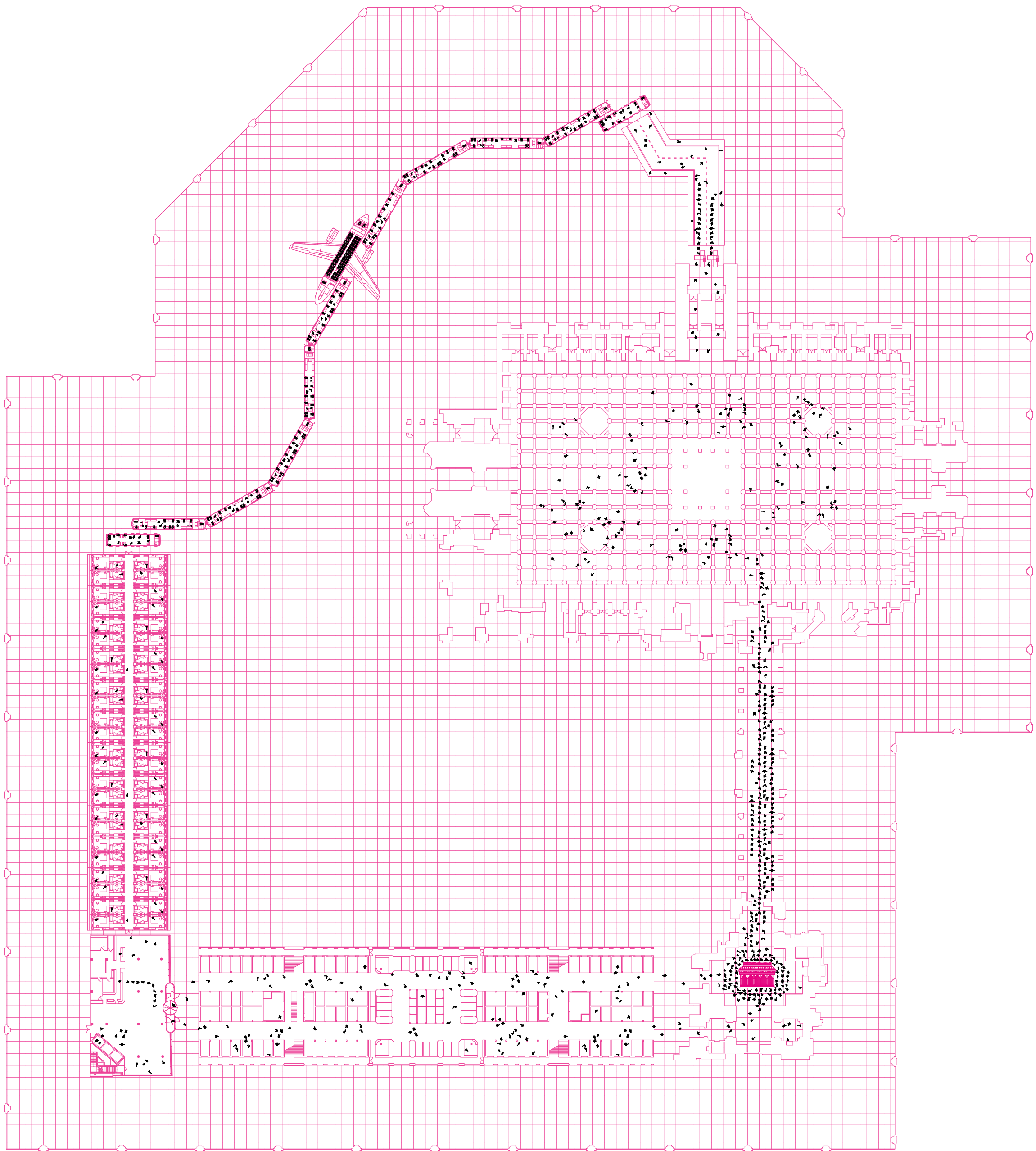


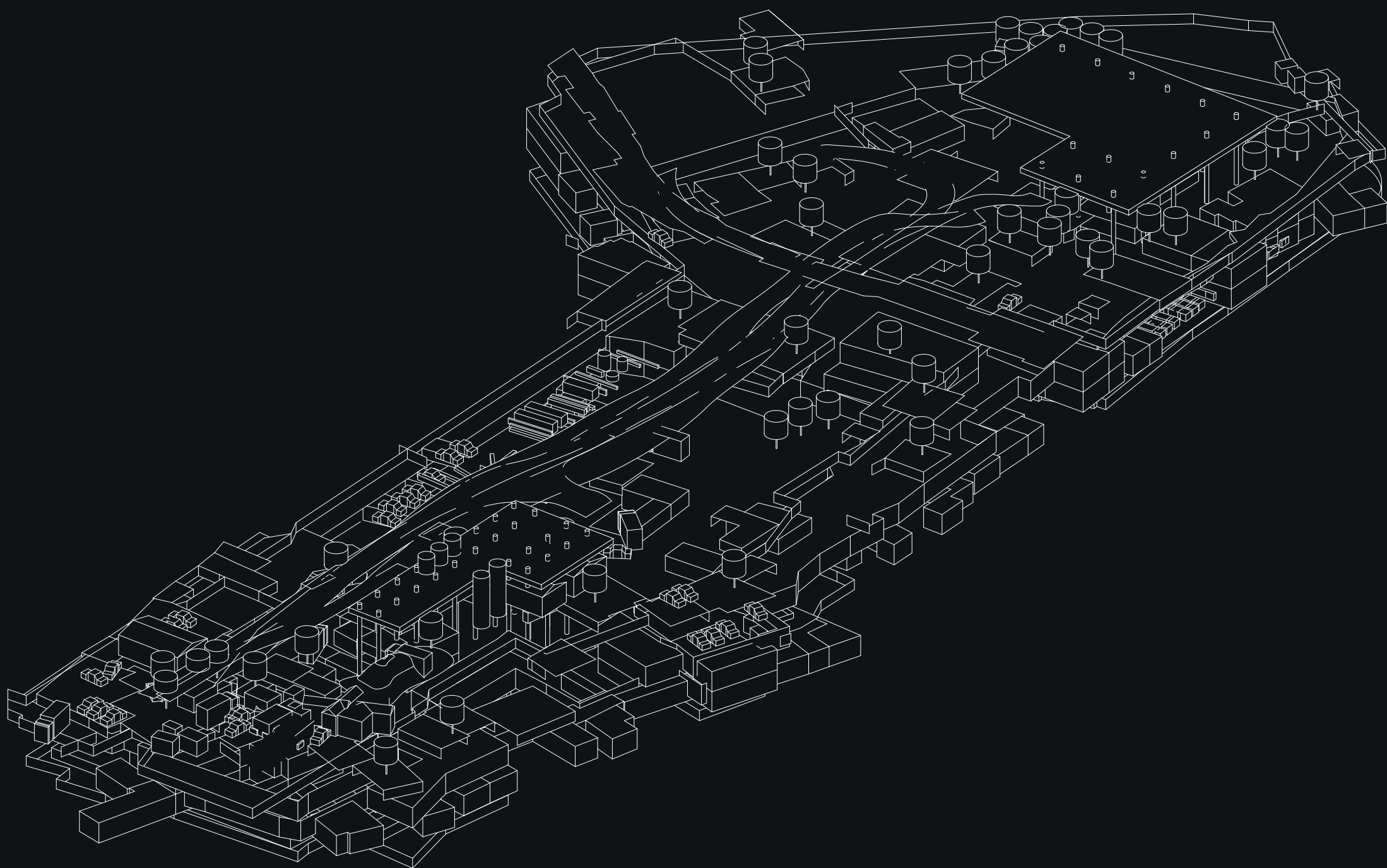
HIDDEN MYTHS

Hidden Myths is a transgressive manifestation. It is a symptom of and reaction to a larger phenomenon; a series of Infectious Voidscapes that can be found throughout the city of Mashhad. Hidden Myths is situated between religious cosmology and everyday inhabitation. It offers a space for both residents and pilgrims of Mashhad to glimpse into each other's rooms of perception.



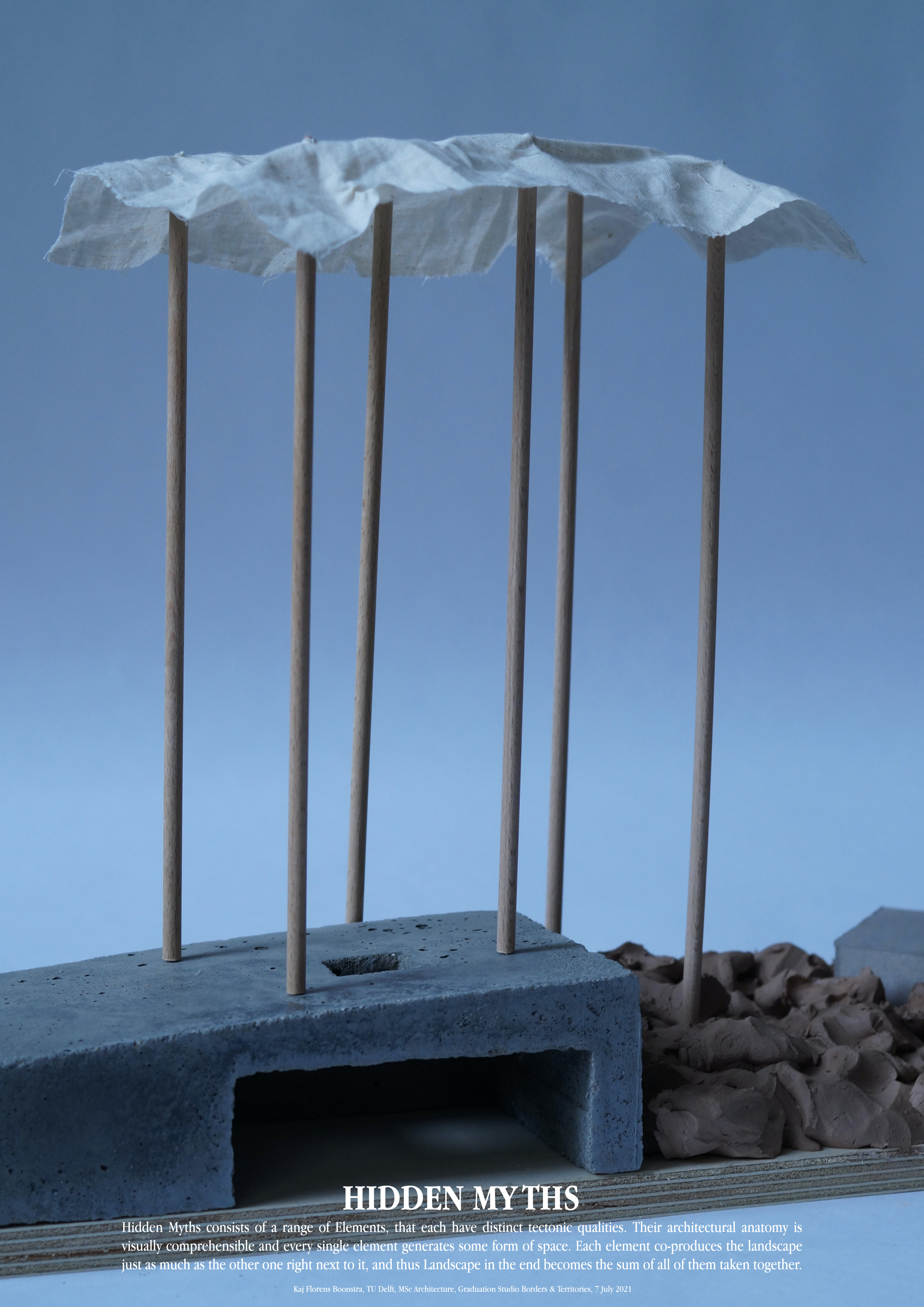
HIDDEN MYTHS

Hidden Myths responds to Hotel City, which is the phenomenon that occurs when the city itself is commodified into a liveable experience, when the city itself is the apotheosis of tourism. Hotel City is the sum of its city's spaces, structures, smells, and sounds; capable of delivering you an unforgettable experience, that, paradoxically, in some ways is as generic as a hotel room, if it were not for its fantastic cladding. Hotel City is capable of transforming its visitors into absolute believers of whatever reality it has to offer.



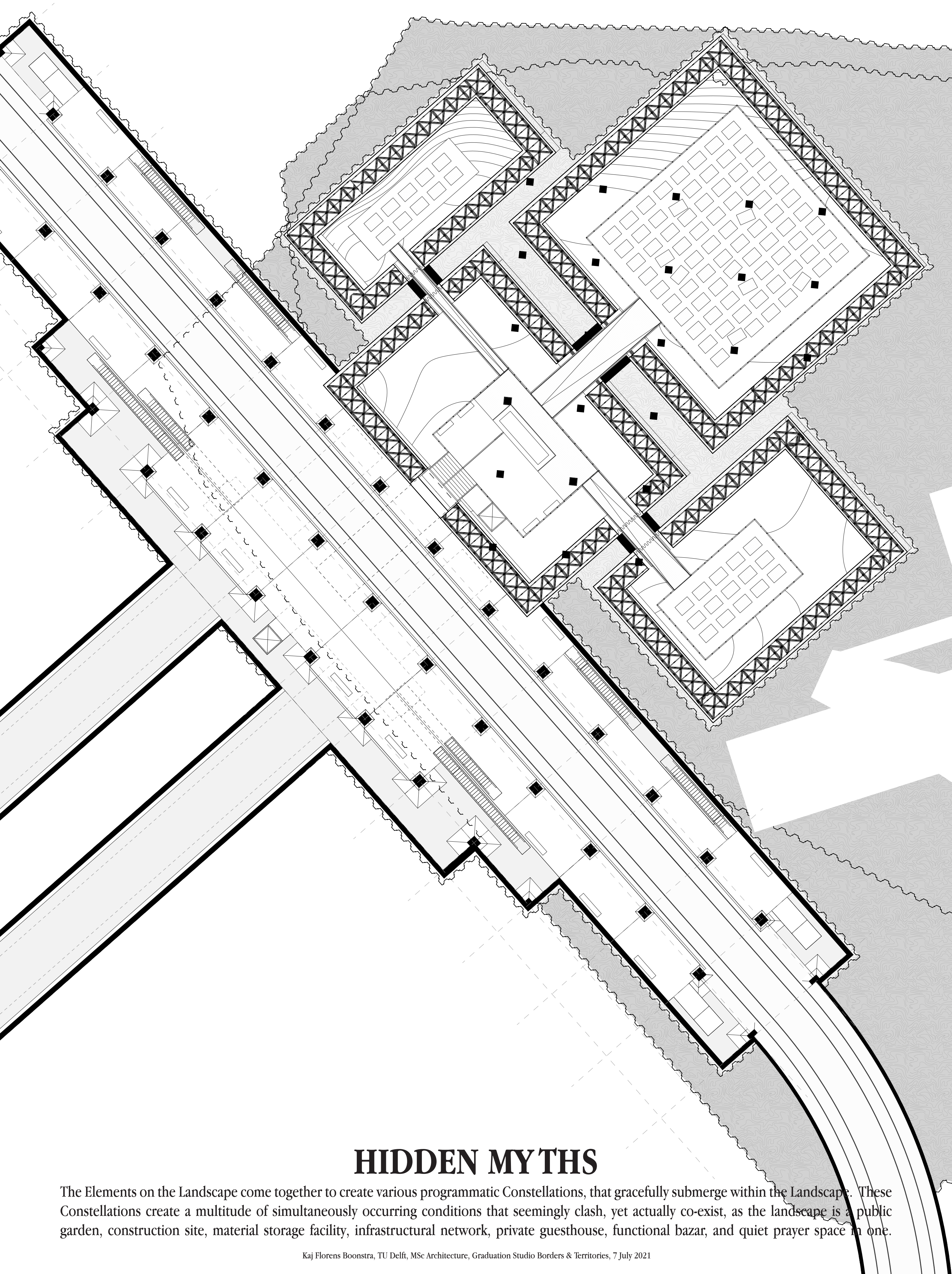
HIDDEN MYTHS

The Landscape unravels its site's history through the reconstruction of its Palimpsest, which consists of the physical things that once resided within the site, that are reinterpreted through a process of layering. The Palimpsest activates the erased remains of previous inhabitation, echoing its long-forgotten memories.



HIDDEN MYTHS

Hidden Myths consists of a range of Elements, that each have distinct tectonic qualities. Their architectural anatomy is visually comprehensible and every single element generates some form of space. Each element co-produces the landscape just as much as the other one right next to it, and thus Landscape in the end becomes the sum of all of them taken together.



HIDDEN MYTHS

The Elements on the Landscape come together to create various programmatic Constellations, that gracefully submerge within the Landscape. These Constellations create a multitude of simultaneously occurring conditions that seemingly clash, yet actually co-exist, as the landscape is a public garden, construction site, material storage facility, infrastructural network, private guesthouse, functional bazar, and quiet prayer space in one.



HIDDEN MYTHS

Hidden Myths is operated by a set of Procedures, that are carried out by a range of characters, who transform the site into a living entity: a Landscape. These procedures establish everything but a status quo, as they constantly reshuffle the Landscape's soil conditions, boundaries, and material elements. Each procedure is provisional and prepares the landscape for something to happen on it, which ultimately creates a lasting state of the Landscape feeling 'unfinished' and 'unpolished'.