

PIXEL PAVILION

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From the urban action, we understand the importance of the shadow for the local people in Cartagena. The shadow attracts people and becomes public space inside the city. The concept we developed from there is that **sun casts shadow, shadow defines space and people inhabits in the space.** With the shadow, the architecture is **never statics.** The space changes with time and location. The goal is to

challenge the existing wasted public space and realize the public space that people really demand. This week, we need to embrace the natural material, which is water, in specific site. Thus, our idea is to make one unity structure that combines the idea of **shadow, water and moving architecture.** The design superimposes layers of pattern on the roof and ground. With the sun

path, the pattern interacts and changes to form different space conditions. The pixelated form and patterns is the simple base for different possibilities. Using shadow as material in the space, the space is constantly **changing** during the day and year. The project locates in the desert space but it is the experiment ground for other public space around the city.

