

## Group 206

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## [A-pier-ing Mesh]

The cultural landscape of [A-pier-ing Mesh] highlights the contrast between light and dark - open and closed spaces.

From the northern access point the user can either follow the dark route along the west side of the pier or follow the route in daylight on the east side of the pier.

Choosing the dark side of the structure, the natural lights coming from the sea will guide the user along the edge of the pier. The contrast between brightness and darkness will focus the eye on the views appearing between the columns.

On the daylight side of the structure the user will have access to a raised view-point overseeing the harbour and the sea. Walking along the edge of the structure the user will be lead to a sea swimming pool area in the eastern corner.

In the sea swimming pool area the pillars rising from the structure are creating a playful recreational space with various platforms to sit on, stand on or even jump into the sea from.



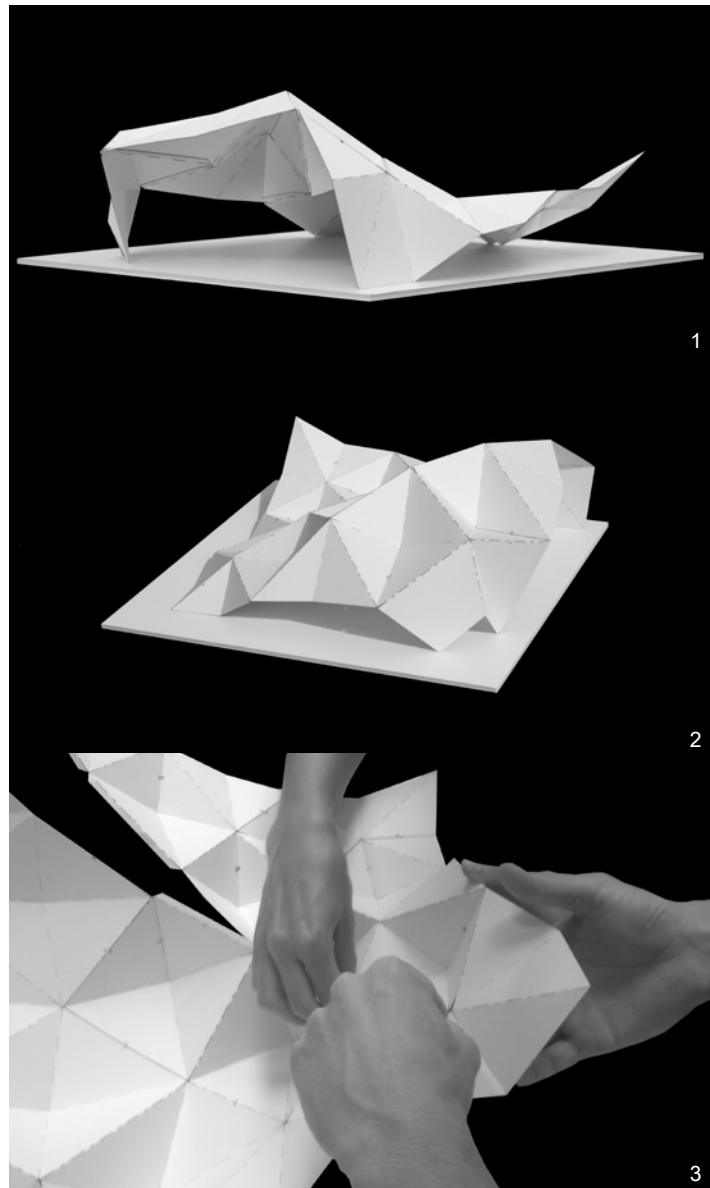
## Process

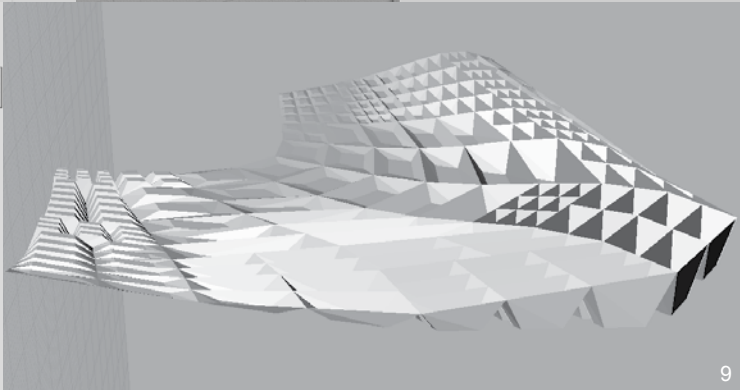
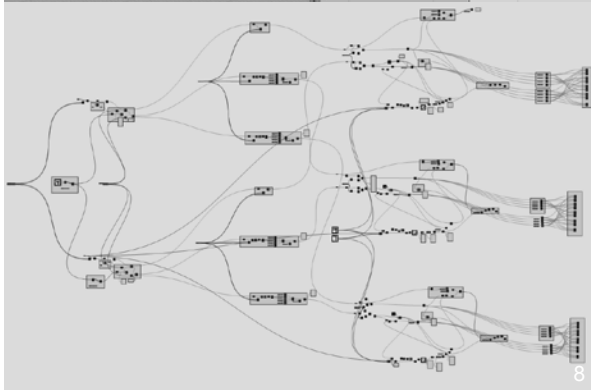
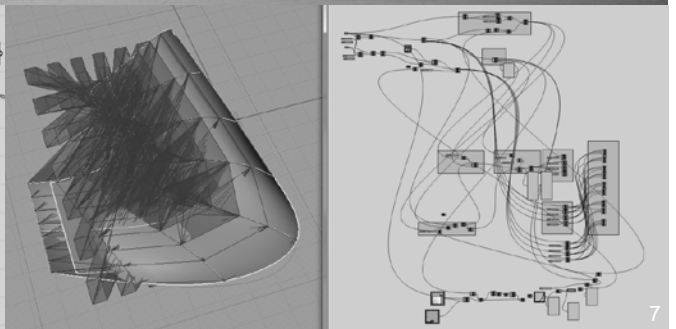
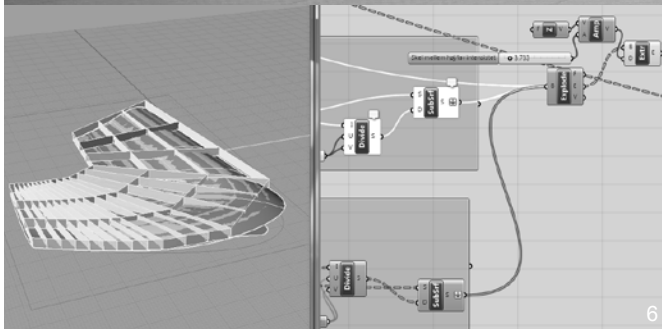
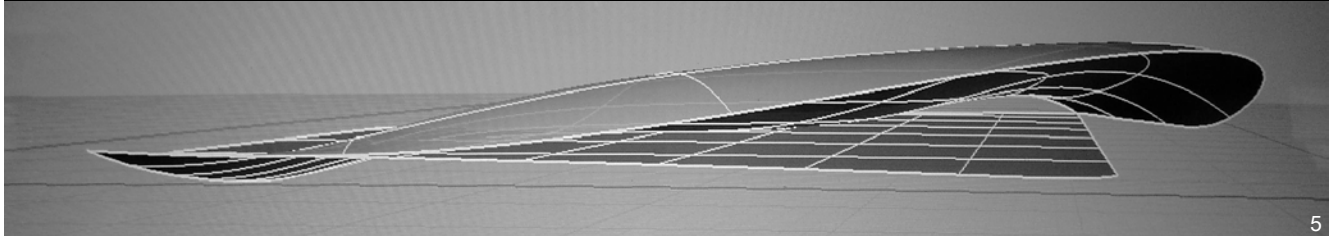
This page: Sketch model

- 1: Front view
- 2: Perspective
- 3: Assembling

Opposite page: Process

- 4: Concept sketch
- 5: Modeled surface
- 6: Testing
- 7: Locating the problem
- 8: The final Grasshopper system
- 9: The final Rhino Model









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[A-PIER-ING MESH]