



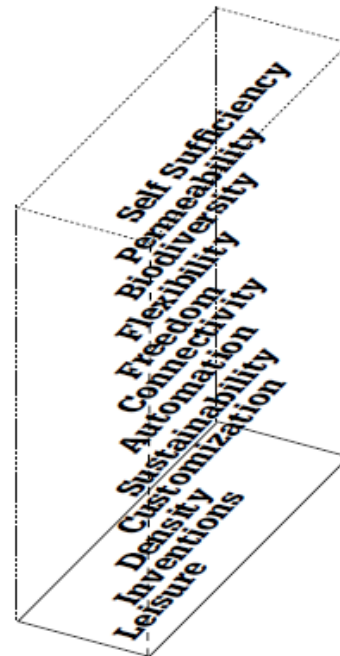
The Why Factory Graduation Studio
Fall 2016 / Spring 2017

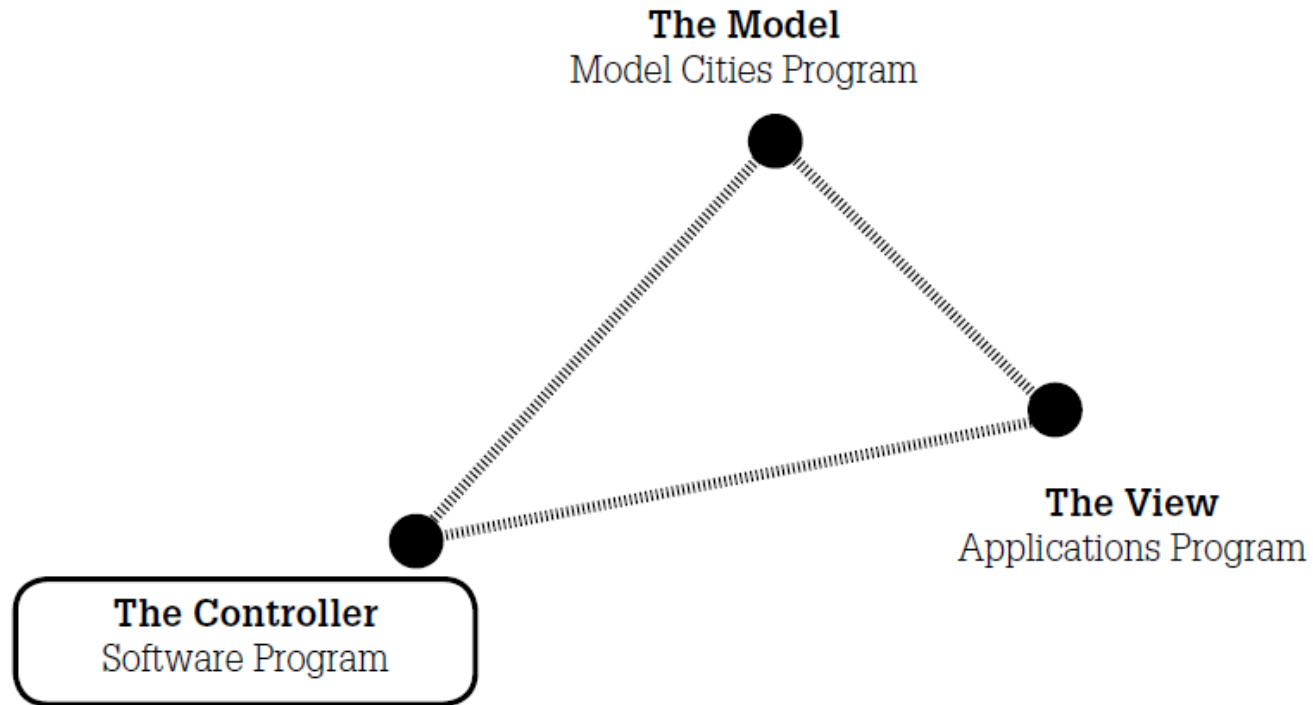
What if...?

Scenarios that change (y)our block

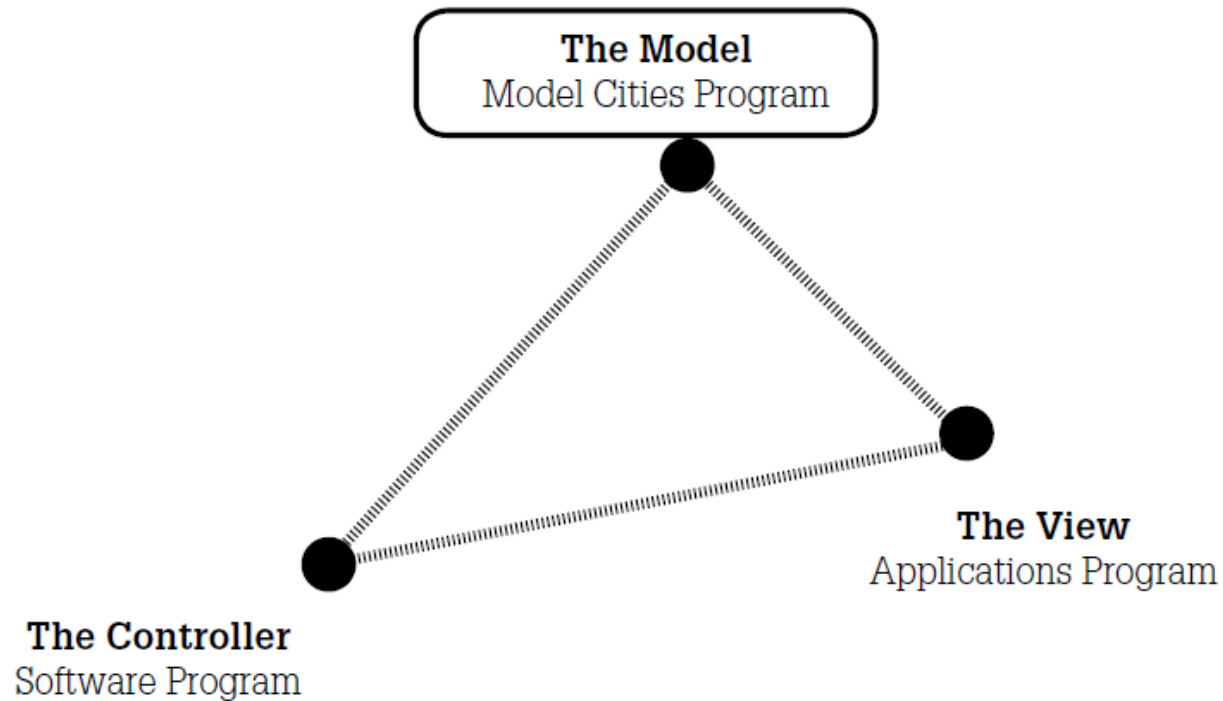
The Why Factory Graduation Studio
Fall 2016 / Spring 2017

In the past 10 years, The Why Factory has explored -independently- a multitude of alternative approaches to the construction of the city and developed a wide array of scenarios: **Biodiversity** (Biodivercity), **Permeability** (Porocity), **Connectivity** (4minCity), **Automation** (Robotic City), **Density** (Vertical Village), **Sustainability** (Green Dream), **Freedom** (Anarcity), **Self Sufficiency** (Food City), **Flexibility** (Barba), **Customization** (Egocity), **Leisure** (Absolute Leisure) and **Inventions** (World Wonders).

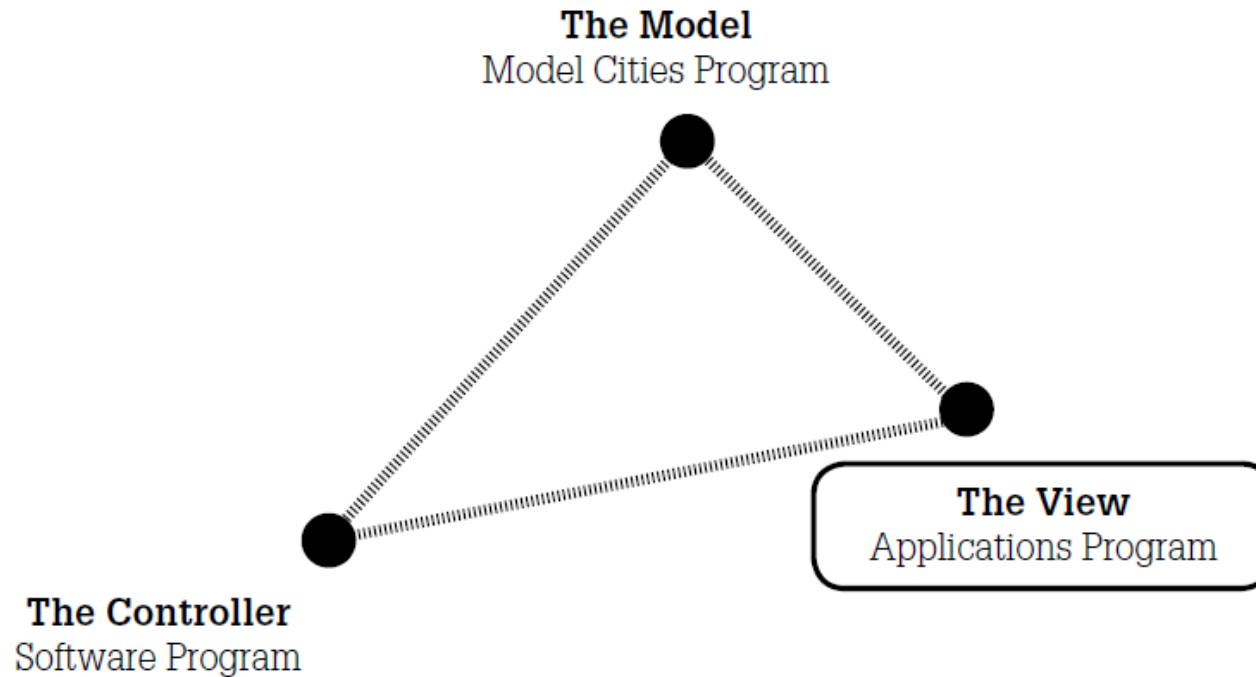




We develop a **collective methodology**



We develop a **collective methodology** that provides us with a **theoretical model**

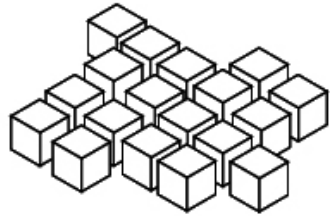


We develop a **collective methodology** that provides us with a **theoretical model** and will turn us into a **scenario-making machine**

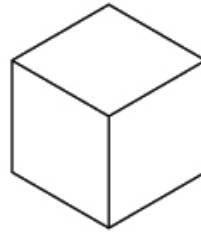
Scenarios apply at different scales...



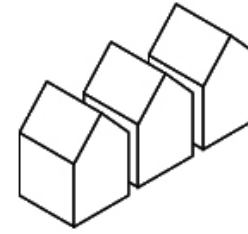
World



City



Block



Neighborhood



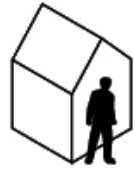
House



(Y)our World



(Y)our Block



(Y)our Home

explorative research

The Accessibility Maker
Street in the air.

What if we would combine the
street and dwelling into a high-
rise housing block ?

Anakin Cheung



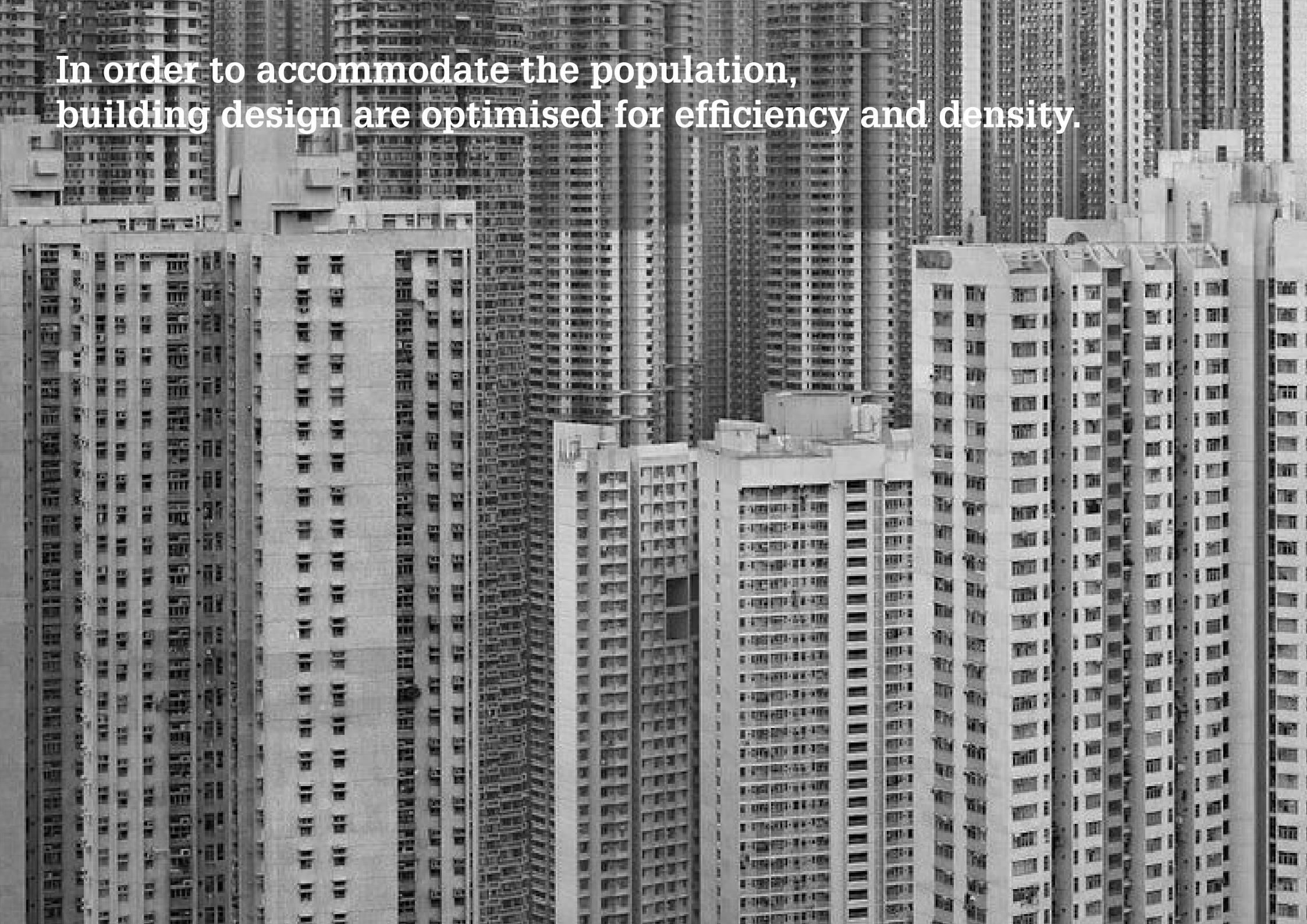
01. Introduction

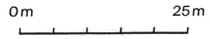
ACCESS IS MORE

Hong Kong is super crowded.

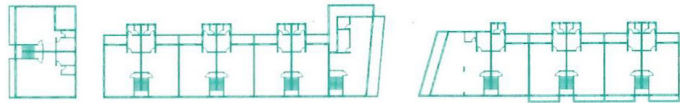


In order to accommodate the population,
building design are optimised for efficiency and density.





Period I, mid 1970s
Shop House
Composite Building



Lee Fat Path 6 58/60

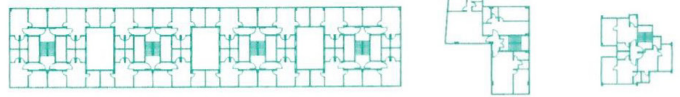
Lee Fat Path 7 58/60



Ming Wai Building 70/72

Man Po Building 70/72

Tai Hong Building 72/74



Mei Hang Building 71/73

Mo Boon Building 71/73

Tai Hong Building 70/79



Palm Court 72/74

Shun Lee Mansion 72/73



Koon Hing Building 70/72

Kam Lai Mansion 70/73

Lin Won Building 71/72



Fu Hang Building 72/74

Park Court 72/75

Yick Lee Building 71/73

Period II, early 1980s
Tower



Four Pearls Building 80/82



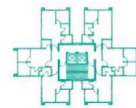
Cheung Lung Building 79/81



Wah Lee Building 83/86



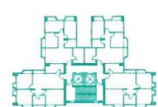
Yan Oi Building 78/81



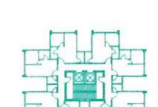
On Lai Building 80/82



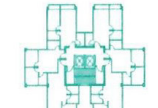
Man Cheong Building 79/83



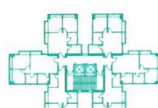
Ka Hay Building 80/82



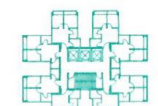
Dor Boa Building 78/80



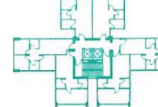
Wah Hing Mansion 80/82 Lee Bo Building 79/82



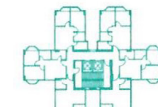
Hip Pont Building 79/82



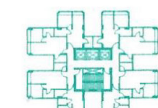
La Bo Building 79/82



Kam Men Mansion 79/82



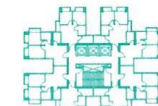
Florence Mansion 80/82



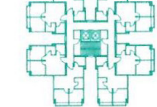
Lee Bo Building 79/82



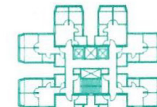
Tung Wai Court 79/83



Victory Building 81/84



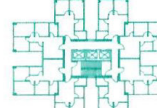
Kim Po Building 78/81



Come On Building 78/81



Kai Hei Land Building 79/82

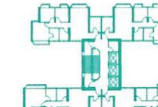


Look Yuen 79/83

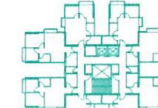


Rich Building 78/81

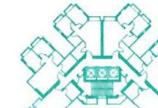
Period III, around 1990s
Tower



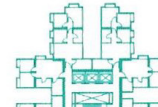
Greenland Garden (b) 86/



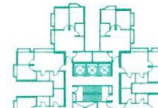
Hong Tak Gardens 85/88



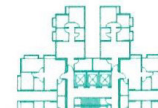
Tai Hing Gardens Phase II (89/94



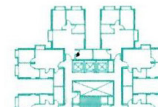
Goodrich Garden 90/93



Venice Garden 90/92

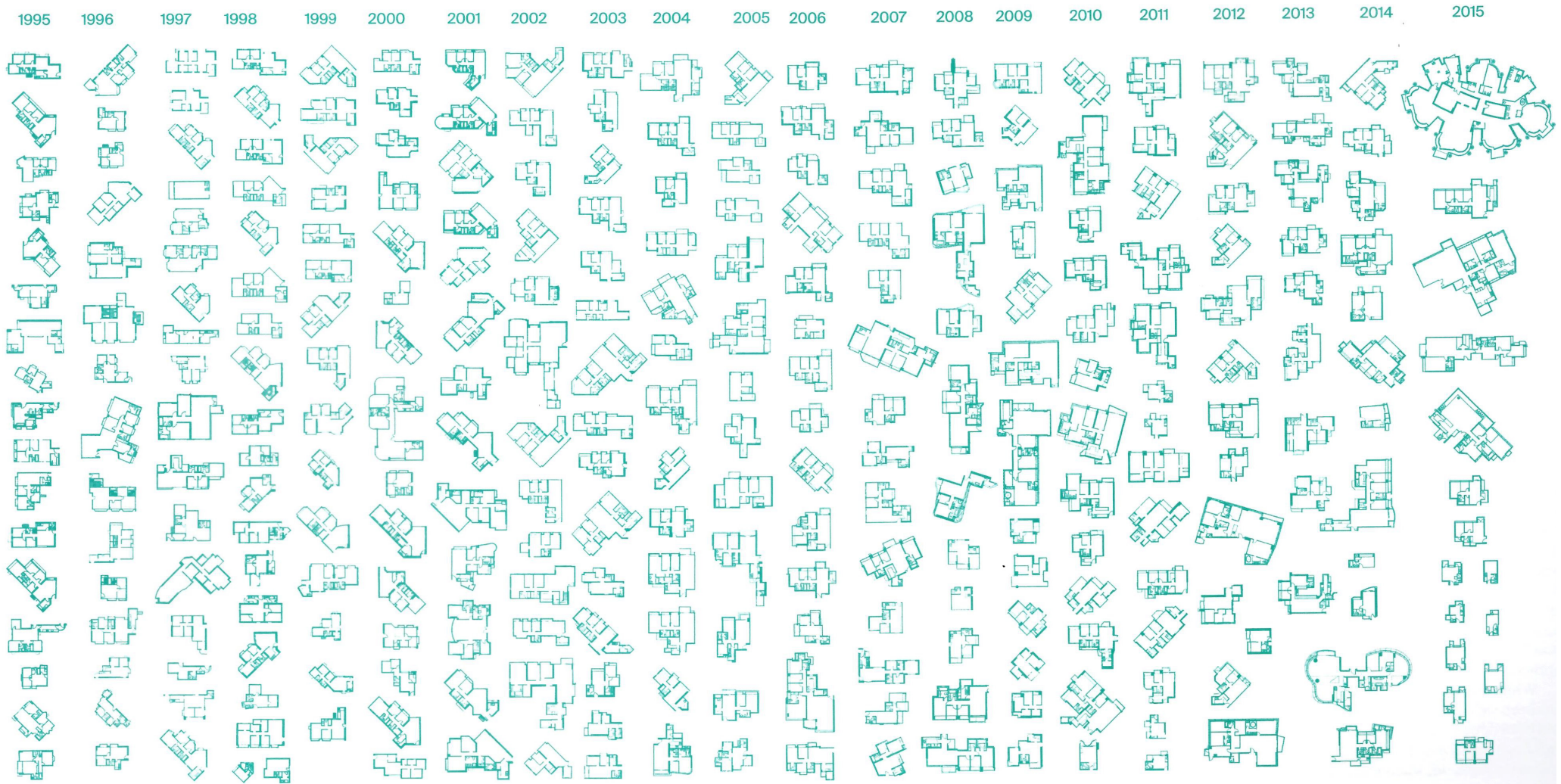


Tai Hing Gardens Phase I 87/89

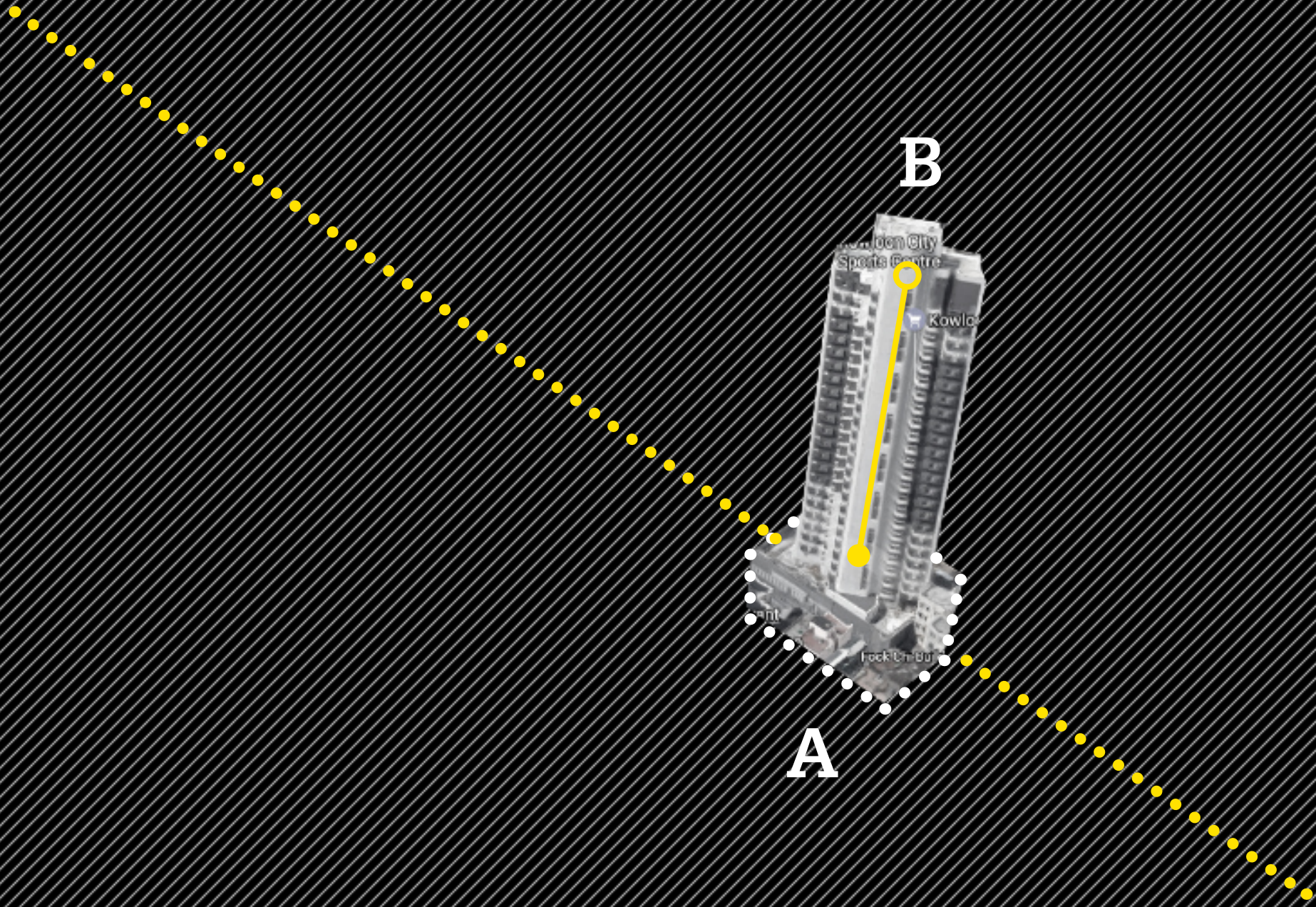


Blossom Garden 90/93

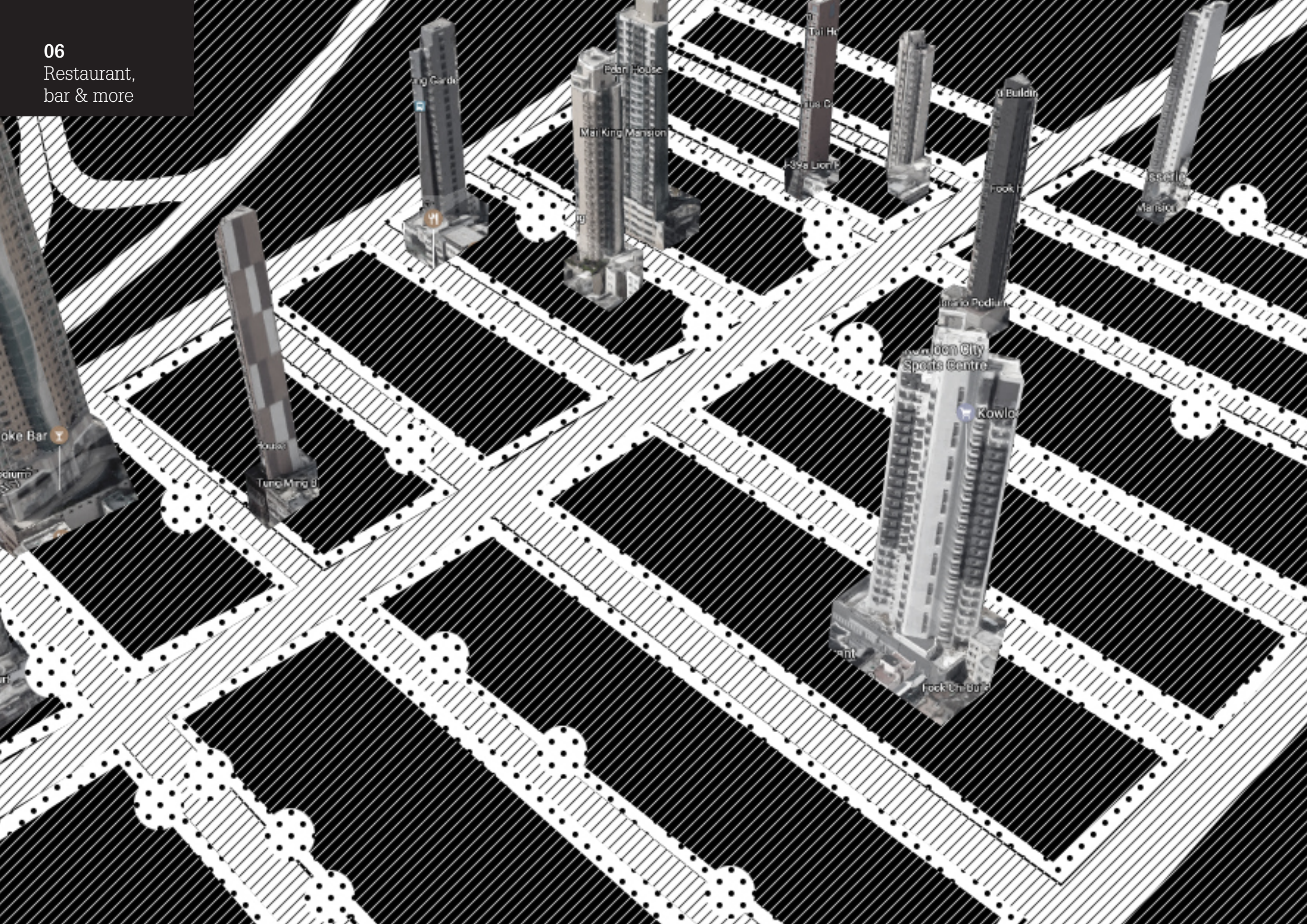
Period III, around 1990s- 2000s
Tower



01
Podium tower



06
Restaurant,
bar & more



**While gaining efficiency and density,
we are sacrificing accessibility.**

A



B

A large, modern interior space, likely a library or study area, featuring a prominent, wide, orange staircase. The space is characterized by a high ceiling with a complex metal truss structure and large windows on the left side. The floor is a bright orange color, matching the staircase. Several people are visible, some sitting at tables and others standing. The text "Access is more!" is overlaid in the center of the image.

Access is more!

Access is more
view, light, openness, transparencies

THE MOUNTAIN, B.I.G.

Access is meeting people



21st CENTURY MUSEUM, SANAA



Access is interaction

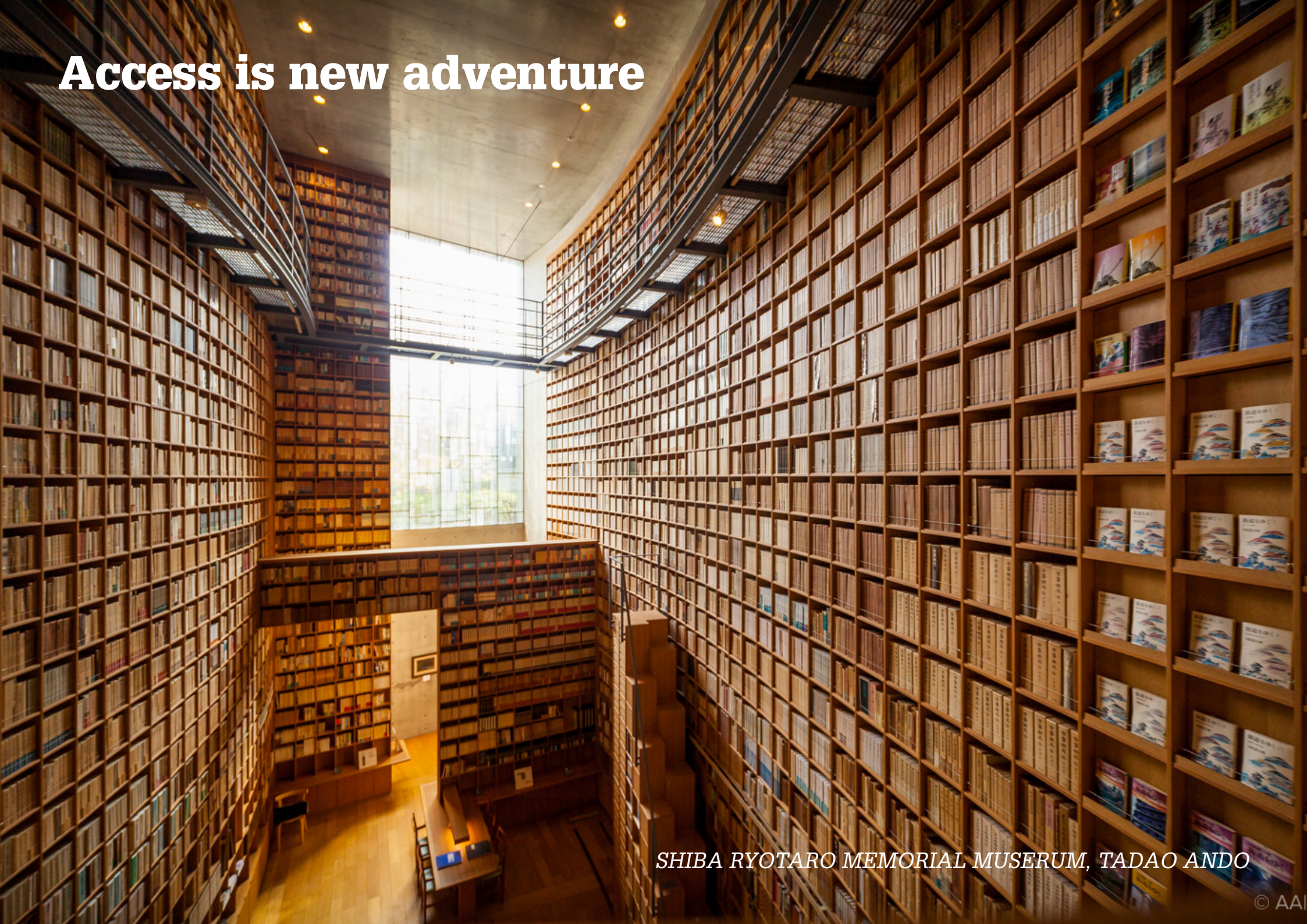
MAISON PARENT, CLAUDE PARENT

Access is experience



BORDEAUX HOUSE, REM KOOLHAAS

Access is new adventure



SHIBA RYOTARO MEMORIAL MUSERUM, TADAO ANDO

Access is getting exercise



TRACK ETIQUETTE
WALK ON THE RIGHT
RUN ON THE LEFT
BE AWARE OF
FELLOW RUNNERS

AUBURN UNIVERSITY RECREATION AND WELLNESS CENTER

Why are you hurrying?



ALICE'S ADVENTURES IN WONDERLAND, LEWIS CARROLL

How to make a street?



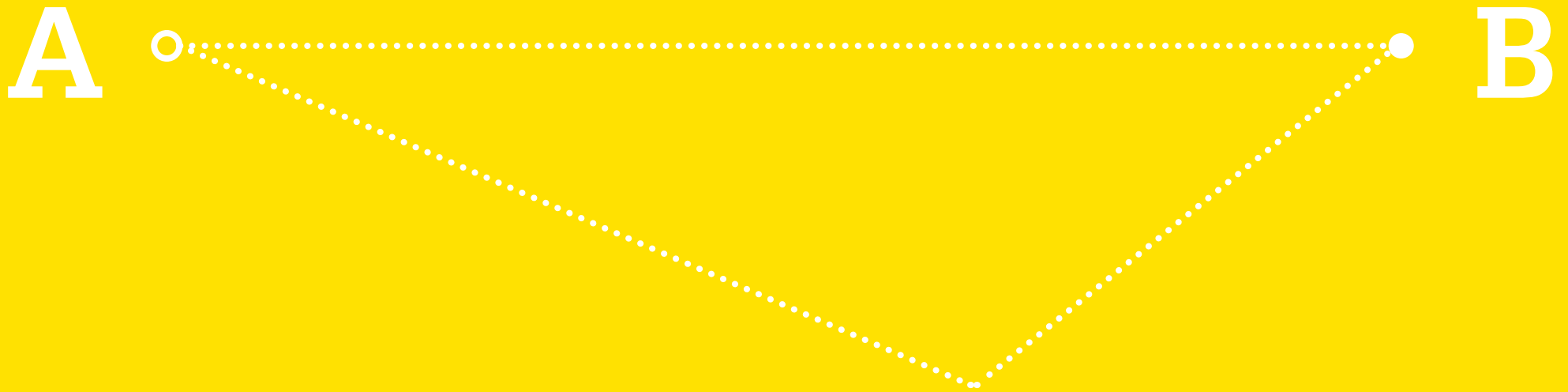
Ingress & destination

A

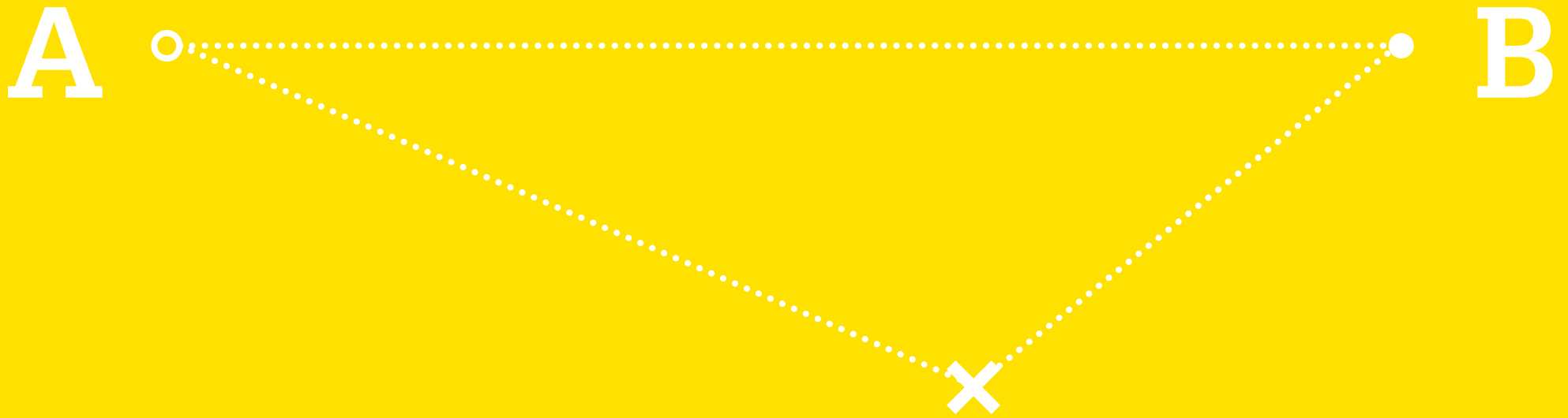


B

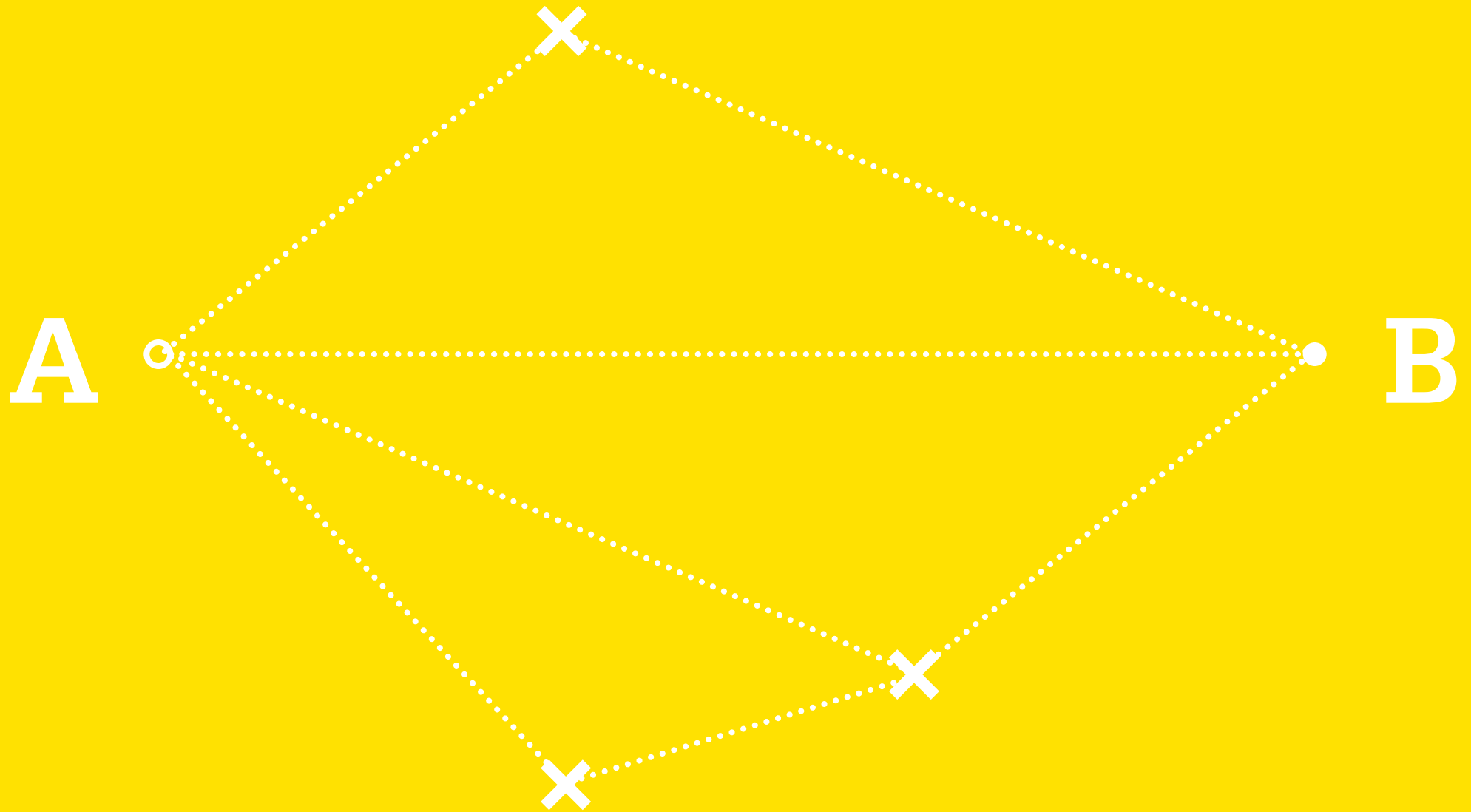
By creating alternative path,
we offer choices.



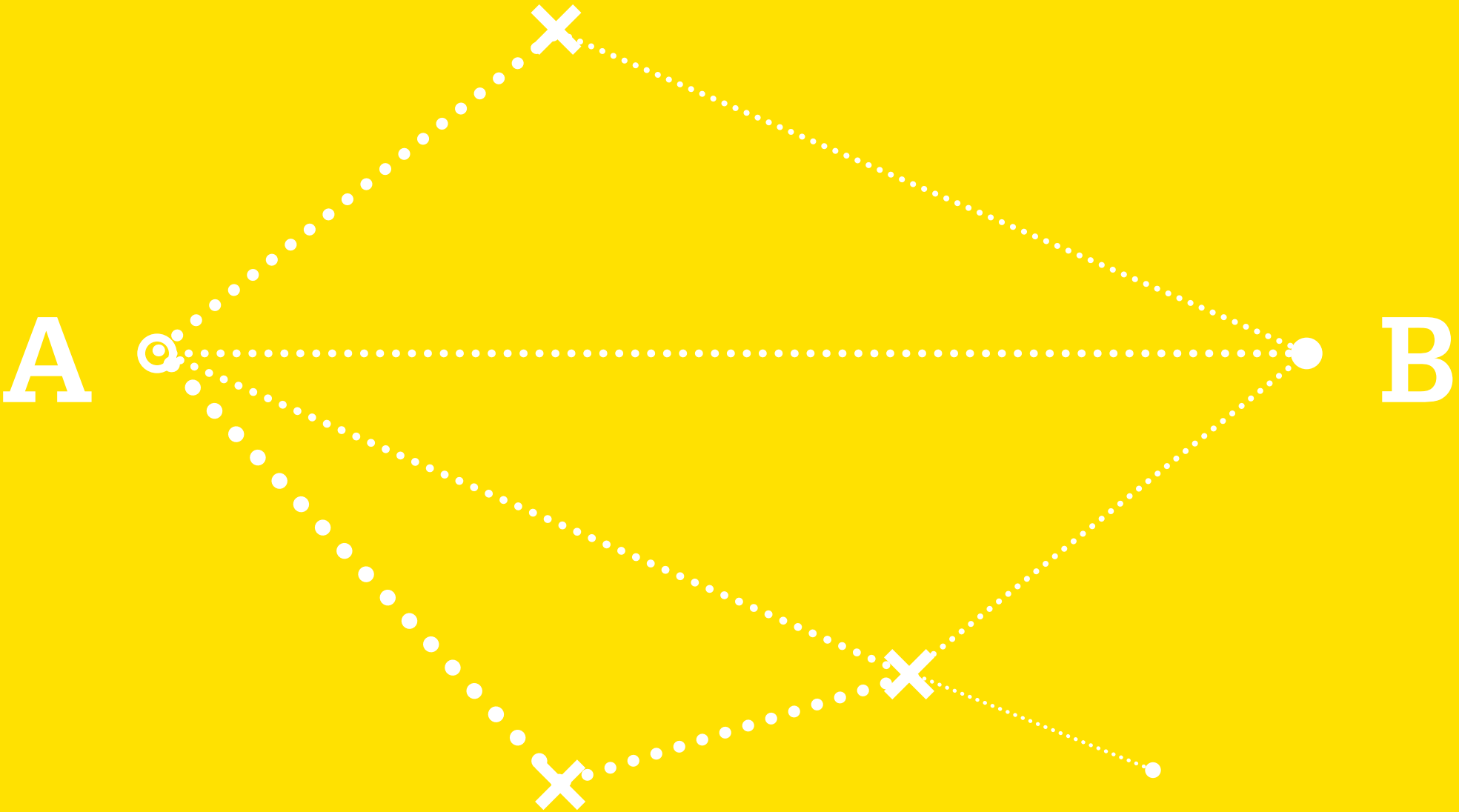
By adding nodes,
we invite people to interact.



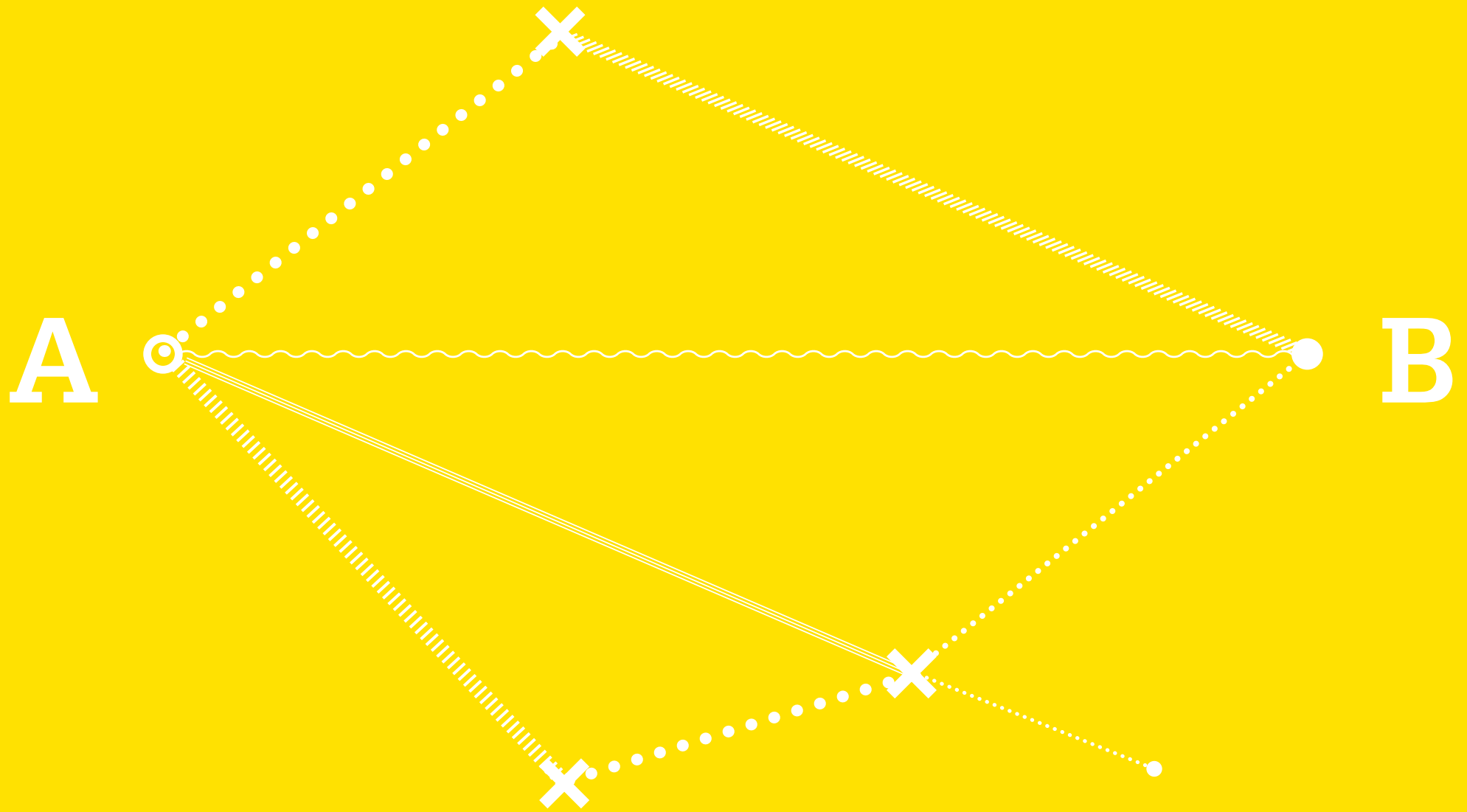
By expanding the network,
we offer diversity of experience.



We create hierarchy of privacy.



Experience not only enrich by the nodes,
the paths could also be the playground for new adventures.





how



where

02. Research

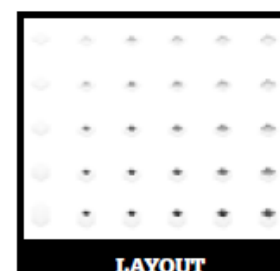
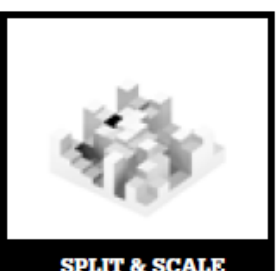
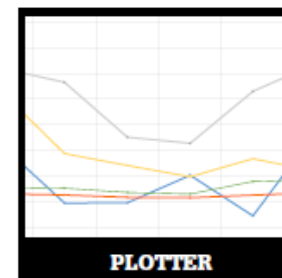
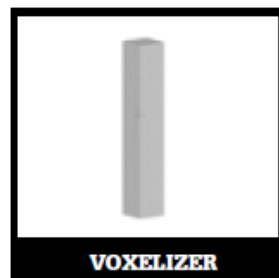
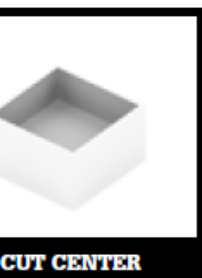
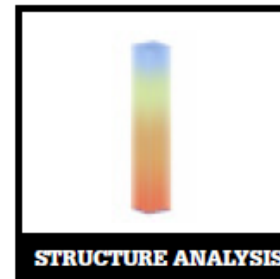
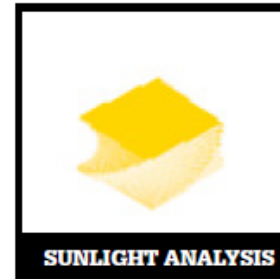
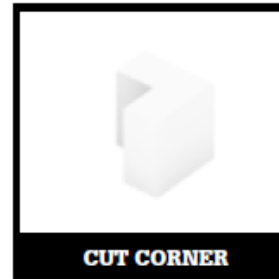
The BlockMaker

What makes a block?

Toolbox

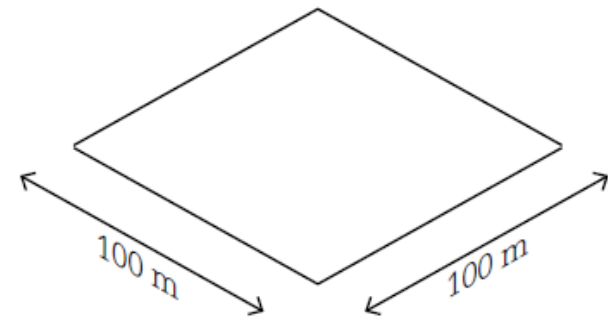
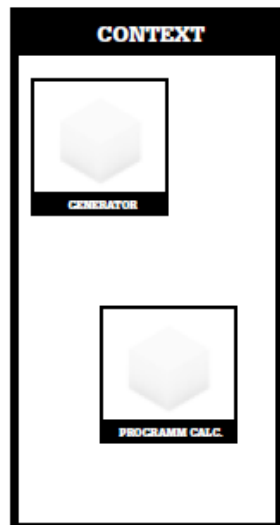
we have developed a **set of tools** to be able **to generate** and **compare** in a systematical way.

A collection of tools



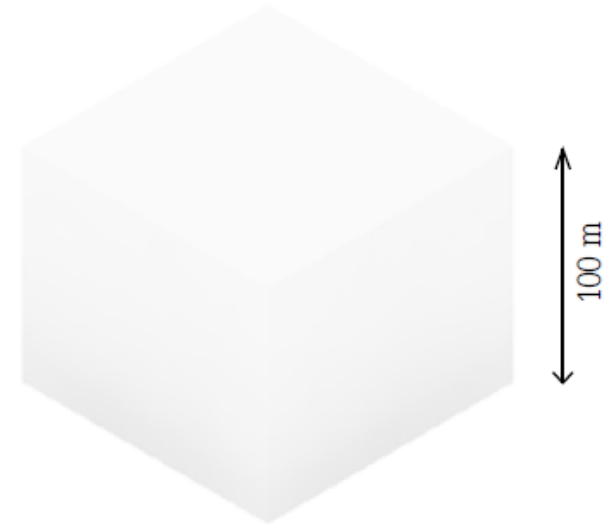
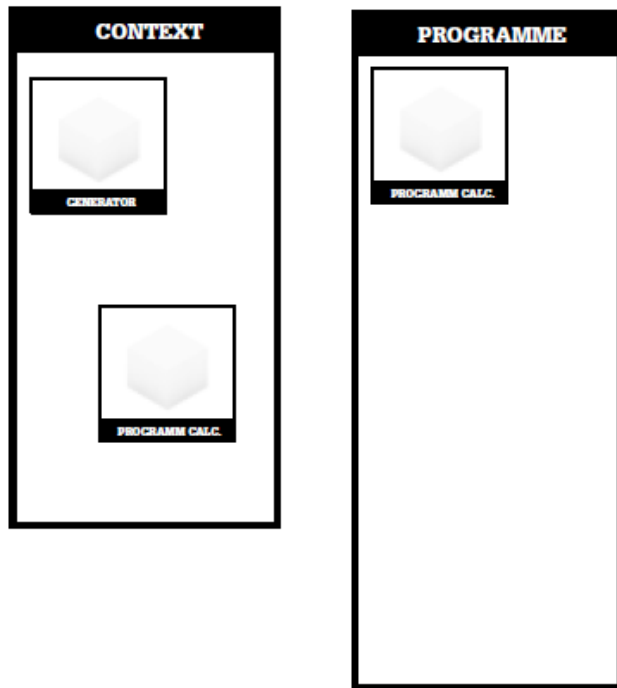
making the volume

We set a plot size



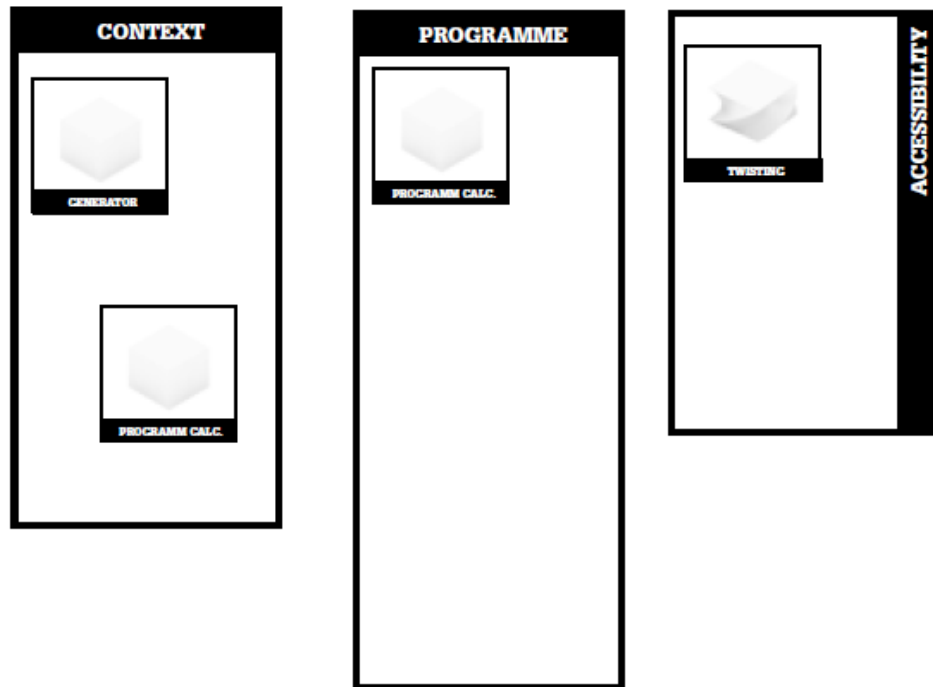
making the volume

We set a plot size
add programme



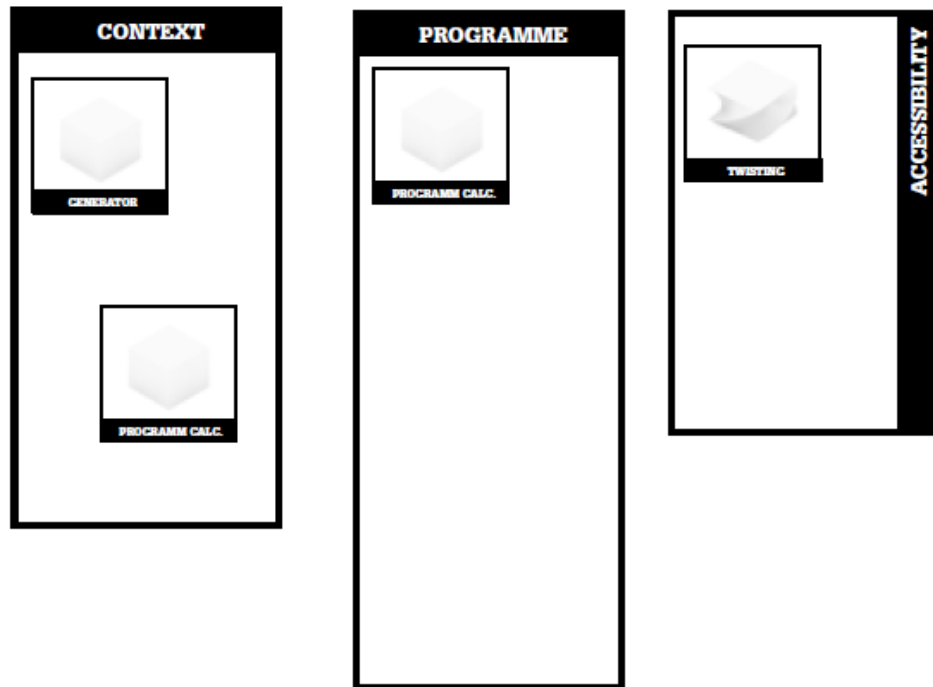
transform the volume

We set a plot size
add programme
transform



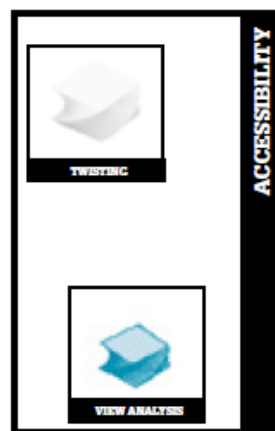
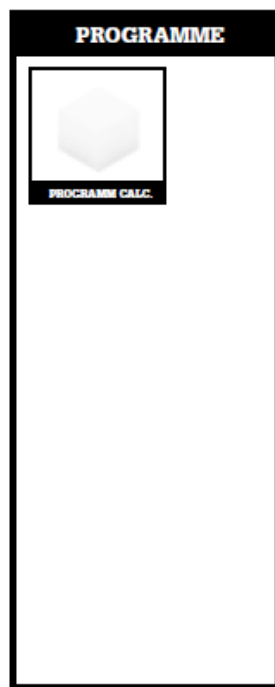
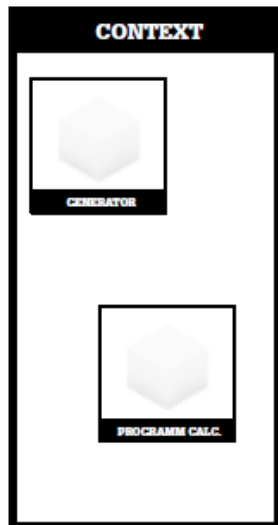
transform the volume

We set a plot size
add programme
transform



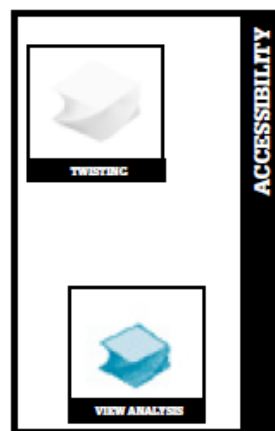
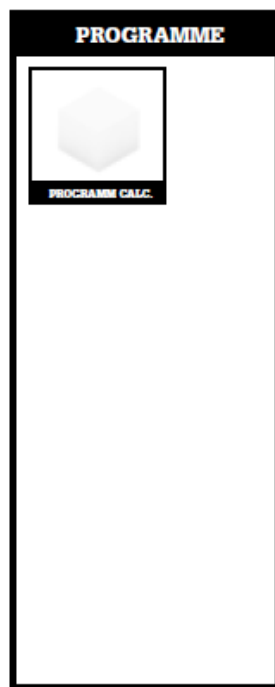
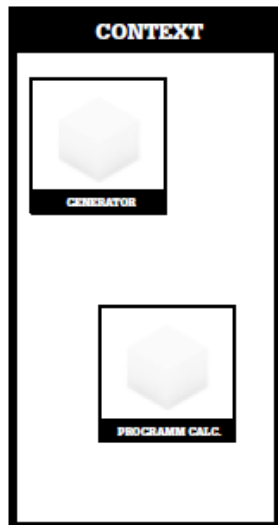
analyze the volume

We set a plot size
add programme
transform
analyze view
analyze terrace
analyze sun
analyze proximity
compare to block zero
analyze block zero
check values
compare values



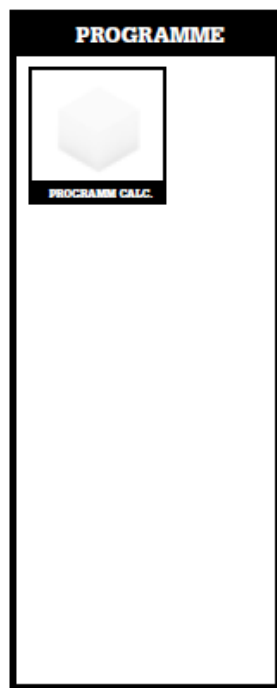
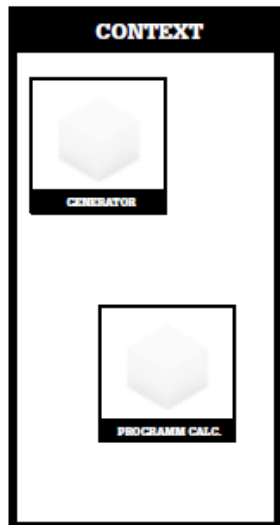
analyze the volume

We set a plot size
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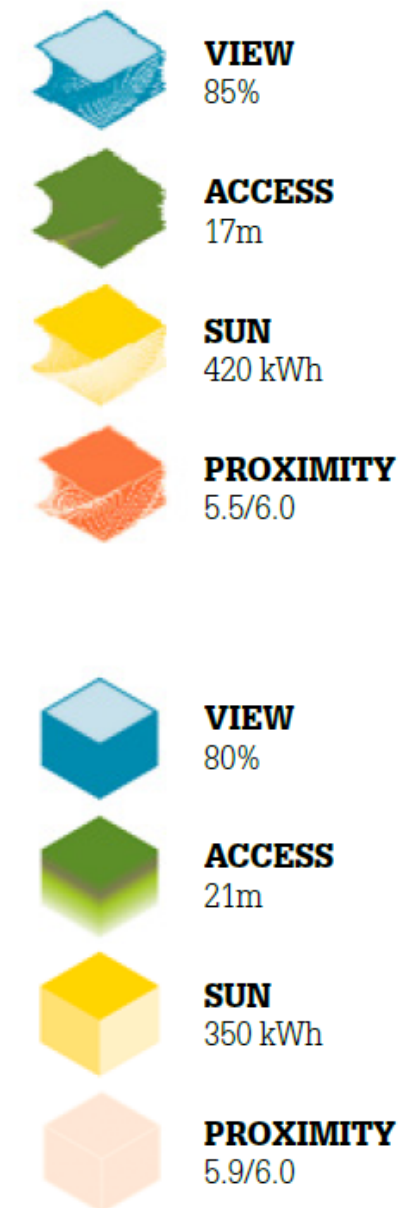
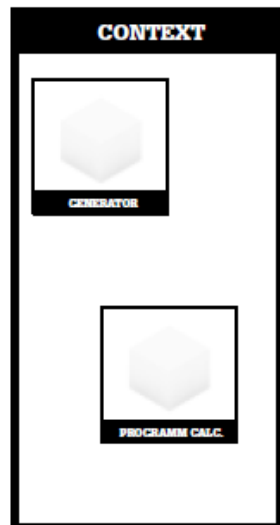
analyze the volume

We set a plot size
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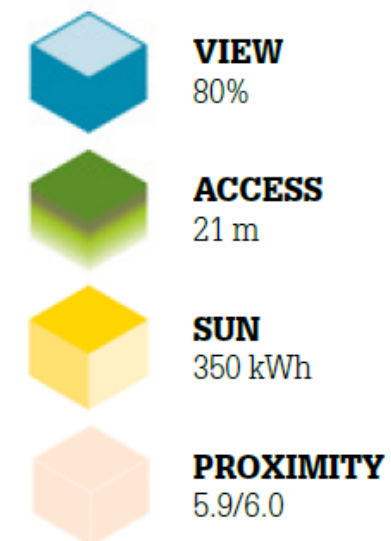
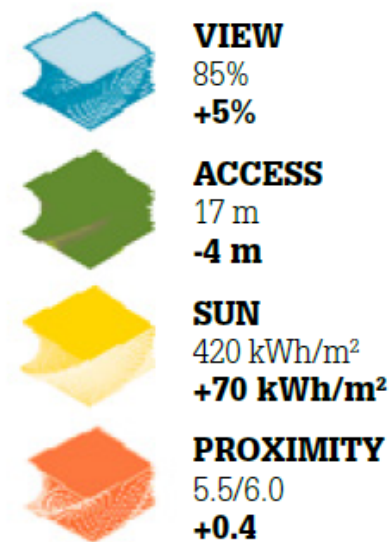
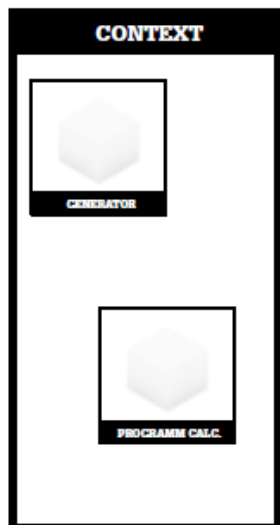
evaluate the volume

We set a plot size
add programme
transform
analyze view
analyze terrace
analyze sun
analyze proximity
compare to block zero
analyze block zero
check values



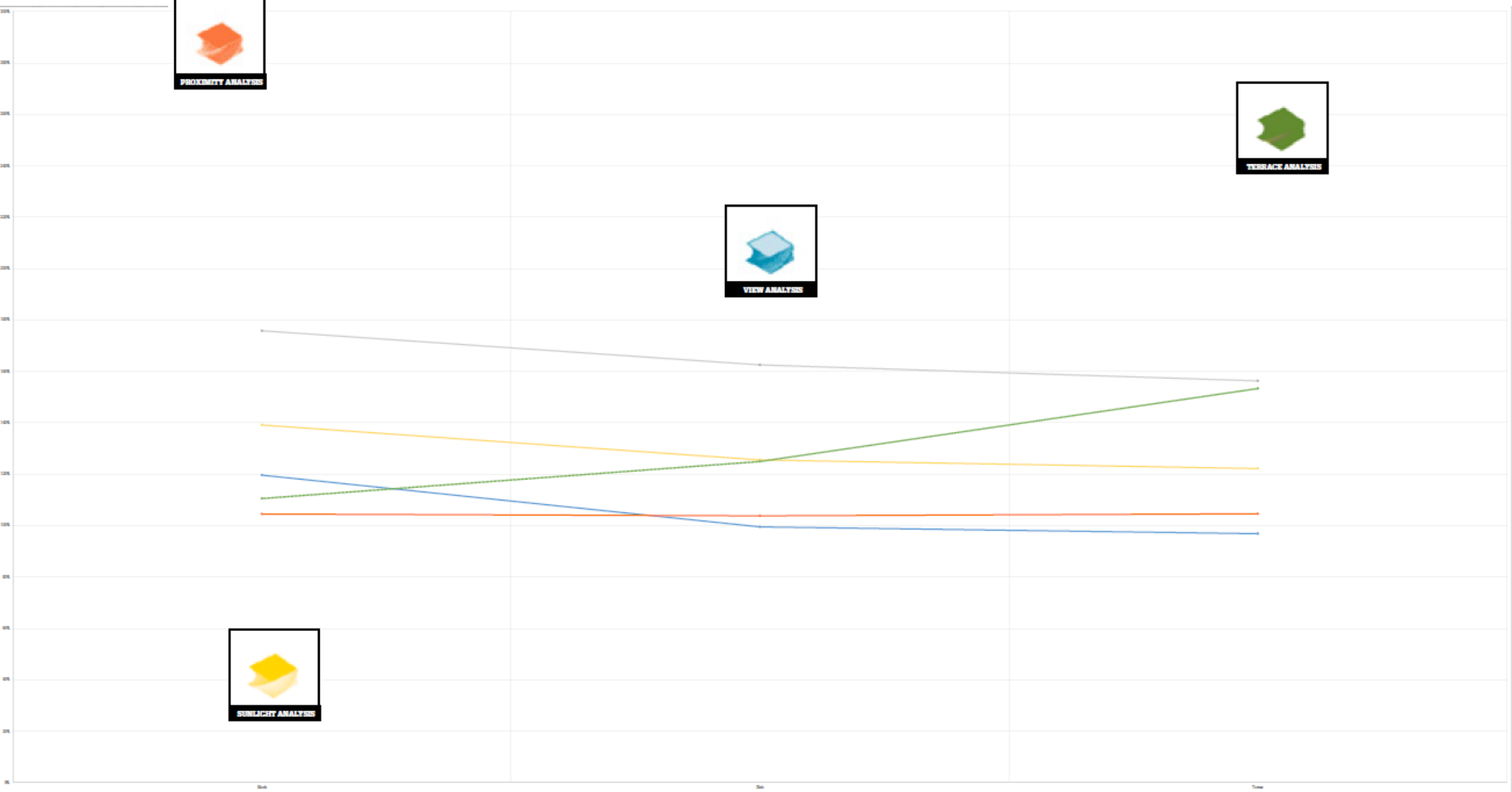
evaluate the volume

We set a plot size
add programme
transform
analyze view
analyze terrace
analyze sun
analyze proximity
compare to block zero
analyze block zero
check values
compare values



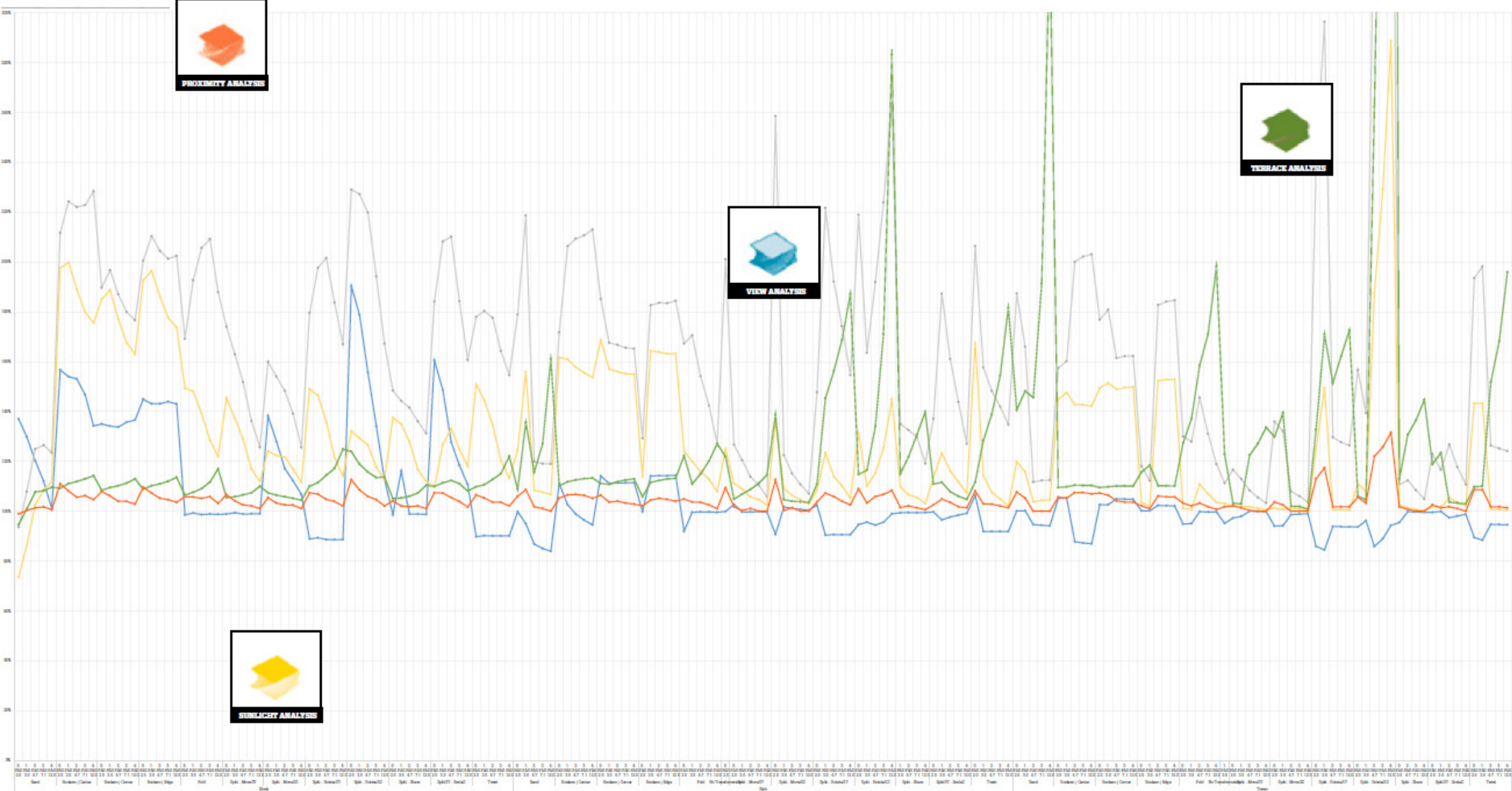
comparing trends

volume transformation level density



comparing trends

volume transformation level density



What makes (y)our block

**STANDARD
TOOLS**



SITE



USERS



PROGRAM



**MASS
& VOID**



**STRUC-
TURE**



ACCESS



HOUSES

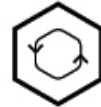


FACADE



CLIMATE

STANDARD TOOLS



SITE

PROGRAM

STRUC- TURE

HOUSES

CLIMATE

USERS

MASS &VOID

ACCESS

FACADE

location
climate
topography
typology
plot

number
density
age
households
distribution

primary
secondary
geometry
pattern
clusters
controls

primitive
transformation
controls
calculations

materials
principle
grid
calculator

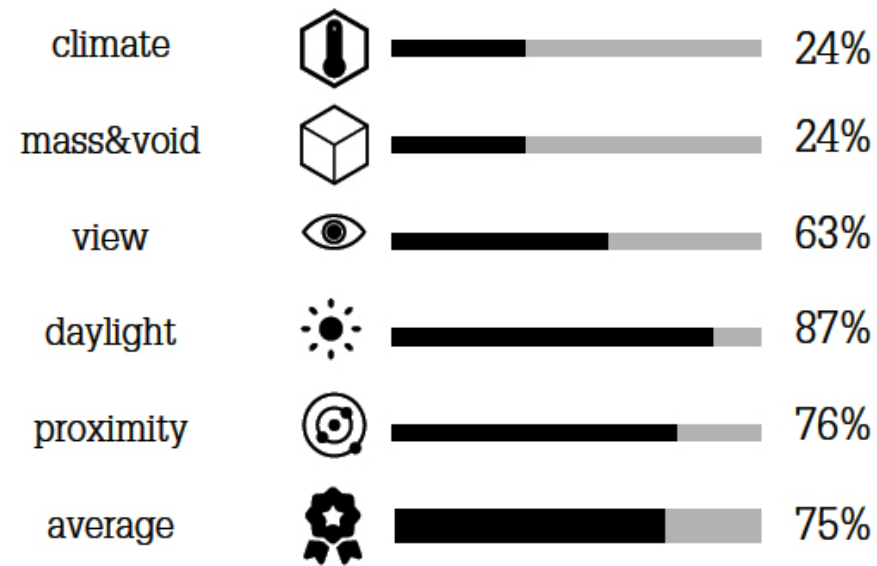
position
geometry
pattern
clusters
controls

rooms
sizes
arrangement
population

primary
secondary
geometry
pattern
clusters
shaders

temperature
humidity
latitude
longitude

ANALYSIS AND EVALUATION OF THE BLOCK



SCENARIO SPECIFIC MODES



FOOD

BIODIVERSITY



WATER



**SOLAR
ENERGY**



SPORT



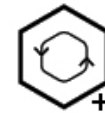
**INFRA-
STRUCTURE**



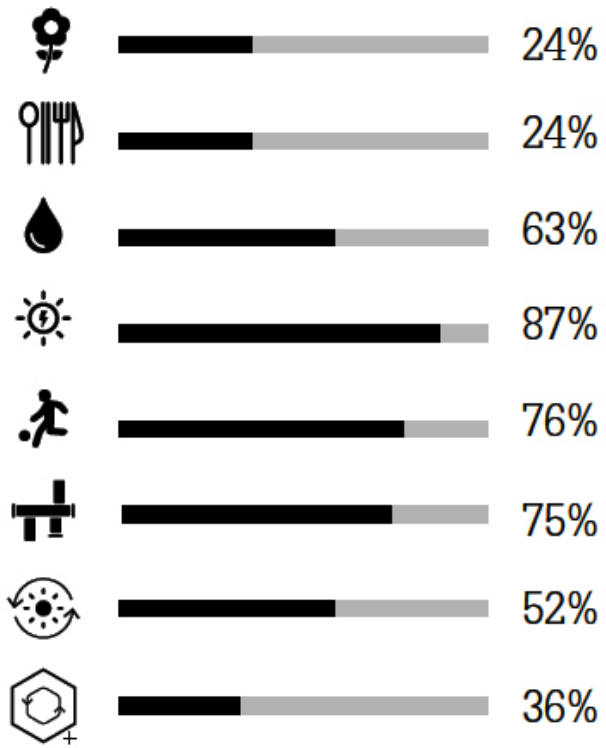
CLIMATE



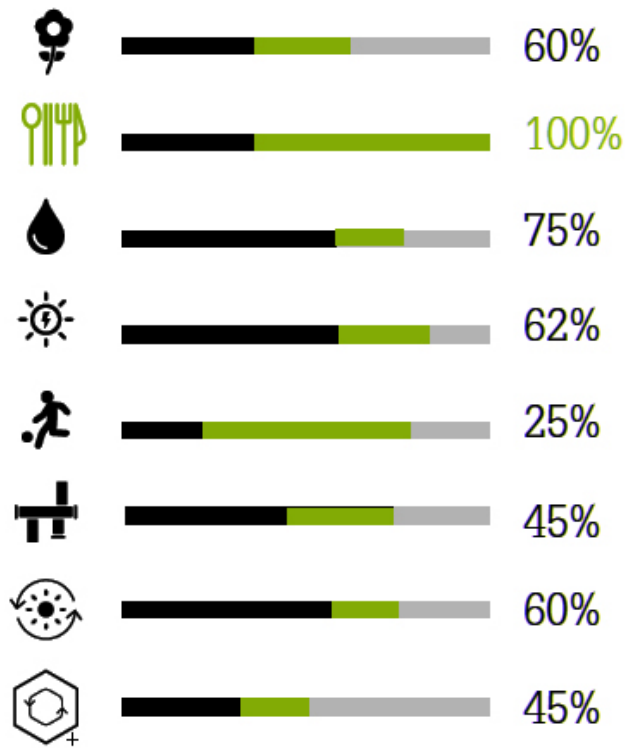
ACCESSIBILITY



ANALYSIS AND EVALUATION OF THE BLOCK

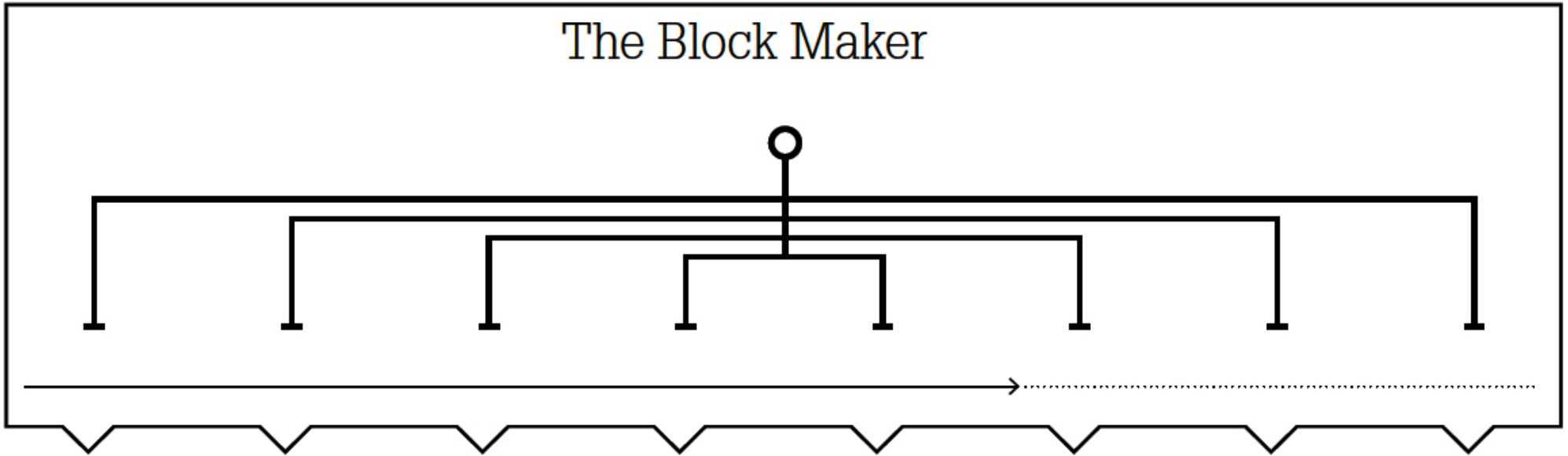


ANALYSIS AND EVALUATION OF THE BLOCK

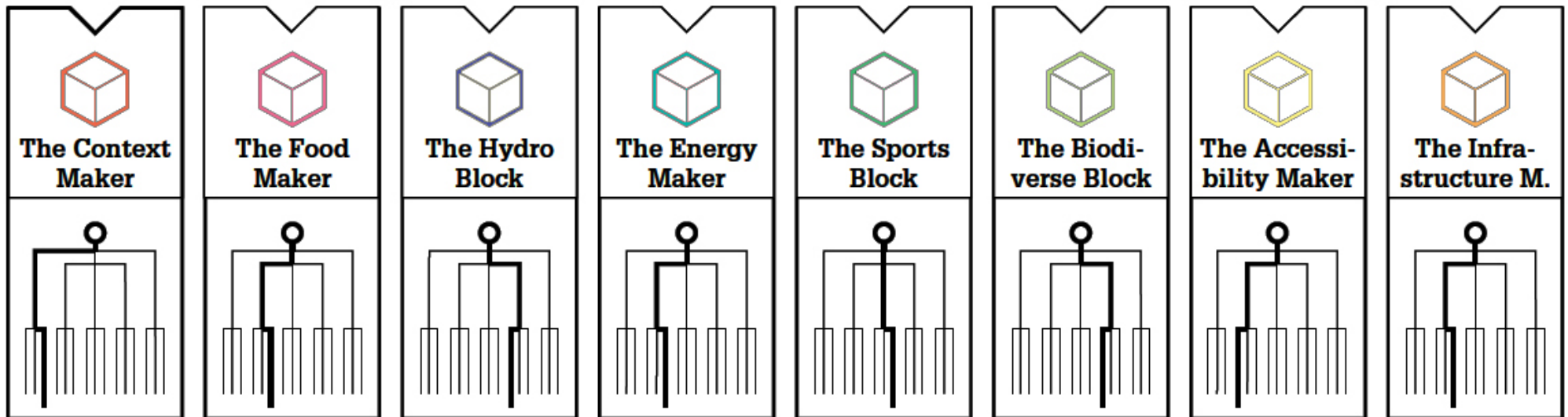


The Blockmaker 2.0 video

The Block Maker



(Y)our Maker



The BlockMaker

(Y)our Block

🔗 > Site

🔗 > Users

🔗 > Programme

🔗 > Mass & void

🔗 > Structure

🔗 > Accessibility

🔗 > Houses

🔗 > Climate

🔗 > Facade



how

The BlockMaker

(Y)our Block

🔗 > Site

🔗 > Users

🔗 > Programme

🔗 > Mass & void

🔗 > Structure

🔗 > Accessibility

🔗 > Houses

🔗 > Climate

🔗 > Facade

where

how

The BlockMaker
(Y)our Block

🔗 > Site

🔗 > Users

🔗 > Programme

🔗 > Mass & void

🔗 > Structure

🔗 > Accessibility

🔗 > Houses

🔗 > Climate

🔗 > Facade

where

how

dwelling

The BlockMaker
(Y)our Block

🔗 > Site

🔗 > Users

🔗 Programme

🔗 Mass & void

🔗 > Structure

🔗 Accessibility

🔗 Houses

🔗 > Climate

🔗 > Facade

where

**spatial
quality**

how

dwelling

Accessibility

Circulation mode

The BlockMaker

(Y)our Block

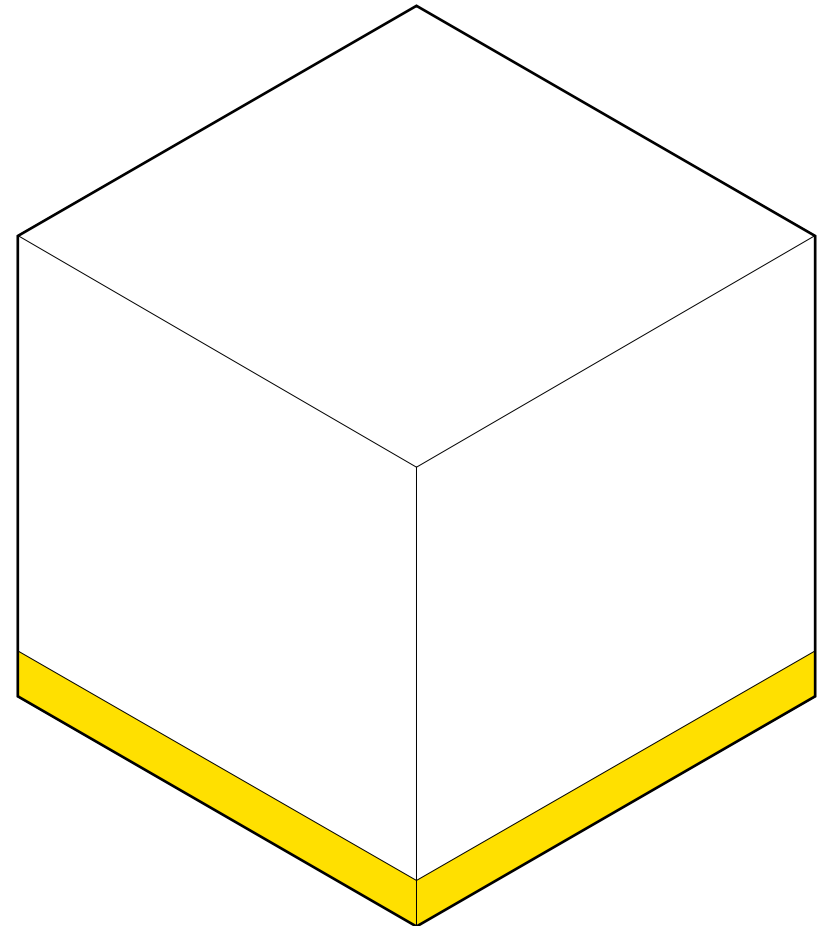
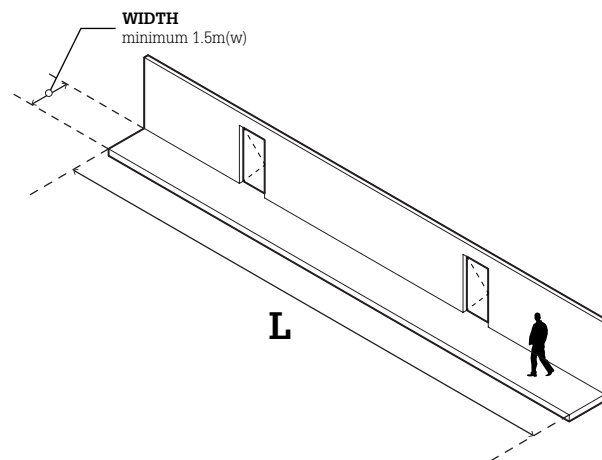
- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Circulation mode

Standard - corridor

Standard

Custom

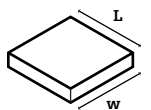


WALKING SPEED

Between 0.83 to 1.65 m/s
Preferred: 1.4 m/s (84 m/min).

CALORIES

Per horizontal distance(m⁻¹)
0.32 – 1.04 kcal



1 STOREYS
plot size: 18m x 18m
floor to floor: 3.6m

inclination	p/m	volume	floor area	time	percentage
0.0 °	pedestrian	97.2m ³ (18m)	27.0m ² (18m)	12.8s (18m)	8.3

The BlockMaker

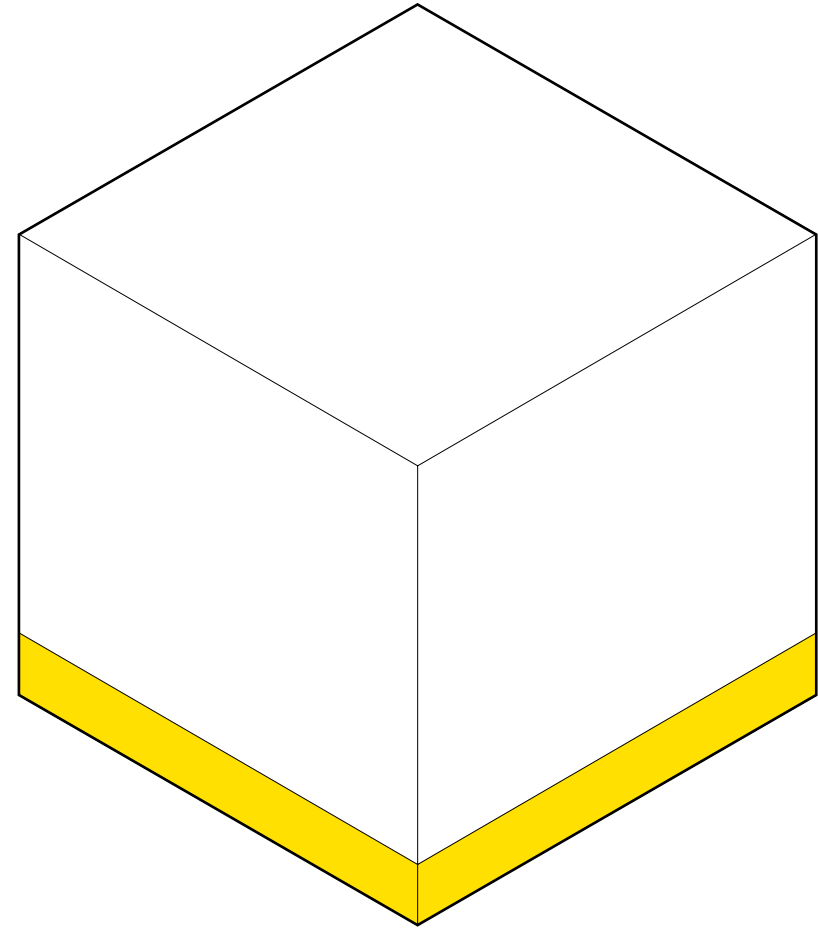
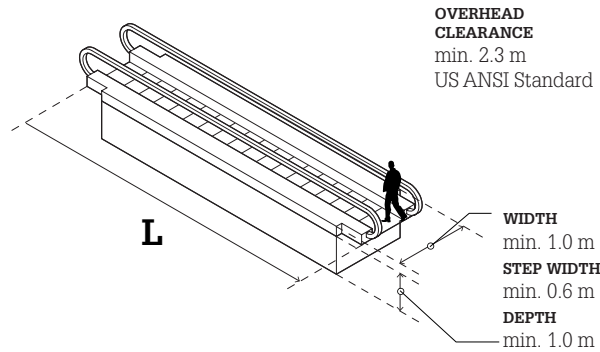
(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Circulation mode

Standard - travelator

- Standard
- Custom

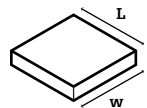


OPTIMAL SPEED FOR SAFETY

Between 0.50 to 0.75 m/s
for continuous flow

Preferred: 0.5 m/s (30 m/min).

RISE	SPEED	INCLINATION	PALLET RUN
m	m/s	degree	mm
Not limited by standard	<0.75	0-6	n/a
		10-12	400
	>0.75<0.90	max. 12	600
			w < 1100
	>0.5	10-12	



1 STOREYS
plot size: 18m x 18m
floor to floor: 3.6m

inclination	p/m	volume	floor area	time	percentage
0.0 °	pedestrian	129.6m3 (18m)	36.0m2 (18m)	9.0s (18m)	11.1

The BlockMaker

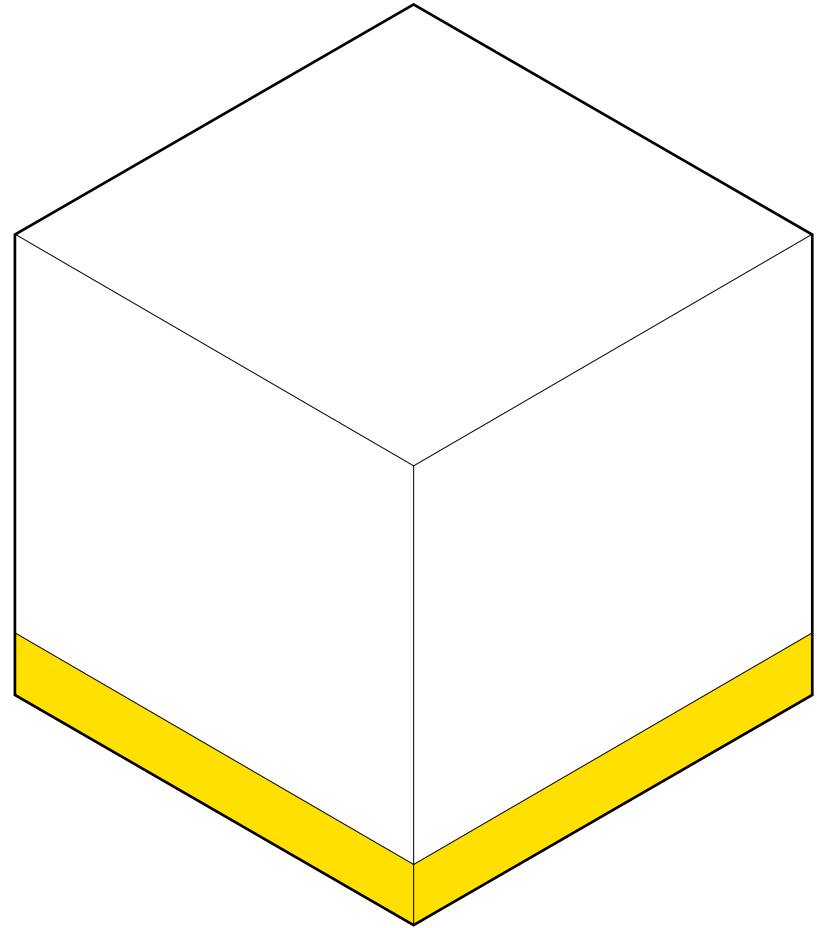
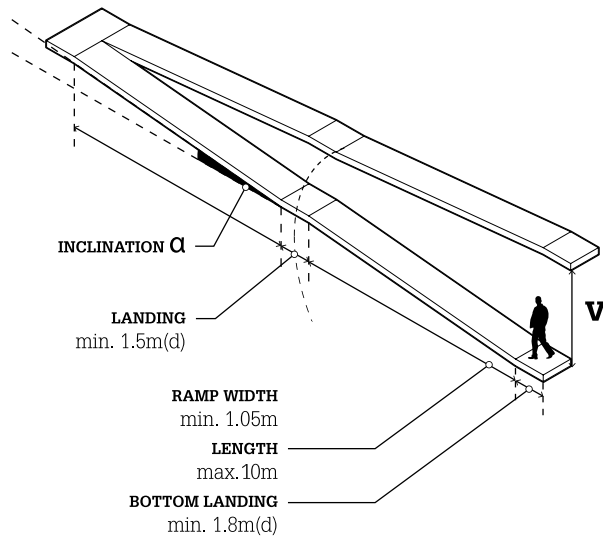
(Y)our Block

- ⊗ > Site
- ⊗ > Users
- ⊗ > Programme
- ⊗ > Mass & void
- ⊗ > Structure
- ⊗ > Accessibility
- ⊗ > Houses
- ⊗ > Climate
- ⊗ > Facade

Circulation mode

Standard - 1:20 ramp

- Standard
- Custom



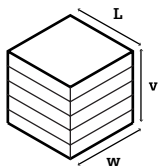
WALKING SPEED

Between 0.83 to 1.65 m/s
Preferred: 1.4 m/s (84 m/min).

CALORIES

Per horizontal distance(m⁻¹)
0.32 – 1.04 kcal

(0 – 15 deg)
Per vertical distance(m⁻¹)
0.80 – 3.00 kcal



5 STOREYS
plot size: 18m x 18m
floor to floor: 3.6m

inclination	p/m	volume	floor area	time	percentage
2.8 °	pedestrian	1609.6m ³	447.1m ²	263s	27.6

The BlockMaker

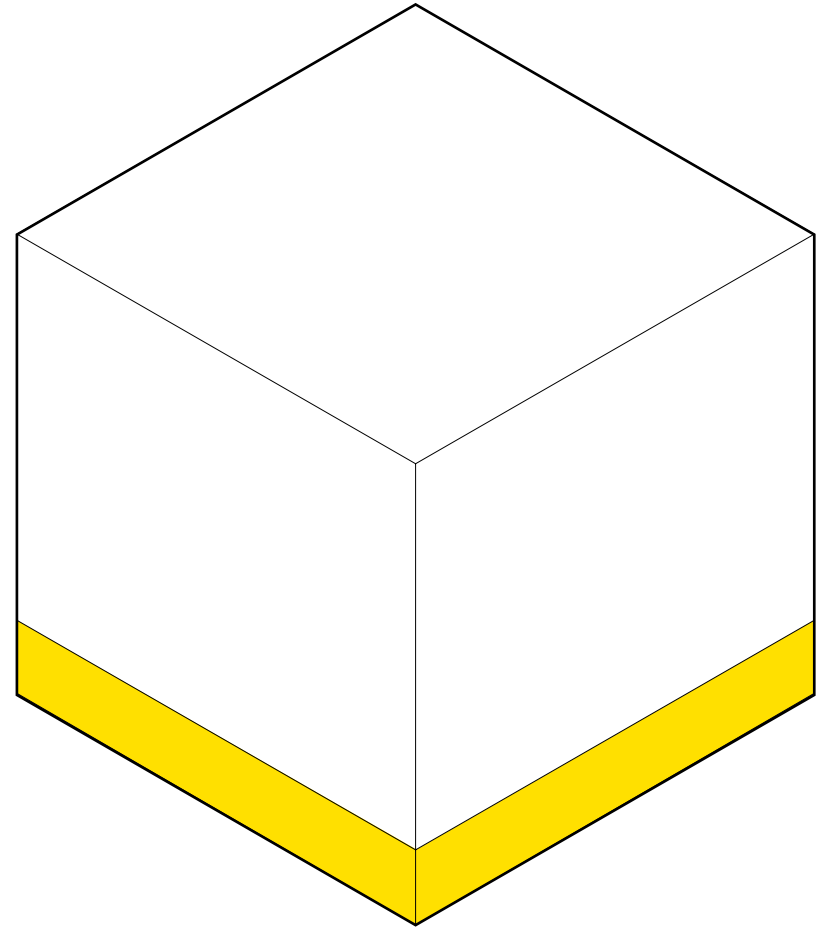
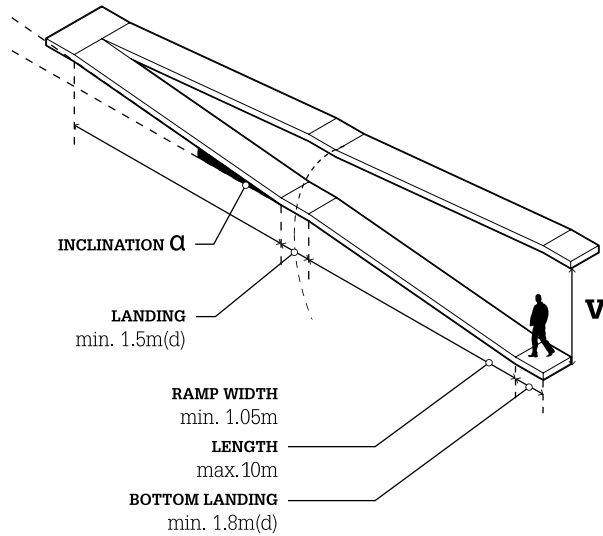
(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Circulation mode

Standard - 1:12 ramp

- Standard
- Custom



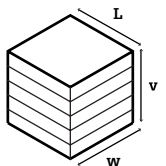
WALKING SPEED

Between 0.83 to 1.65 m/s
Preferred: 1.4 m/s (84 m/min).

CALORIES

Per horizontal distance(m⁻¹)
0.32 – 1.04 kcal

(0 – 15 deg)
Per vertical distance(m⁻¹)
0.80 – 3.00 kcal



5 STOREYS
plot size: 18m x 18m
floor to floor: 3.6m

inclination	p/m	volume	floor area	time	percentage
4.8 °	pedestrian	944.8m ³	262.4m ²	154s	16.2

The BlockMaker

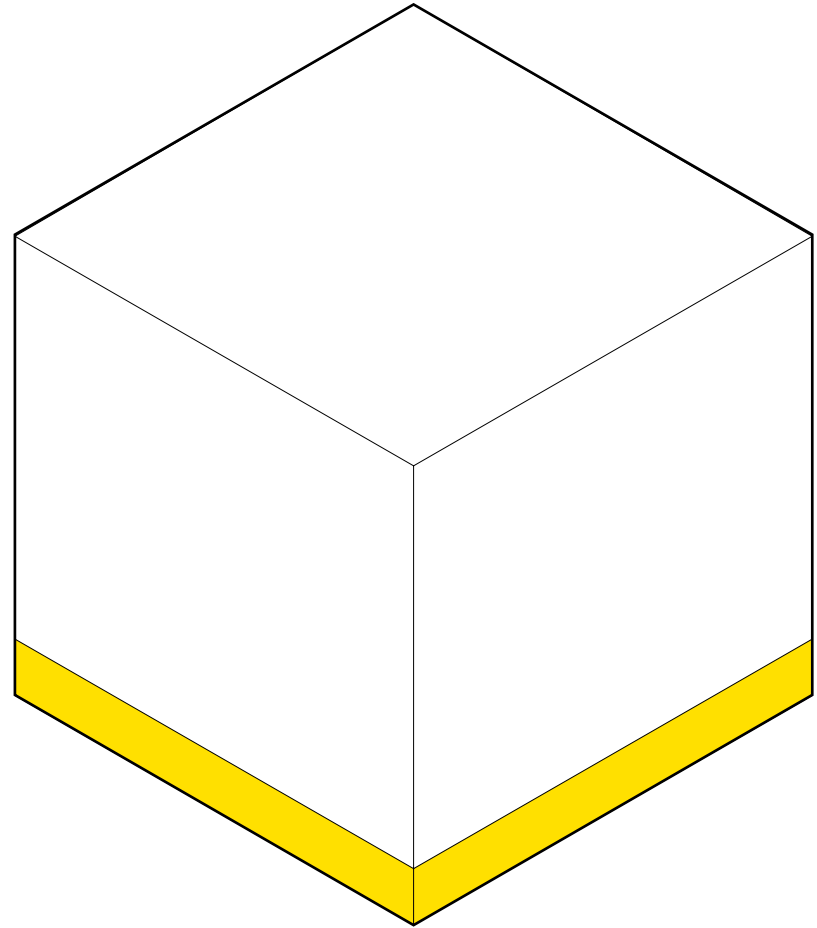
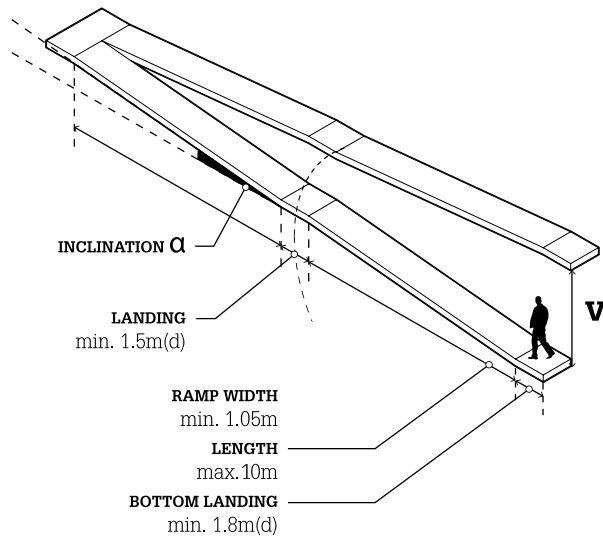
(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Circulation mode

Standard - nugen ramp

- Standard
- Custom



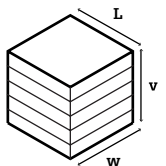
WALKING SPEED

Between 0.83 to 1.65 m/s
Preferred: 1.4 m/s (84 m/min).

CALORIES

Per horizontal distance(m⁻¹)
0.32 – 1.04 kcal

(0 – 15 deg)
Per vertical distance(m⁻¹)
0.80 – 3.00 kcal



5 STOREYS
plot size: 18m x 18m
floor to floor: 3.6m

inclination	p/m	volume	floor area	time	percentage
6.4 °	pedestrian	717.3m ³	199.3m ²	115s	12.3

The BlockMaker

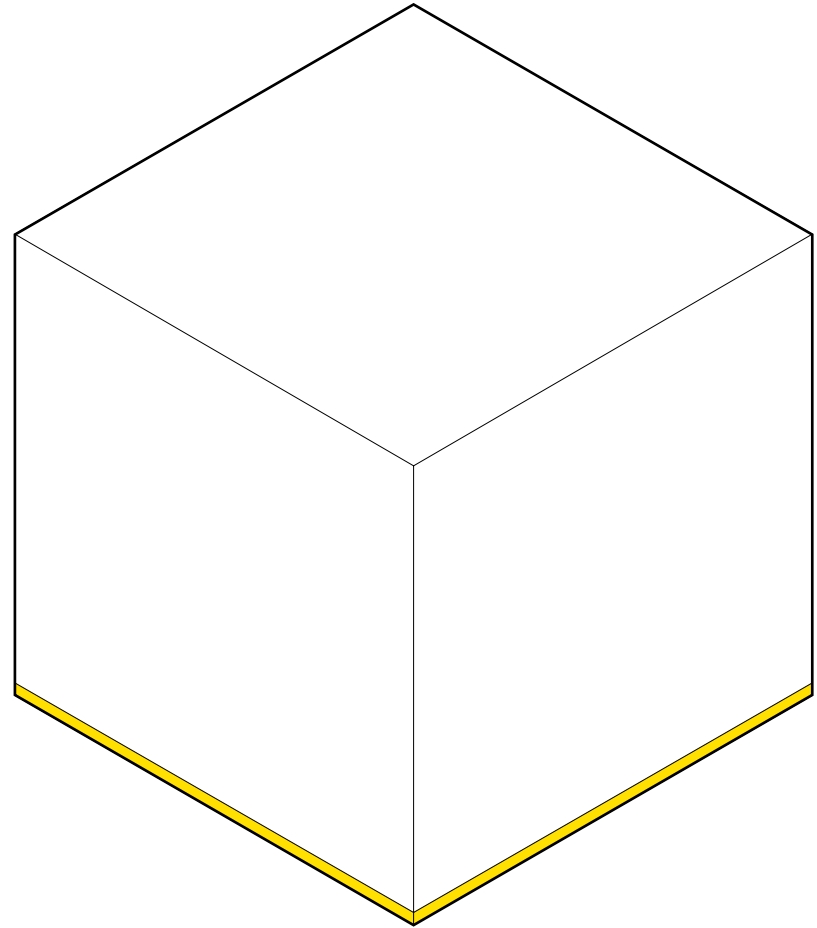
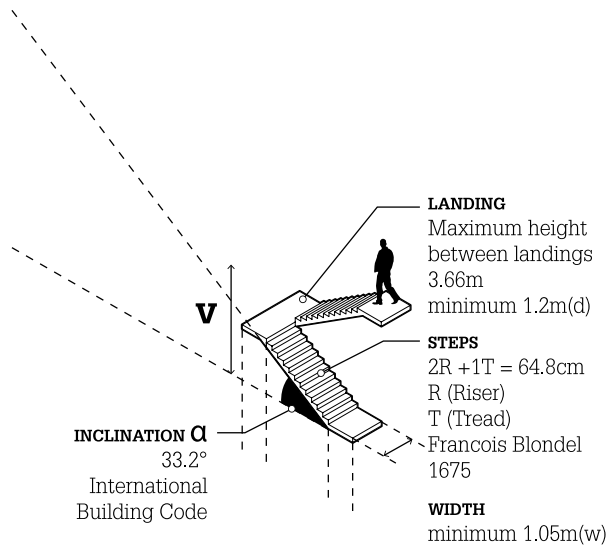
(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Circulation mode

Standard - international stair

- Standard
- Custom



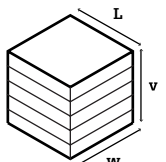
WALKING SPEED

Between 0.83 to 1.65 m/s
Preferred: 1.4 m/s (84 m/min).

CALORIES

Per horizontal distance(m⁻¹)
0.32 – 1.04 kcal

(17 – 48 deg)
Per vertical distance(m⁻¹)
0.55 – 1.12 kcal



5 STOREYS
plot size: 18m x 18m
floor to floor: 3.6m

inclination	p/m	volume	floor area	time	percentage
33.2°	pedestrian	151.6m ³	42.1m ²	23s	2.6

The BlockMaker

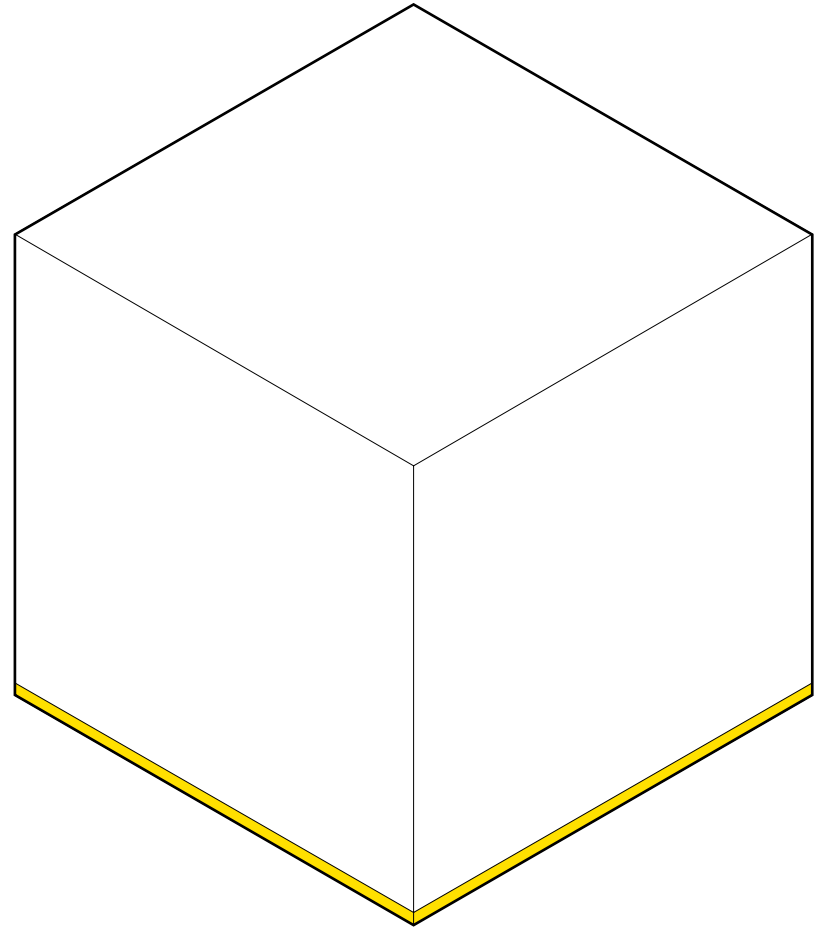
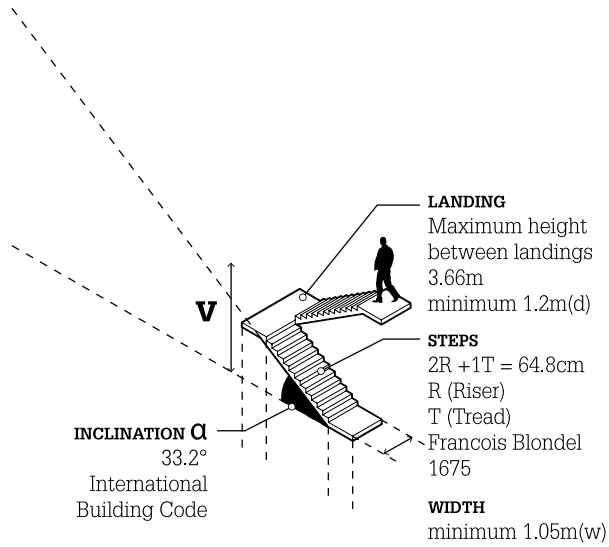
(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Circulation mode

Standard - dutch stair

- Standard
- Custom



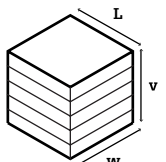
WALKING SPEED

Between 0.83 to 1.65 m/s
Preferred: 1.4 m/s (84 m/min).

CALORIES

Per horizontal distance(m⁻¹)
0.32 – 1.04 kcal

(17 – 50 deg)
Per vertical distance(m⁻¹)
0.55 – 1.12 kcal



5 STOREYS
plot size: 18m x 18m
floor to floor: 3.6m

inclination	p/m	volume	floor area	time	percentage
48.6°	pedestrian	101.8m ³	30.8m ²	17s	1.9

The BlockMaker

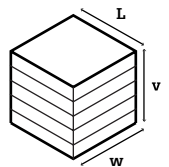
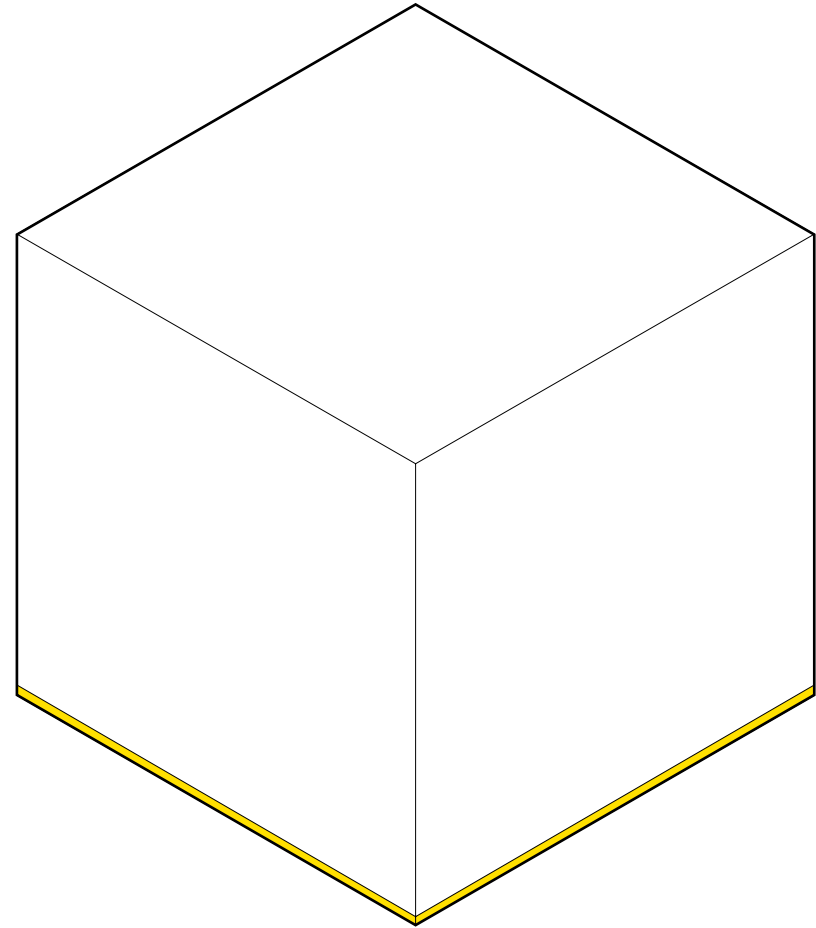
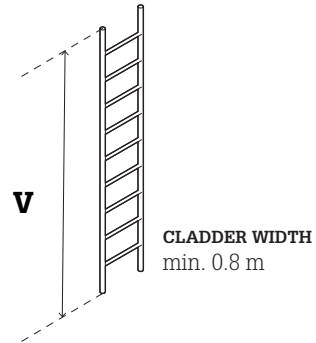
(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Circulation mode

Standard -ladder

- Standard
- Custom



5 STOREYS
plot size: 18m x 18m
floor to floor: 3.6m

inclination	p/m	volume	floor area	time	percentage
90.0°	pedestrian	6.5m ³	0.4m ²	28s	0.1

The BlockMaker

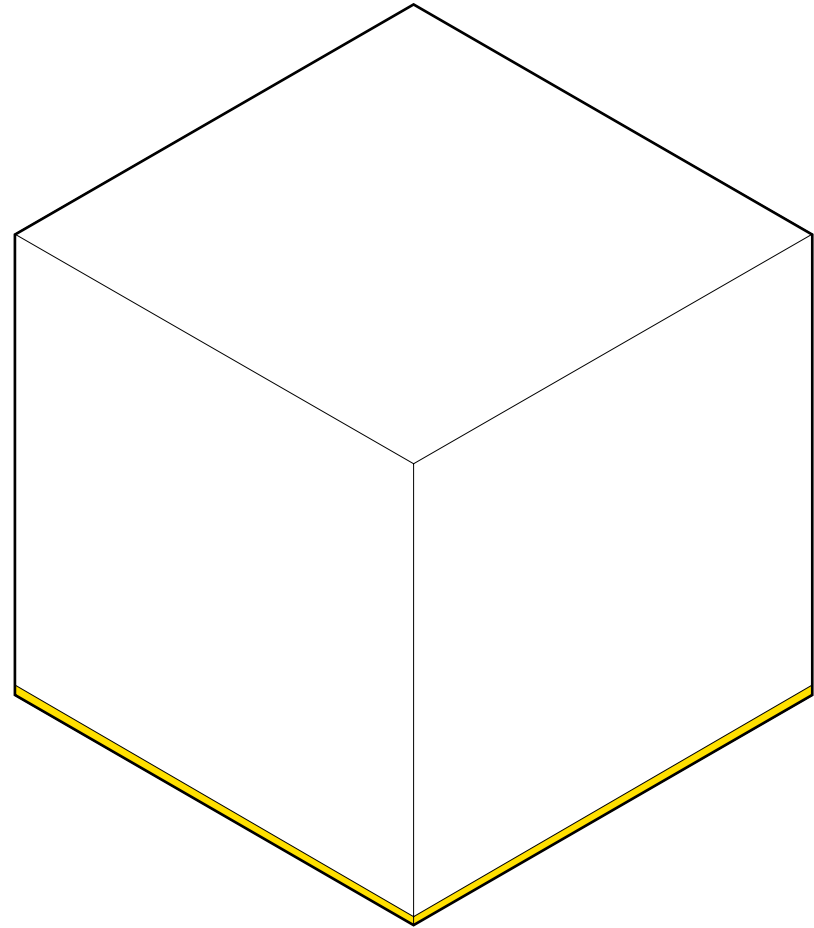
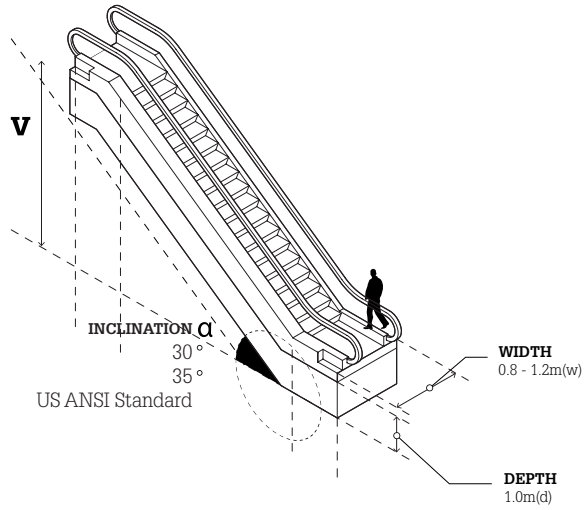
(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Circulation mode

Standard - 30 ° escalator

- Standard
- Custom

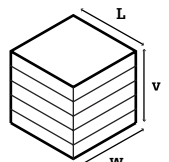


OPTIMAL SPEED FOR SAFETY

Between 0.50 to 0.75 m/s
for continuous flow

Preferred: 0.5 m/s (30 m/min).

RISE	SPEED	INCLINATION	PALLET RUN
m	m/s	degree	mm
Not limited by standard	<0.75	0-6	n/a
	>0.75<0.90	10-12	400
		max. 12	600
	>0.5	10-12	w < 1100



5 STOREYS
plot size: 18m x 18m
floor to floor: 3.6m

inclination	p/m	volume	floor area	time	percentage
30.0°	mechanical	204.6m ³	56.8m ²	12.8s	11.8

The BlockMaker

(Y)our Block

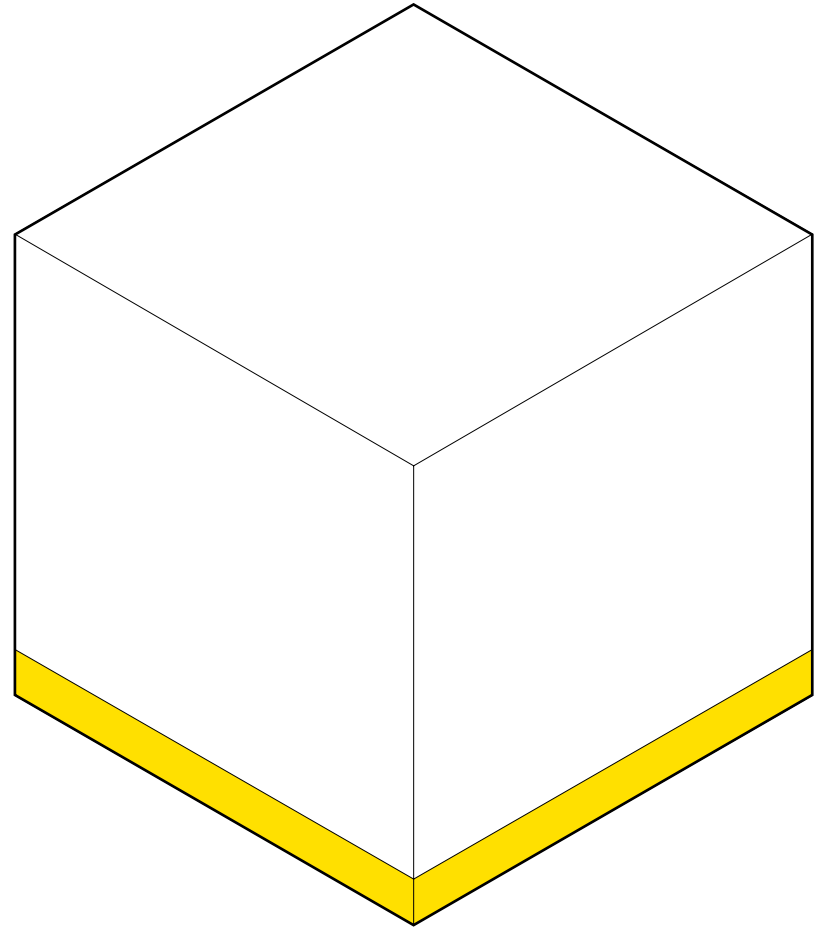
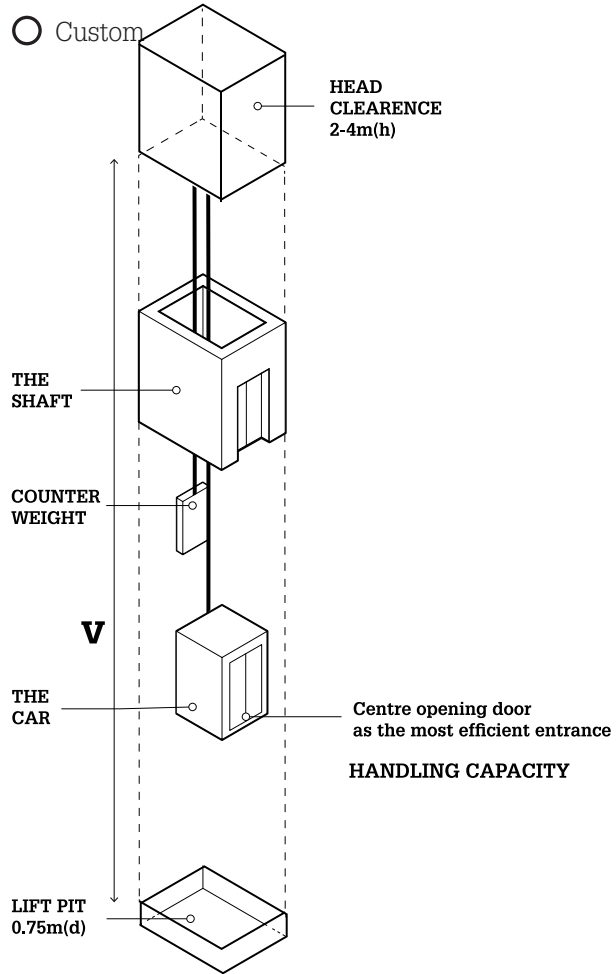
- ⊗ > Site
- ⊗ > Users
- ⊗ > Programme
- ⊗ > Mass & void
- ⊗ > Structure
- ⊗ > Accessibility
- ⊗ > Houses
- ⊗ > Climate
- ⊗ > Facade

Circulation mode

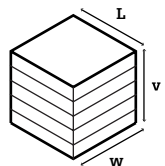
Standard - elevator

Standard

Custom



LOAD		CAR		SHAFT		DOOR	
Person	kg	A	B	C	D	E	A/M
4	272	1100	700	1800	1100	800	M
6	408	1100	1000	1800	1400	800	M
8	544	1300	1100	2000	1550	800	M
4	272	1100	700	1900	1350	800	A
6	408	1100	1000	1900	1700	800	A
8	544	1300	1100	1900	1900	800	A
10	680	1300	1350	1900	2100	800	A
13	844	2000	1100	2500	1900	900	A
16	1088	2000	1300	2500	2100	1000	A



5 STOREYS
 plot size: 18m x 18m
 floor to floor: 3.6m

inclination	p/m	volume	floor area	time	percentage
30.0°	mechanical	204.6m ³	56.8m ²	4.5s	11.8

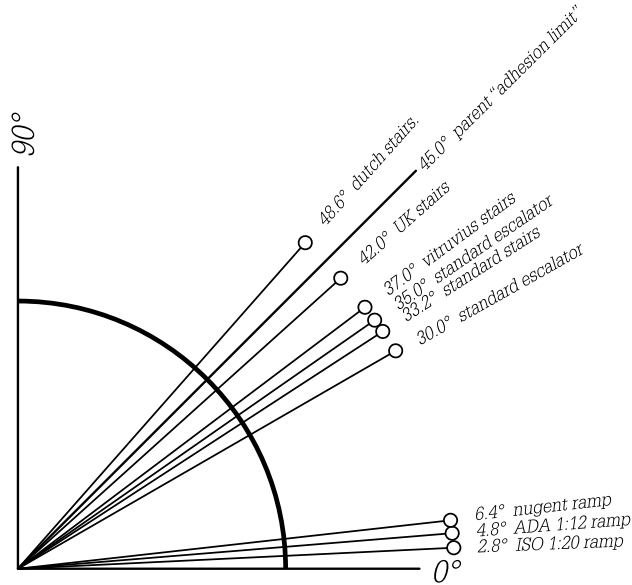
The BlockMaker

(Y)our Block

- 📍 Site
 - 100 x 100 m
 - FAR 12.0
- 👤 Users
 - 560 users
 - 4 user groups
- 🏠 Programme
 - housing 40%
 - access 25%
 - structure 15%
 - retail 10%
 - leisure 10%
- 🏠 Mass & void
- 🏠 Structure
- 🏠 Accessibility
 - p/m
 - Inclination
- 🏠 Houses
 - 4 dwelling sizes
- 🏠 Climate
- 🏠 Facade

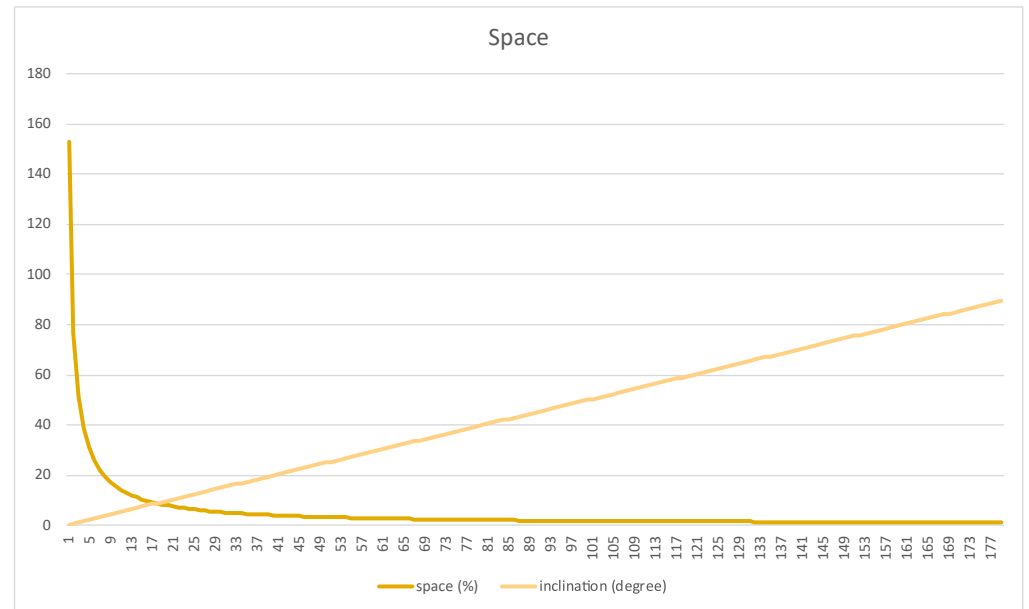
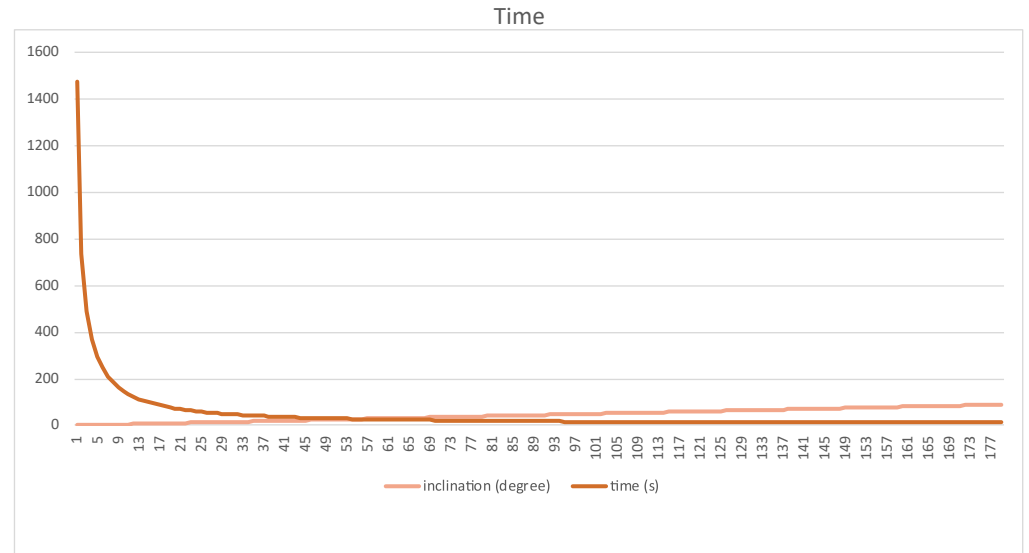
Accessibility

Circulation mode : time, space & conditions



Circulation mode is categorised in pedestrian (P) or mechanical (m), both categories allows a range of inclinations. Different categories and inclination range results in particular time, space & conditions.

Multiple standard circulation models are studied, By expanding the calculation to the non-standard scenario. The pattern is revealed, allows us to breakdown and parametrizes the requirements.



The BlockMaker

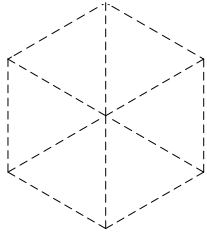
(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility**
- > Houses
- > Climate
- > Facade

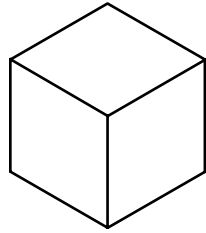
Access distribution

Location, number & accessible volume

Create from:

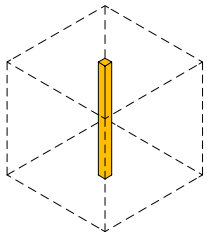


Boundary

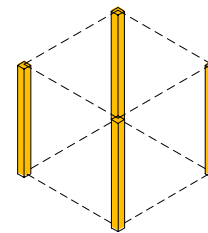


Mass

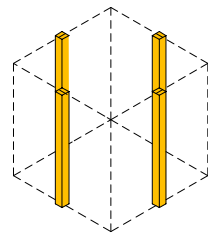
Location



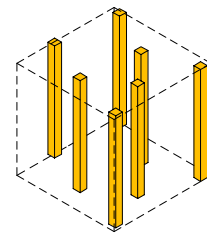
Centre



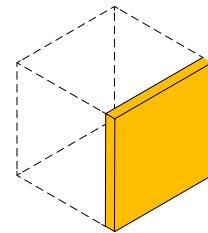
Corner



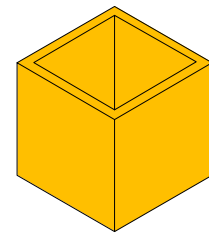
Middle



Random



Random



Random

Grid 1 x 1

Quantity 1

Seed 50

Outdoor

The BlockMaker

(Y)our Block

⌕ > Site

⌕ > Users

⌕ > Programme

⌕ > Mass & void

⌕ > Structure

⌕ > Accessibility

⌕ > Houses

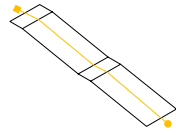
⌕ > Climate

⌕ > Facade

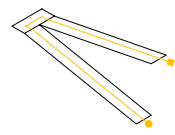
Access distribution

Location, number & accessible volume

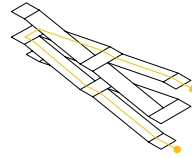
Organization



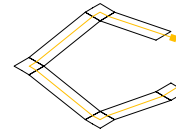
Waterfall



Zigzag



Scissor

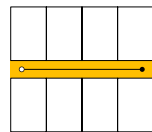


Loop

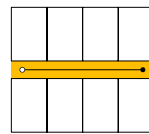
Programme distribution



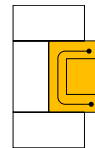
1-sided



2-sided



Destination



Around

Programme offset

18 m

Programme

Import from context

The BlockMaker (Y)our Block

- 📍 Site
 - 100 x 100 m
 - FAR 12.0
- 👤 Users
 - 560 users
 - 4 user groups
- 🏠 Programme
 - housing 40%
 - access 25%
 - structure 15%
 - retail 10%
 - leisure 10%
- 👤 Mass & void
- 🏠 Structure
- 🏠 Accessibility
- 🏠 Houses
 - 4 dwelling sizes
- 🏠 Climate
- 🏠 Facade

Programme Composition

Import site settings



Accessibility

Accessibility mode

The BlockMaker
(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode
Egoistic



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Egoistic - 6.4°

FAR: 1.8

Plot area: 10000 m²

Programme: 3002 m² 17%

Access: 14631 m² 83%

Ingress: 39

Nodes: 0



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Egoistic - 30.0°

FAR: 1.8

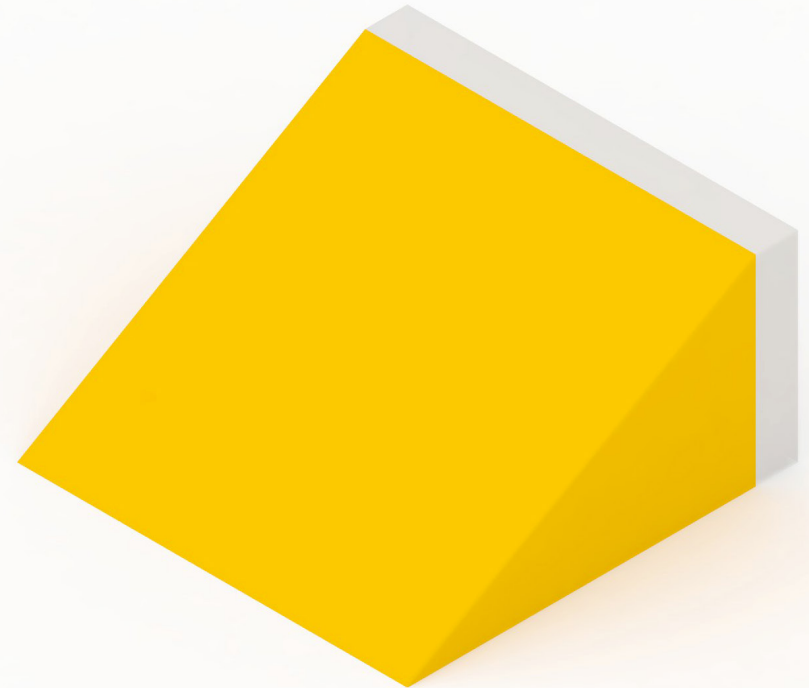
Plot area: 10000 m²

Programme: 3002 m² 17%

Access: 14631 m² 83%

Ingress: 39

Nodes: 0



The BlockMaker

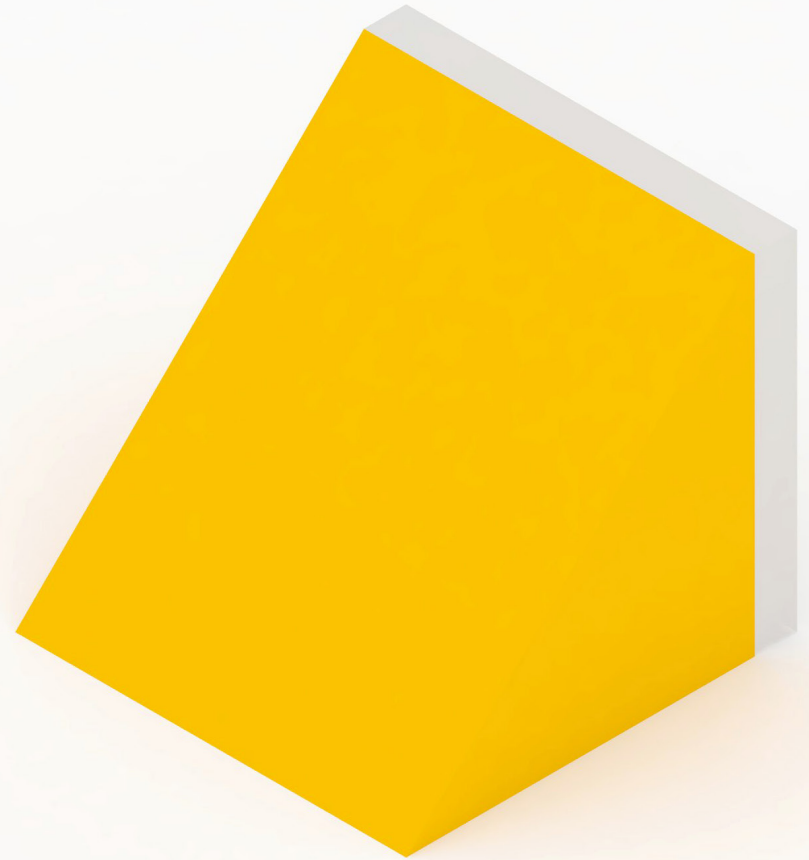
(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Egoistic - 45.0°

FAR: 14.1
Plot area: 10000 m²
Programme: 26760 m² 19%
Access: 114720 m² 81%
Ingress: 325
Nodes: 0



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Egoistic - 60.0°

FAR: 15.8

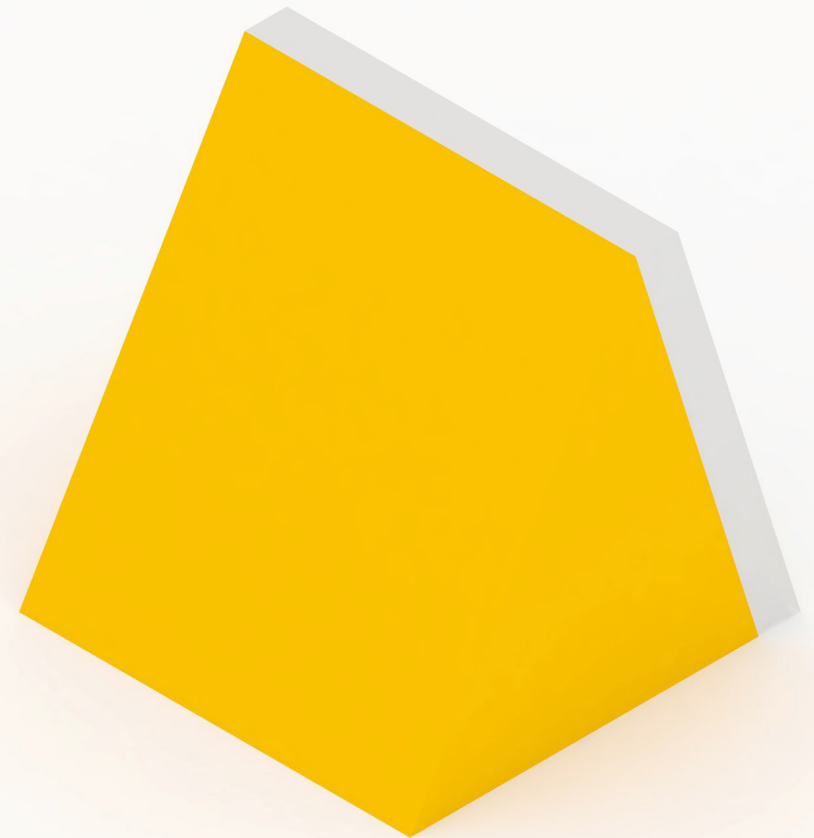
Plot area: 10000 m²

Programme: 30000 m² 19%

Access: 128127 m² 81%

Ingress: 351

Nodes: 0



The BlockMaker

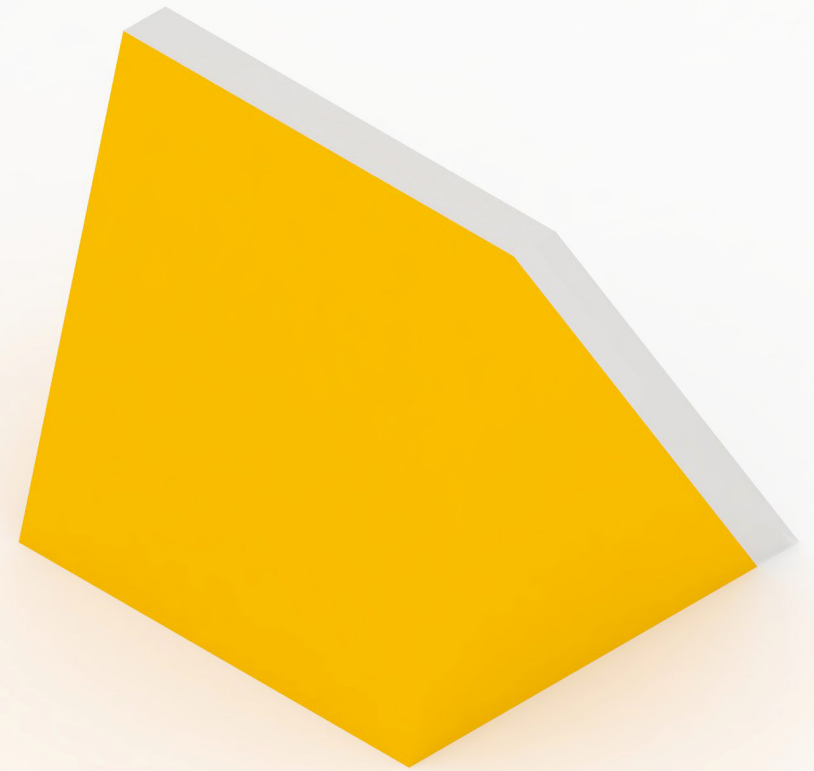
(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Egoistic - 75.0°

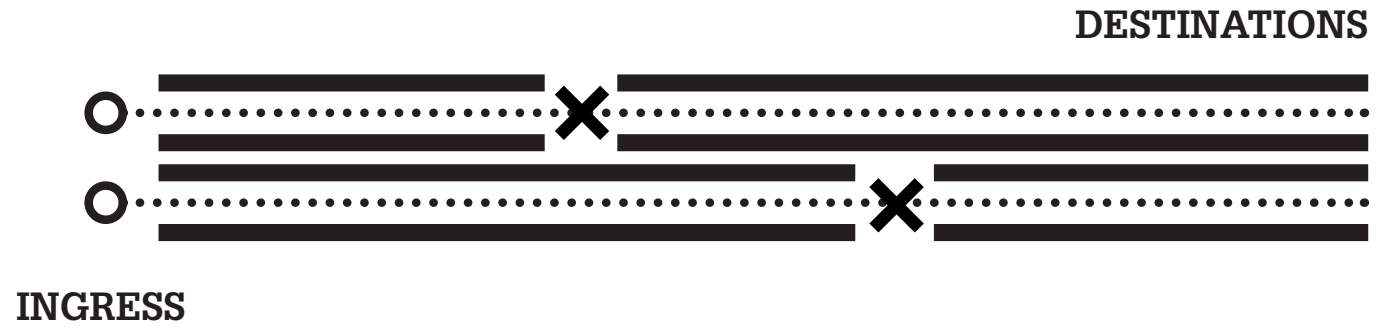
FAR: 15.8
Plot area: 10000 m²
Programme: 30000 m² 19%
Access: 128127 m² 81%
Ingress: 351
Nodes: 0



The BlockMaker
(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode
Private



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Private - 6.4°

FAR: 9.9

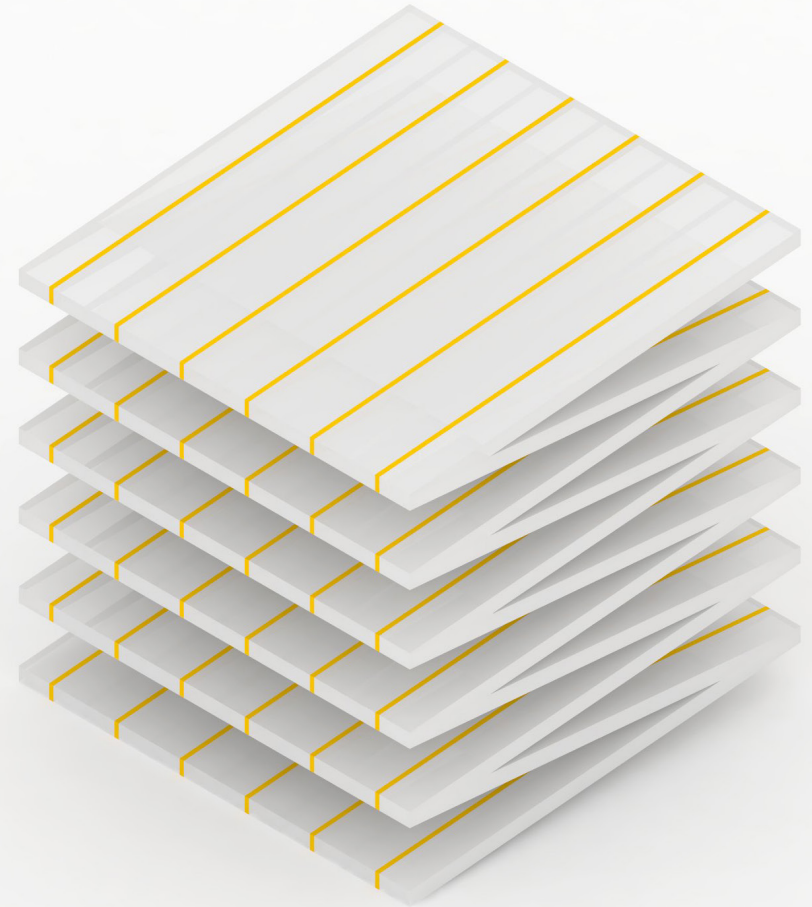
Plot area: 10000 m²

Programme: 92986 m² 93%

Access: 6490 m² 7%

Ingress: 6

Nodes: 60



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Private - 30.0°

FAR: 2.0

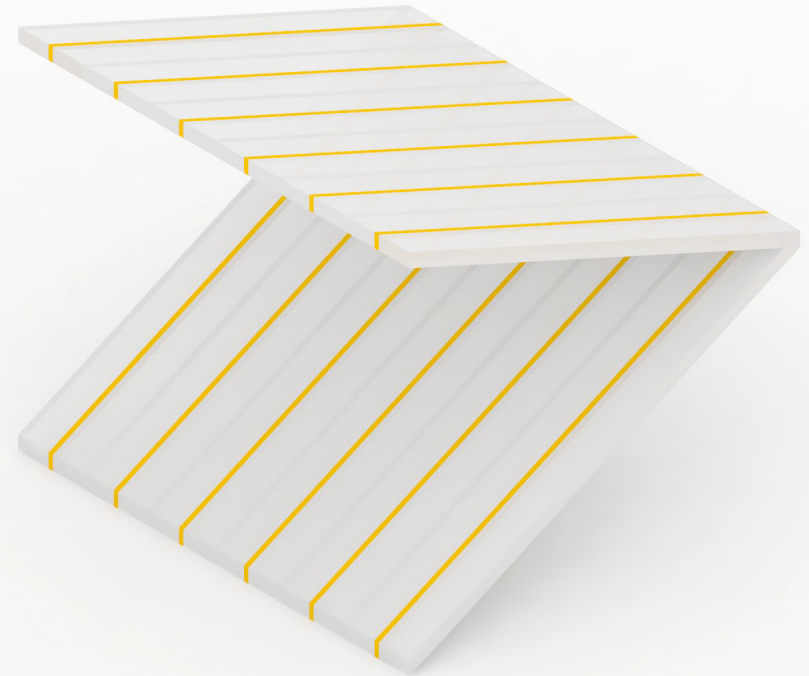
Plot area: 10000 m²

Programme: 18455 m² 93%

Access: 1328 m² 7%

Ingress: 6

Nodes: 6



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Private - 45.0°

FAR: 1.0

Plot area: 10000 m²

Programme: 9320 m² 93%

Access: 655 m² 7%

Ingress: 6

Nodes: 0



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Private - 60.0°

FAR: 2.0

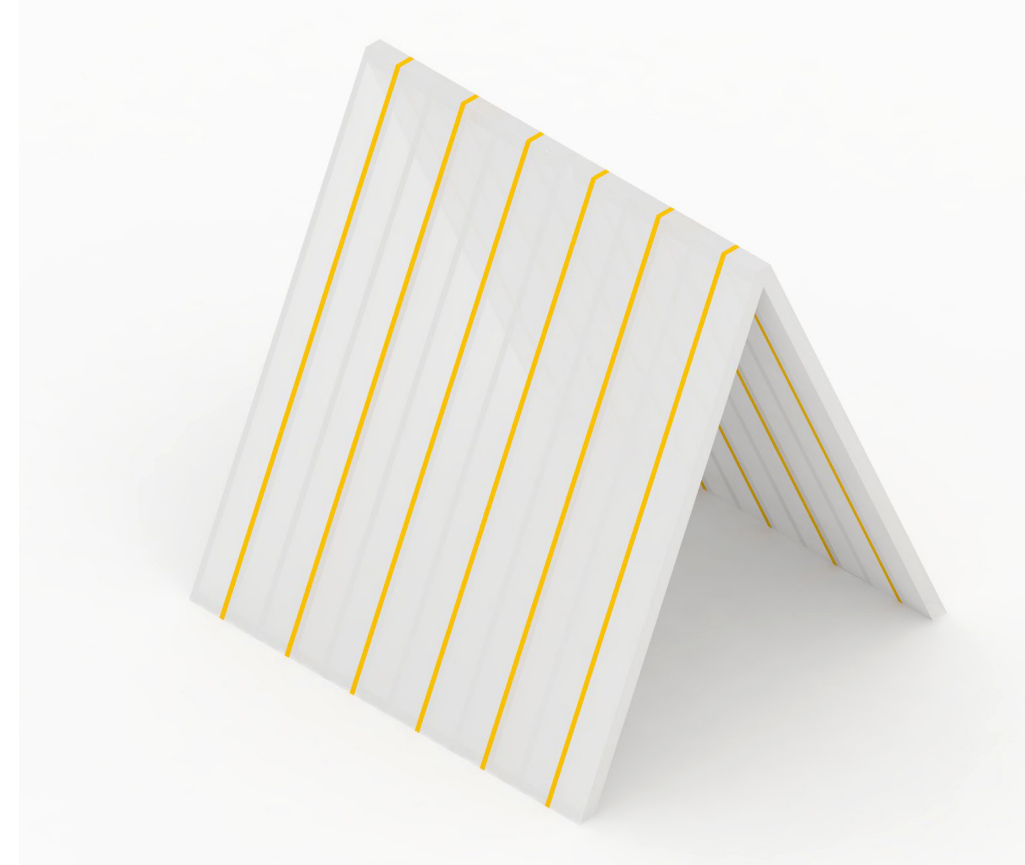
Plot area: 10000 m²

Programme: 18455 m² 93%

Access: 1321 m² 7%

Ingress: 6

Nodes: 6



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Private - 75.0°

FAR: 10.0

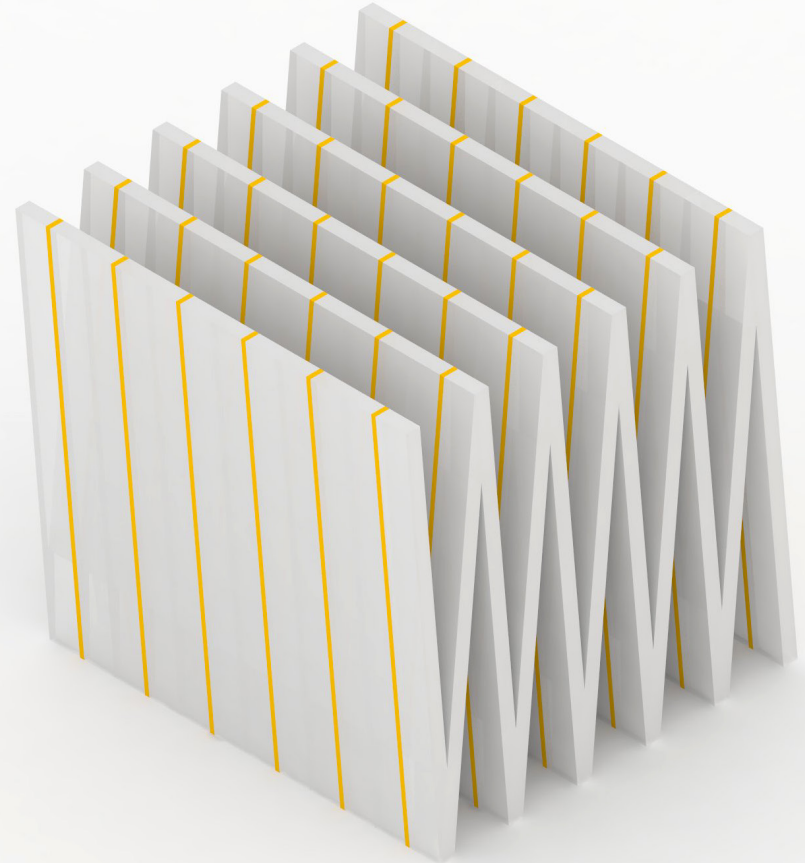
Plot area: 10000 m²

Programme: 92986 m² 93%

Access: 6784 m² 7%

Ingress: 6

Nodes: 60



The BlockMaker

(Y)our Block

⌋ > Site

⌋ > Users

⌋ > Programme

⌋ > Mass & void

⌋ > Structure

⌋ > Accessibility

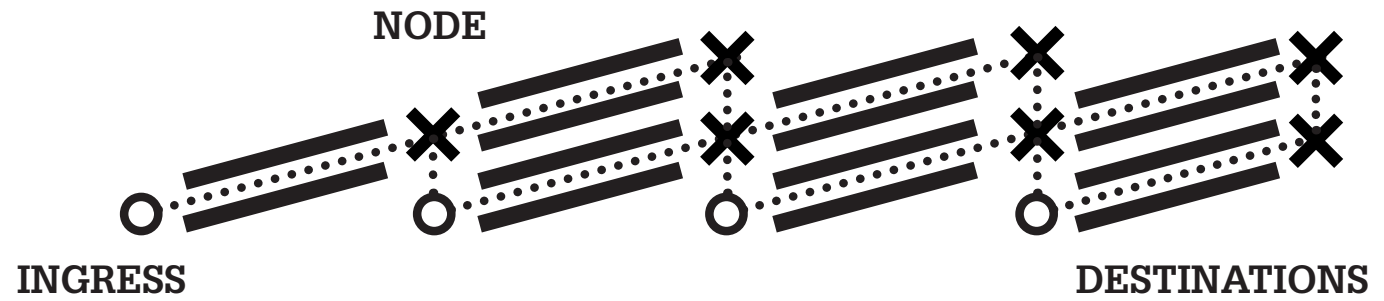
⌋ > Houses

⌋ > Climate

⌋ > Facade

Accessibility mode

Collective



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Collective - 6.4°

FAR: 5.2

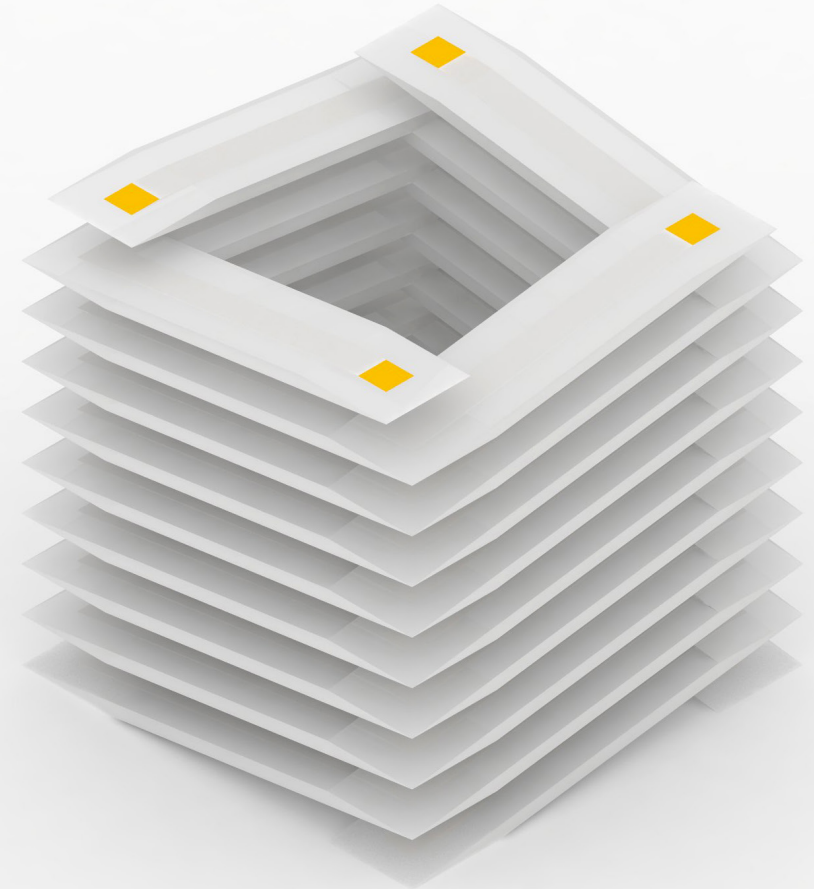
Plot area: 10000 m²

Programme: 46080 m² 89%

Access: 5599 m² 11%

Ingress: 4

Nodes: 40



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Collective - 30.0°

FAR: 5.2

Plot area: 10000 m²

Programme: 46080 m² 89%

Access: 5599 m² 11%

Ingress: 4

Nodes: 8



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Collective - 45.0°

FAR: 5.2

Plot area: 10000 m²

Programme: 46080 m² 89%

Access: 5599 m² 11%

Ingress: 4

Nodes: 4



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Collective - 60.0°

FAR: 5.2

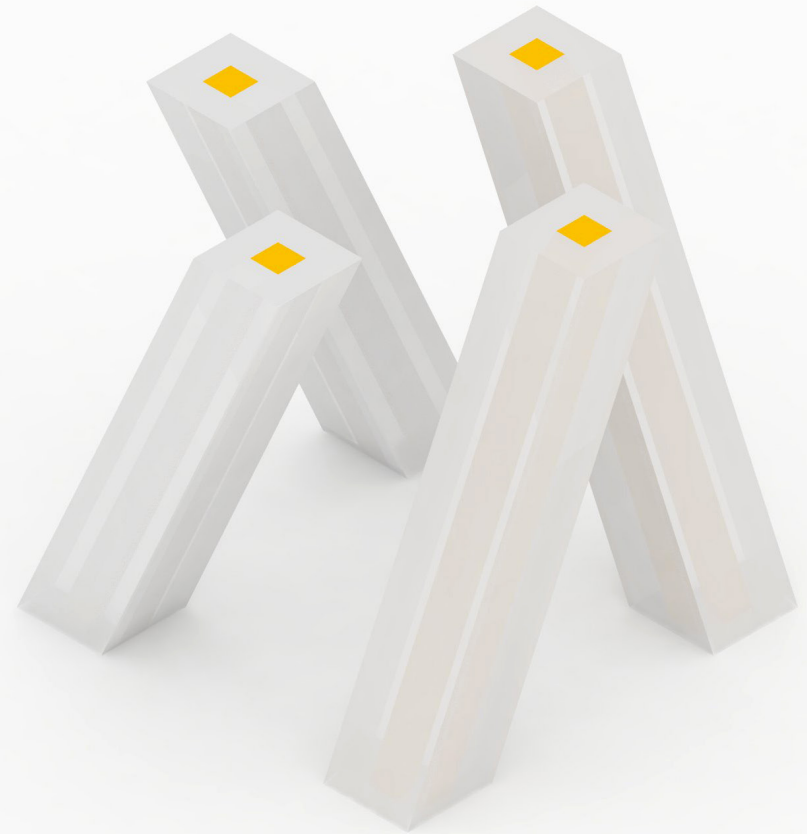
Plot area: 10000 m²

Programme: 46080 m² 89%

Access: 5599 m² 11%

Ingress: 4

Nodes: 4



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Collective - 75.0°

FAR: 5.2

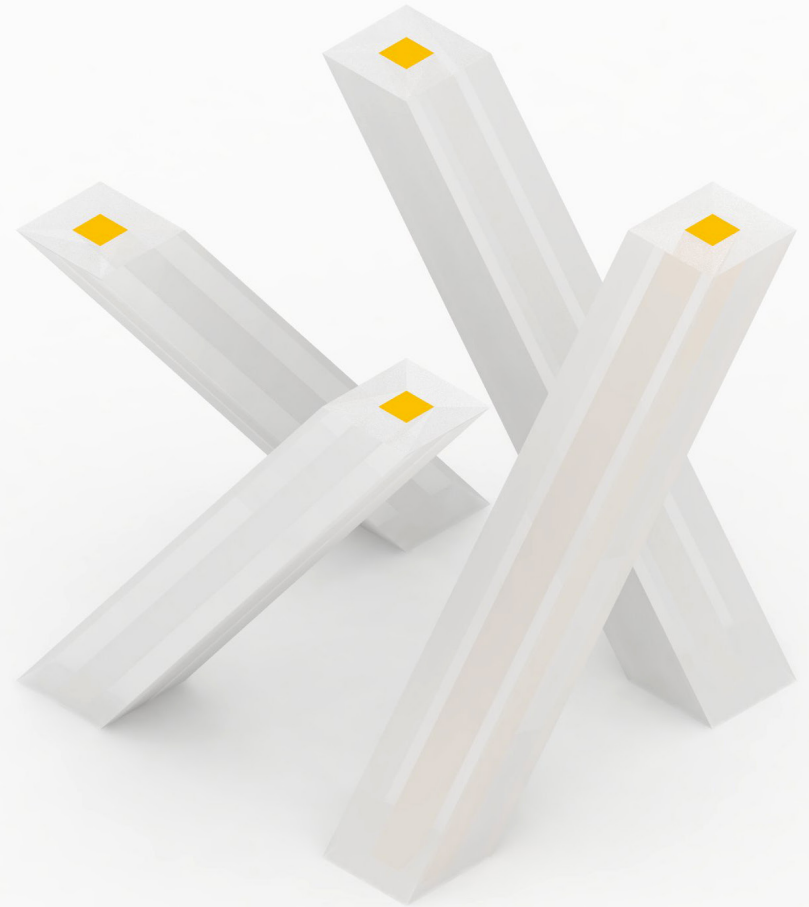
Plot area: 10000 m²

Programme: 46080 m² 89%

Access: 5599 m² 11%

Ingress: 4

Nodes: 4



⌕ > Site

⌕ > Users

⌕ > Programme

⌕ > Mass & void

⌕ > Structure

⌕ > Accessibility

⌕ > Houses

⌕ > Climate

⌕ > Facade

DESTINATIONS



INGRESS

The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Public - 6.4°

FAR: 5.8

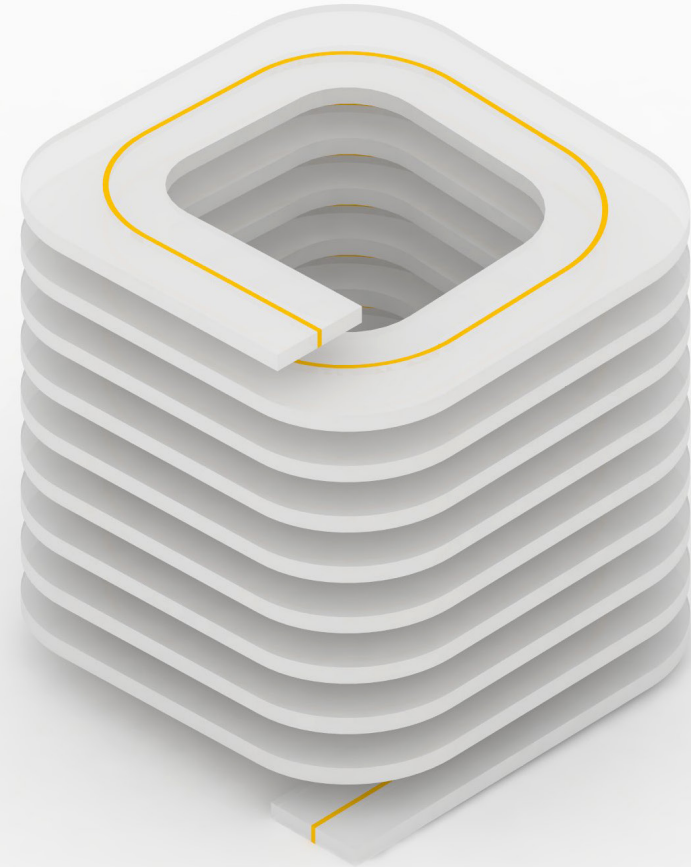
Plot area: 10000 m²

Programme: 55236 m² 95%

Access: 2615 m² 5%

Ingress: 1

Nodes: 0



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Public -30.0°

FAR: 1.3

Plot area: 10000 m²

Programme: 12032 m² 95%

Access: 567 m² 5%

Ingress: 1

Nodes: 0



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Public - 45.0°

FAR: 0.8

Plot area: 10000 m²

Programme: 7854 m² 95%

Access: 376 m² 5%

Ingress: 1

Nodes: 0



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Public -60.0°

FAR: 0.7

Plot area: 10000 m²

Programme: 6216 m² 95%

Access: 293 m² 5%

Ingress: 1

Nodes: 0



The BlockMaker

(Y)our Block

- ⌕ > Site
- ⌕ > Users
- ⌕ > Programme
- ⌕ > Mass & void
- ⌕ > Structure
- ⌕ > Accessibility**
- ⌕ > Houses
- ⌕ > Climate
- ⌕ > Facade

Accessibility mode

Public -60.0°

FAR: 0.5
Plot area: 10000 m²
Programme: 5107 m² 95%
Access: 244 m² 5%
Ingress: 1
Nodes: 0



Housing

Living on Access

Housing

Living on Access

The BlockMaker

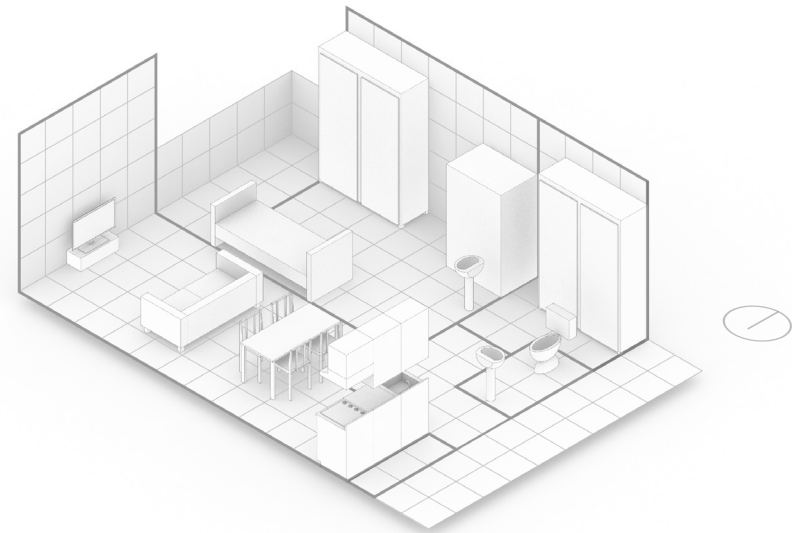
(Y)our Block

- ⌋ > Site
- ⌋ > Users
- ⌋ > Programme
- ⌋ > Mass & void
- ⌋ > Structure
- ⌋ > Accessibility
- ⌋ > Houses**
- ⌋ > Climate
- ⌋ > Facade

Houses

Access | dwelling integration

Integrating dwelling with access



House 0

access area	non-access area	total area	total volume
n/a	46.8 m ²	46.8 m ²	168.5 m ³

The BlockMaker

(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility
- > Houses**
- > Climate
- > Facade

Houses

Access | dwelling integration

Integrating dwelling with access

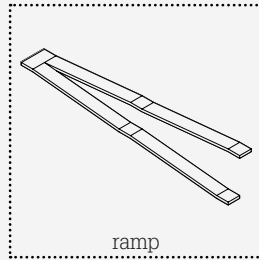


Household size

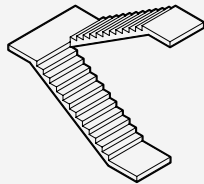
1 p

Circulation mode

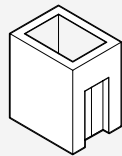
- Import from accessibility settings
- Presets



ramp

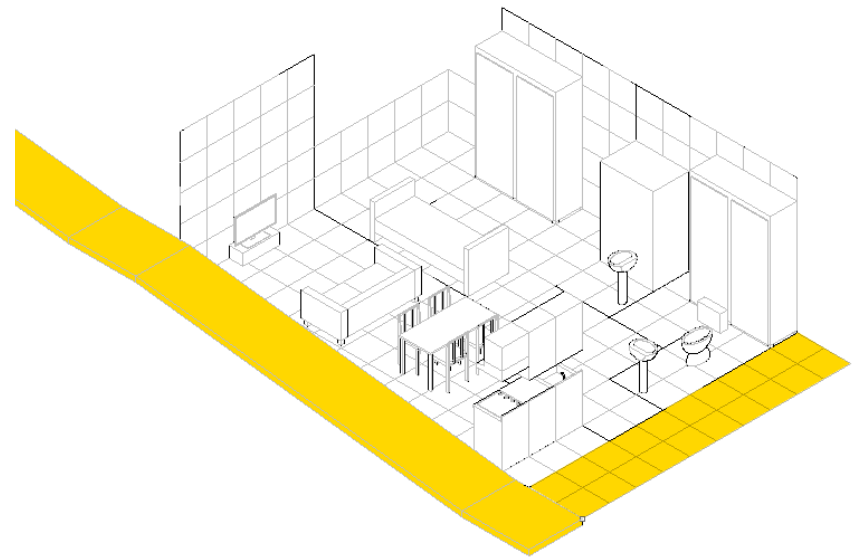


stair



elevator

Intergration 0 %



0% | ramp

access area	non-access area	total area	total volume
44.0 m ²	46.8 m ²	90.8 m ²	326.9 m ³

The BlockMaker

(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility
- > Houses**
- > Climate
- > Facade

Houses

Access | dwelling integration

Integrating dwelling with access

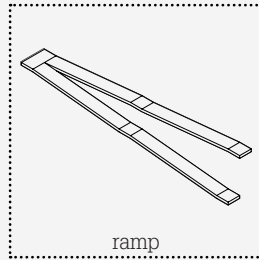


Household size

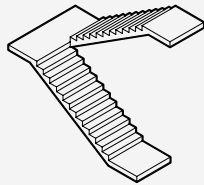
1 p

Circulation mode

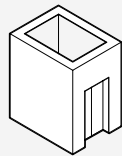
- Import from accessibility settings
- Presets



ramp

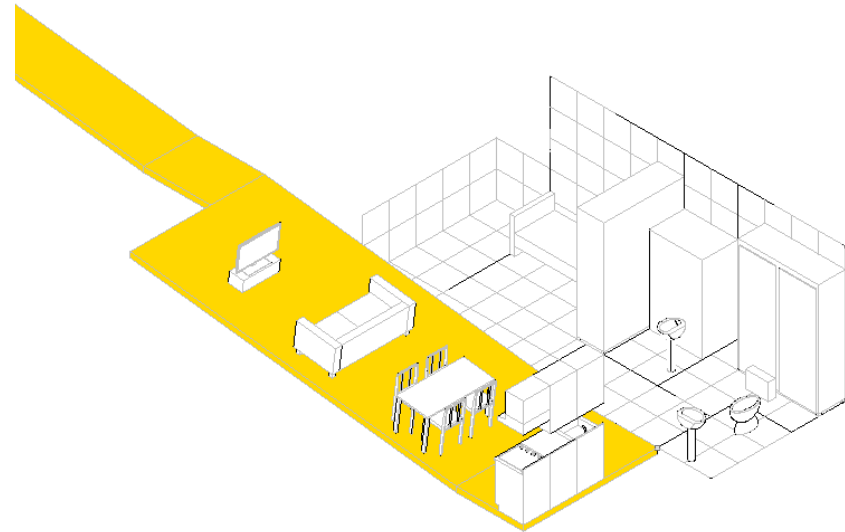


stair



elevator

Intergration 25 %



25% | ramp

access area	non-access area	total area	total volume
60.5 m ²	23.4 m ²	83.9 m ²	302.2 m ³

The BlockMaker

(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility
- > Houses**
- > Climate
- > Facade

Houses

Access | dwelling integration

Integrating dwelling with access



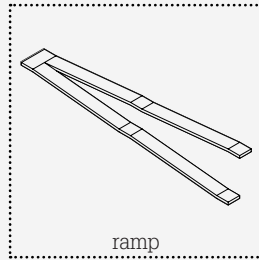
Household size

1 p

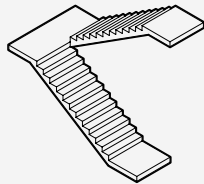
Circulation mode

Import from accessibility settings

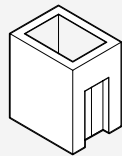
Presets



ramp

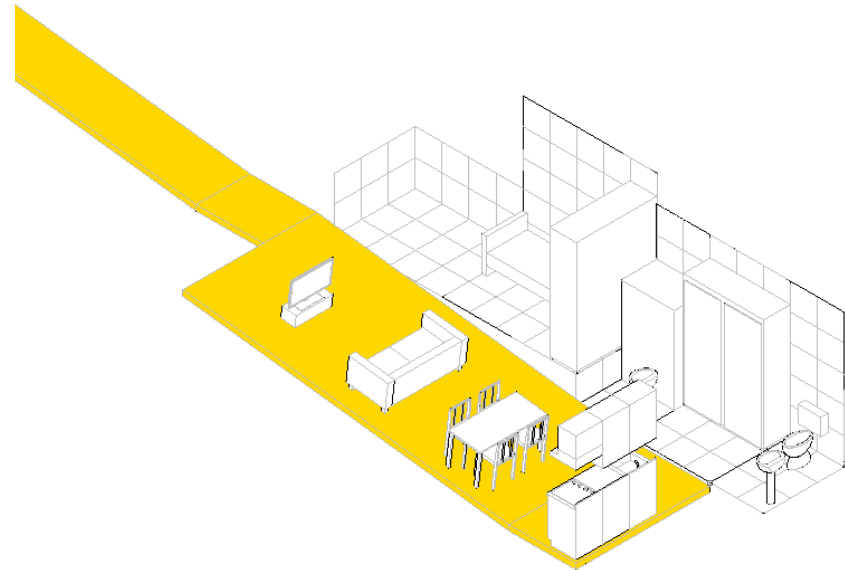


stair



elevator

Intergration 50 %



50% | ramp

access area	non-access area	total area	total volume
60.5 m ²	17.3 m ²	77.8 m ²	280.1 m ³

The BlockMaker

(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility
- > Houses**
- > Climate
- > Facade

Houses

Access | dwelling integration

Integrating dwelling with access

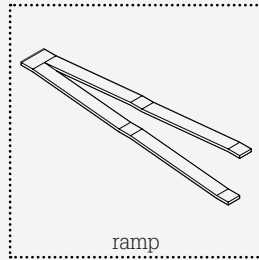


Household size

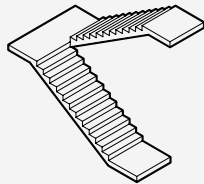
1 p

Circulation mode

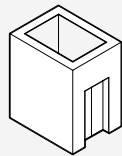
- Import from accessibility settings
- Presets



ramp

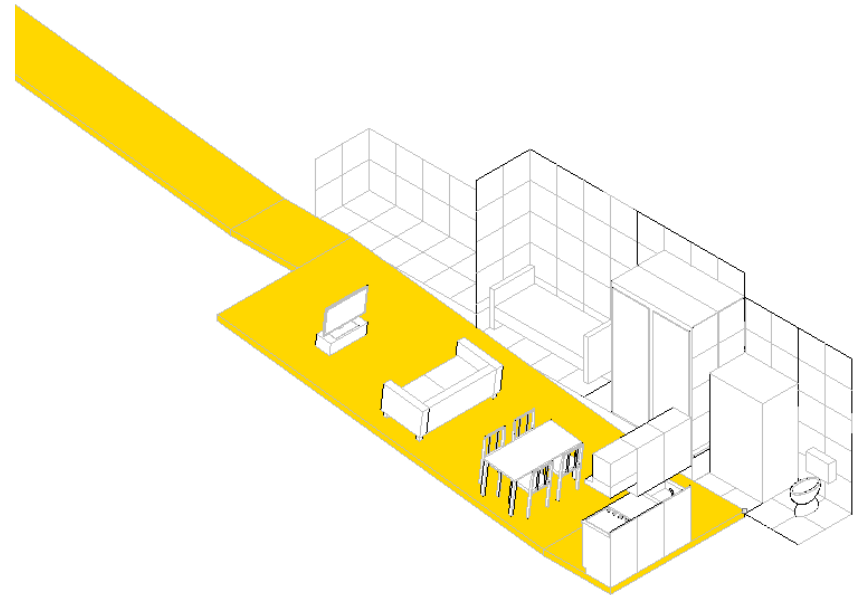


stair



elevator

Intergration 75 %



75% | ramp

access area	non-access area	total area	total volume
39.5 m ²	13 m ²	52.5 m ²	189.0 m ³

The BlockMaker

(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility

Houses

- > Climate
- > Facade

Houses

Access | dwelling integration

Integrating dwelling with access



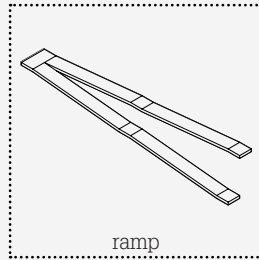
Household size

1 p

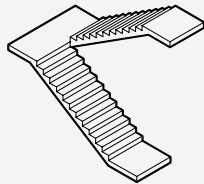
Circulation mode

Import from accessibility settings

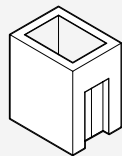
Presets



ramp

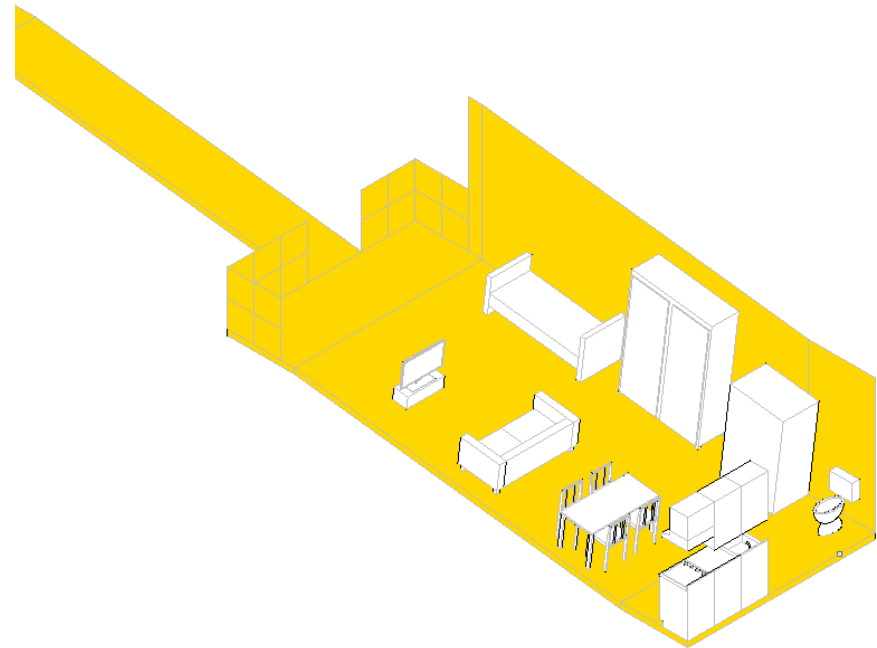


stair



elevator

Intergration 100 %



100% | ramp

access area	non-access area	total area	total volume
37.8 m ²	0.0 m ²	37.8 m ²	136.1 m ³

The BlockMaker

(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility
- > Houses**
- > Climate
- > Facade

Houses

Access | dwelling integration

Integrating dwelling with access



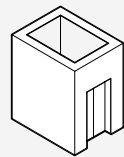
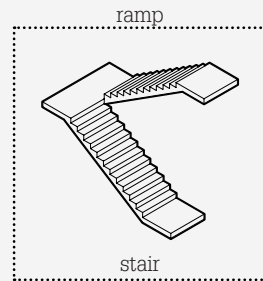
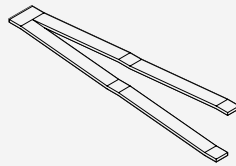
Household size

1 p

Circulation mode

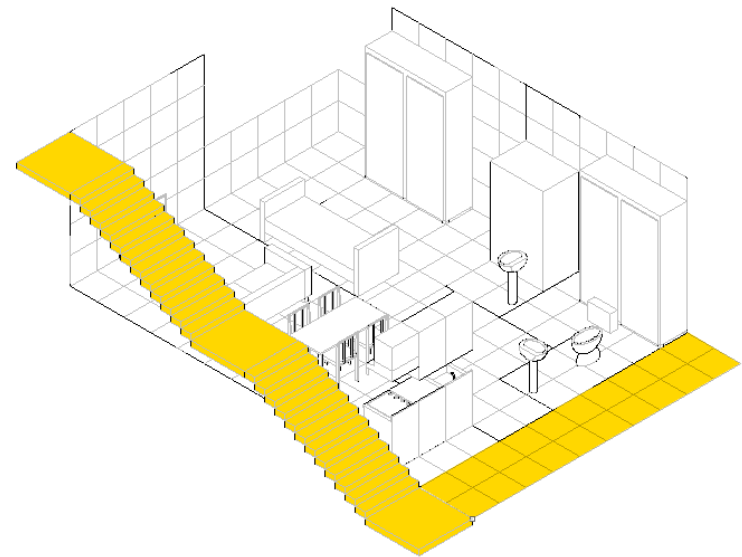
Import from accessibility settings

Presets



elevator

Intergration 0 %



0% | stair

access area	non-access area	total area	total volume
18.0 m ²	46.8 m ²	64.8 m ²	233.3 m ³

The BlockMaker

(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility
- > Houses**
- > Climate
- > Facade

Houses

Access | dwelling integration

Integrating dwelling with access



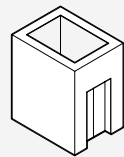
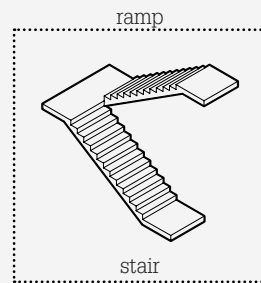
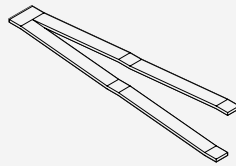
Household size

1 p

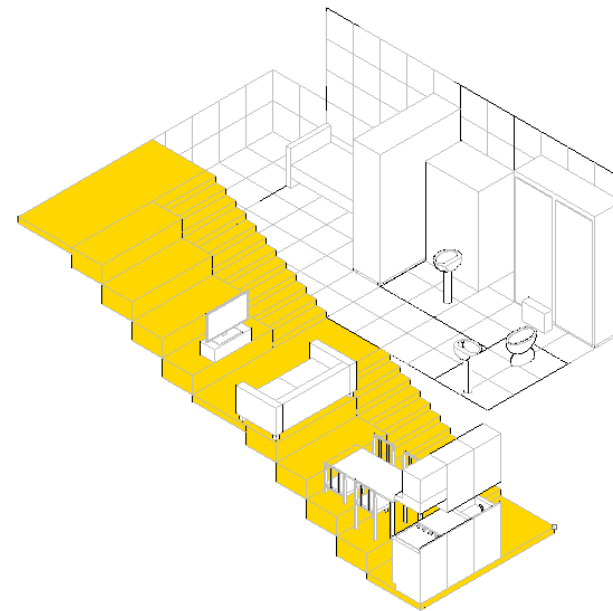
Circulation mode

Import from accessibility settings

Presets



Integration 25 %



25% | stair

access area	non-access area	total area	total volume
27.0 m ²	14.4 m ²	50.4 m ²	181.4 m ³

The BlockMaker

(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility
- > Houses**
- > Climate
- > Facade

Houses

Access | dwelling integration

Integrating dwelling with access



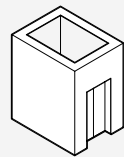
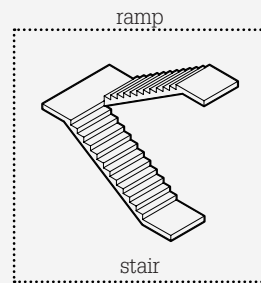
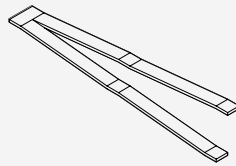
Household size

1 p

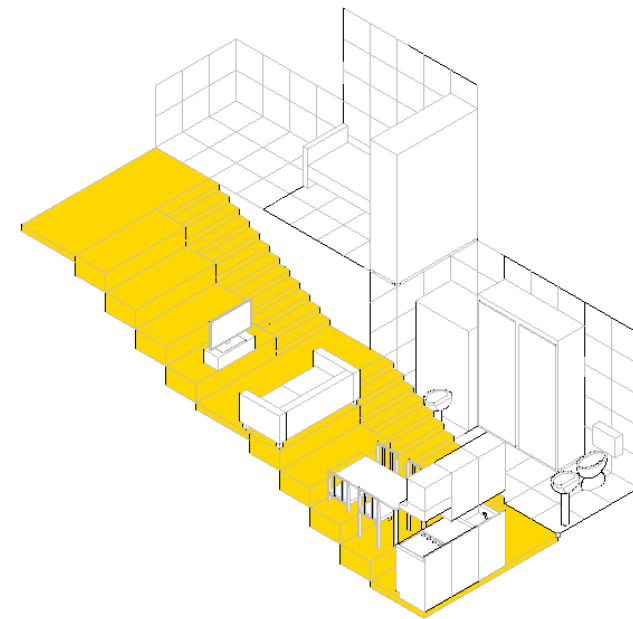
Circulation mode

Import from accessibility settings

Presets



Integration 50 %



50% | stair

access area	non-access area	total area	total volume
27.0 m ²	17.3 m ²	44.3 m ²	159.4 m ³

The BlockMaker

(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility
- > Houses**
- > Climate
- > Facade

Houses

Access | dwelling integration

Integrating dwelling with access

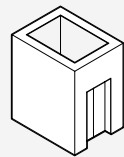
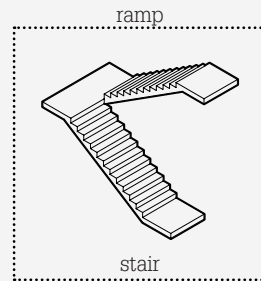
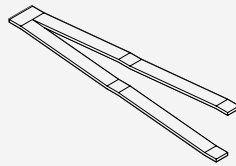


Household size

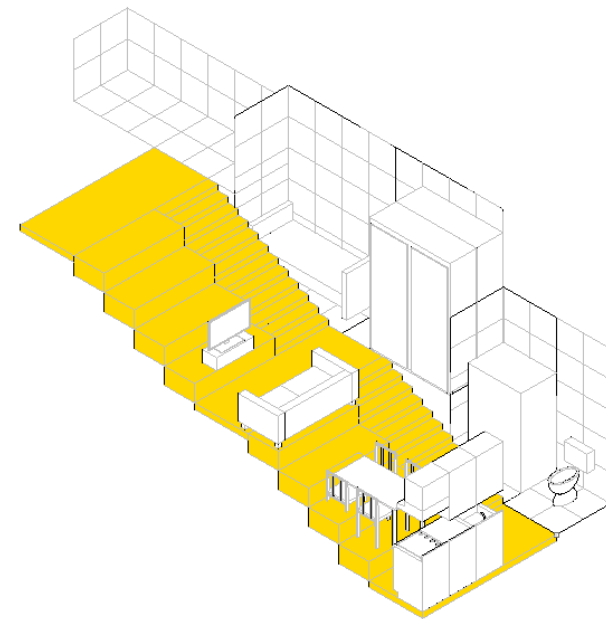
1 p

Circulation mode

- Import from accessibility settings
- Presets



Integratation 75 %



75% | ramp

access area	non-access area	total area	total volume
27.0 m ²	13.0 m ²	40.0 m ²	143.9 m ³

The BlockMaker

(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility
- > Houses**
- > Climate
- > Facade

Houses

Access | dwelling integration

Integrating dwelling with access

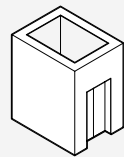
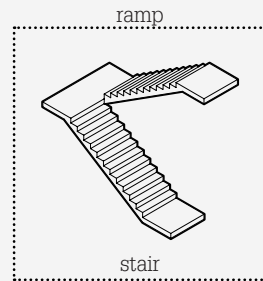
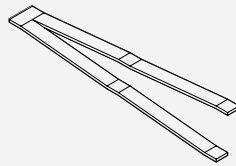


Household size

1 p

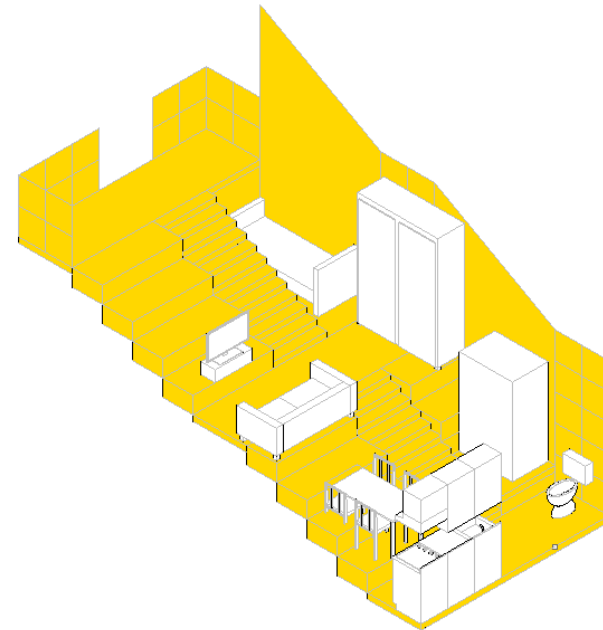
Circulation mode

- Import from accessibility settings
- Presets



elevator

Intergration 100 %



100% | ramp

access area	non-access area	total area	total volume
37.8 m ²	0.0 m ²	37.8 m ²	136.1 m ³

The BlockMaker

(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility
- > Houses**
- > Climate
- > Facade

Houses

Access | dwelling integration

Integrating dwelling with access

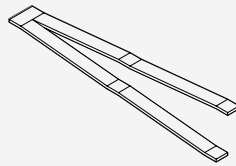


Household size

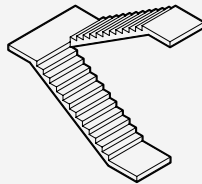
1 p

Circulation mode

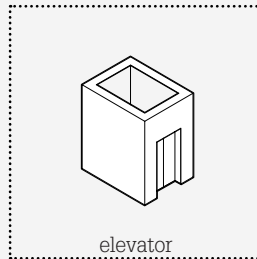
- Import from accessibility settings
- Presets



ramp

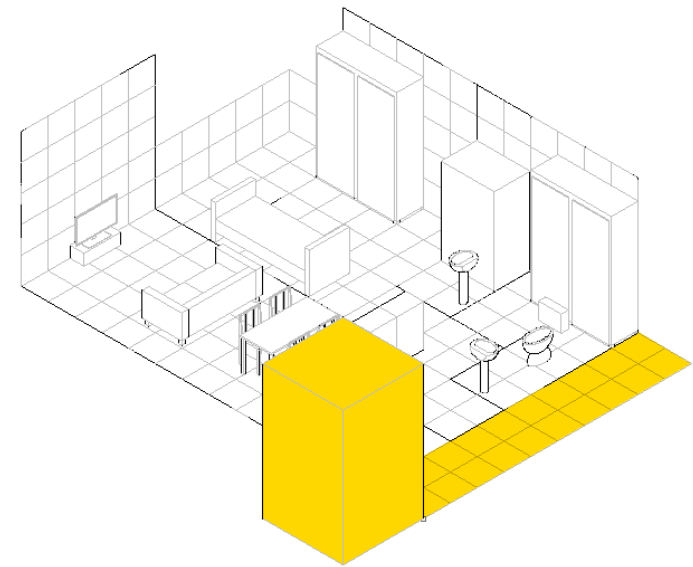


stair



elevator

Intergration 0 %



0% | elevator

access area	non-access area	total area	total volume
10.4 m ²	46.8 m ²	57.2 m ²	206.1 m ³

The BlockMaker

(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility
- > Houses**
- > Climate
- > Facade

Houses

Access | dwelling integration

Integrating dwelling with access



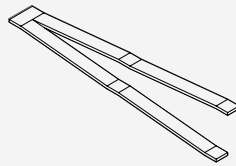
Household size

1 p

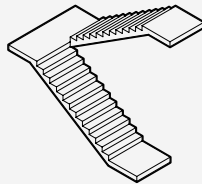
Circulation mode

Import from accessibility settings

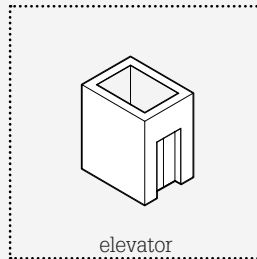
Presets



ramp

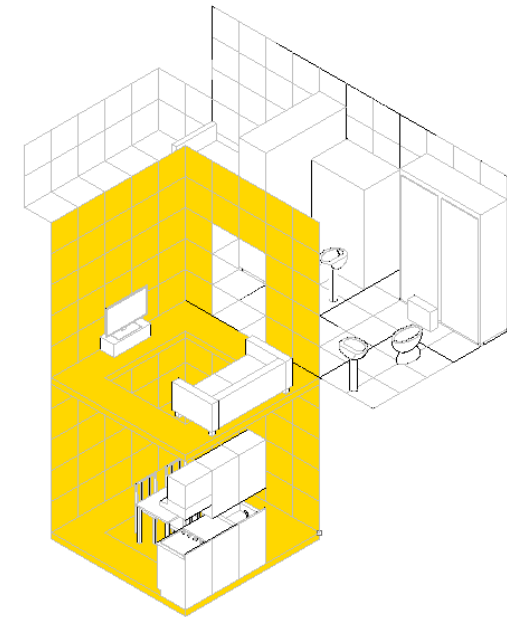


stair



elevator

Intergration 25 %



25% | elevator

access area	non-access area	total area	total volume
14.8 m ²	23.4 m ²	38.2 m ²	137.4 m ³

The BlockMaker

(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility
- > Houses**
- > Climate
- > Facade

Houses

Access | dwelling integration

Integrating dwelling with access

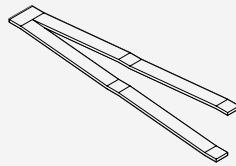


Household size

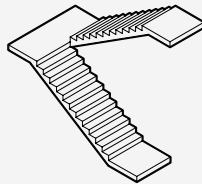
1 p

Circulation mode

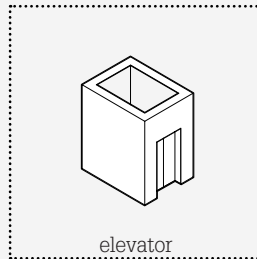
- Import from accessibility settings
- Presets



ramp

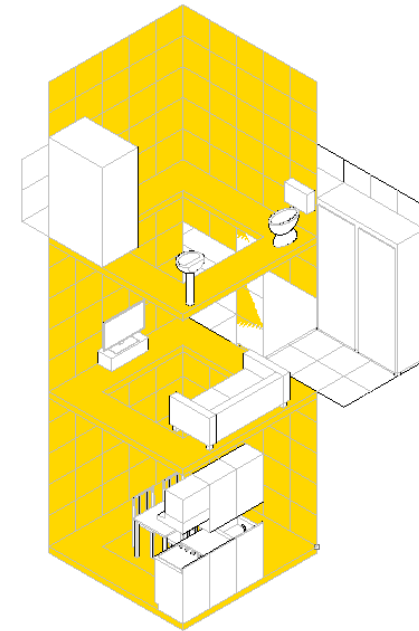


stair



elevator

Integration 50 %



50% | elevator

access area	non-access area	total area	total volume
20.5 m ²	13.0 m ²	33.5 m ²	120.5 m ³

The BlockMaker

(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility
- > Houses**
- > Climate
- > Facade

Houses

Access | dwelling integration

Integrating dwelling with access

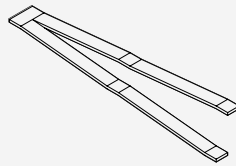


Household size

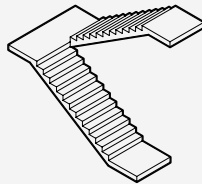
1 p

Circulation mode

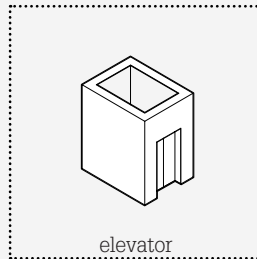
- Import from accessibility settings
- Presets



ramp

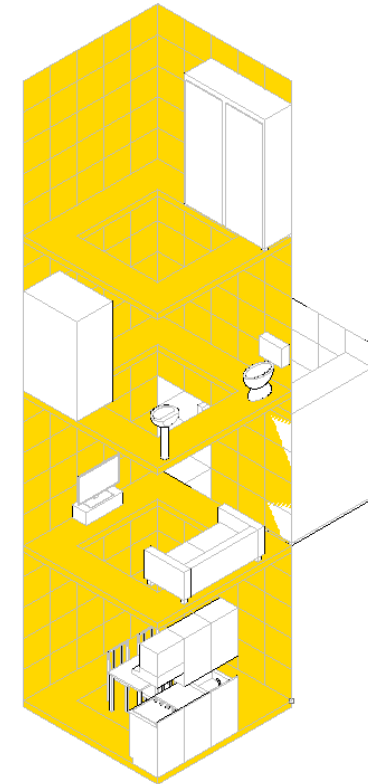


stair



elevator

Intergration 75 %



75% | elevator

access area	non-access area	total area	total volume
26.3 m ²	9.7 m ²	36.0 m ²	129.6 m ³

The BlockMaker

(Y)our Block

- > Site
- > Users
- > Programme
- > Mass & void
- > Structure
- > Accessibility

Houses

- > Climate
- > Facade

Houses

Access | dwelling integration

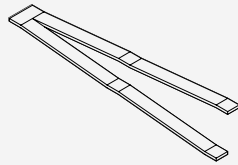
Integrating dwelling with access

Household size

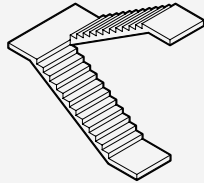
1 p

Circulation mode

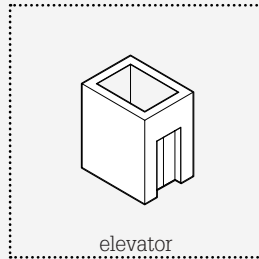
- Import from accessibility settings
- Presets



ramp

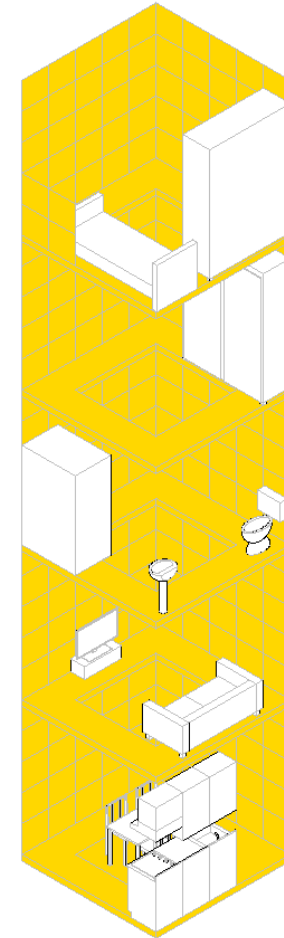


stair



elevator

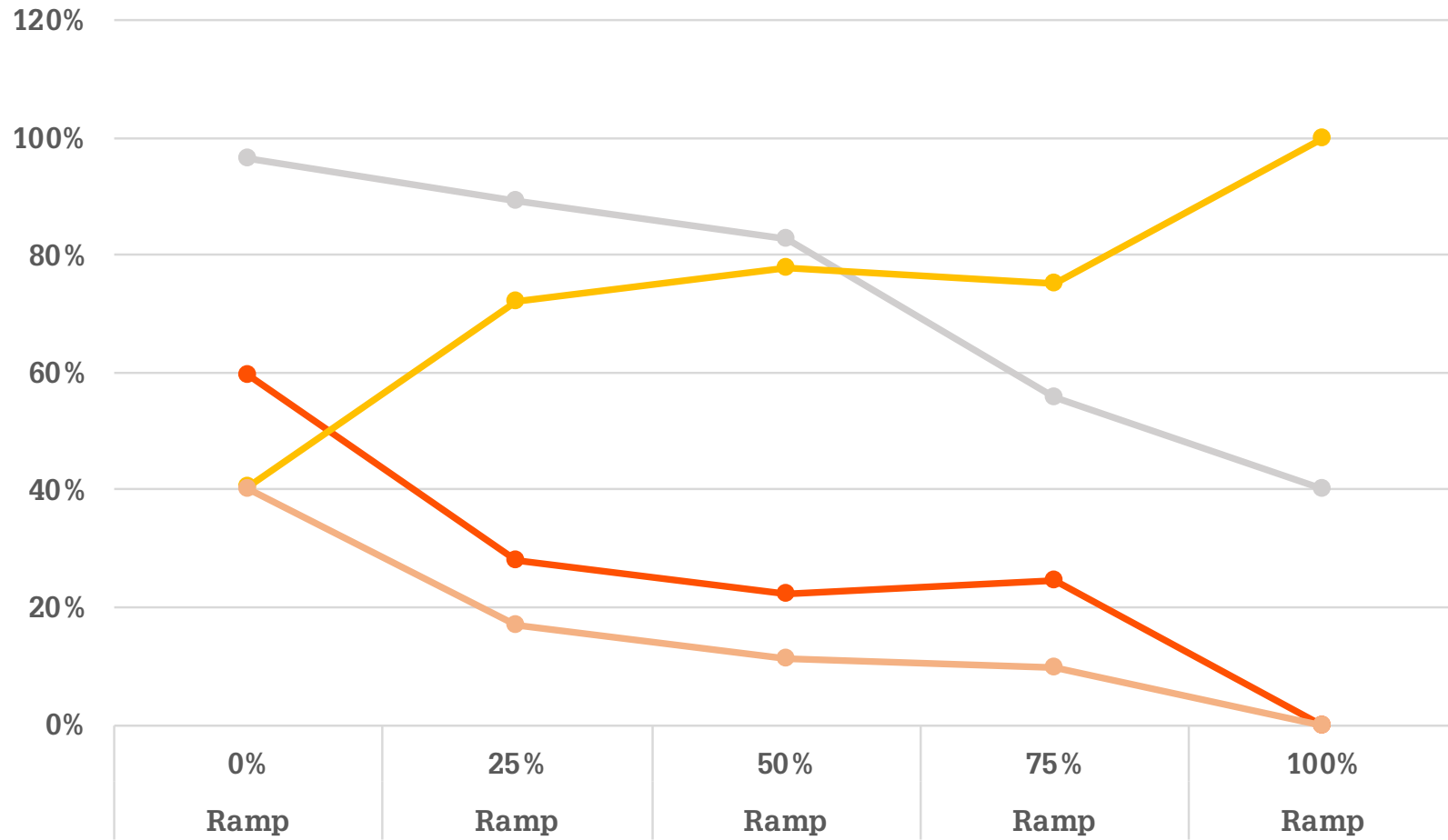
Intergration 100 %



100% | elevator

access area	non-access area	total area	total volume
32.0 m ²	0.0 m ²	32.0 m ²	115.3 m ³

Ramp house



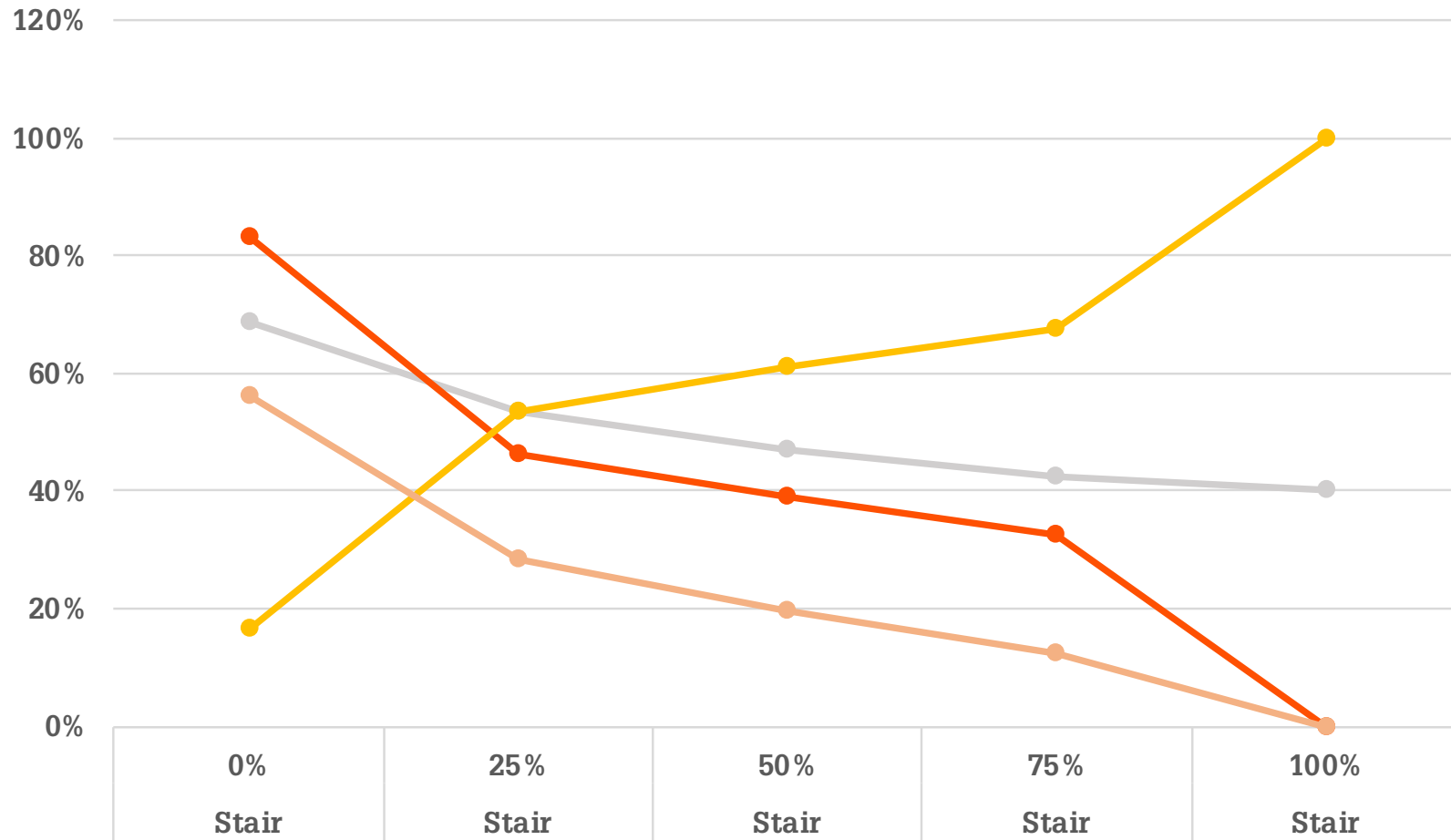
—●— % House 0 + Generic access

—●— % Detached

—●— % Access

—●— % Int. access

Stair house



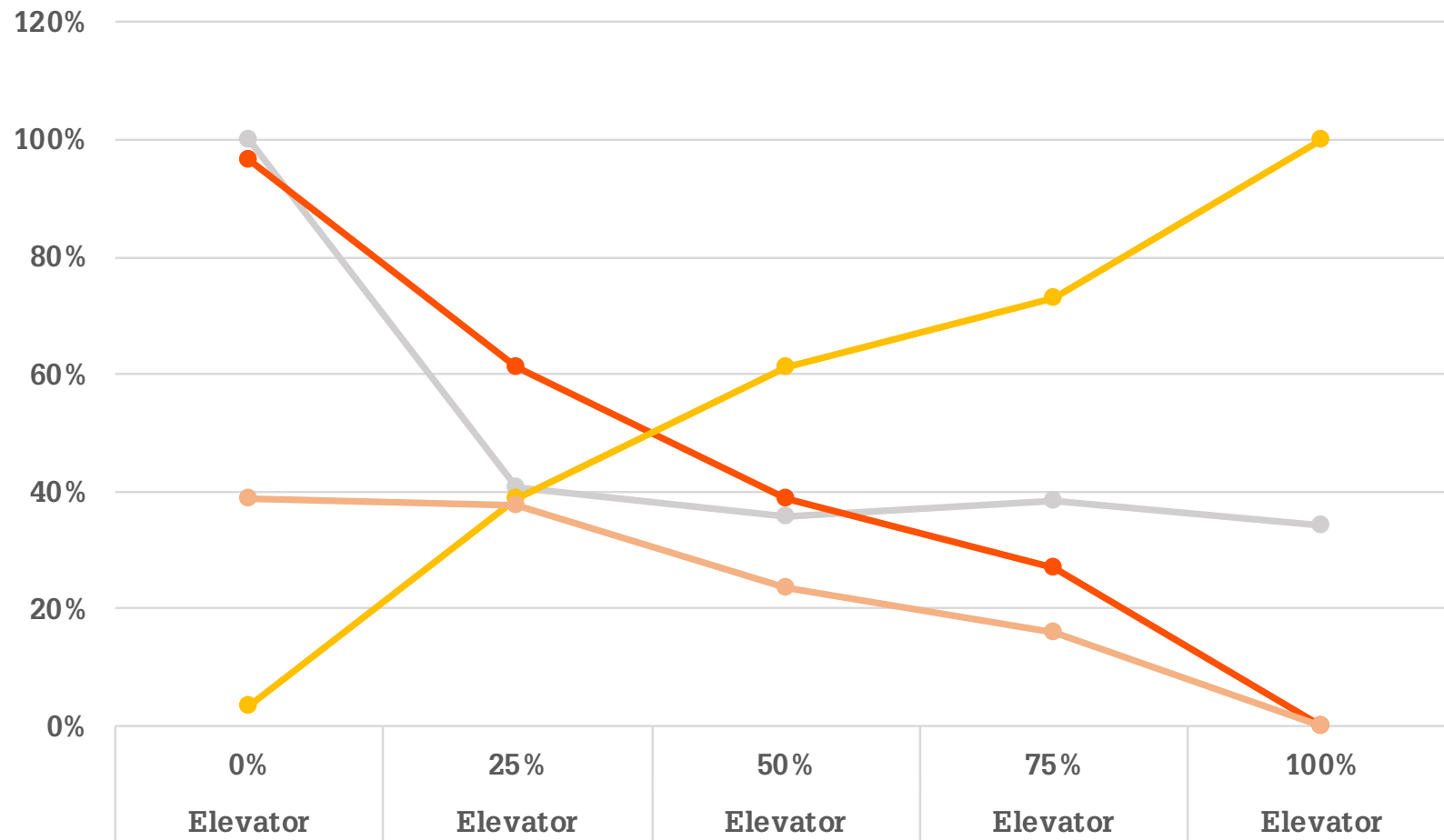
—●— % House 0 + Generic access

—●— % Detached

—●— % Access

—●— % Int. access

Elevator house



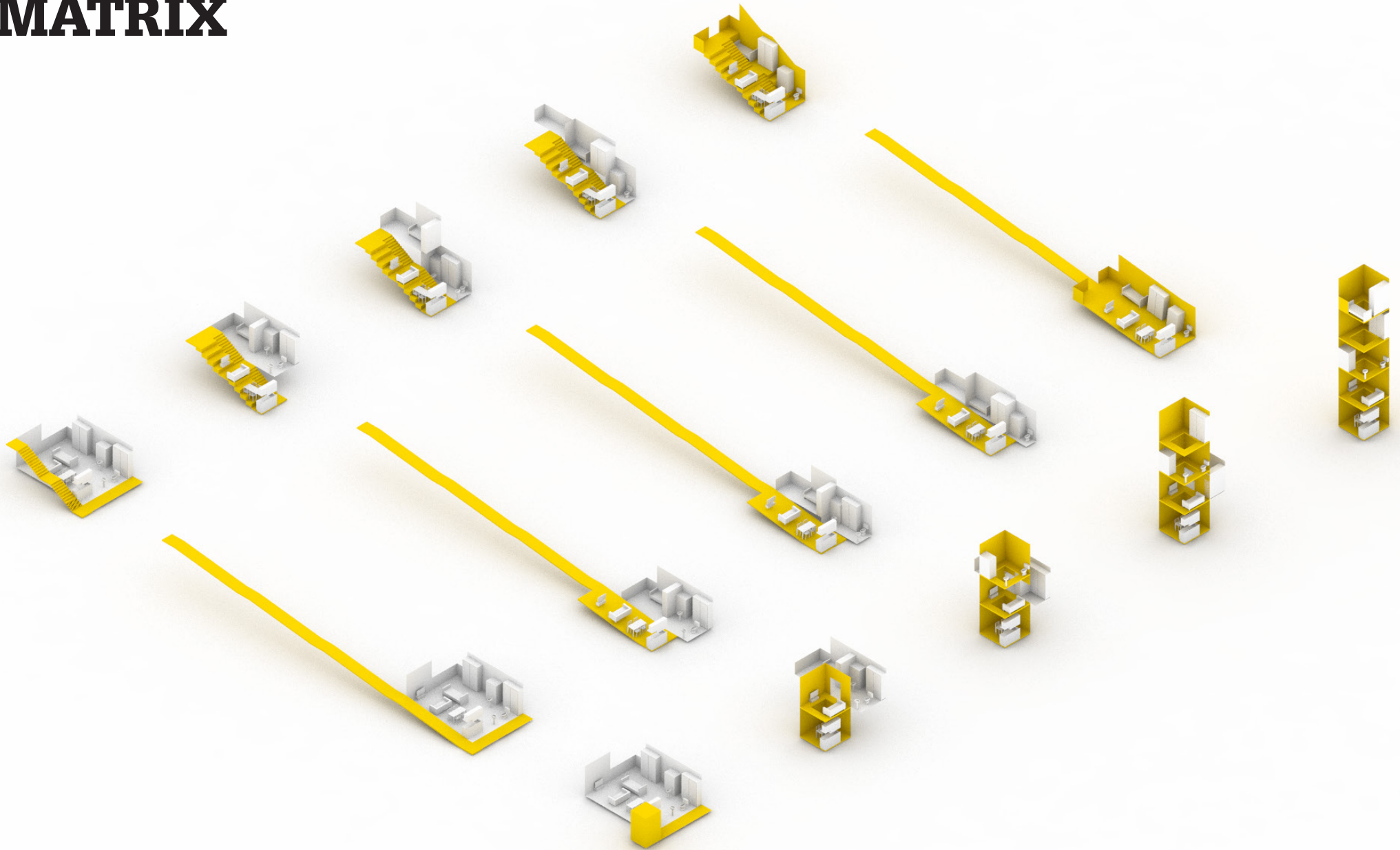
—●— % House 0 + Generic access

—●— % Detached

—●— % Access

—●— % Int. access

THE HOUSING MATRIX



Parameters : time, space & networks

Access qualities

Distance

Time

Access volume%

Number of nodes

Number of alternative routes

Proximity to nodes

Spatial qualities

Sun

View

Terraces

Access qualities define how accessible spaces & the community are; different network hugely impacts the distribution of programmes and how likely you will be encountering others. Quantitative data create a comprehensive overview of the performance of an access network.

Spatial quality is crucial for access as well as housing. An access route with better spatial quality is more inviting, users would be more likely to move around for exploration, and pause for interaction.

**

The analyser is a collection of computation tools developed collectively. Comprehensive grading is given for series of analysis under these four categories. The grade is an intuitive index to compare performance between iterations of block generated. Criteria and methods for evaluations could be found in the appendix of The Blockmaker Manual.

03. Design

How do we do that?

The BlockMaker

(Y)our Block

⌵ Site

⌵ Users

⌵ Programme

⌵ Mass & void

⌵ Structure

⌵ Accessibility

⌵ Houses

⌵ Climate

⌵ Facade

Site

Location

Import from map

Custom

> Location

> Climate

> Topography

> Typology



Location

World

FAR: n/a

Population density: 13.5 ppl/km2

Temperature: -89.2-56.7 (°C)

Rainfall: n/a (mm)

Humidity: n/a



The BlockMaker

(Y)our Block

- ⊗ ▾ Site
- ⊗ > Users
- ⊗ > Programme
- ⊗ > Mass & void
- ⊗ > Structure
- ⊗ > Accessibility
- ⊗ > Houses
- ⊗ > Climate
- ⊗ > Facade

Site

Location

- Import from map
- Custom
 - > Location
 - > Climate
 - > Topography
 - > Typology



Kowloon city, Hong Kong
22.3964° N, 114.1095° E

FAR: 12.0
Population density: 0.056 ppl/m²
Temperature: 16-29 (°C)
Rainfall: 21-281 (mm)
Humidity: 75



The BlockMaker

(Y)our Block

- ⊗ Site 100 x 100 m
- ⊗ > Users
- ⊗ > Programme
- ⊗ > Mass & void
- ⊗ > Structure
- ⊗ > Accessibility
- ⊗ > Houses
- ⊗ > Climate
- ⊗ > Facade

Site

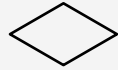
Plot size

Import site settings 

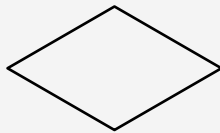
Presets



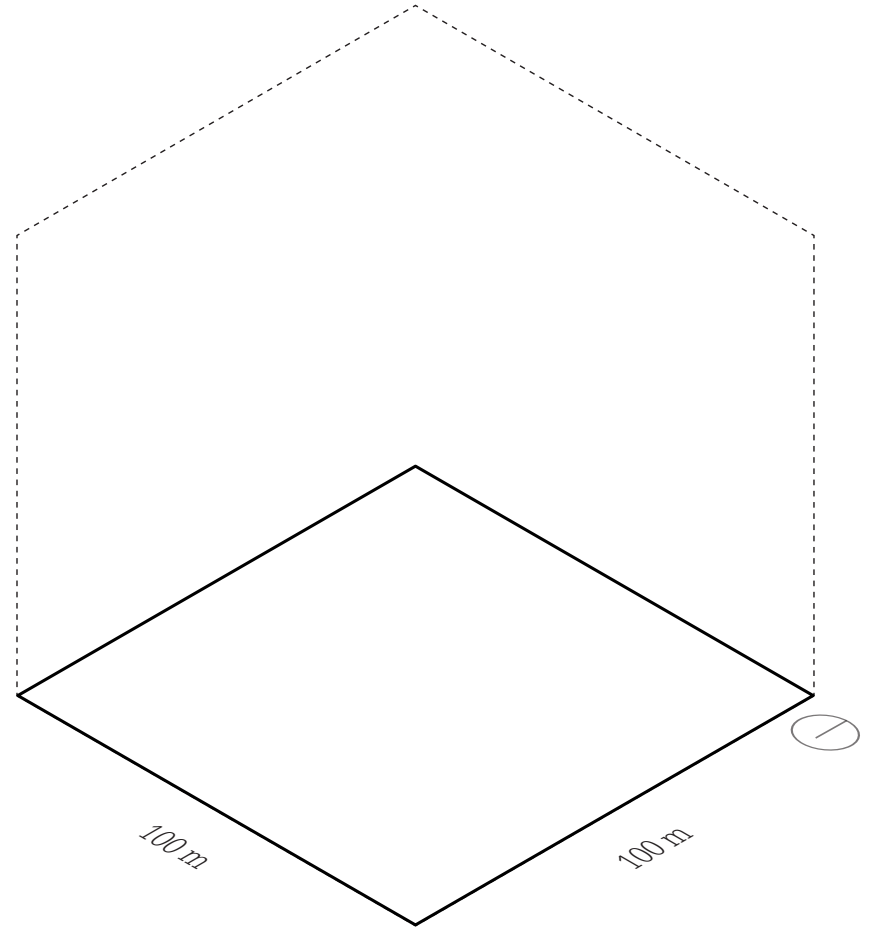
25 m x 25 m



50 m x 50 m



100 m x 100 m



Plot size

a 100 x 100 m plot size is taken as a collective starting point, the size responds to a complexity that reflects an urban scale, referring to the future cities research of the why factory through the years.

width	length	height	area	volume
100 m	100 m	100 m	10.000 m ²	1.000.000 m ³

The BlockMaker

(Y)our Block

⌵ Site

100 x 100 m

FAR 12.0

⌵ Users

⌵ Programme

⌵ Mass & void

⌵ Structure

⌵ Accessibility

⌵ Houses

⌵ Climate

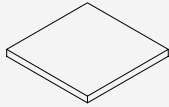
⌵ Facade

Site

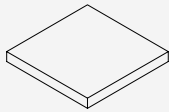
Context size

Import site settings

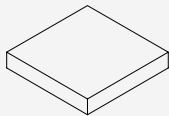
Presets



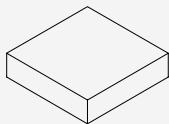
2.0 (Plan Voisin, Paris)



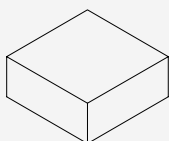
3.0 (Landtong, Rotterdam)



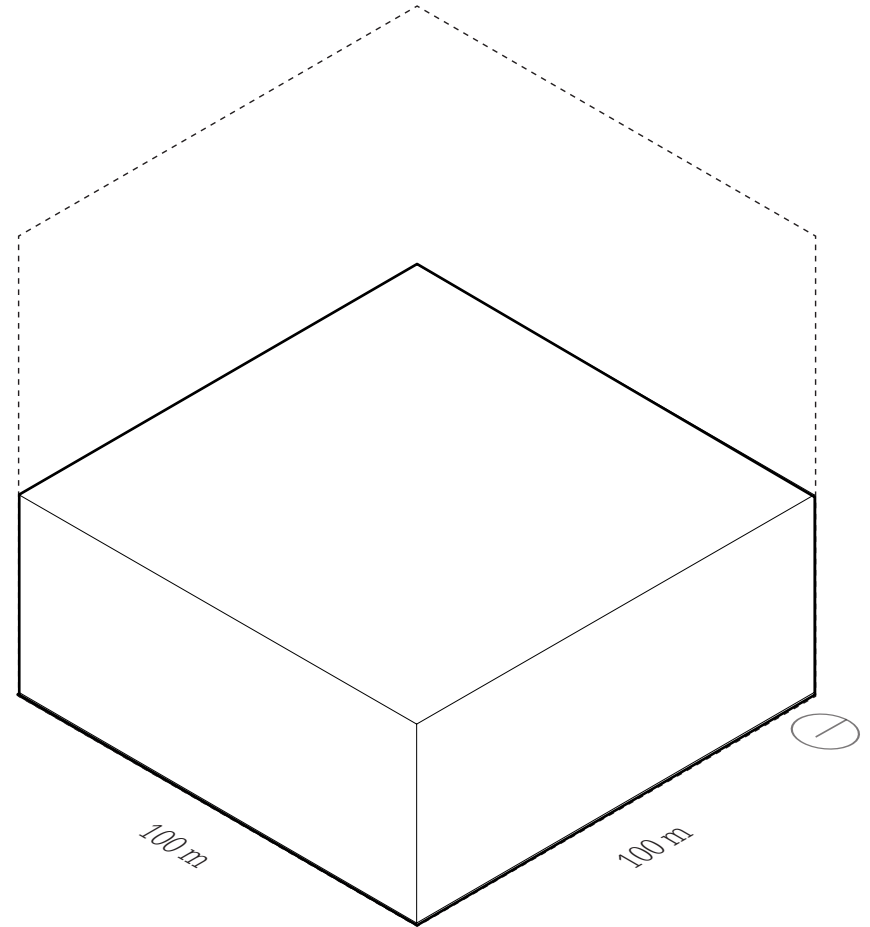
4.7 (L'Eixample, Barcelona)



7.1 (Manhattan, NY)



12.0 (Central, Hong Kong)



Context size
Volume of the surrounding blocks.

width	length	floor to floor	height	floor area	volume
100 m	100 m	3.6 m	43.2 m	120.000 m ²	432.200 m ³

The BlockMaker

(Y)our Block

🔒 ▼ Site

100 x 100 m

FAR 12.0

🔒 ▼ Users

560 users

🔒 > Programme

🔒 > Mass & void

🔒 > Structure

🔒 > Accessibility

🔒 > Houses

🔒 > Climate

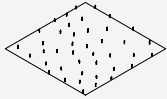
🔒 > Facade

Users

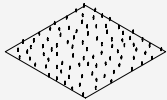
Demographic

Import site settings

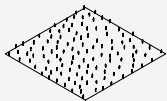
Presets



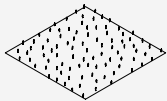
169 (Plan Voisin, Paris)



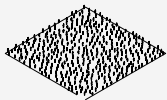
368 (Landtong, Rotterdam)



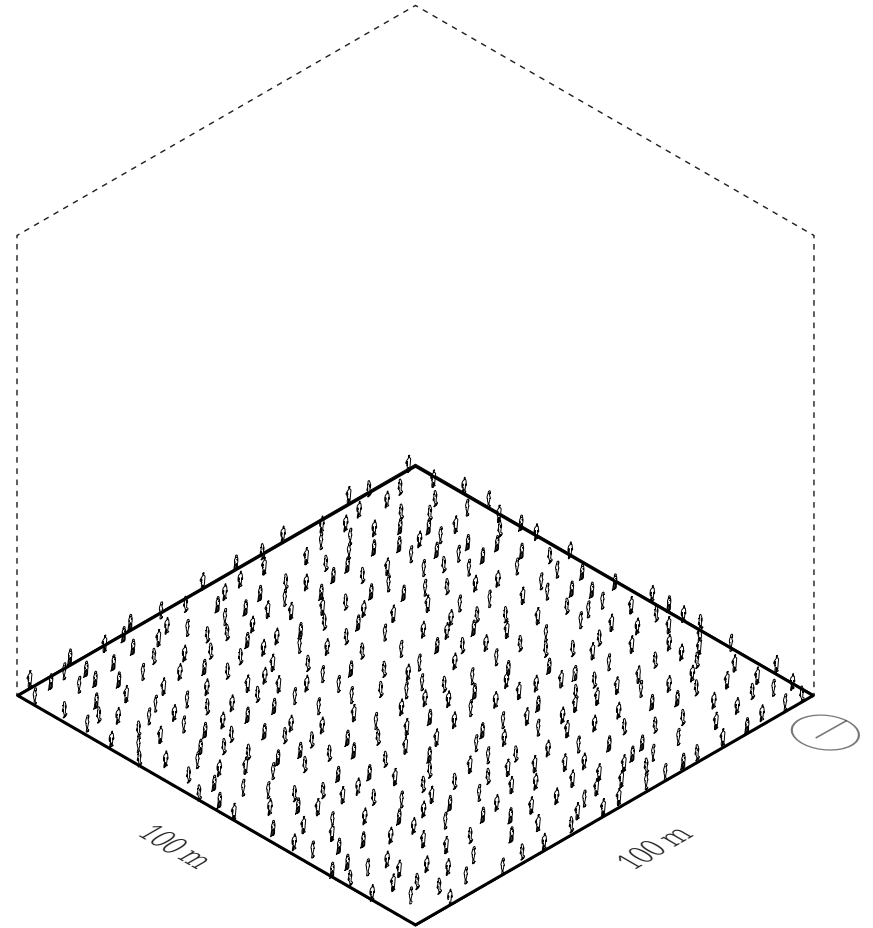
483 (L'Eixample, Barcelona)



277 (Manhattan, NY)



560 (Kowloon City, HK)



Reference demographic

user density	plot area	amount of users
0.056 ppl/m ²	10.000 m ²	560

The BlockMaker

(Y)our Block

🔒 Site

100 x 100 m
FAR 12.0

👤 Users

560 users
1p 17%
2p 24%
3p 23%
4p 36%

🏠 > Programme

🏠 > Mass & void

🏠 > Structure

🏠 > Accessibility

🏠 > Houses

🏠 > Climate

🏠 > Facade

Users

Household composition

Import site settings

Presets



169 (Plan Voisin, Paris)



368 (Landtong, Rotterdam)



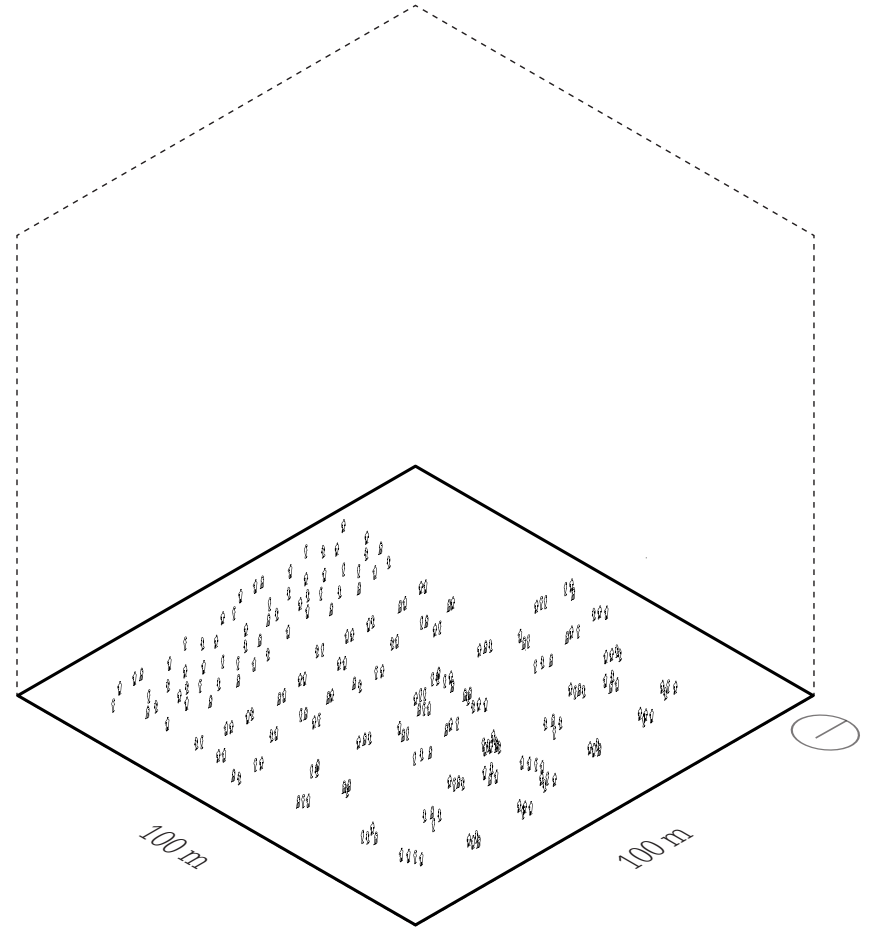
483 (L'Eixample, Barcelona)



277 (Manhattan, NY)



560 (Kowloon City, HK)



Reference demographic

User groups	Percentage	Amount	Users
one person	17.0%	34	34
two person	24.0%	48	96
three person	23.0%	46	138
four person +	36.0%	73	292
totals	100%	201	560

The BlockMaker

(Y)our Block

🔒 Site

100 x 100 m

FAR 12.0

🔒 Users

560 users

4 user groups

🔗 > Programme

🔗 > Mass & void

🔗 > Structure

🔗 > Accessibility

🔗 Houses

1p 34

2p 48

3p 46

4p 73

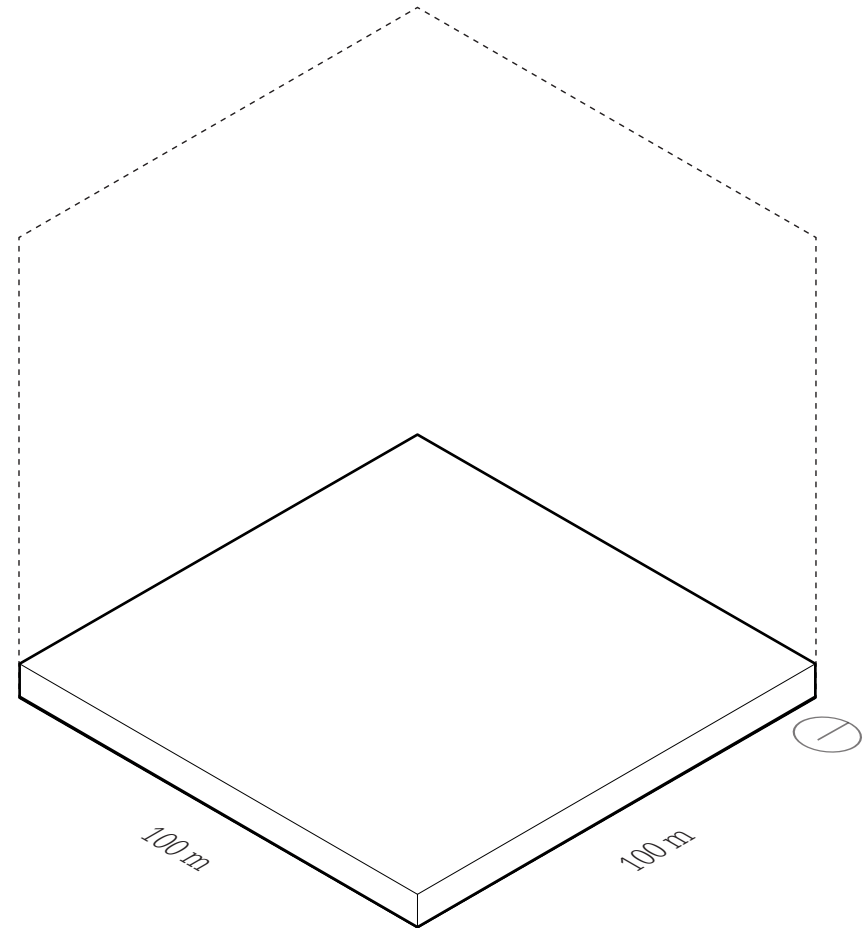
🔗 > Climate

🔗 > Facade

Houses

Dwelling size

Integrating dwelling with access



Dwelling sizes
The volume of housing for 560 users

User groups	Amount	Area	Volume
one person	34	70 m ²	252 m ³
two person	48	85 m ²	306 m ³
three person	46	100 m ²	360 m ³
four person +	73	130 m ²	468 m ³
totals	201	20,550 m²	73,980 m³



The BlockMaker

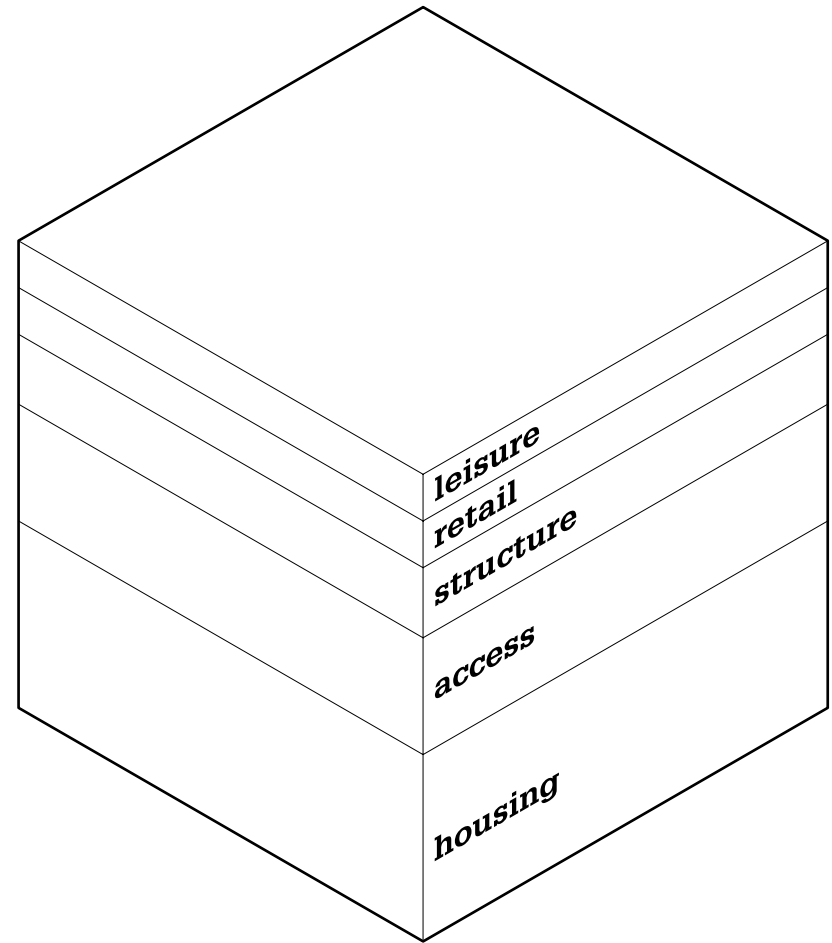
(Y)our Block

- 🔒 **Site**
 - 100 x 100 m
 - FAR 12.0
- 🔒 **Users**
 - 560 users
 - 4 user groups
- 🔗 **Programme**
 - housing 40%
 - access 25%
 - structure 15%
 - retail 10%
 - leisure 10%
- 🔗 **Mass & void**
- 🔗 **Structure**
- 🔗 **Accessibility**
- 🔗 **Houses**
 - 4 dwelling sizes
- 🔗 **Climate**
- 🔗 **Facade**

Programme

Composition

Import site settings



Programme	Percentage	Area	Volume
housing	40%	20,550 m ²	73,980 m ³
access	25%	12,844 m ²	46,238 m ³
structure	15%	7,706 m ²	27,743 m ³
retail	10%	5,138 m ²	18,495 m ³
leisure	10%	5,138 m ²	18,495 m ³
totals	100%	51,375 m²	184,950 m³

The BlockMaker

(Y)our Block

Site

100 x 100 m

FAR 12.0

Users

560 users

4 user groups

Programme

housing 40%

access 25%

structure 15%

retail 10%

leisure 10%

Mass & void

Structure

Accessibility

Mechanical

90

Centre

Around

Houses

4 dwelling sizes

Climate

Facade

Accessibility

How to access

Circulation mode

Presets

Custom

Automation



Inclination

deg.

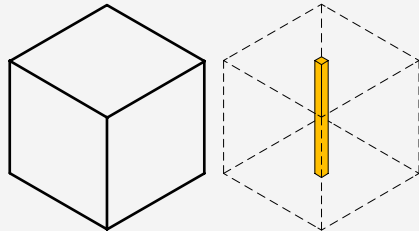
Width

m

Landing %

%

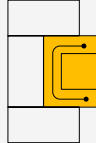
Location



Mass

Centre

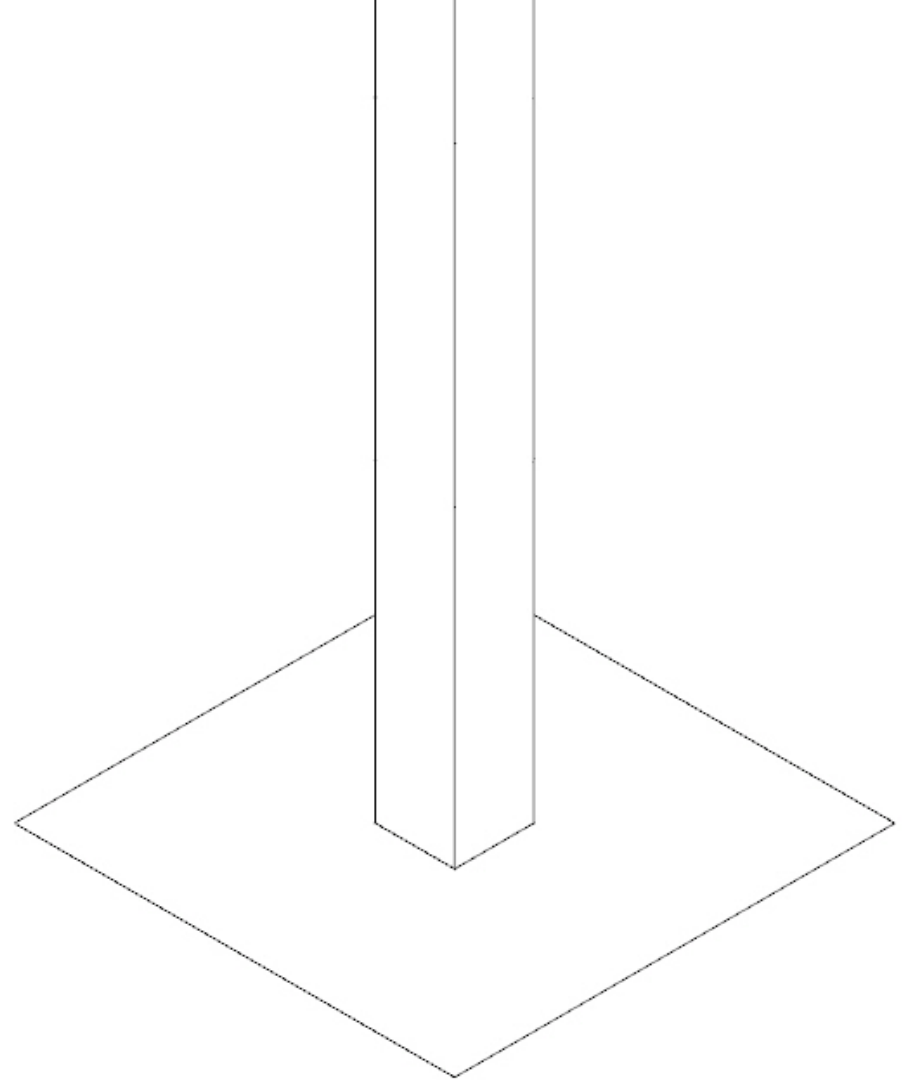
Organization



Around

Programme offset

m



volume	inclination	p/m	access %	distance	time
184.950 m ³	90 °	mechanical	18.3	571 m	57 s

The BlockMaker

(Y)our Block

- 🔒 Site
 - 100 x 100 m
 - FAR 12.0
- 🔒 Users
 - 560 users
 - 4 user groups
- 🔓 Programme
 - housing 40%
 - access 25%
 - structure 15%
 - retail 10%
 - leisure 10%
- 🔓 > Mass & void
- 🔓 > Structure
- 🔓 Accessibility
 - Pedestrian
 - 2.8
 - Centre
 - Waterfall
 - 2-sided
- 🔓 Houses
 - 4 dwelling sizes
- 🔓 > Climate
- 🔓 > Facade

Accessibility

How to access

Circulation mode

- Presets
- Custom

Automation



Inclination

deg.

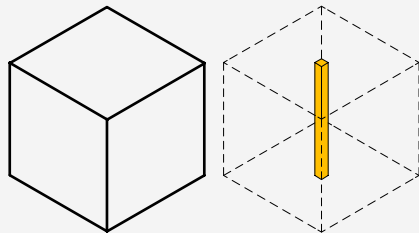
Width

m

Landing %

%

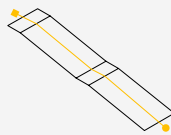
Location



Mass

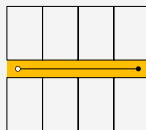
Centre

Organization



Waterfall

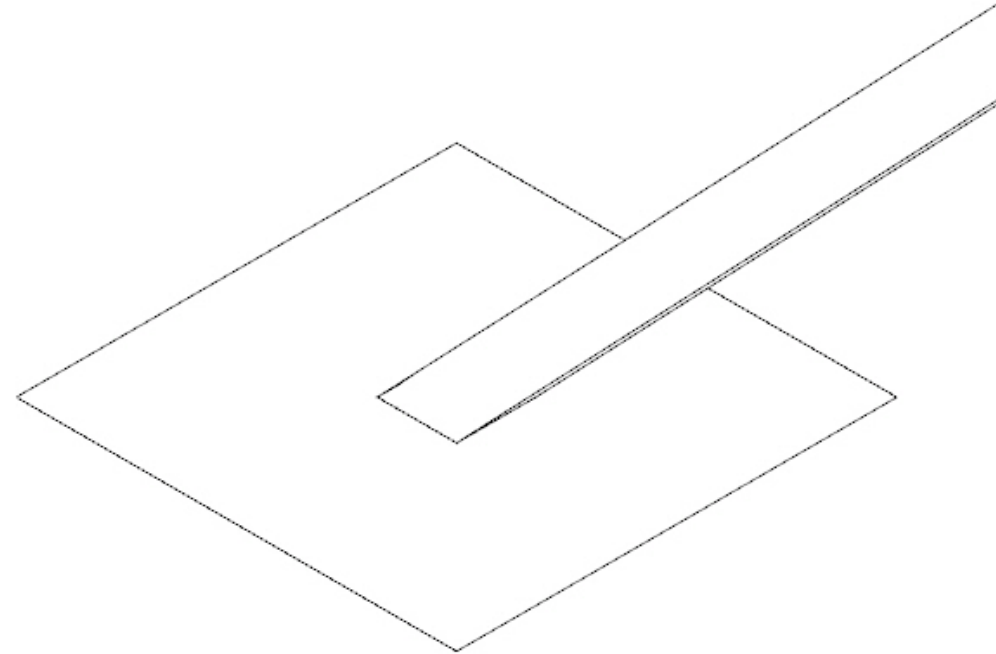
Programme distribution



2-sided

Programme offset

m



volume	inclination	p/m	access %	distance	time
184.950 m ³	2.8 °	pedestrian	8.3	11.695 m	8.354 s

The BlockMaker

(Y)our Block

- 🔒 Site
 - 100 x 100 m
 - FAR 12.0
- 🔒 Users
 - 560 users
 - 4 user groups
- 🔓 Programme
 - housing 40%
 - access 25%
 - structure 15%
 - retail 10%
 - leisure 10%
- 🔓 > Mass & void
- 🔓 > Structure
- 🔓 Accessibility
 - Pedestrian
 - 6.4
 - Centre
 - Waterfall
 - 2-sided
- 🔓 Houses
 - 4 dwelling sizes
- 🔓 > Climate
- 🔓 > Facade

Accessibility

How to access

Circulation mode

- Presets
- Custom

Automation



Inclination

deg.

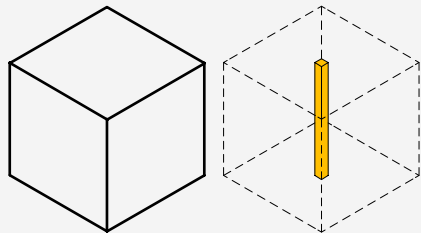
Width

m

Landing %

%

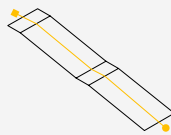
Location



Mass

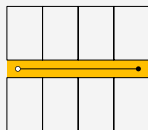
Centre

Organization



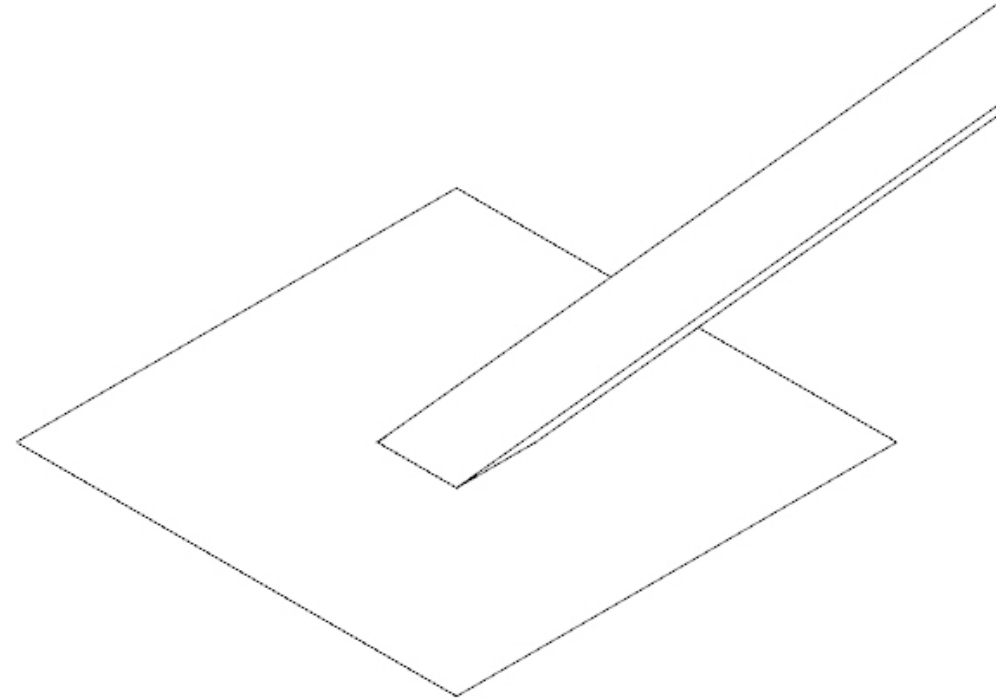
Waterfall

Programme distribution



2-sided

Programme offset m



volume	inclination	p/m	access %	distance	time
184.950 m ³	6.4 °	pedestrian	8.3	5,125 m	3,661 s

The BlockMaker

(Y)our Block

🔒 Site

100 x 100 m
FAR 12.0

🔒 Users

560 users
4 user groups

🔒 Programme

housing 40%
access 25%
structure 15%
retail 10%
leisure 10%

🔒 Mass & void

🔒 Structure

🔒 Accessibility

Pedestrian
33.2
Centre
Waterfall
2-sided

🔒 Houses

4 dwelling sizes

🔒 Climate

🔒 Facade

Accessibility

How to access

Circulation mode

Presets

Custom

Automation



Inclination

deg.

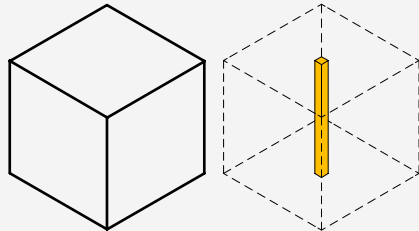
Width

m

Landing %

%

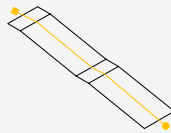
Location



Mass

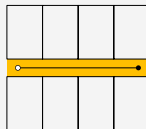
Centre

Organization



Waterfall

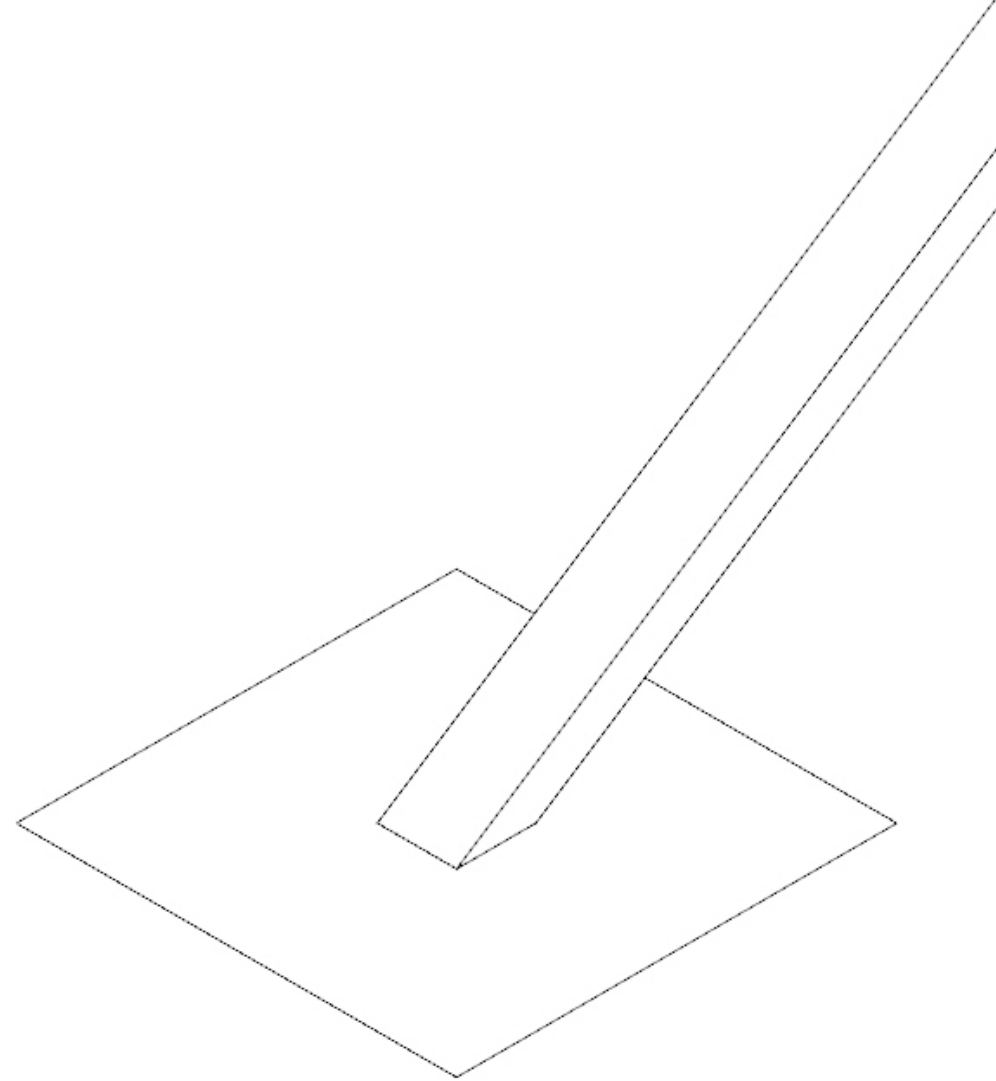
Programme distribution



2-sided

Programme offset

m



volume	inclination	p/m	access %	distance	time
184.950 m ³	33.2 °	pedestrian	8.3	1,043 m	745 s

The BlockMaker

(Y)our Block

🔒 Site

100 x 100 m

FAR 12.0

🔒 Users

560 users

4 user groups

🔒 Programme

housing 40%

access 25%

structure 15%

retail 10%

leisure 10%

🔒 Mass & void

🔒 Structure

🔒 Accessibility

Pedestrian

48.6

Centre

Waterfall

2-sided

🔒 Houses

4 dwelling sizes

🔒 Climate

🔒 Facade

Accessibility

How to access

Circulation mode

Presets

Custom

Automation



Inclination

deg.

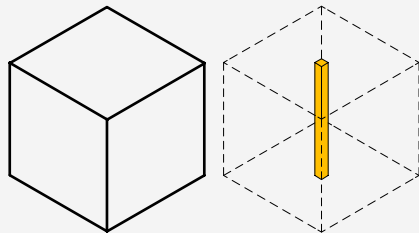
Width

m

Landing %

%

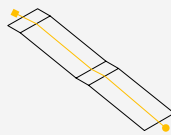
Location



Mass

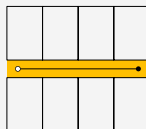
Centre

Organization



Waterfall

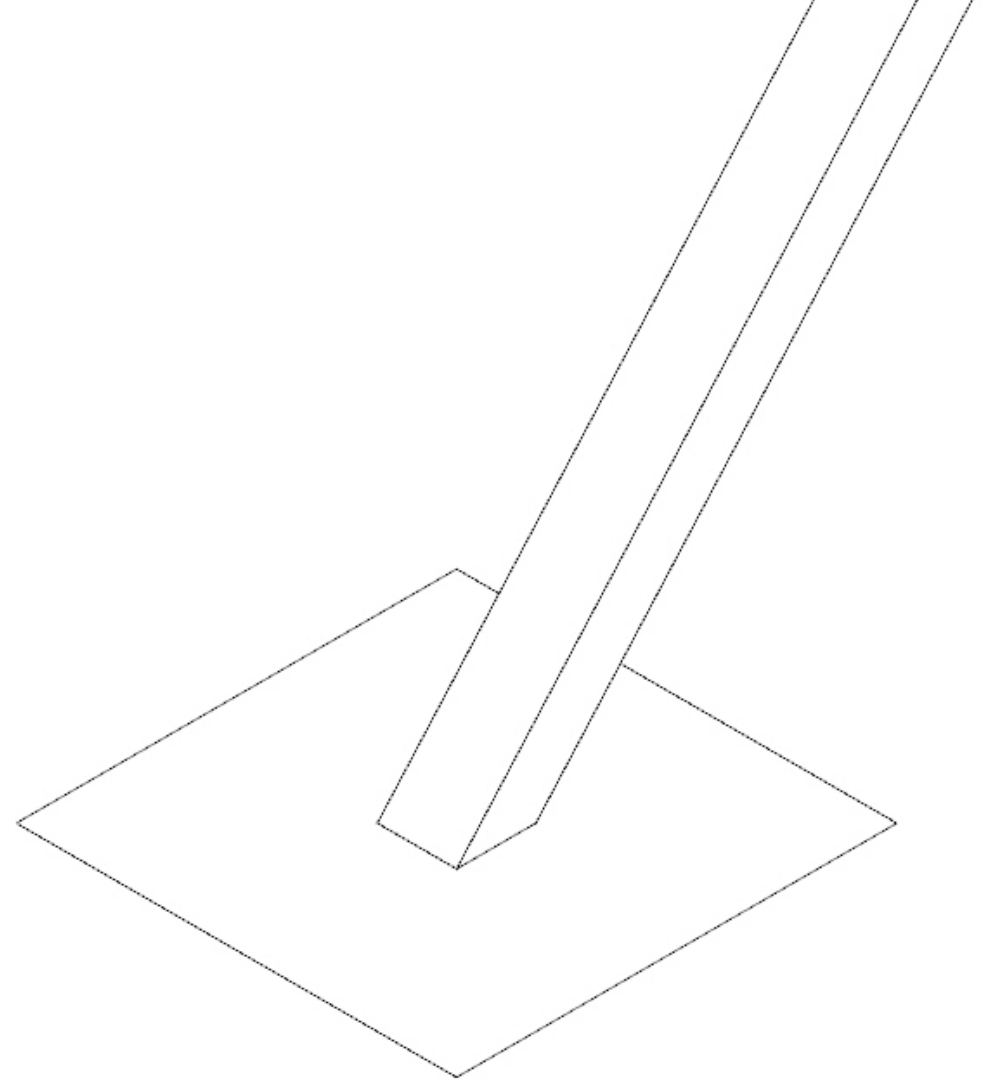
Programme distribution



2-sided

Programme offset

m



volume	inclination	p/m	access %	distance	time
184.950 m ³	48.6 °	pedestrian	8.3	761 m	544 s

The BlockMaker

(Y)our Block

- 🔒 **Site**
 - 100 x 100 m
 - FAR 12.0
- 🔒 **Users**
 - 560 users
 - 4 user groups
- 🔗 **Programme**
 - housing 40%
 - access 25%
 - structure 15%
 - retail 10%
 - leisure 10%
- 🔗 **Mass & void**
- 🔗 **Structure**
- 🔗 **Accessibility**
 - Pedestrian
 - 2.8
 - Middle
 - Waterfall
 - 2-sided
- 🔗 **Houses**
 - 4 dwelling sizes
- 🔗 **Climate**
- 🔗 **Facade**

Accessibility

How to access

Circulation mode

Presets

Custom

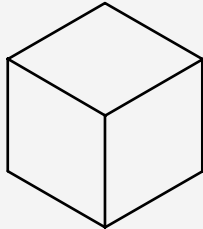
Automation

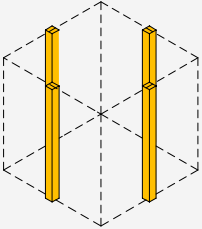
Inclination deg.

Width m

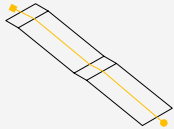
Landing % %

Location

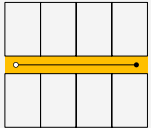
 Mass

 Middle

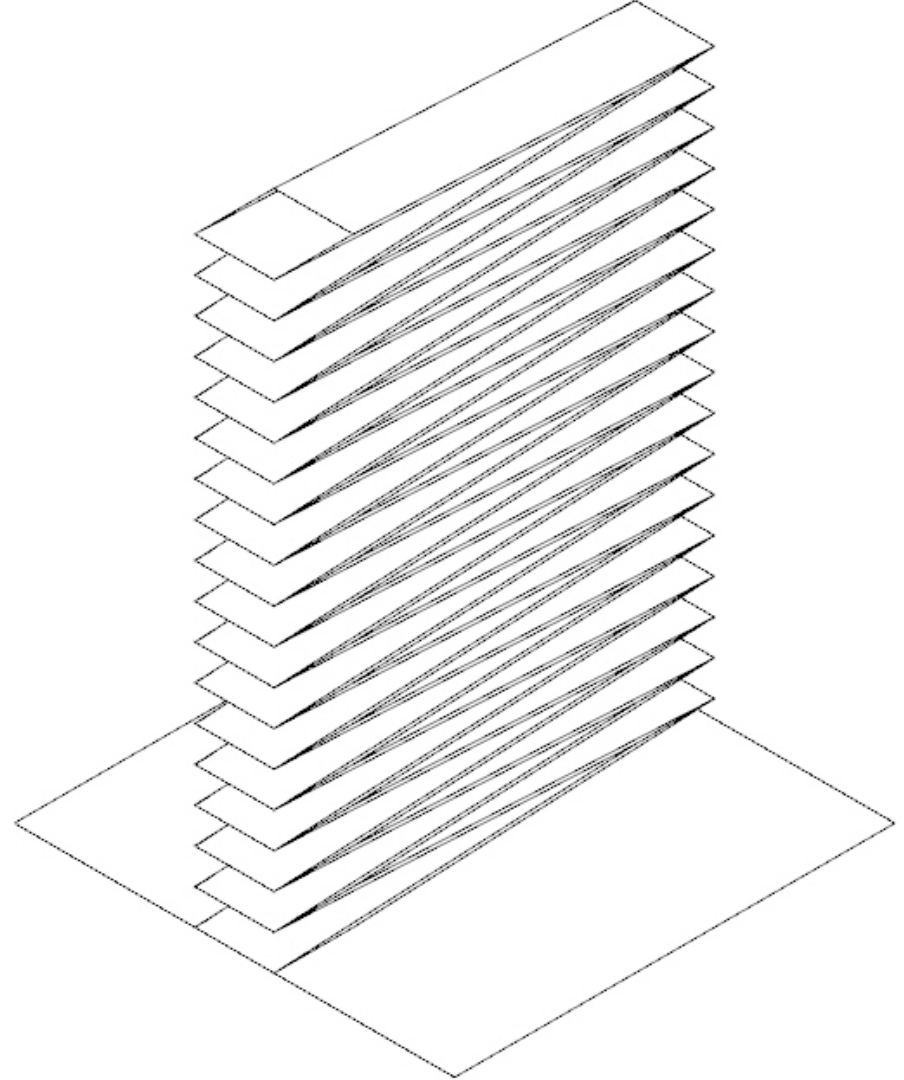
Organization

 Waterfall

Programme distribution

 2-sided

Programme offset m



volume	inclination	p/m	access %	distance	time
184.950 m	2.8 °	pedestrian	8.3	761 m	544 s

The BlockMaker

(Y)our Block

- 🔒 **Site**
 - 100 x 100 m
 - FAR 12.0
- 🔒 **Users**
 - 560 users
 - 4 user groups
- 🔗 **Programme**
 - housing 40%
 - access 25%
 - structure 15%
 - retail 10%
 - leisure 10%
- 🔗 **Mass & void**
- 🔗 **Structure**
- 🔗 **Accessibility**
 - Pedestrian 6.4
 - Middle
 - Waterfall
 - 2-sided
- 🔗 **Houses**
 - 4 dwelling sizes
- 🔗 **Climate**
- 🔗 **Facade**

Accessibility

How to access

Circulation mode

- Presets
- Custom

Automation

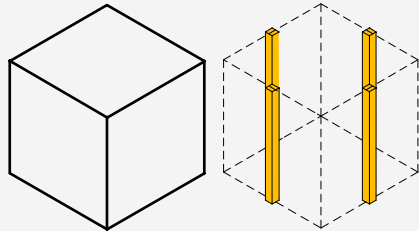


Inclination deg.

Width m

Landing % %

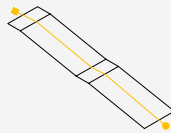
Location



Mass

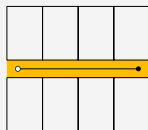
Middle

Organization



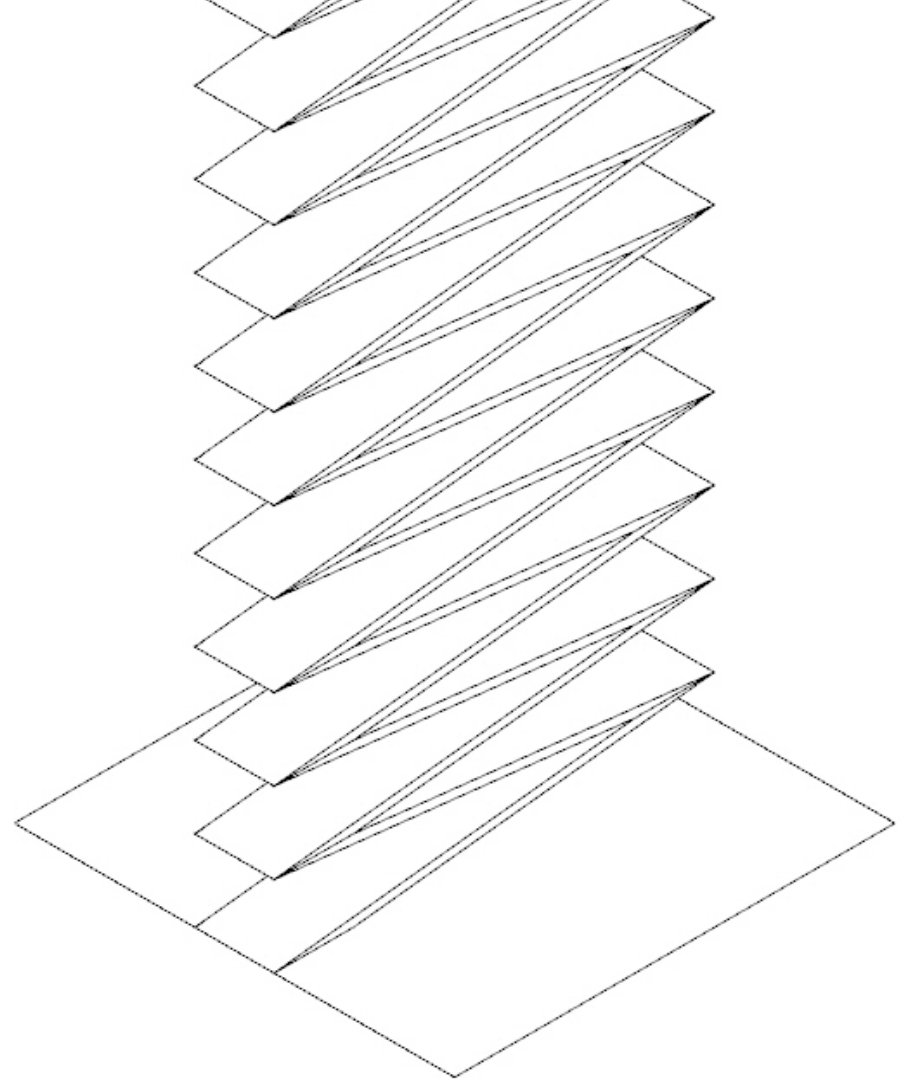
Waterfall

Programme distribution



2-sided

Programme offset m



volume	inclination	p/m	access %	distance	time
184.950 m	6.4 °	pedestrian	8.3	761 m	544 s

The BlockMaker

(Y)our Block

- 🔒 Site
 - 100 x 100 m
 - FAR 12.0
- 🔒 Users
 - 560 users
 - 4 user groups
- 🔓 Programme
 - housing 40%
 - access 25%
 - structure 15%
 - retail 10%
 - leisure 10%
- 🔓 > Mass & void
- 🔓 > Structure
- 🔓 Accessibility
 - Pedestrian
 - 33.2
 - Middle
 - Waterfall
 - 2-sided
- 🔓 Houses
 - 4 dwelling sizes
- 🔓 > Climate
- 🔓 > Facade

Accessibility

How to access

Circulation mode

- Presets
- Custom

Automation

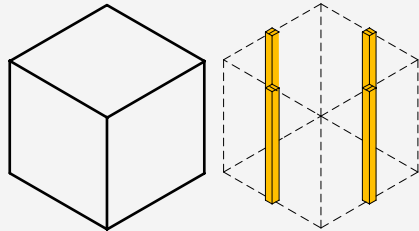


Inclination deg.

Width m

Landing % %

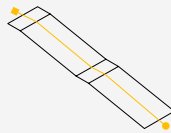
Location



Mass

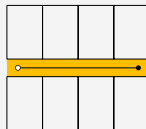
Middle

Organization



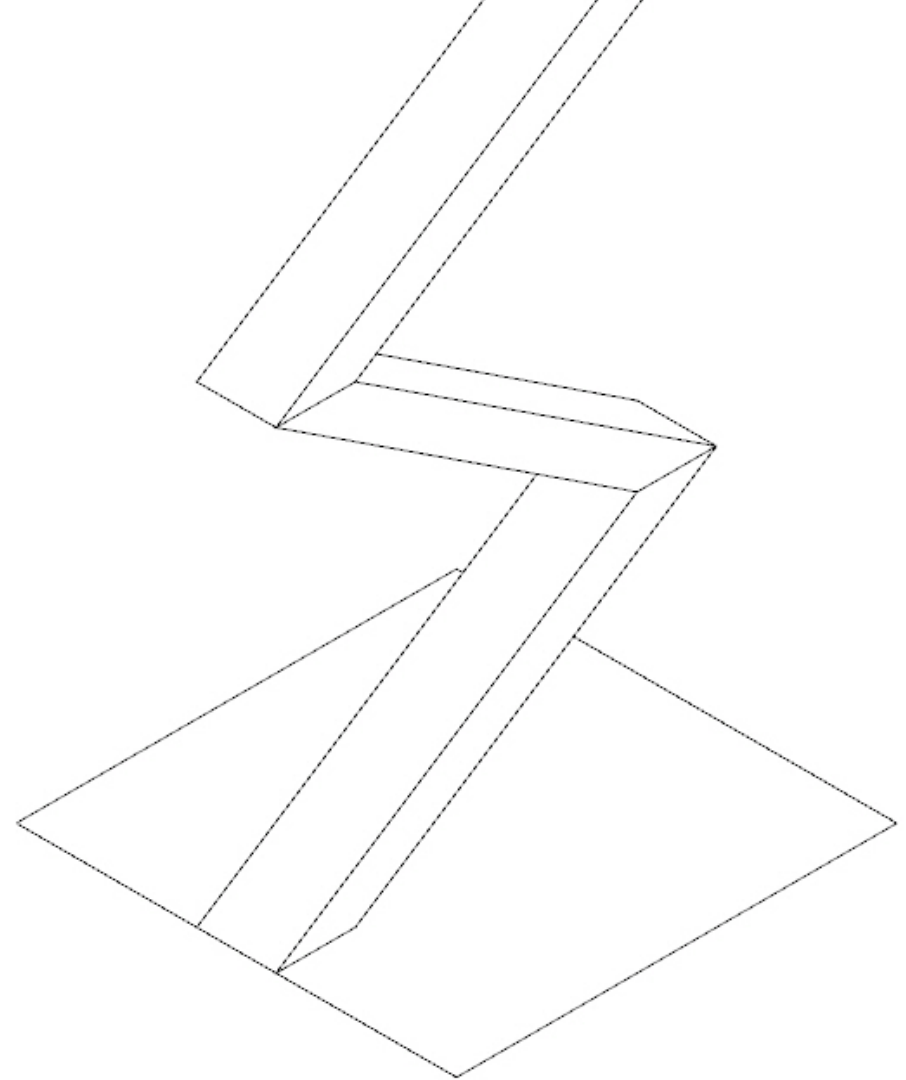
Waterfall

Programme distribution



2-sided

Programme offset m



volume	inclination	p/m	access %	distance	time
184.950 m	33.2 °	pedestrian	8.3	761 m	544 s

The BlockMaker

(Y)our Block

- 🔒 Site
 - 100 x 100 m
 - FAR 12.0
- 🔒 Users
 - 560 users
 - 4 user groups
- 🔓 Programme
 - housing 40%
 - access 25%
 - structure 15%
 - retail 10%
 - leisure 10%
- 🔓 > Mass & void
- 🔓 > Structure
- 🔓 Accessibility
 - Pedestrian 46.8
 - Middle
 - Waterfall
 - 2-sided
- 🔓 Houses
 - 4 dwelling sizes
- 🔓 > Climate
- 🔓 > Facade

Accessibility

How to access

Circulation mode

- Presets
- Custom

Automation

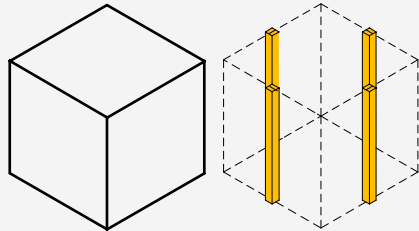


Inclination deg.

Width m

Landing % %

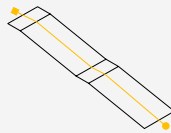
Location



Mass

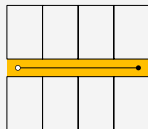
Middle

Organization



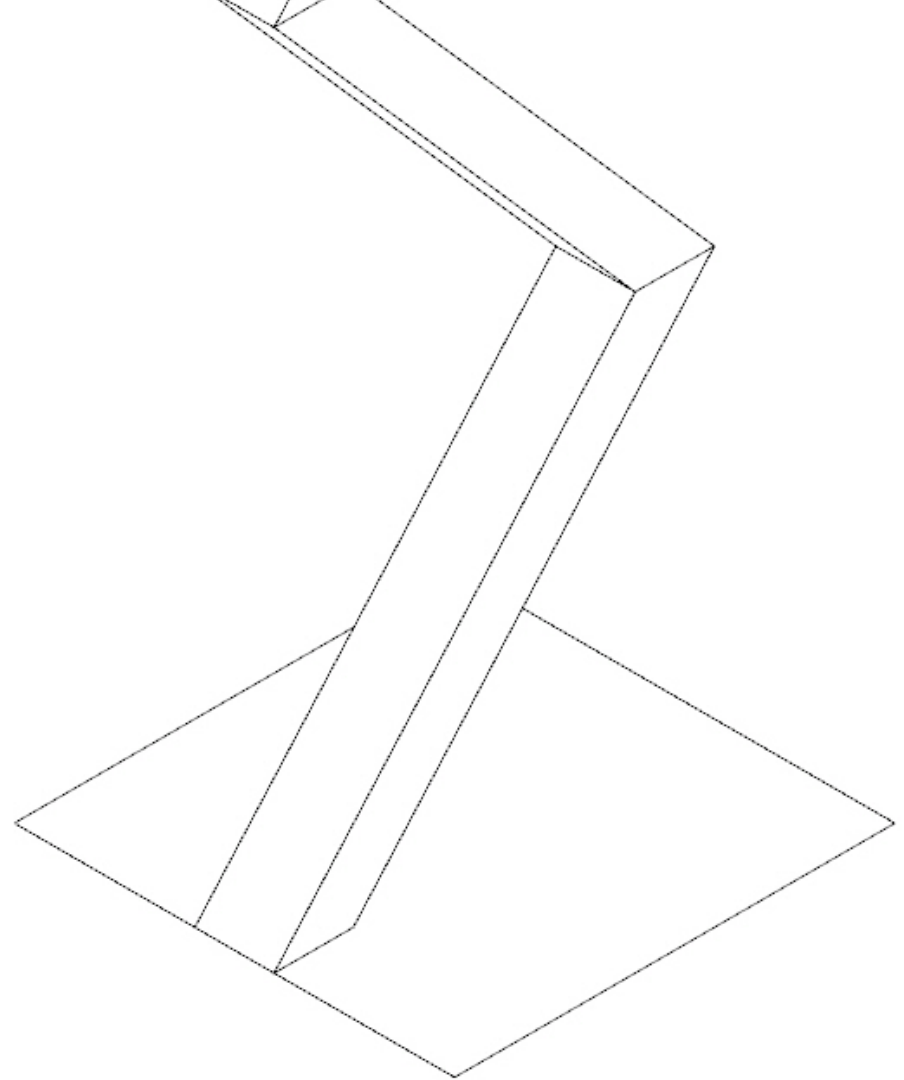
Waterfall

Programme distribution



2-sided

Programme offset m



volume	inclination	p/m	access %	distance	time
184.950 m	46.8 °	pedestrian	8.3	761 m	544 s

The BlockMaker

(Y)our Block

- 🔒 Site
 - 100 x 100 m
 - FAR 12.0
- 🔒 Users
 - 560 users
 - 4 user groups
- 🔓 Programme
 - housing 40%
 - access 25%
 - structure 15%
 - retail 10%
 - leisure 10%
- 🔓 > Mass & void
- 🔓 > Structure
- 🔓 Accessibility
 - Pedestrian 6.4
 - Around Waterfall
 - 1-sided
- 🔓 Houses
 - 4 dwelling sizes
- 🔓 > Climate
- 🔓 > Facade

Accessibility

How to access

Circulation mode

- Presets
- Custom

Automation



Inclination

deg.

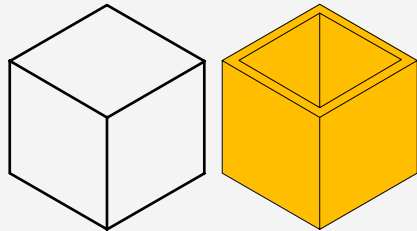
Width

m

Landing %

%

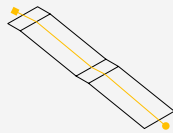
Location



Mass

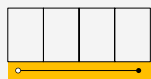
Around

Organization



Waterfall

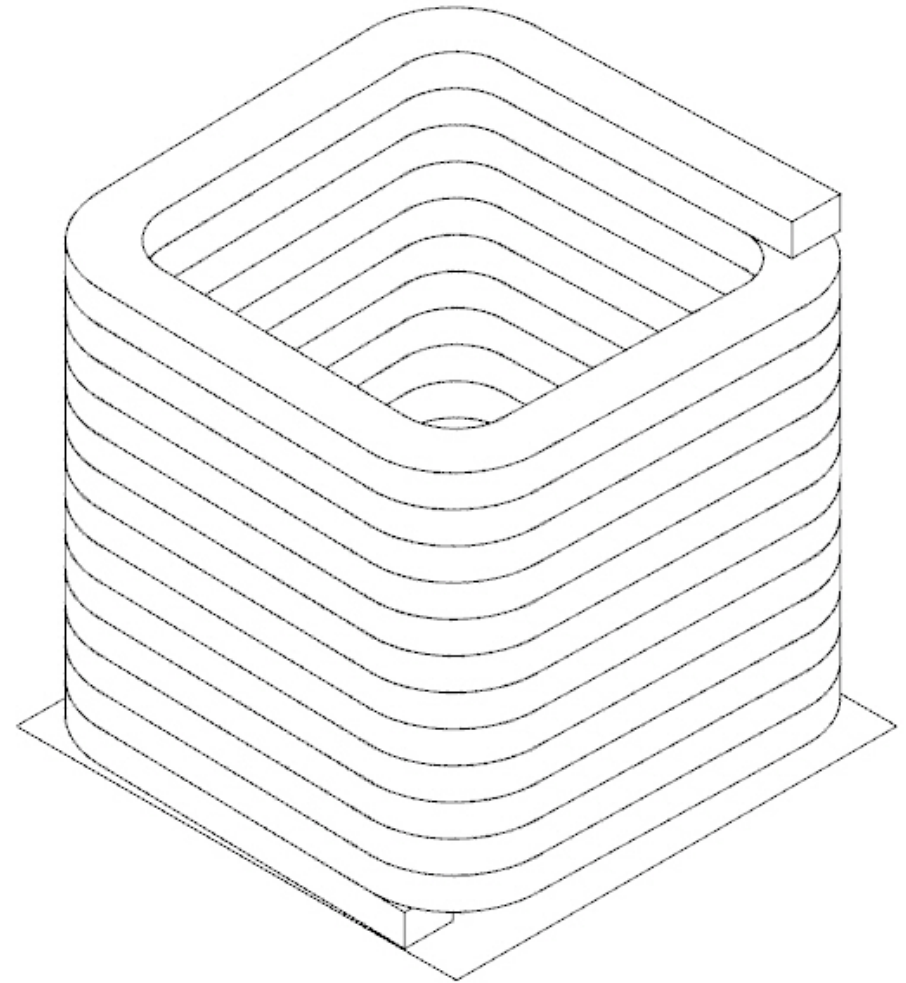
Programme distribution



1-sided

Programme offset

m



volume	inclination	p/m	access %	distance	time
184.950 m	6.4°	pedestrian	12.5	2,854 m	2,038 s

The BlockMaker

(Y)our Block

- 🔒 Site
 - 100 x 100 m
 - FAR 12.0
- 🔒 Users
 - 560 users
 - 4 user groups
- 🔗 Programme
 - housing 40%
 - access 25%
 - structure 15%
 - retail 10%
 - leisure 10%
- 🔗 > Mass & void
- 🔗 > Structure
- 🔗 Accessibility
 - Pedestrian
 - 6.4
 - Around
 - Waterfall
 - 1-sided
- 🔗 Houses
 - 4 dwelling sizes
- 🔗 > Climate
- 🔗 > Facade

Accessibility

How to access

Circulation mode

Presets

Custom

Automation



Inclination

deg.

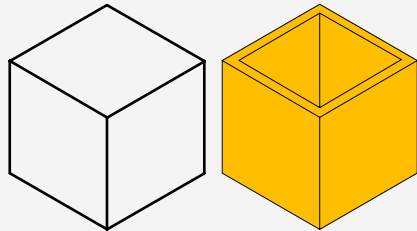
Width

m

Landing %

%

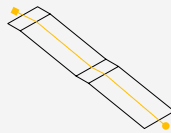
Location



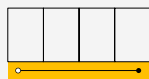
Mass

Around

Organization

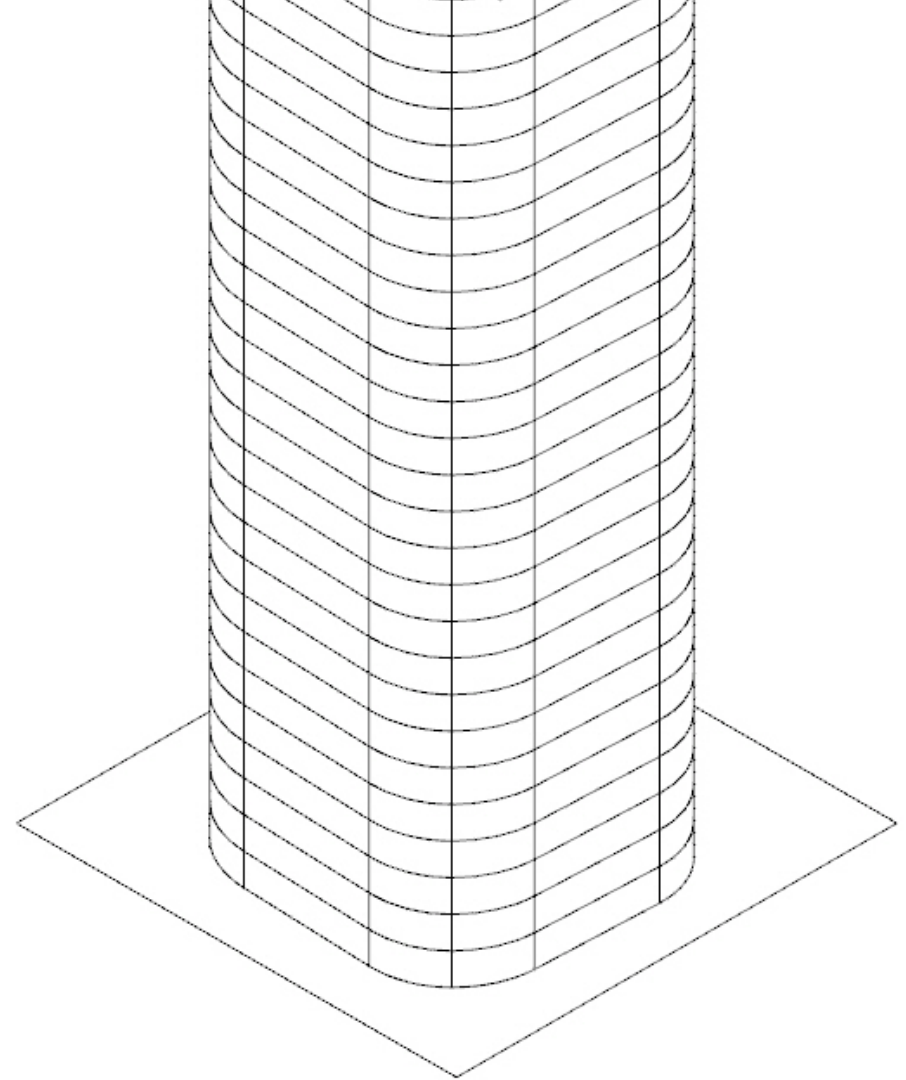


Programme distribution



1-sided

Programme offset m



volume	inclination	p/m	access %	distance	time
184.950 m	6.4°	pedestrian	12.5	2,854 m	2,038 s

The BlockMaker

(Y)our Block

- 🔒 Site
 - 100 x 100 m
 - FAR 12.0
- 🔒 Users
 - 560 users
 - 4 user groups
- 🔓 Programme
 - housing 40%
 - access 25%
 - structure 15%
 - retail 10%
 - leisure 10%
- 🔓 > Mass & void
- 🔓 > Structure
- 🔓 Accessibility
 - Pedestrian 6.4
 - Around Waterfall
 - 1-sided
- 🔓 Houses
 - 4 dwelling sizes
- 🔓 > Climate
- 🔓 > Facade

Accessibility

How to access

Circulation mode

- Presets
- Custom

Automation



Inclination

deg.

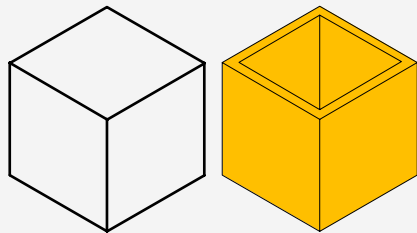
Width

m

Landing %

%

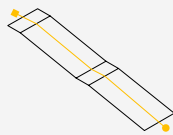
Location



Mass

Around

Organization

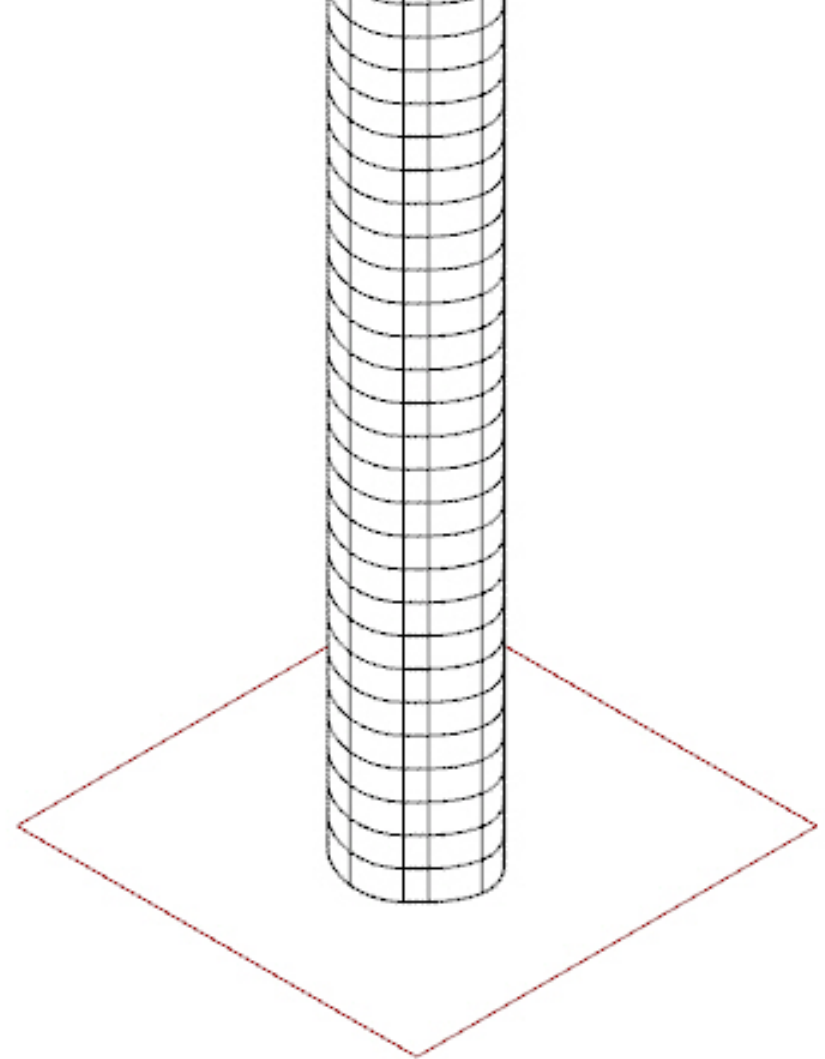


Programme distribution



1-sided

Programme offset m



volume	inclination	p/m	access %	distance	time
184.950 m	6.4°	pedestrian	12.5	2,854 m	2,038 s

The BlockMaker

(Y)our Block

🔒 ▼ Site

100 x 100 m

FAR 12.0

👤 ▼ Users

560 users

4 user groups

🔗 ▼ Programme

housing 40%

access 25%

structure 15%

retail 10%

leisure 10%

🔗 > Mass & void

Primitive

🔗 > Structure

🔗 ▼ Accessibility

Pedestrian

6.4

Around

Waterfall

1-sided

🔗 ▼ Houses

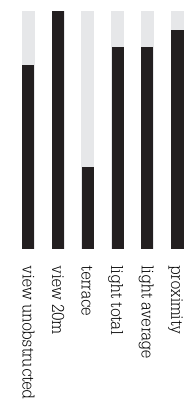
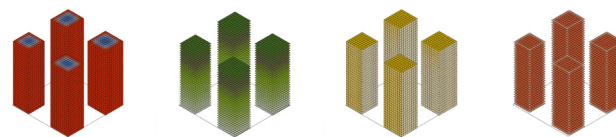
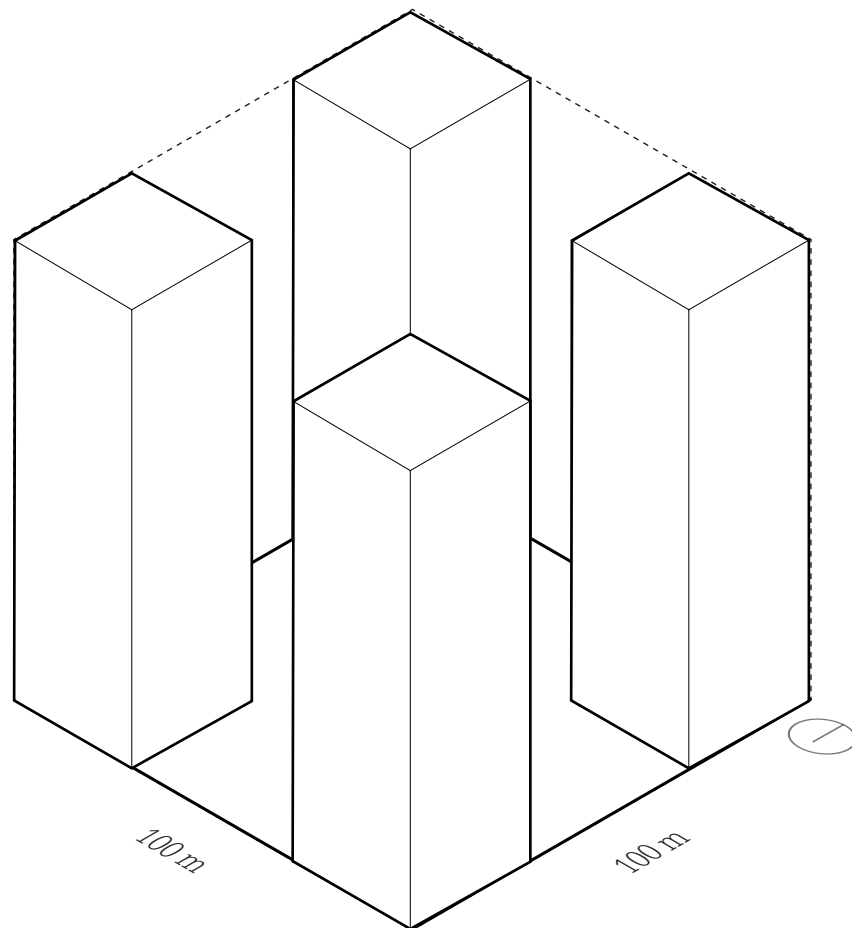
4 dwelling sizes

🔗 > Climate

🔗 > Facade

Mass & void

Primitive



The BlockMaker

(Y)our Block

🔒 ▼ Site

100 x 100 m

FAR 12.0

👤 ▼ Users

560 users

4 user groups

🗝️ ▼ Programme

housing 40%

access 25%

structure 15%

retail 10%

leisure 10%

🗝️ > Mass & void

converge 1

🗝️ > Structure

🗝️ ▼ Accessibility

Pedestrian

6.4

Around

Waterfall

1-sided

🗝️ ▼ Houses

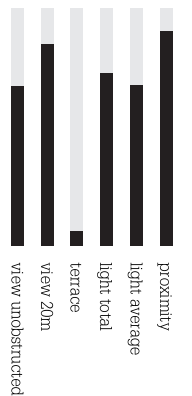
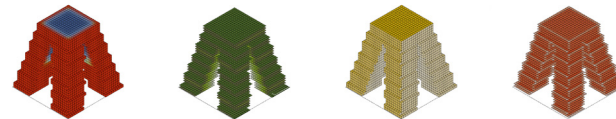
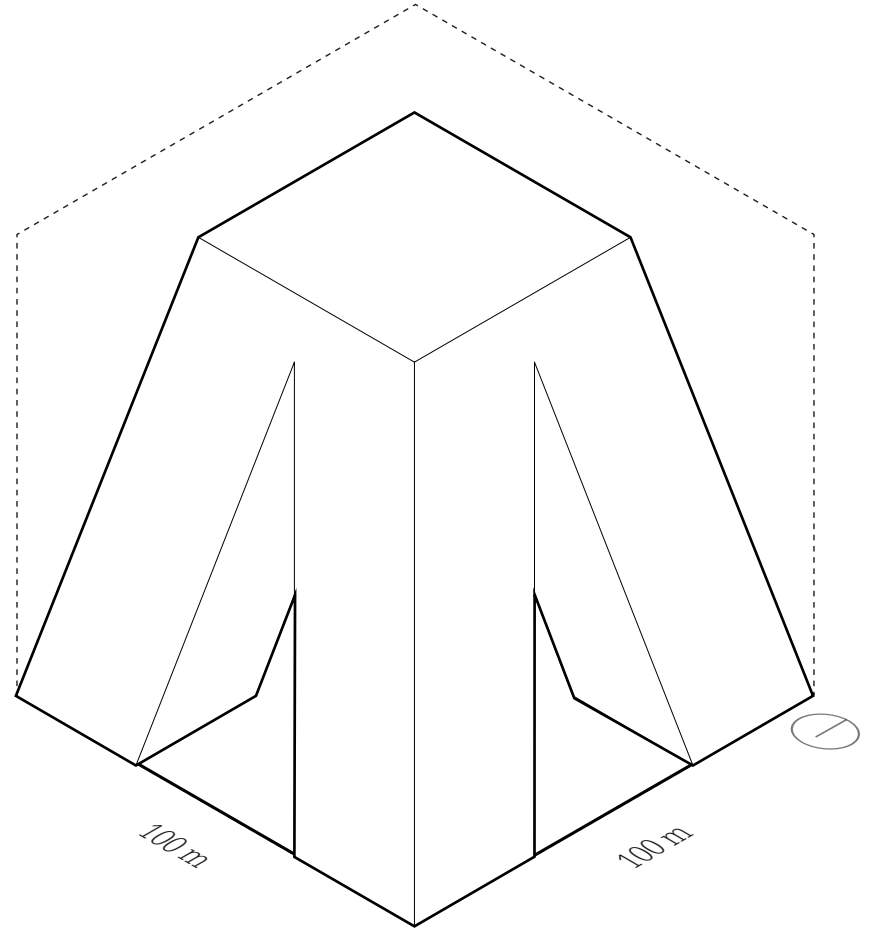
4 dwelling sizes

🗝️ > Climate

🗝️ > Facade

Mass & void

Converge



The BlockMaker

(Y)our Block

🔒 ▼ Site

100 x 100 m

FAR 12.0

👤 ▼ Users

560 users

4 user groups

🔗 ▼ Programme

housing 40%

access 25%

structure 15%

retail 10%

leisure 10%

🔗 > Mass & void

converge 2

🔗 > Structure

🔗 ▼ Accessibility

Pedestrian

6.4

Around

Waterfall

1-sided

🔗 ▼ Houses

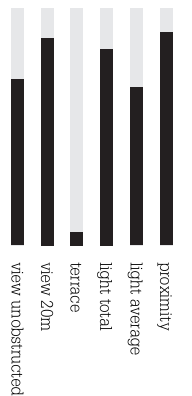
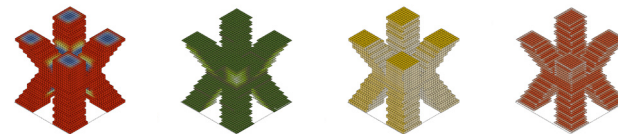
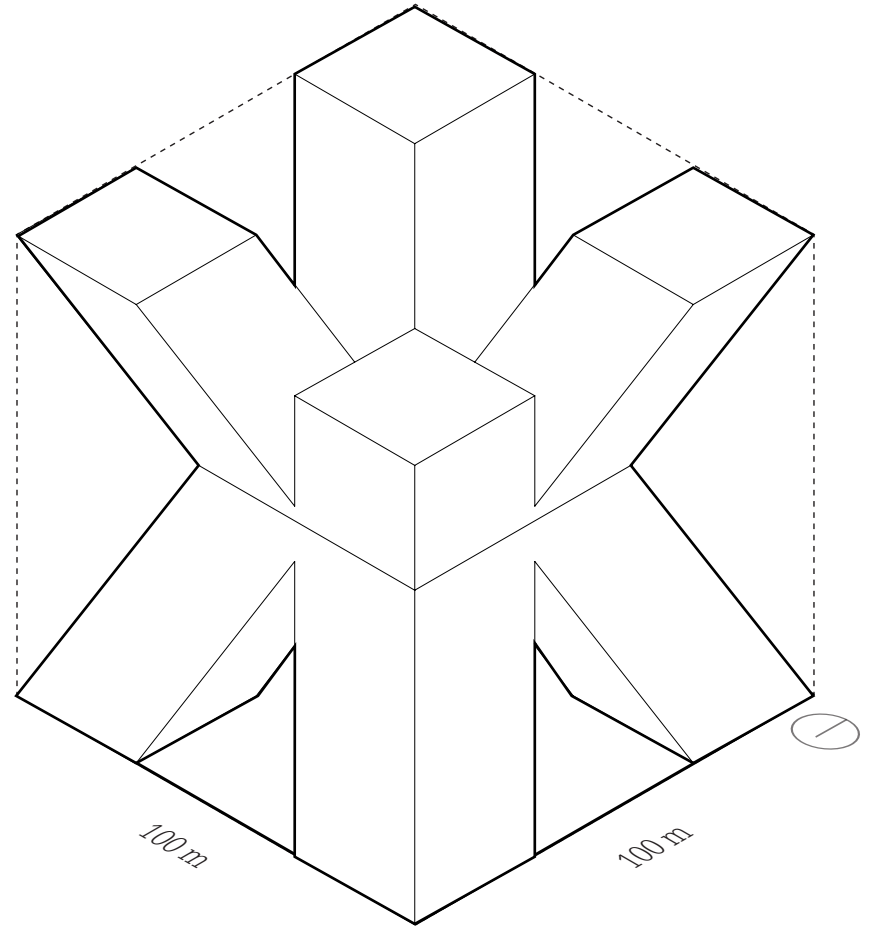
4 dwelling sizes

🔗 > Climate

🔗 > Facade

Mass & void

Converge



The BlockMaker

(Y)our Block

🔒 ▼ Site

100 x 100 m

FAR 12.0

👤 ▼ Users

560 users

4 user groups

🏠 ▼ Programme

housing 40%

access 25%

structure 15%

retail 10%

leisure 10%

🏠 > Mass & void

spread 1

🏠 > Structure

🏠 ▼ Accessibility

Pedestrian

6.4

Around

Waterfall

1-sided

🏠 ▼ Houses

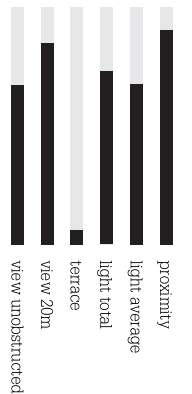
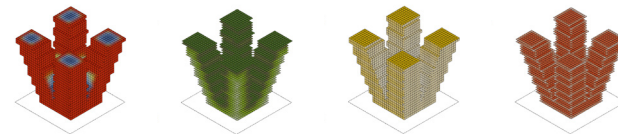
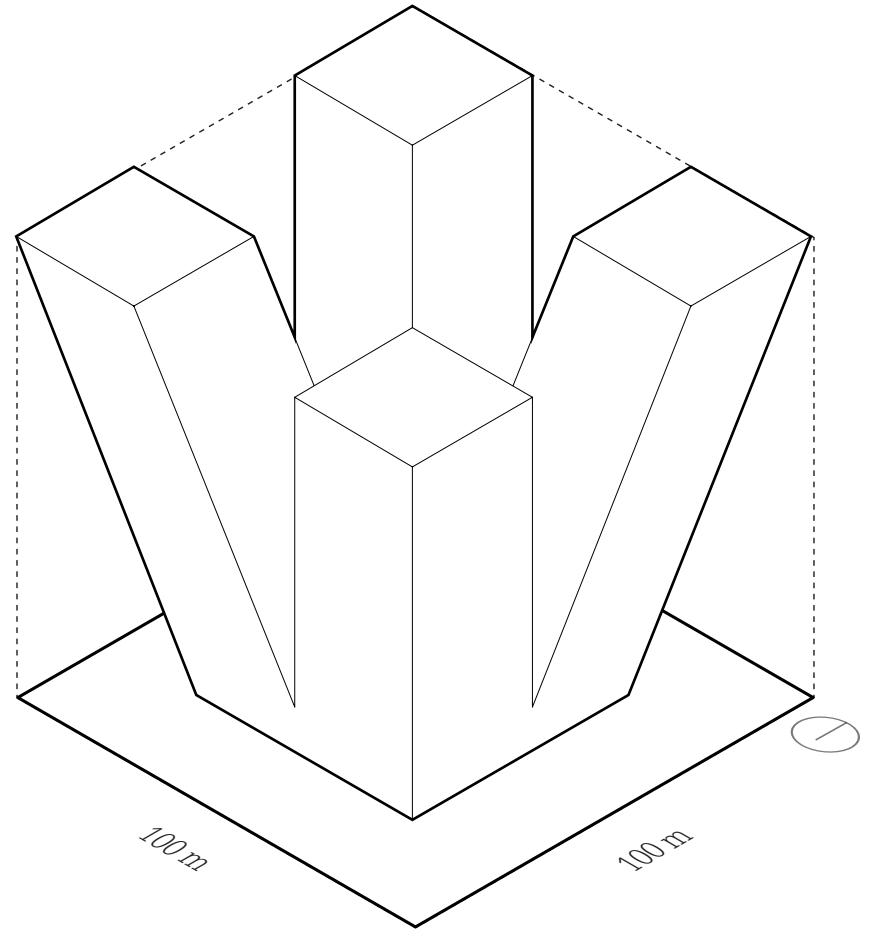
4 dwelling sizes

🏠 > Climate

🏠 > Facade

Mass & void

Spread



The BlockMaker

(Y)our Block

🔒 ▼ Site

100 x 100 m

FAR 12.0

👤 ▼ Users

560 users

4 user groups

🗝️ ▼ Programme

housing 40%

access 25%

structure 15%

retail 10%

leisure 10%

🗝️ > Mass & void

spread 2

🗝️ > Structure

🗝️ ▼ Accessibility

Pedestrian

6.4

Around

Waterfall

1-sided

🗝️ ▼ Houses

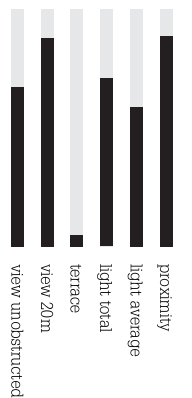
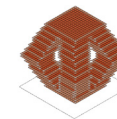
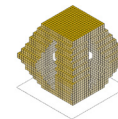
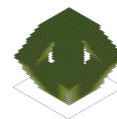
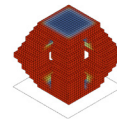
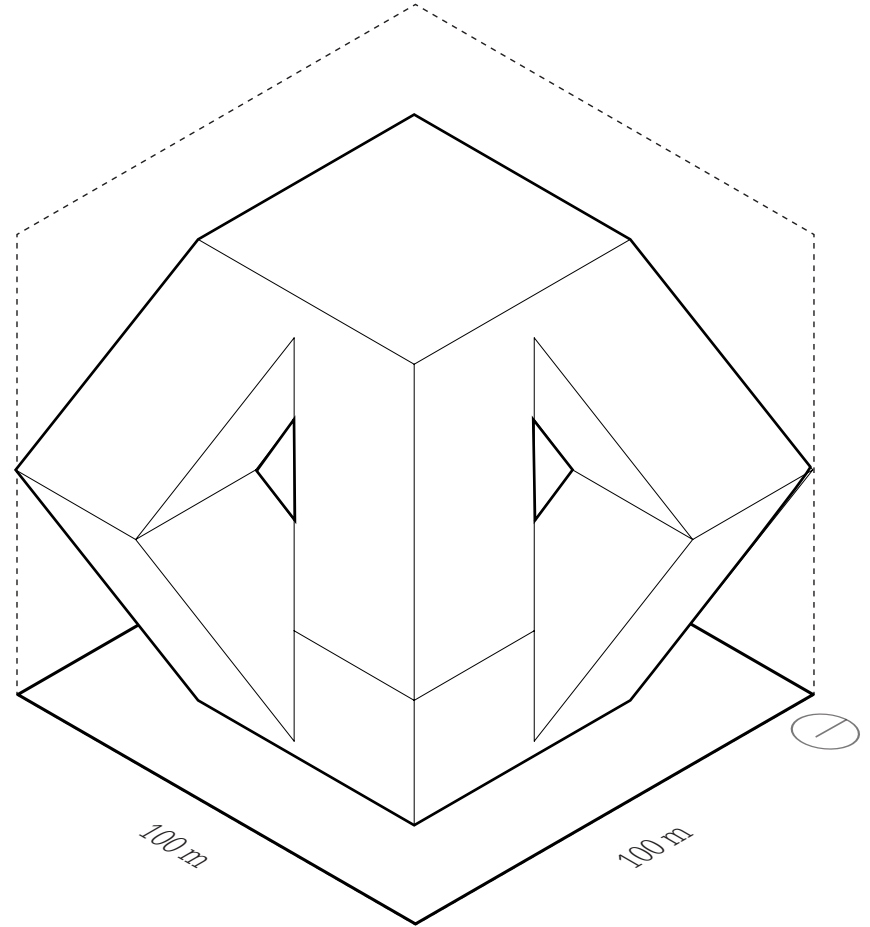
4 dwelling sizes

🗝️ > Climate

🗝️ > Facade

Mass & void

Spread



The BlockMaker

(Y)our Block

🔒 ▾ Site

100 x 100 m

FAR 12.0

👤 ▾ Users

560 users

4 user groups

🗺️ ▾ Programme

housing 40%

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🗺️ > Mass & void

infinity loop 1

🗺️ > Structure

🗺️ ▾ Accessibility

Pedestrian

6.4

Around

Waterfall

1-sided

🗺️ ▾ Houses

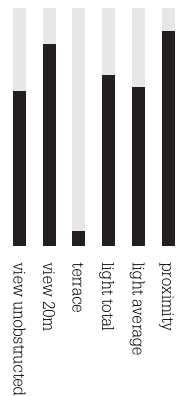
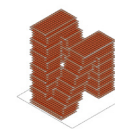
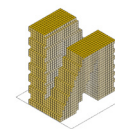
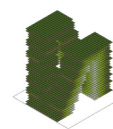
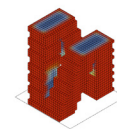
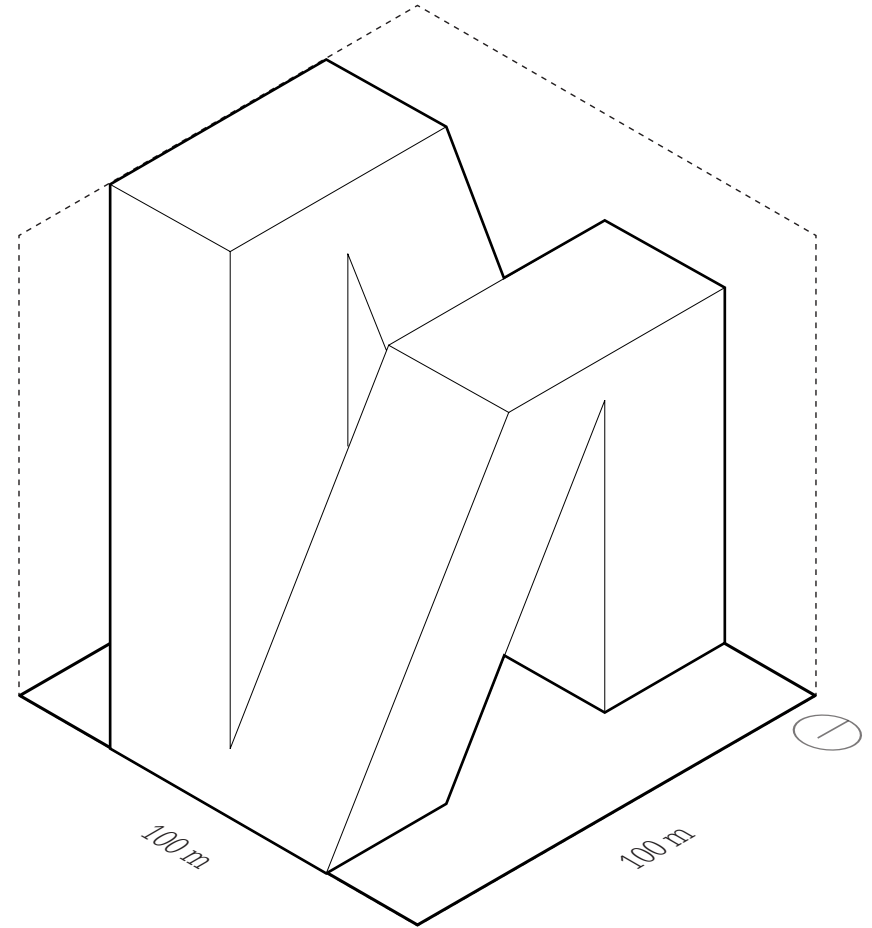
4 dwelling sizes

🗺️ > Climate

🗺️ > Facade

Mass & void

Infinity loop



The BlockMaker

(Y)our Block

🔒 ▾ Site

100 x 100 m

FAR 12.0

👤 ▾ Users

560 users

4 user groups

🔗 ▾ Programme

housing 40%

access 25%

structure 15%

retail 10%

leisure 10%

🔗 > Mass & void

infinity loop 2

🔗 > Structure

🔗 ▾ Accessibility

Pedestrian

6.4

Around

Waterfall

1-sided

🔗 ▾ Houses

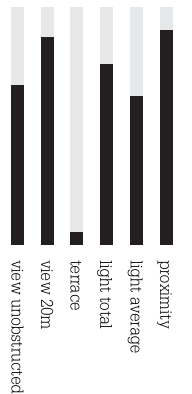
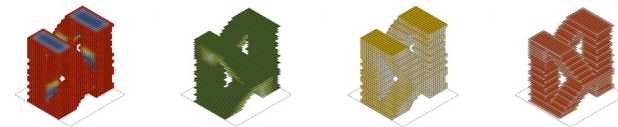
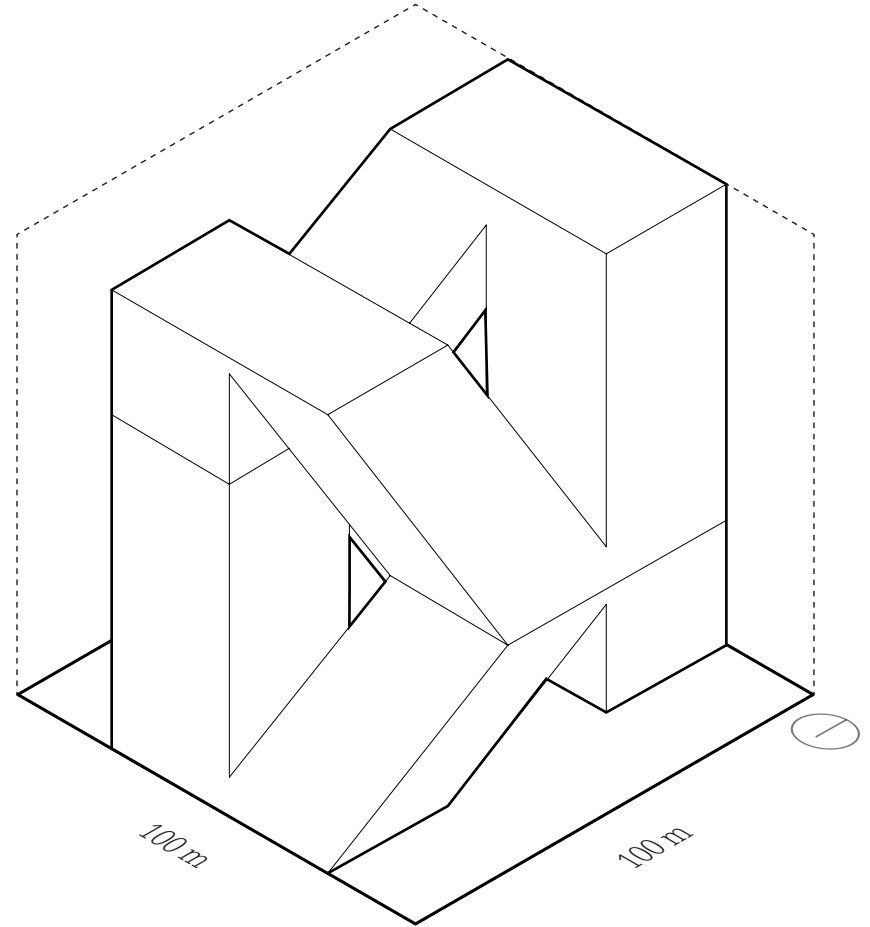
4 dwelling sizes

🔗 > Climate

🔗 > Facade

Mass & void

Infinity loop



The BlockMaker

(Y)our Block

🔒 ▼ Site

100 x 100 m

FAR 12.0

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🔗 > Mass & void

infinity loop 1

🔗 > Structure

🔗 ▼ Accessibility

Pedestrian

6.4

Around

Waterfall

1-sided

🔗 ▼ Houses

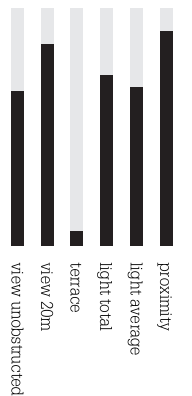
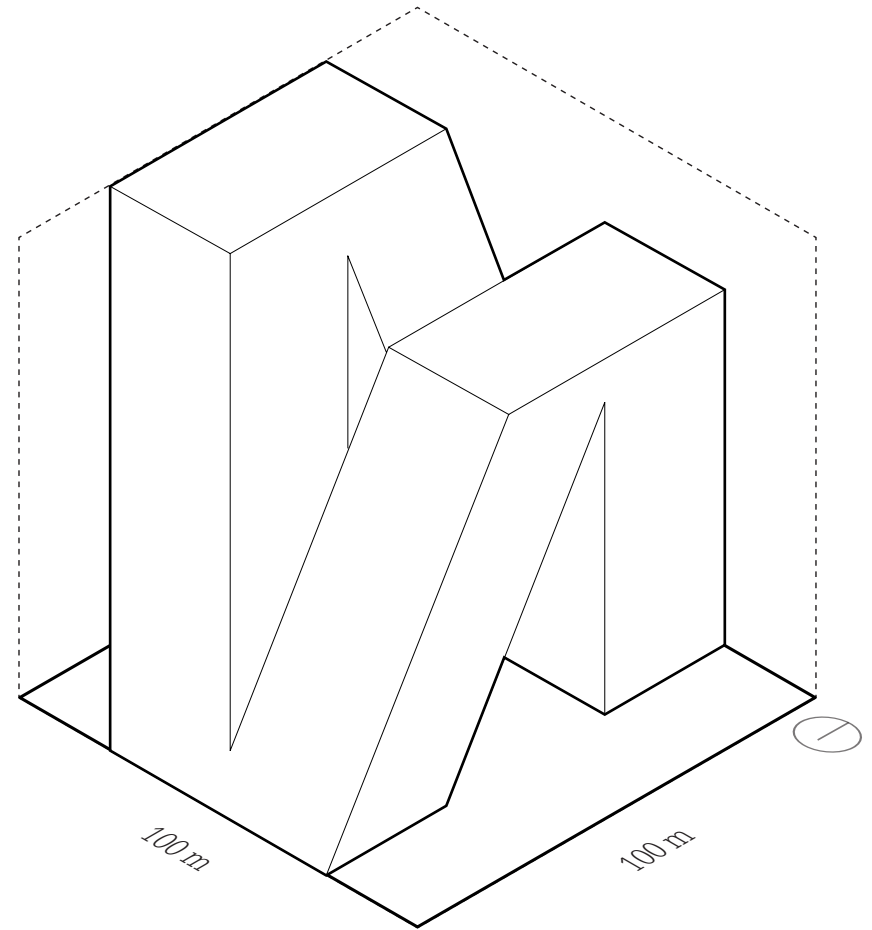
4 dwelling sizes

🔗 > Climate

🔗 > Facade

Mass & void

Infinity loop



The BlockMaker

(Y)our Block

🔒 ▼ Site

100 x 100 m

FAR 12.0

🔒 ▼ Users

560 users

4 user groups

🔗 ▼ Programme

housing 40%

access 25%

structure 15%

retail 10%

leisure 10%

🔗 > Mass & void

infinity loop 1

voxelate

🔗 > Structure

🔗 ▼ Accessibility

Pedestrian

6.4

Around

Waterfall

1-sided

🔗 ▼ Houses

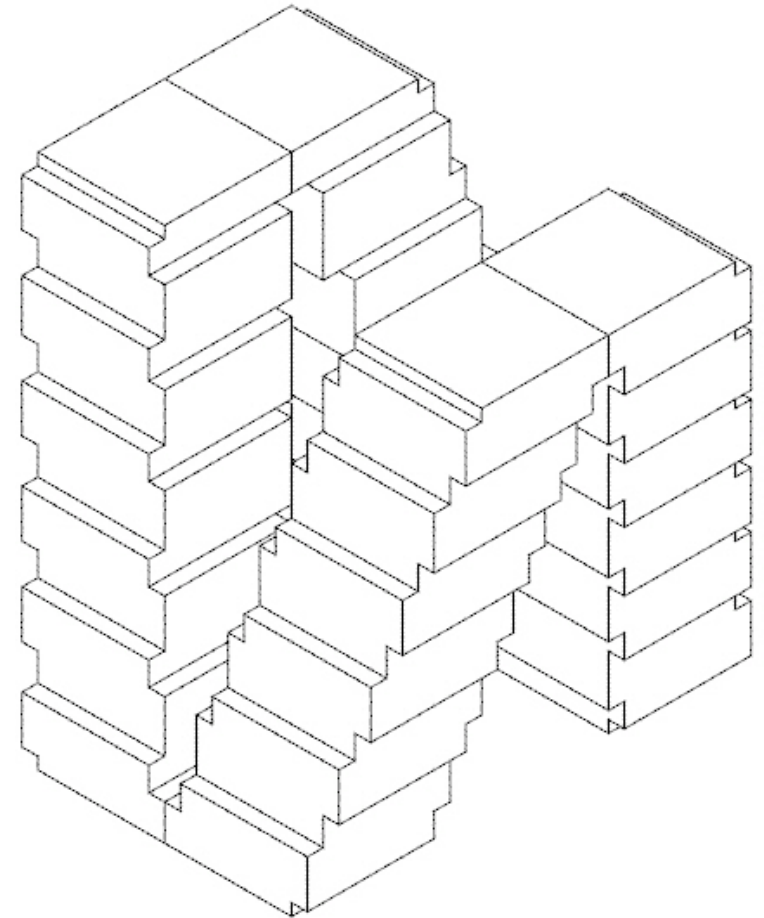
4 dwelling sizes

🔗 > Climate

🔗 > Facade

Mass & void

Voxelate



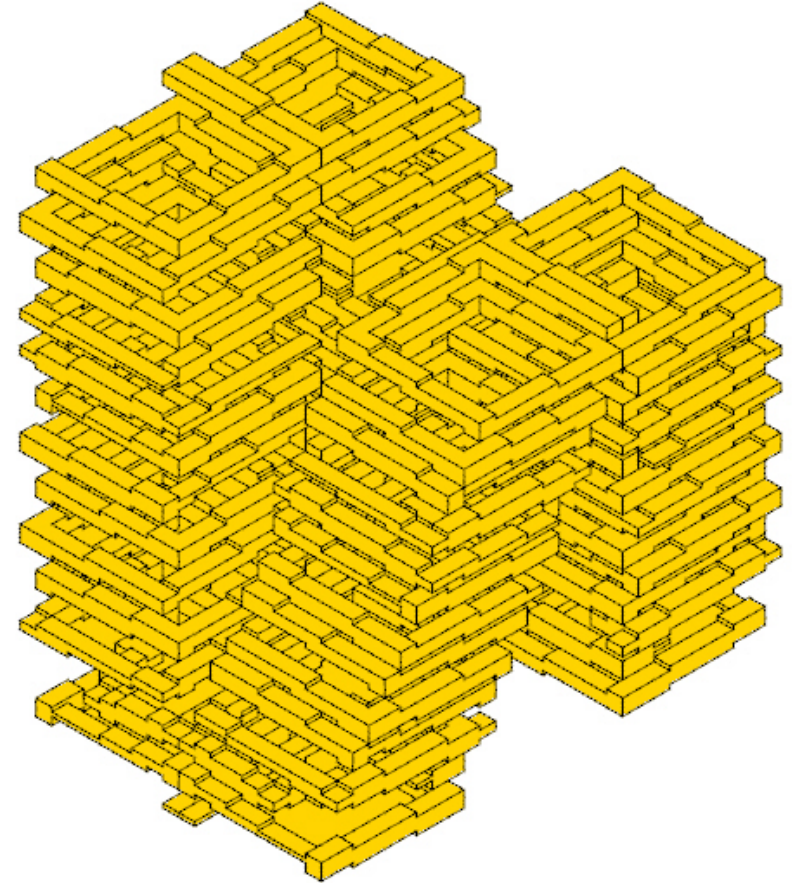
The BlockMaker

(Y)our Block

- 🔒 ▾ Site
 - 100 x 100 m
 - FAR 12.0
- 🔒 ▾ Users
 - 560 users
 - 4 user groups
- 🔗 ▾ Programme
 - housing 40%
 - access 25%
 - structure 15%
 - retail 10%
 - leisure 10%
- 🔗 > Mass & void
 - infinity loop 1
 - voxelate
- 🔗 > Structure
- 🔗 ▾ Accessibility
 - (HOUSING)
 - Pedestrian
 - 6.4
 - Around
- 🔗 ▾
 - Waterfall
 - 1-sided
- 🔗 > Houses
 - 4 dwelling sizes
- 🔗 > Climate
 - Facade

Programme distribution

Housing loop



The BlockMaker

(Y)our Block

🔒 ▾ Site

100 x 100 m

FAR 12.0

🔒 ▾ Users

560 users

4 user groups

🔗 ▾ Programme

housing 40%

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retail 10%

leisure 10%

🔗 > Mass & void

infinity loop 1

voxelate

🔗 > Structure

🔗 ▾ Accessibility

(HOUSING)

Pedestrian

6.4

Around

Waterfall

1-sided

(RETAIL)

Pedestrian

25.6

Around

Waterfall

1-sided

🔗 ▾ Houses

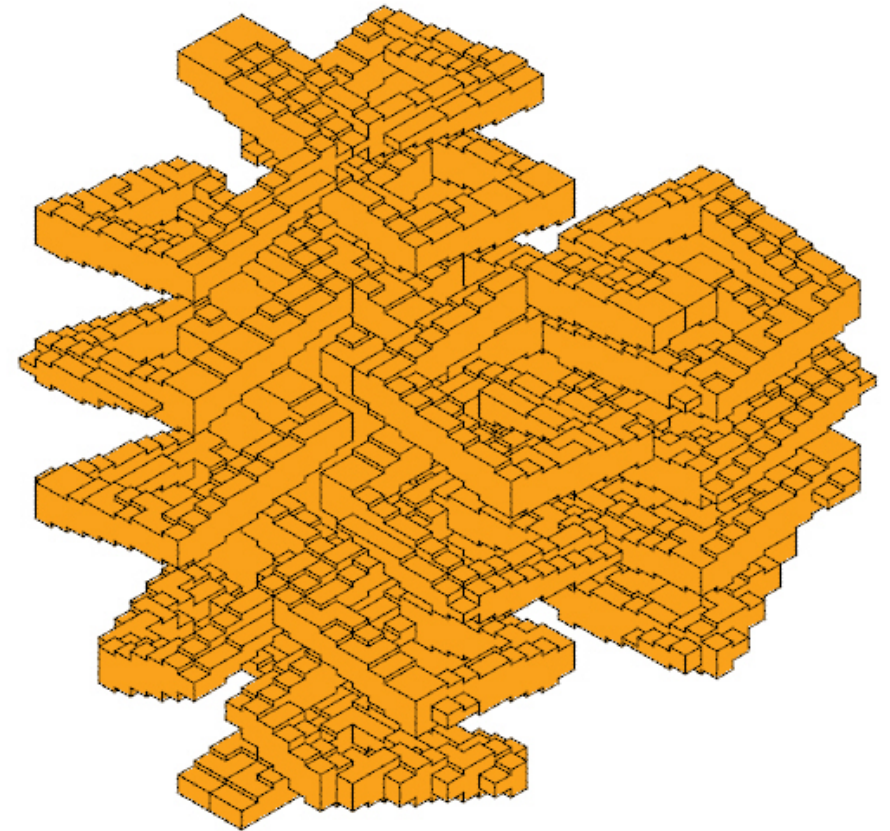
4 dwelling sizes

🔗 > Climate

🔗 > Facade

Programme distribution

Street loop



The BlockMaker

(Y)our Block

🔒 ▾ Site

100 x 100 m

FAR 12.0

👤 ▾ Users

560 users

4 user groups

🔗 ▾ Programme

housing 40%

access 25%

structure 15%

retail 10%

leisure 10%

🔗 > Mass & void

infinity loop 1

voxelate

🔗 > Structure

🔗 ▾ Accessibility

(HOUSING)

Pedestrian

6.4

Around

Waterfall

1-sided

(RETAIL)

Pedestrian

25.6

Around

Waterfall

1-sided

🔗 ▾ Houses

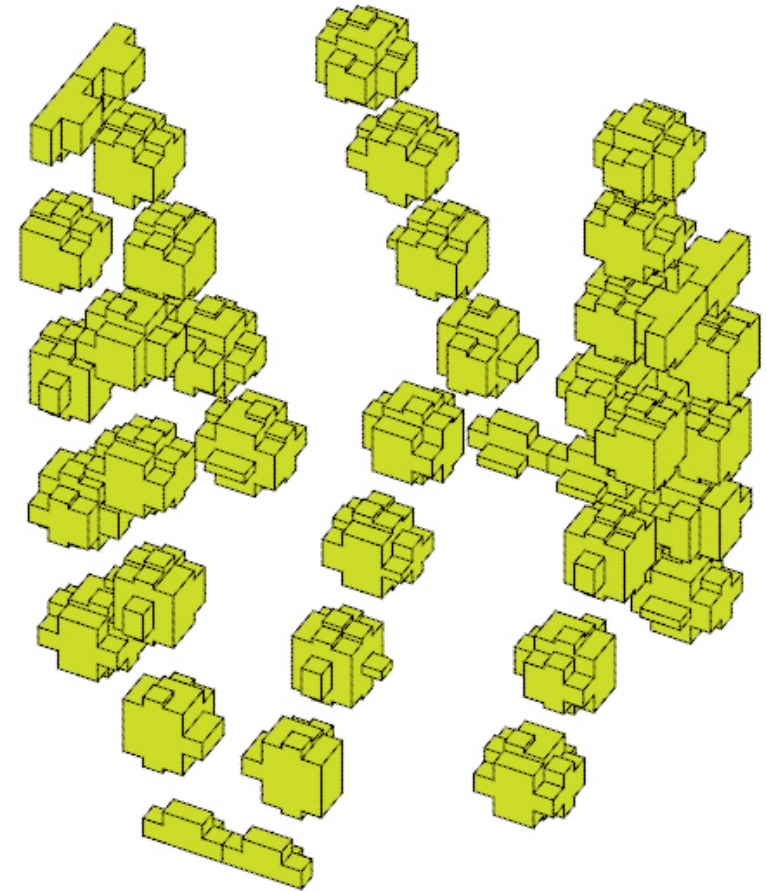
4 dwelling sizes

🔗 > Climate

🔗 > Facade

Programme distribution

Nodes



The BlockMaker

(Y)our Block

🔒 ▾ Site

100 x 100 m

FAR 12.0

🔒 ▾ Users

560 users

4 user groups

🔗 ▾ Programme

housing 40%

access 25%

structure 15%

retail 10%

leisure 10%

🔗 > Mass & void

infinity loop 1

🔗 > voxelate

Structure

🔗 ▾ Accessibility

(HOUSING)

Pedestrian

6.4

Around

Waterfall

1-sided

(RETAIL)

Pedestrian

25.6

Around

Waterfall

1-sided

🔗 ▾ Houses

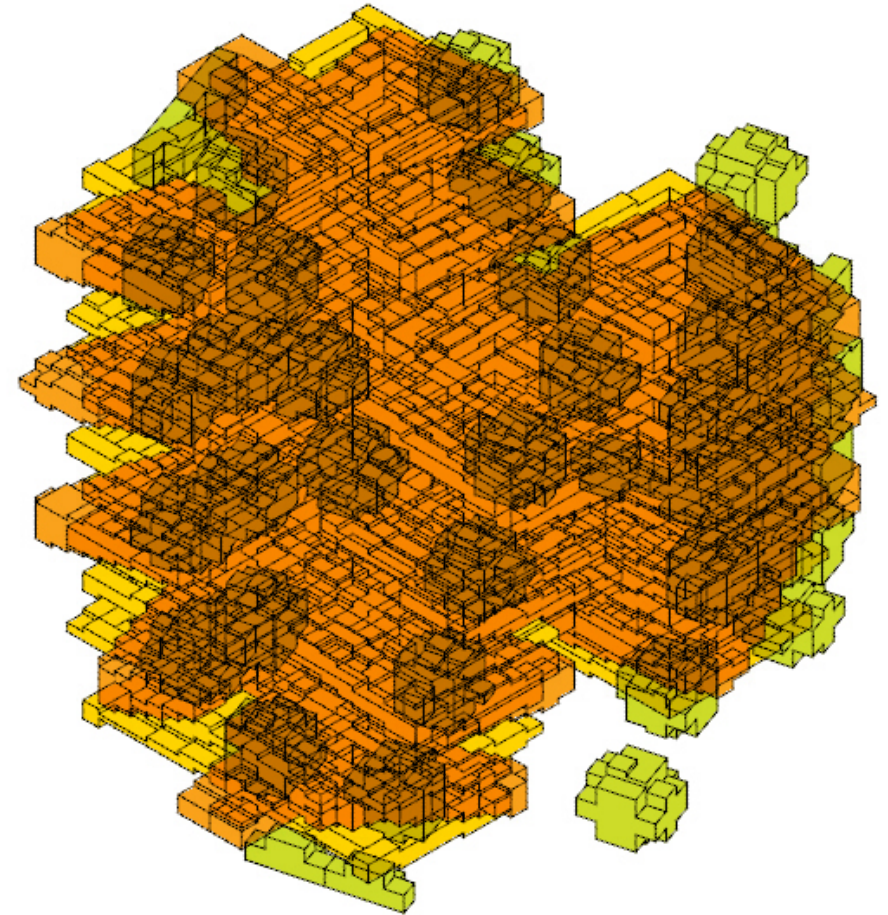
4 dwelling sizes

🔗 > Climate

🔗 > Facade

Programme distribution

Street loop



The BlockMaker

(Y)our Block

🔒 ▼ Site

100 x 100 m

FAR 12.0

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🔗 > Mass & void

infinity loop 1

🔗 > voxelate

Structure

🔗 ▼ Accessibility

(HOUSING)

Pedestrian

6.4

Around

Waterfall

1-sided

(RETAIL)

Pedestrian

25.6

Around

Waterfall

1-sided

🔗 ▼ Houses

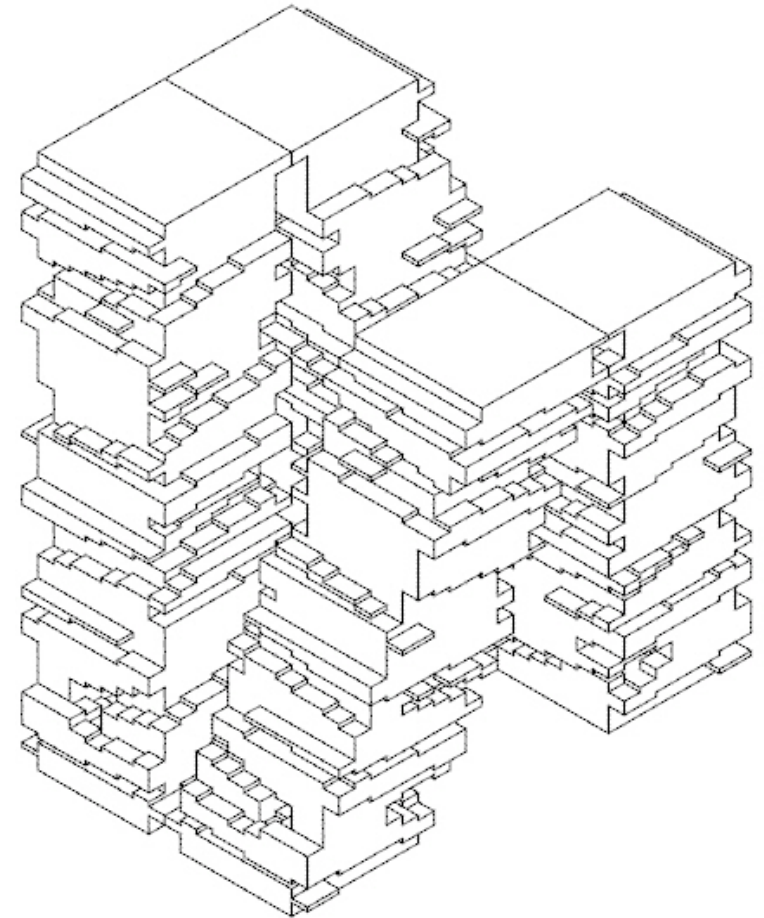
4 dwelling sizes

🔗 > Climate

🔗 > Facade

Mass & Void

Freezing moment



The BlockMaker

(Y)our Block

🔒 ▼ Site

100 x 100 m

FAR 12.0

👤 ▼ Users

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🔗 ▼ Programme

housing 40%

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🔗 > Mass & void

infinity loop 1

🔗 > voxelate

Structure

🔗 ▼ Accessibility

(HOUSING)

Pedestrian

6.4

Around

Waterfall

1-sided

(RETAIL)

Pedestrian

25.6

Around

Waterfall

1-sided

🔗 ▼ Houses

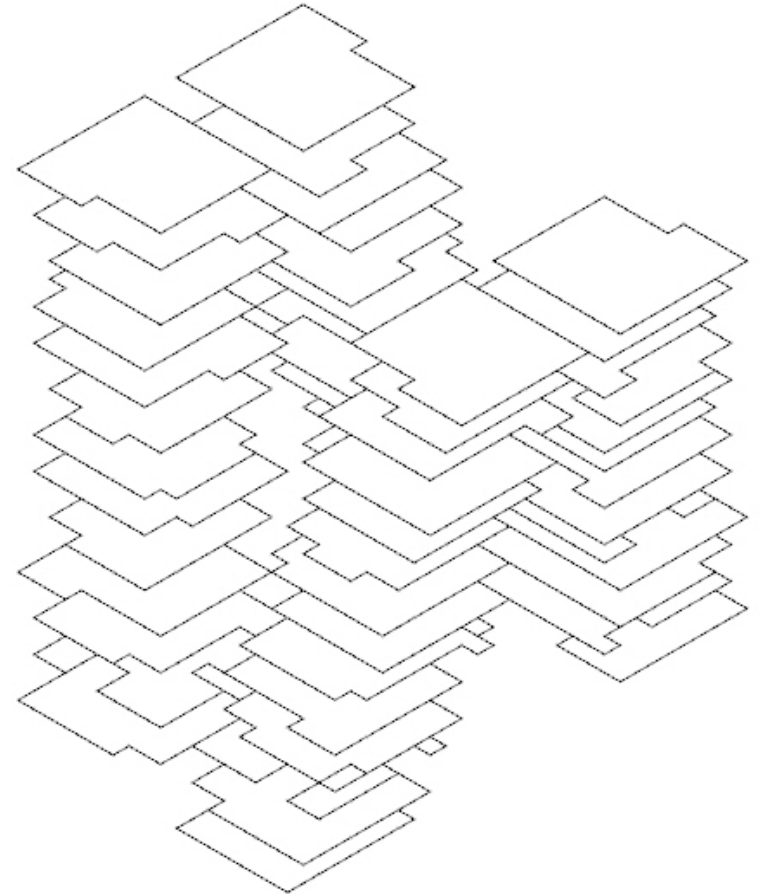
4 dwelling sizes

🔗 > Climate

🔗 > Facade

Structure

Slab



The BlockMaker

(Y)our Block

🔒 ▼ Site

100 x 100 m

FAR 12.0

🔒 ▼ Users

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4 user groups

🔗 ▼ Programme

housing 40%

access 25%

structure 15%

retail 10%

leisure 10%

🔗 > Mass & void

infinity loop 1

🔗 > voxelate

Structure

🔗 ▼ Accessibility

(HOUSING)

Pedestrian

6.4

Around

Waterfall

1-sided

(RETAIL)

Pedestrian

25.6

Around

Waterfall

1-sided

🔗 ▼ Houses

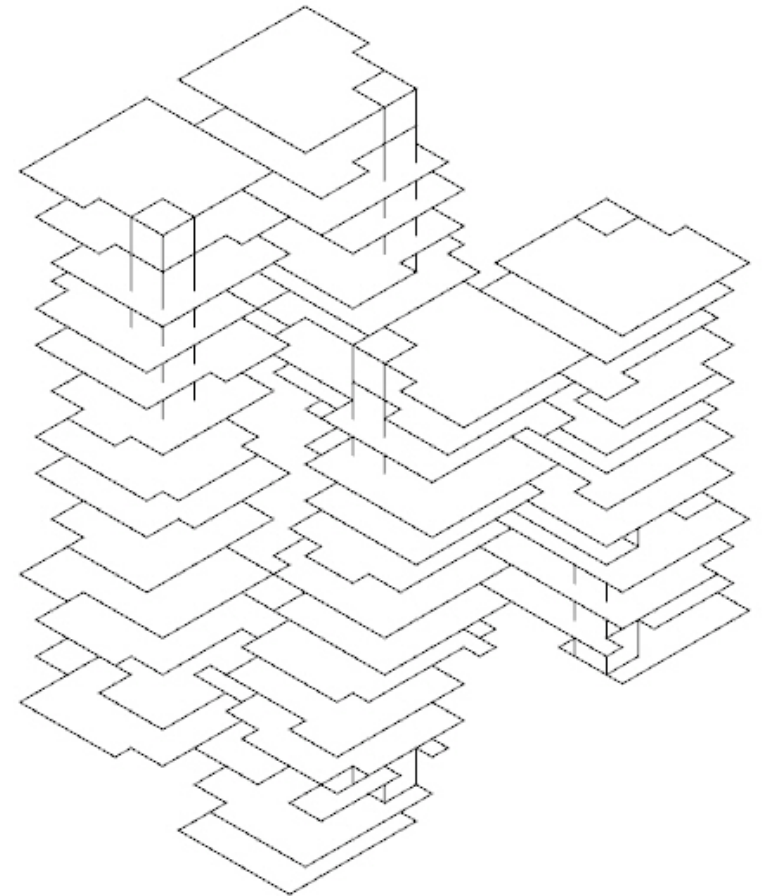
4 dwelling sizes

🔗 > Climate

🔗 > Facade

Structure

Core & column



The BlockMaker

(Y)our Block

🔒 ▾ Site

100 x 100 m

FAR 12.0

🔒 ▾ Users

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4 user groups

🔗 ▾ Programme

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retail 10%

leisure 10%

🔗 > Mass & void

infinity loop 1

🔗 > voxelate

Structure

🔗 ▾ Accessibility

(HOUSING)

Pedestrian

6.4

Around

Waterfall

1-sided

(RETAIL)

Pedestrian

25.6

Around

Waterfall

1-sided

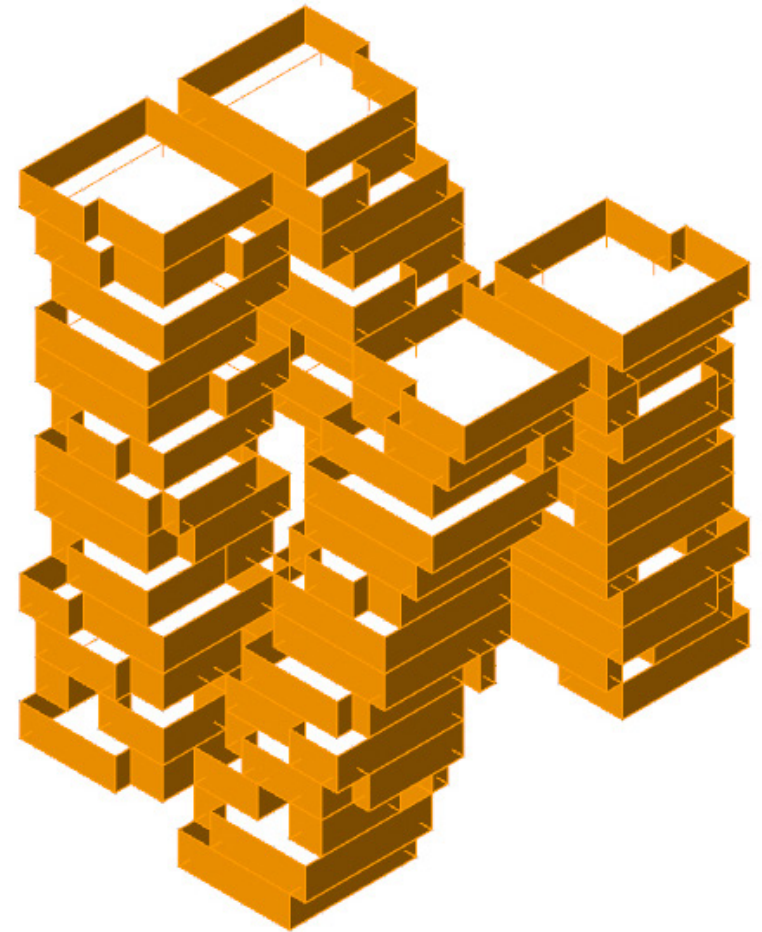
🔗 ▾ Houses

4 dwelling sizes

🔗 > Climate

🔗 > Facade

Facade



The BlockMaker

(Y)our Block

🔒 ▼ Site

100 x 100 m

FAR 12.0

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🔗 > Mass & void

infinity loop 1

🔗 > voxelate

Structure

🔗 ▼ Accessibility

(HOUSING)

Pedestrian

6.4

Around

Waterfall

1-sided

(RETAIL)

Pedestrian

25.6

Around

Waterfall

1-sided

🔗 ▼ Houses

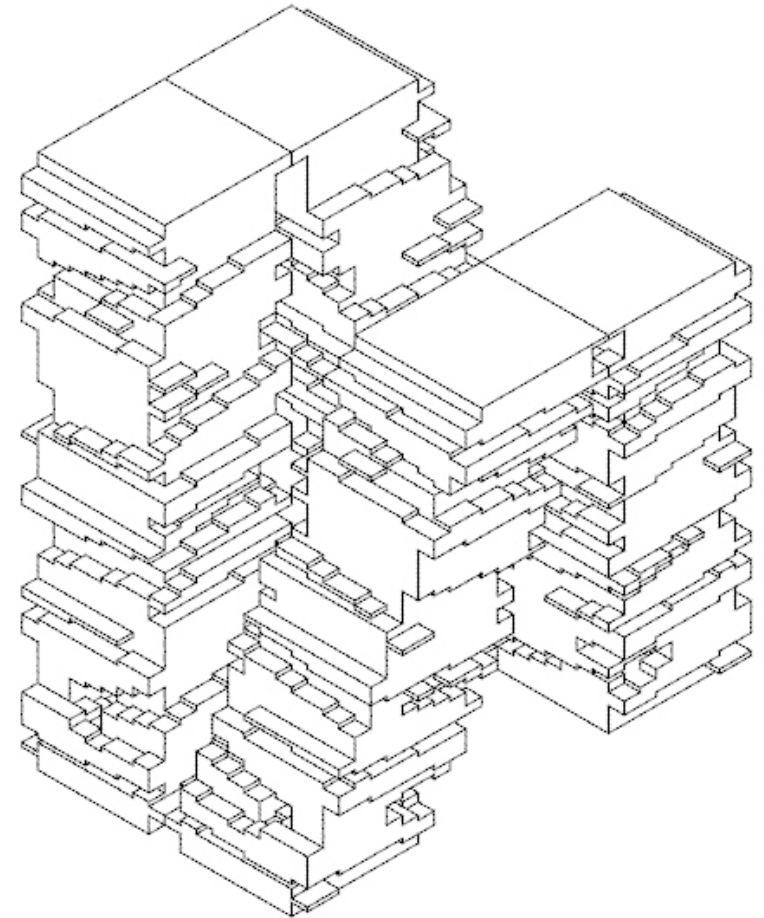
4 dwelling sizes

🔗 > Climate

🔗 > Facade

Mass & Void

Freezing moment



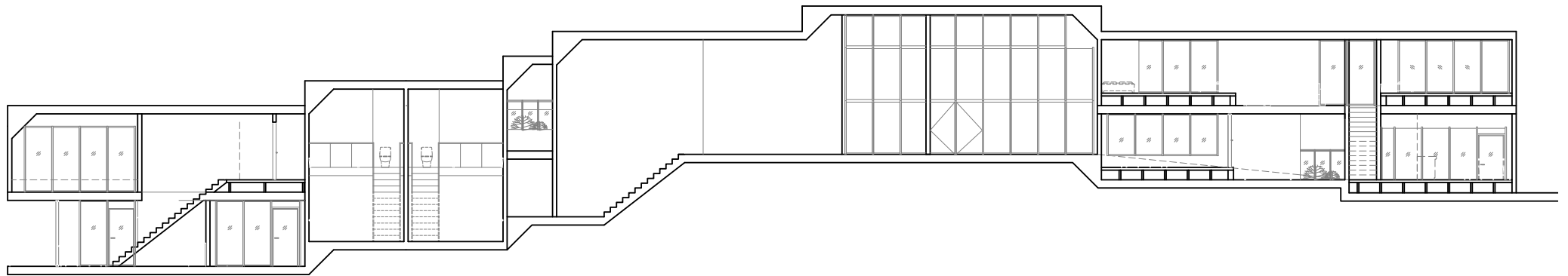
04. Proof of concept

How is the life inside?

The Accessibility Maker
Block section 1:200

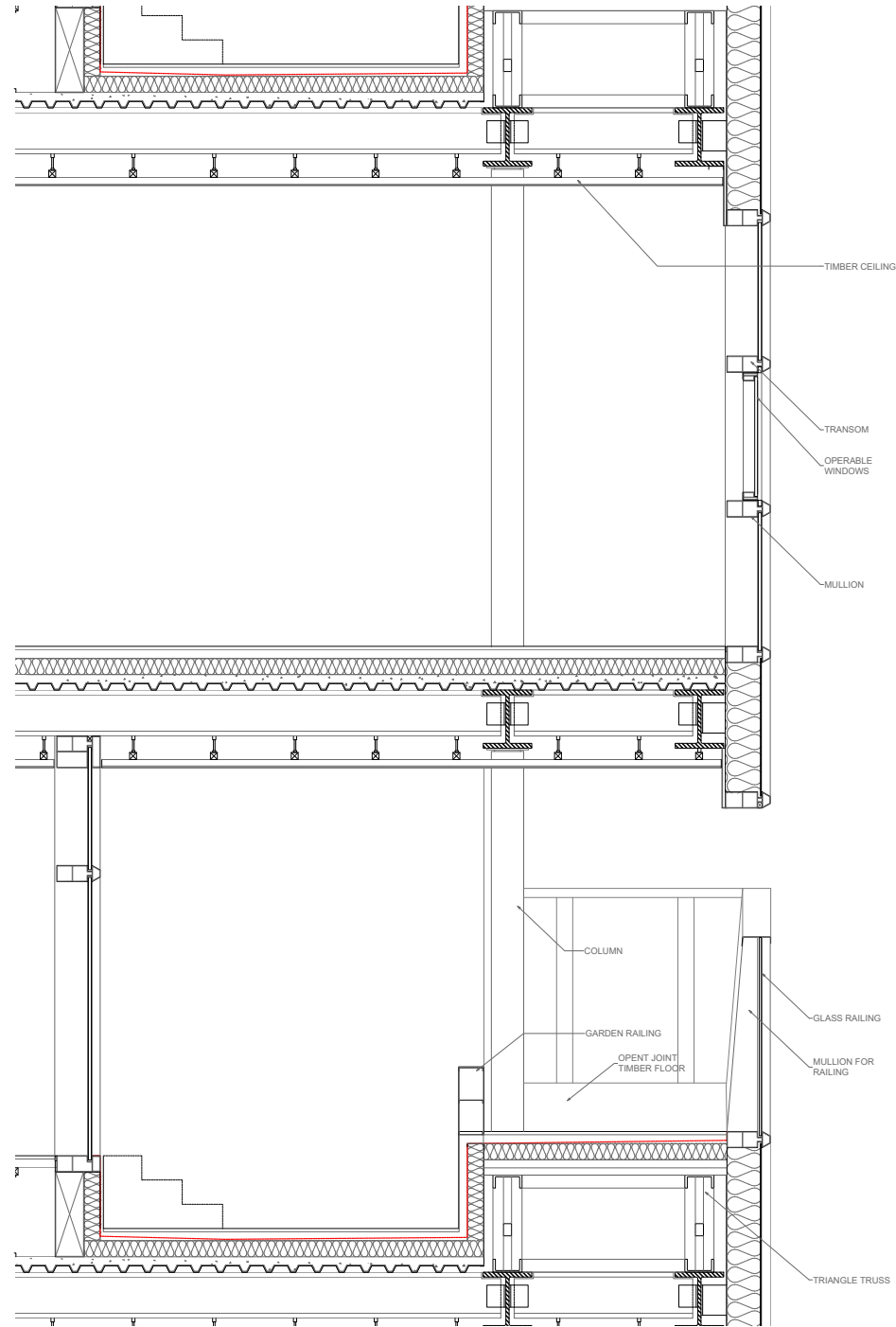


The Accessibility Maker
Floor section 1:100

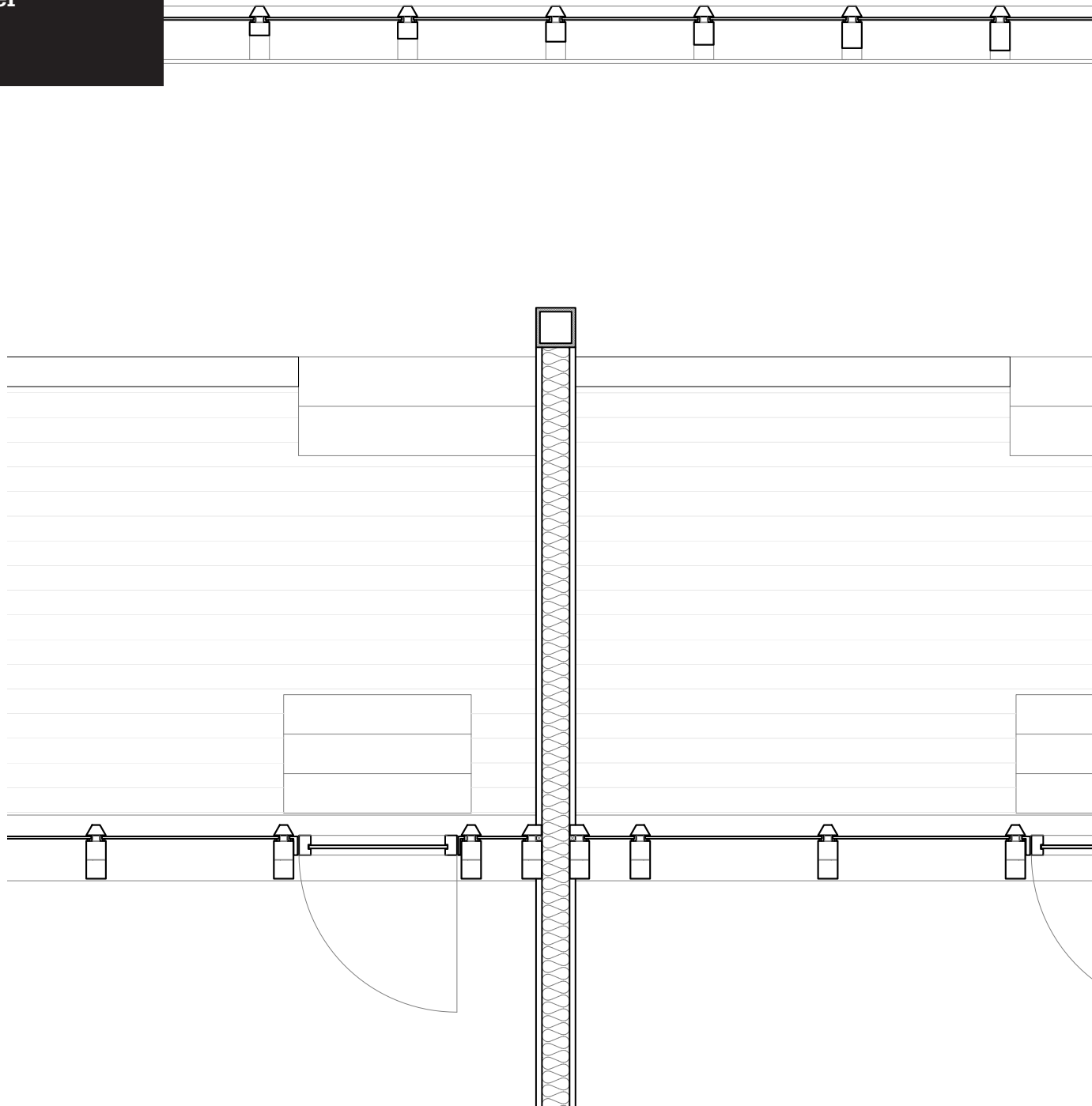


The Accessibility Maker

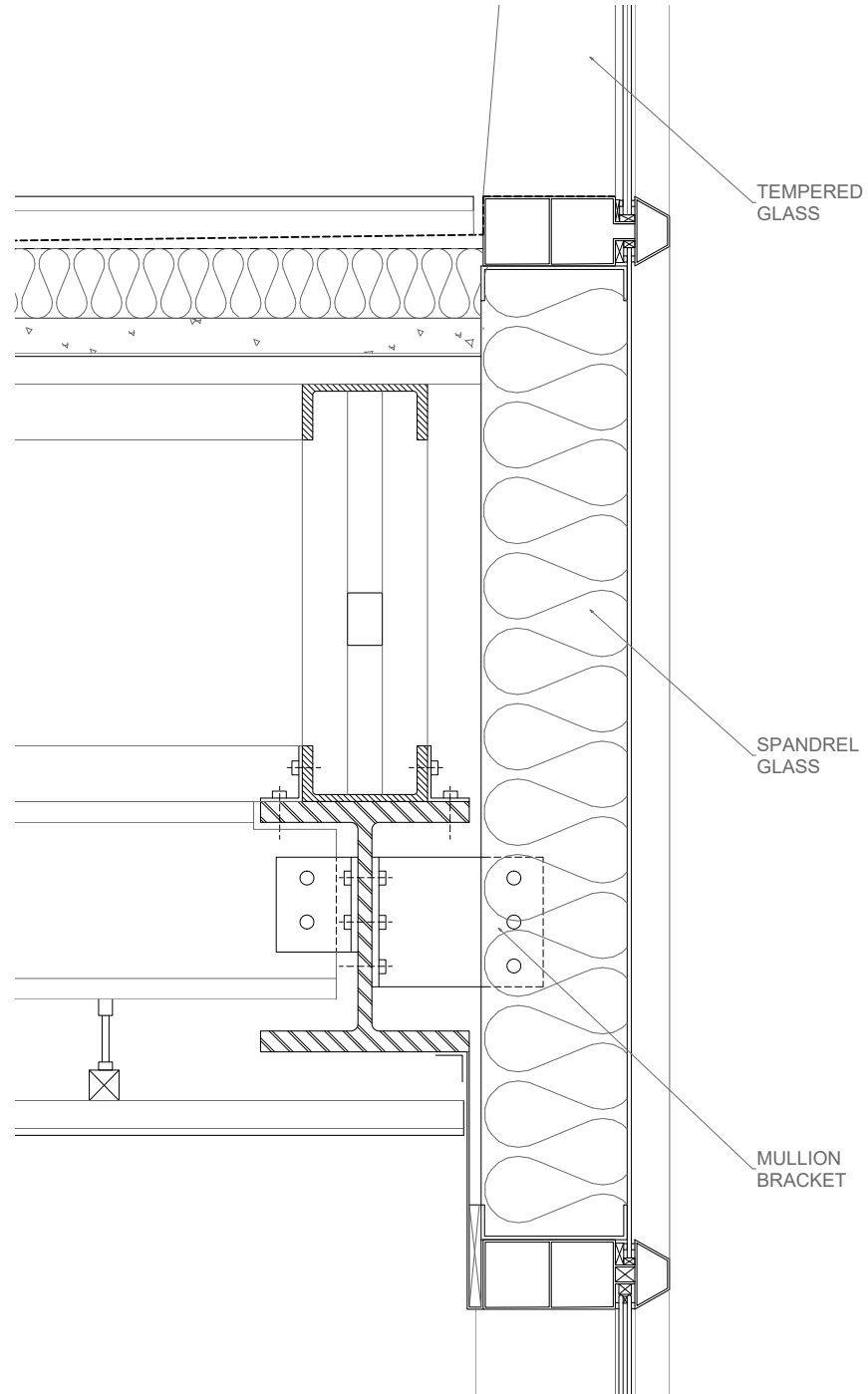
Facade section 1:20



The Accessibility Maker
Facade section 1:20



The Accessibility Maker
Facade detail 1:5



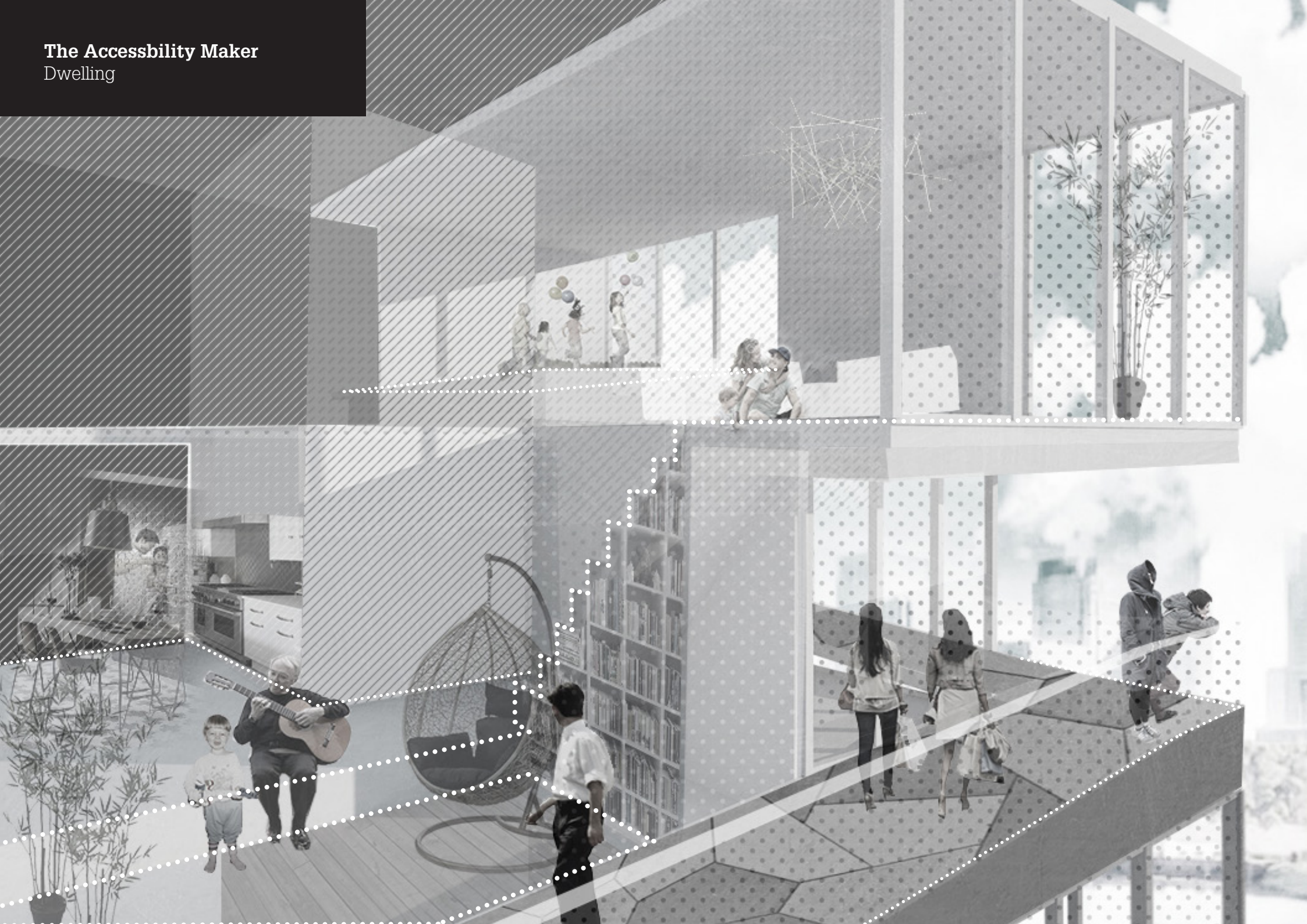
The Accessibility Maker
Market



The Accessibility Maker
Sky garden



The Accessibility Maker
Dwelling



Thank you!