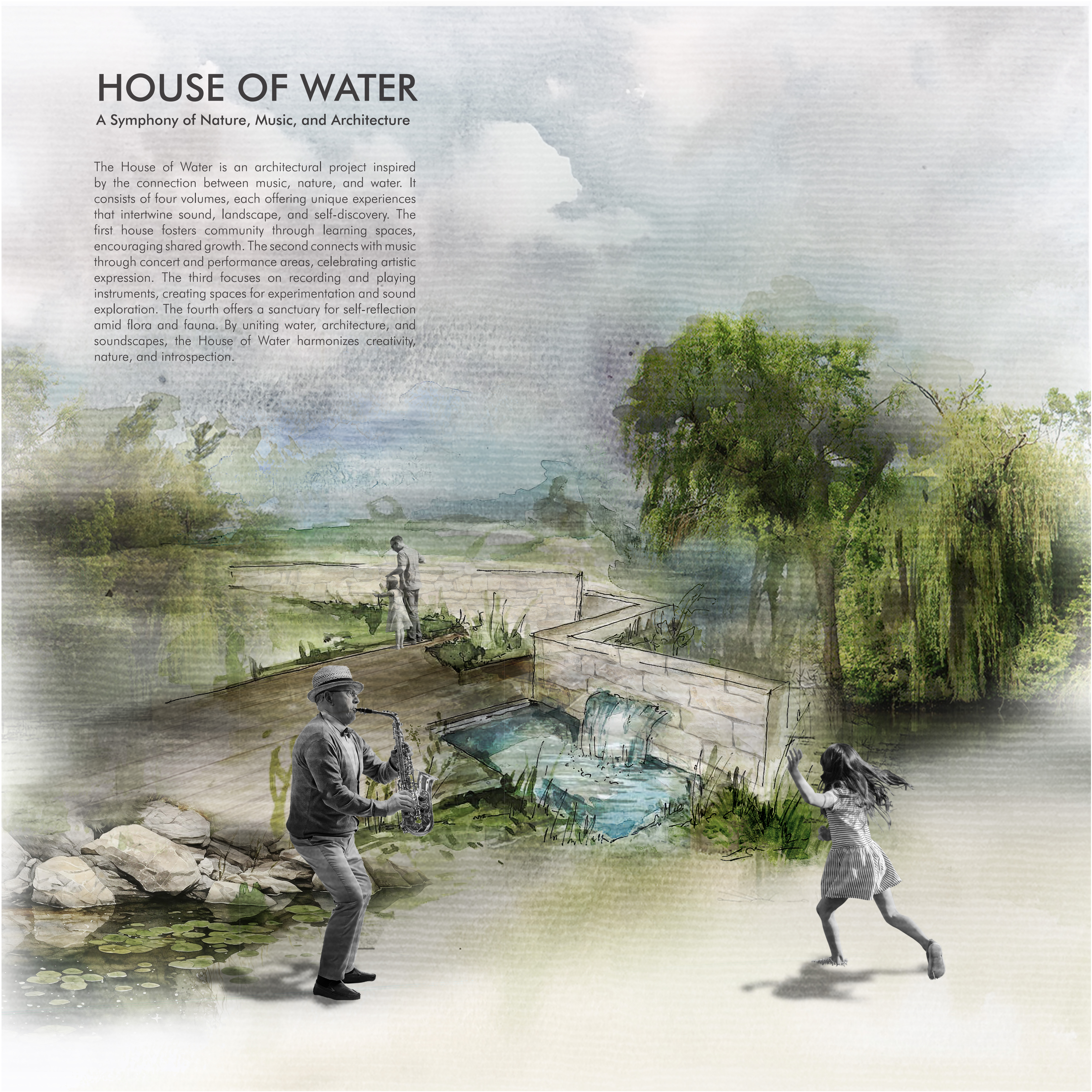
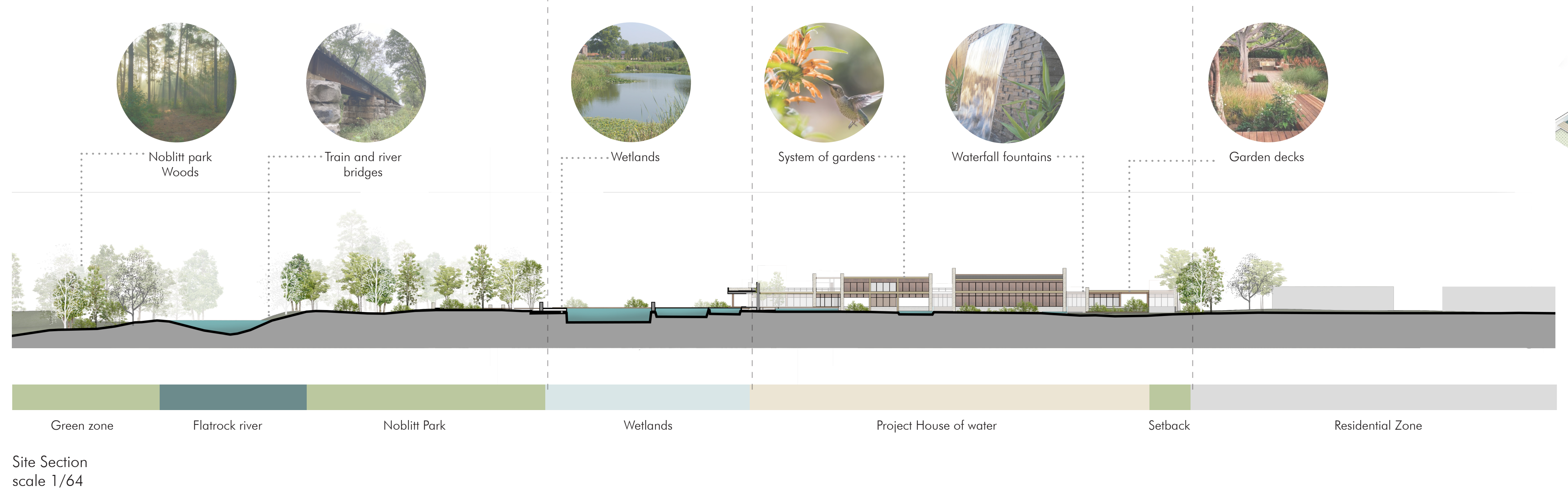
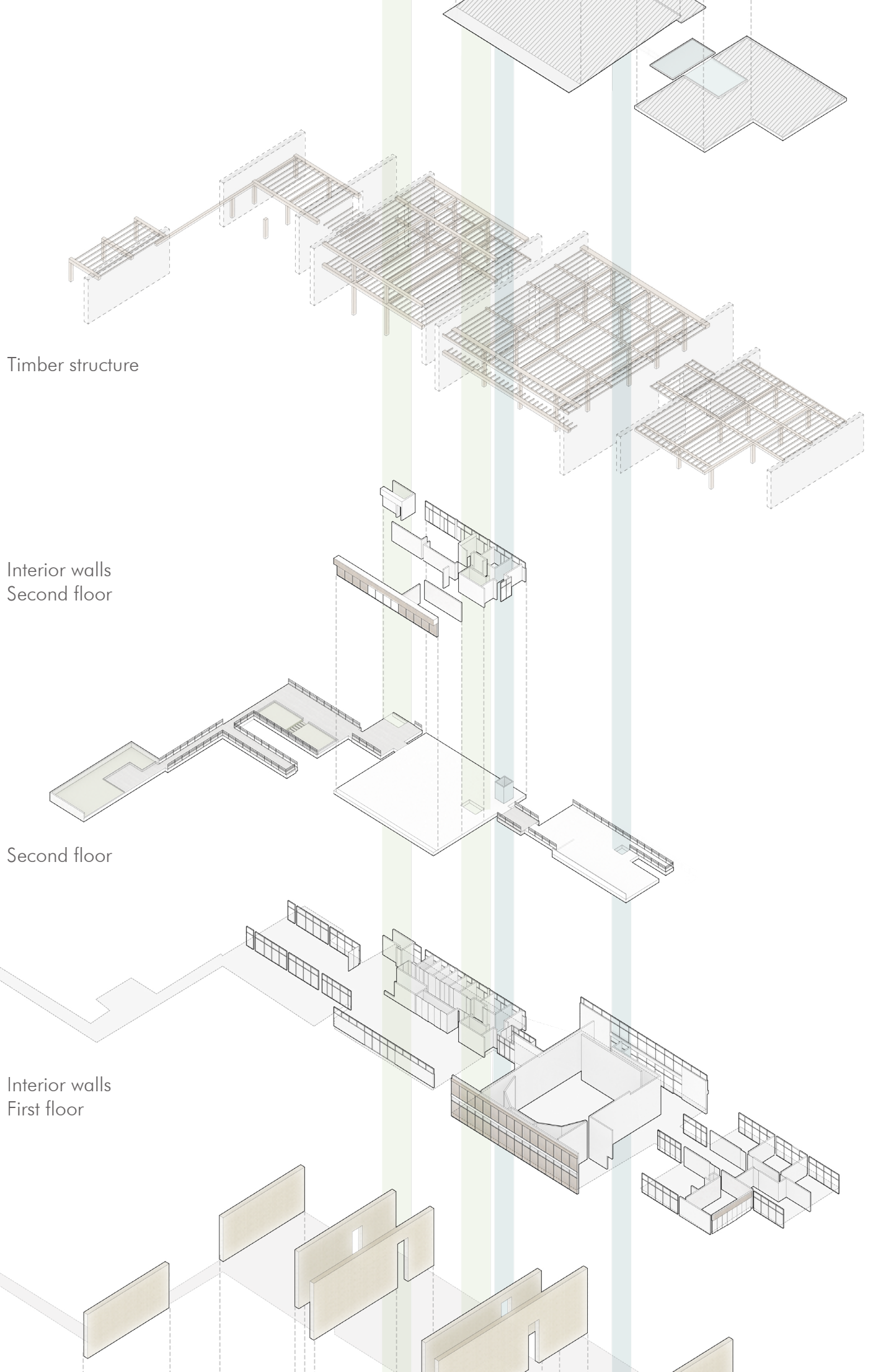
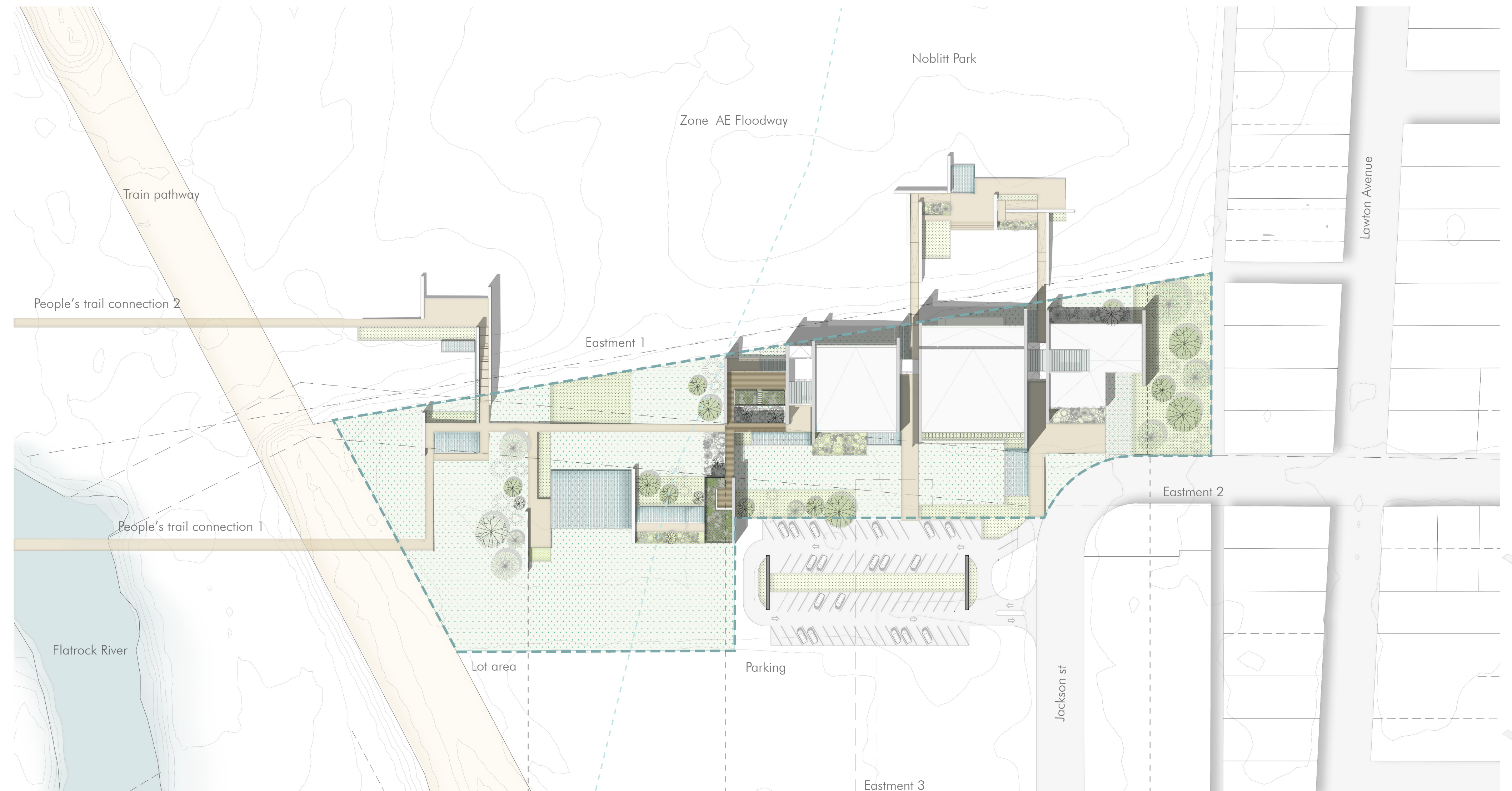
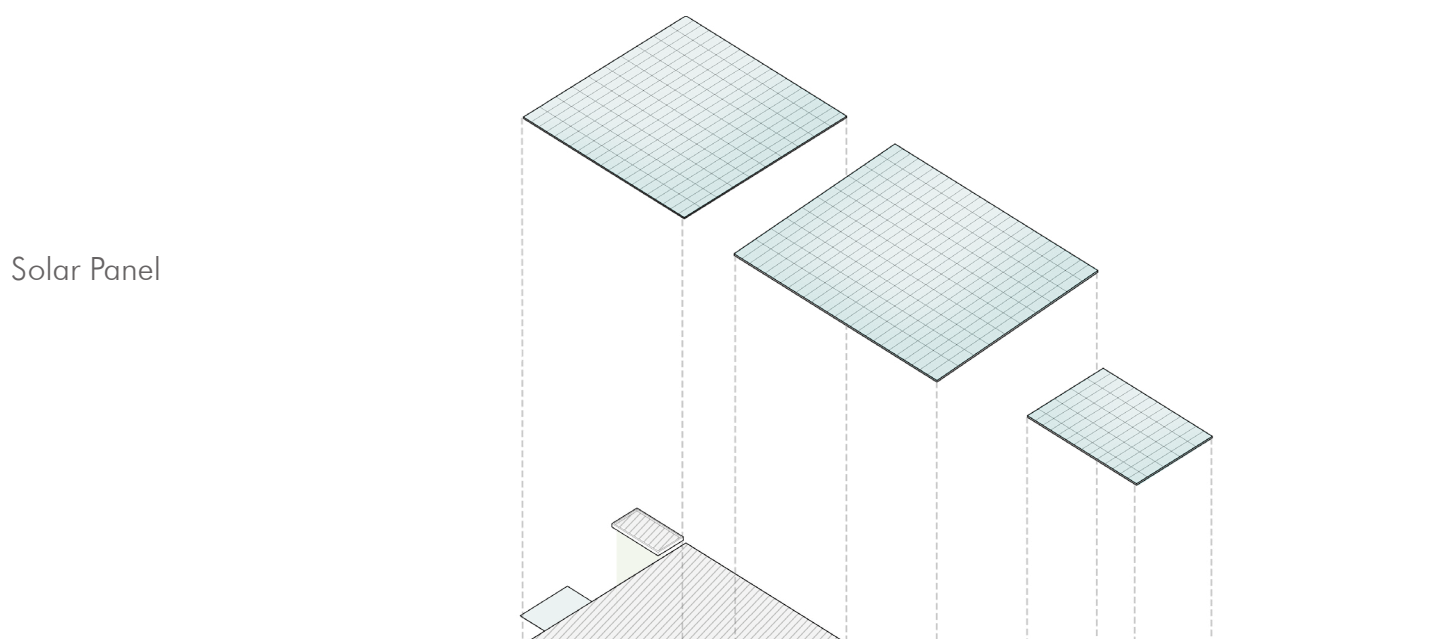
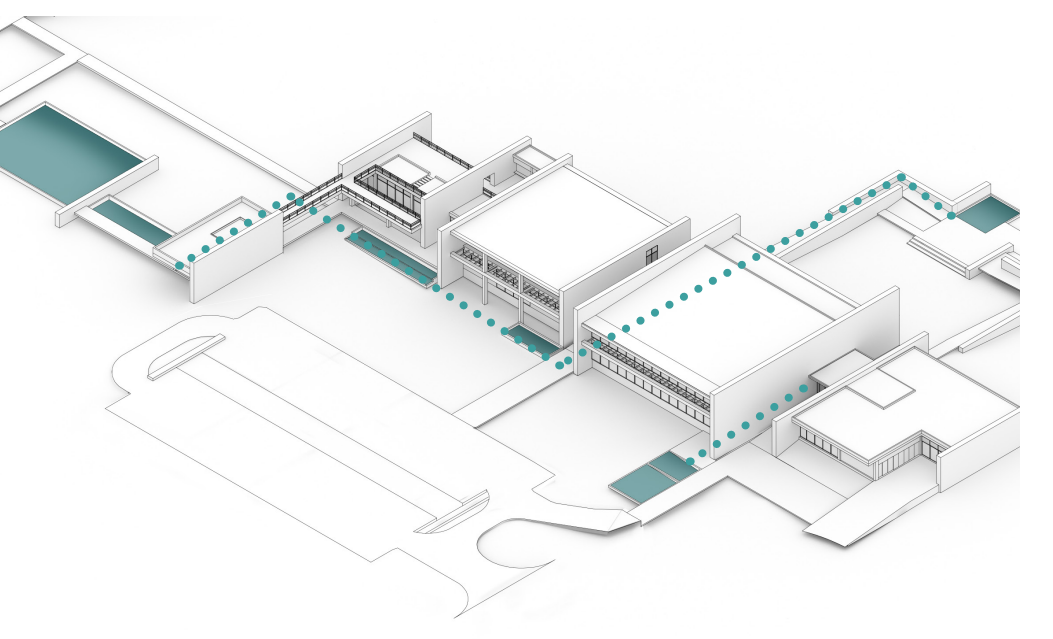
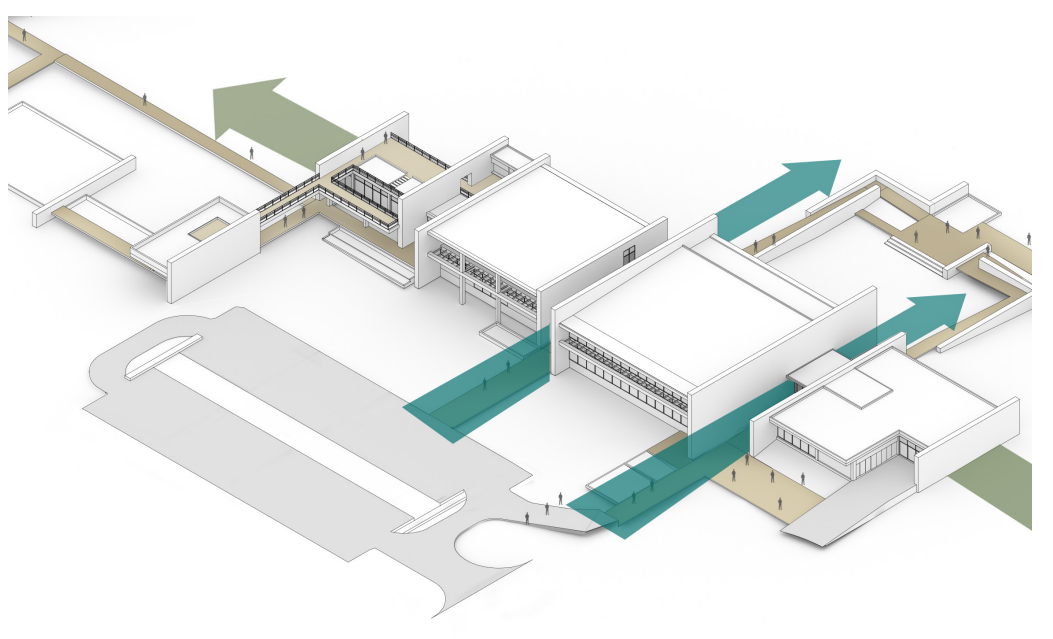
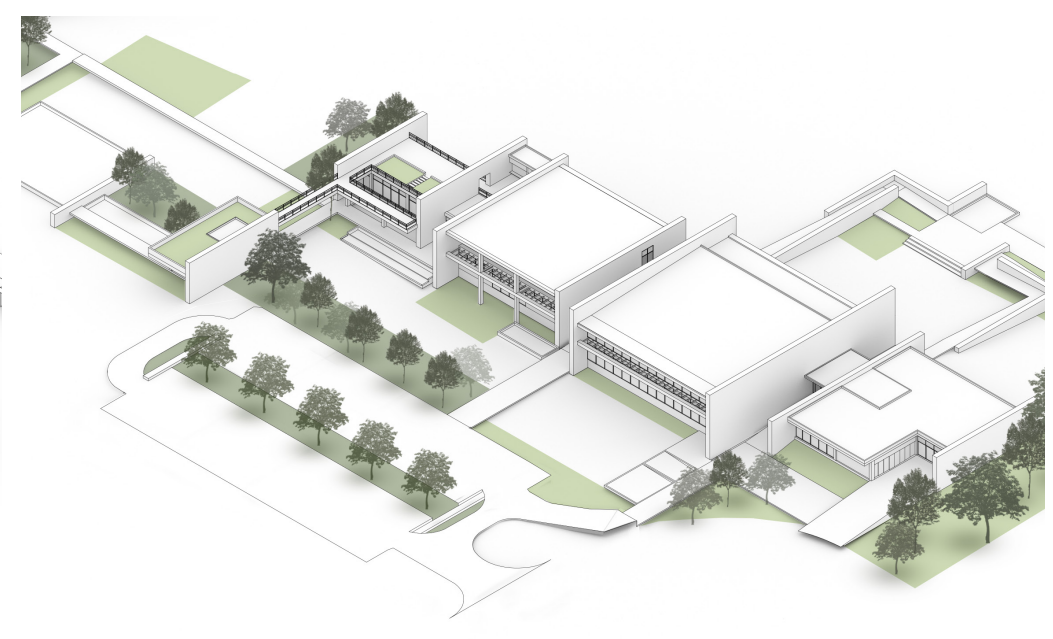
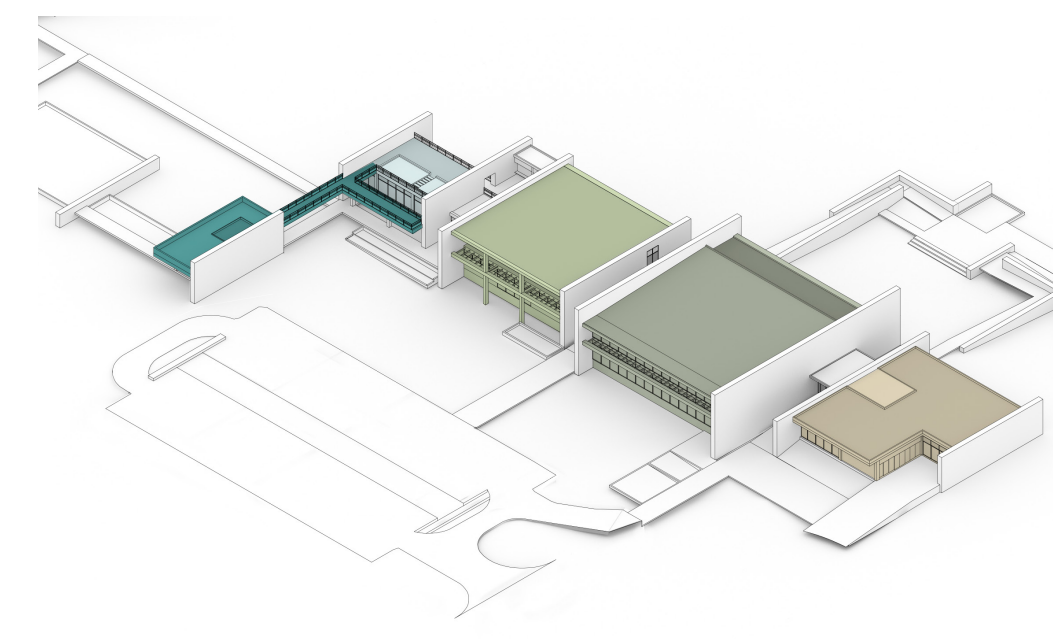
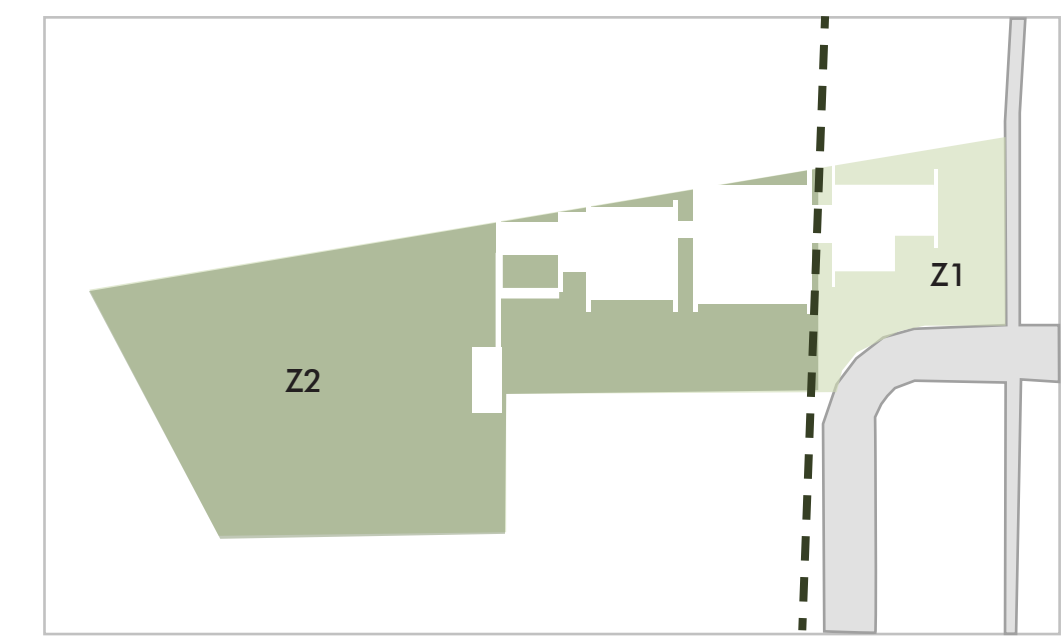
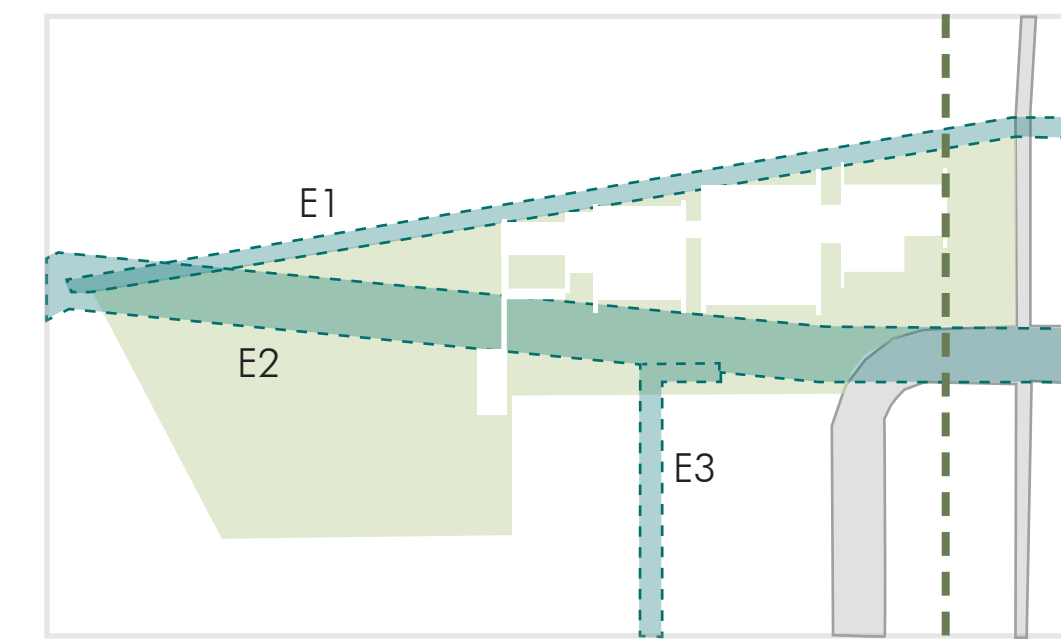
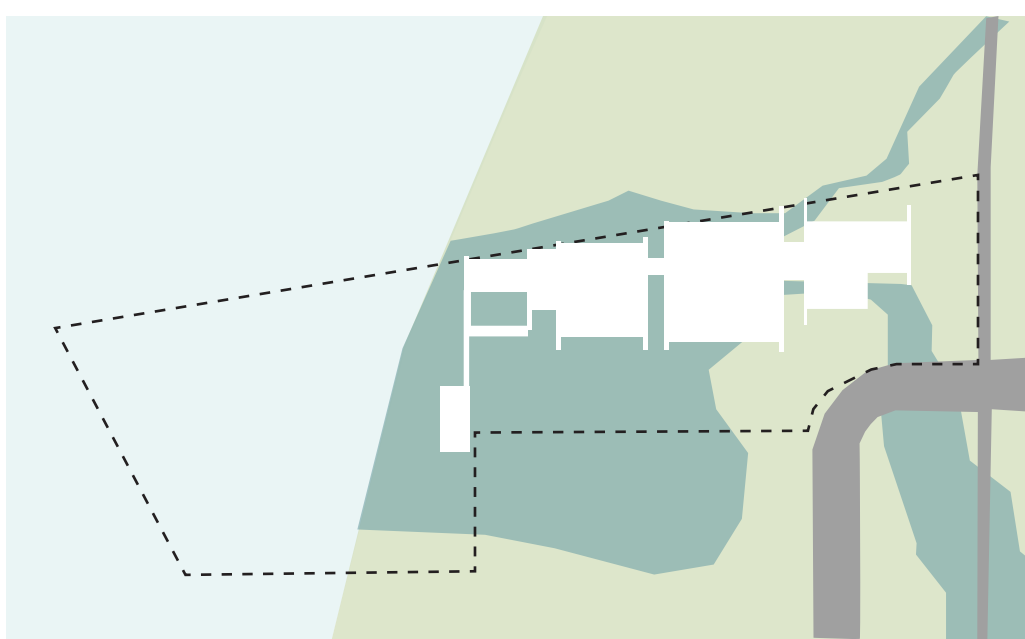


HOUSE OF WATER

A Symphony of Nature, Music, and Architecture

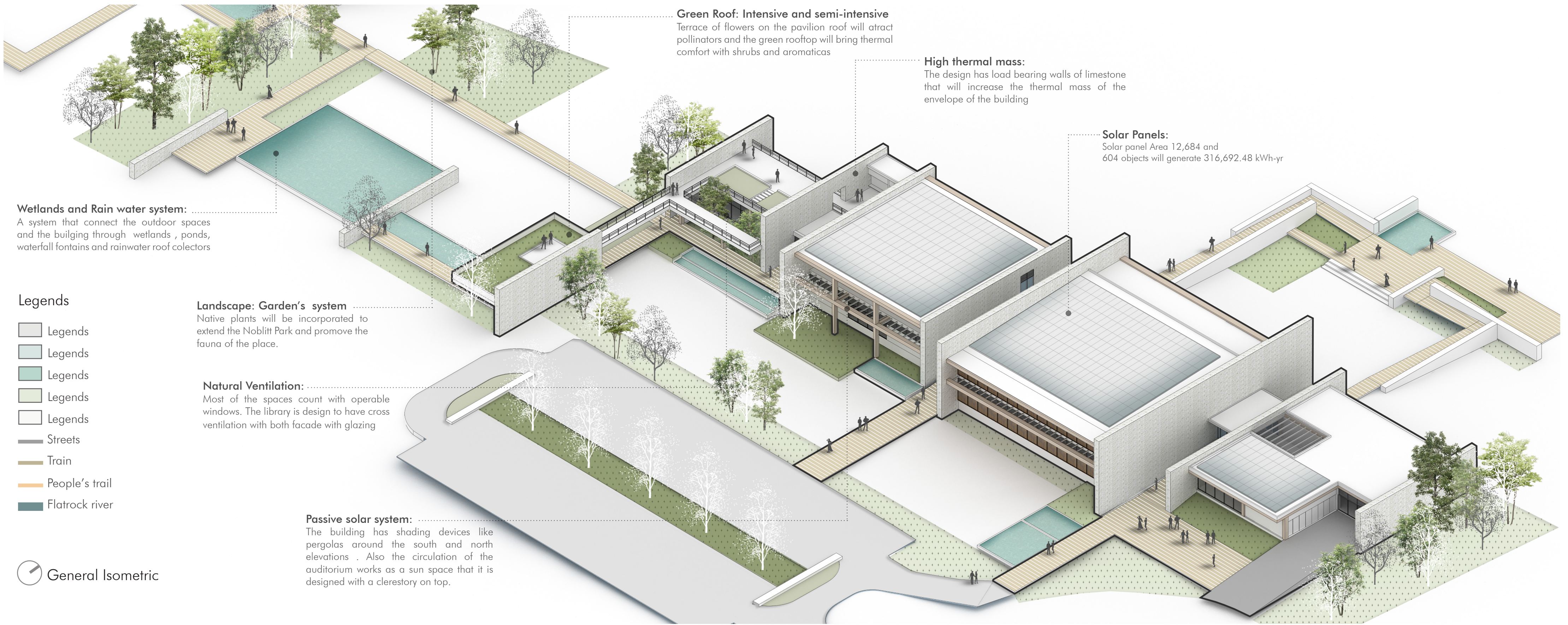
The House of Water is an architectural project inspired by the connection between music, nature, and water. It consists of four volumes, each offering unique experiences that intertwine sound, landscape, and self-discovery. The first house fosters community through learning spaces, encouraging shared growth. The second connects with music through concert and performance areas, celebrating artistic expression. The third focuses on recording and playing instruments, creating spaces for experimentation and sound exploration. The fourth offers a sanctuary for self-reflection amid flora and fauna. By uniting water, architecture, and soundscapes, the House of Water harmonizes creativity, nature, and introspection.







North Elevation
scale 1/32

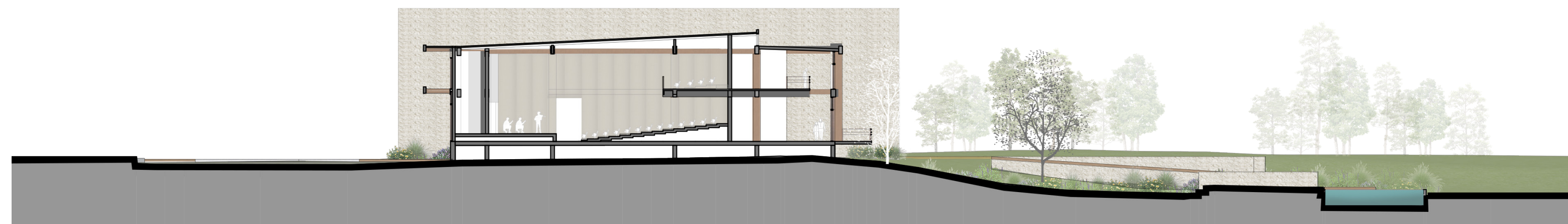


South Elevation
scale 1/32





Section A-A'



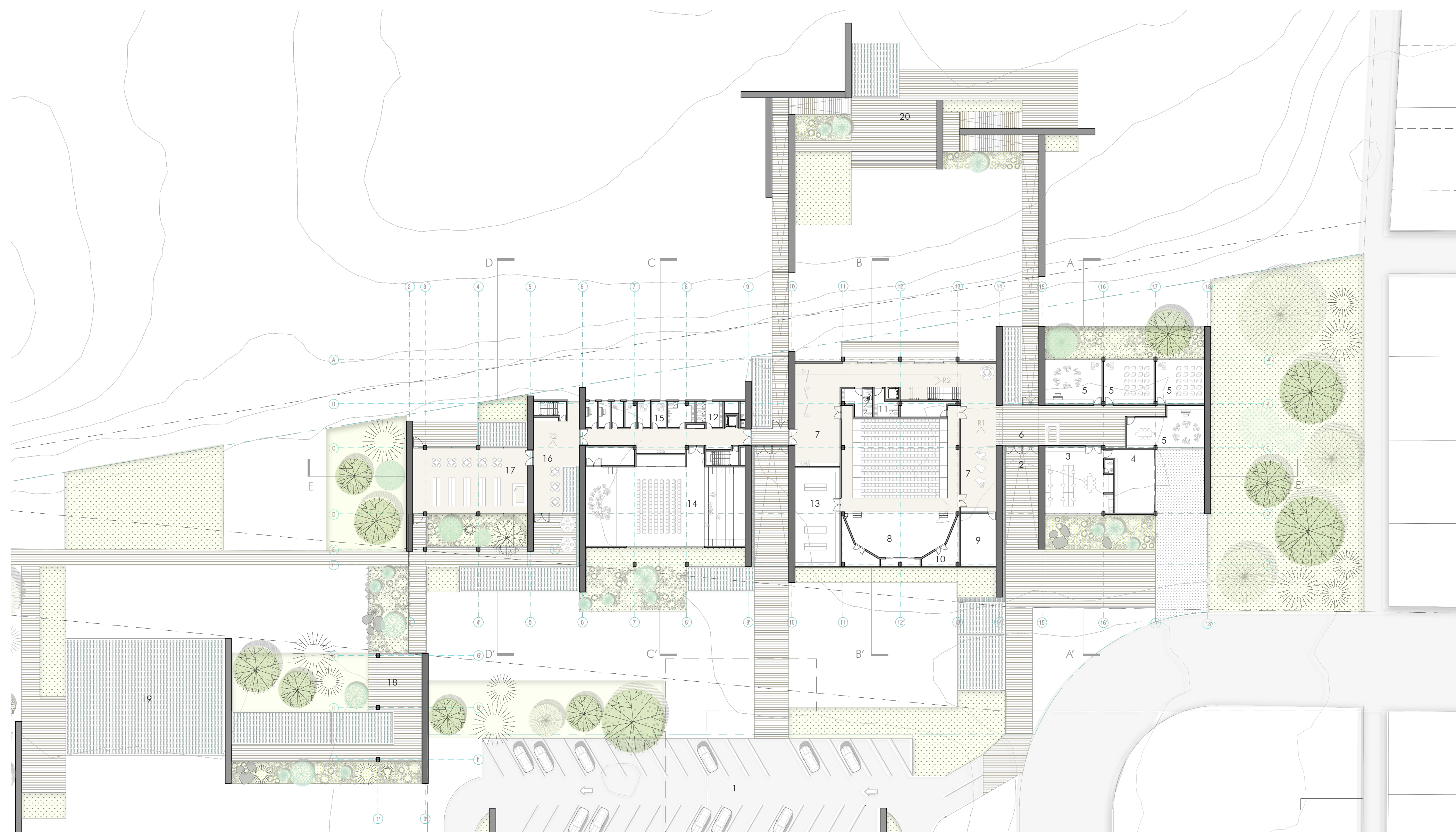
Section B-B'



Section C-C'



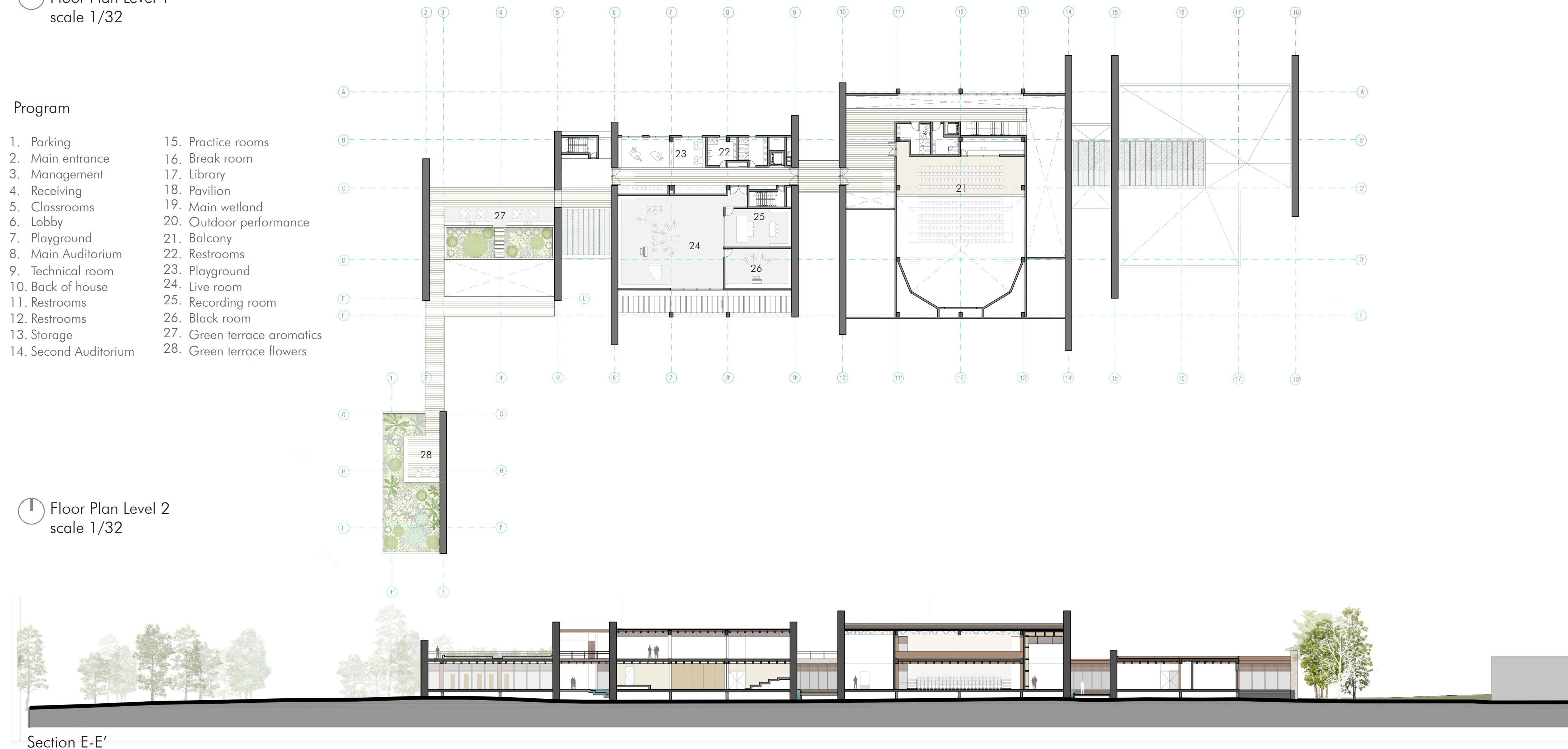
Section D-D'



Floor Plan Level 1 scale 1/32

- Program**
- 1. Parking
 - 2. Main entrance
 - 3. Management
 - 4. Receiving
 - 5. Classrooms
 - 6. Lobby
 - 7. Playground
 - 8. Main Auditorium
 - 9. Technical room
 - 10. Back of house
 - 11. Restrooms
 - 12. Restrooms
 - 13. Storage
 - 14. Second Auditorium
 - 15. Practice rooms
 - 16. Break room
 - 17. Library
 - 18. Pavilion
 - 19. Main wellland
 - 20. Outdoor performance
 - 21. Balcony
 - 22. Restrooms
 - 23. Playground
 - 24. Live room
 - 25. Recording room
 - 26. Black room
 - 27. Green terrace aromatics
 - 28. Green terrace flowers

Floor Plan Level 2 scale 1/32



Section E-E'



R1: Lobby and playground



R2: Circulation



R3: Waterfall fountain and decks