

LENSES

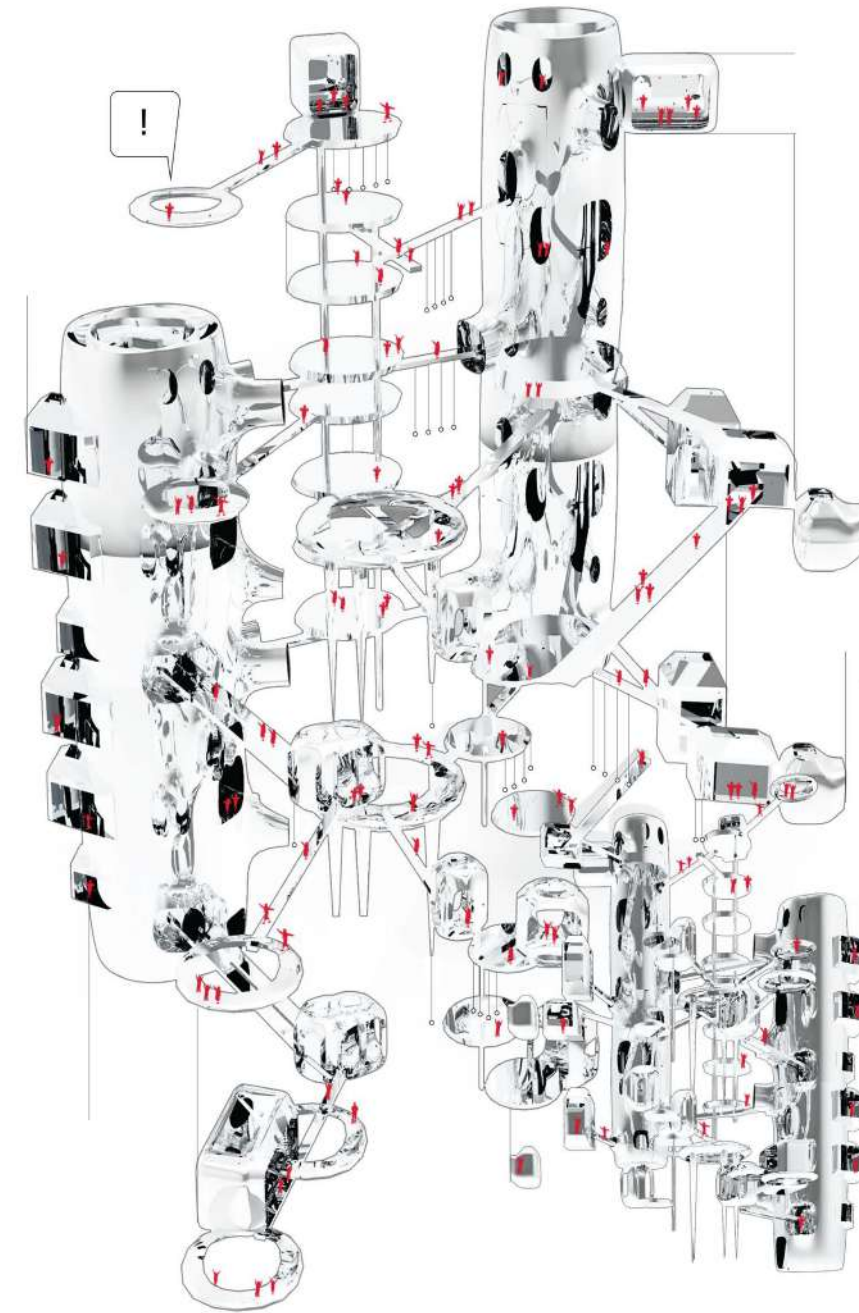


LENSES

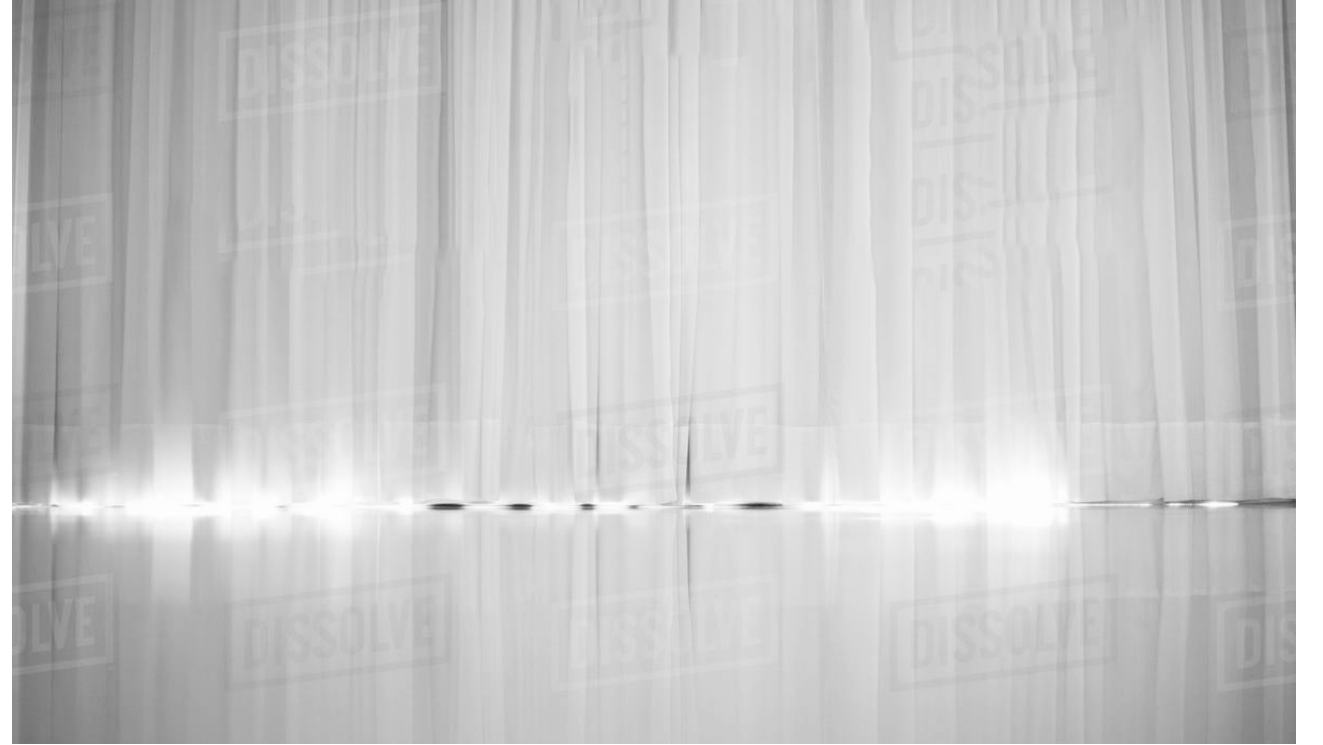
FLEETING PLAYSCAPES

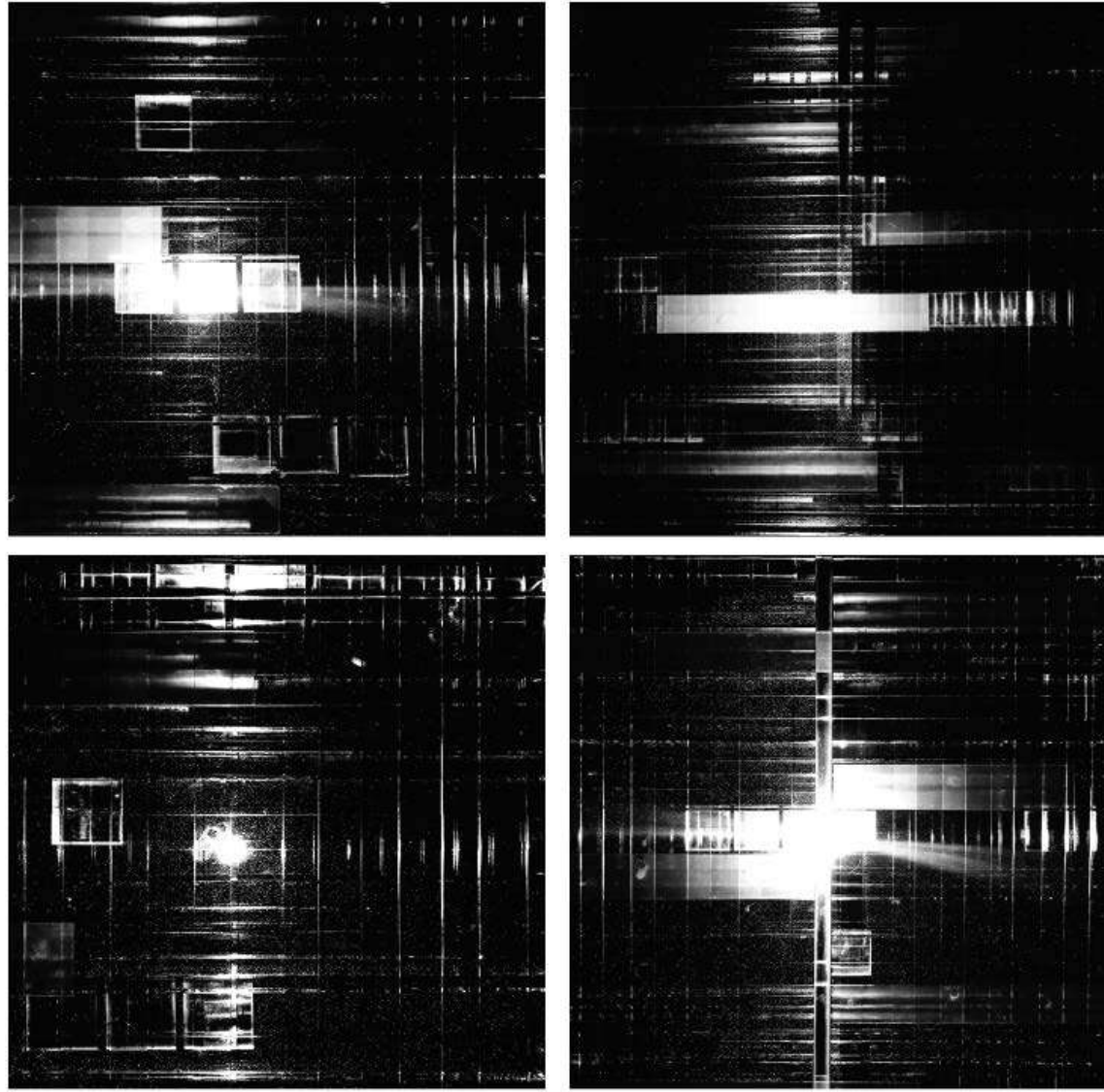
The project is named Lenses after the study of light relationship to ephemerality and how it changes depending on the agent light diffuses or reflects through. The aim for the new proposal of the PS64 is to create a new language with a portion of the existent that gradually takes over the site and creates an always-changing experience in the school.

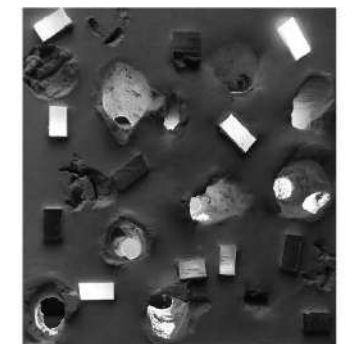
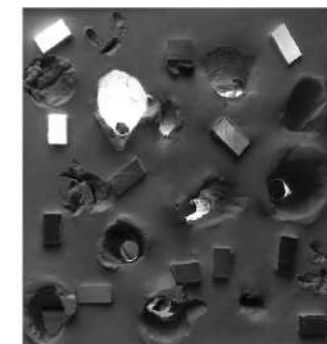
Through interpolated programmatic spaces, elevated volumes, pocket interventions, and voids within voids, kids can get a different sense of interaction with the space through different lenses. These lenses may be shaped and created with the overlapping intervention of weather and light throughout the year, mapping the new elements on site in a new language. The school is meant to feel as a fleeting playscape, an agent to ephemerality and enabler for enriched school programmatic spaces.







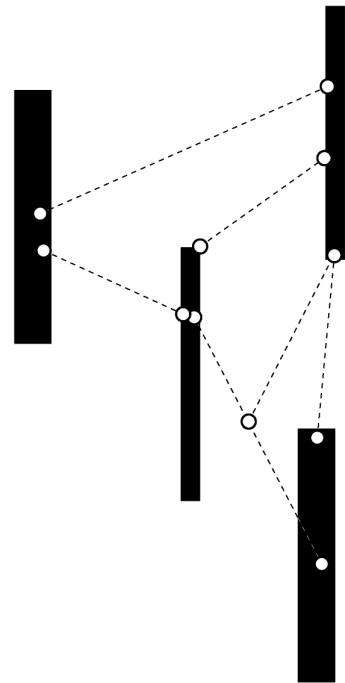




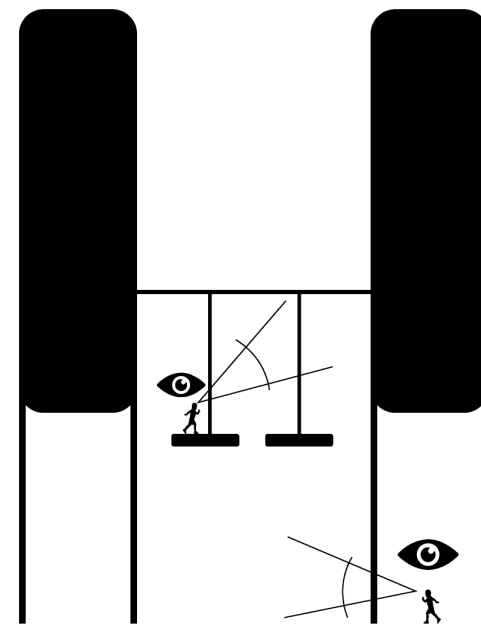
SPATIAL CONDITIONS

KIT OF PARTS

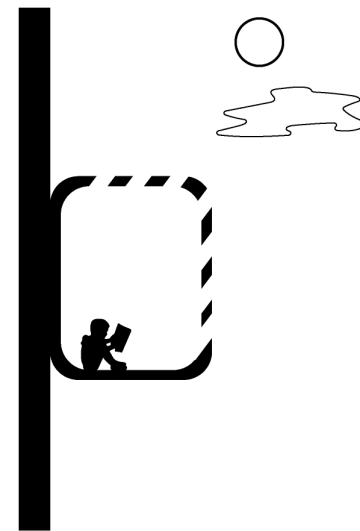
INTERPOLATED



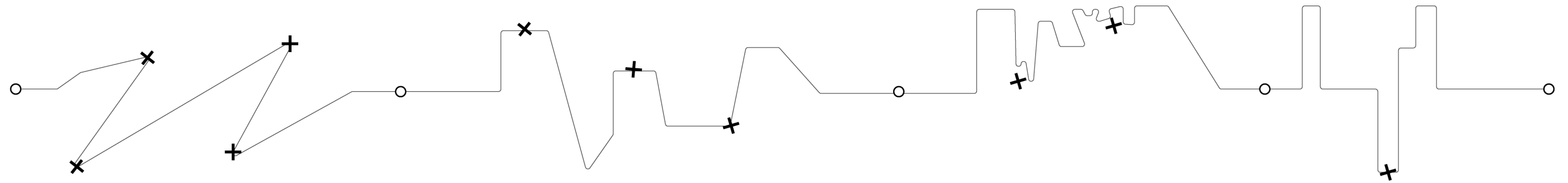
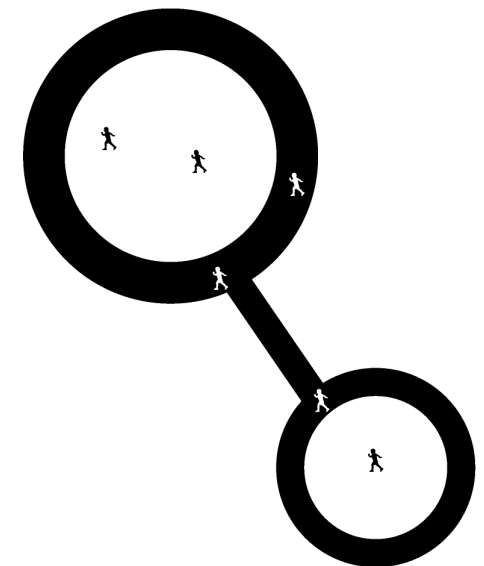
ELEVATED / SUSPENDED

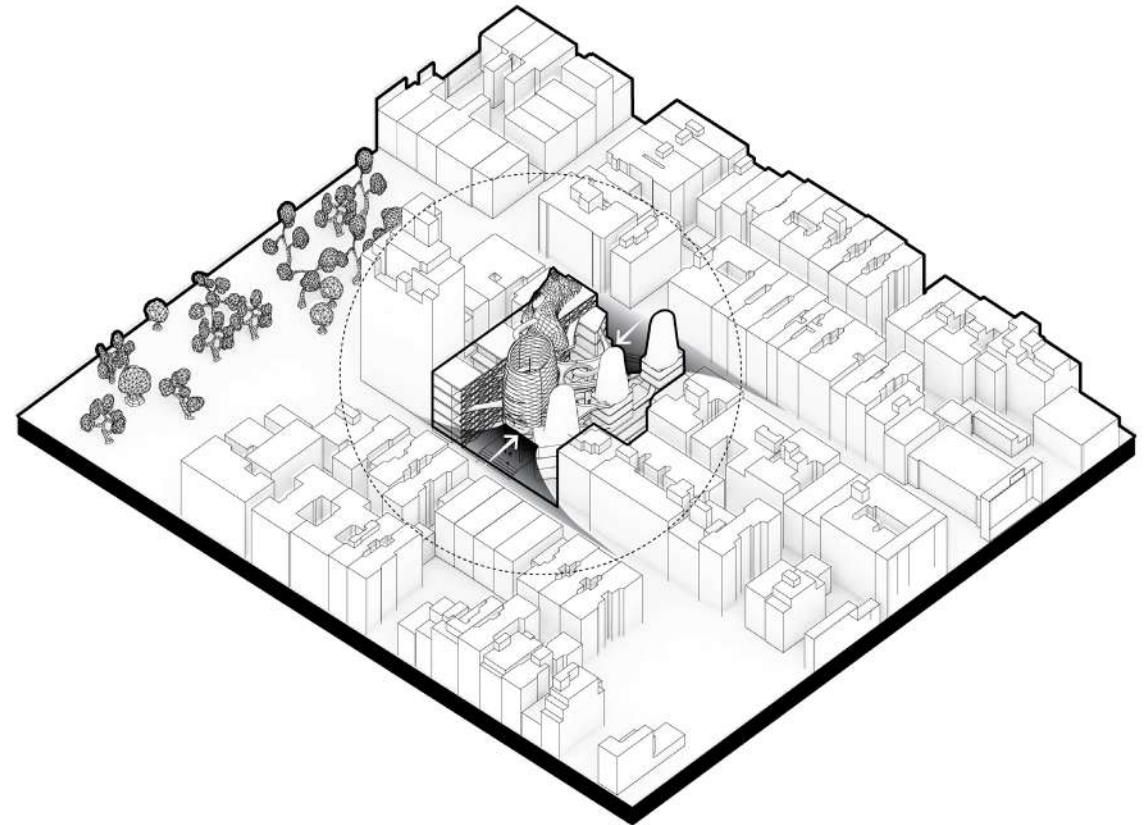
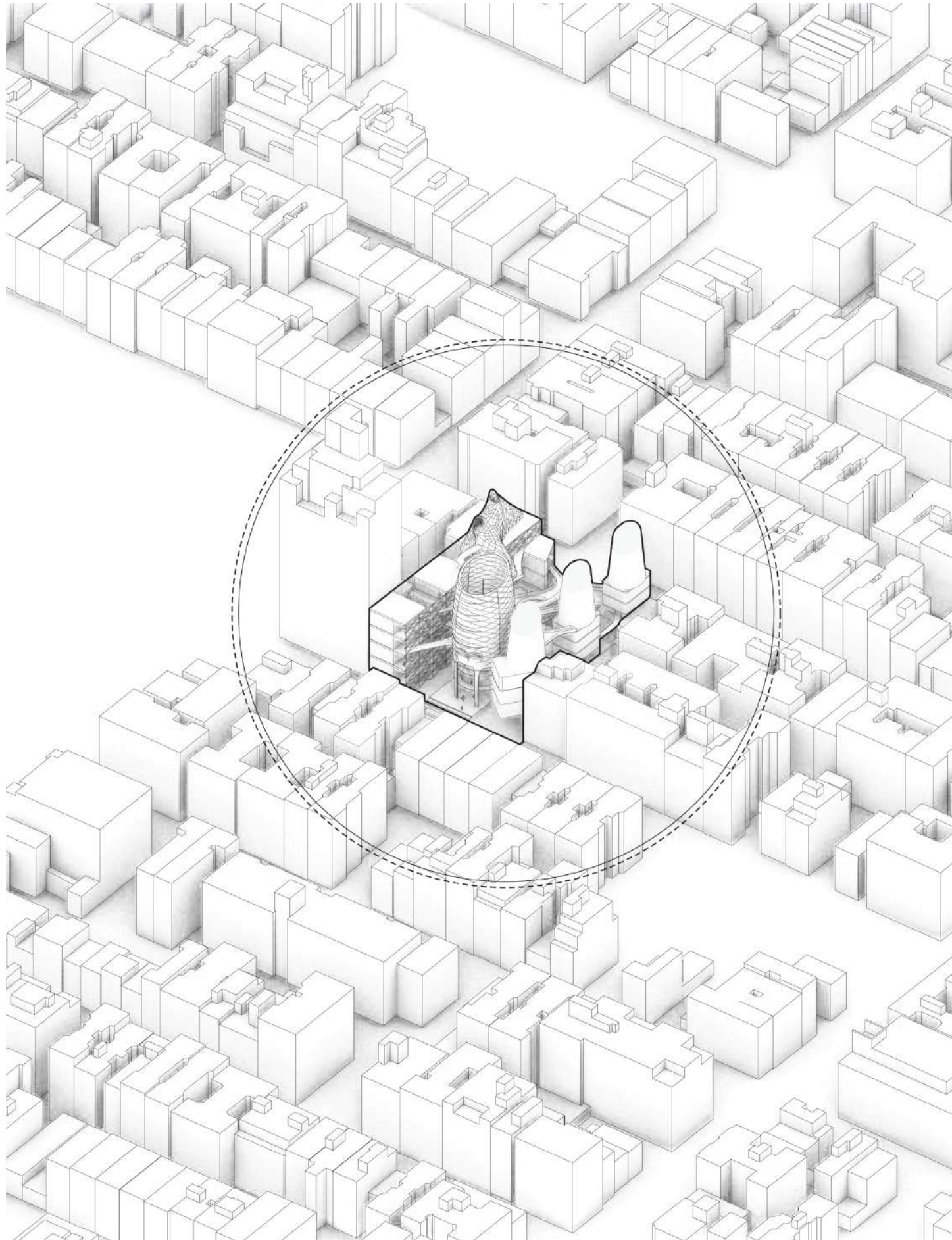


POCKET

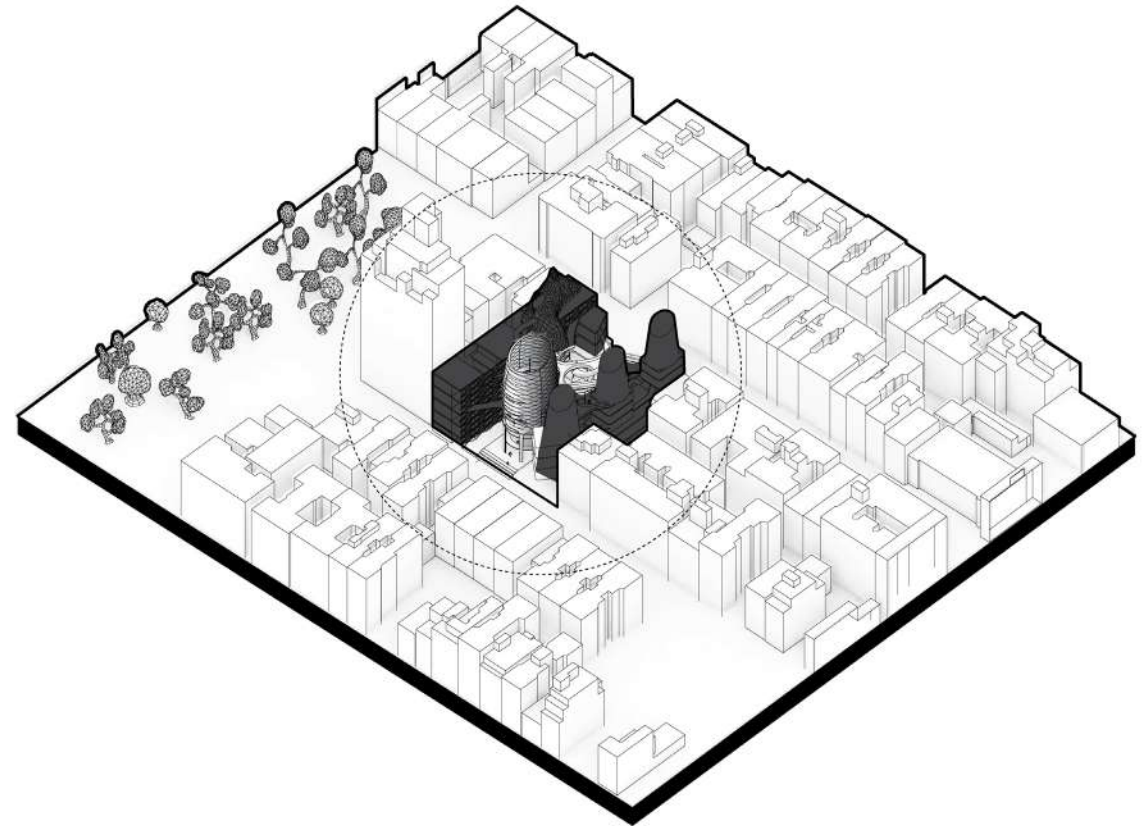


WITHIN VOIDS

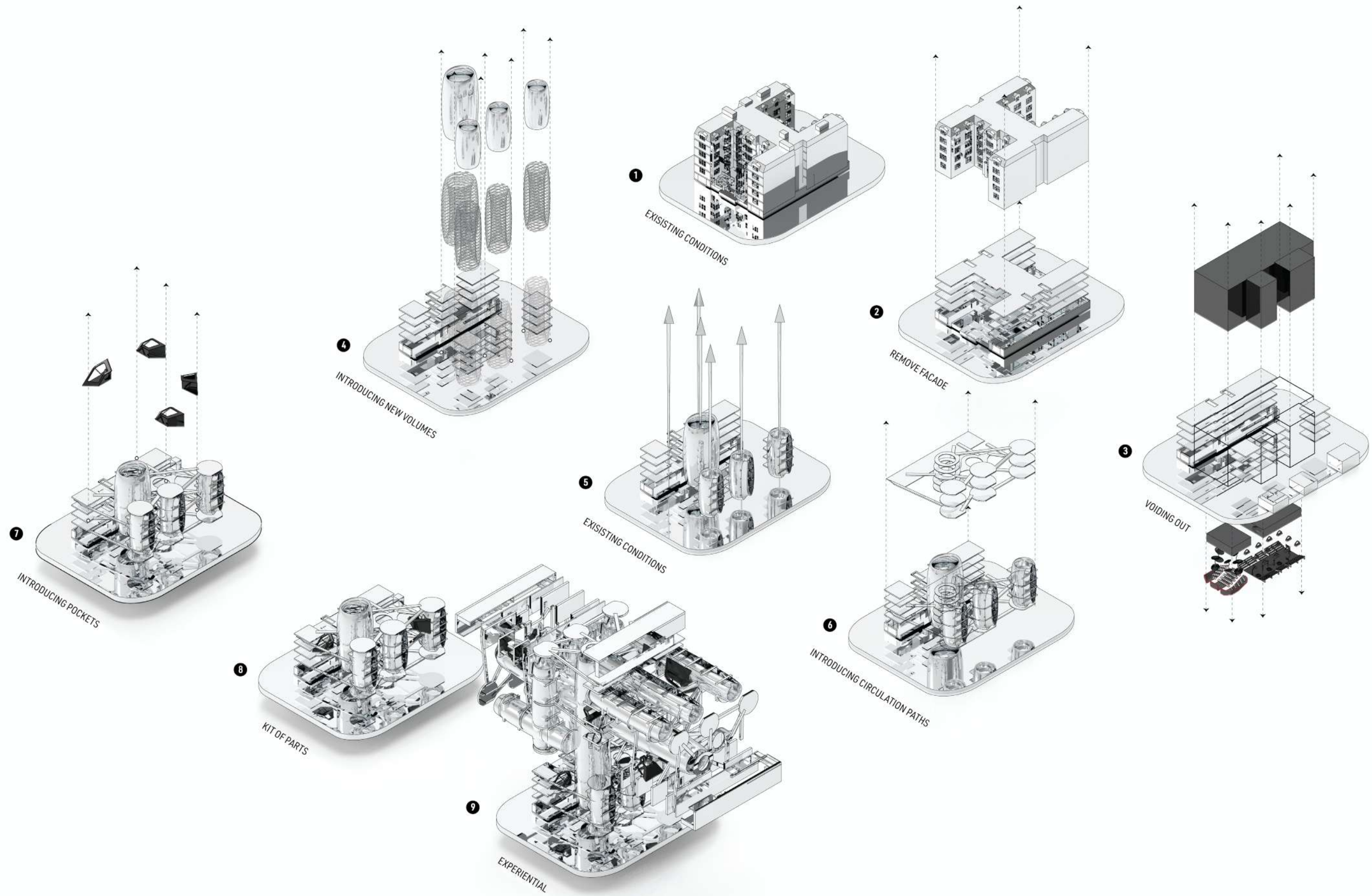


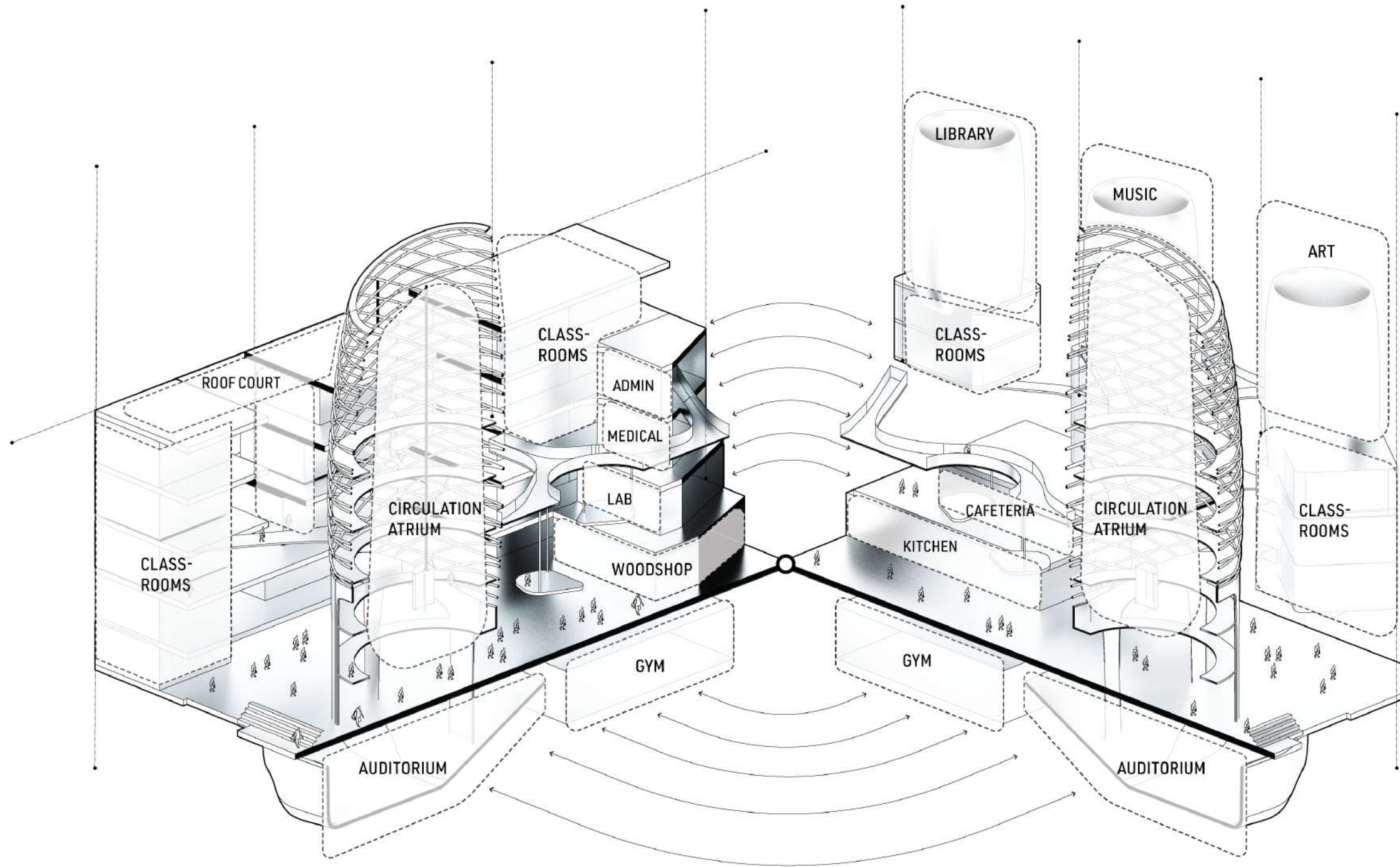


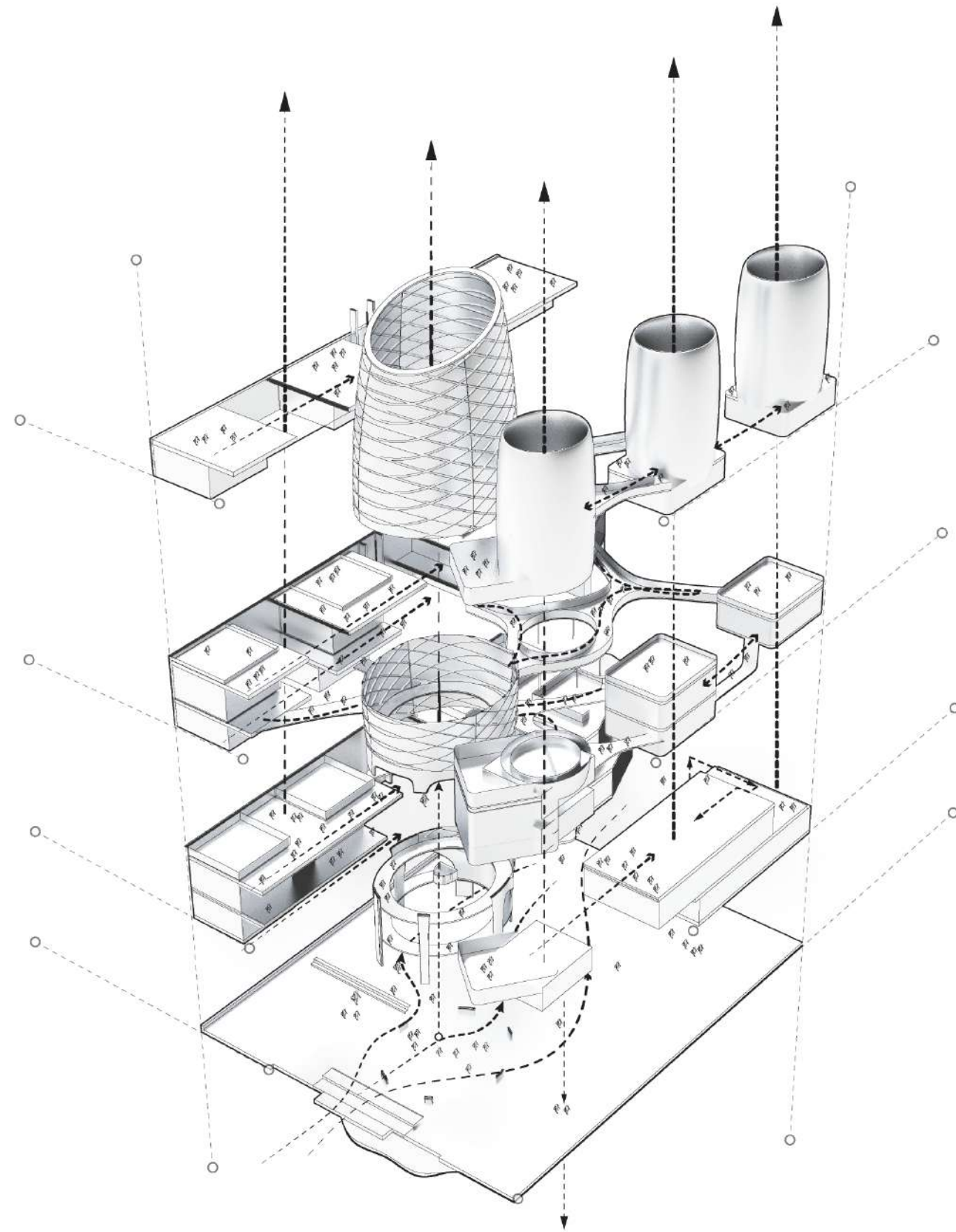
APPROACH THROUGHOUT

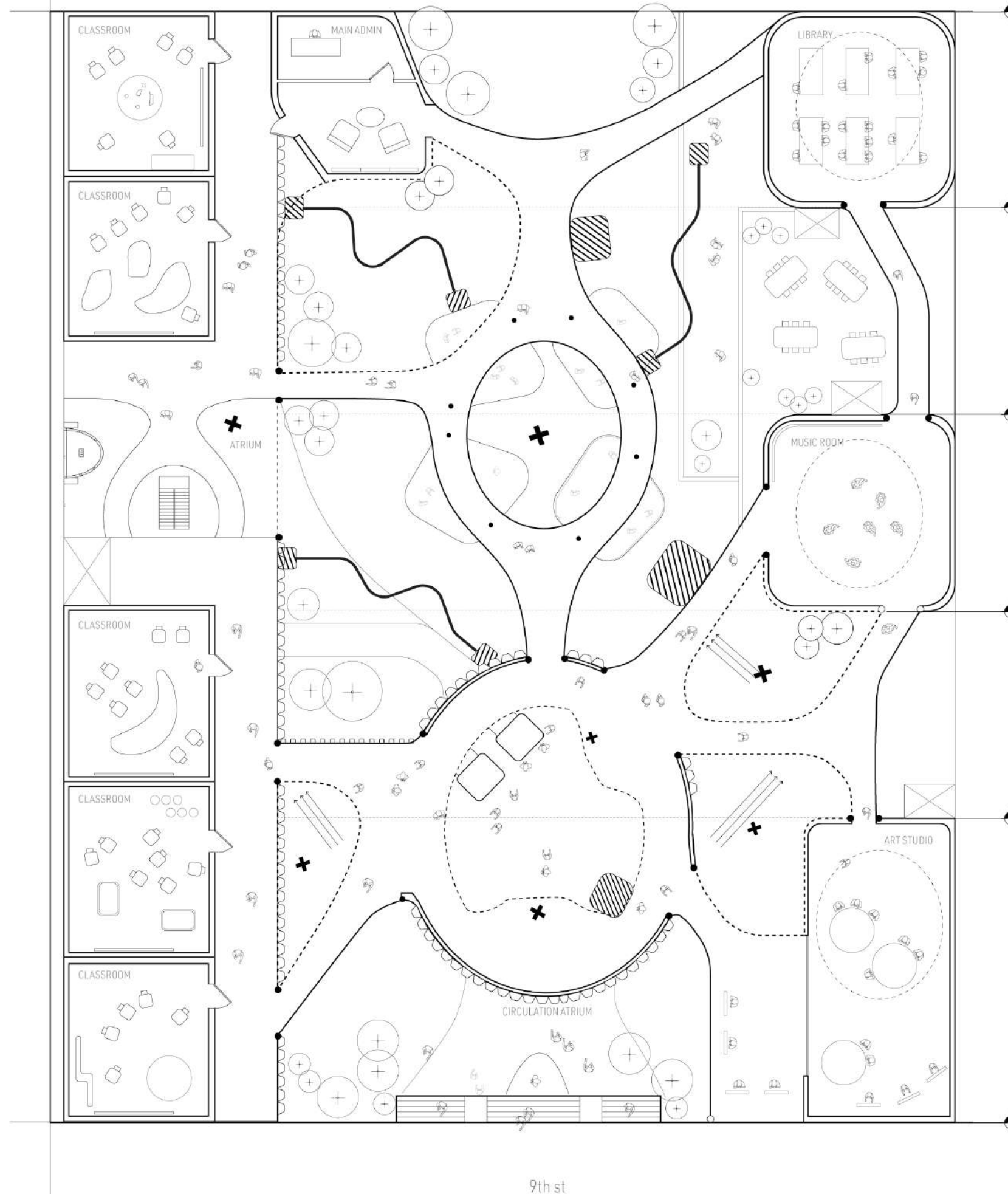


PUBLIC VS PRIVATE



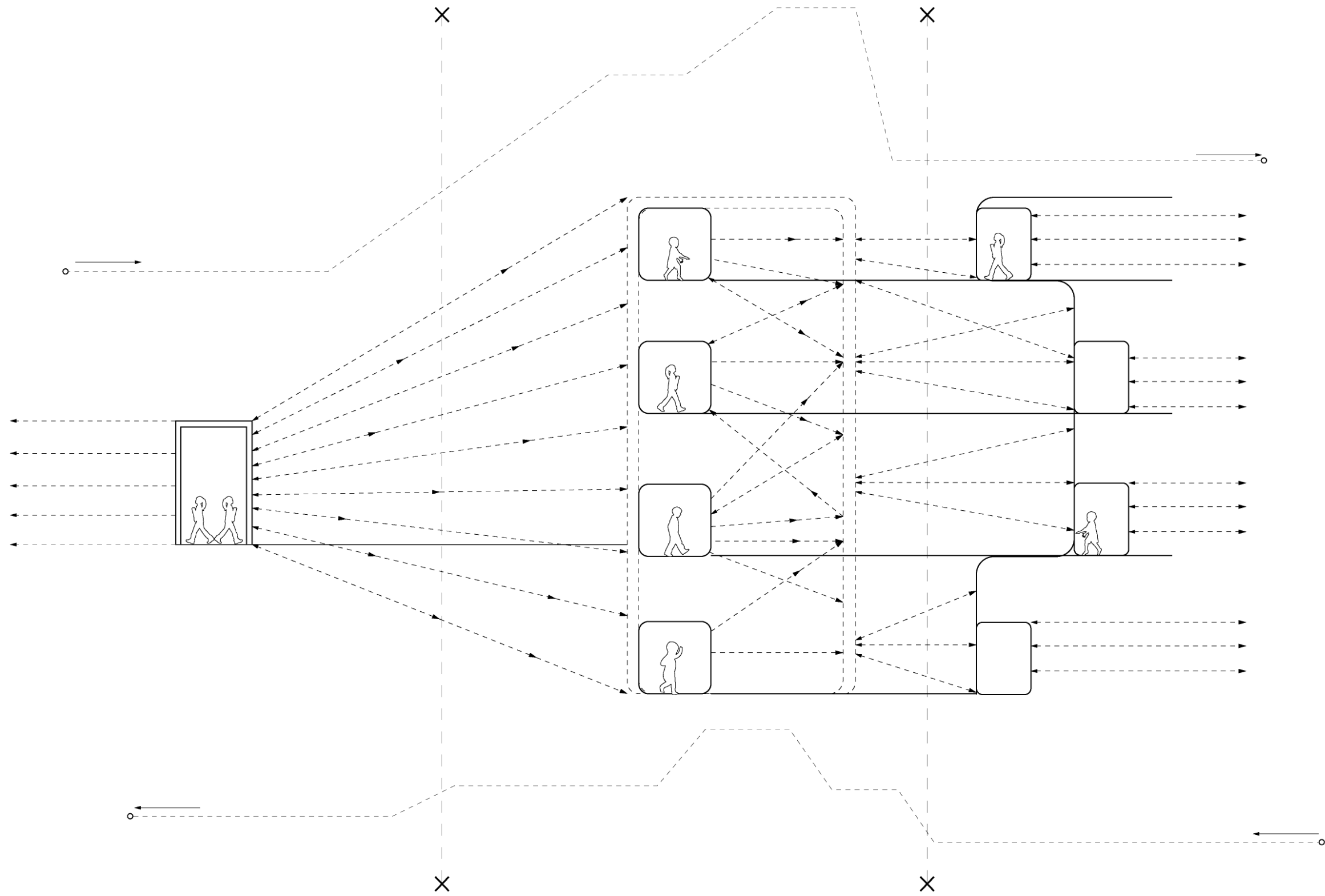


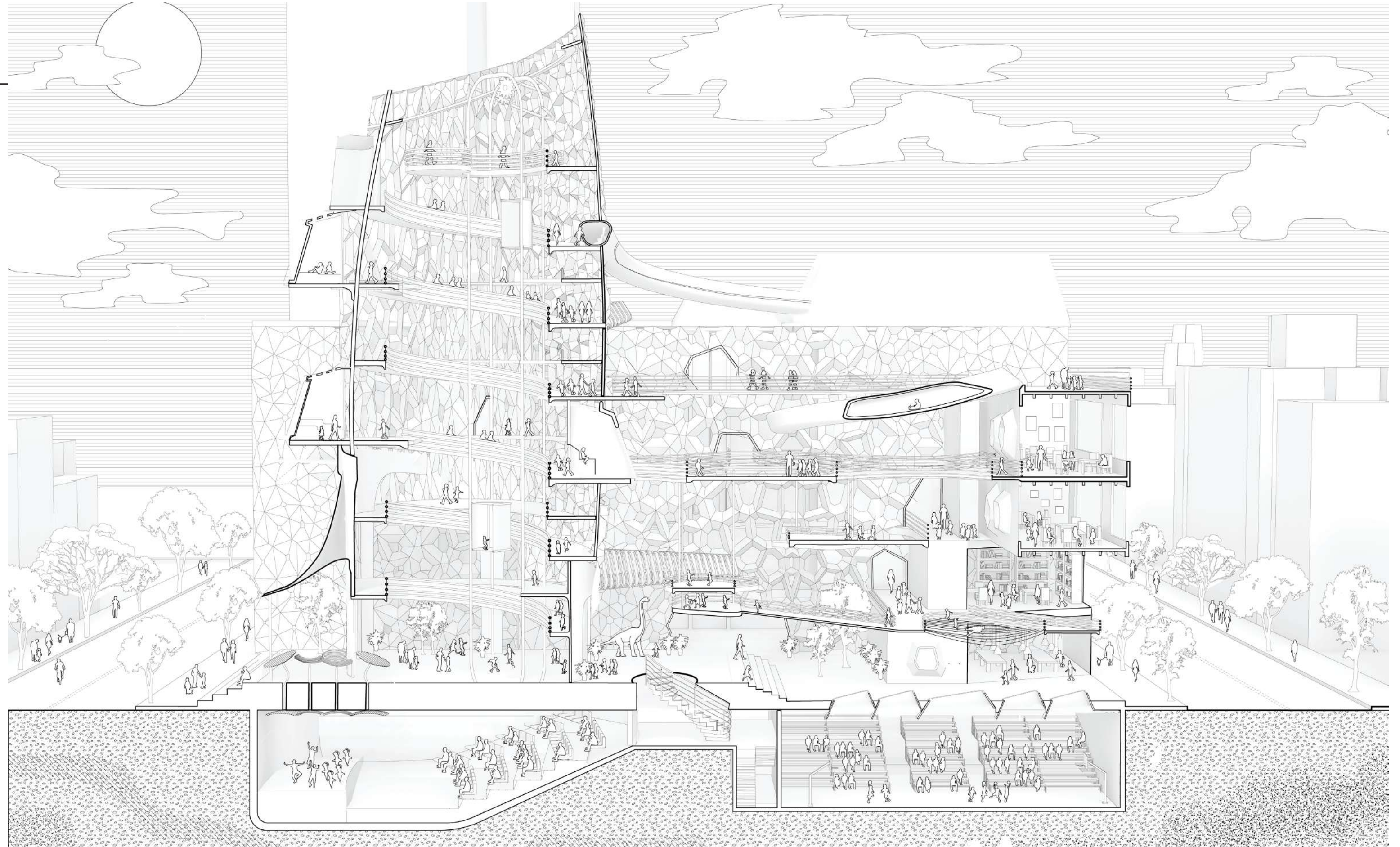


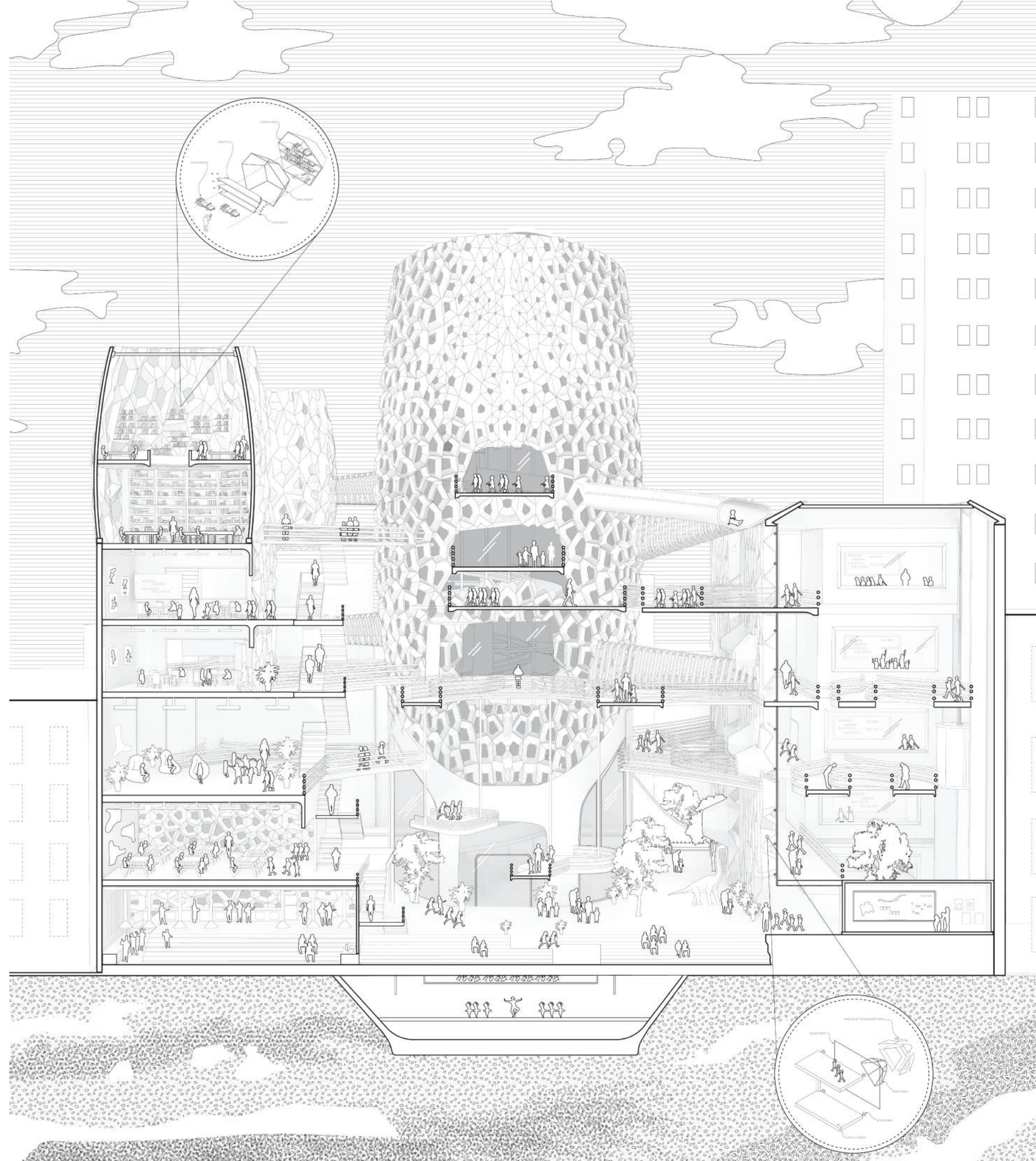


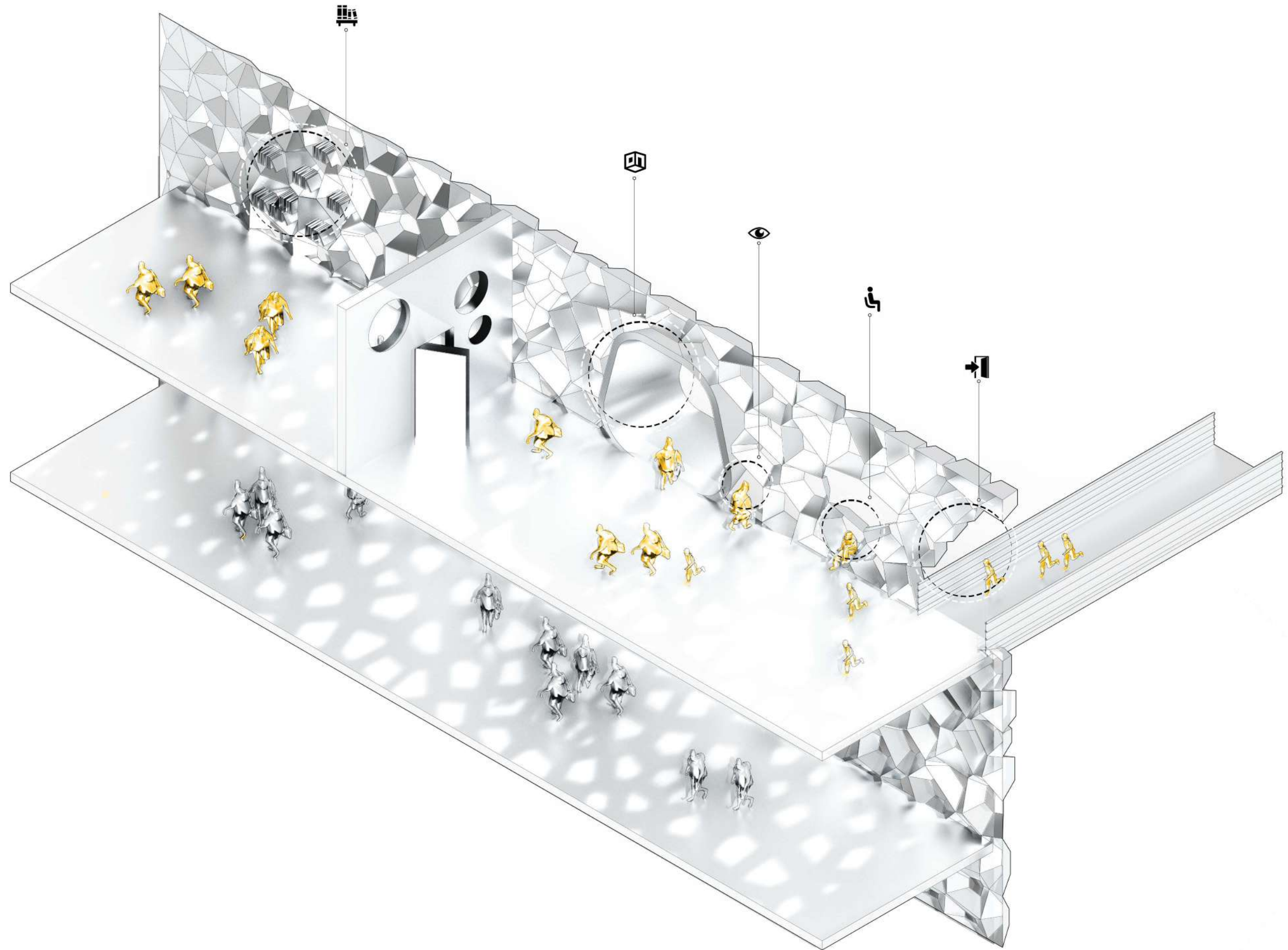
LEVEL 04 - PLAN

FLEETING LENSES

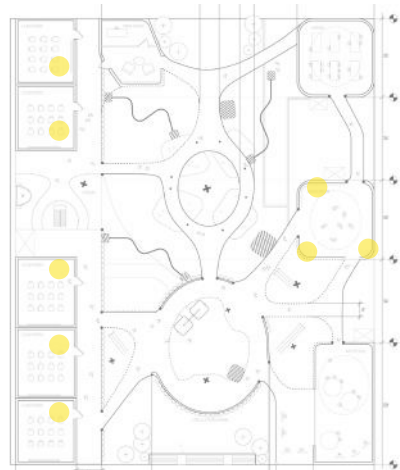
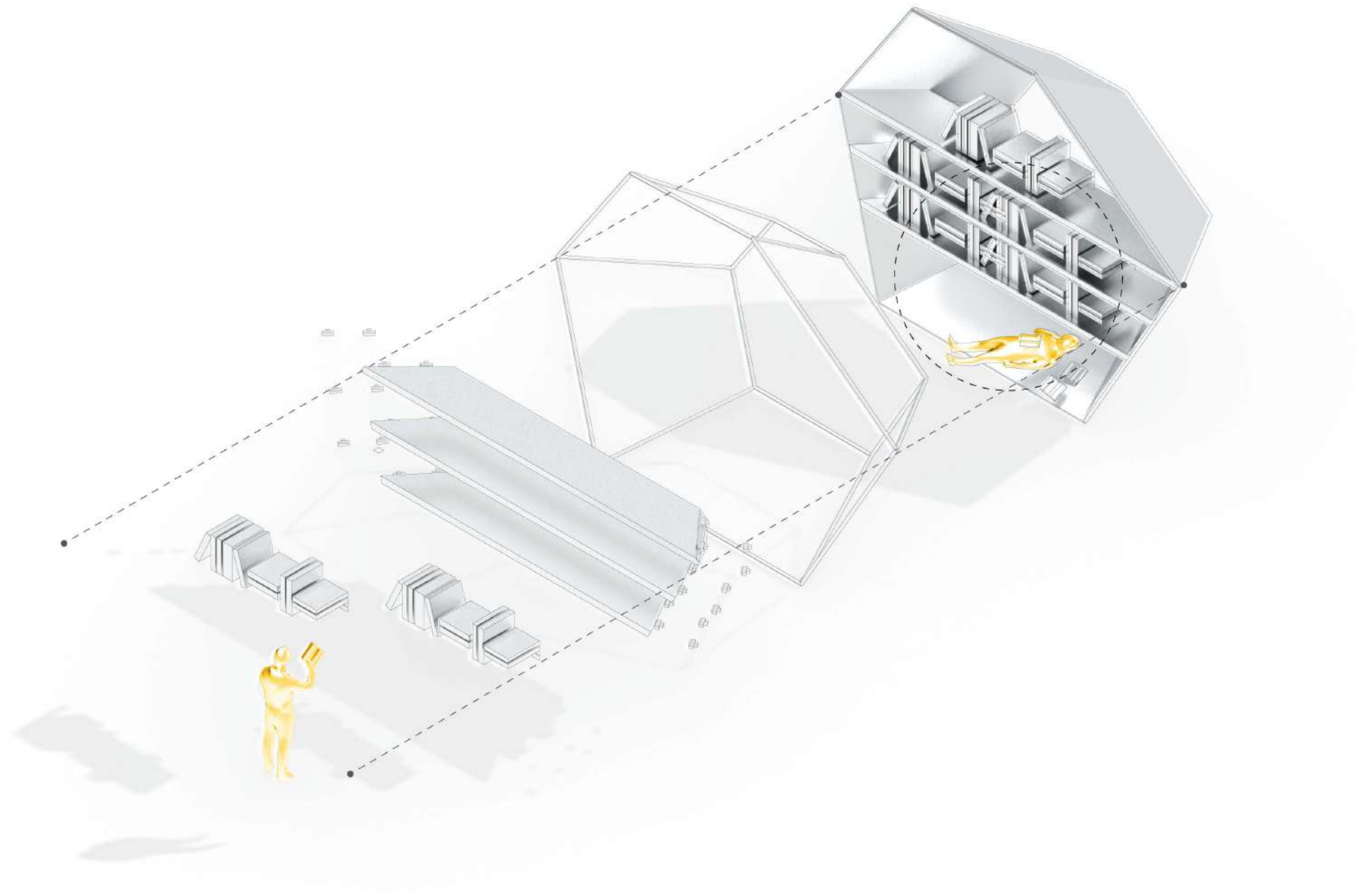




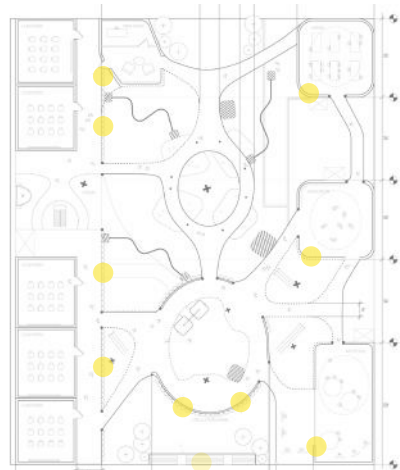
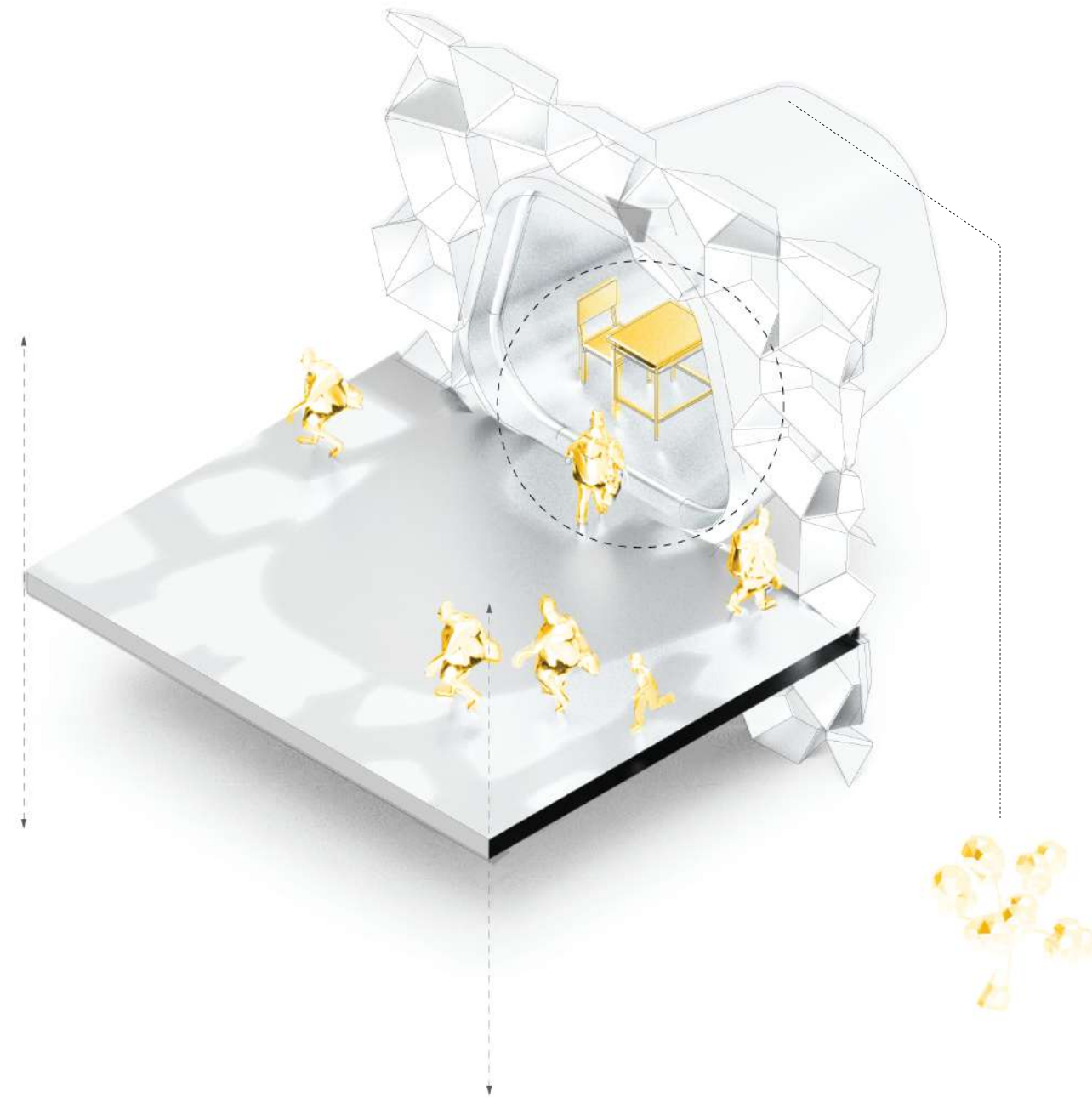




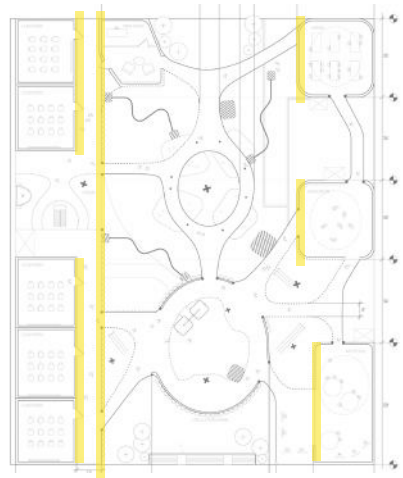
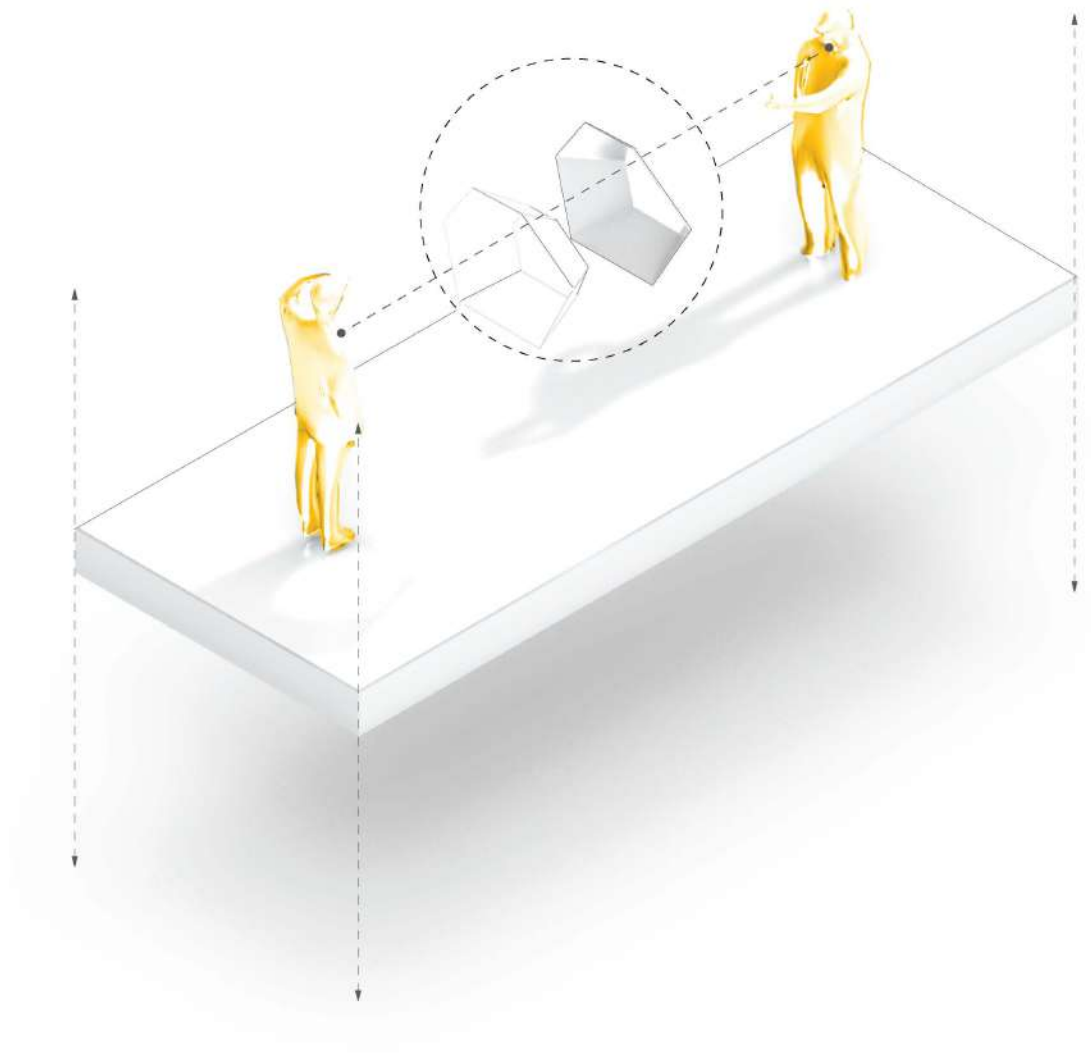
SHELF



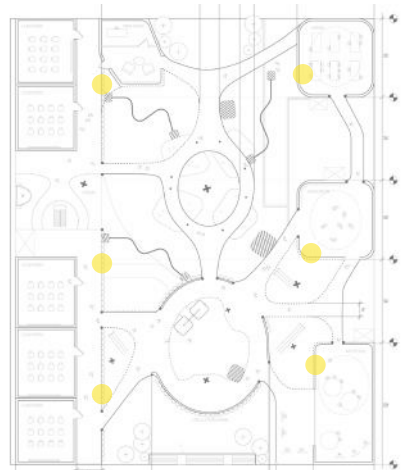
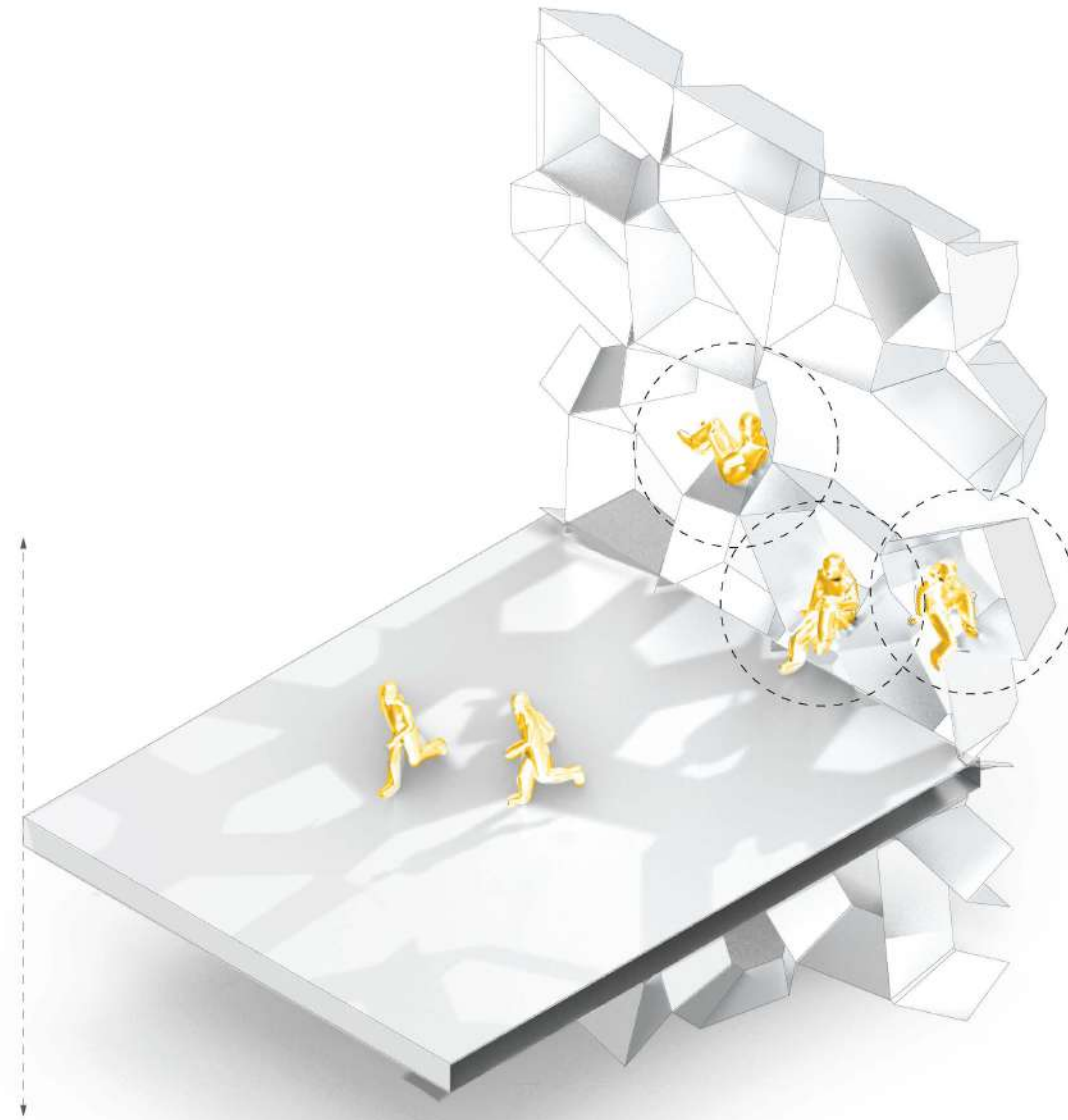
POCKET



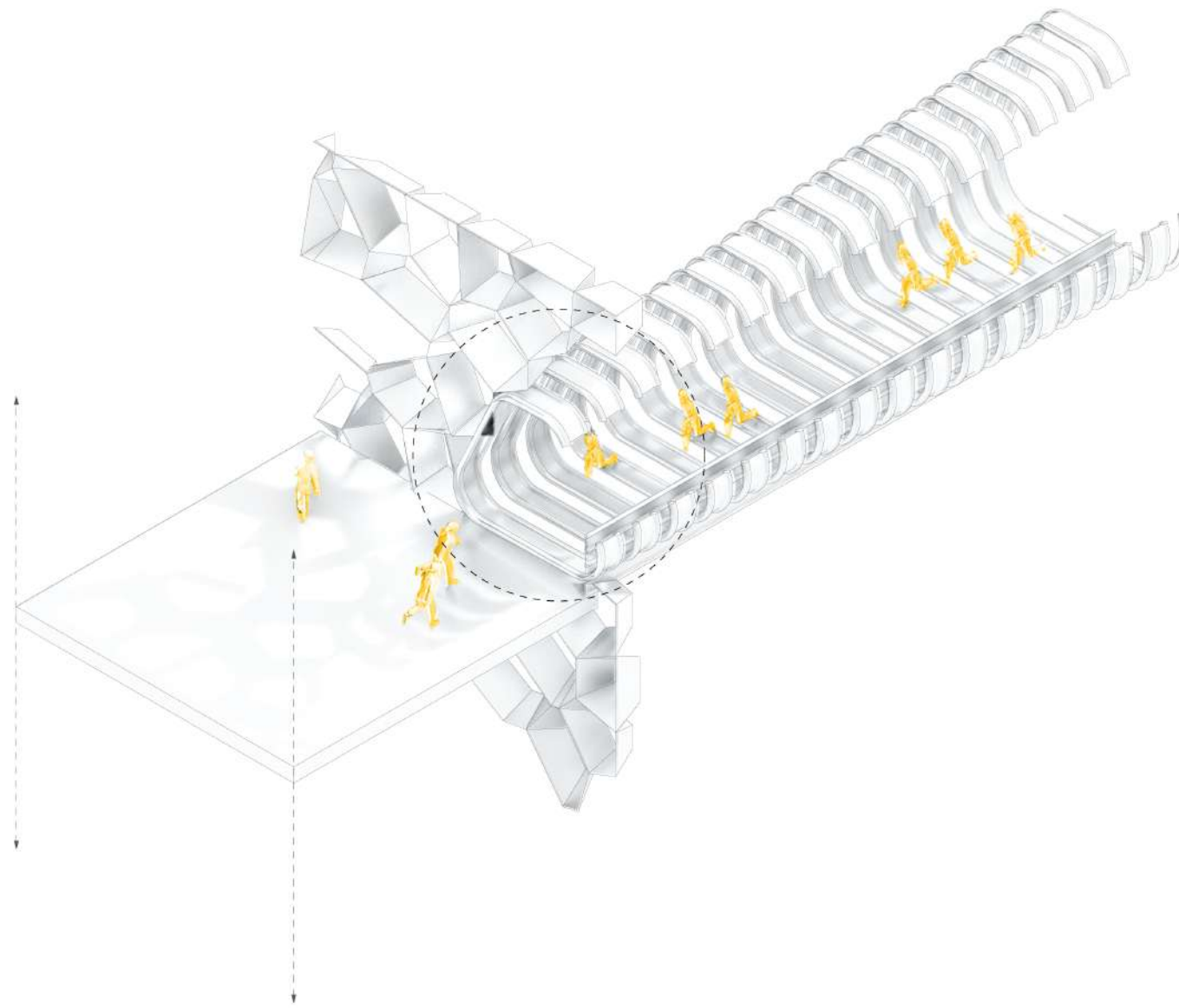
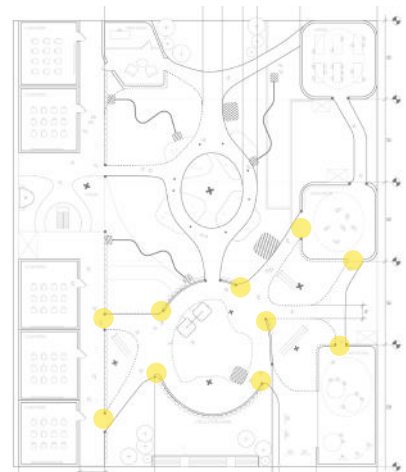
WINDOW



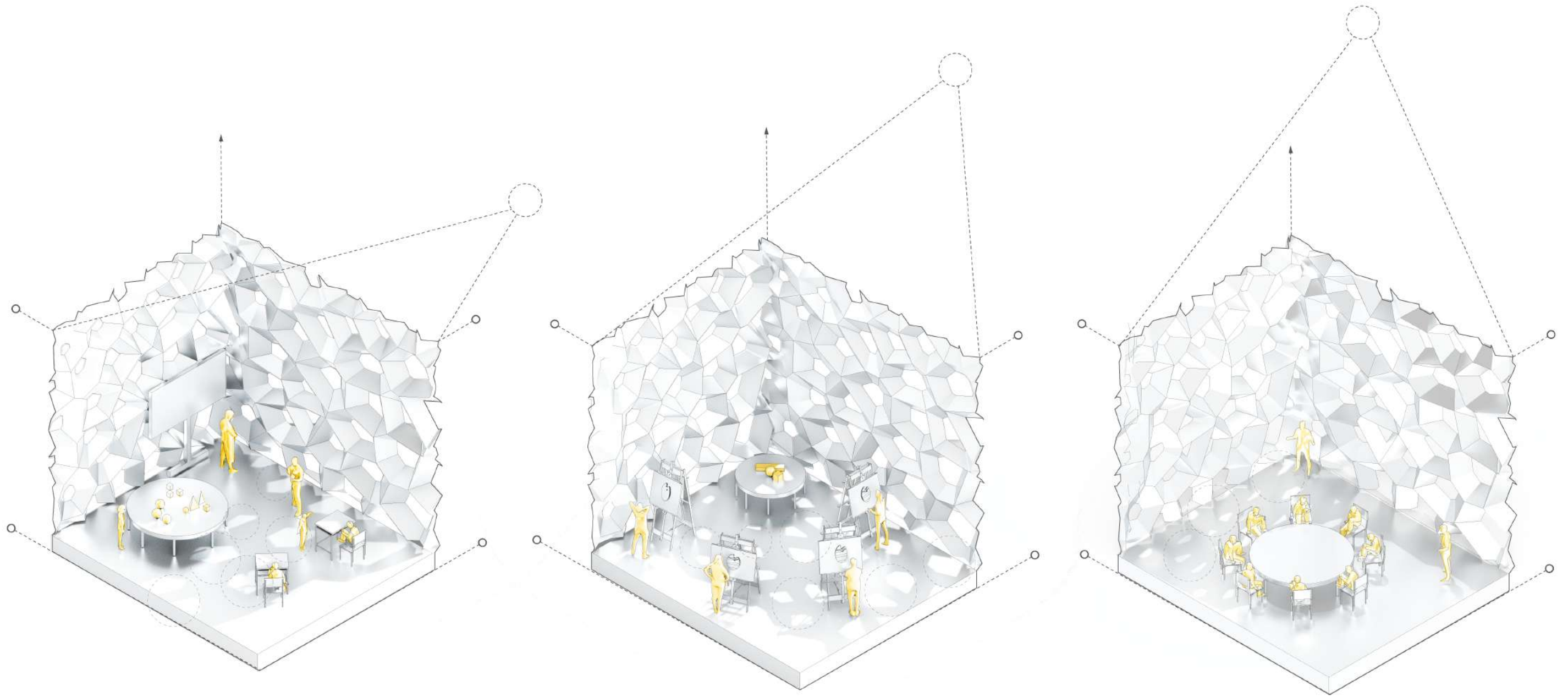
SEAT



THRESHOLD



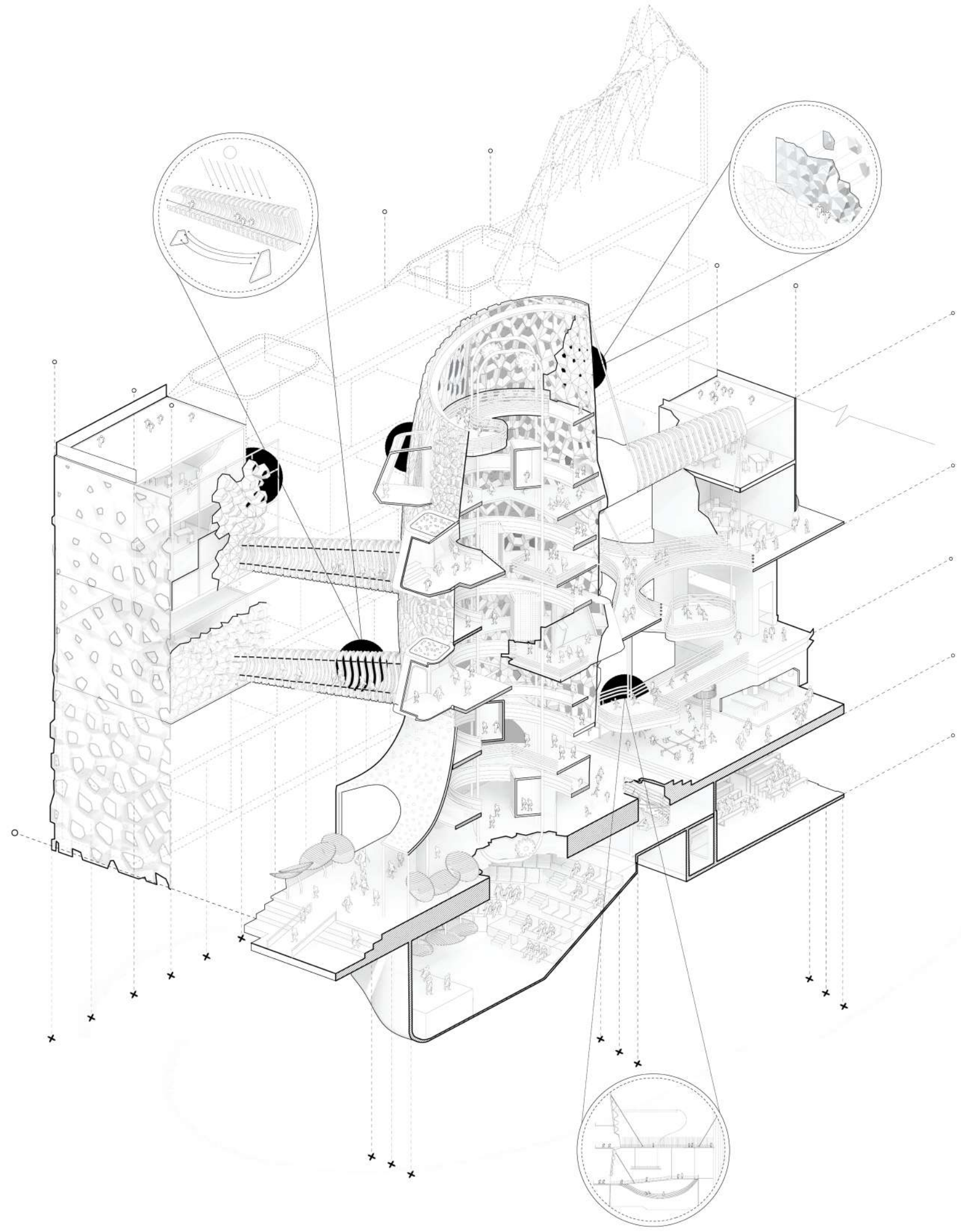
FILTERED LIGHT THROUGH SEASONS

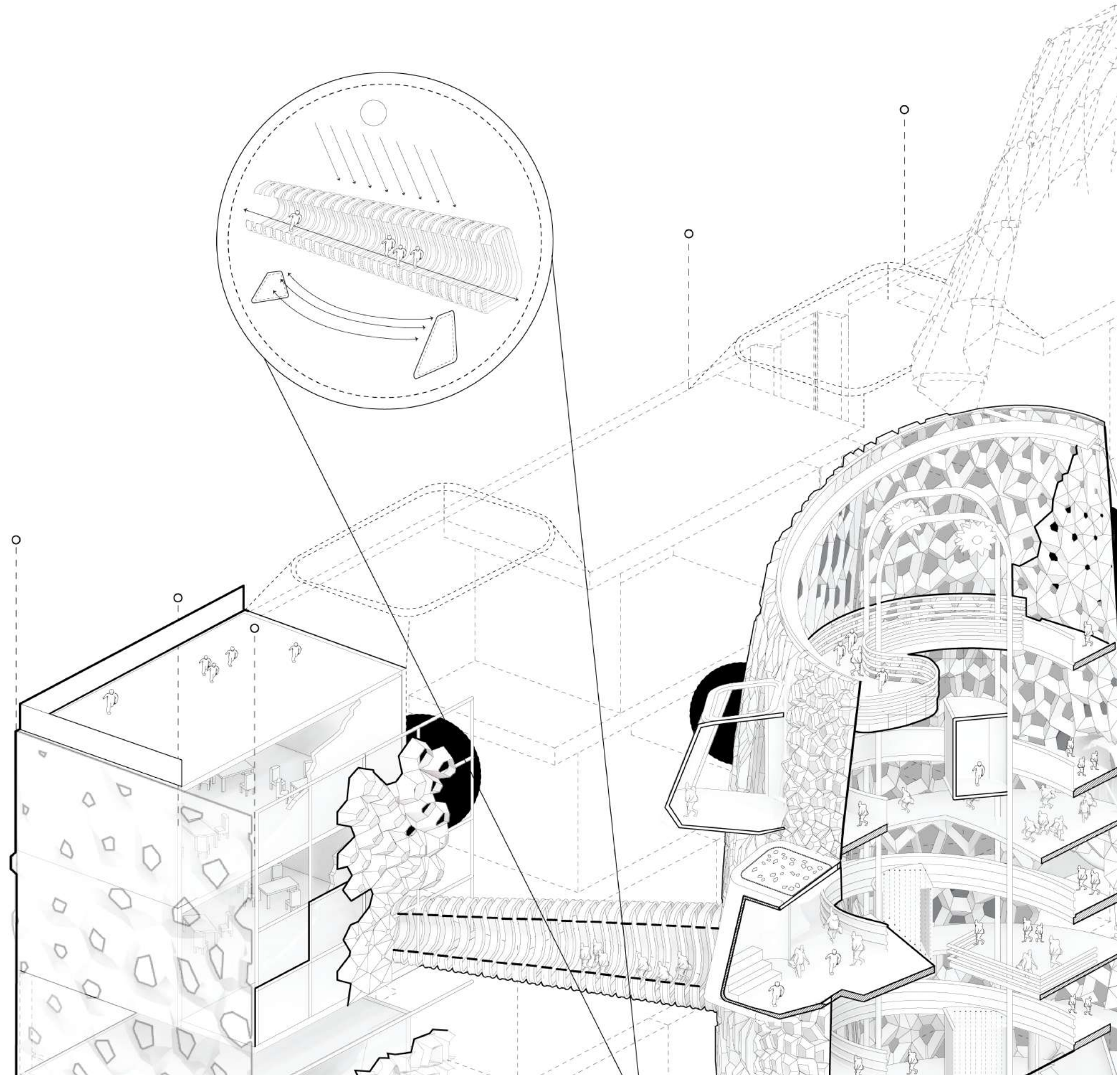


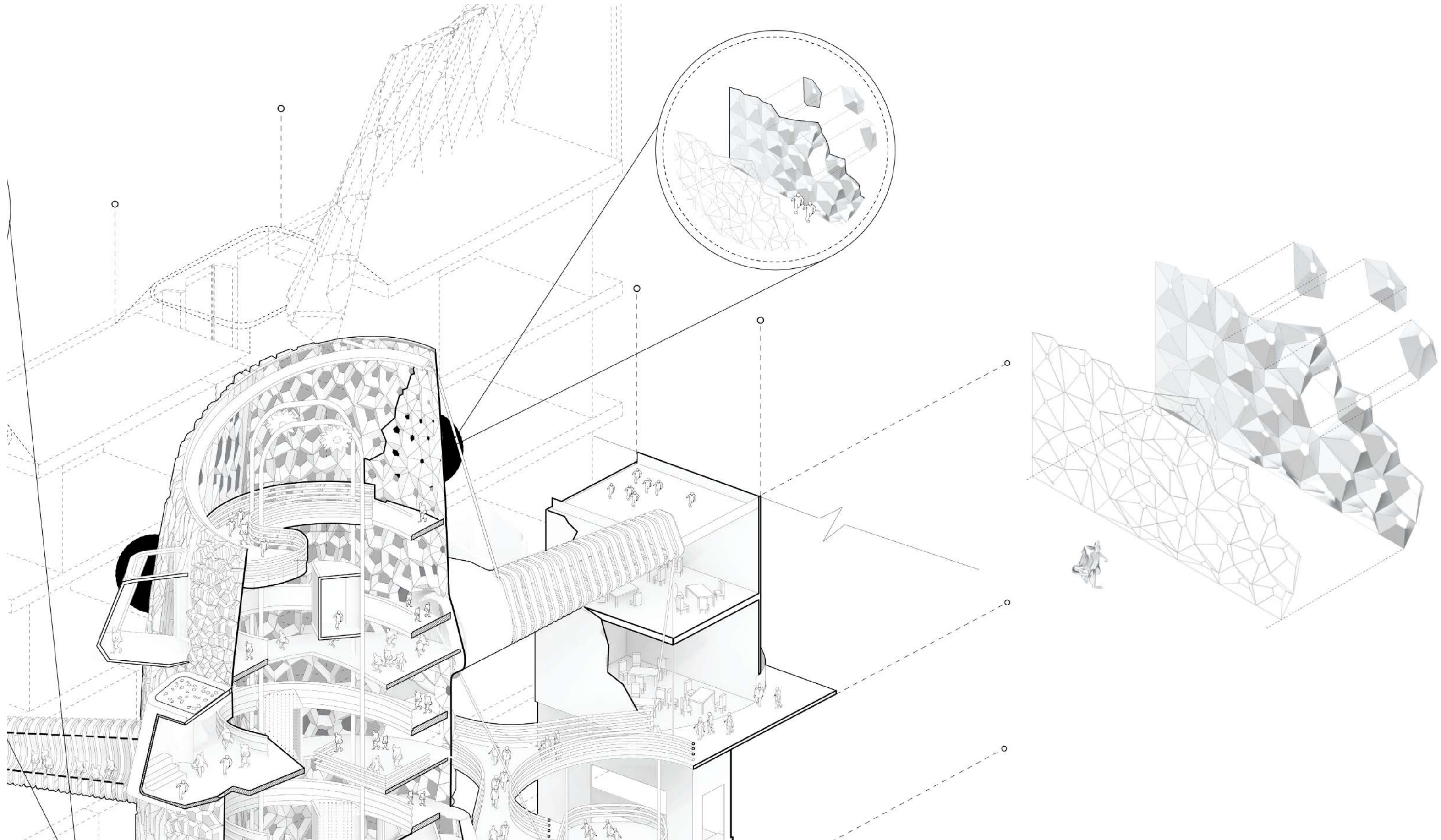
WINTER

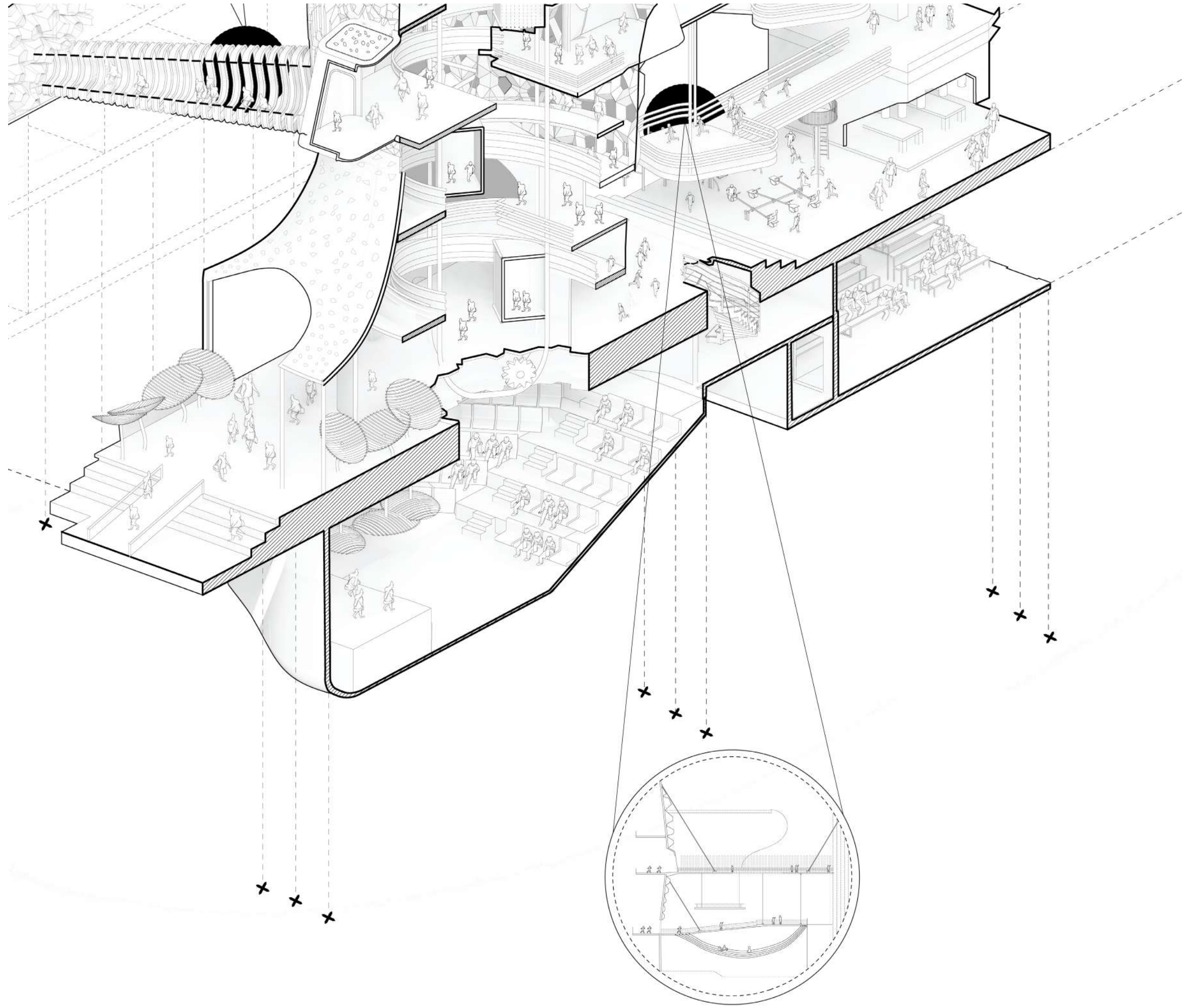
SPRING/FALL

SUMMER

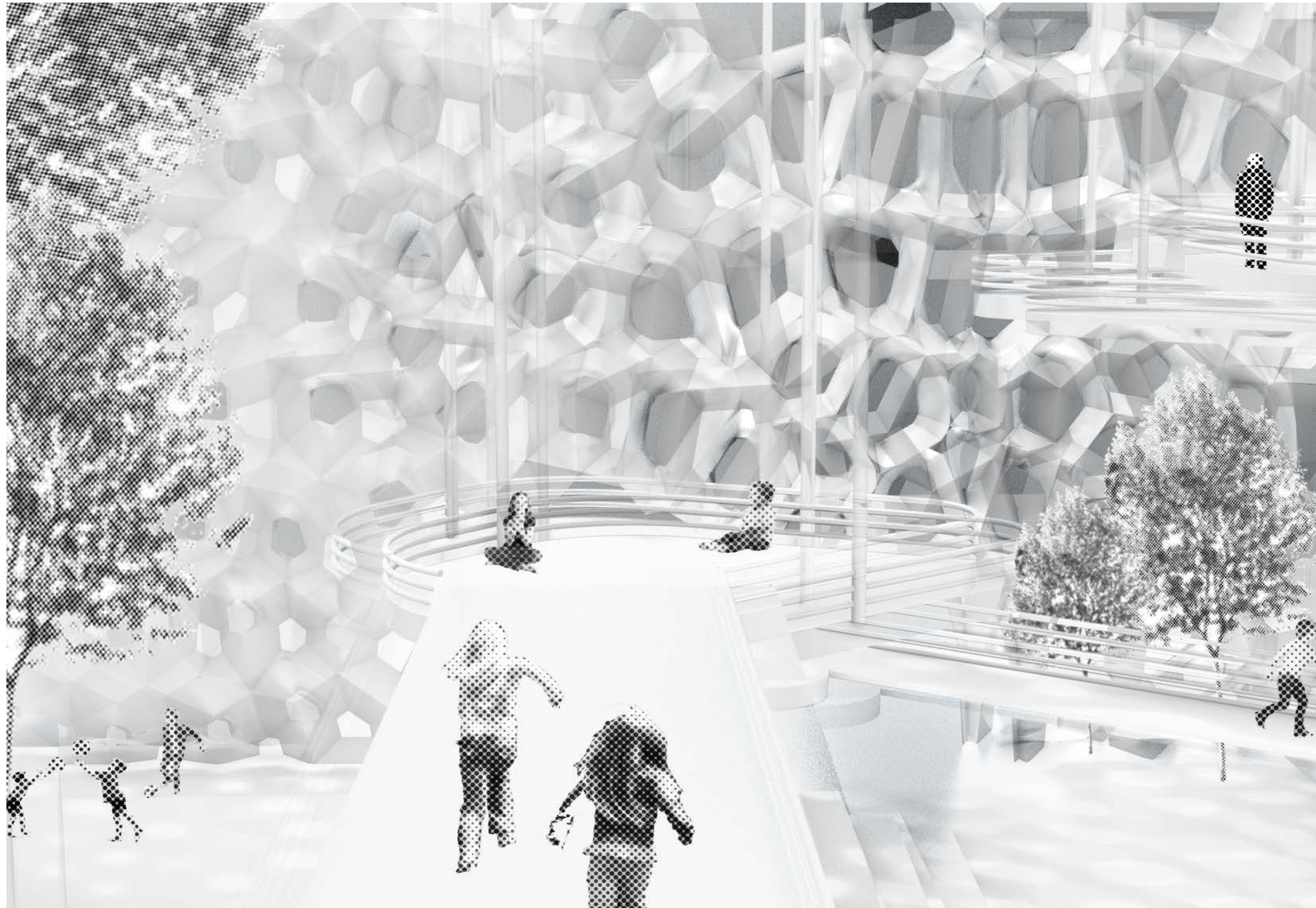




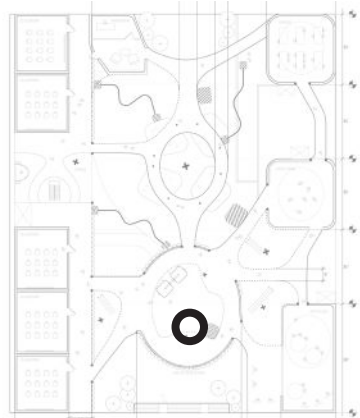
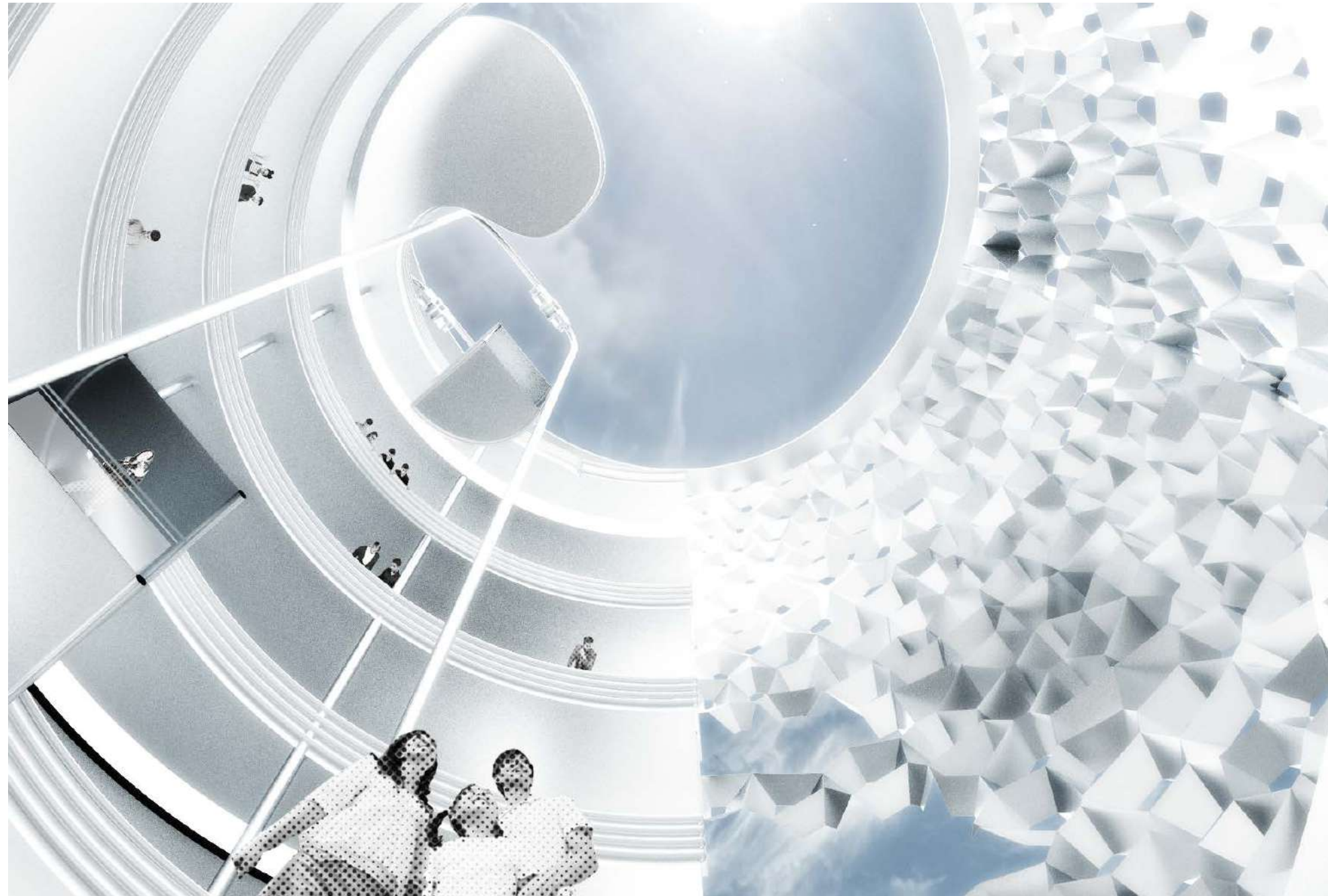




INTO THE PATHWAYS



LOOKING UP - HALF EXPOSED



HALLWAY



VIEW FROM TERRACES

