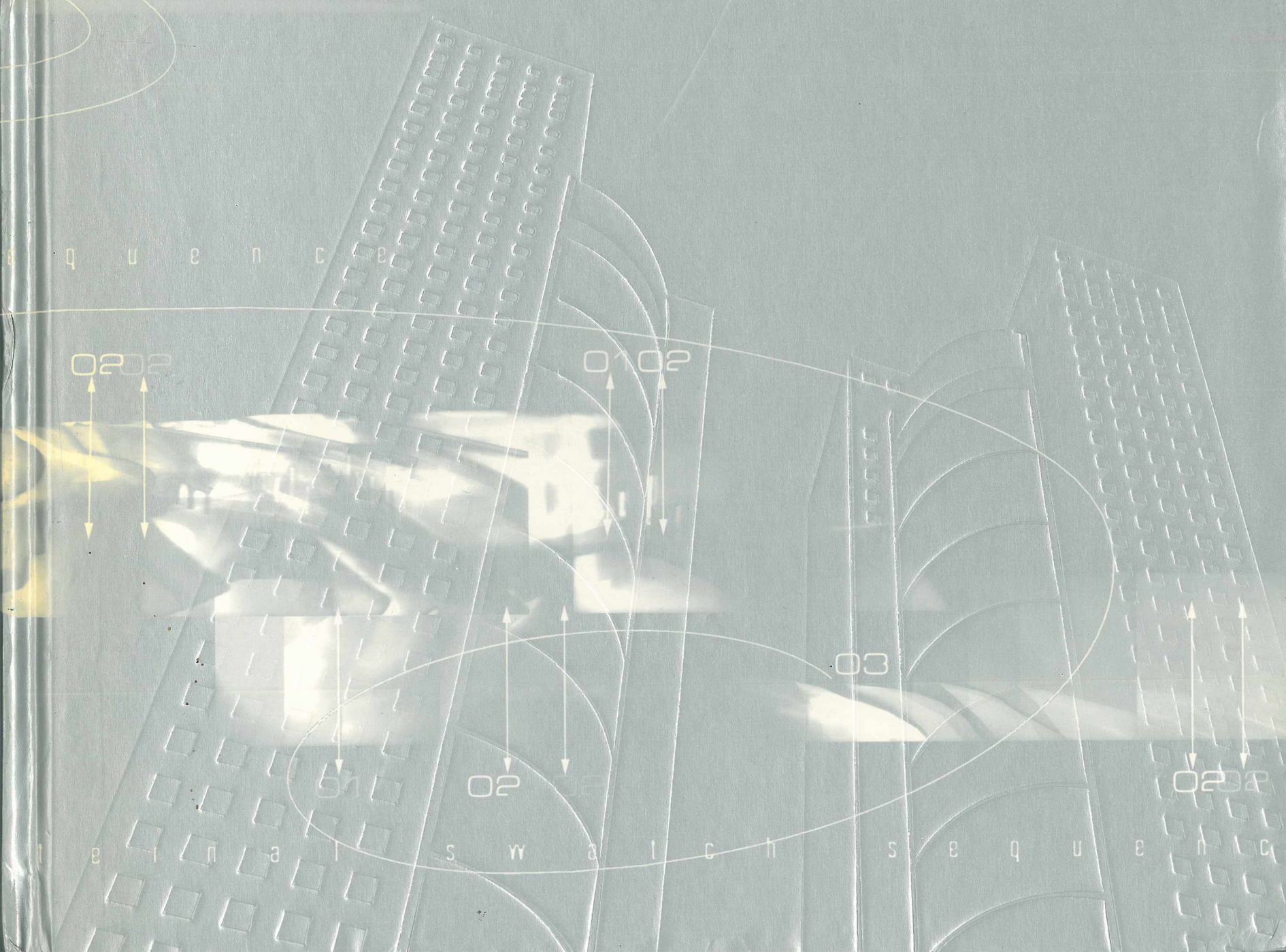


遠東

國際數位建築設計獎專輯

Far Eastern International Digital Architectural Design Award



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Slotmachine/ 吃角子老虎

DESIGNER: Silvia Simoni + Lorenzo Noe + Luigi Fregoni + Marco Valentino

"Slotmachine" is an evolution of "Layers", a project presented to the International Venice Architecture Exhibition for the 7th Biennale.

In "Layers" components of the city are meshed to obtain a mix between relax and intimacy spaces, speed and communication.

In "Slotmachine" causality creates relations between the complex of "Layers" and the world.

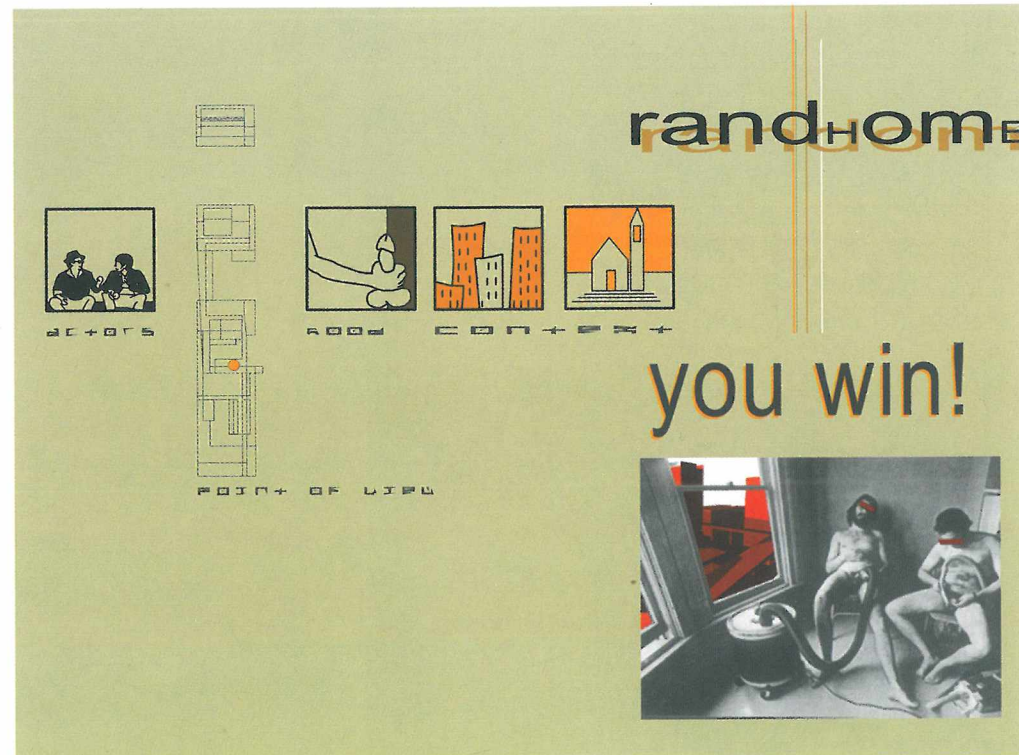
"Slotmachine" has four series of mood, which combined together determine the final situation.

Virtuality becomes exploration of rendez-vous between architecture, landscape and emotions.

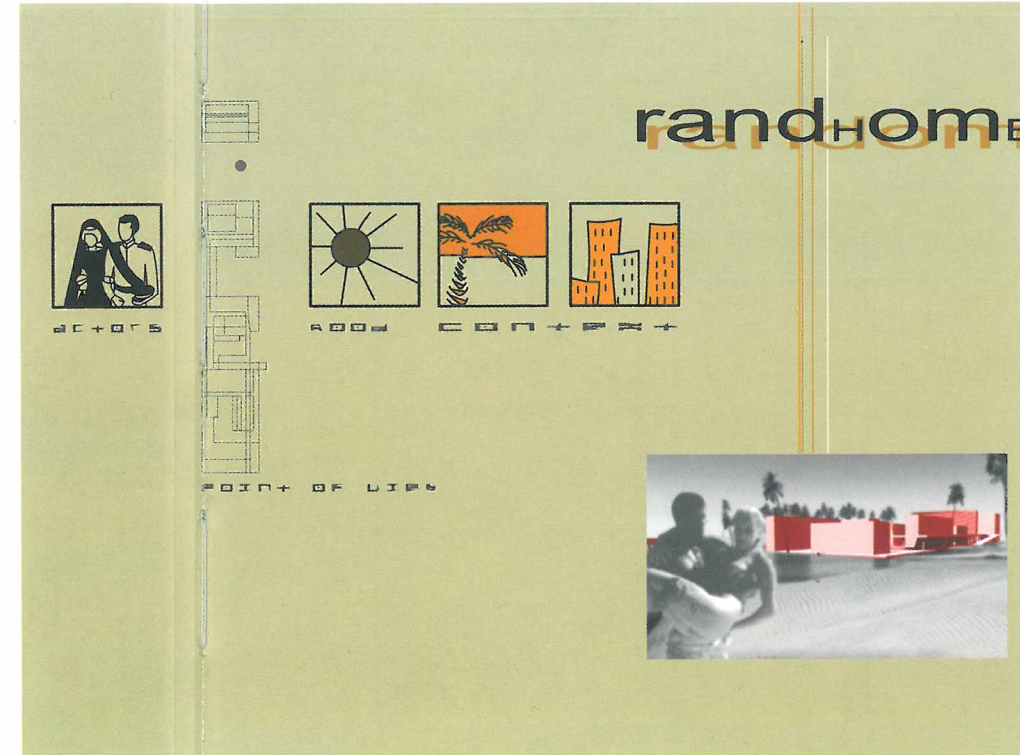
"吃角子老虎" 其實為層次的演化，亦為第七屆威尼斯雙年展的參展作品之一。

在這些層次裡，城市會成為休閒與親切空間，速度與溝通的混合。

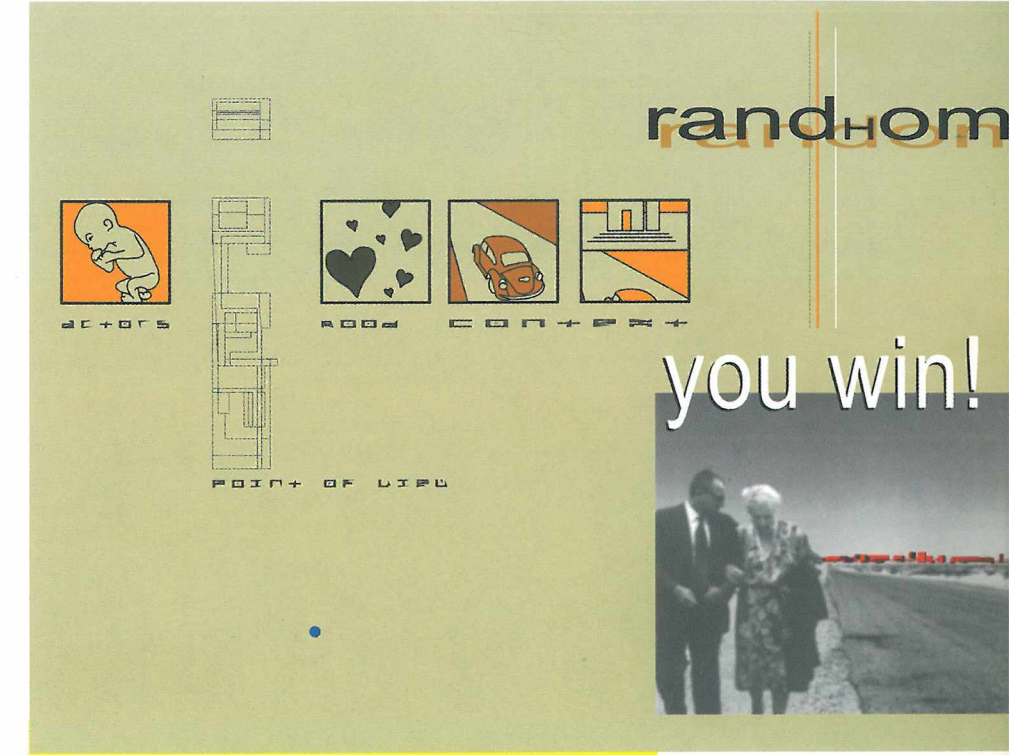
吃角子老虎其實有四種圖案，必須四種圖案一起才得以呈現虛擬實境探索建築、景觀及情緒間的關係。[翻譯 趙夢琳]



↑ 1st result "Masturbation's house"/ 第一次結果：住宅



↑ 2nd result "I find my love in Portofino"/ 第二次結果：我在波多芬諾找到真愛



↑ 3th result "Remember when you where young"/ 第三次結果：當你還年輕