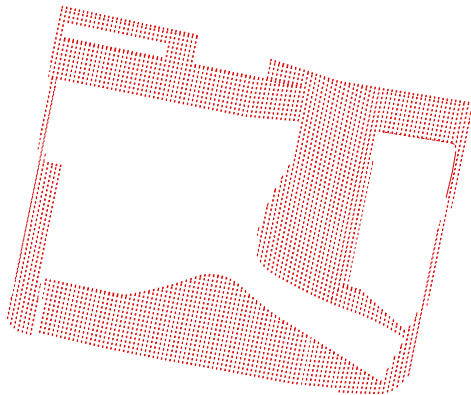


CONNECTION BETWEEN TWO PLACES



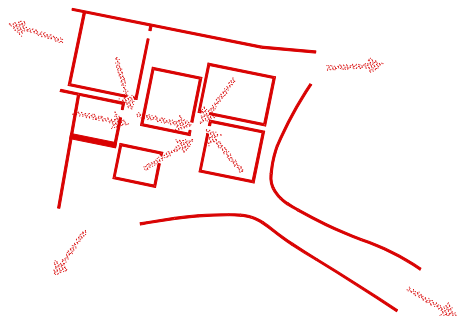
SURFACES



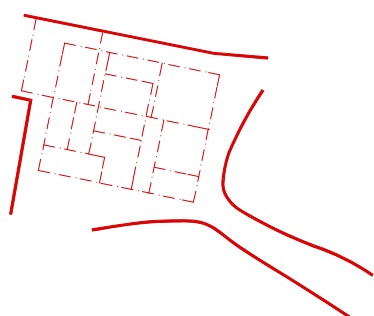
CALM AND NOISY SPACES



WINDOW AND PRINTED SHADER AS SCREEN



INTROVERT AND EXTROVERT SPACES



THIN-WALL BEAM STRUCTURE



TRAFFIC

The ground floor of the gallery is fully opened that's why it can be part of the street and scene of the noisy urban life. The upper levels are separated from this and they help the absorbing.

Visual contact occurs merely at certain places and directions, in connection with the rest spaces. The inner vertical and horizontal communication is designed analogously to the cellular organization of the nervous pathways. The strong visual contact to the Drava enables the visitors unambiguous orientation around the complex.

The horizontal communications in a circuit form the recurrent nerve pathways.

The service rooms can be found under the terrace level in a protected zone, in a closed system.

SCREEN

The neuron system rhymes with the building's cell-like openings. Both are communication channels. The openings act as a screen from outside, the exterior printed sun-shading can propagate the actual programs from afar. From inside, the cells frame the city's living pictures like windows.

LIGHTS

The natural light shines in the recreational areas of the gallery, which can be used as multi-functional spaces and are suitable for exhibiting less light-sensitive sculptures and installations.

The spaces of the permanent exhibition are pronouncedly closed cubes.

The natural light has only a atmospherical role. It comes diffused on the walls around, taking good care of not seeing onto the source. The designed structure is suitable for positioning spot light equipment as well.

The temporary exhibitions gained bigger continuous spaces, their separation can be solved with flexible walls.

Closing the narrow light slots all space can be easily darkened in a hidden way.

The clarifying lights emphasise the floating appearance of the exhibition-cubes.