

The Puzzle Pieces Seem to Have Fallen.

**\*PATCHWORK\***

My design idea clearly refers to the place

Community that has to deal with a broken border every day.



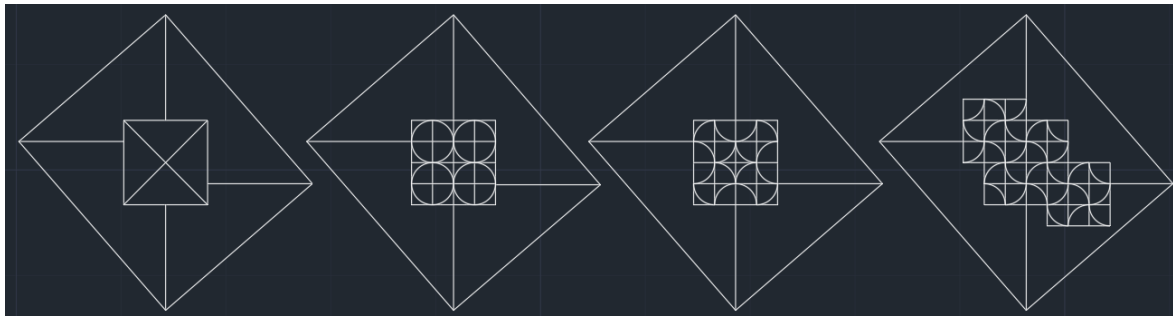
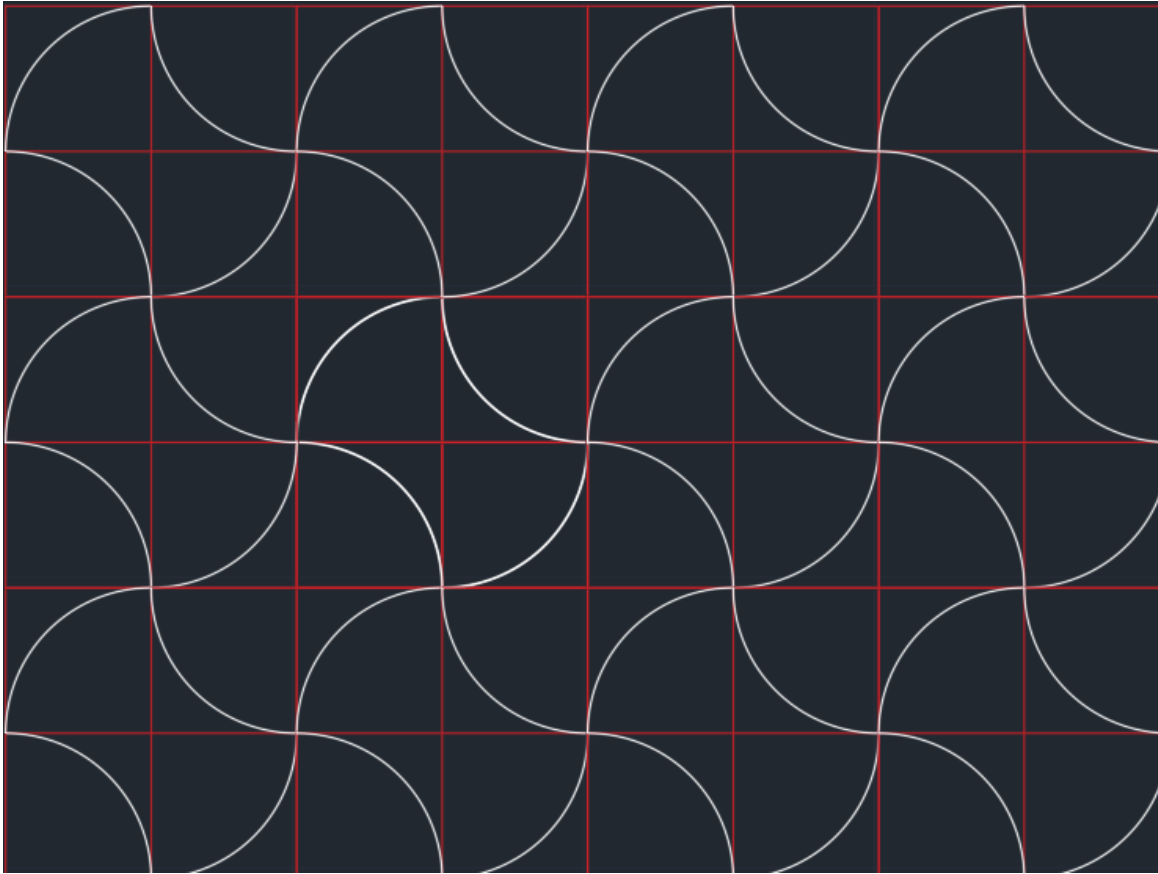
The history of both towns, which physically occupy the same area, dates back to the Middle Ages. In the town of Barlee, where you can find your way by following the white cross marks, you can find yourself in Belgium or the Netherlands within seconds.

This place where two different cultures live together is really interesting. Compromise has often been necessary to bring some semblance of order to this schizophrenic state of affairs. The country's door is applied to whichever country the door of the houses faces. If the border crosses the street gate, two different numbers are given. In Baarle we can laugh heartily about it, given the absurd situation and the natural way people deal with it.

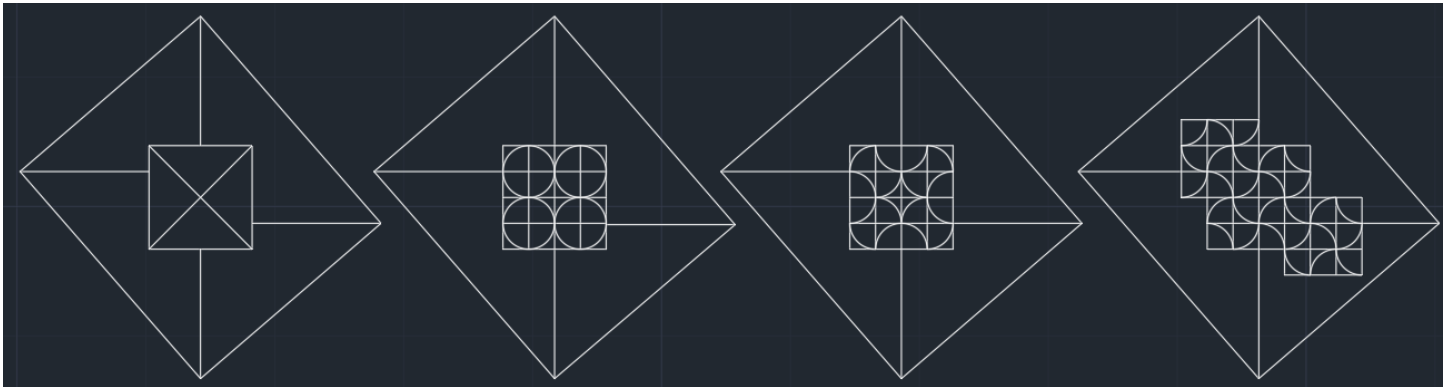
Despite the inconsistencies the citizens of the two villages exist together happily, seemingly unperturbed by the medieval web that surrounds them. Although the residents of the town have found a way to live together harmoniously, the policies pursued by daily local administrators seem to be a forced marriages.

My design idea is to create this funny situation, an exciting place where people go on a journey of thought that goes beyond borders and obstacles.

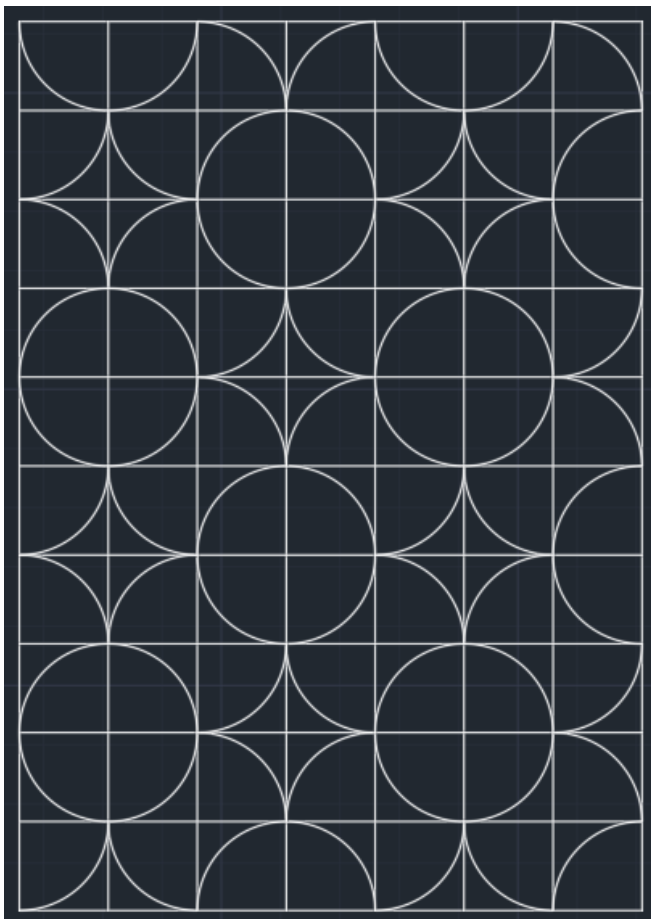
# Project Development Process



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**Firstly I wanted to create a syntax, create a ground, and use the unlimited language provided by the circle.**



**The  
last  
syntax  
I  
created.**

**Large areas and places to visit and two intertwined countries.**

**I thought of using it on patchwork ground and creating different areas.**

**The venue directs you in the direction you need to enter. It is possible to be in 2 different countries as you visit the venue.**

Belgium

Netherlands

N



14,75

14,75

14,75

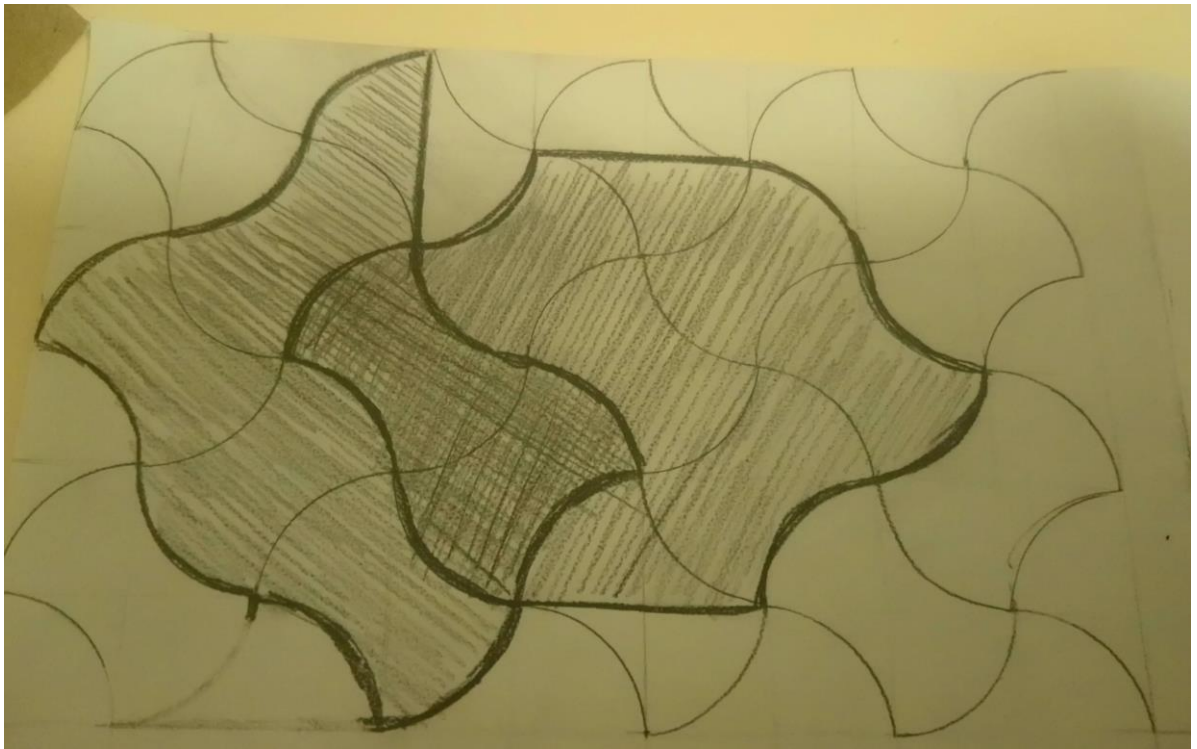
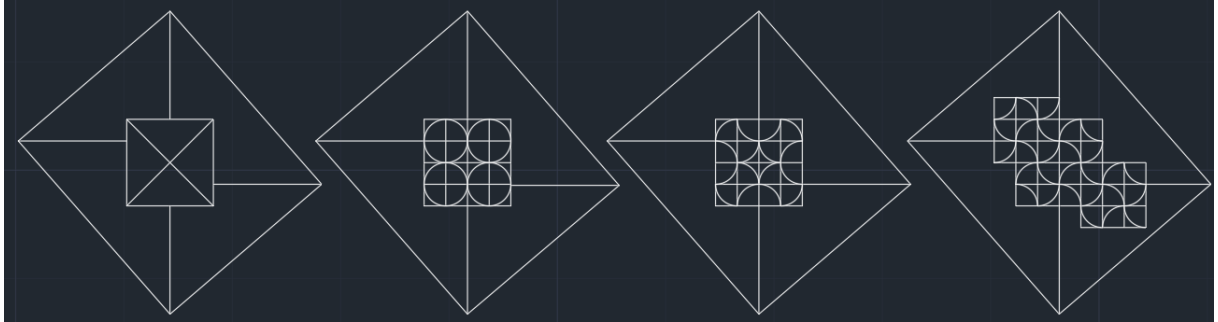
10,36

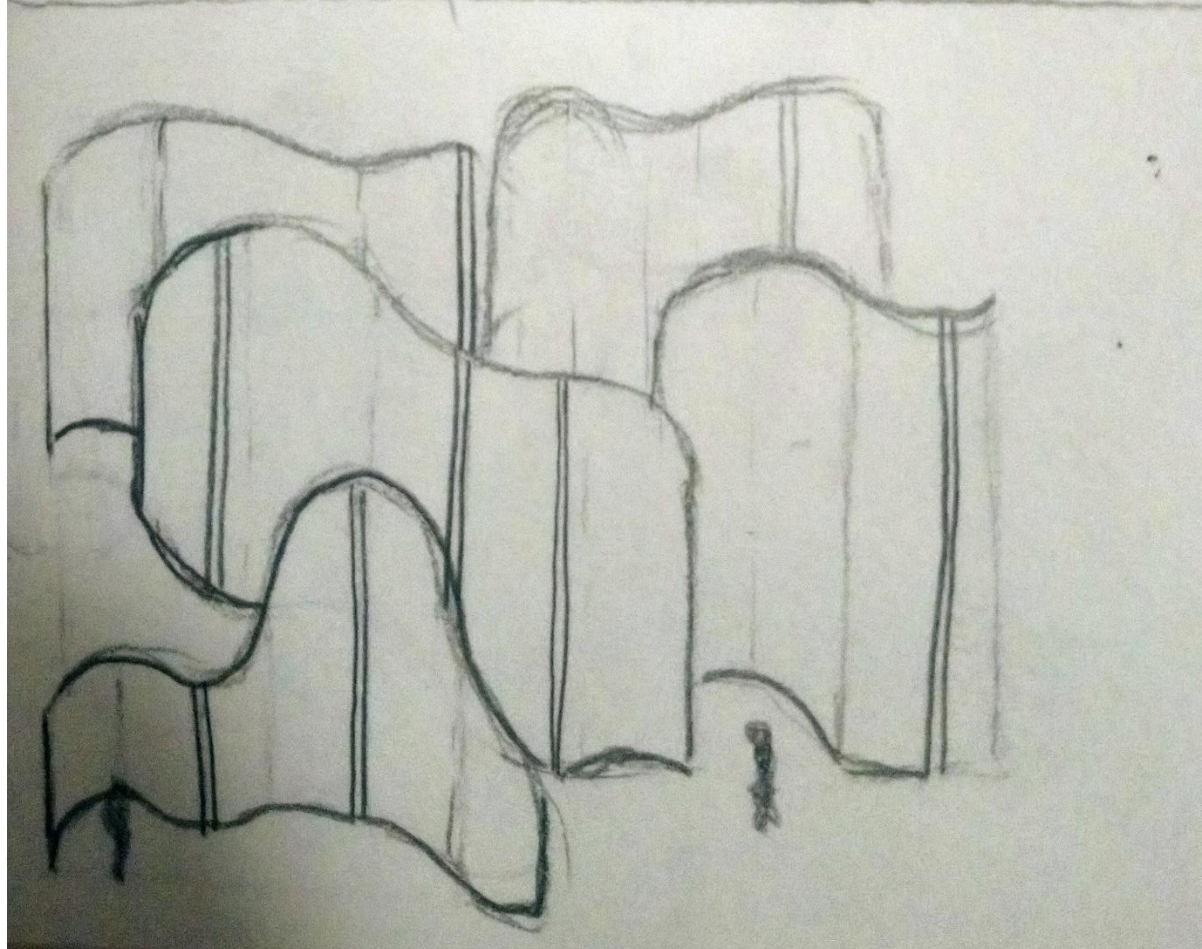
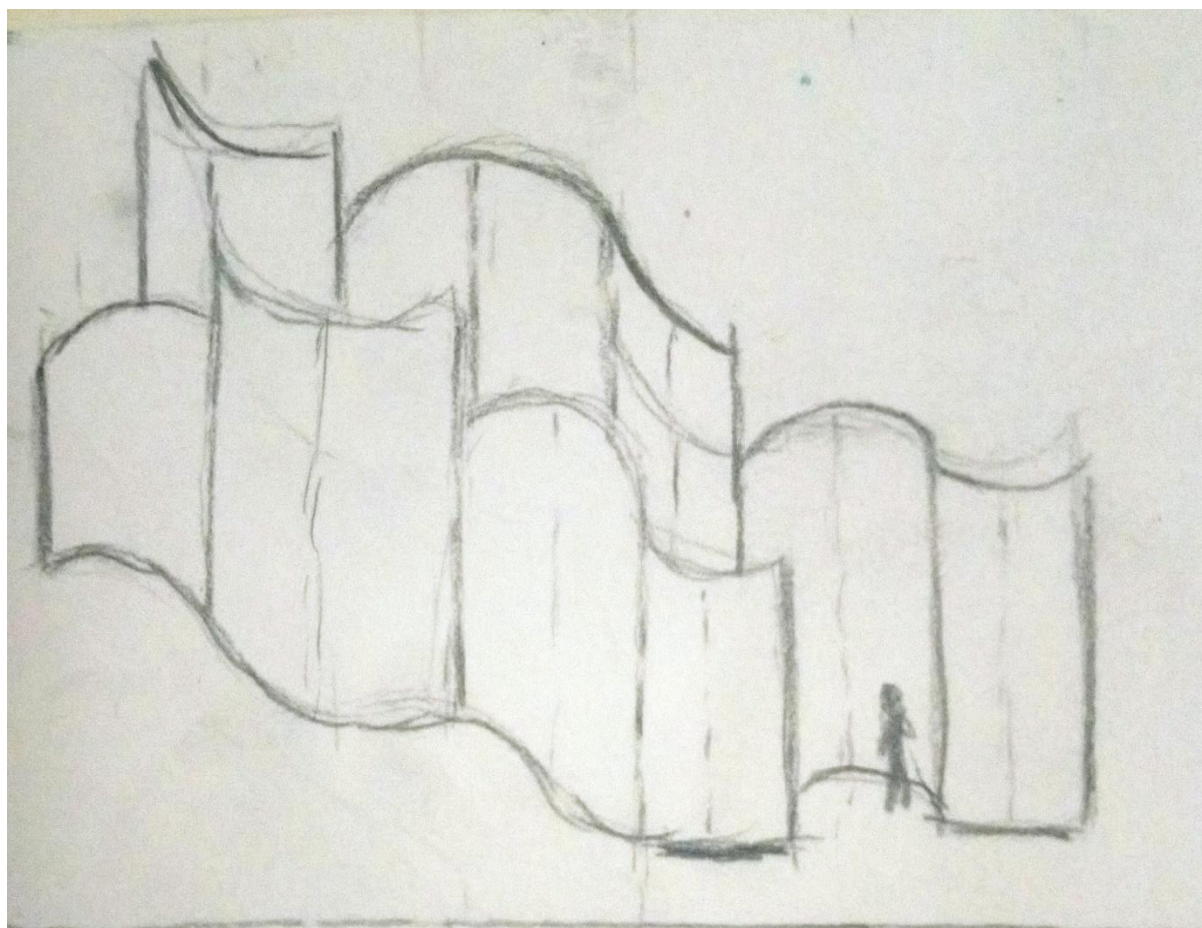
14,75

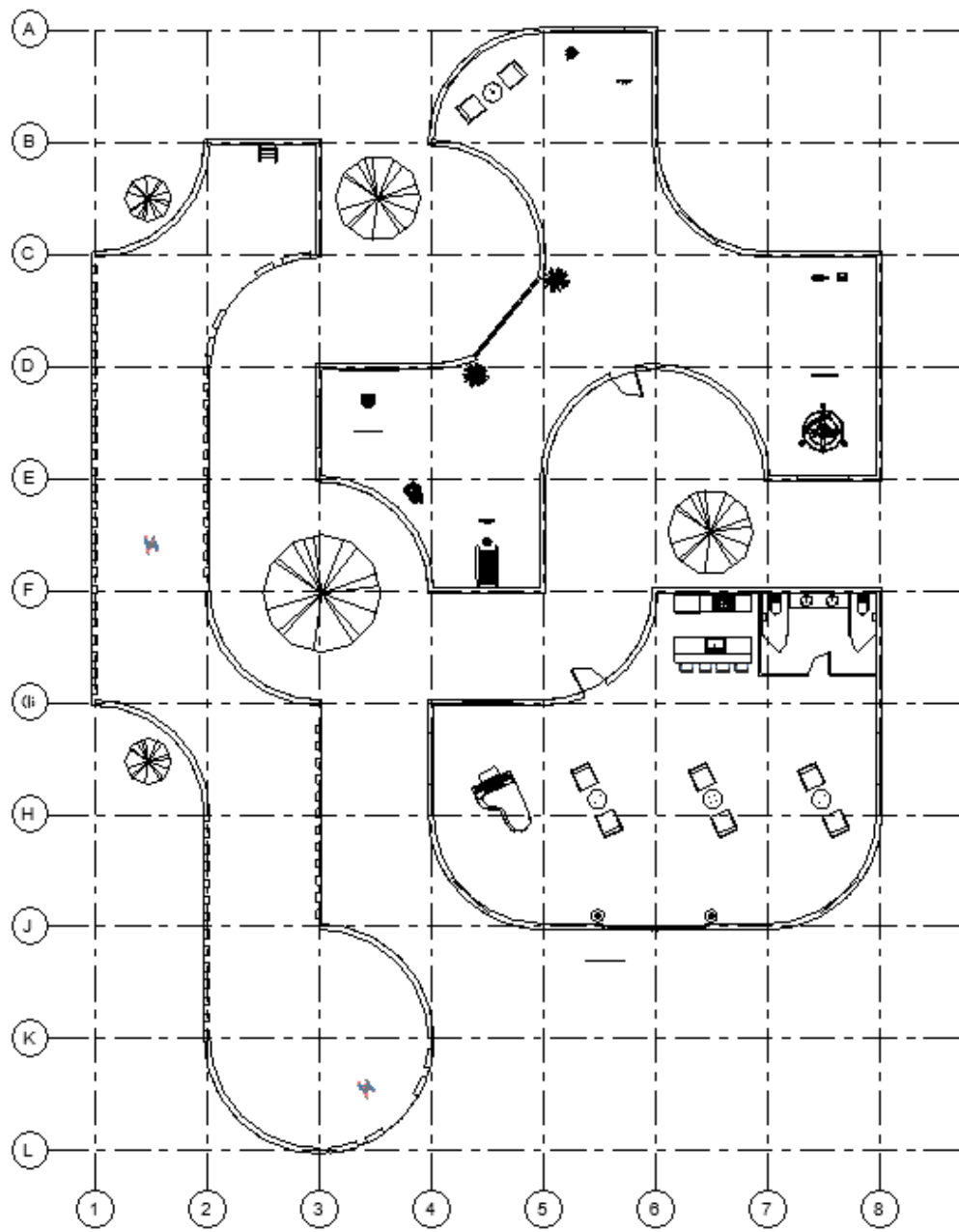
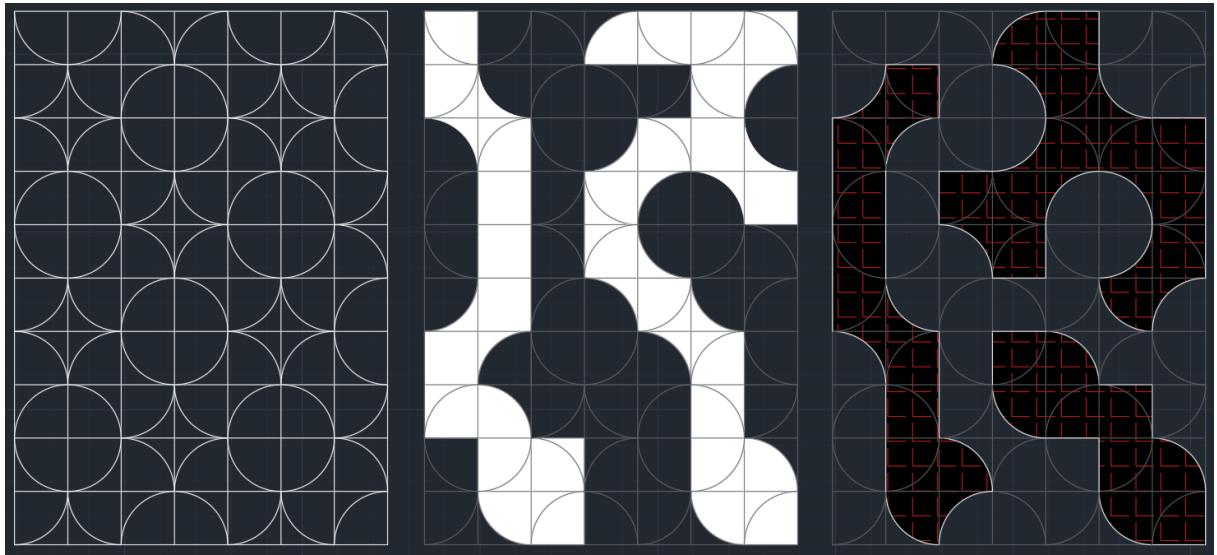
Netherlands

Belgium

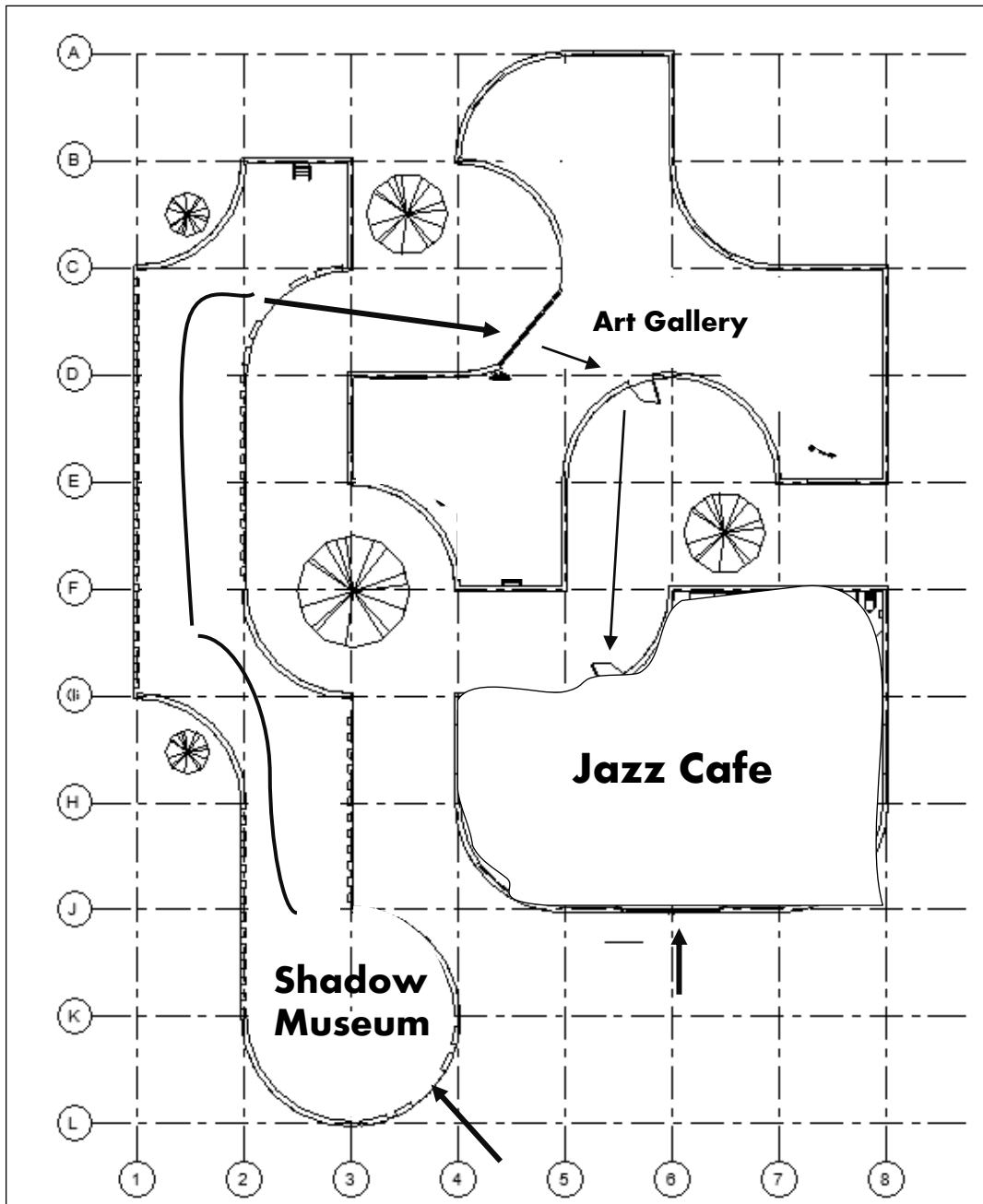
Plan 1:100



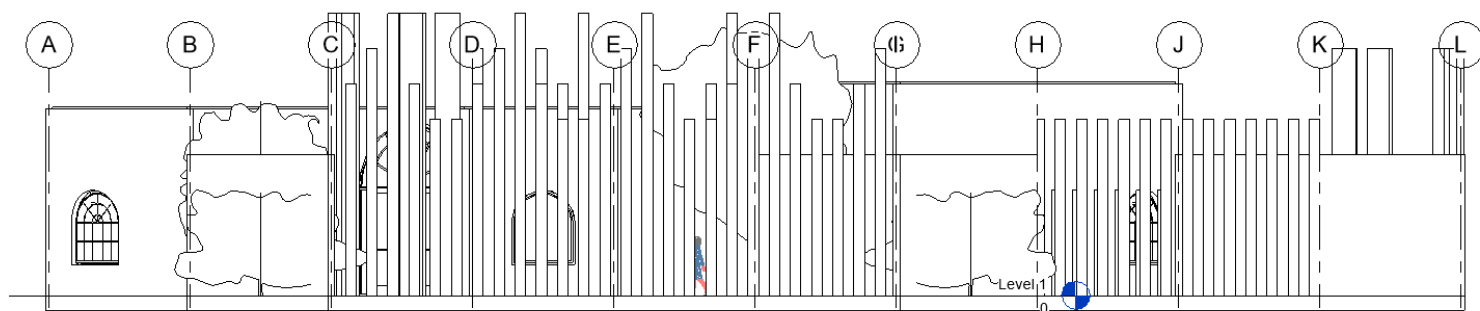
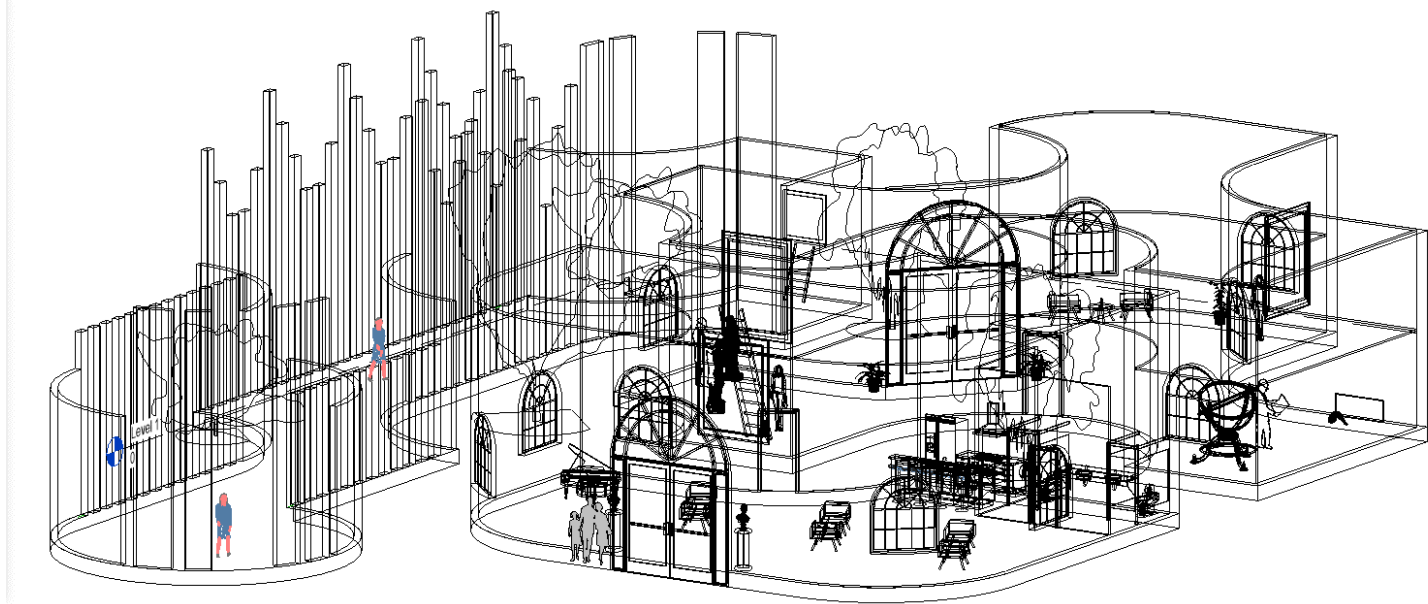




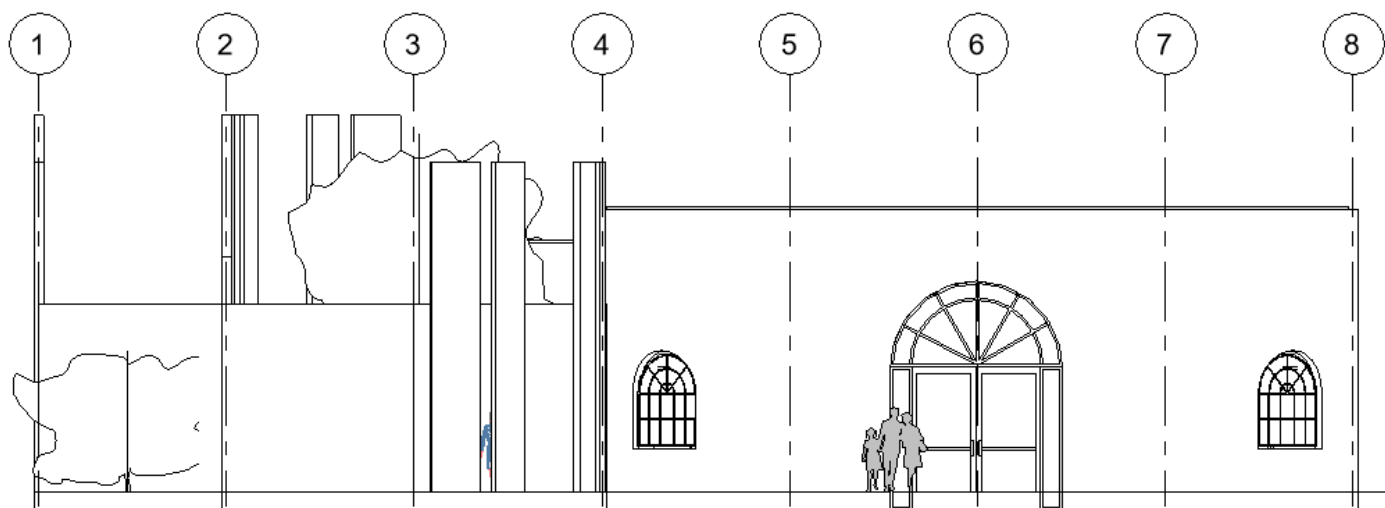
**After I finally determined the ground, I started building.**



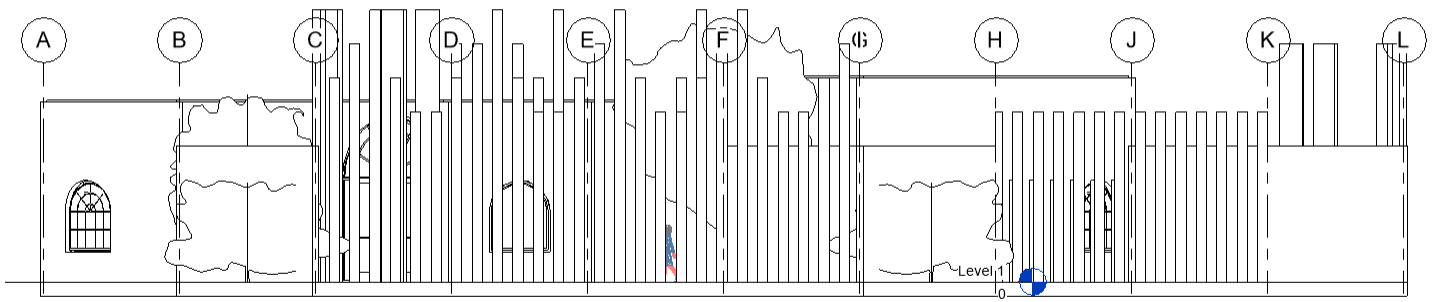
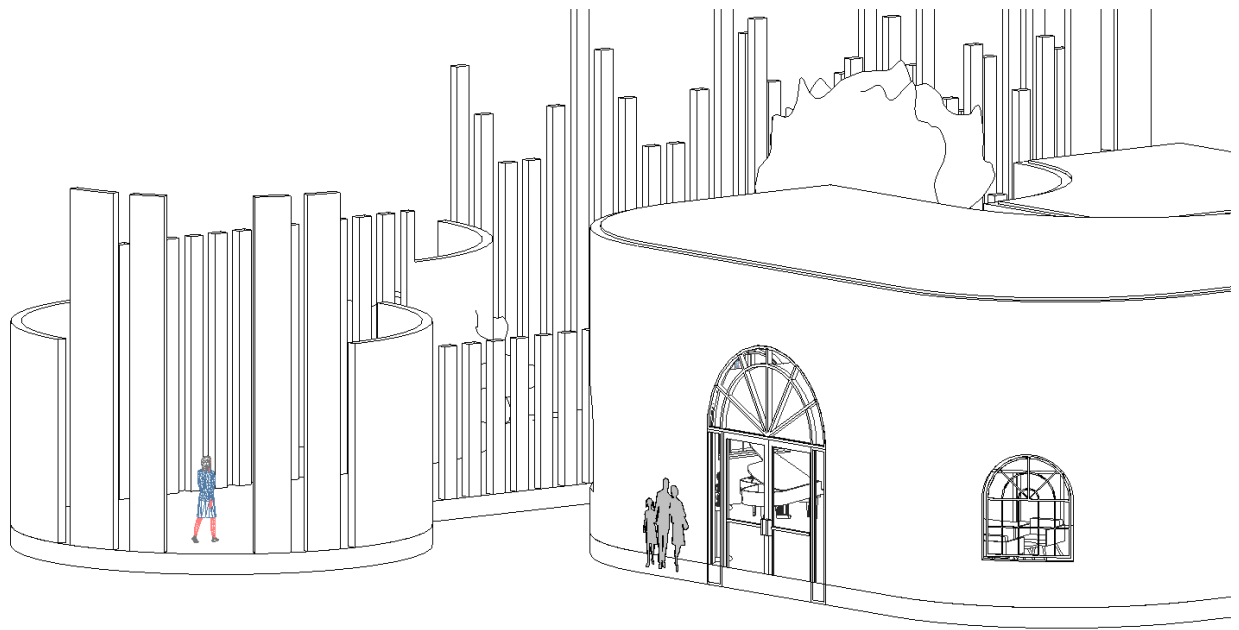
***A shadow museum with size differences.  
I designed the *Art Gallery* area and the *Cafe* area.***



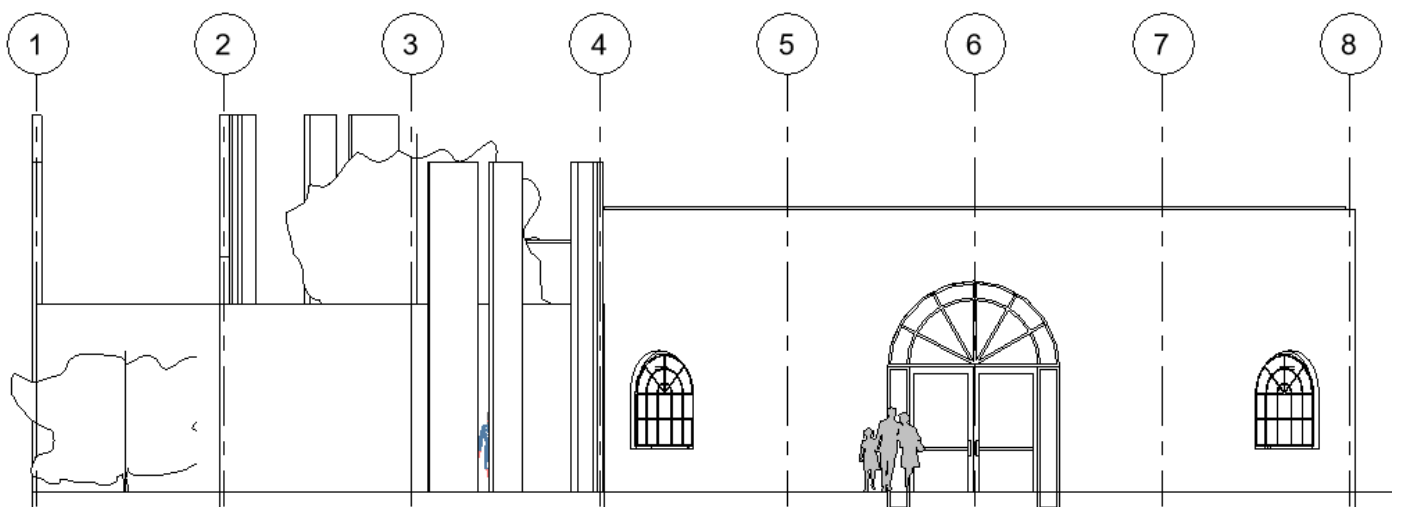
West Side 1/100



South Side 1/100



West Side 1/100



South Side 1/100

