



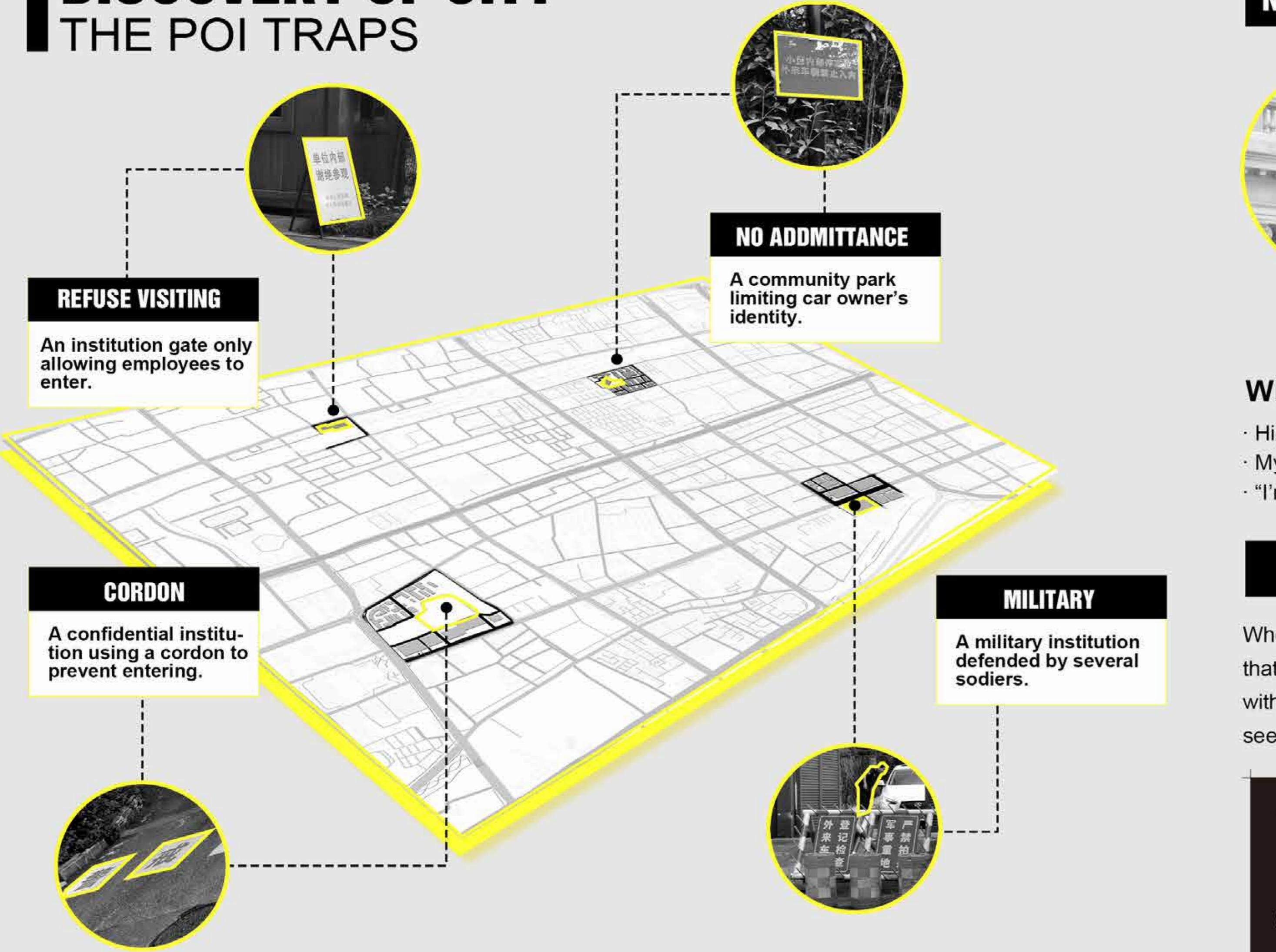
HERE WHO DIGS

A POSSIBLE SOLUTION FOR THE
LESS-FREQUENTED AREAS IN THE CITY

Reflecting on the centralized mindset in landscape design, I revisited a school project to develop a new approach aimed at revitalizing "urban caves," areas lacking points of interest from an urban planning perspective.

DISCOVERY OF CITY

THE POI TRAPS



In Hangzhou city, I found numerous places featuring low accessibility for various reason, which arouses my interest on those places rarely concerned by ordinary travelers. This is where my study began.

NORMAL PATTERN

The most common route of a short travel.



DECIDE TO HANG OUT



CHOOSE A DESTINATION



FIND A WAY AND JUST GO

WHAT IS IN TRAVELERS' MIND:

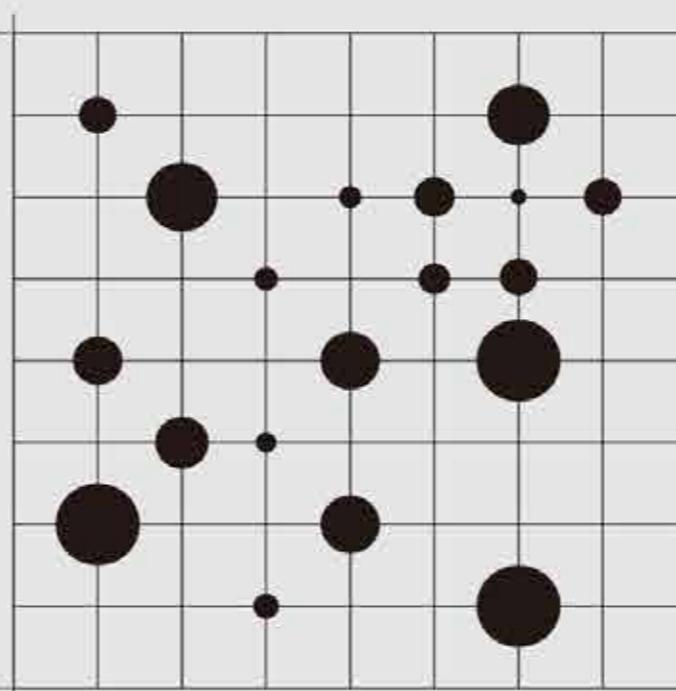
- Highly regarded as an aimful pattern.
- My travel is simply "for travel".
- "I'm just following the most-liked post in social media."

INSPIRATION

When I attempted to conduct data analysis for the points of interest in the city, I noticed that the ultimate visual outcome resembled more of a mask hovering over the city, adorned with various-sized perforations. In contrast to the "points of interest" within the city, they seemed more like "hollow points," which is why I referred to them as "urban caves."



POI VIEW



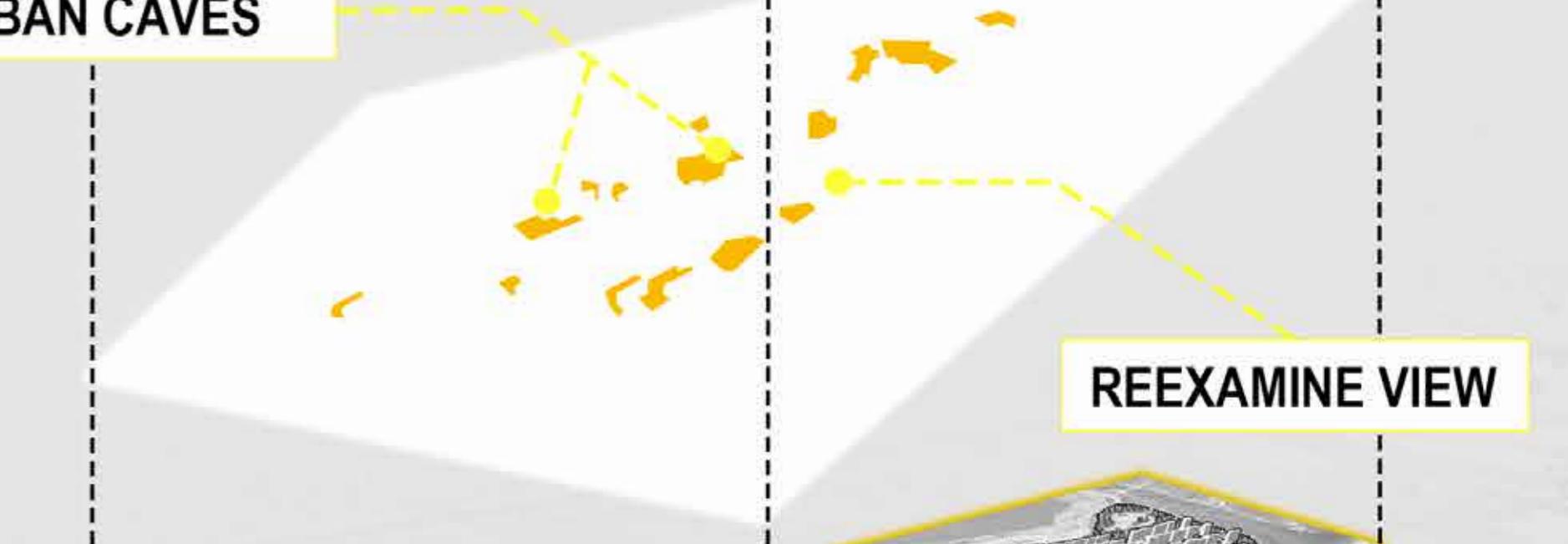
URBAN CAVE VIEW

"URBAN CAVES"

An architecture morphology project started with **functional district design**

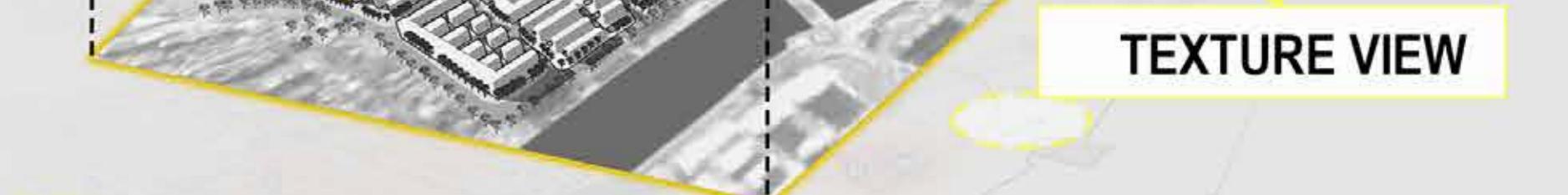


URBAN CAVES



REEXAMINE VIEW

Taking a reverse perspective to reexamine this project, it was discovered that within clearly defined functional blocks, there were numerous spaces that did not revolve around the themes of "attraction, inspiration, and fulfillment."

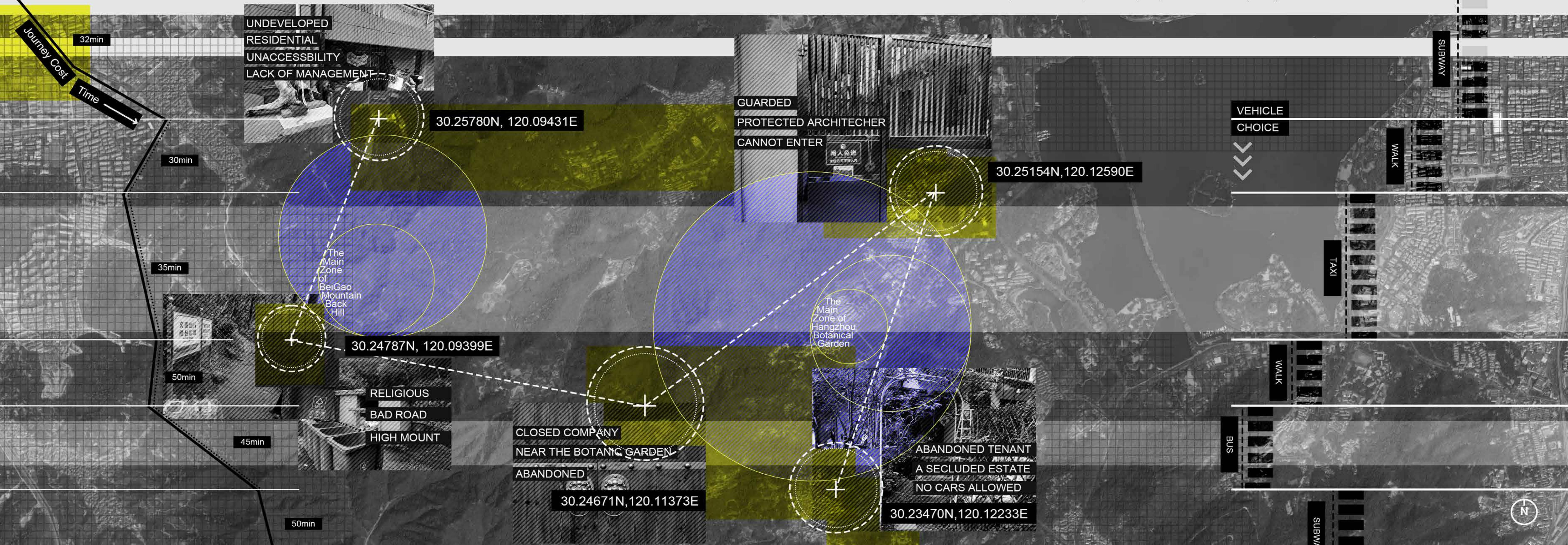


TEXTURE VIEW

DIG INTO THE CAVE

DISENCHANTMENT OF CITY

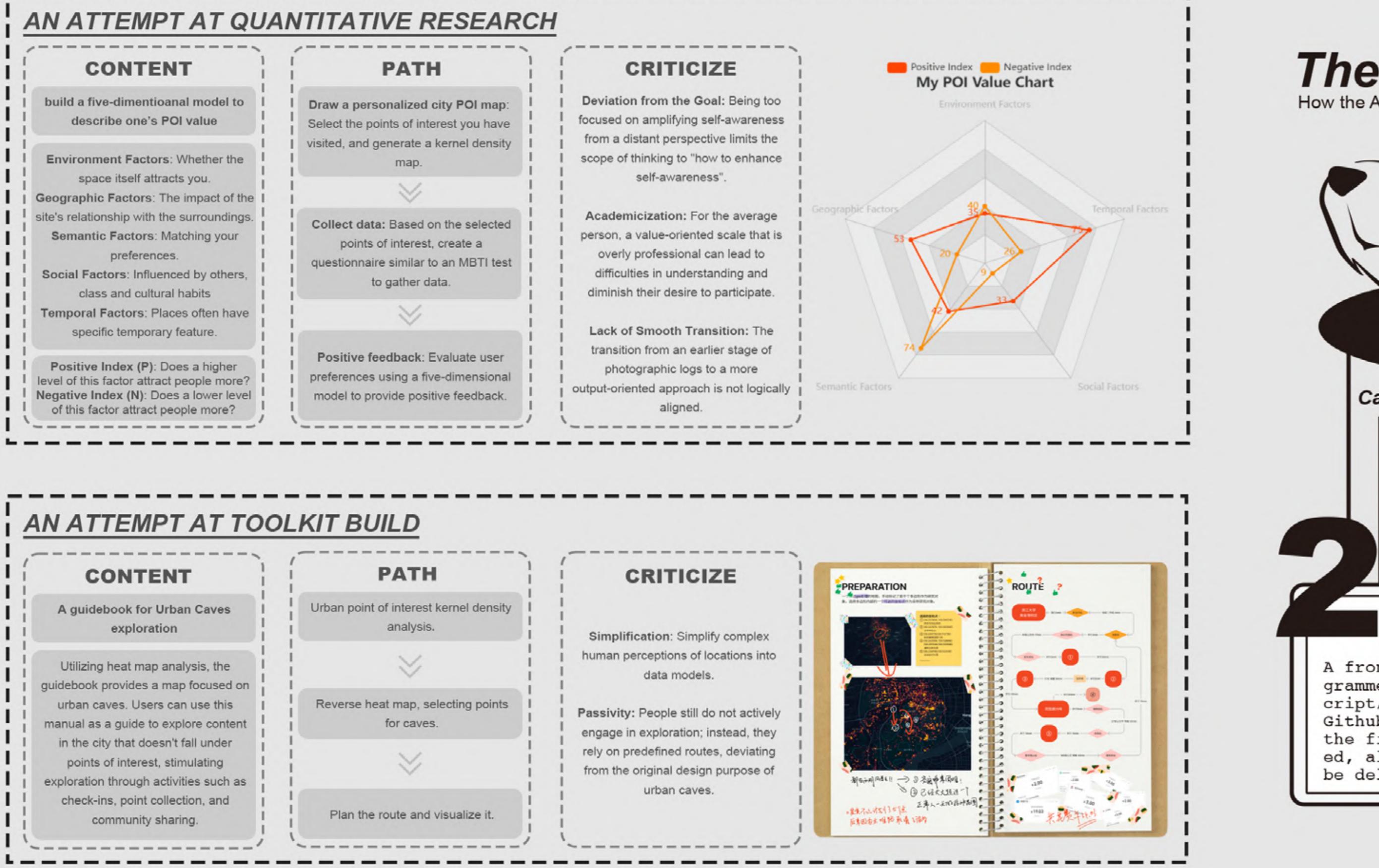
I formulated a plan based on the previously created heatmap of points of interest (in Hangzhou), identifying five accessible "urban caves" and proceeded to visit them. During this journey, I documented the modes of transportation, time consumption, geographic locations of each "cave," and some personal perspectives on why they evolved into "caves".



REAL LANDSCAPE OF CITY RECONSTRUCTION OF URBAN IMAGE

Based on previous research, I attempted to develop a solution for urban dwellers trapped in caves. During the iterative process of conceptualization, I encountered various challenges with several hypotheses, ultimately settling on an ARG (Alternative Reality Game) approach.

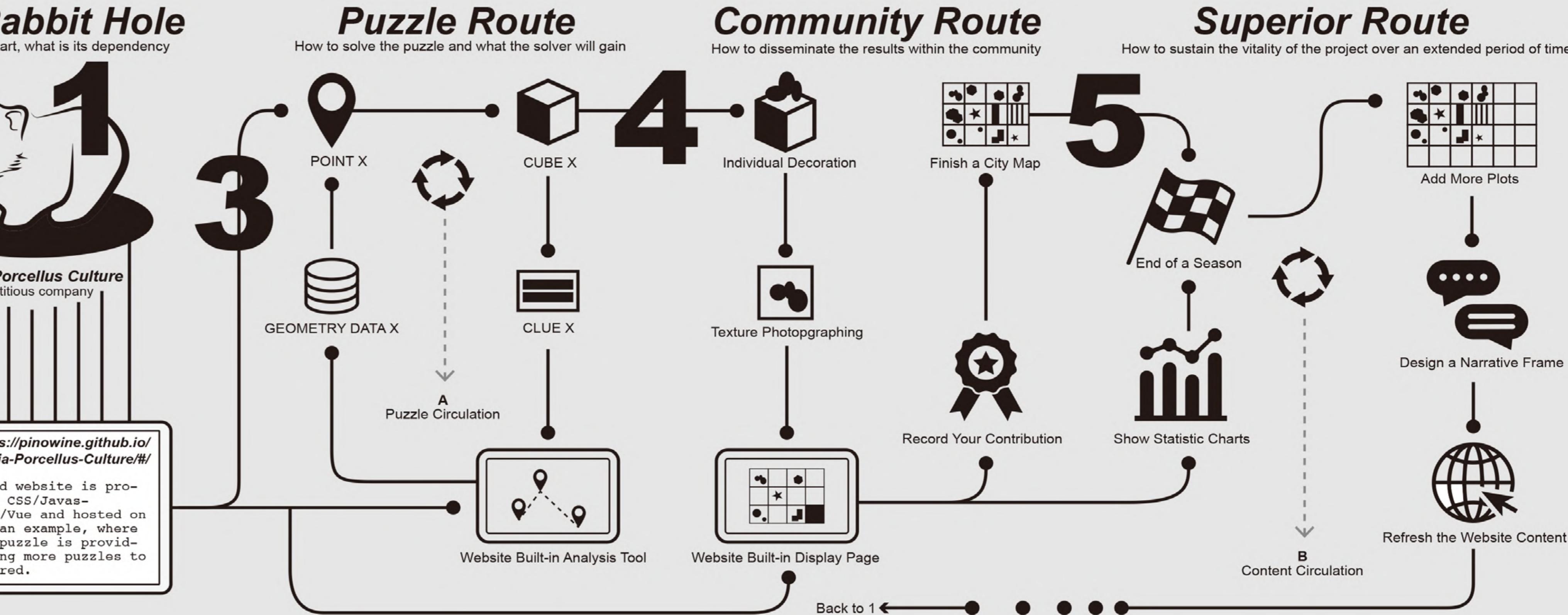
CONCEPTUAL PATH



CASE STUDY



ARG ROUTE

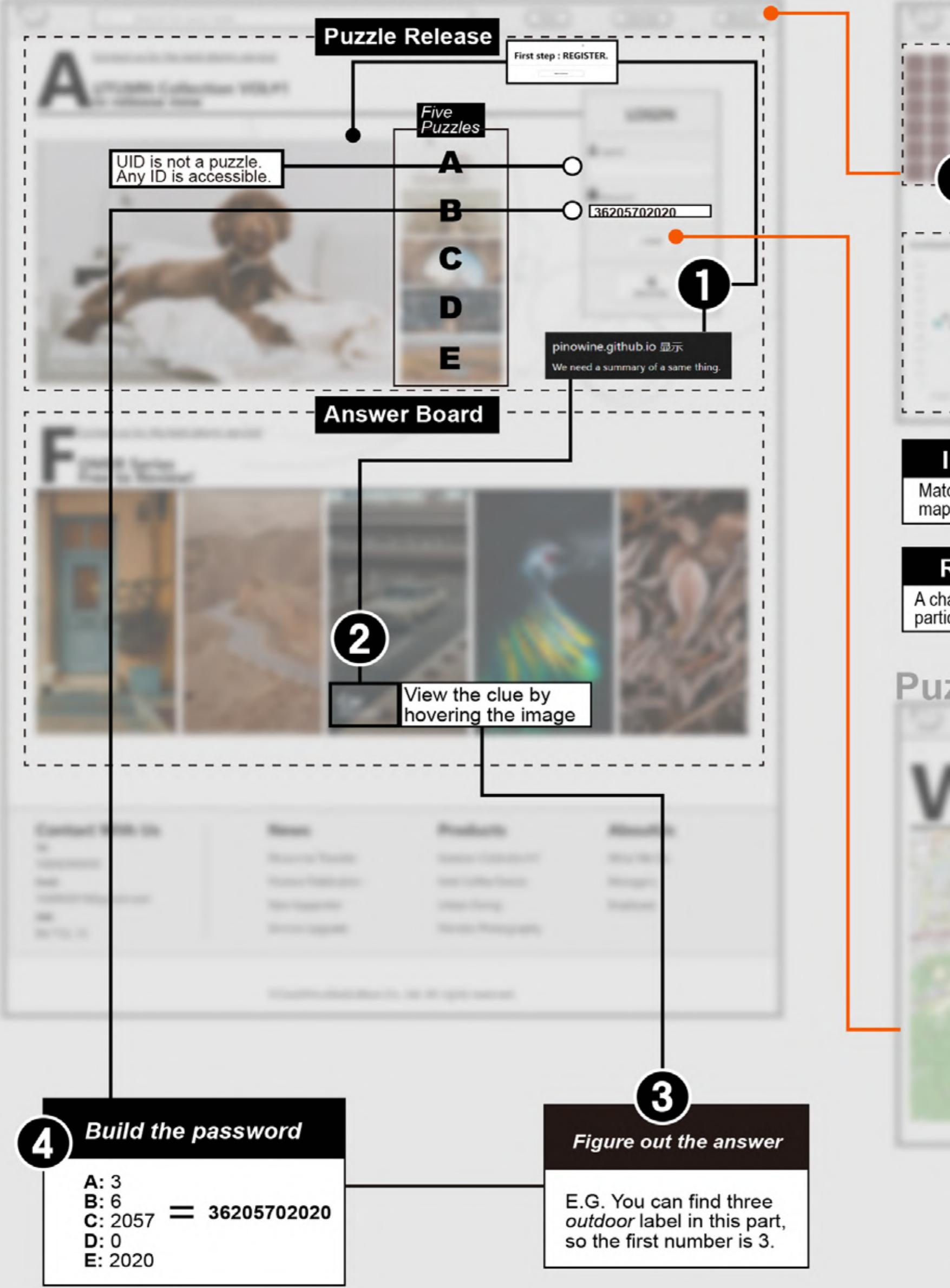


WEB ROUTE

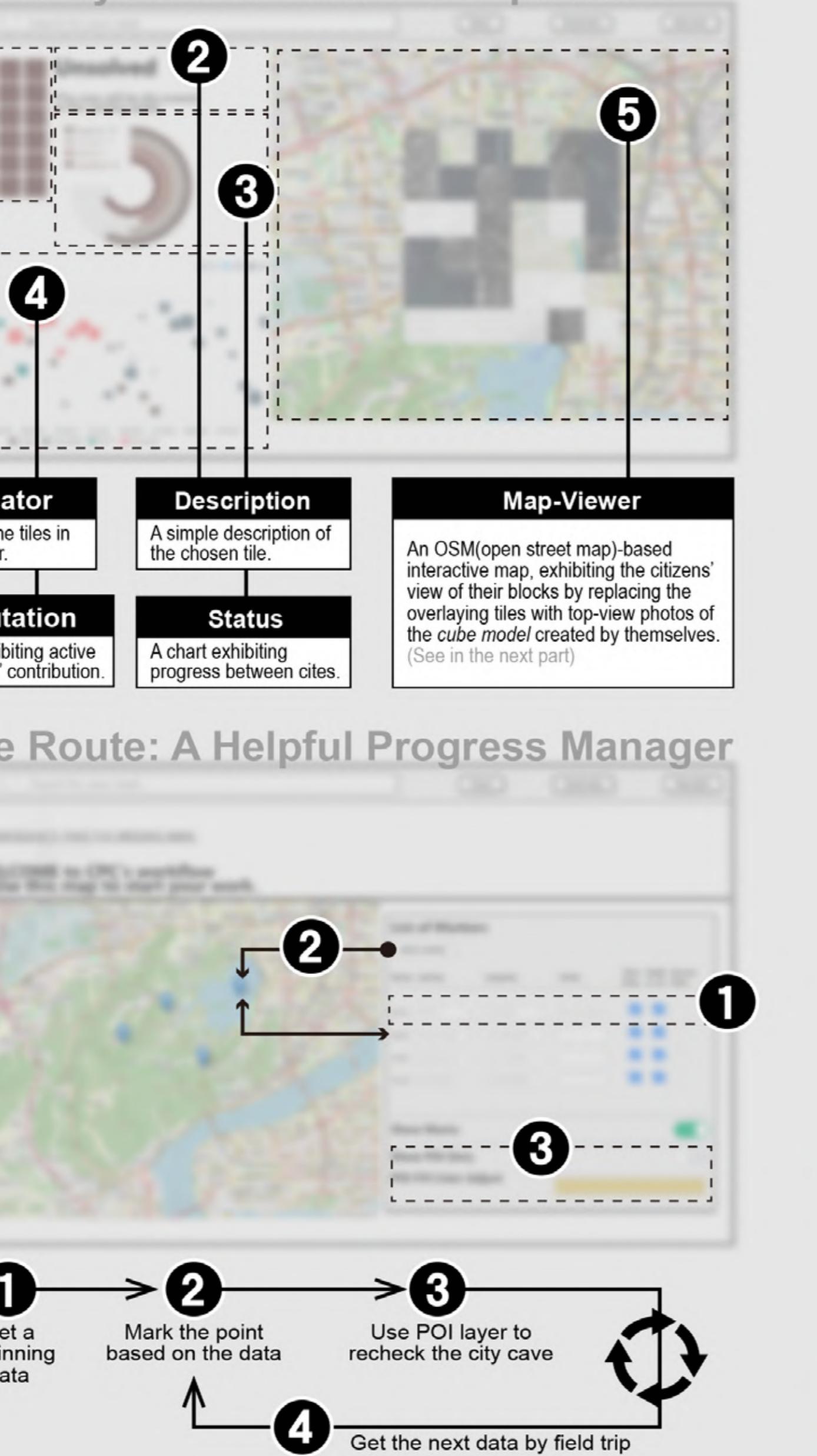
The website is accessible at:

<https://pinowine.github.io/Cavia-Porcellus-Culture/#/>

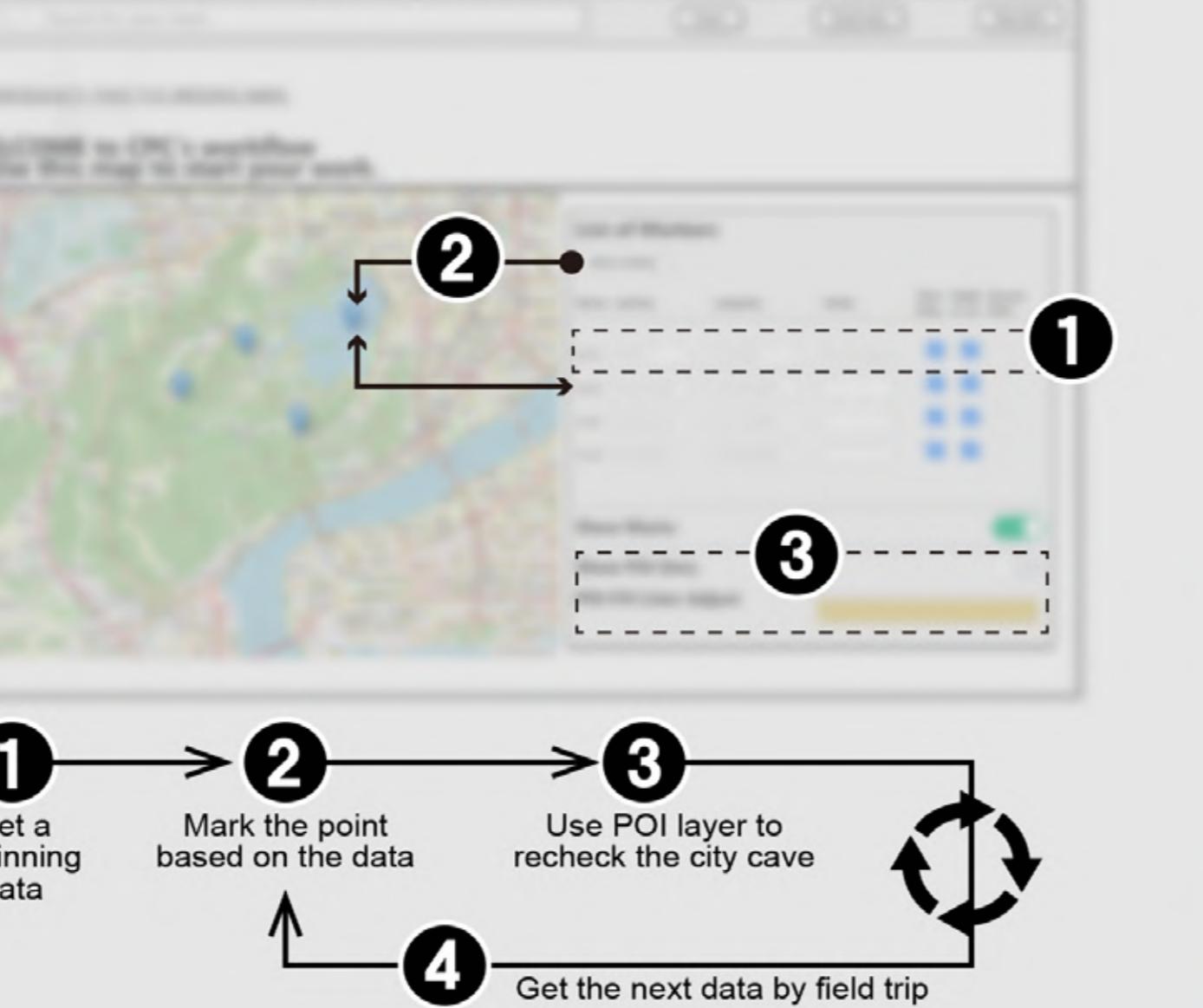
The Rabbit Hole: Entrance



Community Route: Status & Reputation

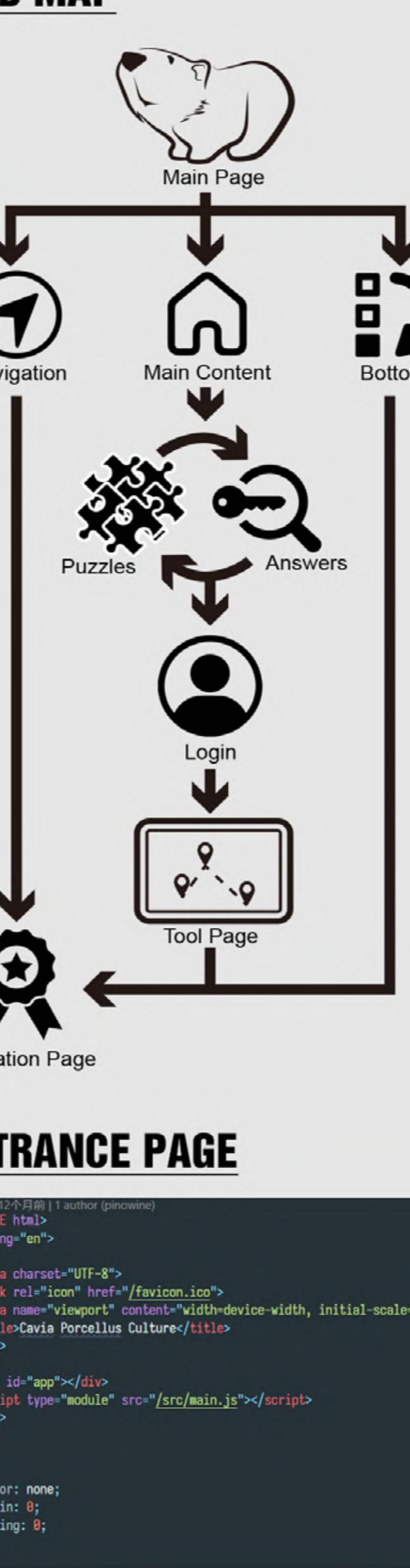


Puzzle Route: A Helpful Progress Manager

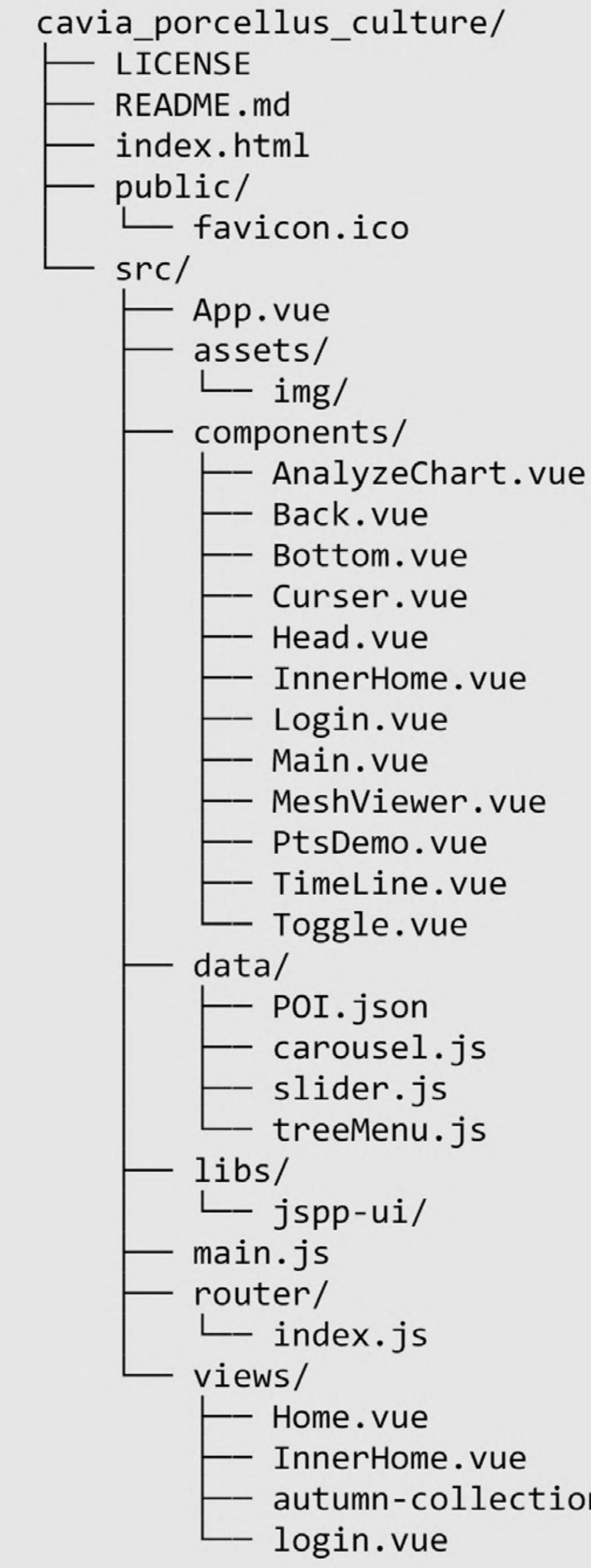


FRONT-END WORK

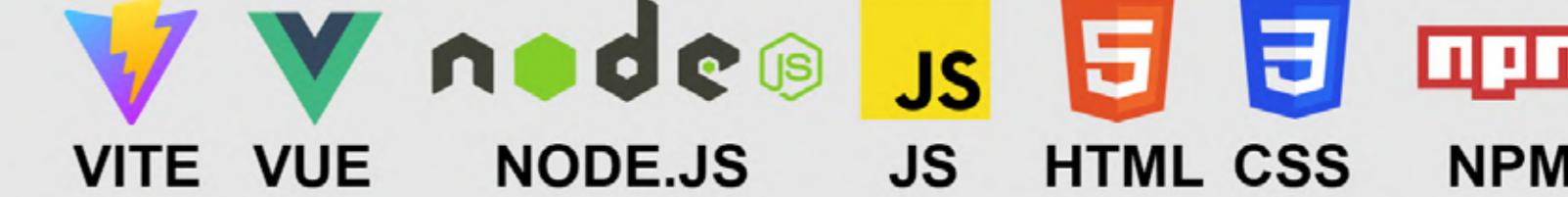
WEB MAP



PROJECT TREE



TECHNOLOGY STACK



This was my first attempt at building a project using a front-end framework. I encountered many issues during the project deployment (including routing, environment configuration, image hosting, etc.), which I had never faced before when I was writing native HTML and JavaScript without using the Webpack tool.

CODE SNIPPETS

```

computed: {
    fillColor() {
        const fillColor = this.fillColor;
        // Important! need touch fillColor in computed for re-calculate when change fillColor
        return () => {
            return {
                weight: 2,
                color: "#CECF1F",
                opacity: 1,
                fillColor: this.fillColor,
                fillOpacity: 1
            };
        };
    },
    syncCreated() {
        this.loading = true;
        const response = await fetch("src/data/merged_data.json");
        const data = await response.json();
        this.loading = false;
    },
    syncBeforeMount() {
        withGeoJson: latLang(-47.41422, -1.250482),
        currentZoom: 11.5,
        currentCenter: latLang(38.2677, 128.1328),
        showParagraph: null,
        geojson: null,
        POF: null,
        value: true,
        tooltip: {
            value: true,
            fillColor: "#E6C9F0",
            enableTooltip: true,
            zoomStep: 0.5
        },
        showMap: true,
        heatmapLayer: null,
        geojsonOptions: {
            radius: 20,
            fillColor: "#FF7788",
            color: "#FF7788",
            weight: 1,
            opacity: 1,
            fillOpacity: 0.8,
            markers: [
                {
                    id: "1",
                    position: [lat: 38.21843, lon: 128.12978],
                    tooltip: "杭州少年儿童公园",
                    draggable: true,
                    visible: true,
                    permanent: false,
                    sticky: true
                }
            ],
            this.mapIsReady = true;
        }
    },
    circleMarker(lat, lng) {
        return latLang(lat, lng);
    },
    addMarker(item) {
        alert("this is " + JSON.stringify(item));
    },
    addMarkerFunction() {
        const newMarker = {
            position: [lat: 38.21843, lon: 128.12978],
            draggable: true,
            visible: true,
            id: "1",
            this.markers.push(newMarker);
        };
        removeMarker: function(index) {
            this.markers.splice(index, 1);
        },
        this.markers.push(newMarker);
    }
},
methods: {
    addData(lat, lon) {
        return latLang(lat, lon);
    },
    alert(item) {
        alert("this is " + JSON.stringify(item));
    },
    addMarkerFunction() {
        const newMarker = {
            position: [lat: 38.21843, lon: 128.12978],
            draggable: true,
            visible: true,
            id: "1",
            this.markers.push(newMarker);
        };
        removeMarker: function(index) {
            this.markers.splice(index, 1);
        },
        this.markers.push(newMarker);
    }
},
data: {
    font-weight: bold;
    width: 20px;
    margin-top: 20px;
    margin-bottom: 20px;
    border: 1px solid #AAA;
    background: #FFF;
    box-shadow: 0px 0px 4px rgba(0, 0, 0, 0.25);
    padding-top: 5px;
    padding-bottom: 5px;
    transition: all 0.3s ease-in-out;
},
&hover {
    background-color: #d4d4d4;
    transition: all 0.3s ease-in-out;
    border: 1px solid #000;
    border-left: none;
    border-right: none;
}
}

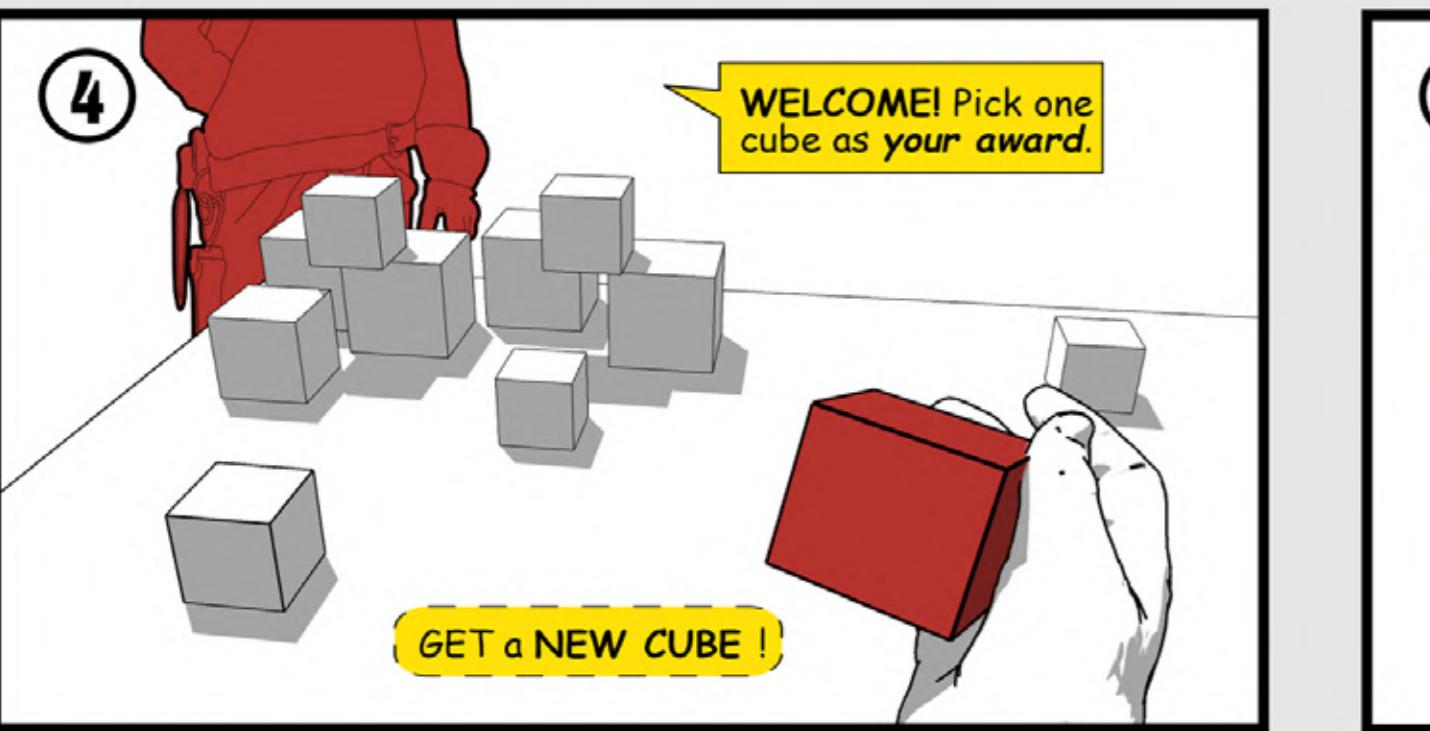
```

JOURNEY BOARD



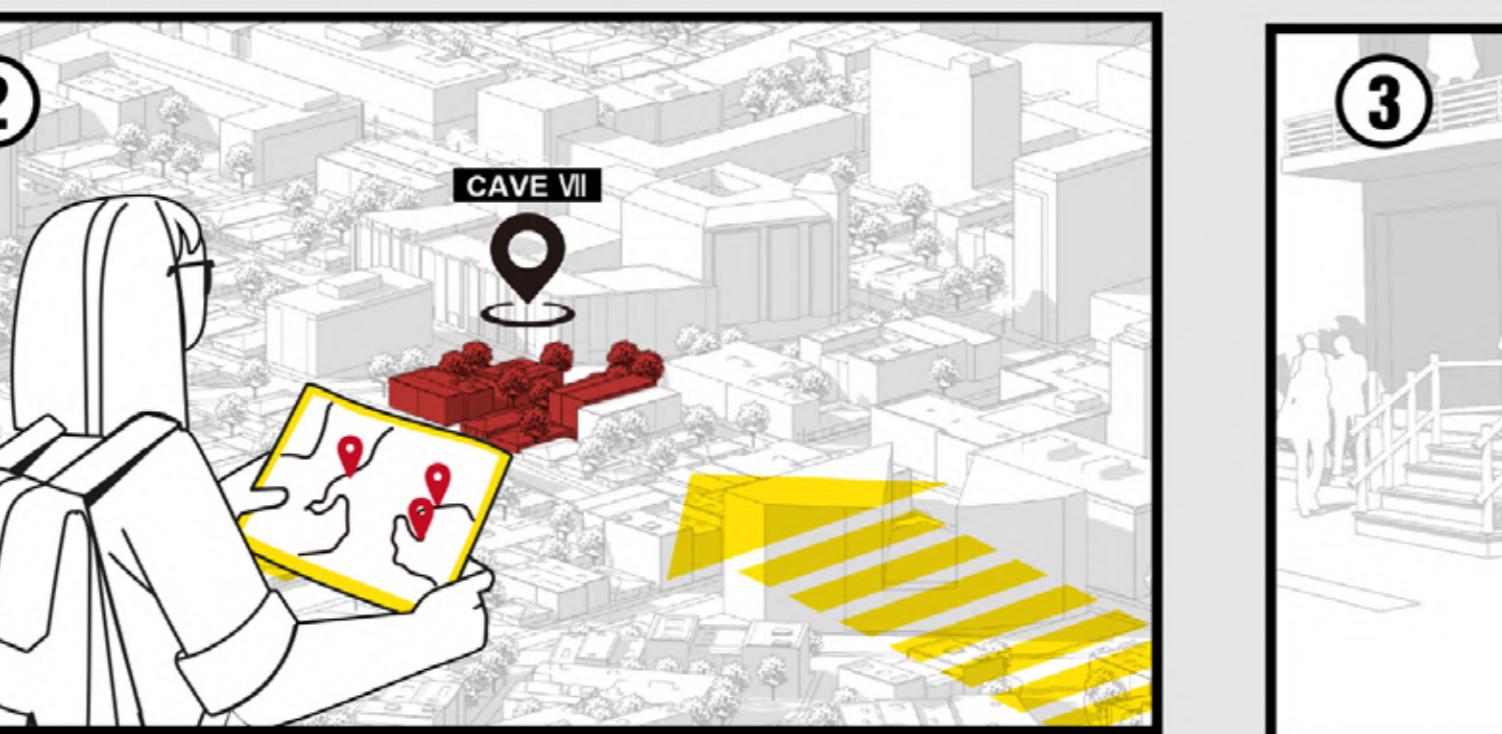
GET STARTED:

The first step is to enter the website, where you can find the first puzzle. After solving that, you will have access to inner page, where you can start your exploration with the given coordinate.



REWARD TIME:

A local will be there waiting to award you a **new and clean** cube. This man should be the one who settled down in this place, like the owner of the shop or so, and he/she will be trained to react to you.



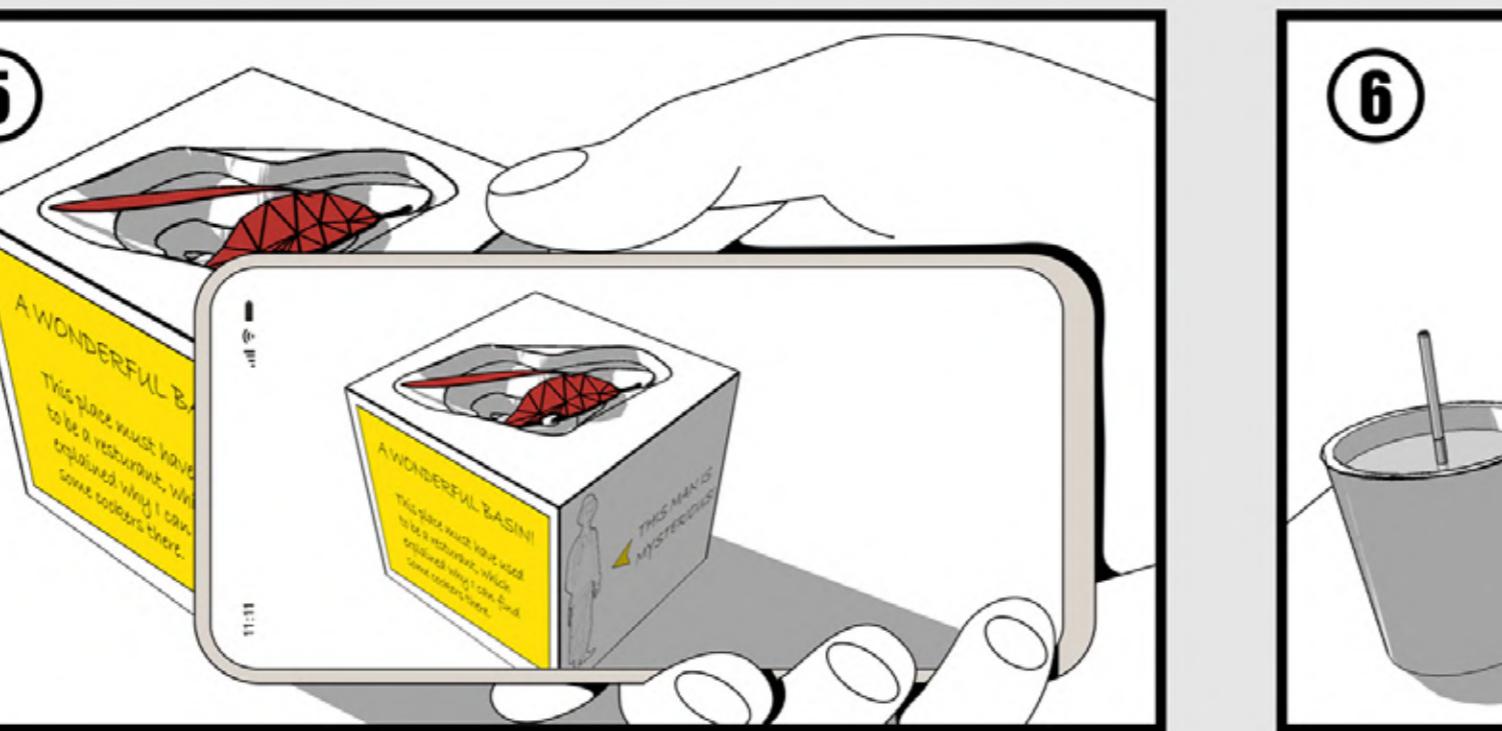
PLAN FOR THE JOURNEY:

Cooperations are highly recommended to help you reach the goal. You can make an appeal in any community, suggesting nearby people to explore on the spot. Also, you can go by yourself.



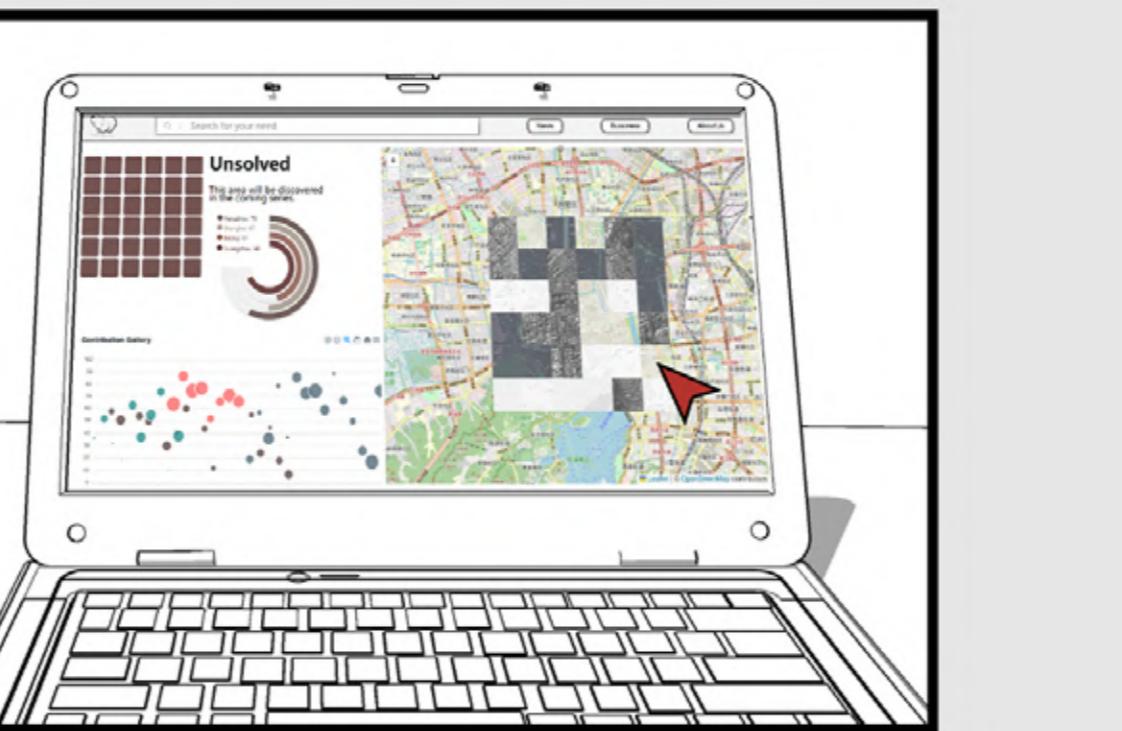
FOLLOW THE ARG ROUTE:

The ARG sponsors will use various notes to imply the actual location (where you can get the reward). Follow the route, observe cautiously, you will conquer this game easily.



FREE DIY:

Feel free to decorate the clean cube you got - it's yours now! You can use some tiny things to symbolize the city cave you've discovered. After finishing that, you can upload the image to our website.



CHECK THE PROGRESS:

It's done! Now, order a cup of coffee, sit in front of your laptop and enjoy the map scene constructed by each community member's effort, along with progress statistics. Your contributions will be recorded.

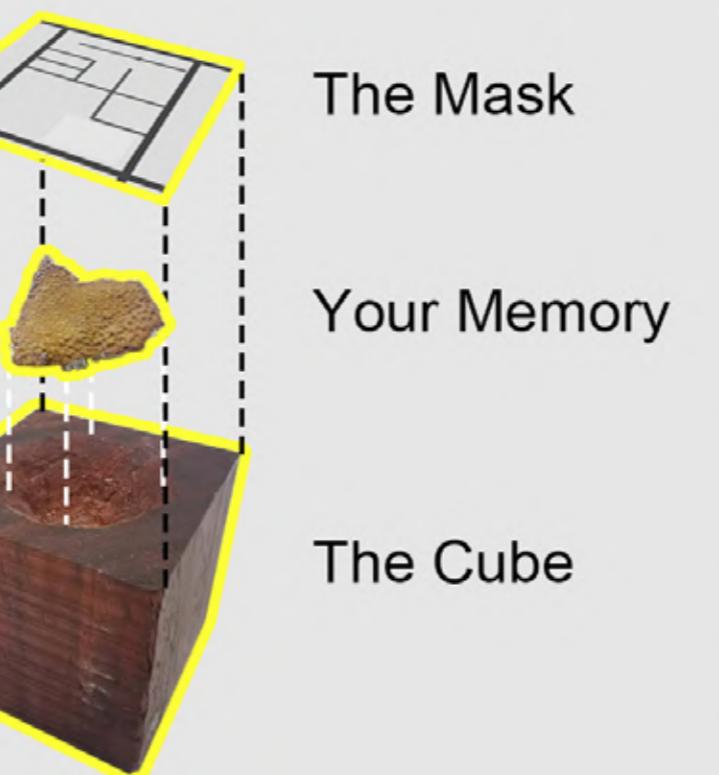
DESIGN THE CUBE

Eg. A possible game run

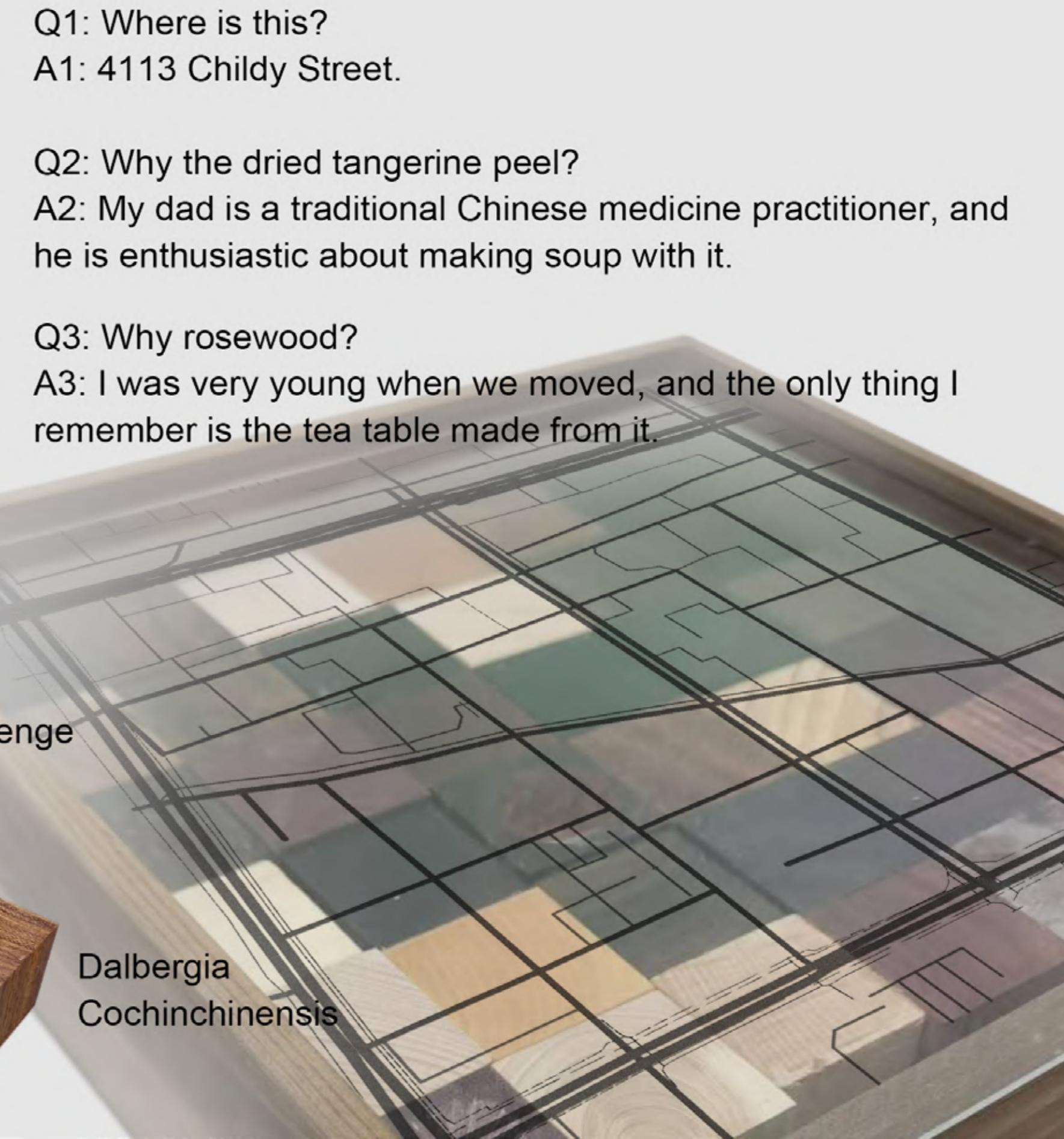


PHASE I PHASE II PHASE III

Eg. How the narration works



- The Mask
Your Memory
The Cube
The Cubes



Woodworking

