

New Website Idea

A website about Cycladic architecture ---> informative

Choras of Cycladic islands resemble labyrinths and are confusing. This is the characteristic and feeling I want to keep in my website.

When visiting the website, the whole page is not visible, only a part of it. To view the rest of the parts, the user needs to scroll around. The user does not have a complete image, just like people who are strolling through the complicated paths of choras. Each time the page is loaded, the user is sent to a different part of it.

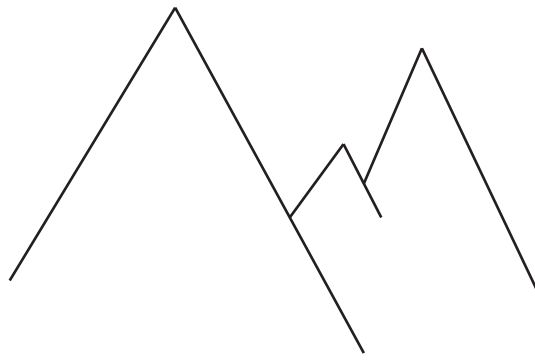
The website will consist of images (my own photographs of Cycladic architecture) and text that accompanies those images. The text will be information about the architecture. There will also be titles to the texts and images, written with the typeface I created based on cycladic architectural forms. These elements will be scattered around the page (I will try to create paths to resemble the cycladic ones, by placing the elements correctly).

The layout of the website will reflect the “layout” of typical cycladic choras: is by the sea (port) and is built towards the inland, or is built on a hill for protection. Or is a combination of these i.e. is both by sea and is built as if it were climbing the hill/mountain behind. On the bottom of the page, there will be “sea”, and at the top an indication of “hill” or “top of mountain”.

The only navigational elements will be 3 dots randomly scattered over the page. These will remain at the same spot on the screen regardless of the scrolling of the user. One dot will send the user to the top of the page (mountain), the other one to the bottom of the page (sea) and the third one will reload the page, sending the user to another random spot.

The idea of the whole website is to recreate as closely as possible the experience of exploring the architecture of a cycladic chora.

Samples



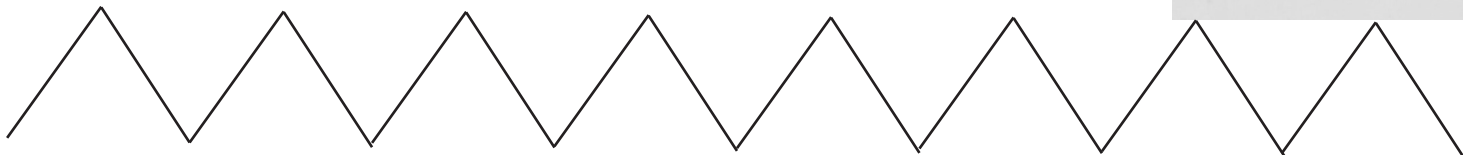
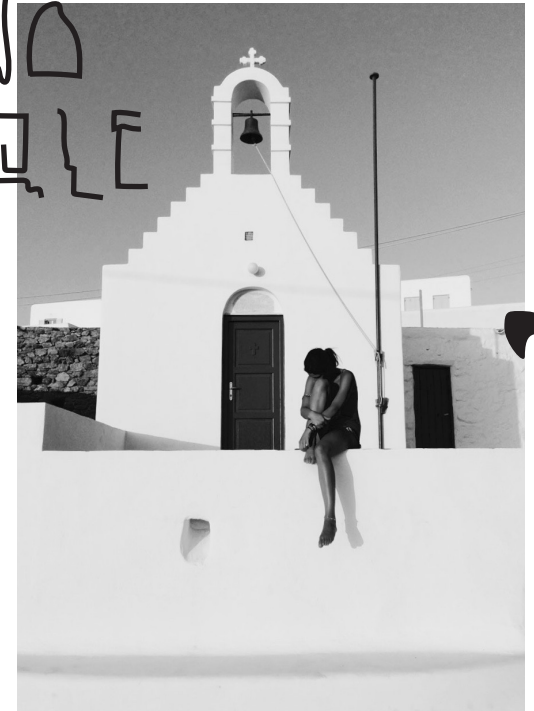
WHITE



cobbled streets combined with whitewashed facades of different sized cubical-like houses

PURE AND SIMPLE

simplicity and purity of constructive forms are the main elements of cycladic architecture



Navigation:

the navigational elements will have the shape of pebbles, often used in cycladic architecture



top



bottom



reload

