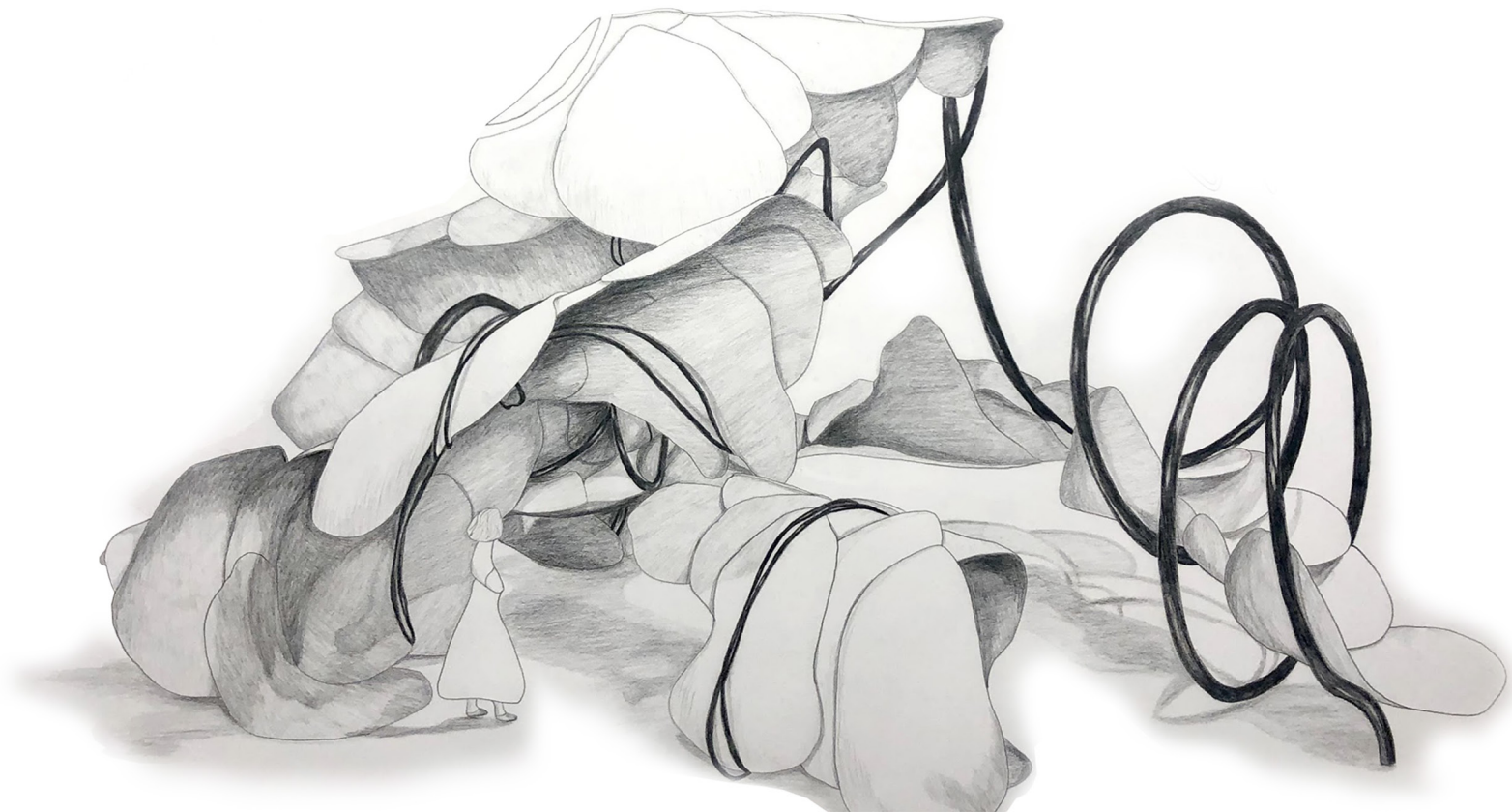


A SOCIALIST
NEAR-DISTANT
FUTURE

KRISTIANNE SIMEON



SOCIALISM is a world of limits,
but that doesn't mean it can't also be a
world of freedom . . .



CONTENTS

THE FUTURE	2
REPOSITORY	12
PROCESS SKETCHES	15
PORTAL	21
PROCESSION	23
THE EXHIBITS	31
THE MODEL	35

THE (FUTURE) WORLD AS WE KNOW IT

In this socialist future, the degradation of the environment will cause severe volatility in the weather. Because of this and a compounding problem with the scarcity of resources, there are only certain pockets of the earth that are habitable at any given point of time. Humans must adopt a sense of flexibility in order to survive and become nomadic futurists, perpetually migrating and adjusting to new environments. Cities and villages are temporary, adaptable, and easily constructed and deconstructed with the efficient use of technology. And structures are made of materials that can harvest energy and efficiently distribute them. As a result, resources are only used when needed. Nothing is wasted.



THE CITY



HEALTHCARE



BUYING & SELLING

HEALTHCARE

Medical facilities will have the ability to hover to different altitudes allowing for maximal exposure to sunlight and views of nature in order to encourage respite and healing.

BUYING & SELLING

Small retail pods can be deployed as necessary to surrounding urban villages, minimizing waste and increasing efficiency.

TRAVEL & LEISURE

Buildings have the capability to reflect the surrounding environment, allowing for structures to seamlessly disappear into the landscape. These leisure spaces are programmed with different fantastical destination sequences allowing for limitless travel explorations.

WORK

Problem-solving jobs become a crucial factor in maintaining the successful functioning of this future world. By utilizing the idea of sensory deprivation in order to minimize distraction and maximize the potential of deep thought, teams of people are able to efficiently work together in float rooms comprised of virtual environments with limitless resources in order to solve problems in half the time needed.

ARCHIVE & DISPLAY

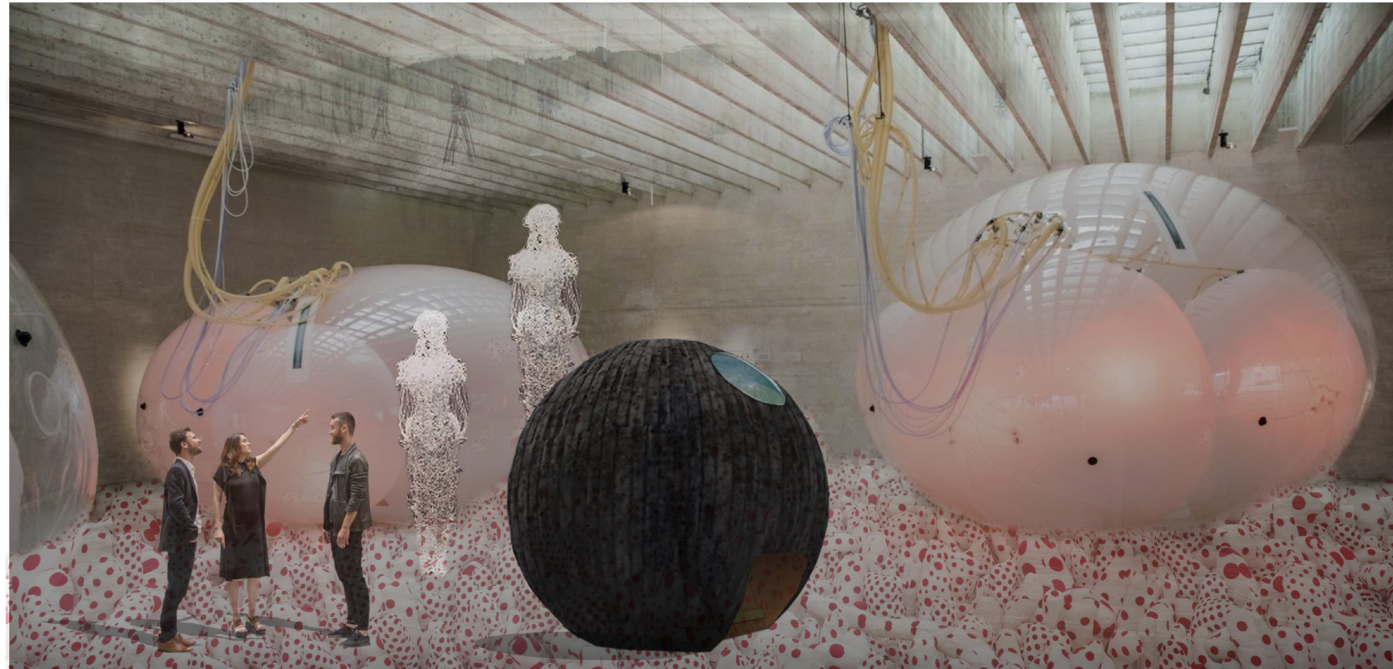
Interactive exhibitions become a central idea for display in the future. These immersive experience are designed to create strong memories and connections between user and content. Striking forms with wondrous architectural and sculptural elements will dominate and complement spaces to create an interdisciplinary hybrid of art, design, and entertainment.



TRAVEL & LEISURE



WORK



ARCHIVE & DISPLAY

THE REPOSITORY

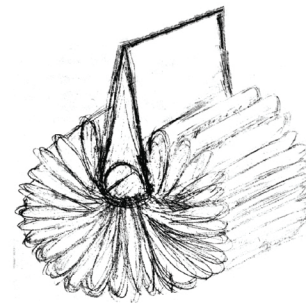
Although in the future cities and villages are temporary, fleeting, and easily deconstructed, there are permanent structures that exist. These structures are called Repositories scattered around the world in desolate sectors. They contain valuable things related to human history, culture, and society. These Repositories are difficult to find and require quite a deal of travel to get to them. This book highlights one single repository that holds the last silk materials in existence.



PROCESS SKETCHES

The design was driven by specific words that forwarded the process. Balance, skin, texture, warping, bending, folding, repetition, layering, playfulness, and curvilinear lines all played an important part in shaping the space.







PORTAL

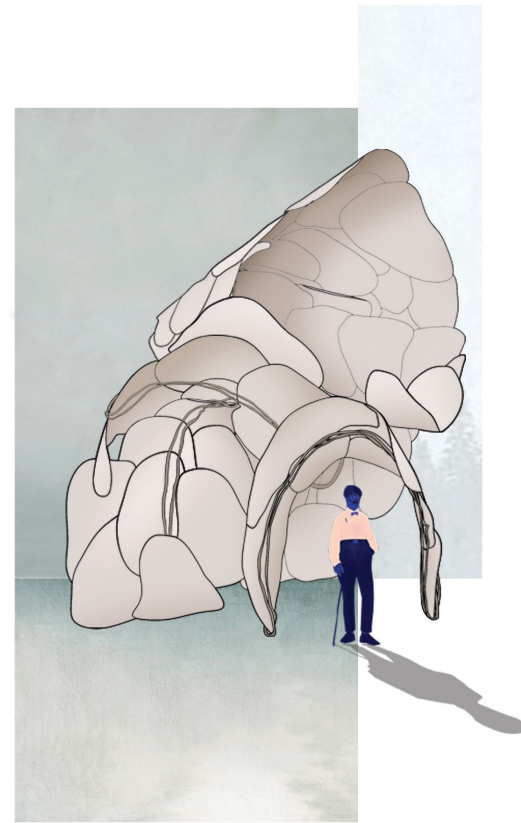
The intention of the design for the portal was for the user to be immersed in the space--the material to be parted, walked into, through, and among. It was designed to force the user to come in direct contact with the silk material, and in so doing, this enveloping silk canopy enhances sole focus on the tactile sensation. By meandering through the portal, the user would leave the journey behind and emerge on the other side where the rest of the repository structure would reveal itself to the user. Moving through the portal would activate the presence of the repository which would be otherwise cloaked.



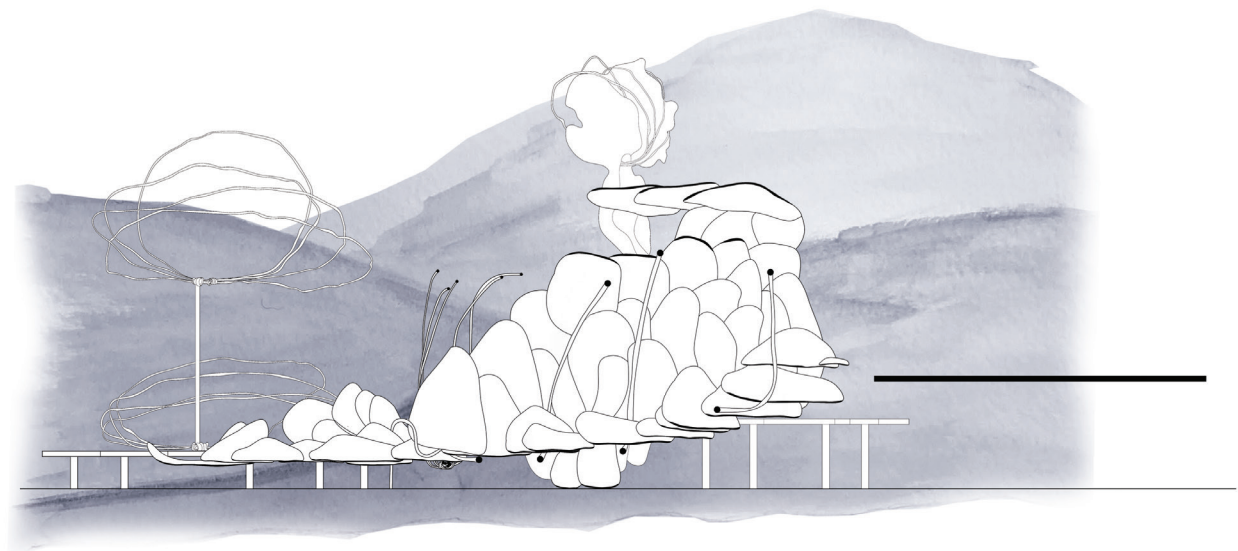
PROCESSION

Procession was an amalgamation of sweeping, soaring, and folding ceiling planes comprised of petal forms. Procession anchors the space and echoes the unraveling of silk in its vortex nature. It is the primary walkway to explore the space and gain access to the different exhibit sites.



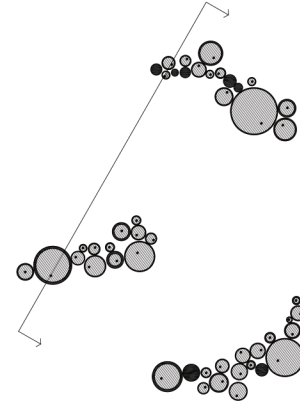
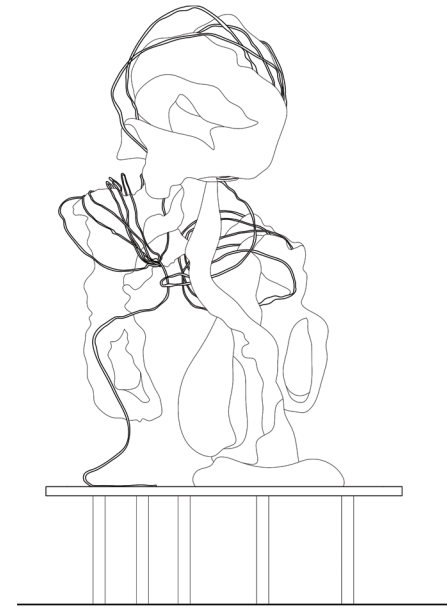
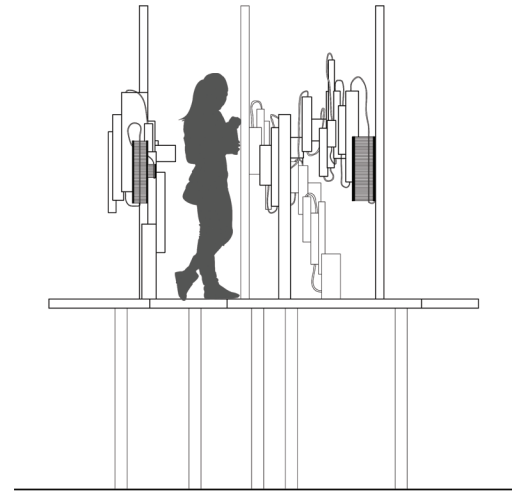
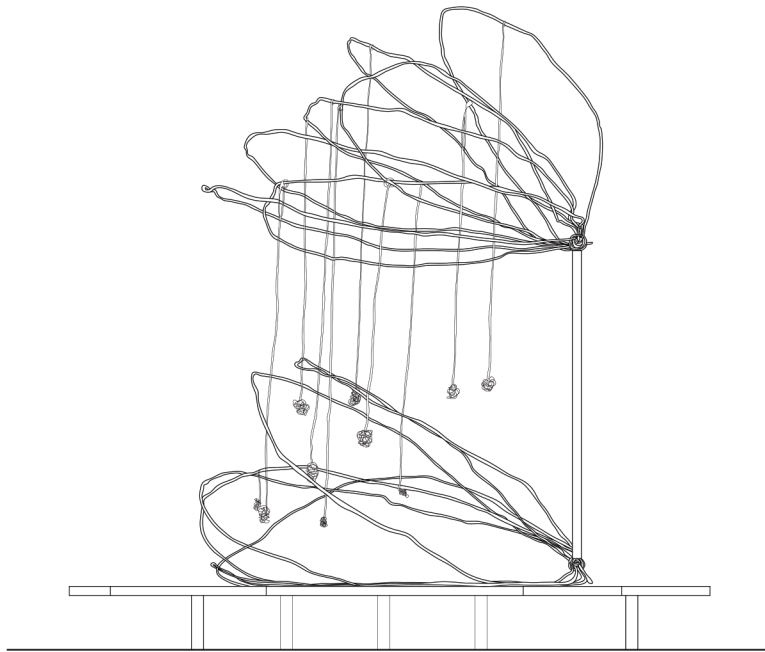






THE EXHIBITS

Each exhibit highlights silk in a different way. The Light Exhibit is comprised of silk optical fibers that glow when a user completes the circuit. The Sound Exhibit is both archival and display, showcasing the ability of silk to produce sound. The cylindrical metal tubes amplify the sound as the user pulls and tugs onto the snaking line of silk woven throughout the exhibit. The Tensile Strength Exhibit shows the strength of the material, allowing the user to climb into the cocoon-like formations.





THE MODEL



