

The background of the entire page is a complex, abstract drawing made of numerous dashed black lines. These lines meander and loop across the white space, creating a sense of movement and a network-like structure. Some lines are more densely packed, while others are more isolated, suggesting different levels of activity or connection within the space being described.

Olfactory Odyssey

Spring 2020 Project Drawings

This project consists of a network of space which produces and activates smells to further affect users' movements within an existing building and is intended to mediate and reconfigure work-leisure balances for the building's inhabitants through olfactory phenomenological means.



Office environment needs a proper transition toward a leisure environment to prepare people for an immersive experience in leisure.



smell -----> **smelling** -----> **memory**

And smell, as a neglected sense in architectural design, can reconfigure the interior environment to help the guests to connect to their own personal memories of leisure.

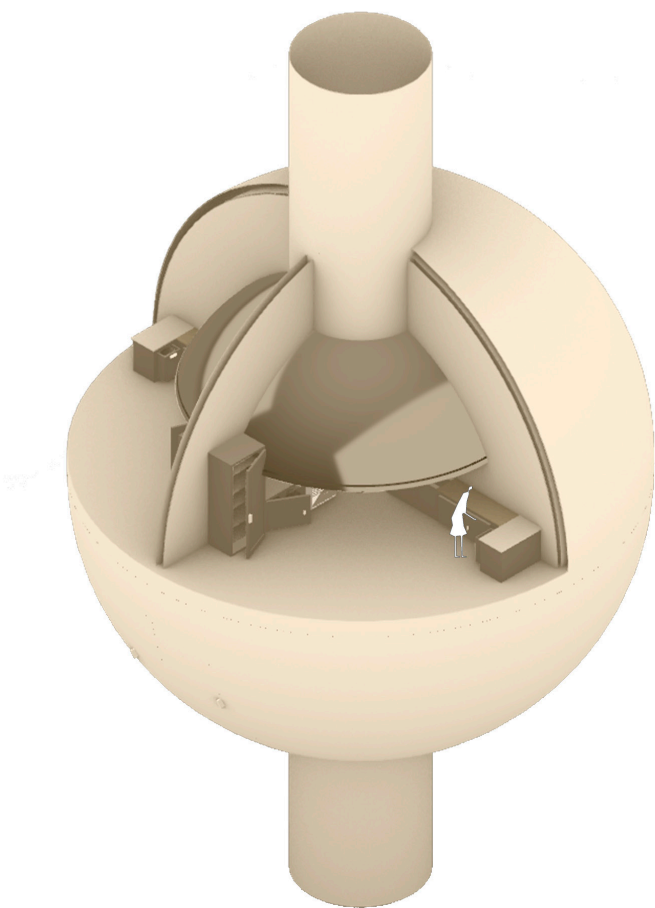
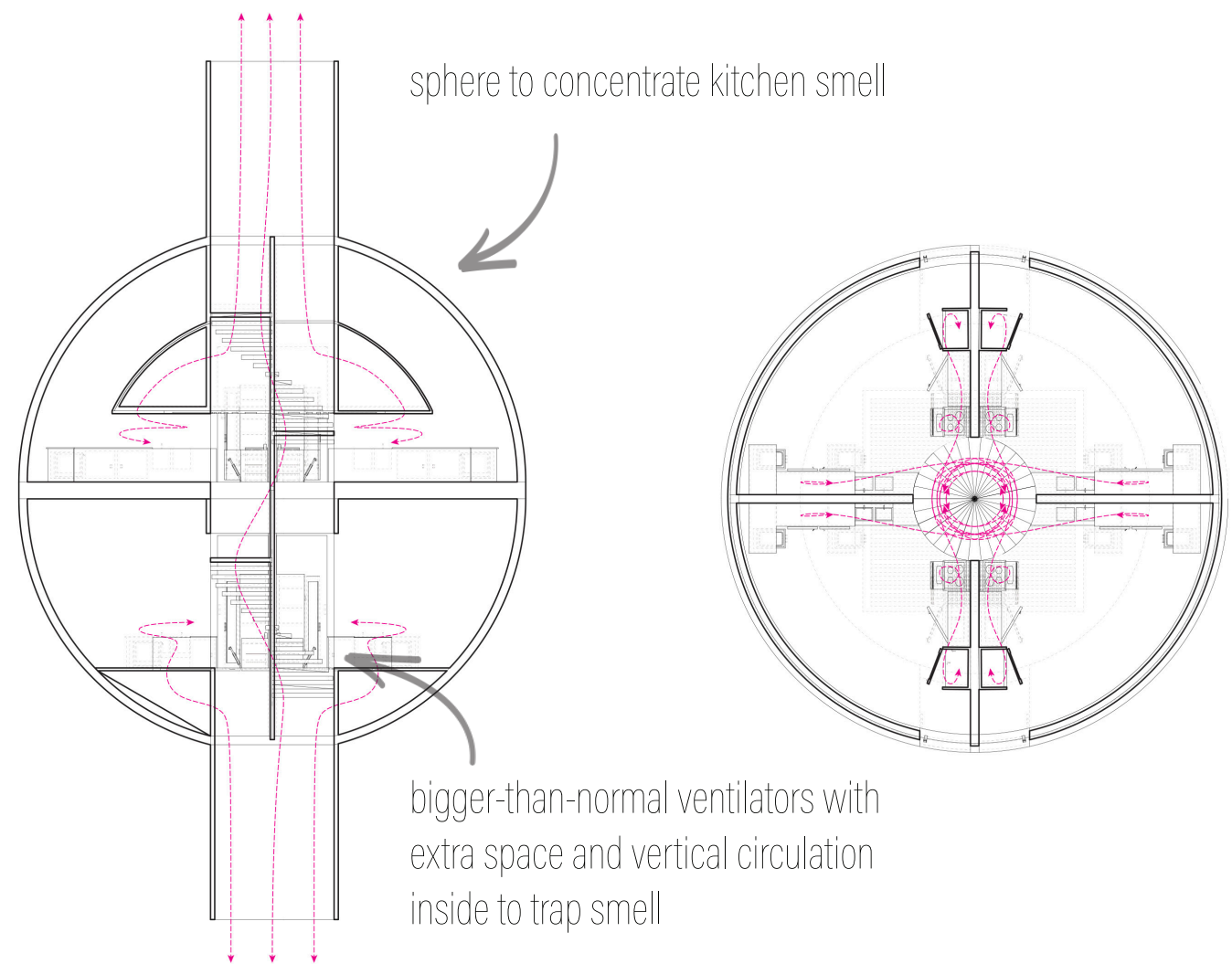
Method

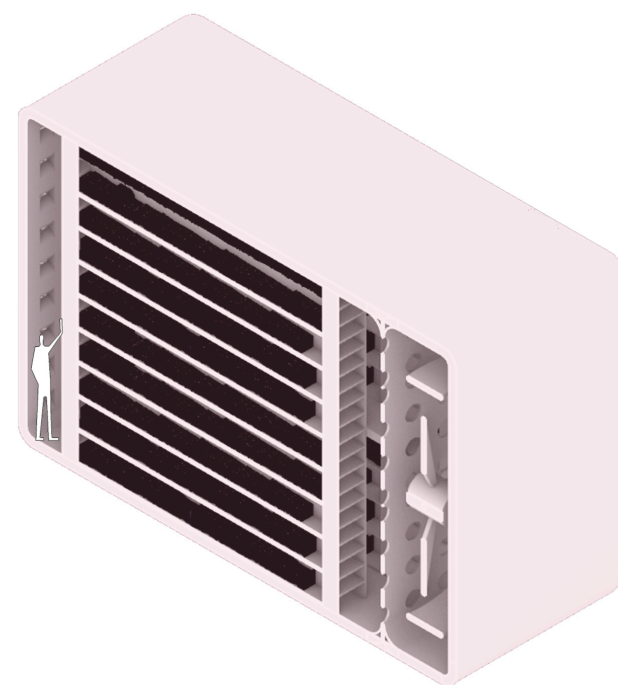
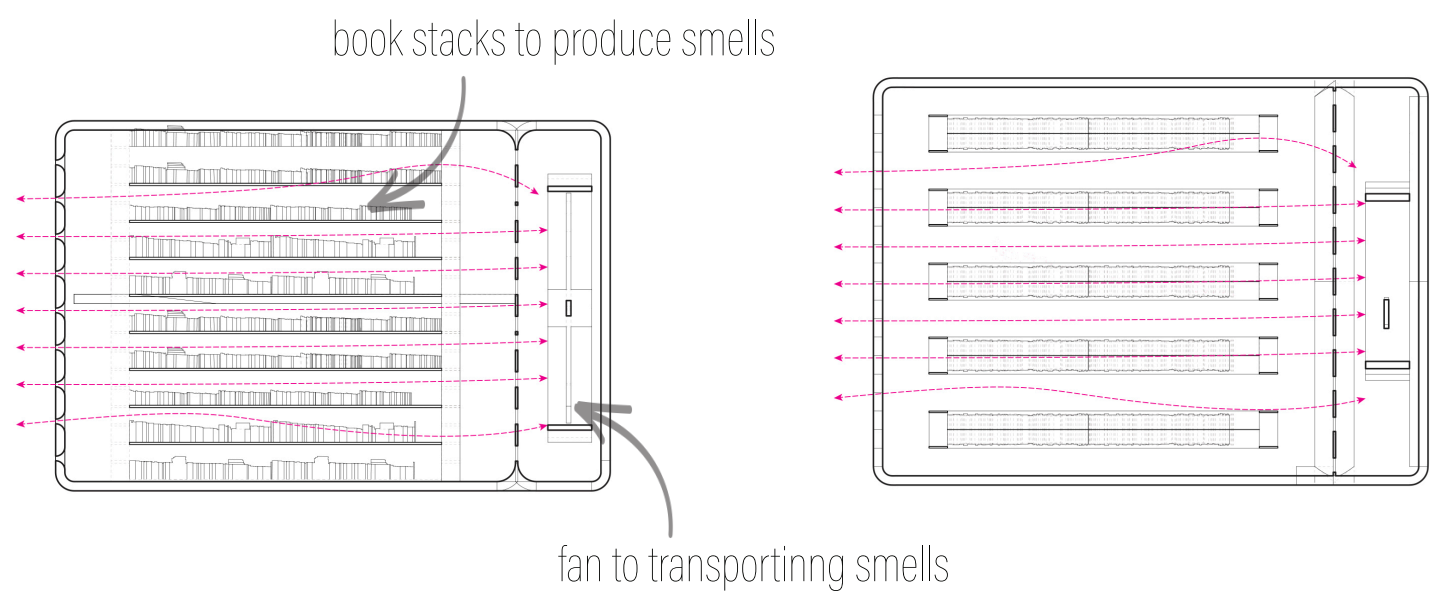
Memory, Deconstruction, Distillation

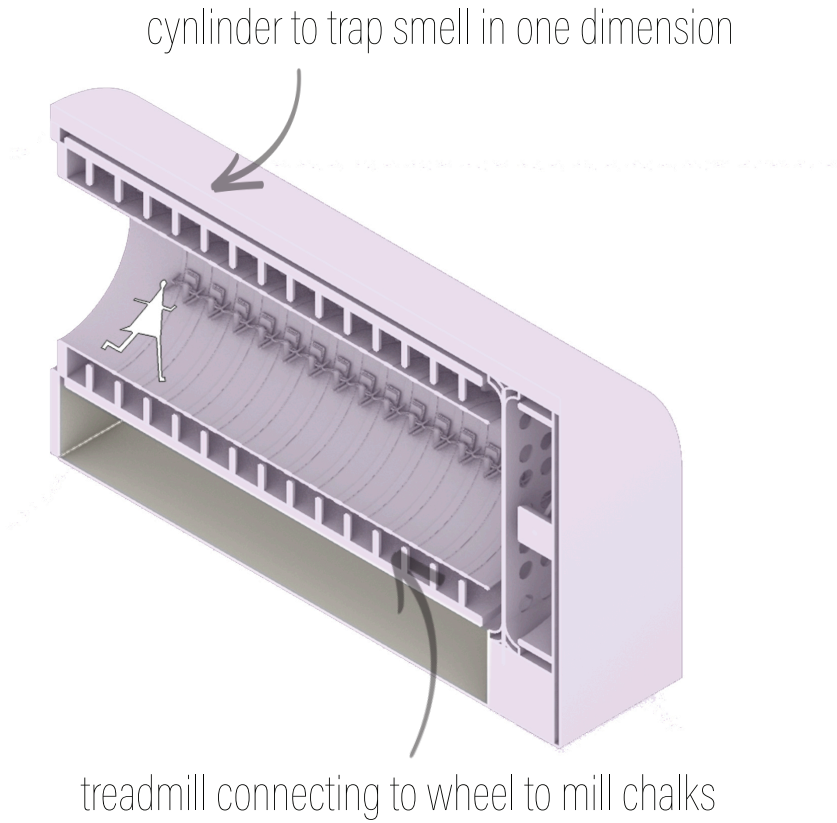
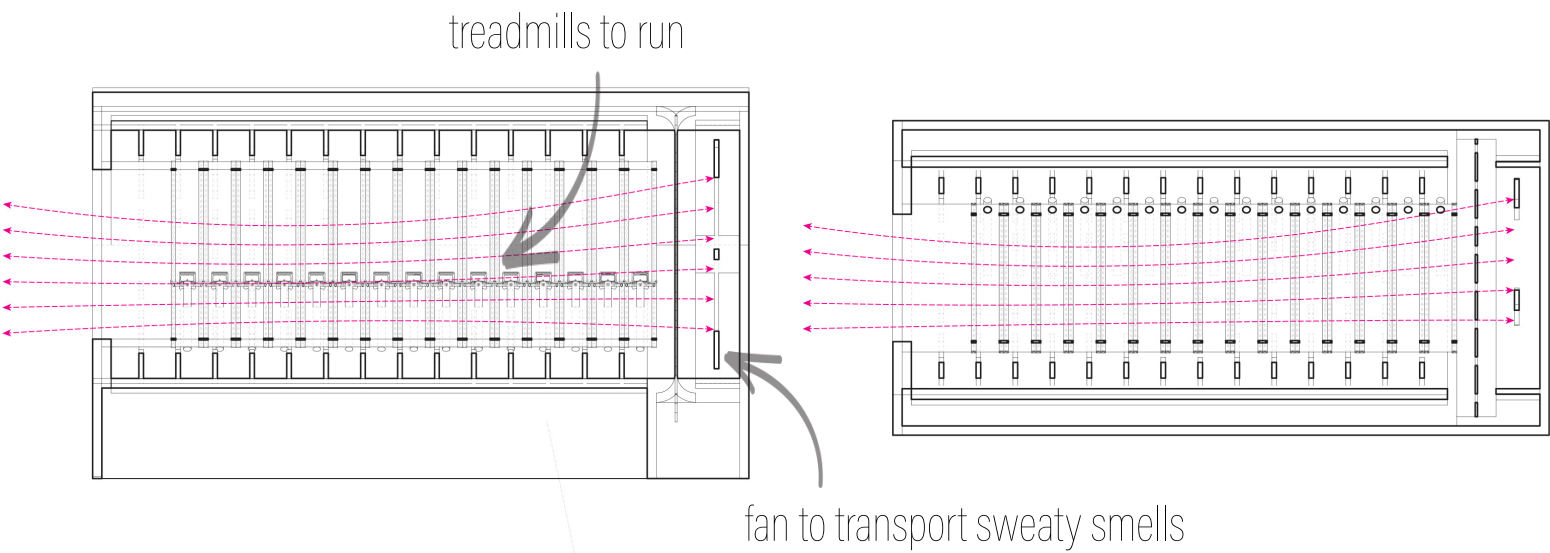
	natural			range	density	duration	effect	further
	plant	wood	sandalwood	1/2'	50%	5 years	soothing	with heat 8'
			cedar	1/4'	30%	1year	healing	
			camphor	1/4'	30%	1year	cleaning	fabric 1.5'
			rosewood	1/4'	20%	5 years	healing	
			cocobolo/others	1/8'	10%	5 years	instrument	
		grass	grass	1/4'	20	years	soothing	with water 3'
			fresh-cut grass	4'	70	1hour	soothing	
		soil	soil	1/4'	20	years	dirty	with water 6'
		water	seawater	500'	70	years	neutral	
			others	50'	30	years	neutral	
		fruit	fresh fruit	1/4'	20		neutral	
			cirtus	2'	40		fresh	
			cut fruit	6'	50	hours		
			durian	2'	70	4 weeks	negative	
		flower	jasmine	5'	30		soothing	
			lavender	2'	20		soothing	
			lily	2'	30		soothing	
			others	.5'	10		soothing	
			dry flower	1'	10		soothing	
	human	fluid	sweat	5'	70		negative	
			urine	3'	50		negative	
			vomit	5'	70		negative	
			body odor	.5'	10			
	food	grain		1"	5	years	neutral	cooked 3'/50/20min
		tea		6"	10	years	neutral	brewed 3'/50/20min
		coffee		1"	10	years	neutral	brewed 10'/70/20min
		meat	meat	.5'	30	7days	negative	
			seafood	3'	50	2days	negative	frozen 1'/30/days
		liquid	alcohol	5'	60	2days	dizzy	
			drinks	1"	10		neutral	
		animals	general pet	3'	50		negative	
			general wild	30'	50		negative	
			strong smell	1000'	50	14-21days	negative	when skunk get scared
		others	leather	2'	20	years	neutral	
			rubber	1"	10	years	neutral	
			fiber		5	years	neutral	

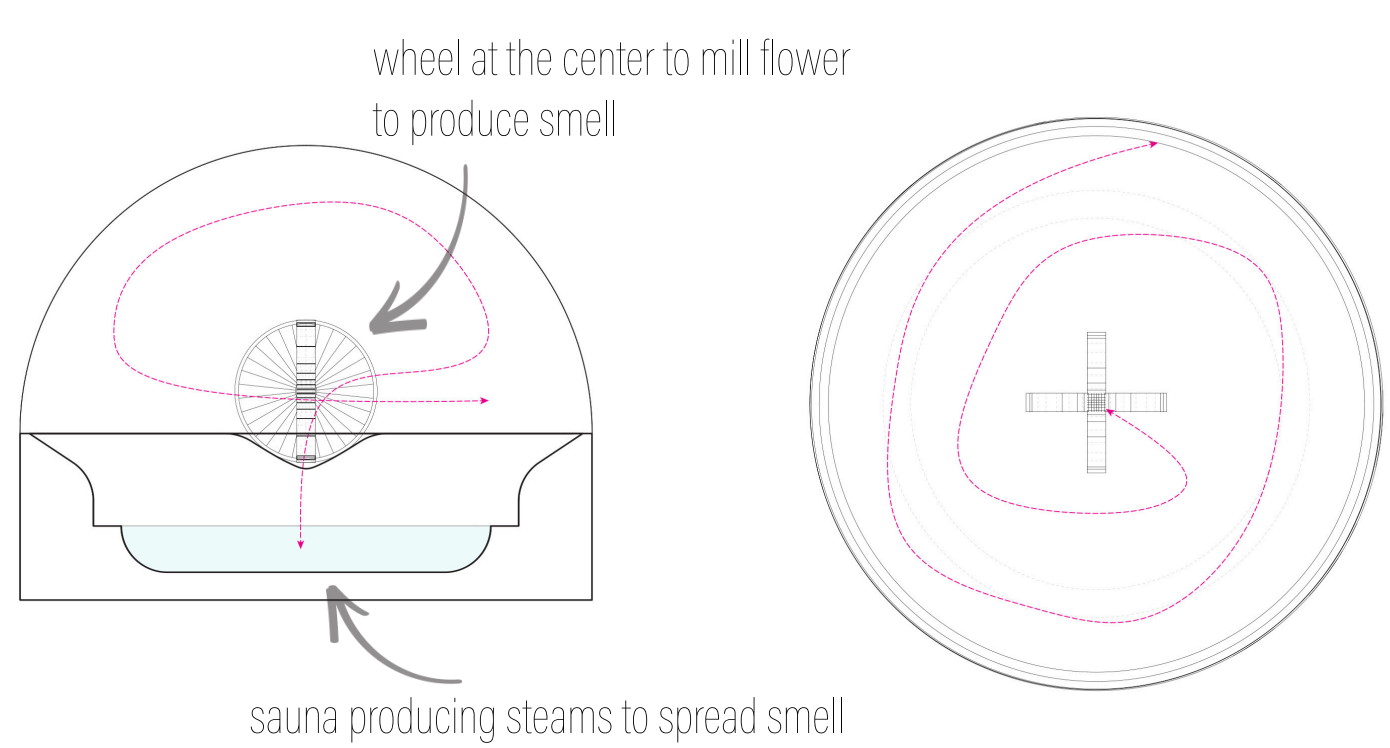
fig.1 // smell construction spread sheet

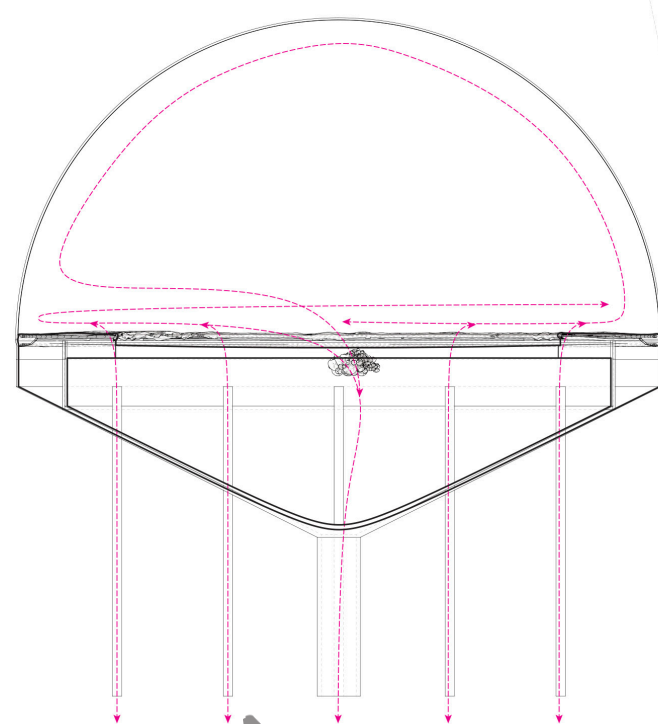
artificial	range				density	duration	effect	further
	food	caramel	fresh popcorn	10'	60		happiness	
			cream		5		happiness	
			sweats		10		happiness	
		cooked food	boiled	5'-15'	10-70	3days		
			baked	5'	40	10 minutes		
			fried	3'	30	3 minutes		
			grilled	10'	70	3days		
		spices						
			powder		5			
			liquid	1'	20			
	fragrance		perfume	5'	70	1 hour		
			detergent	1"	10	7 days	soothing	heat 20'/40/30minutes
			bleach	5'	50	2hours	cleaning	
	industrial	construction	paint	10'	80	14 weeks	poisonous	
			adhesive	-5'	60	7 days	poisonous	
			concrete		5		soothing	damp concrete .5'/10
			marble		5		soothing	damp marble .5'/10
			glass/plastic		5			
			steel		5			
			masonry	.5'	10			damp 1'/10
			stone	.5'	10			
			tile	.5'	10			damp 1'/10
		pollution	fuel	5'	70		negative	
			mould	2'	50		negative	
			traffic gas	15'	90		negative	
			subway	10'	90		negative	
			trash	3'	40		negative	heat 10'/70
			industrial pollution	1000'	80		negative	
			gas	10'	80		negative	
		material	paper		5		neutral	
			ink	1'	5		neutral	
			paint	10'	70	7 days	dizzy	
			crayon	1'	10		dizzy	



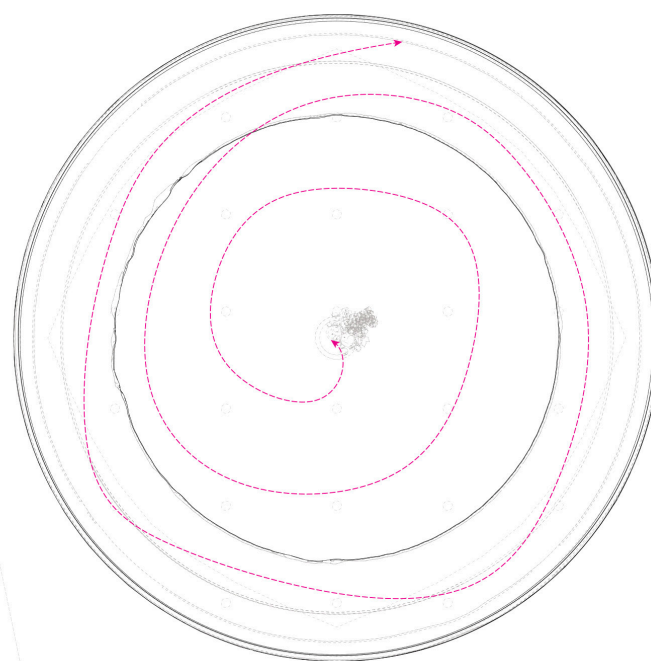




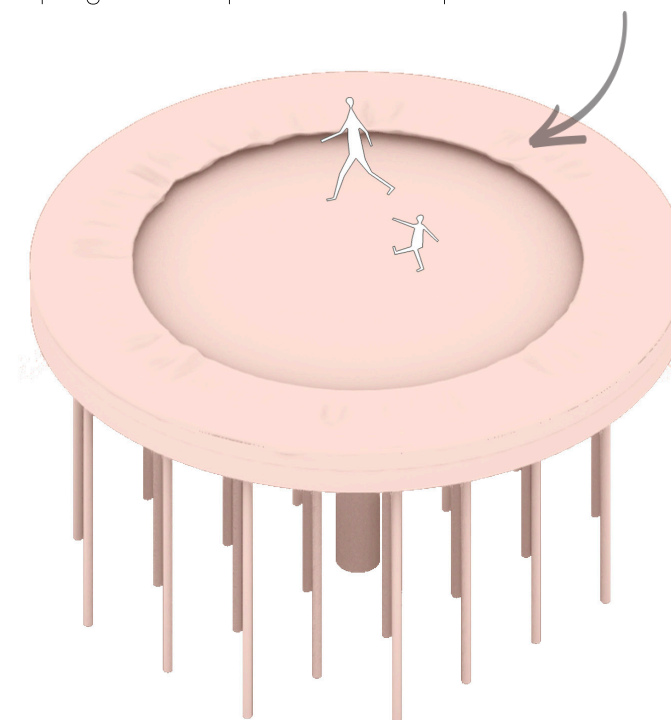


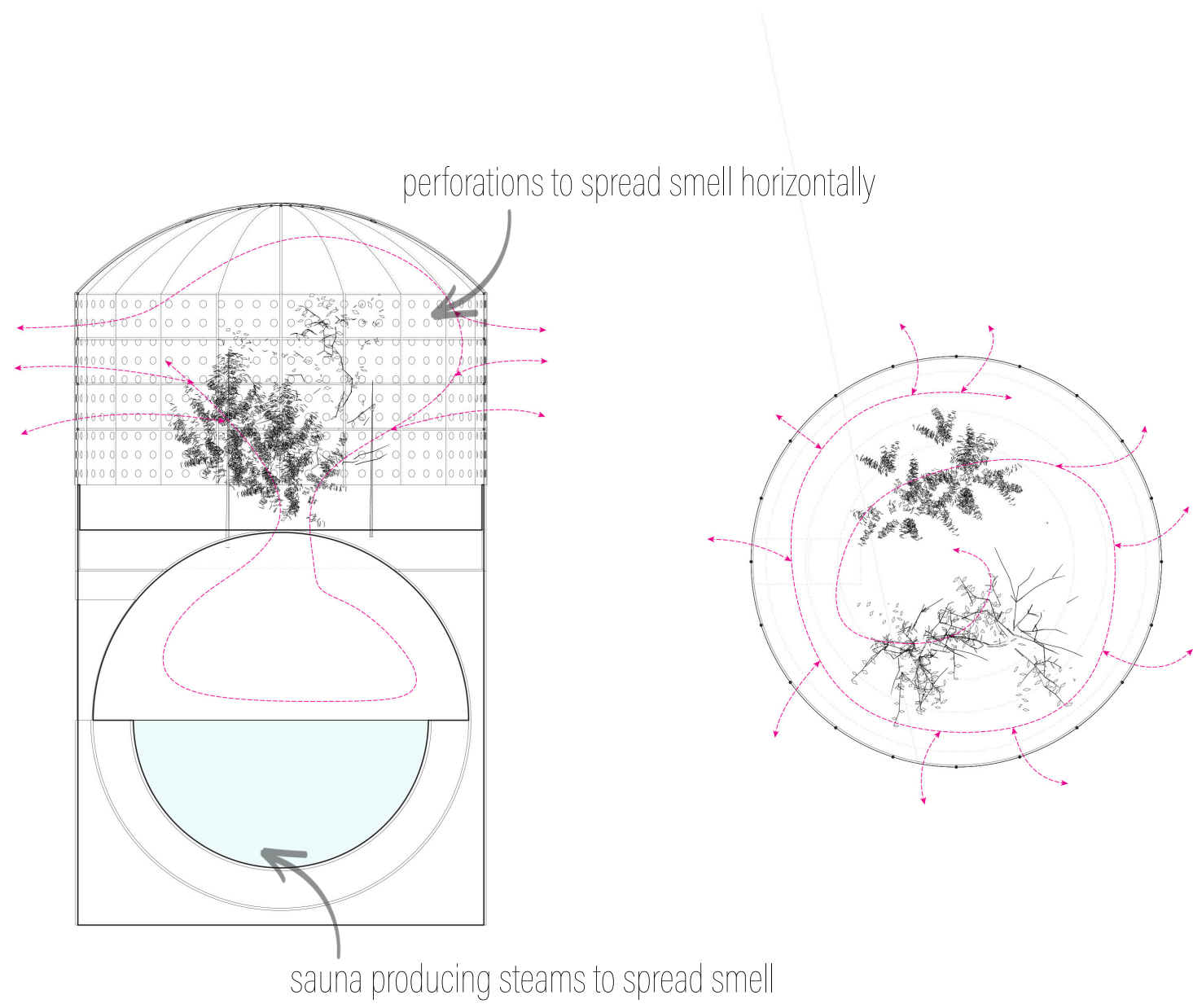


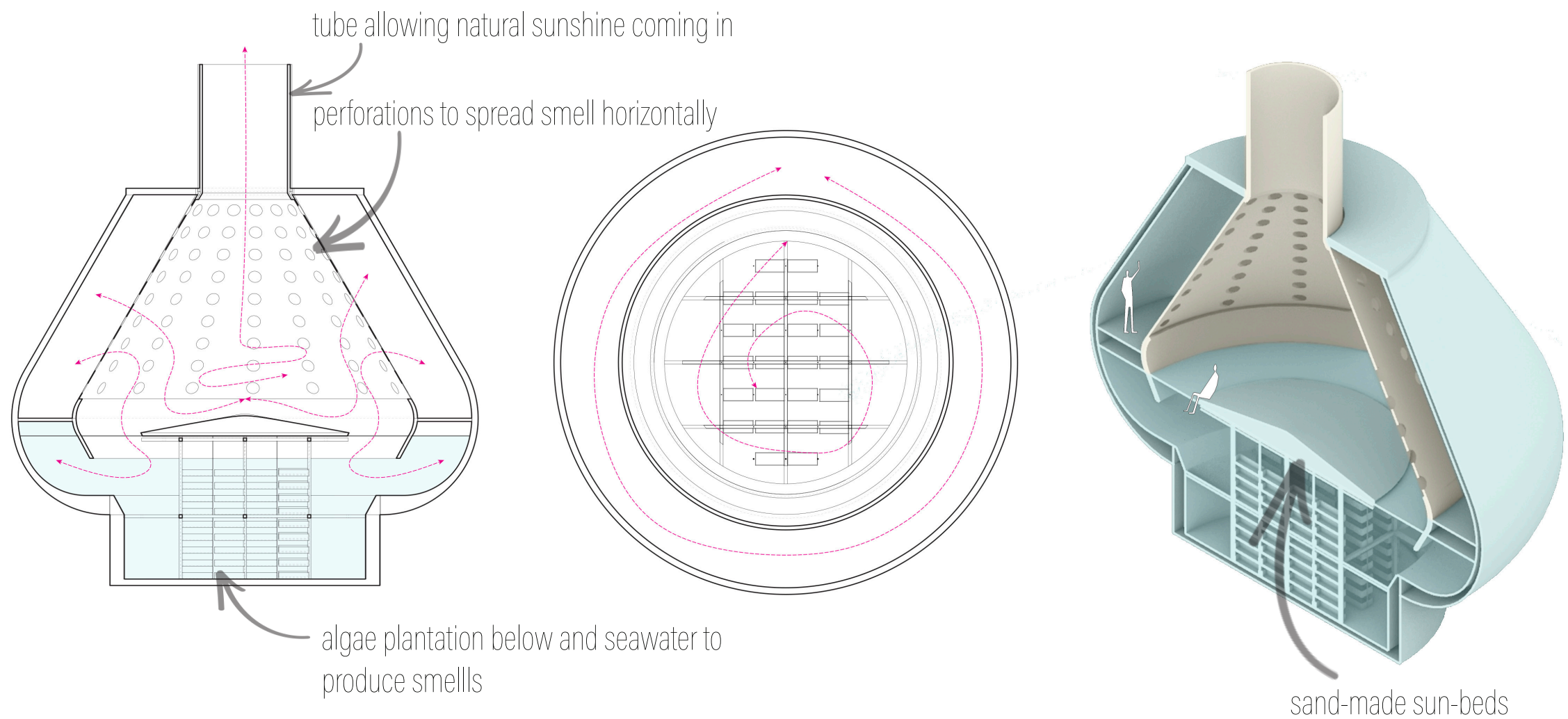
tubes to transport pressed juice smell

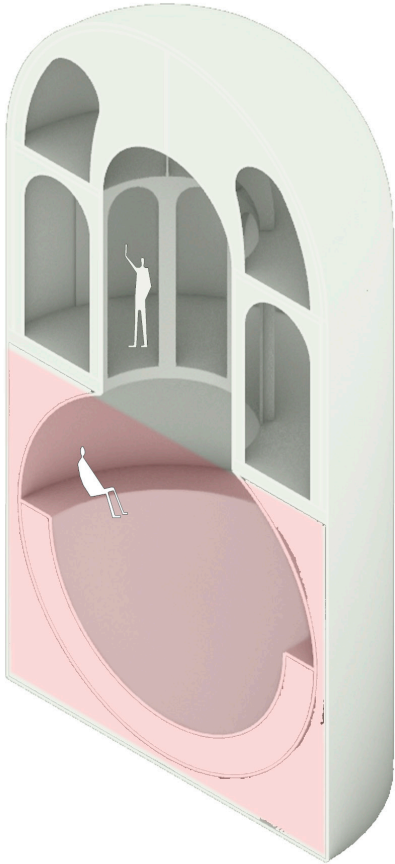
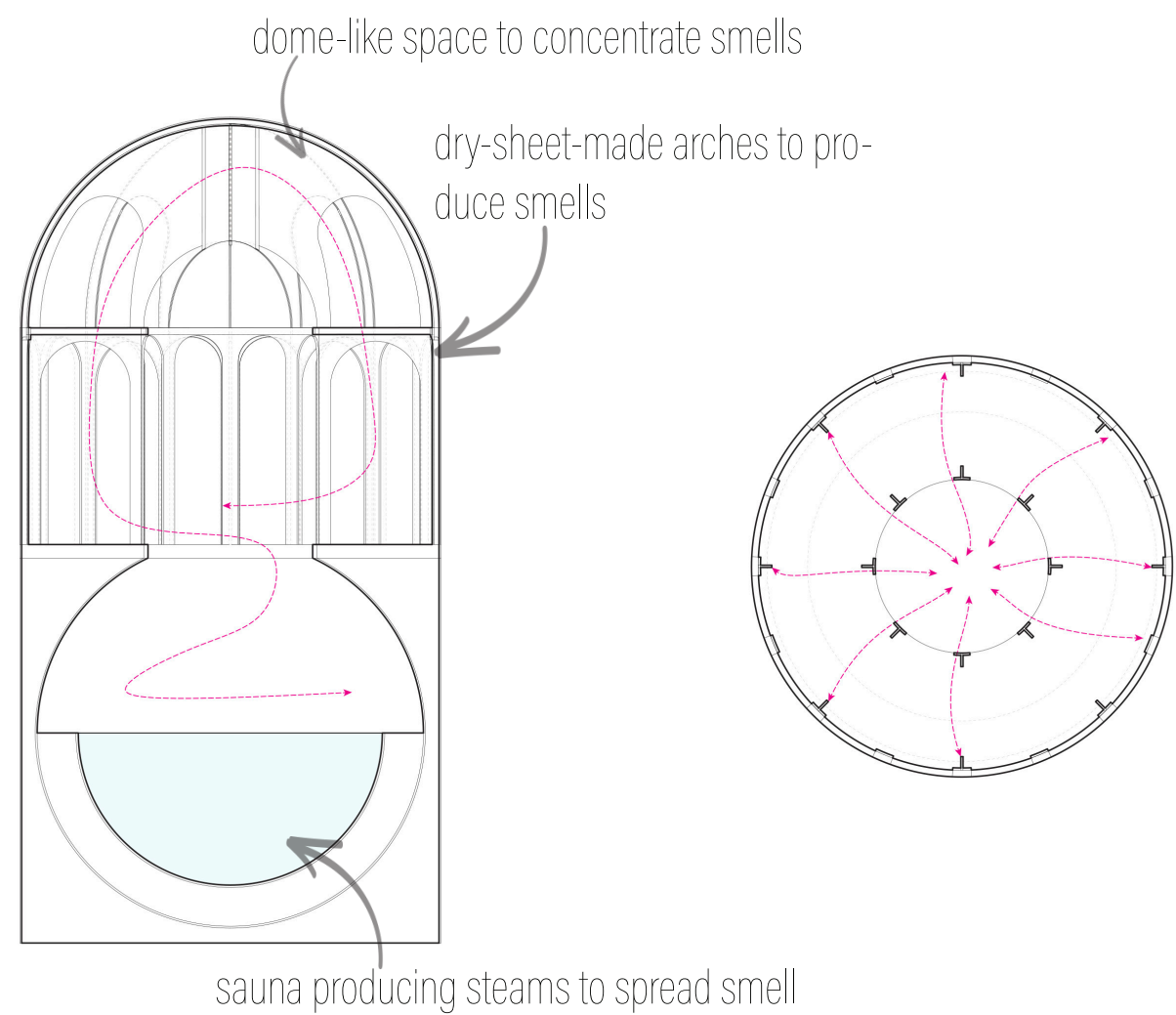


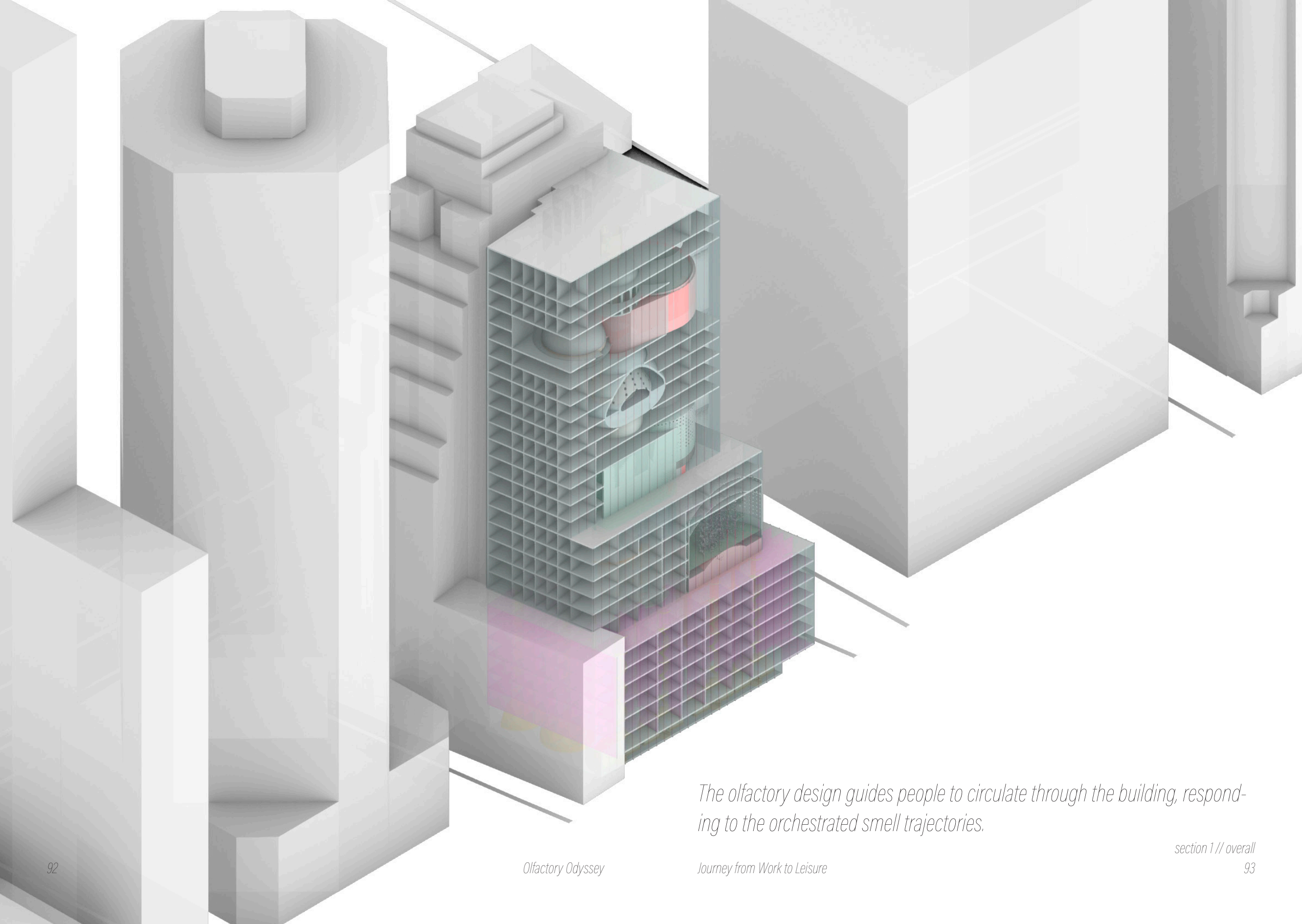
jumping on trampoline beds to press fruit below



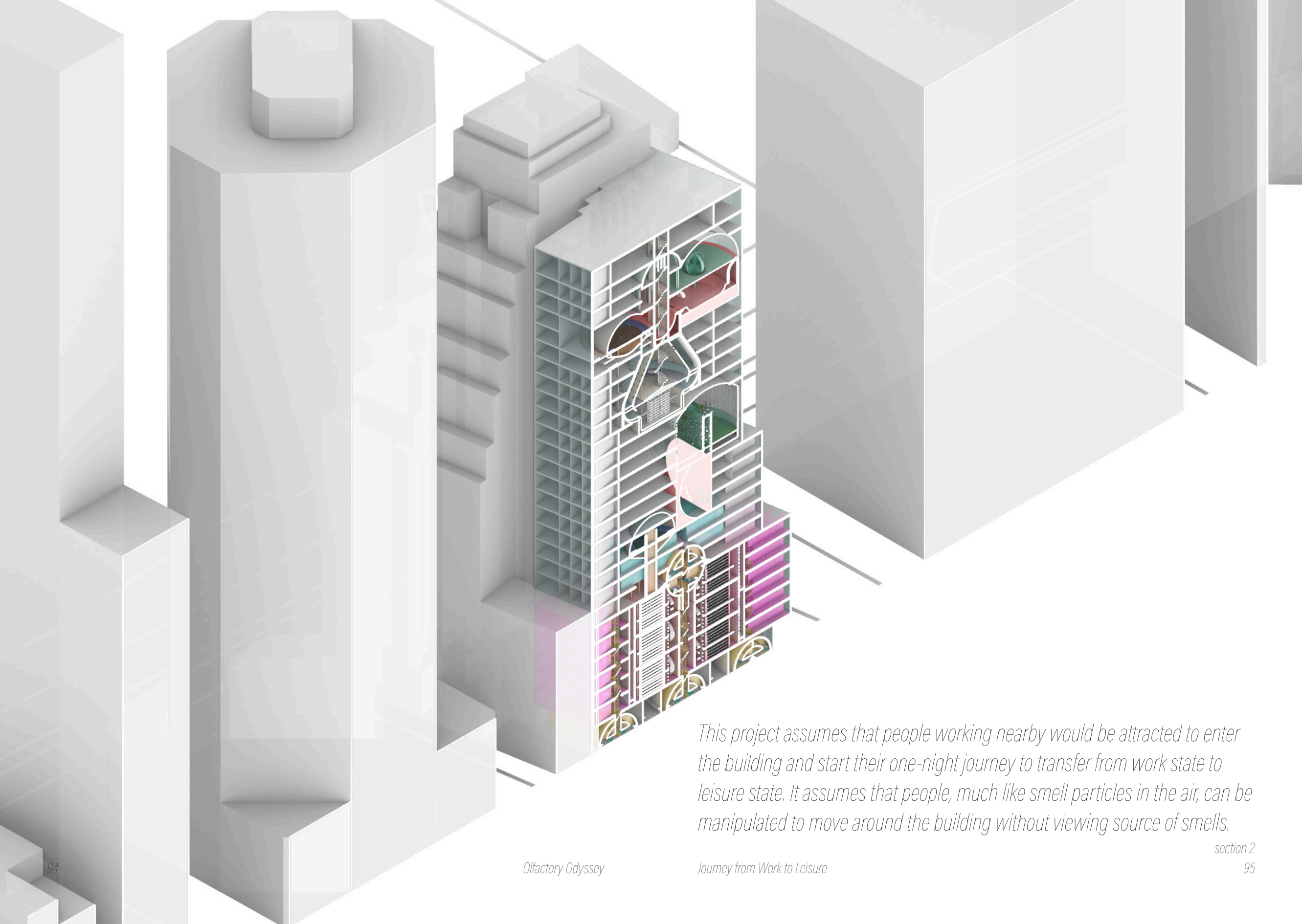




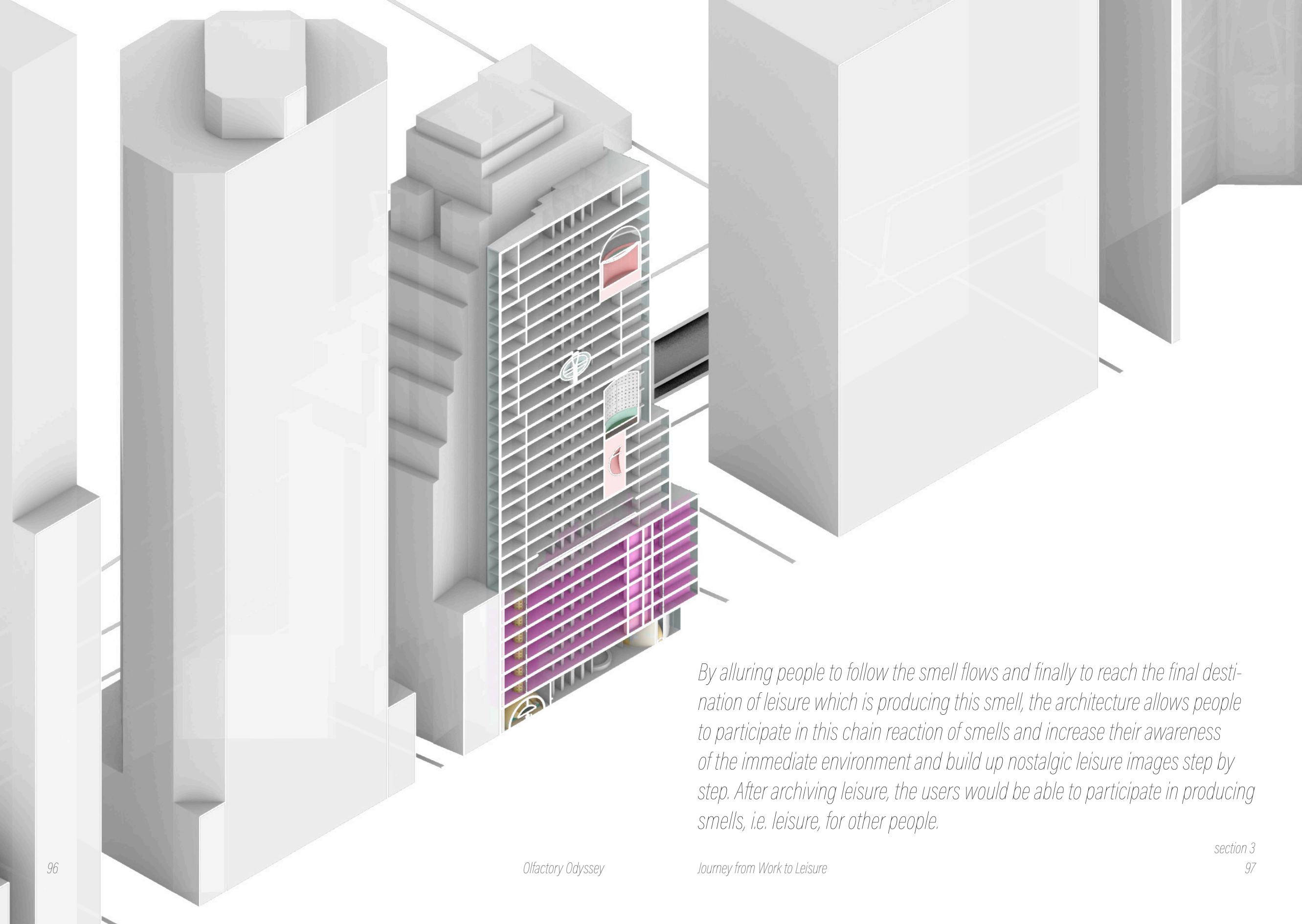




The olfactory design guides people to circulate through the building, responding to the orchestrated smell trajectories.

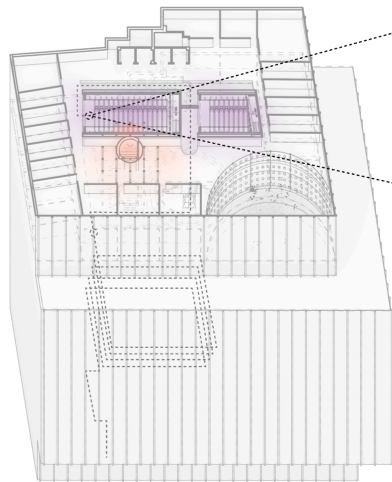
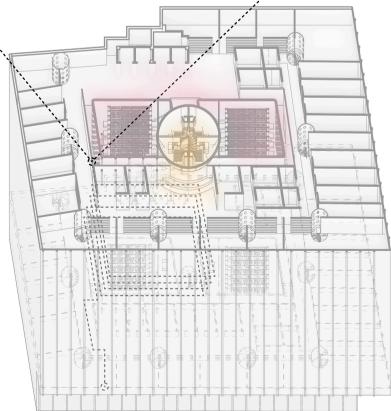
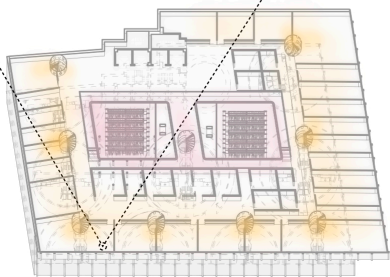
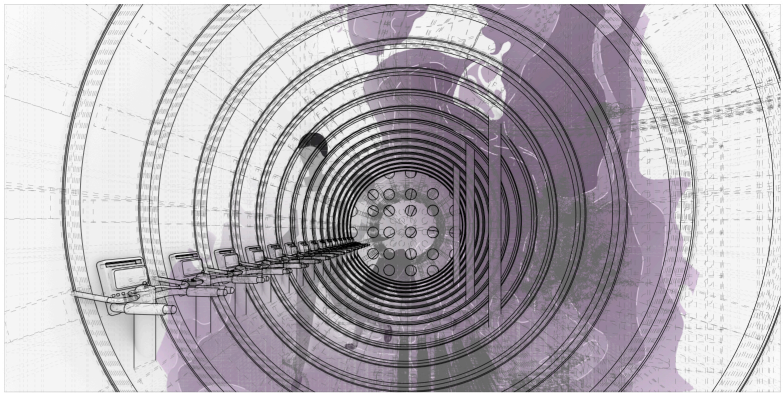


This project assumes that people working nearby would be attracted to enter the building and start their one-night journey to transfer from work state to leisure state. It assumes that people, much like smell particles in the air, can be manipulated to move around the building without viewing source of smells.

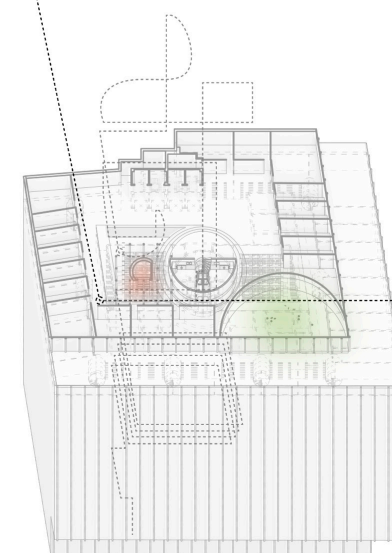
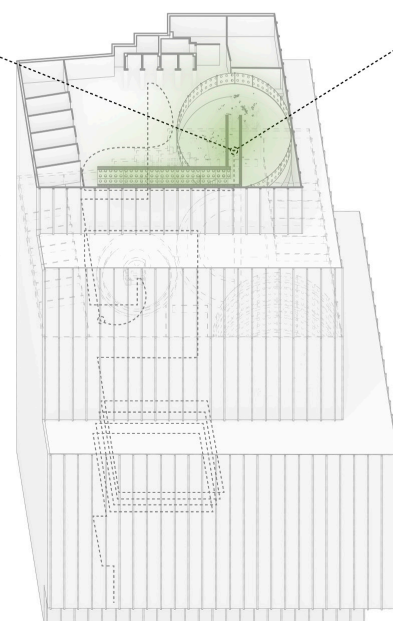
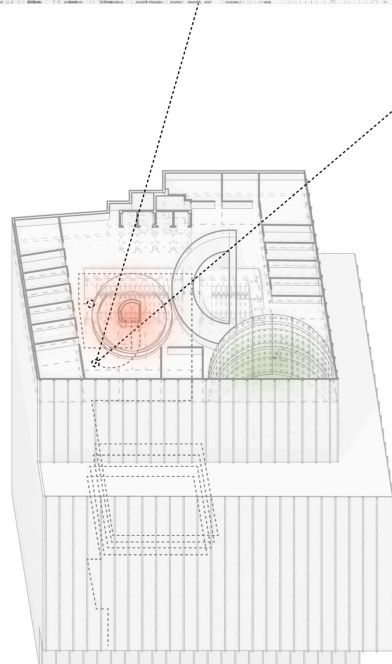
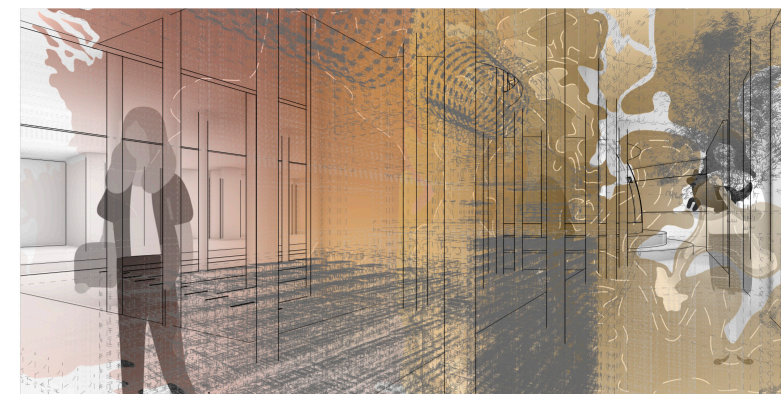
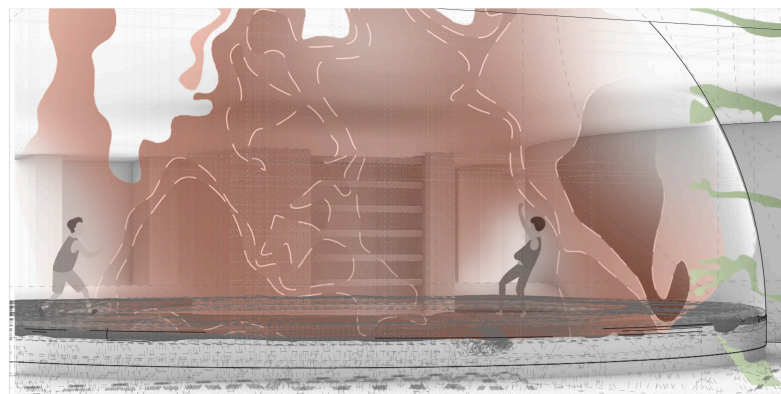


By alluring people to follow the smell flows and finally to reach the final destination of leisure which is producing this smell, the architecture allows people to participate in this chain reaction of smells and increase their awareness of the immediate environment and build up nostalgic leisure images step by step. After archiving leisure, the users would be able to participate in producing smells, i.e. leisure, for other people.

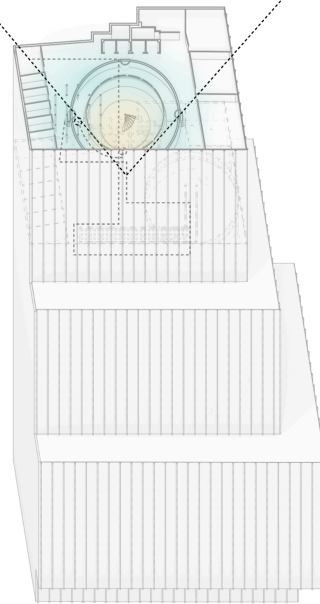
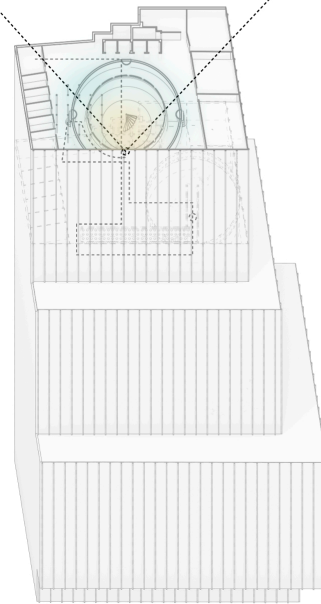
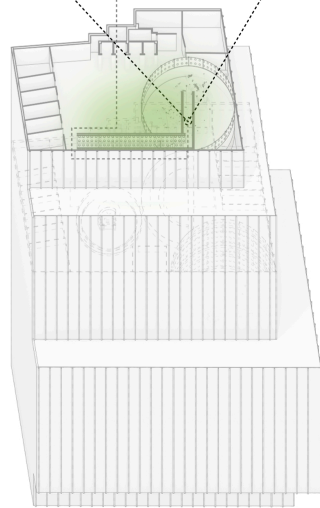
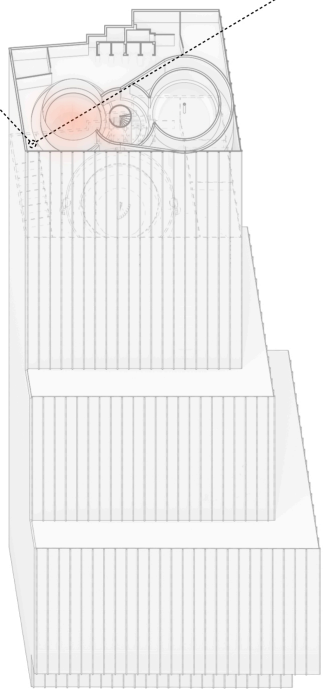
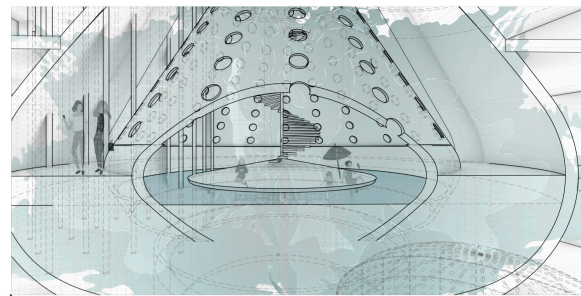
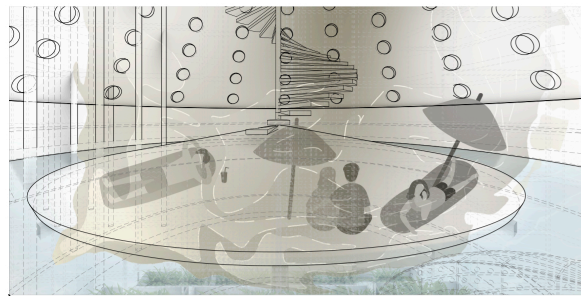
journey.1 // the financial consultant // nostalgic school memory



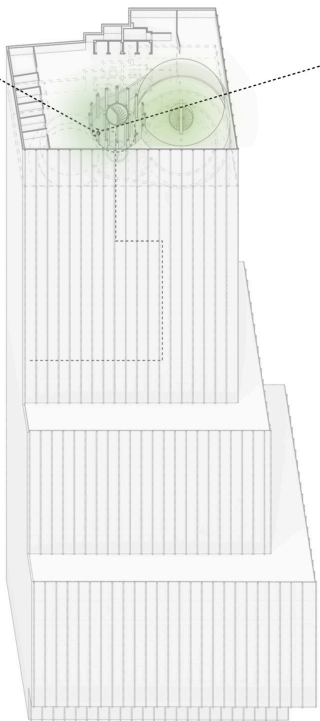
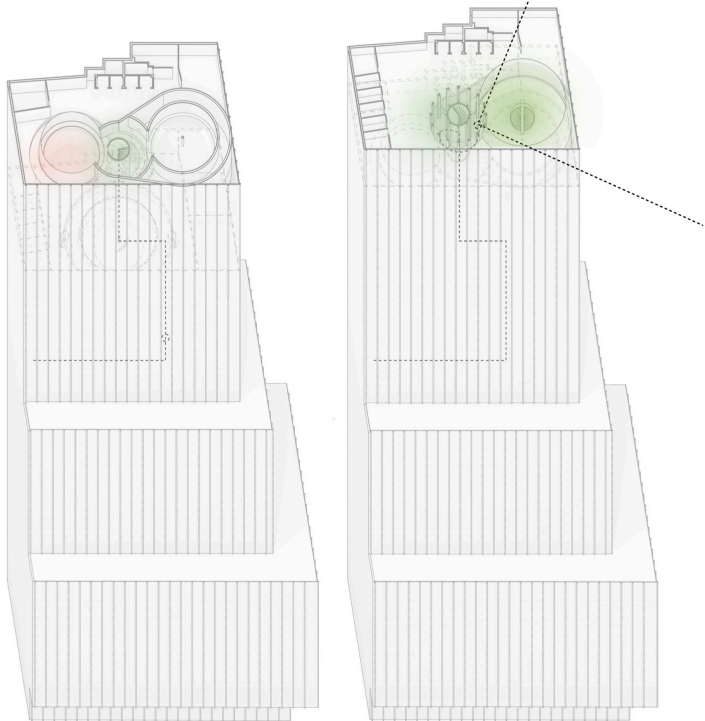
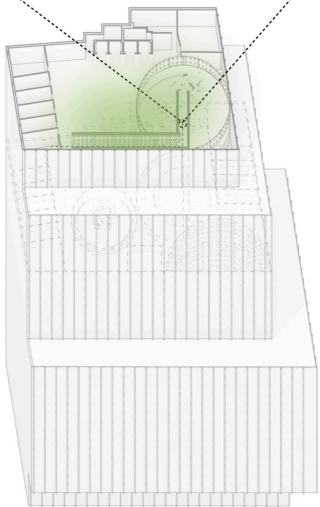
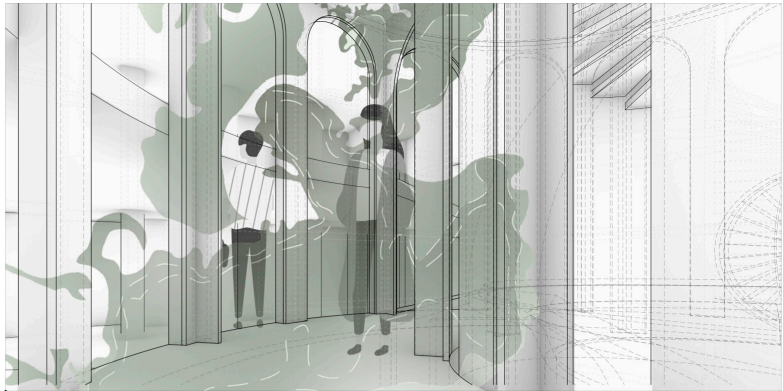
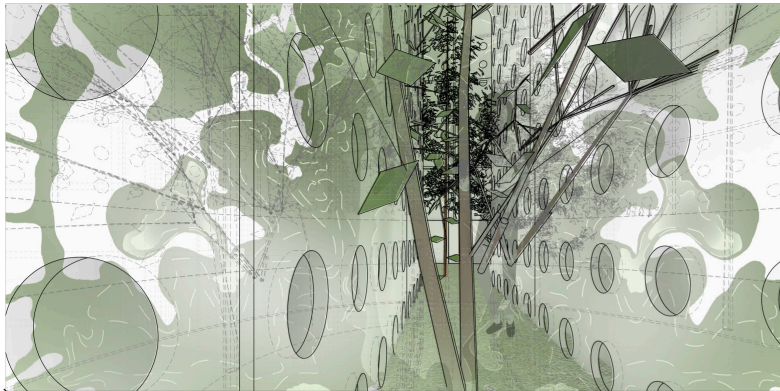
allured by food -----> chasing book smell -----> passing by sweats



refreshed by juice -----> **cured by garden smell** -----> **finished with cooking smell**



refreshed by juice -----> alerted by forest smell -----> refreshed by sea smell -----> leisure!



refreshed by garden smell -----> **cured by flower smell** -----> **released with laundry smell**