

BAUA S(E)OUL DIALOGUES



PAVILION THEME

The main force behind the Soul of the City is humanity.

Each of us unknowingly shape and change the city we live in everyday, whether by performing daily routines or working towards a more fulfilling personal, professional or family life. It is in our nature to strife for survival and to constantly improve and evolve our physical surroundings.

Therefore the final image of the Soul of the City is a collection of hundreds of thousands of individuals continuously acting on their own will. Thus creating a force of thousands of different vectors that pull, stretch, and mangle the ever changing city giving it unique character. It is through a human action that the Soul of the city is created and preserved.

Without people, a city is but an empty shell of an idea of life, just like a human corpse is just an object, that used to house something bigger than a collection of physical particles

CONCEPT

The main concept of the pavilion is a dialogue between an architect and a city resident that is achieved by physical interaction with the pavilion.

Visitors are encouraged to deconstruct the pavilion by taking fragments of it's structure. Each piece proposes an idea on changing the city, provided by ordinary city residents from Baltic states. These ideas represent the Soul of the City as a constant force of action of change.

This action prompts an internal dialogue of thought between an architect and the person that came up with that particular idea.

Visitors are allowed to take pavilion fragments as souvenirs, and if they choose to do so, those ideas are going to stay in their home environment in a form of a physical object. An object that keeps the memory of the pavilion and extends the exhibition content into their private lives for a foreseeable future.

1. GATHERING IDEAS

Ordinary city residents provide ideas online, on the question of how they would change the city they live in.

2. PROCESSING

Received ideas and thoughts are analyzed, translated and selected for the exhibition.

3. PHYSICAL REPRESENTATION

Selected ideas are spray painted using sticker stencils on fragments of wooden beams (square profile - 50x50mm).

P R O C E S S

6. DIALOGUE

When architect reads the idea, it provokes reaction of thought. Whether one thinks that the idea is good or bad, interesting or boring, a sort of a long range dialogue is happening between an architect and the person who came up with that particular idea.

7. CONTINUATION

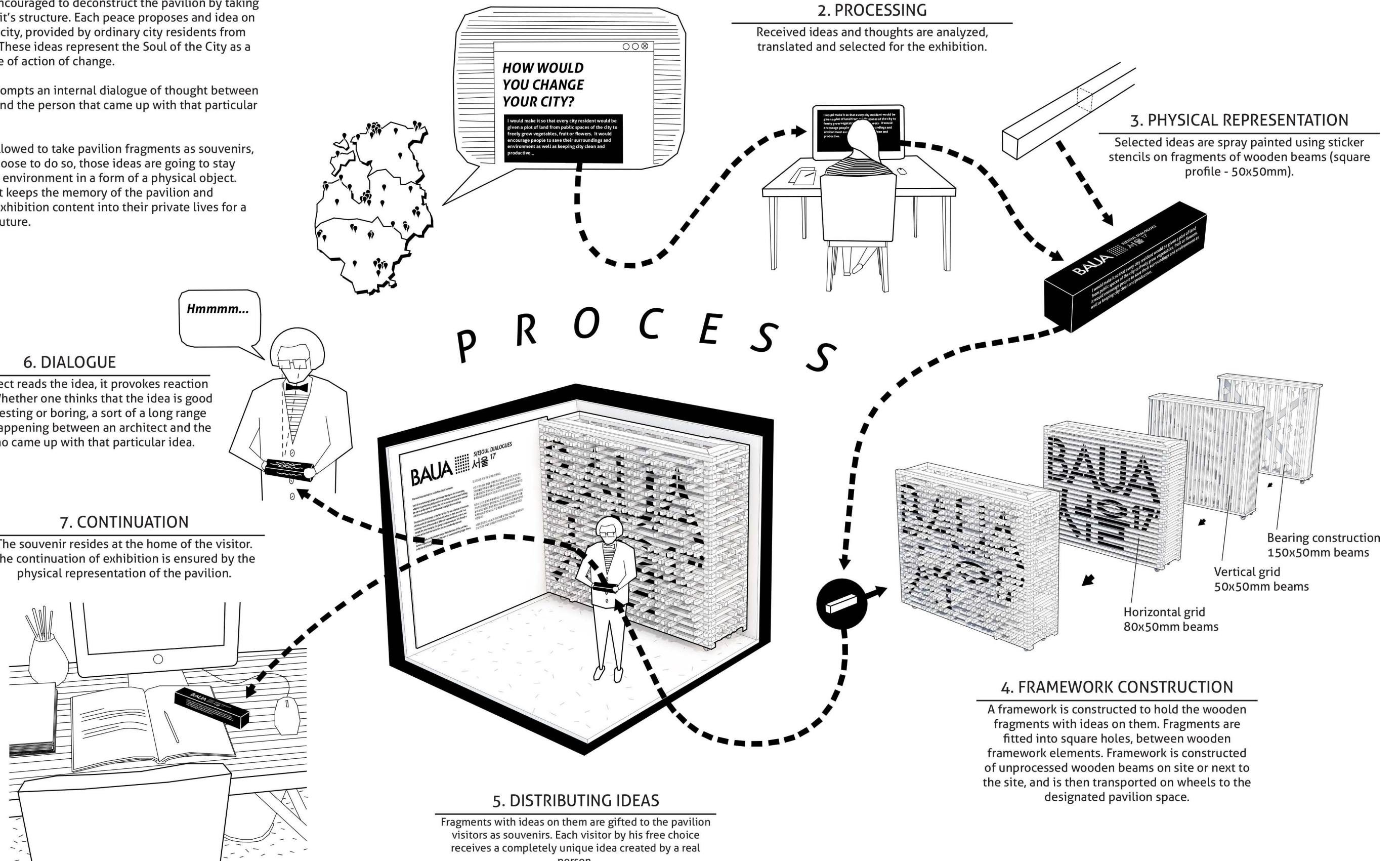
The souvenir resides at the home of the visitor. The continuation of exhibition is ensured by the physical representation of the pavilion.

5. DISTRIBUTING IDEAS

Fragments with ideas on them are gifted to the pavilion visitors as souvenirs. Each visitor by his free choice receives a completely unique idea created by a real person.

4. FRAMEWORK CONSTRUCTION

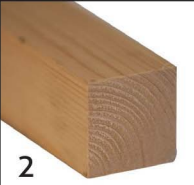
A framework is constructed to hold the wooden fragments with ideas on them. Fragments are fitted into square holes, between wooden framework elements. Framework is constructed of unprocessed wooden beams on site or next to the site, and is then transported on wheels to the designated pavilion space.



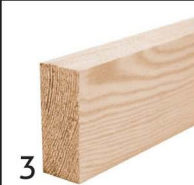
STRUCTURE AND LAYOUT



1
LIGHTWEIGHT PVC PANELS
Fixed to the booth panels with double sided tape, according to regulations.



2
PLANED WOOD
Reclaimed wood can be used.



3
UNPLANED WOOD
After exhibition pavilion can be disassembled and materials can be reused.



4
INDUSTRIAL WHEELS
Main structure of the pavilion can be transported to the booth from remote construction site.



VIEW OF THE PAVILION

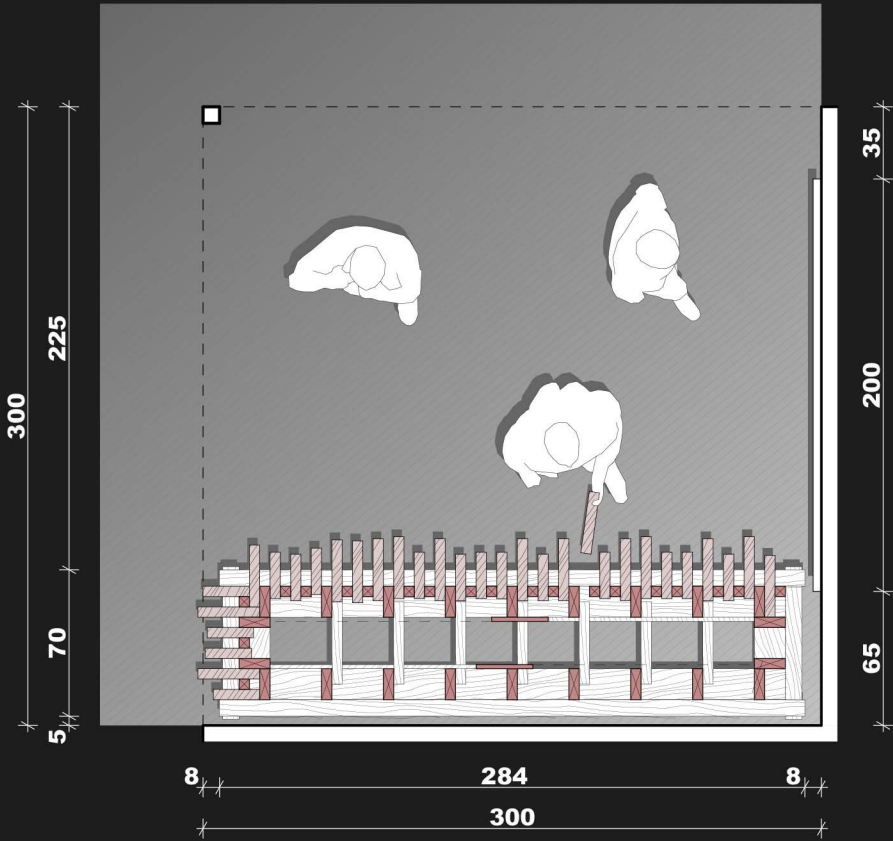
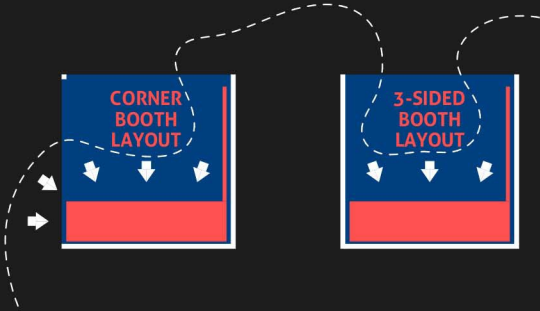
Pavilion consists of info stand with general information about the exhibition, and an interactive installation.



FRONT PROJECTION



SIDE PROJECTION



PAVILION PLAN

Corner booth layout

SOUVENIR / MEMORABILIA

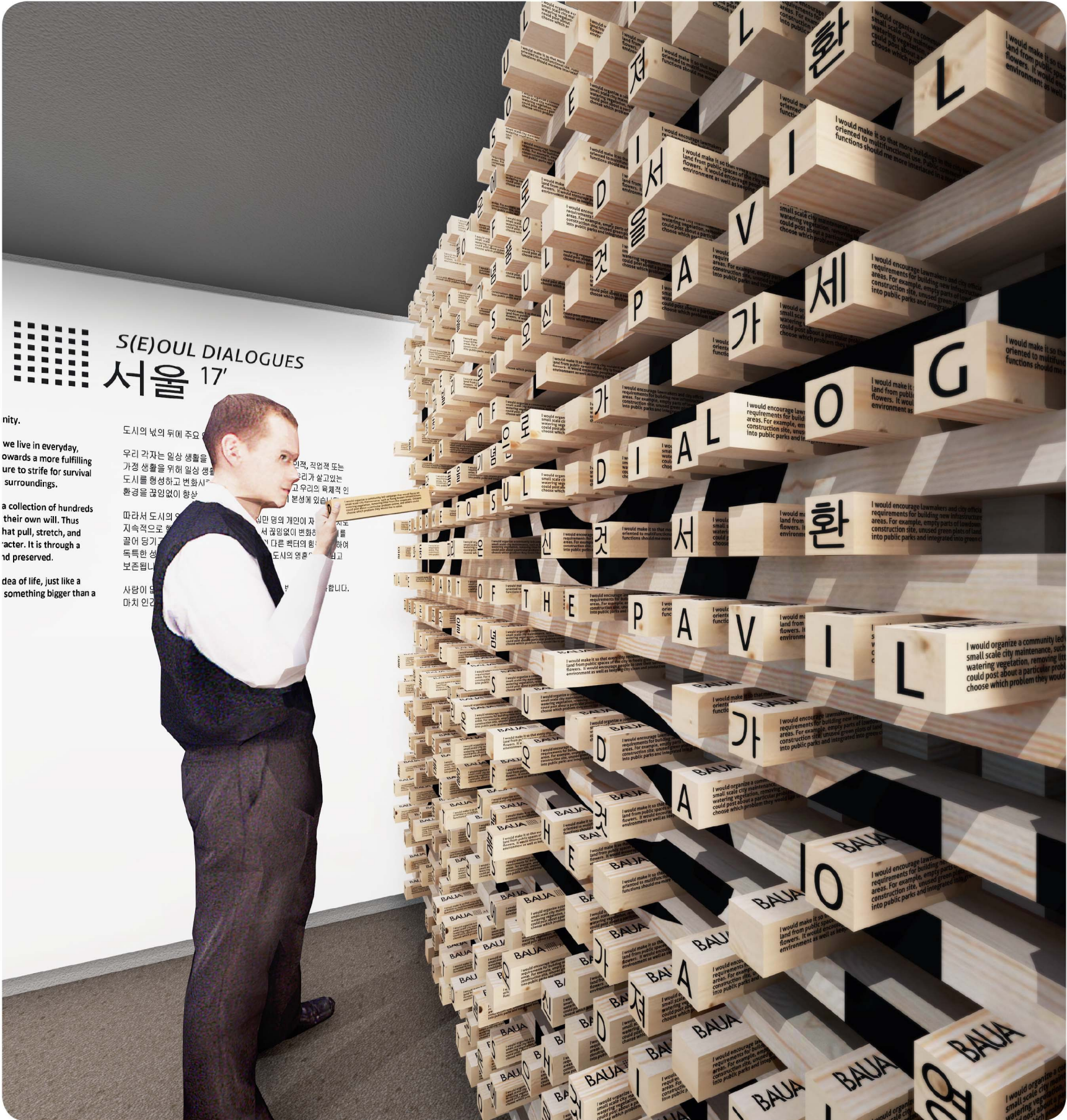


SOUVENIR

Visitors are encouraged to take away fragments of the exposition, but it is not required to experience the pavilion. One can remove the fragment, read the idea, and then put it back into the wooden framework for other people to interact with it. Visitors can exchange the written ideas between themselves and discuss them together.



CONTINUITY OF THE EXHIBITION



PAVILION INTERACTIVITY