













# Design concept

The theme of this design is "Green and Unbounded", aiming at a vision of not setting limits on the environment and not damaging it. Advocate that "man and nature share the same root". The design concept starts from the "tree roots", and consists of three irregular walls, simulating the shape of annual rings, and incorporating the related elements of human fingerprints, so as to achieve the concept that man and nature are inseparable. When people enter the site, the natural environment full of vitality felt by the outermost layer gradually advances to the center, and the nature gradually declines, becoming cold and decadent, leaving only the dry trunk at the end. In the treatment of space, the higher the wall is, the narrower the space is, which makes people feel more depressed. Coupled with the setting of roadblocks, it is difficult to move forward. To sum up, it is used as a metaphor that since the industrial revolution, the relations of production have been improved, the productivity has been greatly increased, and the economy has developed unprecedentedly. However, at the same time, the previous self-purification ability of nature has also been broken, and environmental pollution has undergone a qualitative change and evolved into a global crisis that threatens the survival and development of human beings. This design reminds and warns people that if they blindly seek development, as shown in the design, it will be more and more difficult for human beings to survive, and at the end, the ecological environment will only be left with a dry shell. Therefore, while developing, we should not forget our "**Roots**".

# User analysis

			
<b>The elderly</b>	Bodybuilding	Take a walk	Rest
			
<b>Family</b>	Entertainment	Chat	Motion
			
<b>Children</b>	Entertainment	Motion	Study

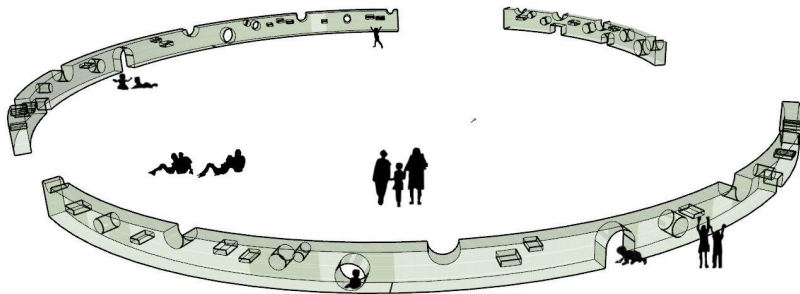
Most of the elderly enjoy flowers and leisure walks, and the venue also provides space for the elderly to take a fitness walk, so that the elderly and young people can participate in it together.

With the family as the core, there are also a few young couples who can talk and interact in the venue and experience the sense of game to find their roots.

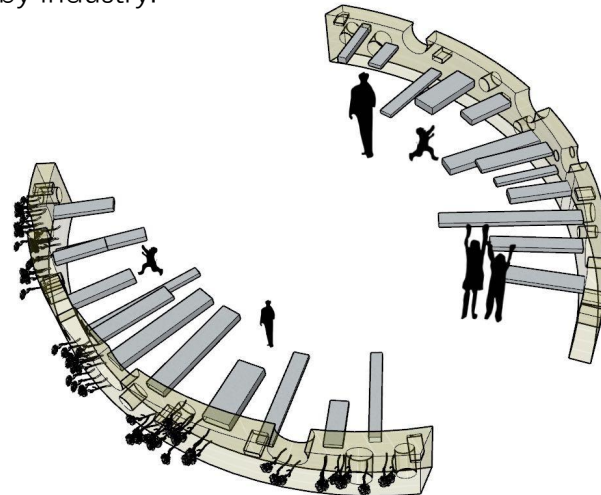
Children and teenagers mostly focus on entertainment and popular science education, and explore and entertain in the venue to stimulate their most essential inspiration and ideas.

# Experience space

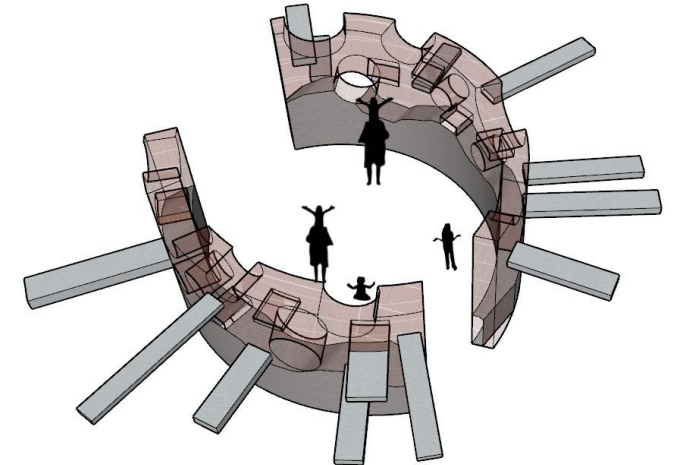
The first wall natural decline .

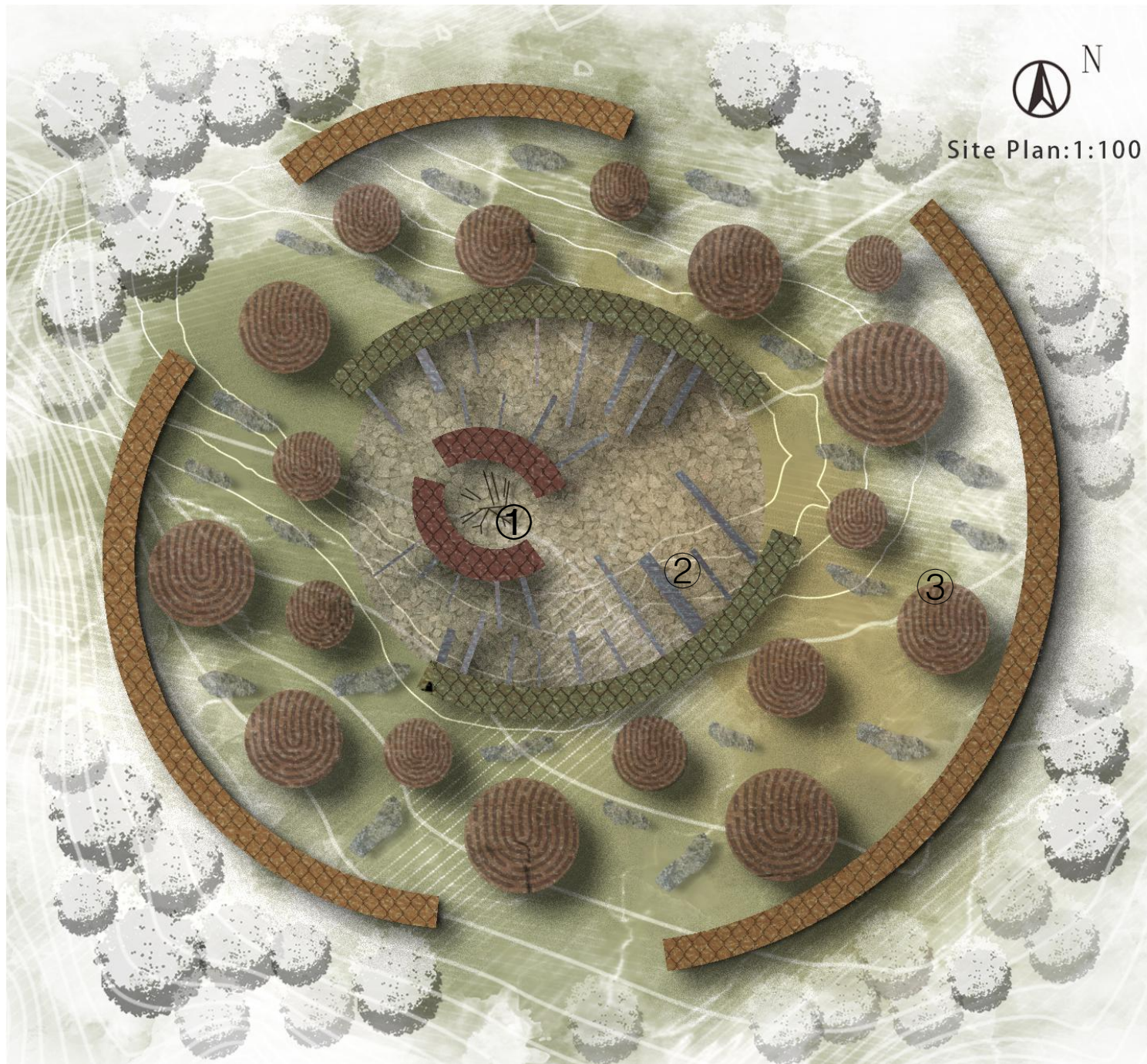


The second wall is naturally swallowed up by industry.



The third wall is naturally decadent.

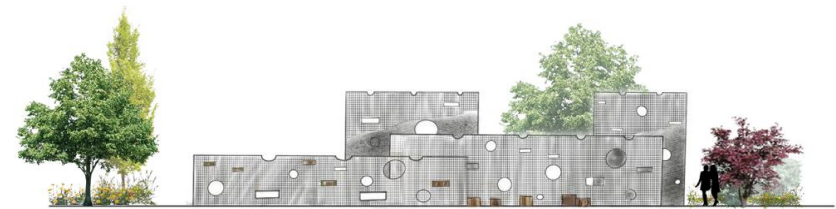




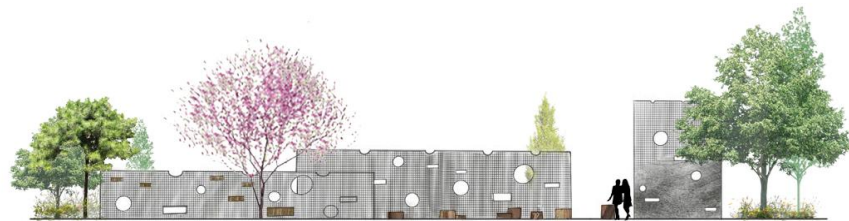
① Central device-wooden dead tree

② Stainless steel plate

③ Fingerprint stubs



Elevation I



Elevation II

