The fundamental aspect of this proposal relies on a series of experiential moves to engage visitors in the park’s architectural narrative. Through the design, visitors will experience a series of different sites, thresholds, spaces, and atmospheres that together create a holistic and experiential journey. The site is designed to evoke a sense of place and identity, where the landscape and the buildings will interact and complement each other. The design aims to create an engaging and memorable experience that will resonate with visitors, making them feel a part of the park.

The design is inspired by the concept of "thresholds," which are crucial in creating a sense of transition and movement. The thresholds are designed to guide visitors through the park, creating a series of experiences that will engage their senses and emotions. The design incorporates a series of vertical and horizontal elements, such as walls, trees, and water features, which will interact with the visitors and create a dynamic and engaging environment.

The park is designed to provide a series of experiences that will engage visitors at different levels. The design incorporates a series of thresholds, which are designed to create a sense of transition and movement. These thresholds are designed to guide visitors through the park, creating a series of experiences that will engage their senses and emotions. The design incorporates a series of vertical and horizontal elements, such as walls, trees, and water features, which will interact with the visitors and create a dynamic and engaging environment.

The design aims to create an engaging and memorable experience that will resonate with visitors, making them feel a part of the park. The design incorporates a series of thresholds, which are crucial in creating a sense of transition and movement. These thresholds are designed to guide visitors through the park, creating a series of experiences that will engage their senses and emotions. The design incorporates a series of vertical and horizontal elements, such as walls, trees, and water features, which will interact with the visitors and create a dynamic and engaging environment.