### **ALAMAR'S MATERIAL WAREHOUSE**



'Worker, build your own machinery!' (Ernesto Che Guevara)

Wesley Verhoeven

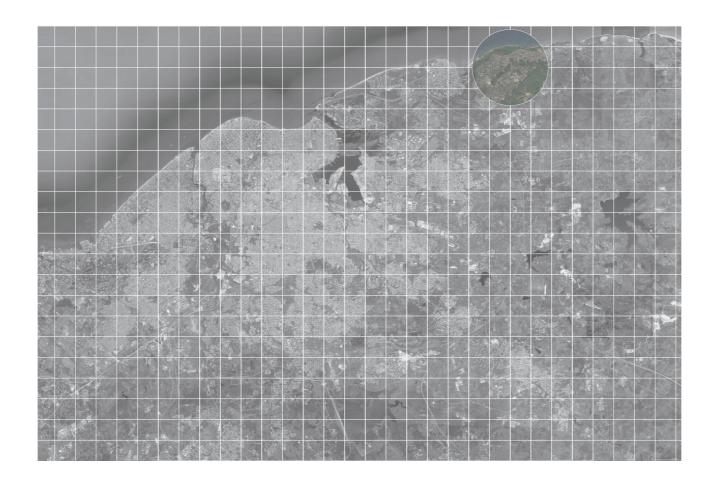
Complex Studio : Havana Tutors : Olindo Caso & Gilbert Koskamp

## INTRODUCTION



## **CUBA - HAVANA**

#### HABANA DEL ESTE



Outskirt Alamar, isolated from Havana

## **CUBAN REVOLUTION**

1960



'Revolution is not a bed of roses.
Revolution is a battle between the past and the future'
(Fidel Castro)

## **ALAMAR**

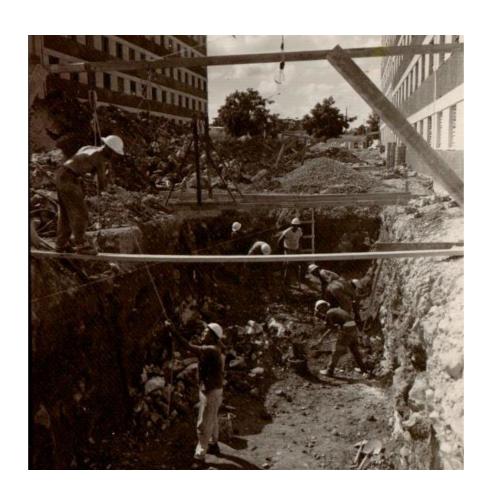
#### CITY OF THE FUTURE



Alamar is the only large scale physical manifestation of the revolution.

## **MICROBRIGADES**

1972



New town Self-build housing

### **ALAMAR IDENTITY**

SPECIAL PERIOD







Self-build sheds (local craftmanship of reuse)

Organoponico's (self-sufficiency)

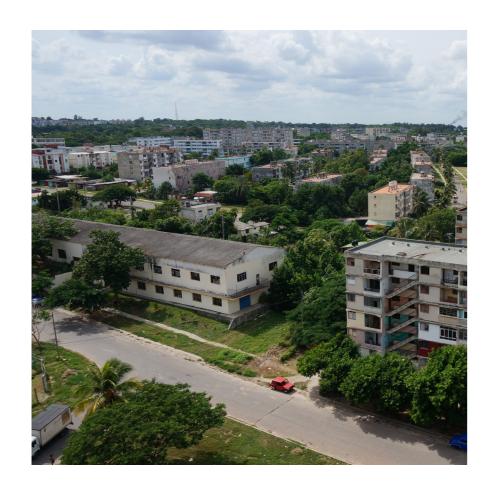
Counter culture (scrap-artists, musicians, poets)

## **CURRENT SITUATION**



## **PHYSICAL STRUCTURES**

CURRENT STRUGGLES







No hierarchy and lack of diversity

No jobs (bedroom community)

Undefined and vacant spaces

#### **MENTAL STRUCTURES**

**CURRENT STRUGGLES** 



"This one is a neighborhood of 100% marginal people, even if they have culture, even if they have everything,.... when your workplace is not in your city and you need to move out, not only are you marginal, that means that they have marginalized you!"

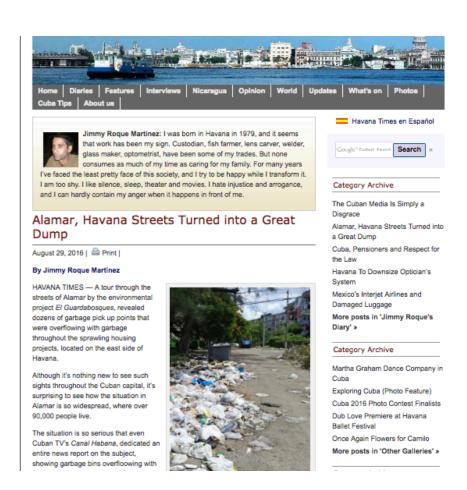
Doble Forza - Ogino Knauss (documentary on Vimeo about Alamar)

### **ALAMAR PROBLEMS**

TRASH



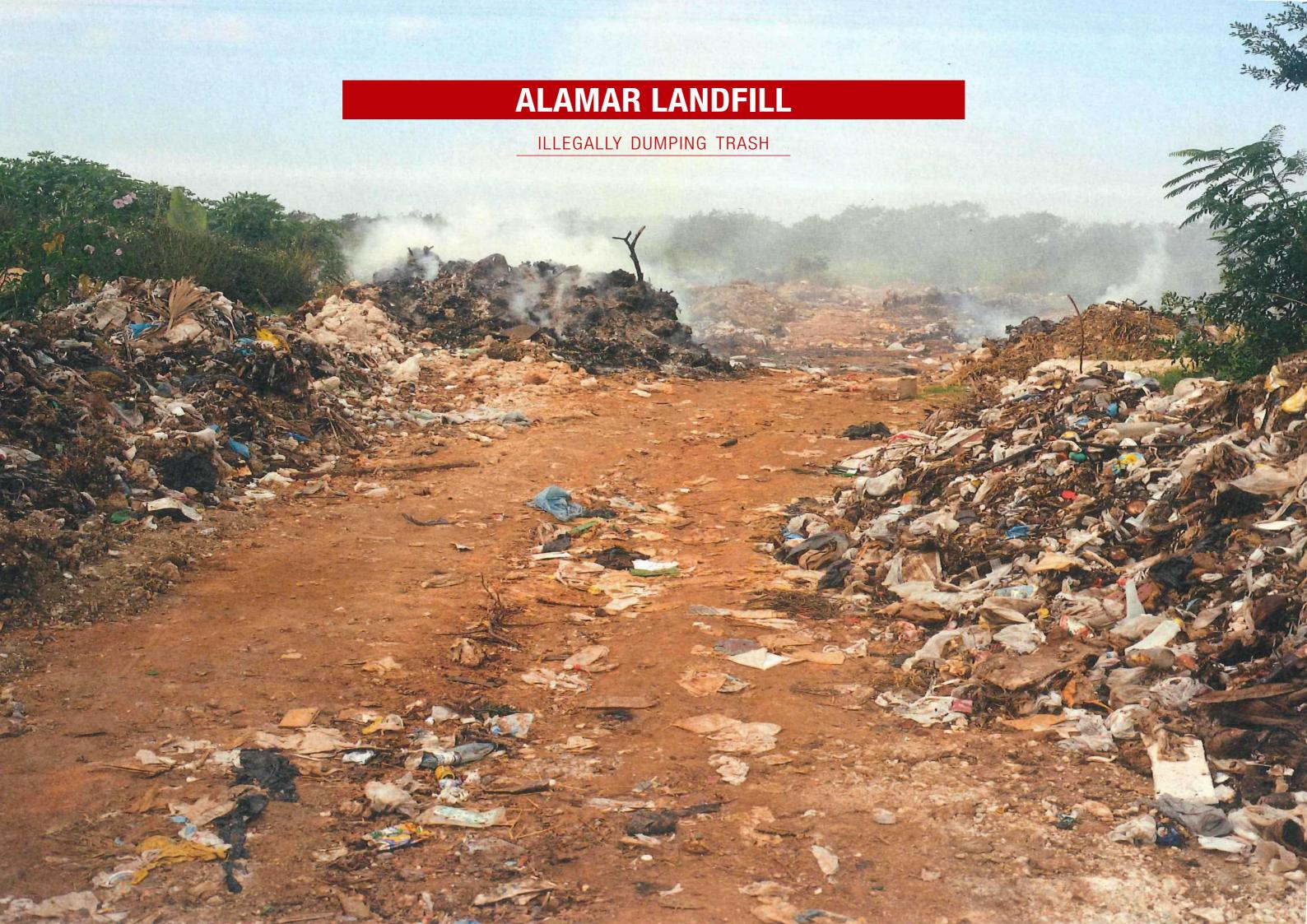




Trash among Alamar coast

Trash among Alamar streets

Havana Times adressing trash issues



## RESEARCH TOPIC



DISREGARDED MATERIALS (TRASH)

#### **RELEVANCY**

WASTE AND RECYCLING

Future cities need to transform their relationship to waste in what is effectively an inversion of the current paradox. It is time that urban dwellers became far more uneasy with the systems that obscure the material scale of waste production, and far more comfortable with its matter so that we can interact with it in a way that is realistic and sustainable.

Not engaging with waste because it is conveniently hidden away, or because it is considered abject, directly inhibits the design and development of socially and environmentally sustainable and resilient cities.

(Global Garbage: Urban Imaginaries of Waste, Excess, and Abandonment)

## **RESEARCH**

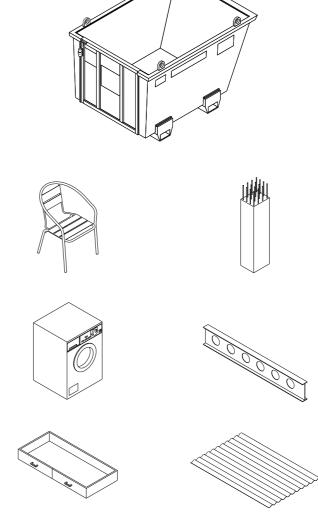


## **WASTE COMPOSITION**

TYPES



Household and commercial waste



Bulky and construction waste

## **WASTE COMPARISON**

CUBA - USA



Other	2,0 %
Rubber	0,3 %
Leather	0,5 %
Metals	1,8 %
Glass	2,5 %
<b>Textiles</b>	2,9 %
Wood	3,5 %
Plastic	11 %
Paper	13,3 %

Organic	62,4 %
Organic	02,4 %



Other	3,2 %
Metals	9 %
Glass	4,4 %
Textiles	9,5 %
Wood	6,2 %
Plastic	13 %
Paper	26,6 %
Yard 13,3 %	
Organic	14,9 %

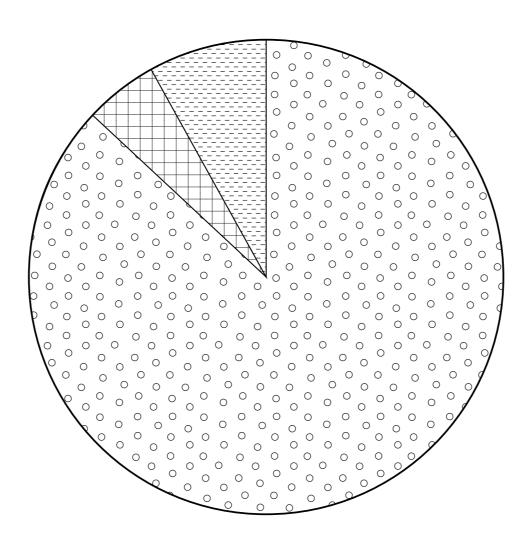




Cuba waste USA waste

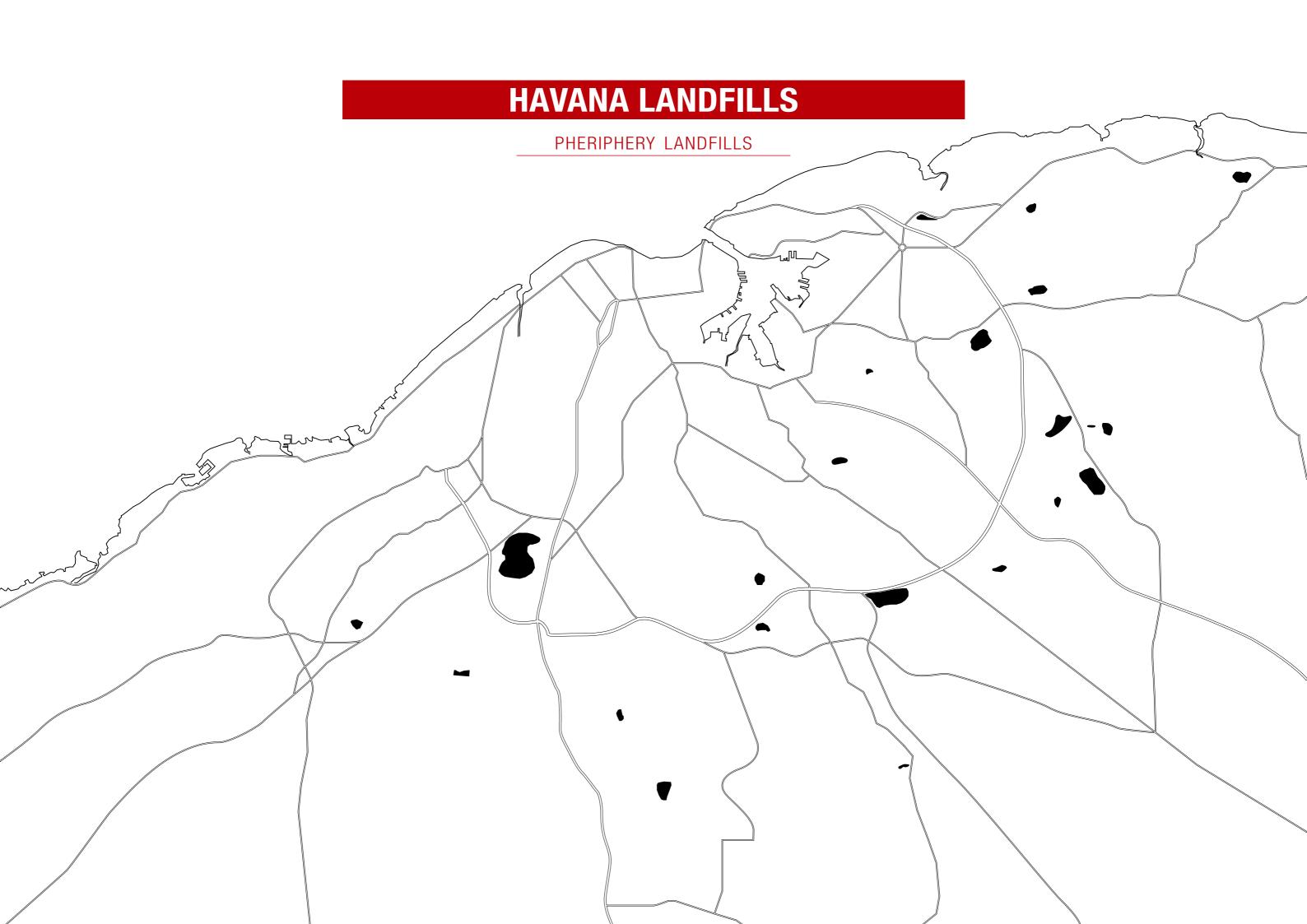
### **DESTINATION OF TRASH**

#### LANDFILLING



Some waste is illegaly dumped in the atlantic ocean





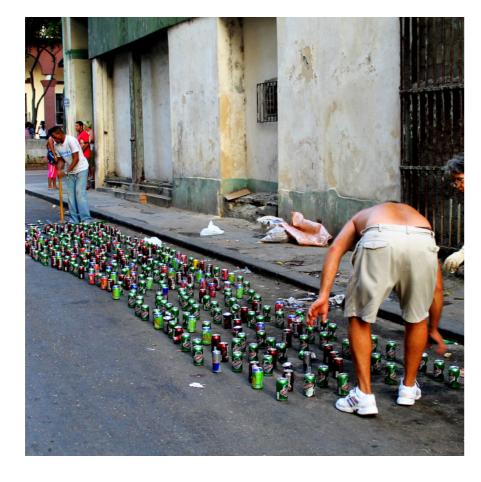
## **CALLE 100 LANDFILL**

#### HAVANA'S LARGEST LANDFILL



## **TRASH IN SOCIETY**

EL BUZO



Aluminium cans are sold to big companies



Scavenging trash

El buzo, a term which originates from the Special period.

**Etymology:** 

basurero : Spanish word for landfill buzo : Spanish word for diver

#### **CUBAN CREATIVE RECYCLERS**

**CUBAN INGENUITY** 

## Cuba,

# A DIY Society

(Technological Disobedience)

## **CUBAN INGENUITY**

#### TECHNOLOGICAL DISOBEDIENCE





El Camello Rikimbilli

1960



"Worker, build your own machinery!" (Ernesto Che Guevara)

1962

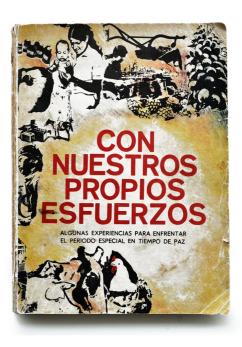


'To beat Imperialism in the Battle of Replacement Parts'. (Ernesto Che Guevara)

#### ENCOURAGEMENT BY GOVERNMENT



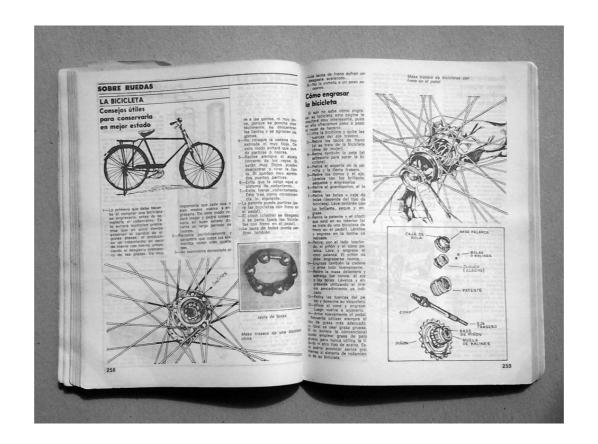




1993 con nuestros propios esfuerzos

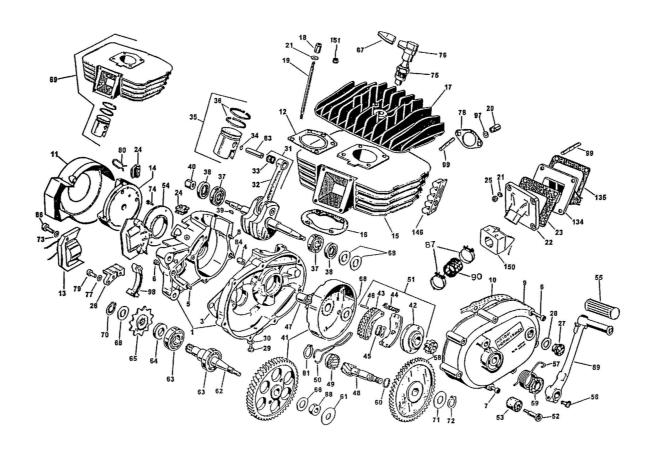
1965 Juventud Tecnica Magazinea

CON NUESTROS PROPIOS ESFUERZOS



1993 con nuestros propios esfuerzos

CUBAN MENTALITY

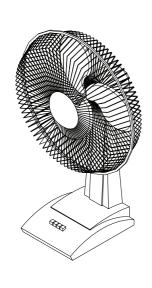


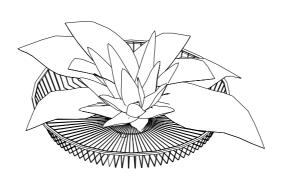
While reinventing their lives, an unconscious mentality emerged. As a surgeon becomes desensitized to wounds, Cubans became desensitized to designed objects. They stopped seeing the original purpose of the object; instead it became a sample of parts.

(Ernesto Oroza)

## TECHNOLOGICAL DISOBEDIENCE

REPAIR, REPURPOSE, REINVENT



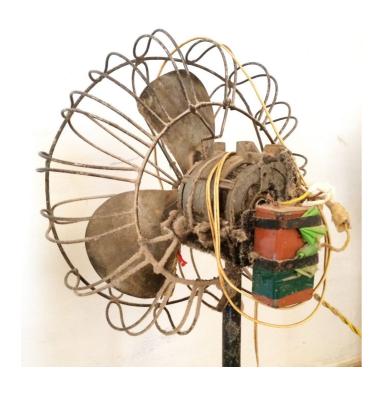


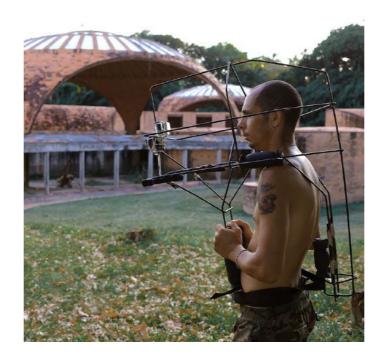


repair repurpose reinvent

## TECHNOLOGICAL DISOBEDIENCE

LABORATORY FOR INGENUITY







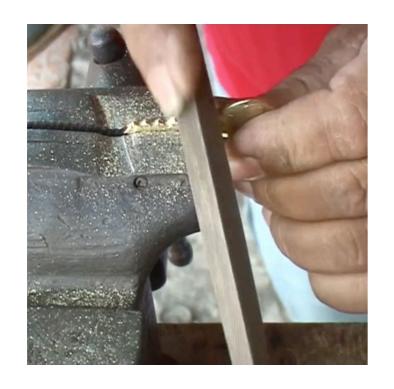






## TECHNOLOGICAL DISOBEDIENCE

ALAMAR













#### **TECHNOLOGICAL OBSOLESCENE**

UNSUSTAINABLE CONSUMPTION

## Meanwhile in Western countries

# <u>Capitalism invented</u> <u>Technological Obsoloscene</u>

#### **TECHNOLOGICAL OBSOLESCENE**

WESTERN WORLD



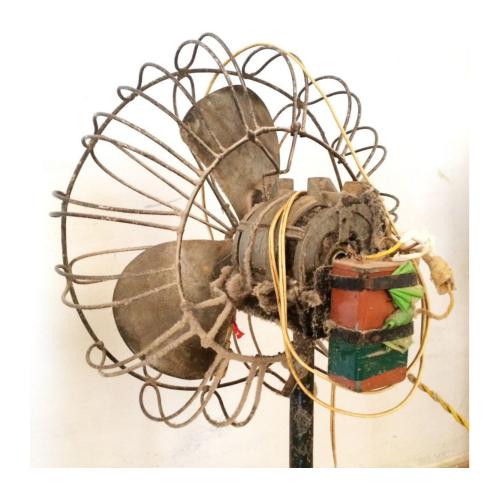
## TECHNOLOGICAL OBSOLESCENE

THROW AWAY SOCIETY



## **STRUGGLE OF TOMORROW?**

WHAT WILL HAPPEN ?



technological disobedience

system: communism



technological obsolescene

system: capitalism

STRATEGY OF RESILIENCE



#### **MANIFESTO**

REVOLUCION 2.0

# **SOCIALIST REVOLUTION**

# **AUTARKIC COMMUNITY**

**SHARING ECONOMY** 

#### **MANIFESTO**

REVOLUCION 2.0

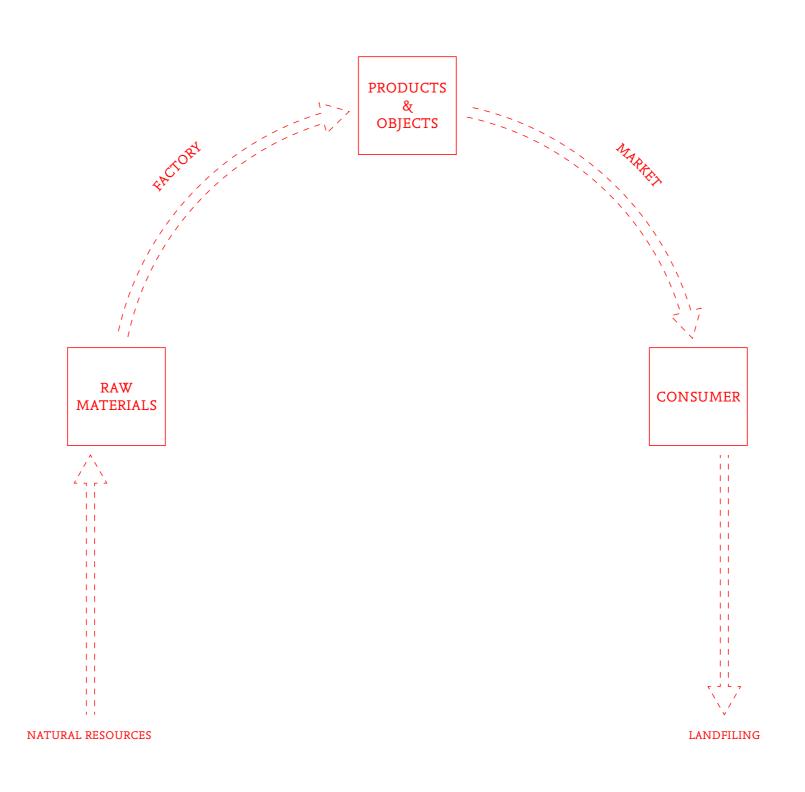
# **SOCIALIST REVOLUTION**

**AUTARKIC COMMUNITY** 

**SHARING ECONOMY** 

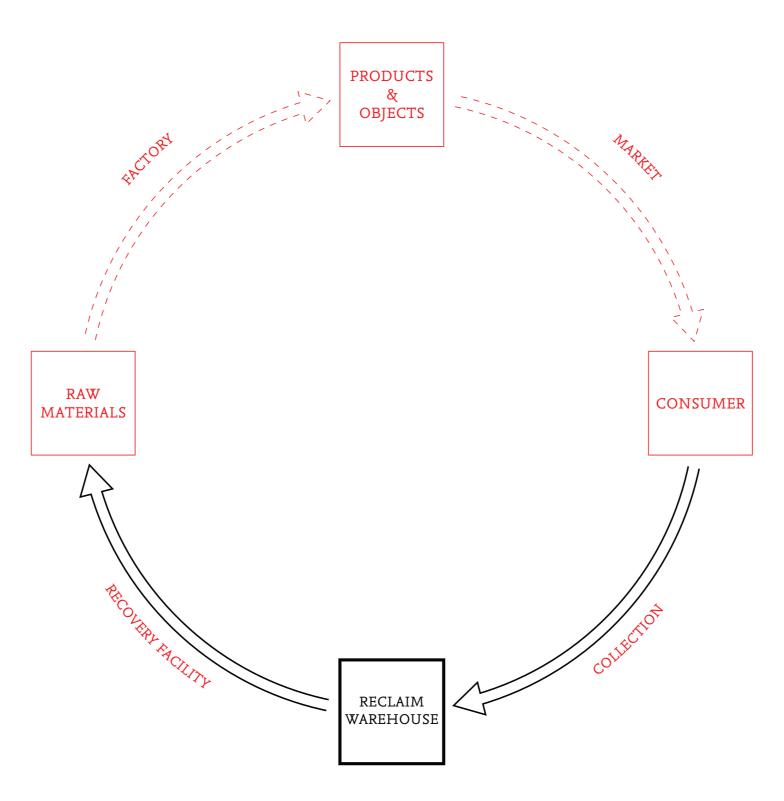
**CIRCULAR ECONOMY** 

#### PRODUCTION PROCESS



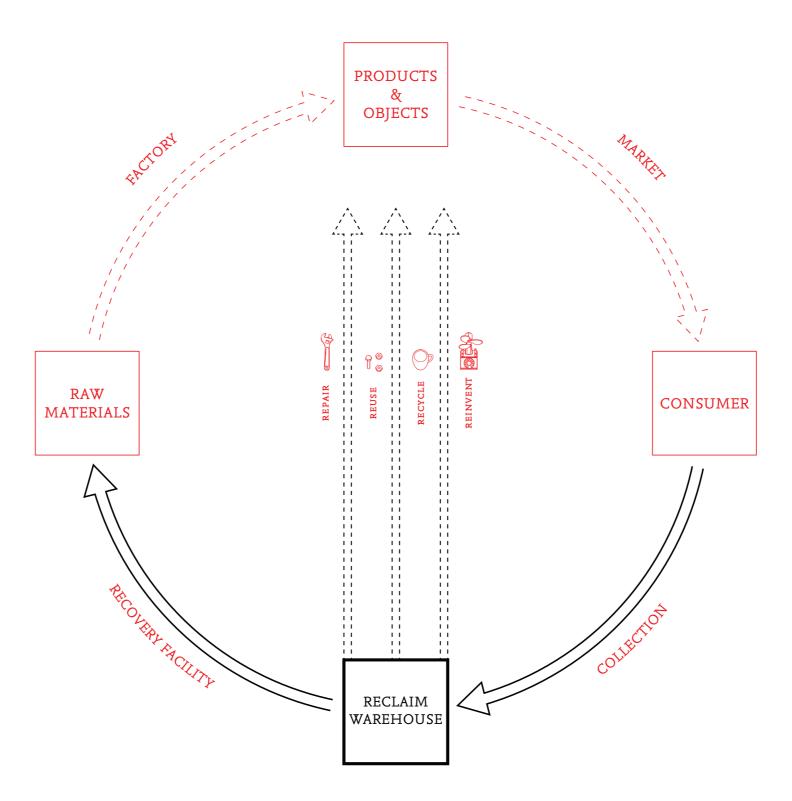
Landfilling

#### CIRCULAR ECONOMY



Closing the circle

#### CIRCULAR ECONOMY



reduce, repair, reuse, recycle, reinvent

# **COMMUNITY SERVICES**



COMMUNITY IMPACT

## **UP-CYCLED OBJECTS**

NEW FURNITURE TO ELDERLY CARE CENTRE OR OTHER FACILITIES
INSTRUMENTS TO CULTURAL PLATFORM
PROVIDE UP-CYCLED OBJECTS TO ALAMAR PEOPLE

## CATEGORIZED REUSABLES & RAW MATERIALS

REPARATIONS

**BORROW TOOLS SERVICES** 

COMMUNITY IMPACT

## **UPCYCYCLED OBJECTS**

## CATEGORIZED REUSABLES & RAW MATERIALS

REUSABLE MATERIALS FOR ALAMAR PEOPLE AND NEW FACTORIES
RAW MATERIALS FOR ALAMAR PEOPLE AND NEW FACTORIES

REPARATIONS

**BORROW TOOLS SERVICES** 

COMMUNITY IMPACT

## **UPCYCYCLED OBJECTS**

# **CATEGORIZED REUSABLES & RAW MATERIALS**

## **REPARATIONS**

REPAIR OF INSTRUMENTS, FURNITURE, MACHINES OR OTHER APPLIANCES

**BORROW TOOLS SERVICES** 

COMMUNITY IMPACT

# **UPCYCYCLED OBJECTS**

# **CATEGORIZED REUSABLES & RAW MATERIALS**

## REPARATIONS

## **BORROW TOOLS SERVICES**

CABINETS/BOXES OF TOOLS FOR CRAFTMANSHIPS SELF-BUILD MACHINERY FOR CRAFTMANSHIPS

# **PROGRAM**

TRASH AND ARCHITECTURE



# **PROGRAM**

#### NEW TYPOLOGY









Material Recovery Facility
(MRF)

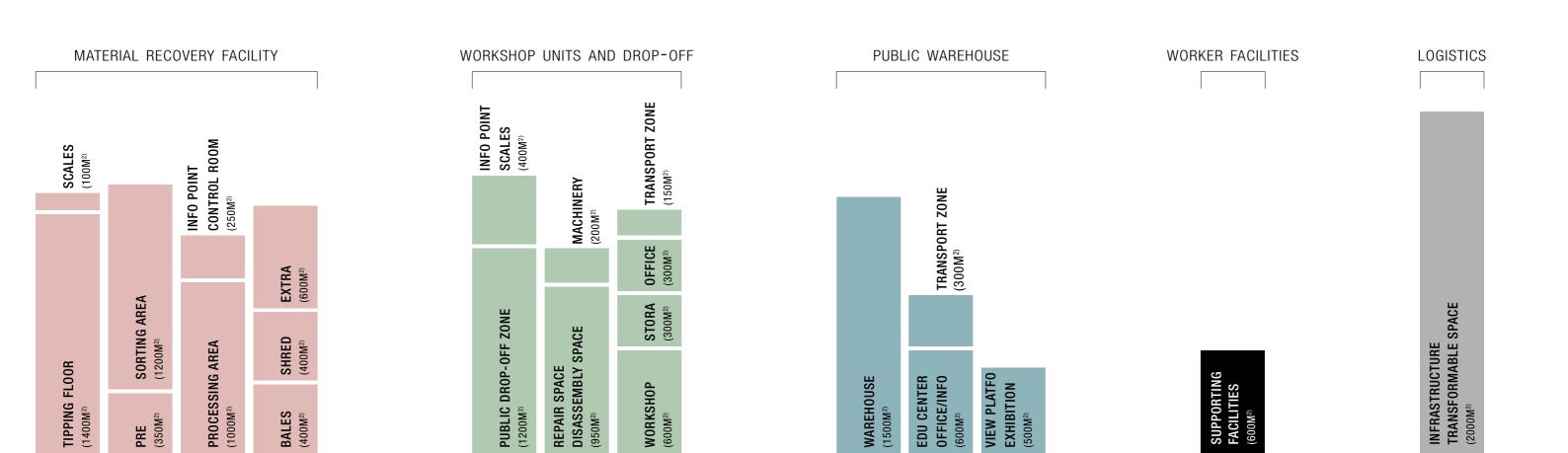
Transfer station

Workshop units

Warehouse

### **PROGRAM**

SQUARE METERS



#### **ALIENATION**

#### THE MISSING LINK

Harvard Design Magazine

Current Issue

Back Issues Browse

About Buy

Q

No. 40 / Well, Well, Well **ESSAY** 



Mesquite Regional Landfill under construction, El Centro, California, 2008.



BIG, Amager Resource Center, Copenhagen, Denmark, under construction. The facility utilizes flue gas cleaning, a highly efficient technology

#### The Missing Link: Architecture and Waste Management

Leire Asensio Villoria, Hanif Kara, Andreas Georgoulias

Puente Hills, California, is an unhealthy place. Home to one of the largest landfills in the United States, it was the main repository for all of Los Angeles County's waste until the landfill closed in 2013. Over a period of more than 50 years, Puente Hills Landfill had expanded to cover an area of almost 1,400 acres, accommodating compacted waste stacks as high as 500 feet.

It is hard to visualize such an eyesore, but according to Edward Humes, author of Garbology: Our Dirty Love Affair with Trash, the landfill could hold all the cars produced in the United States over the past 15 years while its height exceeded that of many skyscrapers. Because regulations require waste to be covered with soil as soon it enters the landfill, these "towers" were invisible—the problem was sealed from sight. Mesquite Regional Landfill, a much larger and more remote mega-landfill, now serves as the county's main waste repository. Located 200 miles southeast of Puente Hills and just over 10 miles from the US-Mexico border, it is expected to remain operational for the next 100 years.

Like many affluent societies, the United States is a land of insatiable, resource-intensive consumption, and has built these mega-landfills to accommodate the products of our vicious, and increasingly detrimental, resource-to-waste conversion cycle. In 2012, Americans generated approximately 251 million tons of waste, of which 135 million tons headed to landfills. Given the average landfill gate fee of \$48 per ton, the simple act of throwing waste into landfills amounts to nearly \$6.5 billion per year.

Often situated in remote locations next to forests, on land that could otherwise be used for recreational purposes, the roughly 2,000 operational landfills in the United States occupy more than 6,000 acres. They emit greenhouse gases that account for 2 to 5 percent of the country's total emissions, pose significant health risks, and cause long term disruptions to their surrounding environments. Why, then, are landfills still the most prominent means of waste management in the United States?

#### **ALIENATION**

MISSING LINK

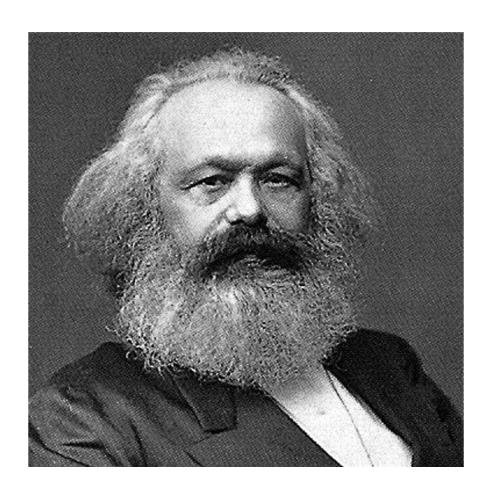
Drastic efficiency leaps, environmental impact improvements, and technological innovations all happen far from the public eye. It's nearly impossible to observe and understand what takes place in an incinerator or a recycling plant. Outsiders are rarely allowed on-site. The design of the plants, which seldom involves architects, only increases this sense of alienation. These strange edifices seem to be remnants of a not-so-distant past of exhaust fumes and industrial pollution. Their bleak, unwelcoming architecture makes no gesture to connect with the public, visually or socially; they offer no amenities beyond their core function, no opportunities for visitors or communities to engage, and only minimal integration with their built and natural surroundings.

Harvard Design Magazine Issue 40 - The Missing Link: Architecture and Waste Management



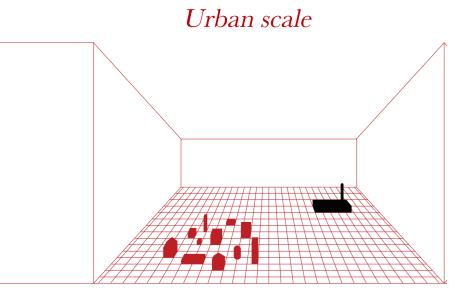
# **ALIENATION**

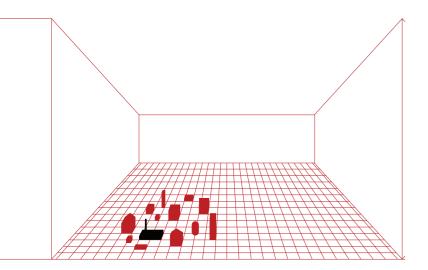
KARL MARX



Alienation is a disorienting sense of exclusion and seperation.

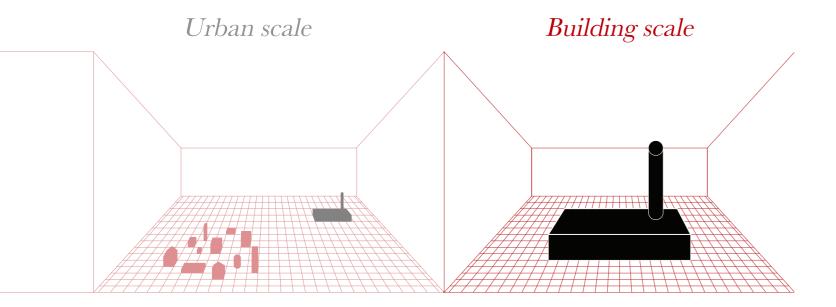
URBAN SCALE

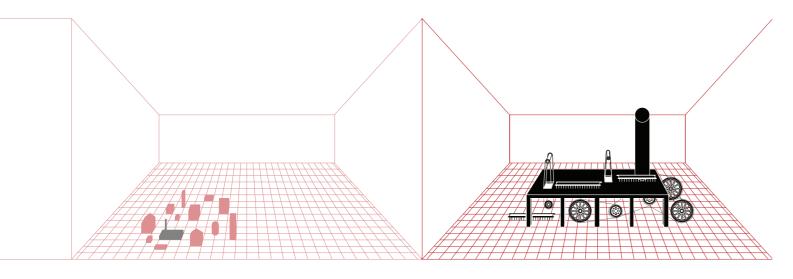




Landmarks of communities

#### BUILDING SCALE

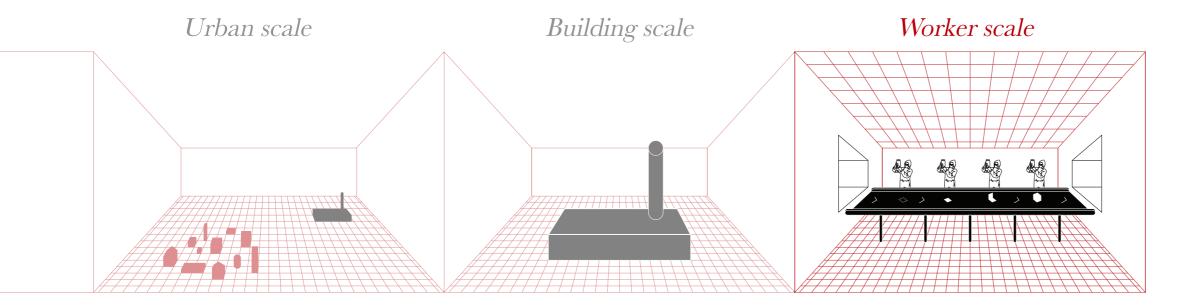


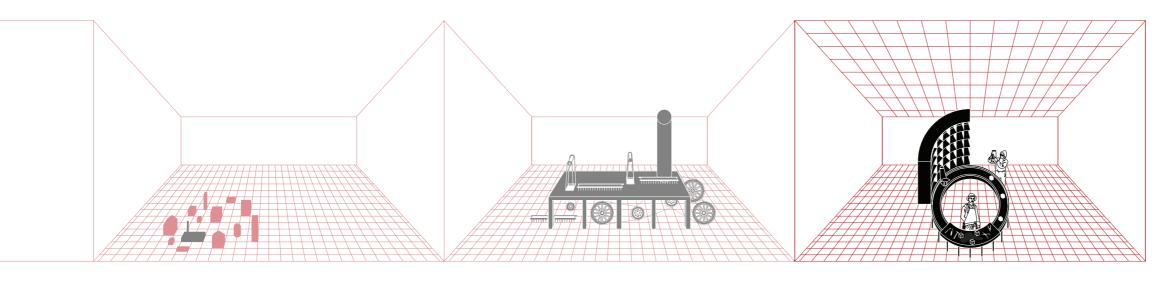


Landmarks of communities

Transparent machine

#### WORKER SCALE



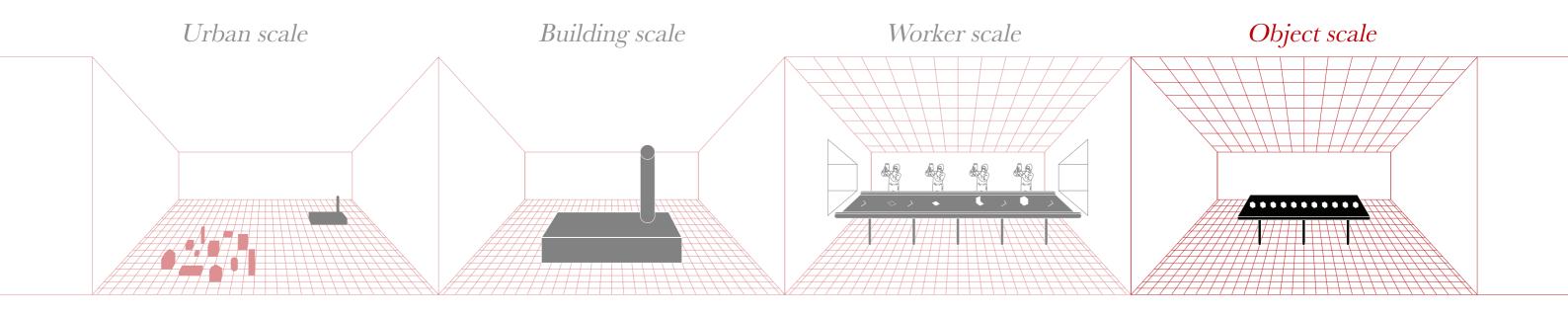


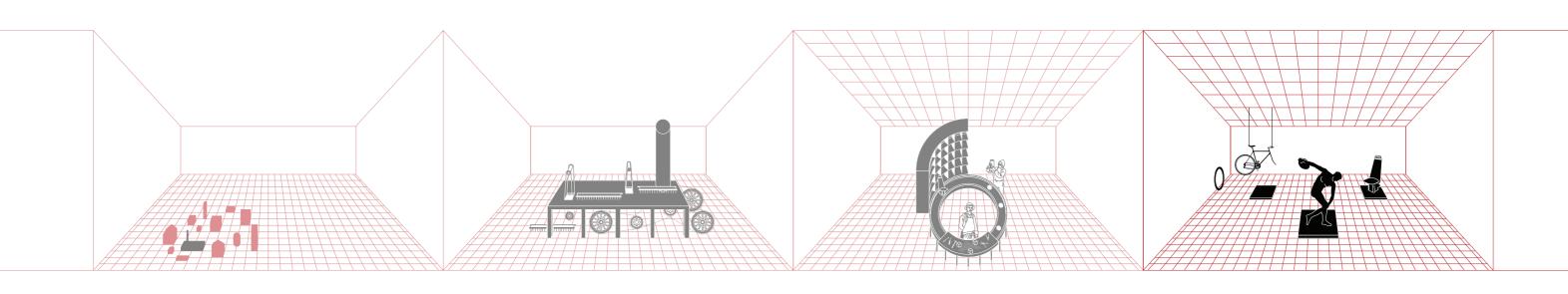
Landmarks of communities

Transparent machine

Shifts of different labor encourage creativity

OBJECT SCALE





Landmarks of communities

Transparent machine

Shifts of different labor encourage creativity

Encourage creativity through specialized craftsmanship and interaction with community

URBAN SCALE



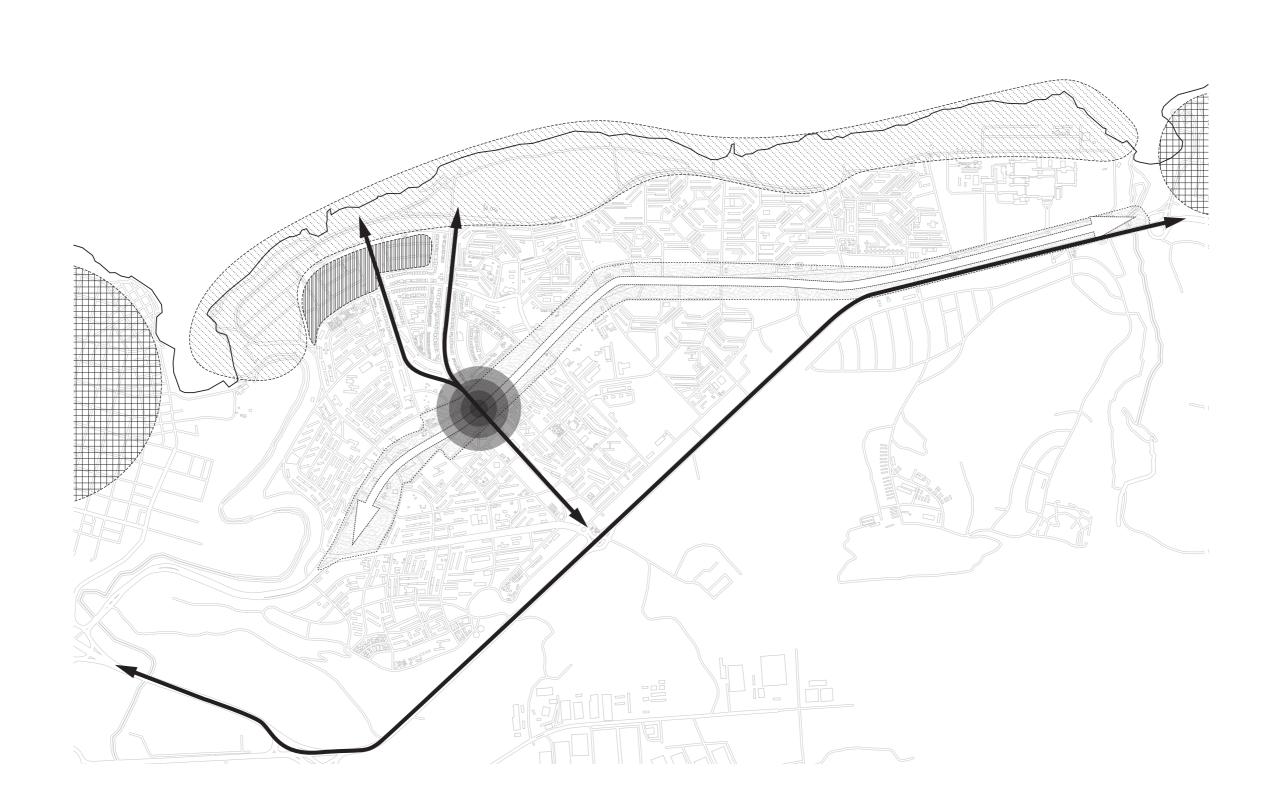
### **ALAMAR**

#### EXISTING STRUCTURE



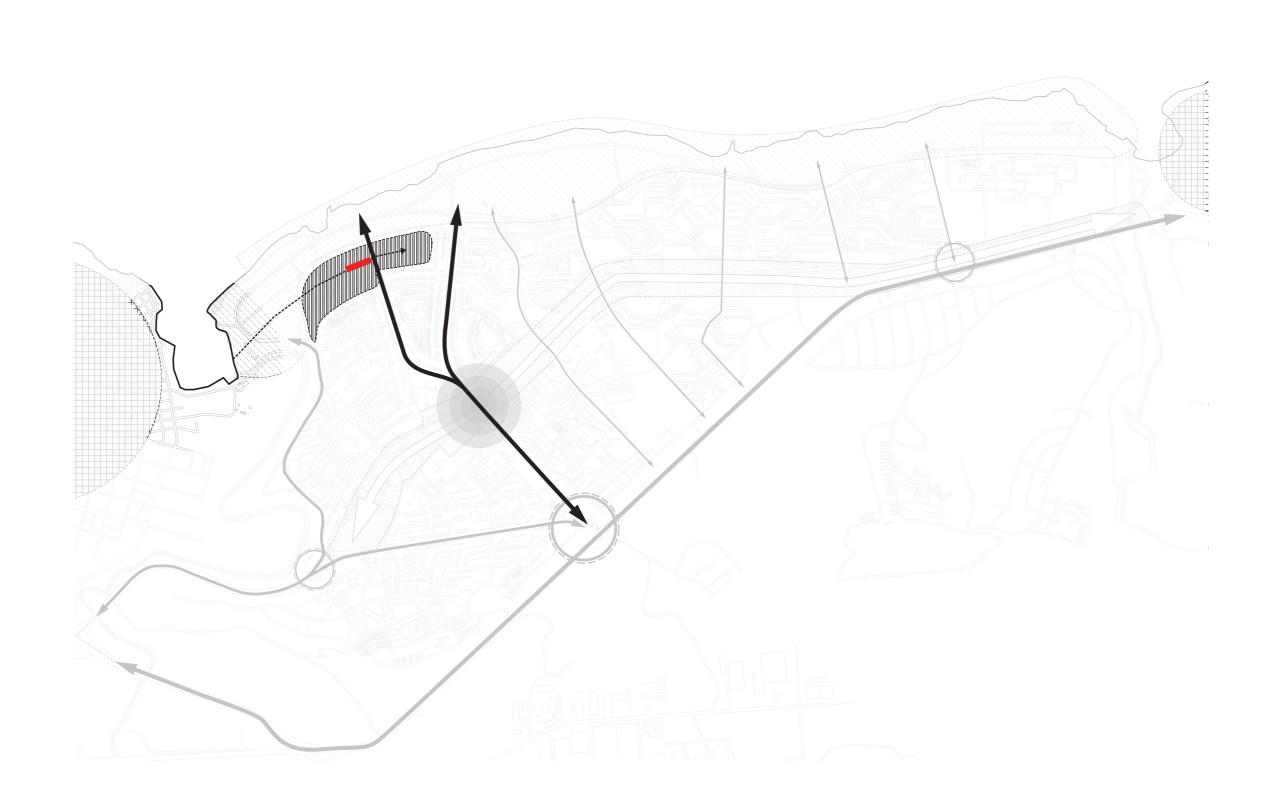
### **MANIFESTO**

GROUP STRATEGY

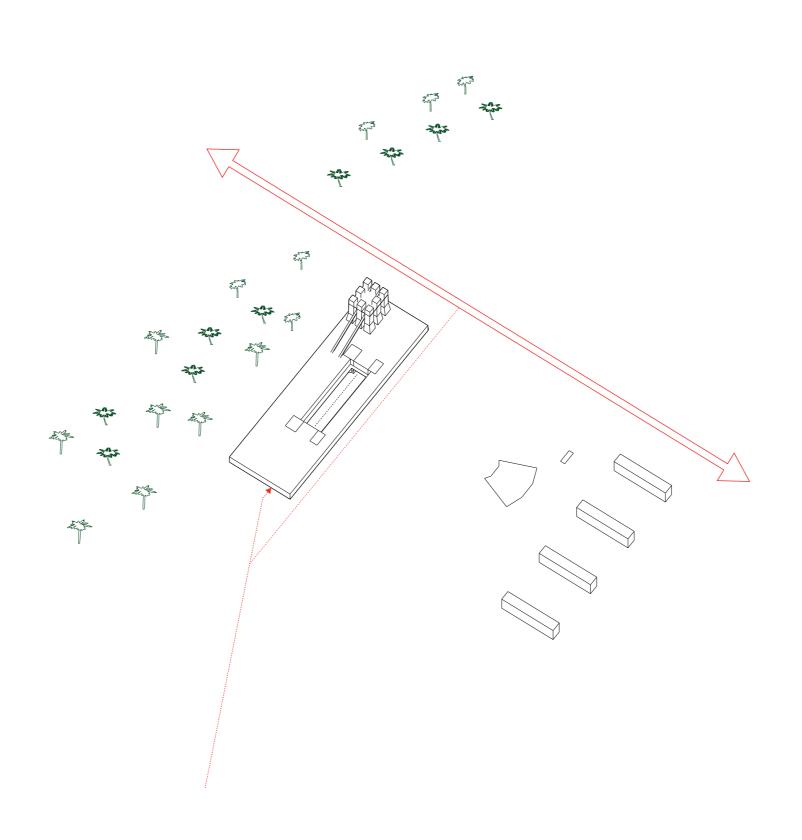


## **MANIFESTO**

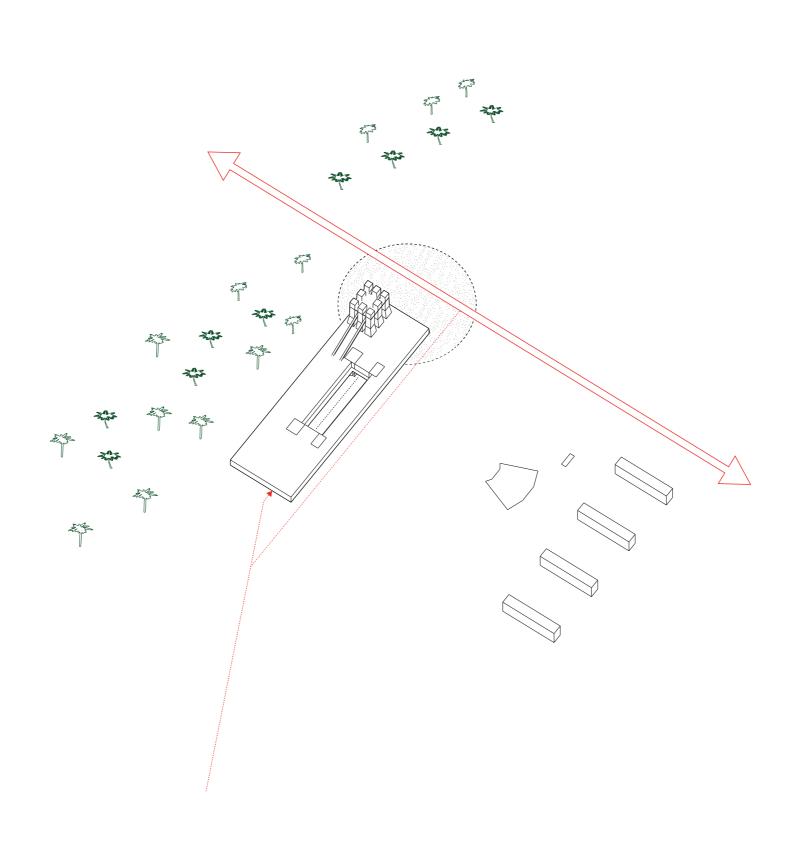
#### UNDEFINED AREA



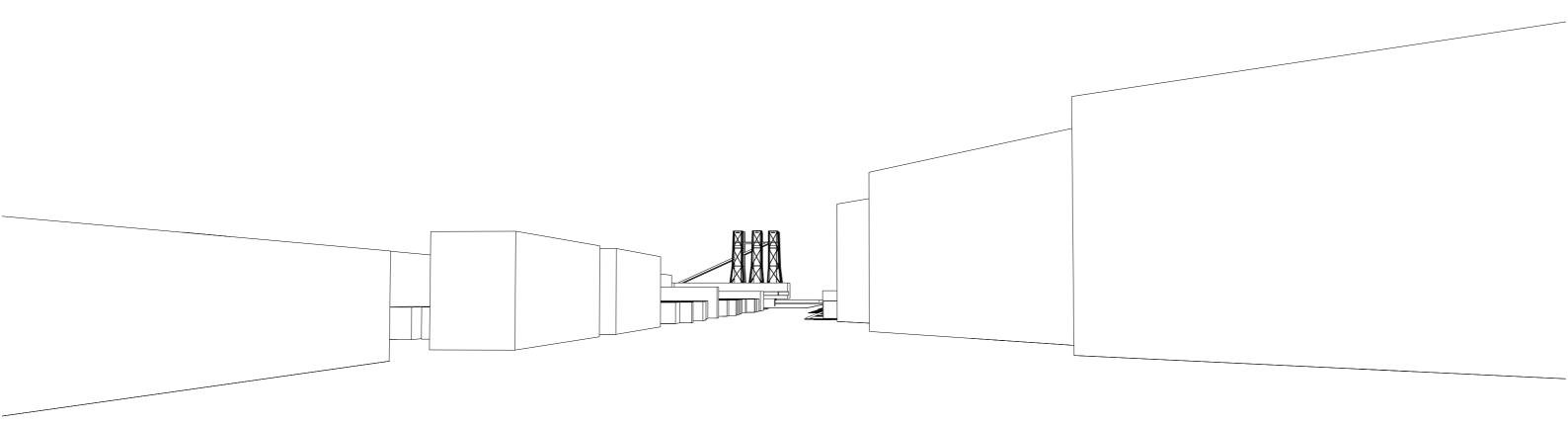
URBAN LOGISTICS



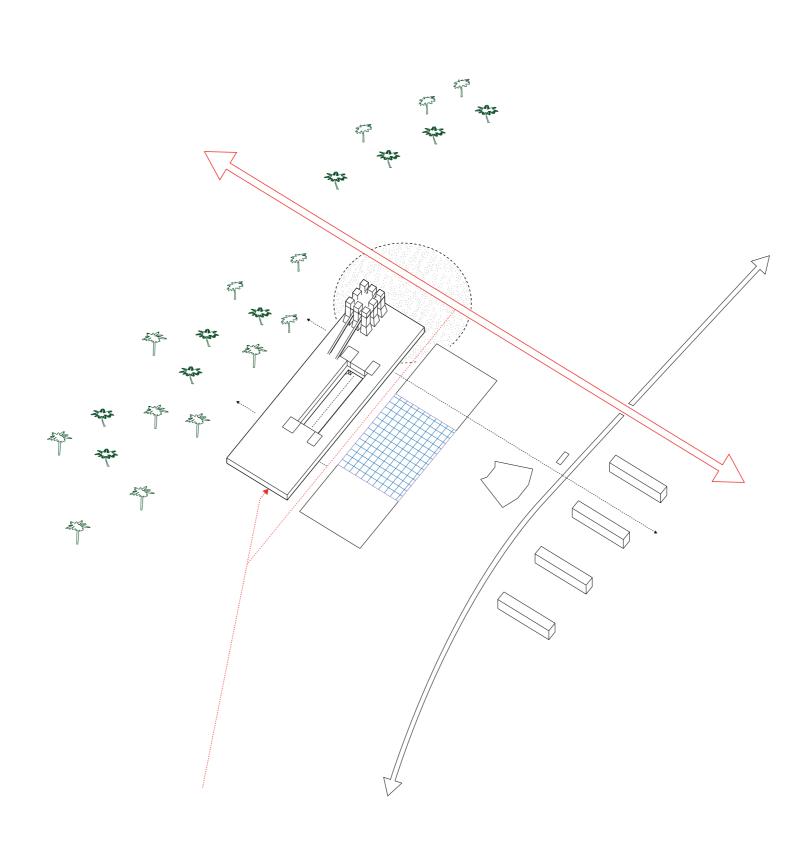
#### EMPHASIZES NEW HIERARCHY



VIEW FROM NEW CENTER

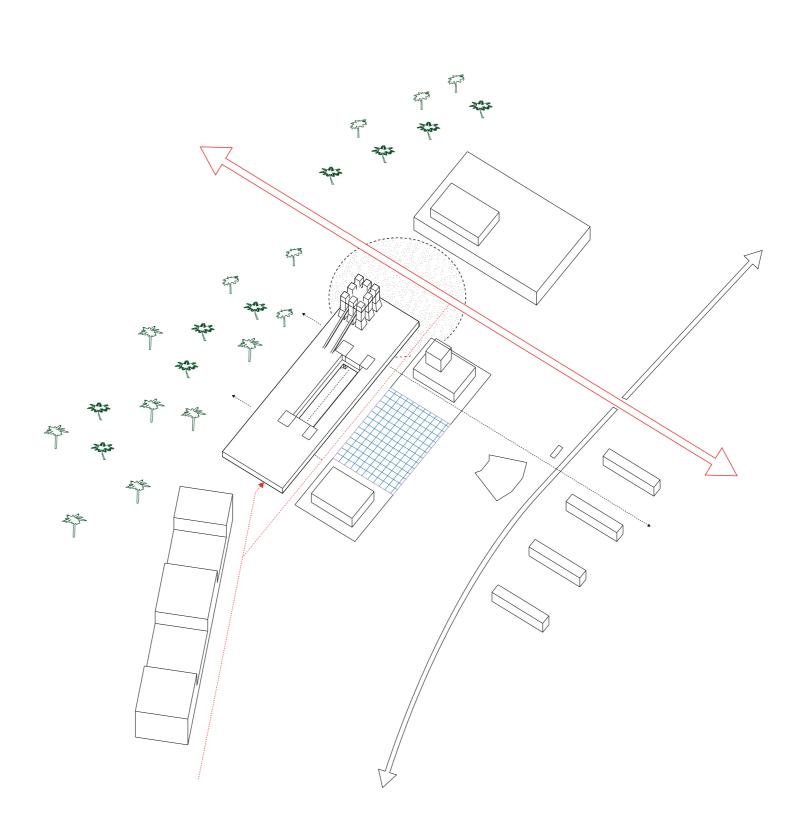


BORDER CONDITION PARK - CITY



# **URBAN CATALYST**

NEW FACTORIES, COMPOST, WTE



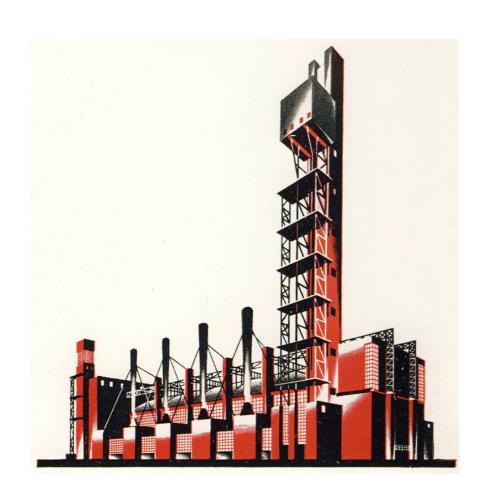
# **URBAN COLLAGE**

COLLAGE FROM PARK



# CONSTRUCTIVISM

#### SOVIET ARCHITECTURE





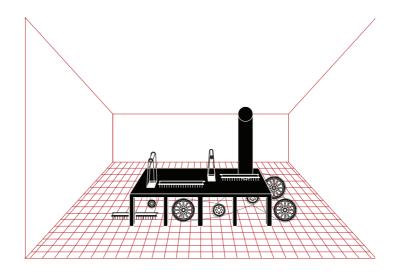
MAKERS SQUARE



# **BUILDING AS A MACHINE**

**BUILDING SCALE** 



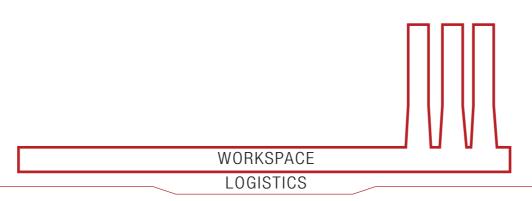


## **LOGISTICS OF MACHINE**

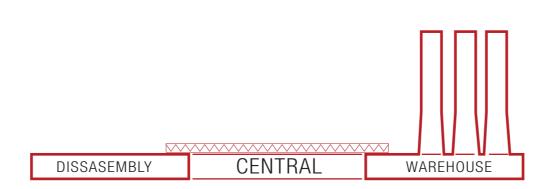
ORGANIZATION

LINEARITY

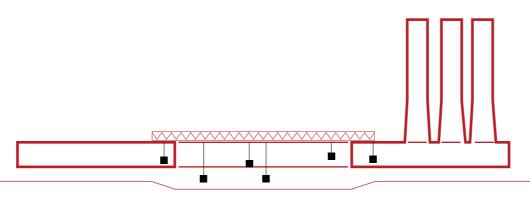
IMPORTANCE OF LOGISTICS



CENTRAL SPACE



FLOWS OF MATERIALS



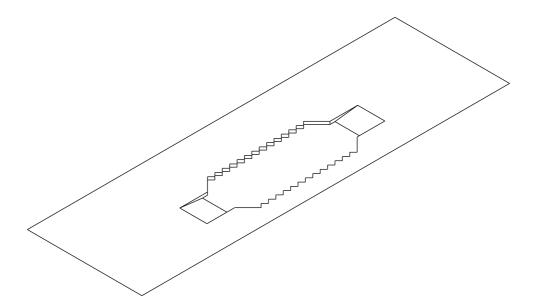
VISIBLE FLOW OF MATERIALS AND OBJECTS

# **SPATIAL QUALITIES**



## **GROUND FLOOR**

DEEPENED LOGISTICS

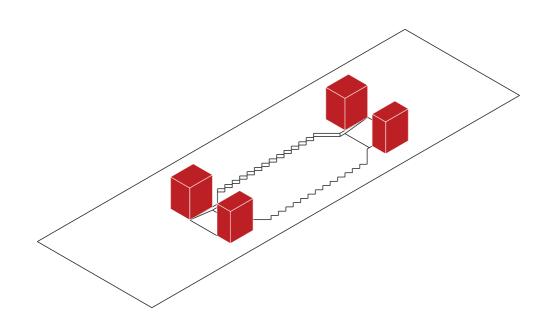




lowered central space for logistics of containers

#### **CORES**

#### NECESSARY FUNCTIONS





cores facilitate workers between different areas. Every core includes cleaning facilities and lockers

## **EL NUEVO BUZO**

#### UNDERSTANDING PRODUCT FROM MINING TO UPCYCLING



















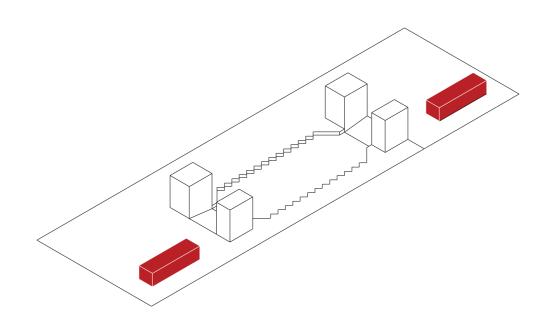
warehouse



workshop and dissasembly

### **SERVICE AREAS**

CHECK IN AND CHECK OUT

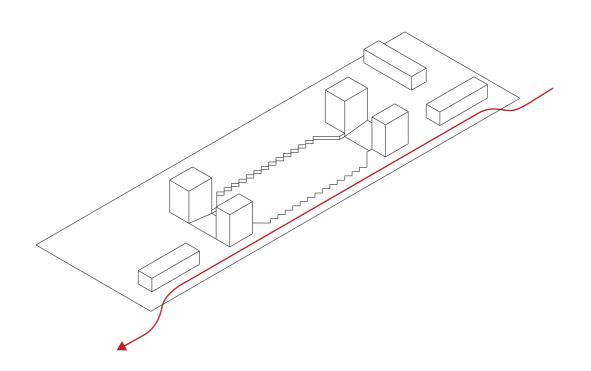




service areas provide drop-off or pick up

# **SERVICE AREAS**

DRIVE BY AND DROP OFF



Tools

Scrap

Broken

Objects



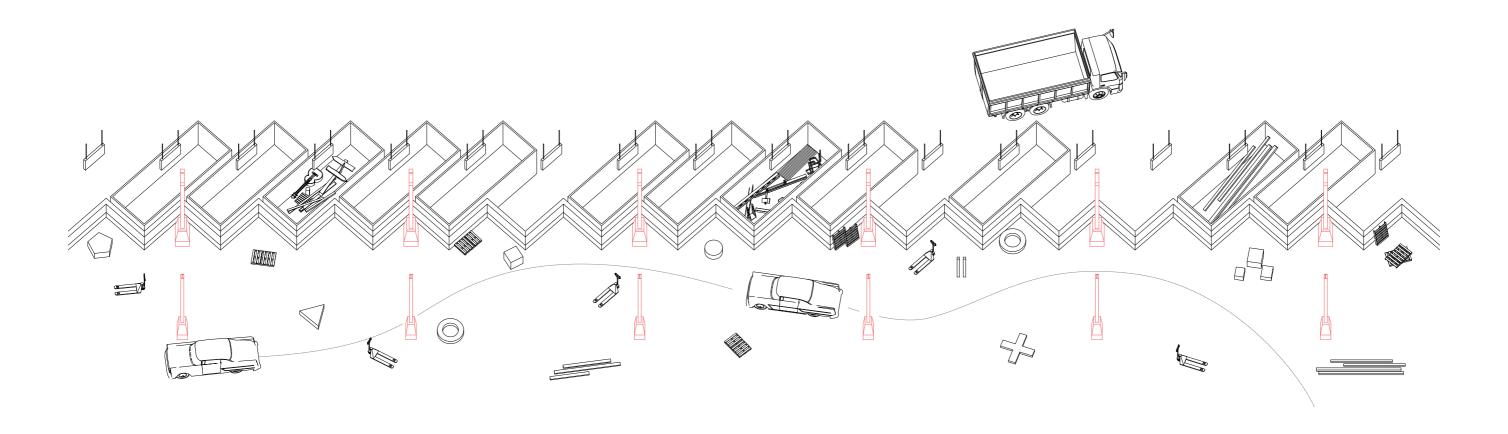






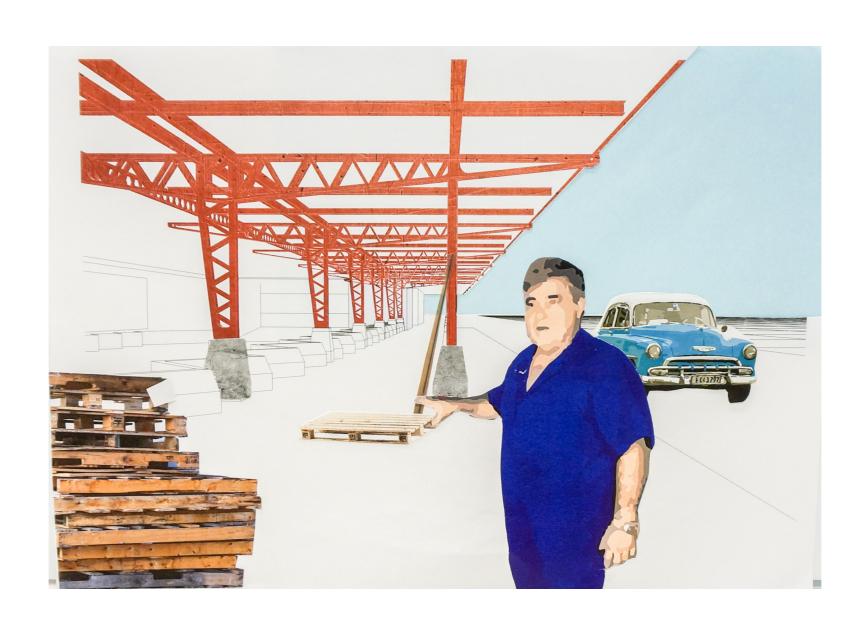
## **DROP OFF AREA**

LOGISTICS



## **DROP OFF AREA**

DRIVE BY AND DROP OFF



## **SPATIAL QUALITIES**

#### CHARACTERISTICS OF SPACE



shadow underneath



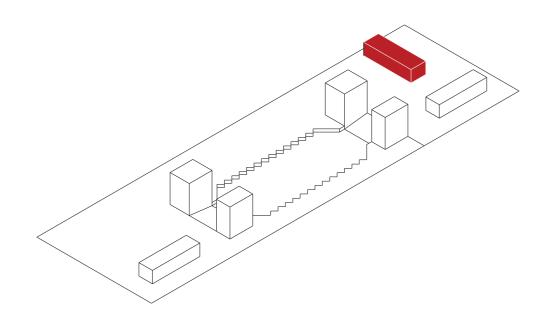
framing containers



strong concrete base

### **SERVICE AREA**

BIG LOGISTICS

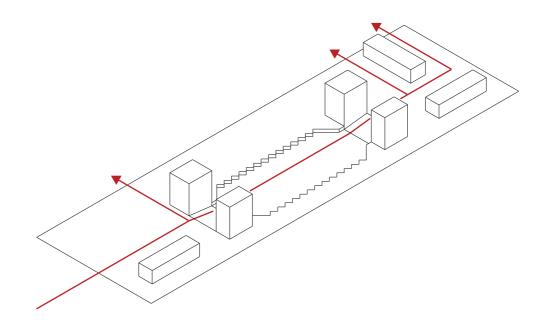




service area for big logistics to check out for trucks

# LOGISTICS

TRUCKS



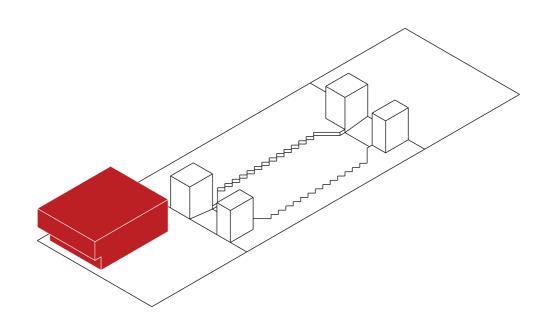
Trash



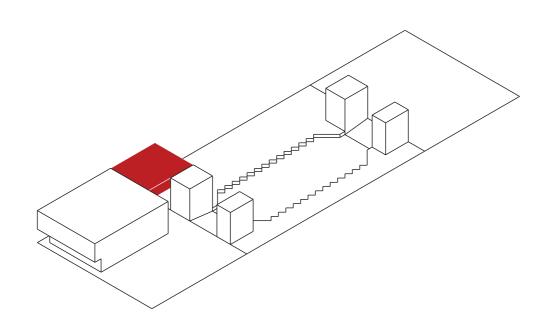
Raw materials



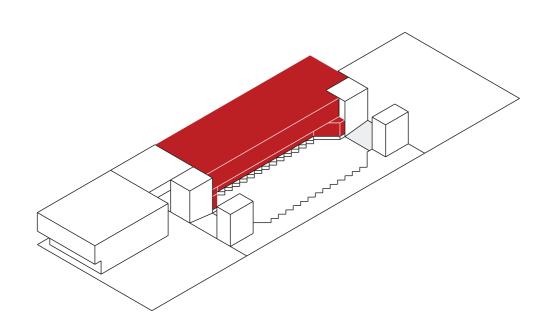
TIPPING FLOOR



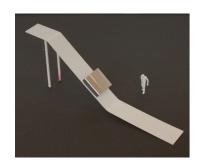
PRE-SORTING AREA



MATERIAL RECOVERY FACILITY



LINEARITY, EFFICIENCY & SCALE





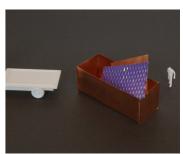












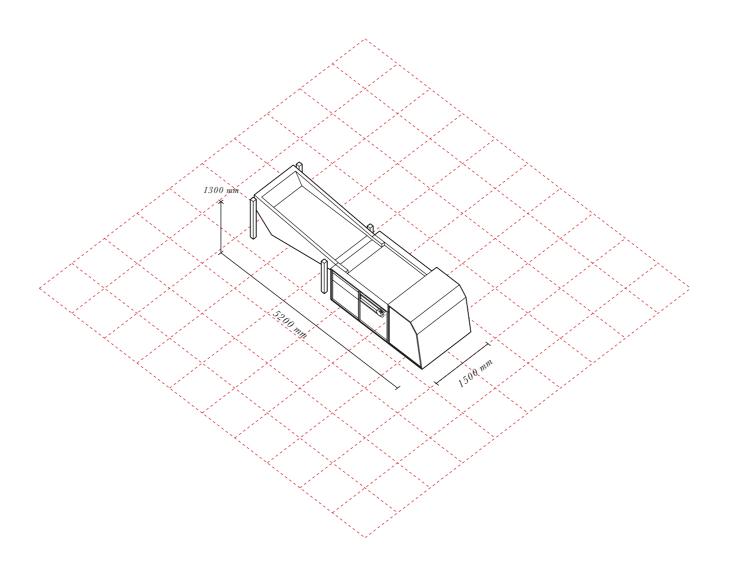
#### **MACHINERY**

#### EDDY CURRENT SEPERATOR



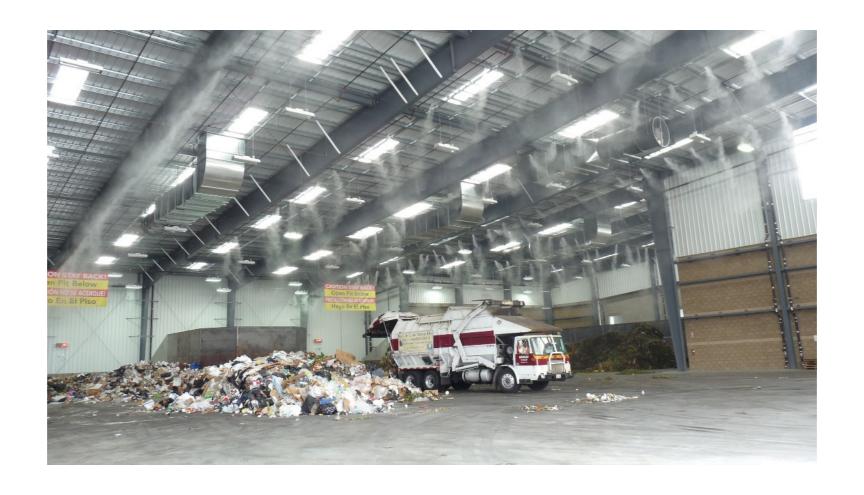
Price: start around \$ 200.000 (could be 5 million, incl everything)

Weights: around 3000kg

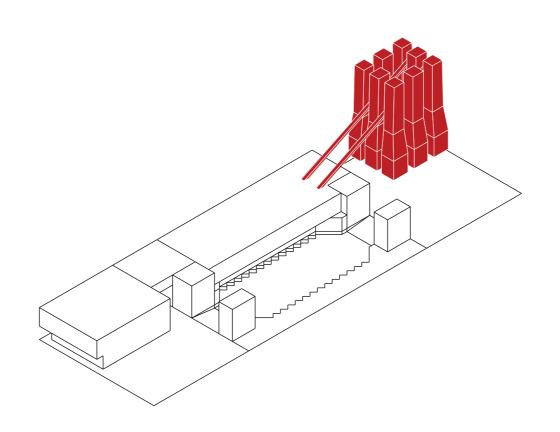


#### **CLIMATE**

#### MISTING AND ON NORTH SIDE



SILO STORAGE RAW MATERIALS



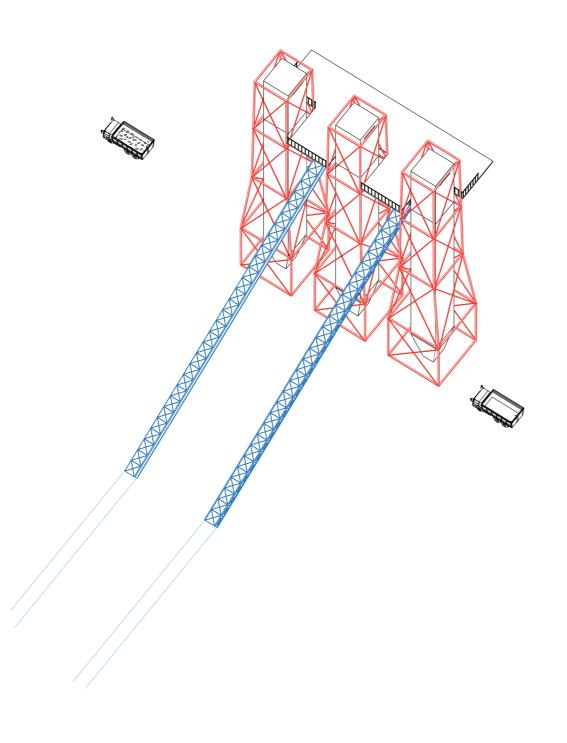
# **SILOS**

#### COAL MINE LOADERS



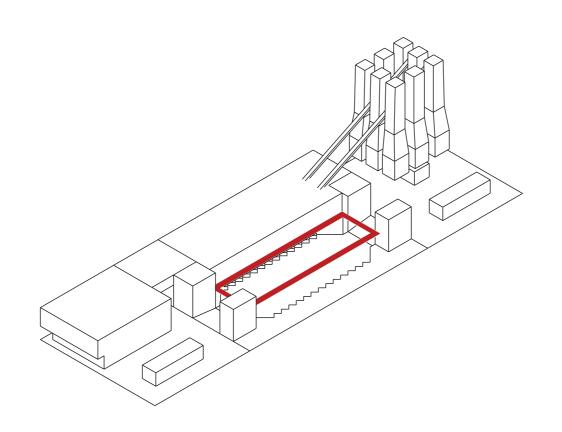
# **SILOS**

#### LOADING TRUCKS



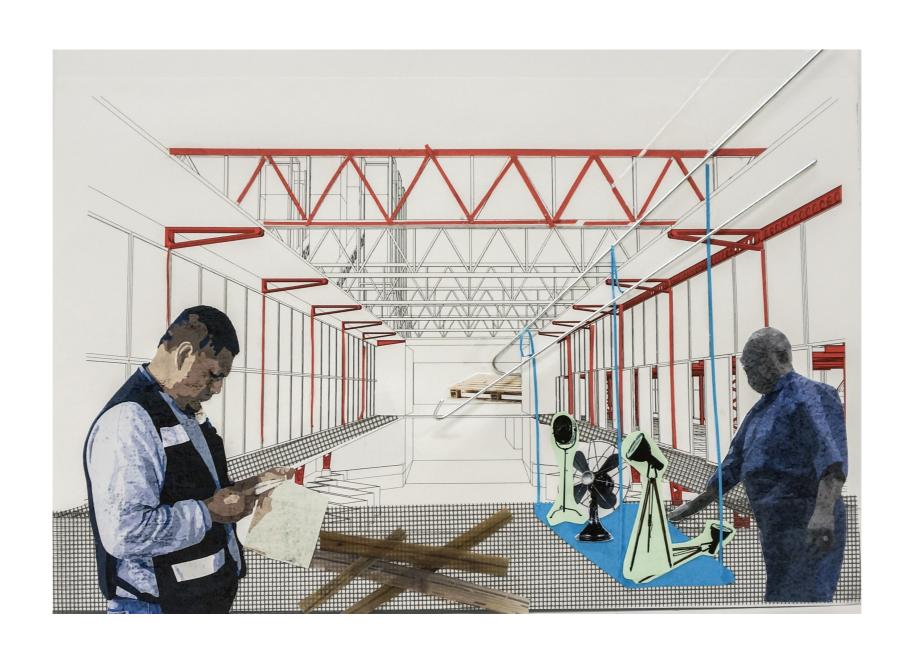
### **CENTRAL SPACE**

OPEN SPACE



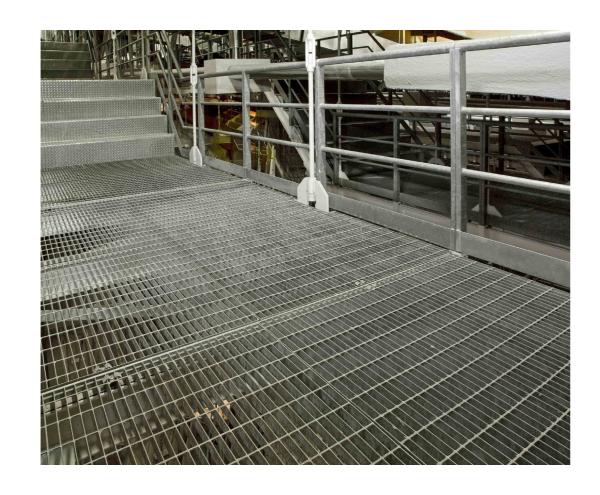
## **CENTRAL SPACE**

#### REGISTERING INCOMING MATERIALS



### **LOW TECH**

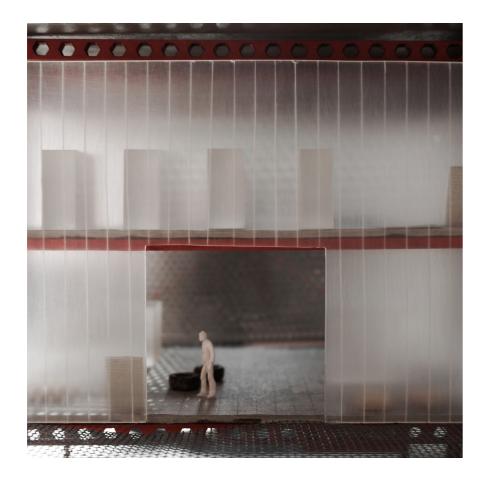
#### LACATON VASSAL





#### TRANSLUCENT MATERIAL

#### VISIIBILITY ACTIVITY WORKSHOPS



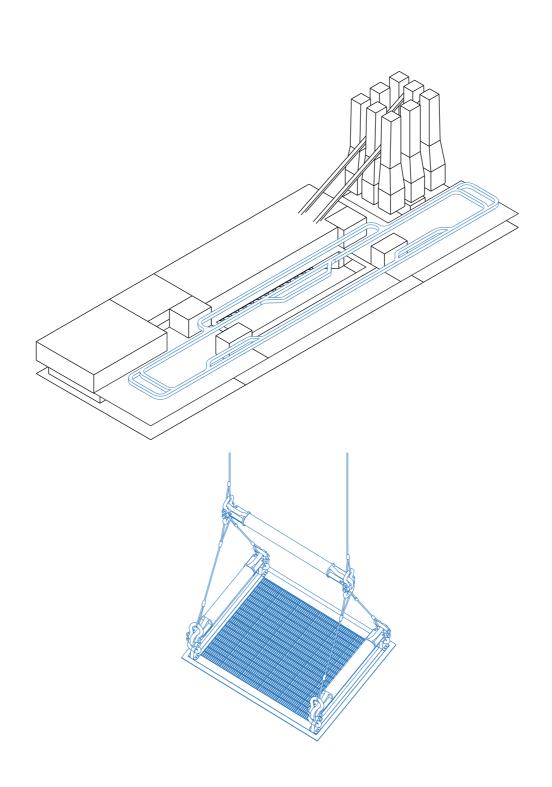
MATERIAL LAYERS



BLUR BETWEEN INSIDE AND OUTSIDE

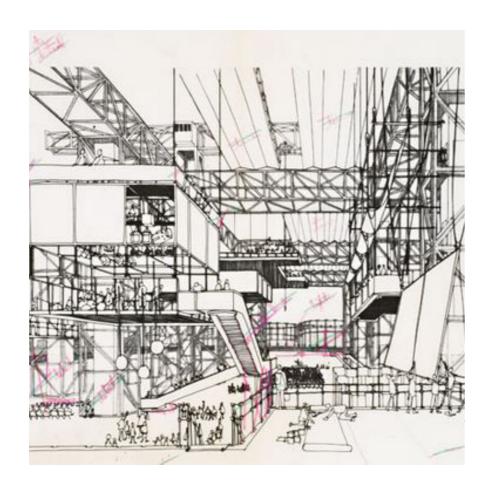
## **OVERHEAD CONVEYOR**

MATERIAL FLOWS THROUGH BUILDING



#### **INSPIRATION**

#### MOVING AND INTERACTION



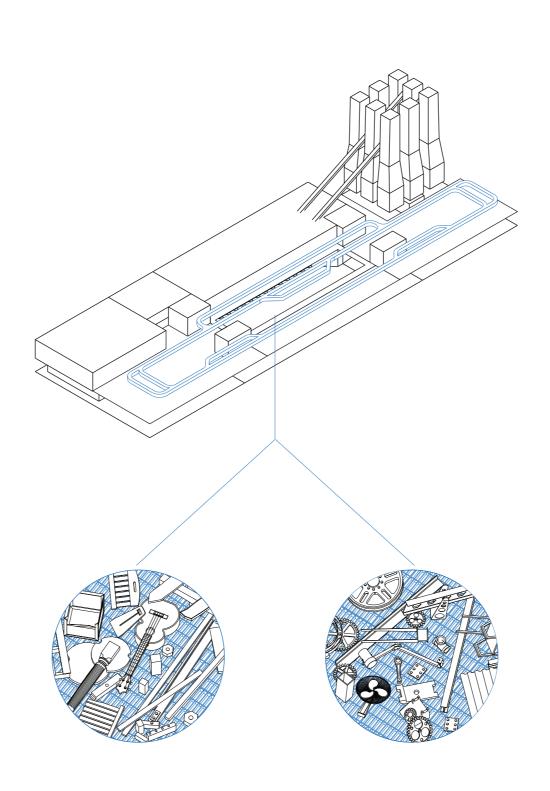
Cedric Price - Fun Palace



Mengel furniture workshop

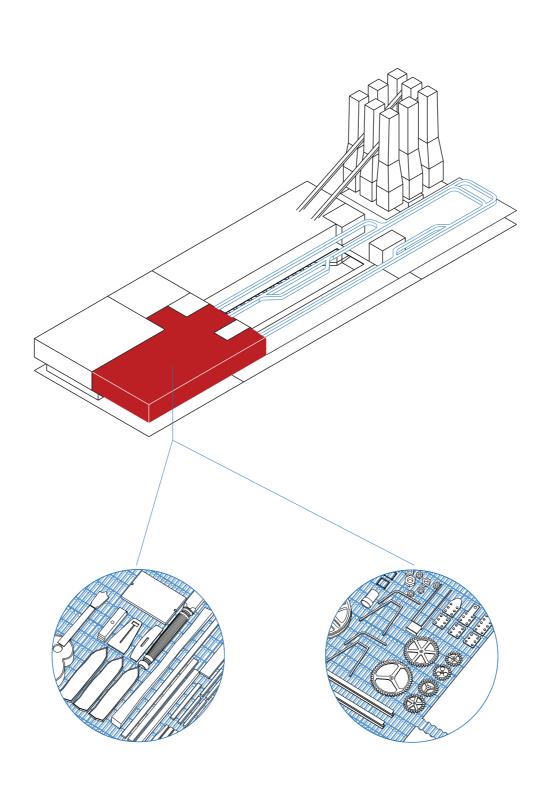
### **OVERHEAD CONVEYOR**

SCRAP MATERIALS AND OBJECTS



#### **DISSASEMBLY & REPAIR**

MATERIALS ARE DISSASEMBLED AND CATEGORIZED



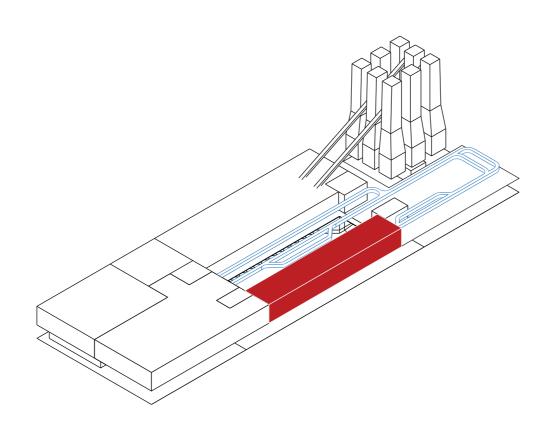
### **DISSASEMBLY & REPAIR**

#### MOVABLE SHELVES FOR STORAGE



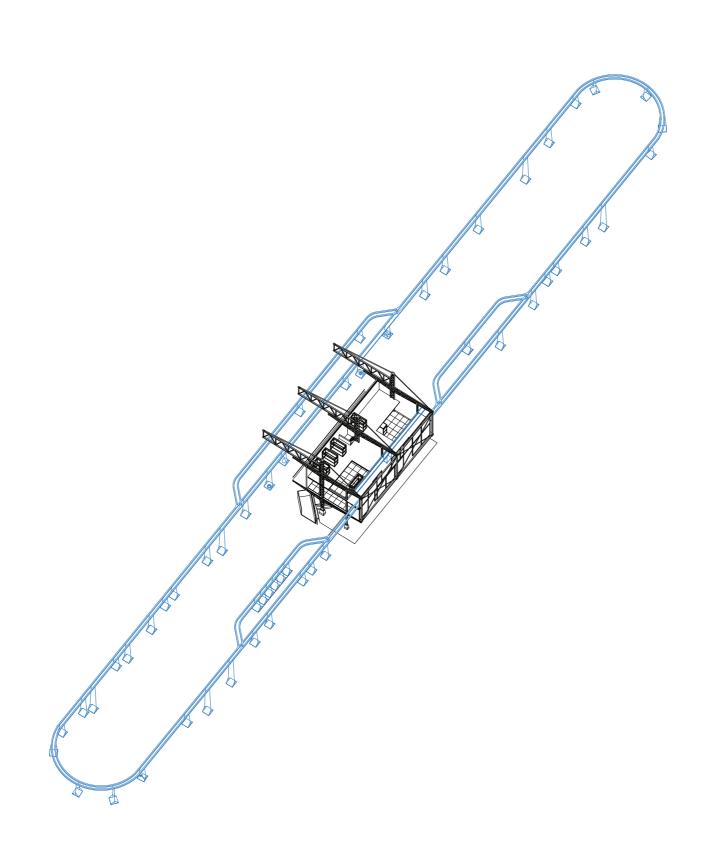
# **WORKSHOP AREA**

UPCYCLING OLD MATERIALS AND OBJECTS



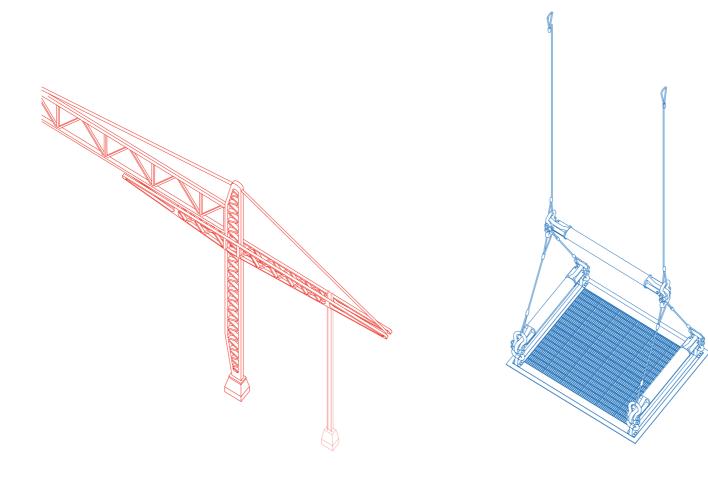
## **WORKSHOP AREA**

OVERHEAD CONVEYOR BRINGS MATERIALS



### **HIERARCHY**

#### STRUCTURE, MACHINE AND CORES

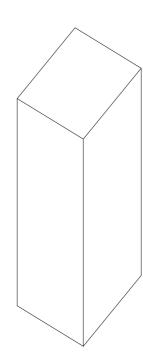




colour : red

machinery

colour : blue

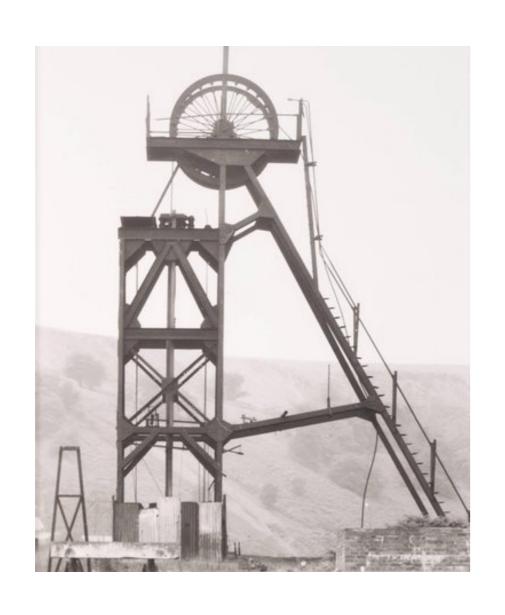


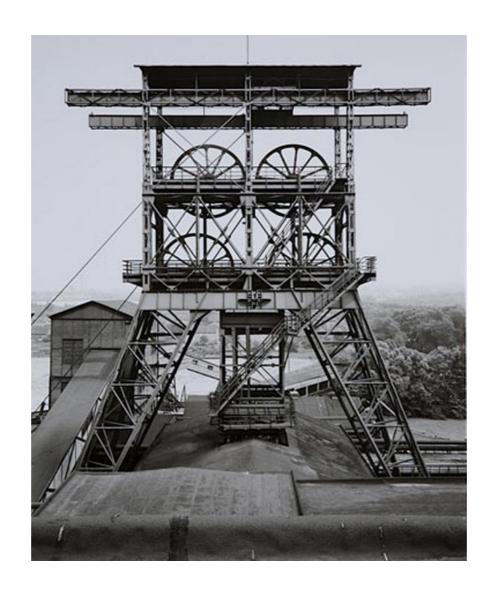
main cores

material: grey concrete

#### **REFERENCES**

#### CUBA SKIPPED INDUSTRIAL PERIOD

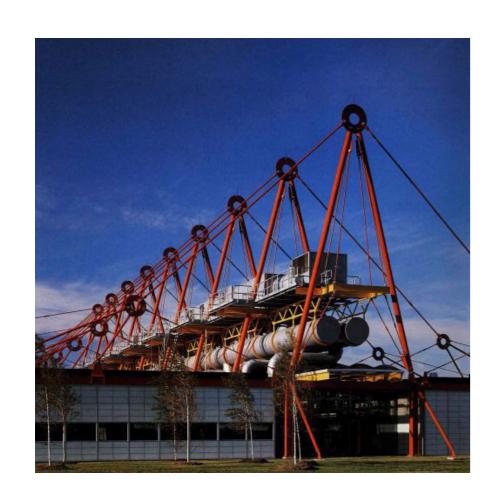




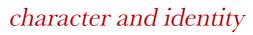


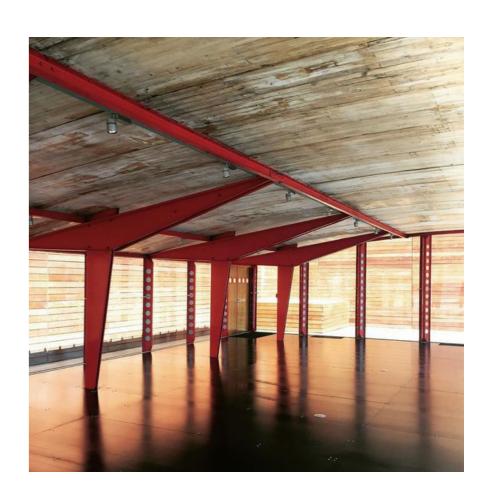
## **COLOUR SCHEME**

#### CHARACTER AND EMPHASIZE CONCEPT



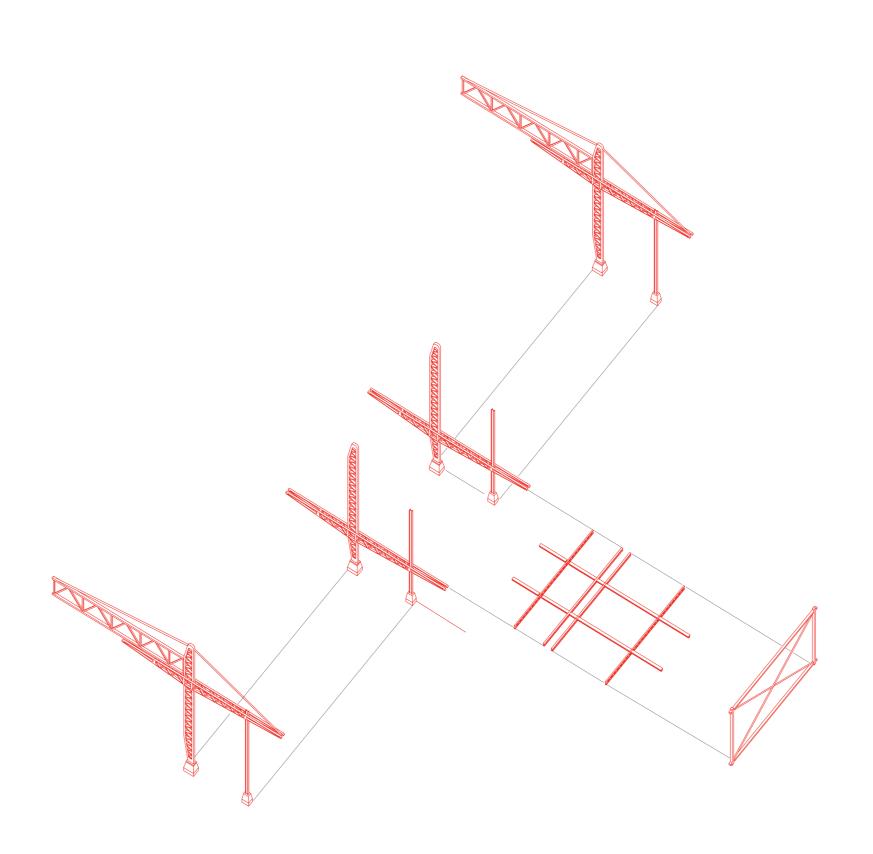






## **STRUCTURE PRINCIPLE**

CRANE LIKE STRUCTURE

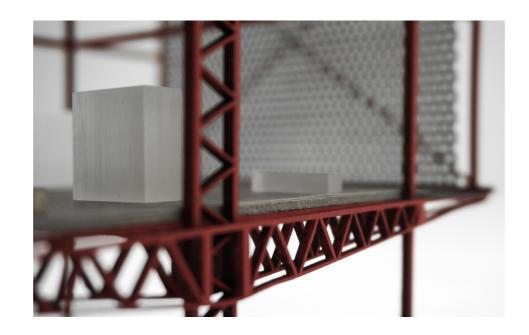


#### **STRUCTURE**

CRANE LIKE STRUCTURE



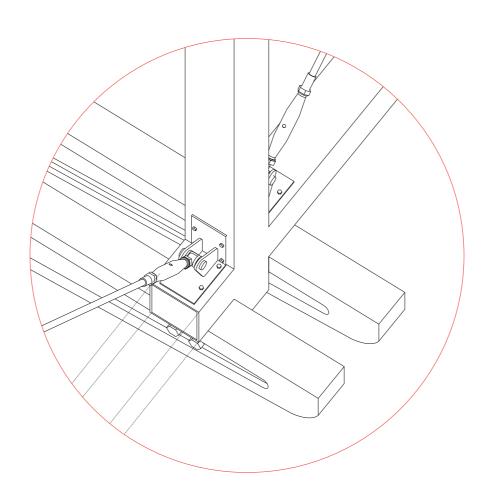
emphasizing elevated mass



tension and balance in structure

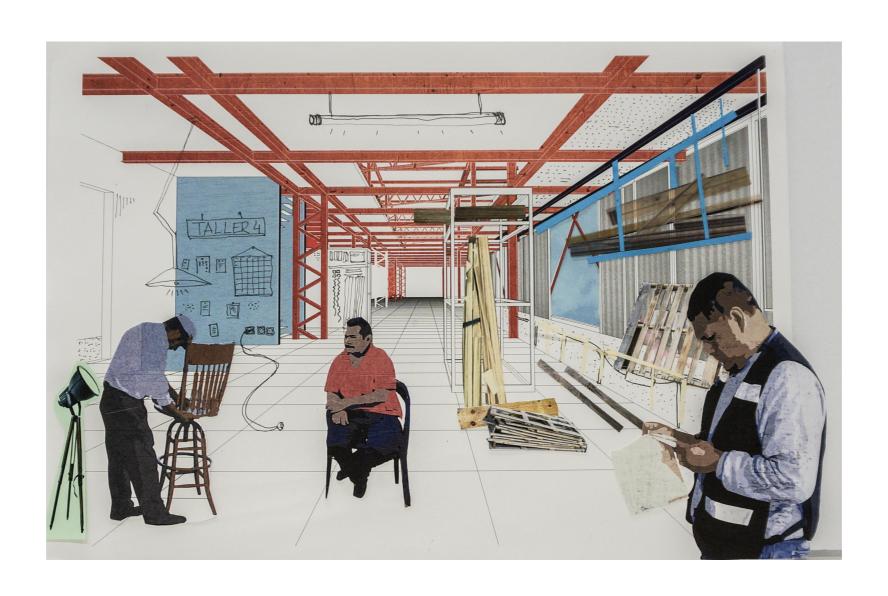
## **DETAIL**

#### FRAMING UNITS



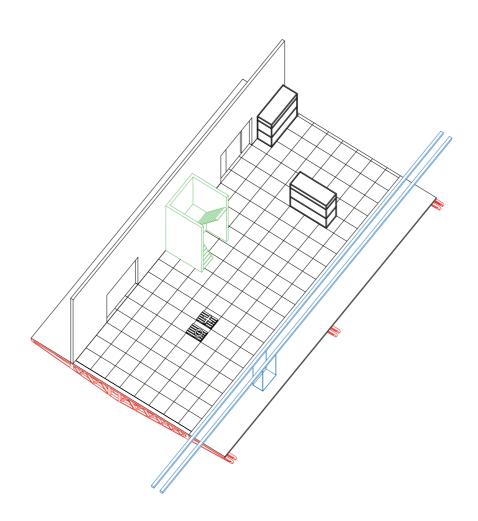
## **WORKSHOP UNITS**

TALLER JUAN & RAMOS



#### **WORKSHOP UNITS**

ELEMENTS DEFINING SPACE





workshop core



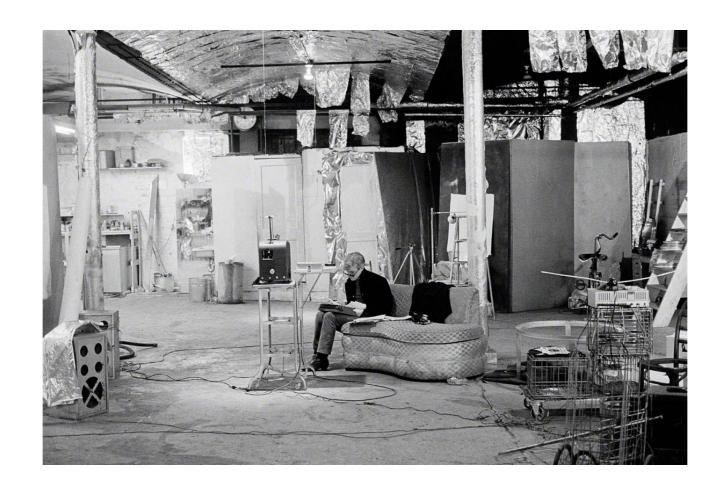
movable shelves



materials & objects

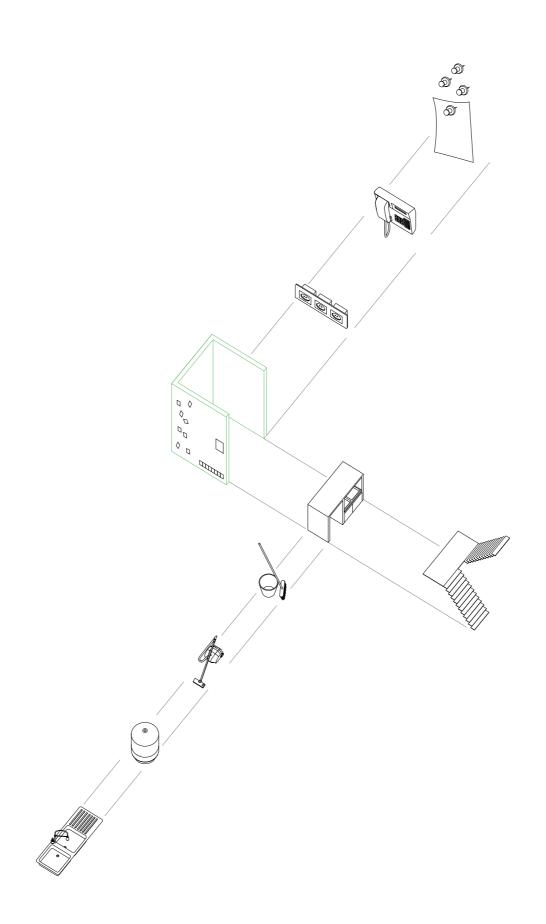
#### REFERENCE

#### ANDY WARHOL - SILVER FACTORY



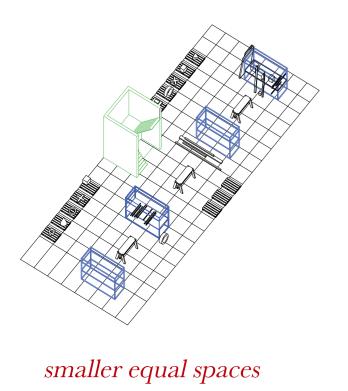
## **WORKSHOP CORE**

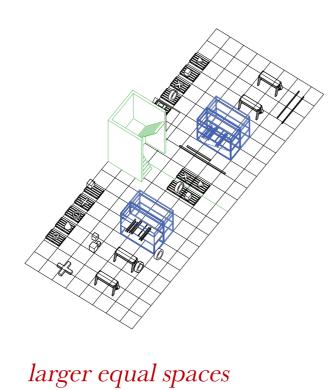
#### NECESSARY FUNCTIONS

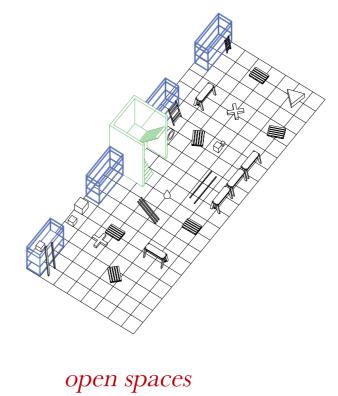


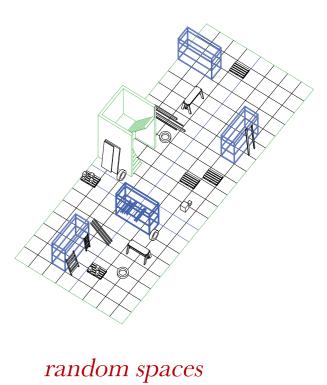
#### **WORKSHOP UNITS**

FLEXIBILITY OF SPACE



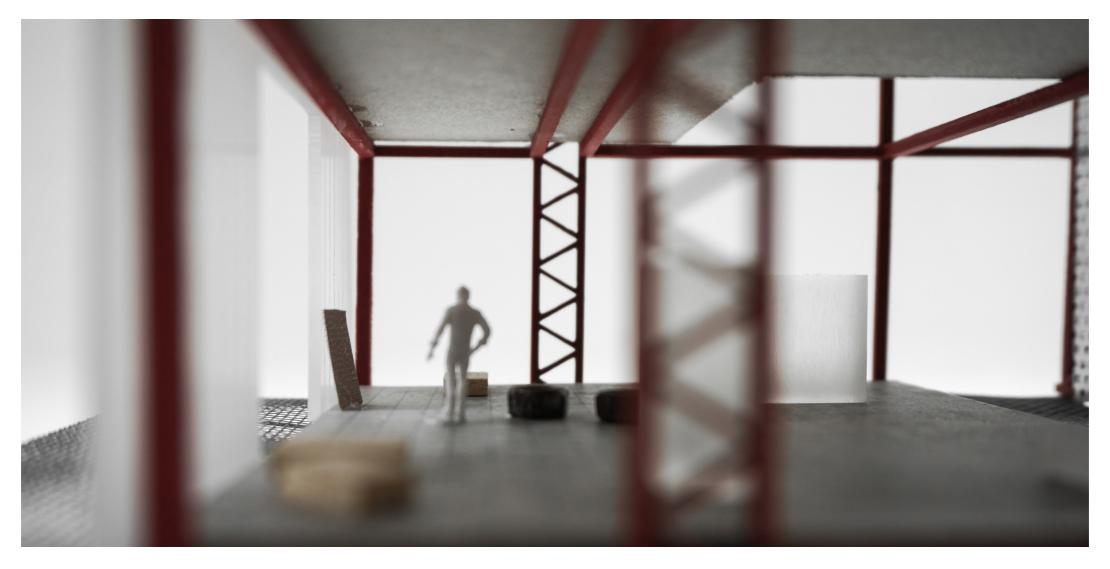






#### **WORKSHOP UNITS**

STORAGE & VISITORS



RELATION BETWEEN SPACES

## **SECOND FLOOR**

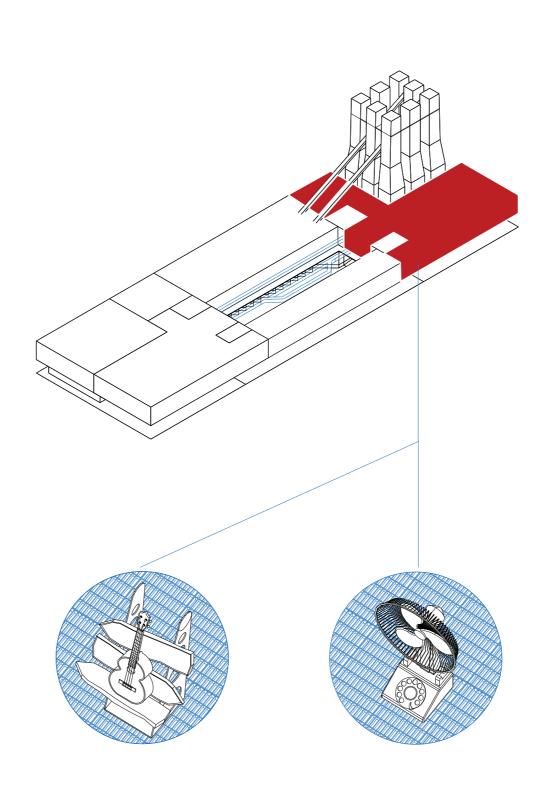
STORAGE & VISITORS



VISUAL CONNECTION TO WORK FLOOR

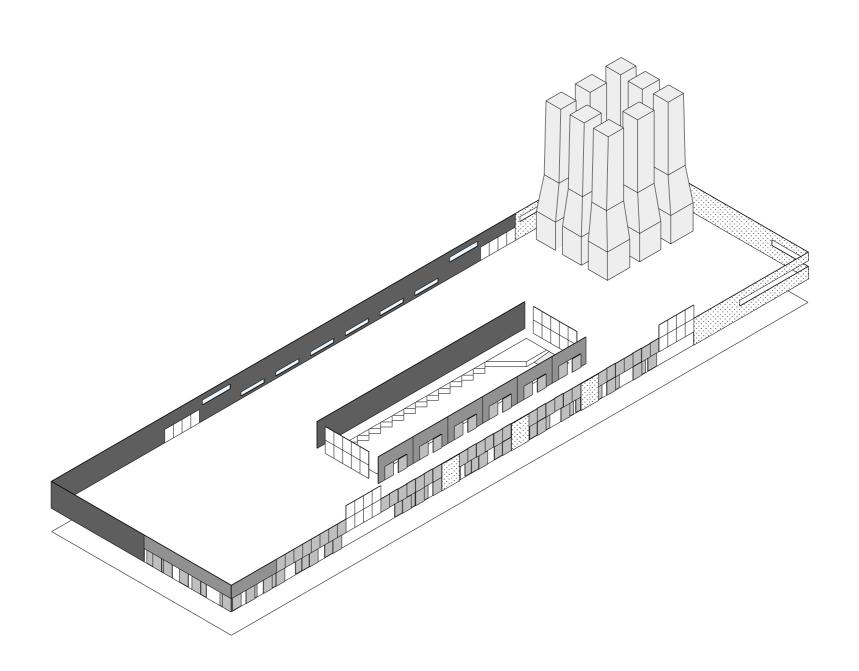
#### **ORGANIZATION**

WAREHOUSE



#### **FACADE LAYOUT**

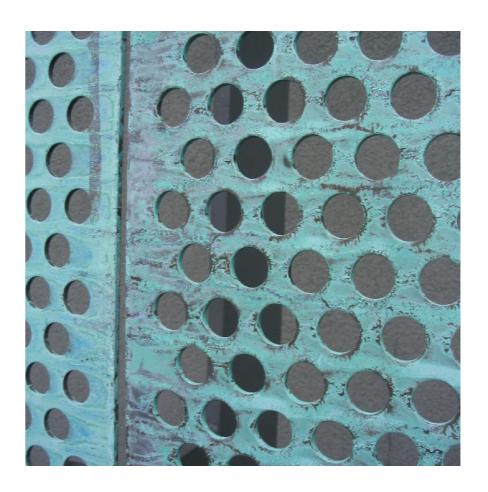
#### DIFFERENT FACADE TYPOLOGIES



## PERFORATED MATERIALS

SIMPLE MATERIALS



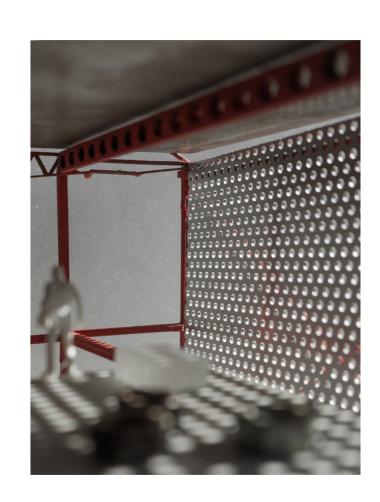


#### **PERFORATED MATERIAL**

PUBLIC WAREHOUSE







DISTANCE: MASS

## HOW TO ASSEMBLE

REUSING, EASY TO ASSEMBLE, LOW TECH



## **ALAMAR GARAJES**

#### REUSING EXISTING SHEETS



#### **FACADE**

#### DIFFERENT TYPES





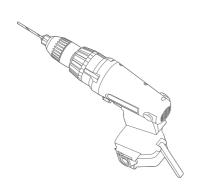
## **EASY TO ASSEMBLE**

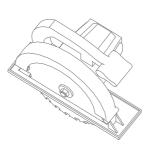
DO IT YOURSELF



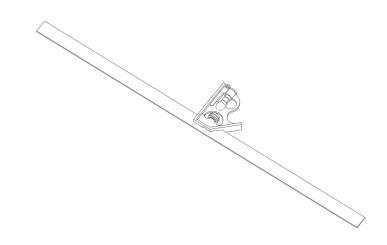
## T00LS

#### NECESSARY TOOLS FOR ASSEMBLING FACADE





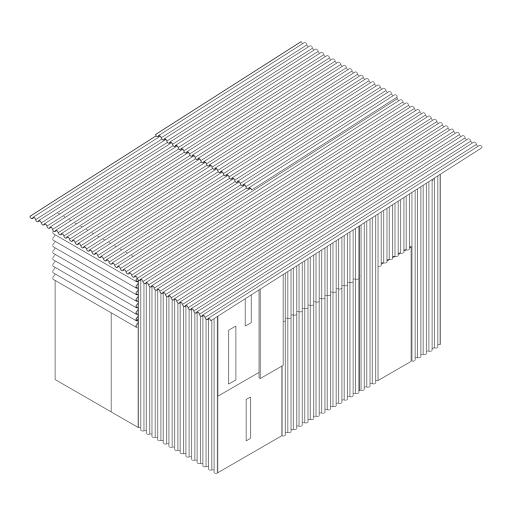






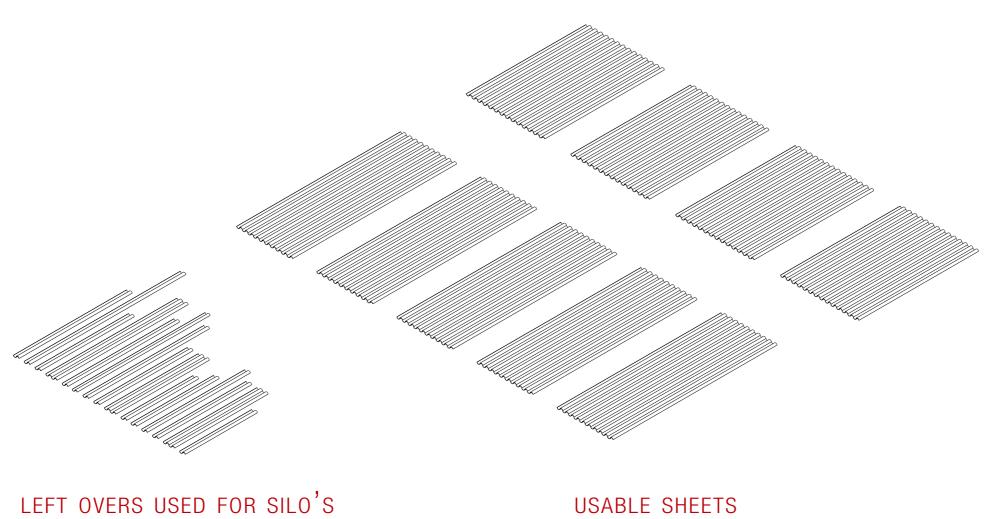
## **GARAJE**

#### EXISTING GARAJE



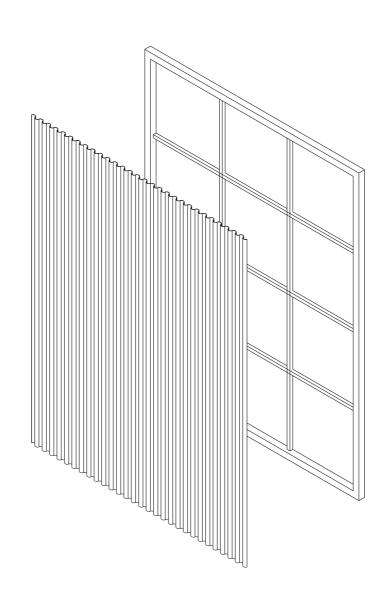
#### **CORRUGATED SHEETS**

SORTED AND CUTTED PER FORMAT



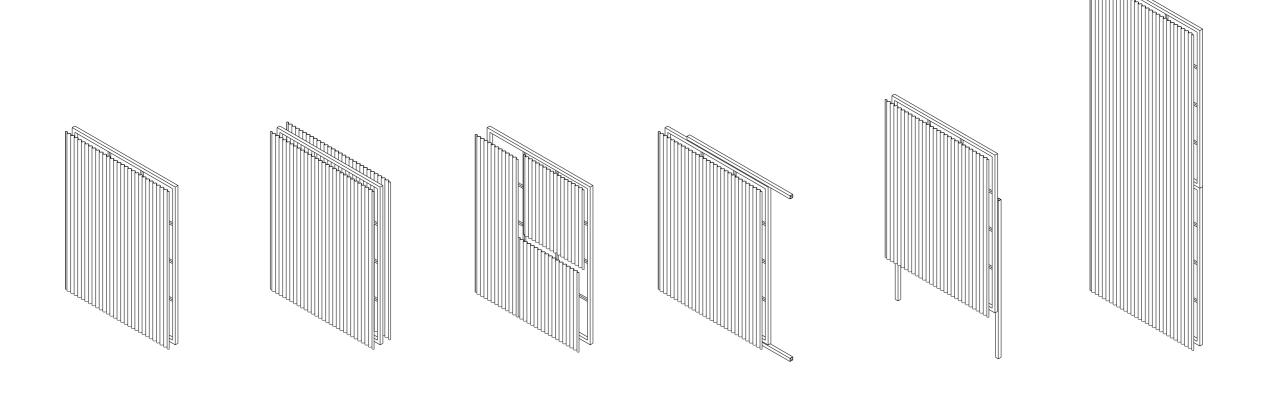
#### **FACADE ELEMENT**

#### CORRUGATED SHEET ON FRAME



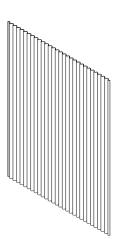
## **FACADE ELEMENT**

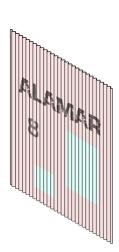
#### TYPES OF FACADE ELEMENTS

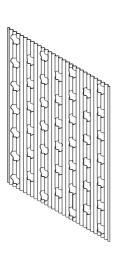


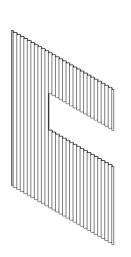
## **FACADE ELEMENT**

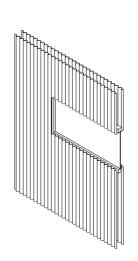
#### CONFIGURATIONS OF ELEMENTS

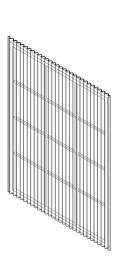


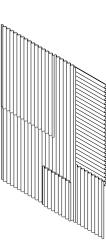






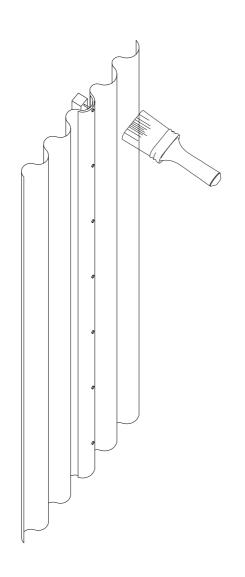


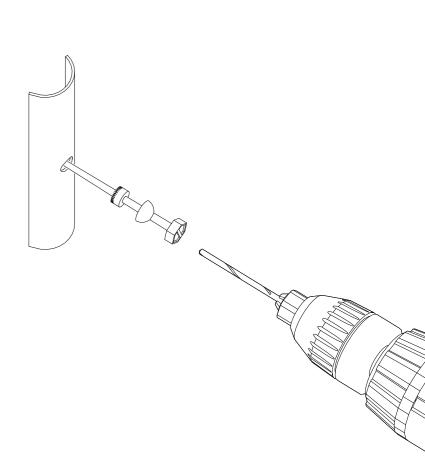




#### **RESTORE AND ASSEMBLE**

GUIDE OF ASSEMBLING SHEET





#### **REUSING OLD MATERIALS**

MOCKUP OF POSSIBLE FACADE



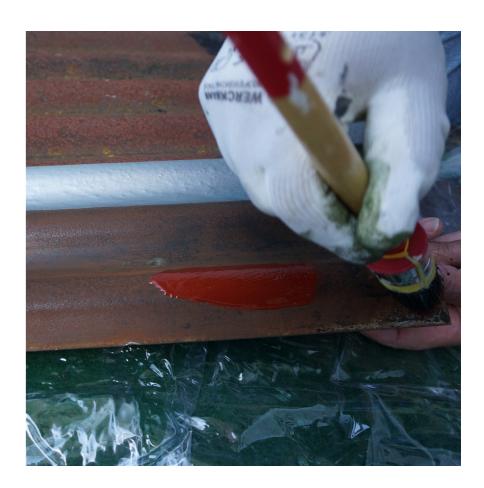


## **RESTORING SHEETS**

SANDING, CLEANING AND PAINTING

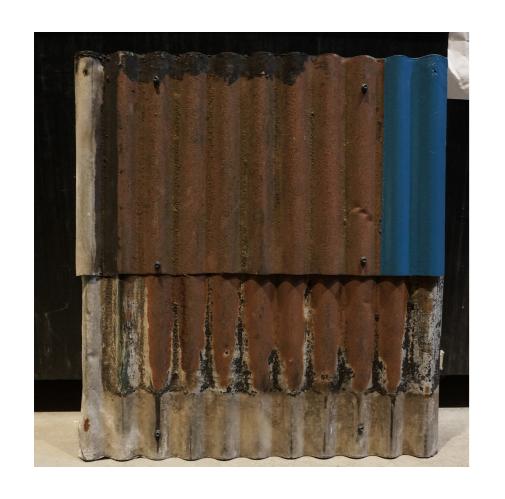




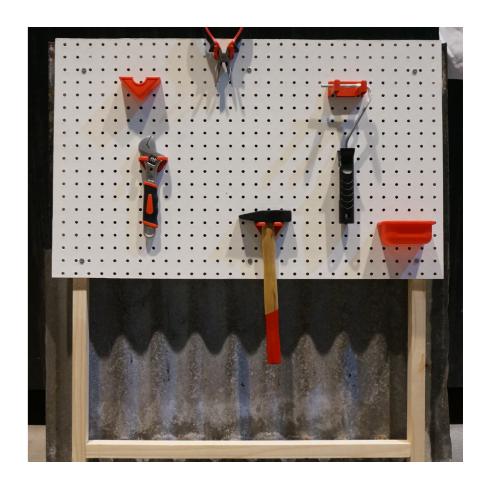


## **RESTORING SHEETS**

UPCYCLING THE OLD





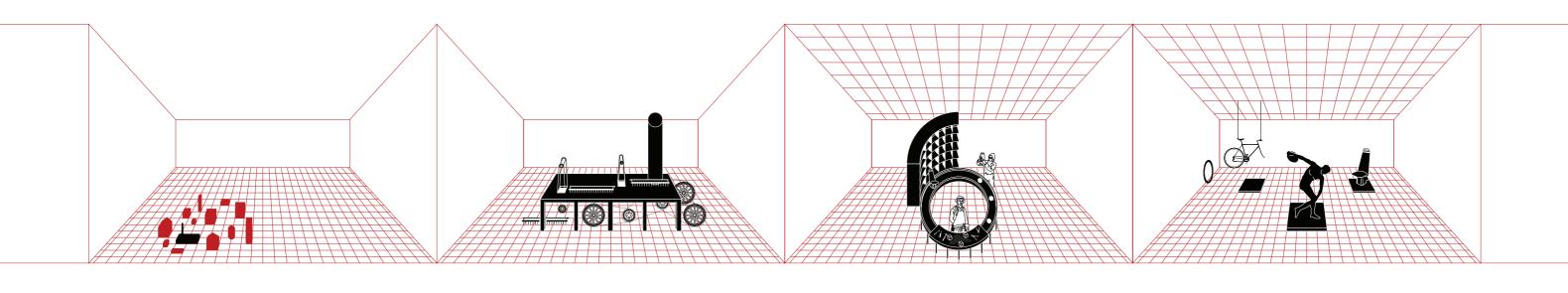


# ALAMAR'S MATERIAL WAREHOUSE



#### A COMMUNITY LANDMARK

WAREHOUSE OF RECLAIMED MATERIALS



A beacon of local pride

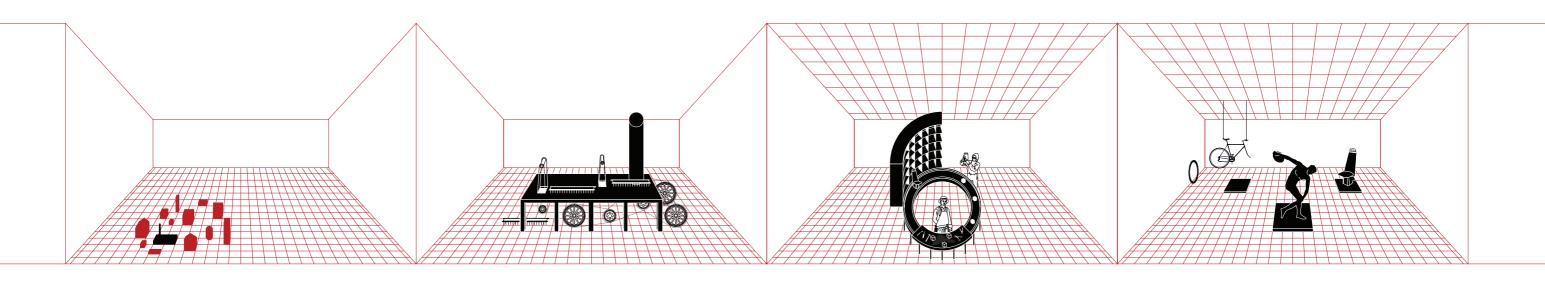
Transparent machine

Preventing alienation of labor

Encourage local craftsmanship

#### **MATERIAL WAREHOUSE ALAMAR**

DISREGARDED AS A RESOURCE



A beacon of local pride

Transparent machine

**CIRCULAR** 

**ECONOMY** 

Preventing alienation of labor

Encourage local craftsmanship

URBAN CATALYST

DISREGARDED MATERIALS

**AS A RESOURCE** 

**JOBS** 

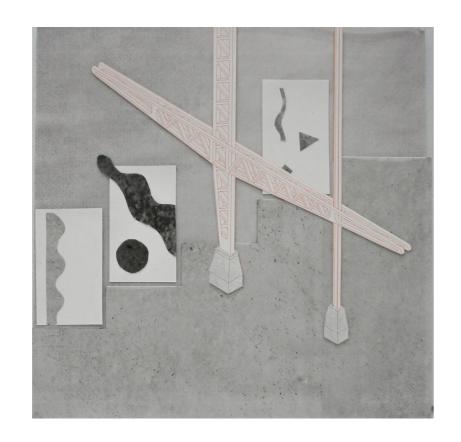
LOCAL CRAFTMANSHIP

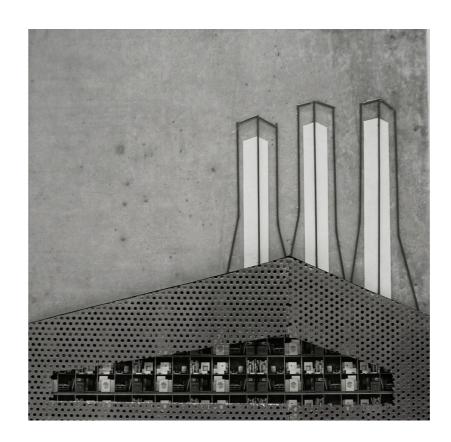
EMBEDDING THE ISSUE OF TRASH WITHIN COMMUNITIES

SELF-SUFFICIENT PUBLIC ENGAGEMENT

TECHNOLOGICAL DISOBEDIENCE 2.0

#### **FINAL WORDS**





Rather than positivist solutions to 'garbage crises' that continue to insist that garbage must be kept out of sight as a factually repugnant entity, (ASSEMBLE) argues for accepting the the fact that trash creates issues that we must adress, and seek creative, alternative, and magical solutions through the grounding of research and design in political, economic, and geographic specifities.

(Geographies of Trash - Rania Ghosn and El hadi Jazairy)