

For this uncomfortable public space, the main goal was to create a pleasing overall form that gets more uncomfortable the closer you get to it. This was done by creating three similarly sized canopies, each cut with an xacto knife in a random horizontal pattern and stretched to create differently sized slits for light to move through and lay across the cones below. When viewed from above, the three canopies create a pentagon on the outside and an equilateral triangle on the inside, both shapes that are technically pleasing to the eye, but when combined in this manner, create confusion with random edges and unpredictable turns. The three canopies are also mounted in a way that each slope is angled inwards toward the center so that any individual that steps in is subtly encouraged to move right back out of the structure. These components contribute to a nice large scale form while creating a uniquely uncomfortable experience for the individual. Below the three canopies are a dense array of cones, both used to hold up the canopies and to fill space in a way that inhibits the viewer's ability to move through the structure. Cones are arranged in a way that they are equally spaced and don't completely block any visitors, but are still randomly angled from both the ground and ceiling so that every step is precarious and discomfiting. Overall, this piece of architecture uses crowded shapes and randomly presented canopies to create an uncomfortable experience for the visitor

