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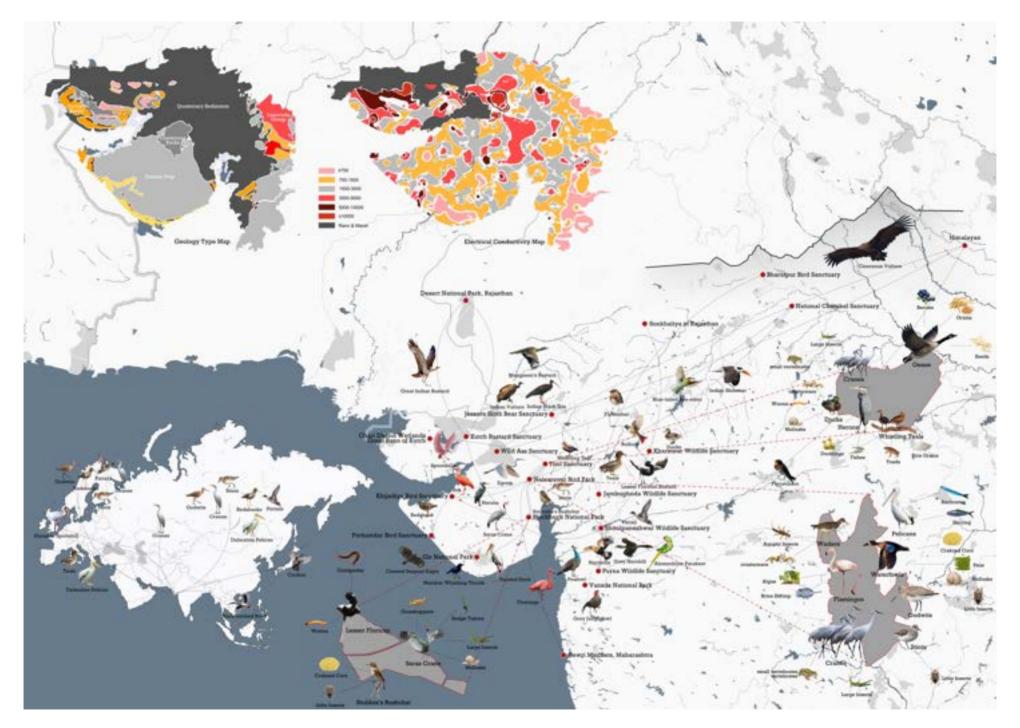
Spatial UX Violet Whitney

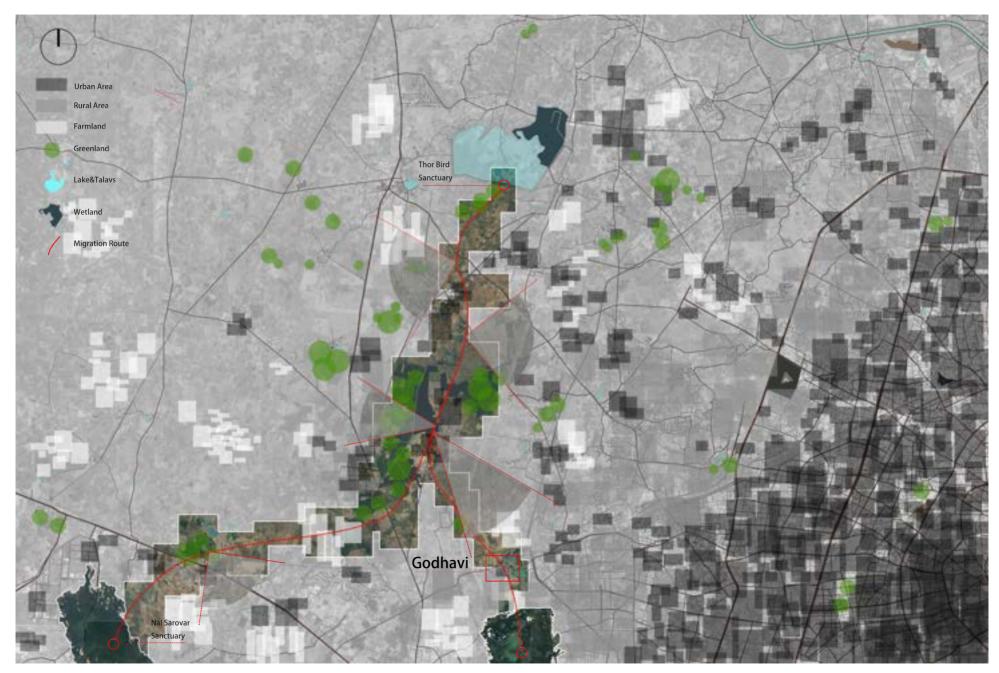
# From Delink to Relink

Spring 2024

### Sonal Beri & Sandro Marpillero

In Godhavi, India, next to a village located in Gujarat. Animals and humans live together in this artificial area where nature coexists. But the expansion of cities is becoming increasingly rapid. Canals, railways, and highways are like insurmountable walls that divide areas that could have been used for animal passage. In order to change this situation, I chose to design an ecological corridor at the intersection of the railway and canal near the village. Animals can travel above, while villagers can use the convention center below the ecological corridor.

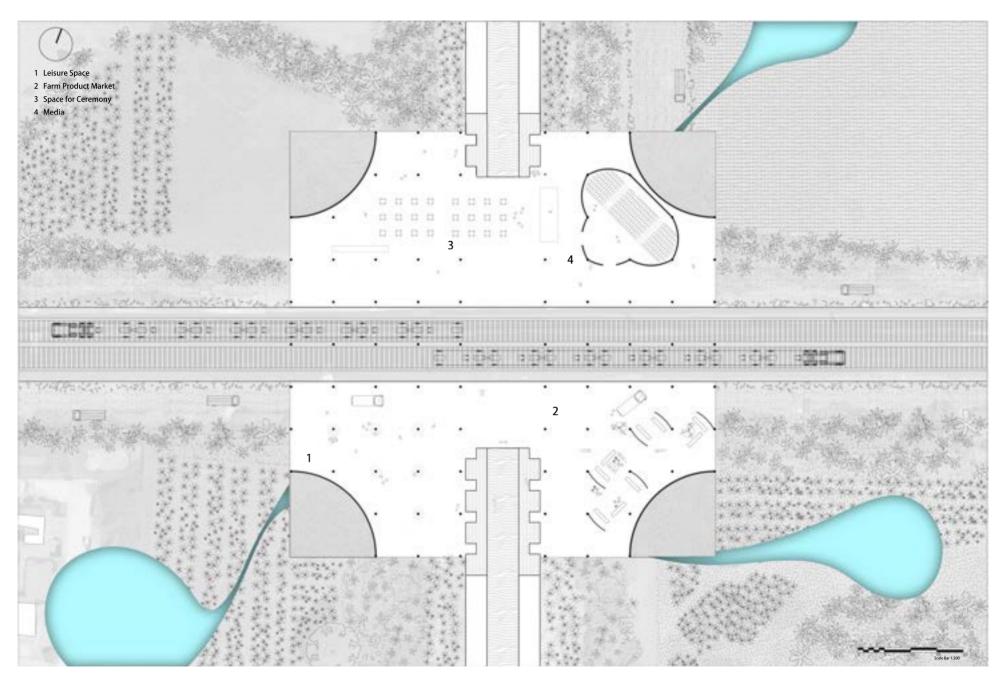




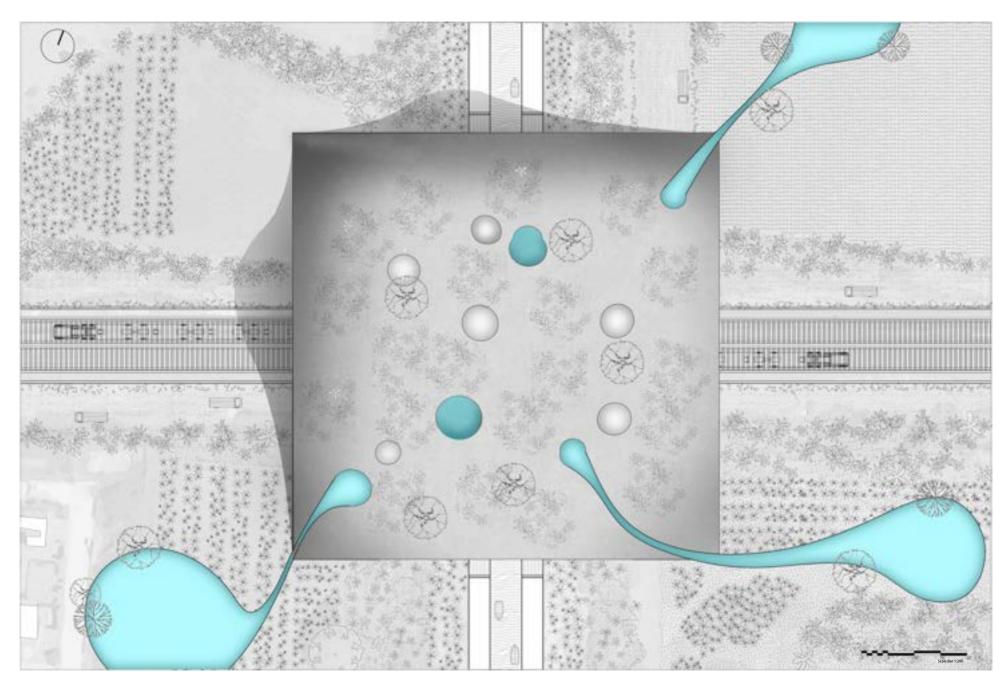
Area Study of Urbanization



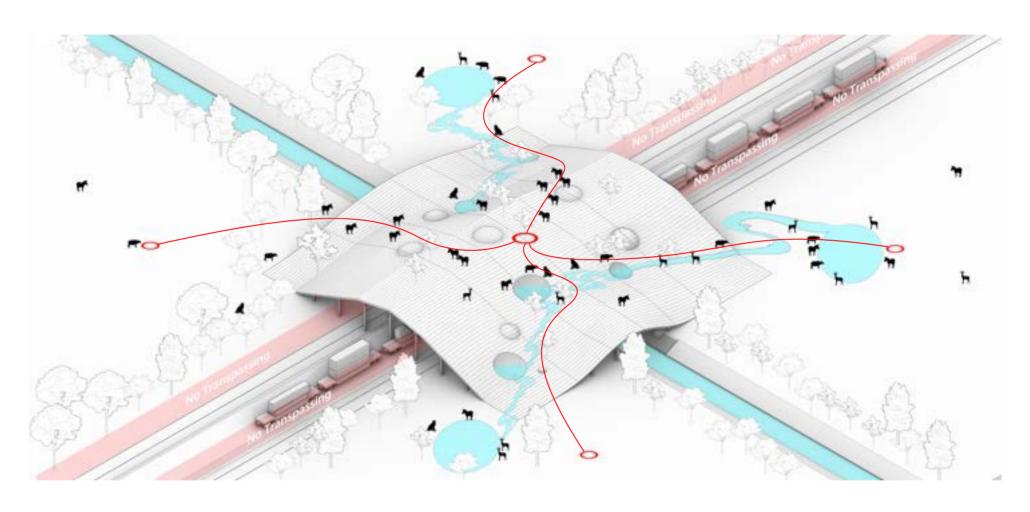
Area Mapping with Animal's Trasport Route



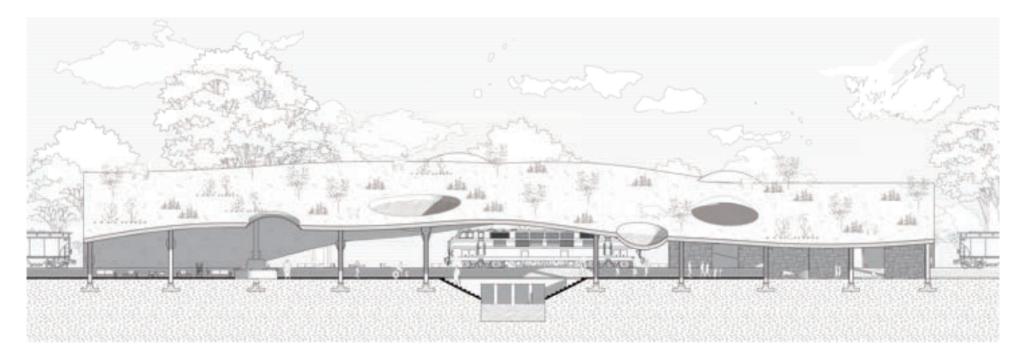
Conventional Center Plan



Natural Corridor Plan



Artificial Talavs to collect rainwater during Mansoon and animal's route moving on the corridor



Section





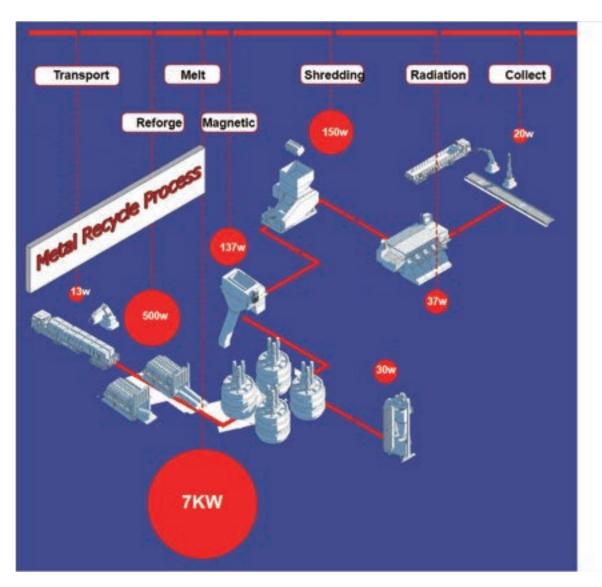
Structure Perspective Section

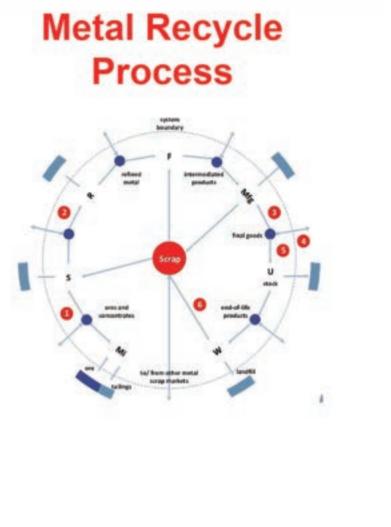
# Living on Rail

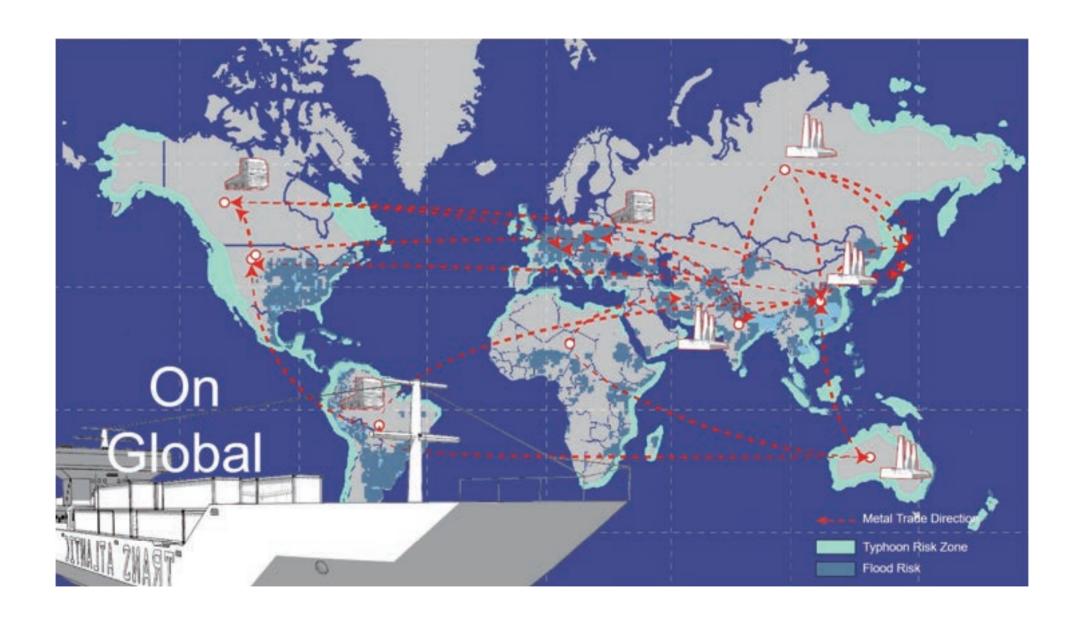
Fall 2023

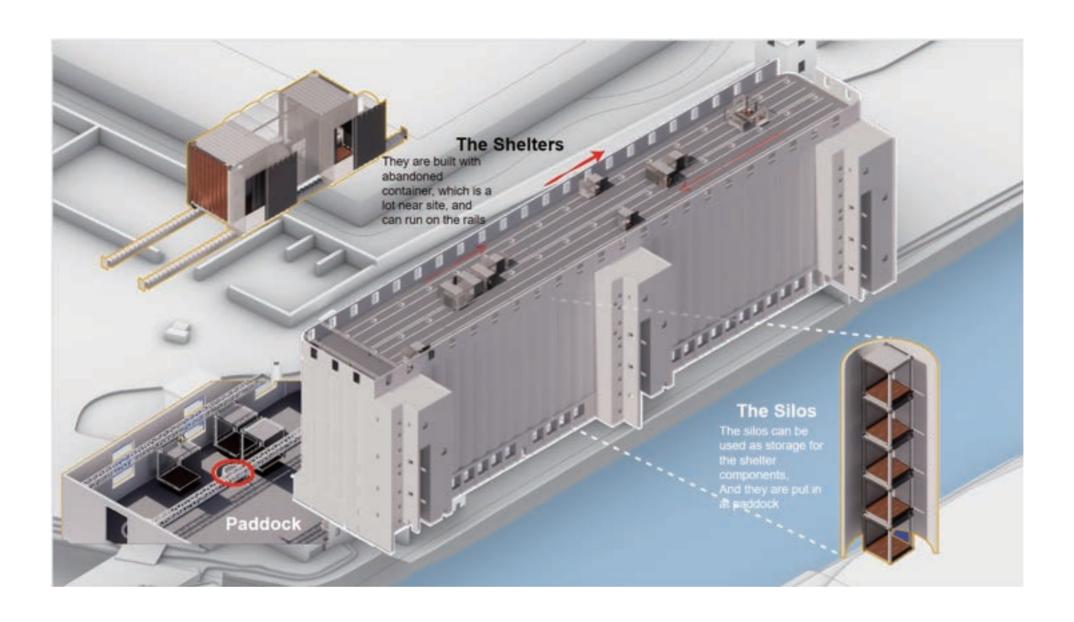
### Bobby Johnston & Ruth Mandl

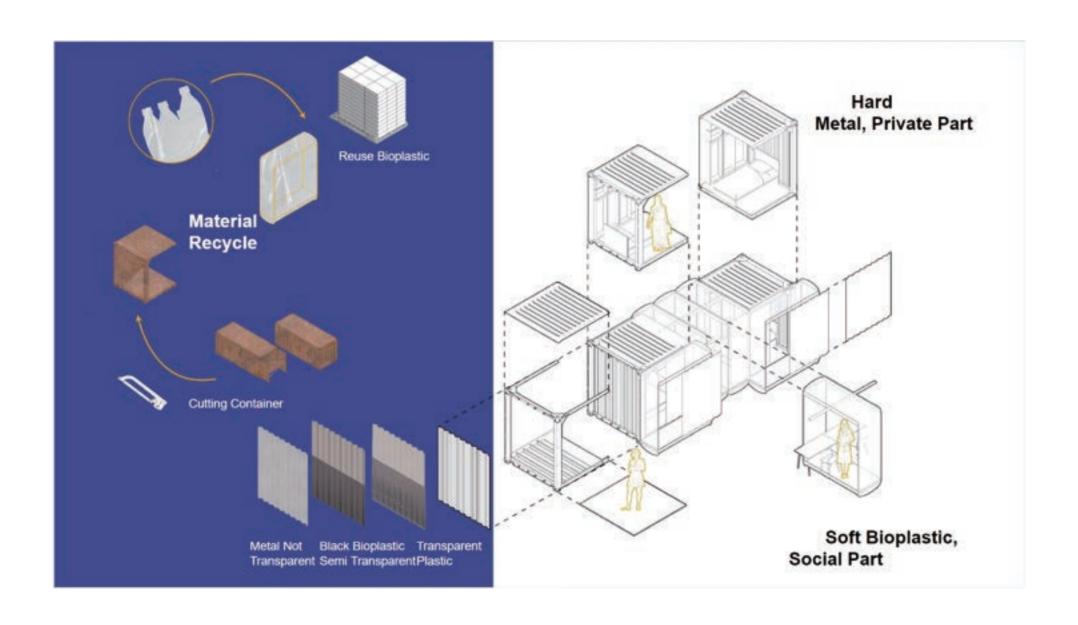
The site for this semester's design is the Red Hook Grain Terminal located in Brooklyn. As an abandoned silo industrial building, each of us will select a part of this building and redesign it to give it new functions. In the preliminary research, I became interested in the harm of rising sea levels and floods caused by hurricanes to surrounding communities. Therefore, I selected the top floor of the Grain Terminal and designed it as a shelter for residents in the surrounding community. In order to provide residents with a community experience while taking refuge, I will place units made from recycled containers on tracks that can be moved and combined into different spaces.

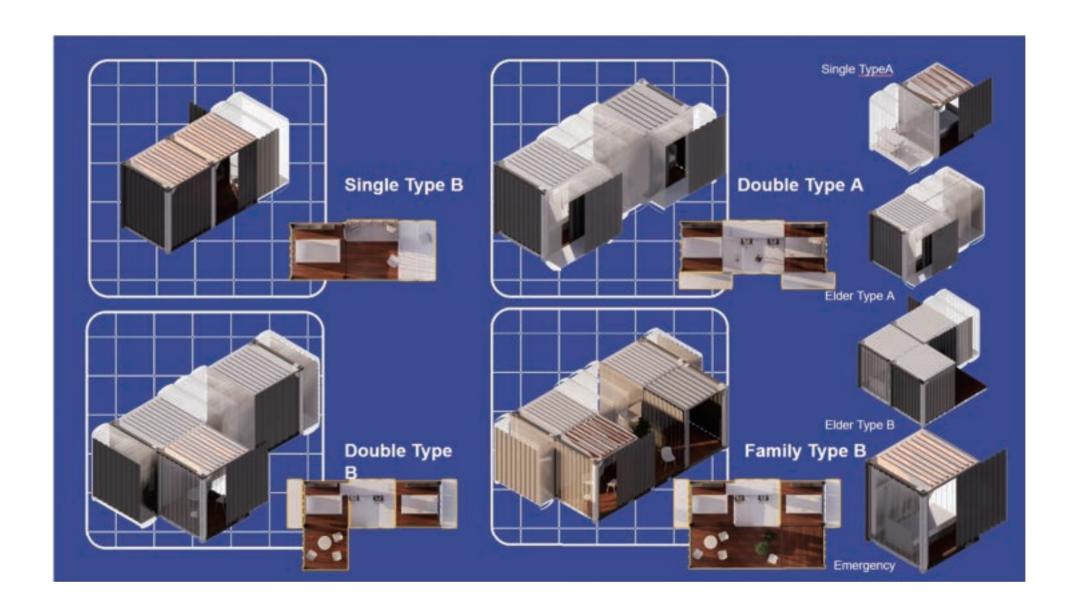




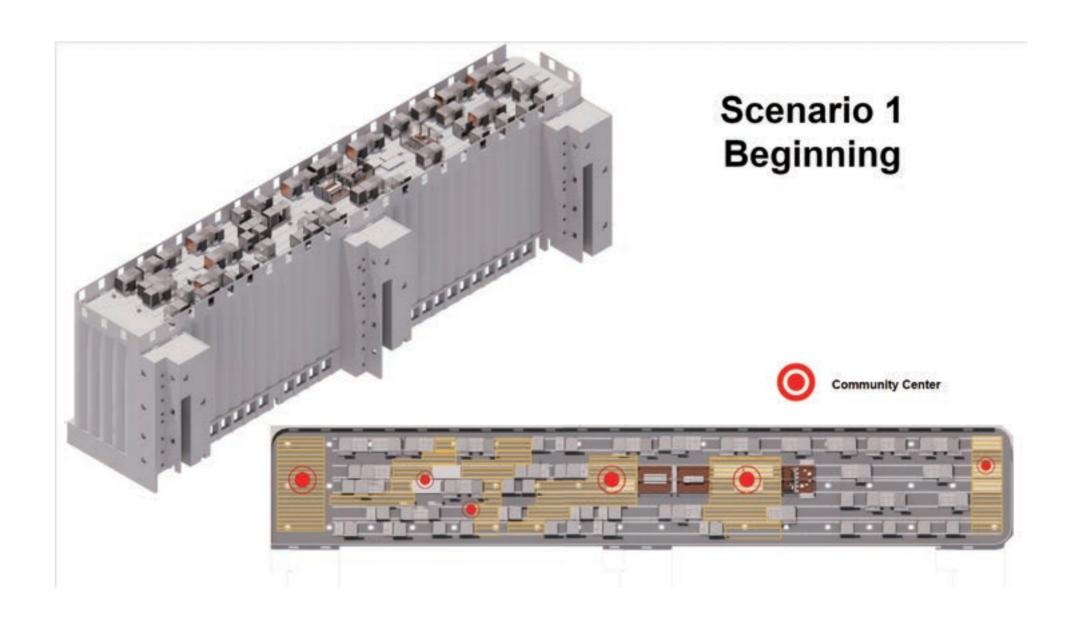




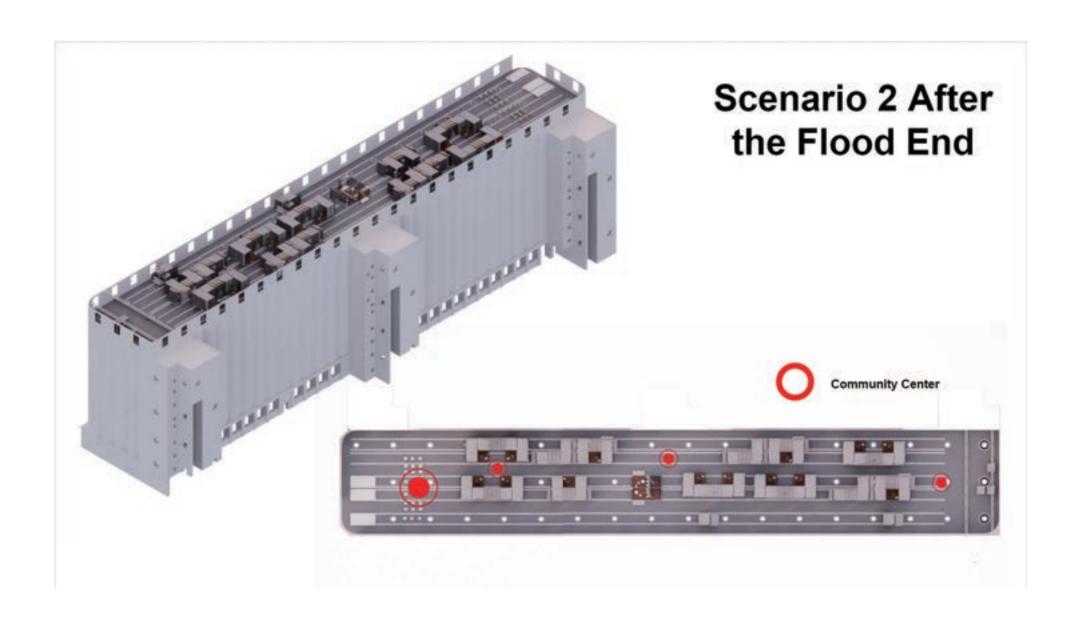










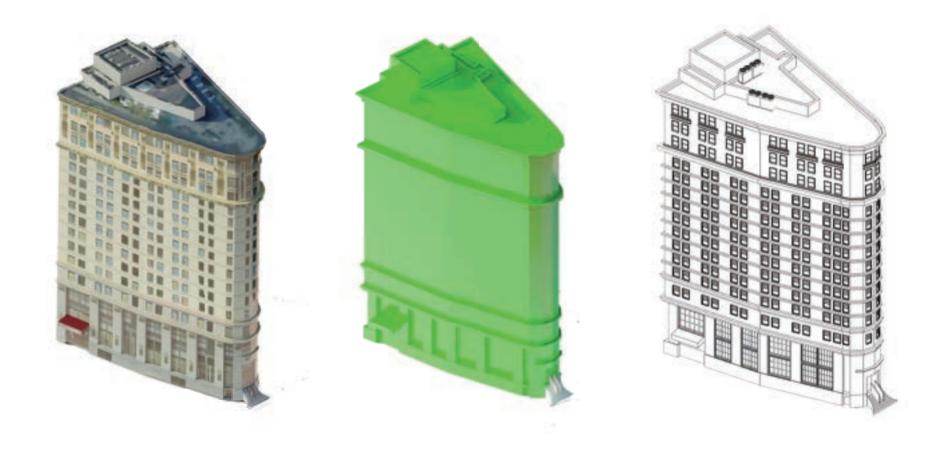


# Lost in Translation

Summer 2023

### Michiel Helbig &Corneel Cannaerts

In this semester's studio, we studied the history of how humans created a virtual Second earth in the Internet era. In this process, everything we can perceive in the physical world is faithfully or artistically transformed into virtual property. Before the mid-term, we discussed as a group various ways of translation in this process. And for final, we each chose a building in Manhattan as our own base and designed different versions for different virtual map modes as imagined for future scenarios.



Google Map Version Green Screen Version Physical Version



Real Estate Version Market Version Virtual Estate Version







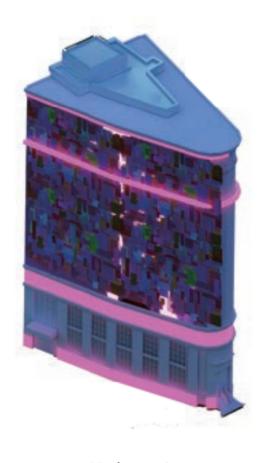


Community Emoji Version

App Version

Commercial Version







Yelp Version

Tinder Version

Discord Version

# Lost Horizon

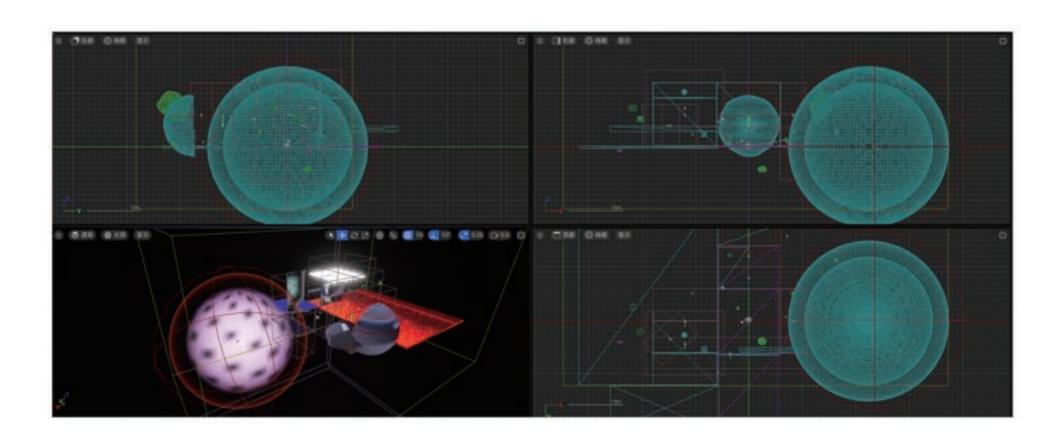
Spring 2024

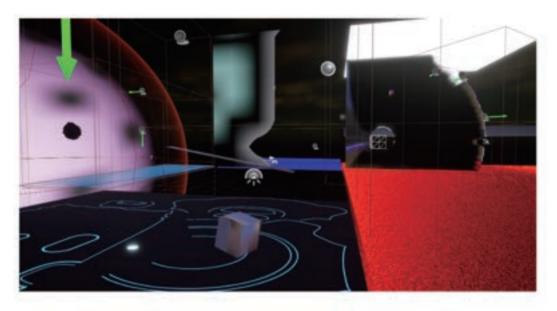
Virtual Architecture by Nitzan Bartov

Collaborated with Wenxi Zhang & Shiyu Qiu

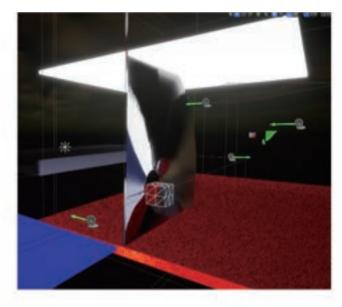
This class is all about constructing a virtual space with different interaction method from physical world.

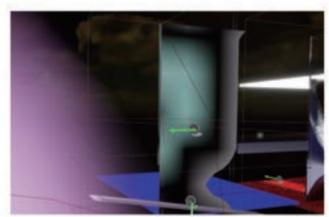
We learned how to use UE5 engine and created a world with chaotic gravity.











# **Emolink**

Fall 2023

Spatial UX by Violet Whitney

Collaborated with Yao Xiao & Sharon Kang

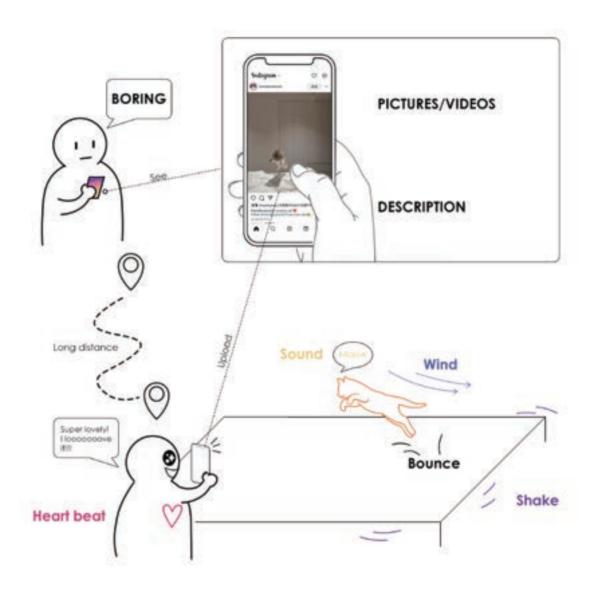
In this time of social media, we are gradually losing our ability to perceive emotions. We can see others' post on instagram, but can not share their feeling. We don't know how to react.

Through IFTTT and Javatranscript, we tried to create adevice that can form an atmosphere where people can share emotions.

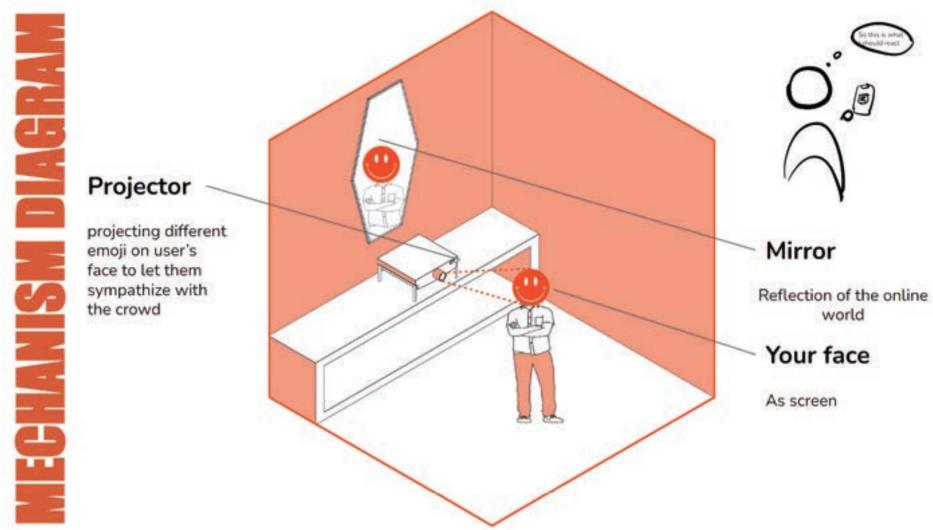
- Add in a new function that connects Instagram to our real life locations, taking the "sharing" experience one step further
- When the user are in the physical world, they can see all other post published in adjacent locations
- User can see where their friends had recently been to

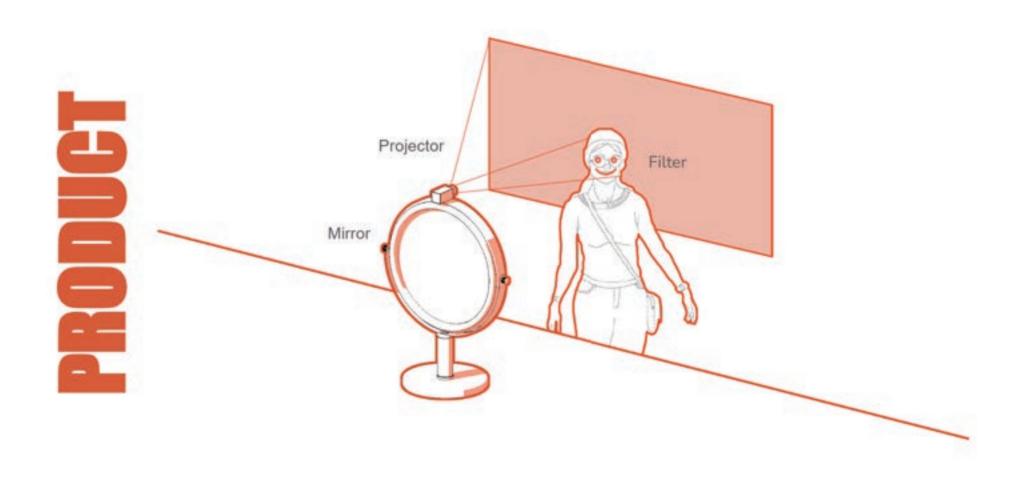






# MECHANIS





# FUTURE PROSPECT

