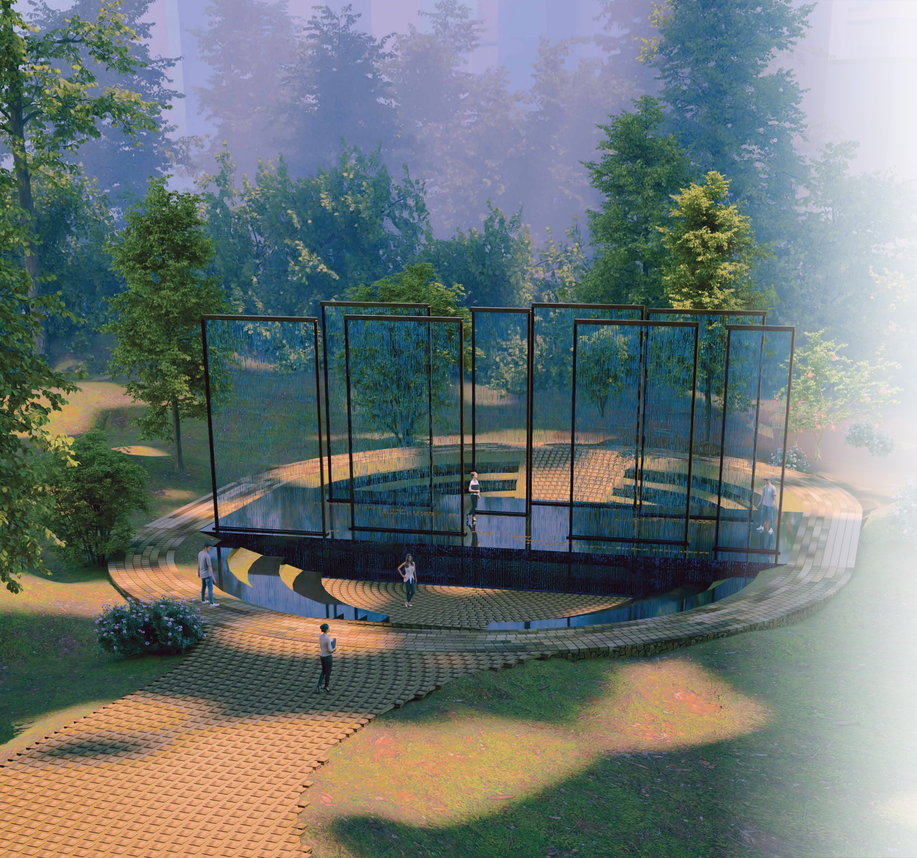
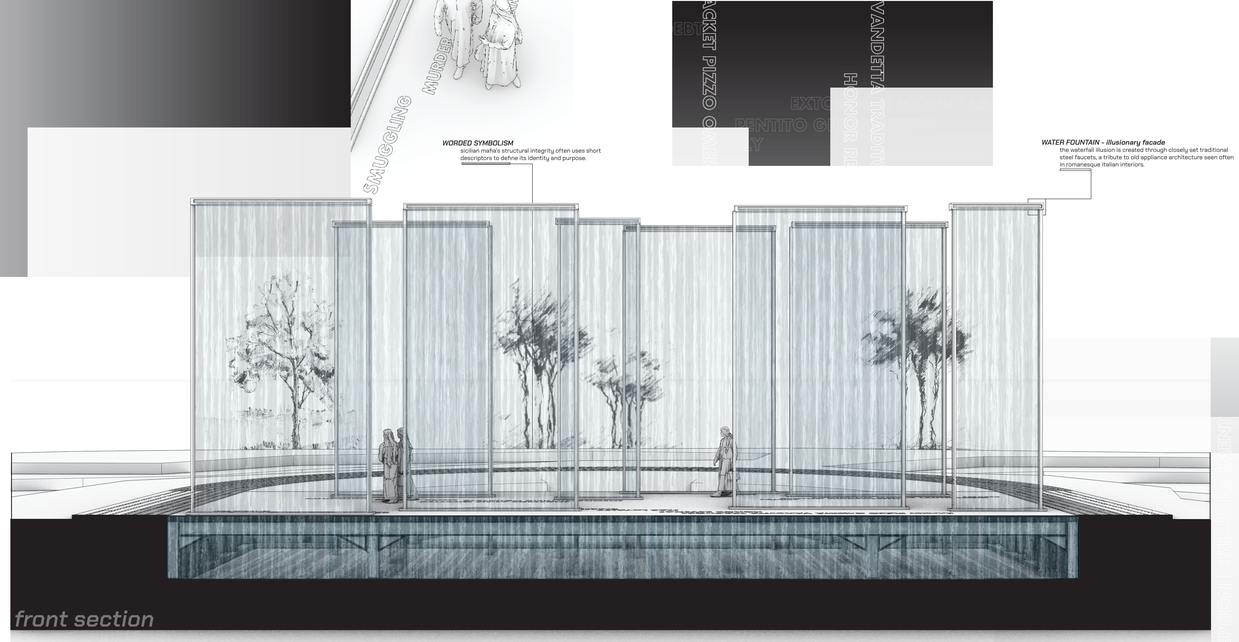
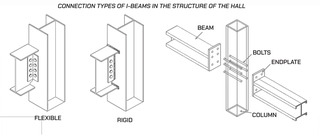


FALLOCURE



CONNECTION TYPES OF I-BEAMS IN THE STRUCTURE OF THE HALL



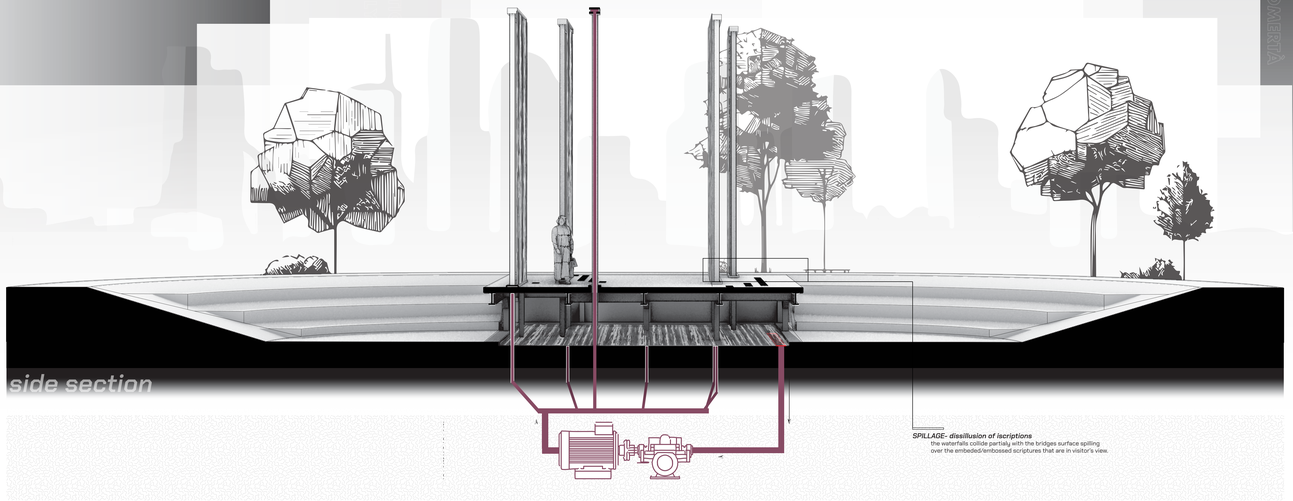
LUMPHINI PARK

SITE PLAN SCALE 1:200

LEGEND

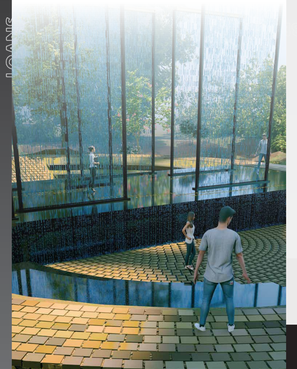
1 ENTRANCE/EXIT & BLEACHERS
2 EXHIBIT HALL

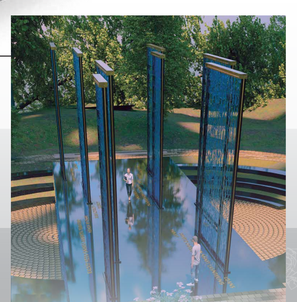
A PAVEMENTS
B ROUNDED SQUARE
C RAMP



SPILLAGE- disillusion of iscriptions
the waterfalls collide partially, with the bridges surface spilling over the embeded/embossed scriptures that are in visitor's view.

WATERPUMP - sustainable recovery of water
the pavilion constantly reuses the available in the Lumphini Park reservoirs of water.



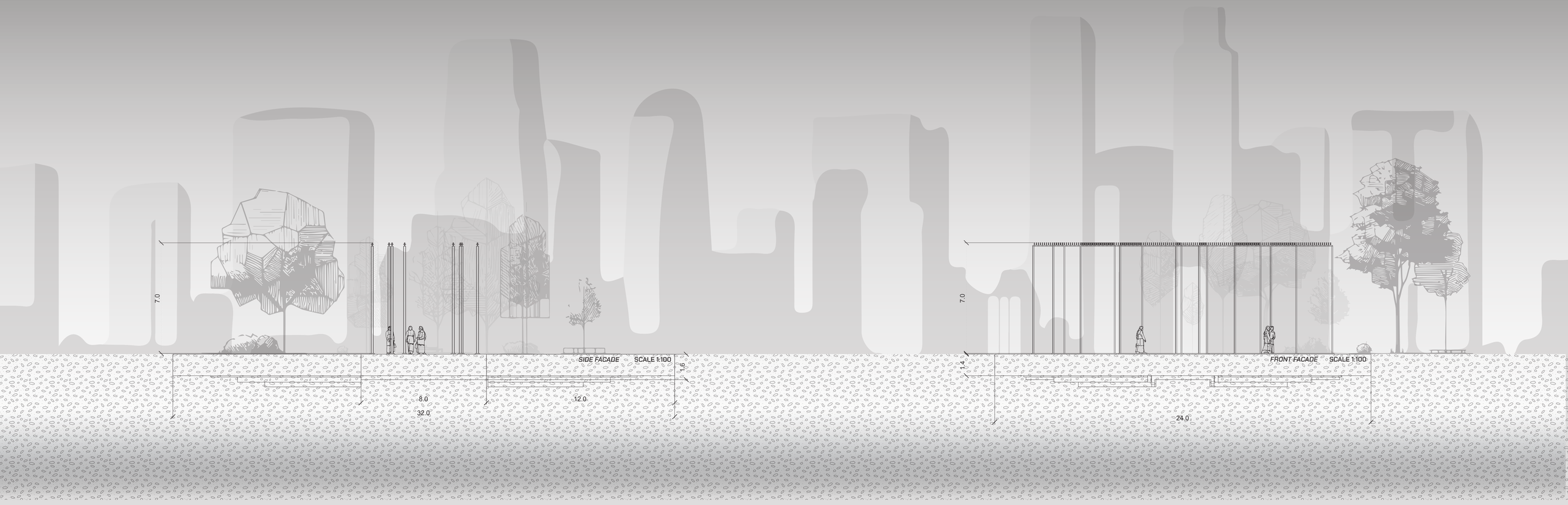


FRONT VISUAL
FULL WATER FACADE [FULL DISILLUSIONMENT]

TILTED VISUAL
SPATIAL WATER FACADE [SPARSE DISILLUSIONMENT]

WALL ILLUSION PERCEPTION

FACADE


7.0
8.0
32.0
12.0
1.0
SIDE FACADE SCALE 1:100
7.0
1.0
24.0
FRONT FACADE SCALE 1:100