







Current location of residental region

Current location of floating cages

### DAILY ACTIVITIES

EARLY MORNING MARKET



**ENVIRONMENT** 



FOOD PROCESSING FOR LOBSTER



HARVESTING





MODEL OF CONVERT FRESH WATER FROM SEA



MODEL OF PLACING FLOATING CAGES

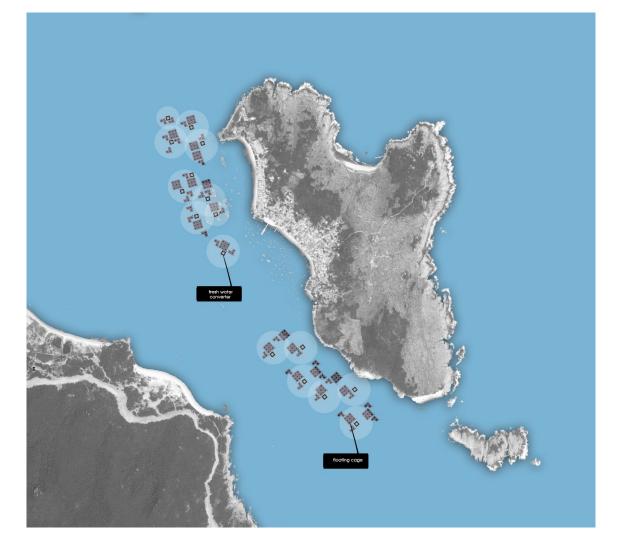


MODEL OF FLOATING HOUSES



MODEL OF WASTE TREATMENT

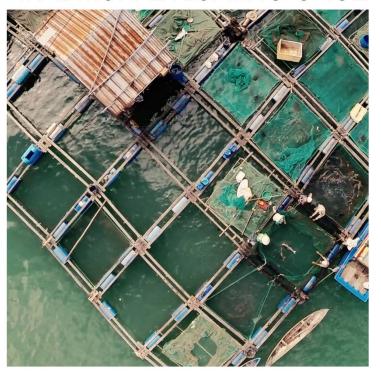




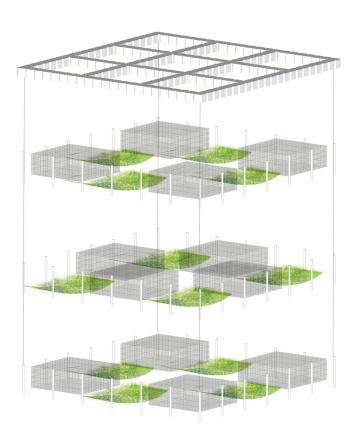
# **MATERIAL OF FLOATING CAGE**

TRADITIONAL FLOATING CAGE

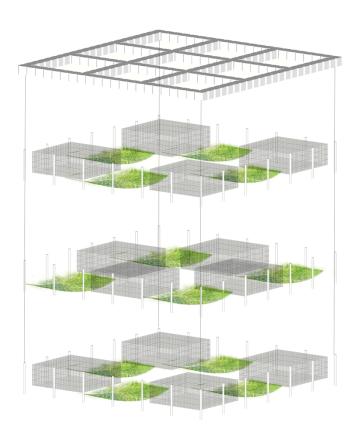


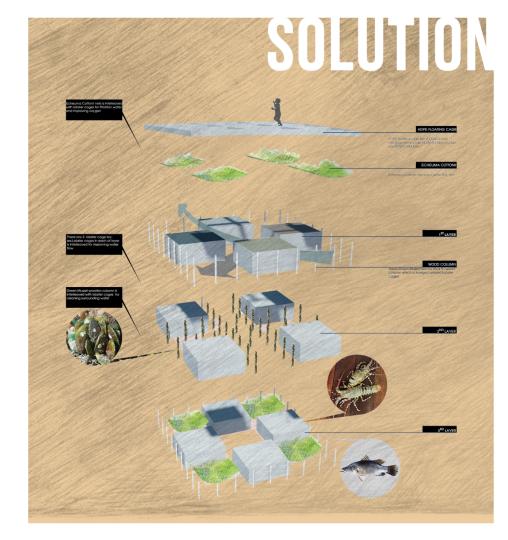


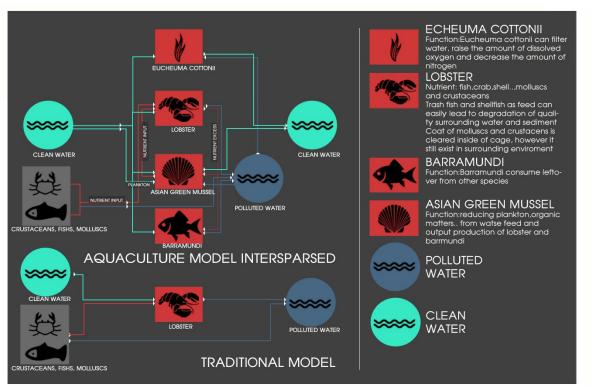




# WASTE NET Covering net inside with grid 10-20 mm to avoid from lossing lobsters.On the other hand, it's function is ovoid from wasted nutrients can get outside Covering net out side with grid 30-40mm to avoid from lossing lobsters.On the other hand, the net have function to keep waste soilds ( lobster's shells; crab's shells... **WINDOW** Window size 600x600mm for feeding CAGE Iron frame with diameter 20mm TRASH BOX







HARVESTING TIME





### LOBSTER

Rearing period: 12-15months

Tempurature: 25-32 °C



### BARRAMUNDI

Rearing period: 7-8 months Tempurature: 24-28 °C



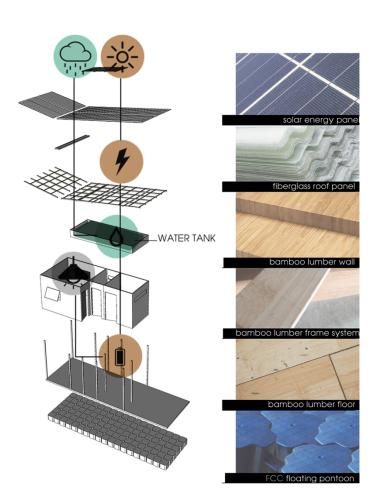
## **EUCHEUMA COTTONII**

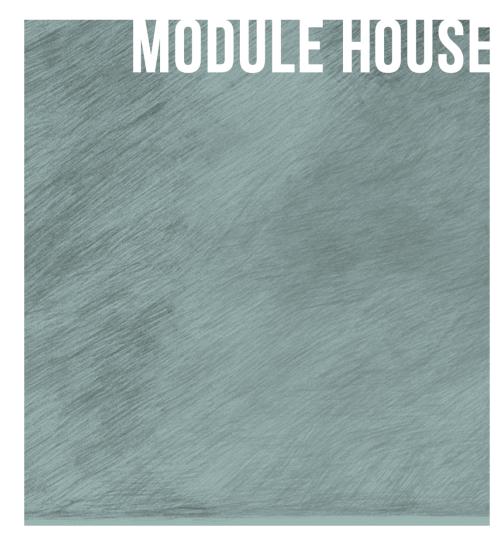
Rearing period: 2-3 months Tempurature: 25-28 °C



# ASIAN GREEN MUSSEL

Rearing period: 7-8 months Tempurature: 23-30 °C





MODULE CONVERT FRESH WATER FROM SEA

WATER LANK

WATER LANK

WATER LANK

ANCHOR

OPERATING PRINCIPLES OF COLLECTING FRESH WATER

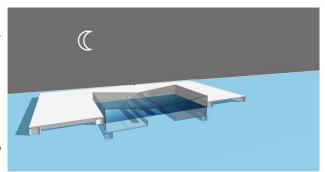
This method is a module with a floating dock. A water tank is placed on that board.
There is a water system located under the sea. This system has two main part, a water tank and a sloped roof for bringing water in.

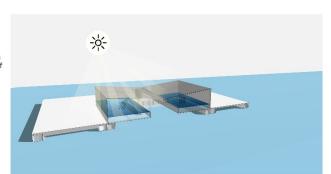
### WHEN THE TIDE COMES UP,

the tank will sinks down to the sea and will be filled up with water

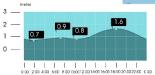
### WHEN THE TIDE COMES

DOWN, the tank will floats up along with the water it holds inside. This water will be heated under the sun, steam up and follow the sloped roof to the "clean" water tank.





# DISTRIBUTION OF TIDAL IN A DAY













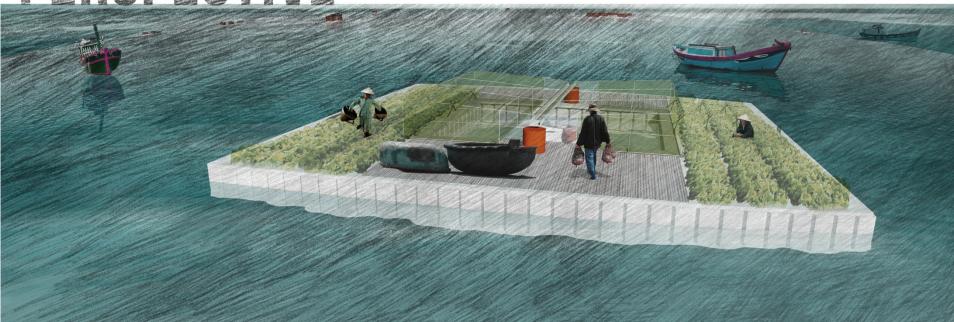
# COLOR





# GOLOR

# PERSPECTIVE



# PERSPECTIVE

