



trans-forming

The concept of project 'trans-forming' comes from the symbol of Lingyunli community - paper cranes. This design aims to be a concierge, a hint of the forthcoming paper crane elements in the whole space.

Our team read the assigned site as a lingering space, a space for traversing. Thus, we hope our design is able to bring dynamism into the community, by making it memorable and playful.

This design consists of five geometric pieces made of neon light, along with five embedded slots in the ground. Each piece was developed based on the paper crane shapes.

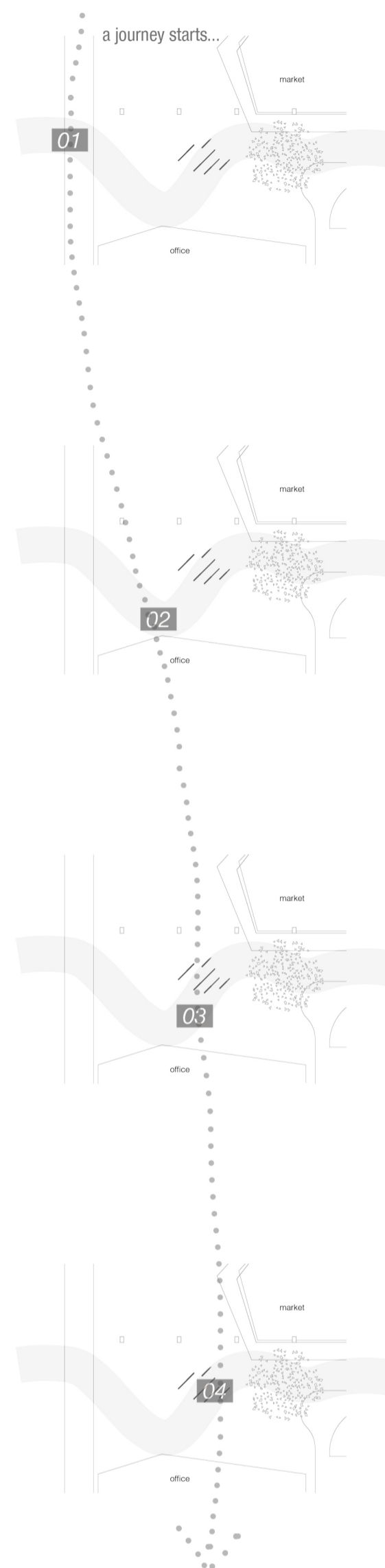
There are two stages in project 'trans-forming'. The first one happens in the daytime, read as trans-*'forming'*, where the interaction happens when visitors' walking. As they move closer or farther, once they are on the focal point, the complete paper crane shape can be seen. Otherwise, viewers will only see random broken pieces. It is a playful process for visitors to find the focal angle, and explore the designed structure.

The second stage happens at night - *'trans'*-forming. While people walking through and stepping on the built-in sensing slots, they will surprisingly see the neon tube next to them getting brighter. At this moment, the interaction is achieved by introducing sensors and human activities.

It has been a controversial issue over whether design can be 'literal' or 'representative'. By doing this project, our team would like to say that, there is nothing wrong to be literal at first, however, it is important to iterate and develop, to make it a good design finally.

at night: *trans*-forming

in daytime: trans-*forming*

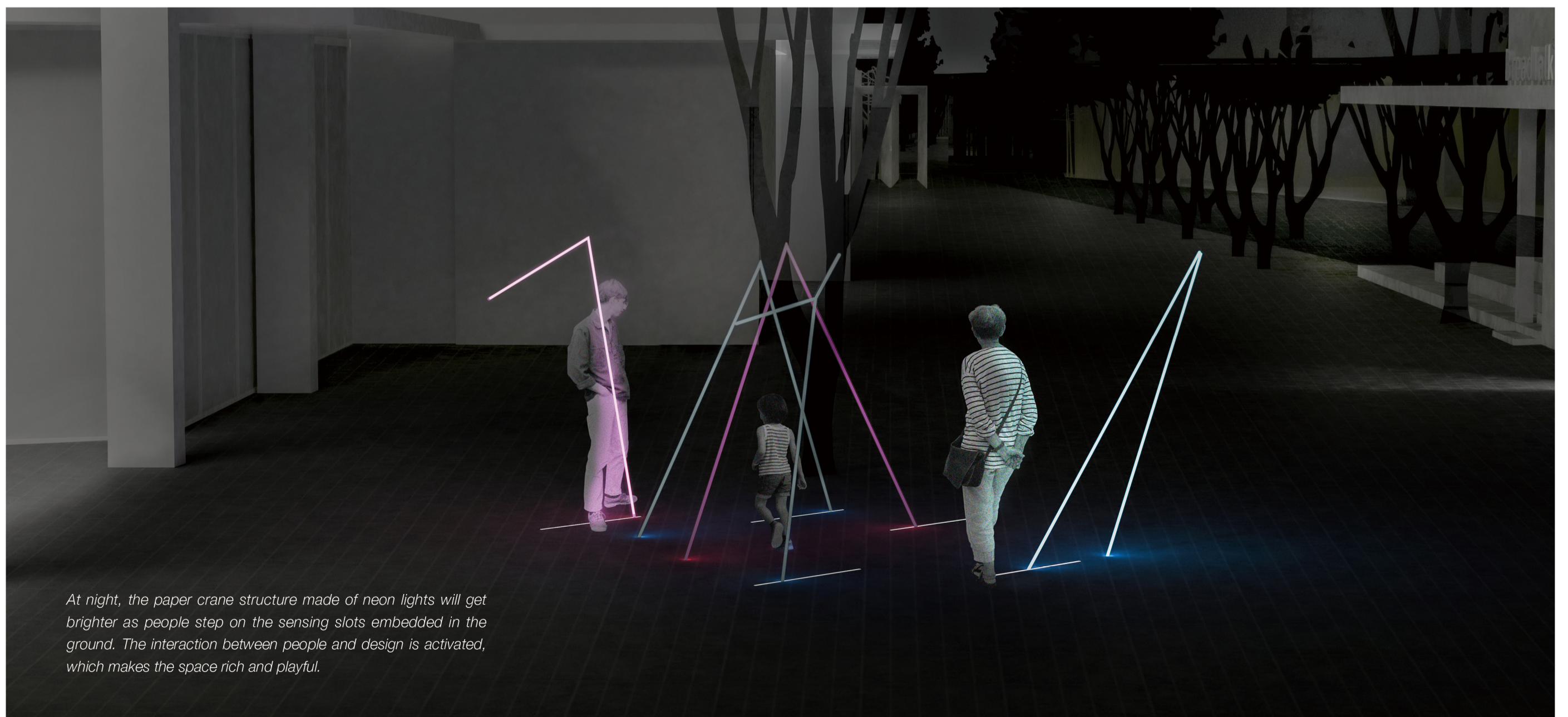
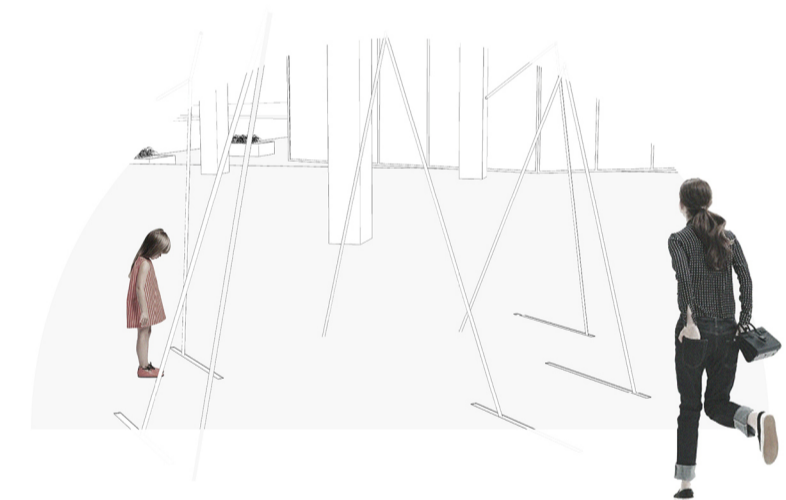
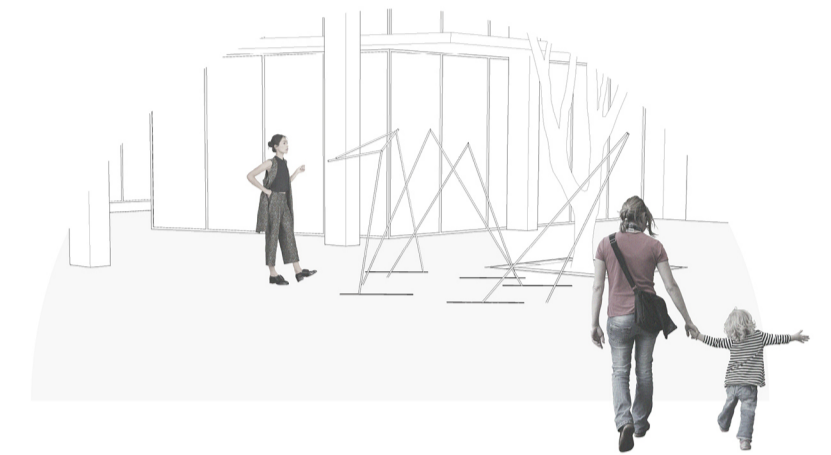


At first glance, this design is made up of a series of minimal geometric structures.

As visitors approaching it, they will surprisingly find that at one focal point, these seemingly random arranged shapes transform into a paper crane.

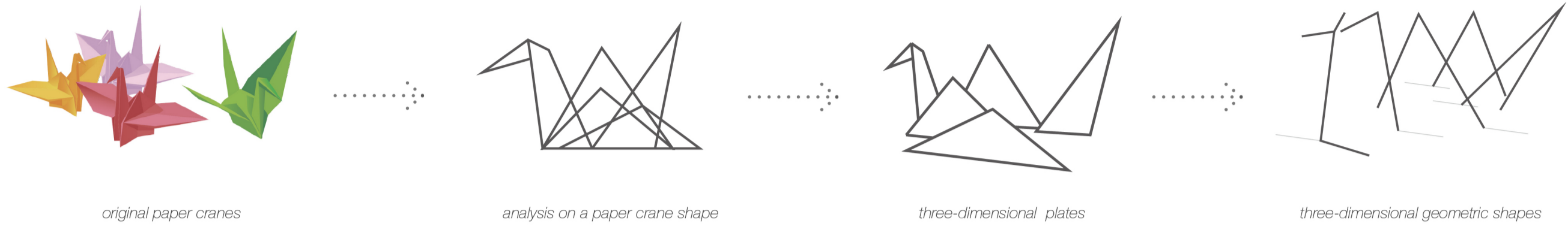
This is a walk-through design for visitors. At specific angles, the gaps between each geometric shapes invite visitors to traverse.

As visitors walk inside the structure, the experience of the entire design transforms again.



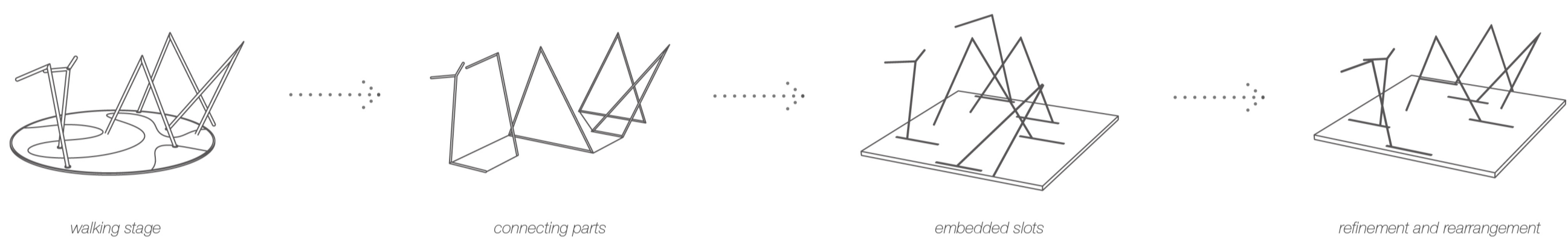
At night, the paper crane structure made of neon lights will get brighter as people step on the sensing slots embedded in the ground. The interaction between people and design is activated, which makes the space rich and playful.

concept development - *paper cranes*



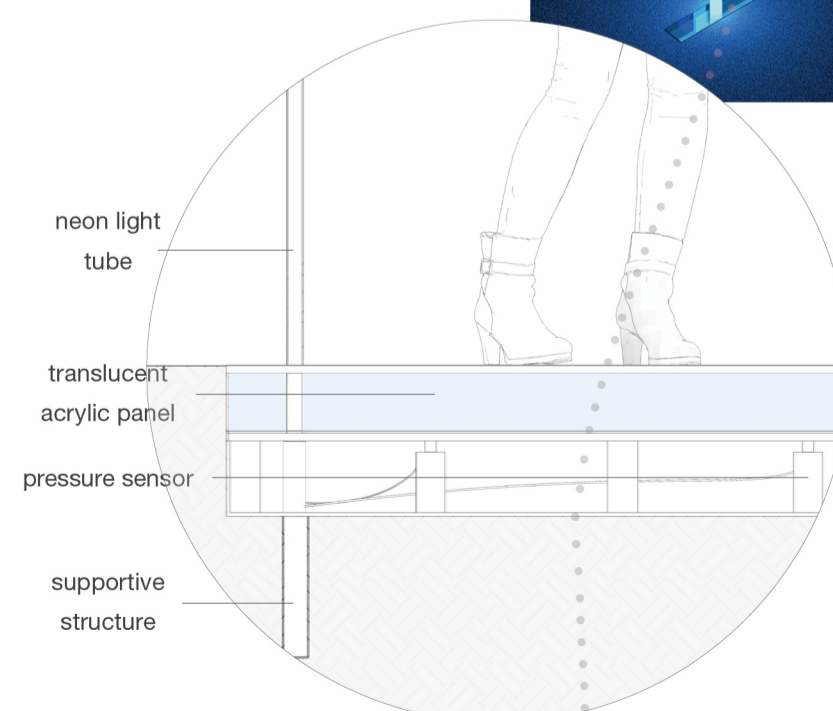
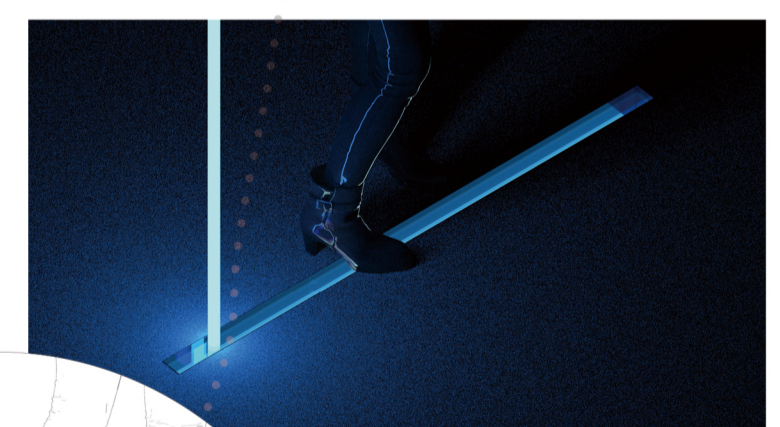
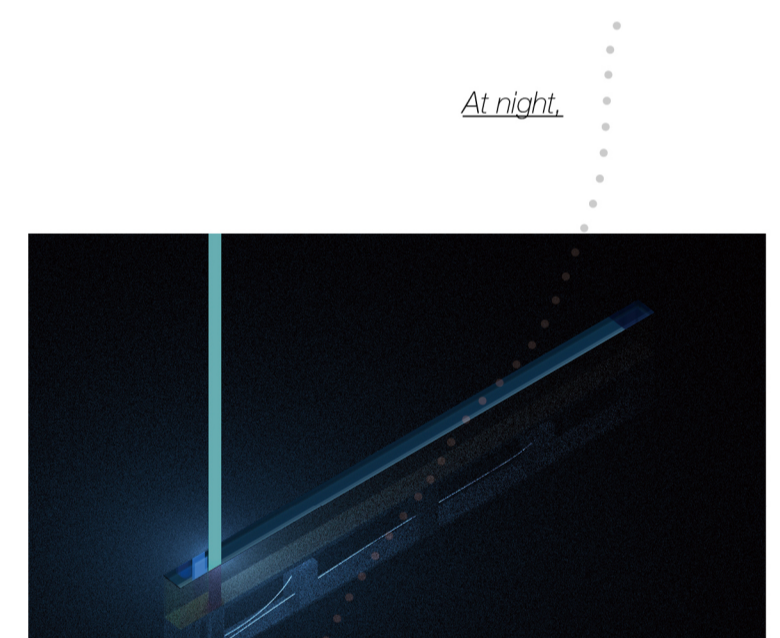
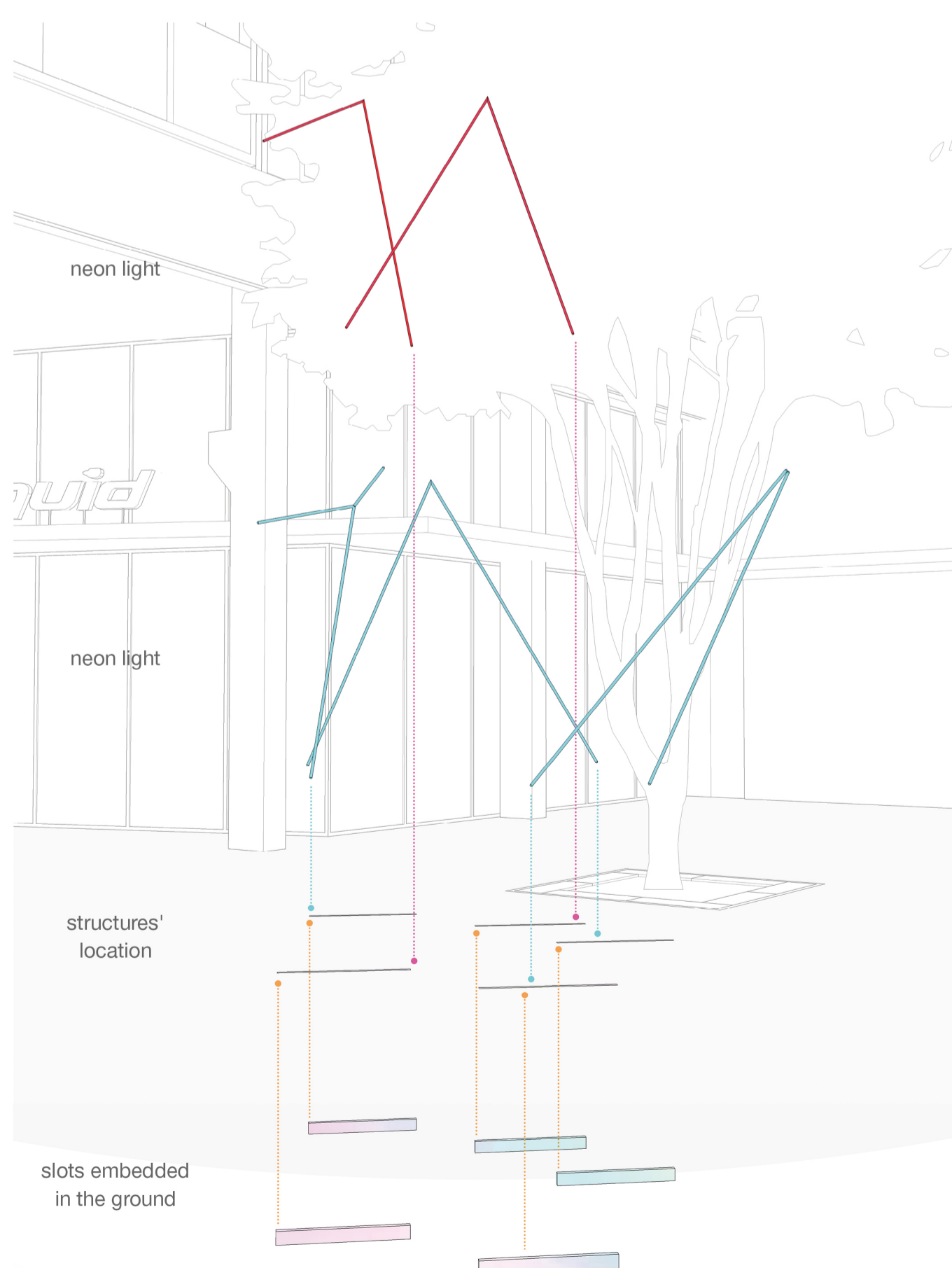
The concept of project 'transforming' is largely based on the key idea - paper cranes. Our design started with studying the structure of the original paper crane, which led to a simplified analysis of its shape. To make it become a habitable installation, we tried to make it three-dimensionally, by testing it into plates and minimal geometric shapes.

design process - *finalizing the structure*



In order to achieve the effect that - the complete paper crane can only be seen when viewed at certain angles, we have tested a series of arrangements, sizes, scales, and gaps between each piece. We also considered the way to bring another kind of interaction, especially when people walking through the ground. Ideas of the stage, connecting parts, slots have been tested and developed.

final-design analysis



At night,

when a person steps on the acrylic slot,

the embedded sensor will receive a signal that activates the neon-light-made geometric structure to be brighter.