



# Welcome to THE TALLINN QUARRY THEME PARK

*Architecture of deception*

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P5 Presentation  
June 21st, 2024

TU Delft Faculty of Architecture  
Methods of Analysis & Imagination

## Introduction

Tallinn as a theme park Analysis

A Material Story Problem statement

Deceit In Architecture Research

Tallinn Quarry Theme Park Design

Deceitful Architecture Theory

## Reflection



MAHARAJA  
INDIA RESTORAN

Vanalinna Restoran

SUVEHIIRID

Wolt



Baltic sea

**Vanallinn**  
**Tallinn Medieval Centre**

Ulemiste Lake

**Tallinn as a Theme Park**

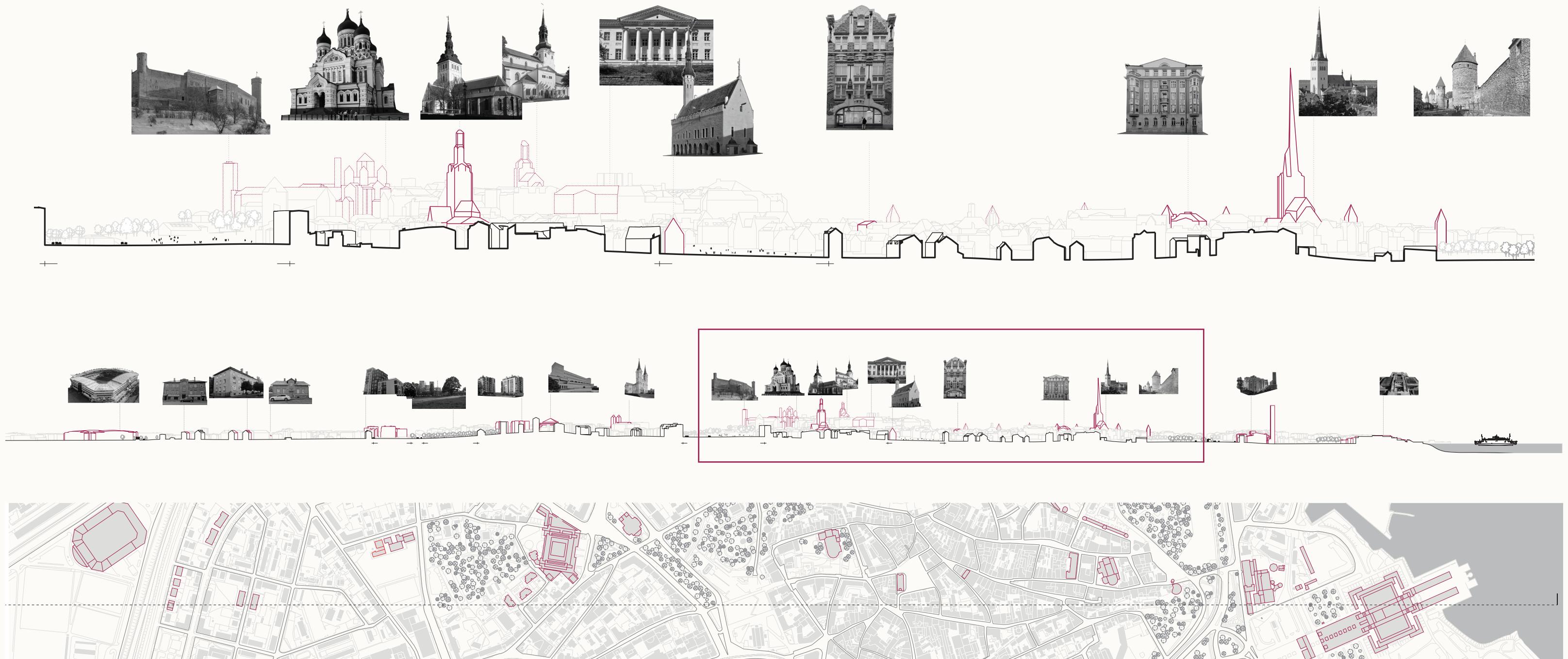
0  
2 km  
**Location plan**  
1: 100 000

Baltic sea



Ulemiste Lake

0  
2 km  
Location plan  
1: 100 000



Group work with Iveta Nikolova and Lyndsay Menasse

Section and plan through the Old Town



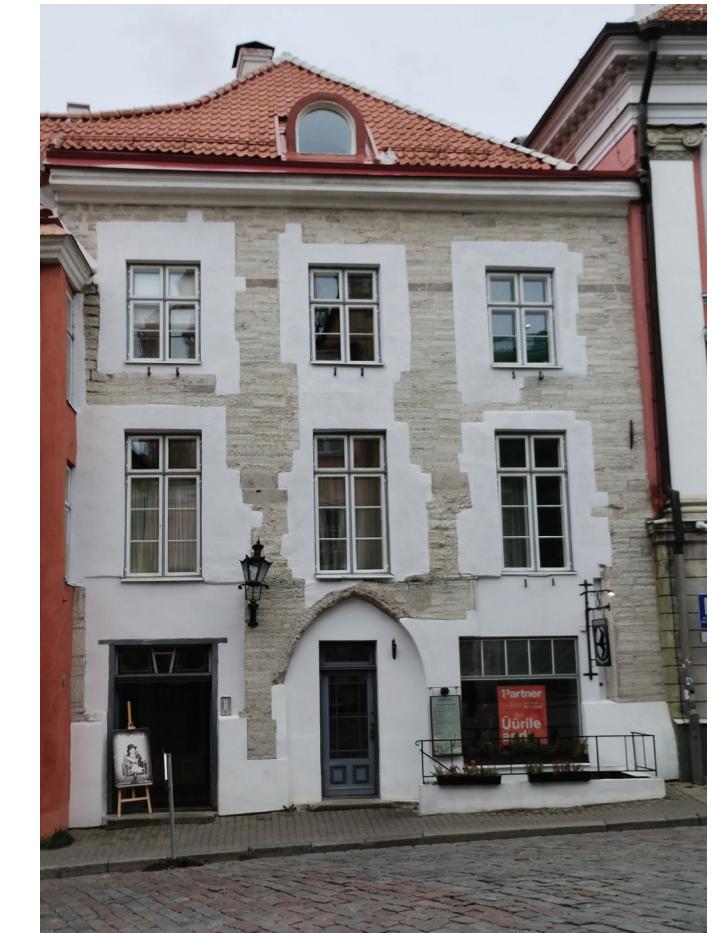
The lost tradition of limestone carving



Preservation practices leading to the  
disneyfication effect in the centre



The softness of limestone - decay due to  
local climate and pollution



The fetishisation of decay in the old town

*A Material Story*



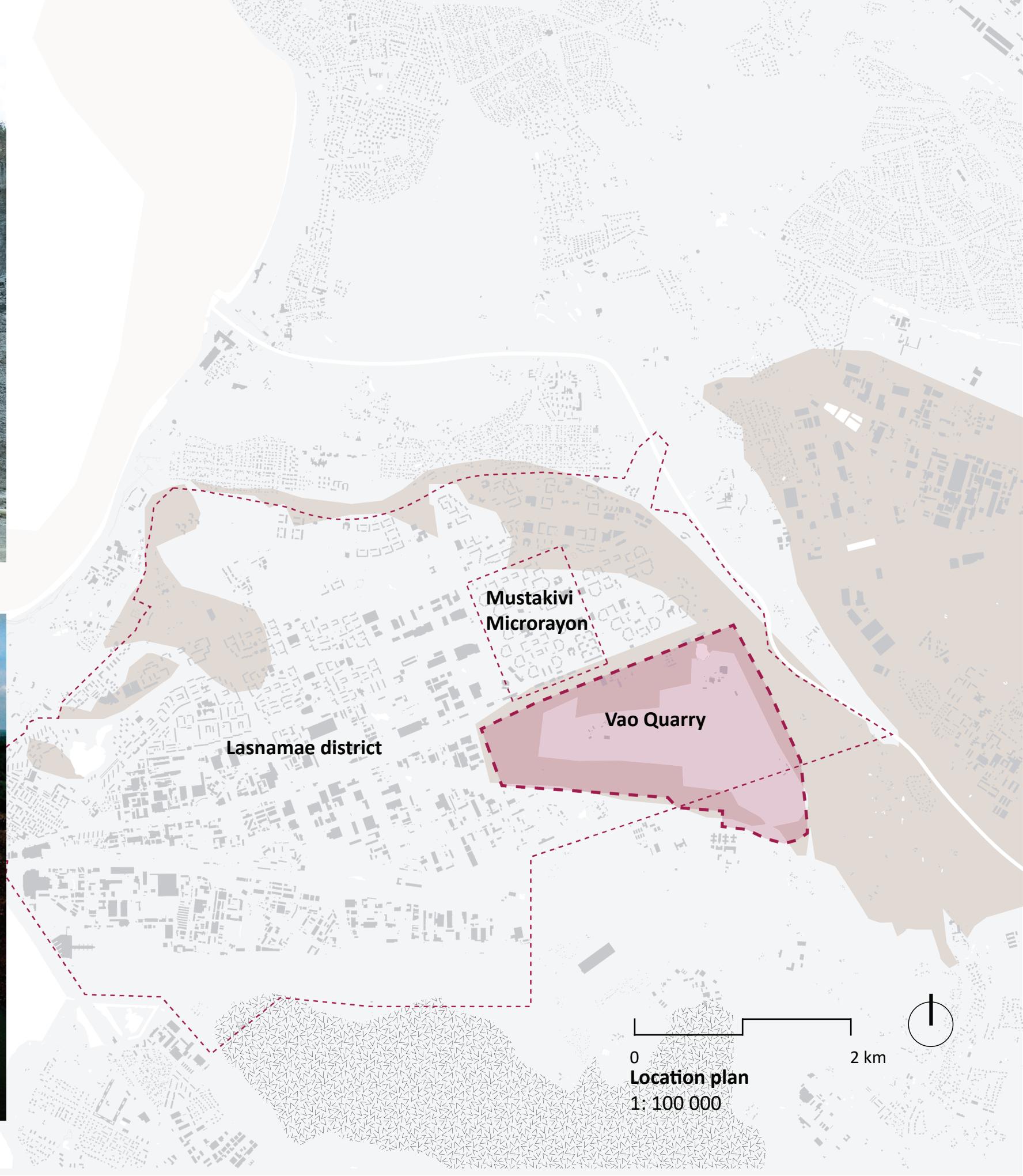
Baltic sea

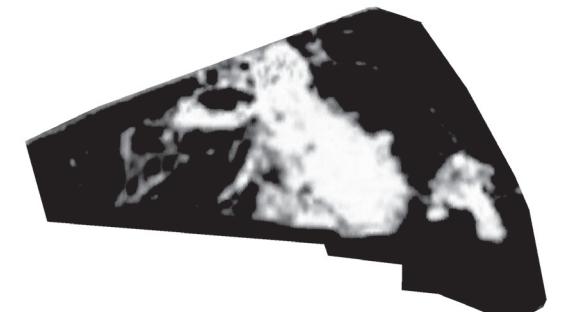
**Vanallinn**  
**Tallinn Medieval Centre**

**Ulemiste Lake**

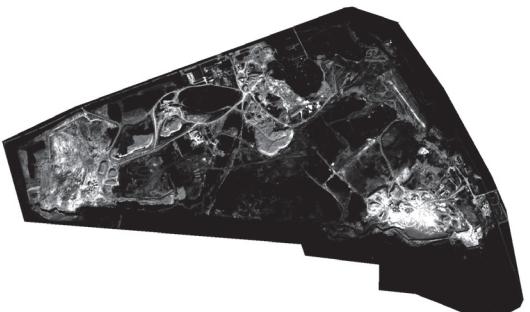
0  
2 km  
**Location plan**  
1: 100 000



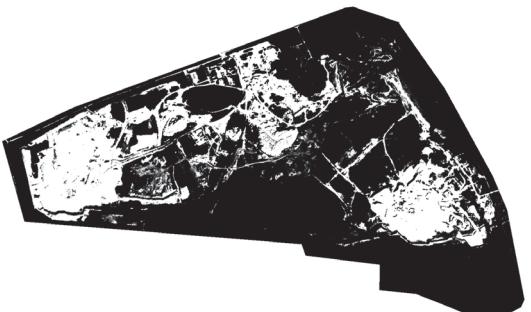




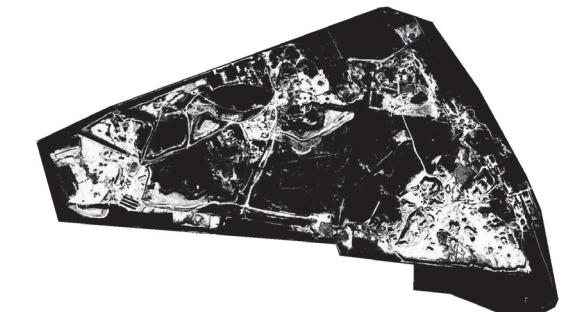
1985



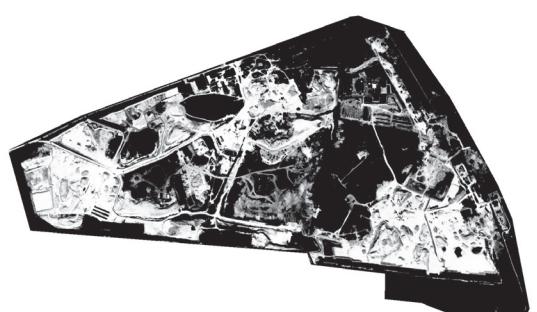
2002



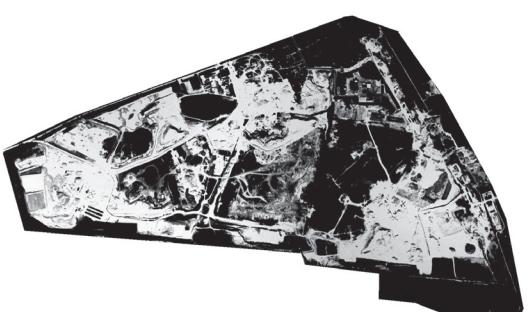
2004



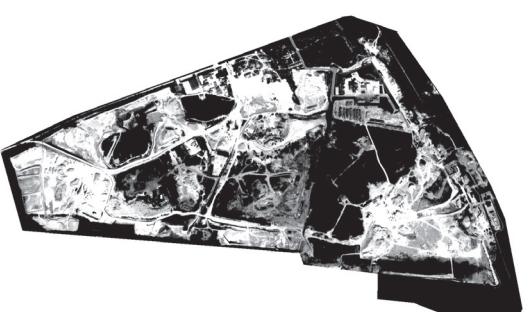
2008



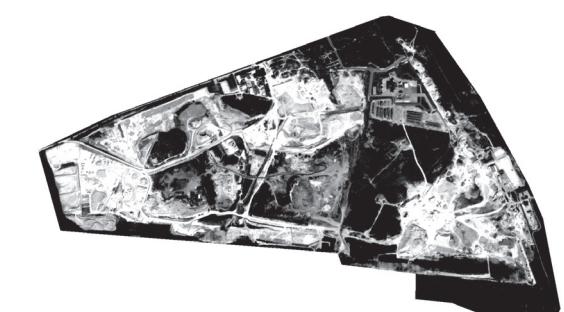
2010



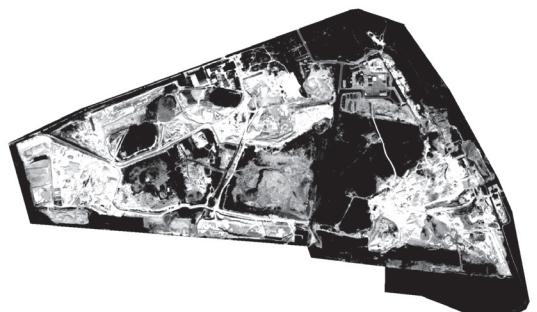
2011



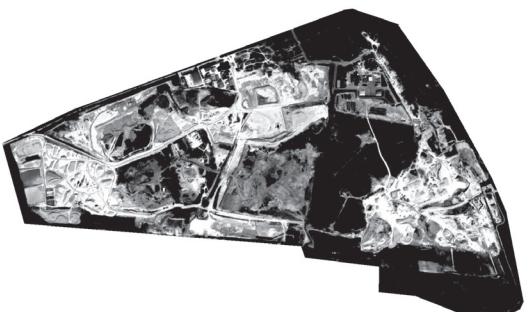
2013



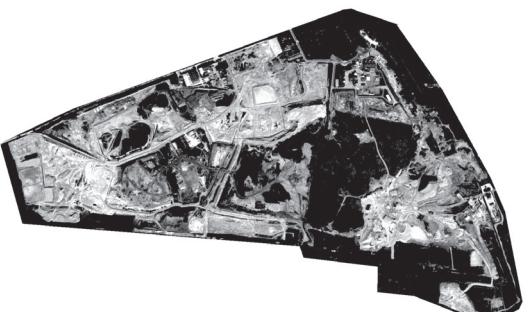
2014



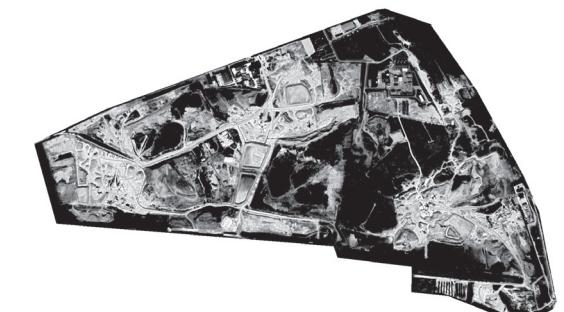
2015



2016



2017



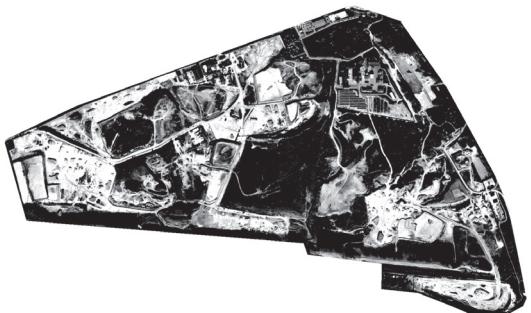
2018



2019



2020



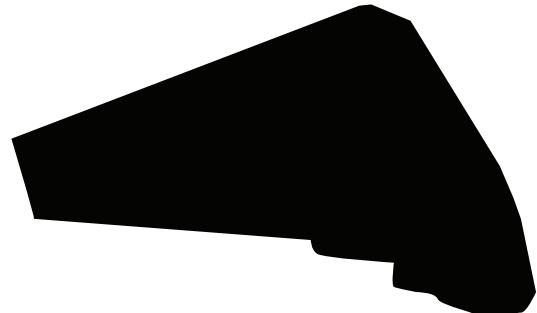
2021



2022

**' By 2039 at the latest,  
the entire area should be  
tidied up, backfilled and  
ready to be handed over to  
technology parks and also to  
the intermediate corridor.'**

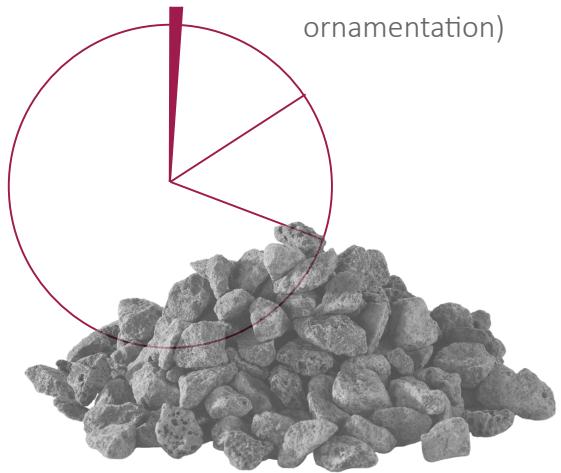
Kuldar Õunapuu,  
managing director of OÜ  
Paekivipõrtiður for Pealinn.ee



2039 ?

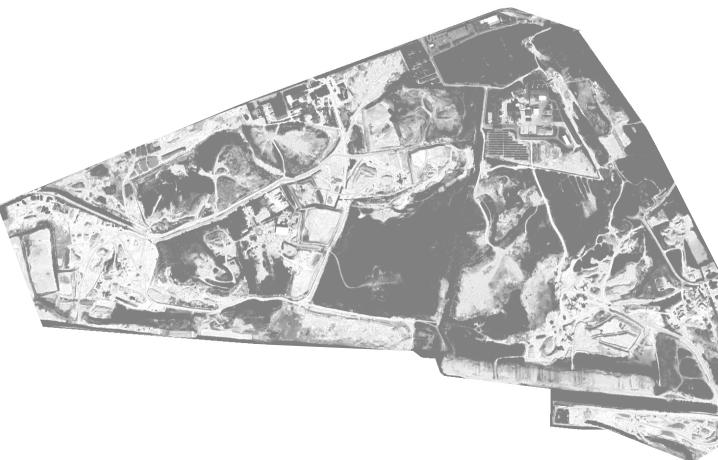
**Excavations of the Vao Quarry  
in the period 1985-2022**

How could a post-industrial landscape of a quarry be re-integrated  
into the city in a creative and sensitive way that celebrates the  
history and value of its materiality?



1% used for renovations in the old town (structural or ornamentation)

Changes in the physical, aesthetics, operational value of limestone



Depletion of resources in the Vao Quarry



Lack of diversity in outdoor leisure spaces in the outskirts of Tallinn

A THEME PARK FOR TALLINN



Vauxhall Pleasure Garden, London, 1729



F. Borromini, Palazzo Spada, 1540



Parque Toreo in Mexico City, 2014

an immersive world / thematic  
consistency

provides extended experience

a symbolic space / iconic  
architecture

make the place memorable

a symbolic space / iconic  
architecture

make the place memorable

**structural deceit  
surface deceit  
circulation deceit**

‘This is the meaning of the theme park, the place that embodies in all, the ageographia, the **surveillance and control**, the **simulations without end**. The theme park presents its happy **regulated vision of pleasure** - all those artfully hoodwinking forms - as a substitute for the democratic public realm’

‘**an architecture of deception**, which in its happy-face familiarity, constantly distances itself from the most fundamental realities. The architecture of this city is almost **purely semiotic**, playing the game of grafted signification, theme-park building [...] such design is based in the same calculus as advertising, the idea of **pure imageability**, oblivious to the real needs and traditions of those who inhabit it’ /xv

Michael Sorkin, ed., *Variations on a Theme Park. The New American City and the Death of Public Space* (New York: Hill and Wang, 1992).

‘Oblivious to the contest for the middle, literally rising above the conflict between mechanical and natural surface, is the circular silhouette of a phantom structure that proves - if nothing else - Coney’s continuing **fertility as a breeding ground for revolutionary architectural prototypes**.’ /71

‘The isolation of Luna Park within Coney makes it an ideal architectural testing ground, but also **Insulates the results of any tests from direct confrontation with reality**.’ /43

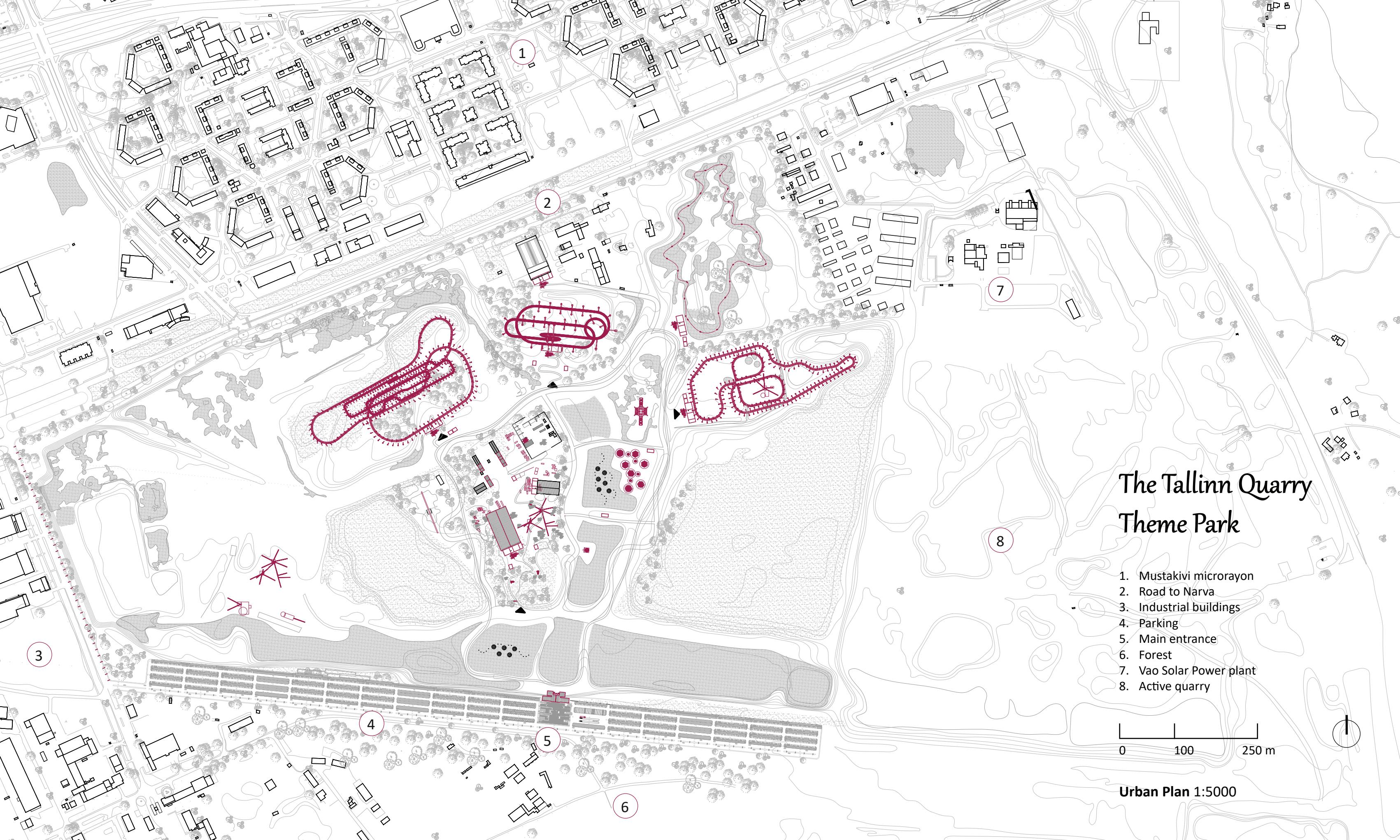
Rem Koolhaas, *Delirious New York. A Retroactive Manifesto for Manhattan* (New York: The Monacelli Press, 1994).

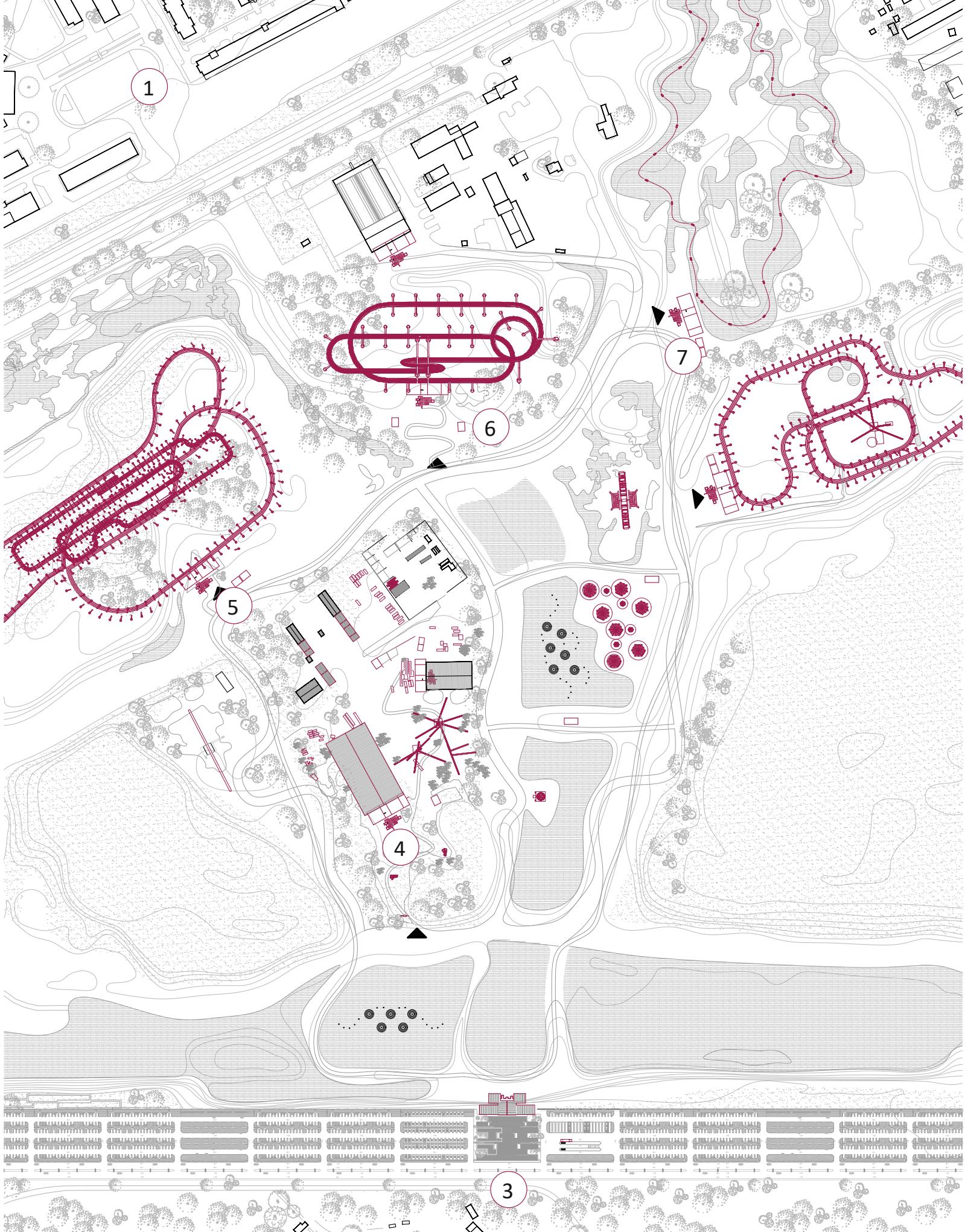
## The Tallinn Quarry Theme Park

- 1. Mustakivi microrayon
- 2. Road to Narva
- 3. Industrial buildings
- 4. Parking
- 5. Main entrance
- 6. Forest
- 7. Vao Solar Power plant
- 8. Active quarry

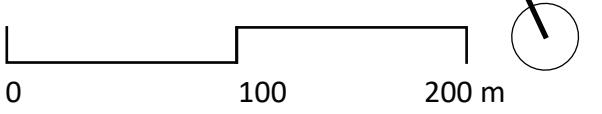
0 100 250 m

Urban Plan 1:5000

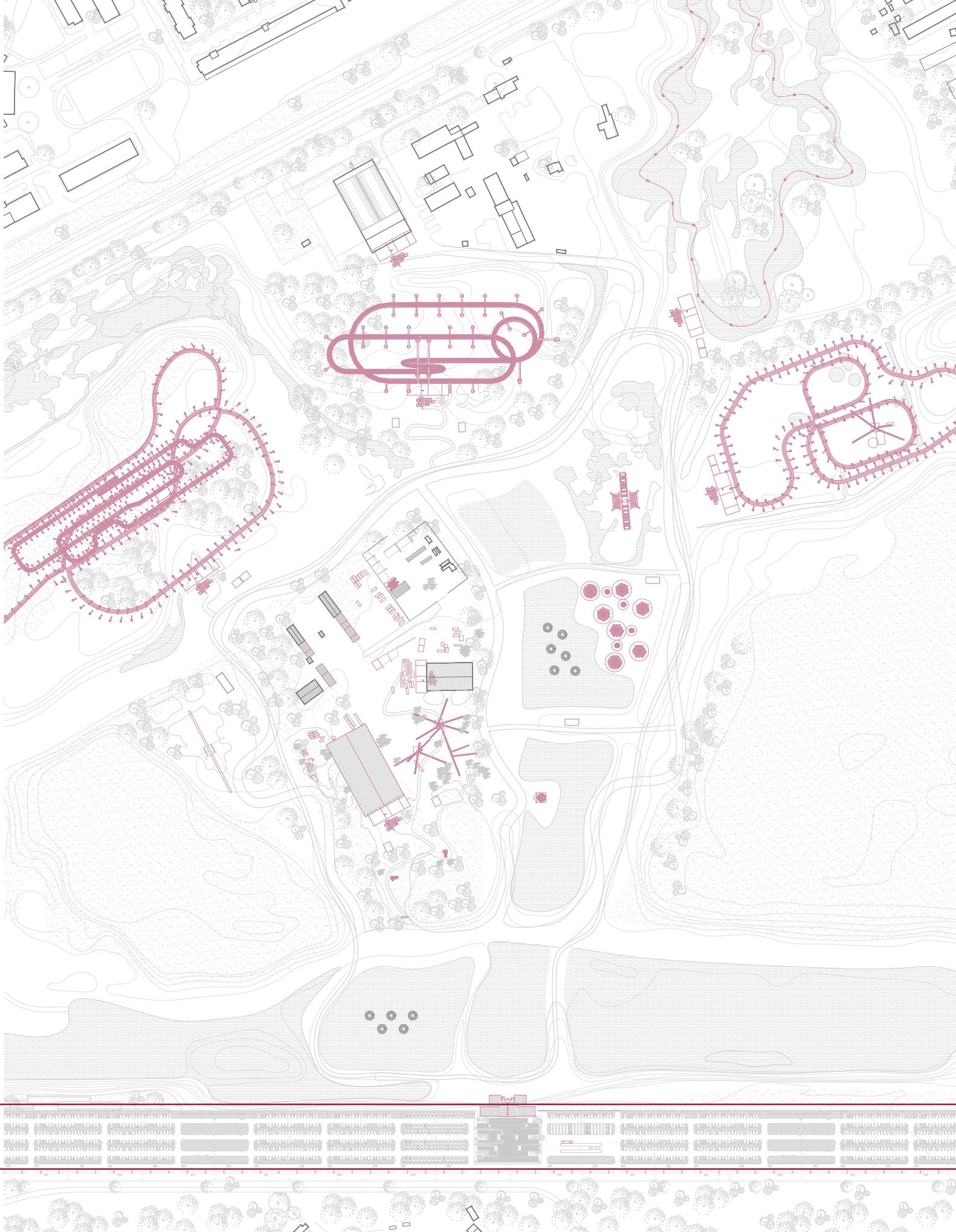




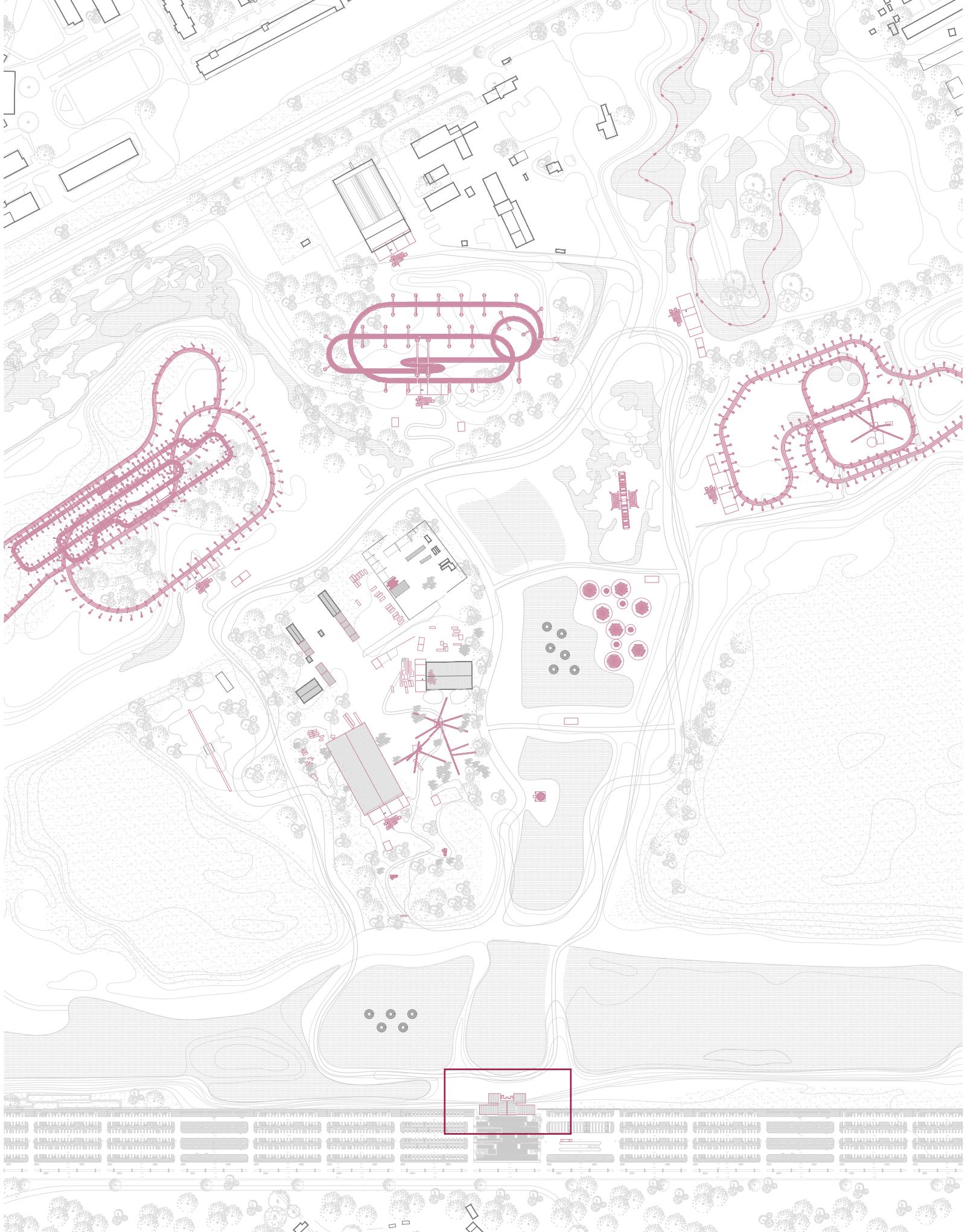
- 1. Mustakivi microrayon
- 2. Parking
- 3. Main entrance
- 4. Threshold 1 - Land
- 5. Threshold 2 - Land
- 6. Threshold 3 - Land
- 7. Threshold 4 - Land



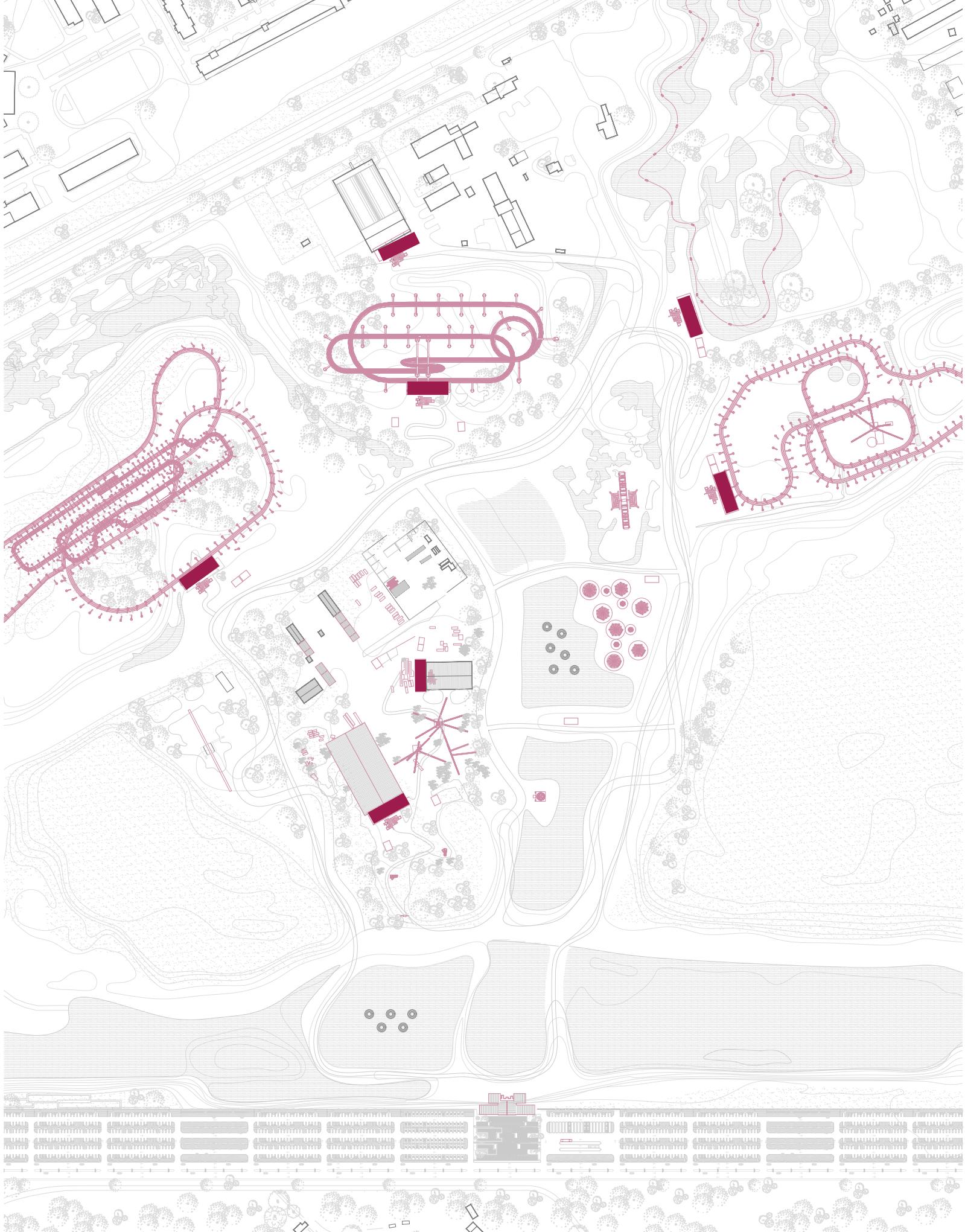
Theme Park Plan 1:2500



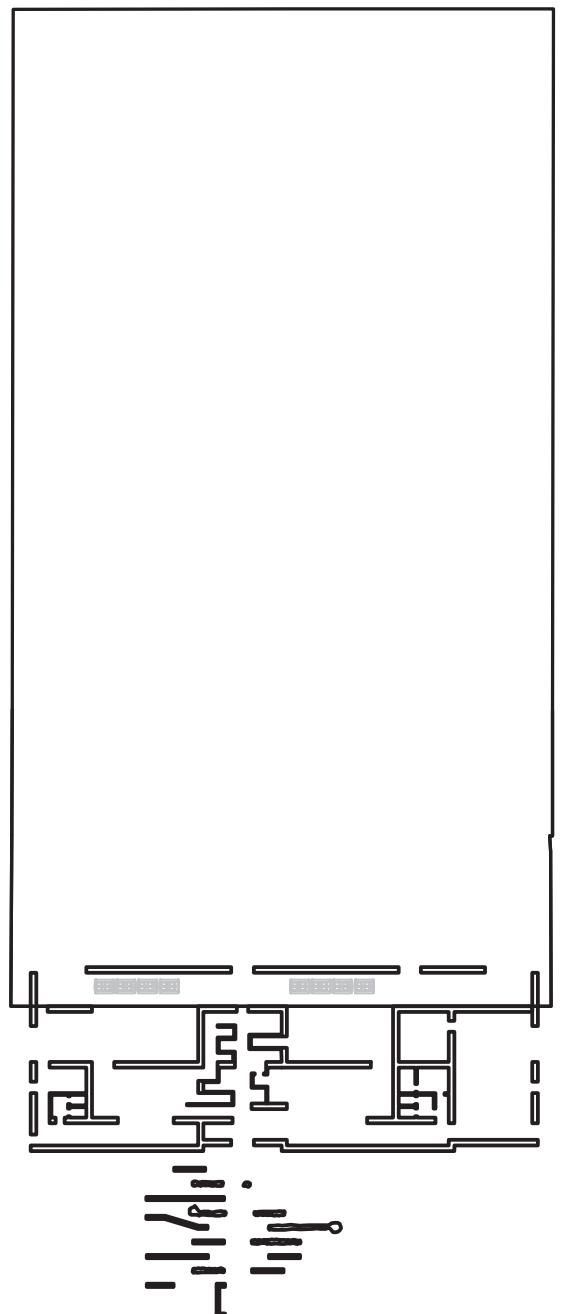
**The Parking**



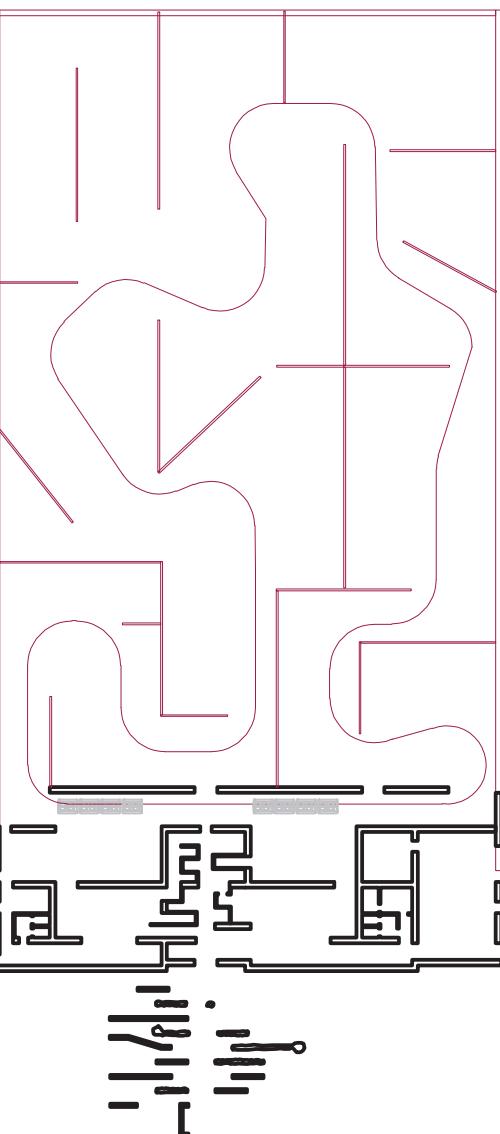
**Main Entrance**



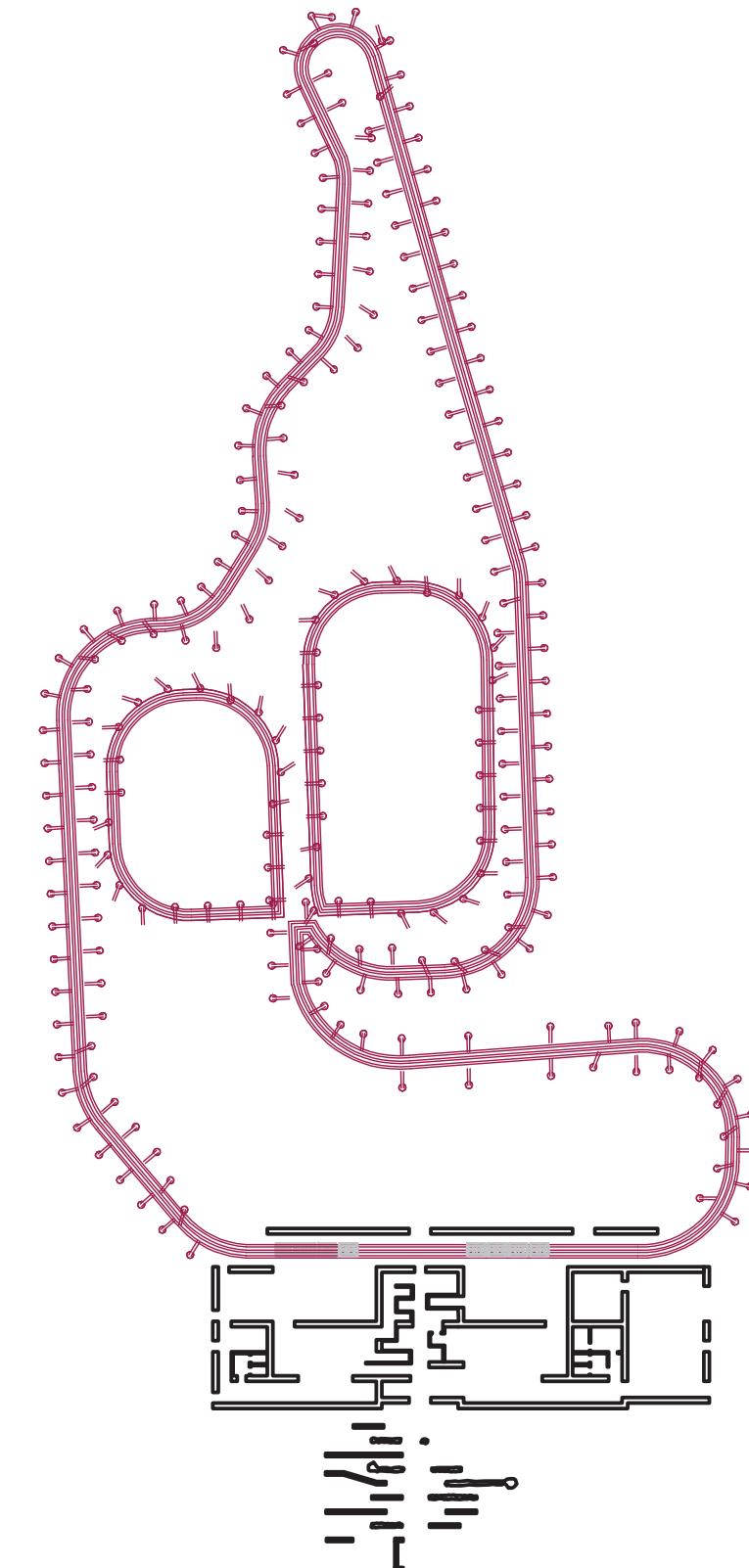
**Typified Attraction  
Entrance Thresholds**



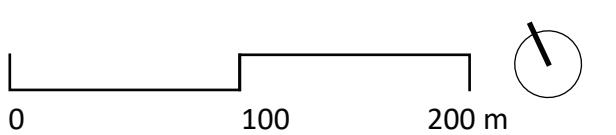
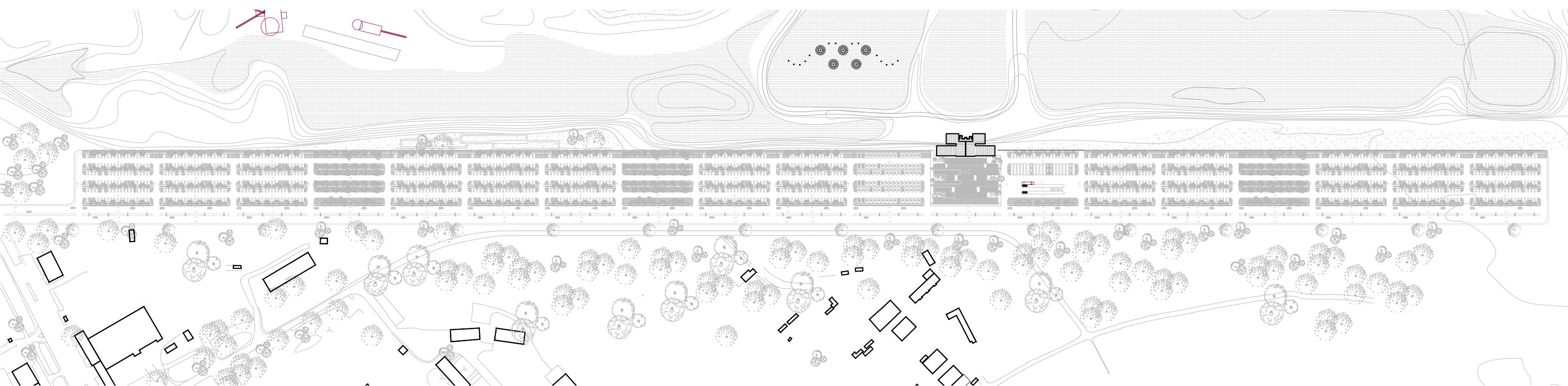
Existing  
Warehouse



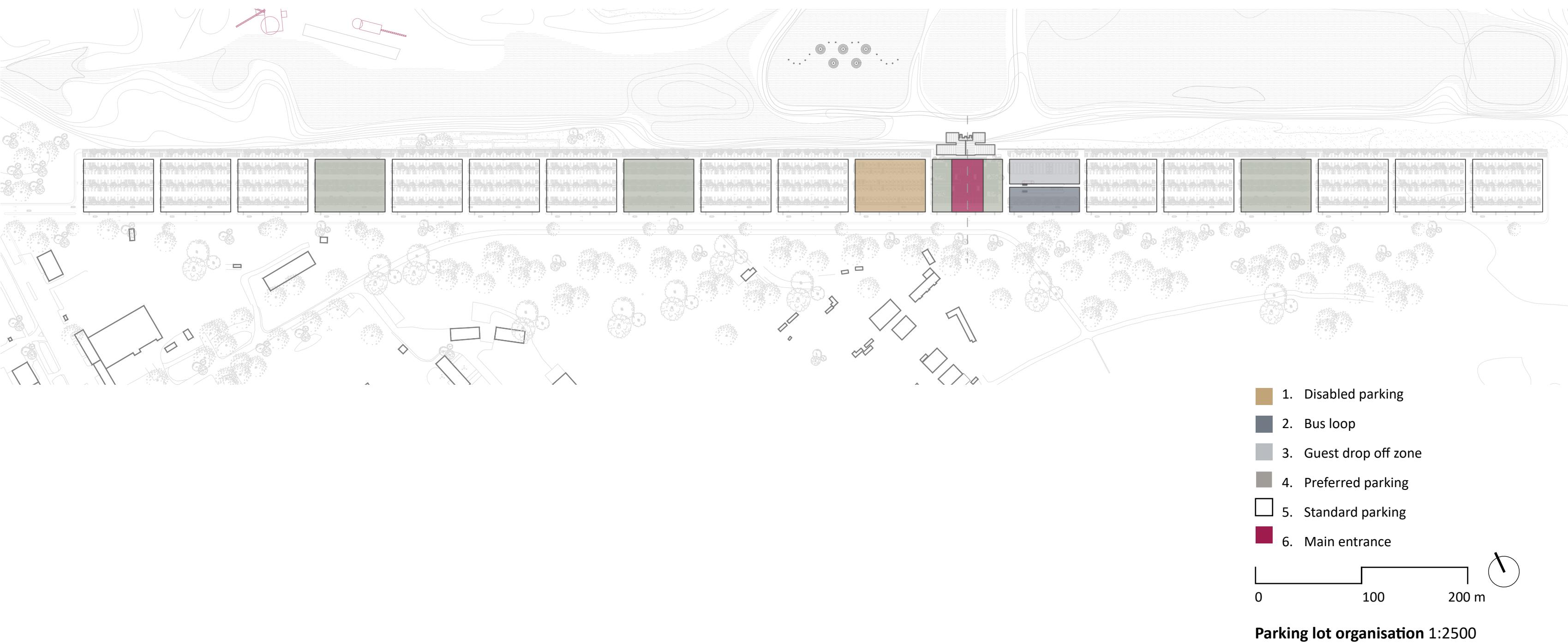
New  
Warehouse



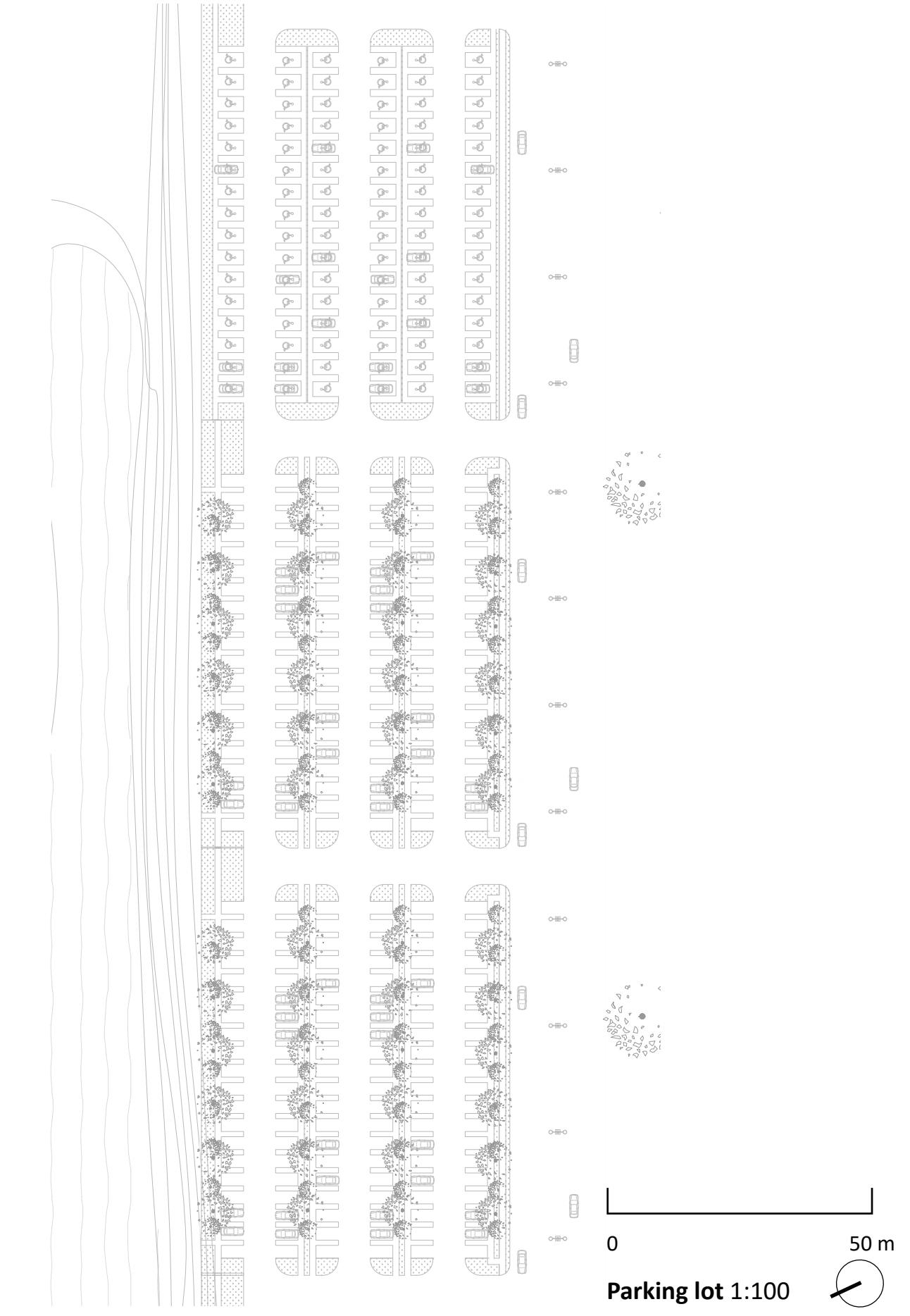
Roller Coaster  
**Attraction Entrance Plug-In**

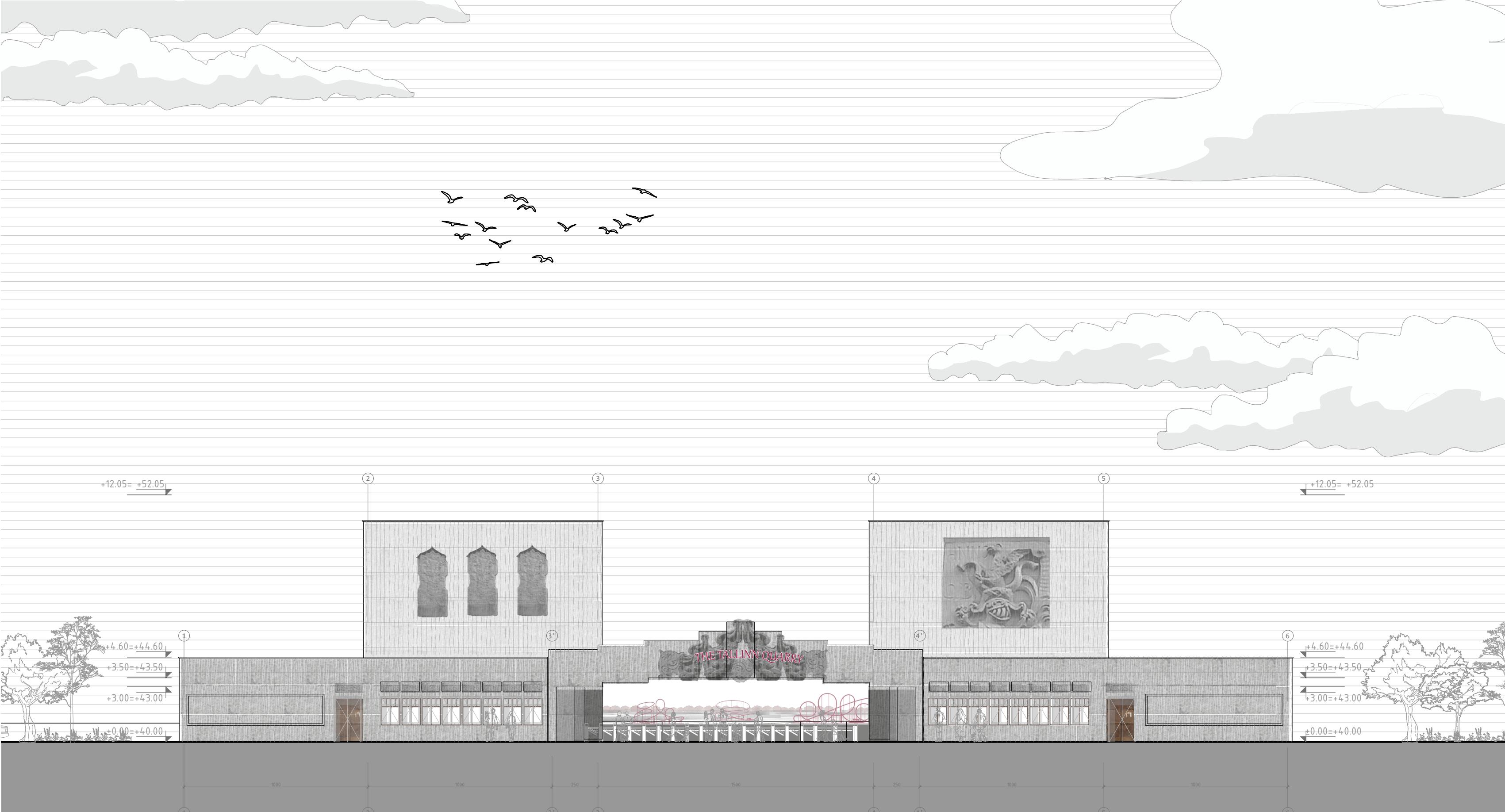


**Parking lot 1:2500**



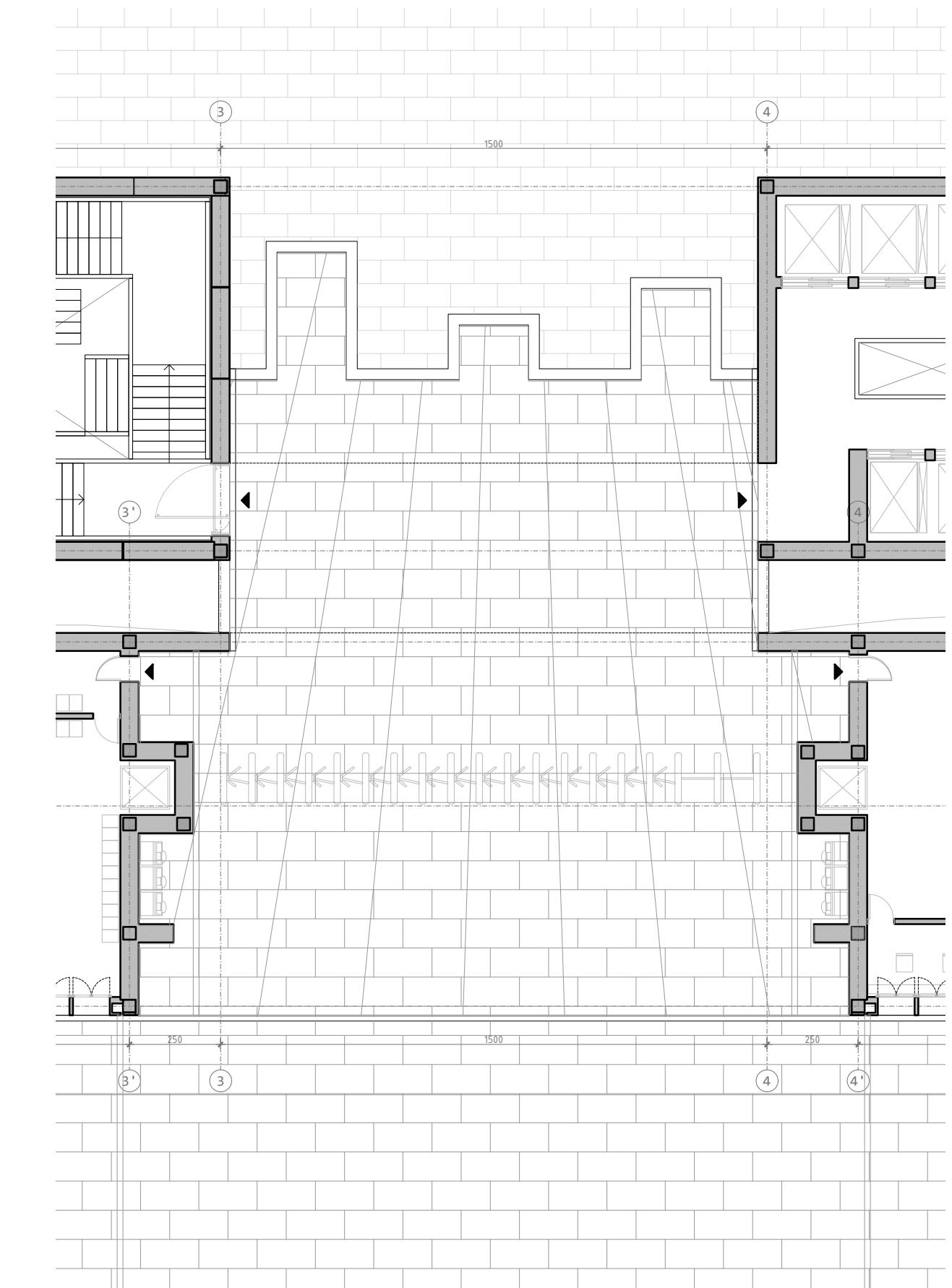




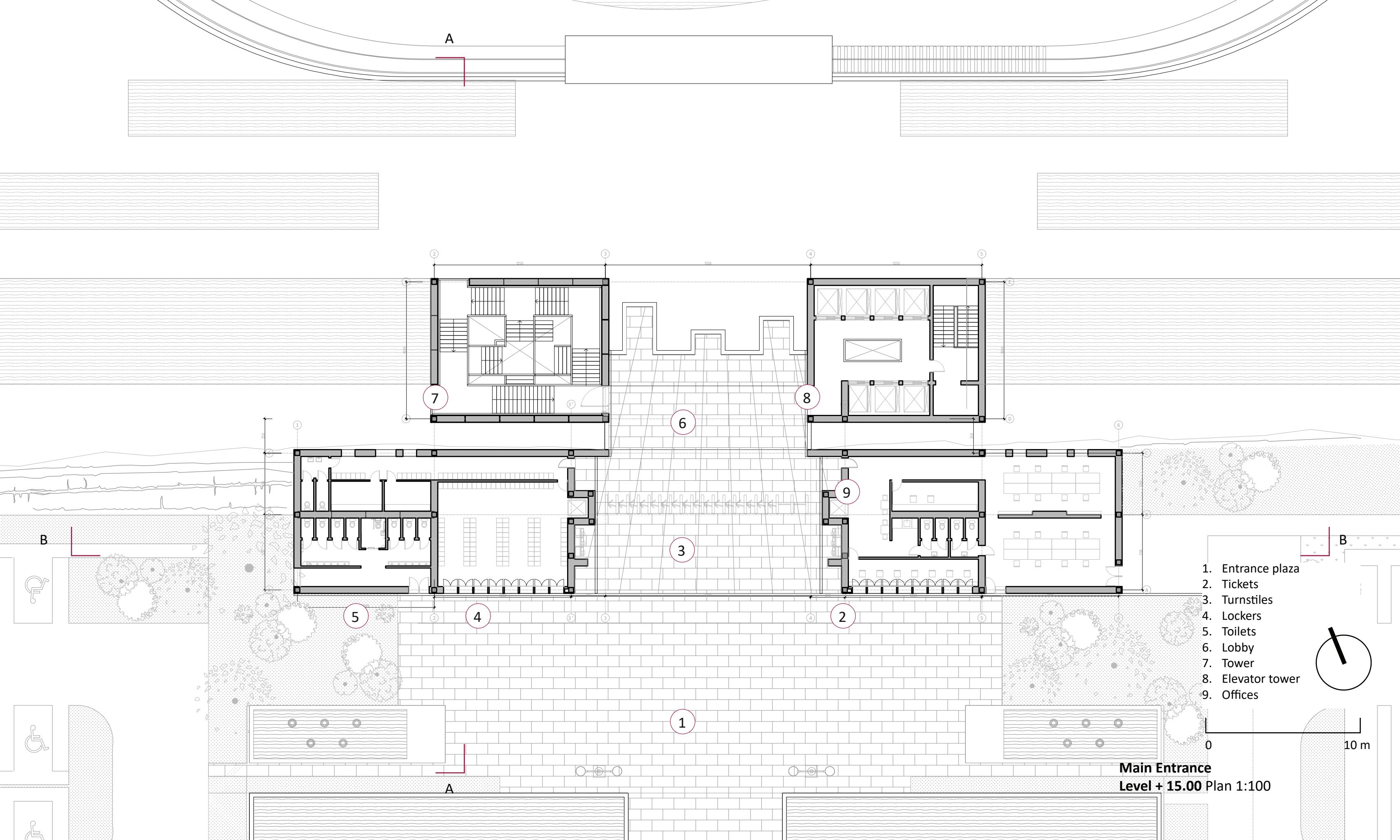


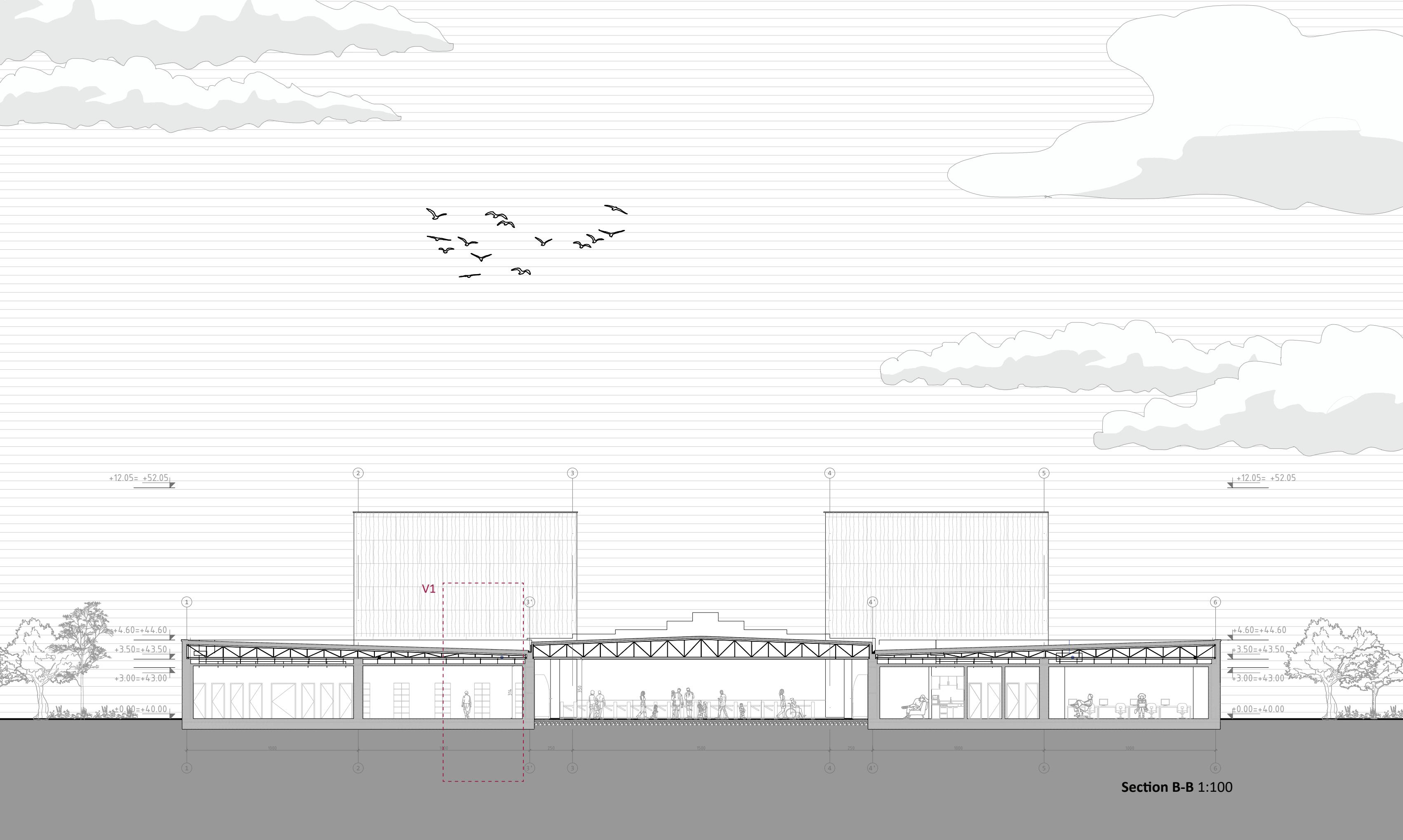
South-West Elevation 1:200

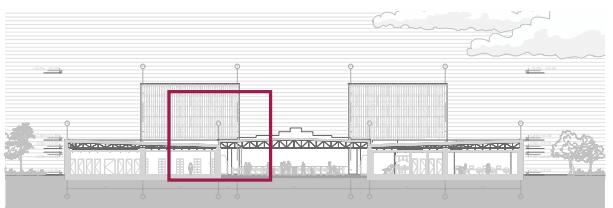
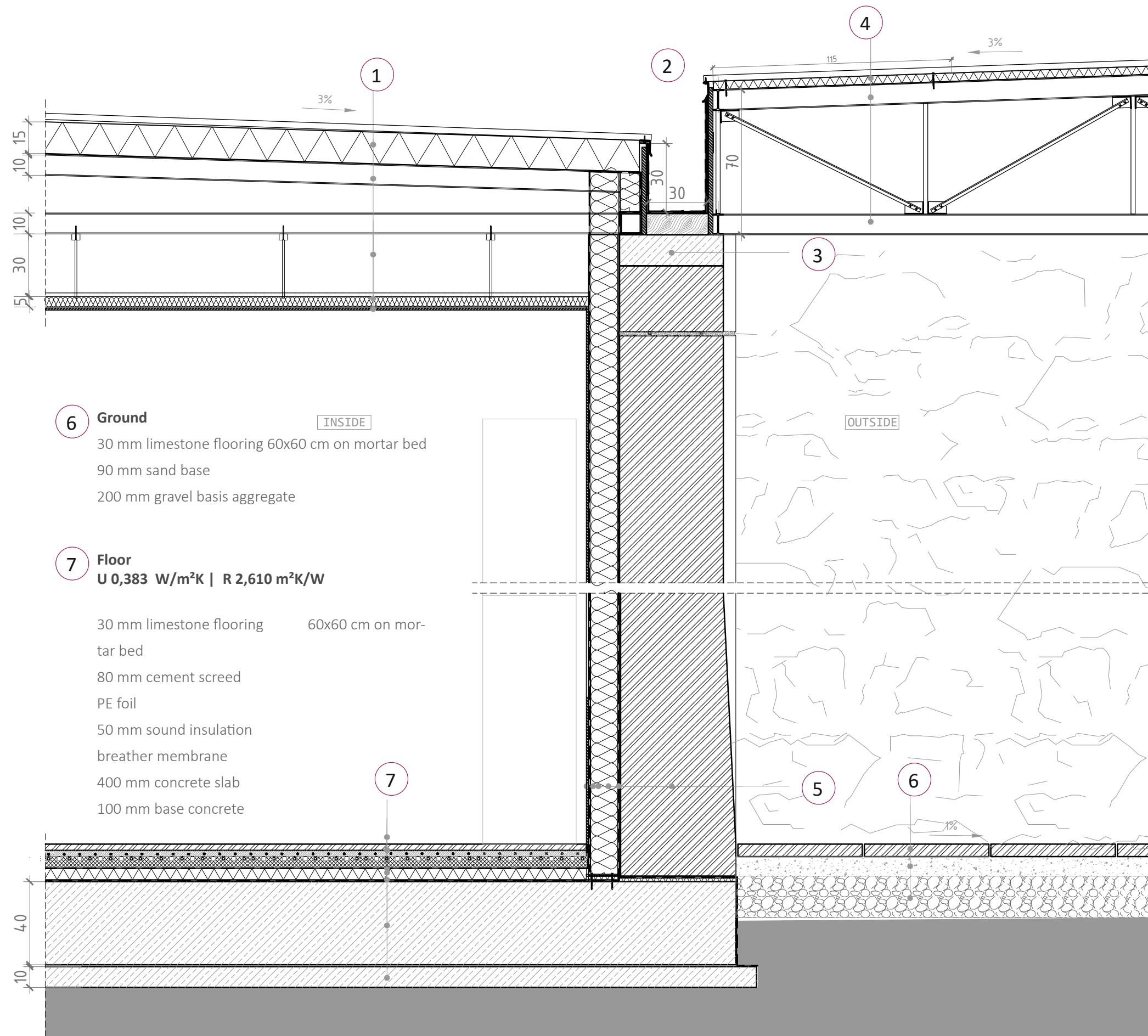




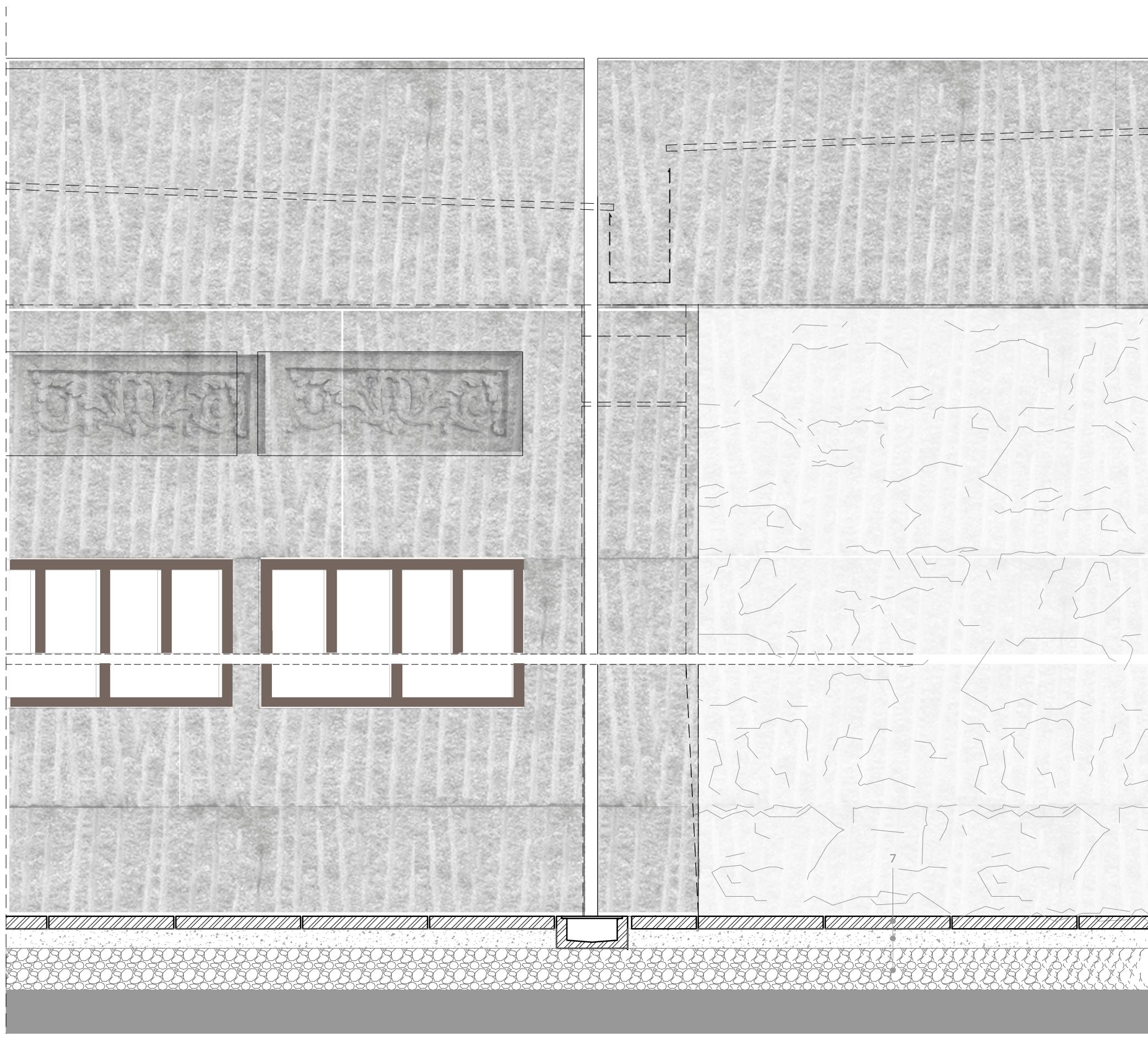
Entrance Lobby Plan 1:150



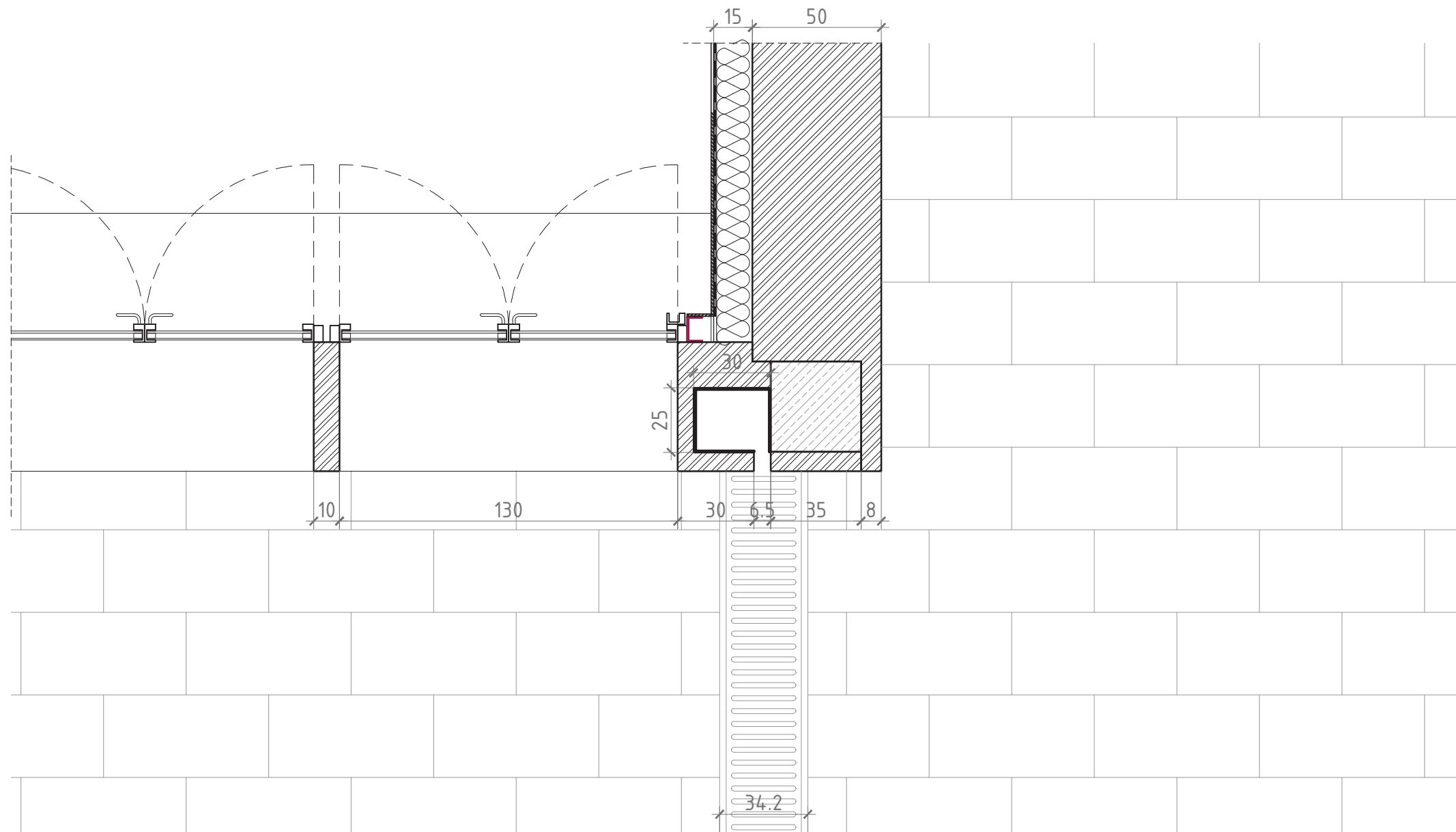




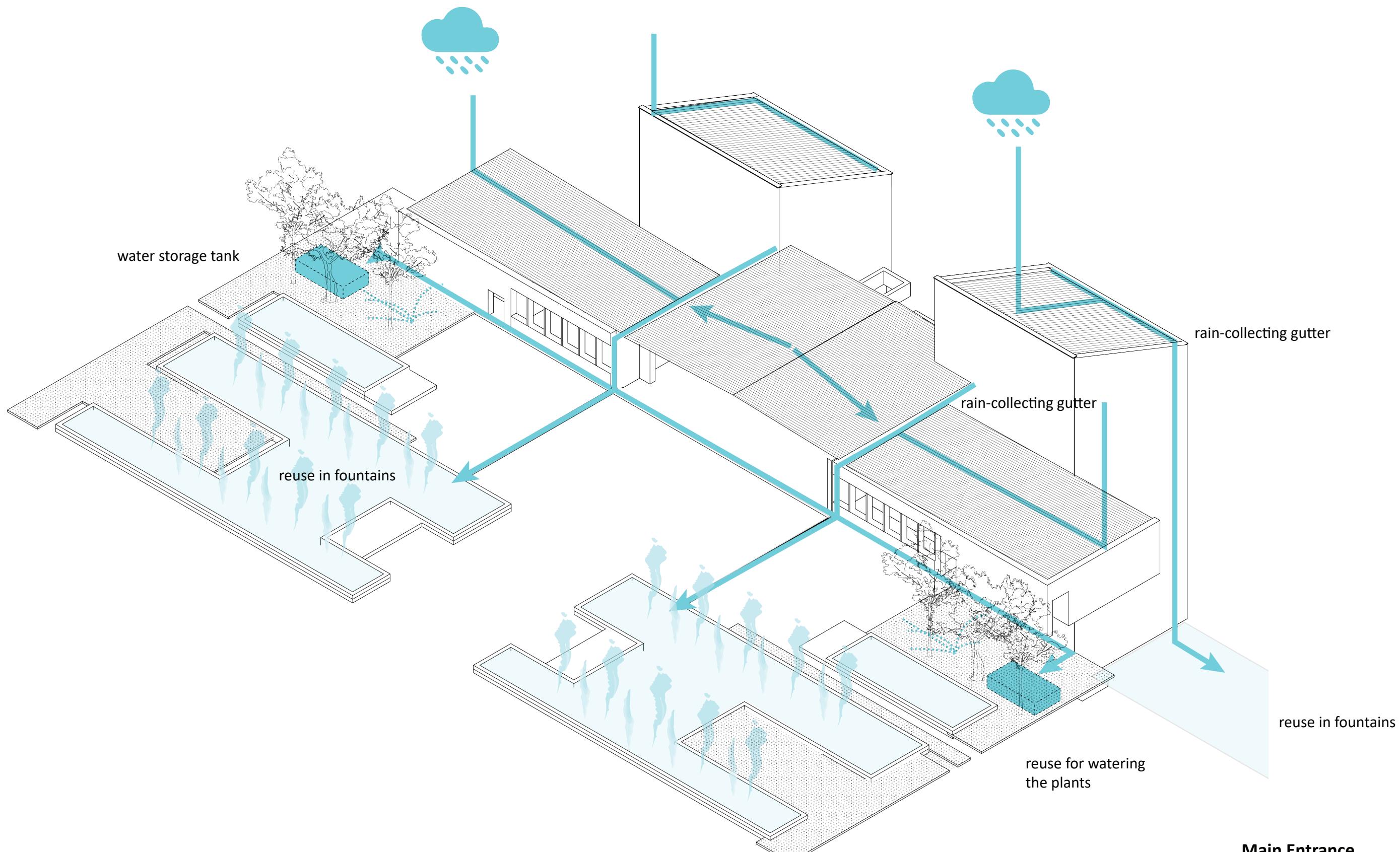
**Rain-collecting Gutter Detail 1:20**



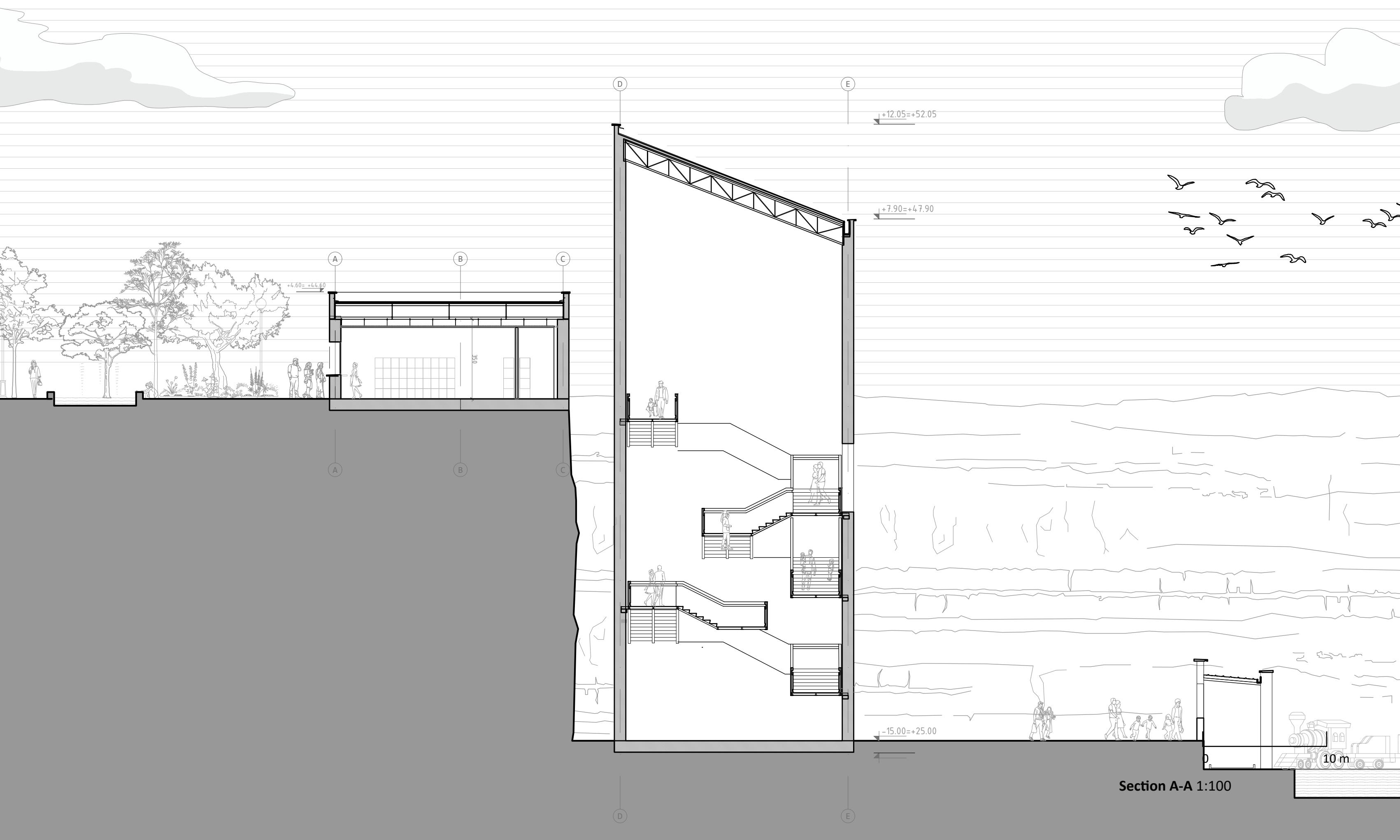
**Rain-collecting Gutter Detail 1:20**

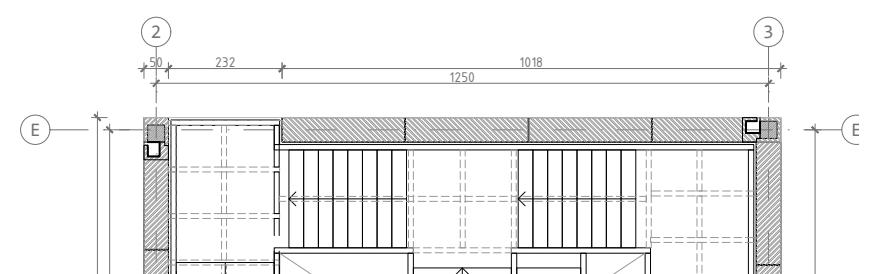
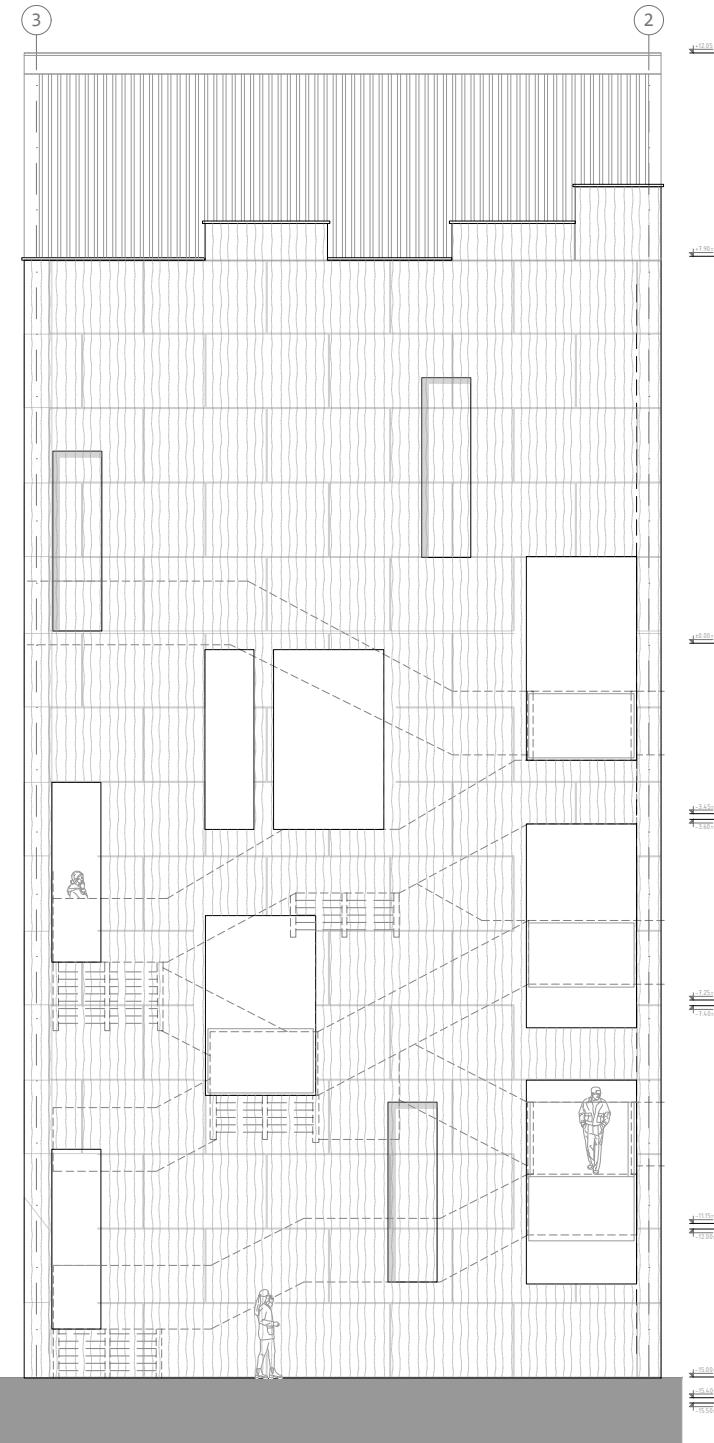
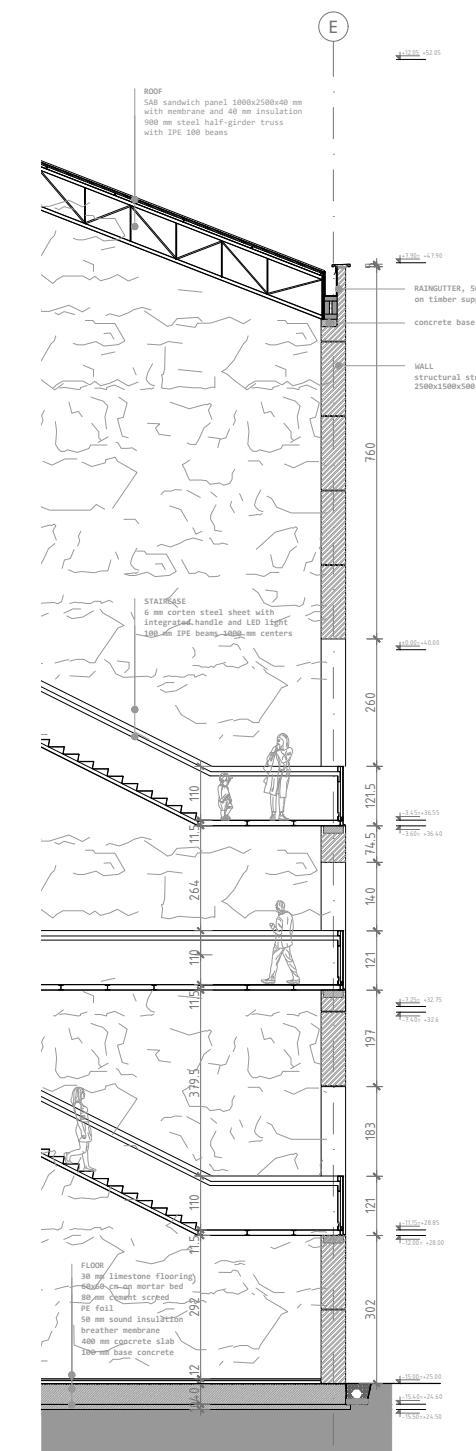


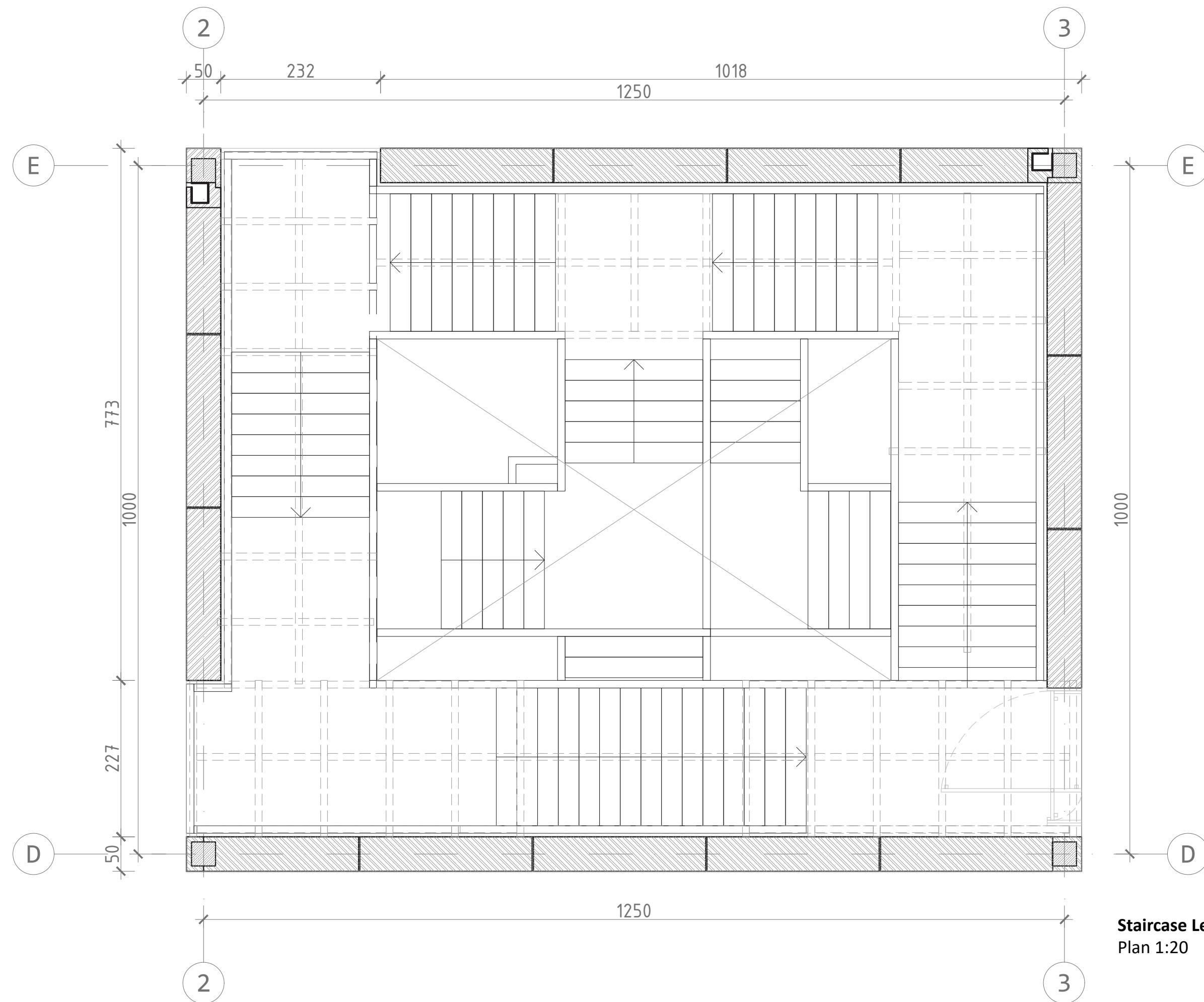
Rain-collecting Gutter Plan Detail 1:20

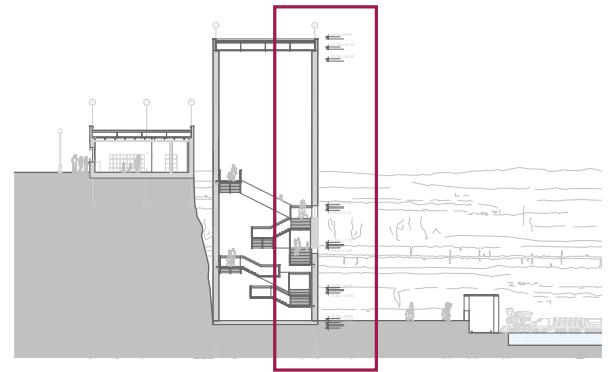
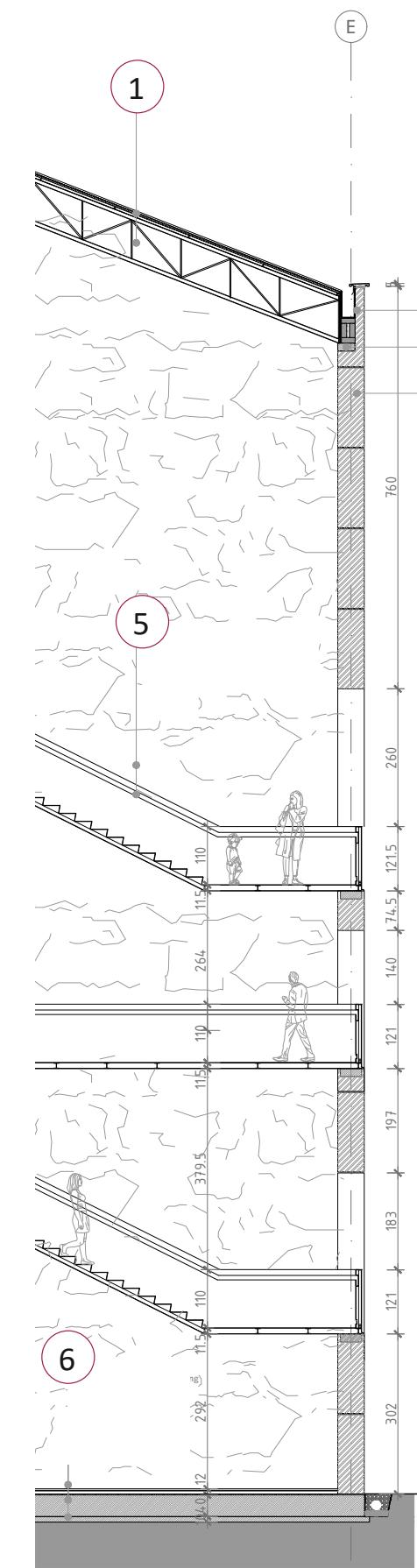


**Main Entrance**  
Water Drainage Axonometry 1:100









## Staircase Fragments 1:20

### 1 Roof

SAB sandwich panel 1000x2500x40 mm with membrane and 40 mm insulation  
steel girder truss roof structure h=900 mm with IPE 100 beams

### 2 Raingutter

500x250 mm

### 3 Concrete base

300x150 mm

### 4 Wall

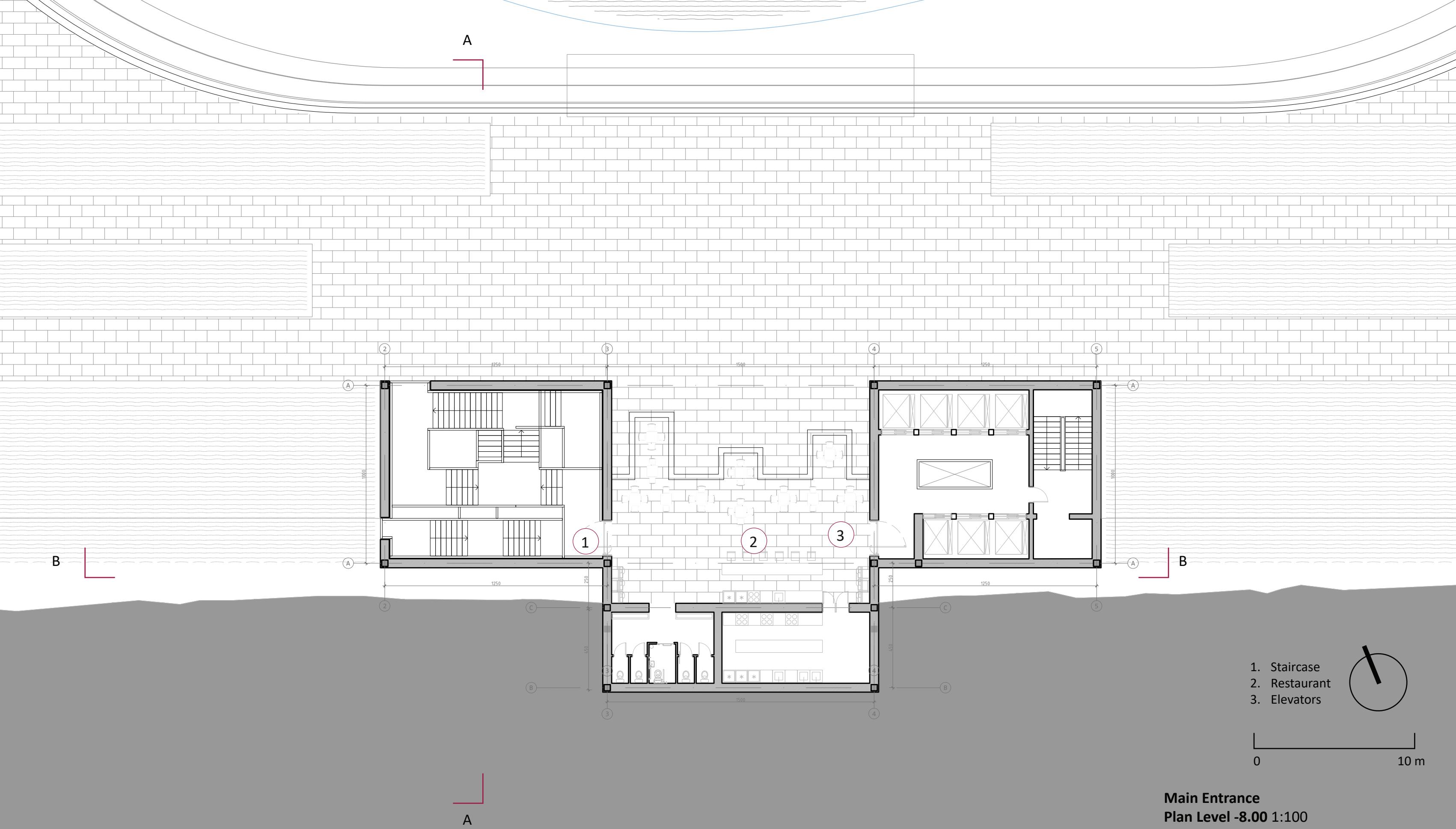
structural stone panels  
2500x1500x500 mm

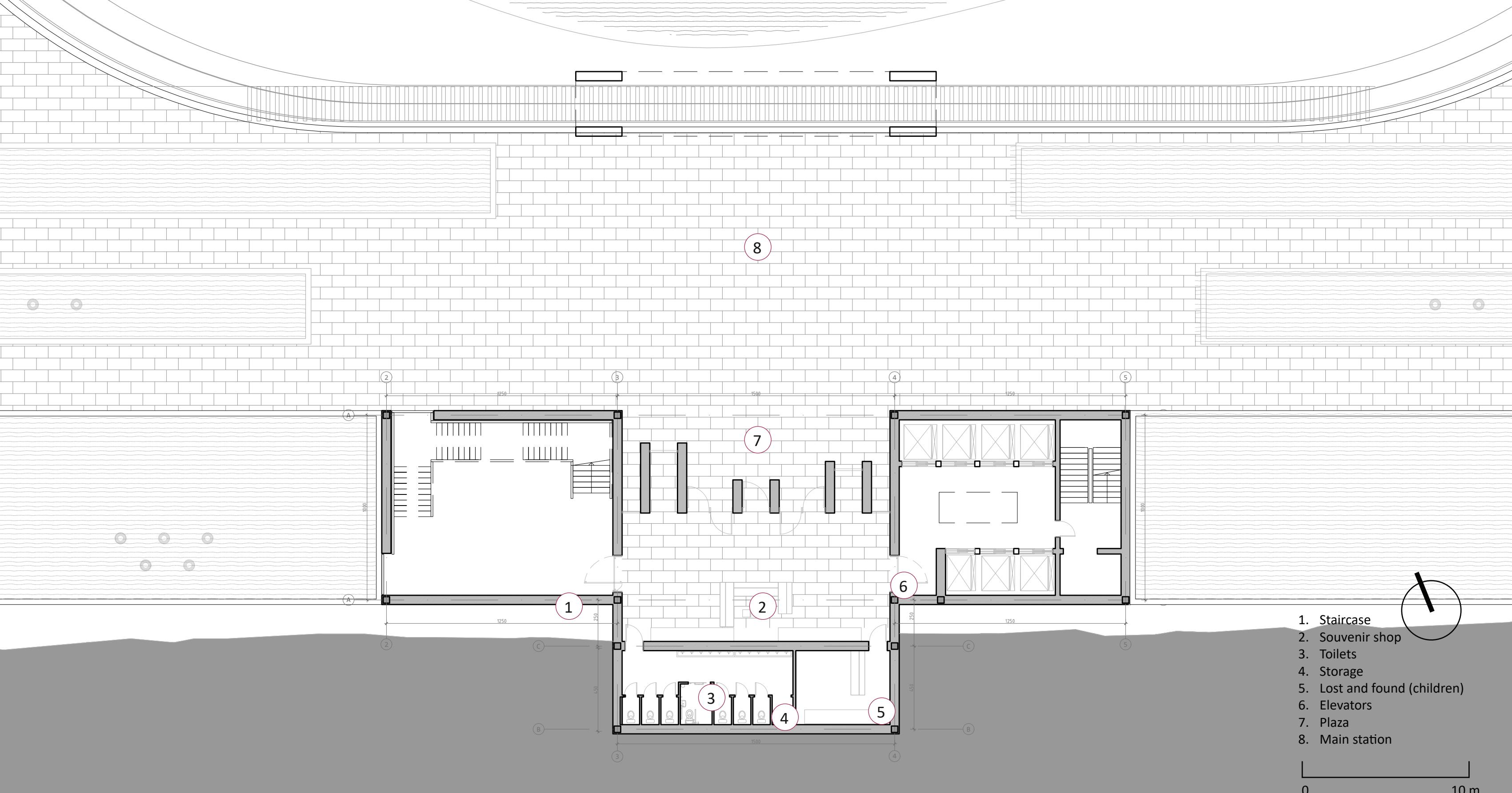
### 5 Staircase

6 mm corten steel sheet with integrated handle and LED light  
100 mm IPE beams 1000 mm centers

### 6 Floor

30 mm limestone flooring 60x60 cm on mortar bed  
80 mm cement screed  
PE foil  
50 mm sound insulation  
breather membrane  
400 mm concrete slab  
100 mm base concrete





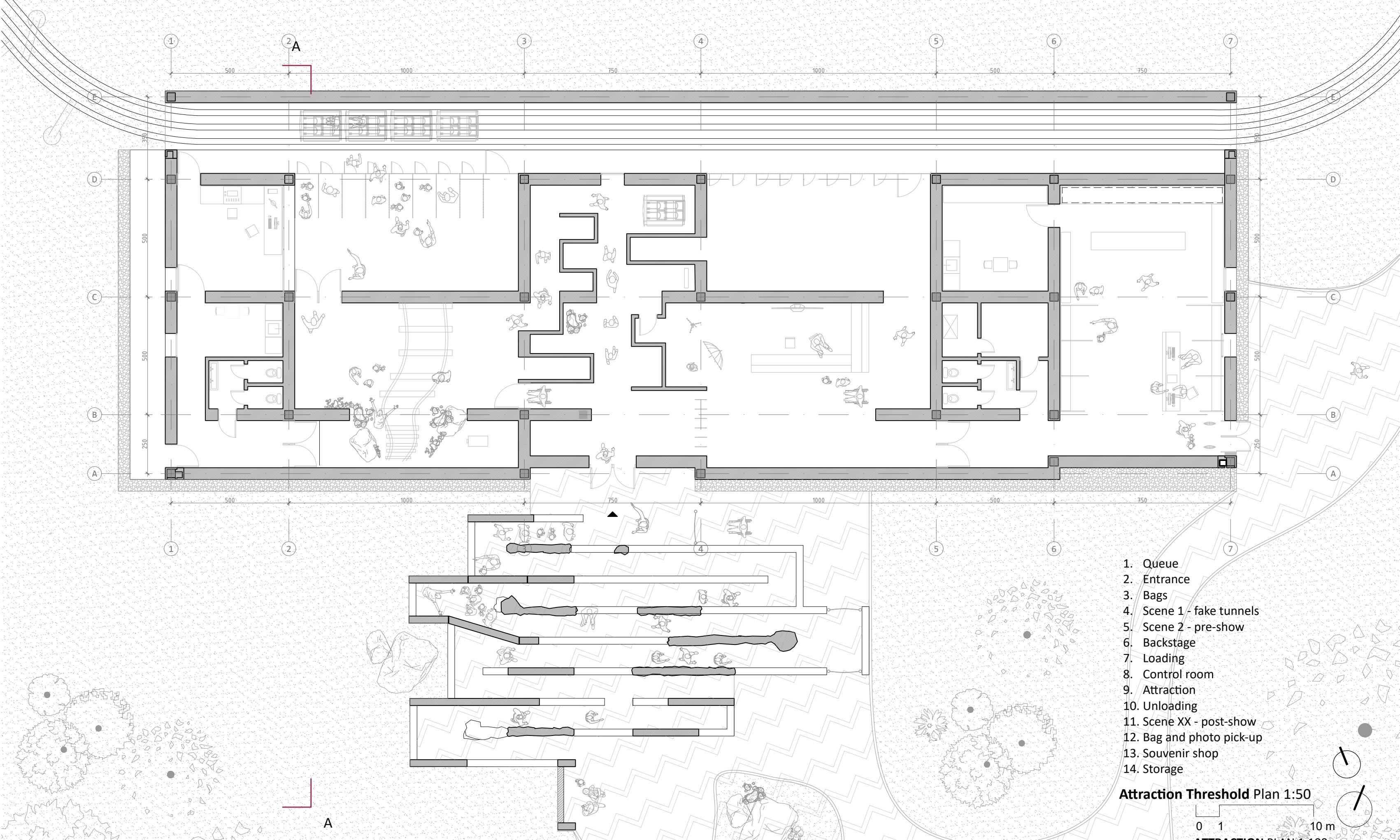
**Main Entrance**  
**Plan Level -15.00 1:100**

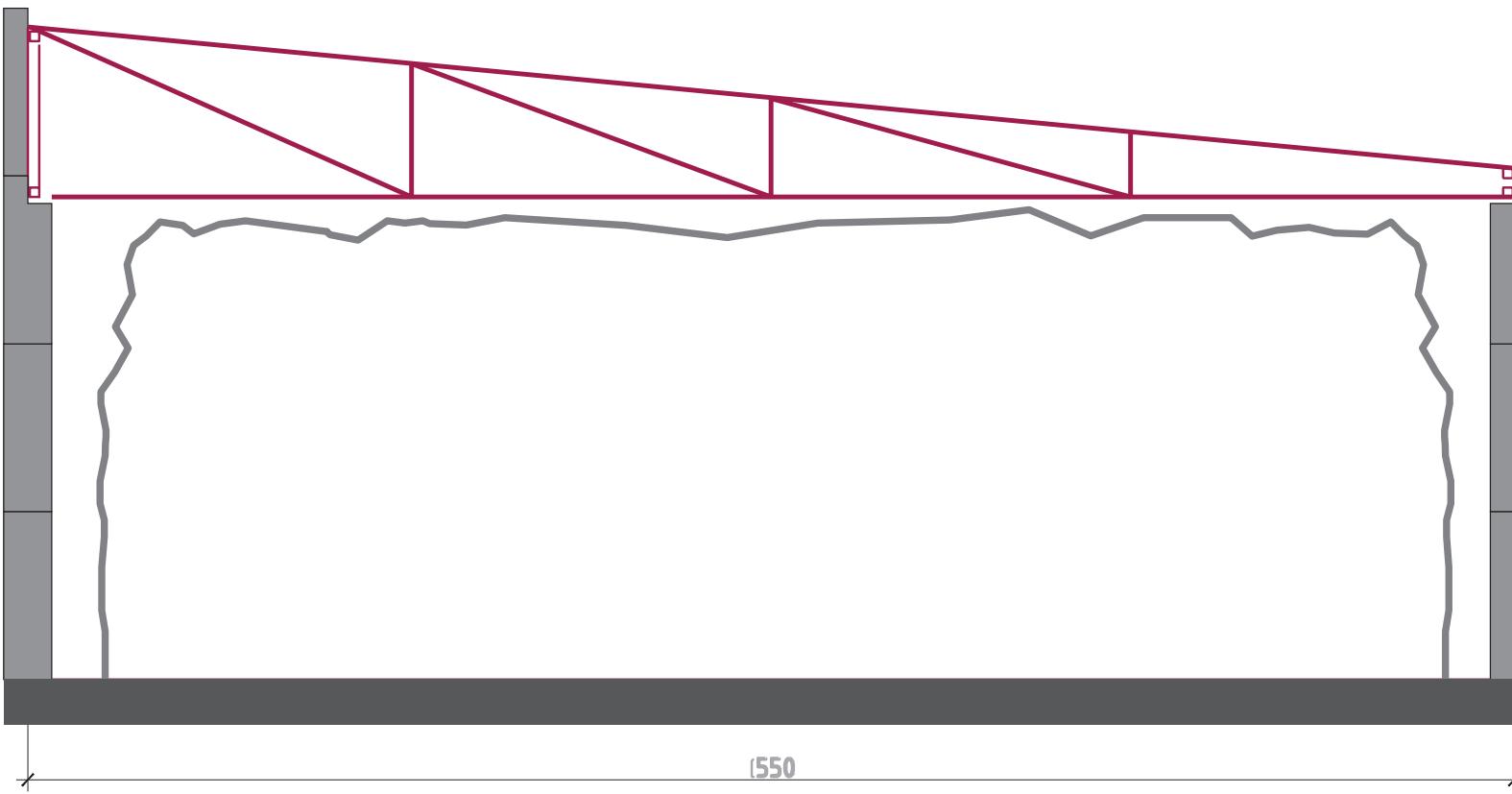


North-East Elevation 1:50



South-west Elevation 1:50

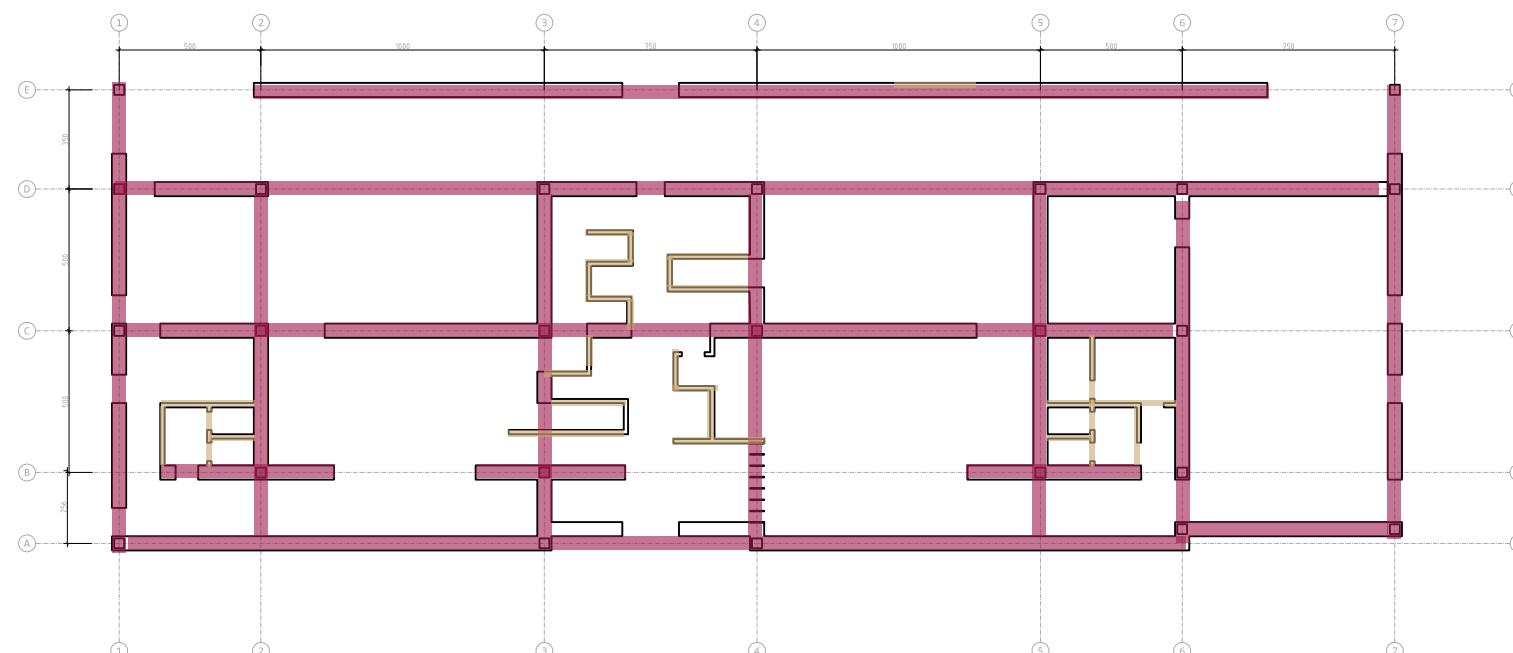




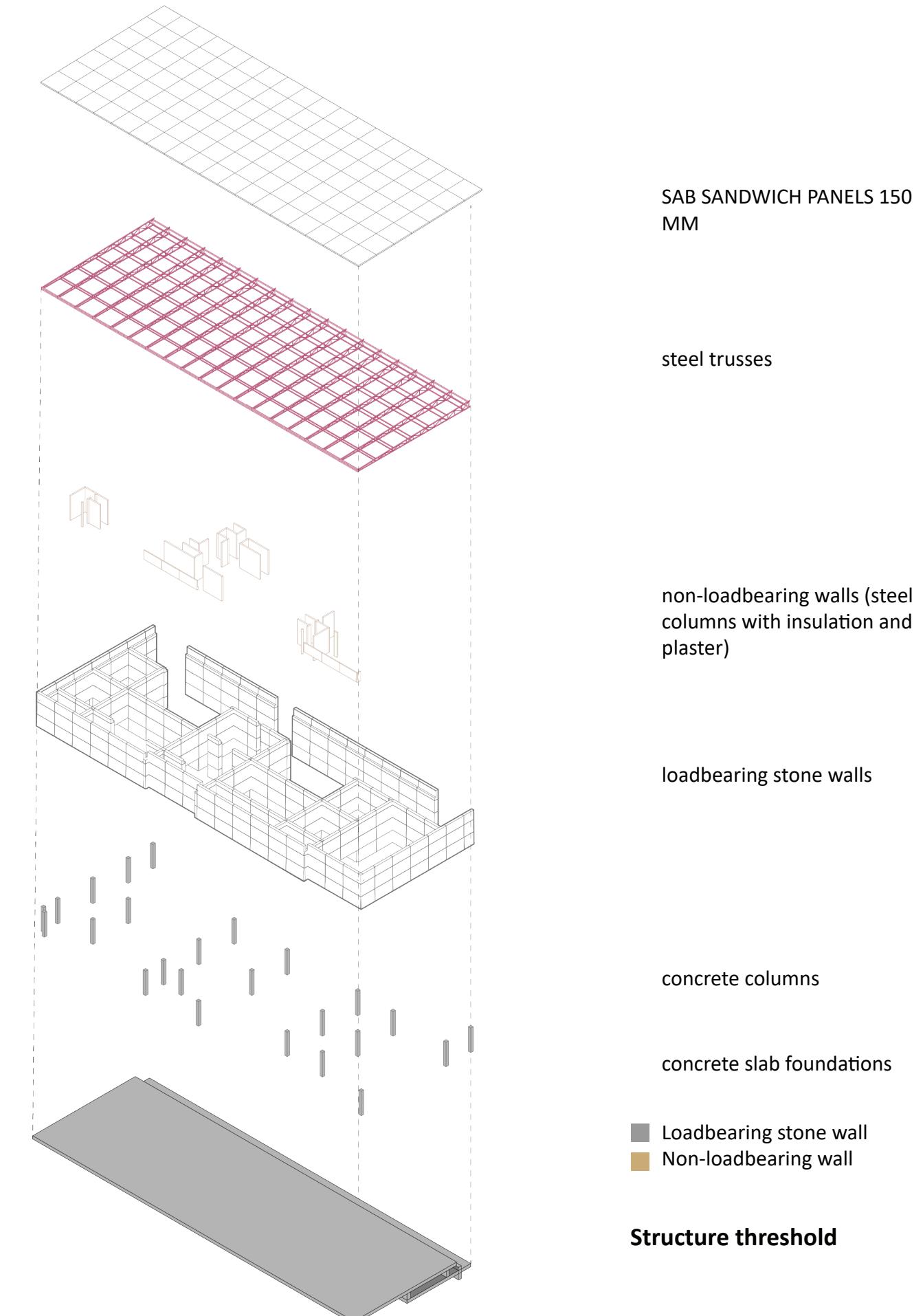
a stone warehouse

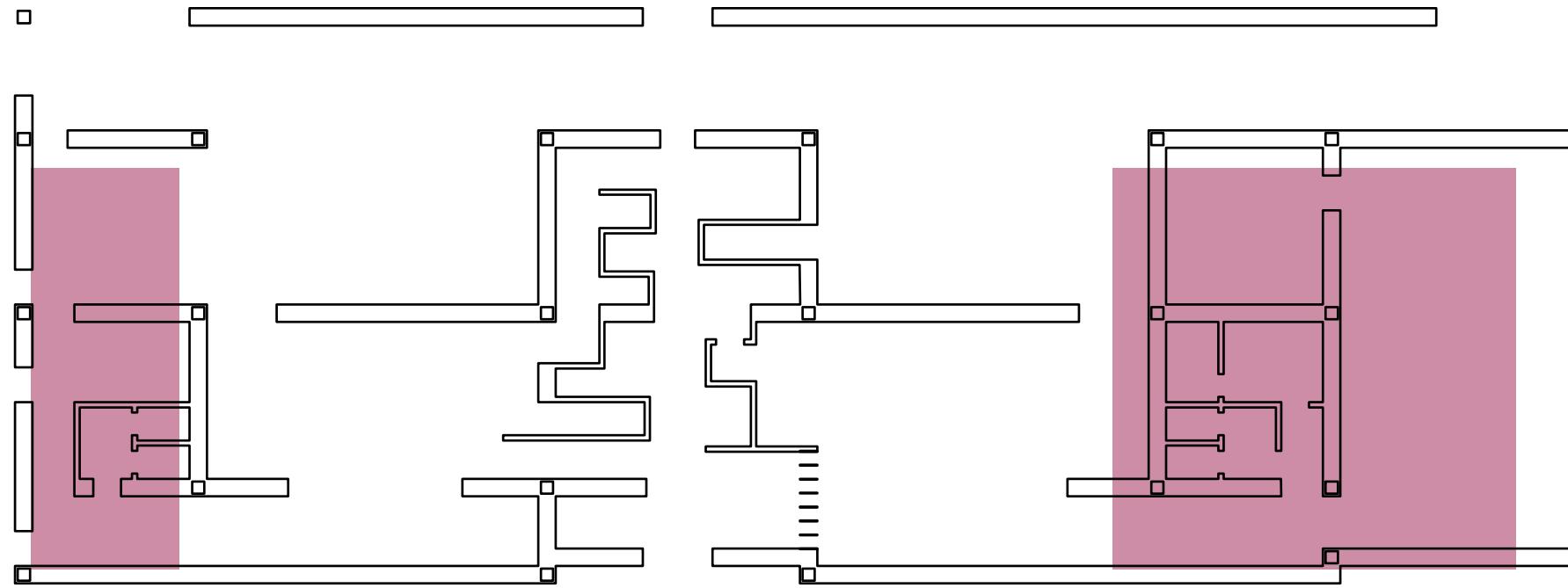
solid stone walls with hidden lightweight steel roof truss structure

**Structural Concept**



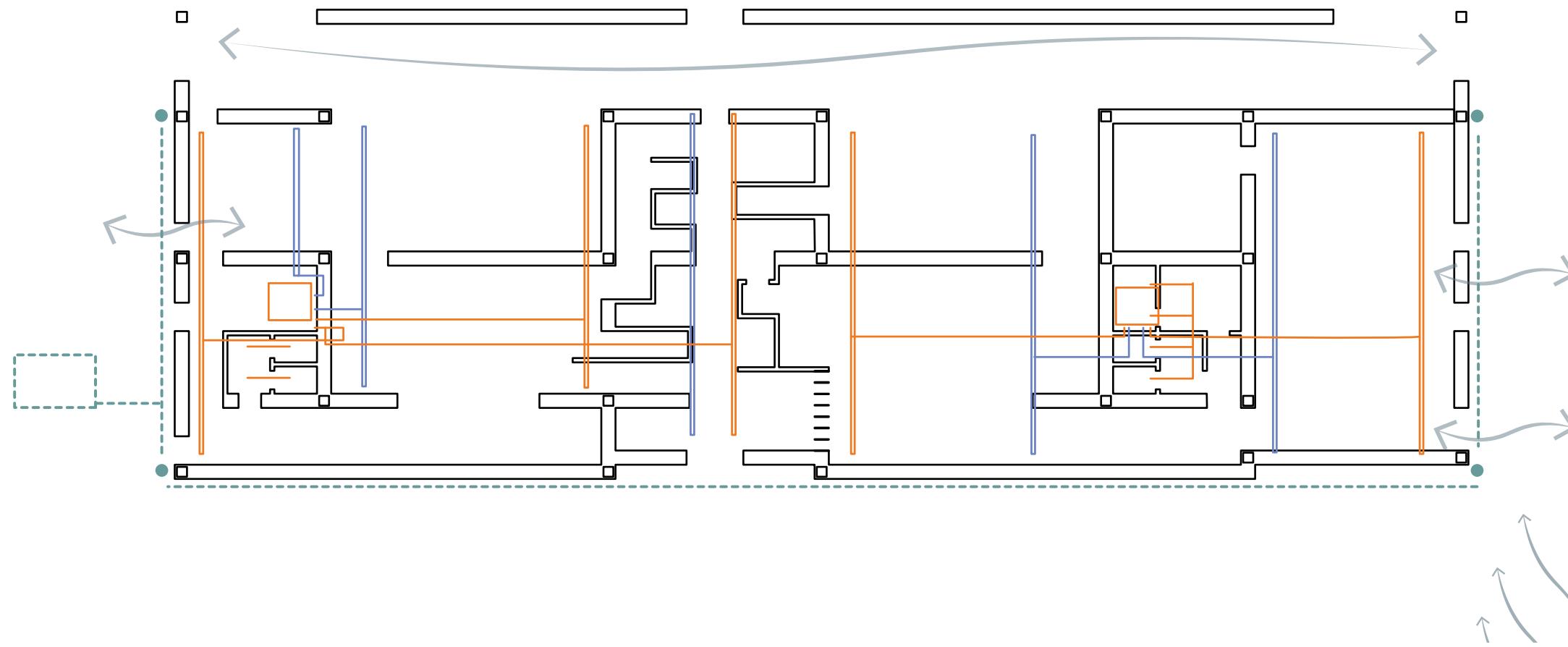
## Structural Diagram





Conditioned space  
Unconditioned space

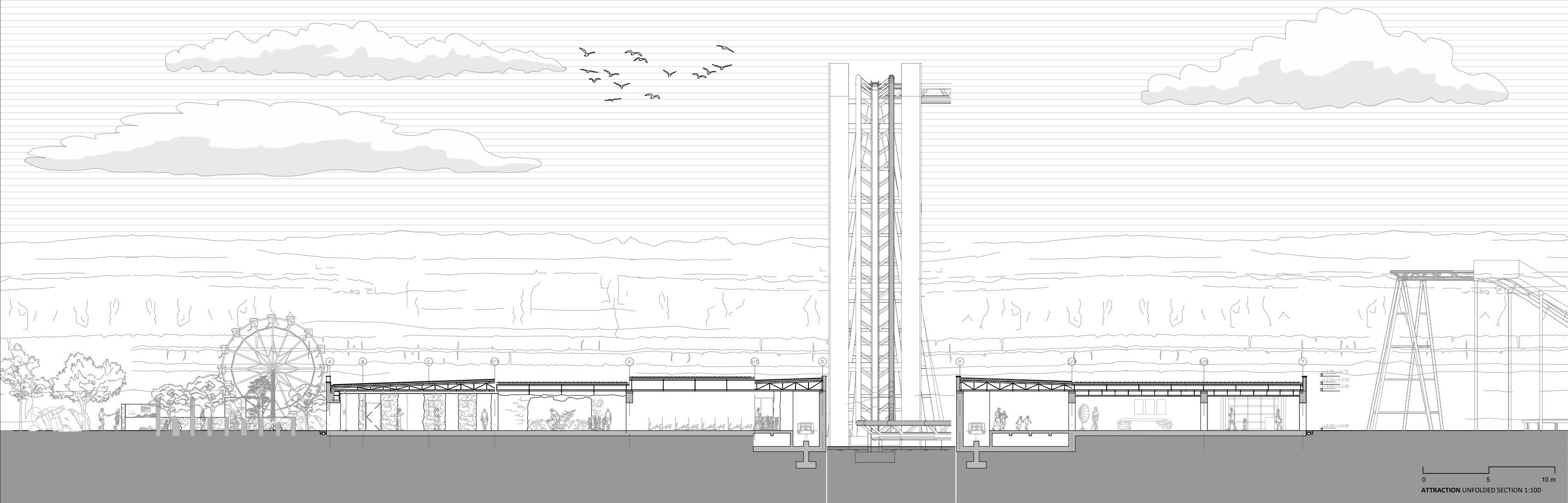
Conditioned-unconditioned spaces



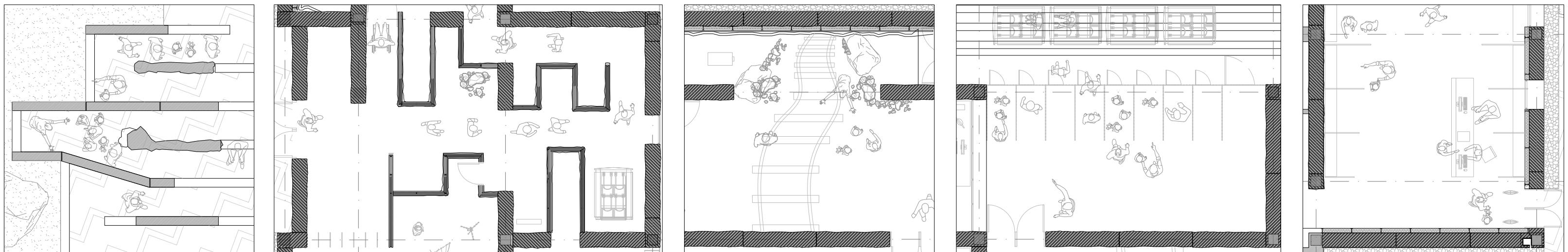
Indoor climate diagrams



Attraction Threshold Section A-A 1:50

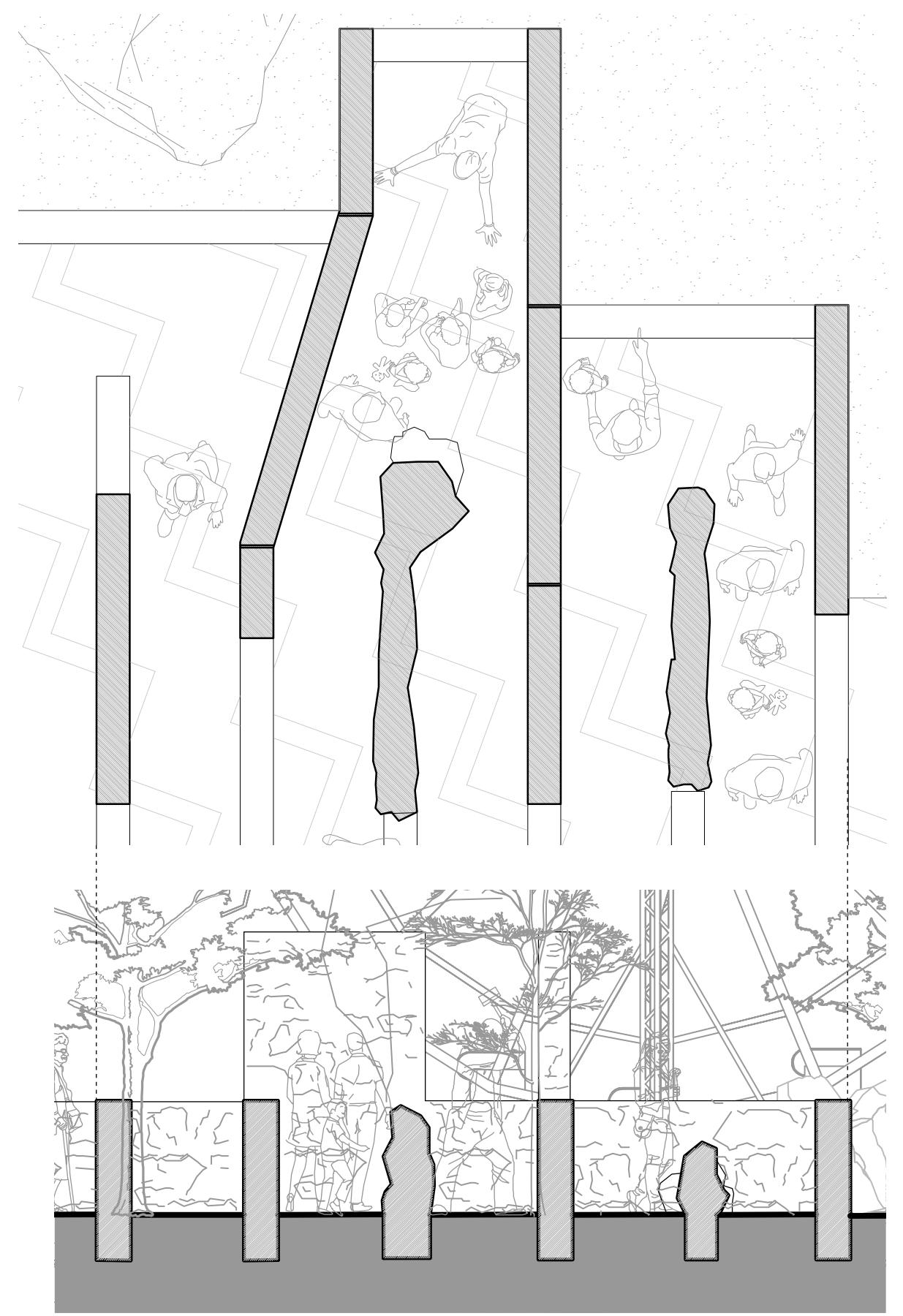


Unfolded Section 1:100



Plan Fragments 1:50

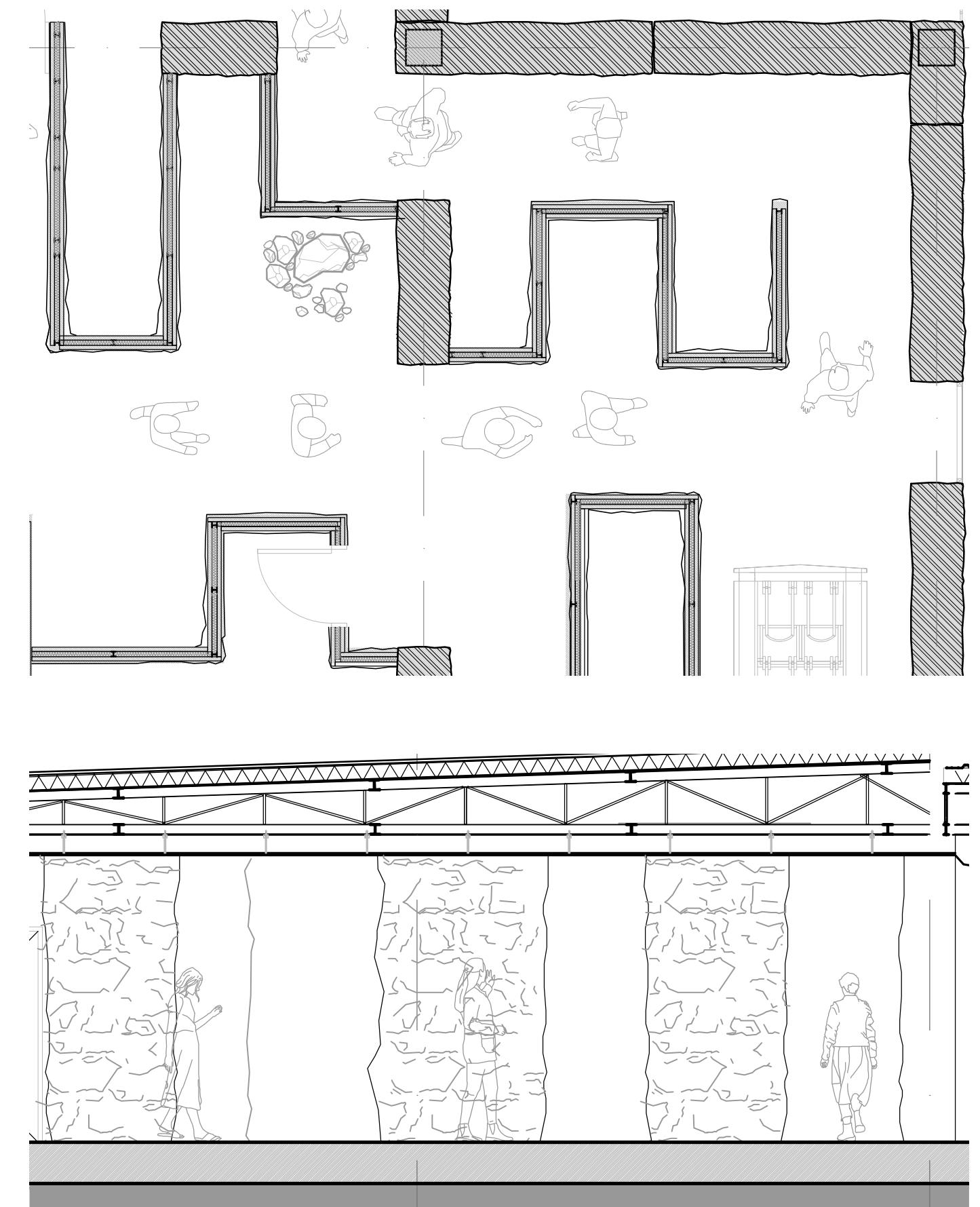




**The Queue** Plan and Section 1:50

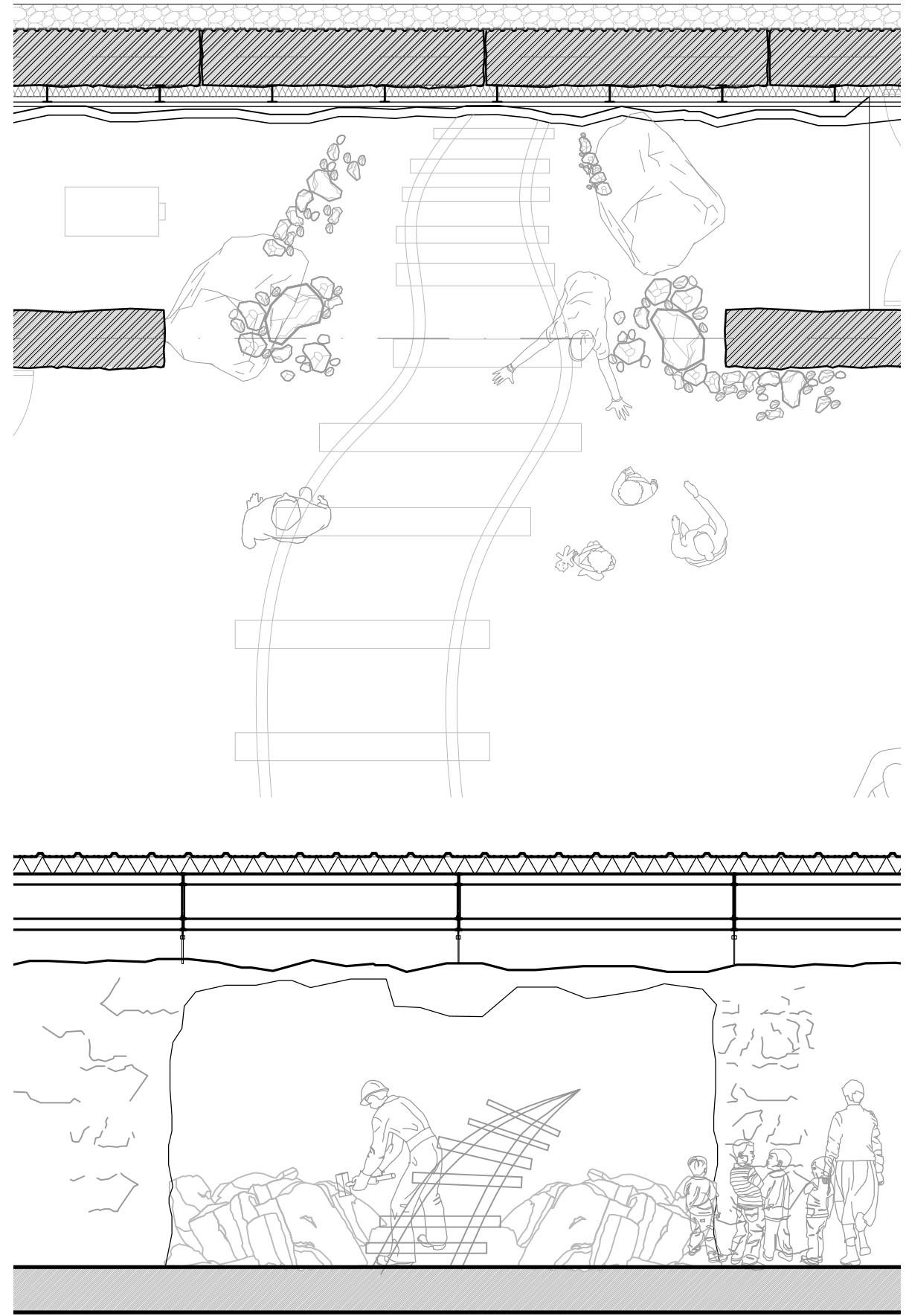




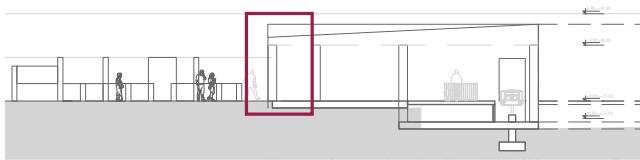


Entrance Corridor Plan and Section 1:50

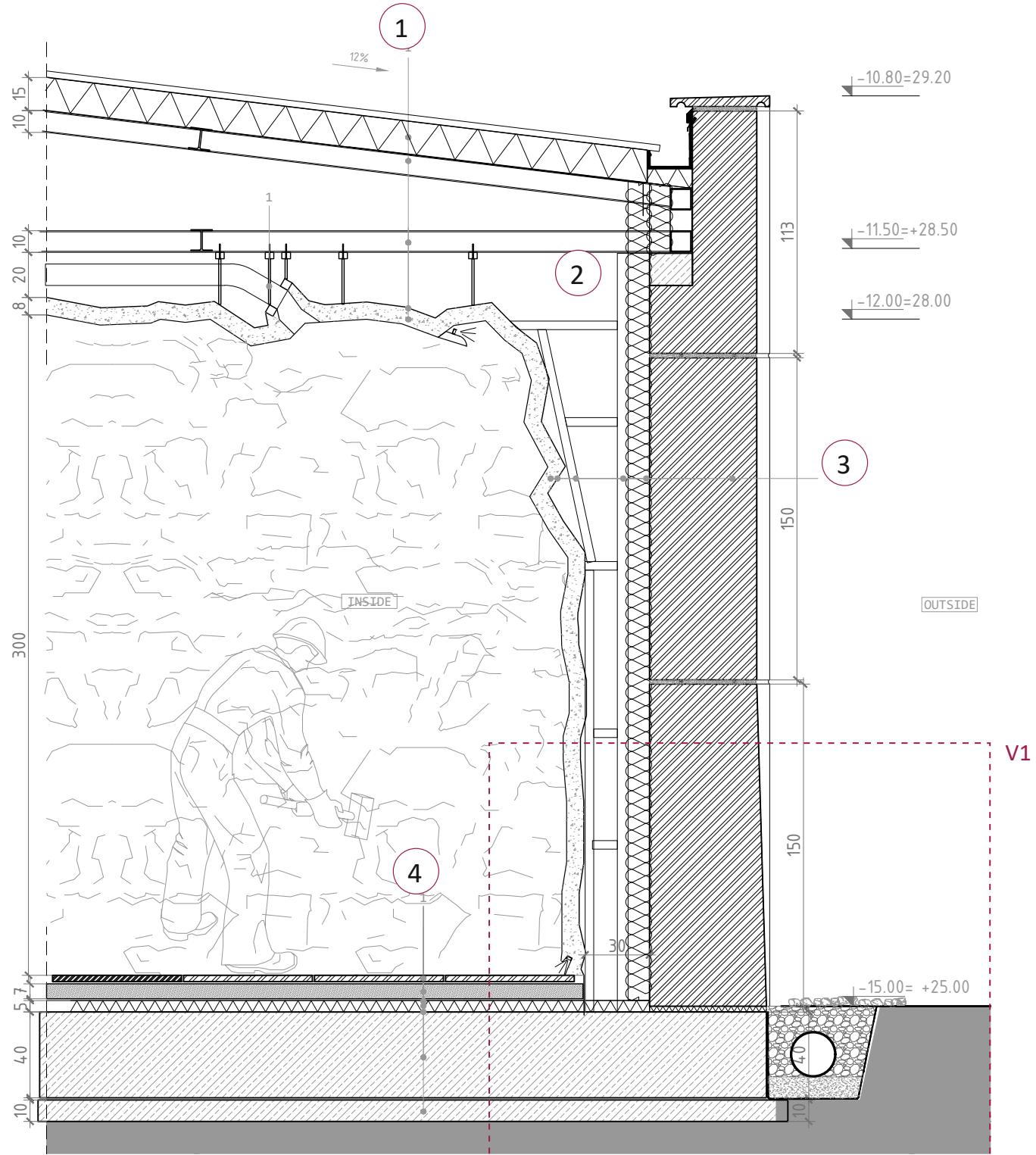


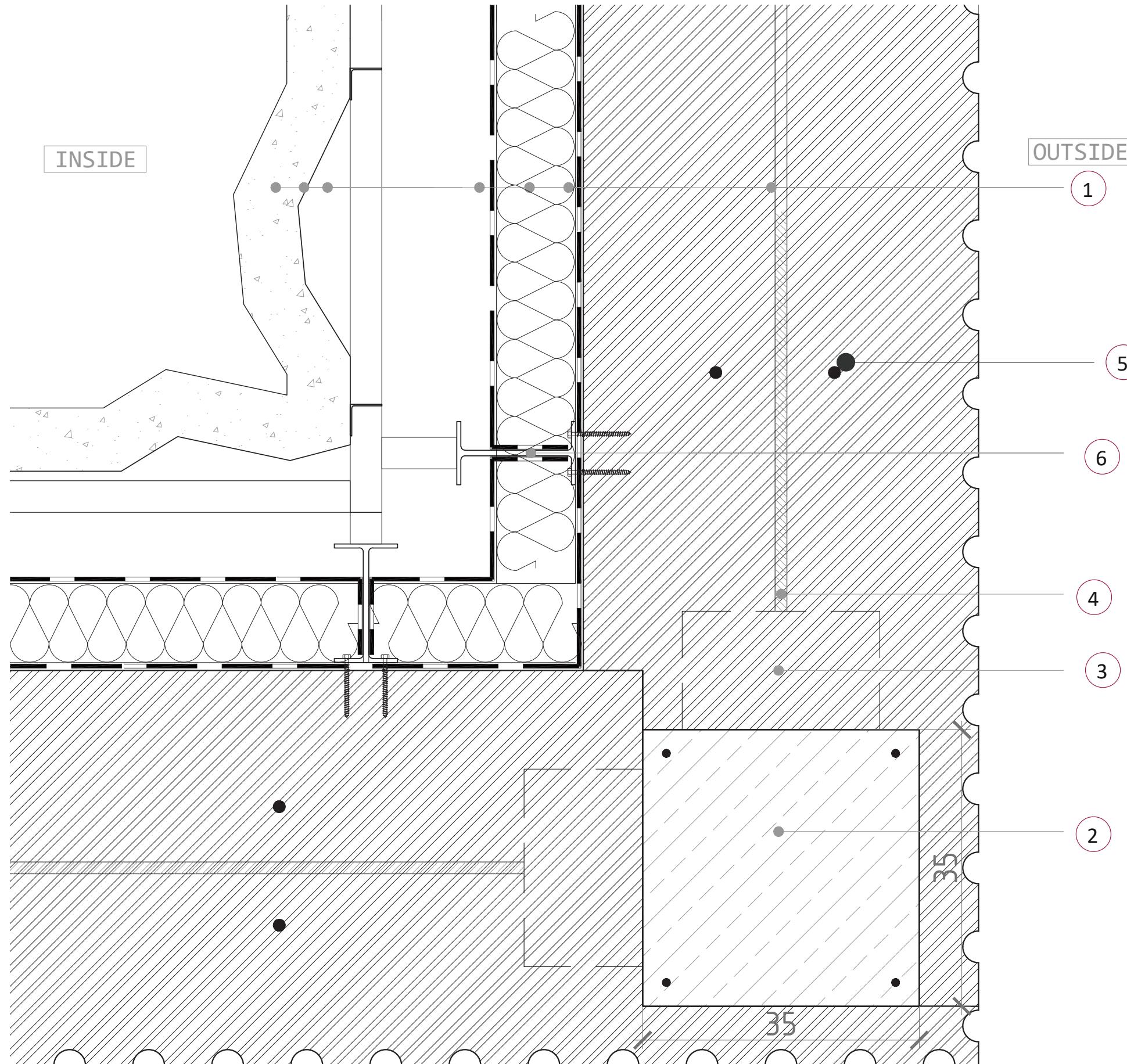


Pre-show room Plan and Section 1:50



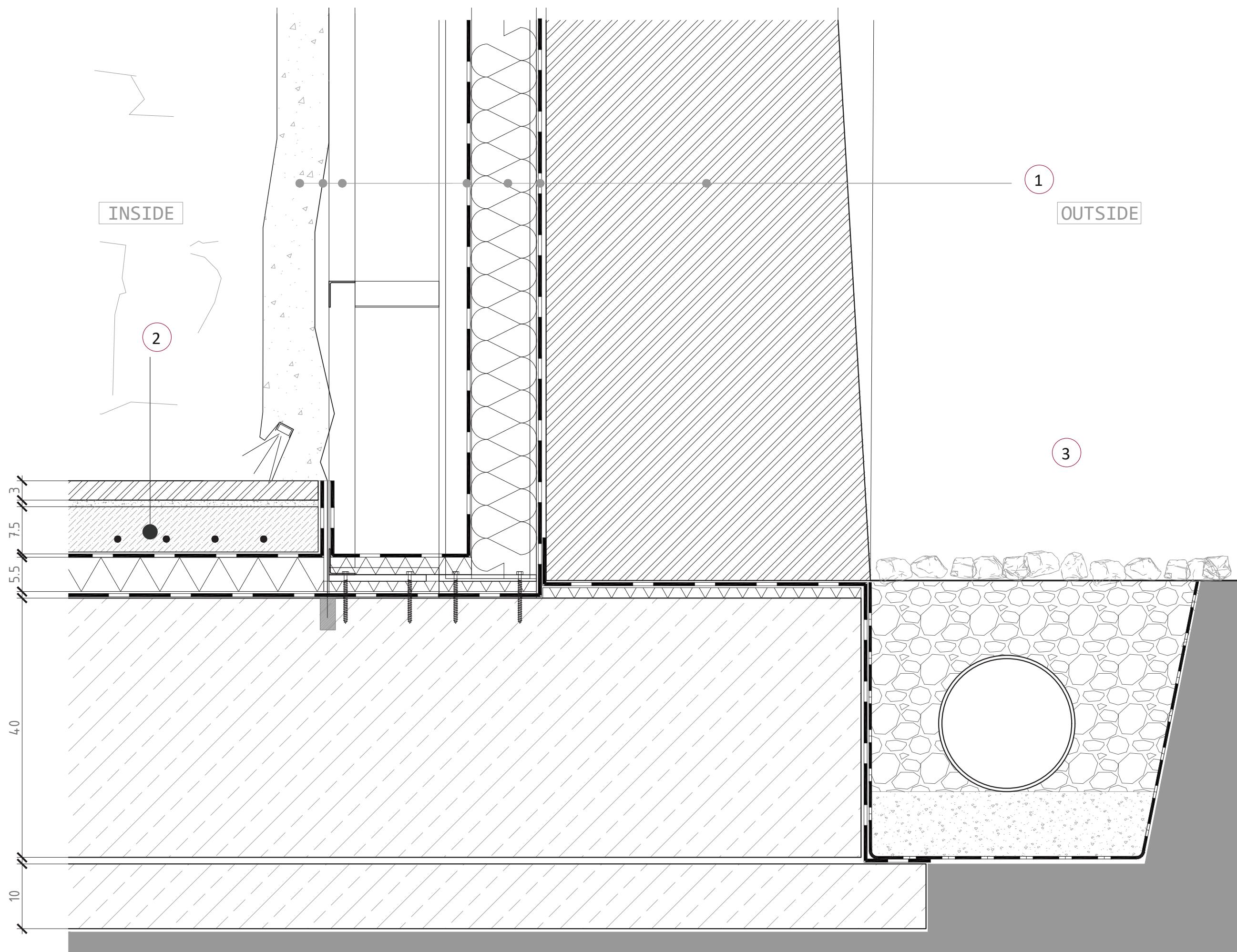
**Attraction Wall Fragment Section 1:20**





**H1 Wall Corner Detail 1:5**

- 1 **Wall**  
 $U = 0,228 \text{ W/m}^2\text{K} | R = 4,377 \text{ m}^2\text{K/W}$   
 structural stone panels 2500x1500x  
 500 mm with rough hewn texture  
 breather membrane  
 wool insulation 100 mm in between  
 150 mm steel i beams  
 vapour control membrane  
 plasterboard 22 mm
- 2 **Reinforced Concrete Column**  
 350x350 mm
- 3 **Anchors For Pre-Stressing The Stone Panel**
- 4 **Anchor Cable 6 Mm**
- 5 **Vertical Tension Cable**
- 6 **I column 100 mm bolted to stone**



**1**

**Wall**

**U 0,228 W/m<sup>2</sup>K | R 4,377 m<sup>2</sup>K/W**  
2500x1500x500 mm structural stone panels  
breather membrane  
150 mm wool insulation in between 150 mm steel I beams  
vapour control membrane  
22 mm plaster board

**2**

**Floor**

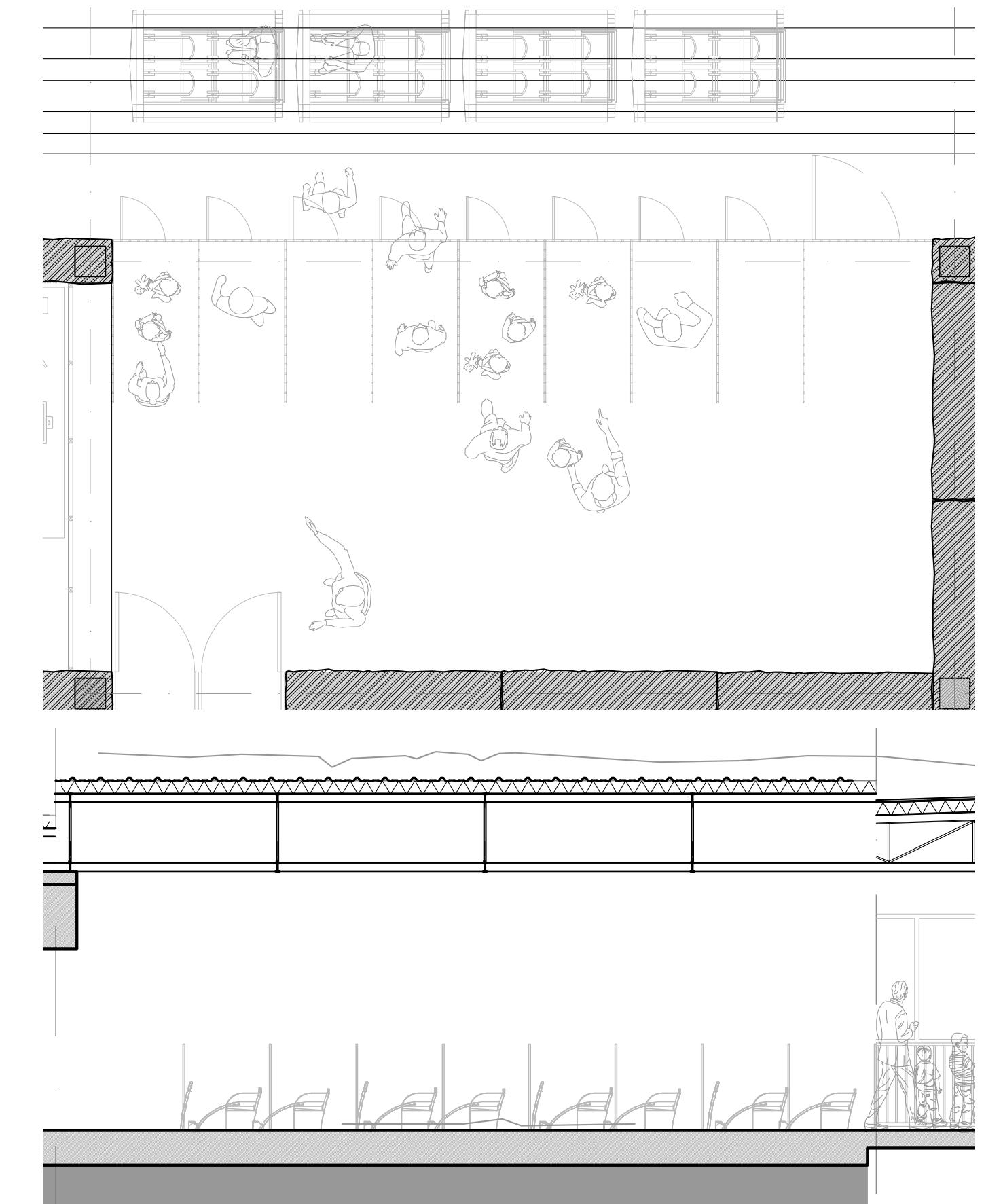
**| U 0,383 W/m<sup>2</sup>K | R 2,610 m<sup>2</sup>K/W**  
30 mm limestone flooring  
60x60 cm on mortar bed  
80 mm cement screed  
50 mm heat flooring pipes within PIR insulation  
PE foil  
50 mm sound insulation  
breather membrane  
400 mm concrete slab  
100 mm base concrete  
limestone ground

**3**

**Drainage**

gravel  
drainage pipe ø100 mm  
sand  
membrane

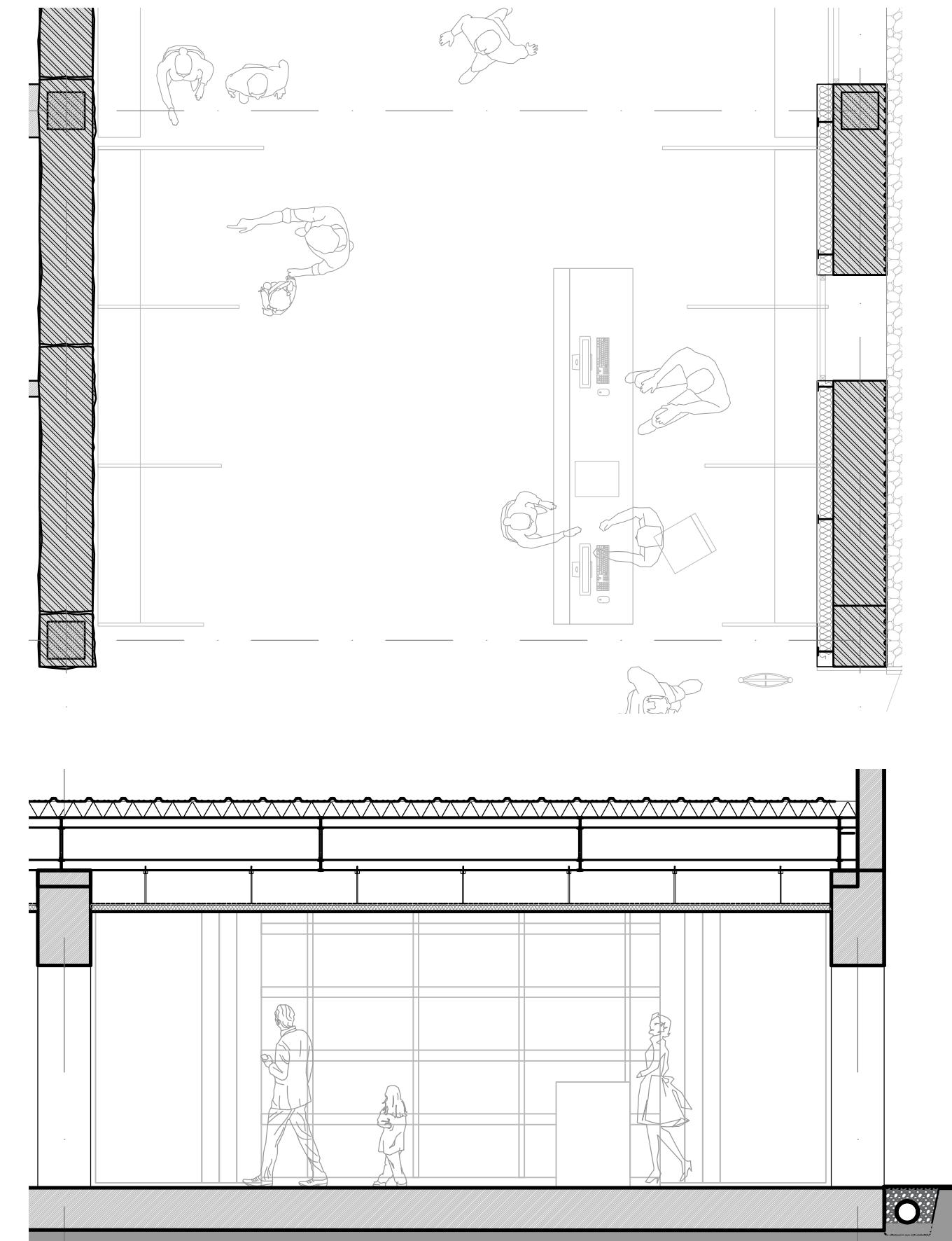




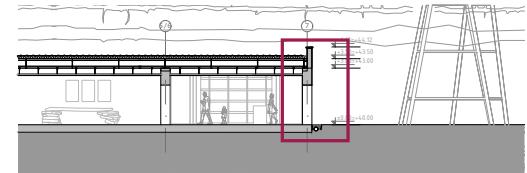
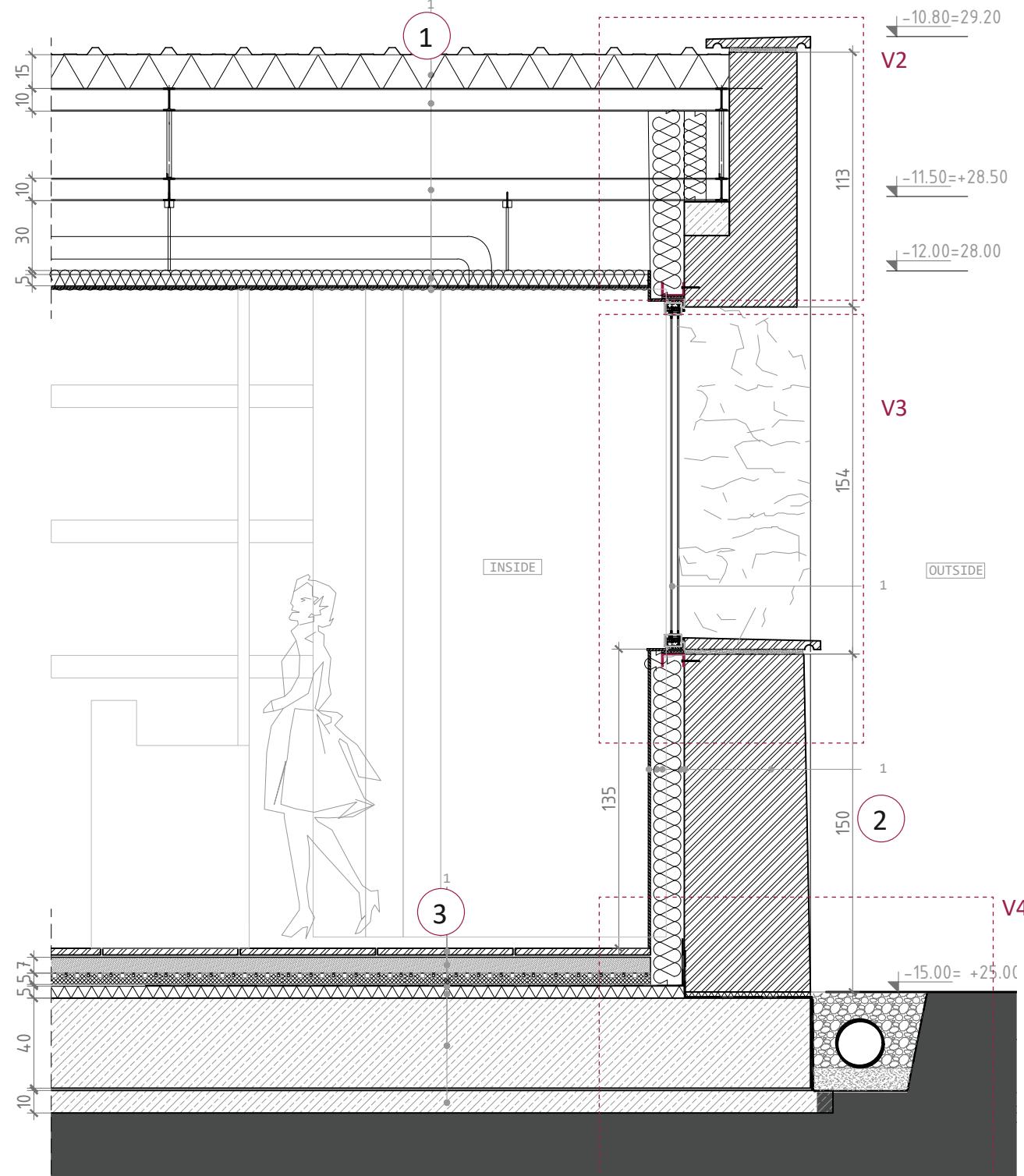
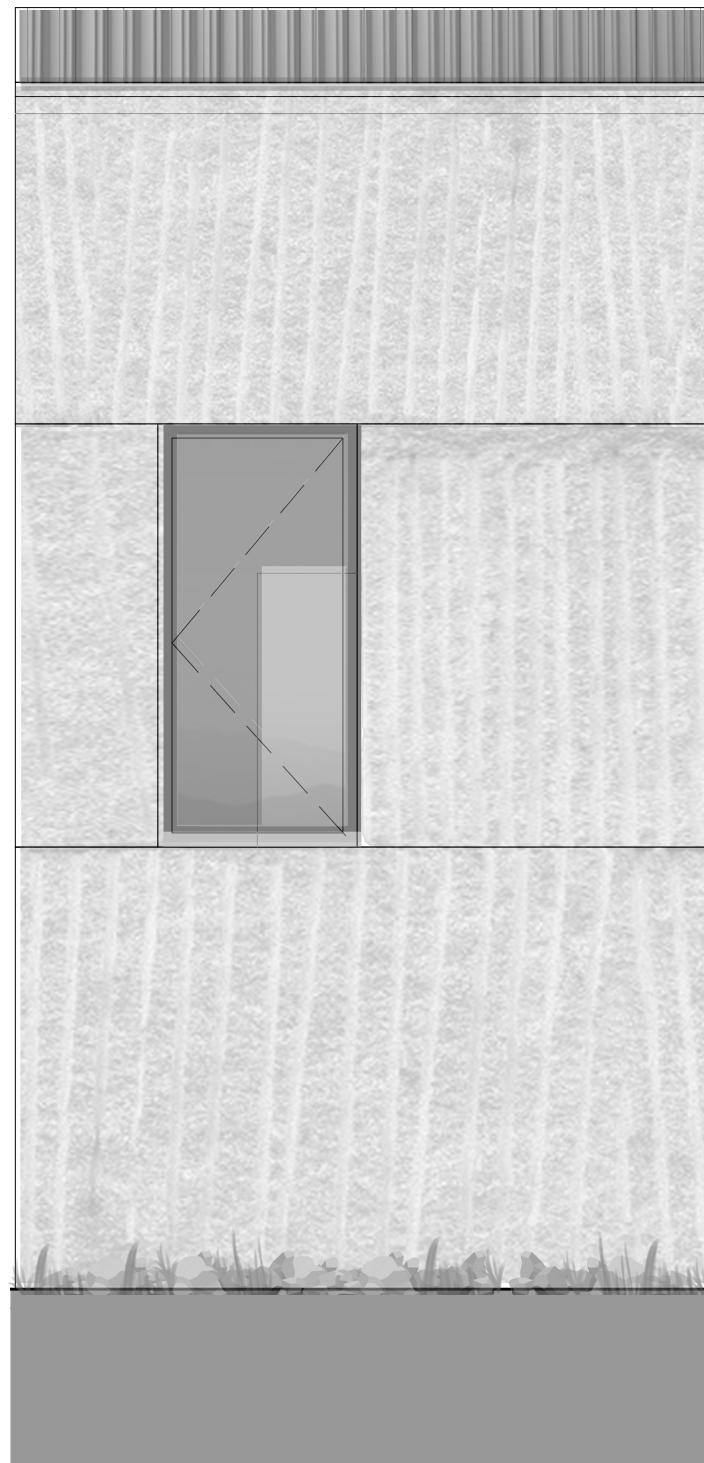
**Loading Station** Plan and Section 1:50







Souvenir Shop Plan and Section 1:50



## Souvenir Shop Wall Fragments 1:20

### 1 Roof

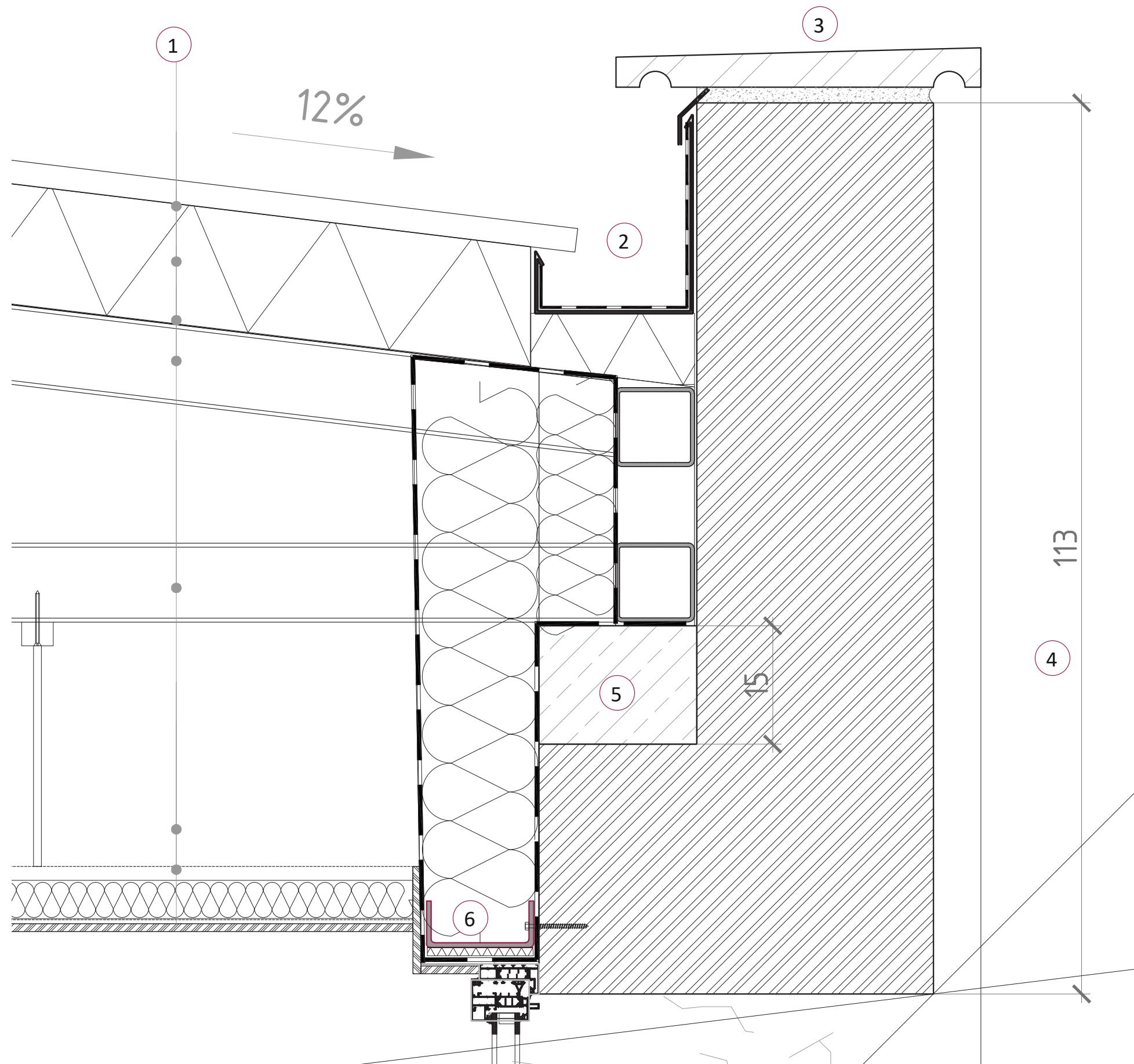
**U 0.235 W/m<sup>2</sup>K | R 4,263 m<sup>2</sup>K/W**  
 1000x2500x150 mm SAB sandwich panel with membrane and 150 mm insulation  
 700 mm steel truss roof structure suspended ceiling on anchors and steel substructure  
 50 mm acoustic insulations  
 22 mm plasterboard

### 2 Wall

**U 0,228 W/m<sup>2</sup>K | R 4,377 m<sup>2</sup>K/W**  
 2500x1500x500 mm structural stone panels  
 breather membrane  
 150 mm wool insulation in between 150 mm steel I beams  
 vapour control membrane  
 22 mm plaster board

### 3 Floor

**| U 0,383 W/m<sup>2</sup>K | R 2,610 m<sup>2</sup>K/W**  
 30 mm limestone flooring on mortar bed  
 80 mm cement screed  
 50 mm heat flooring pipes within PIR insulation  
 PE foil  
 50 mm sound insulation  
 breather membrane  
 400 mm concrete slab



### V2 Roof Detail 1:5

#### 1 Roof

**U 0.235 W/m<sup>2</sup>K | R 4,263 m<sup>2</sup>K/W**  
 1000x2500x150 mm SAB sandwich panel  
 with  
 membrane and 150 mm insulation  
 700 mm steel truss roof structure with IPE  
 100 beams  
 suspended ceiling on anchors and steel  
 substructure  
 50 mm acoustic insulation  
 22 mm plasterboard

#### 2 Raingutter

200x80 mm rectangular profile

#### 3 Wall cap

50 mm limestone on mortar joint

#### 4 Wall

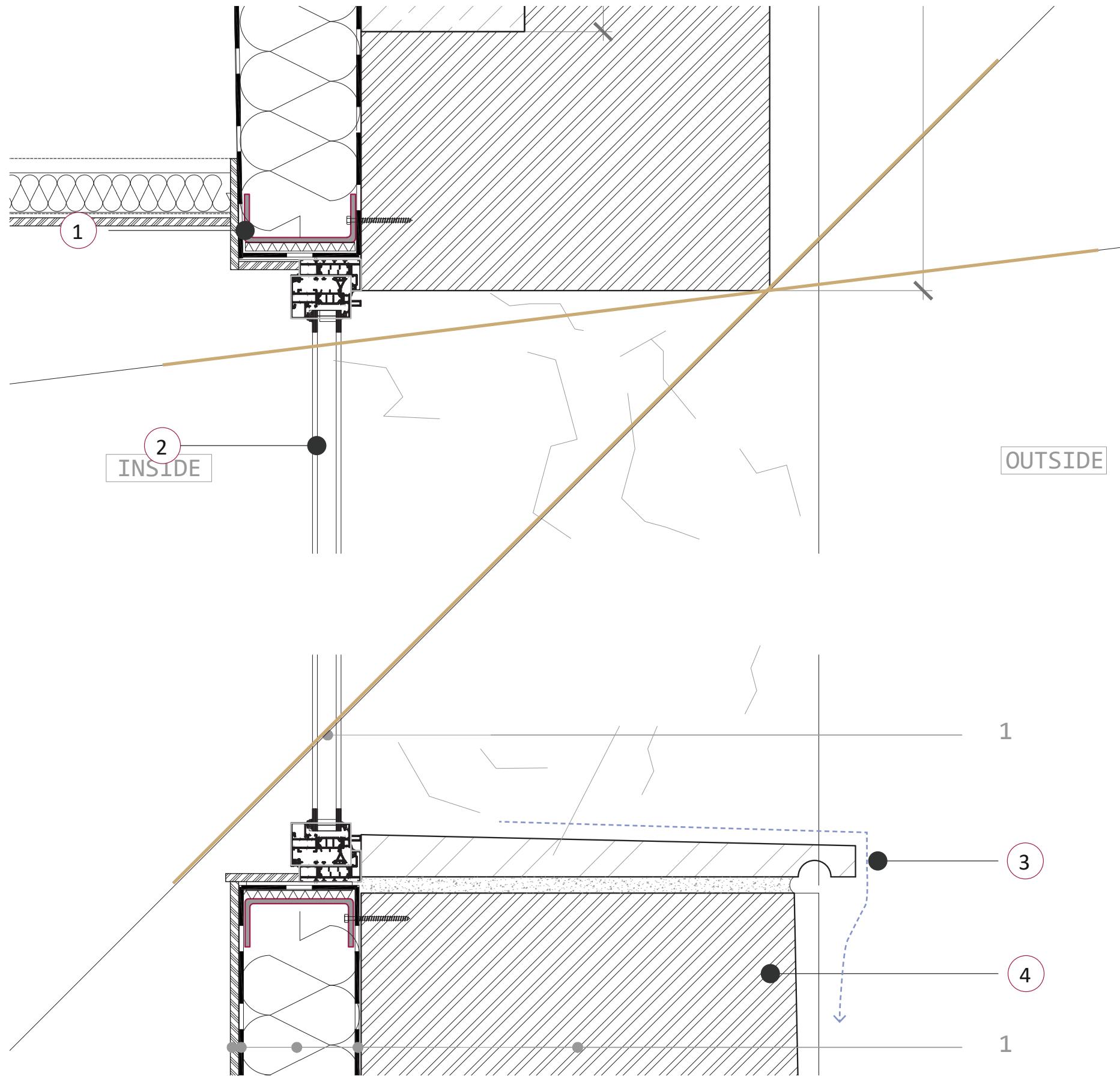
2500x1500x500 mm structural stone  
 panel  
 breather membrane  
 90 mm wool insulation  
 150 mm wool insulation in between 150  
 mm steel I beams  
 vapour control membrane

#### 5 Concrete base

150x200 mm concrete block

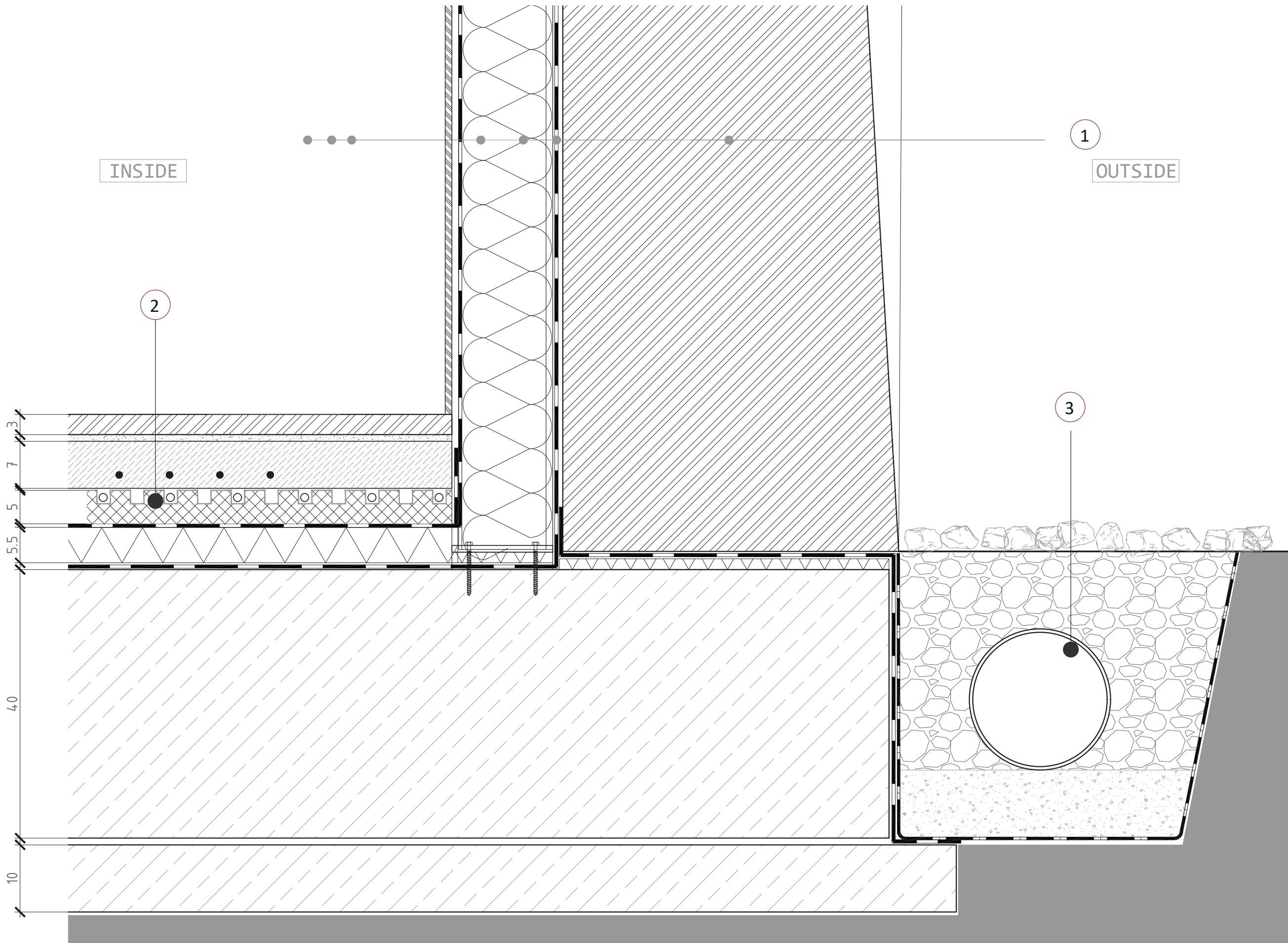
#### 6 C prolific

150 mm stainless steel bolted to stone  
 wall on 20 mm PIR insulation



### V3 Window Detail 1:5

- 1 **C proliffe**  
150 mm stainless steel bolted to stone wall on 20 mm PIR insulation
- 2 **Window U 1.2 W/m<sup>2</sup>K**  
aluminium frame, double glazing
- 3 **Window stool**  
50 mm polished limestone
- 4 **Wall**  
2500x1500x500 mm structural stone panel  
breather membrane  
90 mm wool insulation  
150 mm wool insulation in between 150 mm steel I beams  
vapour control membrane



1

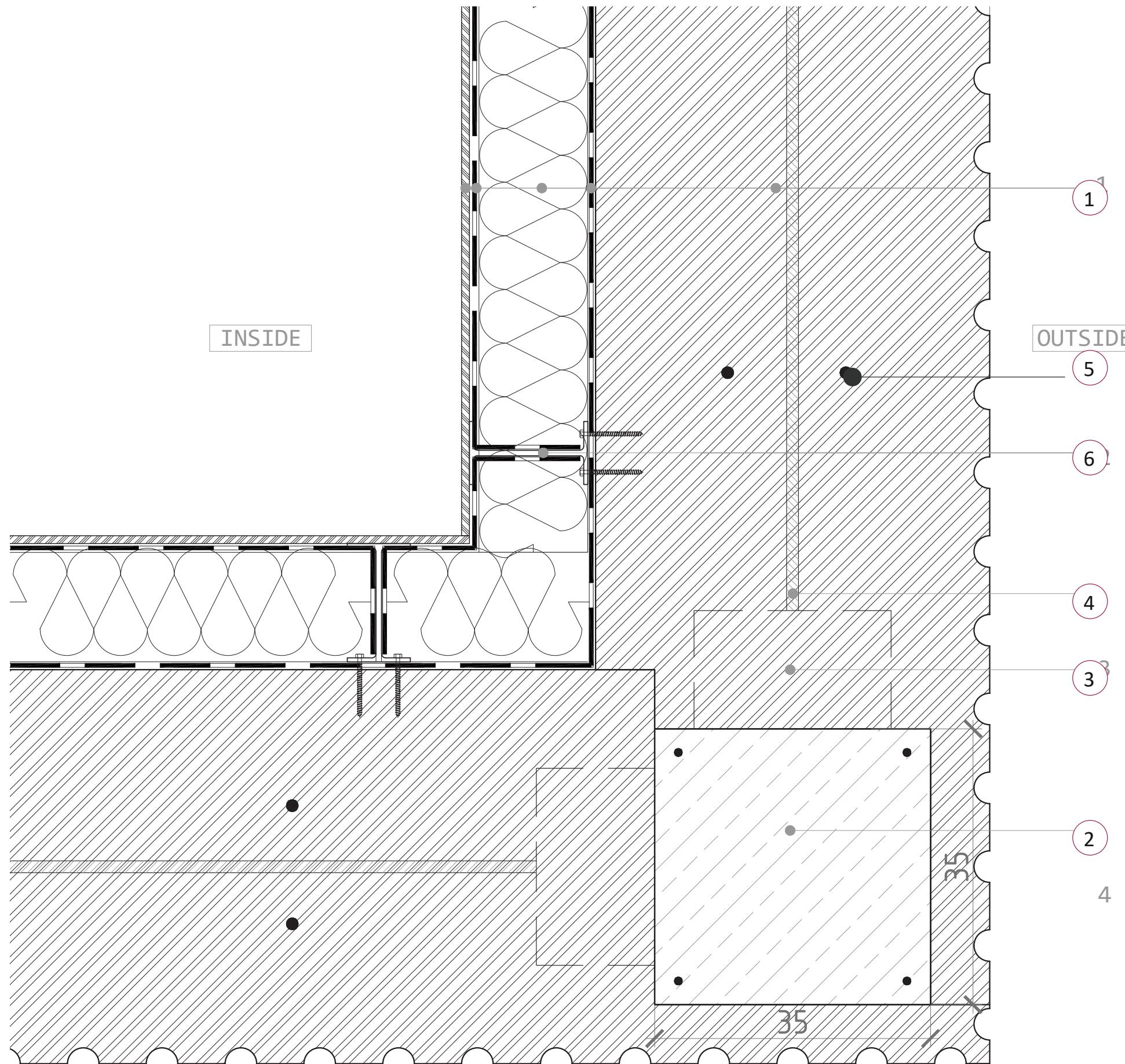
**Wall**  
 $U = 0,228 \text{ W/m}^2\text{K}$  |  $R = 4,377 \text{ m}^2\text{K/W}$   
2500x1500x500 mm structural stone panels  
breather membrane  
150 mm wool insulation in between 150 mm steel I beams  
vapour control membrane  
22 mm plaster board

2

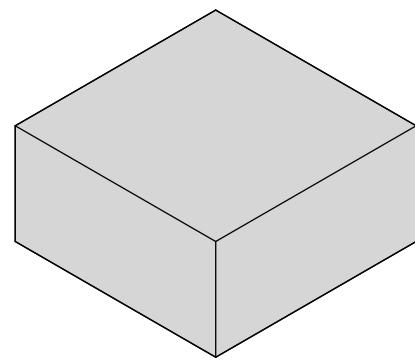
**Floor**  
 $U = 0,383 \text{ W/m}^2\text{K}$  |  $R = 2,610 \text{ m}^2\text{K/W}$   
30 mm limestone flooring 60x60 cm on mortar bed  
80 mm cement screed  
50 mm heat flooring pipes within PIR insulation  
PE foil  
50 mm sound insulation  
breather membrane  
400 mm concrete slab  
100 mm base concrete  
limestone ground

3

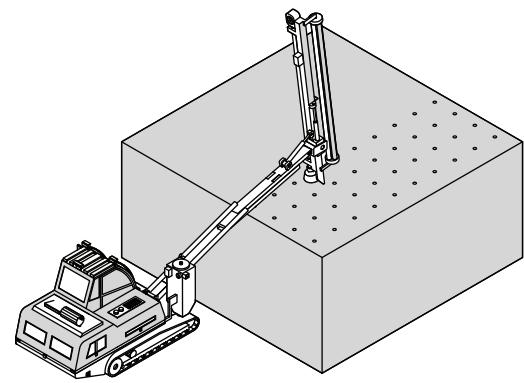
**Drainage**  
gravel  
drainage pipe  $\varnothing 100 \text{ mm}$   
sand



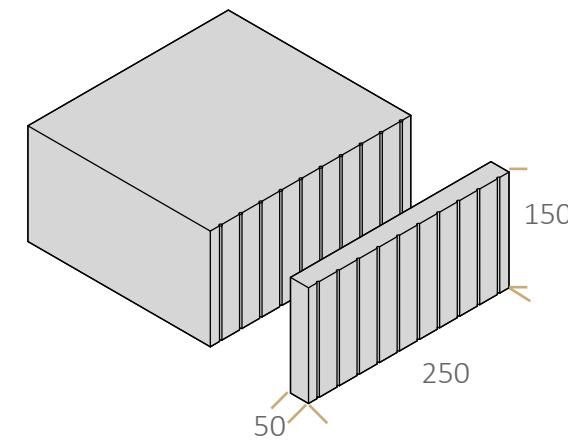
**H1 Wall Corner Detail 1:5**



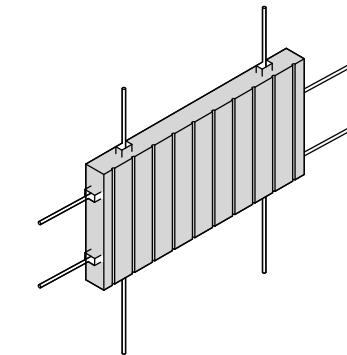
extraction via drilling



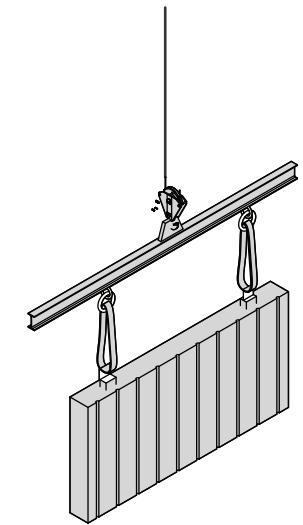
polishing one side of blocks



pre-stressing the panels with  
6 mm cables vertically



installation of the stone panel  
on the site via crane

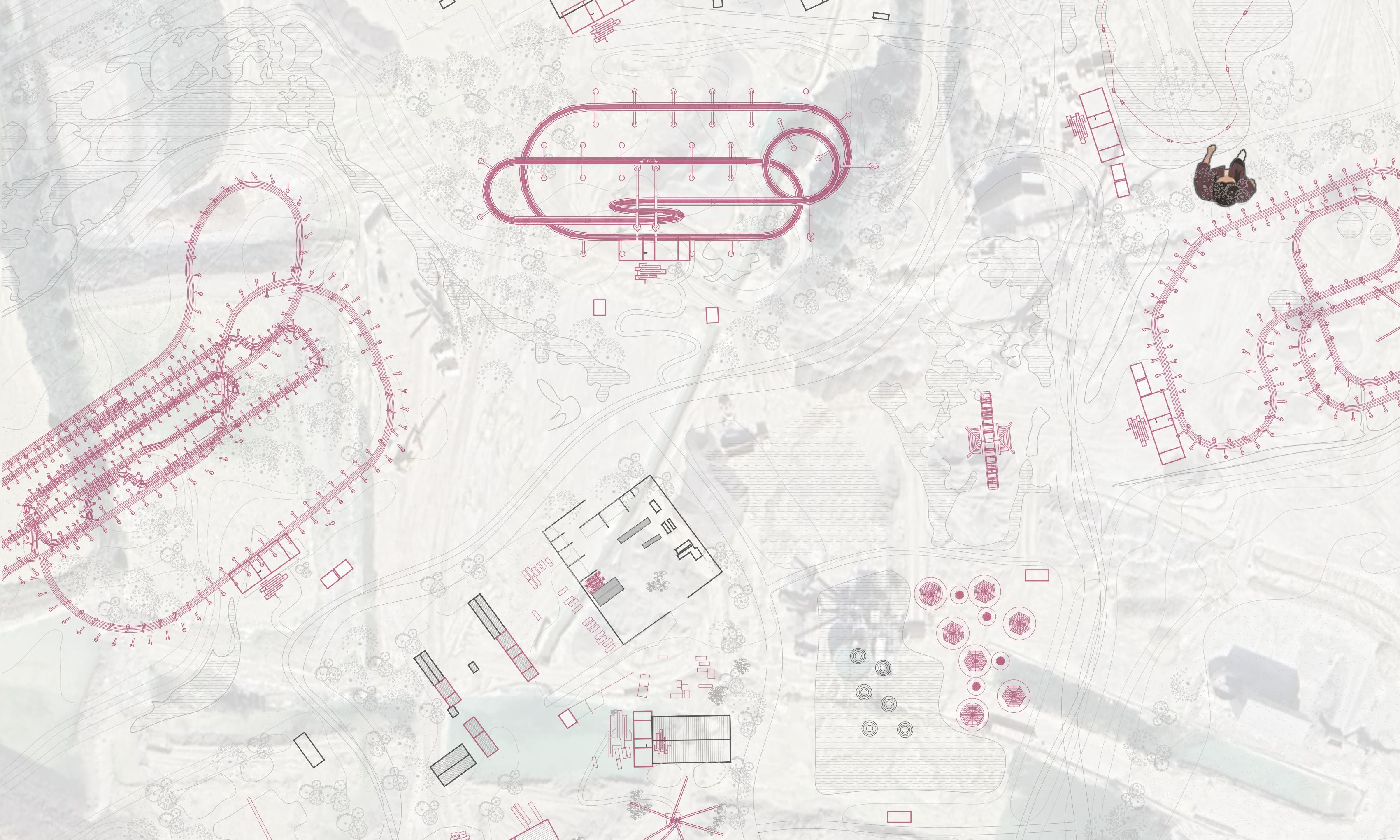


pre-stressing the panels with  
6 mm cables vertically

**Method of Execution Stone panels**

# Deceitful Architecture | Theory

- A theme park is a series of immersive thresholds
- Thresholds are key spaces/devices for immersion and dislocation, serving as a bridge between two worlds
- Theme parks achieve immersion through deception, it is necessary to disorient, confuse and induce wonder
- Theme parks design relies on inefficiency of circulation and regulation of vision
- Theme parks are essentially dishonest and staged architectures
- Theme parks distort architecture to provide a synthesised version of cultural expressions of architecture and provide a new, different understanding of locality, traditions and leisure through fragmentation
- Deceit in architecture has value for it produces wonder and makes one question reality and the architecture that had shaped it
- Deceit is achieved through even small manipulations of architectural elements by exaggerating the way of perception
- Fragmentation can be taken advantage of to produce disorientation and induce curiosity
- Deceit makes one question the scale, limits and dimensions of a space



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Thank you !