



The legend of Plaekao
DesignII final review

Case study



Library of dust

Library of Dust by David Maisel shows photos of copper urns holding the unclaimed ashes of patients from an old psychiatric hospital. Over time, the urns corroded, creating colorful patterns. The project highlights forgotten lives and raises questions about memory, loss, and how society treats the vulnerable.

1st site visit



Phan fa lilat bridge - Jim Thompson Art center



Sarn jao
and
Sarn Phra phum



2nd Site visit Kwan Riam floating market



Kwan Riam floating market



Kwan Riam spirit shrine



Bang peng tai temple



Kwanriam floating market-Sansaeb canel



Plae Kao (The Scar), a Thai classic by Mai Muengderm , 1954

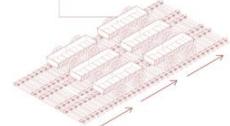
This floating market comes from the characters named Kwan and Riam from a famous Thai novel in the past called Plae Kao or The scar. It is a story about the love of villagers living in Khlong Saen Saep who love and are faithful to each other until they die together, earning the nickname "Love of Khlong Saen Saep". This book was so popular that it was made into a movie, drama, and stage play at least 20 times, which became the name of this floating market near Saen Saep. There is also a shrine where people like to come to see the story of love and finding their true love.



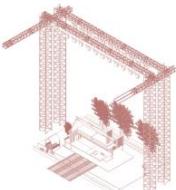
Ride in to "Plae Kao" world



The story of Old Wood takes place in 1964. At that time, middle-class people living in the city had to go to the forest to bat. So I designed this ride with the idea of taking a walk back to that time.

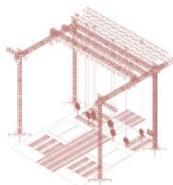


Riam's house (interior)



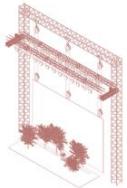
After the scene is rotated to become an interior scene, there will be a sliding screen that will open up to reveal the house and the audience will be moved through the house as if they were really inside the house.

Rice field



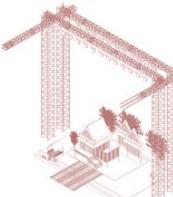
This scene is a rice field, which is the setting for the first part of the story. It is the first time because both families are rice farmers. They have to work hard so that they will be able to participate in the story by helping each other to work well, being active to help join the story.

Spirit shrine



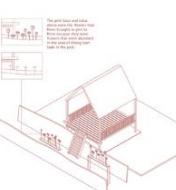
This scene is where Riam's father has to pray at a shrine in the forest and vows to his wife that he will return. This scene will be a rotating scene that will change the current scene of Riam's house so that people can worship and pray for him.

Riam's house (exterior)



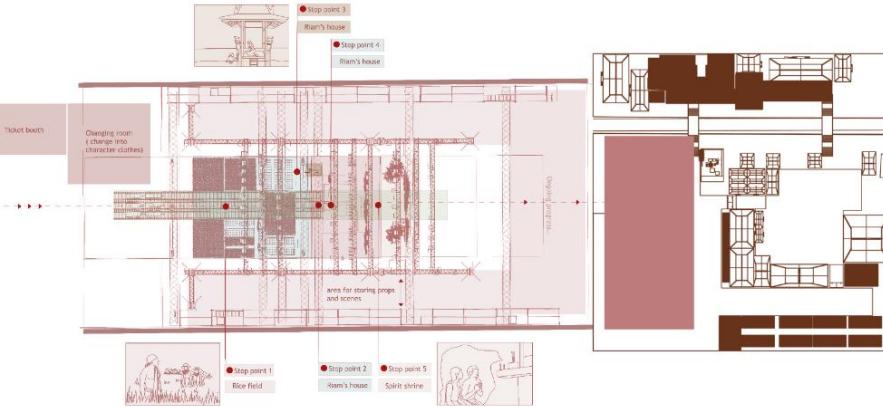
This scene is a scene of Riam's house, where the house can be separated into pieces to see each piece into a scene Riam's house.

Riam's front yard pavilion

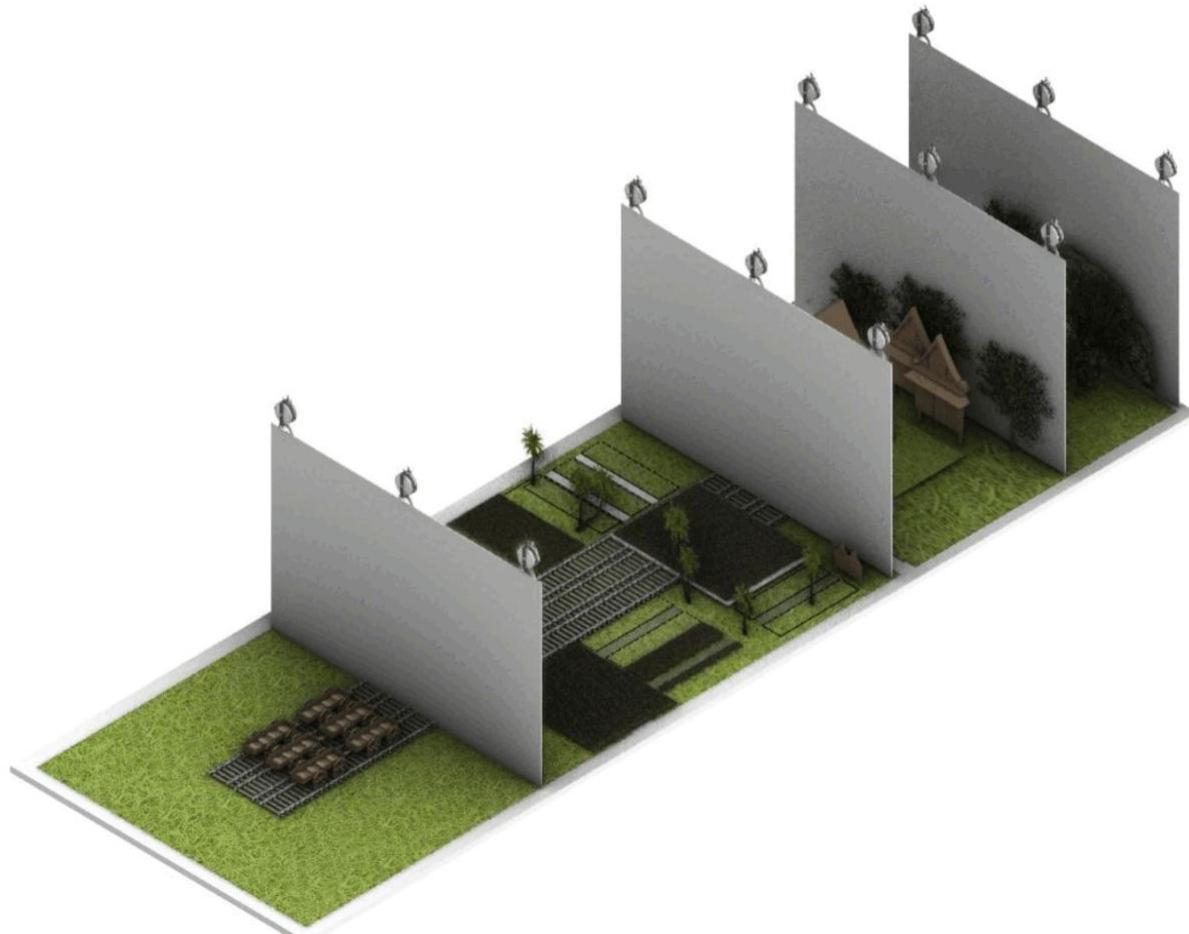


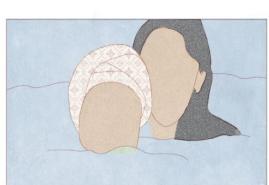
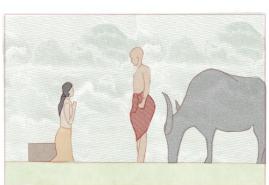
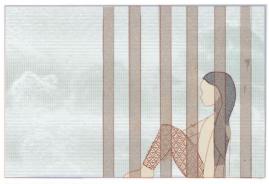
This scene is the scene where Riam secretly goes to the pavilion to meet his friend. He has to go to Riam as the pavilion in front of Riam's house. This scene will be a rotating scene area as Riam's house, but when this scene is in Riam's house, the audience will be moved from the front of the house to this area instead.

Entrance



In phase 2 I made a ride that can sit in and there is a point where people can come down to do activities and watch the show. The scenes will be 2d and 3d that can be changed with various techniques according to the story.



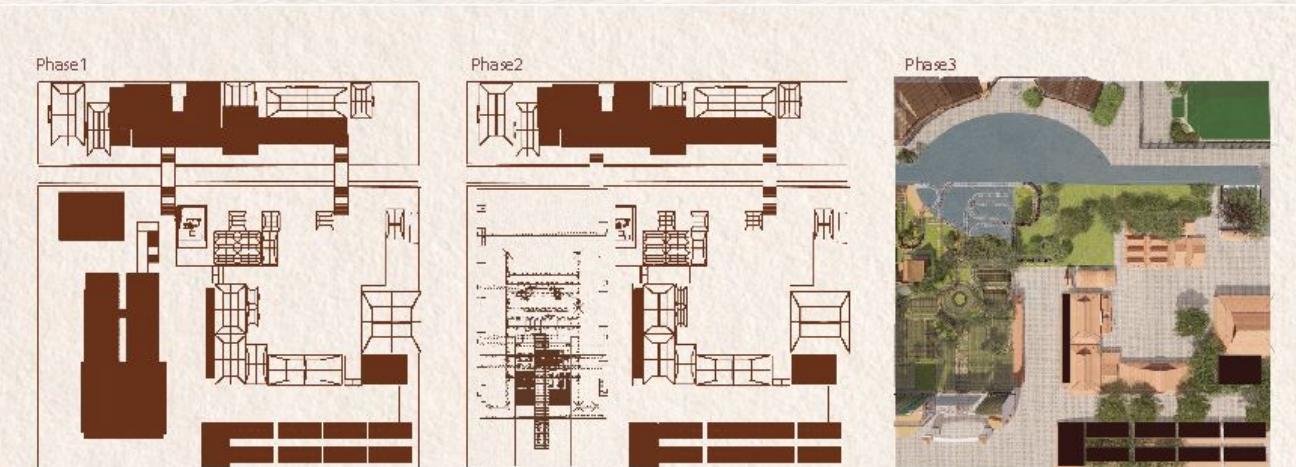


Storyboard

This is a storyboard created from the movie The scar, divided into 15 scenes from the beginning to the end of the story. These scenes will be created as real scenes and will have real actors performing. The story will be told through a tram ride and an immersive experience.



Site plan



This is the original site plan which will have a floating market, temple, Khwan Riam Shrine and houses which I kept the same. I kept the original concept of it still being called the floating market, just added a story about the origin of the name of this floating market so that visitors will know more about the history of Kwan Riam Shrine. I just changed the form of the floating market so that it becomes part of the scene and becomes one of the immersive experiences in this ride..

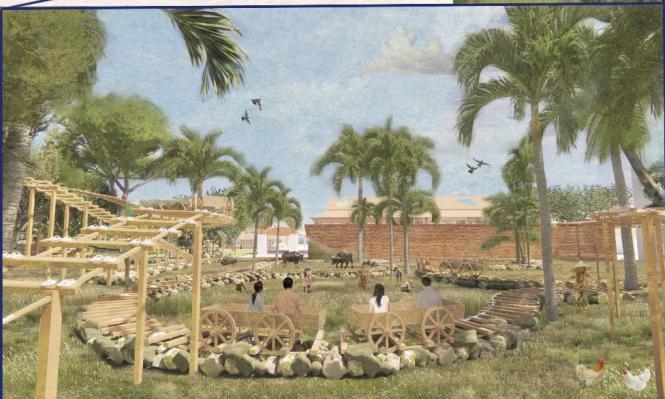








point of view from path 2



point of view from path 1

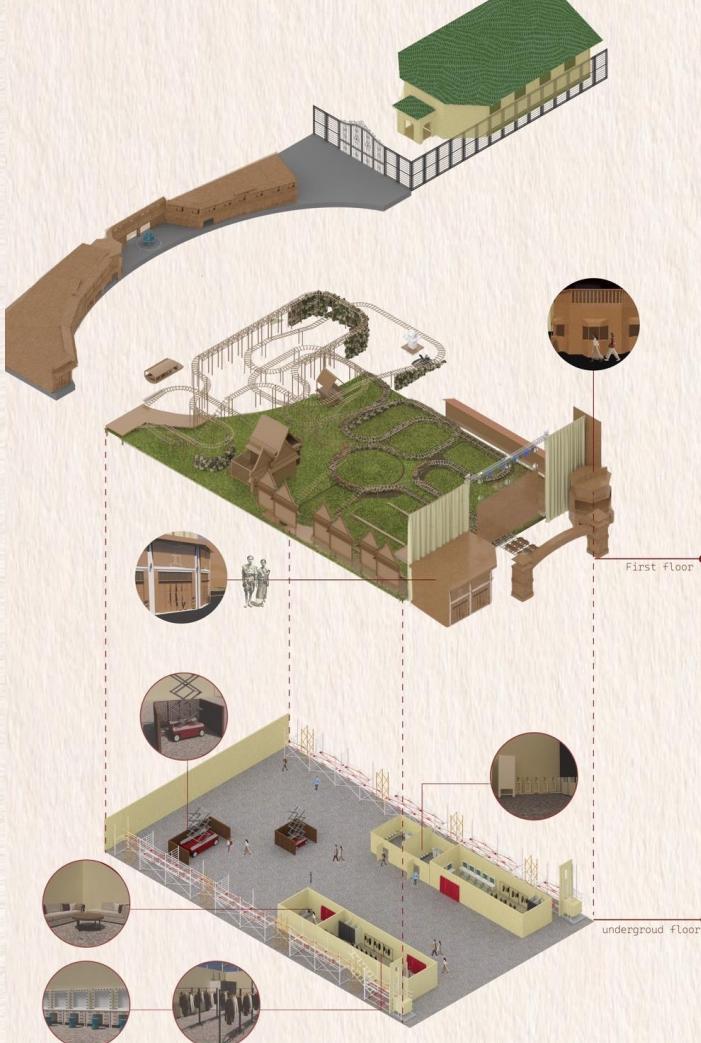
point of view from path 3

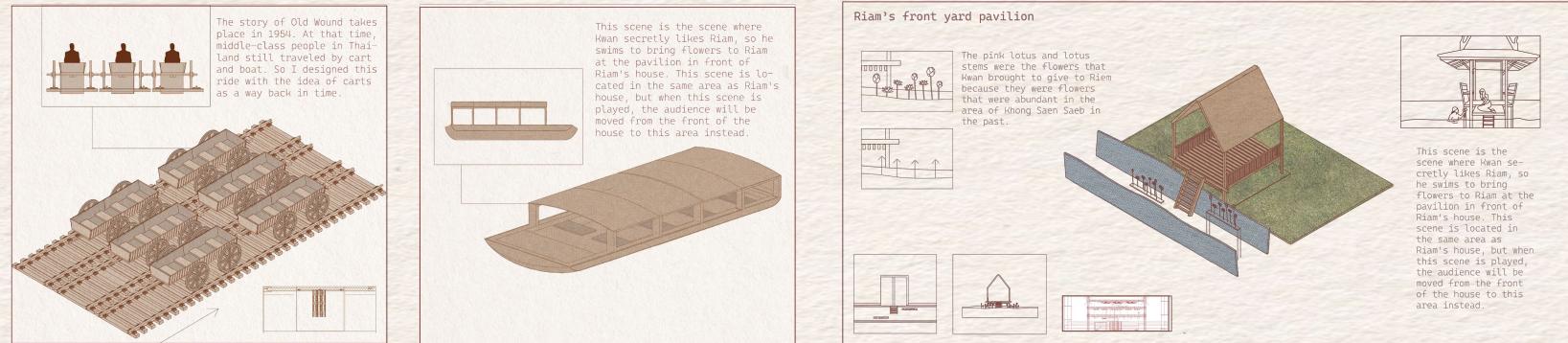


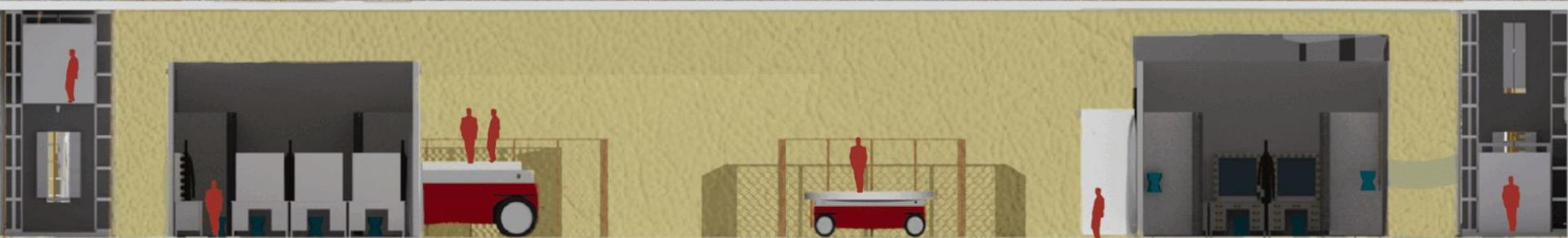
After getting on the cart, it will be divided to 3 tracks to show different points of view, each with different stopping points, but will stop and be seen in the scenes in order on the storyboard, which will have a total of 15 scenes.



This is an exploded isometric shows how this space work, the basement will work like the backstage area, where the actors dress, store the scenery, and there is an elevator that allows the actors to go up to different points in the scene.







Section

Side



Front

