

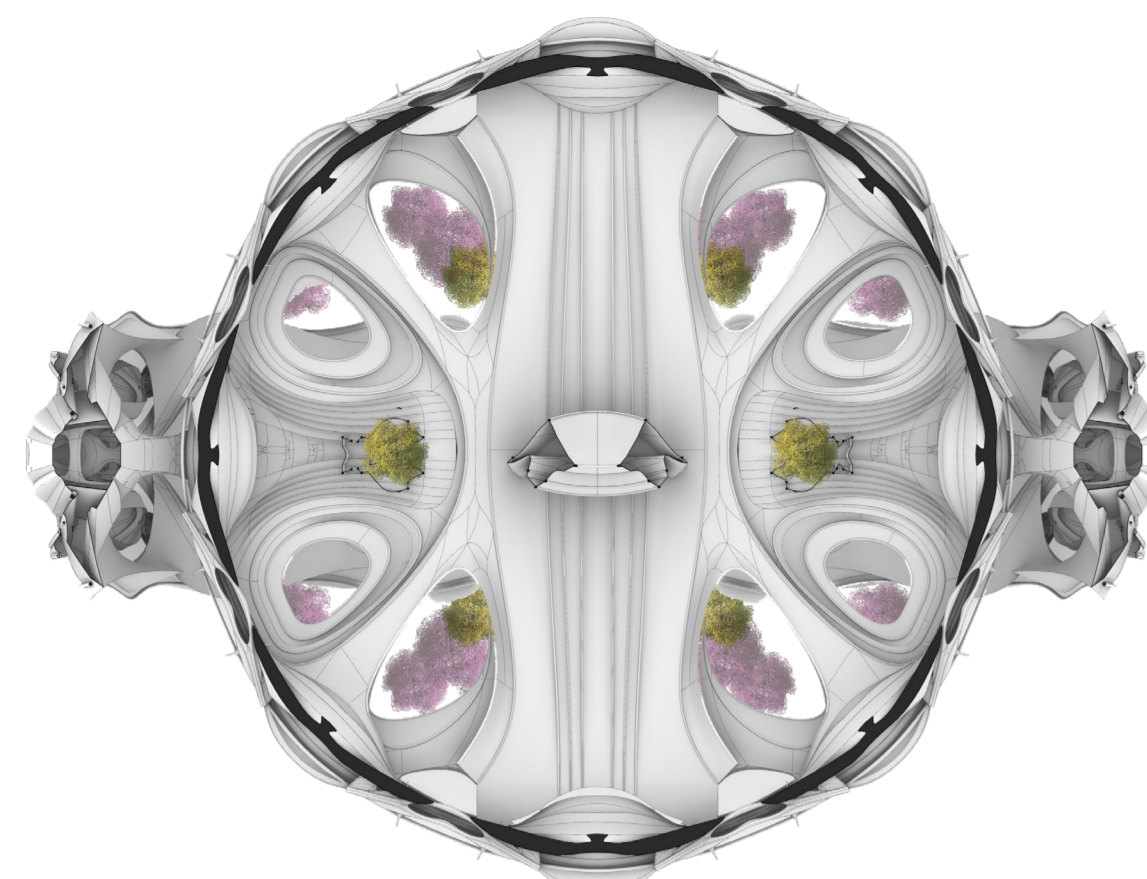
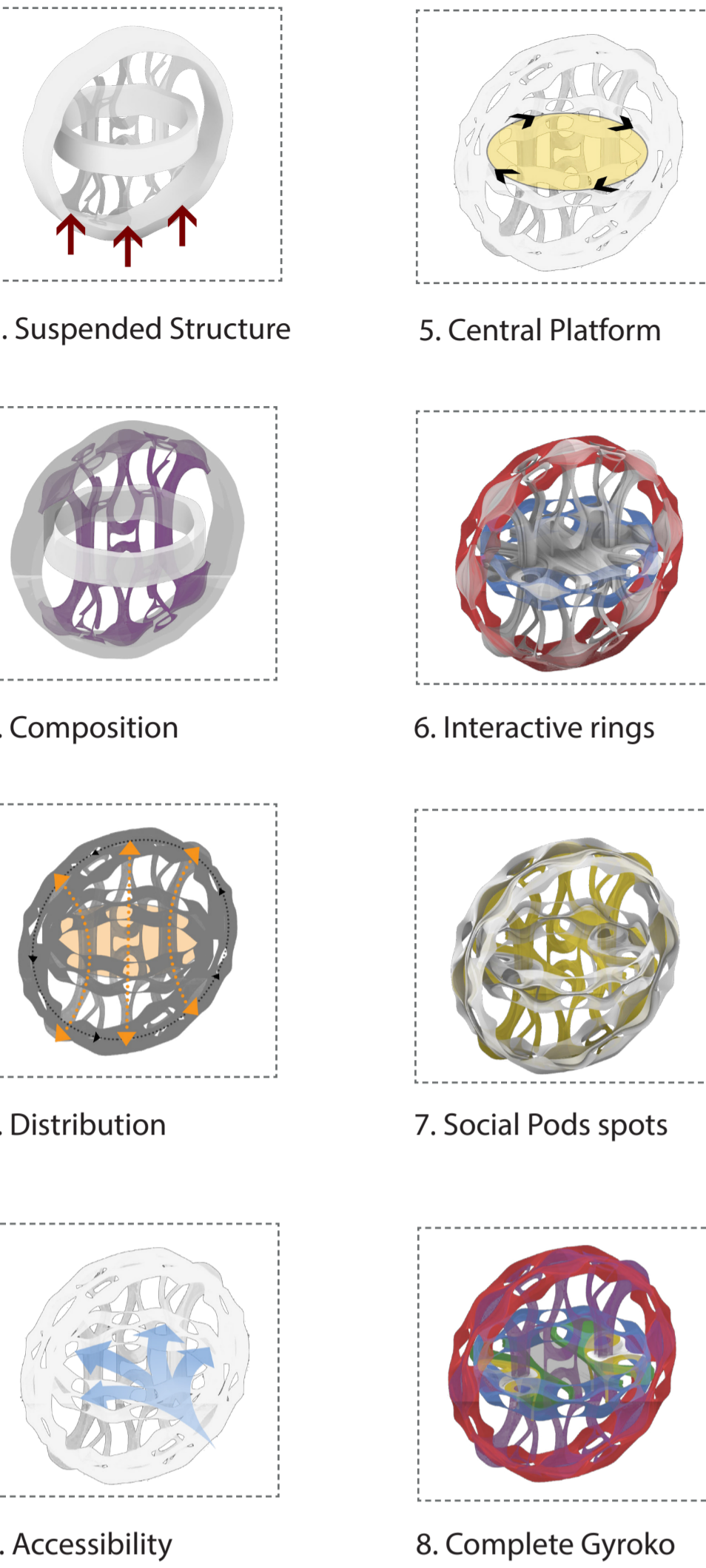


**GYROKO**  
METAVERSE HOUSE  
AIM competition

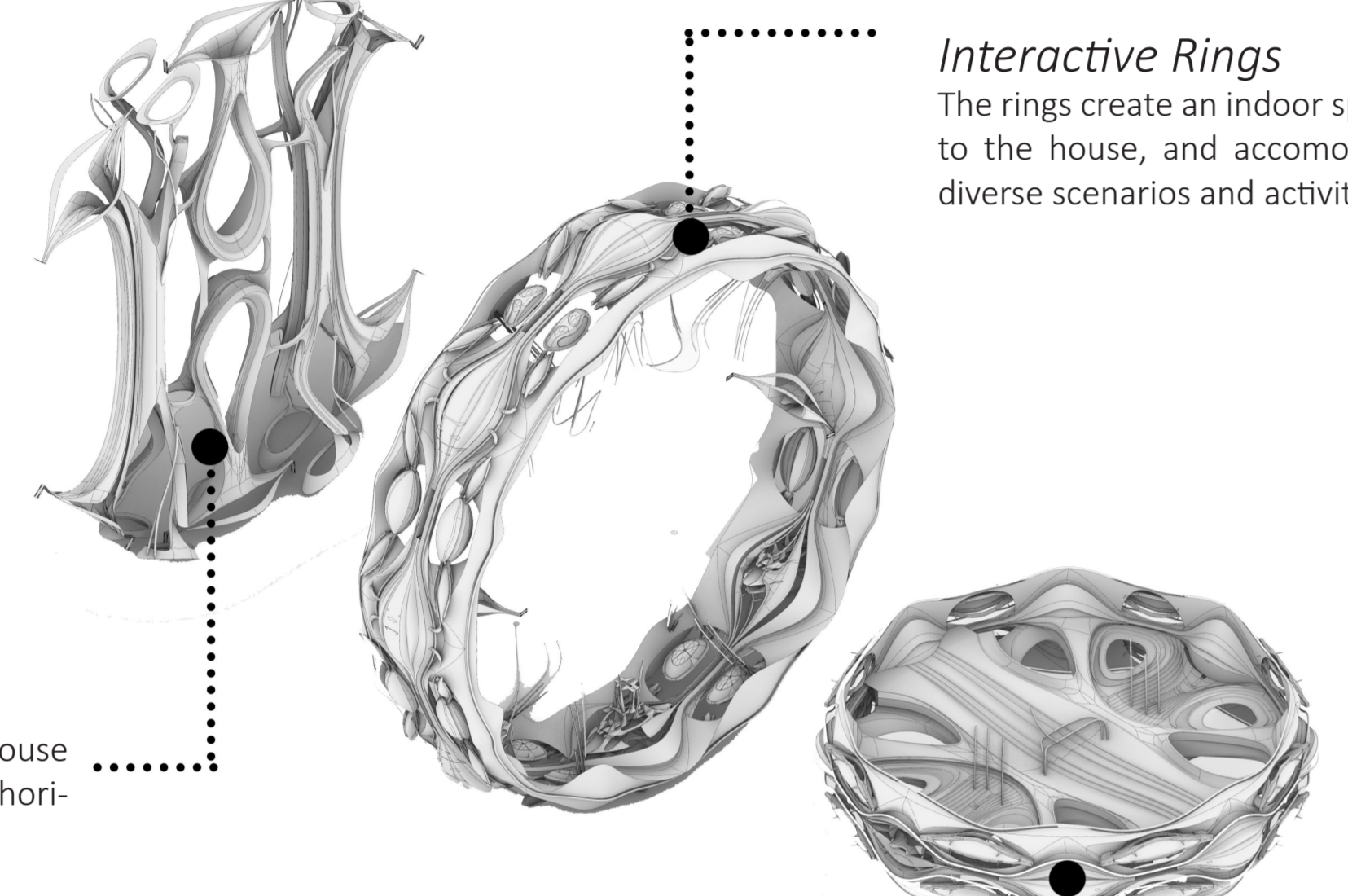


# WELCOME TO GYROKO

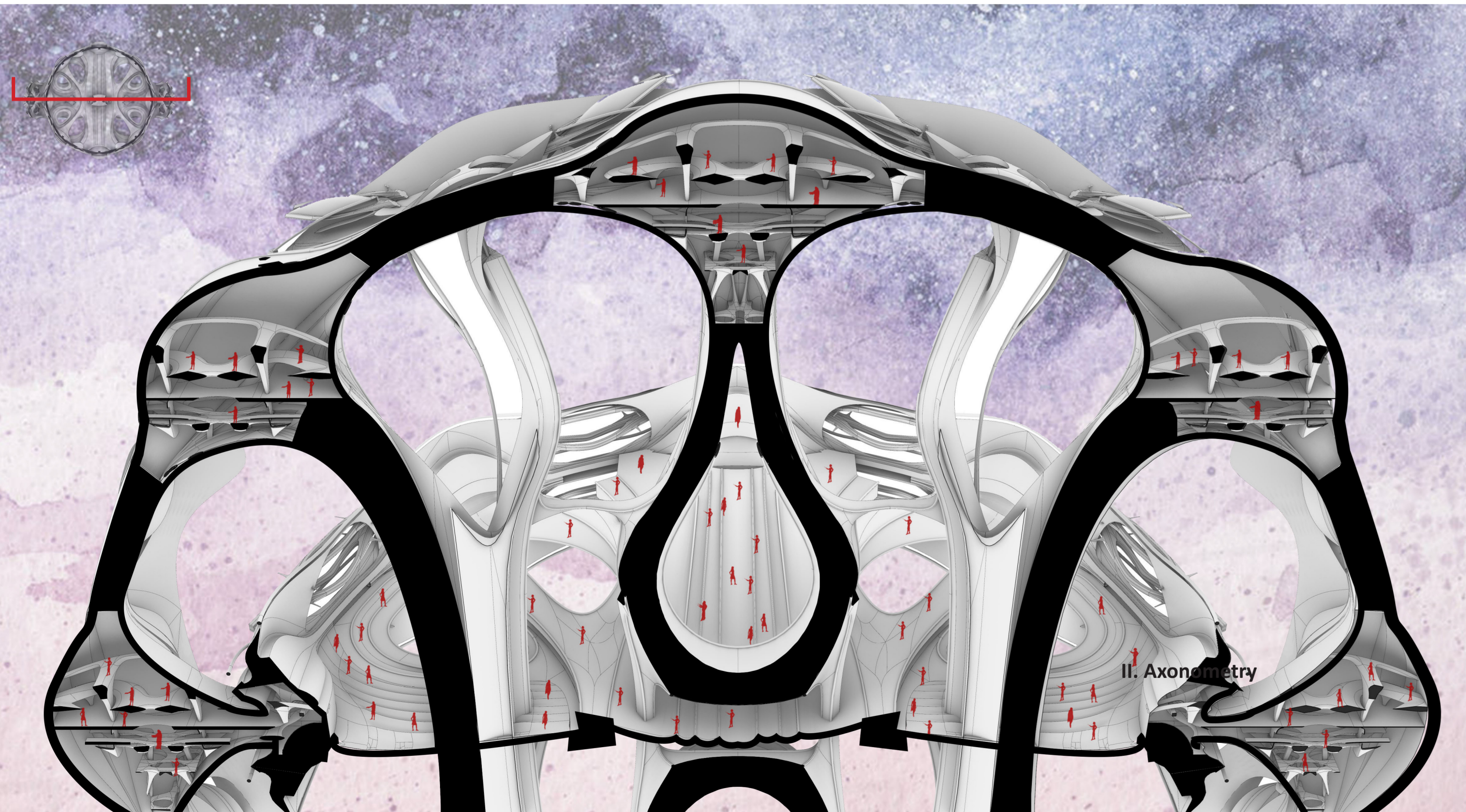
## CONCEPT DIAGRAM



### I. Master Plan



### II. Axonometry



A home, a spawn point, a hangout place whatever you call it. This is a built environment specifically designed for the virtual space, dodging the criteria of physical world and adapting to the requirements of the virtual space. Roof, walls, ceiling, doors, windows, these conventional elements are not applicable in the virtual world, the way we navigate, the way we live, interact and experience the space is completely different and unique in the digital space. It is dynamic, time has no bounds, the system follows an endless loop of movements.

**Interactive Rings**  
The rings create an indoor space to the house, and accommodate diverse scenarios and activities.

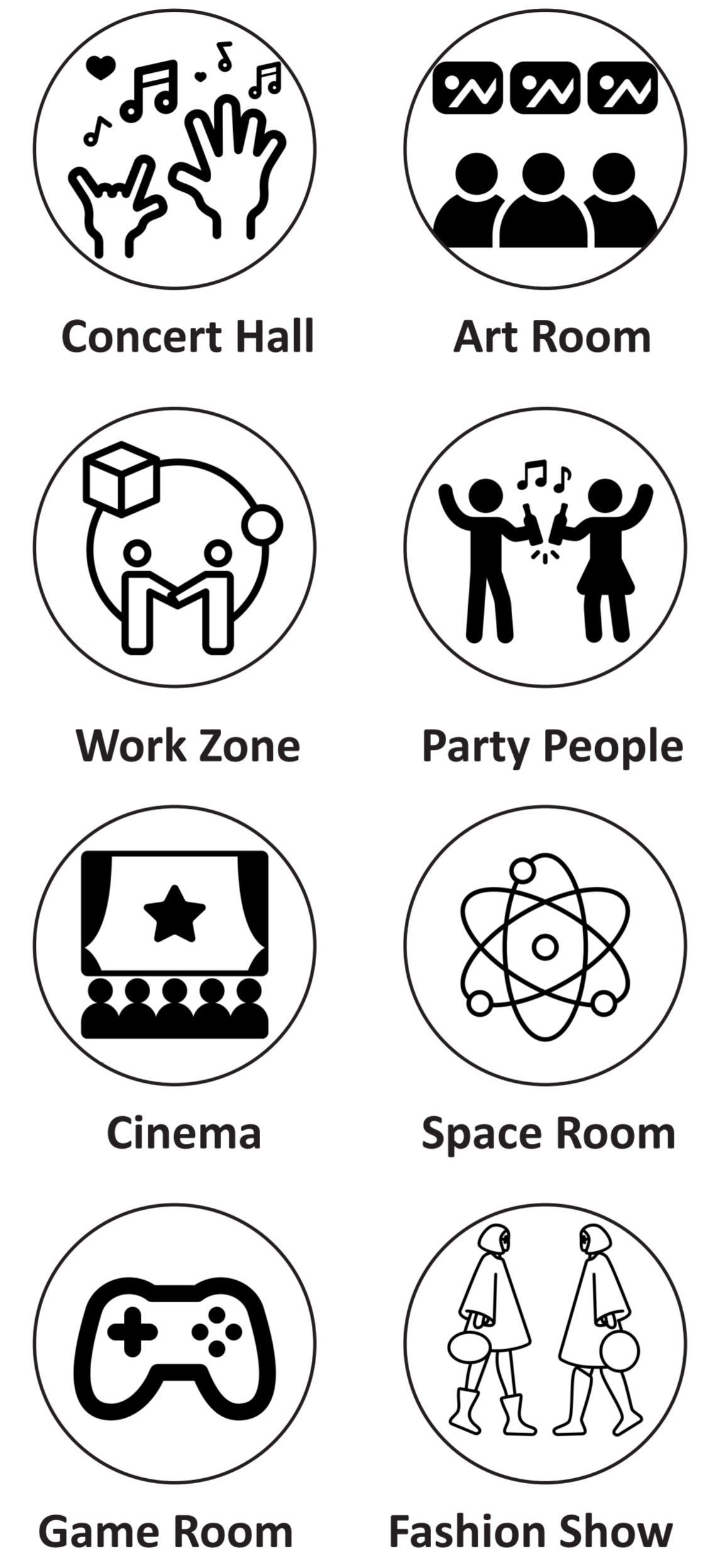
**Central platform**  
The central platform is a meeting point of the hangout space. Connected to all pods and areas.

**Main Structure**  
The distribution of the house is structured through the horizontal element.

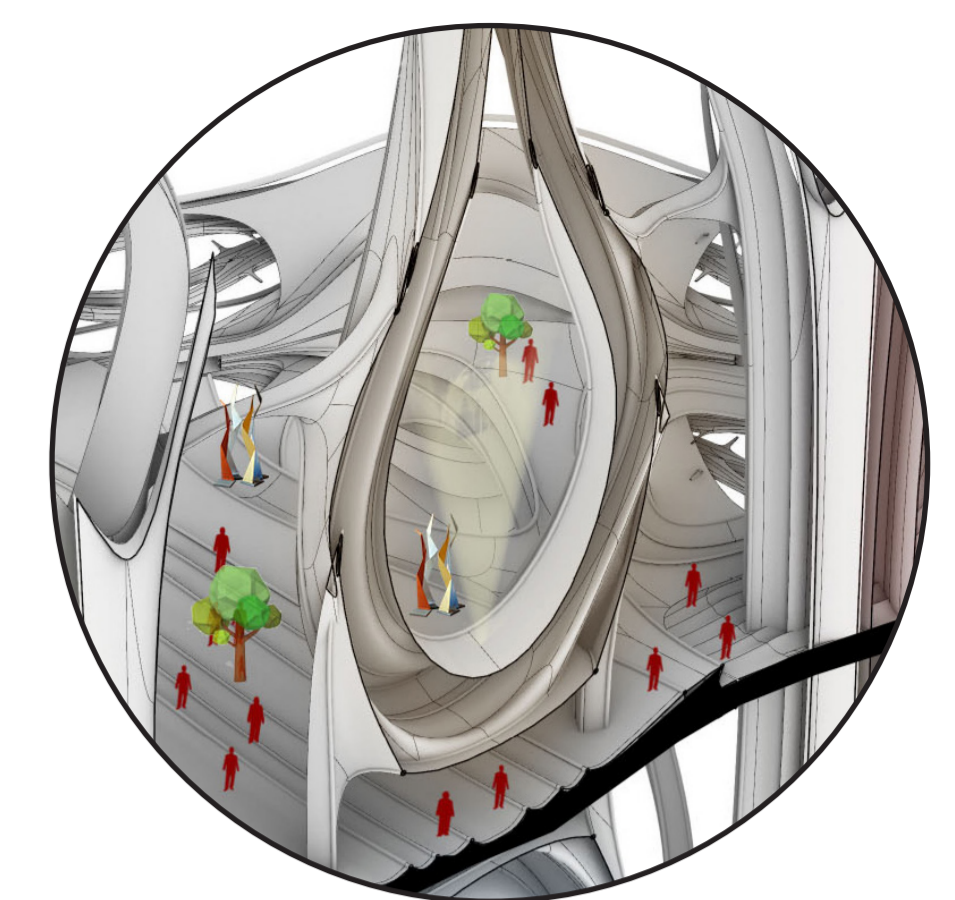
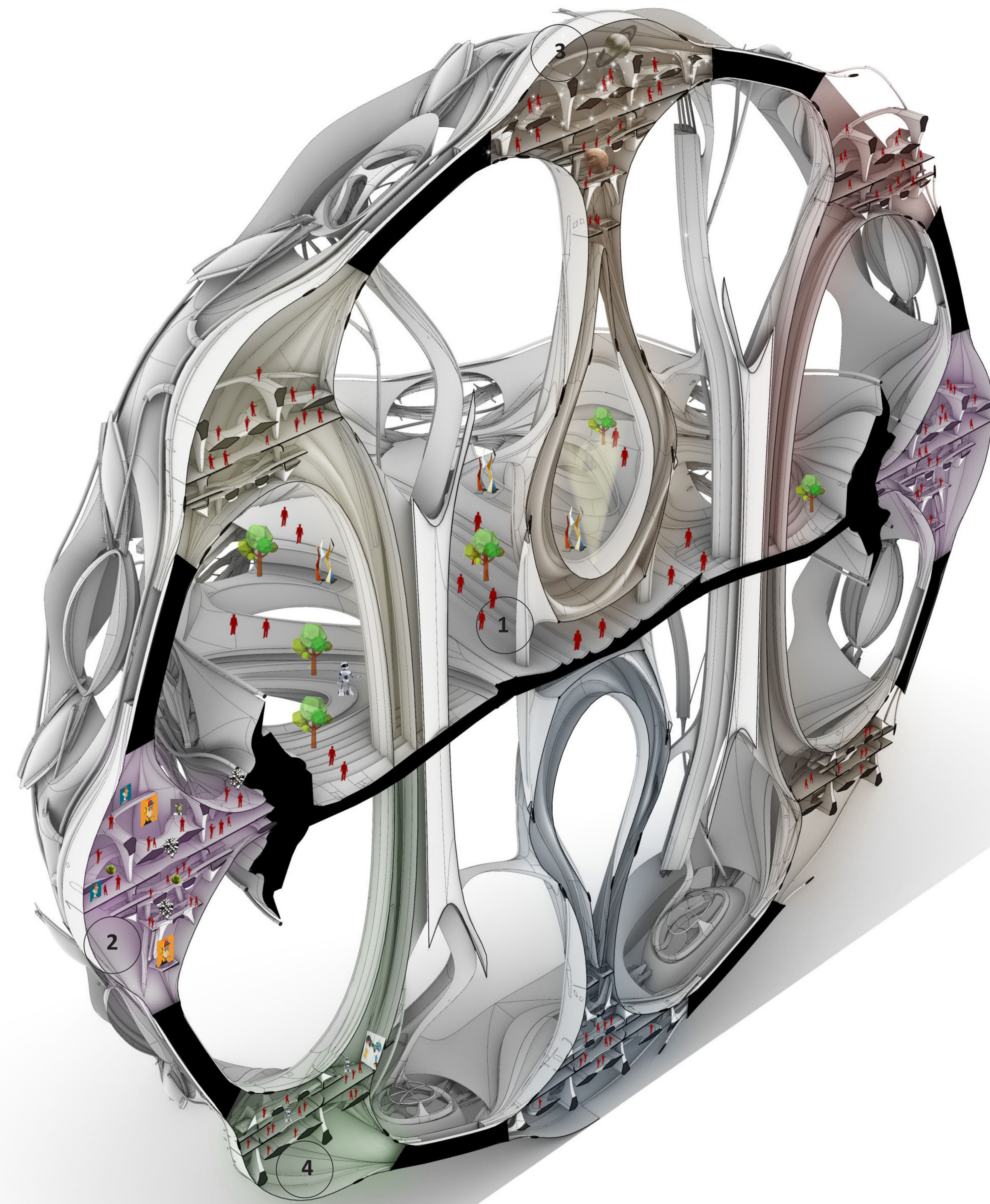


### III. Axonometry Illustration scenarios

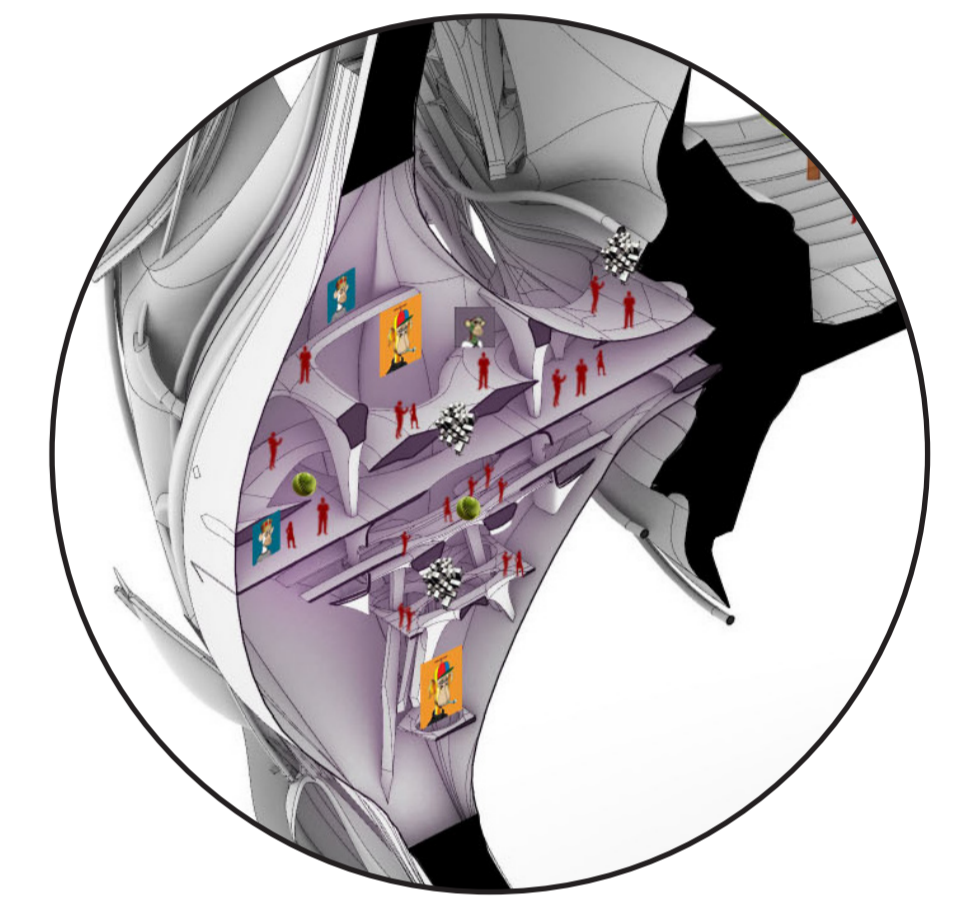
A floating, unifying platform embraces the community. A distinctive structure invites the community to hang out and to be creative: The common space acts as one large theatre rack, with rails running around the defined plot, allowing for suspending artwork, photos, curtains, wind chimes, swings, projectors, lighting, etc.; all making it possible to transform the space at short notice radically.



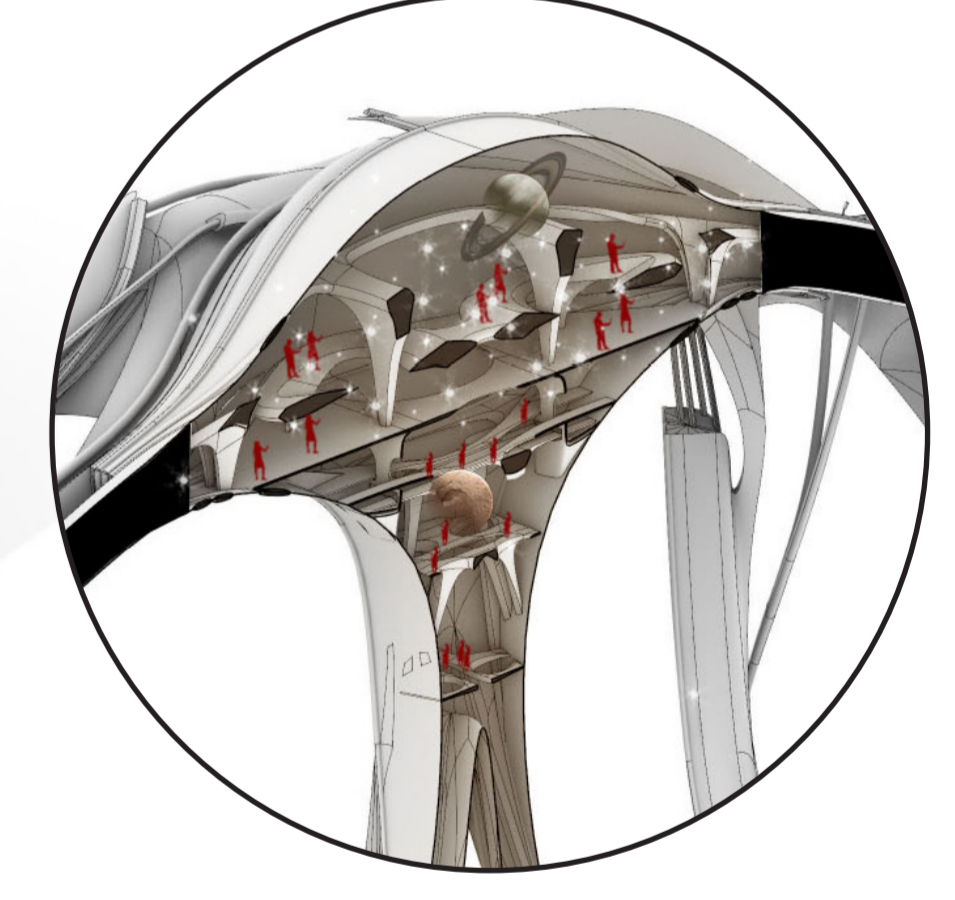
On the other hand, although the metaverse will present and change our lives through different media, platforms, and media, its core is still the mapping of the real world, and it is based on this logic that its necessity and value can be reflected. The architecture in the metaverse is also based on such a mapping logic. Its external form and spatial characteristics do not need to follow objective laws, but the spatial logic of architecture should be based on reality, so that it can put aside physics, structure, and materials at the same time. Gives a real psychological experience.



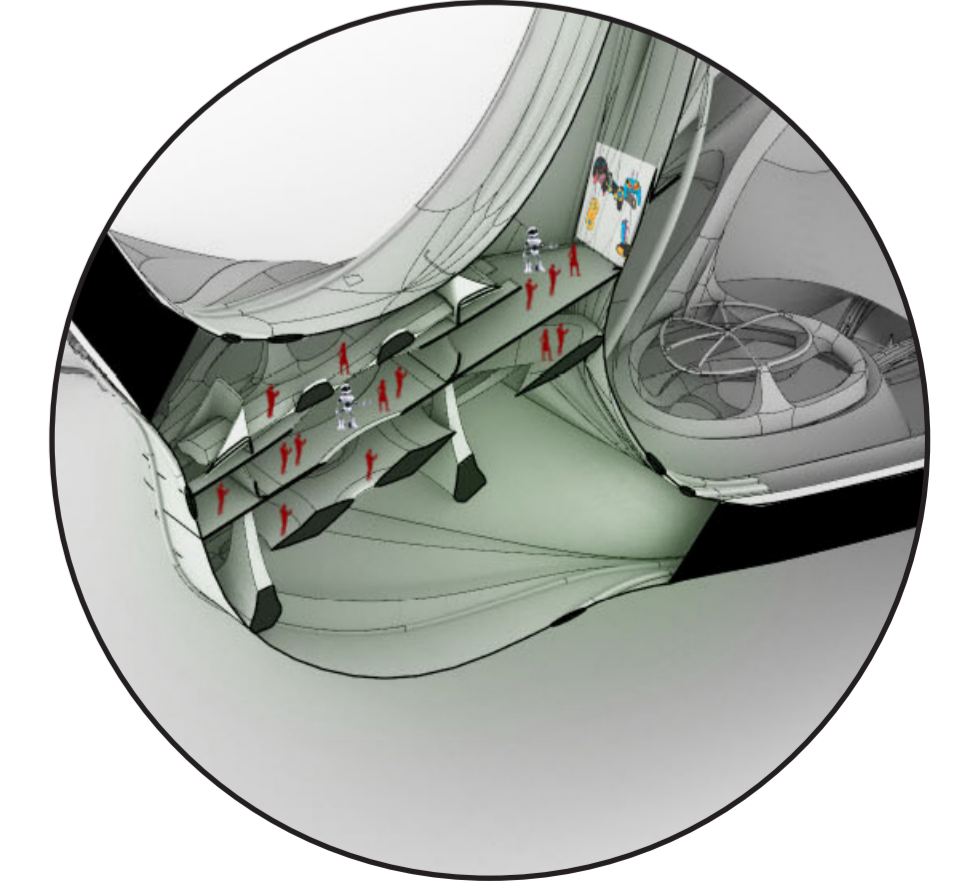
1. Central park



2. Exhibition NFT Art Hall

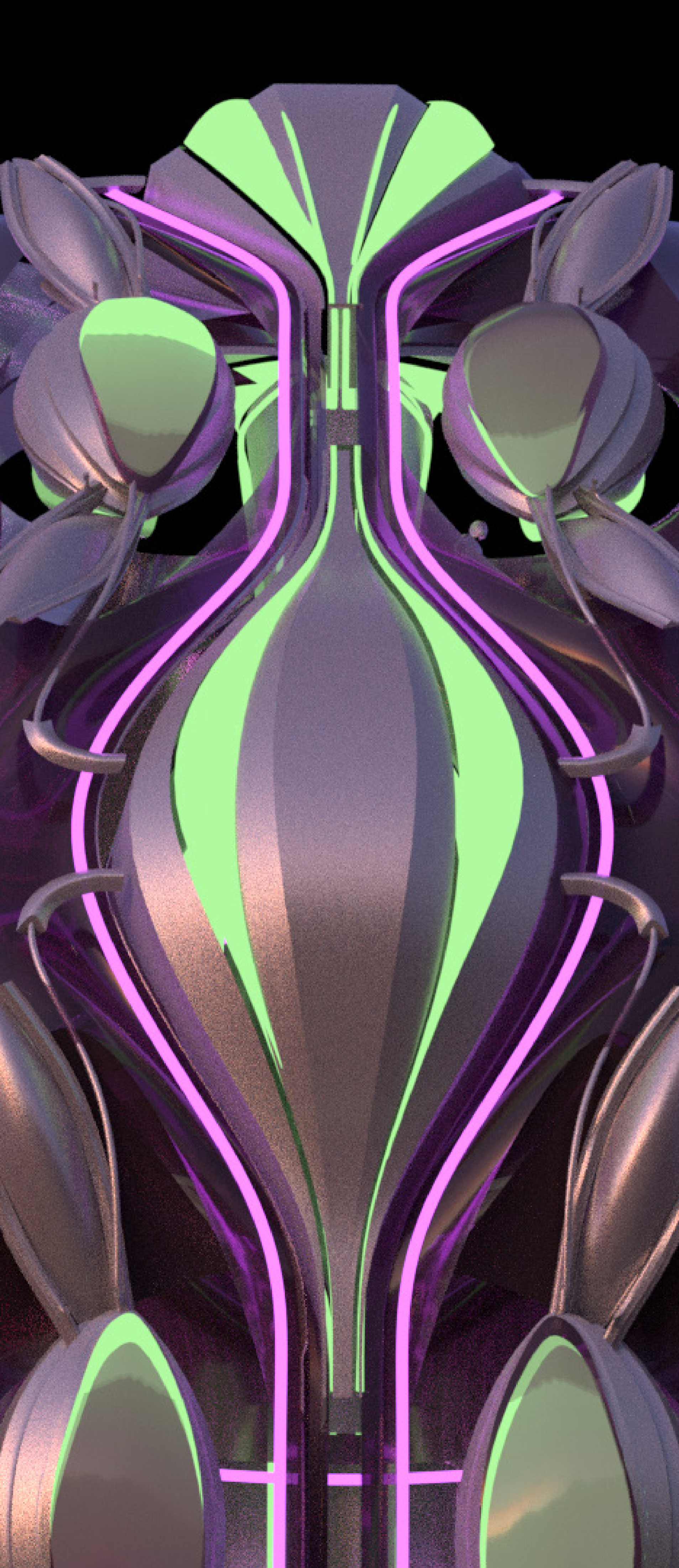


3. Planetarium & space room



4. Game Zone

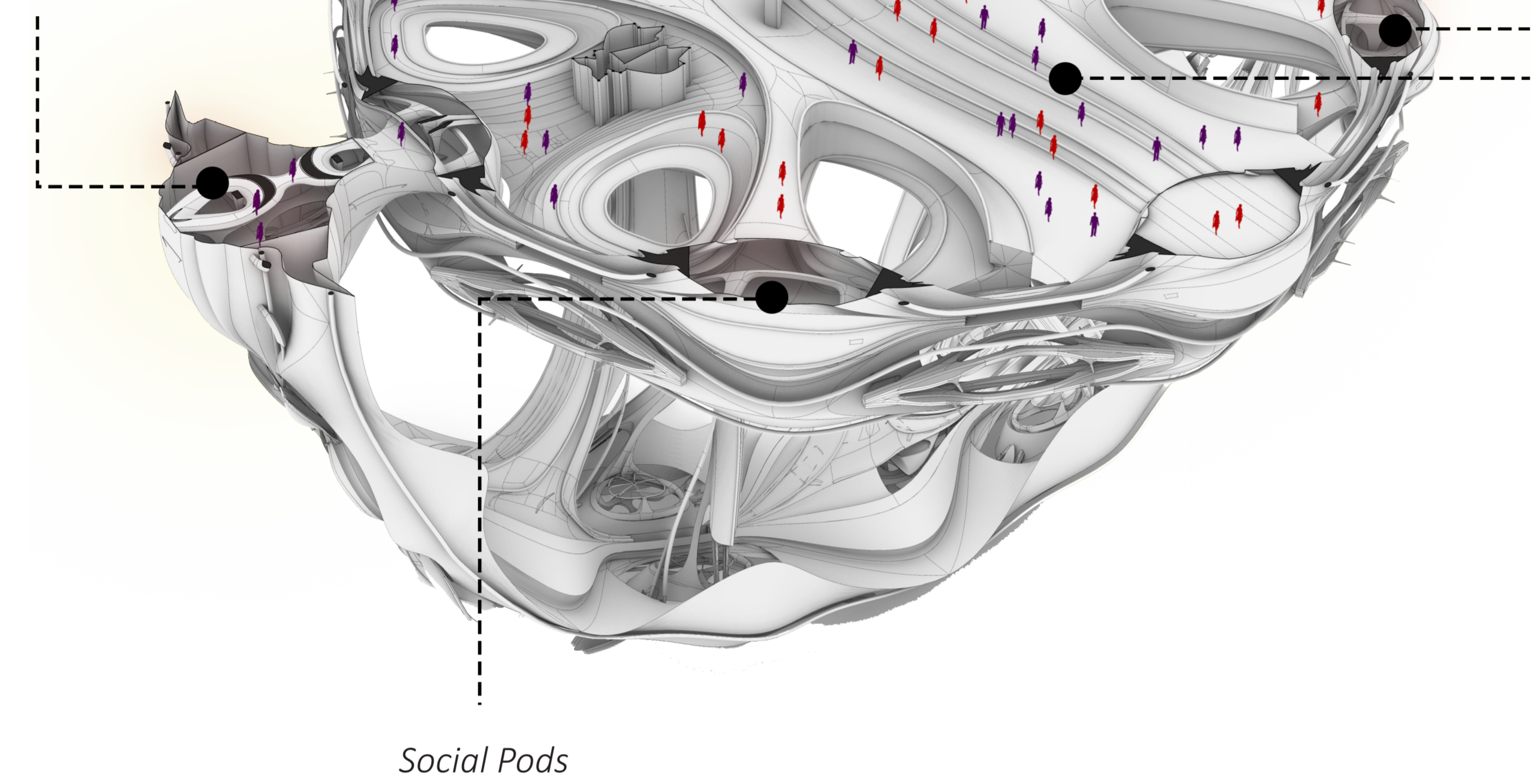




#### IV. Design Central Platform

Social Pods

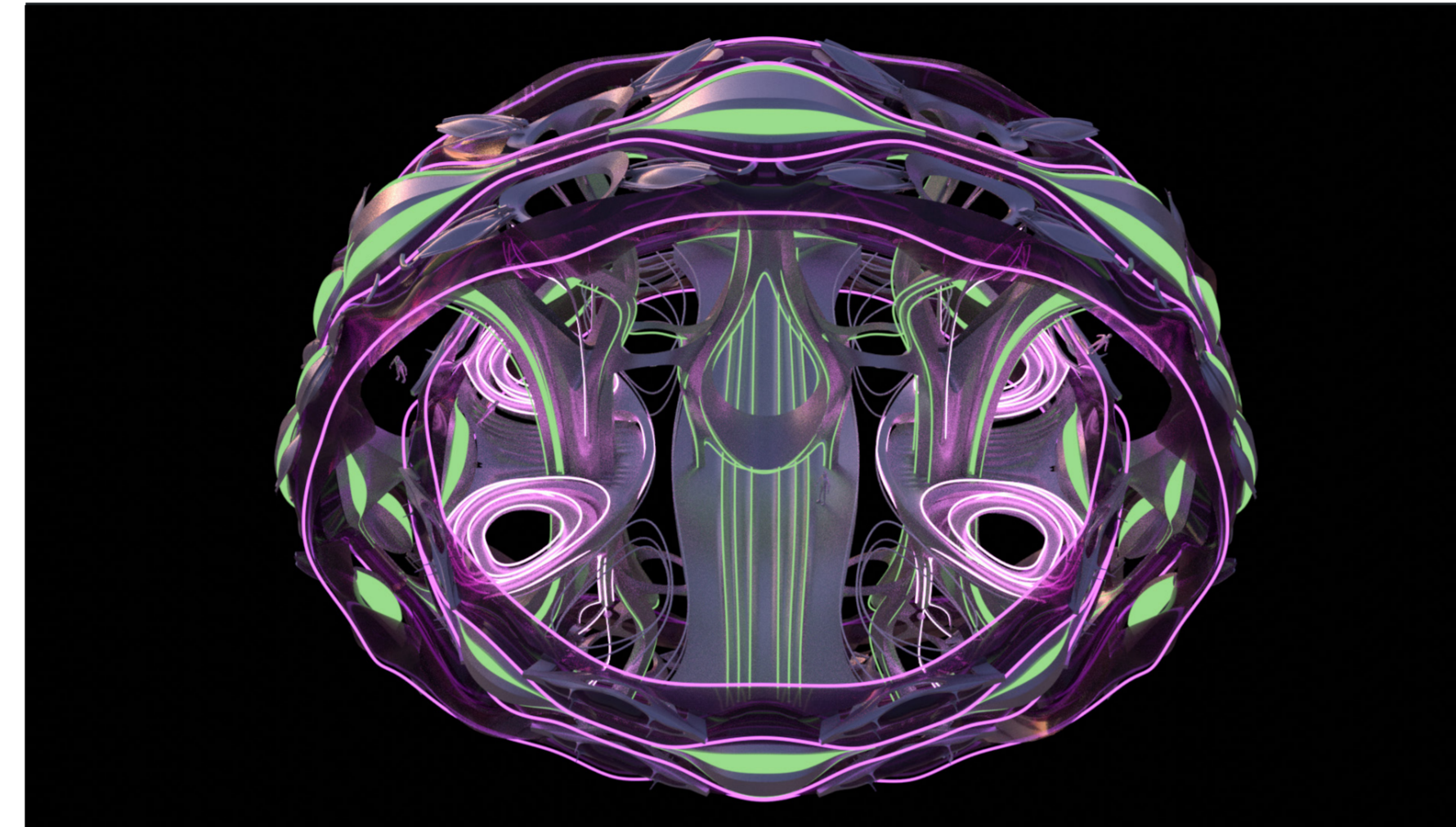
Accessibility to Indoor space



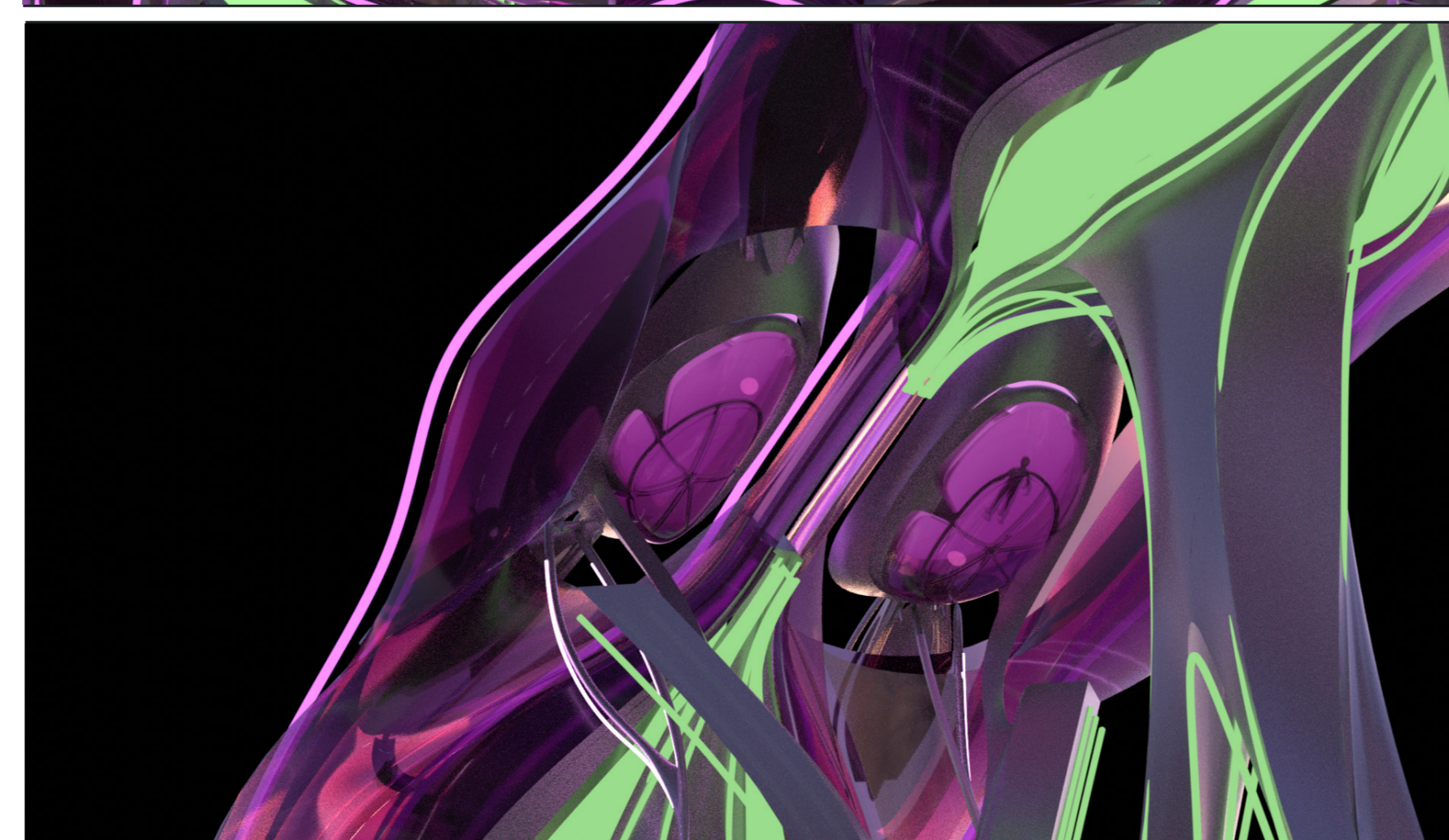
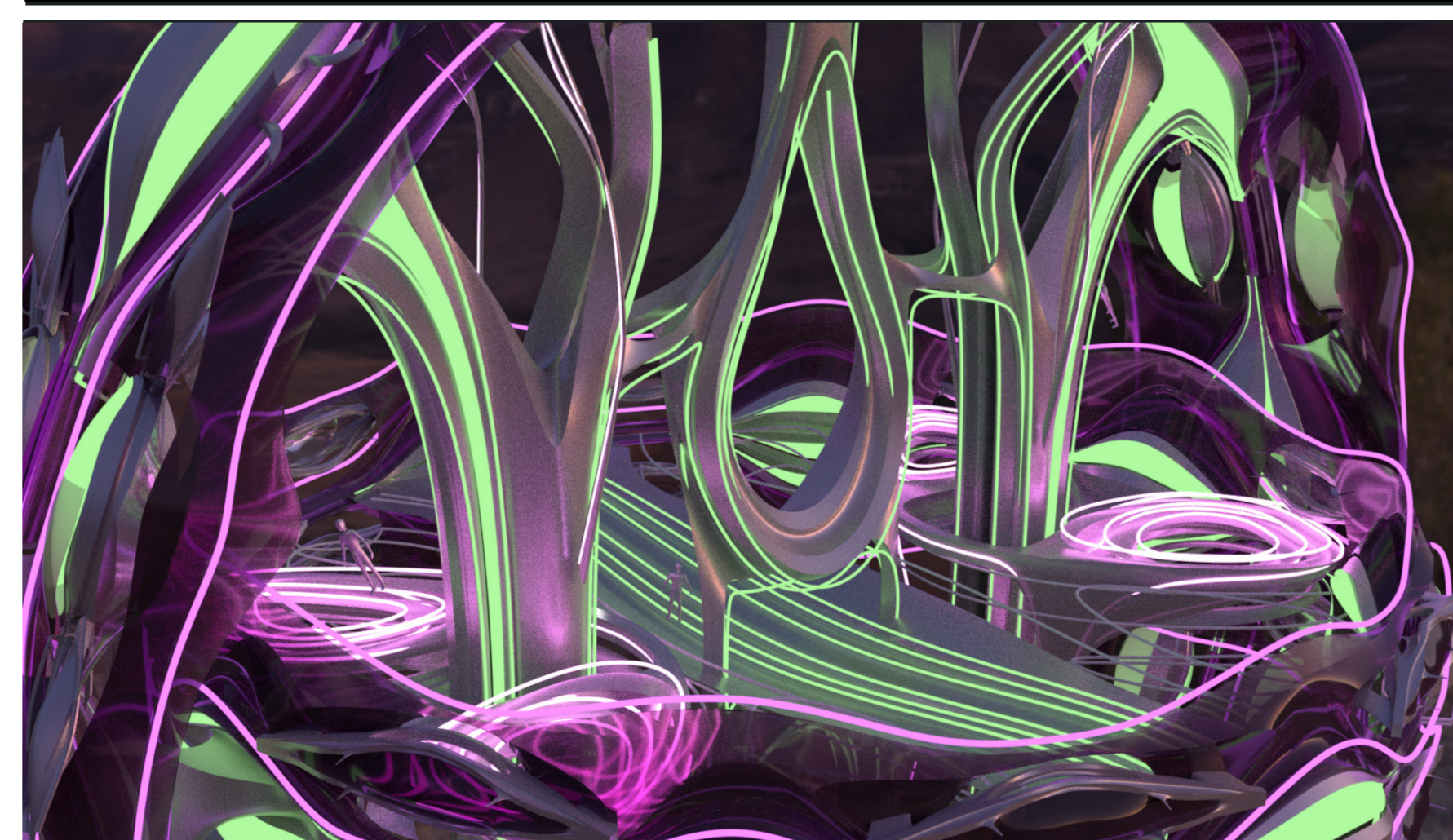
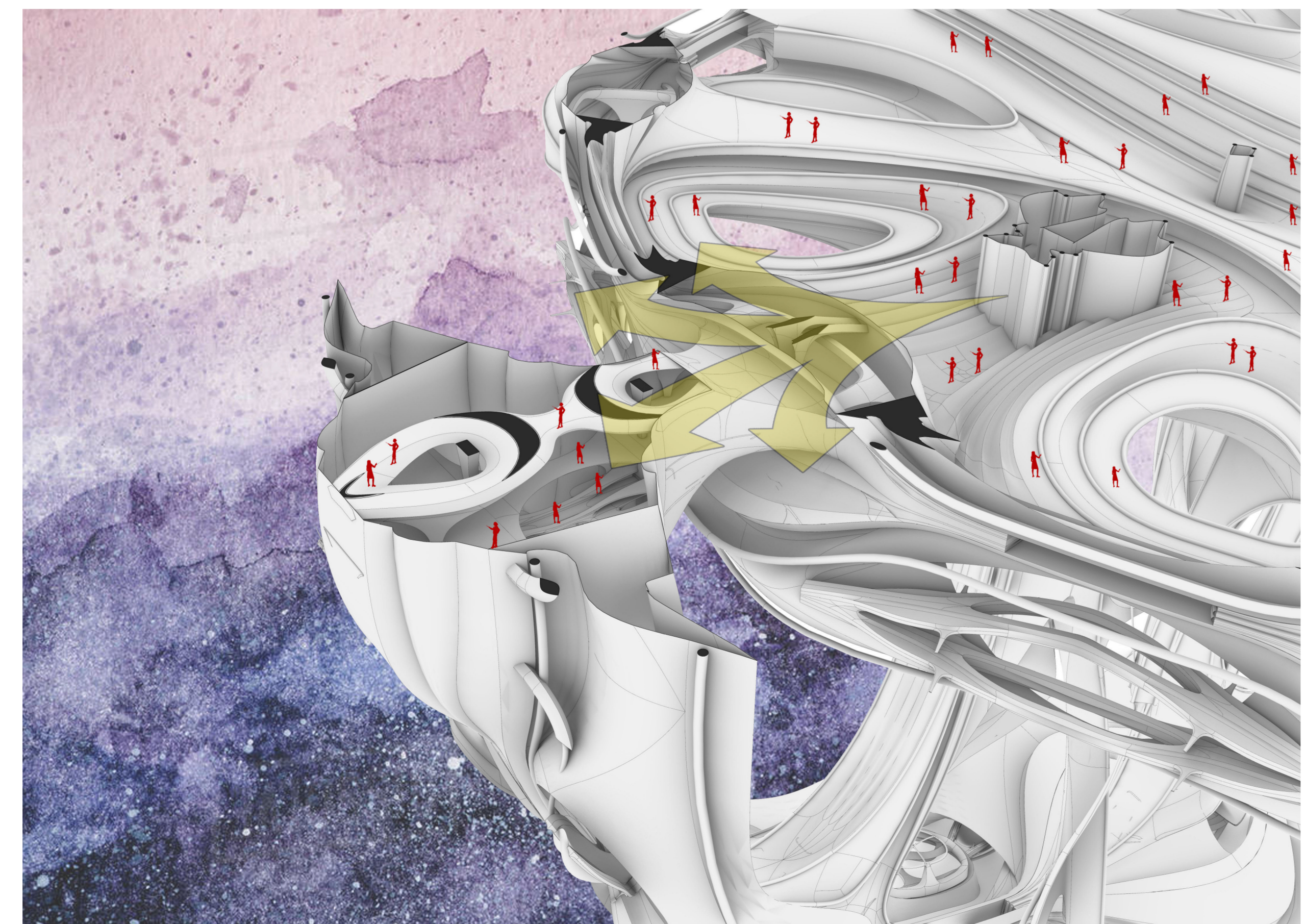
Accessibility to Indoor space

Social Pods

**Central platform**  
The central platform is a meeting point of the hangout space. Connected to all pods and areas.



#### Detail accessibility central platform

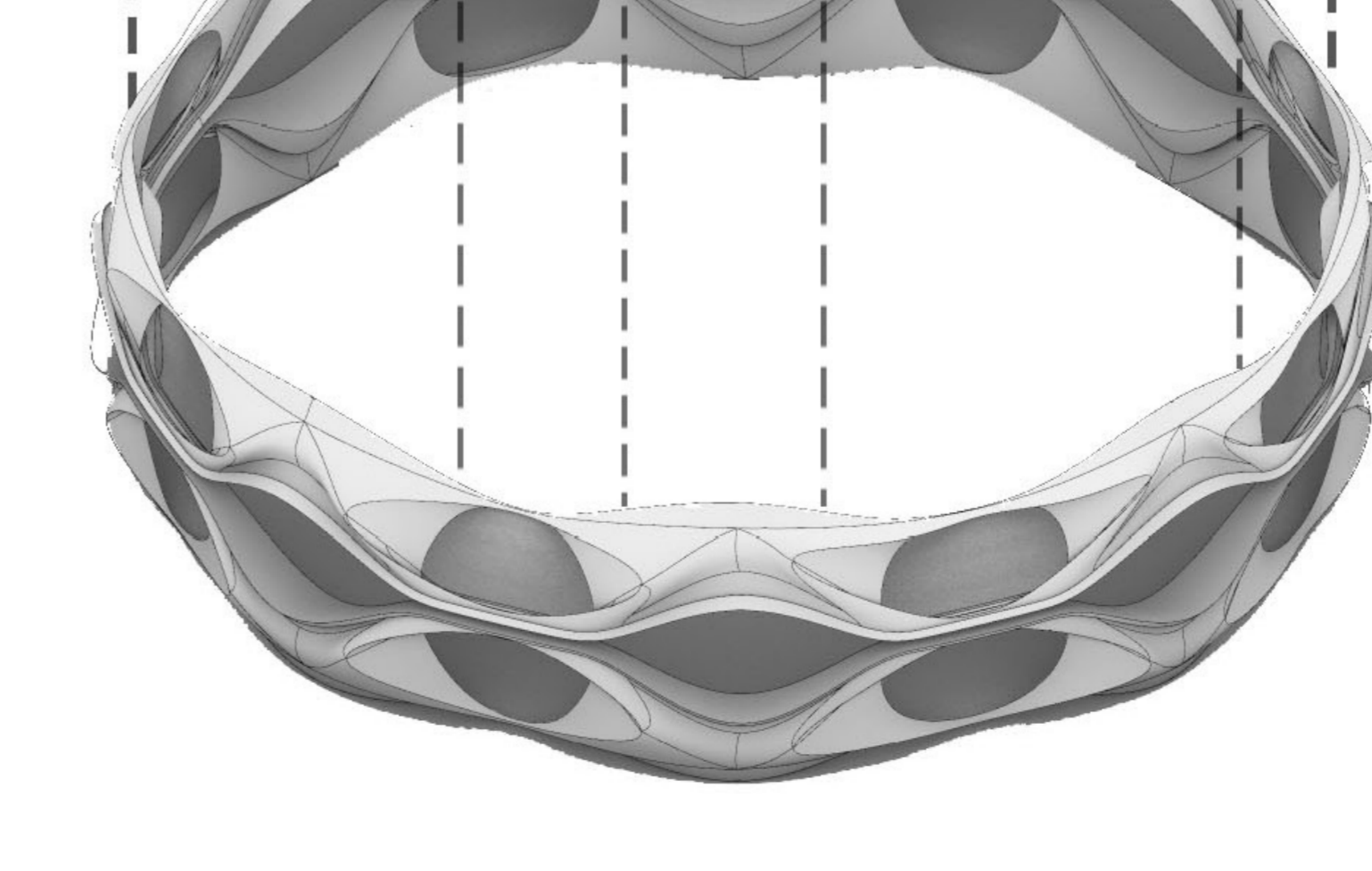
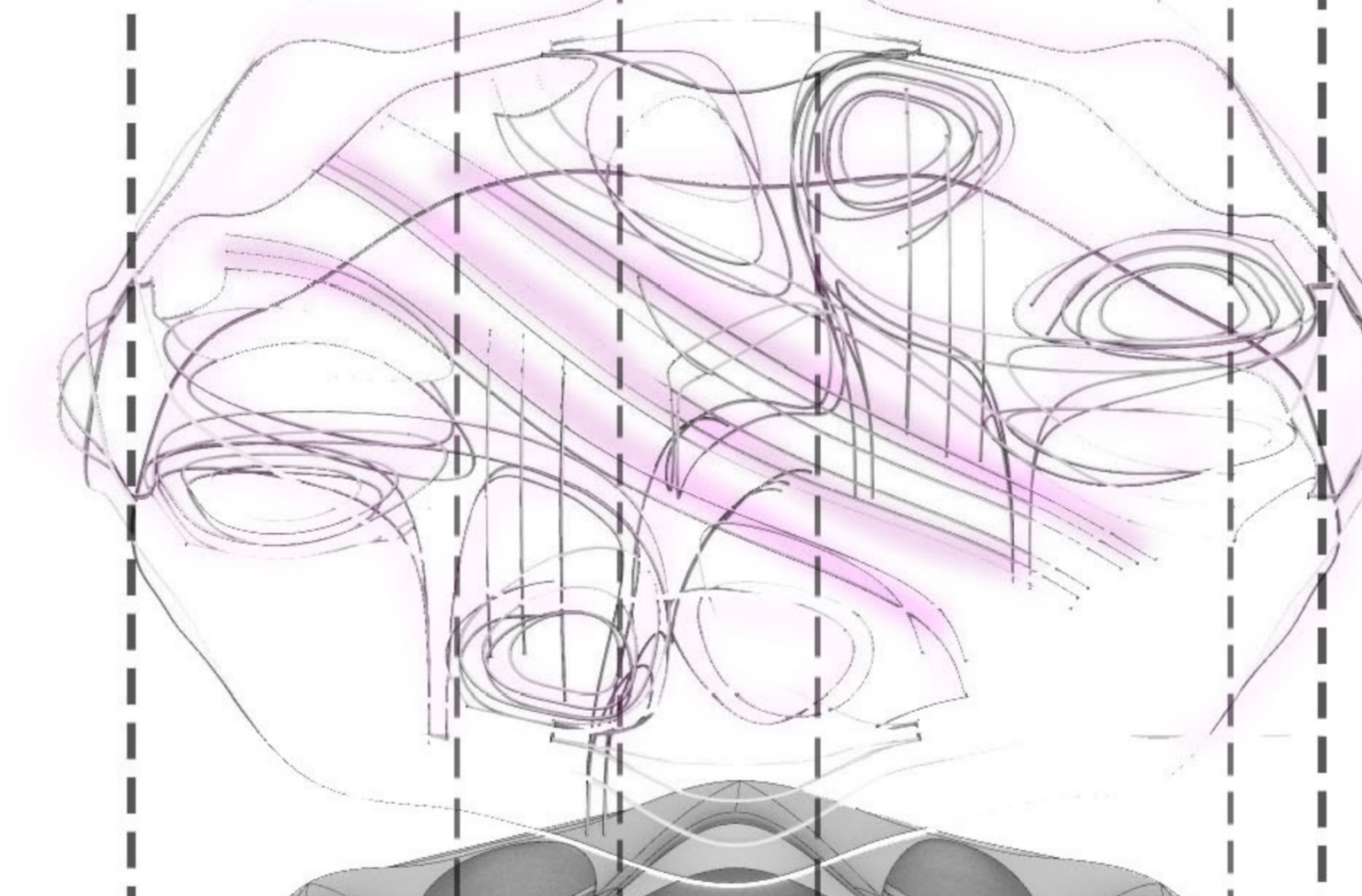
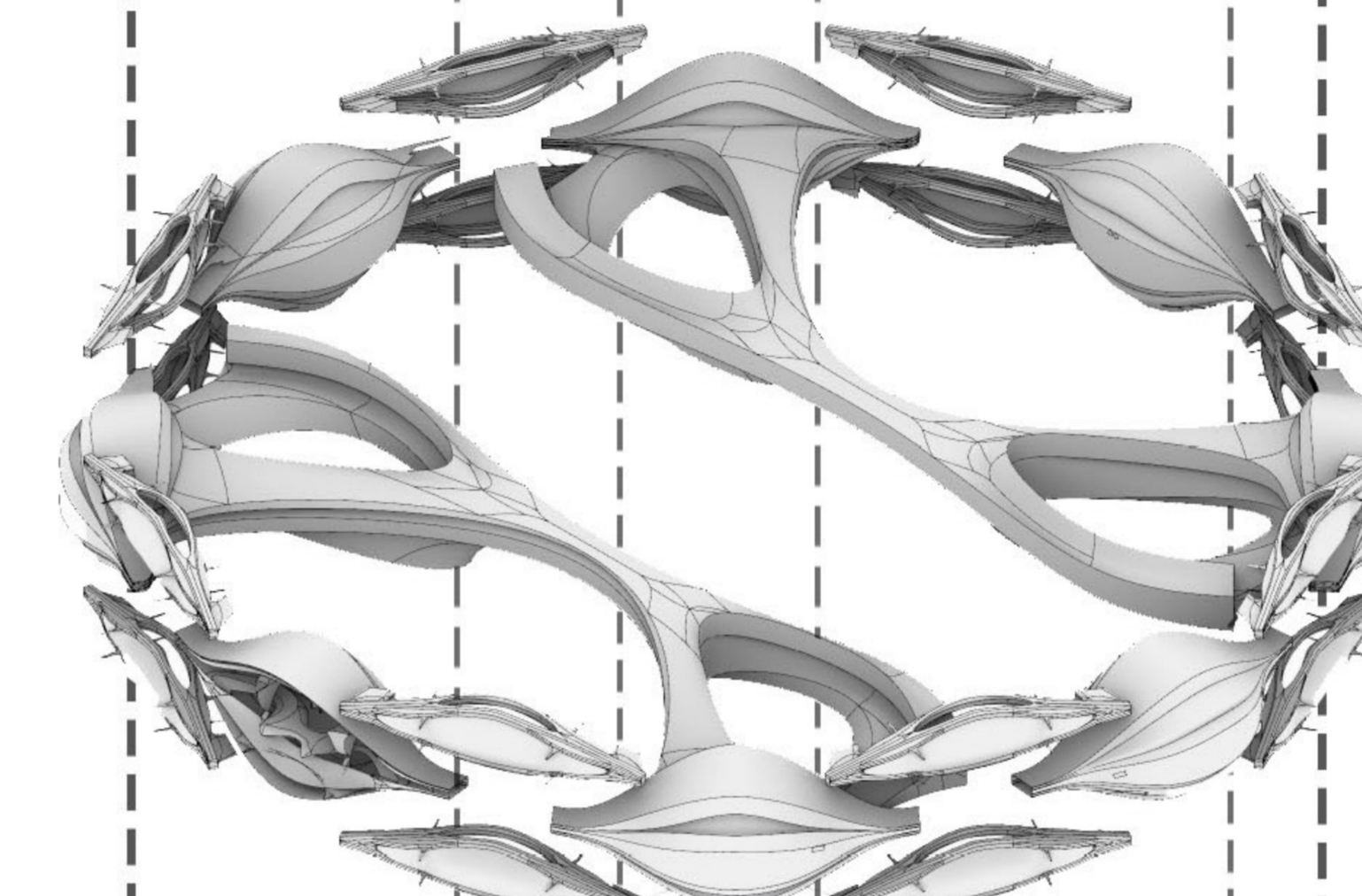
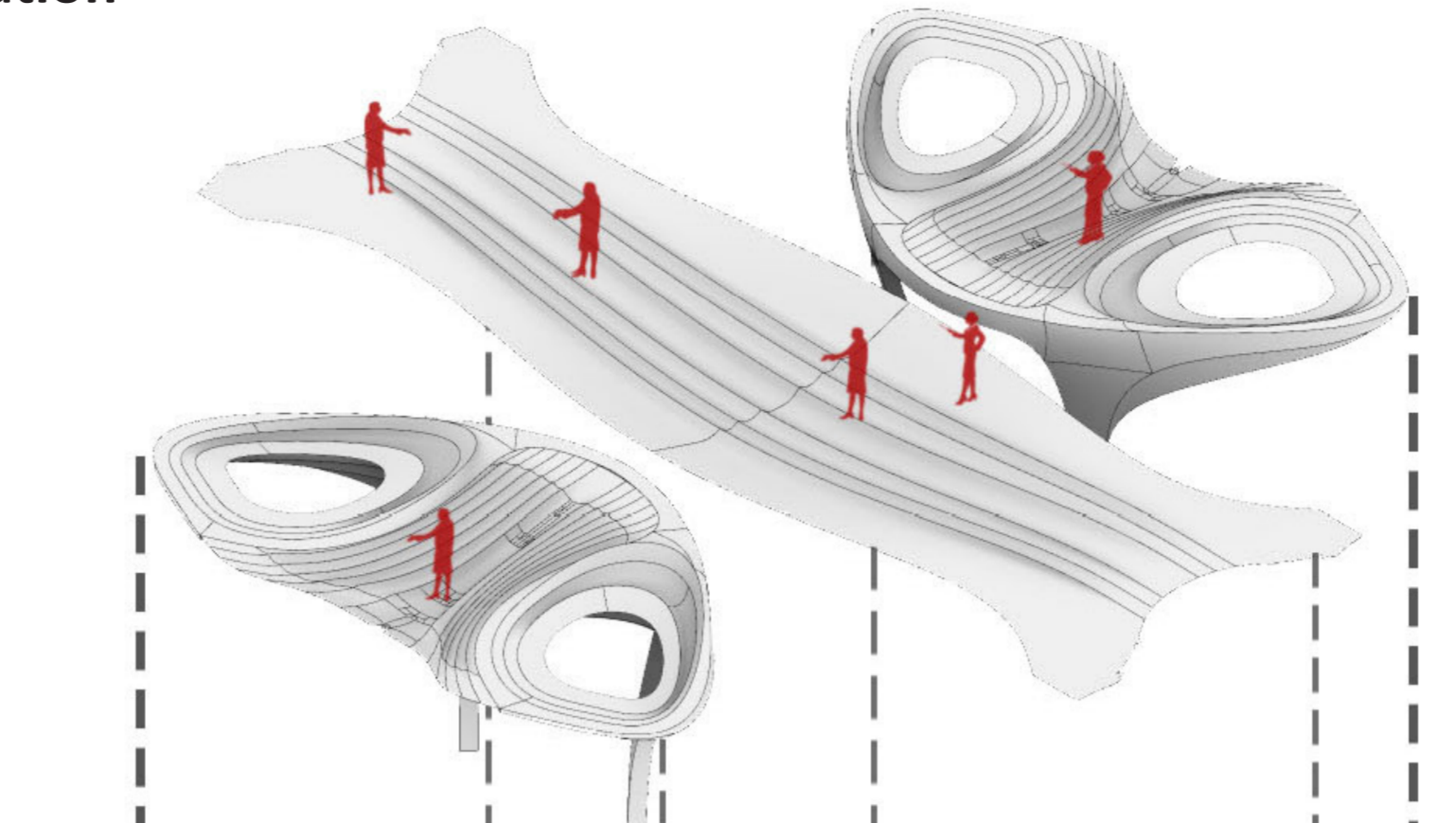


The design regards the exhibits and the players as two factors of equal quality, so that the observation method is continuous in the transformation of focus and divergence. At the same time, the front and back sides of the paper tape are used to compare the players and the exhibits, and the two space experiences are simulated to form a three-dimensional continuous space nested inside and outside. The spiral is the keynote of this form, the moving form gives a deep sense of mystery, the ambient light descends through the overlapping planes, and a slow spatial shift can be felt in the gradually generated sense of verticality.

#### V. Axonometry Illustration

##### INTERACTIVE PLATFORM

The central platform is used as a community hangout area, where all the users can exchange.



##### PODS CONNEXION

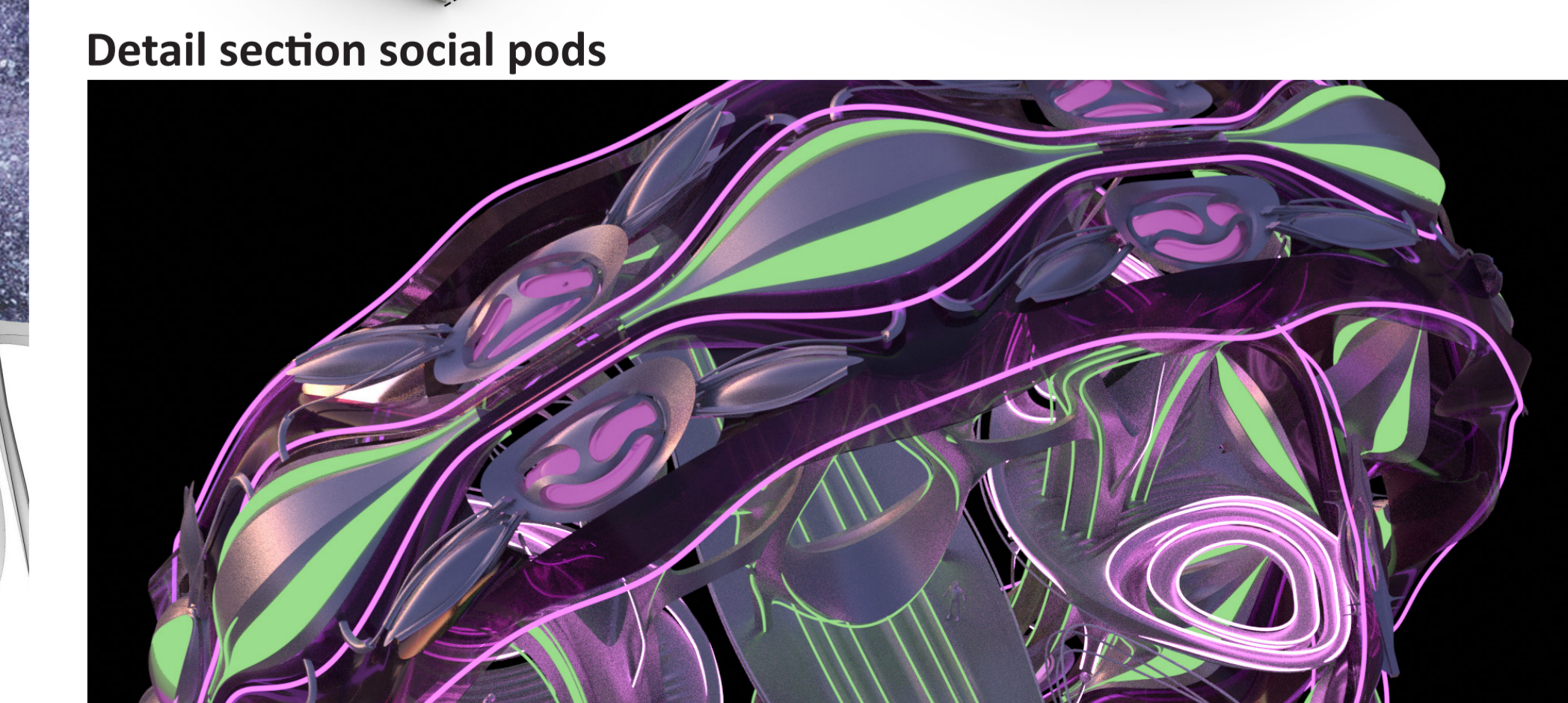
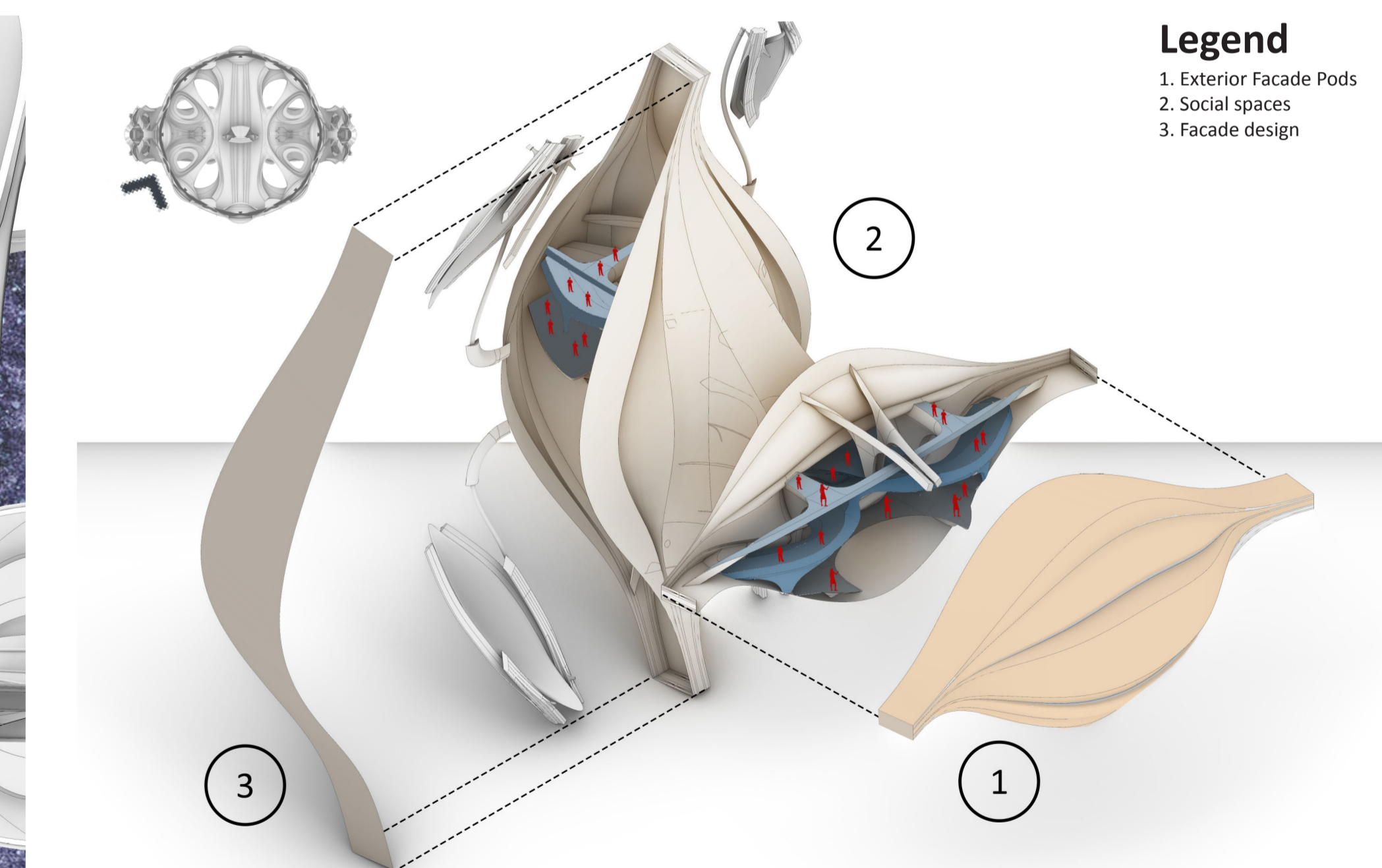
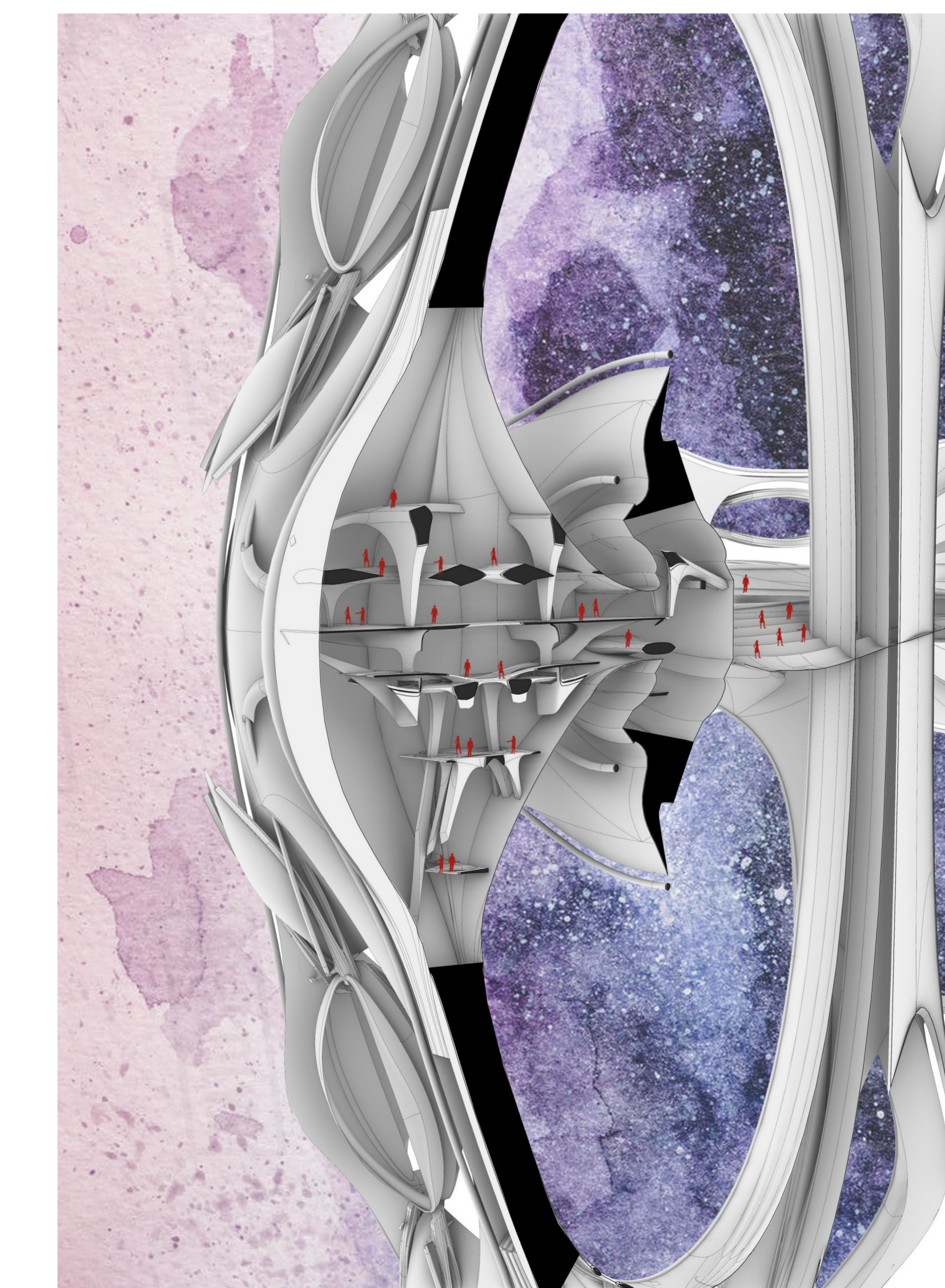
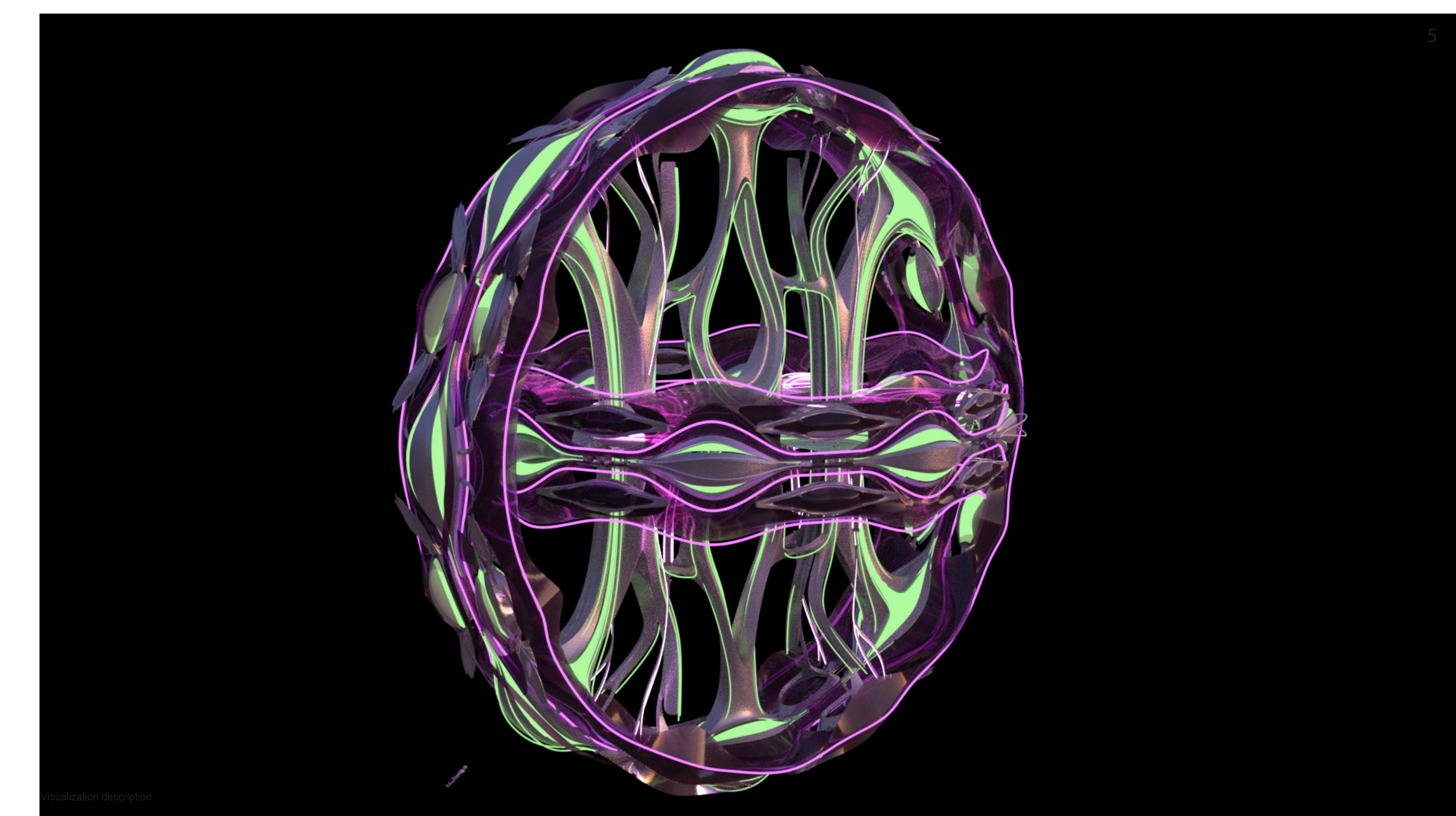
The central platform is connected to diverse space in the pods bubbles. The accessibility is linked through the structure of the model.

##### NEON LIGHTS

The lights animated the structure and guide the users through different paths.

##### SKIN DESIGN

The design of the facade follow a concept of fibers connected to each others.



**Legend**  
1. Exterior Facade Pods  
2. Social spaces  
3. Facade design



**8000A  
DESIGN**

**Architecture\_Interior\_Metaverse**