

The image shows a spacious, modern interior with light-colored wood paneling on the walls and ceiling. The ceiling features a series of horizontal wooden slats. Large windows on the left side offer a view of a valley with green hills and a river. The floor is a dark, textured material. The overall atmosphere is clean and minimalist.

Þjórsárdalur Unveiled: Valley of Rivers, Relics, and Peaks

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PHASE/ 01. Research and Design Analysis

Focuses:

Natural resources

- Green building, transportation, electricity, materials etc

Past, present, future

- Settlements -> eruption
-> aftermath -> present
day -> future

Key components:

Historical timeline

Archaeological corner with projected topographic map onto sand (changeable)

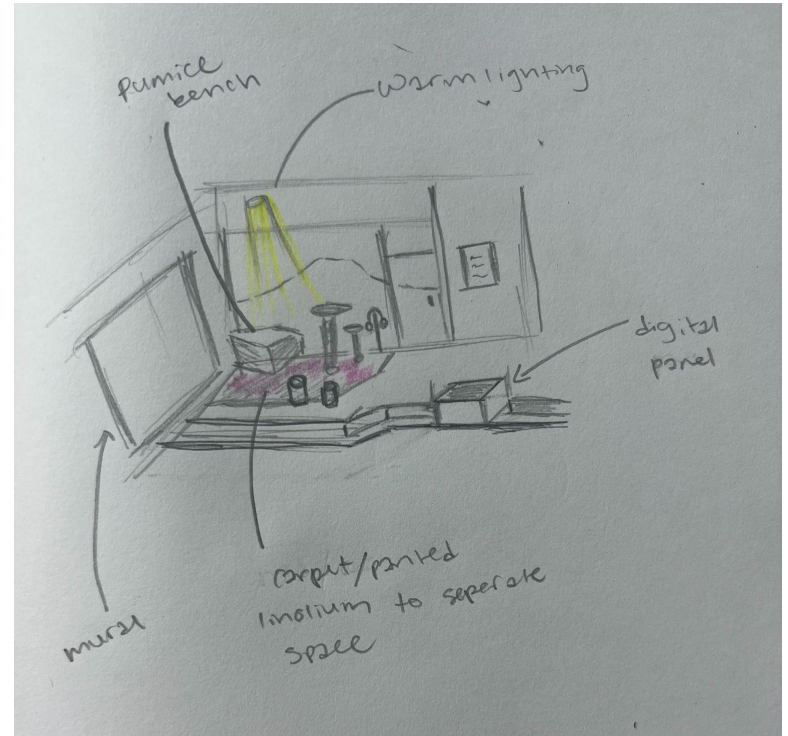
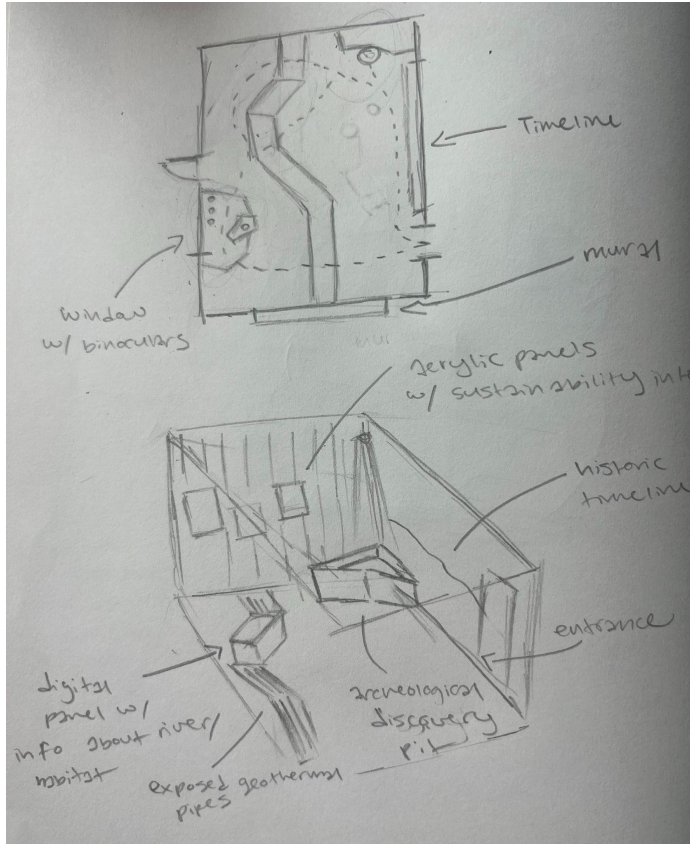
VR binoculars (Mount Hekla eruption simulation)

Thjorsa River Interactive Touch Screen

Exposed geothermal piping in the flooring

Mural painted by local artist with historical facts

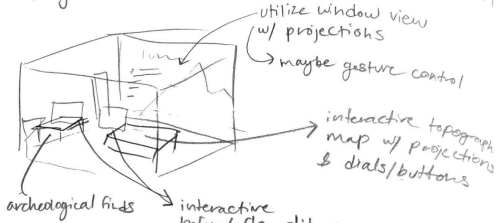
Floorplan



PHASE/ 02. Concept and Design Proposal

7/12 Þjóðsárdular notes

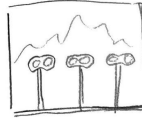
overall focus: natural surroundings and some history
 • mostly natural features of the land and what they
 may've looked like in the past



interactive before/after sliders
 ↳ info about the land in the past



7/12 Analyzing ideas



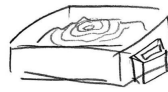
WINDOW PROJECTION & BINOCULARS VR

- look through binoculars to view Helca
- before + information vs. view thru. in real time through window
- ↳ dial to go through times



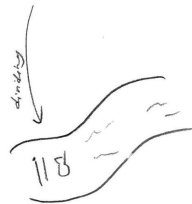
MURAL/GENERAL INFO → on entrance

- settlement, eruption
- goes into archaeological history
- general info



ARCHAEOLOGICAL SITE

- black sand (like black sand beach)
- projected topographic lines
- dig to find hidden objects on level
- ↳ project item
- ↳ screen shows more info about it



DIGITAL RIVER (RAISED)

- display river info about salmon & hydroplants
- swipe/drag/skip?

Binnestovum:

- Projection over window that highlights Mt. Helca and how it erupts
- A info place for travelers in the highlands



projection of Mt. Helca



dock cart: address the littering



MORE ON how people disappear

* past, present, future

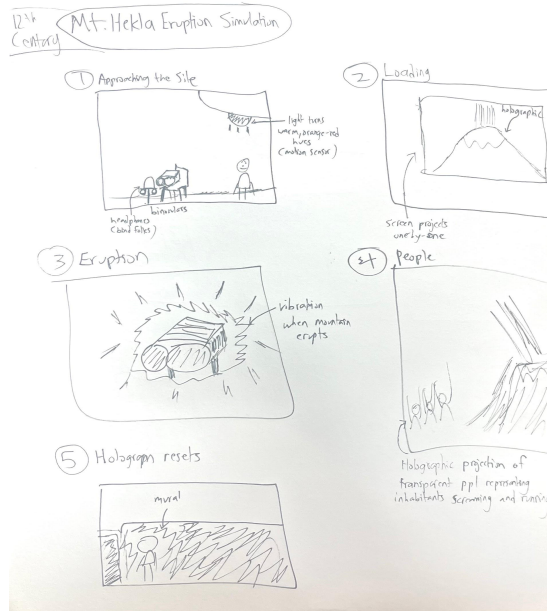
* how green the restaurant is going to be

Binocular placement at the window



Volcano Projection Focusing on the past, present, and future of Mt. Helka

UX

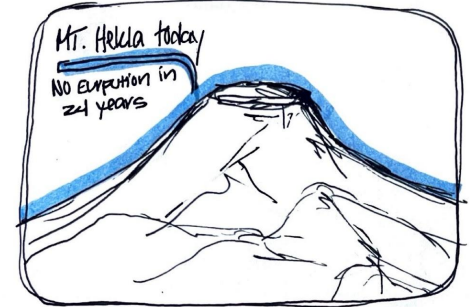


UI

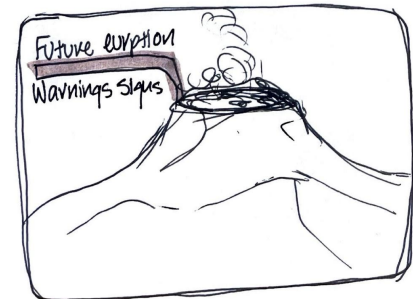
Past, 1104 AD



Present day



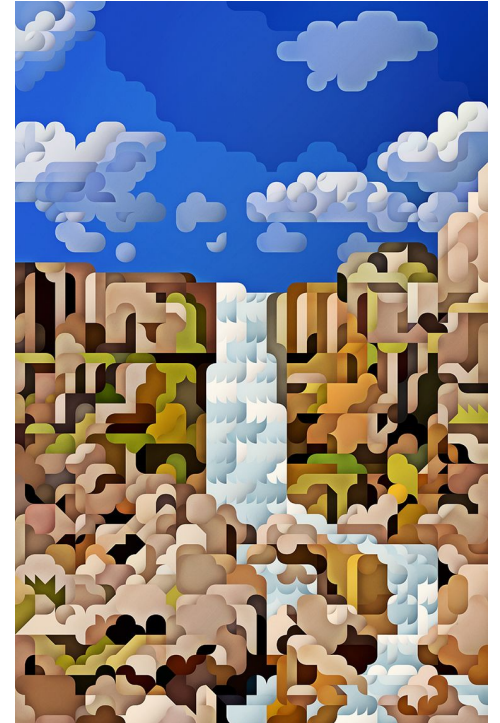
Future



Mural

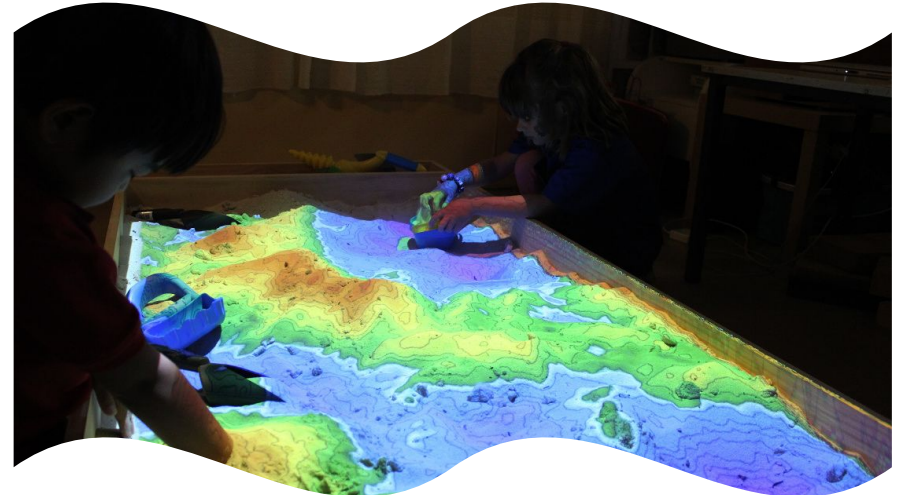
Siggi Eggertsson

- Icelandic-born artist and designer



Archeological Dig

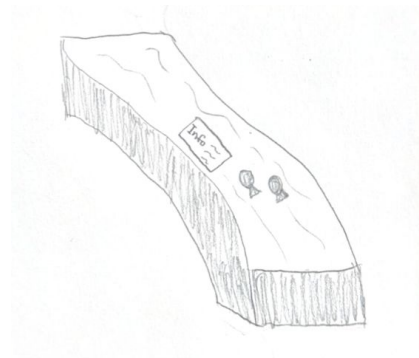
- Dark sand w/ white topographic line projections to show land levels
- People are encouraged to dig with their hands/provided shovels
- Sensors will detect certain level of digging → projection of excavated discoveries
 - Sound to detect that person has discovered something
 - Speakers built into table
 - Screen to side of table will display png image and more detailed information/history about what was just found



River Touch Screen



- Interactive touch screen shaped as the Thjorsa River
- Visitors can interact with the screen and learn about the river, what resources it provides, and what lives in it -> the salmon population
- Sound of river flowing, fish splashing, etc.



Conclusion

Emphasis

Available
Resources

Sustainability

Connection to nature