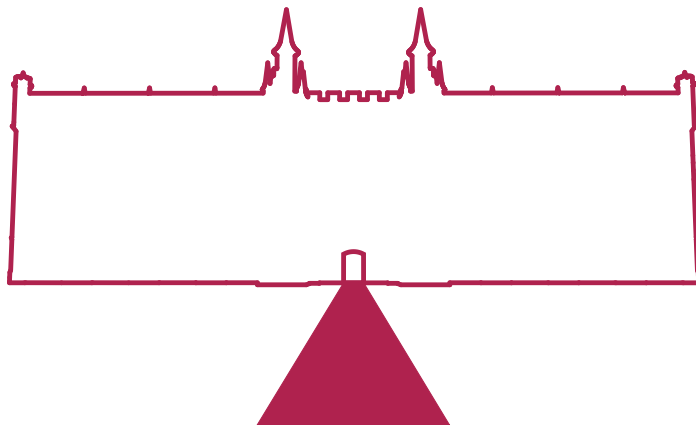


Place of Unpretentiousness



GRADUATION REPORT

Fady Yassa

TU DELFT

FACULTY OF ARCHITECTURE
2019/20

PUBLIC BUILDING STUDIO

THE PUBLIC CONDENSER

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Thesis Abstract

The public condenser tends to stress the importance of non-commercialized architecture within the context of Copenhagen as an opposition to the concept of consumerism. According to Leslie Sklair (2010): "Consumerism - or more accurately, the culture-ideology of consumerism - refers to a set of beliefs and values, integral but not exclusive to the system of capitalist globalization, intended to make people believe that human worth is best ensured and happiness is best achieved in terms of our consumption and possessions."

In addition to that, according to 'The Harvard Guide to Shopping' by Rem Koolhaas, "Shopping is arguably the last remaining form of public activity", and "perhaps the beginning of the 21st century will be remembered as the point where the urban could no longer be understood without shopping." Nowadays shopping is taking over every program imaginable. As a parasite it attaches itself to different programs, finding ways to survive and dominate, invading almost all human activity (Leong, 2001). Through psychoanalysis and psychogramming, people are being manipulatively forced to consume even

more for the sake of making economic profit (Hosoya & Schaefer, 2001).

The fact that one of nowadays most common public activity in gathering people is been led by manipulative strategies is shocking and urges to consider a place for the public that does not intend to manipulate for the sake of making economic profit. Therefore the public condenser in Copenhagen provides a place in which multiple activities can take place for different target audiences, not for the sake of making profit, but for the sake of providing valuable and unique experiences to the public in complete honesty, trustworthiness and transparency. Here, value refers to the immaterial profit as a counter reaction on consumerism while uniqueness refers to the extraordinary activities that can be achieved without the need of extravagancy. Honesty and trustworthiness refer to the anti-manipulative character of the building, while transparency refers to its straightforwardness and (visual) permeability.

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05

- program definition
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DESIGN

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- mass strategy
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- activity
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- climate
- structure
- detailing

01

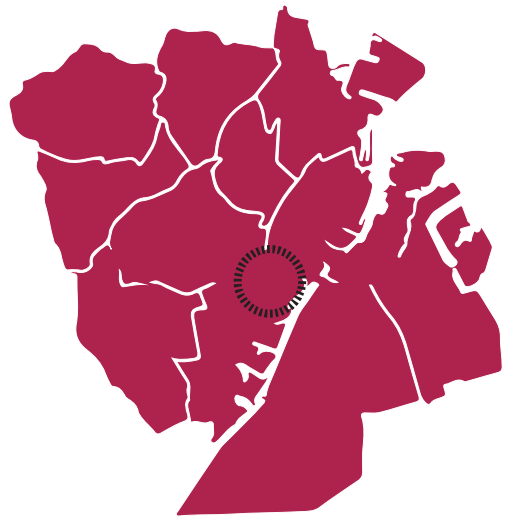
INTRODUCTION

Introduction // Project site

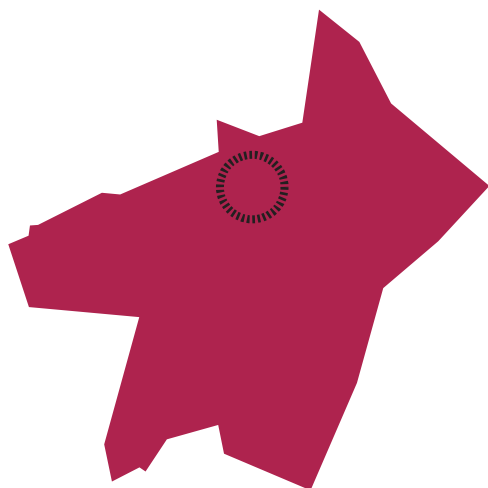
Denmark



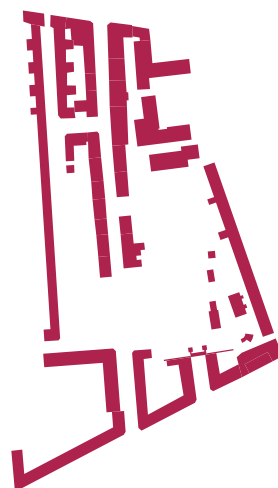
Copenhagen



Vesterbro

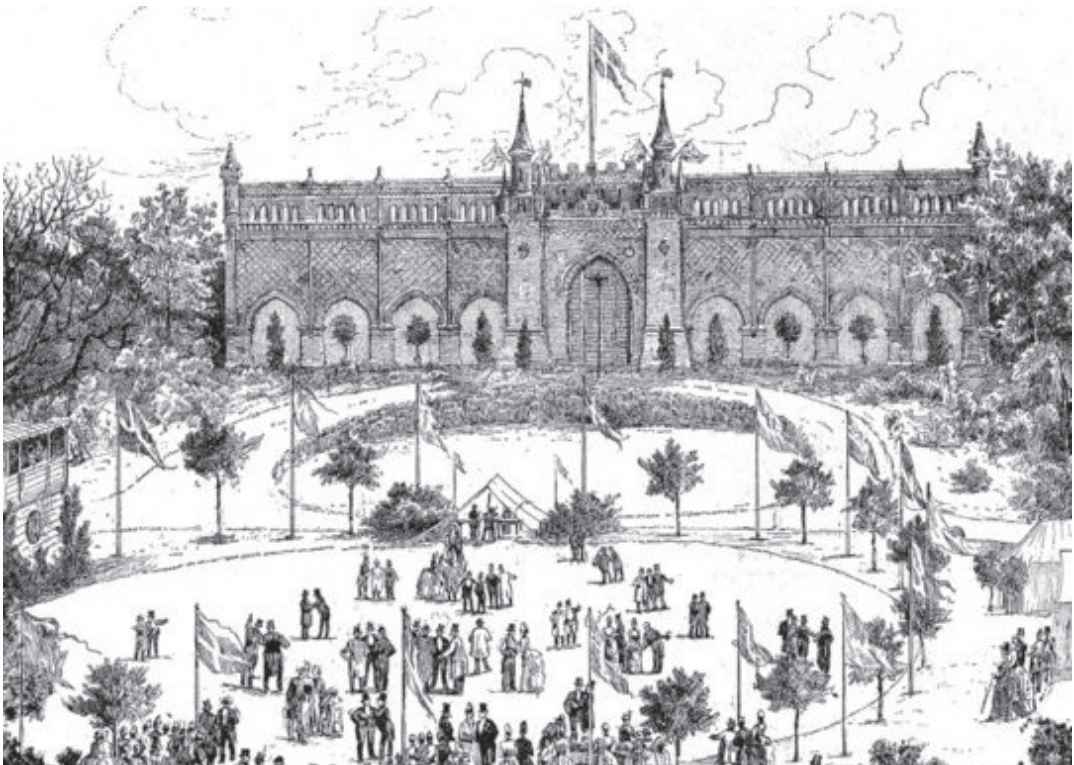


Skydebanehaven



Introduction // Shooting range > playground

shooting range since 1890's



Skydebanehaven used to be a shooting range, in which the wall was erected in 1887 by the Royal Shooting Company to prevent bullets going out to the city

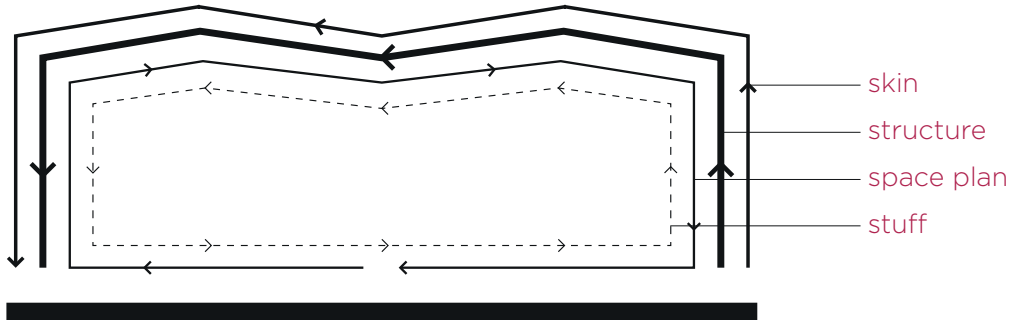
playground since 1950's



today Skydebanehaven is one of the most vibrant and active playgrounds of Vesterbro

02

RESEARCH



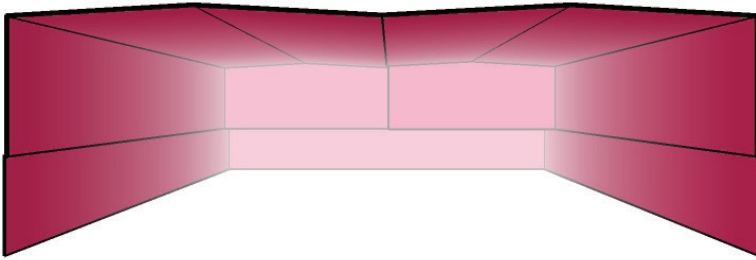
theoretical framework - use of different types of enclosures

One of the most important characteristics of the LocHal is the fact that different activities take place in more or less one large space. Therefore, in order to make this concept work, different types of enclosures are strategically used in the building.

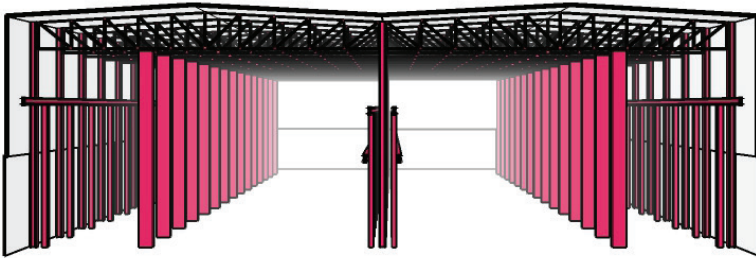
According to that, the hypothesis of the case study analysis is that the concept of the LocHal is about enclosures. The use of different types of enclosure define the space, circulation and the programmatic organisation of the building.

The different types of enclosure are interpreted based on the model of

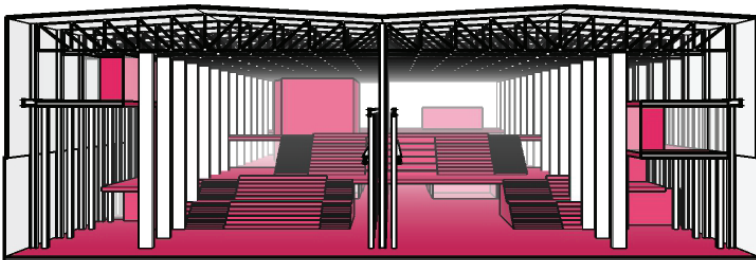
Brand, which in this case are: Skin, Structure, Space Plan and Stuff. Each type of enclosure is defined and analysed in order to stress the importance of their use in the building, being a key aspect in the concept of the LocHal.



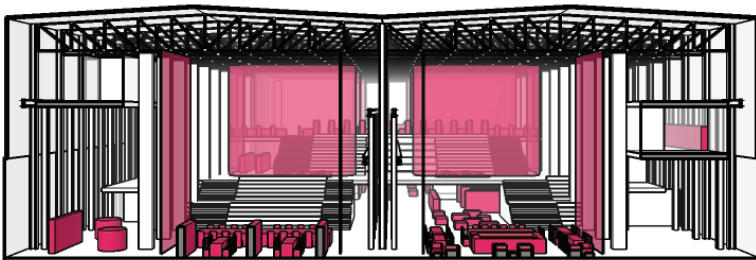
skin



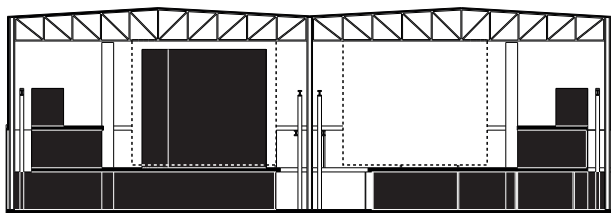
structure



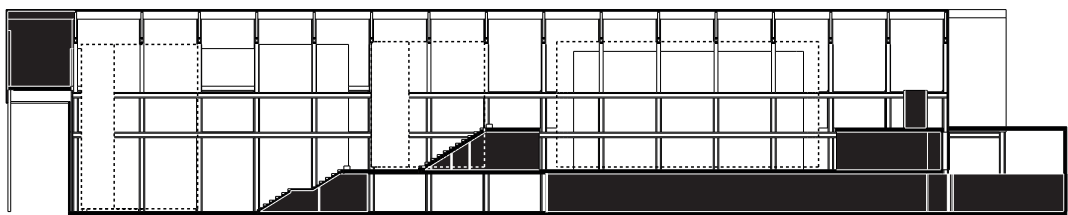
space plan



stuff



cross section



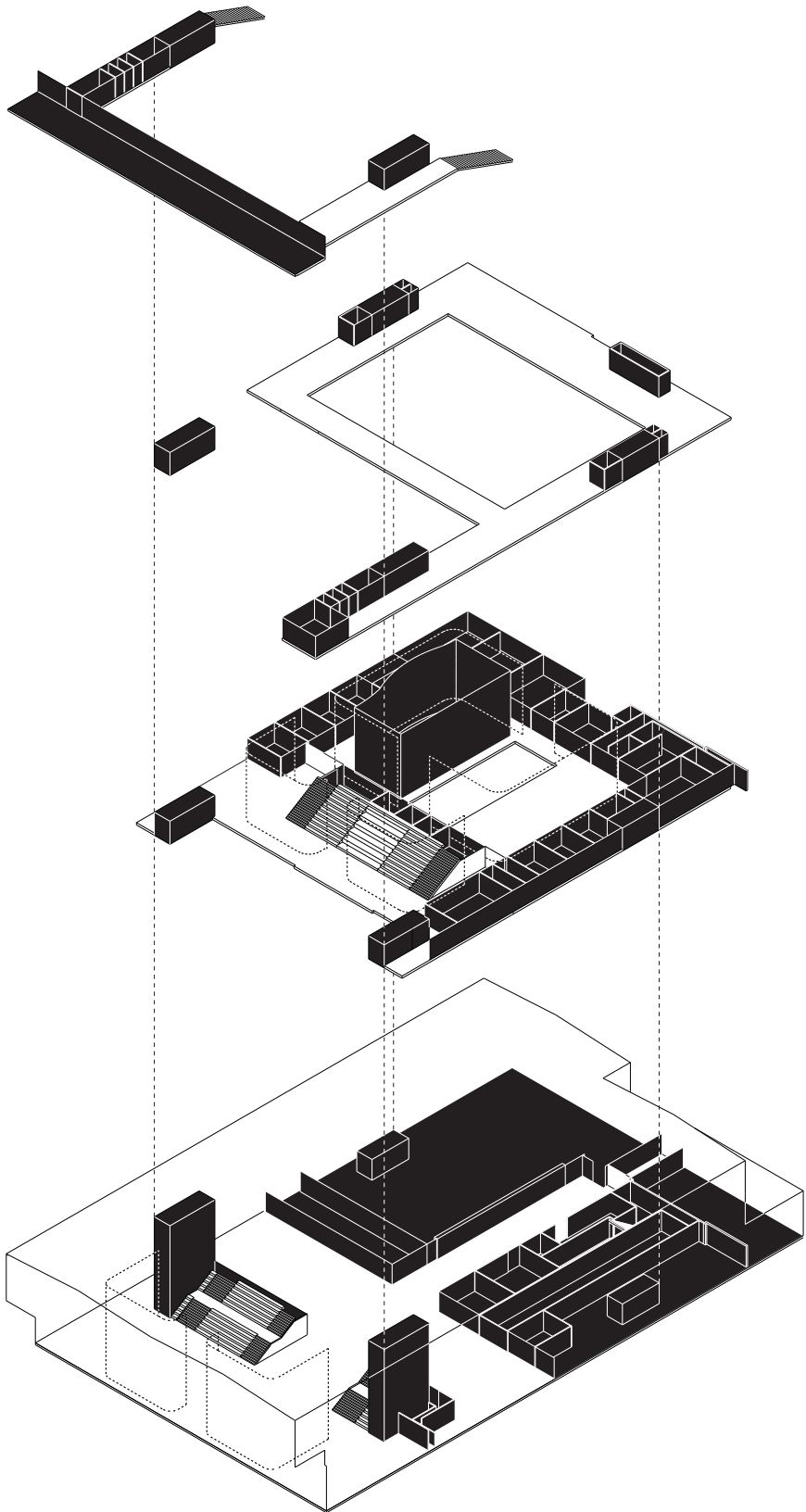
longitudinal section

In relation to the theoretical framework, the 4 types of enclosure play an important role in the spatial concept of the building.

First of all, the skin defines the open space and thus serves as an overall enclosure. The structure doesn't necessarily enclose a specific space, but rather along the longitudinal axis divides the building optically in 4 parts (see section A-A). The space plan, which in this case are the floors and walls, creates a difference between spaces that are enclosed by walls (enclosed

spaces) and spaces that are enclosed by the skin (open spaces). Since most of the space is defined by the skin (see section B-B), movable textiles (stuff) are strategically placed within the open space, creating temporal zones that can serve a specific function within the larger whole.

The use of these different enclosures define the spatial concept of the Lochal



03

02

01

00

“Consumerism - or more accurately, the culture-ideology of consumerism - refers to a set of beliefs and values, integral but not exclusive to the system of capitalist globalization, intended to make people believe that human worth is best ensured and happiness is best achieved in terms of our consumption and possessions.”

Sklair, 2010

“Shopping is arguably the last remaining form of public activity.”

Koolhaas, 2001

Through psychoanalysis and psychogramming, people are being manipulatively forced to consume even more for the sake of making economic profit.

Hosoya & Schaefer, 2001

“Perhaps the beginning of the 21st century will be remembered as the point where the urban could no longer be understood without shopping.”

Koolhaas, 2001

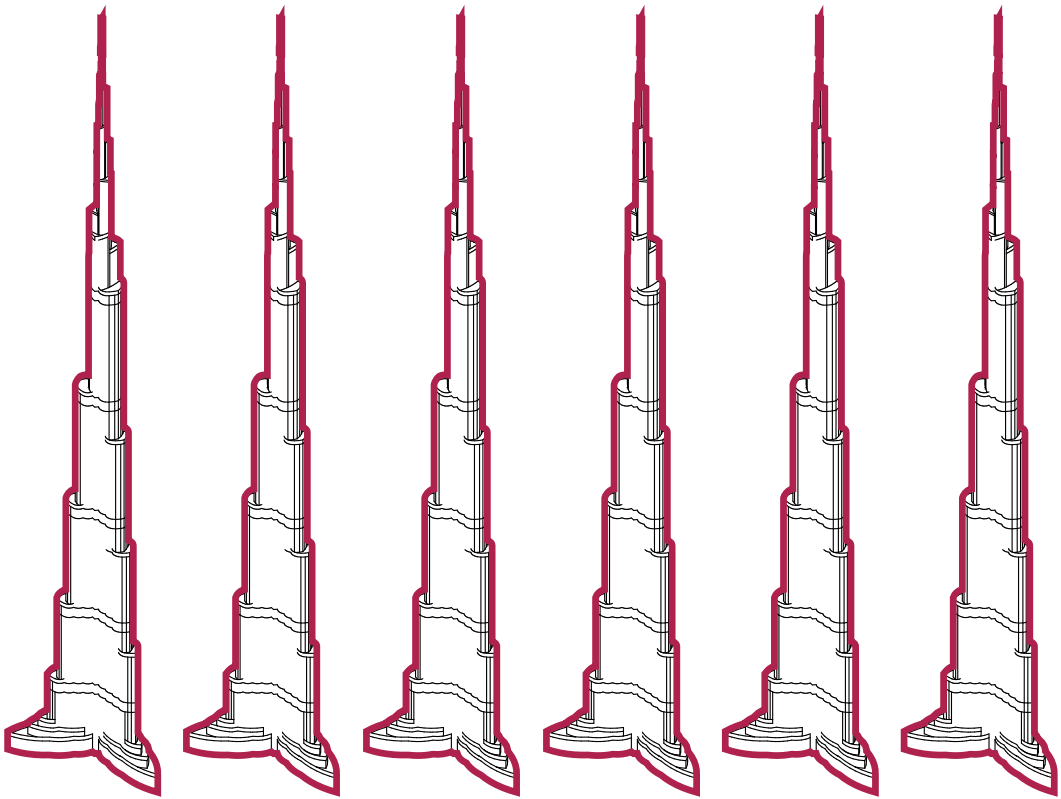
Research // Total retail area

Total retail area, **World** = **1.998.171.000** m²

Total retail area, **Asia** = **736.950.000** m²

Total retail area, **Europe** = **180.600.000** m²

Total retail area, **Denmark** = **1.901.692** m²



Total retail area, Denmark = 6 x Khalifa tower

as factor of Copenhagen land surface area (Copenhagen = 88.25 km²)



Total retail area, **World** = **22.6** x Copenhagen land area



as factor of Copenhagen land surface area (Copenhagen = 88.25 km²)



Total retail area, **Asia** = **8.4** x Copenhagen land area

as factor of Copenhagen land surface area (Copenhagen = 88.25 km²)



Total retail area, Europe = 2 x Copenhagen land area

Research // Scandinavian Mediterranean Corridor

In 2030, **GDP = 1.468 billion eu**

In 2030, **Job years = 4.2 million yrs**

In 2030, **Projects = 666 n**

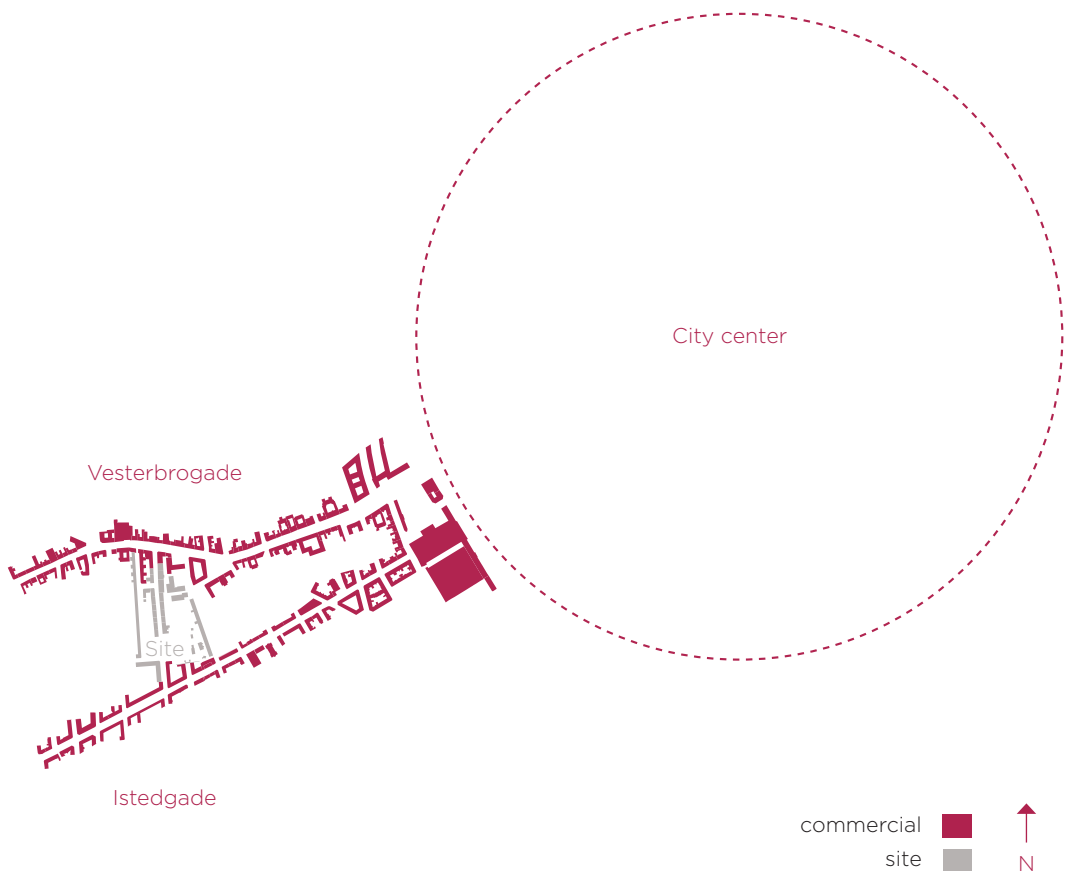
Considering the Scandinavian-Mediterranean Corridor, Copenhagen situates itself in a crucial north-south axis for the European economy. The city thus becomes influenced by an urban model based on the flow of goods through its railway

systems, airports and harbours. These centralities stimulate the storage and flow of material goods through the city. One of the results is the large amount of commercial spaces within the city, emphasizing the concept of a consumerist society.



COPENHAGEN

Research // Commercial arteries



One of the 10 districts of Copenhagen is Vesterbro. Important characteristics of this neighbourhood are its adjacency to the city center, as well as the fact that the central railway station of Copenhagen is located within its boundaries (a centrality of flow of material goods). Enclosed by two commercial arteries deriving from the commercial heart of Copenhagen, namely the Vesterbrogade and the Istedgade, we find Skydebanehaven.

In contrast to the adjacent commercial areas, Skydebanehaven is a place that isolates itself from outer influences and therefore becomes a peaceful place within a dynamic context. A great opportunity to escape consumerism.

City center



Vesterbrogade



Istedgade





airport = shopping



railway station = shopping

DAN
EXCHANGE



Accounting	Desk
09	2
08	2
07	2

WESTERN UNION WU

SEND & RECEIVE
MONEY
HERE

WESTERN UNION WU
moving money for better







museum = shopping



shopping > museum





BY APPOINTMENT TO
HER MAJESTY THE QUEEN OF DENMARK
Illums Bolighus

KONGELIG HOFLEVERANDÖR
Illums Bolighus

Dejligt



city = shopping



mall = city

**BLIV MEDLEM
OG FÅ FLERE FORDELE**

ESPRESSO HOUSE







vesterbrogade = shopping

GUNDTOFT



istedgade = shopping



danbolig

Lad med søgende søjler og Vesters
danbolig



OPPORT

VSL
TAXI
CHAOS
1877
TIPIC



escape consumerism

03

CONCEPT

Concept // Manifesto - Escaping consumerism



The manifesto emphasizes a clear difference between two worlds, the consumerist and the non-consumerist society. Both worlds are not only metaphorically separated, but also physically separated by a site specific element, which is the wall. The background refers to the large amount of commercial spaces through which people are being manipulatively moved by the escalator, being it a symbol for the ease of consuming goods nowadays. The escalators tend to melt the commercial blocks together as it does in shopping malls, where the different floor levels are melted together through the escalators. The commercial blocks tend to give a sense of uniqueness by the different size and shapes of the blocks, referring to the ideology of being unique through our possessions. Yet the black

colour emphasizes a clear homogeneity, opposing the idea of being unique through materialism, since everyone can buy it for any means of economic exchange. This stands in contrast to the non-consumerist world, which in this case is able to provide absolute uniqueness by activating a site specific element that is one of its kind, namely the wall. In this world, people have the choice to opt for whatever they want to do in complete honesty, trustworthiness and transparency without any obligations. Finally, the manifesto emphasizes a contrast between extravagancy and simplicity, whereas the commercial world tends to do maximum effort to reach the maximum, the non-commercial world tends to do minimum effort while still providing the maximum.

Concept // Non-consumerism

“But immaterial production- the production of the ideas, innovations, experiences and other intangibles that virtually everybody agrees to be the most important source of value and development is increasingly performed by another economy that does not primarily move according to monetary incentives.”

Arvidsson, Bauwens, Peitersen, 2008

“Rather it is about finding ways in which free human beings, without any apriori obligations to each other, whether monetary or hierarchical, can live together.”

Arvidsson, Bauwens, Peitersen, 2008

Consumerism

material profit

manipulative

psychogramming

forcing

ordinary

class polarization

maximum effort to reach the maximum

aims to make economic profit through manipulation

Non-consumerism

immaterial profit

honest

trustworthy

inviting

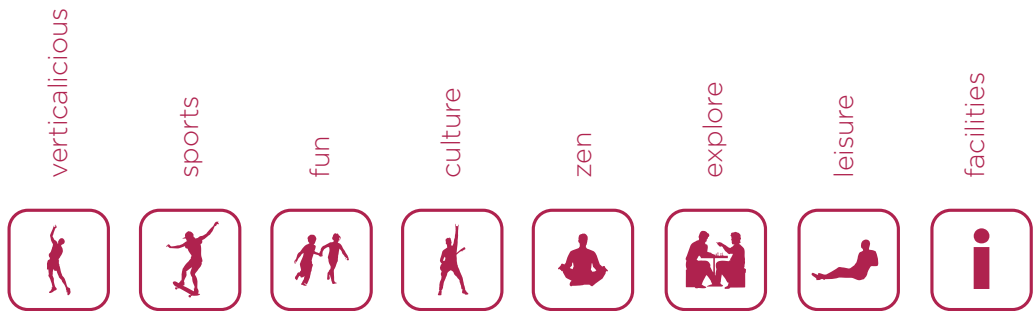
unique

inclusive

minimum effort to provide the maximum

aims to provide valuable and unique experiences through honesty,
trustworthiness and transparency

immaterial profit



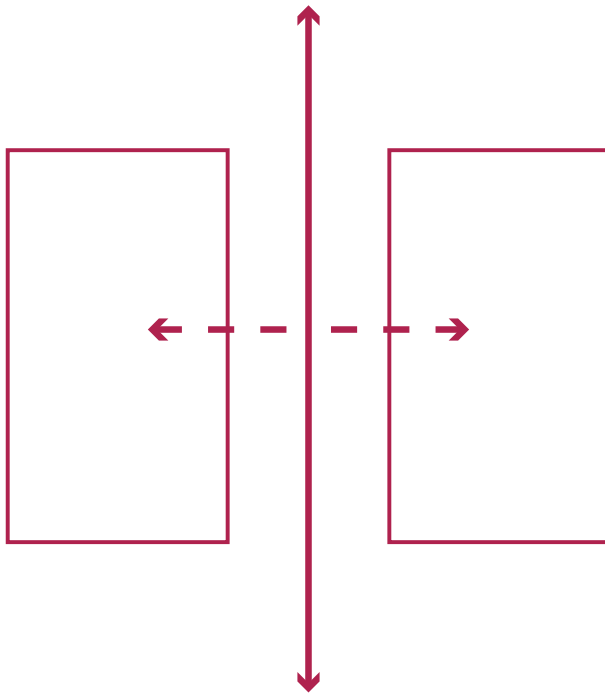
the program of the public condenser tends to stimulate the production of intangibles such as the production of ideas, innovations and experiences

inclusive



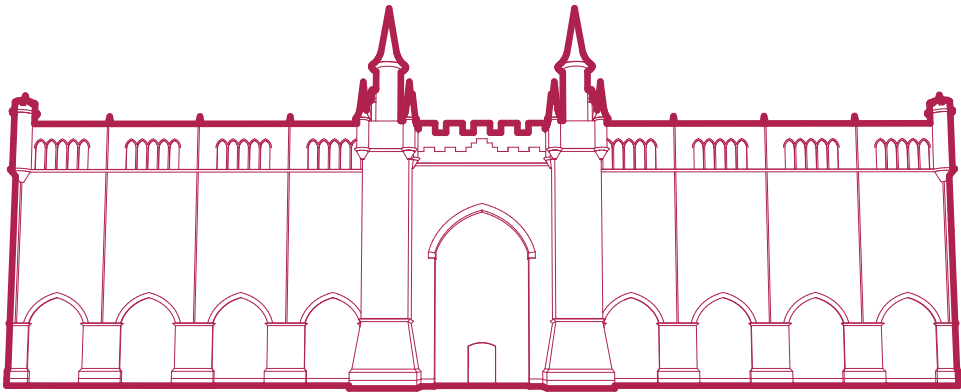
whereas consumerism enhances class polarization, the public condenser seeks for inclusivity by offering places for multiple target audiences

inviting



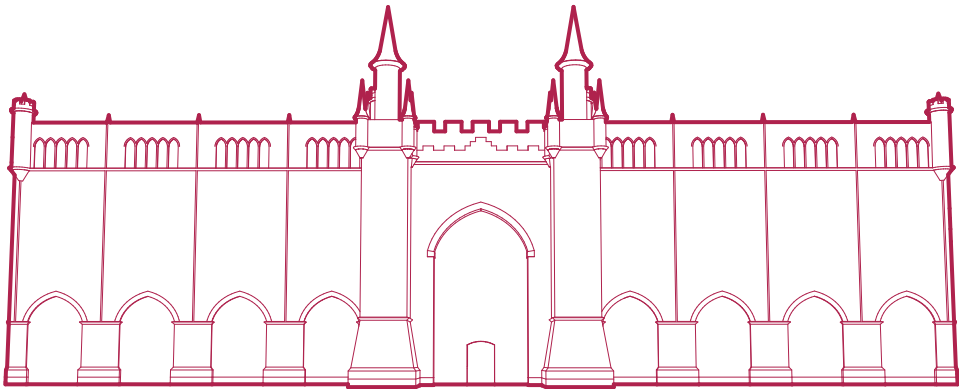
instead of forcing people to enter, the public condenser tends to kindly invite people without any means of confrontation

unique

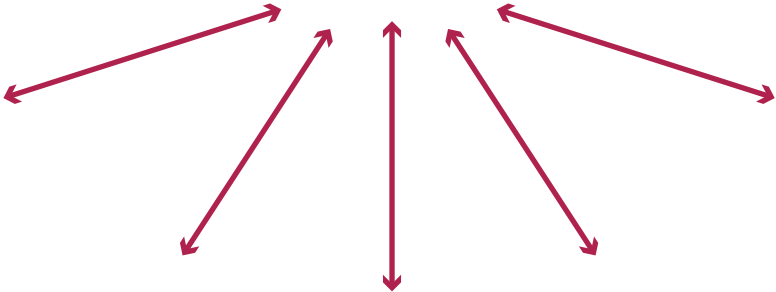


whereas consumerism claims to stimulate status and uniqueness, the public condenser provides absolute uniqueness by using the wall, being it one of its kind

honest & trustworthy



focus on existing
honest

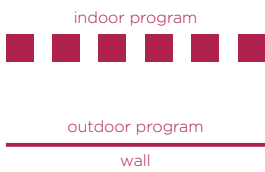


trustworthy
focus on new

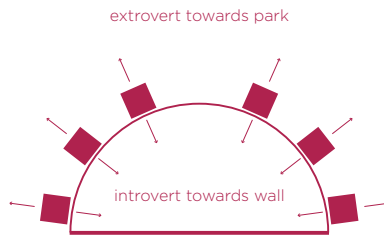
honesty refers to preserving the original character of the place, while trustworthiness refers to the openness and transparency of the public condenser

minimum for maximum

program



focus

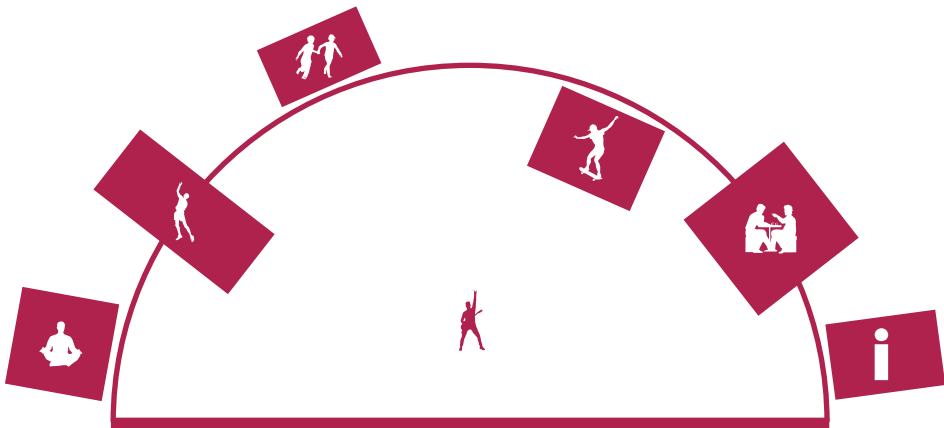


differentiate



whereas commercialization tends to reach the maximum through maximum effort, the public condenser tends to provide the maximum through minimum interventions

multiplicity



the combination of these strategies results in a place that allows multiple activities to take place for different target audience in complete honesty and trustworthiness

04

VALUATION

Valuation // The monumental wall

visible entity



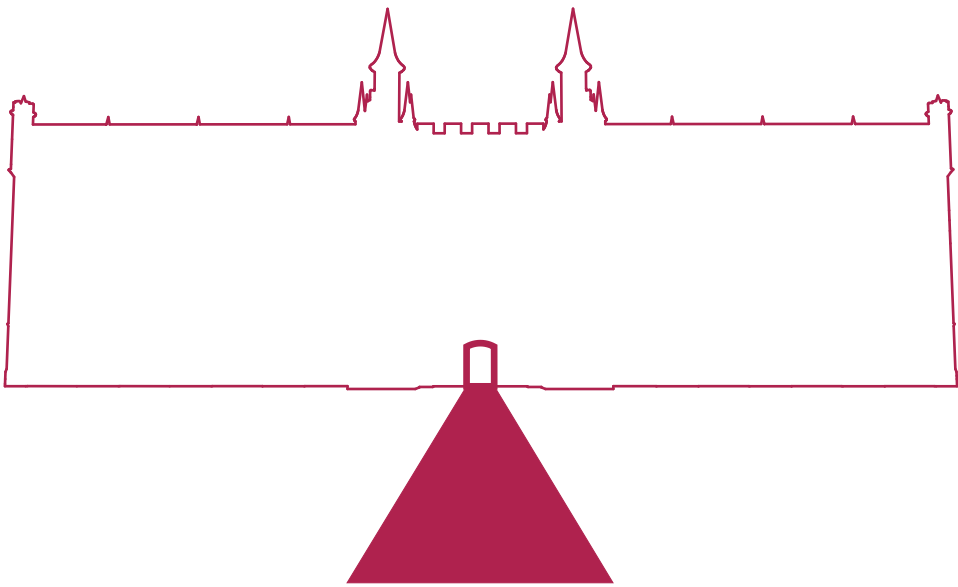
the intervention should respect the wall being perceivable as one entity

centered hierarchy



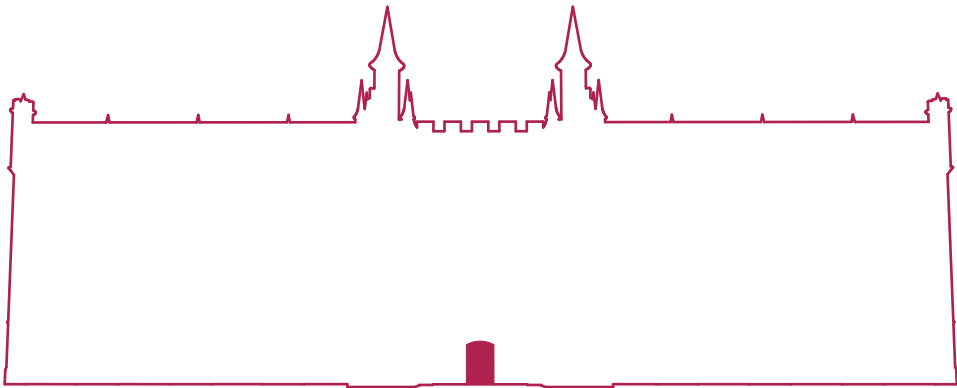
the intervention should respect the central hierarchical order of the wall

centered axis



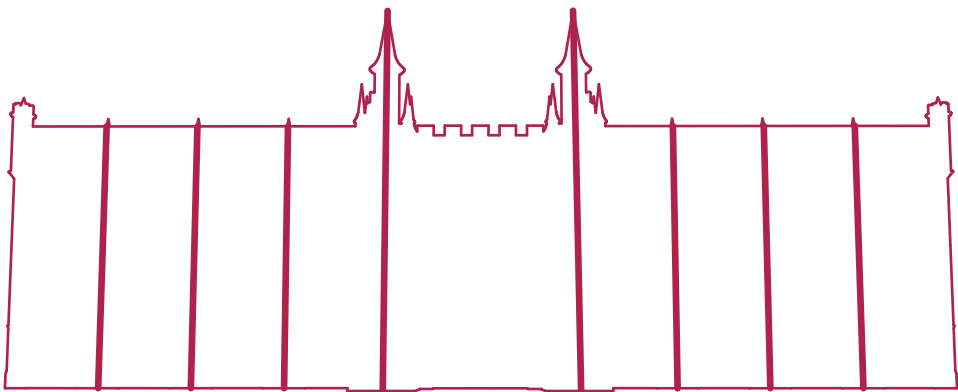
the intervention should emphasize the central axis that goes through the wall

narrow entrance



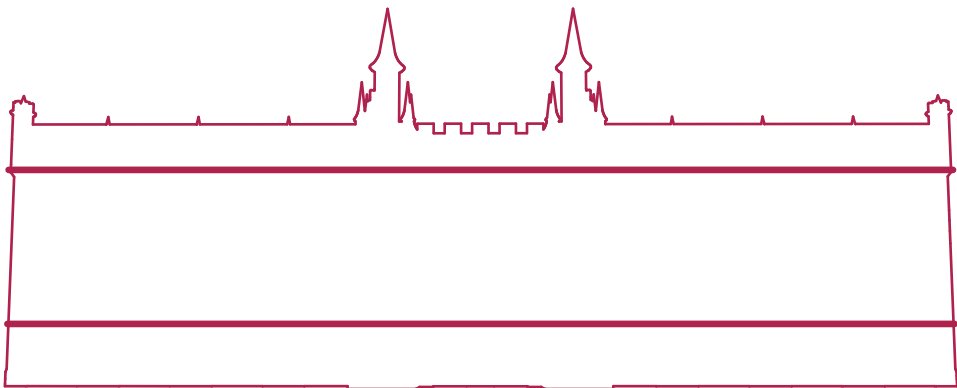
the closed character of the wall should be seen as a possibility to create a new world behind the wall

vertical fragmentation



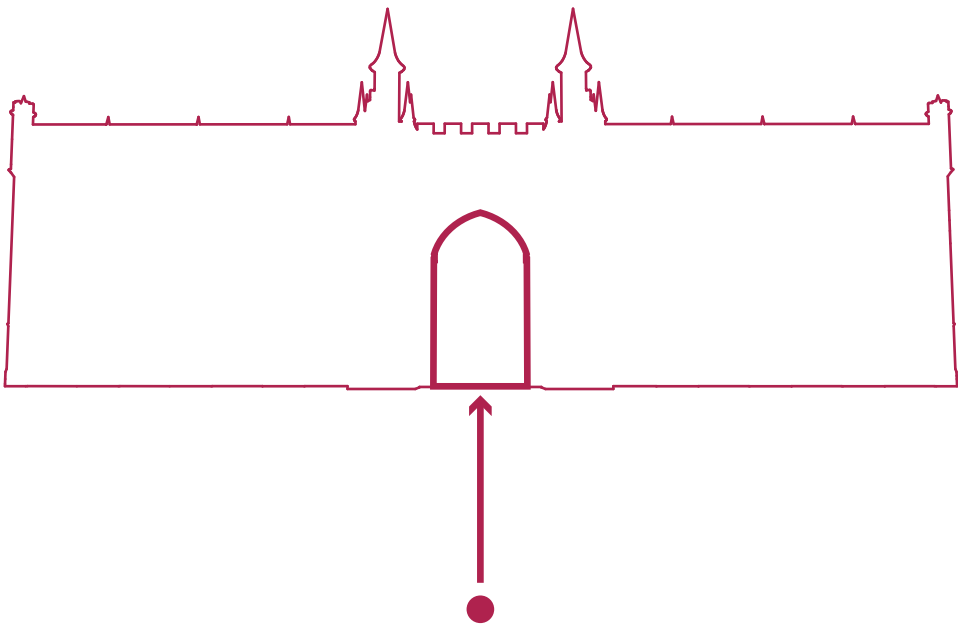
the intervention should respect the vertical fragmentation of the wall

horizontal fragmentation



the intervention should respect the horizontal fragmentation of the wall

historical shooting direction

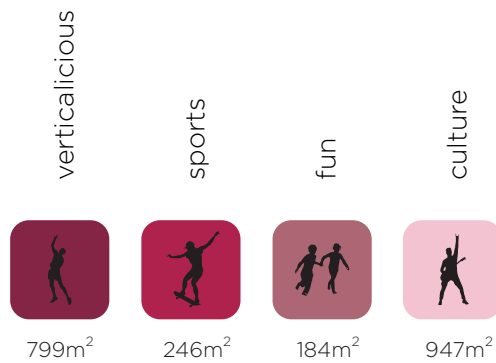


the intervention should respect the historical direction in which the wall used to be perceived

05

DESIGN BRIEF

Design brief // Program definition



Verticalicious

Verticalicious represents activities that take place on the shooting range wall in vertical sense. It provides unique experiences within the site specific conditions of Skydebanehaven. From vertical soccer and vertical dance to vertical cinema. Next to being performingly involved, it provides place for audiences to watch the play and be supportively involved.

Sports

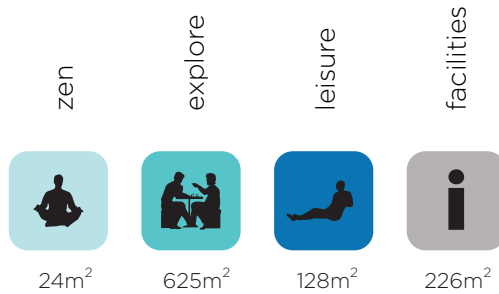
Sports represents activities that stimulate health and movement. It consists of multifunctional spaces for sports like fitness and dance. Yet at the same time it provides specific areas designated for trending sports like skateboarding and BMX.

Fun

Fun stands for playful and adventurous activities that promote younger people to engage with each other and their environment in spontaneous ways. It consists of slides, ball pits and jumping areas.

Culture

Culture represents activities that allow people to exhibit and practice art and creates place for events and performances. One of the most important part of this program is the shooting range wall, which will be opened to the public and thus becomes able to be exhibited. In addition to that, the city and the sky become part of the exhibition as well. Together, these three elements become a museum.



Zen

Zen provides a place that stimulates the health of mind and body. This place creates the opportunity for contemplation through meditation and yoga exercises.

Explore

Explore represents activities that stimulate sharement of knowledge through workshops, gatherings and public lectures.

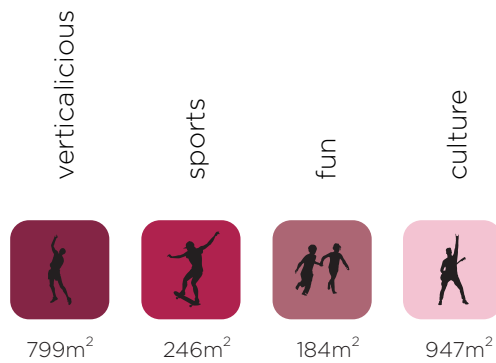
Leisure

Leisure provides a chance to escape daily routines and obligations through zones that do not require any kind of activity.

Facilities

Facilities consists of necessary supporting functions that optimize the use of other program. It includes staff, a do-it-yourself kitchen, changing rooms and toilets.

Design brief // Programmatic elements



verticalicious

- vertical soccer
- vertical tennis
- vertical dance
- vertical yoga
- vertical cinema
- climbing

sports

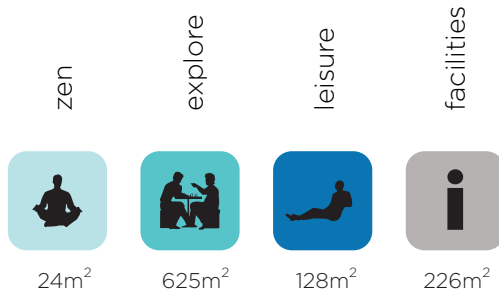
- skateboarding
- BMX
- parkour
- dance
- fitness
- gymnastics

fun

- slides
- ball pit
- jump XS

culture

- panorama gallery
- performance
- graffiti art
- vertical timeline
- shoot for the stars
- music studio
- canvas painting



 **zen**

- yoga
- meditation
- contemplation

 **explore**

- cinema
- auditorium
- library
- workshops
- the digital

 **leisure**

- relaxation
- interaction

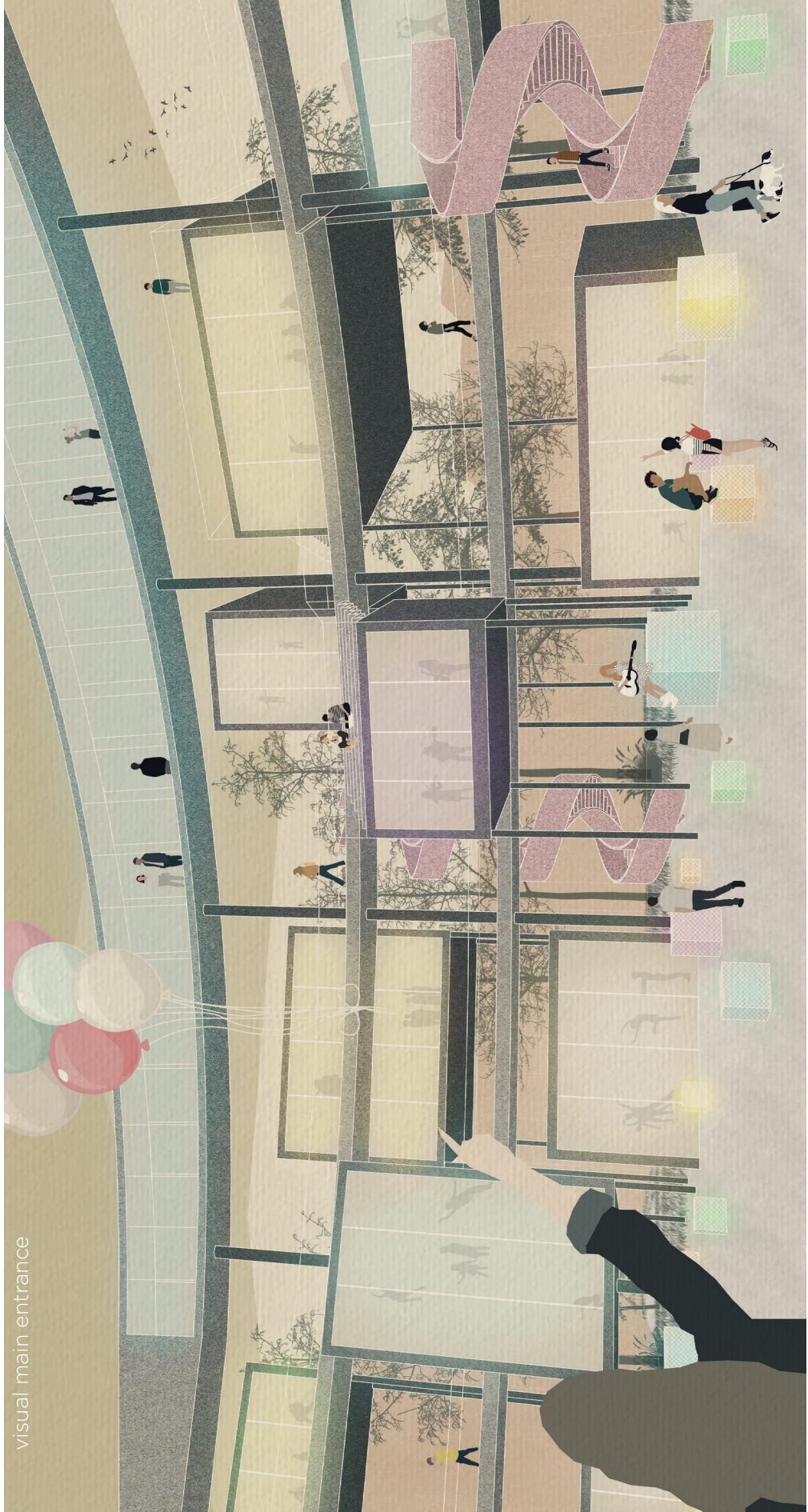
 **facilities**

- staff
- do-it-yourself kitchen
- toilets/showers
- changing rooms

06

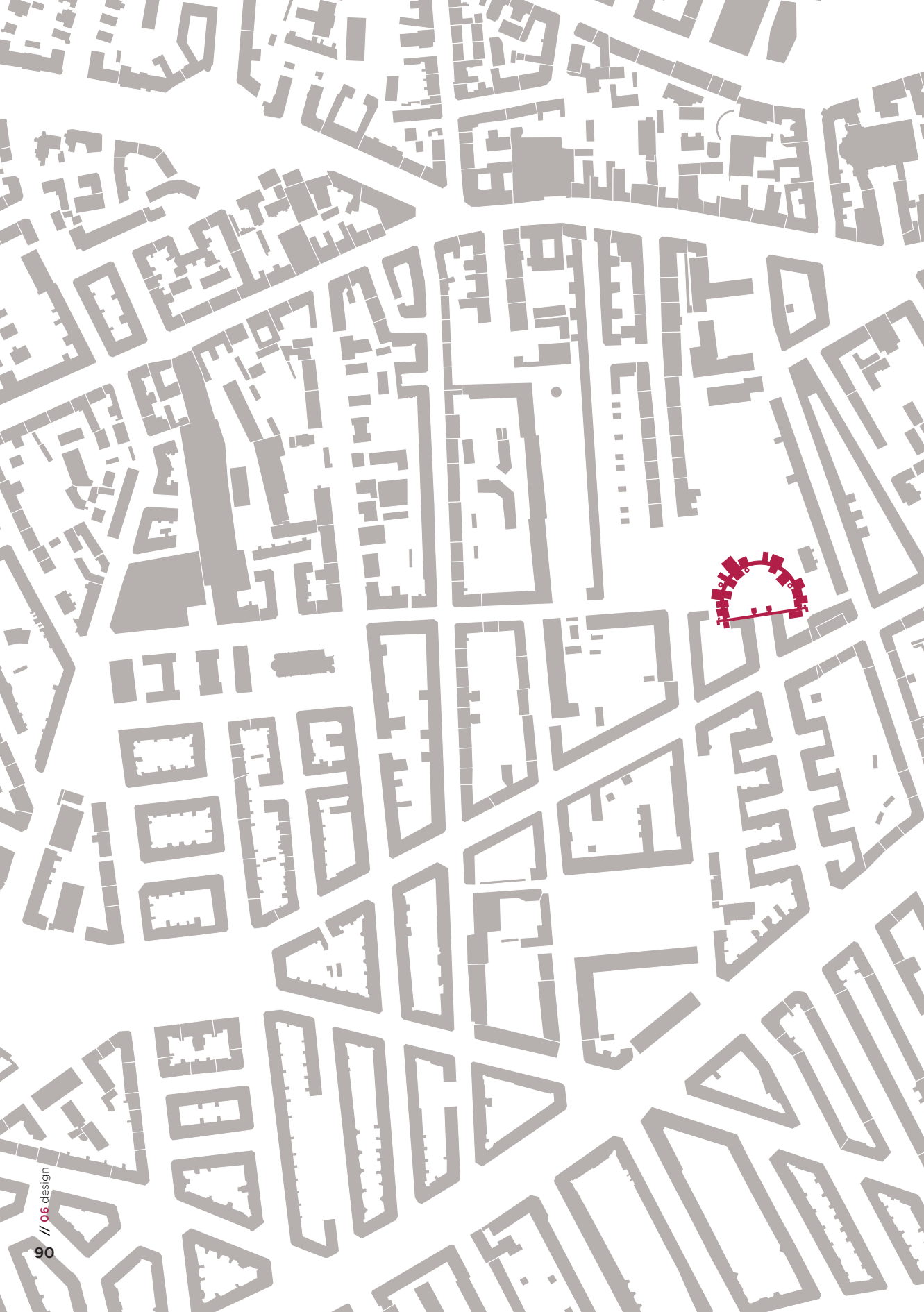
DESIGN

visual main entrance



visual entrance from park

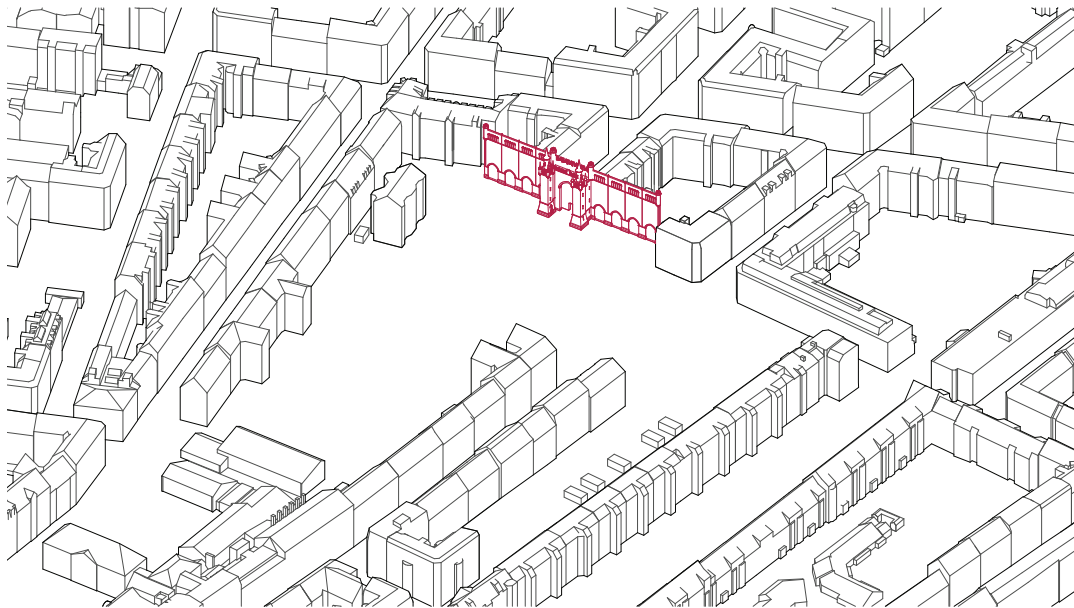




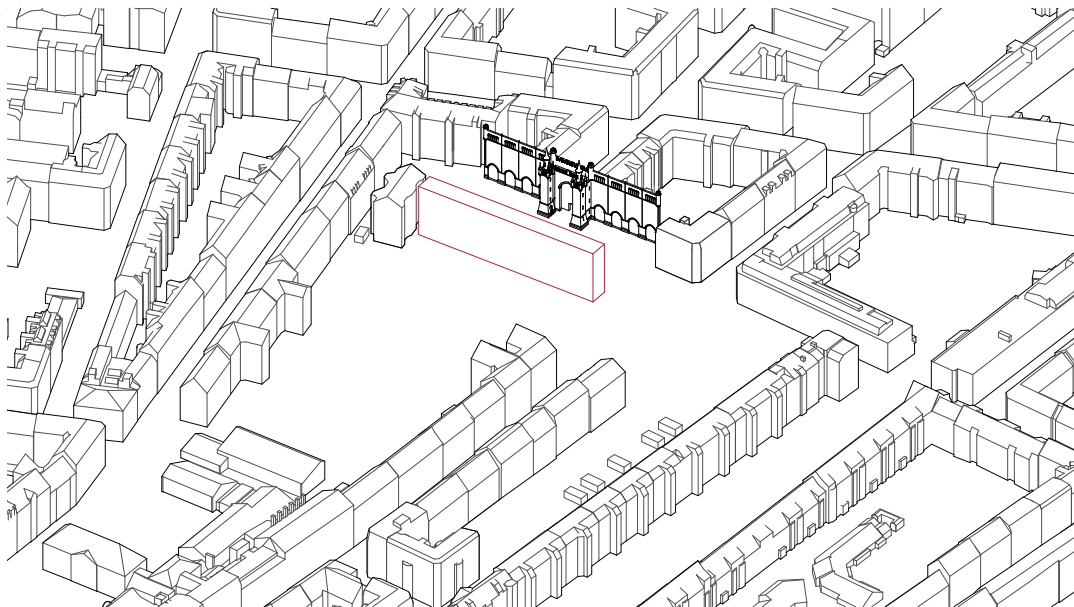


N

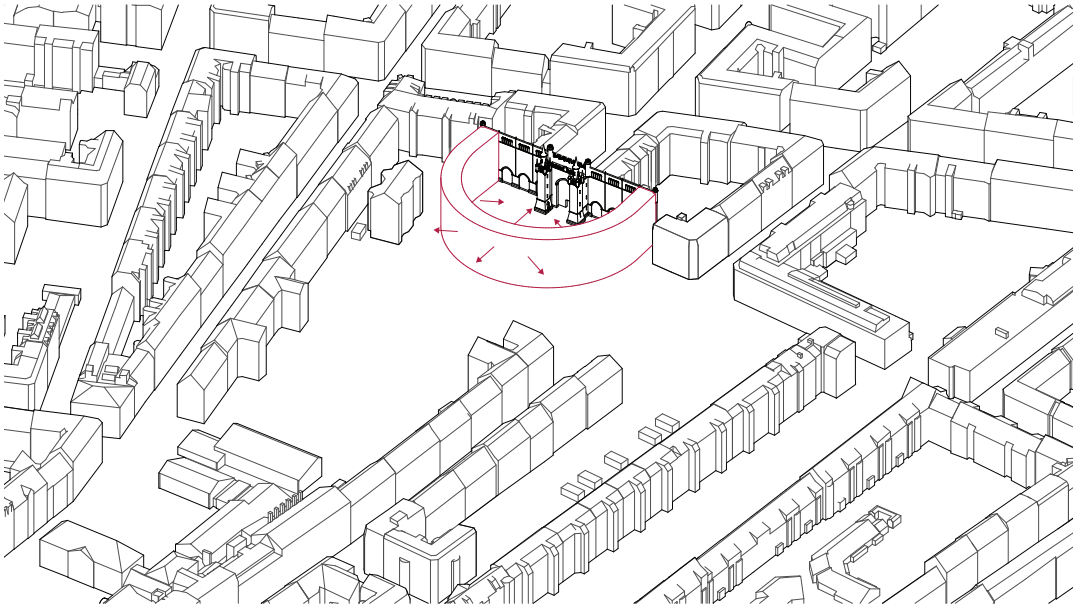
1. status quo



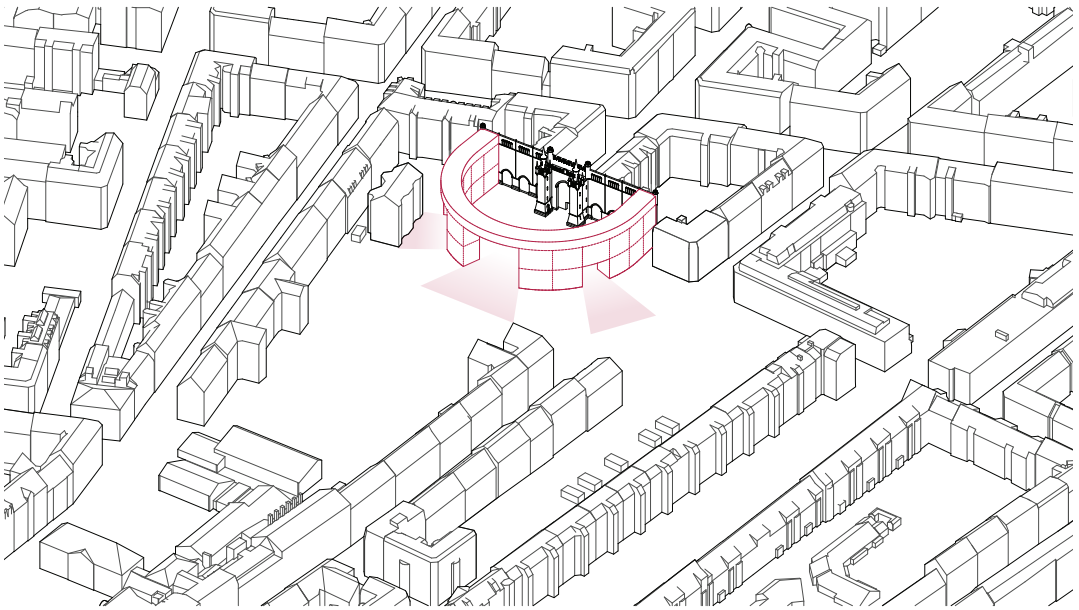
2. program



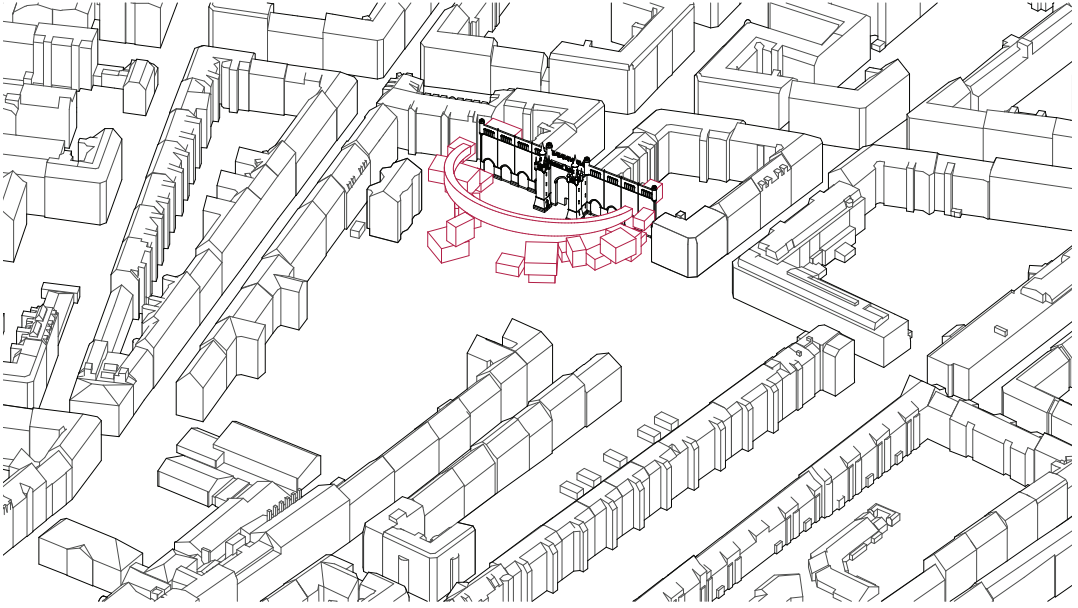
3. bend - introvert towards wall and extrovert towards park



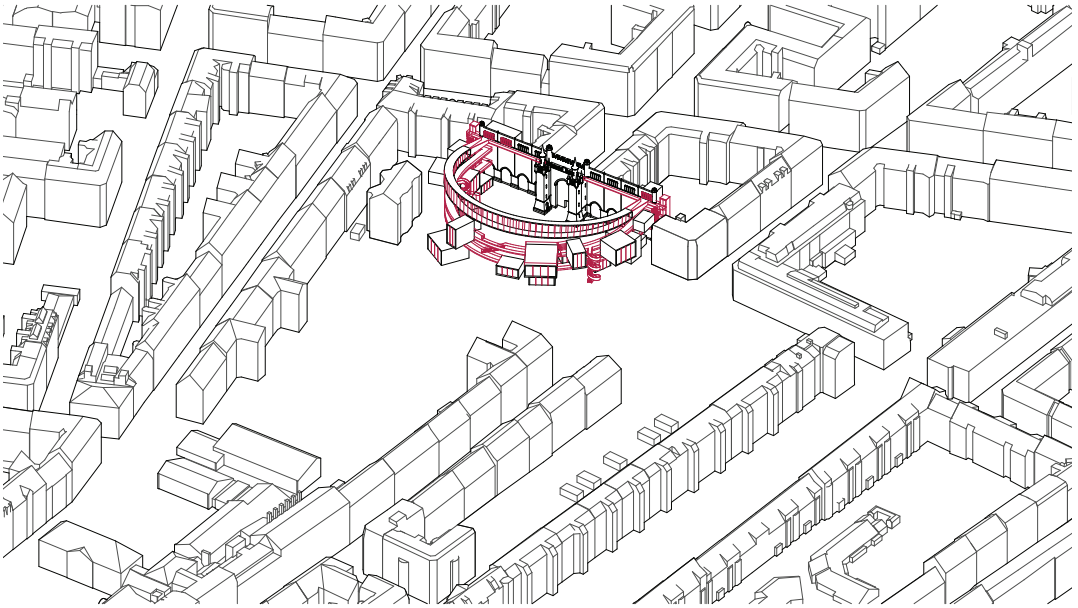
4. cut



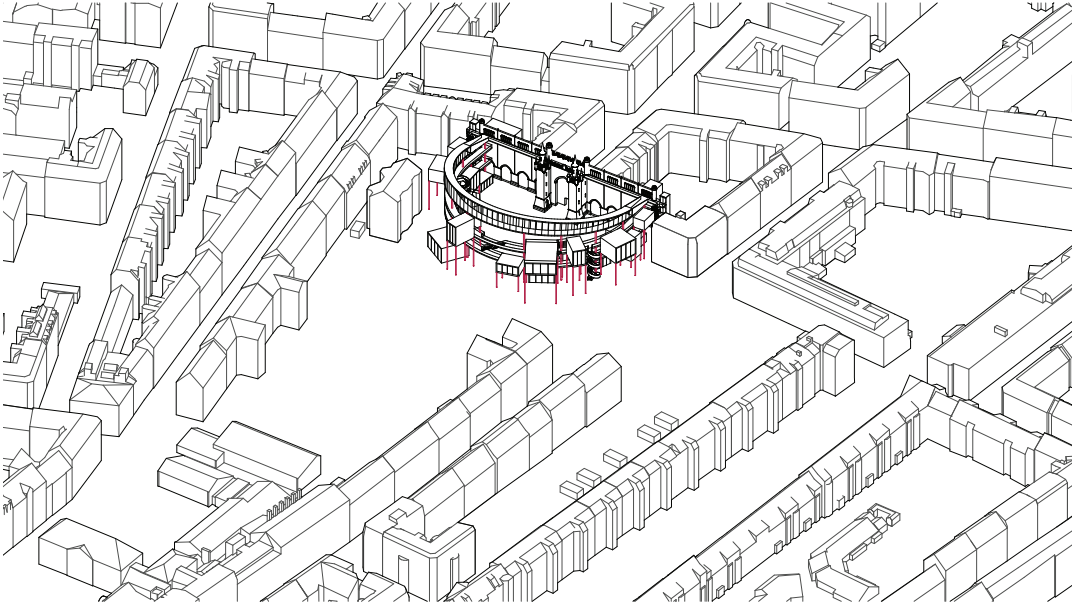
5. differentiate



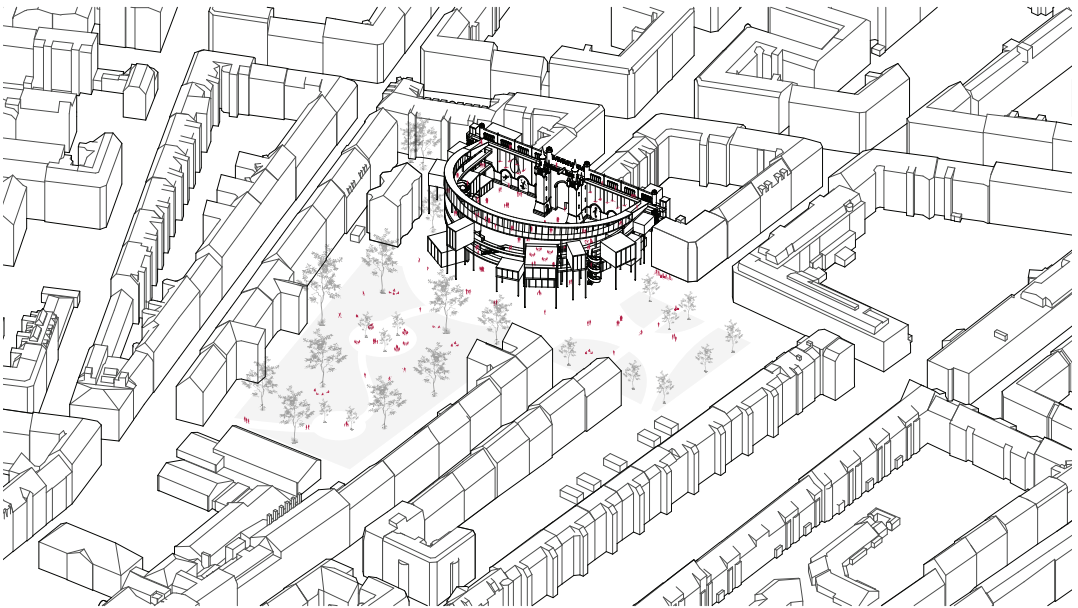
6. connect - physically as well as visually

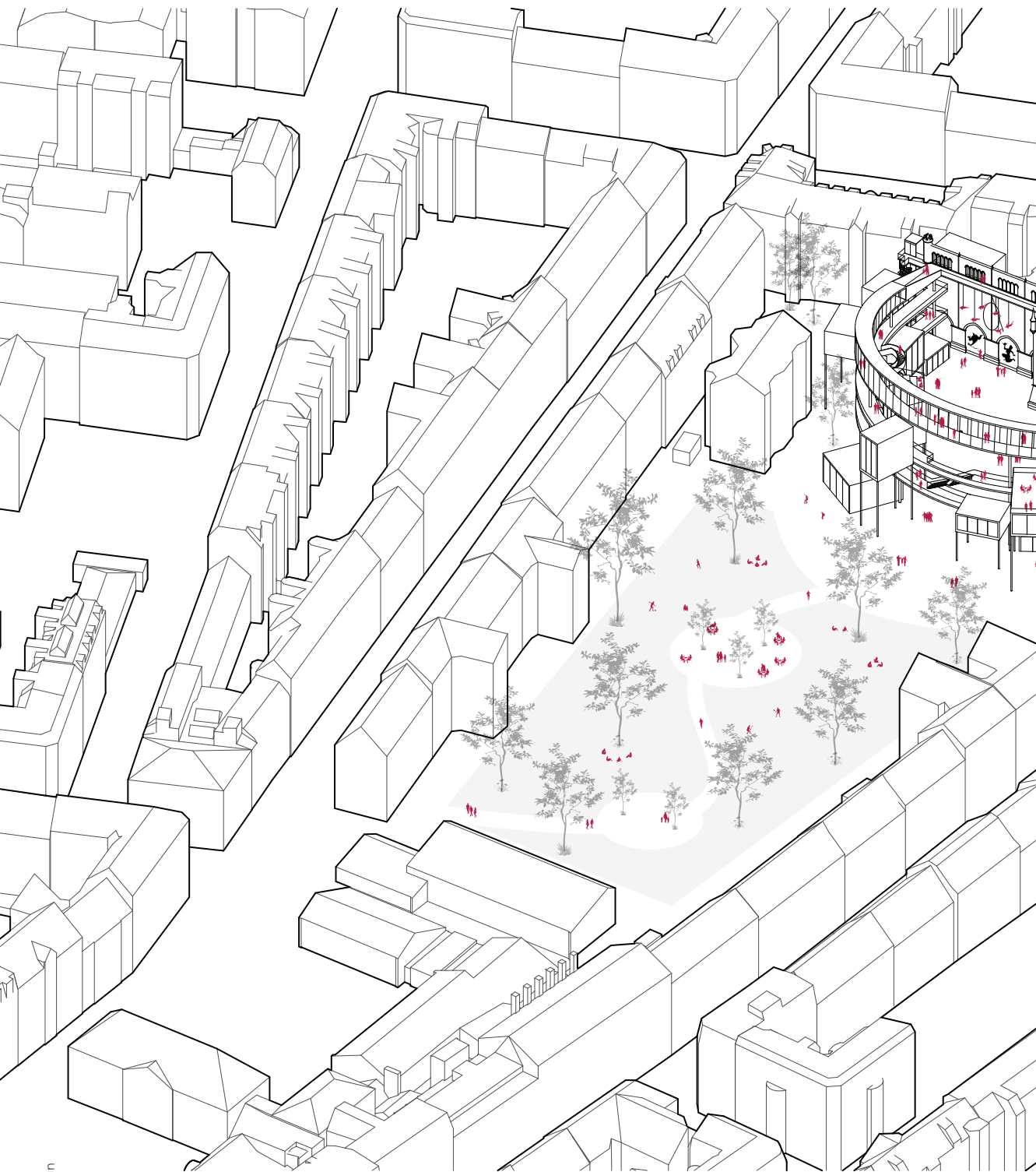


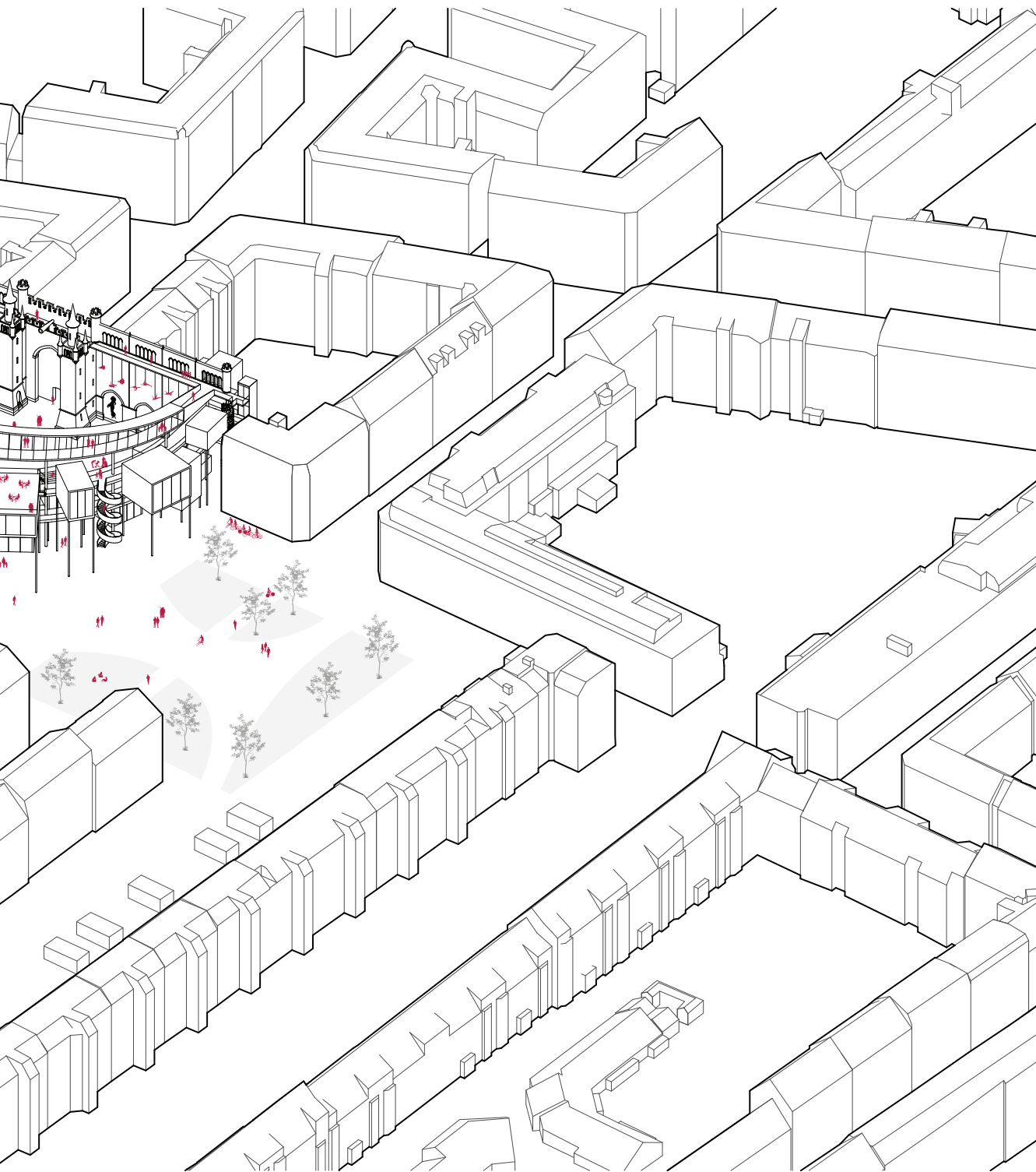
7. support



8. activate

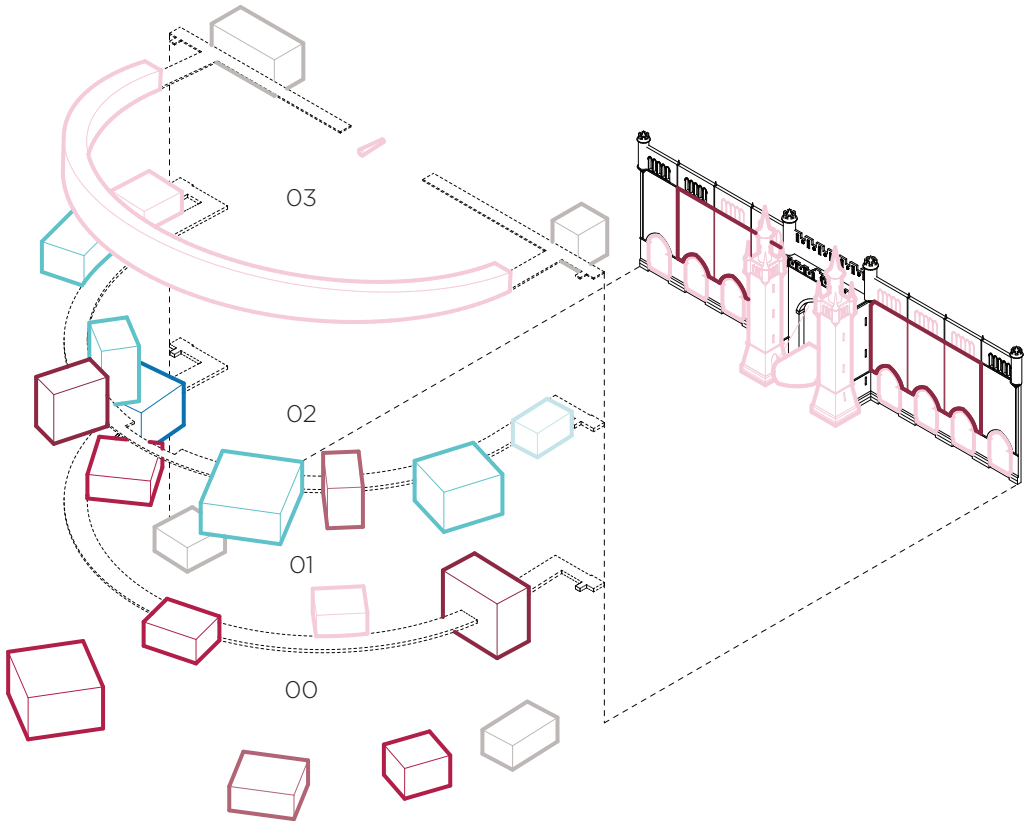














Design // Programmatic composition

program = 3179 m²



verticalicious	sports	fun	culture	zen	explore	leisure	facilities
							
799m ²	246m ²	184m ²	947m ²	24m ²	625m ²	128m ²	226m ²

verticalicious

- vertical soccer
- vertical tennis
- vertical dance
- vertical yoga
- vertical cinema
- climbing

fun

- slides
- ball pit
- jump XS

zen

- yoga
- meditation
- contemplation

leisure

- relaxation
- interaction

sports

- skateboarding
- BMX
- parkour
- dance
- fitness
- gymnastics

culture

- panorama gallery
- performance
- graffiti art
- vertical timeline
- shoot for the stars
- music studio
- canvas painting

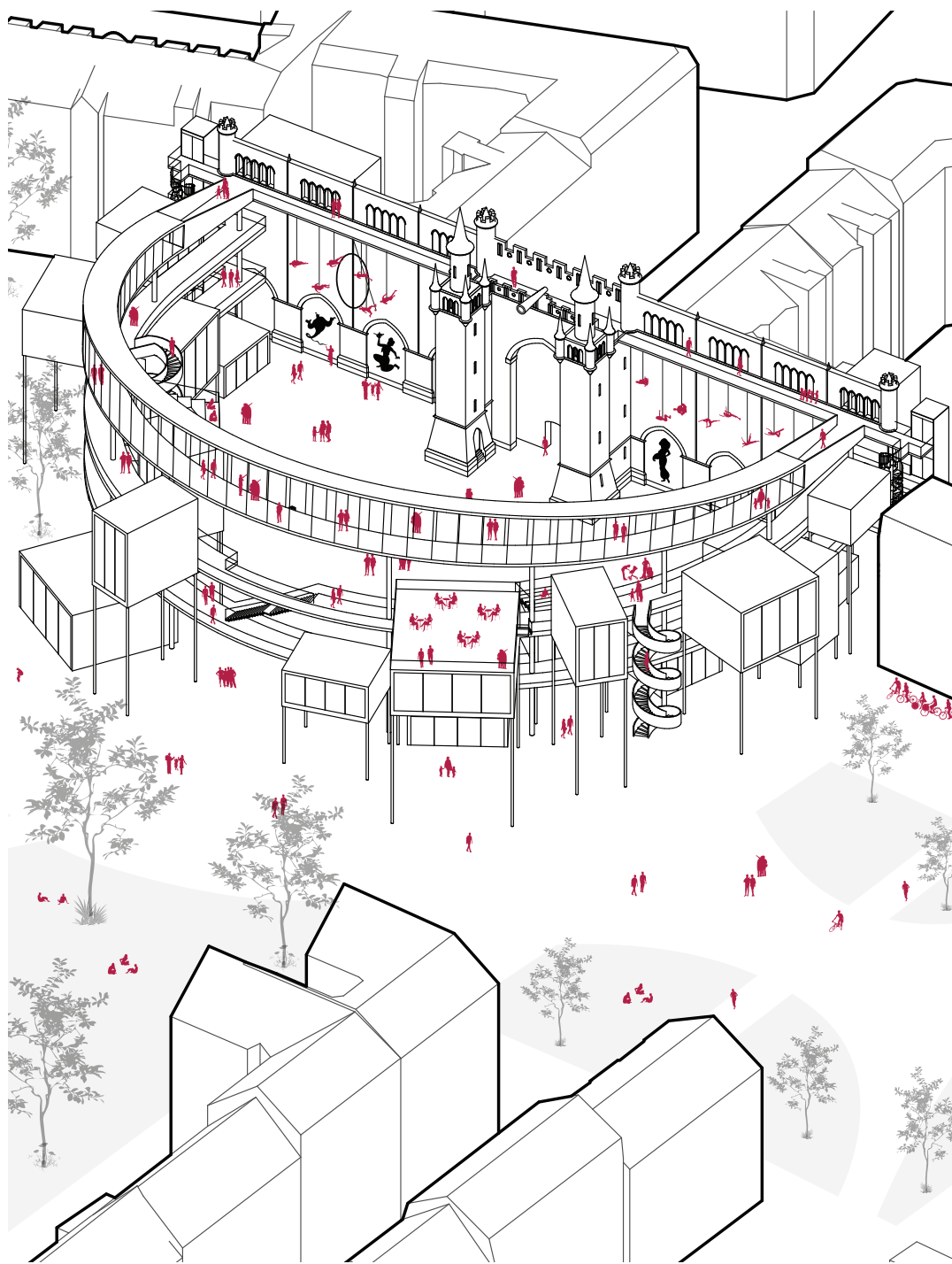
explore

- cinema
- auditorium
- library
- workshops
- the digital

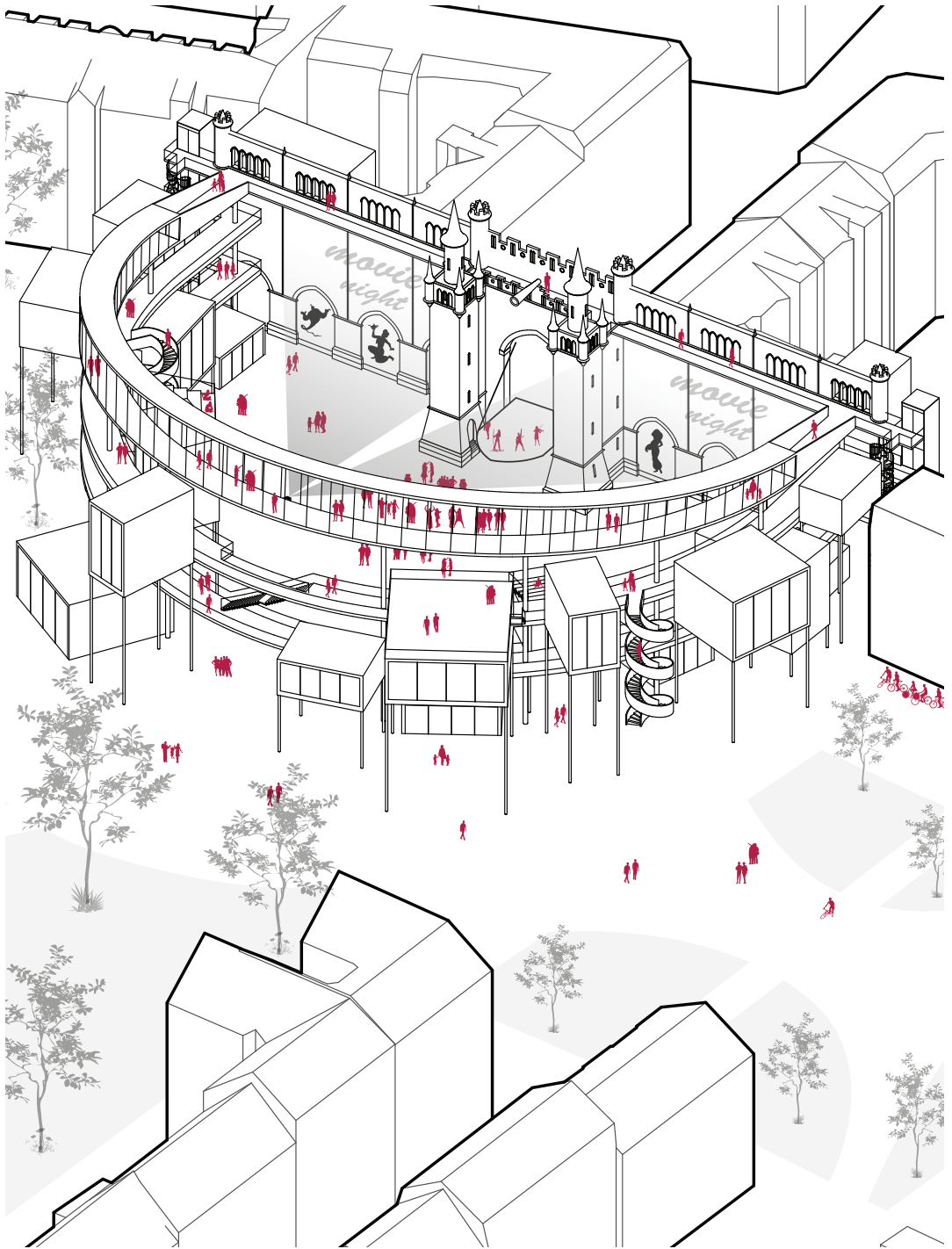
facilities

- staff
- do-it-yourself kitchen
- toilets/showers
- changing rooms

Design // Outdoor activity



activity by day - wall as vertical playground



activity by night - wall as projection screen and stage for events

visual by day - wall as vertical playground

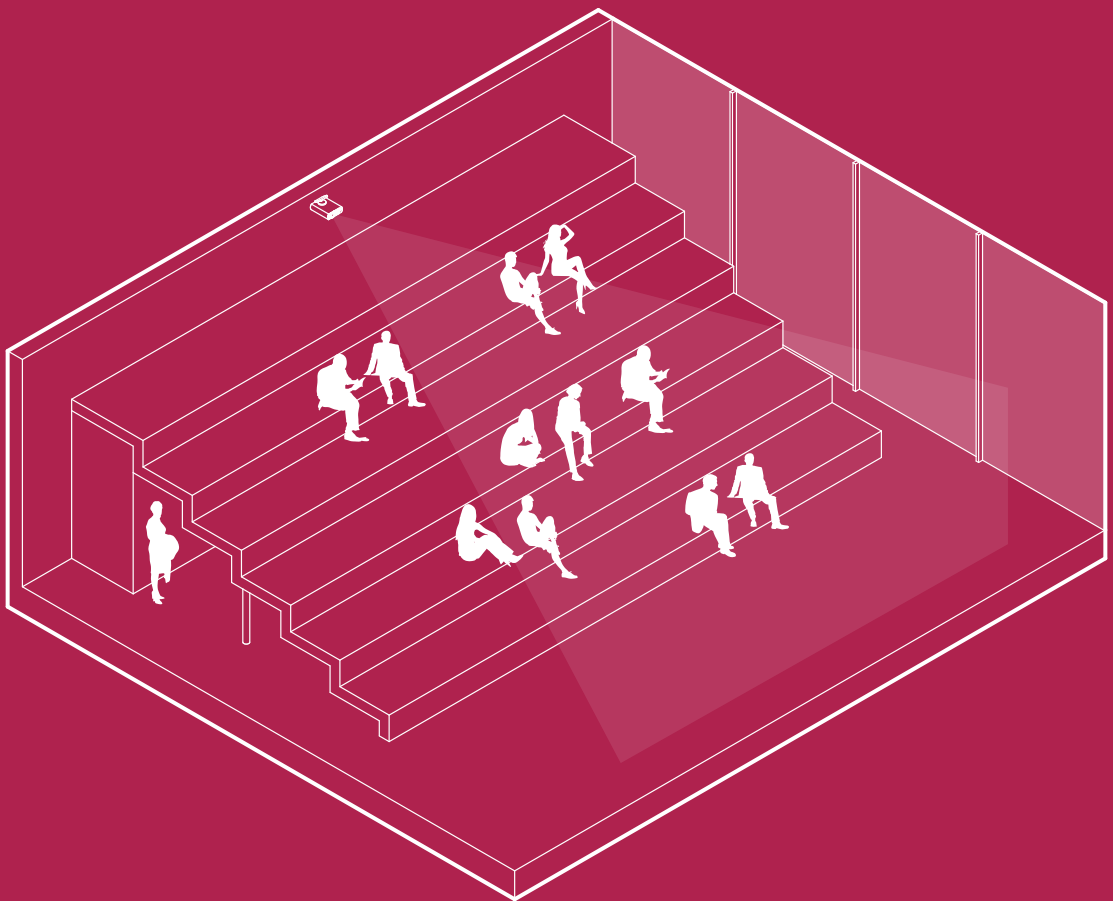


visual by night - wall as projection screen



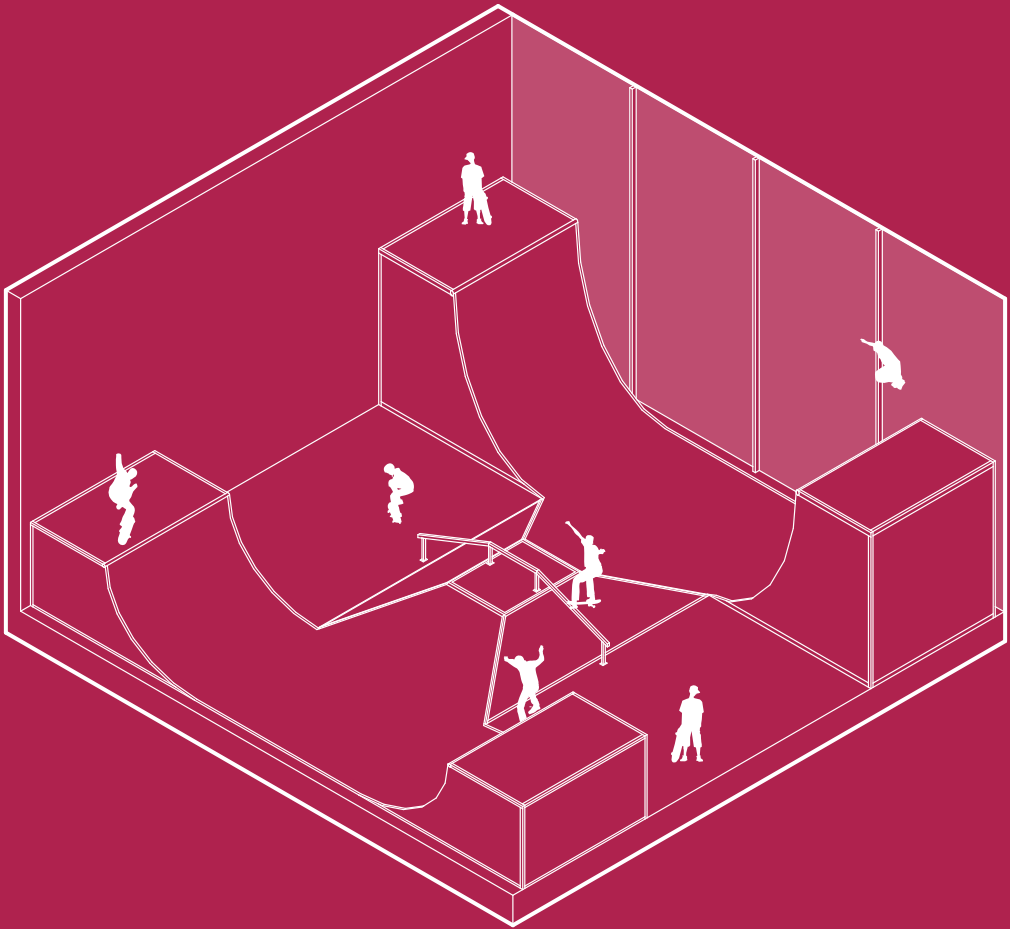
auditorium

lectures, gatherings and cinema



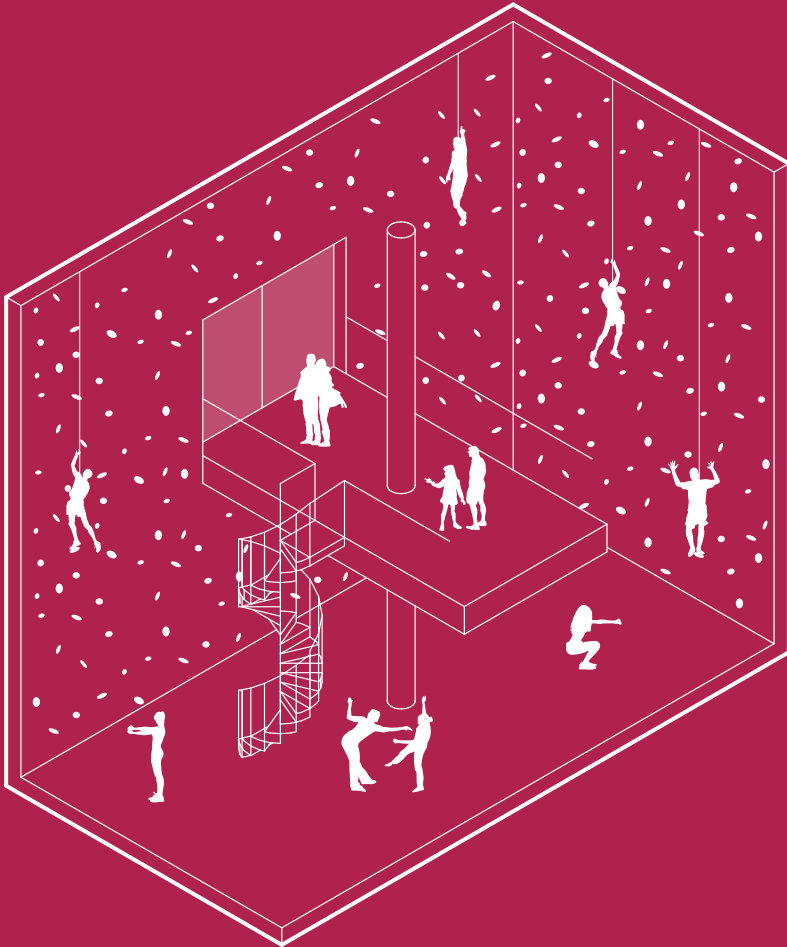
skating

ramps for professionals as for beginners



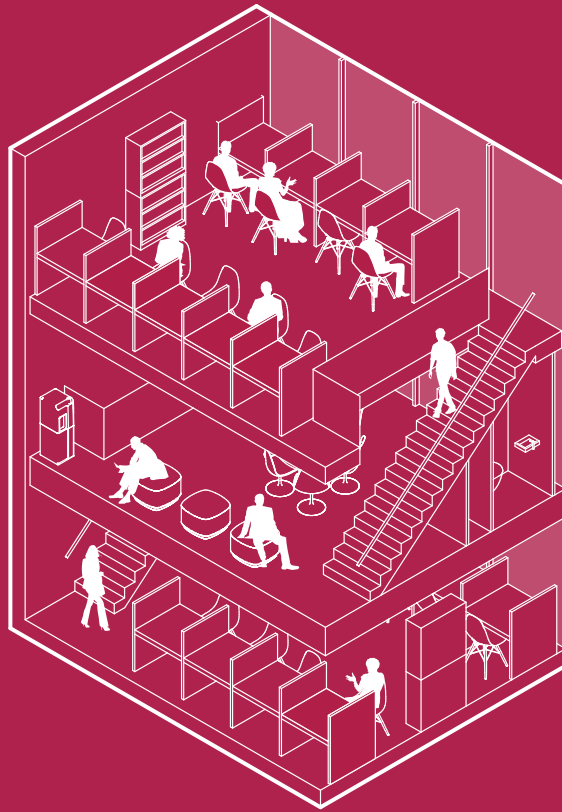
climbing

gravity defying sports



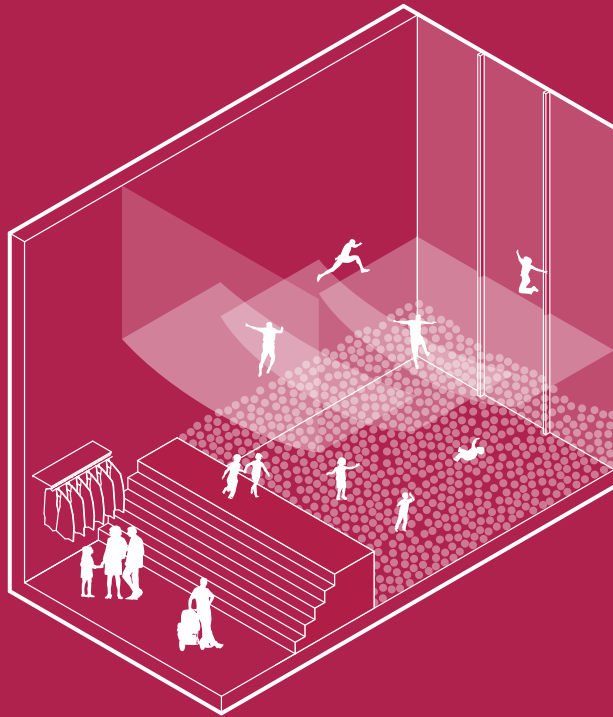
library

study spots with an extraordinary view



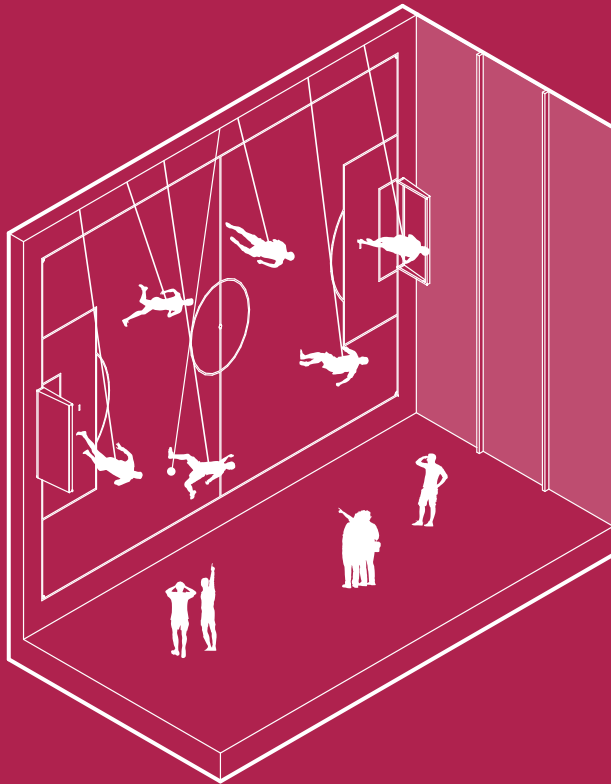
play

ball pit and jump XS



verticalicious

vertical soccer



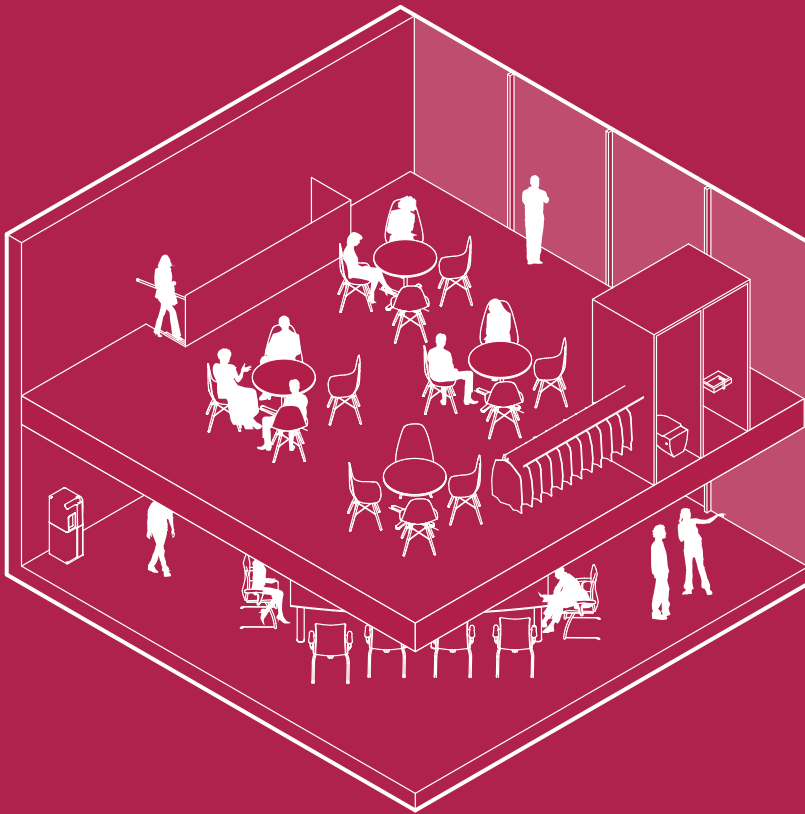
urban living room

relaxation and interaction



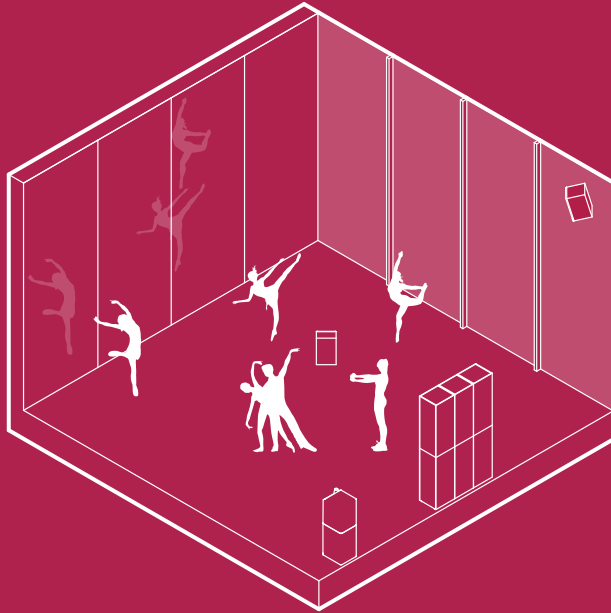
workshops

discuss and present



dance

show your moves



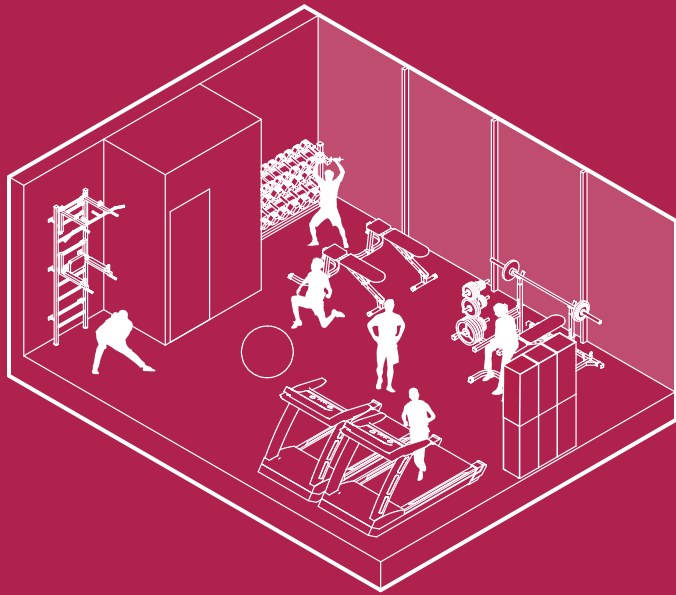
the digital

hologrammic experience



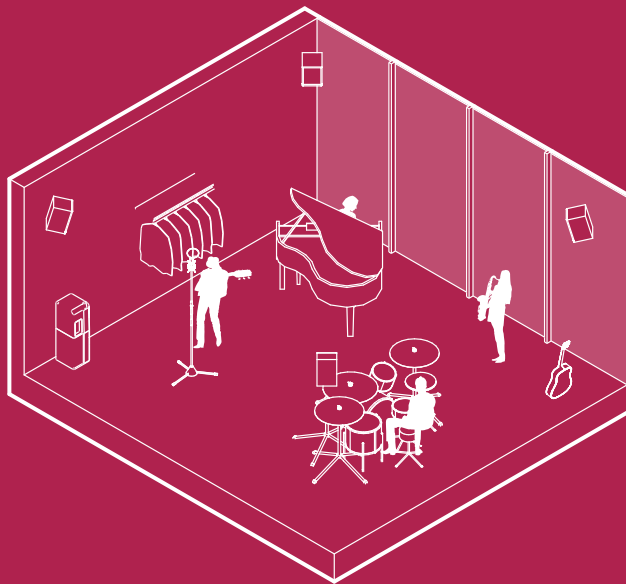
fitness

full-body workouts



music

connects different musical talents



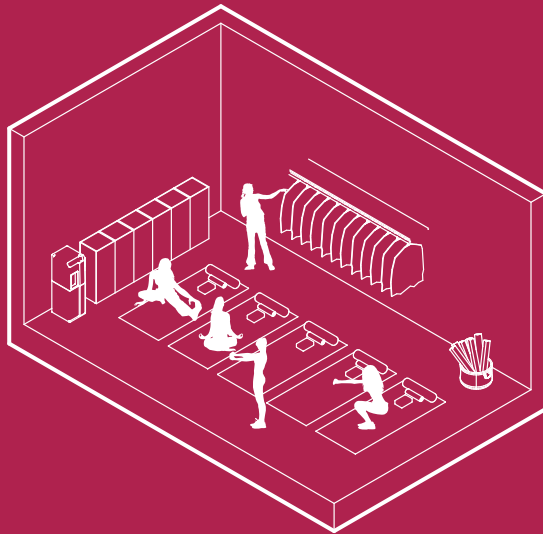
art

canvas painting and exhibitions

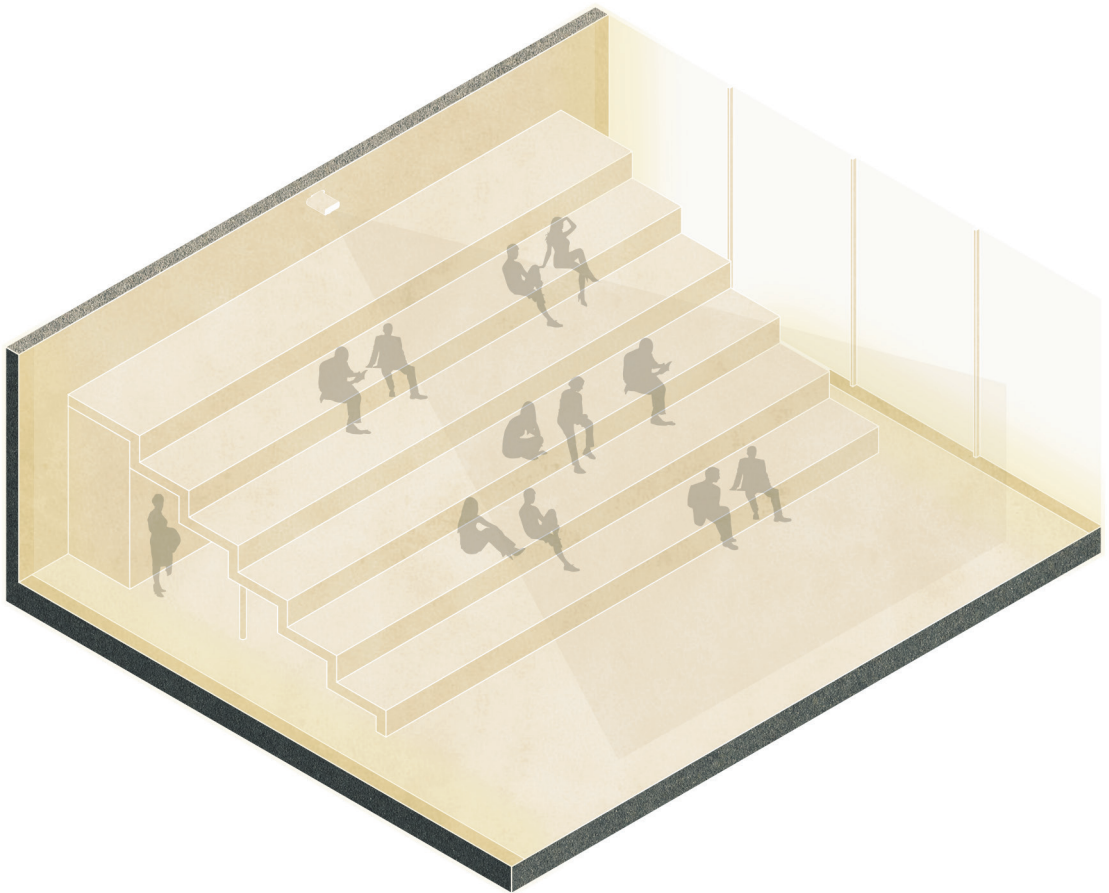
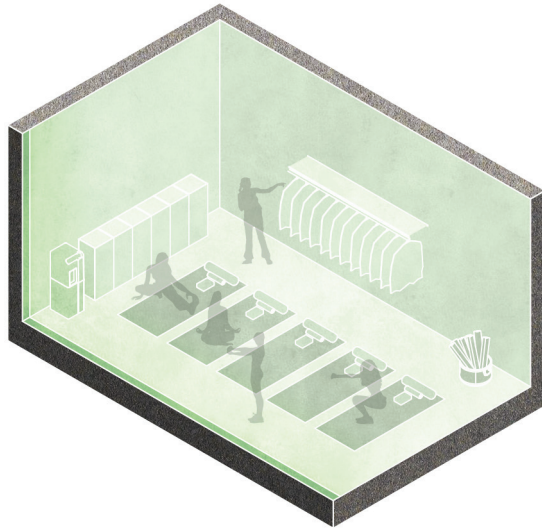


zen

a moment of contemplation and mental calmness

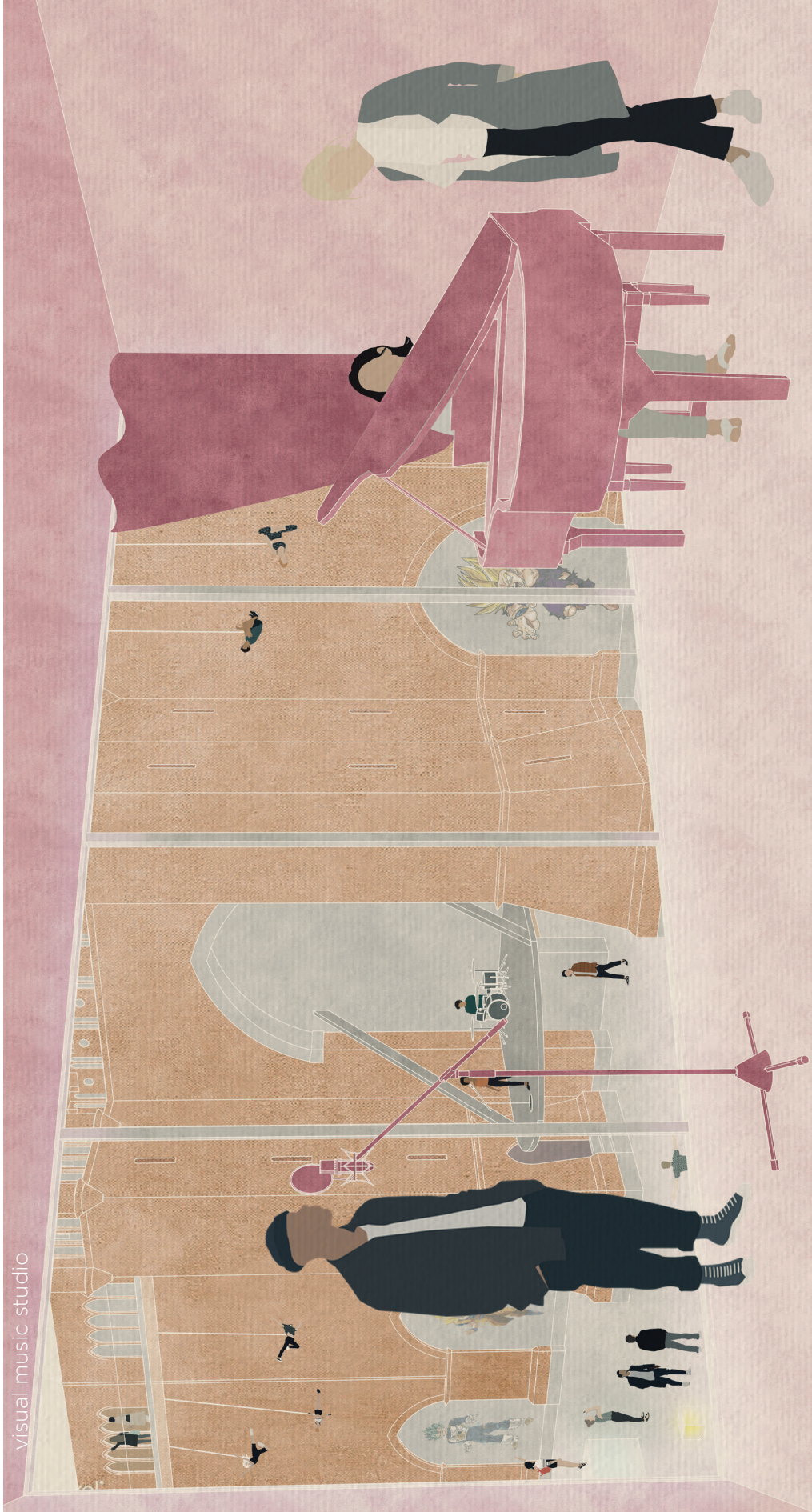


Design // Colours of Vesterbro



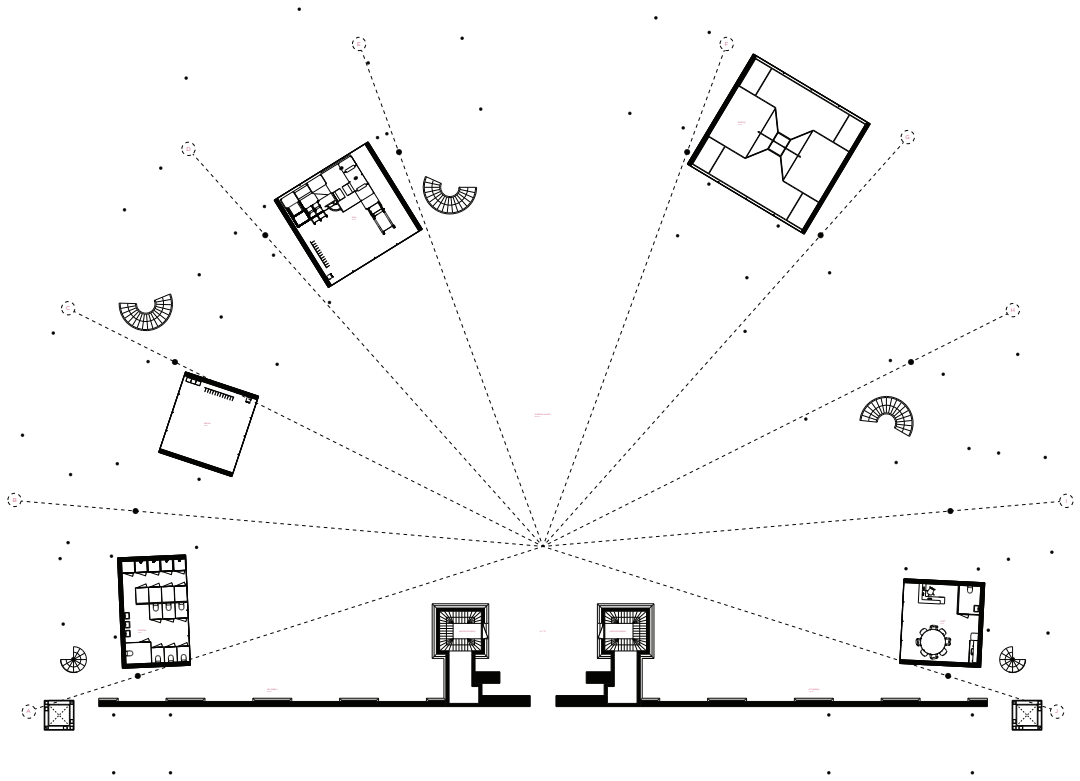


visual music studio

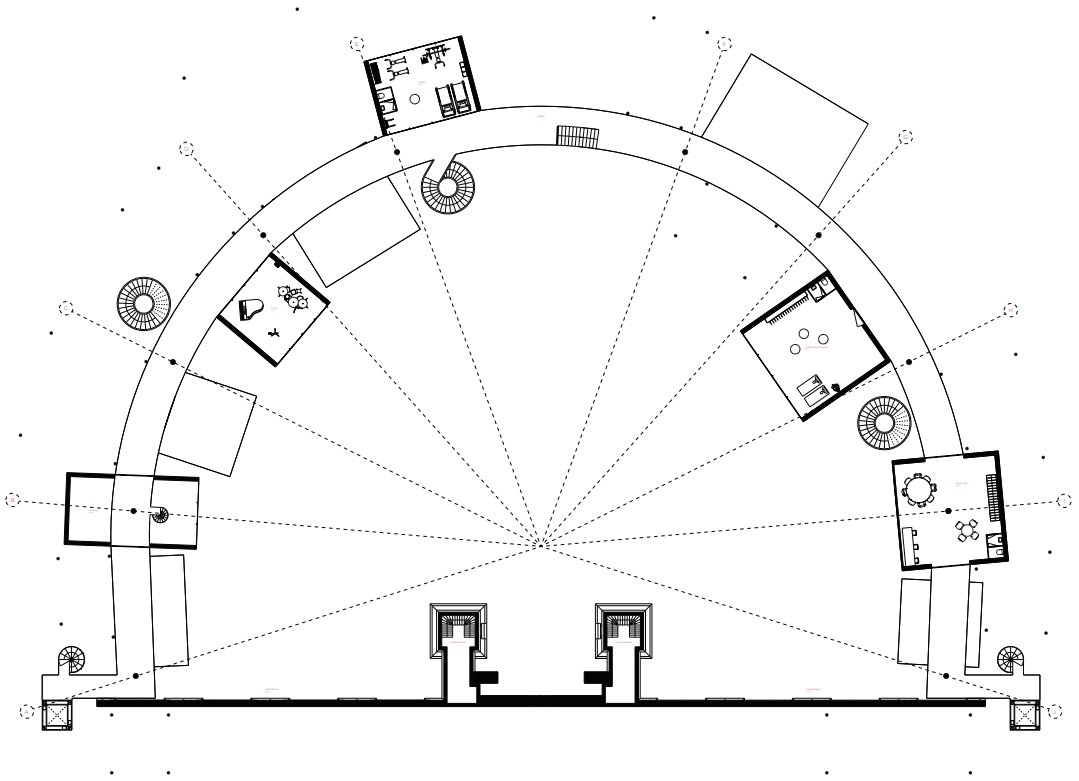


visual gym



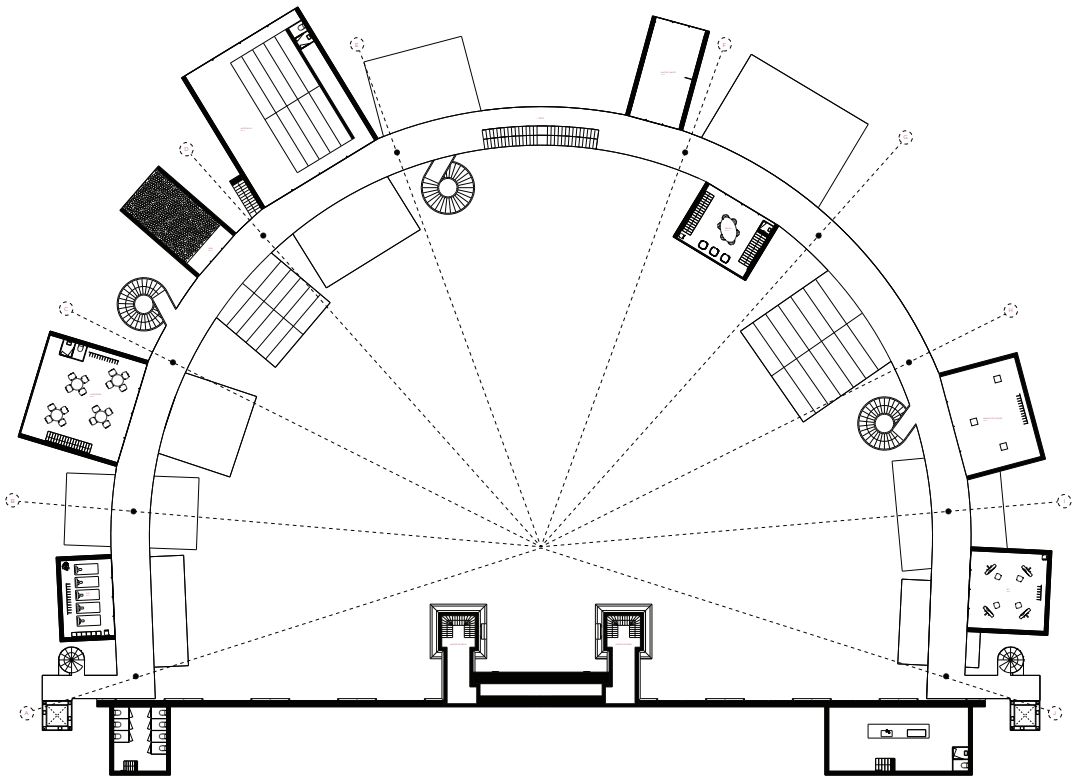


level 00

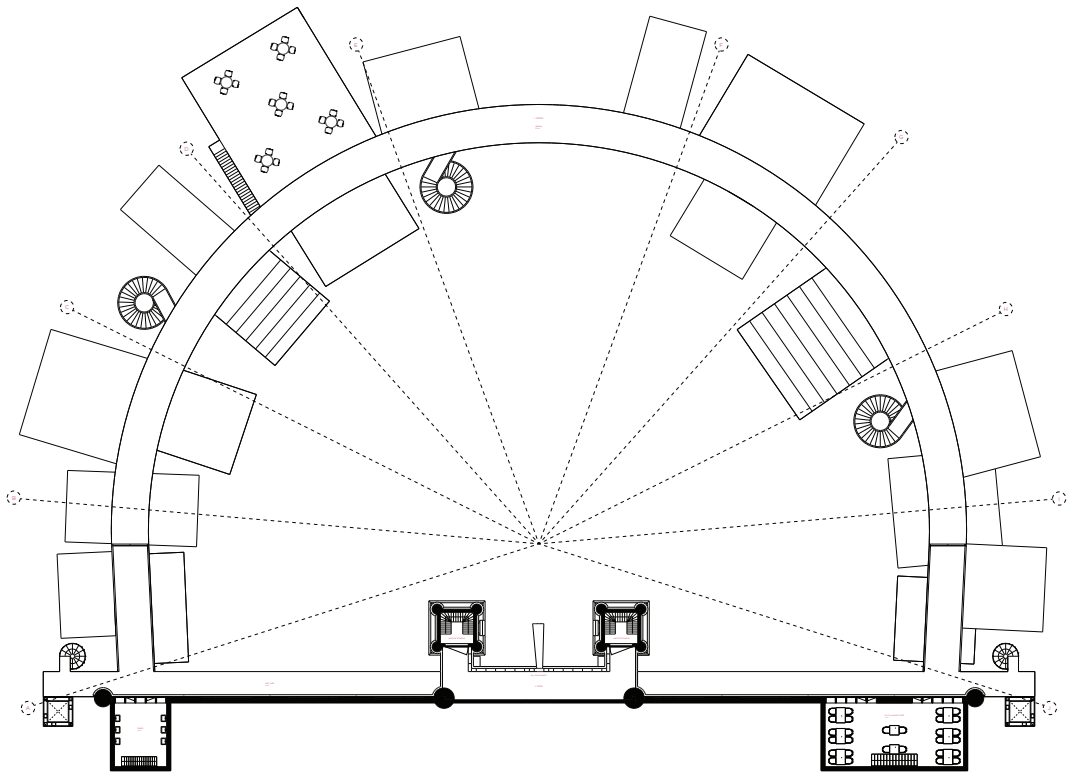


level 01



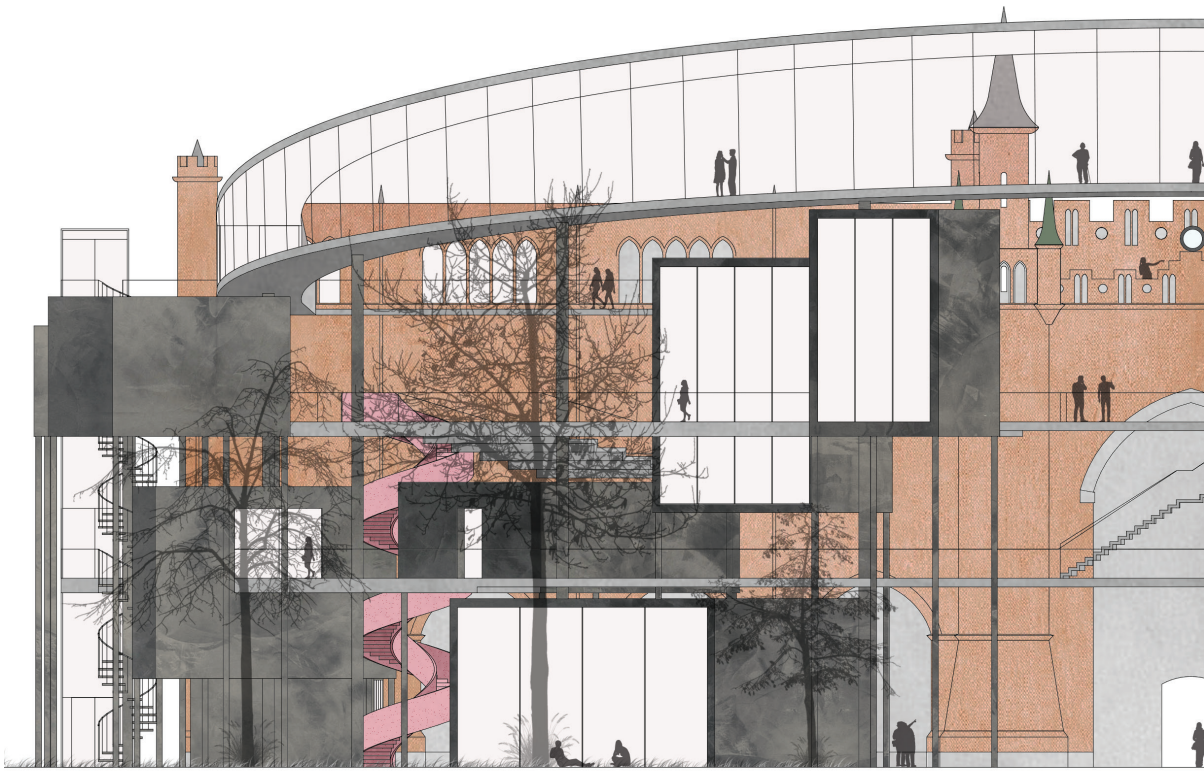


level 02



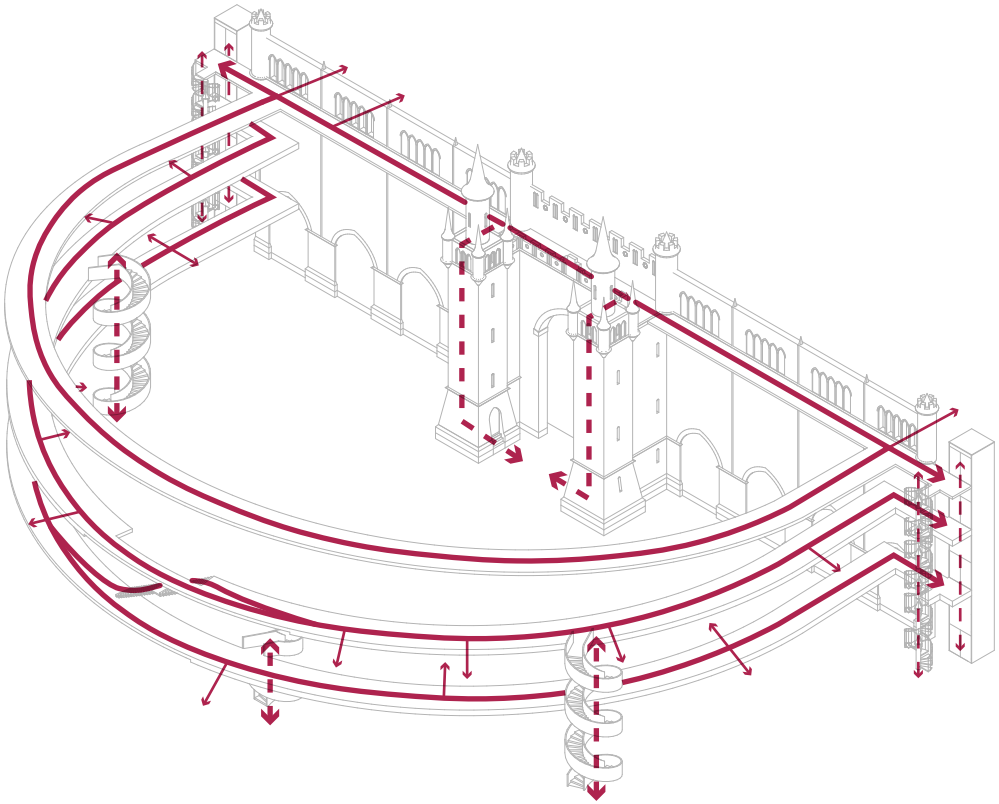
level 03





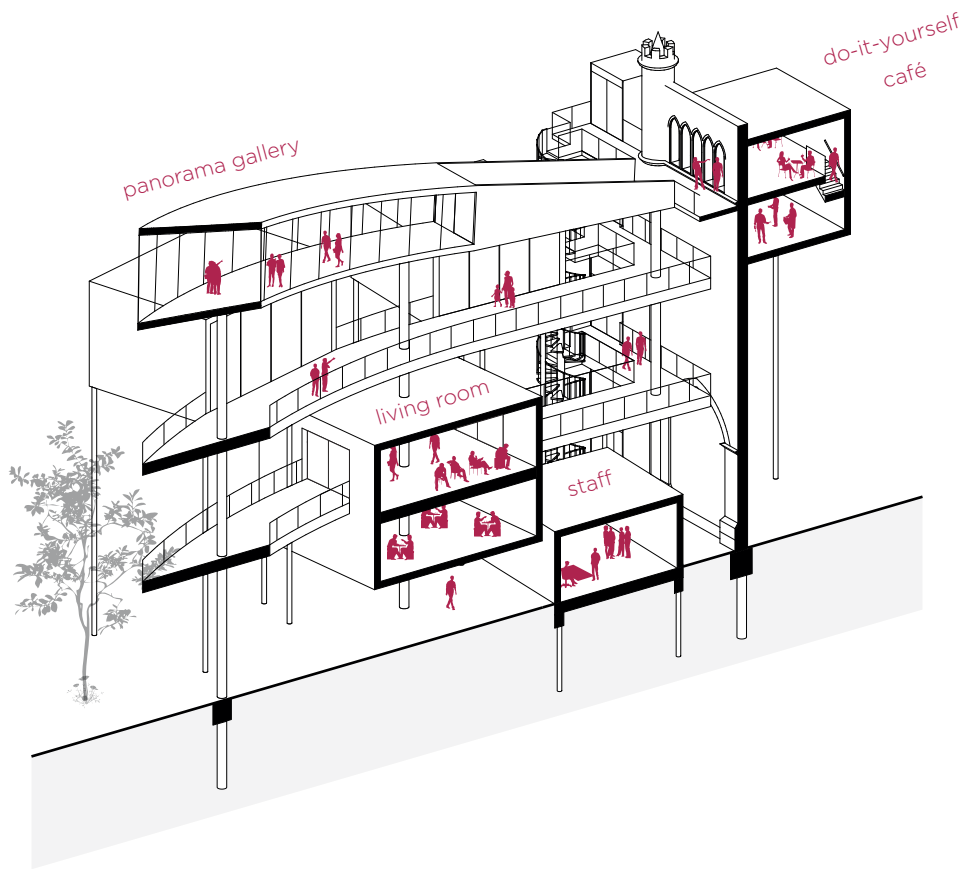
north elevation





The circulation of the building is mainly organized through galleries that lead to the interior blocks. The upper gallery is directly accessible through the towers of the wall. By extending the existing balcony of the wall towards both edges a continuous route is made, providing two important perspectives,

one towards the historical wall and another towards the new intervention. The spiral stairs tend to melt the first and second floor galleries together. By creating multiple vertical rising spots, a more spontaneous and adventurous route is achieved.



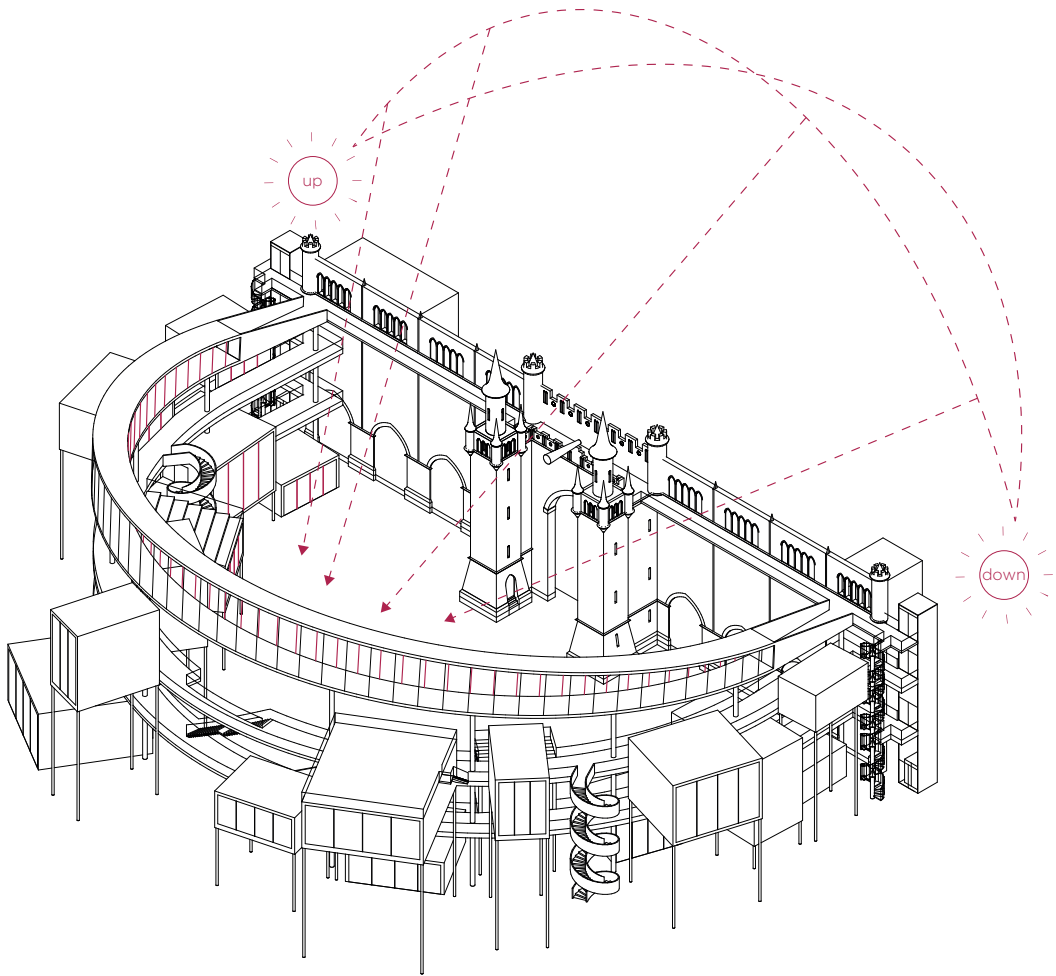
The section emphasizes the main characteristics of the building: blocks on the ground floor level, blocks that cross the galleries, blocks that are adjacent to the galleries, blocks that are situated behind the wall and the upper panorama gallery. This level provides an incredible panorama view

of the wall, the city and the sky and ends in a cozy café made accessible through the arches of the wall.

visual do-it-yourself café

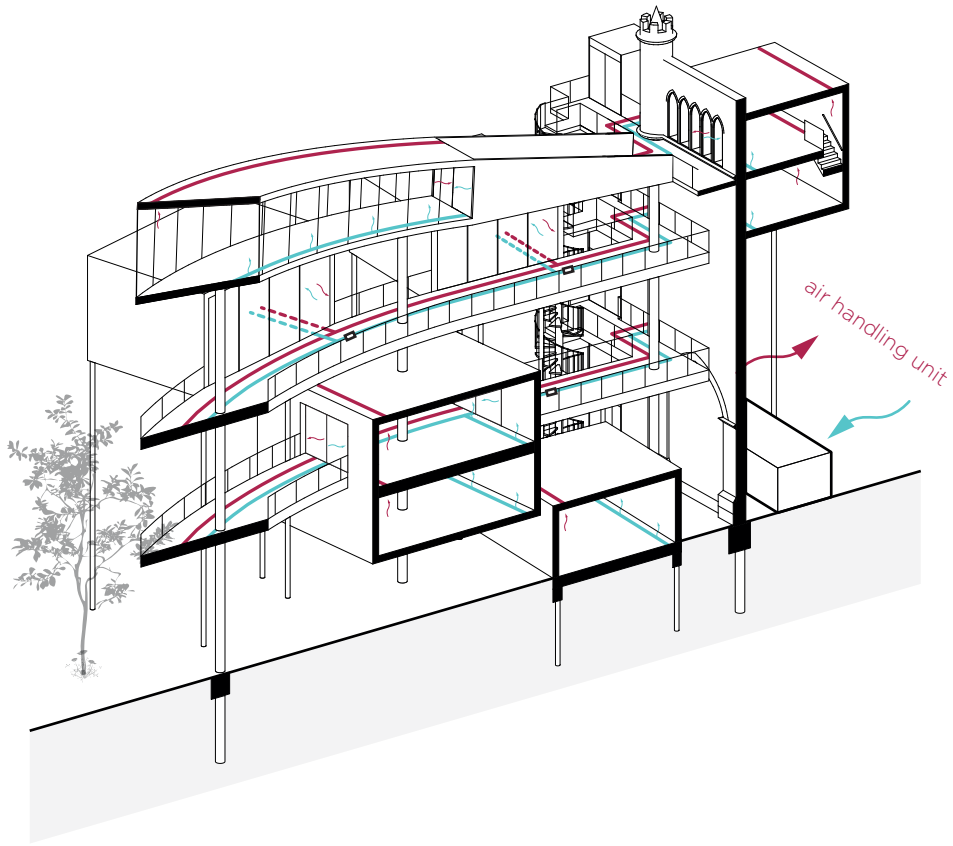




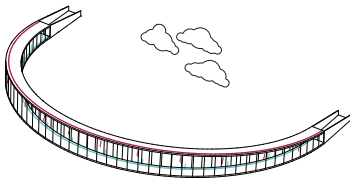


While the wall stands in the shadow, the new intervention is shaped in a way that it catches sunlight. During the day each block gets exposed to the sun. Therefore the windows are provided with transparent solar panels. This way,

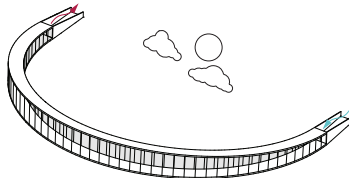
in each moment of the day energy is being generated in order to ventilate, cool and heat the building.



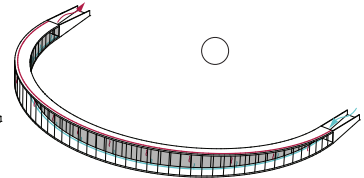
hue shift 0
mechanical



hue shift 1
natural

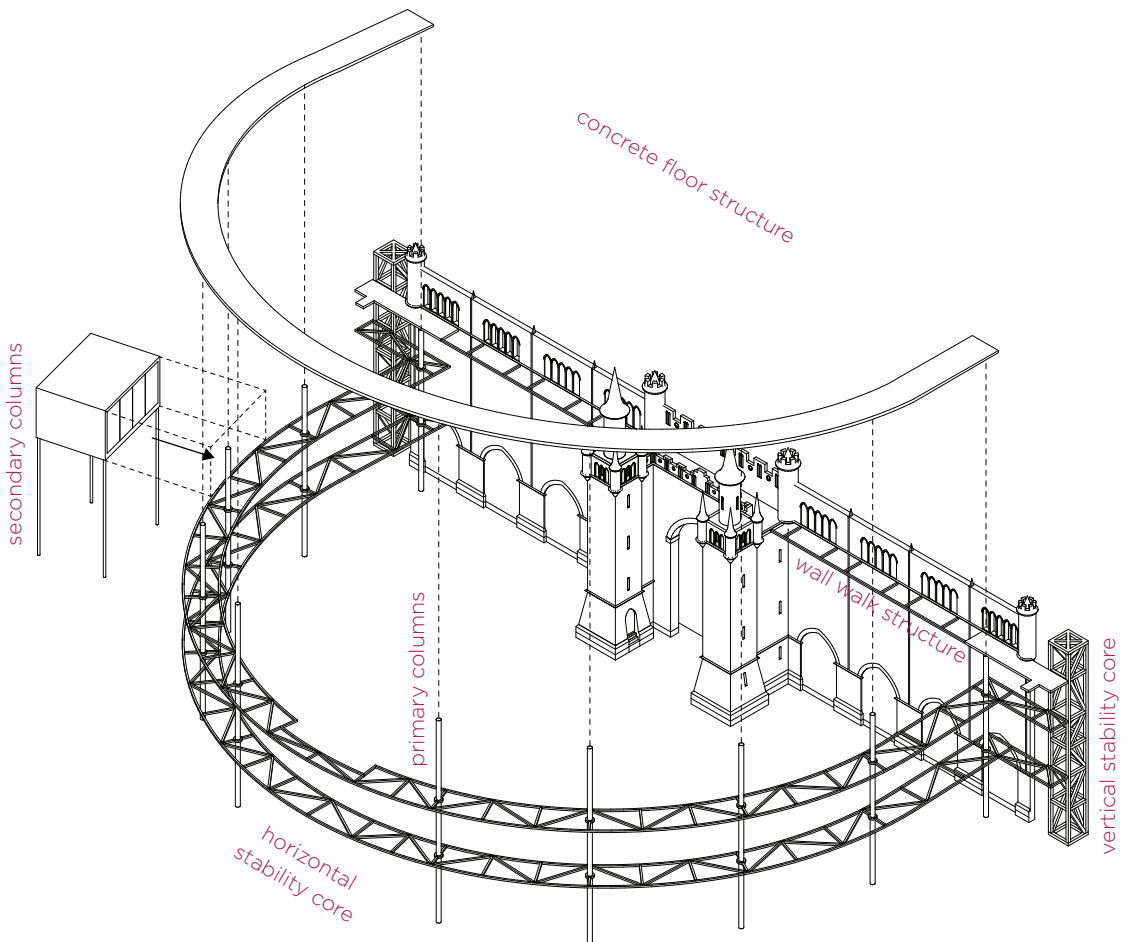


hue shift 2
mechanical & natural



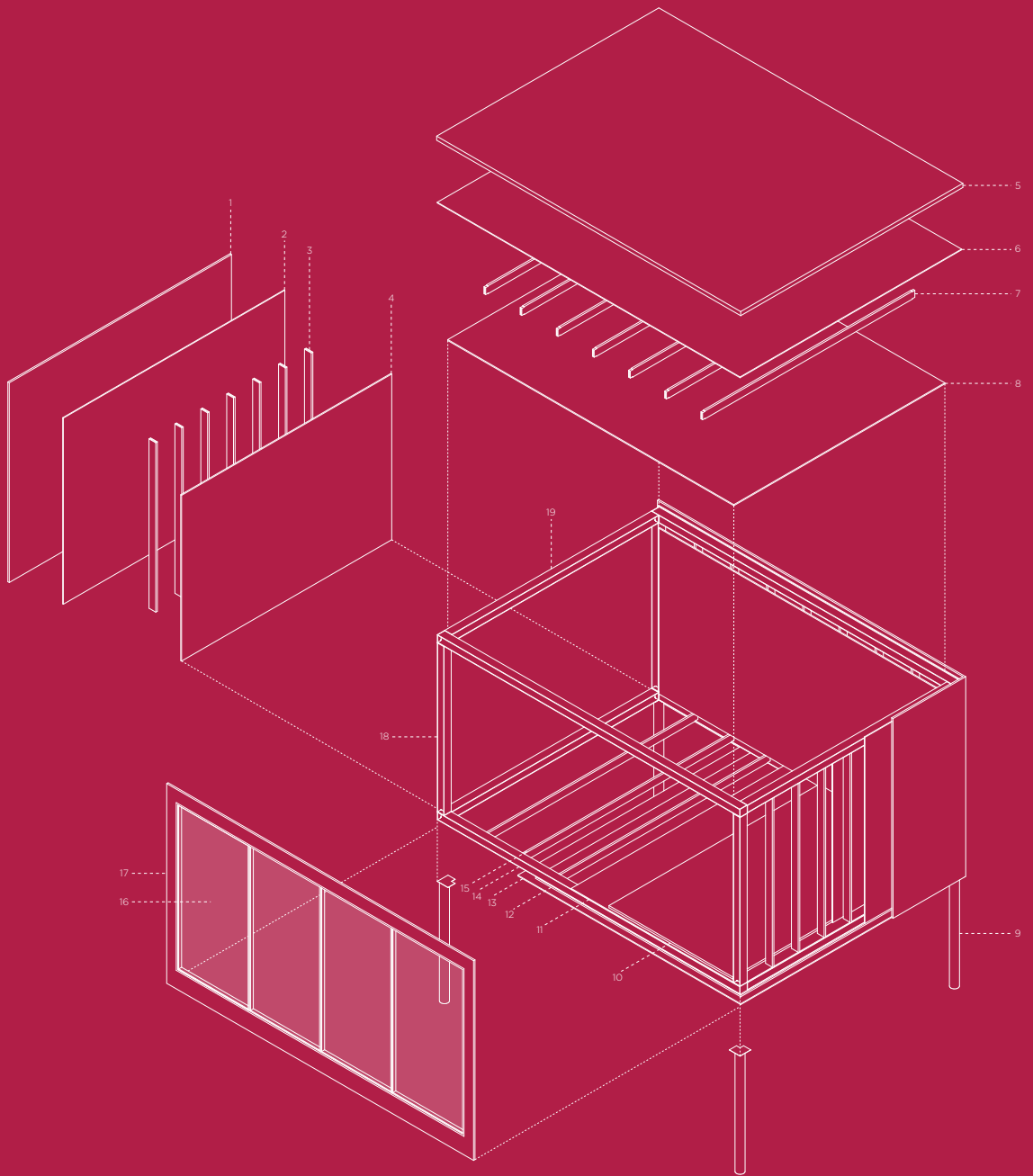
Heating, ventilation and air conditioning (HVAC) of the building is primarily done mechanically through air. Behind both corners of the wall an air handling unit is situated out of sight. Ducts are integrated in the floor of the

galleries and branch off to the blocks. In addition to that, natural ventilation serves as secondary system. Some blocks are ventilated single sided, while other blocks and the panorama gallery are cross ventilated.



All blocks are connected to a horizontal truss which serves as a backbone, unifying all components thus providing stability. The forces that work upon this structure are transferred to the ground through the vertical stability cores. There is a clear hierarchy in the order of columns. The primary

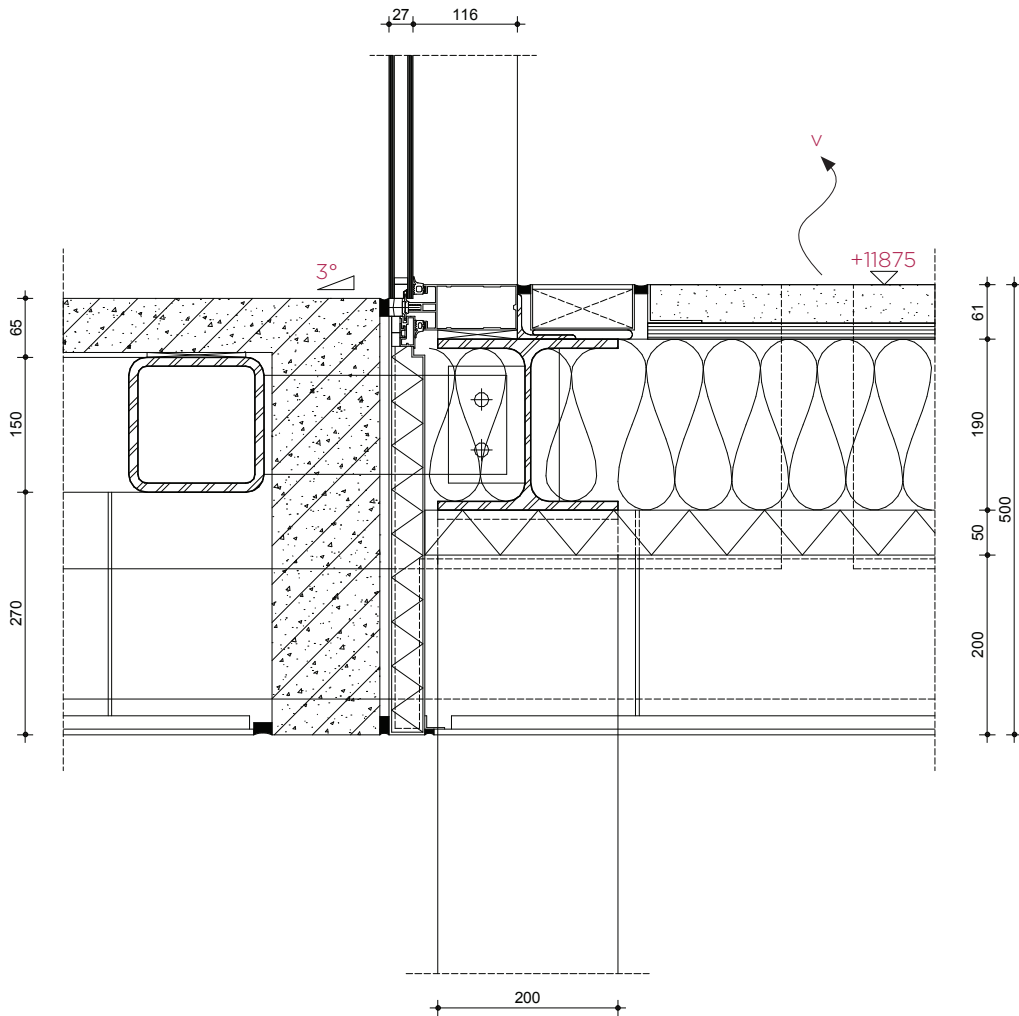
columns are not only made thicker for structural reasons, but also to serve as vertical guidelines towards the upper panorama gallery. Yet, to keep all columns as thin as possible, they are made of steel, poured with ultra-high performance concrete to ensure extra stiffness.



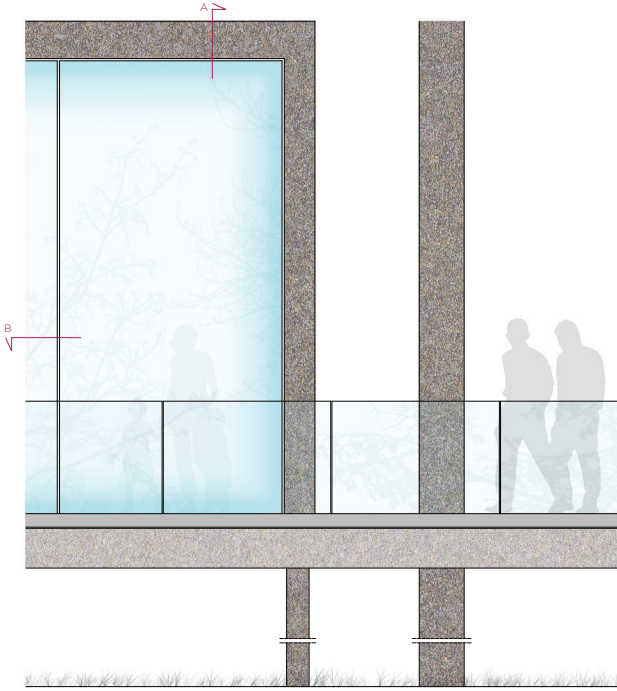
- 1 - roughly coated aluminium sandwich panel
- 2 - multiplex layer
- 3 - timber joisting
- 4 - finished plasterboard
- 5 - roughly coated aluminium sandwich panel
- 6 - multiplex layer
- 7 - timber joisting
- 8 - finished plasterboard
- 9 - roughly coated steel column with poured concrete
- 10 - poured resin floor finishing

- 11 - multiplex layer
- 12 - thermal layer
- 13 - roughly coated aluminium ceiling finishing
- 14 - steel HEA beam
- 15 - timber joisting
- 16 - double glazed curtain wall with transparent solar panels
- 17 - roughly coated aluminium sandwich panel
- 18 - steel HEA column
- 19 - steel HEA beam

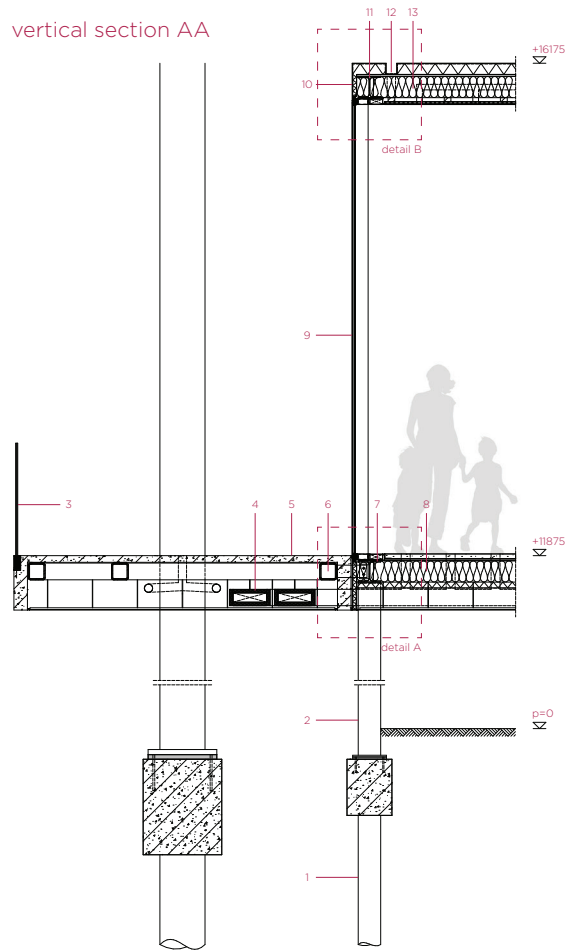
detail A



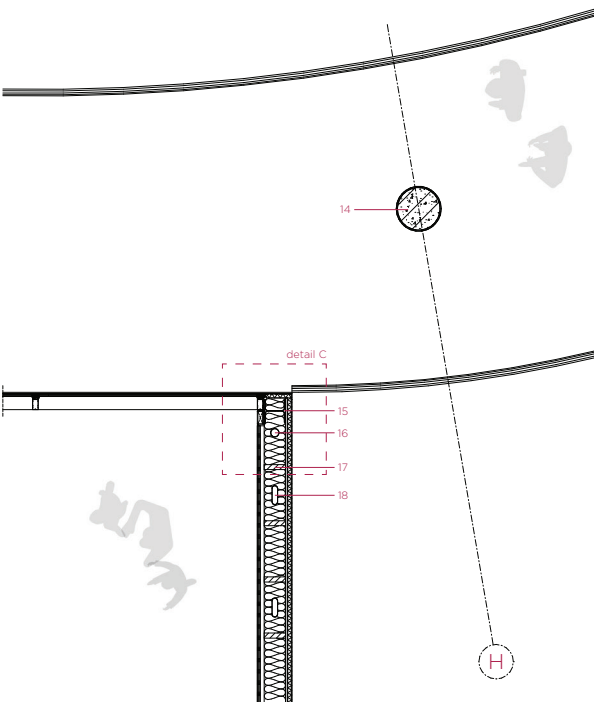
elevation



vertical section AA

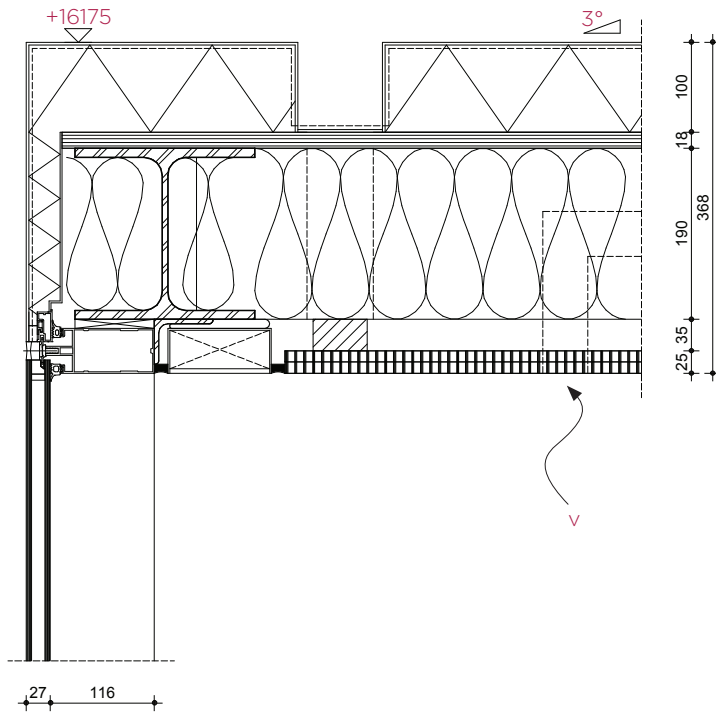


horizontal section BB

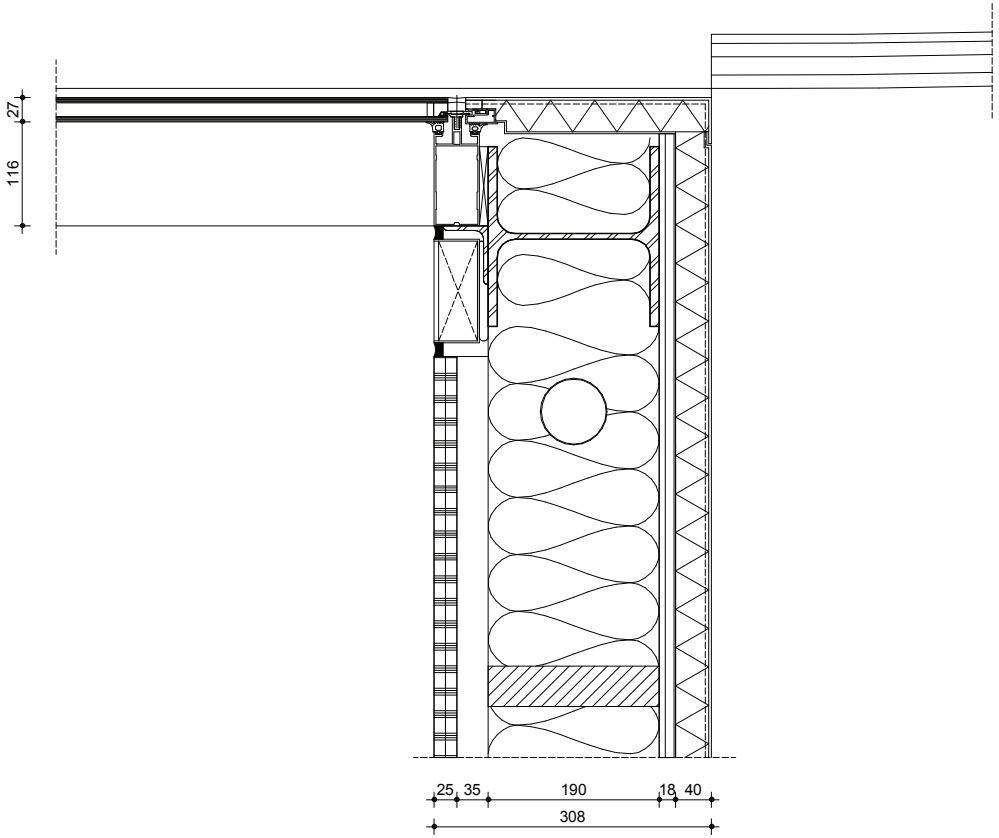


- 1 - steel pipe pile with poured concrete
- 2 - roughly coated steel column with poured UHP concrete
- 3 - glass railing
- 4 - installation duct
- 5 - prefab concrete element
- 6 - steel horizontal truss 150x150mm
- 7 - HE200A beam
- 8 - timber joisting
- 9 - double glazing with transparent solar panels
- 10 - roughly coated aluminium sandwich panel
- 11 - HE200A beam
- 12 - roof gutter
- 13 - timber joisting
- 14 - roughly coated steel column with poured UHP concrete
- 15 - HE200A column
- 16 - rainwater pipe
- 17 - timber joisting
- 18 - ventilation duct

detail B



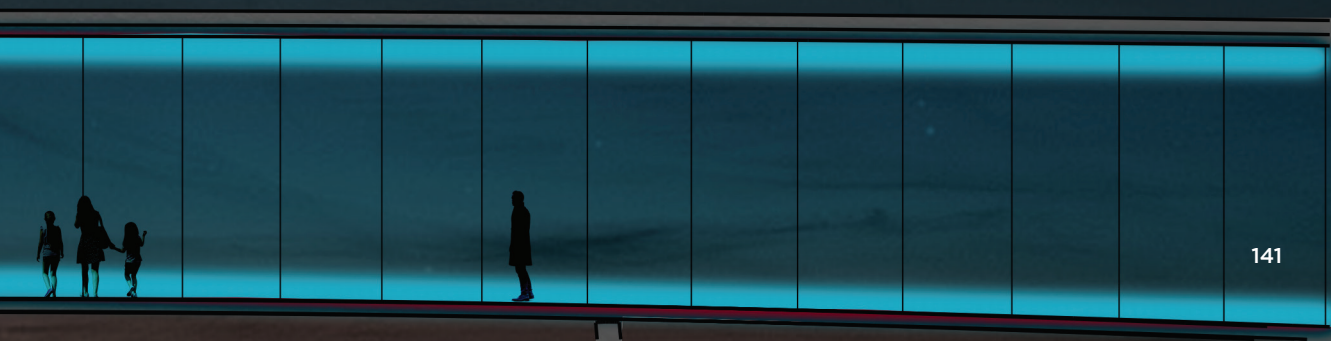
detail C



now enjoy your privileged view



by looking through the telescope



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