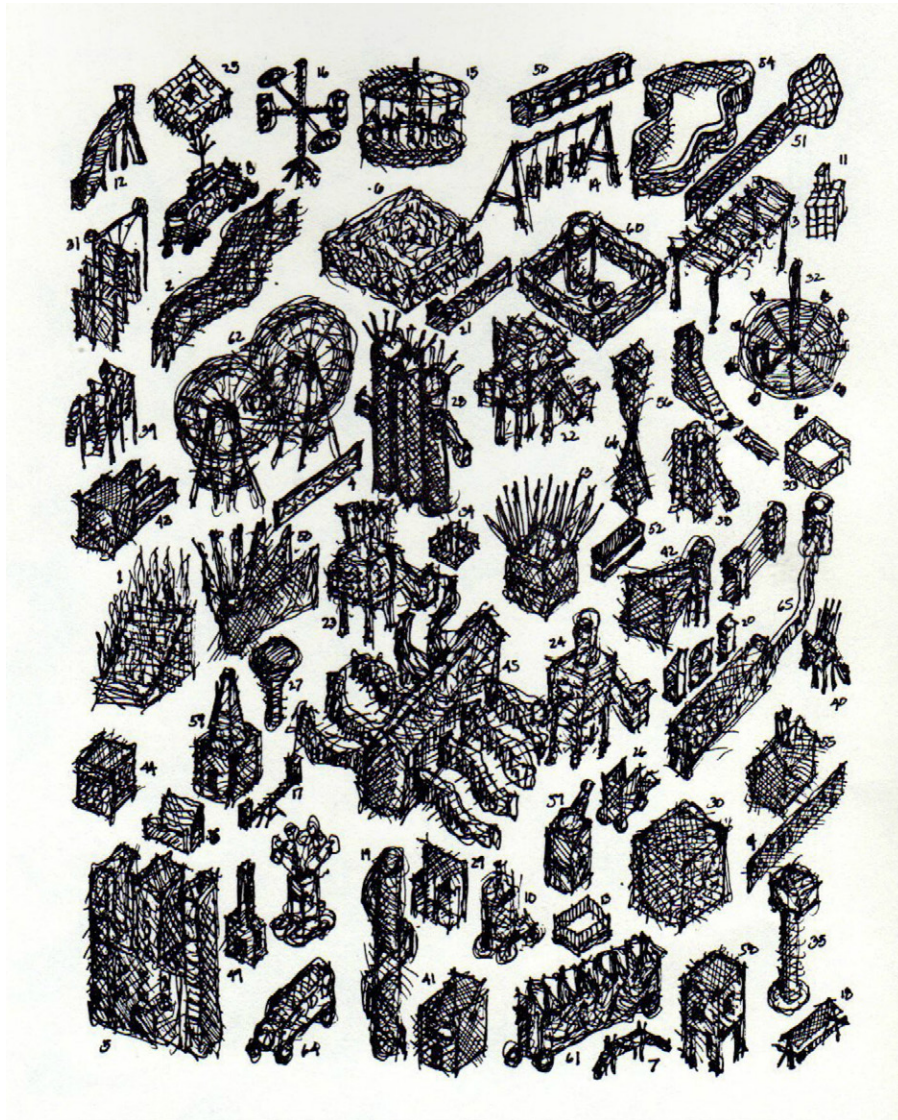


FEWDR: Final Project Update

Adrianne Ngam

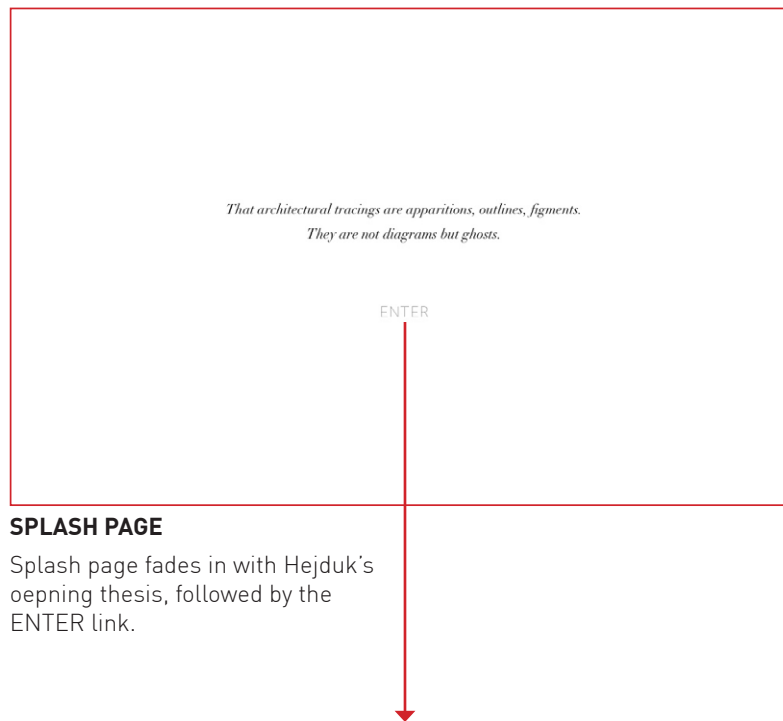
I. Concept



In 1984, the architect John Hejduk proposed a park of dozens of unique pavilions as part of the Prinz-Albert-Palais contest in Berlin for a memorial. The project was an intricately orchestrated story of buildings and characters that were compiled into a bizarre book of drawings and poems. This drawing of the full park became wildly famous among architects, but the stories are buried in only a few copies of his final book.

This project is a digitization of Hejduk's "Victims" park, using code to create an interactive map of his project to combine narrative with imagery.

II. Mockups



MAIN PAGE

Main page is a simple image* of a rendered version of the park that the user can interact with.

*Image will actually be divided into several modules



HOVER STATE

When the user hovers over a building, the image gently switches into one where that particular building is faded out.



DETAILS OVERLAY

Clicking on the image will fade the background and create a modal that gives the title, user, and story behind the building.



HOVER 2

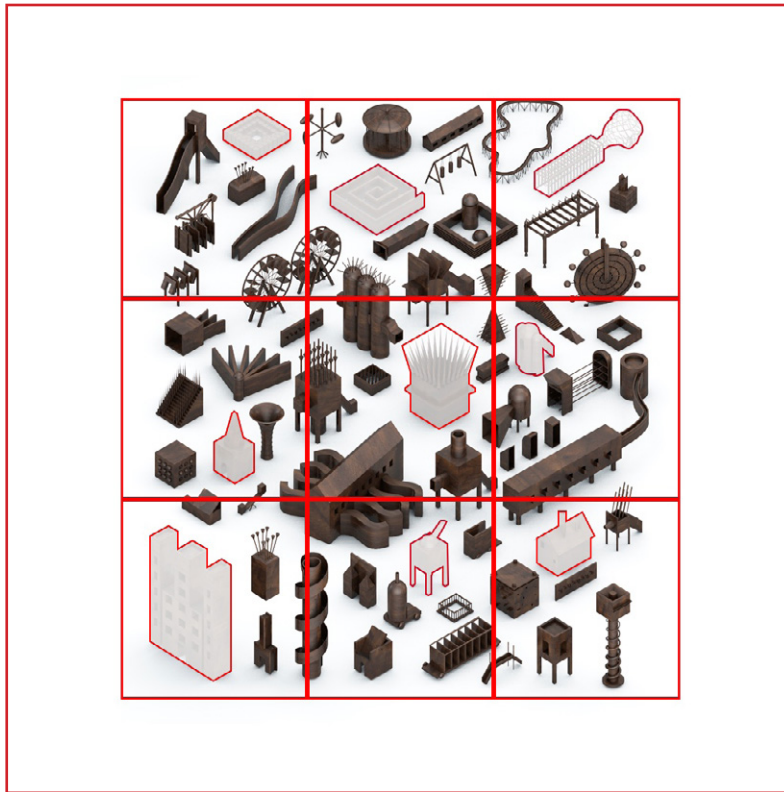
The same process is repeated for a selection of buildings on the map.



OVERLAY 2

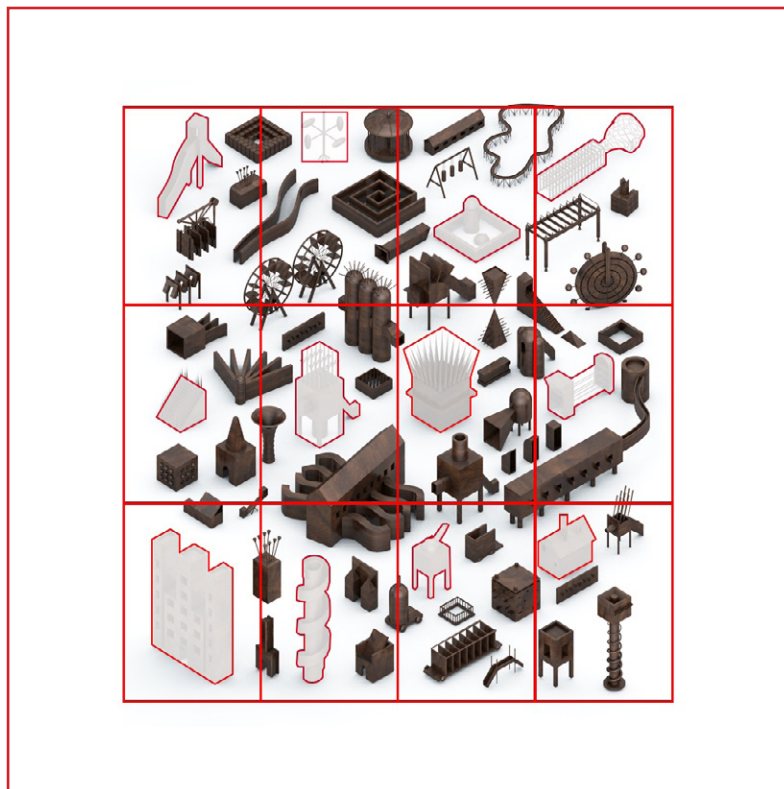
The overlays will all have the same CSS styling, but the content can change from being a multi-line poem to text to diagrams.

III. Strategy



9-GRID

9 distinctive hover areas.



12-GRID

12 distinctive hover areas.