2024

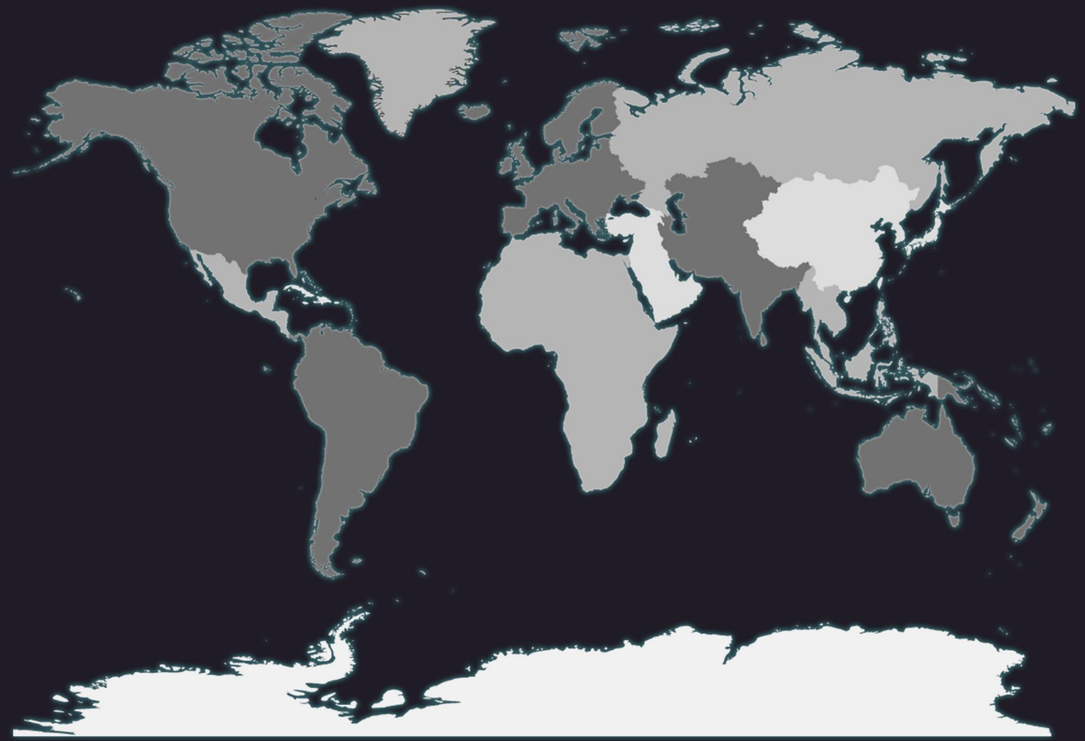
BASE
ベース
SKYRO

STUDENT: TADEÁŠ STAŠKO
SUPERVISOR: ING. ARCH. ANDREJ BOROŠ
CODE/COURSE TITLE 2_AT3_A ATELIÉR III
COURSE GUARANTEE DOCTOR ING. ARCH. MICHAL CZAFÍK, PHD.
ACADEMIC YEAR 2024/2025

SKYRO STU FAD BIG FLW

48.1242° N 17.1925° E

2024



Slovakia is increasingly becoming a hub for technological innovation, particularly in the fields of information technology (IT) and artificial intelligence (AI), with growing investments in research, development, and AI-driven startups. The country has made significant strides in implementing AI in various sectors, from healthcare to manufacturing, and is fostering a robust ecosystem of tech companies and educational institutions dedicated to advancing AI and other emerging technologies. Efforts to integrate AI in public administration, enhance digital literacy, and develop AI-driven solutions

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LOADING...

SKYRO STU FAD BIG FLW

MISSIONS

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Hello architect! My name is J. I will be your tutor in the waters of finance, calculations, analysis, everything related to architecture. To begin with, I want you to analyze the area. Analyze the surrounding schools, calculate the functional intensity evaluation, create a room calculation and graphically represent the volume they represent in relation to each other. Are you ready for this challenge?!

OBJECTIVES

1. ANALYZE THE SURROUNDINGS
2. CALCULATE THE FUNCTIONAL INTENSITY EVALUATION
3. FIND EXAMPLES FROM AROUND THE WORLD
4. STUDY ABOUT AI
5. LEARN ABOUT SKYRO

REWARDS

1. LEGENDARY J'S CALCULATOR

ACCEPT MISSION

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WHAT IS AI?

2024

COMMUNICATION

EXPERIENCE

INFORMATION ABILITY

EASIER LIFE

MAKING DECISIONS

EDUCATION

WHAT IS AI?

2024

DAILY USE

There are two main types of AI: narrow AI and general AI. Narrow AI, also called weak AI, is designed to perform specific tasks, like virtual assistants (Siri, Alexa), facial recognition, or recommendation algorithms. These systems are highly effective within their scope but cannot perform tasks outside their design. General AI, often referred to as strong AI, is a more advanced concept where the system would have the ability to understand and learn any intellectual task that a human can do. However, general AI does not yet exist and remains a long-term goal of AI research.

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AI SCHOOLS

2024

NEW TREND?

In Europe, there is a growing number of educational projects and schools focusing on teaching artificial intelligence and technology. Here are some similar initiatives:

AL CAMPUS BERLIN, GERMANY

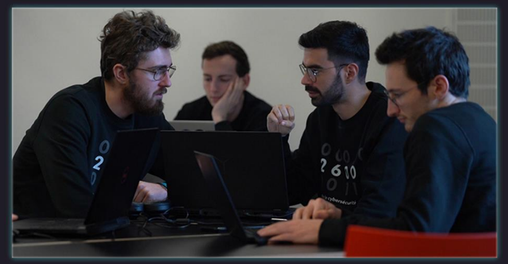
A learning and research center dedicated to fostering AI talent and innovation, offering courses, workshops, and collaborative opportunities for students and professionals alike.

AALTO UNIVERSITY, FINLAND

A global initiative with branches in cities like Paris and Lisbon, offering coding schools based on peer-to-peer learning and AI-driven education models without teachers or traditional classrooms.

42 NETWORK

A global initiative with branches in cities like Paris and Lisbon, offering coding schools based on peer-to-peer learning and AI-driven education models without teachers or traditional classrooms.



ECOLE 2600, France

A digital school in Paris that focuses on training the next generation in AI, data science, and emerging technologies using innovative, project-based learning models.

42 NETWORK

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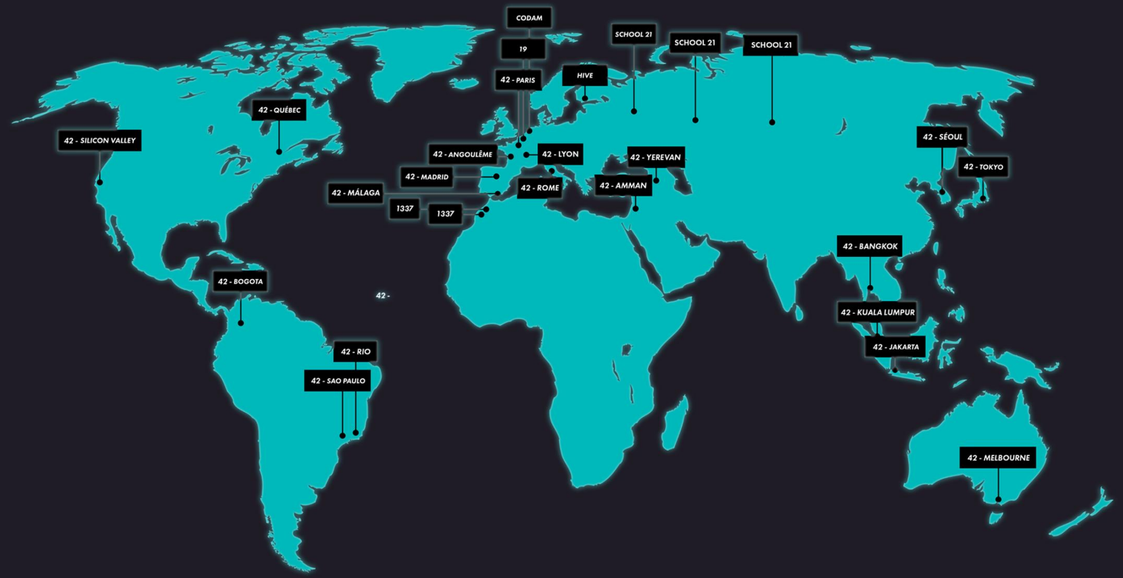
Founded in Paris in 2013, today 42 has more than 15,000 students in 25 countries and is recognized as one of the best coding schools worldwide.
Learning at 42 is entirely free of charge and does not require any academic degree or coding experience. You only have to be at least 18 years old or be a high-school finalist to apply.
The school's practical approach, based on peer-to-peer collaboration, guarantees both excellent technical training and the development of valuable soft skills, such as the ability to work in teams, problem-solving, adaptation,



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SKYRO

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NEW FUTURE

Skyro School has over 10 years of experience in education, built upon the success of its partner organization, OpenLab, which has trained dozens of successful programmers and industry leaders. This expertise is now being transferred to their own high school, Skyro, with the goal of enabling students to grow and develop even faster in the fields of technology and innovation.

SUPPORT OF YOUNG TALENTS

INNOVATION OF EDUCATION

fORMATION OF THE NEXT GENERATION OF LEADERS

STOPPING THE FLOW ABROAD

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BASE

ベース

SKYRO

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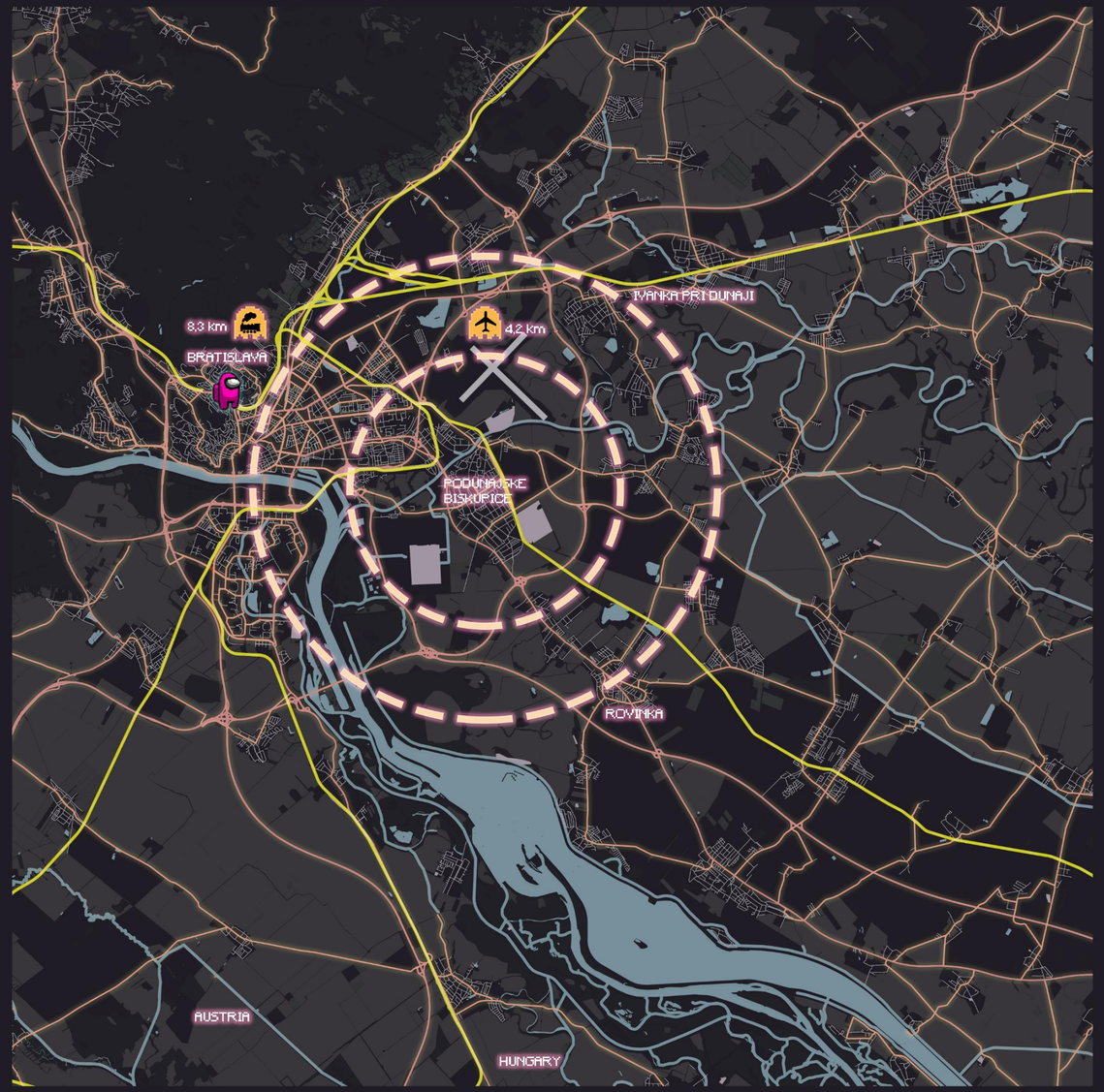

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BROAD TRANSPORT ANALYSIS

RAILWAY

MAIN ROADS

SECONDARY ROADS

TRAIN STATION

AIRPORT

STARTING POSITION

RADIUS FROM A PLACE OF INTEREST

TIME SPENT FROM STARTING POSITION

45 minutes | 21 minutes | 45 minutes | 49 minutes | 5 minutes

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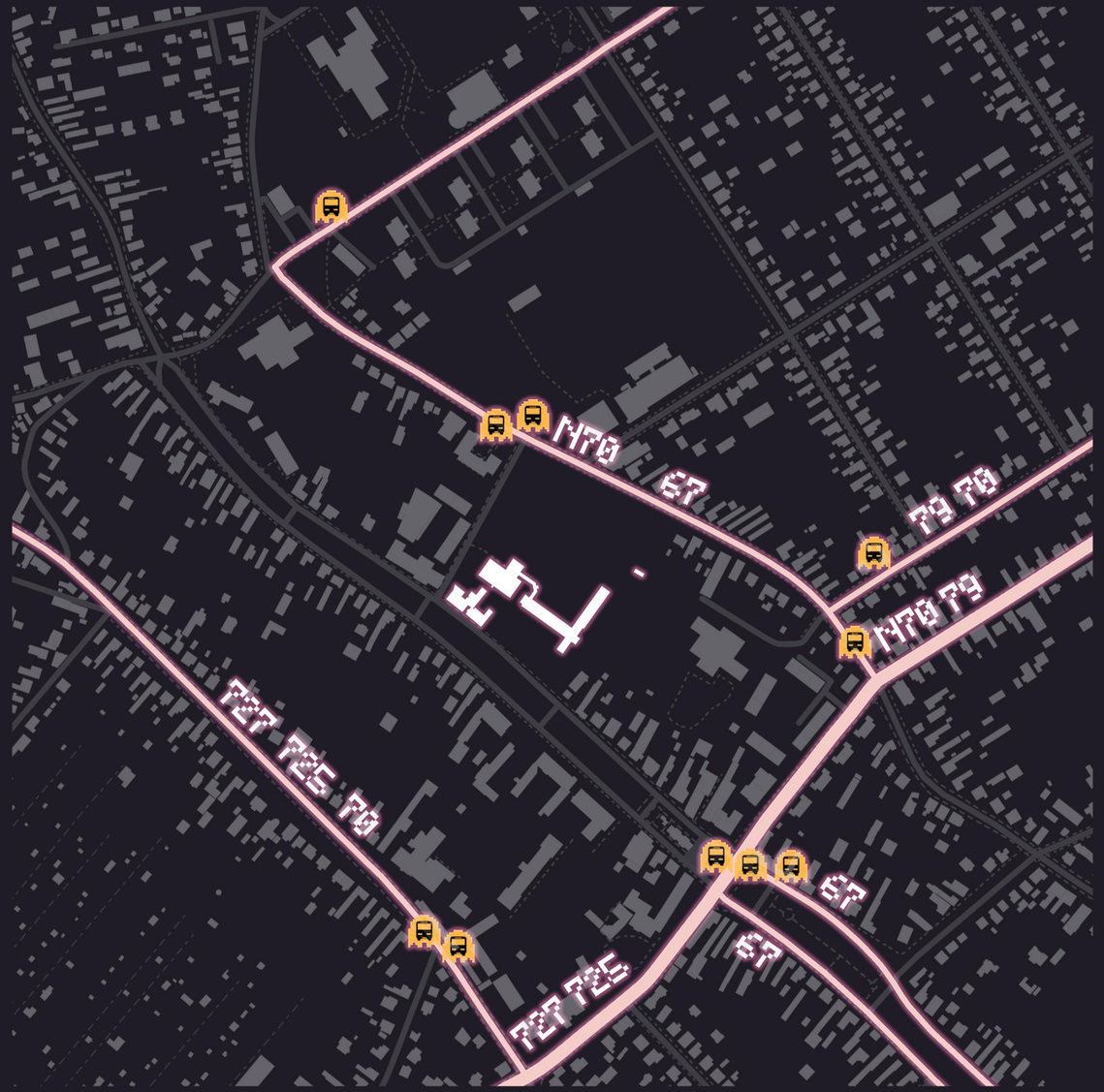

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BUS ANALYSIS

MAIN ROADS

SECONDARY ROADS

BUS STOPS

AVERAGE TIME

79 — 20 - 30 minutes from the main station

N70 — 30 - 40 minutes from the main station

725 — 25 - 40 minutes from the main station

727 — 25 - 40 minutes from the main station

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ROAD ANALYSIS

2024

MAIN ROADS

SECONDARY ROADS

PEDESTRIAN COMMUNICATIONS

TRAIN STATION

AVERAGE TIME

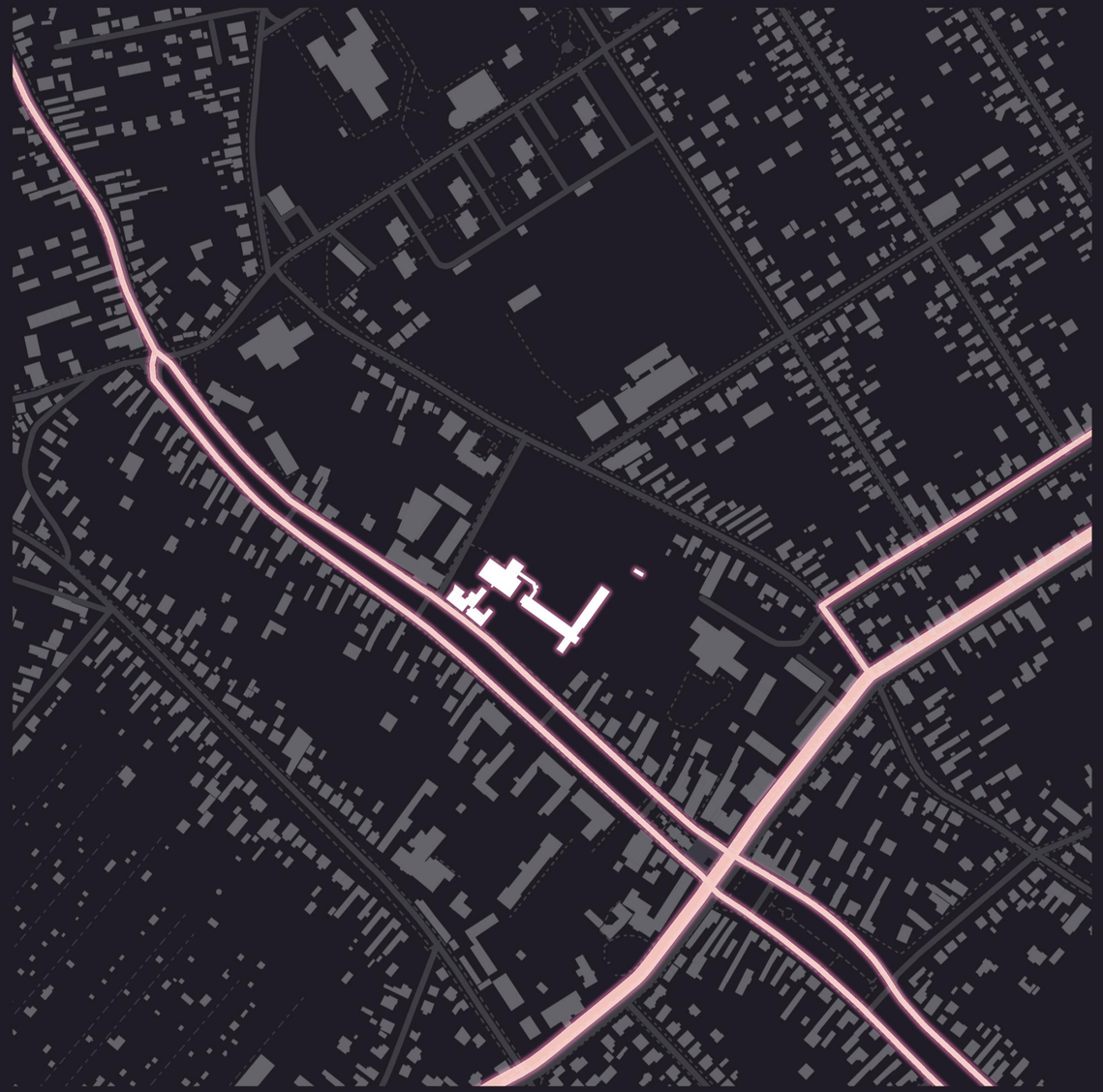
TRAIN STATION - 4km

18 minutes from the train station

OWN SCHOOL BUS?

OWN SCHOOL BUS TRANSPORTATION ENSURES STUDENT SAFETY, REDUCES TRAFFIC AROUND SCHOOLS, AND PROVIDES COMFORTABLE AND PUNCTUAL TRANSPORT. IT ALSO MAKES IT EASIER FOR PARENTS, ESPECIALLY IN RURAL AREAS, TO GET THEIR CHILDREN TO SCHOOL. COUNTRIES LIKE THE UNITED KINGDOM, GERMANY, SWEDEN, AND FINLAND HAVE IMPLEMENTED SCHOOL BUS SYSTEMS TO PROVIDE SAFE AND RELIABLE TRANSPORTATION FOR STUDENTS.

SEVERAL EUROPEAN COUNTRIES HAVE IMPLEMENTED OWN SCHOOL BUS SYSTEMS, INCLUDING THE UNITED KINGDOM, GERMANY, SWEDEN, AND FINLAND. THESE COUNTRIES PROVIDE SCHOOL TRANSPORTATION SERVICES EITHER DIRECTLY OR THROUGH LOCAL MUNICIPALITIES TO ENSURE ACCESSIBLE AND SAFE TRAVEL OPTIONS FOR STUDENTS.



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BIKE ANALYSIS

MAIN ROADS

SECONDARY ROADS

AVERAGE TIME

MAIN STATION - 10-12km	25 - 30 minutes from the main station
LOCAL STATION - 1,5 - 2km	5 - 10 minutes from the main station
ROVINKA - 6km	15 - 20 minutes from the main station
MILOSLAVOV - 10 km	25 - 30 minutes from the main station
KALINKOVO - 14km	35 - 45 minutes from the main station
HAMULIAKOVO - 18km	45 - 50 minutes from the main station

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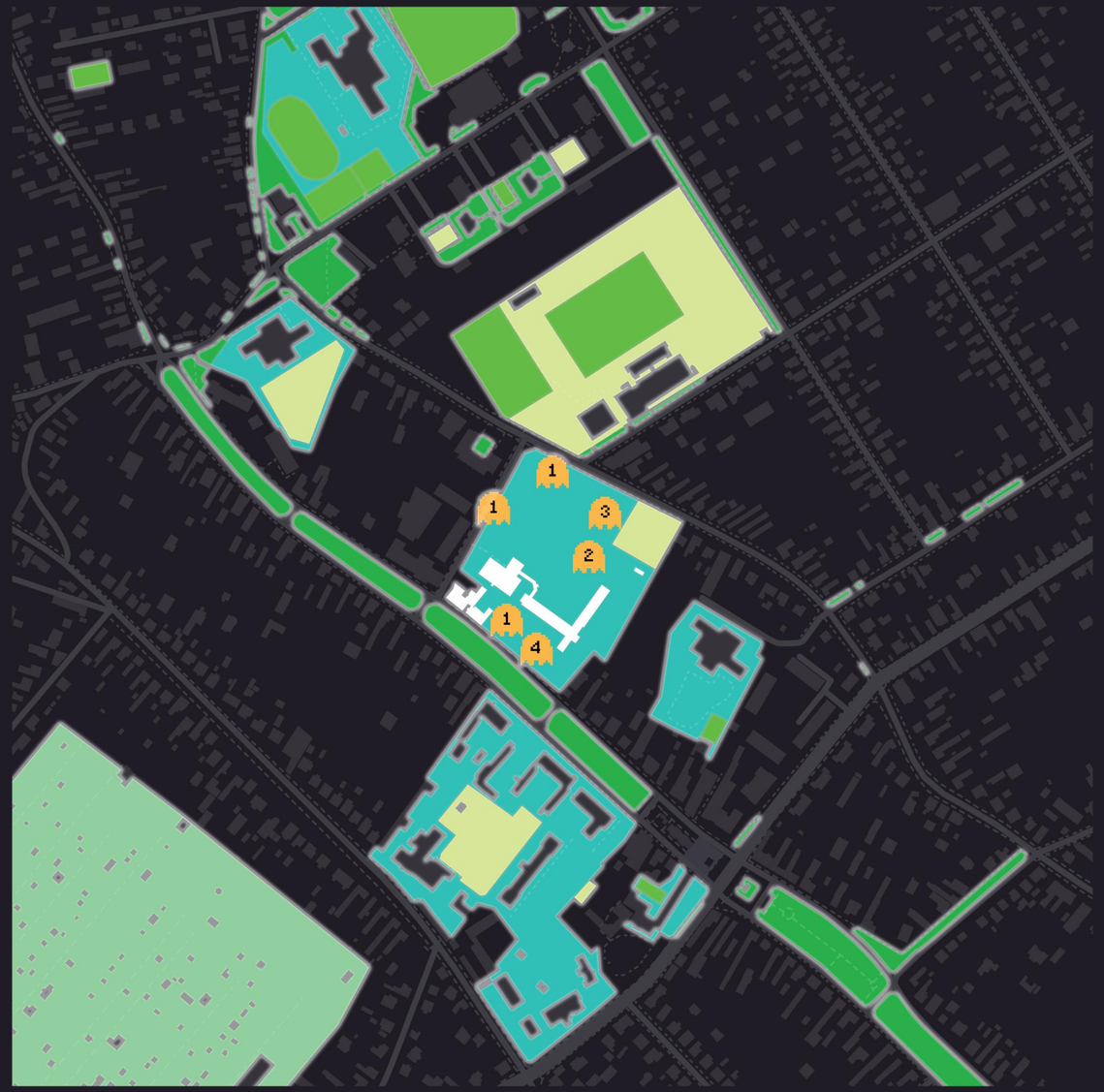

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GREENERY ANALYSIS

- PUBLIC PLAYGROUNDS
- GRASSY AREAS
- SPORTS FIELDS
- DIVIDING GREENERY
- GROWING GARDENS

PLANTS OCCURRING IN OUR TERRITORY

1. FLOWERING ASH - FRAXINUS ORNUS
2. SCOTS PINE - PINUS SYLVESTRIS
3. SUGAR MAPLE - ACER SACCHARUM
4. BLACK POPLAR - POPULUS NIGRA

2024

STU FAD BIG FLW

2024

URBAN ANALYSIS

2024

- RESOLVED TERRITORY
- EXISTING SCHOOL
- SERVICES
- HOUSE OF CULTURE
- MEDICAL BUILDINGS
- EDUCATIONAL BUILDINGS
- CHURCHES
- SPORT BUILDINGS
- RESIDENTAL BUILDINGS

POPULATION

1880	1900	1910	1921	1930	1950	1970	1991	2001	2011	2021
2200	2473	2680	3054	3827	5403	7721	21087	19749	20611	23464

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SUN PATH ANALYSIS . . .

SKYRO STU FAD BIG FLW

SUN PATH ANALYSIS

2024

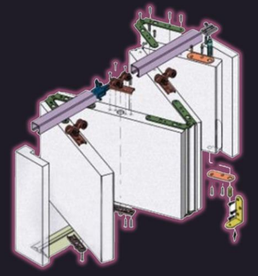
YOU WHO READ EVERY PROJECT DETAIL

SUN PATH

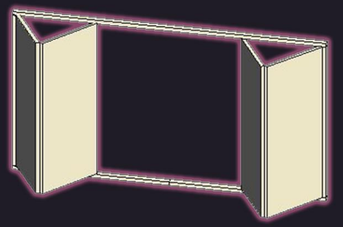
ROOMS MUST BE DARK

... NO, BATMAN DIDN'T SAY THAT

THE MOST FEARED THING EVERY STUDENT FEARS... LAG... EHM... THE SUN... IT IS IMPORTANT TO BE ABLE TO CONTROL THE SUN IN THE ROOM UNDER ALL CIRCUMSTANCES. DATA PROJECTOR VISIBILITY, LIGHT INTENSITY CONTROL, COMPLETE DARKNESS.



THE ADJUSTABLE SHADING ARMS AND ROLLER SHADES ARE THE PERFECT SOLUTION FOR MODERN INTERIORS THAT REQUIRE BOTH FUNCTIONALITY AND AESTHETICS. THEY PROVIDE IDEAL CONTROL OVER SUNLIGHT, PREVENTING OVERHEATING AND ENSURING PRIVACY. THE ROLLER SHADES ARE EASY TO OPERATE AND MADE FROM HIGH-QUALITY MATERIALS, ENSURING LONG-LASTING PERFORMANCE. PERFECT FOR THOSE SEEKING COMFORT AND A STYLISH DESIGN.



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MISSIONS

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Great job! Now justify which concept you chose, why? Justify it! Only then will you be a good architect. What challenges await you? It may seem like an easy level, but appearances are deceiving!

OBJECTIVES

1. CREATE A CONCEPT
2. FIND CHALLENGES
3. CREATE MOODBOARDS

REWARDS

1. ANALYTICAL MAGNIFYING GLASS

ACCEPT MISSION

2024

LOADING...

SKYRO STU FAD BIG FLW

WHY BASE?

2024

SANCTUARY

The term base in games represents a safe zone, a sanctuary where players can rest, strategize, and feel protected from external threats. This idea resonates deeply with human psychology, making it an ideal metaphor for naming a school. By drawing on this association, the school becomes more than a physical space—it symbolizes emotional stability and security.

Etymologically, base signifies a foundation or support, aligning with essential human needs. According to Maslow's hierarchy, safety and security are fundamental, forming a cornerstone for personal development. Naming a school Base reflects these principles, fostering an environment where children feel anchored, supported, and free to explore their potential.

John Bowlby's theory of attachment introduces the concept of a "secure base," emphasizing a nurturing environment where children can confidently explore while having a reliable place to return to. A school named Base embodies this philosophy, offering a space for growth, belonging, and emotional reassurance.

By linking this concept to the gaming world, where young people instinctively associate bases with safety and success, the name becomes modern, relatable, and meaningful. A Base is not just a school—it's a starting point for exploration, a haven of security, and a symbol of growth, uniquely tailored to resonate with a generation shaped by both digital and real-world experiences.

SECURITY EXPERIENCE MODERNITY

GROWTH FUTURE

EXPLORATION RELATIONSHIPS PLAYFULNESS

CHALLENGES

2024

EQUIVALENCE

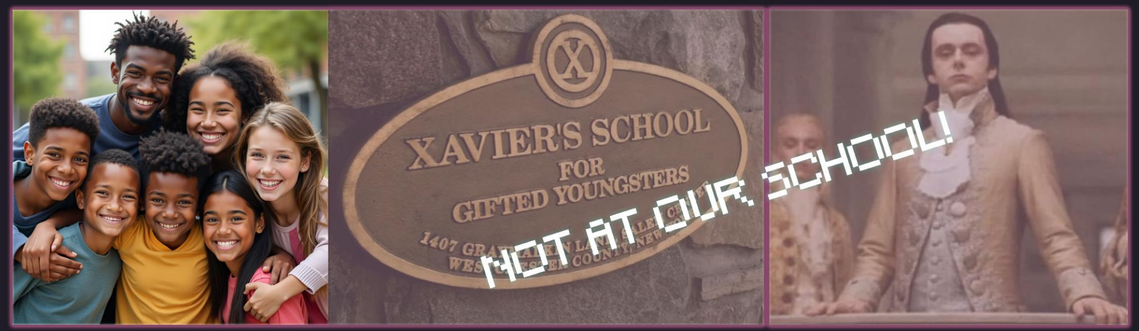
In many communities, education remains a fragmented experience, defined by invisible yet powerful barriers. Schools often reflect and reinforce societal divides—cultural, economic, and social—rather than bridging them. Children from marginalized communities, such as the local Roma population, frequently find themselves isolated, not by their potential, but by systemic biases and lack of opportunities. Meanwhile, private schools, often associated with exclusivity, inadvertently cultivate what psychologists term the rich kids syndrome: a detachment from reality, empathy, and the diverse perspectives that shape the real world.

This duality creates a troubling dynamic. On one side, children from privileged backgrounds are shielded within bubbles of comfort and uniformity. On the other, marginalized children face environments where they may feel unwelcome or unsupported, further perpetuating cycles of inequality. Education, meant to be a great equalizer, instead becomes a tool of division.

The question we face is this: How can we design a school that doesn't simply educate but also unites? A school that challenges these divisions and redefines what it means to belong.

This is where Base comes in—not as just another private institution but as a model of inclusion and connection. It seeks to address these problems by creating an environment that is open, accessible, and welcoming to all. By bridging the gap between communities, Base will redefine the educational experience, demonstrating that diversity is not a challenge to overcome but a strength to celebrate.

Unlike the X-Men's academy, which arose as a response to fear and exclusion, Base seeks to eliminate the conditions that make such isolation necessary. Here, no child is seen as "other." There are no hidden walls to protect them, no secrecy to shield their individuality. It's a place where the idea of belonging isn't conditional, where the community itself becomes a living testament to inclusion.



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MOODBOARD

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INTERIOR

MOODBOARD

2024

EXTERIOR

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SUMMARY OF ANALYZED BLOCKS

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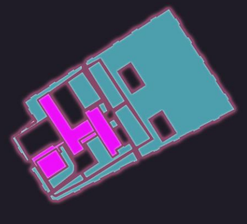
BLOCK: GALILEO SCHOOL

FUNCTIONAL BLOCK INTENSITY EVALUATION
Functional block area 23,684 m2
Built-up area 3,678 m2
Gross floor area 8,880 m2
Paved areas 8,937 m2
Green area 11,069 m2
IZP (Index of built-up area) 0.16
IPP (Index of floor area) 0.37
KZ (Kontiversity coefficient) 0.47

BLOCK: KRAJINSKÁ - VETVÁRSKA

FUNCTIONAL BLOCK INTENSITY EVALUATION
Functional block area 51,981 m2
Built-up area 14,681 m2
Gross floor area 34,477 m2
Paved areas 15,833 m2
Green area 21,467 m2
IZP (Index of built-up area) 0.28
IPP (Index of floor area) 0.66
KZ (Kontributor of green area) 0.41

FG LORCU HIGH SCHOOL



FUNCTIONAL BLOCK INTENSITY EVALUATION
Functional block area 28,313 m2
Built-up area 3,564 m2
Gross floor area 7,240 m2
Paved areas 6,644 m2
Green area 18,105 m2
IZP (Index of built-up area) 0.13
IPP (Index of floor area) 0.26
KZ (Kontiversity coefficient) 0.64

BLOCK: BISKUPICKÁ

FUNCTIONAL BLOCK INTENSITY EVALUATION
Functional block area 28,138 m2
Built-up area 3,003 m2
Gross floor area 7,769 m2
Paved areas 6,983 m2
Green area 18,152 m2
IZP (Index of built-up area) 0.11
IPP (Index of floor area) 0.28
KZ (Kontiversity coefficient) 0.65

CONTINUE

ROOM CALCULATION

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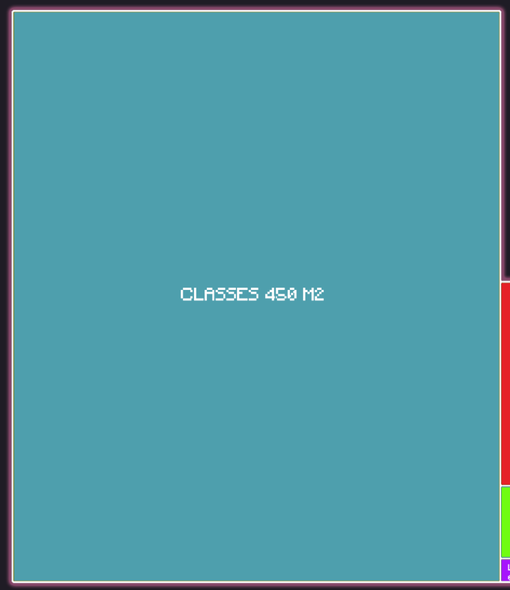
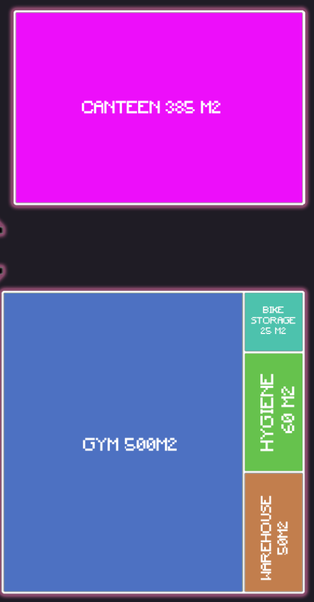
IN THIS CASE WE ARE CALCULATING A BUILT-UP AREA OF 3600 M2 FOR ALL FLOORS

...IN PRACTICE THIS MEANS 3 FLOORS

FOR ALL FLOORS



PER FLOOR



CONTINUE

MISSIONS

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Hello, architect! My name is N. I like your idea, try to incorporate wooden elements. You're choosing cheerful colors well, which is perfect since it's a high school for young people. Overall, we need to shift the trend of school design to make it a more pleasant place where students enjoy coming. I'll write down some colors for you to use.

OBJECTIVES

USE:
1. OLIVE GREEN: NATURAL, STABLE, EARTHY, BALANCED, CALMING
2. PURPLE: CREATIVE, LUXURIOUS, BOLD, DEEP, IMAGINATIVE
3. GRAY: NEUTRAL, MODERN, MINIMALIST, CALM, ELEGANT
4. PINK: PLAYFUL, JOYFUL, WARM, FRIENDLY, FUN
5. BLUE: CALM, INTELLIGENT, CLEAR, REFRESHING, FOCUSED
6. ORANGE: ENERGETIC, VIBRANT, WARM, CREATIVE, DYNAMIC
7. YELLOW: OPTIMISTIC, BRIGHT, CHEERFUL, LIVELY, COMMUNICATIVE

REWARDS

1 LEGENDARY BRUSH

ACCEPT MISSION

2024

LOADING...

JAYRO STU FAD BIG FLW

MISSIONS

2024

Hello architect, my name is Quadratus, son of Triangulus. I will be your assistant in the design that will be your cornerstone. Have you ever heard of a perfect square? Using mathematics, I have determined that the optimal axial length of the room is 8.1 meters. It will fit just enough philosophers and mathematicians.In your case, those would be students. It is generally recommended to have rooms where the area per student ranges from 1.8 to 2.5 m^2. However, you, architect, are a generous builder, so with my perfect square, you'll get 2.5 to 3 m^2 per student, ensuring they feel comfortable in the classroom.

OBJECTIVES

1.CREATE THE IDEAL CLASSROOM
2. ASSEMBLE THE BASIC STRUCTURE AND LAYOUT OF THE BUILDING FROM THE SHAPE OF THE IDEAL CLASSROOM
3. SAVE THE SURROUNDING GREENERY

REWARDS

THE KNOWLEDGE OF QUADRATUS

ACCEPT MISSION

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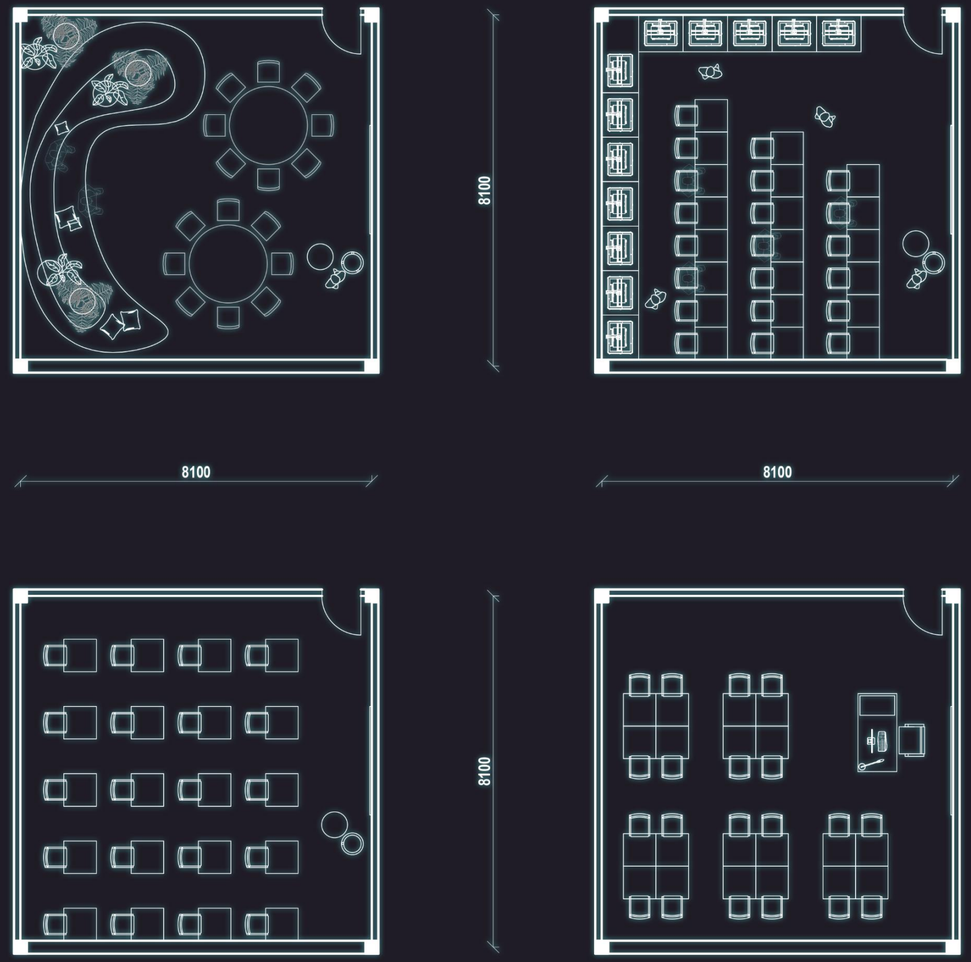

MAIN PIXEL SCHEME

SAYRO STU FAD BIG FLW

VISION

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Historically, the square has symbolized order and balance, dating back to ancient Greece, where geometric shapes like squares represented stability. In the digital realm, the pixel, a modern interpretation of this shape, continues to represent a stable foundation for constructing visual content.

A pixel is the fundamental building block of the digital world, much like how binary code is constructed from ones and zeros. Each pixel, a small square, plays a vital role in creating complex images, games, and visual experiences, much like how binary code forms complex data.

The origin of the word "pixel" comes from the English term "picture element," which literally means "a component of an image." This fundamental building block of visual displays now forms everything from static images to moving visuals. Each pixel acts like a single zero or one in binary code – a small yet essential element that plays its part in the larger digital picture.

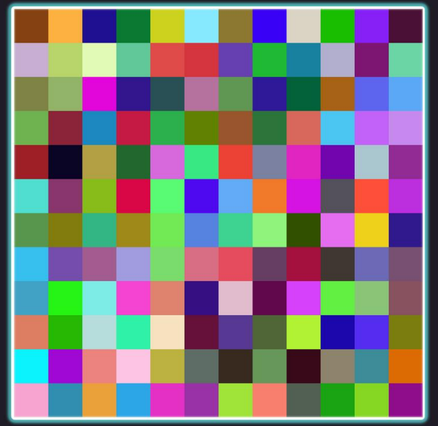
Designing a school using pixels to building with binary code — small, essential units that form a larger whole. Just as binary code combines ones and zeros to create meaningful data, pixels combine to create an organized, harmonious space. This school, made of pixels, provides a stable and structured environment, offering students a sense of order and belonging, while promoting creativity and growth.

START GAME

PIXEL

2024

Incorporating the concept of pixels and games into everyday school life can have a significant positive impact on students' learning experiences. Just as pixels form the building blocks of digital images and games, they can be used as a metaphor for how small, individual actions or ideas come together to create something larger, like the learning process itself.



Games are built around pixels, each one representing a small part of a bigger picture. In a school setting, this could be translated into how each student's learning experience and contributions form the larger educational environment. By visualizing the classroom as a "game," students can understand the value of every small effort, just as each pixel plays a crucial role in forming a cohesive image.

CONTINUE

JAYRO STU FAD BIG FLW

MISSIONS

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My name is Doctor Strange. I was sent to this dimension to help you, wizard of squares. I have gone through all the possibilities of how this can be created. To view all alternate futures. To see all the possible outcomes. In total, 16,000,405. But only one is correct. However, to ensure you have the freedom of choice, I will give you a few options. But only one is the right one.

OBJECTIVES

1.CHOOSE THE CORRECT ALTERNATIVE

REWARDS

THE STONE OF ARCHITECTURE

ACCEPT MISSION

2024

LOADING...

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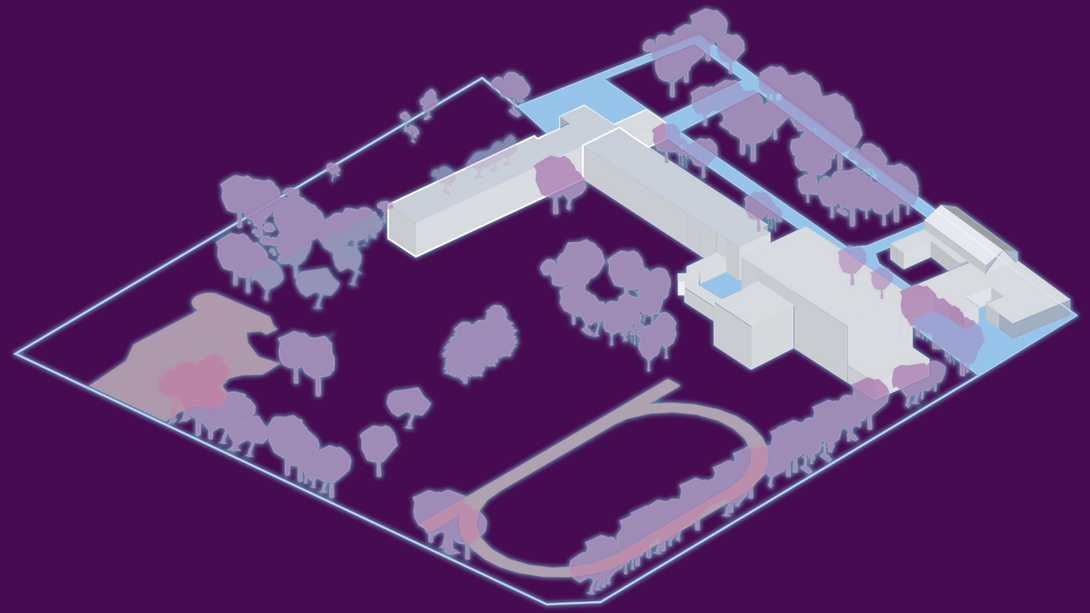

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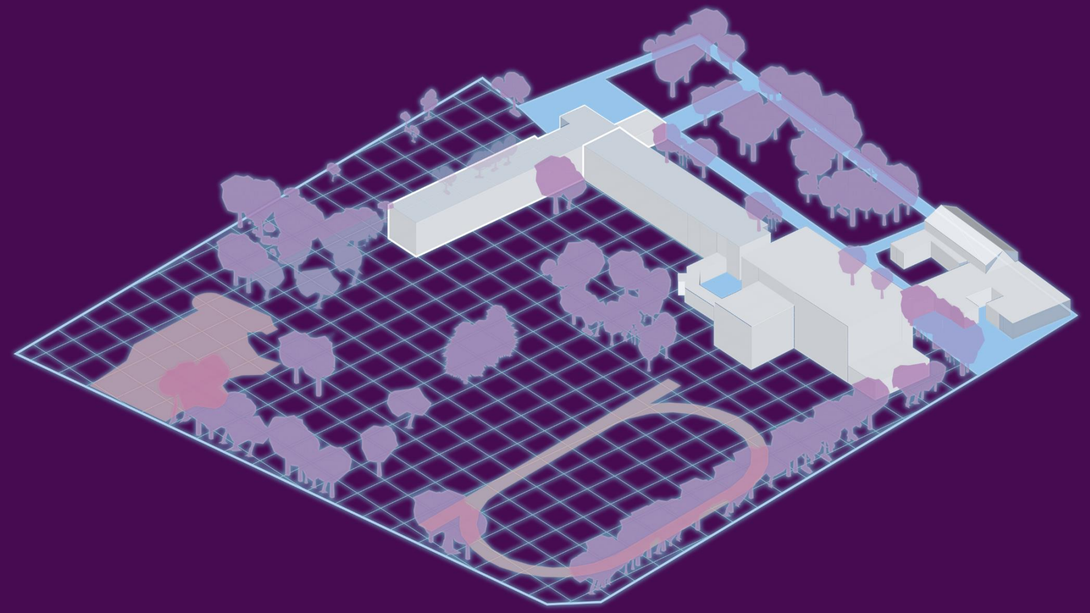

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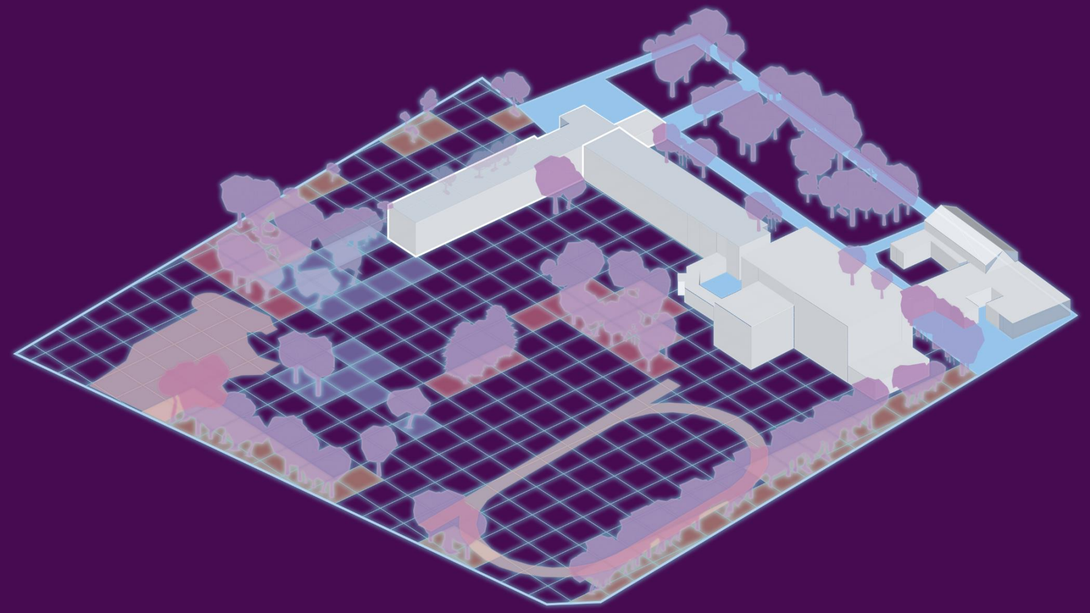

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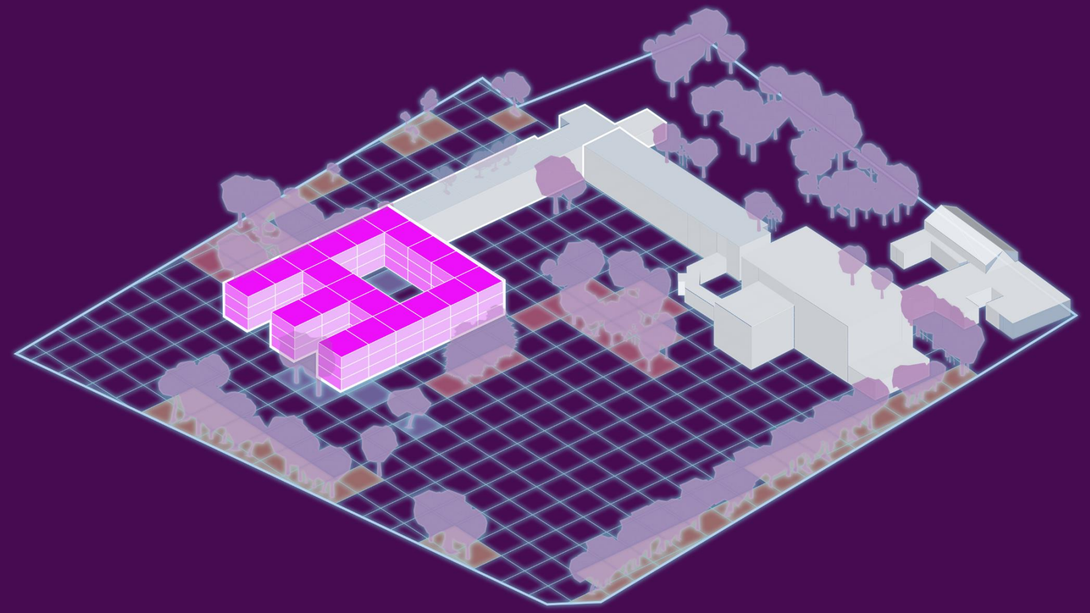

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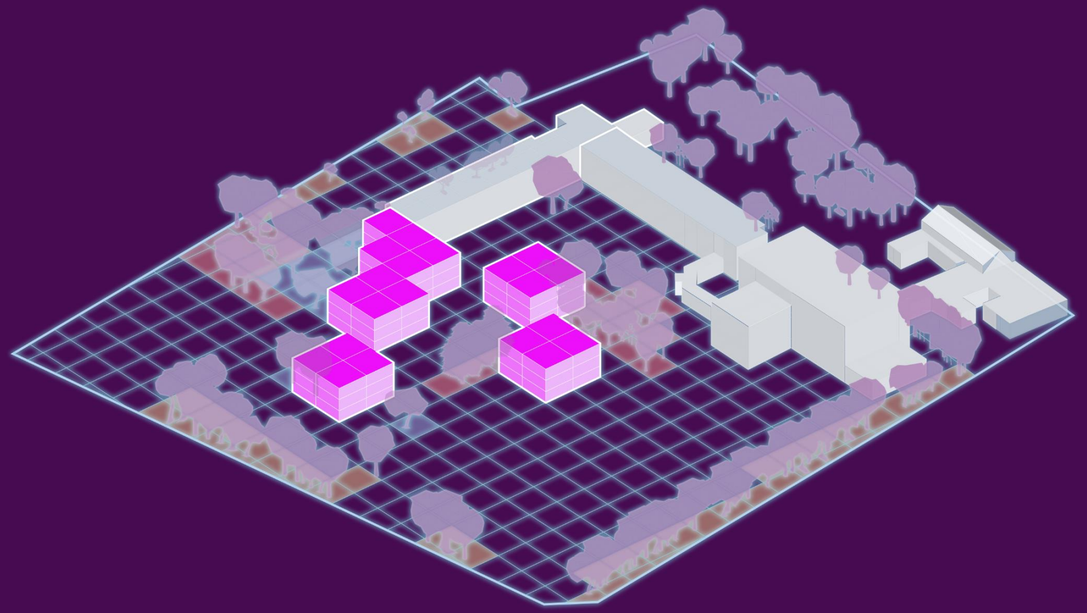

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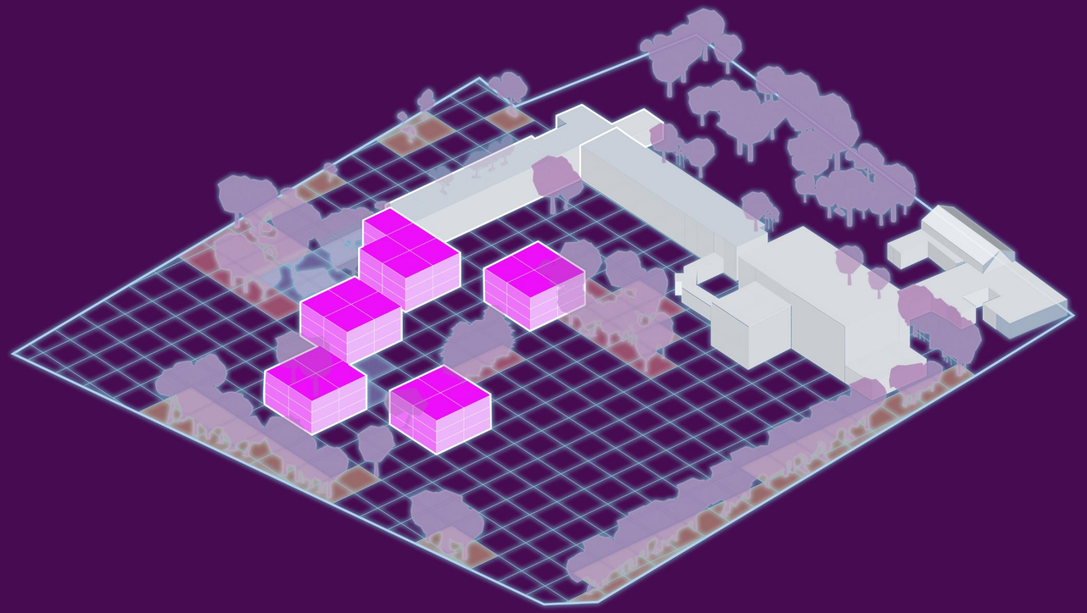
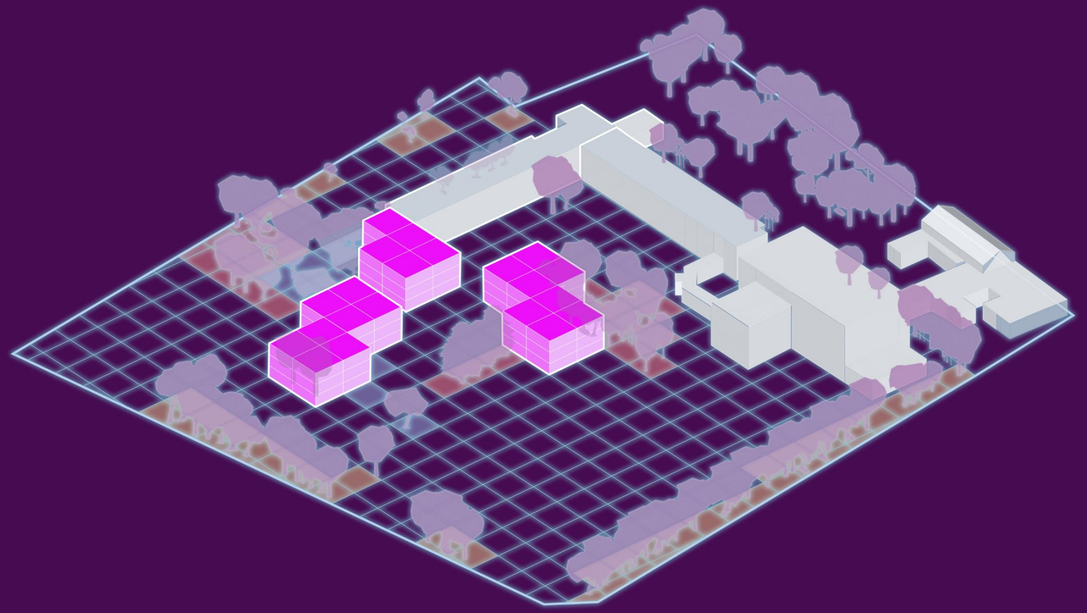


STU FAD BIG FLW

2024



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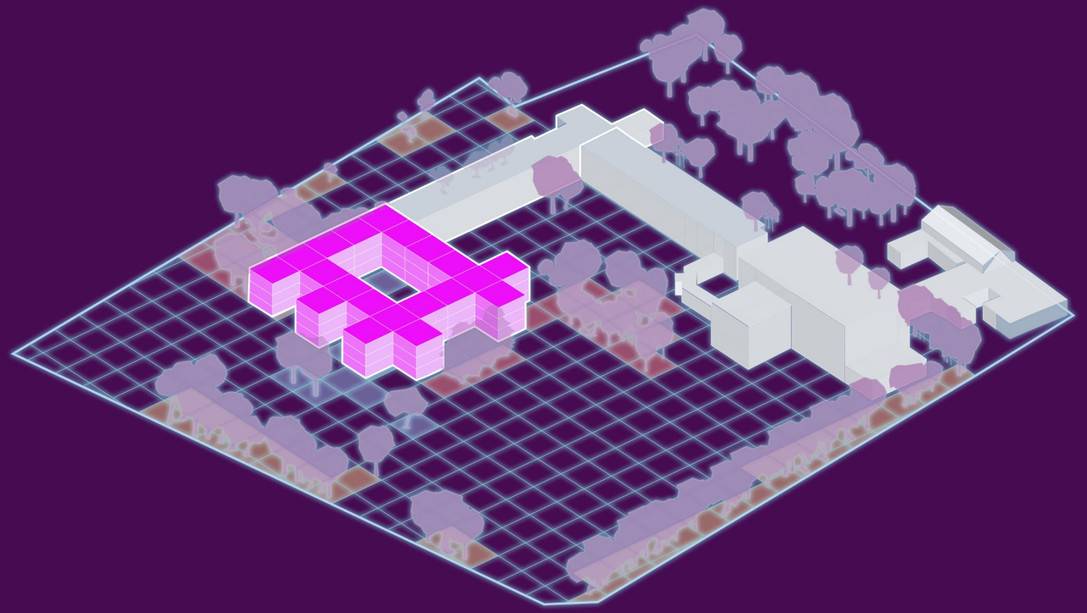

SKYRO STU FAD BIG FLW

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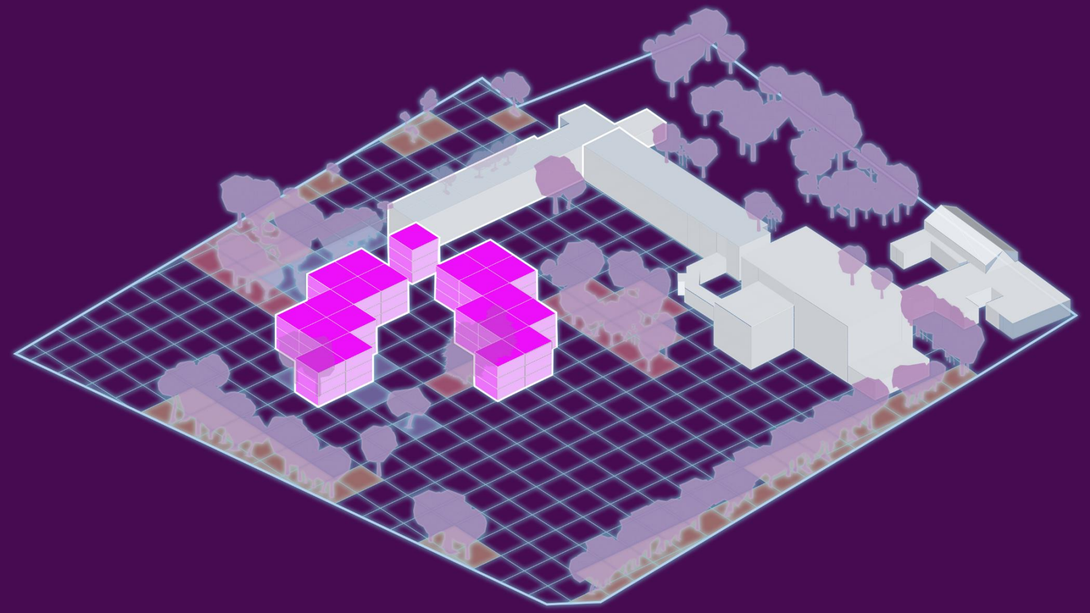

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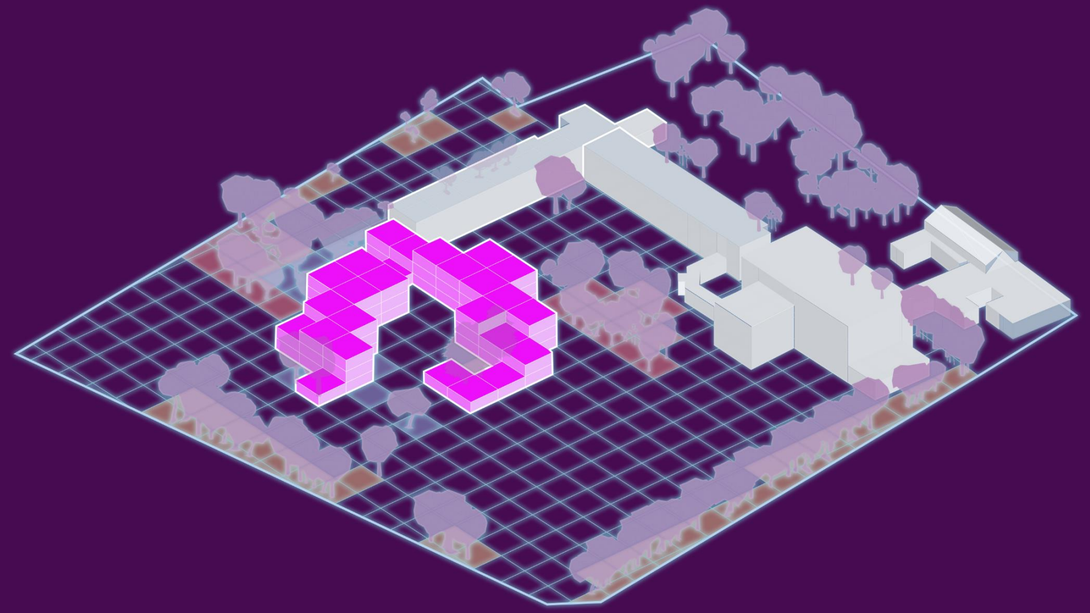

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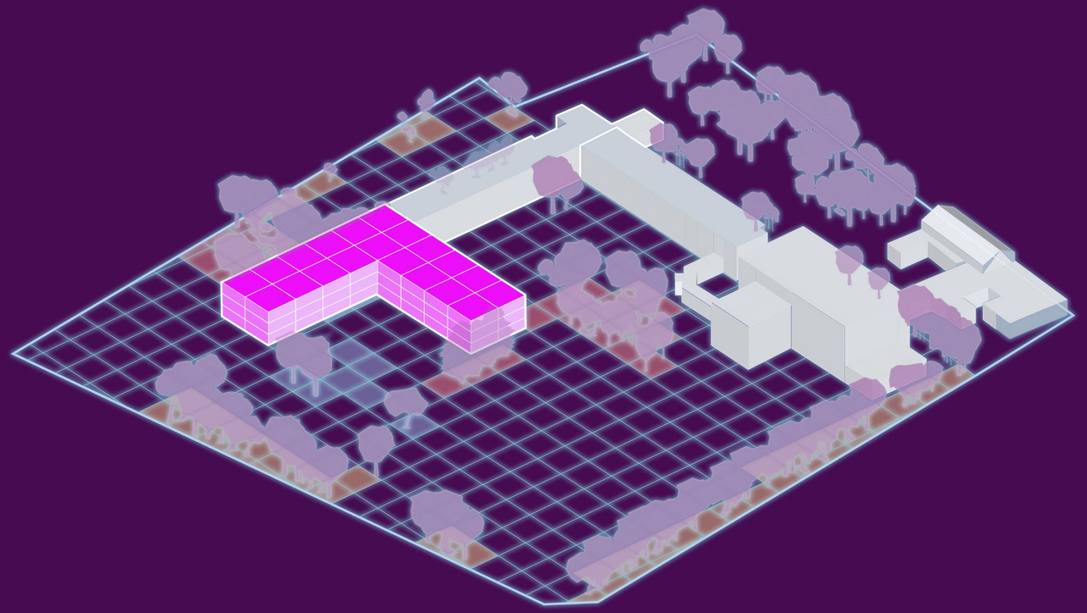

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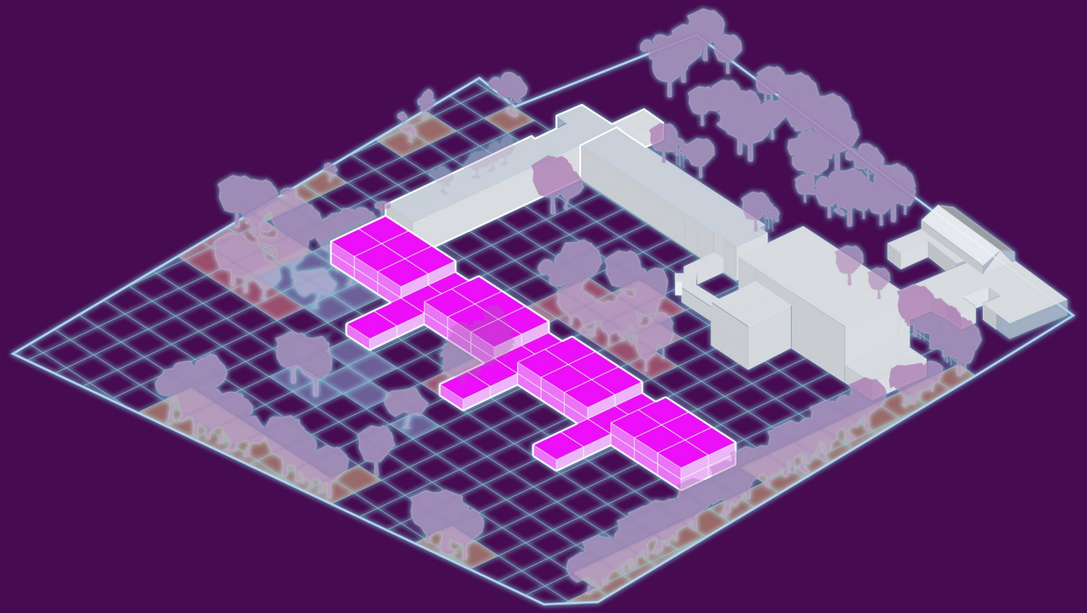

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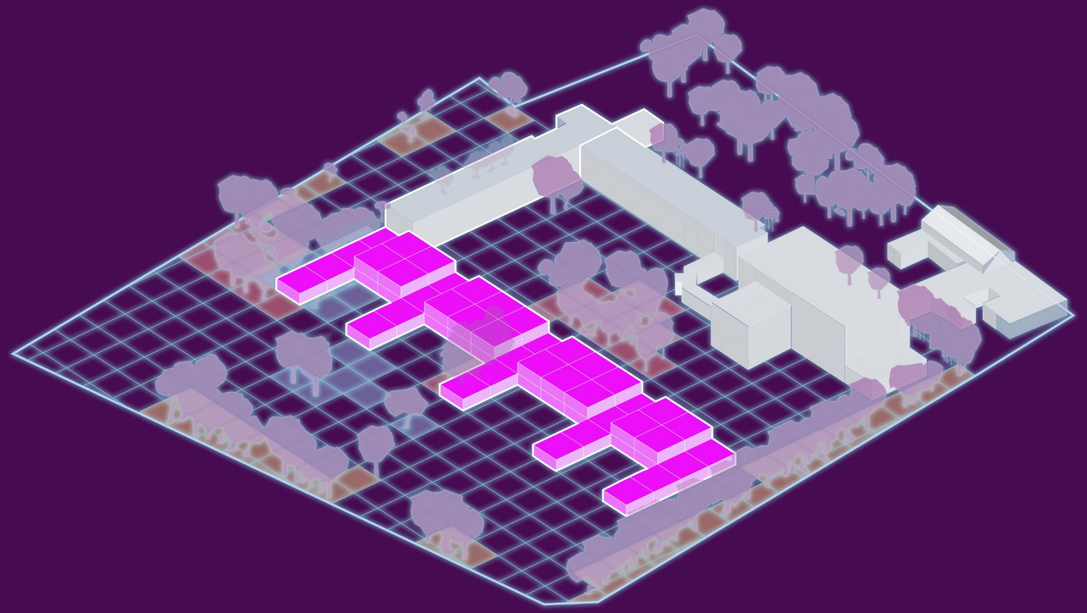

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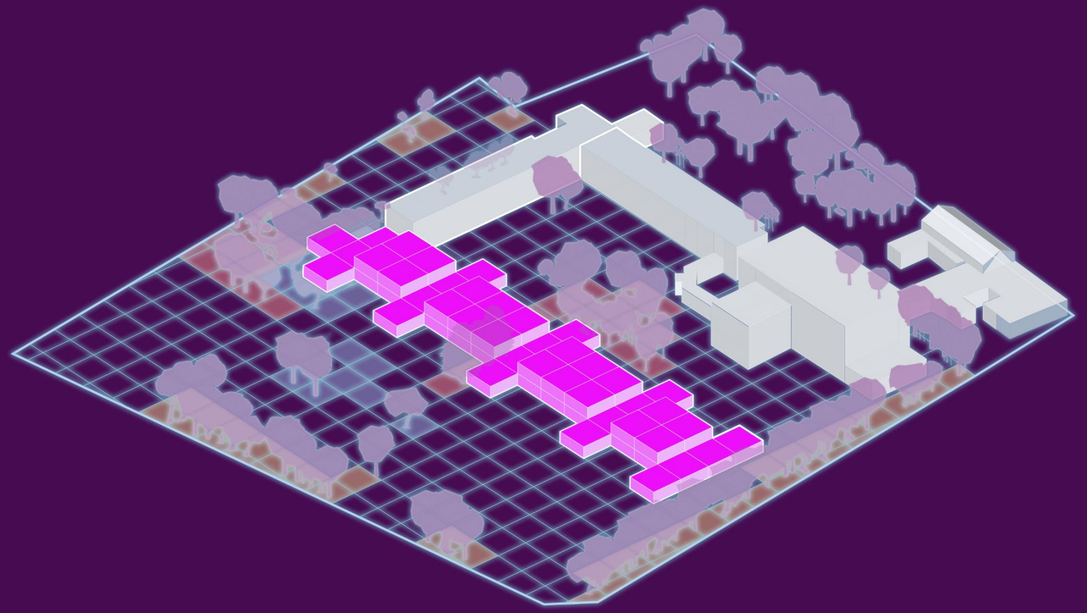

JAYRO STU FAD BIG FLW

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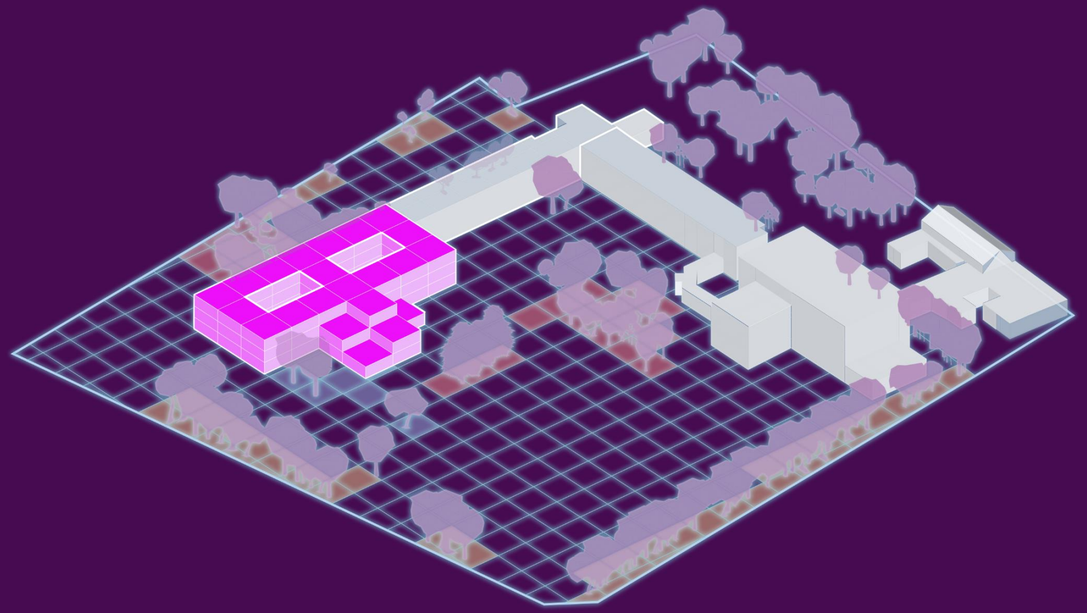

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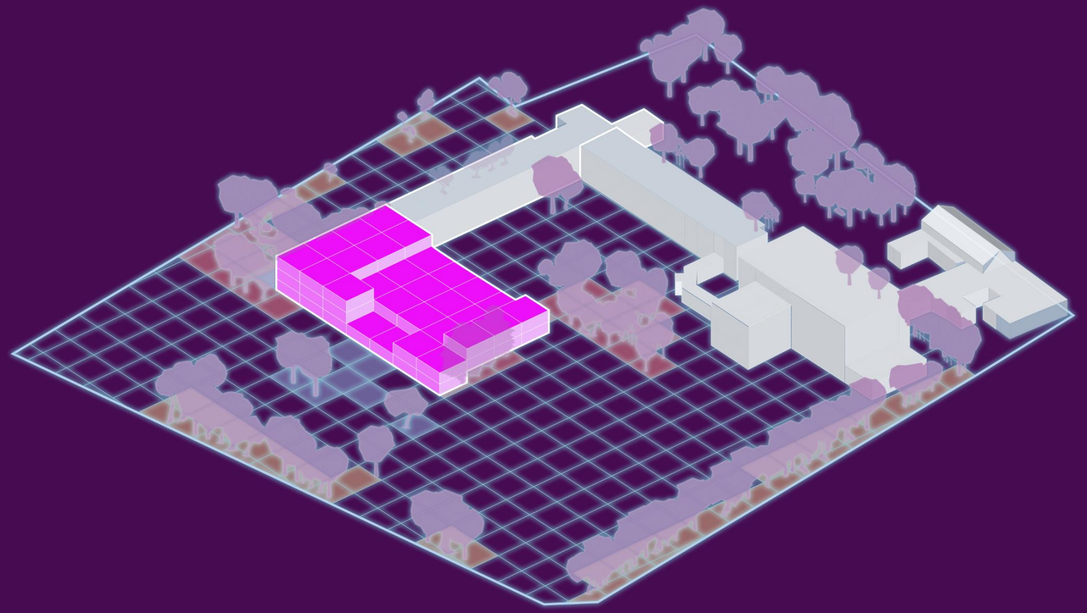

SKYRO STU FAD BIG FLW

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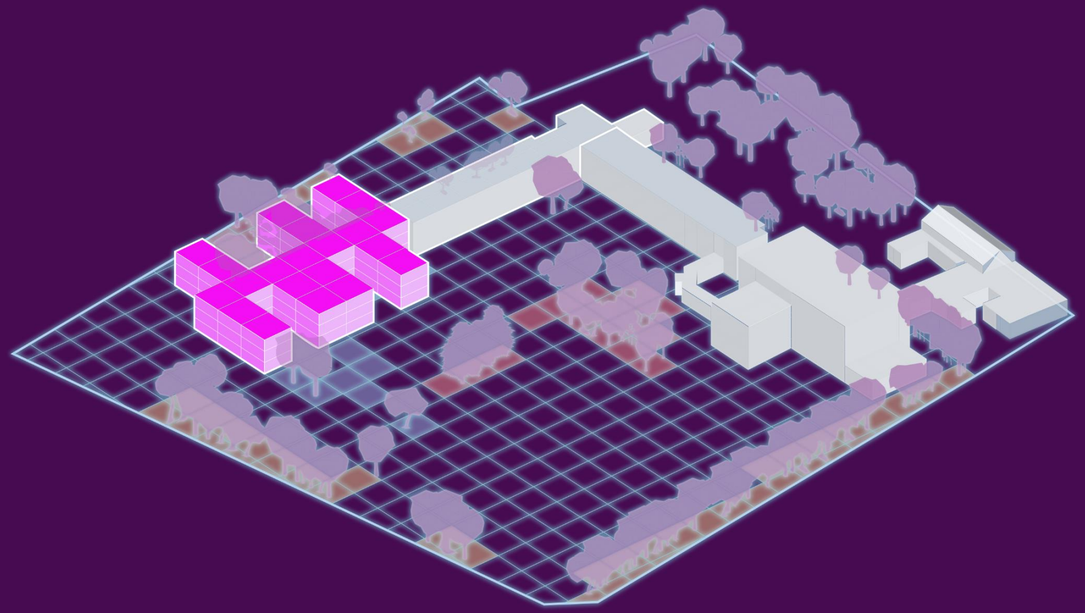

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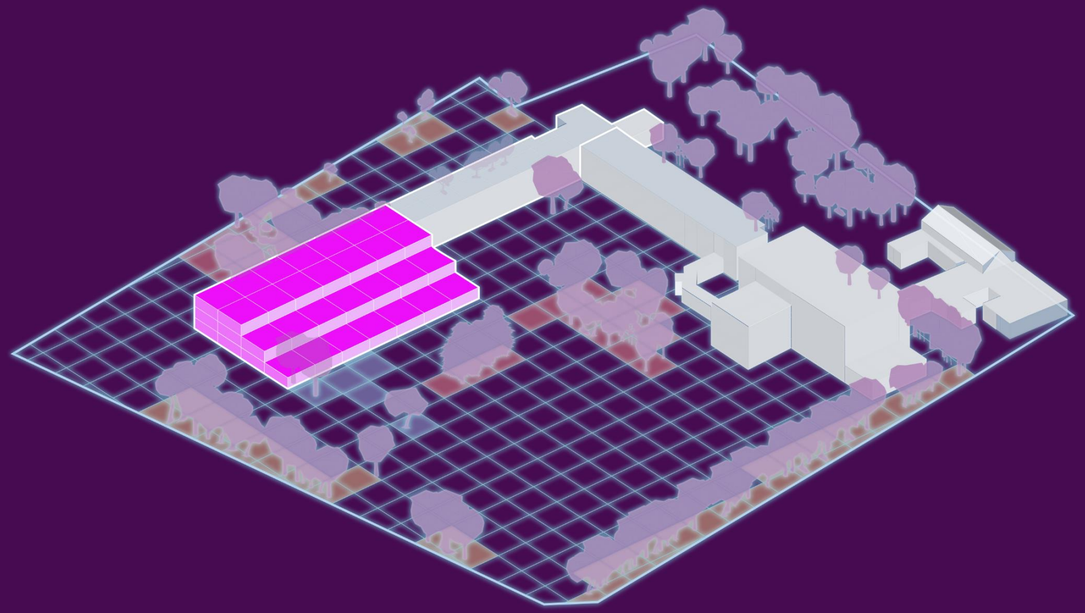

SKYRO STU FAD BIG FLW

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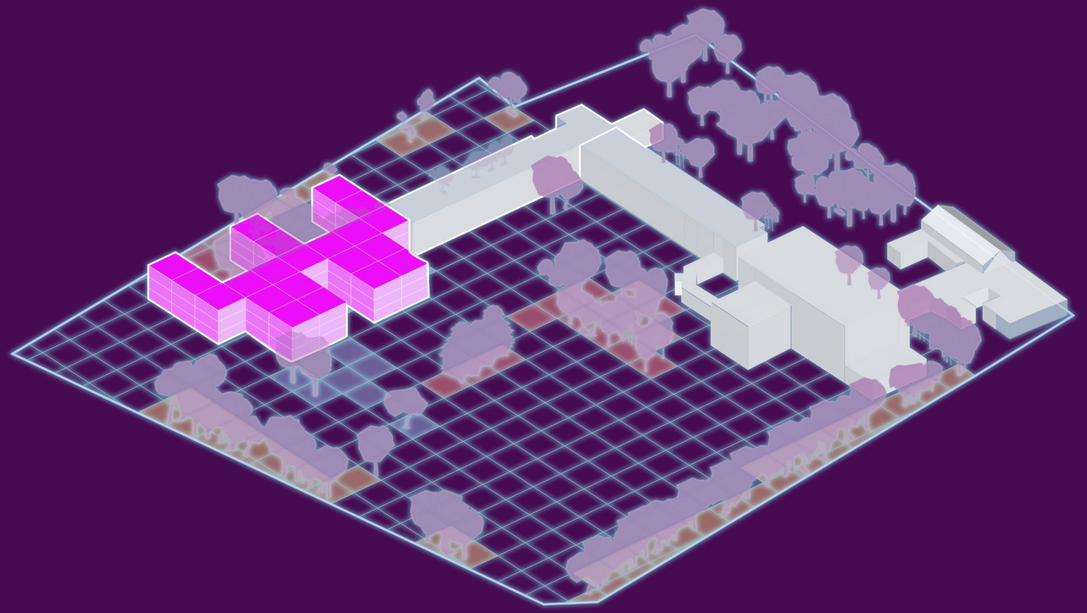

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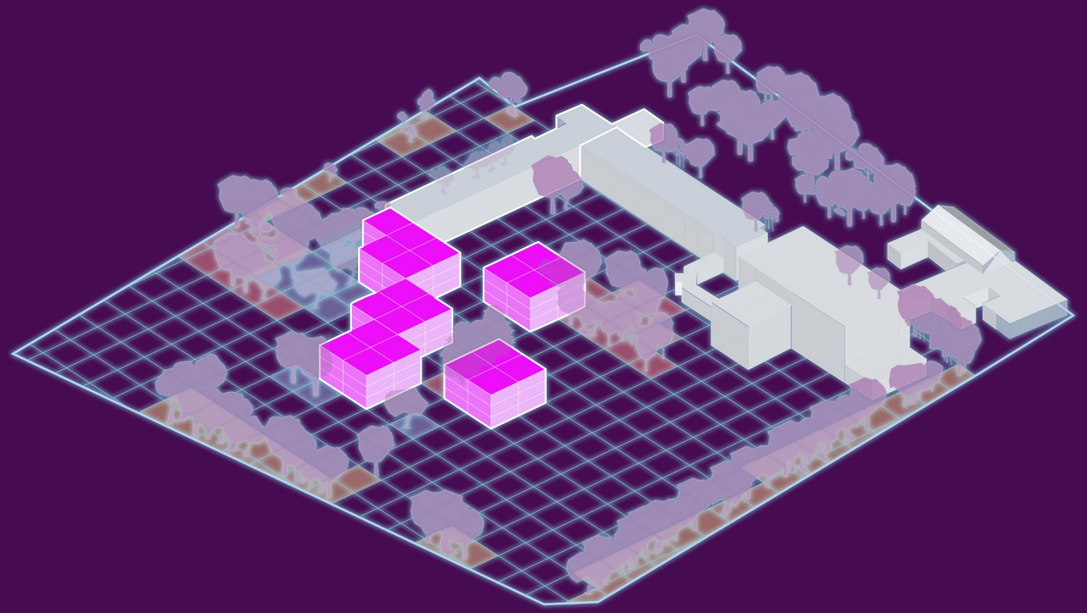


STU FAD BIG FLW

MISSIONS

2024

Hi, of all the proposals, this one interests me the most, I would like to have a building that would have an entrance and two wings where students would disperse, preferably in one phase of construction. Sorry, I forgot to tell you that I need one gym for basketball and sports in the building. And outside there should be a large football field measuring 45x90 meters for youth and amateur matches. And two basketball courts measuring 15x28 meters.

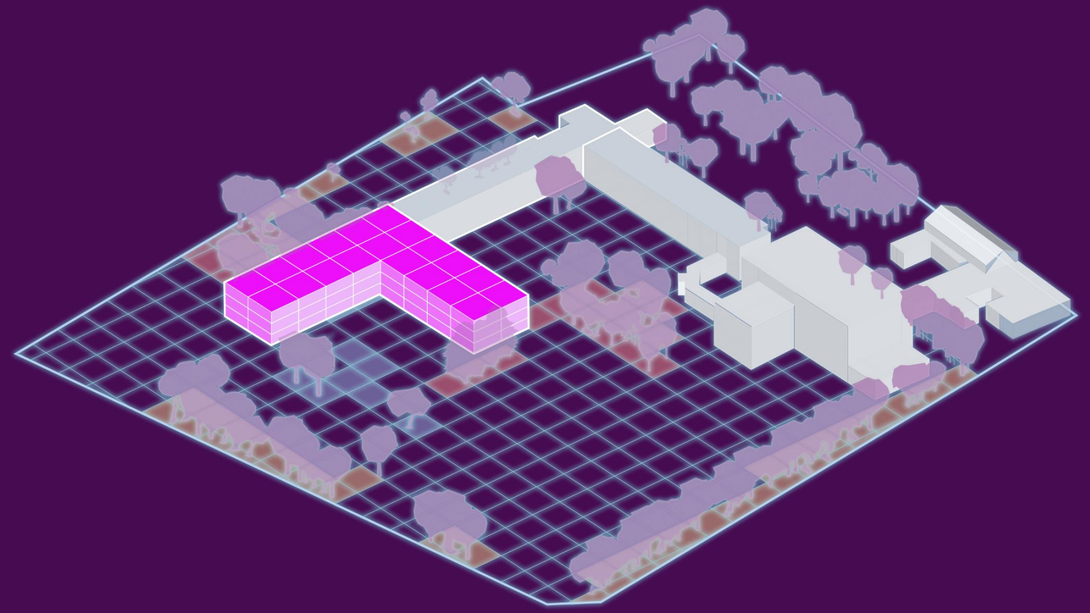
OBJECTIVES

1. DESIGN THE IDEAL OUTDOOR BASKETBALL COURTS
2. DESIGN AN INDOOR GYM WITH OUTDOOR ACCESS
3. DESIGN A FOOTBALL FIELD

REWARDS

1 RONALDO GOLDEN BOOT

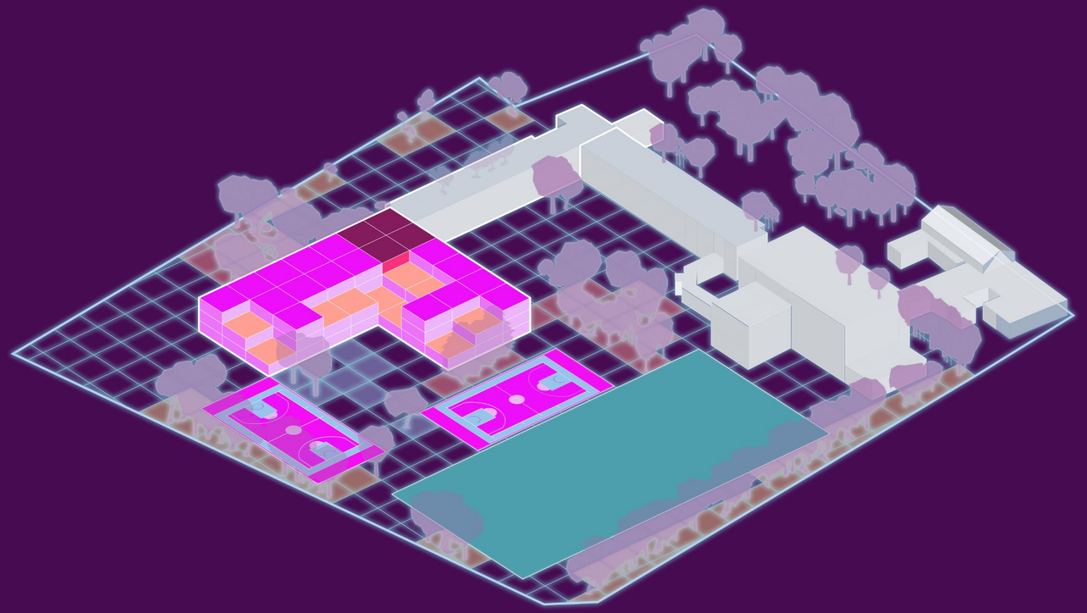
ACCEPT MISSION



2024

JAYRO STU FAD BIG FLW

2024



SELECT

MISSIONS

2024

Hello architect, my name is M. I will be your mentor. I see that you are using the advice given to you by QUADRATUS. From my modern and experienced perspective, it's a genius solution; you can utilize the modularity of these blocks or, as we call them in modern times, pixels. So, if the investor decides to extend the building, they simply connect to the existing grid, just like that! However, be careful not to let these pixels disappear from the floor plans. I recommend that you approach the interior design of the classrooms unconventionally, not like in Quadratus' time when they used chalk on blackboards, but modernly, whether it's furniture, desks, or the arrangement of the desks.

OBJECTIVES

1. DESIGN IDEAL FLOORS
2. CREATE UNCONVENTIONAL CLASSROOMS
3. HIGHLIGHT THE PIXEL AND CREATE AN INTERESTING FACADE.

REWARDS

1 LEGENDARY RULER OF ARCHITECTS

ACCEPT MISSION

SKYRO STU FAD BIG FLW

MISSIONS

2024

Hello architect, my name is MI. I see that M has given you great advice. I noticed you're looking for a place to position the gymnasium. What if you placed it underground? You could raise the height by two floors to meet the gym height standard. In your case, this will also create an interesting meeting space, connecting the interior with the exterior in a way that football players, who rent the field in the evening, can change in the locker rooms without going through the school interior. They can simply go down exterior stairs. Additionally, these stairs would serve as seating, allowing people to watch their children's competitions from outside.

OBJECTIVES

1. FIND A PLACE FOR A SCHOOL GYM
2. VISUALLY CONNECT THE INTERIOR AND EXTERIOR
3. CREATE LOCKER ROOMS FOR THE GYM

REWARDS

THE KNOWLEDGE OF QUADRATUS

ACCEPT MISSION

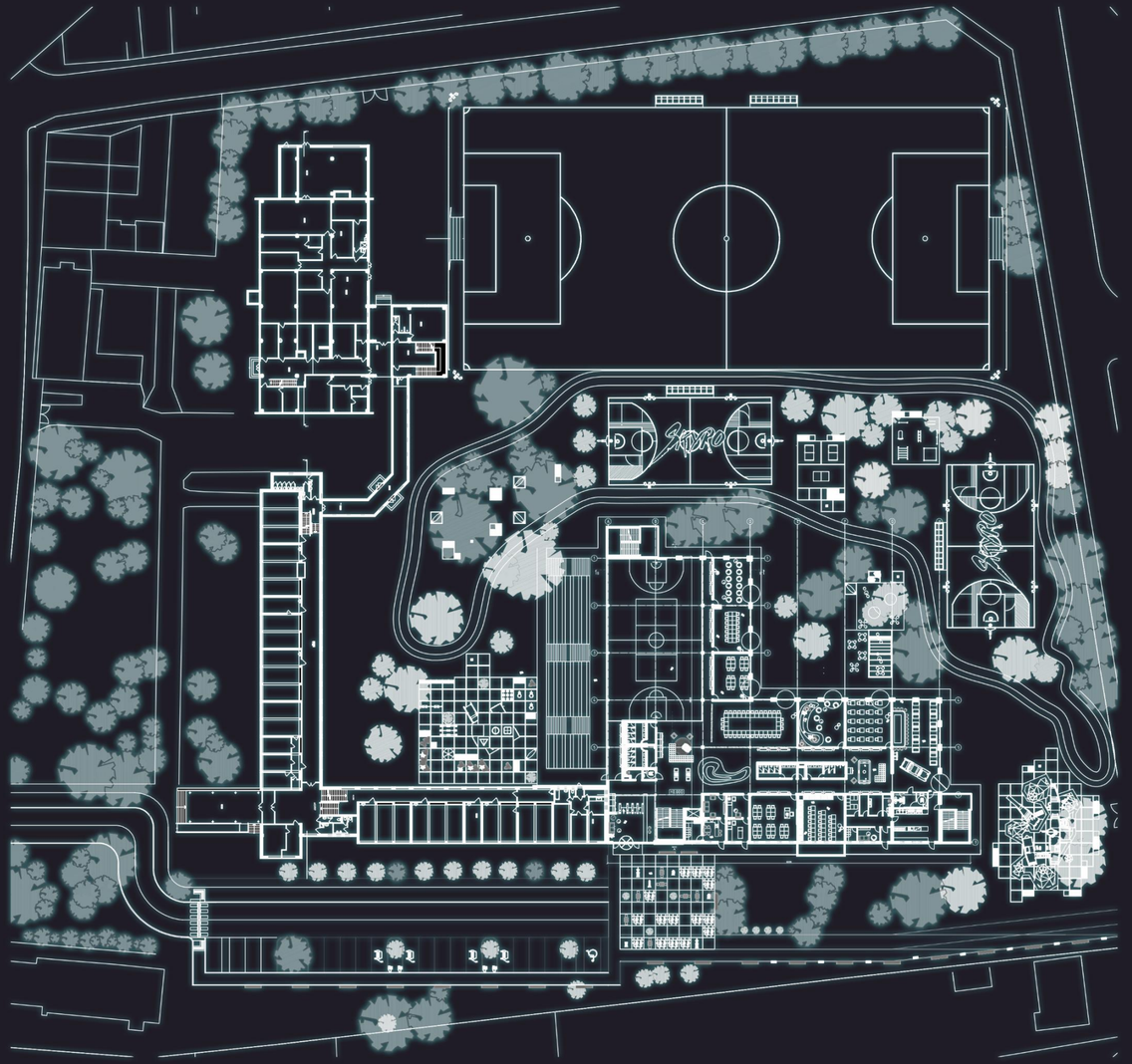
2024

LOADING...

SKYRO STU FAD BIG FLW

FUNCTIONAL BLOCK AREA 28,138 M2
BUILDING AREA INDEX 0.11
FLOOR AREA INDEX 0.28
GREEN COEFFICIENT 0.70
BUILT -UP AREA 2100 M2
15X 64 M2 CLASSROOMS
2 X 128M2 TEACHERS' OFFICE
1 X 64M2 PSYCHOLOGIST
1X 258M2 RESTAURANT
8X 40 M2 CLASSROOMS
3X 50 M2 CLASSROOMS
500 STUDENTS

2024

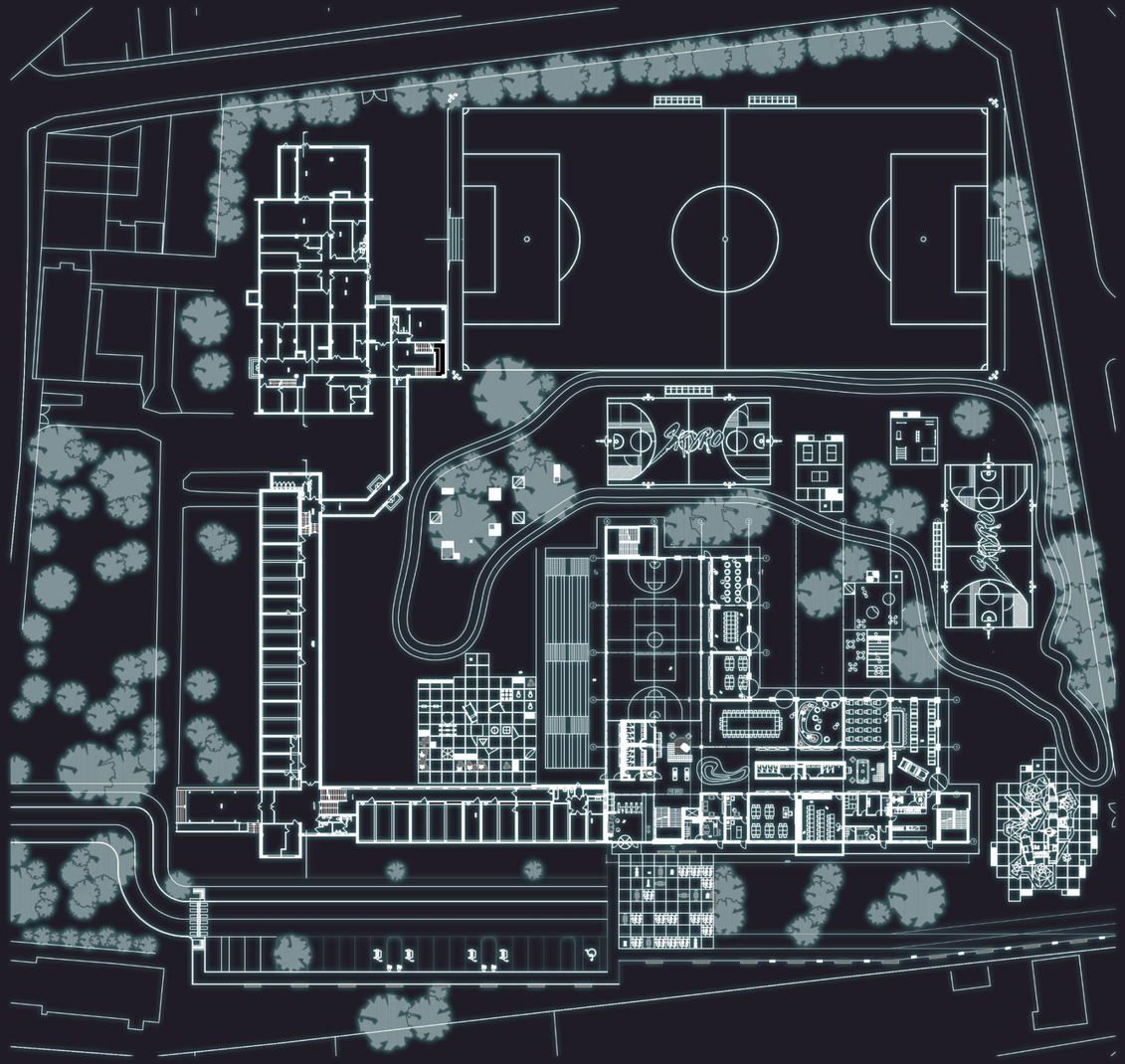


SITUATION 1:700

STU FAD BIG FLW

LOADING...

2024



SITUATION 1:700

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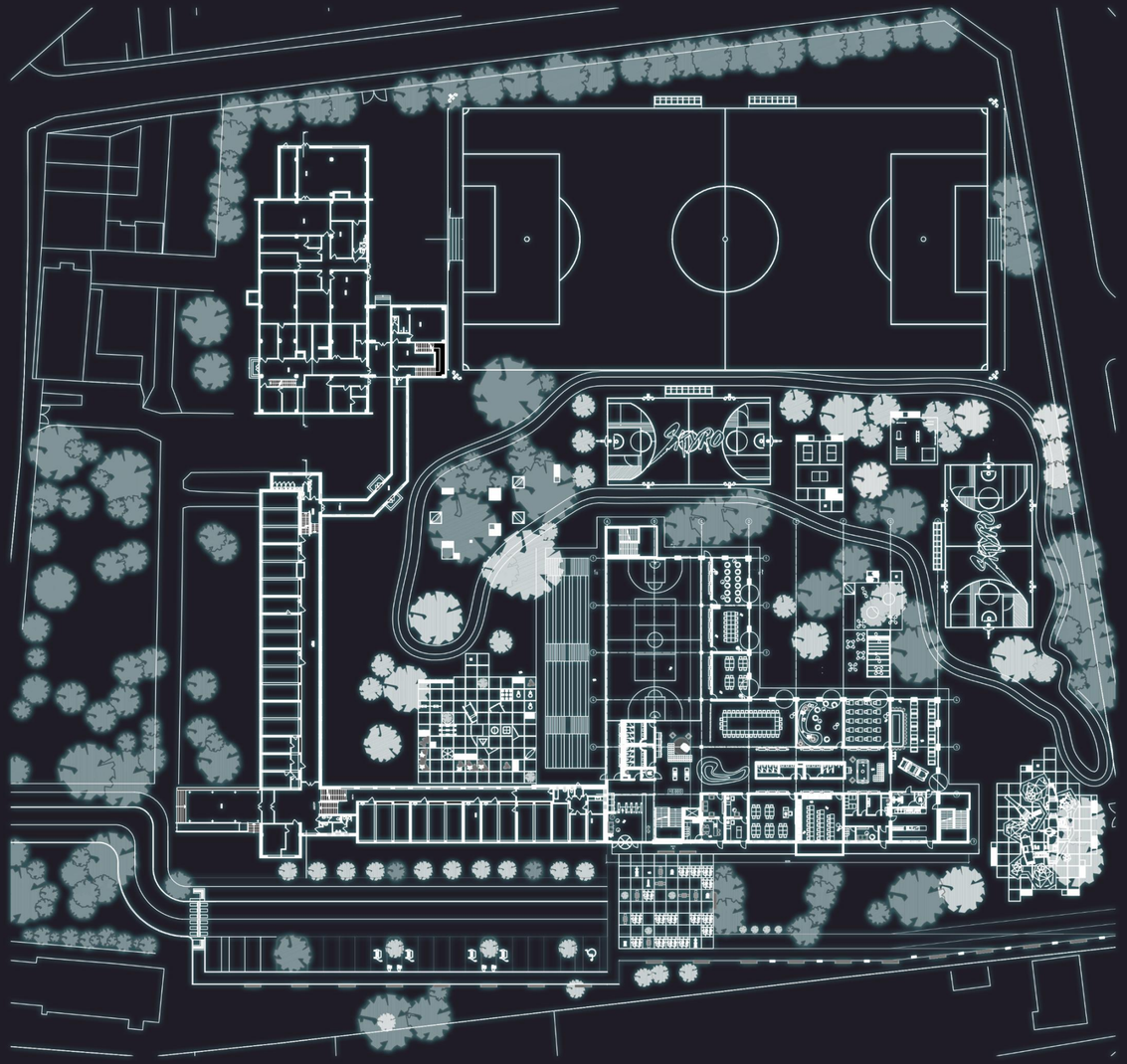
SKYRO STU FAD BIG FLW

LOADING...

2024



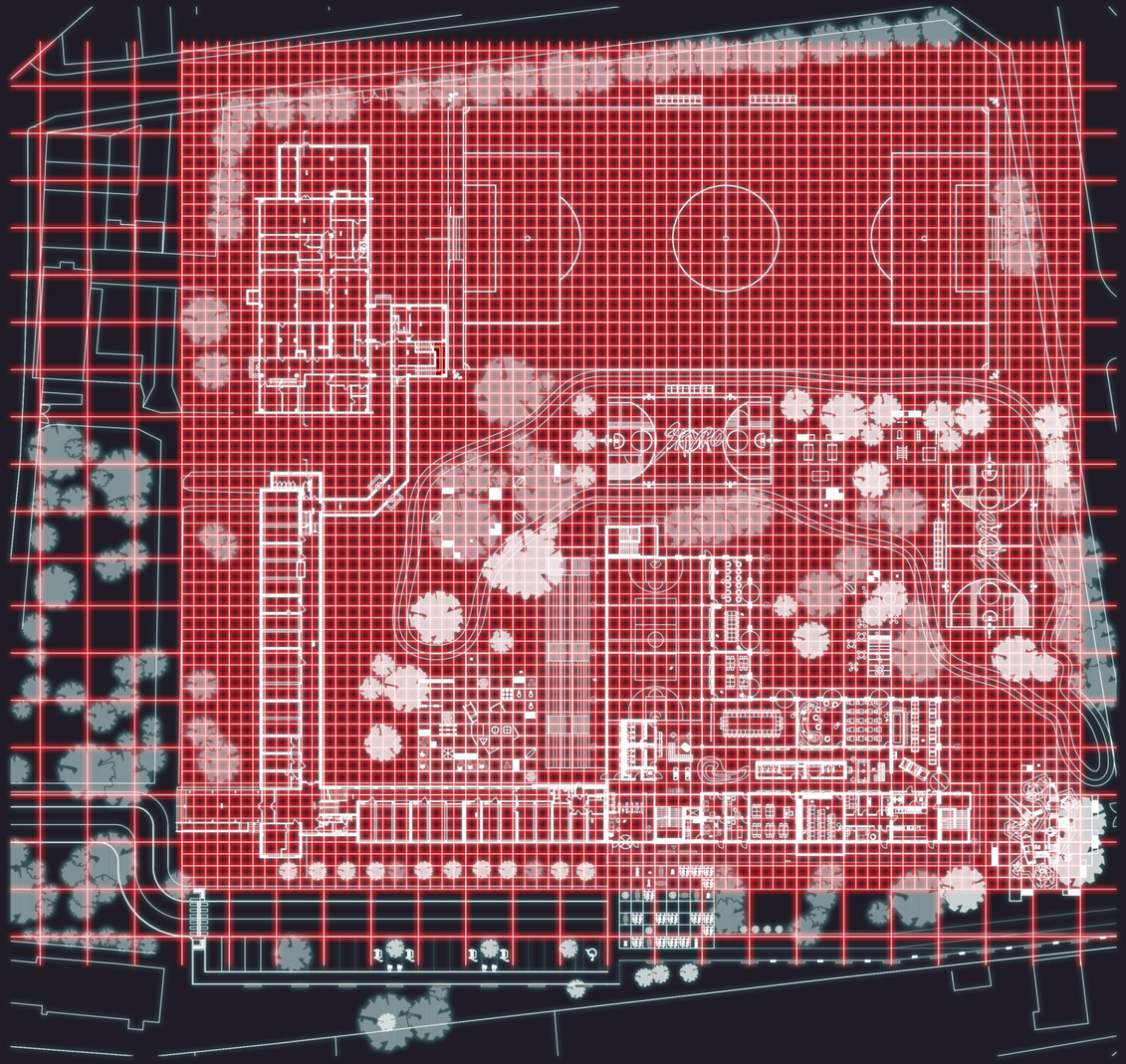
SITUATION 1:700

2024

SKYRO STU FAD BIG FLW

LOADING...

2024



SITUATION 1:700

2024

SKYRO STU FAD BIG FLW

MISSIONS

2024

My apprentice! I am proud of you. You've applied the squares to the leisure areas and even divided them? For their divisions? If my cousin Divisius could see this! So the larger ones are 4050mm and the smallest ones 2025mm? How symbolic! I almost forgot what year it is... time flies... But back to the point. I am proud of you. At this moment, however, I must leave you. Together we have reached an astronomical level of square or pixel as you Earthlings call it.

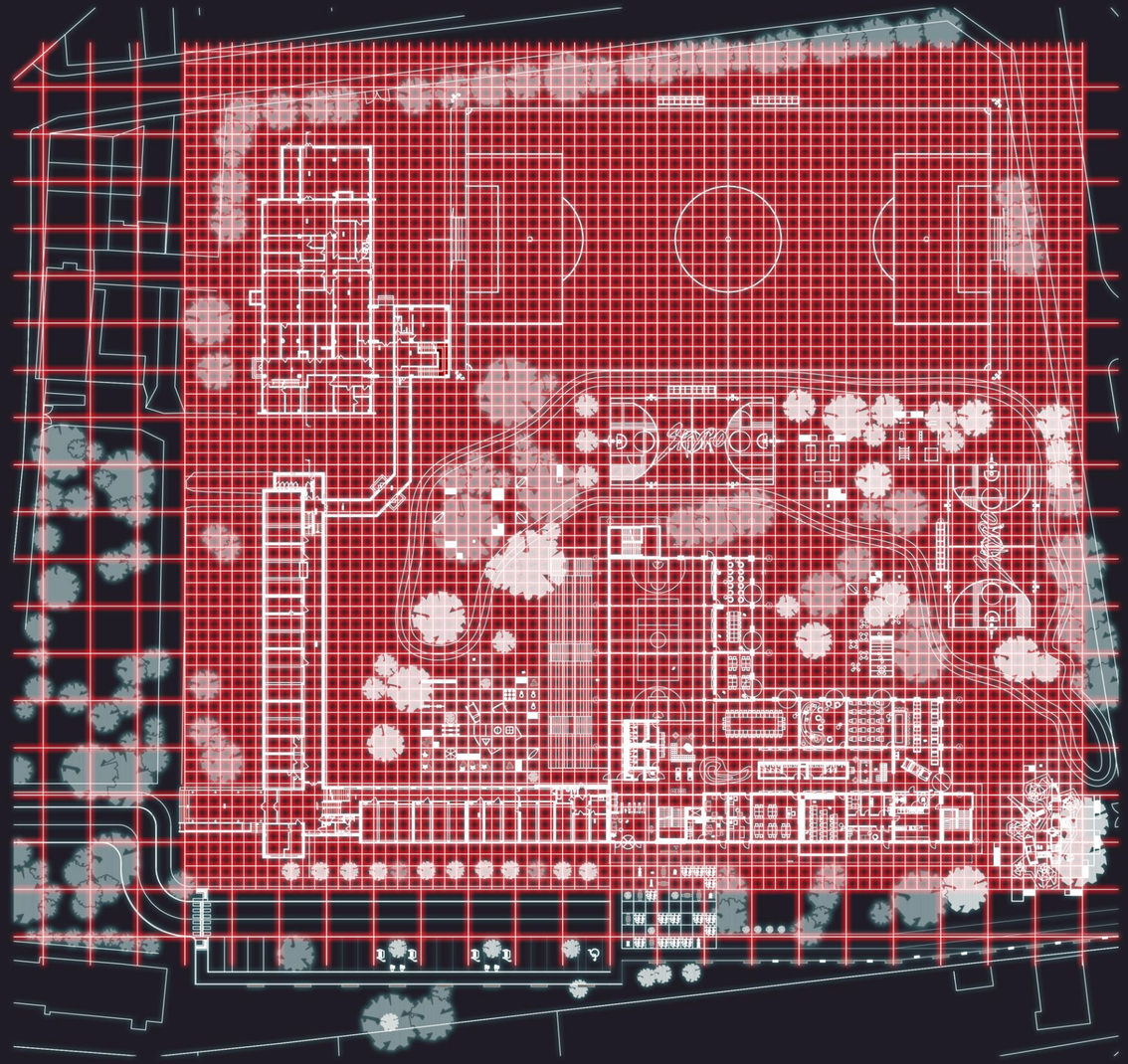
OBJECTIVES

1. MAKE DETAILED COMMUNITY SPACES
2. COMPLETE THE QUADRATUS LAST MESSAGE

REWARDS

1. LEGENDARY QUADRATUS CUBE

ACCEPT MISSION



SITUATION 1:700

2024

SKYRO STU FAD BIG FLW

2024

1.01 CORRIDOR AND COMMON AREAS 550M2
1.02 CLEANING ROOM 4.37M2
1.03 FIXED TOILET 3.96
1.04 MEN'S TOILET 20M2
1.05 WOMEN'S TOILET 20M2
1.06 GYM 440M2
1.07 CLASSROOM 50M2
1.08 CLASSROOM 50M2
1.09 CLASSROOM 50M2
1.10 CLASSROOM 115M2
1.11 CLASSROOM 64M2
1.12 CLASSROOM 64M2
1.13 DINING ROOM 126M2
1.14 DINING ROOM BACK 120M2
1.15 CLASSROOM 64M2
1.16 CLASSROOM 64M2
1.17 DAY ROOM 32M2
1.18 FIRST AID ROOM 32M2
1.19 OFFICE 32M2
1.20 OFFICE 32M2
1.21 WAREHOUSE

FIRST FLOOR 1: 250 (LEVEL 1)

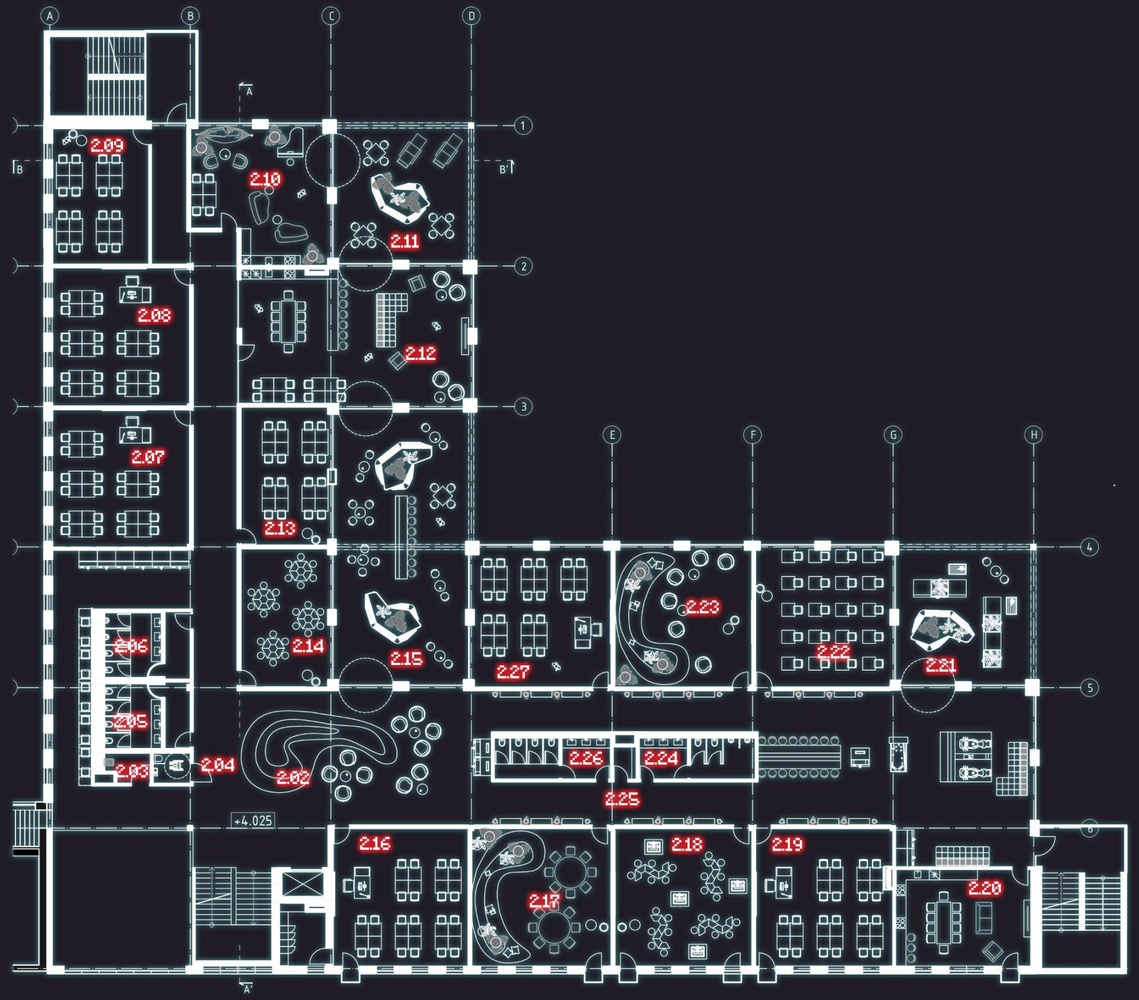
2024

SAYRO STU FAD BIG FLW

2024

2.02 CORRIDOR AND COMMON AREAS 550M2
2.03 CLEANING ROOM 4.37M2
2.04 FIXED TOILET 3.96
2.05 MEN'S TOILET 20M2
2.06 WOMEN'S TOILET 20M2
2.07 CLASSROOM 64M2
2.08 CLASSROOM 64M2
2.09 CLASSROOM 43M2
2.10 PSYCHOLOGIST 60M2
2.11 TERRACE 64M2
2.12 CABINET 105M2
2.13 CLASSROOM 42M2
2.14 CLASSROOM 42M2
2.15 TERRACE 128M2
2.16 CLASSROOM 64m2
2.17 CLASSROOM 64m2
2.18 CLASSROOM 64m2
2.19 CLASS 64m2
2.20 CLASS 64m2
2.21 CLASS 64m2
2.22 CLASS 64m2
2.23 CLASS 64m2
2.24 CLASS 64m2
2.25 CLASS 64m2
2.26 CLASS 64m2

2024



SECOND FLOOR 1: 250 (LEVEL 2)

SAYRO STU FAD BIG FLW

2024

2.02 CORRIDOR AND COMMON AREAS 550M2
2.03 CLEANING ROOM 4.37M2
2.04 FIXED TOILET 3.96
2.05 MEN'S TOILET 20M2
2.06 WOMEN'S TOILET 20M2
2.07 CLASSROOM 64M2
2.08 CLASSROOM 64M2
2.09 CLASSROOM 43M2
2.10 PSYCHOLOGIST 60M2
2.11 TERRACE 64M2
2.12 CABINET 105M2
2.13 CLASSROOM 42M2
2.14 CLASSROOM 42M2
2.15 TERRACE 128M2
2.16 CLASSROOM 64m2
2.17 CLASSROOM 64m2
2.18 CLASSROOM 64m2
2.19 CLASS 64m2
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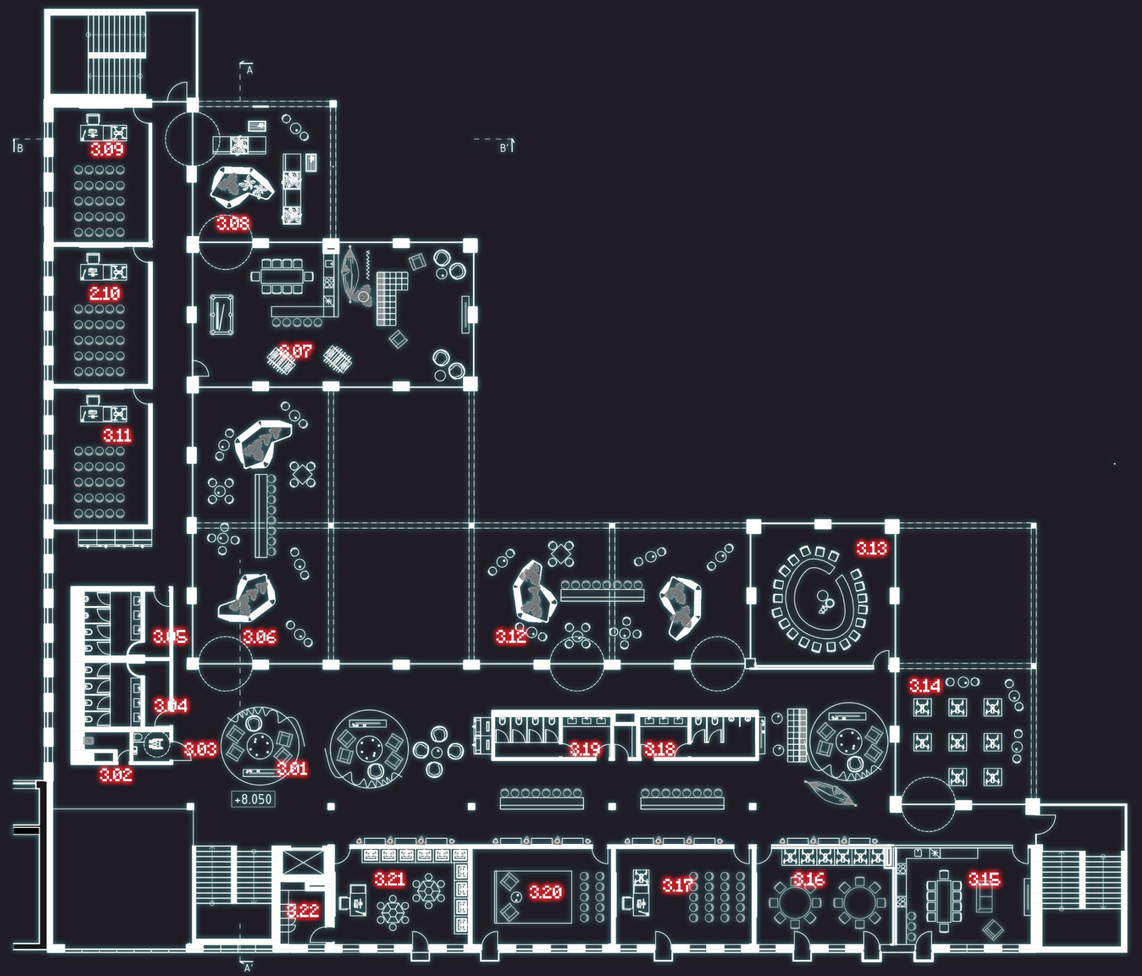
2.23 CLASS 64m2
2.24 CLASS 64m2
2.25 CLASS 64m2
2.26 CLASS 64m2



THIRD FLOOR 1: 250 (LEVEL 3)

2024

SAYRO STU FAD BIG FLW

MISSIONS

2024

Hello again, I see you're dealing with the height difference between the interior and exterior at the terrace entrance, since the roof requires thicker layers than the 150mm floor. I have an efficient solution for you. If you raise the floor by 175mm, creating a new step, it won't cause any issues. By elevating the floor on pedestals, you ensure flexibility for installing outlets—if the school wants to add more in the future, they can be placed anywhere, anytime. Plus, the entrance to the terrace will now be at the same level without significant changes. I have more challenges for you! Are you ready?

OBJECTIVES

1. ADJUST FLOOR HEIGHTS

REWARDS

1. GOLDEN DRAWER

ACCEPT MISSION

2024

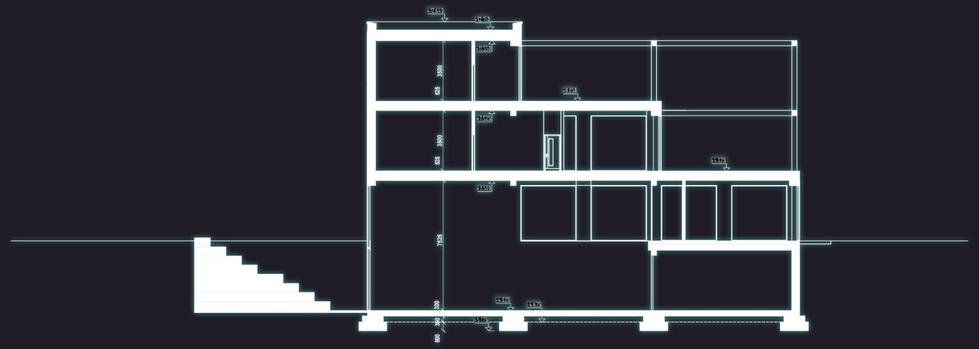
LOADING...

SKYRO STU FAD BIG FLW

2024

SECTION CUT A-A 1: 250

2024



SECTION CUT B-B 1: 250

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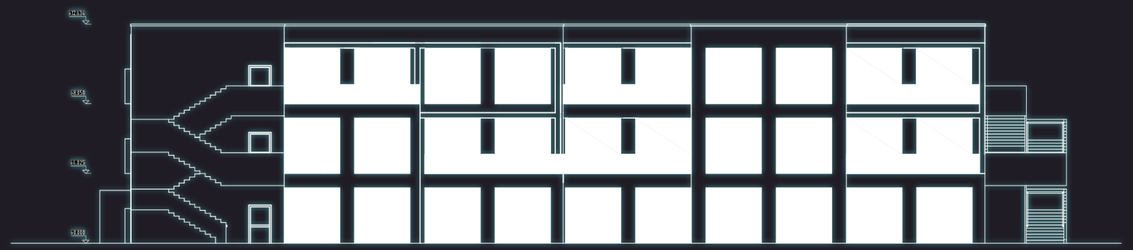
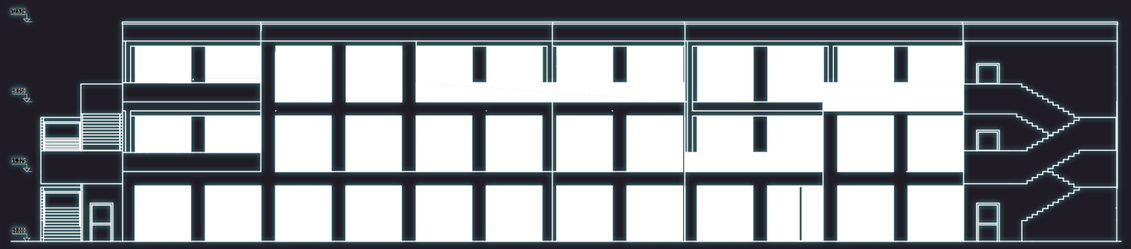


NORTHEAST VIEW 1:250

JAYRO STU FAD BIG FLW

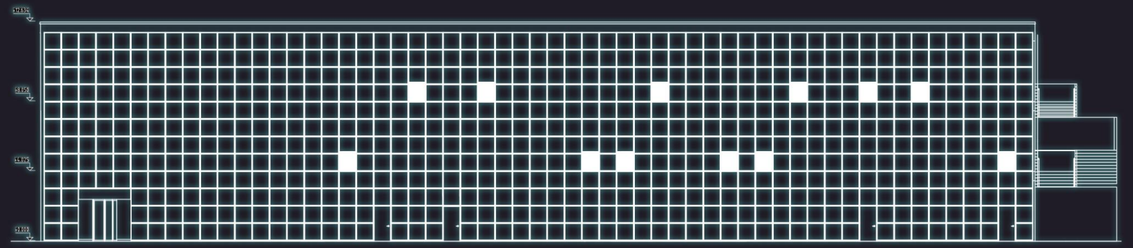
2024



NORTHWEST VIEW 1:250

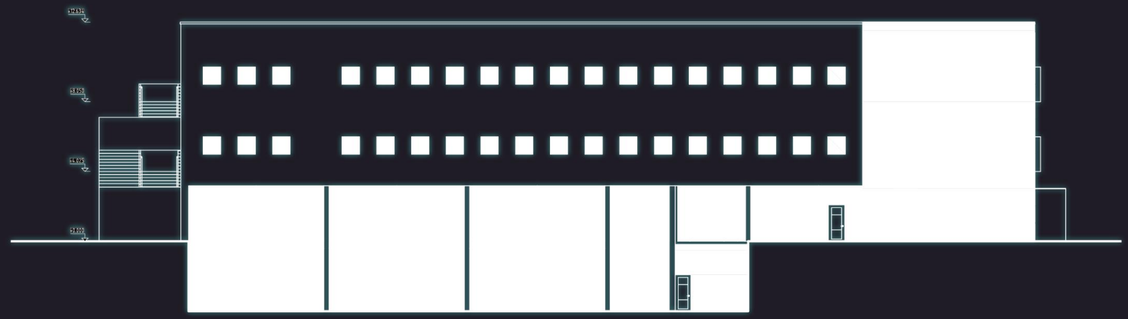
JAYRO STU FAD BIG FLW

2024



SOUTHEAST VIEW 1:250

2024



SOUTHWEST VIEW 1:250

MISSIONS

Step aside, architect. What's a land rat like you doing here? Oh wait, my dimension suddenly opened up and pulled me in here. I have to admit it. I saw that you had a fleet of ships here. I released a kraken on them. I thought they belonged to you. But then some, you call him, mayor, came on board. That it belongs to them and I can't destroy it, I can't move it at most. So I moved it a little. But my kraken really liked it there. They say there are a lot of children there and everyone is in awe of it. They even climb on its tentacles! Disgusting! What do you call it? A playground... I noticed that mothers with children also go there, sometimes we go there with the crew to sit. Who knows, maybe I'll find my Calypso.

OBJECTIVES

1. USE THE CITY CHILDREN'S GARDEN
2. LEAVE THE KRAKEN THERE

REWARDS

DAVY JONES' KRAKEN

ACCEPT MISSION

2024

SKYRO STU FAD BIG FLW

MISSIONS

Be greeted! My name is Qin Shi Huang, but you certainly know that. I see that you too are building great walls and barriers! When I see your design, such a skilled defender, an architect who separates groups, is exactly what I need!...

...

...Oh no! How is this? You deceived me! You're telling me that you created a visual barrier that actually brings people together?! How did you achieve this? Evening cinema on the building's facade? An amphitheater form? Watching matches in the gym?... What are you playing in the evenings? I have never seen a film in my life. Are there Chinese films too?

OBJECTIVES

1. PLAY QIN SHI HUANG'S MOVIE

REWARDS

PICTURE WITH SIGNATURE

ACCEPT MISSION

2024

SKYRO STU FAD BIG FLW

VISION

Historically, the square is a symbolical order and balance, dating back to ancient Greece, where philosophers and artists explored perceptions of reality. In the digital realm, the pixel, a modern interpretation of this shape, continued to represent and influence our visual environment.

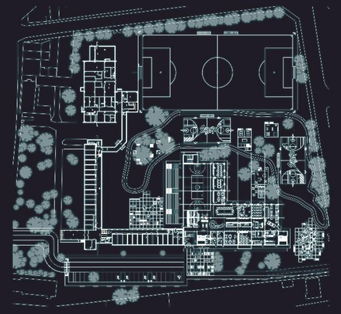
It is also at the fundamental building block of the digital world, much like how a binary code is constructed from sequences of 0s and 1s, a small square, plays a vital role in creating complex images, games, and virtual environments, much like how pixels create formal compliant data.

The origin of the word "pixel" comes from the English term "picture element" which highlights its role as a component of an image." This fundamental building block of visual display now forms a metaphor for the concept of starting from a small, seemingly insignificant unit (like a single bare or one) in binary code — a small yet essential element that plays a part in the larger digital picture.

Designing a school using pixels as building unit's binary code — small, essential units that form complex systems. Each pixel is made combined over and over to create meaningful data, which combine to create an organized, harmonious future. Just as pixels in digital art, this provides a stable and structured environment, offering students a sense of order and security, while encouraging creativity and growth.

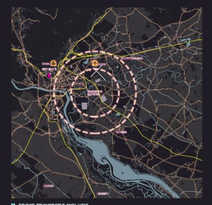
BASE SKYRO

ベース



SITUATION 1: 700

SECOND FLOOR 1: 250 (LEVEL 2)



BROAD TRANSPORT ANALYSIS ...

BROAD TRANSPORT ANALYSIS

- RAILWAY
- MAIN ROADS
- SECONDARY ROADS
- TRAIN STATION
- AIRPORT
- STARTING POSITION
- RADIUS FROM A PLACE OF INTEREST

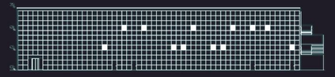
TIME SPENT FROM STARTING POSITION

45 minutes | 31 minutes | 45 minutes | 45 minutes | 0 minutes

NORTHEAST VIEW 1: 250

NORTHWEST VIEW 1:

SOUTHWEST VIEW 1: 250



SOUTHEAST V IEW 1: 250

Student: Teleší Staško, fifth year
Year: 2024/2025
Subject : 2_AT2_AU - Ateliér II
Consultants : Ing. Ján Baska (INFLOW)
Ing. arch. Michal Ráchela (INFLOW)
Ing.arch. Andrej Joroš (INFLOW)
Matthew Oravec, Associate Architect (BIG)
Nikol Maraj, Architect, (BIG)
subject guarantor : doc. Ing. arch. Michal Czalik, PhD.

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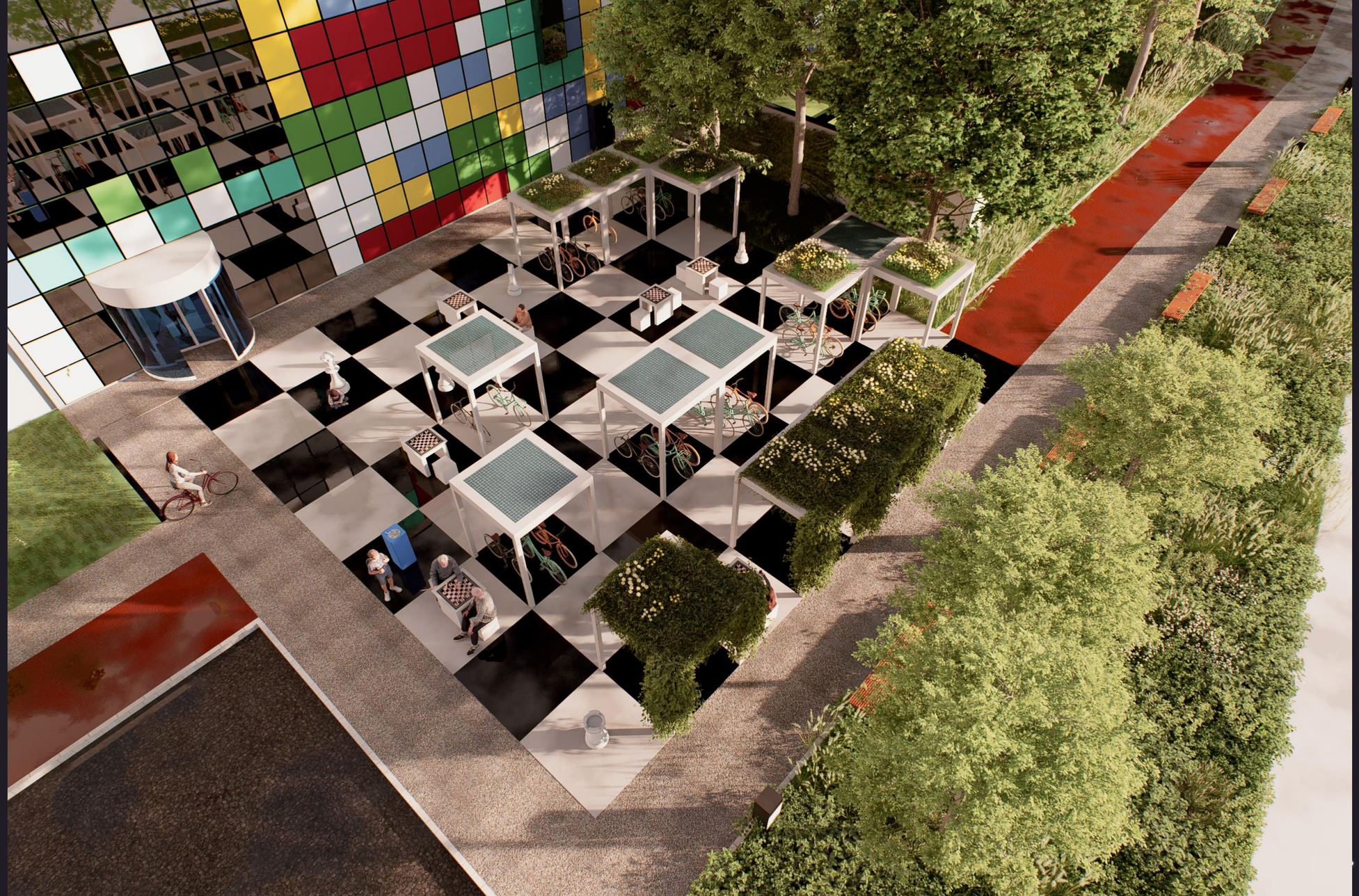

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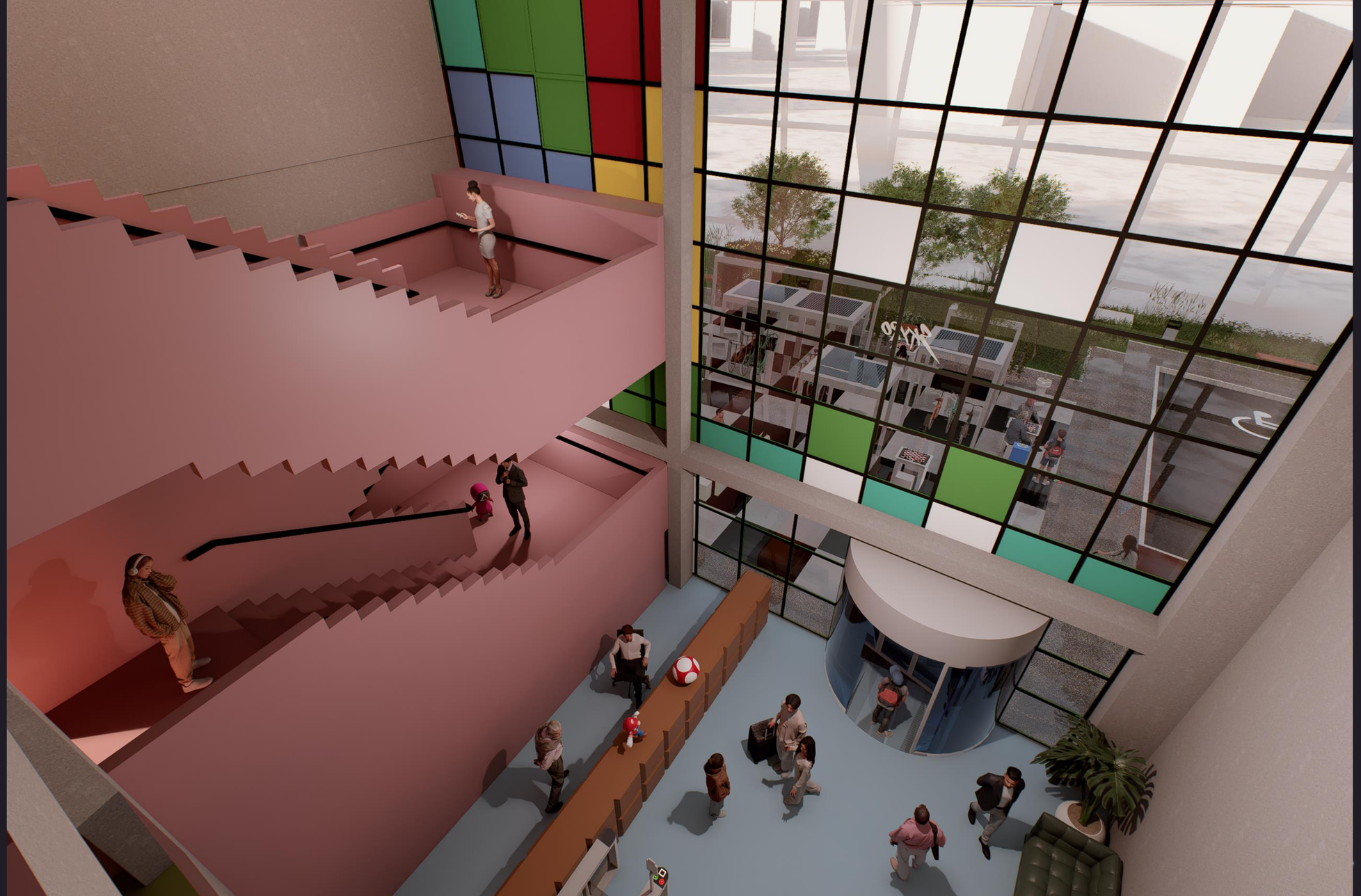

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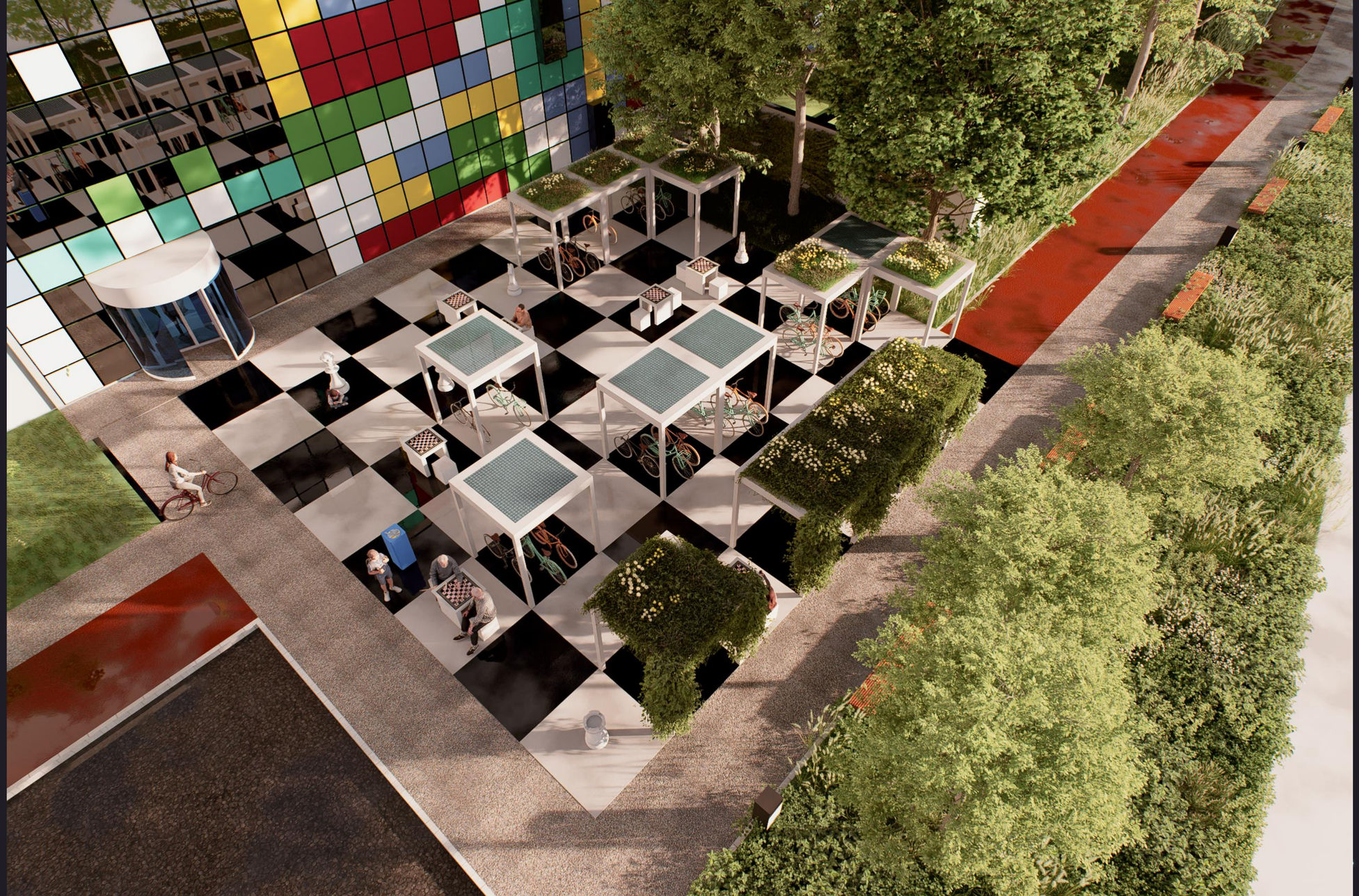

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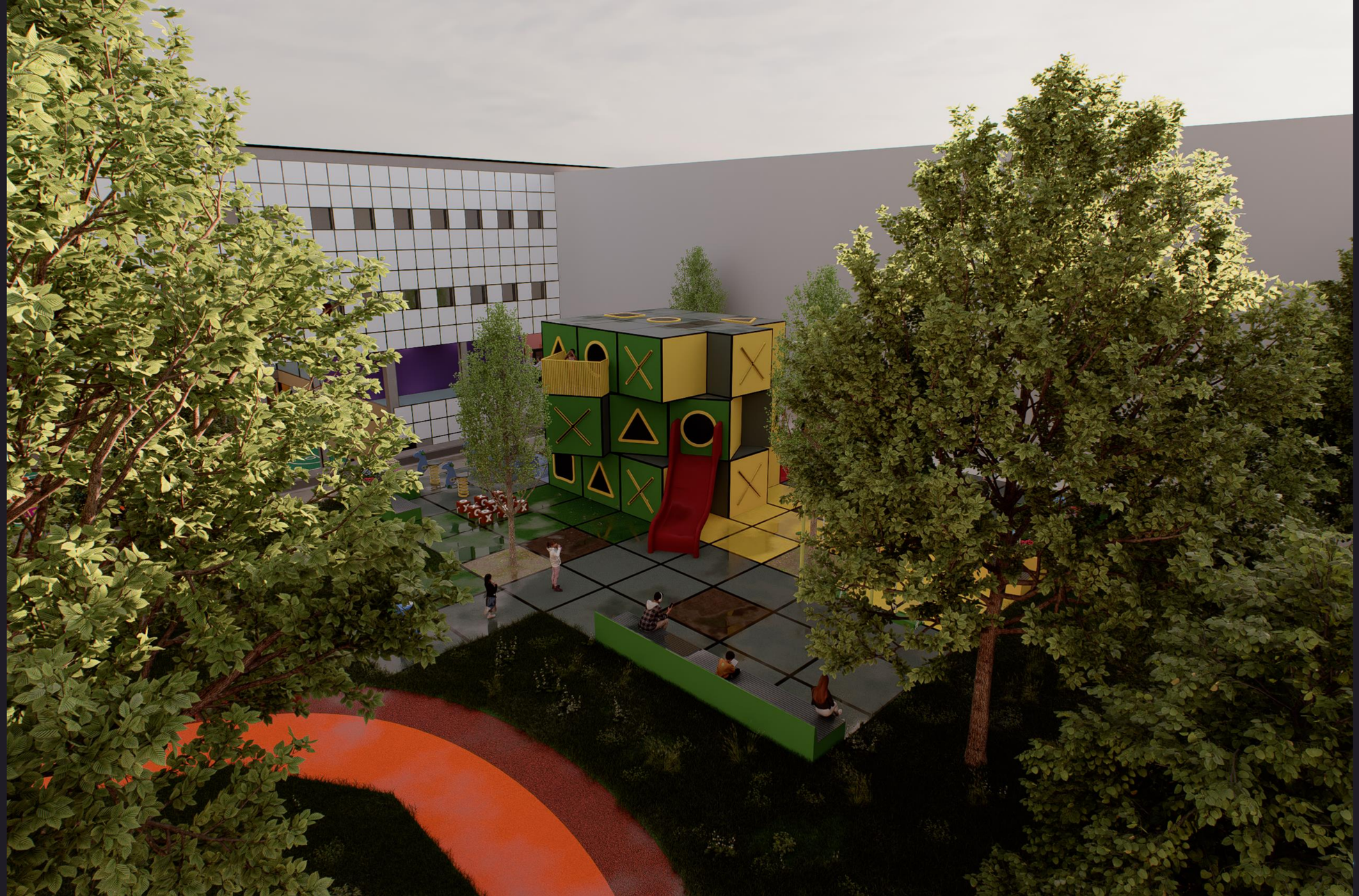

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