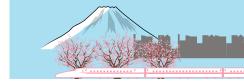


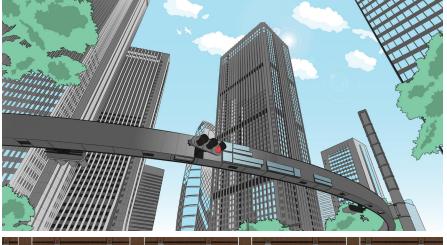


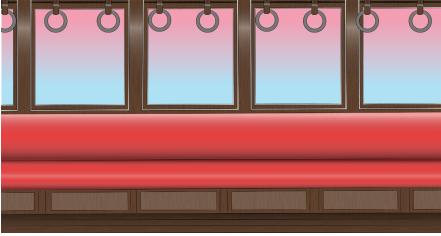
# Youkoso Tokyo

Guidebook to a New Cybercity

Created by ©TOR Media Edited by Evelyn X Ehgotz







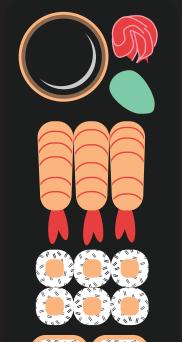


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# SUSHI



All sushi set with free miso & green tea



YAKITORI / TEMPURA / EDAMAME / RAMEN / MOCHI

#### Welcome

On behalf of the netizens of Tokyo Loop, I whole-heartedly welcome you to our city!

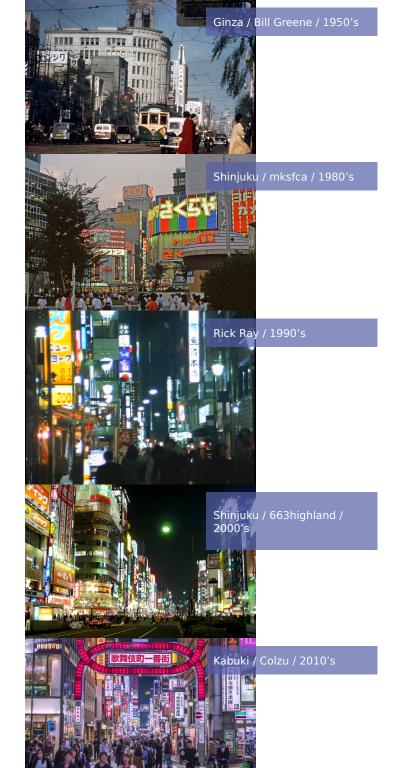
Here you will discover the heart of day to day life and operations. The wide streets, stunning vistas, and charming residents are sure to delight. We encourage exploration through our clean-swept streets and up public buildings in the Tower District. When you are feeling fatigued, take time to relax in our convenient Transit District and enjoy the scenery passing by. Or, stop by any authentic restaurant for a unique, refreshing experience. At the end of your day, unwind at a luxury tower hotel or hit the Nightlife District for otherworldly fun!

Sincerely,



Chiji

Governor of Tokyo



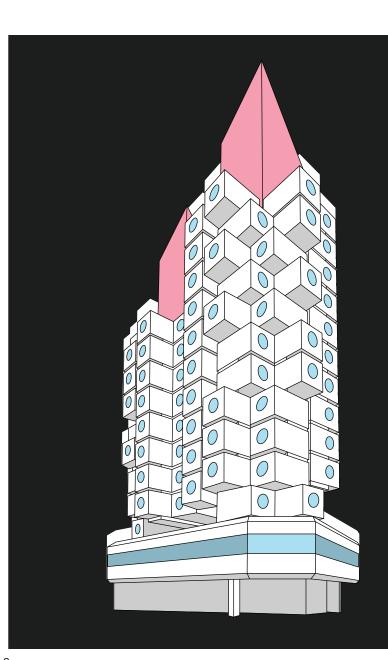


# History

Tokyo has always prided itself on its traditions and values. This is the base that allows the city to adapt so readily to drastic changes after major events like war and natural disaster. Many rebuilding efforts have allowed for agility in building design. As technology improves, we have adapted to them with ease. We pride ourselves on being known for technology advancements, trendsetting in pop culture, and being city of intrigue.

Now, we are the cusp of a new age. Our hard work in a digital rebuilding has allowed for new manifestations of our traditions and aesthetics—and now it is more accessible than ever!





# A LEGENDARY TOWER RE-IMAGINED

# NAKAGIN CAPSULE HOTEL

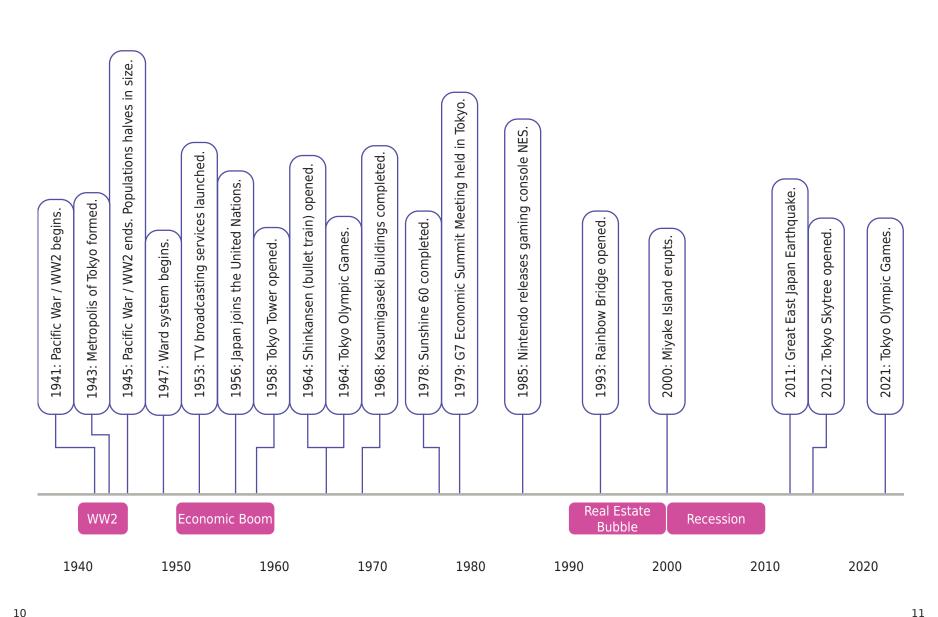
A one-of-kind experience in an iconic work of architecture, perfectly restored. Fully furnished to accommodate short or long-term stays.

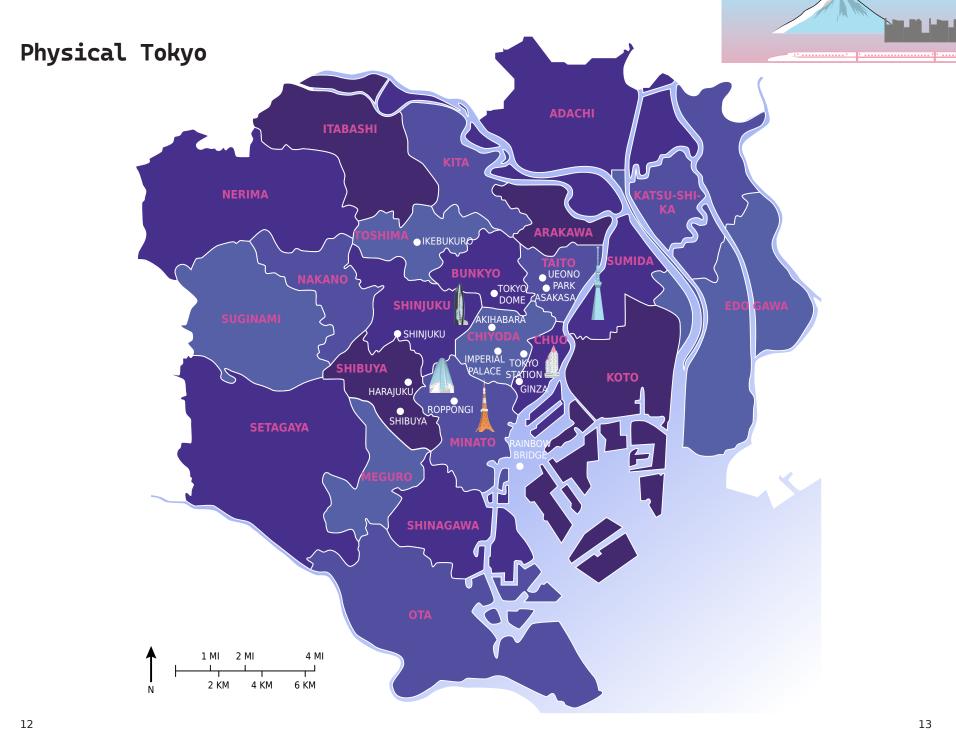
Now open online only. Reserve your capsule today.

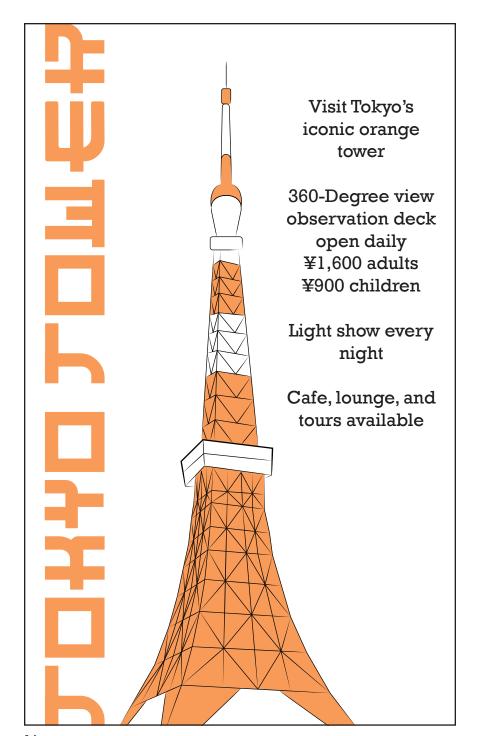
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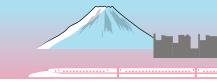
# Post-war Japanese History











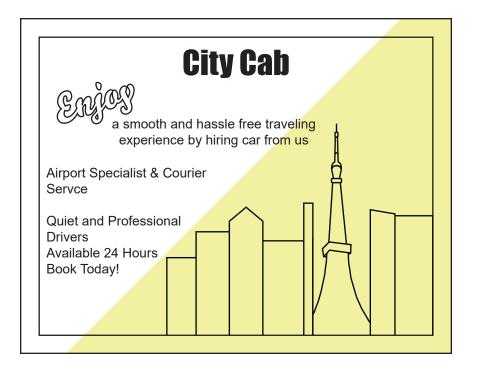
#### Landmarks

Inspired by the busy and beloved streets of central Tokyo, here you will find old icons in new ways! We drew from hometown classics like *Big Hero 6* and Japanese films like *Sailor Moon* for familiar but exotic aesthetics. Our goal was the recreation of the wonder and beauty of the mundane city.

The best part of Tokyo Loop is undoubtedly the clean nostalgia! Through flattening and condensing, all of your favorite landmarks can be visited much quicker and without the unwanted noise or traffic. The idealization could never be physically represented, but has existed in our imaginations thanks to popular culture, creating an intuitive, planned city experience!

"As an urban design system of awesome complexity, progress in understanding the patterns and forms of the Japanese city will always be difficult."

-Barrie Shelton, Learning from the Japanese City

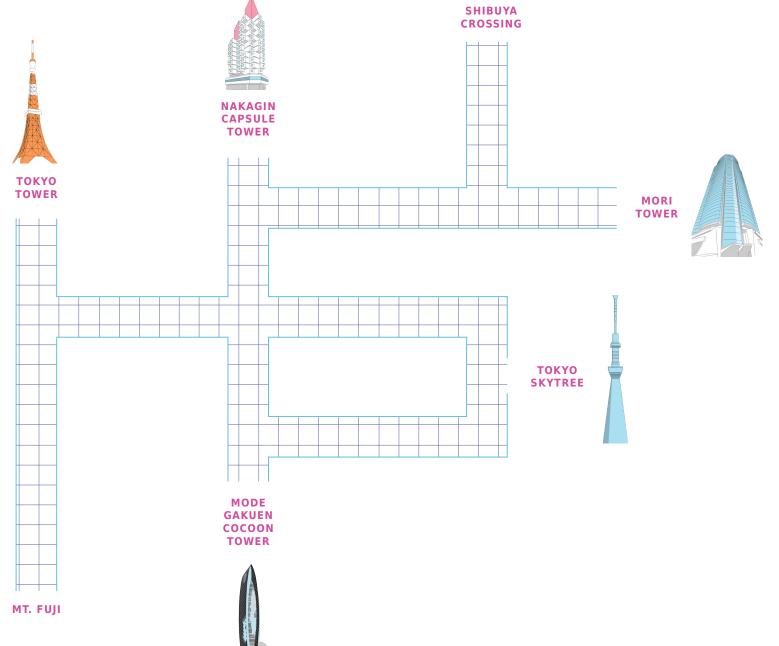








# **Tower District**



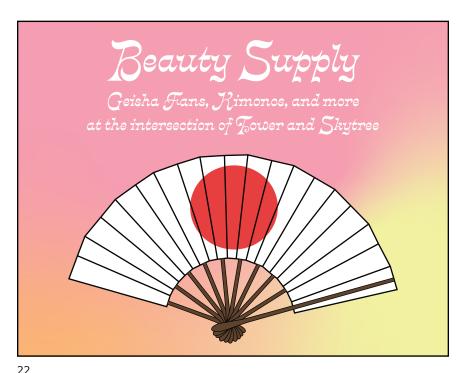


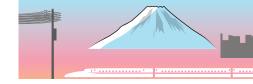
View of the City



Happy Hour Specials 3-7 Daily

¥1,000 Sake Bombs BOGO Otsumami No Cover Thursdays Live Music Fridays Go-go Dancers Weekends

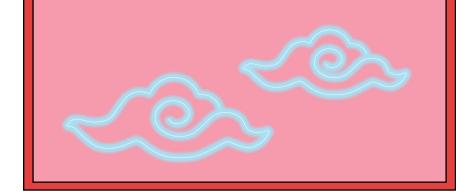


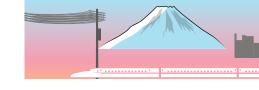


#### Refreshments

Looking for nourishment? You have come to the right city!

We have a wide range of restaurants, from traditional sushi to global cuisine with a Japanese flair. For breakfast, try our cute bakeries and coffee shops. Lunch is a perfect midday treat or get a bento box to-go. End the day (or start the night) at any of our delicious restaurants. We will not disappoint!

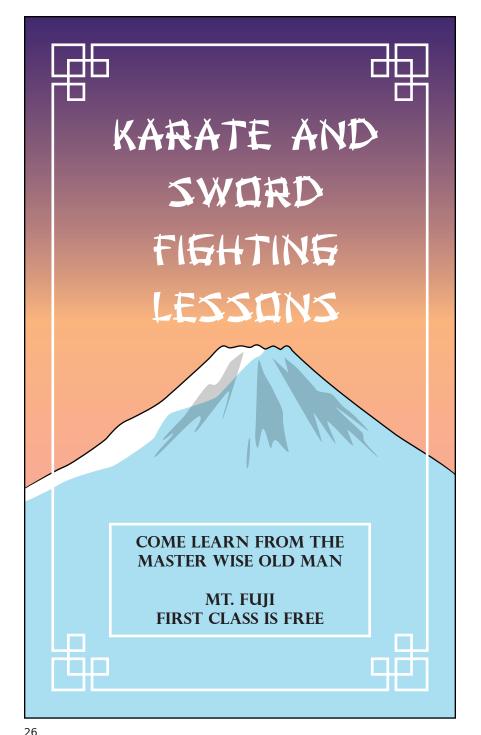


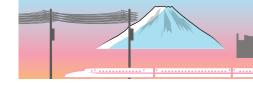


# クソいい 拉麺 RAMEN BAR

NOODLES WITH A MODERN TWIST TOWER DISTRICT







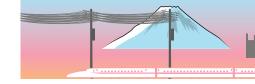
# **Getting Around**

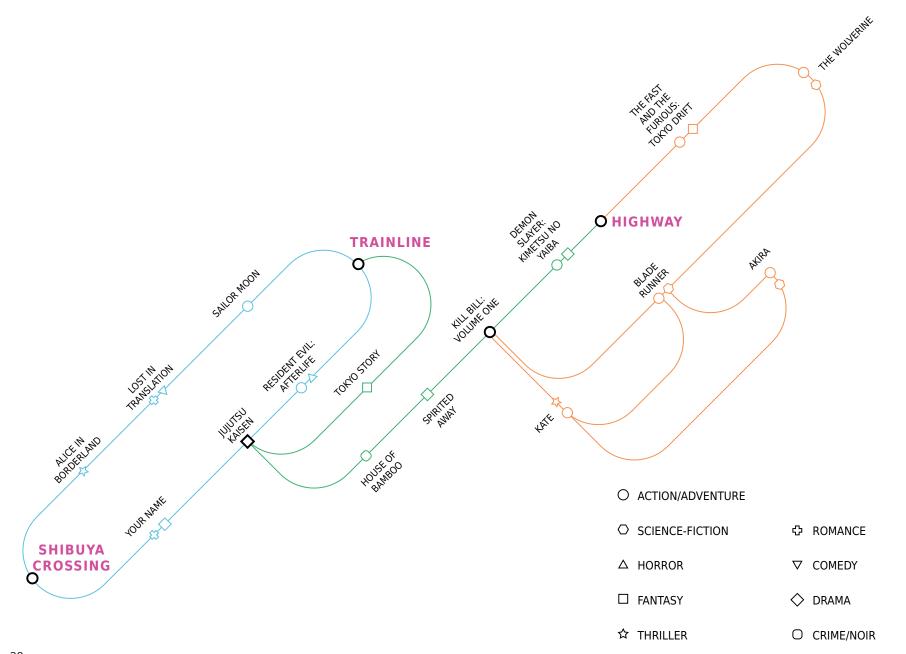
Take in this journey down memory lane and enjoy the nostalgia that comes in waves. Each mode of transit is meant to invoke a familiar scene (even the transition from the Tower District is inspired by cult-favorite *Alice in Borderland*). From the train car of *Spirited Away* to the high-speed chase of *Fast and Furious: Tokyo Drift*. we aim to amaze!

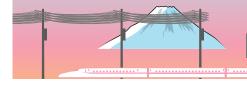
So much of Tokyo is viewed as a moving backdrop, curated and filtered behind a screen. And why not embrace that! The point of a vacation is to relax and have fun, so naturally we must include a moment of rest as you're shuttled from place to place. Be entertained by the motion and release your need for a thoughtful plot.

"I'm watching for myself on the day I first set foot on the platform at Ueno Station, in the throng of people waiting for the Yamanote Line inner-loop train to arrive." -Yu Miri, Tokyo Ueno Station

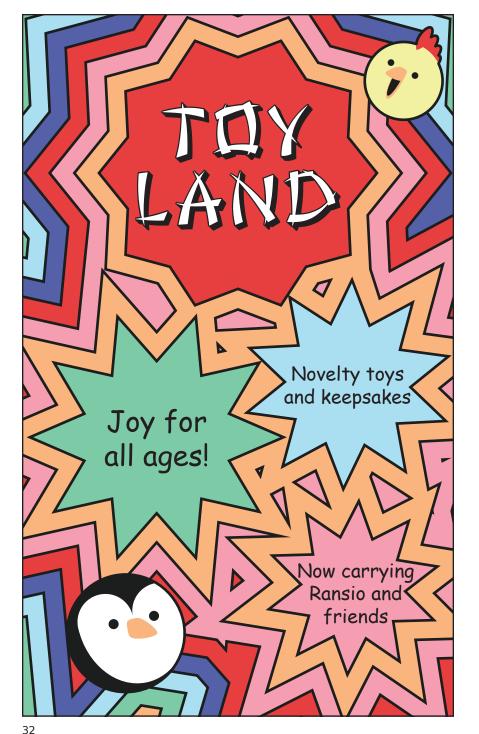
# **Transit District**













#### Fun for Families

Tokyo is a perfect travel destination for families. For your darling girls, we have cute characters, stationary, and plushies to take home. For your rascal little men, there are tons of action figures and manga stores they are sure to be inspired by. We have family-friendly restaurants so even the pickiest eater will find something tasty to chow down on. The city is pedestrian friendly, but for longer distance trips take them on our public transportation.

As parents, you understand the importance of safety. That's why we have built in police code inspired by Asimov's Laws. While sometimes districts may seem dangerous, it is for thrills only – your little ones will not come to harm!



# INJURED? WE CAN HELP

**NOTTHEYAKUZA.COM** 

**POLICE NEED NOT INQUIRE** 





# Serving All Areas We Accept All Card Payments City Experience Courier Fast & Reliable Service Fully Licensed 24 Hours

"Nighttime Tokyo poured its light into the room. Tokyo Tower's floodlights, the lamps lining the elevated expressway, the moving headlights of cars, the lighted windows of high-rise buildings, the colorful rooftop neon signs: they all combined to illuminate the hotel room with that mixed light unique to the big city..."

-Haruki Murakami, 1Q84



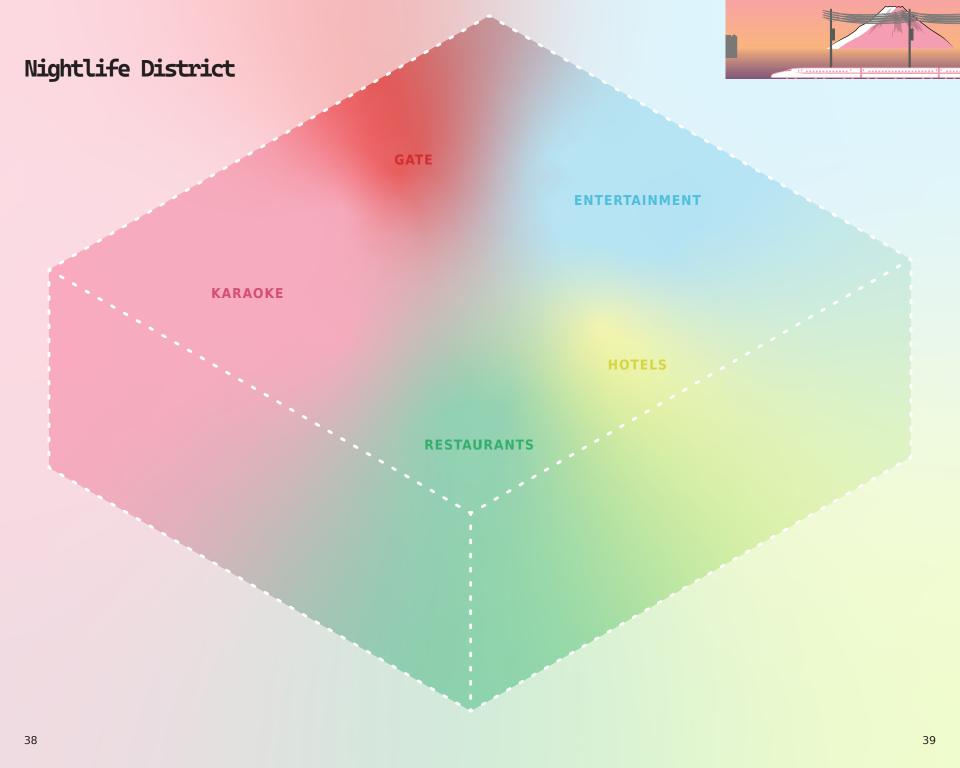


#### Fun for Adults

Whether you're young and looking for fun or parents looking to let off steam, the nightlife has something for you!

Our bar scene is unmatched, serving domestic beer, liquor, and sake. For the daring party, venture to our karaoke bars for snacks and drinks. Our chefs are professionals, our bottle girls are pretty, and our vibe is immaculate.

We truly believe the night scene to be a key part of the Tokyo experience, both historically and in the Loop. The flashing neon lights, exotic women, and loud music are a memorable and unique experience. Whether you are interested in the traditional geisha hospitality, futuristic clubs, or something in between, we have a party for you. You can kiss any ethical dilemmas goodbye—and, it is conveniently in one district!





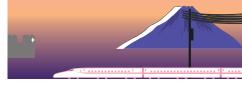


# HEISHH NIEHTS

BAR • LOUNGE • RESTAURANT

OPEN LATE
ASK ABOUT LARGE PARTIES

LONELY? WE CAN FIX THAT.
REPLICANTS AVAILABLE ON
REQUEST



# **About the Company**

Our name comes from the Feedback Loop between physical cities and their representations. Cities, and their perceptions, are constructed by a community as an output; over time, those perceptions are projected back onto the city as input. The projected image of the city directly influences the physical via human interjections, and so, the Loop is completed. In contemporary thought, these intermediate perceptions are Foucaultian heterotopias, as places of Other but also mirrors of reality. These perceptions also exist as data, dematerialized and separated from their body. The third world, between physical and projection, is the focus of TOR.

A visible example of the Loop exists in traditional and historic Orientalism. European paintings of the Middle East are colonialist narratives and virtual cities. They are visible, mirrored versions of reality, warped by the mindset of the

painters. The colonizers then return and reconstruct the city to match their perception of how it should be. Again in the early 20th century, American economic anxieties were projected onto East Asian bodies. Chinatowns, once centers of industry for Chinese immigrants, began to market themselves as tourist destinations through adaptation of what Westerners viewed as "traditional Chinese" architecture.<sup>3</sup> Chinatowns became neighborhoods that existed simultaneously for immigrants and for the Western gaze of Tourists. The neighborhoods became an image made physical, flimsy as a film set.

In contemporary culture, there has been an emergence of techno-Orientalism.<sup>4</sup> In Western speculative science fiction films, anxieties of a dystopian, tech-dominated future are projected onto Asian bodies. East Asian metropolises are used to depict future worlds, referencing stereotypical motifs and visual cues for the

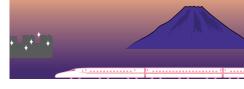


viewers to orient themselves.<sup>5</sup> Through film, the Loop's implications are shaped increasingly by technology advancements. Digital projections themselves continue to become ever more permanent. Narratives are played out in virtual worlds, but through reconsumption the viewer can create new perceptions as realities. At the physical city, citizens are also consuming and adapting their environment to match the glamourized movie-world. Like Chinatowns, they accept the perception for its usefulness in capital gain with less consideration of social value.

Tokyo is one of the most well-documented and temporal contemporary East Asian Cities. It has been imagined and reimagined as simultaneously high-tech and mysteriously ancient, most visibly in cyberpunk and science fiction. In narrative modes of representation, it has served as a backdrop and well for inspiration for American creators aiming for exotic. To analyze and explore the urban Feedback Loop, we began an investigation of the representations of post-war Tokyo, including narrative films, Orientalist imaginings, and cyborgian

futures. Conceptual framework is supplemented by studies of cybernetics and post-urbanism. Through extremist replication of the Loop, with an awareness of power and the role of the audience and the creator who consumes these media, we aim to comment and generate conversation around the power perceptions of cities. Existing images, landmarks, and motifs are referenced in the production of self-aware dioramas to represent an extreme future, an ever-morphing digital reality of the city.

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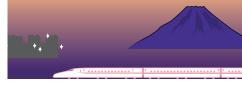
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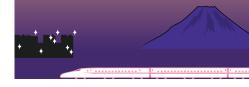
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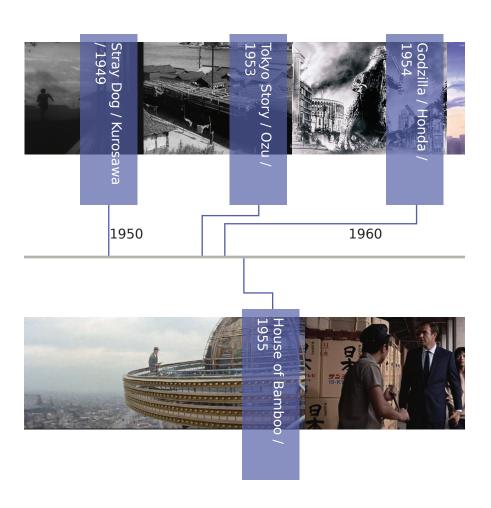


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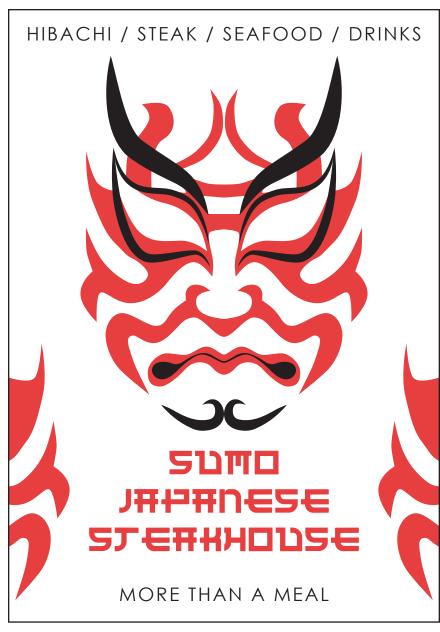
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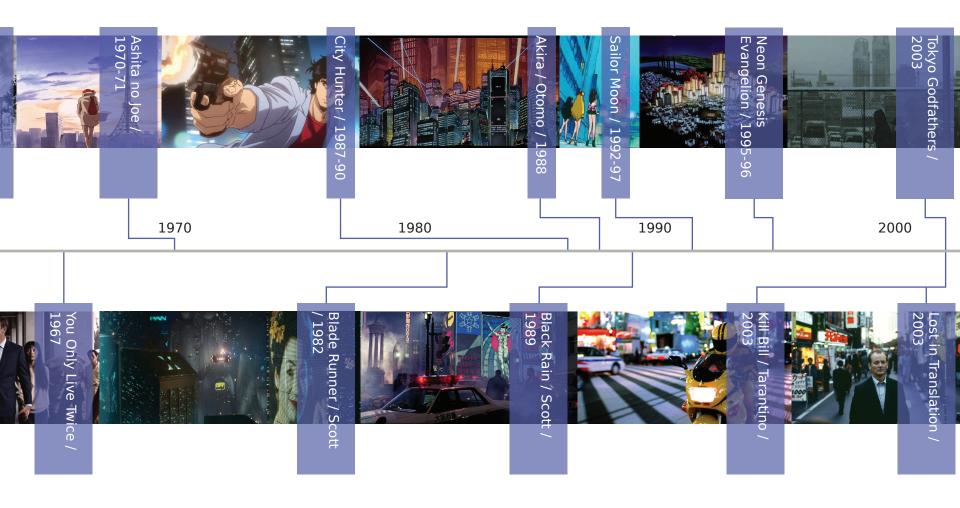


# Japanese Media



# Western Media



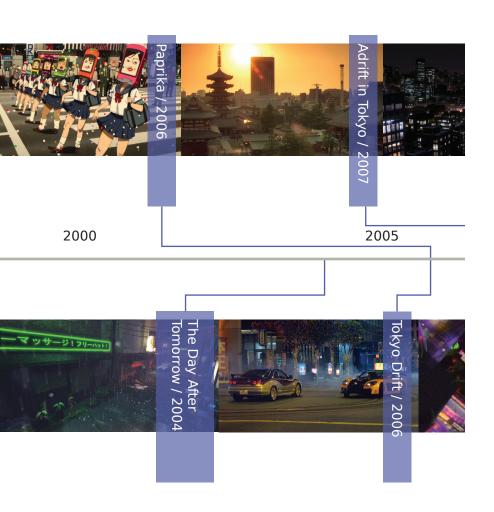




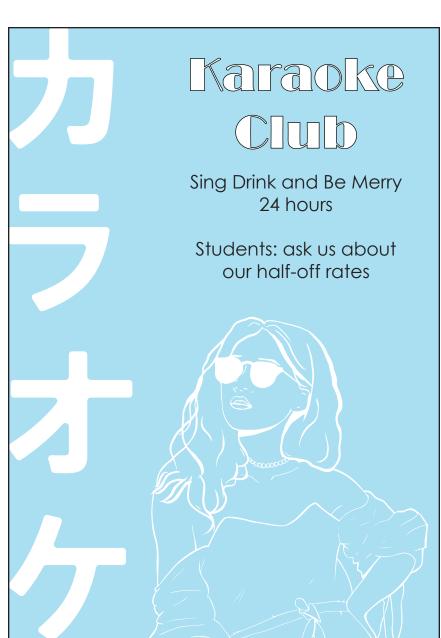


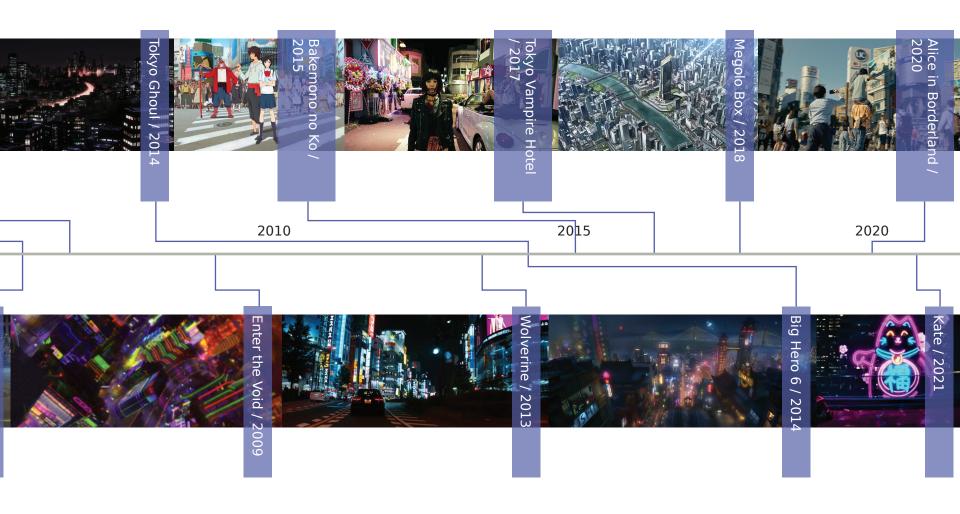


# Japanese Media



#### Western Media







# Helpful Phrases

#### Cybernetics

The study of the communication between machines and organisms, including control systems and hybrid existences.

#### Cyberpunk

Subgenre of science fiction with a focus on a dystopian society dominated by advanced technologies.

#### Cyborgian

To be part organism and part machine (see Haraway).

#### District

An organizational portion of a city, usually considered distinct because of a certain, unique characteristic.

# 人工頭脳

Jinkō zunō

# サイバー パンク

Saibapanku

サイボーグ

Saibōgu

区域

Kuiki

# 饋還 ループ

Kikan rūpu

#### Feedback Loop

System where part or all of the output becomes the input, specifically with a flow of information.

System where a change in the system will trigger a certain event; can be positive, or increase the change, or negative, return to normal.

# ヘテロトピア

Heterotopia

#### Heterotopia

Theoretical space of Otherness, described as mirrors or worlds that contain worlds within (see Foucault).

# 均質化

Kinshitsu-ka

#### Homogenized

Made similar in the eyes of the hegemonic culture or line of thought.



Netizen

Citizen of a digital world or nation.

#### Orient

A fictional place of Other existing because of the expectations of the Occident (see Said).

To shift view in relation to another factor.

#### Perception

To become aware through the use of senses.

A way of understanding or interpreting an outside force.

#### Post-Urban

A state of a city where it is not just its physical self, but the conglomeration of its images (see Chaplin).

# ネチズン

Nechizun

オリエント / 親しませる

Oriento / shitashima seru

感知

Kanchi

ポスト 都市

Posuto toshi

# 投影

Tōei

#### Projection

A future speculation based on present conditions or research. The presenting of media onto an intermediary surface.

# 表象

Hyōshō

投機的 戯作

Tōki-teki gesaku

# 仮想性

Kasō-sei

#### Representation

The depiction of something, highlighting chosen characteristics.

#### Speculative Fiction

A narrative or falsity that allows the author to explore alternatives.

#### Virtuality

The state of having a material object be interpenetrated by information and/or patterns (see Hayles).

#### WELCOME TO THE FUTURE

This definitive guide to all of Tokyo Loop's sights, experiences, and adventures includes photos, descriptions, and so much more. From subway maps to fun facts, this guide will make your experience easy and fun. Come with us through this virtual extension that will surpass your wildest dreams.

東京 ループの すべての 観光 スポット、体験、冒険への この 決定的な ガイドには、写真、 説明 などが 含ま れています。 地下鉄の 地図 から 楽しい事実まで、 この ガイドは あなたの 経験を 簡単で楽しい ものにします。 あなたの 最も ワイルド な夢を 超 えるこの 仮想 拡張を 通して 私たちと一緒に 来て ください。

Tōkyō rūpu no subete no kōkei, keiken, bōken e no kono ketteitekina gaido ni wa, shashin, setsumei nado ga fukuma rete imasu. Chikatetsu no chizu kara omoshiroi jijitsu made, kono gaido wa anata no keiken o kantande tanoshī mono ni shimasu. Anata no mottomo wairudona yume o koe tako no kasō kakuchō o tōshite watashitachi to issho ni kite kudasai.



Created by ©TOR Media, 2022. All rights reserved. Edited by Evelyn X Ehgotz This is entirely a work of satiric fiction. If it made you profoundly uncomfortable at any point: good. We, as a Western society, are far too comfortable with the everyday stereotyping, fetishizing, and general homogenizing of the Asian body in media. And if didn't make you uncomfortable at any point...yikes.

The thesis began as an exploration of physical to digital and back translation of spaces. It was about how we interact in a digital world, and how architecture can adapt and exist virtually. Then NFTs became super popular and I realized I didn't want to make a digital model of a house and call it a day. I had previously done work on Asian culture in sci-fi and mixed media work exploring my maternal family's journey from Vietnam to the United States, so I modified and combined these three concepts.

Almost every crit, I was told I need to pare down the question, focus in on one thing, simplify, etc. This project was meant to be much broader; my initial ambition was to also make a new Seoul and Hong Kong. At one point VR was big, at another I was going to just make dioramas, another idea was AI collaboration. It's one of those topics and explorations where unfortunately even as I got more specific, new paths were discovered, like some awful academic hydra. It has reached a point where I don't know if this is "architecture" anymore.

It's a tricky topic. Is the architecture of fictional worlds valid? Why does it matter if they are? The world has been burning; this academic year alone a war started in the Ukraine, anti-Asian hate crimes increased by about 300% including multiple Asian American women getting pushed in front of a subway, Mitski released a new album, I got COVID, Ocean Vuong published *Time is a Mother*, Good Soup trended on TikTok, and I cried in a movie theater for the first time ever (it was *Everything Everywhere All At Once*). I mean with lines like "In another life I would've been happy just doing laundry and taxes with you" and "of all the places I could be, I just want to be here with you", there wasn't a dry eye in the theater. Anyways.

To quote Hua Hsu writing about Umberto Eco writing about thesis projects,

A thesis represents an investment with an uncertain return, mostly because its life-changing aspects have to do with process. Maybe it's the last time your most harebrained ideas will be taken seriously. Everyone deserves to feel this way.

(A Guide to Thesis Writing That Is a Guide to Life, Hsu)

It has occurred to me I'd be happier not knowing how extensive the subliminal racism is, that representation is not enough to stop violence, and actually could be making this worse. But it was worth it, I suppose, to make people think about it too and to recognize the power of representation. No gaslighting, no gatekeeping, just girlbossing. And, ultimately architecture is about relationships. Through spacemaking, it reinforces how we exist. So I think it's okay to have spent this time analyzing spatial representations that are reinforcing very negative things. Also, watching Spirited Away and getting to call it research is what kept me from losing my mind (I did also have to watch some pretty awful movies, so don't be too jealous).

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Signed affectionately,
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