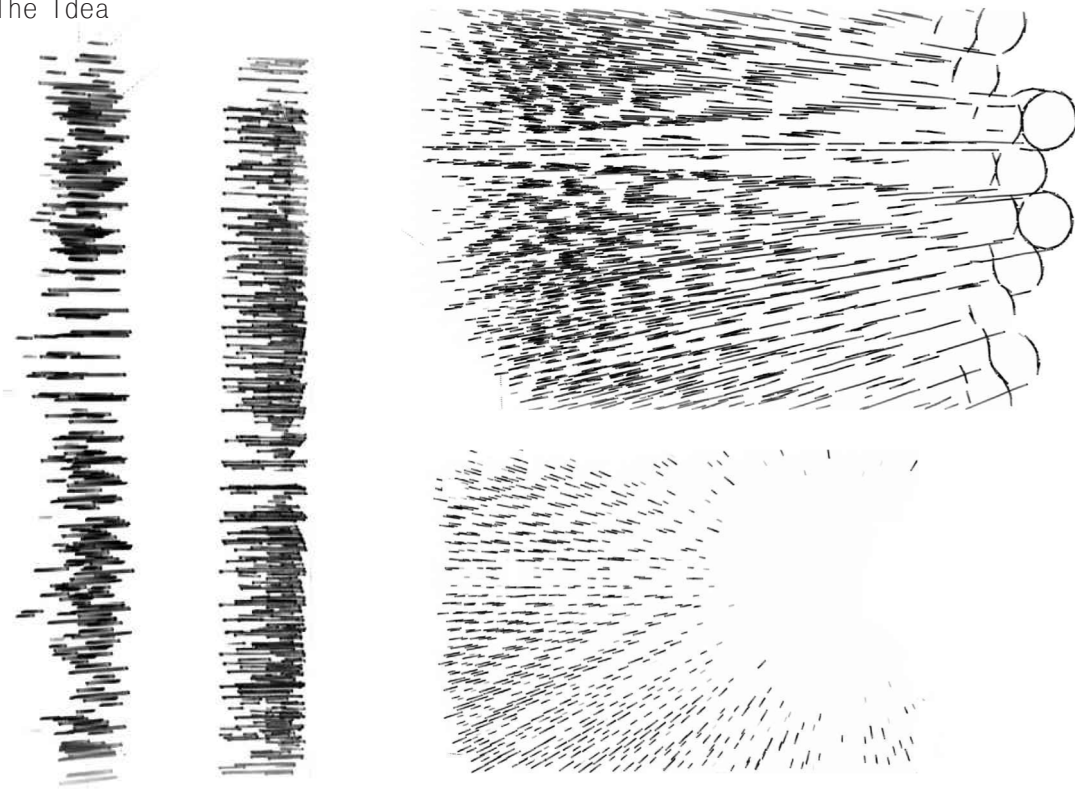


## STRUCTURE OF LIGHT

### The Idea



The project propose plays with the perception of the space and with the senses. It must be considered that these intervention is one part of the project, who works with the light and how the light as a dynamic element moves into the village throught the pass of the different stations. With the different stations the light will be changing according to the pass of time. The objective it's to experiment how the light can changes the perception and the lecture of the space.

One the people have experimented some spaces in a different way as they are use to do it, the intention it is to create the germ that makes rediscovered the possibilities of Kelheim changing the lectures of the spaces.

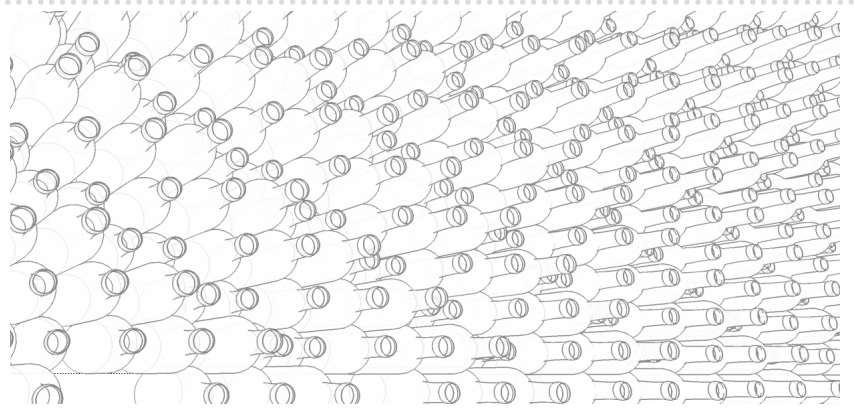
These proposal corosponds with winter station trying to provide movement and some colour into the cold, dark, static and grays days of Kelheim's winter, when the light its more necessary rather than in summer.

The proposal introduces a dinamic element like the light into a static image how can be in these case the villa-ge of Kelheim characterized by its permanent position through the pass of time.

But instead of working only with the light how could it be if we mix these element with another one like water? Water it is the element that determinates the essence of Kelheim village. Following those lines of working :

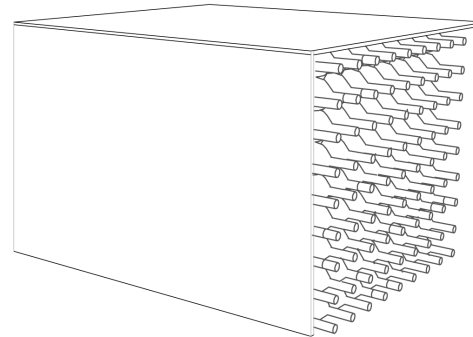
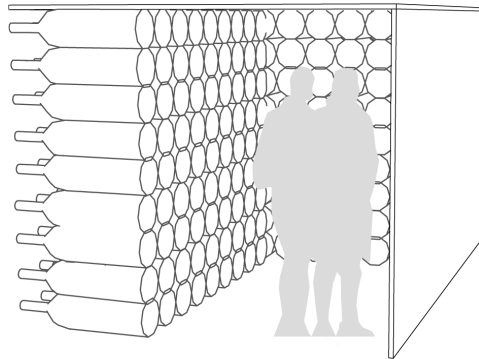
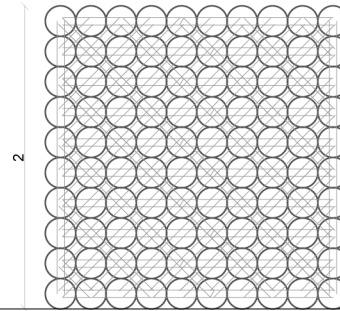
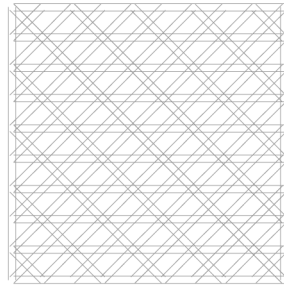
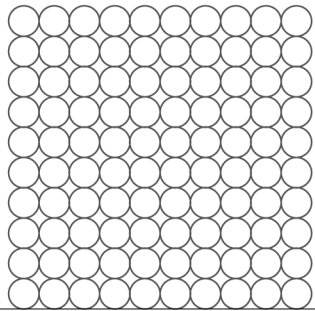
WATER + LIGHT are the main elements in these proposal project.

The standard element it is a glass bottle .With these element the idea it is to create by addition, a group changing the lecture of the bottle and transforming these element into different one.



Perception of the public space throught the light

Developing the proyect

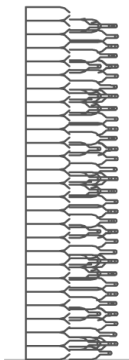
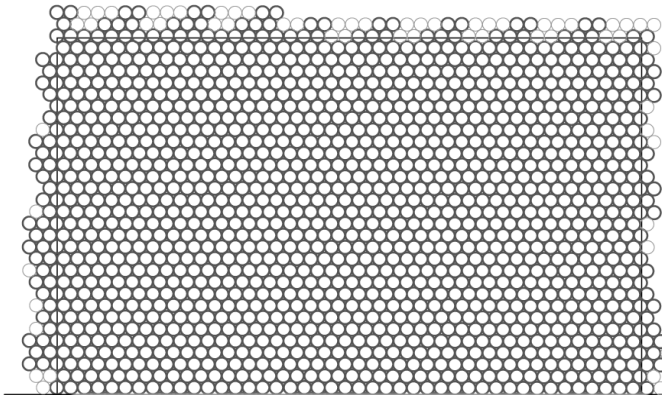
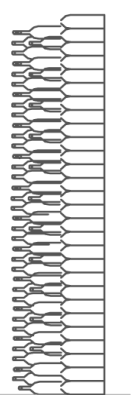


At first the proyect was based like a closed object to get inside, providing shelters in which to play and spend some time protected inside. If you attached them together with a big flanges they could function perfectly as ephemeral constructions.

But then, the situation of the proyect changes in a position close to the canal side creating a new way of understanding the piece.

The objective it's the same: Injcting a bit of heat into the freezing nights of Kelheim.

Developing the proyect\_the piece



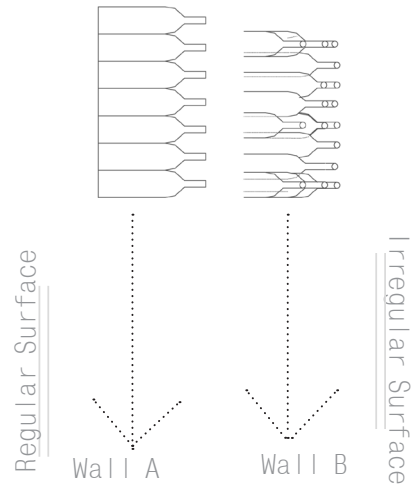
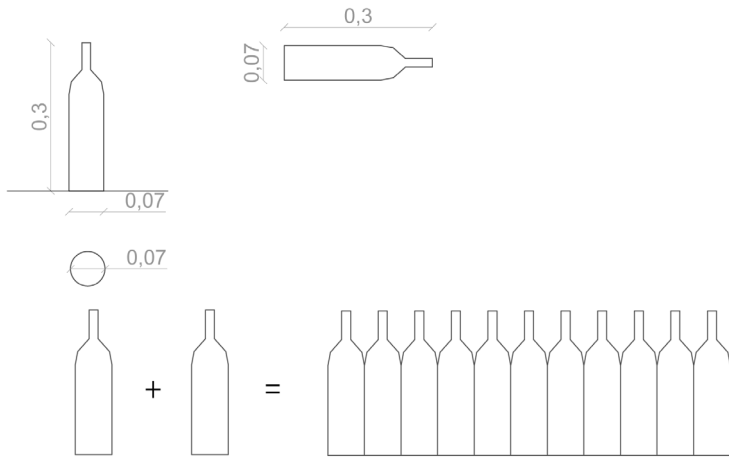
A linear piece along the canal, one side of the piece is constant composed by the back of the bottles, responding to the stone wall that encloses Kelheim village. The other side of these piece directly relation with the river. Taking part of the surroundings, the piece imitates the movement of water with the front of the bottles getting out and in.

Perception of the public space through the light

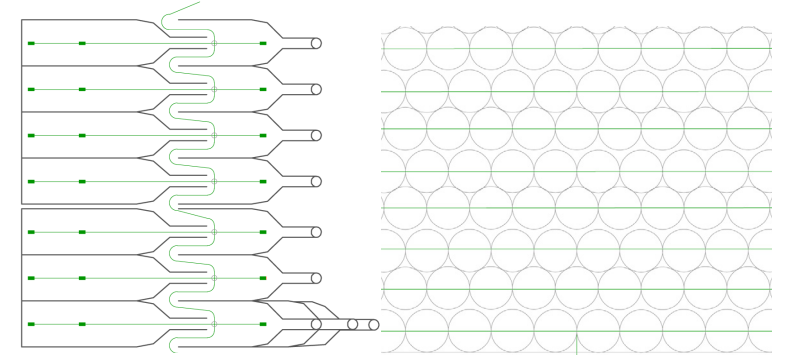


DEFINING THE PROJECT

Element



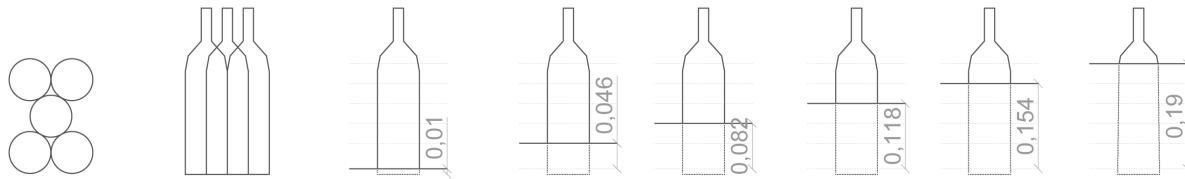
SCHEME OF THE ILLUMINATION SYSTEM



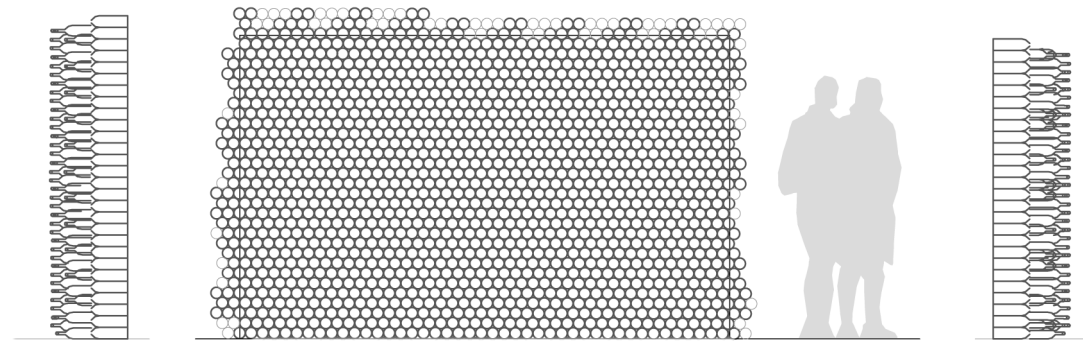
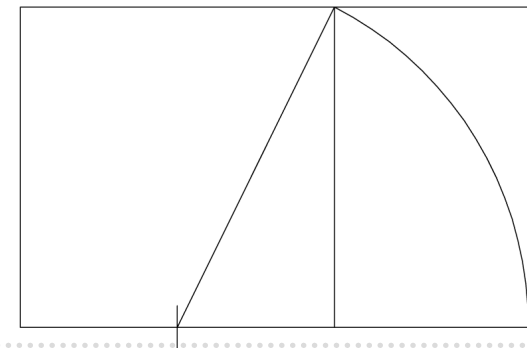
GROWTH MODEL



MODEL STANDARD



PIECE DIMENSION OF THE WALL\_RECTANGLE AUREUS



Perception of the public space through the light

THE PLACE OF INTERVENTION

Situation Plan



 area of intervention  
Conceptual quality of life and public space

Perception of the public space through the light

Silvia Rodriguez Iglesias





CONSTRUCTION OF THE MODEL

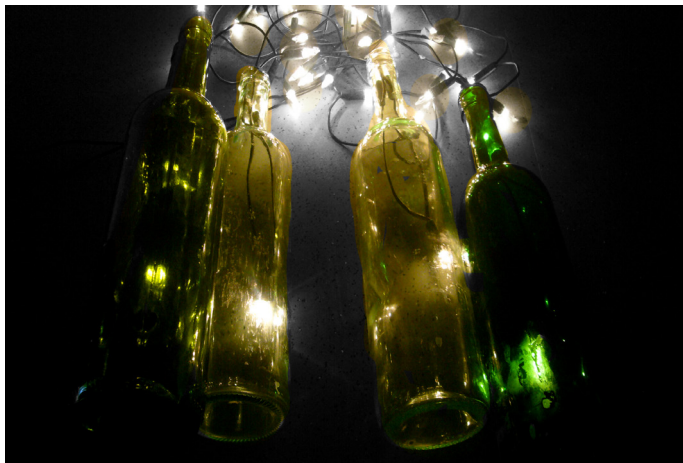
Process



Units-Elements



Standard Module



Standard Module illuminated

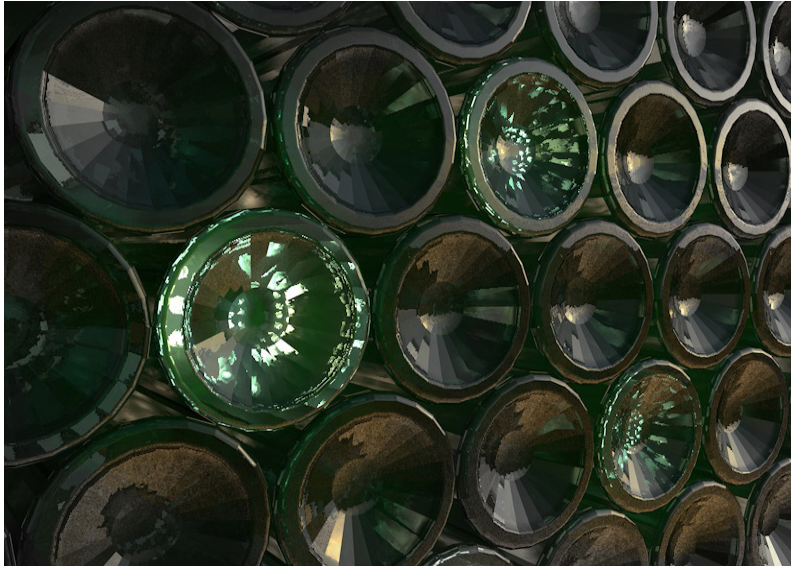
Conceptual quality of life and public space

Perception of the public space through the light

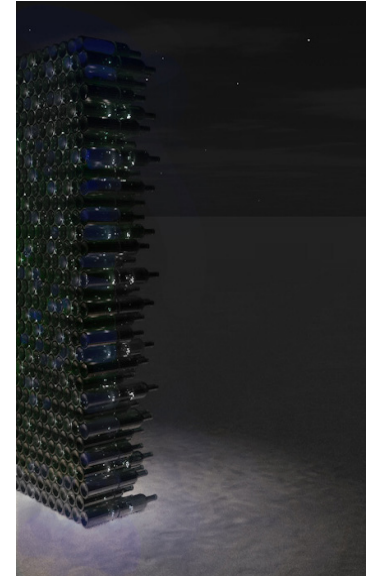
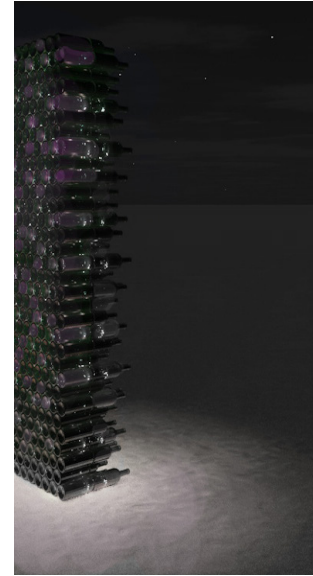
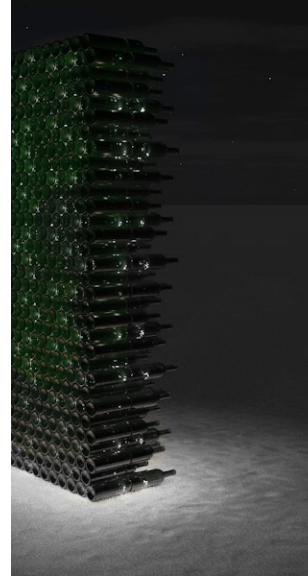
Silvia Rodriguez Iglesias

FINAL IMAGES  
THE RESULT

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Model detail



Possibilities of light colours



