Community facilities and spiritual centers are important components in the functioning of a community, especially in communities short on resources. The responsibility of the designer is thus to create a place with weight within the urban fabric. Utilizing the same laws of Physics which govern the theory of black holes, objects possessing gravitational mass create 'depressions' within the fabric of space, thus attracting smaller objects. The project is designed as a lodestone within the community, with the tower demarcating the gravitational center. The layout is thus arranged around this point, pulling and redirecting elements. Establishing a presence within the community consciousness is supported by the location and visibility of the facility.

Balanced against creating a place with weight is the need to establish an appropriate scale. As a place of safety and support, the scale must never alienate or dominate, but rather comfort and shelter the individual. This is managed by spreading the project out in different components. En mass it establishes a presence within the community, but internally the spaces and different buildings are more human in scale and proportion.

Internal and external connections are integral to place making. The reason being that we use relationships and external references to define ourselves. In architecture, this connection is vital to understanding how we never understand a single component without understanding how it functions within a whole. As such, the project plays and connects to the network of elements, establishing the center within its context, as well as improving function.

One of the major connections considered is that between a person and the natural environment. The strong element of outdoor living is due in part to our climatic conditions and cultural preferences.
Regarding the building as a living organism, as Habraken and Lucien Kroll propose (see page 20), requires a shift in architectural perceptions. No longer can a building be considered to be the end product of a process of design. For a building should, at any point in time, be seen as merely a phase in a process of change and, hopefully, growth. But this process will only occur when the users deem a building worthwhile of the effort and cost of redesign, maintenance and growth.

In order to facilitate this process, the facility was designed as a collection of separate structures, to allow greater flexibility in terms of change. Use of the facility was also designed to allow the greatest amount of activities, using the least amount of resources. As it is near impossible to predict all future uses, the design is as flexible as possible in terms of use. These diagrams illustrate the volume and diversity in activities which can take place.

No part of the design should be considered to be perfect and complete. The very nature of life requires a continuous re-evaluation and change. Perfection is a goal, not a reality. The design strive to correspond to this by using irregular shapes, broken planes and bent axis lines. The result is a vibrancy which is not found in the perfect geometry of right angles, parallel lines and perfect grids.