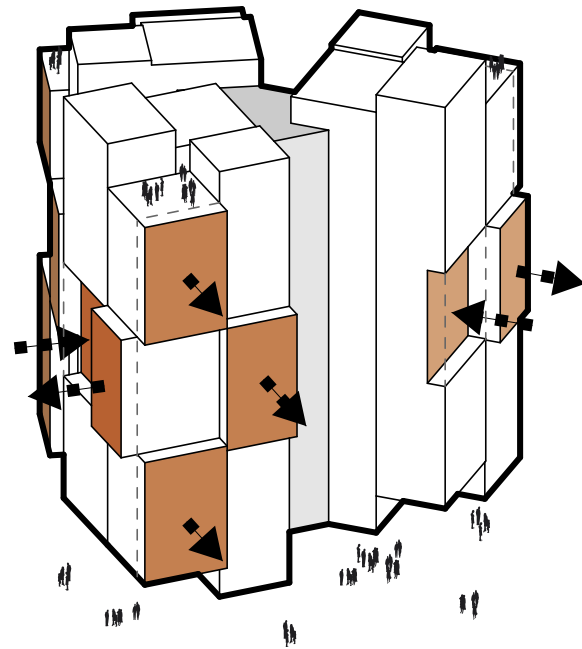
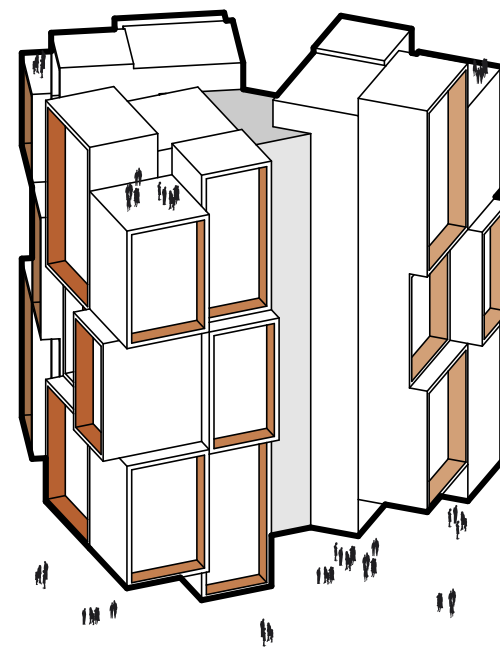


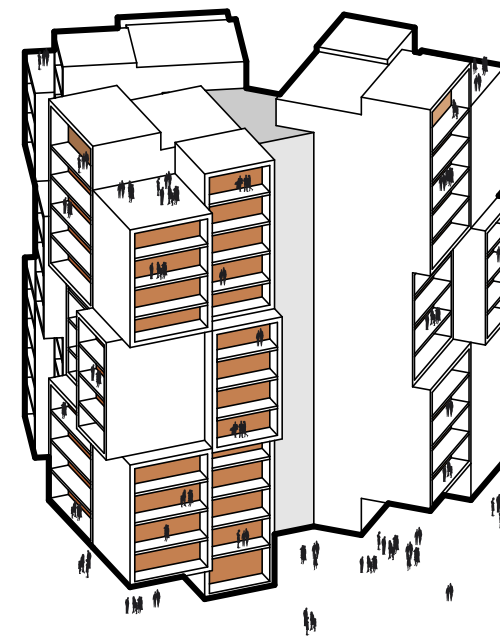
Volumes are pushed/pulled at ground and top



Shifting and rotating creates directions and surfaces



Frames and reliefs enhance shadowplay and texture



Rooms and balconies reveal activity and pulse on a human scale