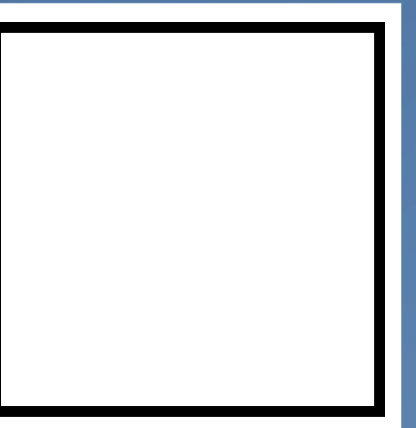


THE WAVES

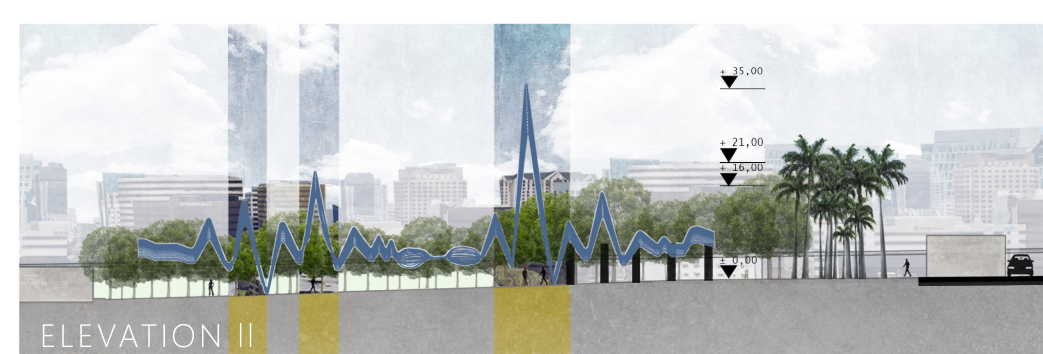
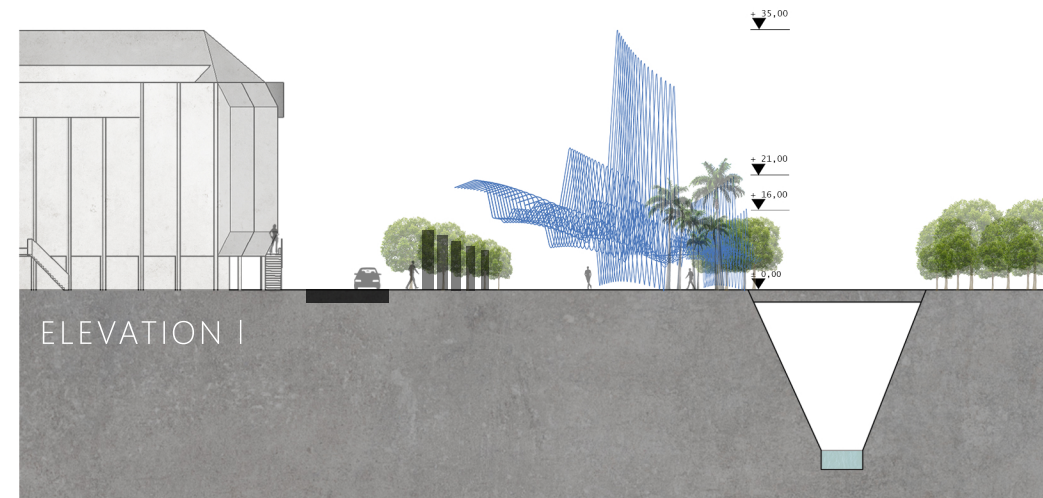
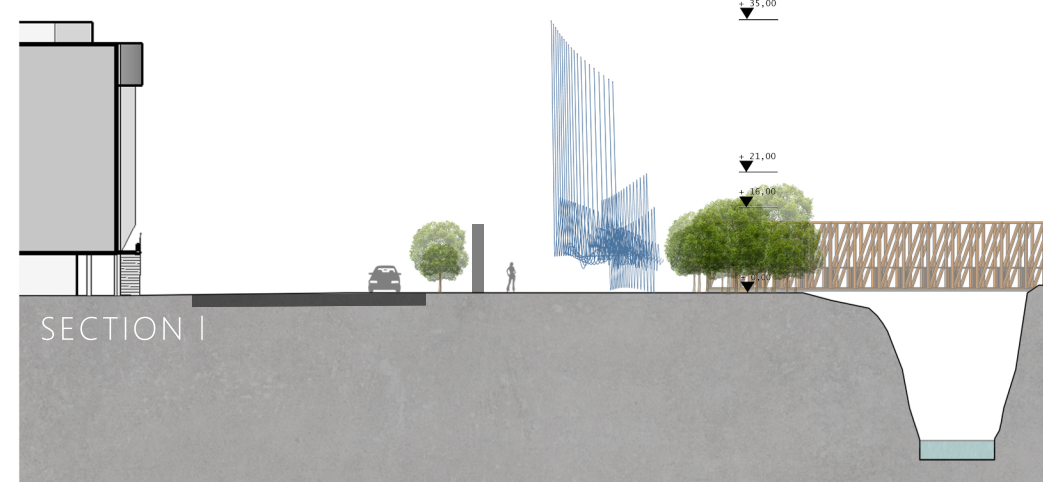
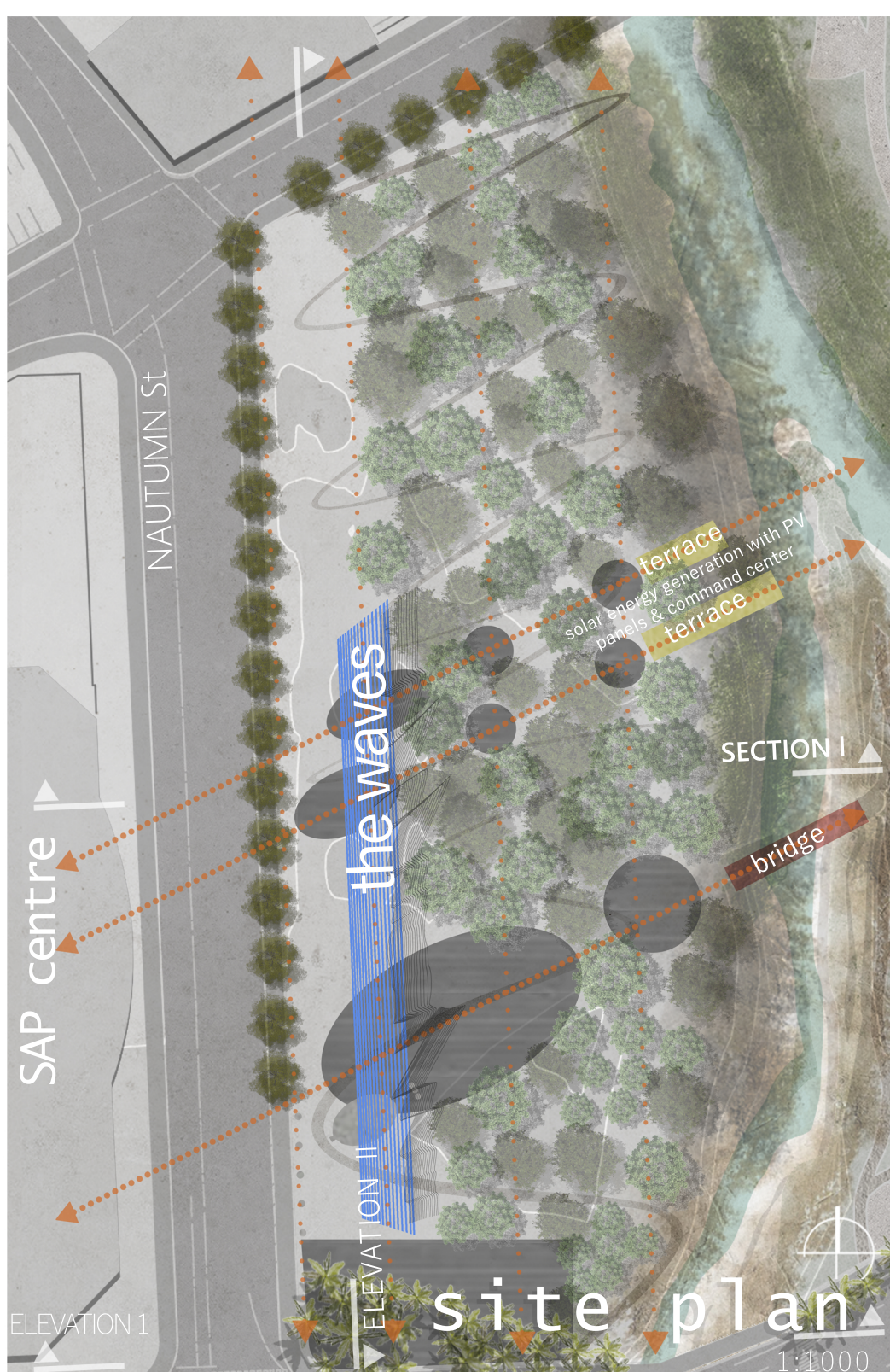
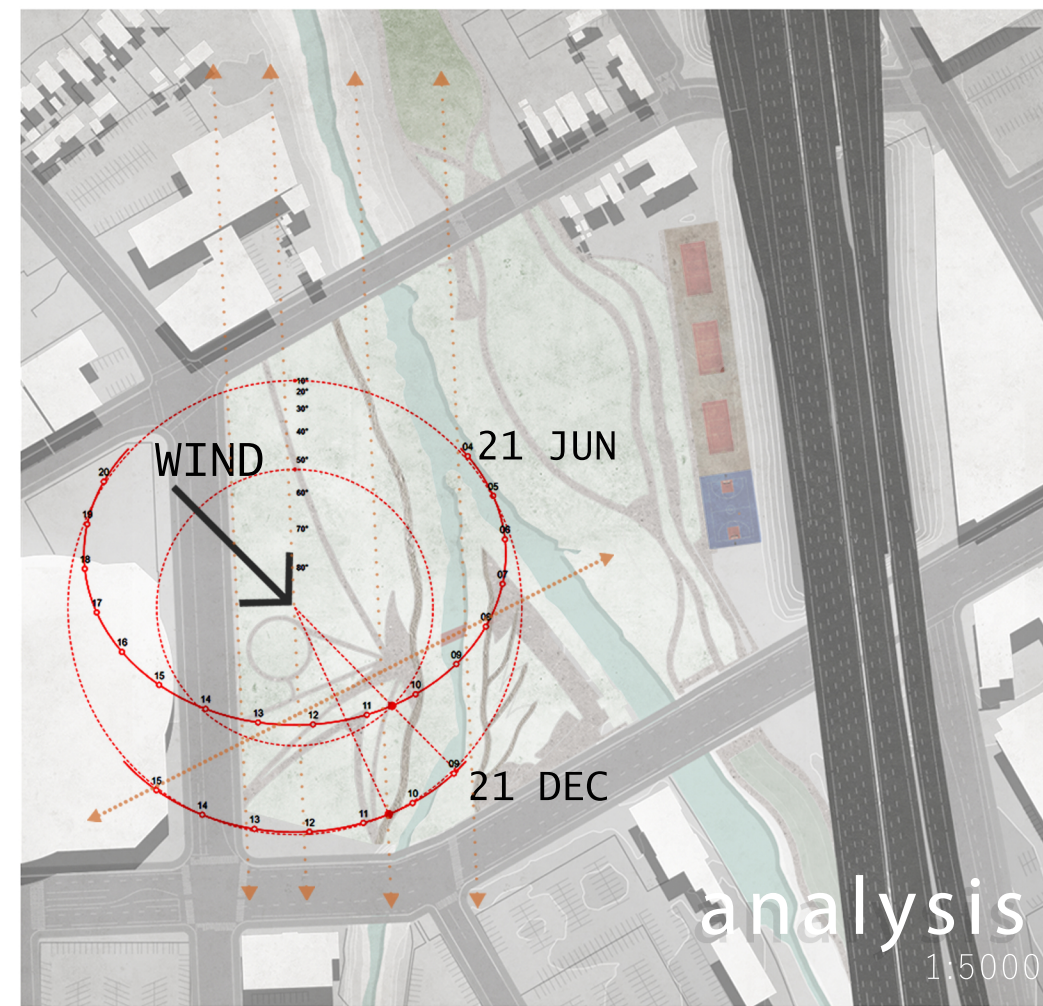
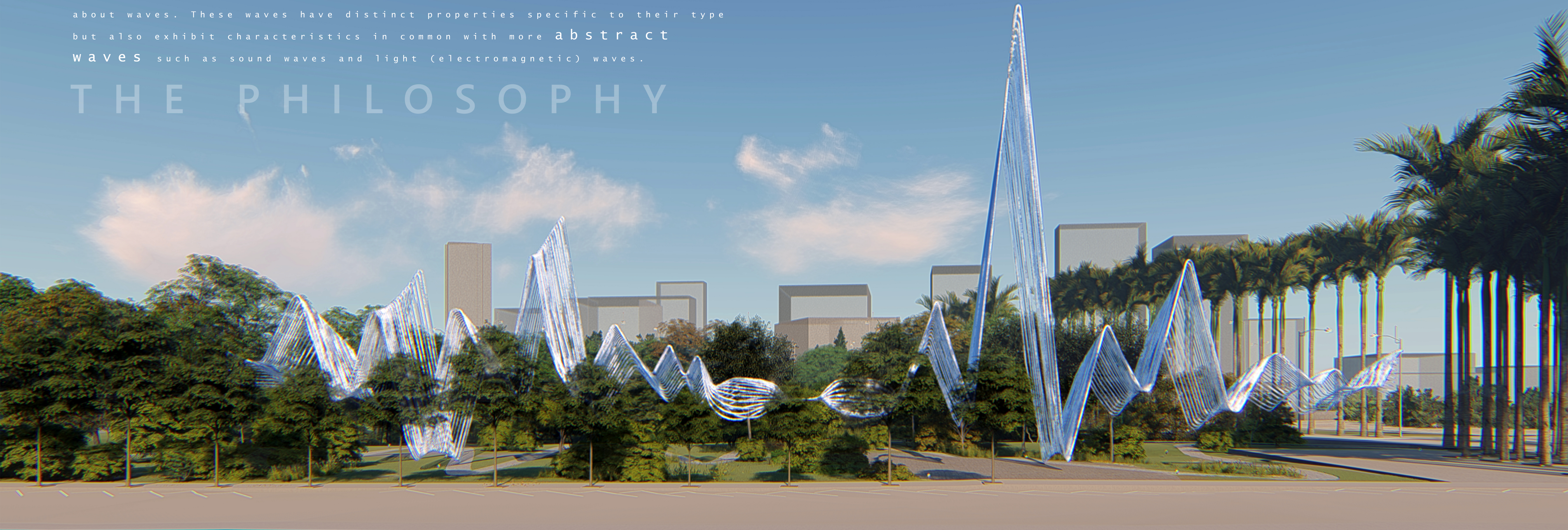
OF SILICON VALLEY



WSV treats electric and sound waves as a visual metaphor. This metaphor, on the one hand, refers to the memory of the place (The Light Tower), on the other hand, it goes beyond this and makes the "meaning" of it as the main element of the design based on the data of science and technology.

Every sound we hear, every photon of light that hits our eyes, the movement of grass blown by the wind and the regular beat of the tides are all examples of waves. They are all around us. Visible, physical waves such as those we see when a rock is thrown into water are what many people think about when they first began to think about waves. These waves have distinct properties specific to their type but also exhibit characteristics in common with more abstract waves such as sound waves and light (electromagnetic) waves.

THE PHILOSOPHY



Silicon Valley represents the future. From this point of view, a land that will take place here will turn into the future in terms of both aesthetics and context. This aims to combine the actual and the virtual, the intrinsic of the natural and the artificial,

and the possibilities rather than the contributory. Here,

a form was created that behaved like a rhizome rather than uniform. A form that allows the imagination of each individual, establishing a respectful but productive relationship with the place. This relationship is sometimes spatialized and it is a shutter for the park and sometimes only as a powerful image. In

this respect, WSV produces both a time-producing experience and also an image circulating in the

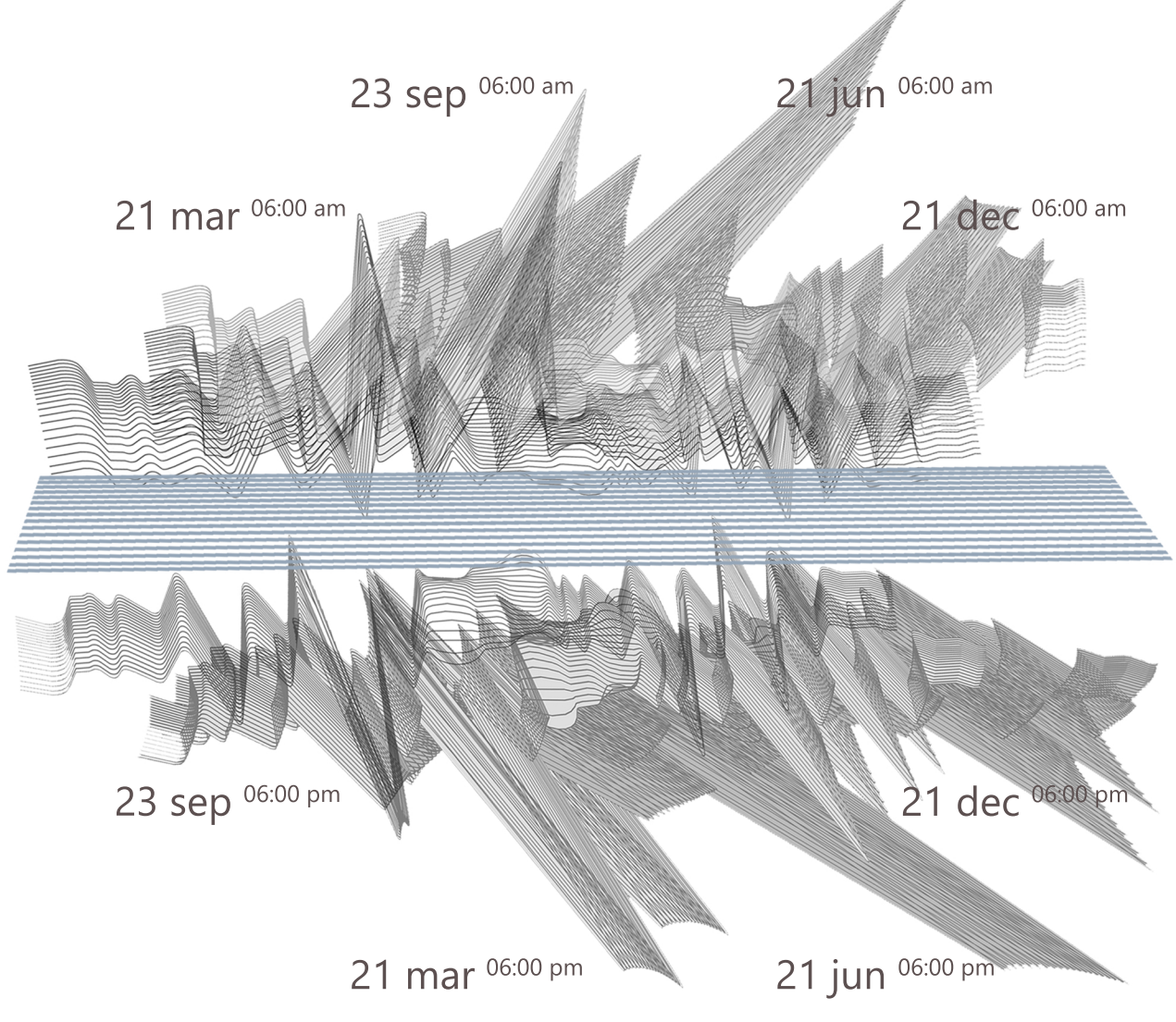
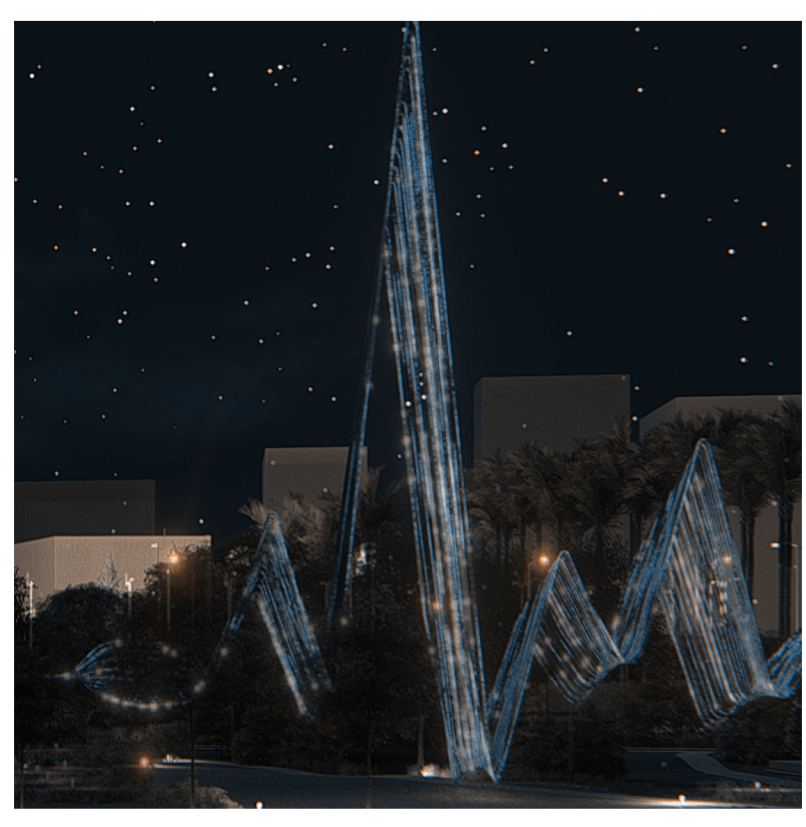
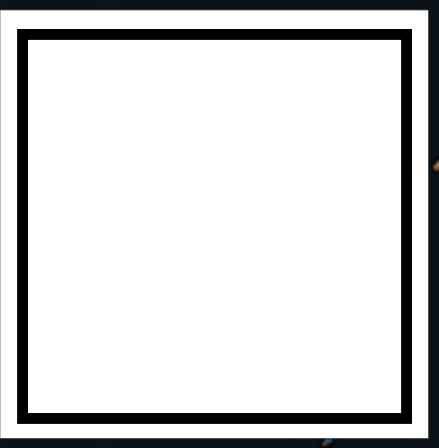
digital media.

The WSV design produces a form of Silicon Valley that becomes more fluid than the solid of the digital age, and in this respect, creates relationships in different ways and creates new relationships with it, rather than domination. The permeability of fluid waves allows it to produce a multilayered visibility with its surroundings and to integrate with them rather than to shield natural elements in particular. Its wavy, unsymmetrical moving structure both creates a horizontal line and produces a perceived and readable landmark vertically. In this respect, a dynamic image emerges for many different perspectives and perceptions from different angles for the city.



THE LIGHT

WSV turns into a work of light on its own at night. The objects on it turn into illumination and the landmark turns into a work consisting entirely of light. This light source gets from solar energy. The light movements **on the strings** allow endlessly different night image productions and light games both with different light designs and various data.



THE SHADOWS

WSV is a design that uses the shadow effect from the sun. In this respect, it creates different effects in the environment at different times of the day and the year. This sometimes participates in the cycle of life with its dramatic, sometimes calmer shadow effect. When the sun is strong, the combination of the shining of metal and the dramatic effect of shadows creates a **dance effect** both in land and in the environment.

THE STRUCTURE

The structure consists of steel tube rows. Each row is formed by joining twisted tubes with a separate profile. These tube rows are combined with steel twisted rods at each top and down axis to ensure rigidity of the structure. Each row will be fastened up to the rod.

The whole structure transfers load to the ground with the foundations formed at two points. There will be tension under the weight of approximately 32 tons of the structure.

Tubes are formed in 9 cm diameter profile, and rows distances are 50 cm. **8 meters wide, 100 meters long** structure is consisted 5 km long steel tubes in total.

