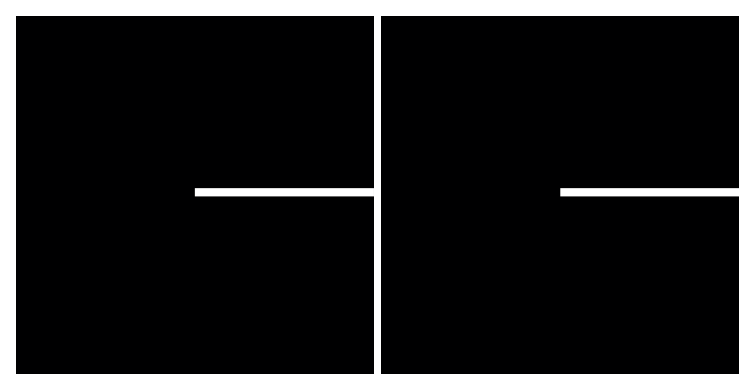


# House 2



**1. Gradient**  
We address public space as a gradient, offering both the possibility of movement and punctual immobility to the project's users. Creating a spatial interaction that permits fluidity – both in use and in circulation – has led to the development of a double ramp complemented by undulating platforms, all resting on the base structure.

**2. Screen**  
The project is formulated around the reciprocal relationship between spectator and screen. The bleachers offer comfort, enhancing both sight and sound. The use of plywood on the seats softens the timber structure beneath, while the undulations in the side panels improve the acoustics. The three-part projection surface has been positioned so that the built space it relates to is not static, and its swivelling motion opens up to the space of the neighbouring project.

**3. Microtopography**  
At the corner of a concrete column, this Microtopography provides a smooth ascent into to HOUSE 2. To enter is to be scooped up by the trill of the slanted ground, where solidity underfoot is disrupted by the gentle rise and fall of oscillations in the geography. Long threads of wood are intertwined with a horizontal path, bridging these undulating waves with the area where the Reeds grow and sway in the wind. The project summons the tension that wavers between slight rhythmic variations – between doubt and certainty.

**4. Reeds**  
Tall kinetic timber Reeds spread out across the ground of House 2, enveloping the colliding flows of visitors arriving from connecting points around the site. Although their base is rooted in the floor, these reeds bend, sway and tap in the wind. Densely packed in some areas sparse in others, the reeds begin to overlap as visitors trace out paths between them, framing new approaches and perspectives on HOUSE 2 and its surrounding territory.

**5. Stair**  
The staircase is an architectural construction composed of a regular sequence of steps: levels ensuring the passage from floor to floor by going up or down. But where does this staircase lead us to, and where from? This stair is not only a passage between two levels, but becomes itself a space to be inhabited. What will happen during this vertiginous diagonal ascent? Dizziness? Admiration? Exhaustion? And what sensations are stimulated along the way?

**6. Pool**  
First, shade strikes. Hands brush the unwinding panels and feet meet the condensed floor. These movements follow a projecting curve, where mottled reflections pave the ground. The arc of the roof plunges us deeper into the longitudinal space. The water draws a line of separation marking out the different levels where visitors sit; some next to each other and others more distant, conversing resoundingly across the pool. The elevated groups immerse their feet in the water.

**7. Roof**  
Designed in symbiosis with the project below it, the canopy Roof adapts to the surrounding levels; while the shading system, carefully tuned to the rhythm of the façade, offers just the right amount of light needed to enhance the atmosphere around the pool beneath. The whole structure bends from the centre towards the edges, spanning the neighbouring areas and reinforcing the connection between the adjacent Stair and Vestibule.

**8. Vestibule**  
"Les coins de la chambre se modifiaient et s'arrondissaient sous l'effet de la musique. Colin et Chloé reposaient maintenant au centre d'une sphère."  
- Qu'est-ce que c'était? demanda Chloé.  
- C'était The Mood to Be Woood... dit Colin.  
- C'est ce que je sentais, dit Chloé. Comment le docteur va t'il pouvoir entrer dans notre chambre avec la forme qu'elle a?"  
- Boris Vian, L'écume des jours

**9. Enclosure**  
On the façades, the shadows are walking. They are browsing the space: two rectangles crossing each other. Slabs and walls form a symbiosis. The framed sky opens up the otherwise enclosed room. The place is public, but the space remains private. Sensations intermingle - light, touch and sound - leaving room for the mystical: this enclosure is the affirmation of an architecture of space ignored.

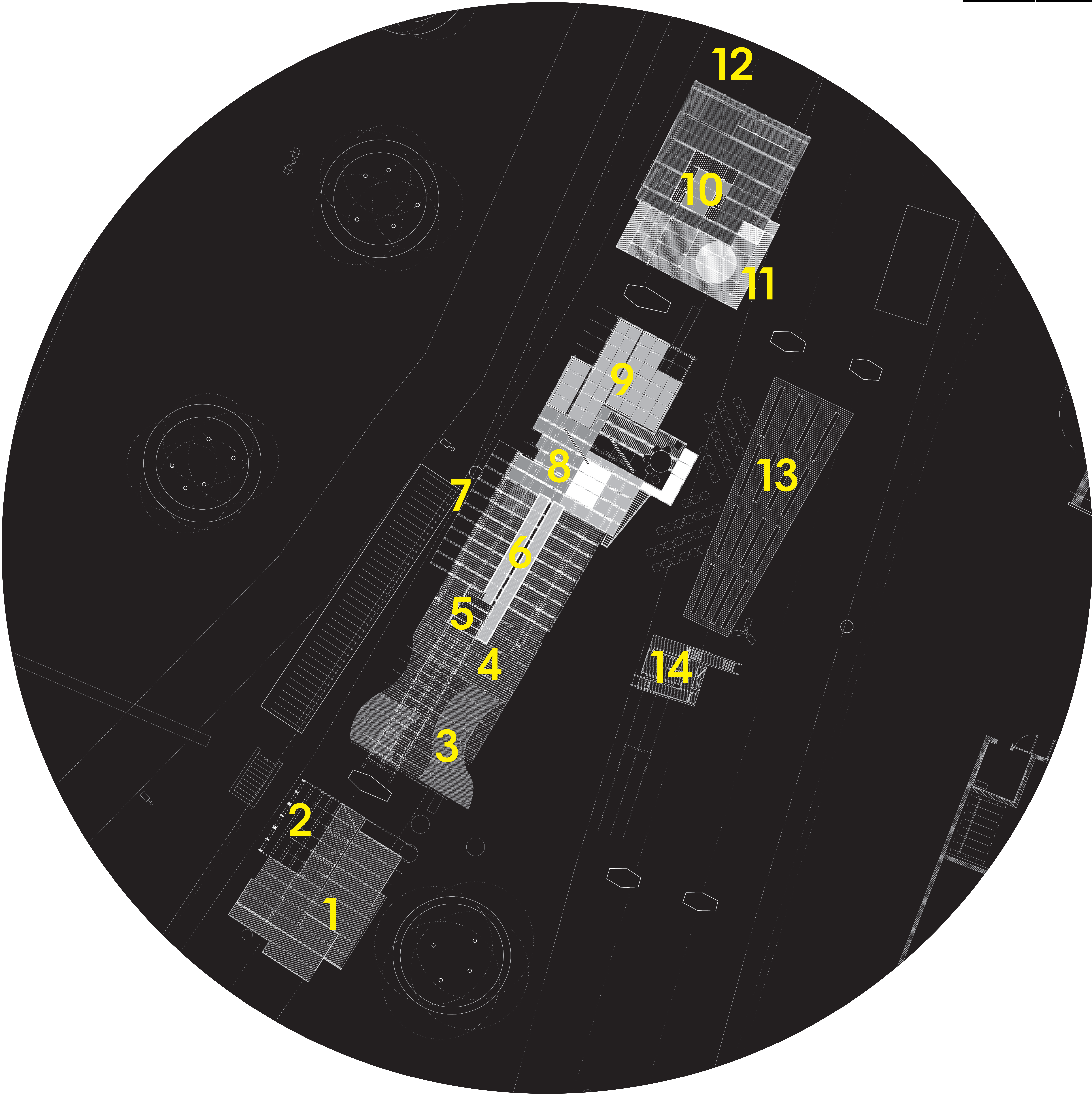
**10. Bar**  
Out of the grey concrete emerges House 2, an Exquisite Corpse of 14 unique projects. At one end, a rhythmic wooden floor spills in all directions onto the concrete, inviting passers-by to explore its floating topography. At the top of this island, a cluster of counters call upon pedestrians to gather, drink and eat. Above it, a towering chimney leans, acting as a beacon that urges those farther away to join the crowd.

**11. FIT 4 HOUSE 2**  
FIT 4 HOUSE 2's primary objective is to shift the density of the neighbourhood's towards the epicentre of HOUSE 2 - Counter City through a dynamic fitness trail set in an urban context. Its central point, along with the 8 stations around the city, form a constellation of moments connected across an urban landscape, creating a series of reciprocal spaces that may be used for sporting activity, or simply for leisure.

**12. Lights**  
To enhance the bold arc of the bridge above, a series of spotlights following the steady rhythm of the HOUSE 2 structure punctuate the air. Blades of light laid under the floor surfaces highlight the level changes and topography of the structure. When the railway tracks overhead hum with activity, a single light flickers – on and off – like a beacon.

**13. Emitter**  
The Emitter absorbs the punctuated movement of trams, the roar of trains overhead, and the sounds of the student crowds of the ZHdK, and re-transmits them in a new form. It also provides the sound infrastructure for the programmed events of Counter City. Electro-dynamic exciters vibrate the 50-square-metre floor, which is both a platform for the exchange of ideas and also a membrane of loudspeakers: a living floor that transmits the pure physicality of sound.

**14. Transmitter**  
The Transmitter is designed to facilitate the construction sequence and operation of HOUSE 2. The Transmitter offers several platforms set at different heights in relation to the main structure, each one defining a workspace for assembling the project. It provides the infrastructure needed to operate the Emitter and the various programs offered by HOUSE 2.



**About HOUSE 2**  
HOUSE 2 - COUNTER CITY is a 240-square-metre public installation beside the Toni-Areal in Zurich, designed and built in wood by first year architecture students from the École polytechnique fédérale de Lausanne (EPFL).

In view of growing cities around the globe and the respective opportunities and questions regarding the quality of life in our urban societies, HOUSE 2 offers an approach to spatial appropriation by many in a collaborative and dialogical process.

Behind the project stands ALICE, a laboratory in architectural design at EPFL focusing on space. HOUSE 2 was designed by 200 students studying in the ALICE Y1 first year architecture atelier. The installation was entirely prefabricated by the students at the EPFL and transported across Switzerland to its present location beside the Toni Areal. Here, it was unloaded and re-assembled to become a forum for activity and civic engagement.

ALICE, in close collaboration with the Zurich University of the Arts (ZHdK), have jointly programmed a series of events for summer 2017 to take place in the context of HOUSE 2, between May 31st and June 15th. These include guided tours, theatre and music performances, a sound installation, symposia, student critiques and exhibitions and an open-air cinema. Through these installations and gatherings, the questions of density and cohabitation will be addressed in a spatial construct offering a place for exchange, debate and discussion.

This venture has been made possible through the funding and support of the École polytechnique fédérale de Lausanne, Zurich University of the Arts, and a group of generous industry sponsors.

**About ALICE**  
ALICE (Atelier de la conception de l'espace) is a laboratory in architectural design at EPFL-ENAC. Its members lead a series of research and research-by-design projects that establish links between education, social space, design thinking, architectural tools and public space. The lab engages in developing and building full-scale, installation-size artefacts, as well as inventing new types of ephemeral structures for social and cultural events. Under the direction of Dieter Dietz and Daniel Zamarbide, the ALICE team consists of a group of young architects and researchers, scientists and doctoral candidates from Europe and abroad.

More information about HOUSE 2 - COUNTER CITY can be found at [alice.epfl.ch](http://alice.epfl.ch)  
[aliceblogs.epfl.ch](http://aliceblogs.epfl.ch)  
[countercity.ch](http://countercity.ch)