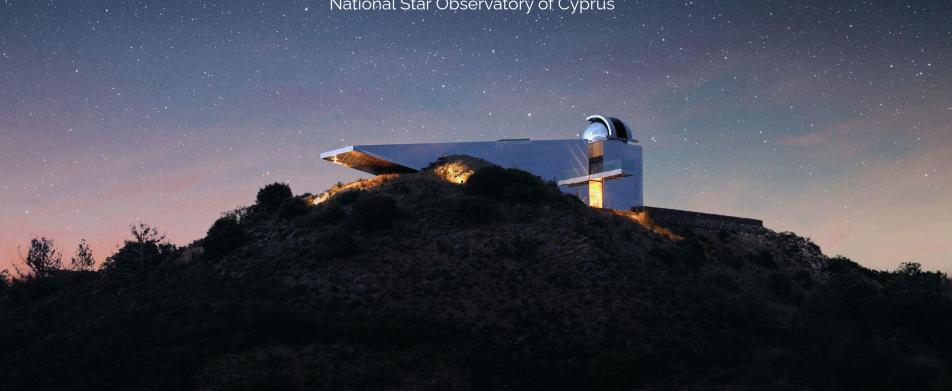
Star Observatory National Star Observatory of Cyprus







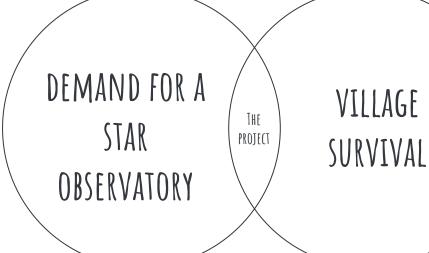


But there was a mayor who wanted to make a difference

But there was was a mayor who wanted to make a difference. He and the people of the village wanted to find a way to save the place they grew up in. Whilst searching for options, he took advice from a non for profit organisation who specialise in local regeneration projects.









They said there was a need for a star observatory in cyprus for decades.

Cyprus is located in a region of the world with few star observatories, this would help cover the 'gaps' and provide more data to scientists.

Out of these needs, the demand for an observatory and the need of the village to prosper, this project emerged



He was advised to present a mature project in order to get funding for this and so he invited a team of various specialities to meet and assess the feasibility of this project. This is when we were brought in. At this point they were only talking about a simple building with two telescopes.



But we knew a simple building wouldn't actually solve their problem. This was a real opportunity of the village to change direction. If it didn't, in 20 years it would literally die out.

This building needed to attract people



This would create demand for other services that the village would need to accommodate for. In time this would create a microeconomy, the catalyst being the star observatory.

Food

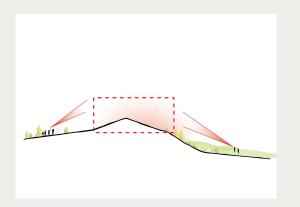
Overnight Accommodation

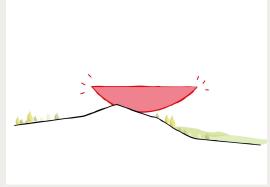
Cleaning

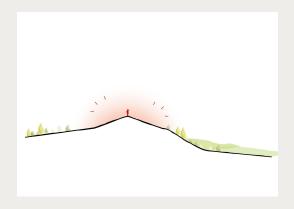
Services

How do you create a destination?

But as architects, how do we create a destination? We found at the time that it required three things.







1. It needed to be visible

It needs to be visible. The main road doesn't pass through the village. But our site is visible from the road. It could stir people's curiosity when they see it from afar.

2. Distinct

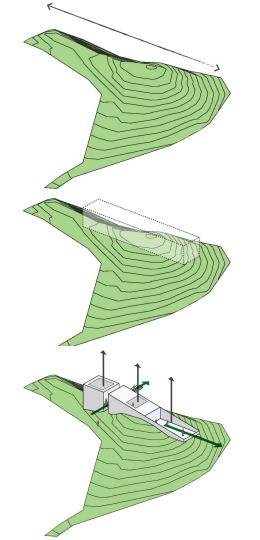
It needs to be distinct.

It needed a strong identity if it is to be memorable. But sit in harmony with nature.

3. An incredible human experience

And 3, at the heart of it the human experience needs to be incredible if this is to be a destination.





Design Approach

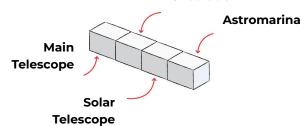
Long awkward site Didn't want to ruin the natural forms of the mountain. Didn't want huge excavations.

We landed upon a long linear volume.

Mass sunken into soil

Finally we sunk the mass a little into the soil.

Circulation

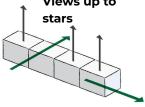


Star Gazing Functions

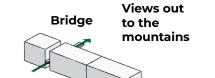
Important Views

We dissected the main floor into 4 volumes for the key functions.





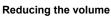
A star observatory is a building all about looking out, so the direction of views from each function was important to determine.



Entrance

Splitting the volume

We proceeded to separate the two main telescope rooms with the opening. This marked the entrance but also created a bridge.



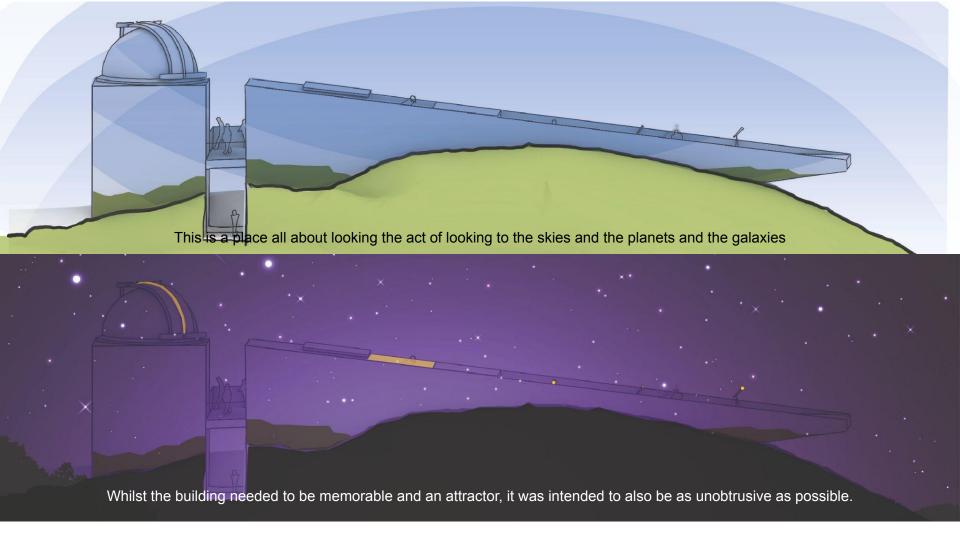
We then chamfered the second volume directionally towards the mountain range with the highest peaks. Here we placed the astromarina, a viewing platform for moveable telescopes.

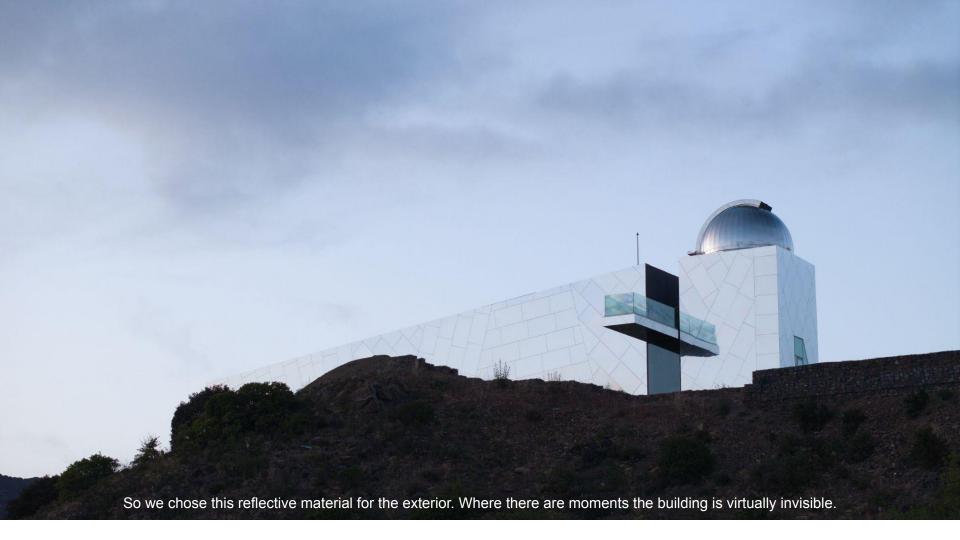


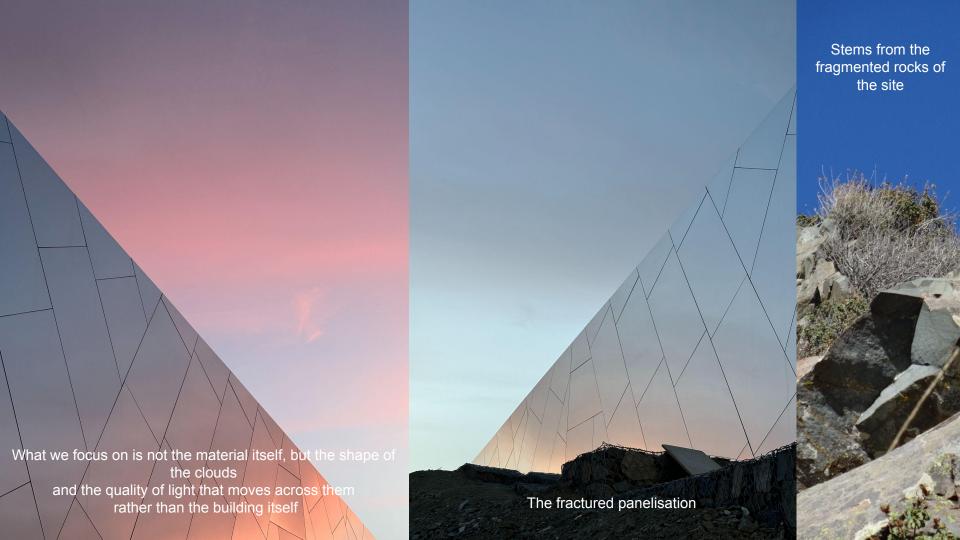
This is a photo of the building at dusk.



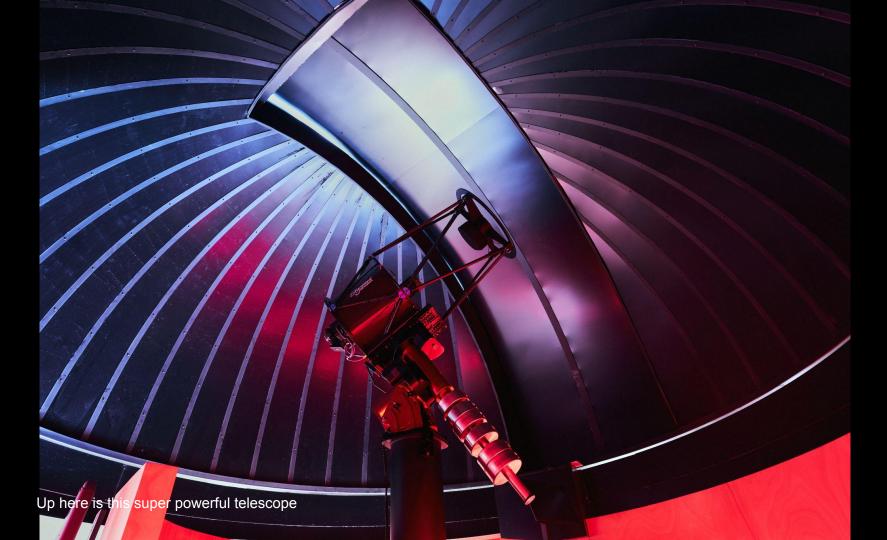
On the top floor we were able to have the star gazing facilities. On the lower level we were able to place secondary functions.











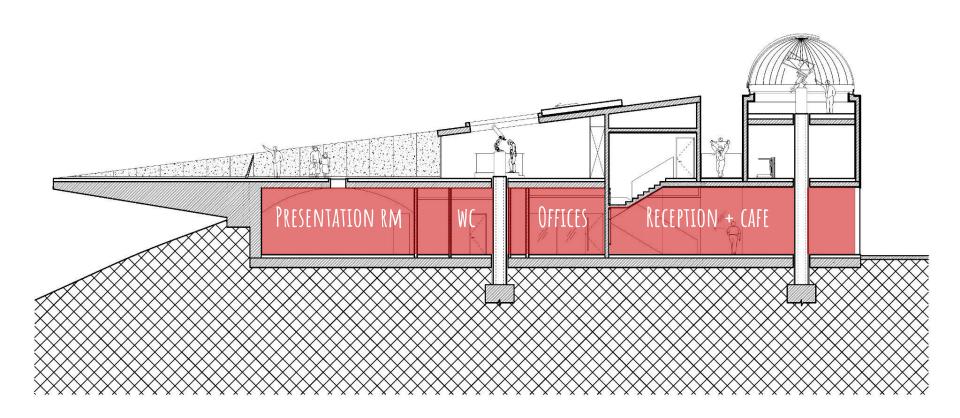


The telescope room has this giant mechanical retractable roof. This is a particularly important space as there are very few publicly accessible solar telescopes in the world like this. But ultimately the inside was about creating a sense of shelter and warreth



The monochromatic palette internally and externally really gives you a real sense of the contrast between the two worlds.

Section



Section

