

school of arts

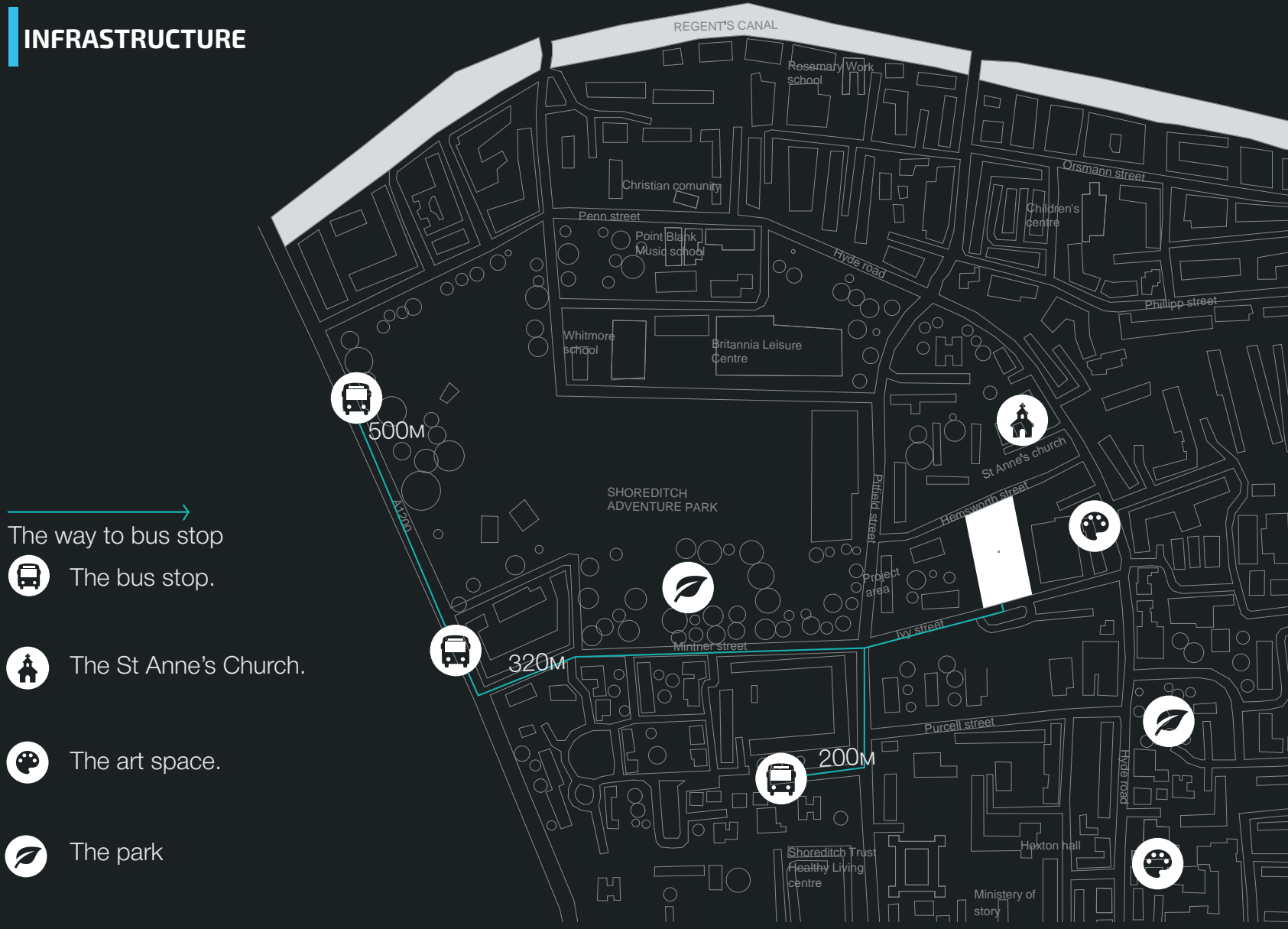
One of the strategic directions for this area is the development of creativity and for this very reason it was important that the Art school served as the epicenter of cultural events where talented people would gather. While developing this School of Arts, we paid particular attention to creating such an architectural object that would be easily recognizable among the neighbouring buildings.

The First Level has been designed and placed on the pillars, thus giving a clear passage for pedestrians to walk through school territory in two directions. Facing materials show architectural rigour and the harmony at the same time that is the characteristic of the high art.

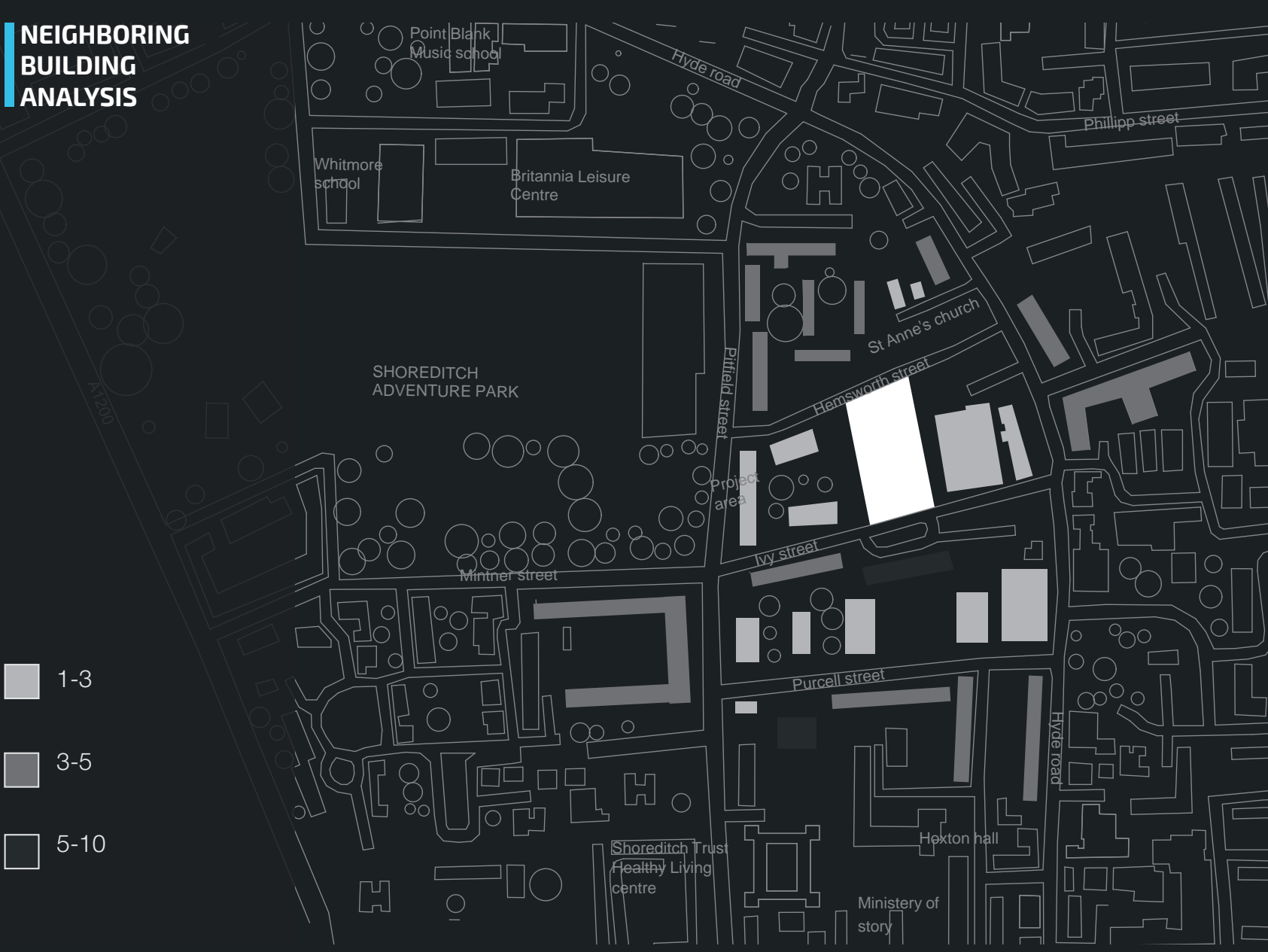
The façades of the building incorporate strict black-and-white variations, thus reflecting exquisite architectural concepts that come in harmony with the fine elements of the landscape. The subject of the fine-looking poster above the main entrance may be changed every time in parallel with new events that take place in the Gallery, attracting new-comers into the centre of art industry.



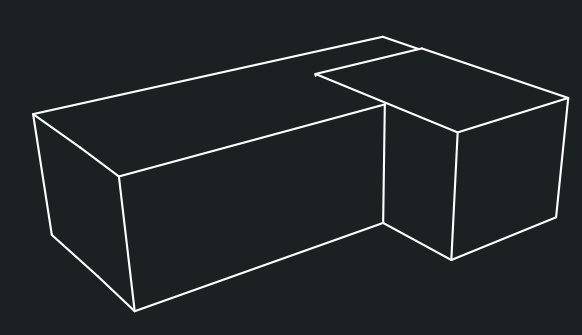
INFRASTRUCTURE



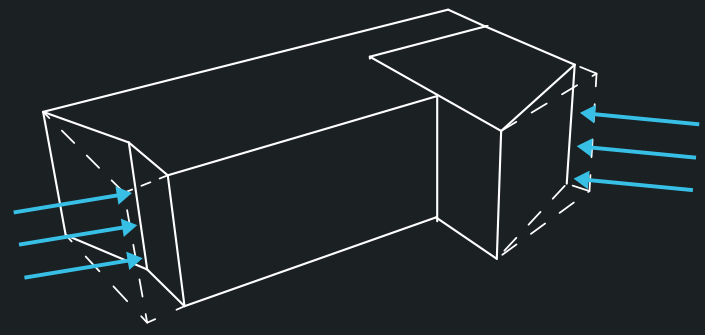
NEIGHBORING BUILDING ANALYSIS



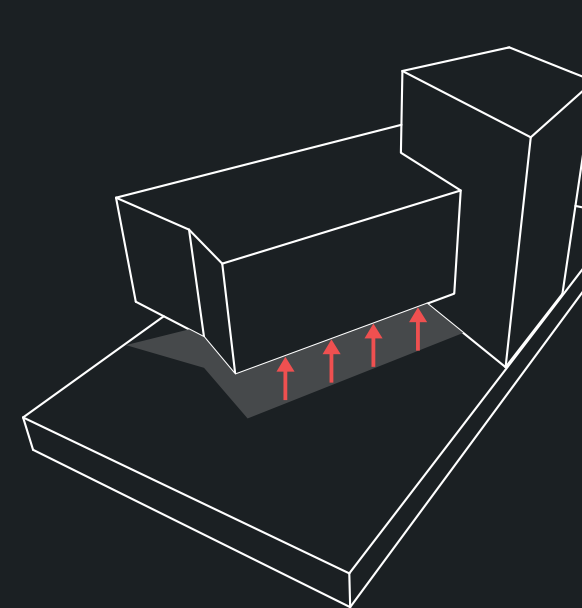
1 Creation of two shapes



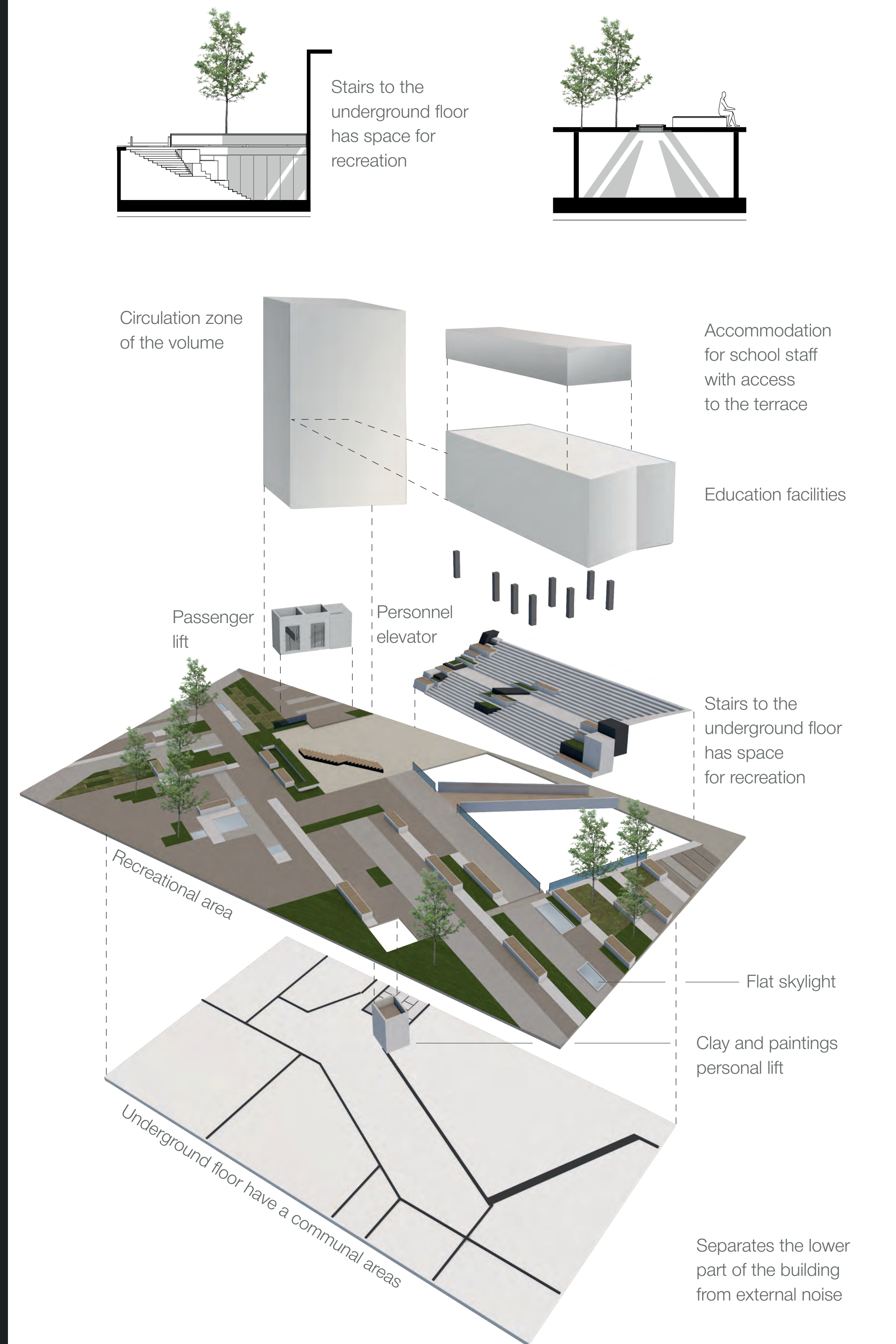
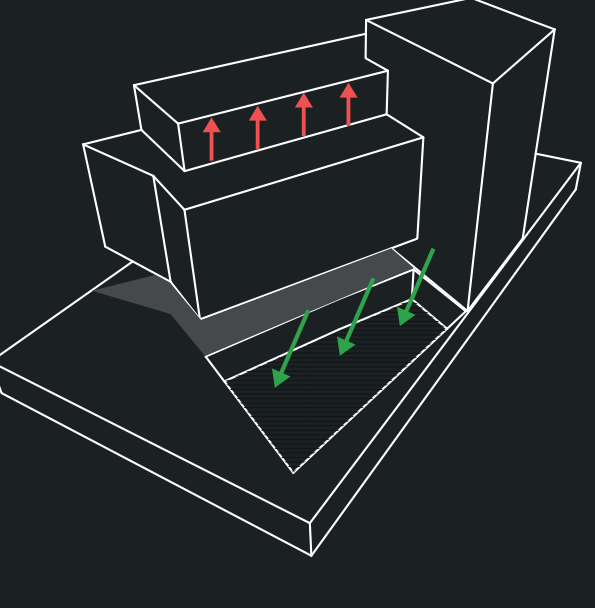
2 Compression concerning the landscape



3 Raise of shape above ground level



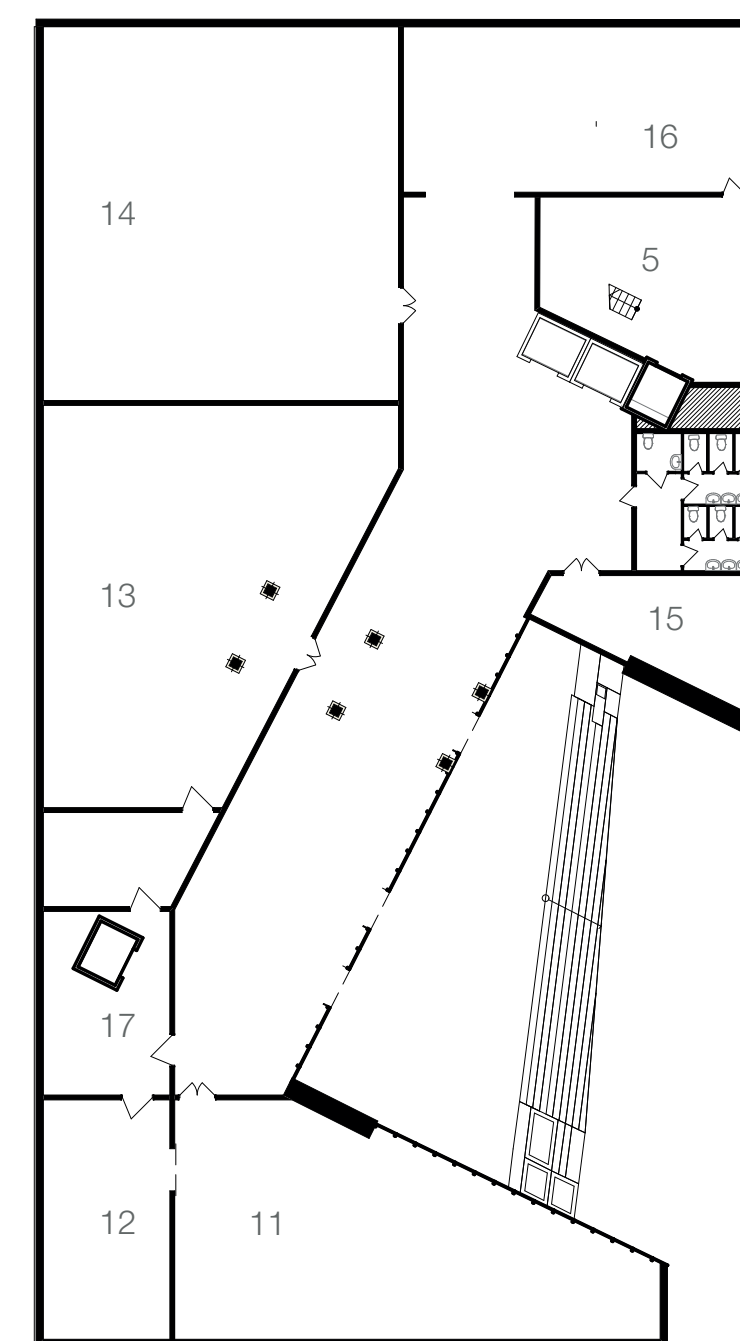
4 Rise of the third figure, use of underground space



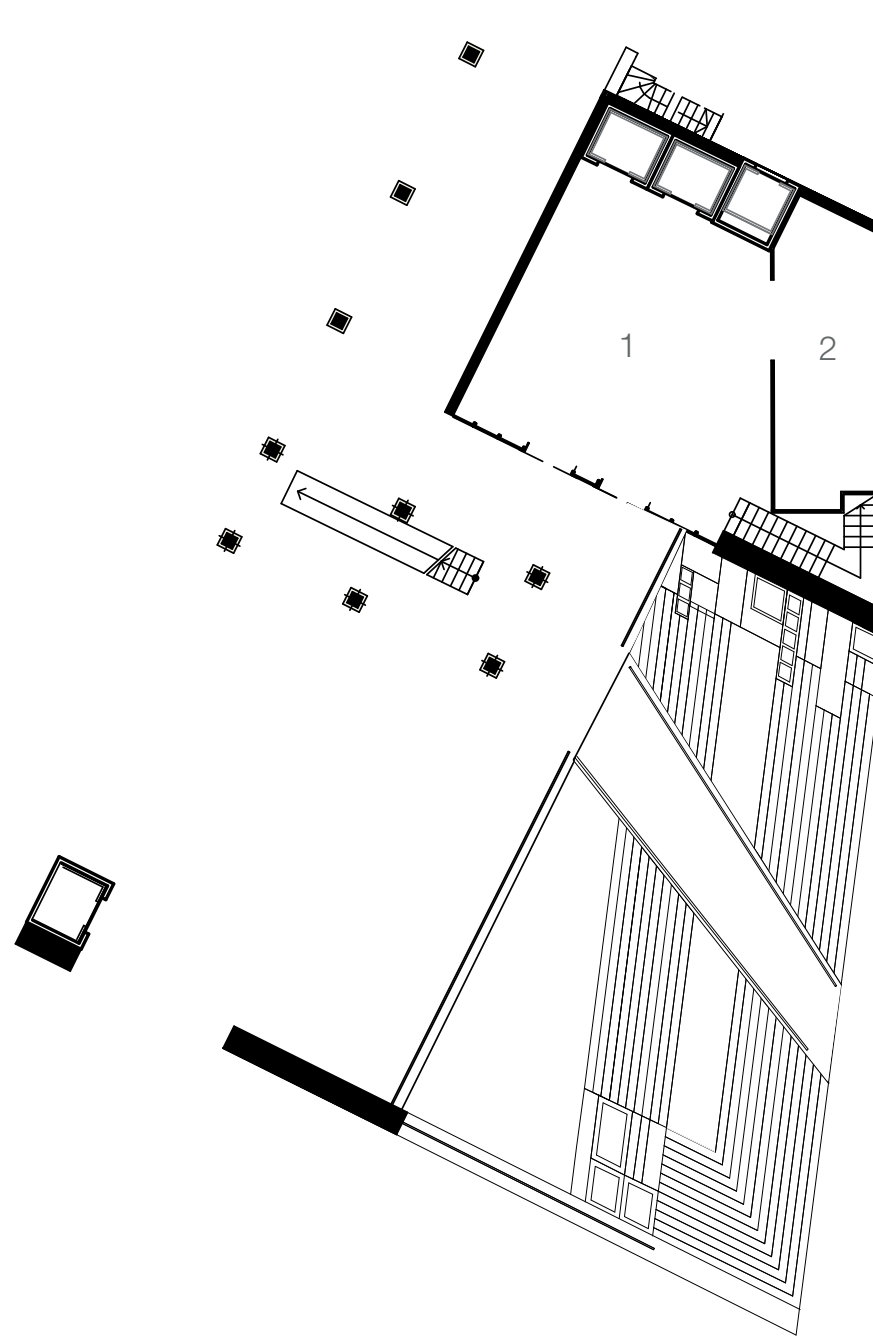
LEGEND

- 1- hall & reception / 100 mq
- 2- locker room for staff / 50mq
- 3- classroom for lesson / 50 mq
- 4- classroom for lesson / 60 mq
- 5- technical room / 200mq
- 6- bathroom
- 7- recreation room
- 8- laboratory film / 200 mq
- 9- laboratory painting / 200 mq
- 10 - offices / 25mq
- 11- art gallery / 100 mq
- 12- deposit material / 75mq
- 13- laboratory sculpture / 200 mq
- 14- laboratory photography / 200 mq
- 15- locker room / 50 mq
- 16- Independent restaurant / 100mq
- 17- Room for the reception of goods / 25 mq

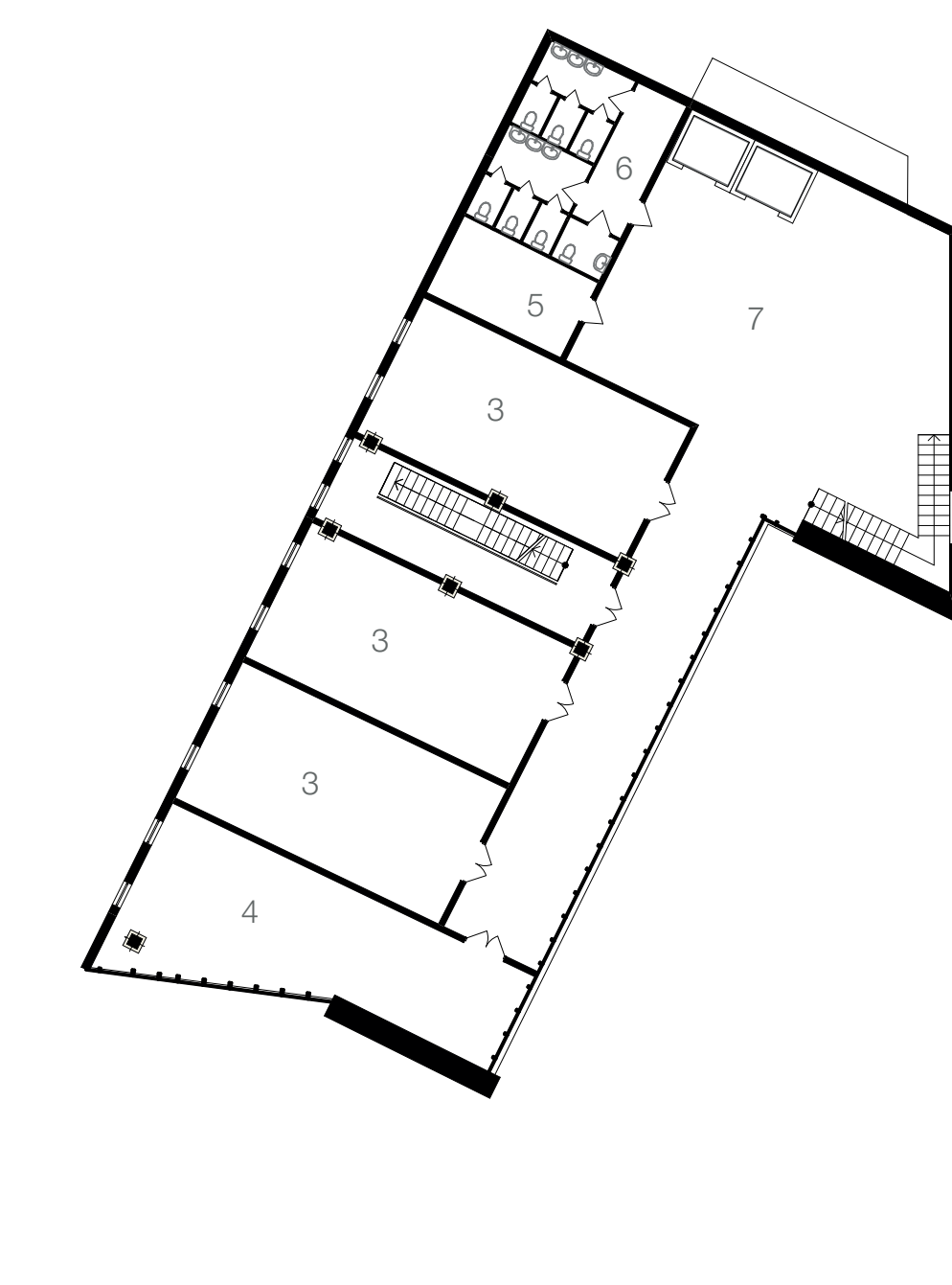
LEVEL (-1)



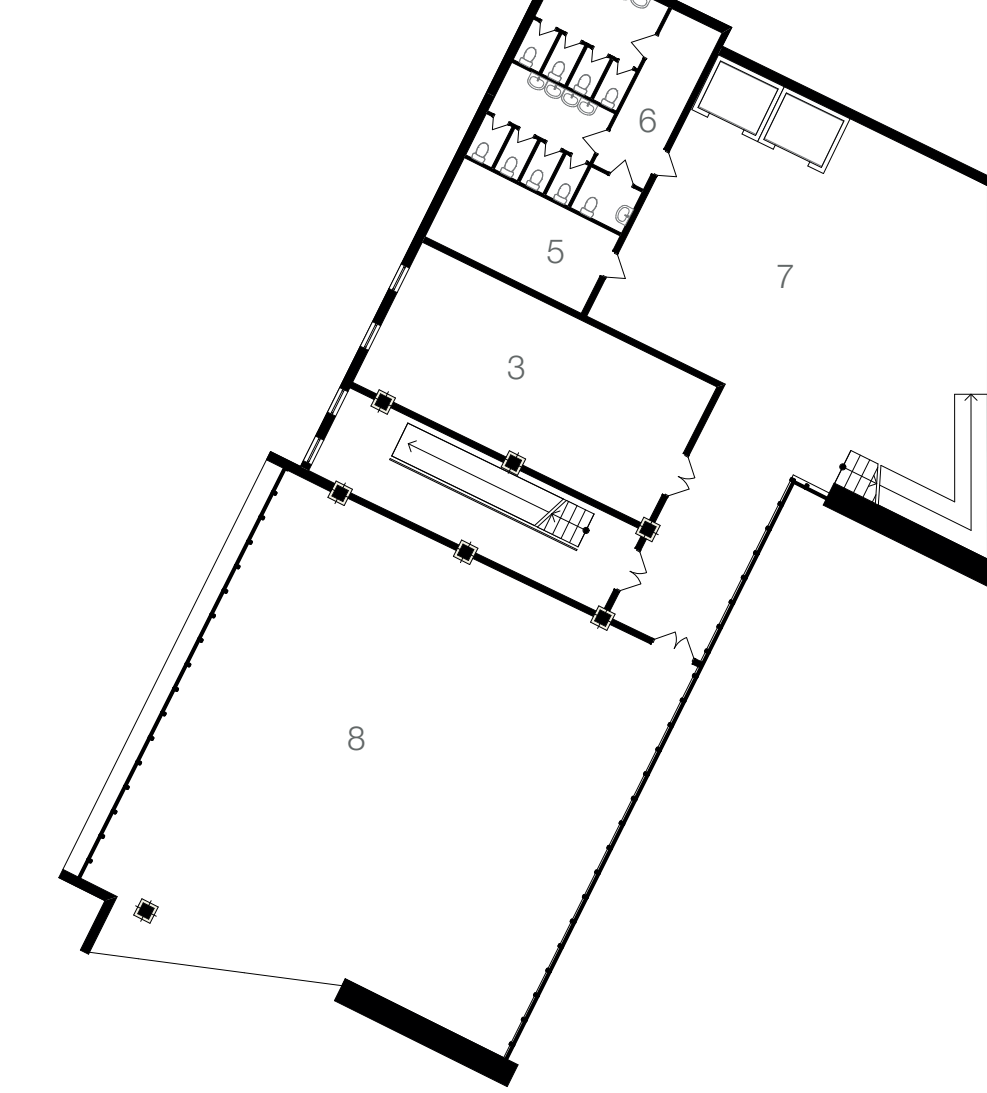
LEVEL 1



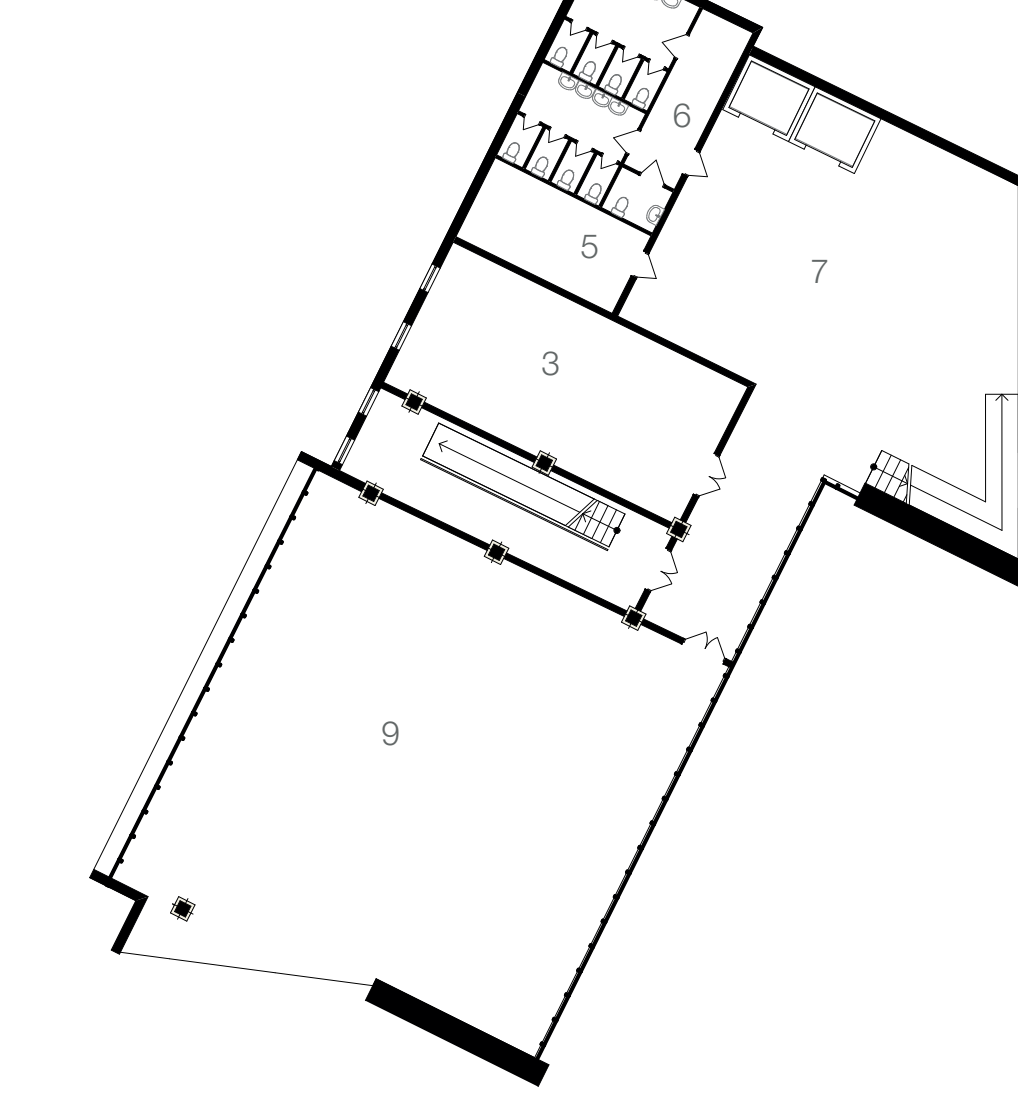
LEVEL 2



LEVEL 3



LEVEL 4



LEVEL 5

