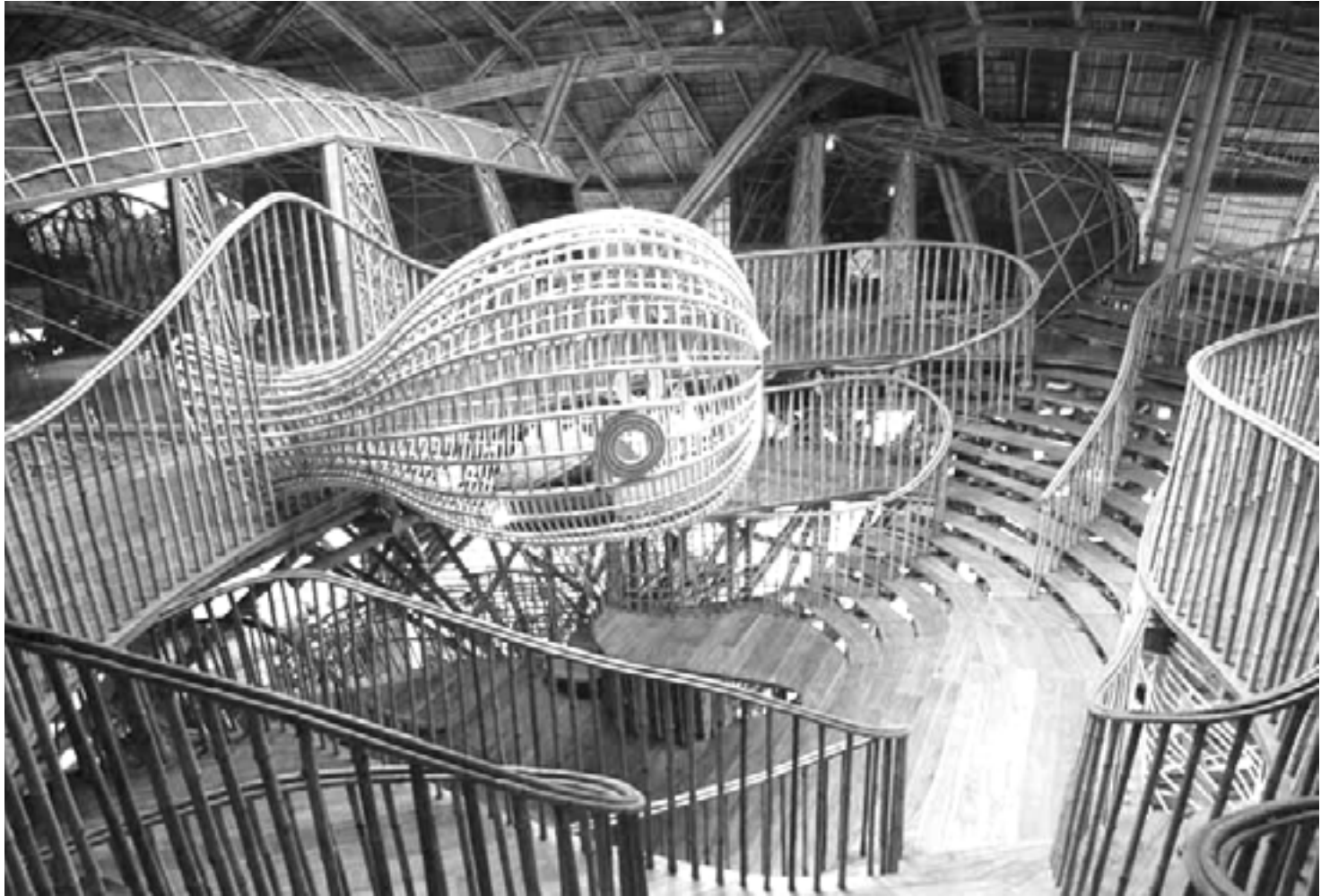


SONEVA KIRI CHILDREN'S CENTER
24H ARCHITECTURE
KOH KOOD, THAILAND

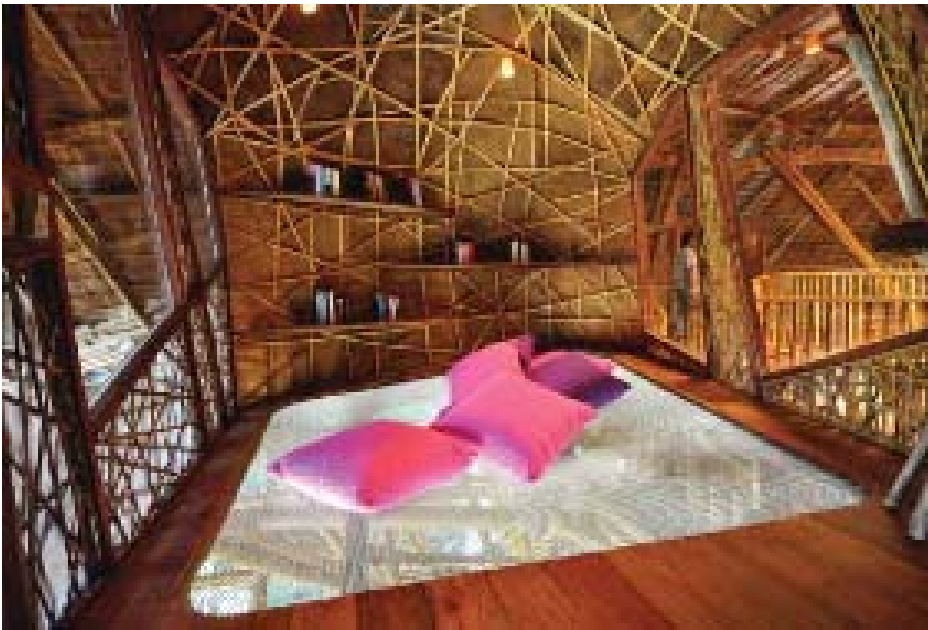


“The Den is located at a rocky slope close to the sea. With its Manta-ray inspired bamboo dome, perched in an elevated position so as to offer magnificent views, it seems to launch itself into the bay.”

- 24h Architects

"The 6 star hotel resort Soneva Kiri is located on Koh Kood, an island in the Gulf of Thailand. At this unique site, 24H-architecture designed a series of ecological icons to contribute to Six Senses' high ambitions in design and ecology. Most prominent is The Children Activity and Learning Centre, which will provide visiting children a wide range of entertaining activities as well as raise the level of ecological awareness with them. This Den provides an Auditorium/Cinema for films, lectures and plays, a library with books on permaculture and local traditions, an Art room, a Music room and Fashion room, thus giving children both creative and ecological education while playing. ... The structure and roof are made from local Thai bamboo, thus contributing further to the ecological approach of the resort. The interior is made from local plantation River Red Gum wood and rattan structural elements for the inner domes. The design adopts all bioclimatic aspects to suits its humid tropical environment. The roof cantilevers up to 8m acting like a big umbrella providing shade and protection from the heavy rains. The open design with the translucent elevated rooftop and setback floors allow a natural air flow inside and the use of natural daylight, limiting the building's energy consumption."

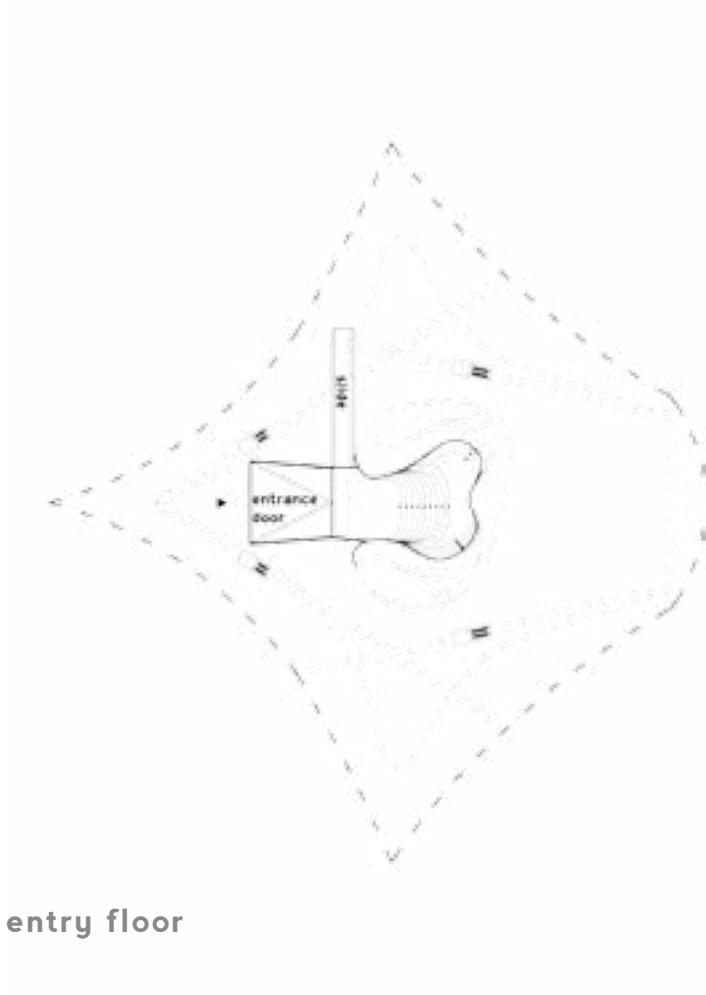




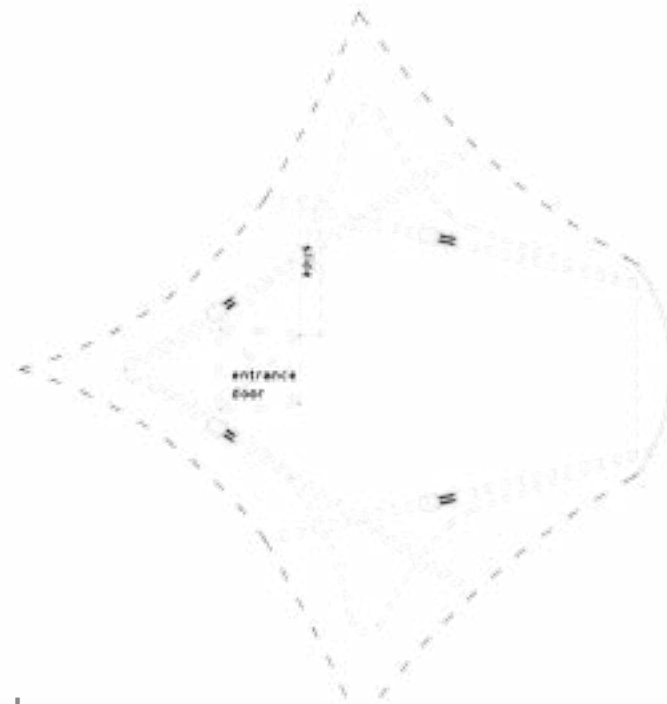
The structure is essentially a series of smaller spaces that are housed independently but within the main canopy.



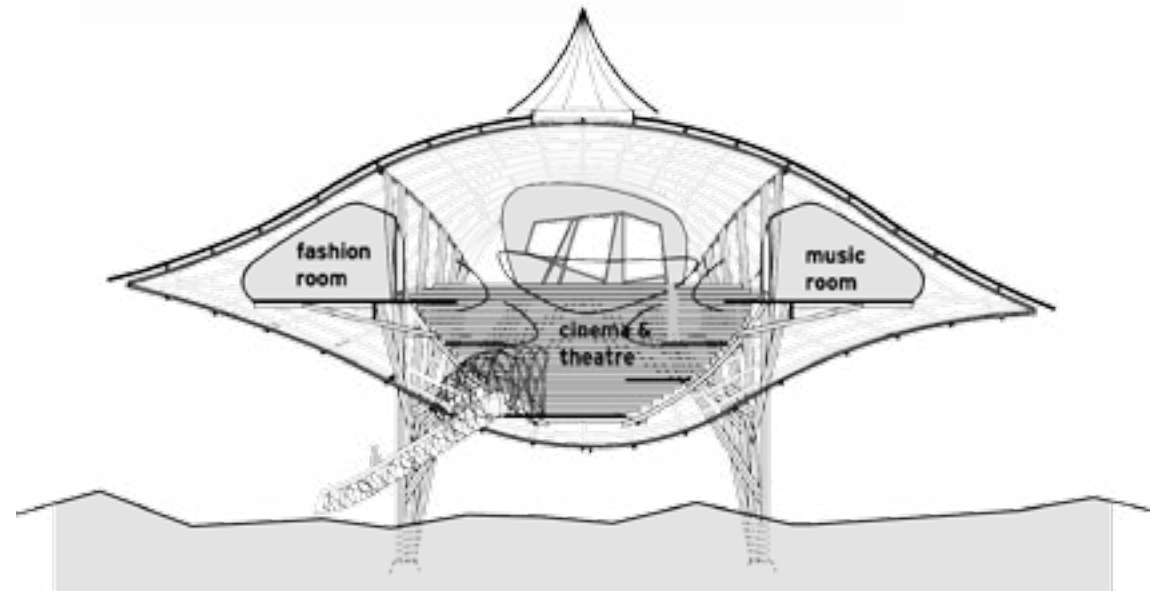
Here, one can see the entry sequence, which moves the user up into the middle of the space, rather than in from the side.



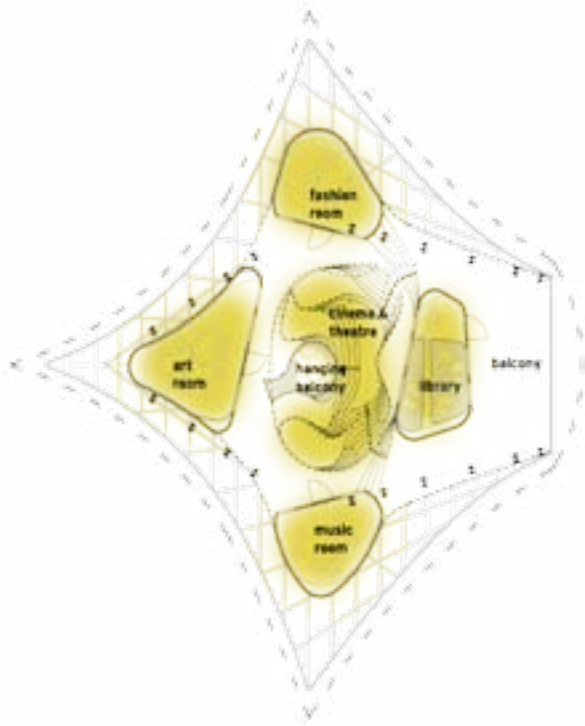
entry floor



entry door



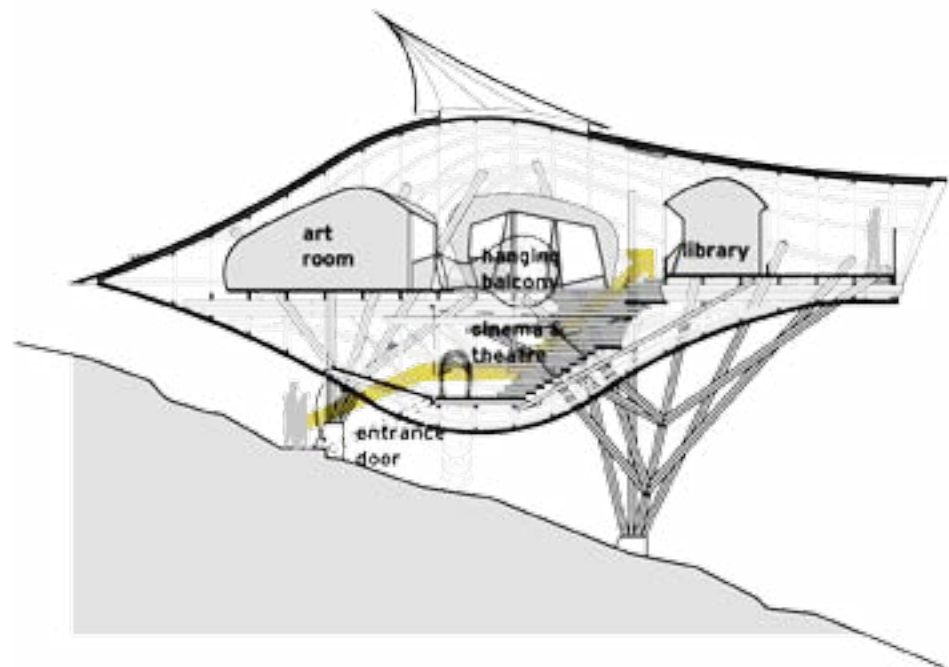
cross section



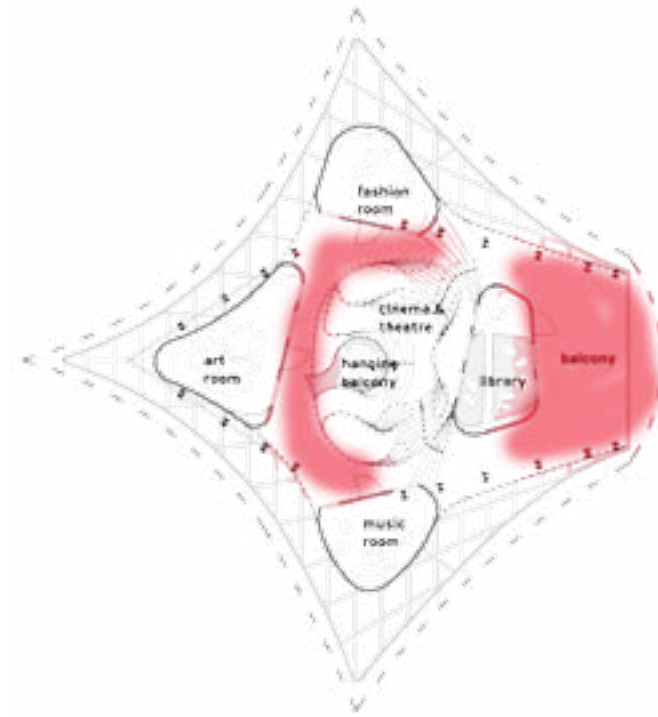
The spaces feature a complex interaction of spaces, between each other and in the greater context of the overhead canopy.

entry sequence

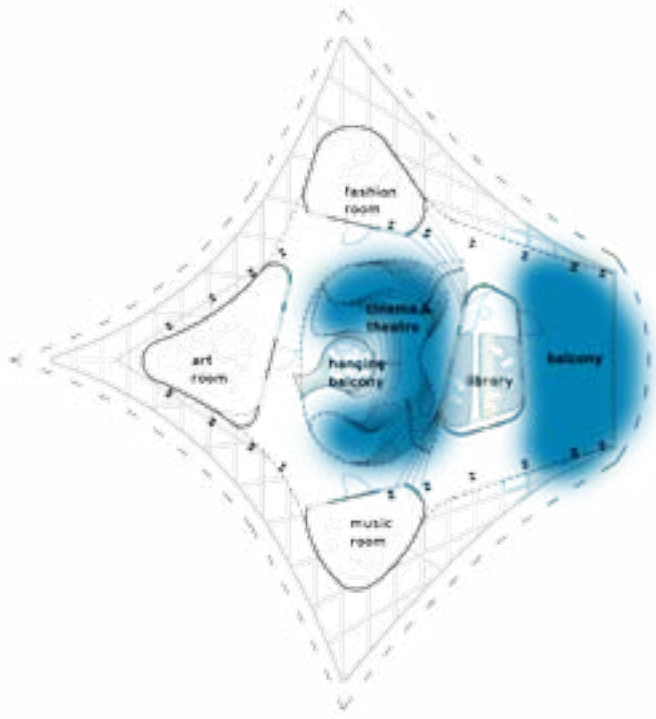
Interactive spaces



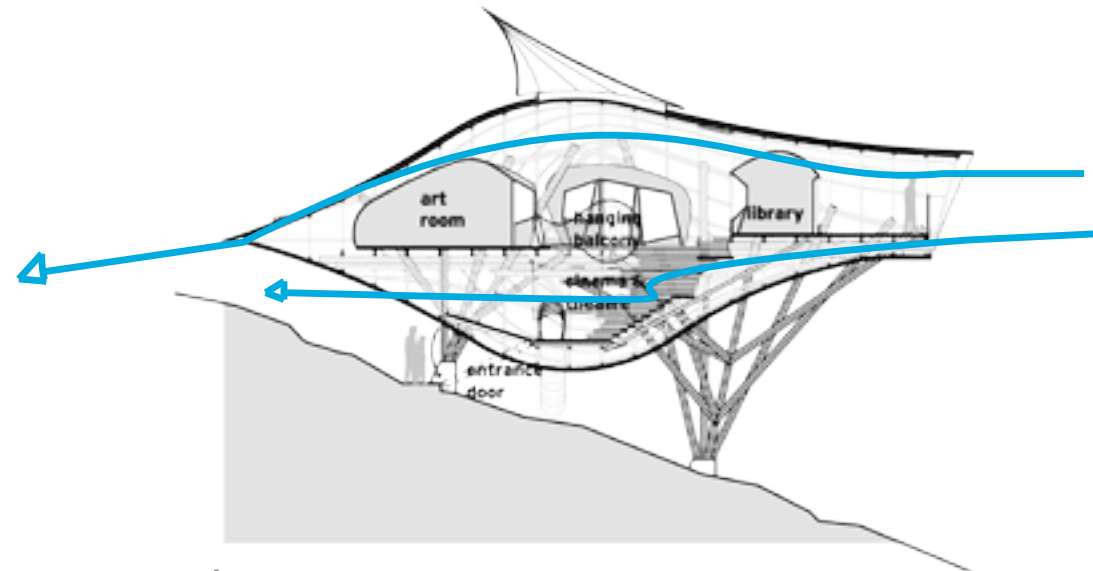
The shape of the building captures sea breezes and accelerates them through the space, cooling it, using the venturief effect.



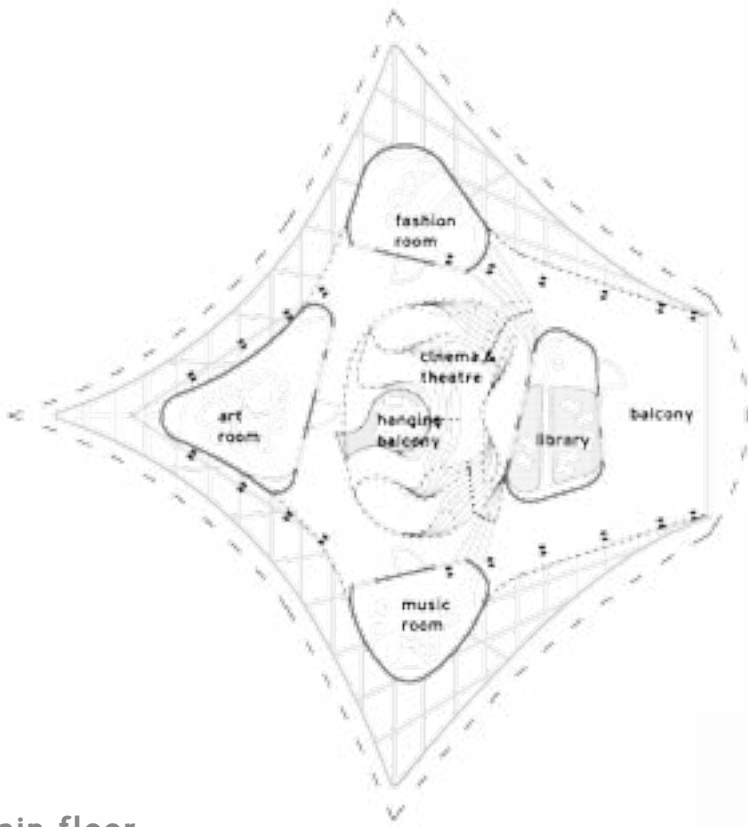
observation spaces



waiting spaces

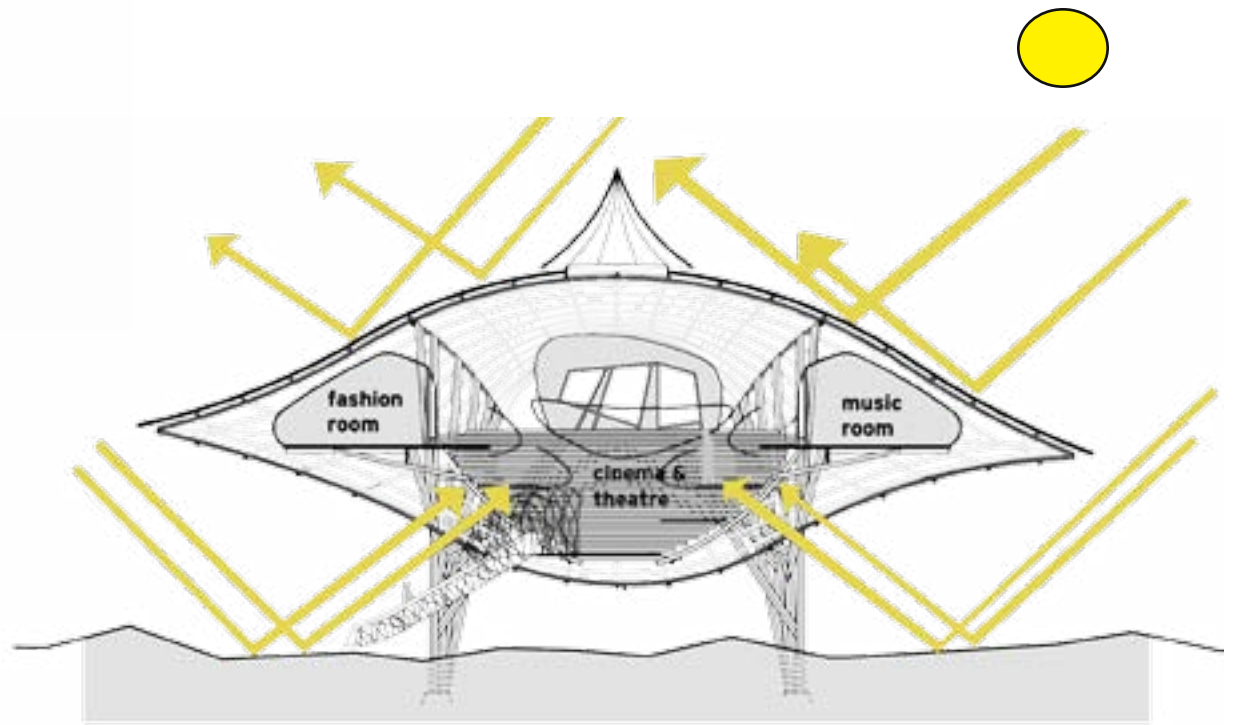


ventilation



There is more artificial lighting in the project than the architects had originally planned on. In the original design the project made use of ambient light bouncing off the ground below, but this was not strong enough.

main floor



natural lighting