



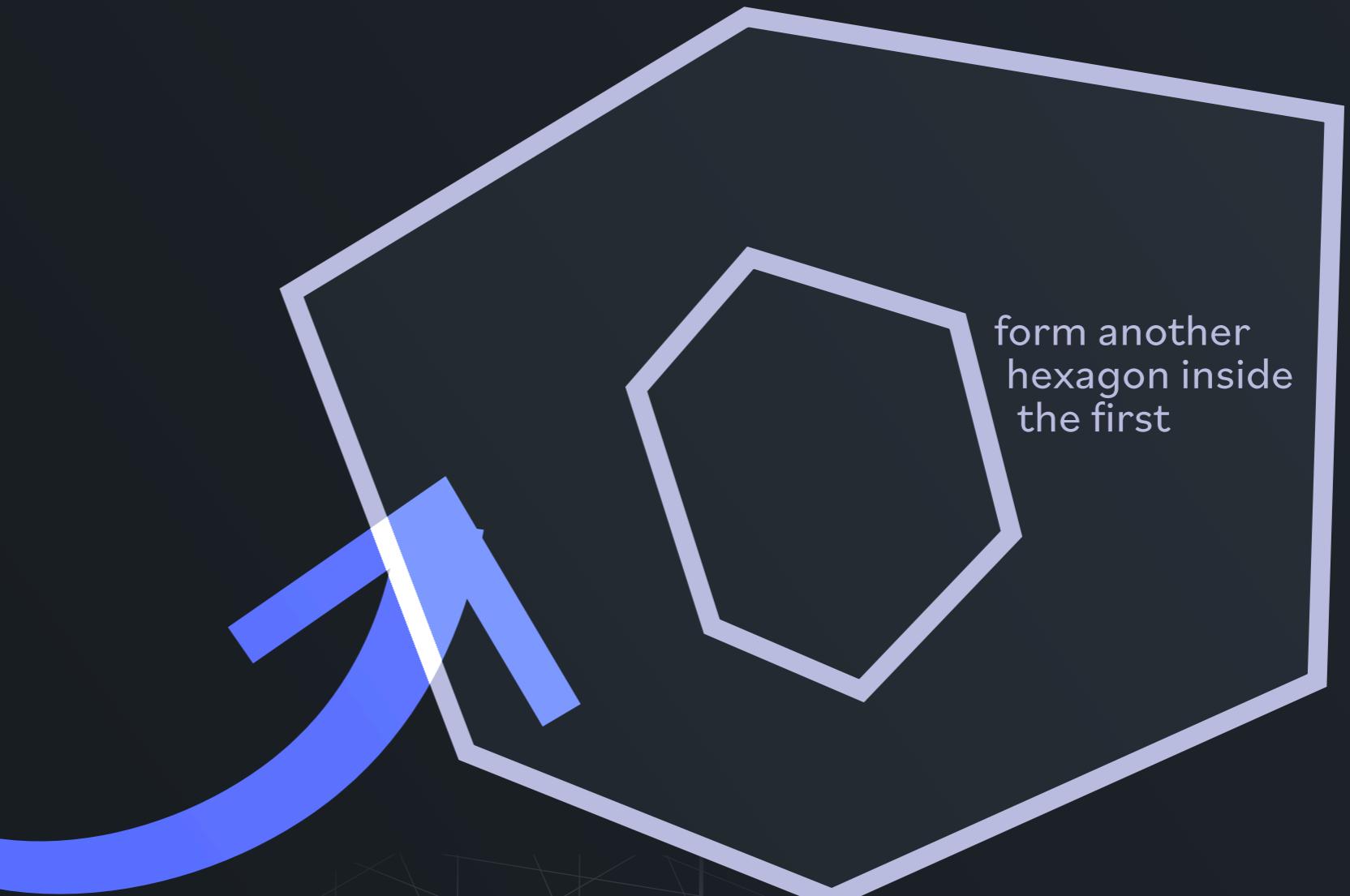
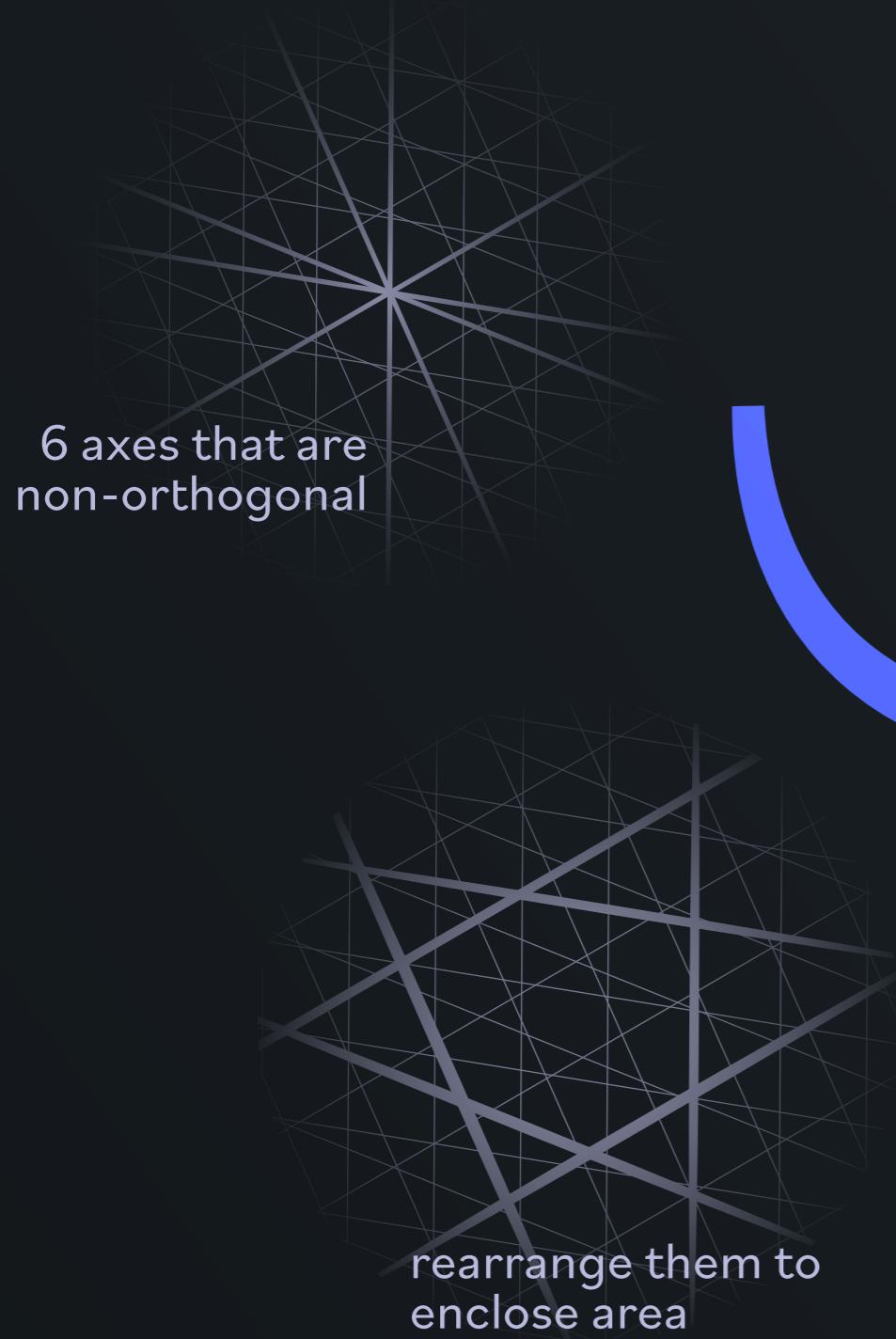
## Amphitheatre + Cafeteria

6053 sq. meter

- non orthogonal walls
- glass panelled blob exterior
- box in a box styled Amphitheatre

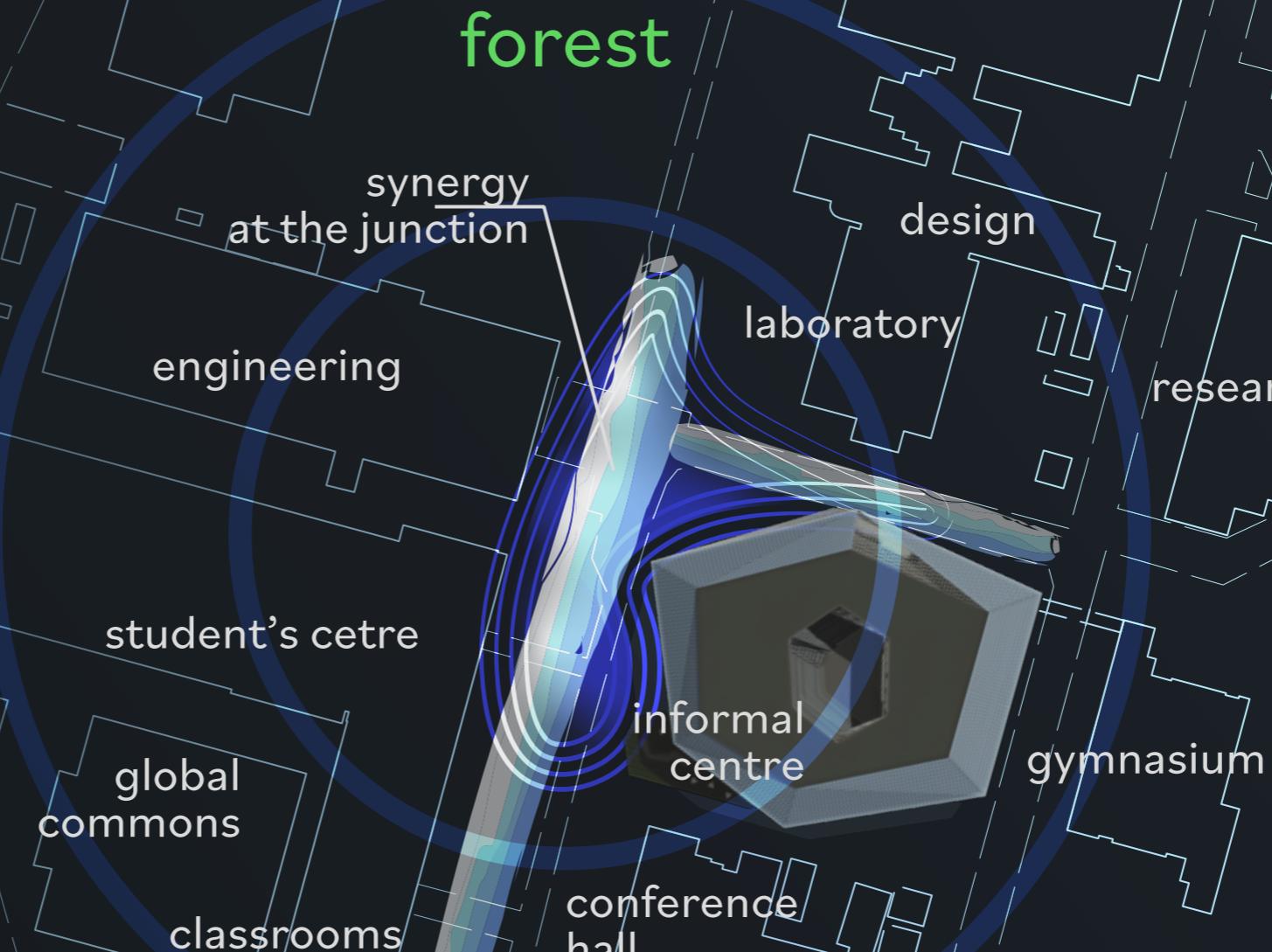
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# Design Evolution



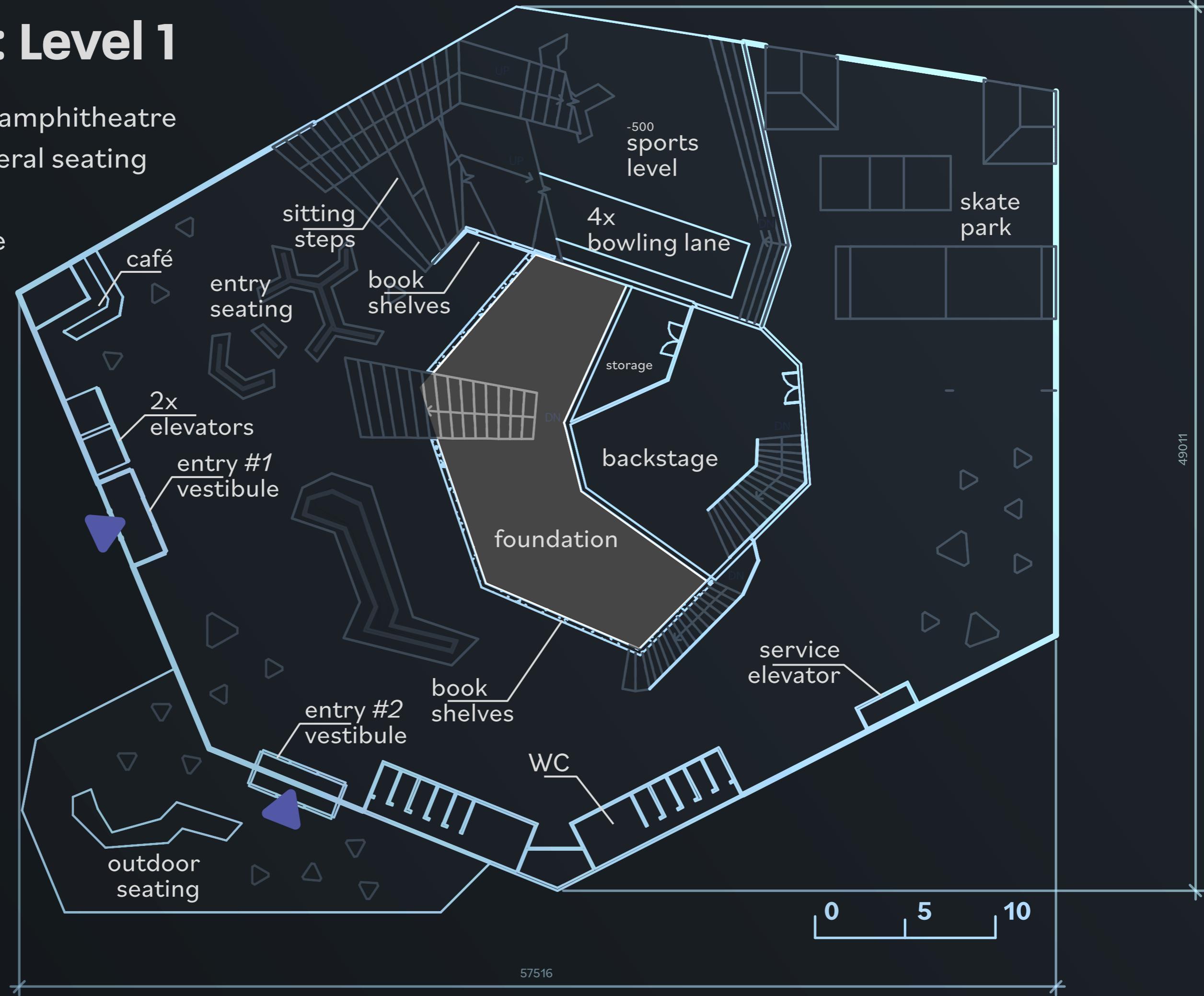
# Site Plan

- brings balance between the informal and formal activities the juction
- a synergy forms at the juction, which is a non-static zone of interaction
- the AMP is now a static zone of interaction that couples with the junction.

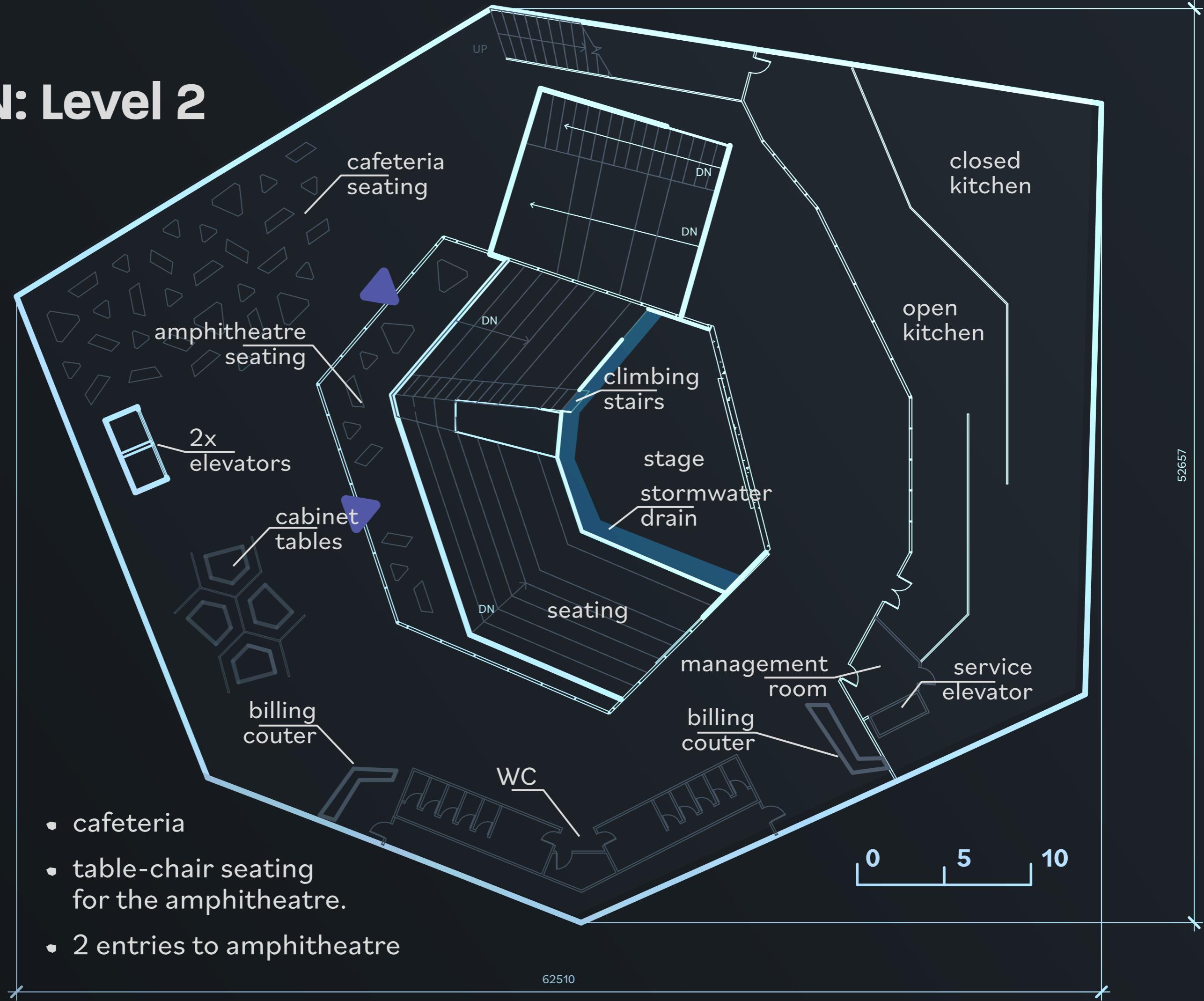


# PLAN: Level 1

- 2 entries to amphitheatre
- café
- skate park
- bowling lane
- general seating

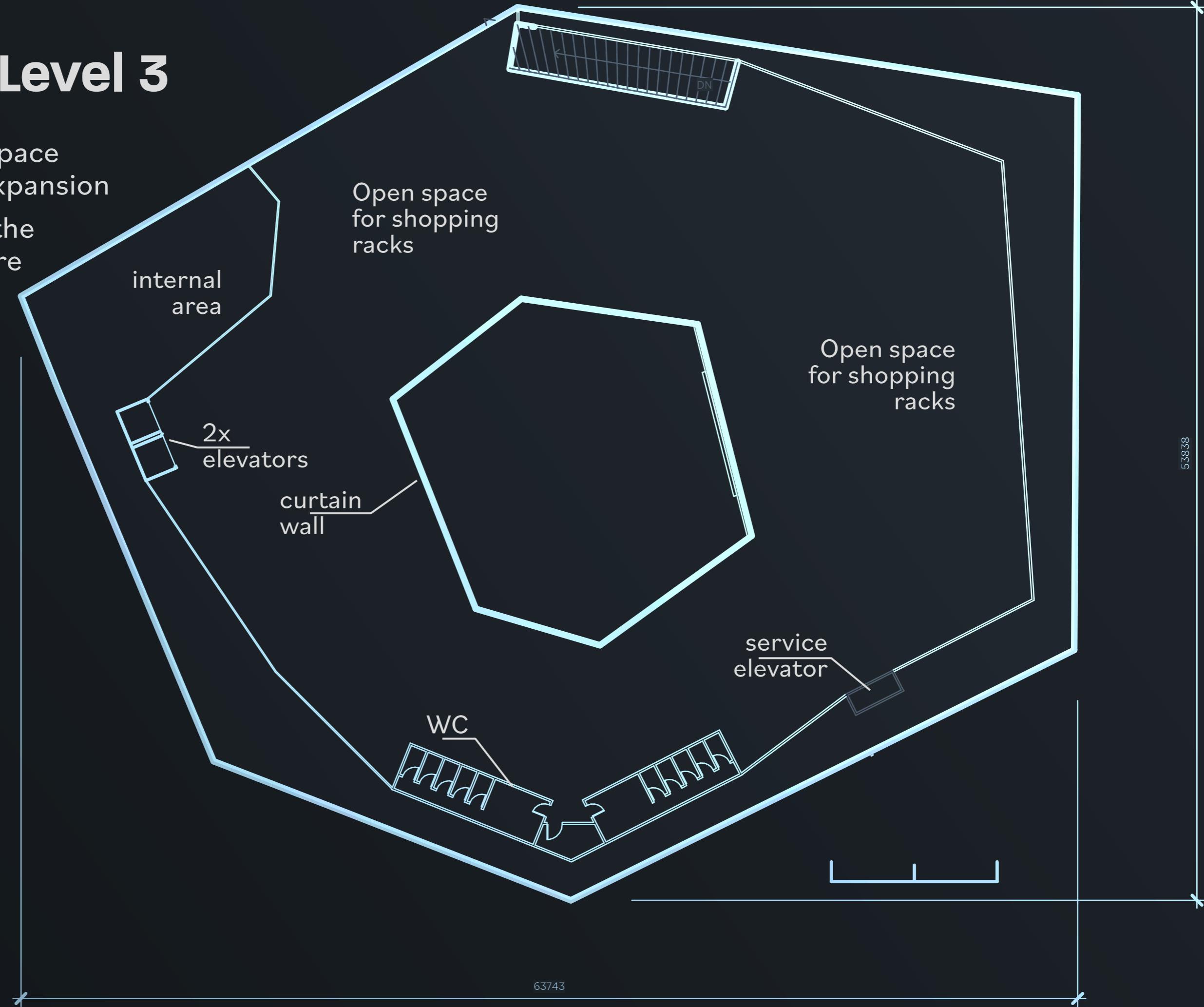


# PLAN: Level 2

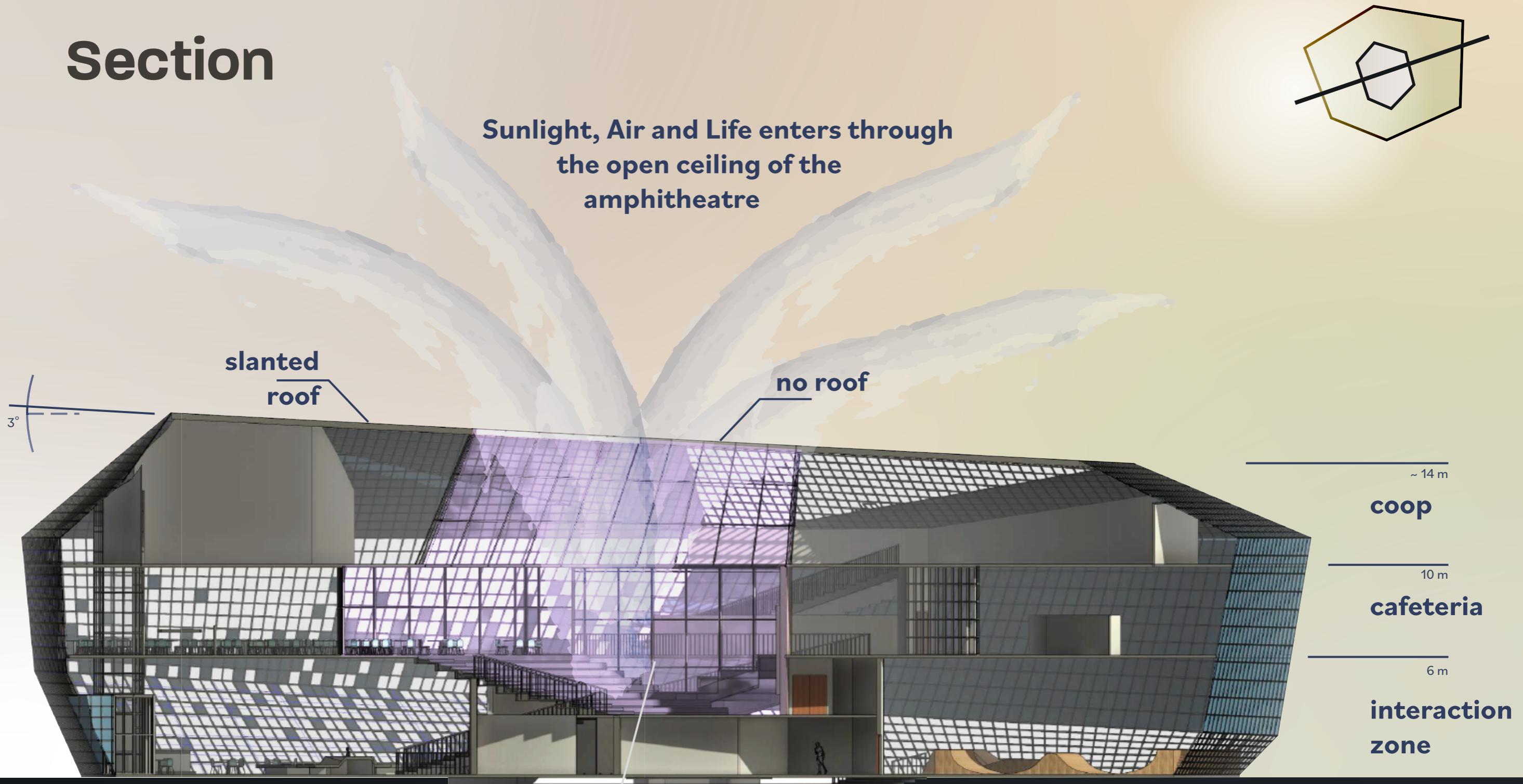


# PLAN: Level 3

- Free extra space for future expansion
- visibility to the amphitheatre



# Section



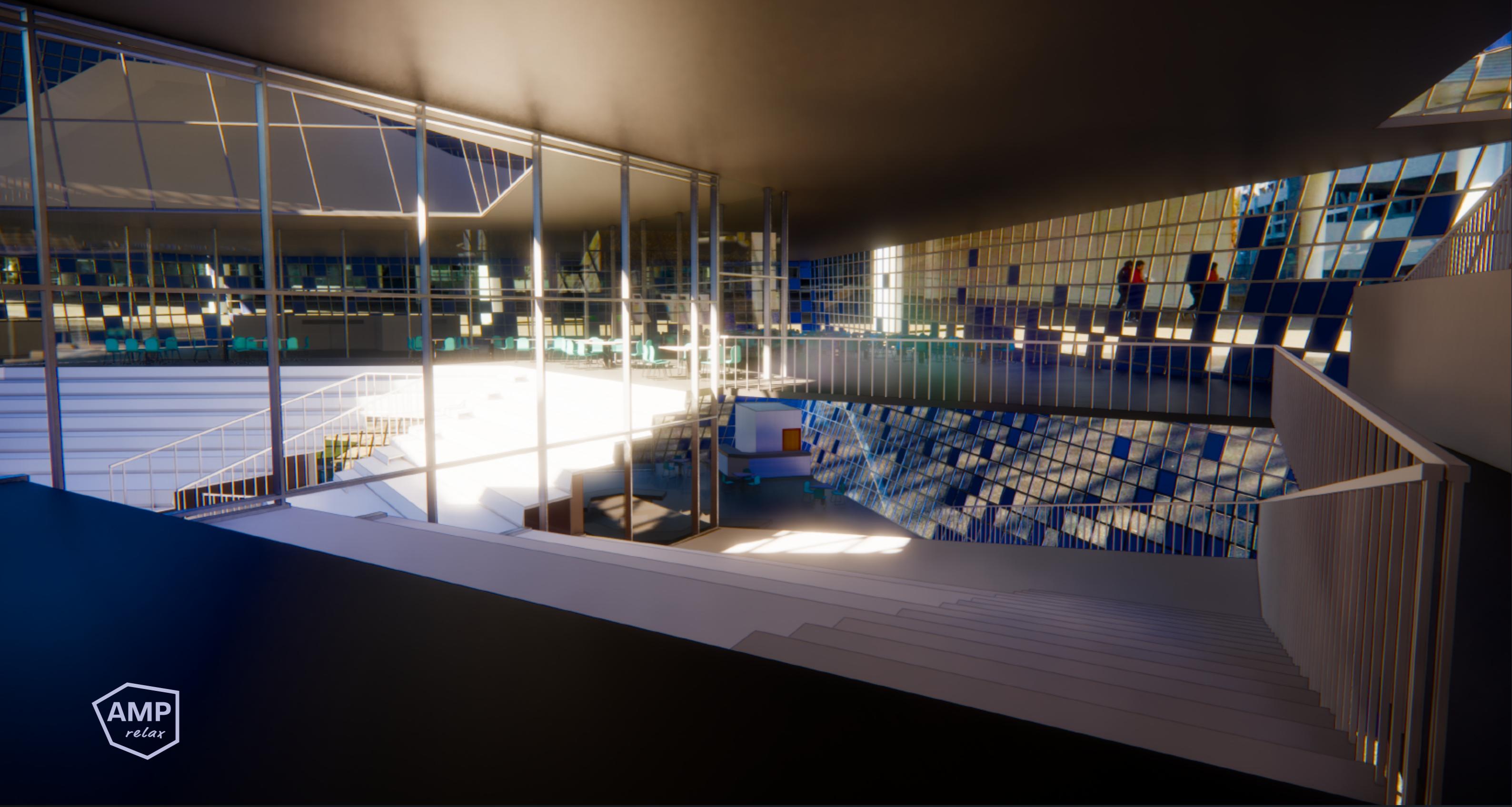
- no roof amphitheatre as the central program.
- activities separated along the vertical: higher, the less socially interactive.
- automatic sliding glass doors for the amphiitheatre entrances
- curtain walled boundary the amphitheatre for Level 2 and Level 3.



# Renderings



# Renderings



# Renderings



# Renderings



AMP  
relax

# Renderings

