

“Setting Sun No. 6”

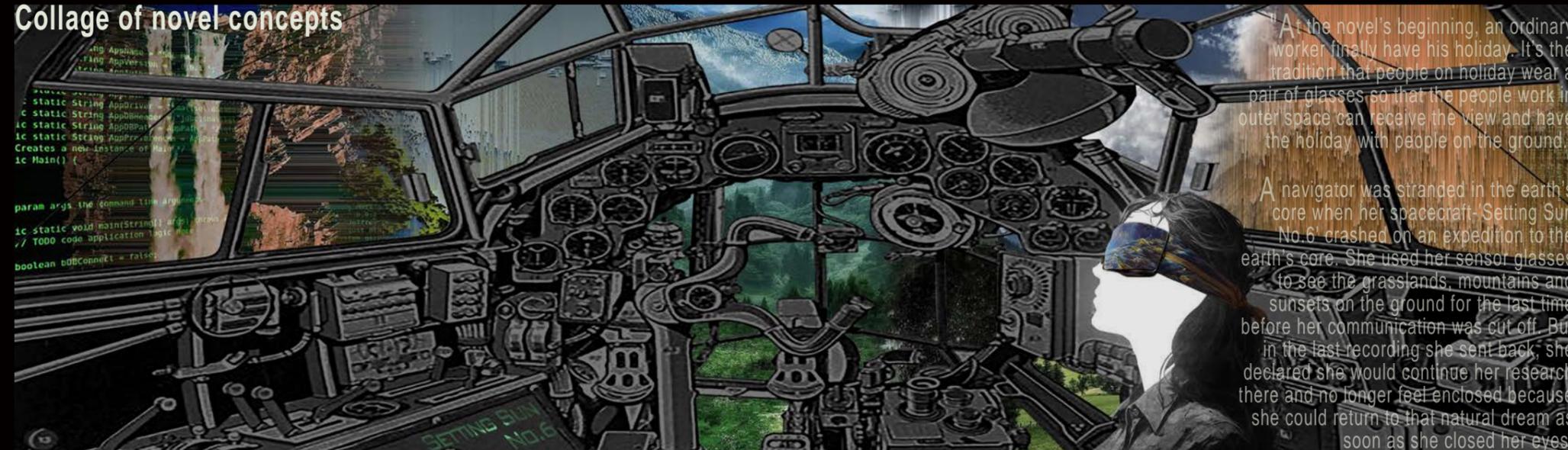
- An outdoor specialist shop based on the novel *With Her Eyes*

“In the post-pandemic era, both the lockdown and the fast-paced life as social parts have trapped people in the city of concrete and steel. People are resistant to this situation, and they are, to a certain extent, in tune with the navigator’s mind in the novel. The novel 'With Her Eyes' takes the absolute enclosed space of death as the first experience, contrasting that people on the ground have lost the ability to see

green in a grey world, and the people under the ground long for the last glare of green in a grey world. Thus, as a vehicle for modern people to realize their dream of nature, the outdoor store used the navigator’s dream as a spatial clue to explore the spiritual needs of people in their enclosed state. The old spaces in the city are transformed, and new uses are proposed to study their spatial potential.”



Collage of novel concepts

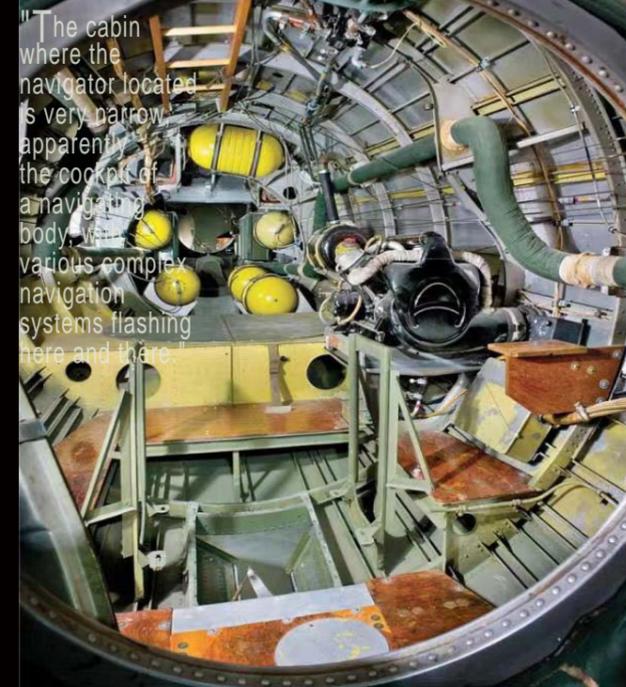


"At the novel's beginning, an ordinary worker finally have his holiday. It's the tradition that people on holiday wear a pair of glasses so that the people work in outer space can receive the view and have the holiday with people on the ground."

A navigator was stranded in the earth's core when her spacecraft-'Setting Sun No.6' crashed on an expedition to the earth's core. She used her sensor glasses to see the grasslands, mountains and sunsets on the ground for the last time before her communication was cut off. But in the last recording she sent back, she declared she would continue her research there and no longer feel enclosed because she could return to that natural dream as soon as she closed her eyes.

Imagination of engine room

"The cabin where the navigator located is very narrow, apparently, the cockpit of a navigating body, with various complex navigation systems flashing here and there."

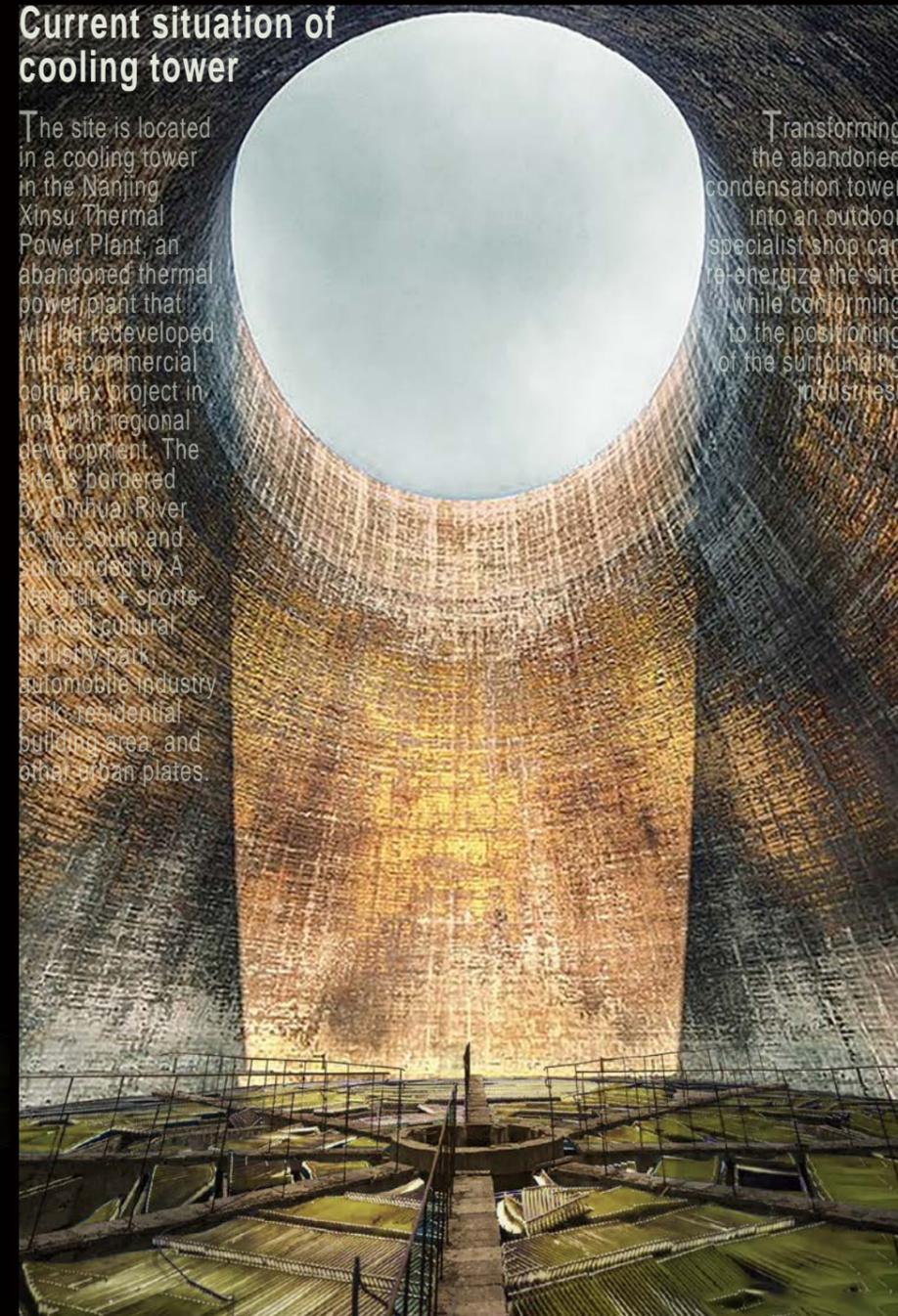


Novel's story line analysis diagram



Current situation of cooling tower

The site is located in a cooling tower in the Nanjing Xinsu Thermal Power Plant, an abandoned thermal power plant that will be redeveloped into a commercial complex project in line with regional development. The site is bordered by Qinhuai River to the south and surrounded by A-level culture + sports theme cultural industry park, automobile industry park, residential building area, and other urban plates.



Transforming the abandoned condensation tower into an outdoor specialist shop can re-energize the site while conforming to the positioning of the surrounding industries.

Site analysis

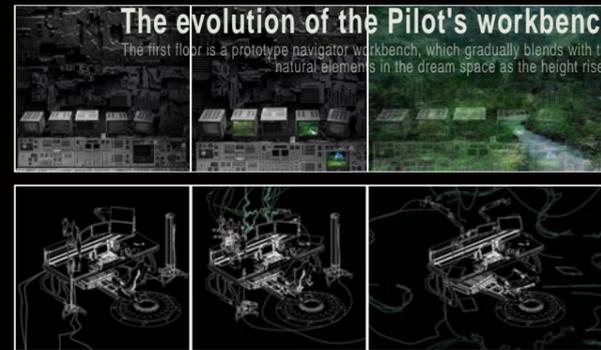


- ① Cooling Tower
- ② Old industrial area - Future creative Park
- ③ Residential Area
- ④ Cultural Industry Quarter
- ⑤ Qin Huai River

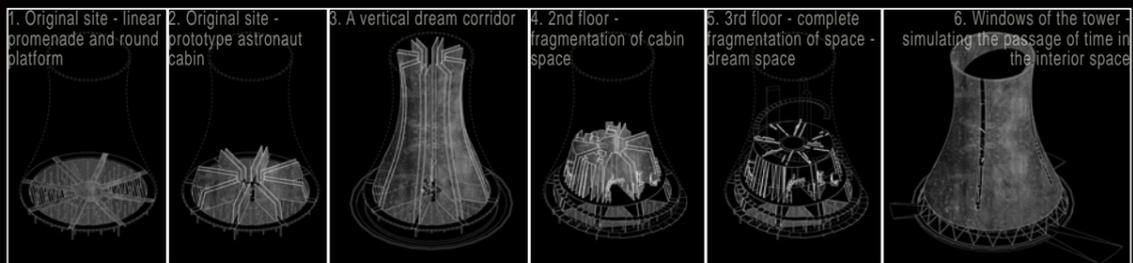


The evolution of the Pilot's workbench

The first floor is a prototype navigator workbench, which gradually blends with the natural elements in the dream space as the height rises.



Scheme Generation



- 1. Original site - linear promenade and round platform
- 2. Original site - prototype astronaut cabin
- 3. A vertical dream corridor
- 4. 2nd floor - fragmentation of cabin space
- 5. 3rd floor - complete fragmentation of space - dream space
- 6. Windows of the tower - simulating the passage of time in the interior space

Analysis of spatial composition

Navigator's dream taken as the spatial clue for the shop, the space of the cooling tower is like a vertical dream corridor, connecting dream and reality, and each floor is a slice of the dream. Built with the enclosed cabin as a spatial prototype, each floor increases in height floor by floor. The bottom is a real cabin scene, and the higher up, the scene is stretched into abstract images, signifying the establishment of a dream world.

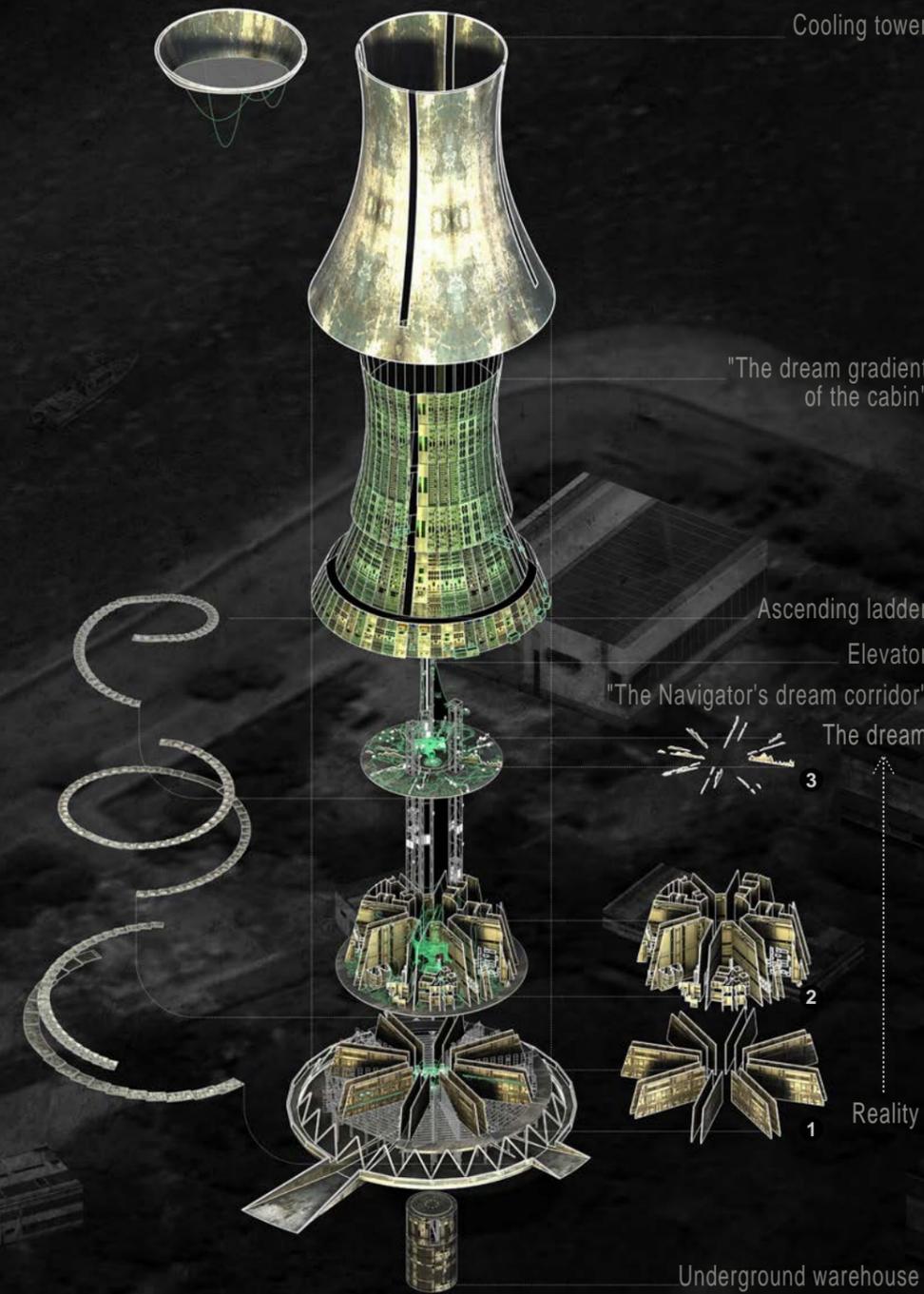
Scene plot -- "Fall into the dream."

The navigator falls into a deep dream world as if he has returned to the natural world.

The navigator drifts into a dream world, dreaming of the natural scenes he saw earlier through his sensor eyes.

The navigator is trapped in a closed cabin in the heart of the earth.

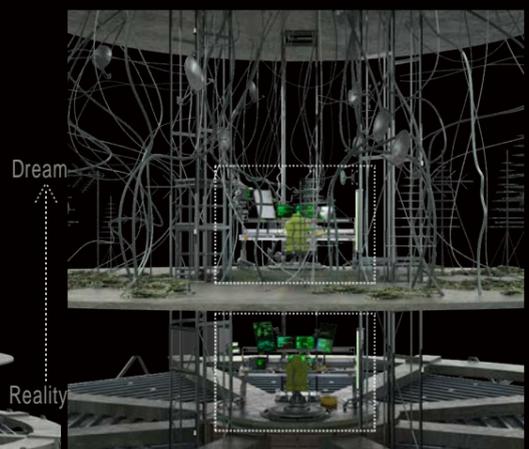
Aerial view of the interior



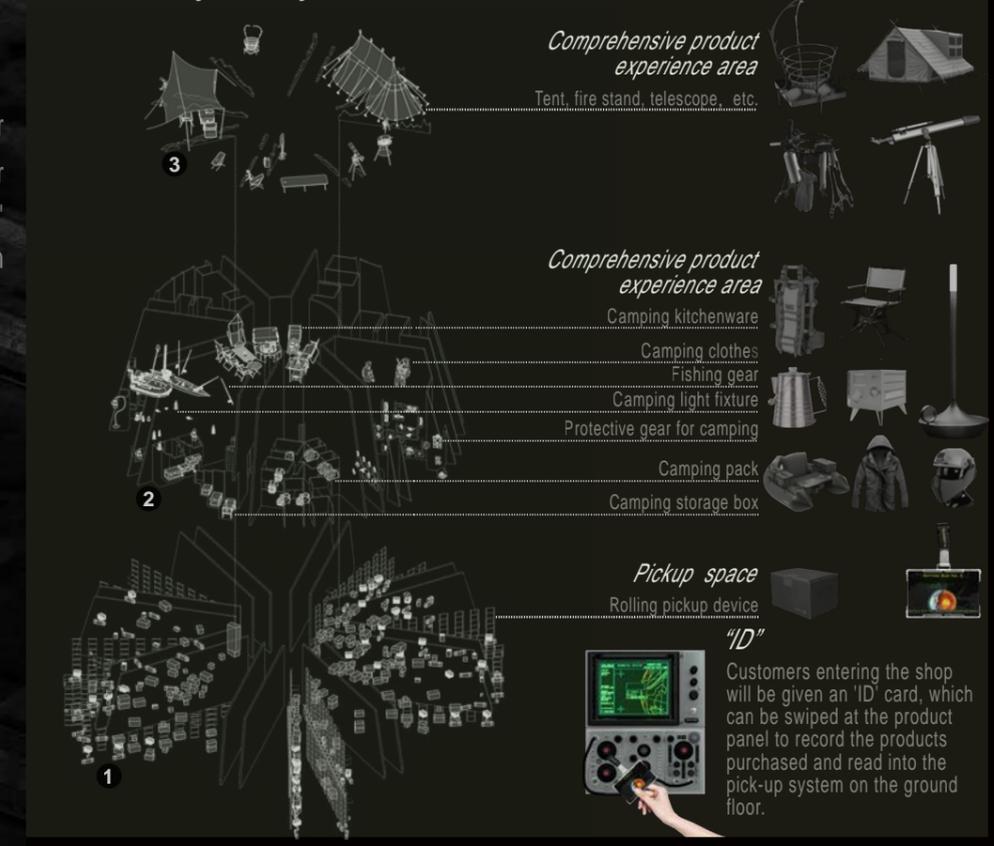
Spatial signal Display

Workbench integrated into the natural space of the dream.

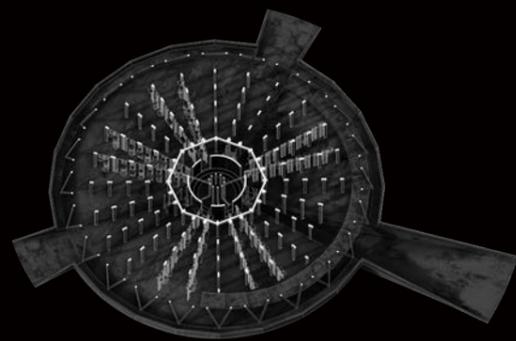
Prototype of the navigator workbench.



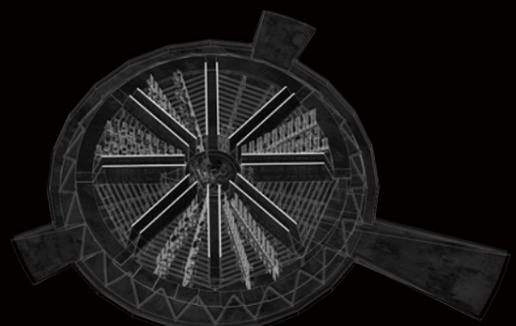
Commodity Analysis



Ground floor plan



Automated delivery systems are set up around the central podium, docking with the central warehouse to pick up products and deliver them to customers. The continuous delivery of products acts as a wall constantly squeezed inwards, reflecting the oppressive reality of the enclosed cabin.

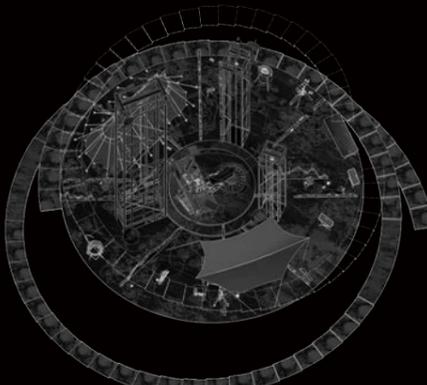


Second floor plan

Third floor plan



People experience and try out the products at the designated space fragments, and each product display area is equipped with automated tracks to transport products.



Fourth floor plan

Axonometric view of each level

The cabin space evolves from a wholly enclosed state to a free and open natural state.

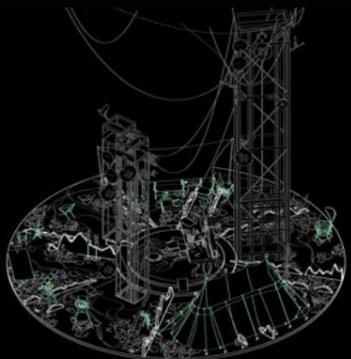
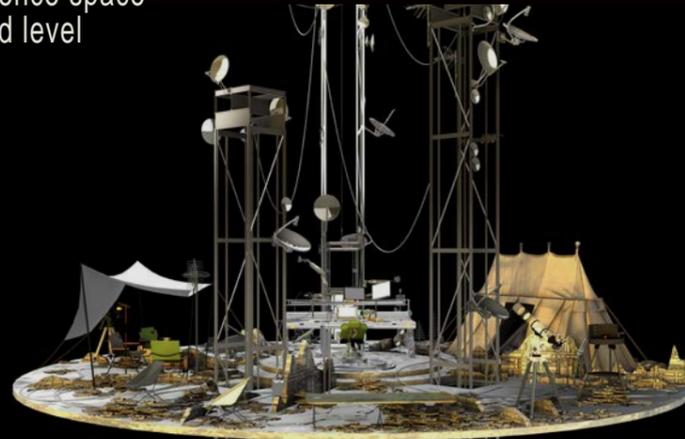
Operation mode of each level

The third floor is a fully open product experience space; The second floor is a semi-open experience space; The ground floor is a pick-up area.

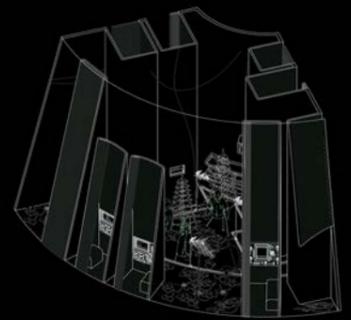
Scene display

Products are gradually integrated with the natural dreamscape scene.

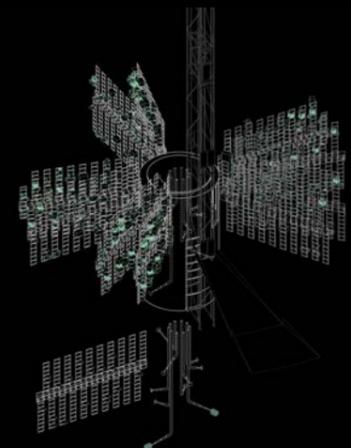
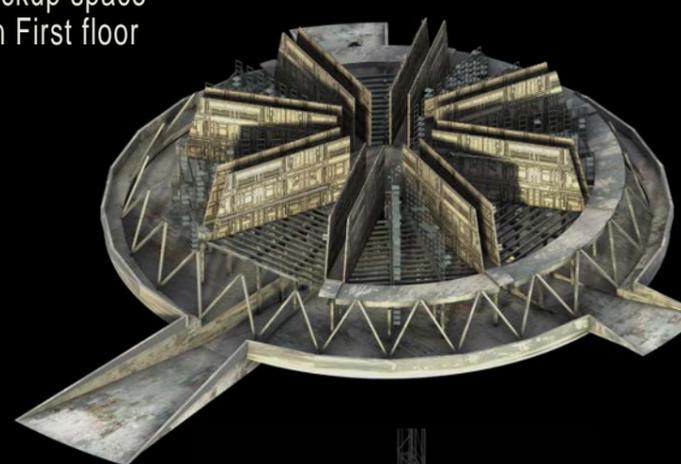
Experience space on third level

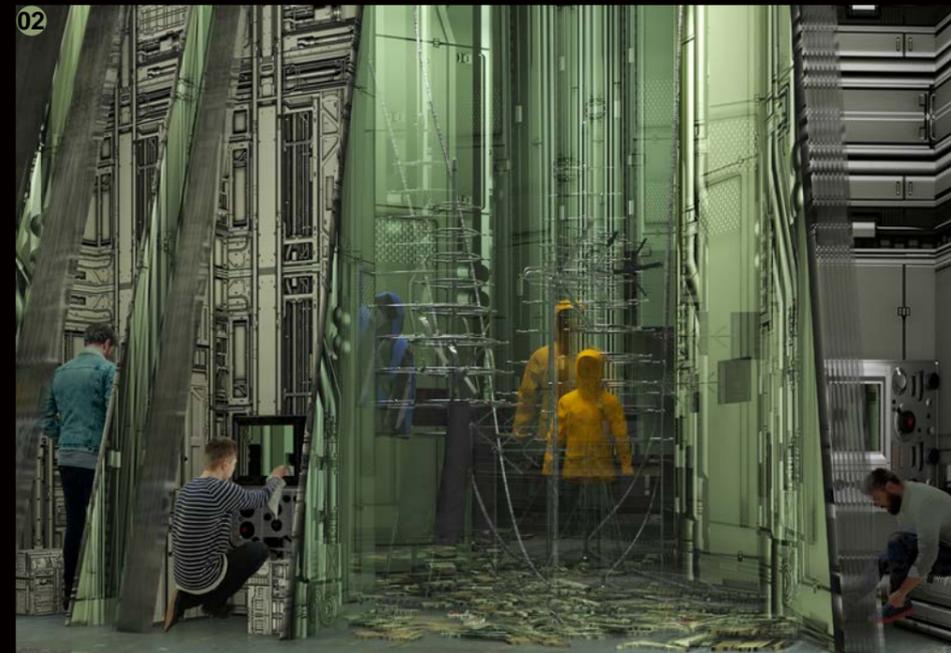


Experience space on second level



Pickup space on First floor





Effect picture of second level

The second-floor experience area has different experience spaces between the walls according to the type of products.

Setting the scene in chronological order to imitate the change of time in reality could give customers a more vivid experience.

- 01 Camping lighting experience area
- 02 Camping clothing experience area
- 03 Camping storage experience area
- 04 Camping bag experience area
- 05 Fishing gear experience area
- 06 Camping kitchenware experience area
- 07 Camping equipment experience area

Journey to shop



When entering the store, the customer will obtain an "ID", which can be swiped at the entrance.

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09 Effect picture of third level

A unrestricted product experience area.



Mechanical walls are broken as part of the natural scene.

