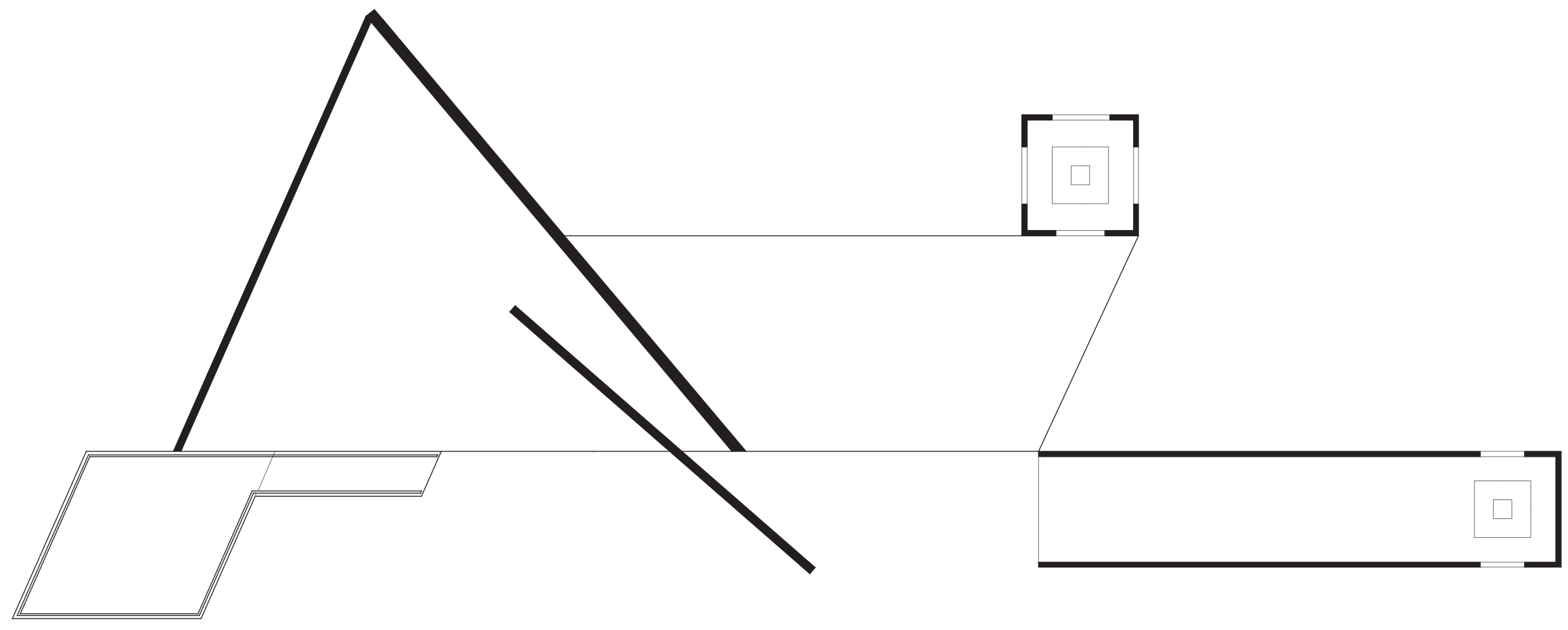


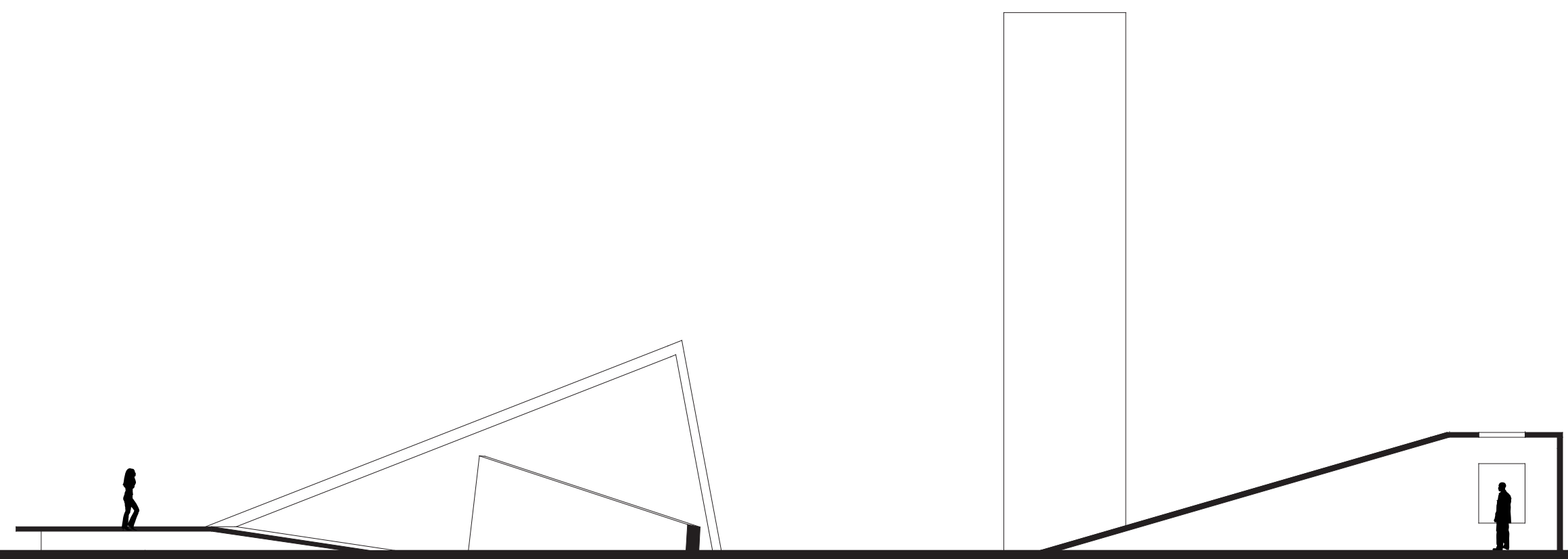
Spatial Geometry

We approached this project by looking at it as way to take the architectural spaces and return them back to the basic program of the space. We used the basic geometry such as a triangle and a rectangle and used them to define space inside and around and give the user an experience from all angles. We used the geometry not only for spatial reasons but also to frame views in the distant while the user is walking around the space they will be able to enjoy the scenery.





Plan



Section