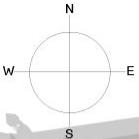


A T O N E M E N T





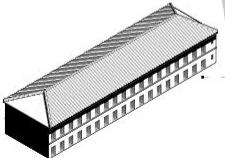
Watch Tower

In many historical prison designs, a watchtower was a key architectural element used to monitor inmates and prevent escapes.



Old prison building

This building used to hold inmates, with each cell housing a single individual. Although it is no longer in use, it now stands as a monument to the stories of the past.



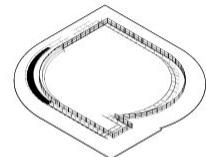
Conch Sculpture

The conch sculpture is intentionally placed at the highest point of the site. Water flowing through the sculpture symbolizes forgiveness, representing a desire to cleanse the misdeeds associated with this place.



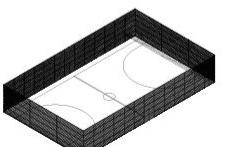
Skate Park

The park is designed as a recreational area, so a skating zone is provided for visitors to enjoy. This space encourages physical activity and social interaction.



Basketball Court

A basketball court is also available, offering a space for people to play and build a sense of community.



0 5 10 15 20 25 30m

SITE ANALYSIS

Exercising area

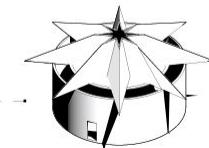
Hangout Area

Fan Dance
Chinese Martial Art



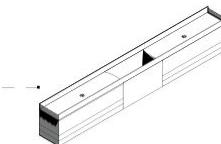
Chamber 1

This chamber offers an experience based on sound, movement, and light. Enhanced by its auditorium-like design and a dark, desolate atmosphere that evokes a sense of despair.



Chamber 2

The concept of execution by elephant crushing is translated into the design of this chamber. Located underground, the chamber features a massive metal ball suspended from above, applying immense pressure from the surrounding soil, while a suspended metal ball further reinforces the overwhelming weight and force associated with the method.



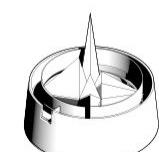
Chamber 3

This narrow space evokes fear and discomfort, heightening the sense of confinement. Additionally, the small skylight above symbolizes an unreachable escape, reflecting the psychological torment of suffocation-based execution.



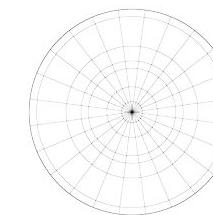
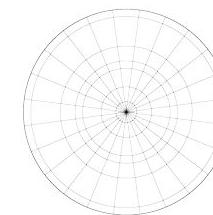
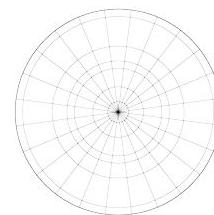
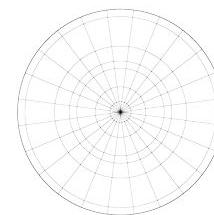
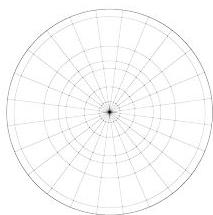
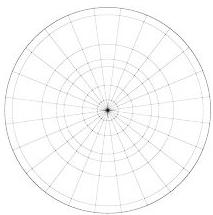
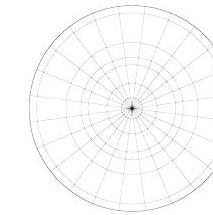
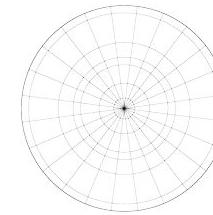
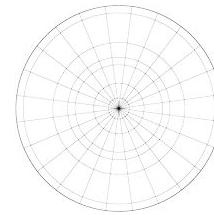
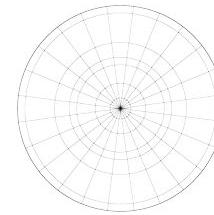
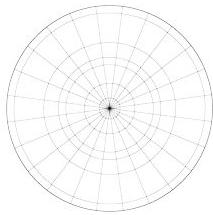
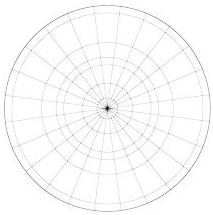
Chamber 4

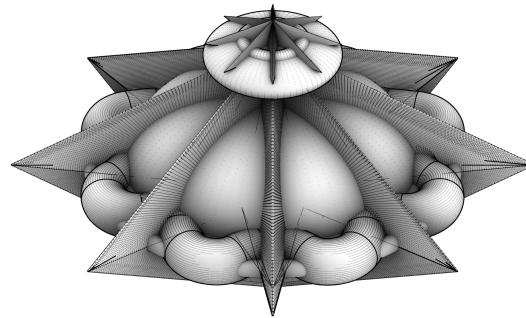
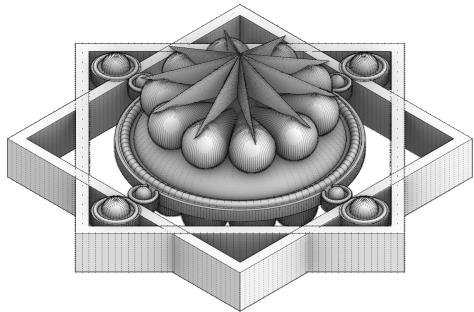
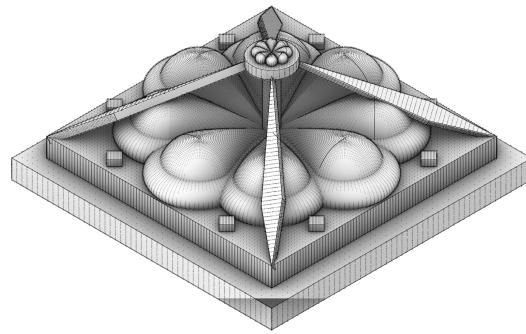
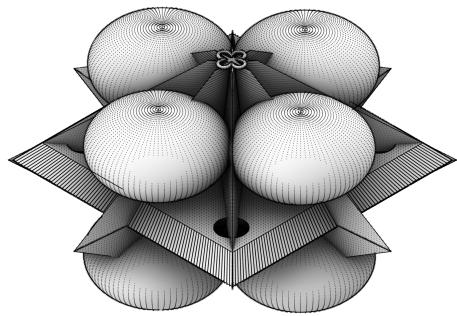
The shape of this room is inspired by chambers once used for execution by burning, featuring an opening at the top to allow airflow. The materials within the space are a mix of stone and open-chained and burned schools, symbolizing the form of suffering.



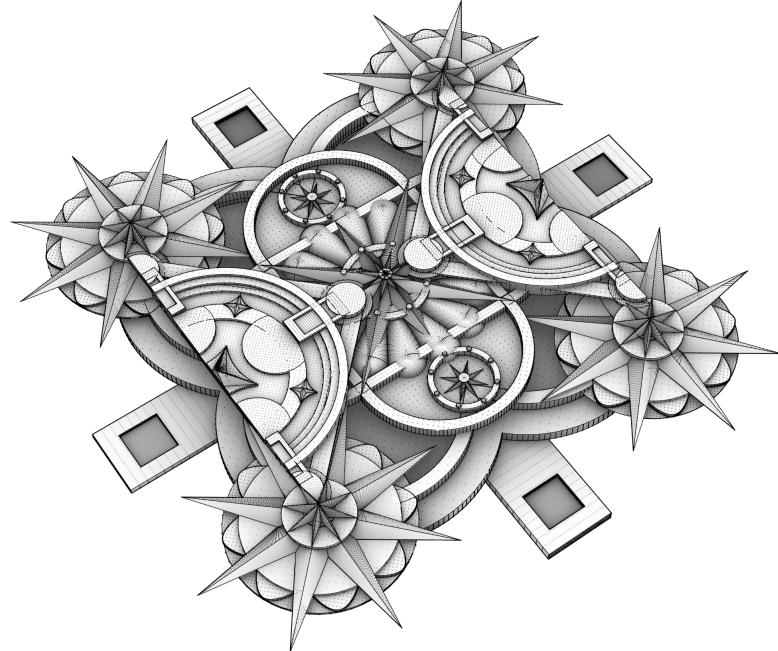
Chamber 5

The experience of the slicing method, this space forces visitors to navigate through an area interrupted by sharp, jagged pieces. As they move around them, their sharp edges will slice through cold metal sheets, symbolizing the sharpness of a blade.





3-DIMENSIONAL EXPERIMENTATION



COMBINATION OF PATTERNS

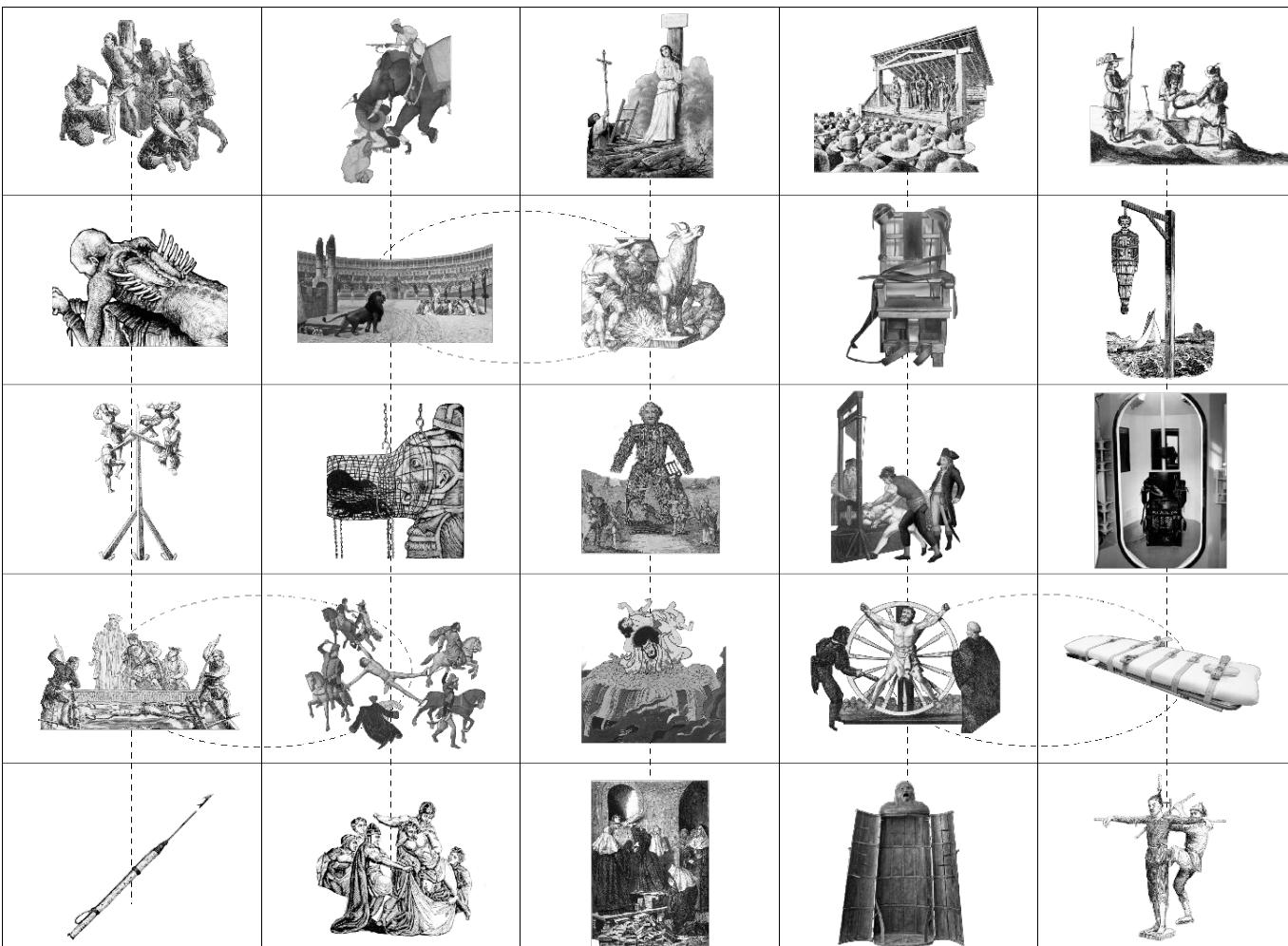
Penalative Execution

Animal-Based Execution

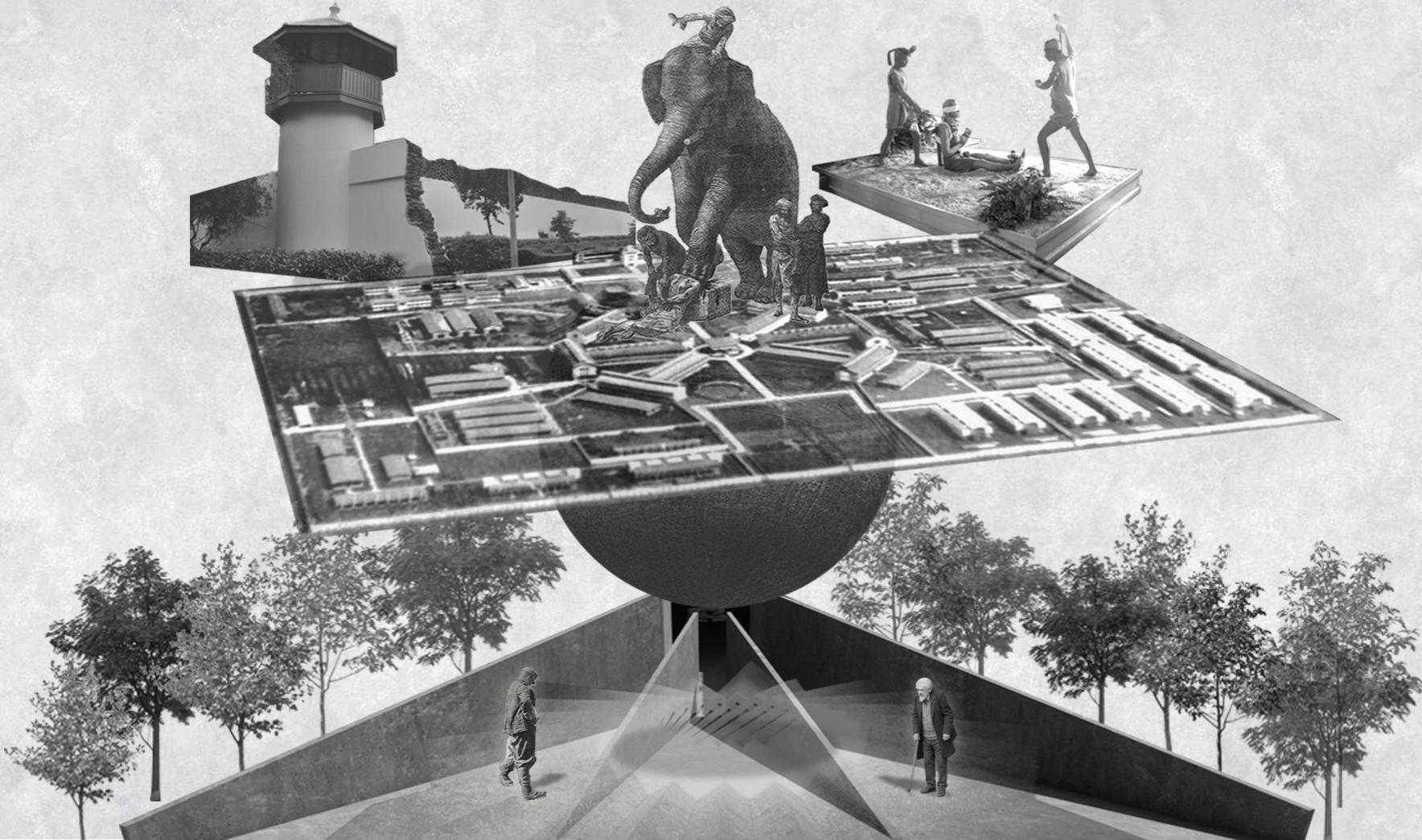
Execution by Burning

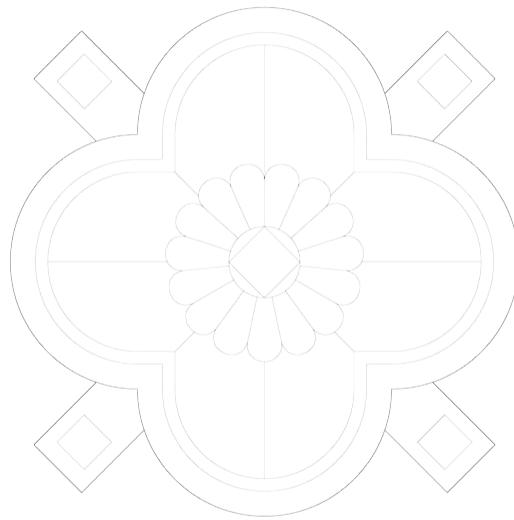
Mechanical Execution

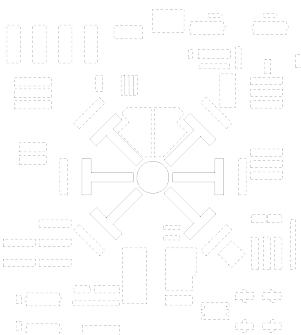
Suffocation Execution



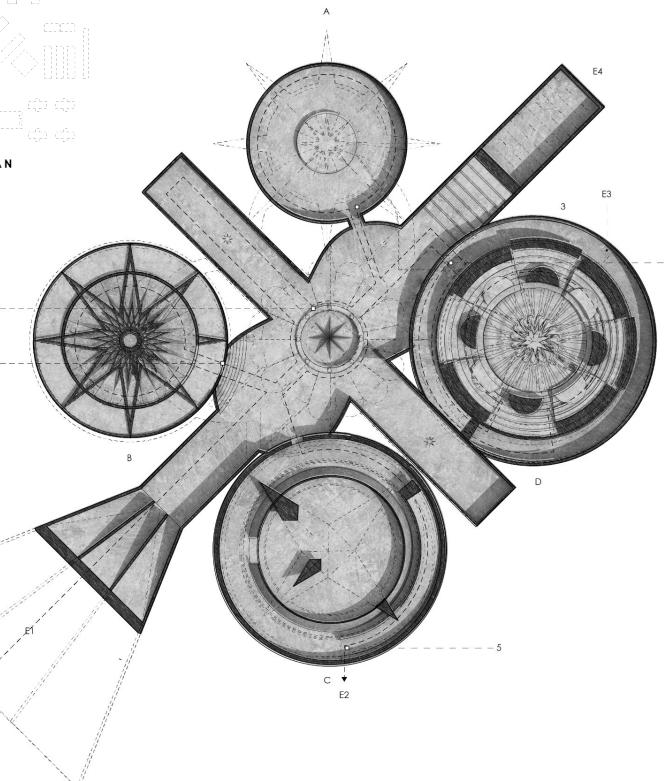
EXECUTION METHODS







OLD PRISON PLAN

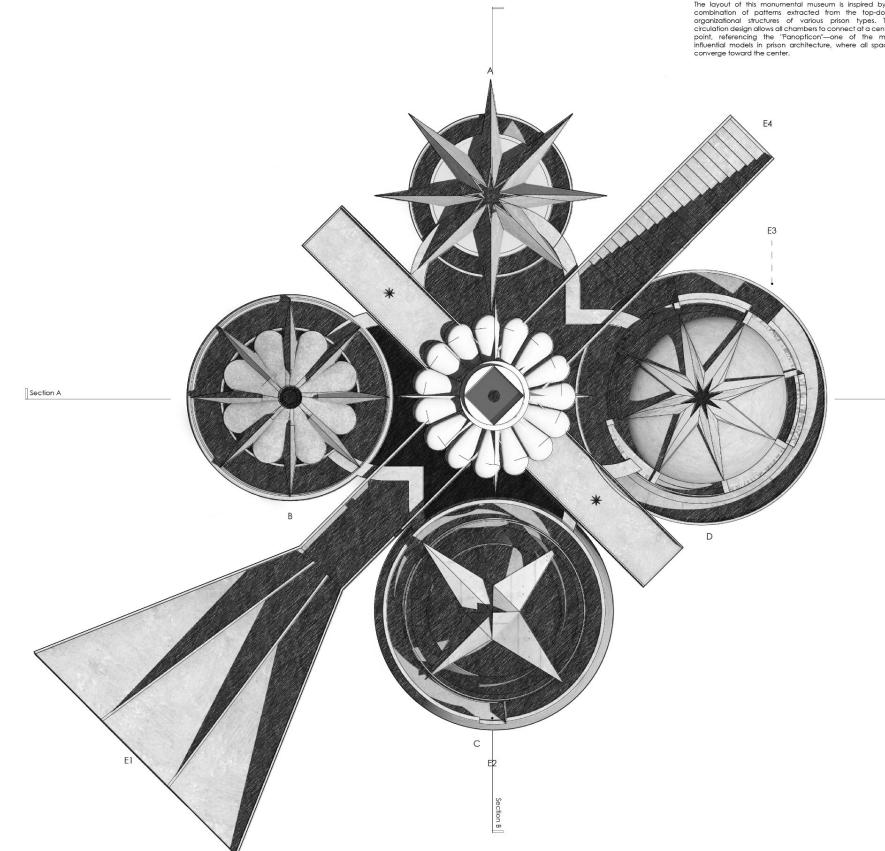


A: Animal-Based Execution Chamber
 B: Execution by Burning Chamber
 C: Penetrative Execution Chamber
 D: Mechanical Execution Chamber

FLOOR PLAN

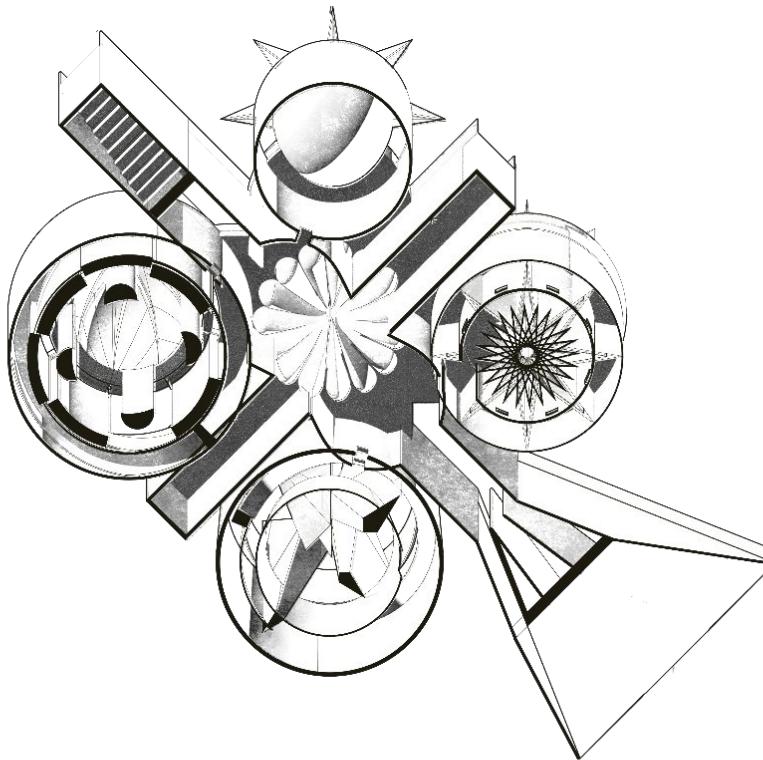
A: Animal-Based Execution Chamber
 B: Execution by Burning Chamber
 C: Penetrative Execution Chamber
 D: Mechanical Execution Chamber

ROOF PLAN



The layout of this monumental museum is inspired by a combination of patterns extracted from the top-down organization of a traditional prison. The circulation design allows all chambers to connect at a central point, reflecting the concept—one of the most influential models in prison architecture, where all spaces converge toward the center.

0 2 4 6 8 10 20m



WORM'S EYE VIEW AXONOMETRIC



MECHANICAL EXECUTION EXPERIENCE



Concrete Roof



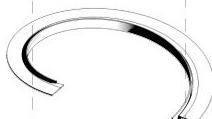
Inner Wall



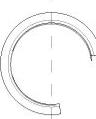
Offset + Loft

Select border

Original Pattern



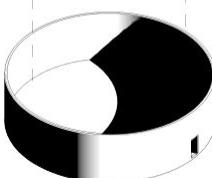
Slope



Steps & Floor

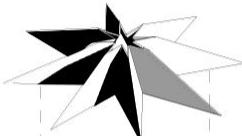
Floor Pattern

Floor



Concrete Outer Wall

ANIMAL-BASED EXECUTION EXPERIENCE



Concrete Roof

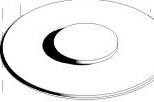
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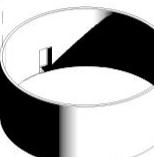
Original Pattern



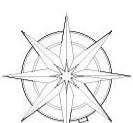
Metal Ball



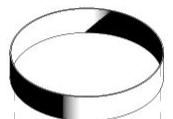
Concrete Outer Wall



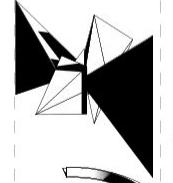
Floor



PENETRATIVE EXECUTION EXPERIENCE



Inner Wall



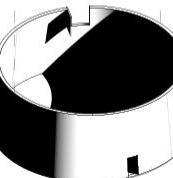
Concrete Structure



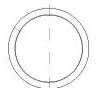
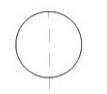
Slope



Inner Wall



Concrete Outer Wall



Concrete Outer Wall

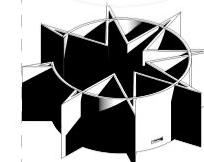
EXECUTION BY BURNING EXPERIENCE



Concrete Roof



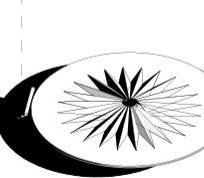
Inner Roof



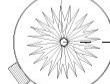
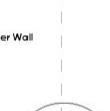
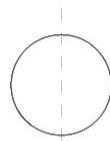
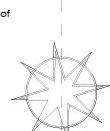
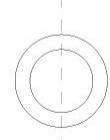
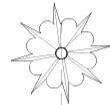
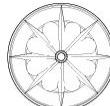
Inner Wall



Concrete Outer Wall



Roof



Roof Pattern



Aray Polar



Take a part out

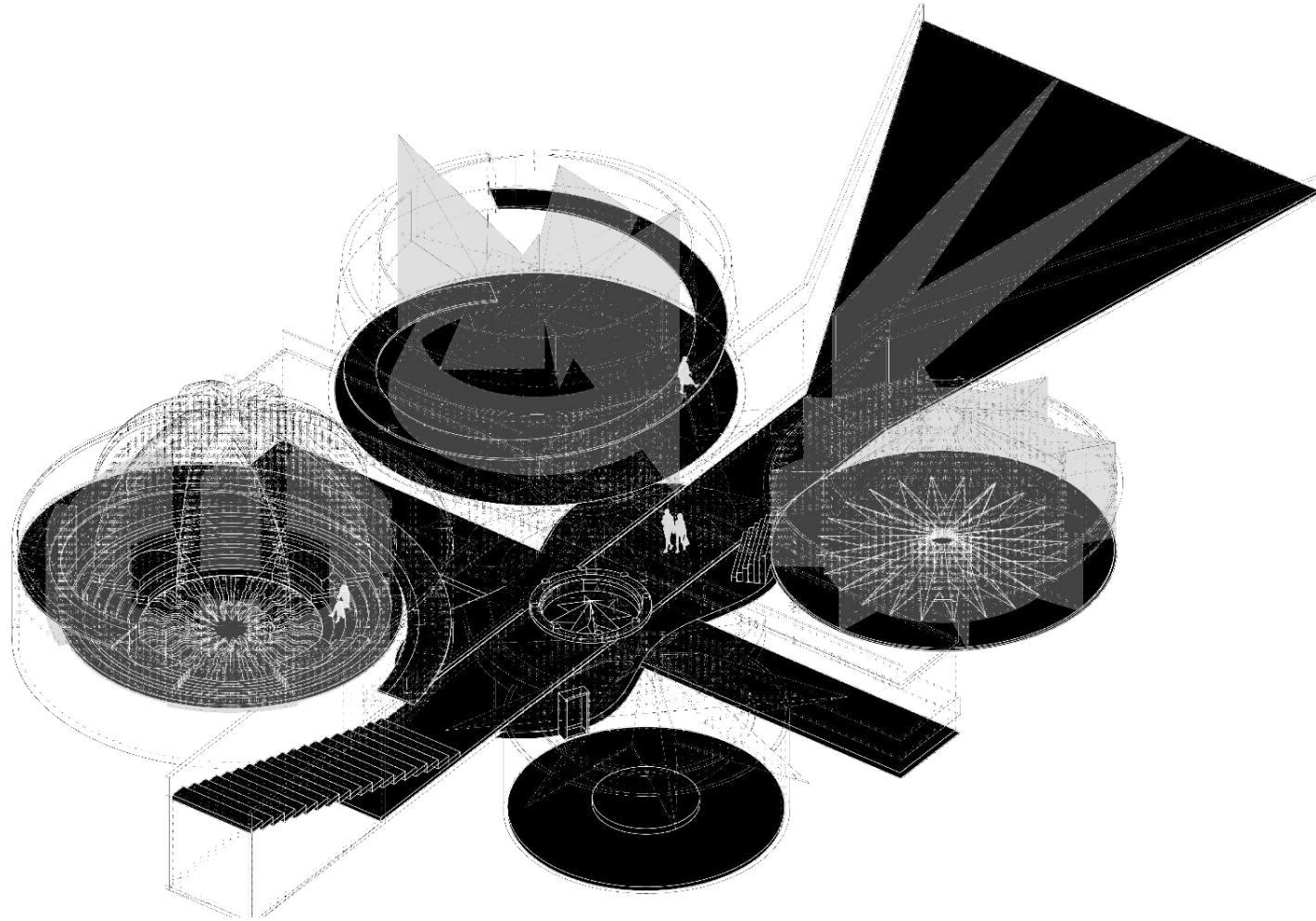


Original Pattern



Floor Pattern

EXPLODED ISOMETRIC

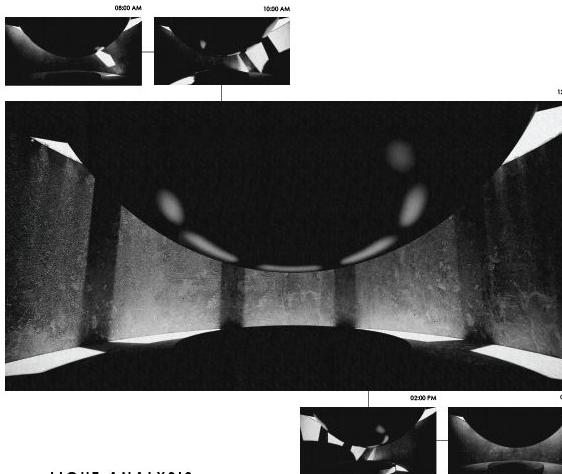
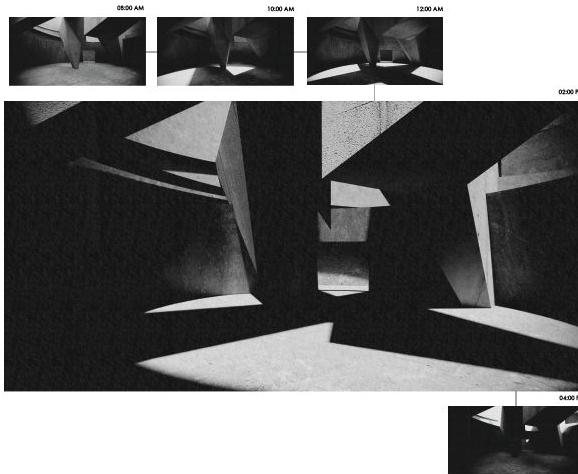
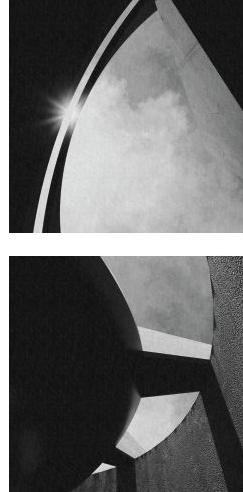
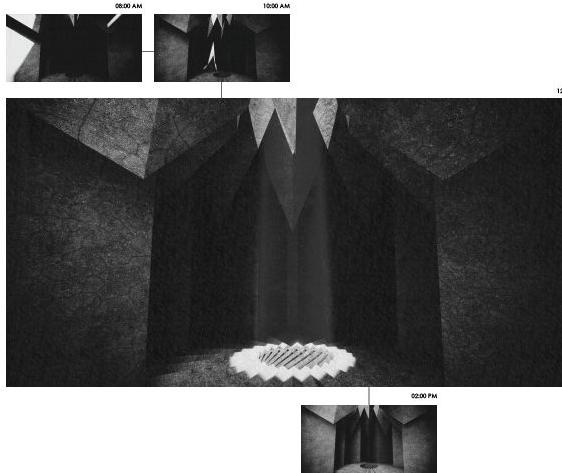
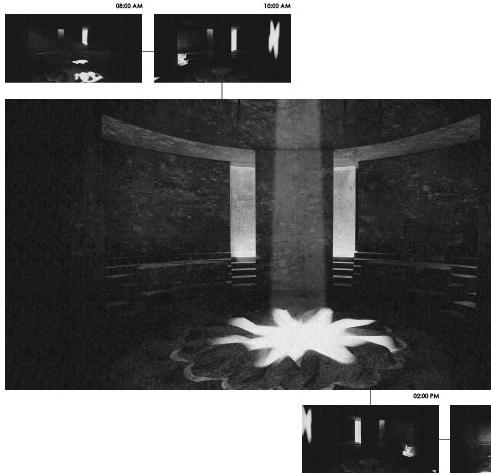


CIRCULATION

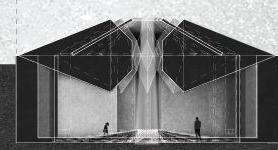
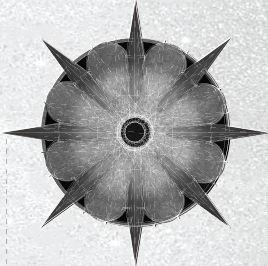
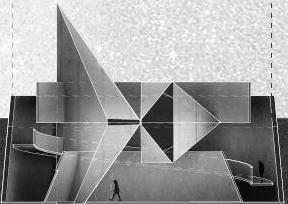
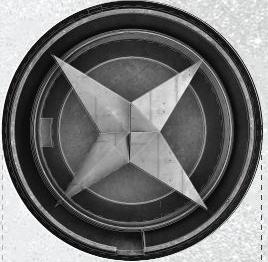
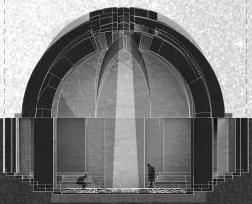
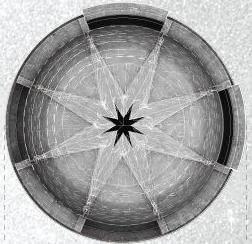
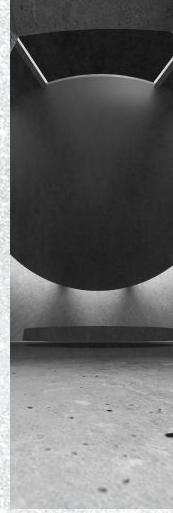
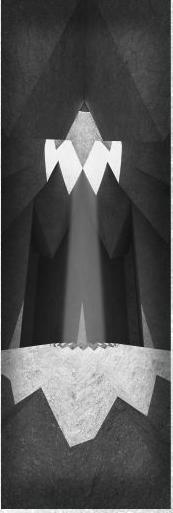


SECTION A





LIGHT ANALYSIS

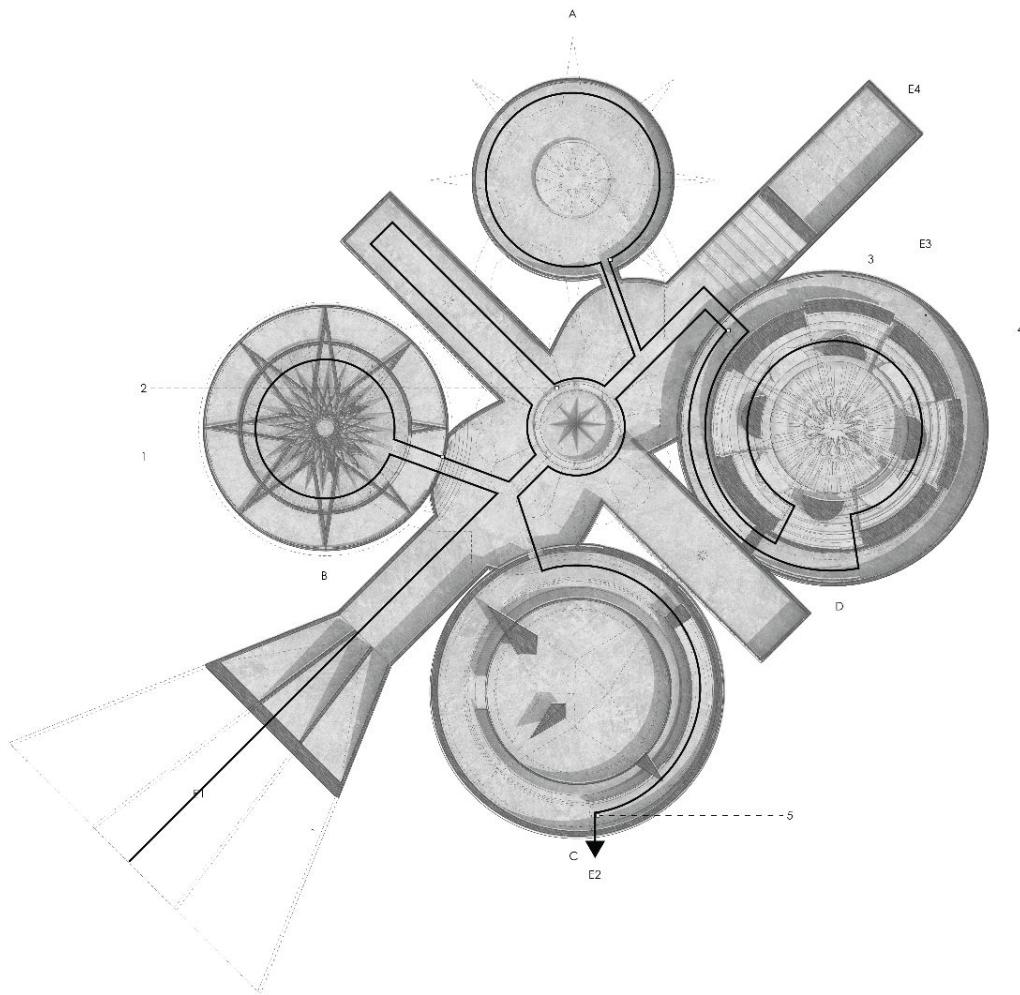


MECHANICAL EXECUTION EXPERIENCE

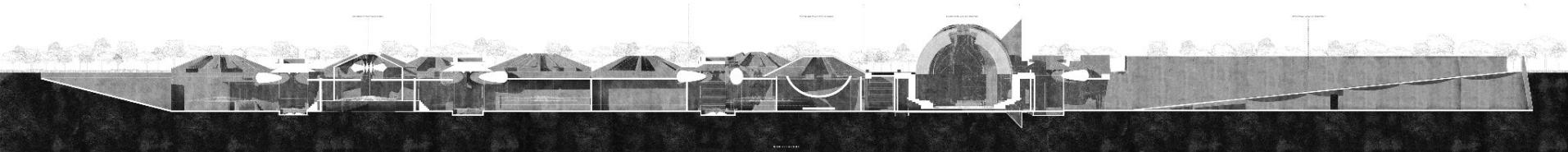
GENERATIVE EXECUTION EXPERIENCE

EXECUTION BY BURNING EXPERIENCE

ANIMAL-BASED EXECUTION EXPERIENCE



WALKING JOURNEY



UNFOLDED SECTION

