THE AI-POWERED FUN PALACE
WHERE TECHNOLOGY MEETS CREATIVITY

Artificial intelligence has tremendous potential to reimagine the latent potential of unbuilt architectural projects. Through innovative applications of, and collaboration with, emerging technologies, it is possible to generate a more profound understanding of an unrealized design as if recovering or recollecting a memory. AI can be used to generate videos and images that creatively memorialize an unbuilt work and create a shared emotional space, a compelling experience, and new insights into the past.

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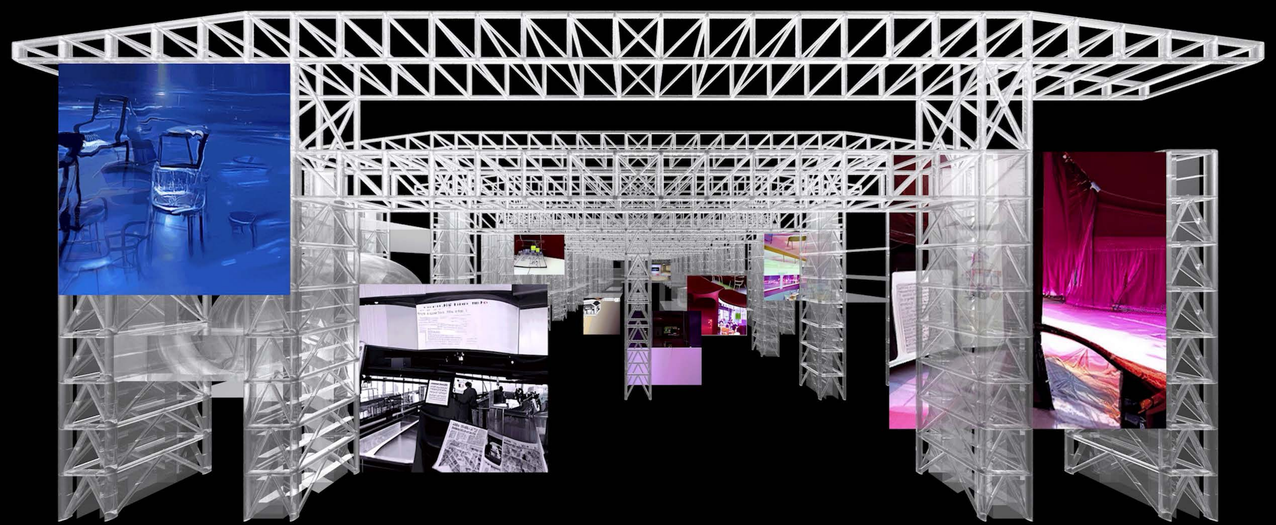
The project uses one architect's voice to guide another architect's voice and to guide an audience as they visualize a version of Fun Palace that Price could not have imagined but that we hope he would admire. This collaboration between Cedric Price and us, and between humans and machines, aims to increase visitors' sensitivity and curiosity about the project's potential, fostering a deeper connection with the architecture of Fun Palace. The project aims to extract the possibility of collecting the disowned memories scattered in the technological and built environment and turning them into bonds that connect individuals.



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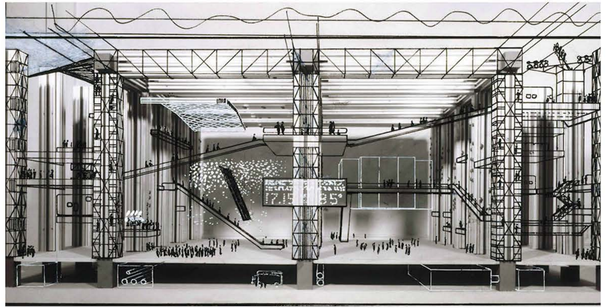
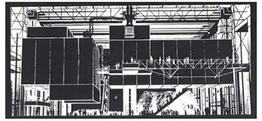
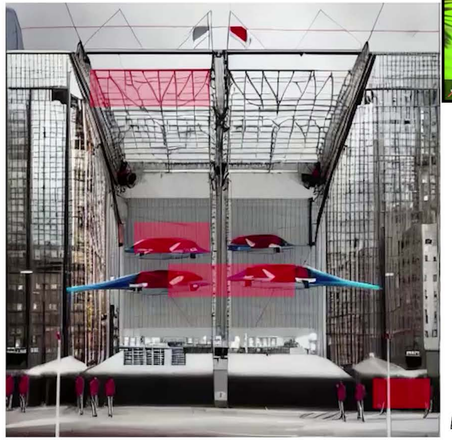
FUN PALACE





ARTIFICIAL INTELLIGENCE

AI-POWERED FUN PALACE



DISCO DIFFUSION

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CHATGPT & PROMPT

OBSERVATION PLATFORM
CHARACTERIZATION: display news and learning content on screens of many sizes all throughout a building, relayed by computer, closed-circuit camera, and a teletype machine.

RECEPTION HALL
CHARACTERIZATION: a cybernetically responsive space and flexible creation of personal development conditions.

RESTAURANT
CHARACTERIZATION: where you can eat and watch the thunderstorm, the artificial cloud will make rainbows.

AUDITORIUM
CHARACTERIZATION: a spatially ambulatory amusement center to stir up activity in local society.

CAFE
CHARACTERIZATION: where you can sit out over space with a drink and tune in to what's happening elsewhere in the city.

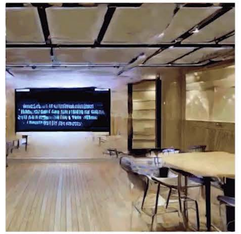
SCIENCE PLAYGROUND
CHARACTERIZATION: a crafts area for making practical and impractical things.

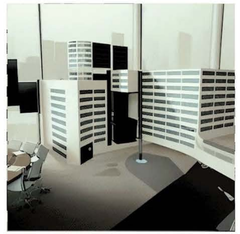
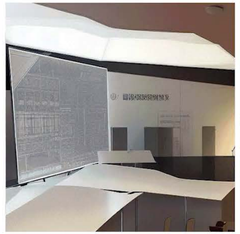
SPORT PLATFORM
CHARACTERIZATION: a more imaginative computer-simulated sports center with simulated glider piloting.

EXHIBITION PLATFORM
CHARACTERIZATION: a traveling stage, a circus tent and a bookmobile all rolled into one.

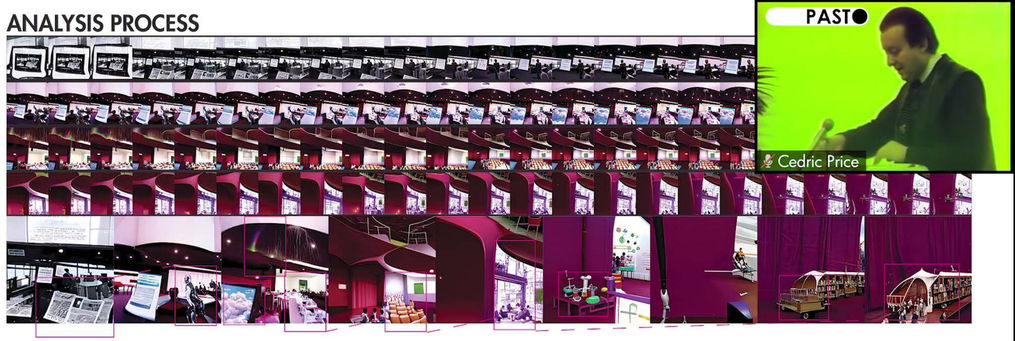
EXHIBITION PLATFORM
CHARACTERIZATION: places for lectures and film-making, for doing TV and theater.

VIDEO GENERATION

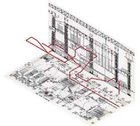


ANALYSIS PROCESS



MOVEMENT PREDICTION IN FUN PALACE



THE AI-POWERED FUN PALACE
WHERE TECHNOLOGY MEETS CREATIVITY

CREATED BY DISCO DIFFUSION/ STABLEBOOTS/ REPLICATE/ STABLE DIFFUSION

THE AI-POWERED FUN PALACE
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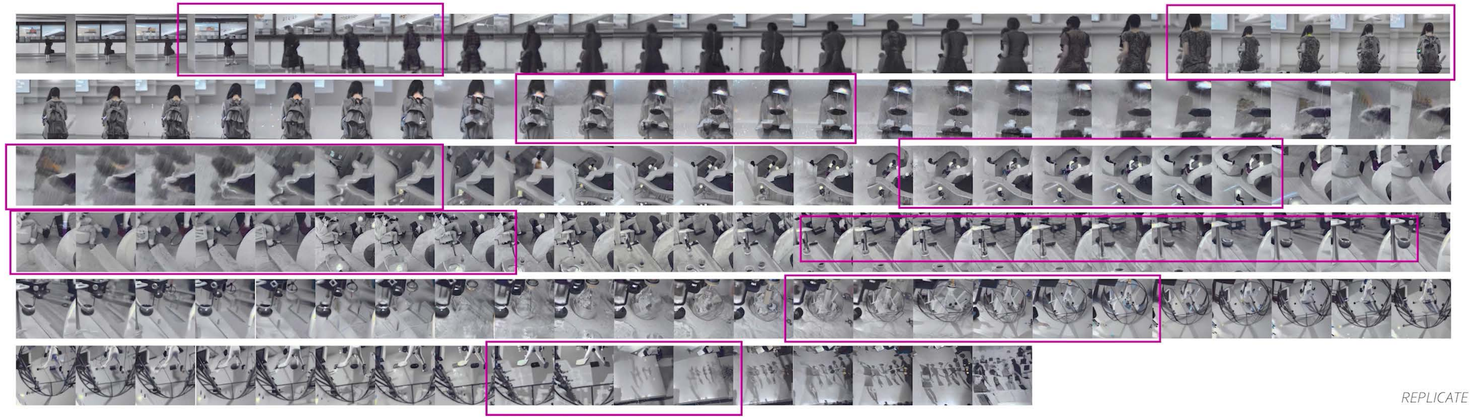
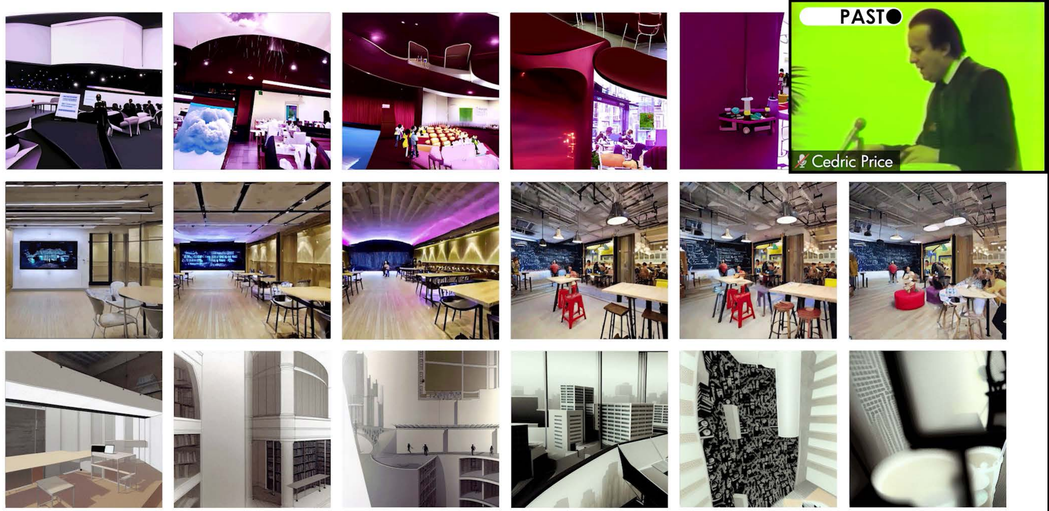


REPLICATE



THE AI-POWERED FUN PALACE
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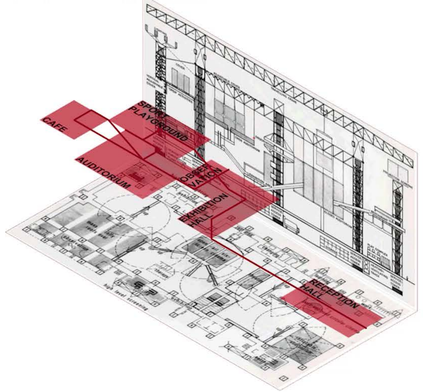
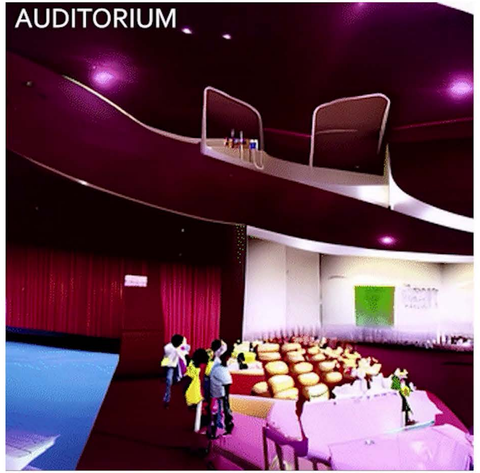
FUN PALACE - PROGRAM

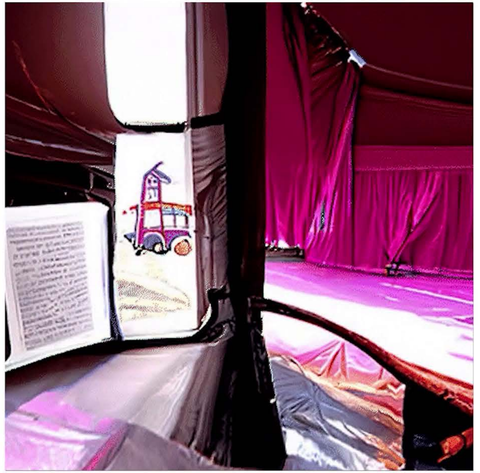


- Reception Hall
- Exhibition Platform
- Sports Platform
- Auditorium
- Cafe
- Observation Platform
- Science Playground
- Open screen Cinema
- Restaurant

MOVEMENT



CIRCULATION



WEIGHT COEFFICIENT

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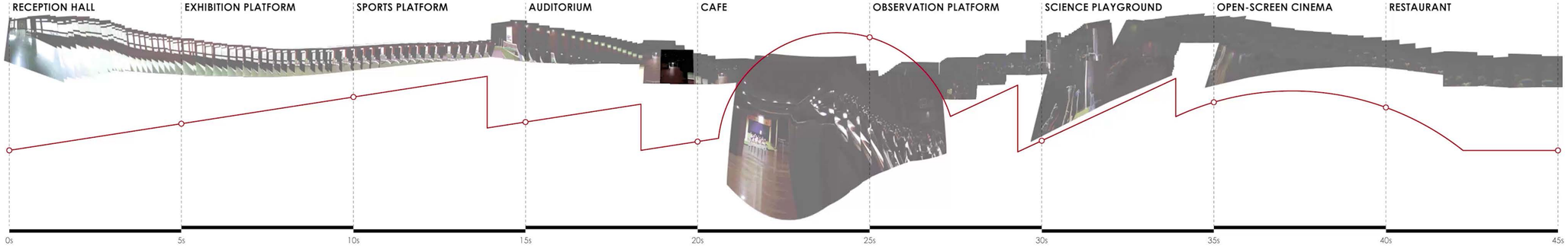
LENS



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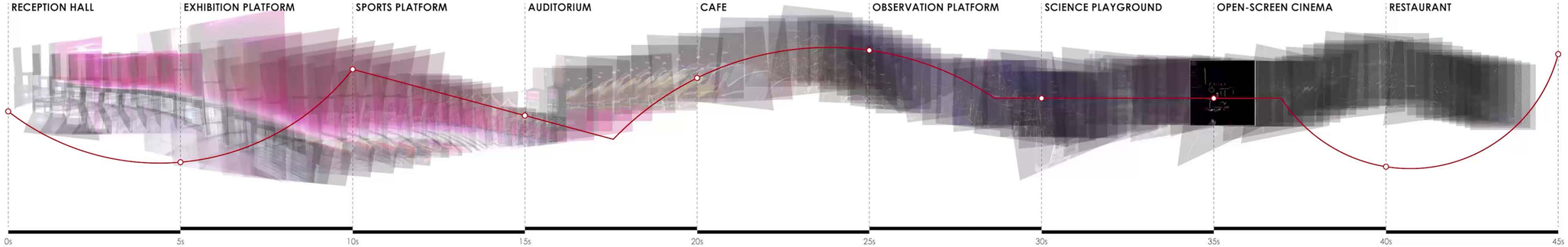

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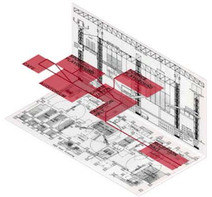

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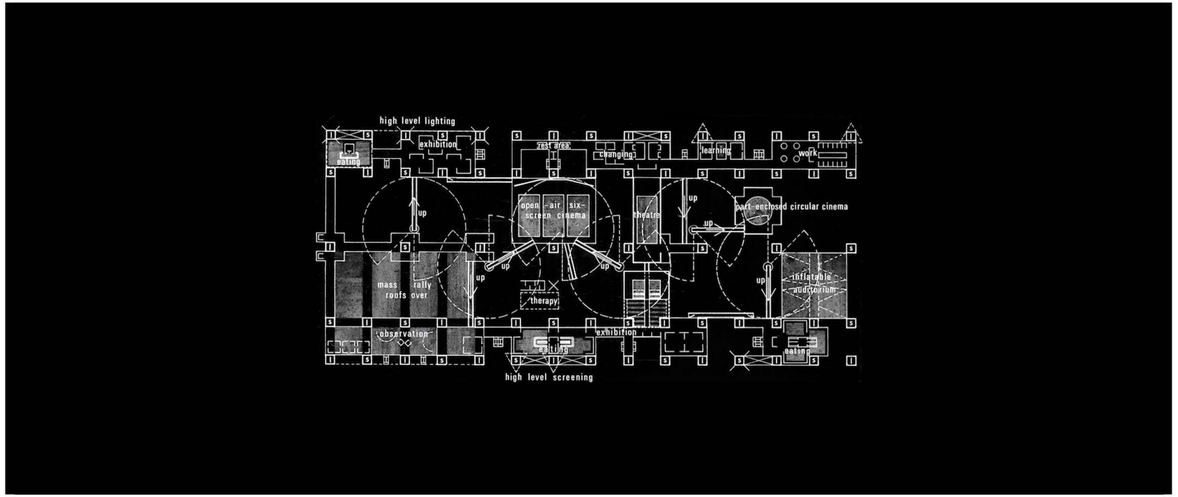

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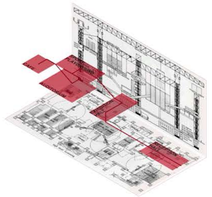

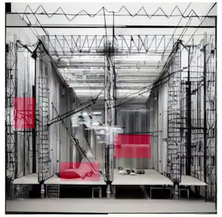

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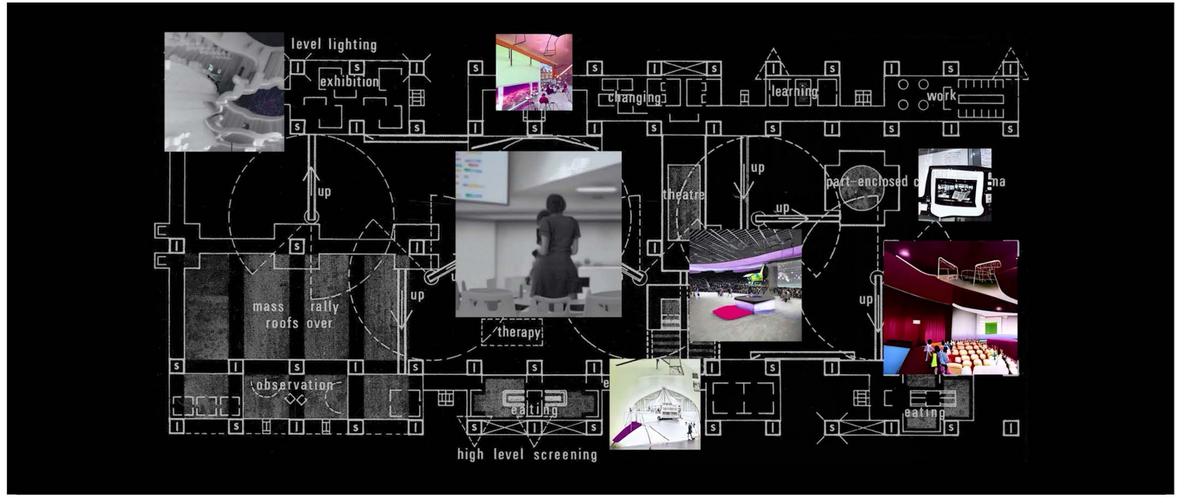

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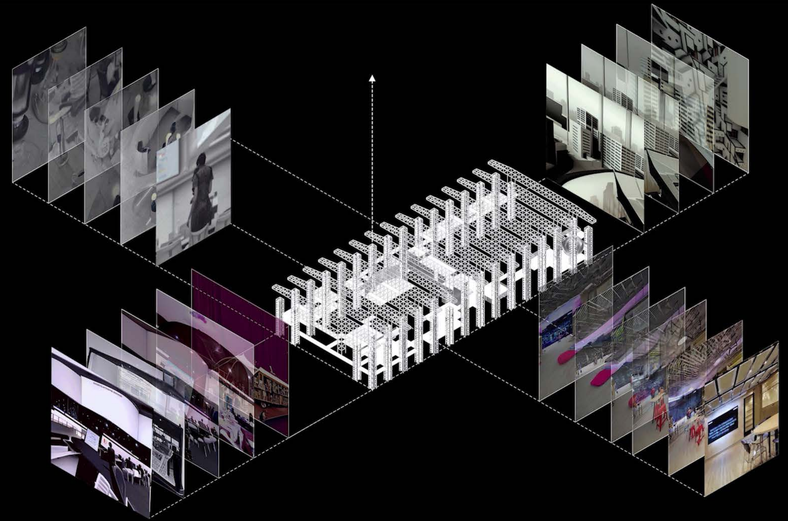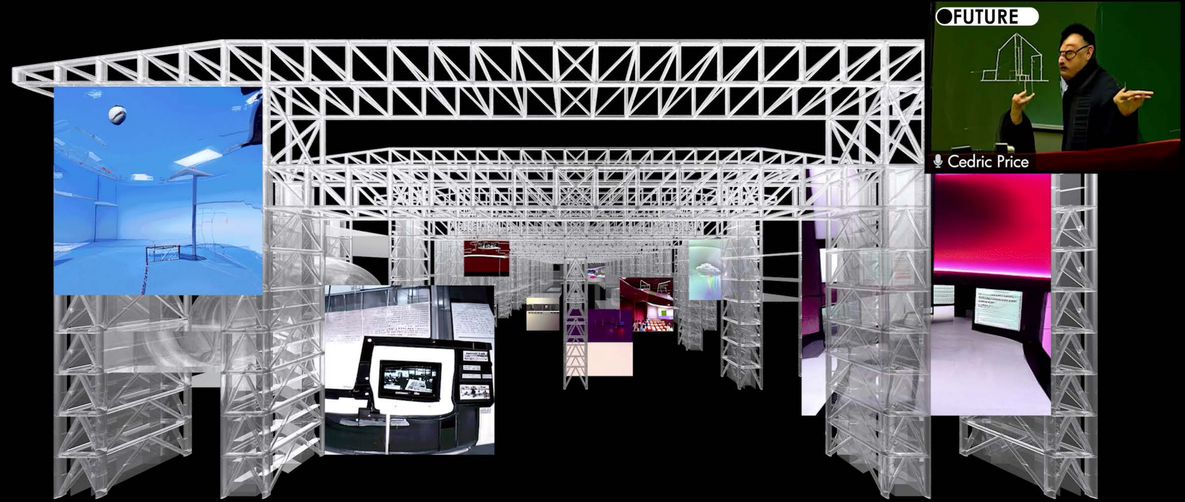
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