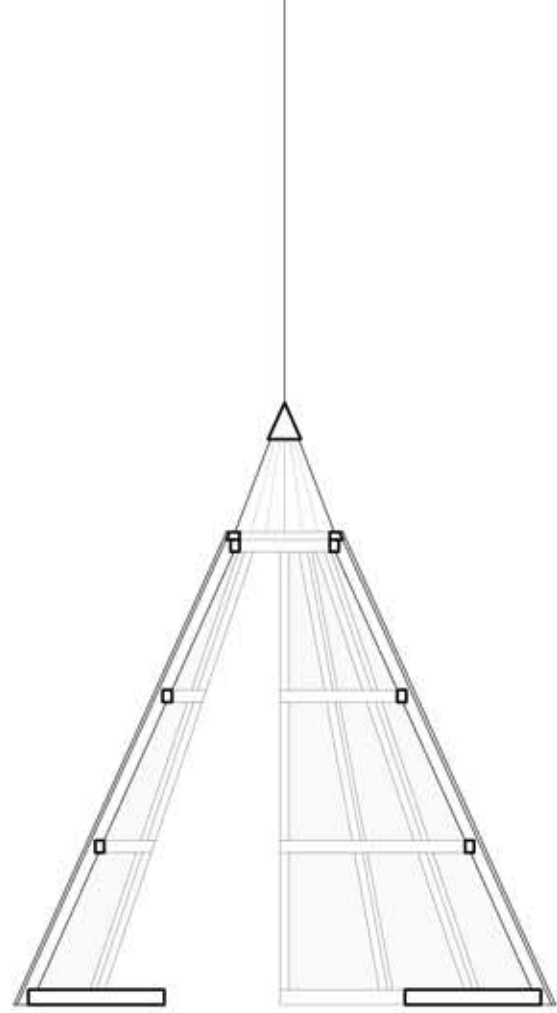
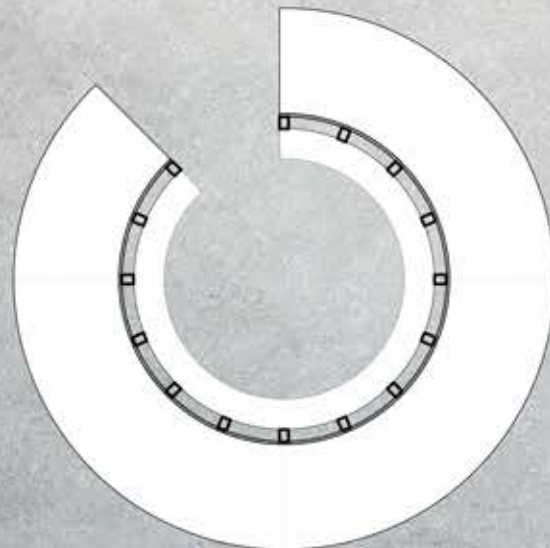




If there really is no room for interaction in the hyperreal virtualities, maybe we shall find it above the ground, an intimate space /  
a suspended moment of shared silence - or shared thoughts.



The 18m<sup>3</sup> volume creates a particular atmosphere by toning down the murmur of the city. The 3,60m diameter circular plan allows up to 6-8 people to share the space inside - while the skylight allows the natural light in. Our aim was to create intimacy - through the conoidal form that invites to leaning, moving, swinging, resting /  
shaping connections.



is there room for communication?

In the everchanging city of today - with its ephemeral structures, chaotic traffic, monumental buildings and gated communities, designing meaningful public space is a recent and very important concern. Where can we sit in silence and share a moment with One Another - be it strangers or friends? Does such a place fit into our crowded cities?

Our room is light, simple and can be easily adapted to different contexts - a nearly closed and nearly open space, robust yet fragile. When it seems to be floating, separating intimate space from the outside, it's also moving. Communication might happen at first by accident, through body language. You might laugh together with someone you're seated next to as the room starts to swing. And you might want to lean towards your temporary room-mate because of its conoidal form - though there is enough space to stand bolt upright. You might want to stare - and you might do it, and you might want to start a conversation.

- fig.1: suspended room in the city, made out of corroded steel
- fig.2: hypothetically suspended room on an air balloon, made out of wattlework
- fig.3: suspended room in the forest, made out of wood
- fig.4: room on the ground in the city, made out of concrete
- fig.5: floating room at the seaside, made out of plexiglass
- fig.6: room in the desert, made out of clay

fig.1



fig.2



fig.3



fig.4



fig.5



fig.6

