This semester, my group was allocated the city of New York. A scenery filled with skyscrapers and high rise buildings. For my particular design I wanted to develop a building that would house the art world, and thus I came to the conclusion to design a multi-functional building that consists of three main purposes/structures: art gallery/museum, art studio, as well as accommodation for the artists. I wanted my building to emphasize the gallery and how people would perceive it if they were walking down the street. This gives birth to the concept that the gallery should over hang the street with the long elevator shaft descending straight down to the ground. The piece comprises mainly of a concrete & glass and metallic steel structure similar to that already in existence in New York. Triverse basically defines an artists world through the experience of a building.