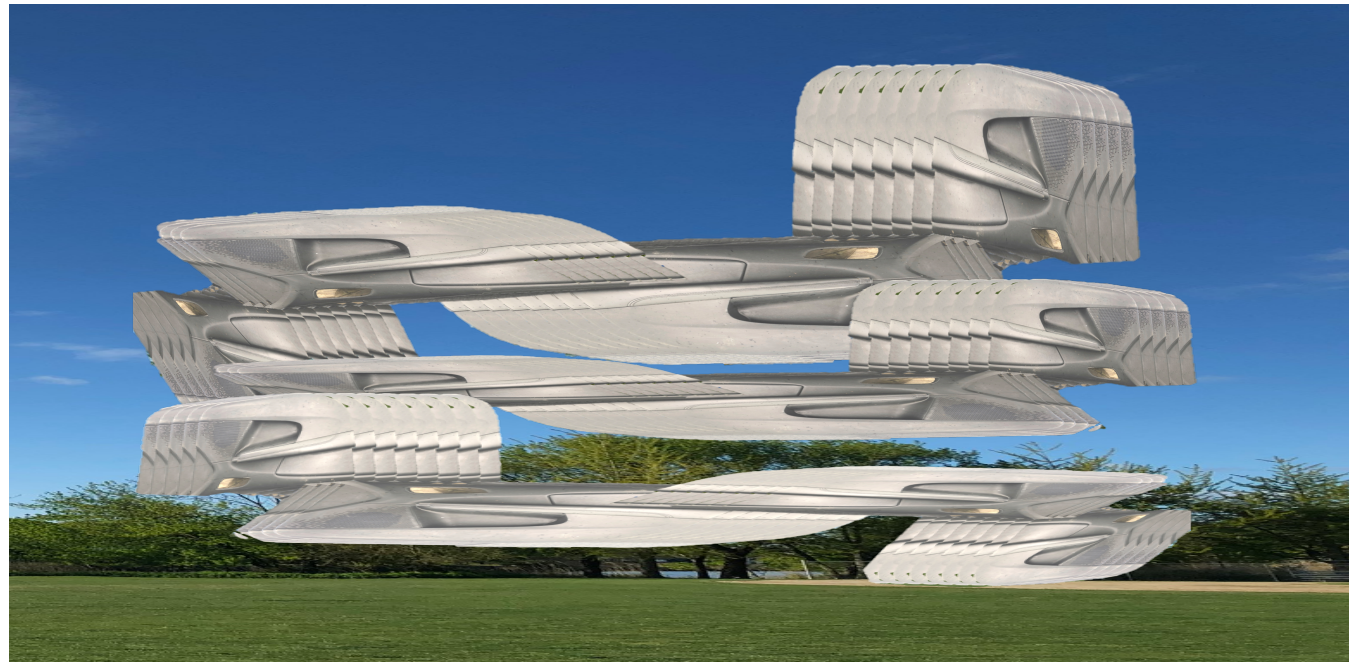


Invisible Shape

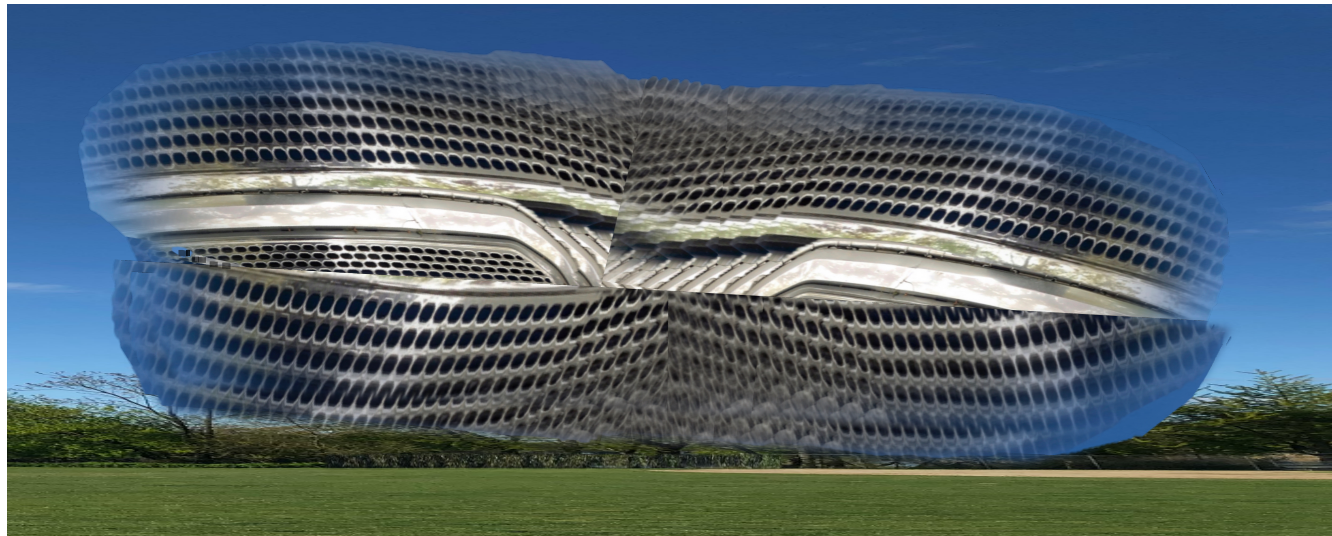
1. The Beehive Tower, Museum of Contemporary Art and Performance Center, Car Light as Puzzle

INVISIBLE SHAPE

I propose to create *Invisible Shape*, a site-specific architectural complex that will span both east and west sides of a downtown city park. The first phase explores auto parts as puzzle pieces from which I will create a conceptual model of space and time and show, as the title suggests, their invisible shapes.



2. The Spooky Tower, Move Theater, Car Door as Puzzle



3. The Balloon Tower, Indoor Sport Activities, Car Grille Radiator as Puzzle.

