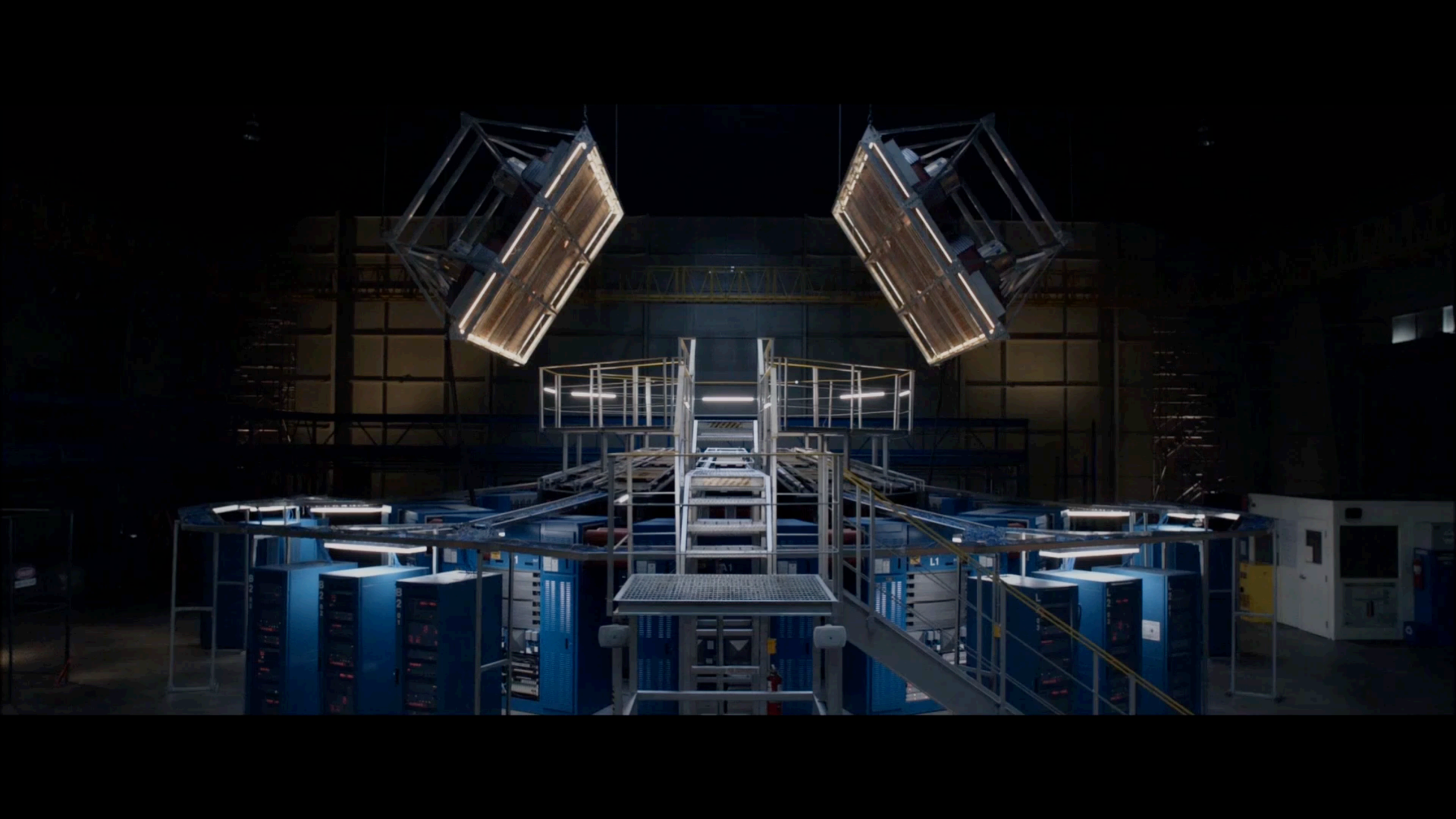
THE ARCHITECTURE OF SCIENCE FICTION

READY PLAYER ONE

CHLOÉ EERSEL / 4135555



‘A NEW ARCHITECTURE OF SPACE AND TIME UNFETTERED BY THE MATERIAL CONSTRAINTS OF GRAVITY AND DAILY LIFE’

(VIDLER, 1993)

REAL ARCHITECTURE REALISTIC, FUNCTIONAL, CONVENTIAL

SCI-FI ARCHITECTURE UNREALISTIC, CRAZY, INNOVATIVE

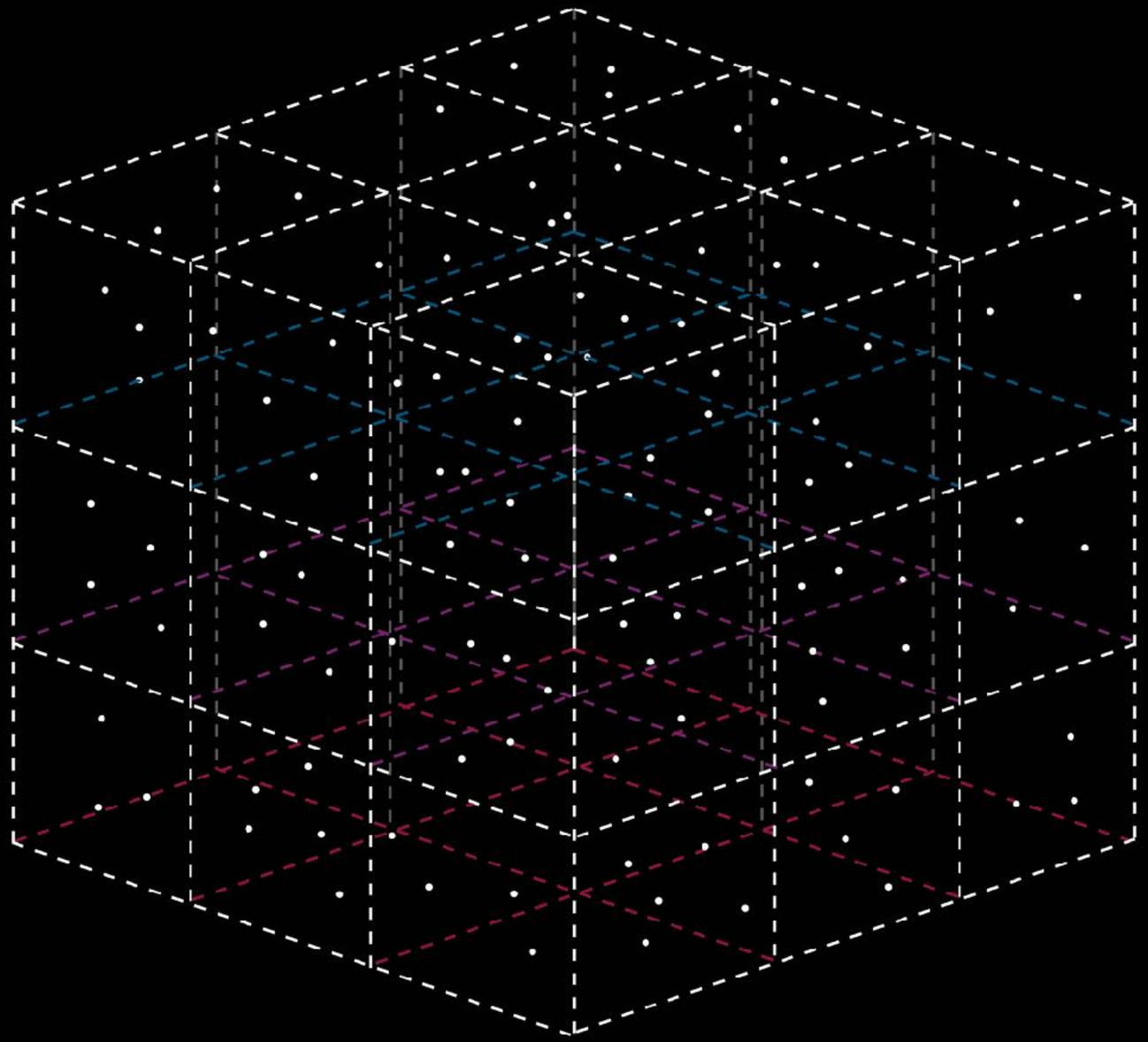
HOW CAN WE IMAGINE SCI-FI ARCHITECTURE BASED ON A SCENARIO?

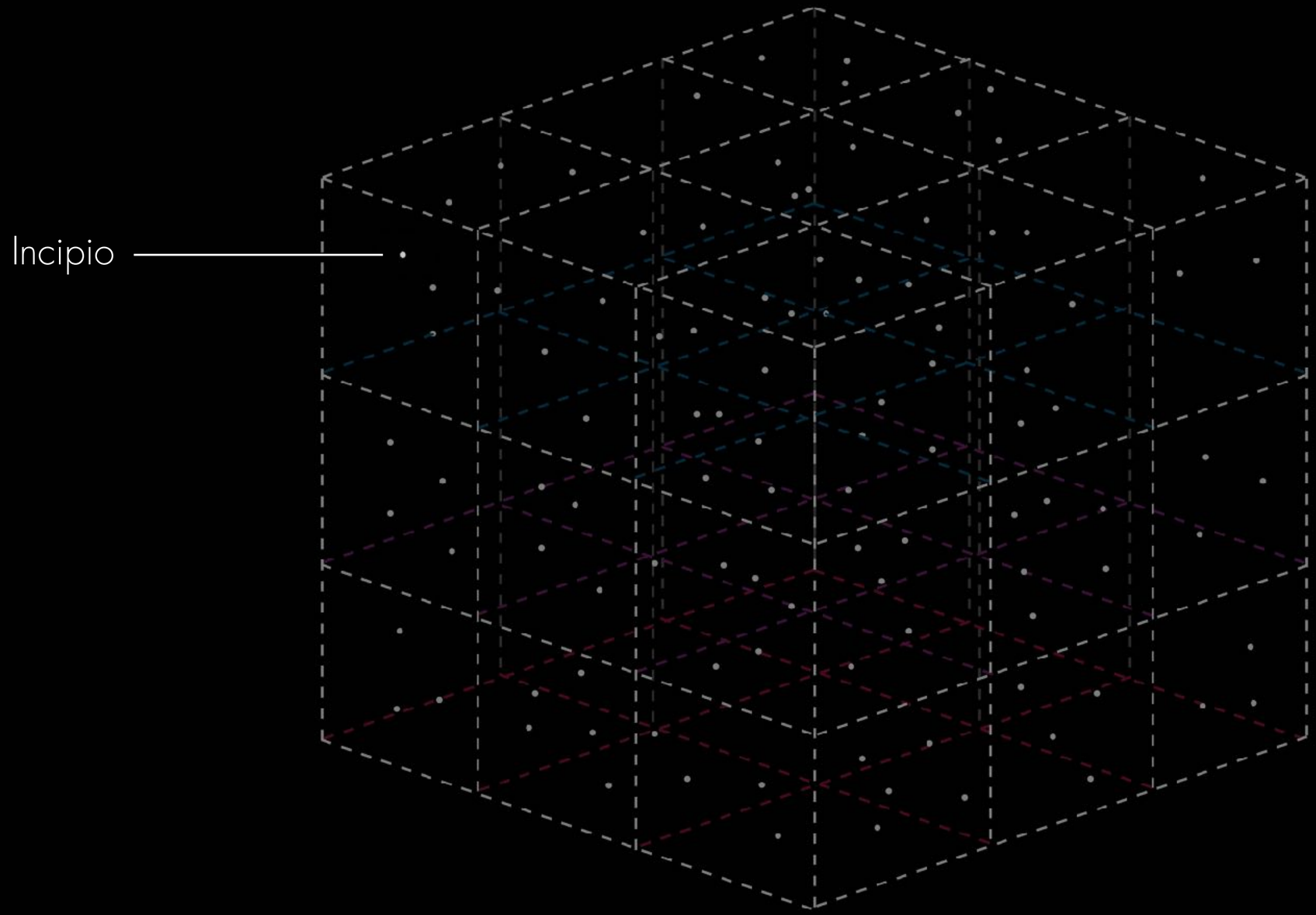
BACKSTORY

REFERENCES

(GESINCOURT, 2017)

DESIGN /STORY

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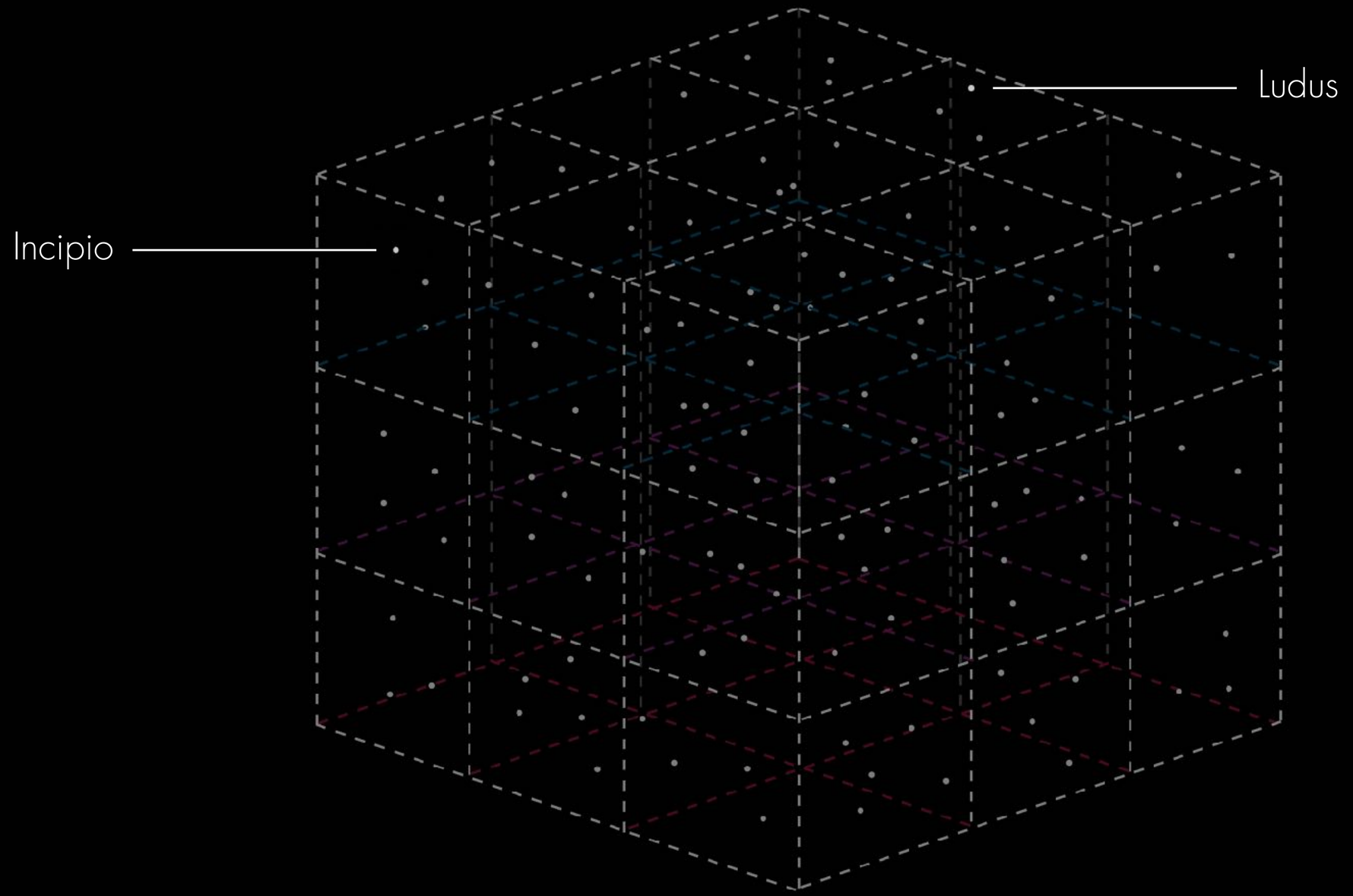

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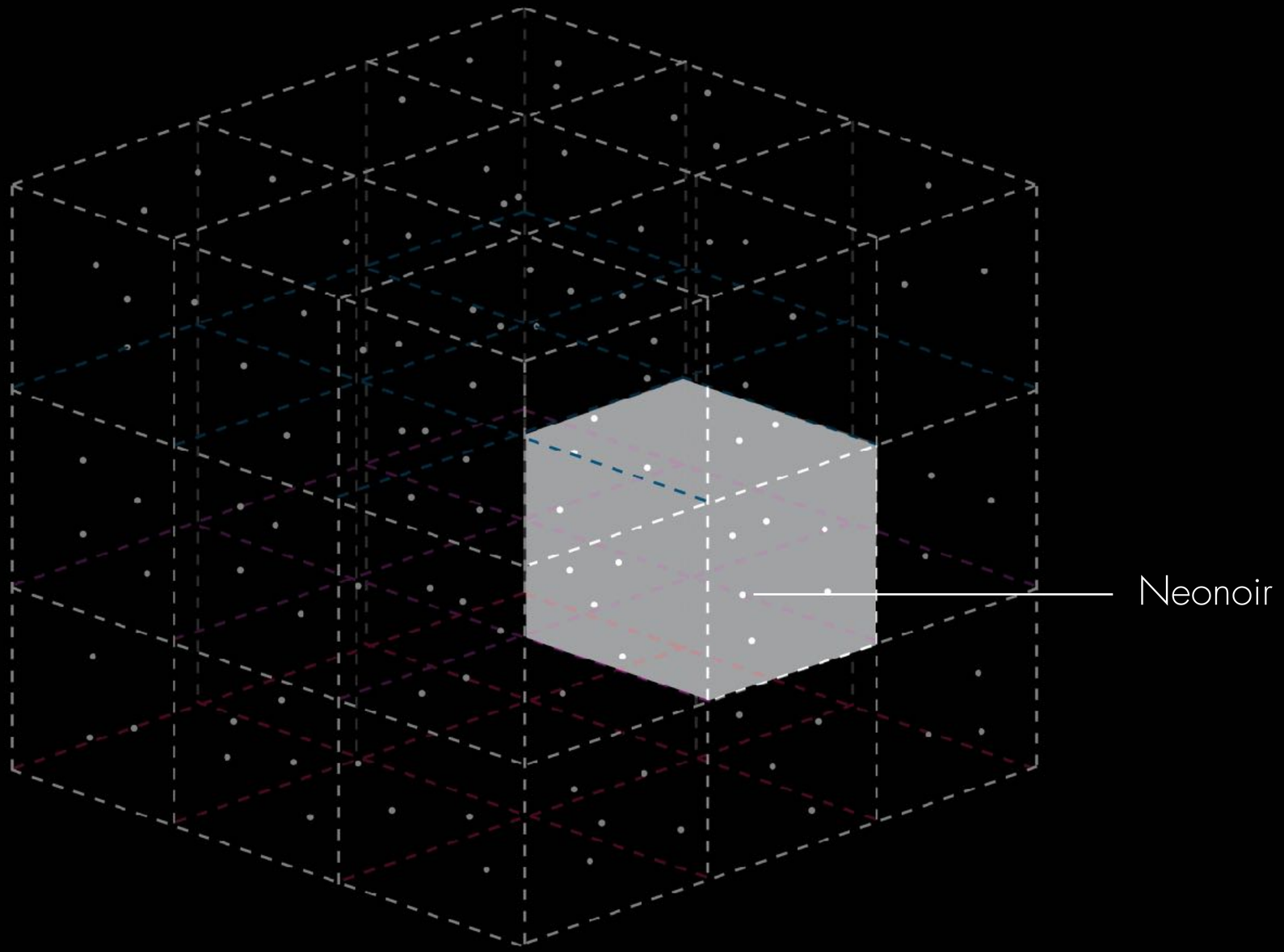
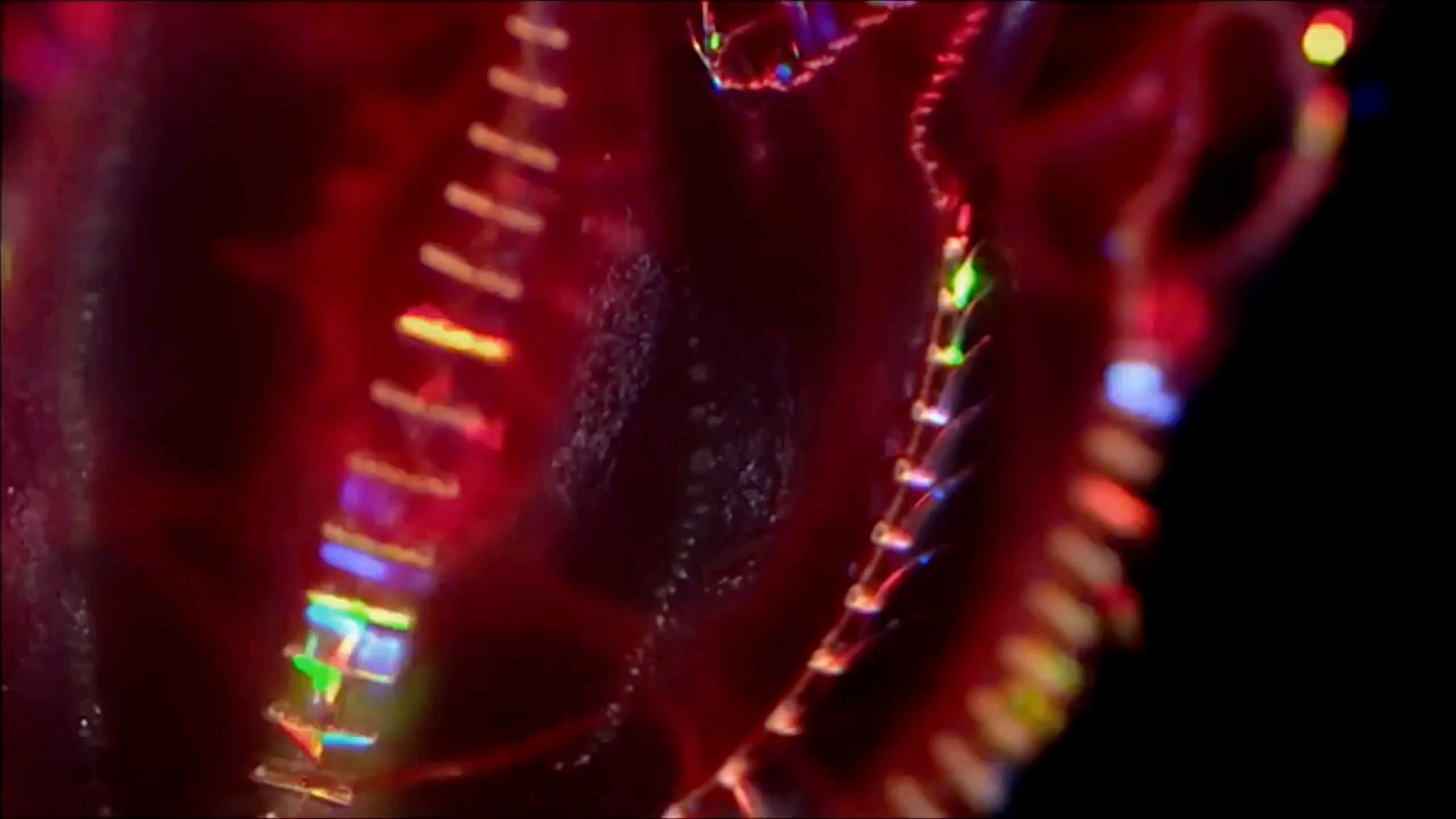




PROGRAM

VIRTUAL UNIVERSE
NIGHT CLUB
FLOATING SPHERE
DIFFERENT PHYSICAL LAWS
SOCIAL AMENITIES

PROGRAM

VIRTUAL UNIVERSE
NIGHT CLUB
FLOATING SPHERE
DIFFERENT PHYSICAL LAWS
SOCIAL AMENITIES

FRAME OF REFERENCE

BIOPUNK
NATURE
MATH, ALGORITHMS

DESIGN / VORONOI

(NO SOURCE)

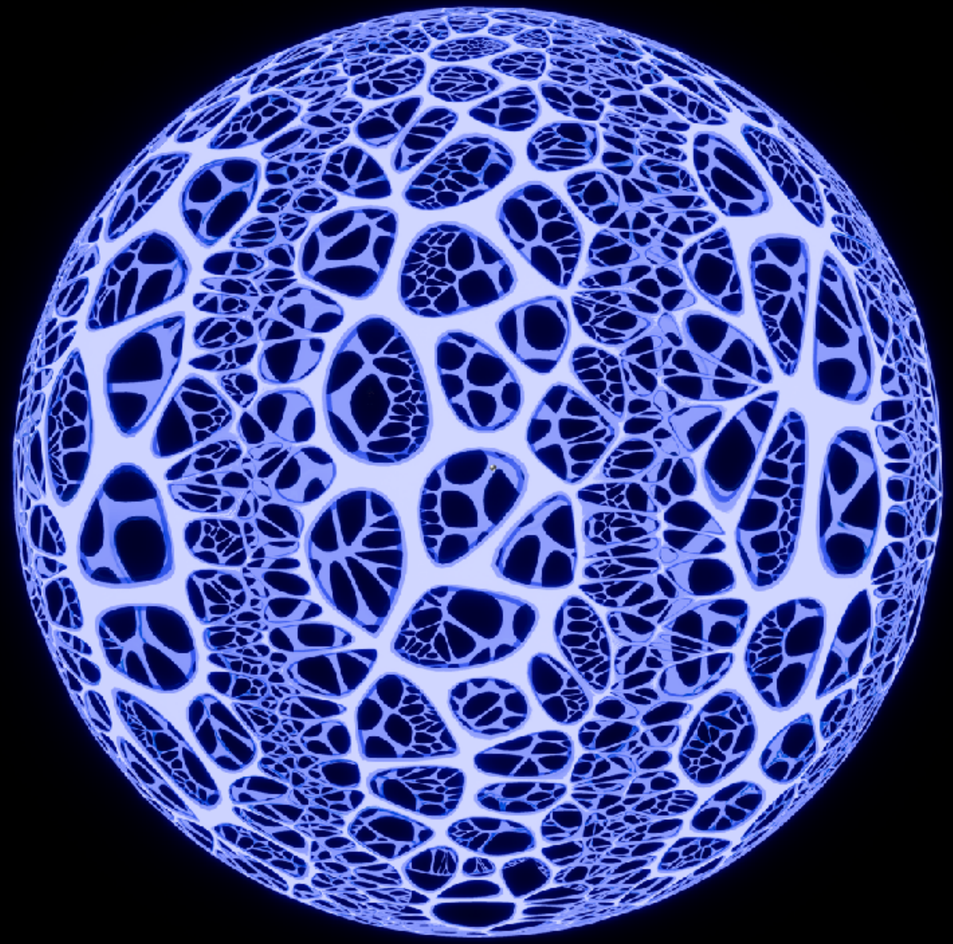
DESIGN / VORONOI

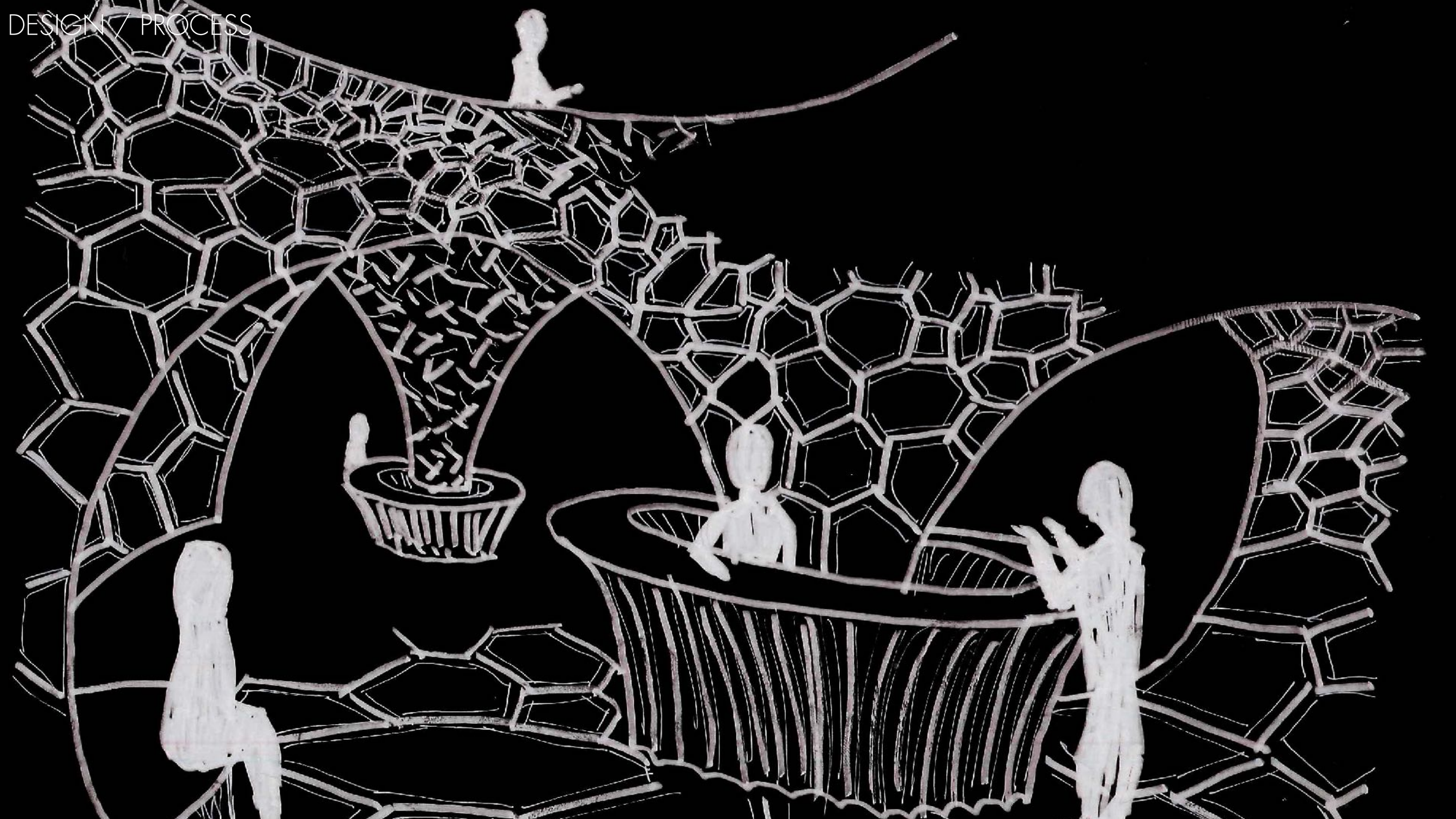
(EREMITE, ND)

DESIGN / VORONOI

(NO SOURCE)

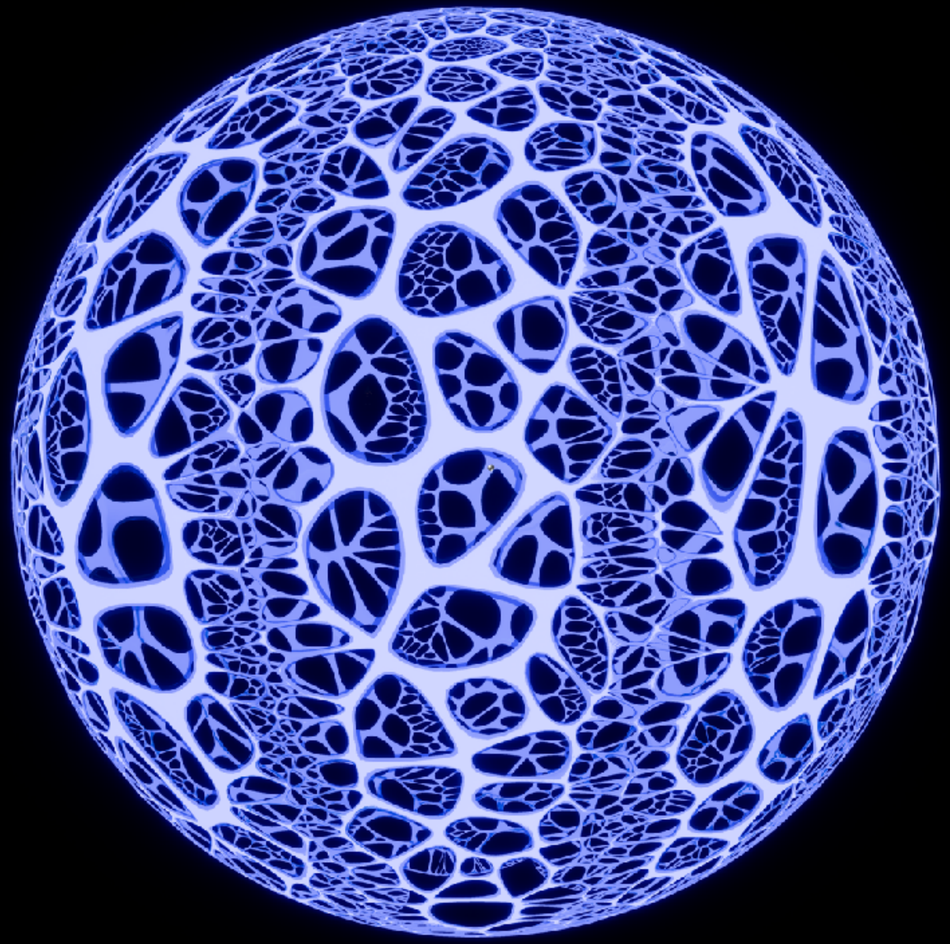
DESIGN / SHELL





DESIGN / PROCESS

DESIGN / PROCESS



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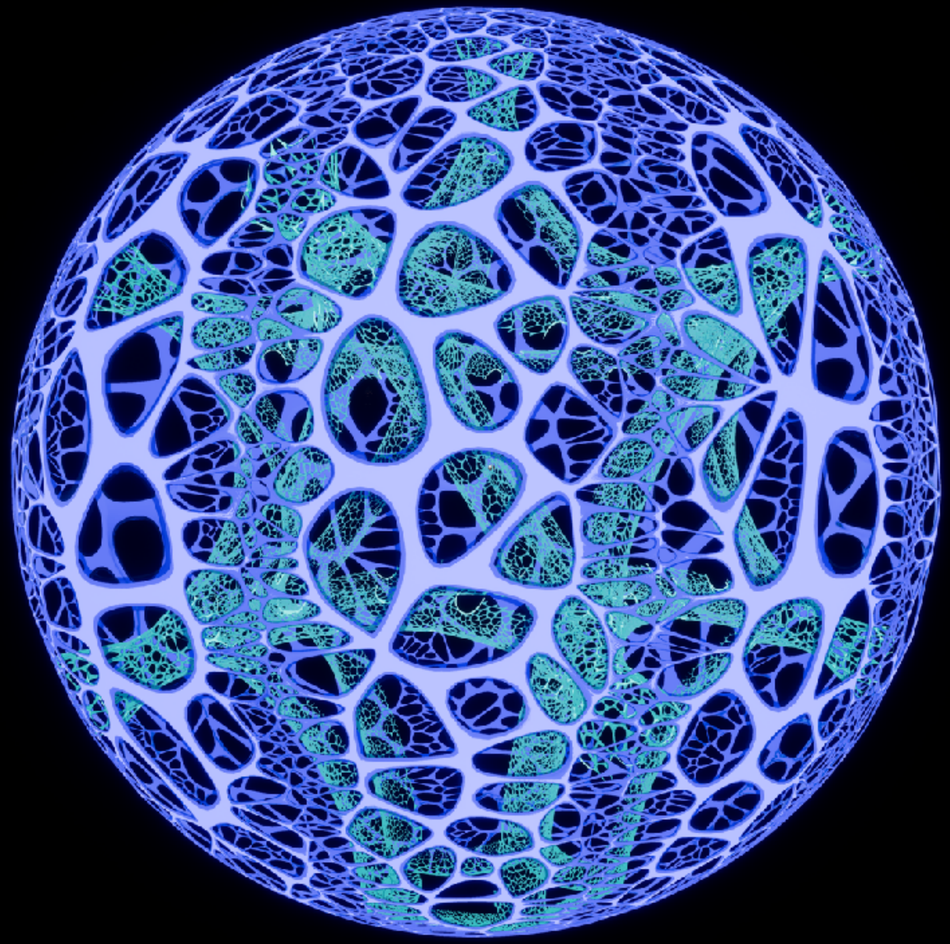

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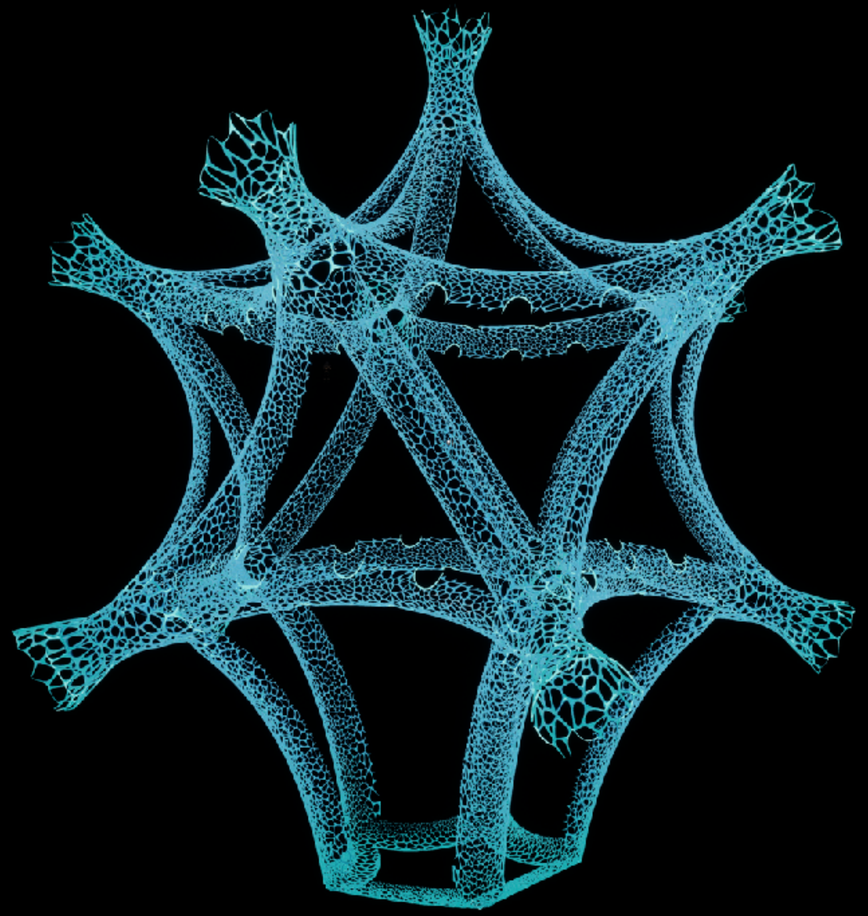

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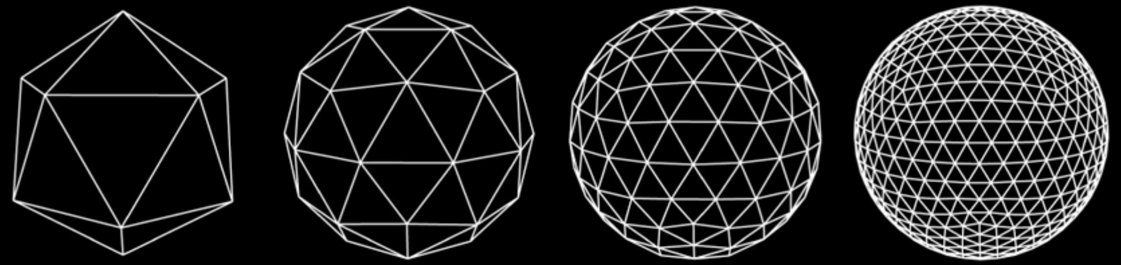

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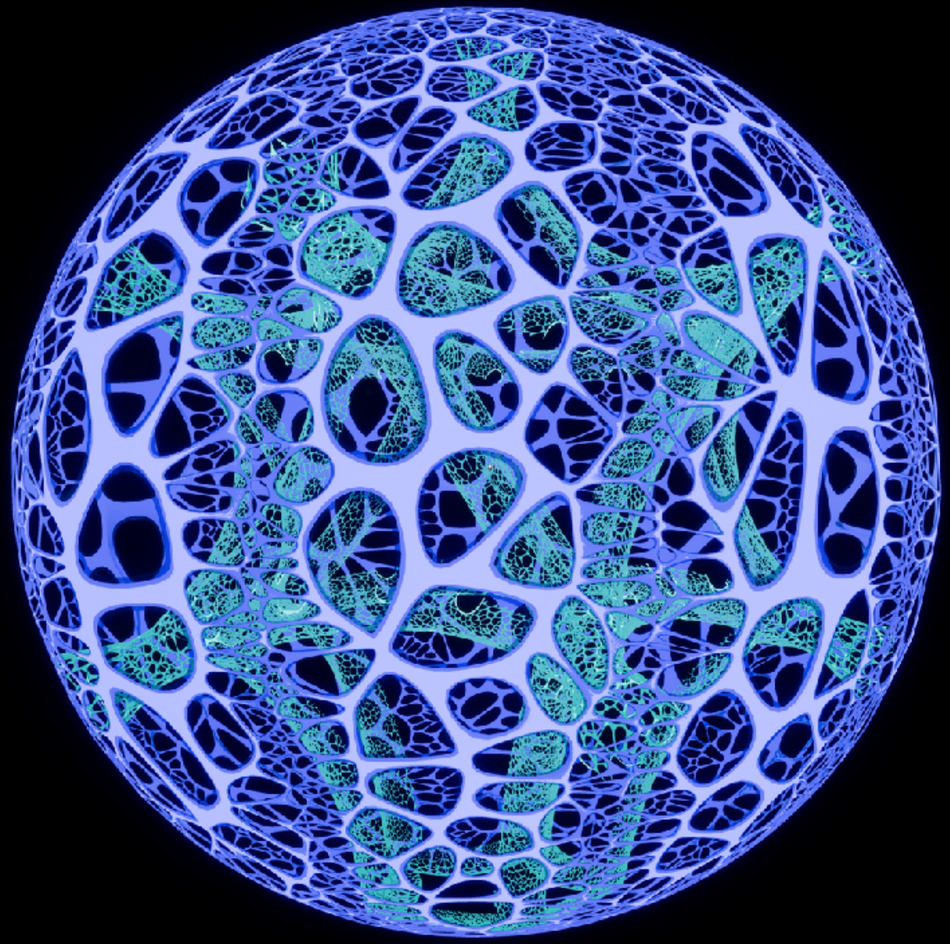

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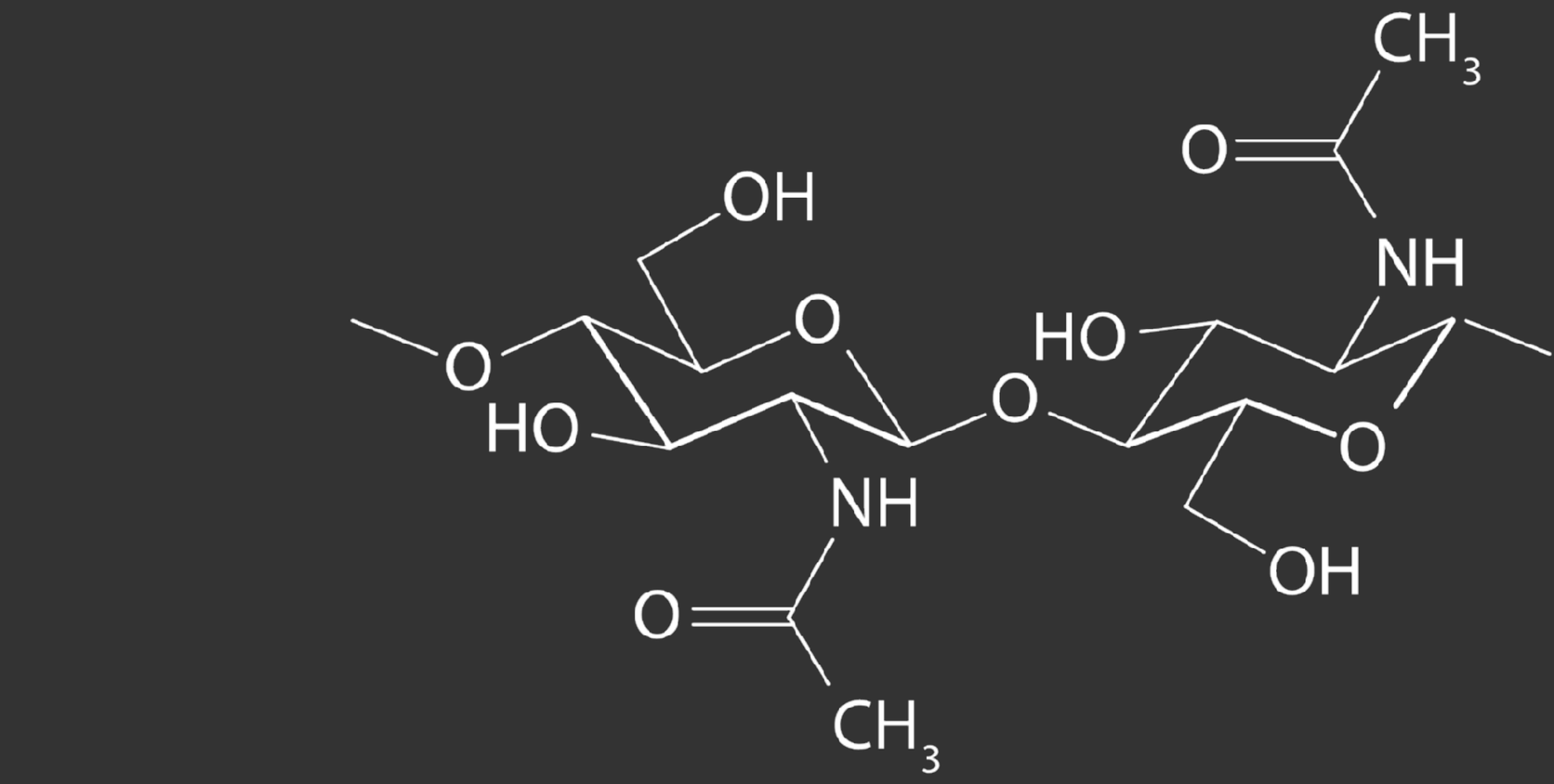
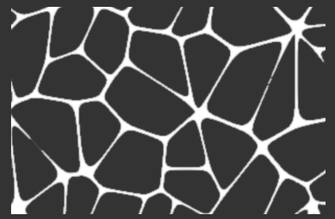


DESIGN / MATERIAL

FACADE

DESIGN / MATERIAL

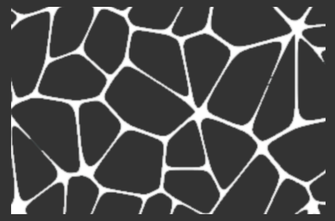
FACADE



INTERIOR ELEMENTS

DESIGN / MATERIAL

FACADE



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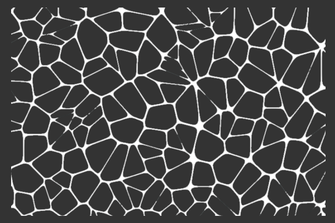
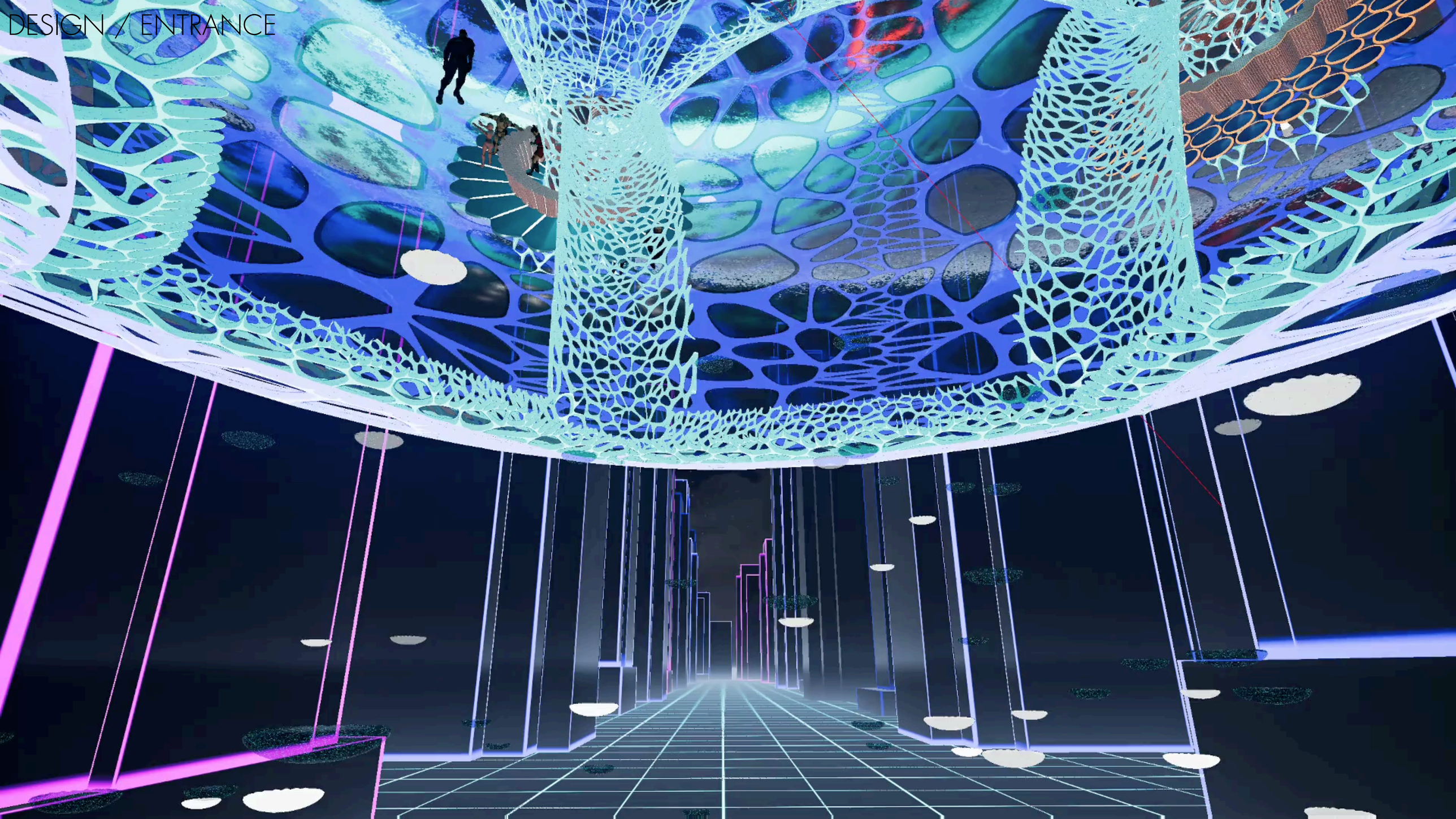


FURNITURE

DESIGN / MATERIAL

DESIGN / ENTRANCE



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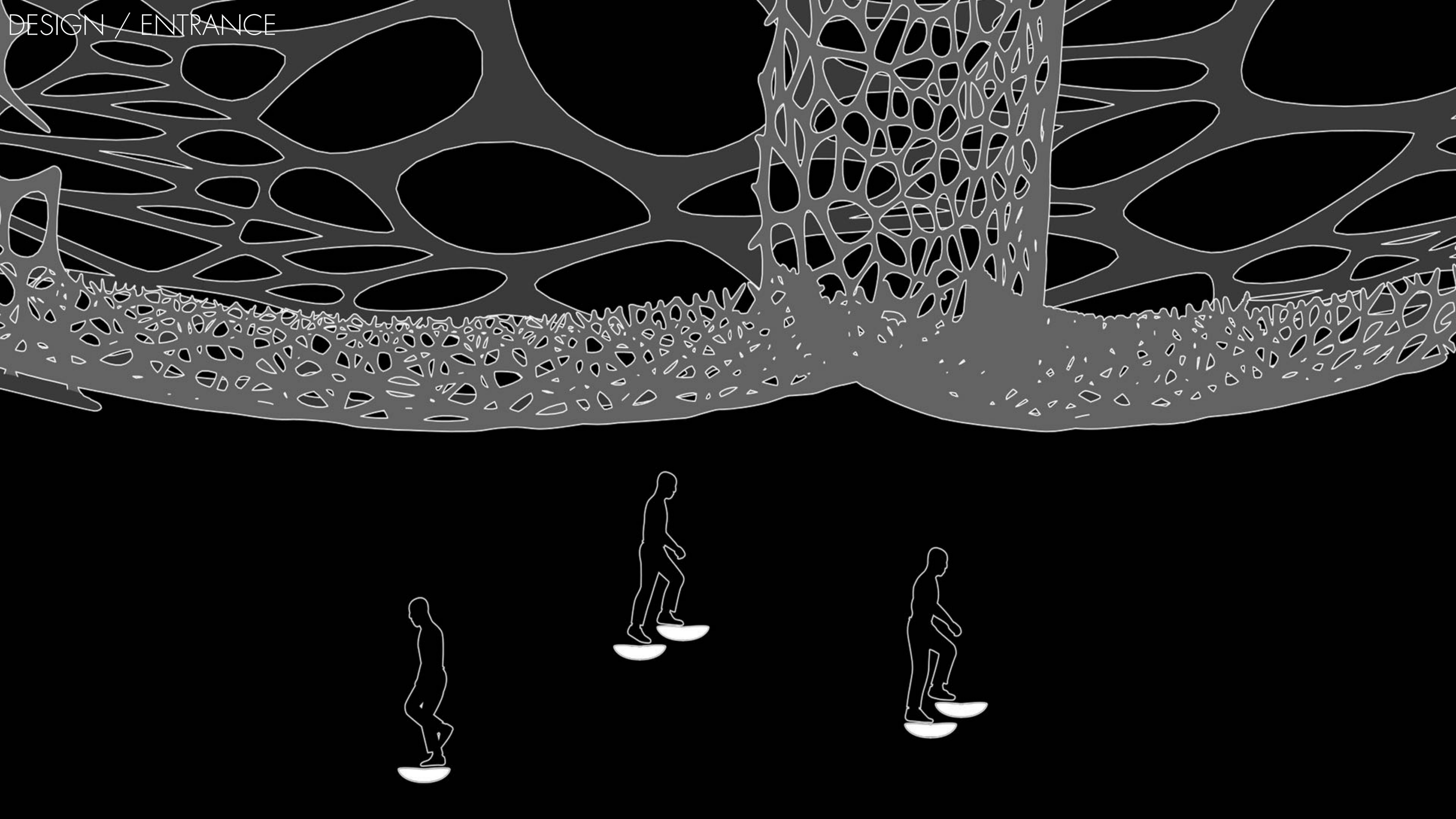

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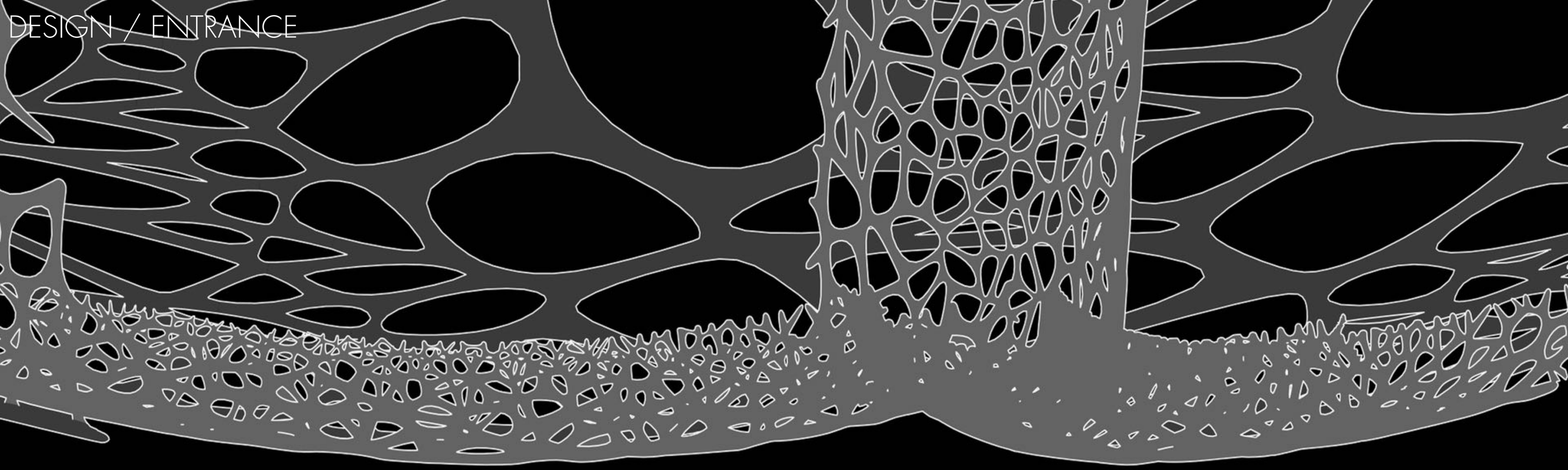

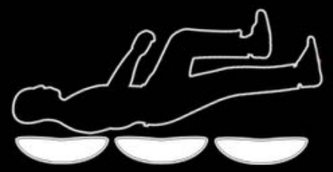

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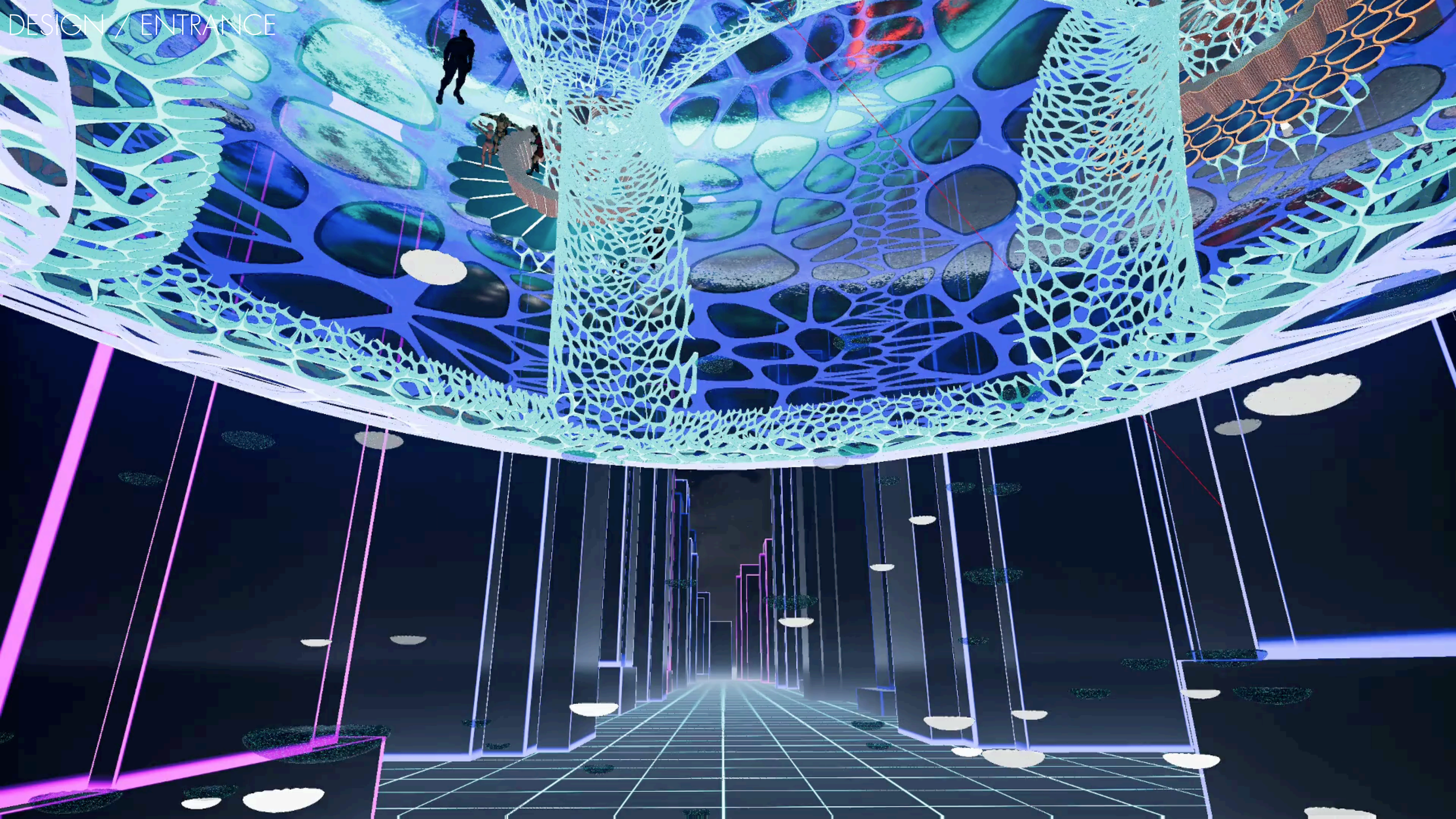

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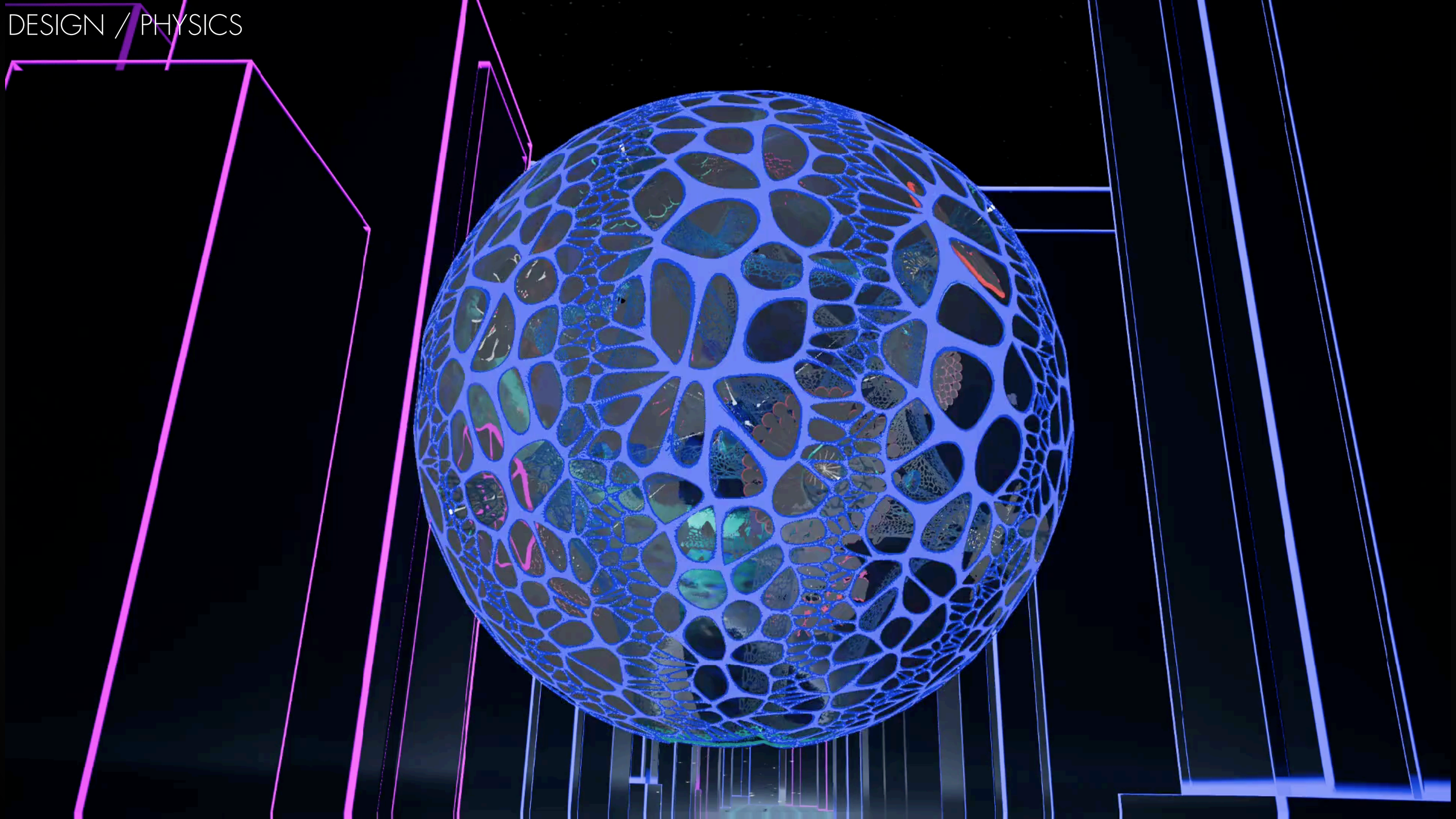

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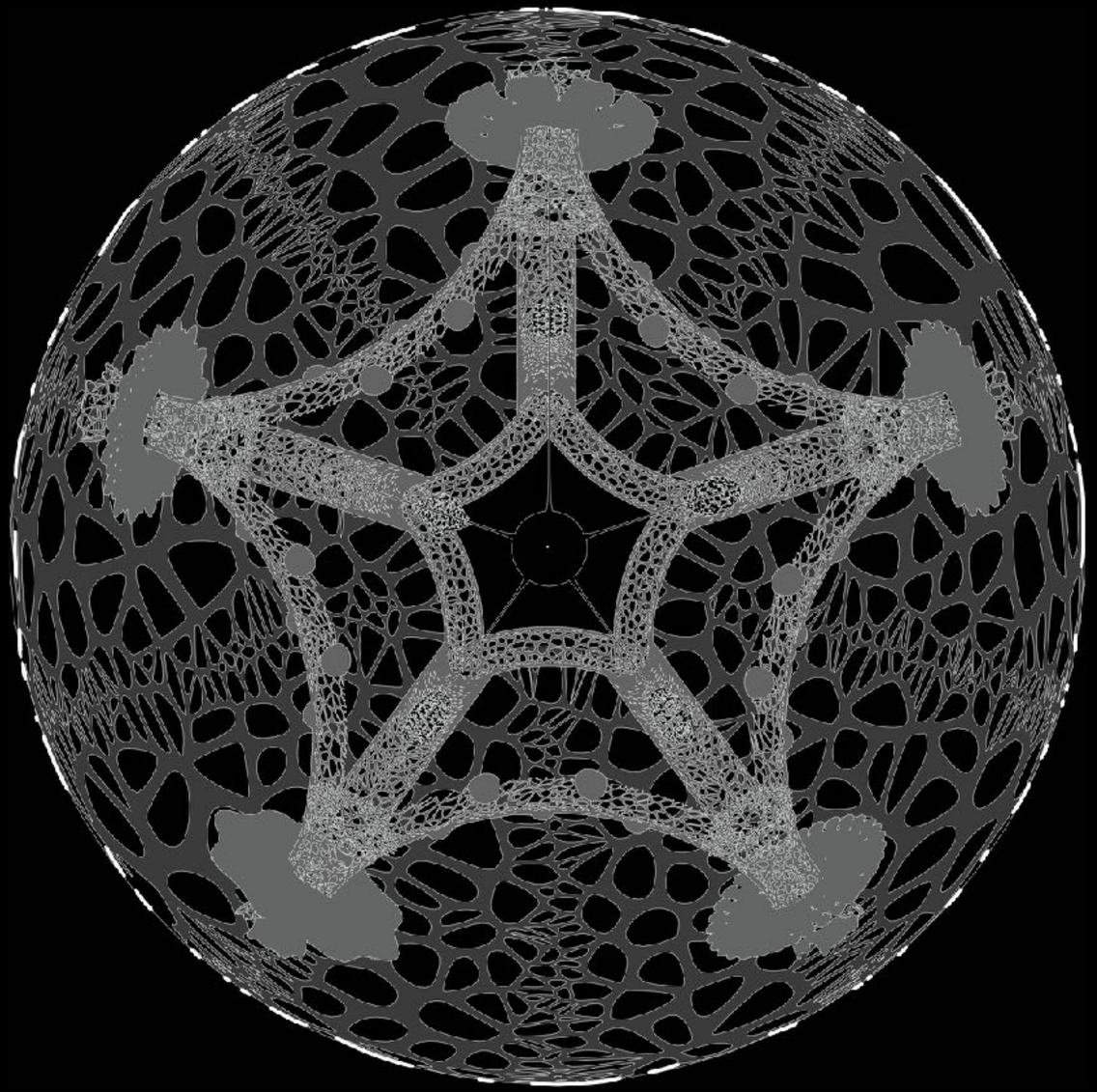

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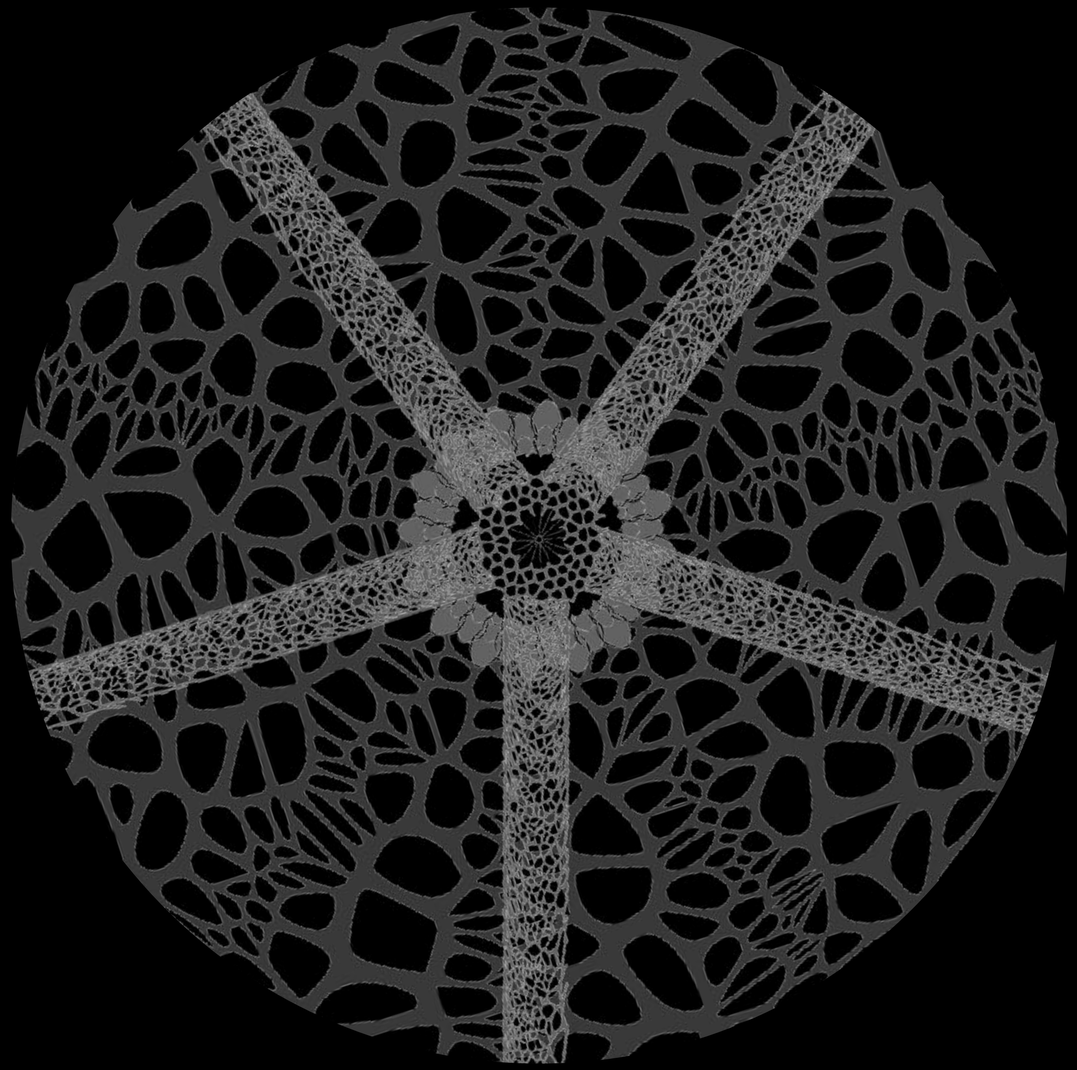

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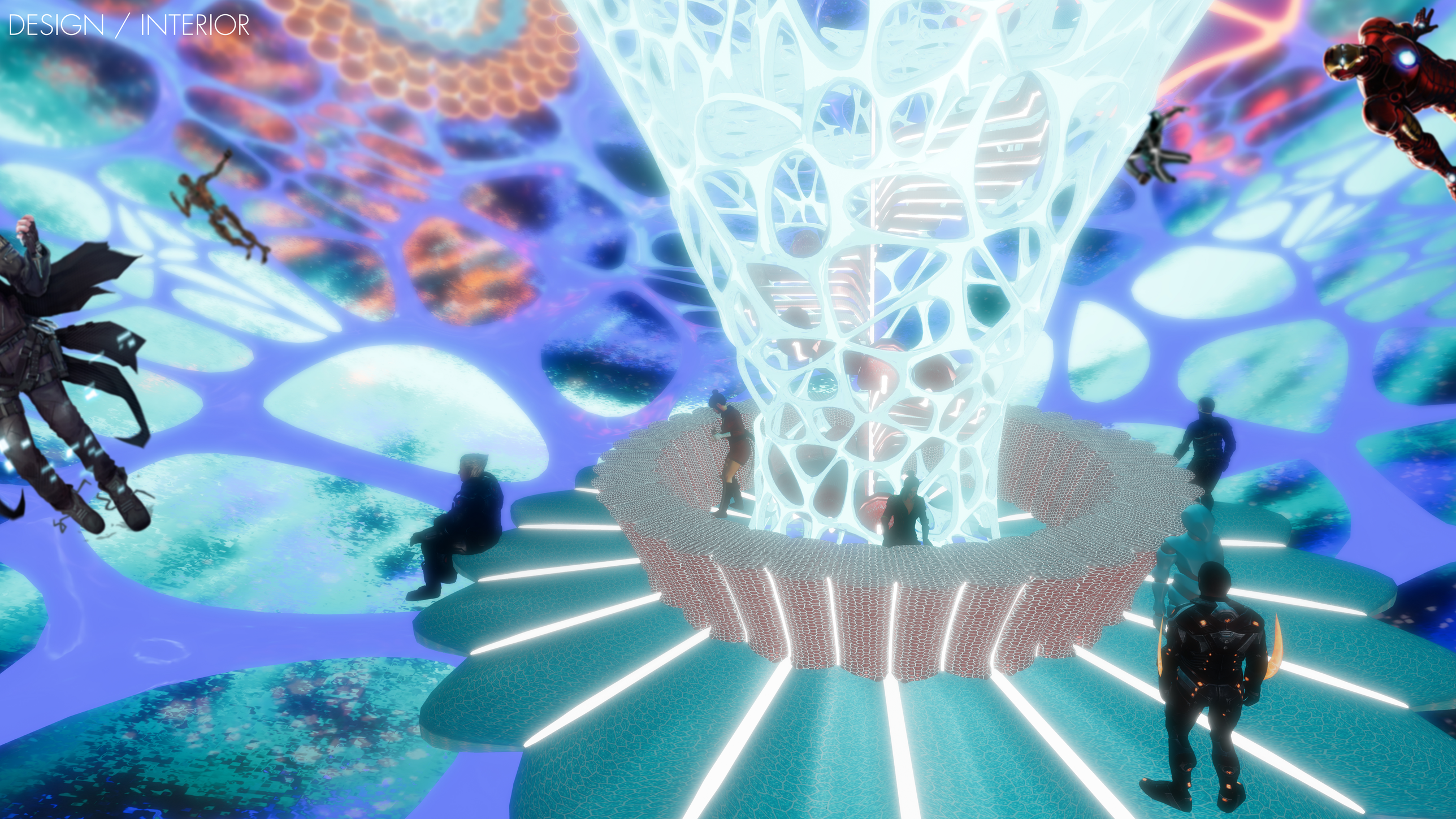

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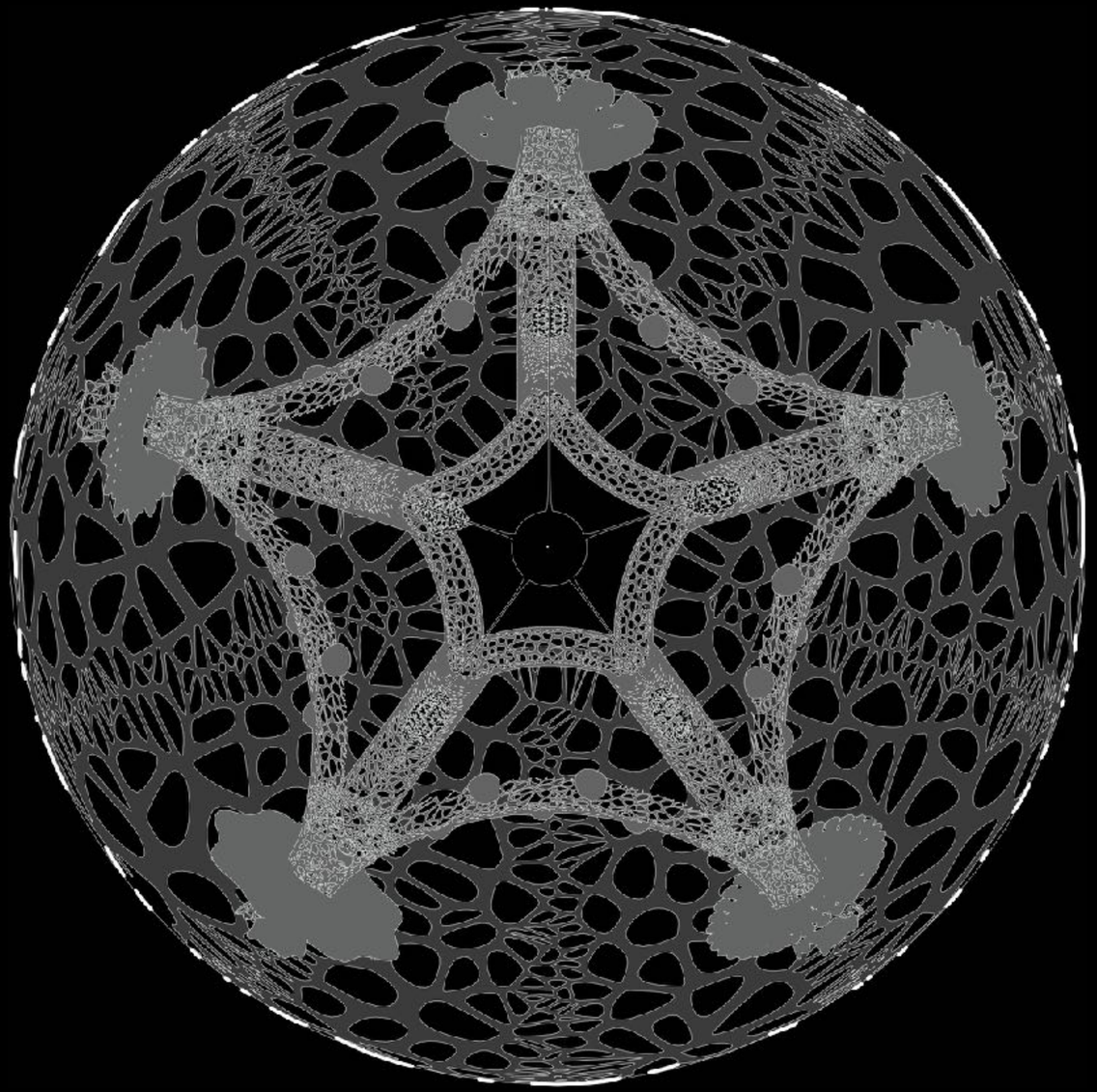

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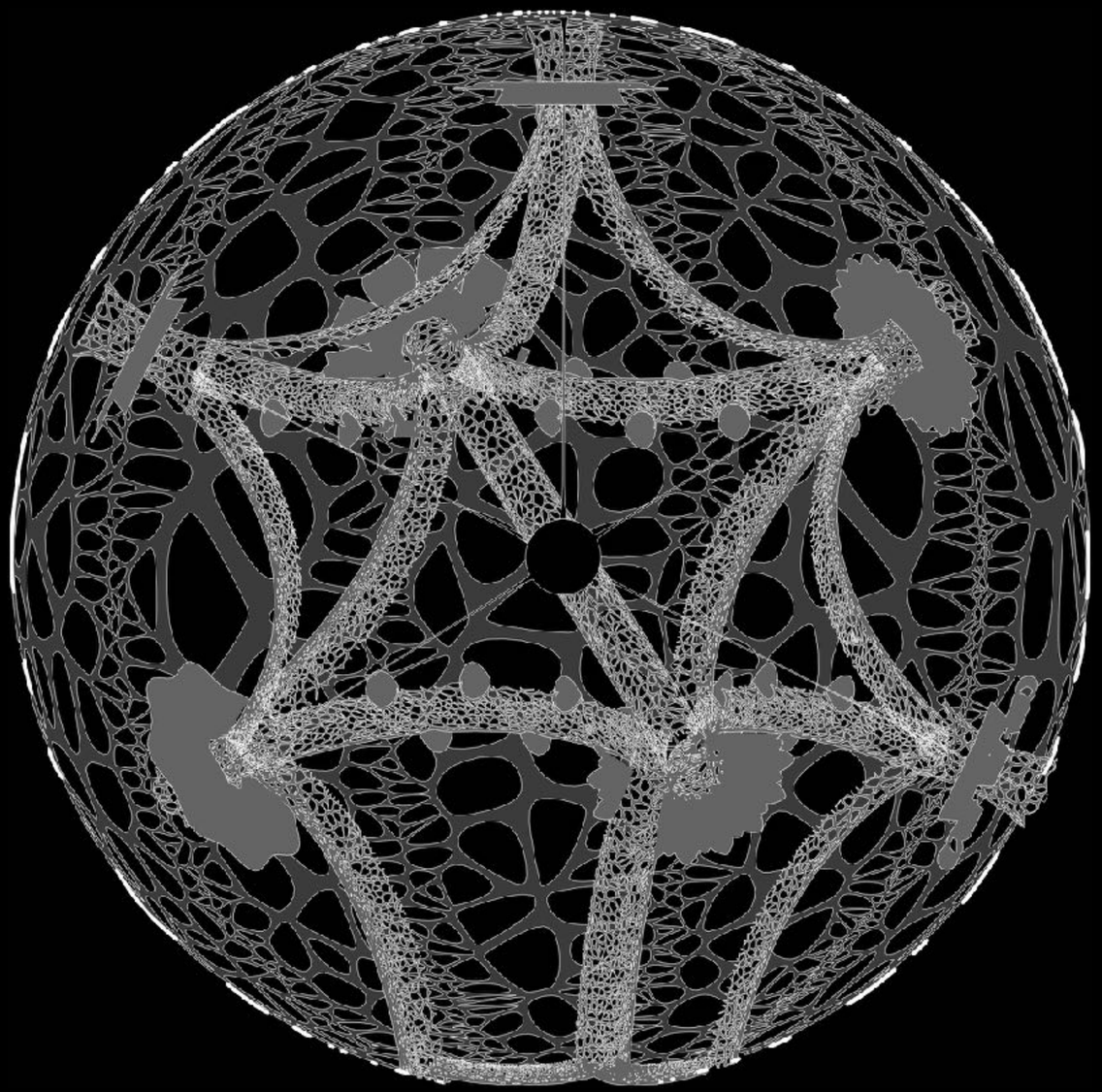

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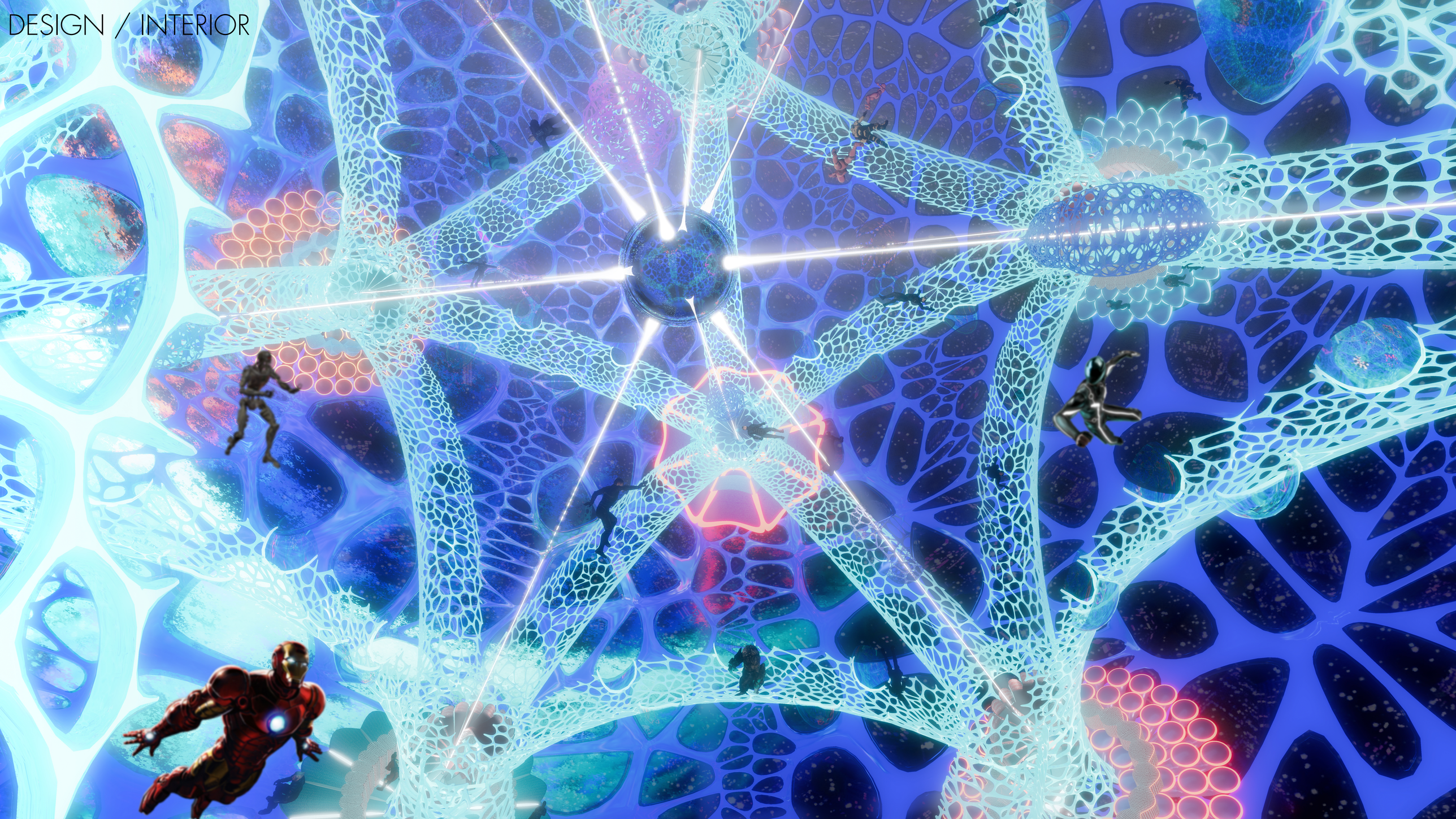

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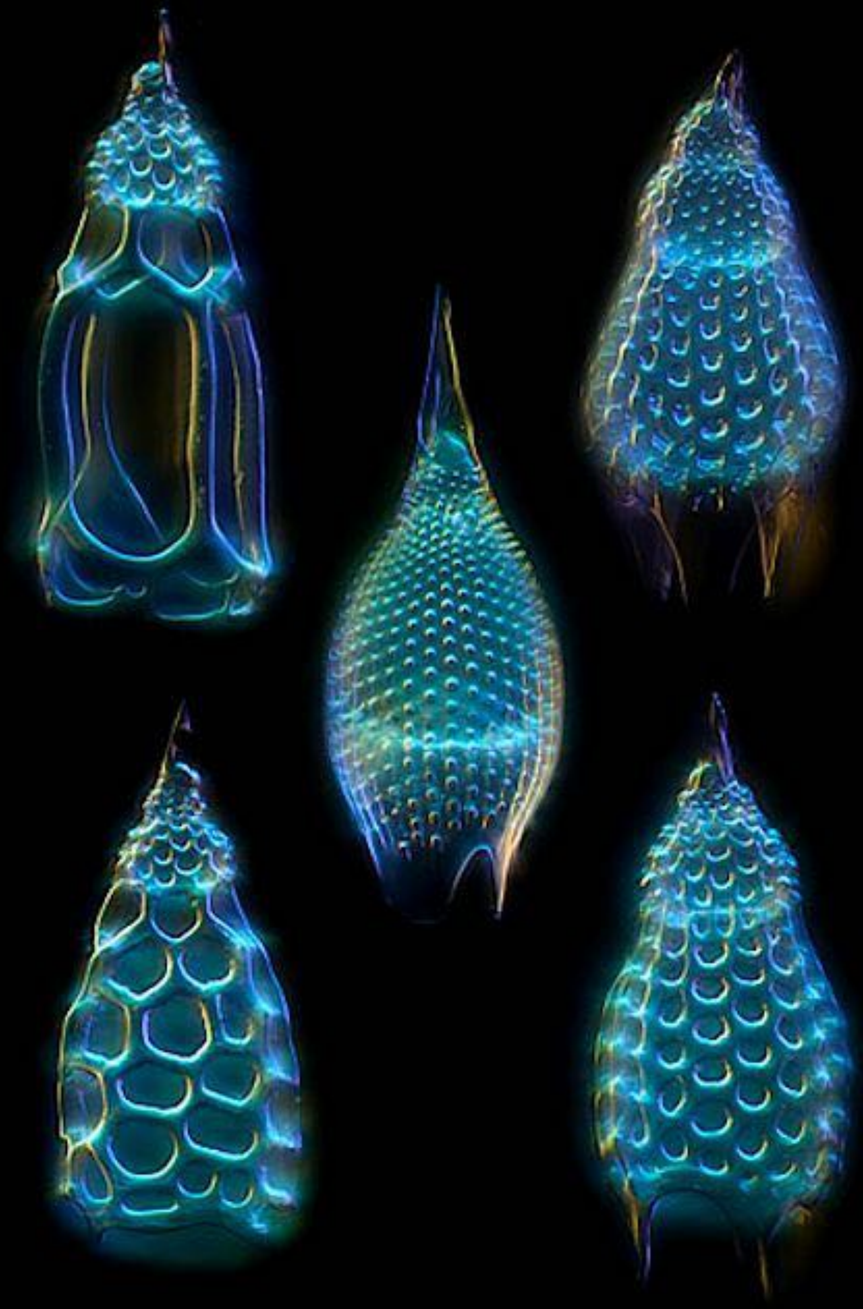
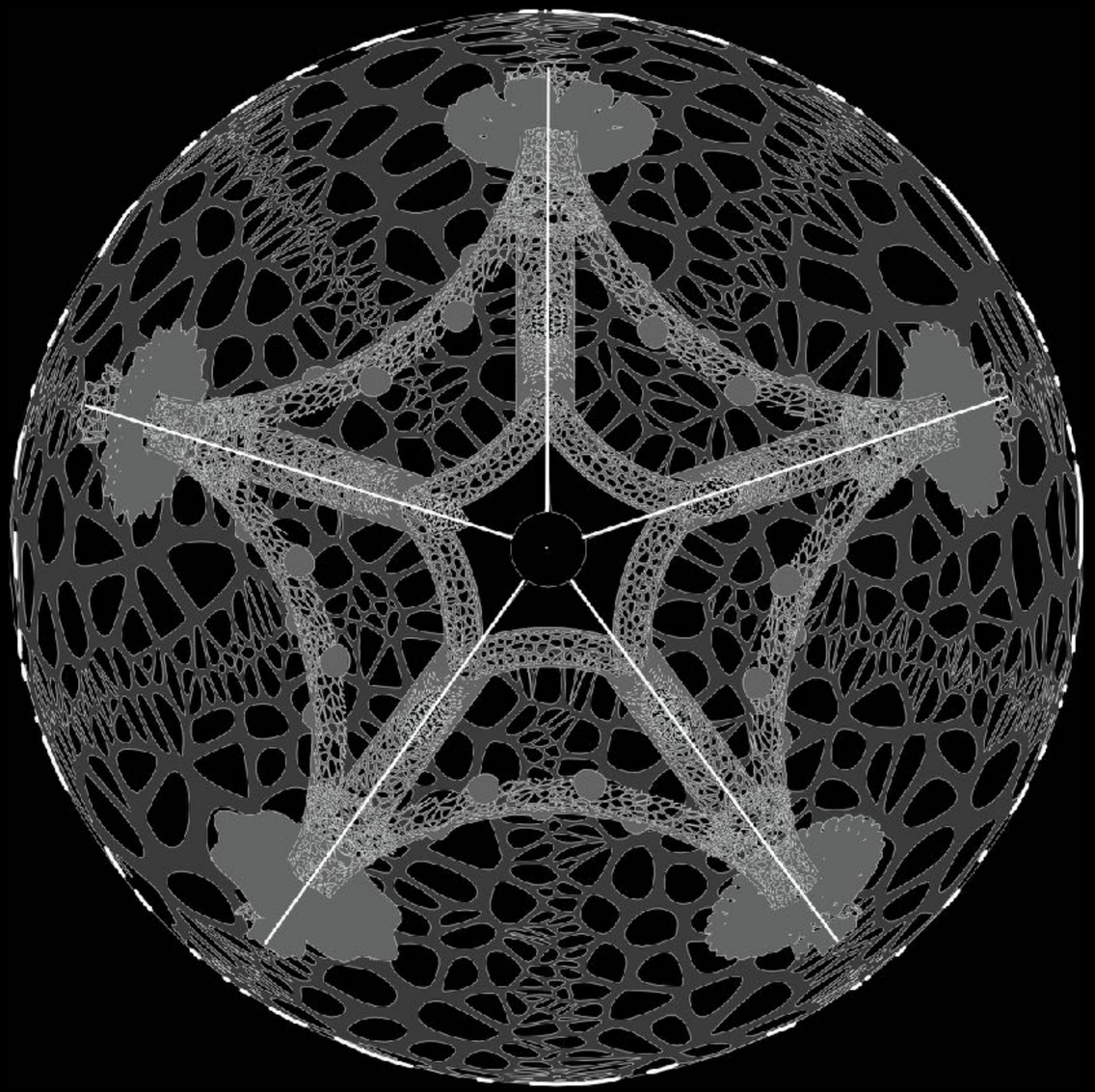
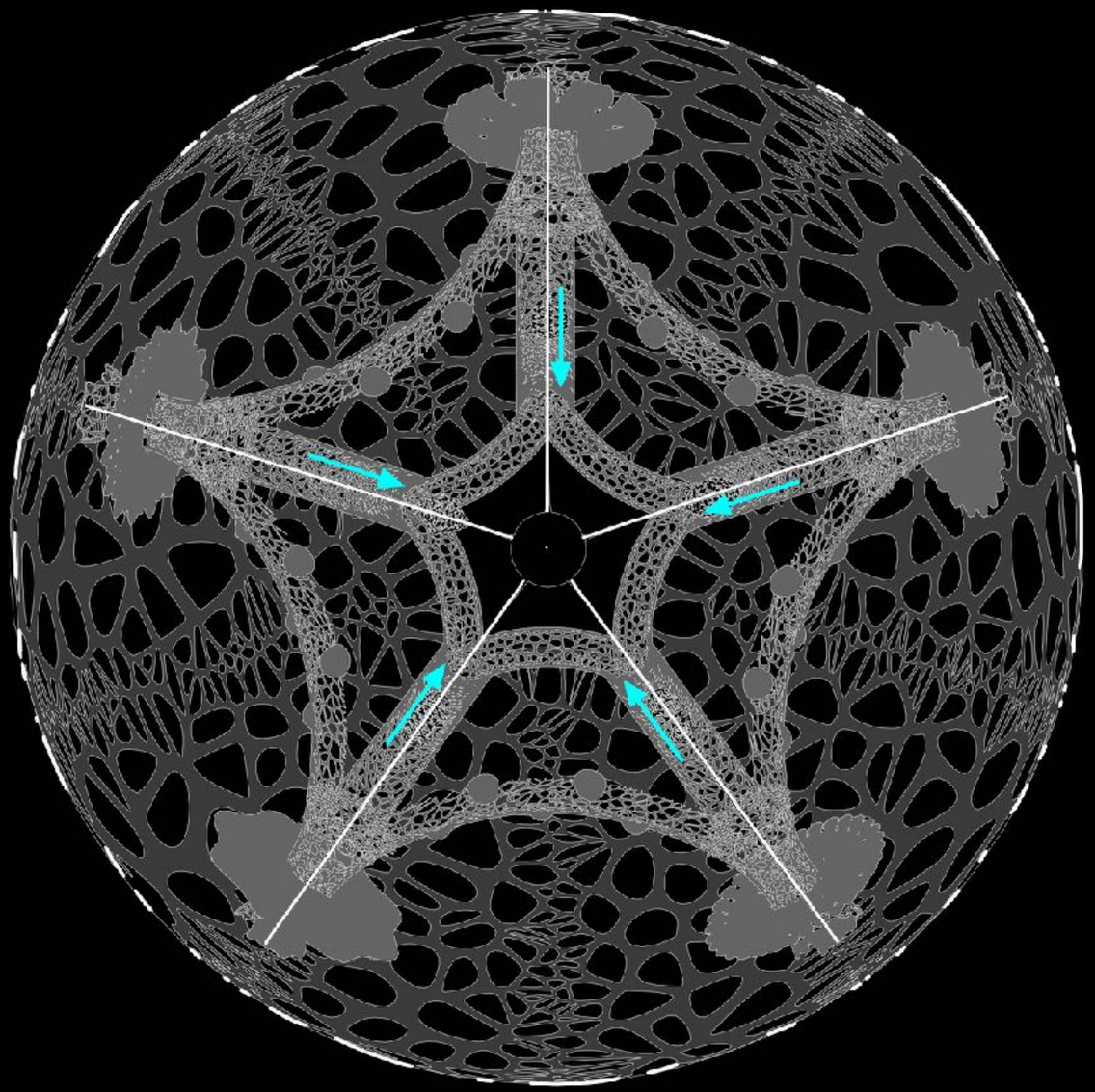
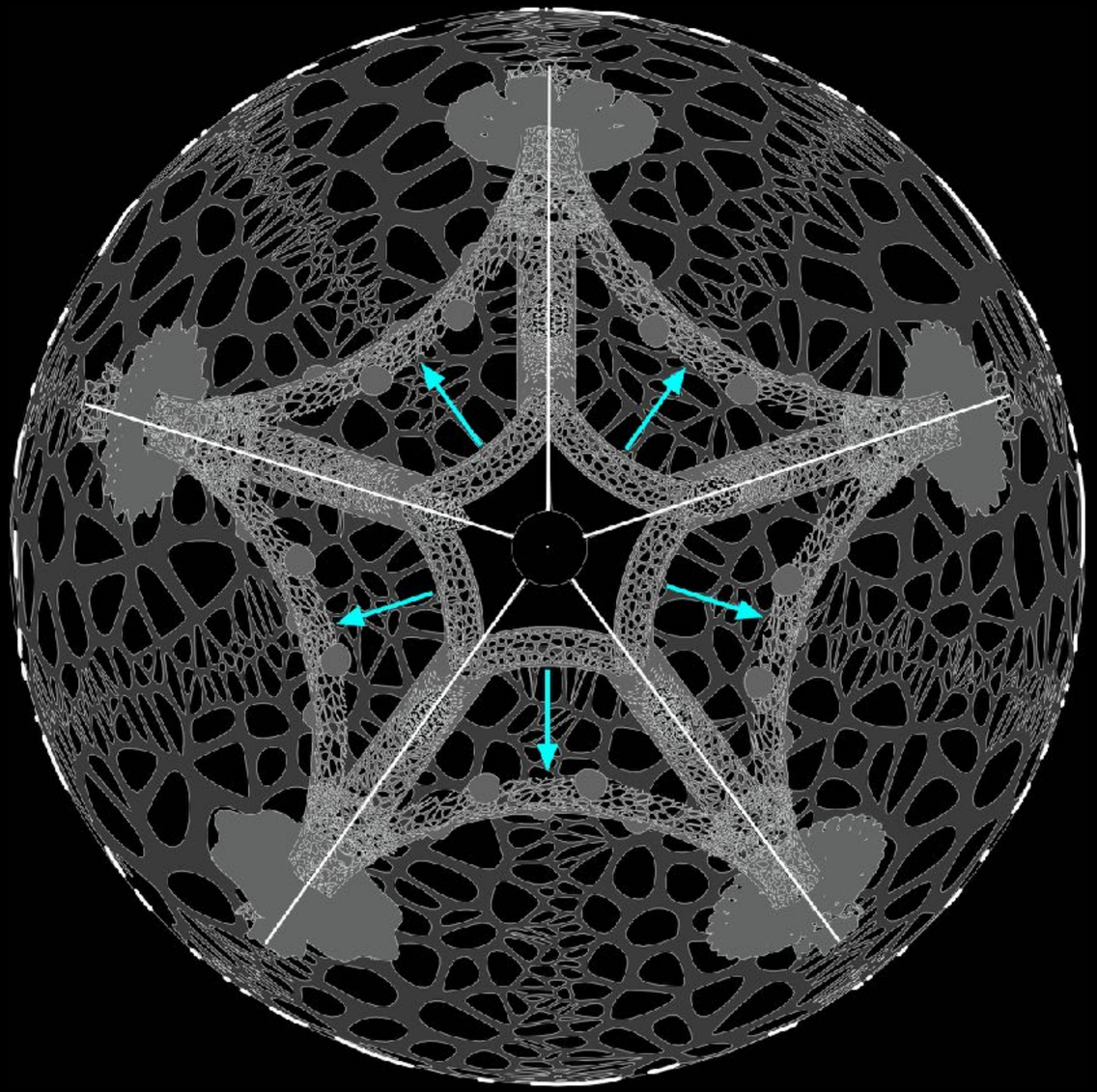


(VAN EGMOND, ND)

DESIGN / BUILDING TECHNOLOGY







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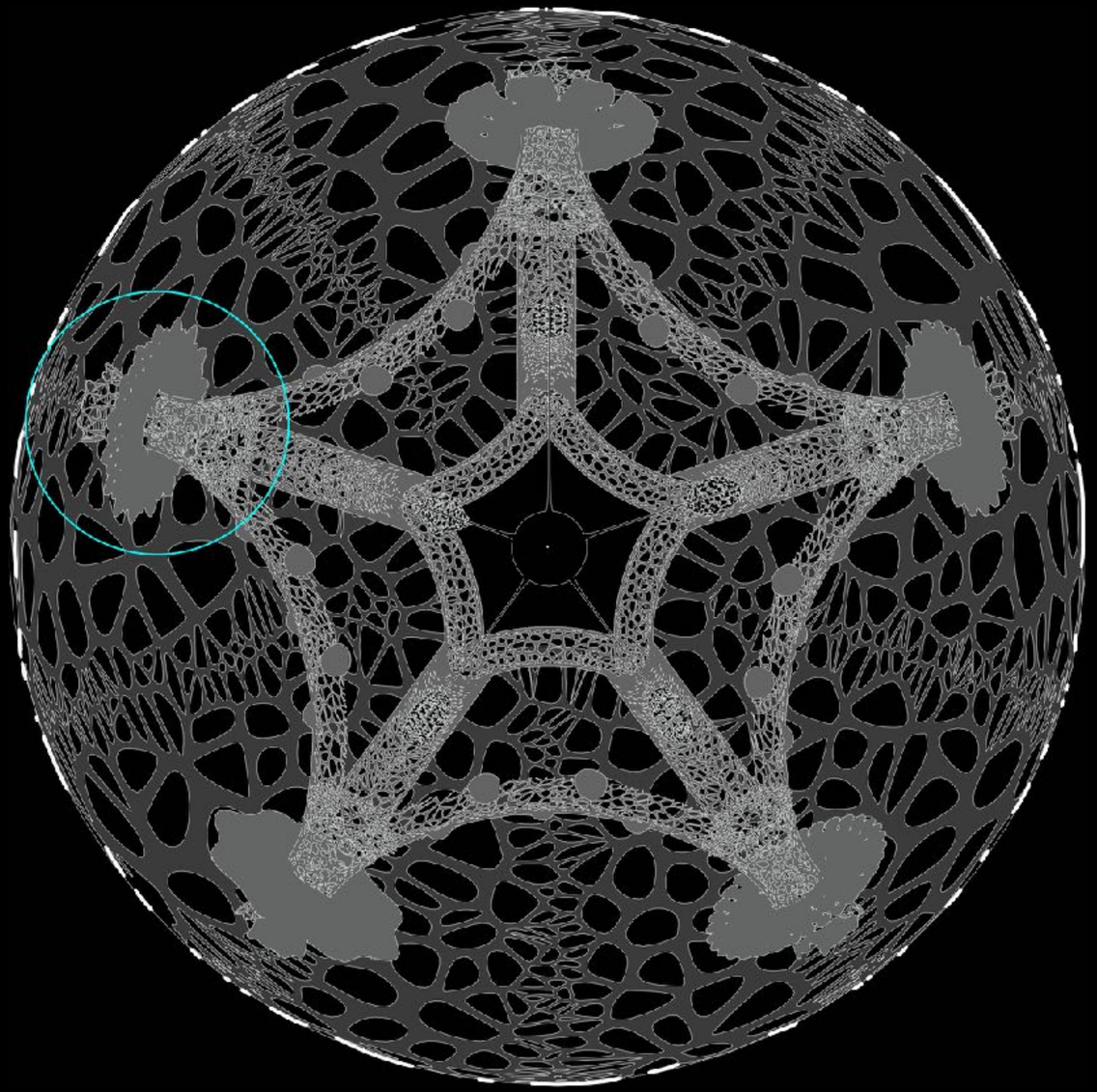

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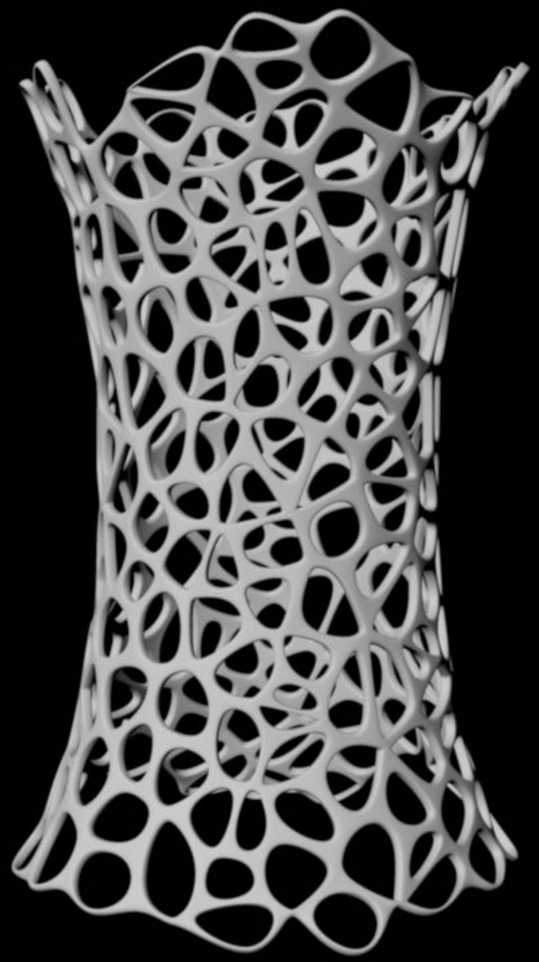

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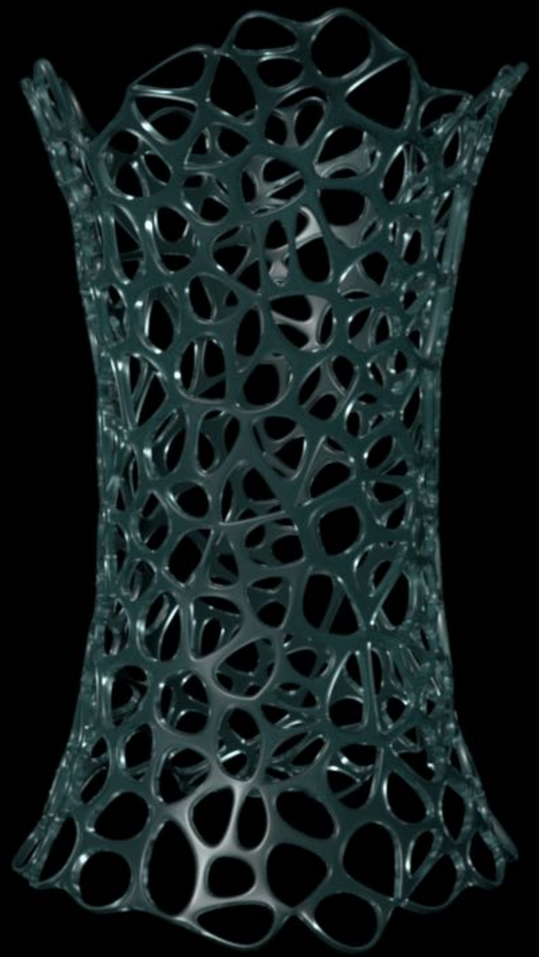
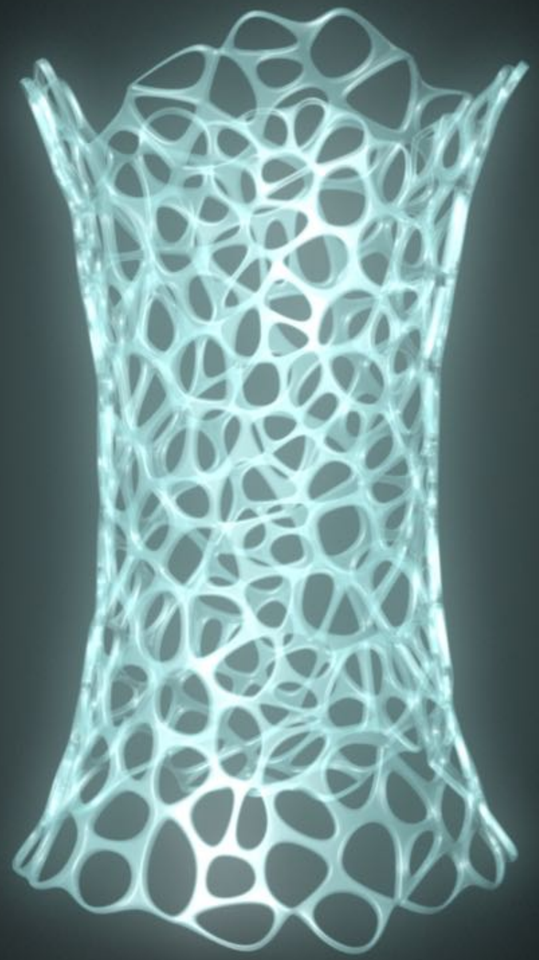


DESIGN / BUILDING TECHNOLOGY

(MIT, 2014)

DESIGN / BUILDING TECHNOLOGY



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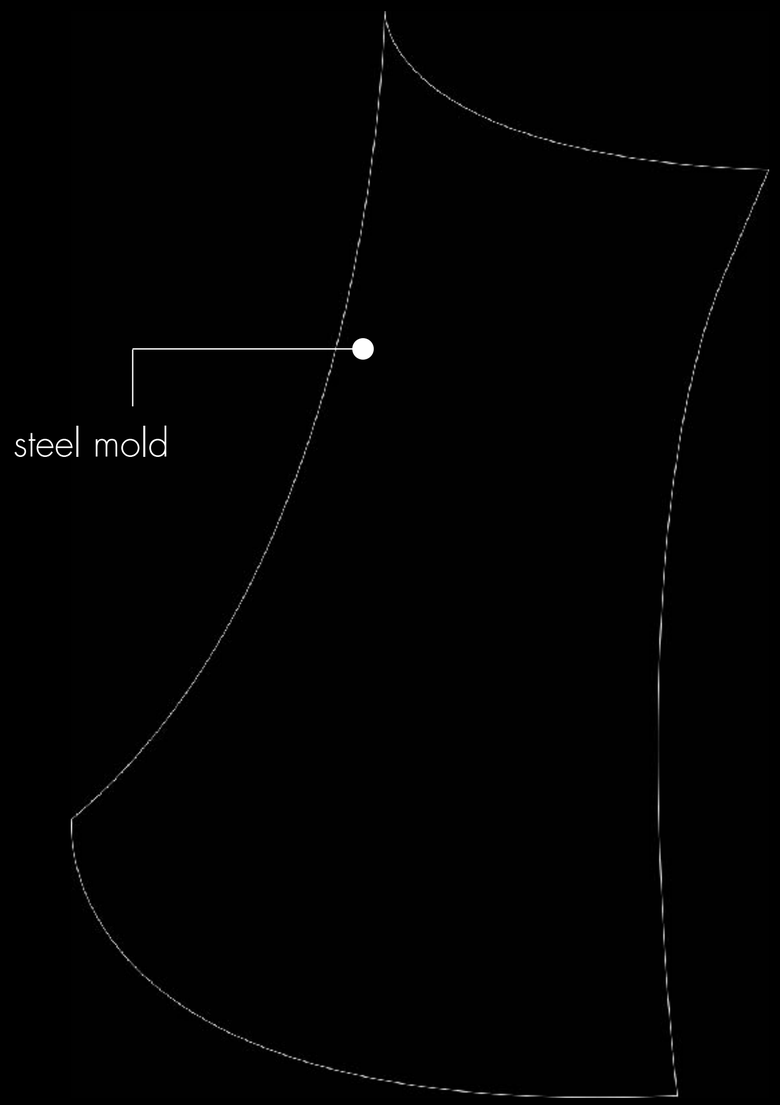

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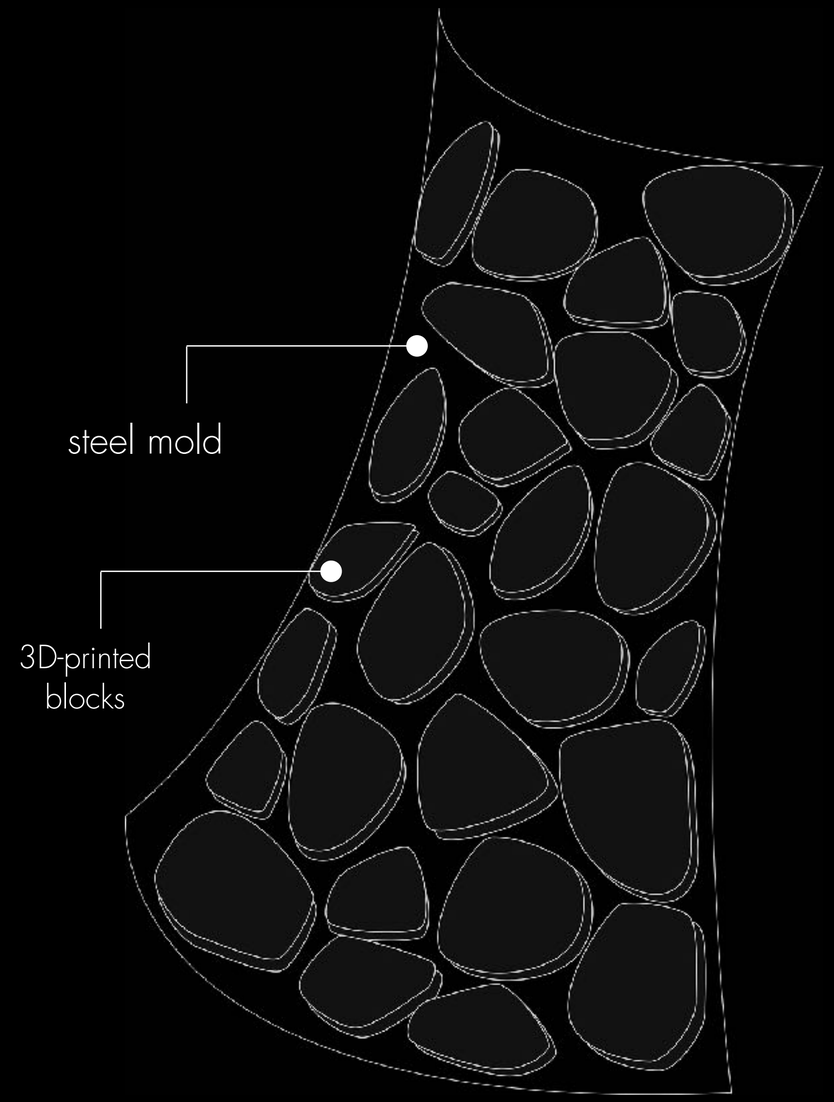

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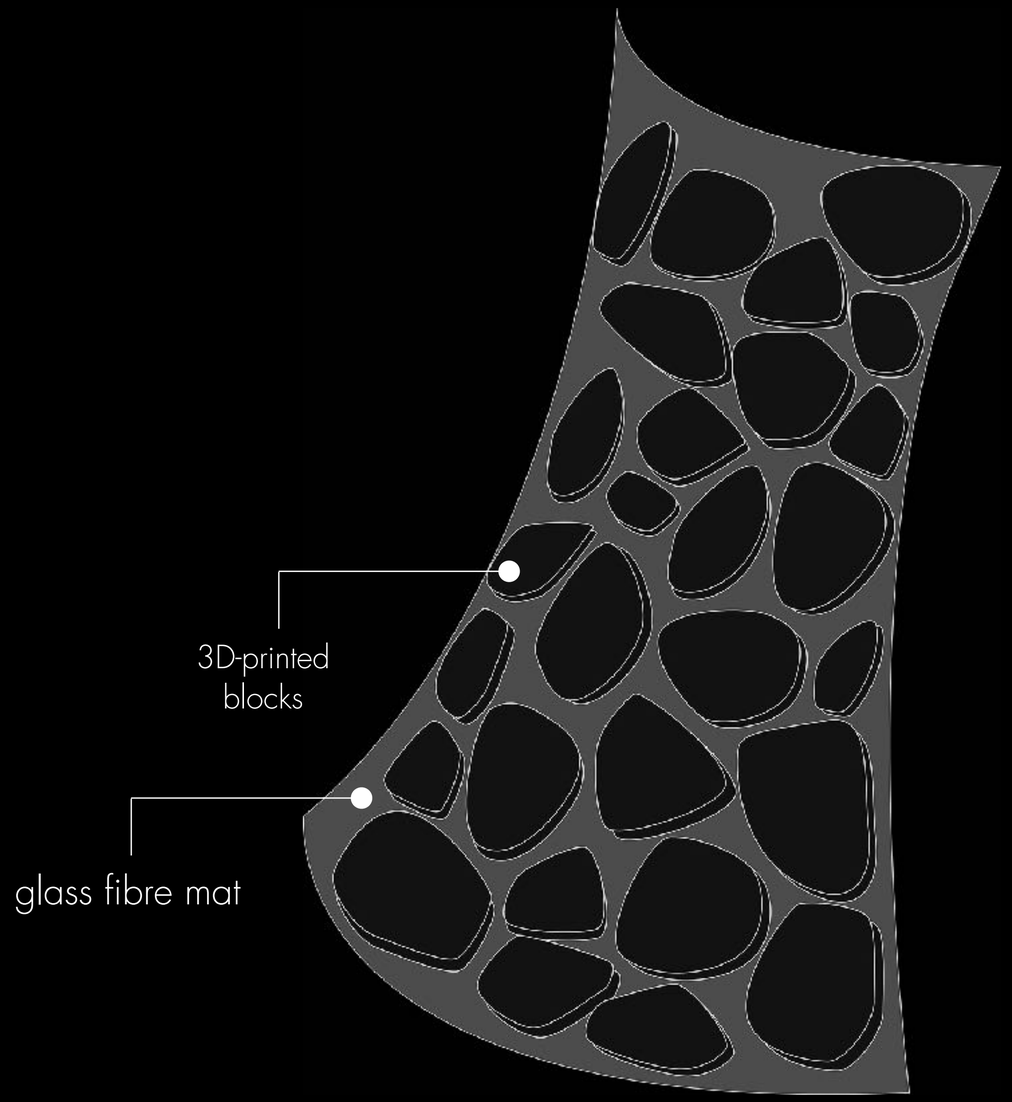
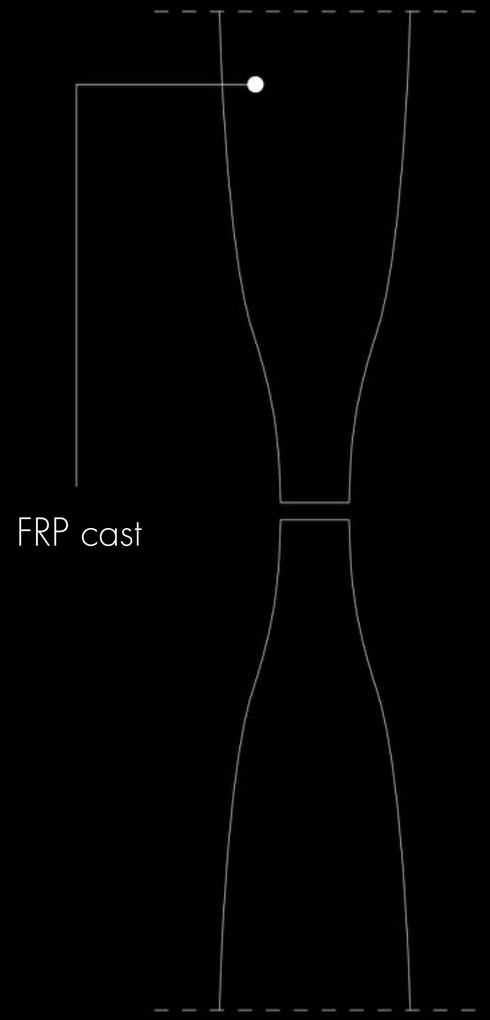


vacuum injection

DESIGN / BUILDING TECHNOLOGY



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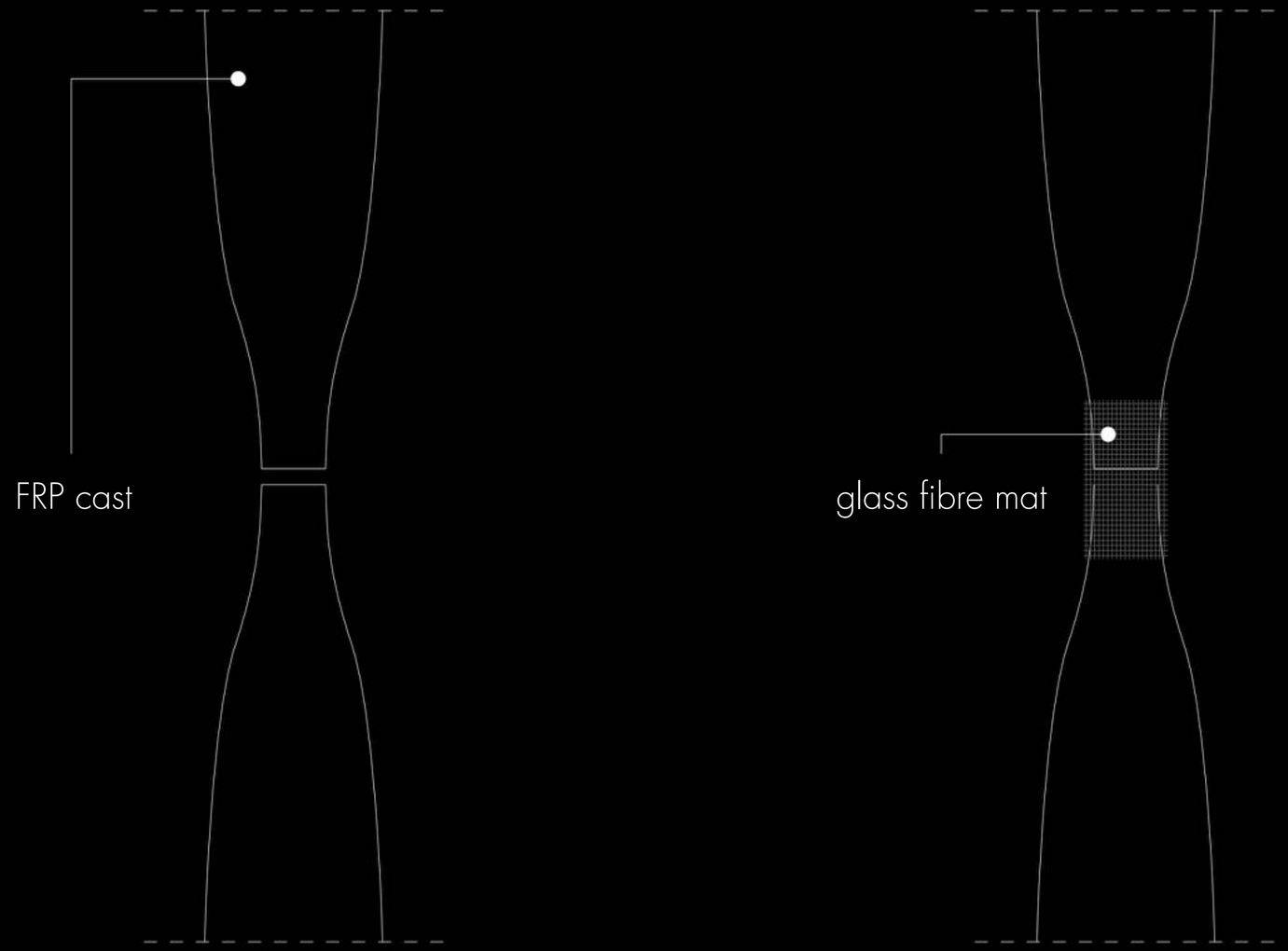

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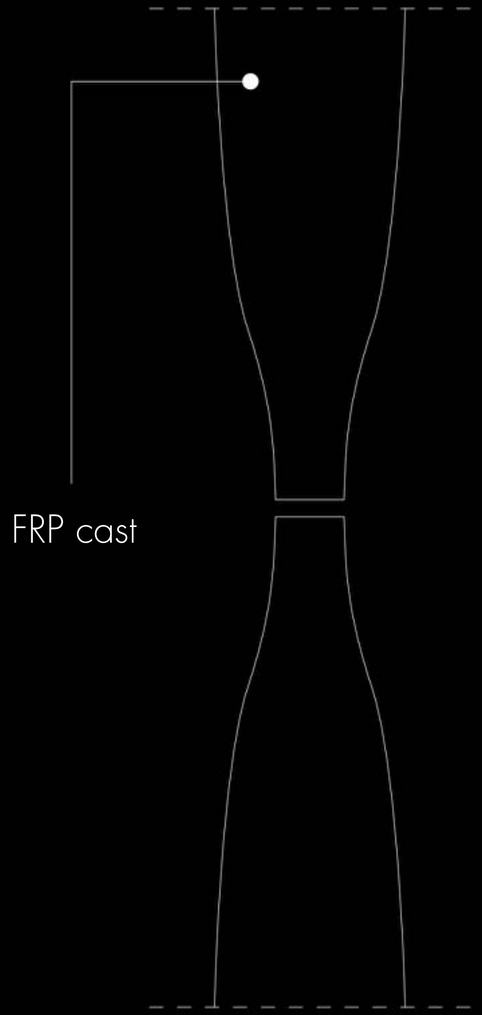

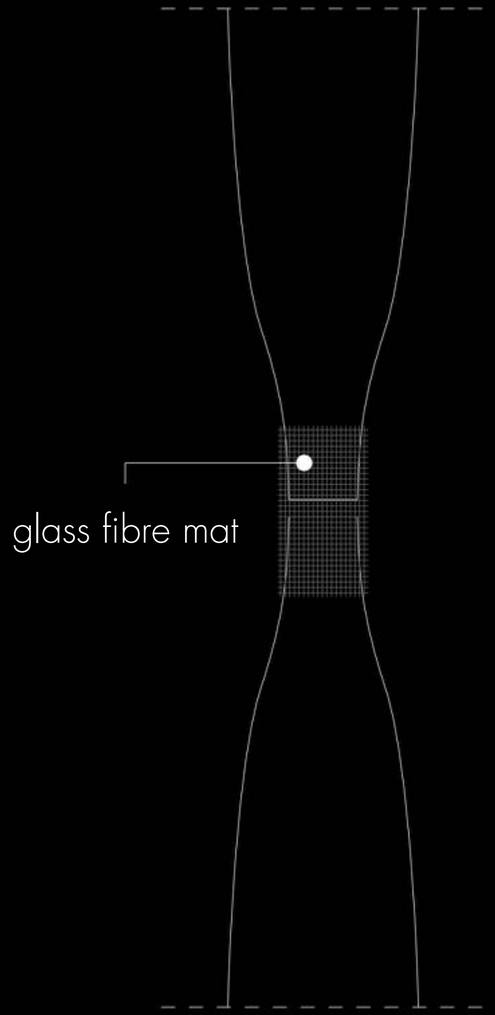

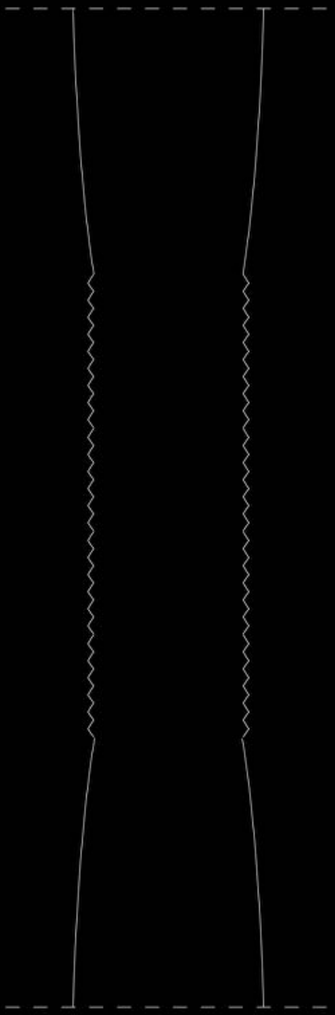
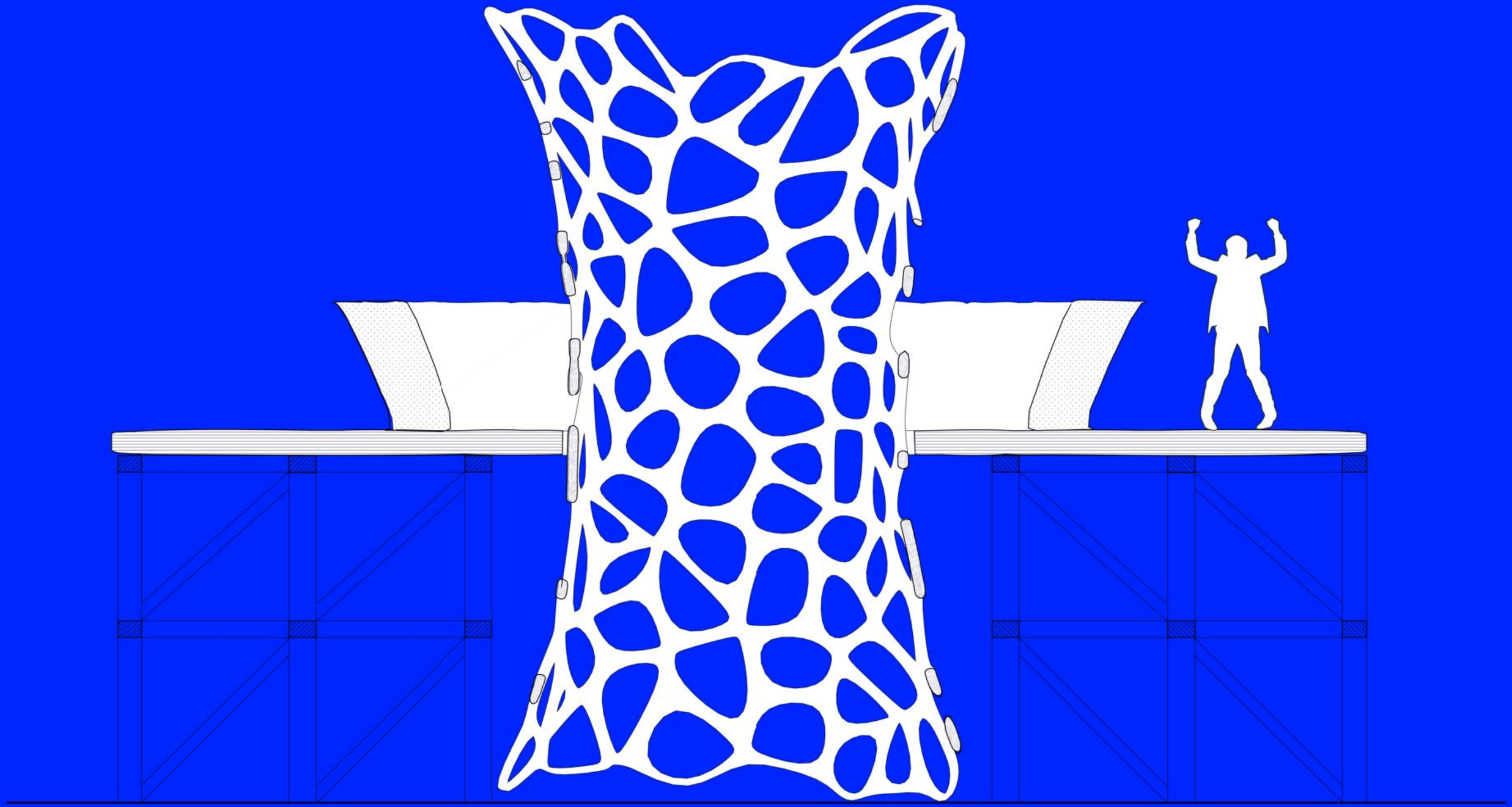
DESIGN / BUILDING TECHNOLOGY