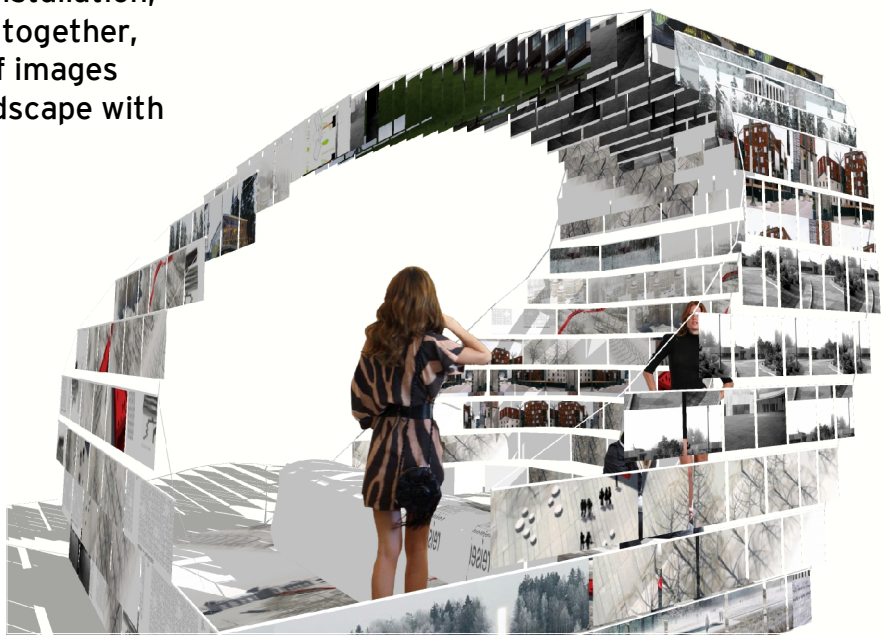
KEYWORD "WINDY"

As the target audience of this exposition is most of all architects, engineers, architecture students and architecture lovers, in addition to introducing local architecture the exposition also aims to focus on subjects like how different factors, for example the climate, affect the architecture of a building. In order to give the visitor a better idea about the state and essence of Baltic architecture, it is important to explain local specifics and climatic factors. In the global context, we are located in the northern region and climatic factors influence our buildings to a considerable extent. The buildings must have quite a thick layer of insulation, good resistance to snow and wind, heatings systems are required etc. Introducing the climatic background and other factors that influence local architecture, we go through the history of the house, what the initial idea was and which changes were made in the designing phase, how the same house could be completed in the future, when values and demands on the house have changed and how it alters the architecture of the house. One additional possibility is to introduce the personal stories of architects about how their houses have been born, which would give architects from various countries an even better insight into the context of Baltic architecture. It is also possible to discuss, on the basis of modern architecture, the current trends in local architecture. What are the tendencies and trends in Baltic architecture if the climate and values change?

The concepts of the exposition are playful, the pavilion itself is also interactive. When a visitor passes the pavilion, a motion detector switches on a wind generator, making the papers exhibited on the walls of the installation move in the breeze. We use two types of presentations in the exposition; the first is printed information and the second is a multimedia kiosk with an installation game. The multimedia game allows the visitor to deform specific buildings according to various factors as an interactive game. The game has several levels that enable more interested players to delve deeper. The seats also consist of blocks of paper, and you can strip off sheets of paper layer by layer.

The exhibited papers are not merely sheets of paper, they are bound into pads that allow visitors to tear off information leaflets. The pavilion has design folders, where the information leaflets can be bound together. This way, the visitor can compile a catalogue on Baltic architecture according to his or her own taste. In the context of the installation, they are not fragments - laid out together, they form a continuous stream of images that make up the ideal Baltic landscape with various buildings and seasons.