

Bachelor project follows the basic definition of ruins, dilapidated objects as specific object of aesthetics. Visitors are attracted by such places for many reasons and one of them is traditionally the hunt for a specific aesthetic experience. The goal of the project is to identify the quality of this experience through comparison with two basic types of aesthetic objects: artworks and natural aesthetic objects. Nature and culture are often considered two divided fields. A ruin is an object which doesn't fully belong to the area of artifacts but neither is a fully natural element. Primary literature bases on contemporary environmental aesthetics and is complemented by basic titles of so-called "aesthetics of ruins" or "aesthetics of decay". The end of the project discuss the use of the achieved findings in exploration of the aesthetic specificity of modern ruins like abandoned factories, hospitals, schools, hotels etc.