pixel.nest is a lightweight visual projection structure that travels to cities catalysing international design events and exchange.
pixel-nest is a lightweight visual projection structure that travels to cities catalysing international design events and exchange.

It is the final product of an experimental structures project of 2nd year Architecture students at the University of Technology Sydney.

The pavilion form is a folded mobius loop skin consisting of 3d pixels generated from parametric modelling. These are made of interlocking facets of lightweight polycarbonate of differing opacities and will have digital imagery projected onto them through an interactive installation.

pixel.nest will be featured in the 2007 UTS Architecture Exhibition, before being re-assembled in Japan where the digital interface will be designed at Tohoku University.

From Tohoku it will travel to Izumo City in Japan, and to a number of cities internationally, where it will host the CitySwitch series of design workshops and events.

The role of the pixel.nest pavilion is to act as a catalyst for exploratory research into comparative urbanism. It spreads knowledge about cities between cities.

Taking information from one side of the world and folding it into another through the mobius form; the pavilion becomes a symbol of active knowledge transferral.

As it travels from a plaza in Izumo to streets or squares in Shanghai, Delhi, San Jose and Sydney it connects local creativity to a global audience.

Ideas and designs are displayed via the pavilion to subsequent cities, and globally via the digital interface, generating an ongoing physical discourse on design.