Project Serenity

Site

The SUTD Hostel pond covers an area of about 4866 m² which is a significant portion of the school. However, nobody goes there at night. It is eerie - users are not able to appreciate the beauty of the space.

This site holds **enormous potential** as it is a big open **tranquil place**. The fishes also attract students and families. It is a pity that no one goes there at night.

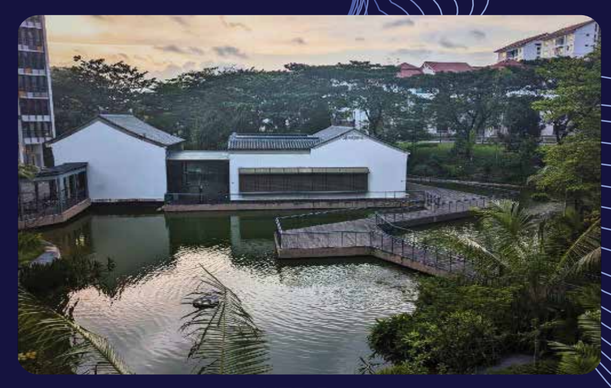
Although the site can be eerie after dark, the area is **peaceful and serene**.

Opportunity Statement

While the site beautiful and tranquil, how might we **attract people to the SUTD pond at night**?

Design Goals

The design serves to provide a more **interactive** way to view fishes that does not **intrude into the environment** and is **aesthetically elegant** to invite people to come into the space.



SUTD Pond

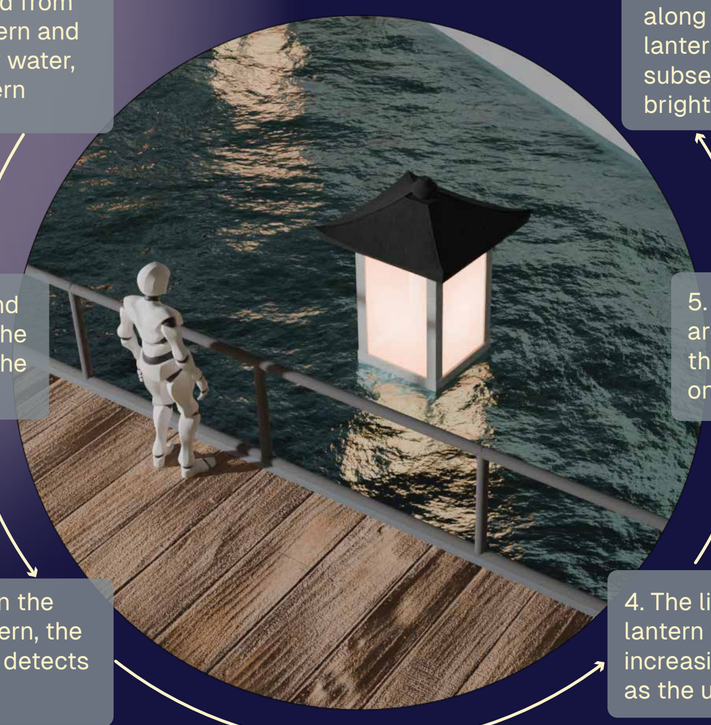
Introducing: The Lantern

> See fishes like never before

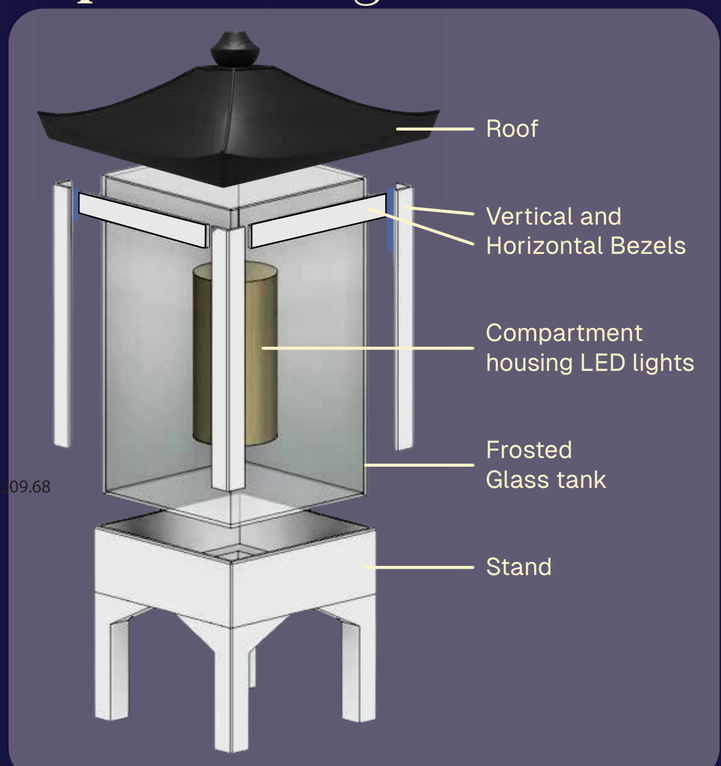
> Disappear into the experience

Functional Process

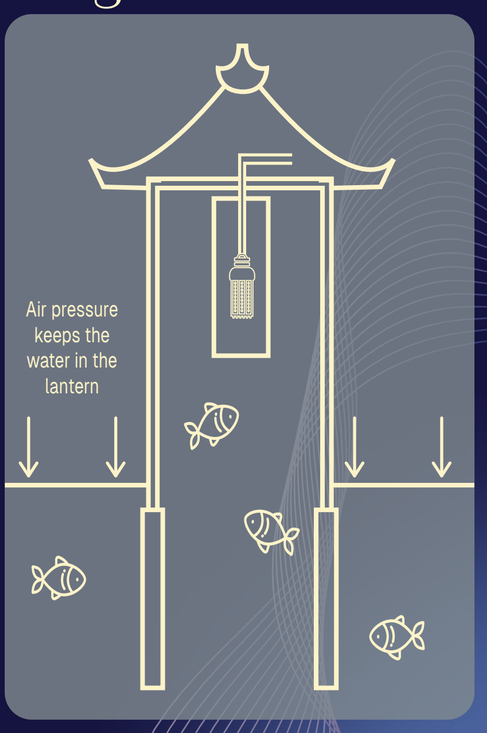
1. Air is removed from within the lantern and is displaced by water, filling the lantern
2. Fishes in the pond gradually explore the new space within the lantern
3. As a user walk in the proximity of a lantern, the ultrasound sensor detects their approach
4. The light within the lantern turns on with increasing brightness as the user gets closer
5. When fishes swim around in the lantern, their shadows are cast onto the lantern's faces
6. As the user moves on along the boardwalk, the lantern dims and the subsequent lantern brightens



Exploded Diagram

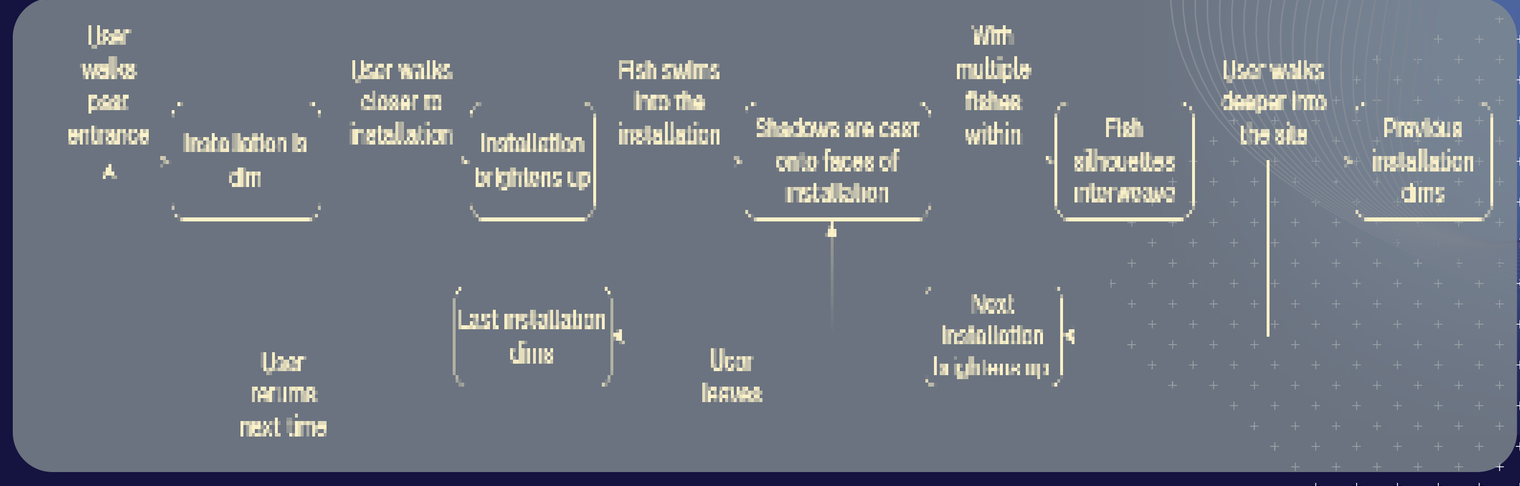


Cross-sectional Diagram

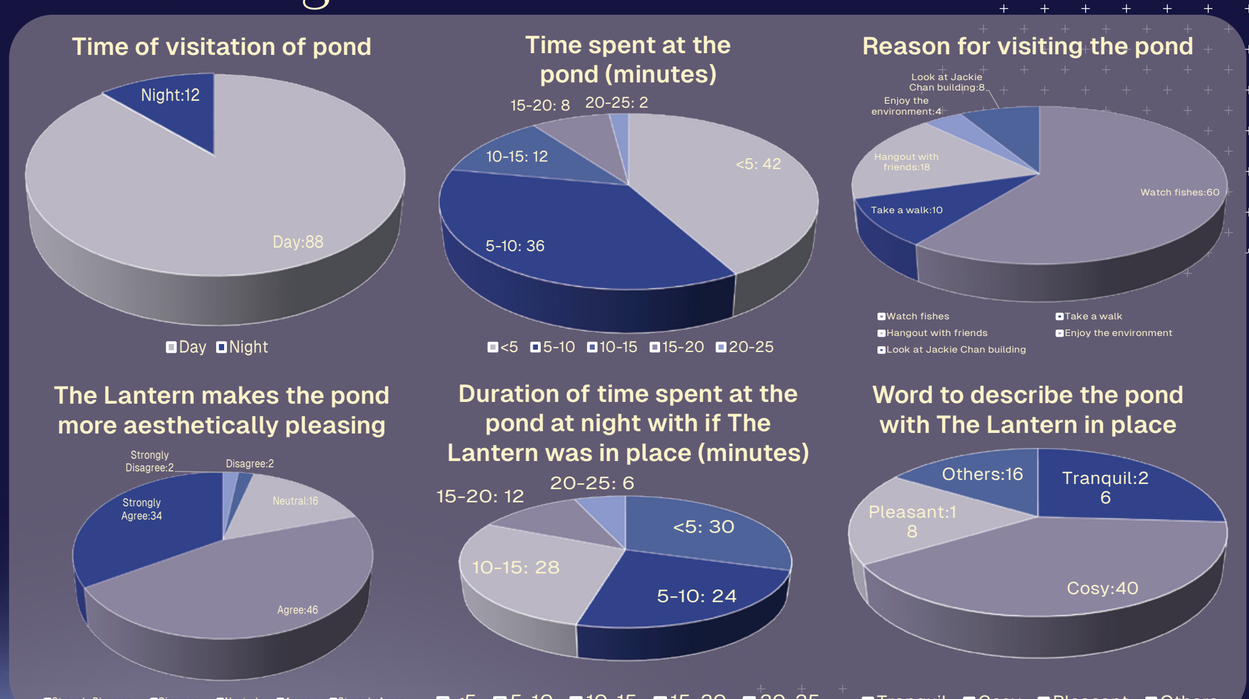


Activation Area

User Journey Map



User Testing



Massing Iterations

Prior iteration: Roof

In an attempt to allow light from the tank to diffuse through the roof, a fence-like roof was designed

Prior iteration: Tank

An attempt to combine shadows and details of the fish was done via overlaying frosted acrylic strips over clear glass

Prior iteration: Legs

With the aim of letting fish swim through the legs of the stand, a negative void was created into the legs of the stand

Prior iteration: Lights

Previously, a spotlight was placed on the exterior face of the lantern to shine through it

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