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Recent Buildings and Interiors

BRAUN

Dalki Theme Park, 2006

Address: H-69-1 Heyri Art Valley, KyungGi, South Korea. Client: Ssamzie Corporation. Gross floor area: 2,453.51 m².

Real virtuality

ARCHITECTS: Ga.A architects + Yonsei University (Moongyu Choi) / Mass Studies (Minsuk Cho) / Slade Architecture (James Slade)



Dalki is a cartoon character that was created to market clothes and other products for children and teenagers. She is an imaginary girl who lives in a garden with her friends. Dalki Theme Park is a building where these imaginary characters interact with human visitors in a real, physical setting. The space accommodates shopping, playing, eating and lounging as well as exhibits dealing with scale, nature and the Dalki characters. The building encompasses three vertical zones. The open ground level is a scaleless artificial garden. Different program areas spread throughout the raised interior space encourage free movement between programs. A garden and lounge on the roof extend the natural landscape, establishing a point of reference to the lush surrounding landscape. Rather than abstracting from nature, the building is a synthetic hyper-representation of nature (meta-real): mimicking while questioning the nature of nature. Merging these levels into each other and into the site creates a seamless transition between zones and between building and site.

