

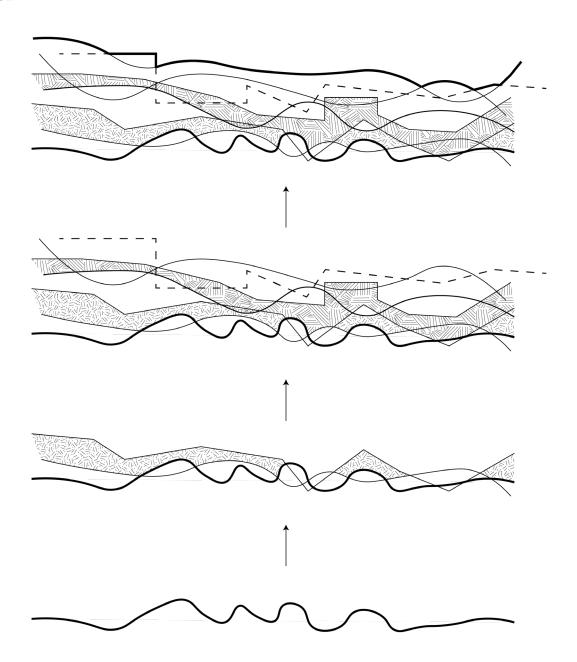
### **Interval Spaces**

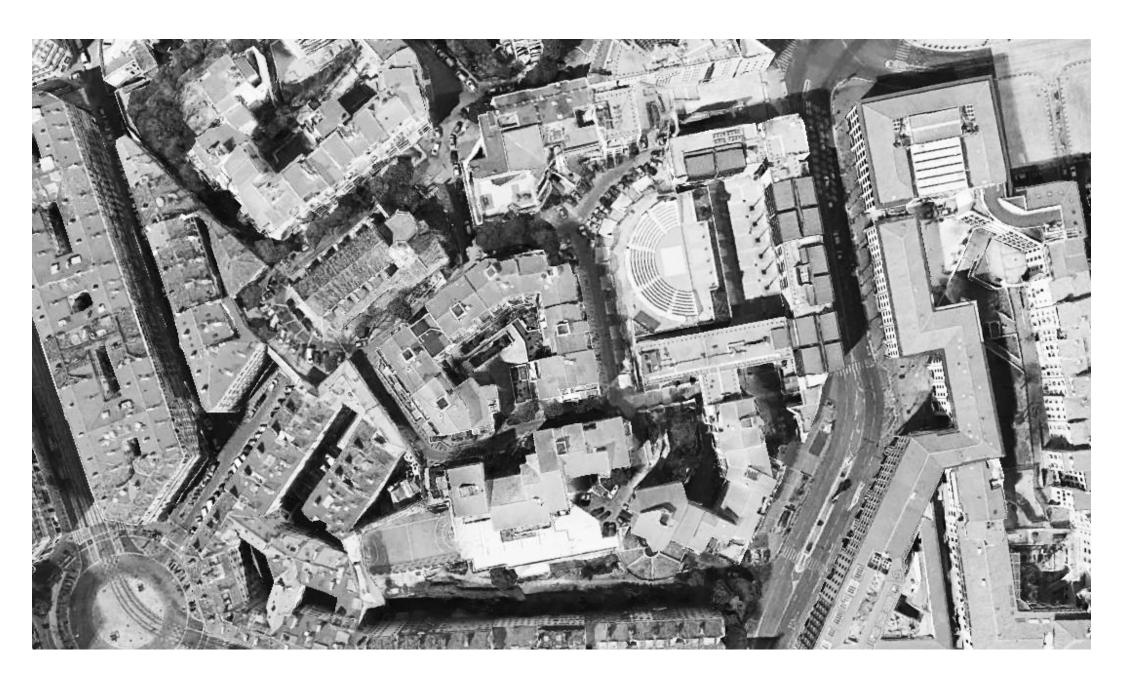
left-over or side-effect spaces, which have many programs but are not programmed to hold a certain function. They emerged over time as a consequence of placing other primal and secondary objects. Those spaces became used by different agents in unprogrammed or instinctive ways. Due to their undefined nature, they become places of possibilities, change, freedom, and availability.

The Interval Space becomes a patchwork of many layers of time and programmes. It is a place of continuity between **past, present, and future**.

"Every so-called 'present', or 'now' point, is always already compromised by a trace, or a residue of a previous experience, that precludes us ever being".

Jacques Derrida





Case study Site
Photos of different aspects of the Site



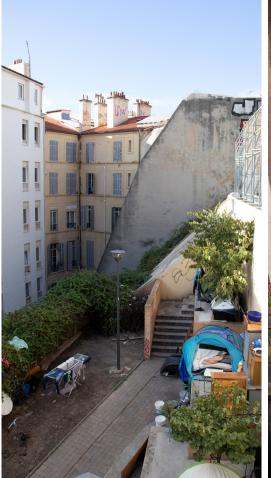














# Legend

——— Plans

Axonometries

——— Elevations

—— Sections

——— Perspectives

——— Cuts



Fences/ Posts/ Other



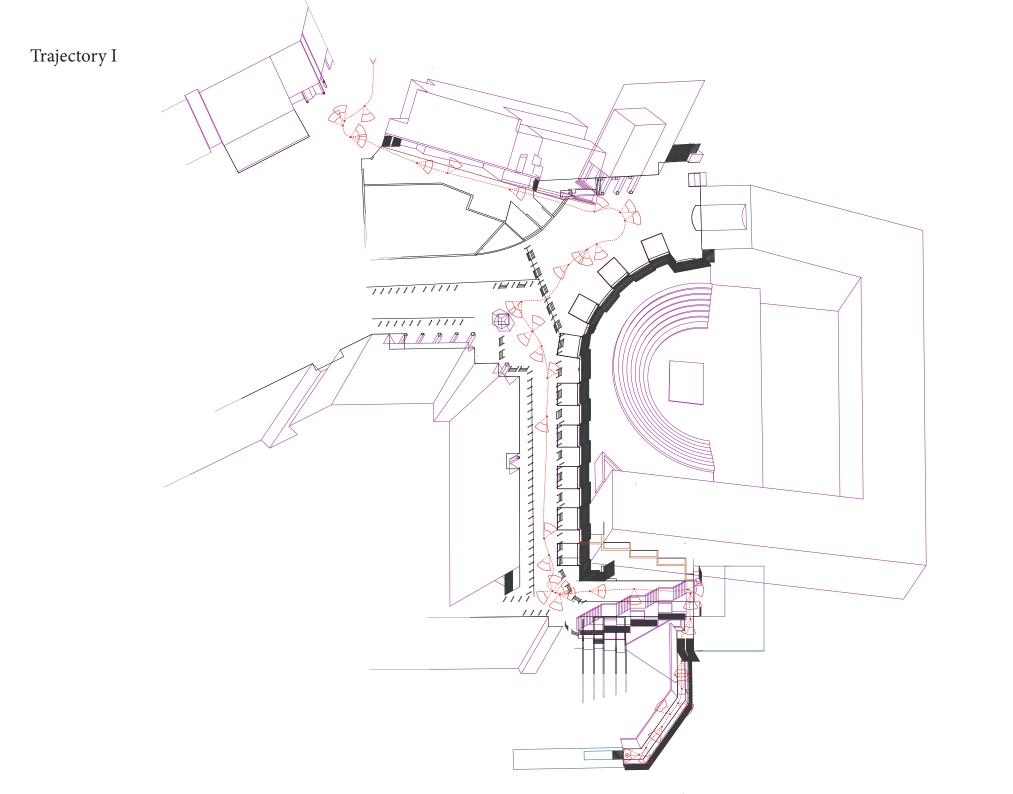


View Direction Points

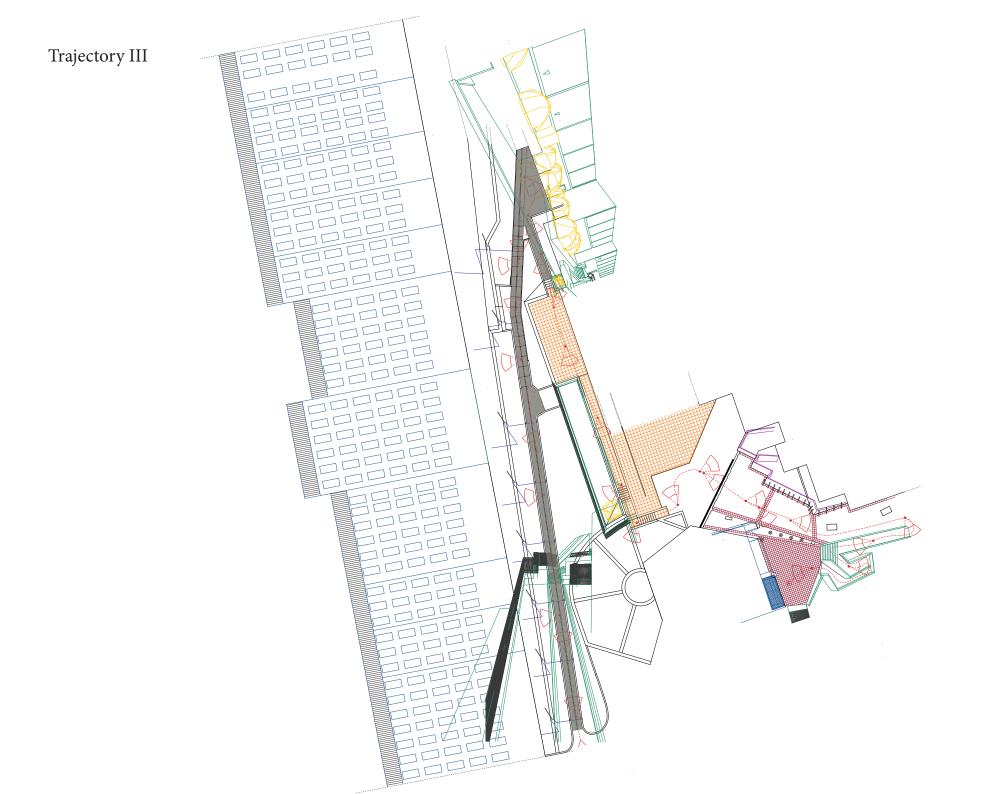
Boundary line continuing the Interval

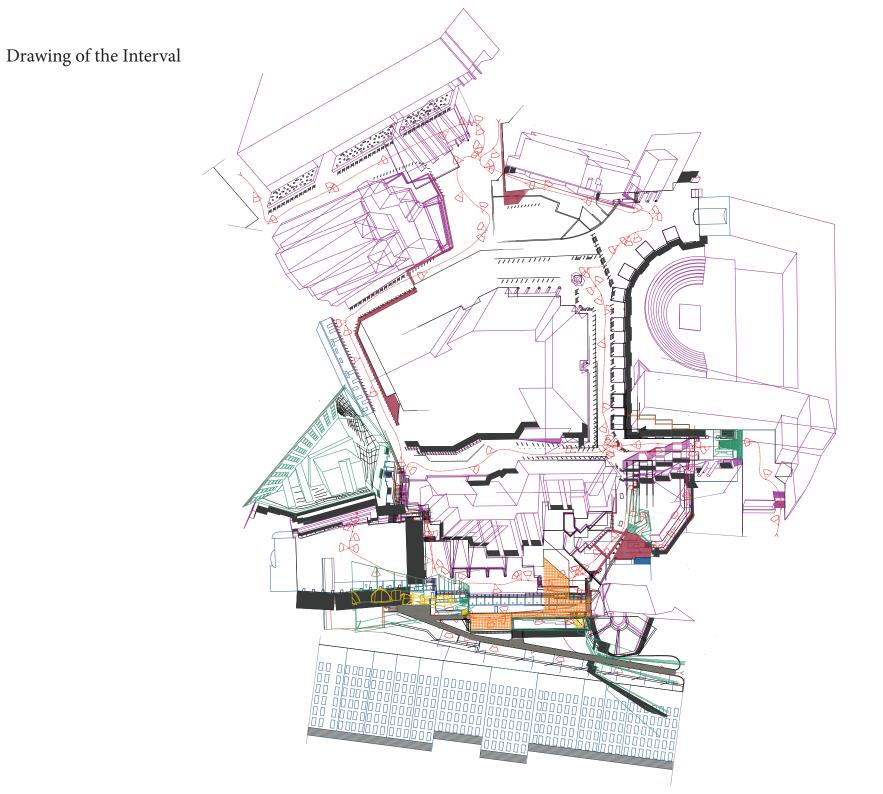
Boundary line ending the Interval

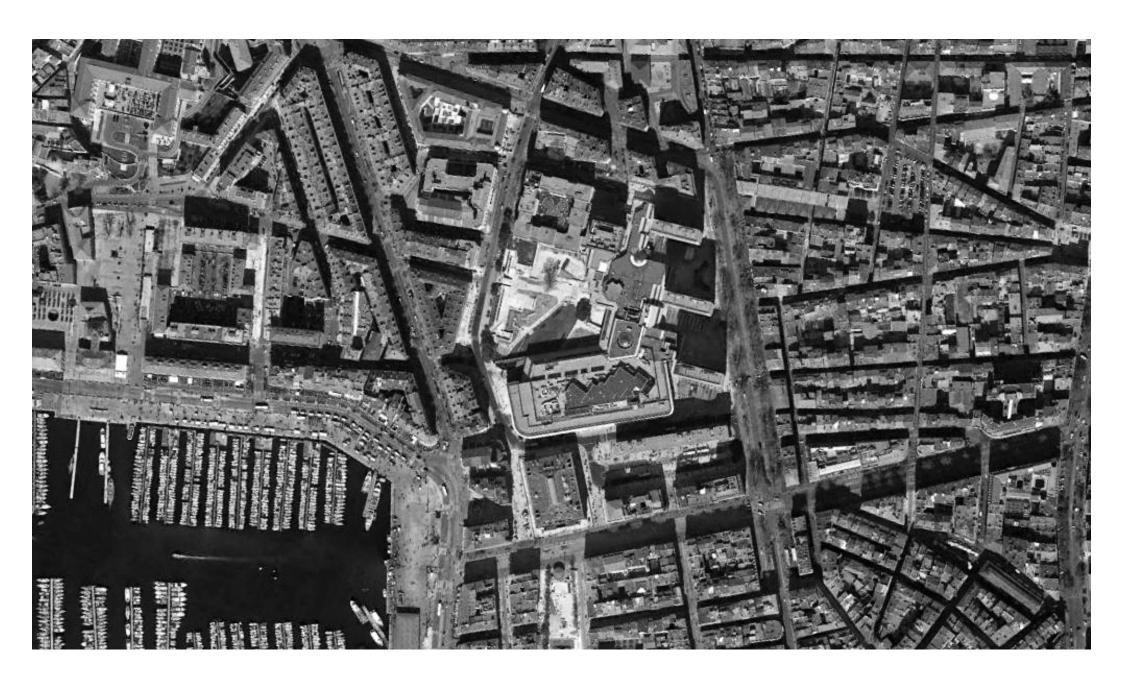
- Trajectory Beginning Point
- Trajectory End Point

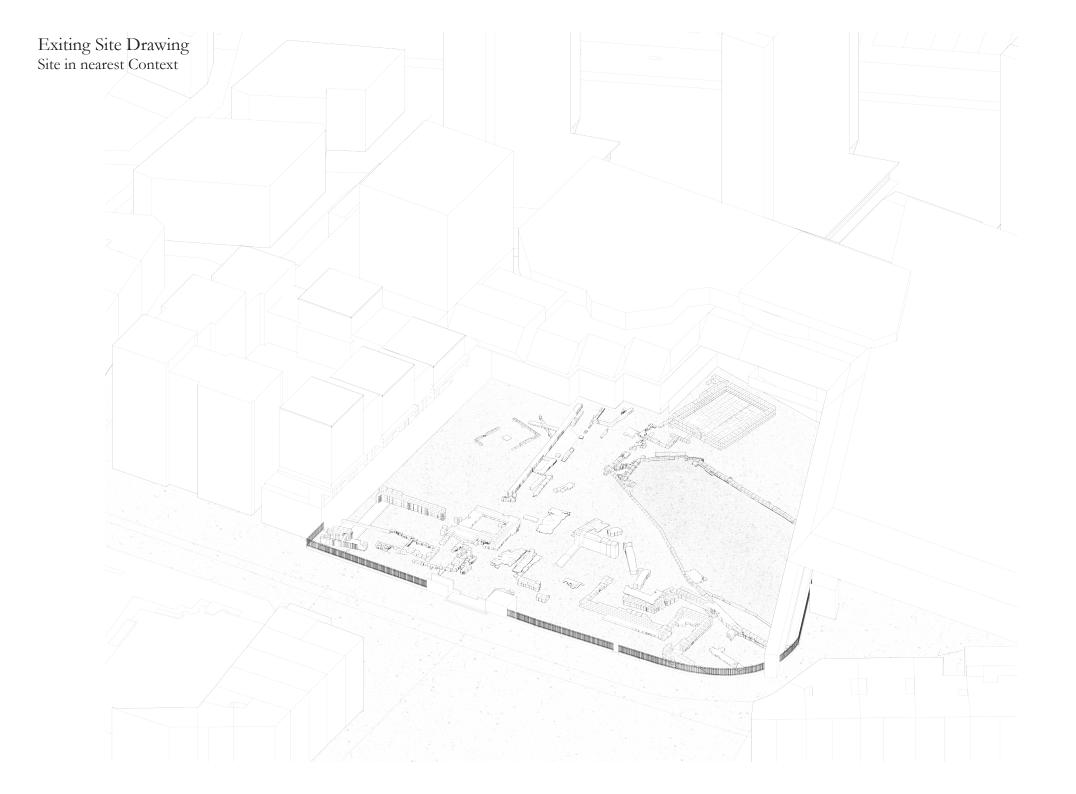












"The architect will always be dealing with historical problems with the past and a function of the past with the future, so the architect should be regarded as a kind of physical historian. The architect builds visible history."

Vincent Scully

Musealization of the Archaeological Site of Praça Nova of São Jorge Castle Bernard Tschumi Architects



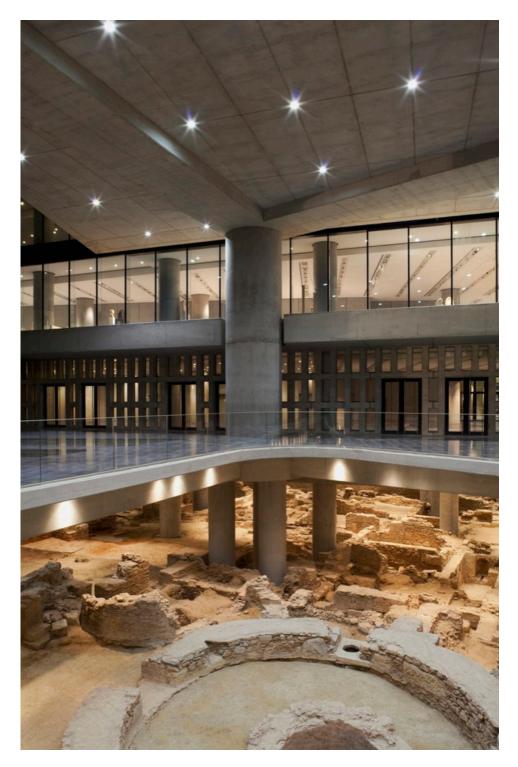




## New Acropolis Museum Bernard Tschumi Architects















### Shelter for Roman Ruins Peter Zumthor







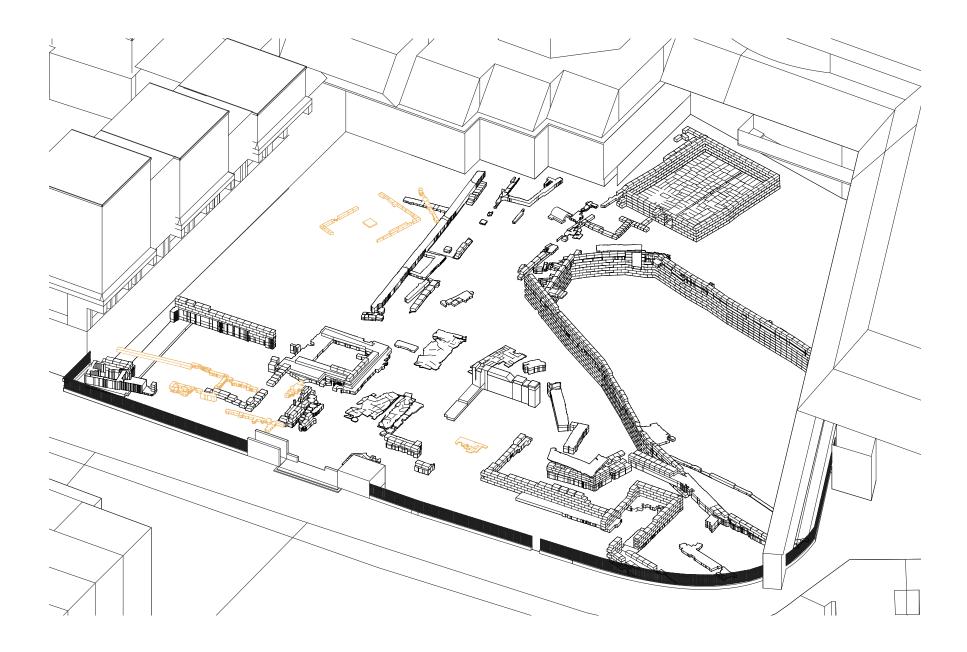
Kolumba Museum Peter Zumthor

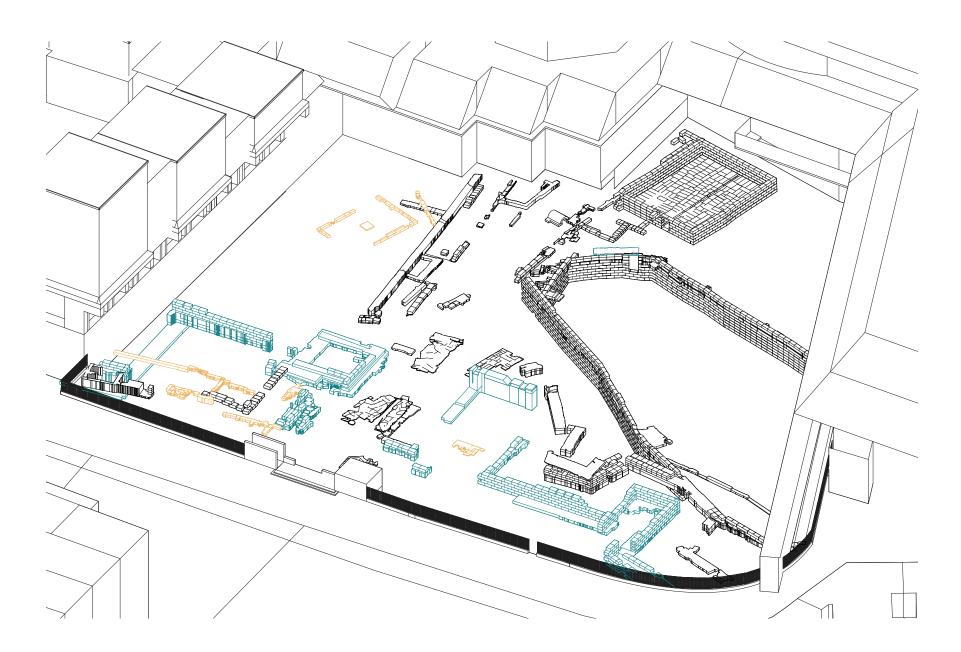


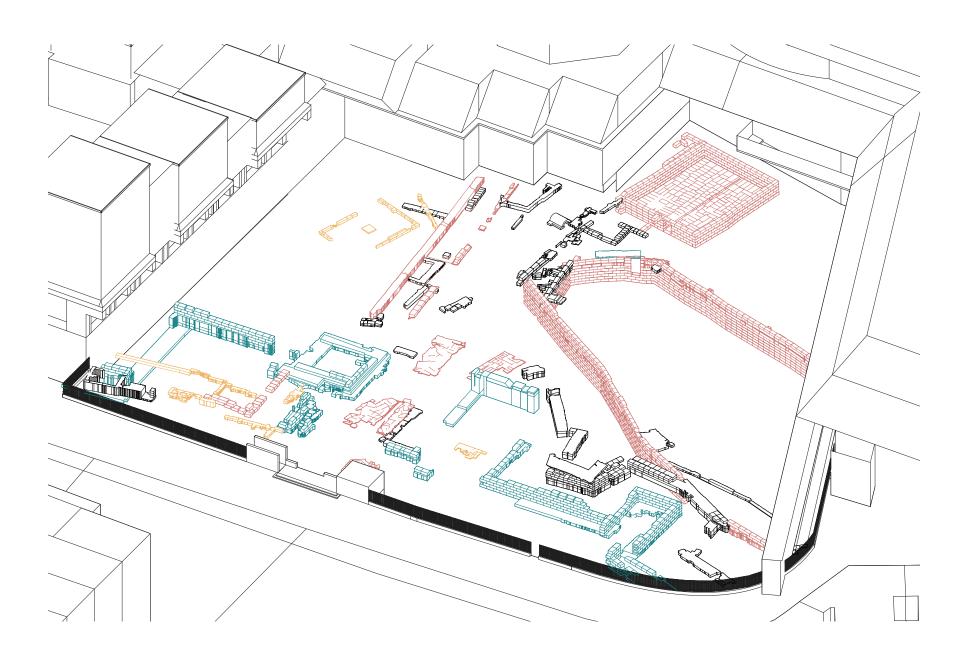


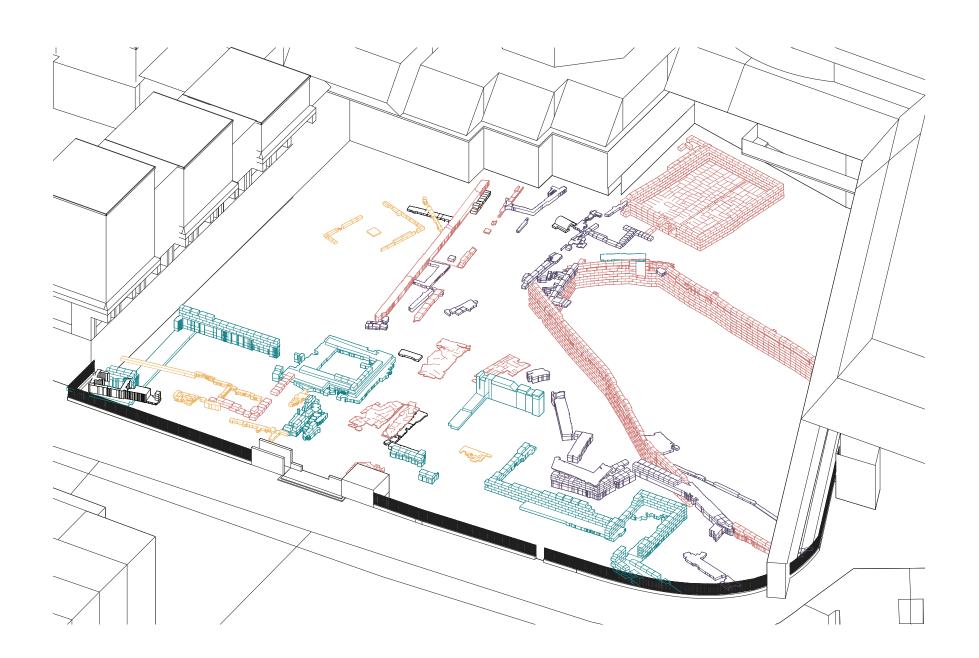
"The most substantial structural components and materials survived as ruins, while ephemeral materials, subtle traces of use and specific qualities such as acoustics were less likely to remain giving future generations a somewhat distorted image of the original structure and the life within it."

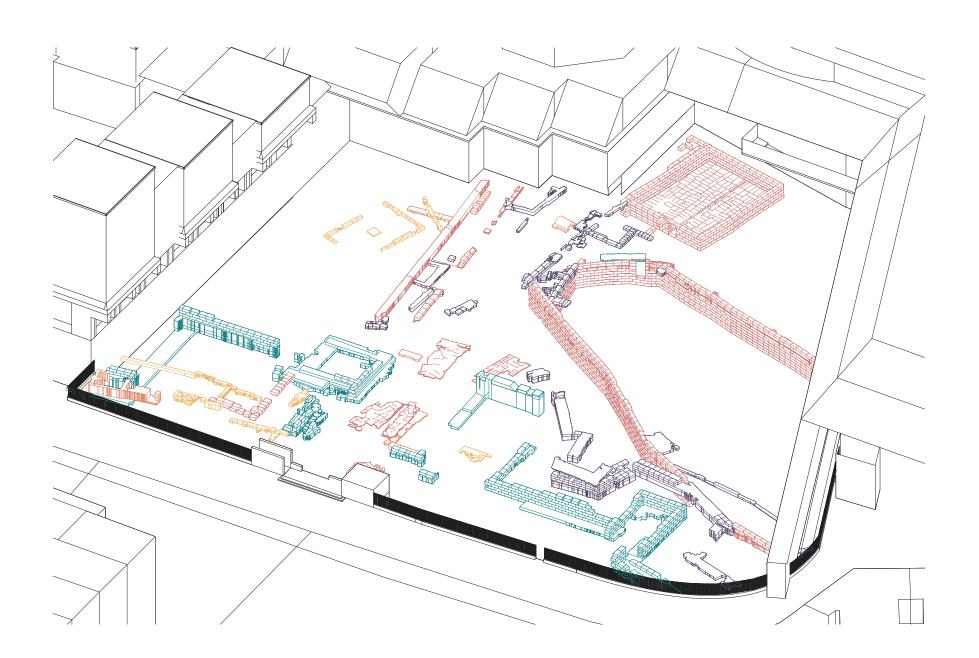
Jonathan Hill





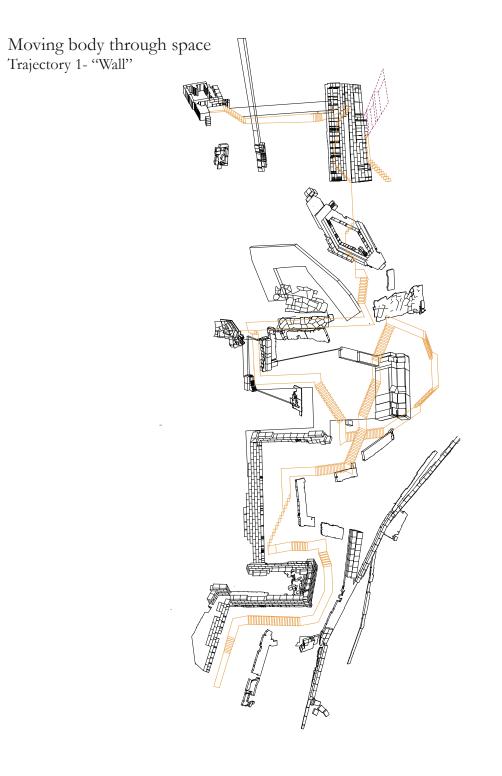


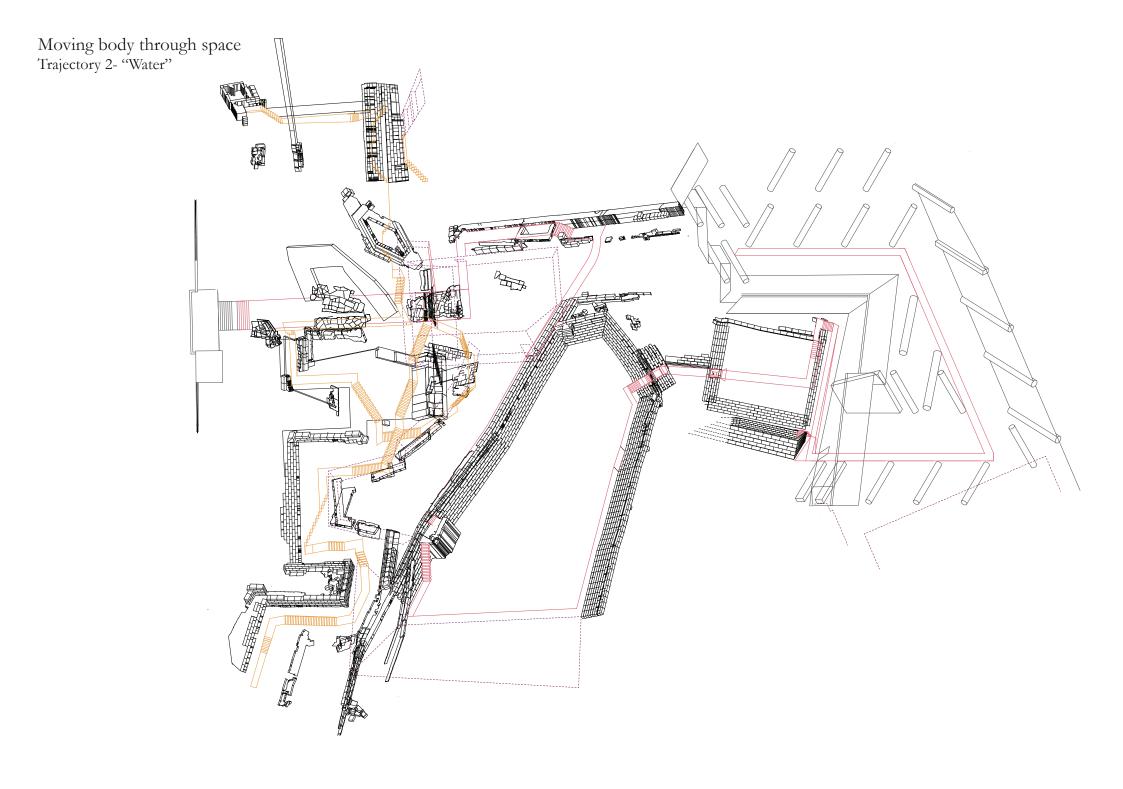


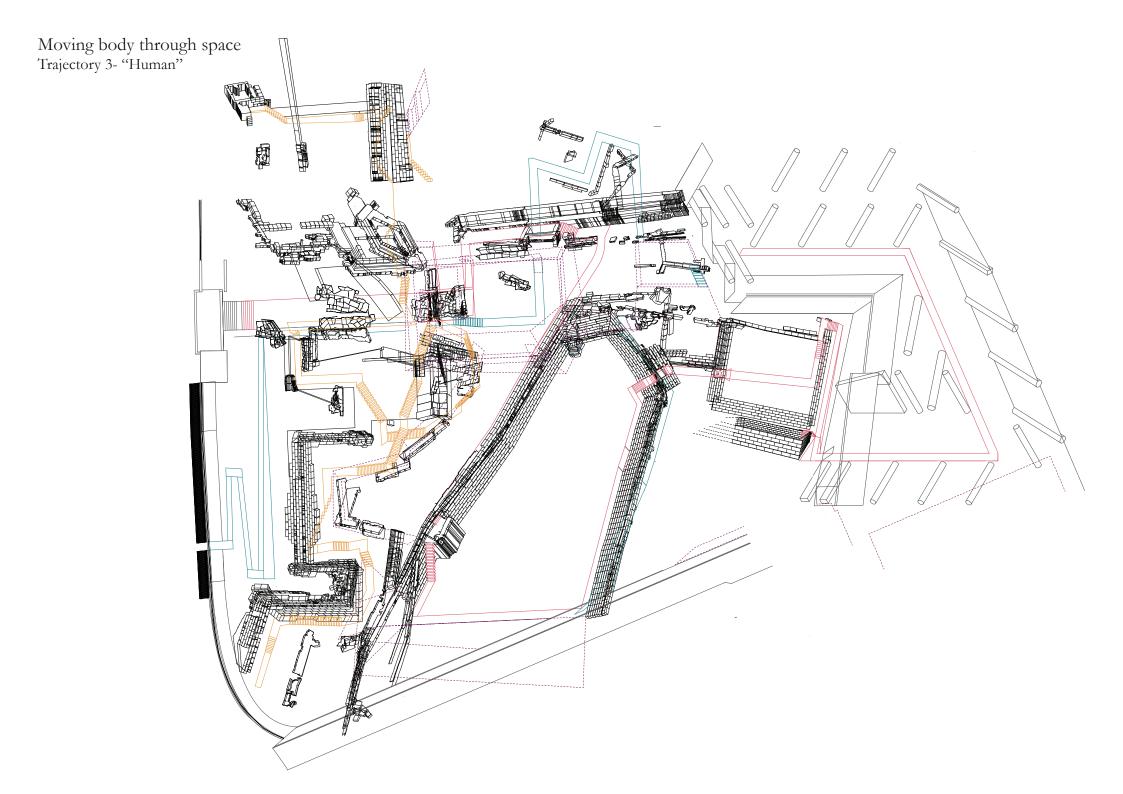


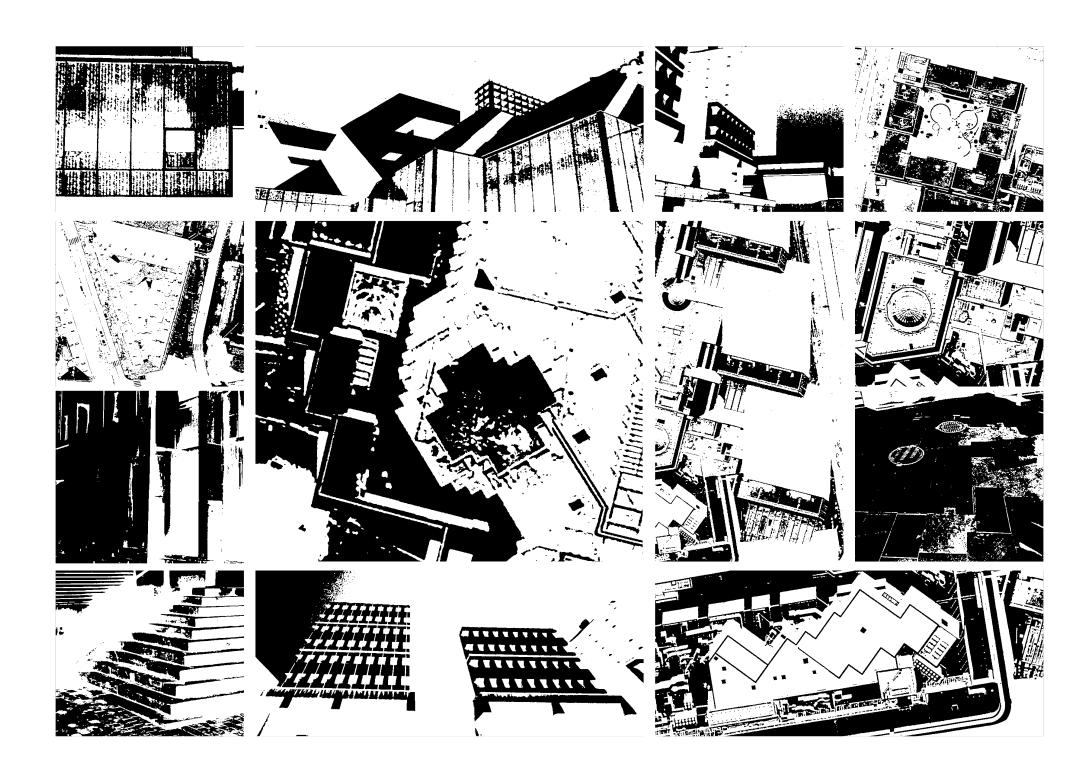
## Understanding the System Map and Legend



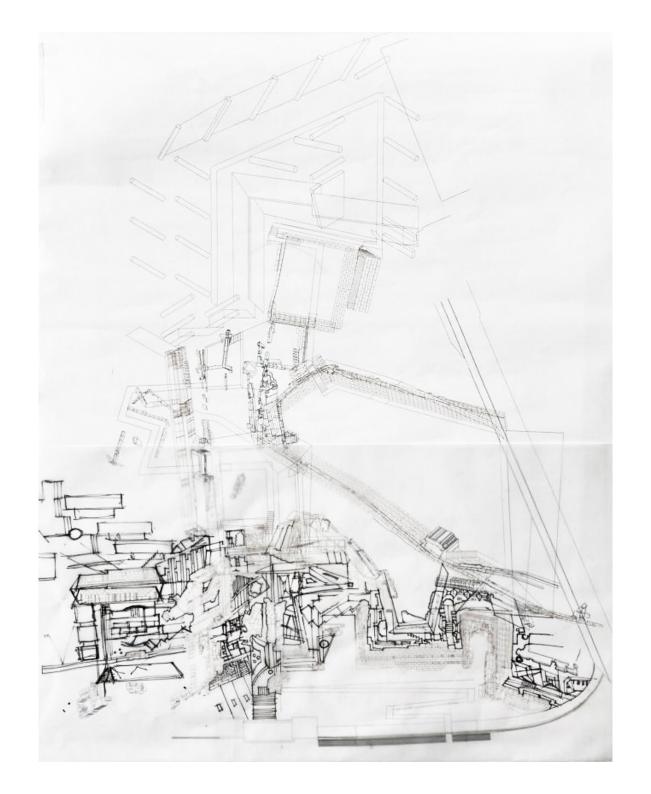




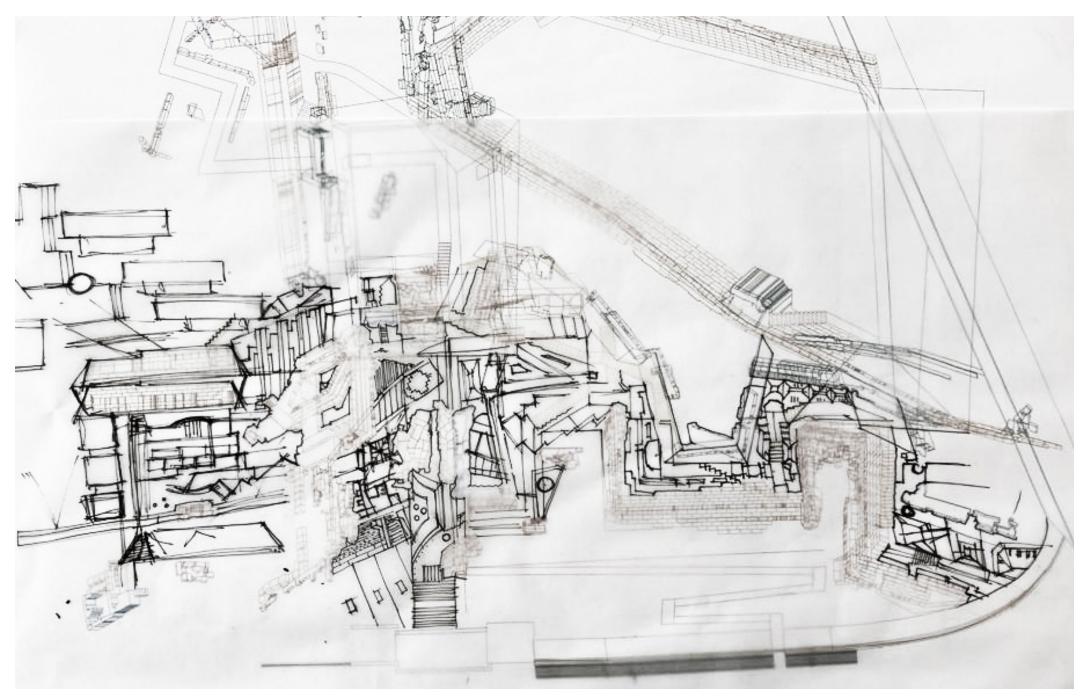




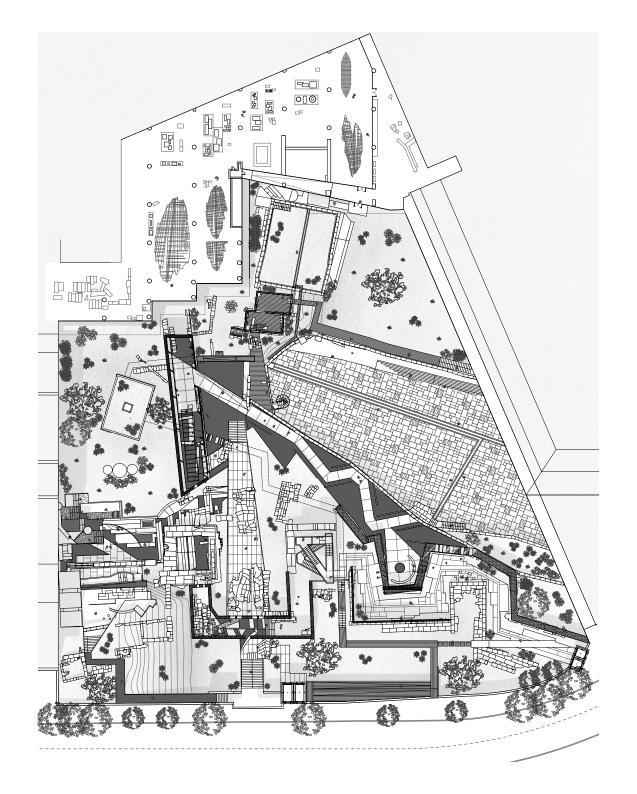
Continuation of Drawing Adding another Layer

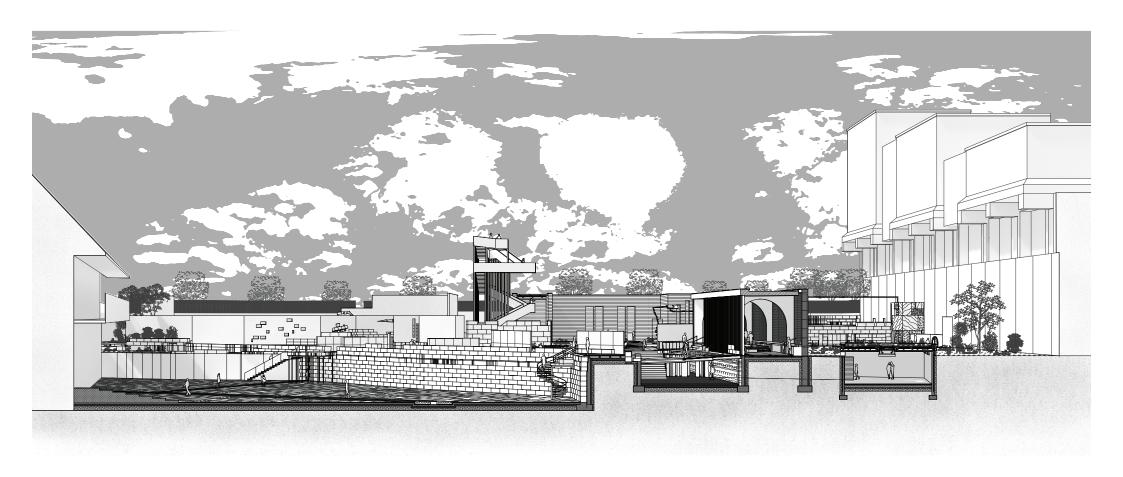


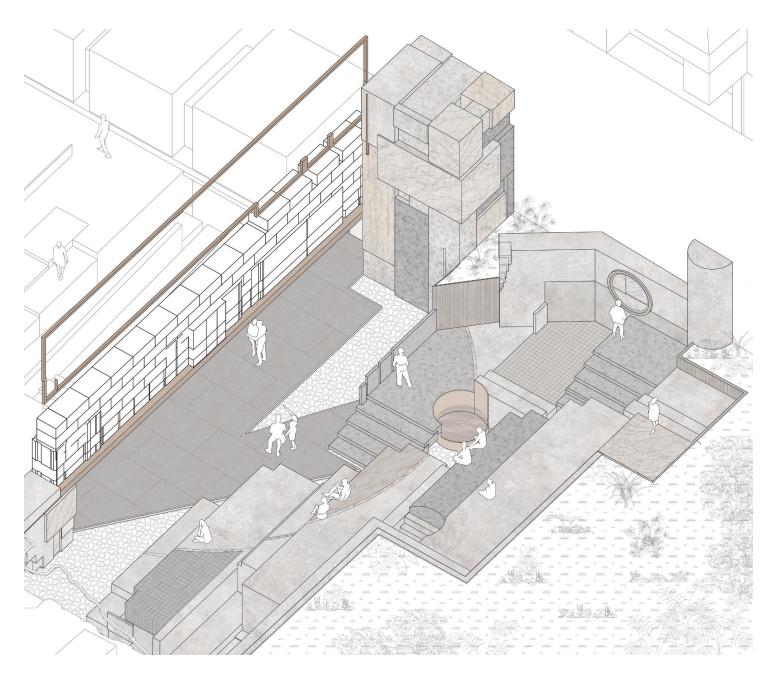
Continuation of Drawing Adding another Layer

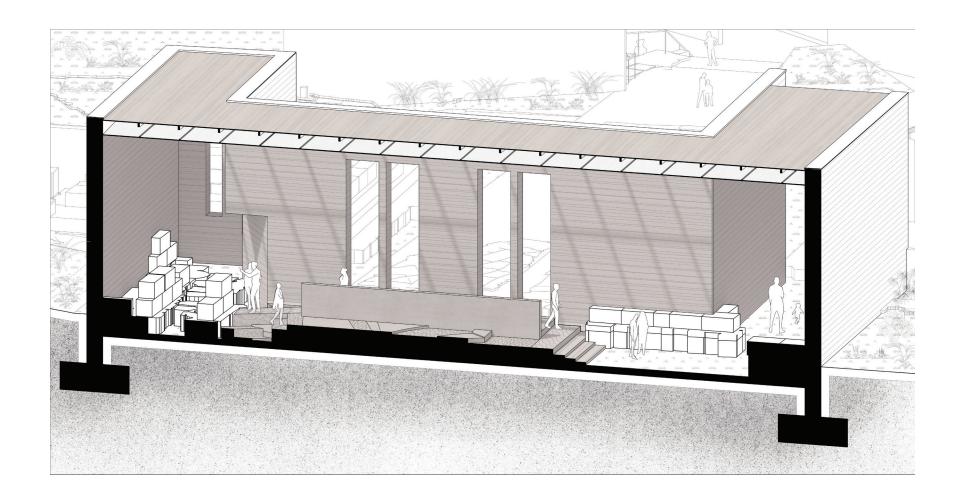


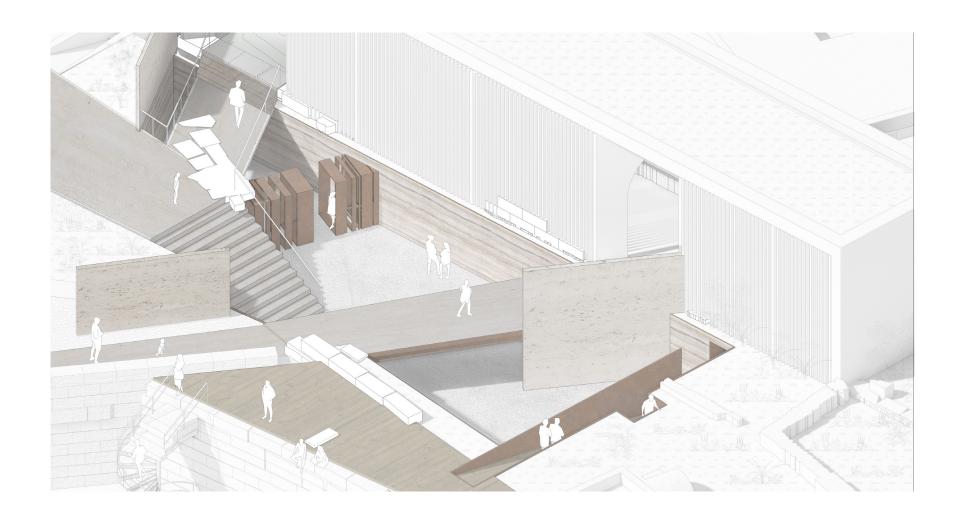


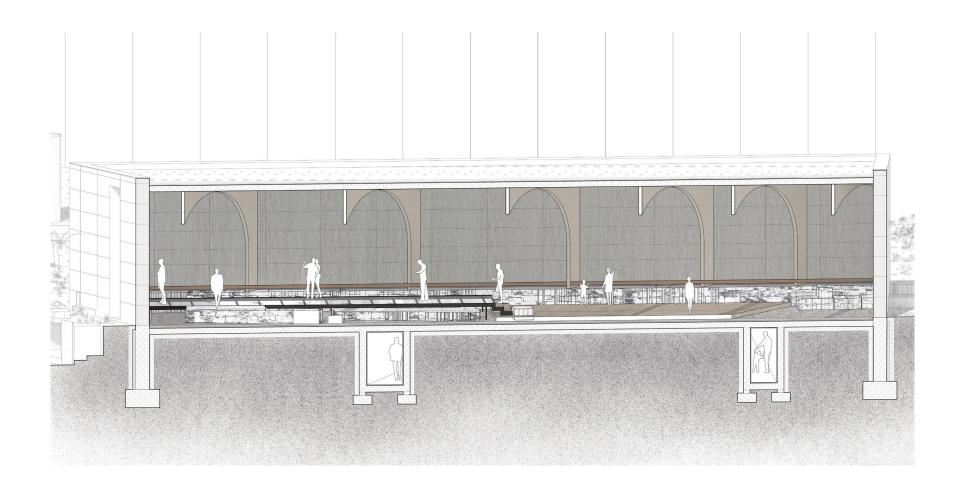


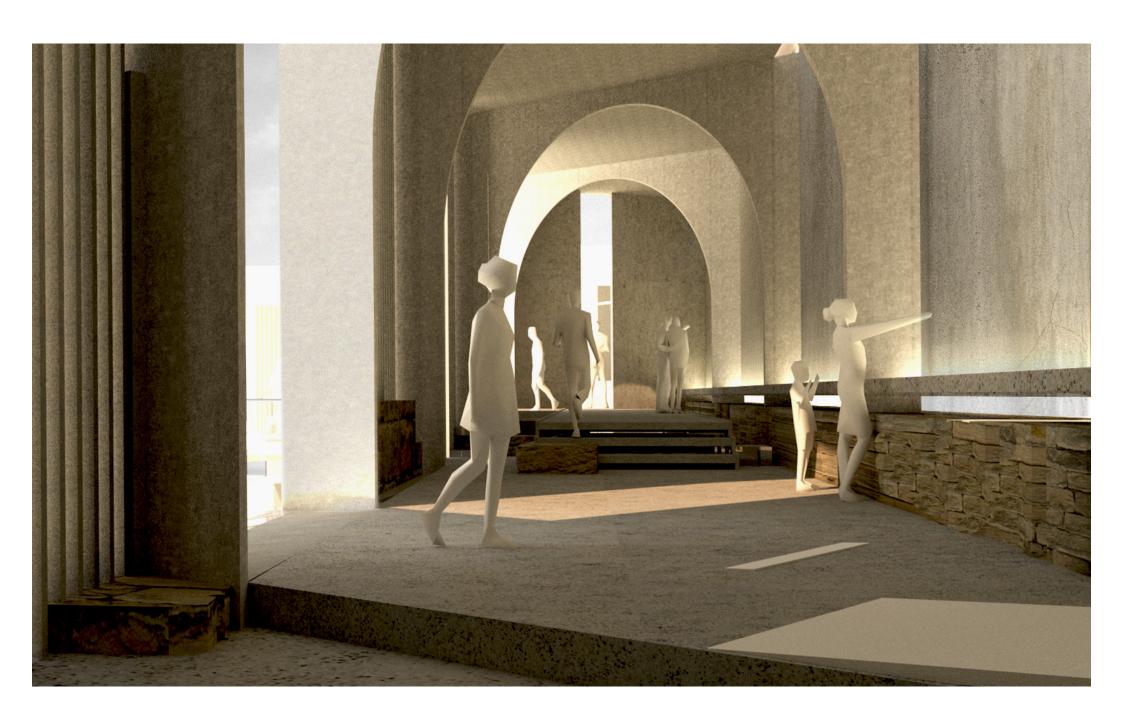








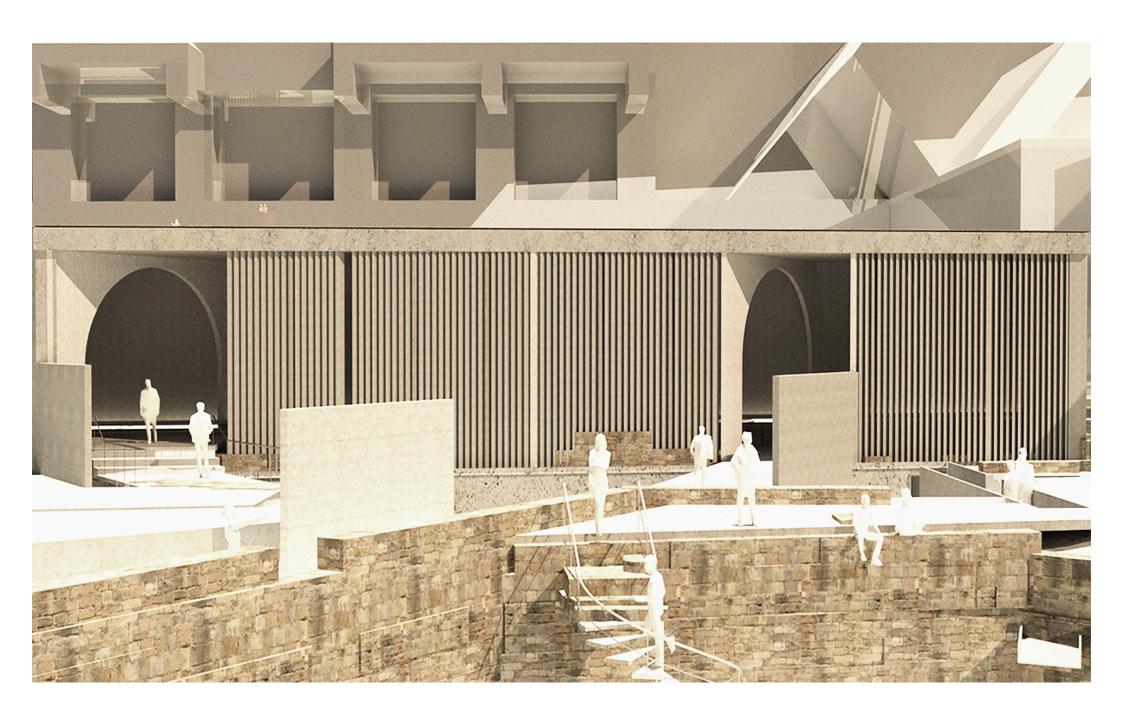












Design Tower

