

# The Remaining

These design projects are based on materials found at the site I selected. Both old and new materials are scattered across the area, which inspired me to explore themes of material decay and lifespan. This project focuses on three main topics: decay and lifespan, materiality, and the relationship between the new and the old.

Two main structures were developed by iterating old and new houses from the site. Although they may appear similar, the iteration methods differ. The old houses were transformed by tilting and rearranging elements to reflect how aging materials naturally deteriorate and shift over time—like how old houses tend to lean or warp. In contrast, the new houses were reimagined through 90-degree rotations of different structural components to create unexpected forms.

Through these iterations—alongside earlier design explorations—I developed a structure composed of four floors, each featuring three main materials: corrugated metal sheets, wood, and concrete. Each floor's design is inspired by my physical study models. The walls contain holes shaped by the natural patterns of decay specific to each material, emphasizing their transformation over time.

In conclusion, this project represents a monument to decaying materials. As you ascend through the structure, the materials appear increasingly aged, symbolizing decay and time.

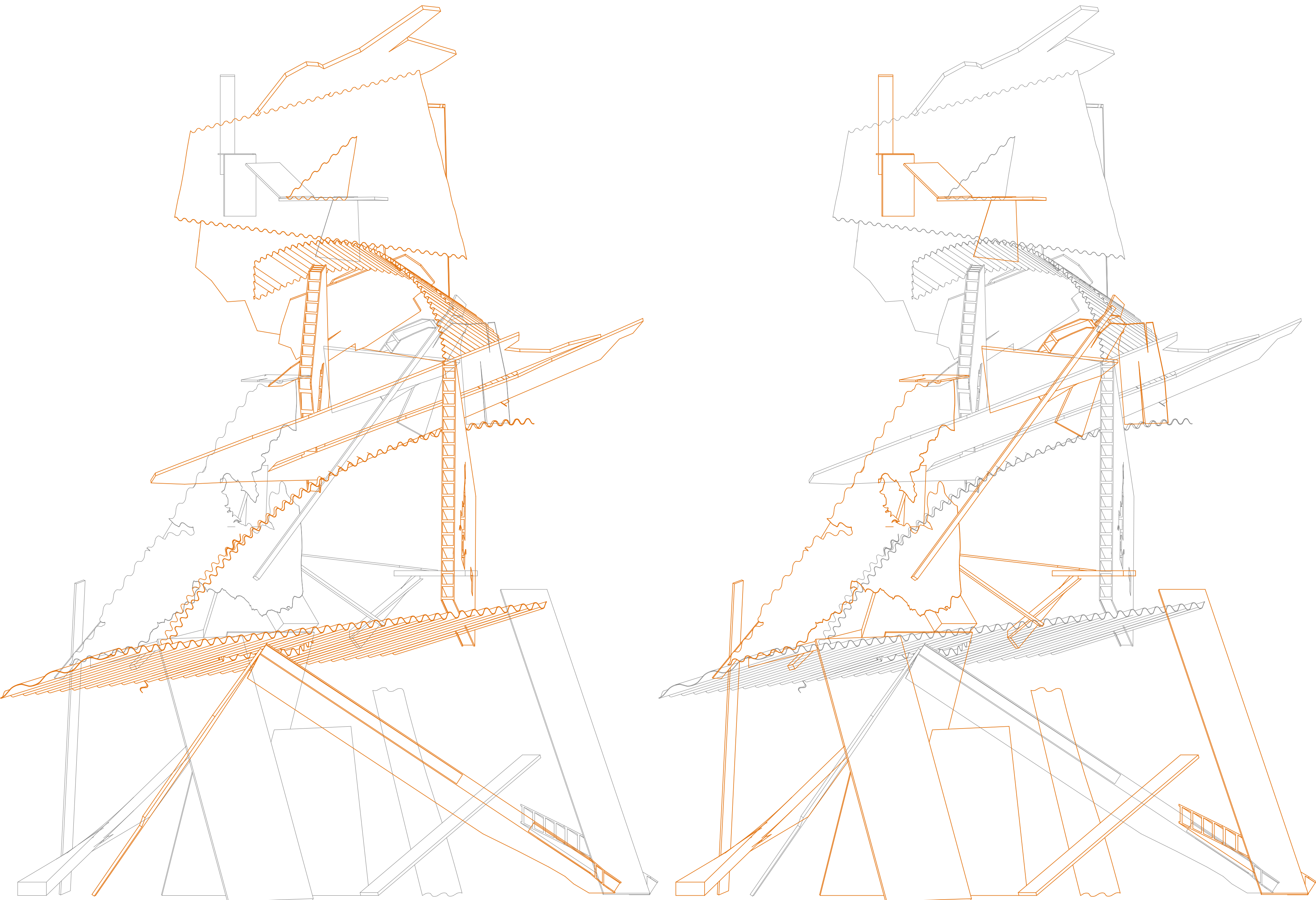
## 3D Scan Materials

These are the material that i scanned and observe the texture.





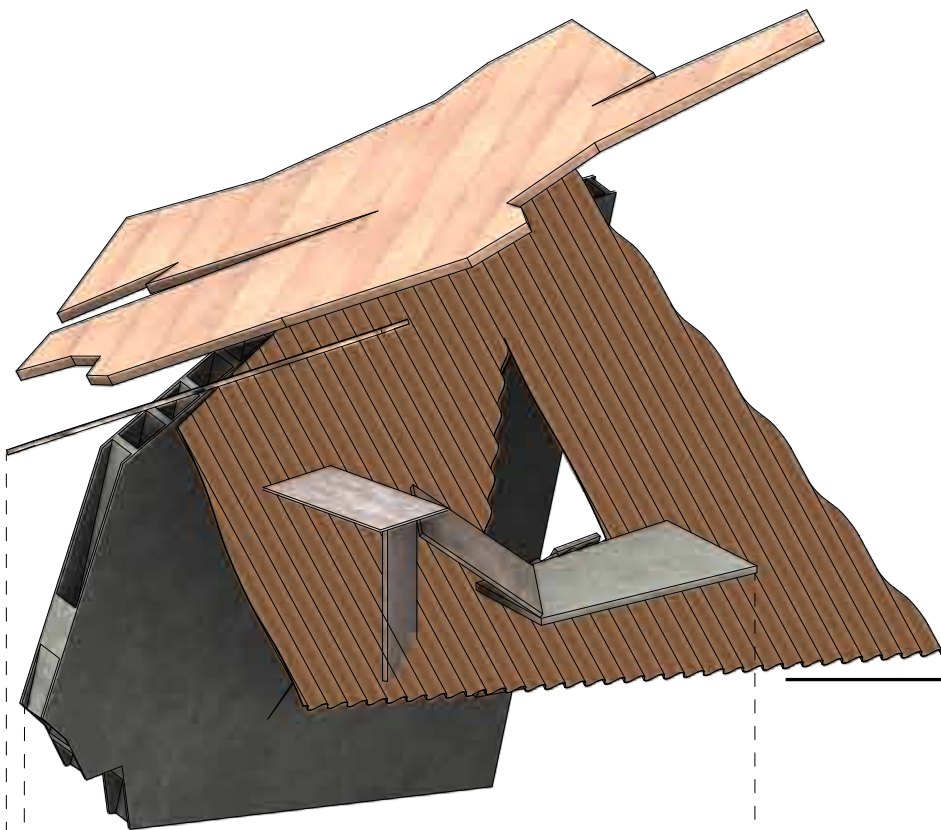
# Main Structure and the added Piece



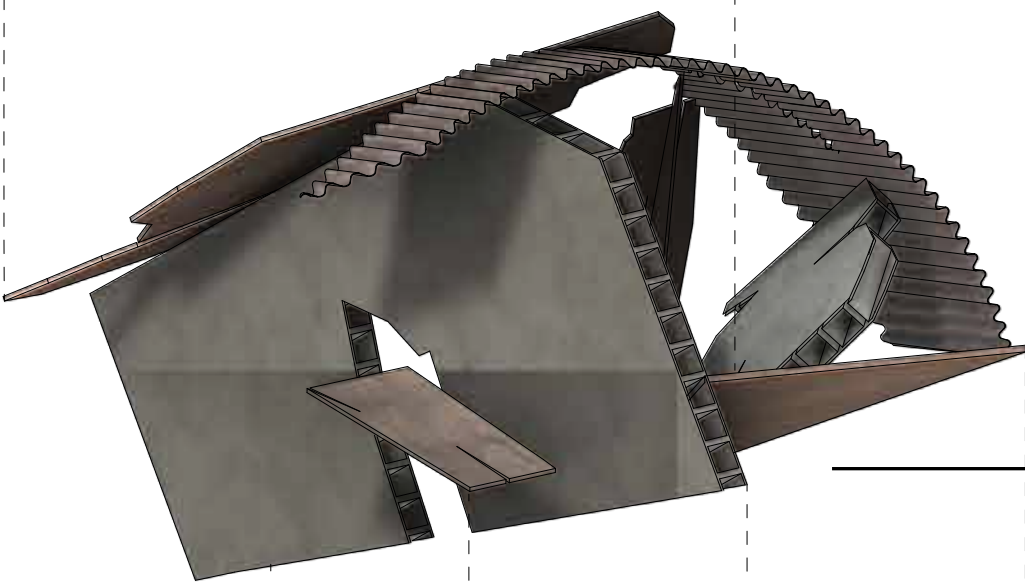
Main Structure

Added Parts

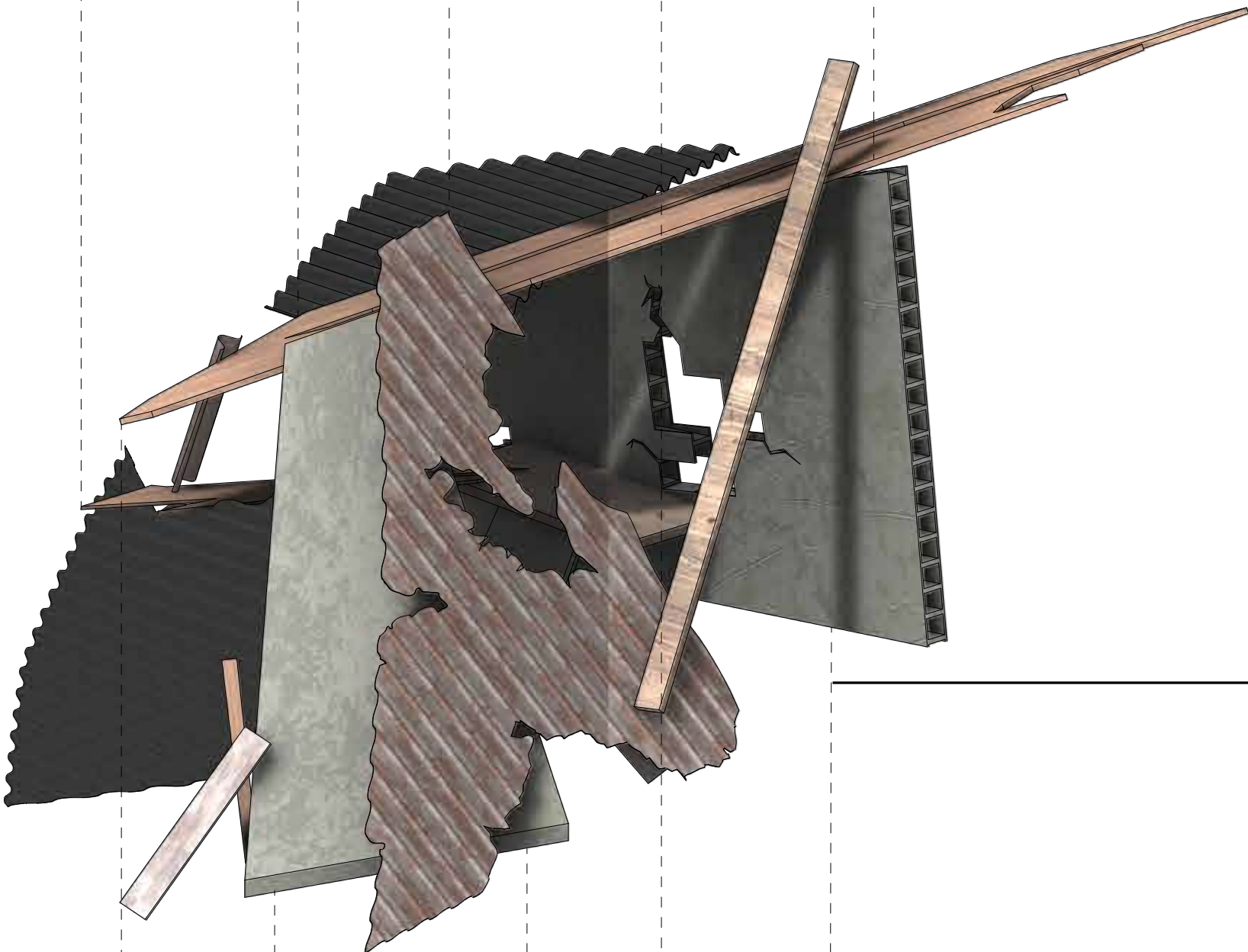
The main structure is the base for this design, The added piece are used materials that are from around the area. The locals could donate their unwanted materials to this structure creating chaos structure, showing how things are changing over time.



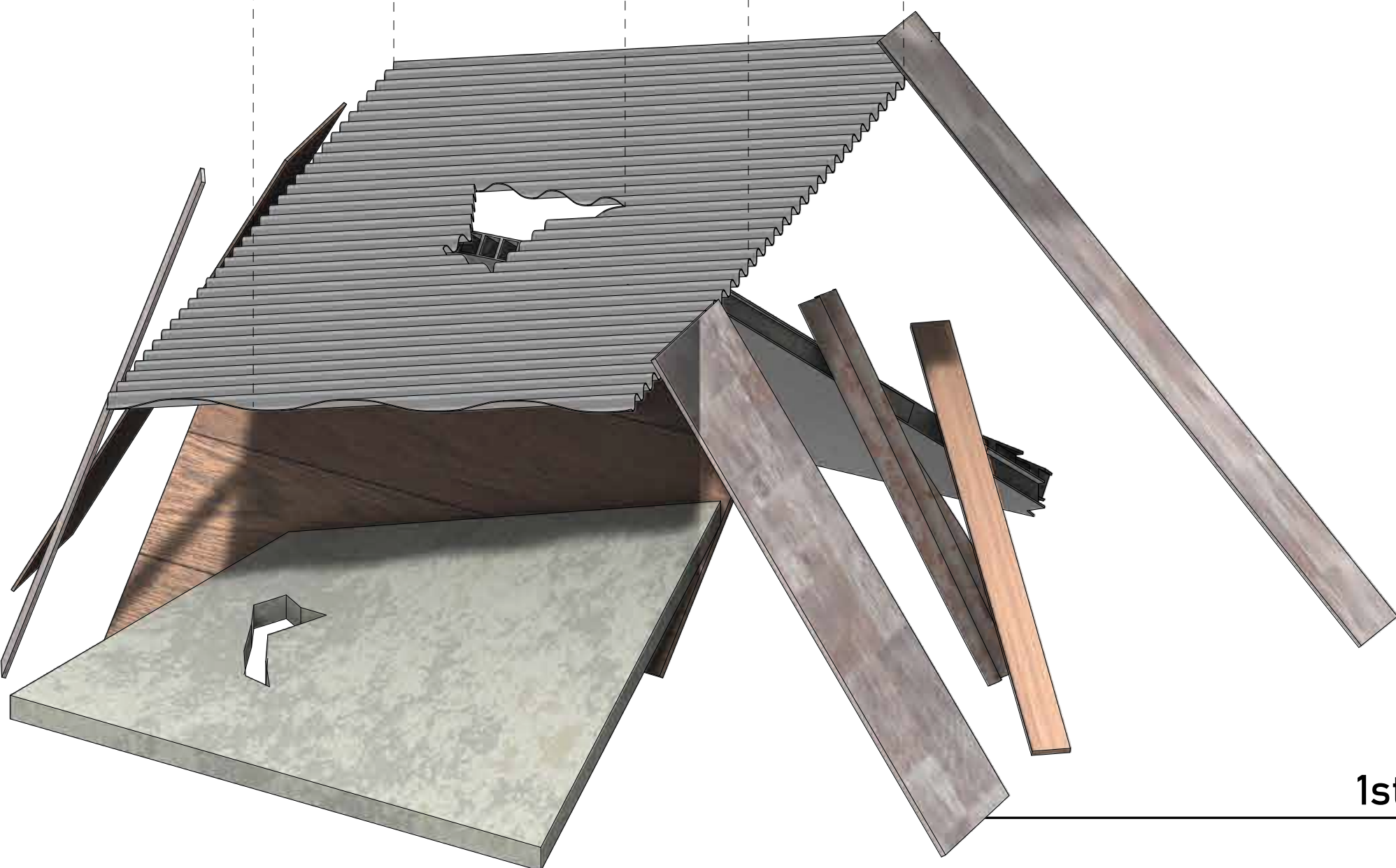
4th Floor



3rd Floor



2nd Floor



1st Floor

