

CUBICAL COMICS

"Creation is light and shadow both, else no picture is possible."

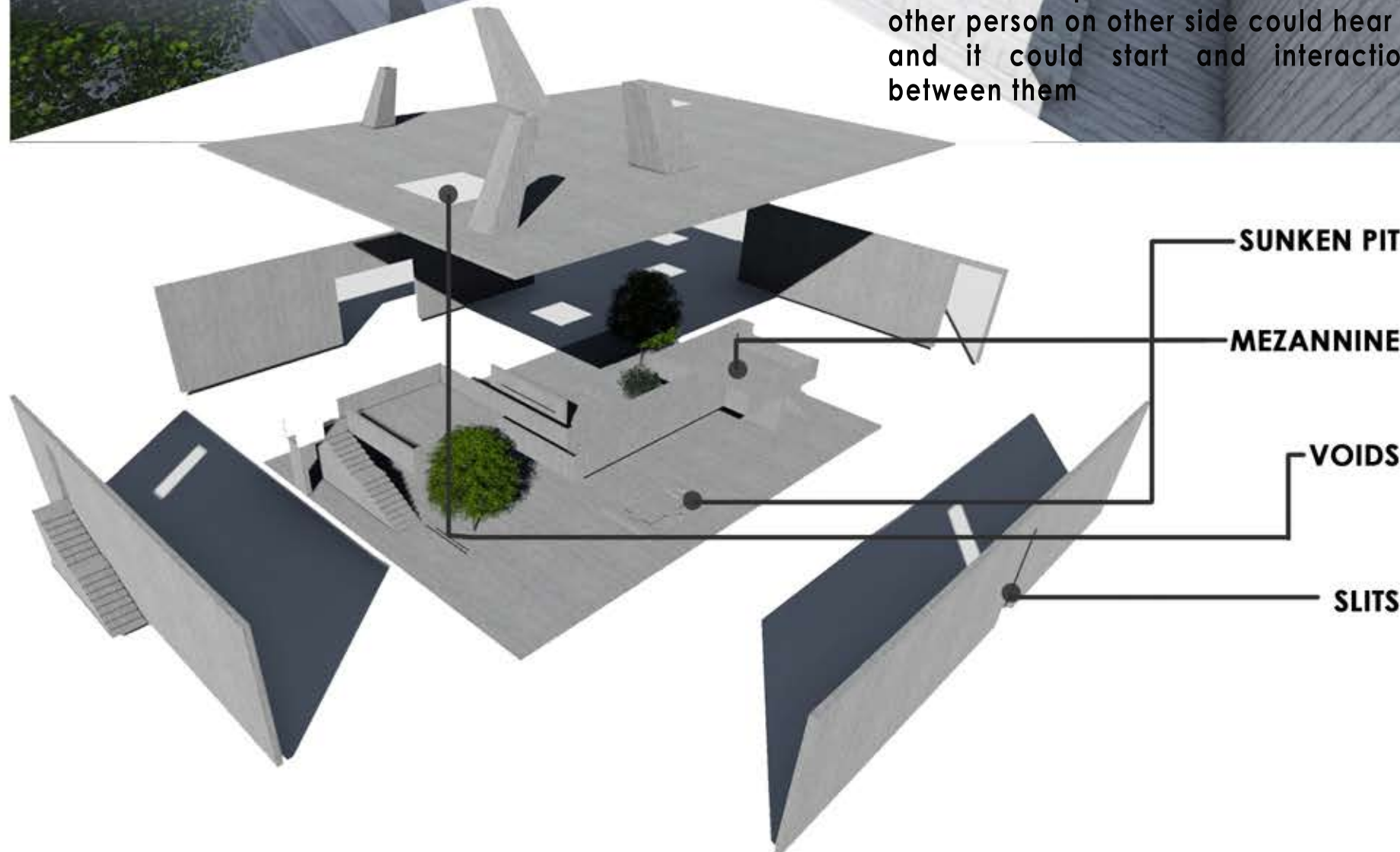
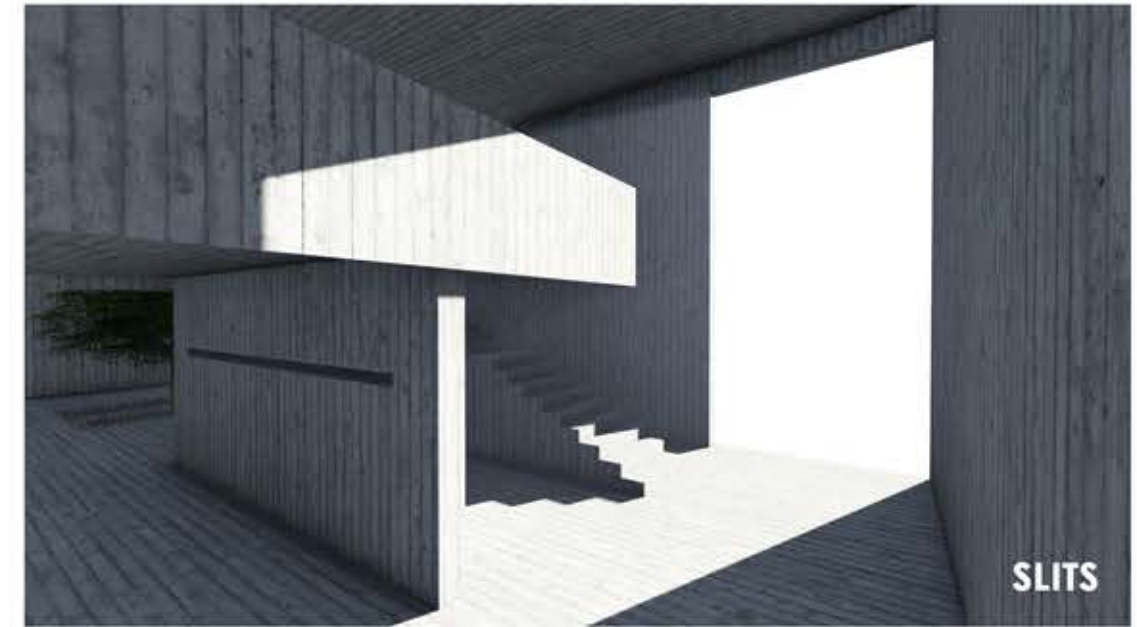
Remember that in the midst of life's tragedies and comedies, we can always lift our eyes to the one beam of divine light from which all of our dramas are unsubstantial projections.

Lightscaapes

By defining the position, direction, brightness and spread of the light beams, we tried to transform the space into a dramatic play between light and darkness. In order to make the light beams visible, one must have the knowledge and skill to manipulate a room's thermodynamic conditions. When one enters the room, one sees shafts of light that appear to radiate and expand from a single point. As one walks to the side, one will notice that the light beams are actually parallel to each other.

Darkness and semi-darkness are usually used to expose and accentuate light. Five wooden ladders scattered throughout the room symbolize stairs to heaven.

Speaking wall is there with stories on it so that if one person read it from one side other person on other side could hear it and it could start an interaction between them



MASS AND VOIDS

The appreciation of mass, like that of space, depends on movement, but this movement must be physical.

The simplest architectural element is a plane, the flat, two-dimensional surface that limits masses and spaces. Space and mass are the raw materials of architectural form; from them the architect creates an ordered expression through the process of composition.

MEZANNINE FLOORING

Mezzanine Floors are designed to create a vast amount of additional space in areas that are currently not utilised. Installing a Mezzanine Floor adds all the of extra space you are looking for, without any of the hassles of moving. Big advantage over moving.

ENLIGHTENMENT TREE

We have created a sacred safe space in the heart. This space has been created for healers, speakers and anyone who has a passion to share their love, energy and knowledge with other people thirsting for a greater understanding of this world around us. This is a safe place where we do not discriminate nor judge, but rather encourage people to unlearn many of the prejudices that inhibit their personal growth.

LEVELS

Playing with the varying levels invites users to experience and discover what each point of the place has to offer. The platform is a perfect element and provides a break from the other linear qualities found in the surroundings. Experiencing an effective game of heights at a place.

Trying to capture the nature of music



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