Most of you know Chicago probably from the famous shimmering skyline.
Some of you, know the city because of its architectural wonders, like the Seagram building by Mies.
And I know some of my friends only know it because of the movie, “the Transformers”
But all of this shows only a very small part of the city. The city of Chicago is 606 km², but only a very small part. Chicago is mono-centric.
But as you can clearly see on this image, the loop is surrounded by an endless carpet of urban sprawl.
The urban tissue surrounding the loop consists out of a patchwork of low-rise housing and industrial sites.
The white patches are industrial sites running through residential areas. These industrial areas are remnants of a long industrial heritage dating back to the 1800’s.
Although a vast freight network is running through the city, the system is outdated and in a very bad state, resulting in severe congestion and time delays.
Wages in the production sector in China rise, in the US however wages stay the same making reshoring interesting.
Production changes from manual to mechanical assembly. The nature of production work changes from doing to actual action to using machinery instellen, process management and transport of products.
Job openings
Program completion
Mechanical and Repair Technologies
Individuals who apply technical knowledge and skills in the adjustment, maintenance, part replacement and repair of tools, equipment and machines.

Precision Production
Individuals who apply technical knowledge and skills using techniques of precision craftsmanship or technical illustration.

Transportation and Materials Moving
Individuals who apply technical knowledge and skills to perform tasks and services that facilitate the movement of people or materials.

Ammount of manufacture jobs are increasing, but there´s a knowledge gap.
DMDI
High-speed connection
Statisism vs luminality or fluidity
Statisism vs luminality or fluidity
Statisism vs luminality or fluidity
So my main question has been: How can you create a building or structure that can be both static and fluid, whilst predetermining a variety of spacial scenario’s and qualities, and still be more or less flexible in its use.
But how do you translate this fluidity to an architectural object, how can you materialize this ambition. And to make more complicated, how do, and can you create a smooth transition between static program and fluid, creating a ambiguity in its fluidity.
To determine this I've analysed endless built, and unbuilt examples to figure out what are the ways to do this, and I'd like to discuss four of them, because I believe these four describe to four main possible typologies.
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In this example by Soane, the architecture is very static, every room is pre-determined in size and scale, the program can vary, but only in the boundaries set by the space.
Differentiation between a static and fluid character of the space typologies

Restaurant
Study Space
Classrooms
Storage Space
Auditorium
Open Office
Exhibition Space
Heavy Tooling
Office
Computer LAB
LAB Space
Production / Assembly hall
Garden
Kitchen
PARKING
WORKING
INSTALLATIONS
Elevation