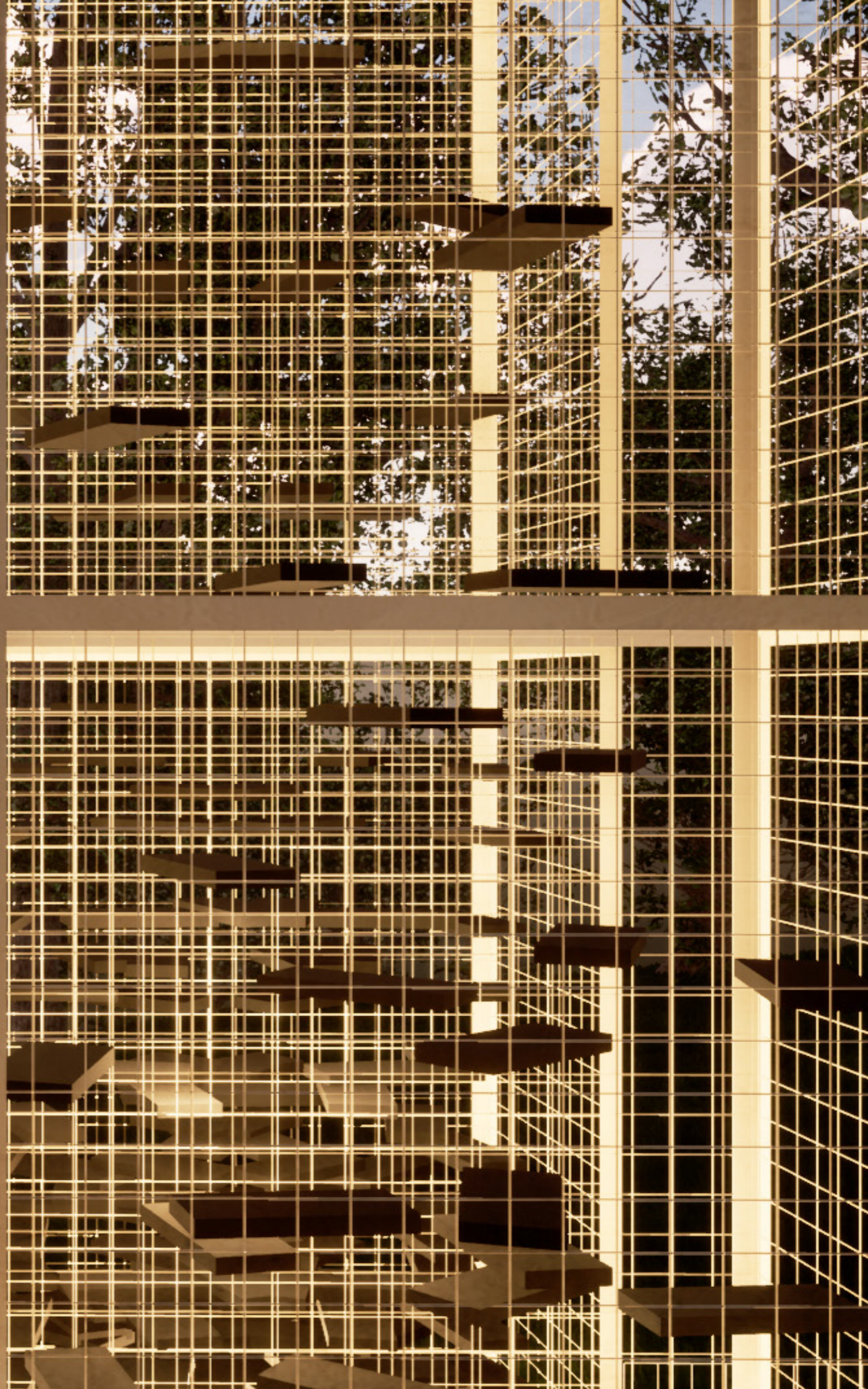




***LISTEN TO THE LORAX***



## PROJECT STATEMENT

*“A city is never seen as a totality, but as an aggregate of experiences, animated by use, by overlapping perspectives, changing light, sounds and smells. Similarly, a single piece of architecture is rarely experienced in its totality but as a series of partial views and synthesised experiences”*

Steven Holl, Juhani Pallasmaa, and Alberto Perez-Gomez. Questions of Perception: Phenomenology of architecture. San Francisco. 2006

With the rise of urban density in cities across New Zealand, the experience of architecture is transitioning. No longer is one house or building viewed within a stand-alone context, instead each piece is viewed as a collection of co-existing habitation. Forgotten is the once beloved farmhouse. Nestled down a long driveway, lined with trees that have grown old through generations. Today, the struggle to afford a house has witnessed the rise of cheap; quick fix housing that are designed with heavily polluted materials.

Inspired by the quote above and New Zealand's own unique built environment, this folly aims to create an ephemeral experience through brightly coloured gabion structures filled with recycled charred timber. The composition of the gabion structures is a reference to two tightly packed urban blocks with a street (timber walkway) running between them. The density of these tall thin structures reflects on medium and high-density living conditions as houses are built closer and closer together.

The recycled timber weatherboards that fill the gabions are symbolic for how much the construction industry consumes and throws away. They are burnt, using the popular Japanese charred effect, and positioned in a falling composition to emulate the ever-growing carbon footprint of the people living within them. Furthermore, the ascending walkway and colour gradient shows how we continue to up this path.

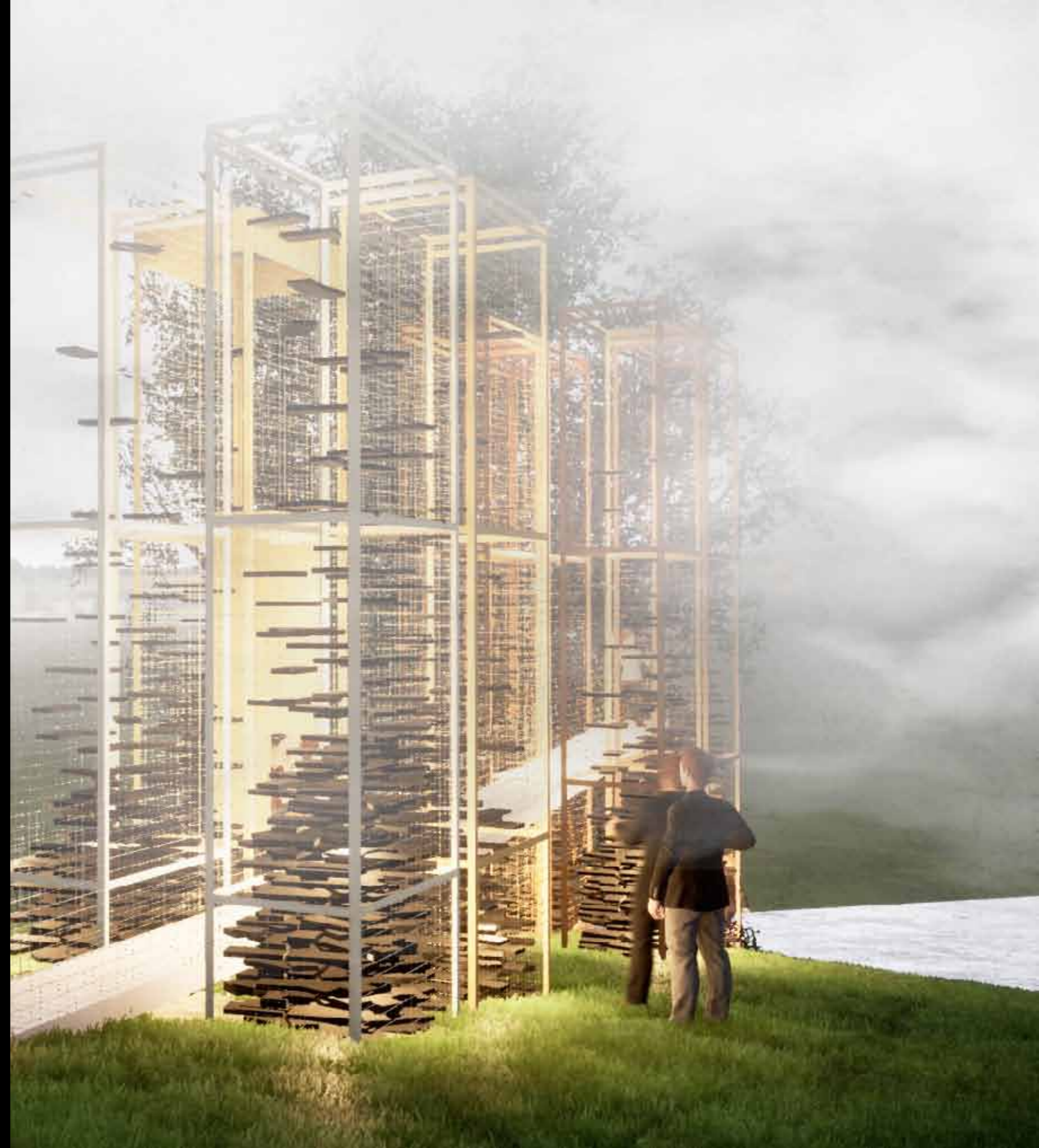
The title of the project, “Listen to the Lorax”, is a reference to the Dr Seuss children's book “The Lorax”. The famous story is a well-known fable unfolding around the contrast between a polluted world ruined by corporate greed and the environment, as represented by the Lorax “who speaks for the trees”. Like this story, the

Folly concept is trying to gauge the audience's attention to the damage caused by the way we build and live in our current and future homes, and in the words of the Lorax, “Unless someone like you cares a whole awful lot, nothing is going to get better. It's not”

To encourage people to think about how to make things better, several moments of pause have been built into the folly through subtle spatial definition. The first is a seat within the opening cluster of gabions. This seat is complete with custom speakers, playing sounds of the city overlaid with a crackling fire, and lighting (powered by a solar panel) to add to the “aggregate of experiences” felt within an urban context. Additionally, the form of the seat distorts scale by being tall and slightly too wide for a single person and too small for two grown adults. This has been intentionally done to provoke thought into how space is used, as when things are ergonomically correct, they go unnoticed. Another similar space that distorts scale is under the walkway at the far end. Here the walkway becomes like a ceiling that has been placed slightly below standard height to compress the space. Alongside are densely packed gabions, which further compress the small space. This creates a reference to the peak of consumption where the consumed carbon is at its maximum and space is at premium.

Another moment of pause lies at the end of the walkway that slightly extends beyond the second set of gabions. This point allows the inhibitor to gaze from a vantage point towards the gardens and as they turn to descend back the way they came, they get a second chance to experience the folly from a different perspective. Just as they moved up, the inhibitor will come across a four view points between the closely positioned gabions that give brief views of the gardens framed by a growing density. Similar to view points found in the small gaps between buildings.

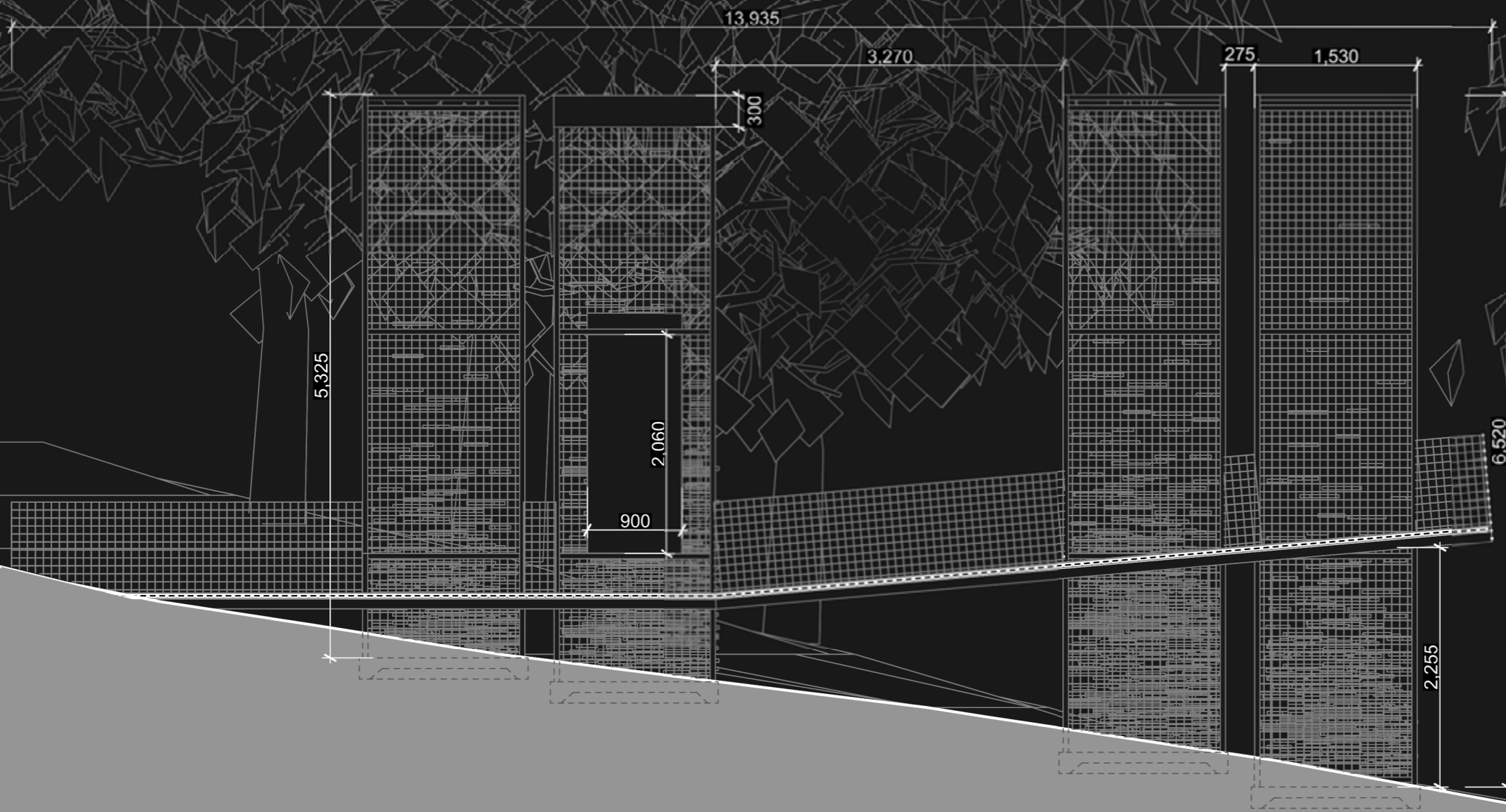
Overall, the goal is to orchestrate a series of small experiences within a larger whole to provoke thought and curiosity in the inhibitor. Supplementary features such as light and sound add a sensory layer to this experience and in turn help aid in altering perspective.



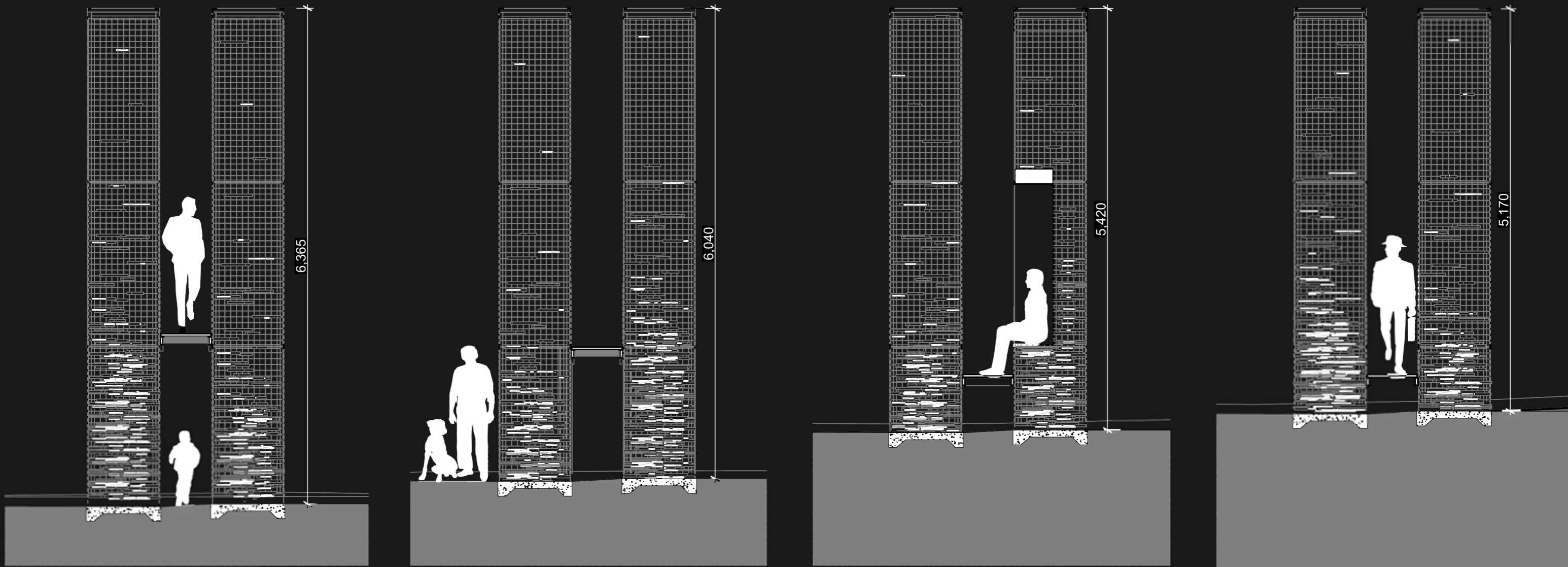


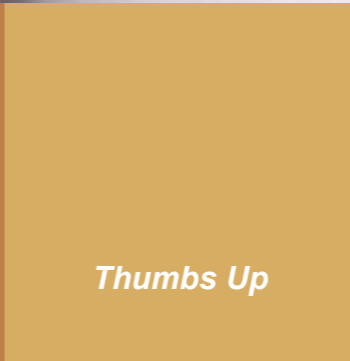
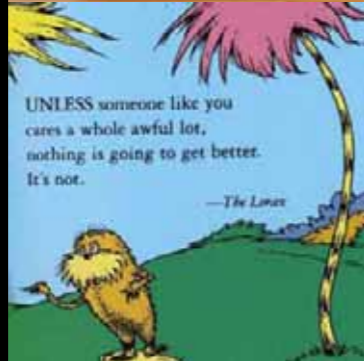


LONGITUDINAL SECTION

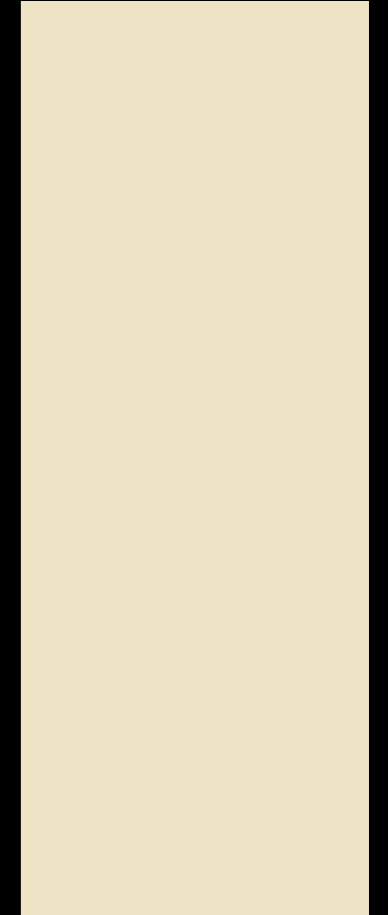
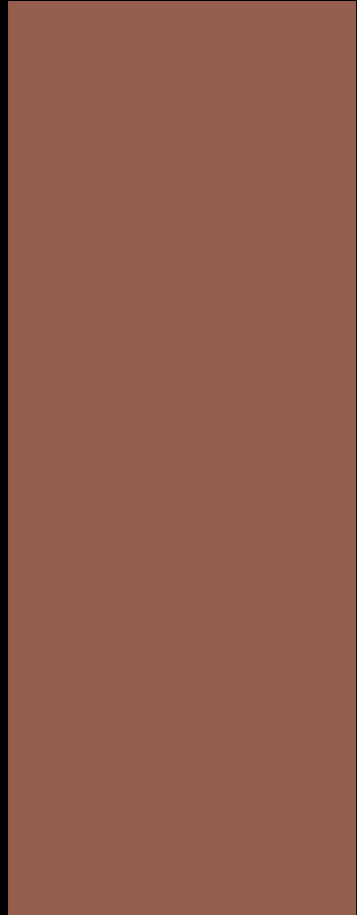


TRANSVERSE SECTION





IMPLEMENTED COLOUR PALETTE









*A SENSORY EXPERIENCE: TOUCH*





A CHANGING EXPERIENCE: SUNSHINE







**HE HAS A POINT**