

# TRANSCENDENCE

Museum of Latent Memories  
SUTD Core Studio II

Dicle Uzunyayla | Jonathan Leong Zhen Cong

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(Re)member, (re)collect, (re)construct:  
Museum of Memory

We will be designing a “Museum of Latent Memory” set in a future scenario where people will go to (re)member, (re)collect and (re)construct their ‘past’ in order to make meaning out of present and project to future. The project will be a collective assemblage of memories of the society in the future.

The main focus of the studio will be the Environmental, Cultural and Psychological Aftermath of Climate Change in year 2200. We will investigate current pressing environmental issues of today and their effects on the future civilizations and environment from a perspective of speculative narratives. The narratives can vary from cultural, social point of view to more environmental and societal perspectives.

The studio will collectively build the scenario of ‘living on/under the ocean’ and all projects will be situated within this context. The geographical conditions will be set as hideaways for the future civilizations to survive, seek protection and strive.

We will be investigating the definition of ‘Museum as a heterotopia’ in our cultural context as well as how to archive as a way to connect our collective and individual history and keep record of our present for the future.

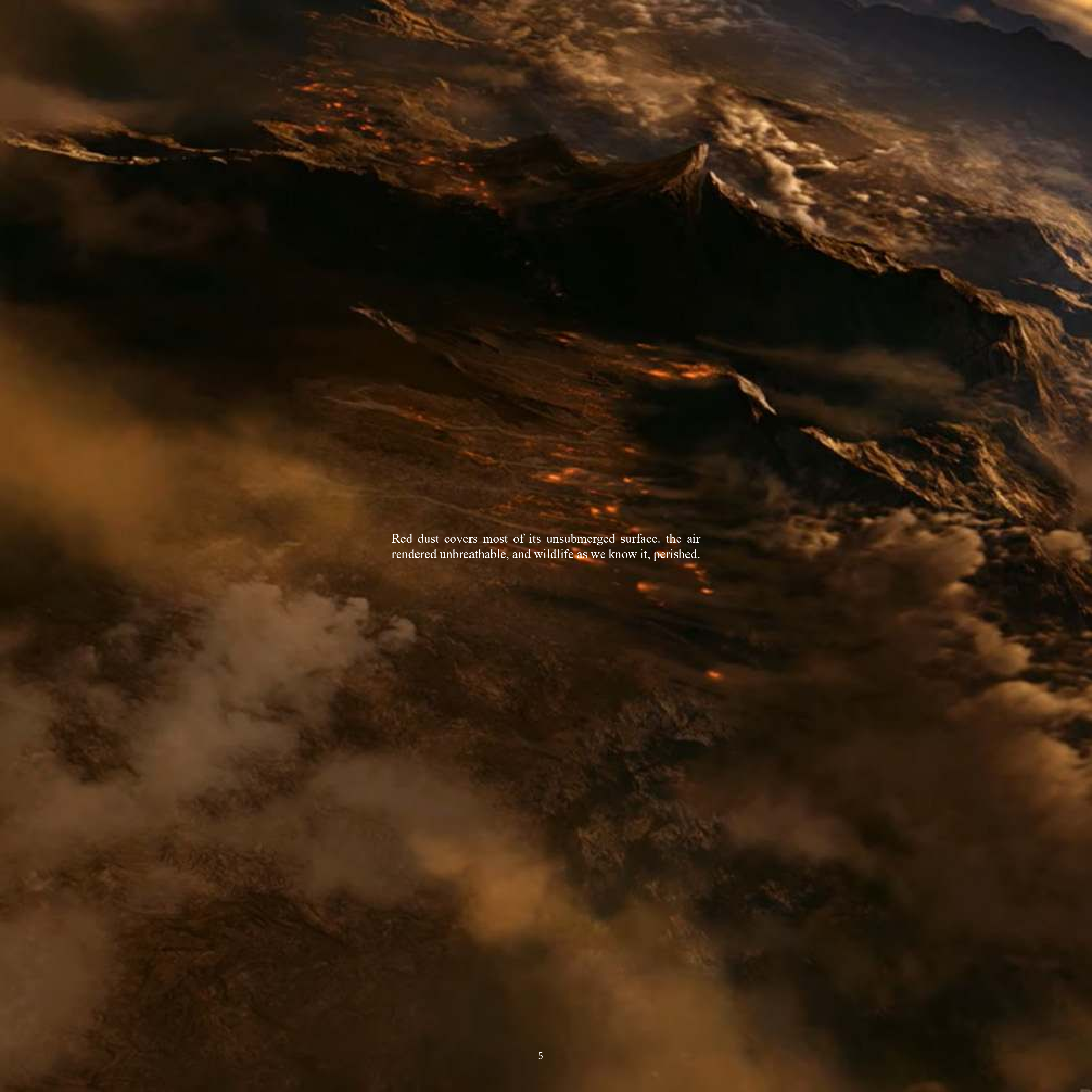
“The archive as the privileged place for the experience of this temporal displacement is the archive as heterotopia; in this respect, archives are collections of time slices, of anonymous language; places of different experiences, for experimentations, and places that might permit the creation of different pasts, traditions or individualities. Of a double nature, archives are at the same time that which produces and reproduces the well-known and familiar and that which allows for ruptures and breaks with the past and the advent of something new. The archive creates, and it is created.”  
(Ove Eliassen Knut, “The Archives of Michel Foucault”)

NARRATIVE



It is the year 2200. Humanity has finally done it. The land was scorched,  
where the earth crackles with dry lake beds and is covered craters all over it.





Red dust covers most of its unsubmerged surface. the air rendered unbreathable, and wildlife as we know it, perished.



This solution however, was a ticking time bomb. Many of the radioactive containment facilities were substandard due to lack of time, good materials and engineering. The ticking radioactive nightmare had finally arrived, the nuclear waste leakage.

## NARRATIVE

This solution however, was a ticking time bomb. Many of the radioactive containment facilities were substandard due to lack of time, good materials and engineering. The ticking radioactive nightmare had finally arrived, the nuclear waste leakage.

In the final days before the nuclear waste crisis, parts of humanity started building underground bunkers in preparation for this catastrophe. When the day of culling came around, only a small percentage of humanity survived. From a potential spacefaring species, humanity was now reduced to focusing on survival, focusing on growing artificially grown sustenance, working on the bunker to sustain life and slowly rebuild society.

While humanity did not completely perish, the environment did. Humans could only now traverse the environment in radioactive protective apparatus, as though, we were outsiders in our own home.

This catastrophe led humanity to be scarred with the reality that never can it afford to repeat the mistakes of the past, lest it doomed humanity for good. Several generations had past, and most had forgotten how humanity had got here, and simply accepted their fate. But a band of visionaries thought otherwise. They seek the truth. believed that it was possible to once again revitalise this earth. In order to warn future generations of the tragedy as well as to preserve what is precious, and inspire others to join their cause, the Museum of Memories was created.

In this museum, visitors will be treated to three types of exhibits, one to heal, one to educate and one to inspire. Visitors will first be treated to öasis, the healing central atrium. In an environment where flora and fauna no longer exists, humanity can only simulate what they look and feel like, for now. After spending some time in the central atrium, they are free to visitor any exhibits with no particular order. Visitors can visit the education exhibits, namely, Limitless and Blissful Ignorance, where they will be brought into nuclear reactors and nuclear waste facilities through the use of VR, experience and understand through all senses what the cause of humanity's downfall looked like. Lastly, visitors visit the Silver Lining exhibit, where they can touch and feel, a living tree, where the museum curators hope, will inspire visitors to join the revitalisation cause, to one day, bring Earth, back to its pristine state.





COLLAGE









RESEARCH

# NUCLEAR STORAGE

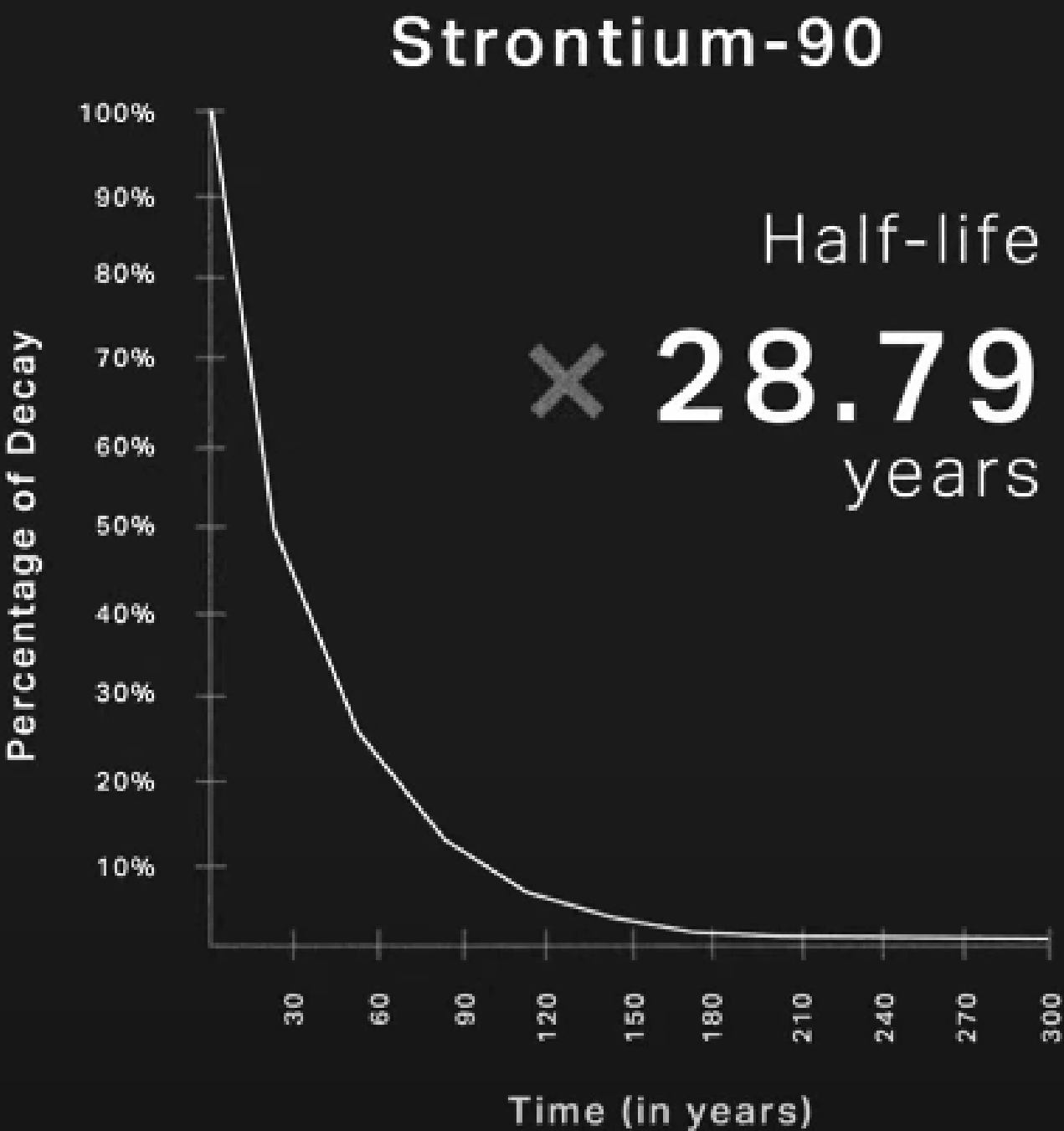
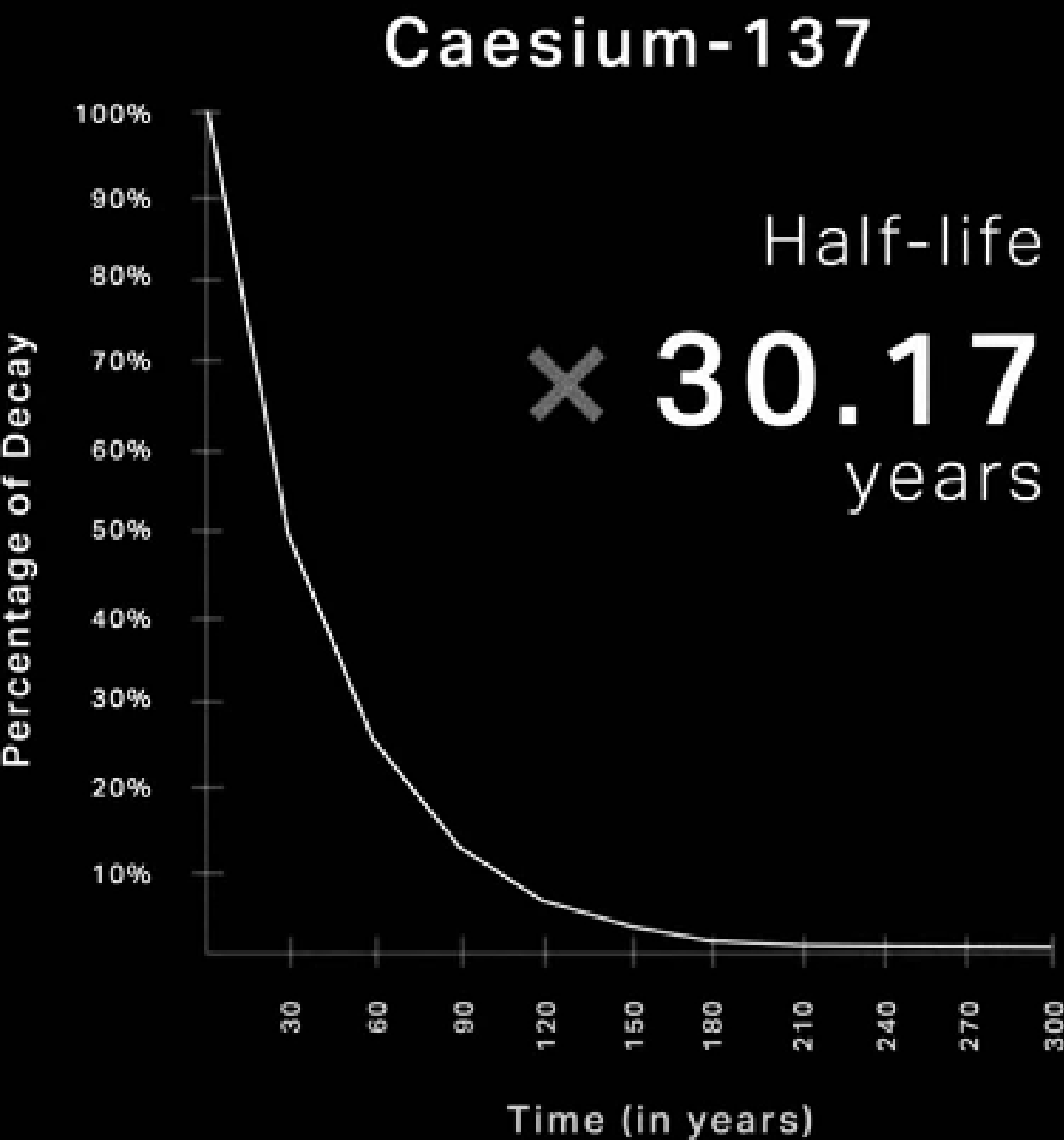
In order to understand the potential doomsday situation that nuclear energy or waste could bring about the post-anthropocene, some research was conducted to understand how nuclear reactors worked, how they are stored and what were the potential dangers.





# RADIOACTIVE EFFECTS

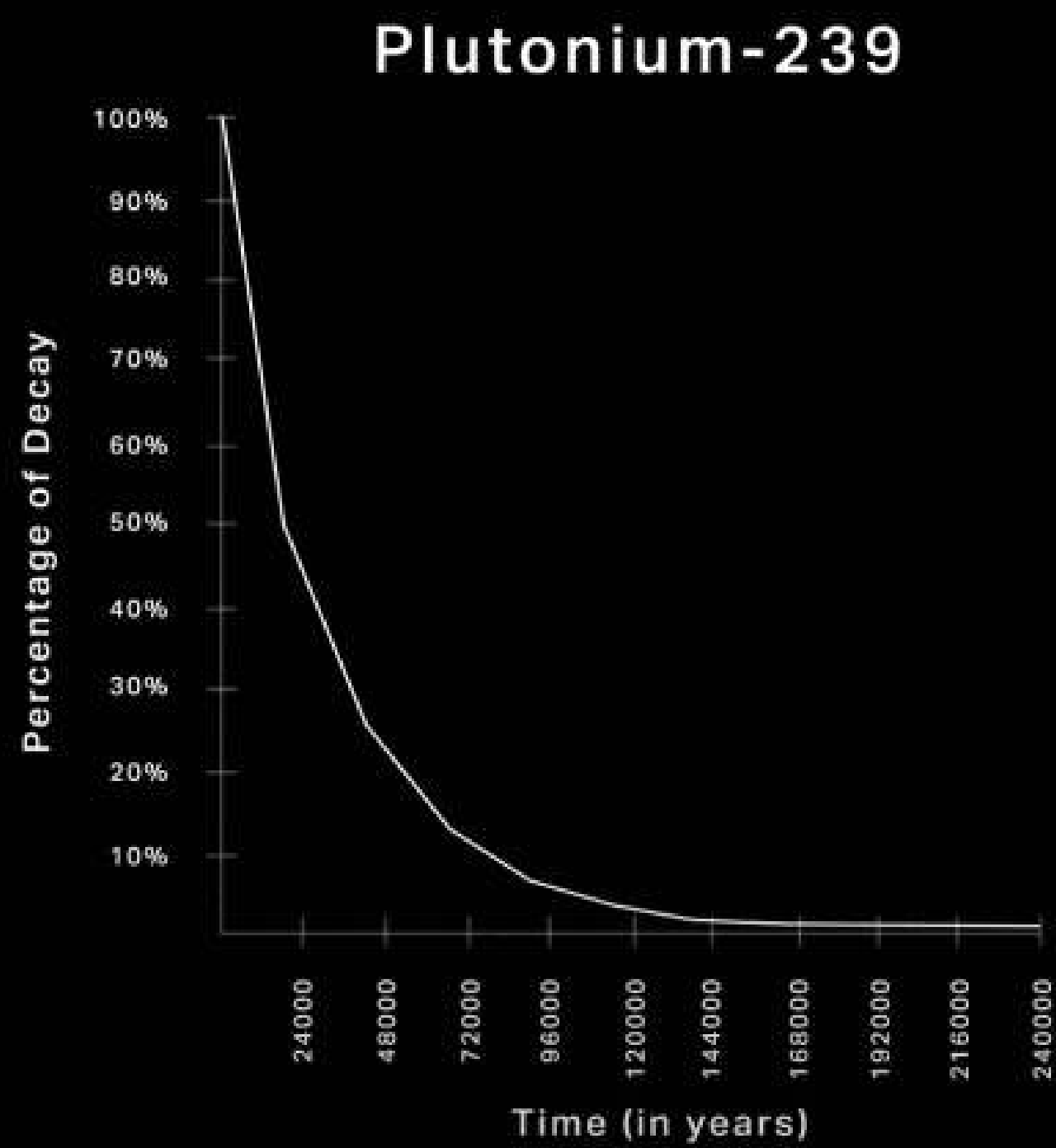
Fresh fuel isnt actually all that radioactive, it gets more radioactive after it spend time in a nuclear reactor, because the chain reaction that generates heat, also makes other radioactive atoms. Caesium-137 and Strontium-90 decay in 30 years or so





# RADIOACTIVE EFFECTS

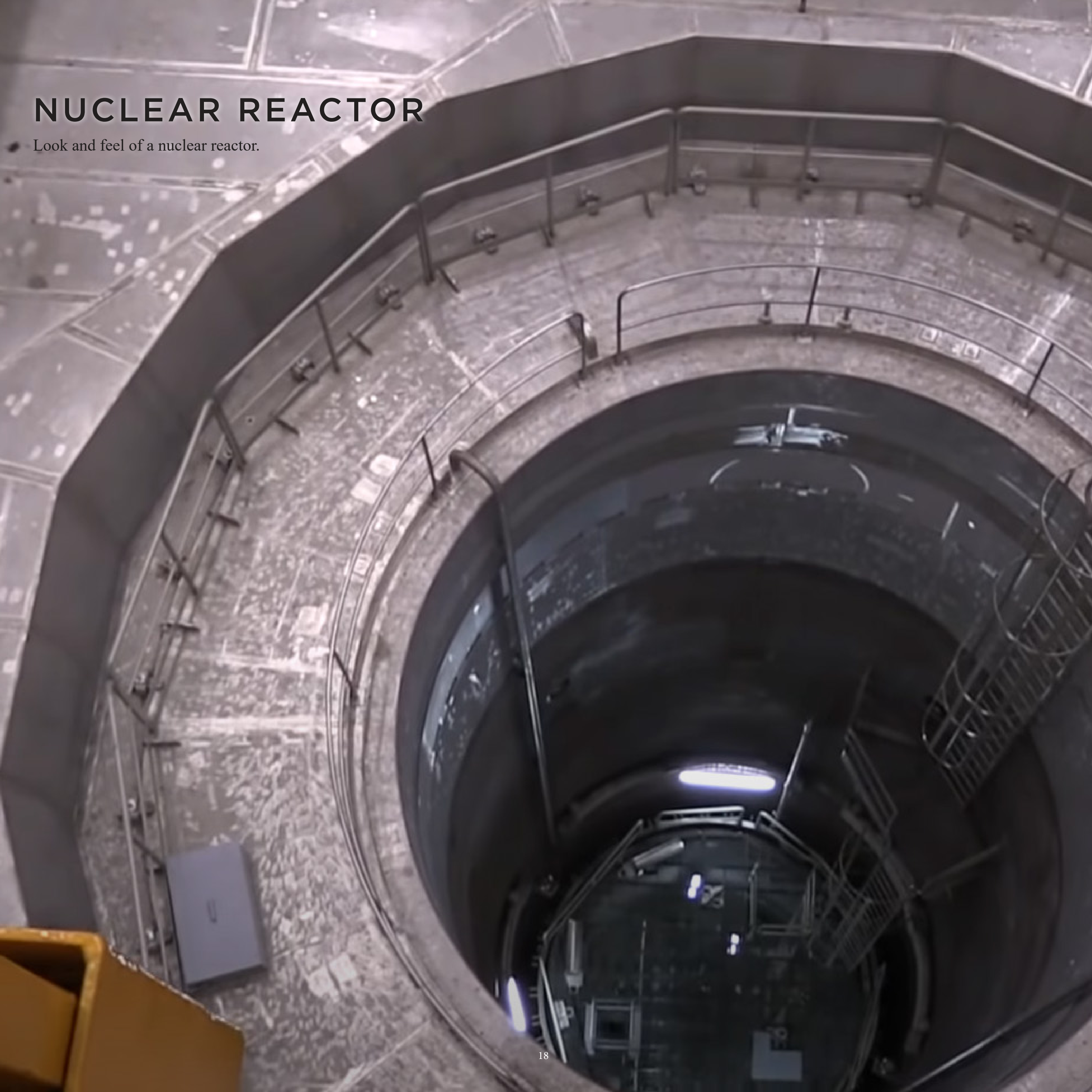
But, plutonium-239 takes a much longer time period, like 24000 years longer. Hence, radioactive storage is extremely important.

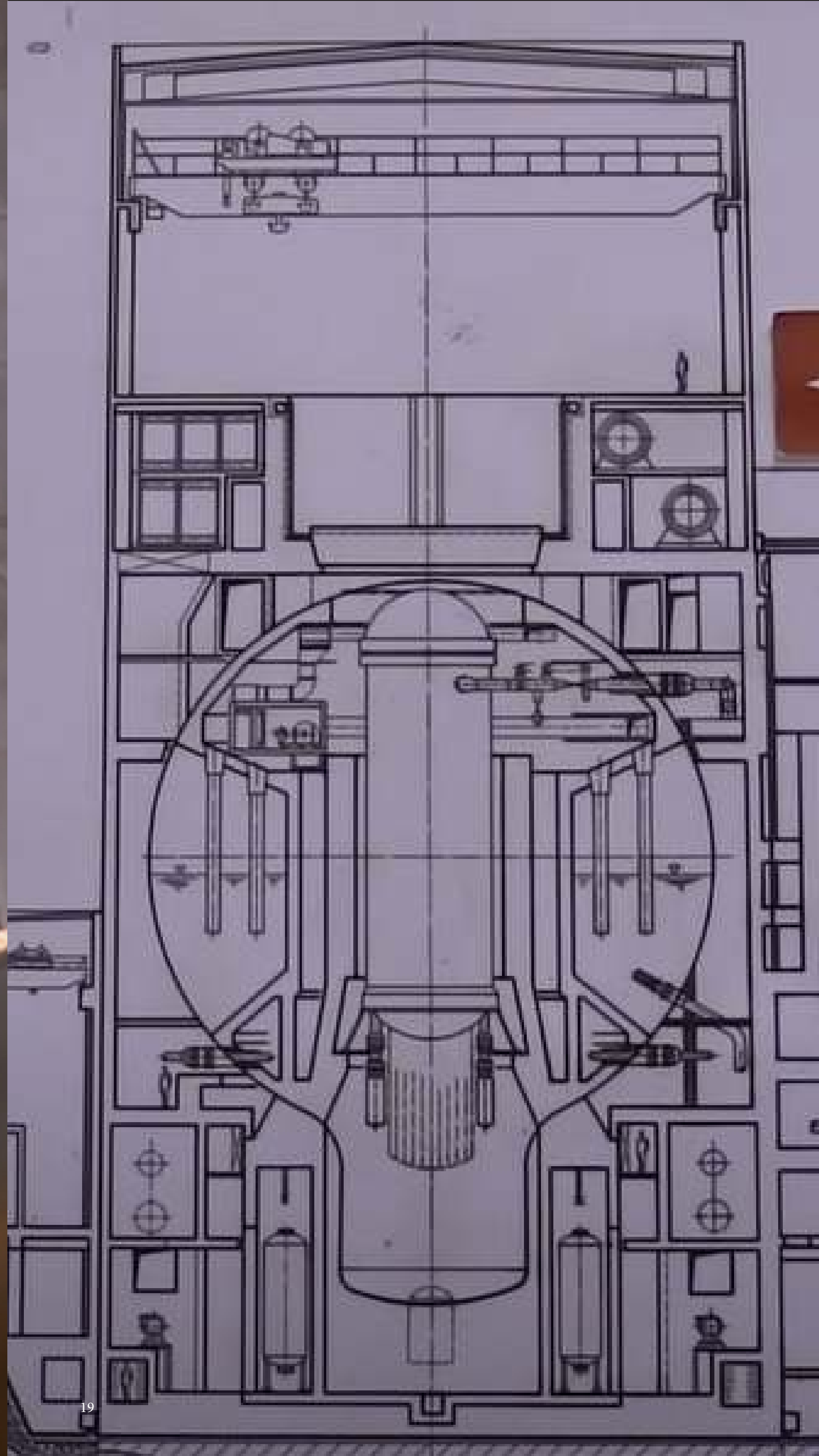


Half-life  
× 24,110  
years

# NUCLEAR REACTOR

● Look and feel of a nuclear reactor.









SITE REFERENCE



## SITE REFERENCE

The inspiration for the site was grounded in the idea of floating man-made platforms. In this project's case, it would have been a floating nuclear power plant. Given the advent of rising sea levels and scale of the a rig, it made for an interesting dynamic between the natural environment and the a massive man-made structure. The above image was taken from the BBC, where they discussed the future of oil rigs that have been decommissioned, or rather in their words, where oil rigs go to die. This also opened a new paradigm for discussion, which was, where do man-made structures of this scale go to die, or rather, what would become of them when they were abandoned, or even, how would they affect the way in which the narrative of this project would be influenced.

This made way for my initial concept of having the Museum of Memories to be integrated with a retired oil rig structure, as seen on the right.







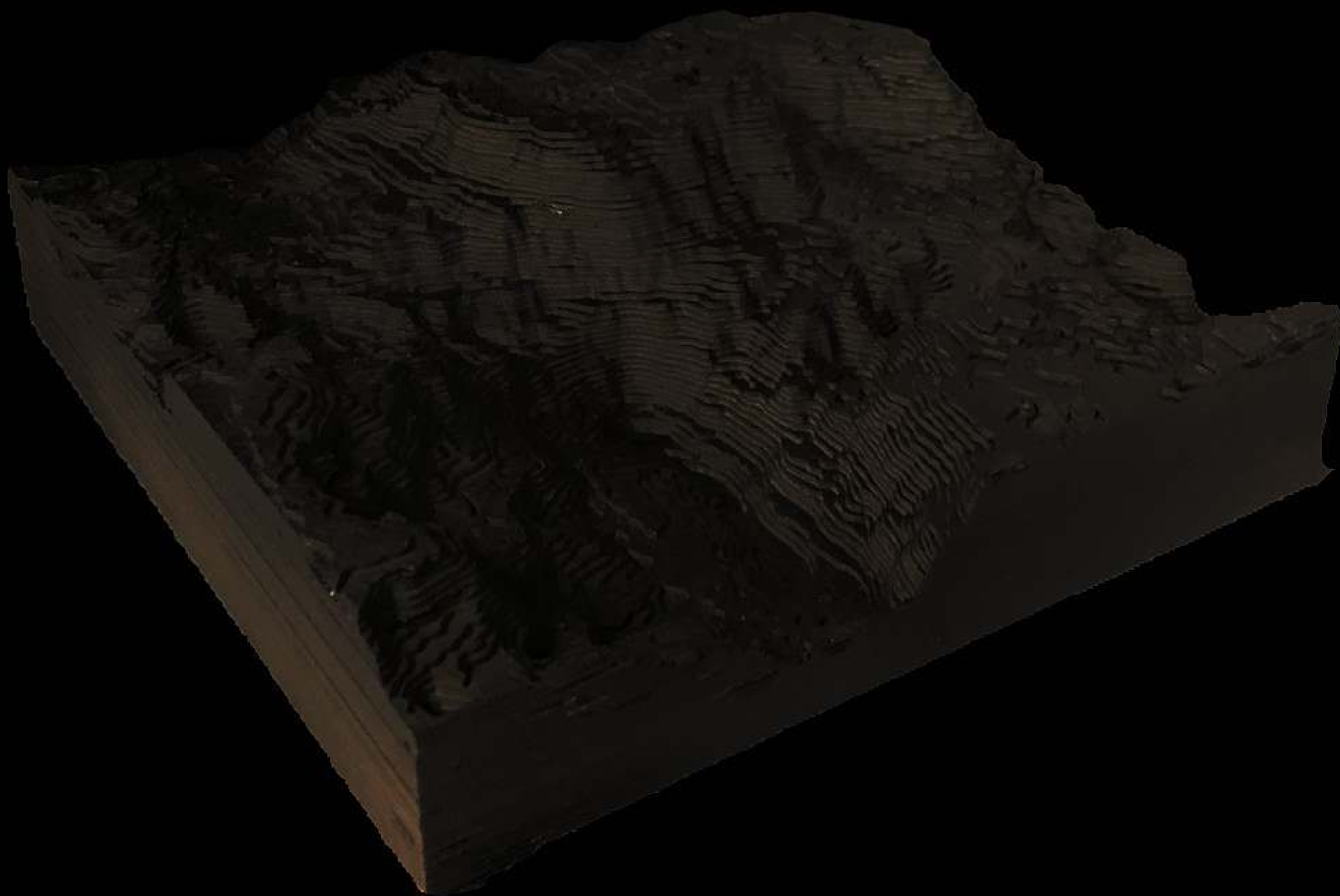
Given how the floating platform structure's scale might possibly dwarf the architecture of the museum, as well as be a distraction, the site was shifted to the shoreline.

# SITE REFERENCE

With the decision to shift the site to the shoreline of a deserted and destroyed earth, a medium sloped shoreline was created, enough for the Museum to be recessed into the waters, where only its mouth can be exposed.





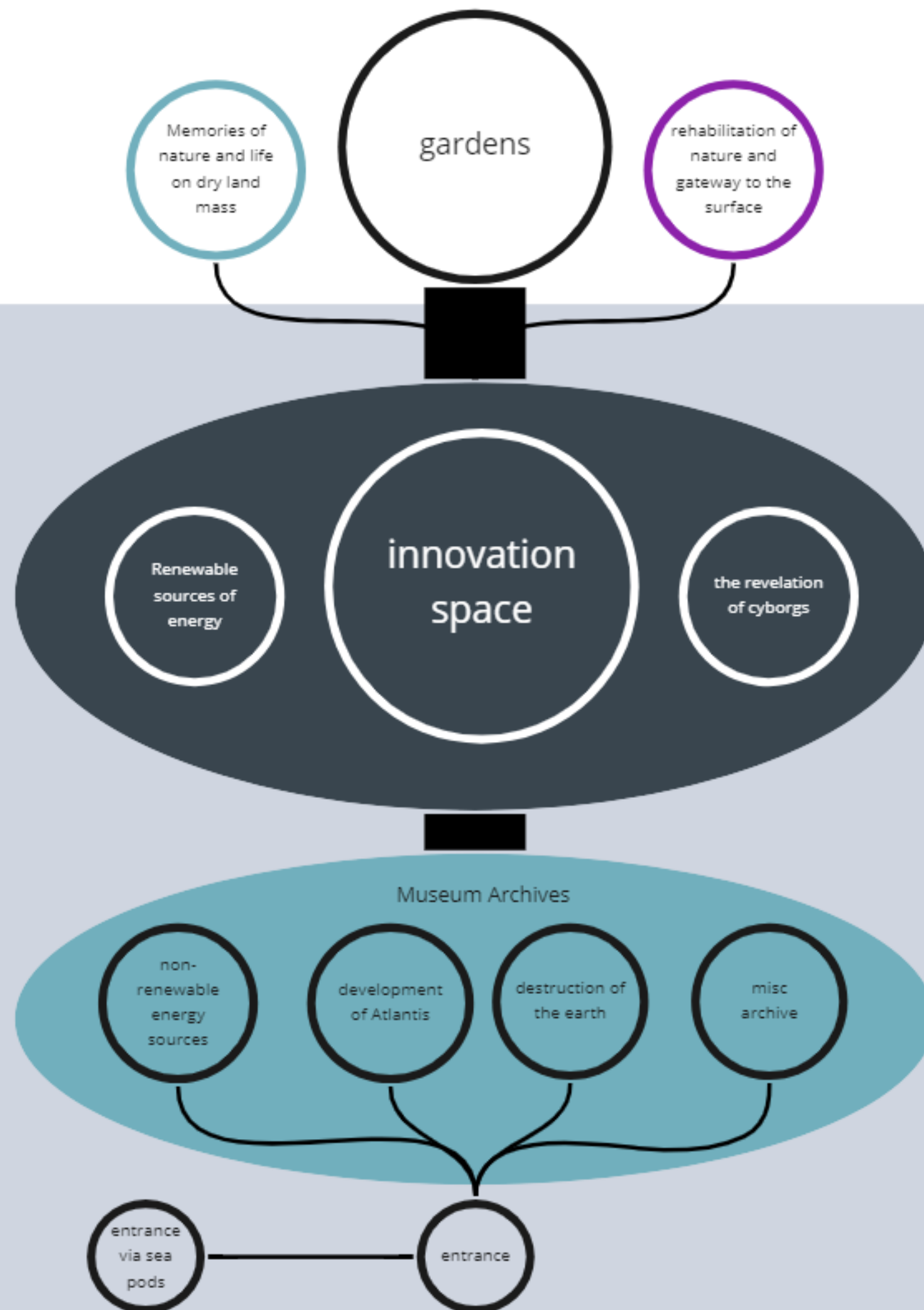


IDEATION

# IDEATION

Above Sea Level

Below Sea Level

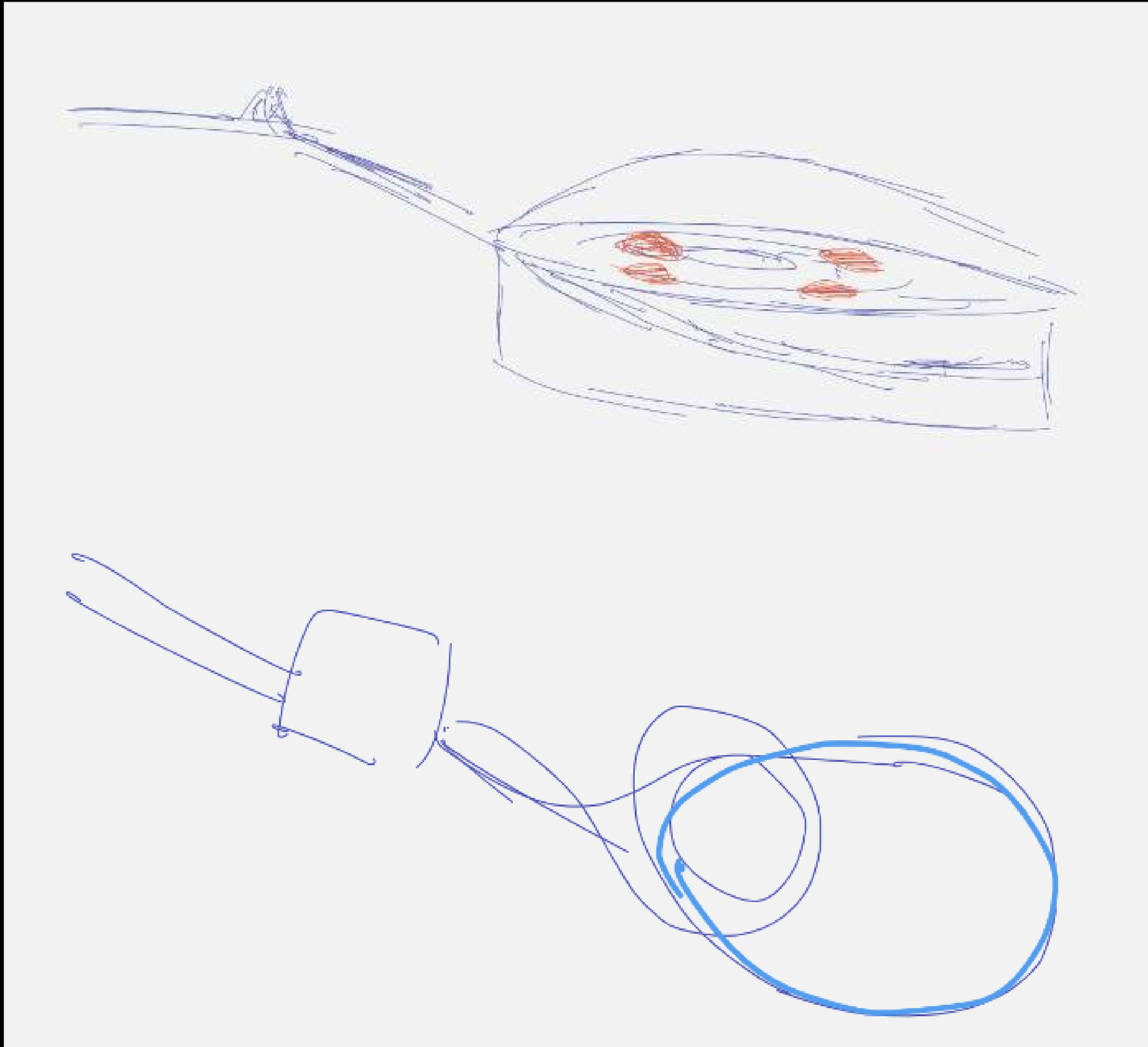


inspire people to participate in innovation

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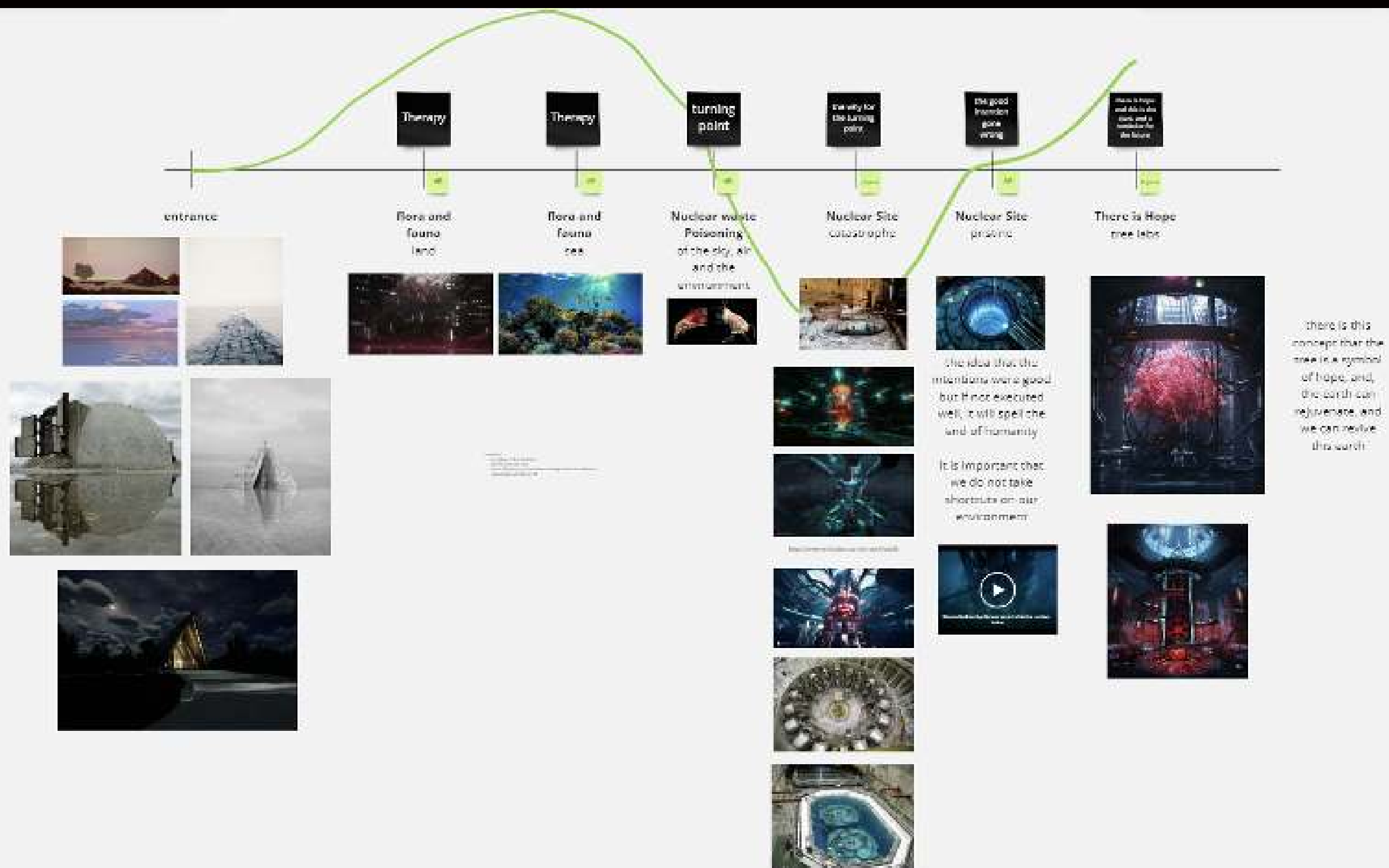
User Experience

# IDEATION



Massing

## IDEATION

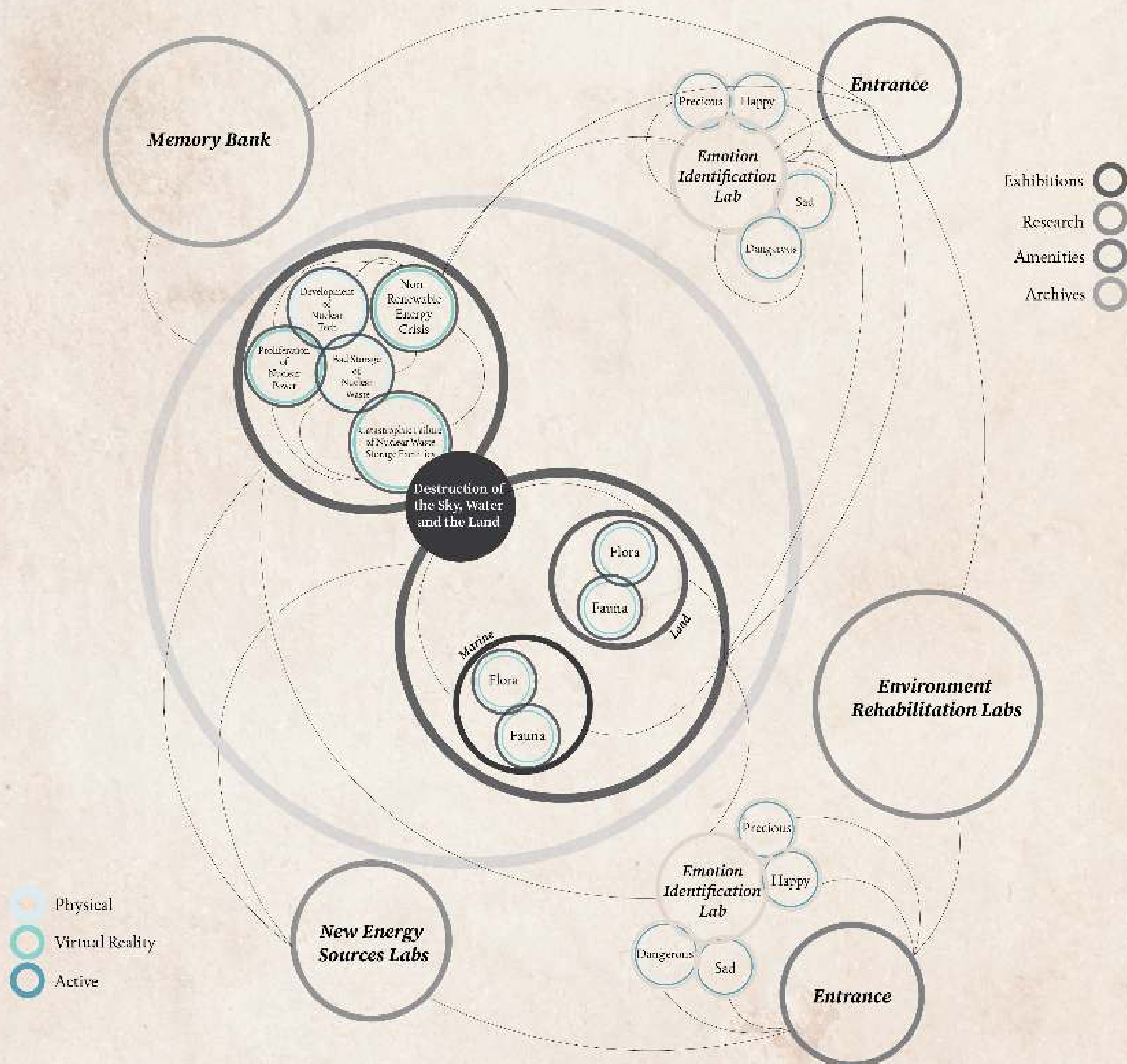


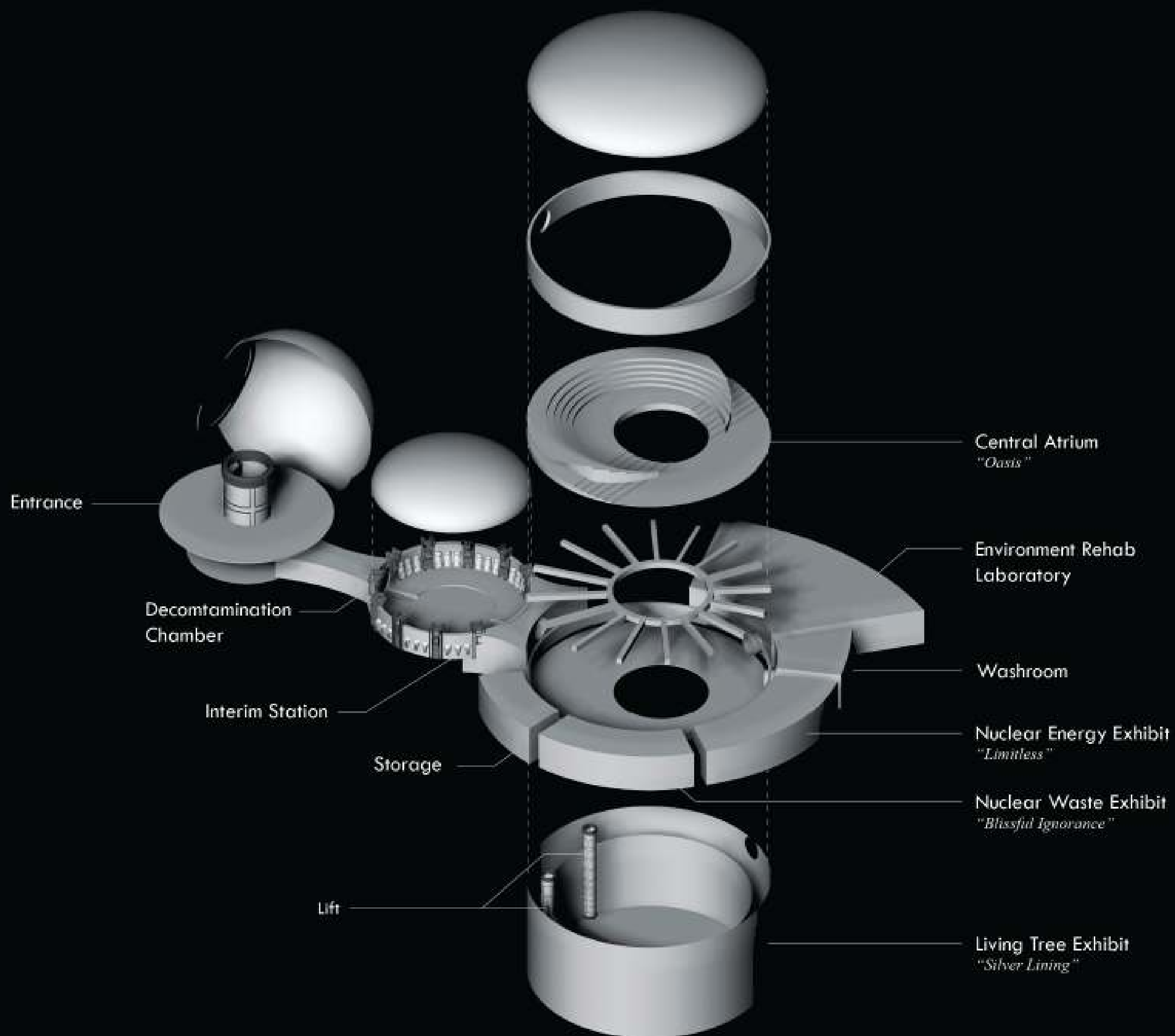
## User Experience



DIAGRAM

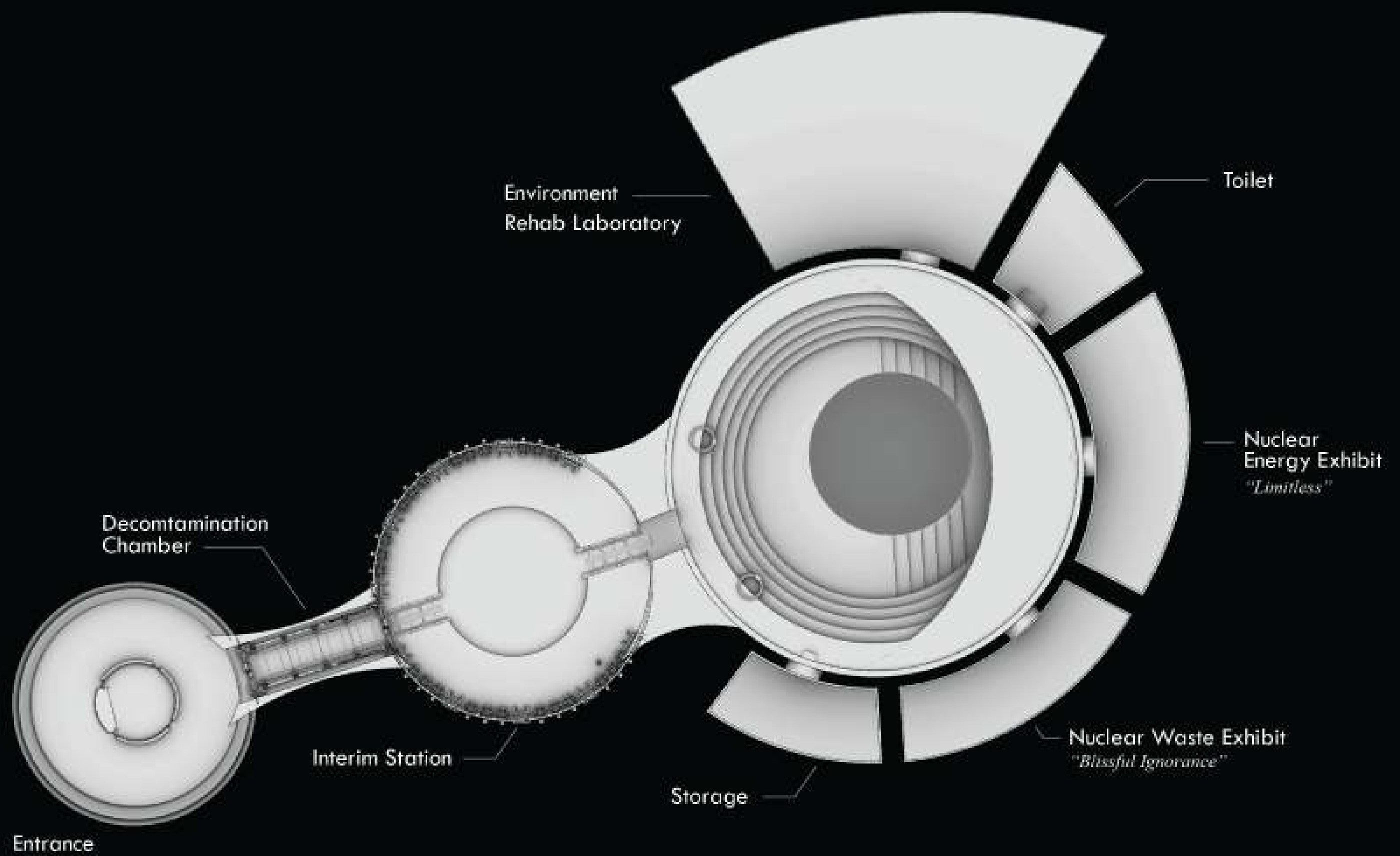
# For the Future, From the Present





Exploded Axo

# FLOORPLAN



*Floorplan*

0 2 5 10M 1:200

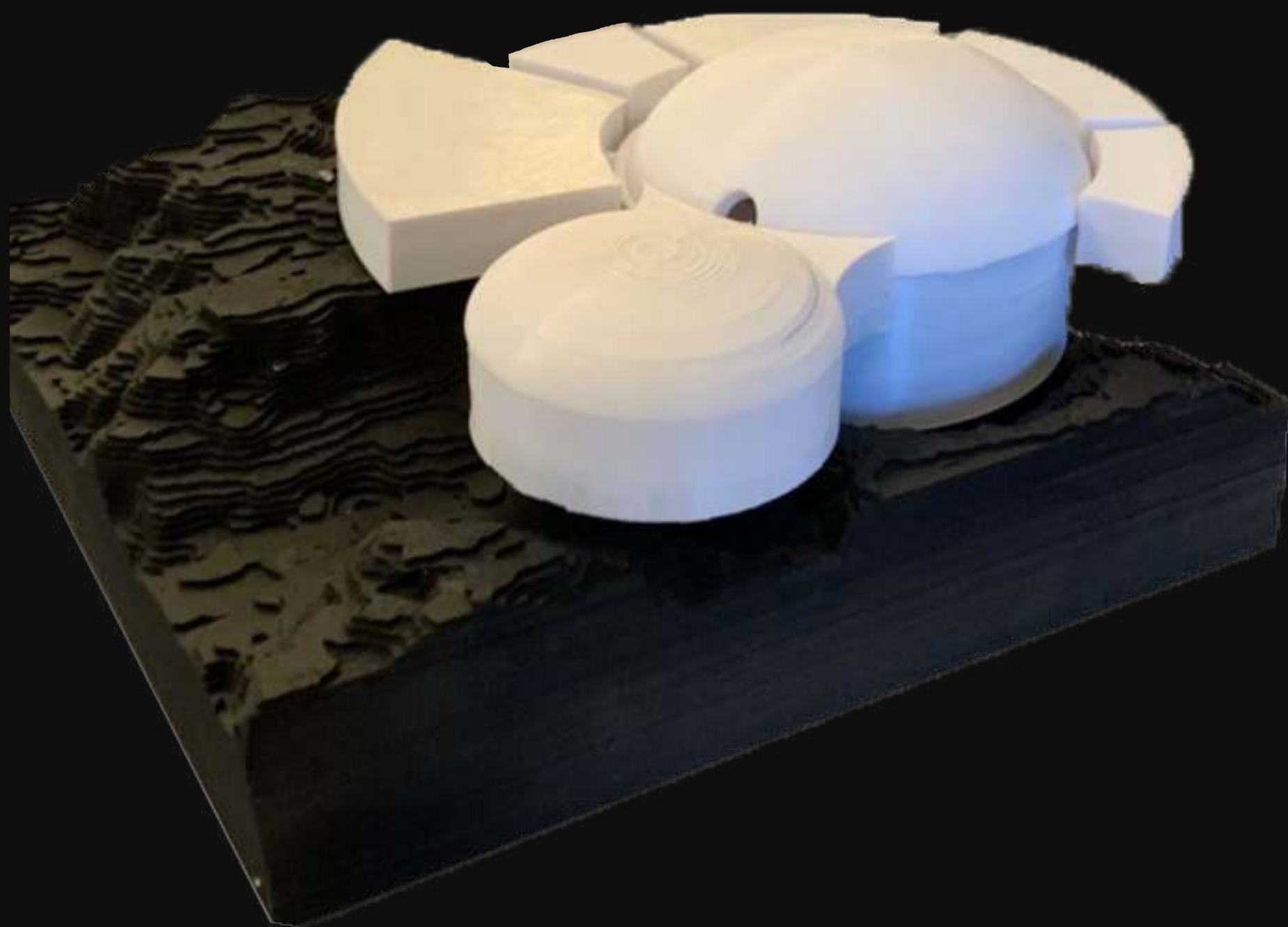


SECTION



Section

PHYSICAL MODEL

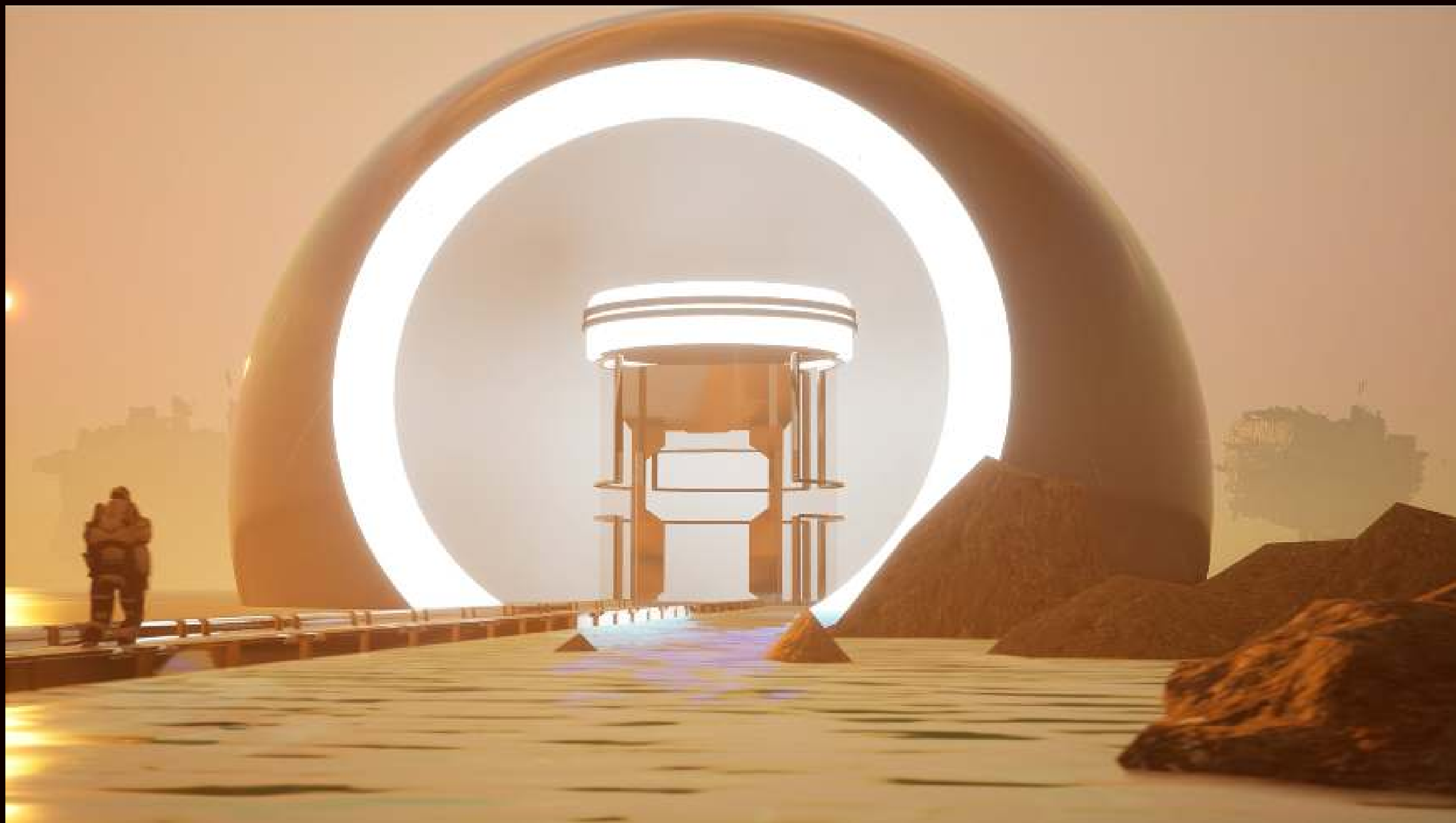


EXHIBITS

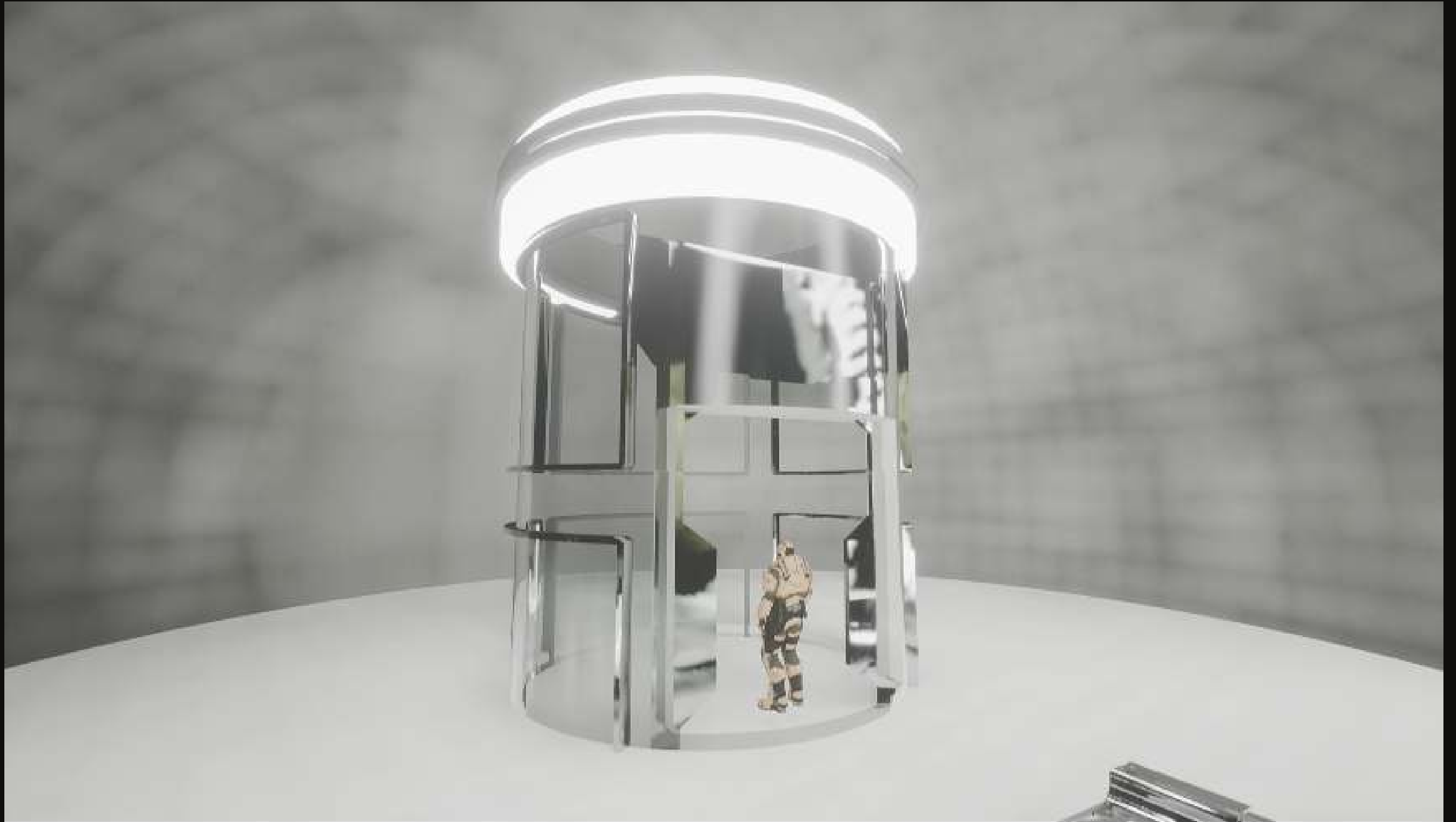


ENTRANCE





ENTRANCE



## ARRIVAL HALL: LEVEL 1

Visitors first enter the mouth of the museum, where they are presented a lift for them to descend further in.



## ARRIVAL HALL: BASEMENT

Once descended, they will then proceed into the decontamination isle on the right.



## DECOMTAMINATION ISLE

Given the radioactive nature of the outer environment, visitors are required to walk through the decontamination isle to be cleansed, before they can proceed to the exhibits.





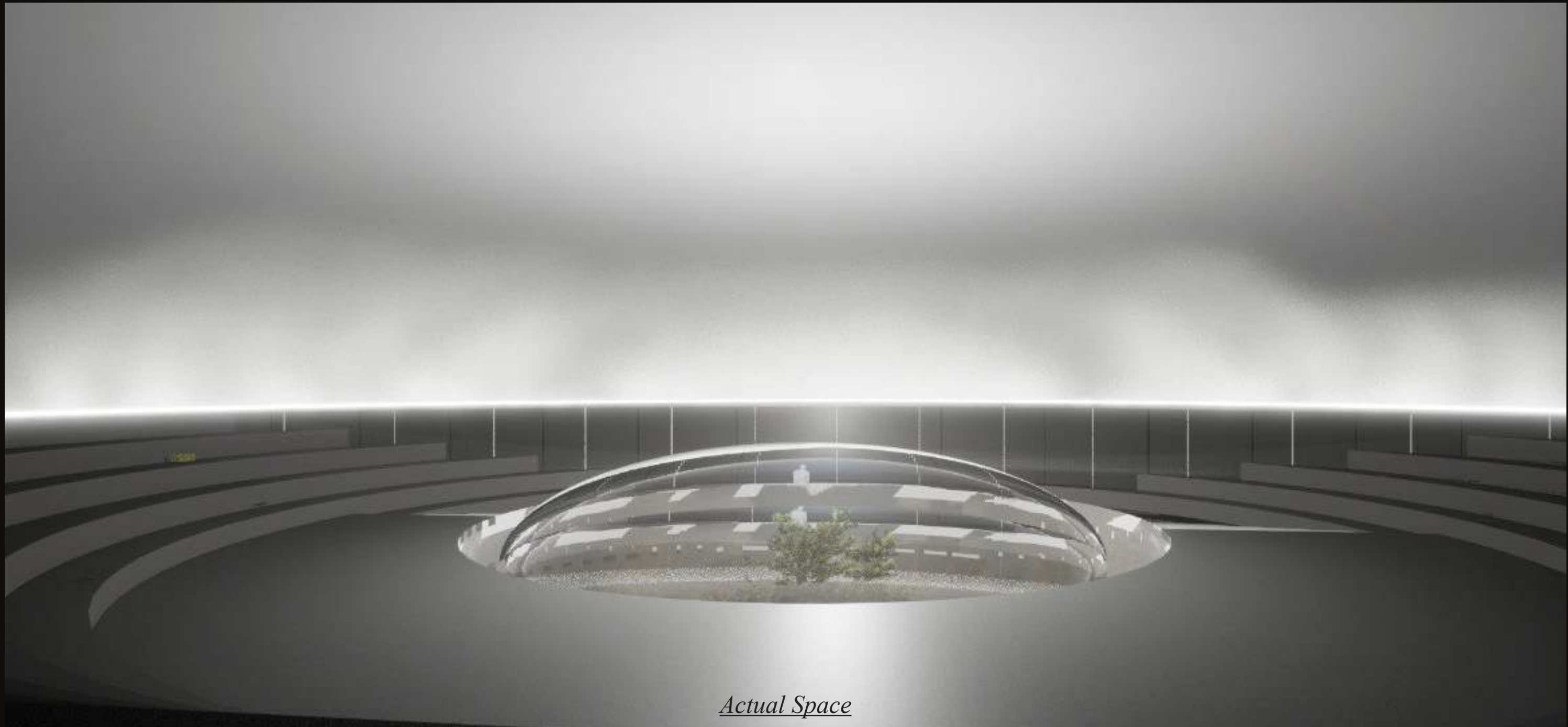
# INTERIM STATION

Now that visitors have been decontaminated, they can remove their suits and place them in these storage units.





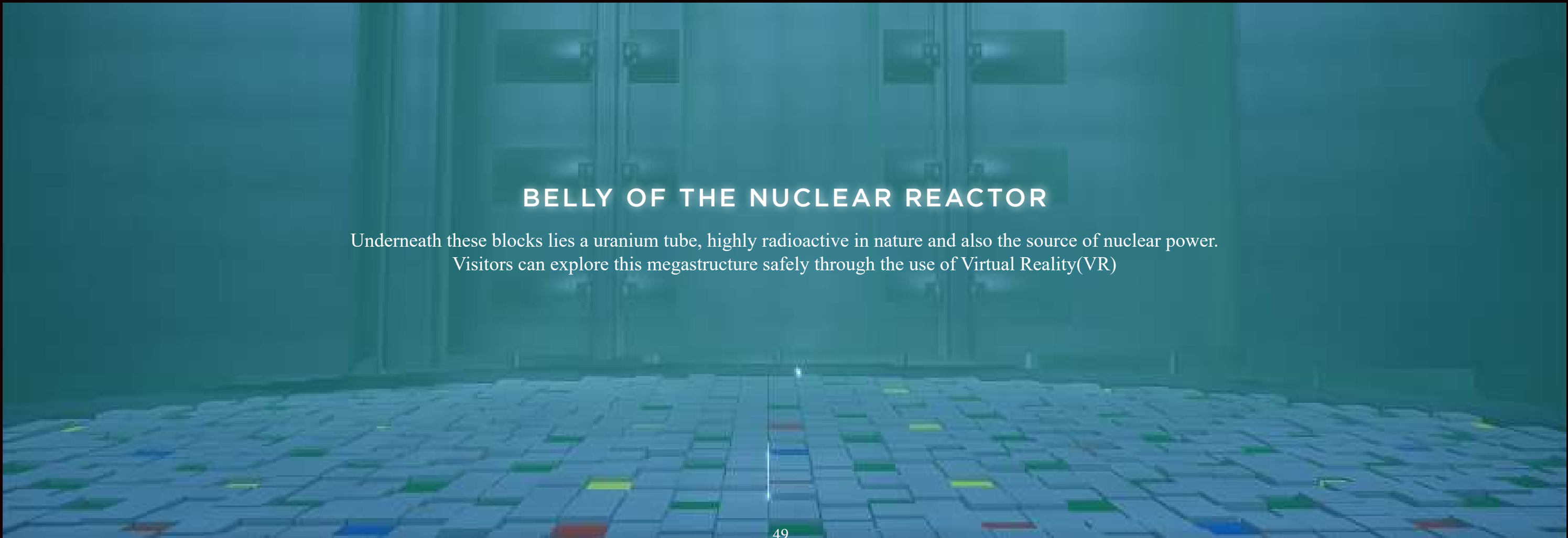
*Augmented Reality*



*Actual Space*



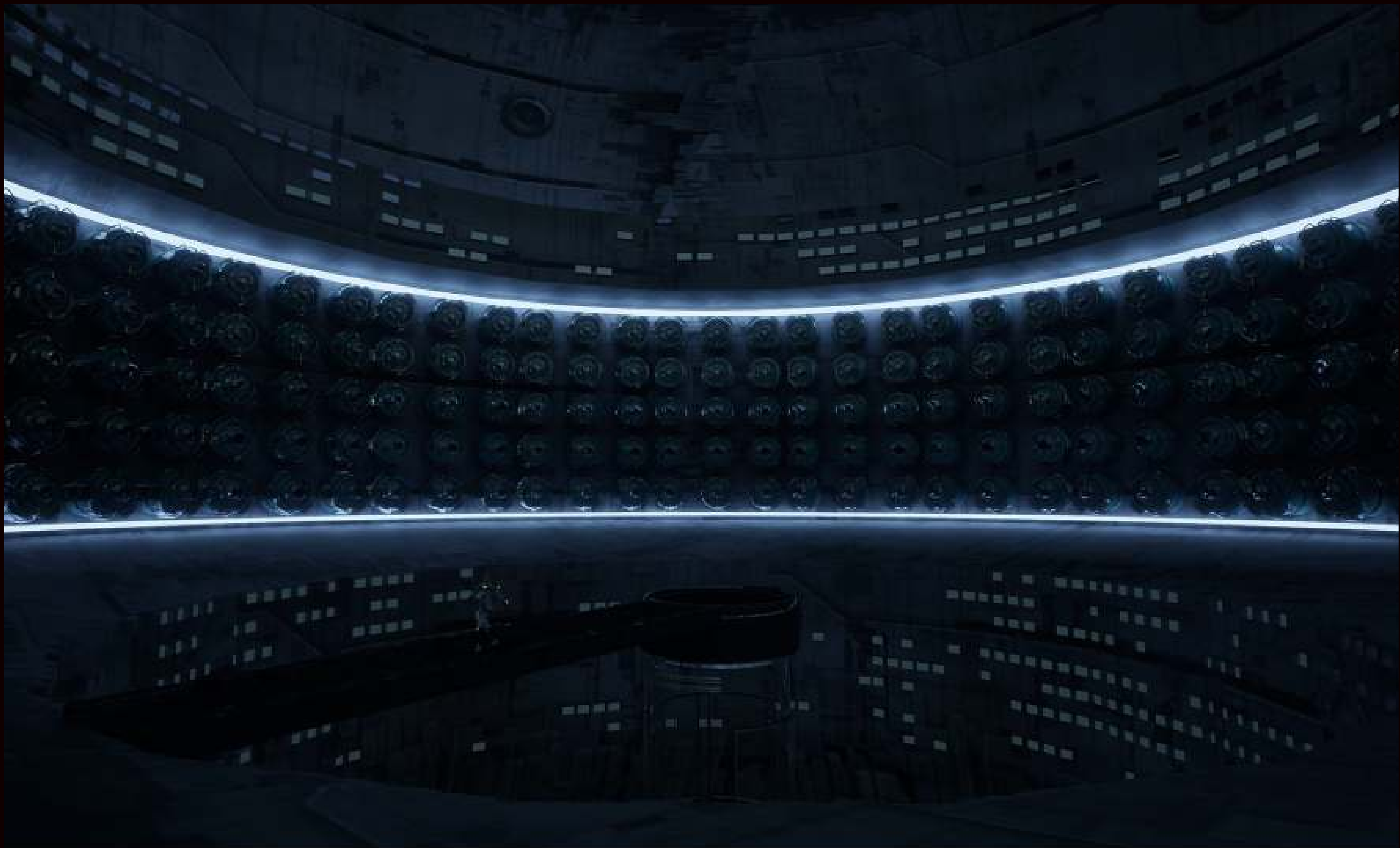




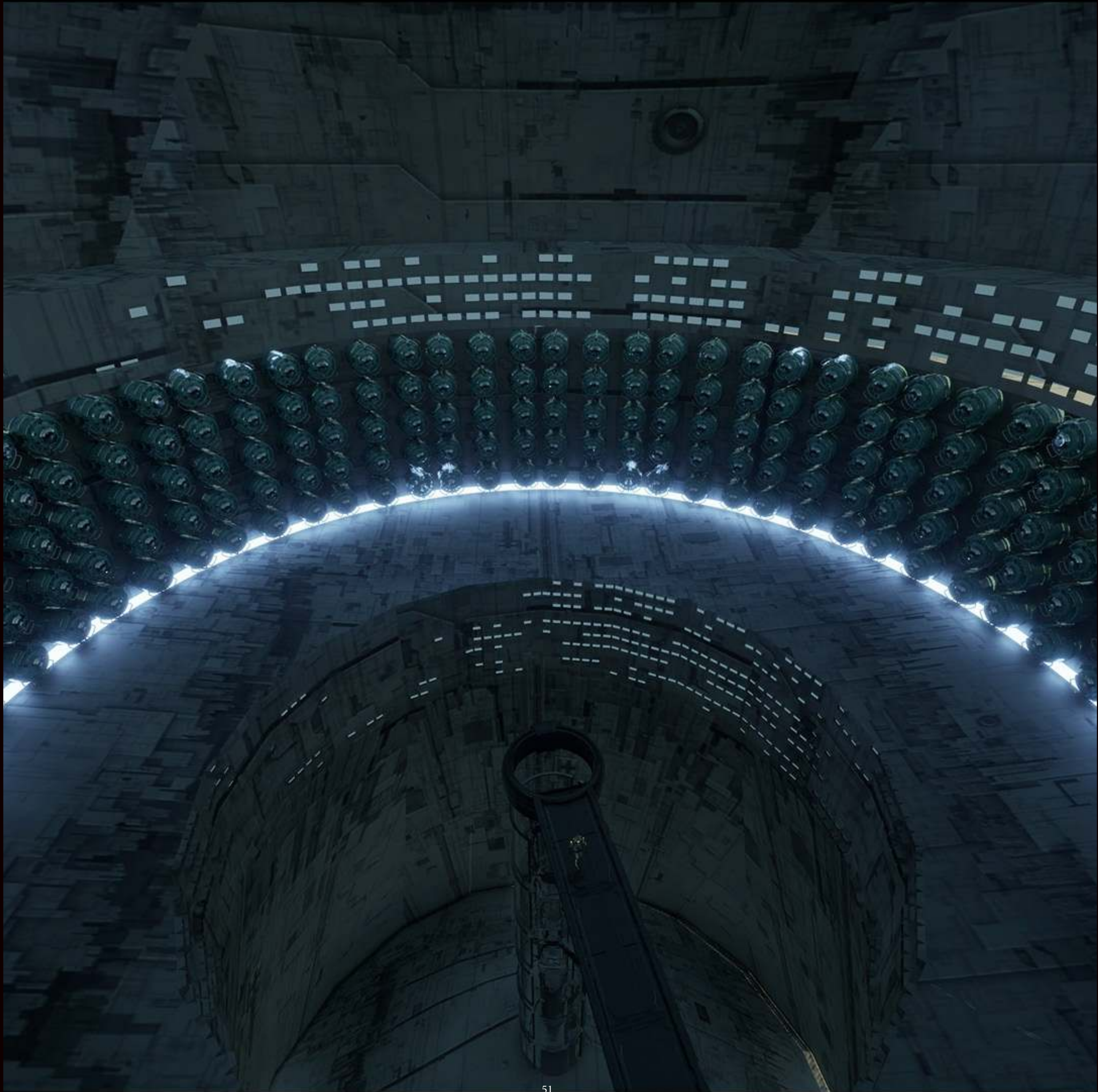
## BELLY OF THE NUCLEAR REACTOR

Underneath these blocks lies a uranium tube, highly radioactive in nature and also the source of nuclear power. Visitors can explore this megastructure safely through the use of Virtual Reality(VR)



















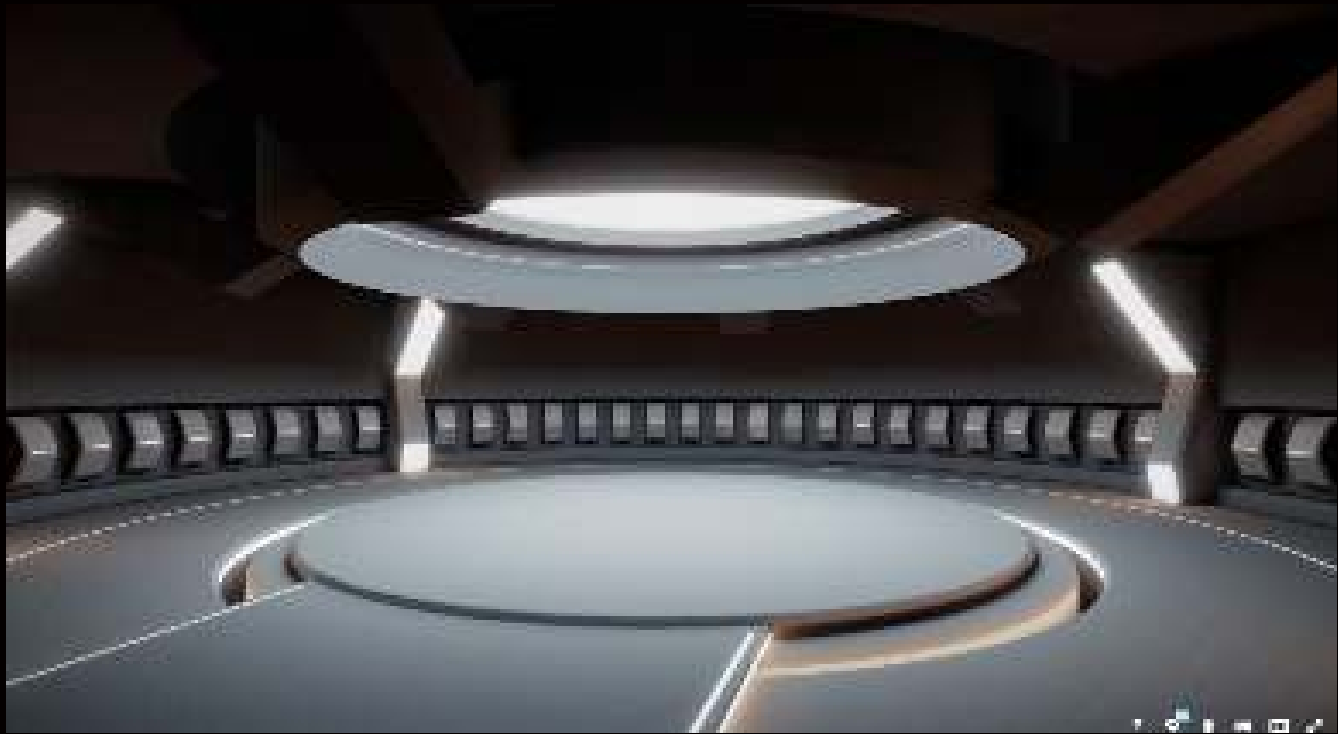
## REFERENCES

# ARCHITECTURE REFERENCES

Images and concepts that informed the forms, space and lighting of the museum.

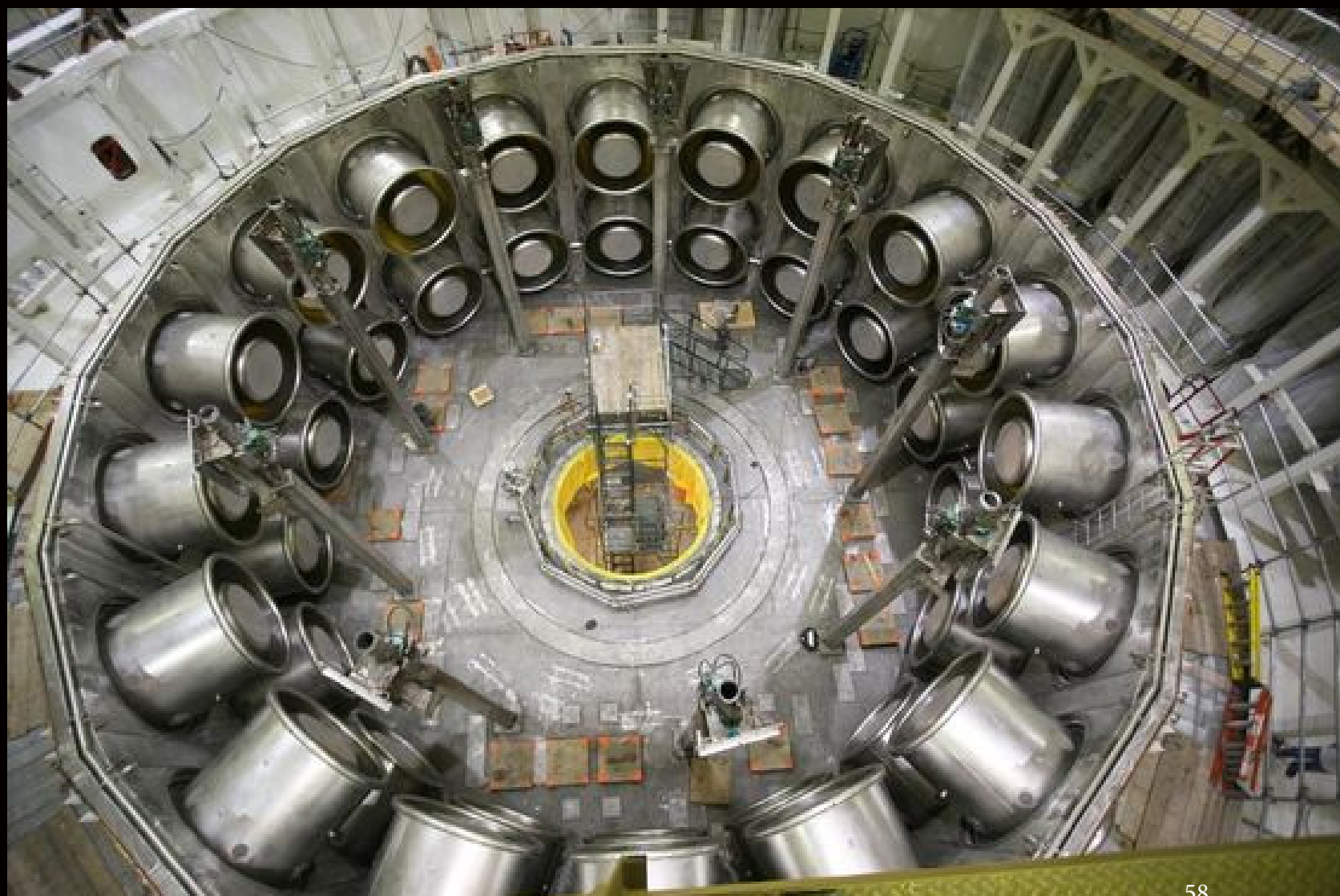




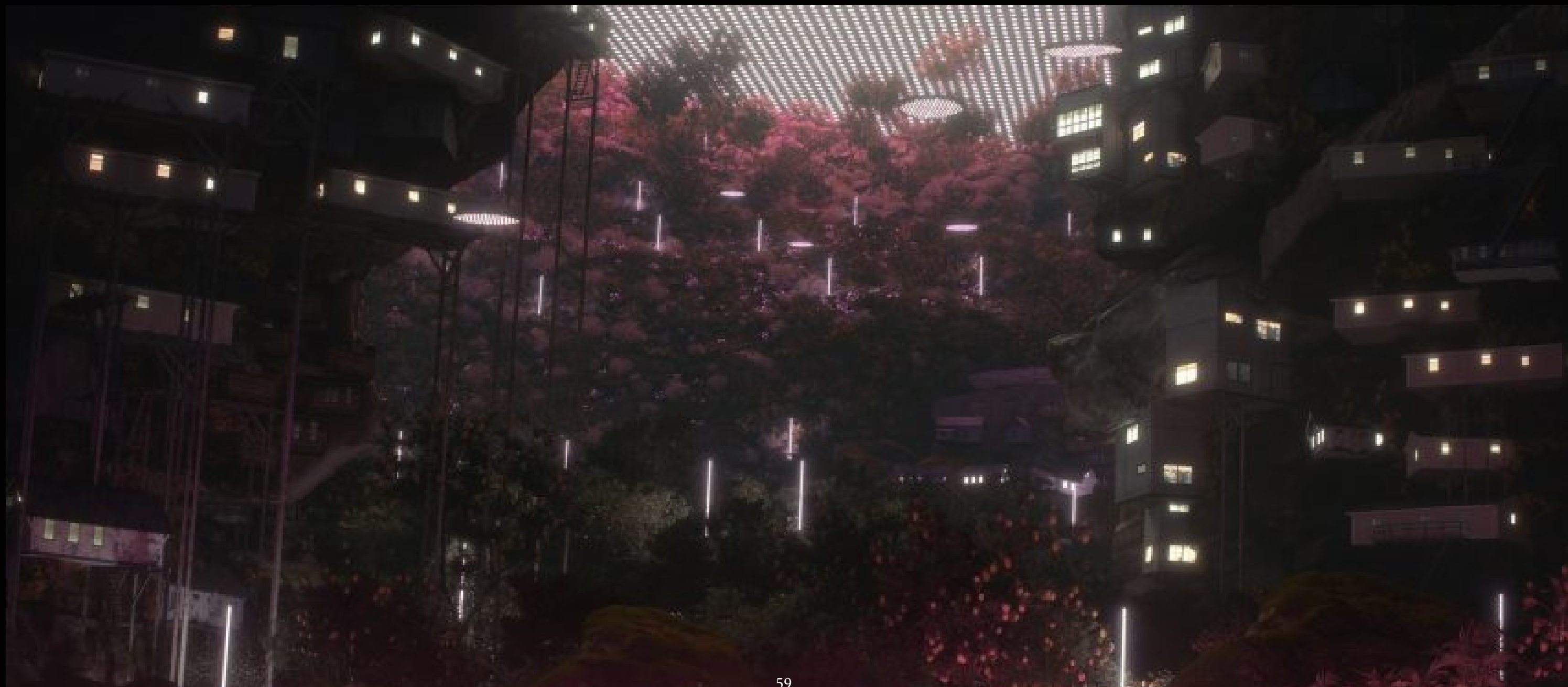


# VIRTUAL REALITY REFERENCES

With the ability to bring visitors to a whole new world, it allowed for the designing of a whole new scape, that is devoid of its containing form and space.

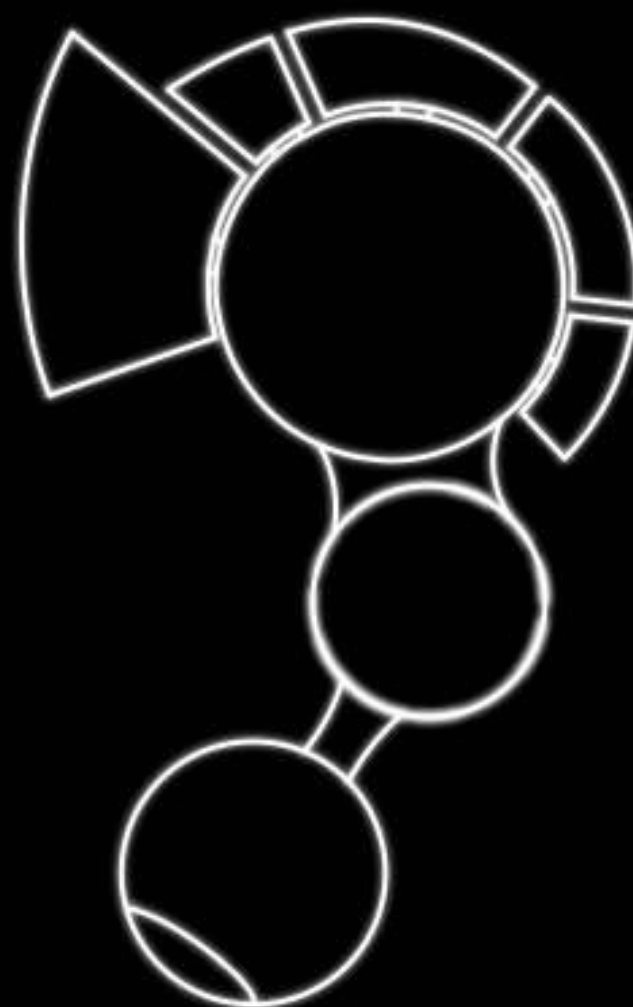












TRANSCENDENCE