

WATERGATE

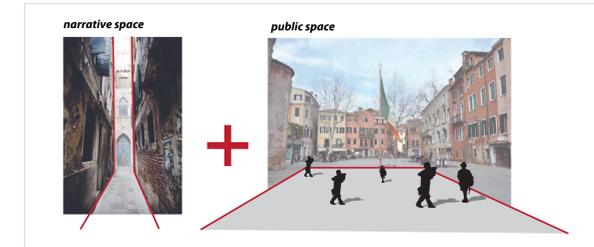
lighthouse competition_città immaginarie



Design

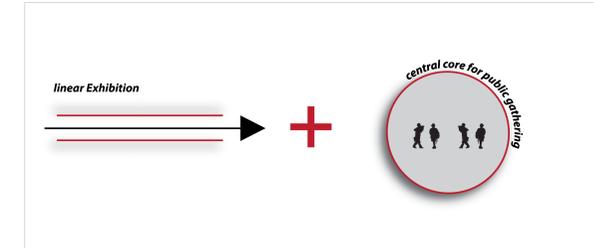
diagram

1st



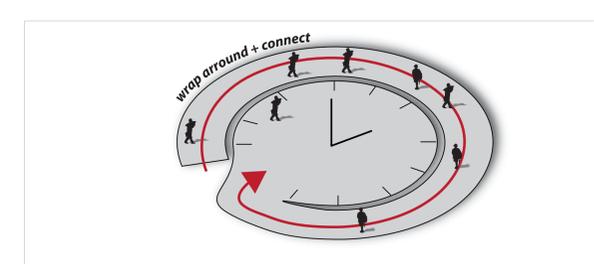
the typical venetian alley transports the exhibition in narrative way
the piazza serves as a meeting point for tourist but also for the locals still living in venice

2nd



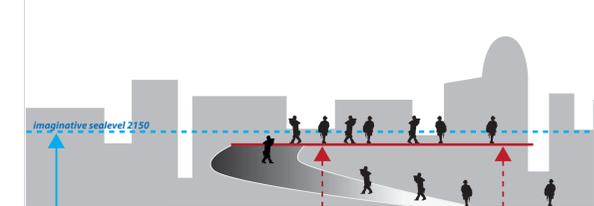
the linearity of the alley symbolises a causal directed time-flow
combined with the exhibition the central core is the final destination and turning point in the story

3rd



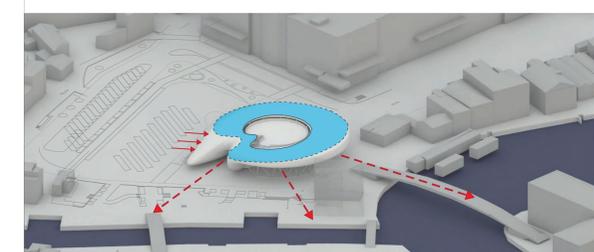
the alley wraps around the central core to achieve a continuous perception of the space and time
the central core serves as a back for the different exhibitional sceneries

4th



the imaginary future sealevel conditions the core to be set up to a higher level
from this point the visitor overviews what could be flooded someday

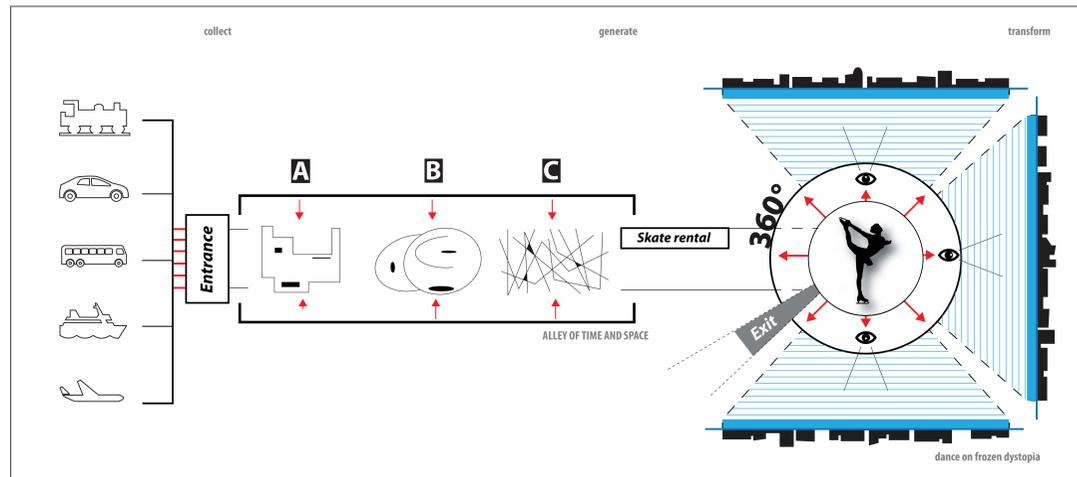
5th



even though the „pavillion“ does not react to the urban context, it orientates to important nodes like the arrival area of busses for collecting the visitors and it opens to the direction of the historic center.

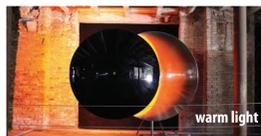
Design

room logic, moods



A eutopian

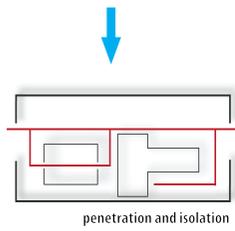
moods



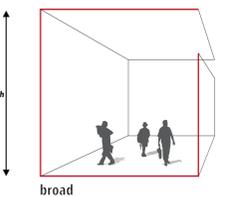
media



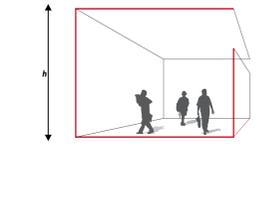
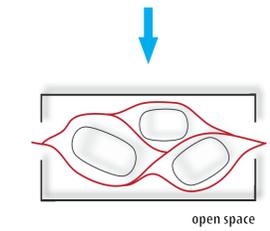
movement



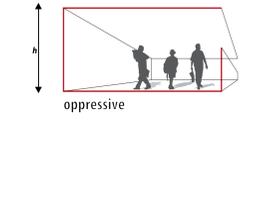
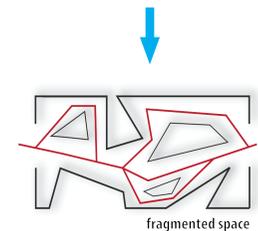
room dimension



B global



C dystopian



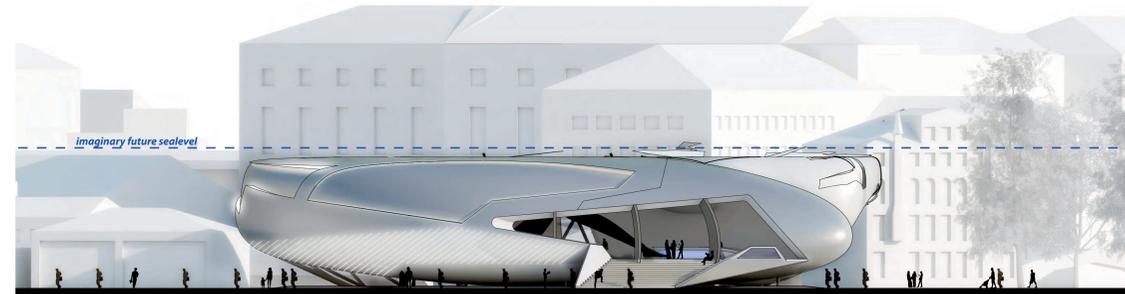
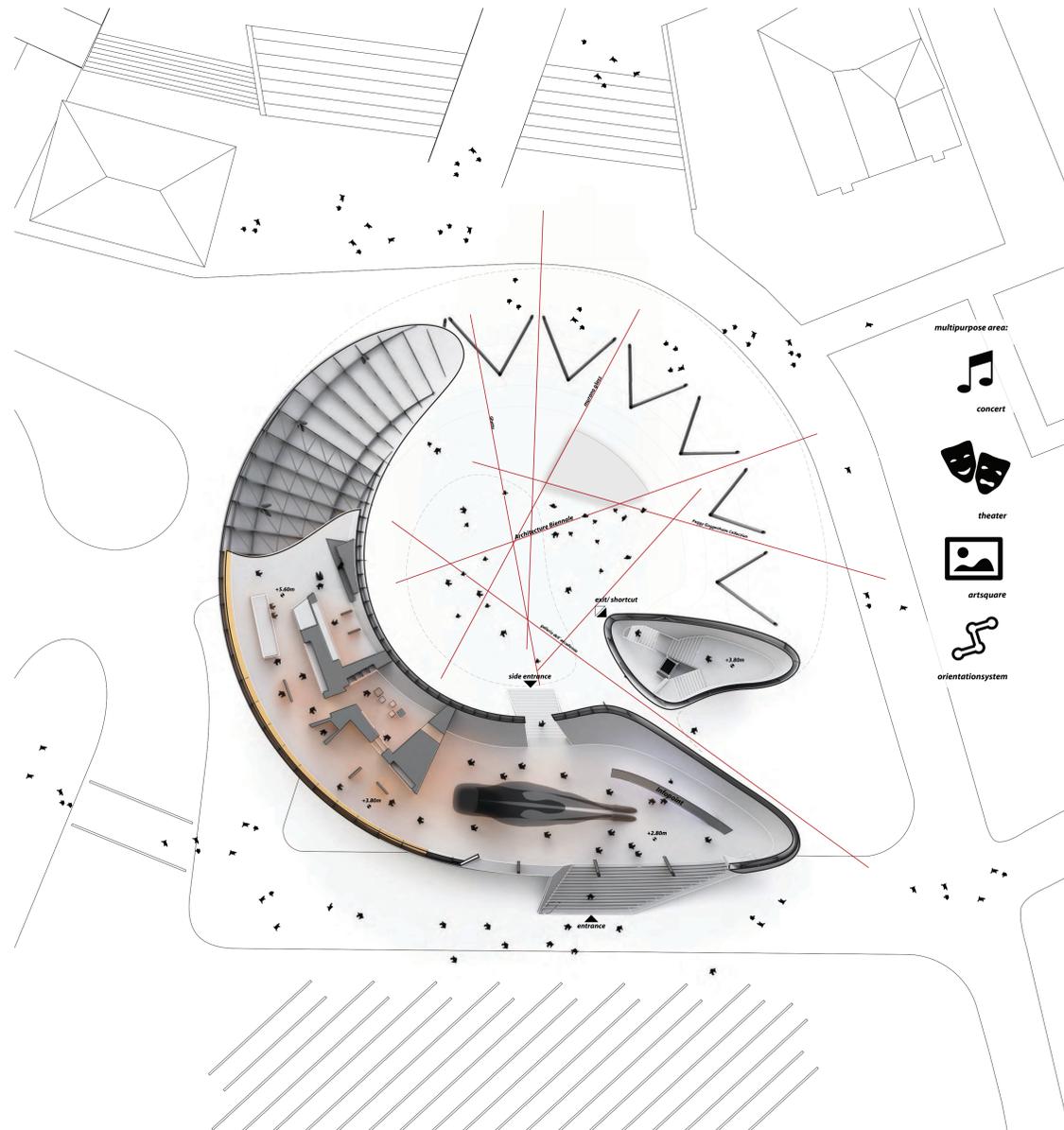
Design

siteplan: piazzale roma, view real dystopia
M1:500



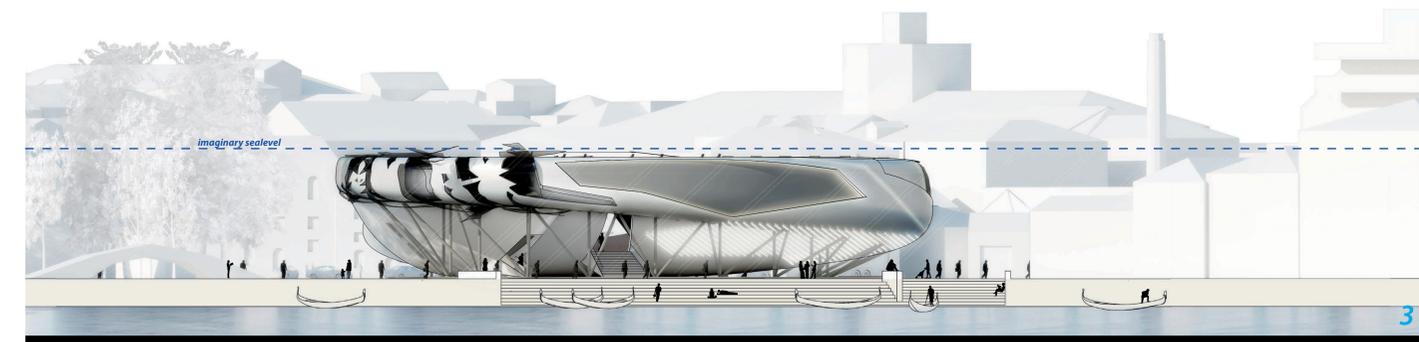
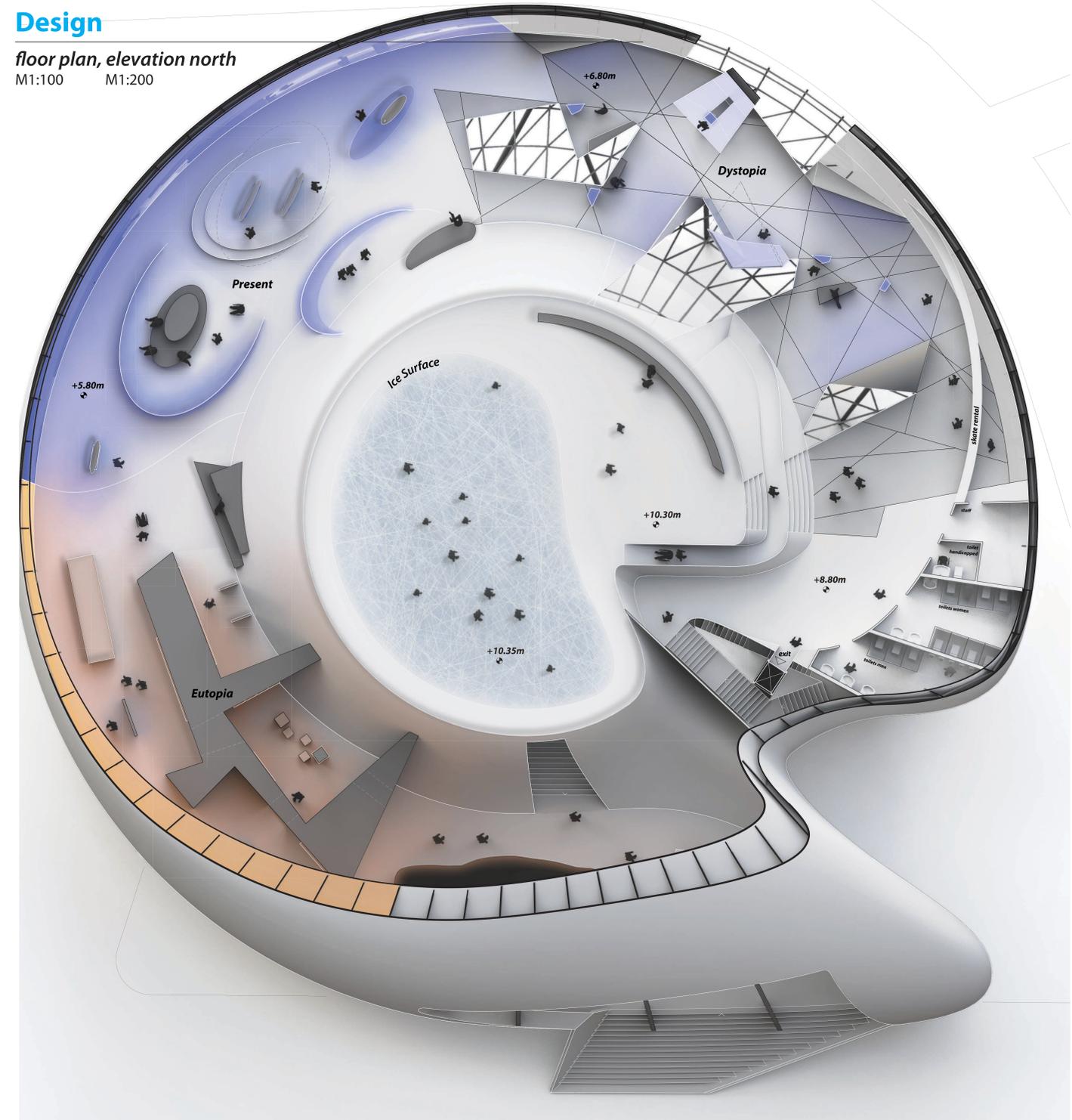
Design

entrance: floor plan, elevation south
M1:200



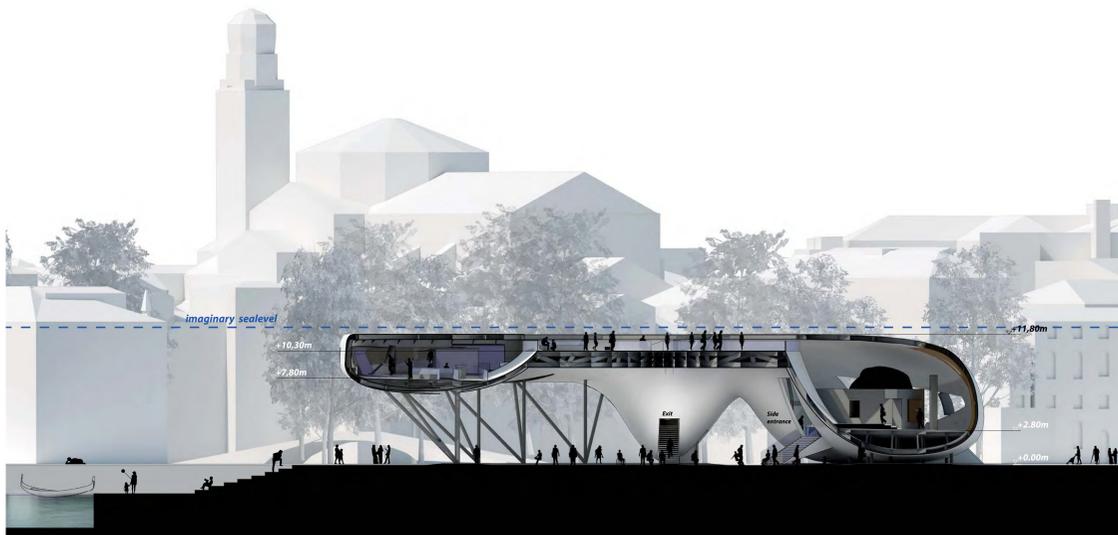
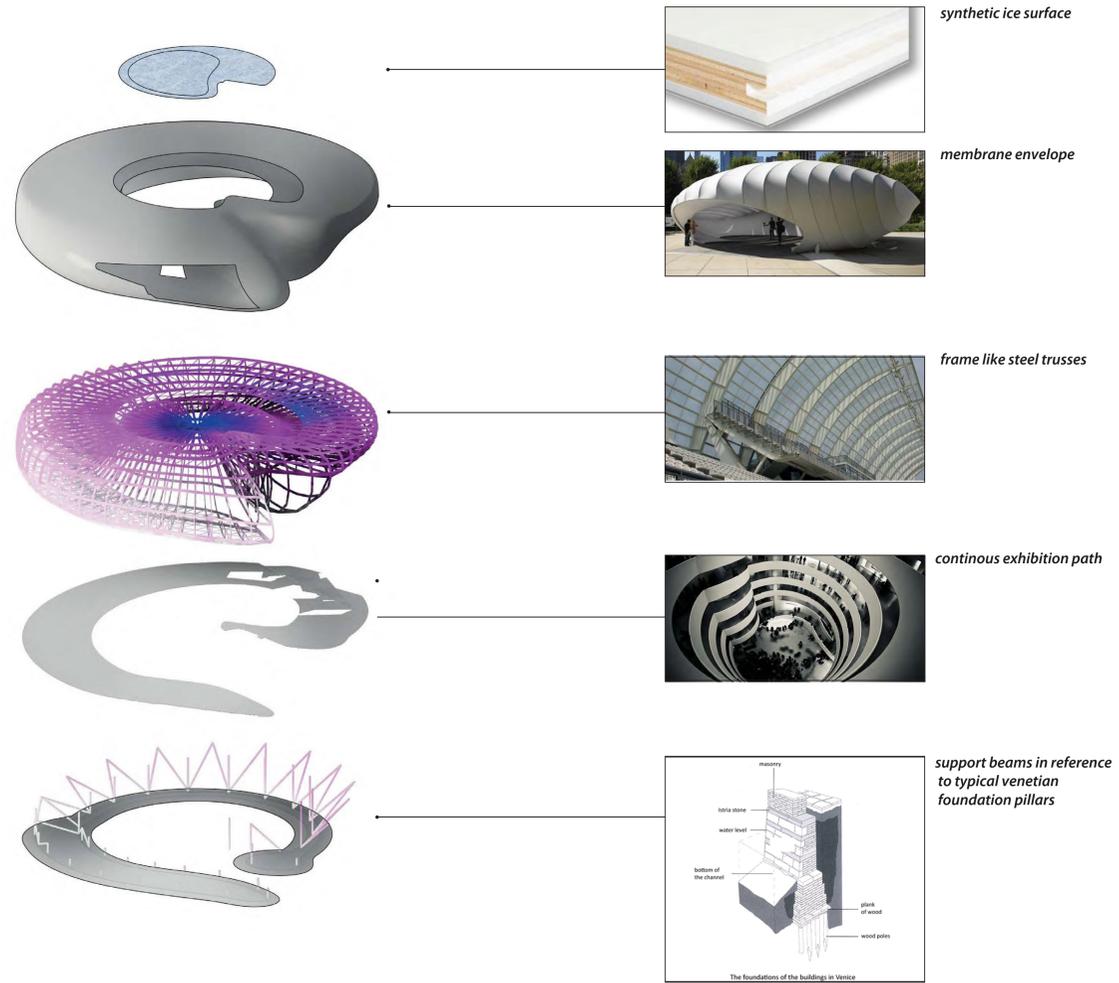
Design

floor plan, elevation north
M1:100 M1:200



Design

explosion drawing, section
M1:200



Design

view dystopian space, overview night

