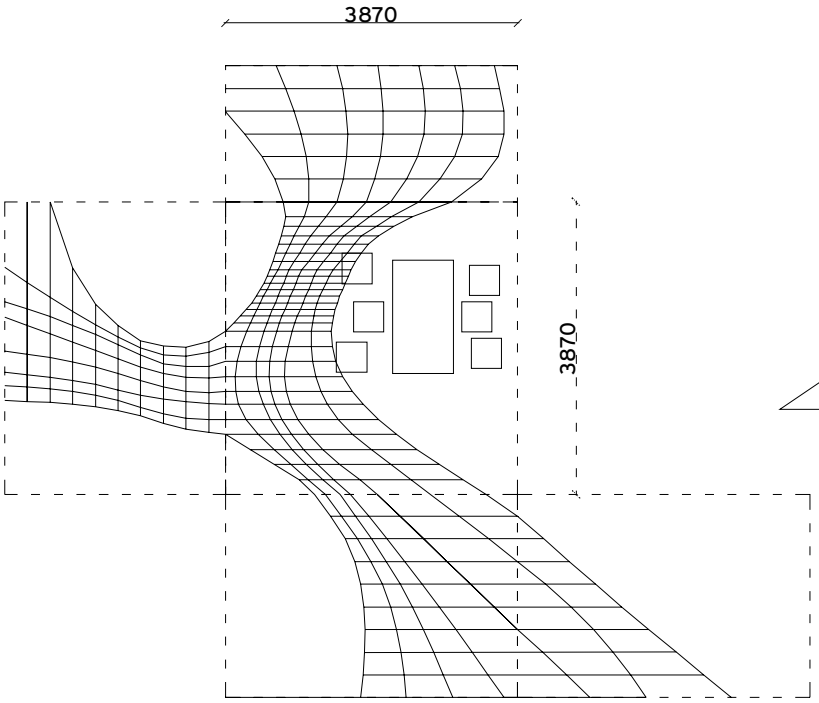
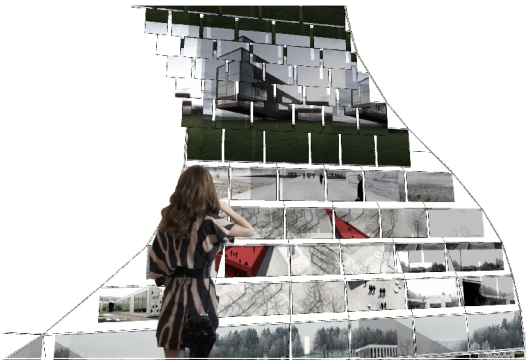
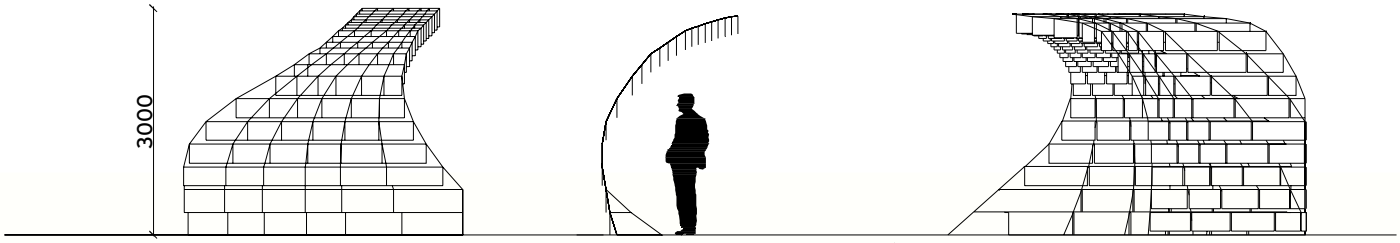
KEYWORD "WINDY"

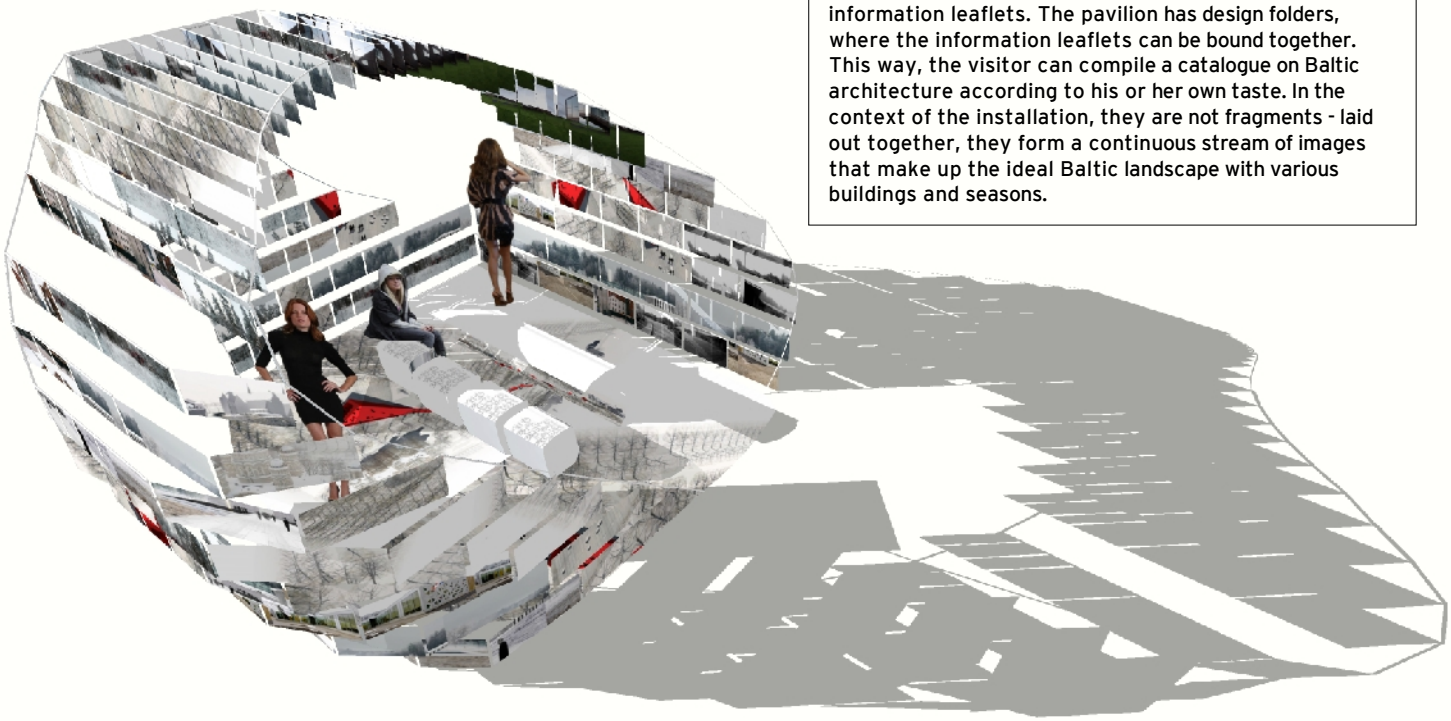


NET OF THE PAVILLION

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 many 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.





SECTIONS

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.