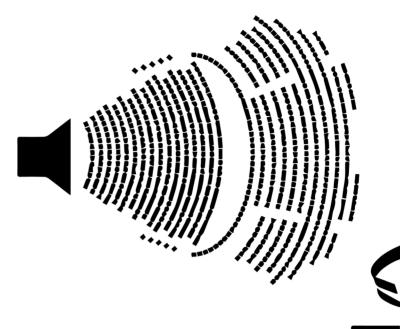


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Perception of complex sound is a process carried out in everyday life situations and contributes in the way one perceives reality. Both nature sounds and sounds in most everyday situations are complex sounds composed of basic sounds.

(...) One of the most common ways sound could be designed or manipulated in the years before electronics was through architecture. One cannot design a structure to amplify sound: the energy that is in the original voice or instrument is all that there is.

However, good design can make the most of this by focussing and concentrating the sound, or can control and modify it by reflecting it in certain ways or using resonating objects that vibrate in sympathy.



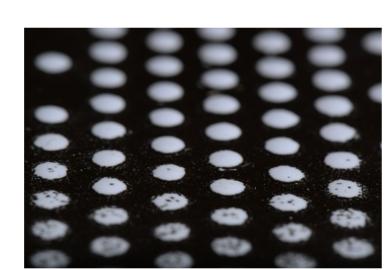
The Ancient Greeks were undoubtedly well aware of how to control acoustics and the almost miraculous sonic qualities of their open air theaters testify to their skills.



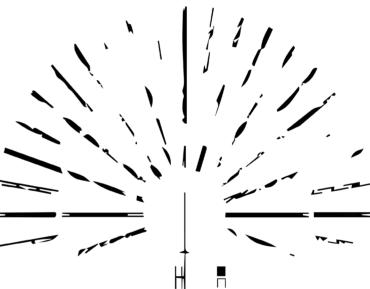




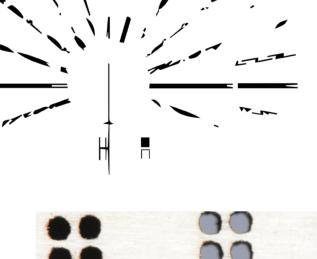
Pint enamel sample - tiny details and high precision



Reliefs, texture and surface



Visual Identity of The Greek Theatre The first architecture where design sounds appeared





Transparency, playing with optical illusion

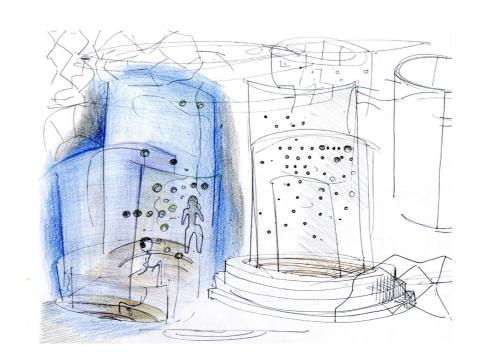


Perforated surface which permit lot decompose light ways to demonstrate the sound waves' decomposition.

Feel concrete the hearing sense

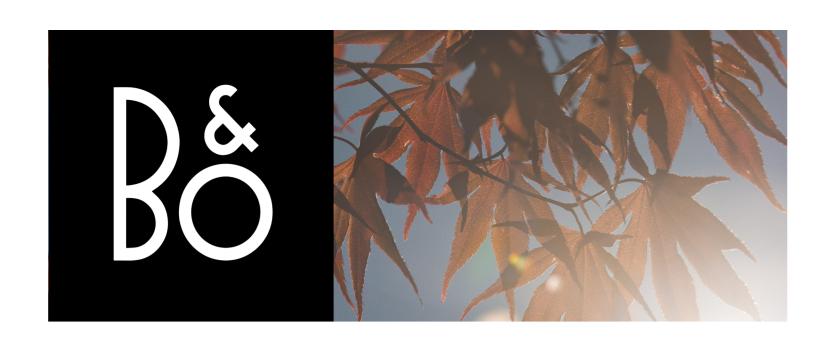
A huge surrealist space where we can physically explore the perception of sound.





Pattern's reflection on different surfaces inside the store

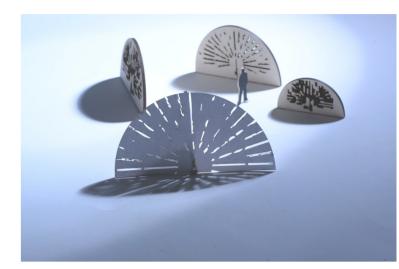




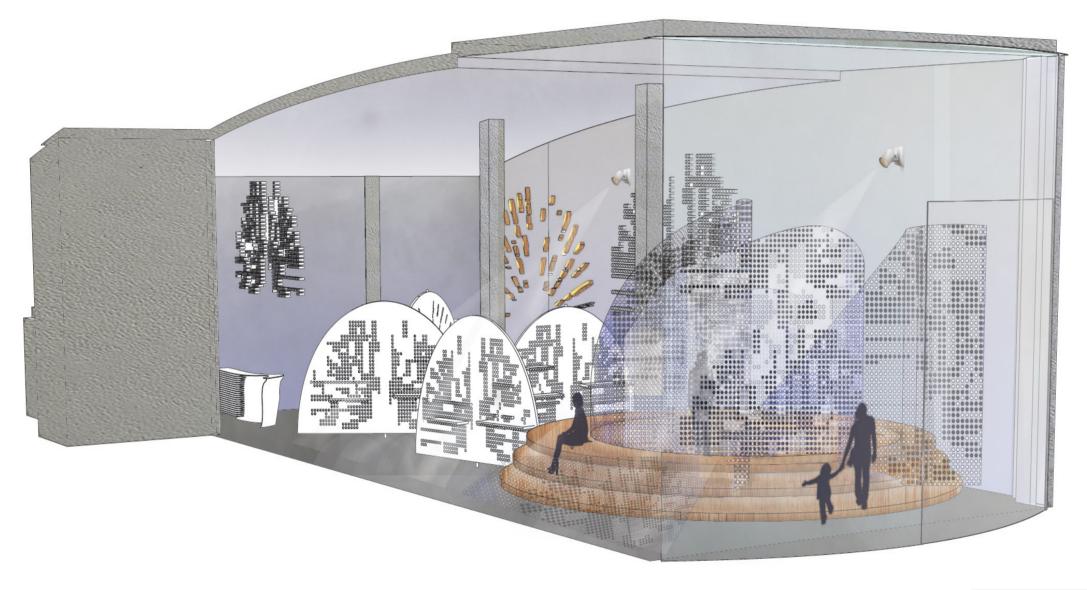
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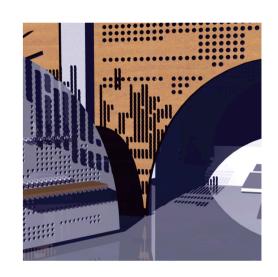


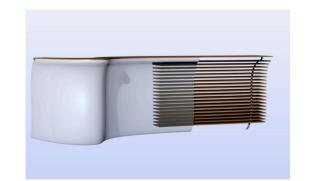
Interactive Entrance

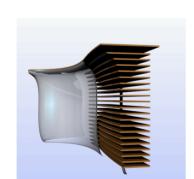


Modular Exhibition Space

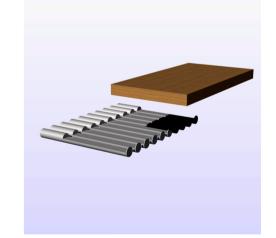


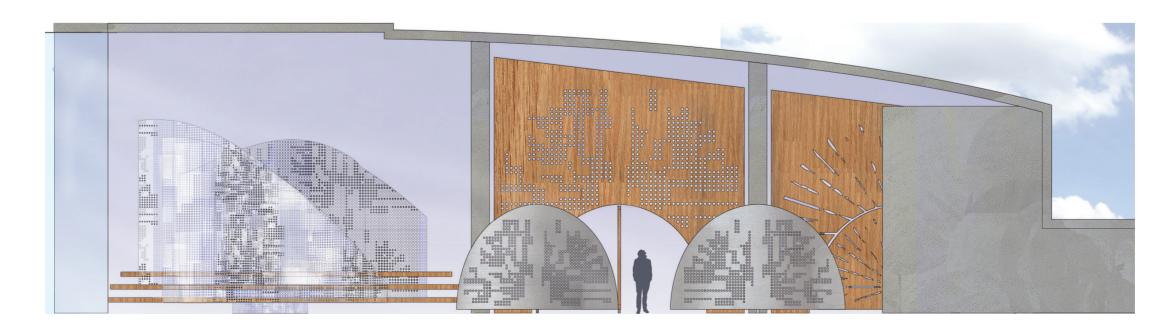




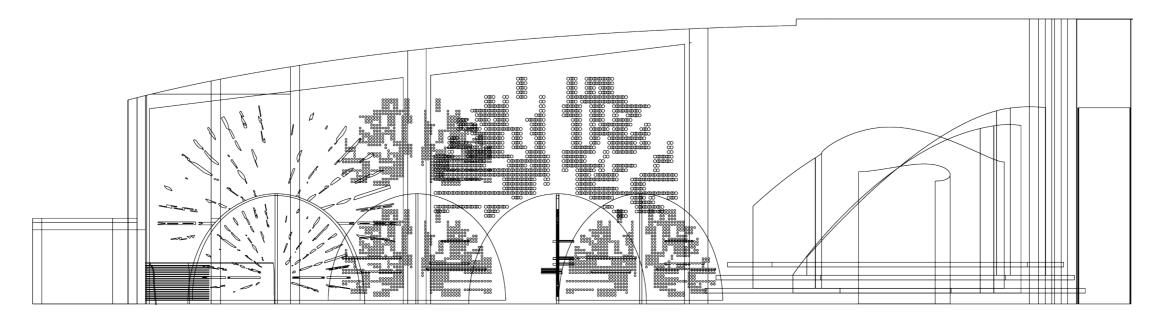


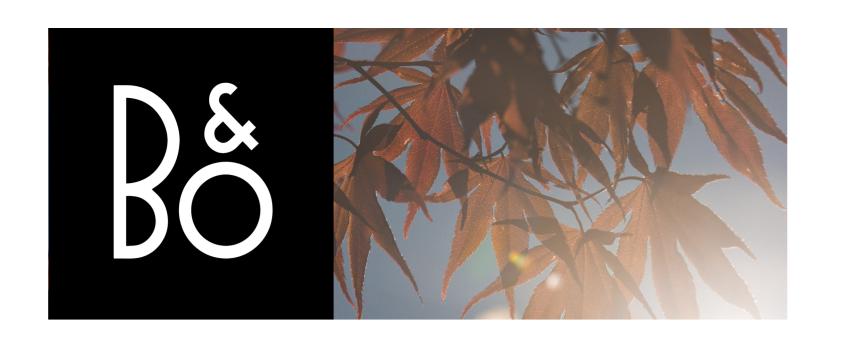




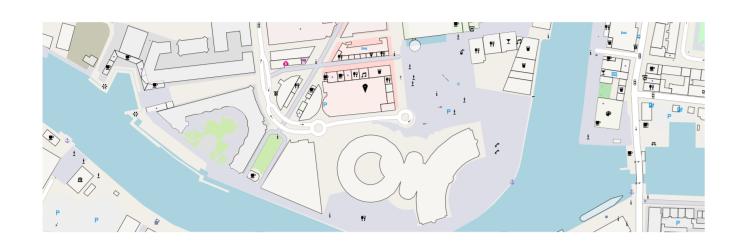


Sections 1:100 scale



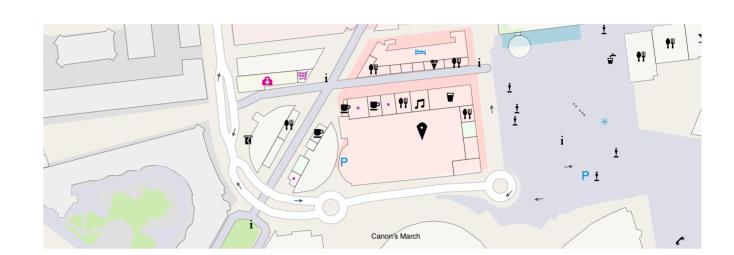


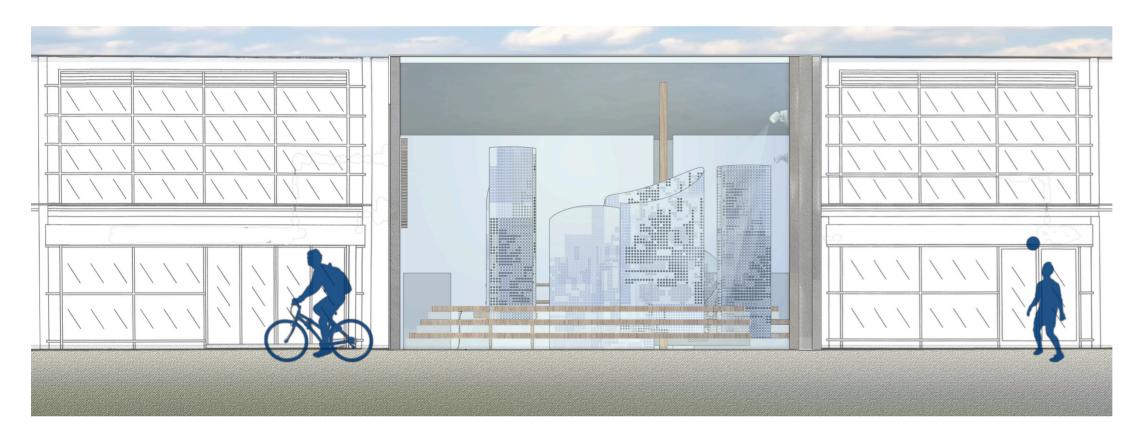
BANG & OLUFSEN

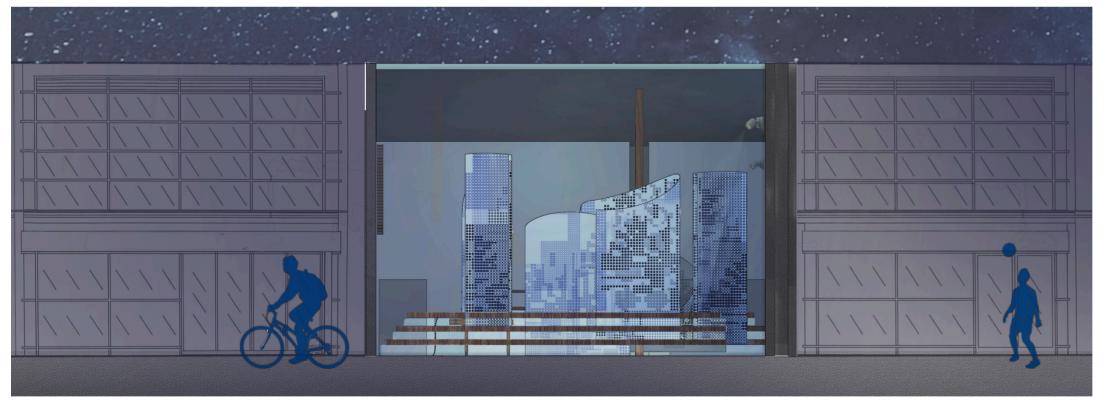


Top View 1:100 scale









Attraction



