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Serpentine pavilion

## Odyssey

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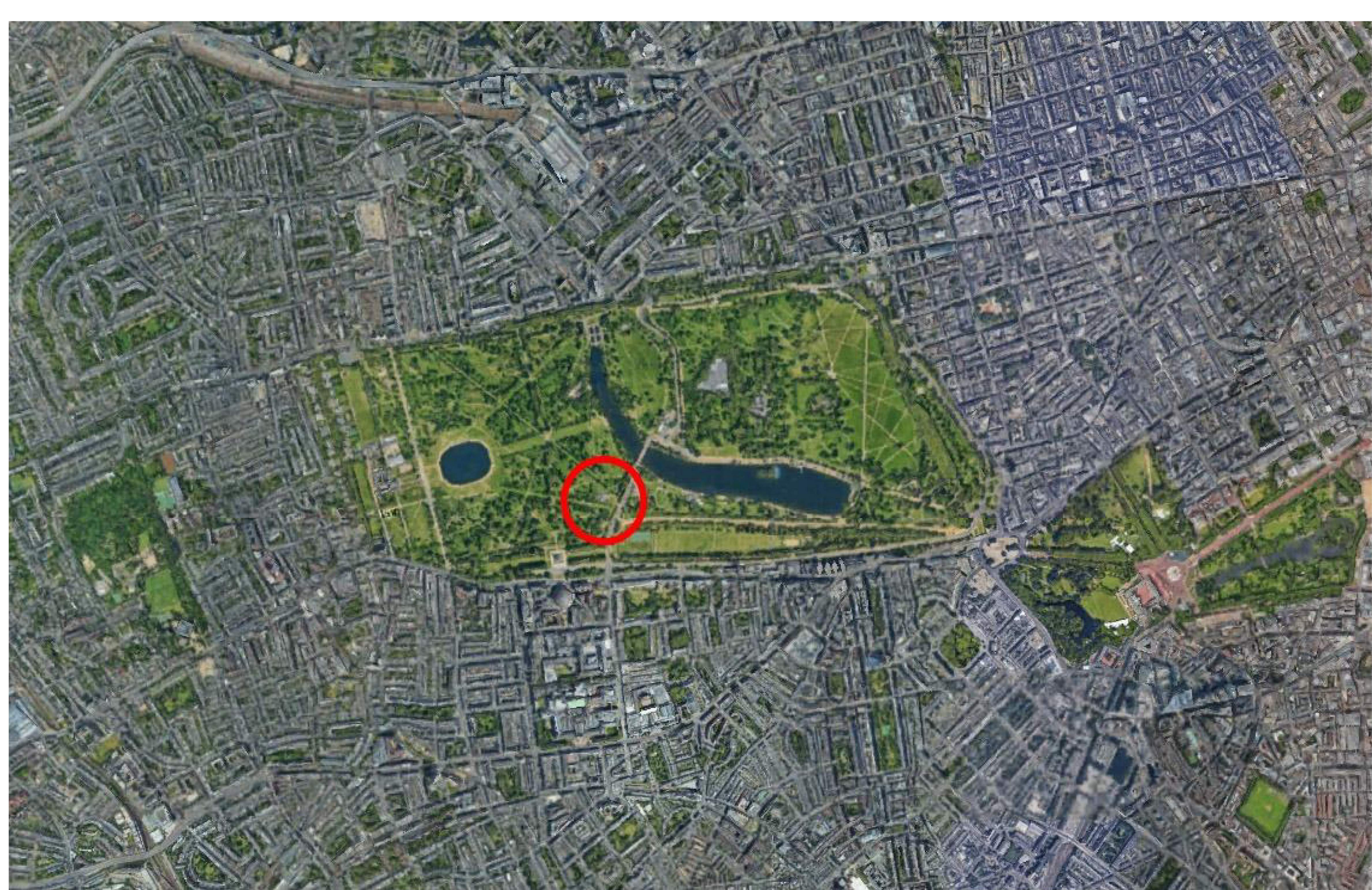




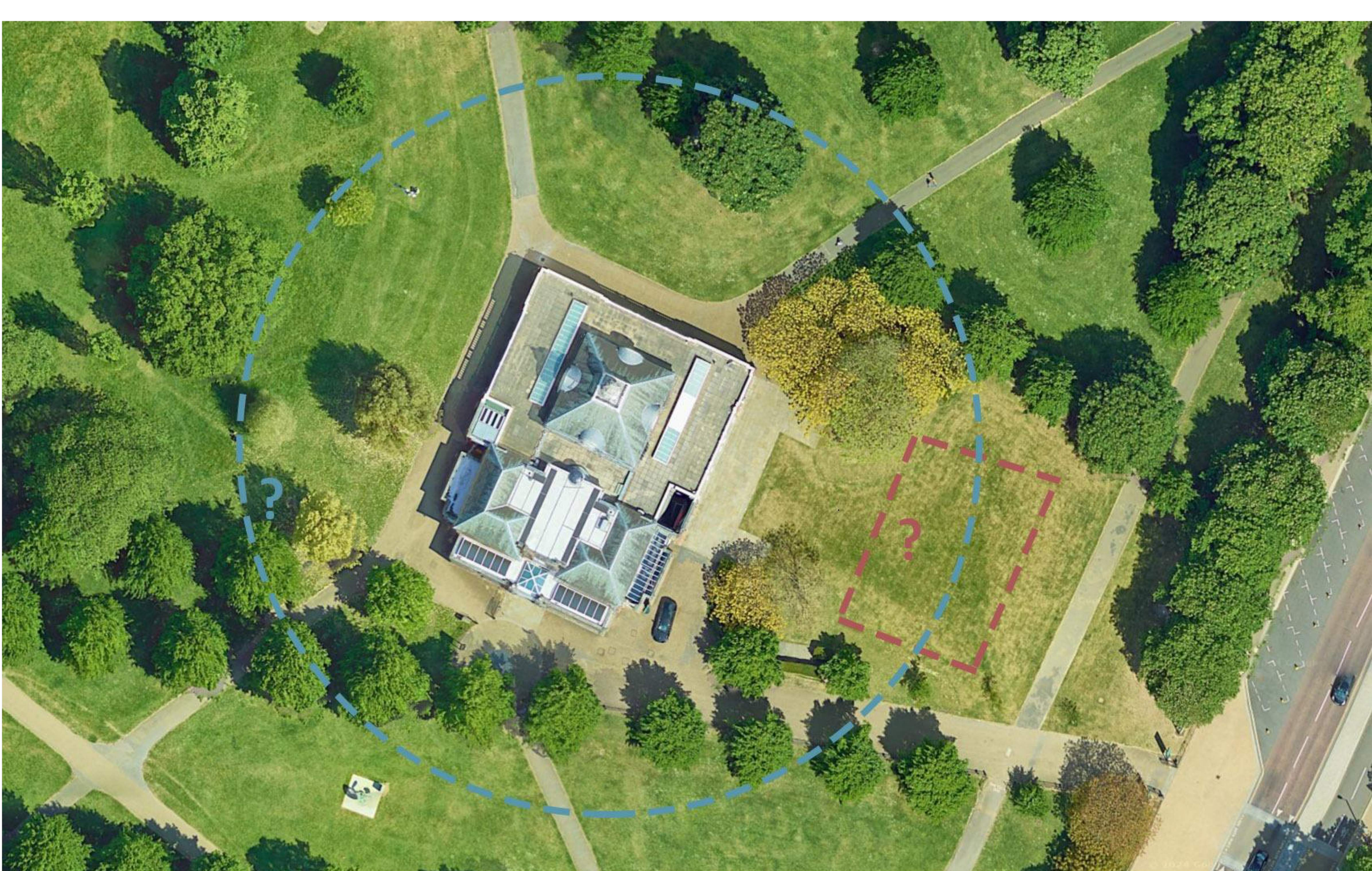
This semester's assignment was located in Hyde Park.

Located in the heart of London, the park spans 350 acres and serves as a significant green space within the city. Situated amidst iconic landmarks, it offers diverse recreational opportunities, including picnics, sports activities, and leisurely strolls. Hyde Park also hosts cultural events such as concerts and festivals, contributing to its role as a cultural epicenter. Its peaceful atmosphere in the middle of the busy cityscape makes it an attractive destination for both locals and visitors seeking relaxation and recreation.

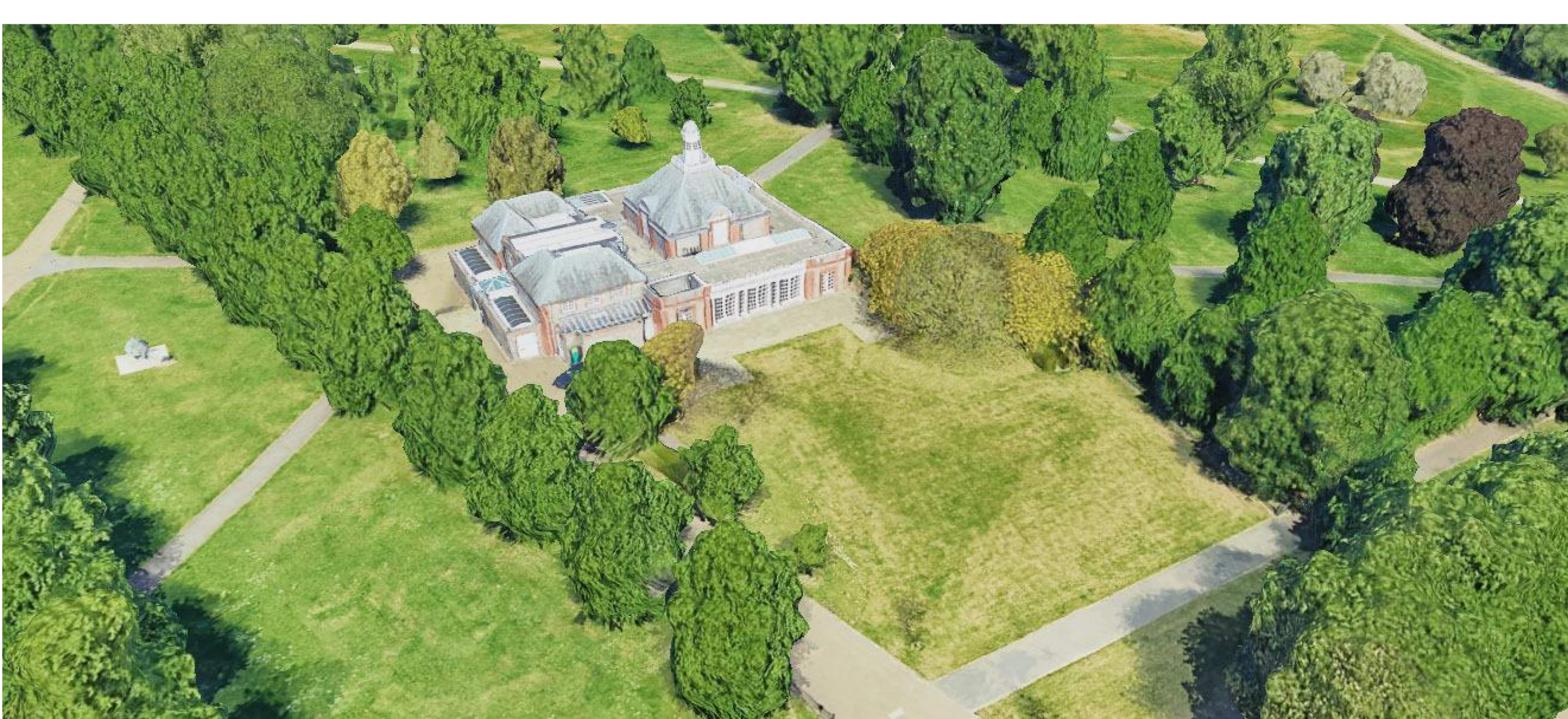












Serpentine gallery invites an architect from around the world every year to design a pavilion next to their gallery in Hyde park. That pavilion then stands there for around 4 months during summer (june-october).

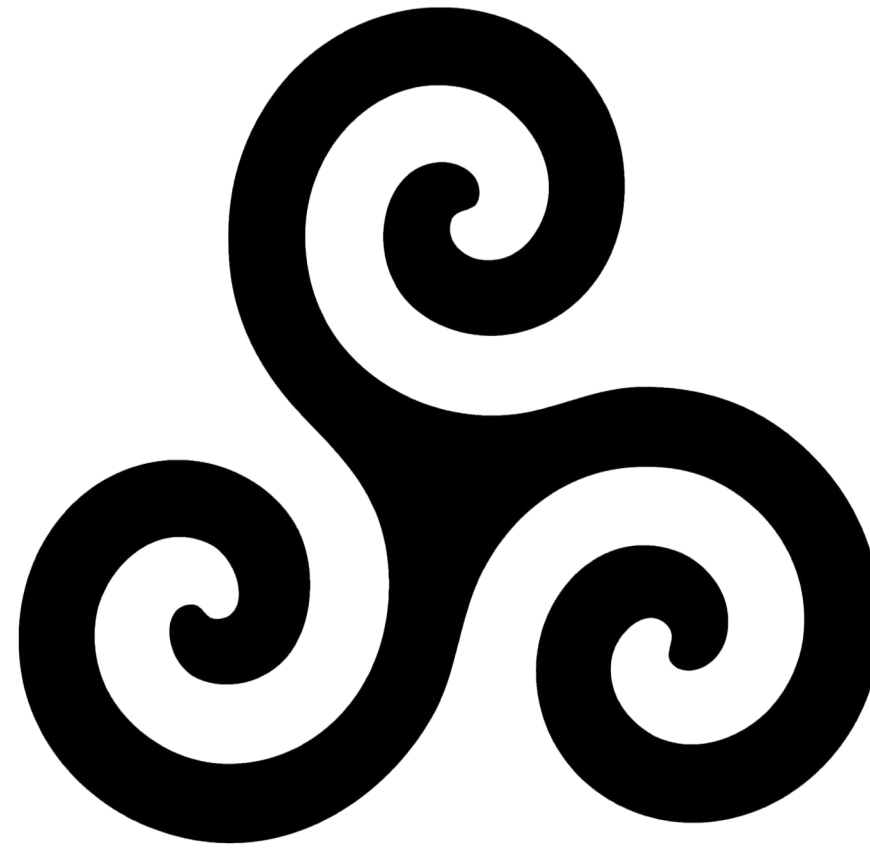
Previously, all pavilions were standing just in front of the gallery, with an exception, design from MRVDDV that was not build due to its size and complexity.

So do we really have to limit ourselves just in front? What if not? Can we design something, that will not attack the peaceful atmosphere of the park, that can stand there for a short time without issues and can elevate the advantages of the place?

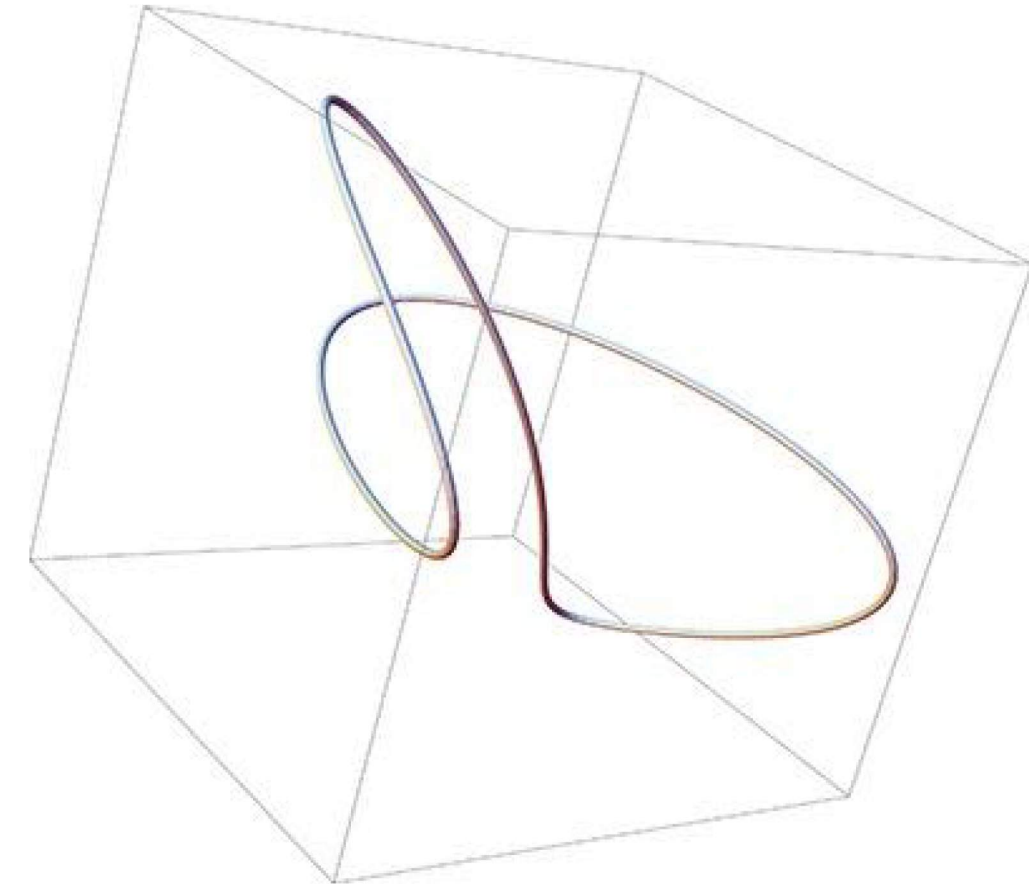




Path



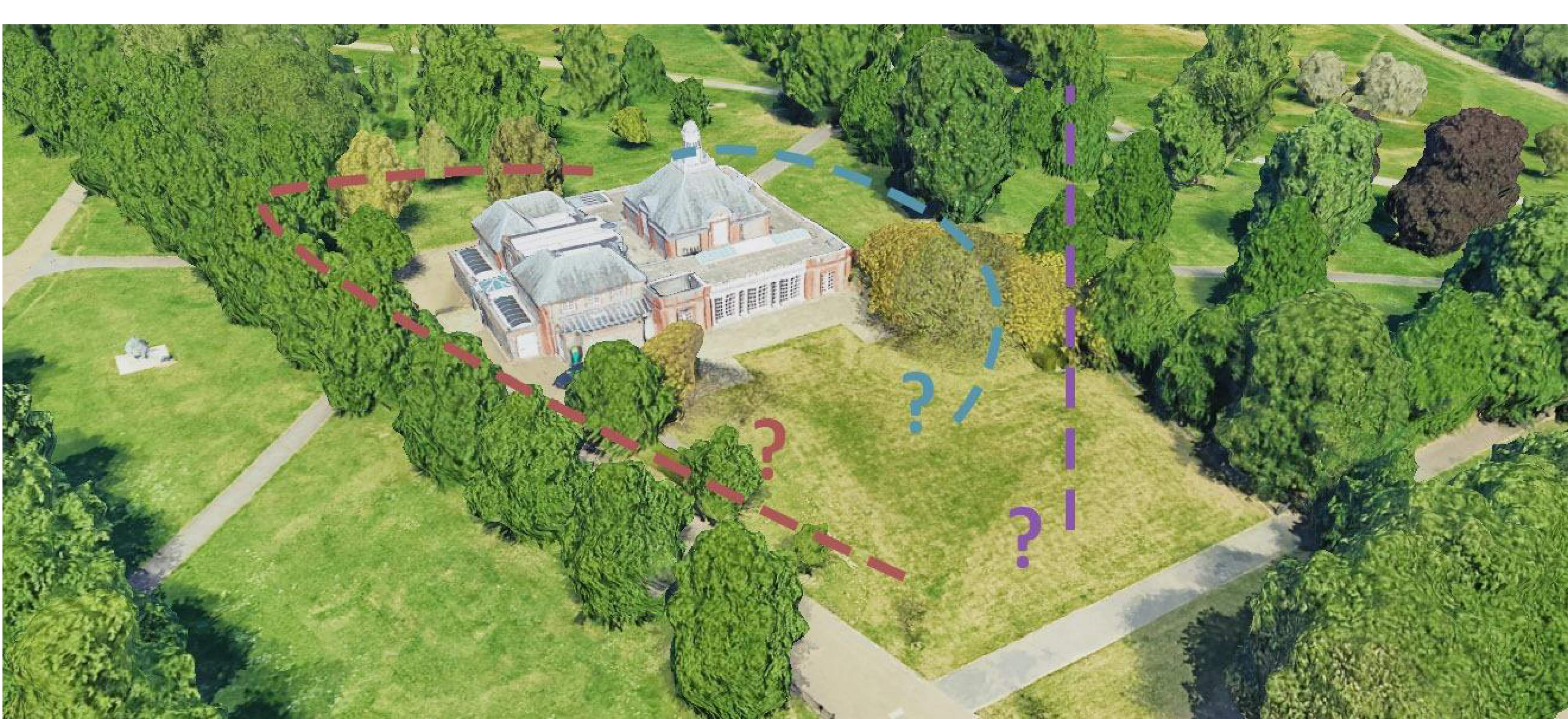
Journey



Odyssey

In the beginning i knew i wanted to create some 3D space experience for visitors. I didn't want to stay on the ground with my design, because then i couldn't use that much the park can offer. The Serpentine gallery building is nice, why couldn't visitors see it from the pavilion from more perspectives? Why not watch trees from different heights? Why couldn't i see the whole park that is almost flat?





I was wondering about the form i was going to use. I wanted to go HIGH, but of course doing a basic observation tower would be boring. I also wanted to go around the gallery building in some way.

In the end i kind of walked away from the idea of 3D "maze" i had initially in mind. I didn't want to end up like MVRDV design after all - too complex structure that would be expensive and hard to build in short time.

Well i hope the final design could still give the visitors kind of elevated journey - an Odyssey.



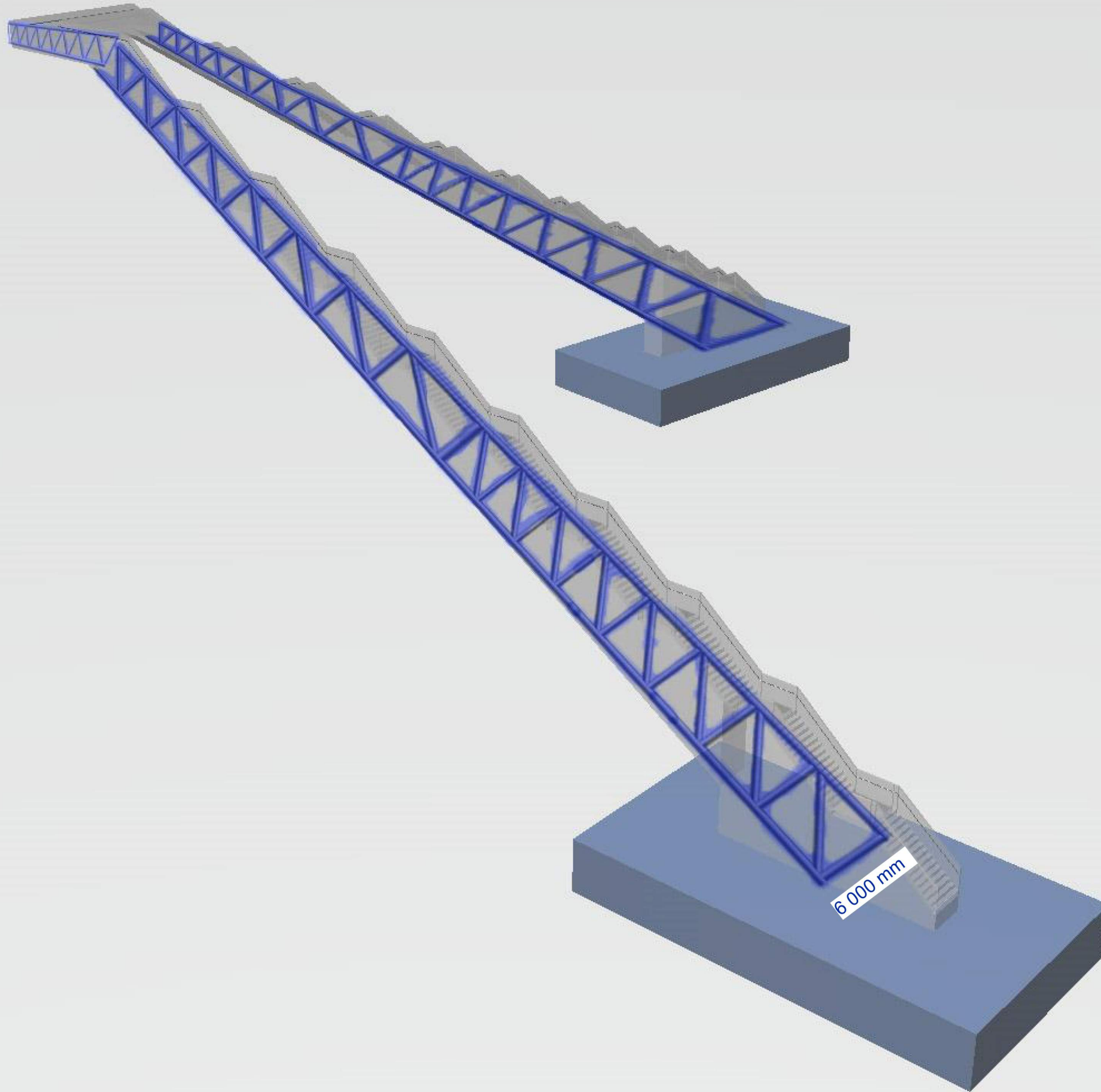








1 500 mm

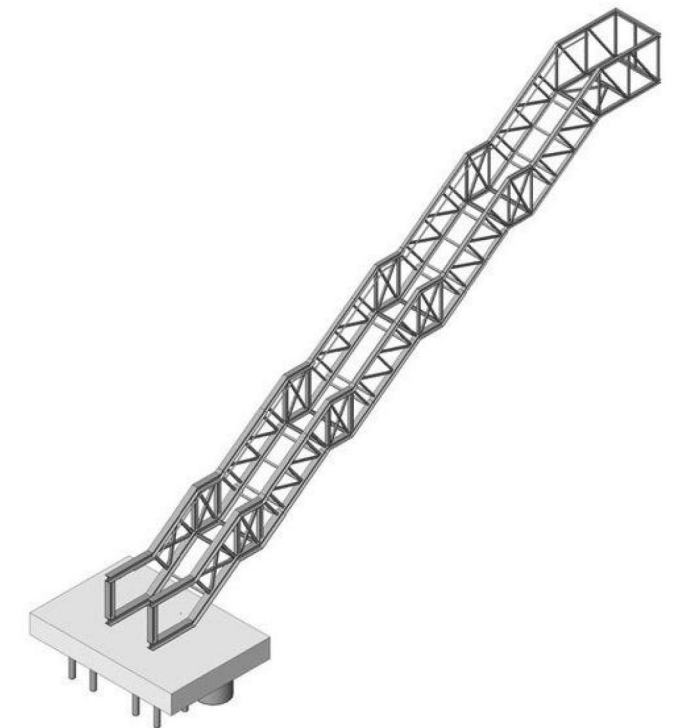


Thanks to the consultation with structure engineer Elmar Hess i was able to verify that the structure would indeed be possible.

No denying - the structure works on similar idea like Vlooyberg Tower - cantilever truss structure that goes smaller as it goes up. Then a massive foundation works as a counterweight.

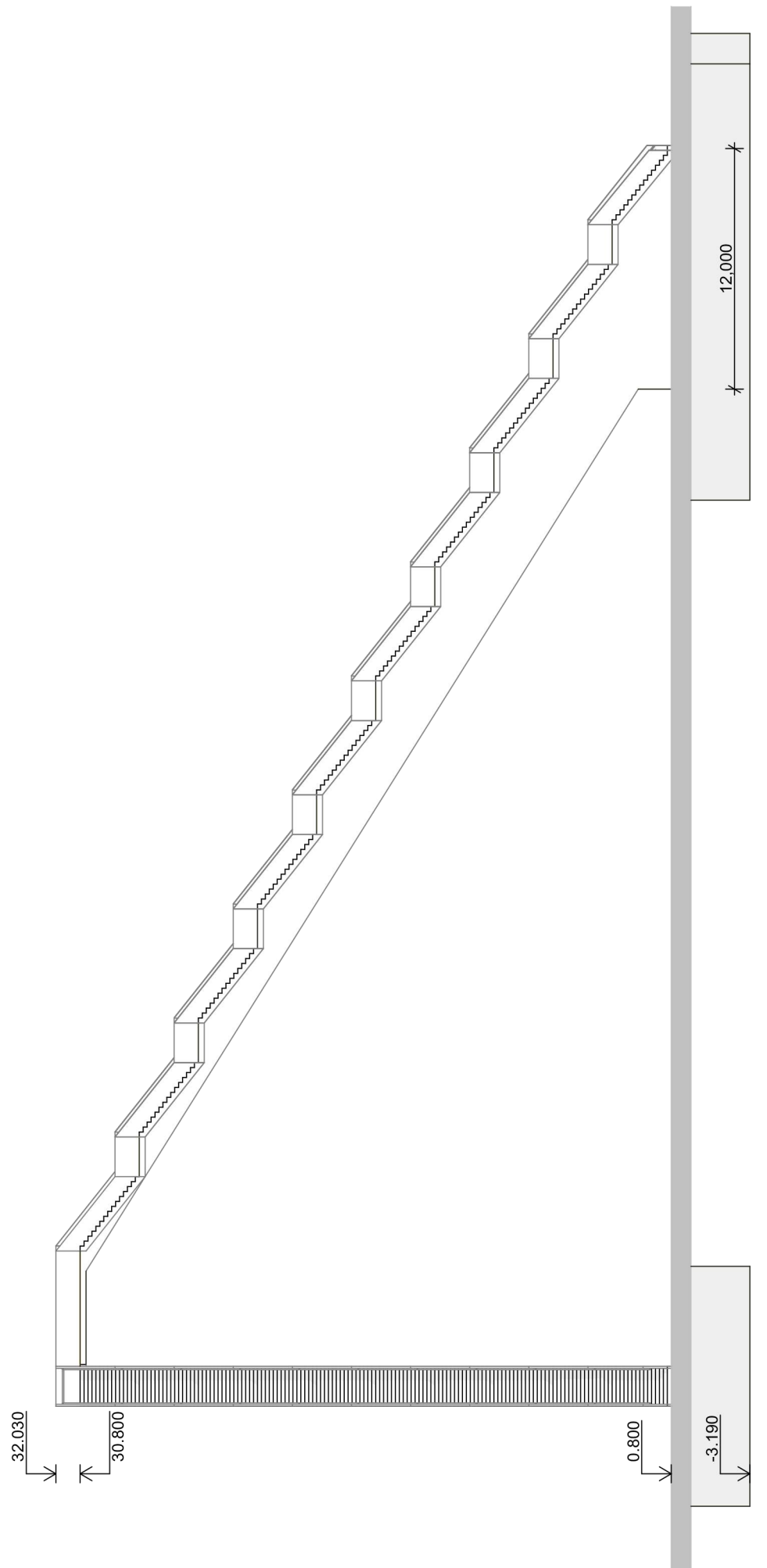
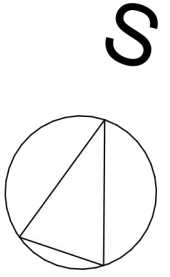
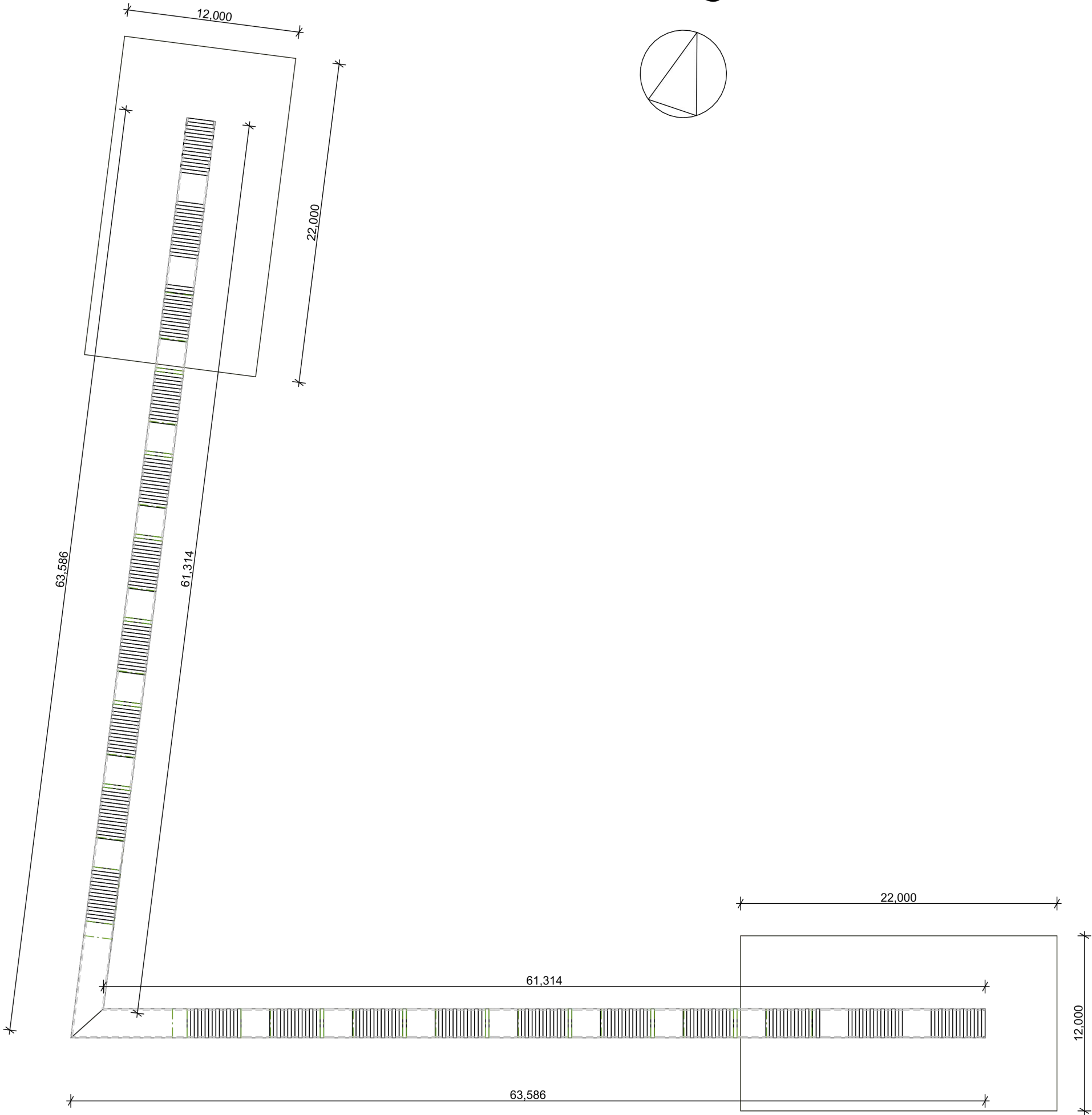
I had to keep in mind few main dimensions:

- truss height at top: 1,5 meters
- truss height at the bottom: 6 meters
- length of "feet" of the structure (connecting ground): 12 meters



Vlooyberg tower structure - inspiration (11m high)









For materials i chose:  
wooden planks for the interior of staircase, to give a warm and secure feeling to the visitors  
aluminium plates for the exterior of the staircase, so it is not as visually intrusive to the park  
steel handrail with inserted lights, so the staircase can be also used at later hours as well









With the pavilions height of 30 meters its high enough to be above the trees in the Hyde park, see the Serpentine lake, most of the park and also the main London skyline Sky Garden.









See it also in VR!



