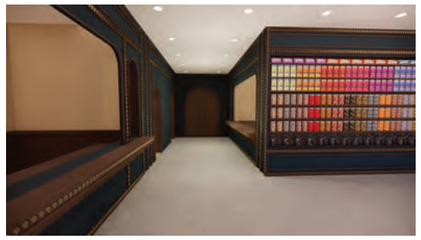
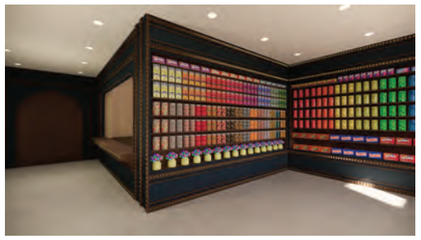
Kitchen

Male Bathroom

Female Bathroom

Entrance

Spaces: Reception, Candy Store, Kitchen & Bathroom

Facade

Style

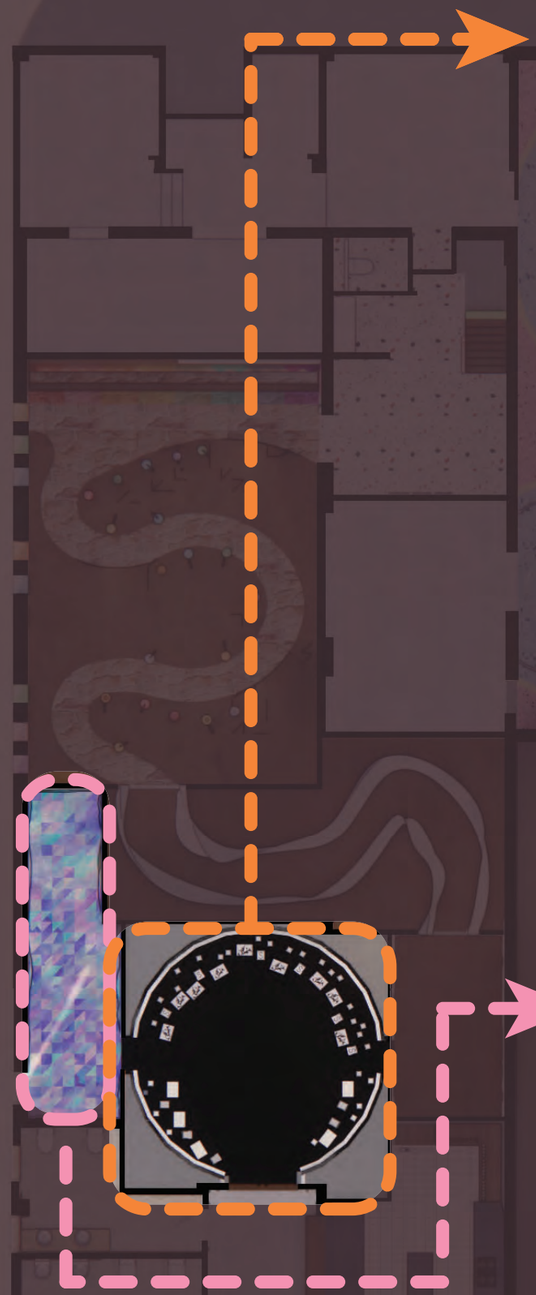
Vintage Theme

- To give the space a magical feel
- To have contrast with the bright exhibition
- Simple decorating to keep the space simple and not out shine the colourful candy

Inspiration

Colour Scheme

Dark neutral theme with blue to increase the idea of imagination



Exihibition 1 Sugar crystals

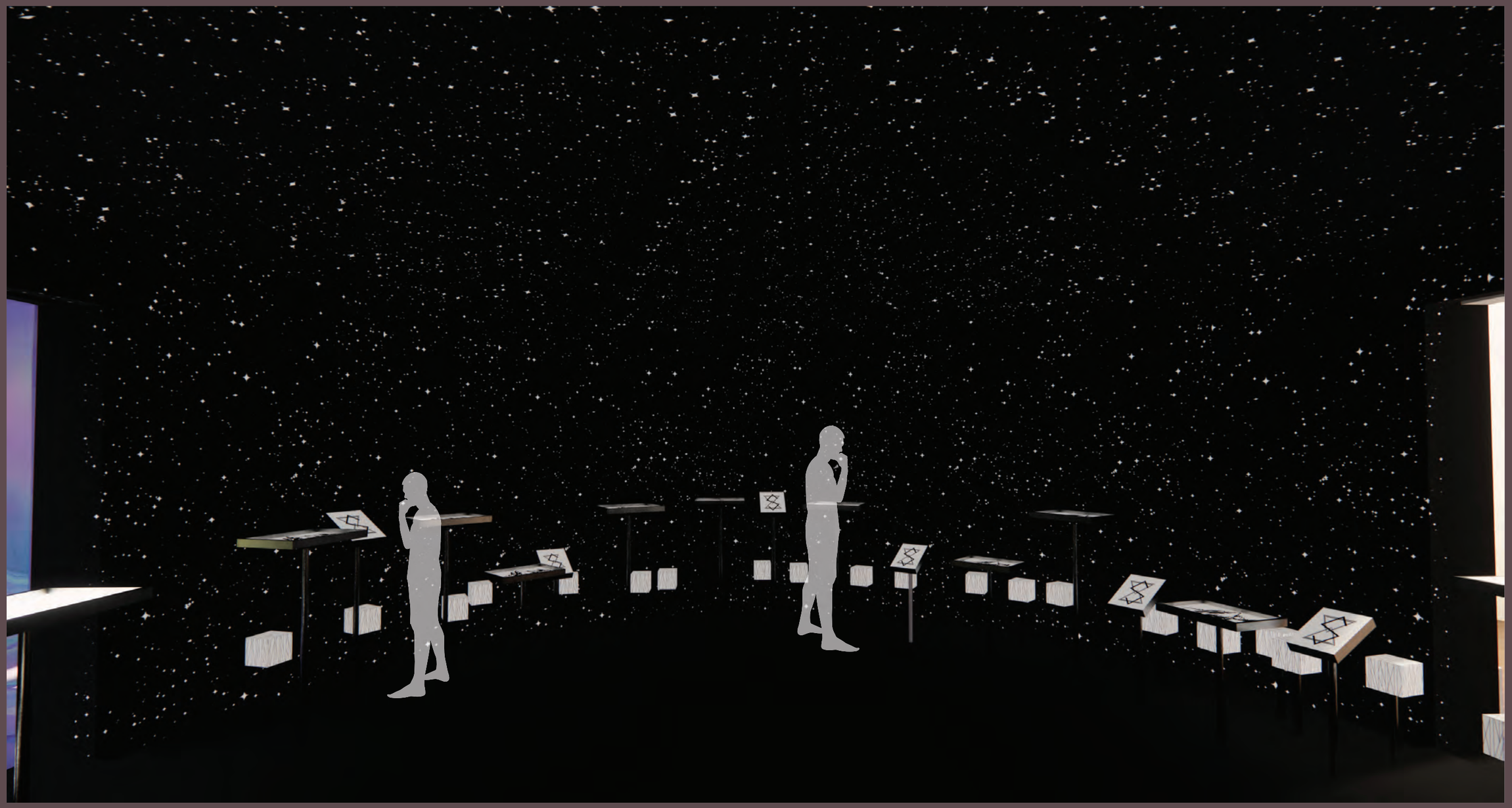
Leanring how sugar becomes candy

- Sugar/Sand Art
- Infomation device

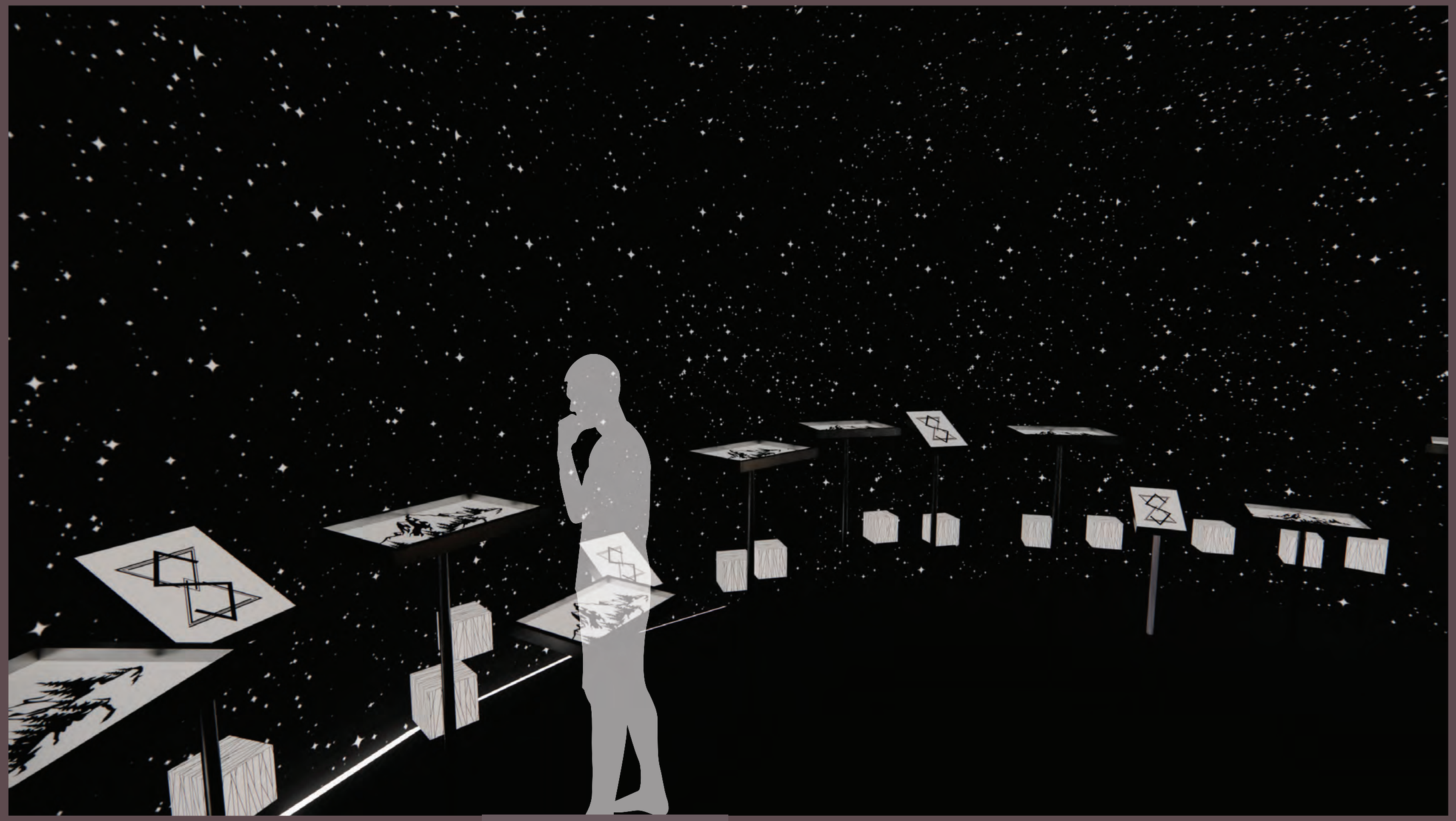
Exihibition 1.5 Liquidfied

To see oneself in a liquidfied form

- Wobble Mirror
- Dichlrodic Glass



SugaR'S Crystal

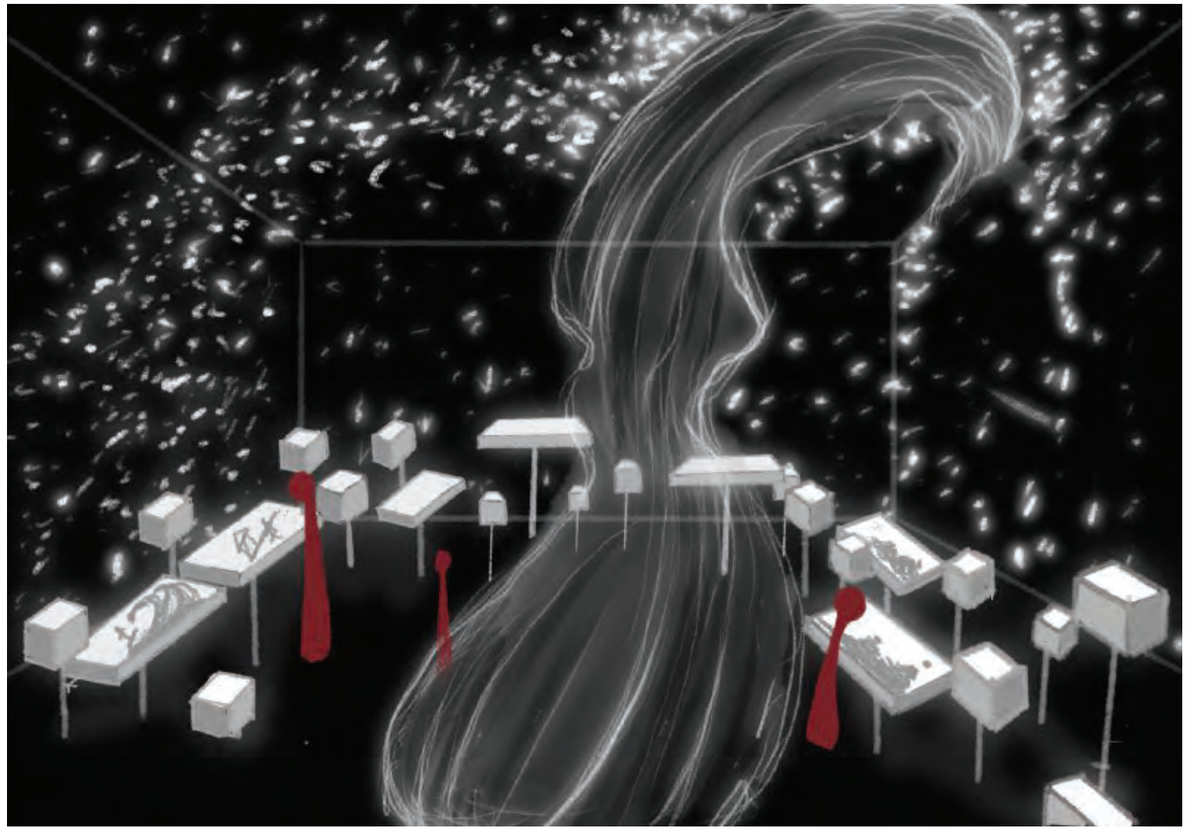


SugaR'S Crystal

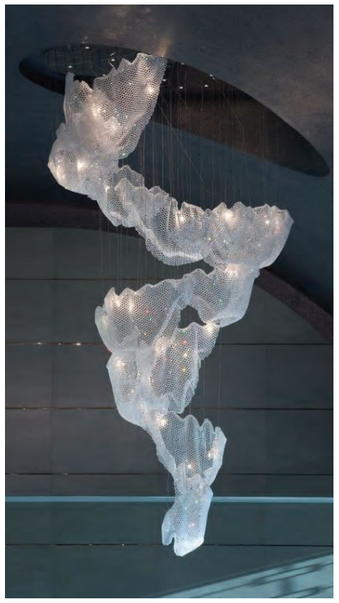
Spatial Program - Sugar's Crystal

Concept Drawing

The start of every candy, Sugar and Glucose



Visceral



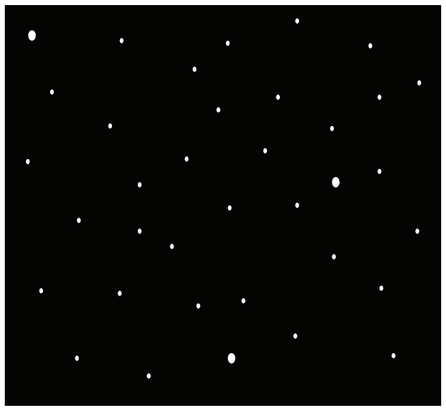
Amazed - Enter a new world
- Play with lighting to give an impact
- Crunchy flooring

Behavioral

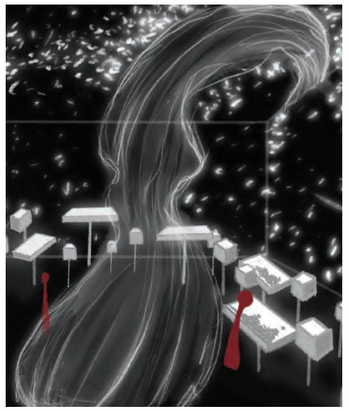
Read and Watch

Feel/ Touch

Reason for display



Wall Light
Size of the different types of sugar



Glucose Sculpture
To bring fluidity to the space and connect with ribbon guide.

- Introduce the differance between sugar and glucose
- Give visual excitement
- A guide to next room

Reason for Activites

Sugar Art
- To feel the sugar texture
- Engage guest with new form of art

Educate
- Learn more about sugar and glucose
- Learn why sugar and glucose must be combined to make candy

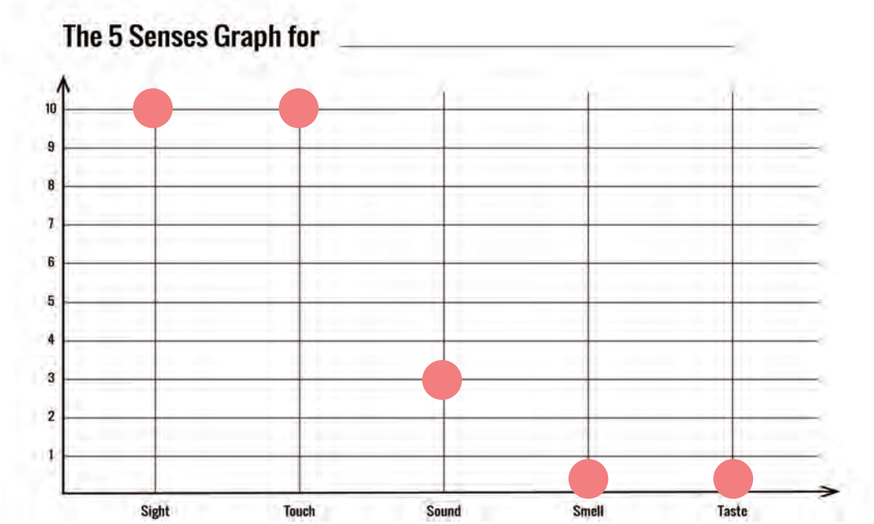
Answer: Without glucose, melted sugar will crystalise and become normal sugar again

Other Engagement

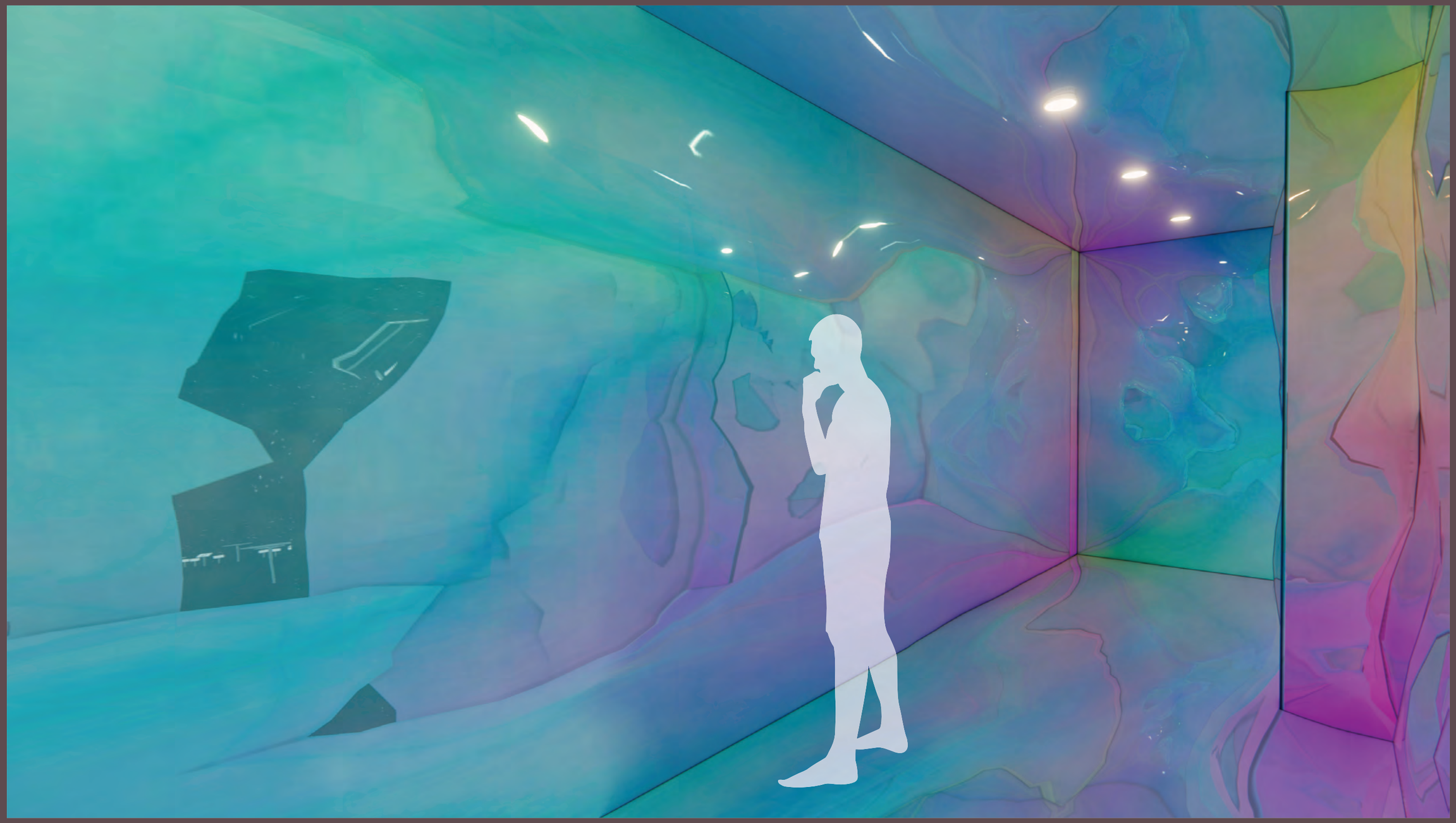
When 5 device is used, all the lights will light up

If there is only one person, after viewing all the infomation, all light will light up

5 senses and emotions



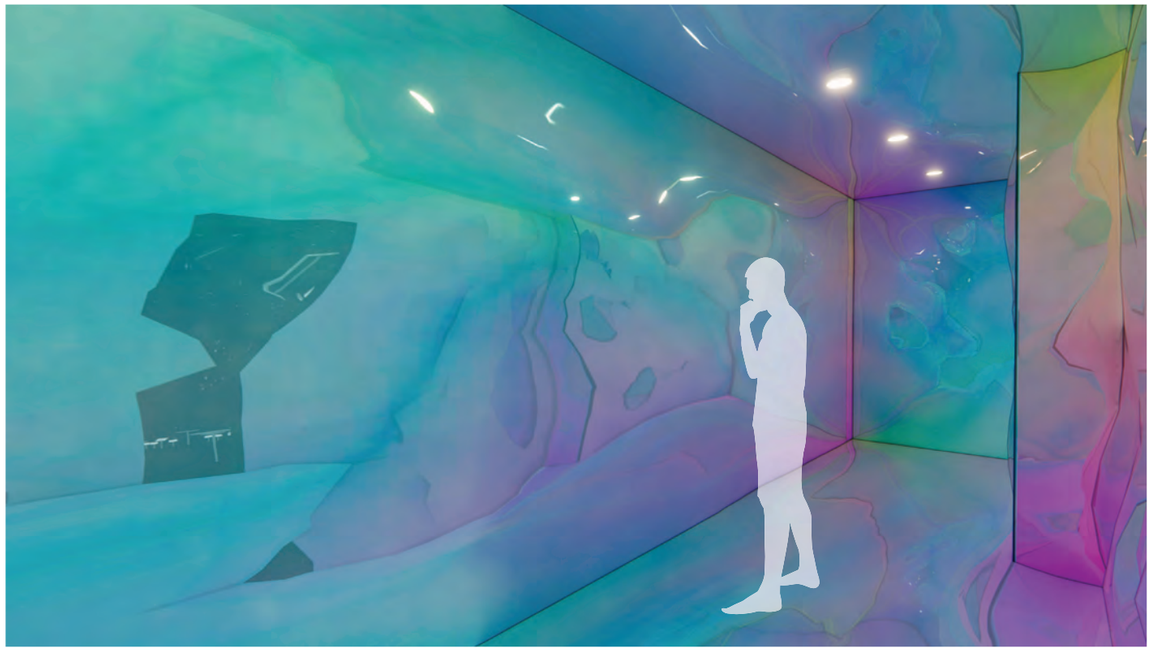
Amazed
Happy



Liquidfied

Spatial Program - Liquidfied

Render



Visceral & Inspiration

Glucose is a liquid version of sugar. Hence using the thick glucose properties and characteristic, it can provide a glossy and fluid look to the exhibition

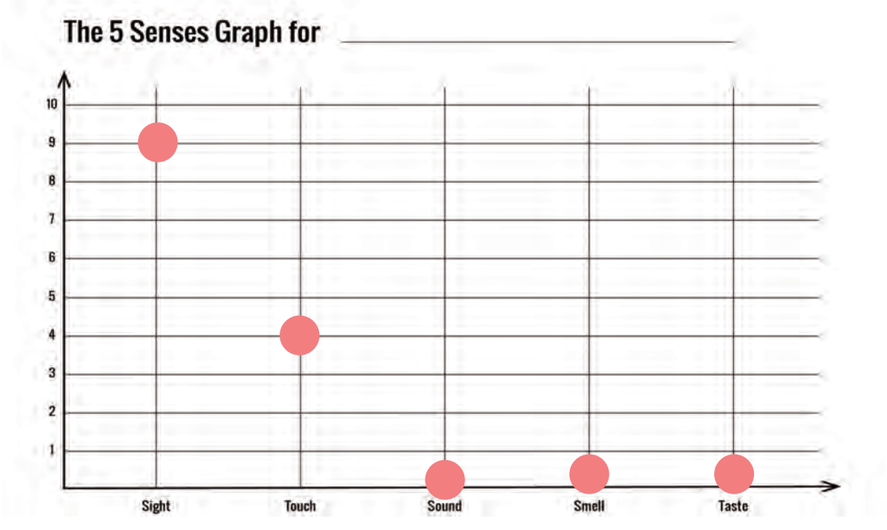
Materials and reasons

Wobble Mirror

Dichroric

The wobble gives an impression of fluidness due to its curvy surface, while the dichroric provide colours that changes at different angle. Giving room more fun

5 senses and emotions

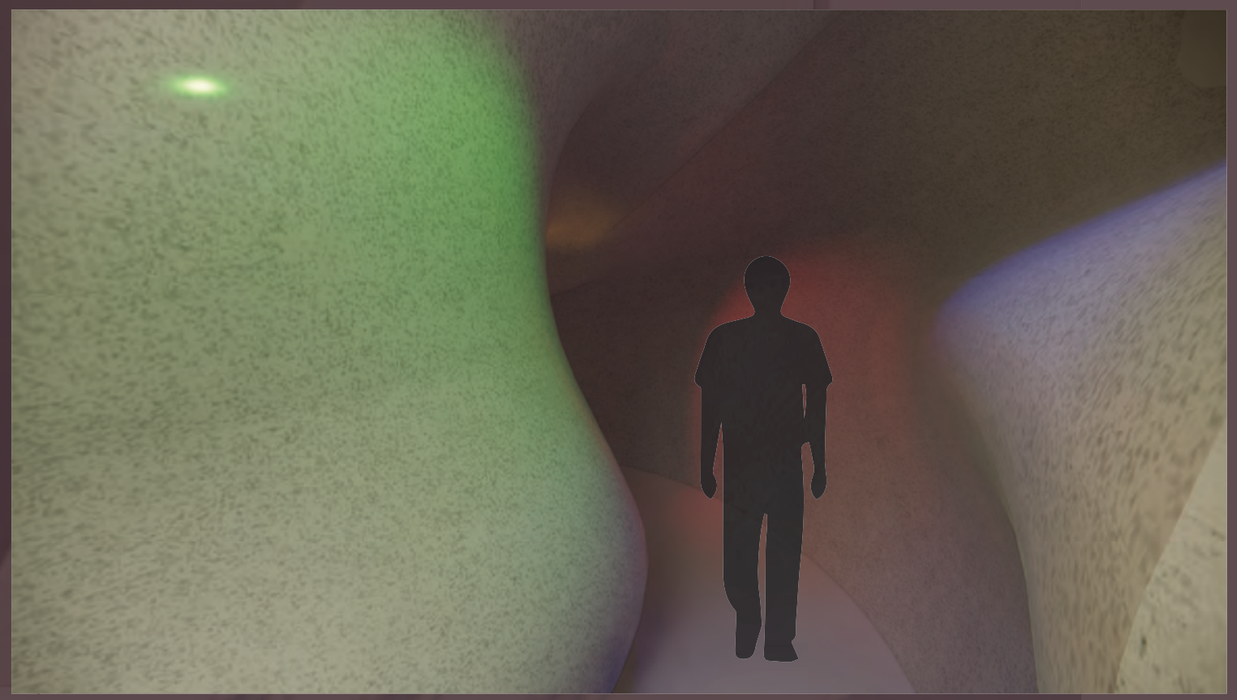


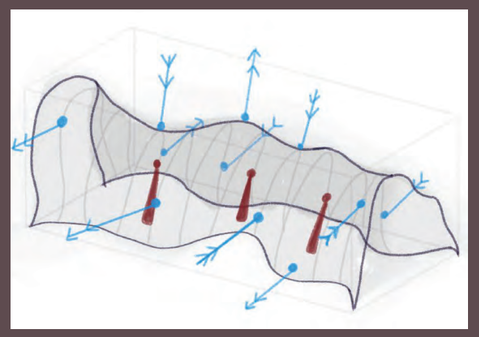
Shocked
Stuffy

Exihibition 2 Tempo

- Learning how temperature affects the the candy making process

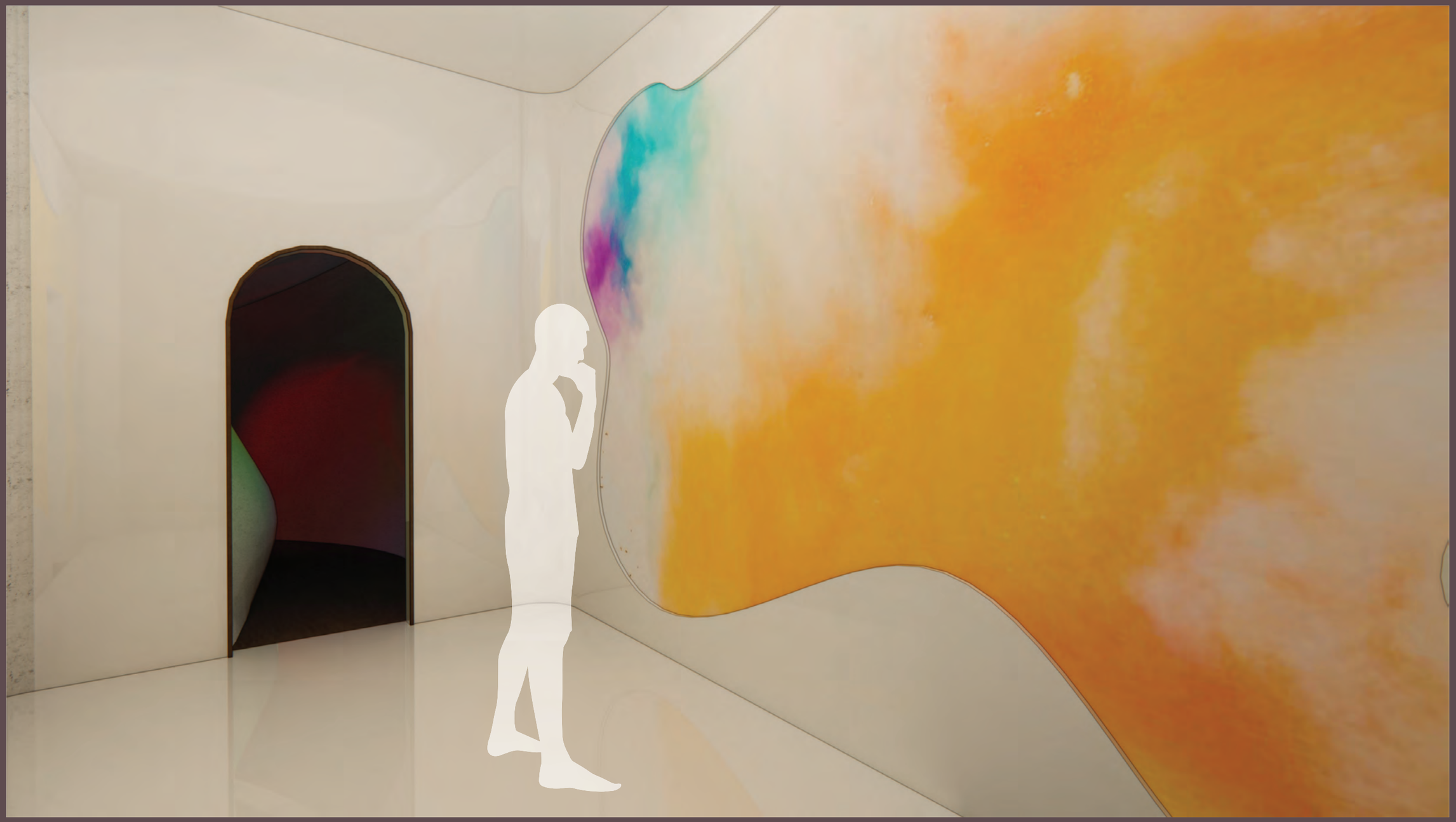
Exihibition 3 stretch & Pull





Feeling how candy is sculpted

- Expansion & Compression



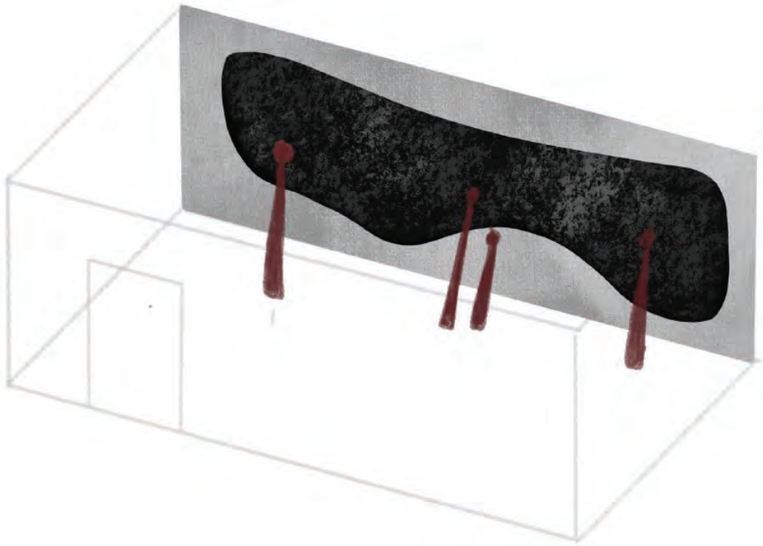
Tempo

Spatial Program - Thermochromatic Wall Melting and Cooling

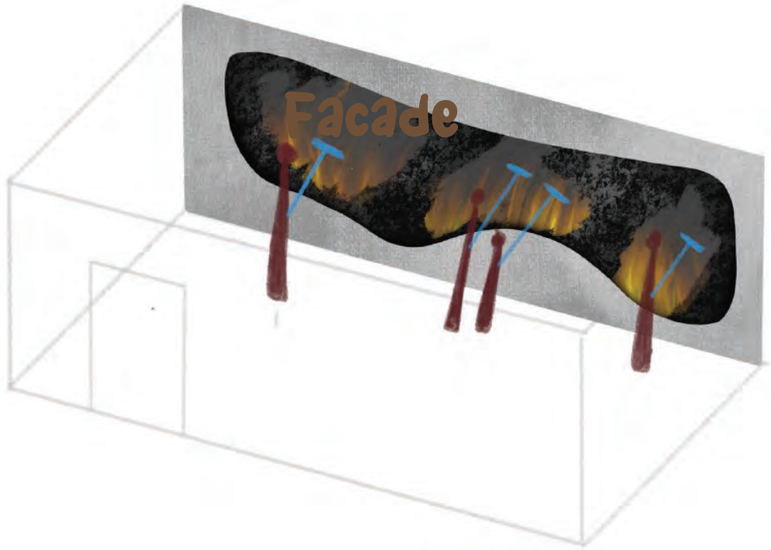
The Inspiration

Temperature is an important of candy. Let the guest learn what temperature is needed for each step

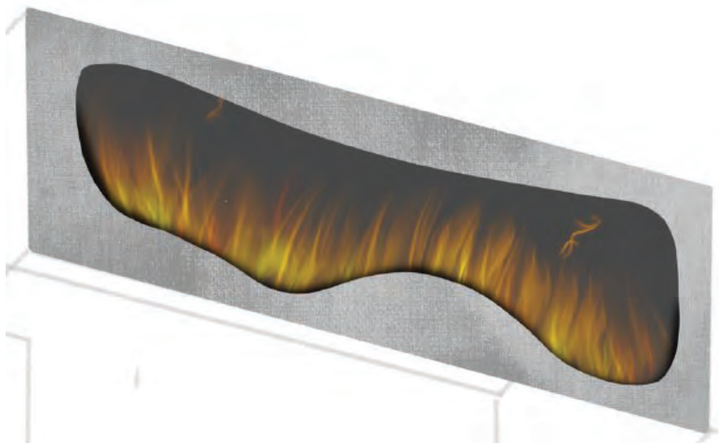
Before



After

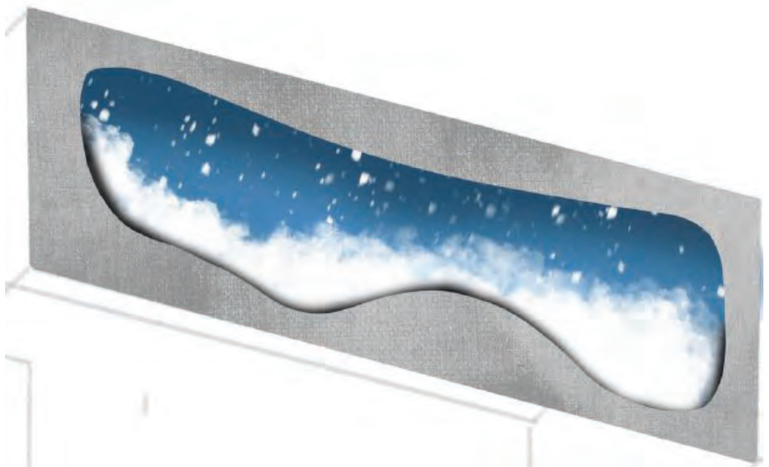


Heating Wall



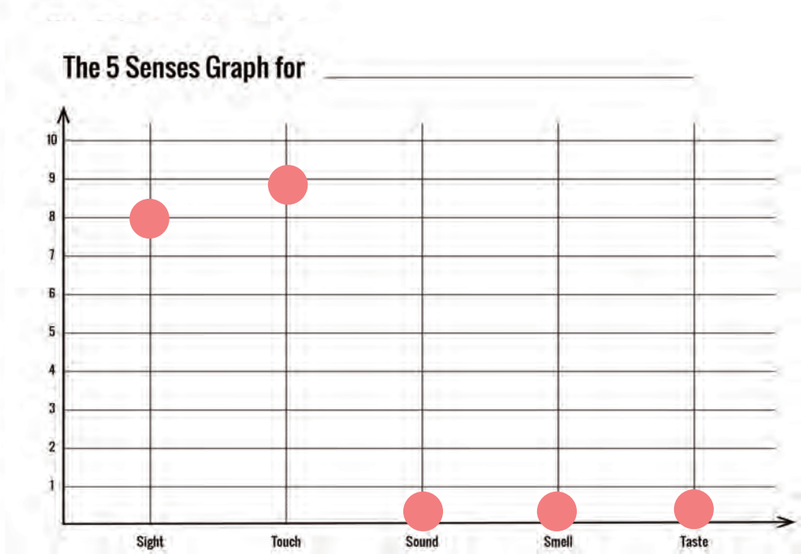
Using heated prop to wipe the image out

Cooling Wall

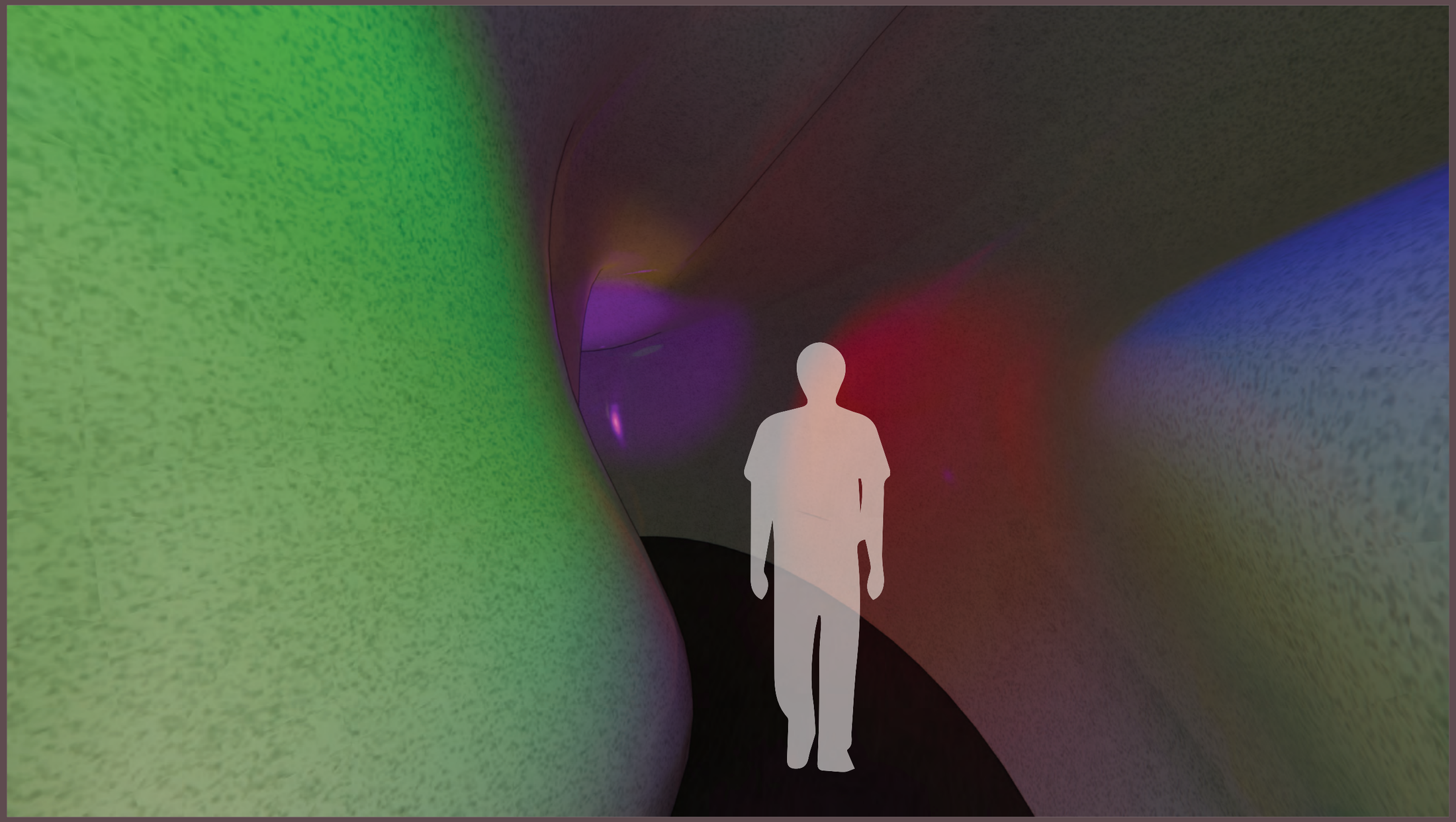


Using Cooling Prop to wipe image out

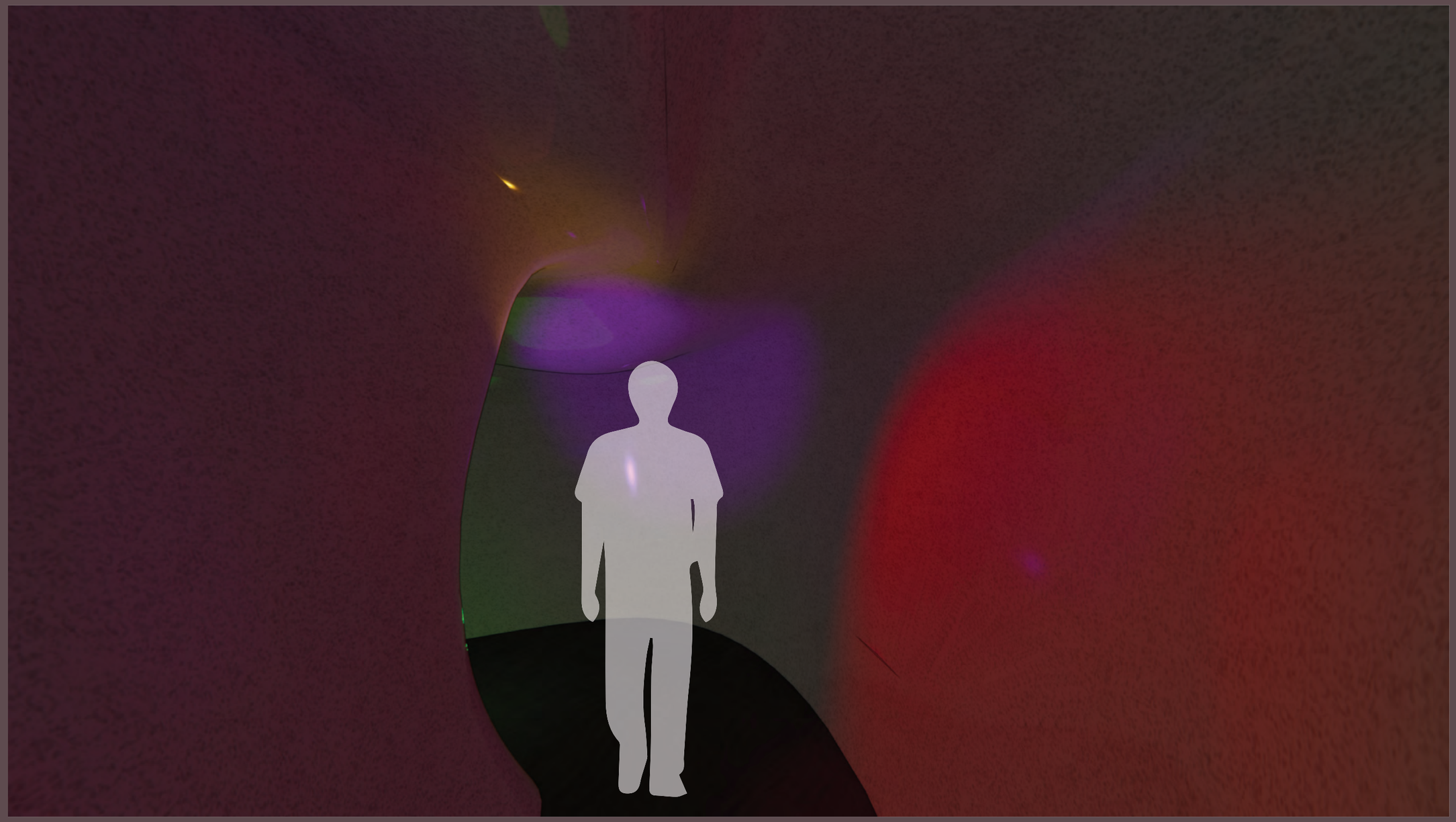
5 senses and emotions



Surpries and Happy

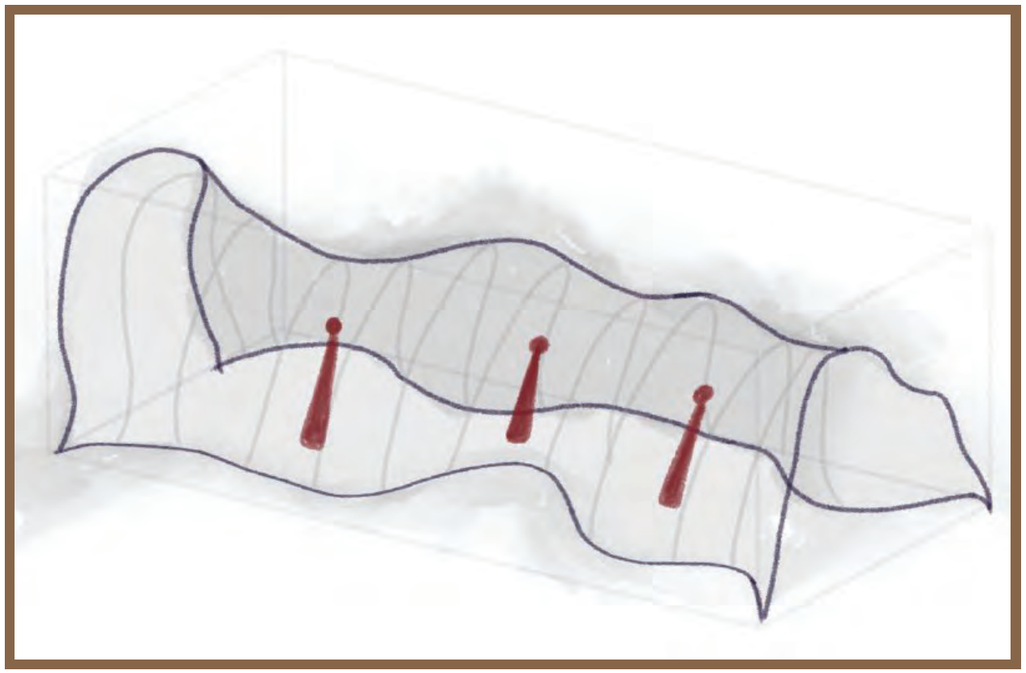


Pulled



Pulled

Spatial Program - Pulled



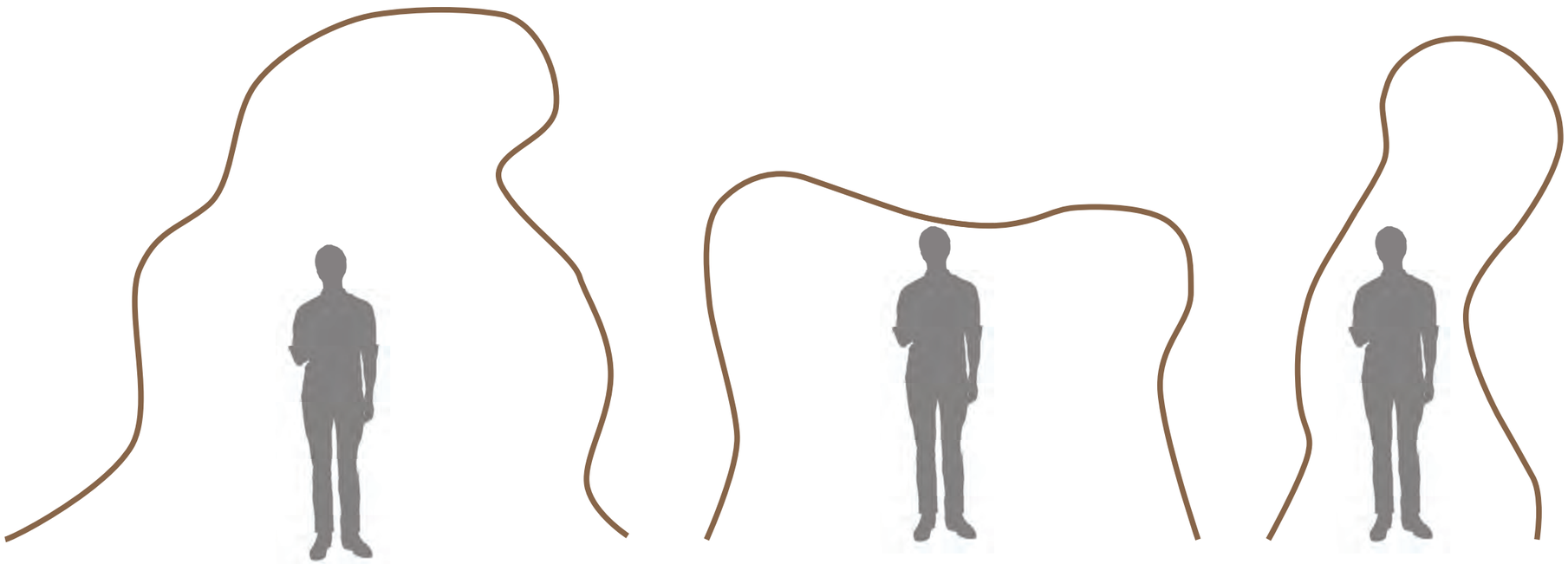
The Inspiration

Allow the guest to feel the effect of being stretched and pull through spatial movement

Visceral

Like entering a cave
Leaving with a view
- to create a visual impact when they leave the cave

The Movement

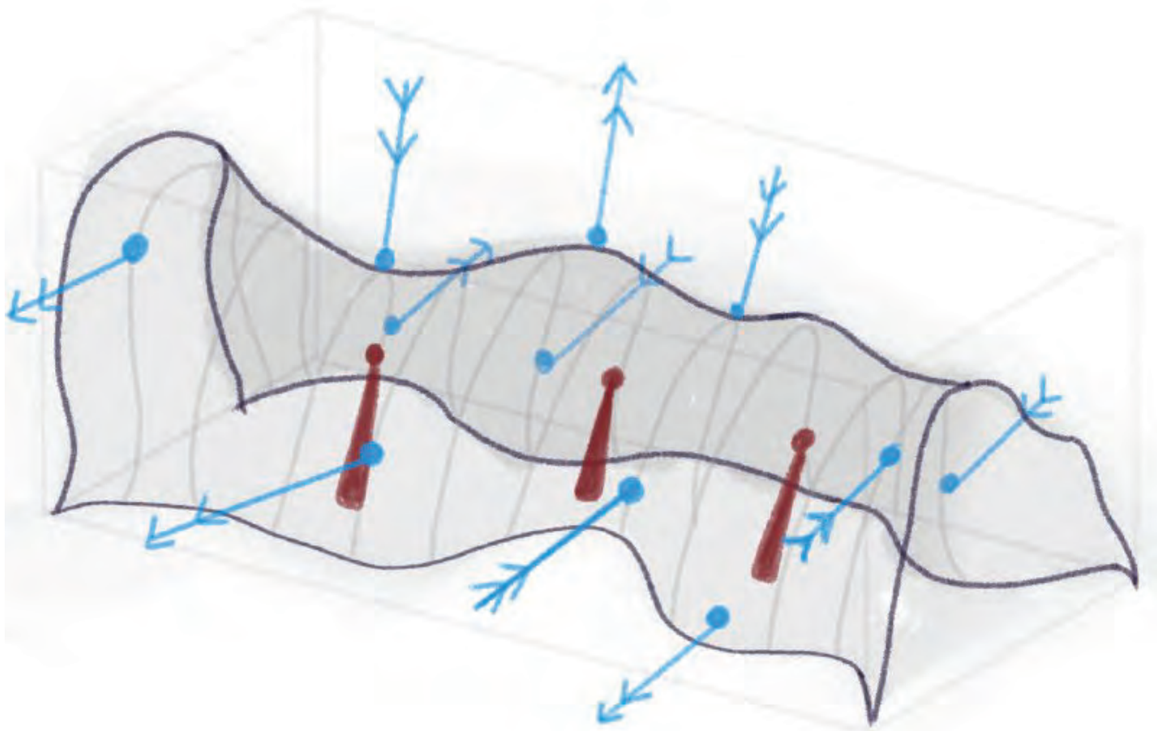


Expanding the contacting walls

By the height and size of guest

As the guest walk through they will experience spatial tightness and openess pulling them.

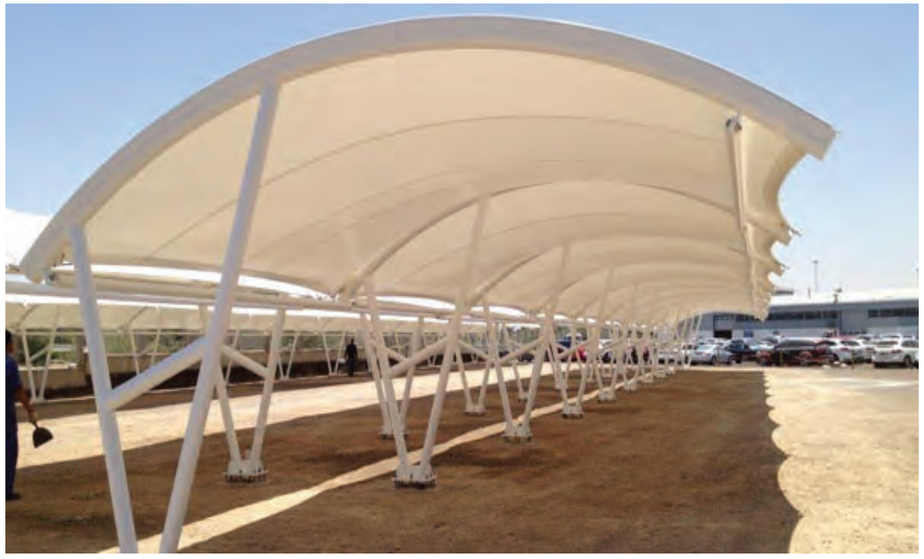
The Mechanism



The sticks will push or pull by random when they sense someone walking pass, the amount of compression is determine by the height and size of the person

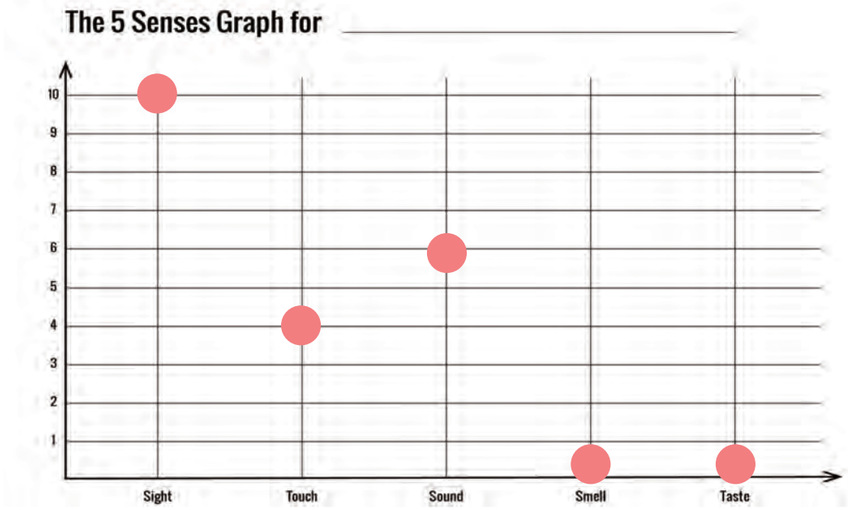
- Hence kids and wheelchair bound can experience as well

Material



Can be stretched and heavy duty

5 senses and emotions



Shocked
Stuffy

Exihibition 4 candy wonderland

- Smelling, tasting & looking at the different flavours of candy

Candy Wonderland

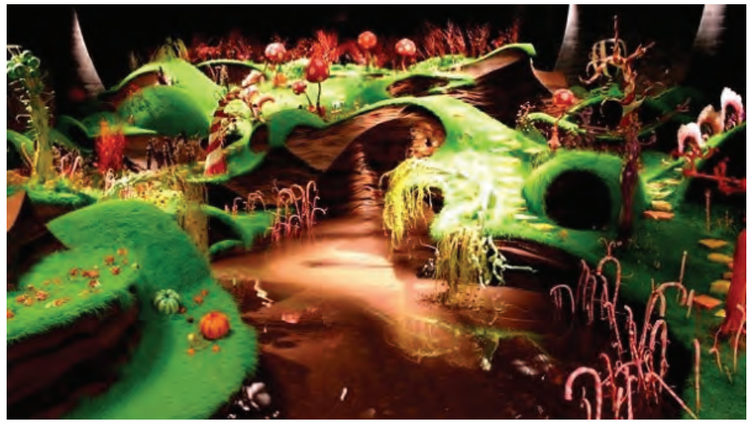
Candy Wonderland

Spatial Program - Candy Wonderland

Concept Drawing

A beautiful sight after pass through the "tunnel"

Visceral & Inspiration



Inspired by the chocolate river in in Charlie and the chocolate factory, where everything in the room is edible

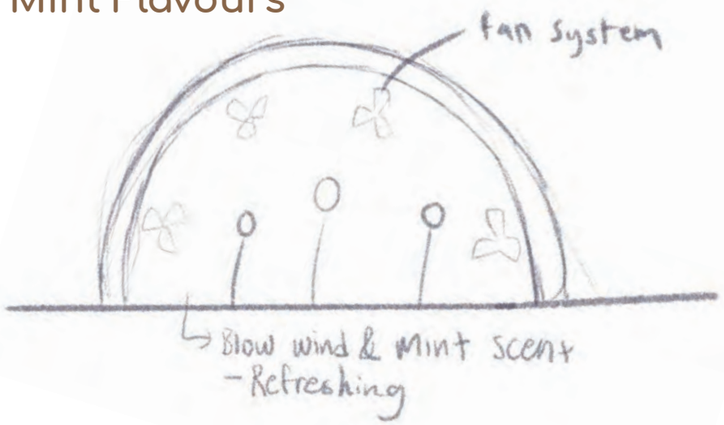
Similarly, in the substation the olfactory will be the main taster. Where guest will get to smell and discover new candy flavours

Upon enter guest will be amazed by the sight of the view

Behavioral

Fruit Flavours

Mint Flavours



Colour Pebble

Flavour Arrangement List

Type of flavours

Fruits Basic
- Grape – S3, 6, unique
- Strawberry – S1, 3. constrast
- water melon – S2. 3 to cleanse the strong dense smell
- honeydew – S3, 4, very sweet but unique.
- Pineapple – S2. 4 – quite different from water melon)
- apple – S1, 2, starter similar.
- Lemon – S3, 2, compliment soda
- Lime – S3, 7, Fresh
- Blue Rasberry – S3, weaker smell, reduce honeydew smell
- Blue berry – S2. 5 (Pineapple is unique smell, making this smell into a more unique)
- Cherry – S1, 4, constrast (cleanse nose)
- coconut – S1. 6, (same heaviness as mango, but unique).
- mango – S1, 5, (heavier, better after cleanser)
- Orange – S2. 6 (won't clash with peppermint)
- Peach – S3, 3, unique after something fresh, compliments.

Mint
- spear mint – S1 Refresher
- Peppermint – S2, sweeter
- winter green – S3, fresh, cut off the other heavy smell

Others
vanilla – 1st, most basic. (S1)
caramel – S2. 2 – sweeten the milk smell
soda – S3. 1 – Base of fizzy
milk – S2, 1. – "sickish" smell

legend
- refreshing, cleanser
- sweet (strong) ↳ unique.
- sweet (similar)

S2
1. milk
2. caramel
3. water melon
4. Pineapple.
5. Blue Berry
6. orange

Refresher – peppermint

S3
1. soda
2. lemon
3. Peach
4. honeydew
5. Blue Rasberry
6. Grape
7. Lime

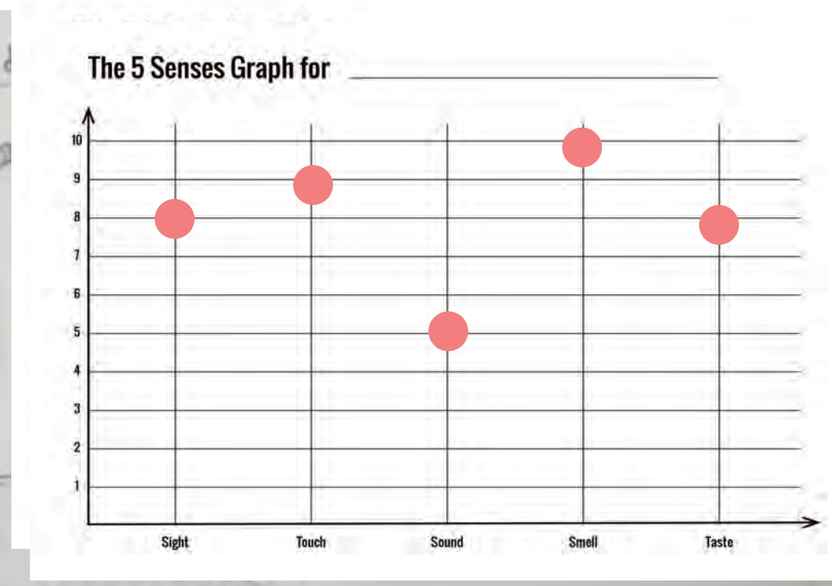
Refresher – winter green mint.

S1
1. vallina.
2. Apple
3. Strawbery
4. Cherry
5. mango
6. coconut

refresher – spearmint

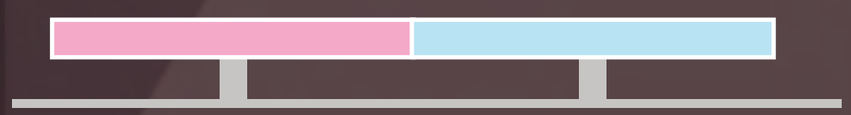
facade
↳ diffuse at day
↳ diffusers.

5 senses and emotions

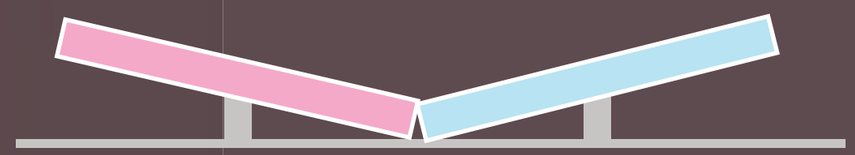


Exihibition 5 Crack The Floor

Model Illustration



Not Activated



Activated

- Feeling the hard yet fragile properties of a hard candy, through “breaking” the floor

Crack It

Not Activated

Crack It

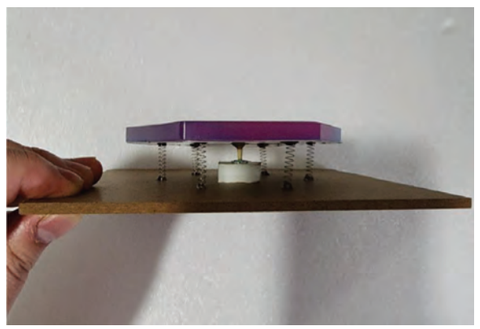
Activated

Crack It

Activated

Spatial Program - Crack It

Model

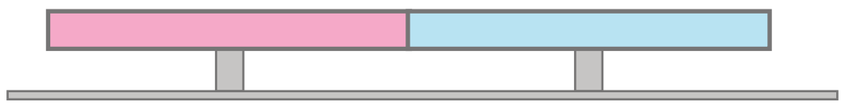


Visceral & Inspiration

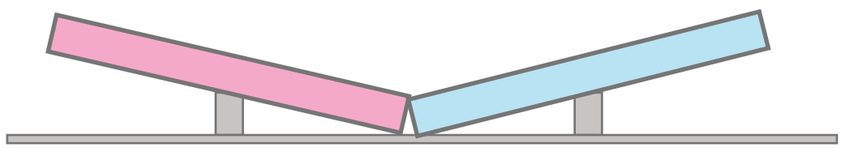
Hard candy is hard yet fragile, just short drop can break hard candy to a million pieces

Hence, the exhibition showcase how what may seem like solid (floor) can be easily crack with a step

Mechanism



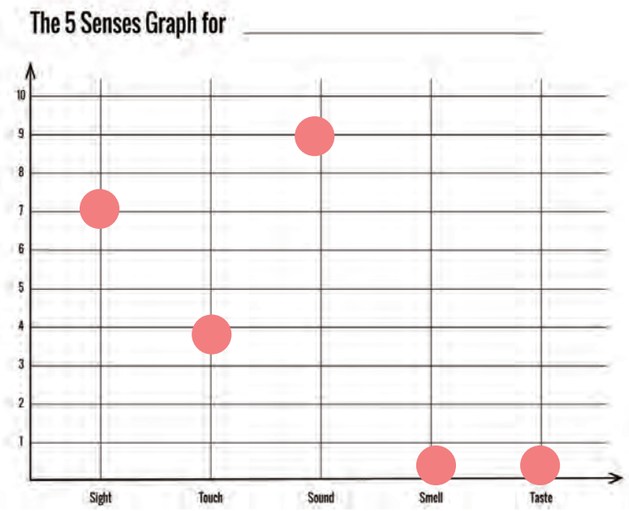
Not Activated



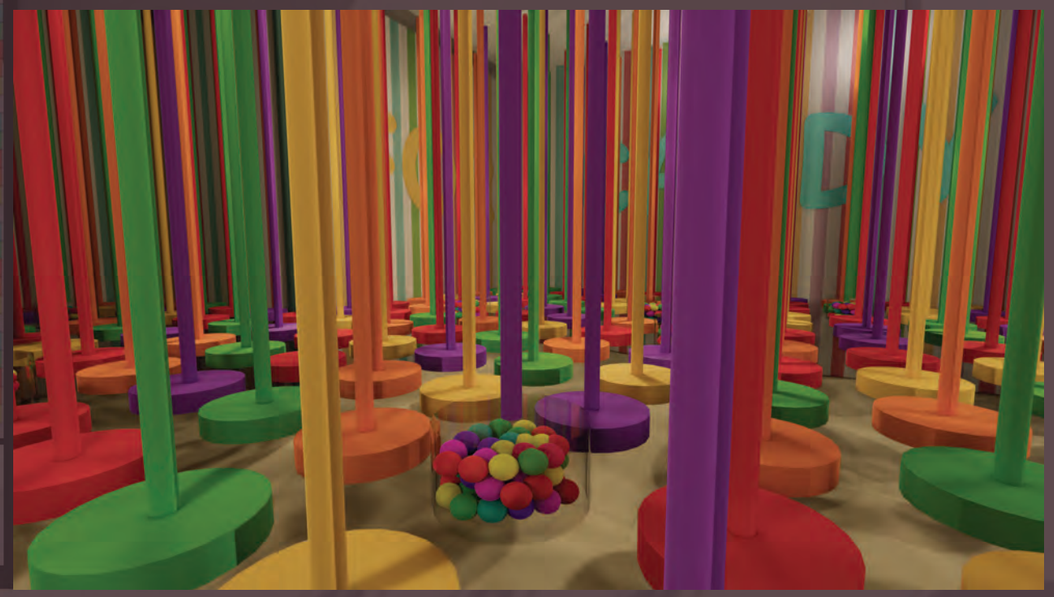
Activated

When the tile hit the hard floor, it will create a cracking sound. (The knock)

5 senses and emotions



Exihibition 6 Wander For



Inspired by shelled chewy candy

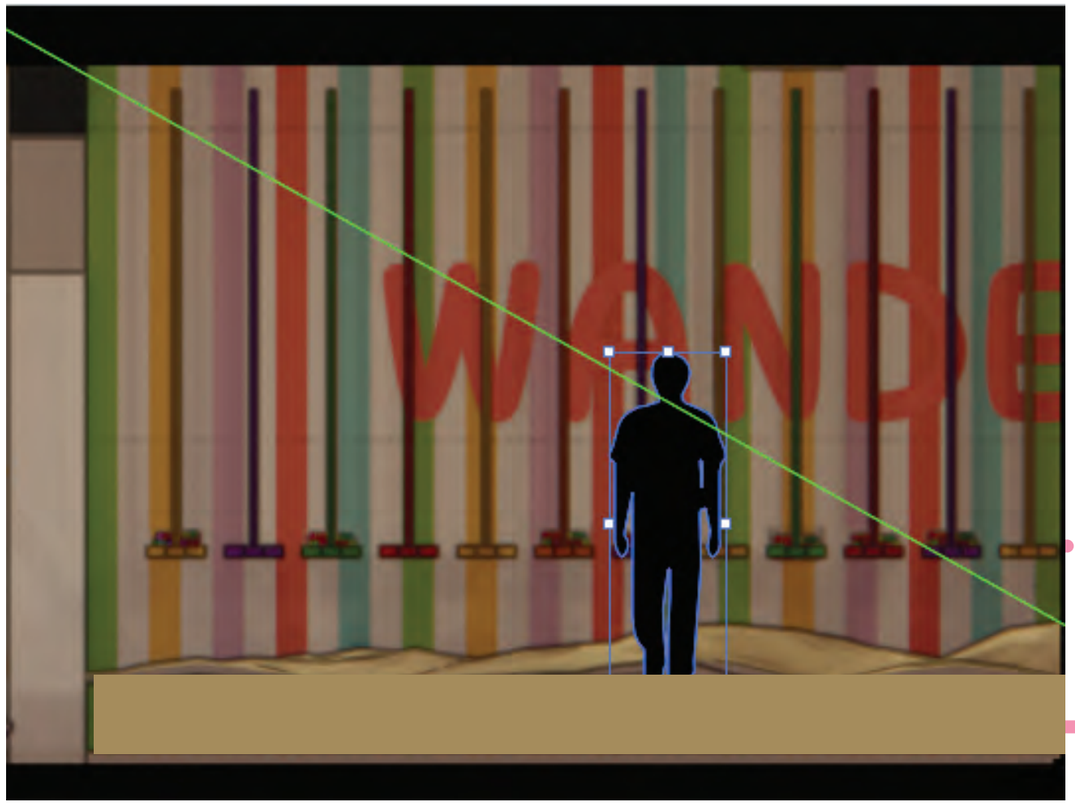
- Pole + Foam Disk - Shell
- Soft flooring - Soft Candy

Wander For

Wander For

Spatial Program - Wander For

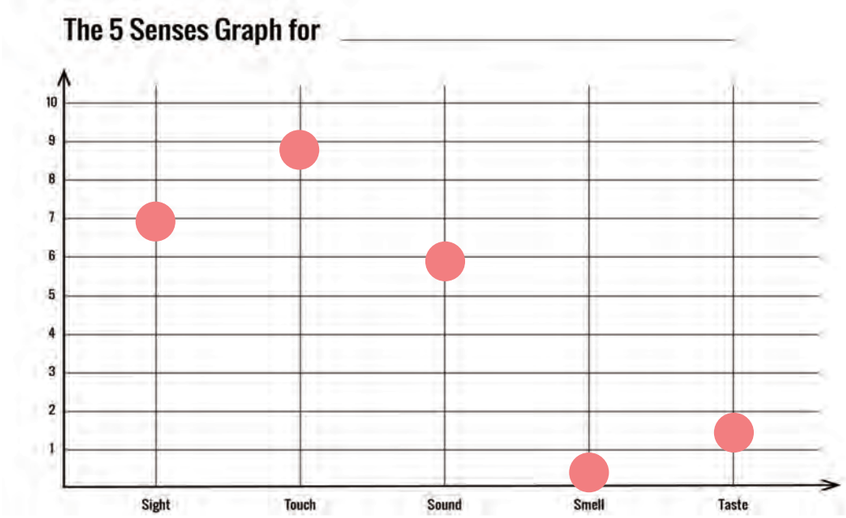
Section



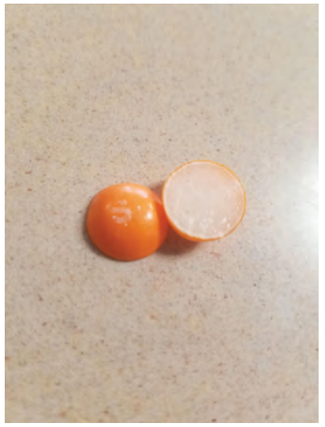
The shell of the candy
- Support to make sure people are safe and have soemthing to grab on to

Soft Candy
Inner part of the candy, where it is soft and chewy

5 senses and emotions



Visceral & Inspiration



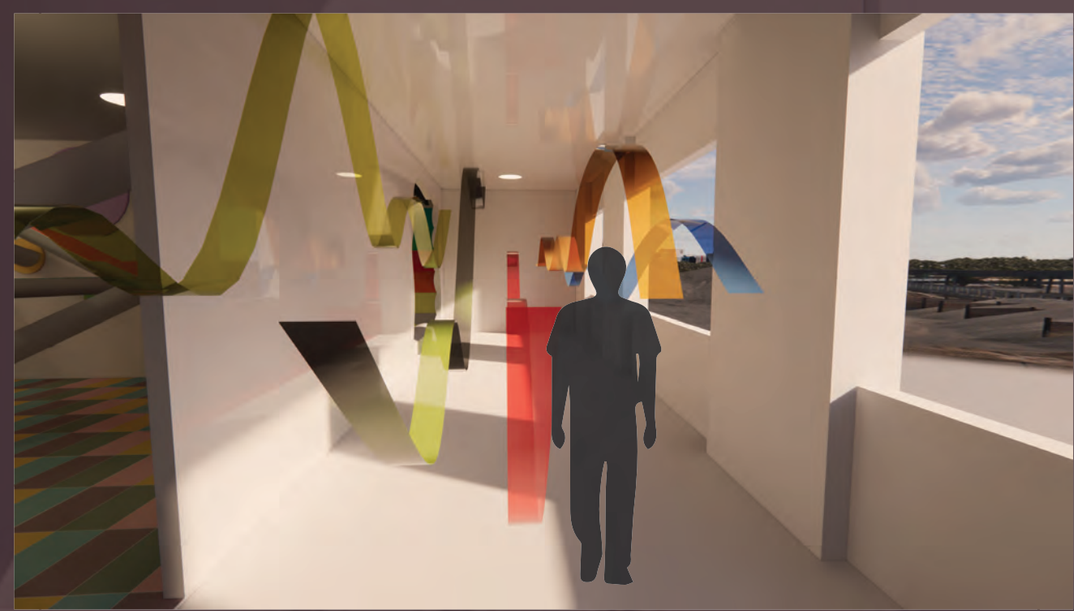
Candy like skittles and mentos, has a hard shell but chewy center, giving the candy more texture when eating

The visitors will have to move away the pole in order to get across. Causing the visitors to create a wanderinf action as they go through the exhibition,

Exihibition 7 Soften up

Move through the obstacle through flexible movement

Exihibition 8 Colour Flow



How light passes through the translucent properties of gummies

Get Stretched

Get Stretched

Spatial Program - Get stretched

Visceral & Inspiration

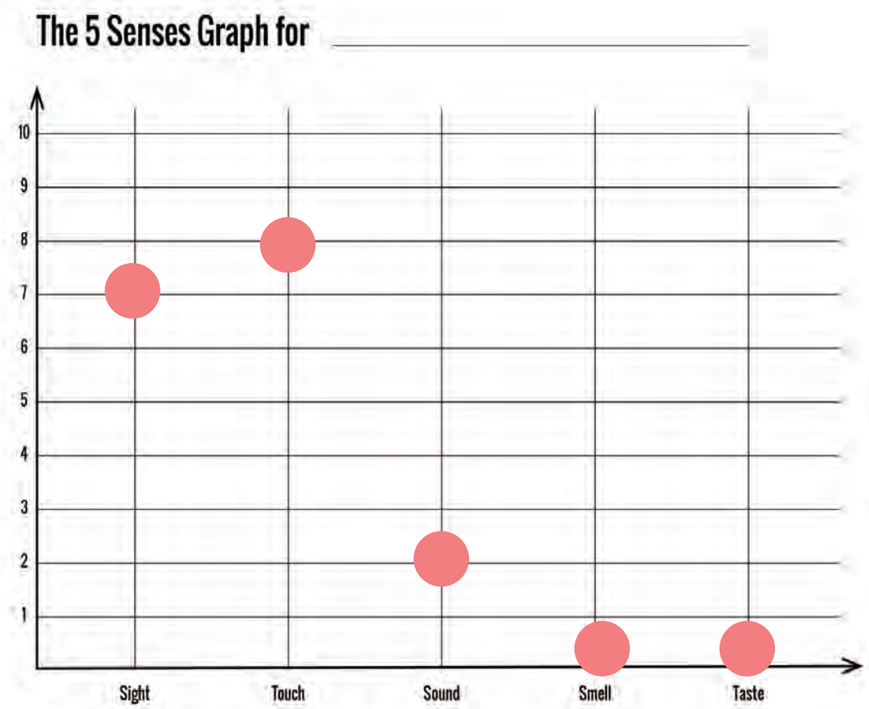
Soft candy us soft and stretchy, almost as if it is flexiable

Hence we will bring this properties into the exhibition

instead of the furnitures getting stretched, the visiitors will stretch themseleves in instead and become as flexible as soft candy

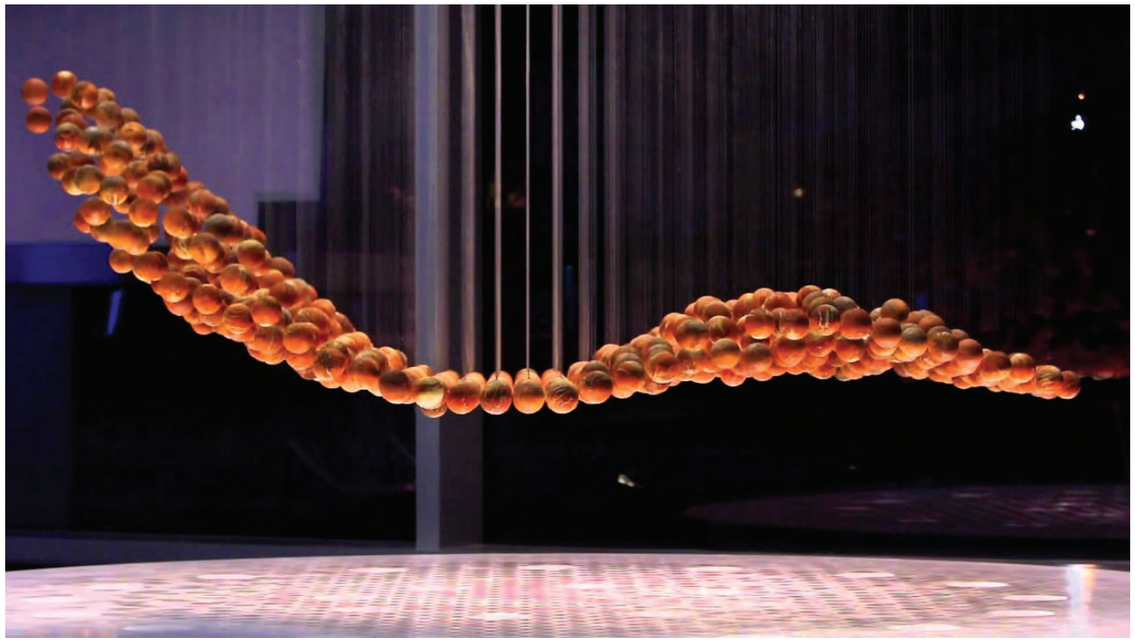
Insipred by laser security, where one has to be super flexible to pass through

5 senses and emotions



Wobble Worm

Spatial Program - Wobble Worm



Visceral & Inspiration 1

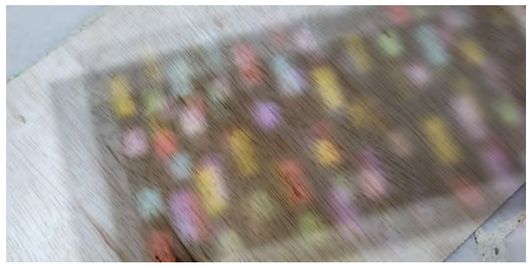
Once of the most iconic shape of a gummy is the gummy worm.

The way worm moves are like waves, with the up and down motion

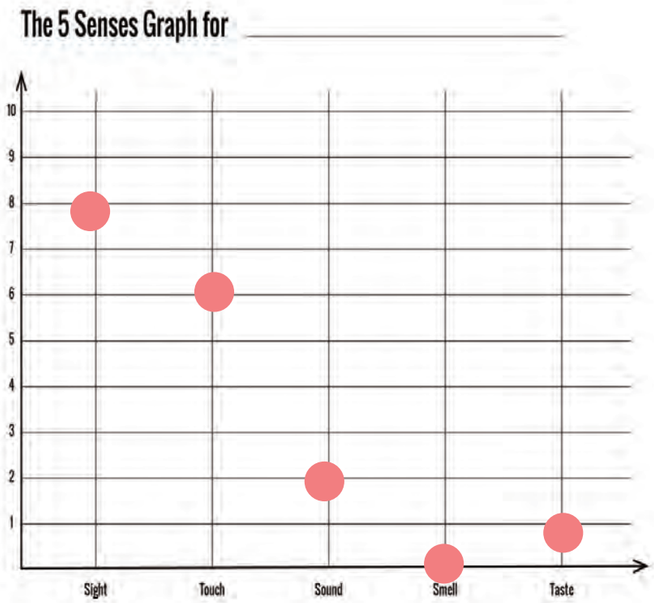
Visceral & Inspiration 2

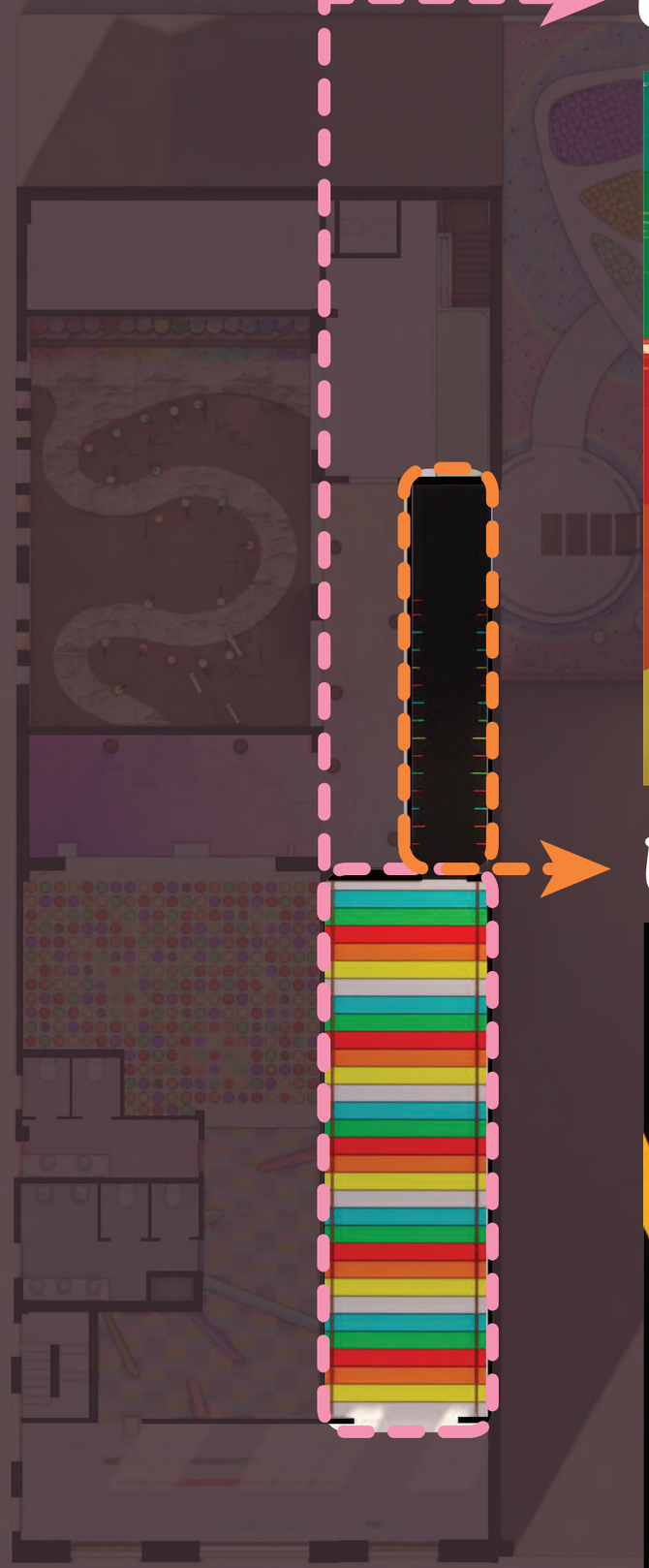
Gummies are transuclent, hence when light pass through, a colour shadow will be formed.

Combing both charateristic, the sculpture will create worm like coloured shadow, when sun light passes though the sclupture.



5 senses and emotions

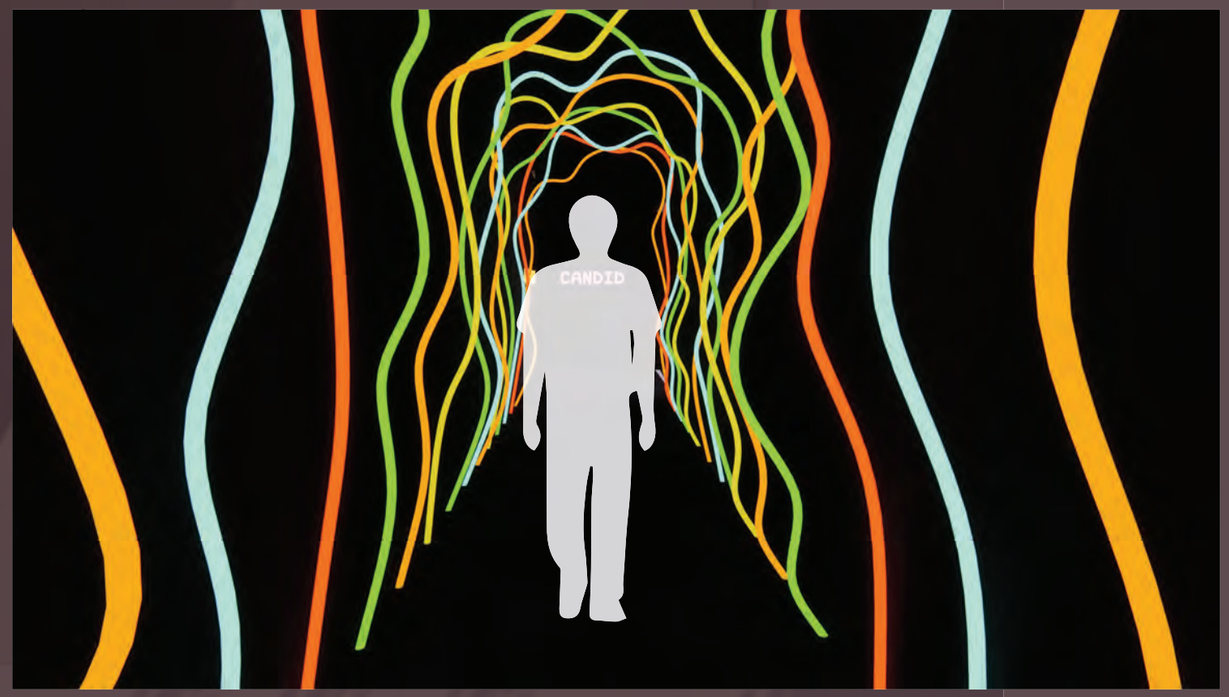




Exihibition 9 Bouncing Bear

Playing with the springy properties of gummies

Exihibition 10 Magic Path



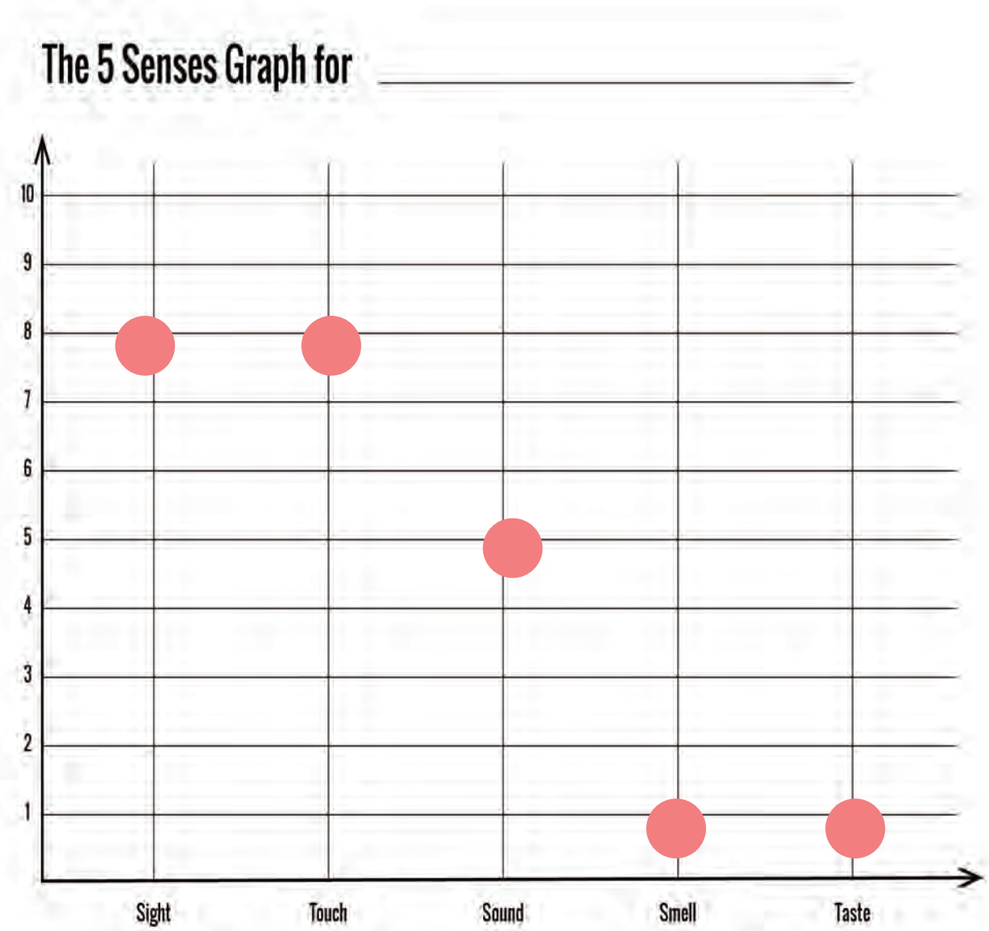
Dark lighted path to enhance transition

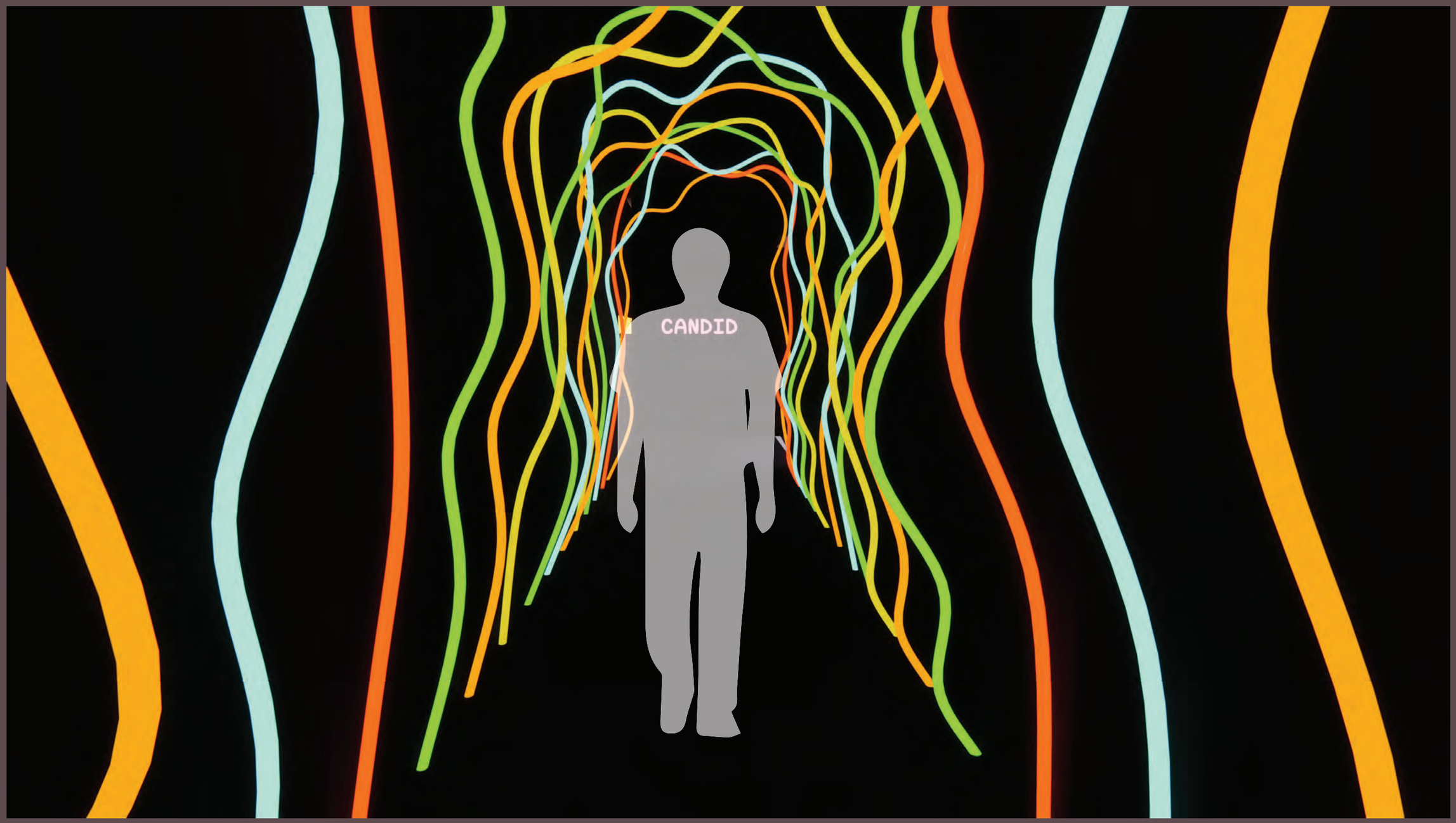
Bouncing Bear

Spatial Program - Bouncing Bear

Gummy are bouncy and chewy, hence using these properites. the exhibition is like a bouncy castle, where the guess can let themsleves lose and jump to their hearts deisre

5 senses and emotions

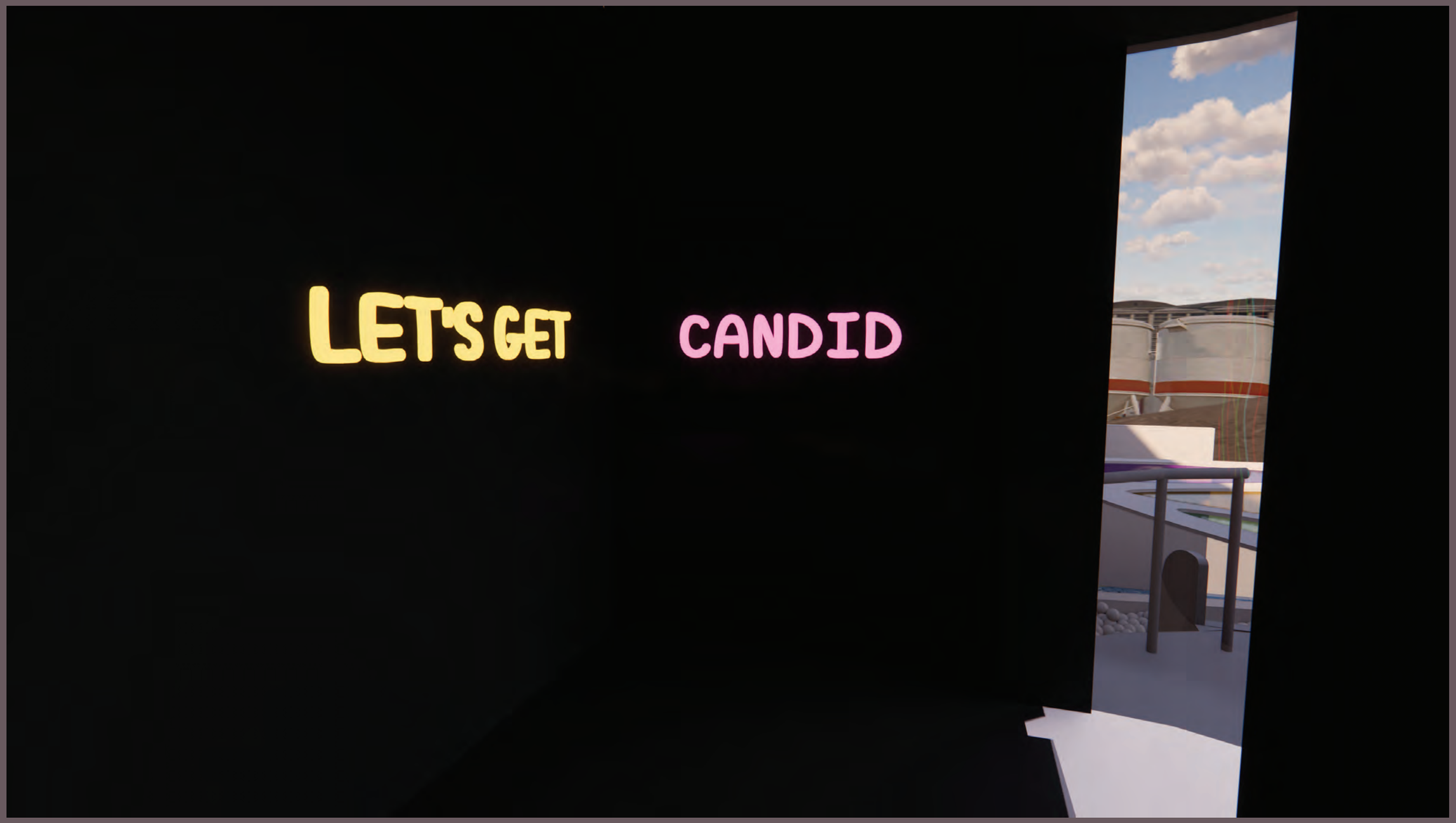




Magic Path

Level 2 Female Toliet

Level 2 Male Toliet



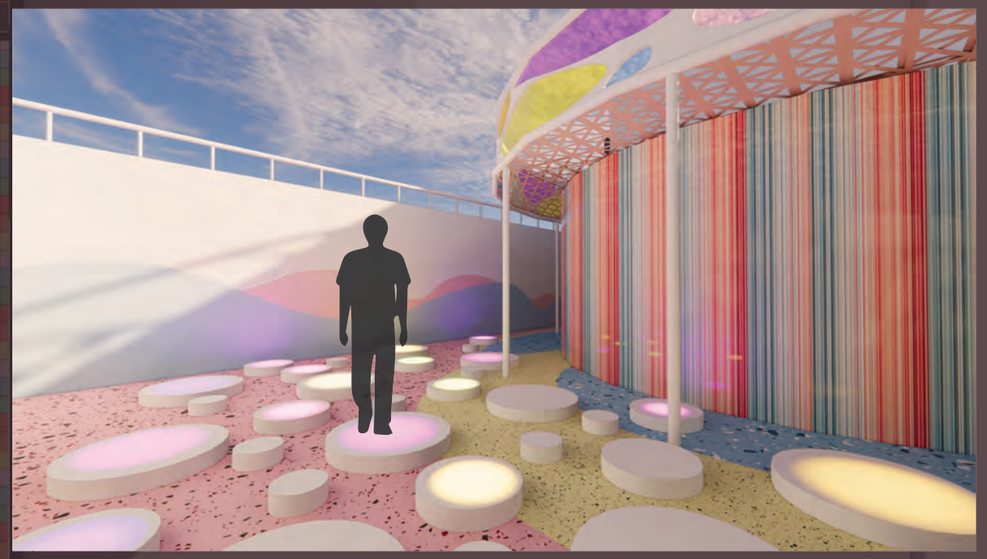
Magic Path

Resting Area

Exihibition 11-14 Bouncing Bear

Net Playground

Cloud Step & Floss



Enter from level 2

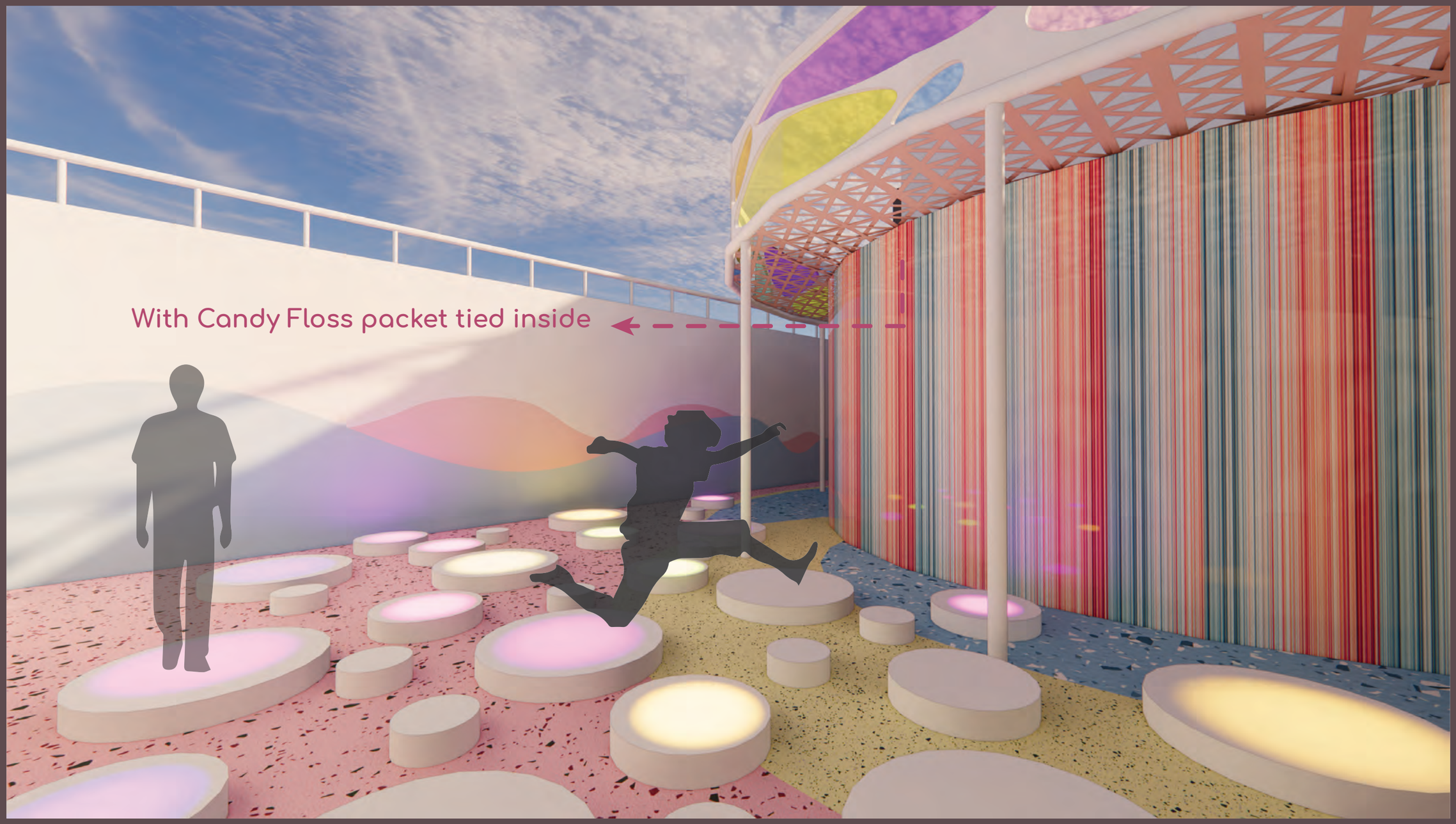
- Net Playground
- Ball Pit
- Soft light interactive steps
- Floss exihibtion

Marshmellow Pit

Net Playground

Net Playground

Marshmallow Pit

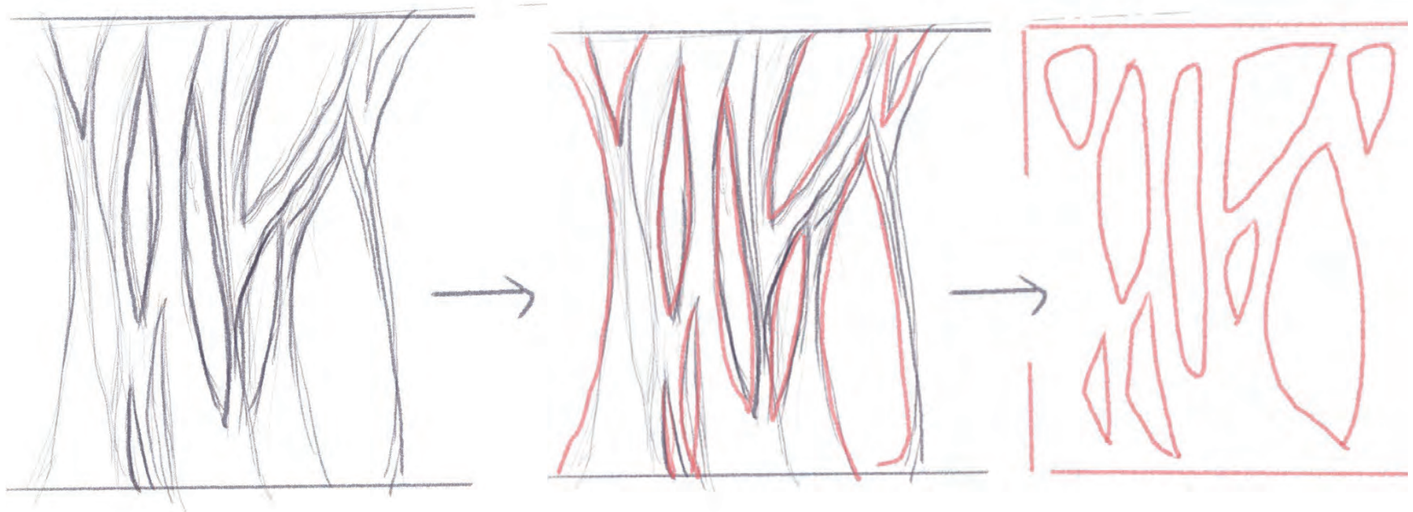


Cloud Step and Floss

Spatial Program - Garden Program Flow

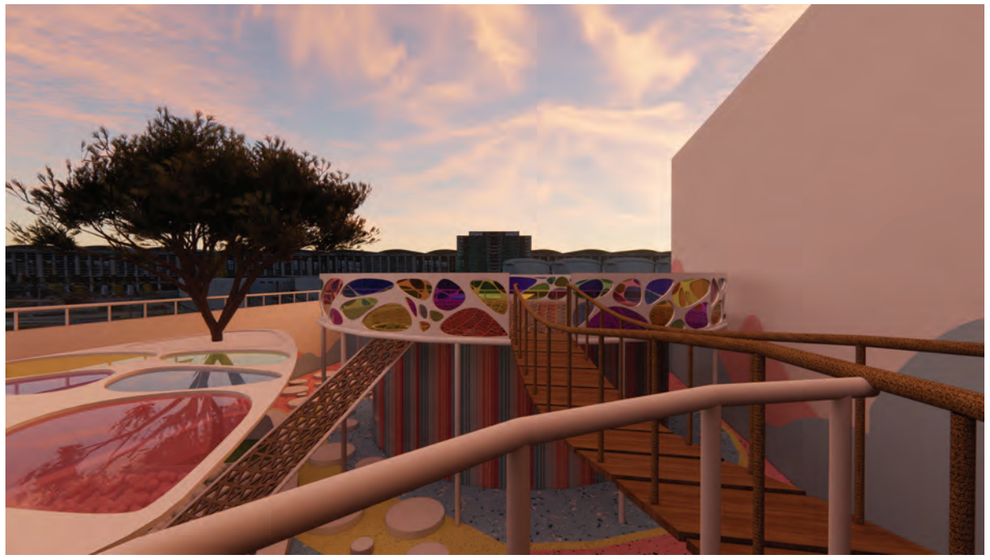
Garden is for marshmellow and candy floss, both are the softest of candy, Hence, the program will be softer and springy to match the theme,

Visceral & Inspiration



The sticky marshmallow form strings when they are pulled, creating an interesting pattern. Thus, the design is insipred by it.

First Program: Net Playground

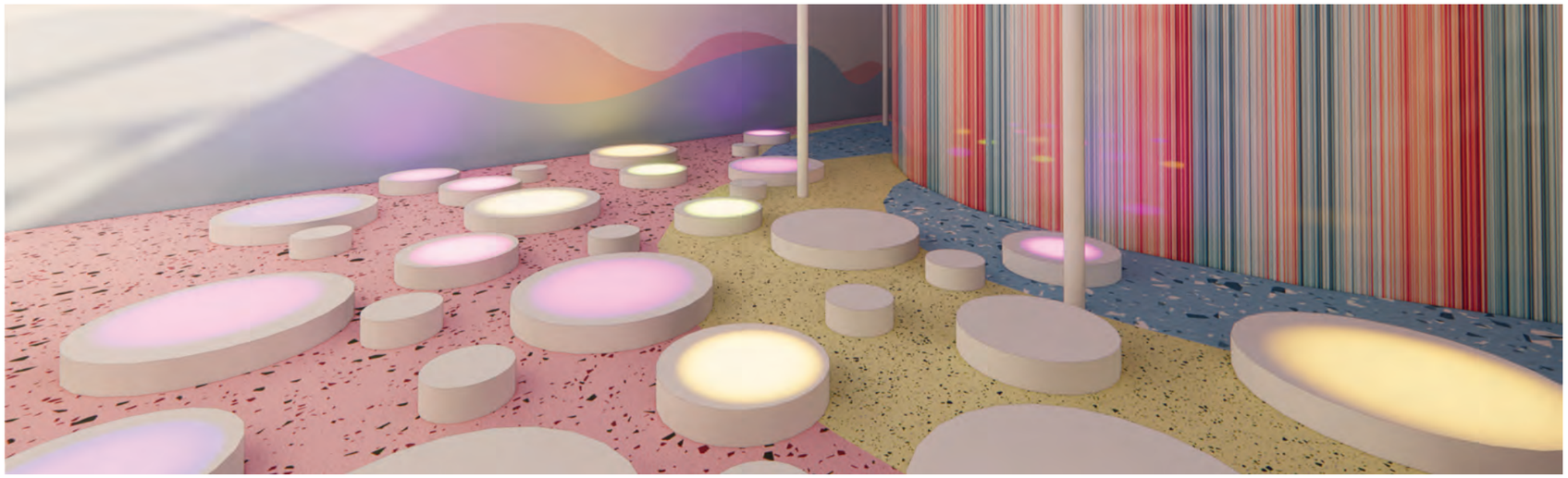


There is tension that creates bounciness when people are walking or jumping on it. Just like how marshmallow are when they get compressed

Second Program: Marshmallow Pit

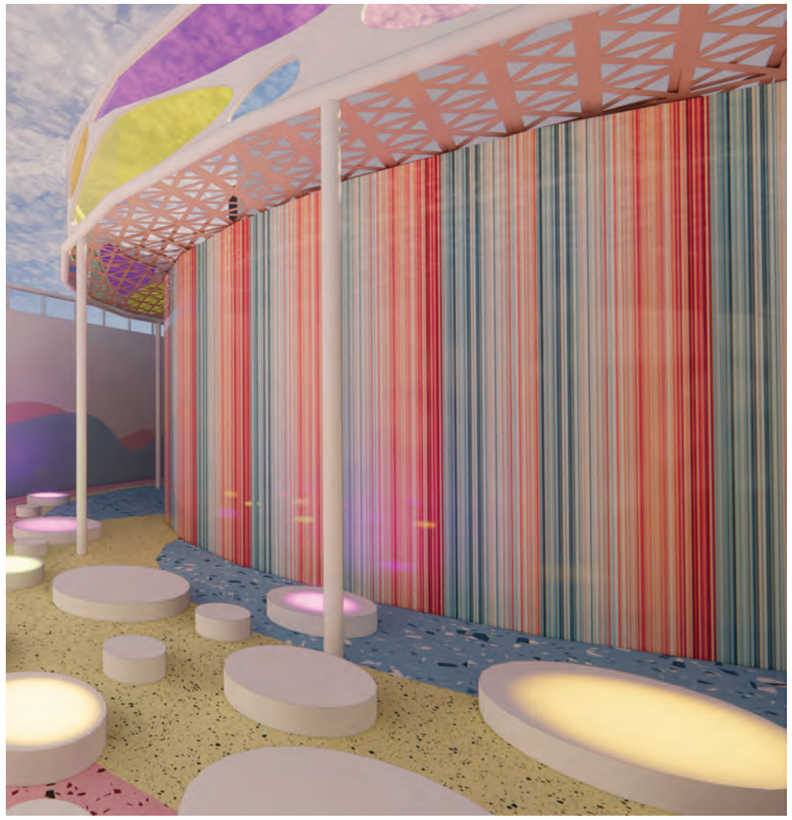
Ball Pit with marshmallow gachapon, for the vistors to bring home

Third Program: Cloud step



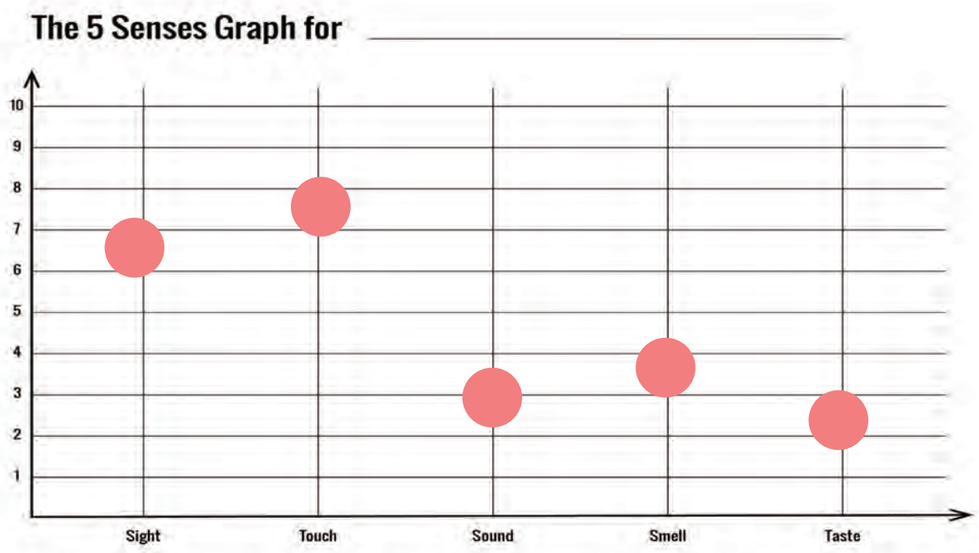
Candy floss has an airy texture, just like a cloud. Thus the steps is to iminate how walking on a cloud might feel like, soft, flffy and airy

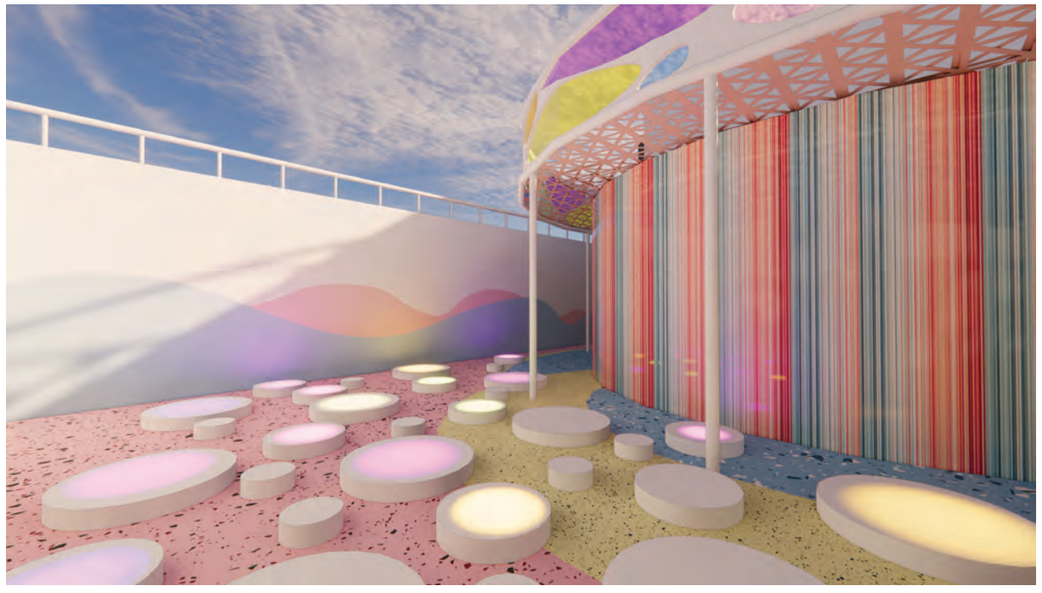
Forth Program: Floss Exhibition



Candy Floss Packet to be tied inside for the visitors to look for

5 senses and emotions





CANDID
To Live Like A Child Again.