



Journey through the Forest Can the Bamboo Forest Become the Panda House Itself?

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Forests as a Source of Inspiration

This design started with the question: »Do pandas have a house?« and sought to find a method for making pandas feel at home. At the same time, it is aimed at designing a building where visitors can better experience the natural environment of pandas. Pandas are wild animals which normally live in bamboo forests at the heart of a natural landscape. The building is thus inspired by such forests. The multiple structural poles within the building are inspired by bamboo poles and the organic top cover is inspired by forestry. This brings visitors closer to the experience of wandering within a bamboo forest.

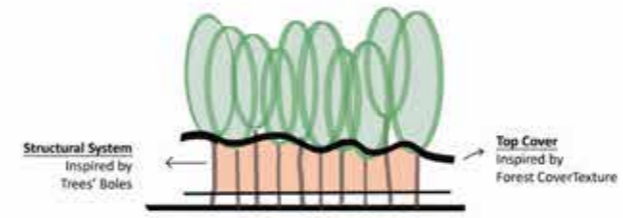
Interaction

Interaction between pandas and humans is one of the core aspects of this project. The design provides different boundary typologies to create diverse experiences for visitors. It also creates semi-private areas for the panda. When pandas do not wish to see visitors they are able to retreat to

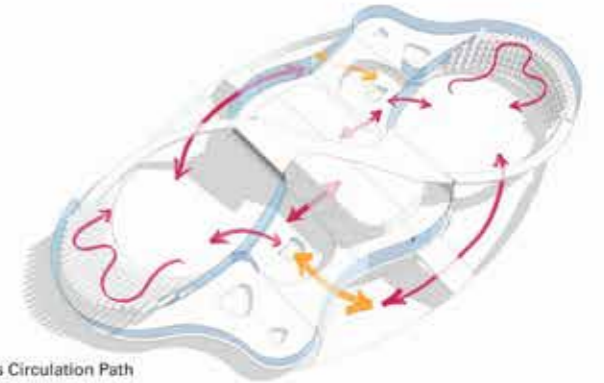
these areas, although visitors may continue to observe them behind boundaries with a limited view. The »Interactive Wall« is aimed at attracting visitors' attention by inviting them to play the »Find the Panda« game. The purpose of the »Angle Wall« is to play with viewers' perceptions.

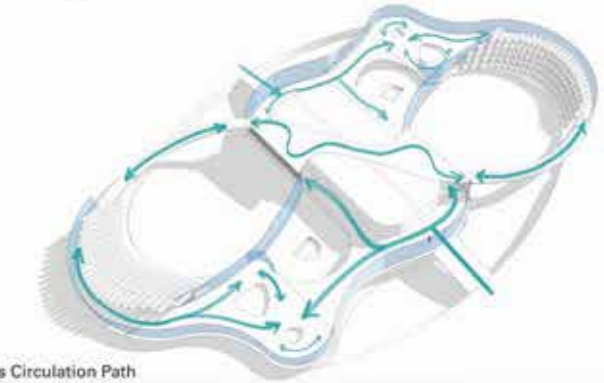
The Diversity of Circulation

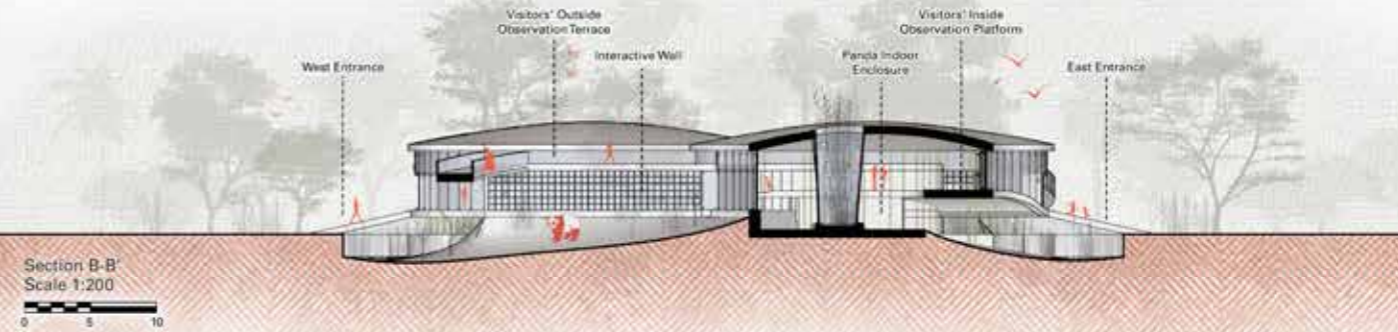
The design creates a wide range of alternative circulation routes for both pandas and visitors. The visitor's route draws inspiration from the Möbius Strip, also called the twisted cylinder, in order to maintain continuous and fluid circulation. Visitors can access different levels and explore different perspectives on their route which comprises ramps leading to the roof as well as indoor and outdoor exhibition and observation spaces. The project is designed for two pandas of different genders. These two pandas have different sub-spaces within their territory, although during certain periods the individual panda habitats can be merged to form one large single habitat.



- Outdoor Enclosures for Male Panda
- Inside Enclosures for Male Panda
- Outdoor Enclosures for Female Panda
- Inside Enclosures for Female Panda
- Visitors' Area
- Zookeeper & Technical Area

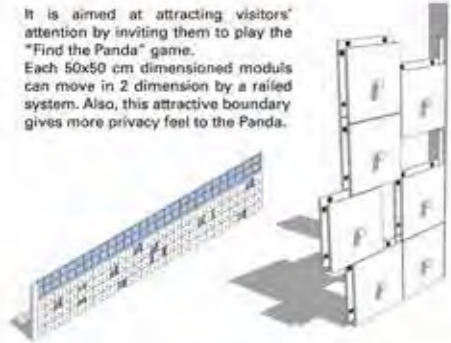






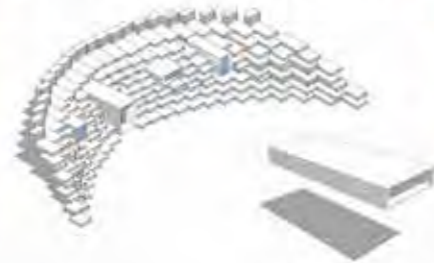
Interactive Wall :

It is aimed at attracting visitors' attention by inviting them to play the "Find the Panda" game. Each 50x50 cm dimensioned moduls can move in 2 dimension by a railed system. Also, this attractive boundary gives more privacy feel to the Panda.



Angle Wall :

The purpose of the "Angle Wall" is to play with viewers' perceptions. It is a huge climbable Amphi for the Pandas, which built with simple rectangular boxes. It offers limited perspective to the visitors, that creates an attractive effect.



**Journey through the Panda House
Visitors' Route Perspective Views :**

- 1 - Visitors' Outside Journey Ramp
From Ramp to Panda Outside Enclosure
Visitors can access to the roof and explore different perspectives on their route by the ramp.
- 2 - Entrance Bridge
From Bridge to Entrance Rolling Door
- 3 - Moat as an Enclosure for Panda
From Bridge to Entrance Rolling Door
- 4 - Roof Observation Terrace
From Top to Entrance Rolling Door
- 5 - Visitors' Outside Journey Ramp
From Ramp to the Roof Terrace
- 6 - Visitors' Journey Inside Area with Bamboo Aquariums
- 7 - Panda Indoor Enclosure
From Visitors' Area
- 8 - Connections Between Panda Indoor Enclosure and Zookeeper Area
- 9 - Interactive Wall
- 10 - Angle Wall



