RISDNR
Kazan, Russia

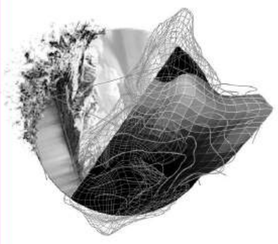
Team leader
Rezeda Ahtiamova, Russia

Team members
Ilnar Ahtiamov, Russia
Sofia Shcherbak, Russia
Dilyara Kidracheva, Russia
Nadezhda Shumeeva, Russia
Radmir Valeev, Russia

INDIGO GROUP DPA-X PERRAULT ARCHITECTURE
CAR PARK FUTURES COMPETITION 2022
72 HOURS ARCHITECTURE CONTEST

PVRKING

PVRKING



People's ideas about mobility and modes of transportation have evolved throughout human history. However, the essence has always remained the same - to get to another place, you need to overcome the path from point A to point B. Now digital technologies have revolutionized this area. Now, thanks to the technologies of virtual and augmented reality, a person can, standing in one place, get to the other side of the globe, at another time and into the minds of other people.

This makes it possible to use such little-exploited and non-human-scale spaces as underground parking for almost any purpose. Due to the fact that transformations are carried out mainly in a digital environment, the functions of the building can change as the needs of society evolve and adapt to the individual preferences of the visitor, while not requiring major structural and decorative changes.

Thus, a place that served as a transshipment (intermediate?) point on the way to the goal becomes the destination itself.

CREATION

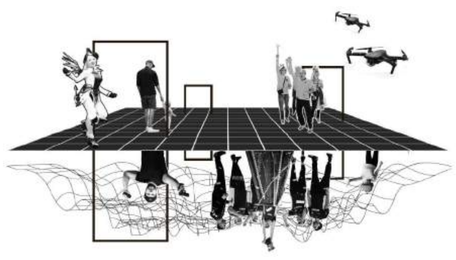
BASE
Almost empty existing space is a base for new structures.

DIGITIZATION
Space is scanned and digitized.

OVERLAY
Virtual reality is built over the old structures.

NEW REALITY
People make virtual reality the second real one.

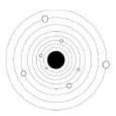
USERS



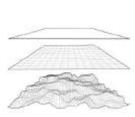
PASSIVE
-Fans
-Parents
-Cosplayers
-Journalists

ACTIVE
-Amateurs
-Esportsmen
-Children
-Digital artists

PRINCIPLES



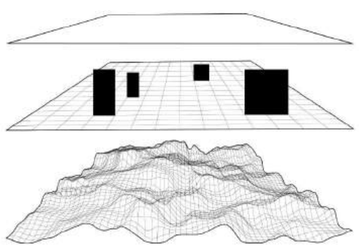
SINGLE VIRTUAL INVIRONMENT
The space is in one virtual universe. Players interact with each other through gadgets, being at different levels or at the same level.



3 INTERACTION LEVELS
The space is divided into levels: virtual reality, augmented reality and ordinary reality.

MULTI-FUNCTIONALITY
The space presents a lot of functionality: games, education, medicine, etc. Everything in the space is within walking distance.

AUTONOMY
The energy that is spent on the opportunities provided is taken from underground. The space is completely autonomous.

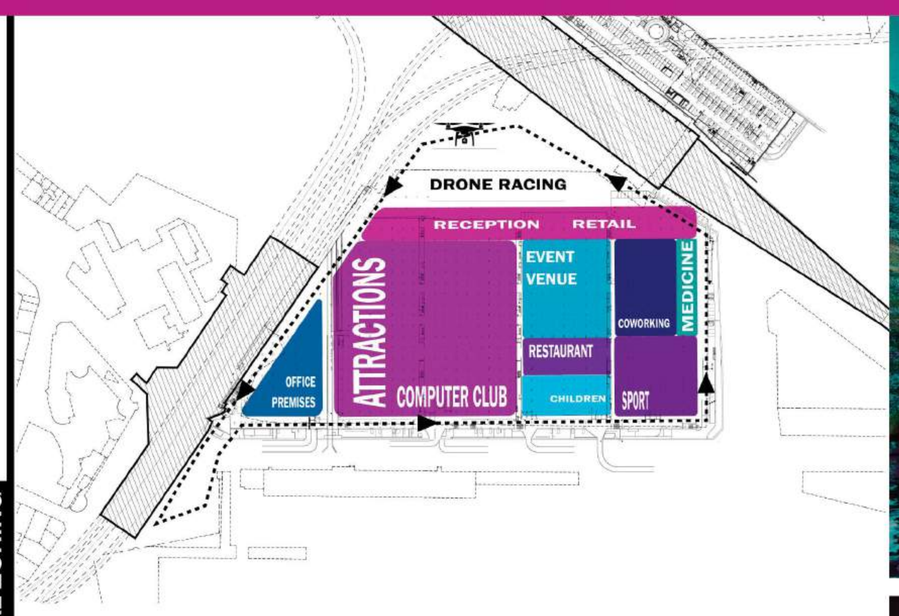


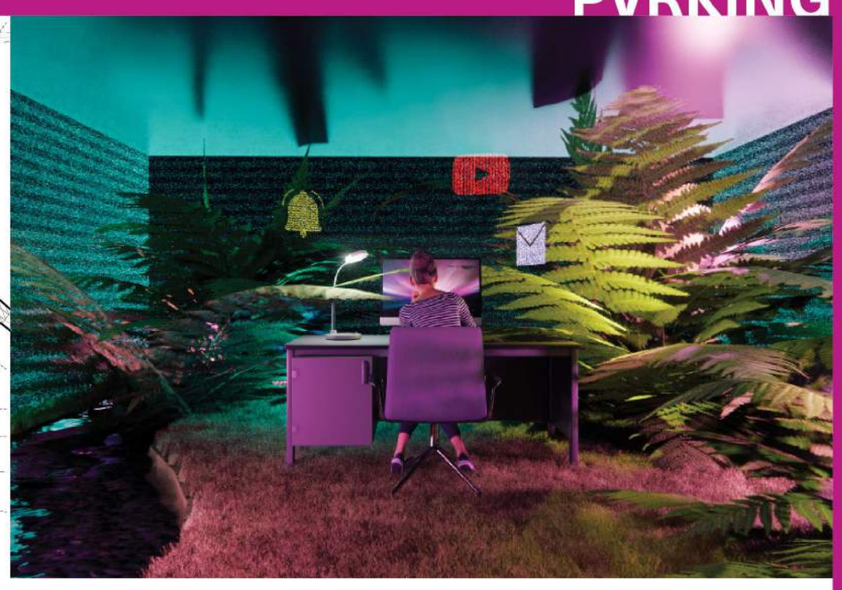
1 LEVEL
Cassic reality:
reception, restaurant, retail, computer club

2 LEVEL
Augmented reality:
attractions, event area, retail, kindergarden, dron-racing, coworking, sports complex

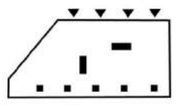
3 LEVEL
Virtual reality:
universal single world with different game zones (shooters, quests, RPG, mini-games, etc.), hotel

1 FLOOR - FUNCTIONAL ZONING

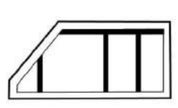




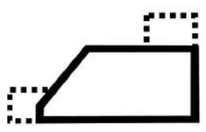
AUGMENTED REALITY SPACES



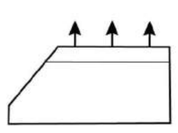
ACCESS
The space is mainly accessed via multiple entrances through the reception. There are additional entrances via elevators.



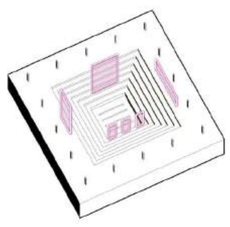
COMMUNICATIONS
There are several trajectories of movement inside the space. You don't have to go outside to enter any area.



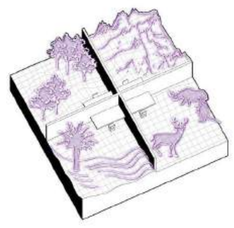
OUTER PERIMETR
The drone track extends outside the building. This helps to attract visitors from outside.



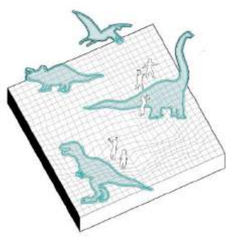
DYNAMIC FACADE
Thanks to the drone route, the facade is dynamic. This helps convey the atmosphere of the space.



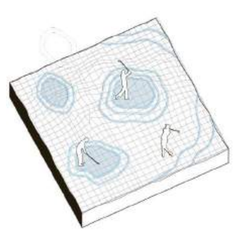
EVENT AREA
This is a platform where various events are held. For example, esportsmen and their fans gather here for tournaments. Due to the fact that everyone has access to augmented reality, there is no need to spend money on decorations, the site is arranged as simply as possible.



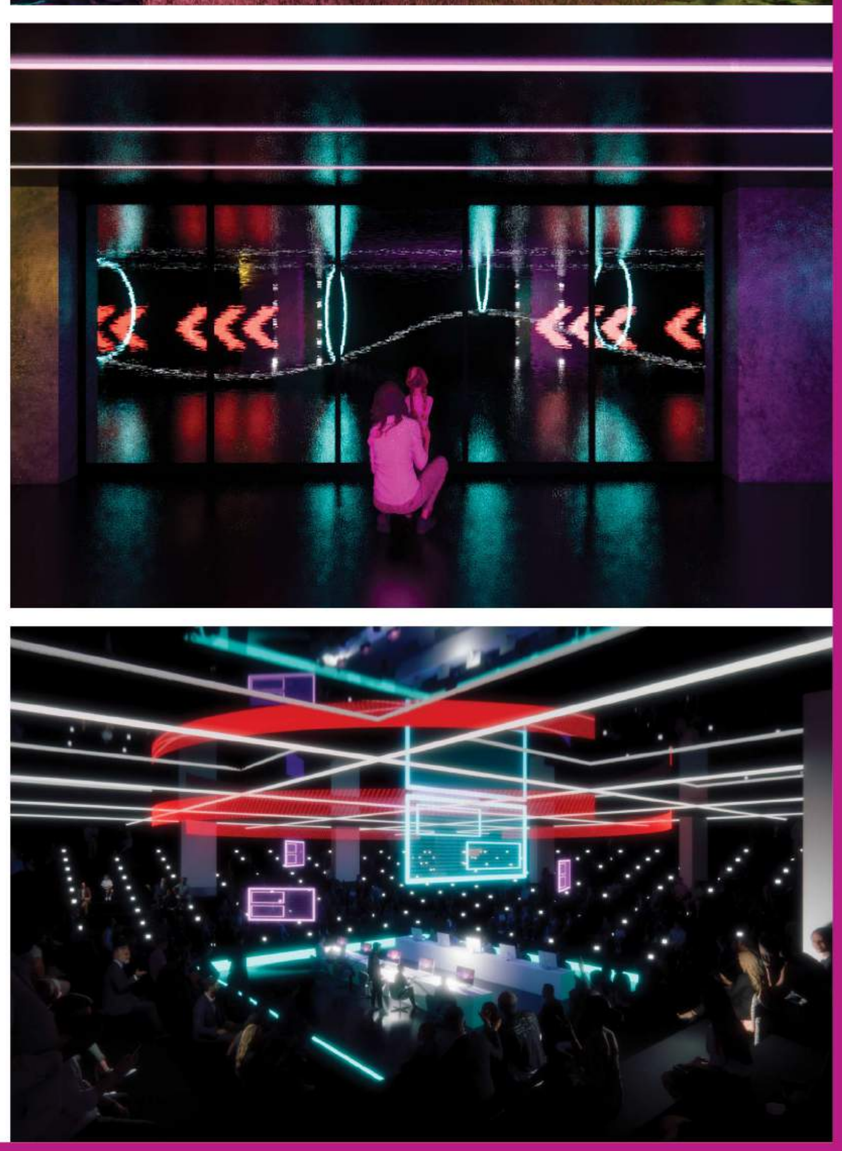
COWORKING
Virtual coworking is a place where a person works in the reality that the one chooses. For example, beach, mountains, forest, etc. Sometimes it is very difficult to get started, but such an experience can diversify the routine. This way contributes to productive and enjoyable work.



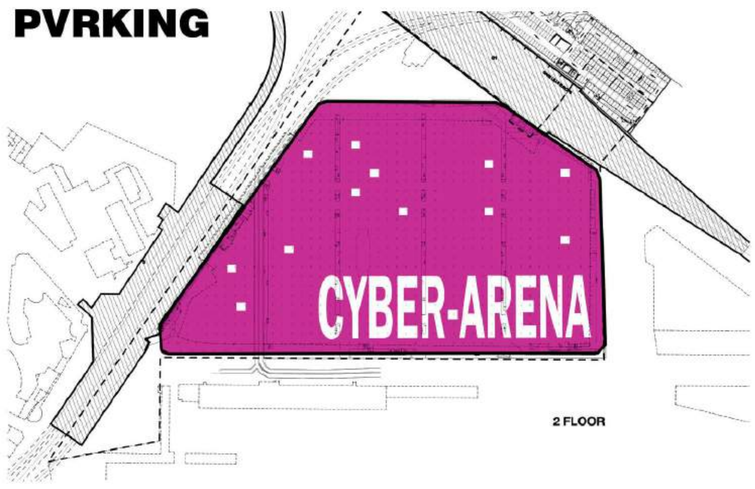
KINDERGARDEN
This is an educational platform where children are immersed in some kind of reality and learn new material in 3D. Parents can leave their children here and go to other locations with peace of mind, because there are those responsible for the children.



SPORTS
The space is designed for practicing various sports, which may sometimes depend on weather conditions. Here you can play golf, skiing and so on. Such sports are not available everywhere, so visitors can get a new experience.



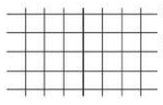
PVRKING



ARENA EXPLOITATION OPTIONS

DIFFERENT ZONES
Different genres at the same time in different territories.

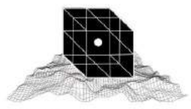
OPEN WORLD
Separate mini-games and quests distributed throughout the territory.



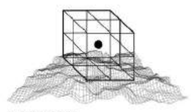
BIG GAME
One game for the entire territory, tournaments.

HOTEL

PAUSE
One of the operating modes of the hotel is a pause. In this case, the hotel is out of the context of the game. The interior may be chosen freely.



SHELTER
The hotel fits into the context of the game and is part of it. It can be a location that is in contact with the plot. That is, players can stay in the game without leaving it at night by pausing it. And then continue their move at the time they want. This helps to immerse yourself in the virtual world more.



LOCATION
In addition to continuing the plot of the game, visitors can choose the reality in which they want to fall asleep. It can be some kind of desert, a rocket in space overlooking other planets, a cruise ship cabin overlooking the ocean, and so on.

M 1:500

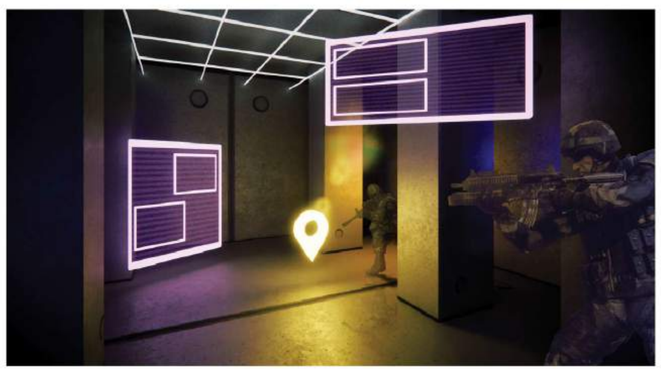
VIRTUAL REALITY SPACES

GAME

Virtual games have captured the imagination of gamers relatively recently, but this most interesting phenomenon continues its victorious march around the world, captivating with absolutely incredible options.

Games are available for both children and adults. Here are different genres. Arm and leg sensors will transfer all movements into the game and add spice. Movement around the playground is free, without wires.

You can play both alone and in a team, depending on the desire of visitors. There are several halls in space so that no one interferes with each other, and it turned out to be completely immersed in another world.



ART

Virtual creativity is a symbiosis of creativity and modern technologies, which inspires artists to create a fundamentally new view of art. VR technologies are used to create computer games, shoot films, as well as used in the field of design and architecture. A large selection of animated drawing tools will allow you to create realistic three-dimensional objects and space with one wave of your hand. The main feature of drawing in virtual space is the ability to create 3D drawings, which allows you to fully immerse yourself in the created world. At the moment, VR art is one of the most modern and rapidly developing types of creativity.

Out complex provides wide opportunities for creators in different fields - game industry, cinematograph, 3d modeling

MEDICINE

The site helps people overcome their fears. Previously, exposure to fear, both in imagination and in real life, was a necessary part of therapy. For example, flying on an airplane, going on stage in front of an audience, climbing to great heights, and so on. This therapy option works, but because of the time or money involved, many people drop out of treatment. It can be difficult for someone to imagine the situation at the first stage because of unpleasant memories. People tend to avoid the scary.

Now you can train in the psychotherapist's office using virtual reality. This option is much easier and cheaper. The advantage of such therapy is that you can control the degree of exposure - from a weak degree of anxiety in a situation to the strongest. The number of attempts to treat a phobia is not limited.

EDUCATION

Immersive technologies are at the heart of virtual reality training – a virtual extension of reality that allows you to better perceive and understand the surrounding reality.

In virtual reality, students can conduct chemical experiments, see outstanding historical events and solve complex problems in a more exciting and understandable way. Virtual space allows you to examine in detail objects and processes that are impossible or very difficult to trace in the real world. In the VR world, a person is practically not affected by external stimuli. He can concentrate entirely on the material and assimilate it better.

The scenario of the learning process can be programmed and controlled with high accuracy. Based on the experiments already conducted, it can be argued that the effectiveness of VR training is at least 10% higher than the classical format.