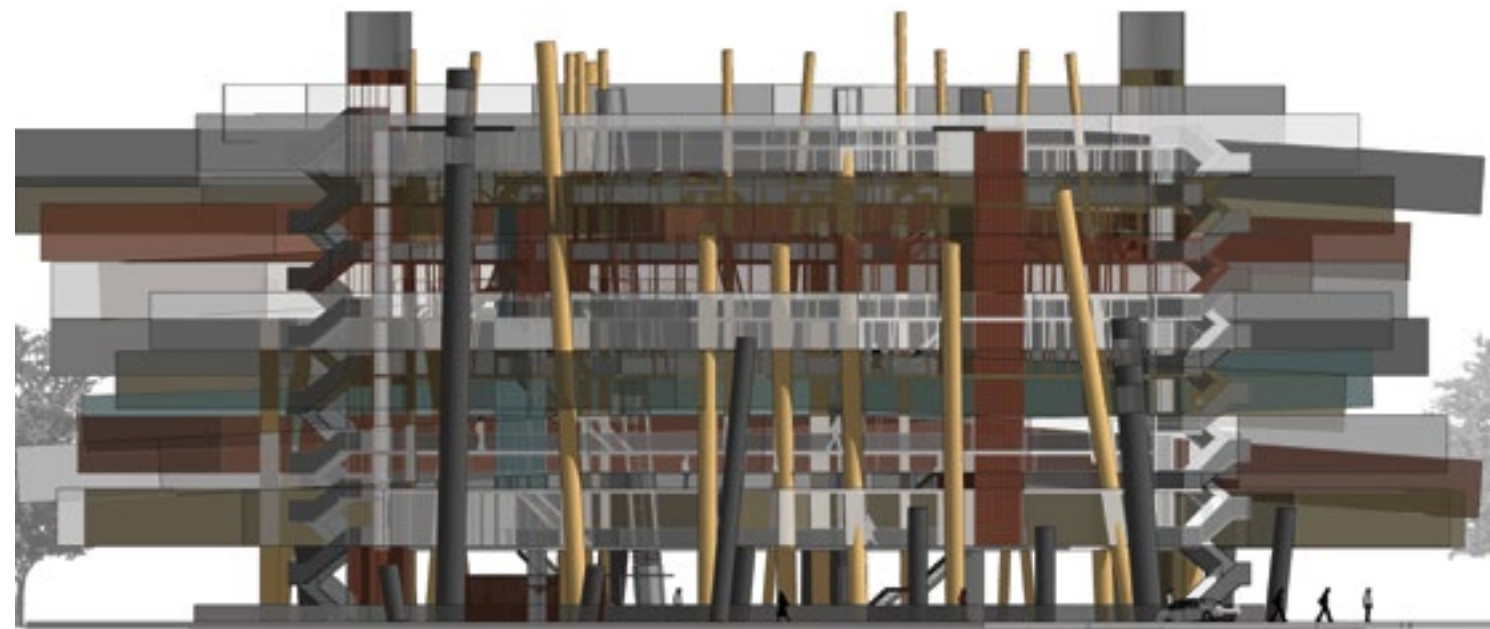
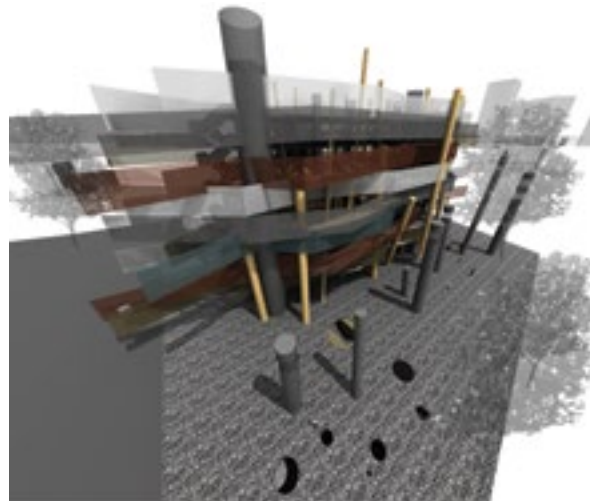


## Breathing Layers

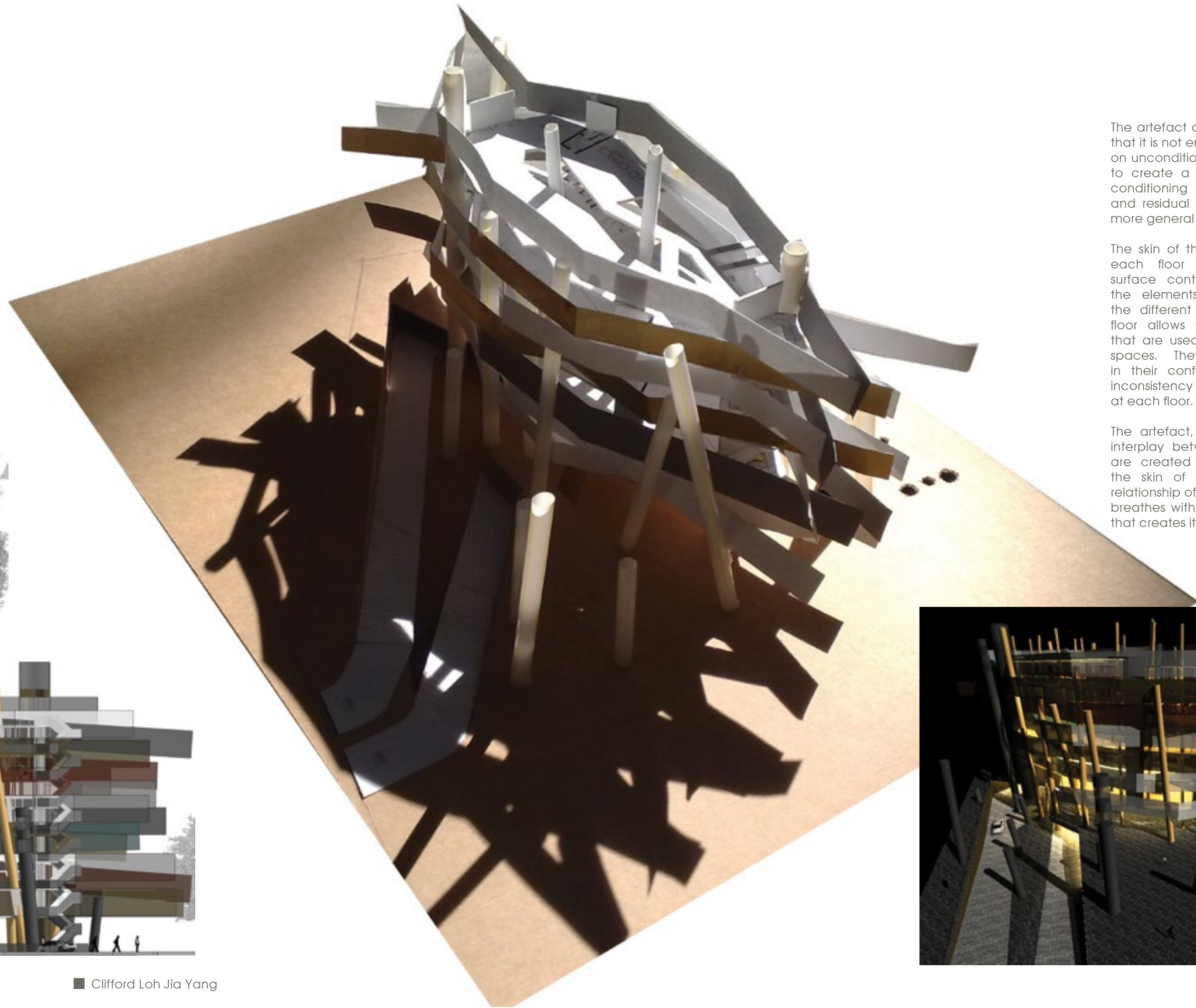
Nik Ariff Azmee & Kalsom Mohamad

The artefact is not so much the placement of a design within an urban lung but more of the design being the urban lung itself. The project is an office unit that is not only placed within an urban breathing space but is more of an office unit that breathes within its urban context.

The most conspicuous step taken to fulfill these objectives is reassessing the generic compartmentalised office unit to allow air flow with minimal vertical planar hindrance. It is not a matter of merely "breaking down the walls" but more of what follows after which is how to replace the functions and necessities of walls without relying on them. These come with a reassessment of the working culture and finding new solutions to old working habits.



■ Clifford Loh Jia Yang



The artefact accepts the stark reality that it is not entirely conducive to rely on unconditioned urban air. It strives to create a balance between air-conditioning for specific task areas and residual air-conditioning for the more general and transitory areas.

The skin of the building is erratic at each floor representing different surface contact and response to the elements. The gaps between the different skin layering of each floor allows for incidental pockets that are used to create ambiguous spaces. They are unpredictable in their configurations due to the inconsistency of where they happen at each floor.

The artefact, therefore, is a design interplay between the spaces that are created within the volume of the skin of the building and the relationship of the spatial volume that breathes within and through the skin that creates it.

