



Rain Pavilion

Designed as one component of a multi-building design competition, this pavilion has environmental features, but in a qualitative way more than a quantitative way. The design concept is for the building to be a place where the marvels of nature are on display. The cascading roof planes shed rain water from one level to the lower one, while rings of light between the floating planes are visible. The catch basin at the top collects water and directs it toward the center, where it slowly flows through a round opening, forming a cylinder of falling water. On those occasions when the rain has been the result of an overhead cloudburst, the falling water might well be illuminated by sunlight streaming through the oculus, casting dynamic shadows - and maybe under the right circumstances, some prismatic light effects! Let's build it and find out!