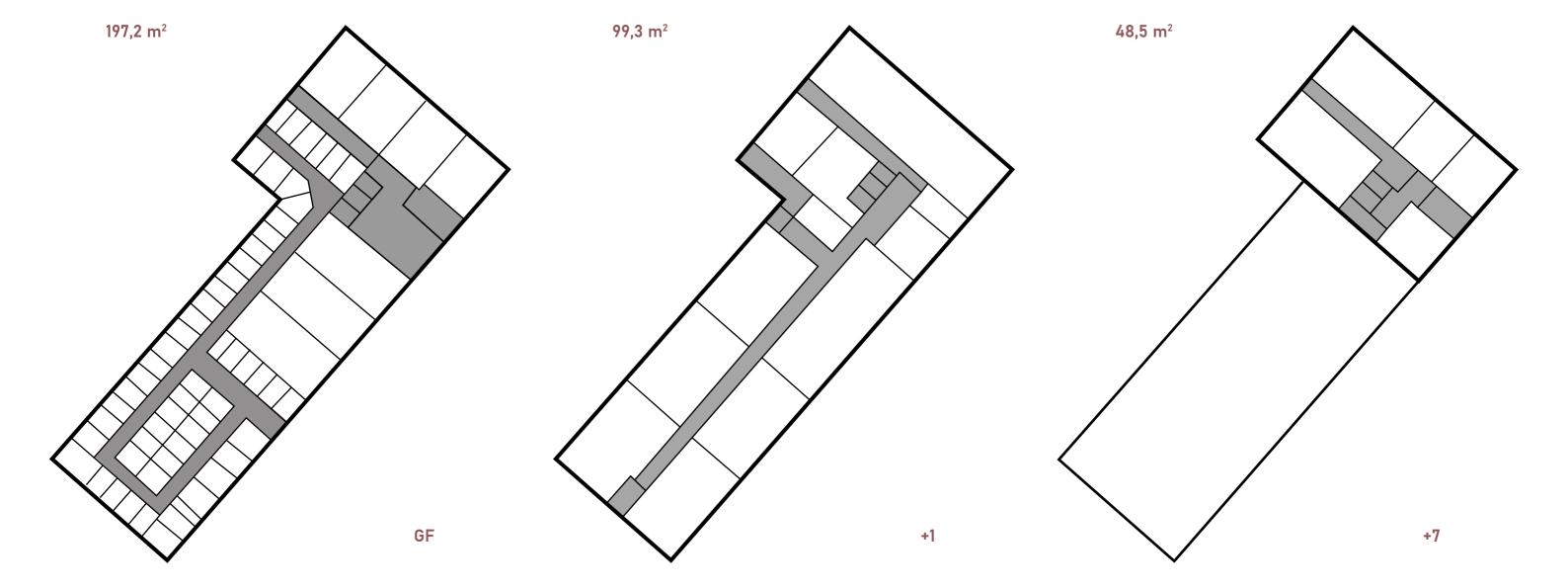
CREAT(IV)E COMMUNITY GROUND

Erasing dwelling anonymity in the 'lost' spaces

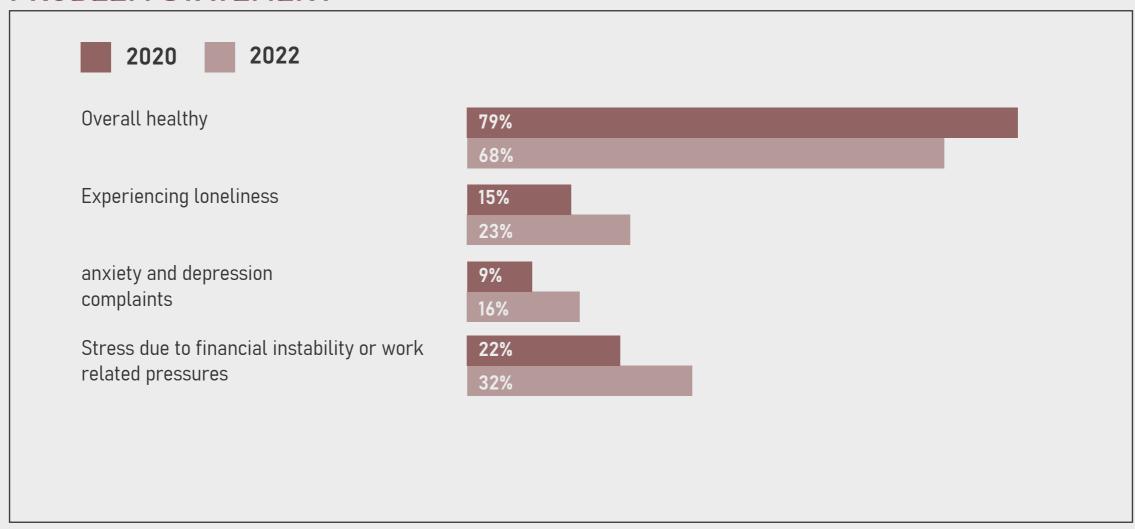
CONTENT

FASCINATION
PROBLEM STATEMENT
RESEARCH QUESTION
DESIGN PRINCIPLES, STRATEGIES & TOOLS
RESEARCH CONCLUSION
LOCATION
DESIGN
BUILDING TECHNOLOGY





PROBLEM STATEMENT

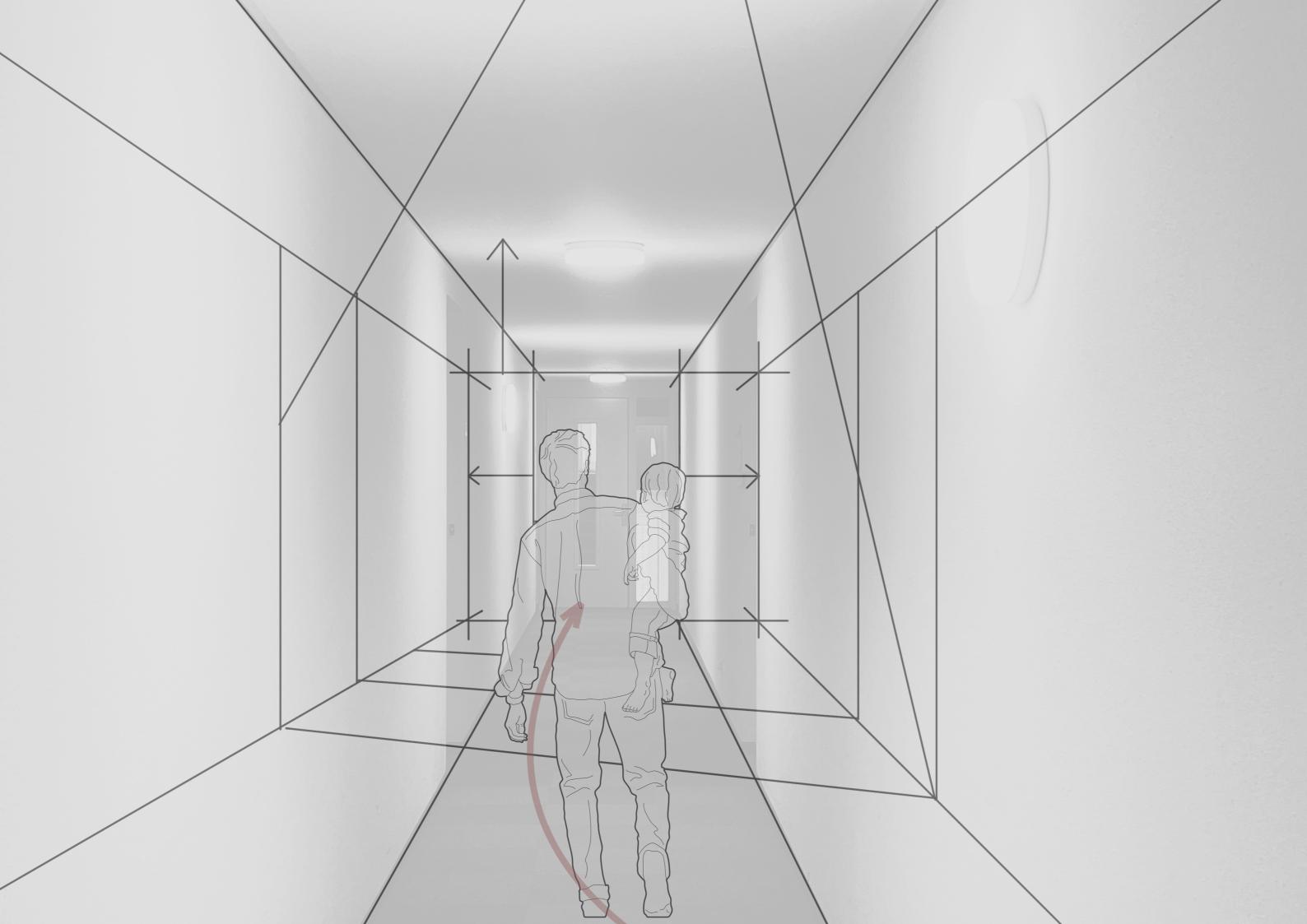


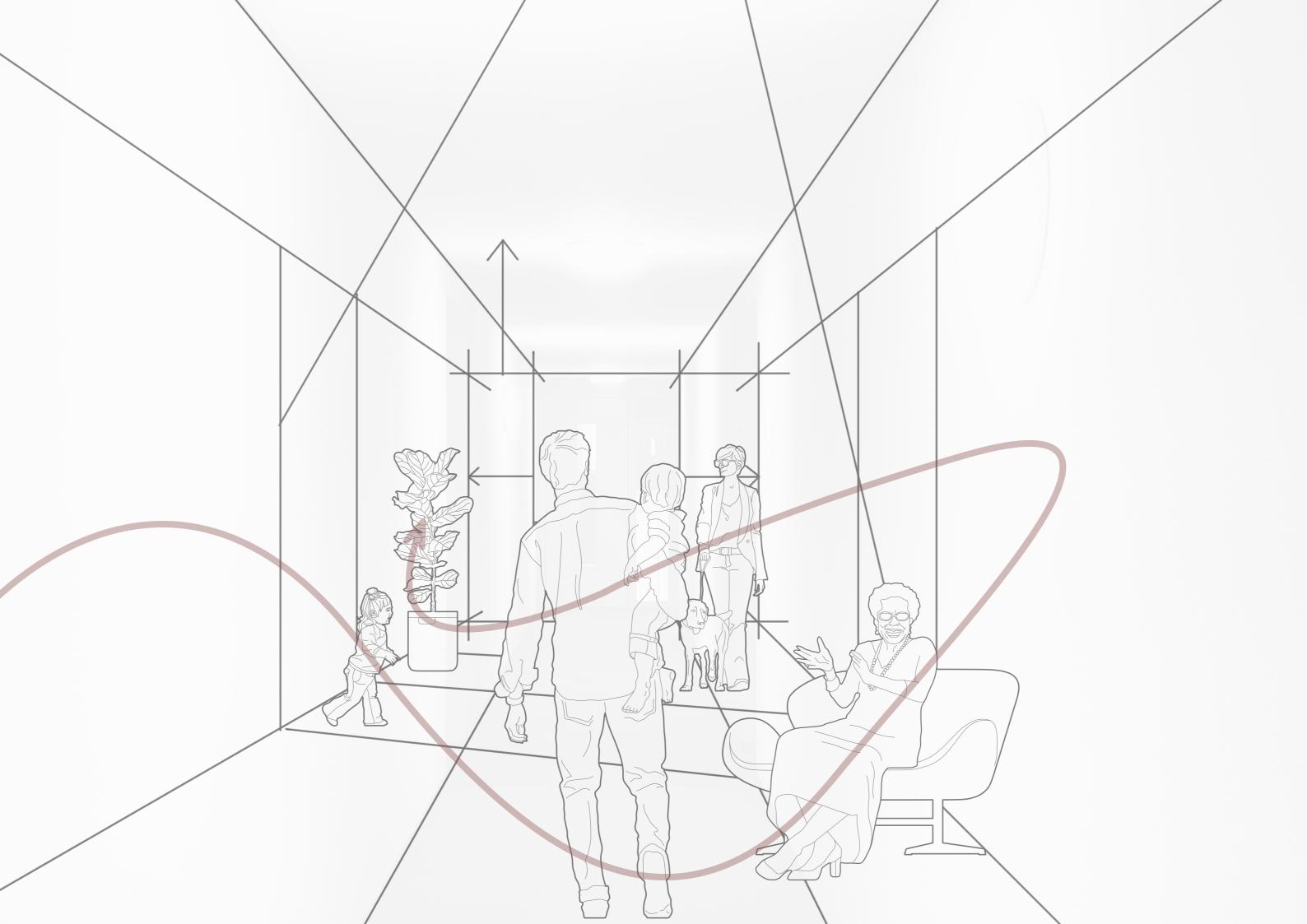
QUOTE

"An urban setting or atmosphere can alienate and disconnect us from the cultural, social and human context, or it can enroot us, and make us feel grounded, accepted and supported."

RESEARCH QUESTION

How can we design the transitional 'lost' spaces, of a vertical dwelling complex, to be a multifunctional place of engagement for a diversity of users?



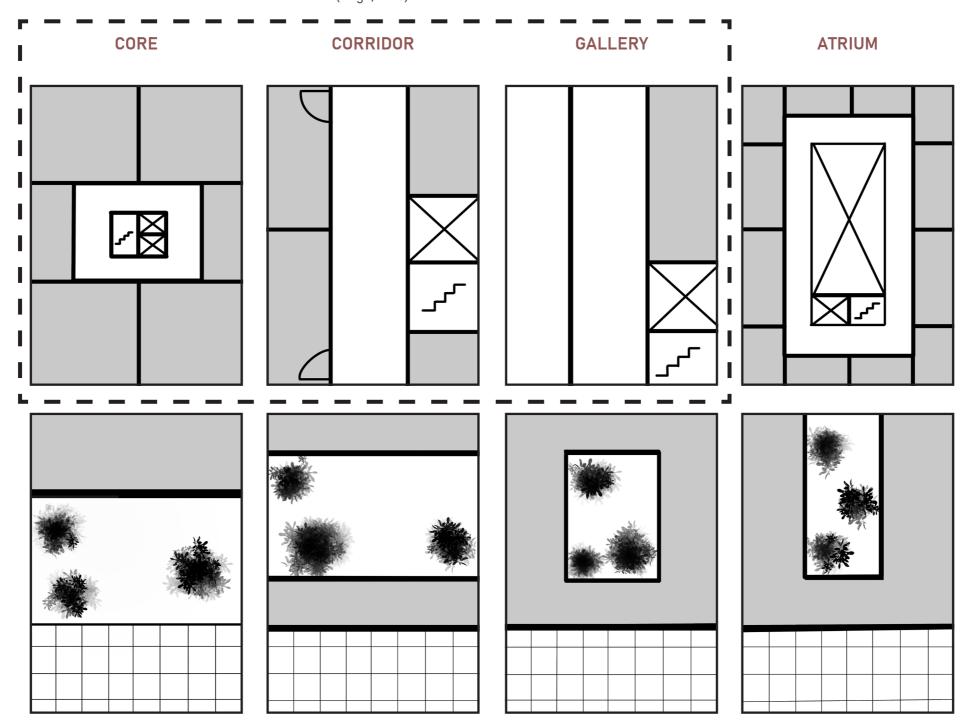


QUOTE

"Practices of commoning significantly create new relationships between people. They stimulate creative encounters and negotiations, through which all kinds of 'sharing' are organized and communal life is shaped."

TRANSITIONAL SPACES

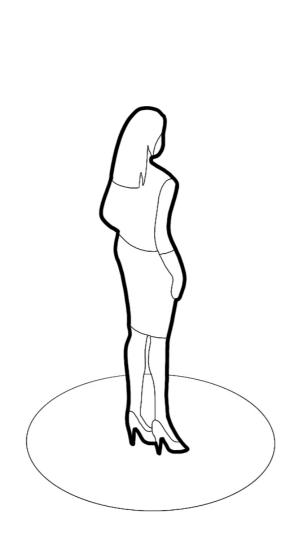
Transitory and functional: lack of historical and identity elements, characterized by excess and acceleration of time, space and individualism. (Augé, 1995)

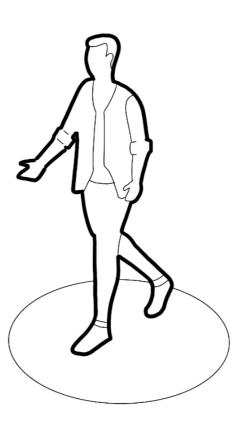


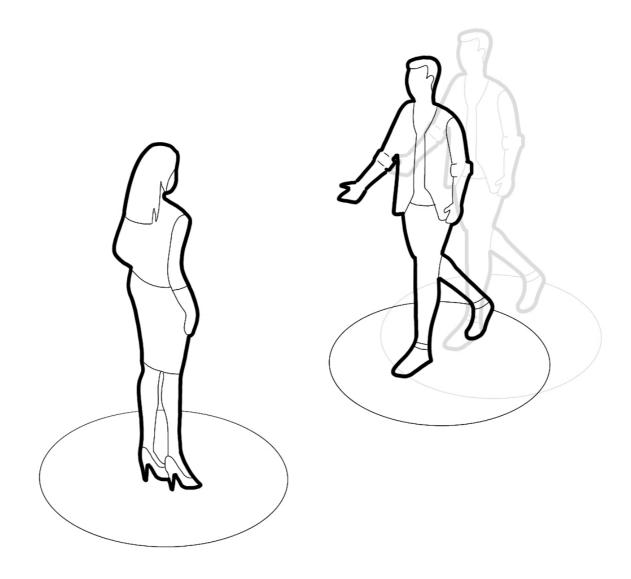
COURTYARD

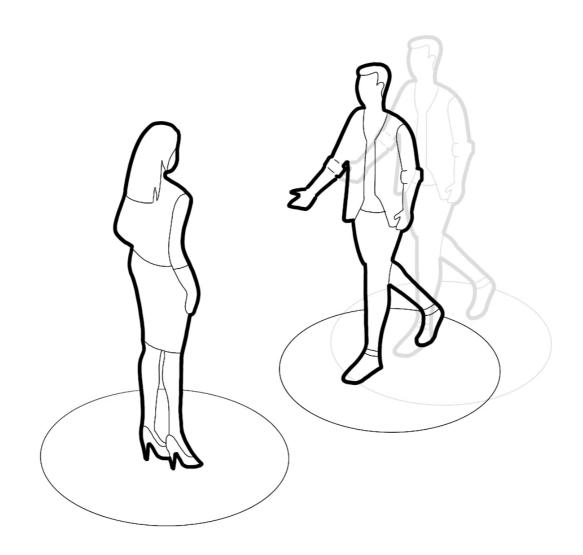
Greenery is used for place-making. Courtyards cause friction in movement the openness overlooking the space. Another reason to implement courtyards is because taking care of them promotes stay and participation from others, it creates familiarity & trust which is essential in the operation of public and communal places.

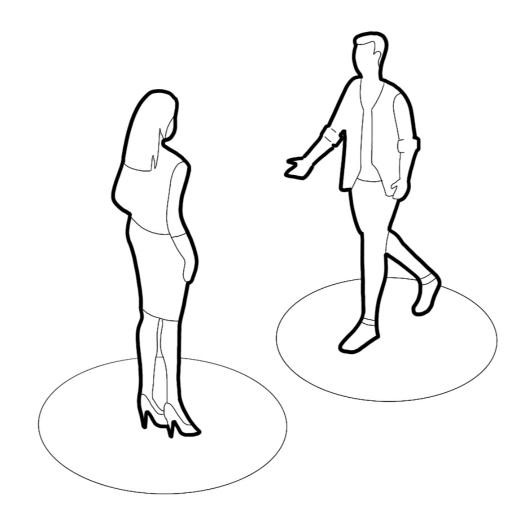
(Amin, 1995)

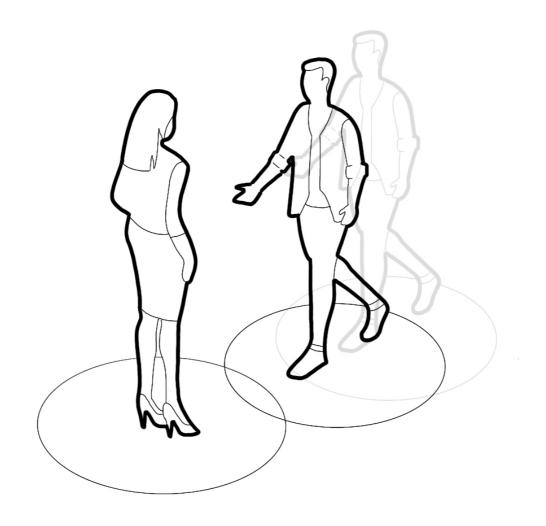


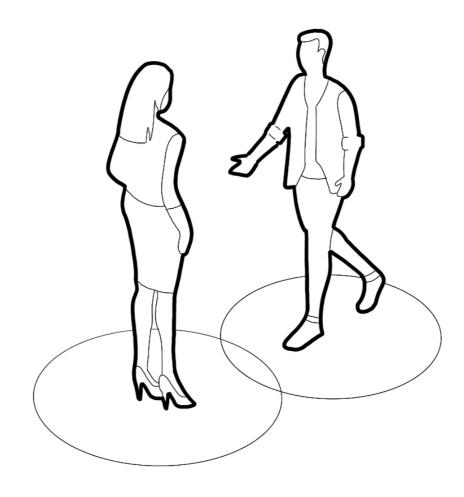


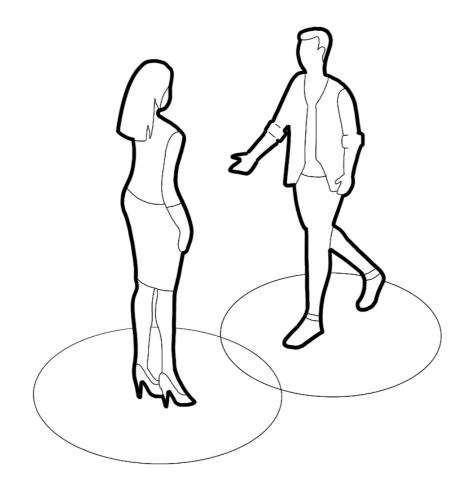


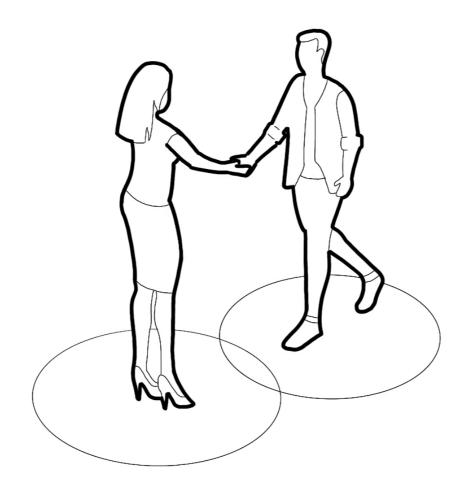






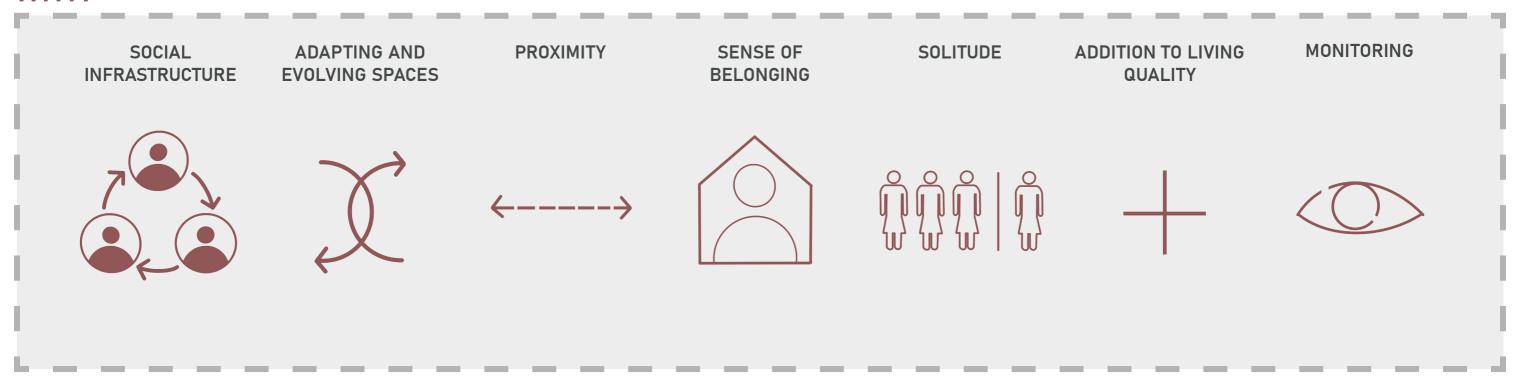






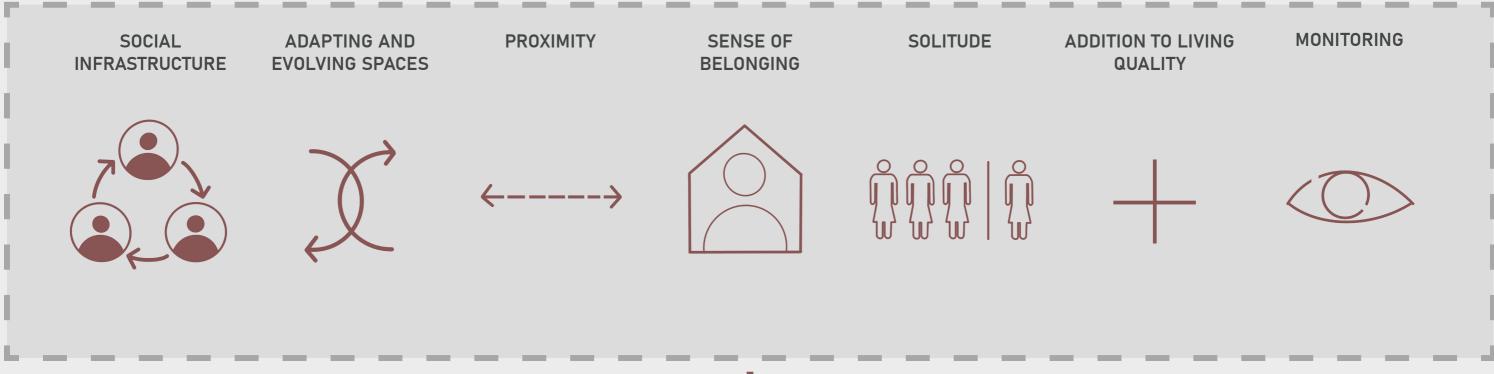
DESIGN PRINCIPLES

WHY?



DESIGN PRINCIPLES

WHY?





DESIGN PRINCIPLES

WHY?





HOW?

DIFFERENT BUILDING **TYPOLOGIES**

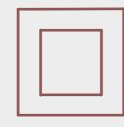
CLEAR BOUNDARIES

FLEXIBEL & **ACCESSABLE**

CREATING **OPPORTUNITIES** COMMUNAL SPACES FOR PARTICIPATION

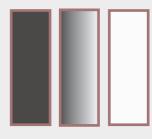
BALANCING **PUBLIC AND PRIVATE ACTIVITIES**





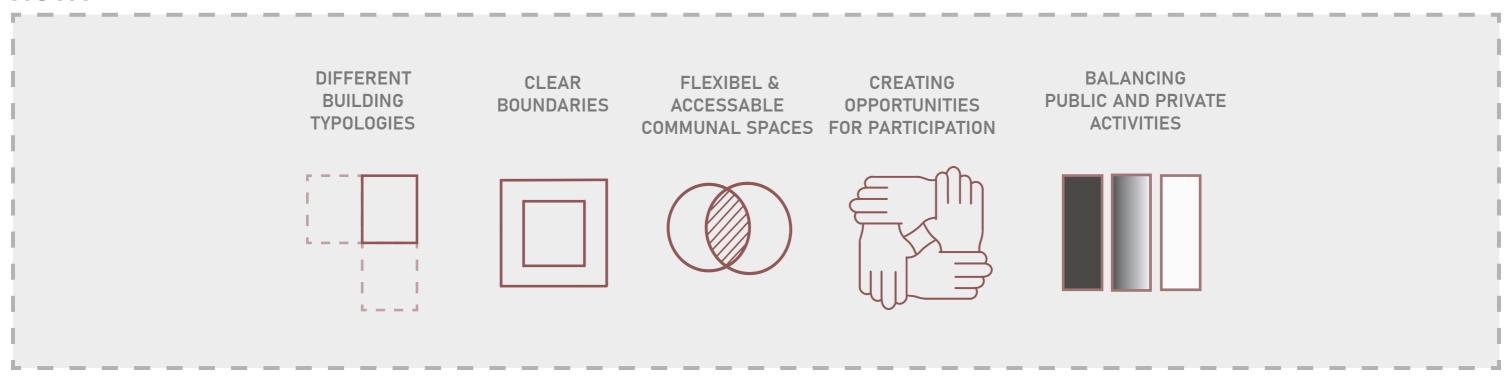






DESIGN STRATEGY

HOW?



DESIGN STRATEGY

HOW?

DIFFERENT BUILDING **TYPOLOGIES**

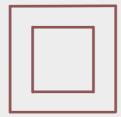
CLEAR BOUNDARIES

FLEXIBEL & ACCESSABLE

CREATING **OPPORTUNITIES** COMMUNAL SPACES FOR PARTICIPATION

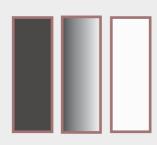
BALANCING **PUBLIC AND PRIVATE ACTIVITIES**













DESIGN STRATEGY

HOW?

DIFFERENT BUILDING **TYPOLOGIES**

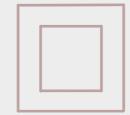
CLEAR BOUNDARIES

FLEXIBEL & ACCESSABLE

CREATING OPPORTUNITIES COMMUNAL SPACES FOR PARTICIPATION

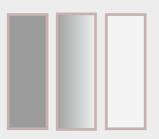
BALANCING **PUBLIC AND PRIVATE ACTIVITIES**





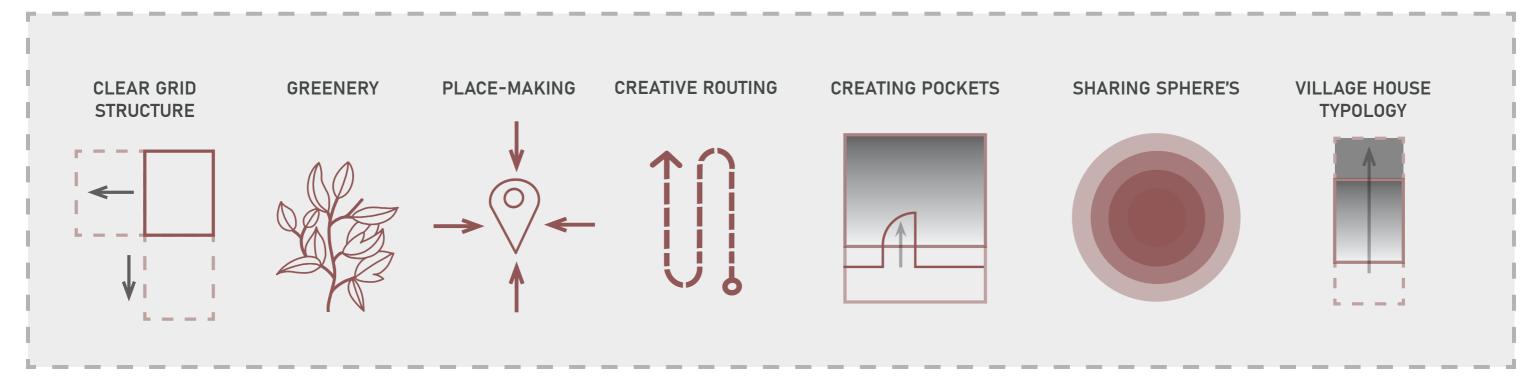








WHAT?



TARGET GROUP



YOUNG PROFESSIONALS



SINGLE PERSON HOUSEHOLD

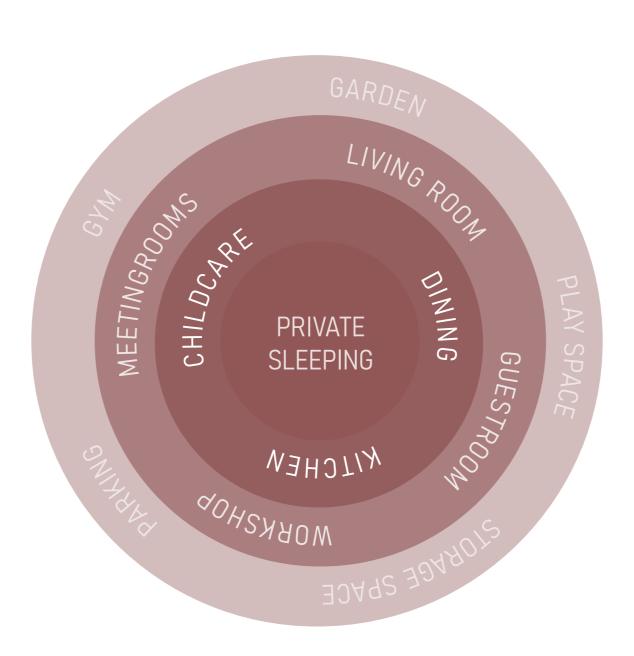


STARTING FAMILIES

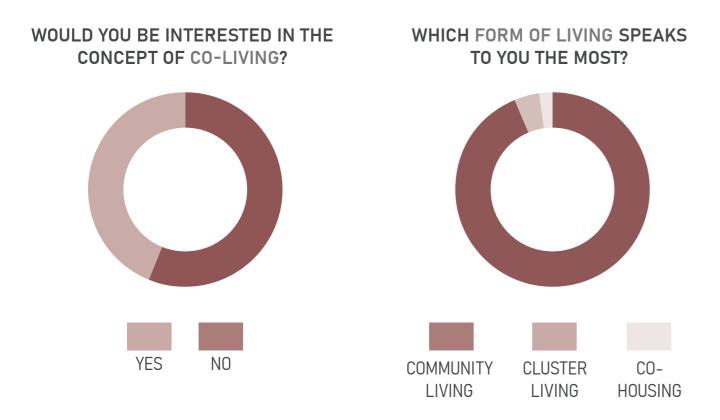


SINGLE PARENTS HOUSEHOLD

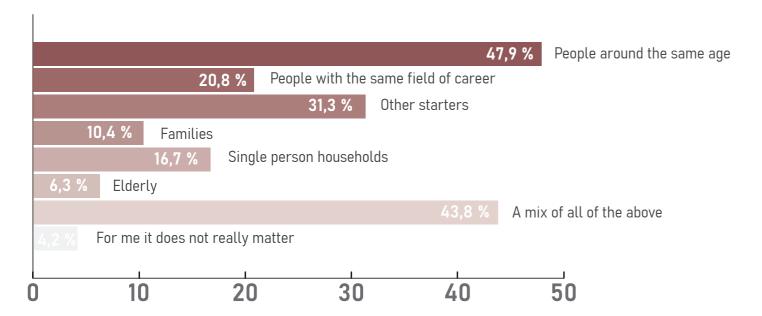
SHARING SPHERE'S



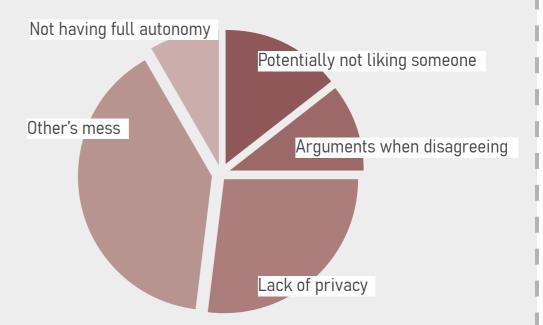
SURVEY



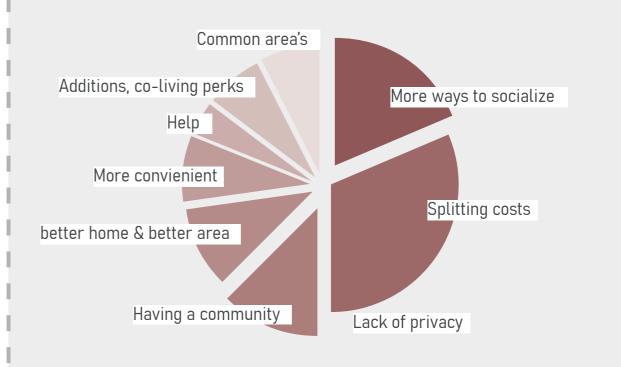
WHO WOULD YOU BE MOST COMFORTABLE SHARING THESE COMMON SPACES WITH?



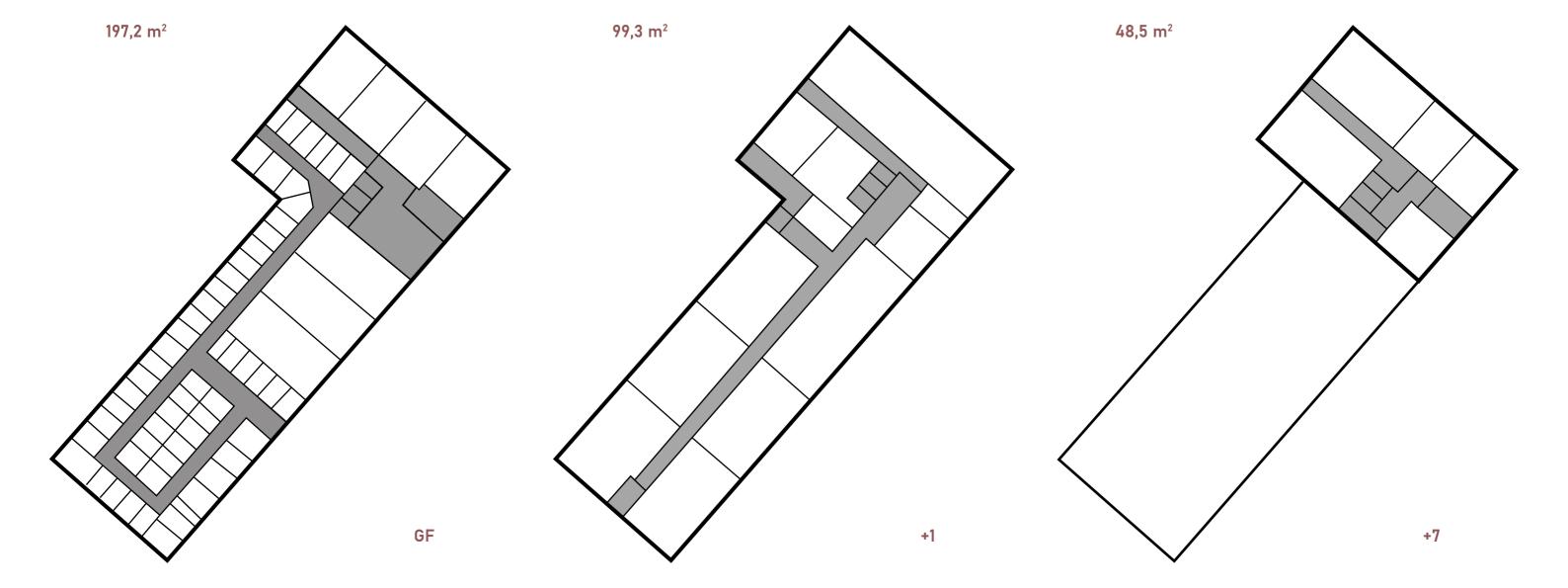
WHAT DO YOU THINK WILL BE THE BIGGEST CON OF CO-LIVING?



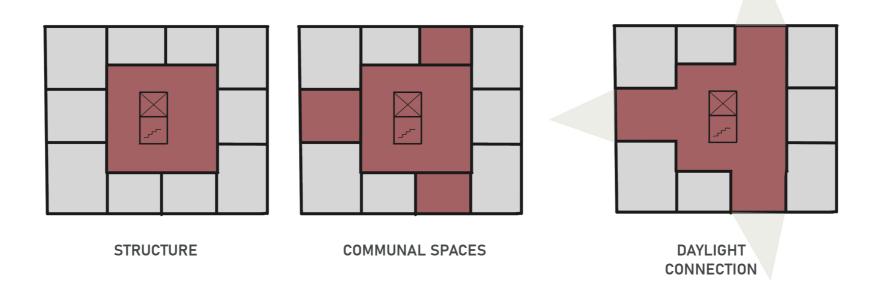
WHAT DO YOU THINK WILL BE THE BIGGEST PRO OF CO-LIVING?

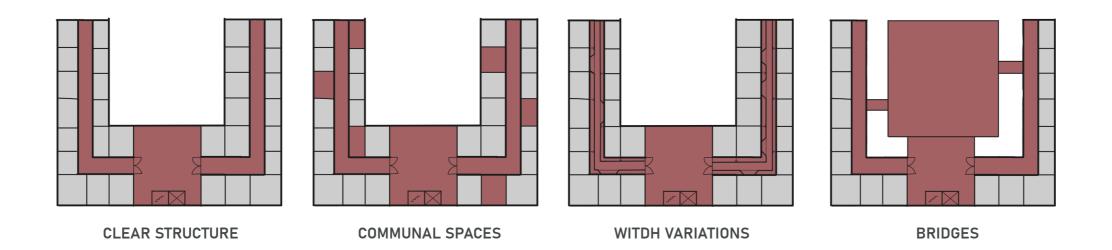


PUBLIC	YES	GARAGE	GARDEN LIBRARY GYM	ROOFTOP W(LAUNDRY ROOM ORKSPACE		
			OTH	ATELIER	WORKPLACE		
SEMI - PUBLIC					LIVING ROOM	MEDITATION SPACE	DINING PLACES
	NEUTRAL						
COLLECTIVE	N N						KITCHEN
SEMI - PRIVATE	≣						DATUDOOM
							BATHROOM
							TOILET
PRIVATE	0						BEDROOM



SPATIAL EXPLORATION





RESEARCH CONCLUSION

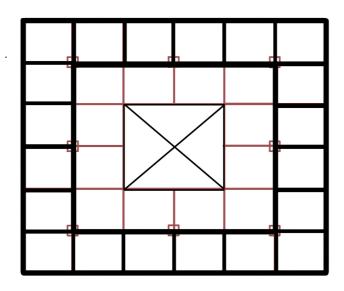
"implementing elements as simple as; daylight, greenery and creating open spaces for individualisation to be able to emerge. Hereby residents will already feel more of a sense of belonging to this place. It awakens a sense of responsibility, because a lot of them require to be maintained. Maintanance comes with participation, which needs social interaction.

Where participation emerges, relationships between residents can be build."

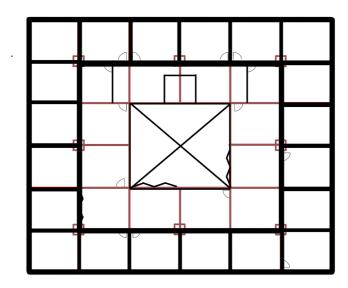
BUILDING DESIGN MORPHOLOGY

CLEAR STRUCTURE

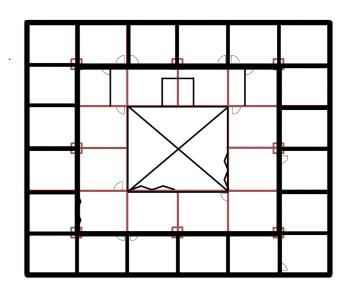
DWELLINGS VS COMMUNAL



WITDH VARIATIONS
THROUGH PLACE MAKING

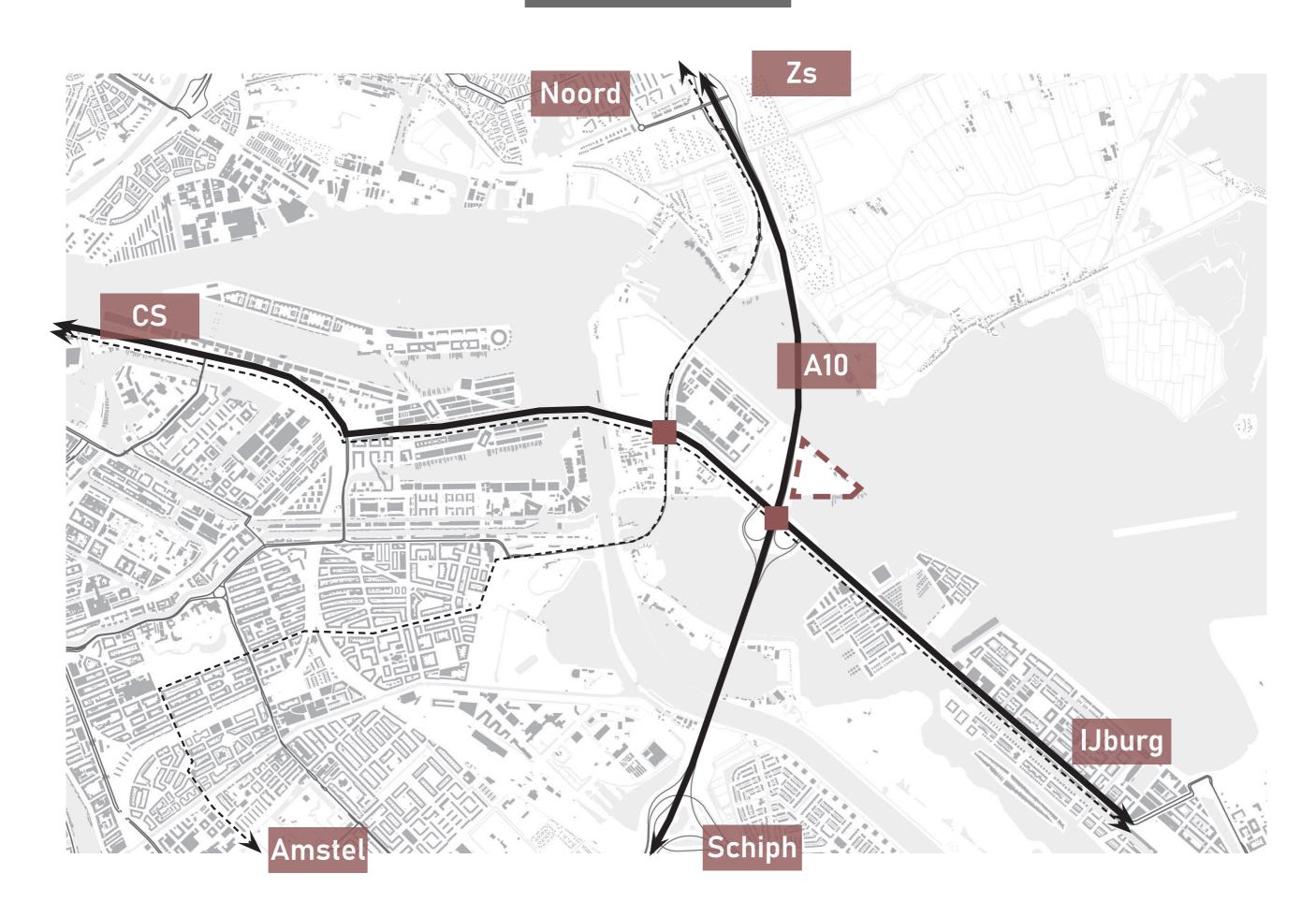


INNER CONNECTIONS



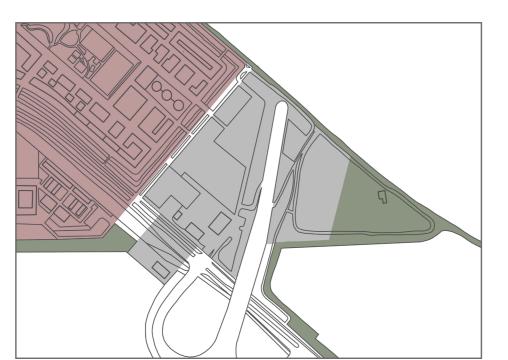
6 x 5 GRID

LOCATION

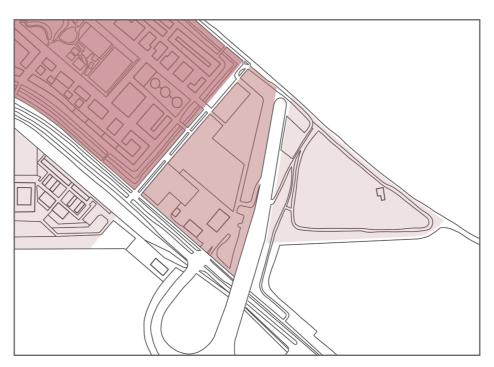


URBAN DESIGN

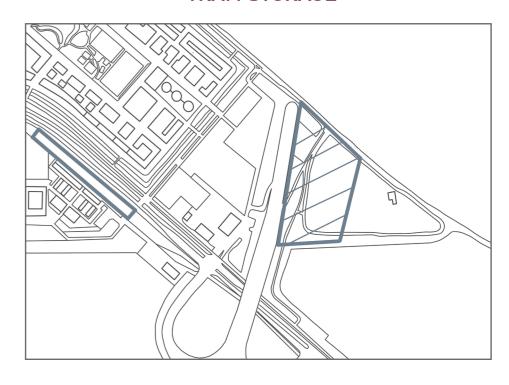
MUNICIPALITY AREA PLANS



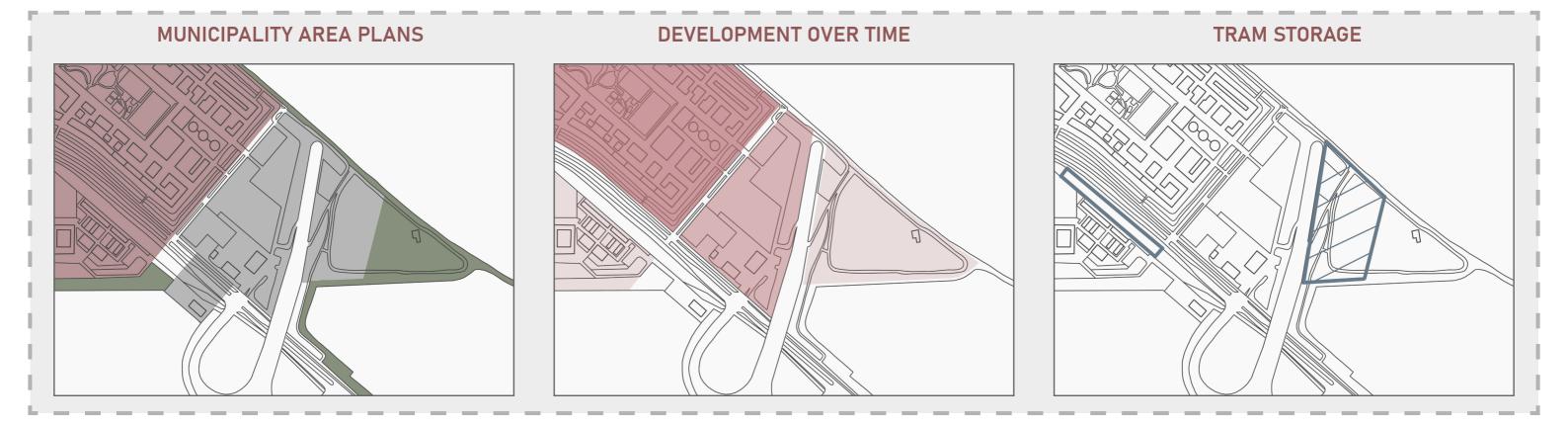
DEVELOPMENT OVER TIME



TRAM STORAGE



URBAN DESIGN



URBAN DESIGN



URBAN DESIGN

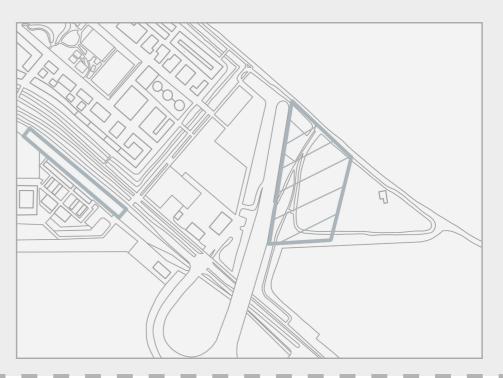
MUNICIPALITY AREA PLANS



DEVELOPMENT OVER TIME



TRAM STORAGE





1. IMPLEMENTING EXCISTING PLANS

Implementing municipality plans

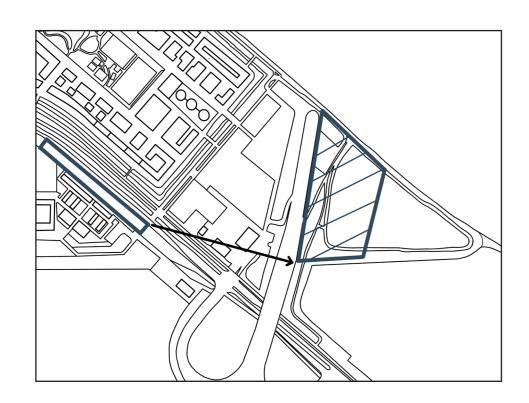


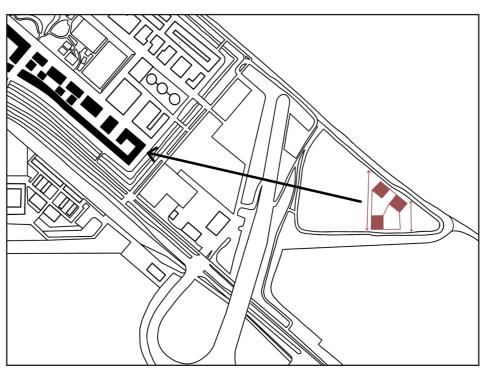
Taking inspiration from the scale of excisting buildings

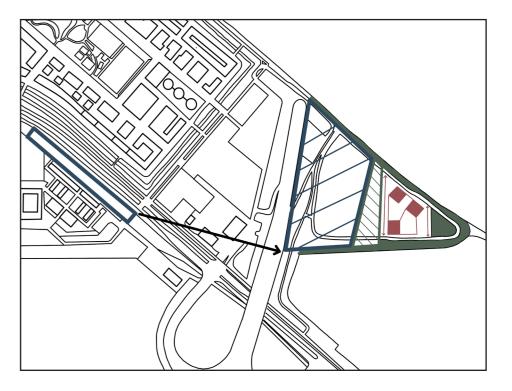


3. CREATIVE GREEN ROUTING

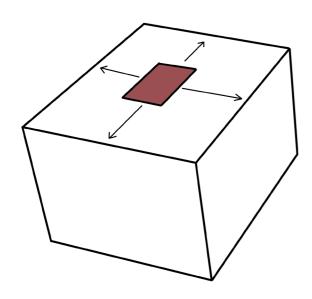
Creating multple routes an a **cityscape** that changes with the season



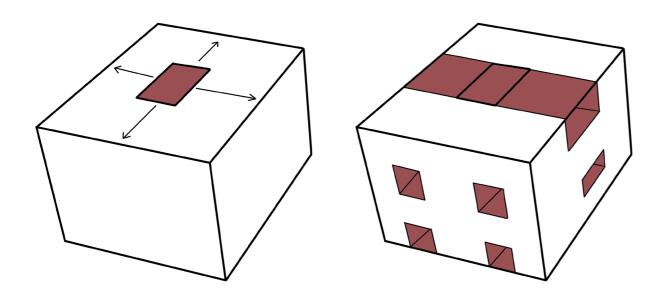




Designing from grid and core creation



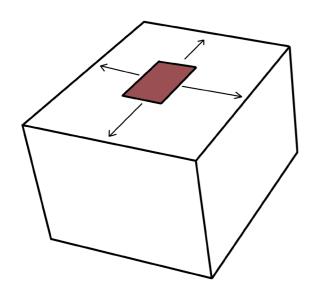
Designing from grid and core creation

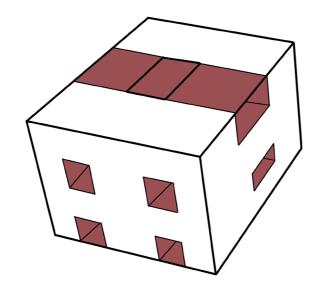


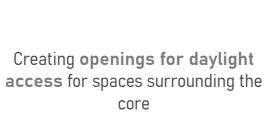
Creating **openings for daylight access** for spaces surrounding the
core

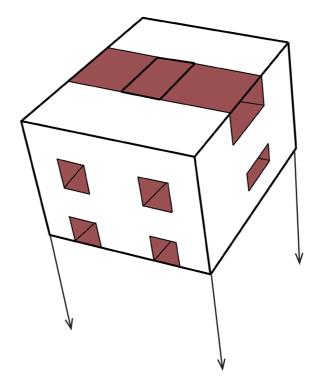
Designing from grid and core creation

Searching for integration opportunities in location landscape



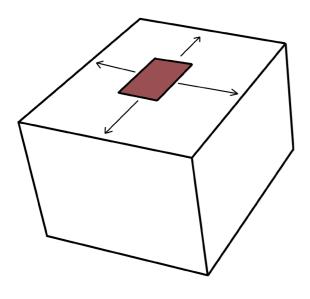


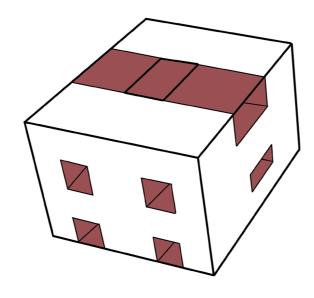




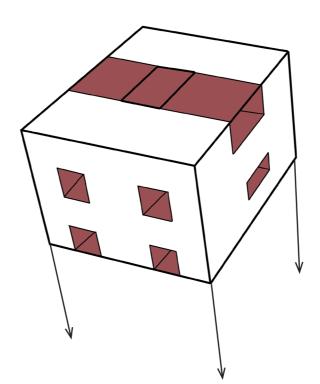
Designing from grid and core creation

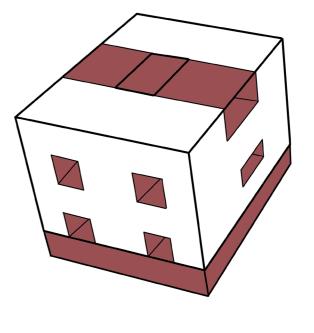
Searching for integration opportunities in location landscape







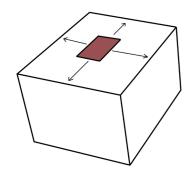




Opting for a **commercial plinth** to stimulate visitors

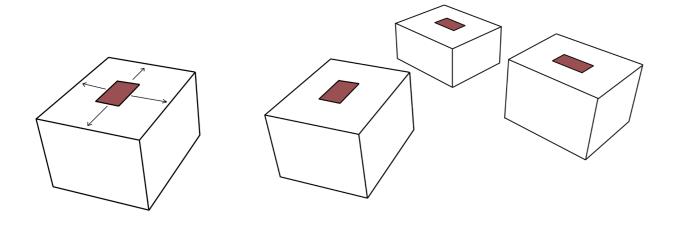
1. DESIGNING THE CORE

following the shape of the grid and creating a core surrounded with different functions



1. DESIGNING THE CORE

following the shape of the grid and creating a core surrounded with different functions



2. URBAN MASS FORMING

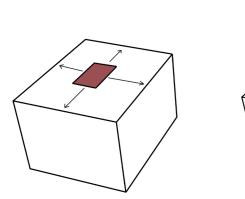
Basic concept that can be **multiplied**

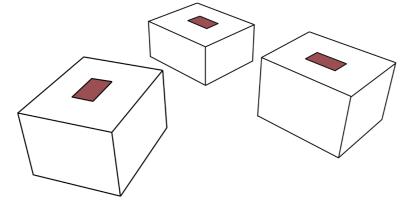
1. DESIGNING THE CORE

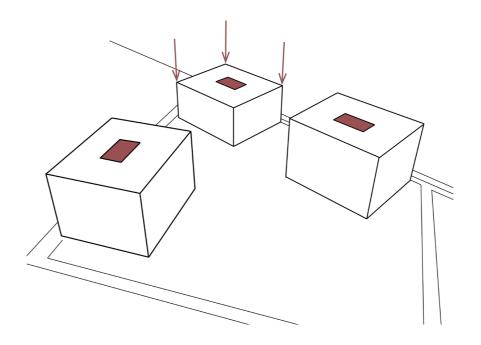
following the shape of the grid and creating a core surrounded with different functions

3. CONTEXT

Creating **height difference** to shape the blocks towards the water







2. URBAN MASS FORMING

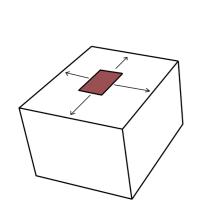
Basic concept that can be **multiplied**

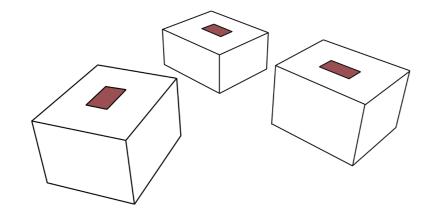
1. DESIGNING THE CORE

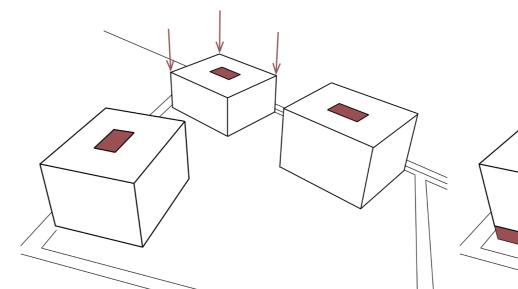
following the shape of the grid and creating a core surrounded with different functions

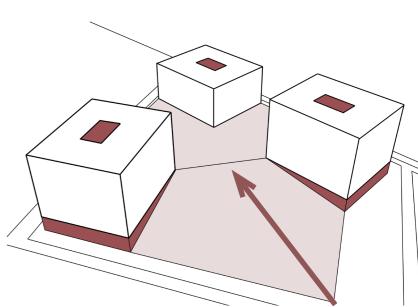
3. CONTEXT

Creating **height difference** to shape the blocks towards the water









2. URBAN MASS FORMING

Basic concept that can be **multiplied**

4. CLUSTER ACCESSABILITY

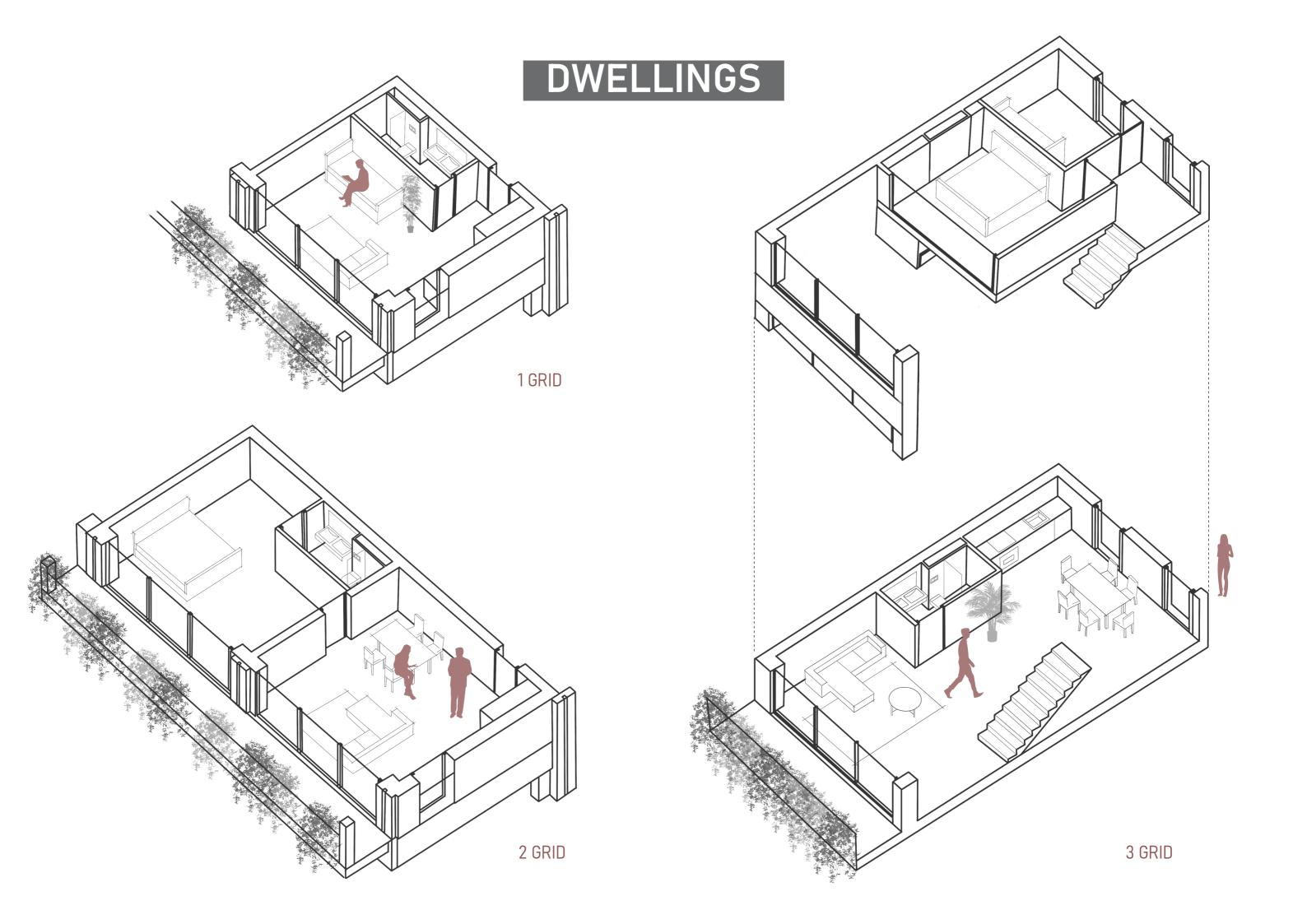
Pedestrian access in form of sloped green spine

"Reactieprestatie"

FLOORPLAN







PROGRAMME

library

workspace

courtyards

underground parking

COLLECTIVE

play area

rooftop terraces

storage space

gym

atelier

guest short-stay

livingroom

laundry room

hobby area



dining place

meeting rooms

worksplaces

wellness bathroom

spacious kitchen

livingroom

bathroom

kitchenette

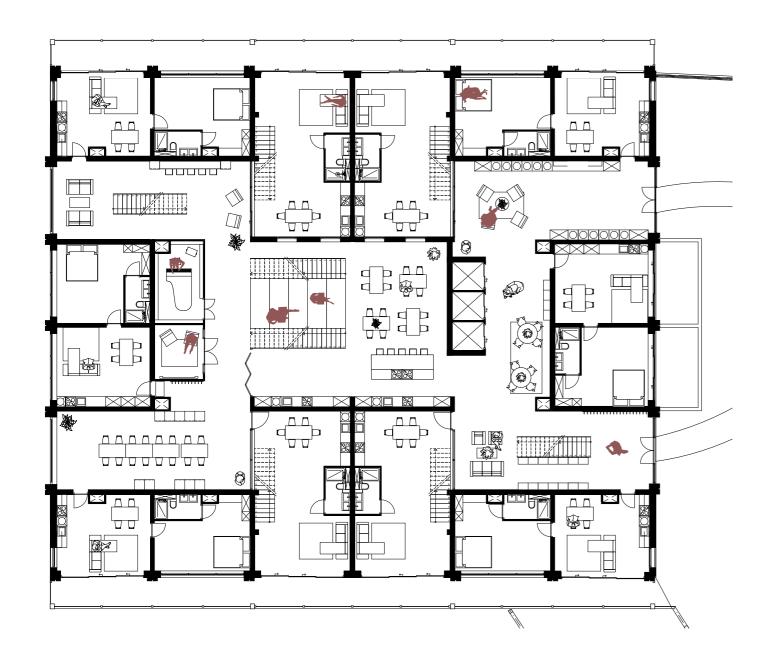


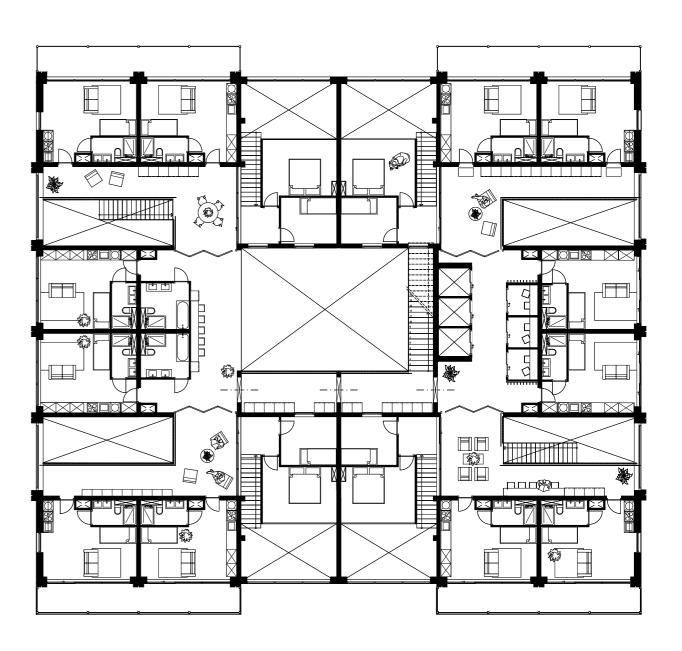
livingroom

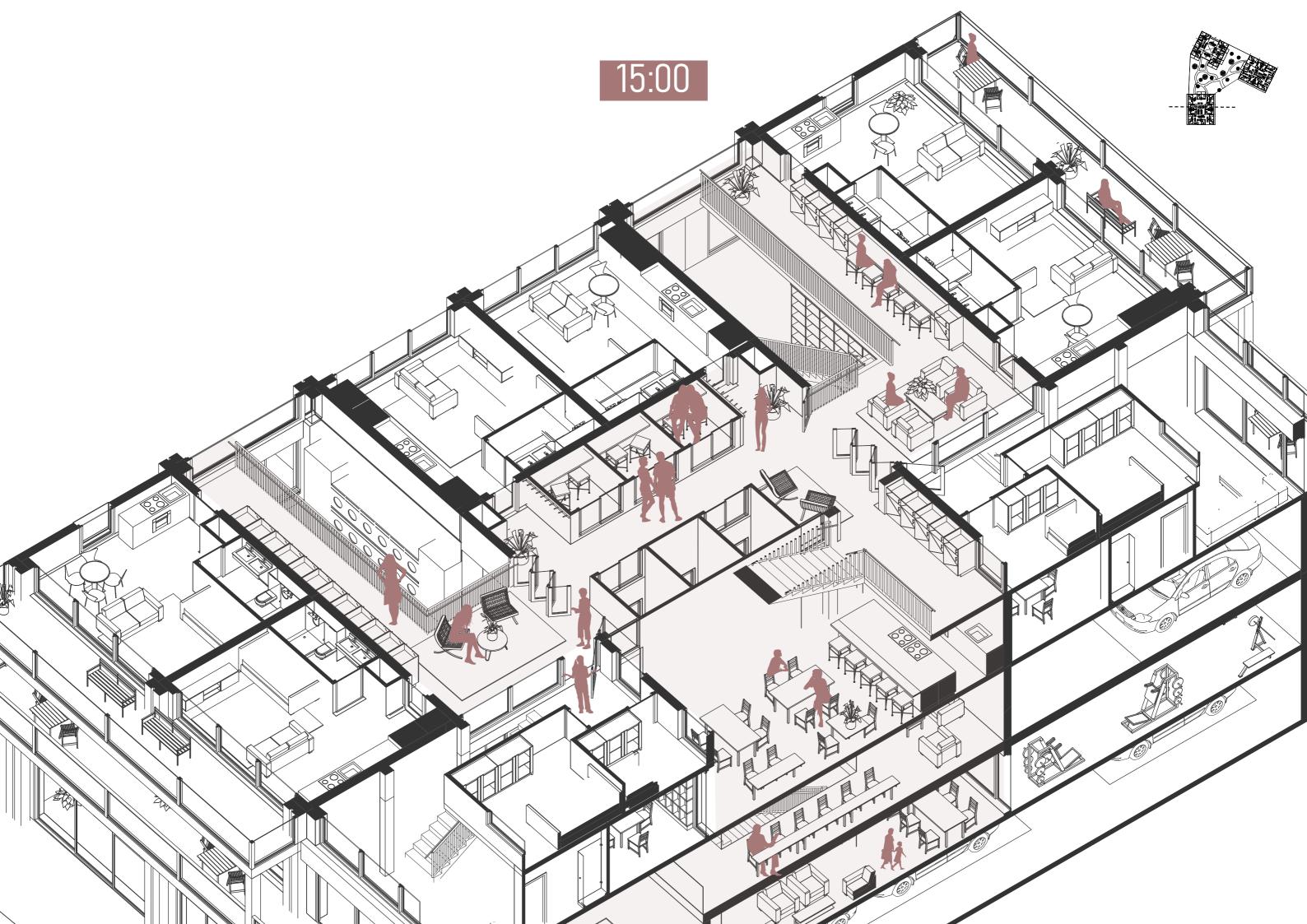
bedroom

PRIVATE

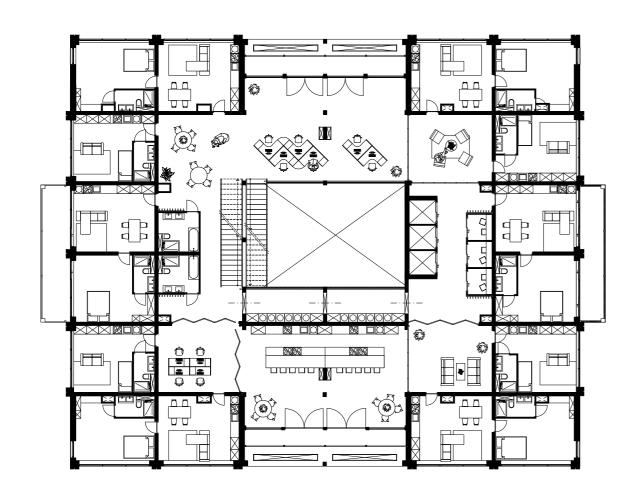
CLUSTER

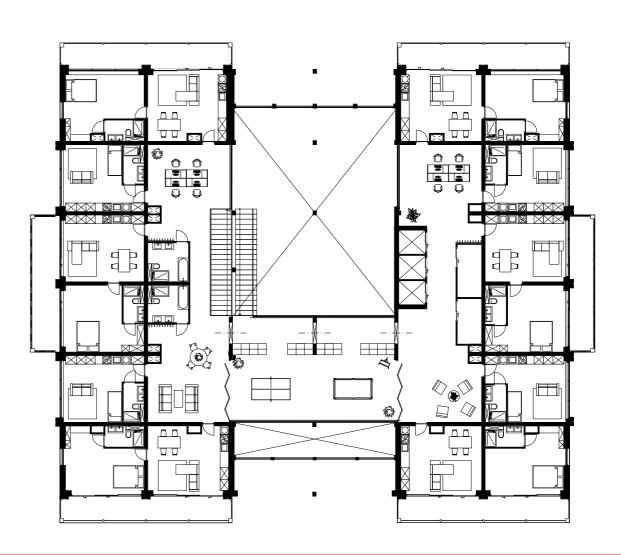


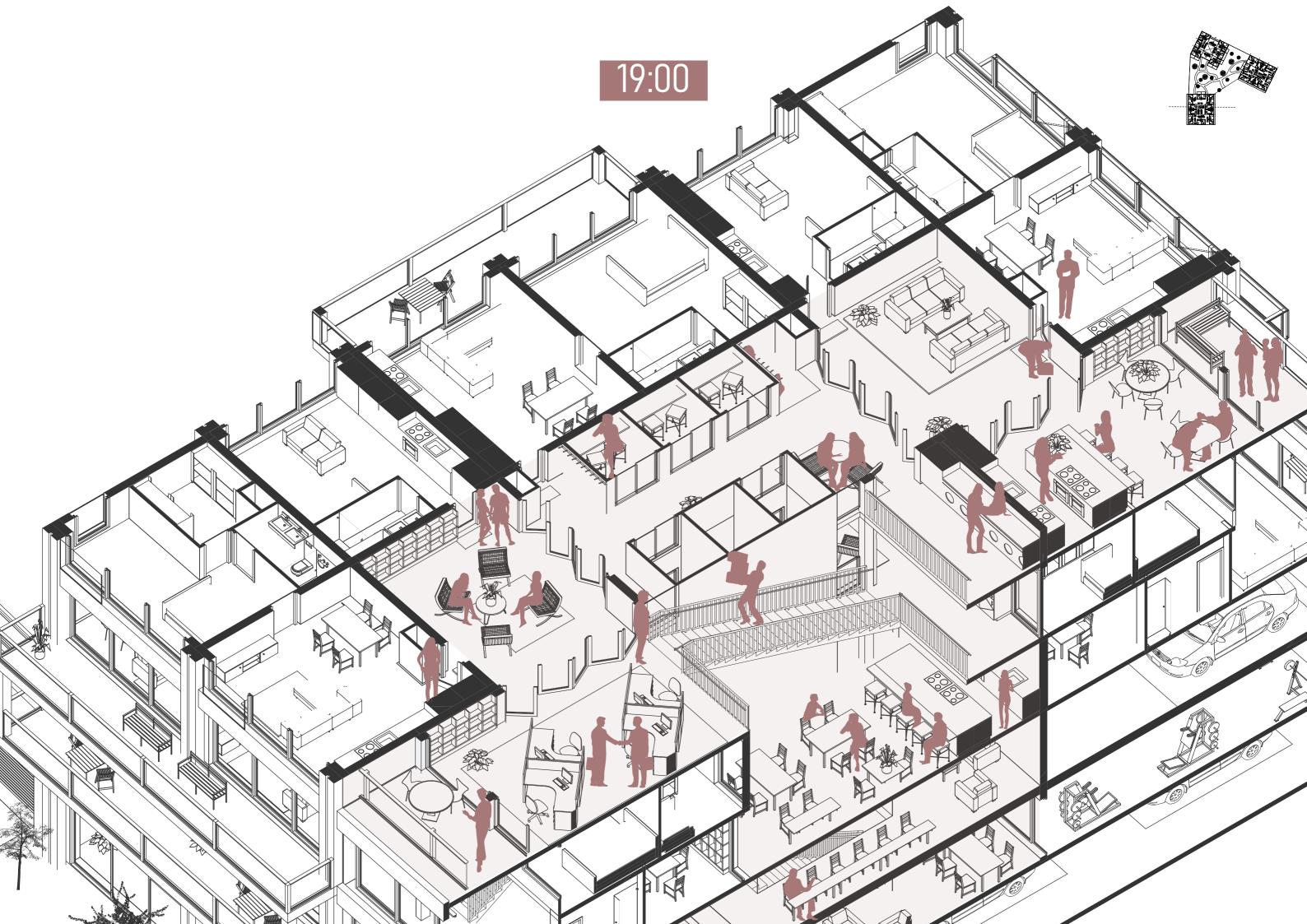


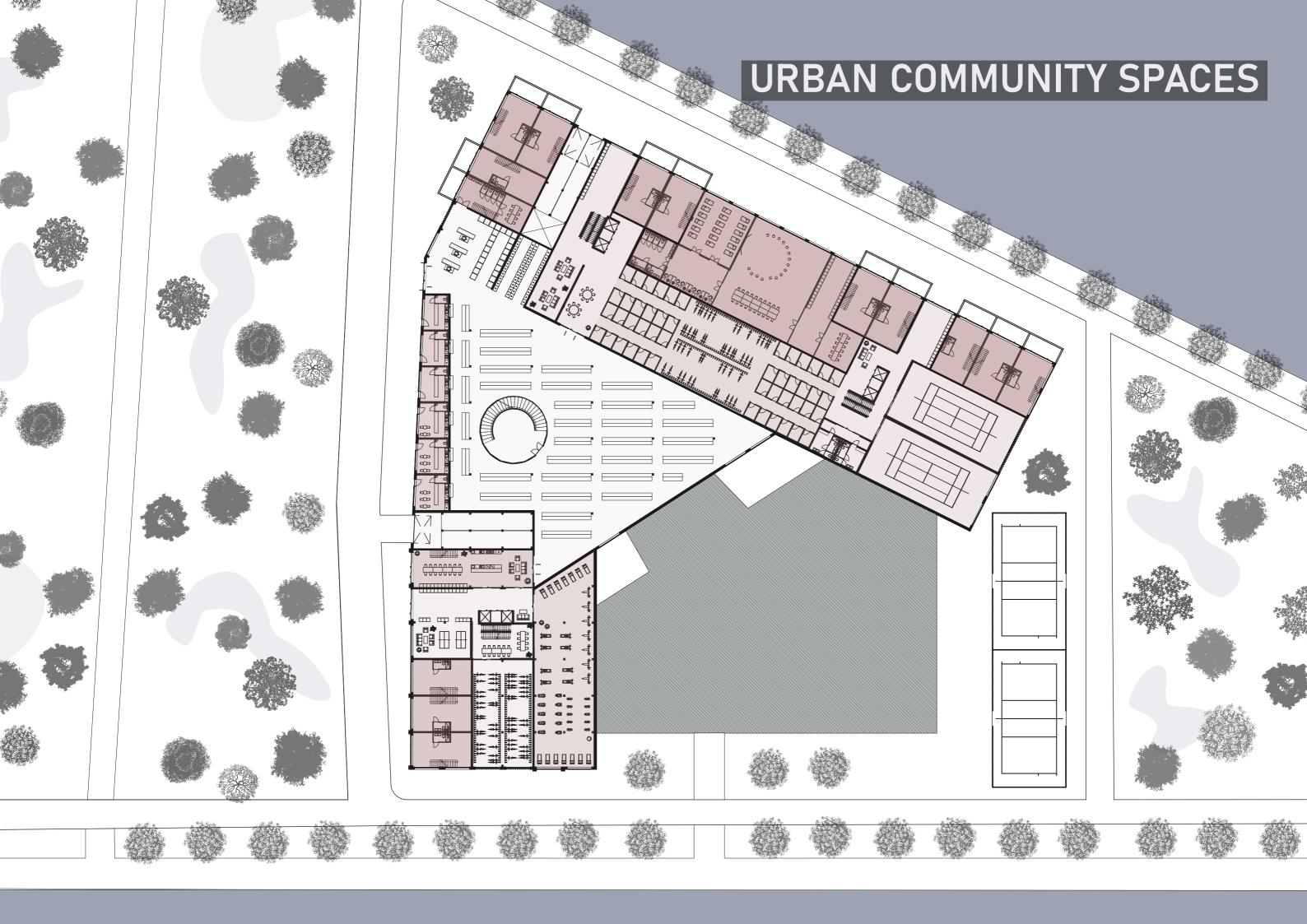


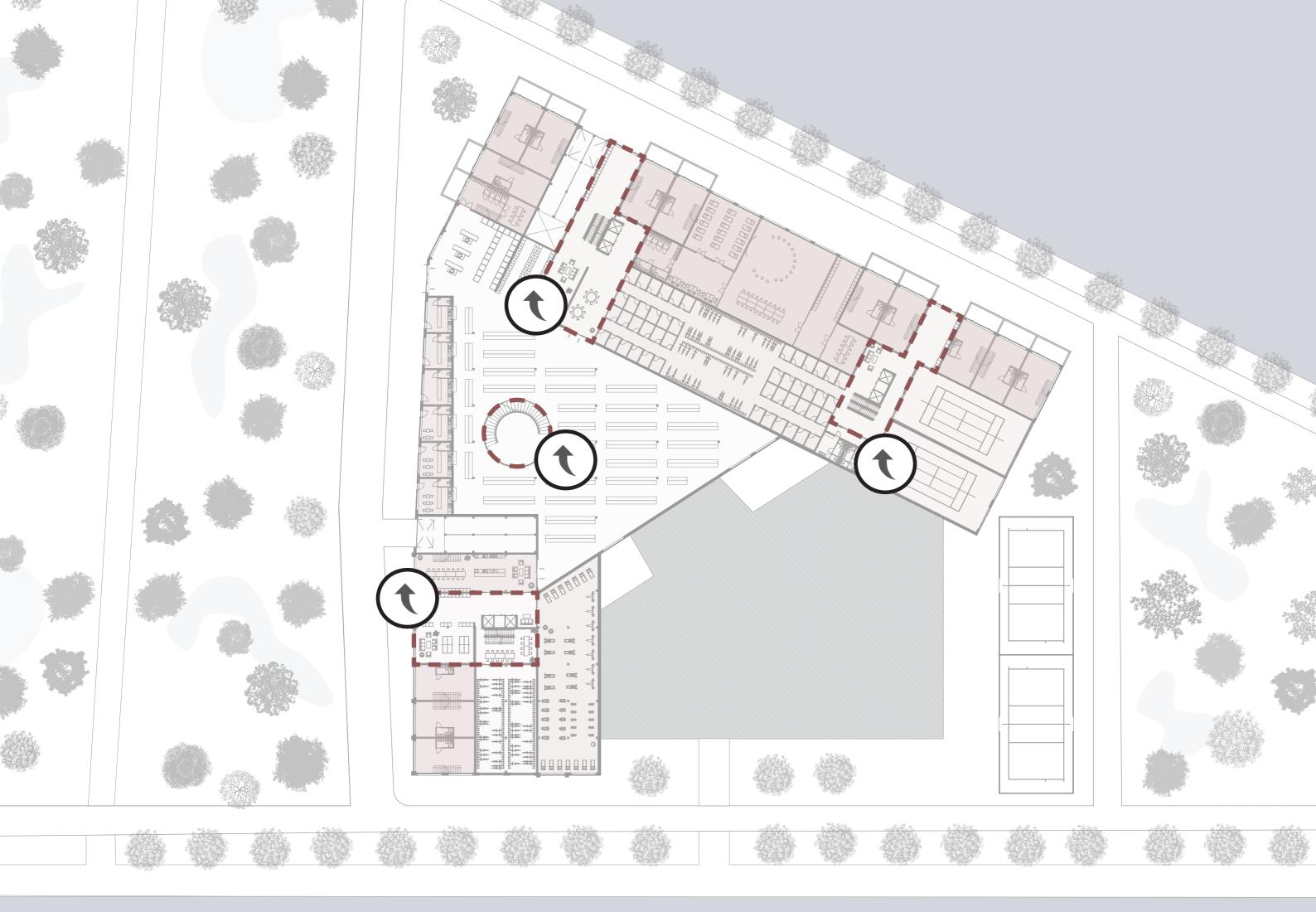
CLUSTER

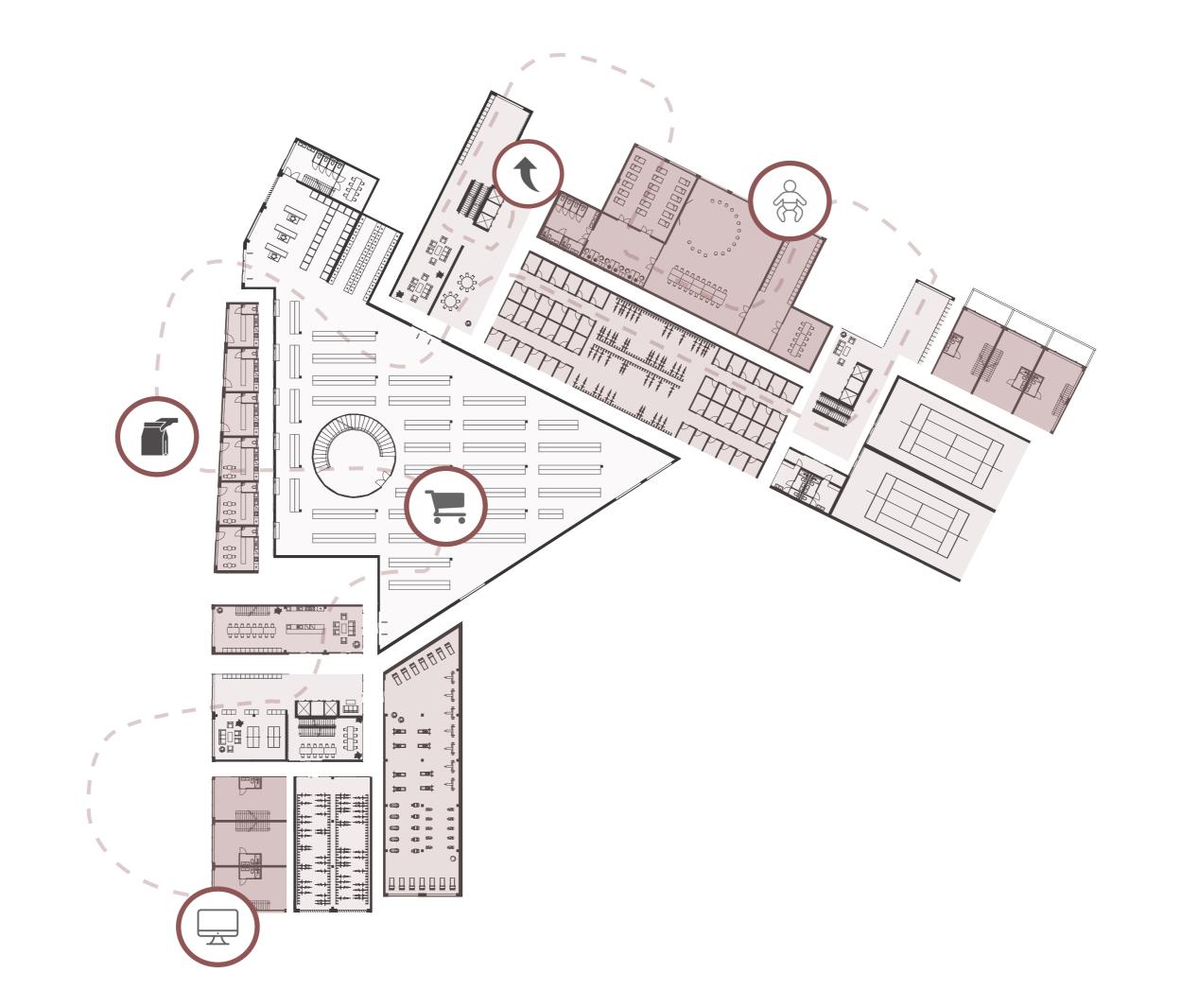




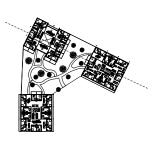








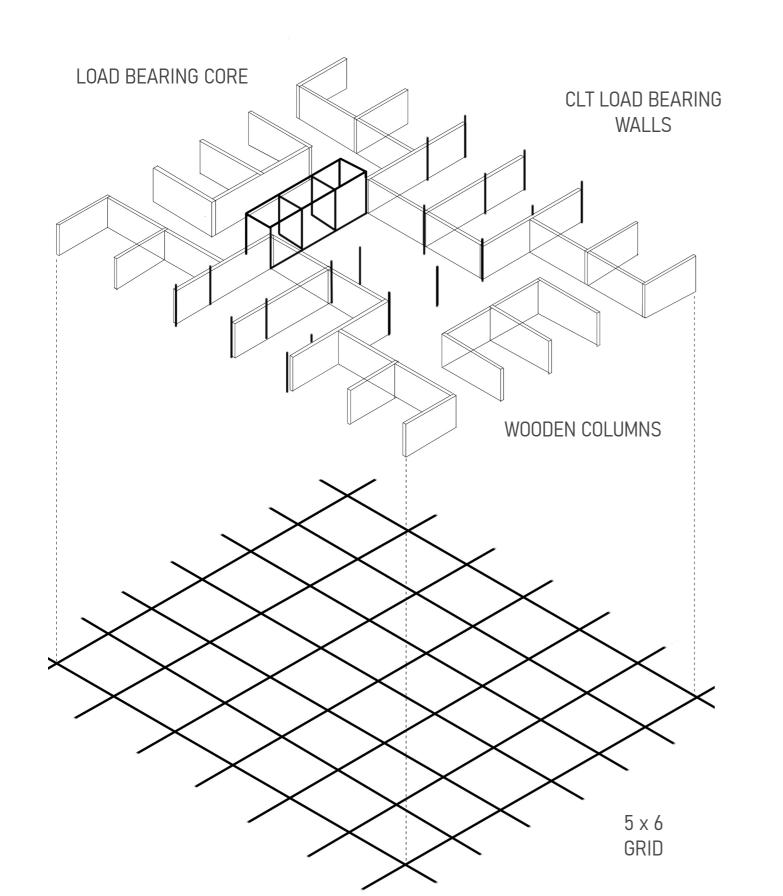
SECTION

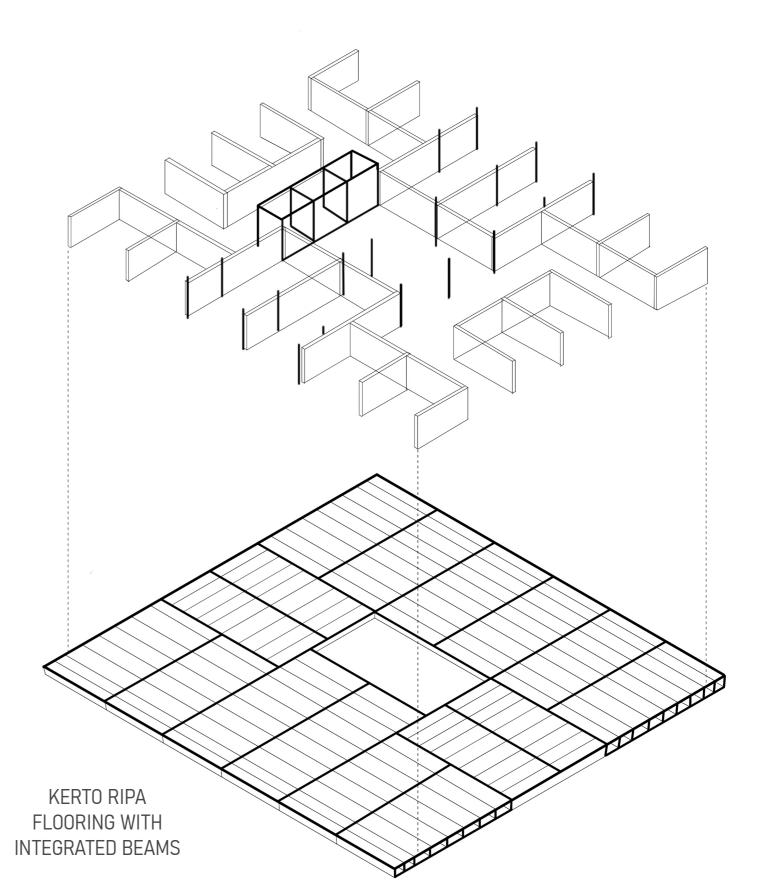




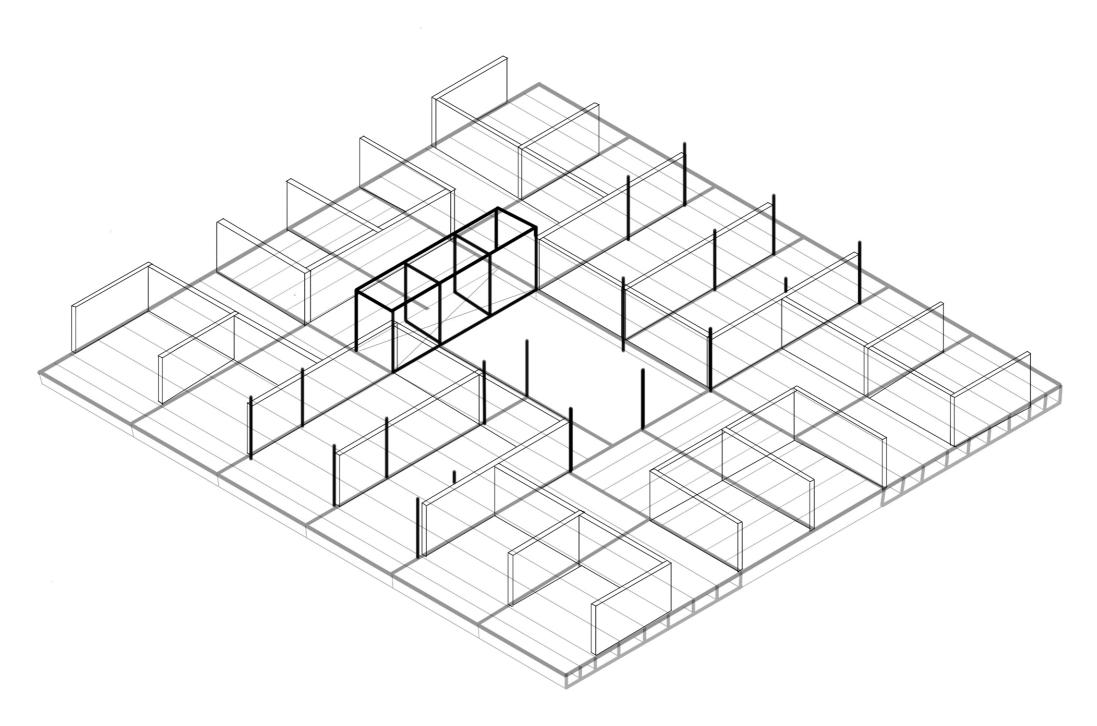


LOAD BEARING STRUCTURE

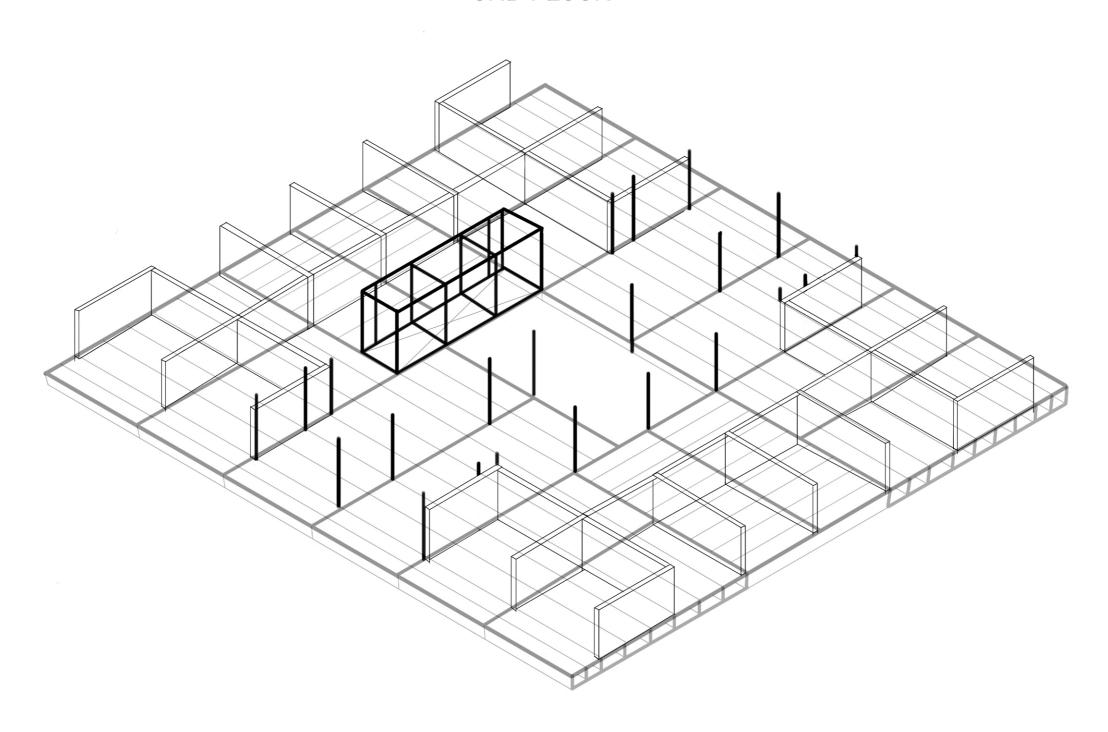




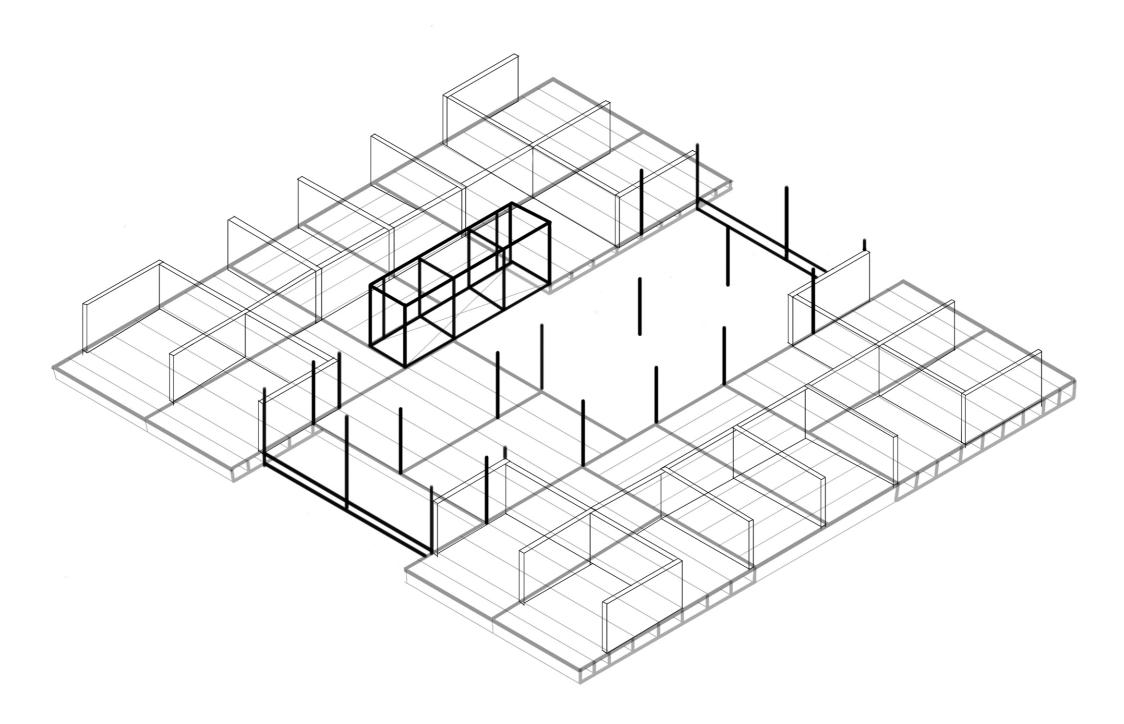
1ST & 2ND FLOOR

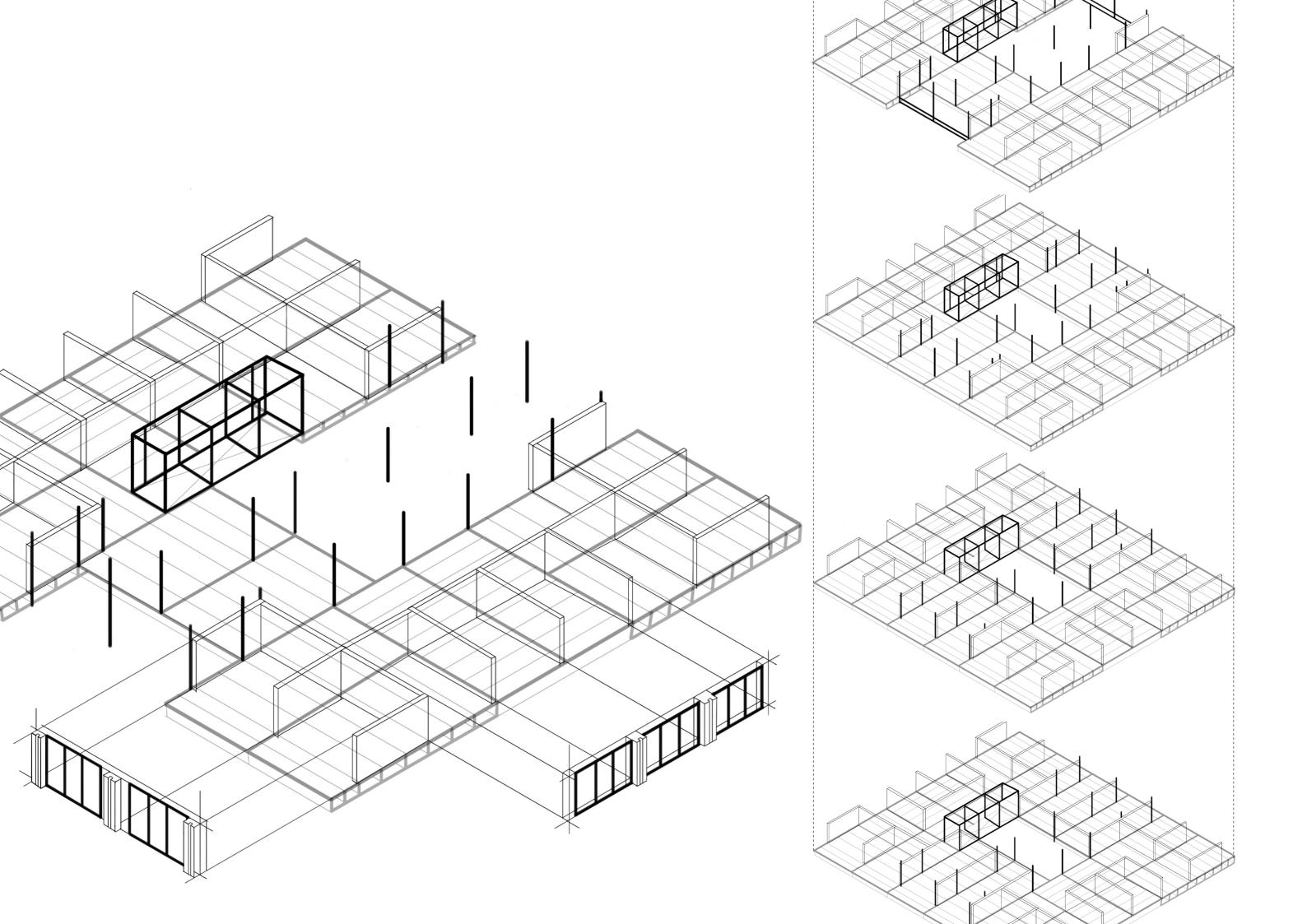


3RD FLOOR



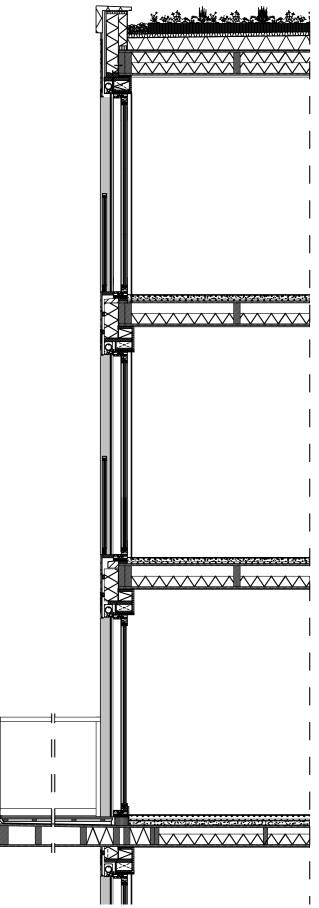
4RD FLOOR

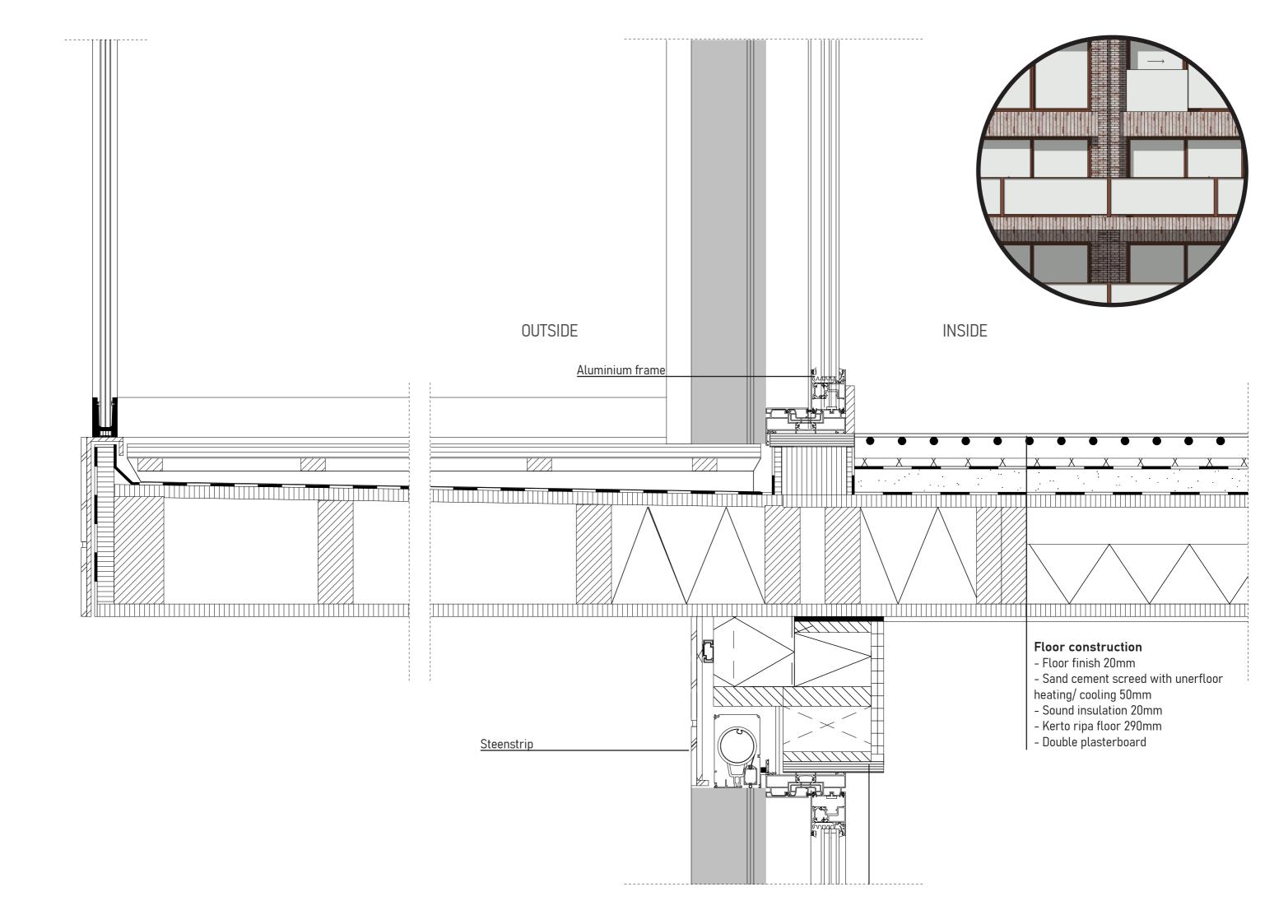


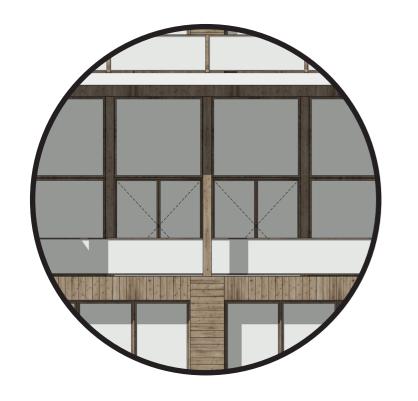


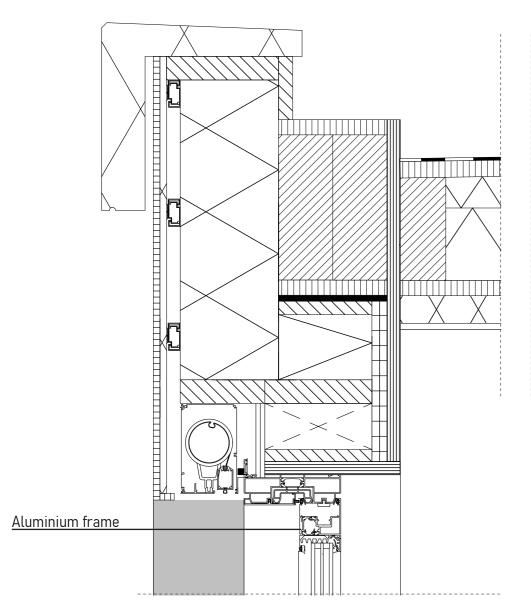


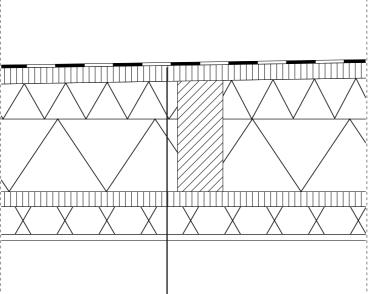






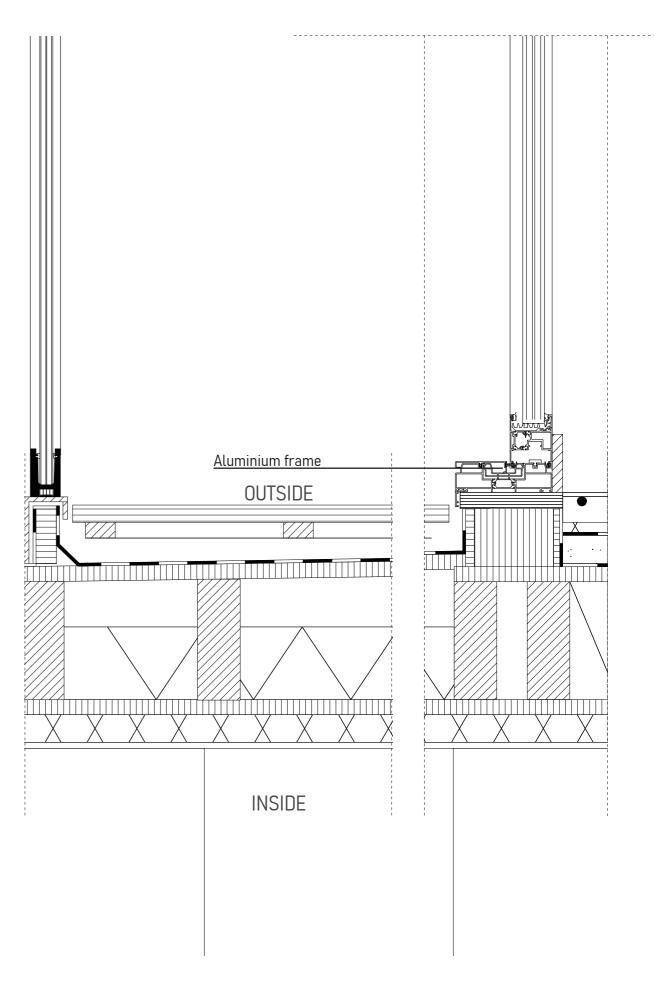


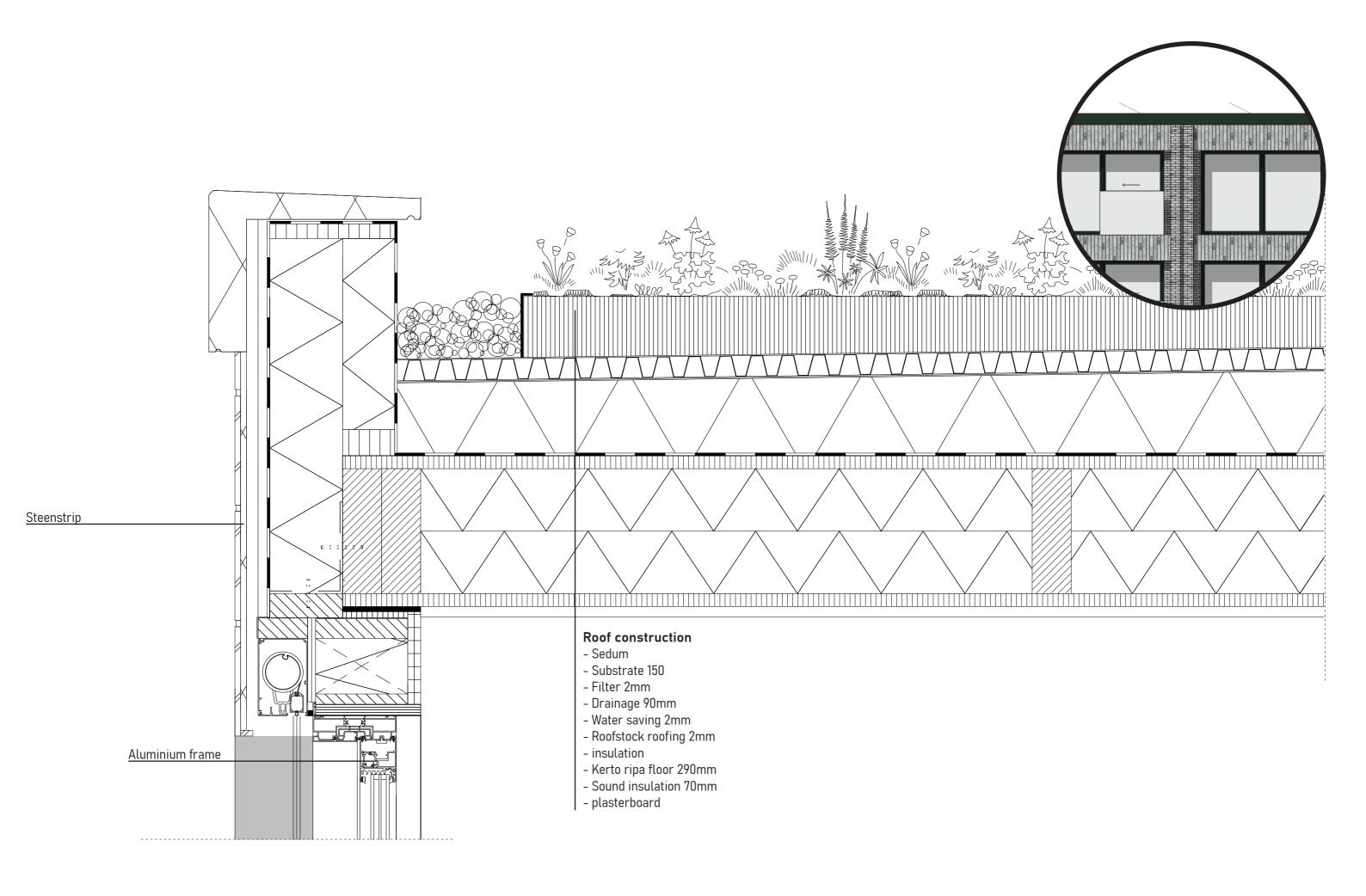




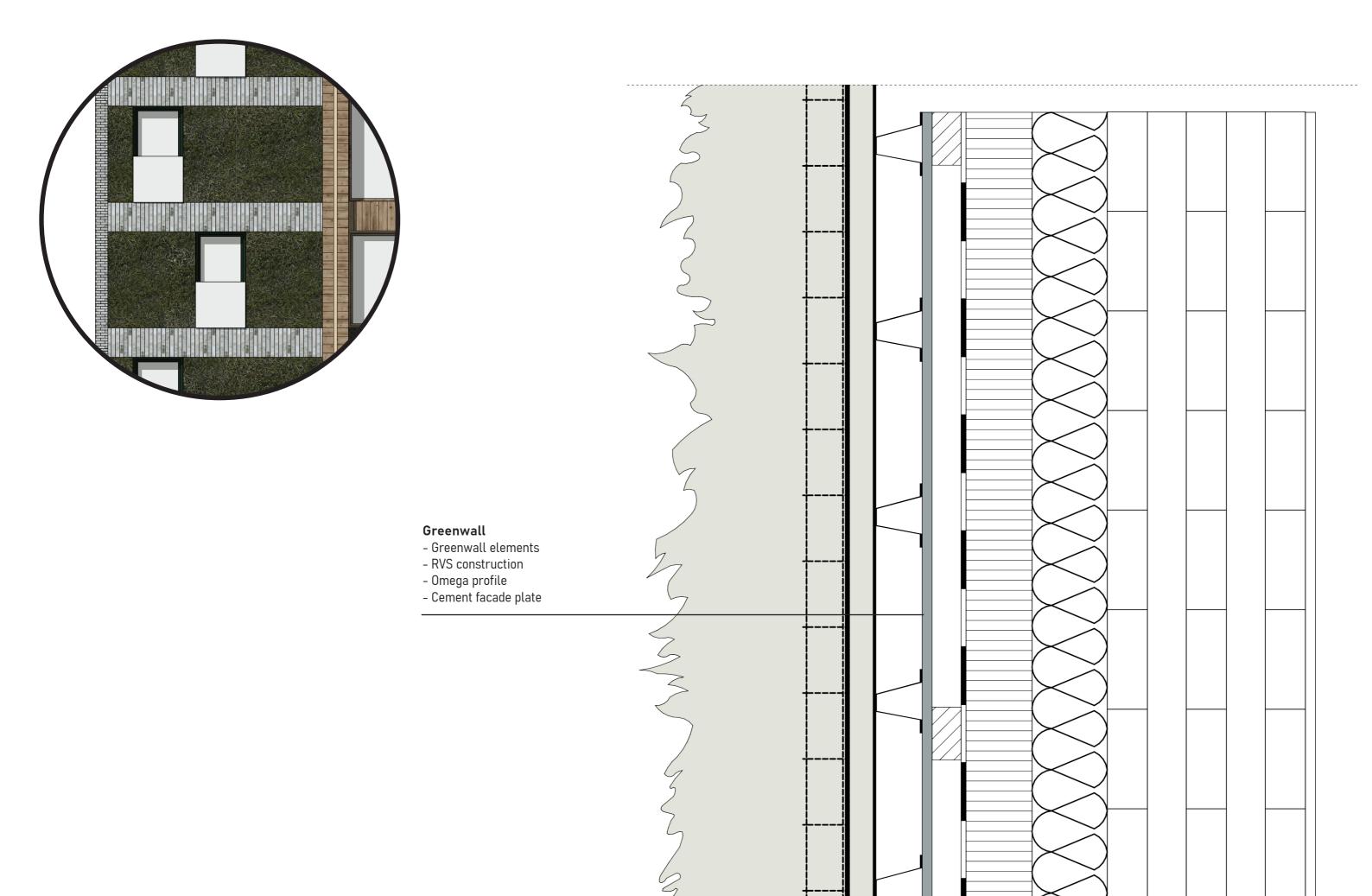
Roof construction

- bitumen 2mm
- insulation
- Kerto ripa floor 290mm
- Sound insulation 70mm
- plasterboard

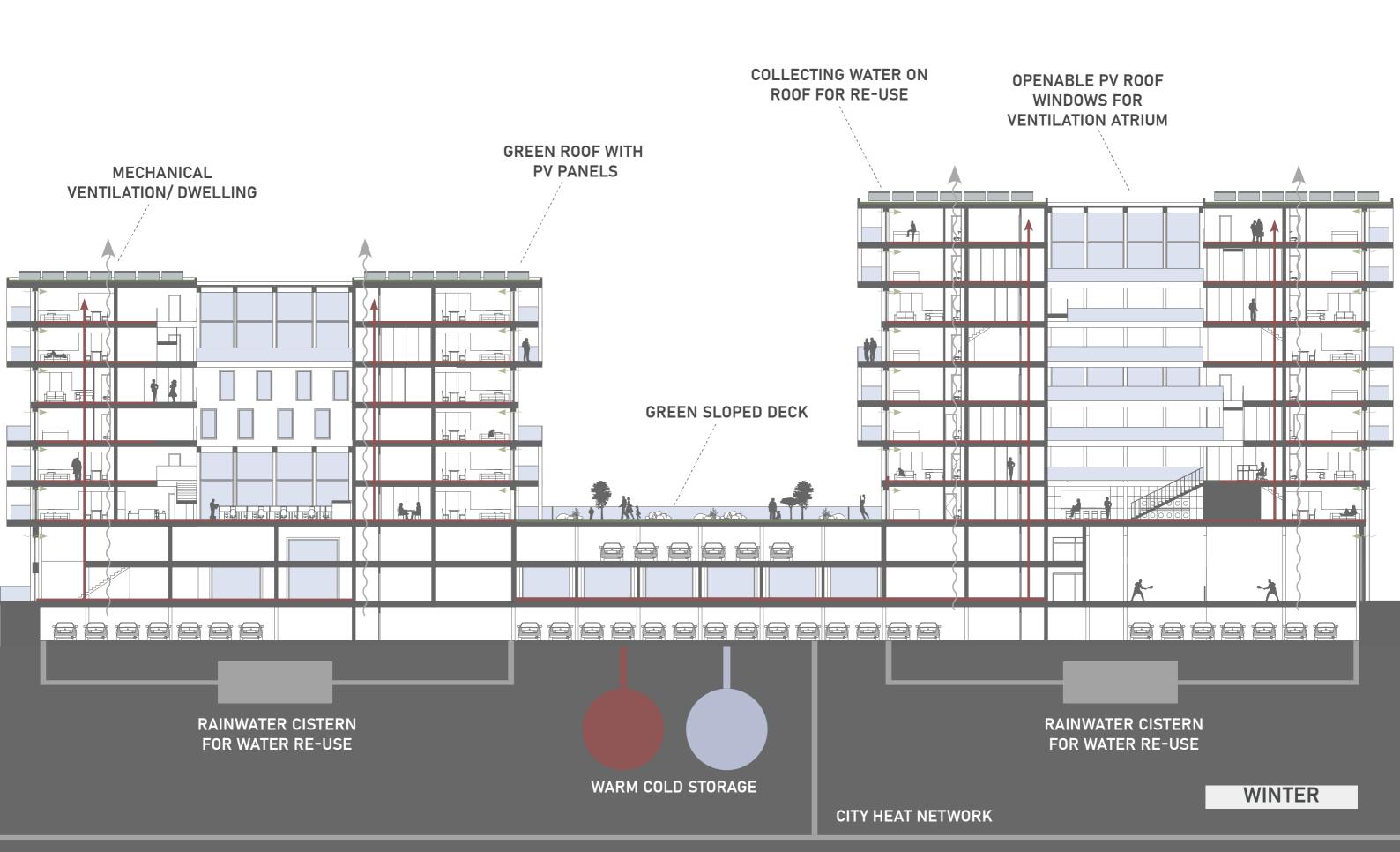








CLIMATE CONCEPT



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