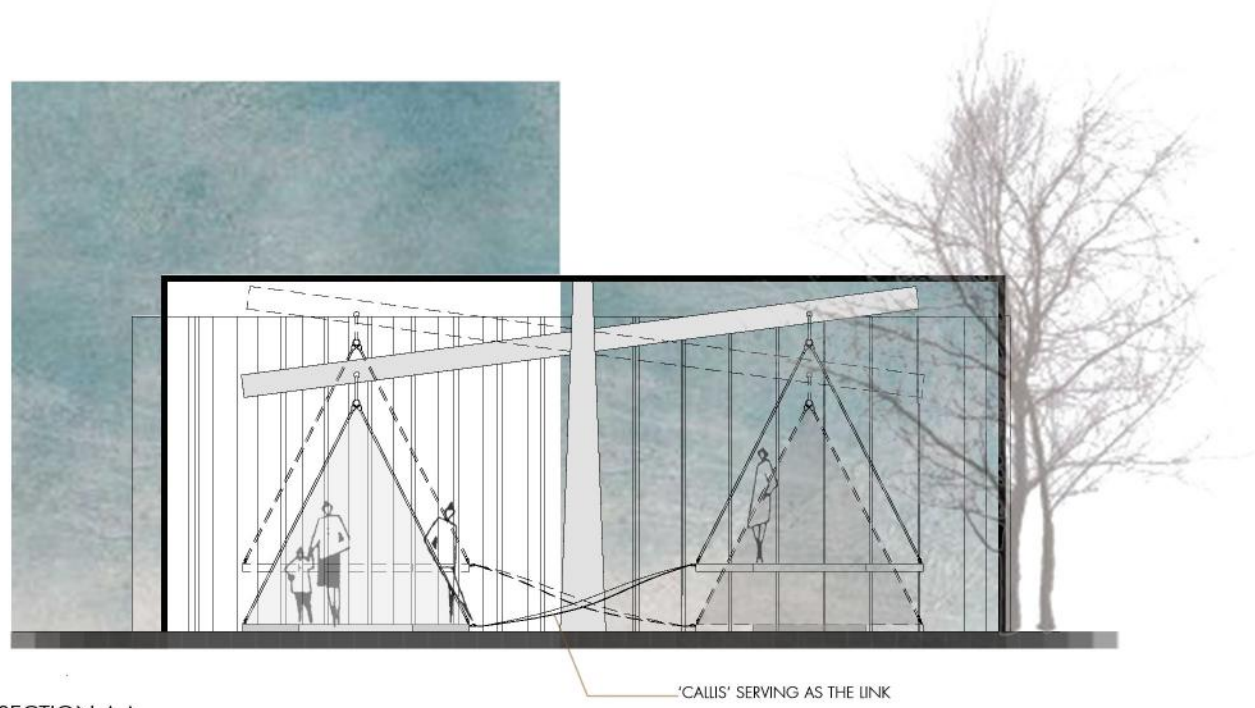


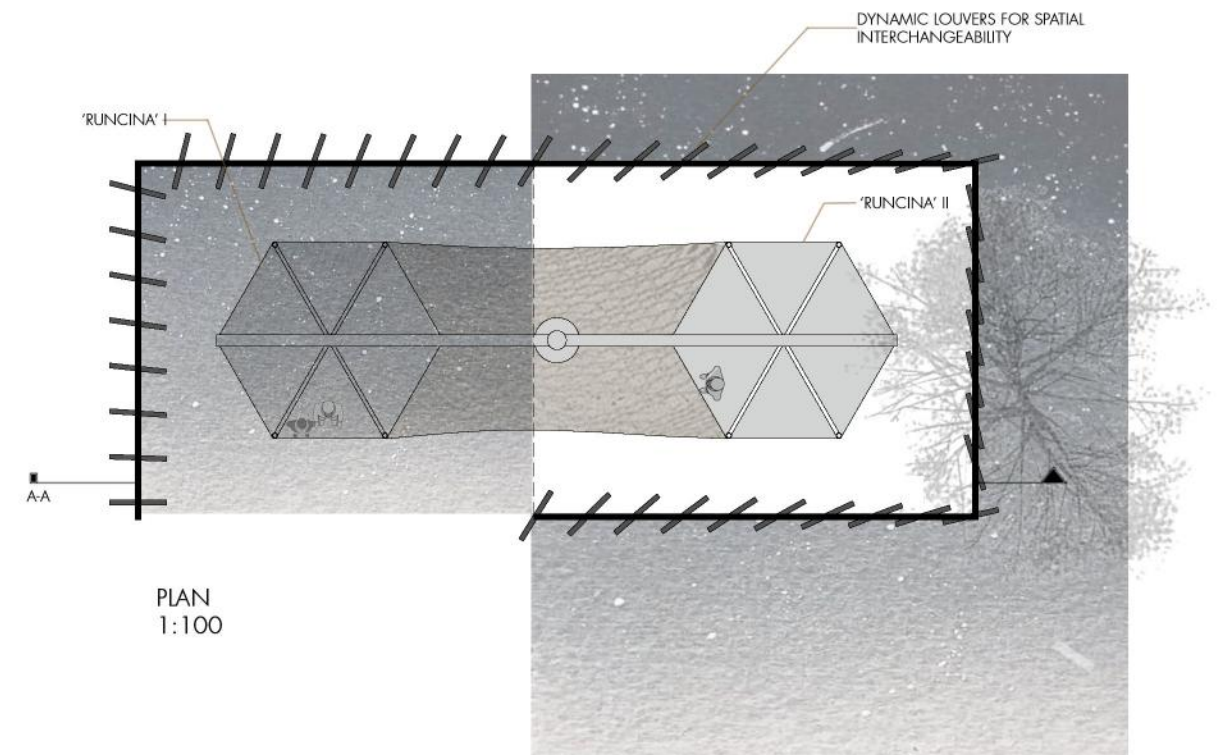
Monotony.
Stagnation.
Intangibility.
Disconnect.
Dynamism.
Interconnectivity.
Human Communication.
Human – Environment Interaction.
Space – Space Interaction.

Reciprocation.

“The aim of Reciprocation is to distance the human from environmental monotony by creating an interminably varying space which encourages occupants to actively interact with one another through means of direct verbal or gestural communication. The linearly shifting levels of the contrasting floors, caused in response to human body weight, create an engaging dynamic by providing opportunities to those entering to speculate about both the mechanisms of the reciprocating movement of the runcinae and also the aesthetically conflicting day-night spaces within. Despite the seemingly disjoint nature of the conflicting spaces, the interconnectivity between them creates a singular room—everchanging, reversing and reciprocating with the motion of human curiosity.”



SECTION A-A
1:100



PLAN
1:100

Monotony + Technology = Intangible Communication

Monotony, an unnoticeable reality disconnecting people from their surroundings.
Technology, an unceasing platform for unadulterated information intake.

Dynamic Movement + Human Curiosity = Tangible Communication

Dynamic Movement, an everchanging and evolving built form.
Human Curiosity, a stimulus propelling reaction.