



INTO THE NIRVANA

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"Into the Nirvana" is a architectural cautionary tale that examines humanity's uncritical dependence on technology. In a futuristic world, we can upload our minds to digital data and switch from reality to virtual reality. However, these colorful virtual world, turning the once simple accessible experience like five sensory become relic of the past.

'Nirvana' dominates this new order, where our minds are constantly seeking fulfillment and our bodies remain frozen until deem otherwise.

'Nirvana,' individuals who have fully assimilated into a central command system manage Anon's walking facilities, which nourish the physical bodies of the masses. They control the Anon's paths and priorities, ensuring compliance.

After a century of passive acceptance, most people in this society have given up their rights, allowing control and exploitation.

The project raises important questions about autonomy, connection, and the dangers of unchecked technological advancement, making us consider the cost of progress.



MIND UPLOAD'S THREE ASSUMPTIONS



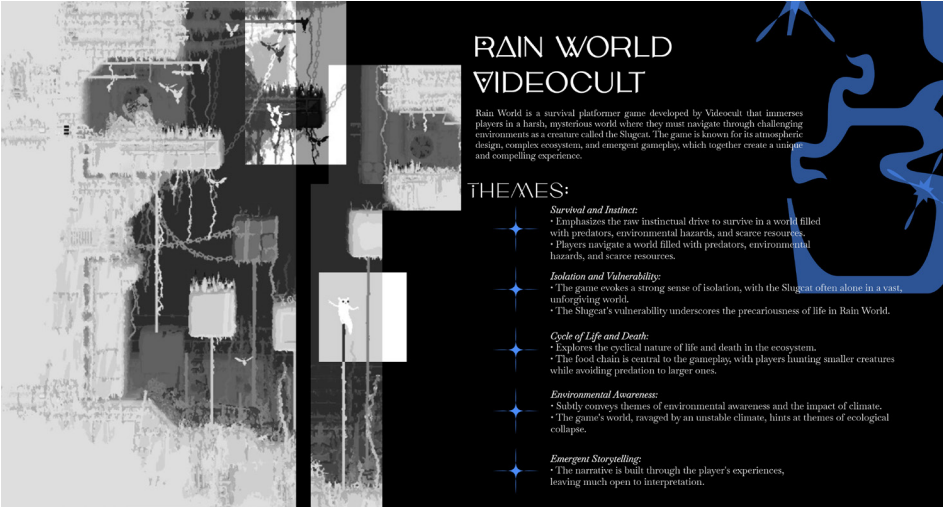
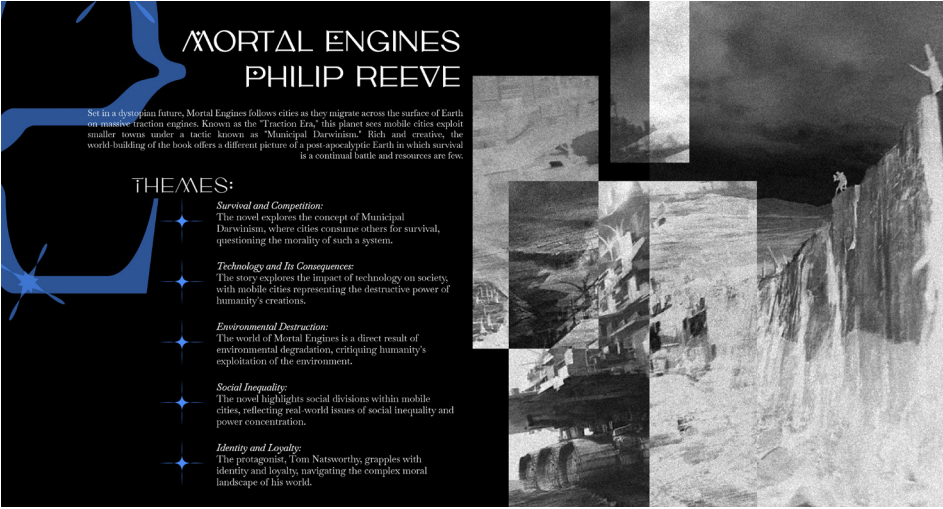
- Physicalism:**
Your consciousness exists based on the structure, arrangement, and biochemistry of your brain.
- Scanability:**
One day, we will have a thorough understanding of the brain and develop the necessary technologies to simulate its various functions and create digital copies of our minds.
- Computability:**
Computer software can store your consciousness, which means that consciousness can be calculated. There are no properties of mind that could not be simulated.

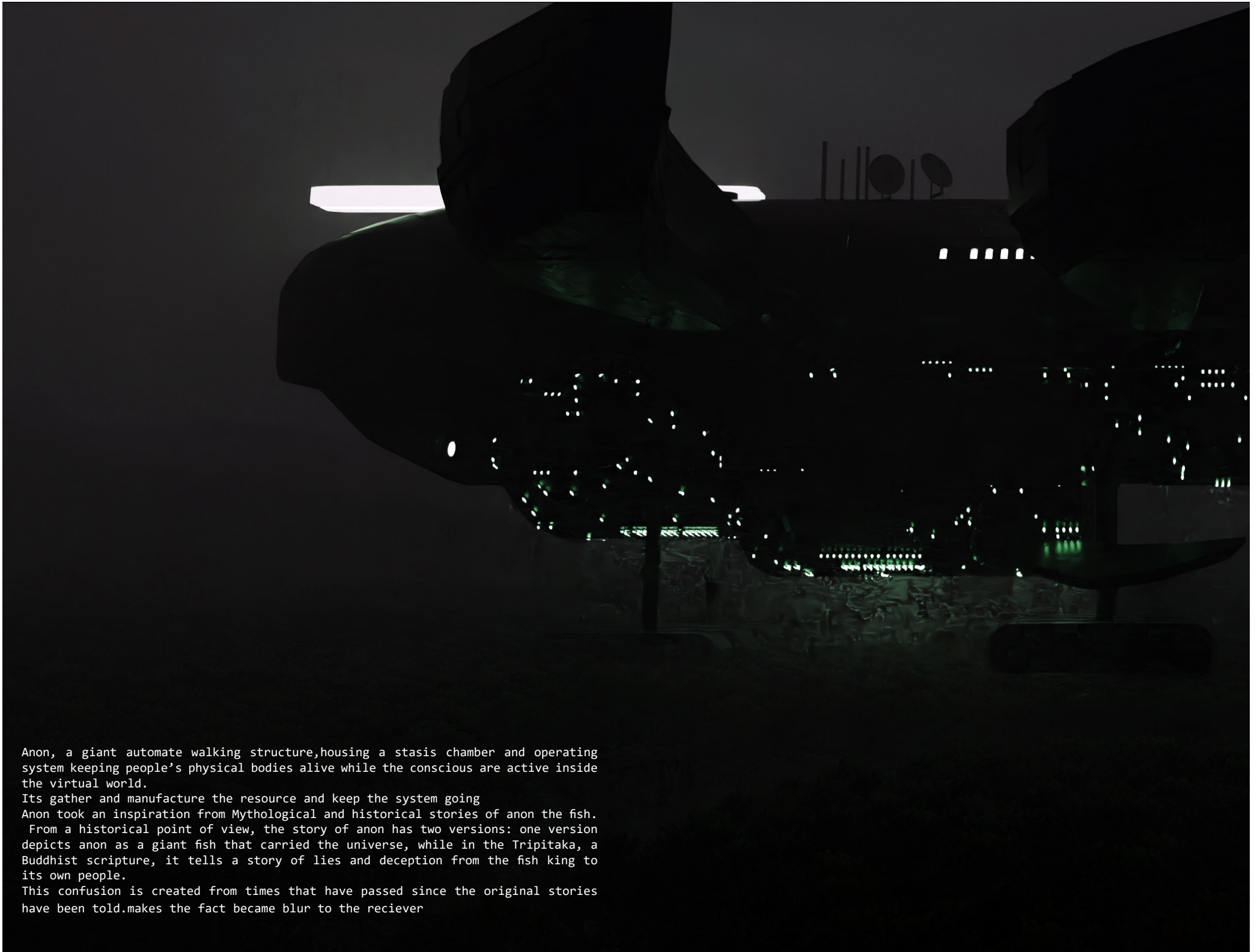
MINDS
=
PROGRAM

WHAT CONDITIONS COULD TRIGGER THIS FUTURE EVENT?



- a)
Another major scientific breakthrough
- b)
A government body or influential figure gains complete control over the media and is able to manipulate public opinion at will.
- c)
Any occurrence that can serve as a justification for shifting or uprooting an entire community





Anon, a giant automate walking structure, housing a stasis chamber and operating system keeping people's physical bodies alive while the conscious are active inside the virtual world.

Its gather and manufacture the resource and keep the system going

Anon took an inspiration from Mythological and historical stories of anon the fish.

From a historical point of view, the story of anon has two versions: one version depicts anon as a giant fish that carried the universe, while in the Tripitaka, a Buddhist scripture, it tells a story of lies and deception from the fish king to its own people.

This confusion is created from times that have passed since the original stories have been told. makes the fact became blur to the reciever



