Erica Wang

City of Tomorrow

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Senior Project in Digital Media

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Nathanson

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Project Statement Goal

About the Project

The “City of Tomorrow” is a 3D model of a futuristic city using Maya. The city displays advanced technology, sustainability, and innovative designs.

Project Theme

#FuturisticDesign

#Technological Innovation

#VisionaryDesign

Project Pitch

A visionary exploration of futuristic architecture and urban design that goes beyond the boundaries of imagination.

Project Description

"The City of Tomorrow" explores and visualizes the possibilities of future urban living. Inspired by the challenges of climate change, rapid urbanization, and technological advancements, this project aims to create a model city that addresses these issues through innovative design. The project involves designing a 3D model of a futuristic city using Maya software. It will feature distinct districts, advanced transportation systems, and iconic landmarks. The design will incorporate smart city technologies, and green spaces to promote a high quality of life. The target audience includes urban planners, architects, environmentalists, technology enthusiasts, and people who are interested in the future of urban living. This project aims to inspire viewers about the potential of sustainable and innovative urban design. Key milestones include initial concept sketches, detailed 3D modeling, and final rendering. Potential challenges include ensuring the technical accuracy of the models and effectively conveying the city's story and features. Resources will include access to design software and research materials on urban design and feedback from peers and mentors.

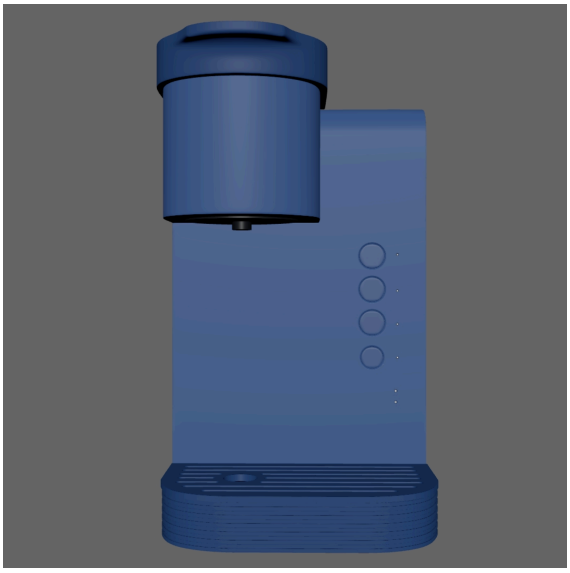
Motivation

"The City of Tomorrow" project explores the potential of futuristic urban living, focusing on advanced technology and innovative design. This project allows me to delve into questions such as:

- How can we integrate technology into urban environments to enhance daily life?
- What futuristic transportation systems can change the way we move within cities?
- How can we create iconic landmarks that symbolize progress and innovation?

I am passionate about this idea because it aligns with my interests in technology and creative design. It feels instinctively right to pursue this project as it combines creativity with solutions to future urban challenges. I am fully committed to this project and am willing to dedicate my time and energy to bringing "The City of Tomorrow" to life.

I have previously worked with Maya to create detailed objects and a house.



Influences

Ma Yansong is the principal architect and founder of MAD Architects, a global design practice with offices located in Los Angeles, Rome, and Beijing. Ma Yansong's designs often merge technology and nature, creating futuristic urban landscapes. Notable projects include the Absolute Towers in Canada and the Ordos Museum in Inner Mongolia. His work emphasizes organic forms and a harmonious relationship between buildings and their environment. His work is inspiring with how he creates architectural designs with intricate details that make the building look delicate and modern.

In one of my courses, Ideation & Prototyping, we had a project for worldbuilding. Creating a world that we had to make a final exhibition of. My group created the world, NeoAtlantis, an underwater city where there were medical advancements of people being part fish and human. The idea of worldbuilding influenced the idea of creating a futuristic city, making a story that could represent the model.

Target Audience

This project is for urban planners, architects, technology enthusiasts, and futurists who are interested in the potential of advanced urban design and technological innovation.

Urban planners and architects focus on creative design ideas and futuristic features that shape their visions for future cities. Technology enthusiasts enjoy advanced technology and how it impacts daily life, so they will find the project's high-tech aspects and modern transportation systems exciting. Futurists like to think about and imagine future possibilities, making them interested in the project's innovative and forward-looking ideas. Students and teachers in fields like urban planning, architecture, and technology will see the project as a valuable learning tool.

When interacting with "The City of Tomorrow," I want the target audience to experience a sense of wonder, inspiration, engagement, and curiosity. The futuristic design will let the audience have a sense of awe and inspire viewers to think about the possibilities of future urban living. The interactive elements and detailed 3D models should engage the audience, encouraging them to explore different aspects of the city and learn more about its features. The project should spark new ideas and discussions about how technology can be integrated into urban environments to improve quality of life. It will

also give an immersive vision of what future cities could look like, highlighting the potential of technological advancements and innovative design.

Related Projects

3D model works are easy to find on YouTube for tutorials and images for design planning. When compared to real-world examples, like Maldives Floating City, “The City of Tomorrow” aims to be more futuristic, where the city itself relies on technology to survive, while also keeping goals of sustainability in mind.

Resources

- World Building techniques
- Research on different types of technology usable in architecture
- Research on architectural material

Design

Inspirations


World Building

1. City Layout and Architecture

- Skyline: Imagine a skyline dominated by sleek, towering skyscrapers with green rooftops and vertical gardens. Buildings could have a mix of glass and sustainable materials, with solar panels.
- Districts: Divide the city into various districts, each with its unique characteristics. For example:
    - Tech District: Home to advanced technology companies, research labs, and innovation hubs.
    - Residential District: Featuring eco-friendly housing with smart home technology.
    - Cultural District: Filled with museums, theaters, and art installations showcasing the city's rich cultural heritage.
    - Green Spaces: Parks, urban forests, and green belts that provide a natural escape within the city.

2. Transportation

- Public Transit: A network of high-speed maglev trains, autonomous electric buses, and bike-sharing systems.
- Personal Vehicles: Electric and hydrogen-powered cars, with dedicated lanes for autonomous vehicles.
- Air Travel: Drones and flying taxis for quick transportation across the city.

3. Technology and Infrastructure

- Smart City Features: IoT devices everywhere, from smart streetlights to waste management systems that optimize collection routes.
- Energy: The city is powered by renewable energy sources like solar, wind, and geothermal. Energy storage systems ensure a constant supply.
- Water Management: Advanced water recycling systems and desalination plants to provide clean water.

4. Culture and Society

- Diversity: A melting pot of cultures, with neighborhoods reflecting different global influences.
- Education: Schools and universities that focus on STEM, arts, and sustainability.
- Healthcare: Advanced medical facilities with AI-driven diagnostics and personalized treatment plans.

5. Environment and Sustainability

- Green Buildings: Structures designed to be energy-efficient and environmentally friendly.
- Urban Farming: Rooftop gardens and vertical farms that provide fresh produce to the city's residents.
- Waste Management: Zero-waste policies and recycling programs that minimize the city's environmental footprint.

6. Entertainment and Leisure

- Sports and Recreation: Futuristic sports arenas and recreational facilities that promote a healthy lifestyle.

Development

Prototype

A possible prototype could be a drawing of specific buildings and transport, the exact style of the city, and a map of the city

Project Versions

- **Low Res -** A map drawing of the city and buildings
- **Alpha** - A 3D model of just using basic shapes to make out the size of the city
- **Beta** - 3D model of the city with buildings built with required details, like windows
- **Gold** - 3D model of the city with intricate details, down to the possible plants and rails

Final (Archive) Documentation

The documentation of this project will be done by images and files of the Maya project. A Video can be taken to show the progress of the project, it will all be uploaded to a webpage I made for this project.

Risk and Challenges

Some risks of failure include lack of time and the possible lack of knowledge on how to present the project to the audience. To overcome the lack of time, a detailed schedule is needed to determine when each stage of the project will be finished and which pieces should be prioritized. The presentation possibilities will have to be slowly explored either by looking at similar works or different presentation methods. Some holes and gaps in the project would be what level of detail is needed to be good for presentation.