



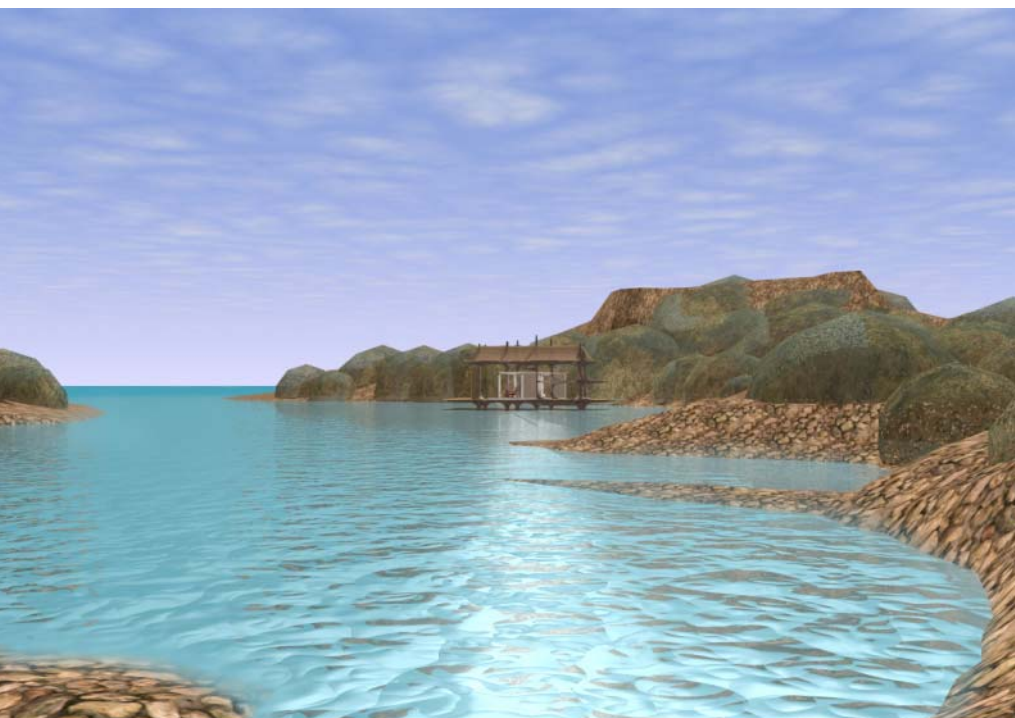
Project Title: **Escape**  
 Students Name: **Eric Gertzbein**  
 Level: **2nd Year**  
 Course: **Digital Design**  
 Advisor/Instructor: **Thomas Seebohm**  
 Principal Investigator: **Thomas Seebohm**  
 Department / School: **School of Architecture**  
**University of Waterloo,**  
**Waterloo, Ontario, Canada**

**Summary description of project:**

This student imagined this retreat somewhere in the Mediterranean near Greece. It sits on stilts in the water a little off shore in a protected bay. The retreat is intended to protect one from the sun which it does with multiple roofs supported by various structures and covered with various fabrics (such as burlap and canvas) and with vertical louvers. Not only the pavilion but the entire landscape was designed.

**Reasons for the nomination:**

This project deserves an award not only for an interesting design in which the imagination was allowed to roam to a distant land of paradise and to imagine a structure unlike any known to man but for the intense exploration of modelling capabilities and texturing. Noteworthy are the explorations of curvilinear, texture-mapped forms, the very successful simulation of burlap with light dappling through and the simulation of the vegetation and rocks on the mountainous shore not to mention the very effective simulation of water and sunlight. In summary, this project combines design intent with very unusual demands and innovative use of software tools and communicates this intent in a most evocative fashion.



Pavilion in context.

**Jury Comments**

I have selected this project for an award because of the simulation of vegetation and rocks it contains. Also, it contains very nice water. All this is done in a program that does not have pre-made functions for rendering such elements.  
 - *Kenth Agurel*



Close up with cantilever deck and chair.



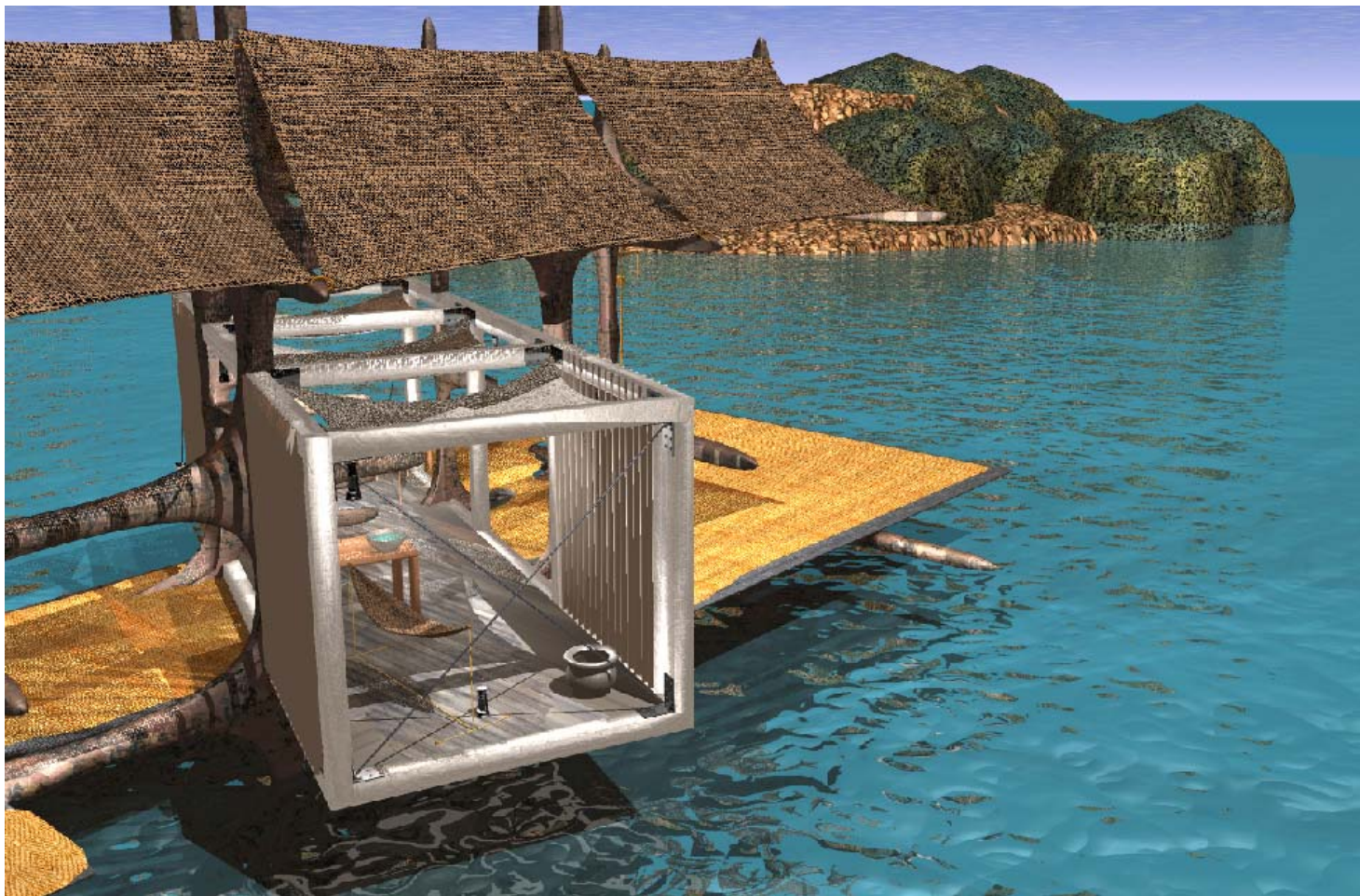
Close up showing overall pavilion.



Hammock with white bowl.



Poster showing pavilion from several points of view.



Bird's eye view of overall pavilion from close.



Close up into interior at floor level.