



Studio Ultima Frontiera

# Midterm Critique

Masayuki FUKUI



**Entrance  
Area**

**Museum  
Area**

**Memorial  
Area**



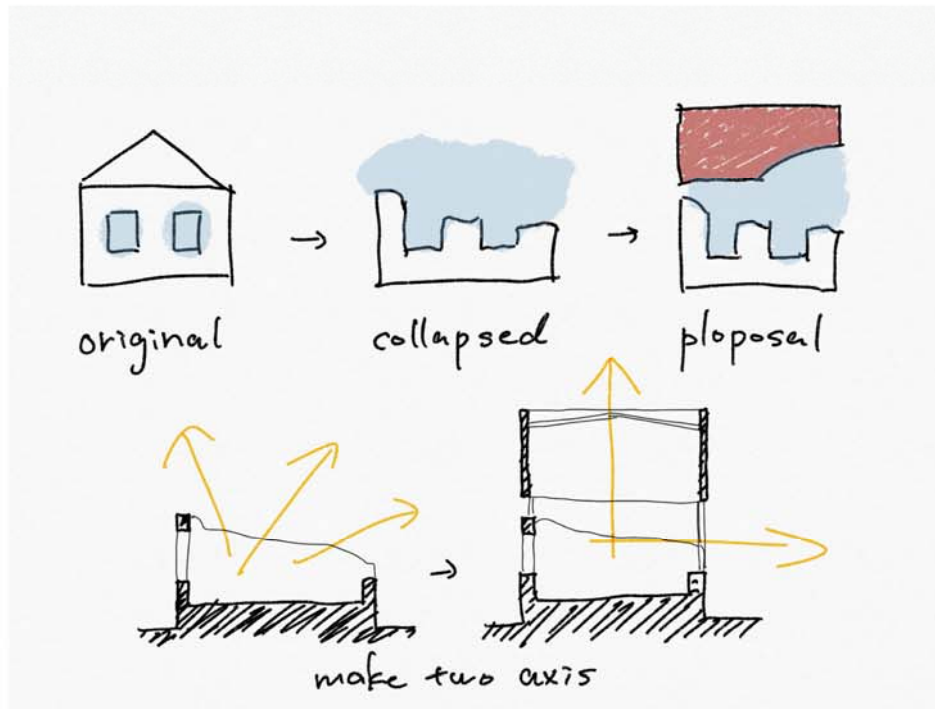
**Entrance Area**

Entrance  
Area

This area will be used as a resting area for visitors,  
with a break room and a small cafe.



Concept

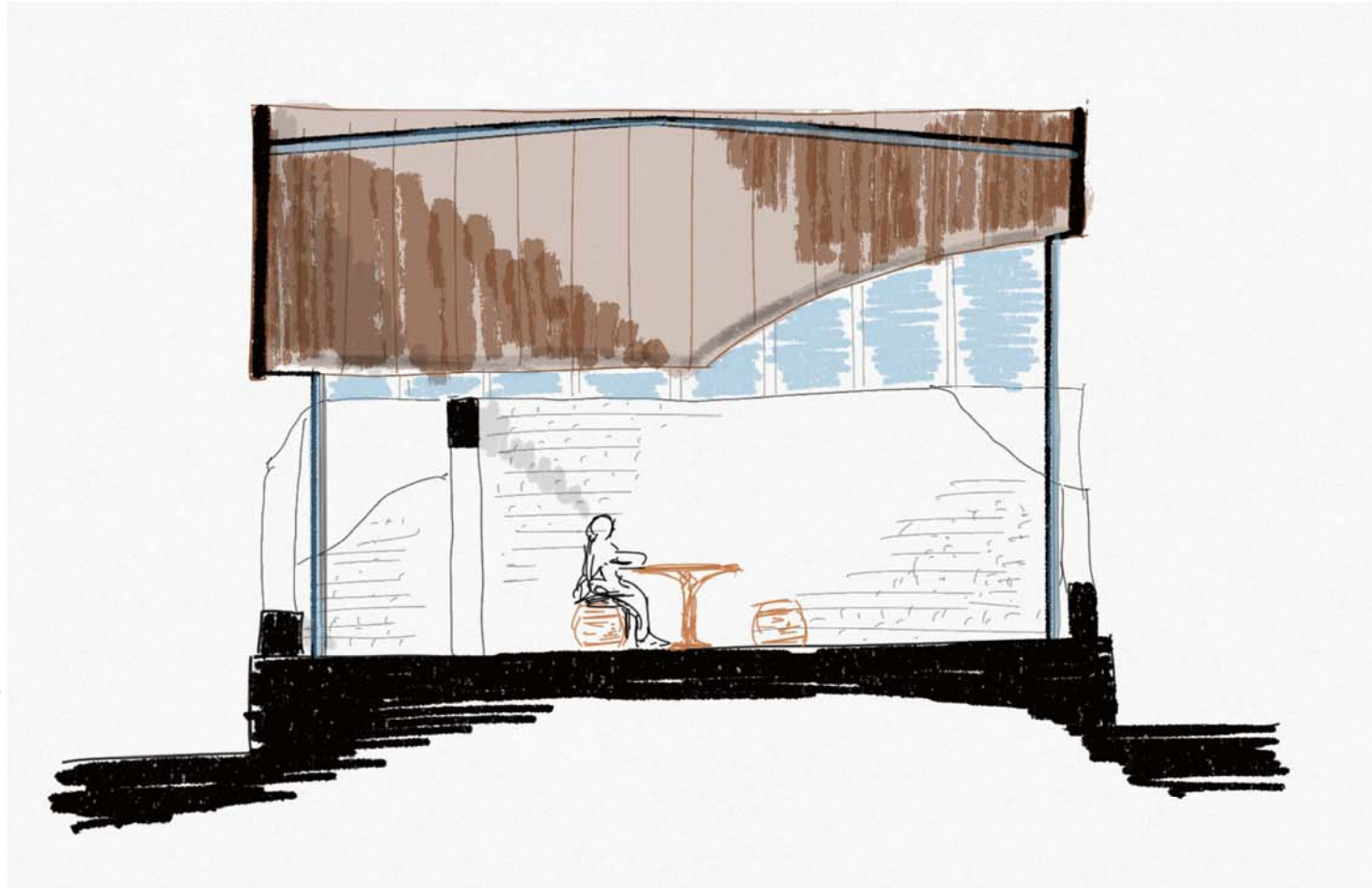
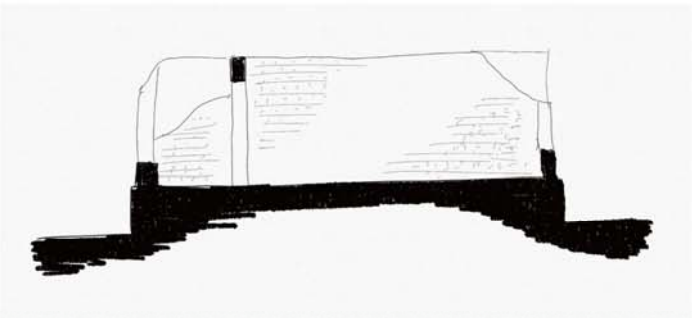


Due to the collapse of building, there is no difference between indoor and outdoor.

Putting a box makes the space to be tighten, and it make two axis of the sight.



Section





**Memorial Area**





**Concept**

**Depth of Time, Architecture Like a Ghost**

Concept

## Depth of Time



It is true that there was a miserable history,

But I cannot feel that,

Because the site is too old and too abandoned.

Concept

## Depth of Time



Even if a new building will built on this site,

When 10 or 20 years passed,

It would become a “just old” building.

Concept

## Depth of Time



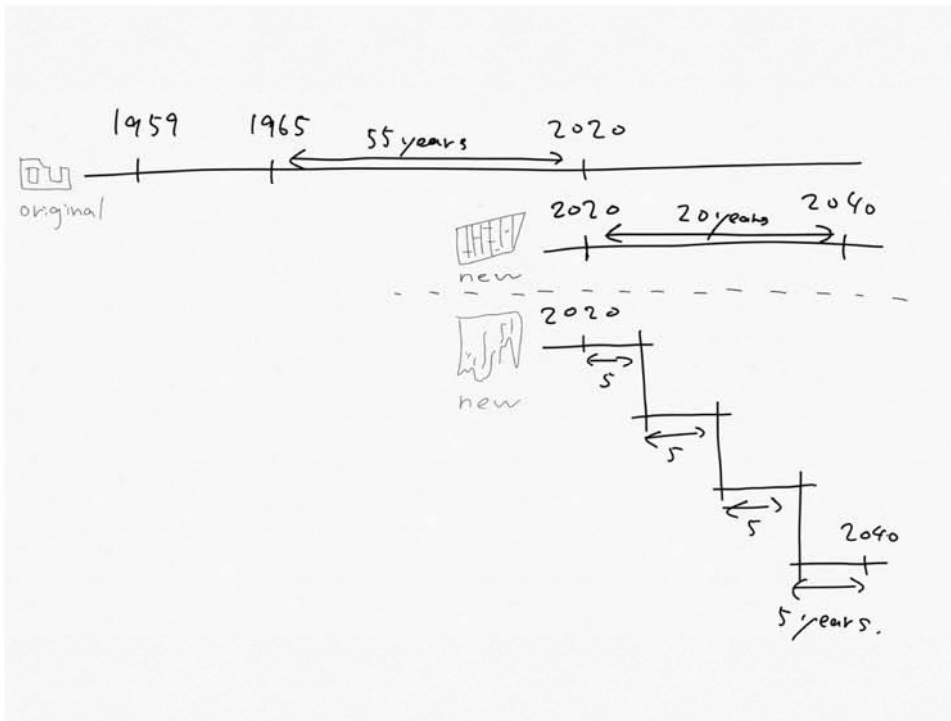
By rebuilding all the buildings every 20 year,

We can see a building made of new materials,

And we can feel that this place is still alive.

Concept

Depth of Time



I will make new building by decaying material

It will rot and exchanged

And I can give a depth of time to the site.

Concept

## Architecture Like a Ghost



Originally, buildings are made to protect humans from rain, wind, and cold.

But the camp buildings' environment was worse than outside -it is reversal phenomenon-

Concept

## Architecture Like a Ghost



The building has no meaning though it exists.

I thought that the camp building is like ghost,

Which has no meaning,

Concept

## Architecture Like a Ghost



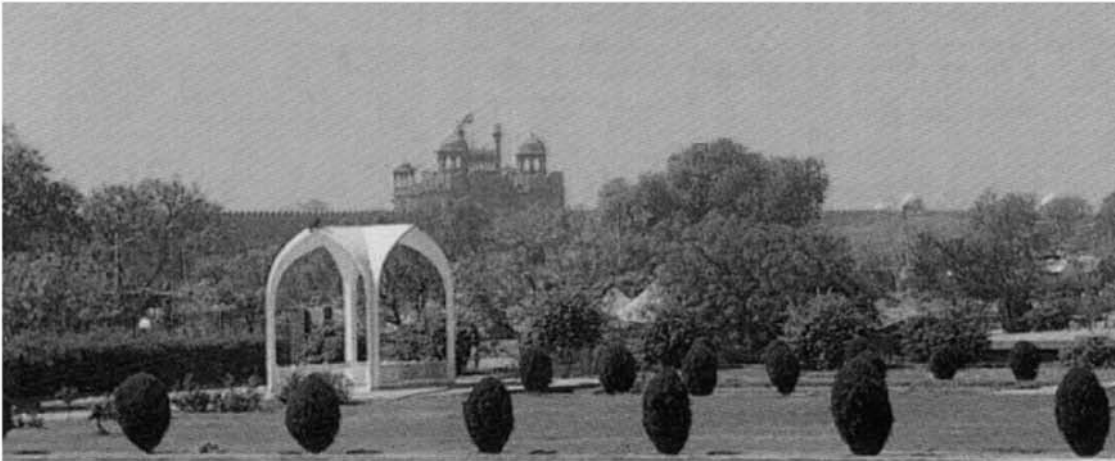
And translucent...

Well, this is my own image.



Concept

## Architecture Like a Ghost

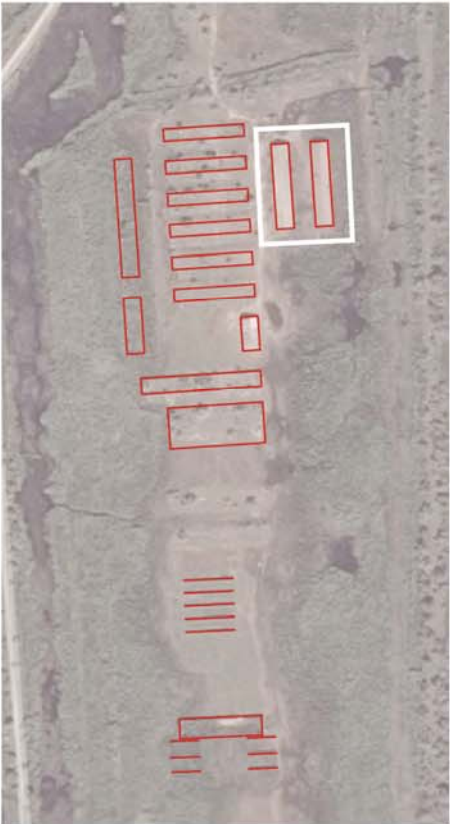


Therefore, I decided to rebuild a collapsed building  
for original outline could be grasp,

But it will be made with meaningless material  
as a building which people live in there.

Memorial  
Area

This area will be used as a monument for victims.



Changes: Preserve as it is

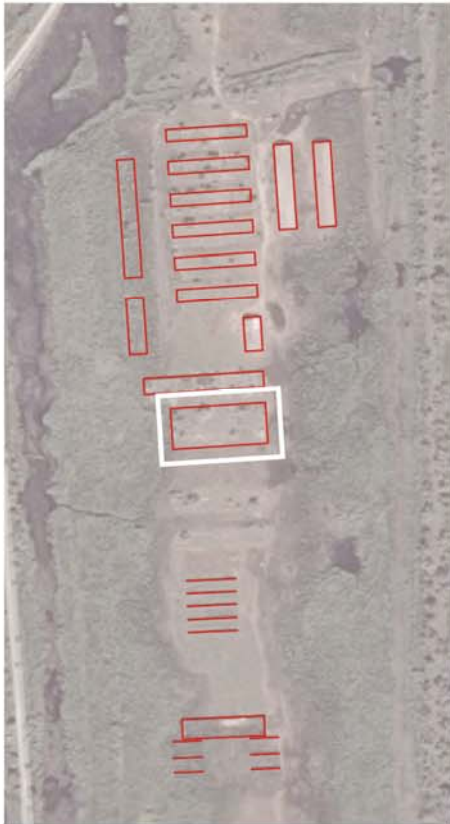
Memorial  
Area



Changes: Make outline by stell, plant trees inside, and cut the leaves in the shape of the outline

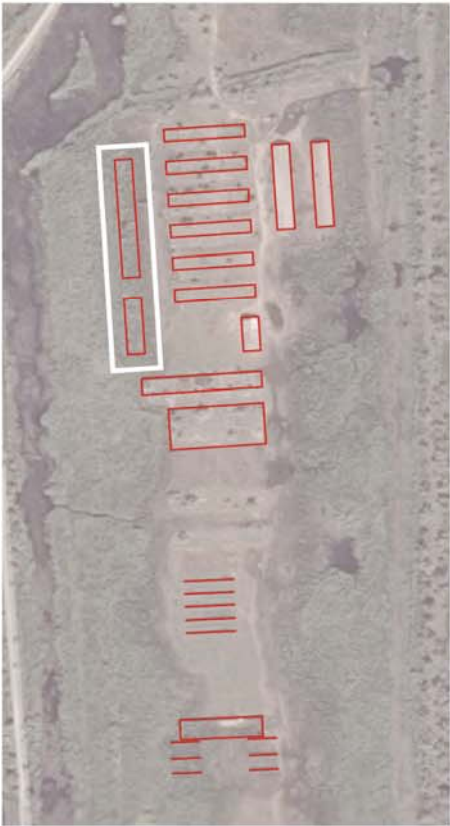


Memorial  
Area



Changes: Make outline by stell, plant trees inside, and cut the leaves in the shape of the outline

Memorial  
Area



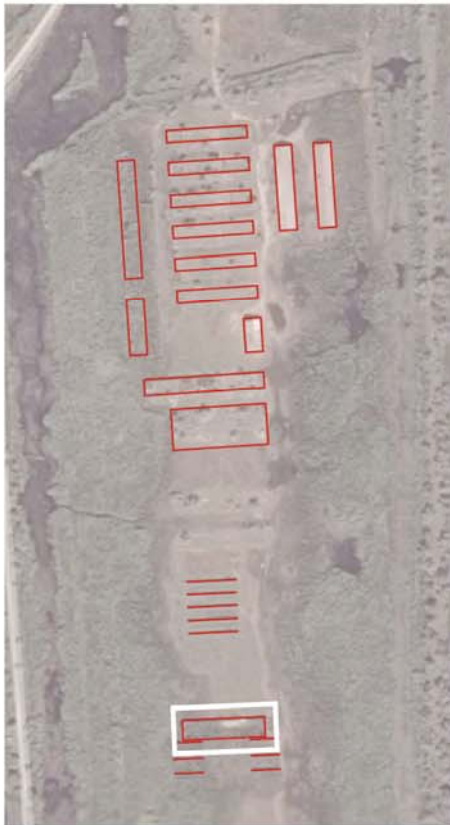
Changes: just make outlines by stell

Memorial  
Area



Changes: preserve as it is

Memorial  
Area

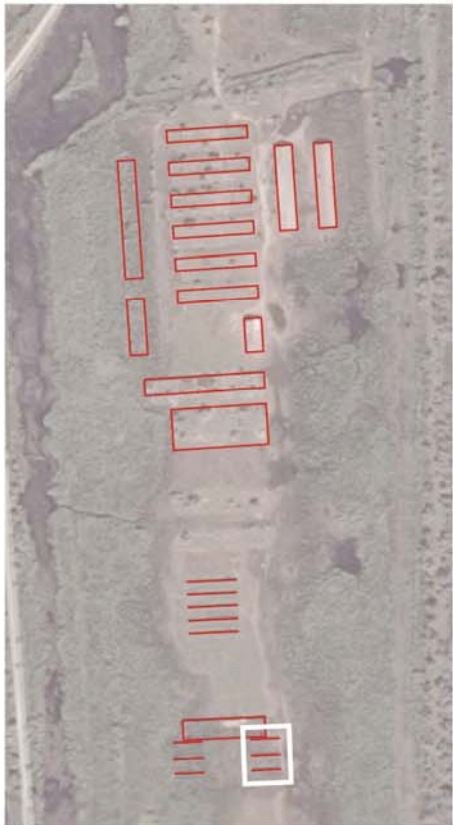


Changes: renovate





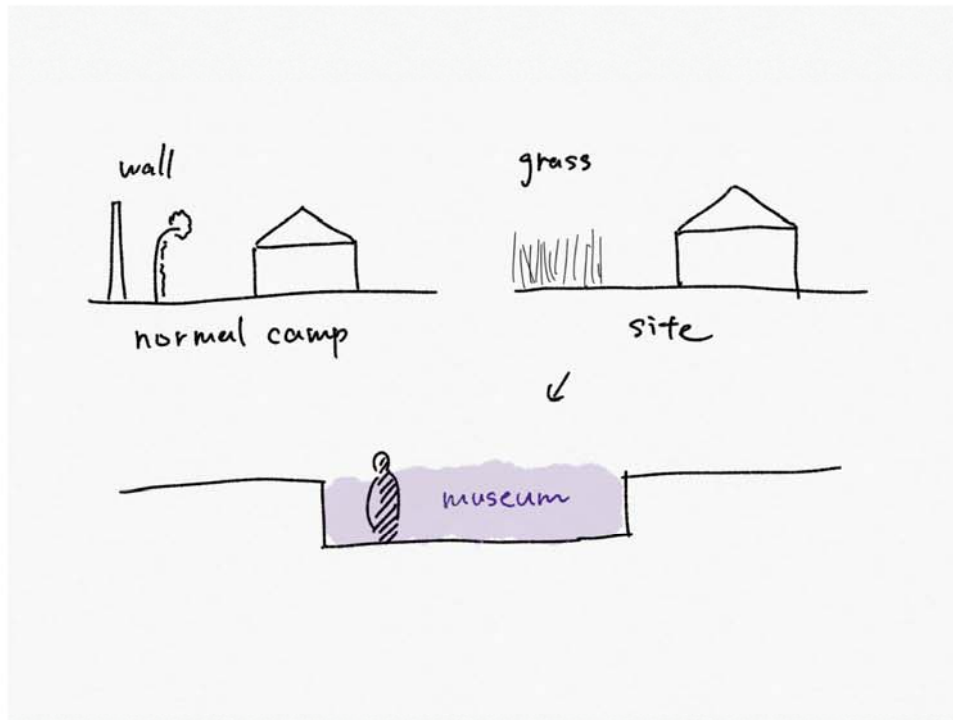
Memorial  
Area



Changes: put nameplates of victims on the wall



**Museum Area**

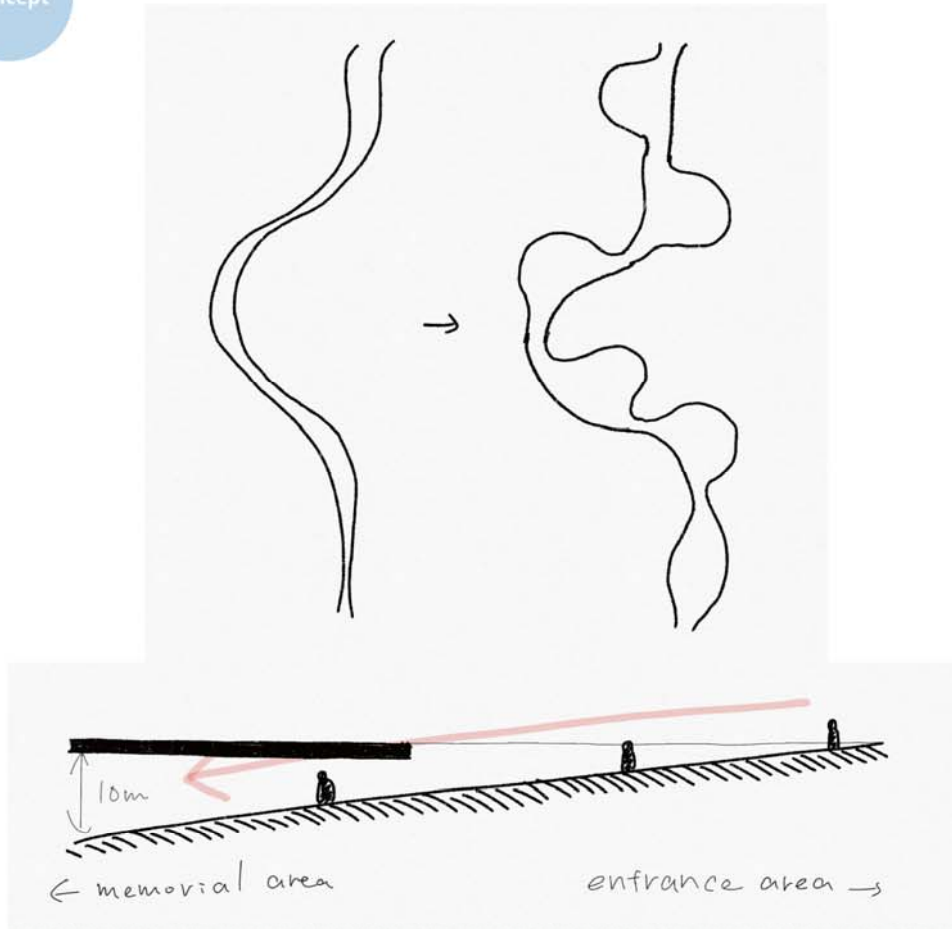


Normal camp is surrounded by walls,  
but this site are surrounded by grass.

At first glance, it looks like it's easy to escape,  
but the grasslands that seem to continues forever  
make despair more intense.

So, I thought that I will dig the ground and  
make the hollow as a museum space.

Concept



First, I make a long path which connects between entrance area and memorial area.

Next, I make a room by inflating the road, and display art works in it.

By gradually lowering the floor, we can feel as we are isolated from the surrounding environment.

