Monument Design for the Nanao Port

A Report on the Process of Designing for a Monument

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Abstract

This is a report on the award winning monument design to commemorate the100th anniversary of the Nanao Harbor as an international port.

Nanao Bay has provided a natural location for a seaport since ancient times. During the early modern era, the bay prospered as a port for merchant ships. In 1899, the port was designated an important international port by the Japanese Government. The 100th anniversary of the port was celebrated in July 1999.

The gate-shaped main structure is made of stone and is five meters in height. The monument is made from Korean Pochon white granite, finely polished. Seven colorful stained glass panels are set between the stone pillars. The monument is designed to let people recall the treasure and wealth°°brought from the sea, and symbolizes the rich history of the port. It also offers prayers for safety as well as prosperity of the ships passing through the port.

A wind sensor set on the top of the monument and lamps built in the stone pillar function together to flash on and off according to the velocity of the wind. It allows a person to observe the movement of wind outside and to contemplate environmental changes while remaining indoors.

The place was decided on an axis line from the gulf exit and the Innyaku Shinto shrine, in consideration to the history and the scenery of the shore of Fuchuu Park.

Keywords

Environmental Design, Monument Design, Nanao port, Stained glass, Public Art

The Semantic Score Method for Describing Story Structures of Movies

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Abstract

This paper introduces the Semantic Score Method for concisely expressing the structure of a movie's narrative and evaluating the movie on the basis of the degree of complication or resolution of each scene, which serves as a means enabling searches for movies by title or content, browsing, editing, and the creation of movie clips. Hints for extracting important scenes from a movie can be obtained from an analysis of the Semantic Graphs of 15 movies in five genres, as well as from the four feature functions that determine features of the Semantic Graph in each genre: the climax scene rate, the final rate of complication, the average scene length, and the fractal dimension. The feature functions have been used to determine the following typical Semantic Graph shapes for each genre:

Action:	Slant pattern
Human drama:	Mountain pattern
Comedy:	Plateau pattern
Romance:	Right sided mountain pattern
Fantasy:	Mountain range pattern

The above clearly shows the effectiveness of the Semantic Score Method in expressing the structures of movies.

Keywords

Semantic Score, movie, story structure, content evaluation, browser