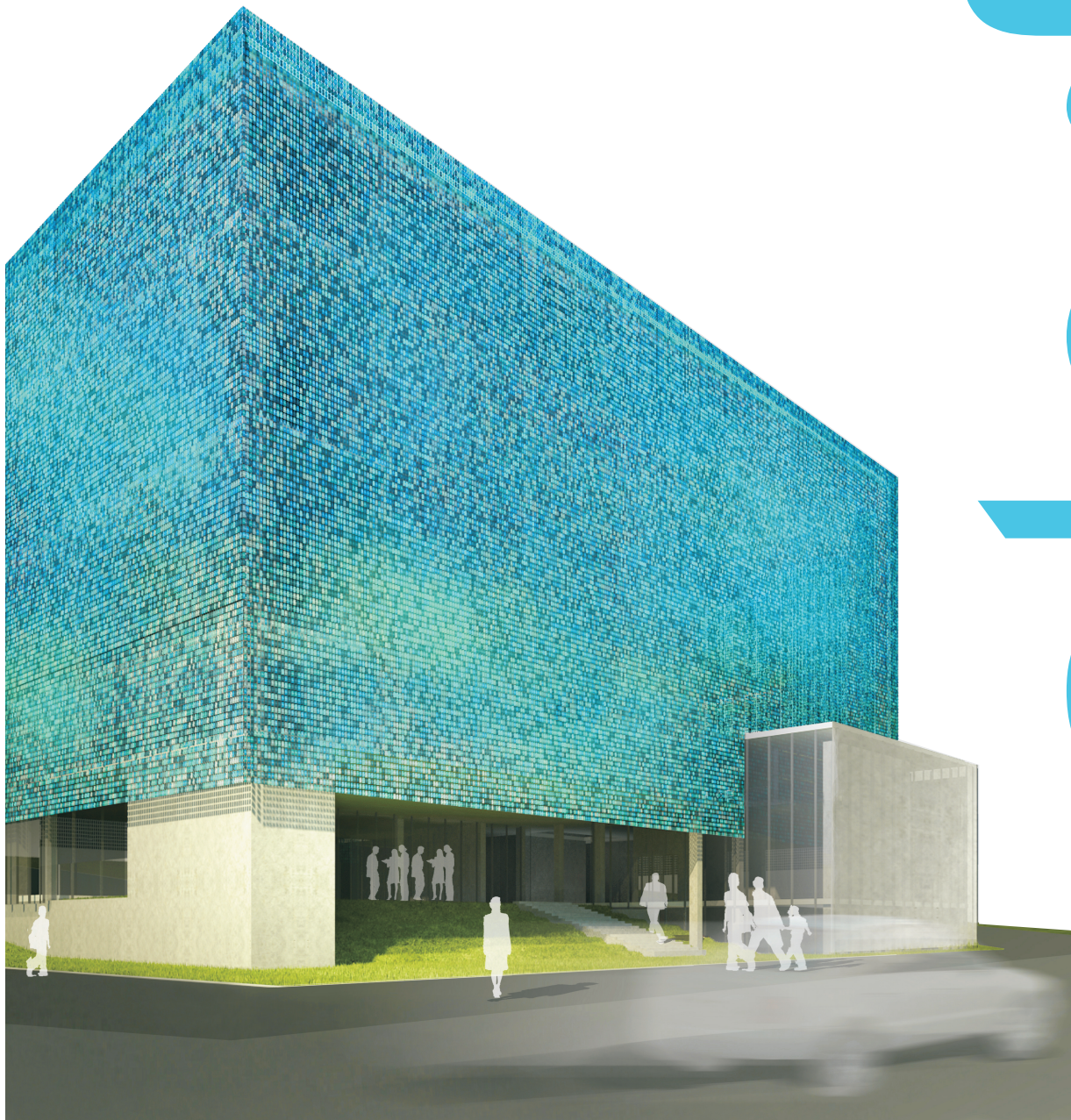


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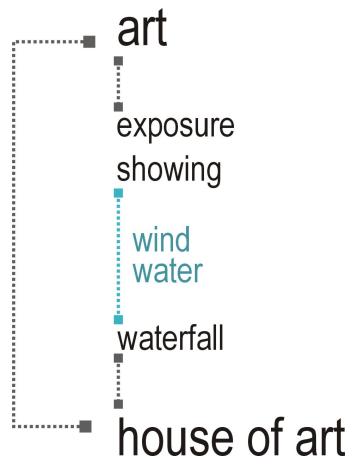
waterfall



IDEA

The leading idea of the project is a distinction between two parallel worlds, two separate realities. This is existence of real, earthly world towards peculiar context of art. Such a distinctness provokes and inclines establishing the strong, visible border that separates common, ordinary reality from upper sphere of life which is timeless. At the same time this constitutes the border between large city and art.

Differentiation of this two areas is neither an attempt at limiting nor separation but comes from a strong need to underline the requirements of dominant place. The border was not created to divide but in order to stress the significance of the place. The moment of crossing the border is equivalent to exceeding over all known dimensions. The meaning of border and major idea of its creation is evoking the purification, refreshment and preparation for real cognition.



Drawn curtain

Crossing into the different dimension takes place in ordinary way – *via* door however through vertical surface of the waterfall – the border between two worlds: real and magic; normality and unknown, hidden sphere.

The waterfall constitutes a curtain and a skin which discloses itself by movement. The movement is evoked by the wind that touches the building or streams of rain hitting particular “wings” of the façade. Both the wind and rain creates an effect of waving and flickering of the water touched by wind. The whole skin of the building moves in unpredictable and seemingly chaotic way. The wings are waving which gives an impression of rough picture – constantly unstable and fully conformed to rights of nature.

The building transforms into the sculpture. Its monumental skins plays on wind. Interacting with the surrounding the building attracts an attention and catches all glances. As the core of art is presentation and disclosure, the waterfall comes to be disclosed by the movement of rain and wind no matter in what season of the year – calm, windy or rainy days.

The majestic structure, that consists of hundreds of “wings”, protects the inside treasure which sparkles the range of blue and turquoise shades. Metallic layer of “wings” reacts to surrounding with moving reflections which strengthens an effect of flickering and instability. The whole curtain of the waterfall is at the same time embodiment of lightness, fragility but also massive majesty of water element and impetuosity of nature.

FORM

The form of the building is cube waterfall with arcade on the zero level. The arcades create an entrance square covered by greenery, which is designed to give an impression of water flowing from the building façade. The square accumulates visitors coming from two major directions: northern and north-eastern. The space of the square is limited by the hanging structure of performance hall, which is the major element of interior composition. The house of art is a homogenous solid covered externally by the layer of glazed wall and the system of steel elements designed in particular order, which impacted by wind imitate the movement of flowing water, just like a waterfall. Austere form is interrupted in the entrance zone by the cubic glazed hall that moves out from the water curtain and breaks minimalistic form of the whole composition. The clear surface of glass, devoid of system of steel, wind-moving lamels allows the visitors to take a look to the interior of the building, however in a still controlled and limited way. Only crossing the surface of water shows the essence of the composition – the art.

FUNCTION

Skeleton, reinforced concrete structure of the building allows for flexible and free shaping of interiors area. 5 major overground storeys were designed in the building; level 1 which is located partly below the terrain level; and 2 levels of underground car park – 8 storeys altogether. Main overground storeys covers all functions that defines the character and use of the building:

- Ground floor – exhibitions
- 1 floor – performance 1 st level
- 2 floor – performance 2 nd level
- 3 floor – library
- 4 floor – workshop and cinematheque

Within the area of each of main levels 2 additional levels allocated for administration are placed. The functions of such servicing surfaces covers wardrobes and dressing rooms for

artists located adequately to the level 1 and 2; office and building administration adequately on the level partly 2 and 3.

Between two performance halls the technical zone for servicing exhibitions (light, sound, imaging etc.) was separated, located directly over lavatories on main levels.

Two entrances are leading to the building – one for visitors and the separate one for artists and employees. The entrance zone for visitors is the large hall, where so-called INFOBOX was located. The entrances leading to particular levels are coming from this zone.

The entrance to the underground car park is located on south-eastern part of the building on the level of 3 meters below ground level. Beside parking places, the delivery zone and publicly accessible zone: the coffee bar and the bookshop are also located on this level.

