

MÖBIUS FLOATING PARK

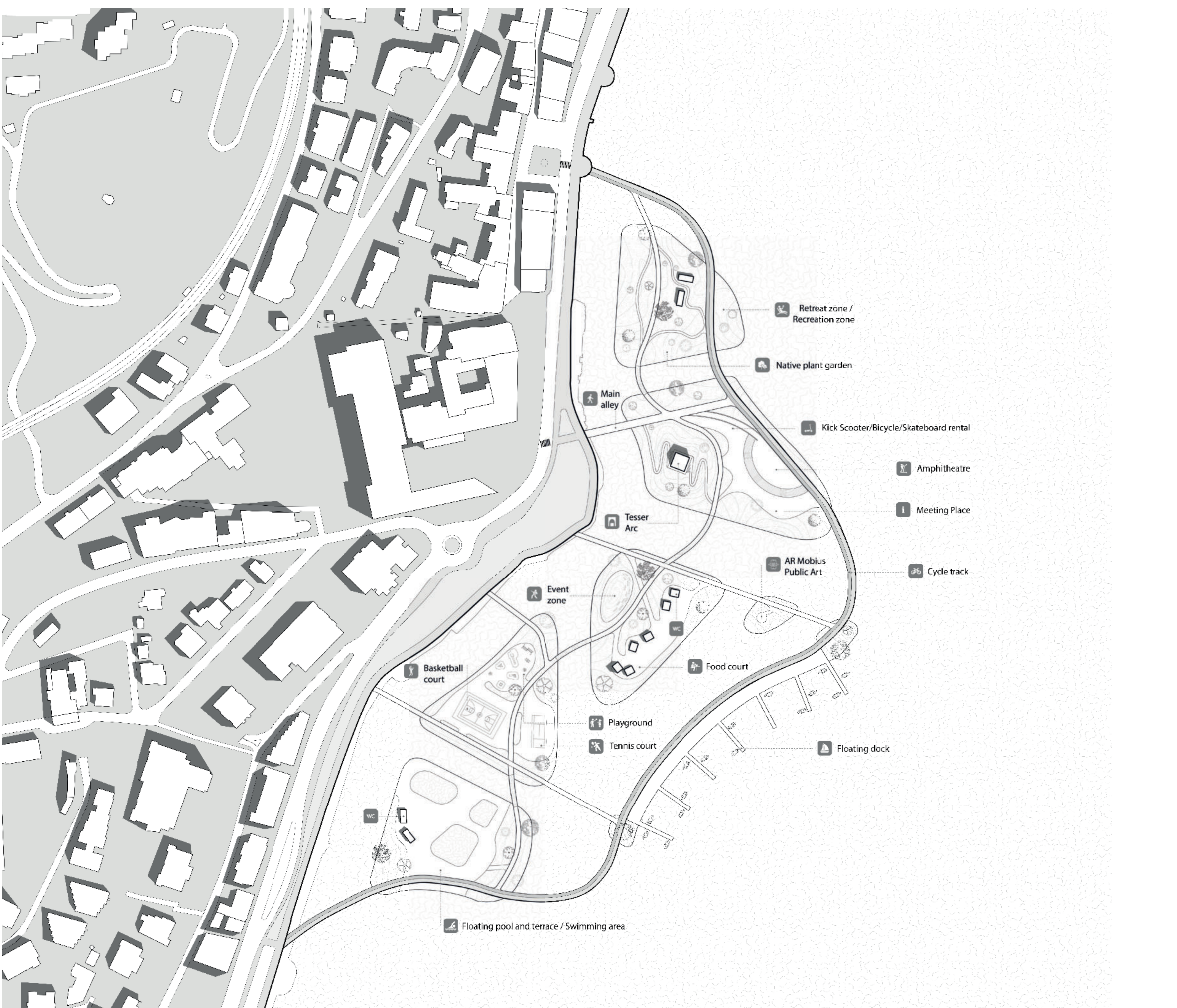
ANTRUM STUDIO

PROJECT GENESIS

The concept of the park is to associate with the Möbius strip, symbolizing the unity and interconnection of space, as well as used in international environmental labeling, being the recycling emblem. The creation of new trajectories of movement is at the heart of the architectural plan to give a person the opportunity to observe the mountain lake Lugano from new angles and viewpoints, revealing new meanings and images. The park's landscaping includes an extensive network of pedestrian bridges and roads linking separate island platforms. The bending lines of Möbius floating park remind people of infinity, the unity of space and time, make us think about harmony with nature and pay attention to modern environmental problems by looking at the lake from different angles.

The park's highest point, is home to Tesser Arc, a minimalist art facility that plays a key role in the park's concept. It is an architectural projection of a four-dimensional hypercube - a tesseract - in three-dimensional space. The outer structure consists of four concrete arches per side, symbolizing the fourth dimension invisible to man. Inside the Tesser Arc is a glass cube onto which light is projected from hidden projectors, creating a game of light and color. When it hits the glass, light is reflected and refracted, which makes the cube sparkle like a piece of amber in the sun. Shining glass attracts human attention from afar, forcing you to get closer and see the object of interest. Tesser Arc becomes the space that drags a man from a two-dimensional Möbius strip into a four-dimensional one.

Using the concept of Möbius strip and tesseract, we create a unique image of the park, filled with meaning. The idea of Möbius strip enveloping floating park interacts with associations to infinity and interconnectedness, demonstrating the unity of space and time. In the center of the Möbius strip is Tesser Arc, which is like organic amber material and stores the desire to create a stable architecture.



Möbius floating park - located in Switzerland, on Lake Lugano, surrounded by the Alps. The lake is the main element of the local landscape, forming a unique natural space which interacts with the city. The park is becoming a new landmark of the city of Lugano, attracting tourists and local residents, following the principles of sustainable development of urban areas. The location of the park on the water is its distinctive feature, and it makes it possible to use the water surface together with landscape design and architecture.

Curving smoothly, the park spreads out in space horizontally, along the waterfront, forming a new layer of interaction with the lake. The outer contour of the park is delineated by a continuous shared-use paths, creating a confined space broken by water channels to the islands. The volumetric structure of the archipelago creates a network of bridges that rise above water channels and become species points. The Main alley stretches from the Lugano Arte e Cultura Museum to the park, forming a direct walking tourist route, directing the flow of people to floating park.

The functional zones of the park are physically separated from each other by water and connected by bridges, continuing the idea of endless movement of a person in space along the Möbius strip in search of individual experience. Each of the islands has its own meaning and name, reflecting its function. Each island has its own shape and size, but the typology of design solutions remains unchanged.

Concrete piles are the main structural element supporting the concrete island platforms of the park above the water. The concrete support has a cone-shaped shape, expanding upward, forming an arched vault of the platform. Concrete platforms - are the main planting area for perennial plants and trees. Bushes, herbs and flowers are planted in the bulk soil. Perennial and unique trees, due to their root system, are planted in special notches above pile supports. The platform is made of concrete and is limited to parapets at the edges for filling with soil or paving with tiles.

Bridges play the main connecting role of the park zones. The steel arch spans of the bridges create visual lightness and repeat the forms of the park geometry, echoing the concrete piles.

Main alley leads to Festival Island, the central area of the park on which Tesser Arc is located - an art facility set on a hill and attracting attention from an existing waterfront, encouraging a person to visit the floating park. In addition, there is an amphitheater to hold city events and festivals.

In the northern part is Green Island, a quiet place for rest and relaxation in the garden among local plants. In the center is Resst Island, which is home to a food court and event zone. Next to it, close to the shore, Playing Island is located, which includes sports fields and a playground made of natural materials.

In the southern part of the park is Lounge Island, which gives visitors the opportunity to swim in special pools and relax on a terrace overlooking the lake. Next to it, adjacent to the outer contour, there is a floating dock, pointed towards the lake.

In the central part of the park is Meta Island, where AR Mobius Public Art is located - an art object presented in the form of Augmented Reality technology. When you point the smartphone camera at a round area, a virtual symbol of the Möbius strip appears on the phone screen, which visualizes the concept of the park. The platform for virtual public art provides an opportunity for modern artists to exhibit their works performed in the digital space. It also provides for the transfer of Meta Island to the virtual space The Nemesis, where the park becomes a landmark transferred to Metaverse.

