

Project 3 - Sense of Place

In this project I went to an urban village called Huangbian Village. The local people, buildings and items are quite different from the place where I live now, so I will conduct research and create based on this difference.

Transportation



Bicycles or motorbikes are the most common means of transport, while browsing vehicles serve as public buses in the village

Building



Many parts of Huangbian have a cluster of young entrepreneurs, perhaps because rents are now low

Store



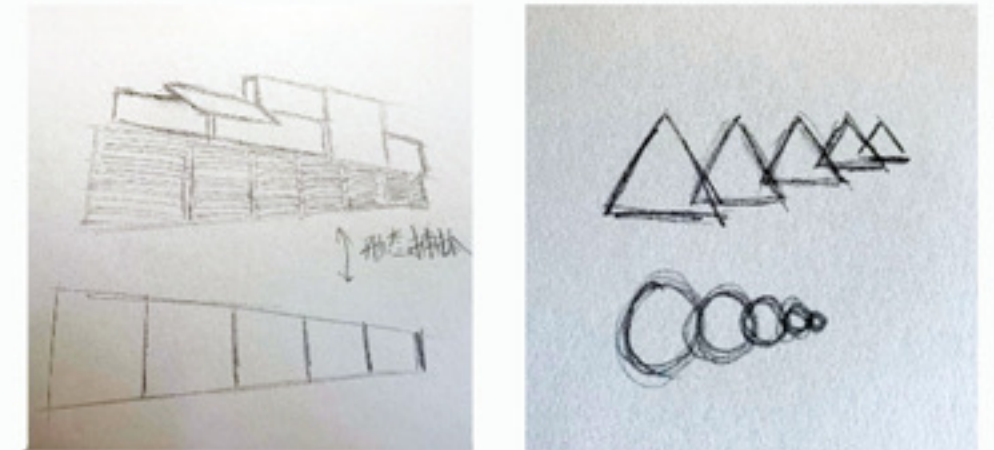
inside

outside



The pawnshops in the villages are small and privately owned, and the prices of goods are relatively low. The shops outside the village are mostly of well-known brands and their prices are higher than those in the village.

Main Inspiration: Objects



Many pawnshops, articles and other things in Huangbian village are my main source of inspiration, interspersed with chaos in order

Extending my idea

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Here I draw a contrast between natural and man-made architecture.

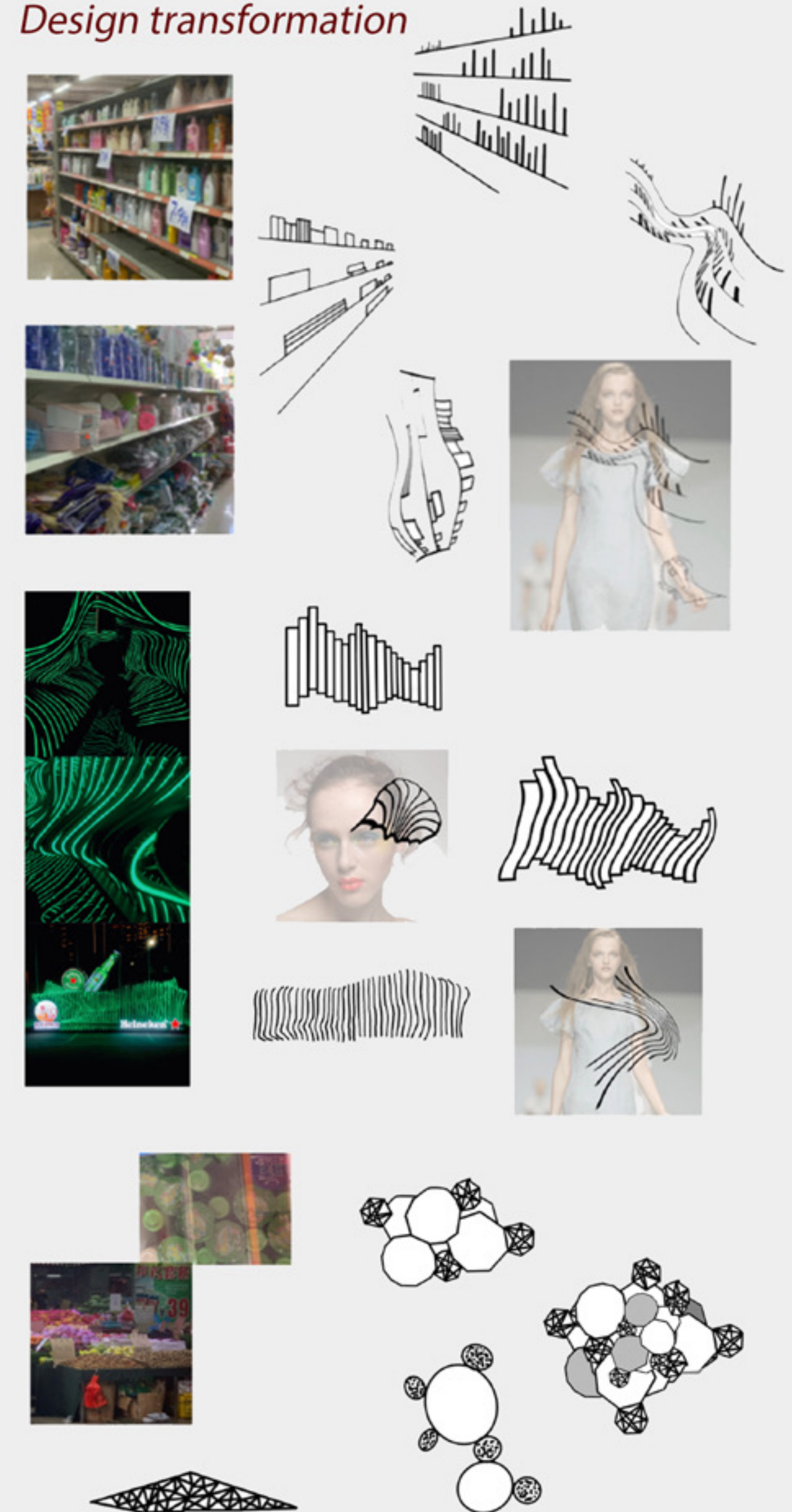


Nature tore apart the now orderly building and digested it and covered it.



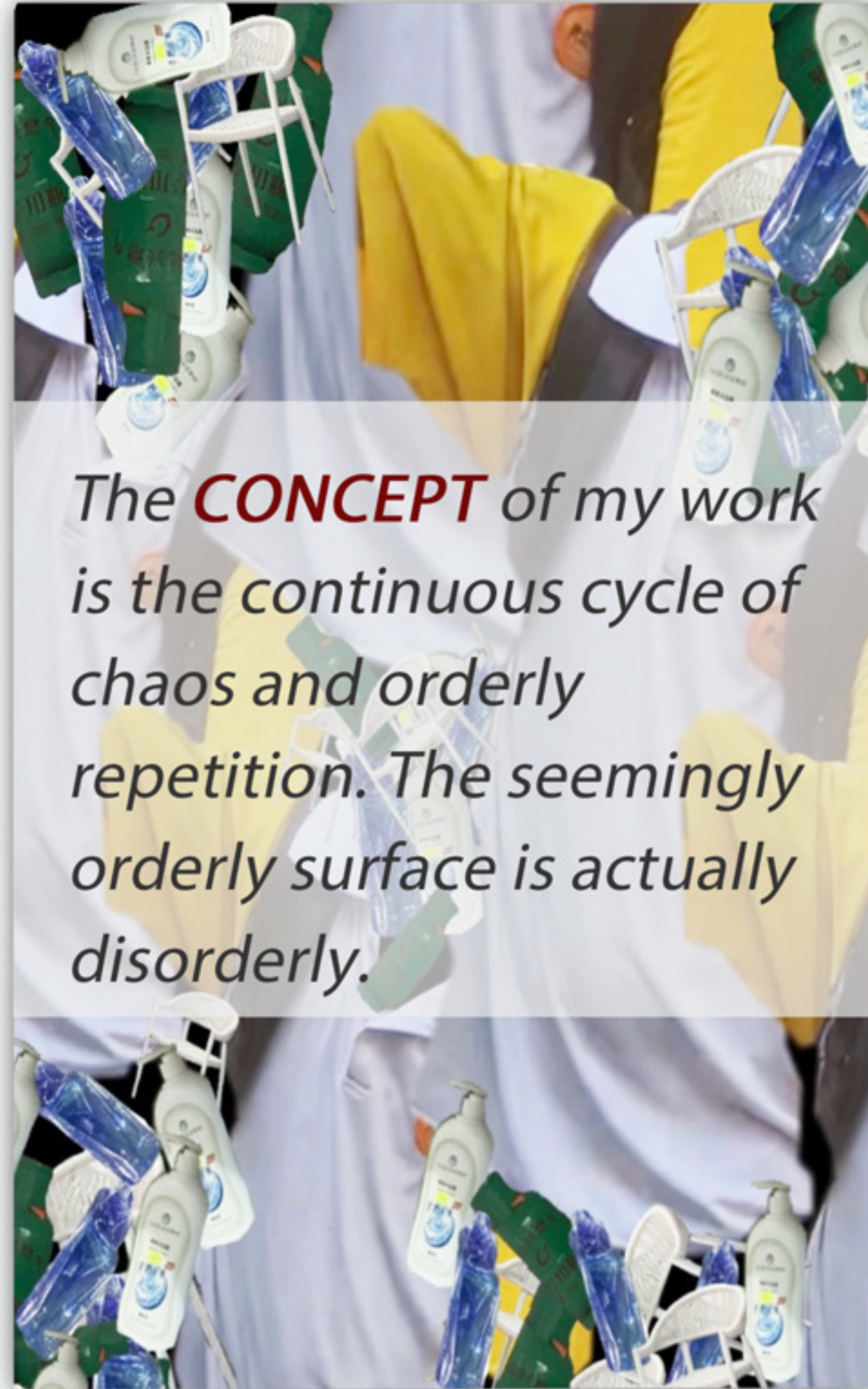
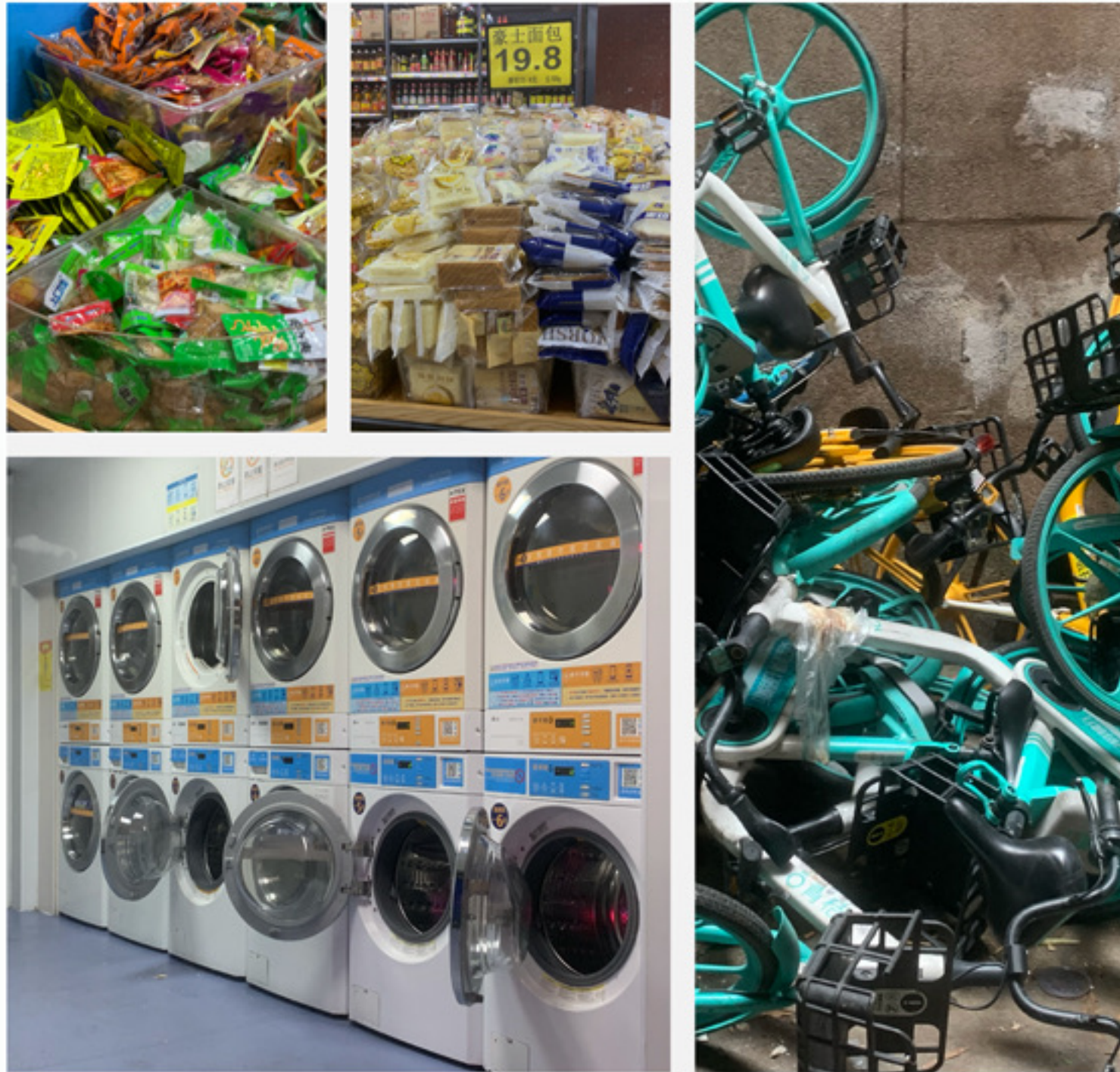
I find the contrast between chaos and orderliness in every corner of life, whether man-made or by nature. Then I looked around for some contrast between orderliness and chaos, from the goods on the shelves, the buildings and so on

Design transformation



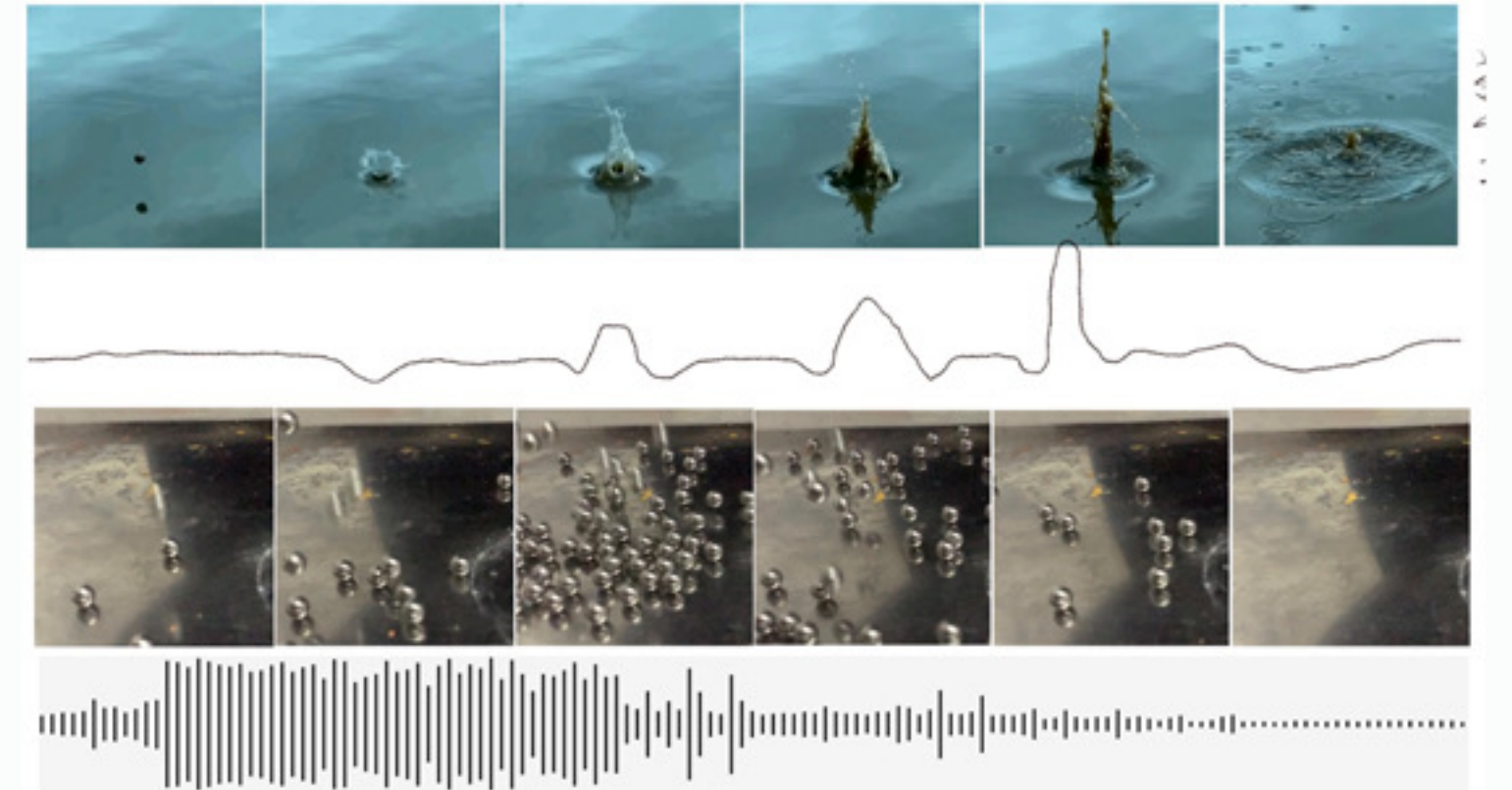
“Order in Chaos”

In Huangbian village, the orderly things have been broken by people's habits and become chaotic



Expresion

In this I want to by throwing stones into the water to describe this process yellow side of the village, I had seen stones like the local people's habits and customs, the water is just like these neat things, these neat things again and again the damaged by people's behavior, repeated, like a stone into the water spray, over and over again



Material Choice: *Aluminium*



Experimentation



Making Process

The first work is by heating the green into liquid and then putting it into water. When the aluminum in Baidu touches the water, it generates a lot of water vapor, thus forming a hollow structure inside the aluminum. In the second piece, aluminum sheets were pressed together with iron wire by a tablet press to form a texture similar to water ripples. The third piece is molded clay to make the water ripple in the end, then the permanent plaster is turned over, and finally aluminum water is poured into the plaster.

I chose aluminum because its texture after melting at high temperature is very similar to water, and it can be shaped by external tools before it solidifies. Moreover, polishing the aluminum surface can imitate the reflective effect of water surface

