# Jury Review

**Jasmeet Sidhu**

**Buoyant Alive**

The project is to design a 'buoyant' space in an urban context. The use of the ring-like structures or 'rubber-bands' creates a space seemingly enclosed yet very much open.

The location of these rings at different levels and allowing viewing of different angles make them multi-functional as supports, benches and simply fun playthings. The pool further enhances the 'buoyancy' factor and makes the whole creation fun for city families to experience. Every neighbourhood should have a fun centre such as this!

**Breathing Layers**

The design attempts to create a 'breathing' 'green' office building on the periphery of Kuala Lumpur's urban 'jungle'. It is located next to Padang Merbuk (a recreational sports ground), a century old Sikh Gurdwara (Temple) and a secondary forest. It masks the hustle and bustle of the city next door and the regular clanging of the trains passing nearby. The structure resembles the dense foliage separating it from the city proper. The facade of the building, with its many facets, similarly attempts to mask the noise from busy Jalan Parlimen. The woven-like bands of skin will undoubtedly create solids and voids, pockets and openings to let the building breathe and function without extensive use of mechanical aids. A myriad of columns resemble bamboos growing densely in a forest, yet the open ground floor provides visual continuity from the sports ground. The building, thus, 'floats' lightly over its base and is a testament to a living and breathing green building.

**Nexus**

This is another attempt to create an urban lung by having an office building that responds emphatically to the tropical city-edge site. Using a simple, straightforward and regular grid-like structure, the design attempts, in an almost deconstructive manner, to break the monotony of the facade by an interplay of solids and voids and otherwise blank planar surfaces to portray messages to those outside. This scheme also retains the sports ground underneath the building by using cantilevered floors above it.