

# Finding Hy-Brasil

George Unthank Macnamara, Cliffs of Moher, Four people seated at round table on the Cliffs of Moher, 1910



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## Introduction

Through Irish history, different spiritual demands in specific historical moments impacts on the legends of Hy-Brasil. In turn, the stories of Hy-Brasil reflects the history of Ireland through its possible position, appearances, items events, viewpoints gateways and monuments. The project is to use the history of Hy-Brasil, a mystical island of Ireland, to explore the architecture of myth, which are expected to be triggered and formed by the current situation of Ireland. It looks to design a pragmatic space by providing a gateway to the mythic island of Hy-Brasil. Siting on the north end the Ireland, the Lough Foyle in Donegal, the project constructs an architectural artifact out of a particular strata of Ireland's specific geology and monumental landscape to take people into the imagination and expectation of perceive the Irish mythology.

Regarding Hy-Brasil as an attractor of preservation, inclusion and creation, its stories and infrastructures supply an inclusive laboratory for exploiting the value of Irish mythology, as well as an Irish cultural ground for merging foreign cultures from immigrants to soften cultural conflicts. More tangible products, like souvenir, novel, comic, music, painting, festival, TV show, movie, are created around Irish myths. More cultural diversity is integrated into the new Irish cultural ground.

Yuanpeng Zhang <sup>(CH)</sup>



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Youanpeng Zhang, *The Highway and the Country*, 2018

## The Highway and the Country

In taking Ireland as a starting point to Ireland—an island in the Northern Atlantic Ocean—is separated from Great Britain by the Irish Sea, whose upper half is also a part of the United Kingdom. Located on the edge of Europe, Ireland has been largely peripheral to the continent's history at least through its industrialization and economic success. However, in purely cartographic terms, the island can be considered the center of the world. If one were to locate a pin in the middle of a world map, it would most likely land at Ireland. The Republic and Northern Ireland are separated by a border—the result of sectarian conflict—dividing the minority of the north from the majority of the south. If the border is de facto invisible due to the British membership of the European Union, the plausible new reality of a “Hard Brexit” questions the necessary relationship between the two parts of this island.

The country's population achieved its numerical maximum of eight million inhabitants in the nineteenth century; however, since then, the country has been unable to recover from such demographic strength. The Great Potato Famine of 1845—which claimed the starvation of one million people and resulted in three million emigrating abroad—can be considered as the beginning of a trajectory of steady population loss. Two centuries later, Ireland's current population consists of merely six million inhabitants. The distribution of its population is unequal across the island with up to 60% of the population concentrated in the urban centers of the east, most notably Dublin and Belfast. Consequently, these cities have attract-ed multinational companies like Google, Facebook, and Apple, contributing to highly developed eastern and southern parts of the country—operating in a stark contrast to the west which remains rural and depopulated. In this regard, the small island is divided from north to south by political and religious differences, and from east to west by economic and demographic disparity.

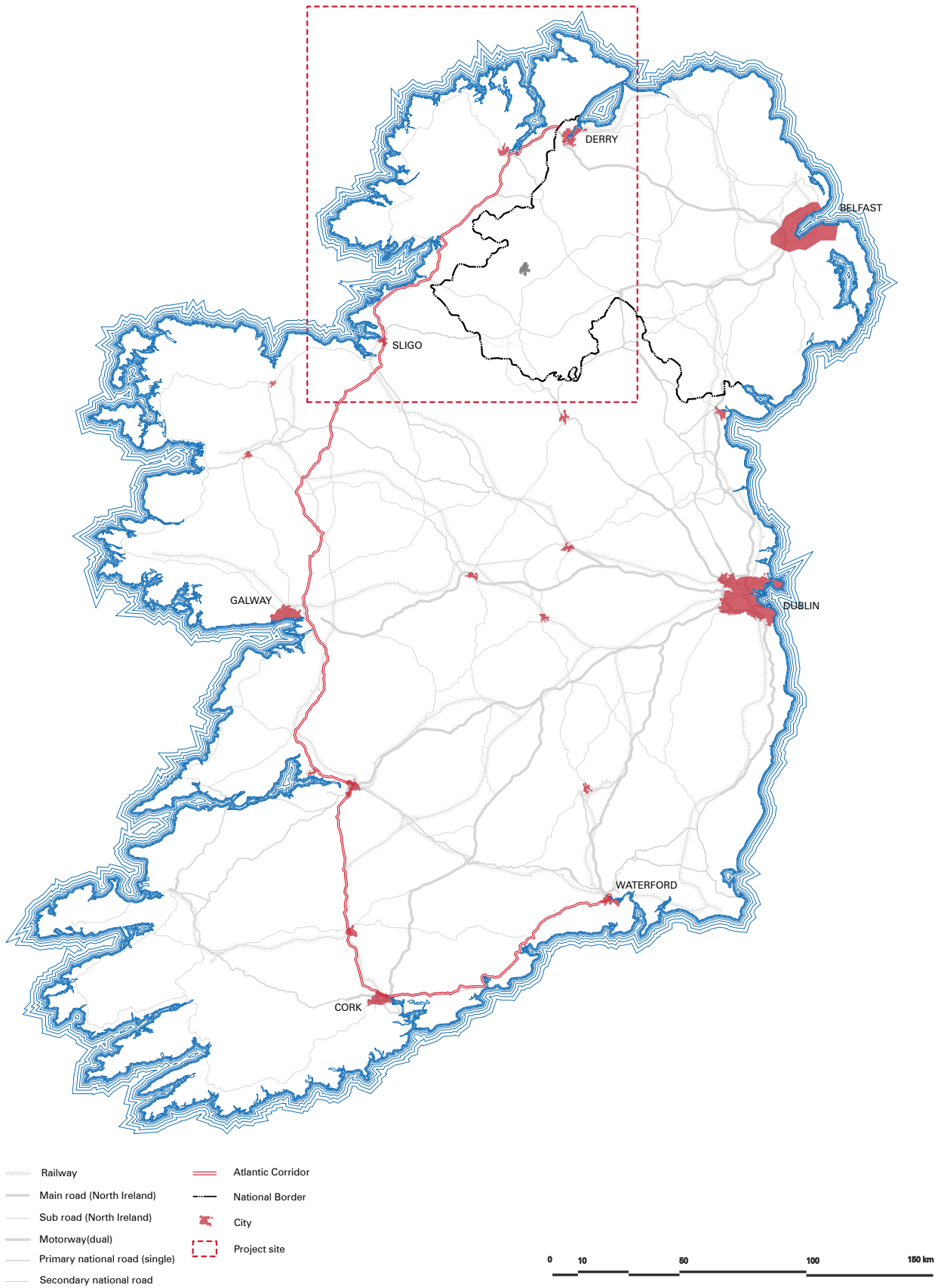
To mediate these divisions, the Government of the Republic of Ireland has proposed the construction of an “Atlantic Corridor,” a series of highways running from north to south along the western region of the island, aimed at stimulating economic growth. Furthermore, the Republic's Project Ireland 2040 National Planning

Framework, directed towards a future date of 2040, anticipates an influx of one million non-Irish migrants. Approached as an opportunity to redistribute both population and development across the island, both proposals allude to the possibility of a permanent economic route through Derry/Londonderry, thereby establishing a new set of relationships between Ireland and Northern Ireland. By imagining a new north-south link, both plans effectively seek to establish a new relationship between the east and west of the island. Although the Project Ireland 2040 National Planning Framework anticipates a widespread transformation, it lacks a clear articulation of a spatial agenda for these changes. While the Atlantic Corridor is a clearly delineated construct spanning 430 kilometers, its effect on the country remains uncharted.

One of the island's peculiarities is that the Republican South extends further north than the Unionist North. This uppermost region, both north and south, Irish and British, more than any other region in Ireland will concentrate the effect of Ireland's future redevelopment plans. This significant terrain, known as County Donegal, is where this collection of eleven projects is sited. Located between the towns of Sligo in the south and Derry/Londonderry in the north, it is one of the most economically fragile counties of the Republic. This fragility is further highlighted by its geographic position, surrounded on either side by the sea and Northern Ireland, and connected to the Republic by a narrow strip of land that makes it susceptible to the effects of a possible hard border with Brexit.

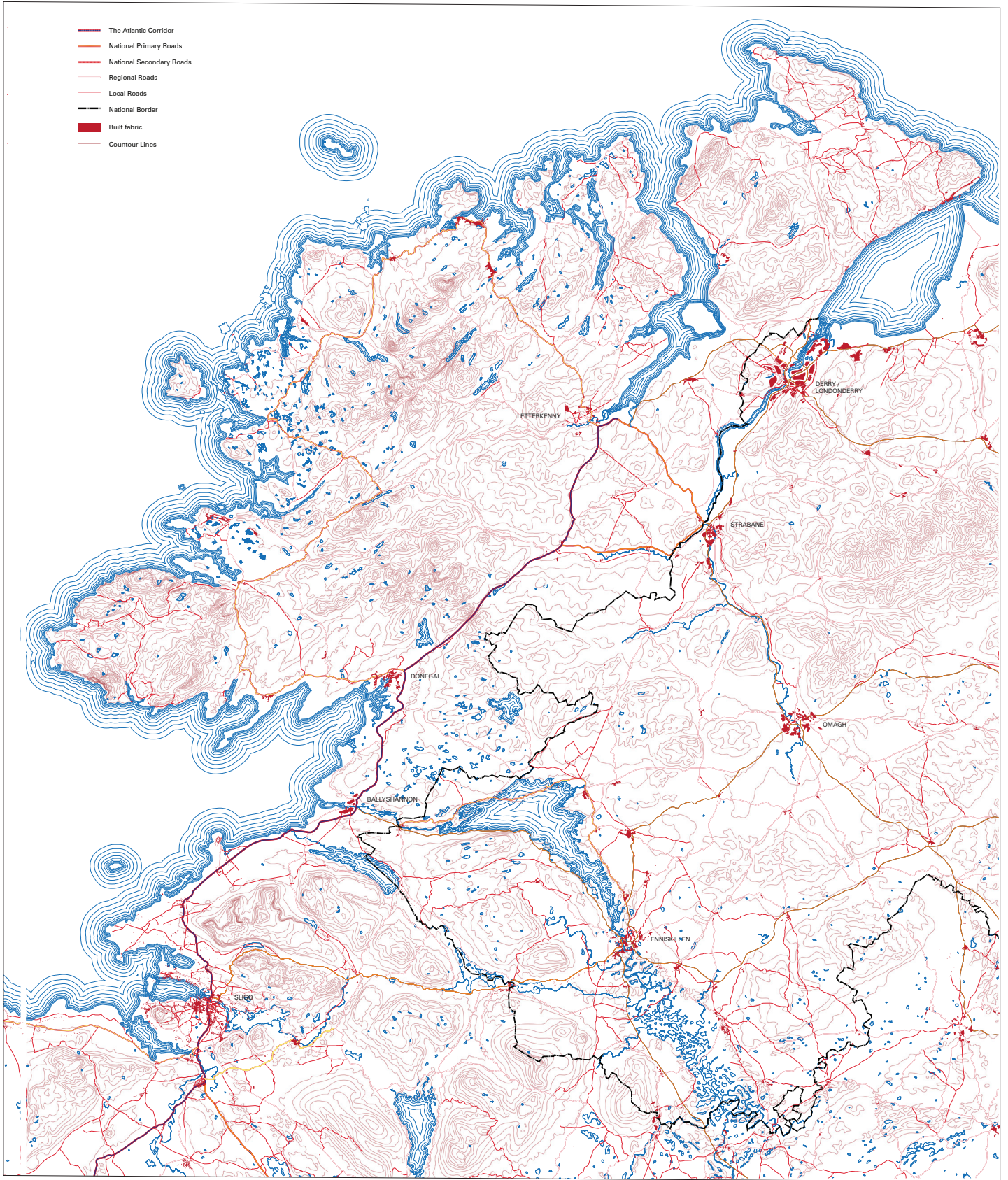
Characterized by pastures, woodlands, small villages, peat fields, and a dispersal of innumerable one-off houses, the remote County Donegal is exemplar of the coexistence between rural countryside, housing estates, and urbanized towns in Ireland.<sup>3</sup> These settlements represent the architecture of the region; and yet historically this region has existed without any real relationship to the profession or the culture of architecture.

The following architectural project is one of eleven that speculates on County Donegal's possible architectural futures in relation to the Project Ireland 2040 National Planning Framework, the construction of the Atlantic Corridor, and the indeterminacy of Brexit—creating necessary encounters between north and south, between infrastructure and environment—or in short, between the highway and the country.



Map of Ireland

Data from Open Street Maps, 2018



Map of Donegal

Data from Open Street Maps, 2018

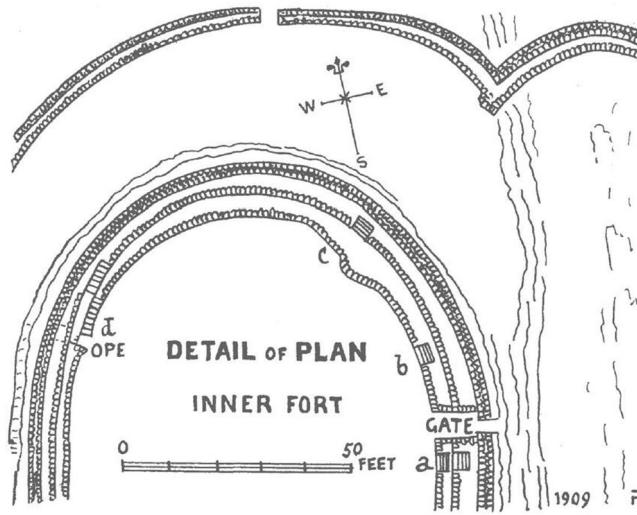


FIG. 6.—Dun Aengusa. Alteration in middle wall.

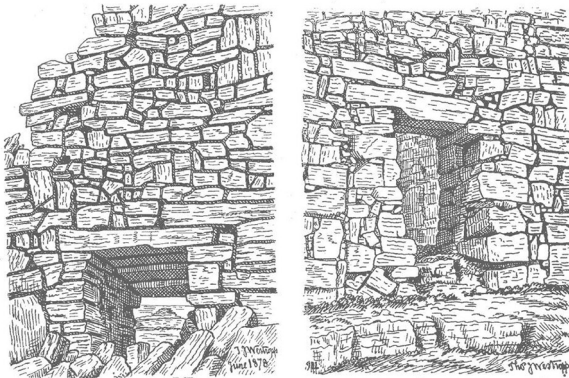


FIG. 7.—Dun Aengusa: The inner gateway, interior and exterior.

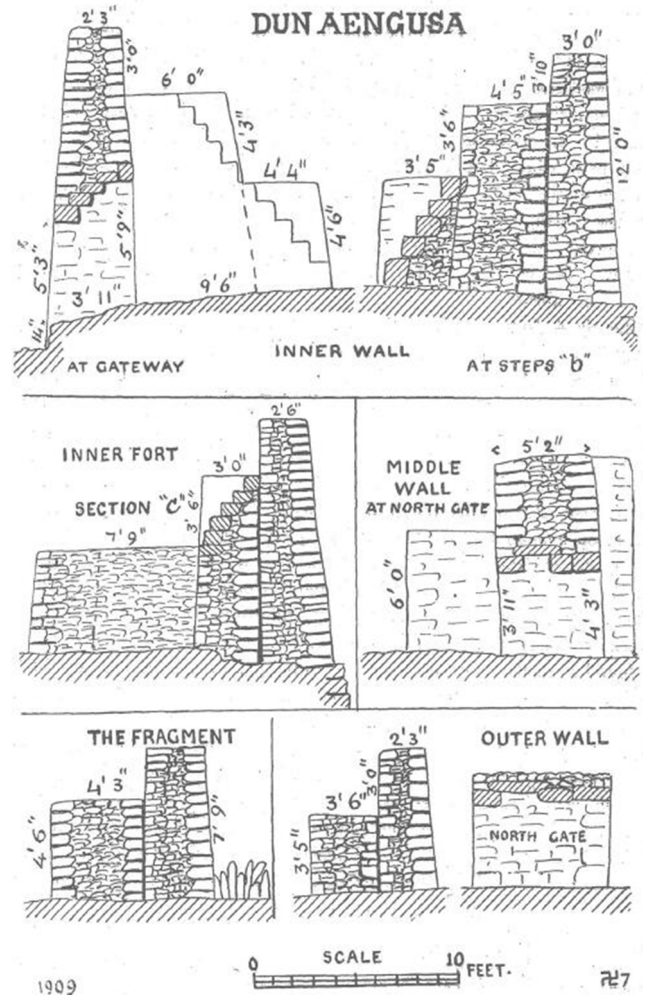


FIG. 4.—Dun Aengusa. Sections of the Walls.

R.I.A. PROC., VOL. XXVIII., SECT. C.

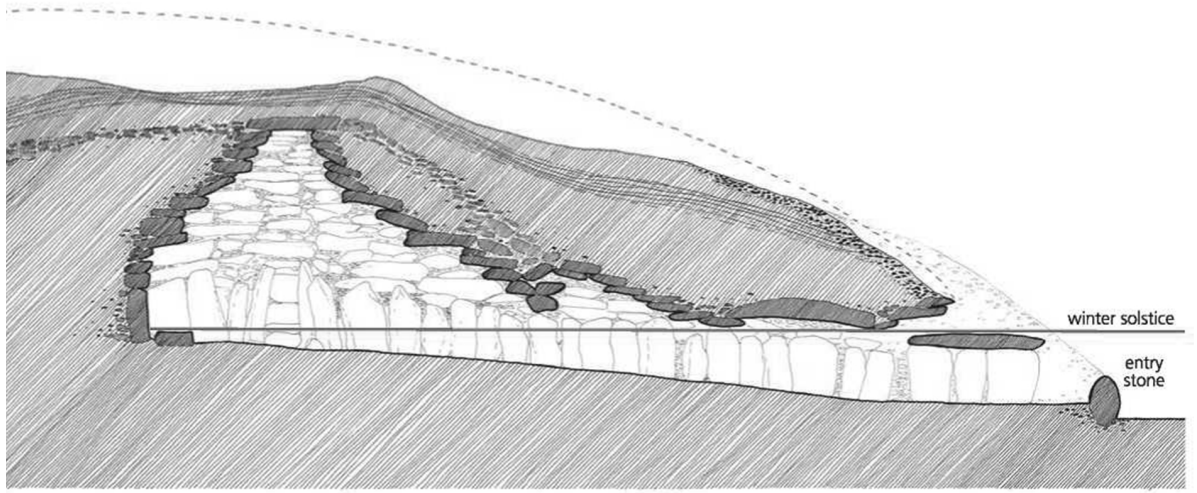
[4]



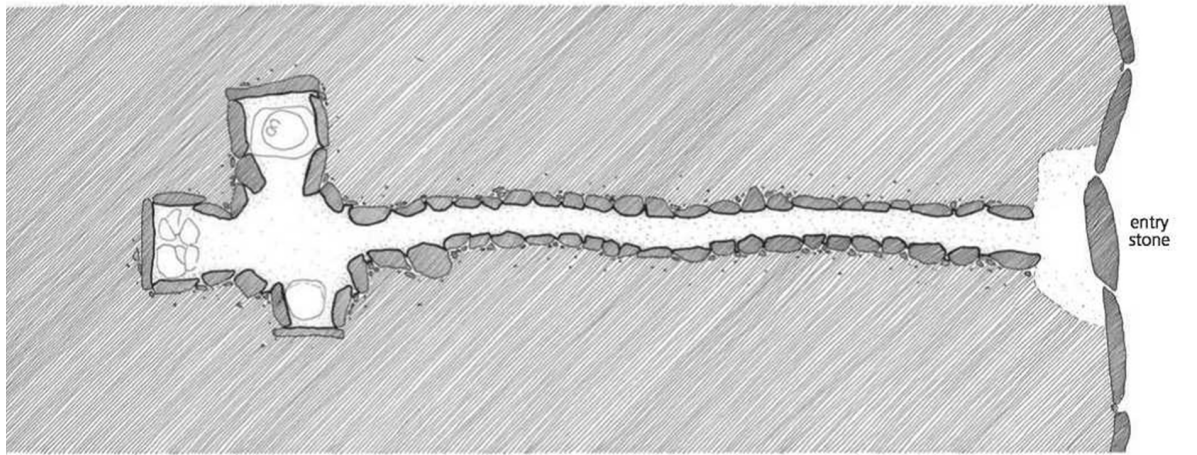
As Found Objects

Dun Aengus  
 Aran Islands, Kilmurvy, Co. Galway,  
 Ireland  
 Prehistoric hill founded from 1100 BC





**a**

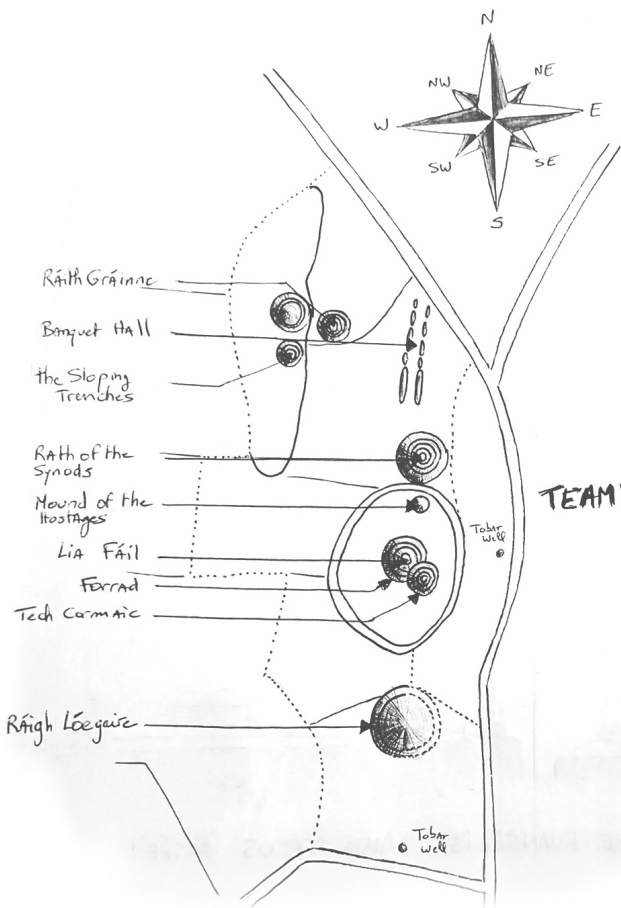


**b**

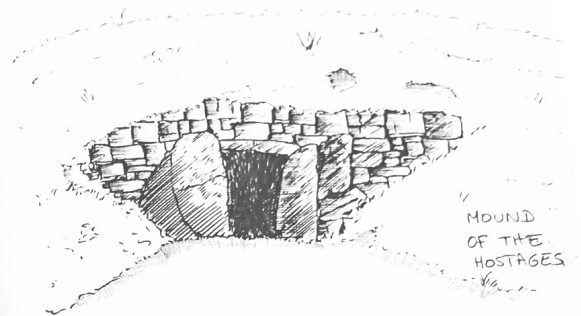


As Found Object

NewGrange  
County Meath, Ireland  
Grand passage tomb founded around  
3200 BC



TEAMHAIR, HILL OF TARA



MOUND OF THE HOSTAGES

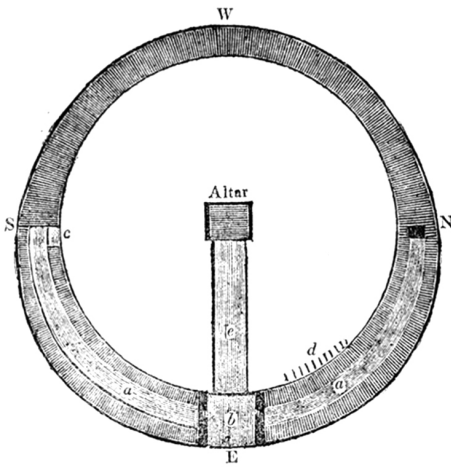


LIA FÁIL, STANDING STONE AT THE CENTER OF THE FERRAD



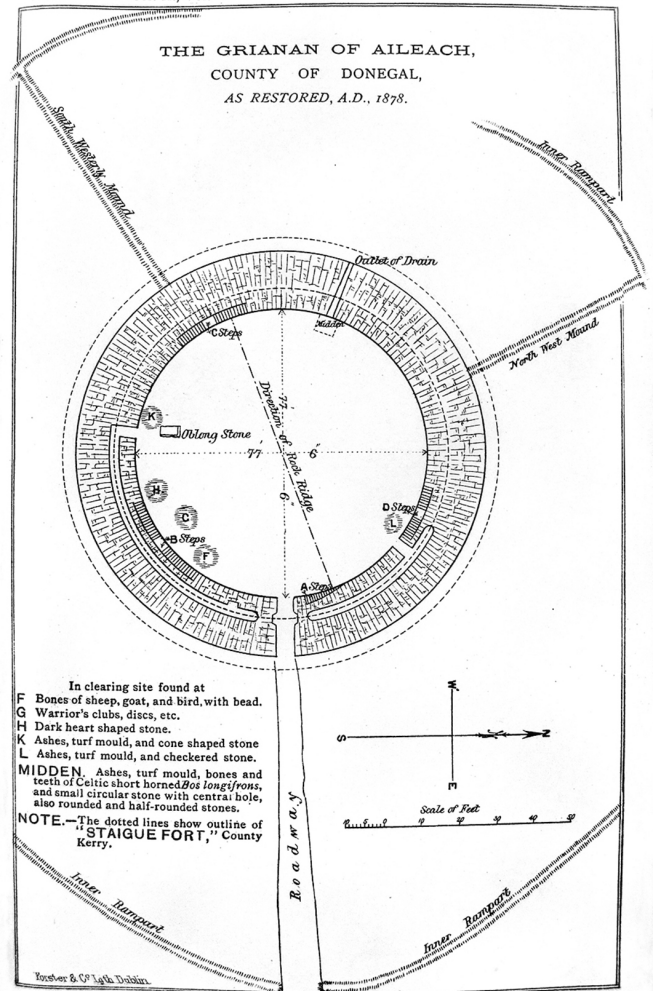
As Found Objects

Hill of Tara  
 Castleboy, Co. Meath, Ireland  
 Archaeological complex including the  
 seat of the High King of Ireland



SKETCH PLAN OF GREENAN TEMPLE.

- a. The two passages in the wall.
- b. The entrance.
- c. Communication from the south passage into the area.
- d. The stairs leading to the top of the wall.
- e. Flagged passage to the altar.



As Found Object

Grianan of Aileach  
 County Donegal, Ireland  
 Ringfort built by the Dagda, the  
 celebrated king of the Tuatha De  
 Danann



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*www.loughfoyleferry.com, Capturing Greencastle Donegal on the left and Magilligan Point Northern Ireland on the right and the route of the Scenic Lough Foyle Ferry, September 2018*

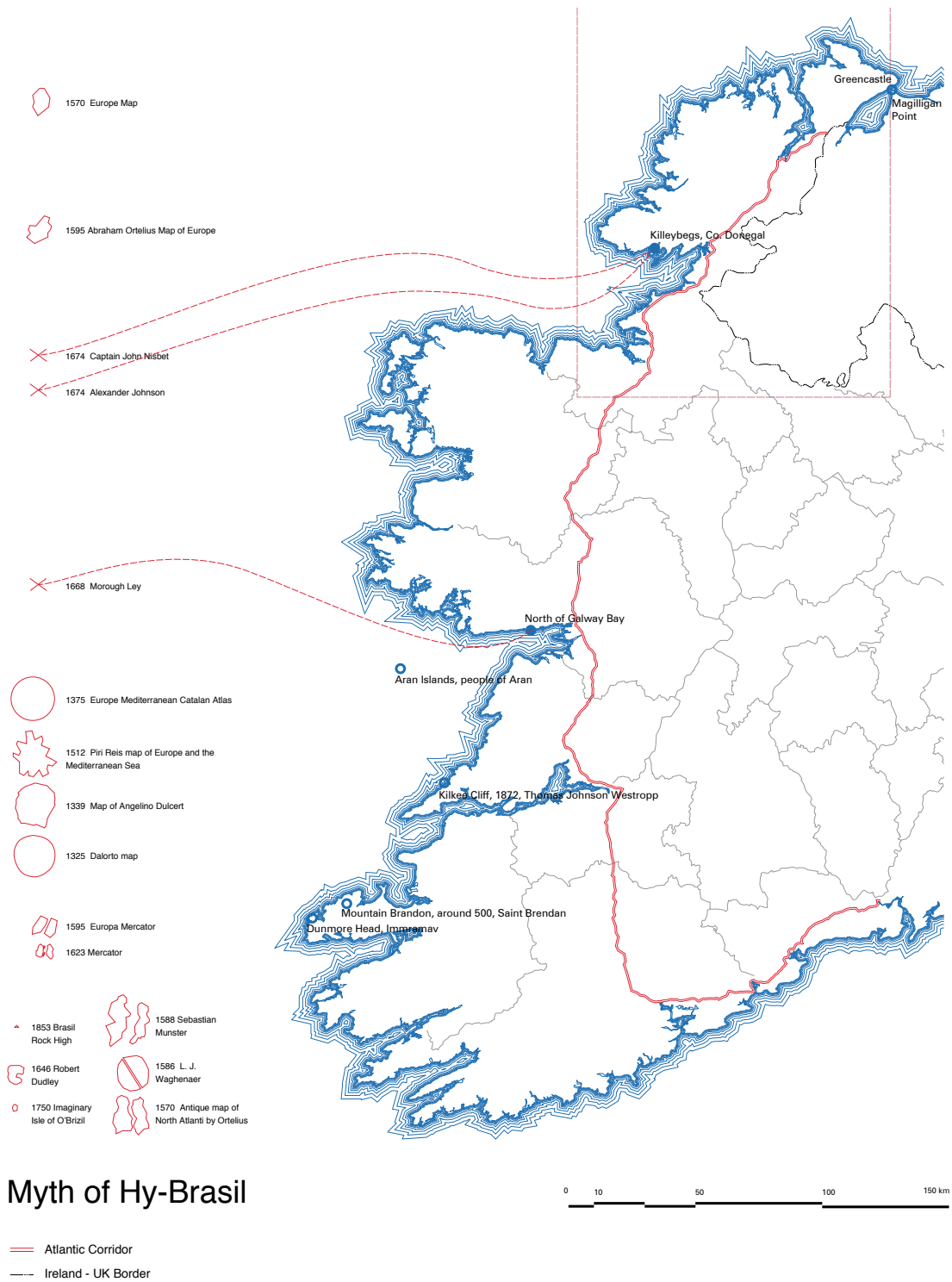
## Site

Hy-Brasil has not disappeared. It is simply hiding, and only gives a proper access to visitors at a right time. It stops showing up because people seek it in wrong places and ways. Hy-Brasil only can be perceived when Ireland is in trouble, when people have a high desire of escaping from the mundane. And it only appears at covert places, on skyline, in mist, under waves, or somewhere we ignore.

The present Hy-Brasil has transformed since the border between Ireland and UK was built, since one third of civics concentrated in Dublin. It moves to the new end of Ireland, the Lough Foyle, a place that is controversial while ignored. Instead of viewed by human's vision, which has been transcended by technology, the new Hy-Brasil can be only perceived when observers are isolated from the mundane and blundering atmosphere, when their senses are connected to the Irish nature and culture through the combination of these two, the cultural landscape. When anyone finds the current Hy-Brasil, it is neither presented as a treasure island for explorers, nor a promised land for religious. It's also not only a mythical Gaelic island for Celtic descendants. It is a preserved land depositing all the stories happened on Ireland. It's an encompassing world with no exclusion for other people, other cultures.

In 2019, 147 years after its vanishing, a new 7-year-cycle is expected to begin at the end of Ireland, while the new foreign immigrants keep colonizing Irish culture, the Brexit is ripping the island again, the Lough Foyle may have more troubles. As the Architecture of current Hy-Brasil, a jetty or a departure point to the island Hy-Brasil is situated locating on the shoreline, supported by the functional part behind it in the immediate hinterland, which renews and adapts to the current landscape and existing structures.

Around Lough Foyle, the Specific Site is chosen at the head, where it's most peripheral, while two countries are very close to each other, where the main public transportation is hardly accessed, while there is a ferry connecting two countries. At this ignored but controversial site, the project uses its ignored situation to create an inaccessible destination, while using the relation in border to create a shared attraction to expect Hy-Brasil together and connect the tourist resources around in series.



# Myth of Hy-Brasil

Site Information

Islands of Hy-Brasil



# Public Transportation

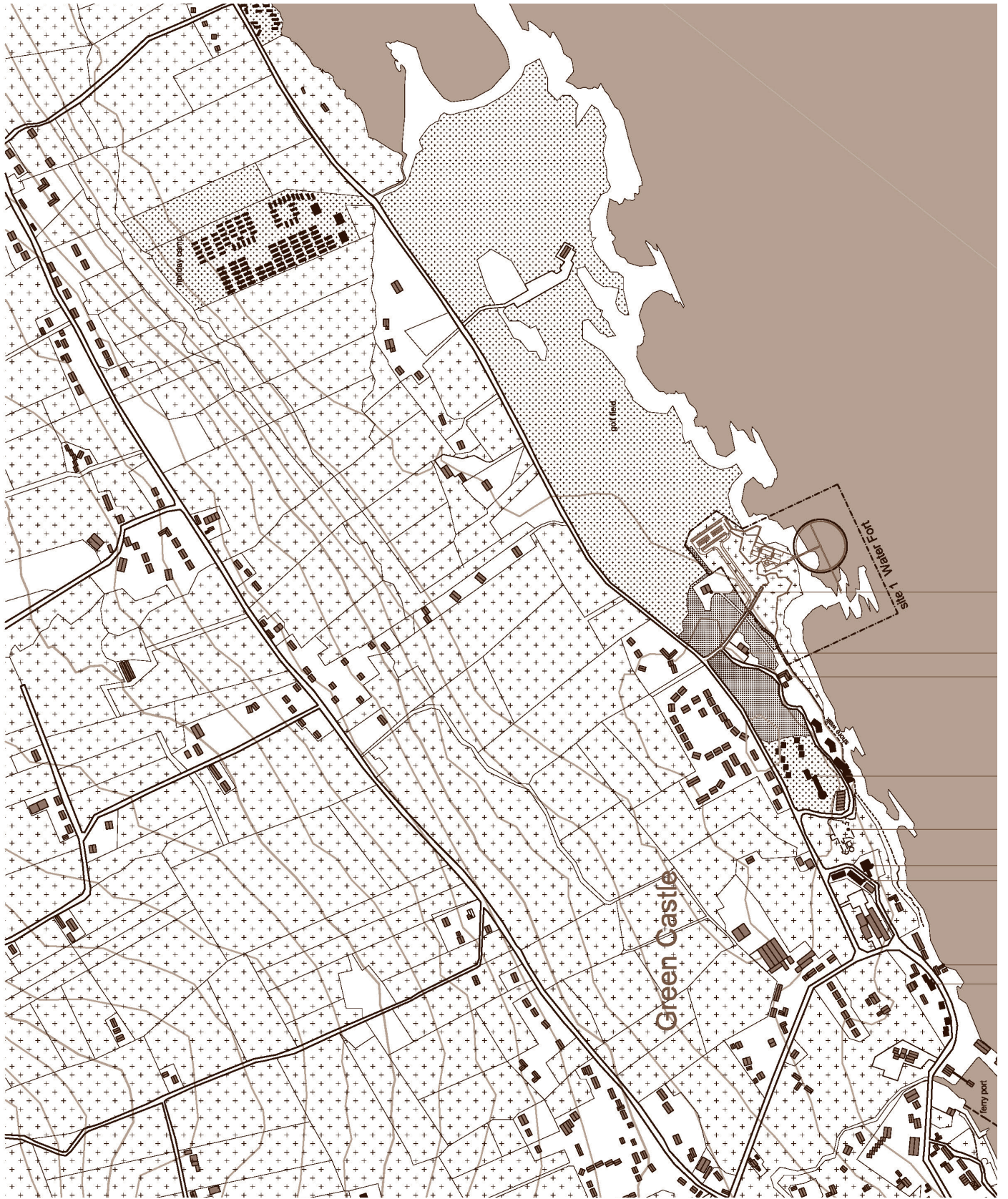


Scale 1:250 000

- Railway
- National Primary Roads
- Regional Roads
- City Bus Station
- Village Bus Station
- The Atlantic Corridor
- National Secondary Roads
- Local Roads
- Town Bus Station
- Railway Station

Site Information

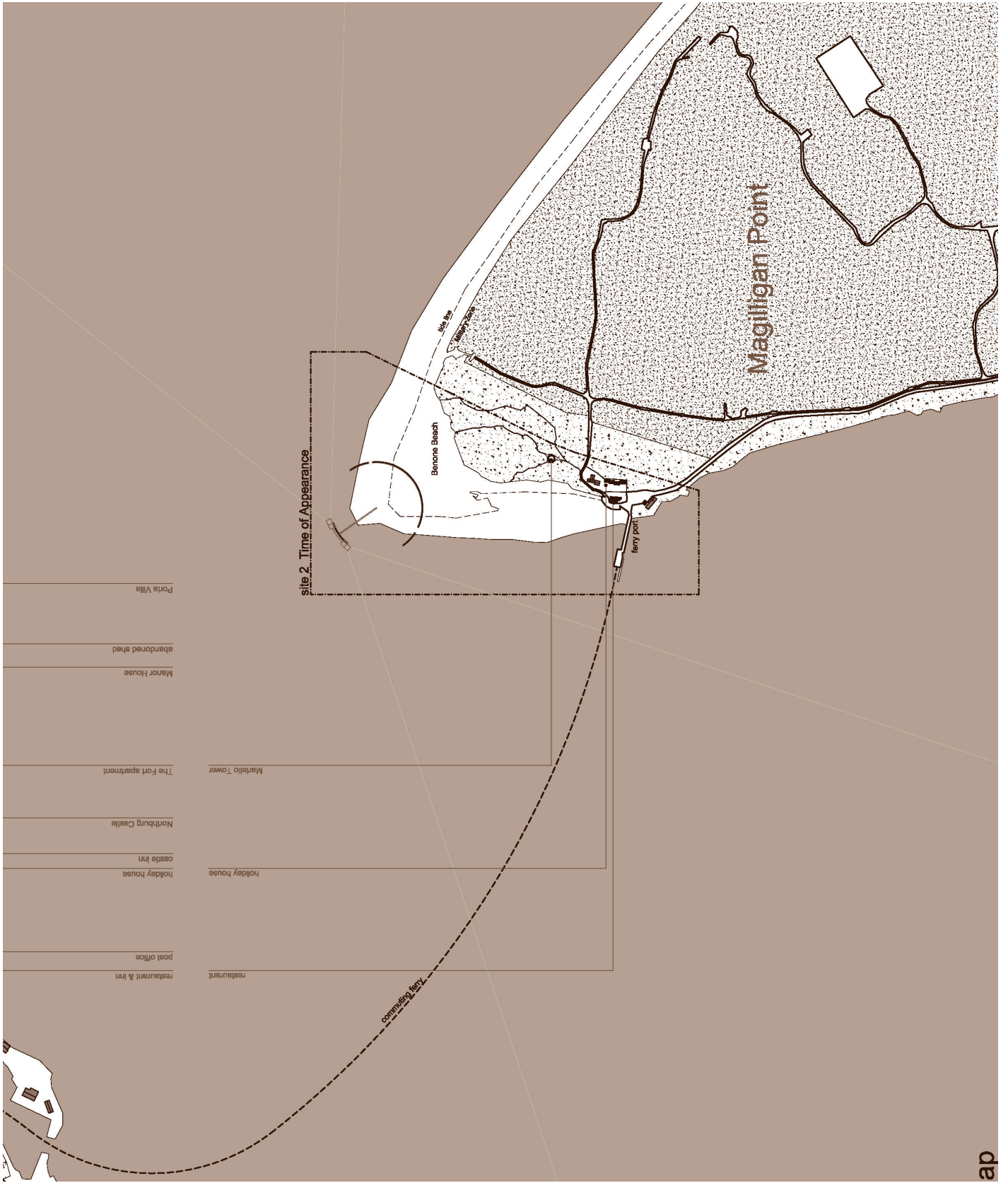
Data from Google Map, Network Map of Bus Eireann, and Raitours Ireland.



Site Drawings

Data from Open Street Map, 2018





Site Drawings

Data from Open Street Map, 2018



Site Photographs

[https://marinas.com/view/inlet/j2ign3\\_Lough\\_Foyle\\_Inlet\\_Greencastle\\_County\\_Down\\_Northern\\_coast\\_Ireland](https://marinas.com/view/inlet/j2ign3_Lough_Foyle_Inlet_Greencastle_County_Down_Northern_coast_Ireland),  
*Capturing Greencastle Donegal Ireland  
on the Magilligan Point Northern  
Ireland*



Site Photographs

[https://marinas.com/view/inlet/j2ign3\\_Lough\\_Foyle\\_Inlet\\_Greencastle\\_County\\_Down\\_Northern\\_coast\\_Ireland](https://marinas.com/view/inlet/j2ign3_Lough_Foyle_Inlet_Greencastle_County_Down_Northern_coast_Ireland),  
*Capturing Magilligan Point on the Greencastle Donegal Ireland*

## Discourse

Architecture can play a role as a mirror or a gateway connecting to another world. Sometimes, it is a Utopia in unreality, like legend, folklore, fairytale and mythology; sometimes, it is a heterotopia in reality, like mirrored reflection, grave yard, Chinese garden, museum, library, fair, festival and amusement park.

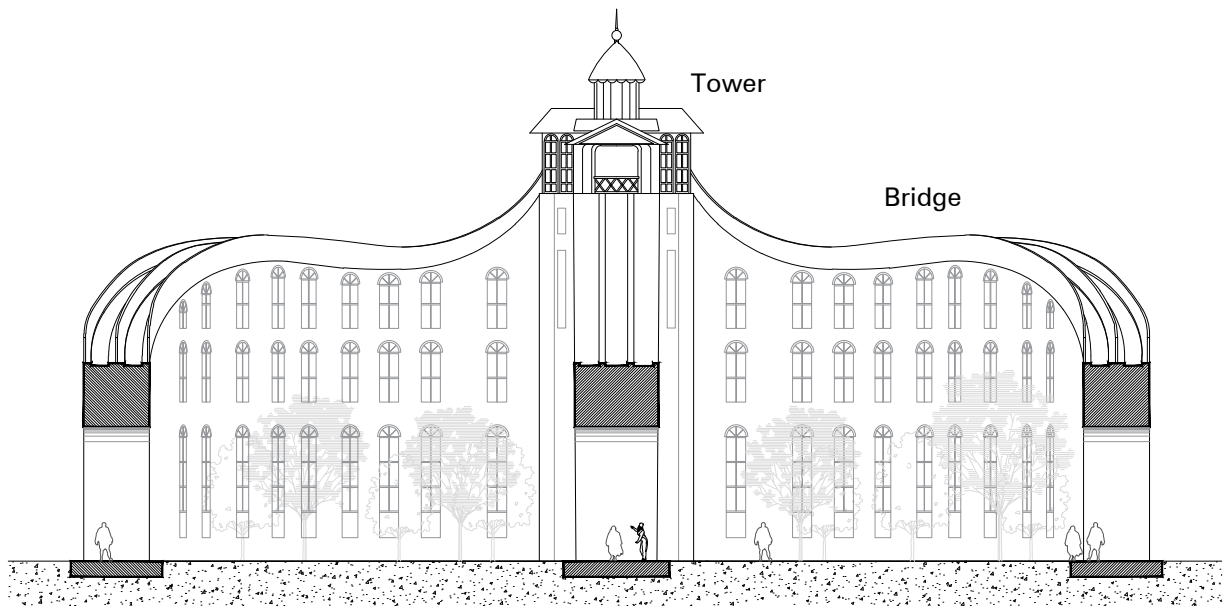
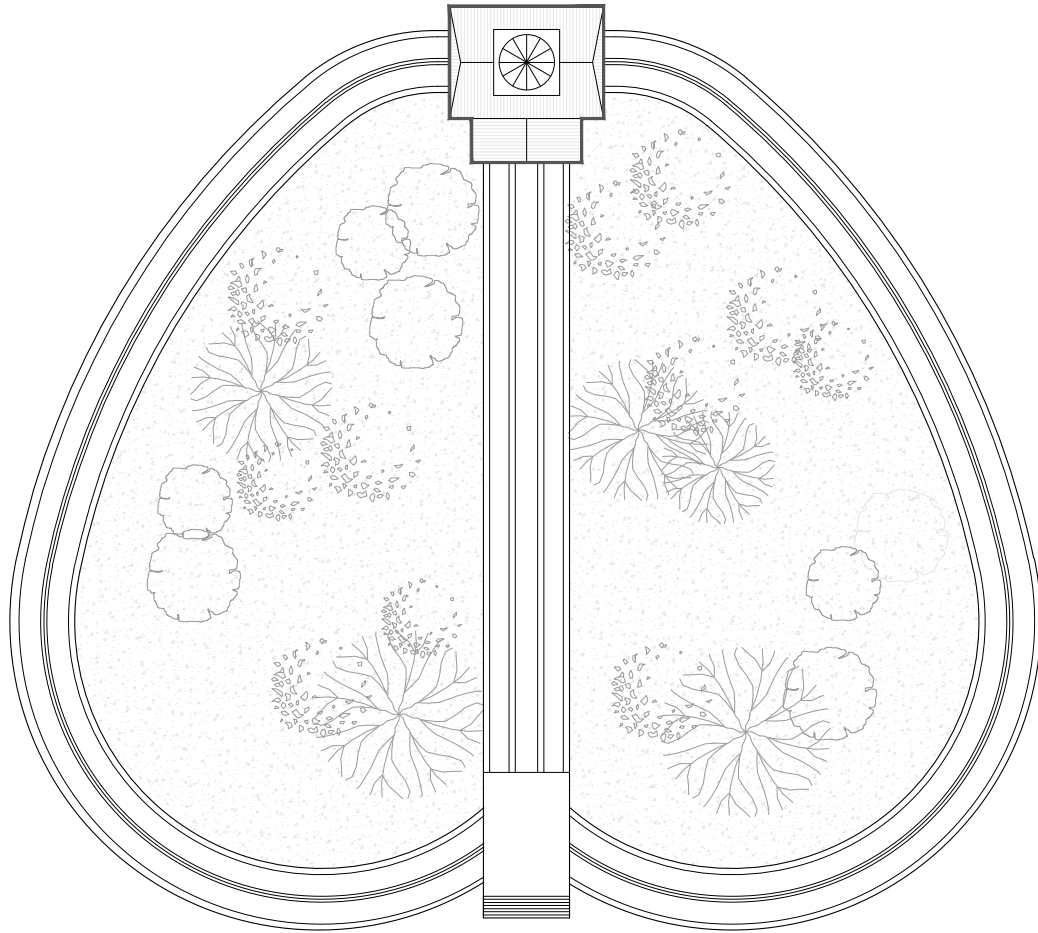
Amusement Park is like a funhouse Mirror, reflecting daily realities into unnatural, uncommon, funny, crazy or illusive phenomena to attract people. Though the history of amusement park, it gradually transforms new technologies, materials, social issues into its facilities, from railway to rollercoaster, from steel structure to ferries wheel, from aircraft to pendulum ride, from Great Depression to Nostalgia and Dream land, even from common people themselves to freak show.

In 1817, a roller coaster was built near avenue Champs Elysees to serve the upper class. It was designed as a hollow mountain.<sup>2</sup> Two curve walls decorated by arch windows enclosed a garden and depict a heart-shape on plan. In the middle, there was a decorated pavilion on the top a central tower where the rides embarked. This unconventional mixture of facade presented a humorous and illusive building comparing to its architectural context. On Coney Island, Cyclone roller coaster replaced Giant Racer in 1927.<sup>3</sup> People living in mechanical era showed and played with structure technology in a crazy way, rather than hiding it behind an architectural surface. Now, the newest roller coaster in Disneyland combine diverse high-techs to supply movie sceneries in vision, fictional stories in identity and integrating with other facilities in space.

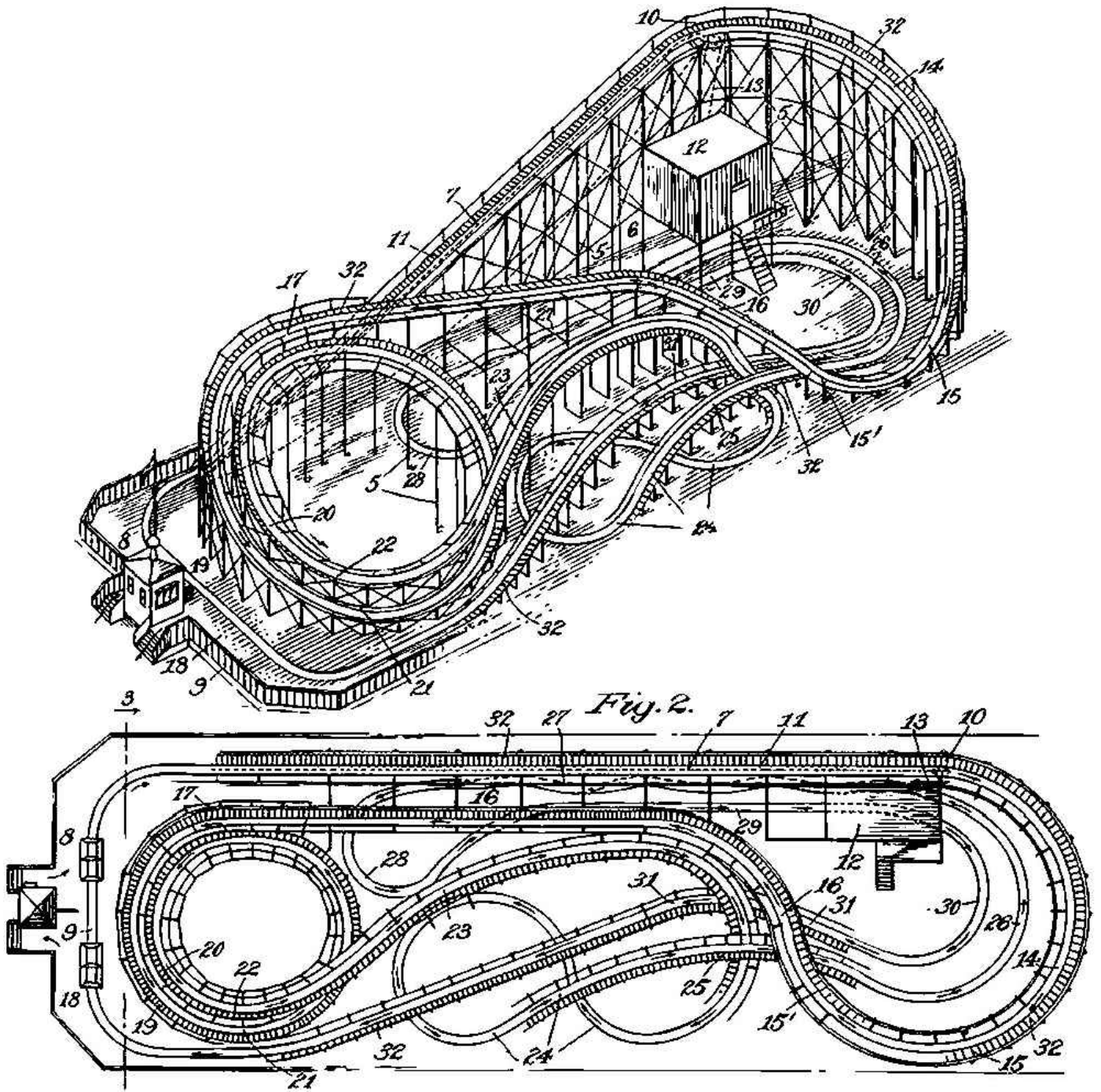
Amusement park is also a place where people could escape from their civilization, their city, their general life.<sup>4</sup> The rich but busy middle class in New York spent their weekend on Coney Island at the end of the trolley way to see another "New York", even it's still crowded. Although in 1965, Disneyland located near city along a main avenue, its master plan made it separated from the city, and its commercial area, the Main Street USA was actually the real threshold to the park. When the Disneyland expanded corresponding to the extension of Los Angeles, a new street called Downtown Disney District was built to connect new parks and hotels around. Amusement park then became more and more multiple and independent.



Irish Peach Blossom Spring  
Collage Poster showing an amusement park situating in between the borders of Ireland and UK in a Chinese painting called "Peach Blossom Spring", which represents a image of paradise.



Aerial Walk, 1817  
 Avenue Champs Elysees, Paris, France  
 Two curve walls decorated by arch  
 windows enclosed a garden and depict  
 a heart-shape on plan.



Cyclone Roller Coaster, 1927  
 Coney Island, New York, USA  
 It replaced Giant Race to show  
 structure technology rather than to  
 hide it behind an architectural surface.

To Outside-World

**Batholomew Fair**

To New World

**Chicago's World Fair**

To Fictional World

**Lunar Park on Coney Island**

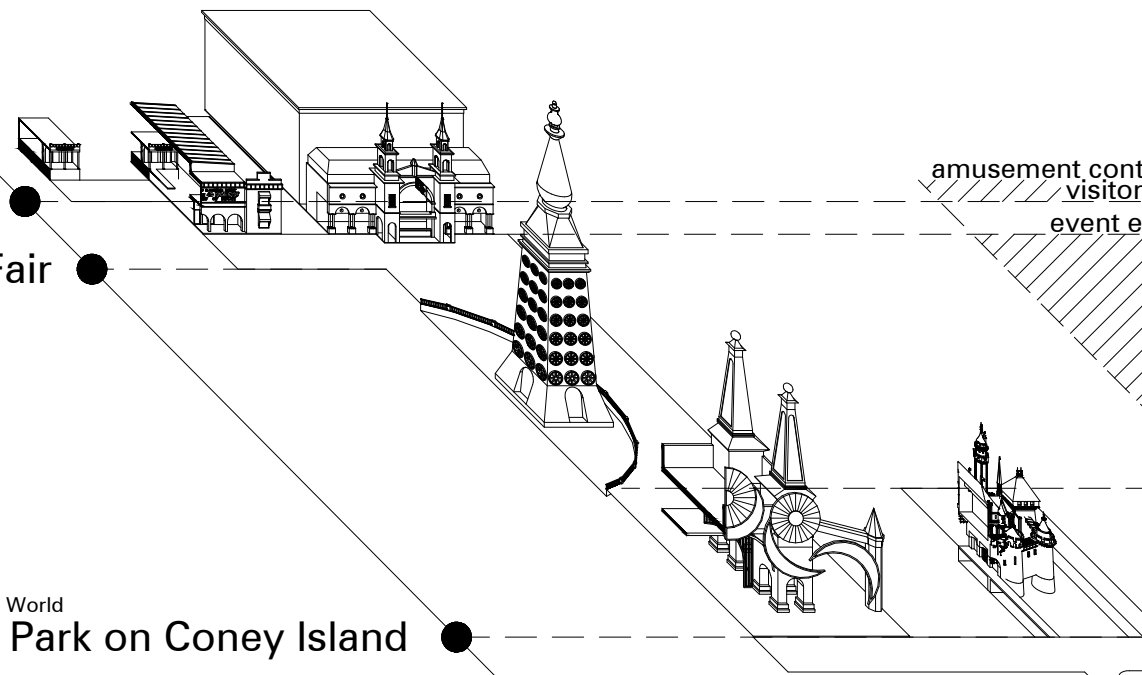
To Fairy Tale

**Disneyland**

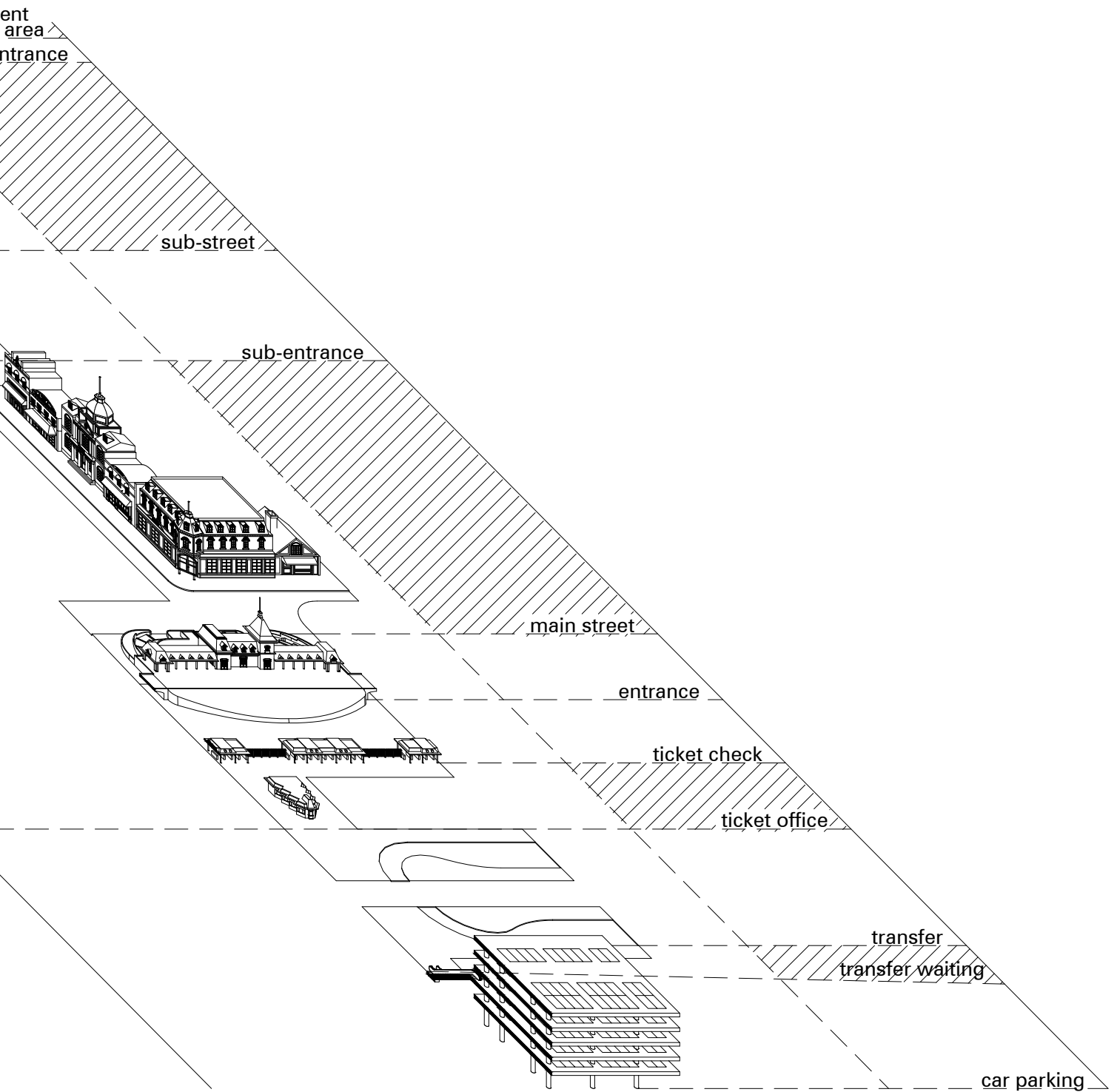
amusement cont

visitor

event e







Axonometric Section of Historical Amusement Park Facilities. It shows how the spatial experience in amusement parks gradually transforms into a deeper and more complicated configuration.

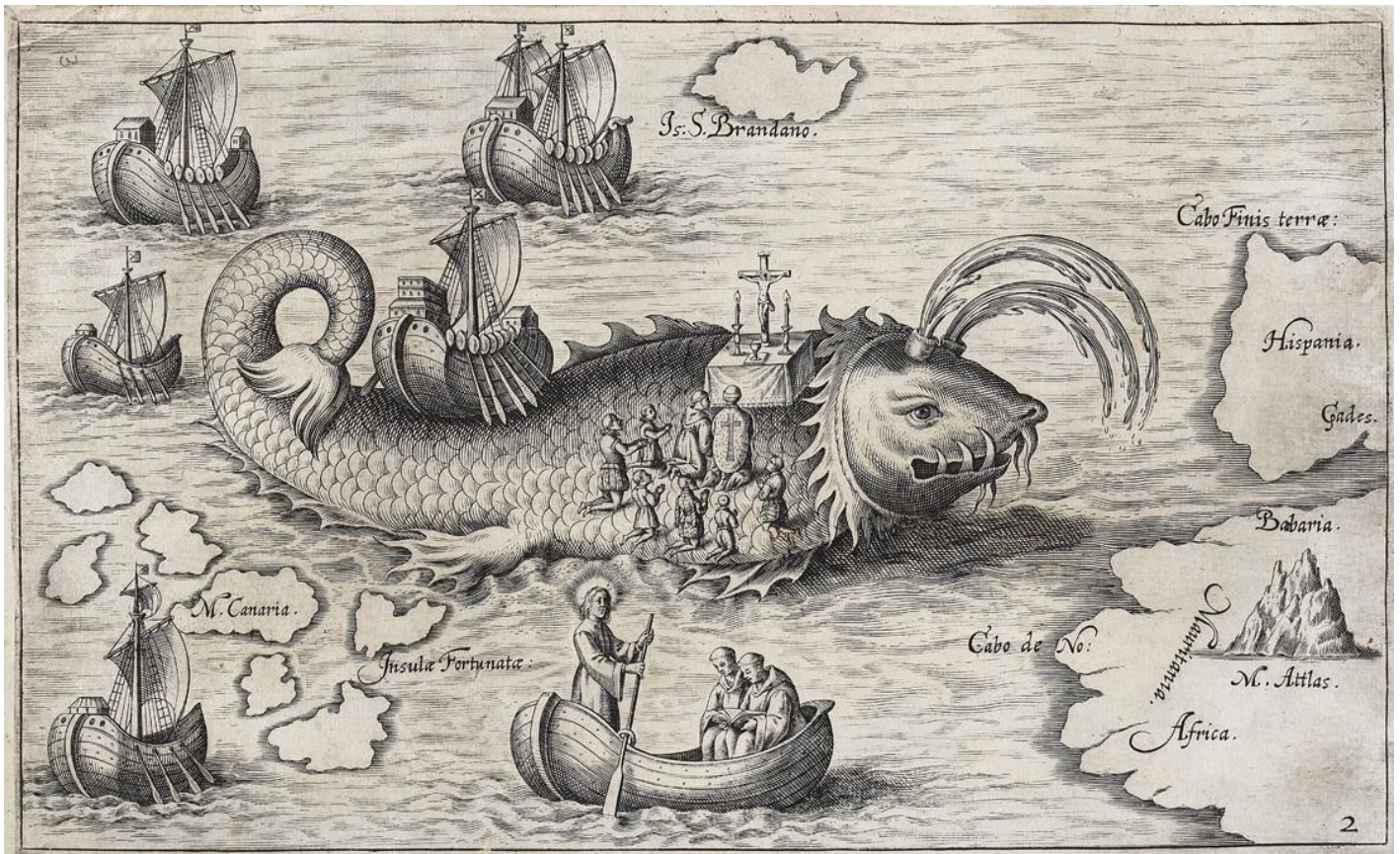
## Visualized Evidence

It was in 1325, a thousand years after St. Brendan sighted the promised land from the summit of the Brandon Mountain in Kerry, Portuguese marine started the Atlantic exploration.<sup>5</sup> For the first time, the Irish mystical island appeared in a portolan chart made by an Italian cartographer, labeled as "Bracile". For around 600 years afterward, it kept existing in maps made by scholars from different places except Ireland itself. All the other countries tried to explore this legendary land. However, no one in Europe claimed that they reached the island, not to mention conquered or colonized.

In 1641, the Wars of Three Kingdoms spread in Ireland. The Irish Rebellion was raised to stop English administration persecuting Catholics. Around Ulster where battles happened, the folklores about Hy-Brasil emerged again. It was perceived by the inhabitants in Donegal and Mayo several times until 1691, when dispossession was completed. From Hy-Brasil, a medical work called "the Book of O'Brasil" was attained. The most famous visitor, Captain John Nisbet living in Killybegs, described Hy-Brasil as an enchanted land shrouded in mist where there were full of food, while a rich man was imprisoned in a stone castle with his servants.<sup>6</sup>

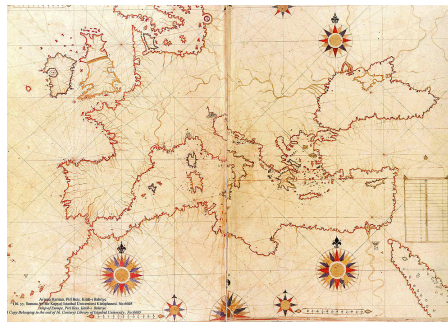
In 1872, during the Land War caused by the Great Potato Famine, T. J. Westropp from Limerick claimed he and his family sighted Hy-Brasil. Though he could never reach it, the knowledge around Hy-Brasil was mined out. An appearance of Irish paradise that it appears every 7 years, was desired.<sup>5</sup> A Celtic hero was expected to come back from the Otherworld, from the Blest land, from where their high king of the world is living.

However, this is the last view of Hy-Brasil. Except the 16 pages of mythical binary codes were received in Rendlesham forest in 1980, which showed its location, the phantom island seems totally disappeared.<sup>7</sup>



St. Brendan's ship on the back of a whale

Scanned from a book (2013) by Chet Van Duzer and published by the British Library: 'Sea Monsters on Medieval and Renaissance Maps'

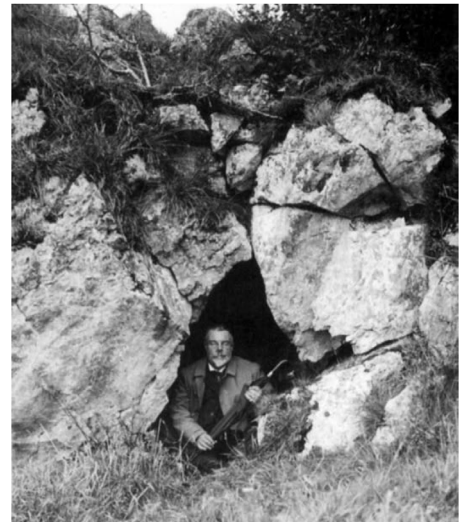


Maps with Island of Hy-Brasil

Dalorto Map, 1325  
Europe Mediterranean Catalan Atlas, 1375  
Piri Reis Map of Europe and the Mediterranean Sea, ca 1500  
Septentrionalivm regionvm descrip, Abraham Ortelius, 1570  
Sebastian Munster, 1588  
Map of Europe, Abraham\_Ortelius, 1595  
Europa Mercator, 1595



The Book of O'Lees ['Book of Hy-Brasil']  
A fascinating medical manuscript was  
claimed by Morogh O'Leay as a gift  
received on Hy-Brasil in 1668.



TJ Westropp, drawing from the Proceedings of the Royal Irish Academy, volume 30, Section C (1912).

Thomas Johnson Westropp at entrance of Saint Colman's Cave in County Clare

TJ Westropp, drawing from the Proceedings of the Royal Irish Academy, volume 30, Section C (1912).



### Binary Decode by Professional Binary Code Expert Joe Luciano

For additional information regarding the Rendlesham Binary Decode

Click link to Professional Binary Code Expert, Joe Luciano's webpage: <http://www.binarydecoder.info/>

Pages 1-16 Composite message using my preferred interpretation with appropriate spaces and decimal points:

```
EXPLORATION OF HUMANITY 666 8100
52.0942532N 13.131269W (Hy Brasil)
CONTINUOUS FOR PLANETARY ADVAN???
```

FOURTH COODINATE CONTINUOT UQS CbPR BEFORE	
16.763177N 89.117768W	(Caracol, Belize)
34.800272N 111.843567W	(Sedona, Arizona)
29.977836N 31.131649E	(Great Pyramid in Giza, Egypt)
14.701505S 75.167043W	(Nazca Lines in Peru)
36.256845N 117.100632E	(Tai Shan Qu, China)
37.110195N 25.372281E	(Portara at Temple of Apollo in Naxos, Greece)

```
EYES OF YOUR EYES
ORIGIN 52.0942532N 13.131269W (Hy Brasil)
ORIGIN YEAR 8100
```

**Legend:**

**Blue** characters represent those decoded directly from the original binary code.  
**Red** characters represent questionable ones in areas with transmission errors.  
**Red ?** (question marks) represent unintelligible characters due to transmission errors.  
**Green** characters represent those I have interpreted in areas of transmission errors.  
**Orange .** (periods) represent decimal points I have inserted into coordinate values.  
**Black** characters represent my comments.

Land Mark of Rendlesham Forest UFO,  
taken by Master Sergeant Ray Gulyas

Binary Code Showing the Location of  
Hy-Brasil

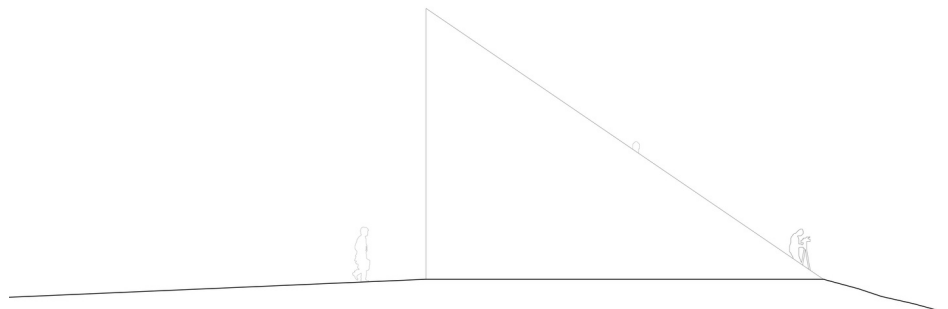
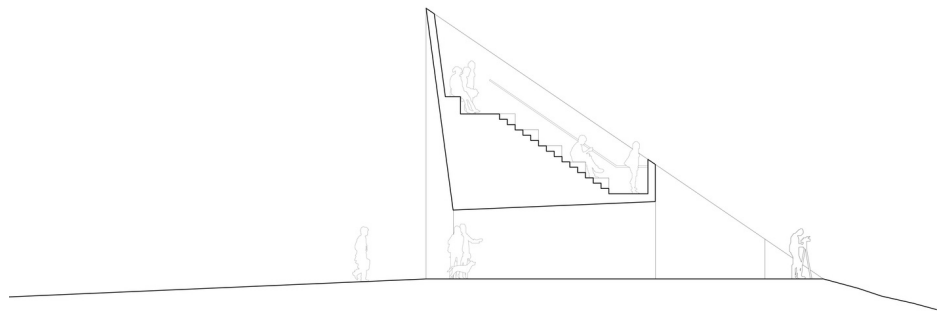
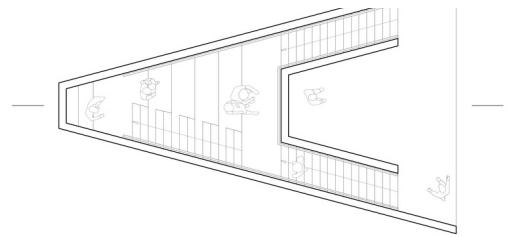
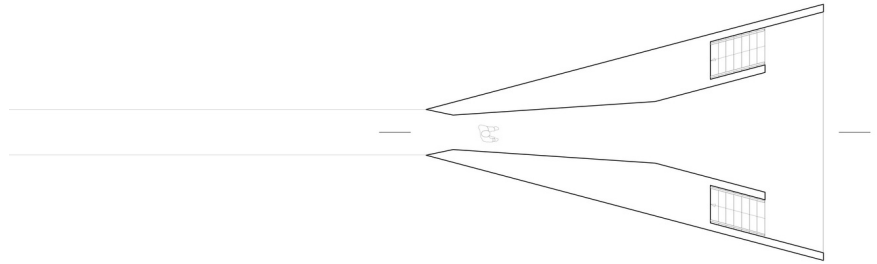
1500 years ago, St. Brendan viewed Hy-Brasil from his stone chapel on the summit of a Mountain. Now, on the mountain, a cross is built as a sacred landmark indicating the place where it has a panoramic view of the Atlantic Ocean. During the Wars of Three Kingdoms, people were suffering from battles. An escapable place was highly expected. Then, Hy-Brasil appeared on the west ocean of their settlements. People's stone house, cottage, farm field became the viewpoints for their Blest Land. When the science came, photos were taken to record the potential place Hy-Brasil might show itself. The lookout point was the camera, the tripod, and the ground where the tripod can stand stably and supply a good view for photos.

Lookout point is not only a position for staying and looking at the scenery around. It is not only about observation. It can also be about experience, reaction, celebration, amusement, imagination and isolation. It is not only a spatial issue. It can also be material, structure and landscape issues. It supplies a destination as well as a route leading the end of a ritual. Both the point and the route have a specific concept and gesture situating in the context and reflect human's specific purpose and behaviors which related to the context also.

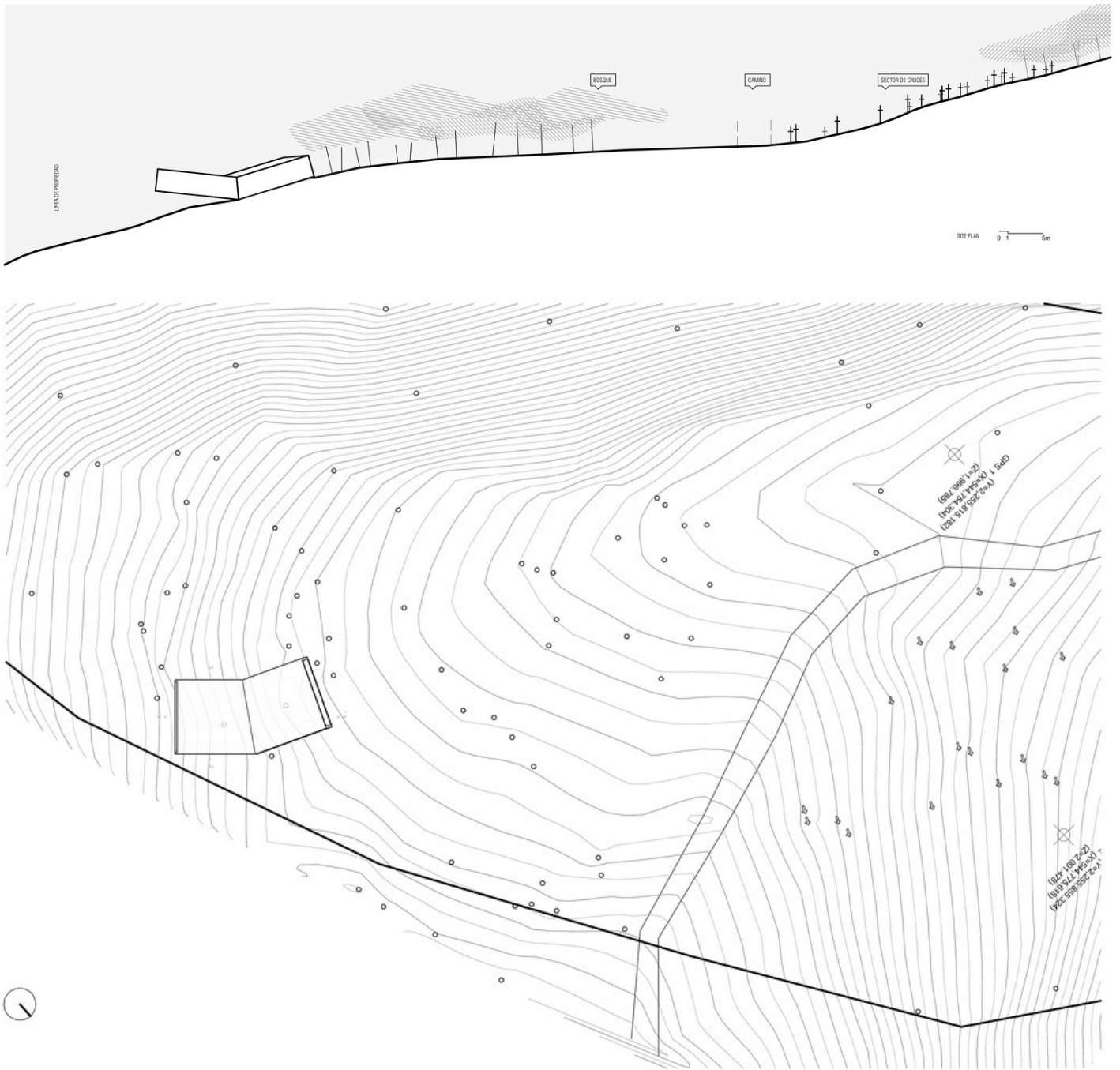




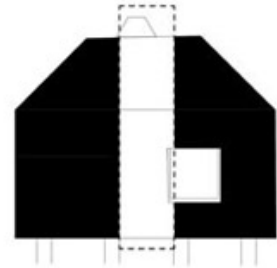
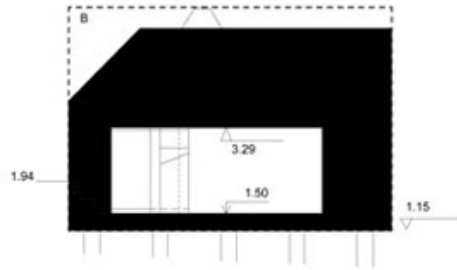
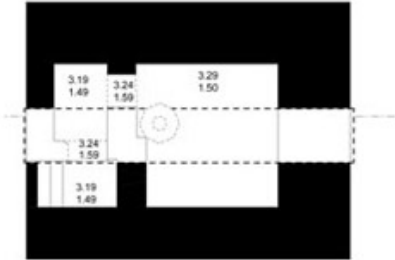
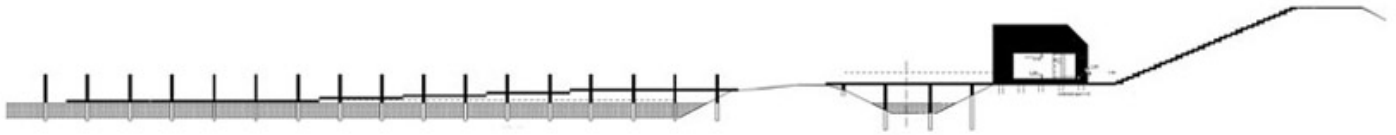
An Unnamed Female Companion with a Large Box Camera upon a Tripod at Dun Aengus, taken by TJ Westropp , (1901)



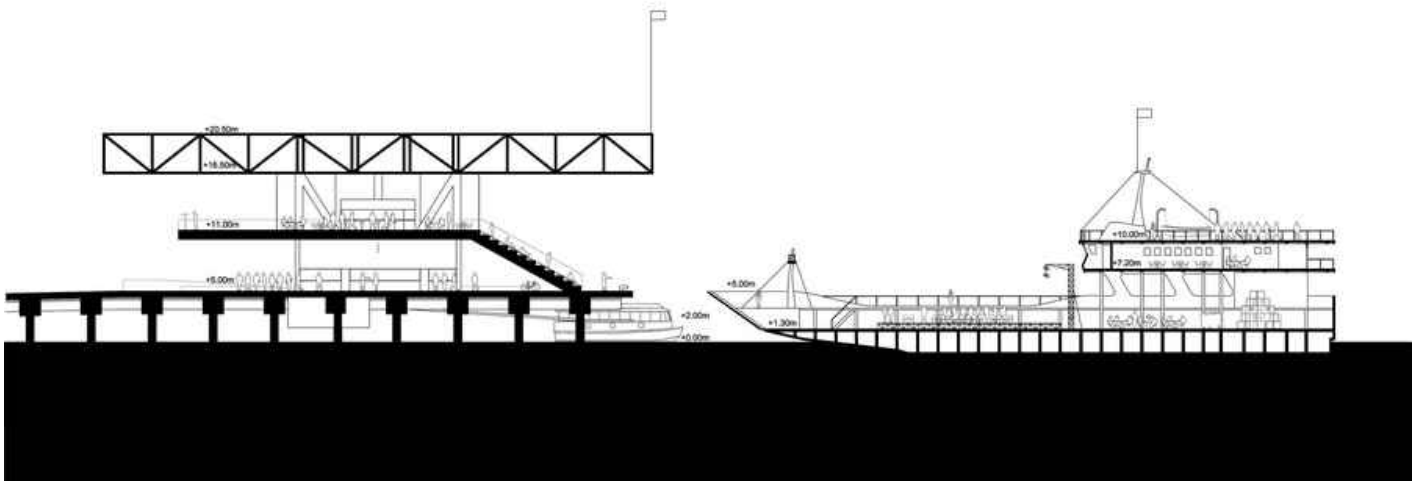
The Pyramid Viewpoint, BTE  
Architectur, 2015, Arrochar, Argyll and  
Bute G83, United Kingdom



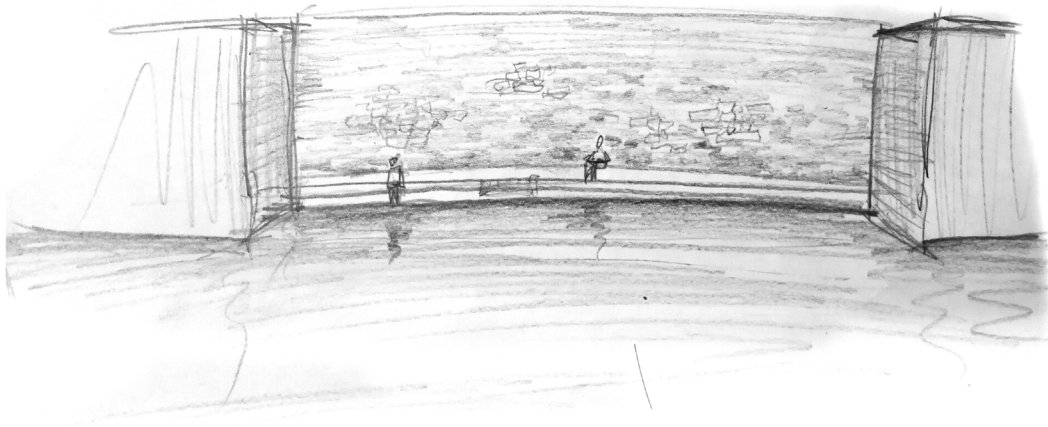
Las Cruces Lookout Point, ELEMENTAL,  
2010, Las Cruces, Jal., Mexico



Bunker 599, RAAAF + Atelier Lyon,  
2013, Diefdijk 5 - Diefdijk line near  
A2ccc



Faliro Pier 1st Prize, Konstantinos Pantazis, Marianna Rentzou, Lida Stamou, Konstantinos Tzioras, Alexis Tsakalakis Karkas, Xrisa Golemi, Sandrine Iratcabal (comptition), Chrysanthi Asproulopoulou, Lefteris Dousis (after competition), 2012, Athens, Greece



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First sketches

## Project

The architecture of myth, is not only a physical ground of new legend of Hy-Brasil. It also regards its new legend as an attractor of cultural preservation, inclusion and creation. It assumes to give a new image of Ireland, not only to tourists but also to immigrants from foreign countries. Then the functional part of the project can also function as a mythological research and industrial studio, while the jetty is going to become new cultural landscape and monuments in the future

## *New folklores of the Current Hy-Brasil*

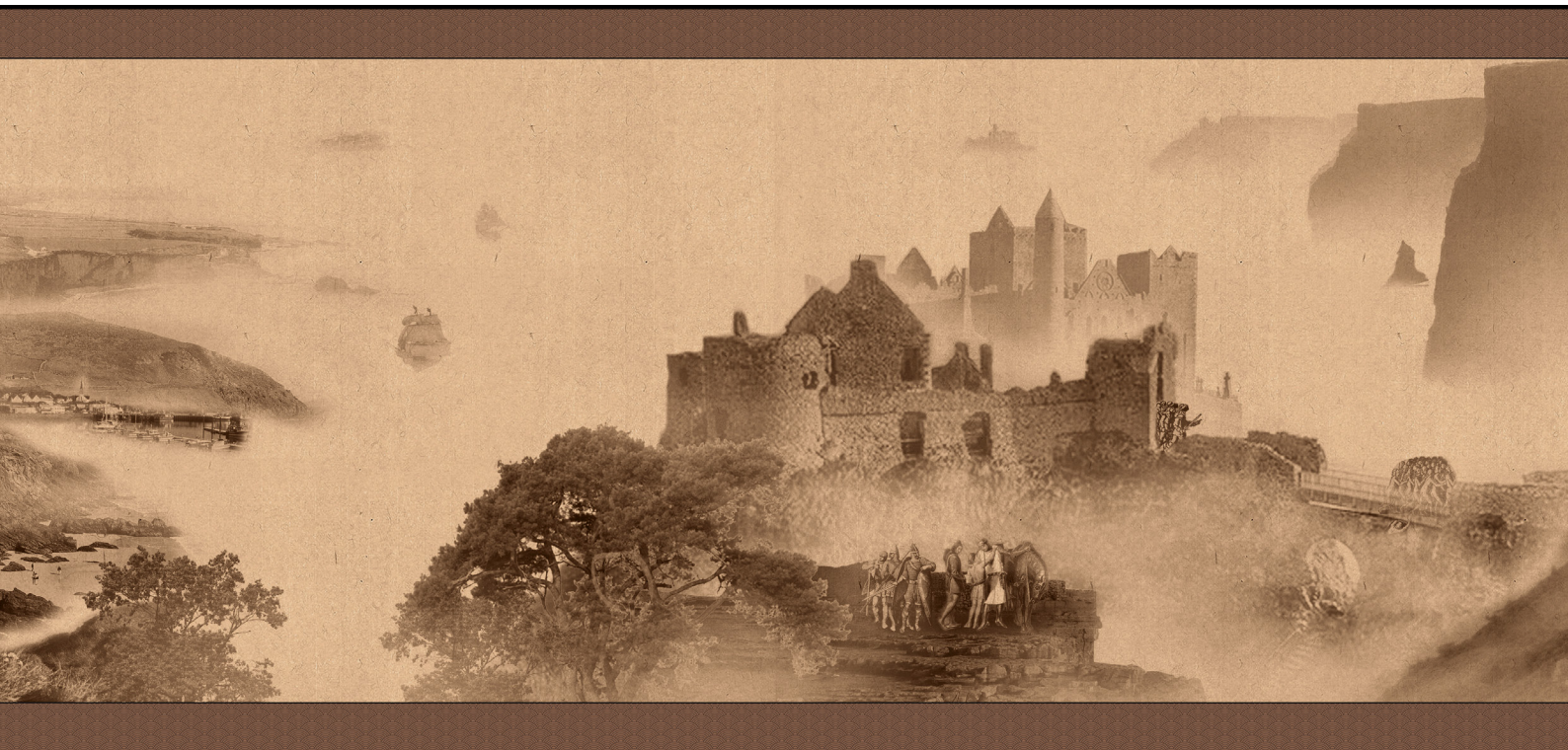
Explorers are able to reach the island when it appears. But they can only stay at the coasts which are like those in Ireland. It is because a mythical power prevents them getting on the surface of the island. They have to leave the island before the end the day, otherwise they will disappear with it and can never leave the island. Thereby there have already been some previous explorers' settlements from different periods in history, such as ancient Celtic, Viking, Normans, English, Irish. For some reason, they were all lost on the island and separated from each other. They have their own historical and cultural features in their small realms. But they are not totally separated. Some secret caves hiding in cliffs lead to each other. Visitors, in their first day on the island, can go from one to another by the ghost boats occasionally appeared from fog.

## *Two Jetties to the island of Hy-Brasil*

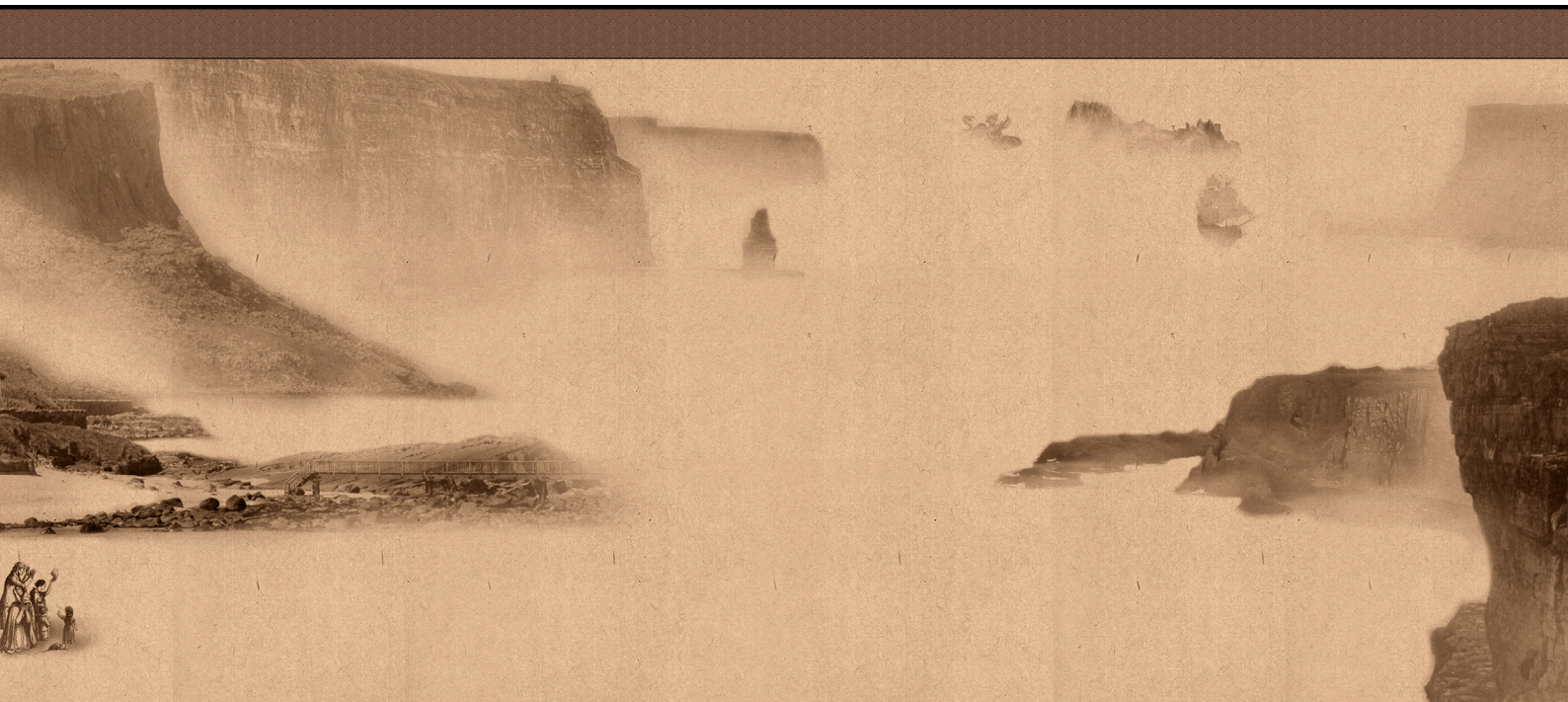
To support the myth, which also means to enhance inaccessibility and create a mystical and monumental atmosphere. The project designs a different ritual for each corresponding to the site. One has a relationship with trees and rocks, while another one is more influenced by tide. One has a special experience form narrow to open, then see the natural landscape on the other side, while another one goes from open to narrow, then have a pure view of only water and sky. Besides, the project also extracts Irish rock wall as material elements, circular shape as monumental form and visual-control components, passage as ritual route. Irish symbol as design elements for a token for the boat to the phantom island. Though these, the project gradually isolated visitors from their own familiarly daily lives, and leads them into the imaginative world about Hy-Brasil.



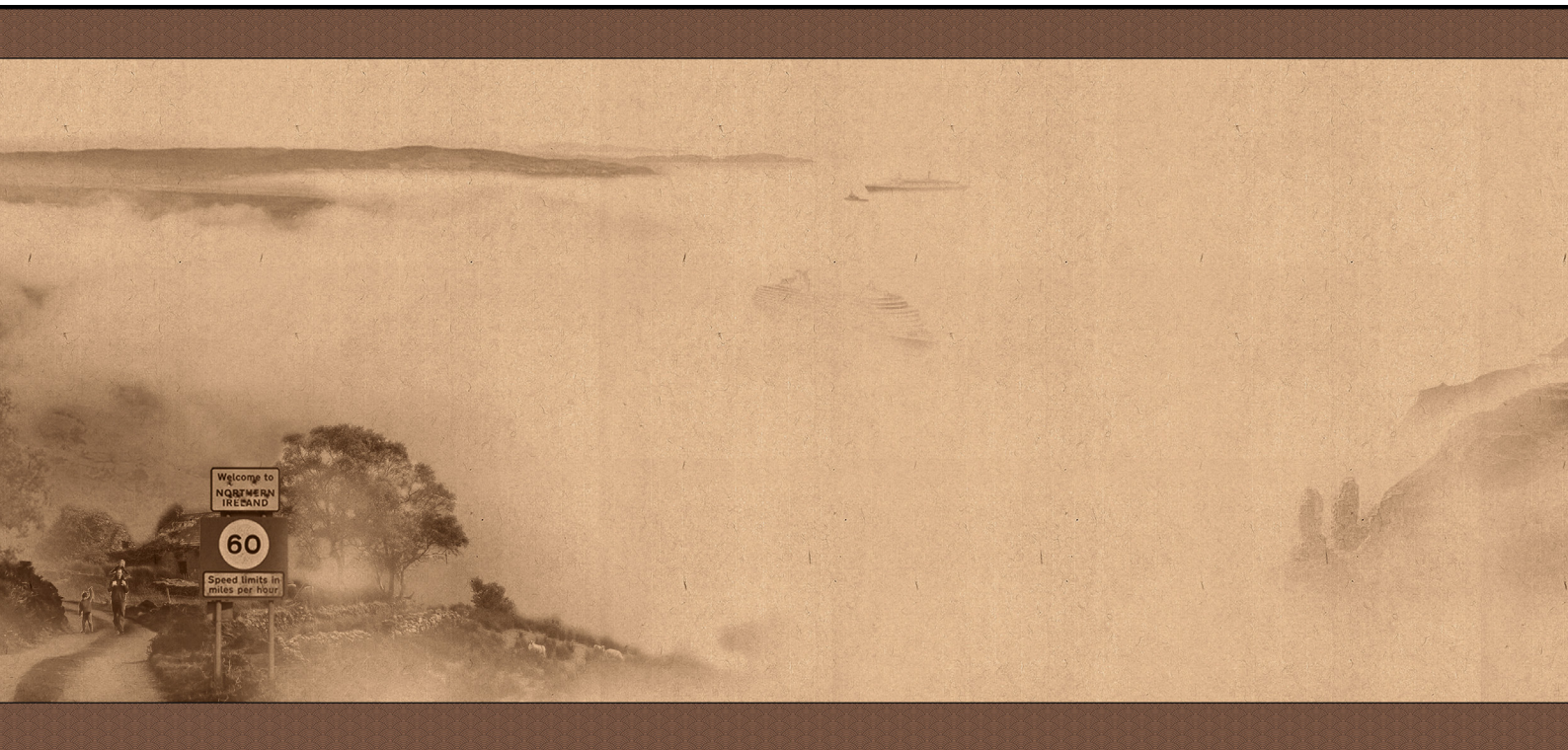
















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Legend of Hy-Brasil



## North Ireland

### Jetty in The Time of Wide

ON the ocean that hollows the rocks where  
ye dwell  
A shadowy land has appeared, as they tell;  
Men thought it a region of sunshine and  
rest,  
And they called it Hy-Brasail, the isle of the  
blest;  
From year unto year, on the ocean's blue  
rim.  
The beautiful spectre showed lovely and  
dim;  
The golden clouds curtained the deep  
where it lay,  
And it looked like an Eden, away, far away!

Gerald Griffin, *Hy-Brasail, The Isle of  
Blest*, (Fairy and folk tales of the Irish  
peasantry, 1888)

## Republic of Ireland

### Jetty In A Water Fort Behind Trees

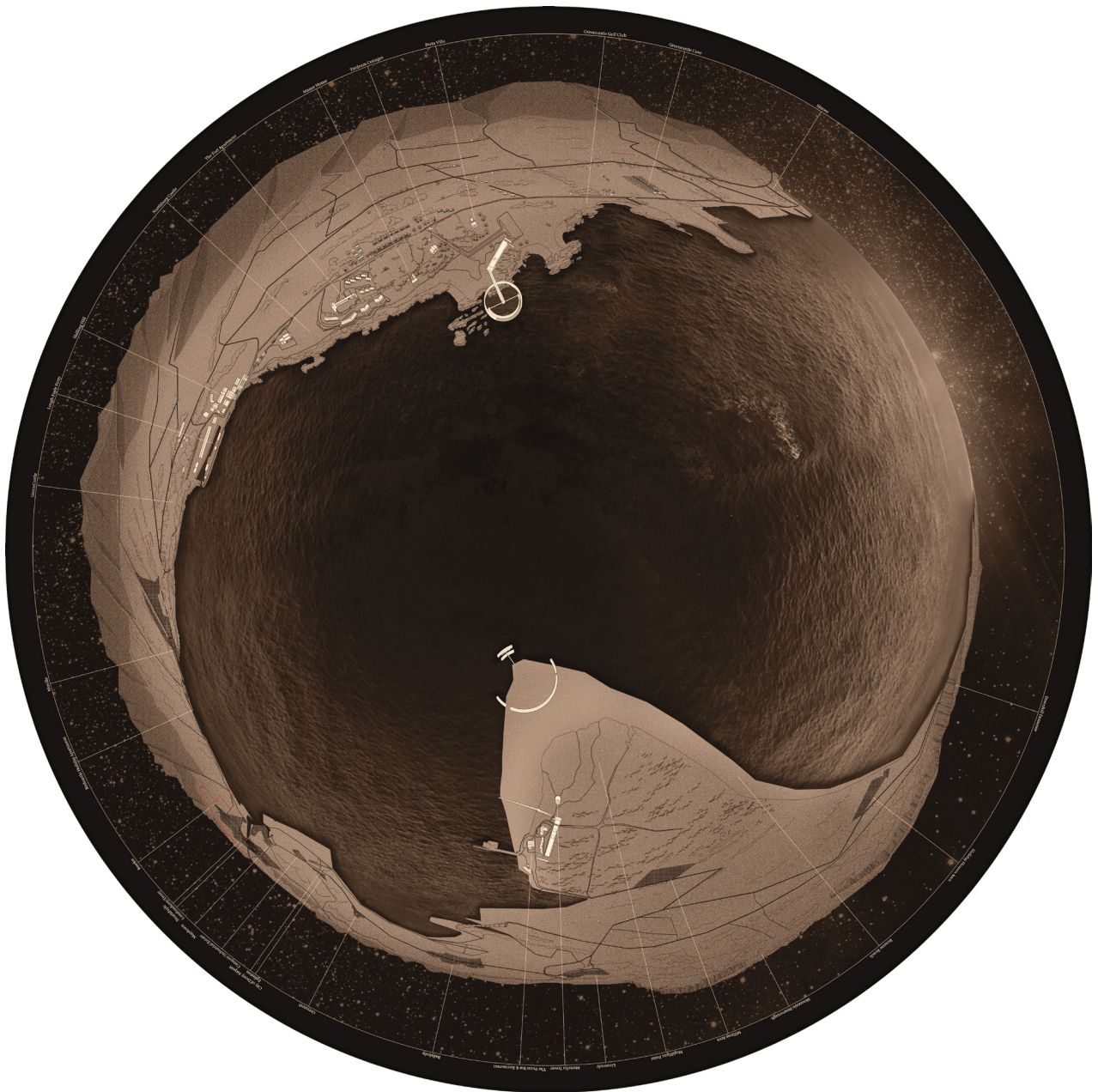
There's sorrow on the wind, my grief,  
there's sorrow on the wind,  
Old and grey! Old and grey!  
I hear it whispering, calling,  
where the last stars touch the sea,  
where the cloud creeps down the hill,  
and the leaf shakes on the tree.  
There's sorrow on the wind  
and it's calling low to me  
"Come away! Come away! Come away!"

William Sharp, *I-Brasíl*, (The hour of  
Beauty, 1907)

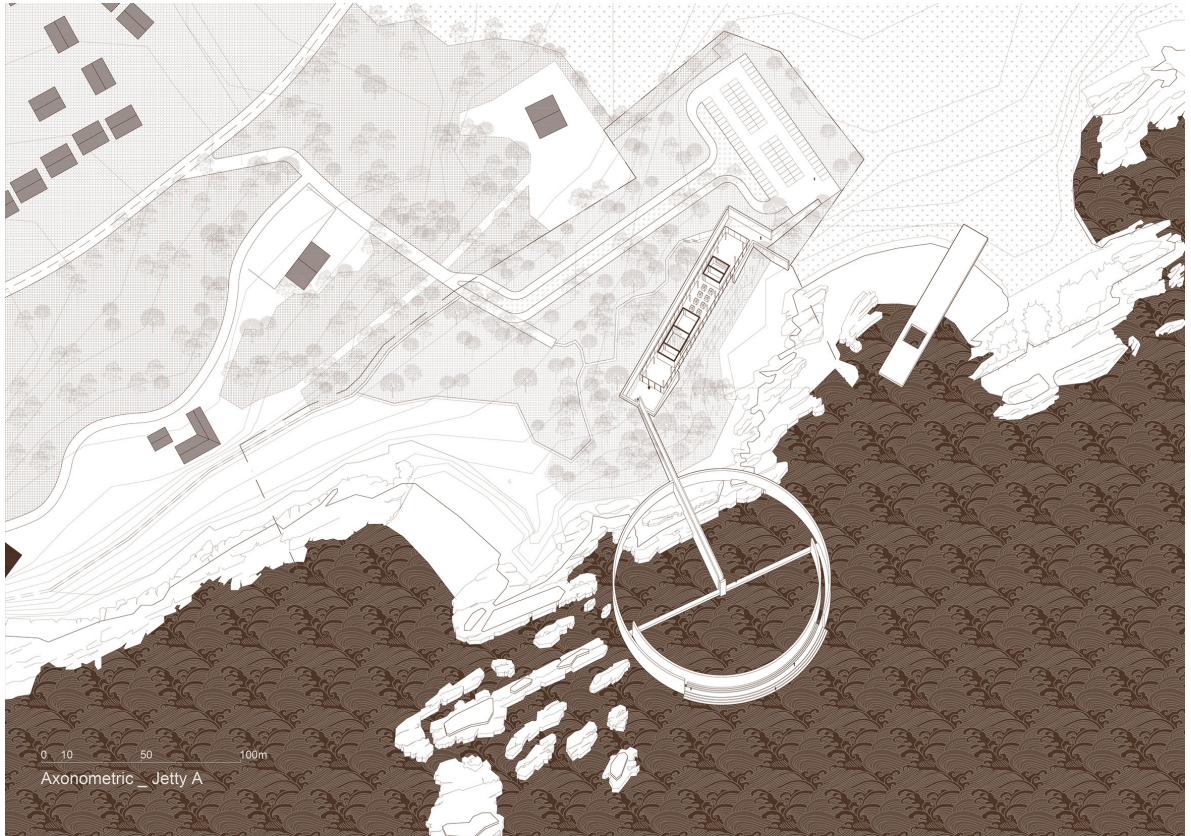
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Panorama Drawing of Atmosphere

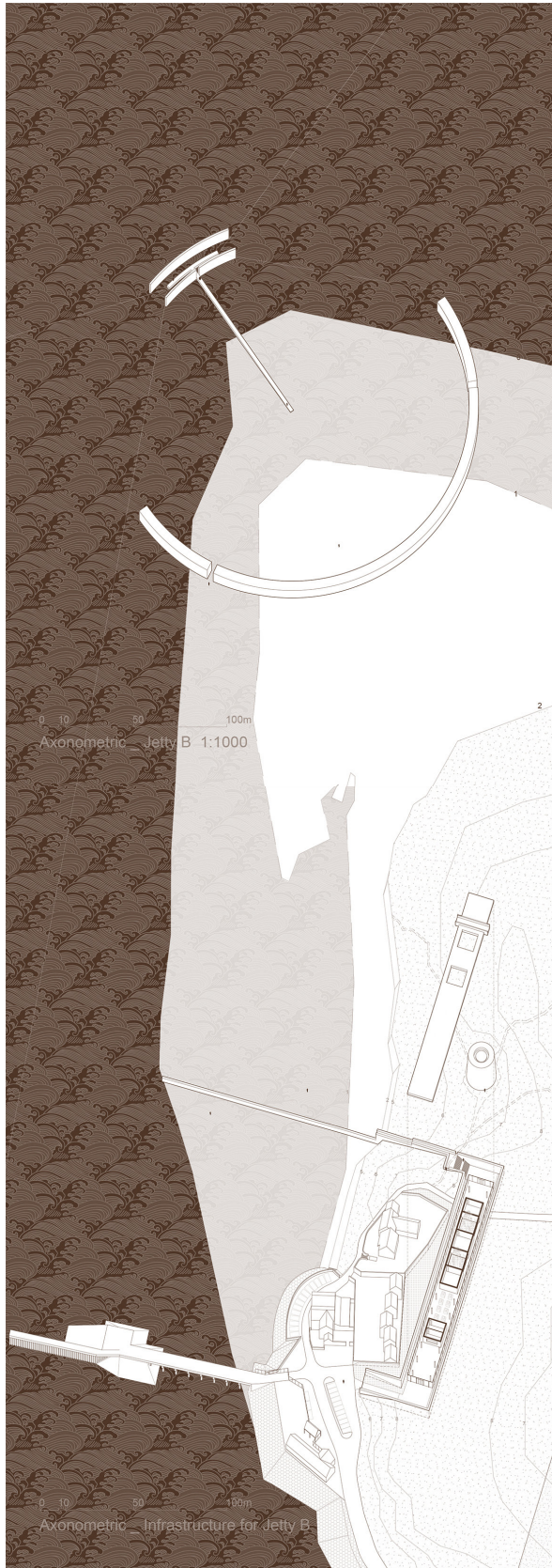




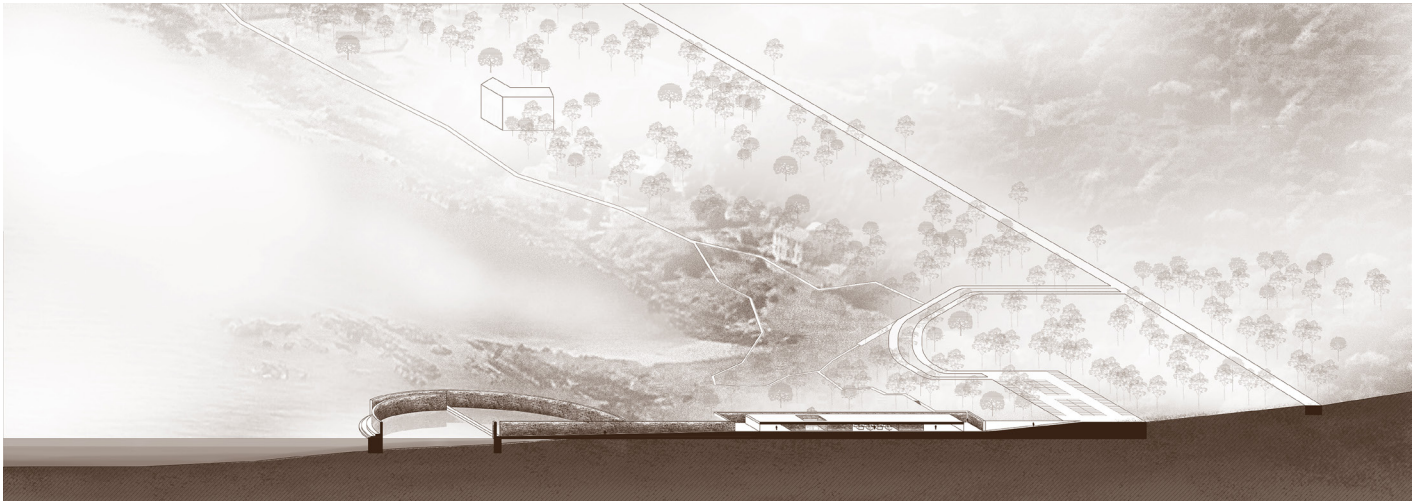
**Panorama Drawing of Circumstance**  
It combines the views visitors perceive when standing in between the two jetties on Republic Ireland side and North Ireland respectively. It also uses the form of planet to represent the imaginative world formed by human's limitation of visual perception and suspension of belief.



Axonometric Plan (Ireland)



Axonometric Plan (North Ireland)



Axonometric Section (Ireland)



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Axonometric Section (North Ireland)



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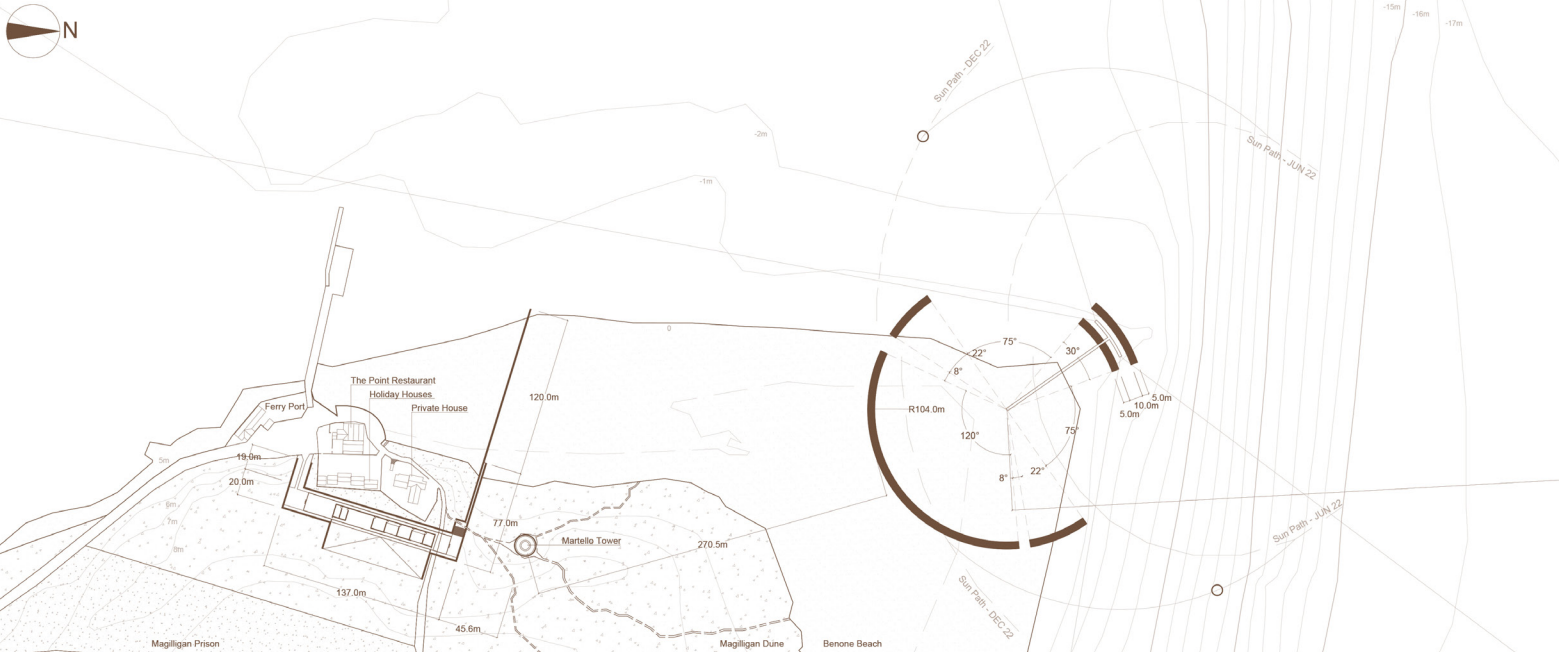
Perspective from Jetty (Ireland)



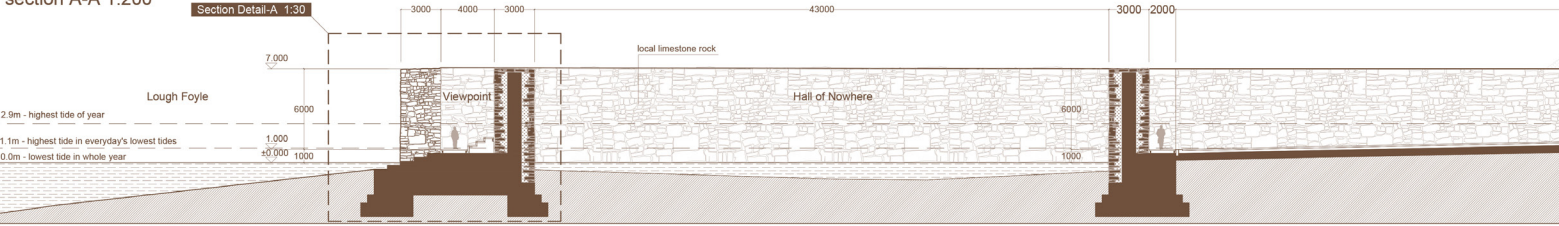
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Perspective from Jetty (North Ireland)

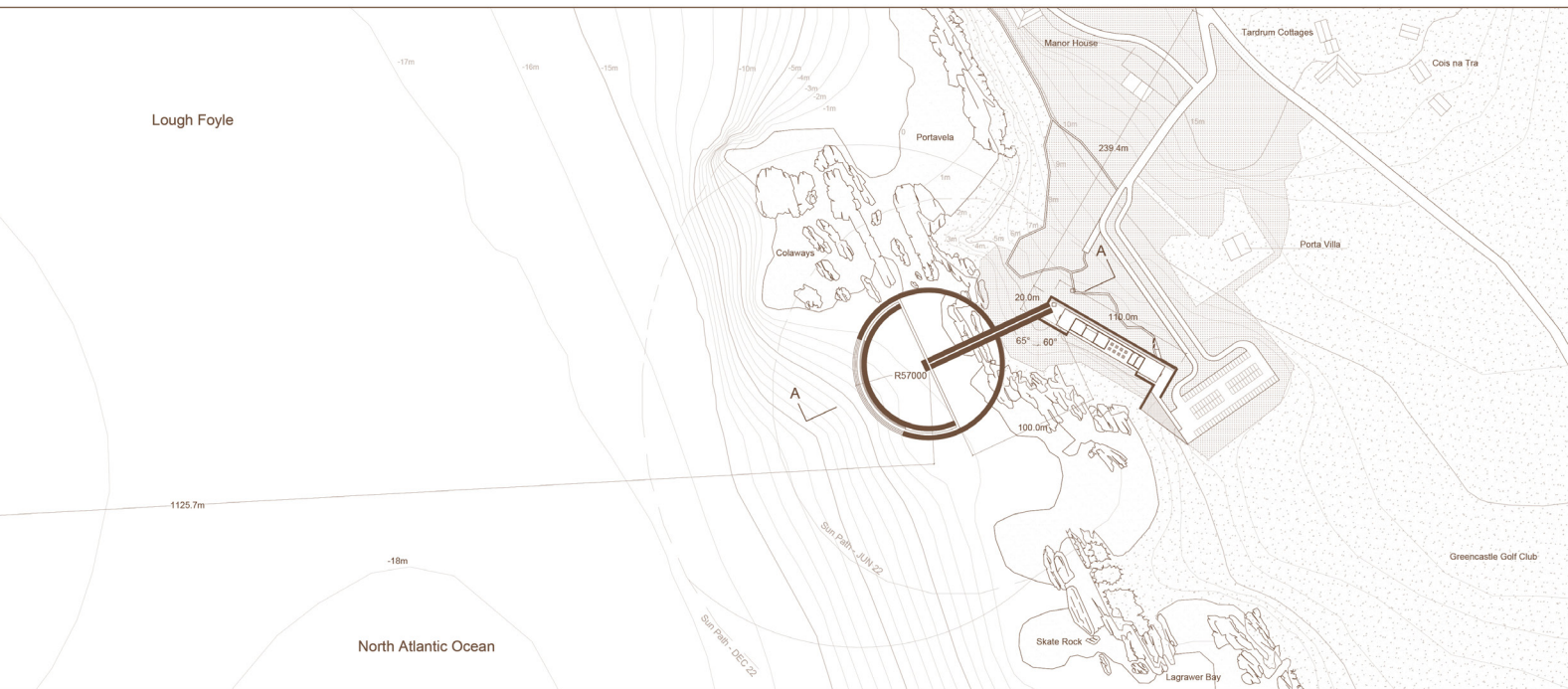
site map 1:2000



section A-A 1:200





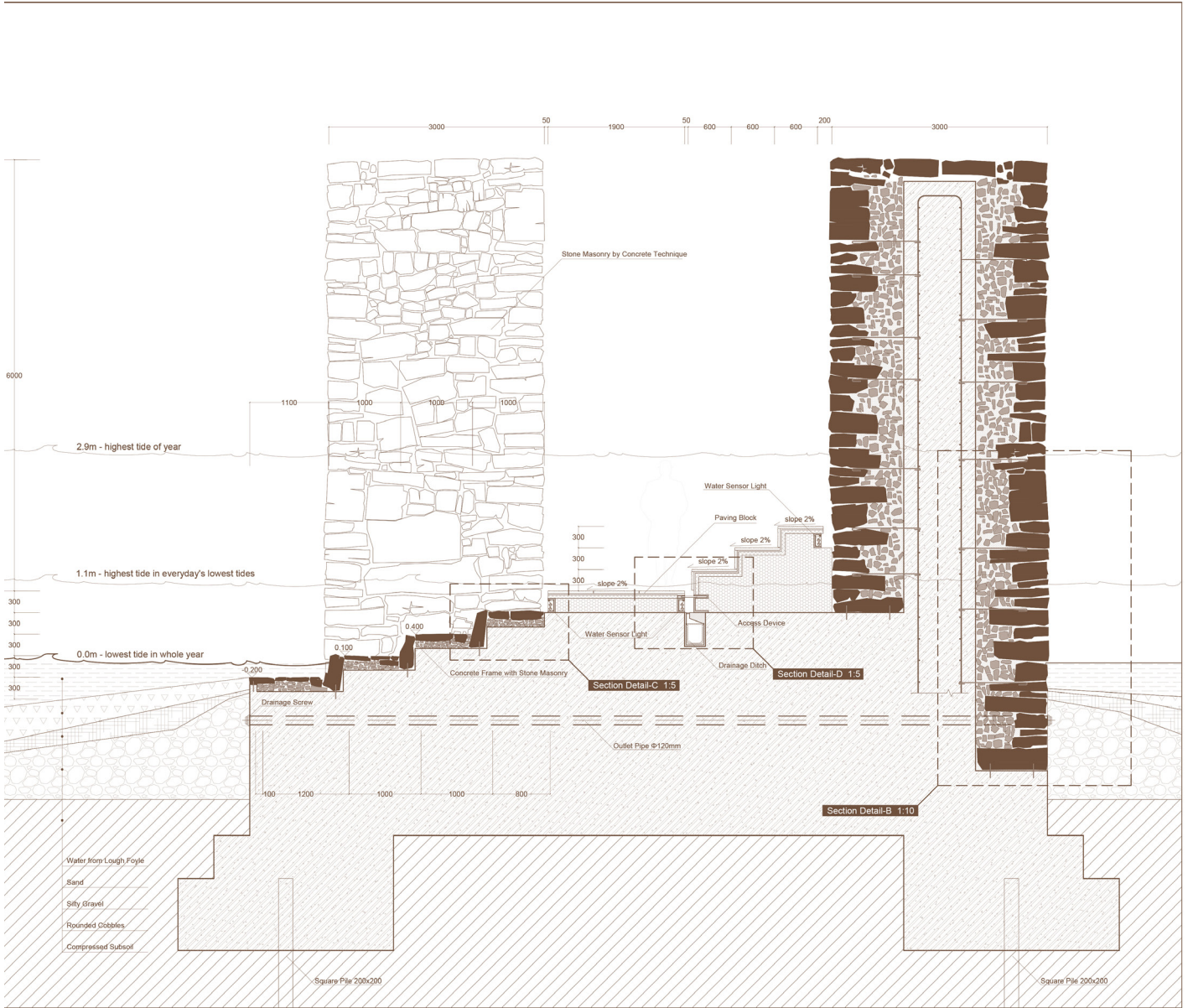


Site Plan

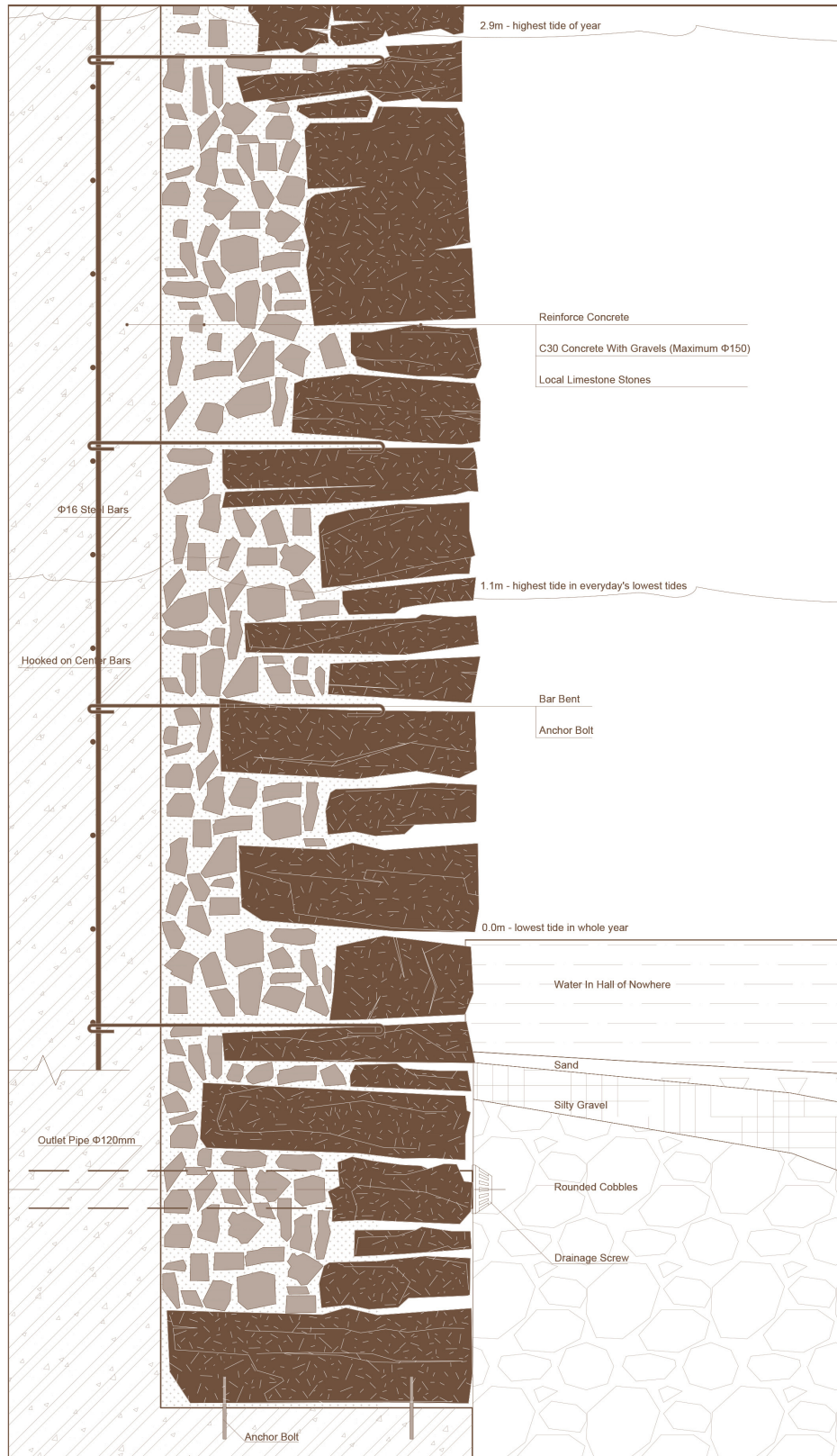


Section A-A

Grounded on the shore of Lough Foyle, the project uses local limestones stones, which is also exploited by Irish ancestors for construction, to make jetties adapt to the context.

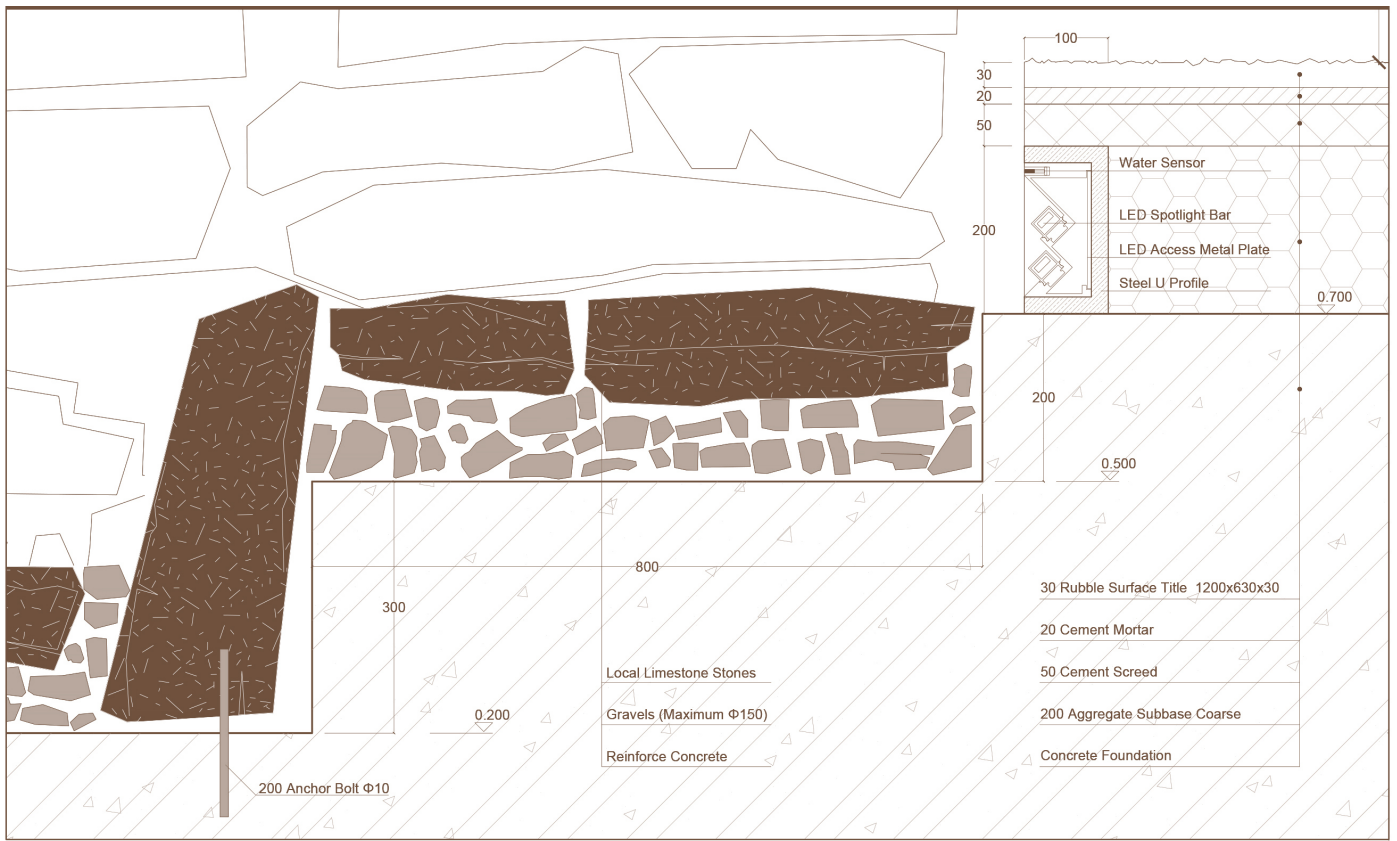


Detail A

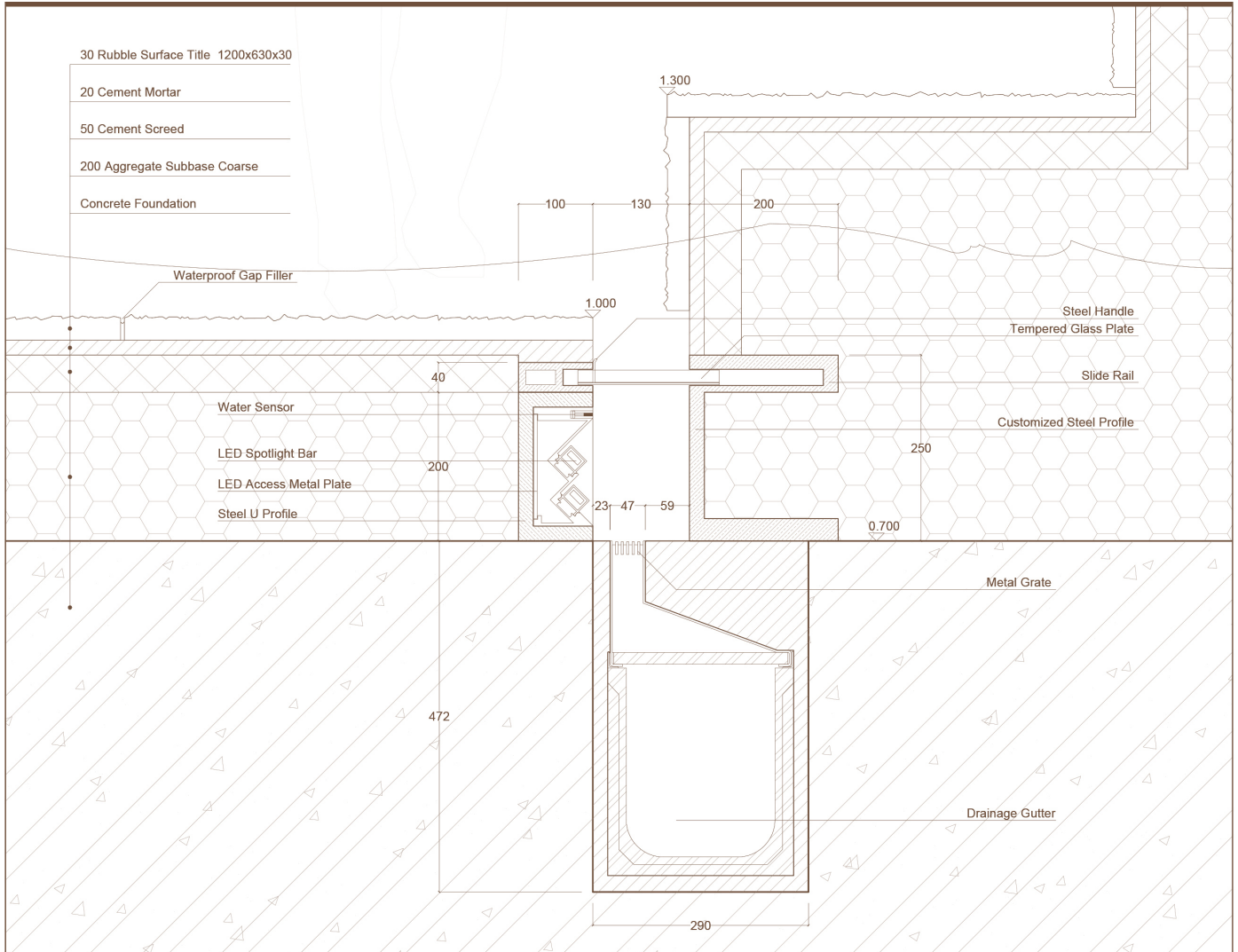


### Detail B

Combining material appearance with concrete technique, the construction increases the durability of its structure without losing the historic effect of stones.



Detail C



#### Detail D

Water sensor LED spotlights are installed along the edge of paths in jetties. It can work under water and reacts to the pressure of water from lough foyle. This means paths will be indicated by light when they are covered by tide, which not only creates a light landscape during night, but also keeps visitors noticing the edge of paths.

## Expert Interviews

*Jiang Fan, landscape team leader and senior landscape architect, Department Design 2, Shanghai Construction Design & Research Institute Col, Ltd..*

Interview on 1 July 2018

*What's your responsibility in the project GLOBAL 100?*

I take charge of landscape design and the coordination and communication on construction site.

*How the division of work between architecture and landscape?*

In amusement park, they are also two main professions. But of course, in conception phase, they can do each other's work.

*So, in this project, you will continue working until the construction ends?*

Generally, the conception principal needn't to work on a project until it ends. But in this program, the time is limited which leads us to finish all the work at the site.

*You mean design when it's under construction?*

Almost, this was caused by the unprofessional owner, designer and construction company. We all have some problems. But the main reason is the owner changed in the middle phase, so did the concept. This overturned the work we did from scheme to detailed designs. You know, We are in China.

*The owner is the developer or the operator?*

Both in this project. Some of other projects may outsource the operation.

*Did this developer invest amusement parks before? What's its name?*

Yes, they did. The name is Changchun Film Group Corporation.

*A company in Northeast China came to invest in the southernmost province?*

The real owner is its inferior company, Changchun Film (Hainan) Cultural Tourism Co., Ltd.. This is also why its previous name was Changchun Film Century City. That one was not as high as current one in terms of level and investment. The previous one emphasized on facilities without theme. But you know, at present, most of the projects in China are trying to be closer to Disneyland, make big IP (Intellectual

Property)

*Is this influenced by Shanghai Disneyland?*

It should be influenced by both Disney and Universal Studio.

*Is there a Universal theme park in China now?*

There is one under construction in Beijing.

*Are all these theme parks' strategies of development same?*

No, theme parks like Disneyland and Universal are based on its big IP. They just need to built theme parks around these IPs, like Toy Story, Buzz Lightyear, Caribbean Pirate in Disney, Every IP could become a theme for a zone. So does Universal. It has Harry Potter, Minions

*So, only if the IP is famous enough, it could support an independent zone?*

Yes, when there is no IP, some companies create one. Like Chimelong, it built an Ocean Kingdom in Zhuhai, and is going to build a Forest Kingdom in the future.

*So, in Chimelong, there is only on IP for a whole park?*

Yes, because its IP doesn't have enough influence.

*Well, coming back to your project. What's the theme or IP of it?*

GLABAL 100 uses film industry base as its IP as the owner started with this.

*There are so many constructions on Hainan Province. Is your company also working on others?*

Yes, we are also in charge of the design and construction of the Evergrande Group's Ocean Flower Island. It's much bigger than Global 100.

*I just checked it. It's super huge.*

Yes, you know, it was stopped by government because they reclaimed the land illegally.

*The huge number of apartments in this project reminds me of the previous economic bubbles of Hainan. It broke and made Hainan one of the backward province in China.*

I don't know much about the history. Now, there is a purchase limitation policy. Only locals can buy house on this island.

*Then who will come to buy the house in the project Ocean Flower Island?*

I've no idea. But in fact, the original

intention of developing an amusement park was to sell houses. I think the developer would have some policies response, because amusement park is difficult to get profit. Even the Happy Valley of OCT GROUP is losing. But Disneyland is profitable. For Universal, I'm not sure.

*So, the land they bought usually included residential land?*

Project Global 100 will be enclosed by residential and commercial buildings. People won't go there without amusement park. The amusement park is an attraction and making this area into tourist destination.

*Will the development of this area be relevant to infrastructure improvement? For example, the developers might also apply for subway and bus routes connecting this area by building an amusement park.*  
A sort of. This is the biggest difference between Disney and Chinese project.

*Do you think Chinese investors would adopt the same development strategies in foreign countries?*

I guess not. Selling houses abroad is not as easy as that in China now.

*Coming back to Project Global 100, you said its theme is film industry. What's specific design corresponding to this?*

Well, in this project, it's more like a slogan. Some film museum, elements and stages relevant to films will be built. Some of them can be used as shooting venue, but it's much different from Hengdian Film Experiment Zone. Hengdian is a film shooting base first, then develops some tourist attractions. Project Global 100 is an amusement park first.

*So, the shooting here might not be a lot?*

No, only if the scene here is fit for the shooting.

*Do they have offices for film making?*

Of course, they do. Also, Changchun Film Group Corporation has its own inferior company making movies.

*What's the specific work for architects in this project?*

There are 3 parts. The first one belongs to foreign companies, like Chapman Taylor, Novato, etc.. They made the whole planning and scheme.

*I see there are 7 foreign companies in this project.*

Yes, it's a huge amount of workload.

The design fee is totally 200 million yuan. One company cannot handle it.

*One company takes charge in one zone?*

I'm not sure. Then the scheme comes to our company for detailed design, which means transforming concepts into construction drawings. Finally, it's the construction site service. Several architects and structure engineers work and live near the site.

*Who is in charge of facilities?*

This is another company, not in our contract.

*I saw some facilities combining with architecture. How's that manipulated?*

In this kind of case, also, architecture and facility are separated companies. Usually, the facility factory will customize the facility corresponding to the architectural design. They get requirements from the concept phrase.

*For architecture detailed design, except singular buildings, does it also take responsibility of master plan?*

In terms of master plan, architecture detailed design only takes charge of fire lane. The other works are finished by landscape designers.

*So, in the detailed design phase, the architects cannot influence much of the whole effect?*

But they have the most workload.

*In the first phase, the planning and scheme designing stage, what's their specific division?*

They have overall orientation, sectorization, single building, single function and operation, etc.

*It seems not only architects are working on these.*

Sure, there must be scene designer, Imagineering, planner, landscaper, etc.

*Which profession is the leader?*

In this project, it's architecture. But in Disney, I don't think so. They don't have really architectural design. They need more cooperation between scene designer and structure engineer.

*Zhu Man, project manager, Shenzhen OCT Tourism Planning Co., Ltd.*

Interview on 8 July 2018

*Which department are working in? Estate development?*

No, I'm in OCT Innovation Research Department. OCT (Overseas Chinese Town) has a lot of departments including real estate, hotels, but its core is culture industry. What I'm doing has nothing to do with real estate.

*What is the main development mode and direction in China?*

In terms of development mode, there are two. One representative is Fangte, which is an amusement park enterprise. Its feature is there is no debt when it's open. They usually operate with local government in their joint venture. So, the land has no cost and the facilities comes from Fangte itself. Another is Happy Valley, it takes time to cover the cost since opening. Generally, the level of Fangte is lower than Happy Valley.

*Do you know Ocean Flower Island in Hainan Province, which is under construction by Evergrande Group?*

Evergrande is new in this culture and tourist field. We also have projects on Hainan Island. It's a combination of rural revitalization and ecological tourism. In this case, we found the depth is not enough for this strategy. It's hard to explore various cultural products. But we also found there is a good potential for exploiting the value of its ecosystem. By the way, only seeing amusement park, Chimelong is the best one in China now.

*What's the difference between these three companies? OCT focus more on tourism?*

Yes, OCT has made a large market in this field. And it wants to expand the influence to its other fields. That's also why our team changed name from tourism planning to innovation research. Our team's main duty is to implant our tourism gene to other teams, fields and products. Now, our main orientation is on cultural tourism town-rization, like in Huanglong Valley, Anren Ancient Town, Luodai Ancient Town. We even have performing company. Their leader used to work for a very famous movie director, Yimou Zhang.

*These attractions have been existing for a long time. What is the difference*

*now comparing to past?*

The biggest difference is the ability of operation and the multiplicity of products. Now, we have some place using a mode called "day+night", which has performance or circus.

*I heard some developers bought cheap land to built theme park and houses surrounding, then got benefit from selling houses, because the benefit from operating theme park is low. We didn't do that before, but in the future, we might be like that. We are searching for new ways.*

*What's the main products of OCT?*

Well, we have 8 kinds of tourism products.

- 1.static landscape: Splendid China;
- 2.dynamic performance: Folk Customs Villages;
- 3.participation of activities: Window of the World;
- 4.interactive experience: Happy Valley;
- 5.scenic community: OCT Ecology Plaza;
- 6.urban entertainment: Happy Harbour
- 7.ecology tourism: Overseas Chinese Town East;
- 8.cultural and creative industries: OCT LOFT.

This could also show why we are better than Fangte and why we are more multiple.

*In terms of amusement park, what's difference?*

Chimelong is good at combination of products and experience. They supply the best experience in China.

Fangte has advantage of numbers, and it has a commercial close-loop including movie, animation and performance. It's like combination of Chimelong and Disney. But Fangte still struggles to follow these two.

*I feel my project is more like OCT's direction. It's also about culture, tourism and performance.*

I'm not sure, but I suggest you to see the Puy Du Fou in France. The best thing in tourism is to have new ways to play.

*It seems I need more fieldtrip of amusement parks. Do you have any ways to get a overview of the famous amusement parks?*

Yes, fieldtrip is very important. I went to Shanghai Disney twice last year. There is a magazine about researches of amusement park. I can give you more references and information latterly at night.

*Xue Bai, project manager, Neta, Shenzhen*

Interview on 14 July 2018

*What do you mainly do in Liu's Company?*

Concept site plan and architectural concept design.

*Is Liu's company a scheming company or an architecture company?*

We do both things, actually from strategy to construction service. Now we have a project in Universal Studios under constructing.

*Do you involve all the related professions in your company?*

No, we operate the project into the collaboration with other companies, and adjust the cooperative relationship based on the actual situations.

*What is the role of an architect in a theme park project? Does a theme park really need architect?*

Of course, yes. When you are designing its master plan or a single building, you have to know the requirements from scheming companies. At the same time, you also need architectural knowledge to combine the facilities with special demands. Also, you suppose to understand how the theme park will be operated in the future, and then transfer them into master plan and architectural design. The plan from scheming company generally only has diagrams.

*So, the problems architects are addressing on are all about space?*

I would say, special organization and architectural morphology under the consideration of commercial operation.

*Commercial operation sounds a very important aspect. It's similar to shopping mall programs.*

I think they are same. This is a difficulty in designing public architecture. Don't you think shopping malls and theme parks are more and more similar with each other?

*Maybe it's because our entertainment lives now are simply defined by capitalism, which makes their public space similar even they are in different functions.*

But in terms of behaviors and circulation, they are different. For instance, we can assess the value of facilities or zones by the data of guest. Every facility is a planned

attraction. Most facilities are difficult to be refurbished. Shopping mall is operated in another way. Stores are easily replaced, but hard to be evaluated simply by their own data. Some restaurant has contract with shopping mall that they reduce price to attract more people coming and waiting in queues, then lead guests to spend time and money in other events when waiting.





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## Afterward: Reflection of Project in Relation to Discourse

The project is to use jetty as an architectural object to test and reveal the relationship between architecture and suspension of belief. It assumes that people have temporary belief on something uncommon in a specific time and circumstance. For instance, amusement park is a fake stage making people happy and play a role of believing all the fairy tales are real. Church and temple are the window where people believe they are closer to god. Grave yard is a bridge where families believe that their dialogues could be heard by the dead. Architecture, through human's cognition and perception of the world, reflects human's expectation, such as utopia. This is actually how heterotopia works as a gateway between reality and unreality, between daily life and provisionally abnormal experience. The two jetties designed in this project also expect to provide visitors with a viewpoint to trust or look forward to the appearance of Hy-Brasil.

Since the image of Ireland evoked my understanding and imagination of Chineses paradise described in "Peach Blossom Spring", a question about how the physical phenomena reflect expectation has appeared. This relationship created by me also prompts me to utilize Chinese painting technique to depict the utopia of Ireland. During the process of collage, fragments of Irish elements were gradually connected and composed together by blank space. Limited information turned out to be a giant world. Imagination seems to originate from the gap between freedom of thinking and limitation of sense. In general, it is triggered by unknown but based on known. In terms of perception, architecture works in the same way. All the behaviors about expectation can be simplified into simple manipulation of space. In 2000, Carsten Höller designed Upside Down Mushroom Room which take people to a gravity-reversed world by a 20 m<sup>2</sup> room. Here in my project, the scheme also tries to create a heterotopia to accept the suspension of belief of Hy-Brasil, by supplying a different perspective, a distant destination and an isolated place. With the distance and isolation, the process to the suspension of belief is neither only about the perception of spatial quality, nor only the experience of the place itself. It includes the whole trip from its start to the destination where

the project locates.

This provisional belief is not only about mythology. It could be about an opinion, a rule, a story and even a plan. Irish National Plan 2040 is an ideal plan. On one hand, all the elements in environment changing in the country reflect its implement. On another hand, the phenomenon of construction becomes one of the performances in the dream of 2040 national plan. Heterotopia is not only an otherworld existing in some parallel places at the same time, but also could be a great change in a short time. The new constructions play the same role as the jetties that evoke something still not real. This easily remind me of Shenzhen City in China, which is he fastest developing city. It can be regarded as a heterotopia for young people to seek their new lives, which is similar with New York in the Gilded Age.

The object of belief for research also can be custom. For example, what in a wedding makes a bride believe her future suppose to be happy? The guarantee of social network represented by full of people sitting on chairs? The path leading her to the altar of a church, a representation of god? Or even from all the intentional performance of guests regarding themselves standing on a contemporary stage. It then triggers a bunch of questions related to architecture.

Through this project about suspension of belief about Irish mythology, it becomes possible to put the relationship between reality and unreality, fact and fiction, intangible and tangle into architectural discourse. The distance from daily life and degree of isolation then can be used as measurements of architecture. And working as a gateway to spiritual world or heterotopia, architecture is more like a interface to human's consciousness rather than a container.