

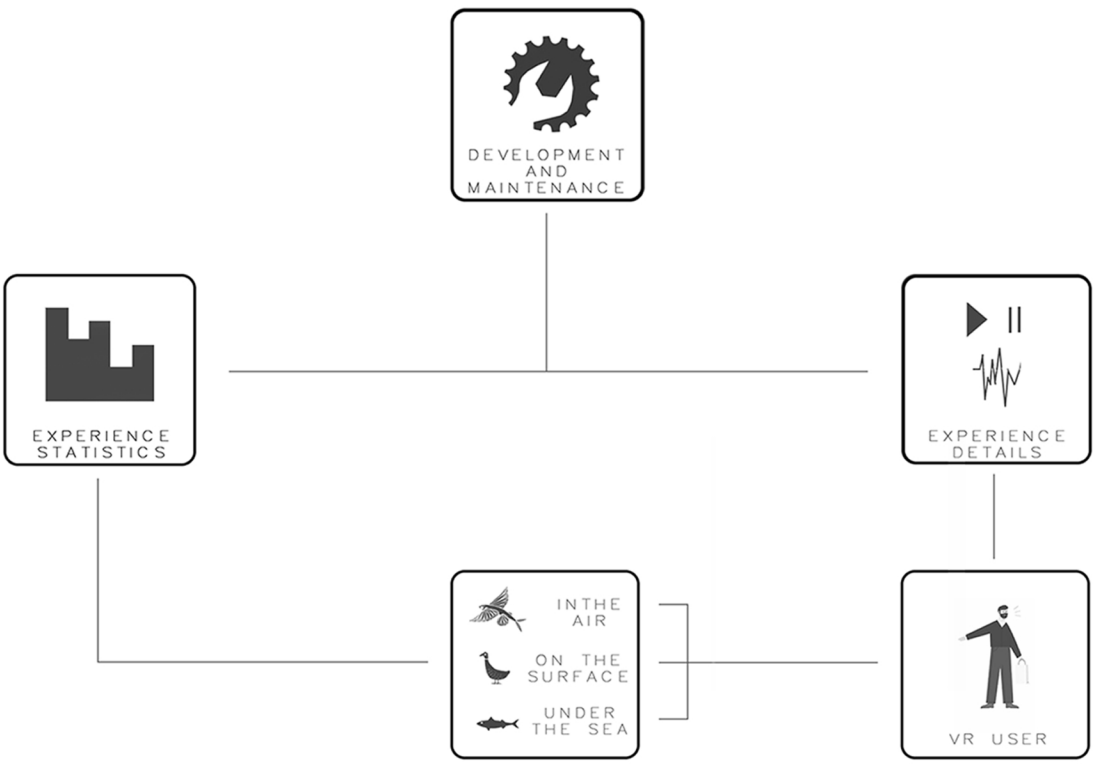
# FATA MORGANA

The intention of the proposal encompasses the complexity of overlaying layers of experience, both on the physical and cognitive plane. The island itself has been divided into levels, independent, corporate and industry, which allowed for an organic allocation of the proposal and the elements within. Physical levels and layers are used to differentiate between circulation and transportation methods and to distinguish clear spaces in which the flow of circulation is altered through the landscaping or constructed elements. The cognitive experience is moulded around the physical planes through incorporating levels in the vr experience, which may be partially controlled by the users. The physical levels may conduct the cognitive experience by either working in symbiosis or behaving as contrasting elements.

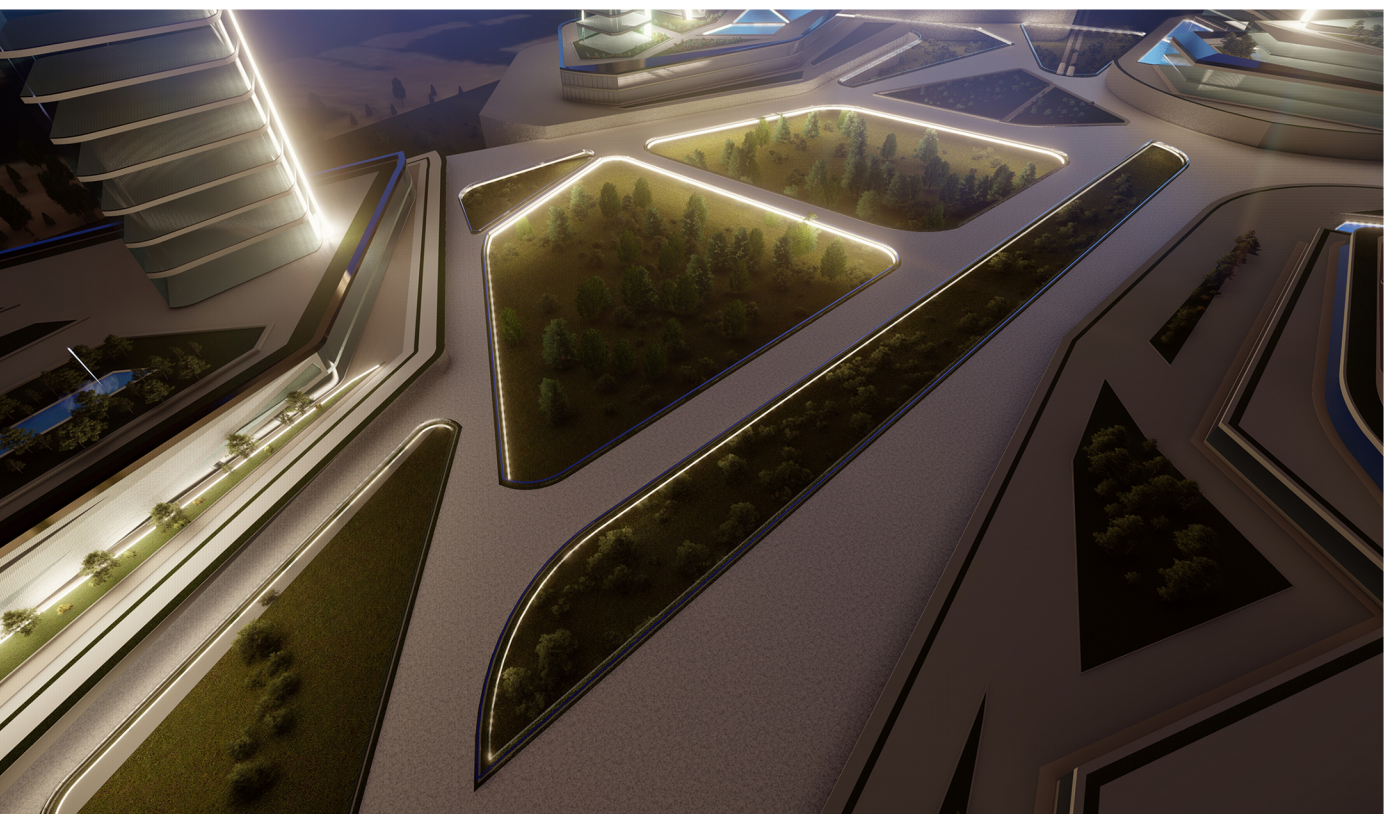
The Oasis complex consists of eight high-rise buildings of varied nature, strategically situated on the north-central part of the island. As the complex consists of high-rise corporate and multi-use buildings, the positioning was chosen for both, the accessibility as well as for the distance from the solar panels to ensure maximal efficiency and not disrupt the pre-existing industries on the island. The Oasis complex high-rise buildings have been designed in rather organic streamlined forms, which allow them to conform to the vr experience which focuses on marine life, as they appear as large water-based vegetation. The buildings behave as cultural and corporate hubs for selected firms as well as possible partners for the EXPO spaces. The complex is entirely incorporated in the vr experience, as it is the starting and ending point of it, as well as being a large part of the actual adventure.

There is an additional small complex of rainwater collection hubs which are used for services and information, these have been designed so, that the geometry is not disrupting the solar gain, the forms are derivatives of the Oasis complex and they collect a sufficient amount of rainwater to be able to provide services for the Oasis complex. Furthermore, the Oasis complex and the rainwater collection hubs, are all situated along a diagonal axis leading to the southern part of the island, to the main vr-attraction the large wetland area.

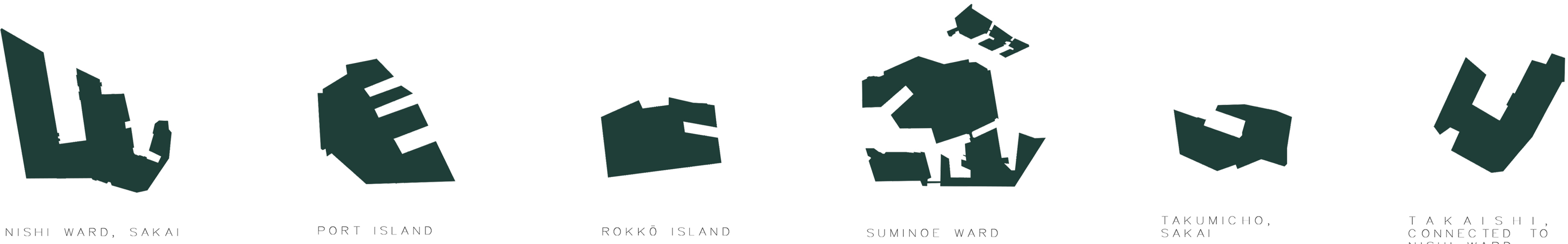
## VR TECHNOLOGY



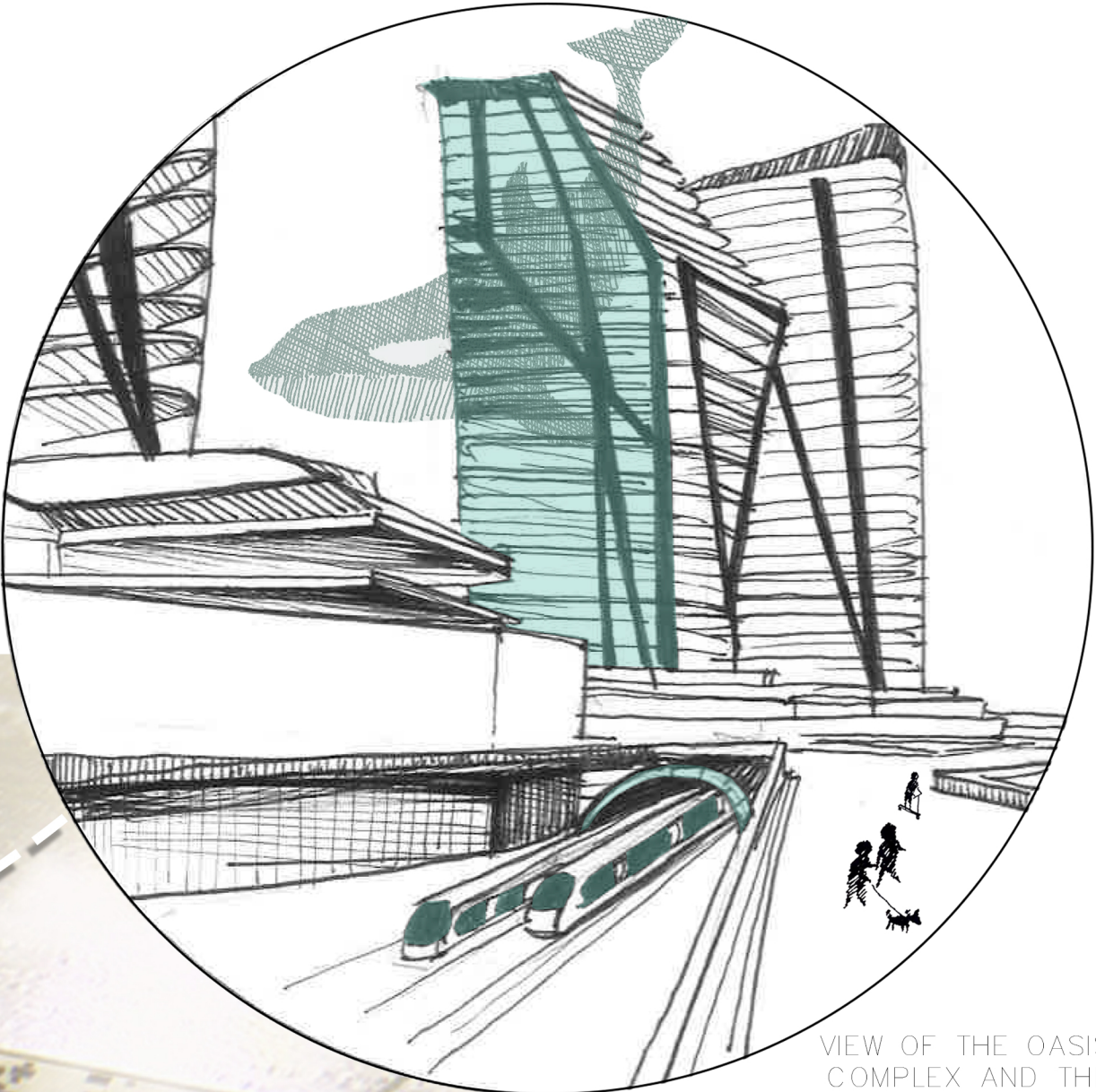
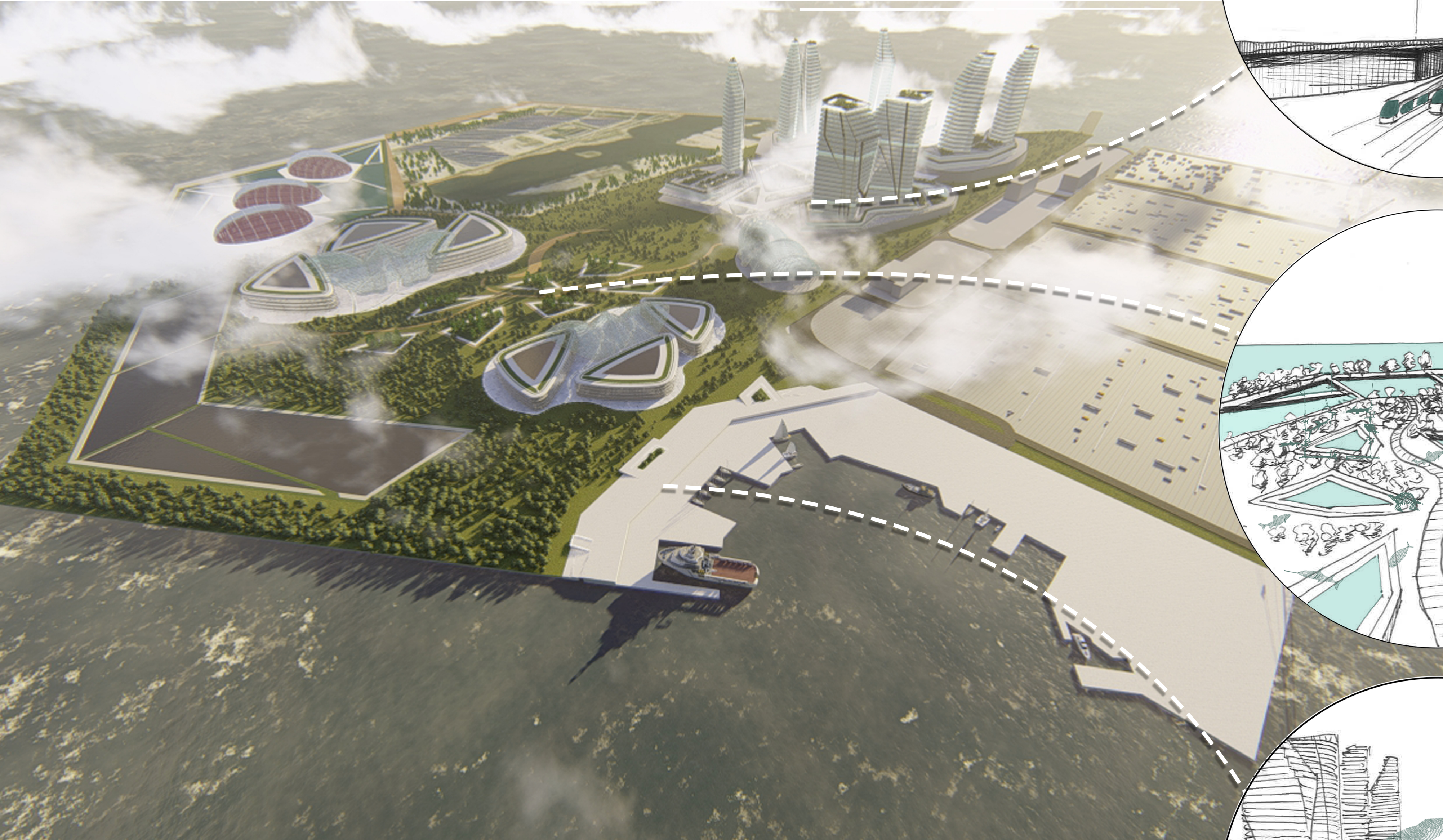
As per classical VR technology, the focus is on the visual stimuli of the experience, however, elements from the physical plane will be incorporated through a connected network which would allow vr users to use different forms of transportation safely and seamlessly, enhancing the experience. Additionally, a technology connected to the vr would be created, using haptic feedback systems, allowing for vr users to also experience physical touch stimuli, hence they'd be able to pet and make contact with the animals. Such technology has been introduced by Tesla who now have a prototype for a vr-suit used to improve learning experiences and engaging muscle memory in the experience. All of the vr experiences would then be collected and analysed in experience statistics, which would allow to ensure the safety of the experiences as well as create suggestions for users with specific conditions. The users would be able to gather their own data to investigate their vitals during the experience, re-live exciting moments through the screen capture system and store them as memories.



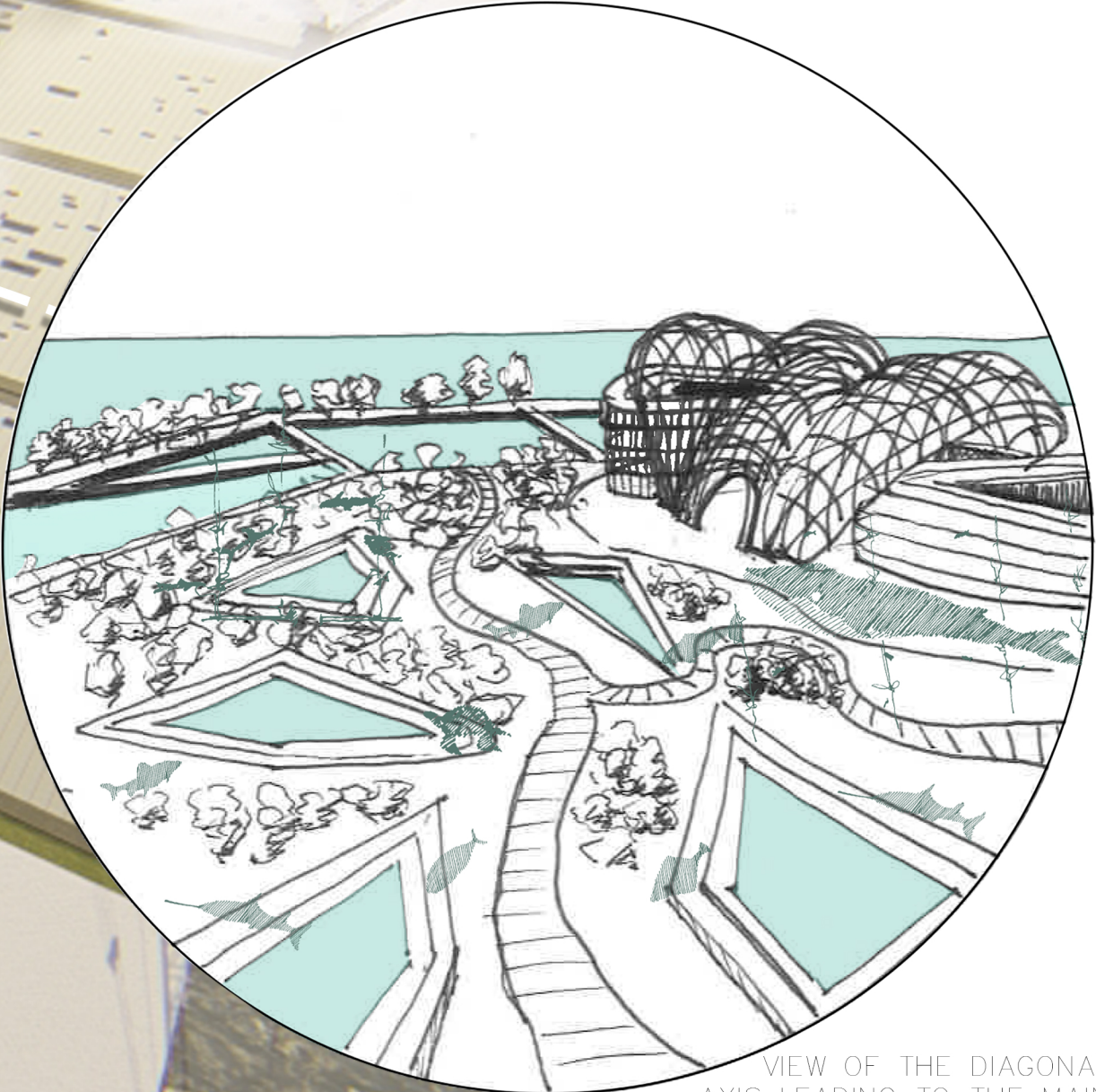
NIGHT VIEW OF THE OASIS COMPLEX



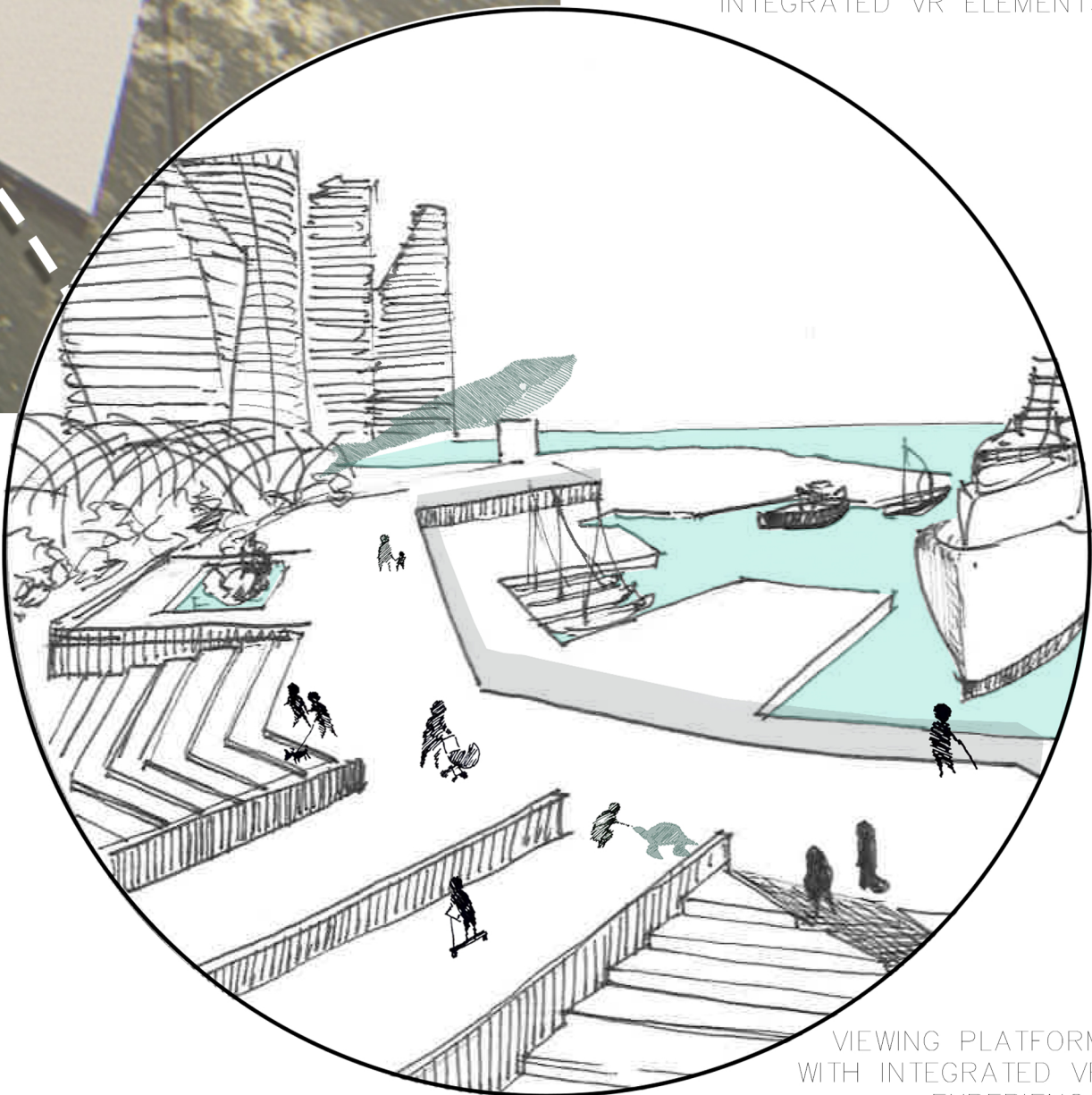
## TYPESLOGIES OF WATER BODIES ON THE COASTAL AREA



VIEW OF THE OASIS COMPLEX AND THE UNDERGROUND NETWORK WITH INTEGRATED VR ELEMENTS



VIEW OF THE DIAGONAL AXIS LEADING TO THE MAIN WETLAND AREA WITH INTEGRATED VR ELEMENTS



VIEWING PLATFORM WITH INTEGRATED VR EXPERIENCE

## CONNECTION TO THE OCEAN

The experience focuses on marine life and the opportunity to experience its vastness in the physical plane. The adventure concentrates on levels of marine life, under-water, on the surface and in the air, in which various aquatic creatures reveal themselves in their natural habitat. The physical planes allow for a more connected experience, for example providing a pathway underground which allows for under-water experiences. Although some areas in the physical plane, raised viewing platforms or dug-in water-bodies, are designed for specific experience levels, in various situations, the vr users may dictate their own experience by choosing which level they would like, allowing for a more liberal experience.

