



# PLAYGROUND

the underwater world

# PLAYGROUND

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1 2 3 4 5 6 7 8

urban context:  
"the city of senses"

introduction:  
concept

1 2 3 4 5 6 7 8

1 2 3 4 5 6 7 8

evolution of the project:  
plan

1 2 3 4 5 6 7 8

diagram:

zones  
senses  
control

1 2 3 4 5 6 7 8

plans and sections:  
playground  
apartment

1 2 3 4 5 6 7 8

perspectives:  
views

models:  
sketch models  
final model

1 2 3 4 5 6 7 8

1 2 3 4 5 6 7 8

extra:  
glass of view





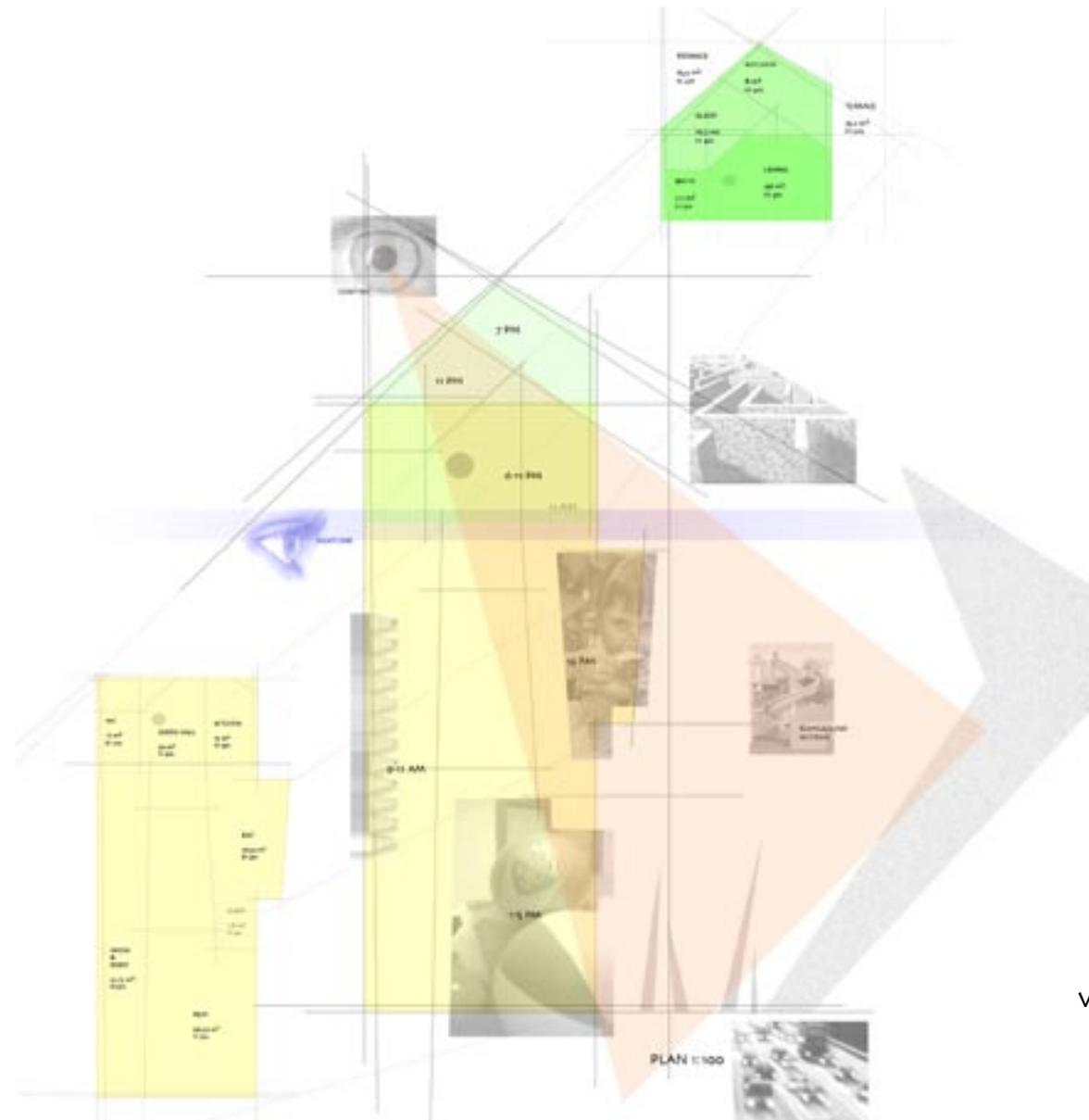
introduction

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The building includes two different interlocking "houses": the playground for the children and Lydia's apartment. The playground is conceived as a series of folies, created by different levels of height and floating boxes. There are different zones where the children can discover various senses by participating in activities. The main attraction is the huge aquarium in the playarea. Wherever you stay you can see the colorful fishes. The spaces in the apartment on the first level are more clearly and strongly divided. Upstairs there are rooms and downstairs it is an open spatial field. The roofs open themselves against each other. The sightline cuts the heart of the two "houses". This part is built in glass, it is a control view through the whole house. The sightline is also a connection to the ramp leading to the bistro.

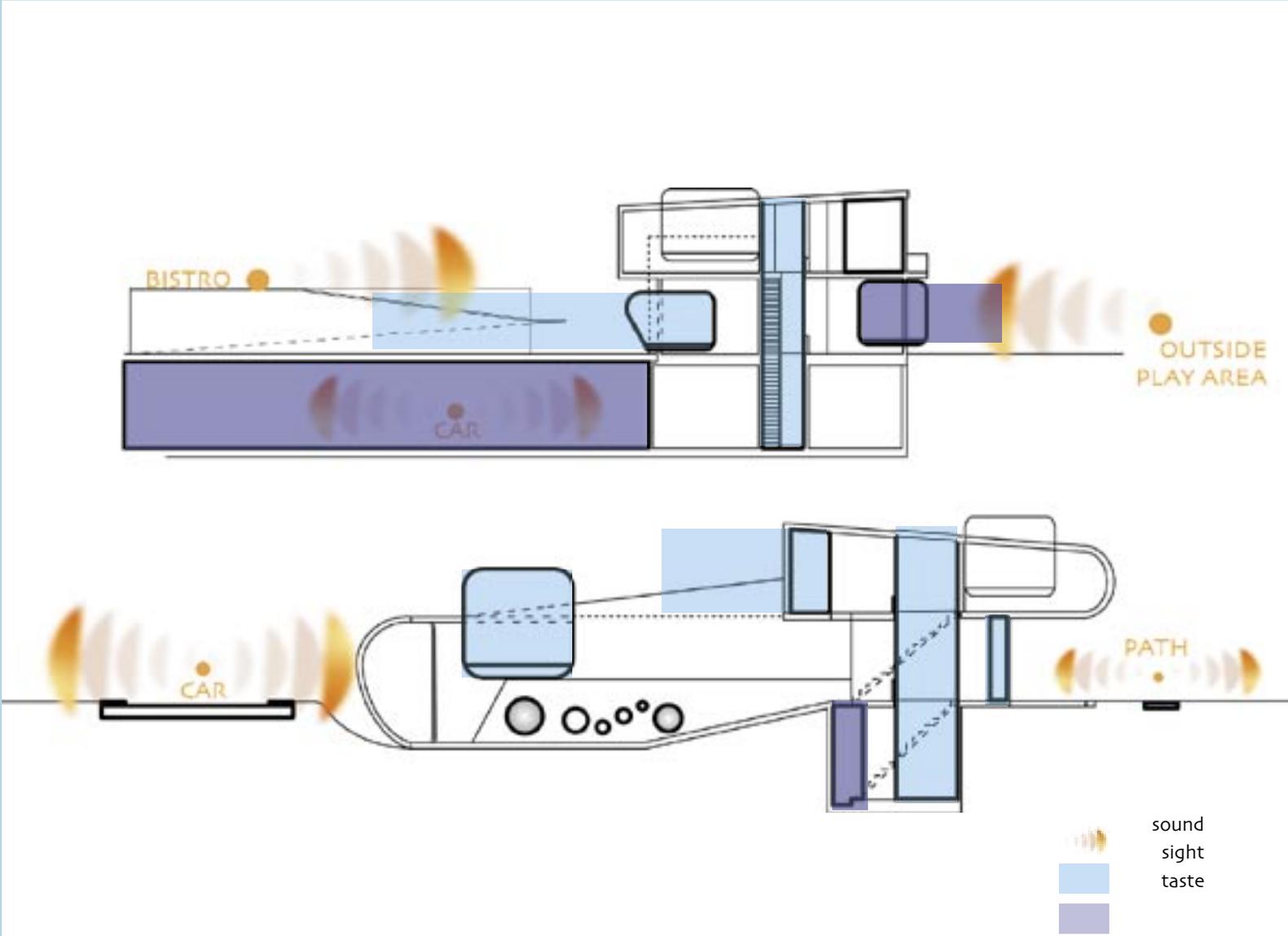
evolution of the project

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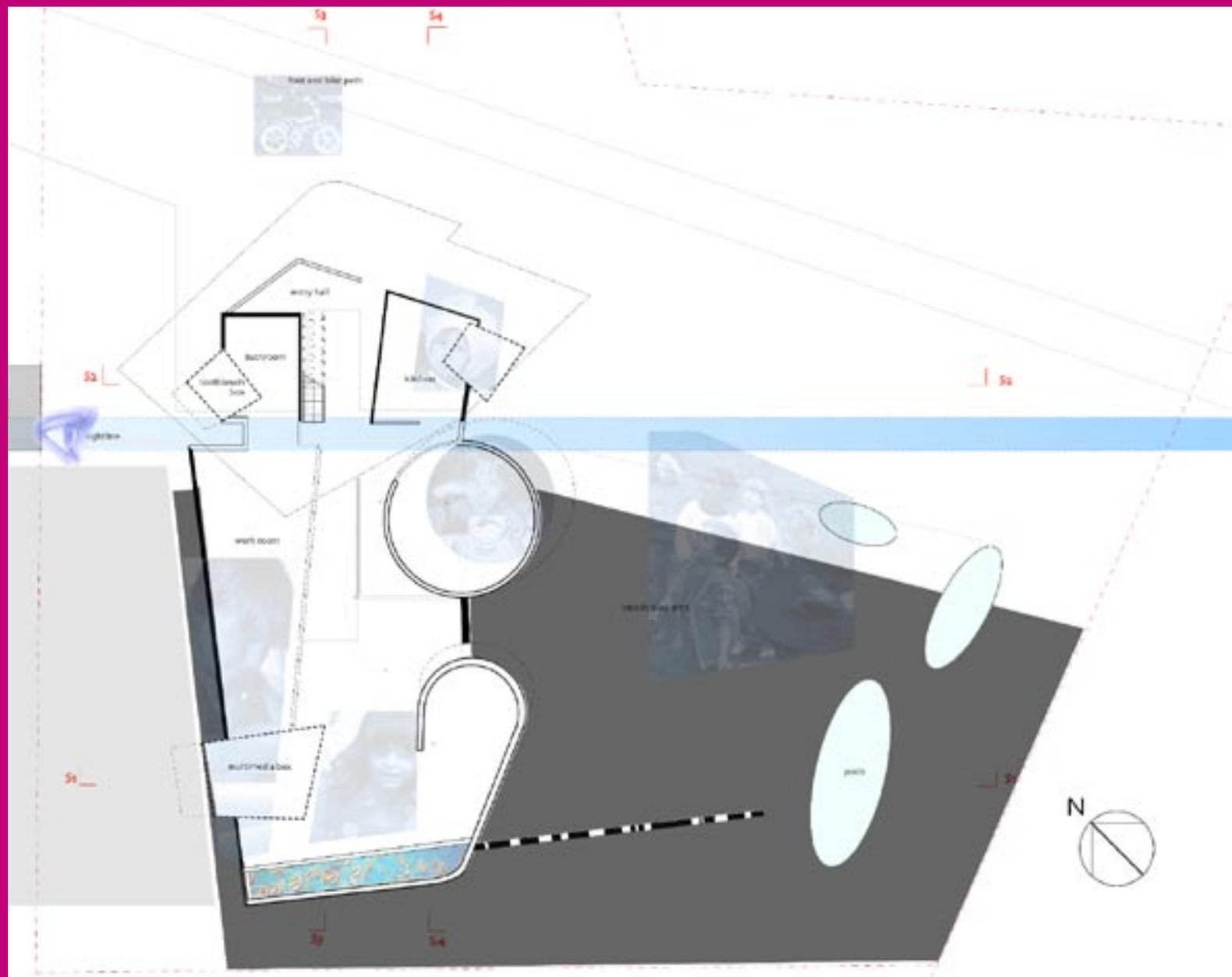
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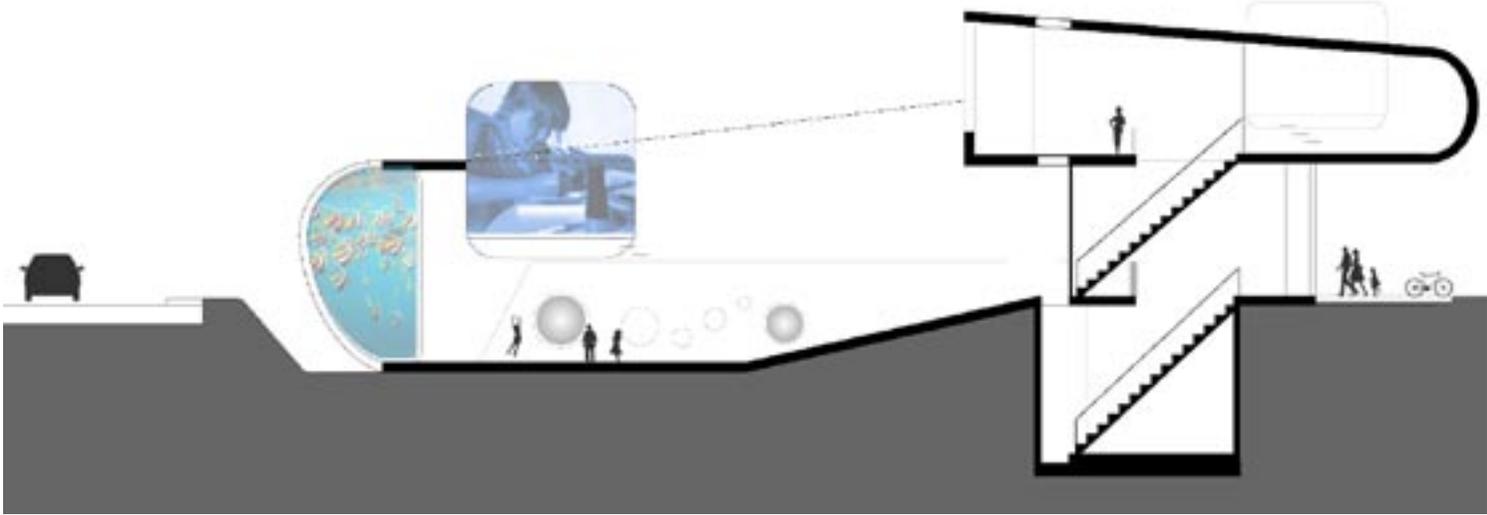




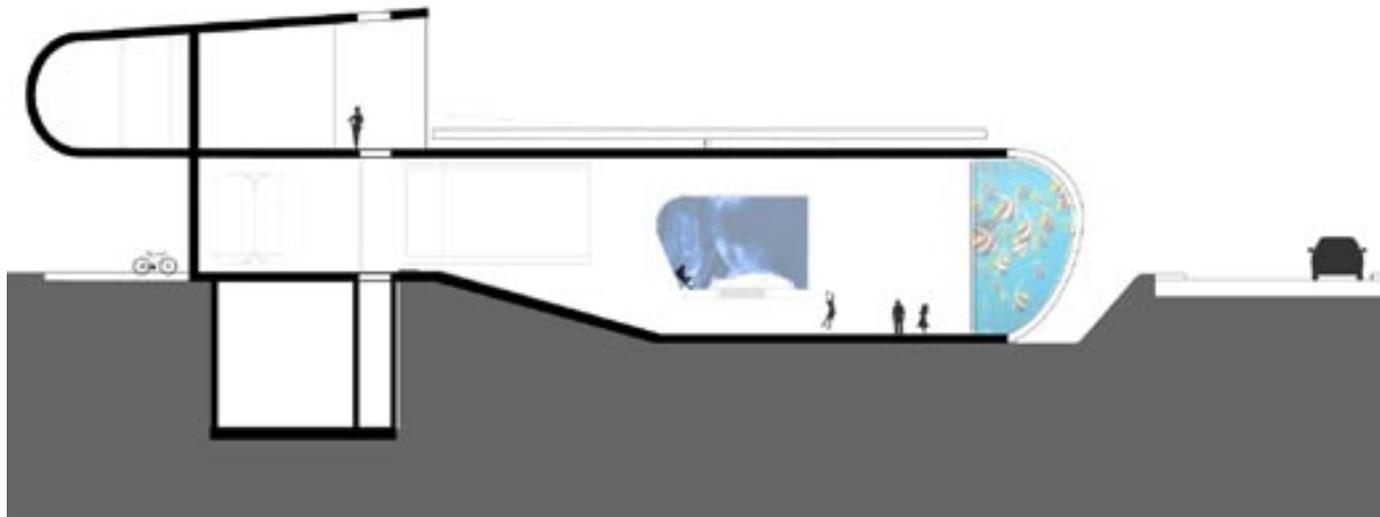
plans and sections

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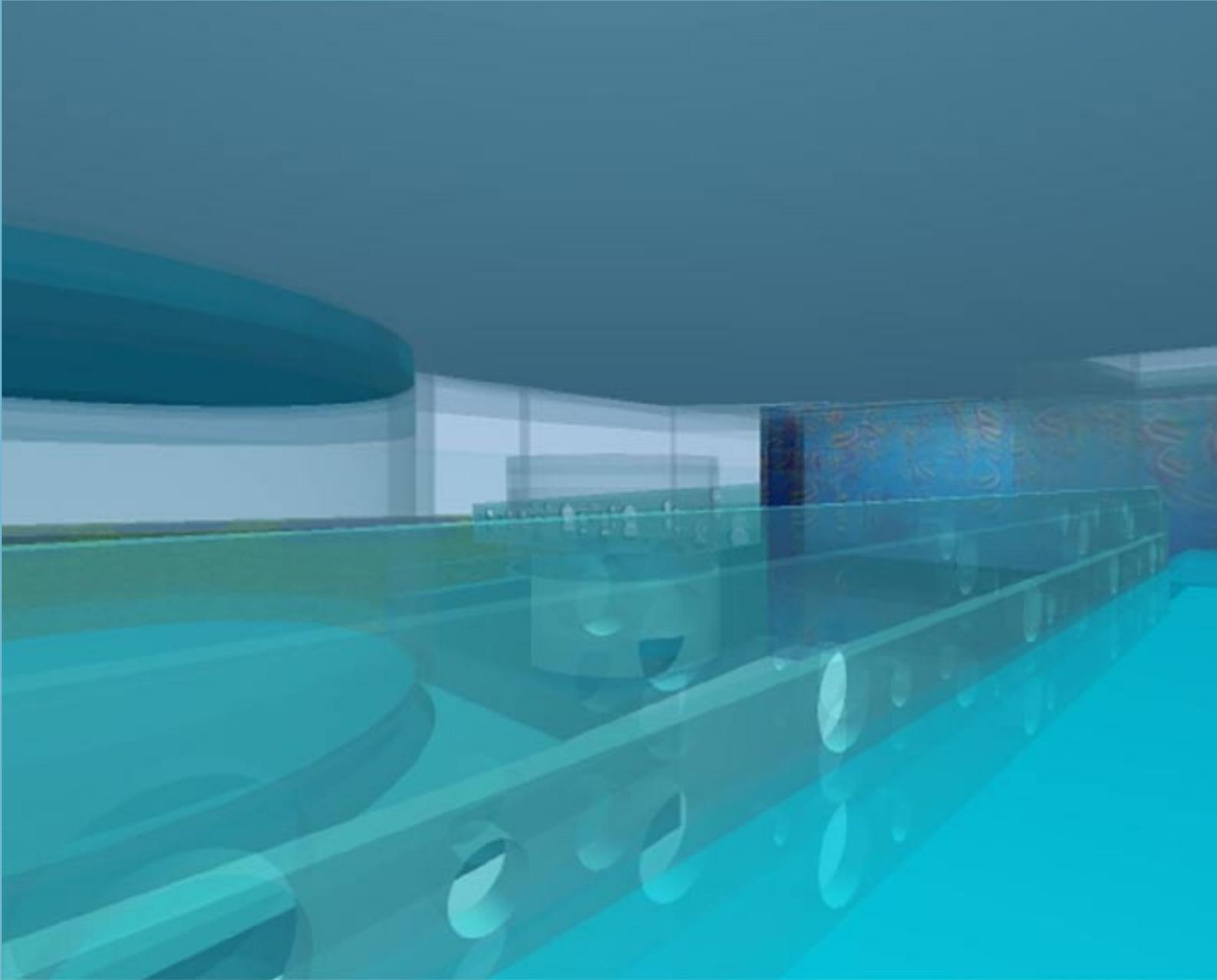


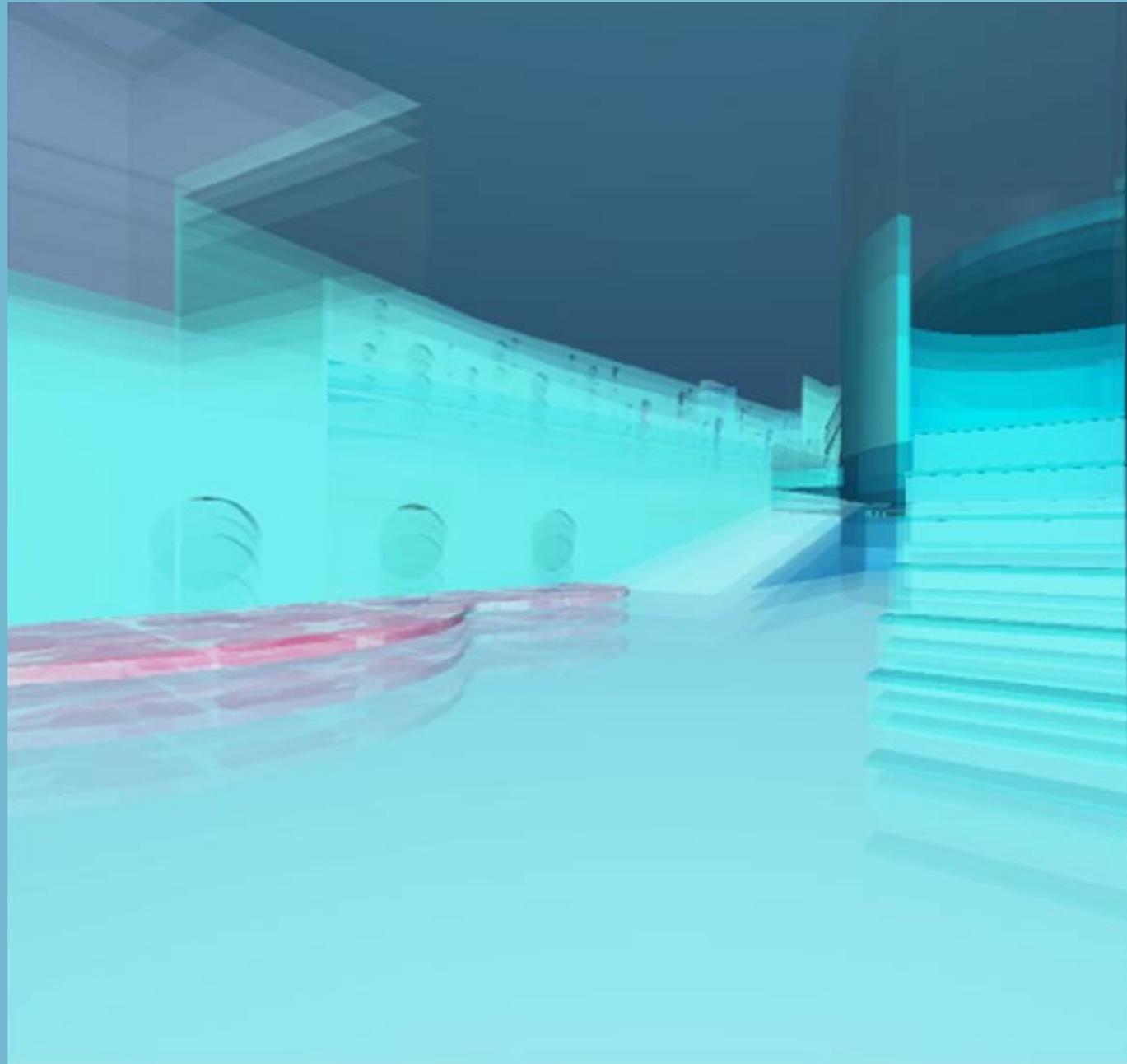
sections:  
section 4



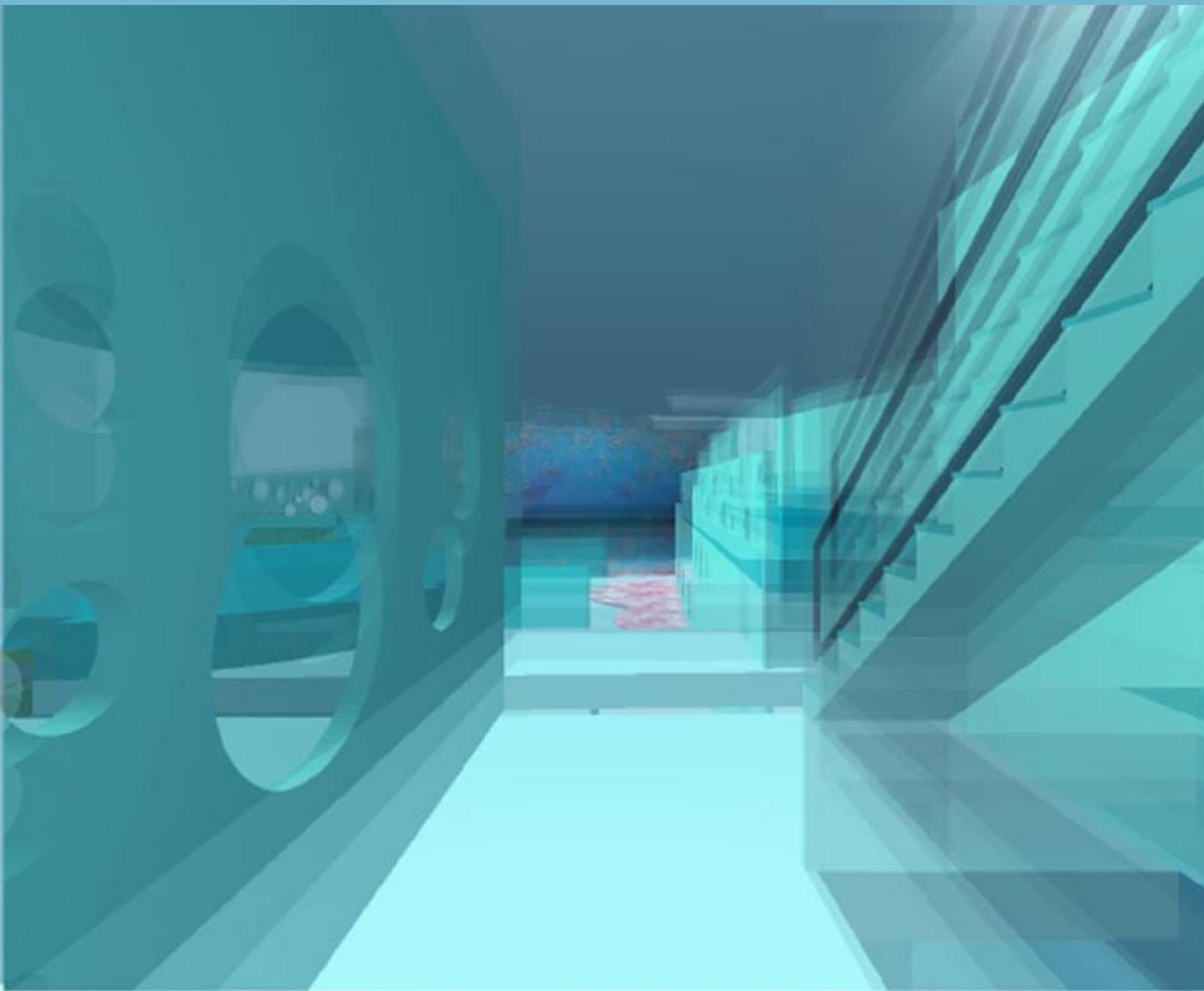
perspectives

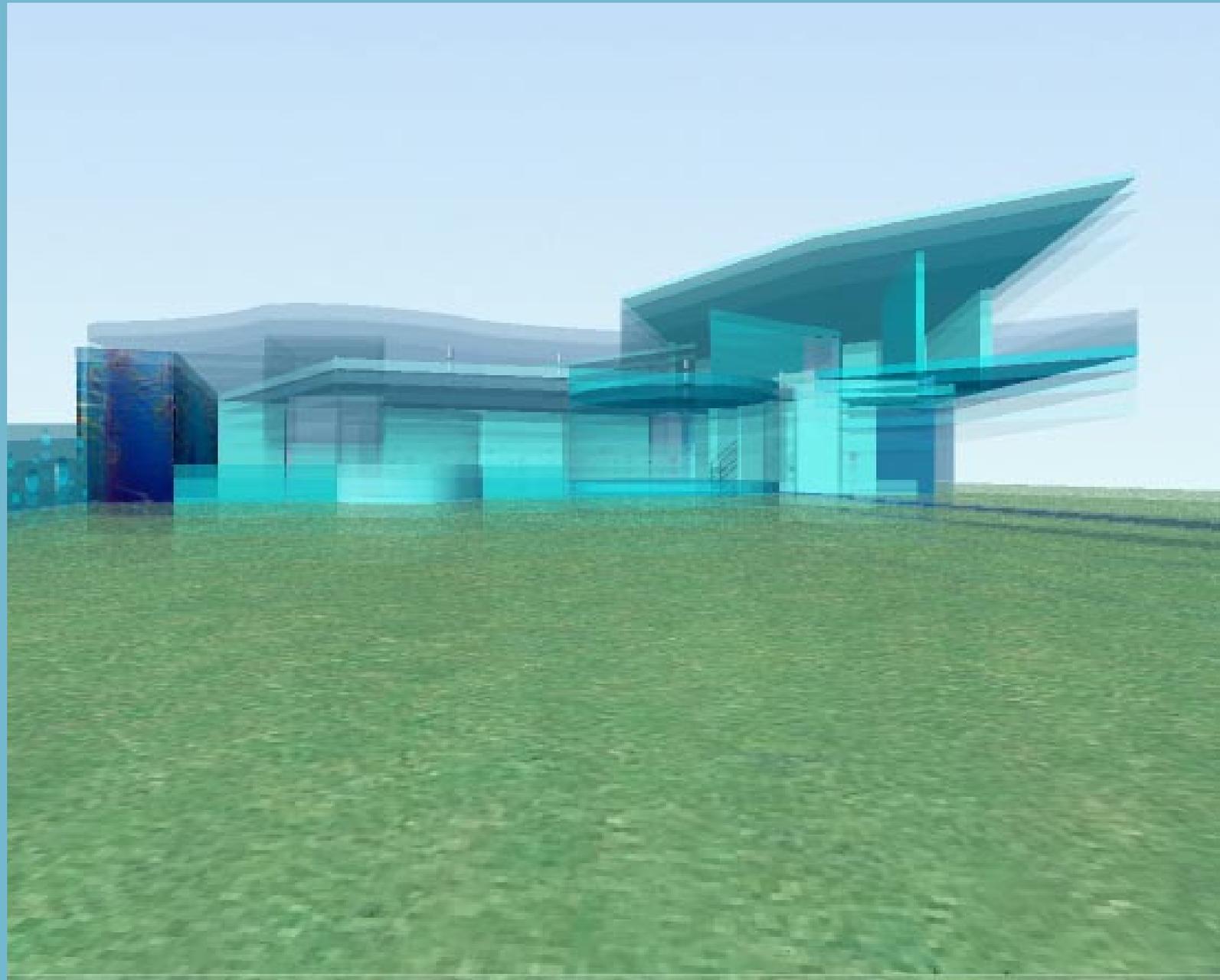
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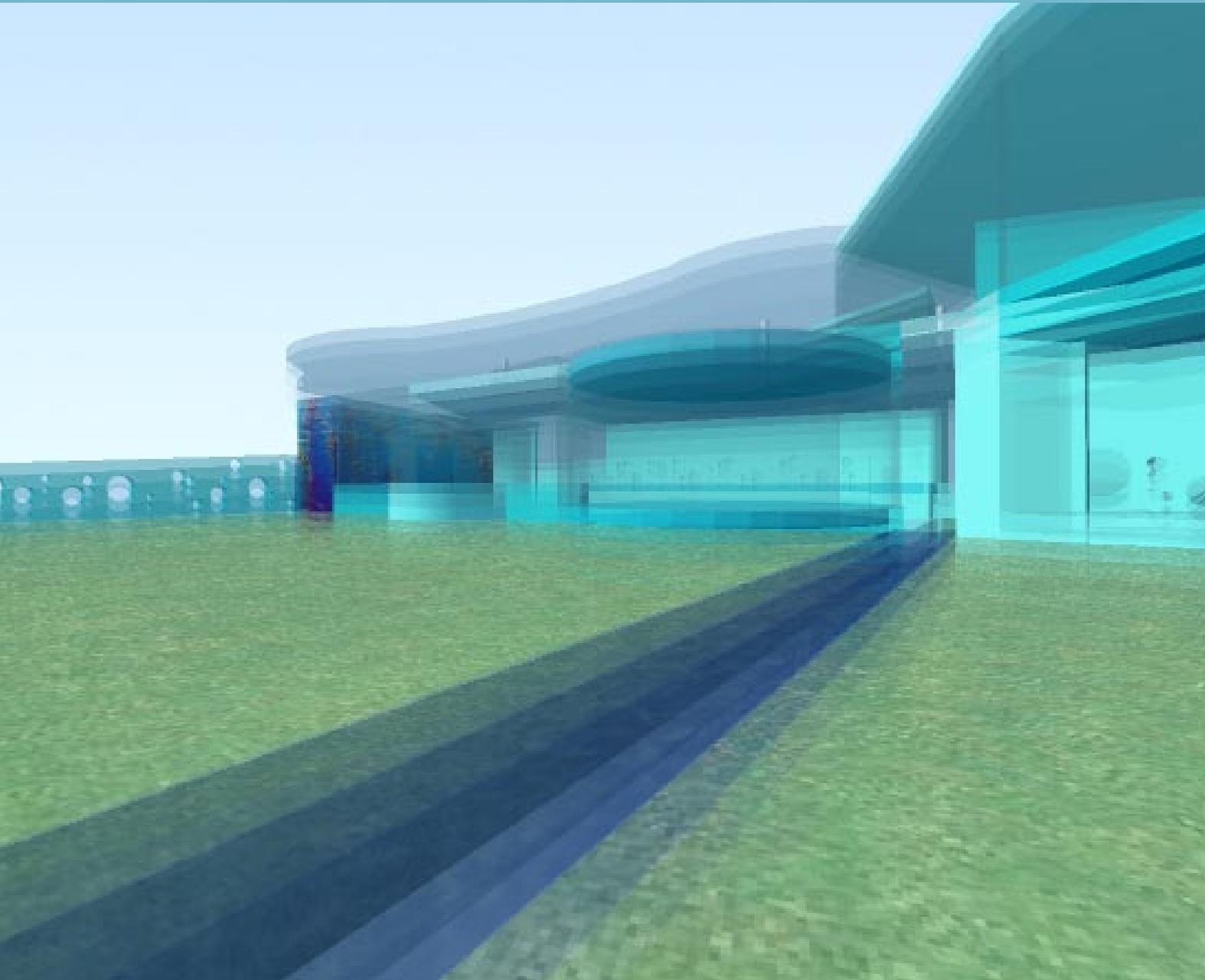


perspectives:  
view E





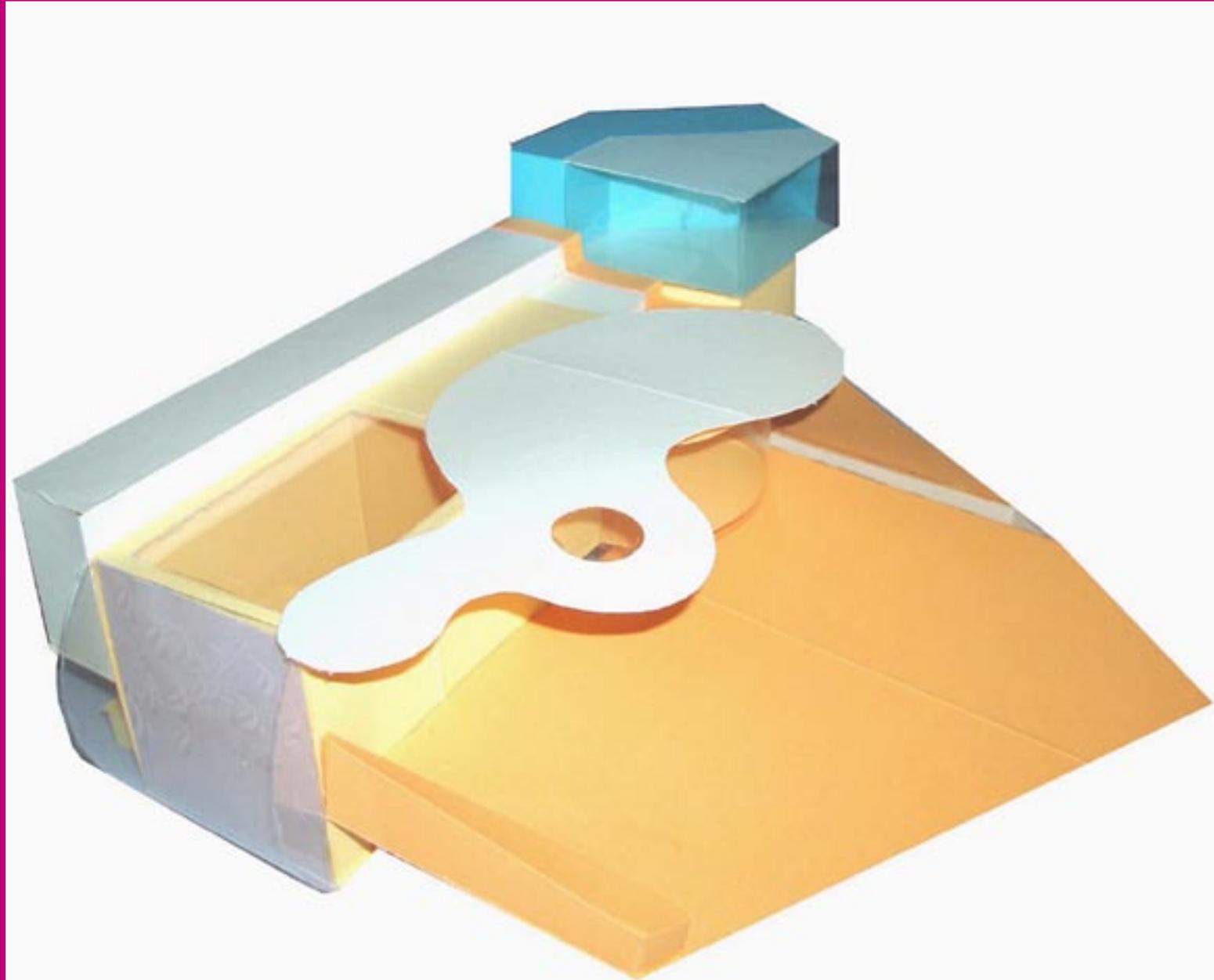
perspectives:  
view G



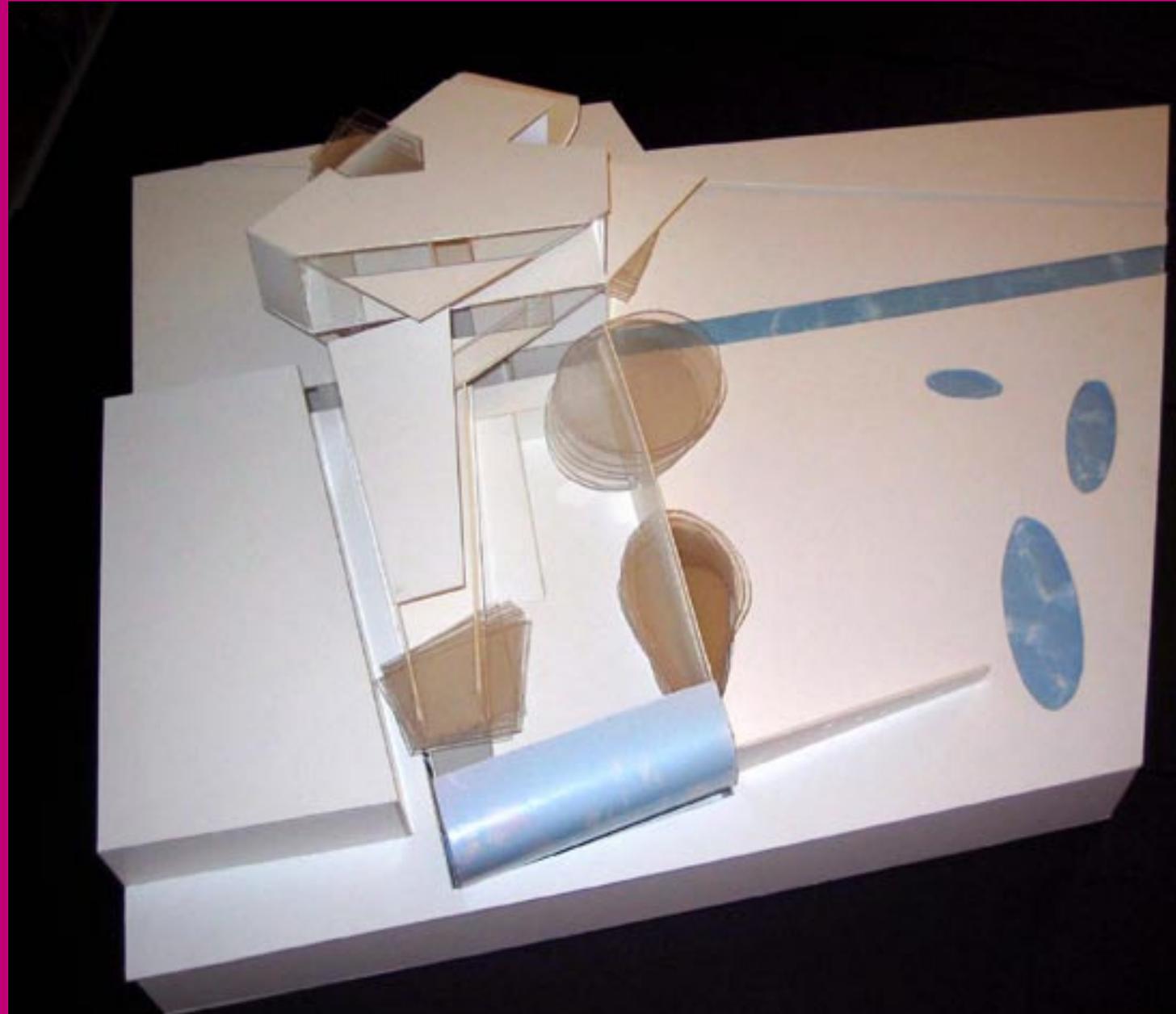
models

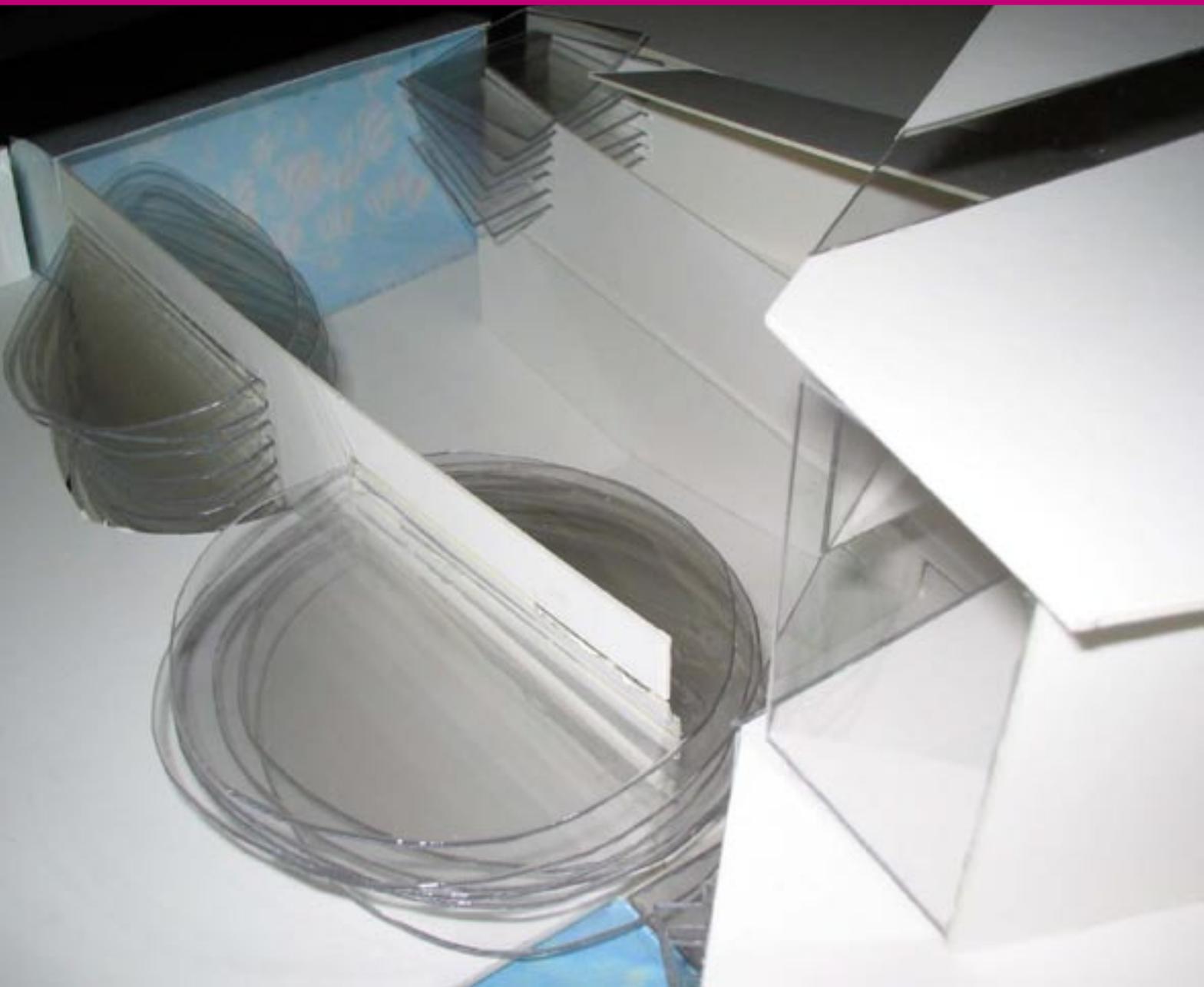
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photos of the models:  
zones model



photos of the models:  
final model





extra

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extra:  
glasses of view



