The design proposal for Prague’s Riegrovy Sady connects to the city through a set route (or routes) of art that takes the visitor on a journey through historical symbols, contemporary street art and the passages and arcades of Prague. It will also look into the development of a new connection that will break through the border of Hlavni Nadrazi, using as a base the currently proposed strategy by Gehl Architects for the reorganisation and reconstruction of the north-south highway and its main points (squares, parks, public buildings).

The main aim is to disperse the visitor flow outside of the city center, while at the same time boosting the popularity of the adjacent areas and bringing in new people and businesses, by triggering human curiosity through carefully positioned elements that will direct the movement on a journey of art and discovery.

From the big scale of the city center, through the park, to the small scale of the building plot the urban explorer is getting lost, while finding his/her way in Prague's surreal world, to reach a peak point at the new Art Hub.
Light and transparent - glass skin
Outer brick layer crumbles down to open up views and let more natural light in
Incorporated smart shading system

Semi-public facade
Horizontal detail
1:50

Solid and closed - steel frame with brick outer skin; very few windows
Outer brick layer provides natural light control and lets reduced amount through perforations
Inner-facing side of the outer brick is painted in white for increased reflection
Integrated water pools between the two layers of the facade for extra light reflection

Public facade
Horizontal detail
1:50