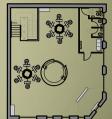


SPACE AND ATMOSPHERE.

'ART AND THE MOOD BOOST'

BY EMANUELA ANGELOVA.



destination of the experience and its purpose is to ecourage the visitors to express themselves

The first floor combines wine tasting experience and immersive Exhibition tunnels that connect the

Exhibition tunnels that connect the three solids. The design strategy is to connect the visitors and that is done by designing the spaces in a way that allows users to come together and closer, whi



WHERE?

ARE ARL LOVERS OR CREATIVE PERSONAS.
ARE LOOKING TO PURCHASE A PIECE OF ART.
ARE EXCITED TO PARTICIPATE IN ENTERTAINING EXPERIENCES.

A DAILY AFTERNOON TO EVENING EXPERIENCE, WHICH FUNCTIONS FROM 3PM TO 10PM

DESIGN STRATEGY-

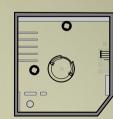


THE PURPOSE OF THE PROJECT IS TO OFFER CREATIVITY, CELEBRATE

WHEN?

The Ground floor functions as a reception area for the visitors and it has a Purchase & Donate area fitted for the individuals who would want to purchase a wine bottle that they have tasted during the experience or a painting that they have seen projected in the immersive tunnel exhibitions.





The first floor combines wine tasting experience and immersive exhibition tunnels that connect the three solids. The design strategy is to connect the visitors and that is done by designing the spaces in a way that allows users to come together and closer, which results in socialising and



• WINE TASTING. • PAINTING. • IMMERSIVE GALLERY.









