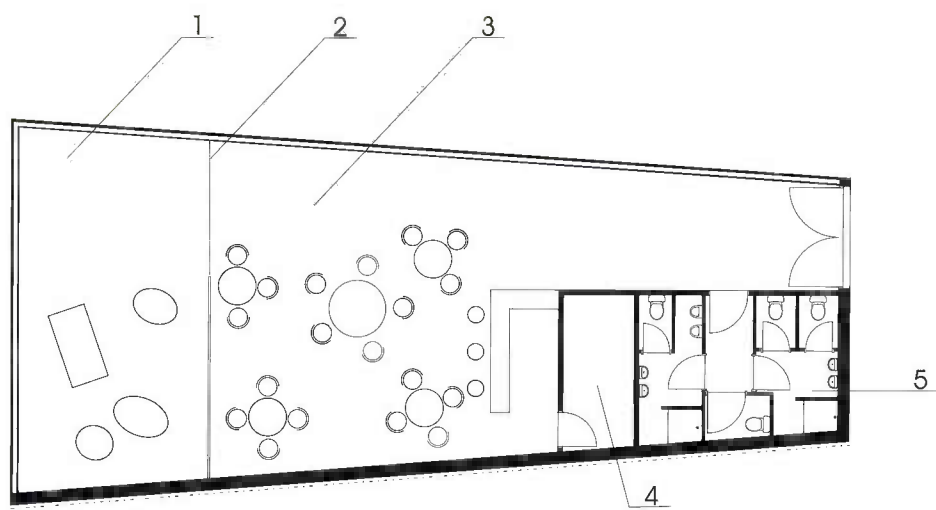




Sandberg, place filled with history, present and fantasy. My main interest in this project is to create fusion between architecture and undefiled nature. It should enable people to relax in a beautiful environment. I want to create place where people and nature would exist side by side. It is a point where people meet the nature. The project, that I designed, should not leave people indifferent. It should tempt them to stop and breathe the atmosphere of this place. I wanted to bring the old pylons back to life. In my concept the work aslike statues, pieces artwork, pieces history. They are exposed to the visitors. The building doesn't interact with them in any way.

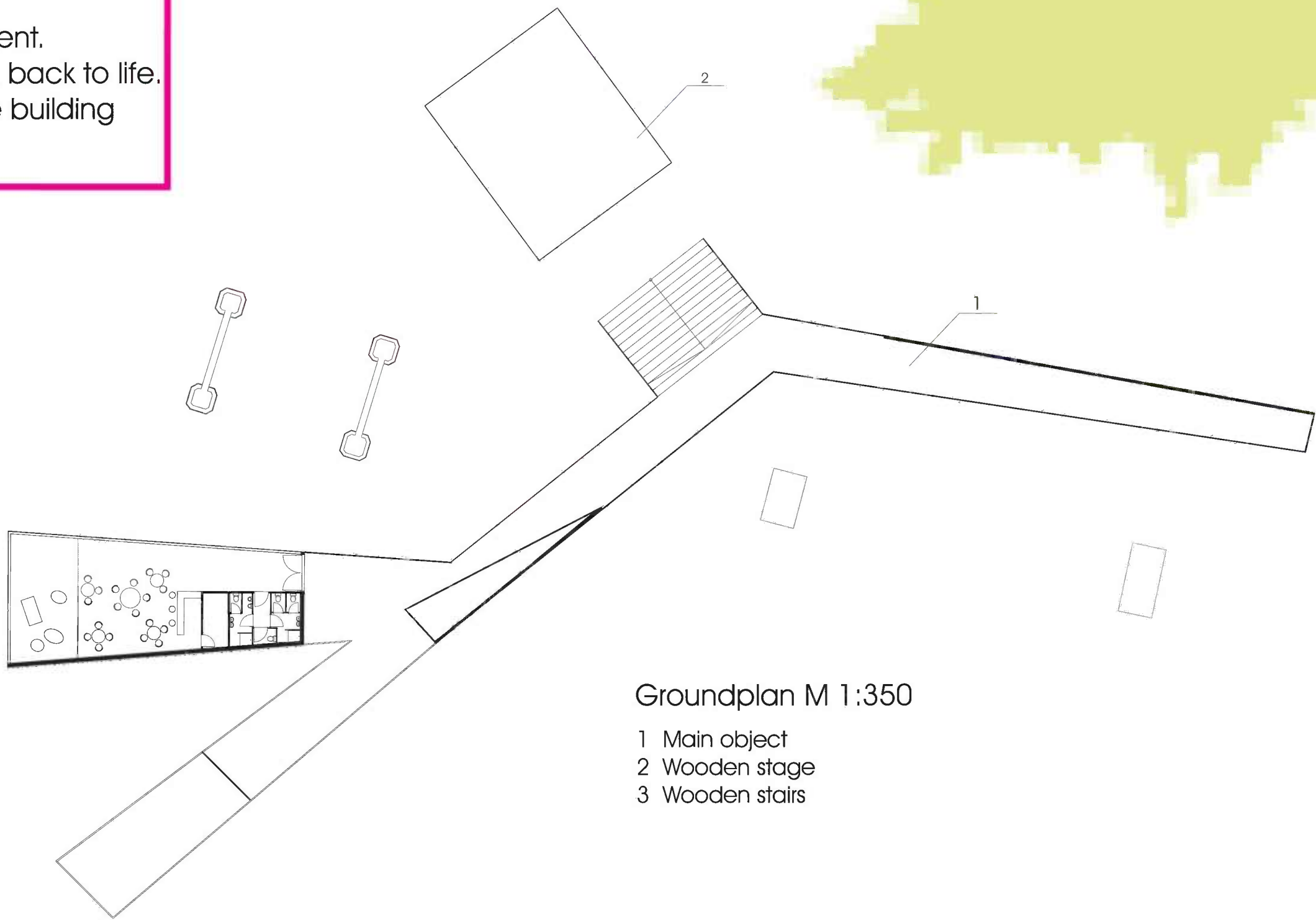
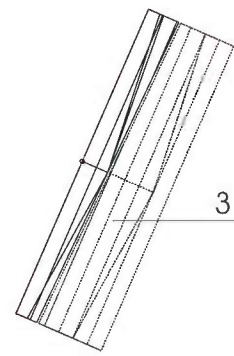


M 1:200

- 1 Musical and relaxation area
- 2 Sliding glass wall
- 3 Tea-room
- 4 Small kitchen with store and place for staff
- 5 Sanitation (toilets and showers)

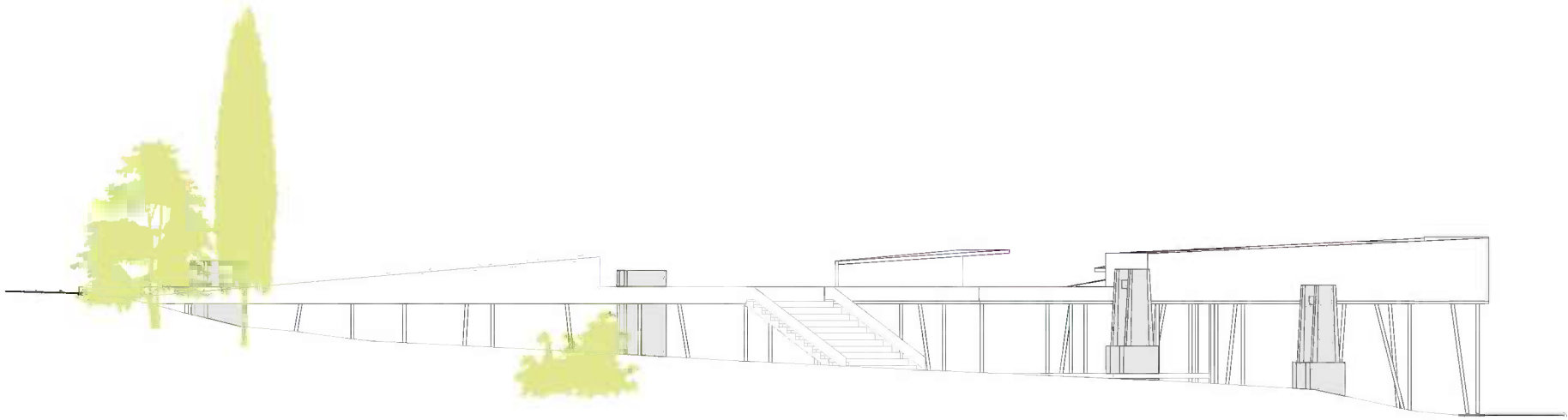
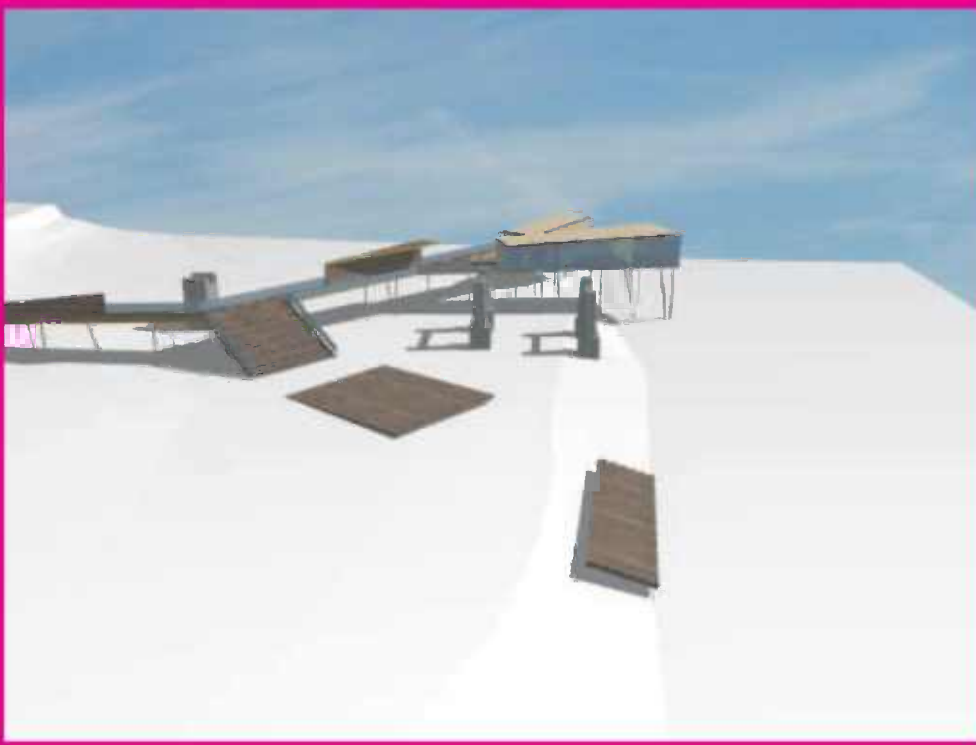
Materials

- Ytong
- Glass
- Facing timber



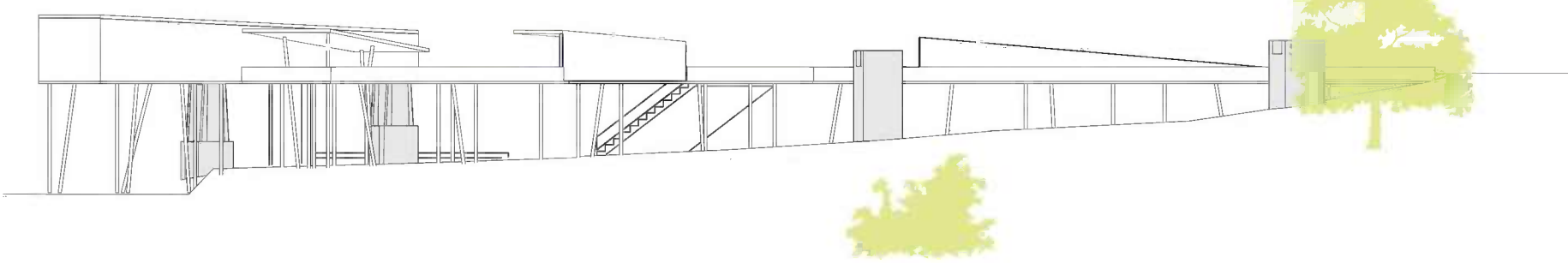
Groundplan M 1:350

- 1 Main object
- 2 Wooden stage
- 3 Wooden stairs



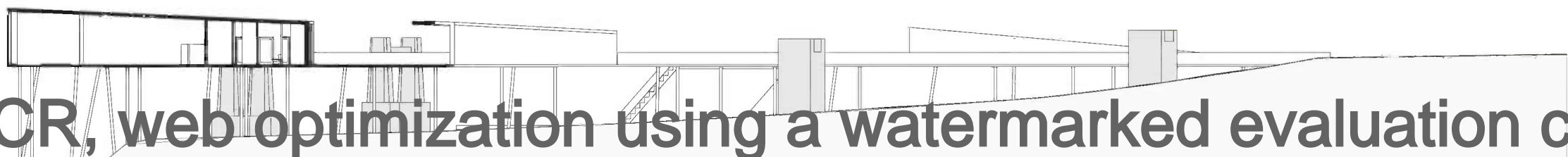
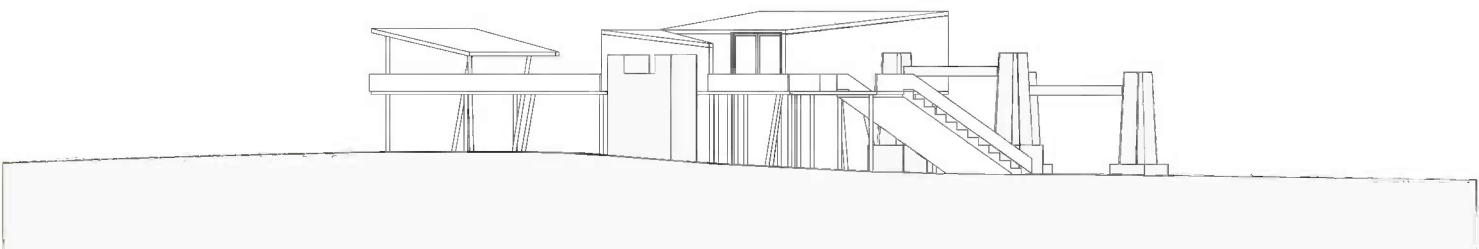
Exterior views A,B

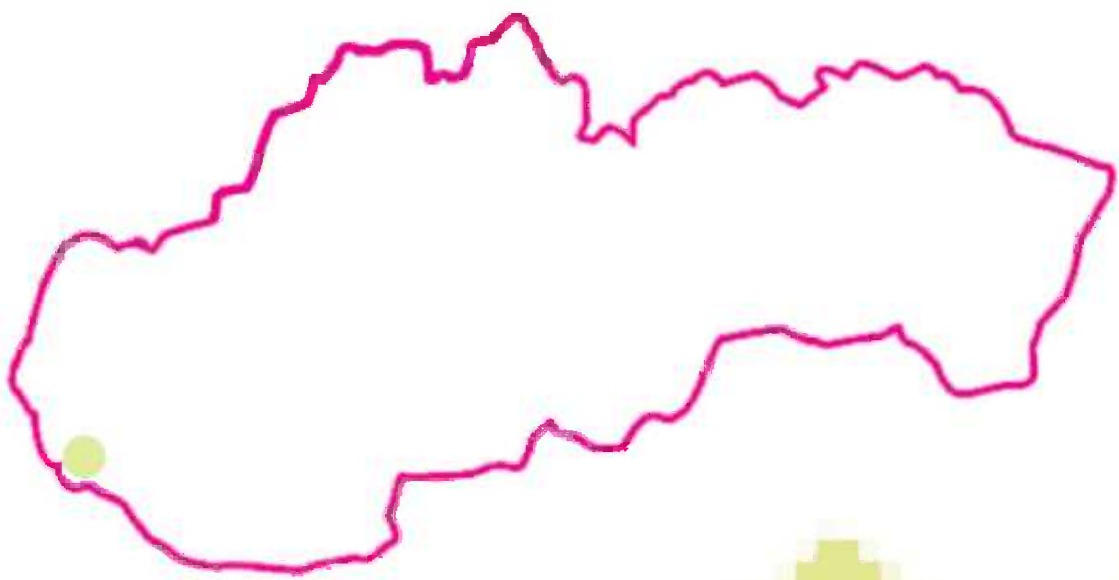
M 1:400



Cross-sections A,B

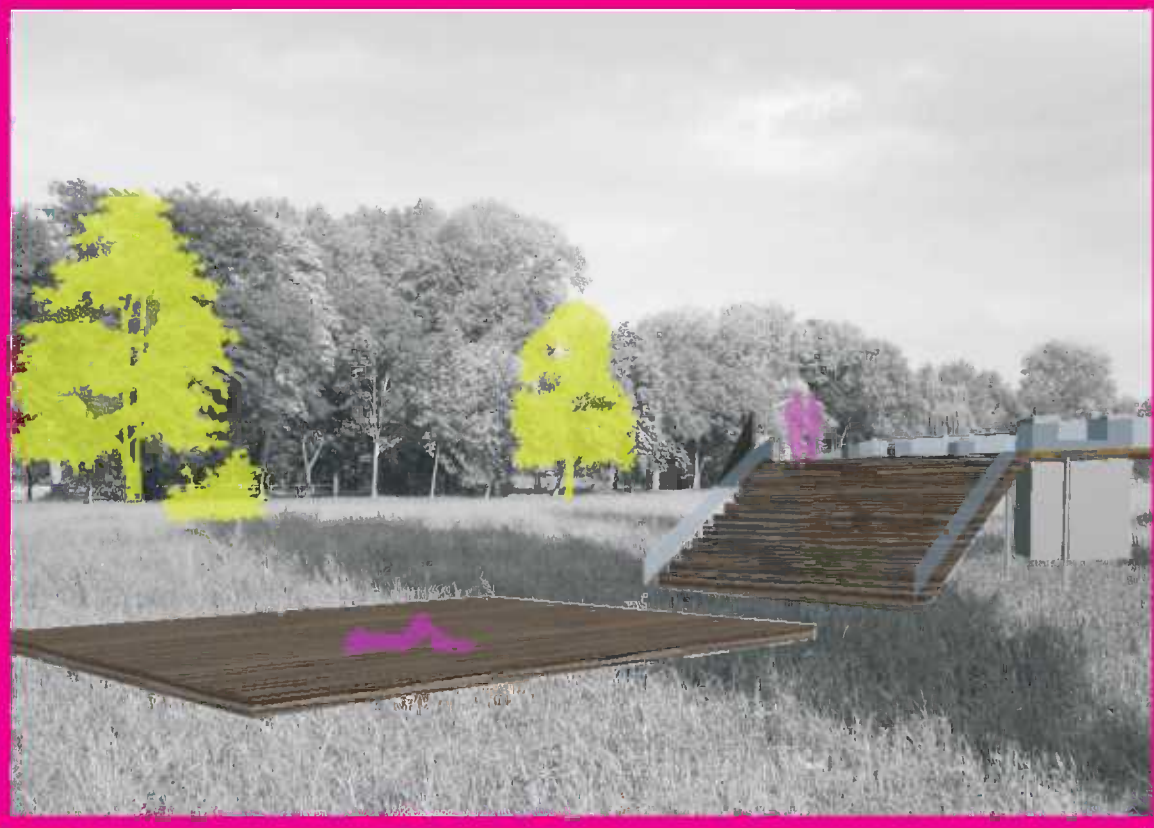
M 1:400





I created an object which is a continuation of the existing cycleway and leads us to this sublime scenery, full of freedom and fantasy.

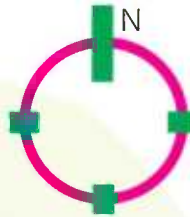
Wooden stage and stairs
Stage for workshops, concerts, theater performances, ...



Sandberg



Path



Cycleway



Wooden stairs copying a character of terrain

Material - wood



Exhibition area
Wooden walls for art, history, geography, ... exhibitions



Exterior gallery



Way to Sandberg
Timber elements for sitting. Follow to this main object.

