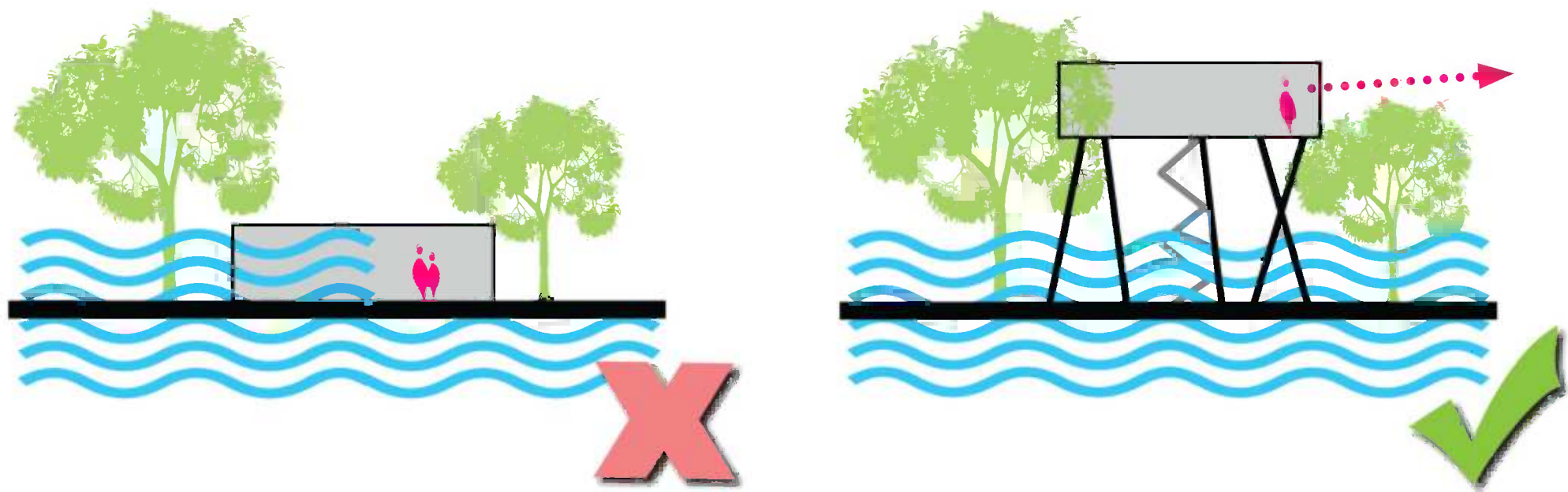
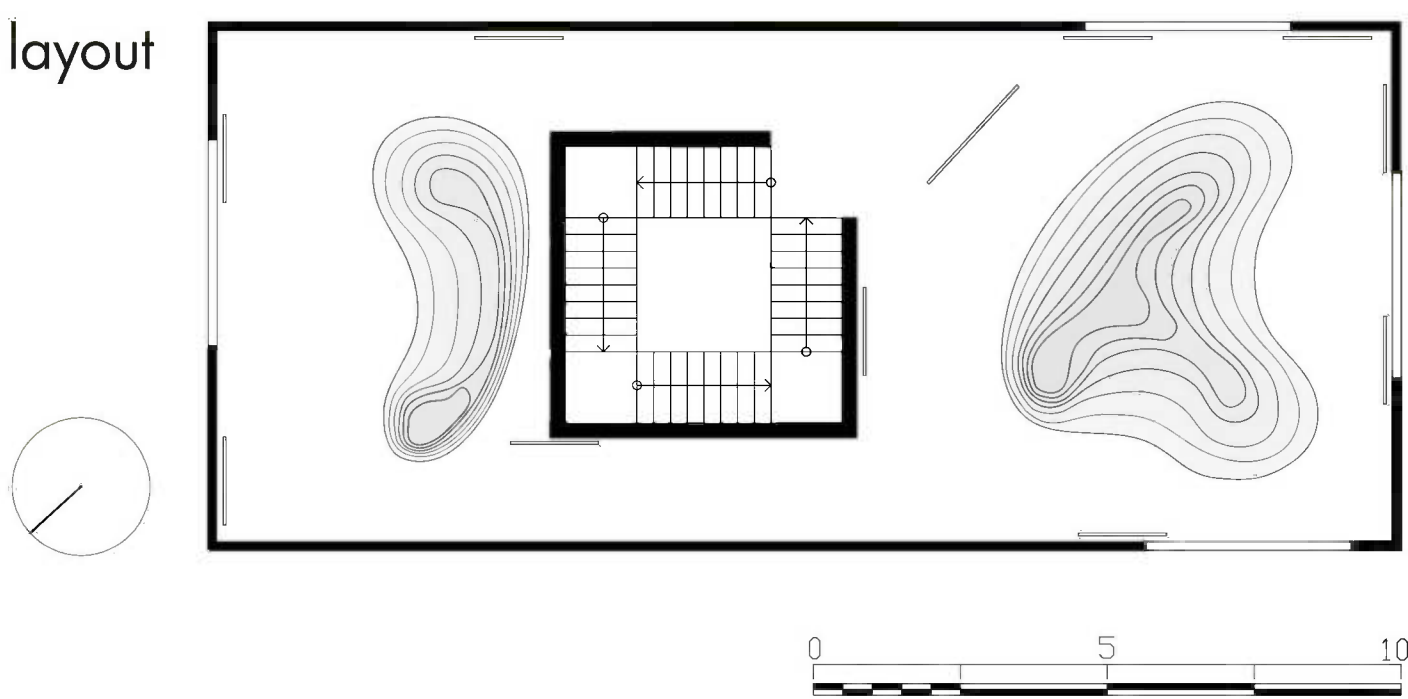




Our solution is based on this principle of **connecing people** by **meeting**. People among themselves **interact**, communicate and influence each other. A human is a social being, that would not survive by himself.



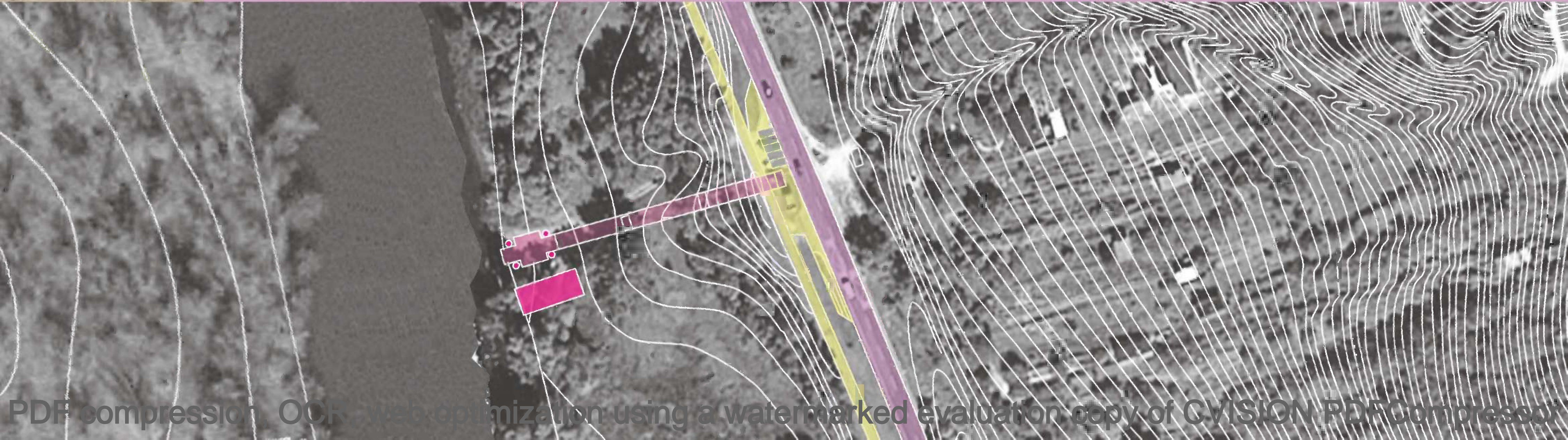
meeting point <4> sandberg

Morava

meeting point

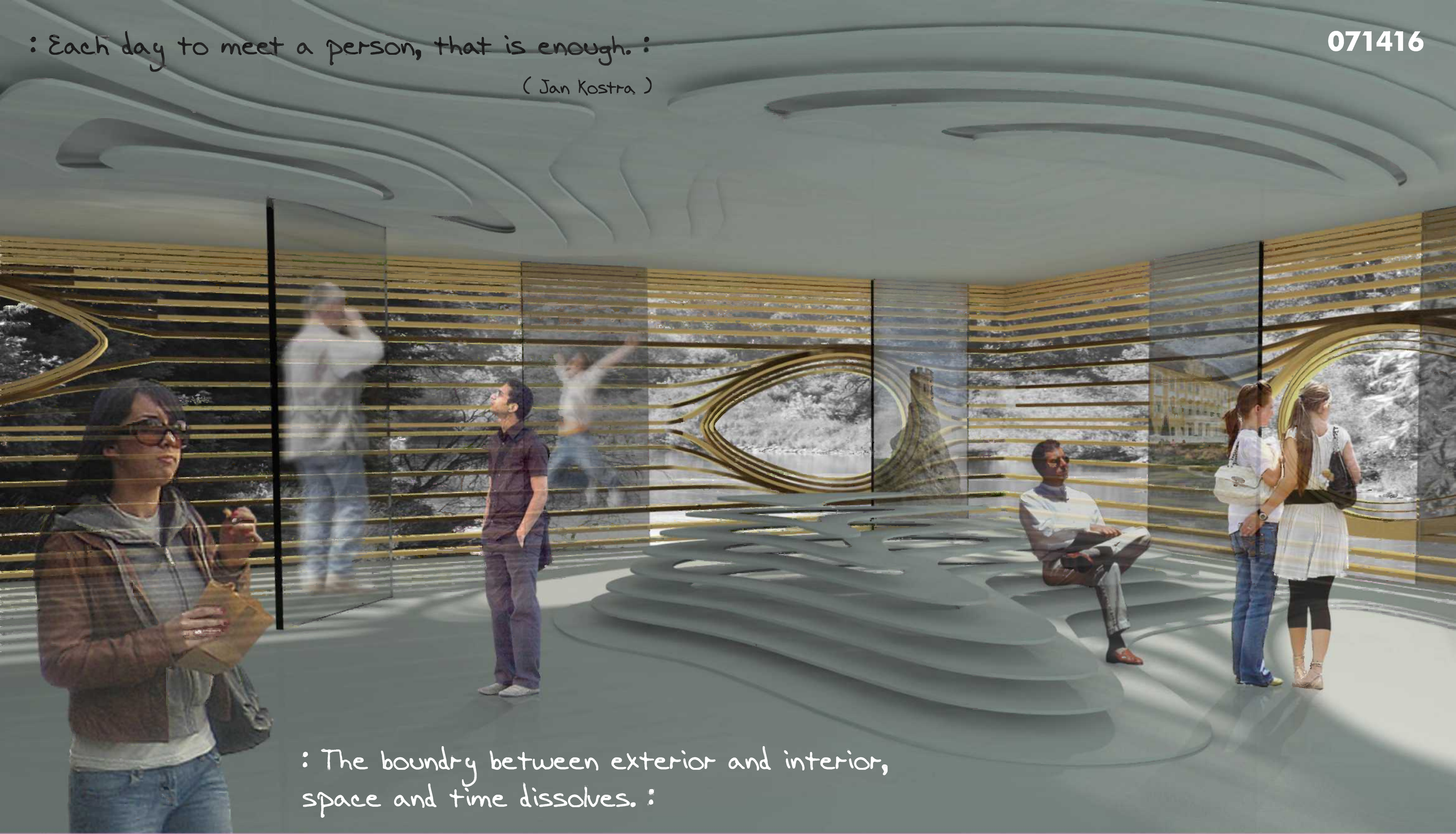
cyclo route  
motorway

Sandberg





: Each day to meet a person, that is enough. :  
( Jan Kostra )



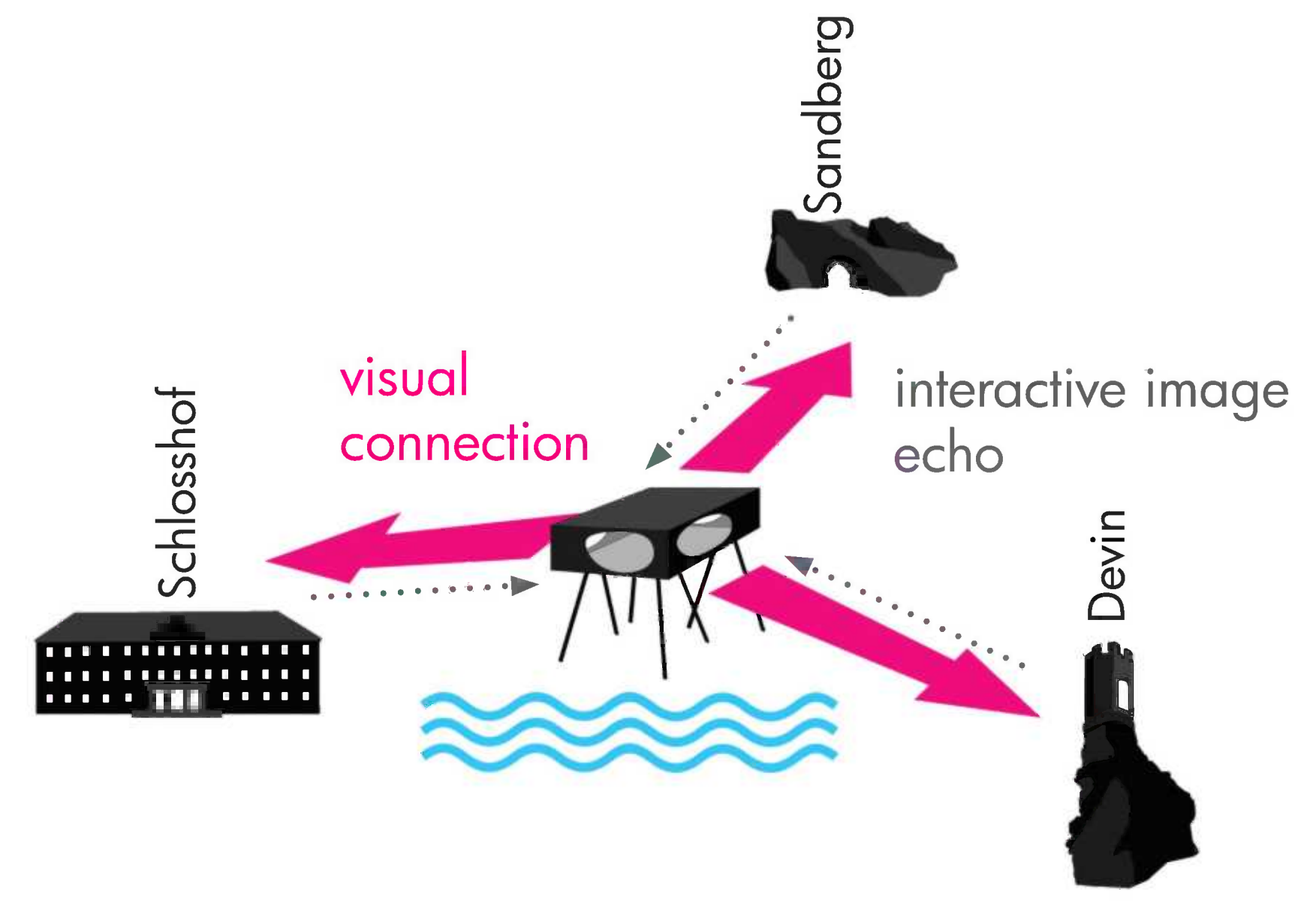
: The boundry between exterior and interior,  
space and time dissolves. :

## meeting point <4> sandbera

interactive **projection** on interior **panels**

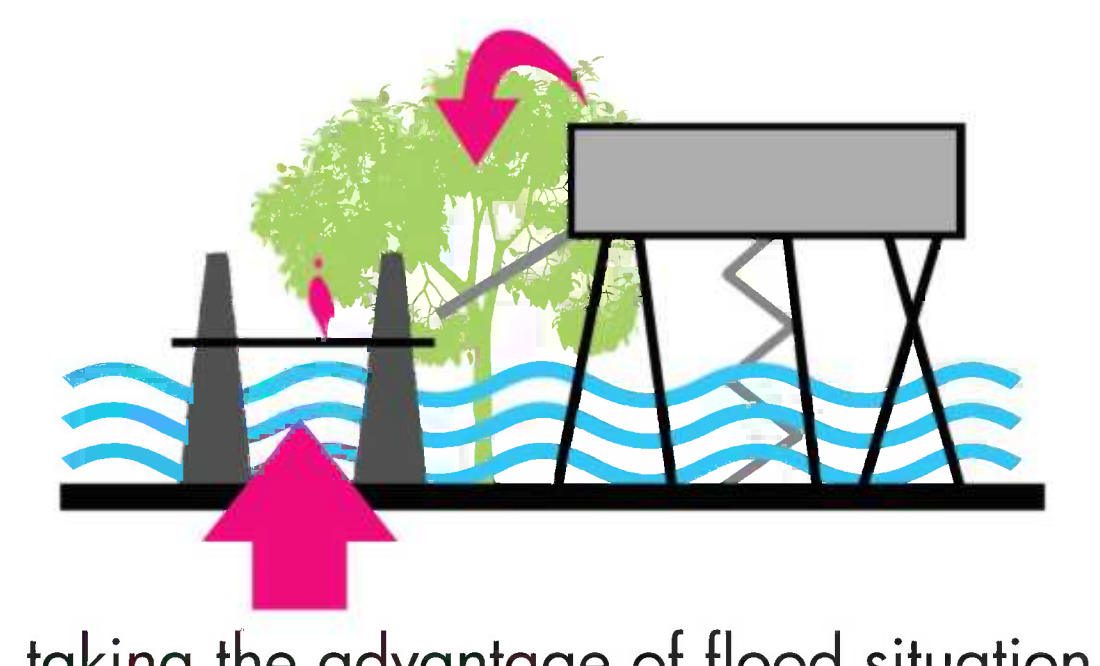


time .....



Not so long ago, we could **experience** only space in direct contact with us. The pohotography came later on, next color, then X-ray. Reality got closer and we could explore things deeper and from much **longer distance**. Soon, everything it will be in 3-D and we will be even able to feel it or interact with.

The most important element in each design process are **people**. How are they different? How have they changed, how they think, what they wear or dream about?



taking the advantage of flood situation

