

INSIDE

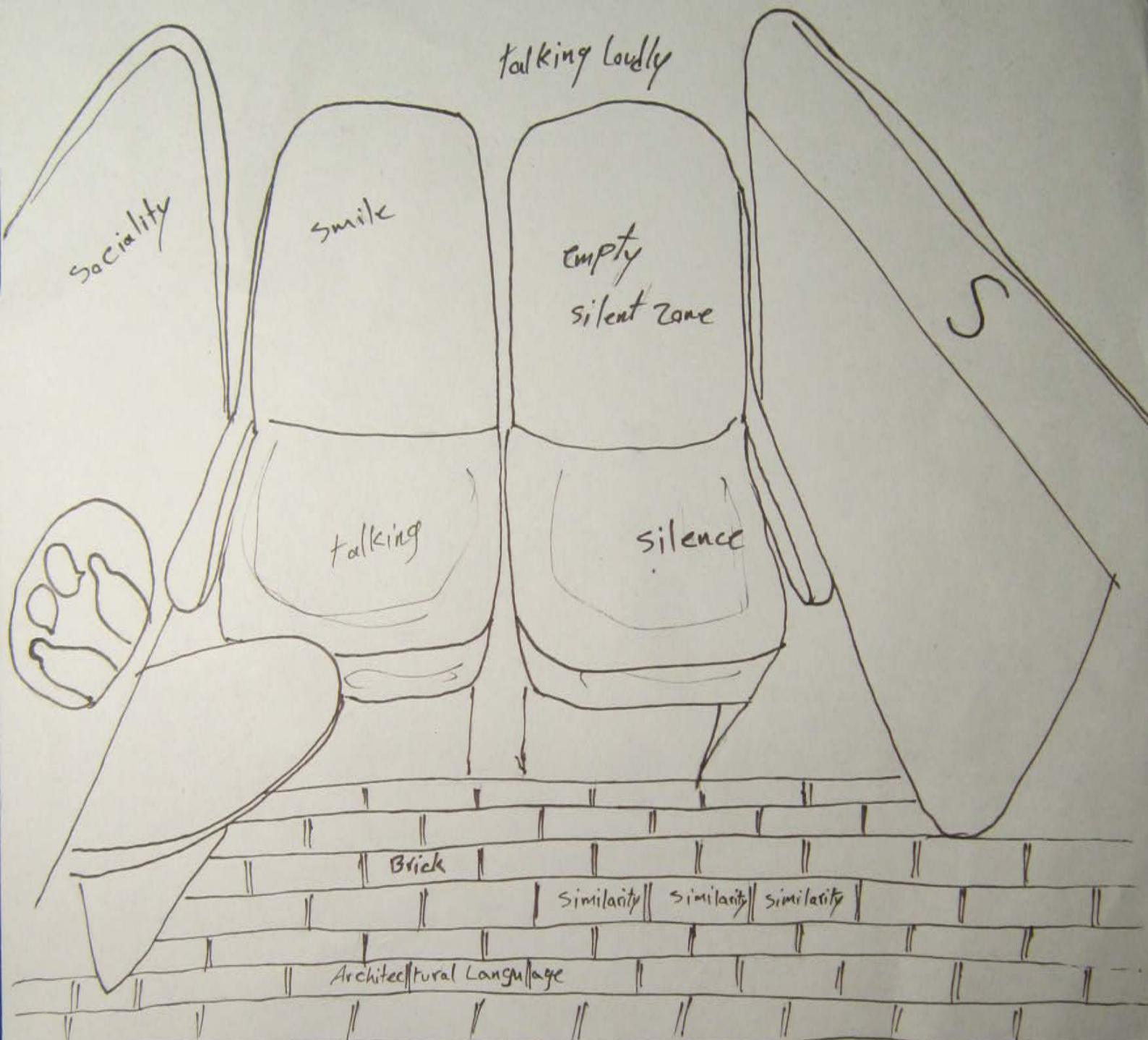
Travelogy

by

Arvand pourabbasi

Tutor

Hans Venhuizen

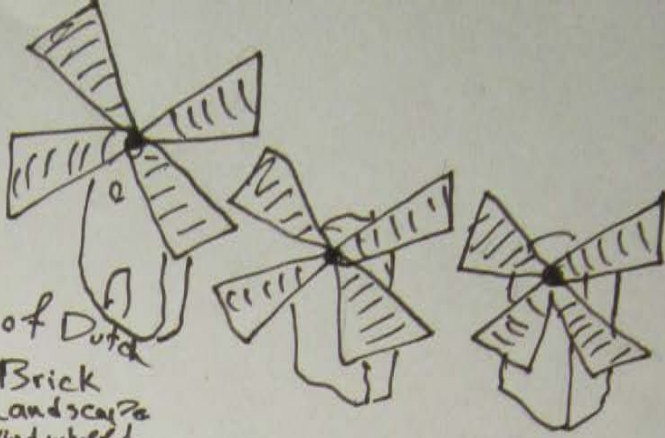


Landscape

water

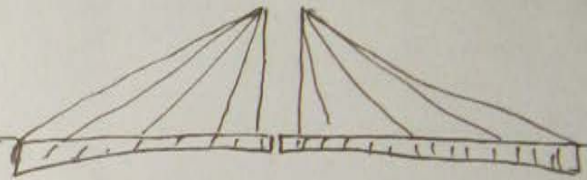
ISSUE

Language of Data
Architecture: Brick
Landscape
windwheel
water

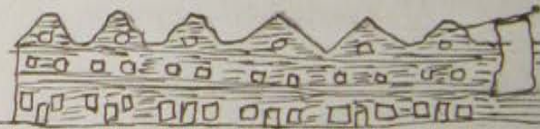


quick food

fast



Bridge
another symbol of water



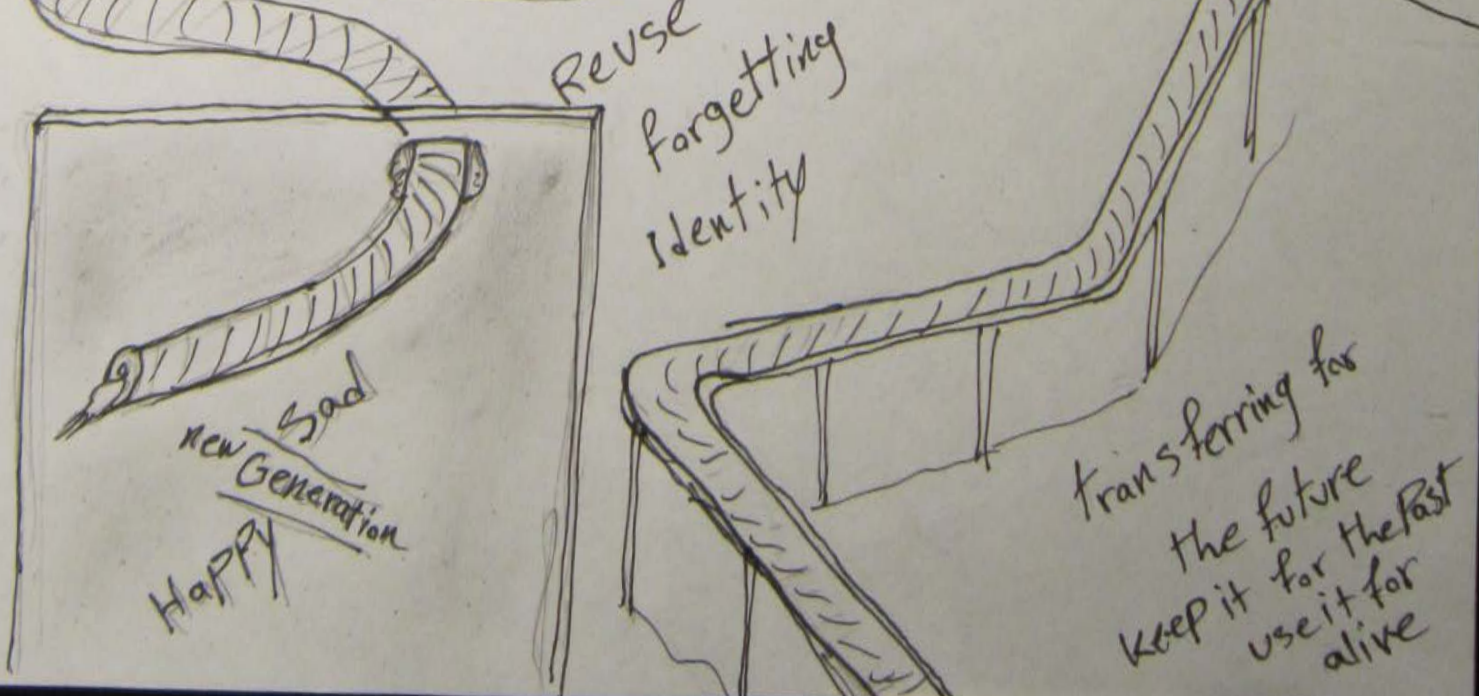
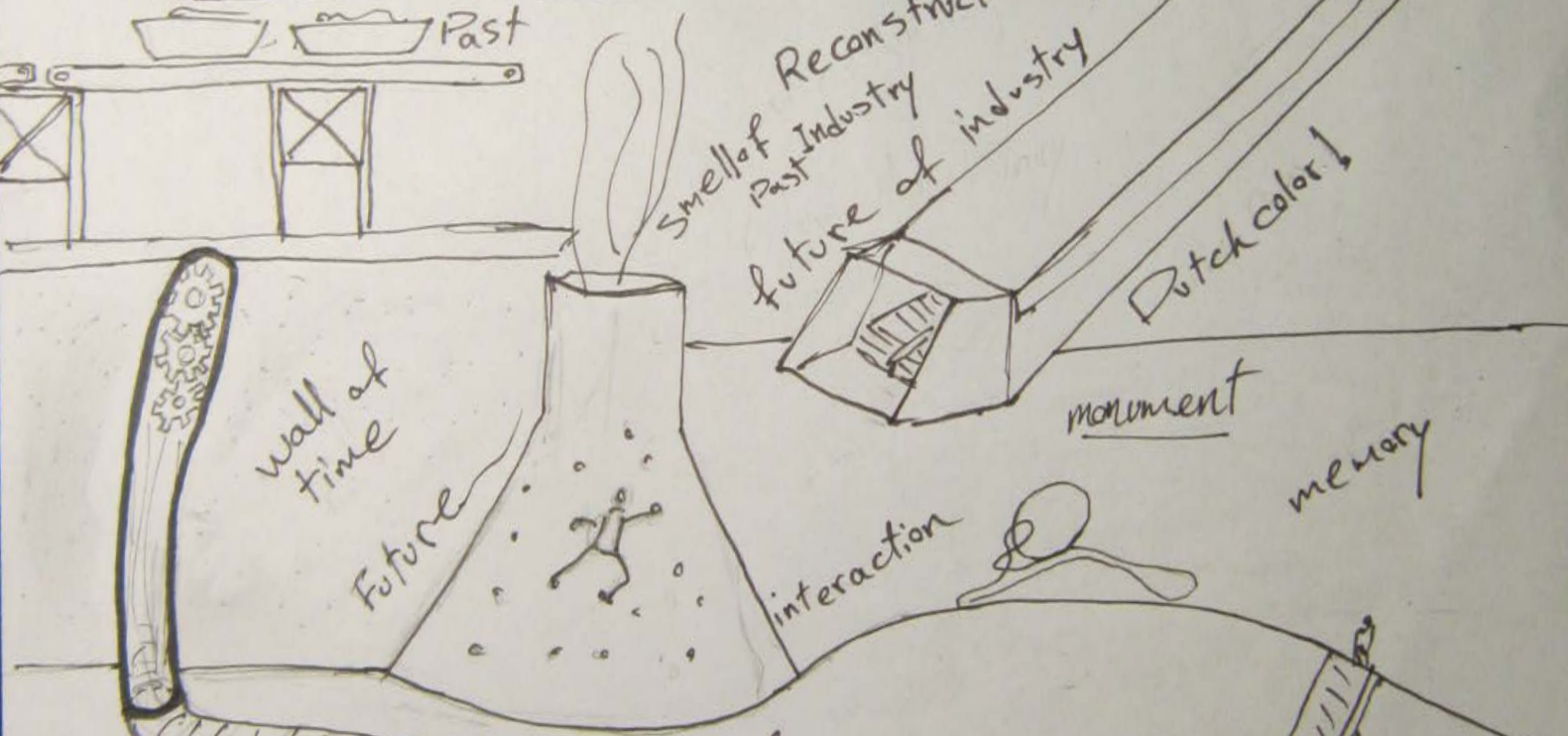
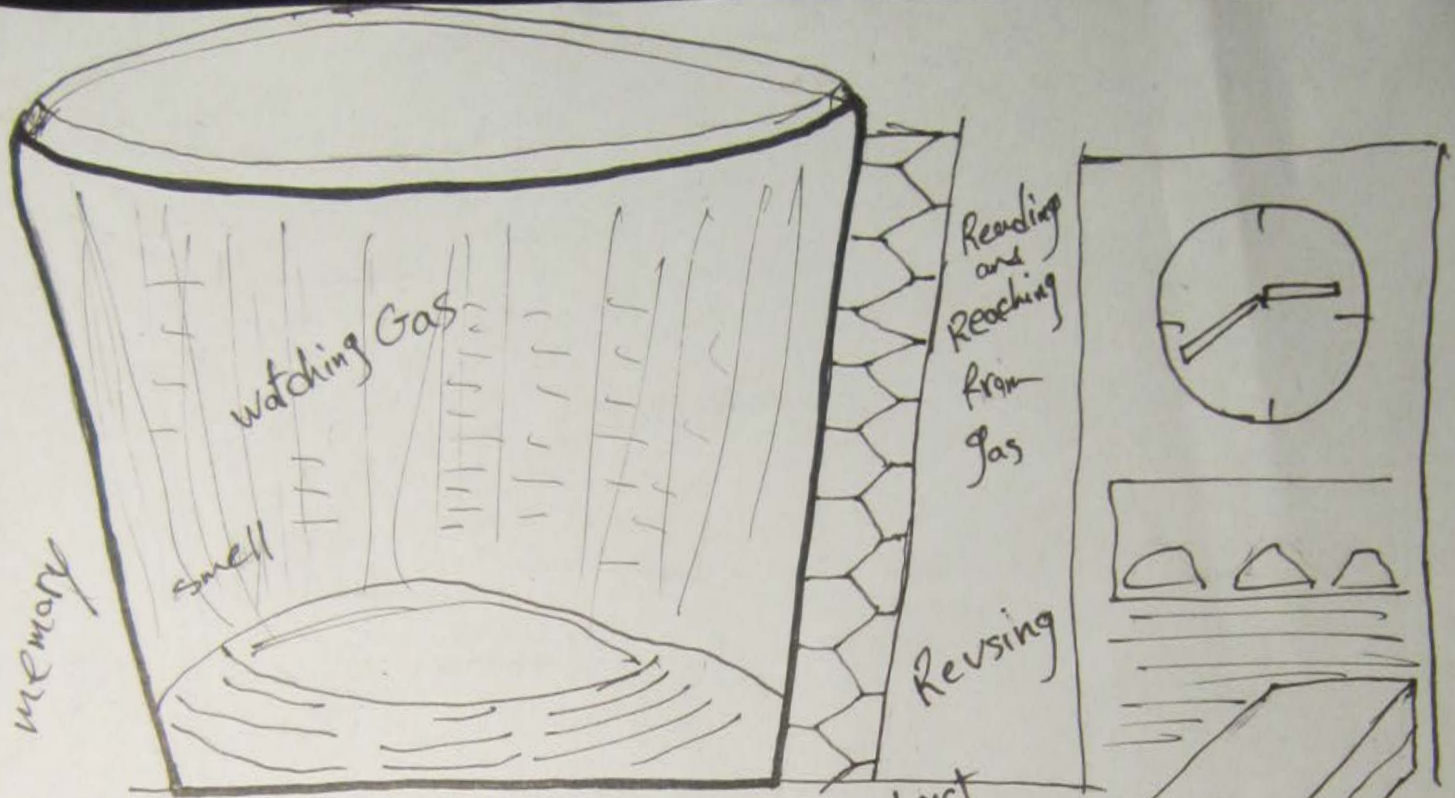
Glass wall a territory of cafe

Social activity

Public square

Center

empty at night Delft square



Friendship

Staying Alone more and more

View of Living Room

Industry without Group Game

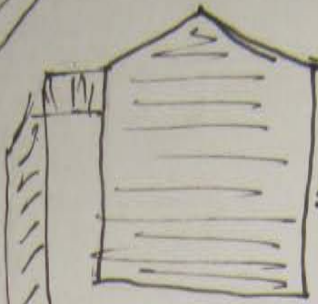
Personal life

Be on the Road



Consuming

light



Cold

empty

where is the interaction

Play Ground in our neighbor

customer

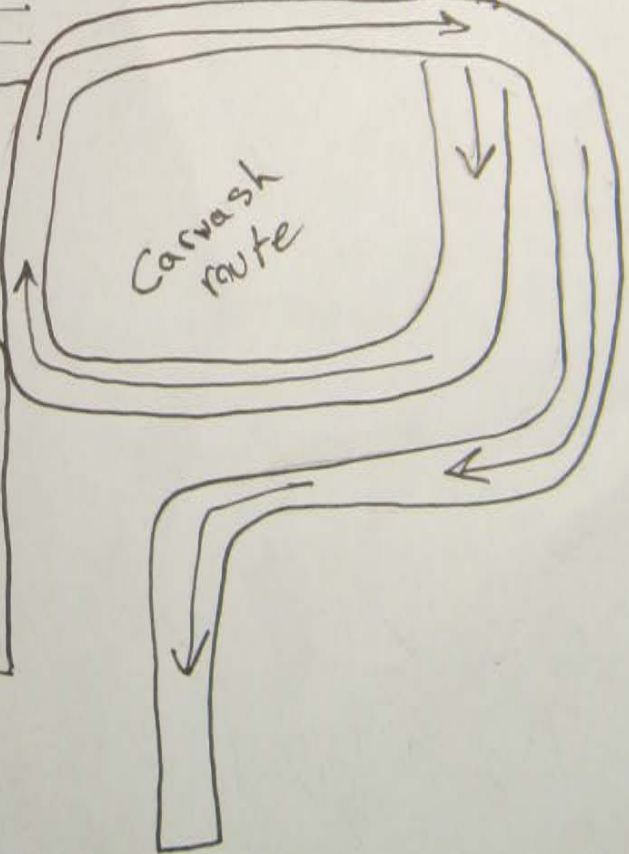
BoB Carwash

Advertisement

Hidden picture

ask Personal question about salary in here is not normal

Can I ask about Salary?



Past

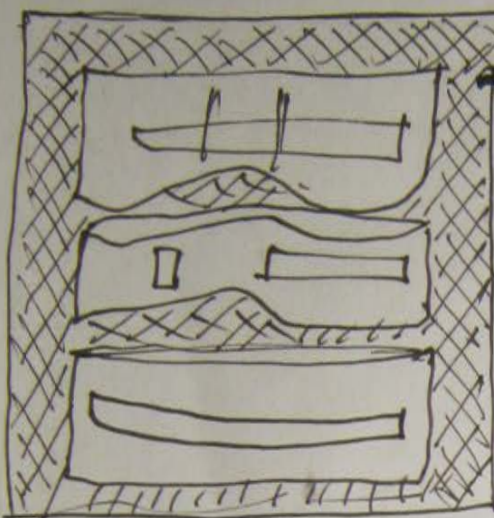
Time

water

ea

Big Issue

Border



'saving the land' creating wall of future

Country Future

Lake



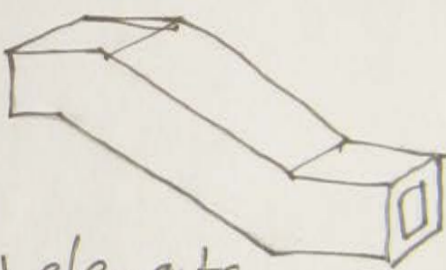
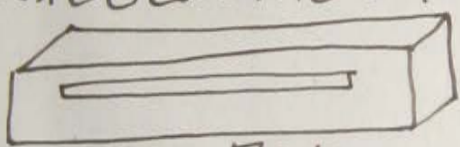
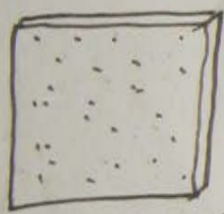
Travel to time

Where is my face?
What is the main facade

Using the Basic elements
Basic Geometric shape for Past



time

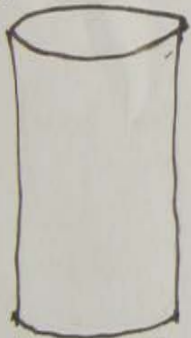


Past

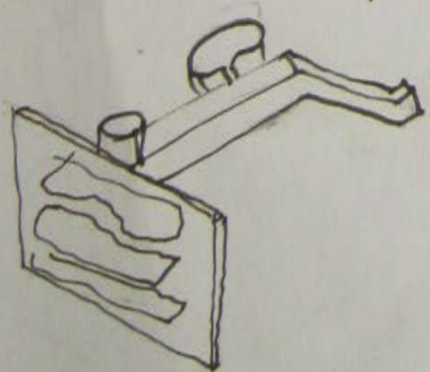
Basic

Architectural elements

they are readable and they have clear function
even from outside But just before Wall



work is like kidney



I am museum
look at me

Future
Private
Time
Border

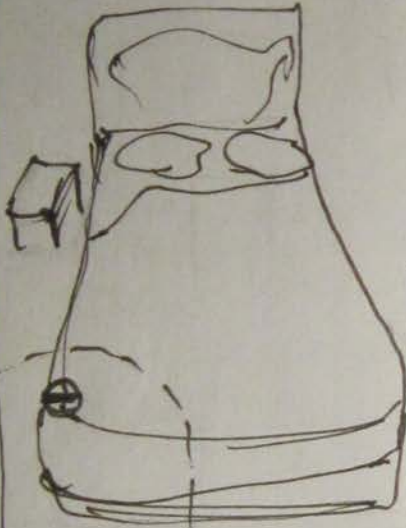


Power

Saving Symbol

Monument could be save but with using

Believe or COPY or Promotion or Symbol



Symbol

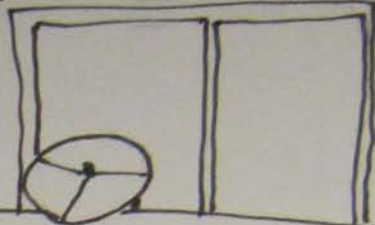
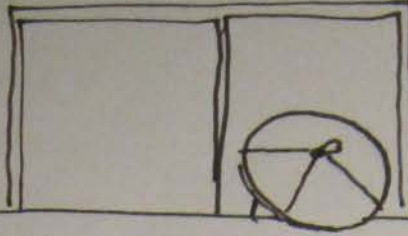
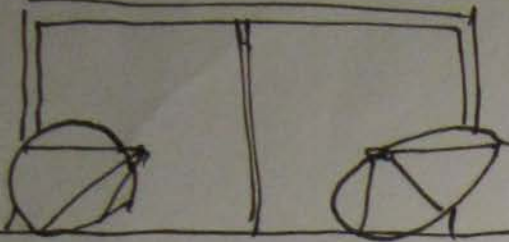
Physics church material symbol Building Holy

Some in time

Memorial

Suburban

Mass
Production



Nonlocal

Nonlocal

Nonlocal

memory

memory

memory

memory

memory

memory

memory

memory

memory

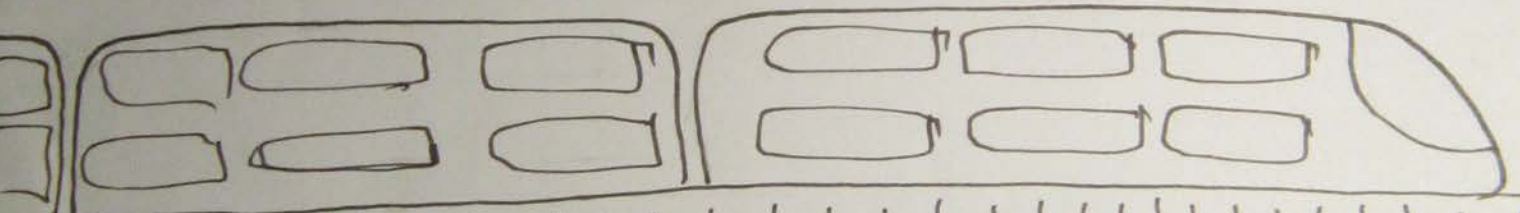
memory

memory

memory

memory

memory

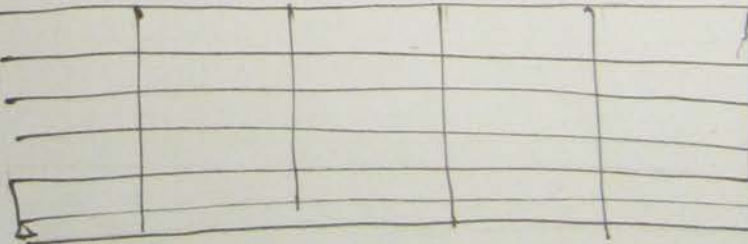
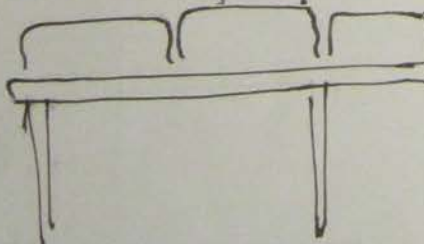


Production

Renovation

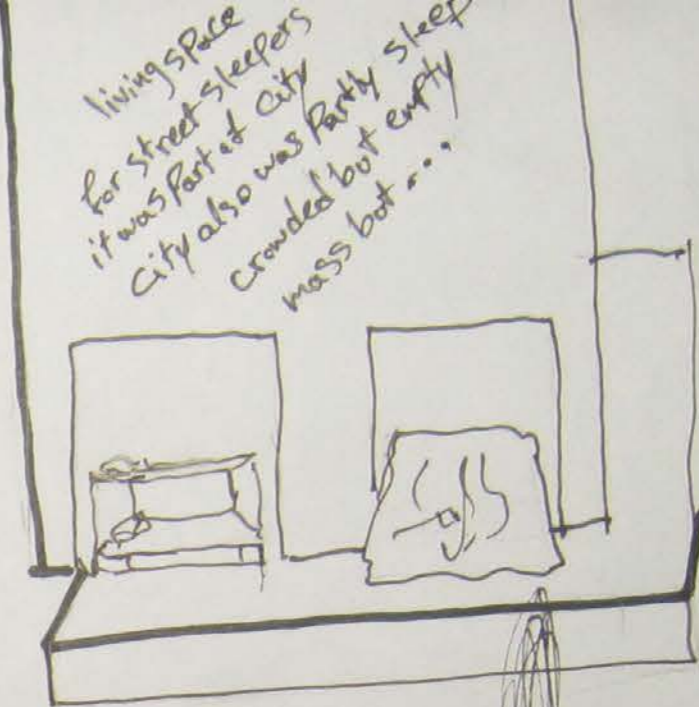
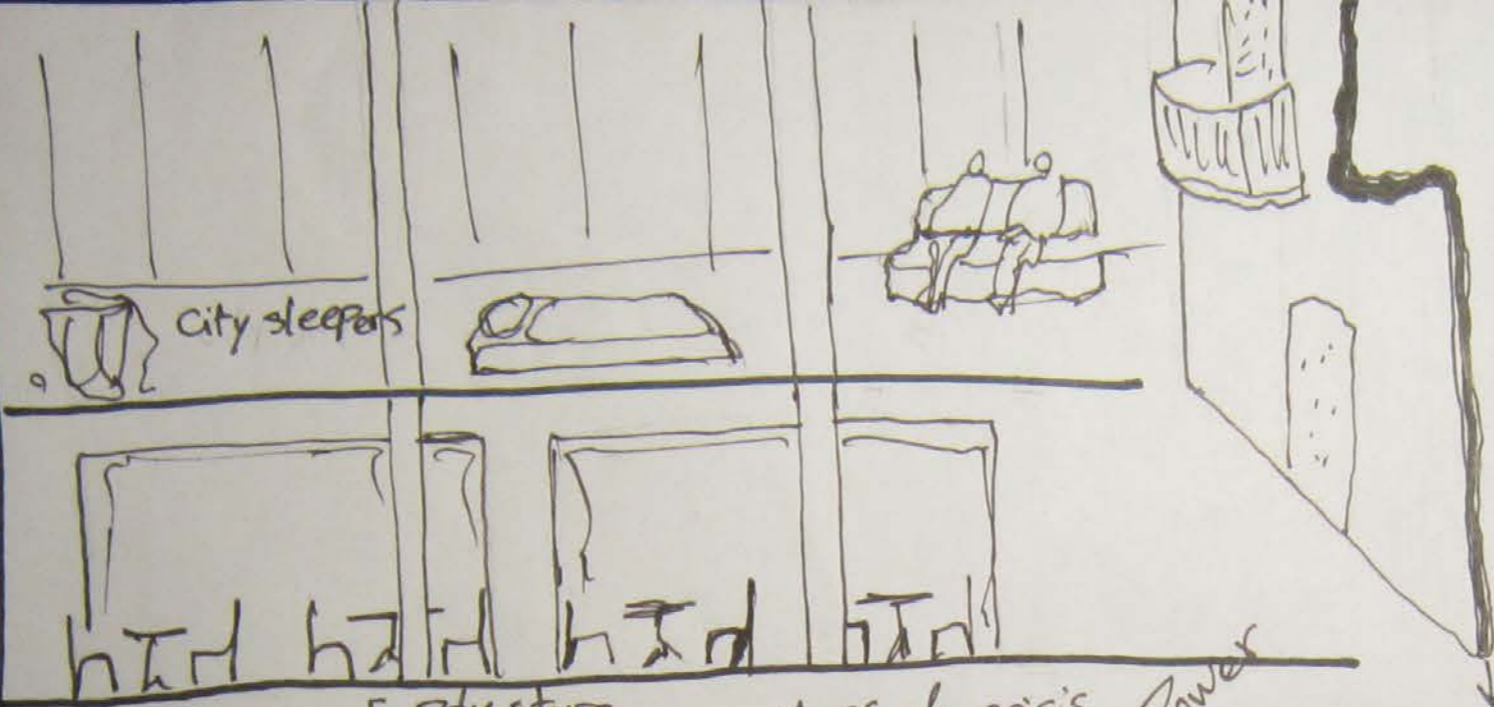
Save the memory

Reuse
Keep alive



Similarity

Way for Building Projection



Stage of Living

Past

Future

Empty

Empty store Full of cafe crowded street

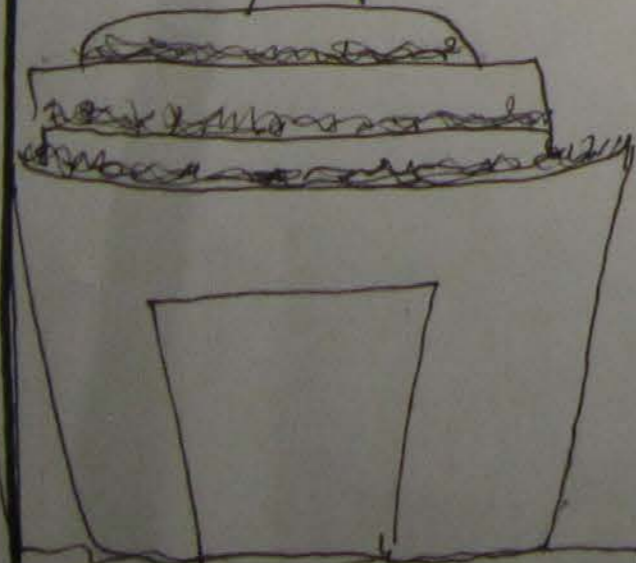
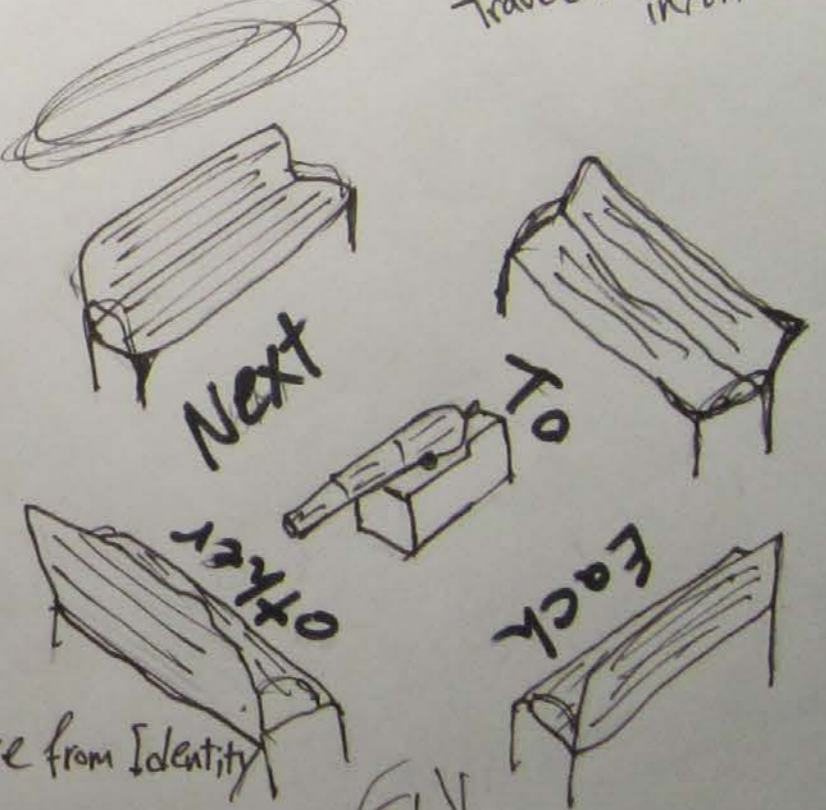
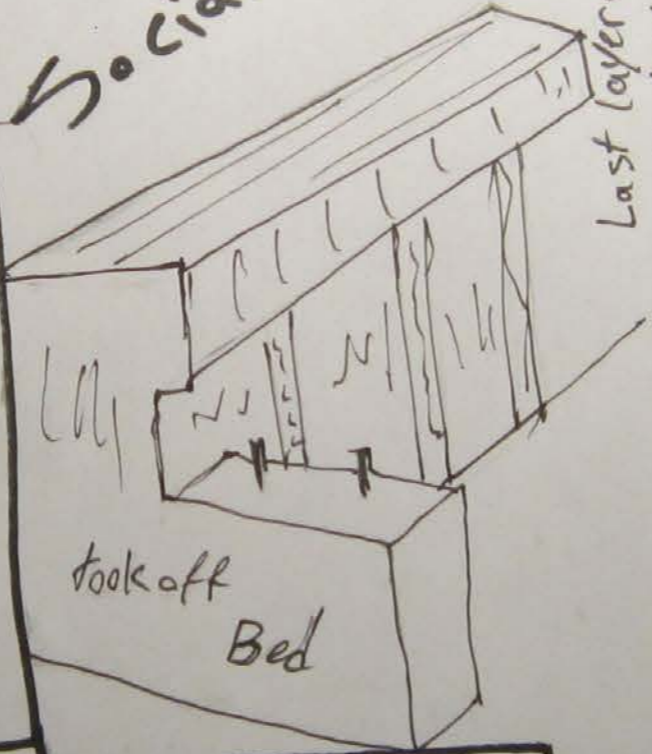
Mass of crisis Social Power

Last layer of History

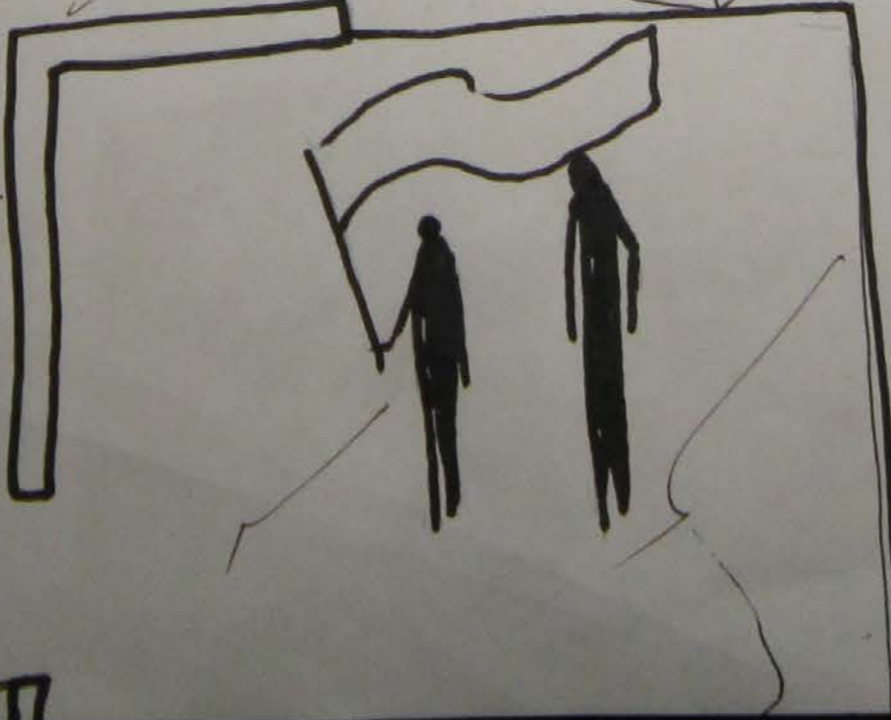


Monoton of being

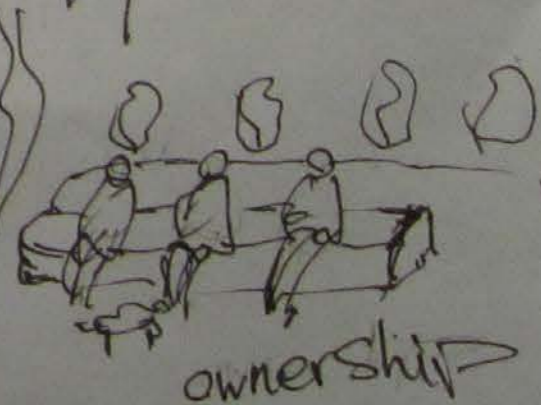
CRISIS



who am I?



Scare from Identity afraid from social life Fear from communicate



ownership

