

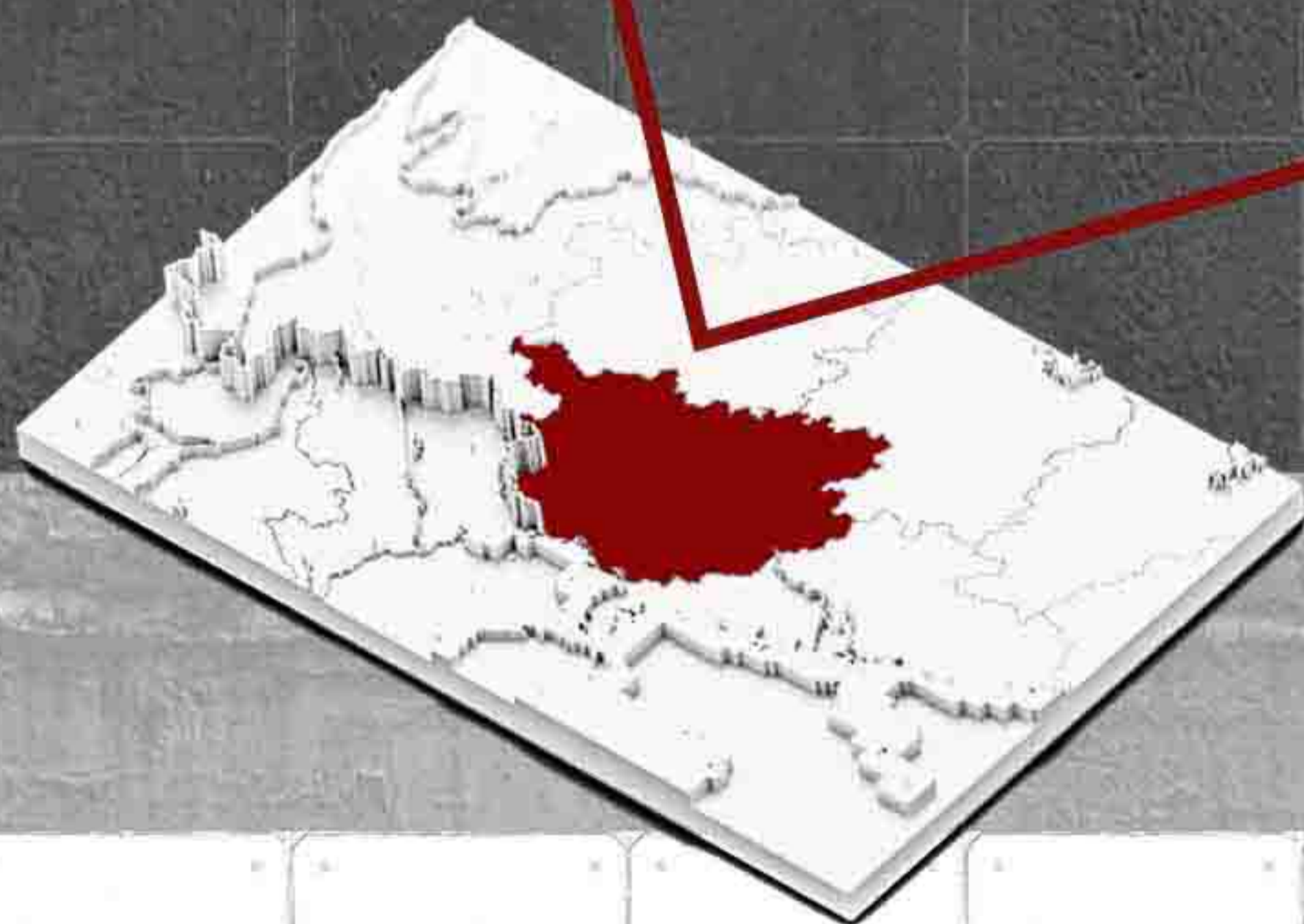
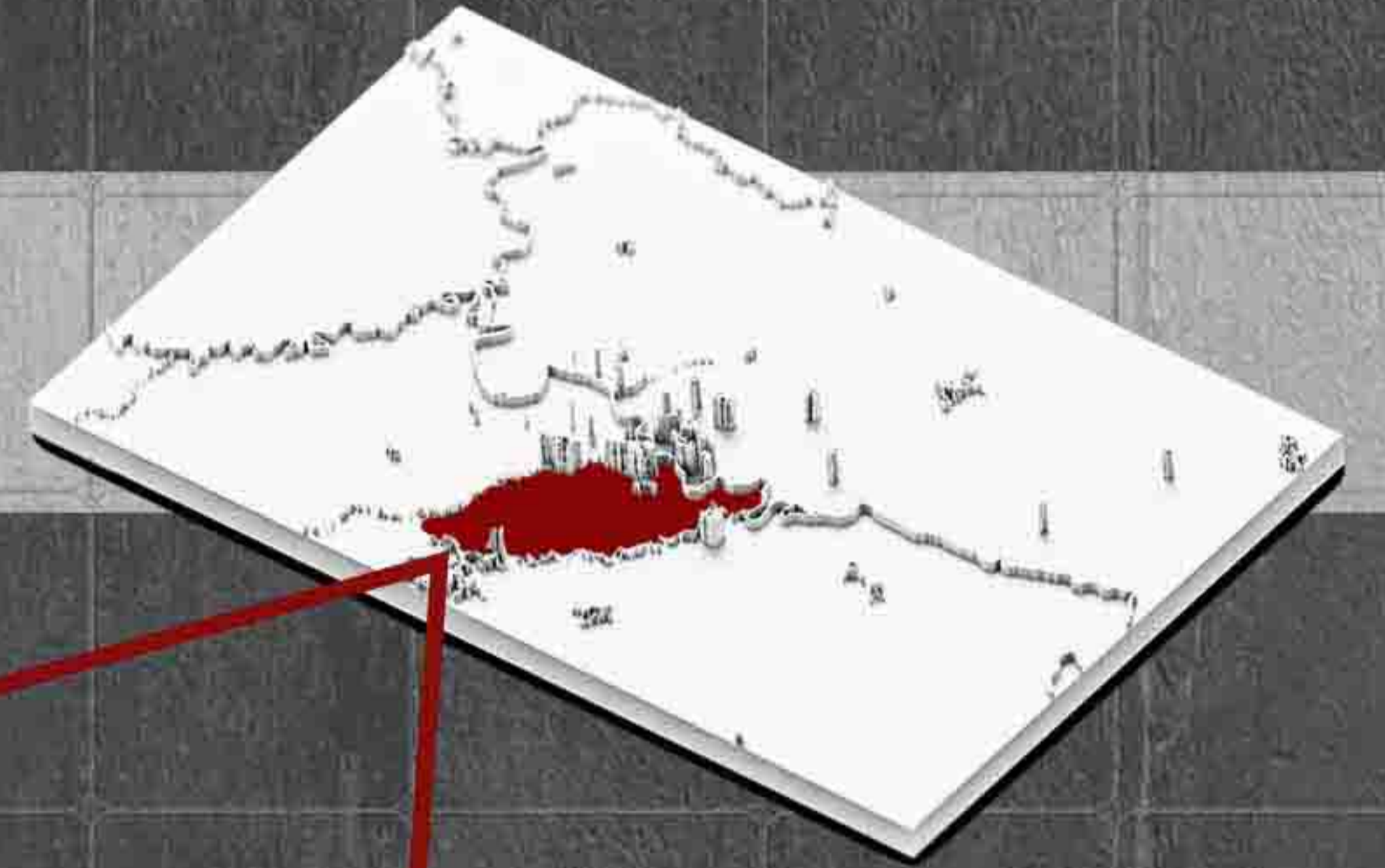
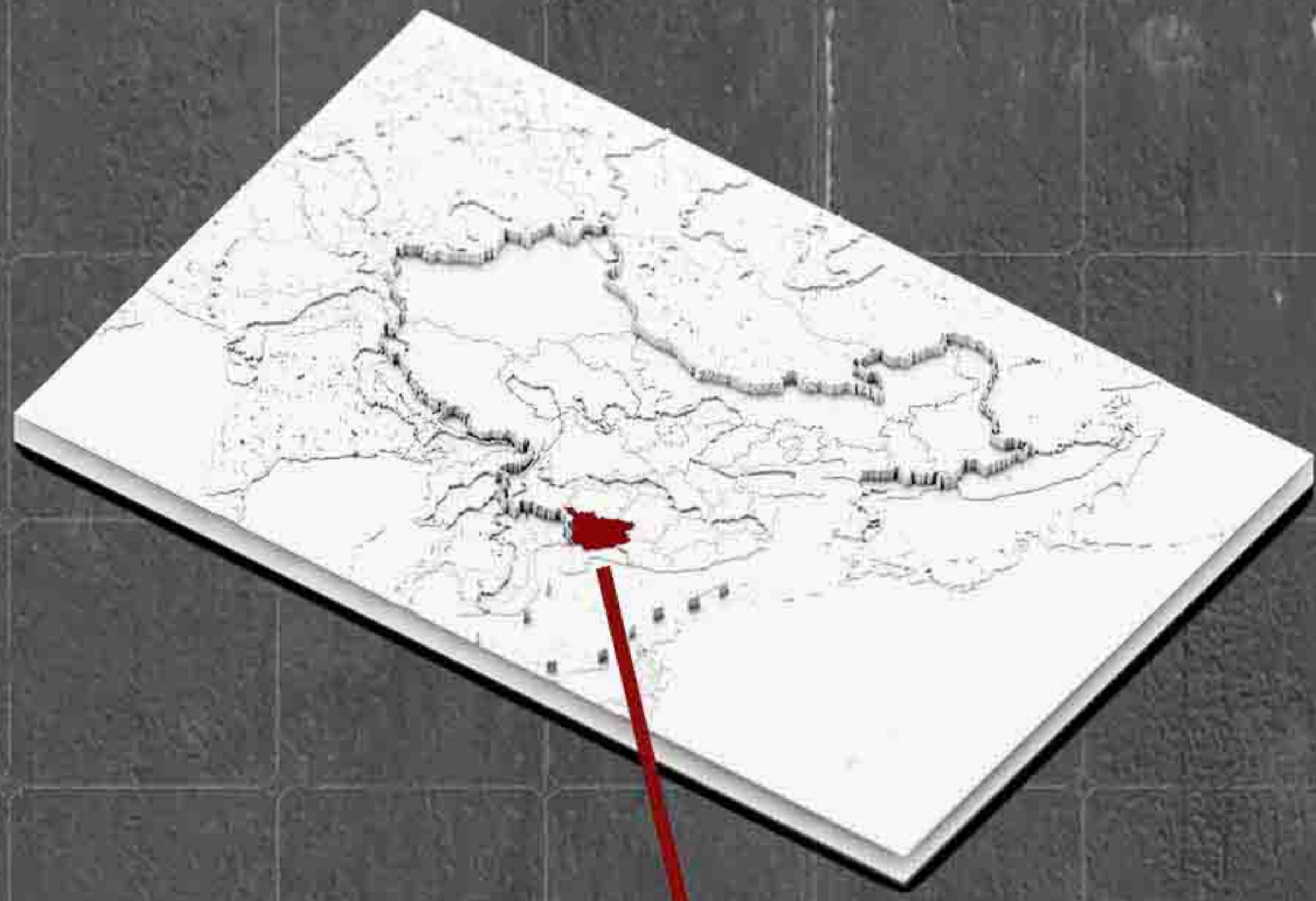


Preface

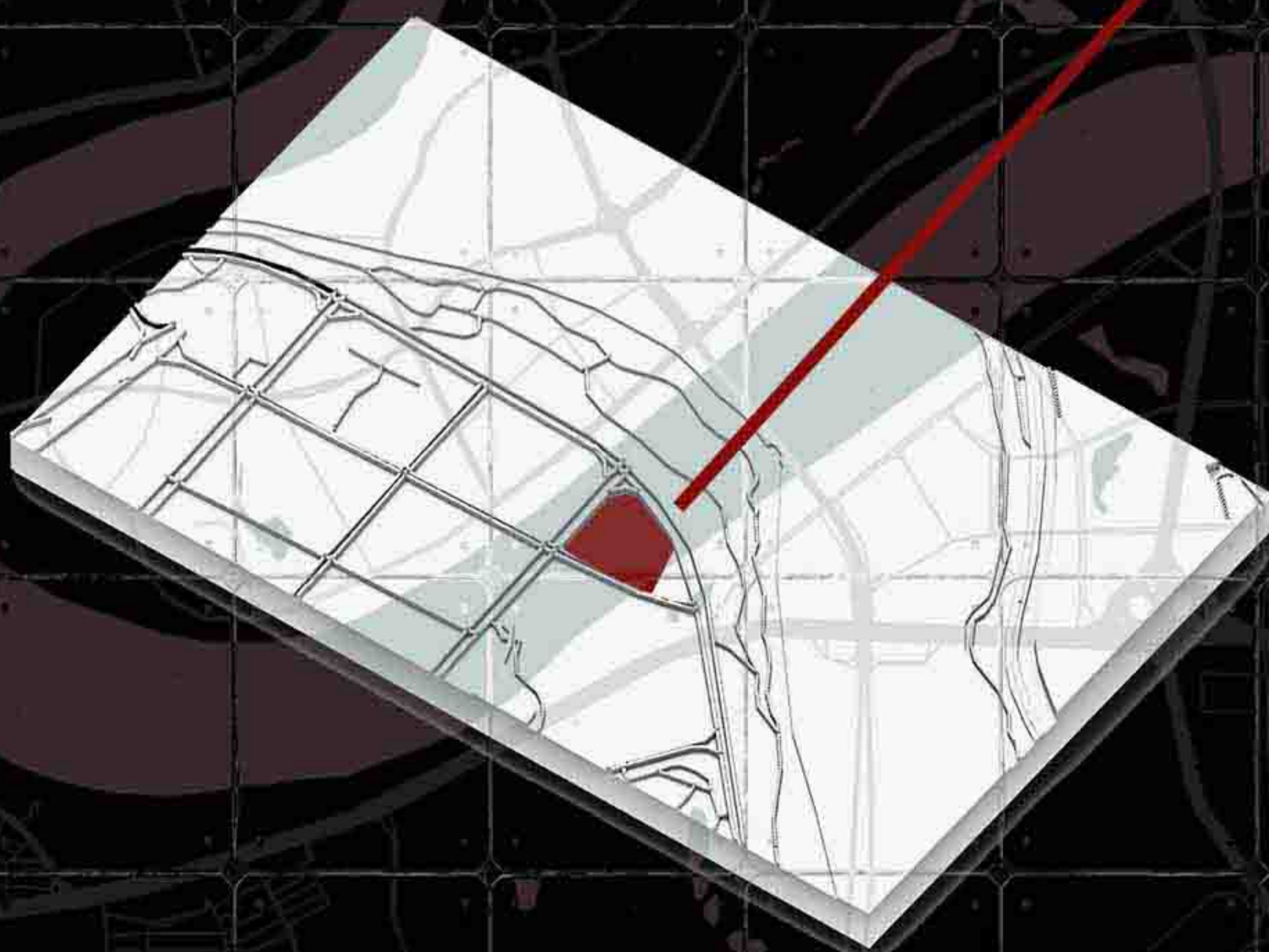
Today's society is fast-paced, we run the shell and lose the soul, thus giving us two personalities, one is facing reality, one is self-mystery, the second personality is hidden, through the things we experience in life the second personality is constantly updated, after experiencing different lives and things, there will be a lot of negative emotions hidden in the second personality, we are all carrying the weight, I wish there was a place to store my emotions, put a lock on it and throw the key into the deep sea.

Different scenes make people have different emotions, the most common things we experience in life may be the most worthy of our nostalgia, the space itself is cold, what makes it warm is what happens in the space

Location analysis



*The project site is located in Liangqing District,
Nanning City, Guangxi Zhuang Autonomous
Region, China*



*Site features: close to the
river, across the river*

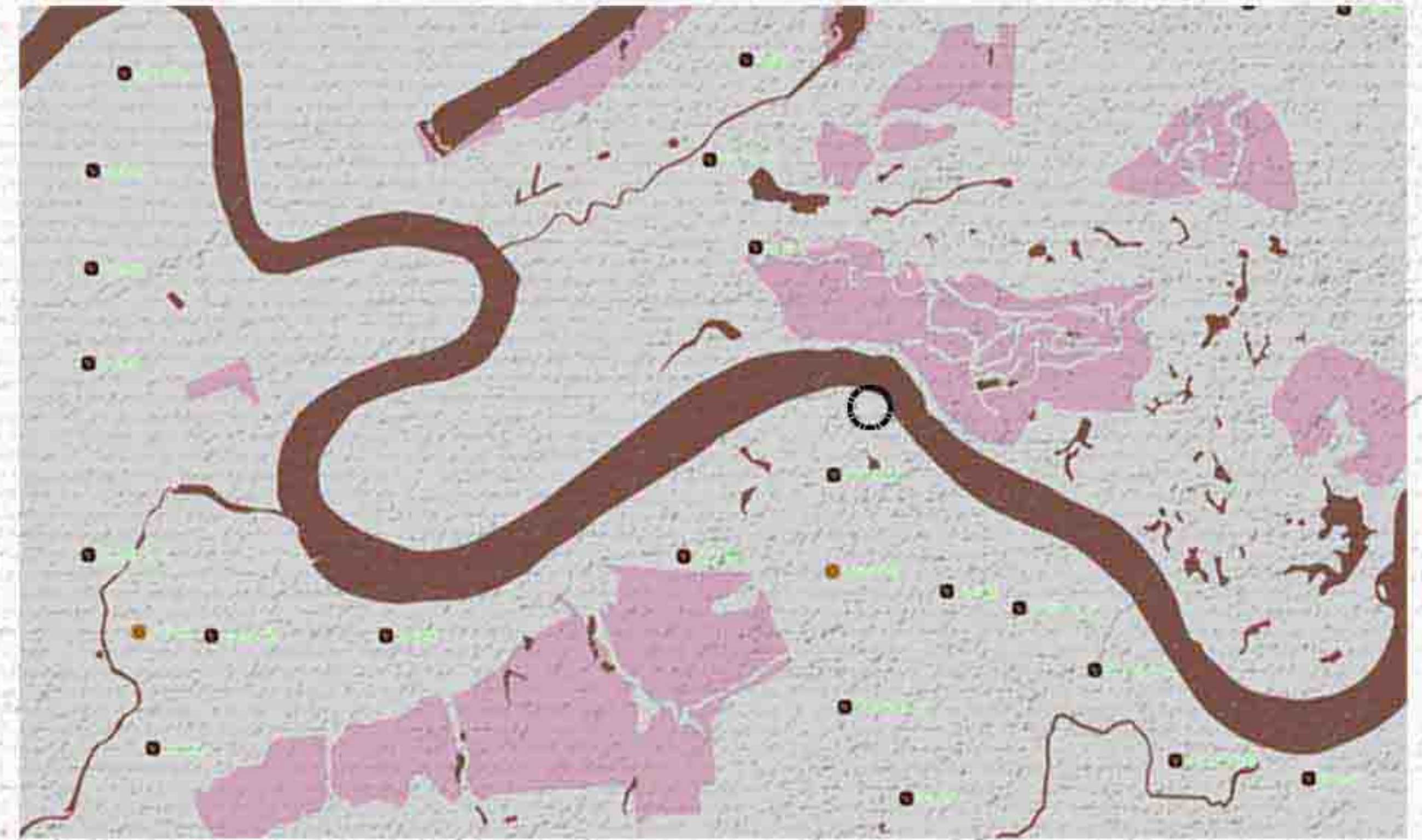


Location analysis

Secondary roads Three-level roads



Metro station Design the site



Level 4 road water system



Cultural space



Commercial premises Education, sports



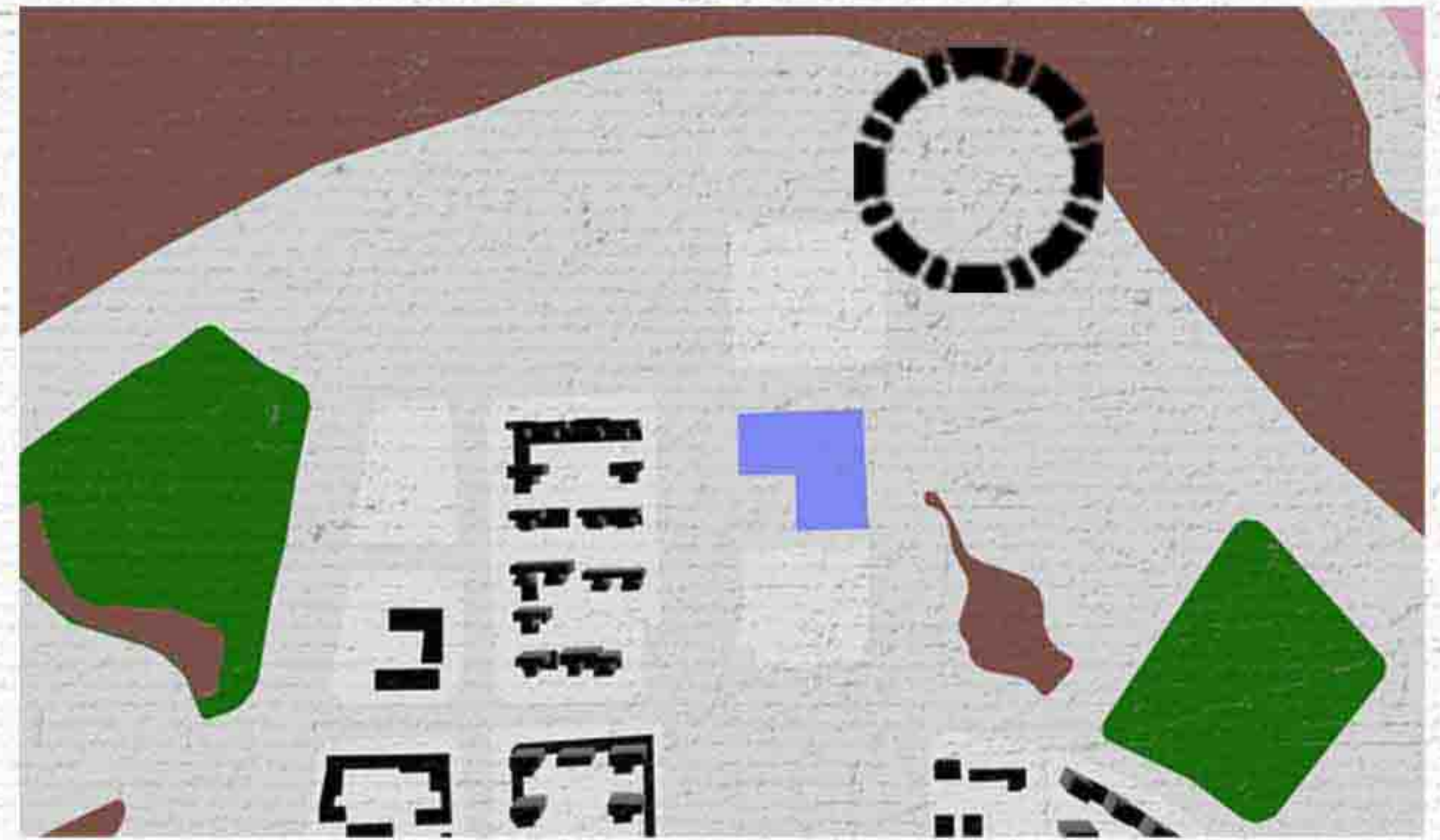
Public facilities



Greening



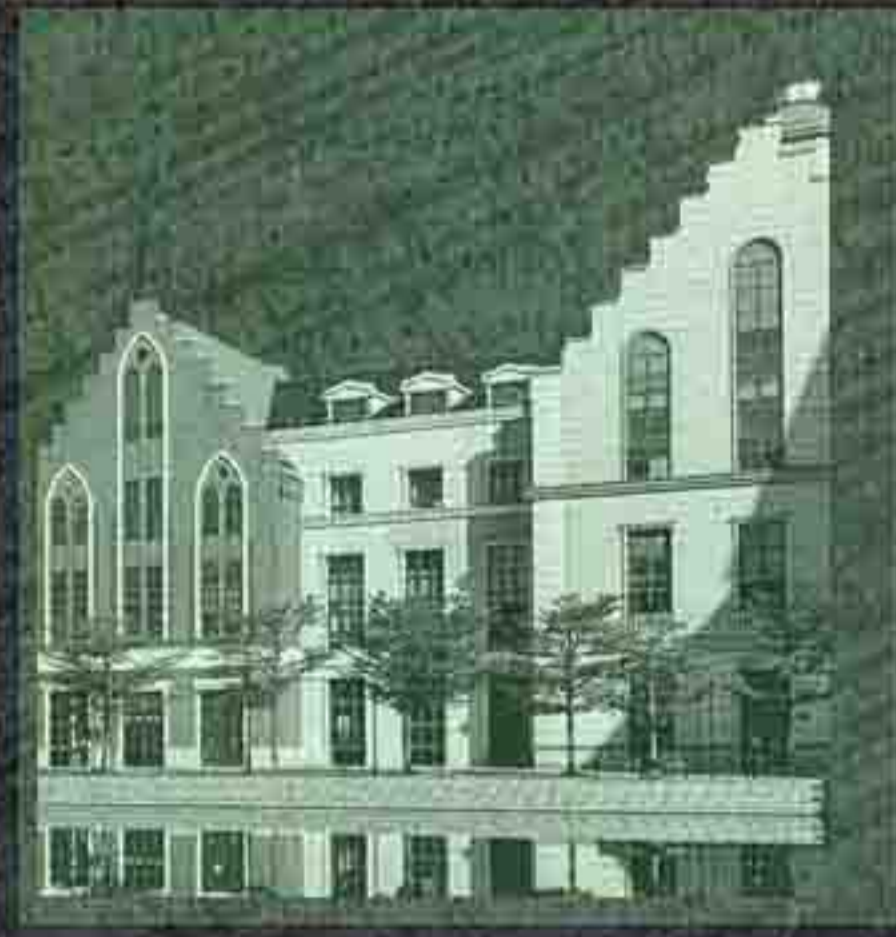
Residential buildings



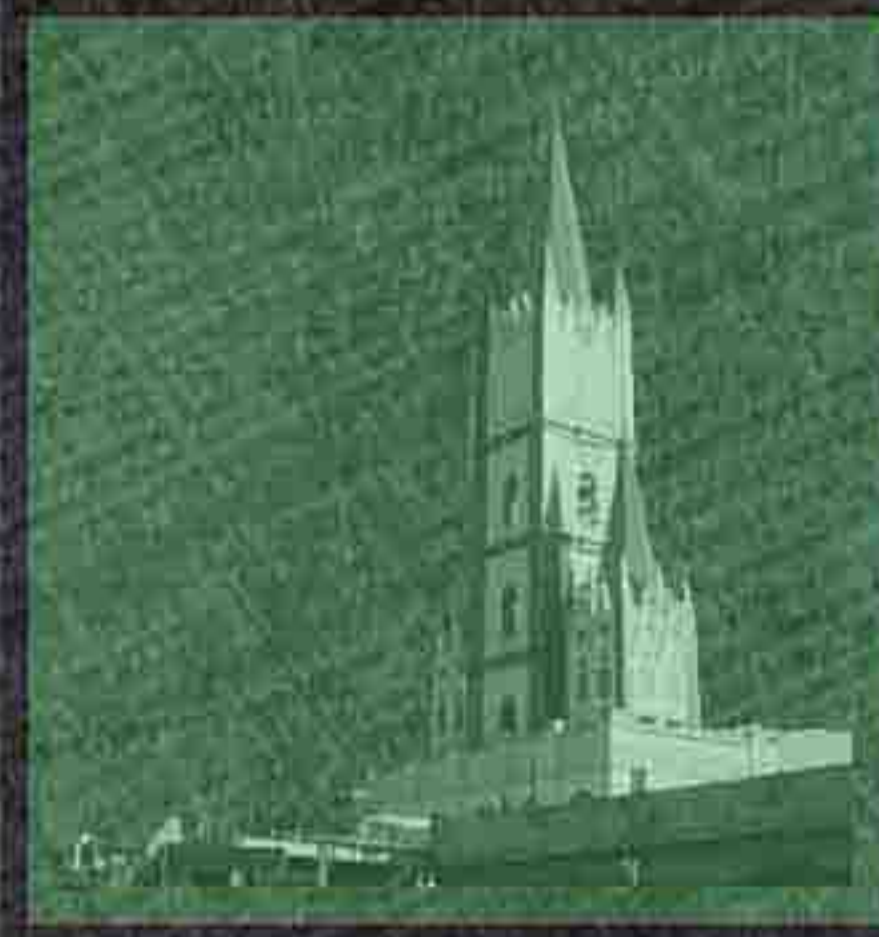
Conclusion

1. The project site is surrounded by well-developed traffic, with secondary roads, tertiary roads and quaternary roads, and is close to Yongjiang River, so it has good location advantages.
2. The site is surrounded by large commercial places, education and sports centers, the most advantageous of which is surrounded by subway stations, with a large flow of people.
3. The design site is surrounded by large cultural centers, public facilities, and residential buildings, with a large flow of people and a cultural atmosphere

Large buildings and attractions in Nanning



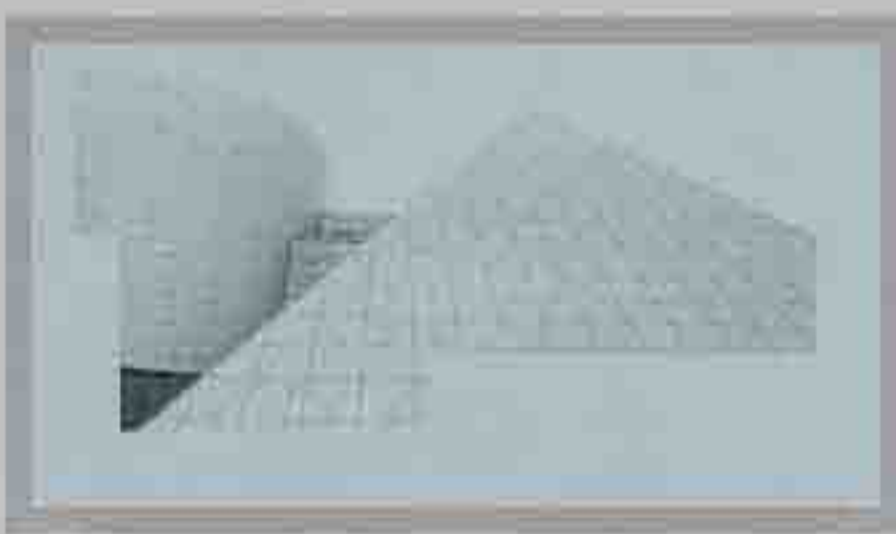
Bright Moon Lake



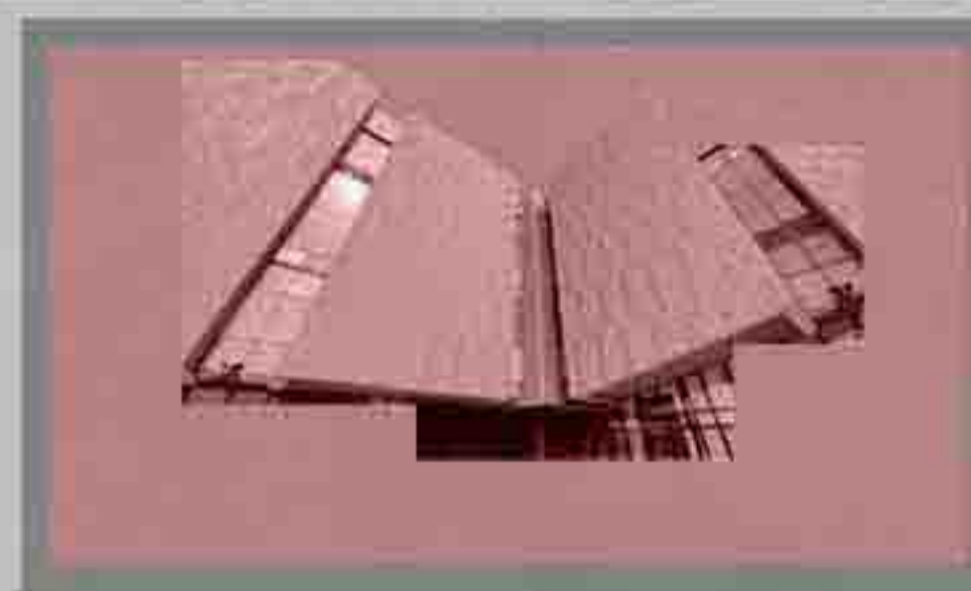
Pavilion pier



Flower world



Guangxi Art Museum



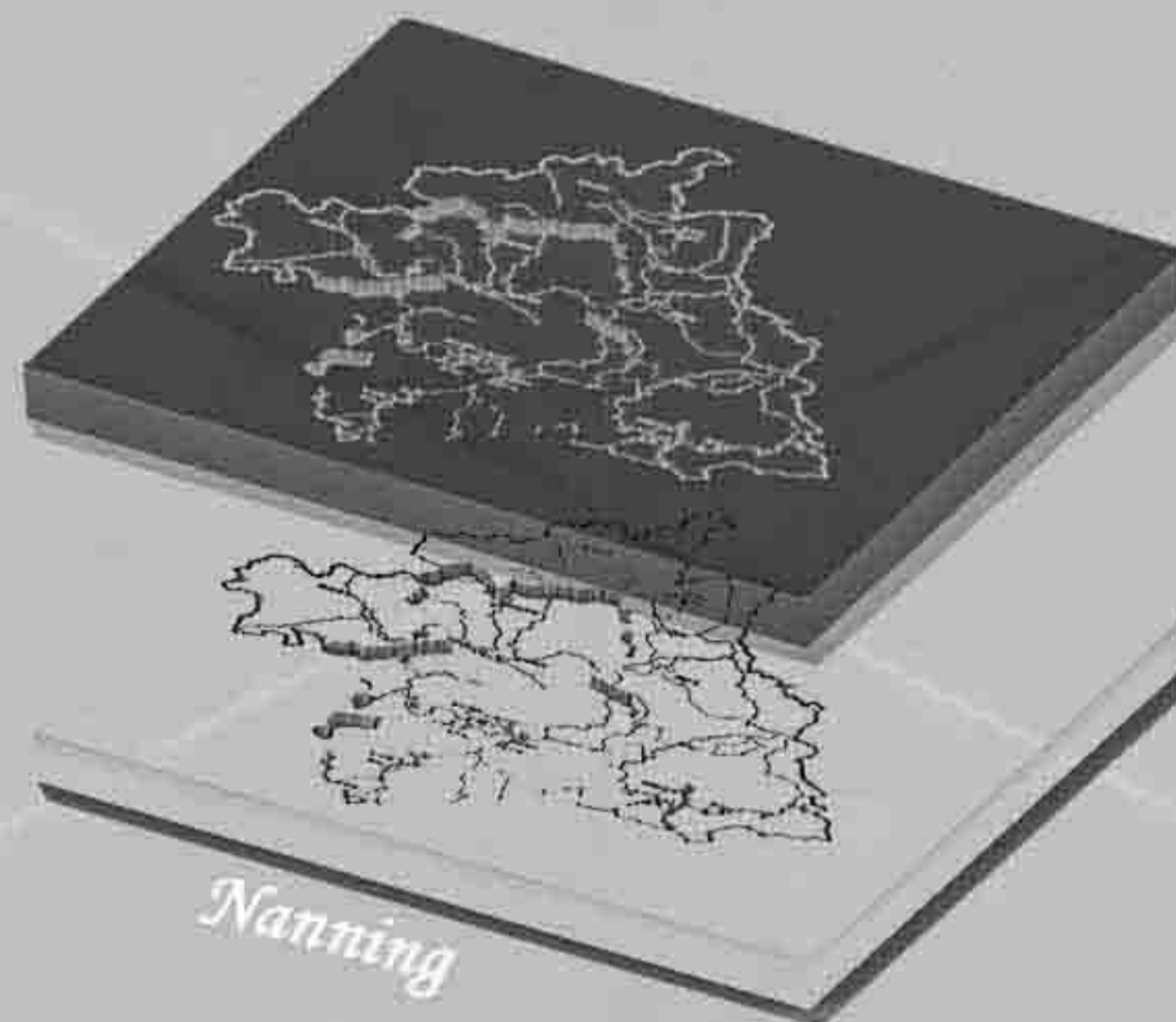
Guangxi Planning Hall



Guangxi Science and Technology Museum



Nanning Museum



Nanning



Qingxiu Mountain



Guangxi Museum of Nationalities



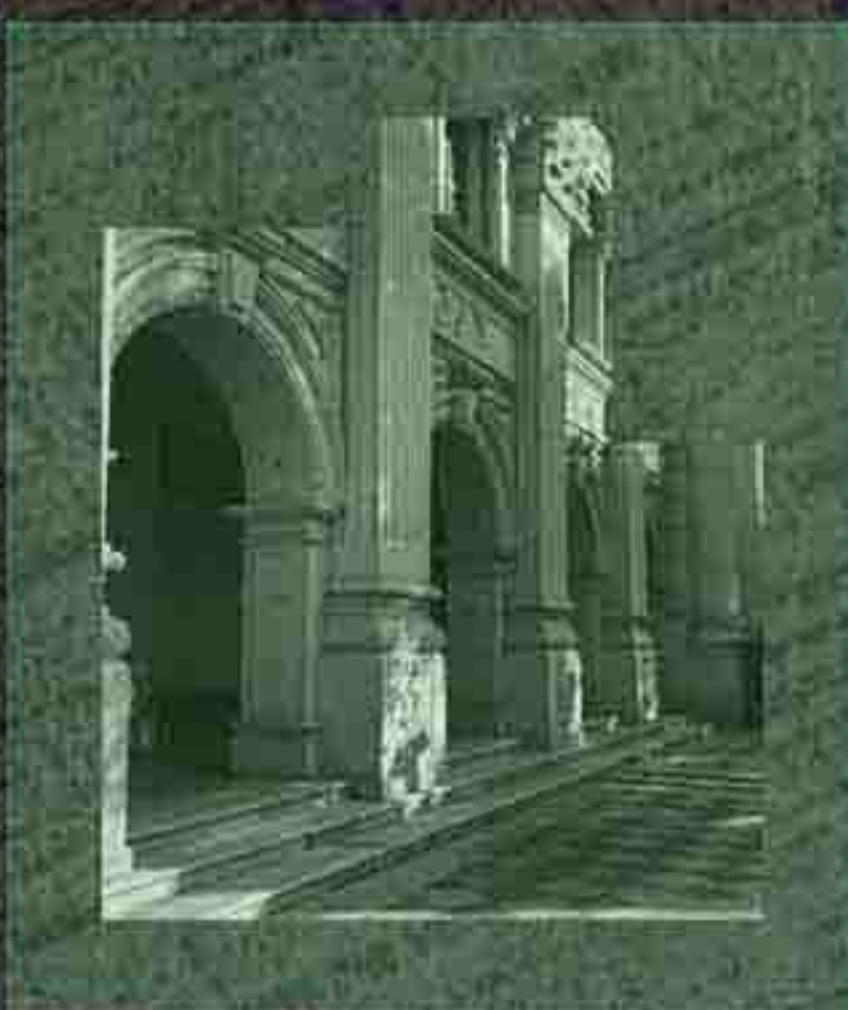
Guangxi Culture and Art Center



Guangxi Natural Resources Archives Museum



Guangxi New Media Center



Shimen Forest Park



Beautiful South



Bomeng Center, Wuxiang New District, Nanning



Museums and galleries around the grounds



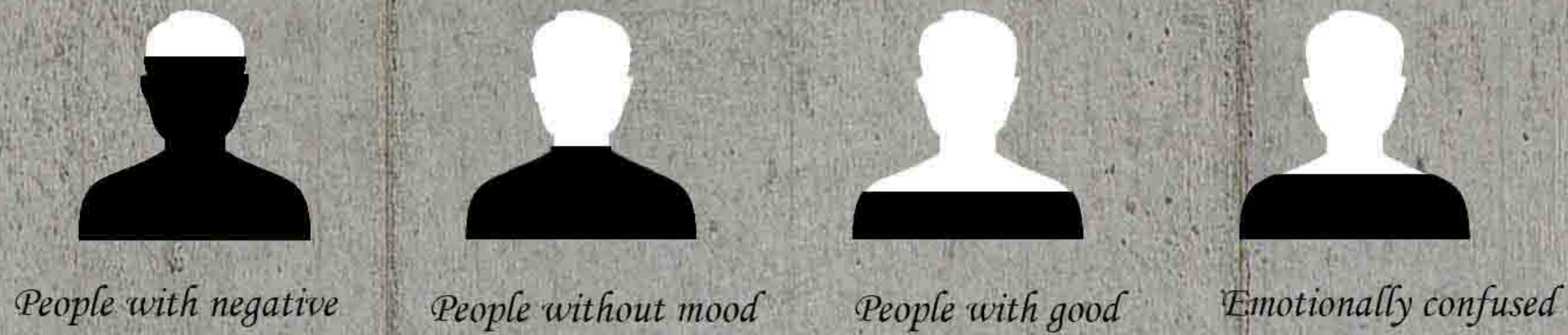
A landmark building in Nanning



A large building characteristic of Nanning city

Conclusion: The design site is surrounded by large museums, art galleries, cultural centers and scenic spots. There is a relatively good environment and atmosphere

The black area represents the number of people



The above survey statistics can be concluded that the number of people with negative emotions is the largest, the number of people without emotional changes ranks second, the number of people with confused emotions ranks third, and the number of people with good emotions ranks fourth, indicating that most people have negative emotions

Different groups of people

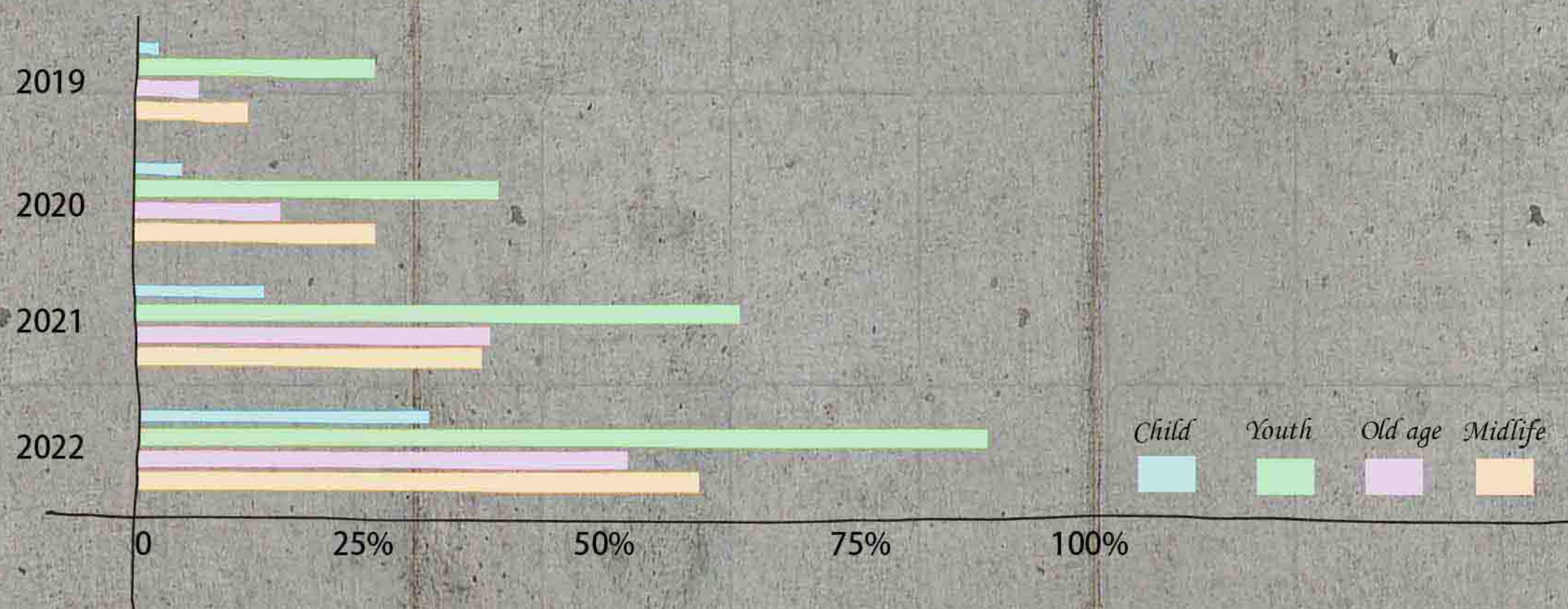


According to the survey, the largest number of people work from 9 to 5 every day



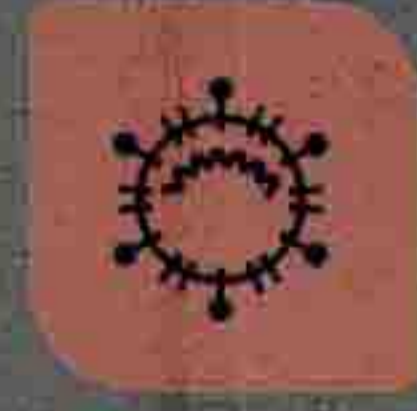
This group of people is prone to negative emotions

Statistics of the population who like to go to the museum from 2019 to 2022



The survey shows that the number of people going to art museums is growing year by year, with the largest number of young people and middle-aged people. One of the biggest reasons is that young people and middle-aged people are under a lot of work pressure and stress in their lives, and they need to get a break more.

Sentiment



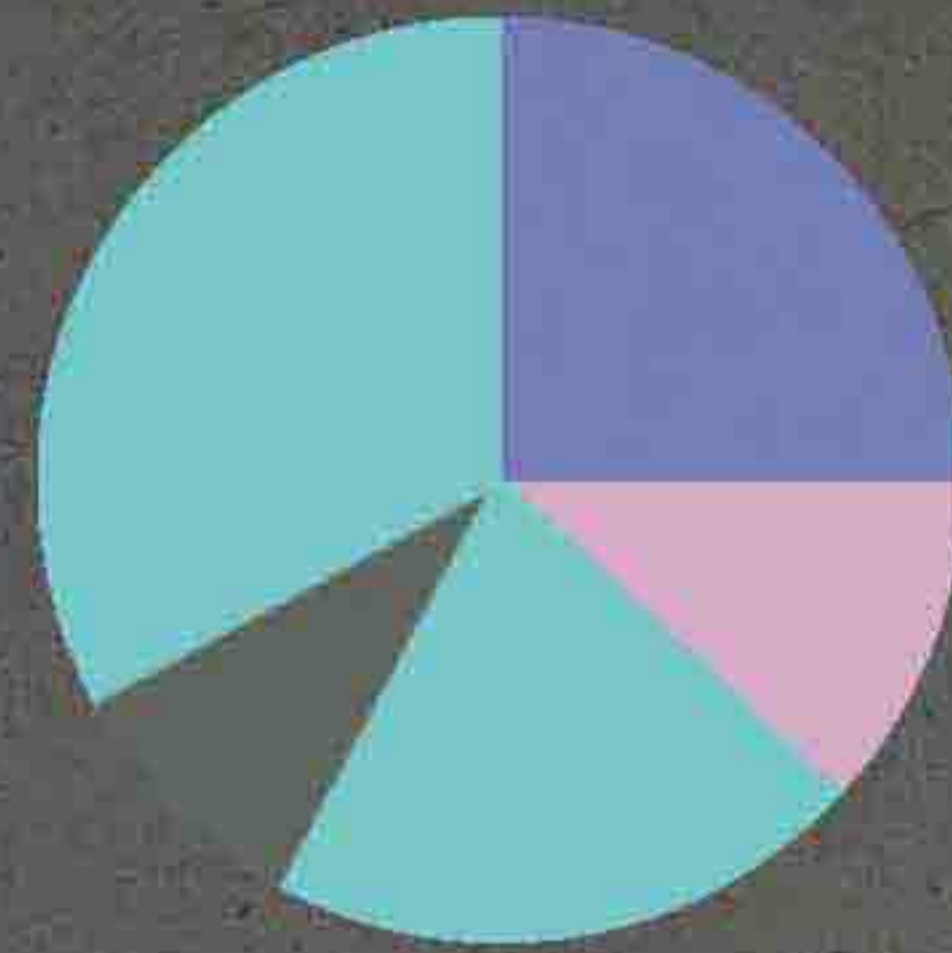
Epidemic situation

Job

Life

Three areas that affect emotions: epidemic, work, life

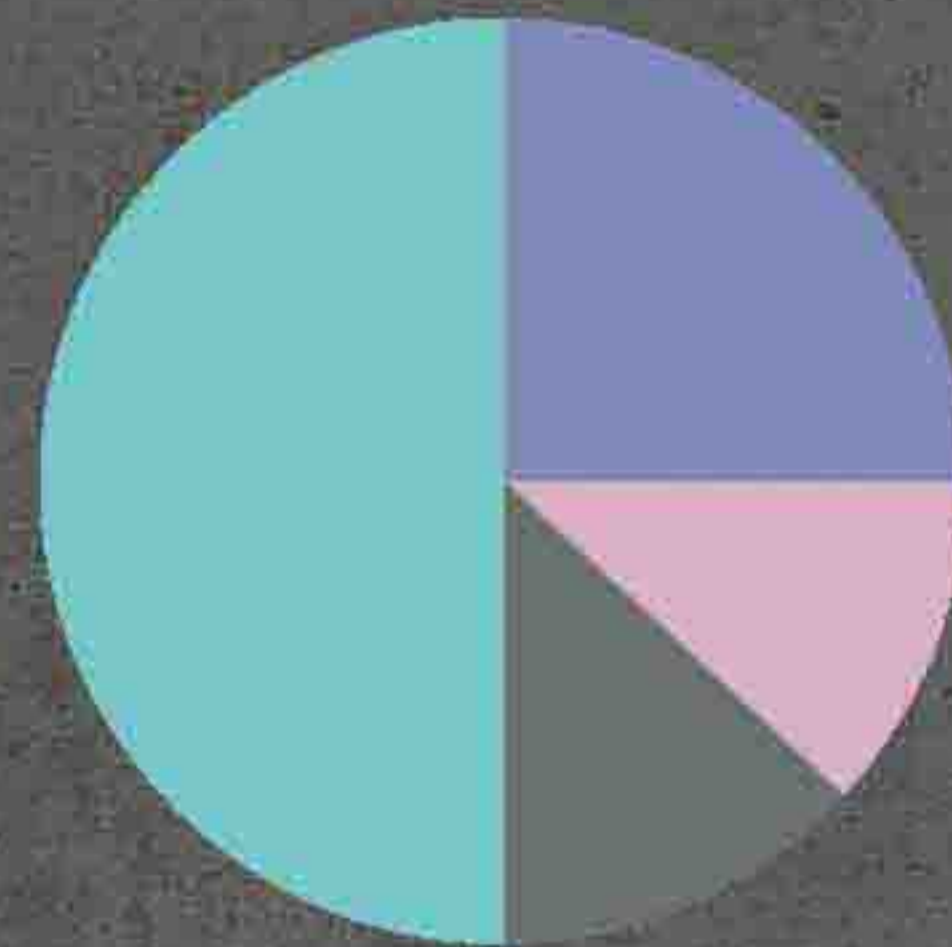
What emotions are generated by the causes of the epidemic



Epidemic situation

Boring Anxiety Have the blues Dispirited

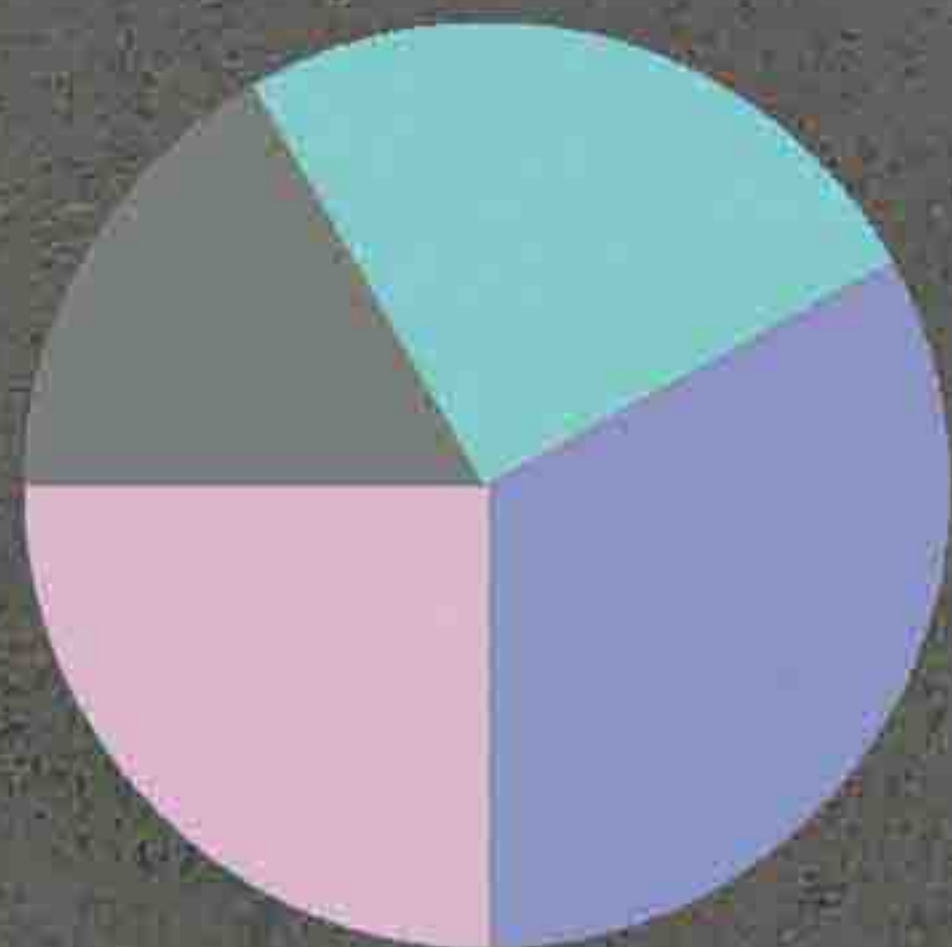
What emotions arise at work



Job

Exhaustion Idle Bored Wrath

What emotions arise in life



Life

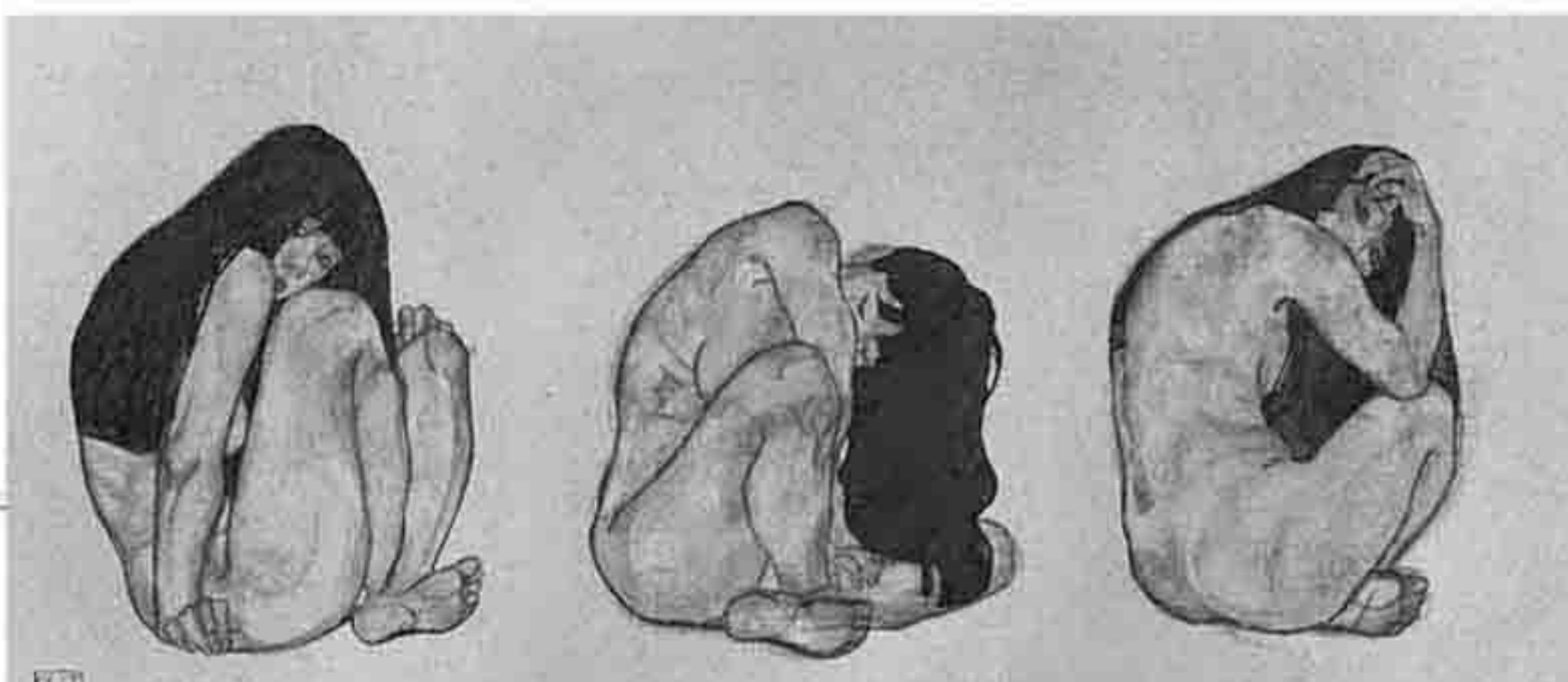
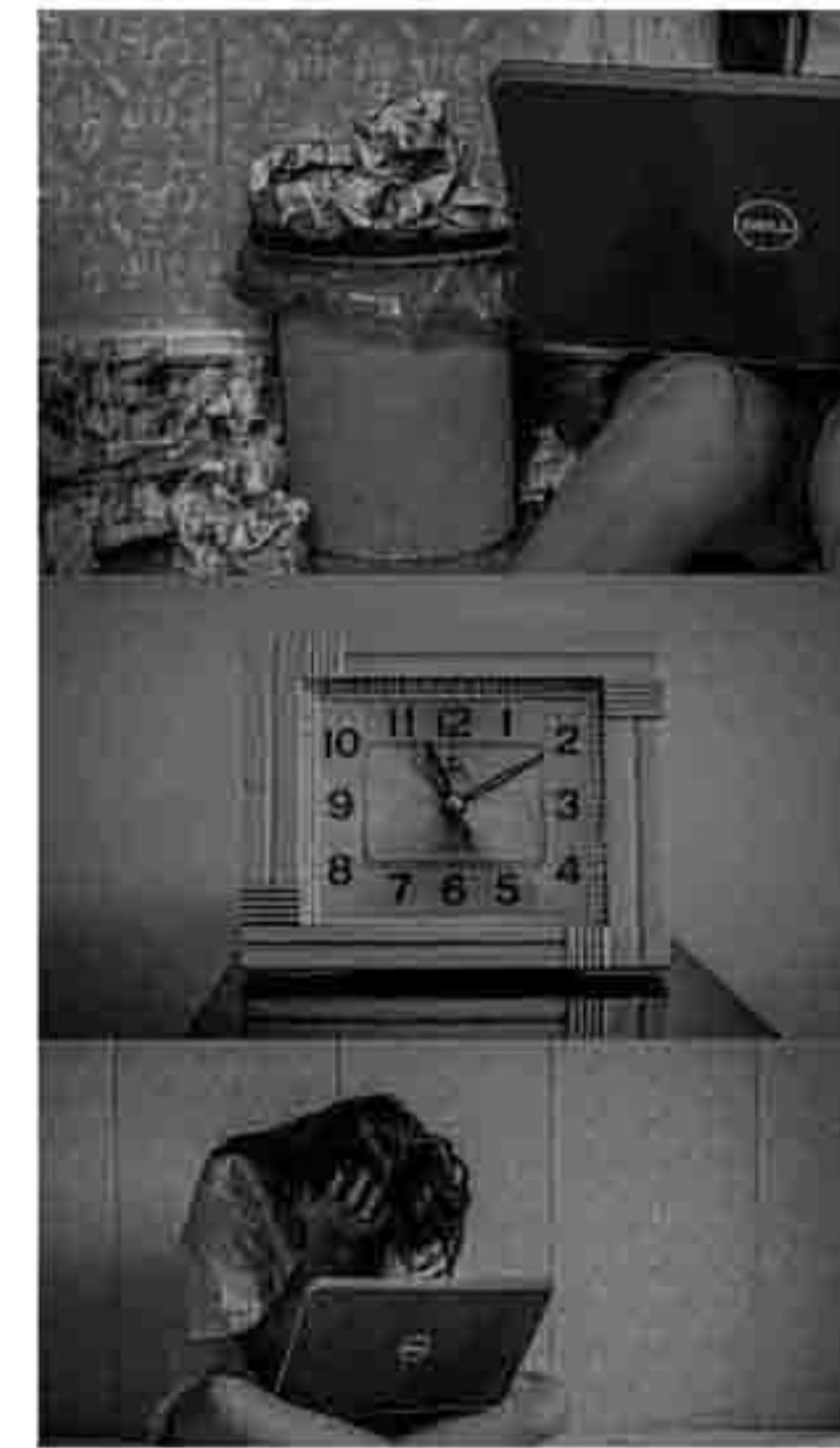
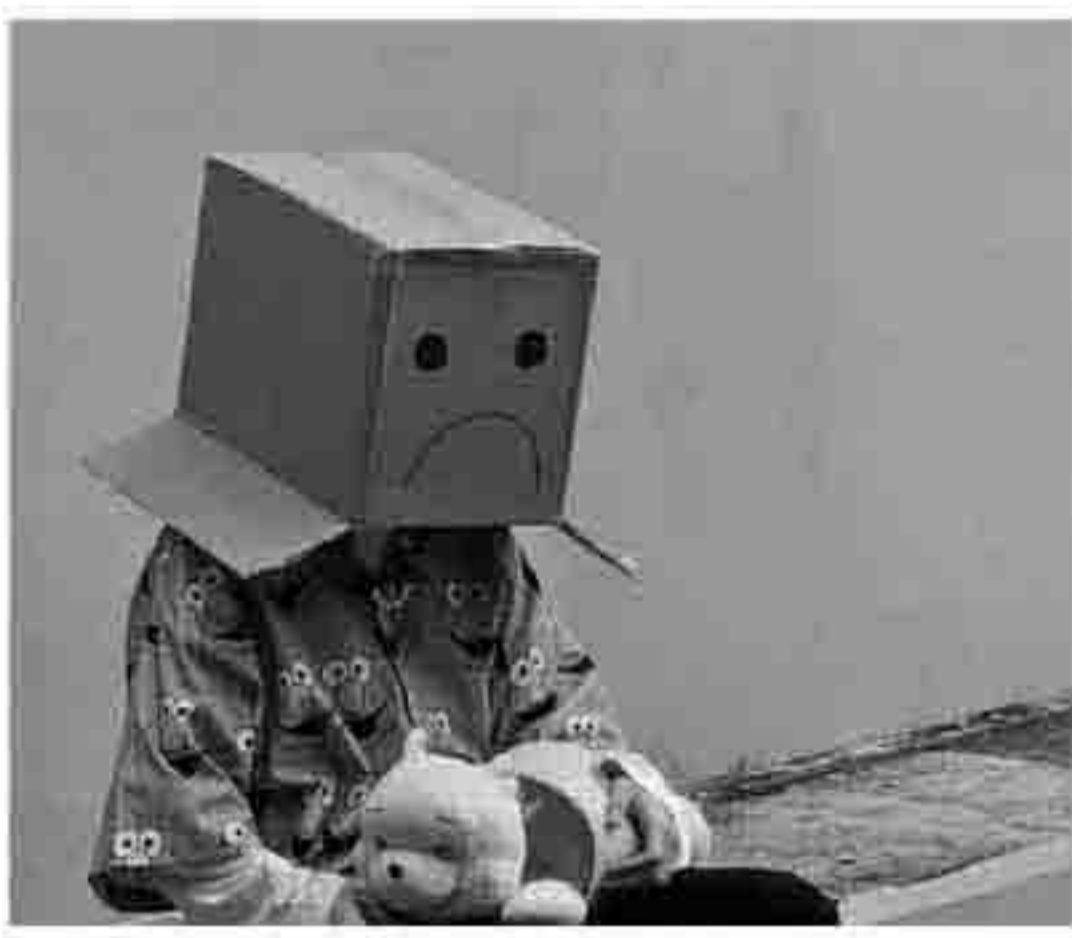
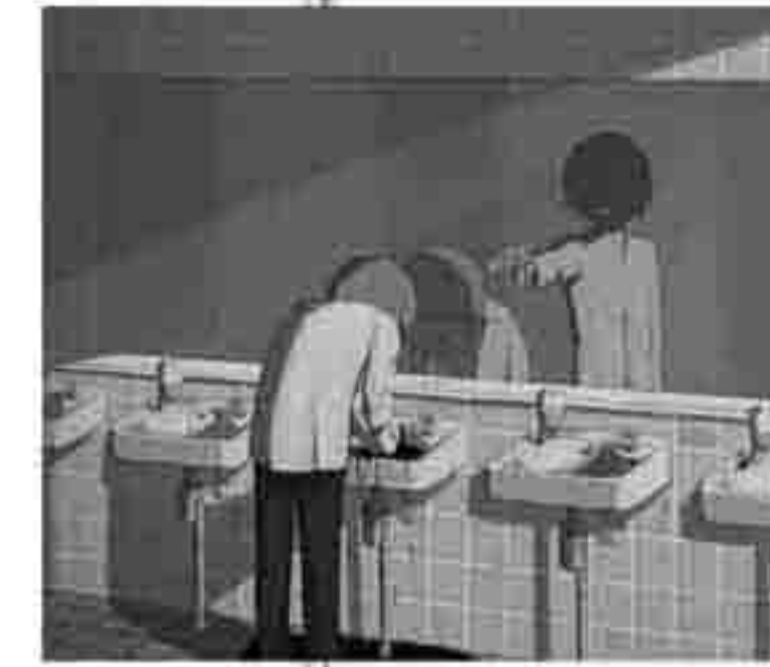
Exhaustion Calm Bored Expect

The aim of this design is to design a space that will improve people's mood

People's emotions



space out



Have you ever cried, laughed, been depressed, disheveled, stagnant, worried, anxious, bored, angry, resentful, tired, bored, happy?

Space changes mood



Scene activity, people have sadness and joy in the process of activity

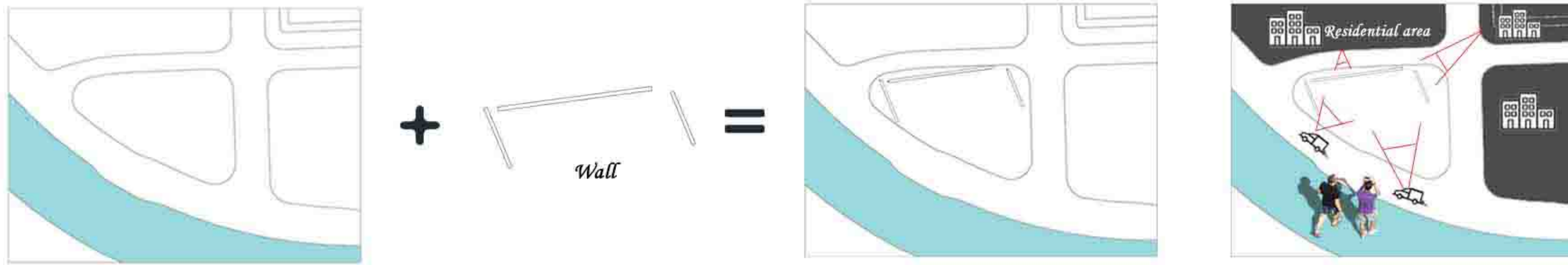


Each scene, space as the medium, in which people move, will produce different emotions, so that the space to live to subconsciously affect the emotional transformation

Walking in passages and stairs, leading to unknown spaces, serendipity

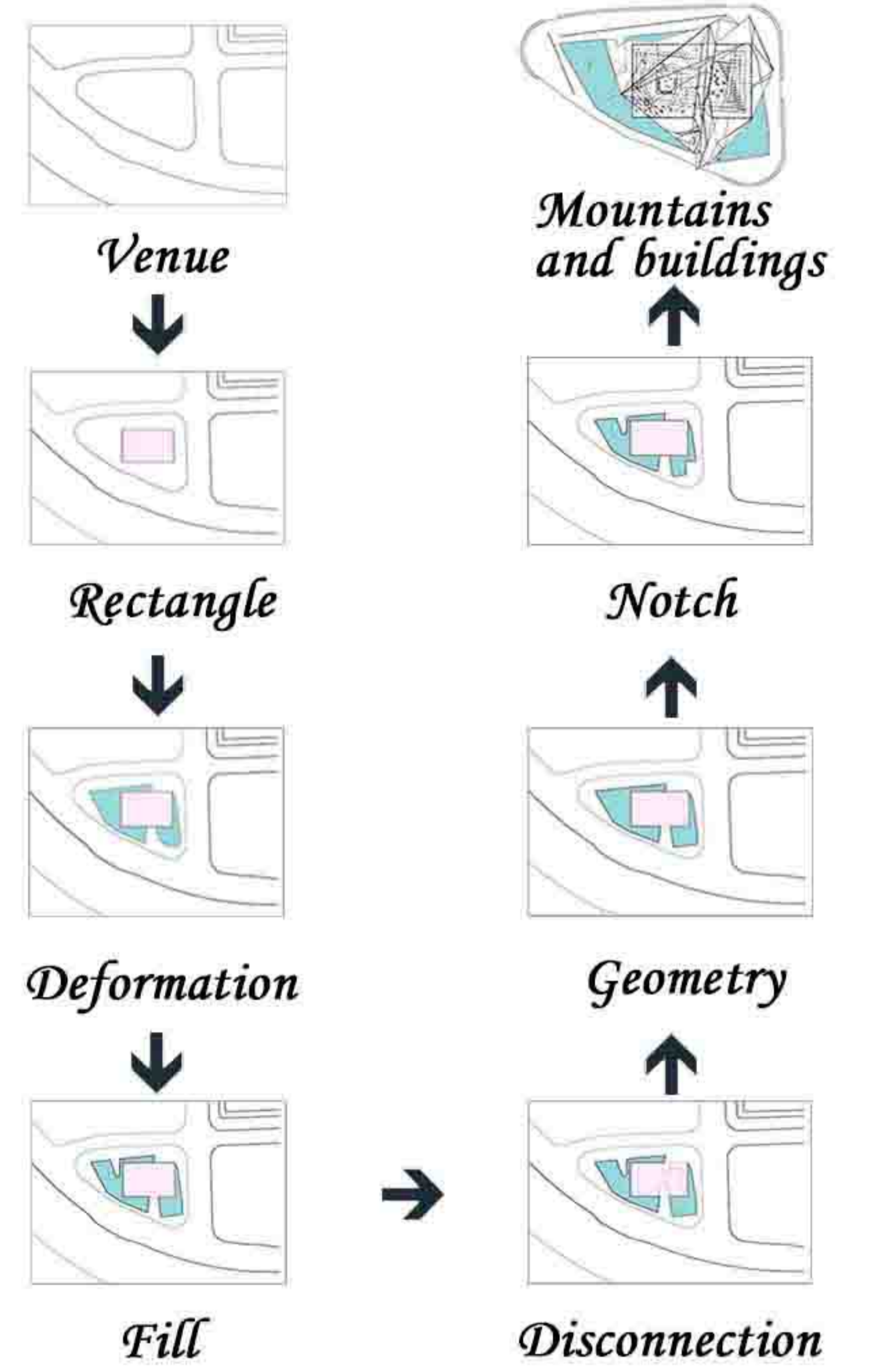
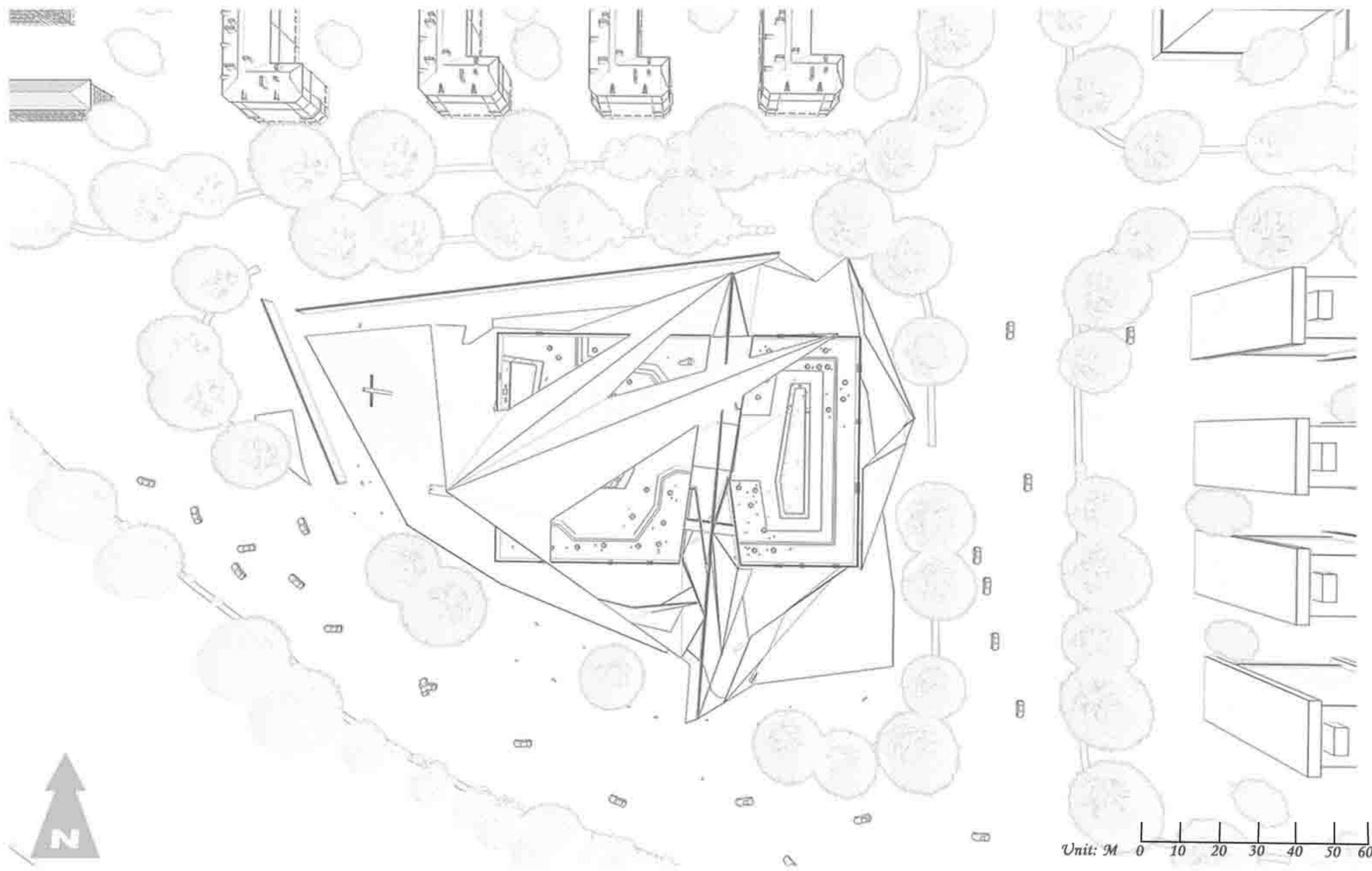


Master plan and site architectural evolution

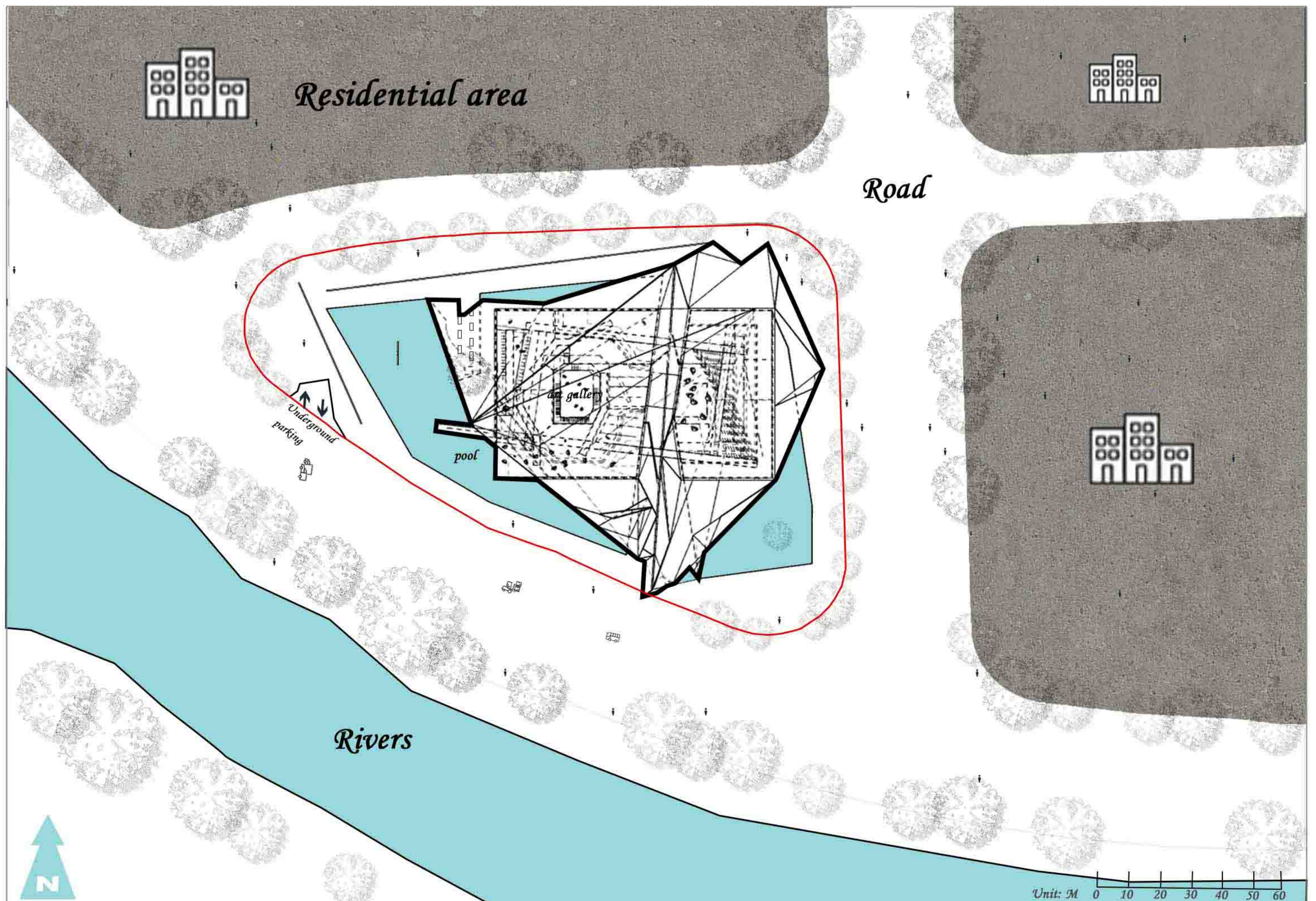


1. Hide the building and arouse the curiosity of passers-by
2. Partition effect with residential areas to reduce the impact on residents
3. The south side of the site is not blocked, because there are more vehicles on this road, and people have a short contact time with the building, so it is necessary to give the most intuitive impression to the passing crowd
4. The south of the site faces a river near the south, the scenery is good, do not block it

Total plane

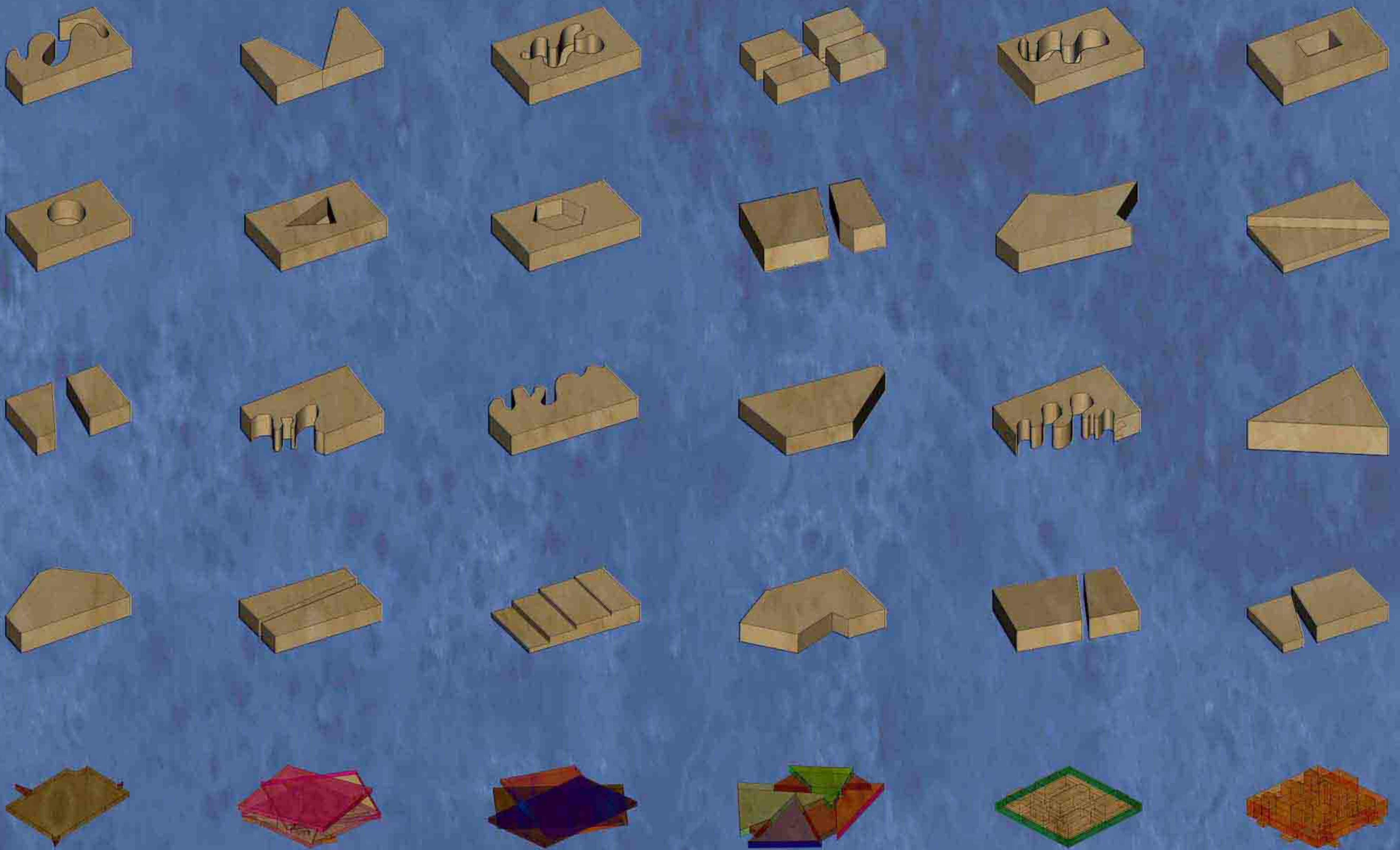


Total plane



Architectural deduction

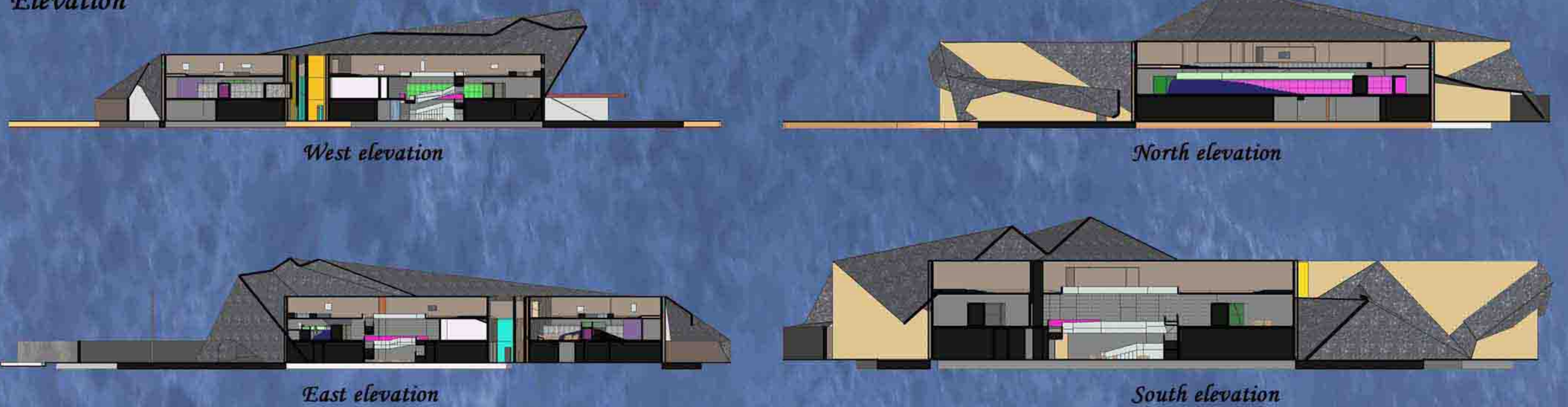
The possibility of building shape



Architectural shape deduction



Elevation



Profile view

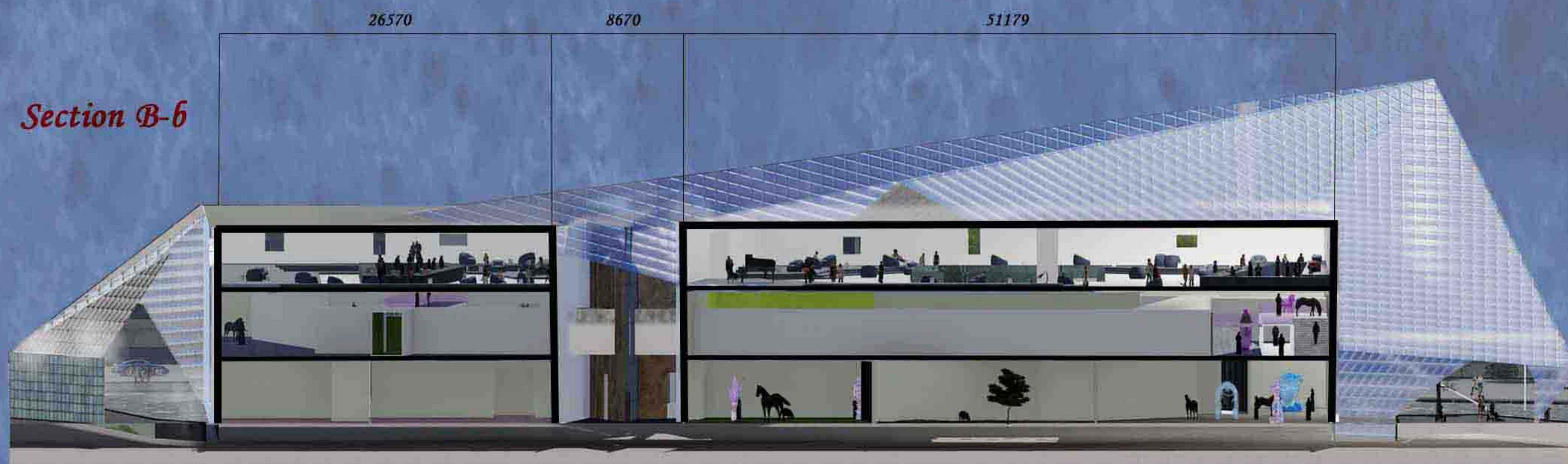
Section A-a



Section A-a 1:200

unit:mm

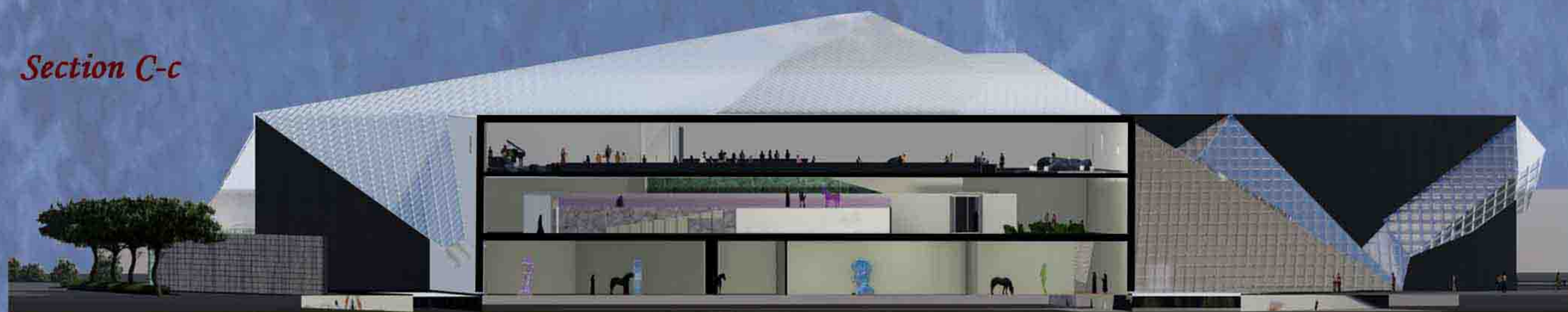
Section B-b



Section B-b 1:200

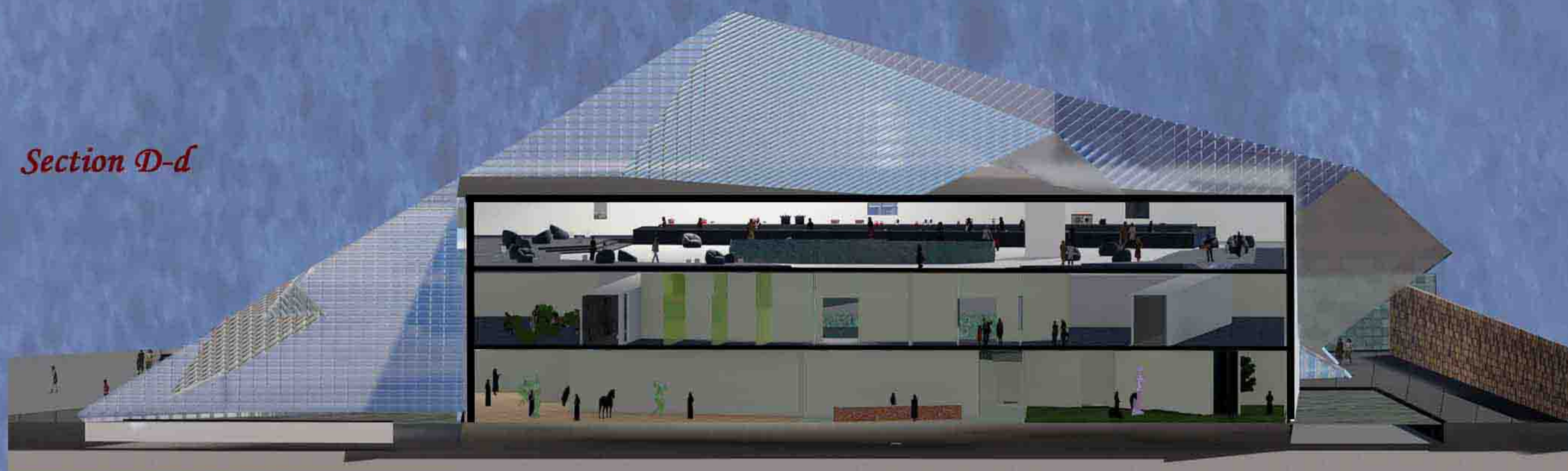
unit:mm

Section C-c



Section C-c 1:200

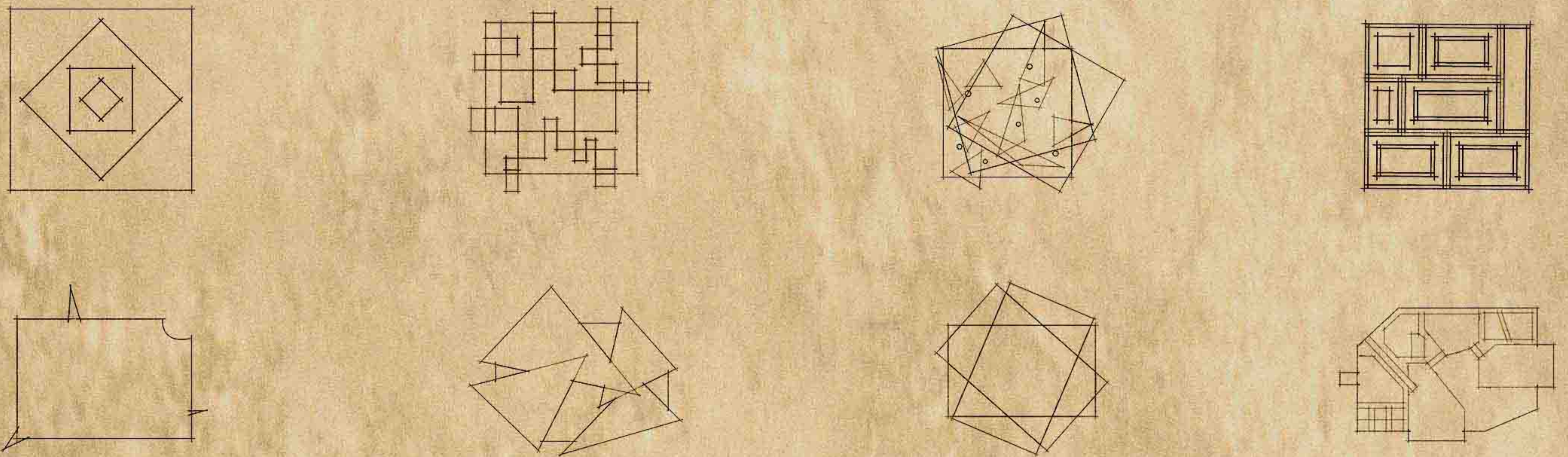
Section D-d



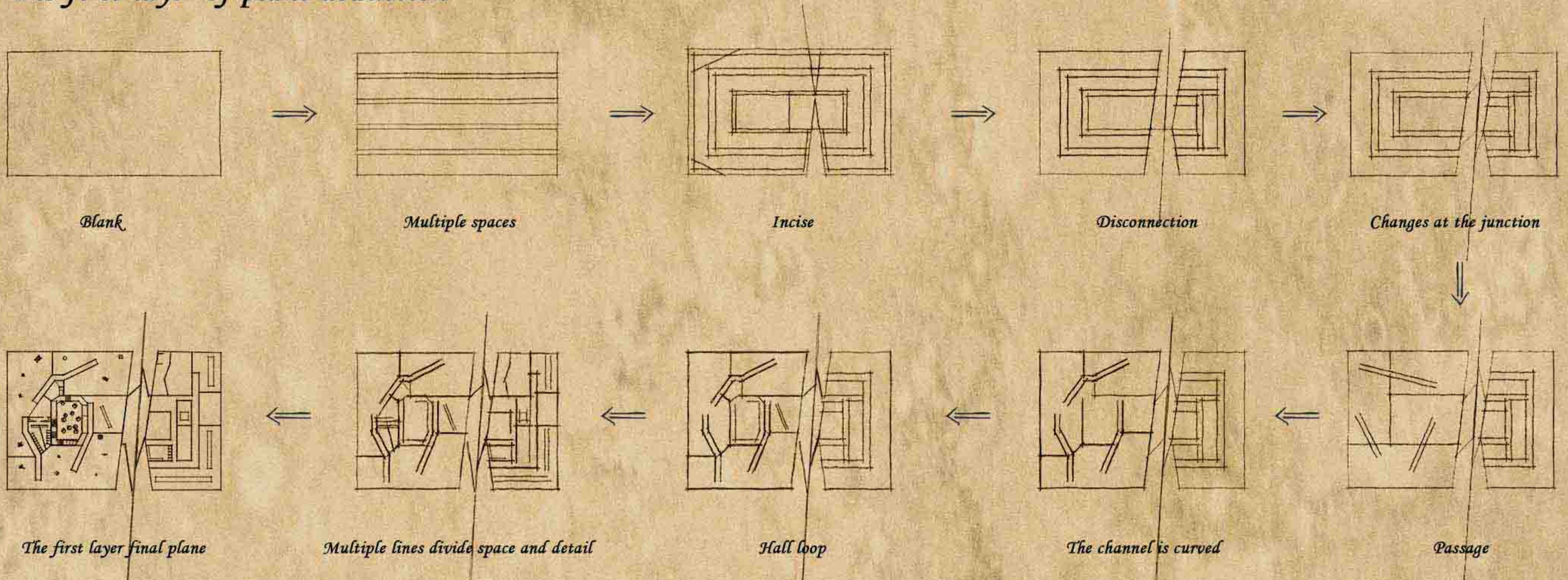
Section D-d 1:200

Plane deduction

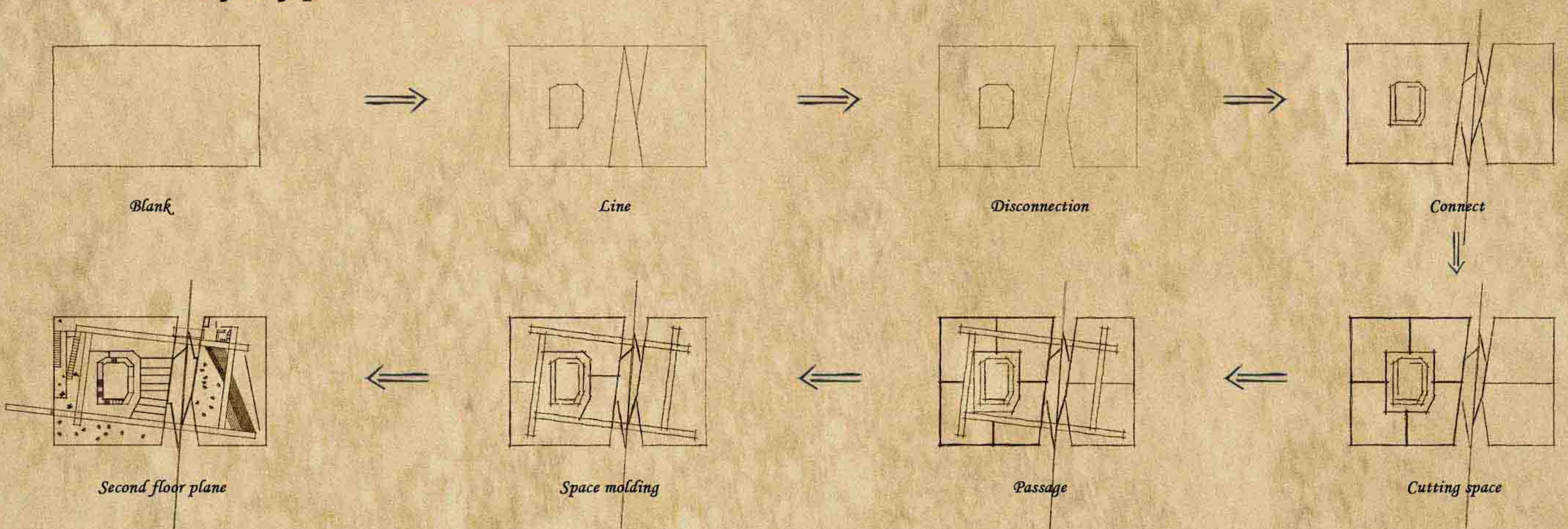
The architectural plan of the creation stage



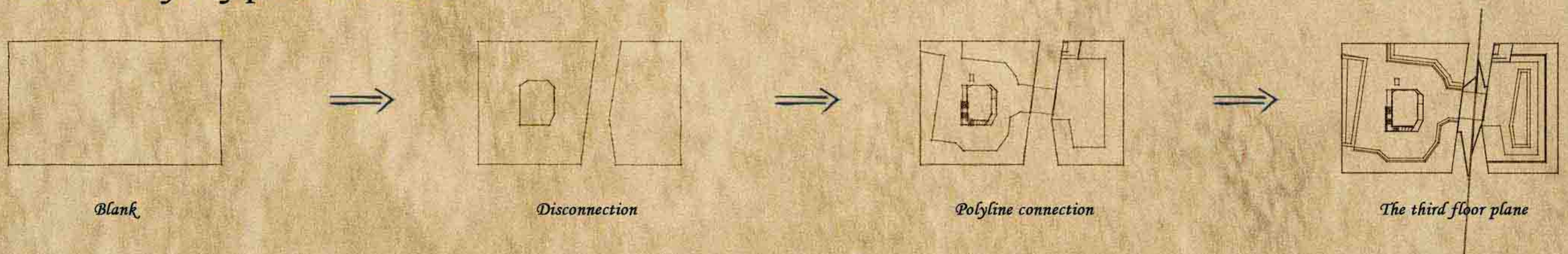
The first layer of plane deduction



The second layer of plane deduction

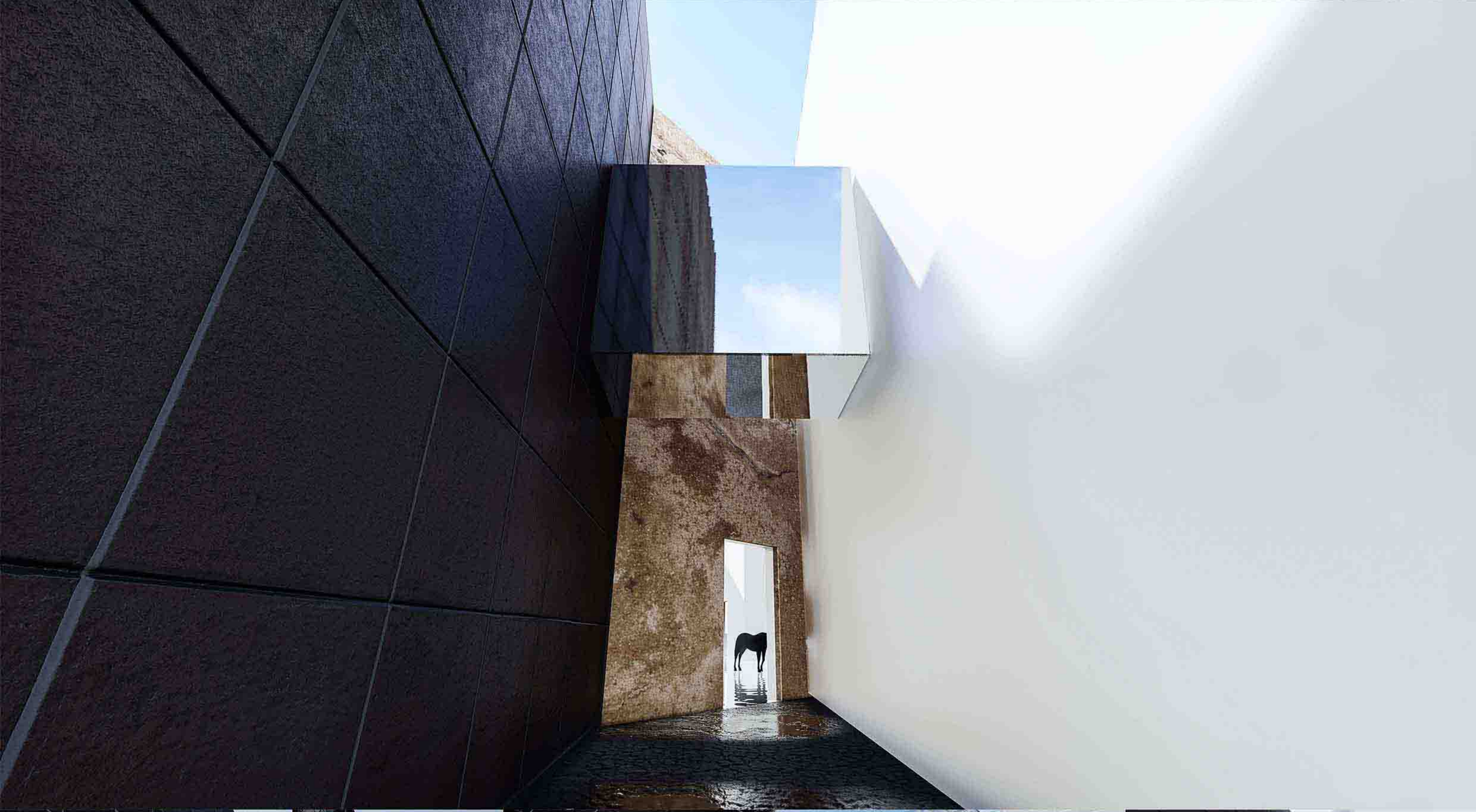


The third layer of plane deduction



Low mood is a process of growth





Functional partition analysis

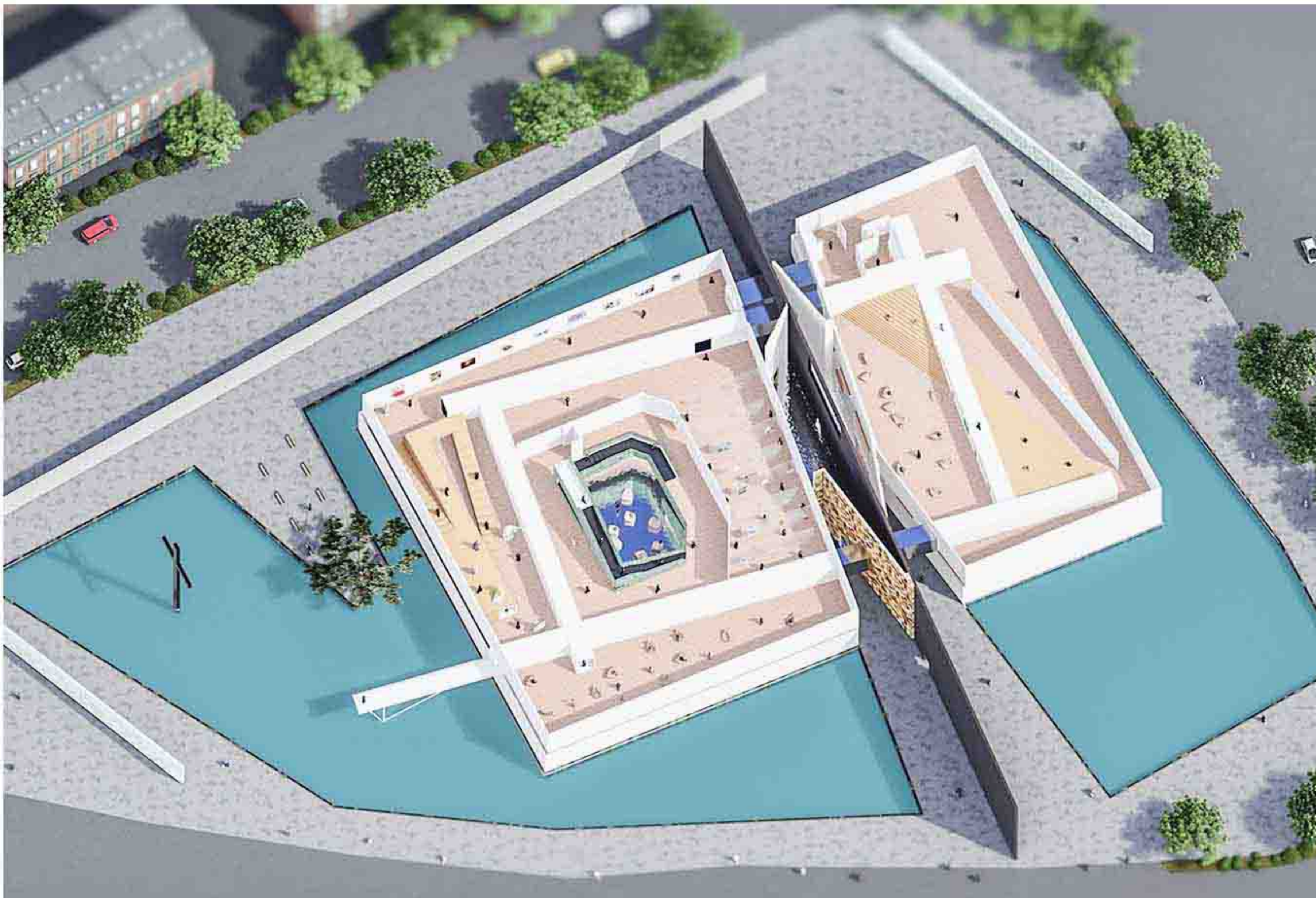
First floor



First floor plan 1:200



Second floor



Second floor plan 1:200



Third floor

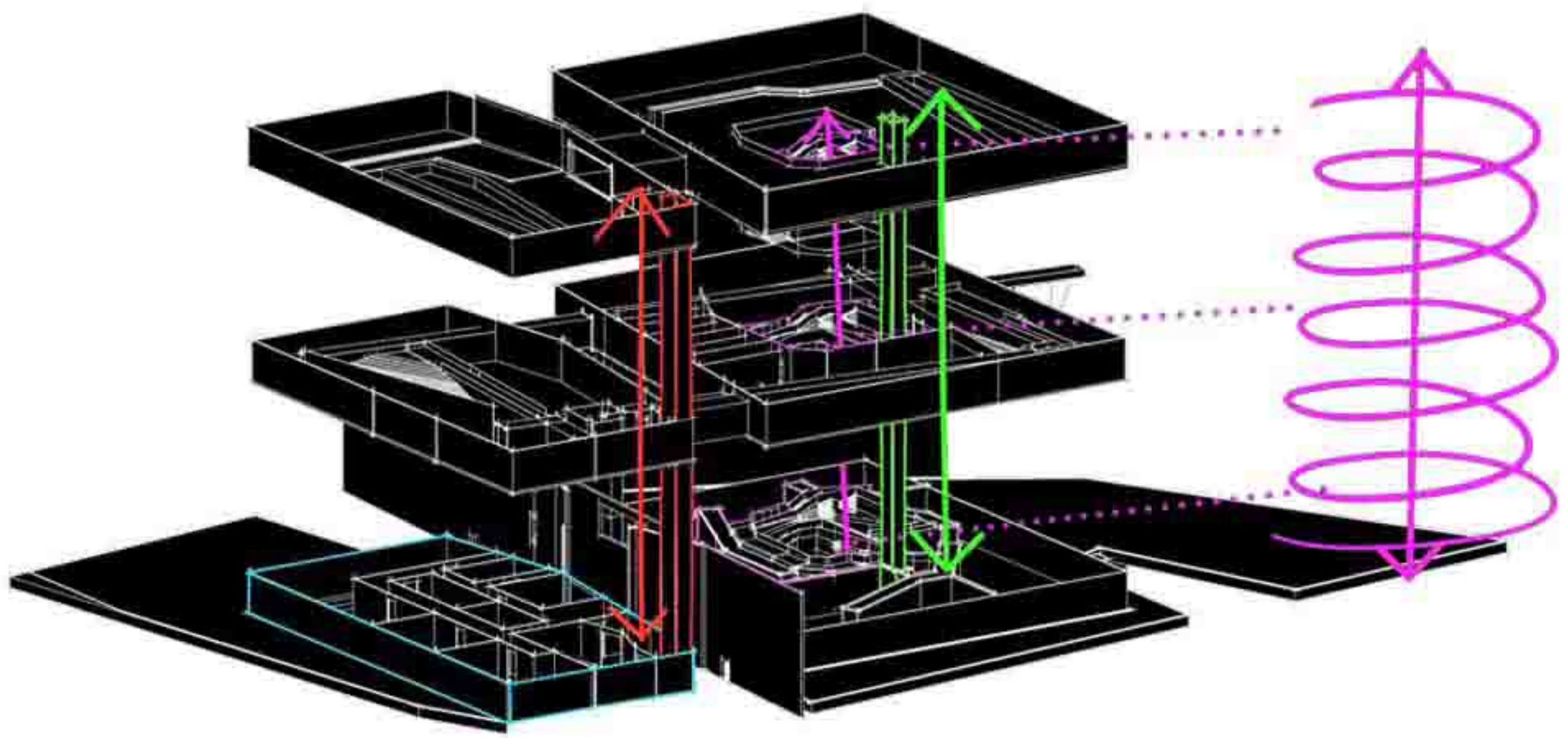


Third floor plan 1:200



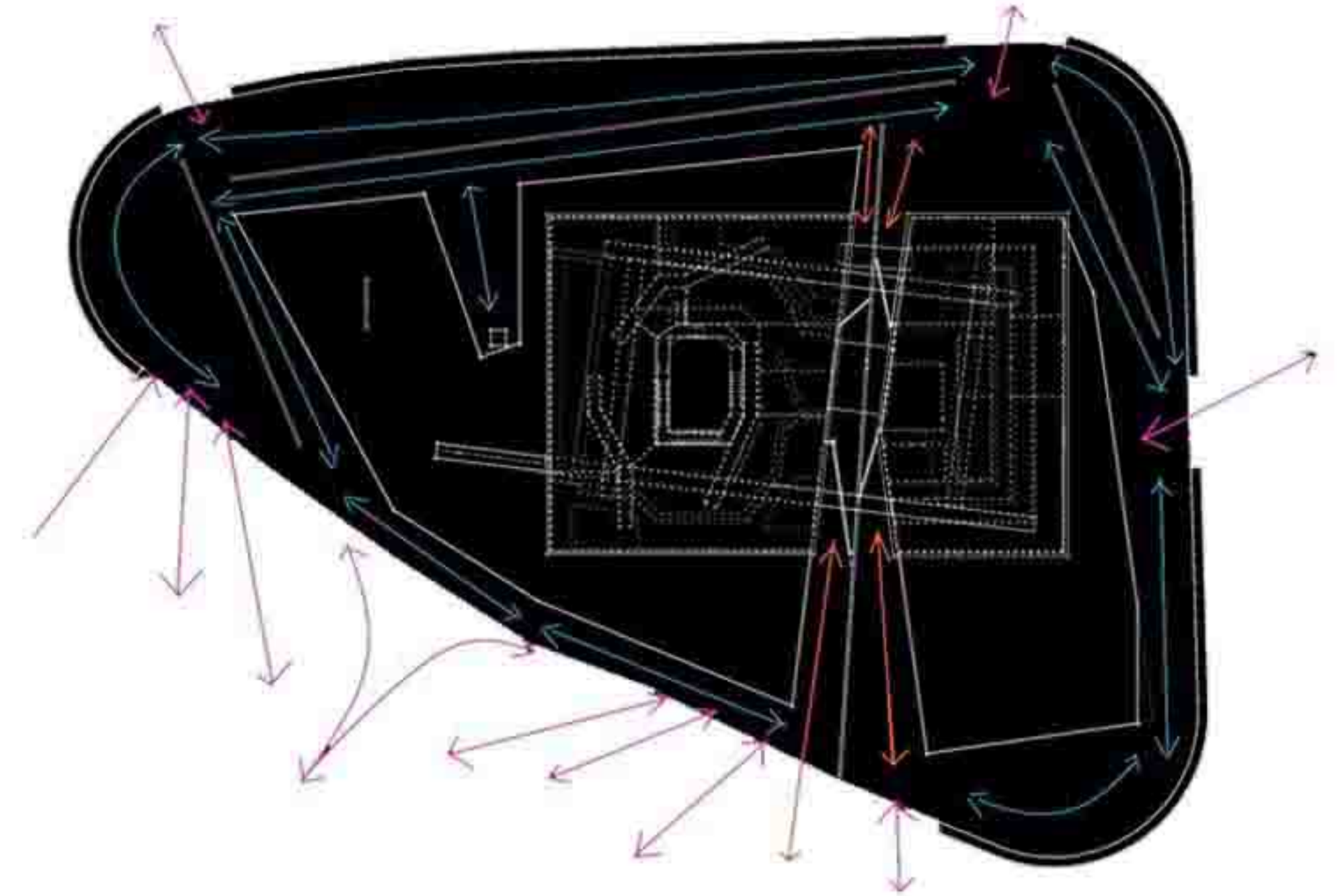
Circulation analysis and channel flow effect diagram

The route from the first to the third floor



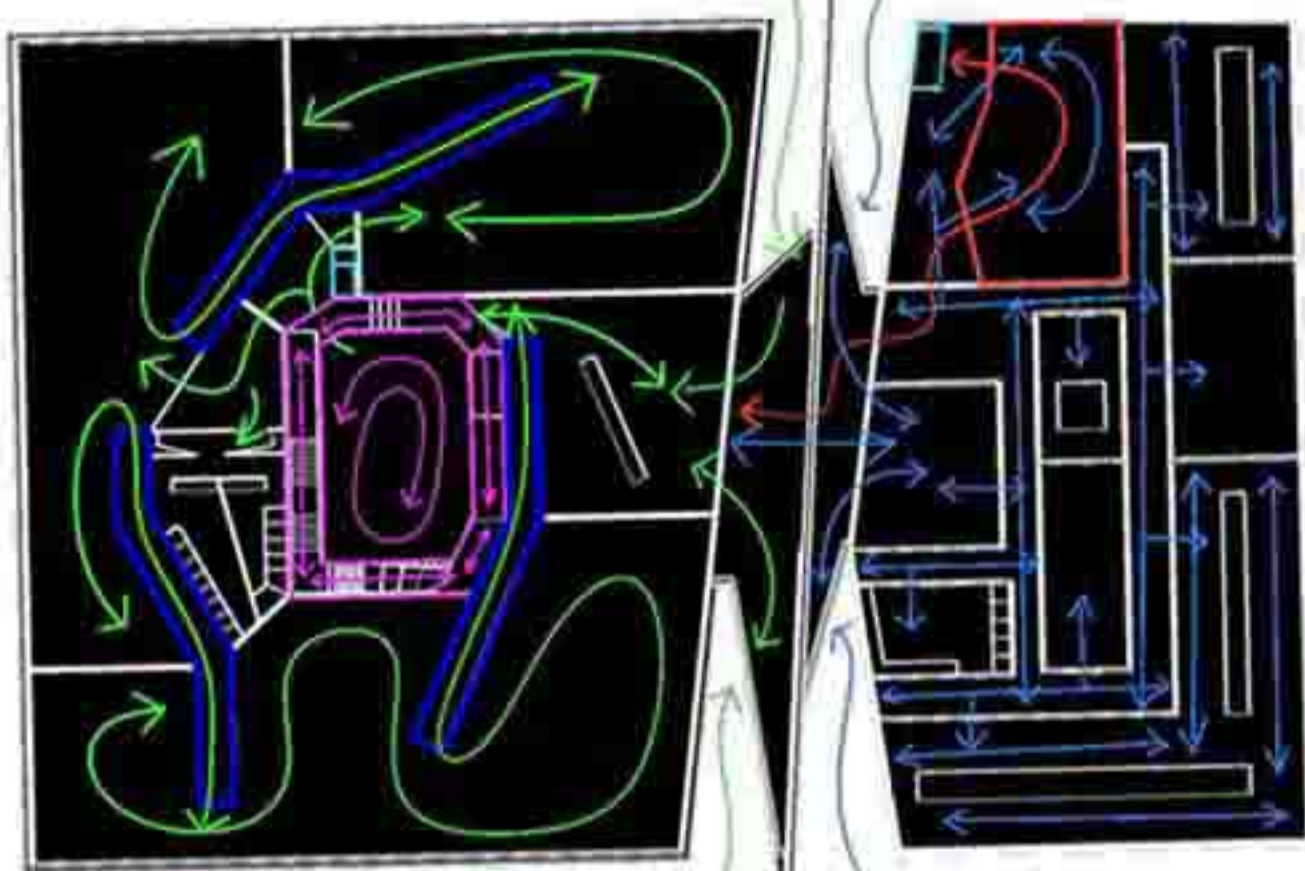
- Tourist elevator
- Spiral staircase
- Collection area
- Collection transport elevator

Project site route



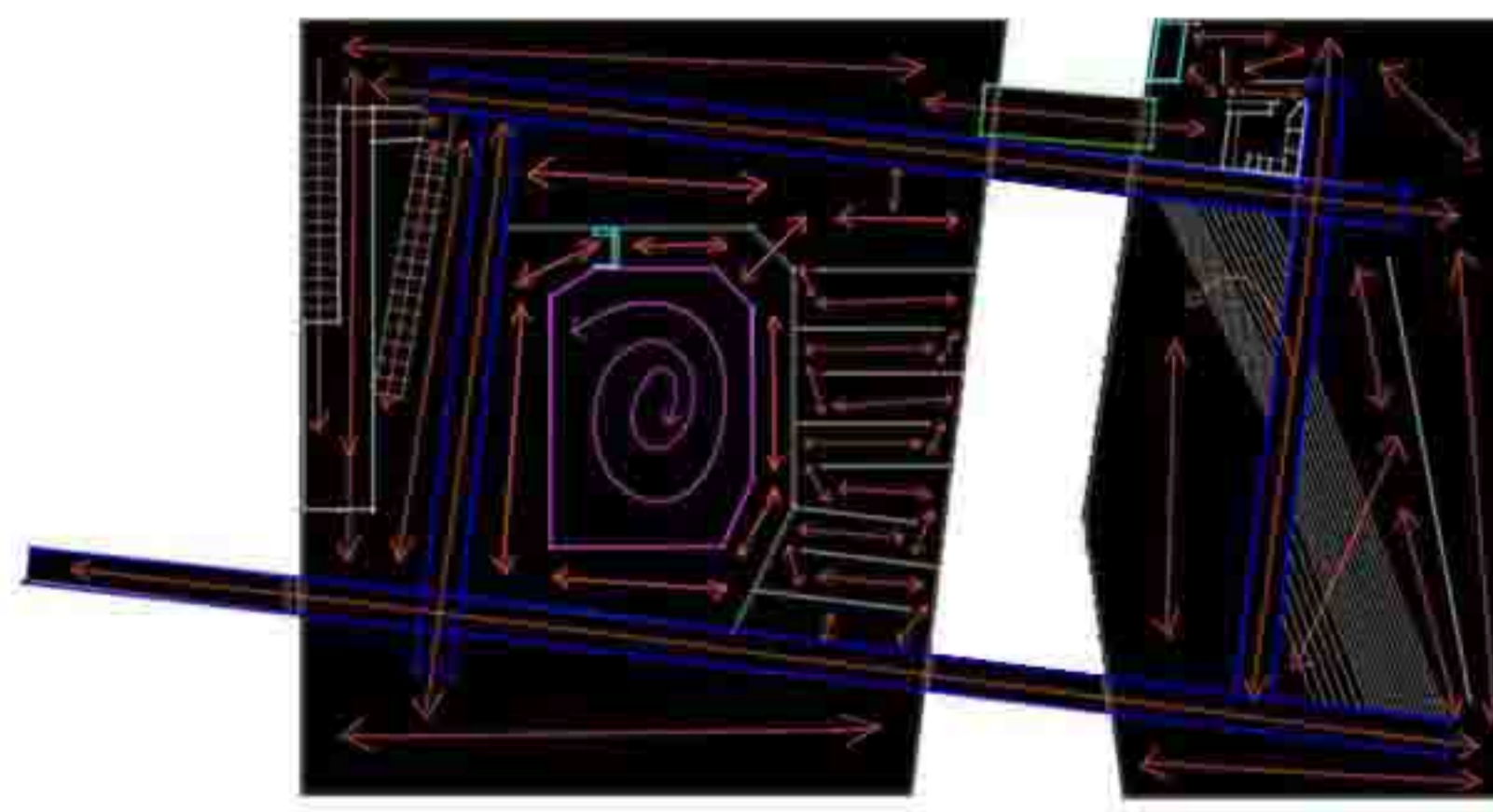
- Entrance and exit to the venue
- Site route
- A way into the interior space of the building

The first layer of space routes



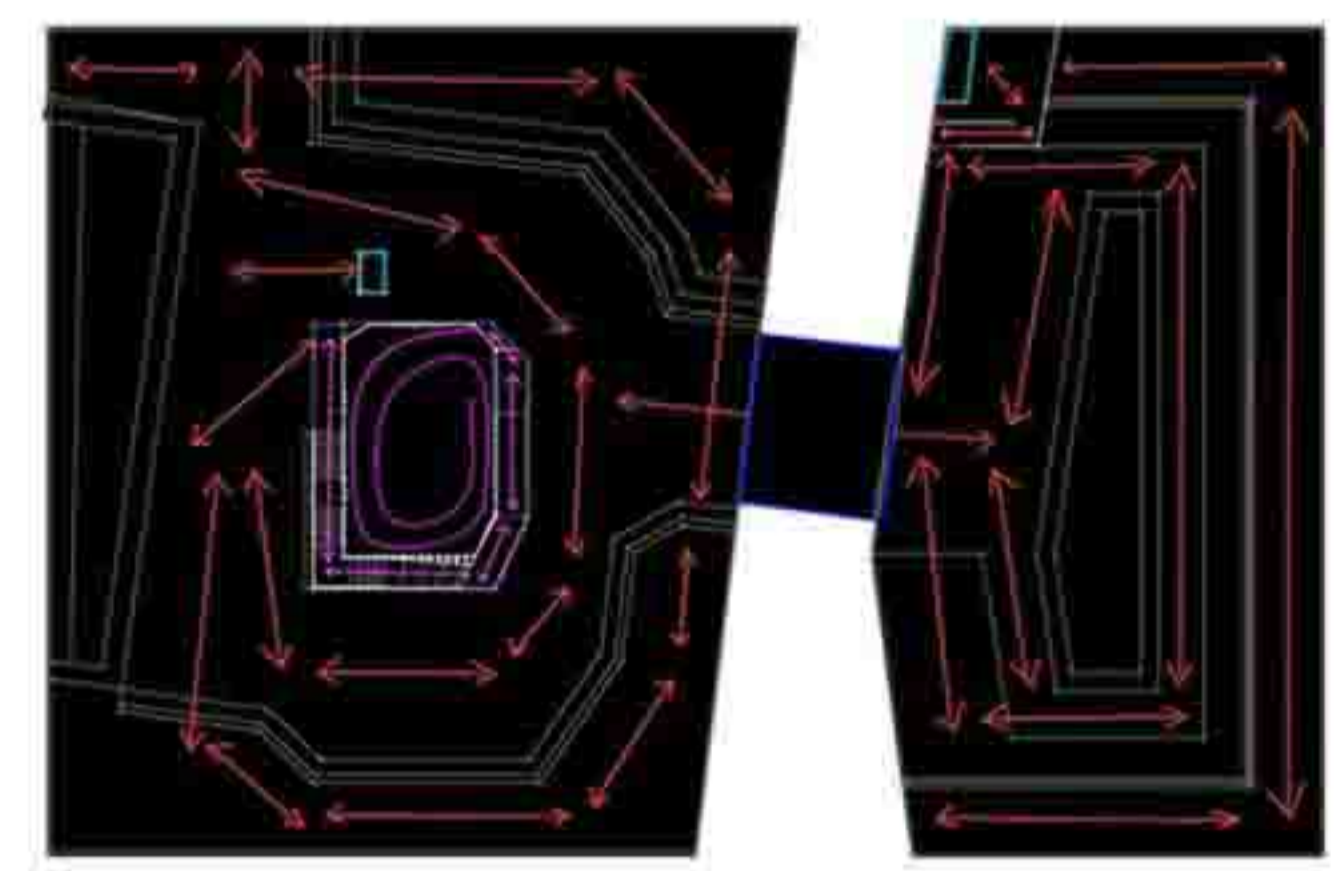
- Tourist routes
- Collection transportation
- Spiral staircase
- Staff route
- lift
- Visitor access

The second layer of space routes



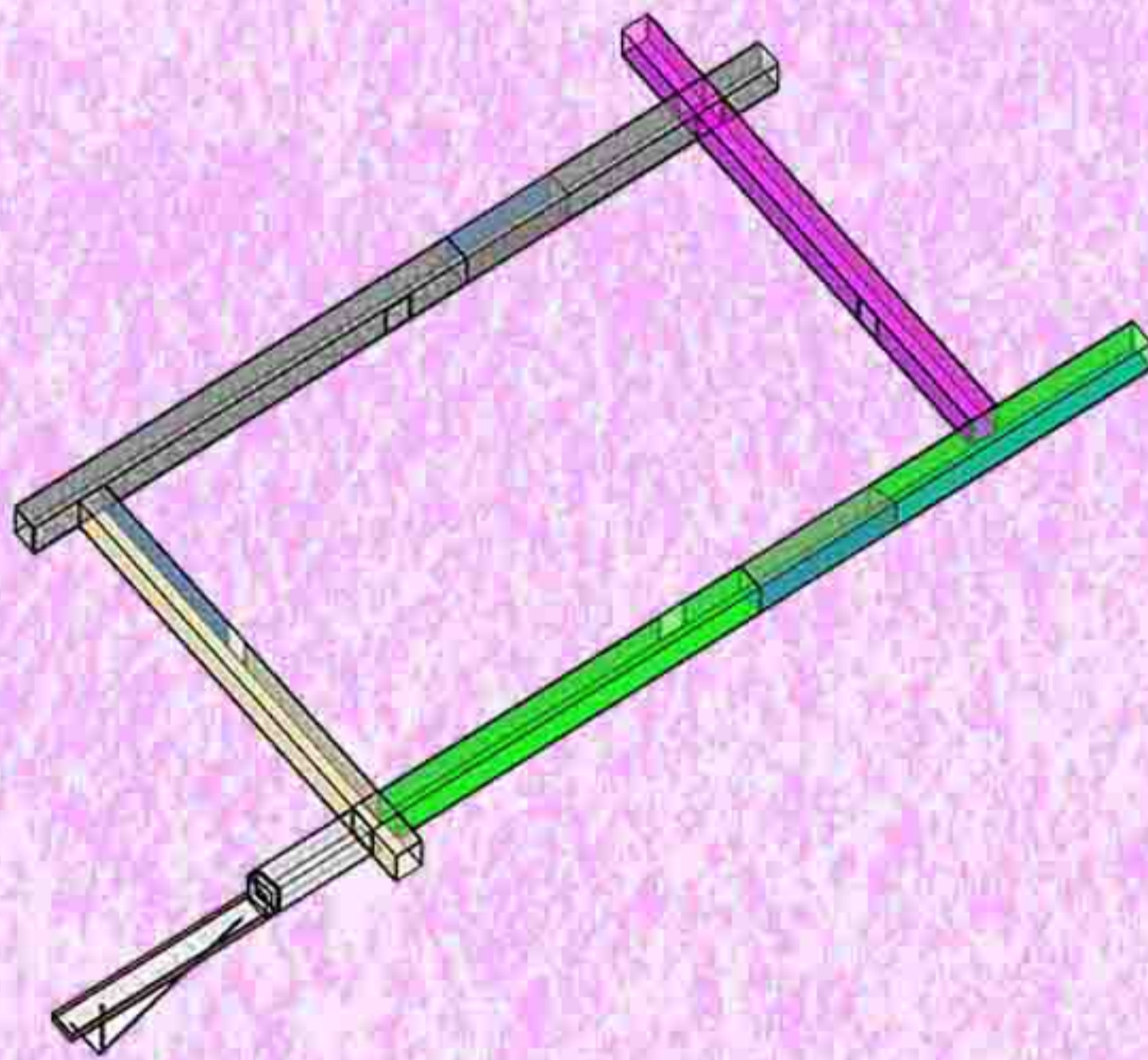
- Tourist routes
- Collection transportation
- Visitor access
- lift
- Spiral staircase

The third layer of space routes

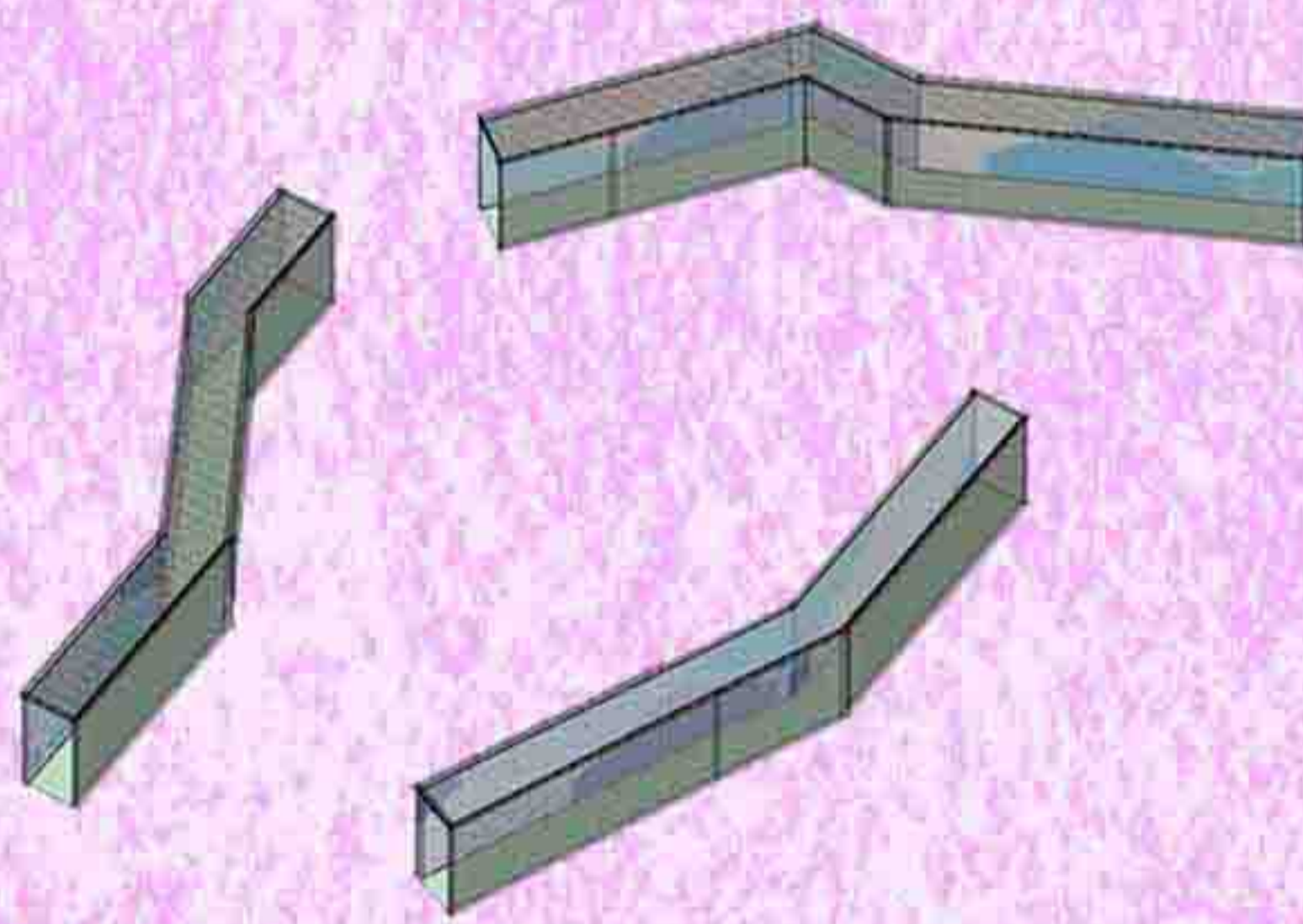


- Tourist routes
- lift
- Visitor access

Second floor access



First floor access

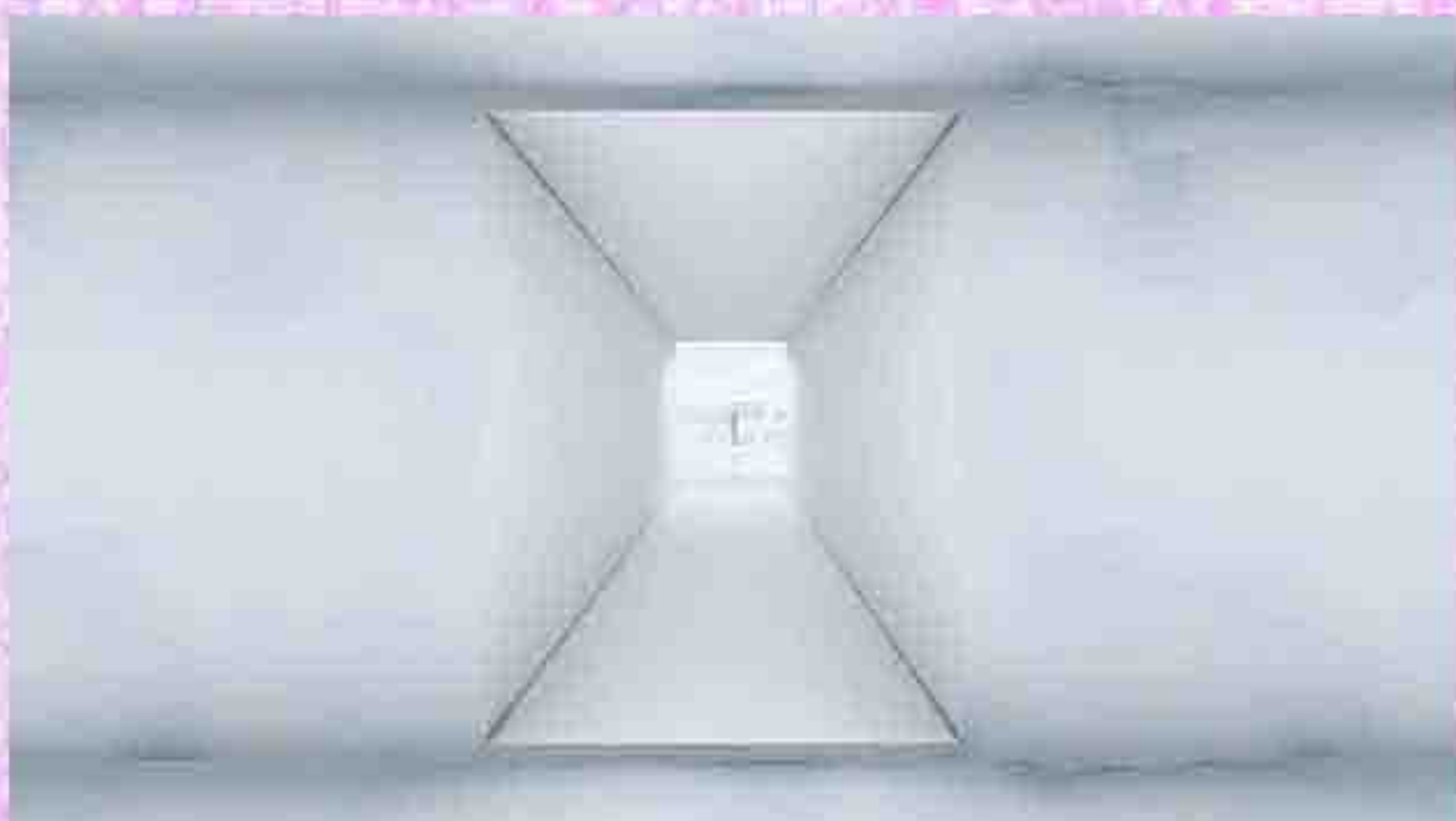


Pre-renderings

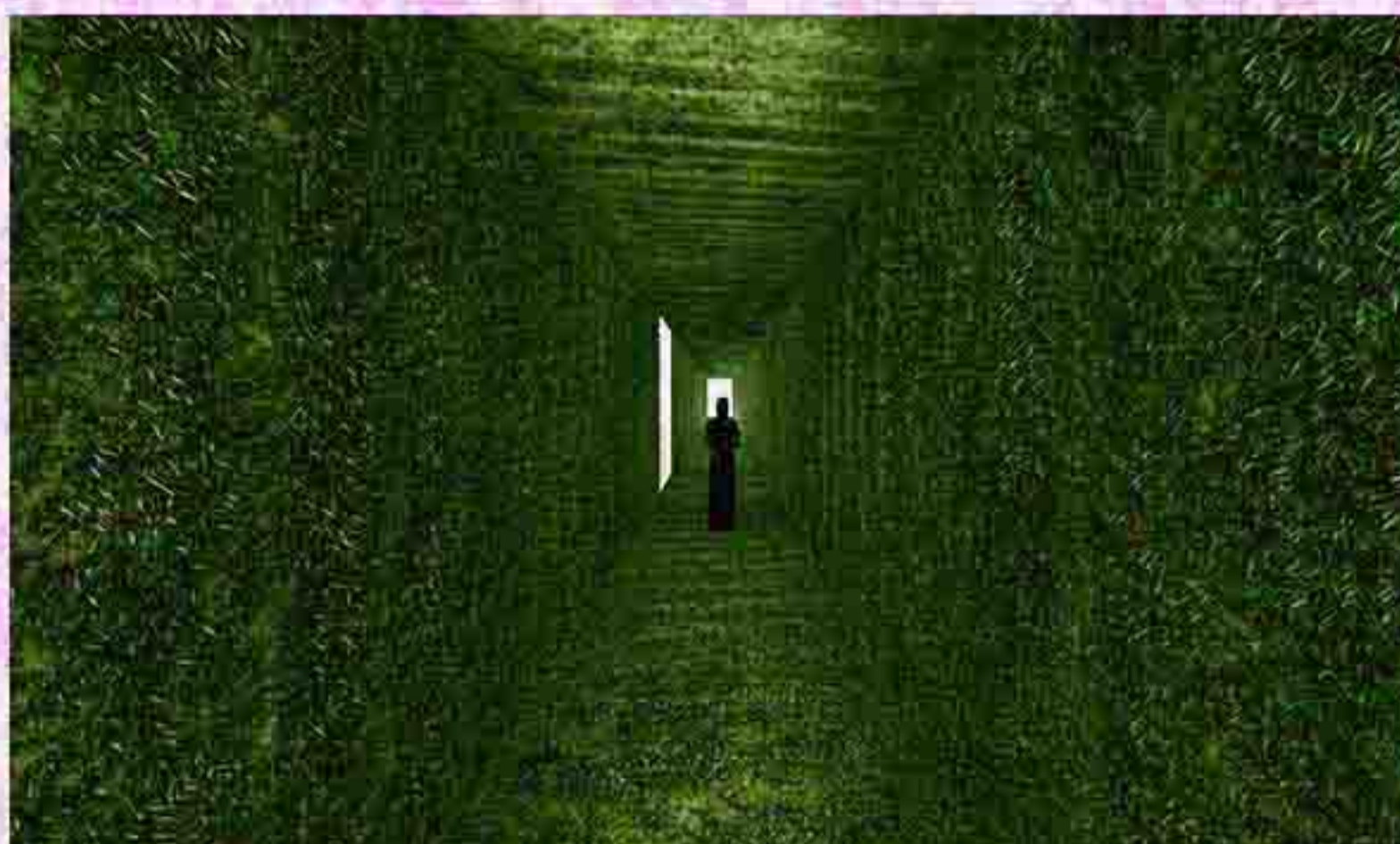


Renderings

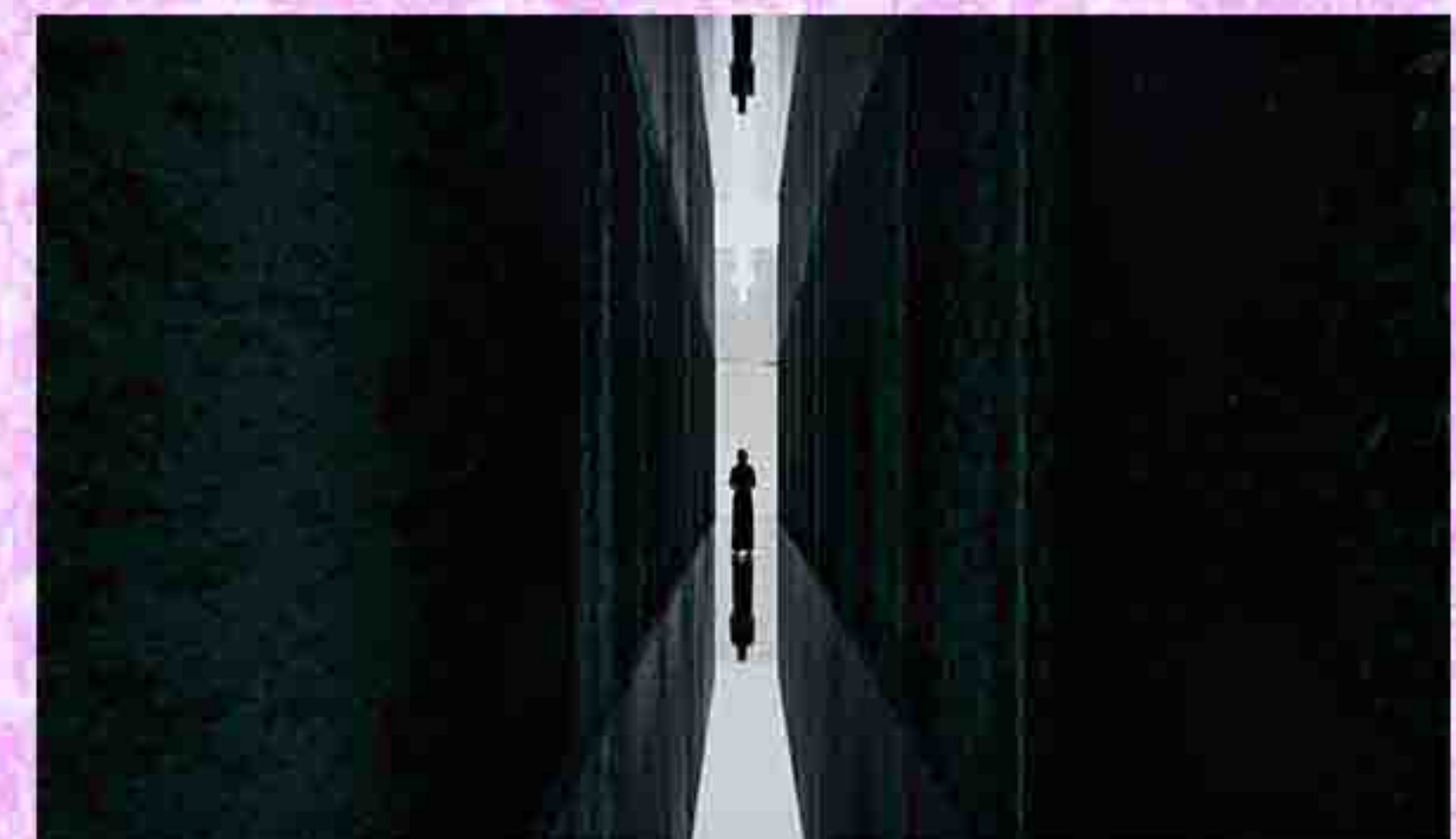
Second floor access



Second floor access



First floor access



Second floor access



Second floor access

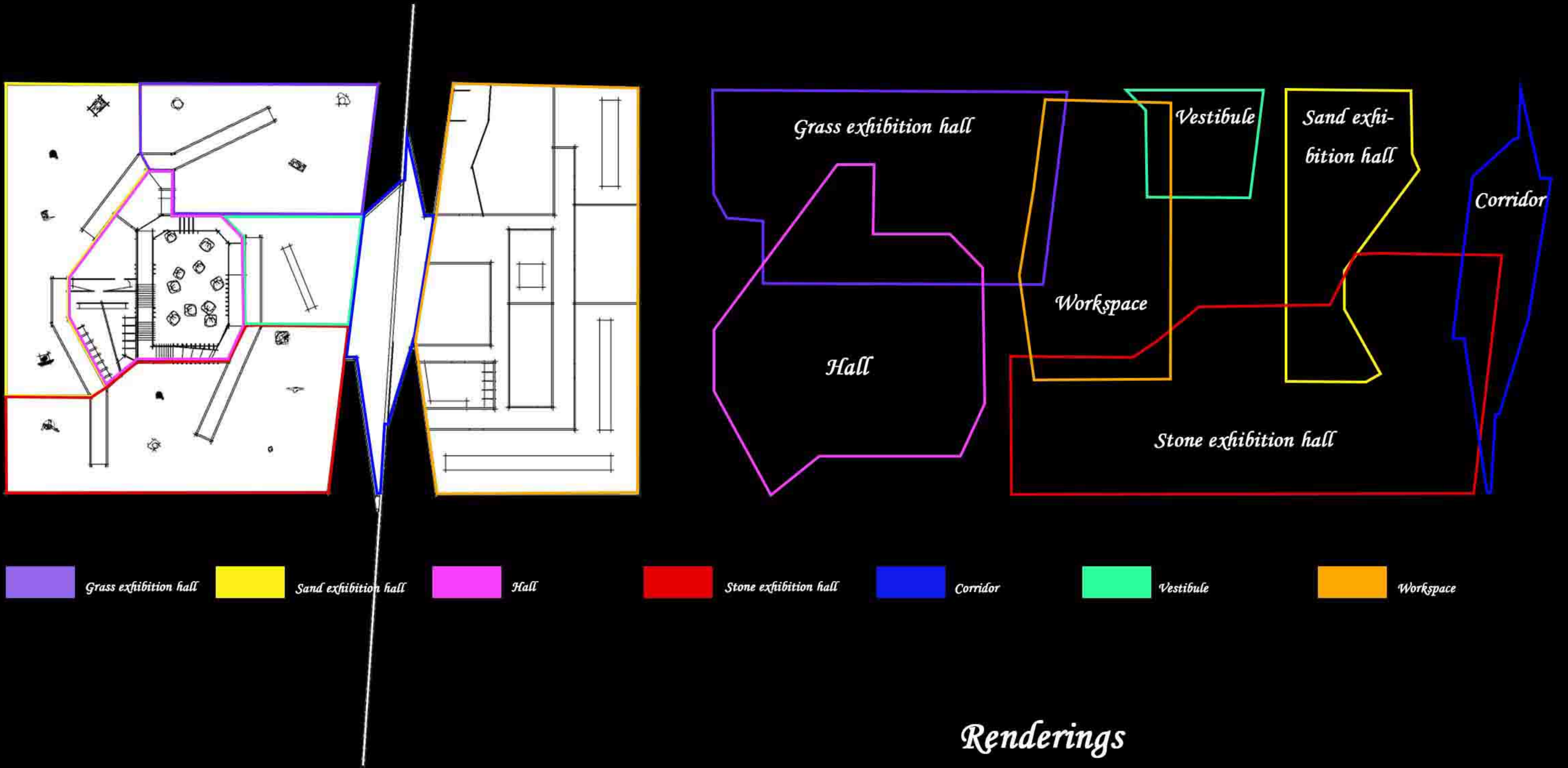


Second floor access



Let visitors curiously walk down, ahead is uncertain space, like explorers

Exhibition hall and vestibule on the first floor



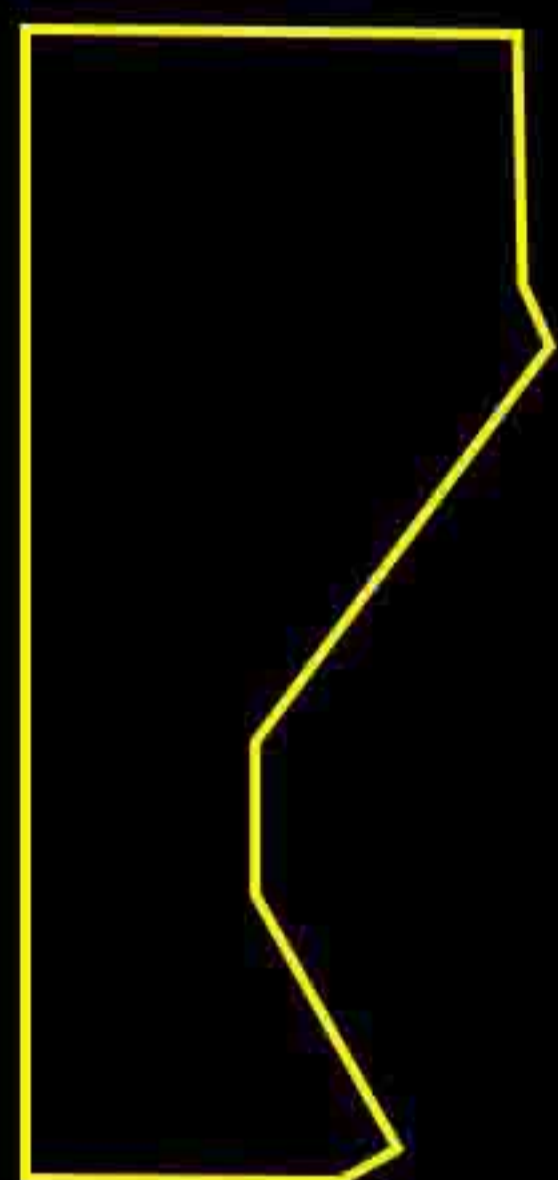
Renderings

Stone exhibition hall



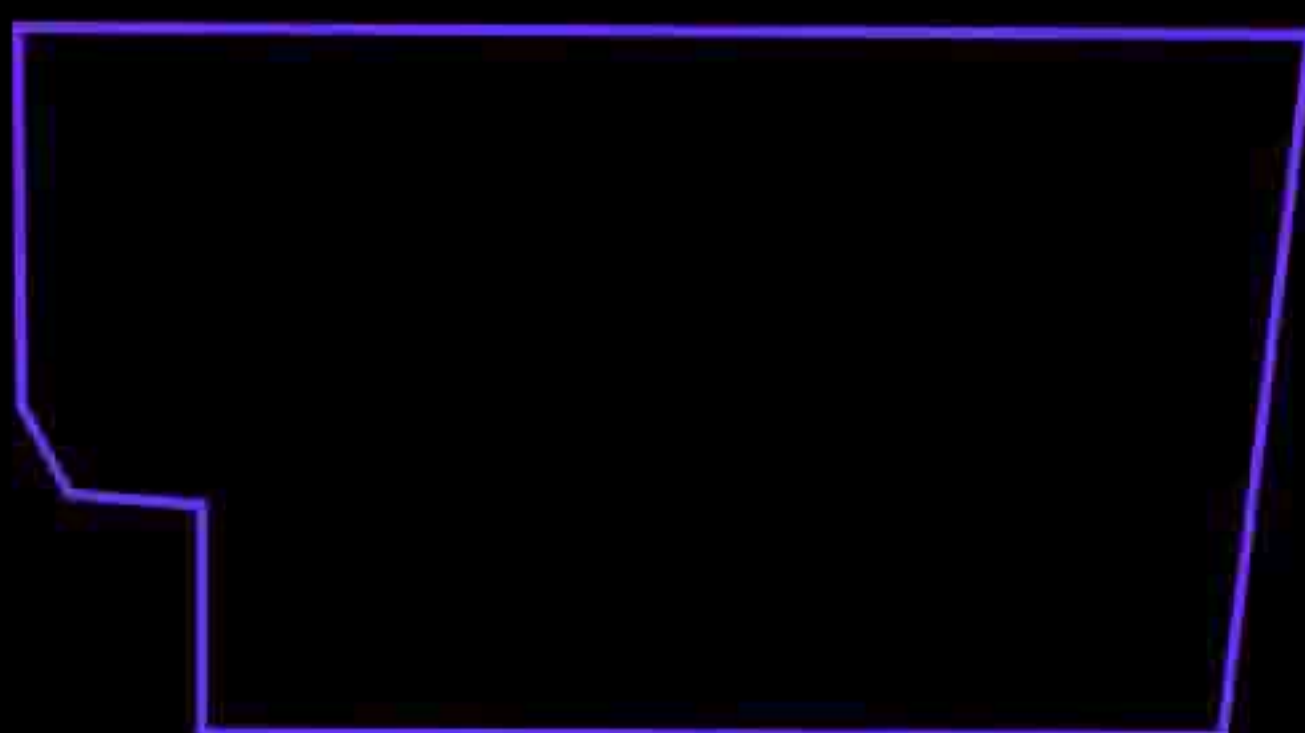
Stone exhibition hall

Sand exhibition hall



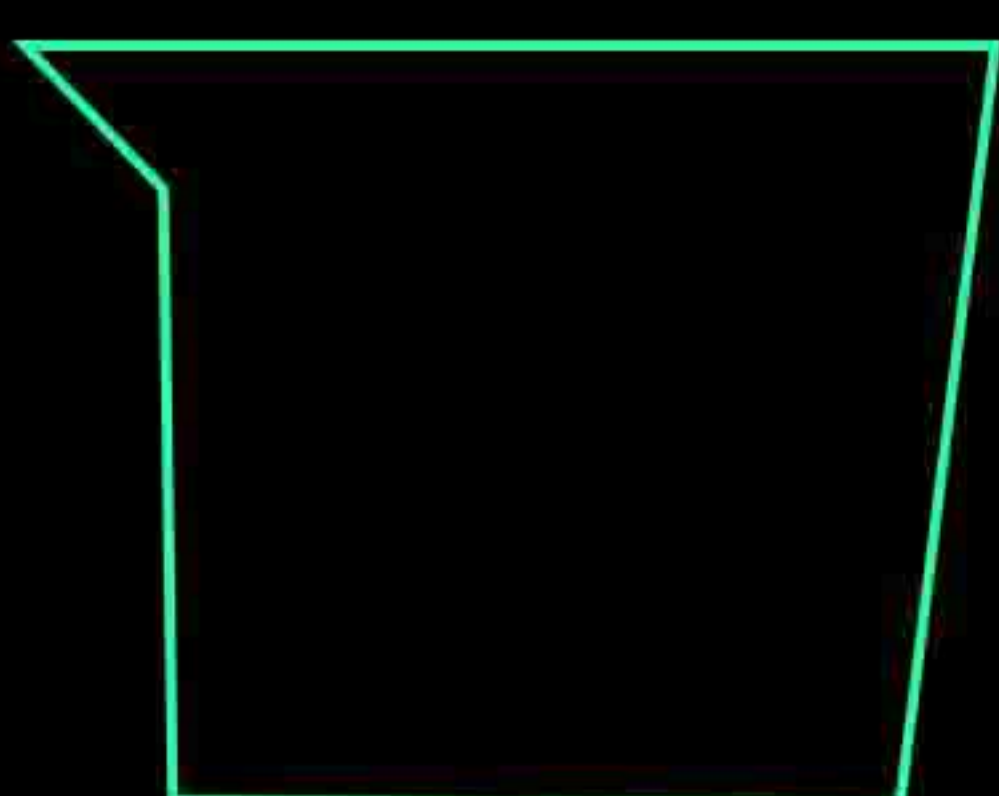
Sand exhibition hall

Grass exhibition hall

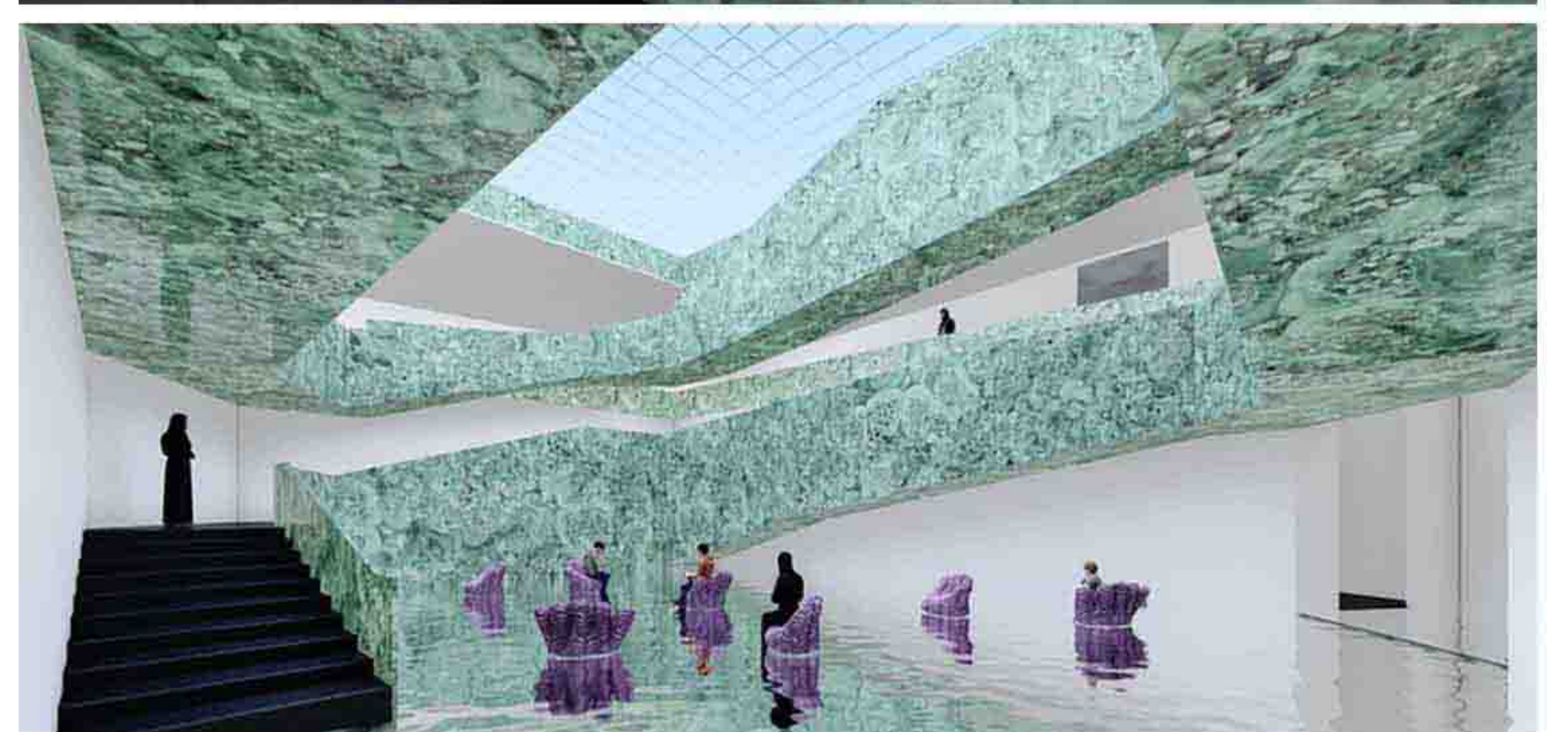
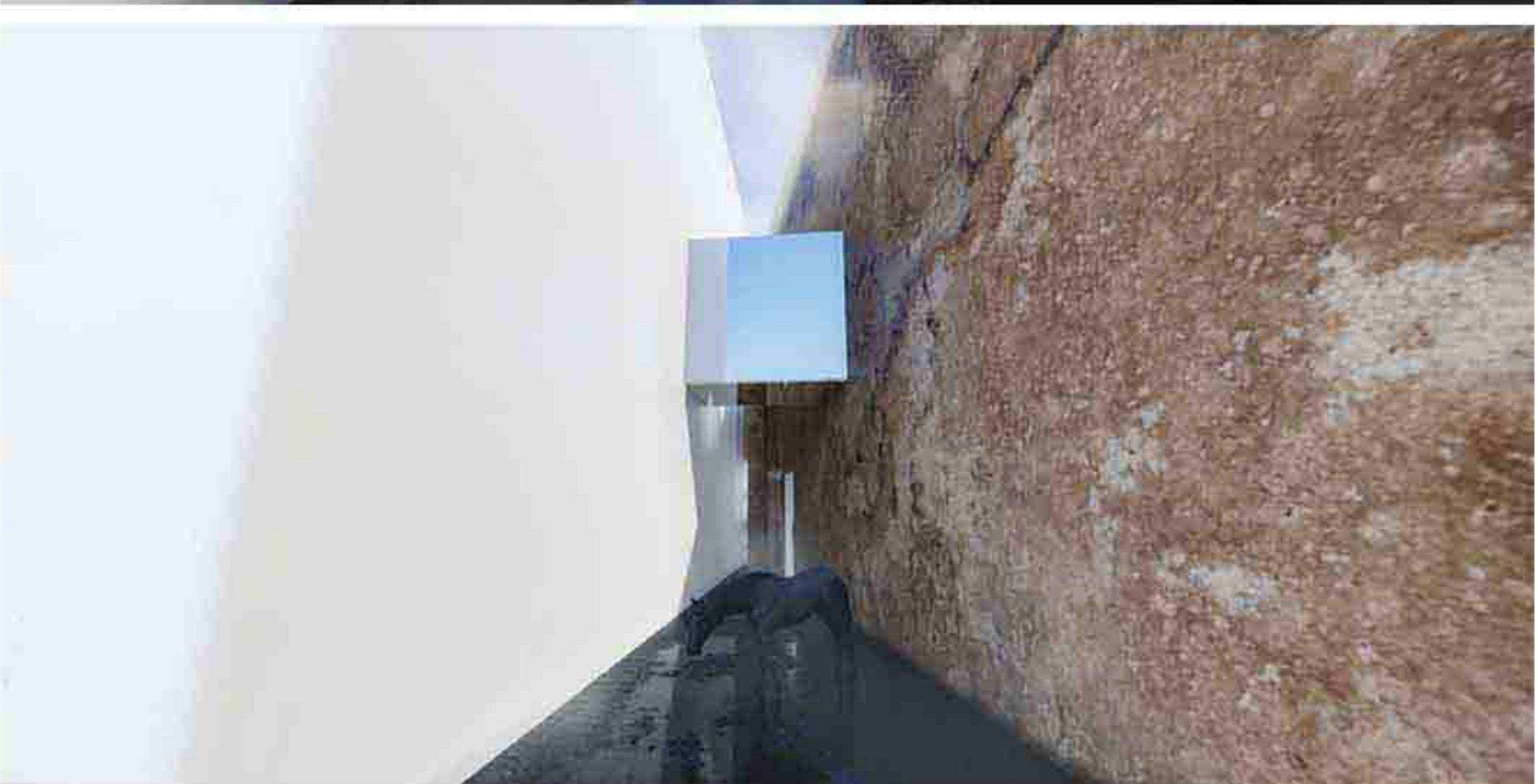
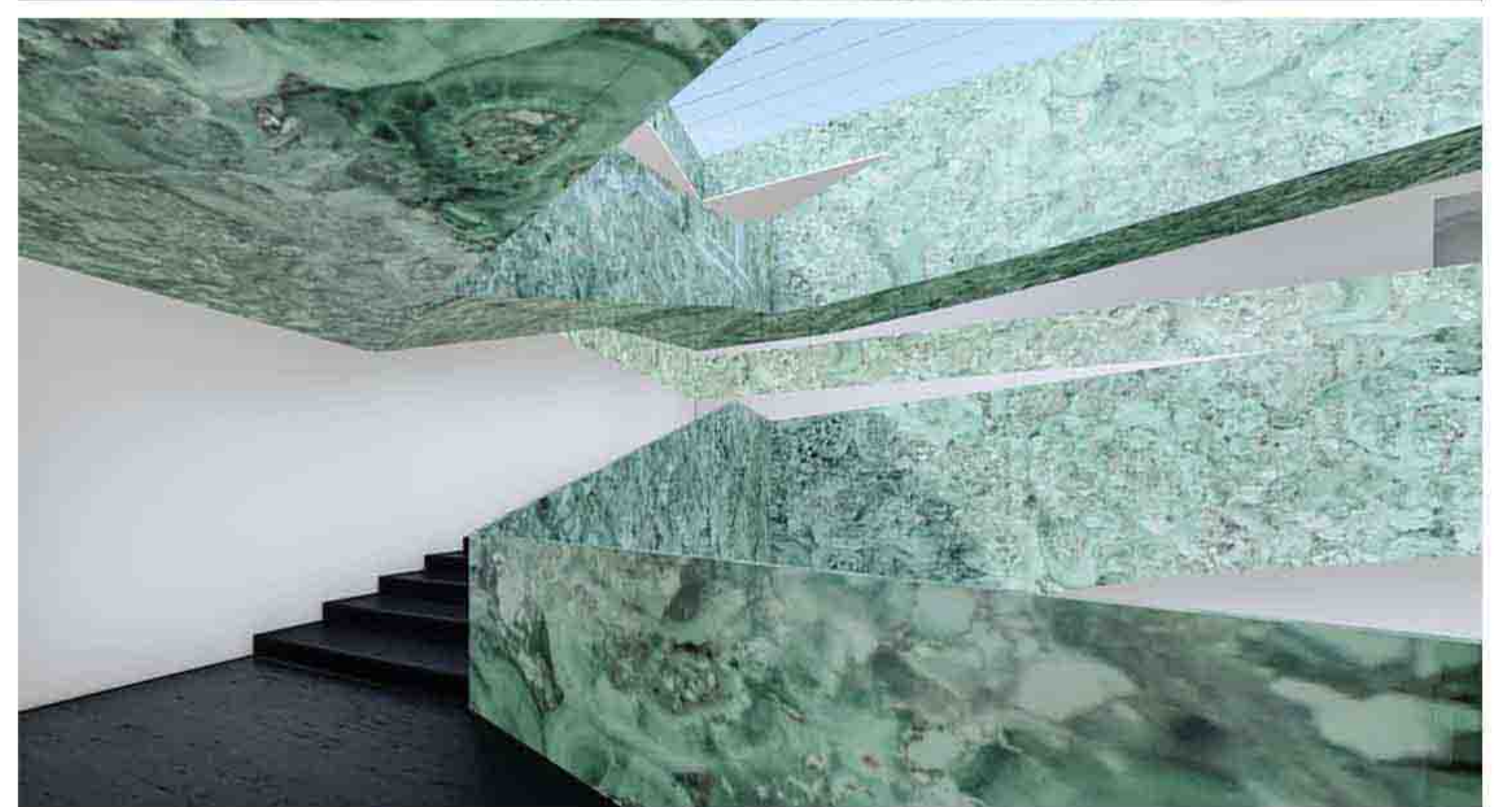
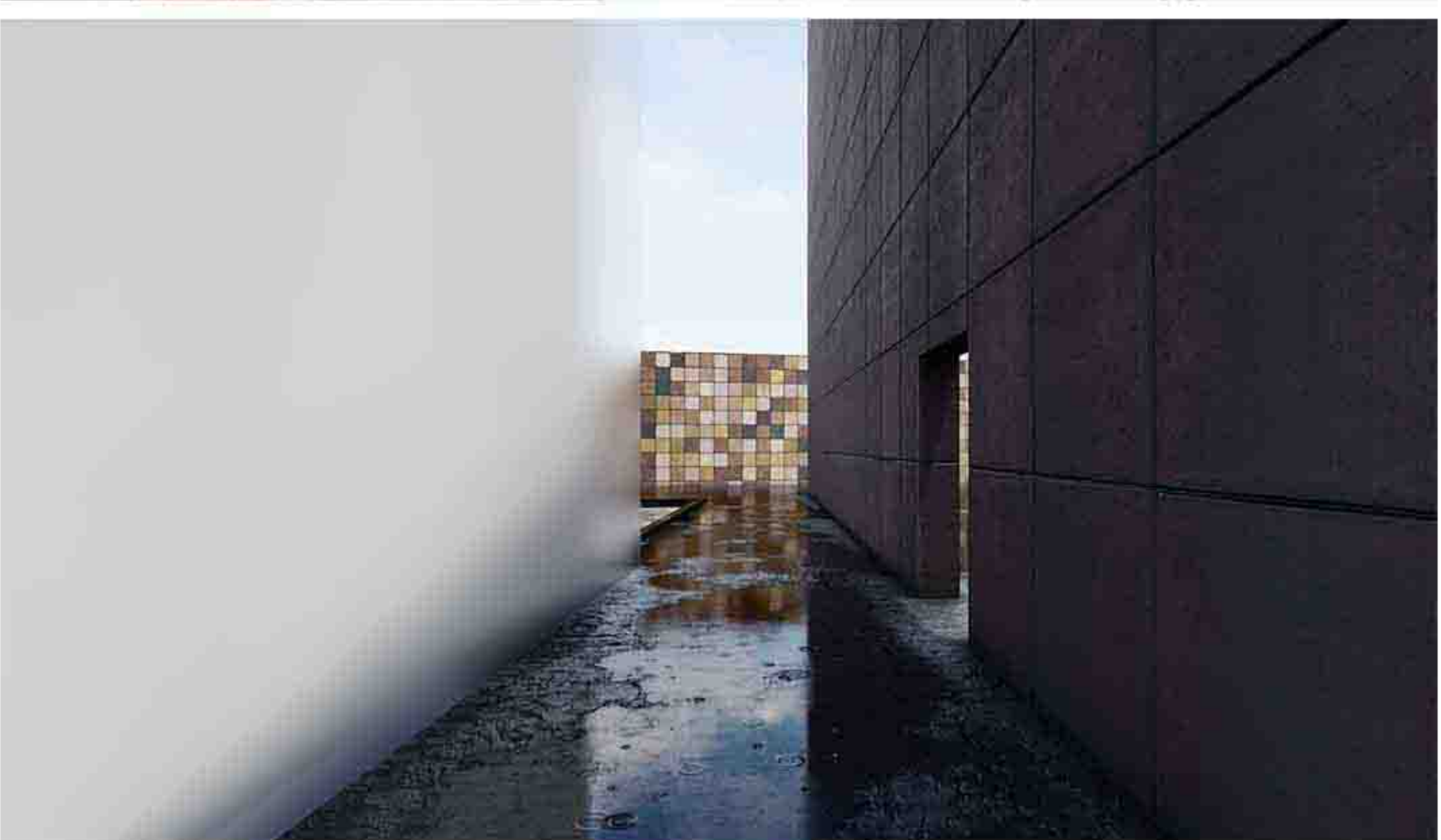
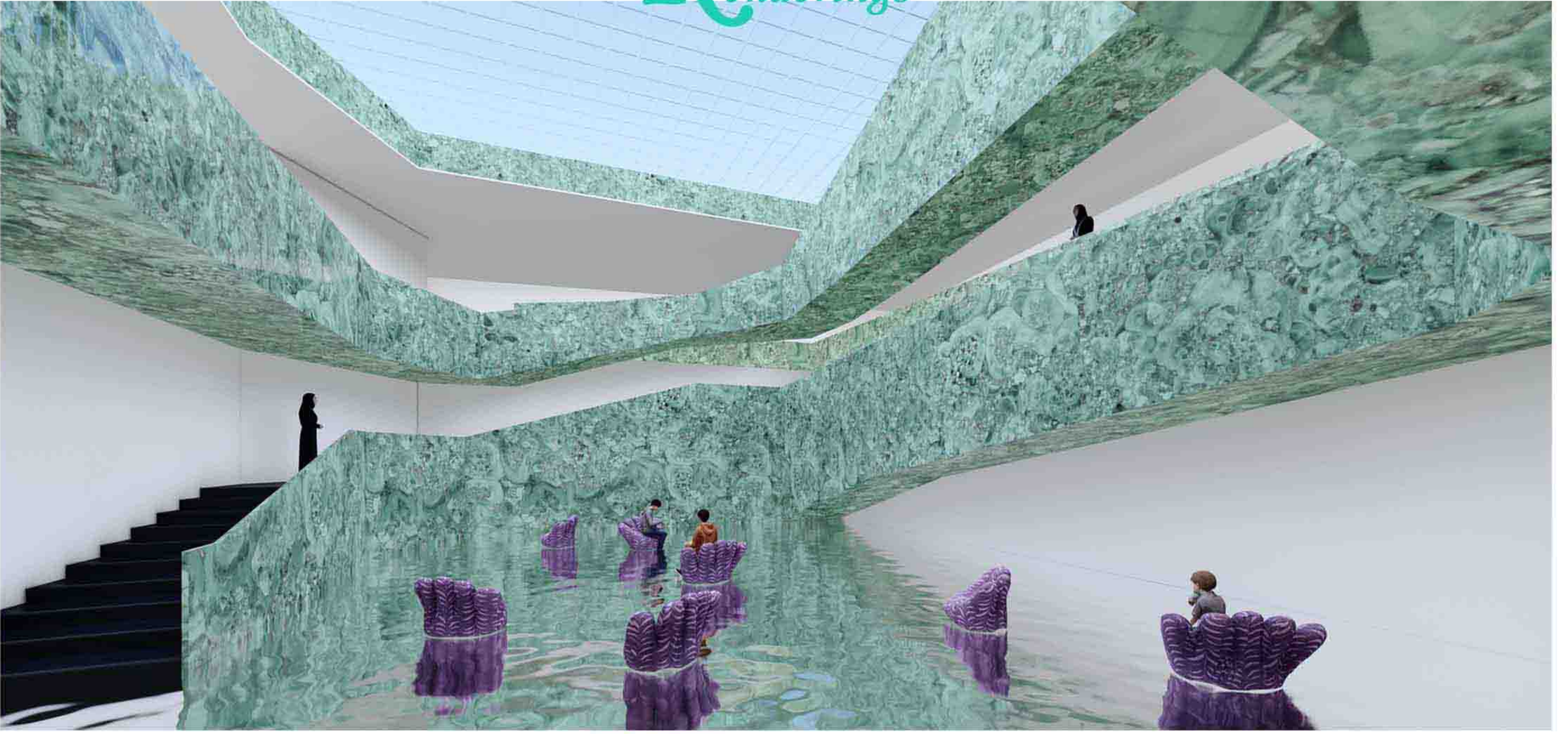


Grass exhibition hall

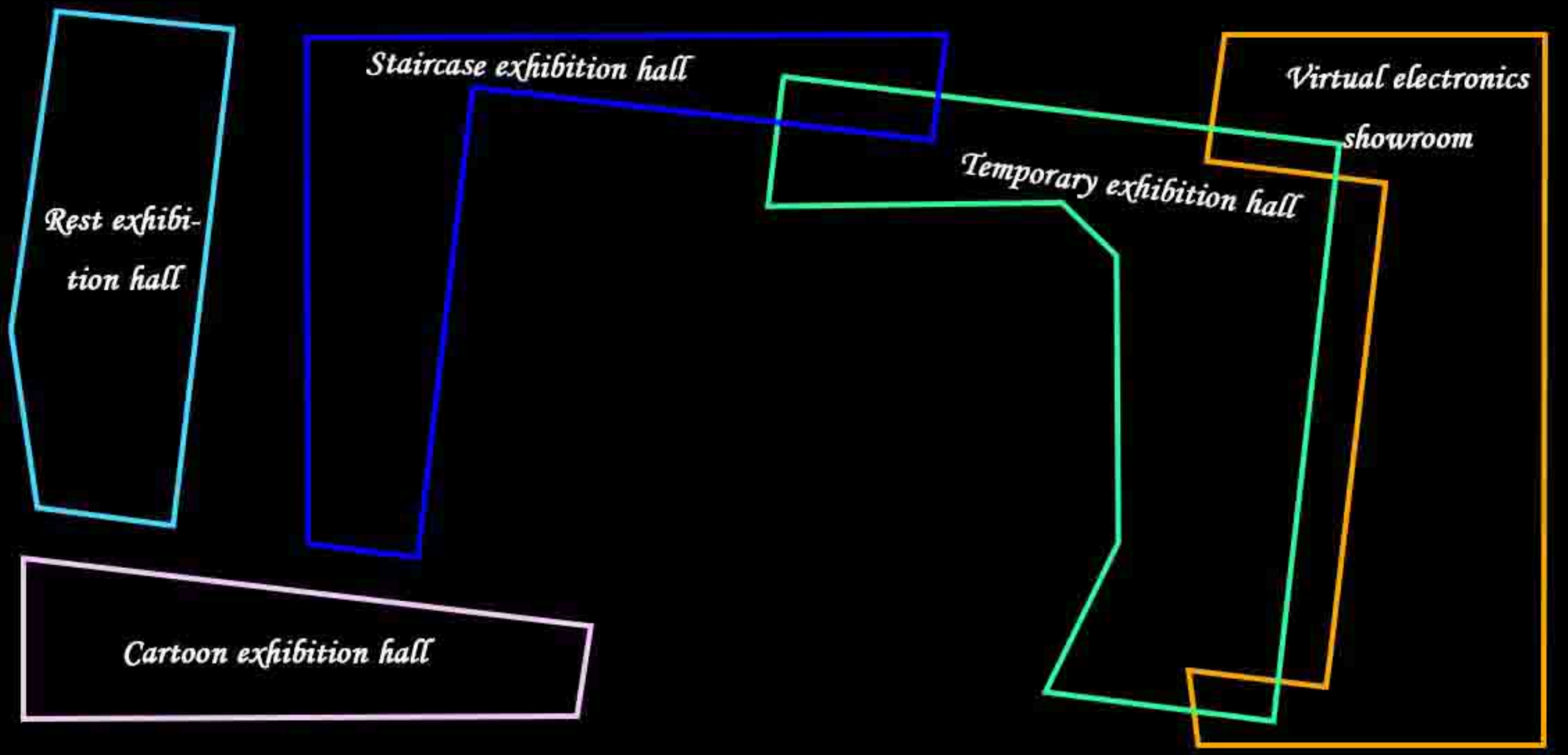
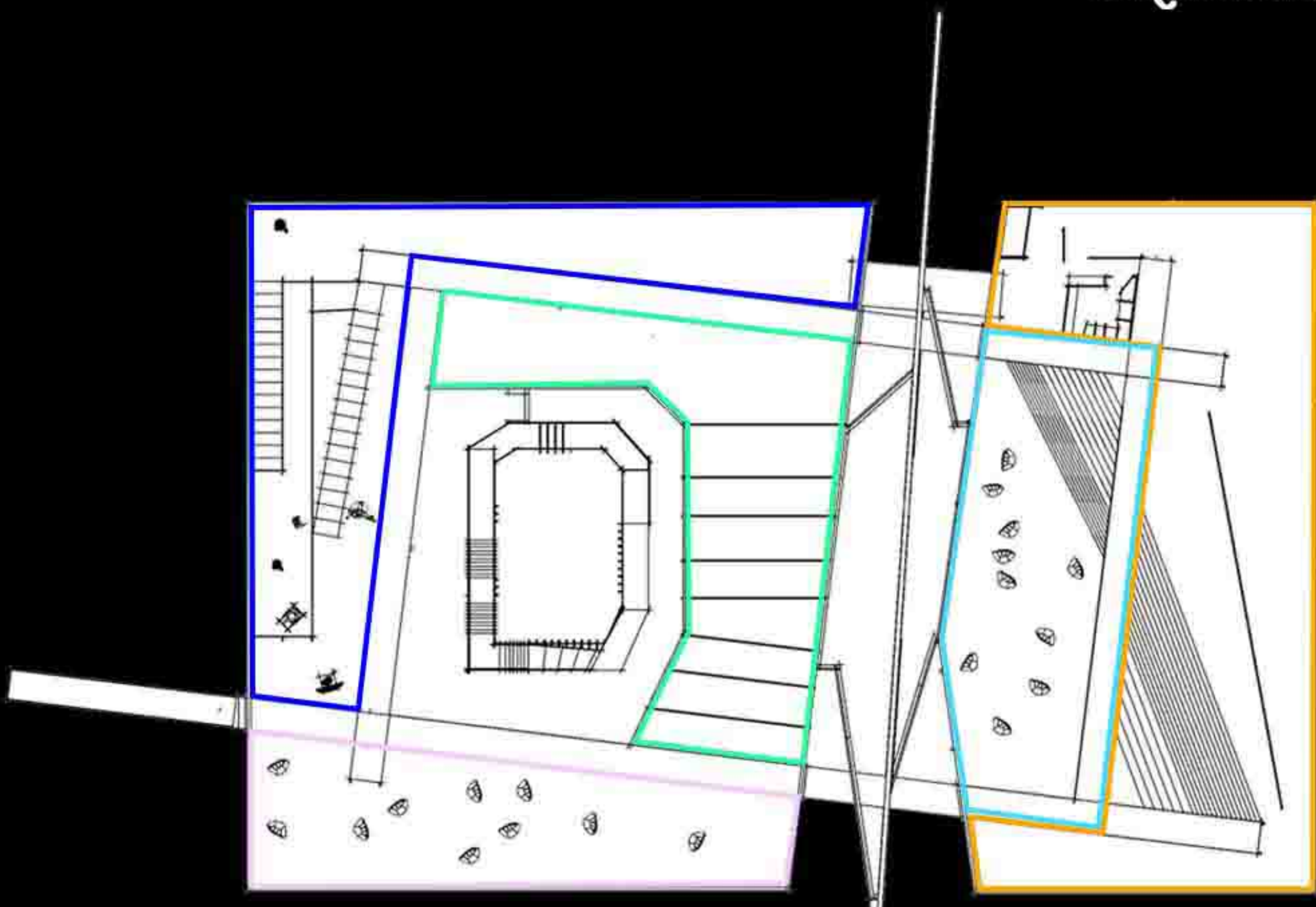
Vestibule



Vestibule



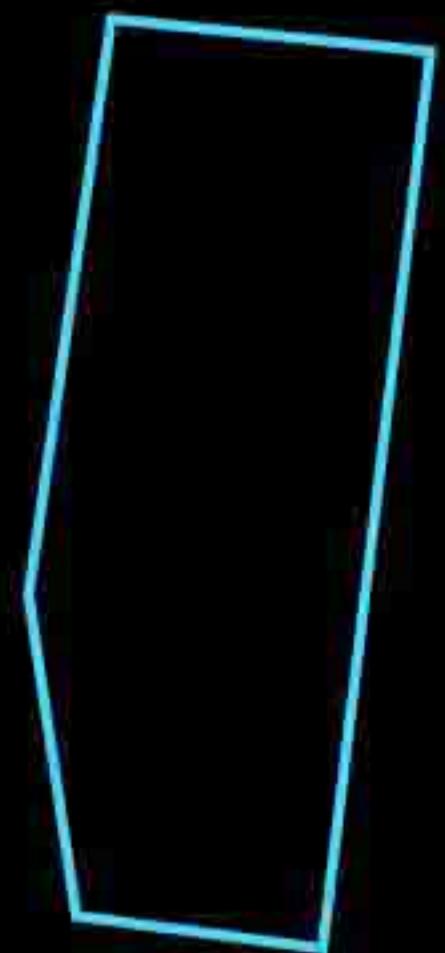
Exhibition hall on the second floor



■ Staircase exhibition hall
 ■ Rest exhibition hall
 ■ Cartoon exhibition hall
 ■ Temporary exhibition hall
 ■ Virtual electronics showroom

Renderings

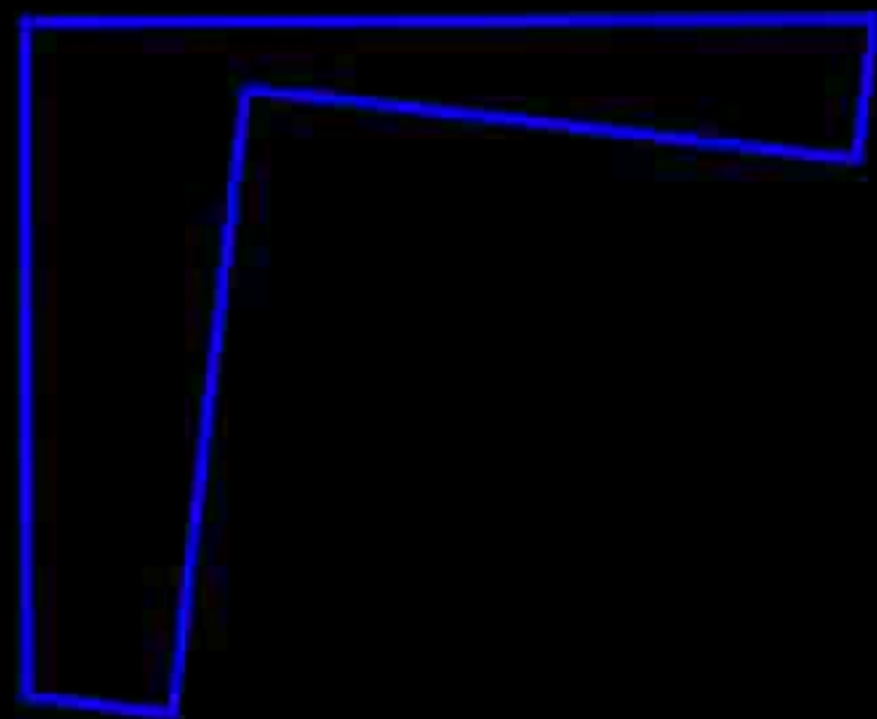
Rest exhibition hall



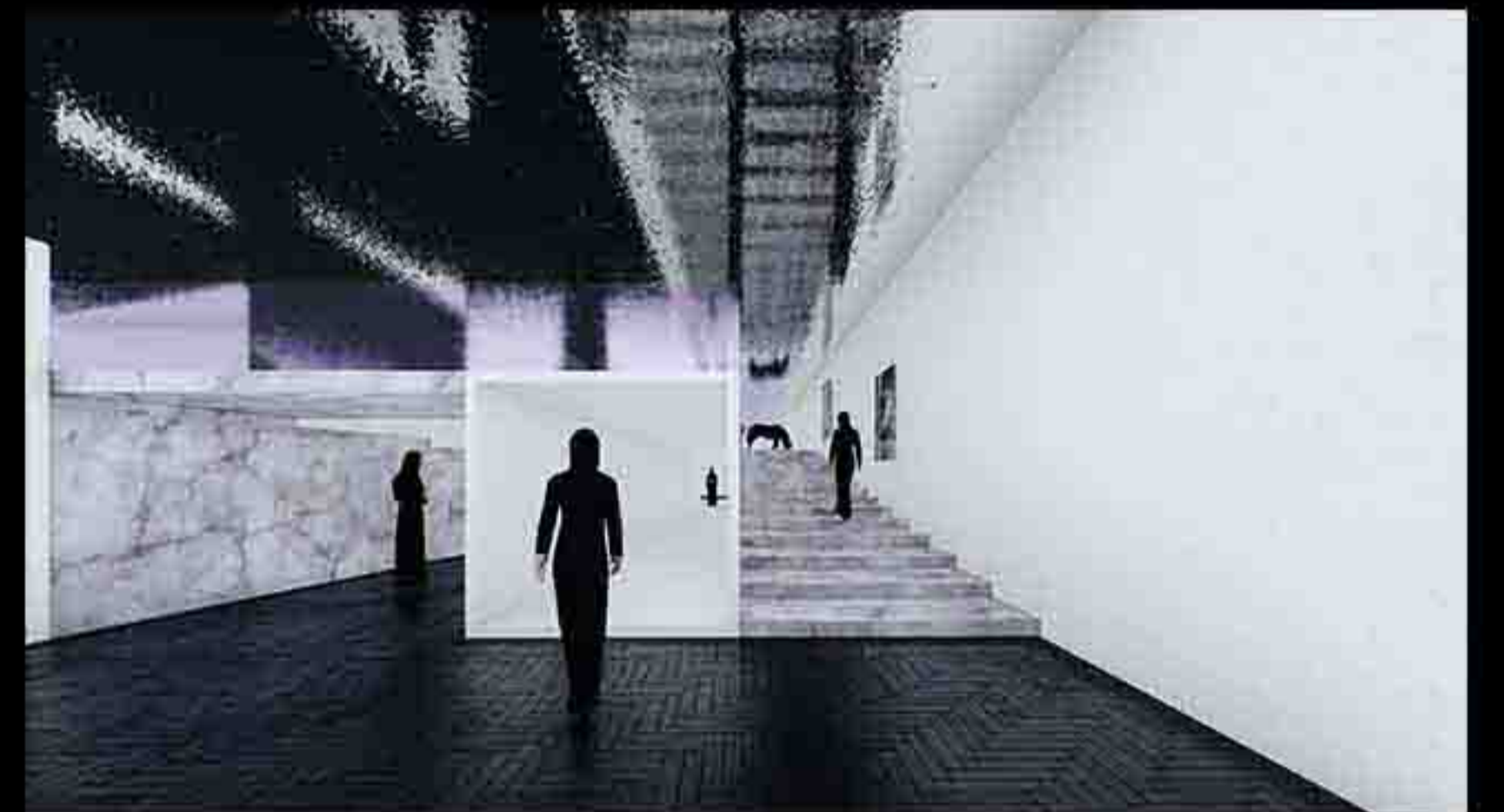
Rest exhibition hall



Virtual electronics showroom



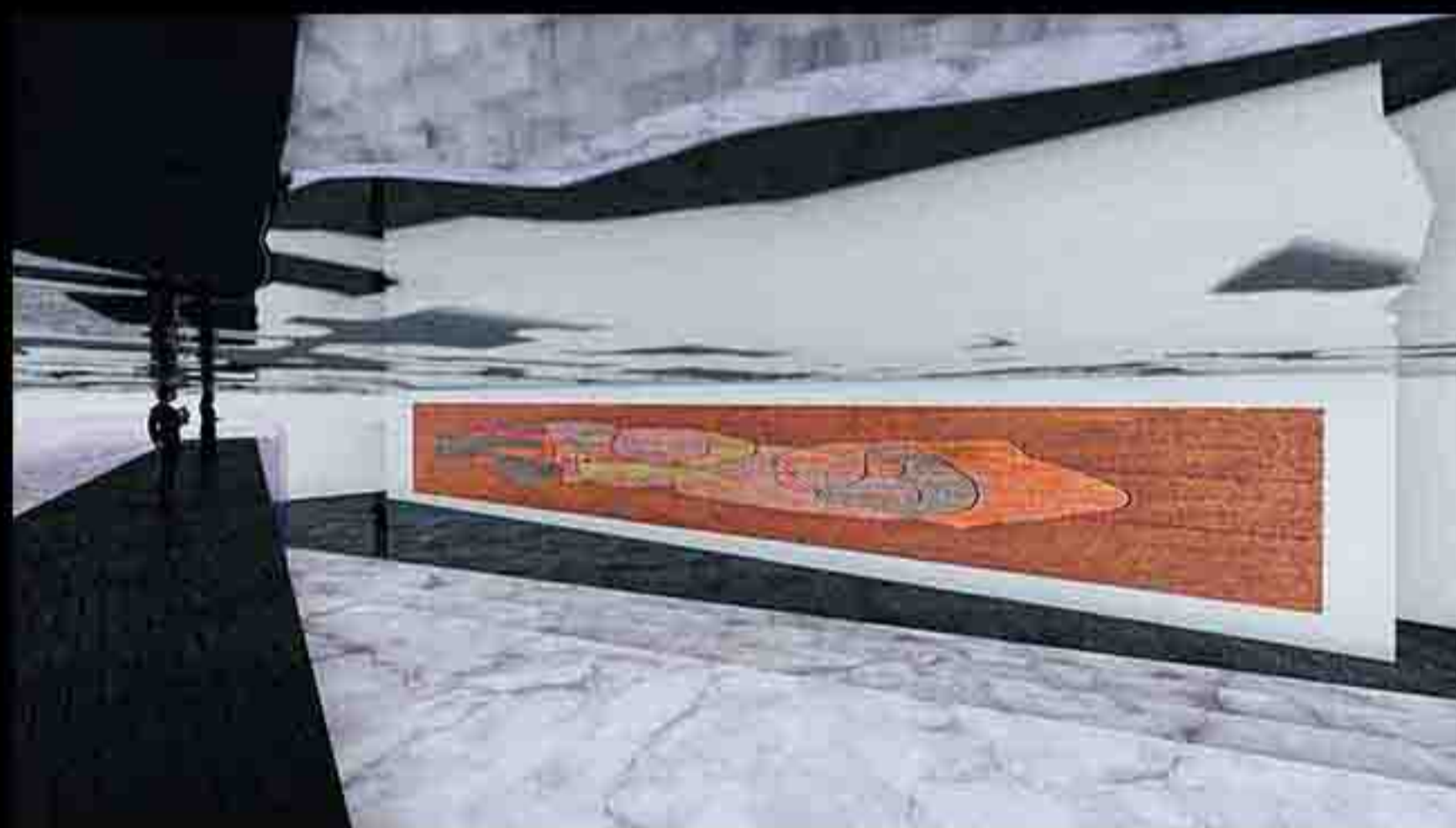
Virtual electronics showroom



Staircase exhibition hall



Staircase exhibition hall



Cartoon exhibition hall



Cartoon exhibition hall



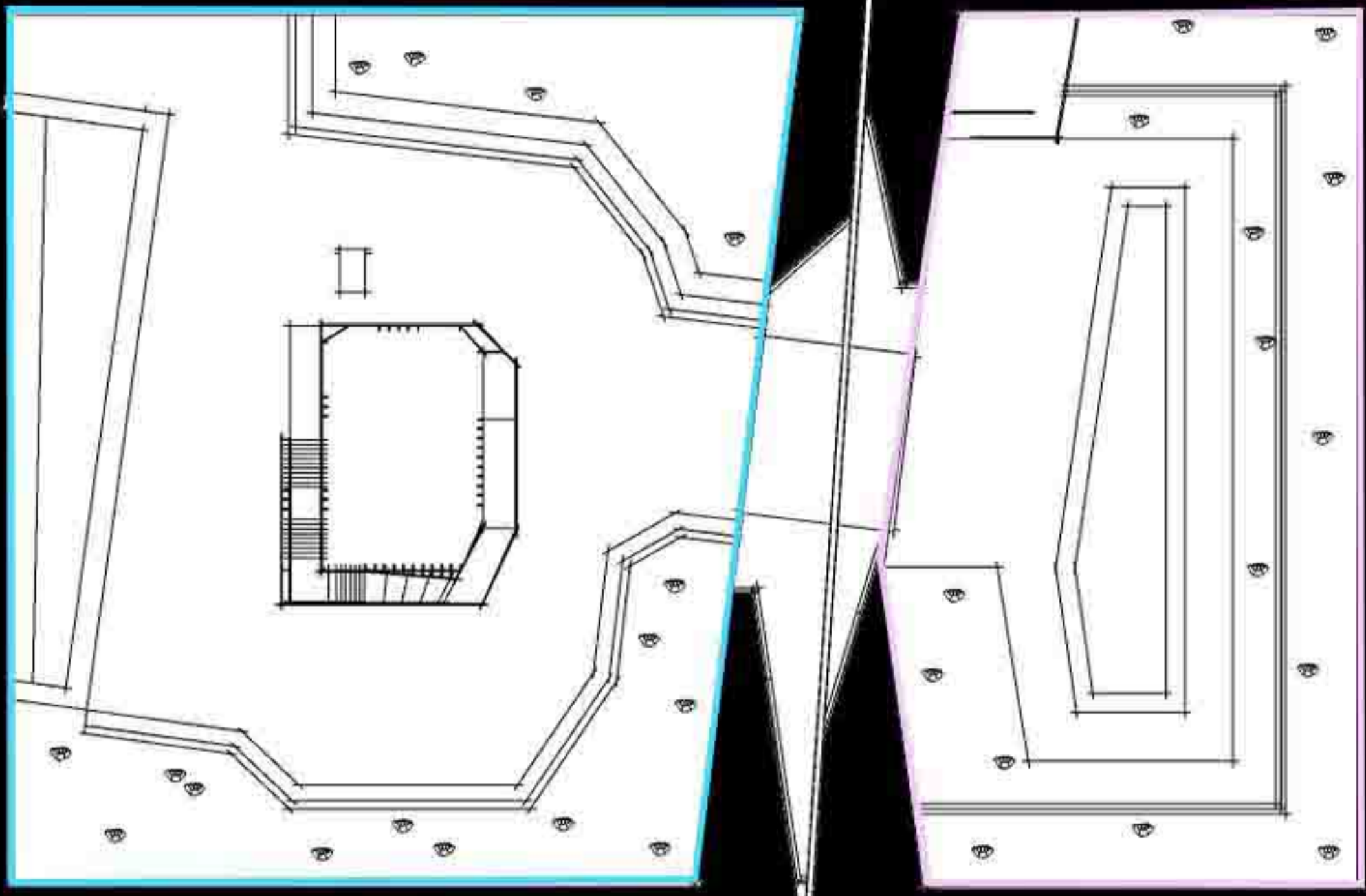
Virtual electronics showroom



Virtual electronics showroom



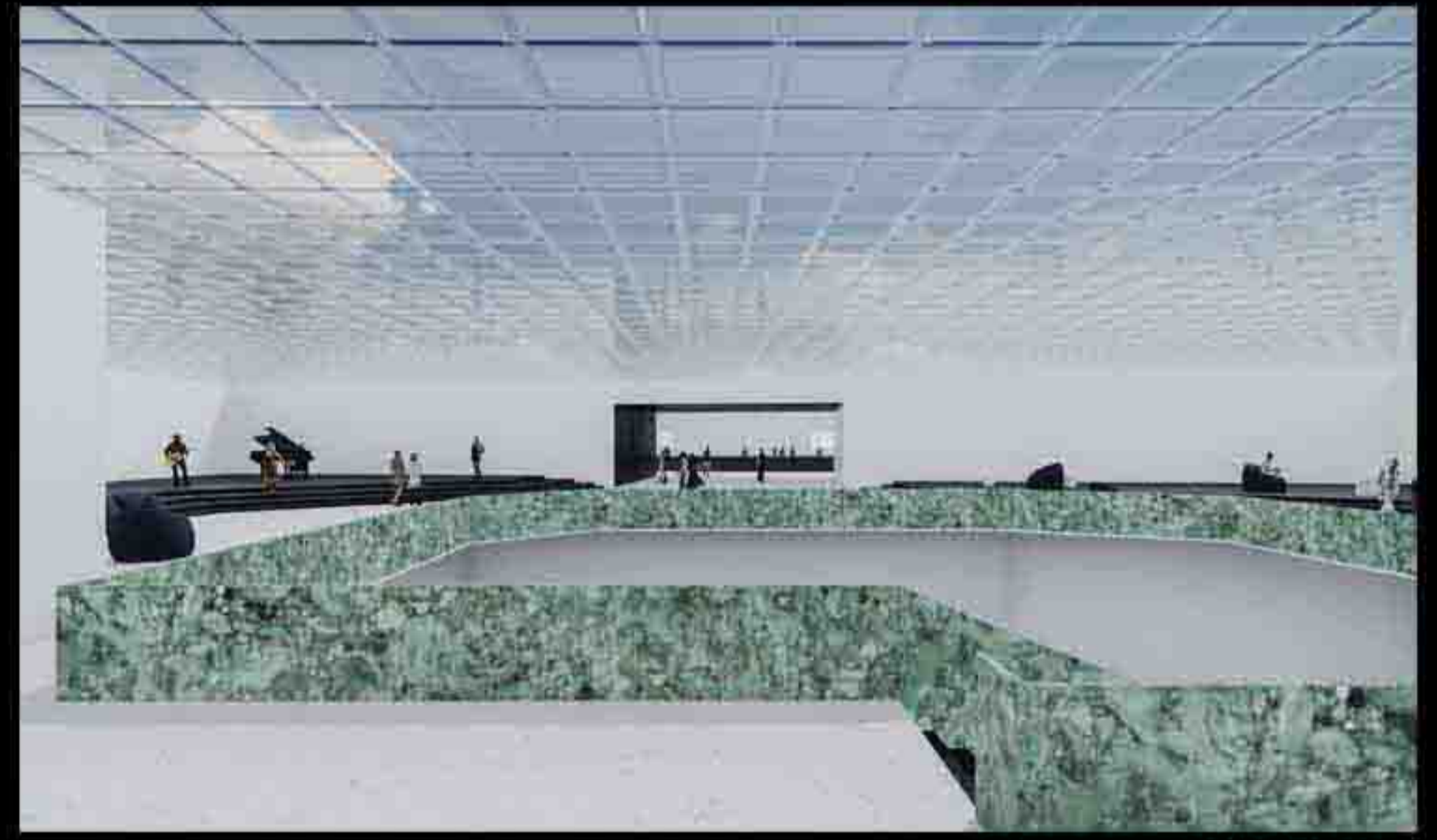
Third floor zoning and renderings



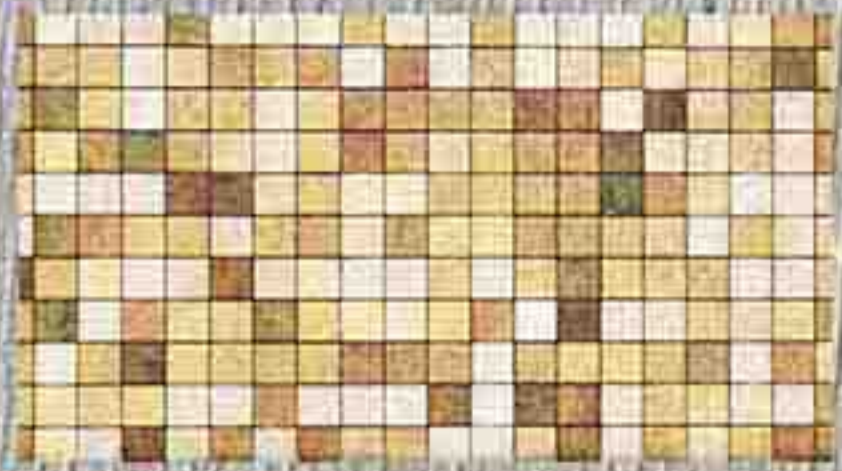
Restaurant

Cafe

Renderings



Material analysis



Yellow mosaic tiles



Glass



PC board

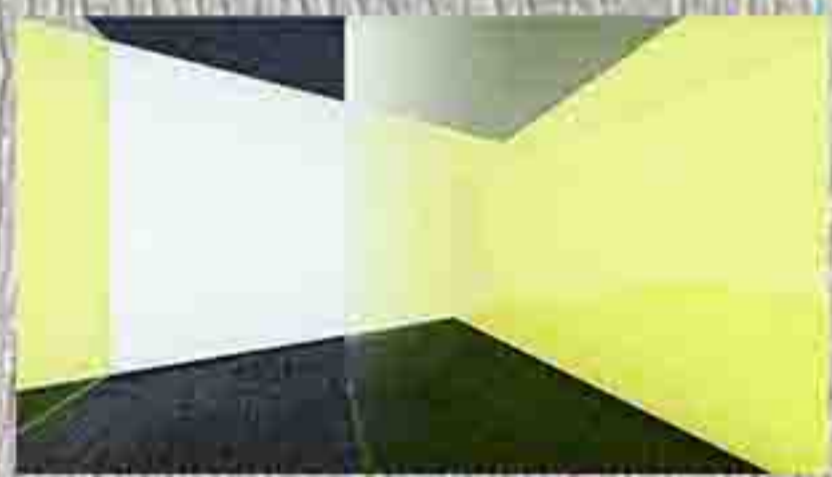


Broken green glass bottle

Stainless steel



Light green glass plate



Black wooden floor



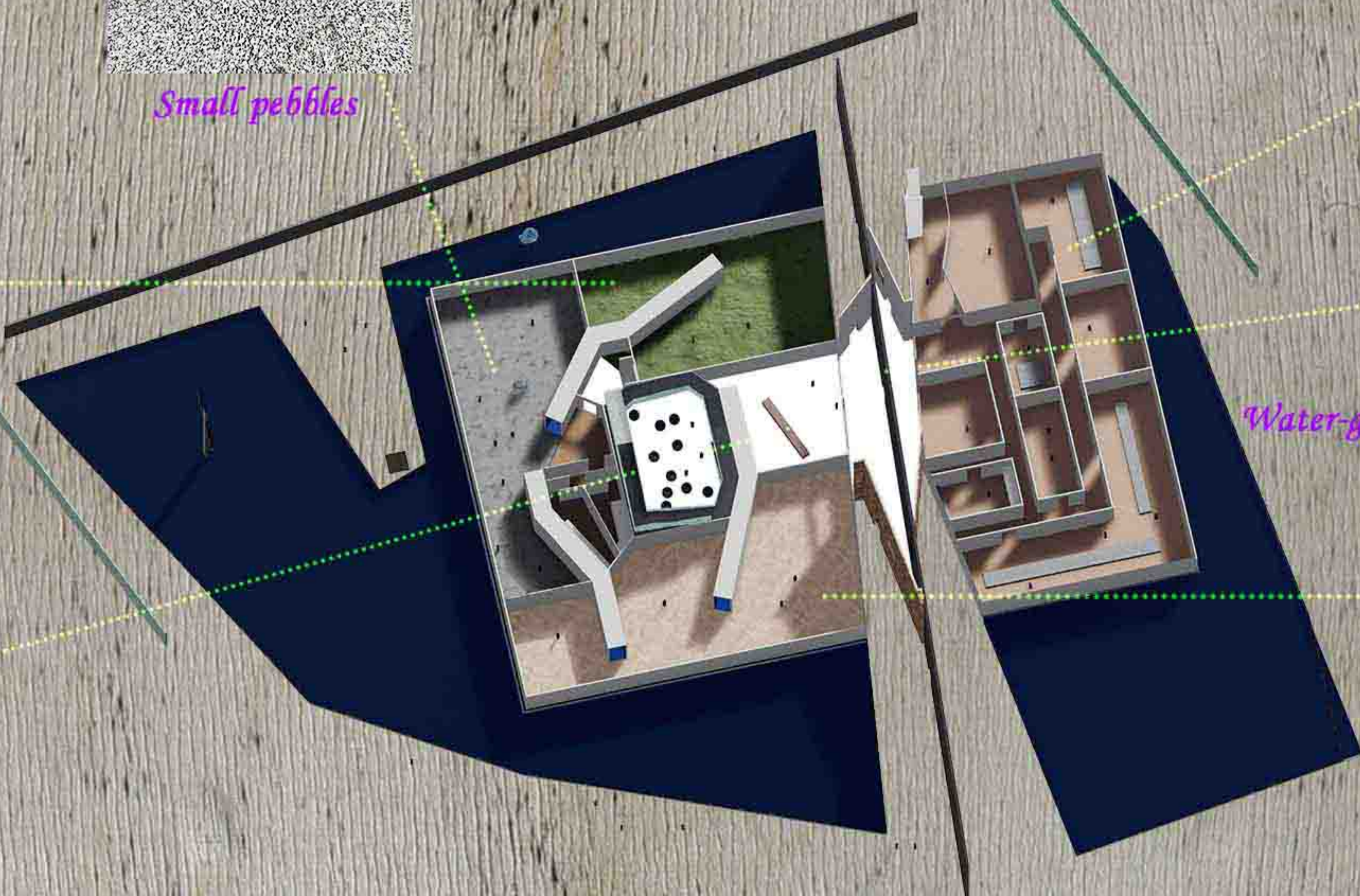
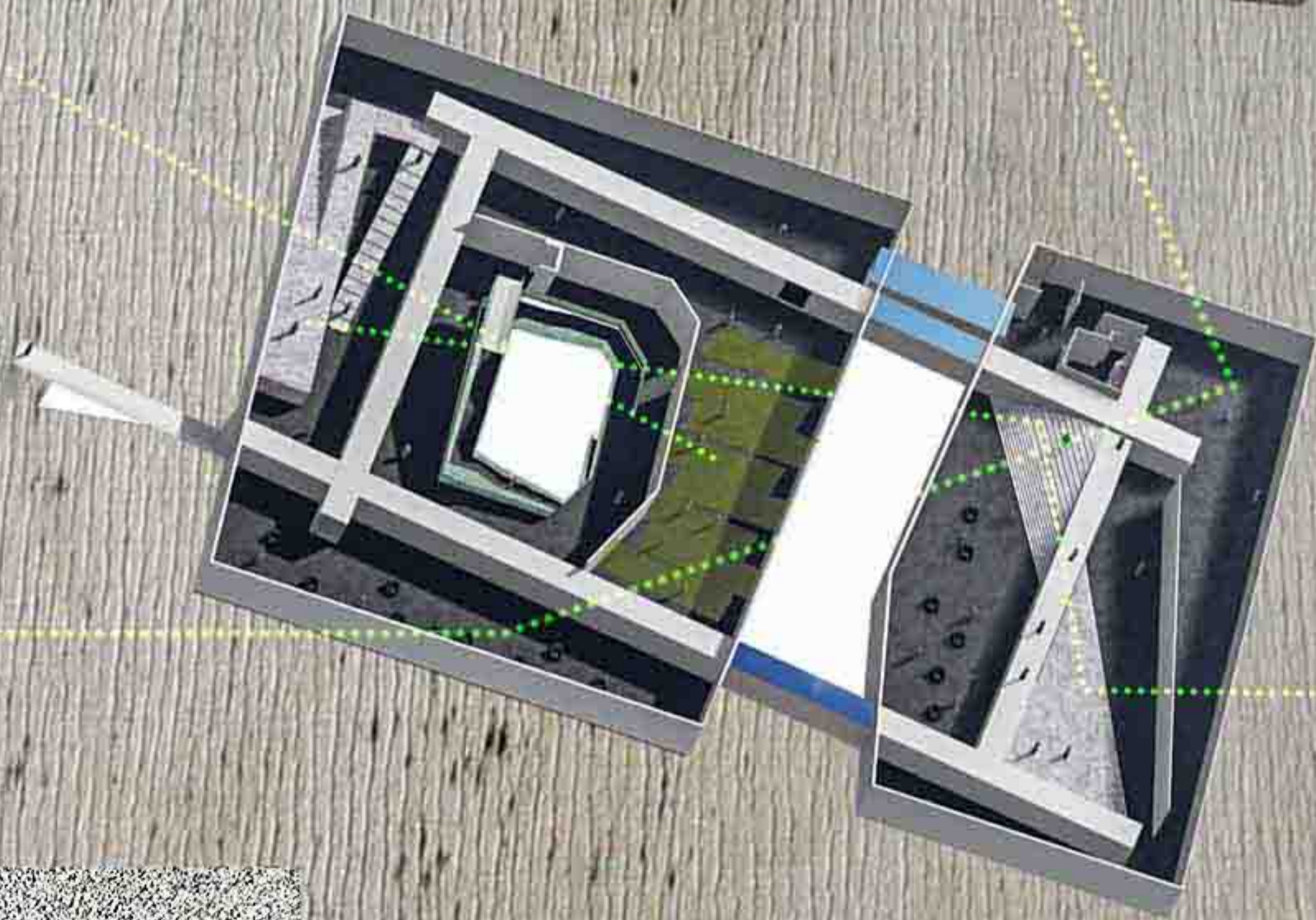
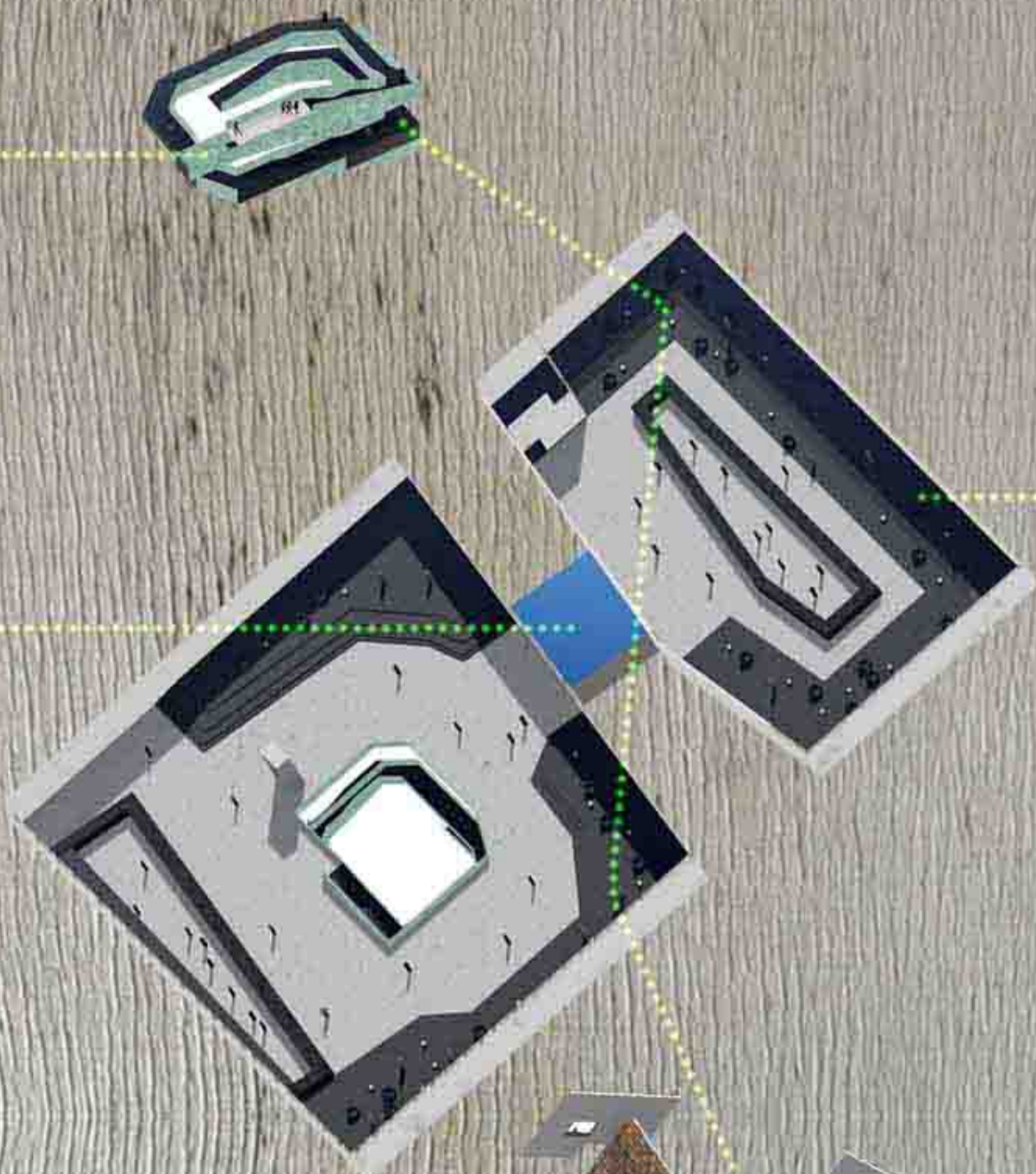
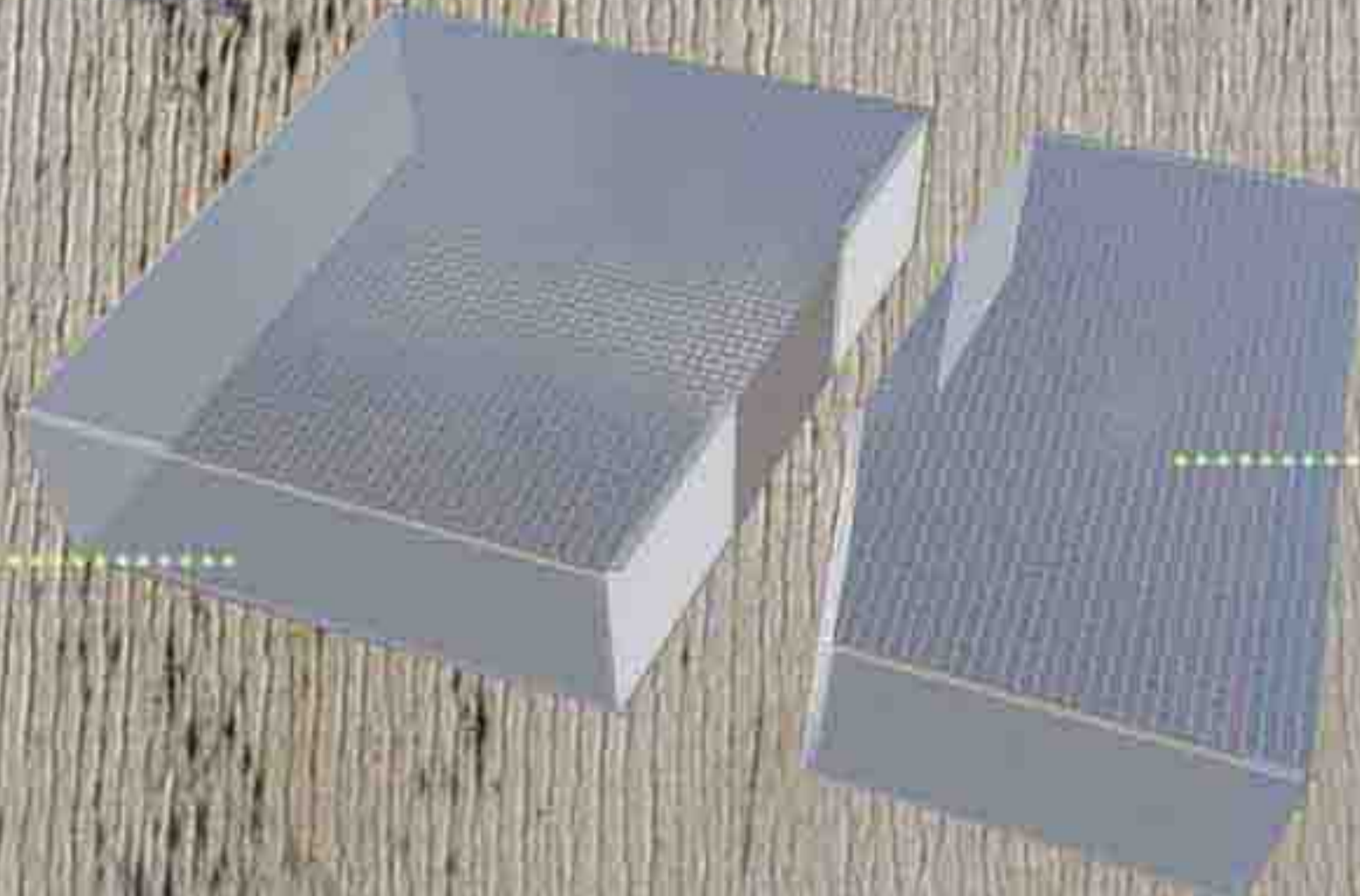
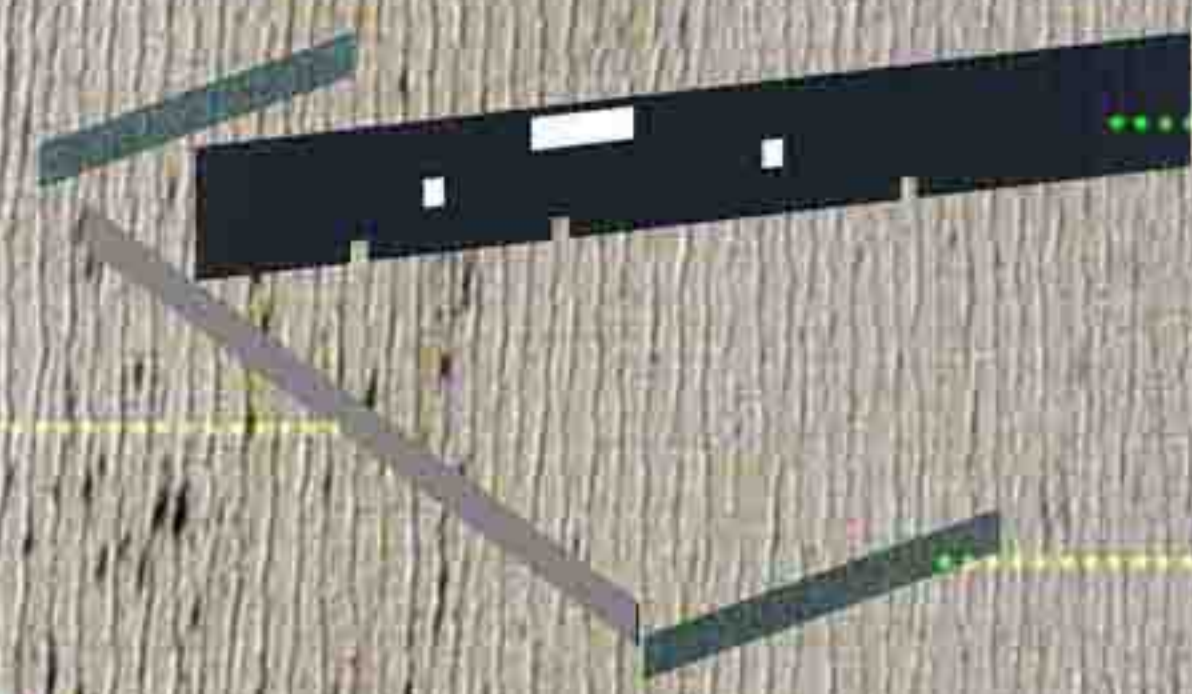
Small pebbles



Grassland



Red bricks



Flagstone



Cyan mosaic tiles



Glass



Black wooden floor



Yellow marble



Purple marble



Yellow wooden floor



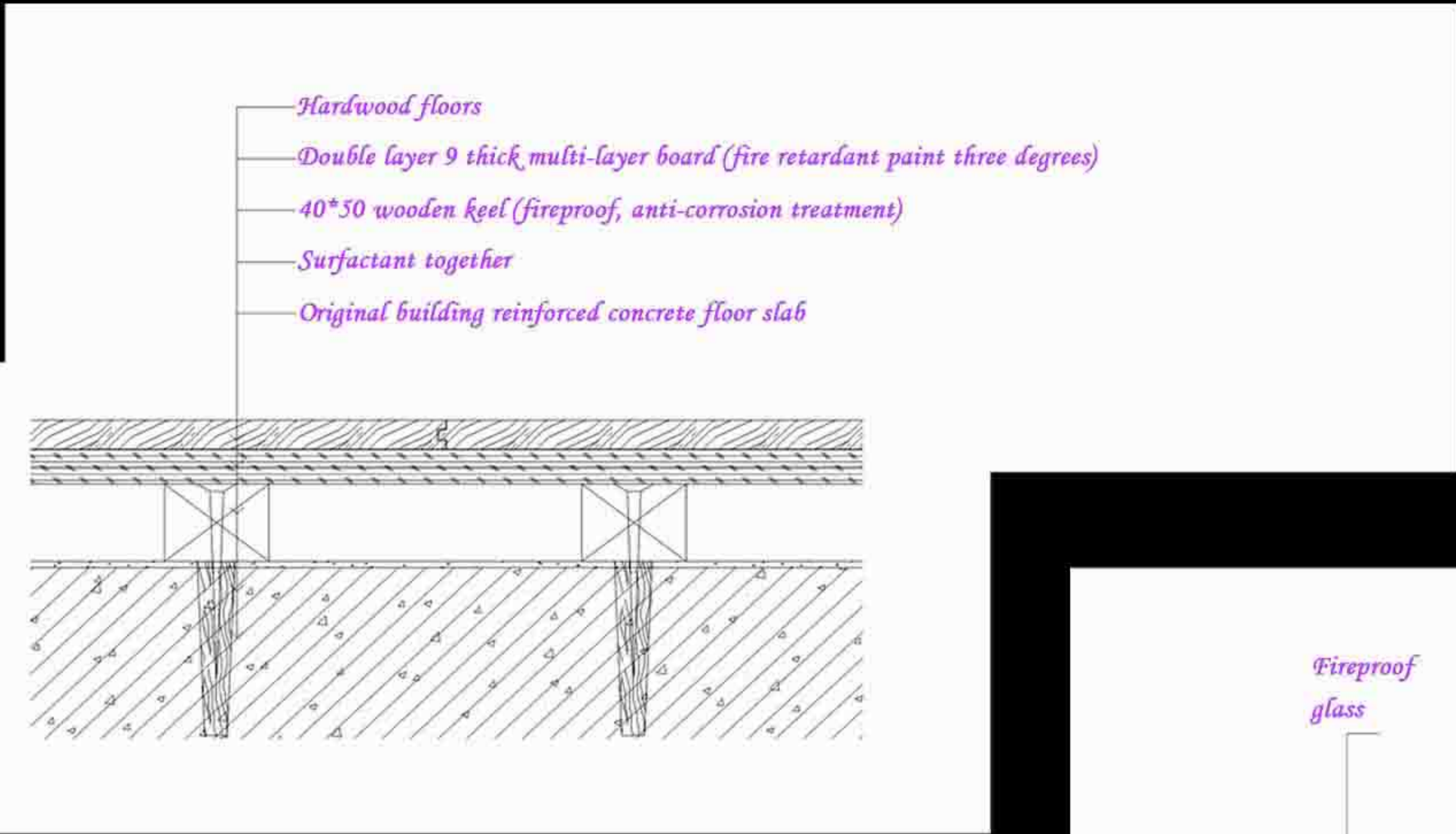
Water-grained stainless steel



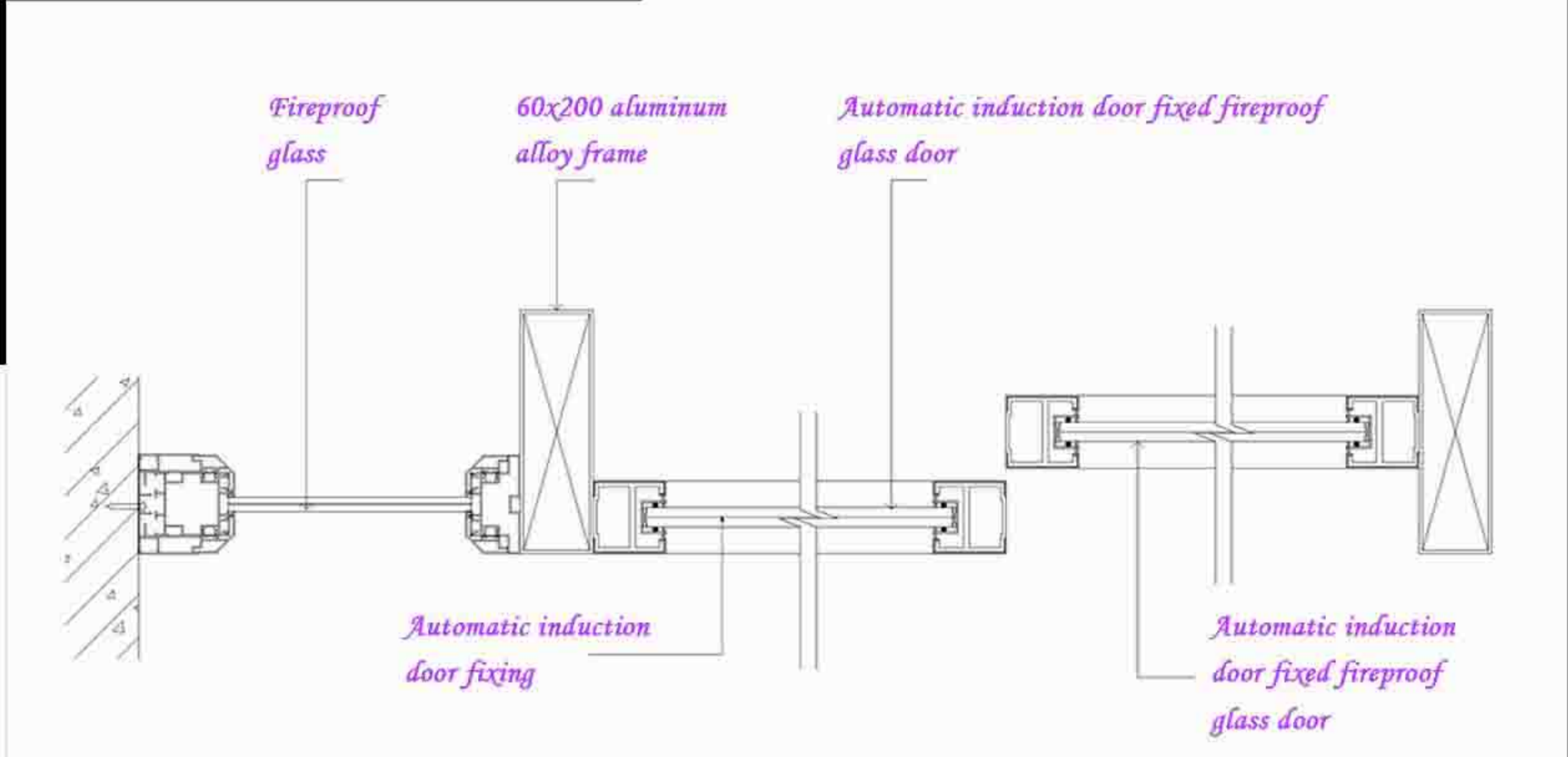
Sand

Construction drawings

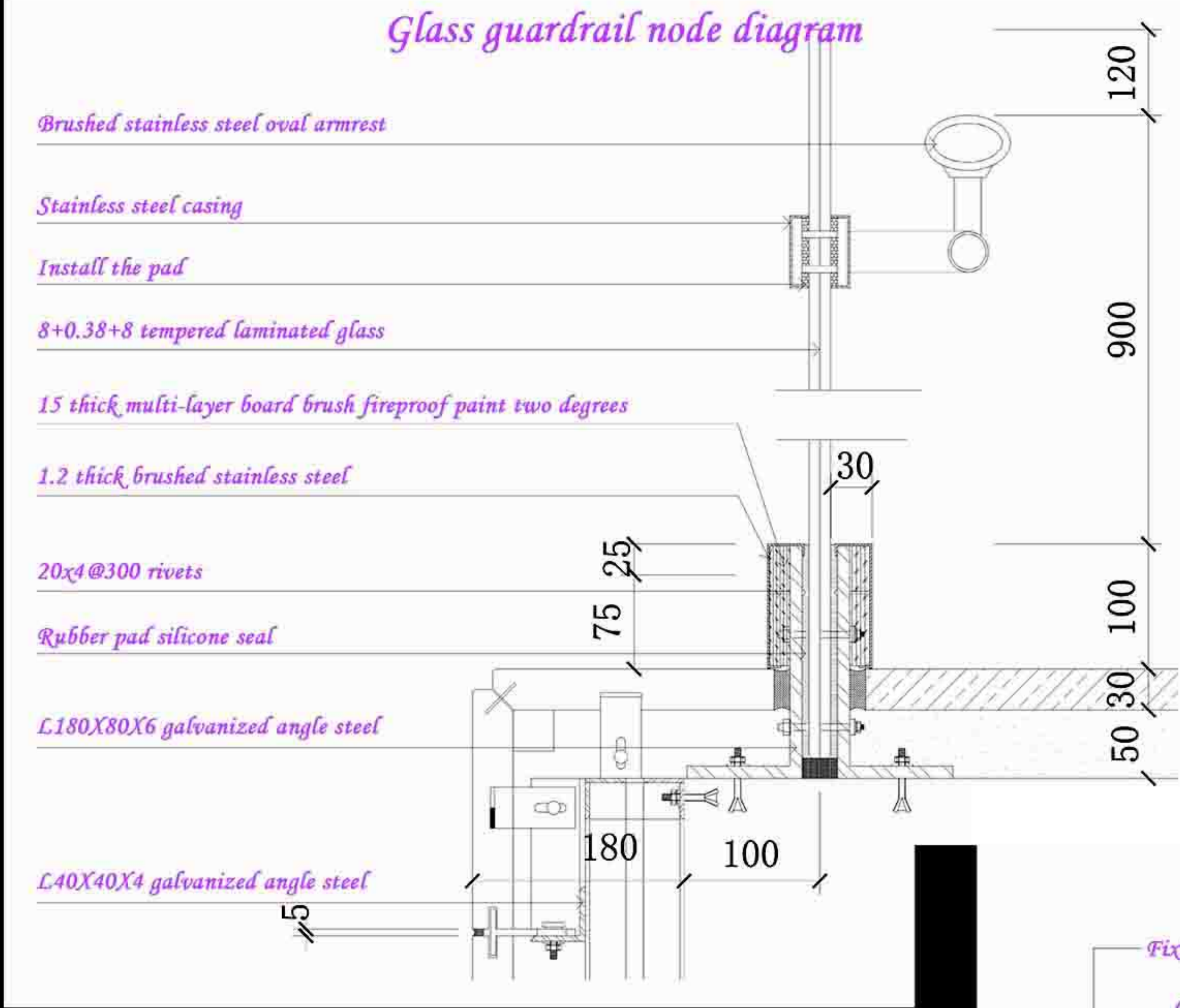
Hardwood floor node diagram



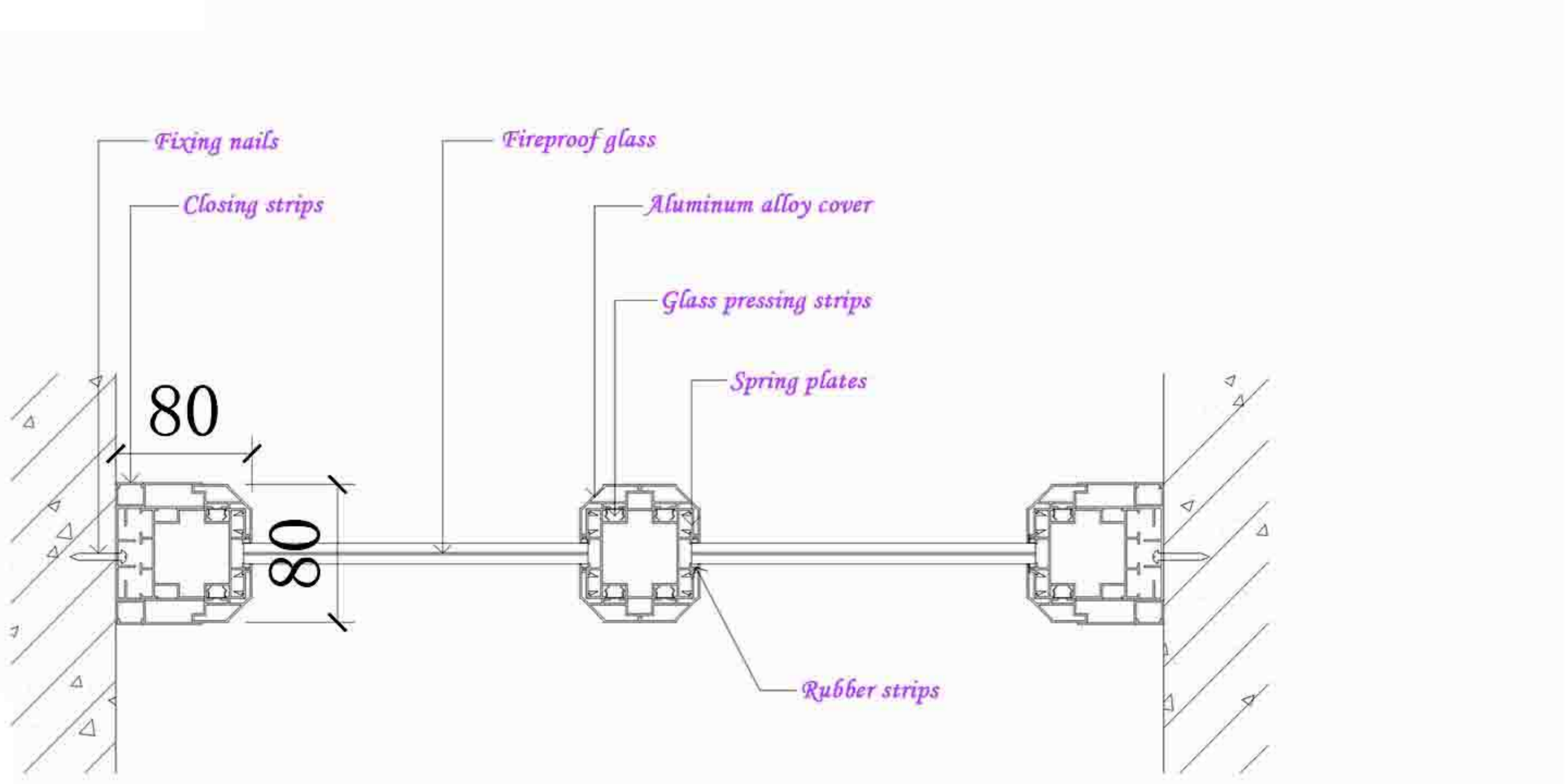
Partition and automatic induction fireproof glass door connection node diagram



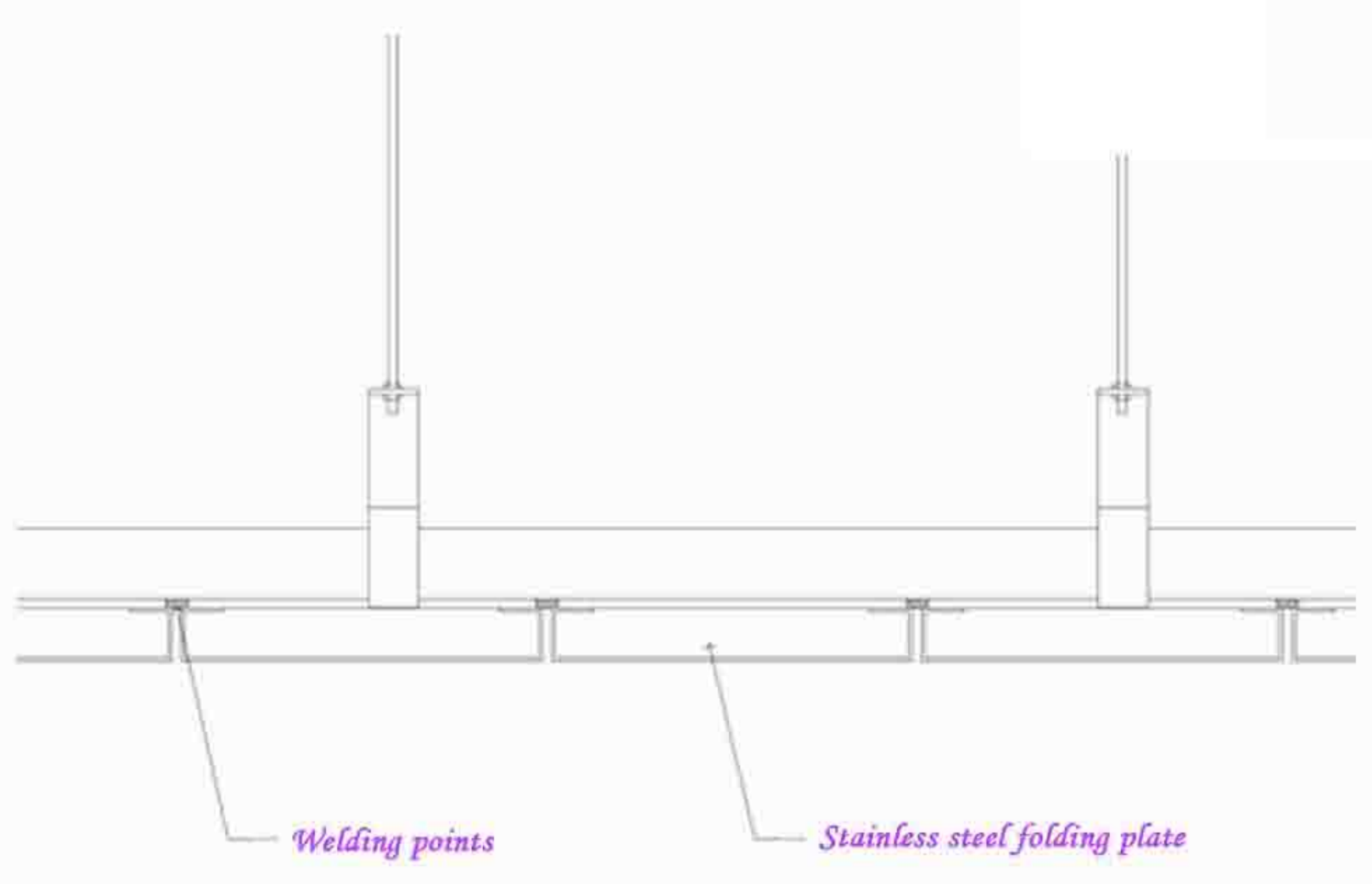
Glass guardrail node diagram



Aluminum alloy frame and fireproof glass connection node diagram



Stainless steel top node diagram



1. Keel ceiling hanging parts are mixed with steel fat with expansion bolts
Fixing of the conversion layer of the condensate plate or steel frame;
2. ϕ 10 sling ribs and accessories fix 50 or 60 main keels;
Medium range 900mm;
3. Fix 50 keels sequentially;
4. Gradually dry hanging installation stainless steel,
Spot welding is required
Consider the gap seam
5. According to the stainless steel design, the base layer can also be added Square tube fixation