





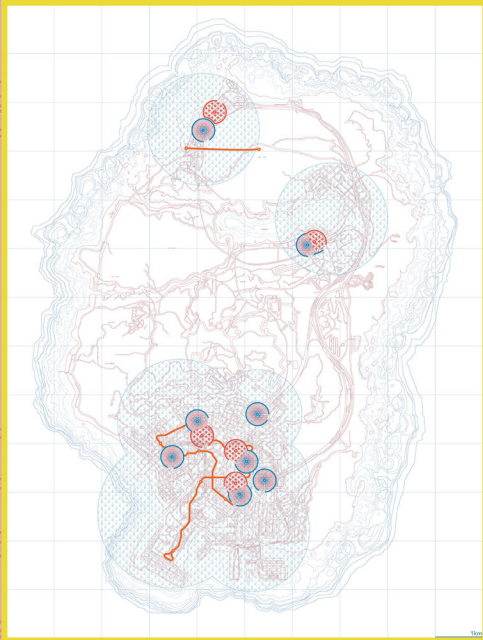
DIGITAL/RENDER/SYNTHETIC NATURE



Minecraft Cybernetics, Juliette Martin

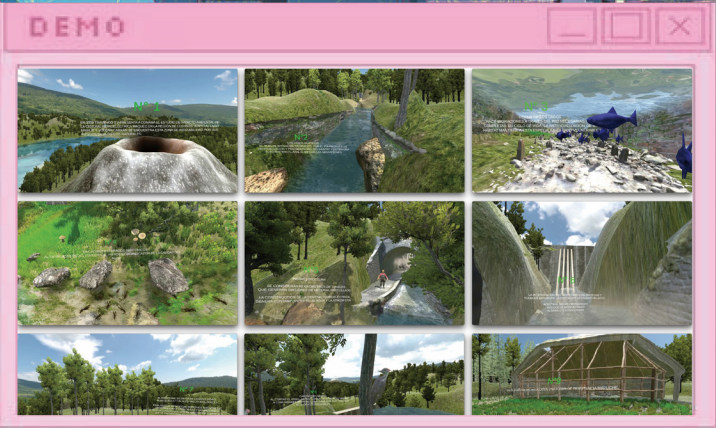


2builders2tools, Minecraft, 2010



GTA5, Learning from Los Santos

These forms of "nature" are not documented or experienced directly but are calculated, simulated, and constructed. They belong to the realm of image production, not ecological immersion.

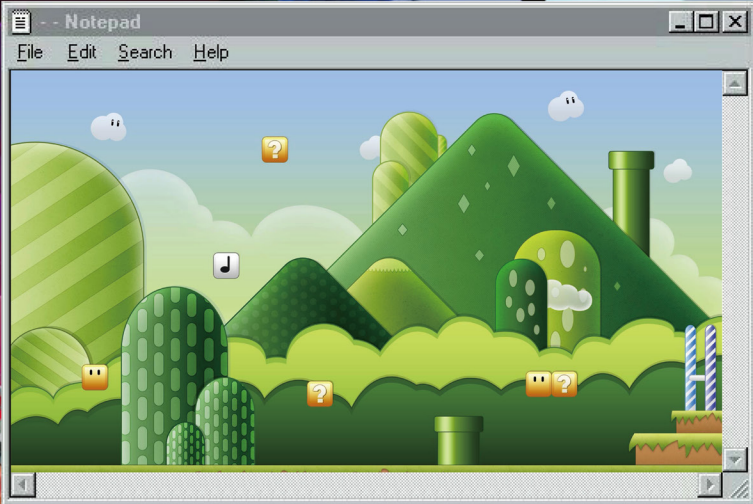


Lake Maihue and the Hydroelectric Station



Lake Panguipulli Sewage

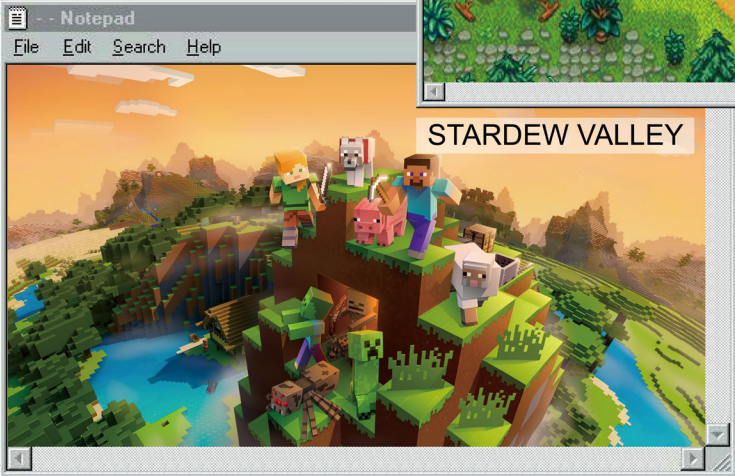
DIGITAL/RENDER/SYNTHETIC NATURE



Mario Bros, 1983



STARDEW VALLEY



MINECRAFT: JAVA & BEDROCK EDITION DELUXE

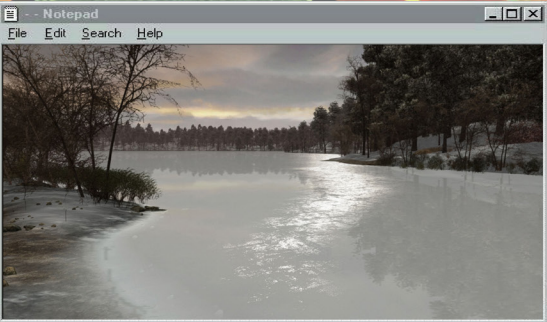
In the virtual world, we can see various landscapes, both 2D and 3D, showcasing the rich artistic skills of game companies in various landscape designs. This is also a unique form of connecting display and virtuality.



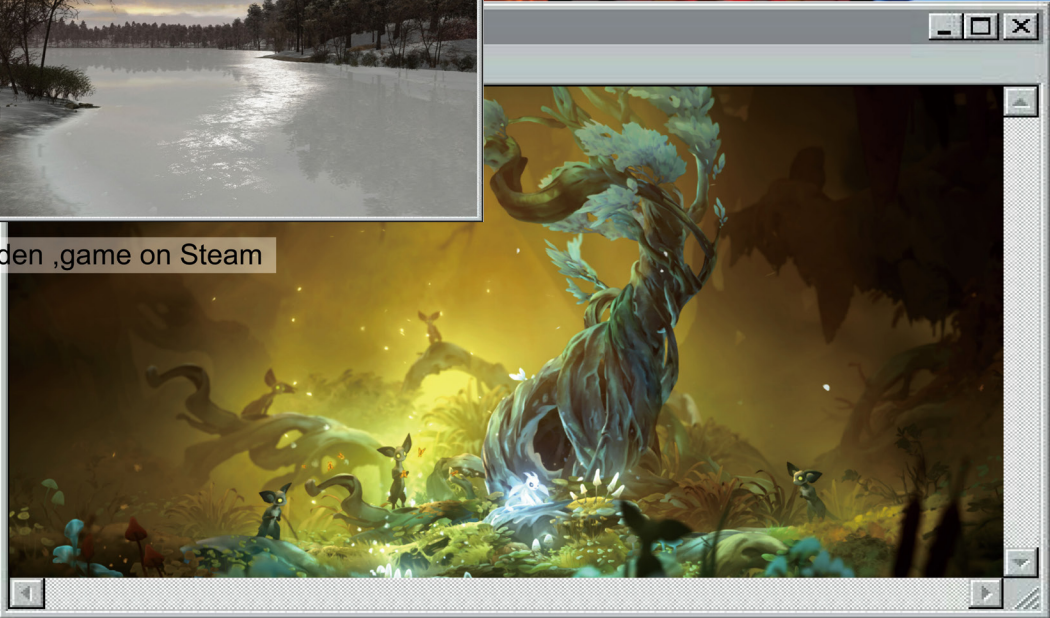
Black Myth: Wukong, 2024



CLOUD GARDENS



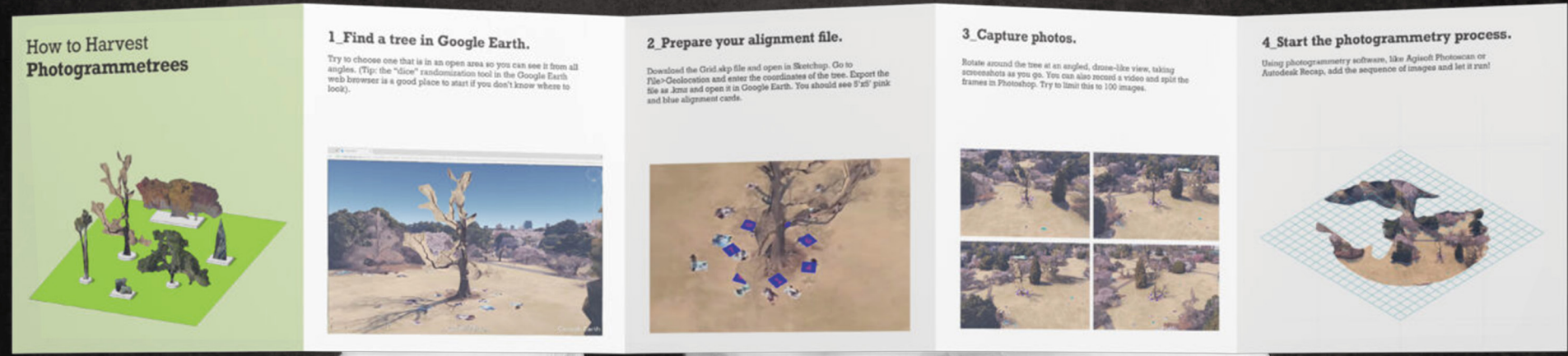
Walden ,game on Steam



ORI AND THE WILL OF THE WISPS, 2020

2. SCALES

2.1 Scale of the organism



Artificial Arboretum, Jacqueline Wu

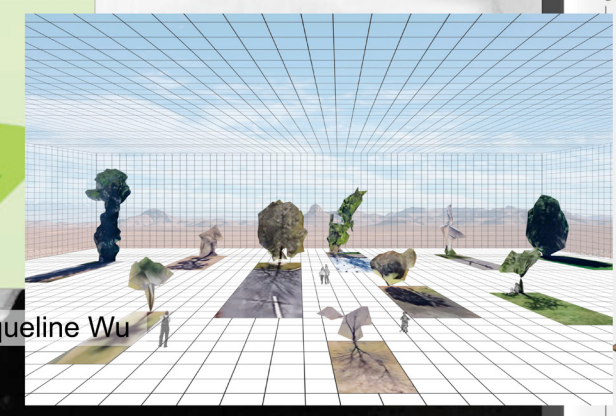
‘Artificial Arboretum’ by Jacqueline Wu is a project exploring the preservation, study, and public display of “photogrammetrees” found in Google Earth. The collection includes a range of diverse species harvested from their rendered world using the same tools and techniques that created them.

The core of the project is the research, responsible for classifying the trees and identifying methods of preservation of storage. Once extracted, they are reconstructed physically (poster, 3d print), and their native digital characteristics are catalogued according to geolocation, access date, file size, texture maps, and mesh data. Second step of the process includes what Jacqueline refers to as “Arboretum”, themes “biomes” within a speculative park (right image) that include the “Grove of Gravitational Defiance”, the “Forest of False Positives”, and the “Island of Inconsistent Existences”. Finally, also included is a “Open Source Training Manual”, a step-by-step guide to the technical process of extraction (bottom image).

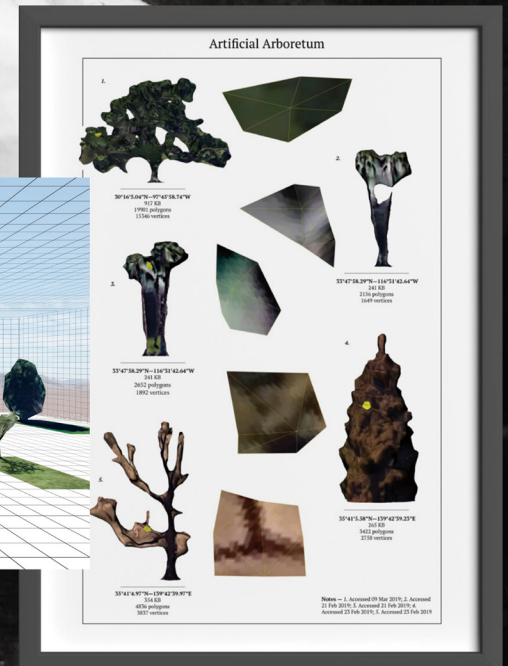
Artificial Arboretum – Preservation of “photogrammetrees” found in Google Earth



Artificial Arboretum, Jacqueline Wu



Artificial Arboretum, Jacqueline Wu



Artificial Arboretum, Jacqueline Wu

2. SCALE

2.2 Global Scale : Landscapes

A wide variety of landscape plants can be recreated in the virtual world, making it entirely possible to build an ecosystem. This greatly facilitates our role as architects in exploring architectural or landscape design. It also makes it easier to observe, experiment with, and address a range of ecological issues.



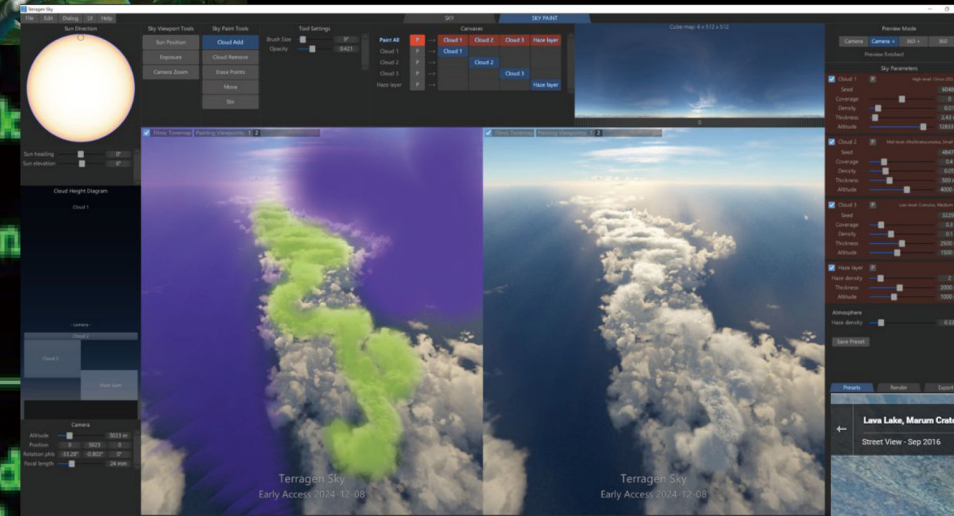
MEDIA/INTERFACES



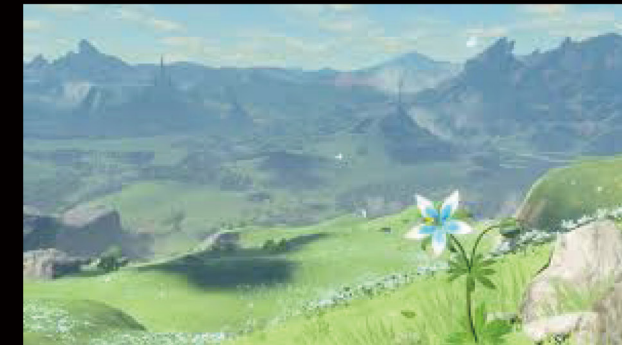
Avatar, Flim



Death Stranding, Game



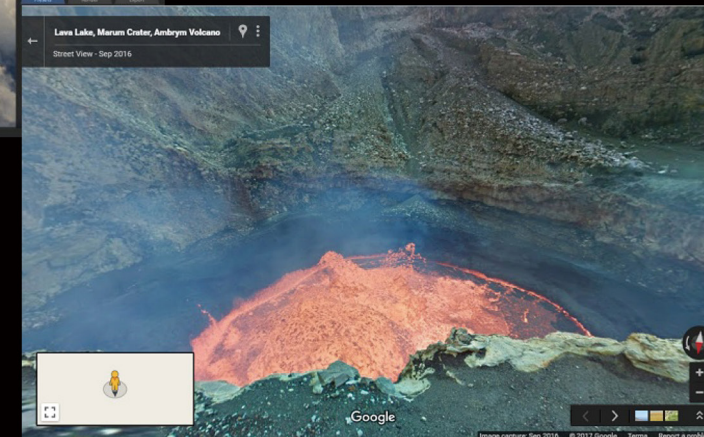
Sky Paint for Terragen Sky, Software



Zelda, Game



nature rendering, Unreal Engine



One of the lava lakes, Google Earth

AUGMENTED NATURES



AR Trails

Point to landmark to explore city history

Colosseum



The Colosseum or Coliseum is an amphitheatre in the heart of Rome, Italy. It is the largest amphitheatre ever built and can hold between 50,000 and 80,000 visitors. It was used for gladiator contests and re-enactments of famous battles. It is one of the most popular tourist landmarks in Rome. Construction began in 72-73 AD and completed in 80 AD. It was used mainly for gladiatorial contests and public spectacles such as mock battles and the execution of criminals and political prisoners. The Colosseum was largely abandoned after the 17th century and fell into ruin. It was rediscovered in 1848 and has since been restored. The Colosseum was destroyed by fire in 217 AD by fire which destroyed upper levels.



Pokémon GO in National Parks

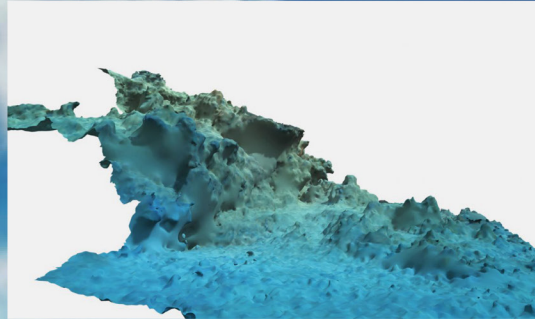


Google Lens / Seek by iNaturalist

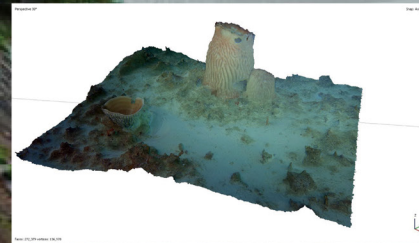


Real-time Computer Vision predictions in Seek by iNaturalist version 2.0

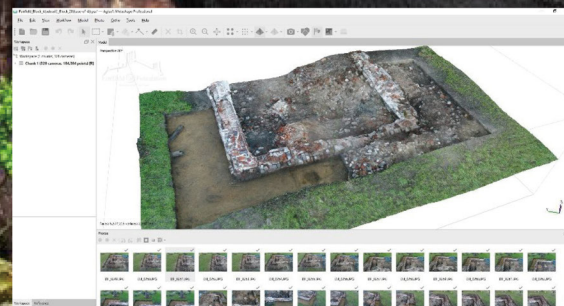
IMMERSIVE NATURES



Corals On Reef Ledges At Ashmore Reef – A 3D reconstruction of the mesophotic corals and their surroundings created with underwater photogrammetry.



A 3D reconstruction of the mesophotic corals and their surroundings created with underwater photogrammetry. Experience the 3D model on sketchfab.com



Drone Photogrammetry Software,Agisoft Metashape



360 degree spherical view,forest



a raw image from a Samsung Gear 360 with two lenses



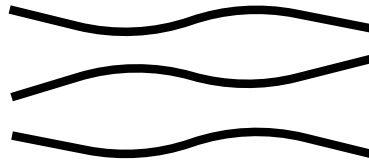
HDRI maps mountains



TheBlu VR: Immerse yourself in a breathtaking underwater world



AR REEF,XR EXPERIENCES



III

PIER 76: A SOFT INFRASTRUCTURE FOR
URBAN HEALING

Future Planning for Pier 76

2025 The EoS Studio
Individual Work
New York
2025.10-2025.12

Pier 76 is envisioned as a multi-layered public landscape that reconnects Manhattan with the Hudson River. The design integrates flowing platforms, outdoor activity zones, cultural event spaces, and a central courtyard linked to the High Line. The project is not a single building, but a civic terrain—one that allows people to move, rest, play, watch performances, and engage with the waterfront. By combining diverse ground treatments, accessible circulation, and carefully organized vertical connections, Pier 76 becomes a continuous public environment that transforms an industrial pier into a shared urban destination.

Legend

- building
- Public Facilities & Institutions
- Open Space & Outdoor Recreation
- NYC_Open_Space

MapPLUTO

0 0.07 0.15 0.3 0.45 0.6 Miles

NYC Department of City Planning, Information Technology Division

Legend

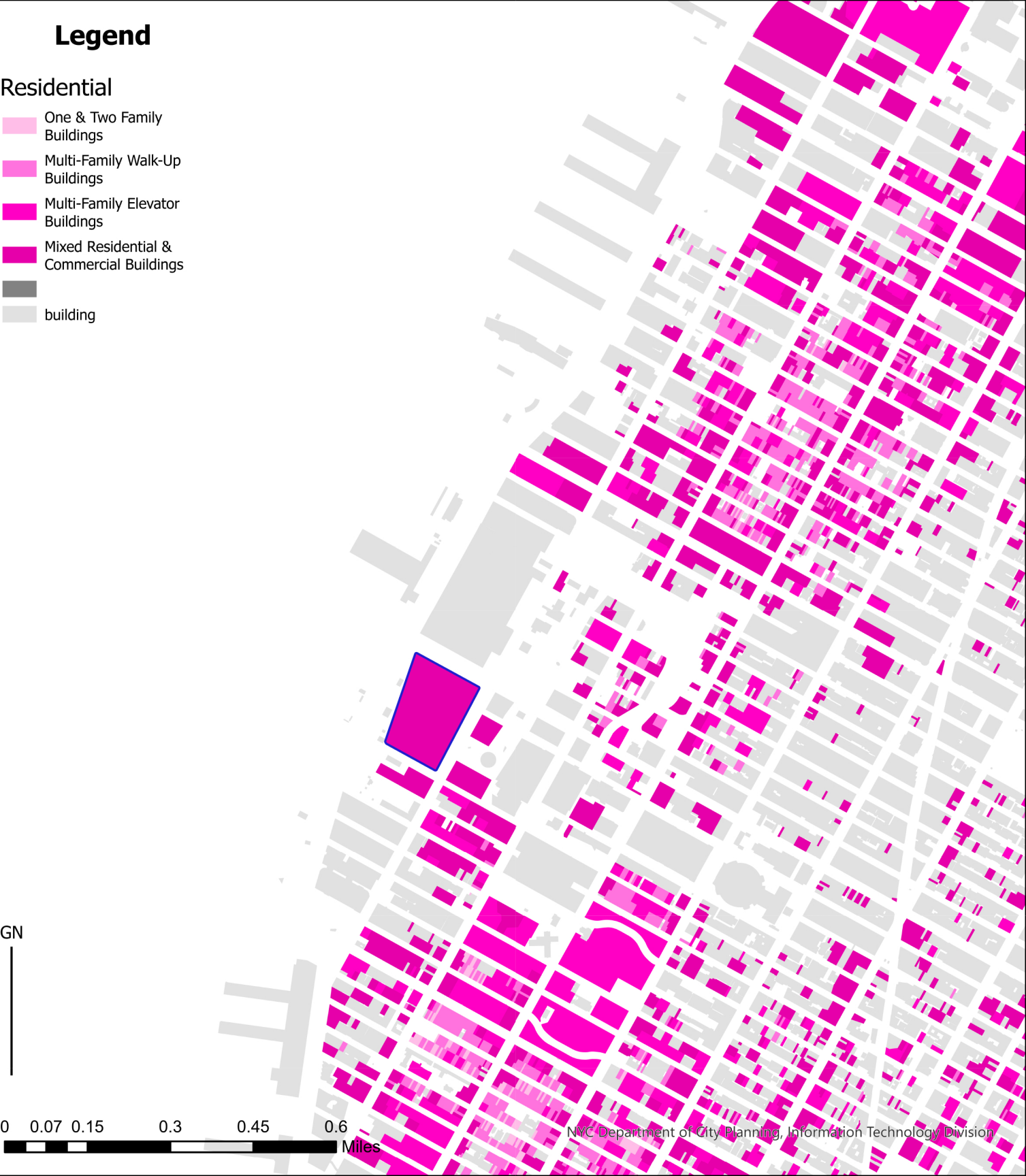
- building
- Javits_Center_NYC
- NYC_Museums
- Community_Centers_and
- Public_Libraries_NYC

0 0.07 0.15 0.3 0.45 0.6 Miles

Department of Information Technology & Telecommunications (DoITT)

Legend

- Residential
- One & Two Family Buildings
 - Multi-Family Walk-Up Buildings
 - Multi-Family Elevator Buildings
 - Mixed Residential & Commercial Buildings
 - building
 - building



Legend

- building
- Flea Market



Legend

- building
- Railway_Struture
- publicly owned waterfront
- Parks property

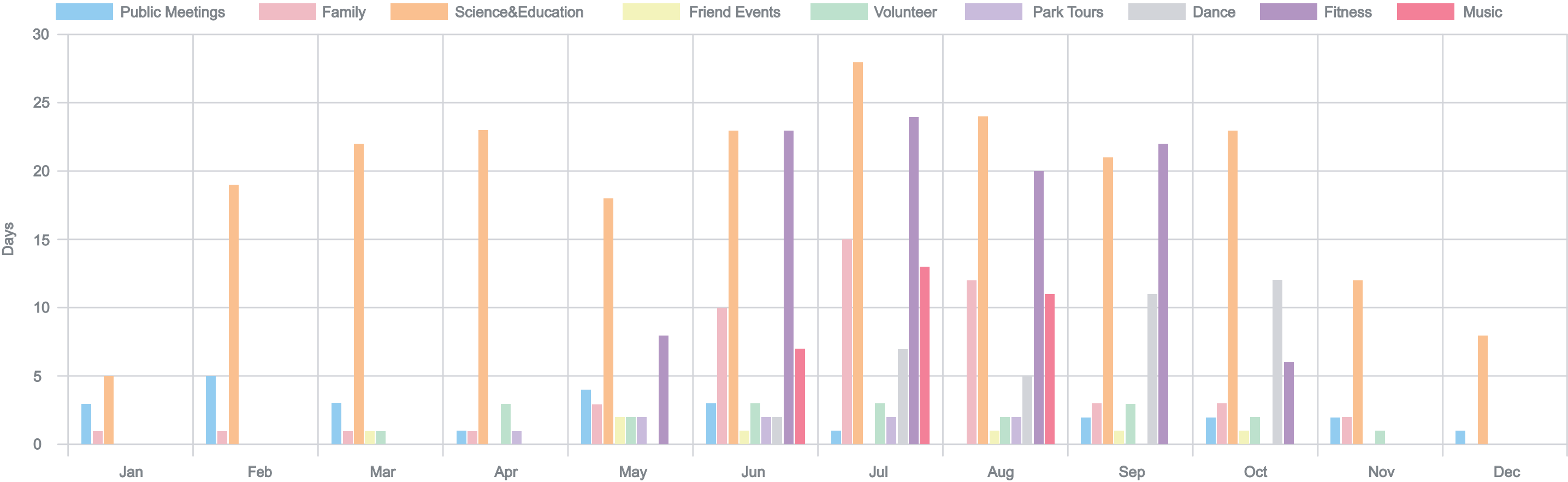


Legend

- building
- publicly owned waterfront
- Science&Education
- Fitness



Event at Hudson River Park



Events at Hudson River Park

Outdoor

Indoor

Indoor&Outdoor



Fitness: 103 days



Dance: 37 days



Volunteer: 20 days



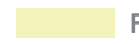
Park Tours: 9 days



Music: 31 dyas



Public Meetings: 28 days



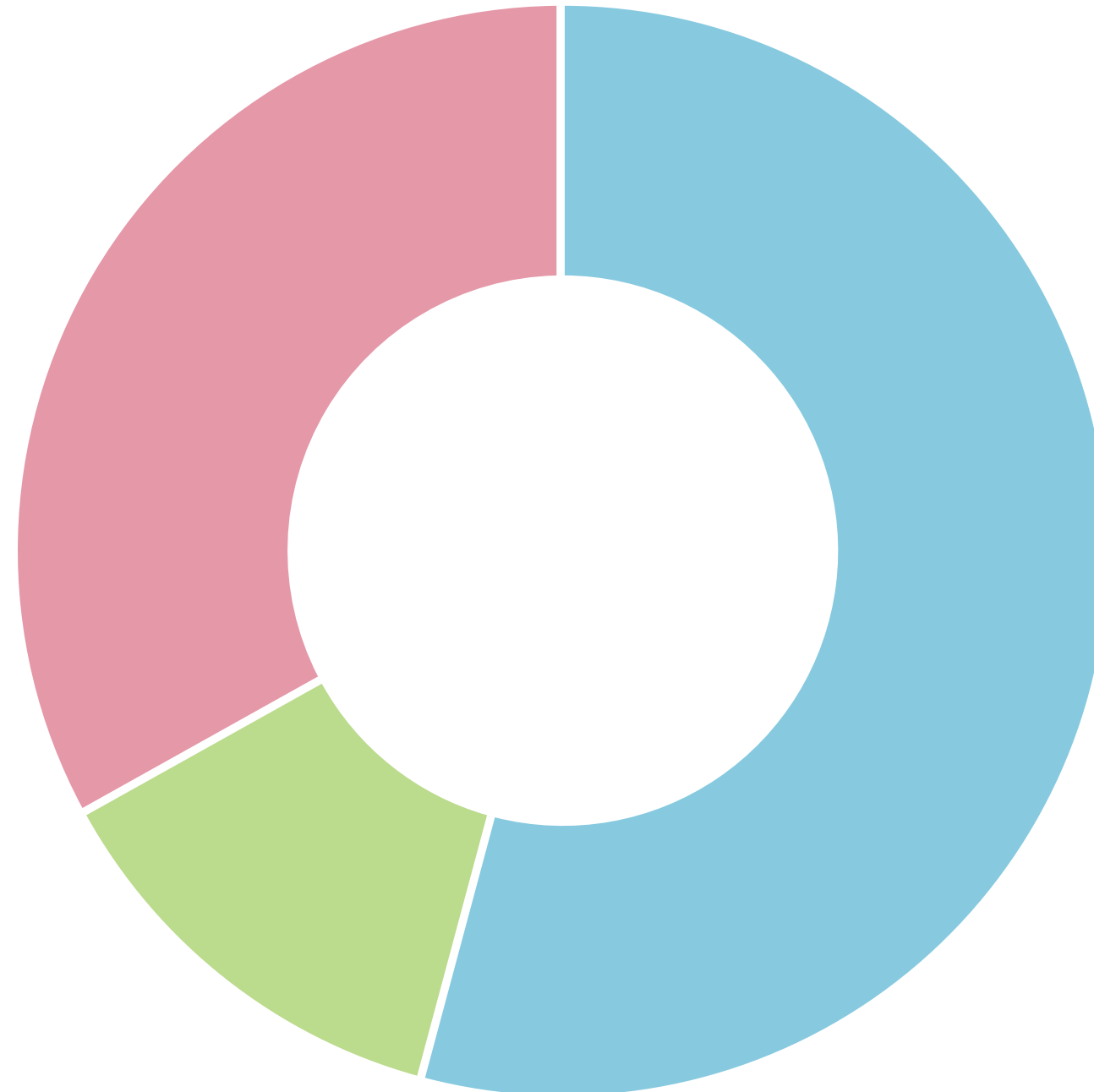
Friend Events: 7 dyas

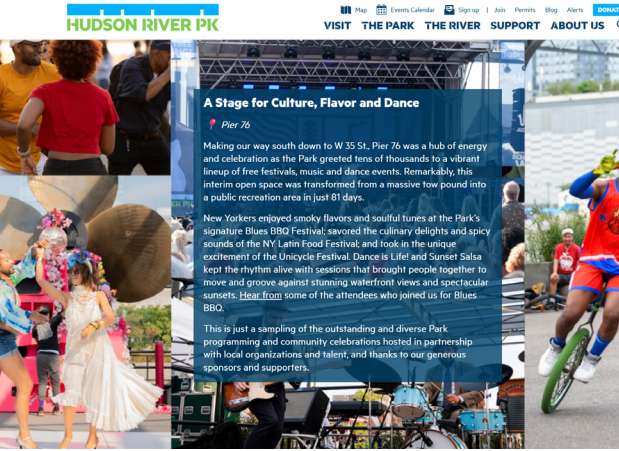


Science&Education: 225 days

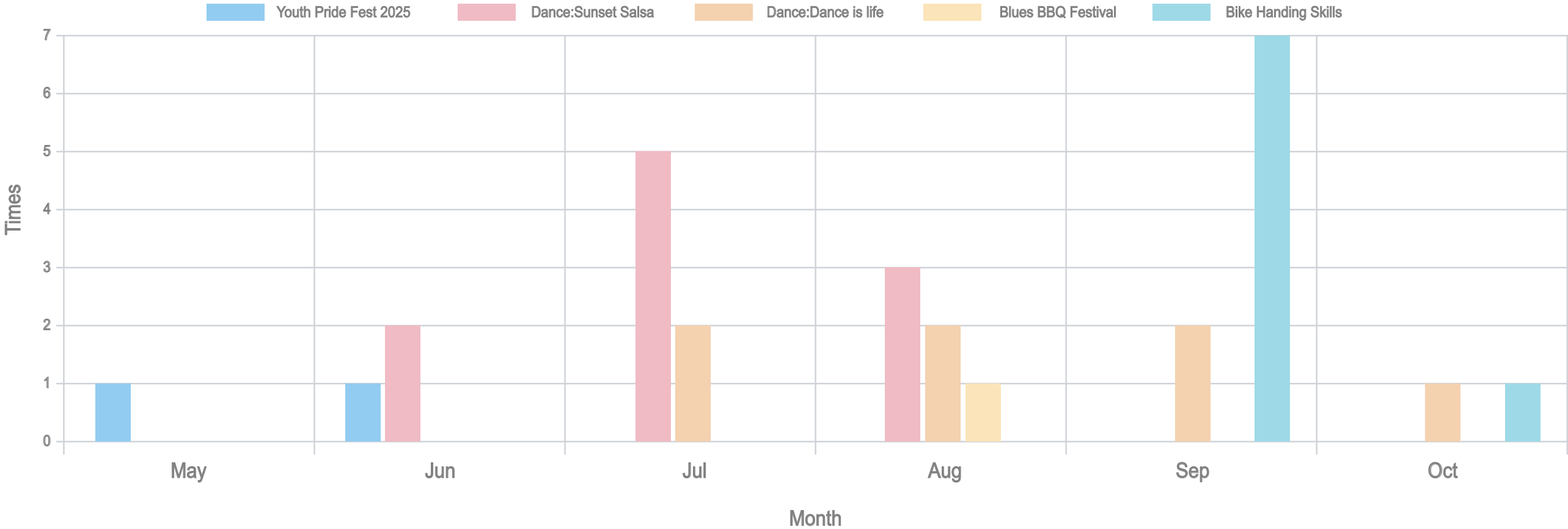


Family: 52 days

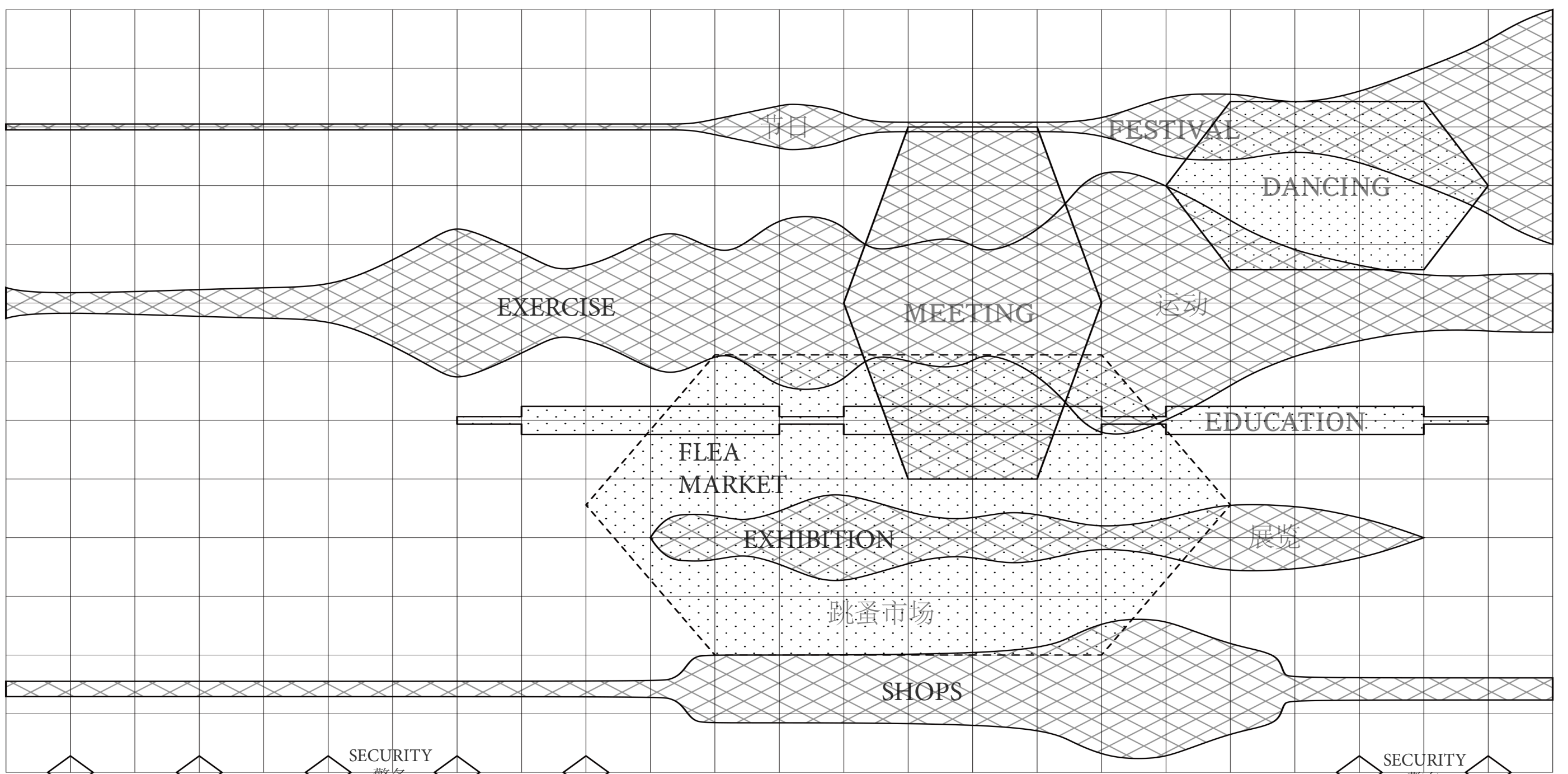




Event at pier 76 in 2025



0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24



WEEKDAYS 工作日
WEEKENDS 休息日

PEAK HOURS
时间表

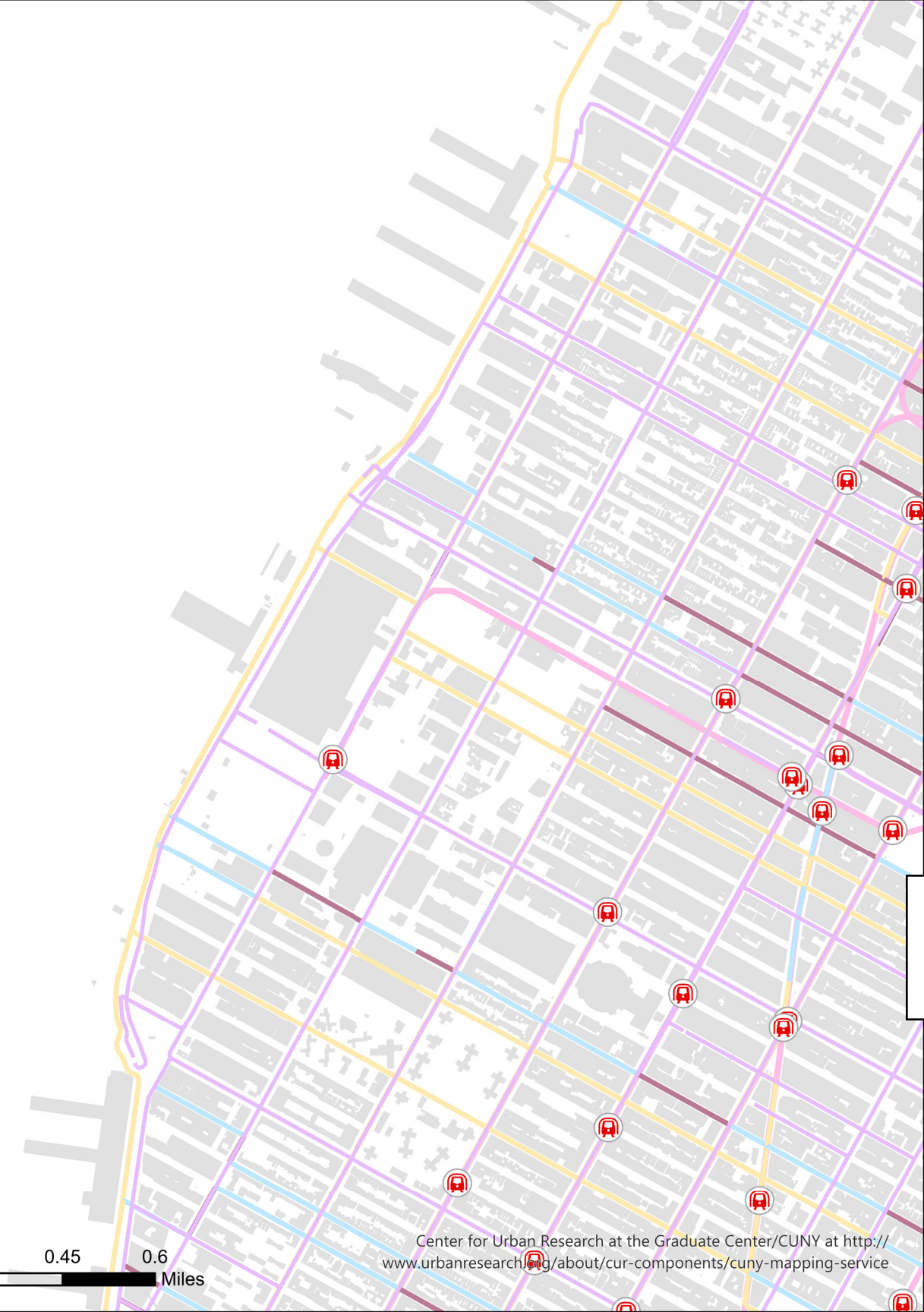


Legend

- building
- NYC_SubwayStops
- Subway_Lines_NYC
- NYC Bicycle Route (April 2022)
 - Class I: Protected Bike Lane
 - Class II: Conventional Bike Lane
 - Class III: Shared Route, Signed Route
 - Class L: Bike Link
 - Local_Bus_Routes_NYC

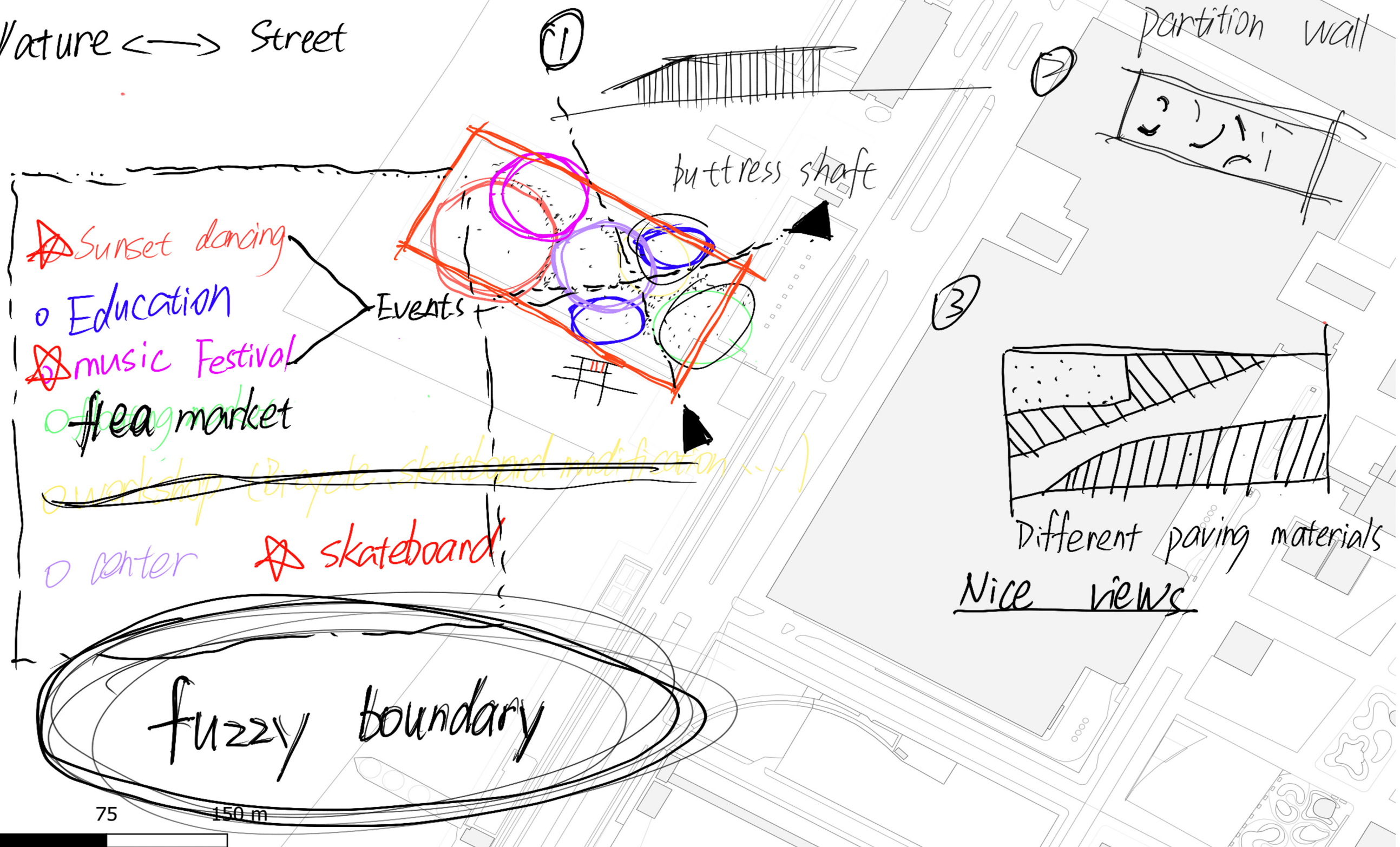
GN

0 0.07 0.15 0.3 0.45 0.6 Miles

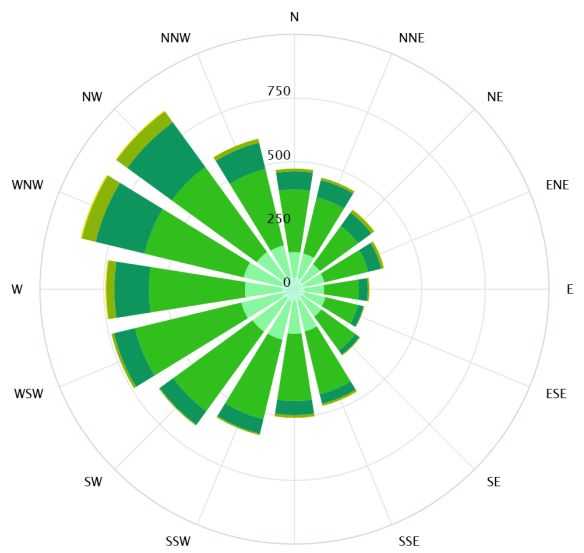


Center for Urban Research at the Graduate Center/CUNY at <http://www.urbanresearch.org/about/cur-components/cuny-mapping-service>

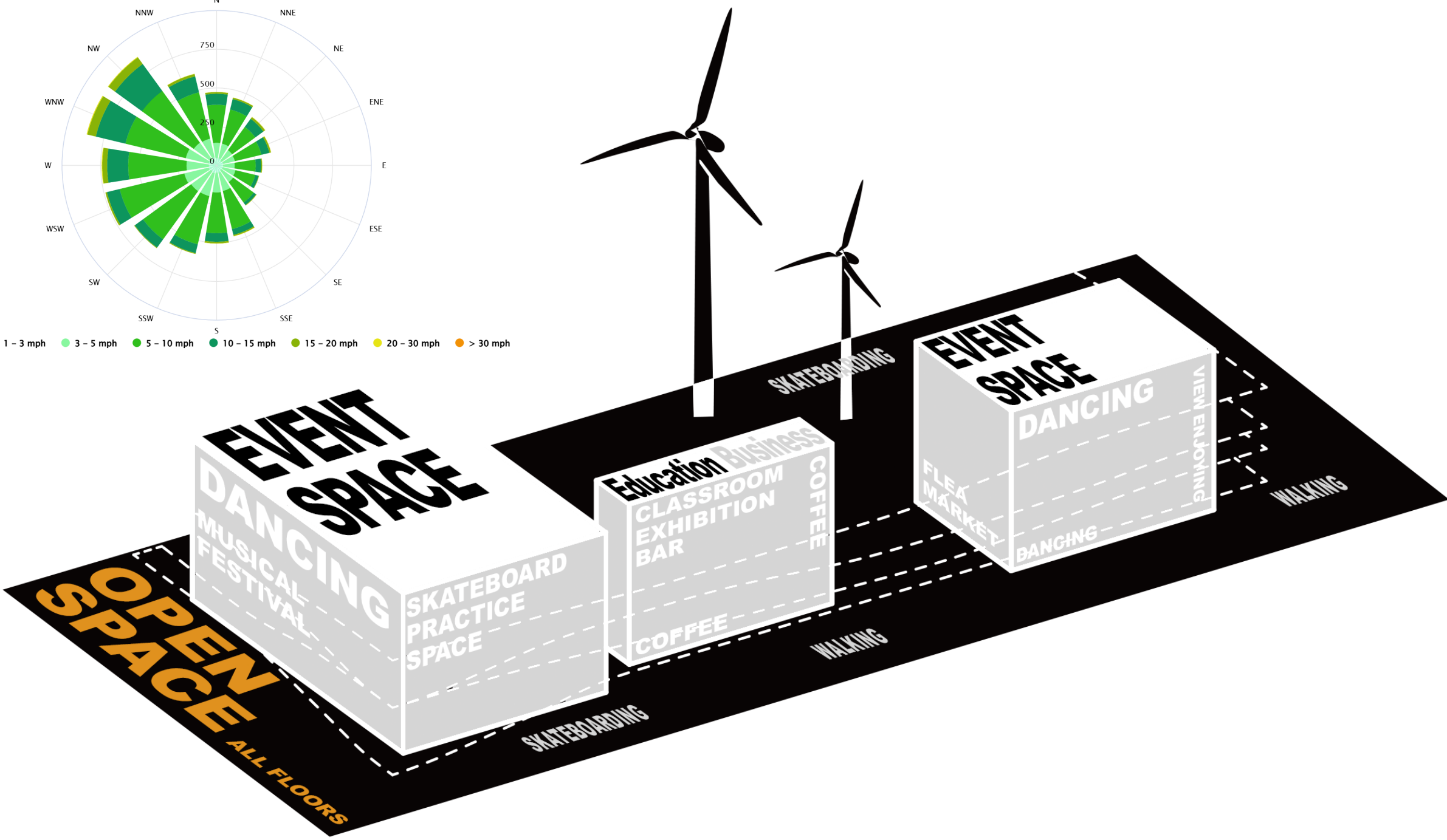
Nature $\longleftrightarrow$ Street

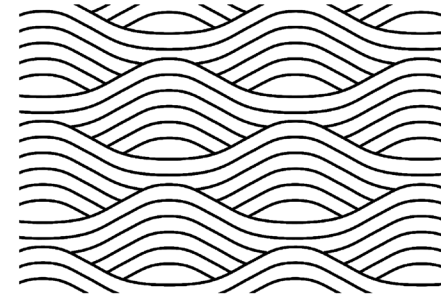
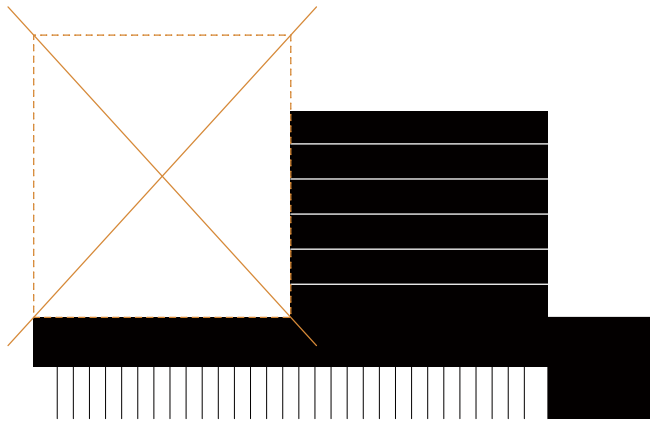
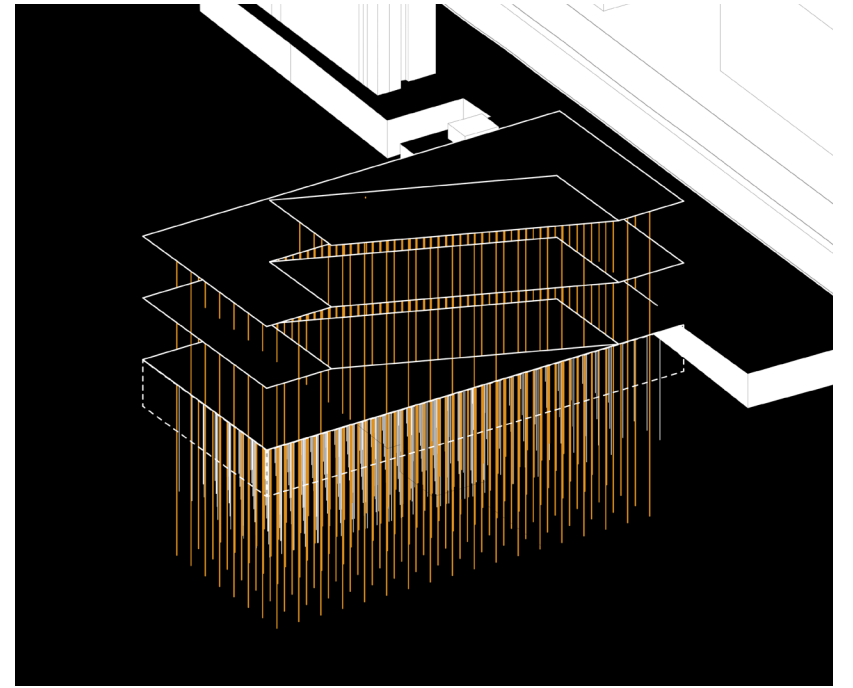
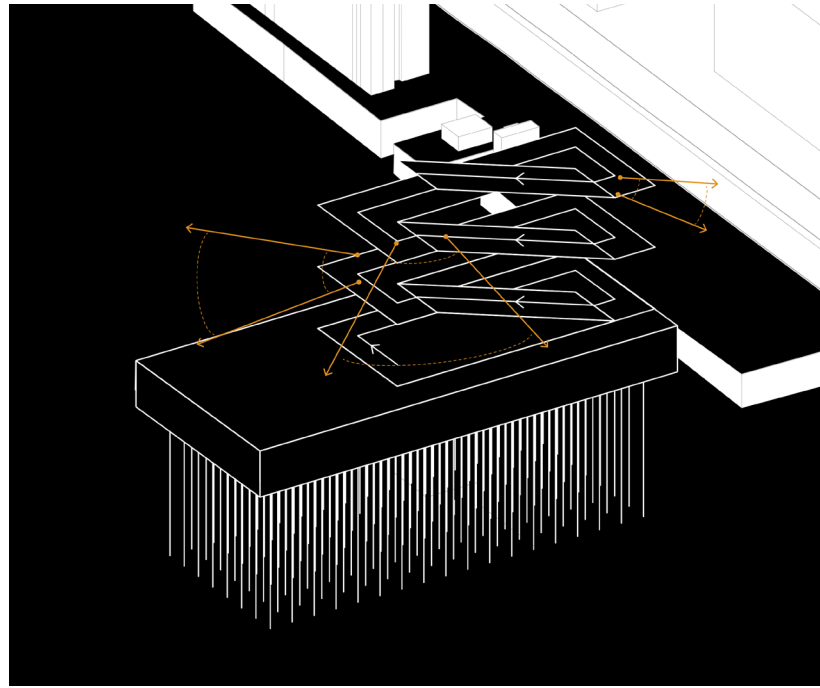
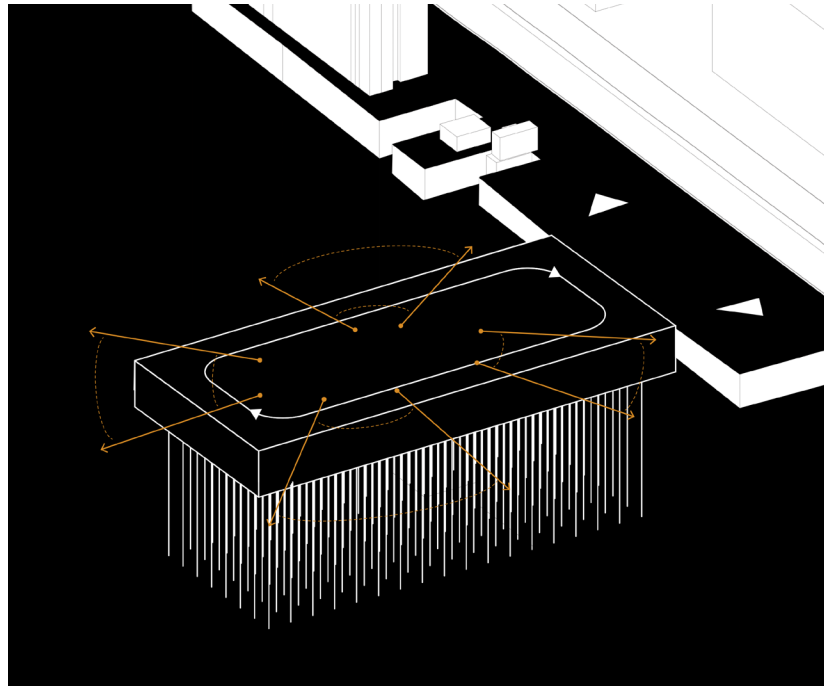


Manhattan
40.78°N, 73.97°W (35 m asl).
Model: ERA5T.



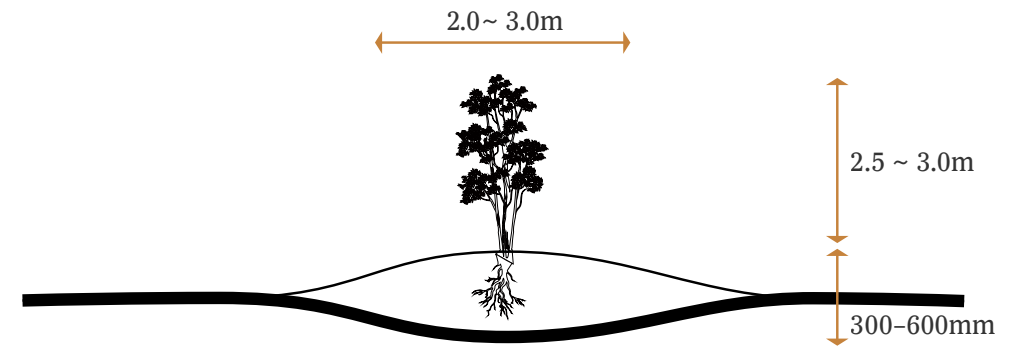
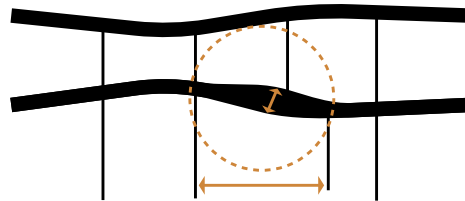
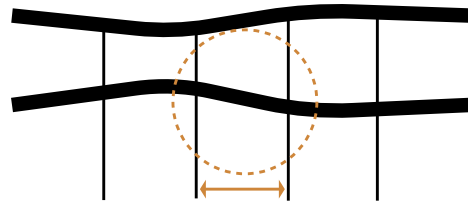
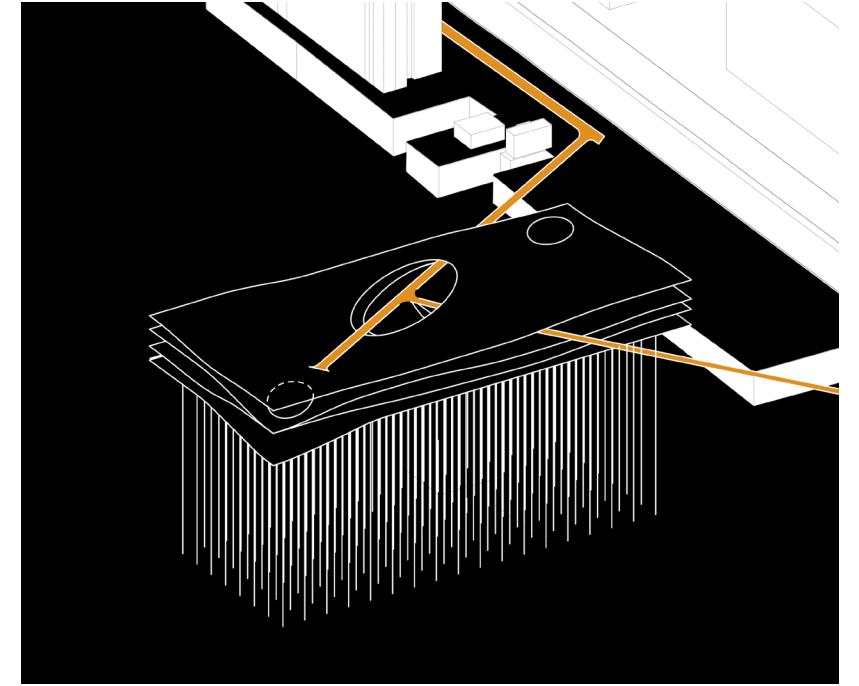
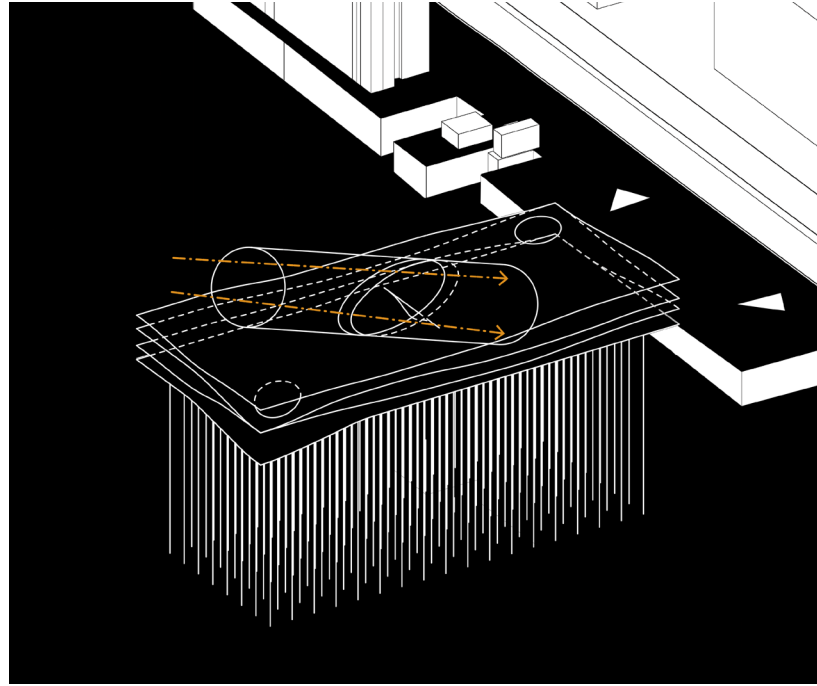
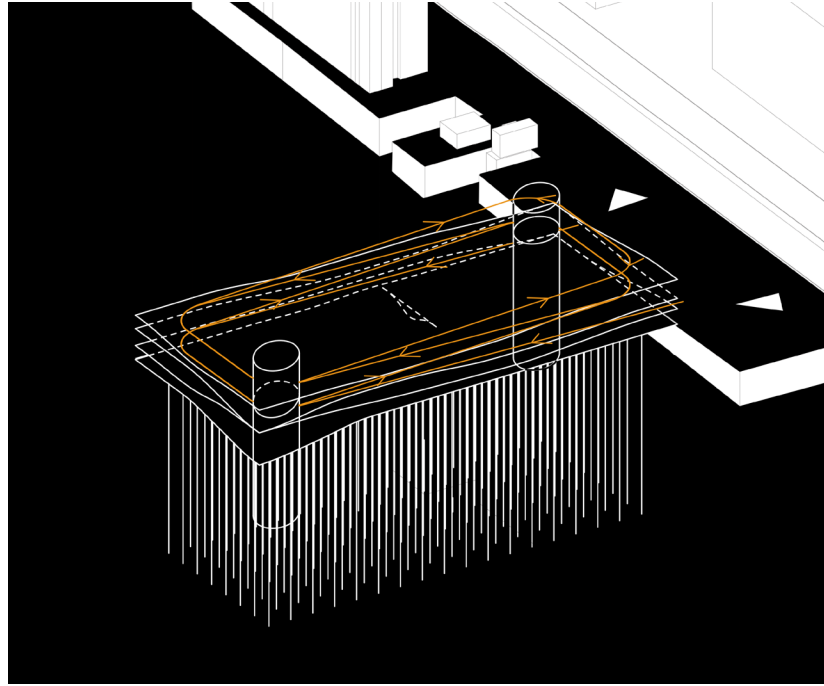
< 1 mph 1 - 3 mph 3 - 5 mph 5 - 10 mph 10 - 15 mph 15 - 20 mph 20 - 30 mph > 30 mph





+





Options:
Japanese Maple, Amelanchier, Paper Birch

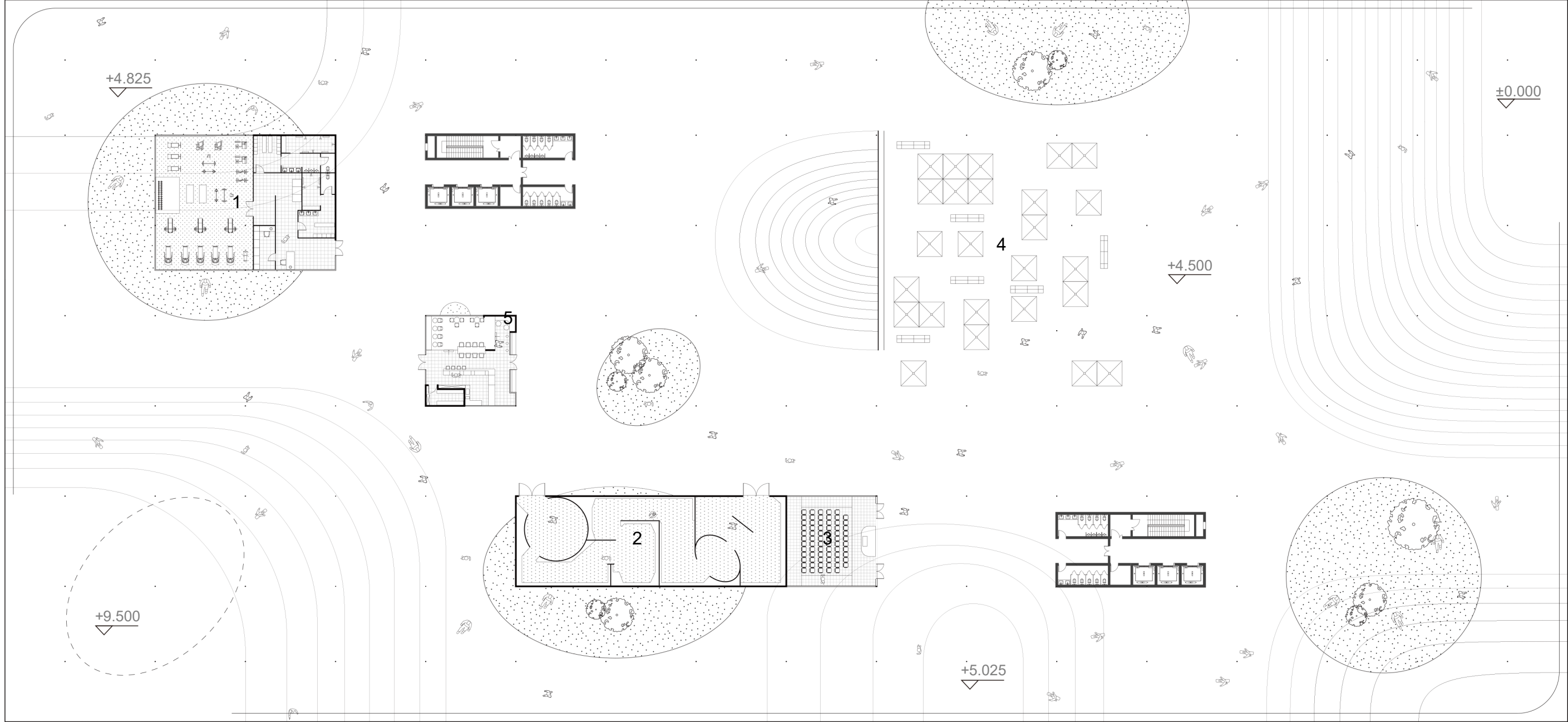
Dance & Music Festival Space:
The dance and music festival space at Pier 76 is imagined as a vibrant, open platform where urban energy, sound, and movement come together. Rather than a fixed stage, it operates as a flexible landscape of performance and participation.

Central Courtyard:
The central courtyard at Pier 76 acts as the spatial heart of the project. It is conceived as an open, porous civic room where the city, waterfront, and architecture converge. The High Line bridge directly connects into this courtyard, transforming it into a dynamic node of movement and gathering.

High Line Bridge Segment:
The High Line bridge running through Pier 76 is more than a circulation element; it becomes an embedded urban pathway within the architecture.

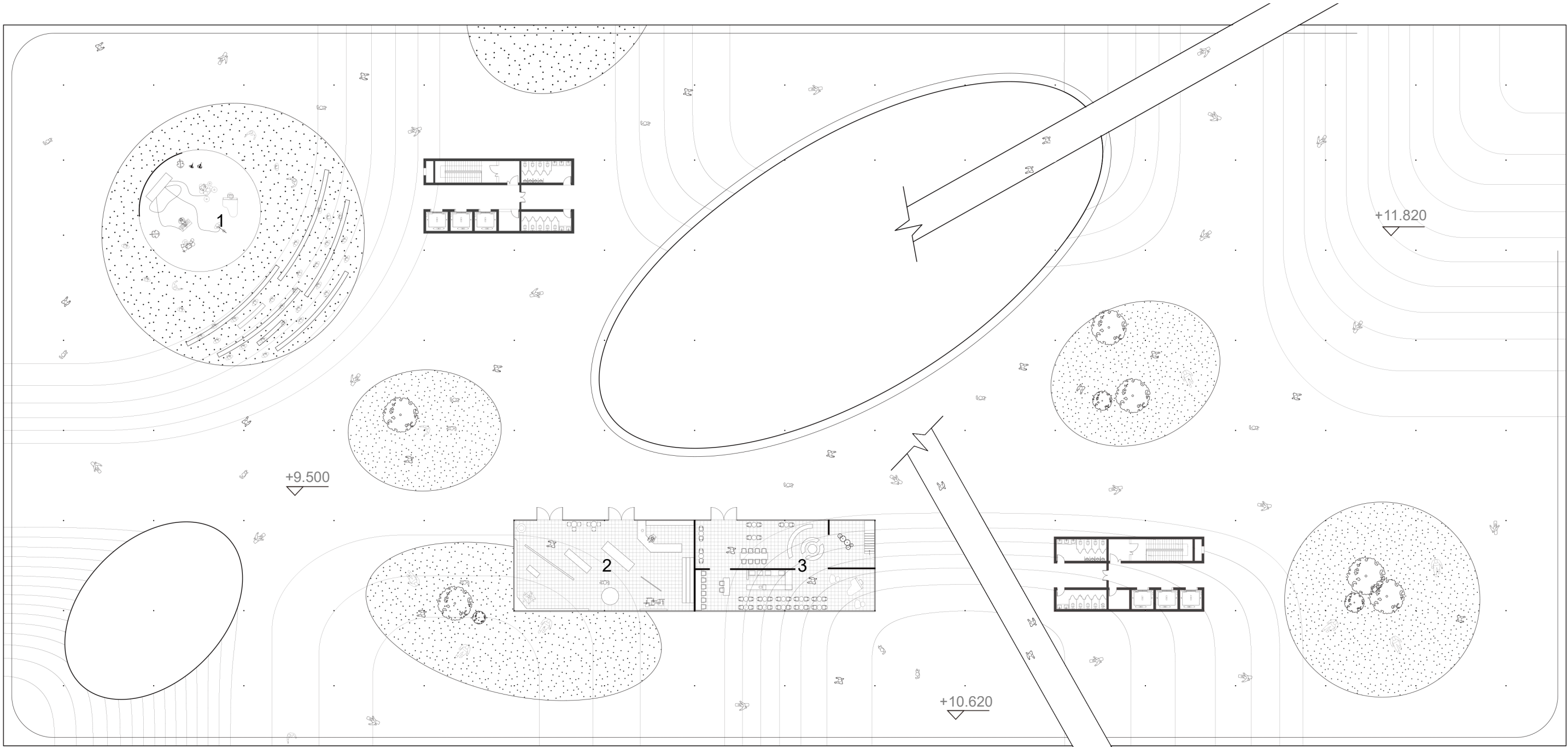
Public waterfront area:
The waterfront space at Pier 76 is conceived as a continuous public interface between the city and the Hudson River. Here, the rigid Manhattan grid dissolves into a soft edge, creating a space where people can touch, feel, and experience water directly.



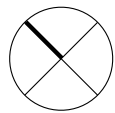


Second Floor Plan

- 1.Gym
- 2.Exhibition
- 3.Classroom
- 4.Flea Market
- 5.Coffee/Bar



0 5 10 25 m

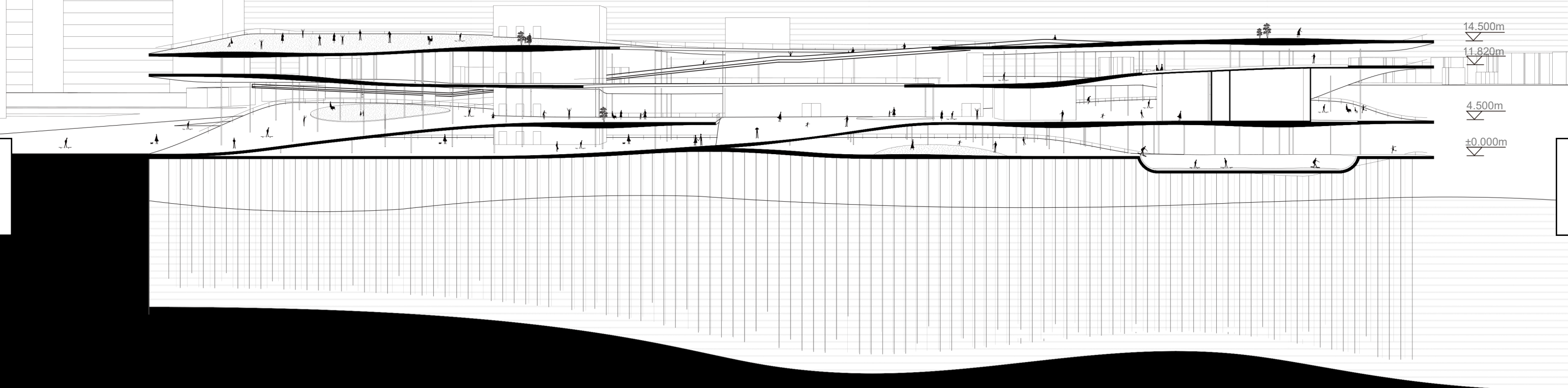
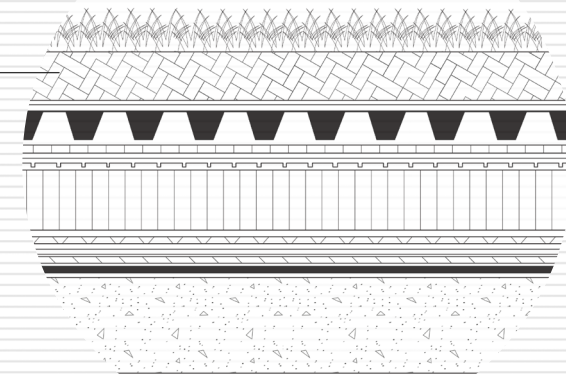


- 1.Musical Festival
- 2.Skateboard Shop
- 3.Canteen

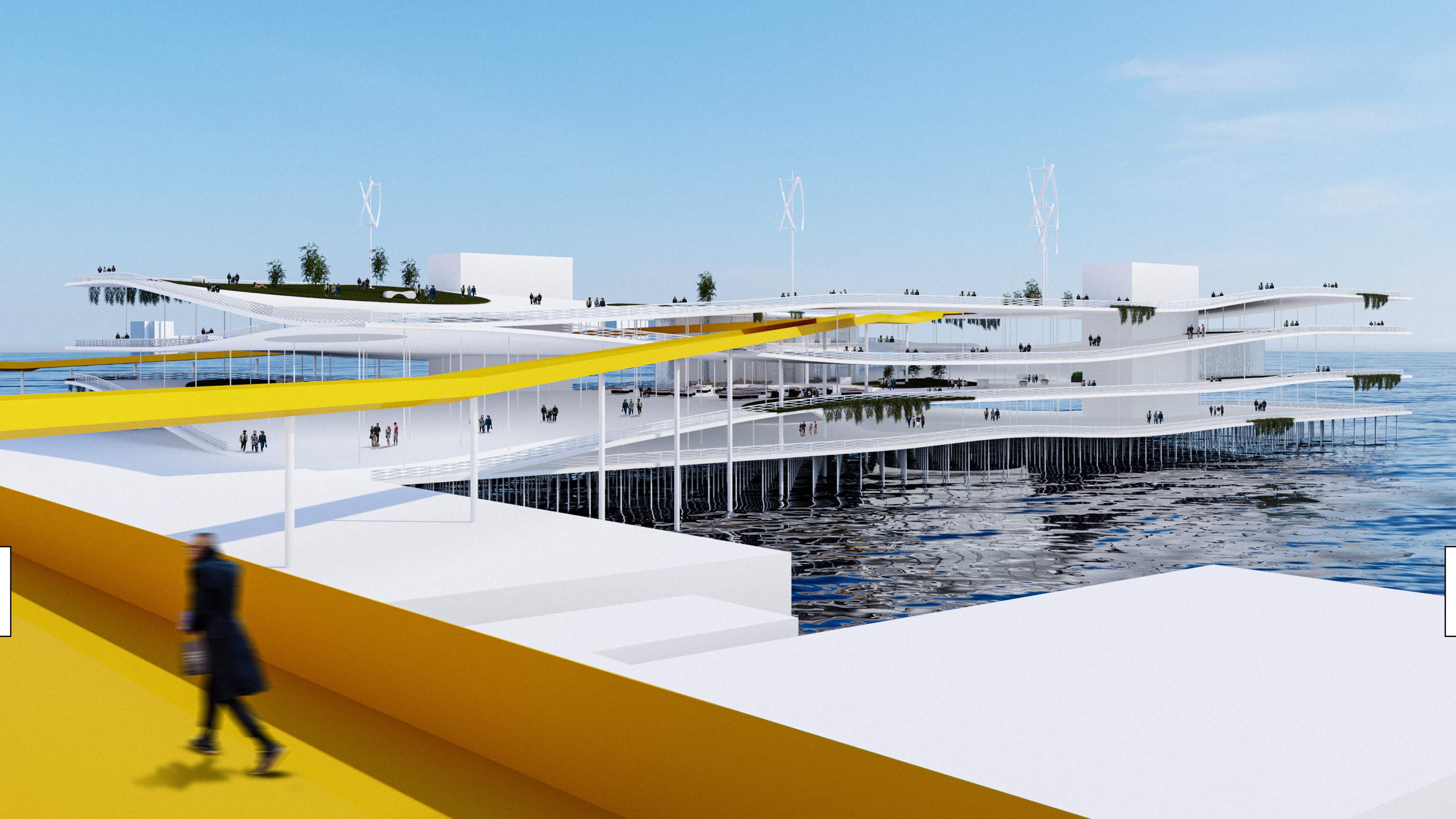
Third Floor Plan



- Engineered soil with planting
- Filter fabric
- Optional: Reservoir layer
- Moisture-retention layer
- Aeration layer
- Thermal insulation
- Drainage layer
- Root barrier
- Membrane protection
- Green roof waterproofing membrane
- Structural support

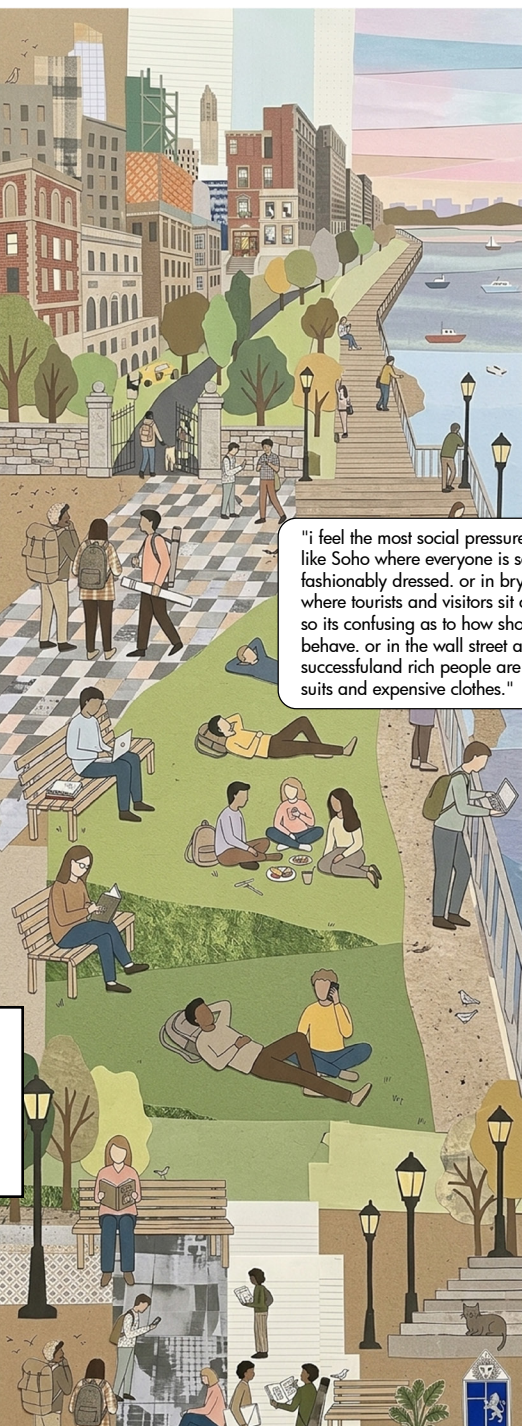


14.500m
▽
11.820m
▽
4.500m
▽
±0.000m
▽









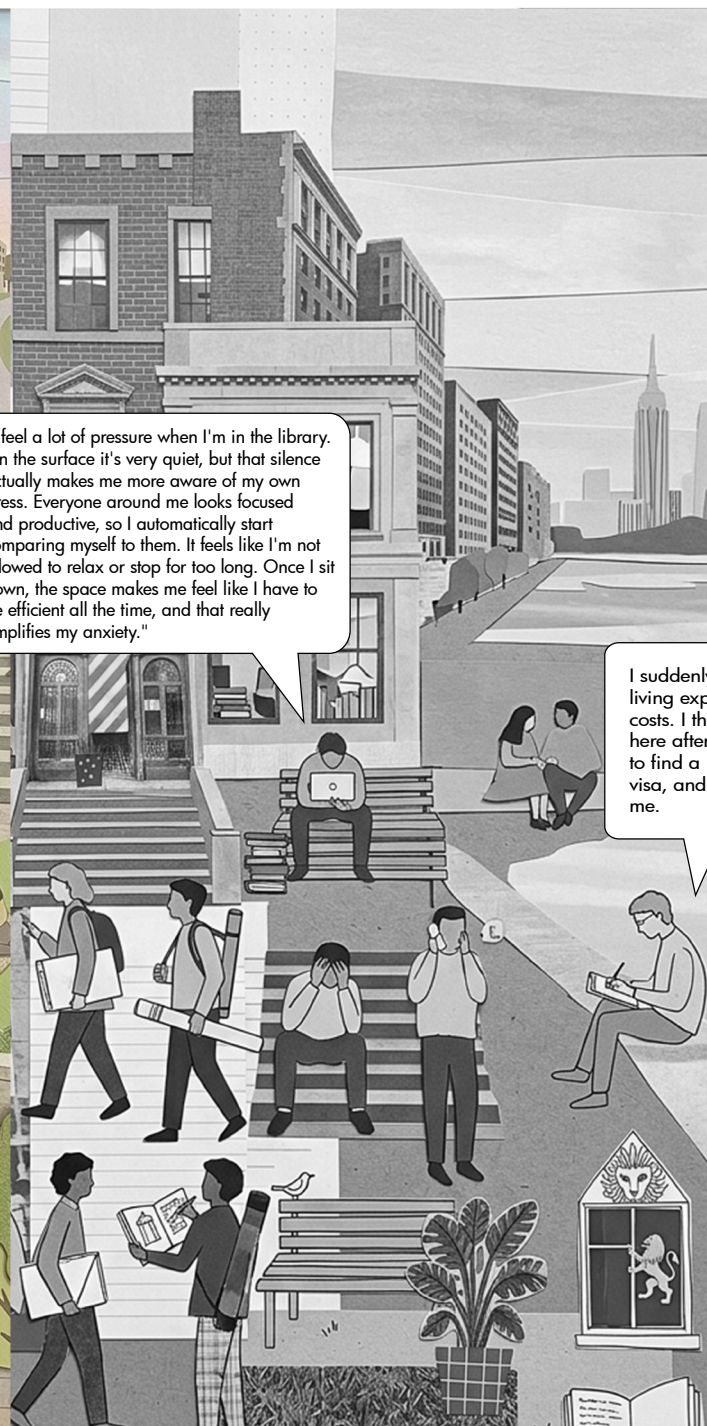
"i feel the most social pressure in areas like Soho where everyone is so fashionably dressed. or in bryant park where tourists and visitors sit comfortably so its confusing as to how should i behave. or in the wall street area where successfuland rich people are wearing suits and expensive clothes."



I am here, but I do not fully belong here.



"I feel a lot of pressure when I'm in the library. On the surface it's very quiet, but that silence actually makes me more aware of my own stress. Everyone around me looks focused and productive, so I automatically start comparing myself to them. It feels like I'm not allowed to relax or stop for too long. Once I sit down, the space makes me feel like I have to be efficient all the time, and that really amplifies my anxiety."



I suddenly think about this month's rent, living expenses, material costs, printing costs. I think about whether I should stay here after graduation, whether I will be able to find a job, what will happen with my visa, and where exactly my field will take me.



The Unranked Study Hall

A learning space that suspends the logics of display, ranking, and synchronized competition. Here, knowledge is no longer produced through speed, visible performance, or the performance of individual ability, but slowly emerges through dwelling, trial and error, divergence, and shared exploration.

Economic Pressure

High tuition
High rent
The high cost of living in New York
Food, transportation, materials, printing, and social activities all require money
A hesitation to truly rest, because of the feeling that "I spent so much money to be here, I cannot afford to waste time"
In the same environment, students with different levels of family support can acutely feel these invisible inequalities

The Pressure of Academic Work and Constant Output

The studio workload is too heavy
The work is never truly finished
There is a constant need to produce drawings, models, and presentations
Even during rest, there is a sense of guilt

House of Stay

A housing prototype in which the right to stay is not determined by one's ability to pay or by professional certainty. It is neither a traditional dormitory nor a form of welfare housing, but a space that acknowledges students' need for a legitimate place to remain during periods of profound uncertainty.



The School of Incompletion

A studio prototype that allows for the unfinished, the draft, failure, and pause. It is not designed to help tasks be completed more efficiently, but to resist the idea that a student's value must be proven through constant productivity.



The Drift Garden

A floating space for those who live away from home. It is neither home nor school, but a place that allows memory, distance, language, time difference, and emotion to linger.

The Pressure of Appearance and Self-Presentation

What to wear
Whether one looks like "the kind of person" who belongs in a certain social world
Whether one appears polished enough, confident enough, or stylish enough
Whether one's body, physical state, skin, or facial expression might be noticed by others

The Pressure of Displacement and Distance from Home

Being far away from home
Not having family nearby
Having no place to hold or release one's emotions
Having no one to take care of you when you are sick, sad, or falling apart

The Anonymous Commons

A public space that removes the demands of performance and the force of the gaze. It is not a social plaza, does not encourage self-display, and does not compel people to remain constantly exposed to the eyes of others.

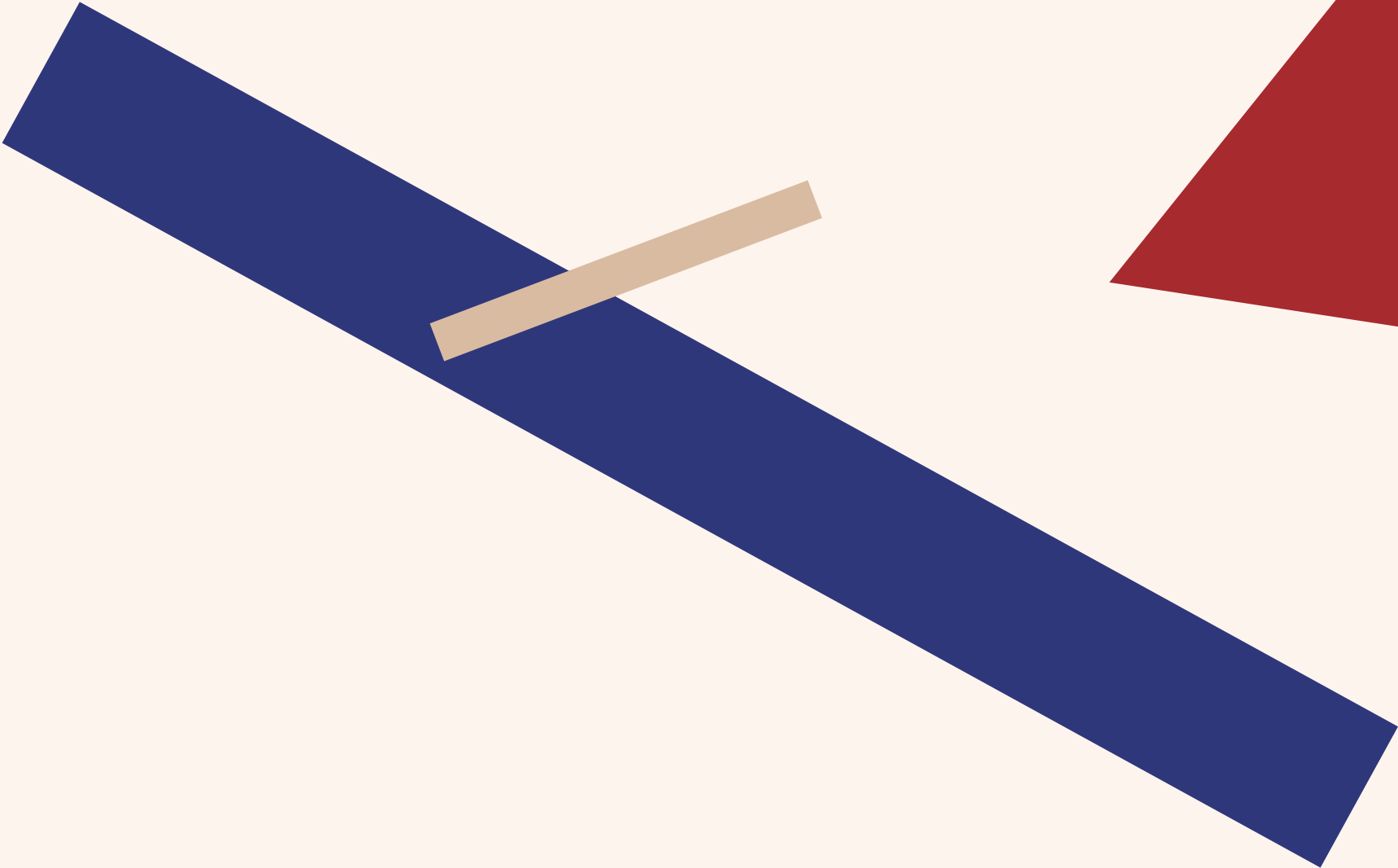
The Pressure of Job Searching and an Uncertain Future

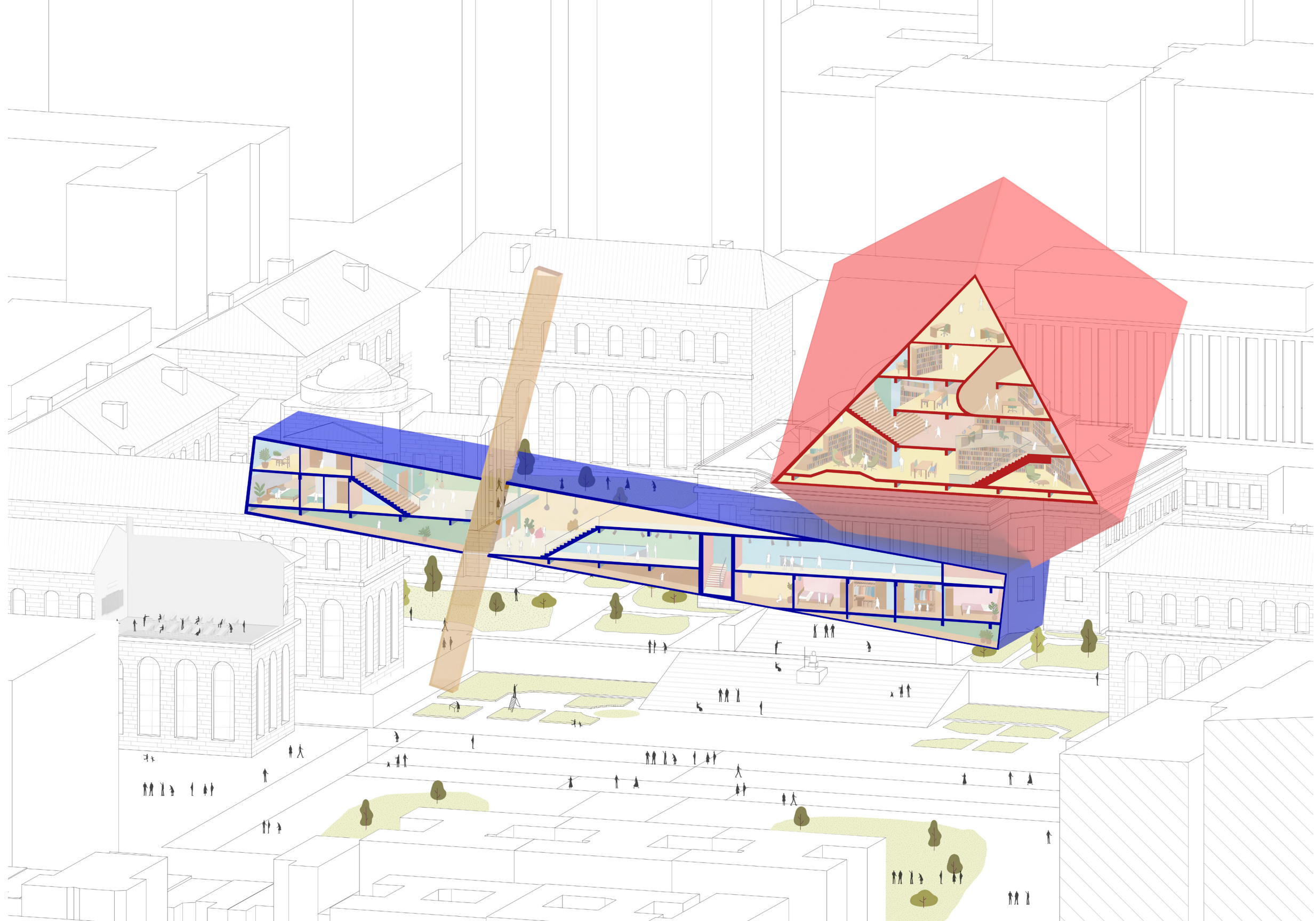
What if I cannot find a job?
Should I stay in the U.S. or return to China?
What about my visa and legal status?
Will what I am studying actually be useful in the future?

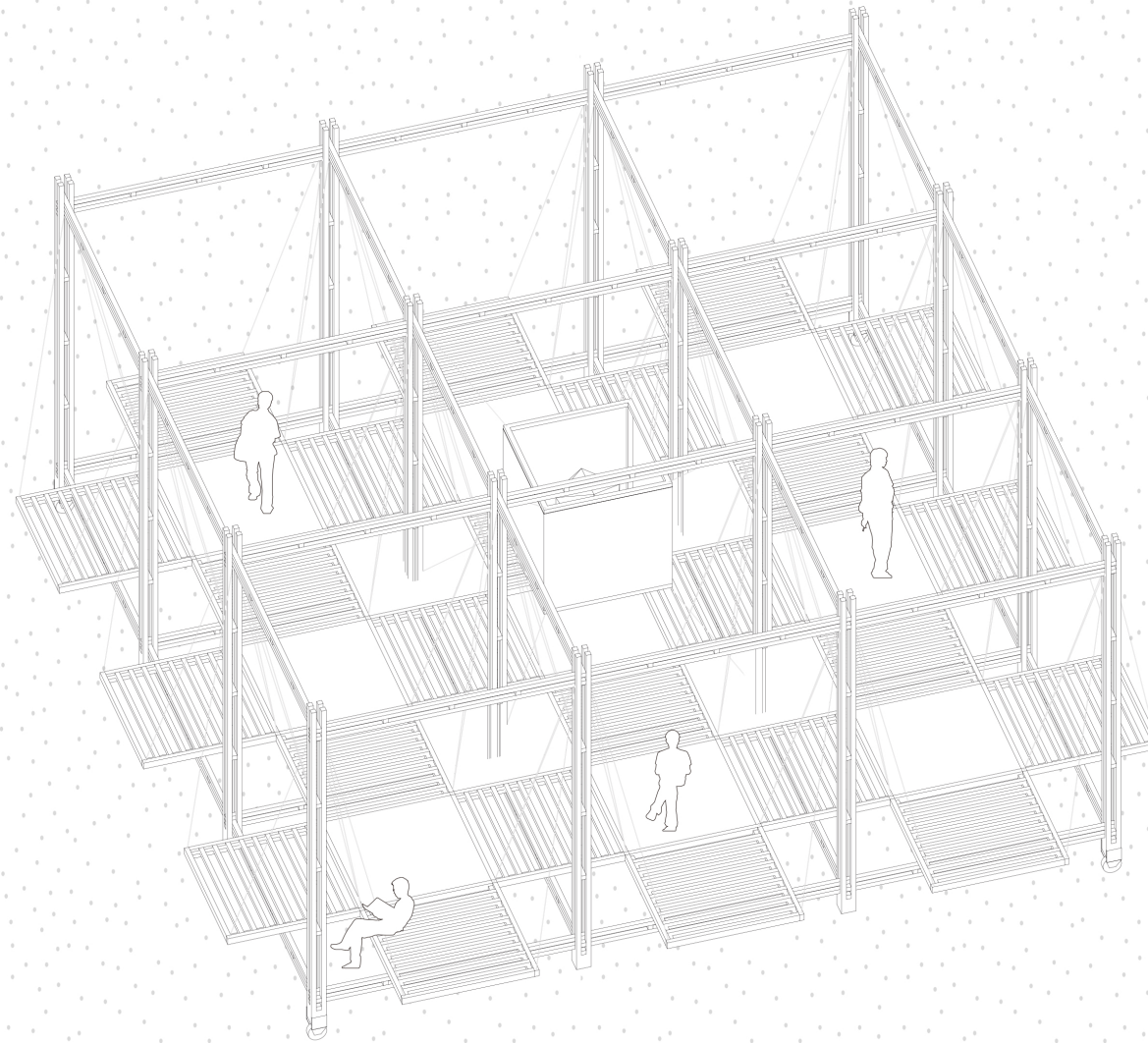
The Pressure of Comparison

Other people have better grades than I do
Other people's work is stronger than mine
Other people speak and present themselves more confidently
Other people have better internships, job prospects, and résumés
Other people seem more confident, more relaxed, and more like they truly "belong here"

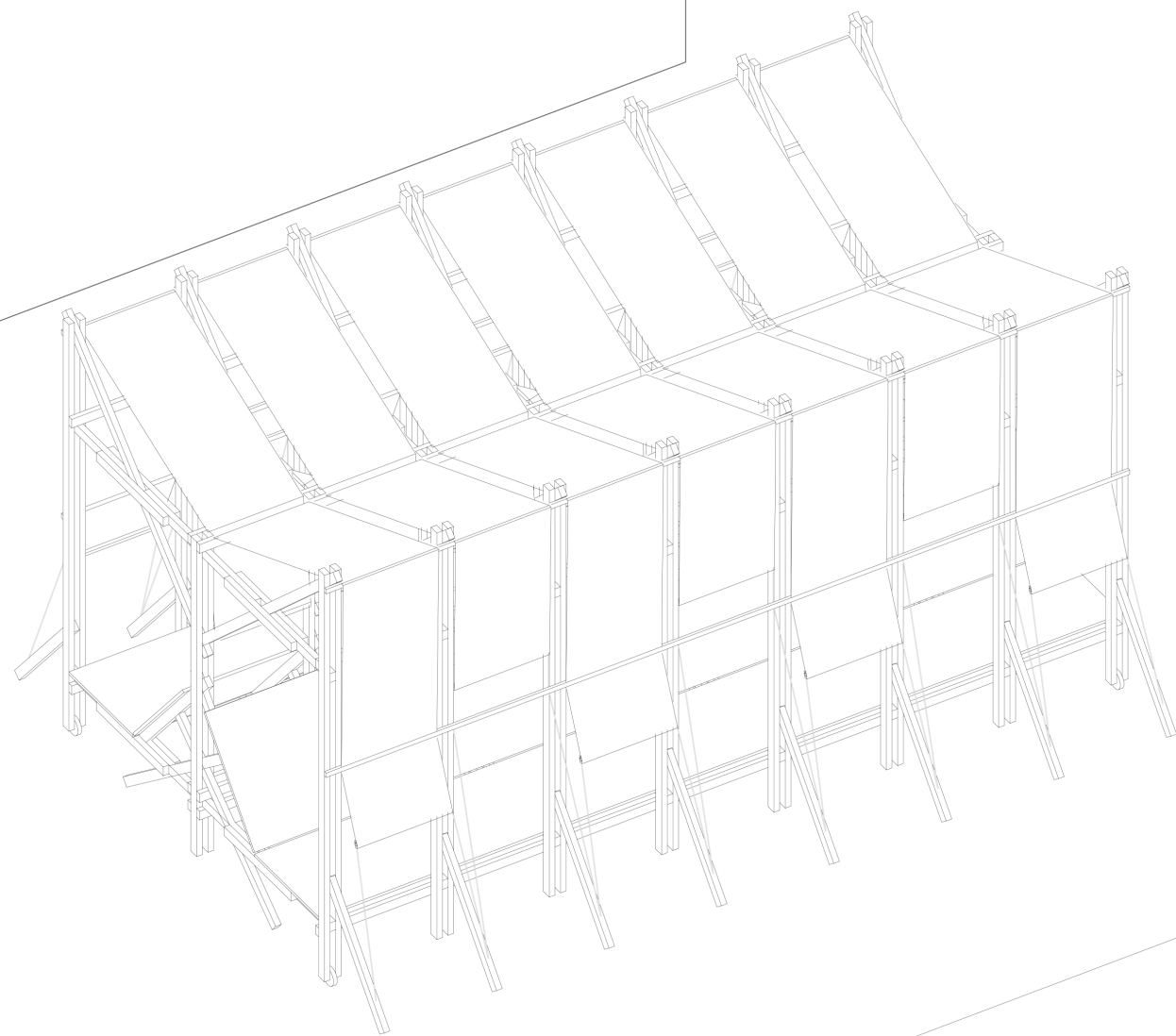








Holiday (gathering)



Construction site (break)