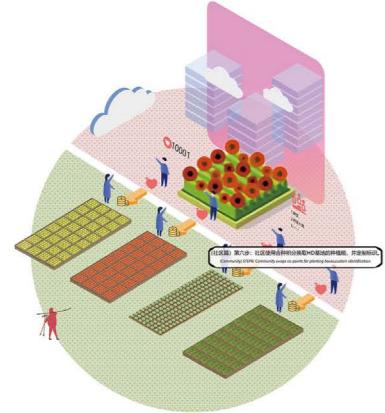


The Trufarm Show

—Conceptual Design of Community Garden & Edible Garden



Conceptual design

Team work of 3 people

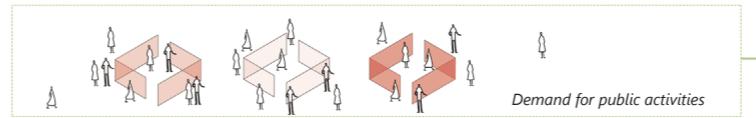
Second semester of postgraduate freshman

2019.05-06

2019 BSD Creative Design Competition

Gold Award

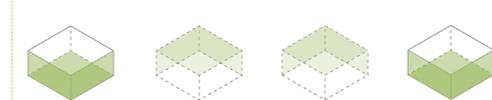
Time Background



Demand for public activities



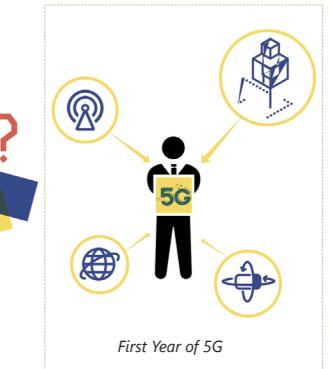
Food safety anxiety



Demands for Sustainable Development



Community farms and edible-gardens are getting hotter

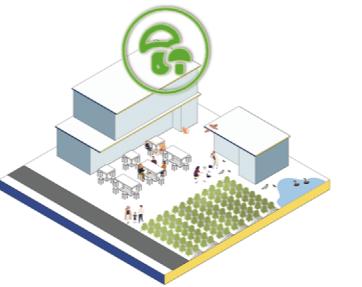


First Year of 5G

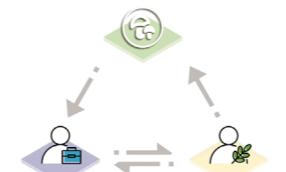
©HUAI Lu

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:

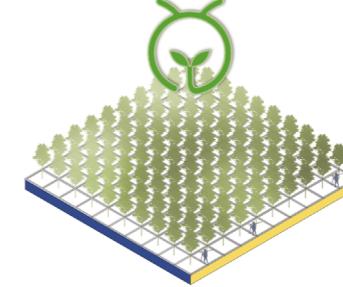
1. Interaction between urban residents, suburban farmers and land;

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:

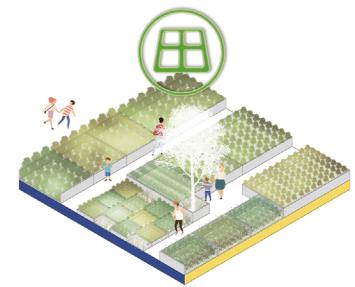
1. Reduce inefficient labor of urban residents;

2. Easier to operate and more popular, more sense of achievement;

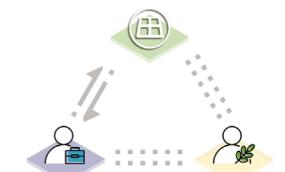
Bad:

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.

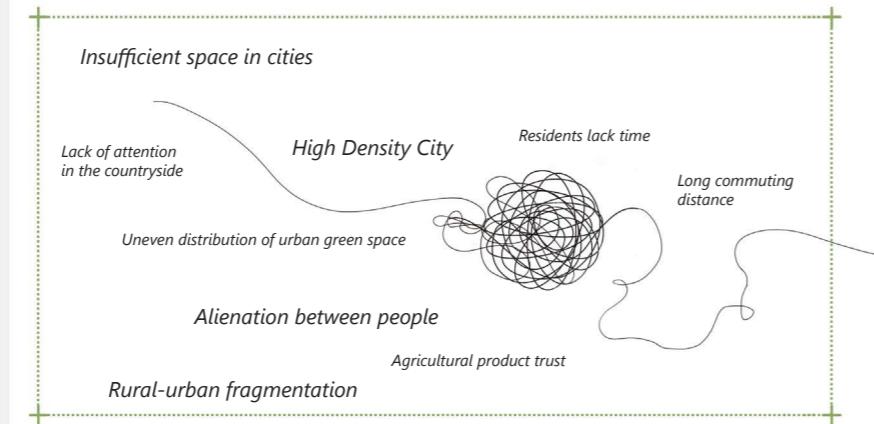
Can the high wall that can be built by technological development be eliminated by technical means? This is the question that this design is trying to explore.

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.



Value Orientation



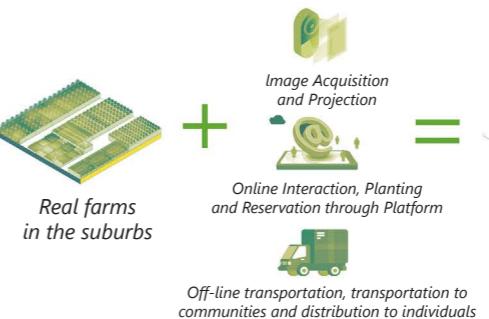
The tech pessimist:
Science and technology are harmful, eager to return to nature and engage in inefficient physical work

The technocrats:
Scientific and technological conquest of nature will surely lead to social development.

The split brought about by the development of science and technology should be solved by means of science and technology.

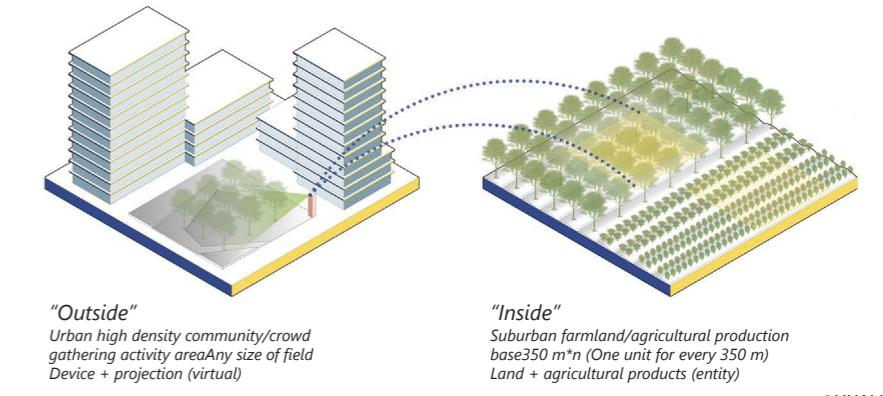
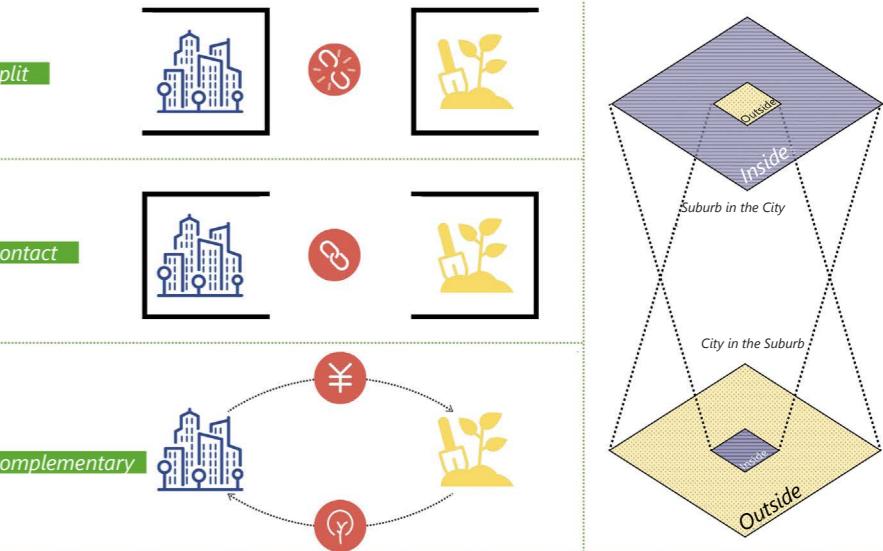
New Thoughts on "Community Garden" in Suburbs

New idea of community farm garden



Off-line transportation, transportation to communities and distribution to individuals

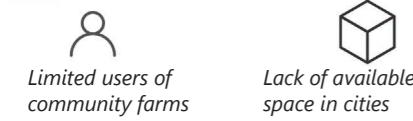
Three stages of rural-urban relations



- Promoting Industry
- Increasing interaction
- Cost reduction input
- Reduce inefficient labor
- Saving urban land

Interactive Means

1 Extend



Lack of available green space in cities

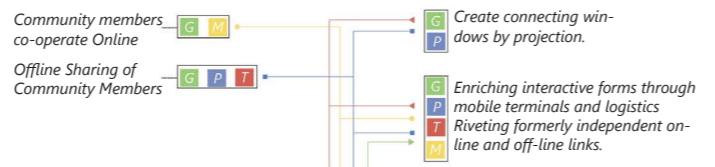


Reduce limitations in space, wealth, time and mobility



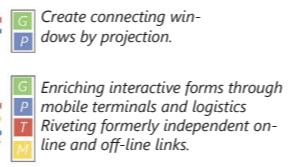
Expanding Green Space by Enhanced Projection Space, mixed with real space

2 Communication

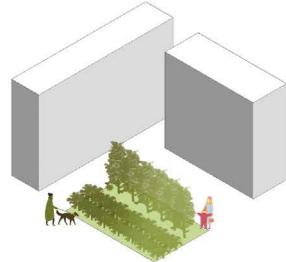


Online Interaction Enhances Experience Process. Solving Supply Problems in Linkage Planting Areas

3 Connect



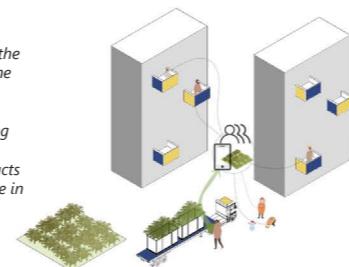
How to Transfer Community Garden into "Community Garden" in Suburb



The traditional community garden obtained a certain amount of agricultural products by allowing residents to participate in planting and guarding.

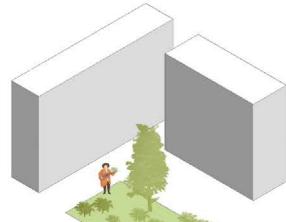


Agricultural production
Limitation: Supply is less than demand, time-consuming



"The Trufarm show" can be used as a display window. Users operate online. The products in the gardens and Plantation will be distributed to the community by offline logistics.

1. Alleviating pressure on land use and reducing cost input
2. Establishing Food Trust in Agricultural Products
3. At the same time, residents have more choice in planting activities.



Generally, community gardens increase the interaction opportunities between residents by involving residents in the whole planting process and holding regular activities.

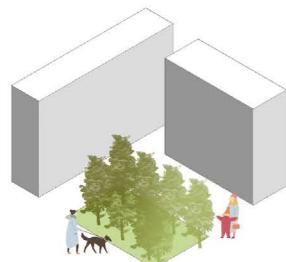


Cohesive community
Limitation: the actual participants are mostly parents with children.

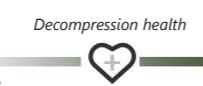


"The Trufarm show" introduce online interaction among community members. Members' online planting can contribution value to the community, and obtaining actual materials can beautify the community and adjacent blocks. At the same time, by contributing to the community, members can purchase distributed flowers and agricultural products.

1. Integrating online and offline interactive modes to enhance interestingness
2. Introducing more diverse groups of people to break the time and space constraints



Community garden can provide green space and green planting for residents, relieve the pressure of city life and enhance health.



Decompression health
Limitation: in some old communities and blocks, there is very limited space for greening.

"The Trufarm show" covers communities and blocks with insufficient greening conditions through projection. According to the latest research on green vision, viewing projection and photos have similar healing effects to the actual green space. In addition, in the 5G era, more realistic projection and augmented reality can further increase the reduction degree.

1. Solve the problem of land limitation and make greening cover wider.
2. Reduce the cost

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.

