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锚固与飞翔——挑出的住居  
Podia, Plinths and Flying House

中文版

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Podia, Plinths and Flying House 中文版

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## 资讯

- 004 亲水设施\_Bureau FaceB
- 006 凤凰城瞭望塔\_BIG
- 010 博科尼大学的新城市校园\_SANAA
- 012 郊野游乐园\_Openfabric + dmau
- 014 中世纪波斯尼亚历史公园\_Filter Architecture
- 018 镜子实验室2.1\_VAV Architects
- 020 格兰富大学学生宿舍\_CEBRA

## 墙体工艺

- 022 修复过去的废弃建筑：对混合结构的颂扬\_Nelson Mota
- 026 柯尔顿公寓\_3ndy Studio
- 038 塔利亚剧院\_Gonçalo Byrne Arquitectos + Barbas Lopes Arquitectos
- 046 Potxonea住宅\_OS3 Arkitektura

# 锚固与飞翔 ——挑出的住居

- 052 锚固与飞翔——挑出的住居\_Silvio Carta
- 058 坦格尔伍德2号住宅\_Schwartz/Silver Architects
- 066 Algarrobos住宅\_Daniel Moreno Flores + José María Sáez
- 076 BF住宅\_OAB – Office of Architecture in Barcelona + ADI Arquitectura
- 086 X住宅\_Cadaval & Solà-Morales
- 096 贝兰达住宅\_Schmidt Architects
- 106 素风宅\_acaa/Kazuhiko Kishimoto
- 116 Hanare住宅\_Schemata Architects
- 124 纳克索斯岛避暑别墅\_Ioannis Baltogiannis + Phoebe Giannisi + Zissis Kotionis + Katerina Kritou + Nikolaos Platsas

## Héctor Fernández Elorza 建筑师事务所

- 132 假若我们相见\_Héctor Fernández Elorza
- 134 材质的高密度\_Jesús Donaire + Héctor Fernández Elorza
- 138 贝内西亚公园
- 150 双子广场
- 160 Valdefierro公园
- 172 细胞和遗传生物学学院
- 184 建筑师索引



## News

- 004 Water at-traction \_ Bureau FaceB
- 006 Phoenix Observation Tower \_ BIG
- 010 A New Urban Campus for Bocconi University \_ SANAA
- 012 Into the Wild \_ Openfabric + dmau
- 014 Historical Park of Medieval Bosnia \_ Filter Architecture
- 018 Mirror Lab 2.1 \_ VAV Architects
- 020 Grundfos College Student Dormitory \_ CEBRA

## Wall Graft

- 022 *Revamping the Derelicts of the Past: In Praise of the Hybrid* \_ Nelson Mota
- 026 Corten Apartments \_ 3ndy Studio
- 038 Thalia Theater \_ Gonçalo Byrne Arquitectos + Barbas Lopes Arquitectos
- 046 Casa Potxonea \_ OS3 Arkitektura

# Podia, Plinths and Flying House

- 052 *Podia, Plinths and Flying House* \_ Silvio Carta
- 058 Tanglewood House 2 \_ Schwartz/Silver Architects
- 066 Algarrobos House \_ Daniel Moreno Flores + José María Sáez
- 076 BF House \_ OAB – Office of Architecture in Barcelona + ADI Arquitectura
- 086 X House \_ Cadaval & Solà-Morales
- 096 House in Beranda \_ Schmidt Arquitectos
- 106 Wind-dyed House \_ acaa/Kazuhiko Kishimoto
- 116 Hanare House \_ Schemata Architects
- 124 Summer House in Naxos \_ Ioannis Baltogiannis + Phoebe Giannisi + Zissis Kotionis + Katerina Kritou + Nikolaos Platsas

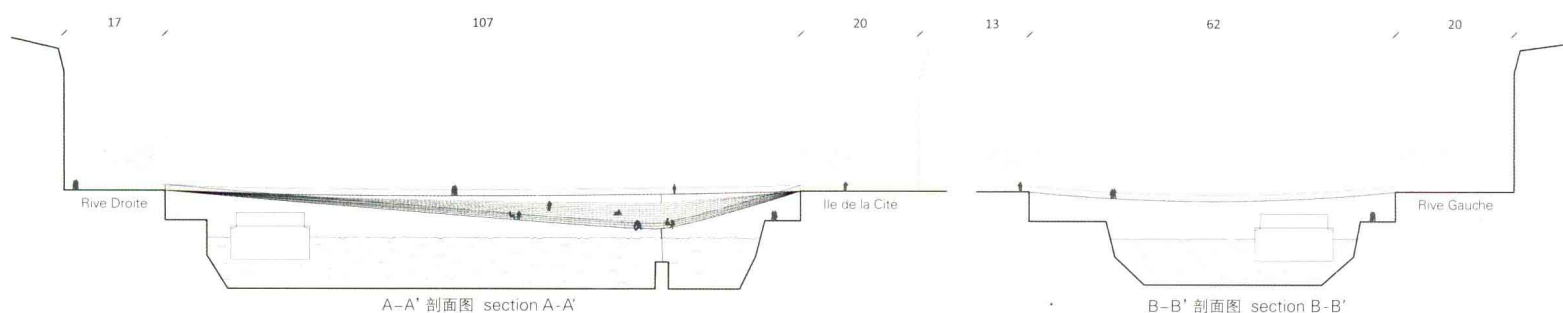
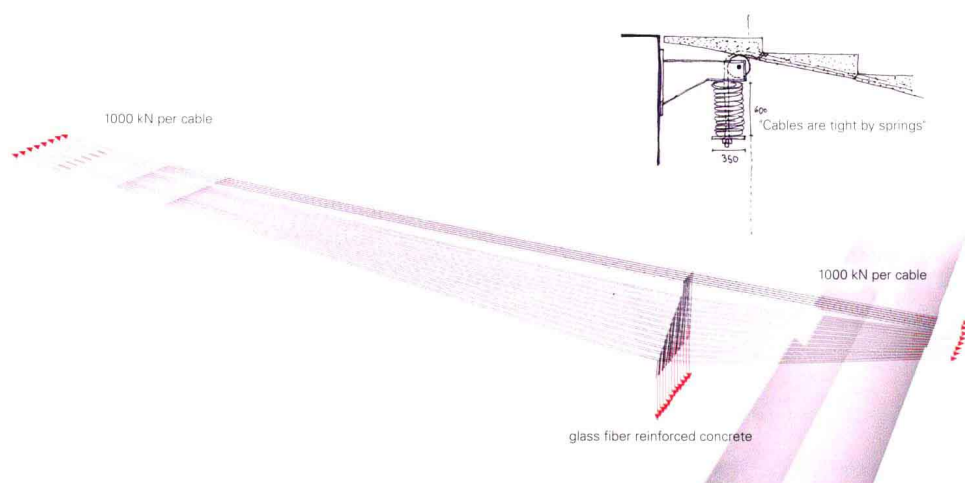
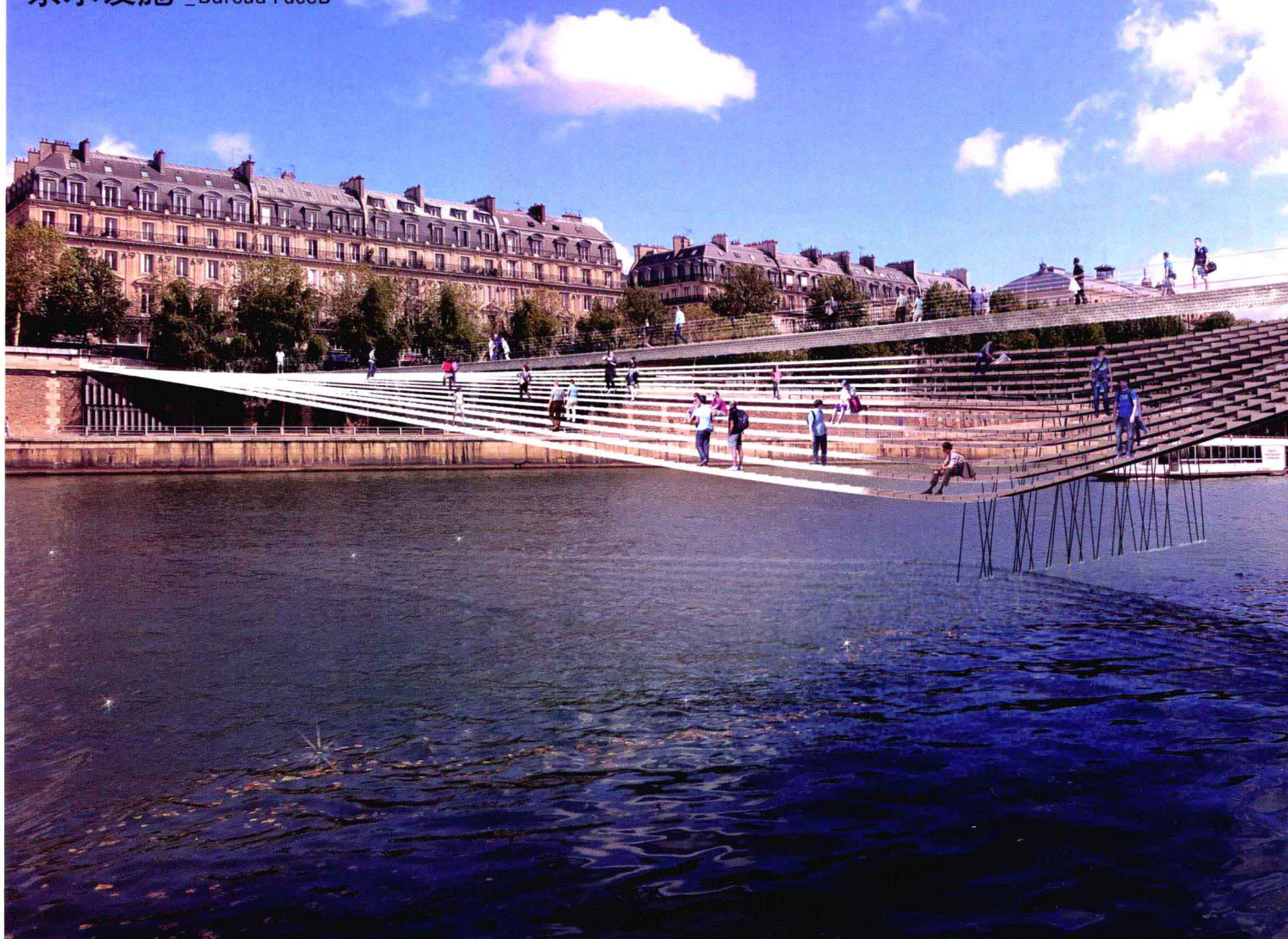
## Héctor Fernández Elorza

- 132 *Incase We Meet* \_ Héctor Fernández Elorza
- 134 *Intense Material Density* \_ Jesús Donaire + Héctor Fernández Elorza
- 138 Venecia Park
- 150 Twin Squares
- 160 Valdefierro Park
- 172 Faculty of Cellular and Genetic Biology

184 Index



## 亲水设施 \_Bureau FaceB





### 新建筑新用途：人行桥上水上漫步

该项目位于市中心，是巴黎市一处重要的景点。然而，项目设计内敛、不张扬，让人时而感觉水上泛舟，时而感觉桥上漫步。相反，塞纳河被人们视作一处超越时间的地方，向人们讲述着故事与历史，并将时间与空间联系起来：水景迷人。

这座新桥如神来之笔在河面上轻轻一挥，同河水嬉戏玩耍。桥的设计没有应用传统的压缩工艺，而是应用牵引力潜能这一新的设计。钢缆固定在河两岸的起拱面上，交织成网，将混凝土块如珠子一样串在一起。

整个设计流畅，用途新颖多样。到达河对岸有两种方式。

一种看起来有些“危险”，窄窄的桥面犹如喜马拉雅山脉上面的人行天桥；另一种方式是通过一个开阔的空间，人们可以休闲漫步，在接近水面的地方坐下，安静地休息，吃午餐，近距离地欣赏塞纳河风光，以一种别样的视角看巴黎。

### Water at-traction

#### New Structure for New Uses : a Pedestrian Bridge to Stroll along the Water

It is in the heart of the city, as one of its major attraction. However, you can barely feel it, maybe on a boat, a little bit on bridges. On the contrary the river Seine has to be seen as an out-of-time place, telling you the stories and history, a link through time and space: the water attraction.

This new bridge has to be seen as a light stroke, a thin roadway flirting with the water. Instead of using traditional techniques based on compression, it uses a new design, using the potential of traction. Steel cables, strung between the banks by springs, generate a mesh on which concrete beads are threaded.

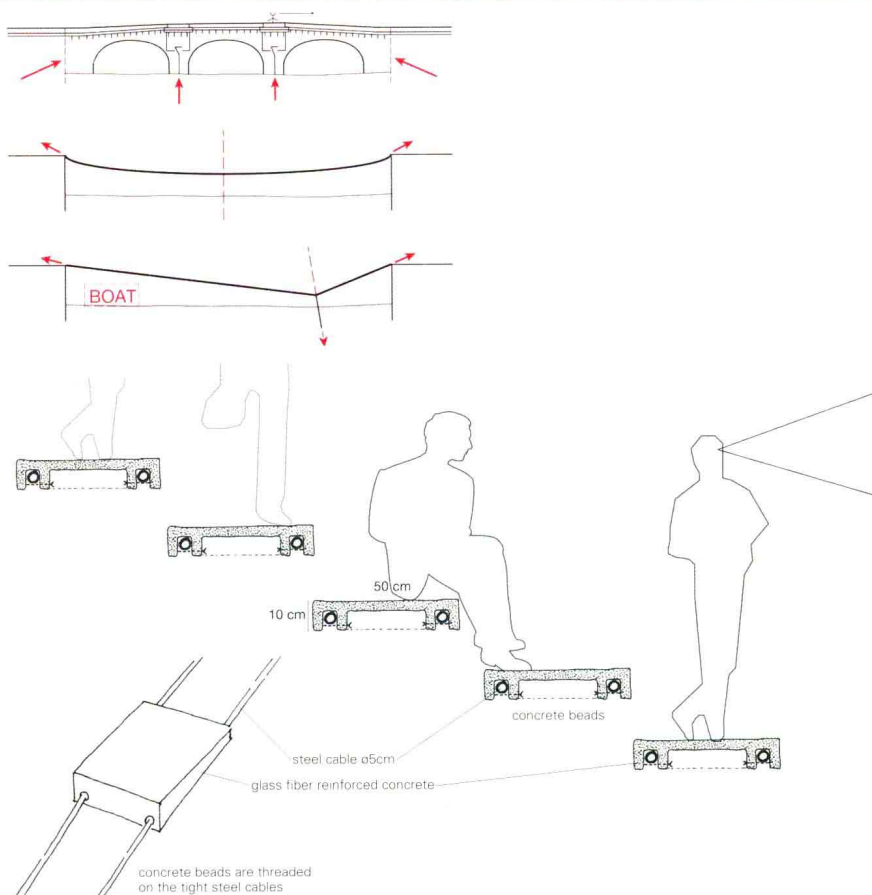
This fluent area enables new uses. The crossing can be done in two ways. Through a "perilous" one: the very narrow deck gives the feeling of a Himalayan foot-bridge. Through a space for strolling: the generous space near the water allows to sit, to rest quietly, having lunch, enjoying the proximity of the river and offering a unique perspective on Paris.

项目名称: Water at-traction / 设计时间: 2012

地点: Paris, France

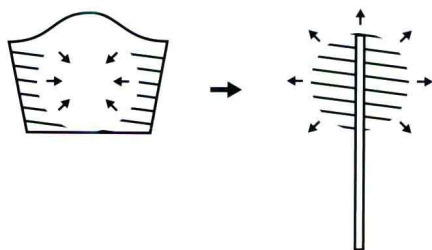
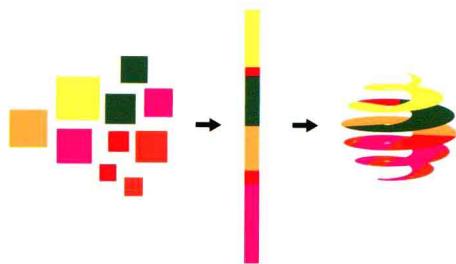
建筑师: Camille Mourier, Germain Pluvinaige

项目团队: Arnaud Malras, François Marcuz, Camille Mourier, Germain Pluvinaige





## 凤凰城瞭望塔 BIG



Novawest (一家精品房地产企业) 委托BIG建筑师事务所在美国亚利桑那州凤凰城设计一座城市新地标——123m高的多功能瞭望塔。

瞭望塔位于凤凰城市中心，为城市的天际线又增加了一座靓丽的建筑，人们可以在上面鸟瞰整座城市的壮观景色及其周围绵延的山脉和绚丽的落日，该塔以其独特的设计成为游客和市民的必游之地。

正如Novawest公司的布莱恩·斯托所说，对凤凰城市中心来说，该项目的建造可谓是天时地利，Novawest公司知道凤凰城就需要这样非凡的建筑。BIG建筑师事务所的设计卓尔不群，集形式与功能于一体，从此，凤凰城的天际线将大不一样，登顶之上将给游客带来千载难逢的经历与体验。

未来的瞭望塔由钢筋混凝土打造而成，高耸入云，开放的螺旋状球体位于顶部，像一颗大头针插在地图上标明一个位置所在。螺旋状的球体空间内设有展厅、零售商店和娱乐空间，游客可以乘坐三部玻璃观光电梯上下，游览瞭望塔，并一览凤凰城全景。

游客从瞭望塔顶部沿着螺旋状人行步道向下，可以连续不断地体验建筑中的所有设施，360°动态观赏凤凰城和亚利桑那州风光。

根据BIG建筑师事务所的建筑师Bjarke Ingels所说，正如季风、哈布沙尘暴和周围亚利桑那州的群山一样，被称为“大头针”的瞭望塔成为一个参照点以及一种途径，游客在上面闲庭漫步就可以让目之所及成为移动的风景。就像纽约的古根海姆博物馆，游客沿着中央开放空间缓缓而下，就有一种独特的艺术体验，而游客在“大头针”上的游览是由内而外的，可以眼望凤凰城整座城市和周围风光而充满无限遐想。“大头针”就像一个天体一样漂浮在城市上空，使游客可以一层层盘旋而下，仿佛悬浮在半空中，尽享动态三维立体体验。

螺旋状的布局将不同的功能区域和交通流线结合成为一个连续、动态的旋转空间，其面积大小是根据游客的行走轨迹而设定的，为游客带来一种独特的眺望四周景色的体验。螺旋状人行步道宽窄不一，入口处最窄，中间处最宽，然后渐窄，出口处又变回最窄。

球体内部各功能区之间的划分不是通过厚重的墙体，而是通过坡度和高度的舒缓改变，从而保持了整个空间的连续性，使用来举

办展览和活动的空间灵活多变。

当游客游览到球体中部时，可以选择乘坐电梯返回地面结束本次游览，也可以选择继续到位于球体低层的餐厅层就餐。这一行程就像是穿过行星中心和从北极到达南极的旅程。

瞭望塔底部是公共广场，游客可以在此纳凉休息，有水景，有少量零售商店，还有一块地下登塔排队区。瞭望塔的设计将太阳能技术和其他技术综合在一起，将成为可持续利用能源的设计典范。

### Phoenix Observation Tower

BIG was commissioned by Novawest, a boutique real estate enterprise to design a 123m tall mixed-use observation tower to serve as symbol for the city of Phoenix, Arizona.

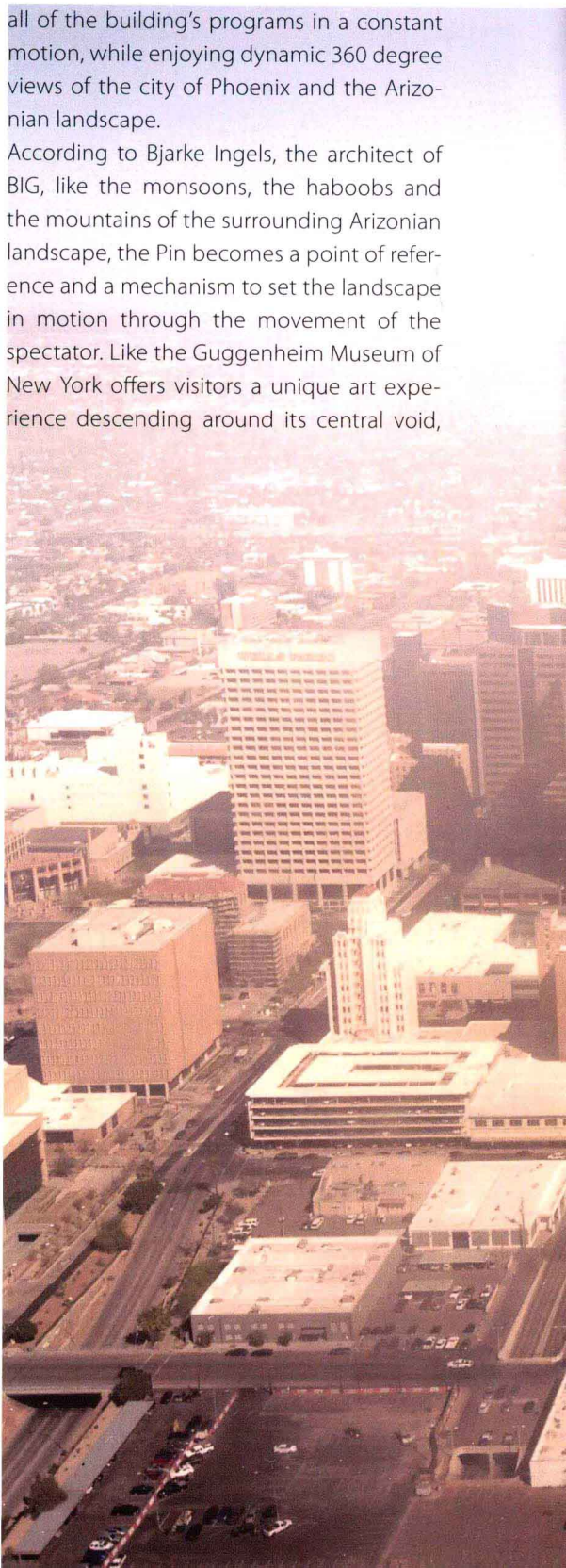
Located in downtown Phoenix, the observation tower shall add a significant structure to the skyline from which to enjoy the city's spectacular views of the surrounding mountain ranges and dramatic sunsets. The tower can be a destination event providing the unique features to tourists and citizens.

According to Brian Stowell from Novawest, this is the right place and the right time for a signature project for downtown Phoenix and they knew the design needed to be something extraordinary. BIG has delivered something exceptional, blending form and function in a way that will change the local skyline forever and will give visitors a once-in-a-lifetime experience.

The future observation tower is conceived as tall core of reinforced concrete with an open-air spiral sphere at its top, resembling a pin firmly marking a location on a map. The spiraling sphere contains exhibition, retail and recreational spaces which are accessed via three glass elevators connecting the base with the summit and offer panoramic view of the city and the tower's programs as visitors ascend or descend. Walking downwards from the top through a spiral promenade, the visitors experience

all of the building's programs in a constant motion, while enjoying dynamic 360 degree views of the city of Phoenix and the Arizonian landscape.

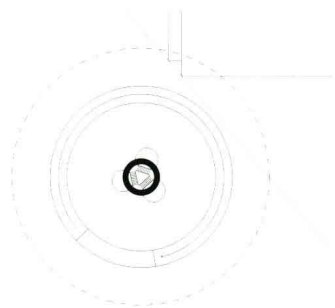
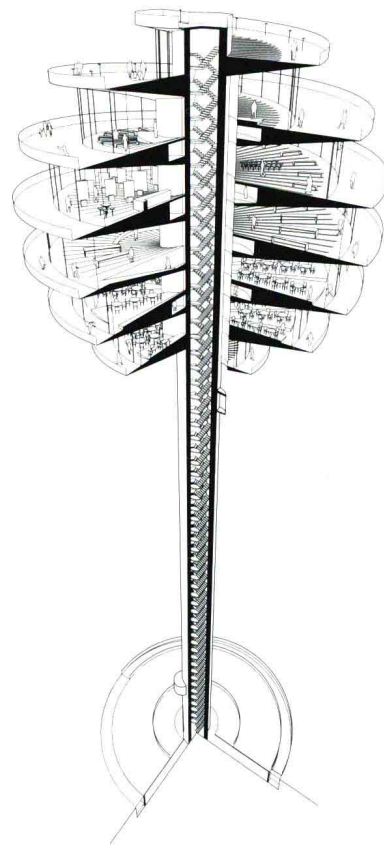
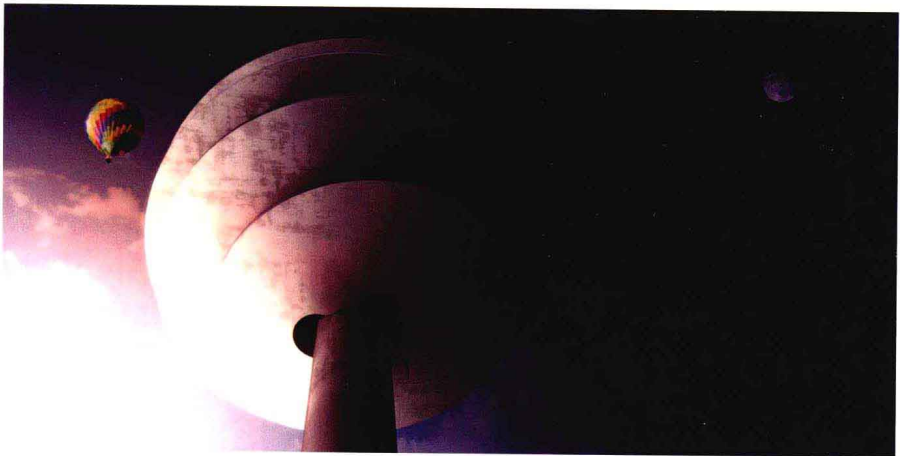
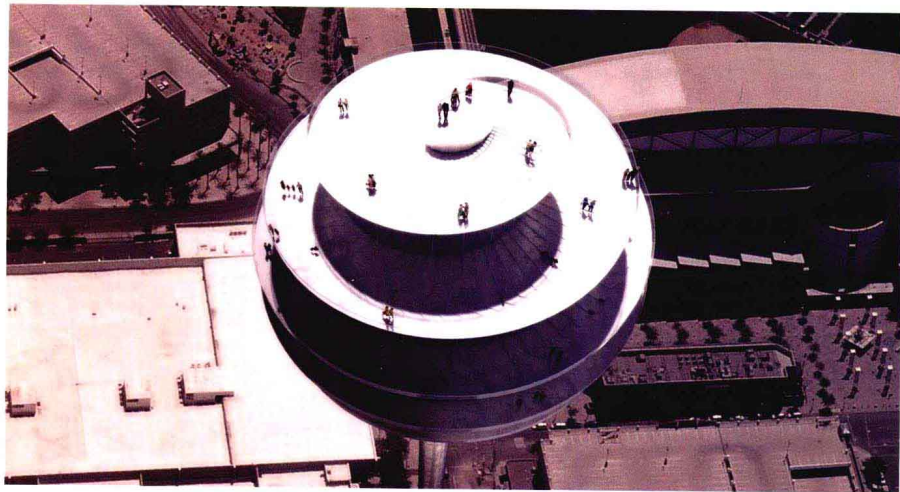
According to Bjarke Ingels, the architect of BIG, like the monsoons, the haboobs and the mountains of the surrounding Arizonian landscape, the Pin becomes a point of reference and a mechanism to set the landscape in motion through the movement of the spectator. Like the Guggenheim Museum of New York offers visitors a unique art experience descending around its central void,











一层 first floor



二层 second floor

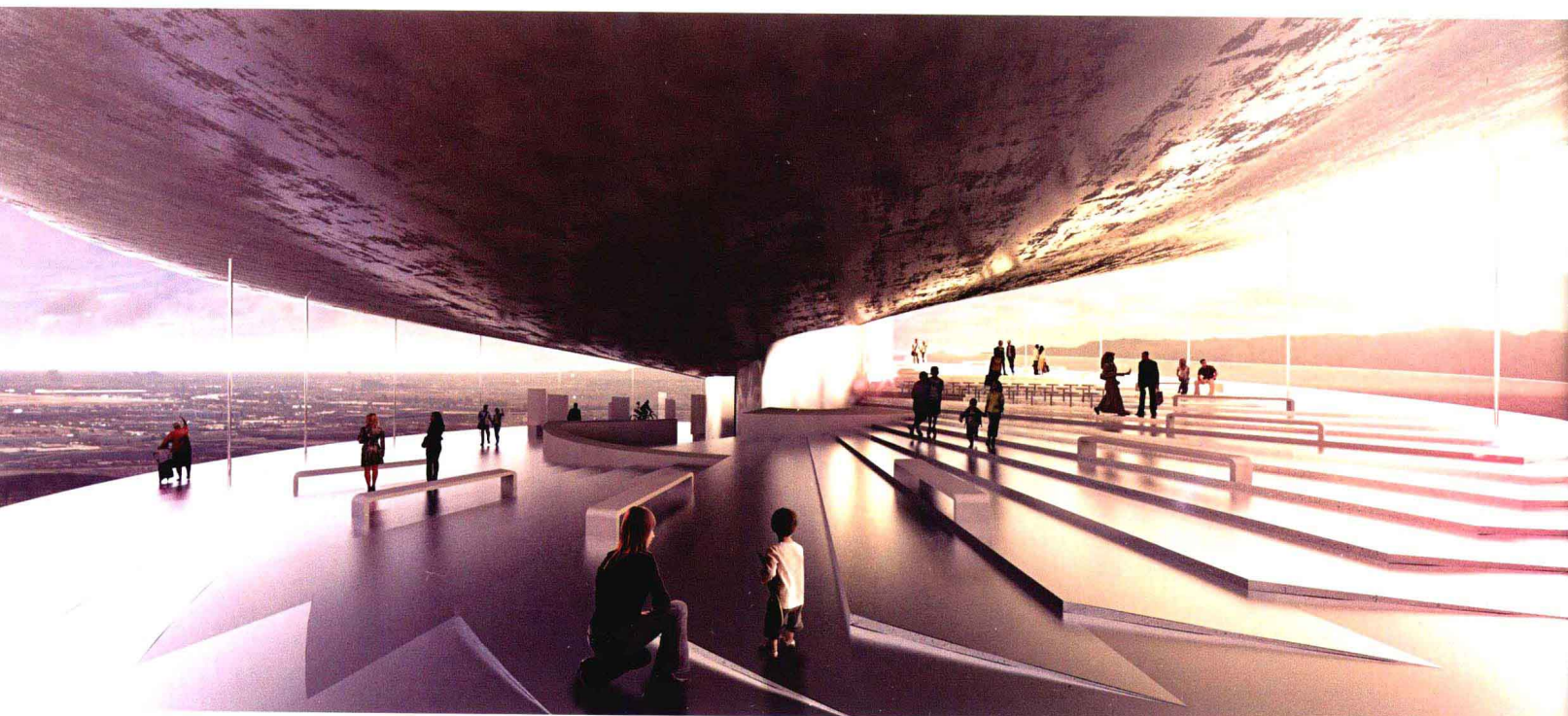


三层 third floor



四层 fourth floor

0 2 5m





the motion at the Pin is turned inside-out allowing visitors to contemplate the surrounding city and landscape of Phoenix. Like a heavenly body hovering above the city, the Pin will allow visitors to descend from pole to pole in a dynamic three dimensional experience seemingly suspended in midair.

The spiral layout combines the different programmatic elements and the circulation into a continuous dynamic twirling space which is proportioned according to the movement of the visitors, producing a unique viewing experience of the surroundings. Instead of a constant width, the spiraling promenade starts from zero at the point of arrival, reaches its maximum

width at the middle, and shrinks back to zero at the point of departure.

Separation between the programmatic elements within the sphere happens not through physical barrier-walls, but softly through the slope and the height difference to preserve a total continuity and create a flexible space for exhibitions and events.

Once the visitors reach the middle of the sphere, they can choose to either conclude their journey by taking the elevator back to the ground, or continue to the restaurant levels at the lower hemisphere. The motion resembles a journey through the center of a planet, and a travel from the North to the South Pole.

The base of the tower will serve as a public plaza offering shade, water features and a small amount of retail together with a subterranean queuing area. The tower will serve as a working model of sustainable energy practices, incorporating a blend of solar and other technologies.

项目名称: Phoenix Observation Tower

地点: Phoenix, Arizona, USA

建筑师: BIG

项目团队: Thomas Fagan, Aaron Hales, Ola Hariri, Dennis Harvey, Beat Schenk

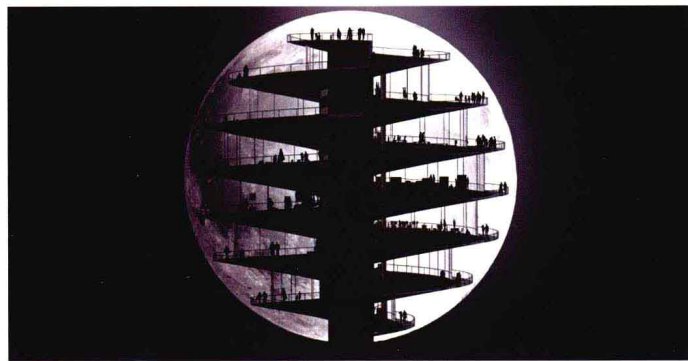
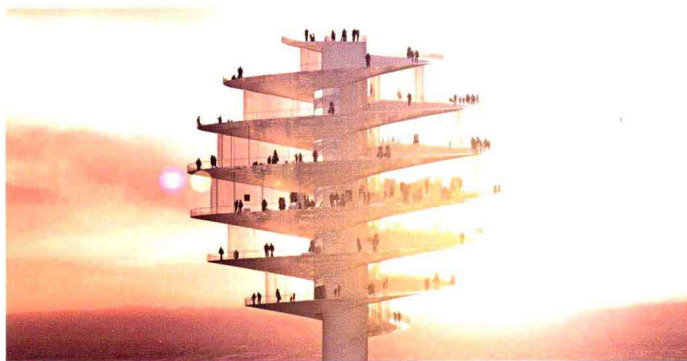
项目指导: Iannis Kandyliaris

合作者: MKA, Atelier10, Gensler, TenEyck

甲方: Novawest

总建筑面积: 6,500m<sup>2</sup>

设计时间: 2012



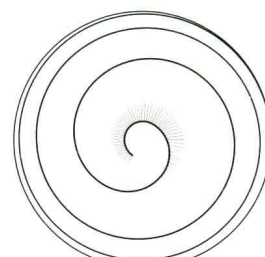
五层 fifth floor



六层 sixth floor



七层 seventh floor



屋顶 roof





# 博科尼大学的新城市校园 \_ SANAA



米兰博科尼大学新校区以前是个奶制品厂。博科尼大学为新校区的建造举行了一场国际设计竞赛，一些在国际上享有盛名的建筑事务所应邀参加了竞赛。同时，博科尼大学也为学习建筑和建筑工程专业的学生们举行了设计竞赛。以《建筑电讯》创始人彼特·库克先生为首的评审团比较了所有参赛作品之后，最终评定SANAA的设计作品胜出。整个项目占地35 000m<sup>2</sup>，预计于2018年建造完成。

## 透明、亲近自然以及愿景

博科尼大学的新城市校园项目解决了具有挑战性的城市环境问题，既营造了卓越的学术环境又使用了极其节能环保的建筑体系。南面是车水马龙的大街，西面是一系列面向大道的中等规模的住宅建筑，东面是公园，北面是一些高层住宅楼和大学建筑混杂在一起，与现有的博科尼大学校园相连。为了把如此多样的城市形态和谐地融为一体，建筑师们把不同功能区域纳入相对独立的单元格中，并对其在基地中的位置进行仔细思考，从而使整个项目犹如一座小型城市。

新的SDA博科尼管理学院入口位于整个项目基地的北面。入口建筑设有一个两层高

的透明大厅，穿过入口建筑就可以到达这个综合设施的内部庭院系统。南面，娱乐中心成为校园与车水马龙的大街之间的缓冲地带。建筑师将学生宿舍修建在项目基地中较为安静的东面。西面建有研究生楼和行政大楼，内有普通教室、礼堂教室和研讨室。学生从教室出来就可以马上到研讨室一起讨论课程内容。礼堂教室内的桌椅皆可移动，教授可以在学生中间走动。

弧形的建筑平面与教室的形状保持一致，贴切而自然。为了使建筑内的路径便利通畅，建筑师将每个单元格连接起来，这样就在学校与外界之间形成了一个连续不断的边界。所有建筑都建于通透的门廊之上，支柱、透明房间和树木的序列非常清晰。封闭的花园、庭院和门廊是米兰这座城市显著的建筑特点，为人们在室外社交、学习、聚会、会谈提供了安静祥和的场所。

每个单元格的空间都设计得比较狭窄，室内完全沐浴在自然光之中，并设有通向公园庭院的大型洞口，达到最优化的自然通风，同时降低制冷和照明负载。外墙50%不透明，另外50%为透明玻璃，因而取得了最理想的保温效果并降低了成本。在水资源利用方面，建筑师采用了地下水或循环雨水的能源策略。

该项目旨在设计一个学生、教师和来访者都能成为蒸蒸日上的学术社区一分子的大学校园，感受其无限的透明感、与大自然的亲近感以及美好愿景。建筑师们希望该项目的灵活性和连通性能使博科尼大学带着雄心抱负一路畅通无阻地发展。

## A New Urban Campus for Bocconi University

Bocconi University in Milan held an international competition for ideas for construction of a new campus on the site of the city's former dairy. The competition formula, a competition on invitation, com-

pared the ideas of a number of the world's most prestigious architectural studios and also included a competition for students of architecture and construction engineering. The panel of judges, under *Archigram* founder Sir Peter Cook, chose SANAA as the winner. The project will be built by 2018 on a 35,000m<sup>2</sup> plot.

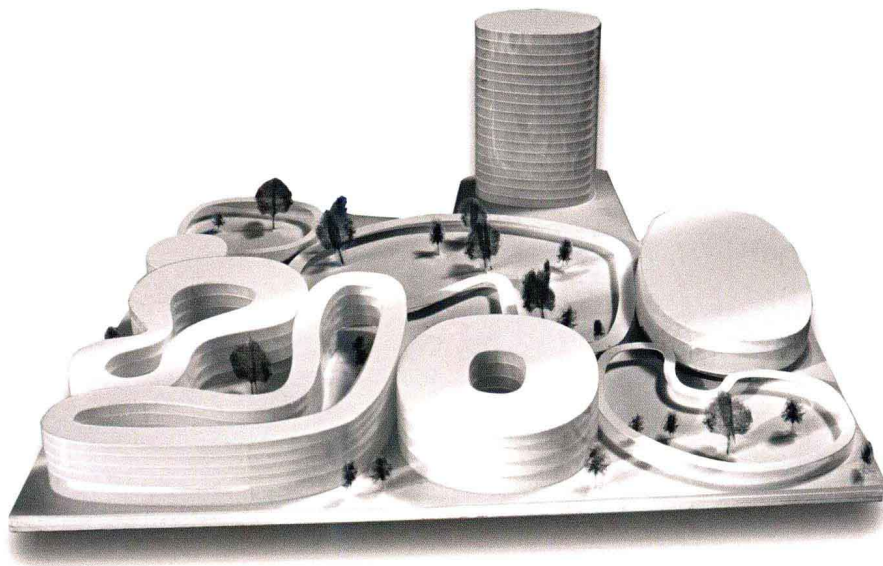
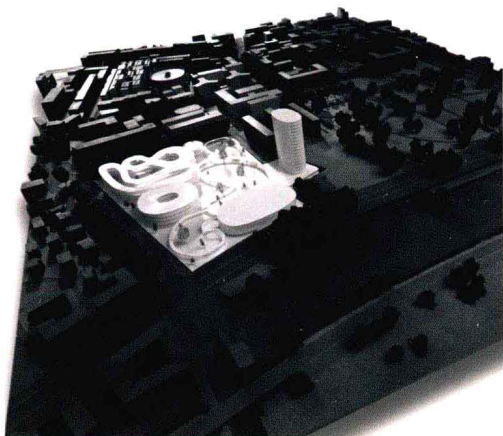
## Transparency, Closeness to Nature, and Vision

The project for a new urban campus for Bocconi University solves a challenging urban condition while fostering an excellent academic environment and using an extremely energy efficient building system. On the south there is a highly trafficked thoroughfare, on the west a series of medium-scale residential buildings facing the large road, on the east the park, and on the north a mixture of tall residential and university buildings linked to the existing Bocconi Campus. In order to harmoniously engage such urban diversity, the architects have organized the program in separate cells and sensitively located them on the site, for the project to acquire an urban scale.

The entrance to the new SDA Bocconi School of Management stands on the north side of the site. The entrance building has a double-height transparent lobby. Through the entrance building, it is possible to access the internal courtyard system of the complex. At the south, the recreation center creates a buffer zone between the campus and thoroughfare. On the quiet eastern side of the site architects have located the dormitory. On the west, the master courses building and the executive courses building include flat classrooms, auditorium classrooms and boxes. The students will exit the classrooms and







be able to immediately use the boxes to discuss the content of the lessons. The auditorium classrooms are organized with movable chairs and tables to allow professors to circulate among the students.

The curved building plan follows the natural shape of the classrooms. To create an easy way to pass through the buildings each cell touches another. This creates a continuous perimeter that seals the school from the outside. All buildings stand on permeable porticos, and the sequence of columns, transparent rooms and trees becomes clear. Enclosed gardens, courtyards and porticos are a distinctive trait of Milan,

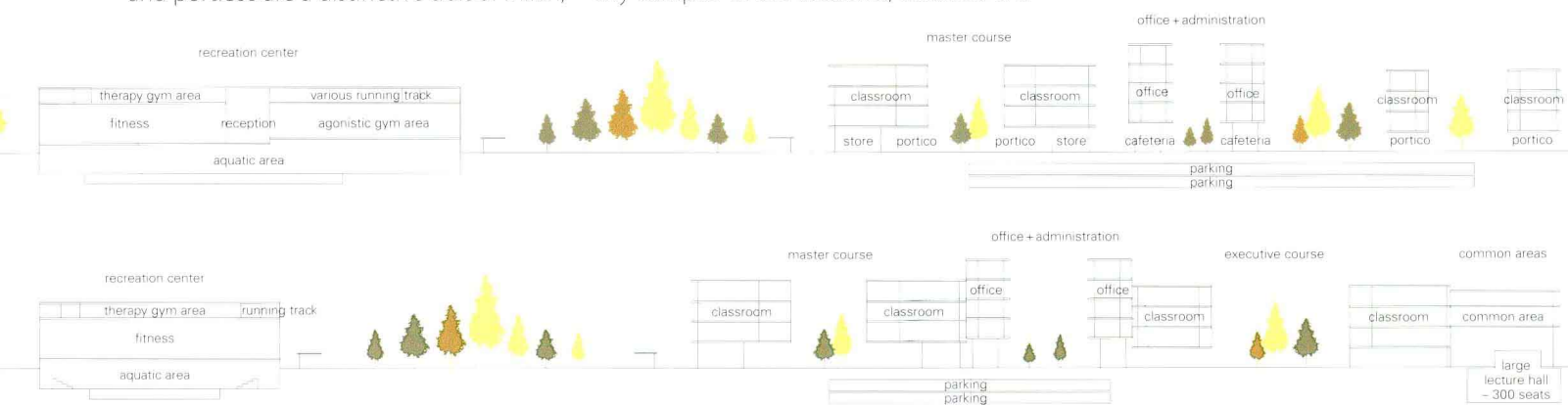
one that offers peaceful environments for socializing, studying, gathering and meeting in the open air.

Each cell is organized on a narrow plan, exposing the interior to light and providing large openings onto the park courtyards, optimizing natural ventilation and reducing both cooling and lighting load. Exterior walls are 50% opaque and 50% glazed, providing optimal insulation and reducing cost. Energy strategies will relate the use of water to underground sources or recycled rain water.

The aim of the project is to design a university campus where students, teachers and

visitors can be part of a thriving academic community, with an unlimited sense of transparency, closeness to nature, and vision. Architects hope that this flexibility and connectivity will allow the university to progress with unimpeded ambition.

项目名称: A New Urban Campus for Bocconi University  
地点: Milan, Italy  
建筑师: Kazuyo Sejima, Ryue Nishizawa  
用途: dormitory, recreation center, school of management, Bocconi's master and executive building  
用地面积: 35,000m<sup>2</sup>  
建筑面积: 17,500m<sup>2</sup>  
造价: EUR 130 million  
竣工时间: 2018 (expected)





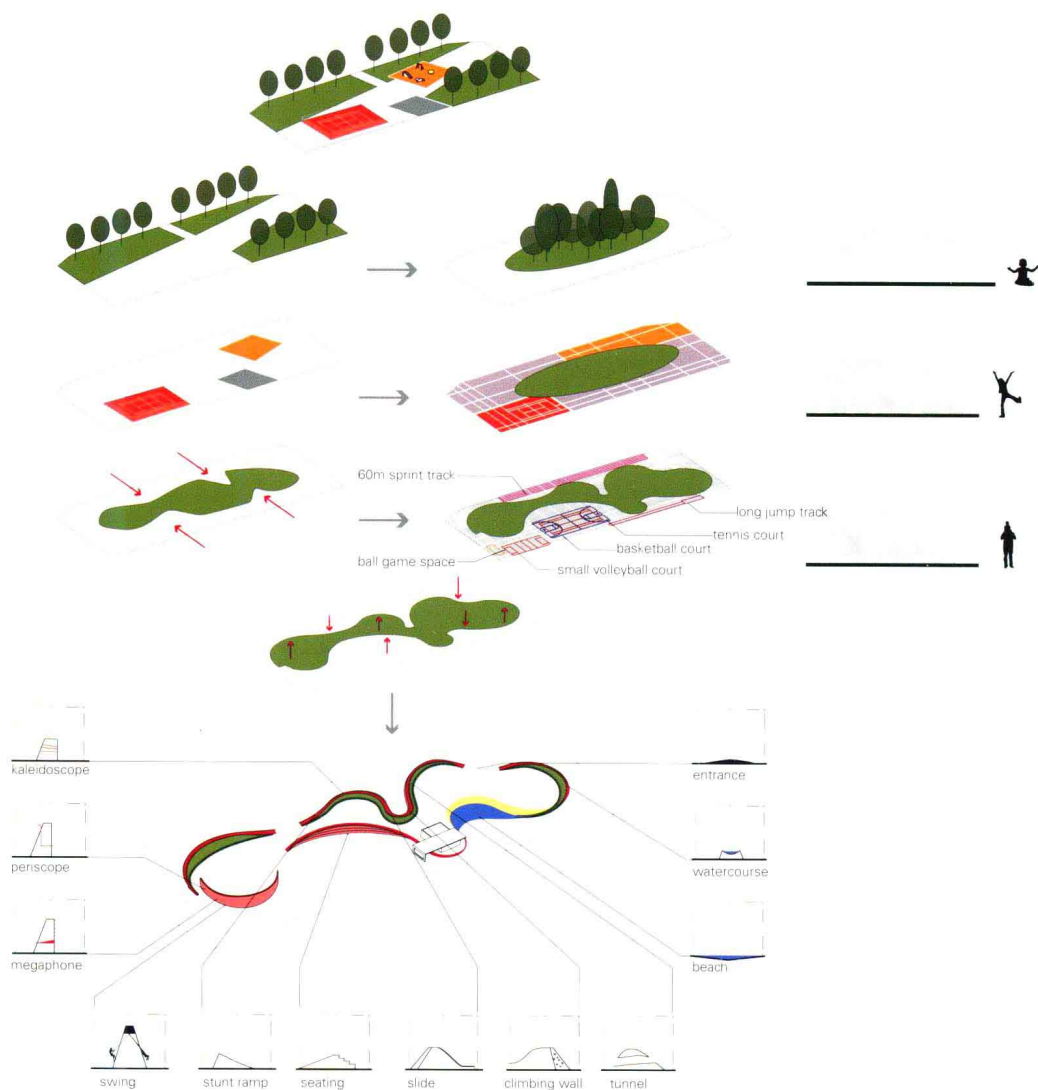
## 郊野游乐园 \_ Openfabric + dmau



“郊野游乐园”由Openfabric和dmau事务所共同设计，最近在由理查德·克拉吉塞克基金会和Architectuur Lokaal联合举办的荷兰可持续性游乐场设计竞赛中胜出。该项目位于荷兰莱顿市一个现代化的战后邻里社区。此设计竞赛要求把可持续发展的思想融入到这个体育场地的设计中去。

为此，“郊野游乐园”的设计理念将人造的外侧场地与中央自然的野外景观融为一体，为不同类型的游戏比赛创造了不同的场地环境。外侧场地较正式，可以用来举办体育比赛和有组织的游戏：网球、篮球、五人制足球、60m短跑和跳远。而中央自然的野外景观则鼓励孩子们在树丛中使用像快速生长的柳树这样的自然材料随心所欲地自建和自毁他们自己的游戏空间。这两个不同世界之间建有一座小亭子，用于存放运动器材和建筑材料。一位社区体育负责人负责管理它们。

一条边界性的“丝带”将这两个世界分隔开来，成为把传统游乐场元素与其波浪起伏般的曲线形状融为一体的游乐景观。这一形式参考借鉴了荷兰传统浪漫的景观公园和花园设计，既保护了内部的野外景观，又修建了许多独特的游乐景观，把游乐场内外两个不同的世界连为一体，有攀岩峡谷、既有隧道又有滑梯的小山、带沙滩的池塘、面朝主要运动区的弧形座位区。孩子们在此通过游戏学习怎样穿梭于不同的世界中。维持人造世界和自然世界之间的平衡关系是可持续性发展的精髓，孩子们通过参与游戏和创造性互动可以更好地理解人与自然之间的对话，这是孩子们不可缺少的童年经历，也是现在许多城市孩子们所缺少的经历。





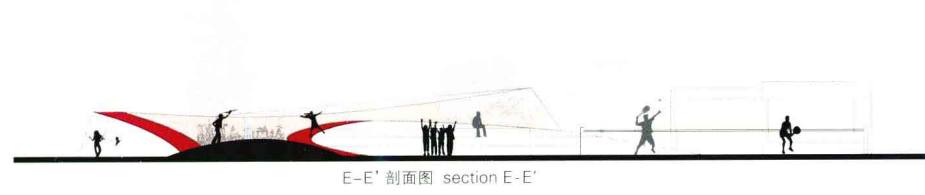
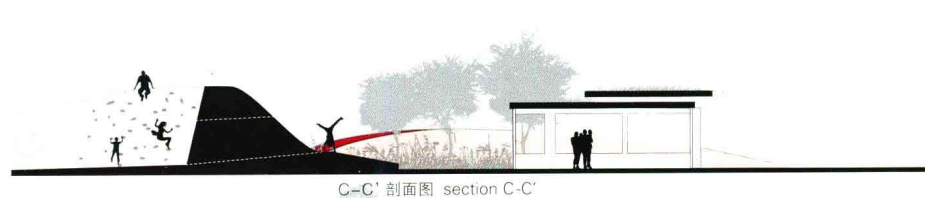
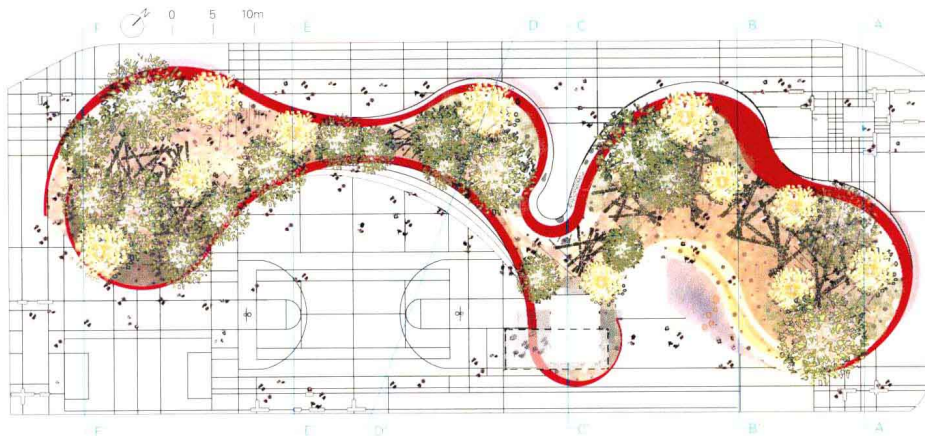
## Into the Wild

Into the Wild is a playground design by Openfabric and dmau which recently won the Dutch sustainable playground design competition organized by the Richard Krajicek Foundation and Architectuur Lokaal. The design is located in a modernist post-war neighborhood in Leiden. The competition asked for ideas of how to incorporate sustainable thinking into the design of sports playgrounds.

In response to this the design concept juxtaposes a man-made exterior with a wild natural interior. Each place creates an environment for a different type of play, the formal exterior is a place for sports and structured games: tennis, basketball, 5-a-side football, 60m sprint and the long jump. While in the wild interior, children are encouraged and free to construct and destruct their own play spaces amongst the trees using natural materials such as fast growing willow. A small pavilion sits in-between the two worlds and will act as a storage space for sports and building materials. A neighborhood sports leader will supervise the pavilion and materials.

A boundary "ribbon" separates the two worlds, the "ribbon" becomes a play landscape incorporating traditional playground elements into its undulating and curvilinear form. This form references traditional romantic landscape park and garden design in the Netherlands, it protects the internal wilderness and creates a number of unique playscapes that link the different worlds; a climbing canyon, a hill with tunnels and slides, a pond with a beach, a curved seating stand facing the main sports area. This is the place where children learn through play to navigate between the different worlds. A balanced relationship between the man-made and natural worlds is the essence of sustainability and forming an understanding of this dialogue through participatory play and creative interaction is an essential childhood experience currently missing in many urban areas.

项目名称: Into the Wild  
地点: Leiden, Netherlands  
建筑师: Openfabric + dmau  
项目团队: Daryl Mulvihill, Francesco Garofalo, Barbara Costantino  
甲方: Richard Krajicek Foundation  
地理定位: 52°09'29.45" N 4°27'38.92" E  
用途: playground  
面积: 4,650m<sup>2</sup>  
造价: EUR 450,000  
设计时间: 2012—ongoing





## 中世纪波斯尼亚历史公园 \_Filter Architecture

中世纪波斯尼亚和黑塞哥维那历史公园（泽尼察、波斯尼亚和黑塞哥维那）是本次设计竞赛的名称，目的是以中世纪波斯尼亚历史为主题修建一座主题公园。参与竞赛的建筑师可以自己决定怎样在既定场地中进行布局 and 选择展现主题的方式，唯一的限制因素是历史公园中必须展示一些重要的历史文物。项目所在地位于城市中心的一块绿地，行人通过的小径密布。建筑师的设计作品是博物馆建筑，他们给它命名为“时空”。

此项目的设计意图是在泽尼察市中心创建一个构成沿波斯尼亚河大Kamberović公园不可缺少的组成部分的展览空间，设计理念基于历史事件的确定性，即对历史前因后果的认识，同时避免关联过往历史所带来的伤感情绪和只人为虚假表现该国历史的一部分。建筑空间致力于建立起与游客情感上的沟通。建筑入口以单行道方式逐渐消失于地下，通道两侧的墙以镜子贴面，并最终回到起点，但在不同的水平面上，创建一种相对空间感，揭示了上文所提到的“时间”理念。

建筑的结构体系由25块完全相同的混凝土模块组成，模块与模块组合在一起，形成螺旋几何形状。预制混凝土模块形状如“盒子”，排列成圆形，并在垂直方向上相互错开。

### 表面处理

外部：面朝外部公园的螺旋形结构表面镶嵌着感光玻璃，使能够接受阳光照射的那一侧形成反射。因此，白天时建筑物反射着公园的满园绿色；夜晚时，当打开安装在玻璃后面的照明开关，建筑就变成一个绚丽夺目的“巨大发光体”。螺旋形结构面向内部广场的一面覆有白色混凝土，表明公园的这一部分属于更加私密的环境。

内部：博物馆内部以镜子饰面，镜面上印有所展览的历史文物，目的在于营造一种无限空间的错觉。在镜子中，游客的身影和历史文物的影像交织在一起，形成独特的视觉体验。

### 设计和建造难题

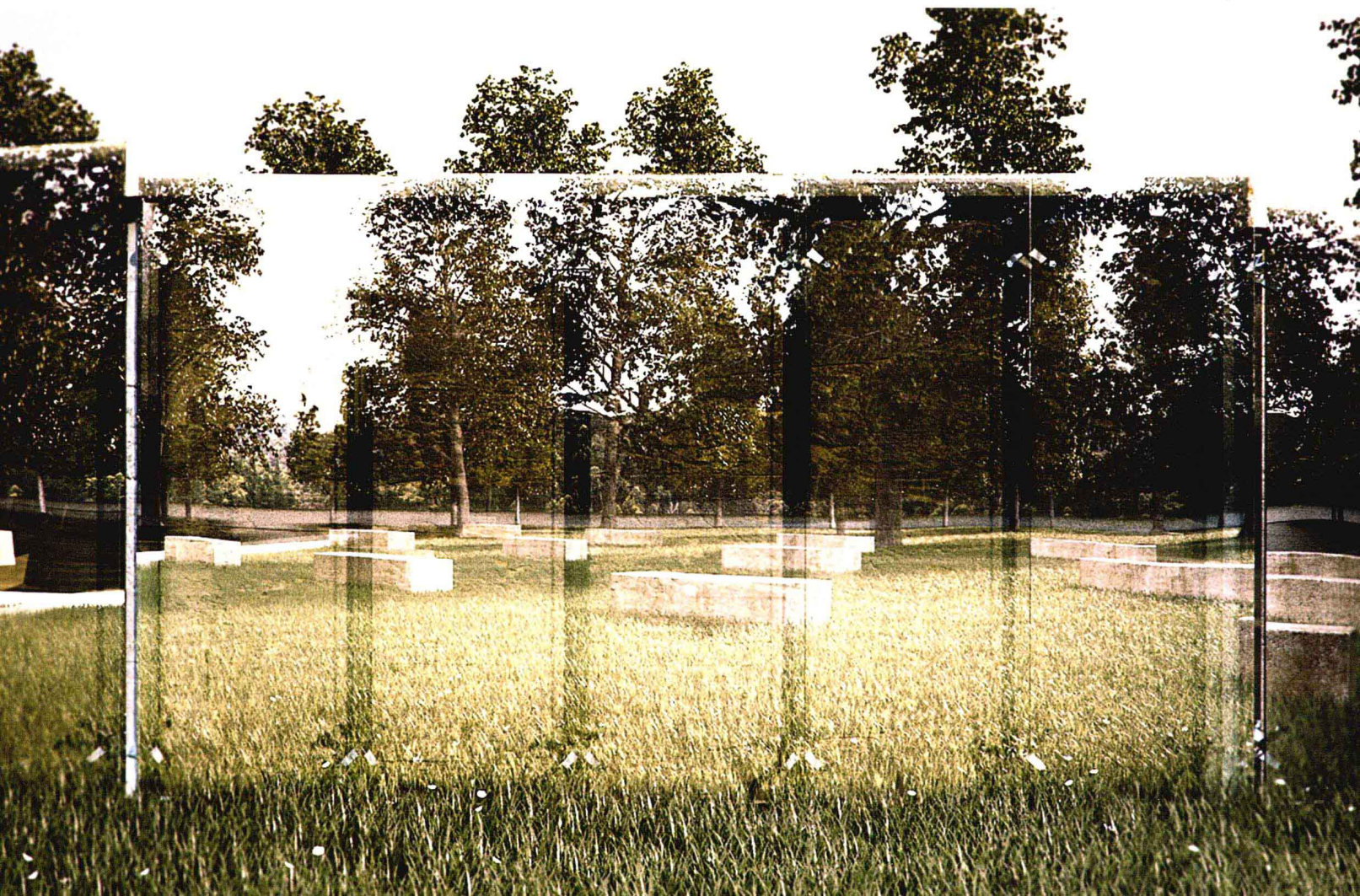
由于展馆紧挨着公园的一条主路，因此展览空间的形状呈流畅的线性，与行人的移动方向保持一致。路径被设计成弯曲状以形成一个广场，该广场由展馆围合起来，并逐渐形成一个分段式的螺旋结构，缓缓融入公园的自然形态之中。

开发该展馆的总预算是500 000欧元，因此就要求建筑师能拿出一个结构性的解决方案来降低造价，最终决定使用便宜的预制混凝土模块，这样展馆建设又快又廉价。

### Historical Park of Medieval Bosnia

The name of the competition is Historic Park of Medieval Bosnia and Herzegovina (Zenica, Bosnia and Herzegovina). The intention of this competition was to create a thematic park, with medieval Bosnian history as the subject. It was left to the competitors to decide how to organize the given site and to choose the approach. The only limiting factor was a set of the most important historic artifacts, which had to be presented at the place. The chosen site was a green area in the city center, well provided with the pedestrian paths. Architects' design result was a museum pavilion, which they named "timespace".

The design was prompted by the idea of an exhibition space forming an integral point of the large Kamberović Park alongside the River Bosna, in the center of the town of Zenica. The concept was based on a deterministic approach to history – as a series of causes and consequences, while avoiding falling into a trap of a pathos-ridden and artificial representation of a part of their national history. The architectural space aspires to create an emotional communication with the user. The entry







0

10

20m

