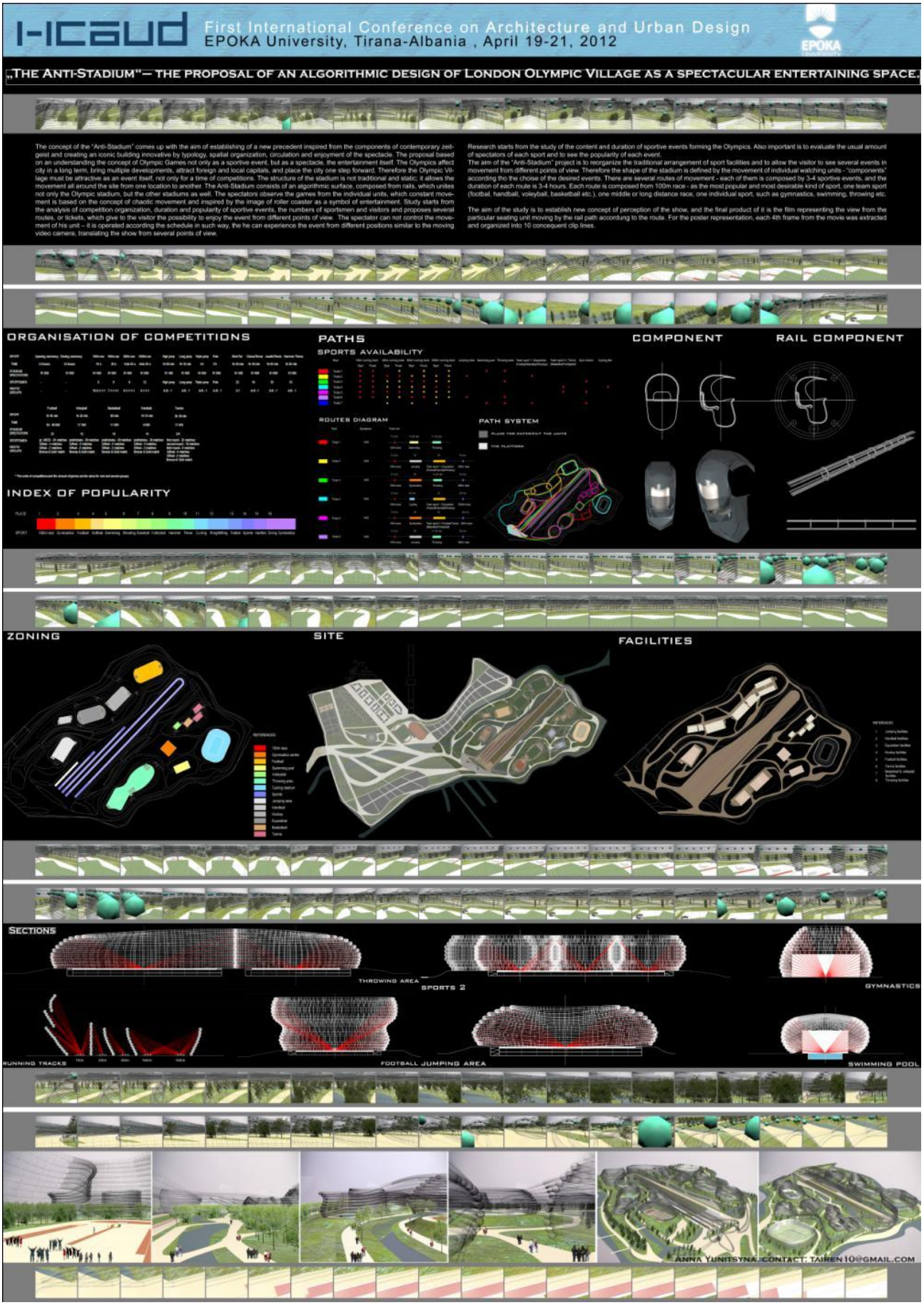
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EPOKA
„THE ANTI-STADIUM"– THE PROPOSAL OF AN ALGORITHMIC DESIGN OF LONDON OLYMPIC VILLAGE AS A SPECTACULAR ENTERTAINING SPACE.
The concept of the "Anti-Stadium" comes up with the aim of establishing of a new precedent inspired from the components of contemporary zeitgeist and creating an iconic building innovative by typology, spatial organization, circulation and enjoyment of the spectacle. The proposal based on an understanding the concept of Olympic Games not only as a sportive event, but as a spectacle, the entertainment itself. The Olympics affect city in a long term, bring multiple developments, attract foreign and local capitals, and place the city one step forward. Therefore the Olympic Village must be attractive as an event itself, not only for a time of competitions. The structure of the stadium is not traditional and static, it allows the movement all around the site from one location to another. The Anti-Stadium consists of an algorithmic surface, composed from rails, which unites not only the Olympic stadium, but the other stadiums as well. The spectators observe the games from the individual units, which constant movement is based on the concept of chaotic movement and inspired by the image of roller coaster as a symbol of entertainment. Study starts from the analysis of competition organization, duration and popularity of sportive events, the numbers of sportsmen and visitors and proposes several routes, or tickets, which give to the visitor the possibility to enjoy the event from different points of view. The spectator can not control the movement of his unit – it is operated according the schedule in such way, the he can experience the event from different positions similar to the moving video camera, translating the show from several points of view.
Research starts from the study of the content and duration of sportive events forming the Olympics. Also important is to evaluate the usual amount of spectators of each sport and to see the popularity of each event.
The aim of the "Anti-Stadium" project is to reorganize the traditional arrangement of sport facilities and to allow the visitor to see several events in movement from different points of view. Therefore the shape of the stadium is defined by the movement of individual watching units - "components" according tho the choise of the desired events. There are several routes of movement - each of them is composed by 3-4 sportive events, and the duration of each route is 3-4 hours. Each route is composed from 100m race - as the most popular and most desirable kind of sport, one team sport (football, handball, volleyball, basketball etc.), one middle or long distance race, one individual sport, such as gymnastics, swimming, throwing etc.
The aim of the study is to establish new concept of perception of the show, and the final product of it is the film representing the view from the particular seating unit moving by the rail path according to the route. For the poster representation, each 4th frame from the movie was extracted and organized into 10 concequent clip lines.
ORGANISATION OF COMPETITIONS
INDEX OF POPULARITY
PATHS
SPORTS AVAILABILITY
ROUTES DIAGRAM
PATH SYSTEM
COMPONENT
RAIL COMPONENT
ZONING
SITE
FACILITIES
SECTIONS
THROWING AREA
SPORTS 2
GYMNASTICS
RUNNING TRACKS
FOOTBALL JUMPING AREA
SWIMMING POOL
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