桃花源

Peach Blossom Spring

THE 9th VIRTUAL DESIGN WORLD CUP

INTRODUCTION

This project will create Yumeshima as a fairyland for future entertainment. The planning concept combines innovative concepts such as connected overall planning, circular economy, and urban laboratories. In addition to overcoming complex issues such as society, culture, and technology, the integrated resort's plan will use virtual reality technology to present new entertainment styles to welcome the 2025 World Expo.
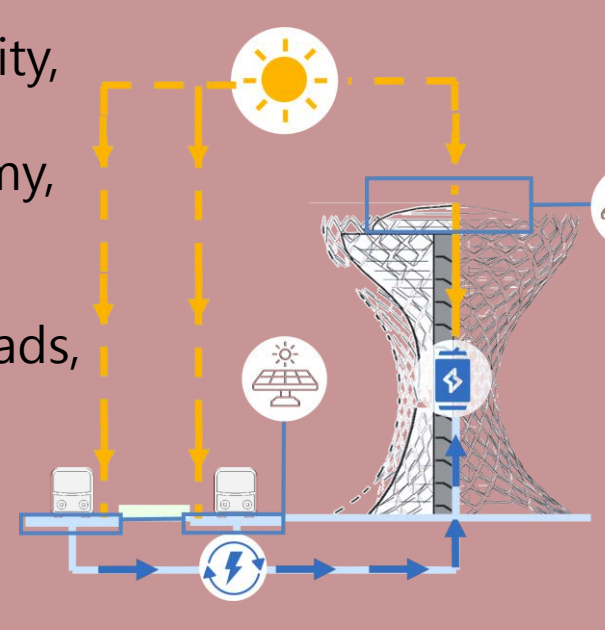
DESIGN CONCEPT

The project is extended by the imagery of "Peach blossom spring." The base is planned as the theme of mountains, hills, villages and ancient cities. Through the series connection between the spaces, the rich layers and contexts of the stories are displayed, so that tourists can be immersed in dreams that will not end. Experience the future of the world like a fairyland.

CIRCULAR ECONOMY

On the issue of sustainability, the project adopts the concept of circular economy, including the reuse of old houses, mileage economy, photovoltaic intelligent roads, water cycle and ecological cycle, which can make this entertainment city sustainable operation and development.

Old Building Reuse
Initiating new experimental methods to deal with the issue of Japanese old houses.

Mileage Economy
Let visitors' kinetic energy be converted into electricity and provide feedback.

Photovoltaic Way
Provide electricity to the facility through photovoltaic energy to form a renewable energy cycle.

Ecological Cycle
A large number of plants in the resort will form an ecological function, regulate the climate, slow down the urban heat island effect, reduce noise and purify the air.

Water Cycle
The waterway will form a blue belt of landscape and provide ecological flood storage.

INTERGRATED RESORTS PLANNING

CULTURE ZONE
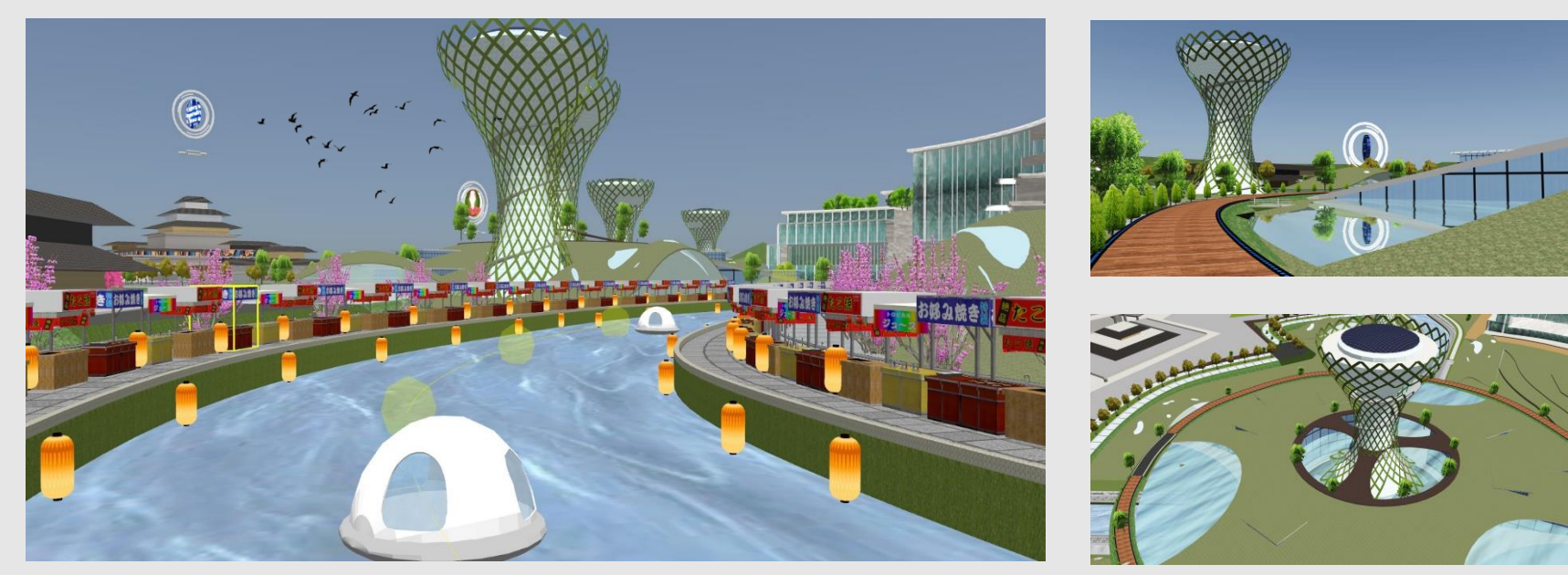CENTRAL ECONOMY ZONE
FUTURE CITY
HOUSE ZONE

In the overall planning of the resort, each function space is configured on a walking basis and a central axis is created between the various areas. In addition, through the road network system connecting the public spaces, an efficient production path is formed between each space.
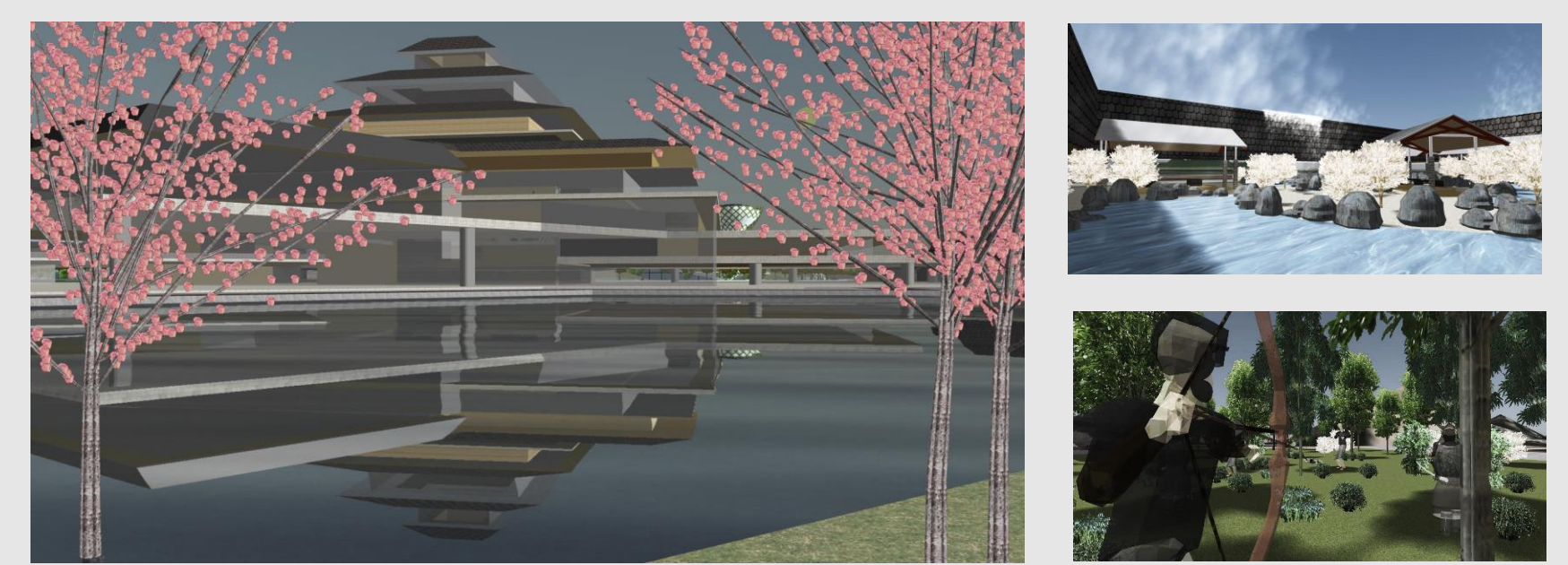
FACILITY PLANNING

Mount Moonlight

In terms of entertainment, combined with MICE space and outdoor theater, virtual reality and architecture are integrated. And use the image of the mountain to create the entrance image into the fairyland for future entertainment.

Blossom Castle

Through the combination of virtual and reality, the traditional culture of Japan is presented in the resort in a new look, and the inheritance of Japanese culture is emphasized in the development of future entertainment.

Dawn Hills

To improve energy use, the use of photovoltaic roads in this area allows visitors to simultaneously provide electricity and gain virtual interactive feedback during the entertainment process.
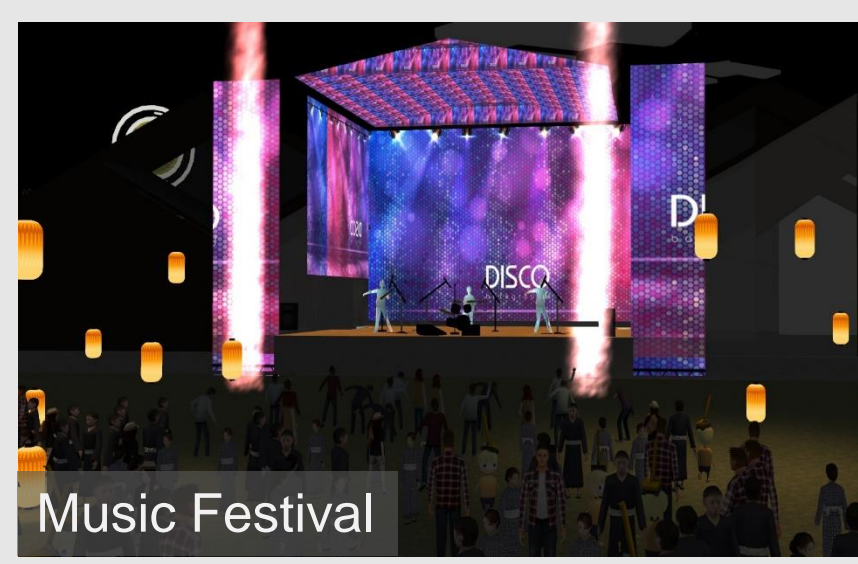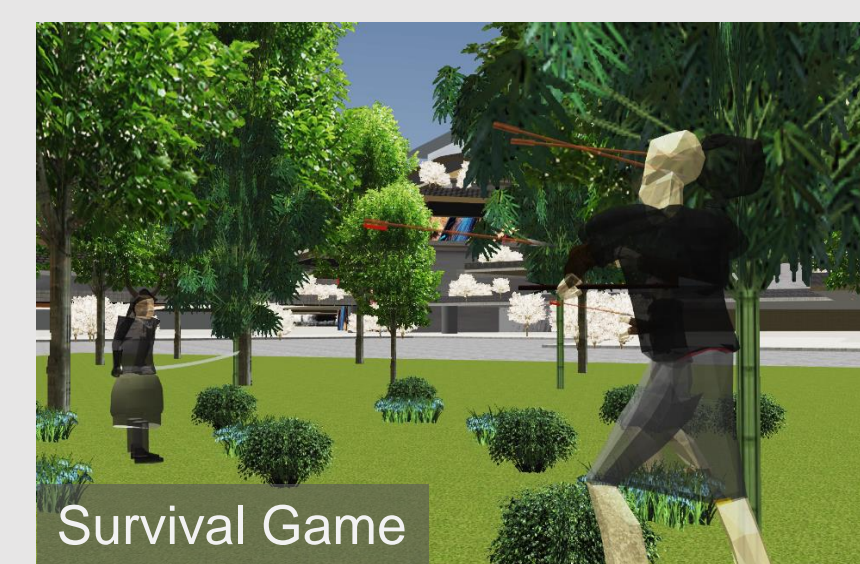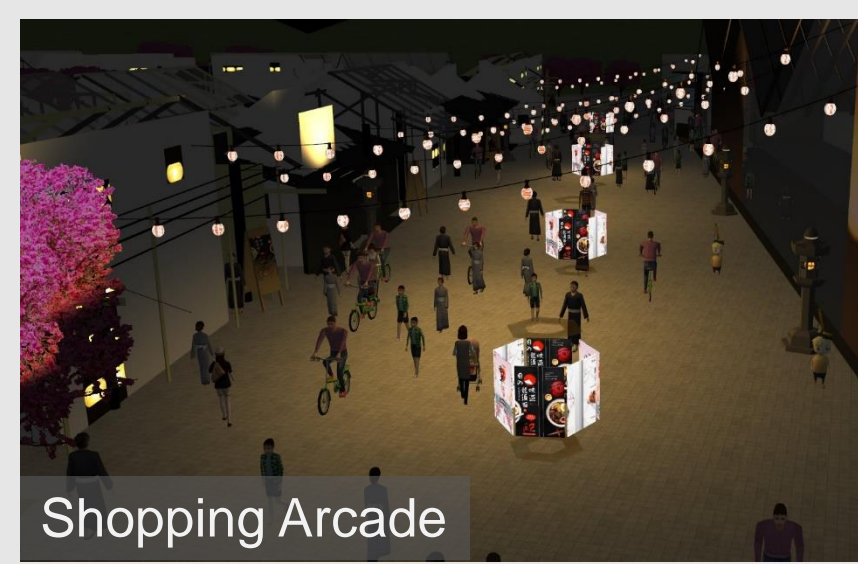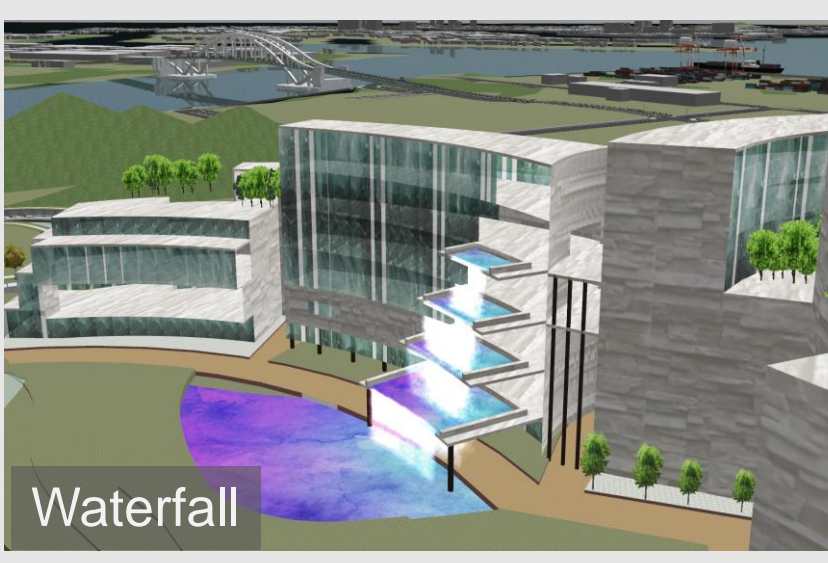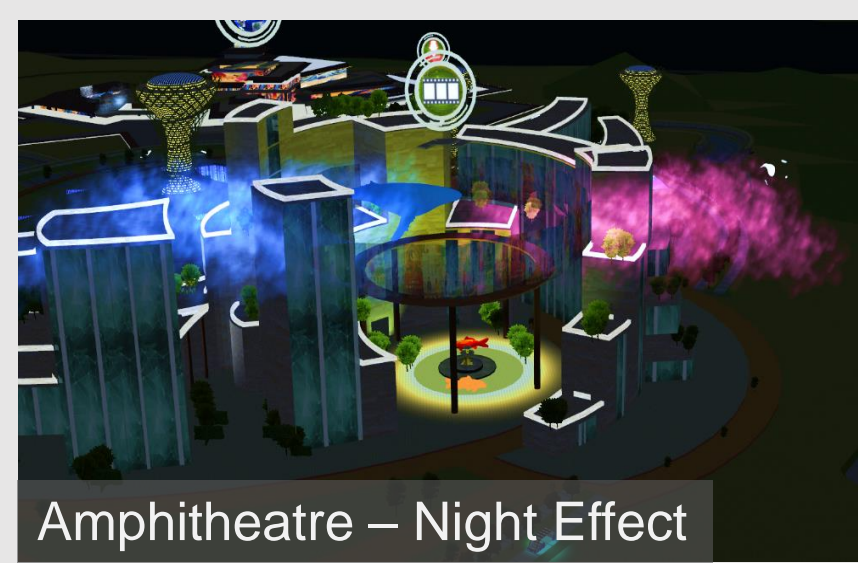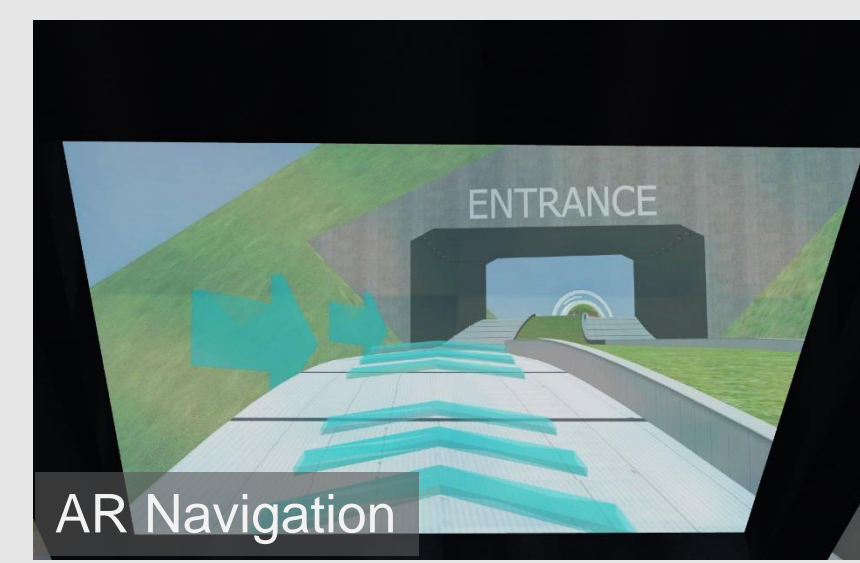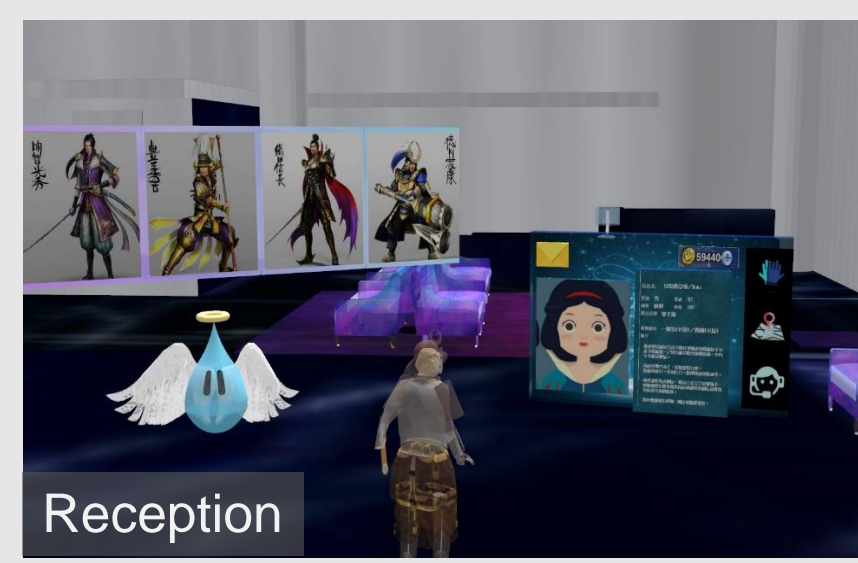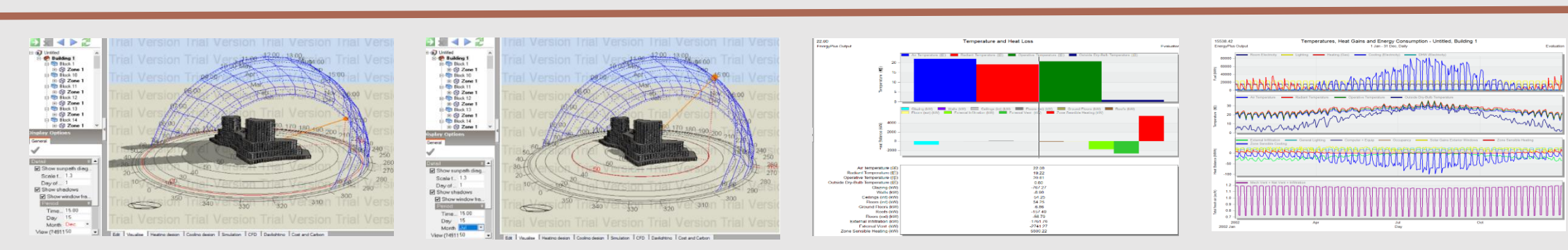
Peach Blossom Valley

The issue of old houses has emerged in many parts of Japan. The plan proposes the reuse of empty houses, the improvement of the condition of old houses and the infusion of popular culture, making tourists aware of the importance of cultural asset protection.

MIX REALITY ENTERTAINMENT DISPLAY

Reception
AR Navigation
Amphitheatre – Night Effect
Waterfall
Shopping Arcade
Survival Game
Music Festival
Feedback Effect

The resort's space design focuses on creating a complex entertainment experience that echoes the theme of each district and creates an interactive experience between people in each space. Transportation, construction and other facilities will combine virtual interactive technology to make visitors feel like they are in a dream, stay away from busy urban life, and have a wonderful dream in Yumeshima.

ECO ANALYSIS - DESIGN BUILDER

Design Builder is applied to simulate and resolve the problem about energy-conscious technology. The application includes the sunlight factors and illuminance. This is instrumental in conserve and rescue carbon emissions.

DISASTER ANALYSIS - EXODUS

Elevator
Stairs
Station Floor
Top Floor
Bottom Floor
Middle Floor

Assume : Escaping from the station floor (accommodating 200 people)

Case	Evacuation method	Entrance and exit	Remarks
1	Elevator & Stairs	Top Floor	
2	Elevator & Stairs	Middle Floor	Compare with case No.1
3	Elevator & Stairs	Ground	Compare with case No.2