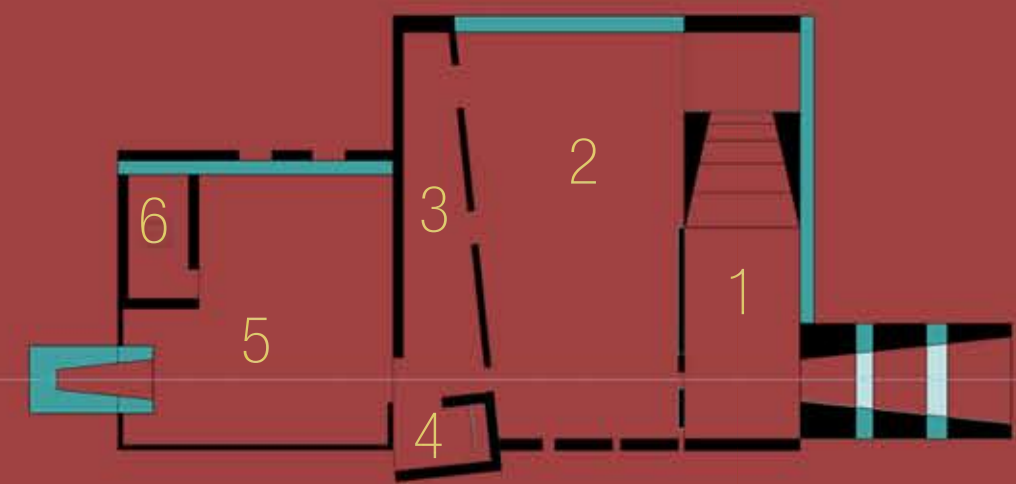


Architecture, if deprived by its typology, by its function, and by its context, morphs into an experienceable art form. The structure invoked works as a deceiver, through classical methods of forced perspective and through its binding with light, the cumulus of materials generate a fundamental experience of possibly inflicted states on a hypothetical visitor, working such as a pavilion that lacks a historical genesis and a cultural identity as it seeks an unique existence. A machine that may generate in its visitors an overwhelming series of states, constantly adapting as they pass through the spaces and uncovering them being manipulated. The projects enforces appearance. It is design to act as an illusion, to surprise and deceive the eye. As it is separated from art by a direct participation that proves the importance of involvement in defining architecture as a distinctive branch of art.



- 1. ACCES/ENTRANCE
- 2. SAND COURTYARD
- 3. LOBBY OF MIRRORS
- 4. GREEN SPACE
- 5. TERMINUS DECK
- 6. STEEL ROOM



1. gravel; 2. hardwood; 3. stone;
 4. sand; 5. concrete; 6. grass
 7. hardwood; 8. steel;

