

DAYTIME VIEW OF THE RAY OF LIGHT MOSQUE

#### FACT FILE

**Location**  
Dubai, United Arab Emirates

**Type**  
Mosque

**Architectural Style**  
Fluid Architecture, Modern Contemporary

**Built-up Area**  
5,000 sq. m. (53,819 sq. ft.)

**Proposed Date**  
April 2010

**Architect**  
ZEST Architecture

**Team Members**  
Co Govers  
Joana Ramalhete Castelo Branco

**Capacity**  
1,000 people

## RAY OF LIGHT MOSQUE DUBAI, UNITED ARAB EMIRATES

COURTESY OF ZEST ARCHITECTURE, BARCELONA, SPAIN

The Ray of Light Mosque beckons you from afar, with its flowing curves which reflect the sunlight. With this design, ZEST Architecture has sought to rethink the modern mosque with maximum innovation based on thorough research.

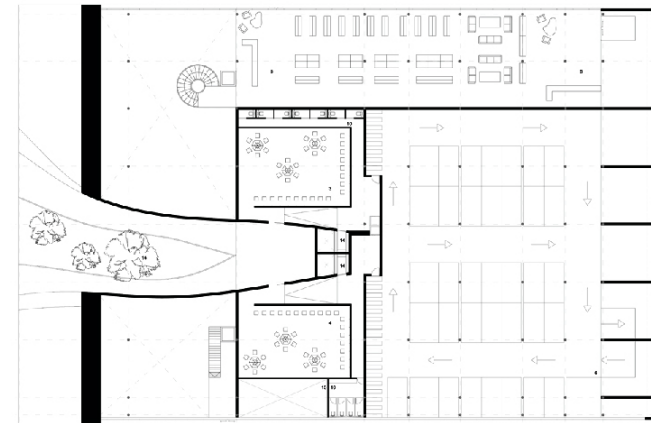
First of all, the mosque's unusual design intends to blur the separation between men and women at prayer; the main prayer hall allows both men and women to pray on the same floor level, so they all receive the impact from the sacredness of the space, and are able to see the *qibla* and listen comfortably to the *imam*. This approach goes back to the customs of early open-air mosques, which placed female worshipers behind the men with no further separation.

The prayer hall has a glowing dome-like geometry, which is separated into two halves by a strip of glass through which sunlight streams in, to form a kind of meta-physical separation between the sexes - the Ray of Light. At night, this effect is achieved with artificial lighting.

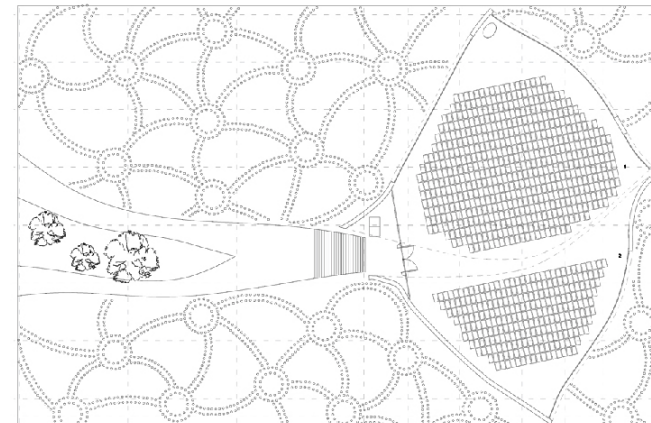
As a second innovation, instead of creating a *qibla* wall with a niche, as is the custom in mosque design, the mosque rotates over 45 degrees, so that the entire prayer hall is oriented towards the Ka'aba, while a round window serves as a focal point for prayer.

Last but not least, instead of multiple minarets, the Ray of Light Mosque has a single one, incorporated in the upward rising form of the prayer dome. Thanks to this invention, the mosque has a unified shape, symbolising divine perfection.

GROUND FLOOR PLAN



LEVEL 1



LEVEL 1

