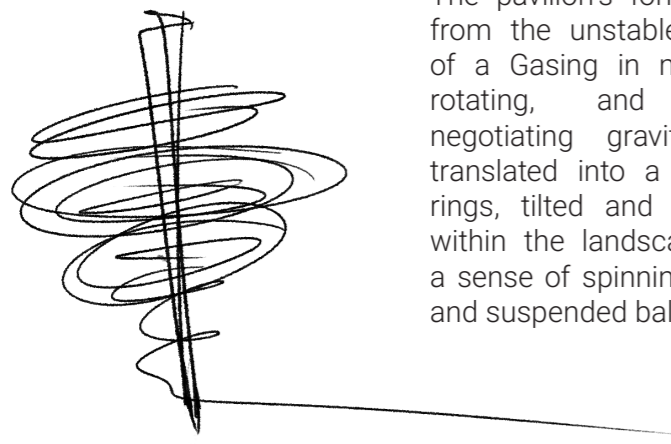


THE SPINNING AXIS

A pavilion of colour and lightness that reimagines the Malaysian traditional game 'Gasing' as a collective object of childhood culture and play, inviting people to feel, play, and spin around its axis.





The pavilion's form is derived from the unstable equilibrium of a Gasing in motion—tilted, rotating, and constantly negotiating gravity. This is translated into a structure of rings, tilted and leans subtly within the landscape, creating a sense of spinning movement and suspended balance.



The visitors stand under the pavilion, as though they are inside a giant spinning gasing. This re-enacts the act of play, evokes curiosity, childhood memories and collective engagement of the Gasing's traditional gameplay.

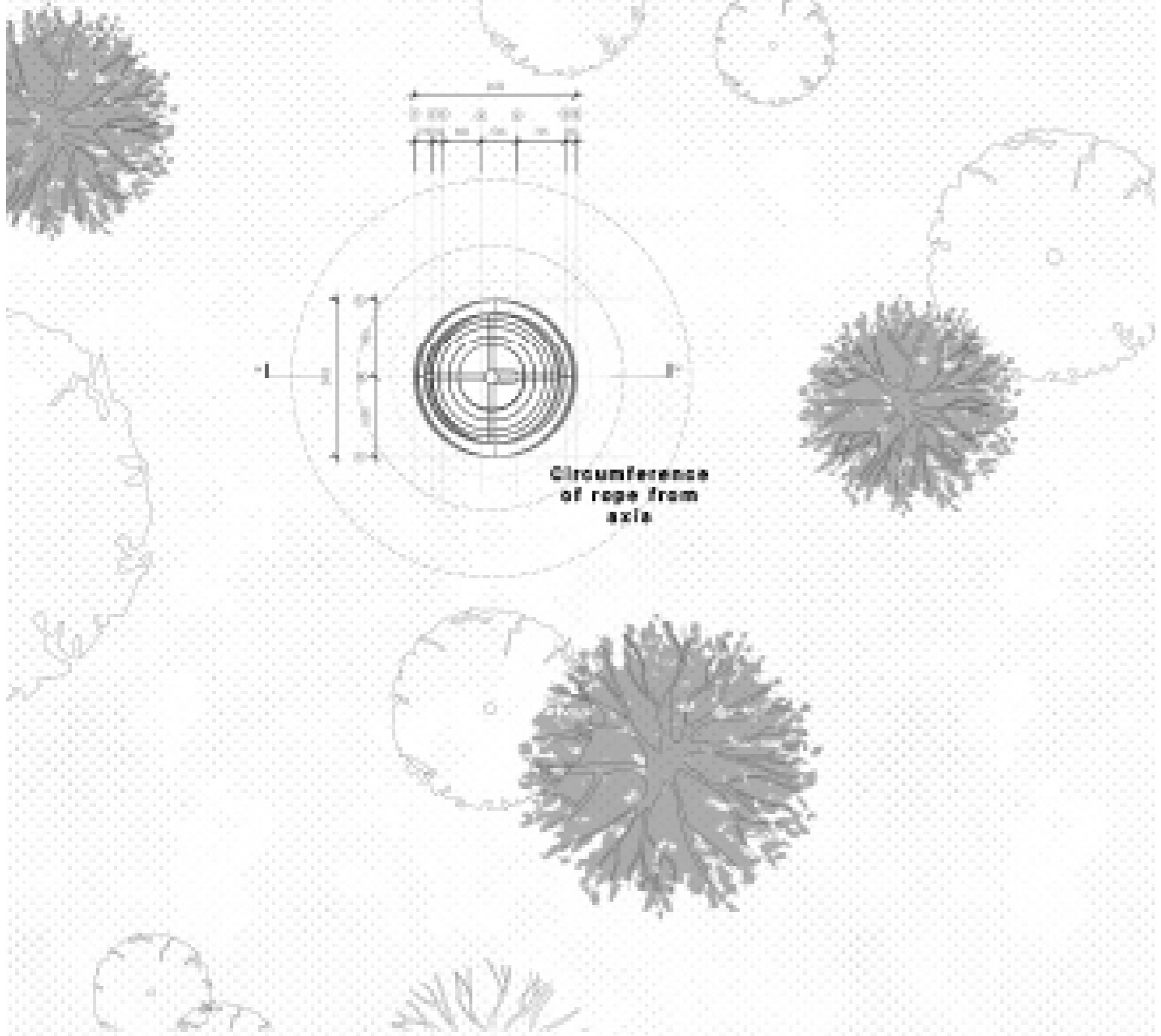
Through this perspective, visitors encounter a softly illuminated space, where natural light filters through the gaps of the rings.



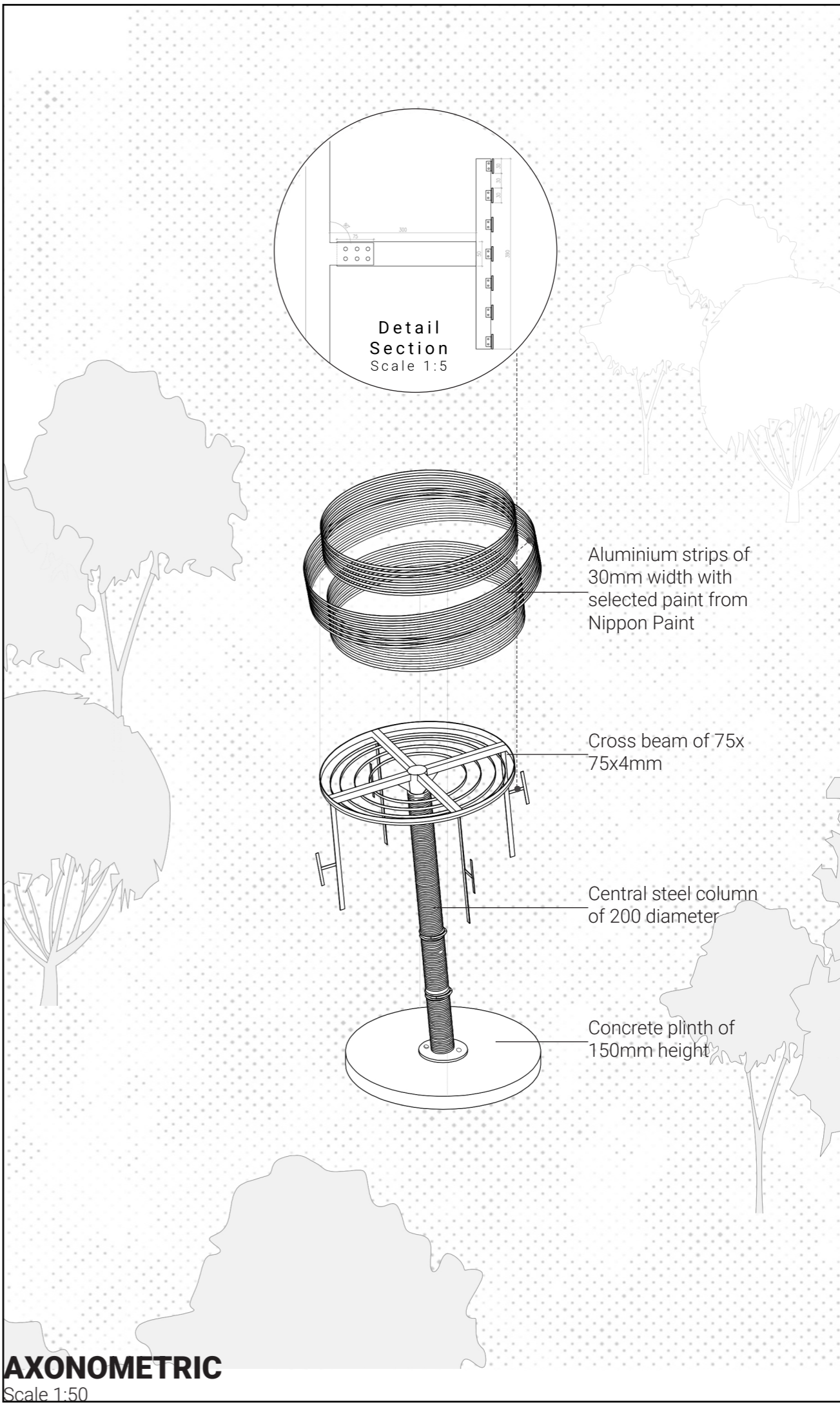
At the central column of the pavilion, a rope element is anchored as an interactive device, inviting both children and adults to engage physically with the space. People are encouraged to hold the rope and move around the axis, walking or running, symbolizing the preparatory gesture of winding a gasing before its release. Through this movement, the user becomes an active participant in generating spatial experience, reinforcing the pavilion's underlying theme of rotation and motion.

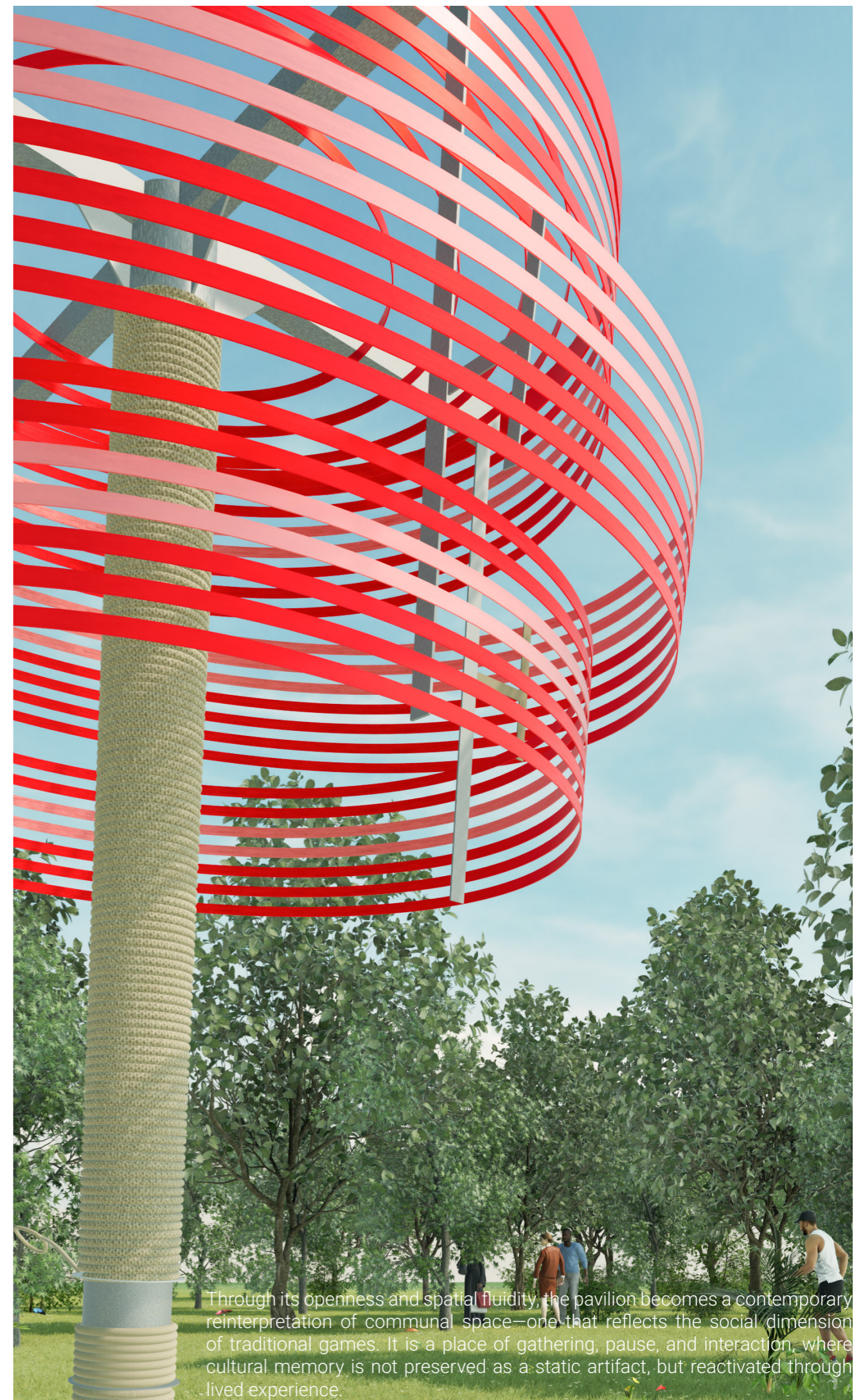
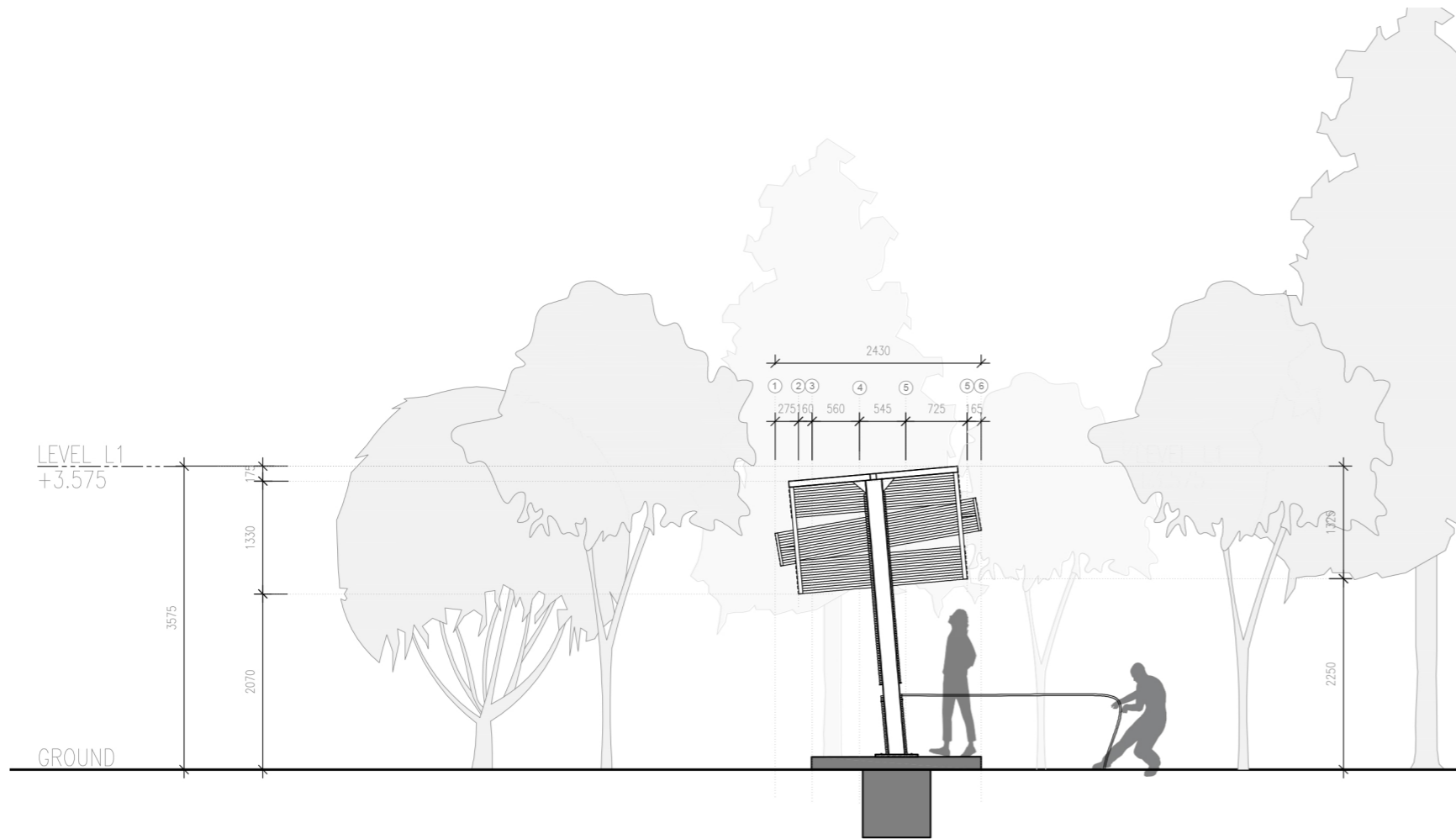


Thin strips wrap continuously around the pavilion, forming a permeable envelope that filters light and views. These elements extend outward and downward, symbolising the continuous winding lines of gasing from the top and extended harmoniously, inviting participation and social interaction.



SITE PLAN
Scale 1:50

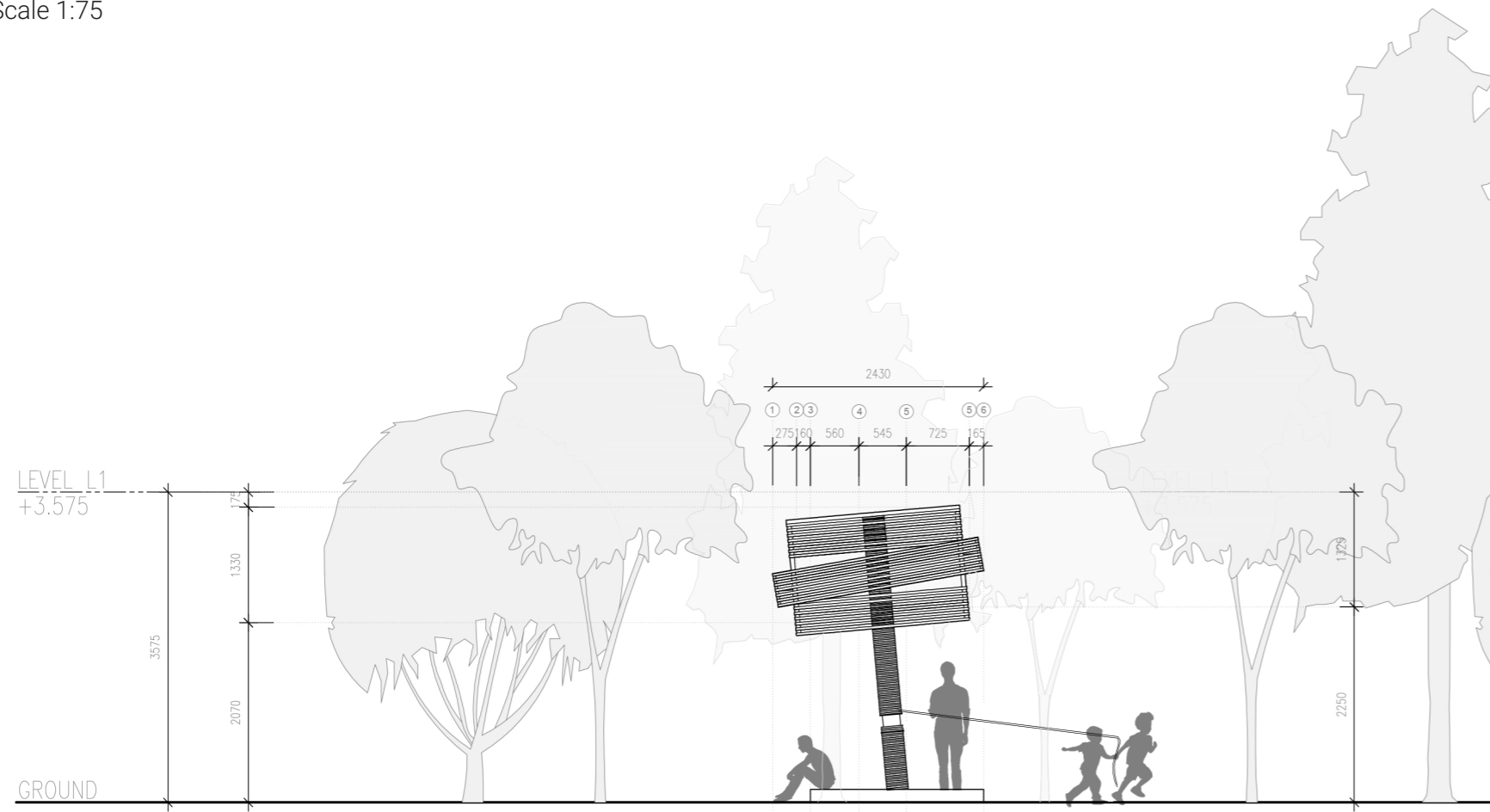




Through its openness and spatial fluidity, the pavilion becomes a contemporary reinterpretation of communal space—one that reflects the social dimension of traditional games. It is a place of gathering, pause, and interaction, where cultural memory is not preserved as a static artifact, but reactivated through lived experience.

SECTION

Scale 1:75



ELEVATION

Scale 1:75