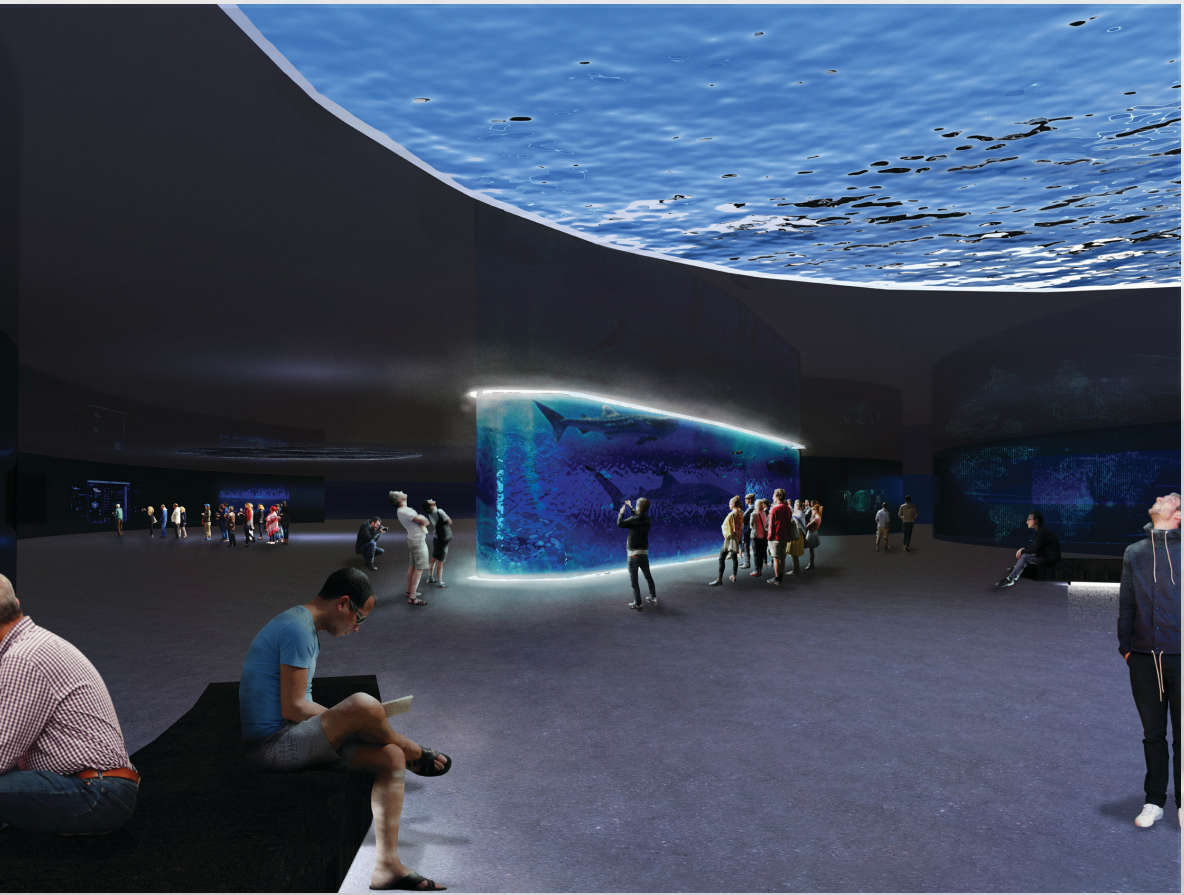


BEYOND THE BRIDGE

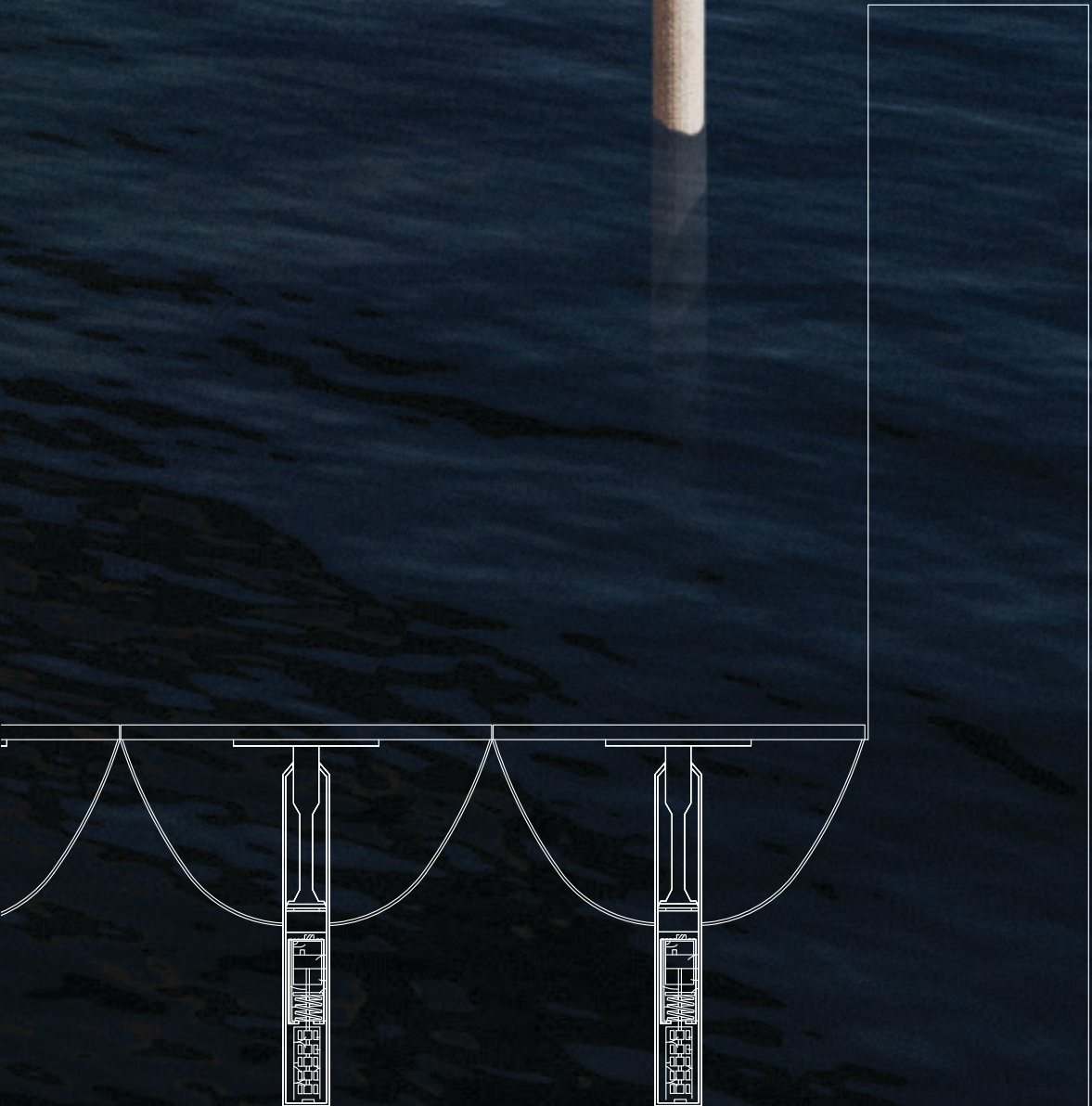
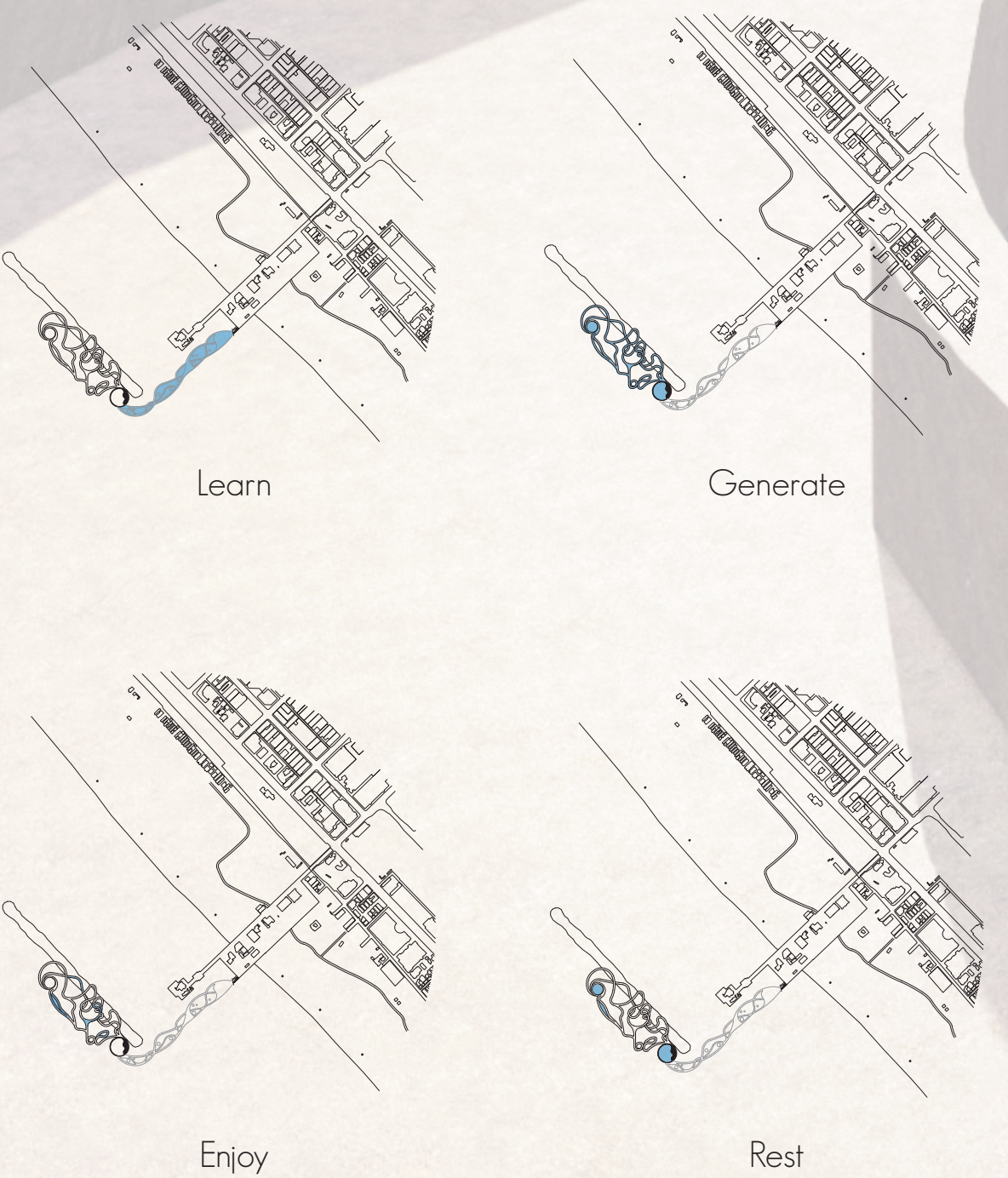
Roller coaster + social energy



SUBMARINE MUSEUM
The project does not seek to compete with what exists before; he is content to point out, to support operating as a remote base. So the first part of our project is to bury under water, making discreet link between the pier and waterfalls.
Invested as a museum, this part is dedicated to the education of consciences on the impact of man on nature and the future of renewable resources. The museum is composed of different rooms Punctuated by sets of patio and water columns, allowing compete immersion in the ocean in order to understand it better.

THE BRIDGES
Then comes the main part of the project with three bridges that cross, overlap, intertwine. This bridge game then offers an architectural promenade to significant mood changes, likely to generate a work of art suitable for enlightenment and enjoyment of the space.
In addition to taking advantage of the attendance of these bridges and alert the user of its power of action, it has to be in place a piezoelectricity device. This system absorbs energy from the movement of the people converting it into electricity.

WATERFALL
This space is open prose a new concept of public space which by its nature induces the establishment of energy. Indeed, the energy of the stream waterfall is transformed into electricity. The waterfalls offer a pleasant space for rest and refreshment.



Cross section - Piezo electric system