Hyperbody Media Studies Maxime Selling

PERSONAL FACINATION

"How to pursuit purity within a concept"

How to translate conceptional meaning into architecture and what is the key factor to it?

CONCEPT

"MOVING MOUNTAINS"

Show people that then can archieve great things by controlling their mind

The experience of controlling & controlled

STRUCTURE

"complex is not complicated"

The use of just a couple of efficient/simple elements to define a space

EXPERIENCE

Interactions between visitors and pavilion (controlling & controlled)

Essence of moving mountains

PRODUCTION

"No architecture without production"

Ability of making something complex with simple elements

CONCLUSION

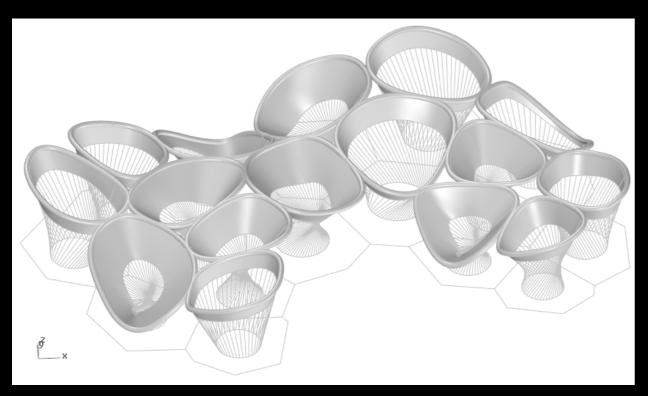
"How to translate conceptional meaning into architecture and what is the key factor to it?"

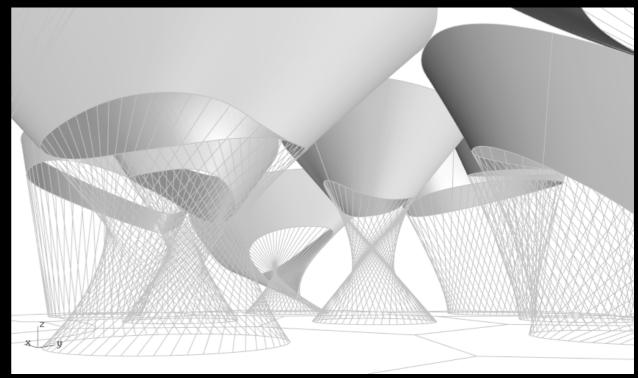
Freedom of thinking.

It gives the concept the opportunity to develop itself in something it want it to be.

Hyperbody Media Studies Tobias Kuhlmann

INITIAL SKETCH

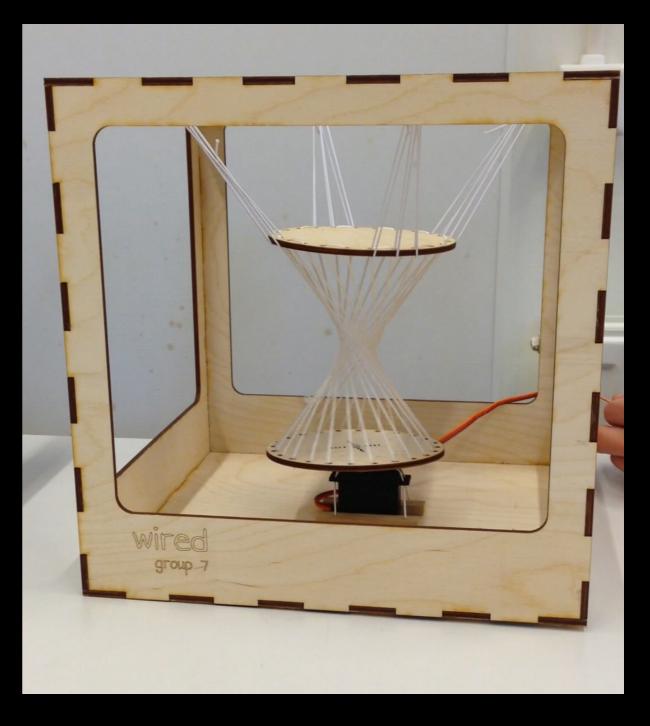




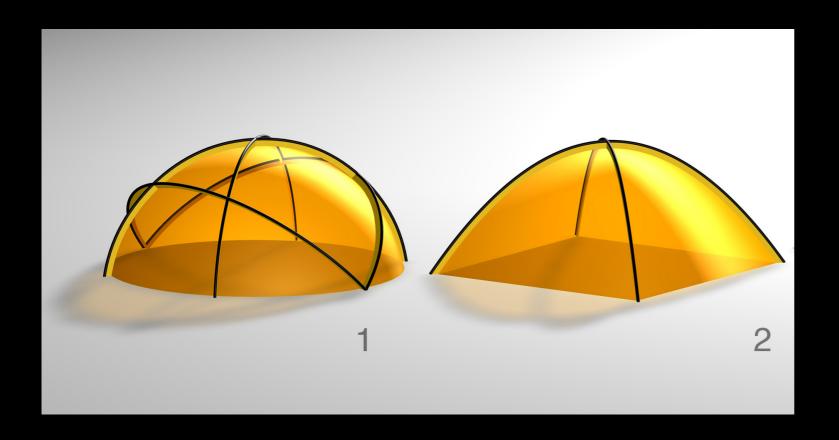
Individual transformation in a grid of actuated columns independent actuation,

PROTOTYPING





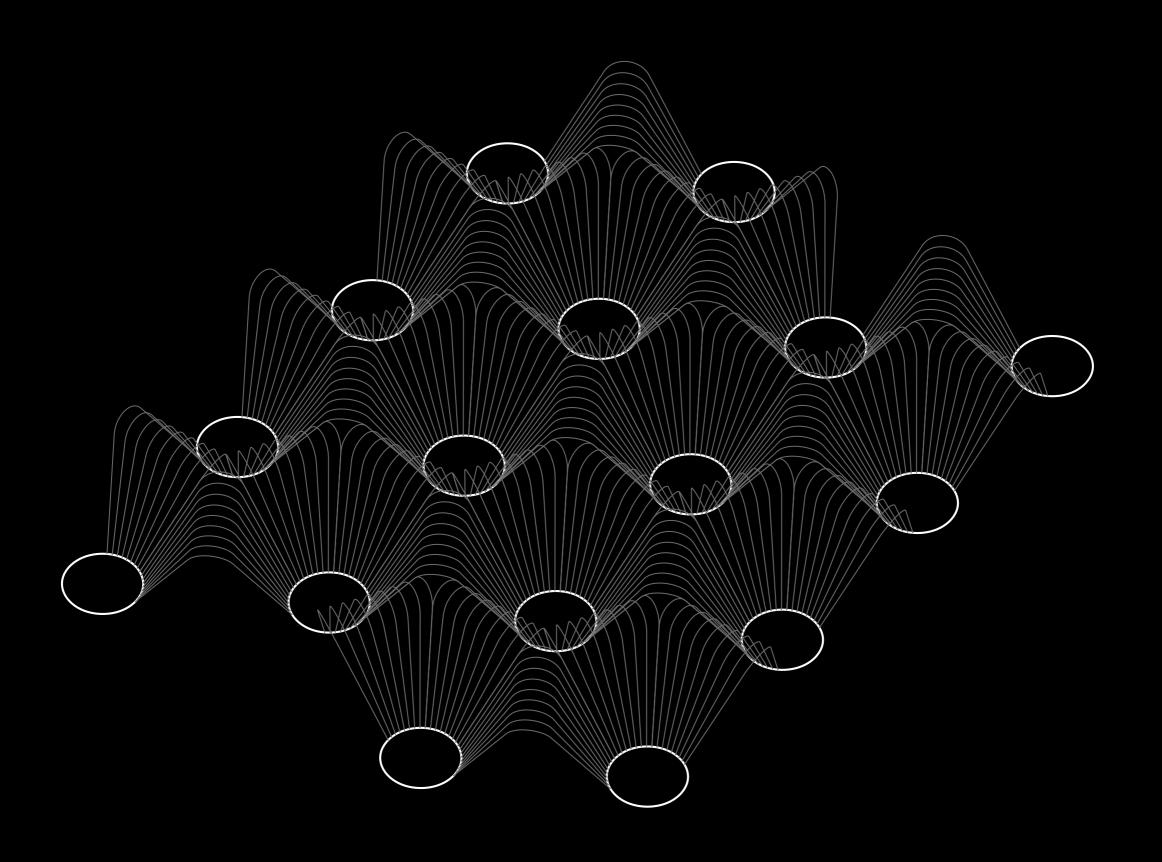
STIFF WIRES



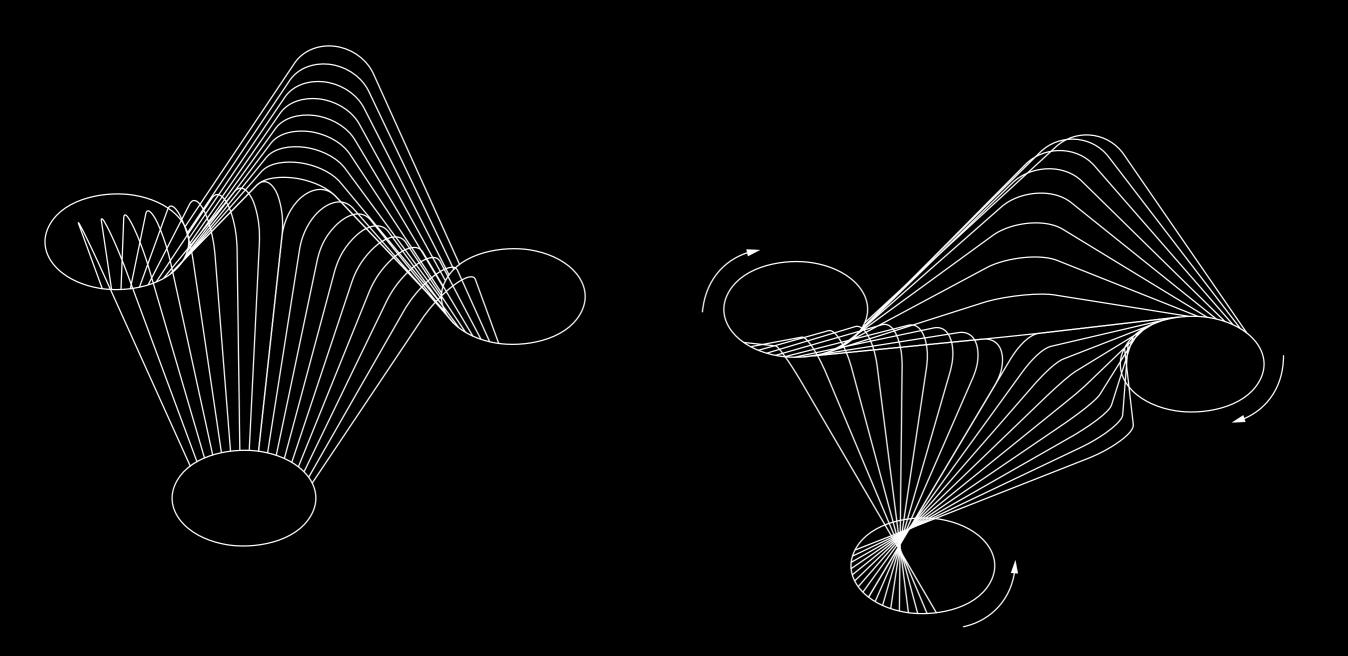


Reference: Tent wires

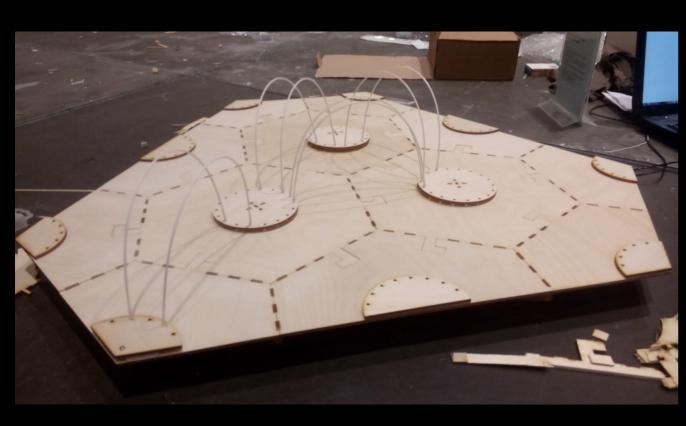
GENERAL LAYOUT

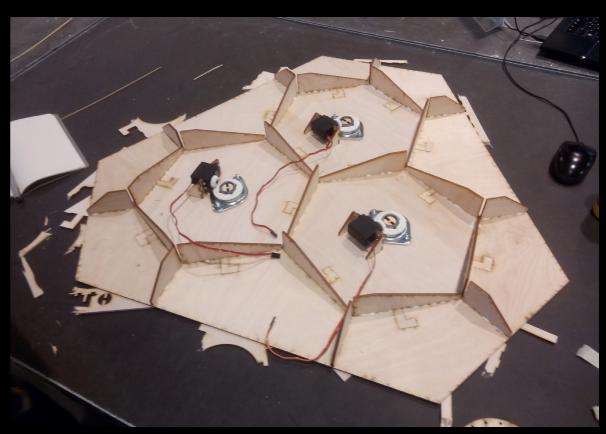


INDIVIDUALTRANSFORMATION



PROTOTYPING





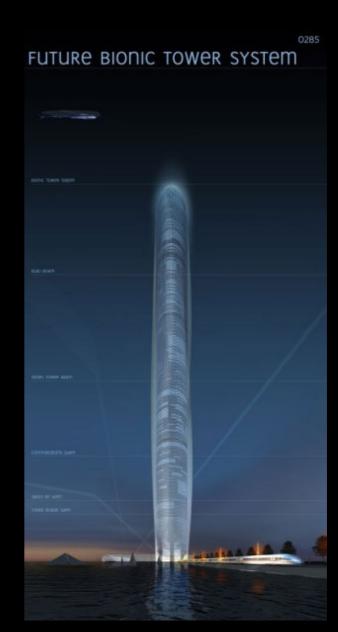
ARCH. IMPRESSION



DISCUSSION



Hylozoic Ground, Dana Kulic

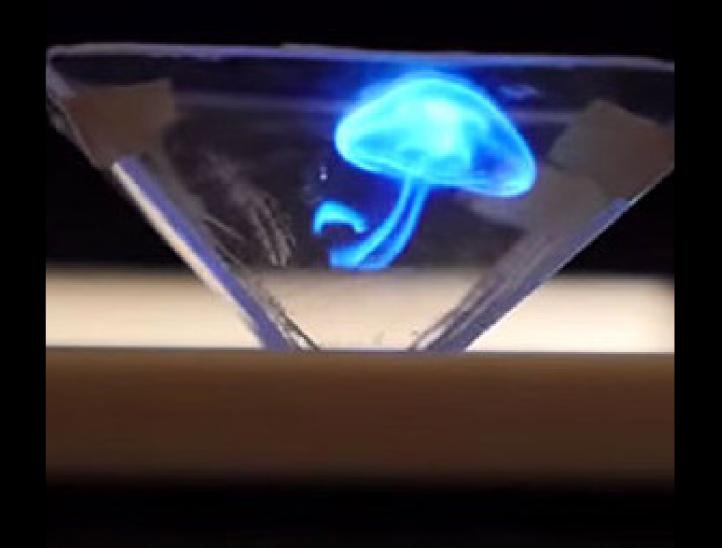


Evolo Tower, Patrick Teuffel

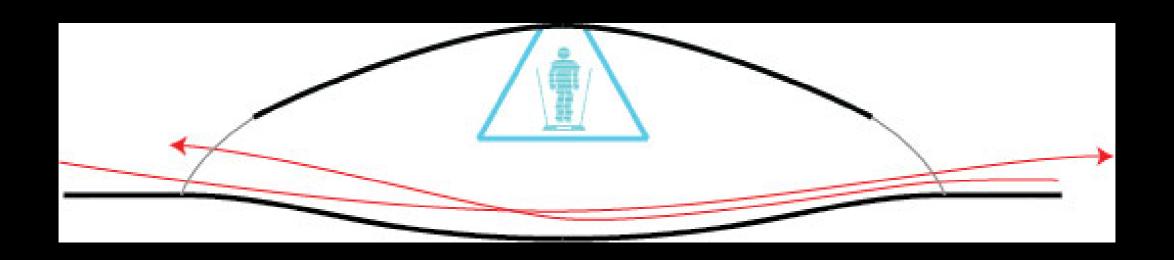
Hyperbody Media Studies Bjorn Marsman

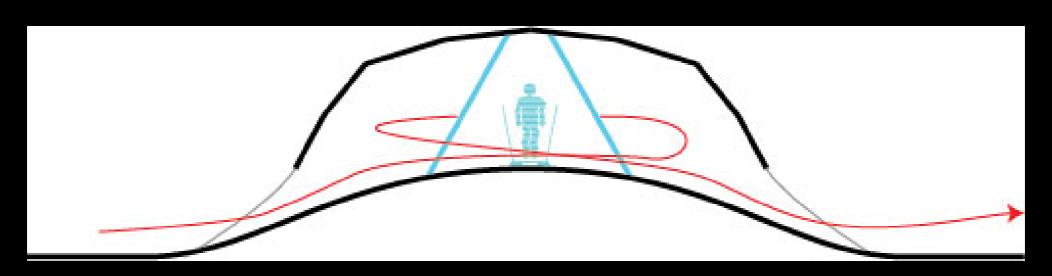
INITIAL CONCEPT

- No queue
- Moving pavilion
- Pavilion expresses emotions
- Hologram as a medium



INITIAL CONCEPT



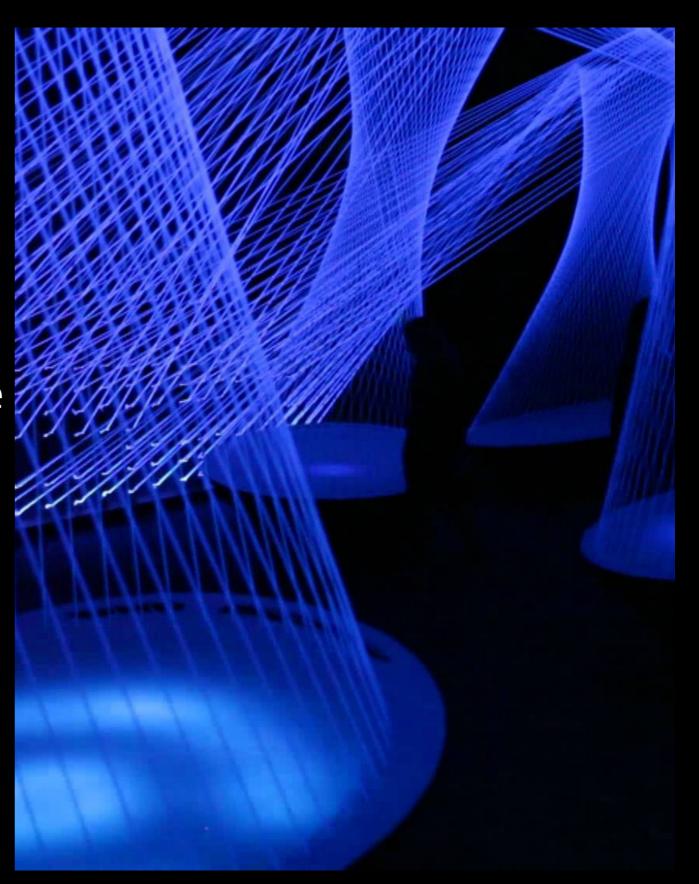


Fancy hologram, but no interaction.

Visitor is a spectator

TOWARDS A MORE INTERACTIVE PAILION

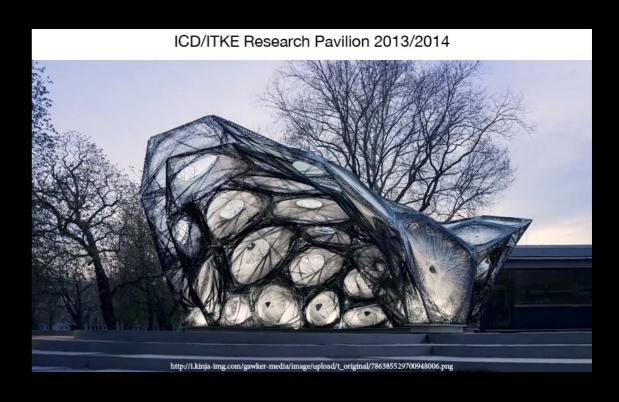
- Expo 2025, changing currents
- Making people aware
- Reacting to amount of people
- Reacting to touch of people
- Adjusting configuration

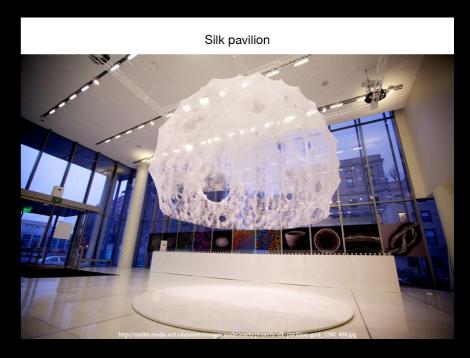


TOWARDS A MORE INTERACTIVE PAILION

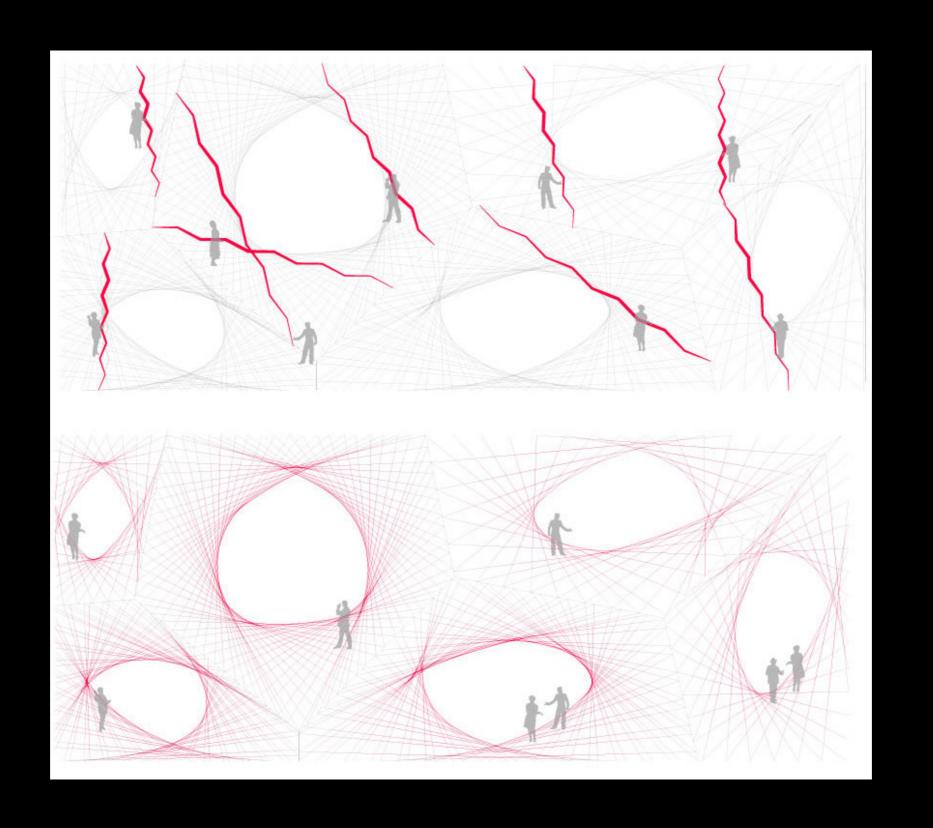




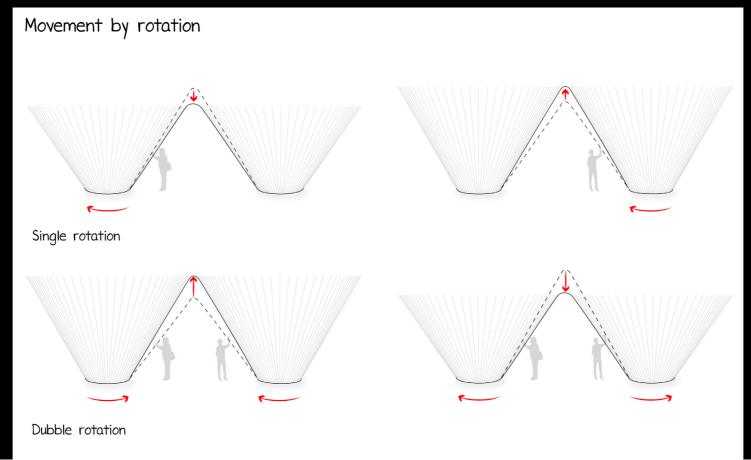


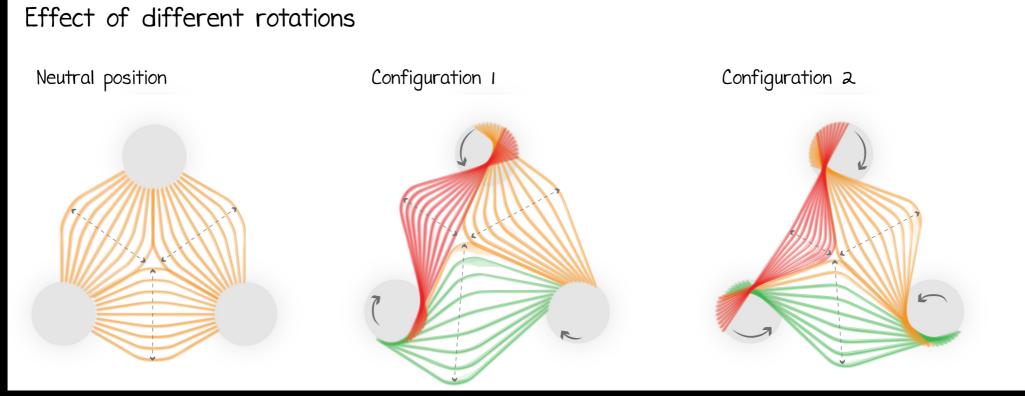


DESIGNAND PROTOTYPE



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DESIGNAND PROTOTYPE

