#### **DEVÍNSKA KOBYLA MISSILE BASE**



What is history?
Does memory contain space?

If you think about time, about the past, present and future, then one cannot help but come to the idea of infinity.

In the past, this place has experienced many upheavals. many wars, deaths and threats to peace. The earth is saturated with this anger and the concrete in its depths will forever remain a reminder of the days gone by.

Then real death came. The Devonian mare was forgotten. at this moment, nature was revived and began to win back a piece of land from a person.

When she was massively remembered, it turned out that connoisseurs of nature and walks in the fresh air love her. Probably for the beauty and solitude. pPobably for this same place the street artists fell in love.

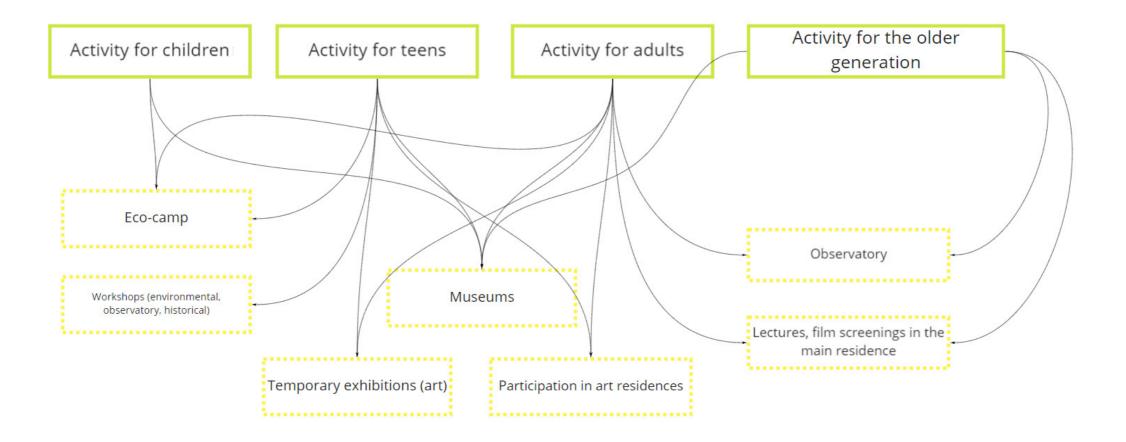
Now the Devonian mare is in decline, there is chaos. But perhaps it is in this chaos that a new life is born. Just like the planets and universes emerge from chaos.

How many places on earth there are so many stories. completely different, stories of places in sadness and joy, experiencing prosperity and decline. But these stories are always very fluid. People in their lives do not always have time to catch these changes. They can become aware of them sometimes when they learn the history of the past. But there is something that is not exactly and permanent. What caught the history of our changing world. The stars were before us and will be after. They blazing every minute know for sure that what is changeable in a moment, in eternity is constant.

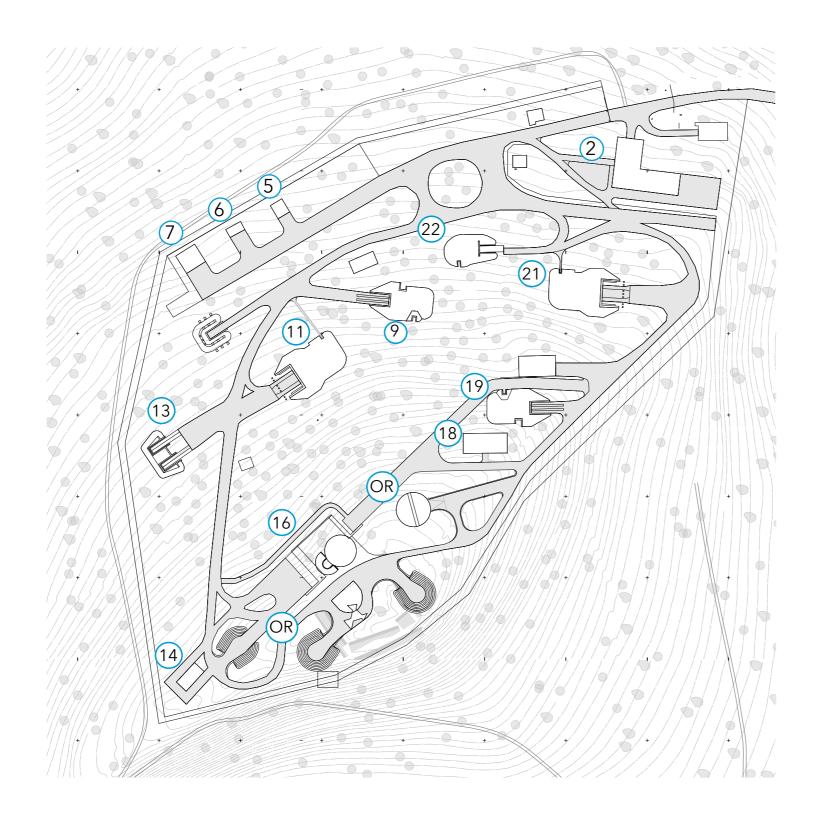
Our project offers the essence of time. On the same territory, the past, present, future and of course the eternal will be connected.

From the very beginning, we wanted to create spaces for dialogue with the place at different levels. It was also interesting for us to work out scenarios for all age groups of tourists.

We identified possible activities and distributed them across the territory. The main emphasis was placed on comfortable family rest, educational processes, creative freedom, and careful preservation of the environment.



#### Masterplan



2. Hotel
22. Info station
21. History museum
19. Child center
18. Cafe
OR. Observatory
OR. Amphitheater
16. Planetarium
14. Exibition pavilion
11. Flora and fauna museum
13. Rco - workshop pavilion
5,6,7. Art residence
9. Hiking center

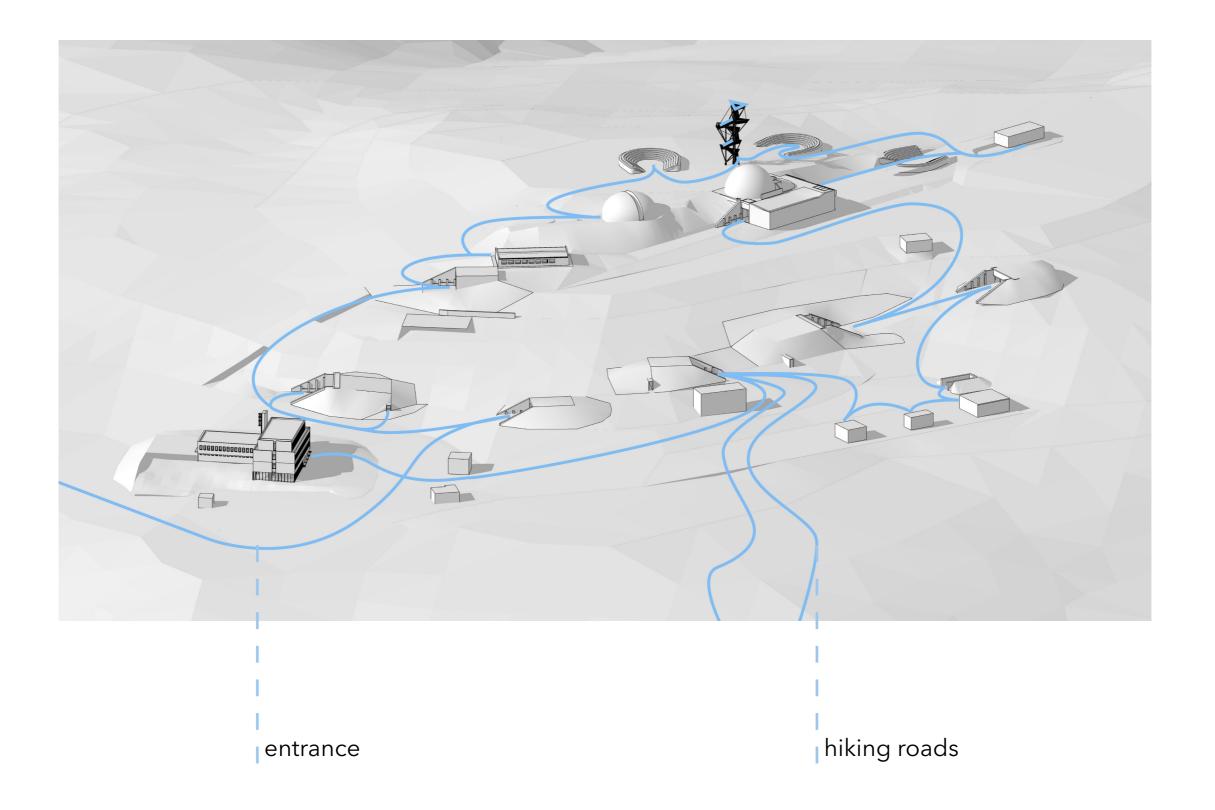
## Functional diagram





### Route map





**Project proposals** 

#### 2 - hotel

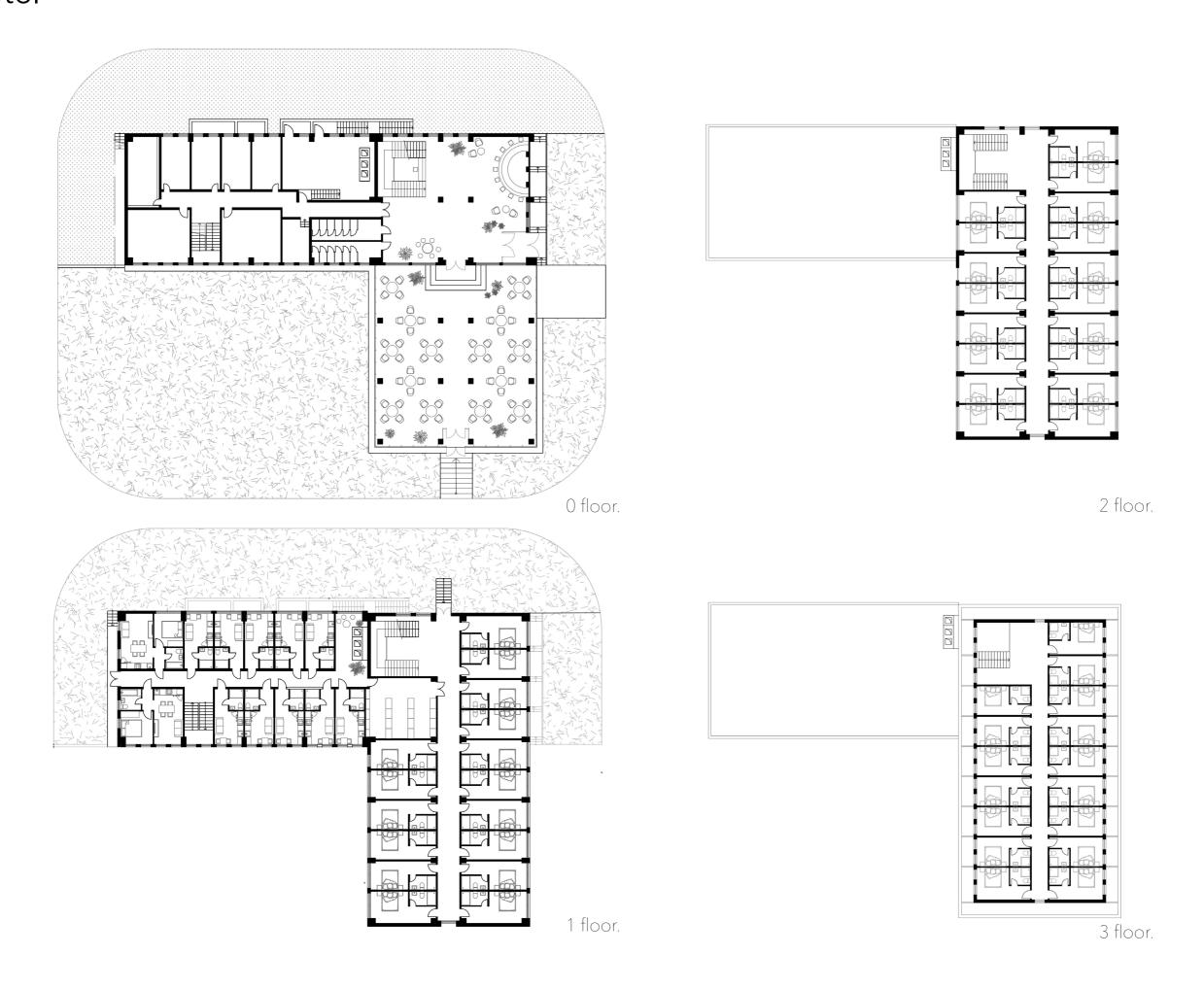


The largest building takes over the function of accommodating guests

The hotel has 48 rooms, it also has permanent accommodation for museum workers and residents of artists

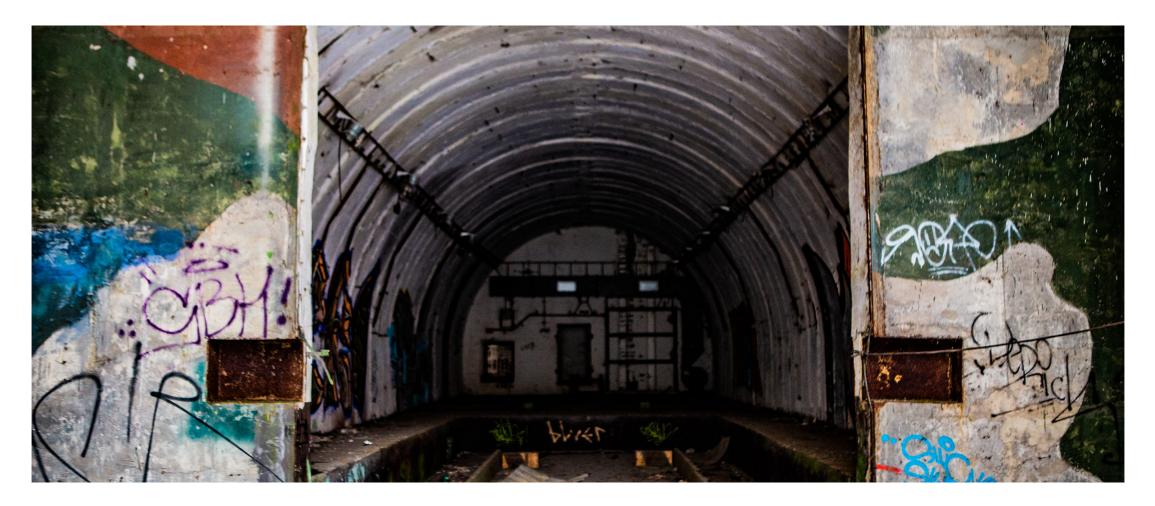
The large glazed hall on the ground floor can host lectures and film screenings.

#### 2 - hotel



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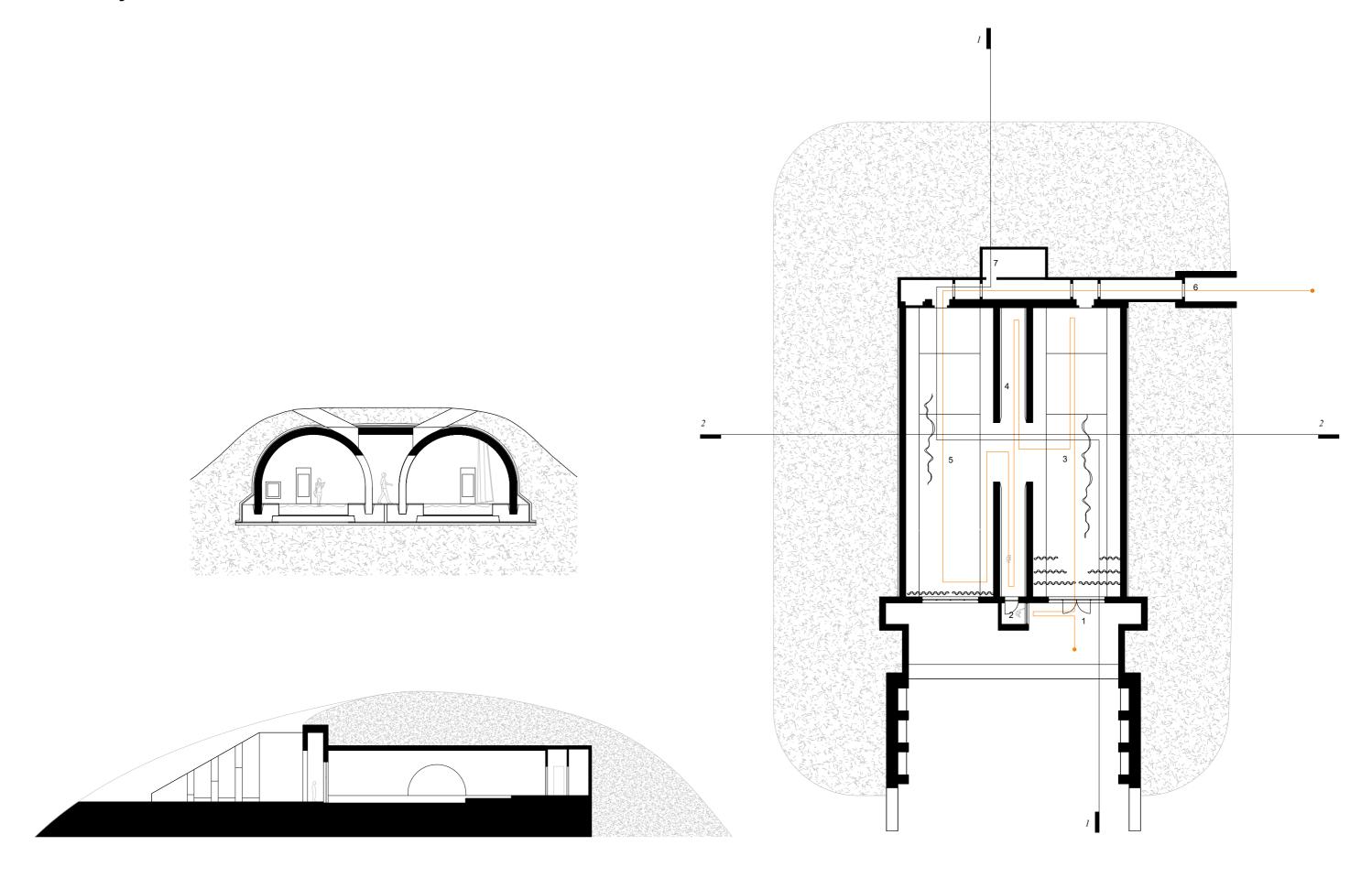


Historical Museum - the first one appears before the visitor when visiting the territory

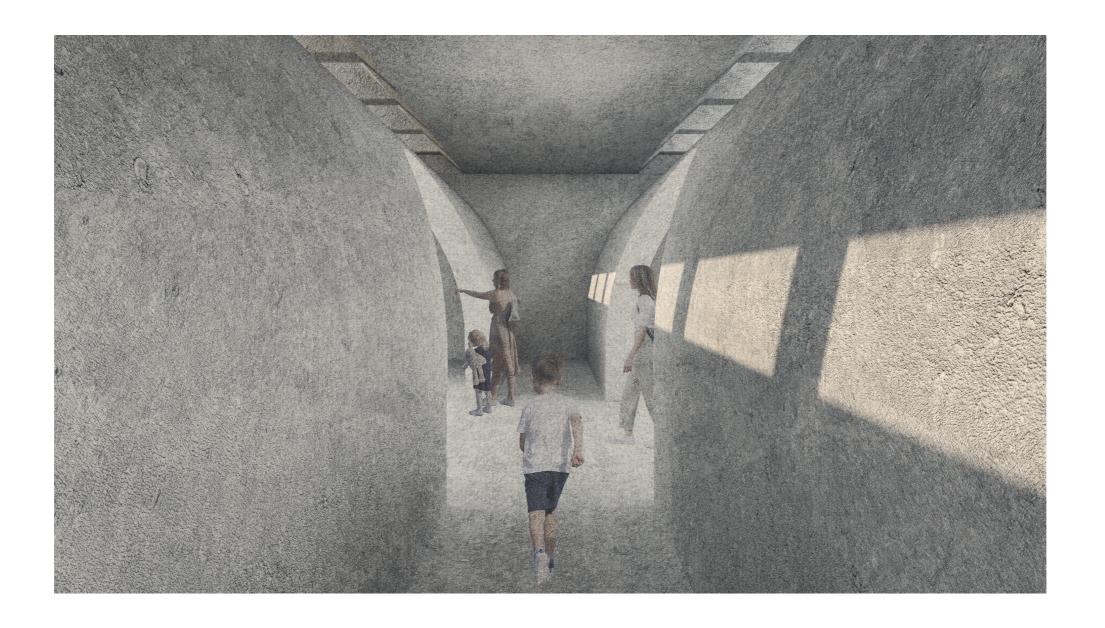
The entrance to the museum is covered with a white cloth, no light enters into it. A passage has been made between the two tunnels. In the middle room, a wall, visitors can immerse themselves in a sound installation. The wall is illuminated with light lanterns.

The floor of the museum is covered with sand. It is difficult for a visitor to walk on it, he gets bogged down. There is almost no light in the halls, the exposition is broadcast on the walls with the help of projectors

The museum immerses the viewer in the atmosphere, the backstage separates this experience from the rest of the park



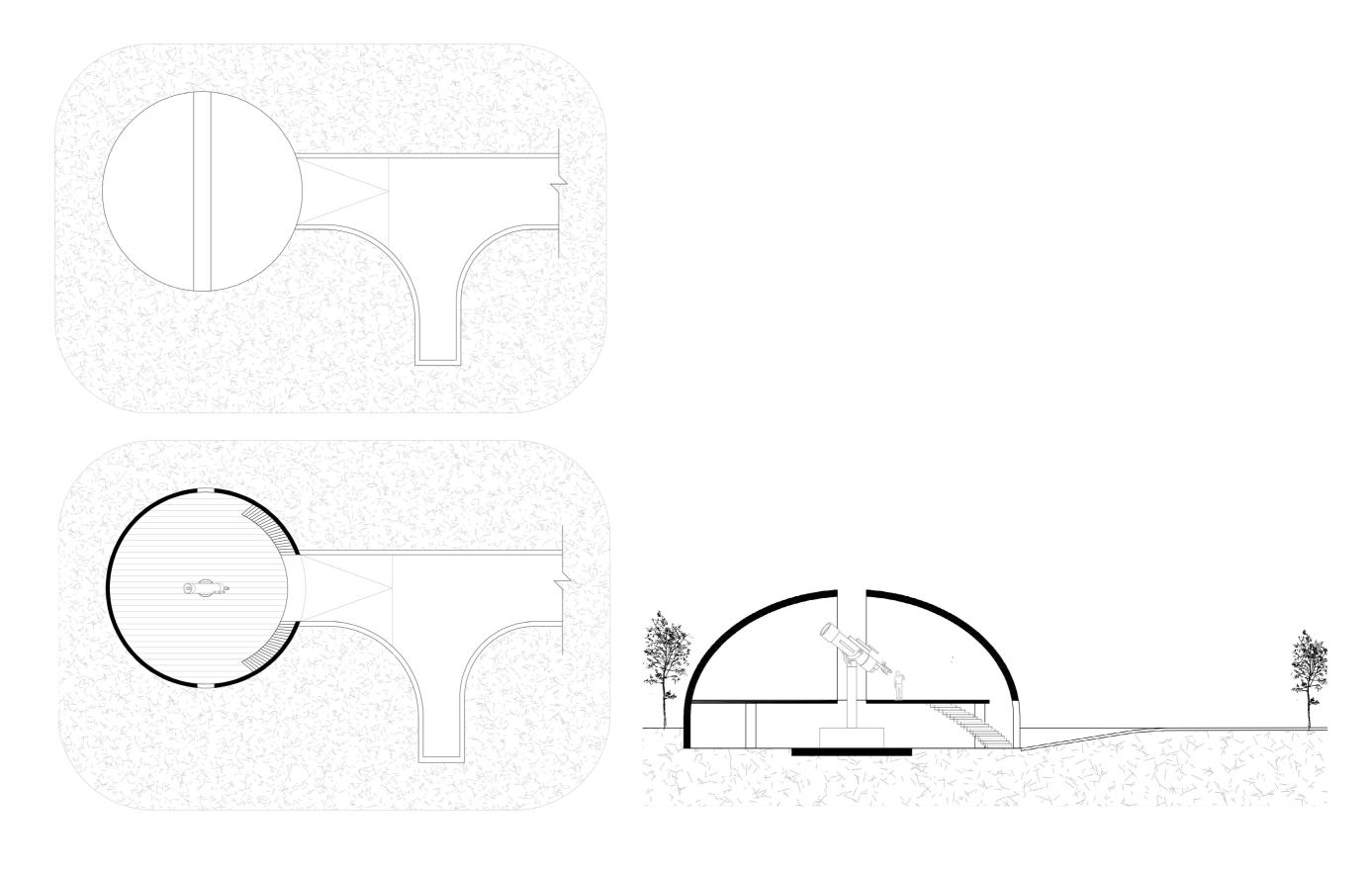




OR - observatory

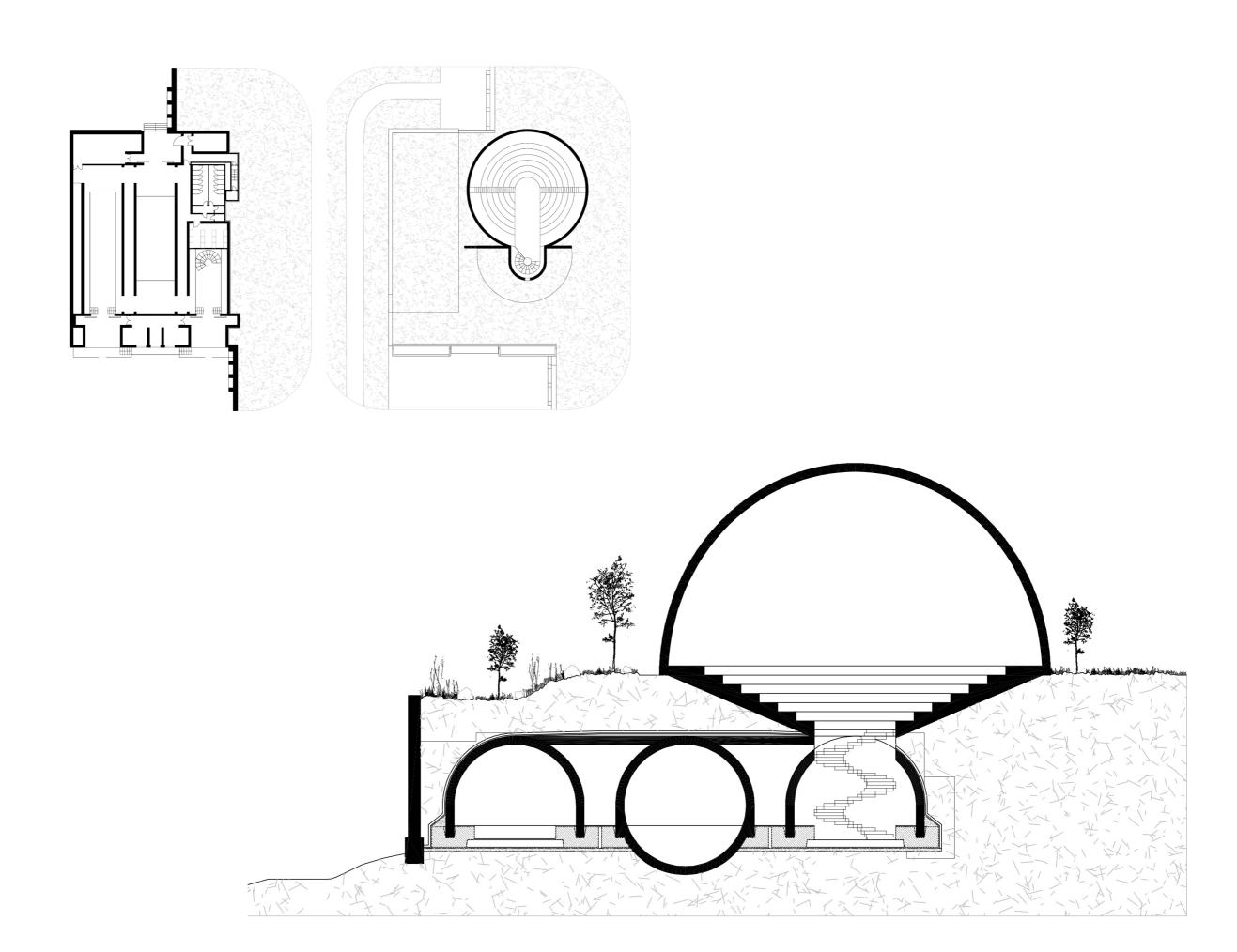
The observatory is located at the highest point of the Devínska Kobyla. It looks much more modest than the planetarium and seems to have been flattened. And it's not just that its arrangement is quite simple: the lower level is occupied by a technical room, and the second level is a platform with a telescope.

## OR - observatory



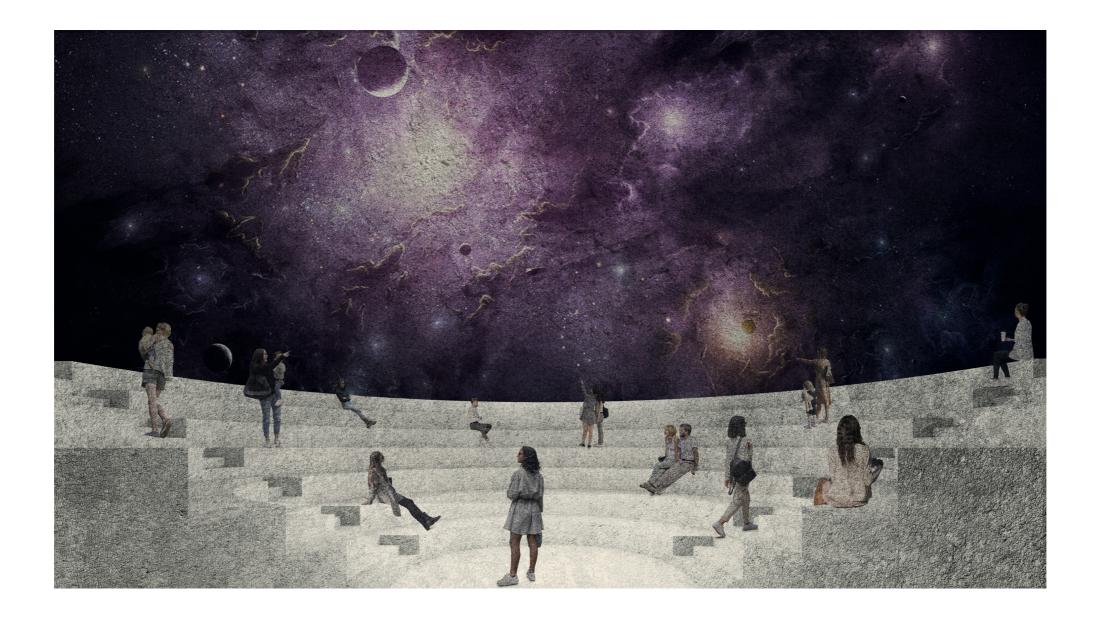


The planetarium dome rises over the entire territory. But to get into it, you need to go down a little. The lower level houses the Space Museum. It consists of three halls: Arc-hall, where exhibits are located and the history of space exploration is told. O-hall is this tube with platforms along the edges. Constellations and planets of different systems with a video installation are projected in this tube. The last hall is a waiting area for access to the planetarium with an inviting light staircase. If you climb it, then there will be only stars further.







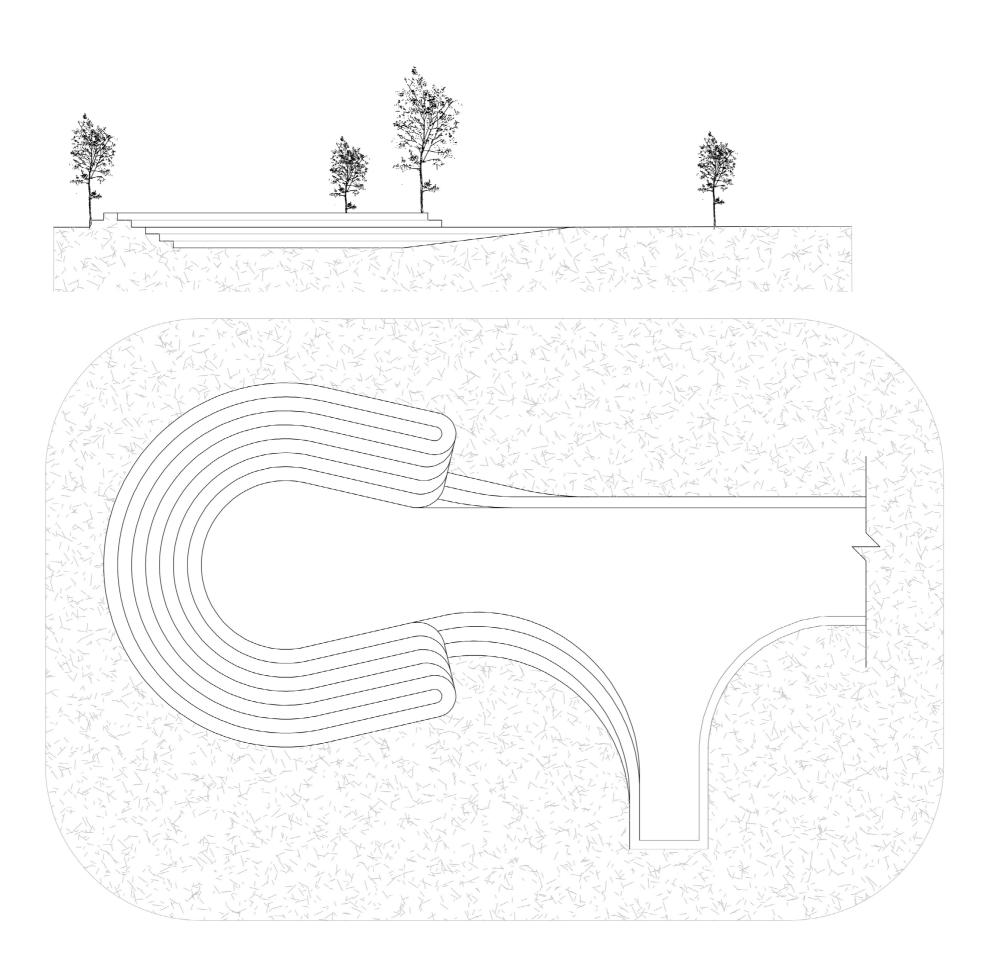


OR - amphitheater

A modern urban view of the landscape abandoned by military use

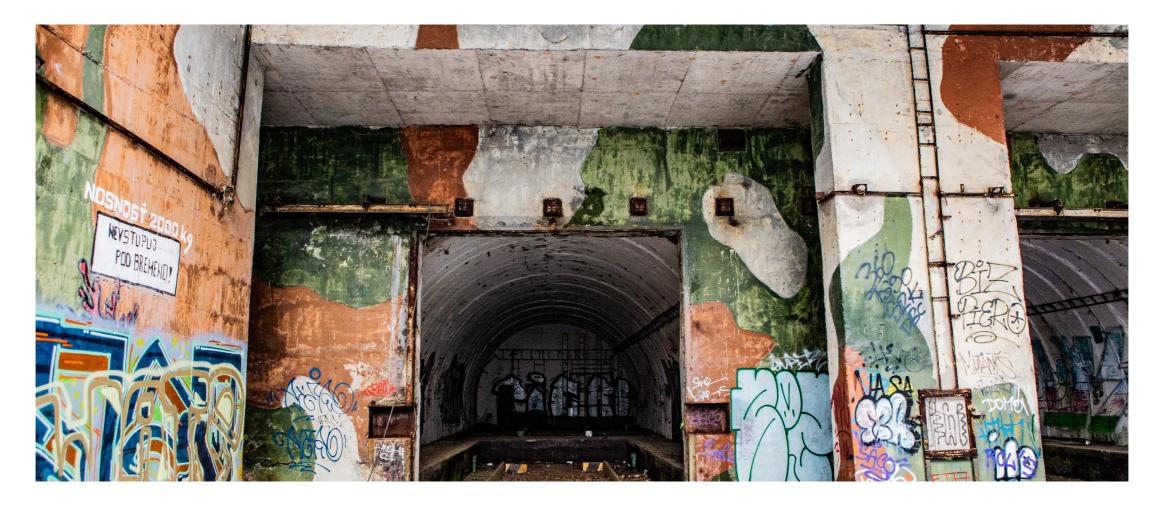
Amphitheaters - a place for relaxation, street food, observation.

# OR - amphitheater





#### 11 - flora and fauna museum

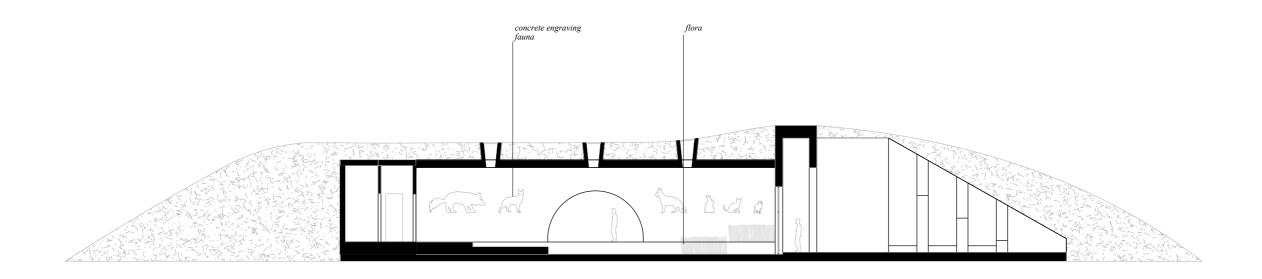


The flora and fauna museum is identical in structure to the history museum. But these two buildings use space in different ways.

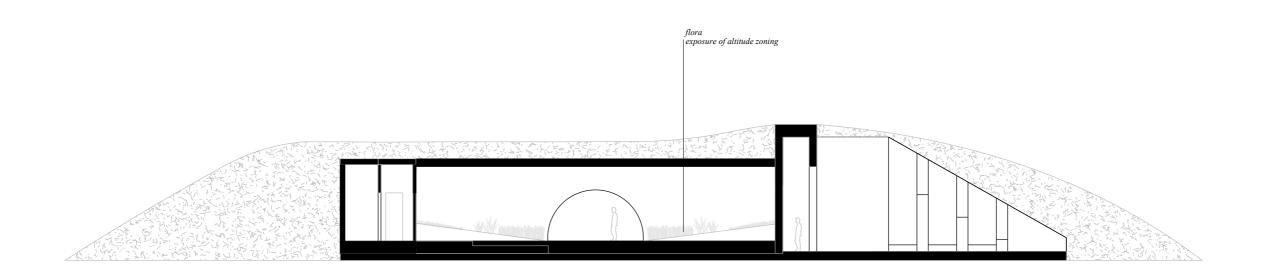
The flora and fauna museum is full of light, with representatives of the fauna engraved on the concrete walls of the shelter. There are skylights in the ceiling of each room that give light to the plants. The entrance is glazed and is no longer fenced off.

The space of the pier is also open here, but there is an exposition of the belt zoning of plants in it. In the building opposite there is a space for eco-workshops - for children and adults

#### 11 - flora and fauna museum

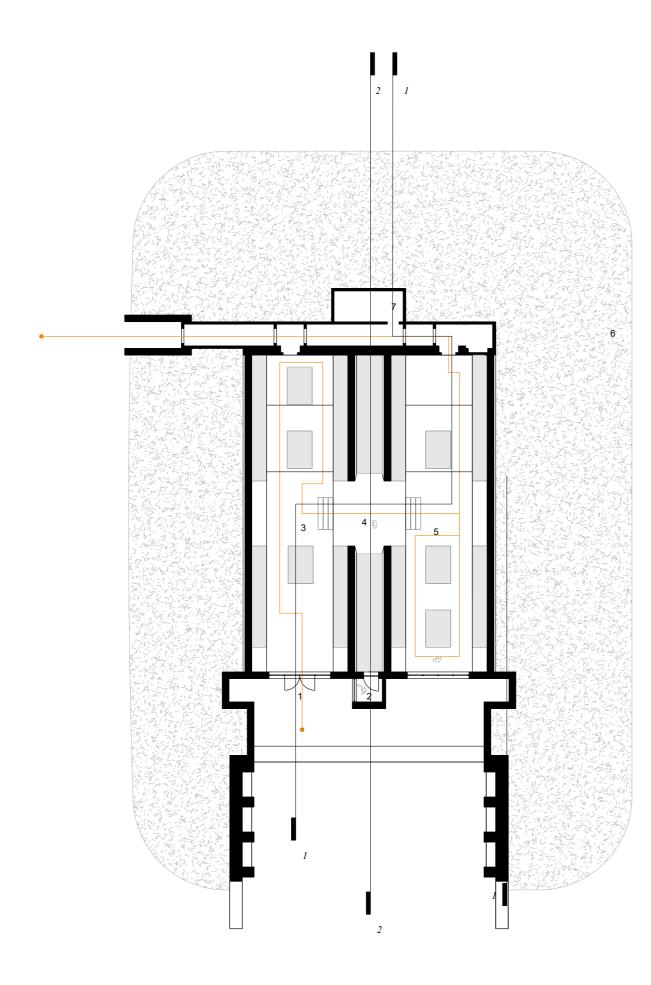


Cut 1-1 Scale 1:200



Cut 2-2 Scale 1:200

#### 11 - flora and fauna museum



#### 5,6,7 - art workshops



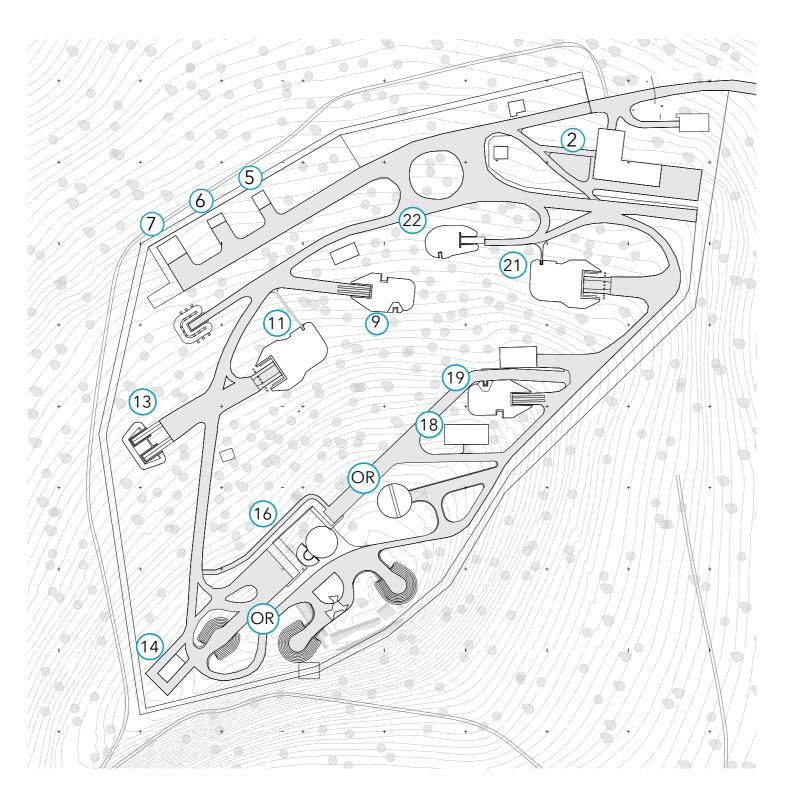
Space rented by artists. The buildings for them are not located on the main tourist route - this place is more private than others.

In these rooms, artists can work, exhibit their work and conduct workshops.

# 5,6,7 - art workshops



#### **SUMMARY**



Our project touched upon and worked out such topics as: memory, continuity of generations, reflection, unity with nature, ecology, observation, recreation, travel, sports, creativity.

The project provides for the placement of people on a permanent basis. The project is designed for an active flow of visitors

Almost all buildings have been tactfully reconstructed in the project, most of them have been assigned a new function.

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