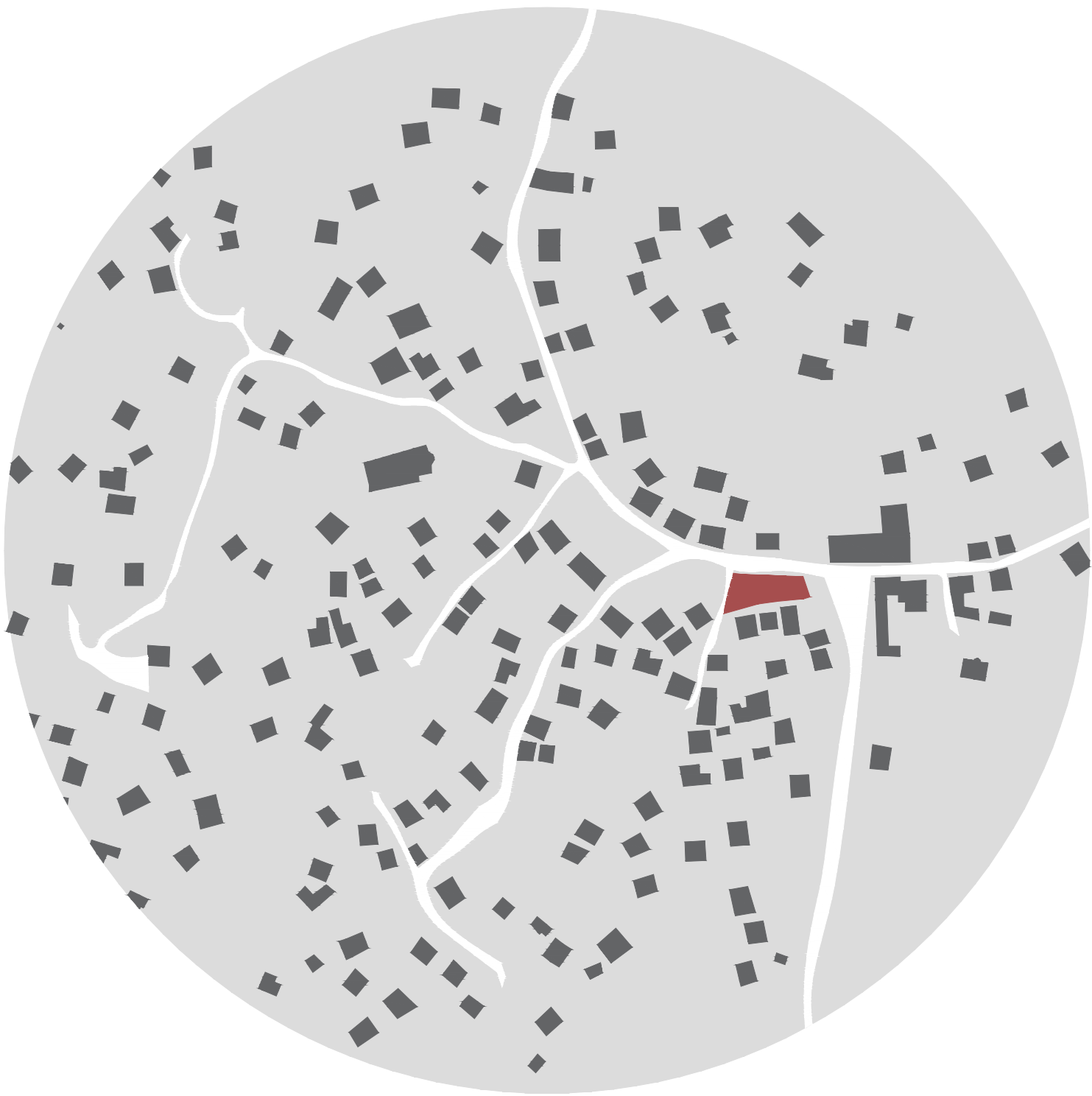


# PAVILLION OF TOGETHERNESS

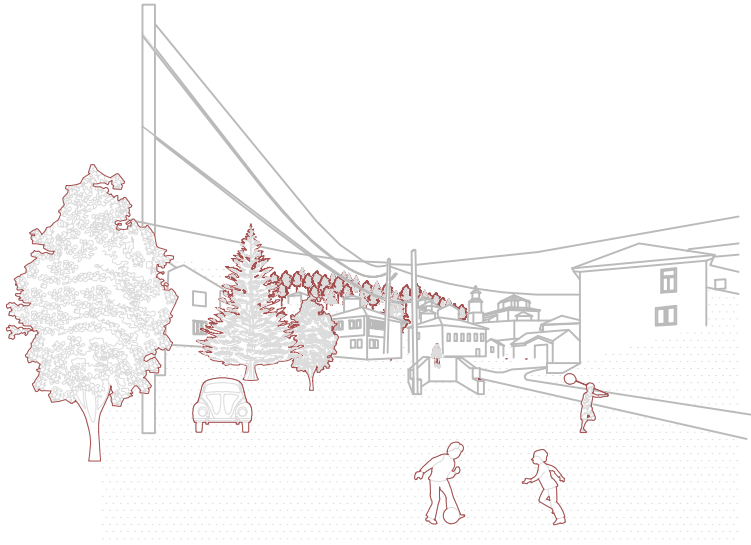
The starting point for the research on the proposal for this competition is the communal way of living, the patterns of behavior within, and their interrelationship. By definition, community is a group of people living in the same place or having a particular characteristic in common. Each individual has an integral influence on the community, which in turn is influencing and sometimes completely changing, for better or worse, the whole ecosystem that those individuals reside in. In that sense, the idea behind this proposal is to create a space that the people from a certain community - in this case, the villagers from Lazaropole can reproduce their individual, as well as collective patterns of behavior, characteristic for their communal living while at the same retaining the idea of togetherness as being a sum of people's individuality.

This proposal, despite being focused on one certain group of people does not exclude other individuals or groups, visitors or temporary residents of the village since in its essence, human behavior is focused on a few fundamental notions regarding togetherness, in addition to individualism as an integral part.

In an architectural context, the proposal is designed to be a pavilion, conveniently named the "Pavilion of togetherness". It connects the two landmarks within the village of Lazaropole that are most associated with the act of togetherness - the local market and the fountain.



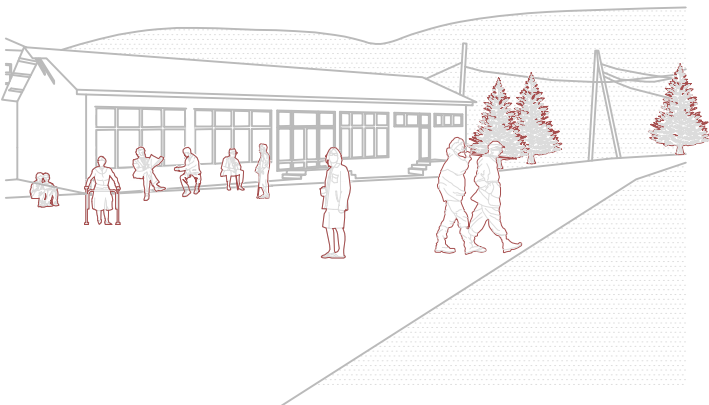
WIDER SITE PLAN|GENERAL CONTEXT & URBAN MORPHOLOGY OF LAZAROPOLE M=1:2500



child's play in front of the water fountain



1+1=1



social gathering in front of the market

## PATTERNS OF TOGETHERNESS IN THE VILLAGE OF LAZAROPOLE VIA DIFFERENT ATMOSPHERES

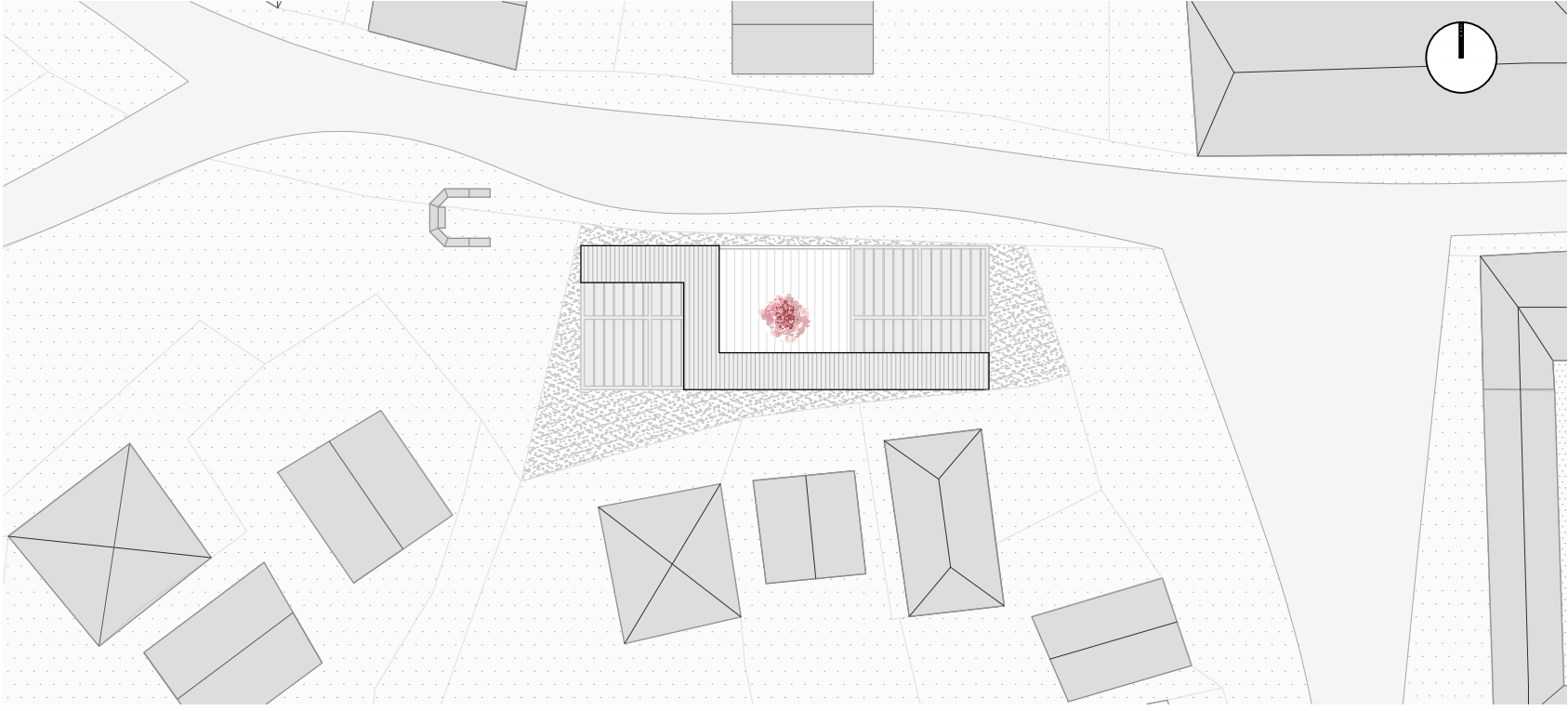
The form of the pavilion is a simple rectangle that does not impose on the built surrounding, with the side that connects the two referent points of togetherness longer than the other. The narrow sides create spaces where the users can manifest their individualism within the context of togetherness, using movable furniture and movable partitions as a way to modify the space, depending on the situation. By adding a tree in the middle of the pavilion, the concept can be seen in three dimensions, with the tree serving as a vertical Axis Mundi, or in this case - a vertical point of reference within the newly created space. The whole pavilion is made out of wood, to integrate with the natural surroundings, except for the steel columns that separate the pavilion from the ground to add a floating feel to the whole design. The roof finish is where the visual connection of the referent points is most visible, as the togetherness axis is covered with a solid wood finish, the individual spaces are covered with a light textile material and the area where the tree is located is left uncovered.

The final intent of this pavilion is to host a space that creates a certain unrepeatable scenery within the village core each time people use it, generating a unique pattern of personalities and their mutual or individual behavior, still in the context of togetherness, coming to life in a different setting, time and time again.

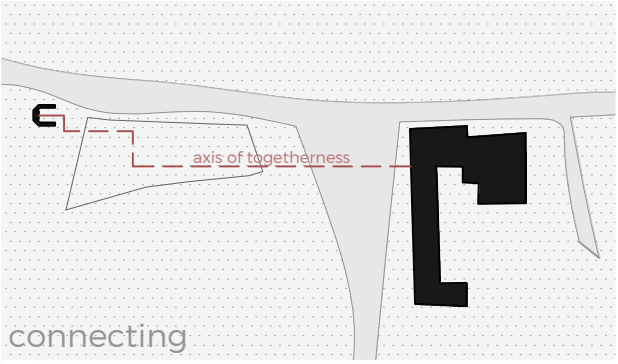


AXONOMETRIC VIEW OF THE PAVILLION

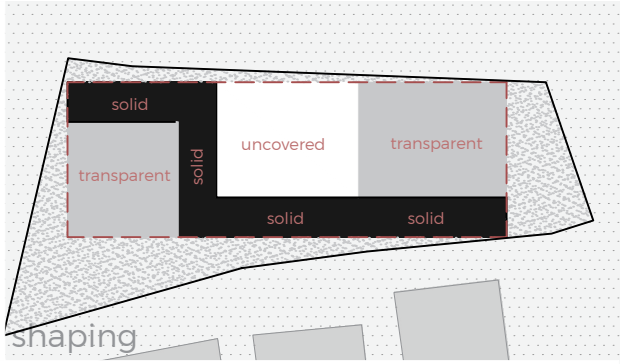




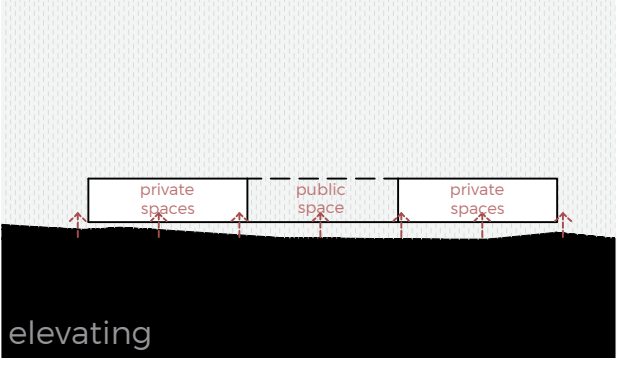
SITE PLAN M=1:500



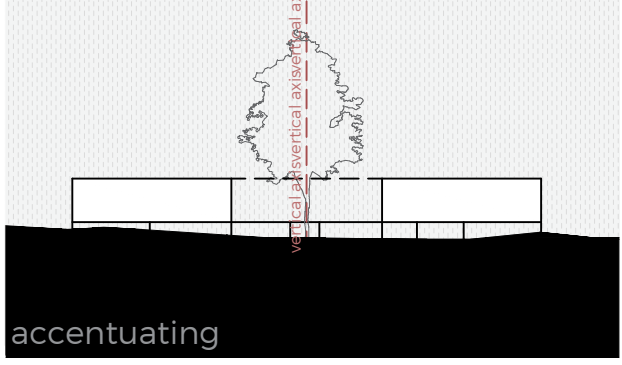
connecting



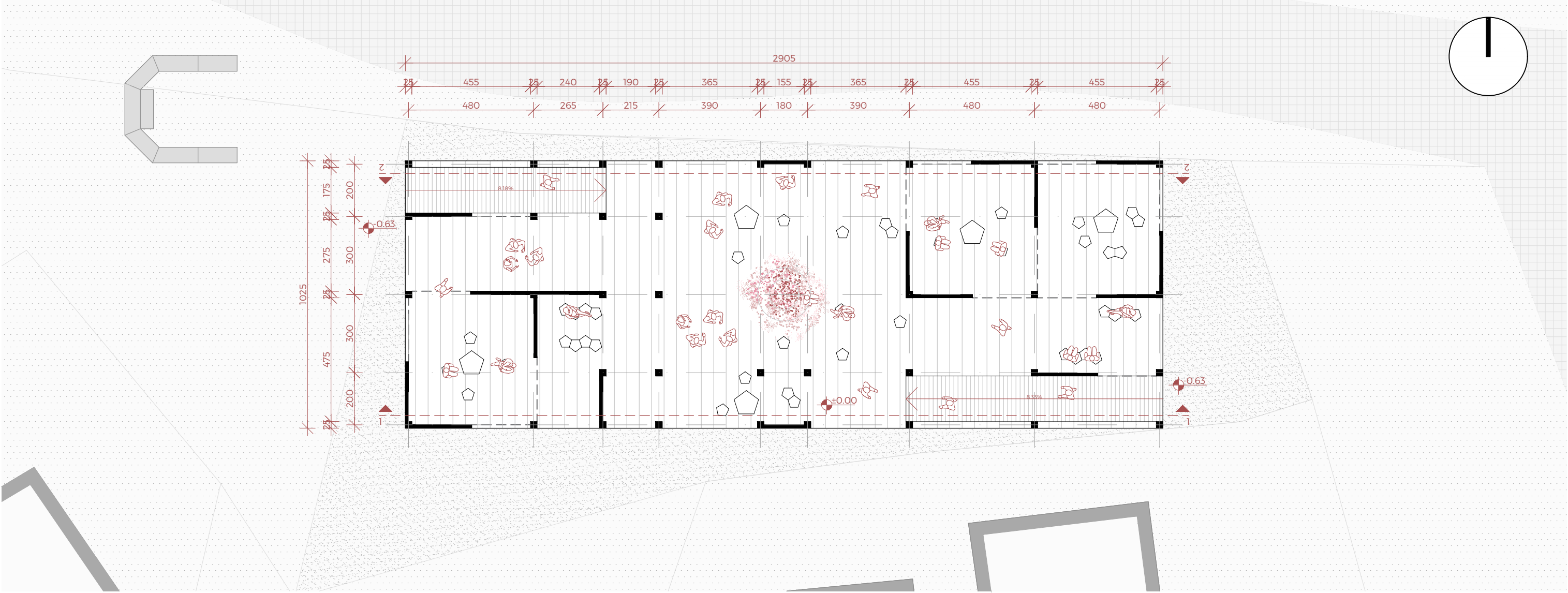
shaping



elevating



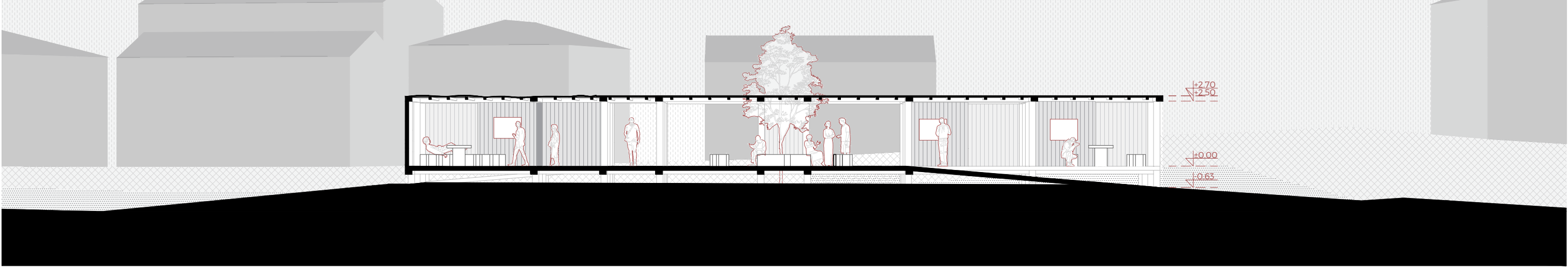
accentuating



FLOOR PLAN M=1:150



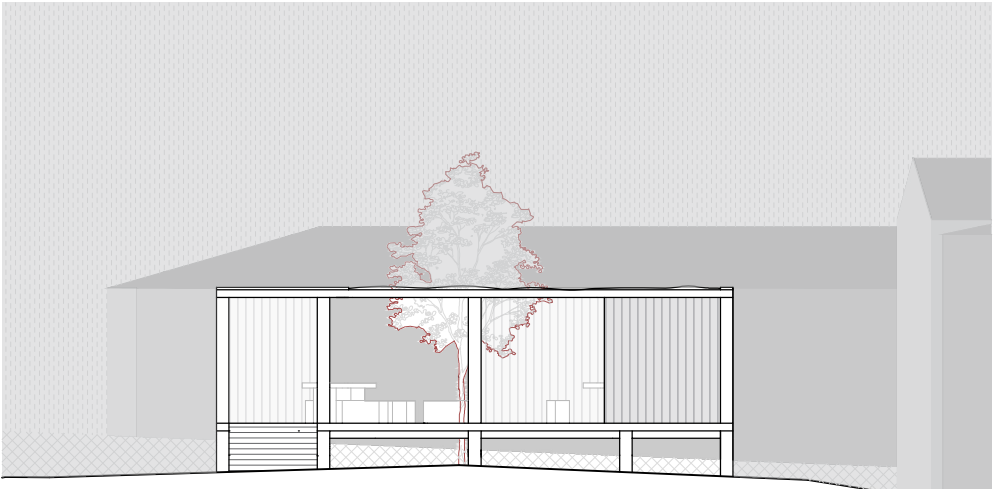
SECTION 1-1 M=1:150



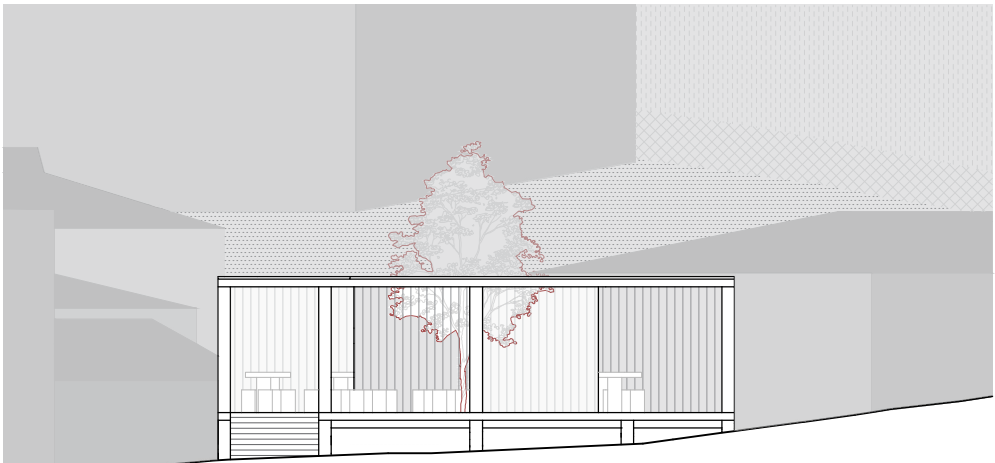
SECTION 2-2 M=1:150



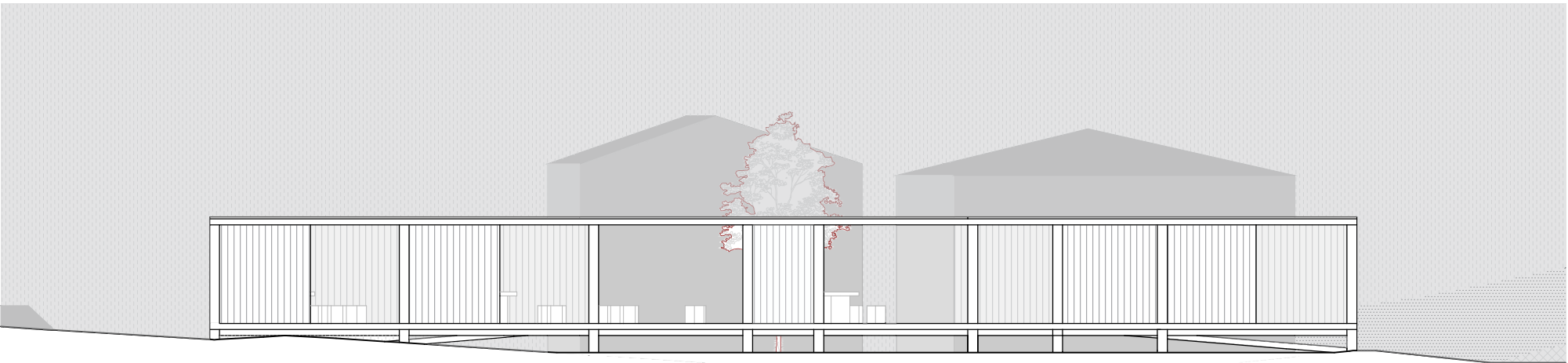
SOUTH ELEVATION M=1:150



WEST ELEVATION M=1:150



EAST ELEVATION M=1:150



NORTH ELEVATION M=1:150



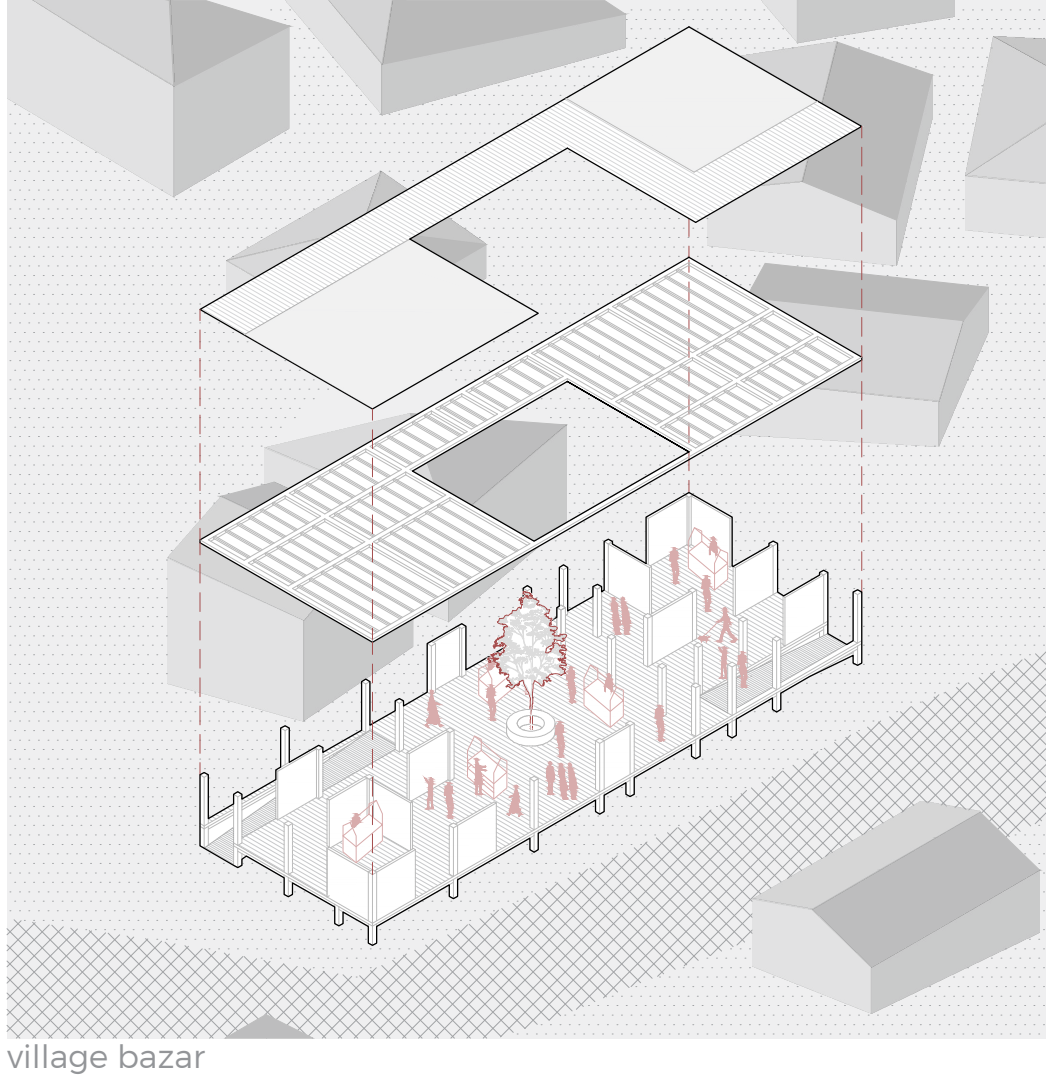
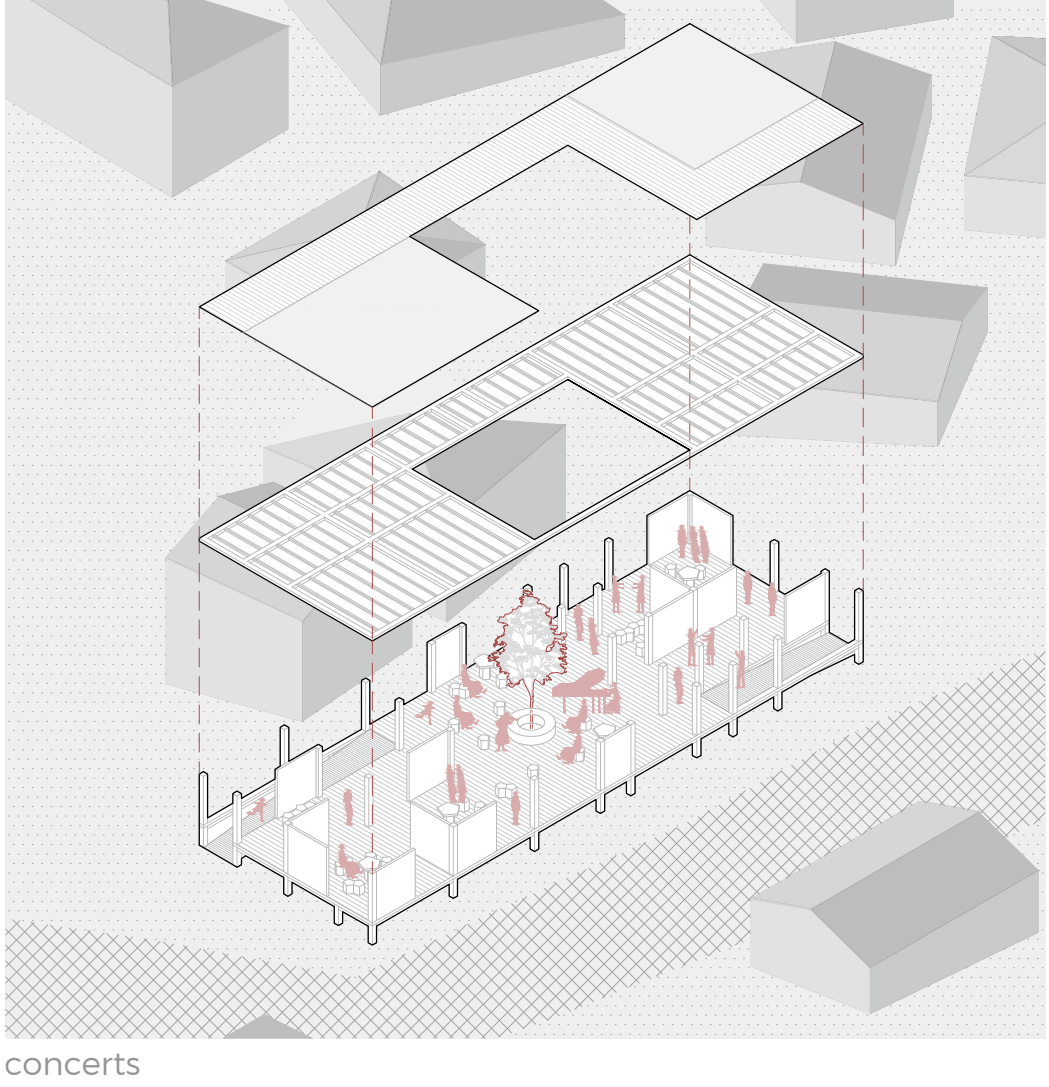
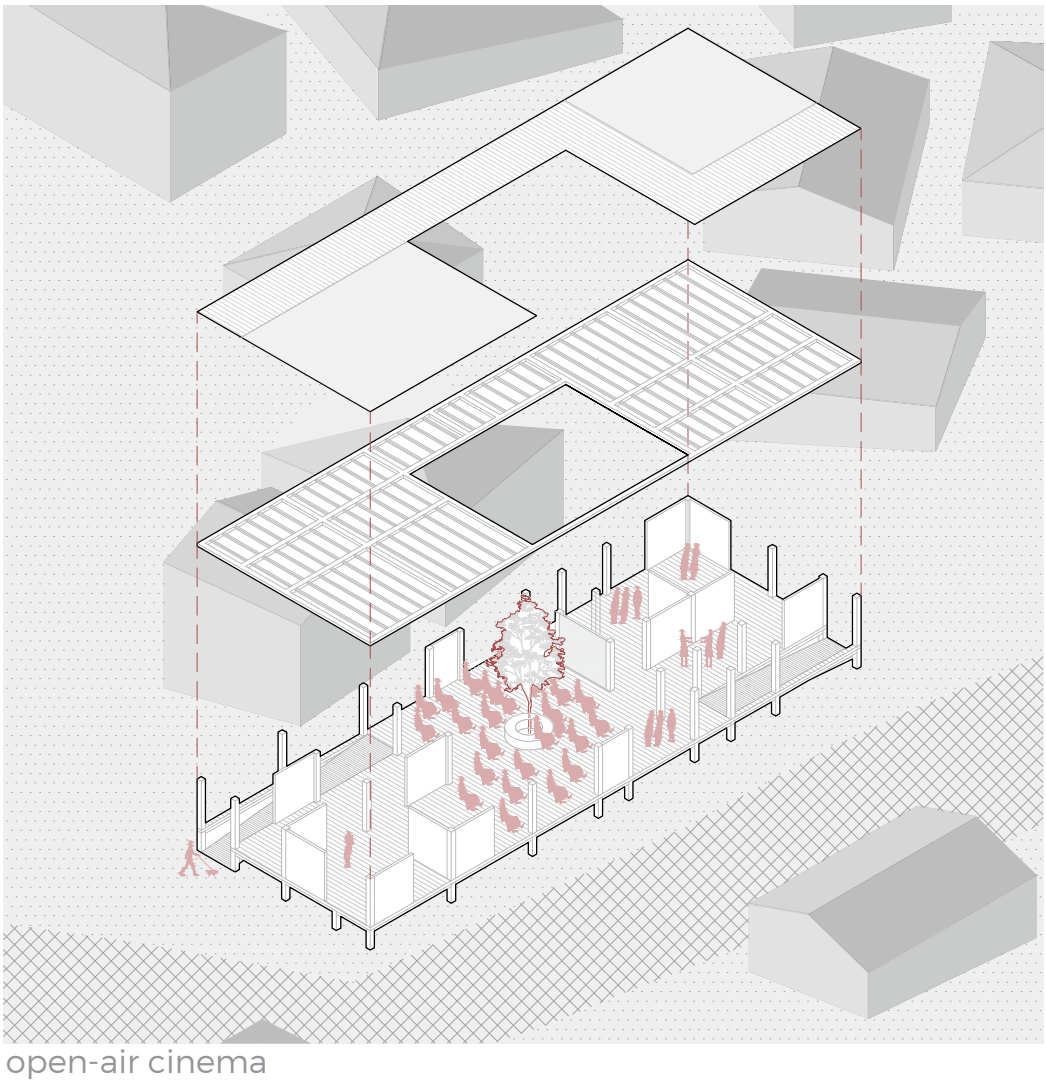
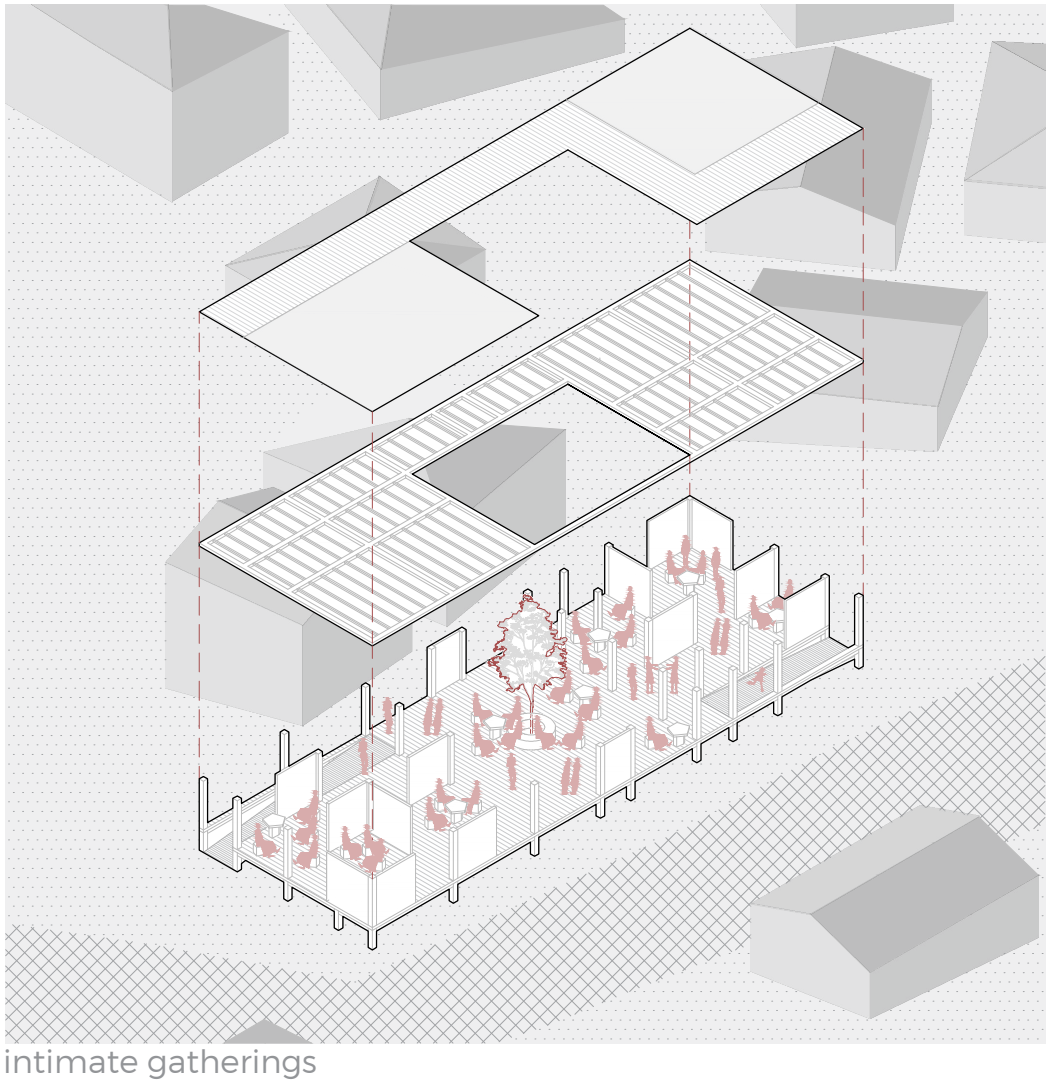
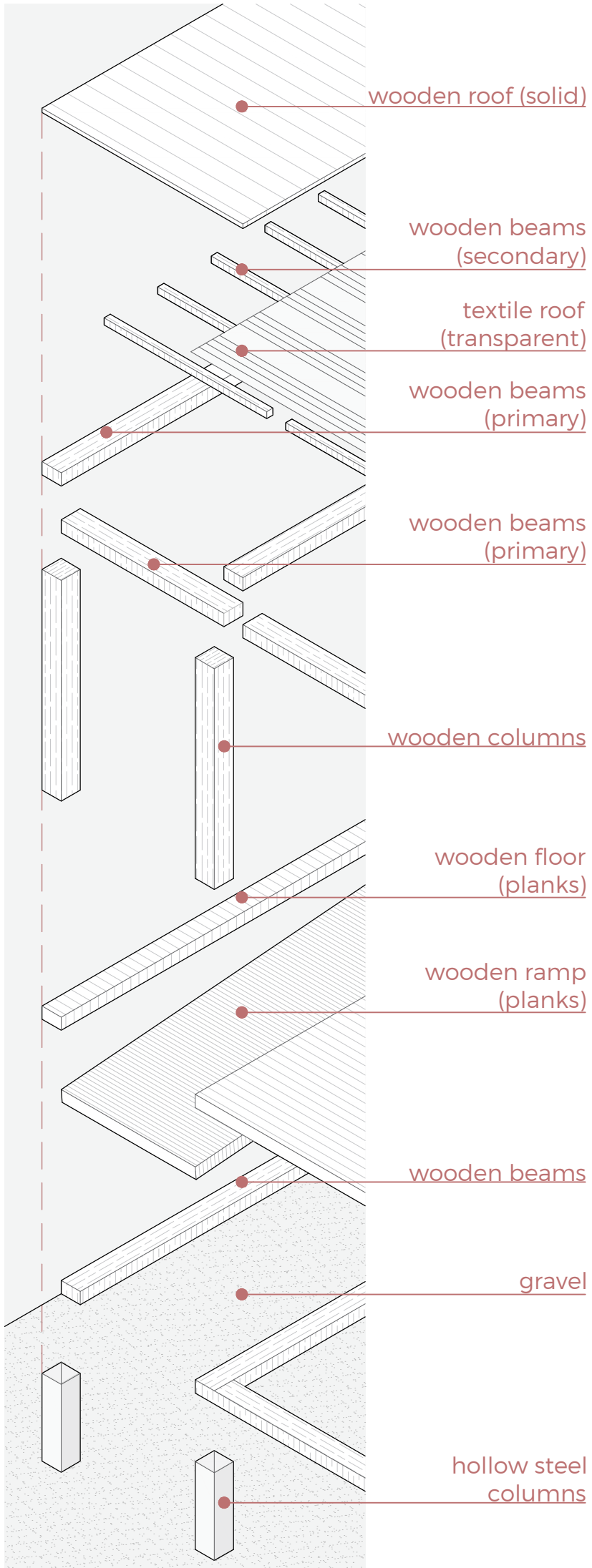


DIAGRAM | MATERIALITY

DIAGRAM | ATMOSPHERES OF TOGETHERNESS|PATTERN OF USAGE

