The project is based on the 2011 Tohoku earthquake and tsunami in Japan, and aims at building a landscape that evokes the memory of the past in the Rikuzentakata area, and contributes to delaying the unpredictable tsunami in the future.

The water: The proposal introduces a strategy of “changeable landscape” structure that moves with water dynamics, using water itself as a design element to shape different memory gardens.

The memory: The art of memory is in relation to the art of garden. The land’s memory and individual’s memory are collected and transformed into landscape elements for people to experience stories of past and future.

By studying the historical layer of the area, we understand the memory of the area, and understand the landscape.

The memory of the landscape is a story of the history and the place, which has been changed by nature.
Different types of deserted lands will be transformed into different memory gardens.
Design elements

Modal development

Water dynamics

Memory gardens

Transformation of memory

Planting