

The background of the entire slide is a detailed architectural site plan for 'The Tallinn Quarry Theme Park'. The plan is rendered in a light grey, hand-drawn style. It features several winding paths, some marked with small red dots. There are various building footprints, some with internal room divisions. A large, complex structure with multiple loops and a central circular element is prominent in the upper center. Other smaller structures, including what looks like a bridge or a tower, are scattered throughout the site. The plan also shows areas of vegetation, represented by small circles and clusters of dots. The overall layout suggests a park designed to explore the history and architecture of a quarry.

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

SUVENIIRID

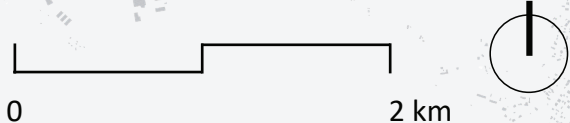


Baltic sea

Vanalinn
Tallinn Medieval Centre

Ulemiste Lake

Tallinn as a Theme Park

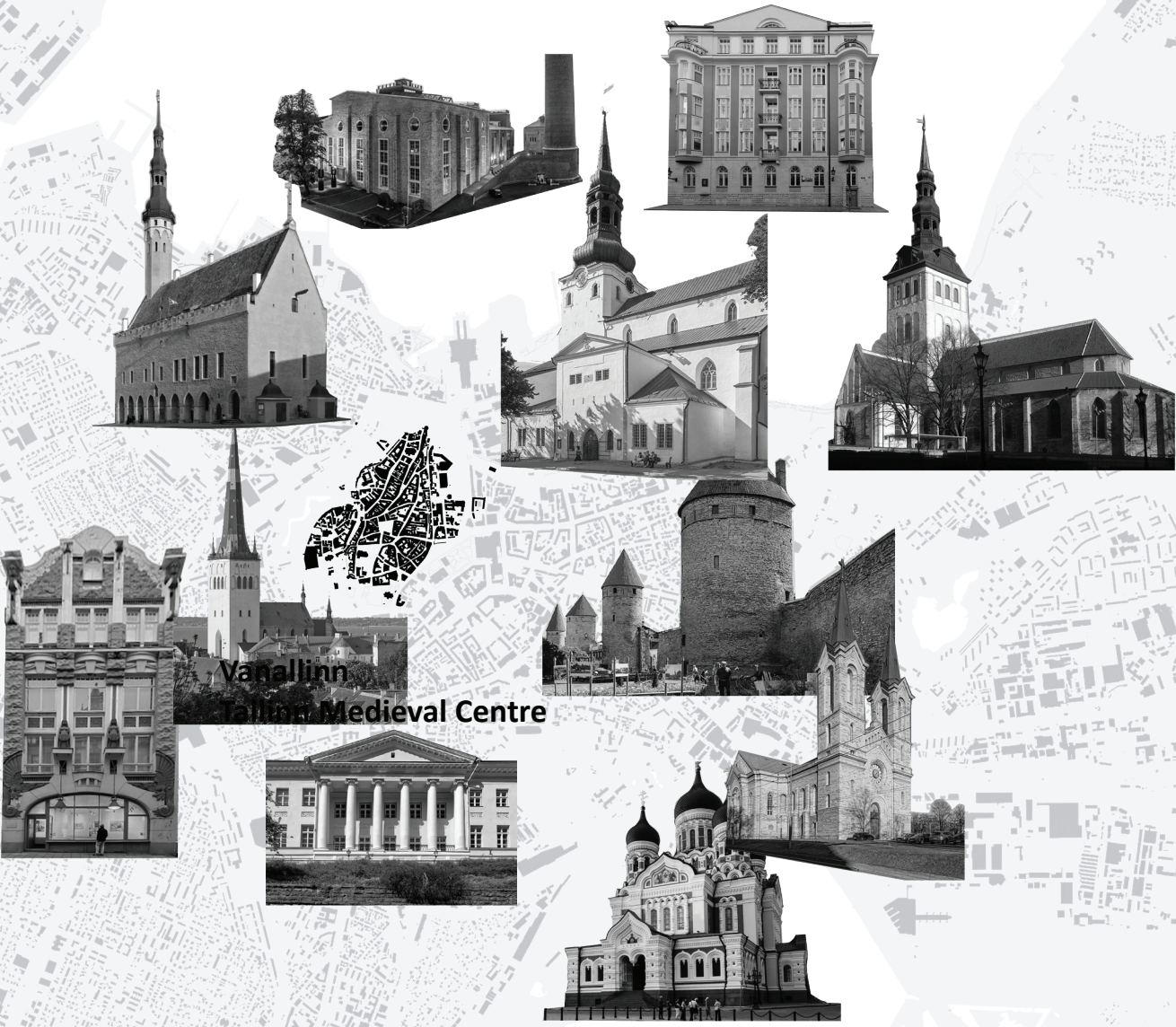


0
Location plan
1: 100 000

2 km

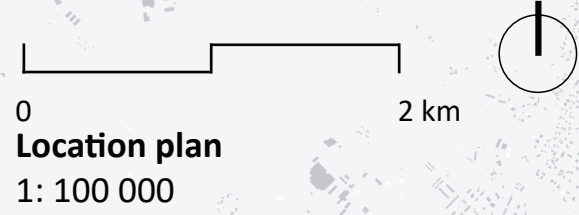


Baltic sea



Vanallinn
Helsinki Medieval Centre

Ulemiste Lake







The lost traditon 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

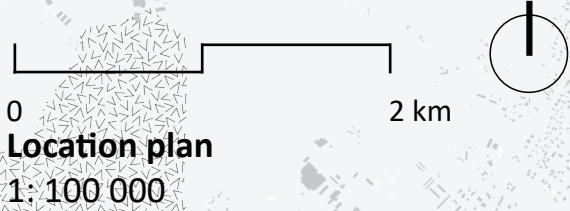
A Material Story



Baltic sea

Vanalinn
Tallinn Medieval Centre

Ulemiste Lake





Baltic sea

Vanallinn
Tallinn Medieval Centre

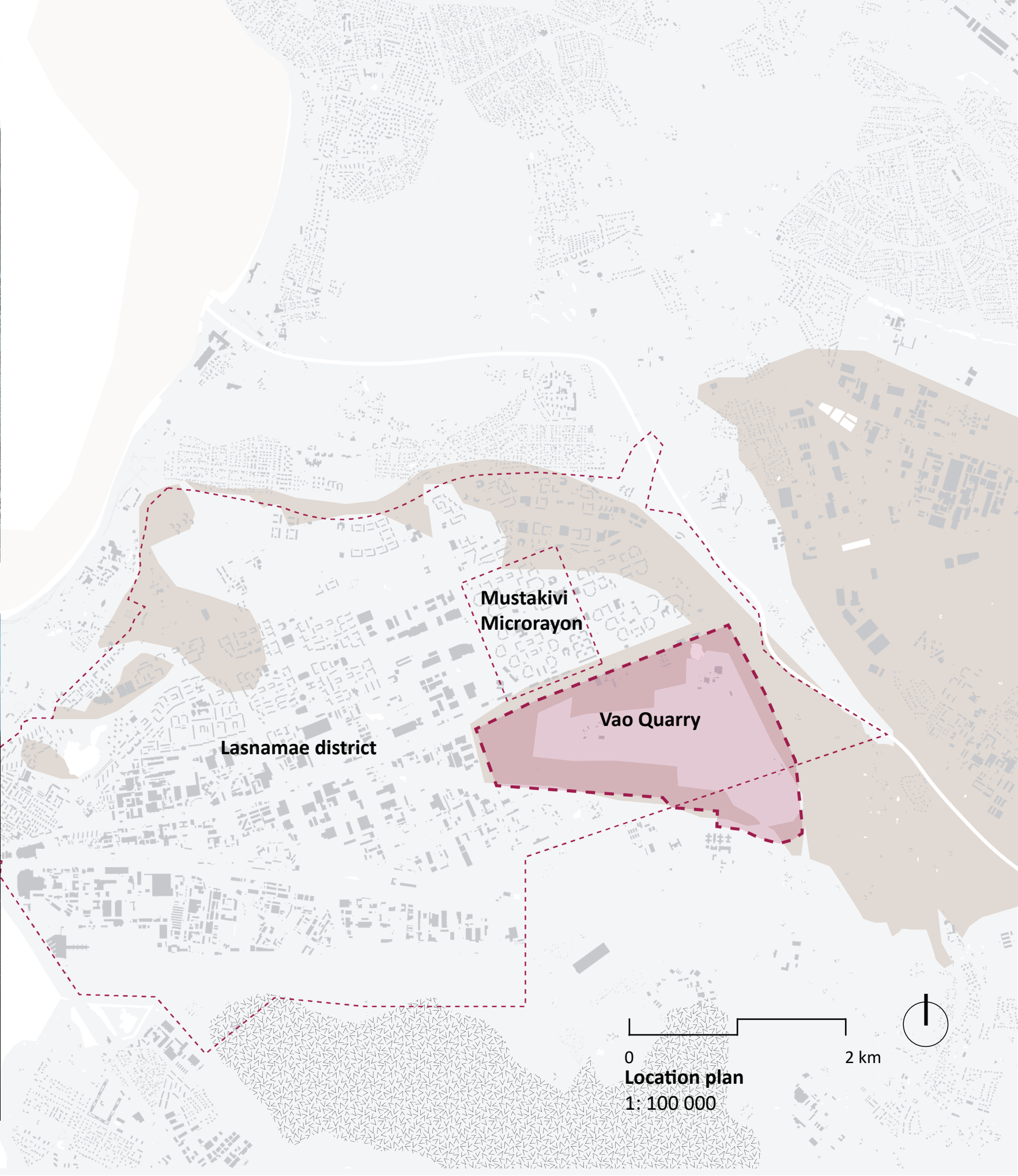
Lasnamae district

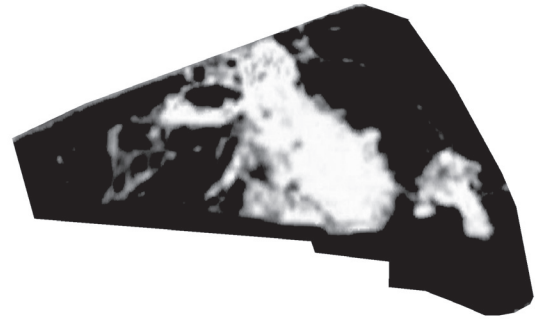
Mustakivi
Microrayon

Vao Quarry

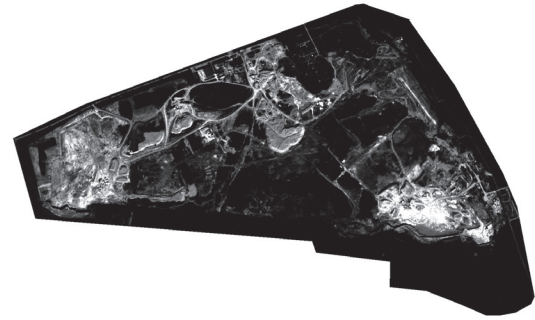
Ulemiste Lake



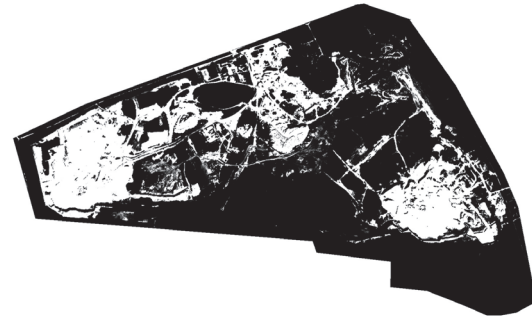




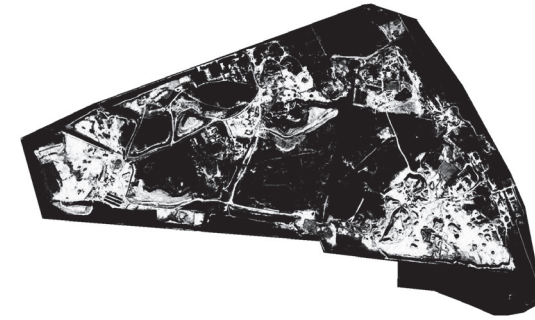
1985



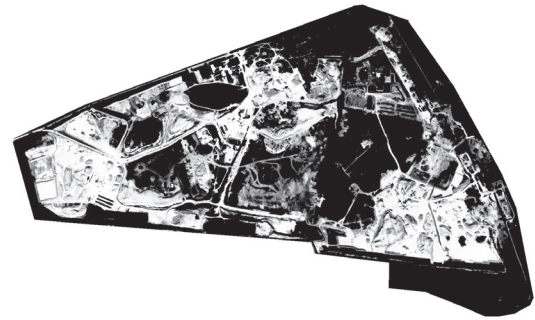
2002



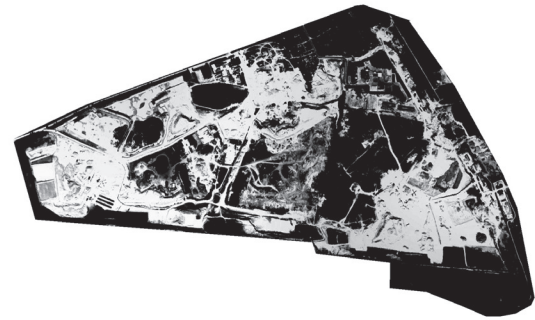
2004



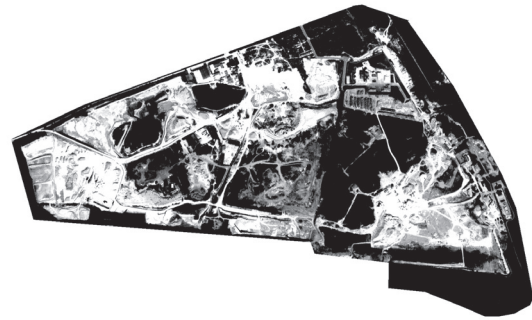
2008



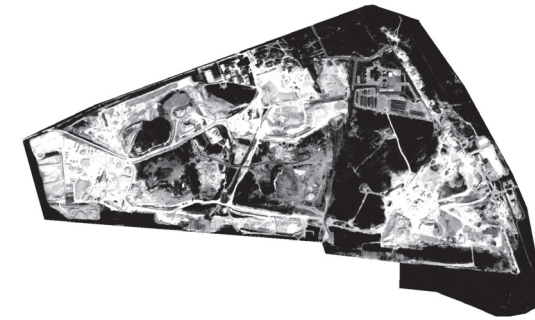
2010



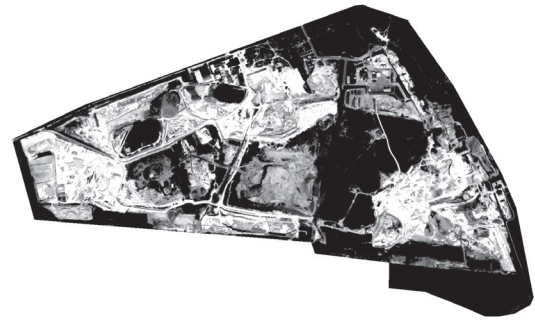
2011



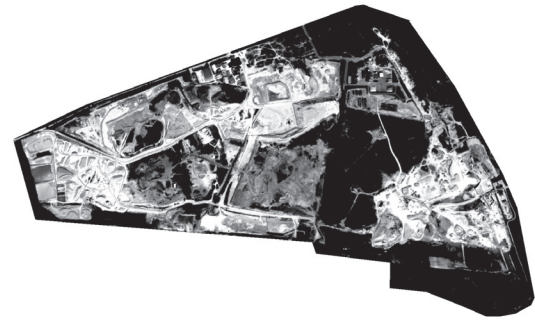
2013



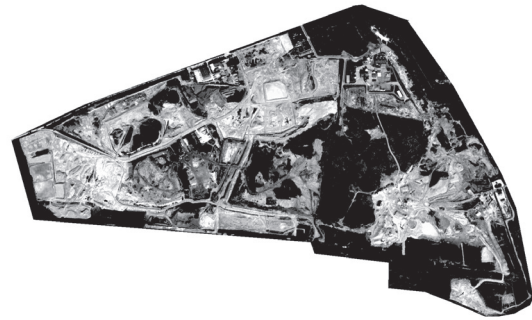
2014



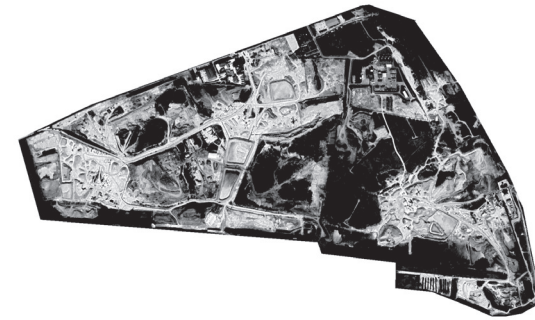
2015



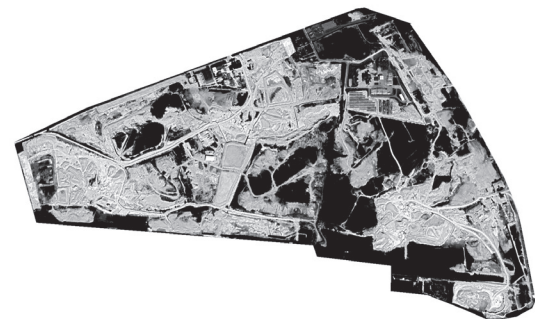
2016



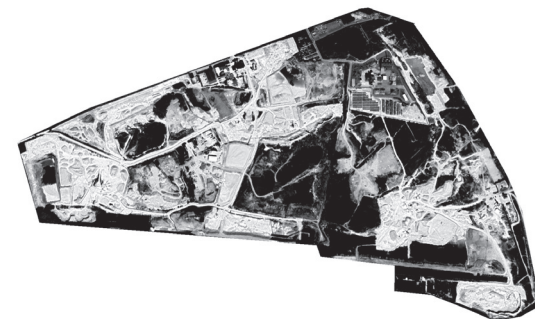
2017



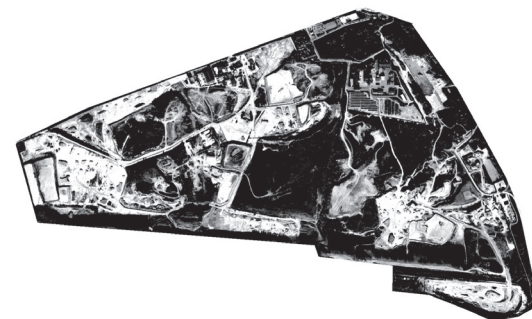
2018



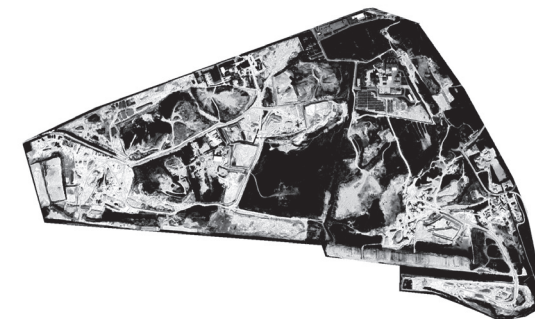
2019



2020



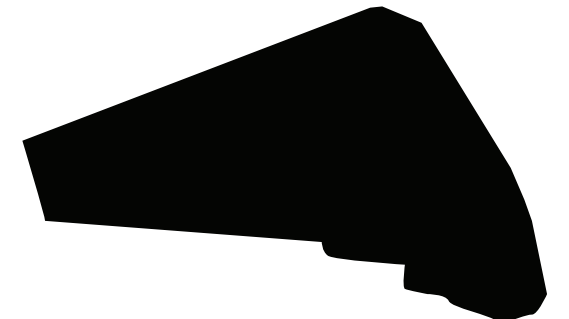
2021



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.’**

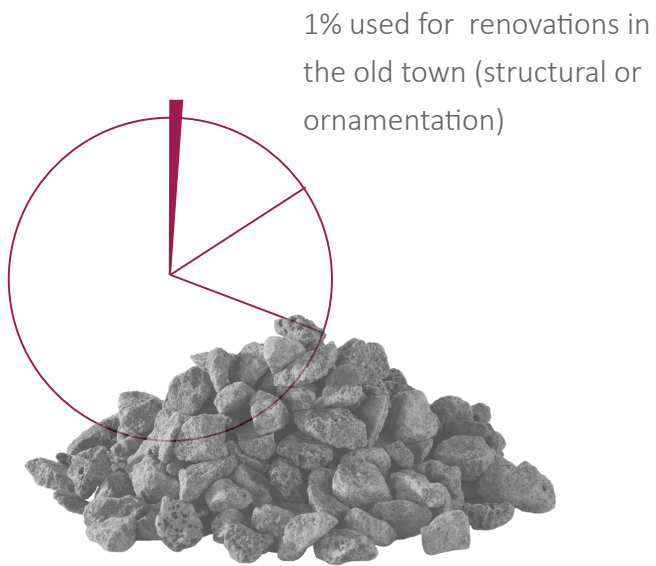
Kuldar Õunapuu,
managing director of OÜ
Paekivipörtiõur for Pealinn.ee



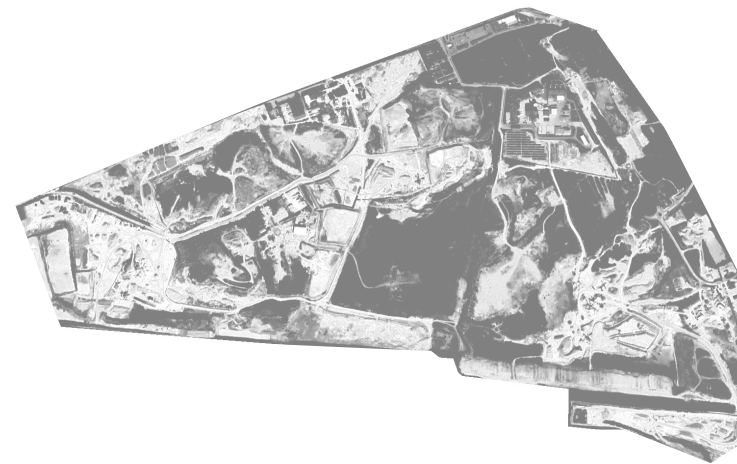
2039 ?

**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?



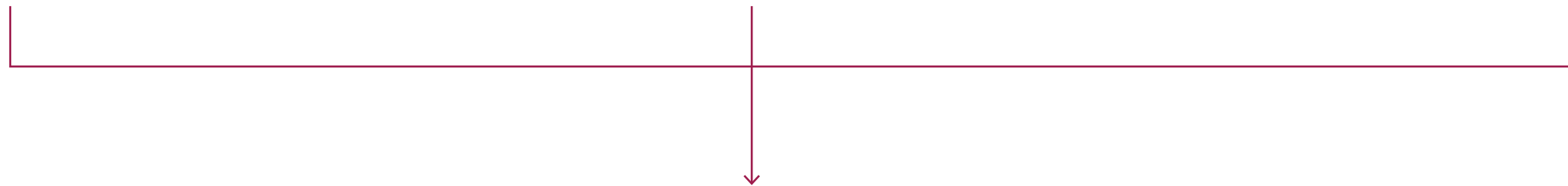
Changes in the physical, aesthetics, operational value of limestone



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 Tereza 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’

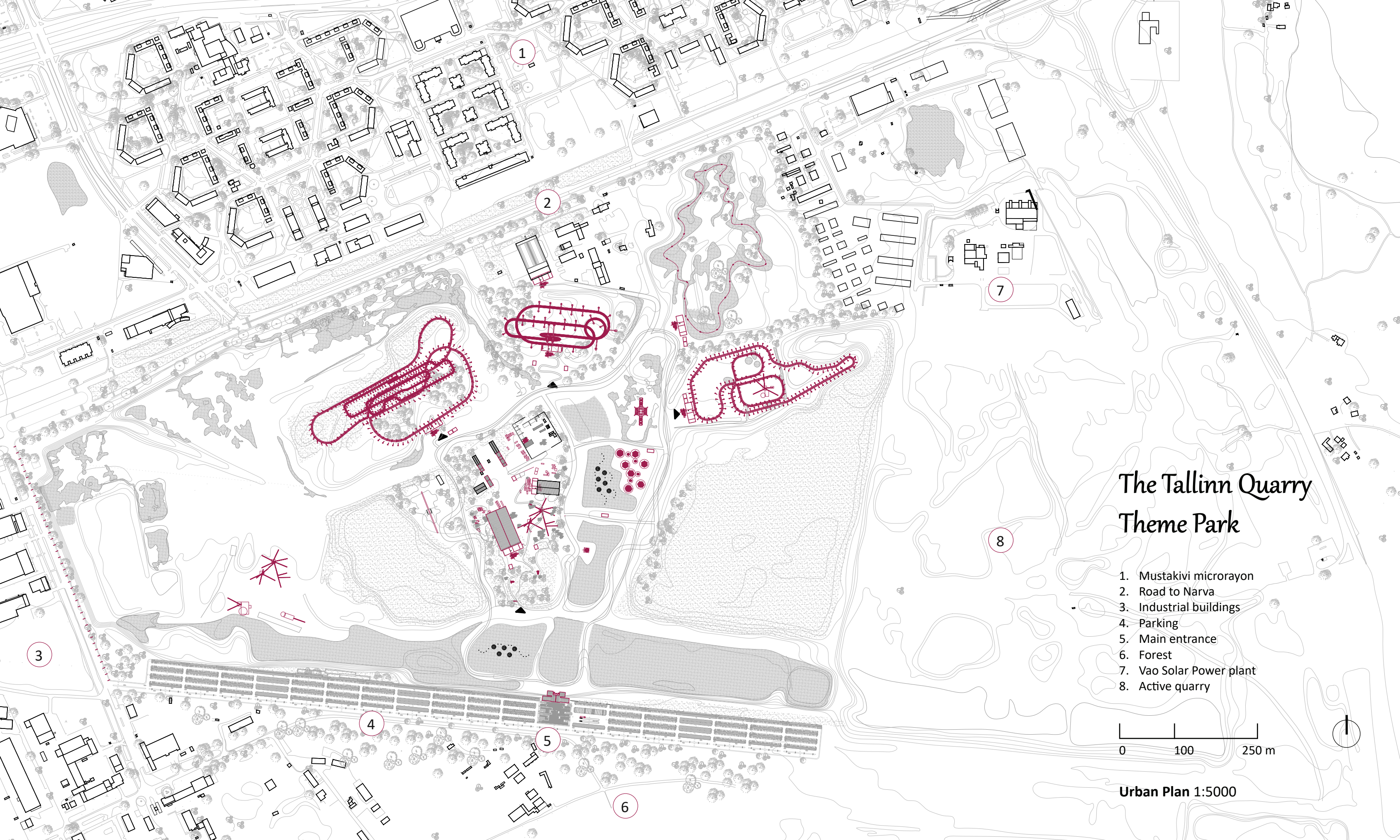
‘**an architecture of deception**, which in its happy-face familiarity, constantly distances itself from the most fundamental realities. The architecture of this city is almost **purely semiotic**, playing the game of grafted signification, theme-park building [...] such design is based in the same calculus 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

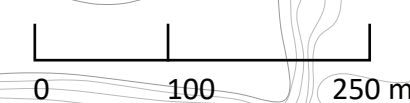
‘The isolation of Luna Park within Coney makes it an ideal architectural testing ground, but also **insulates the results of any tests from direct confrontation with reality.**’ /43

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



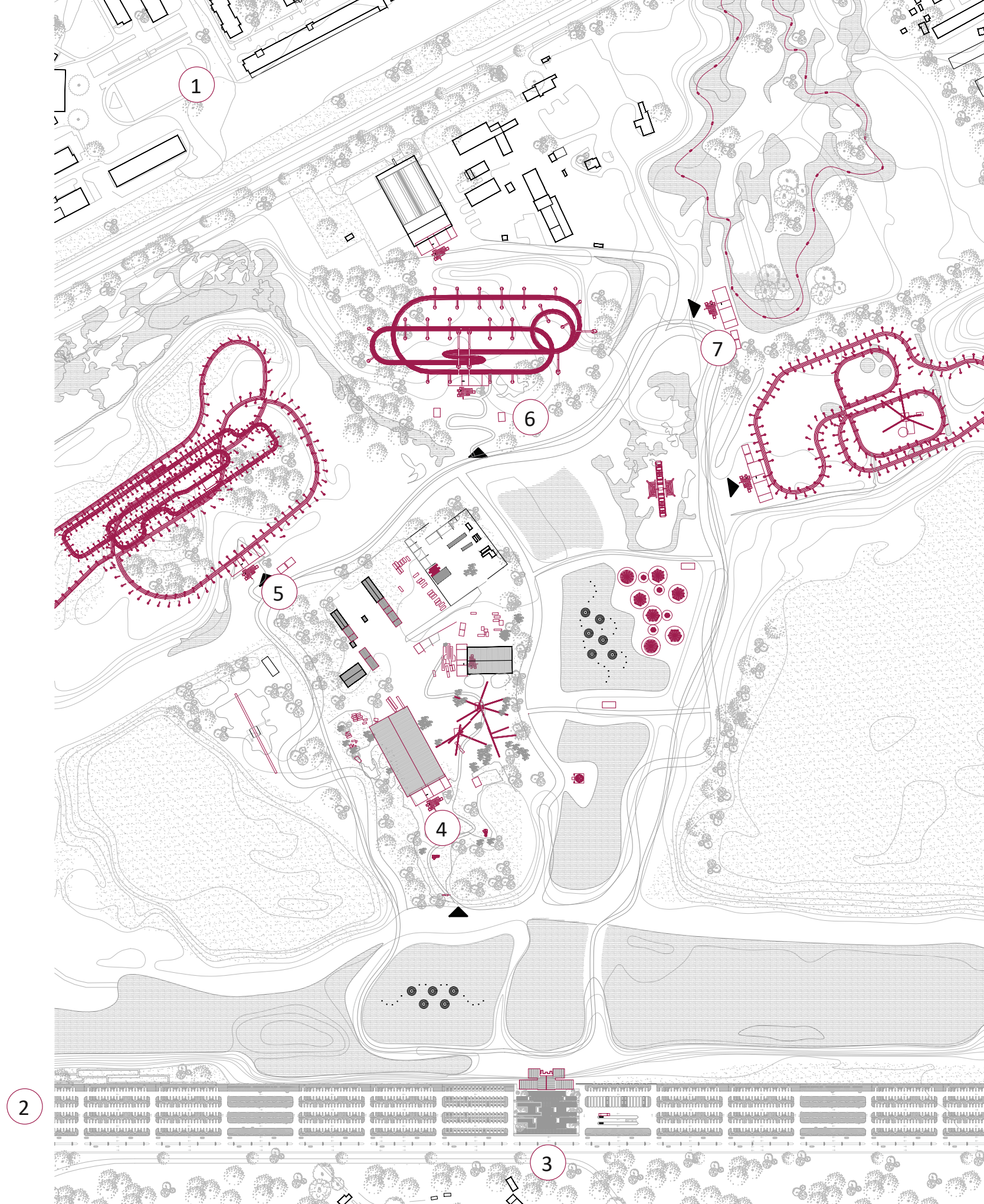
The Tallinn Quarry Theme Park

- 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

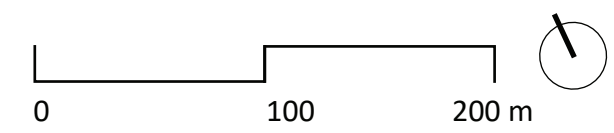


Urban Plan 1:5000

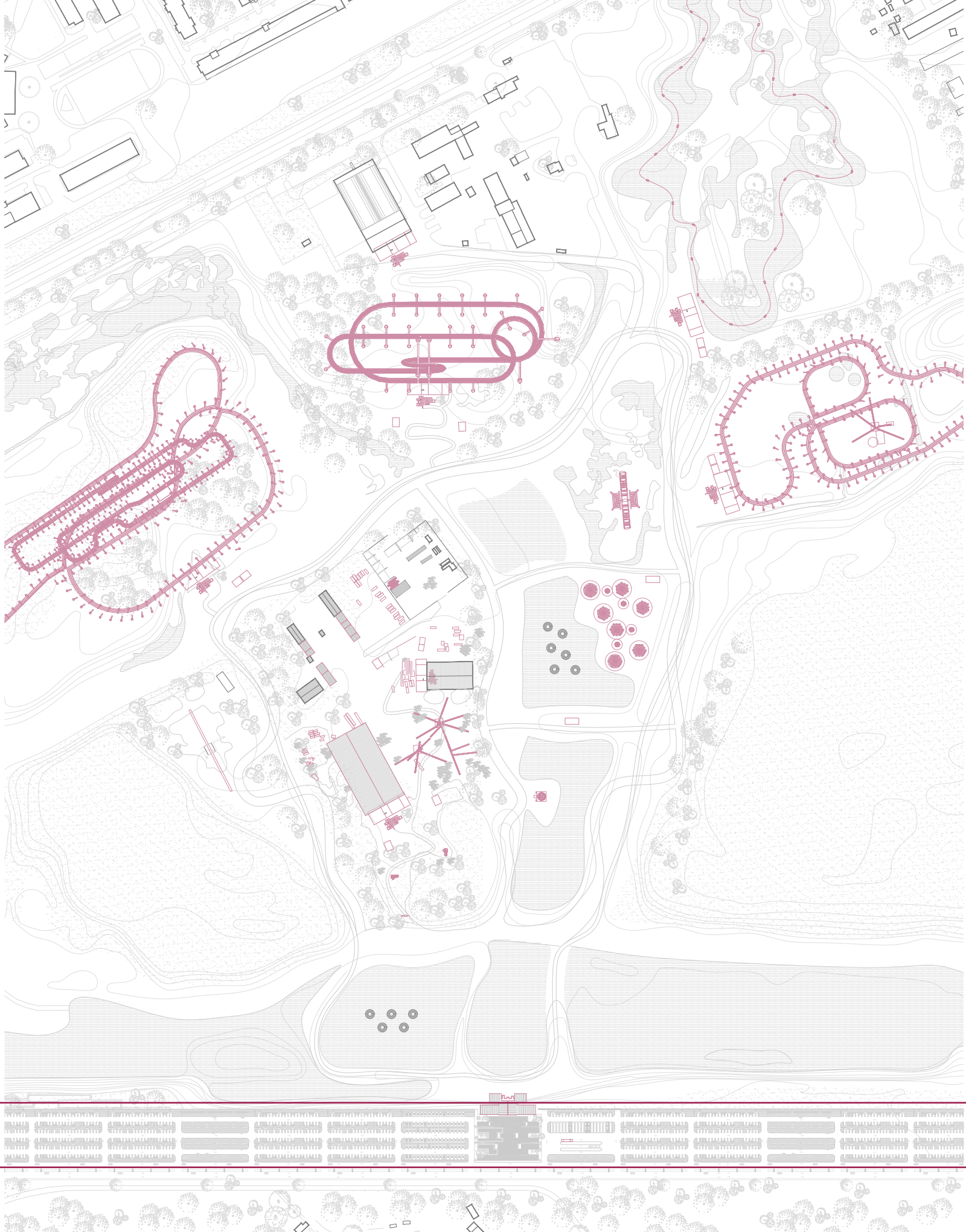




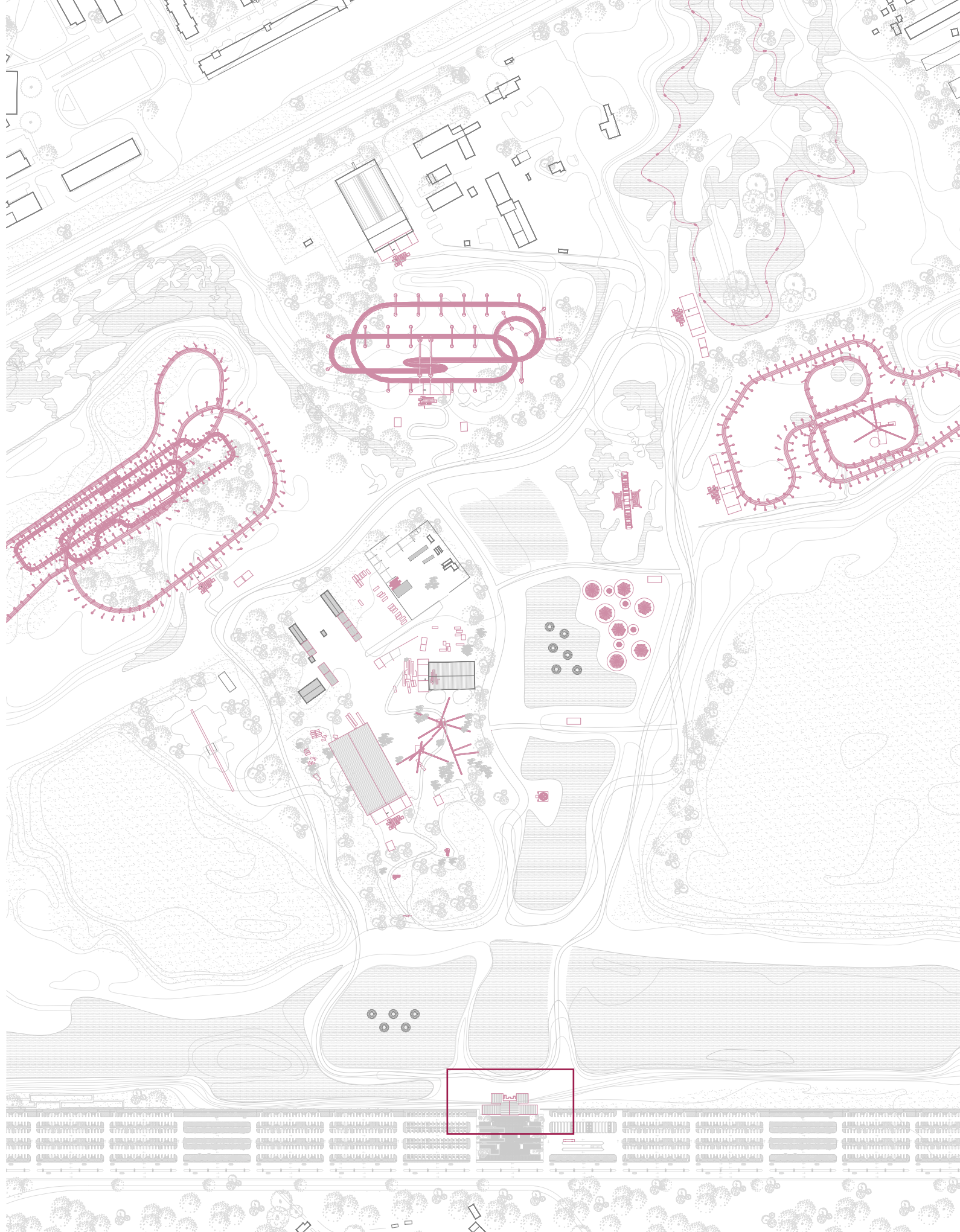
- 1. Mustakivi microrayon
- 2. Parking
- 3. Main entrance
- 4. Threshold 1 - Land
- 5. Threshold 2 - Land
- 6. Threshold 3 - Land
- 7. Threshold 4 - Land



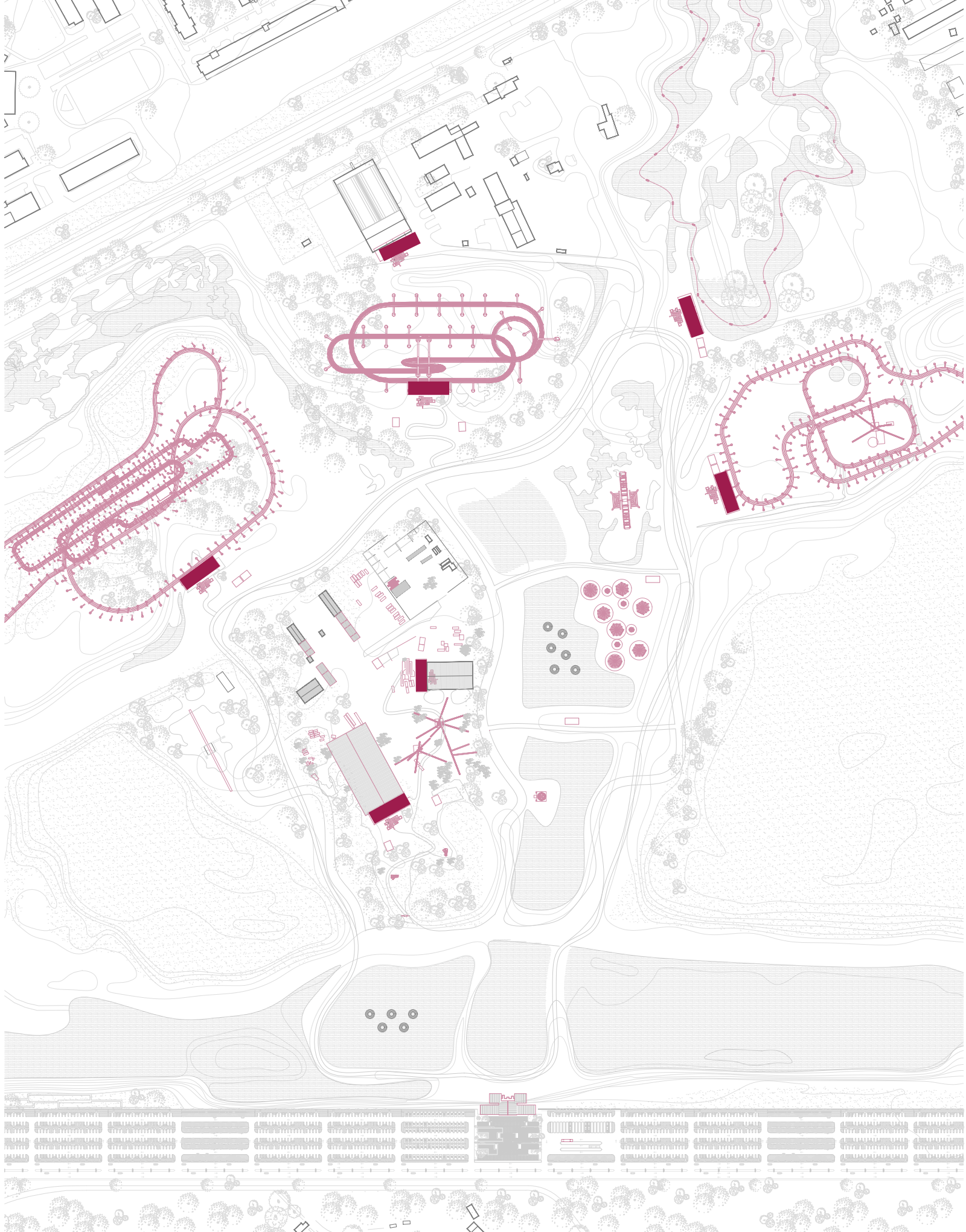
Theme Park Plan 1:2500



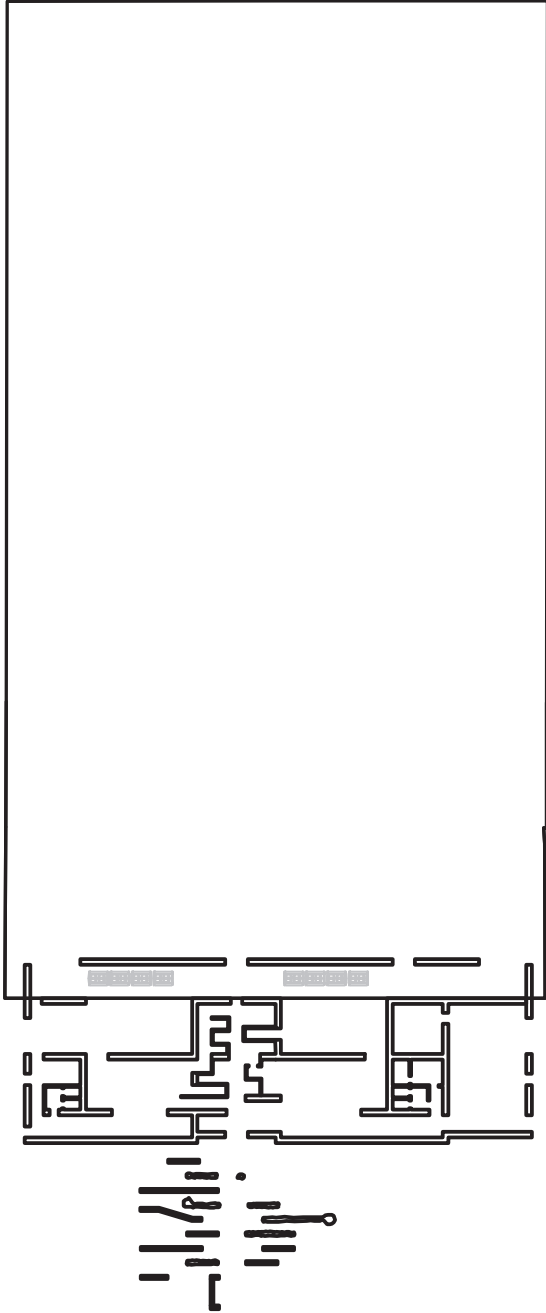
The Parking



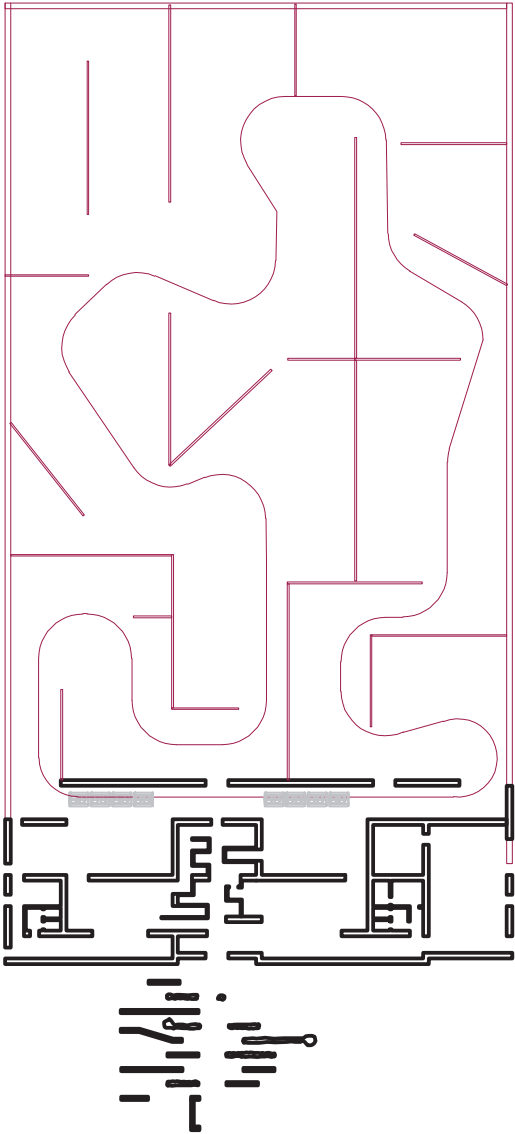
Main Entrance



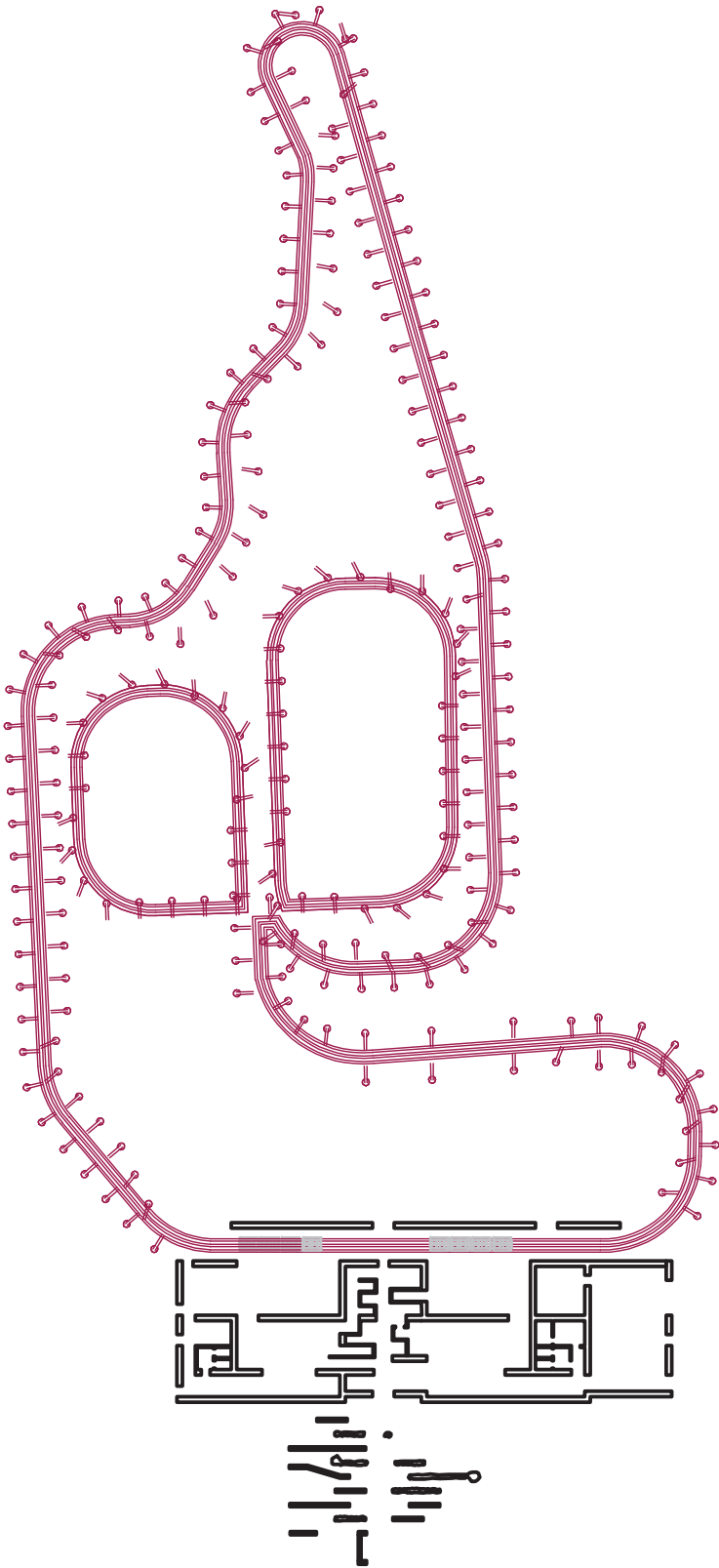
**Typified Attraction
Entrance Thresholds**



Existing
Warehouse

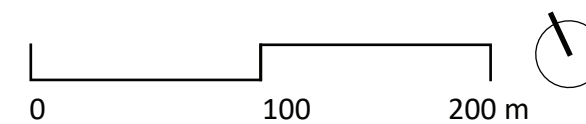


New
Warehouse

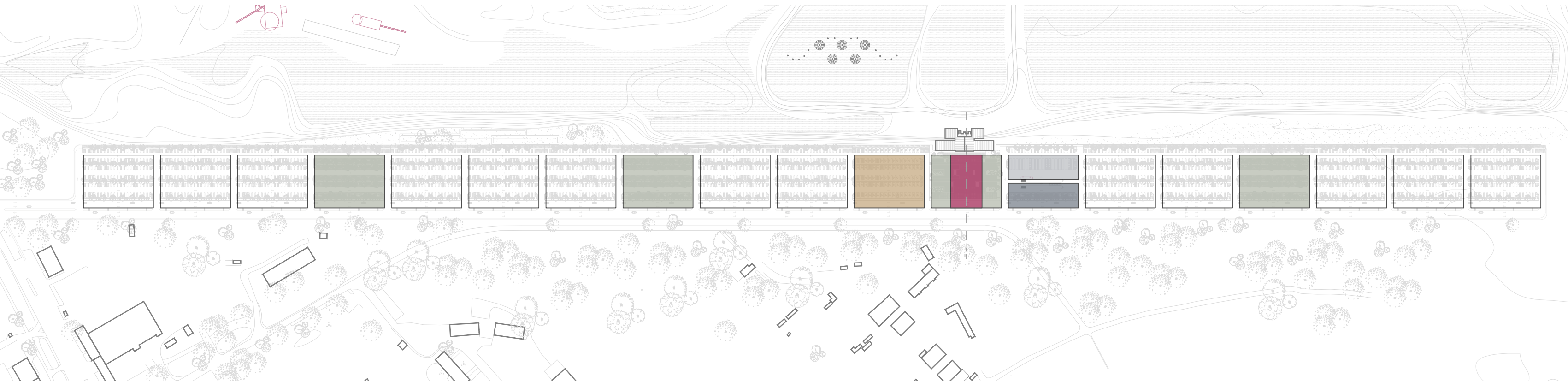


Roller Coaster

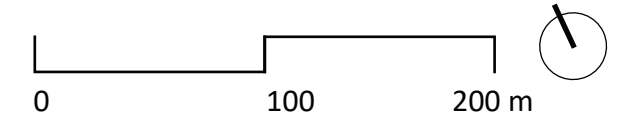
Attraction Entrance Plug-In



Parking lot 1:2500

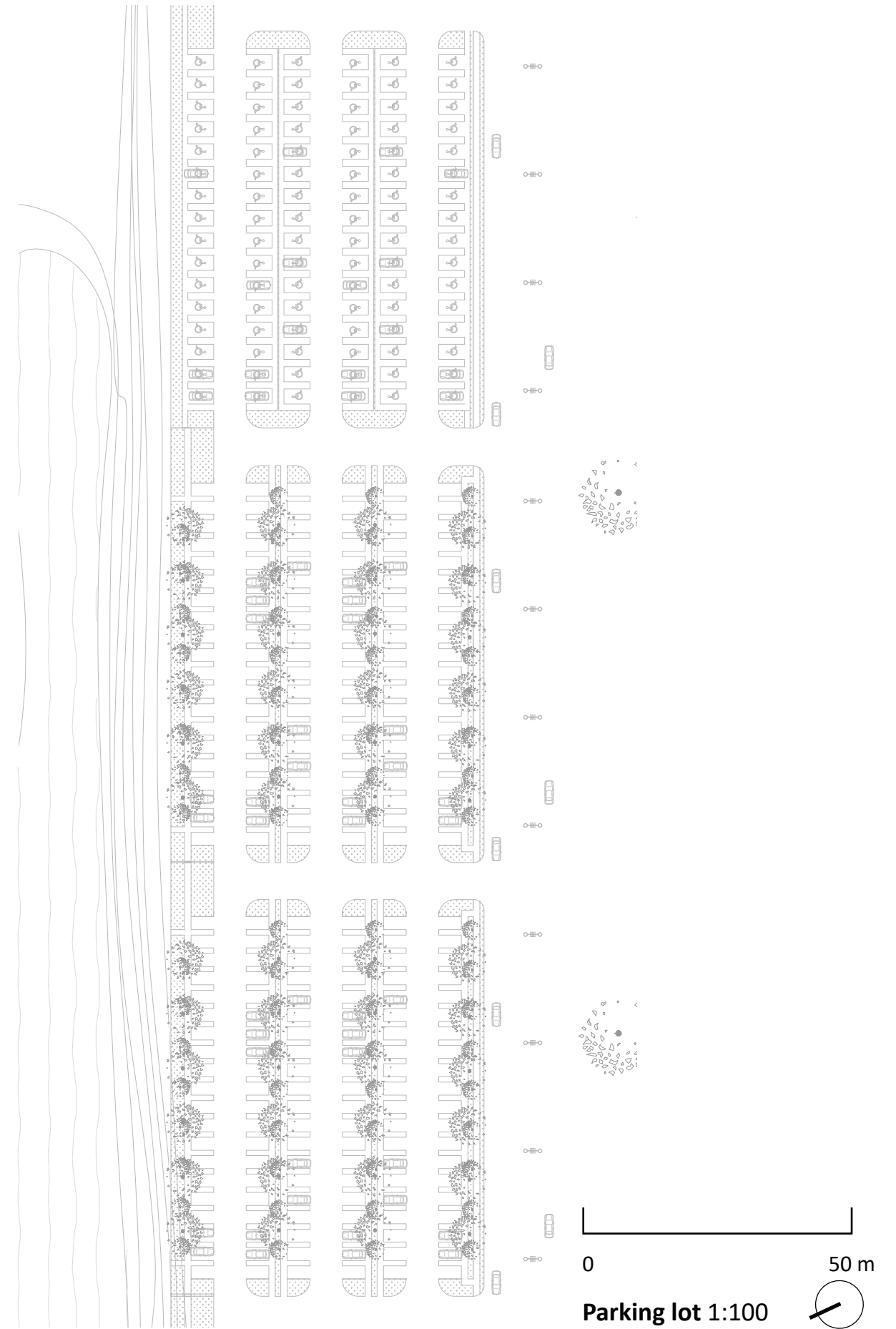


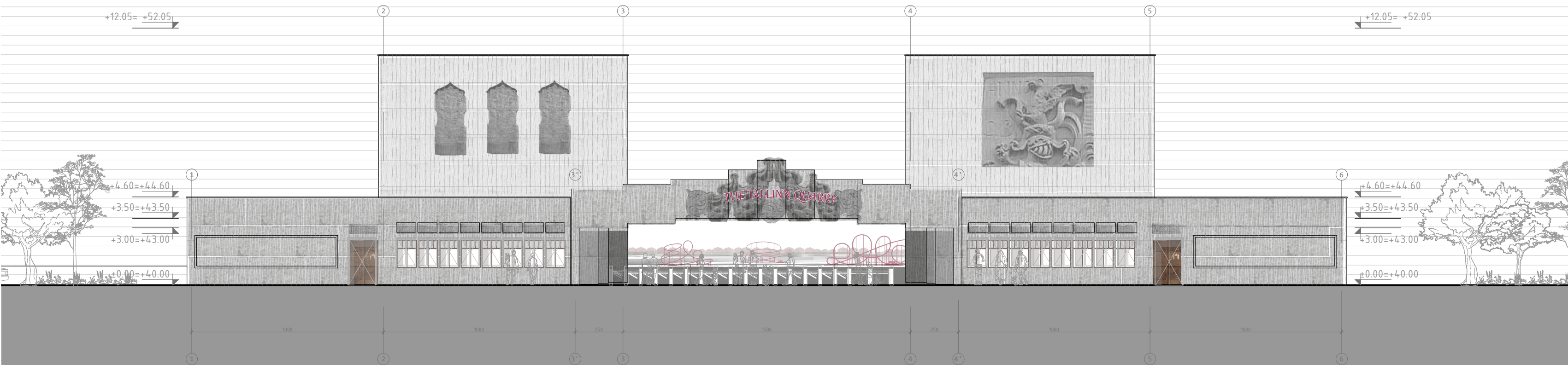
- 1. Disabled parking
- 2. Bus loop
- 3. Guest drop off zone
- 4. Preferred parking
- 5. Standard parking
- 6. Main entrance



Parking lot organisation 1:2500

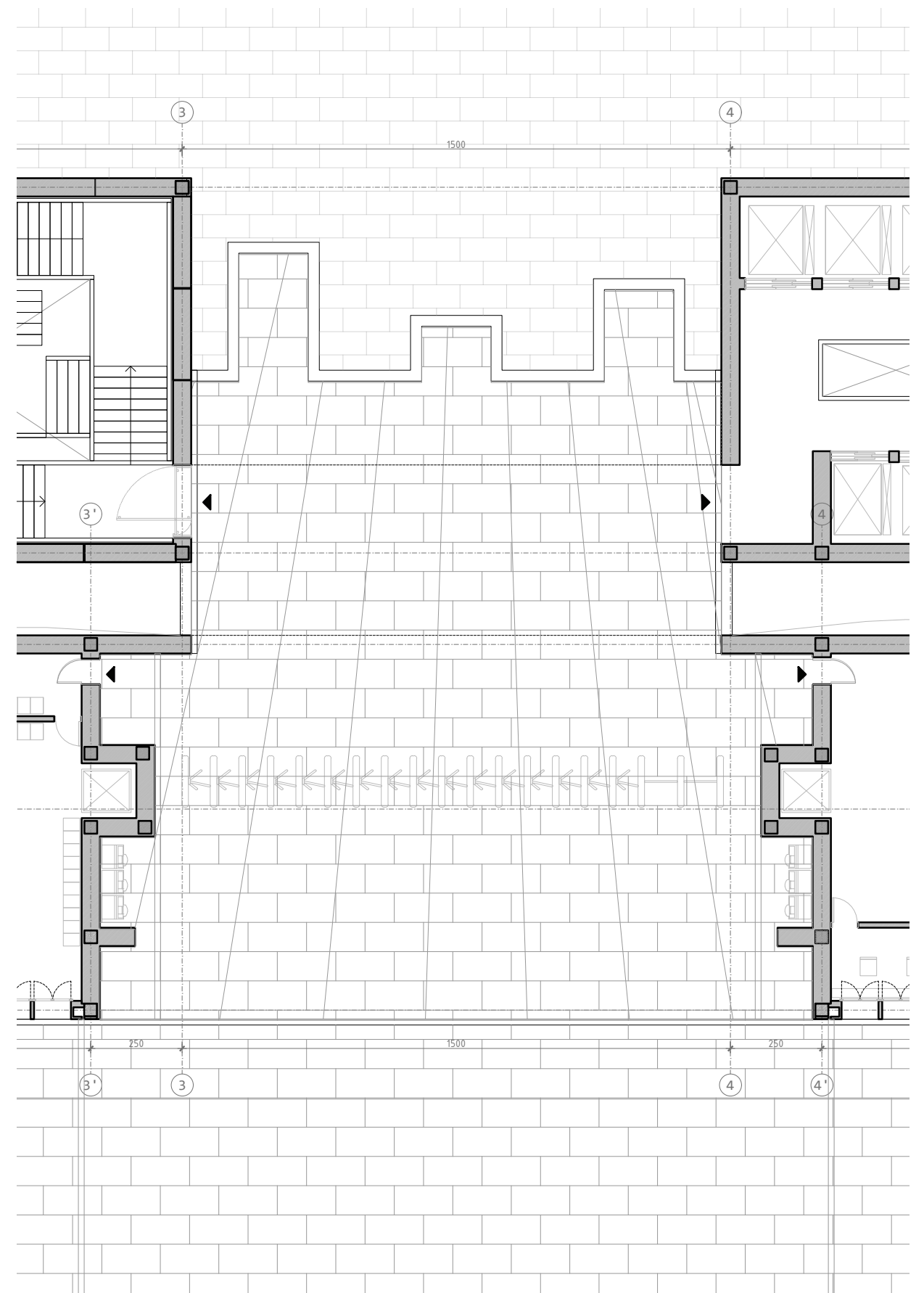
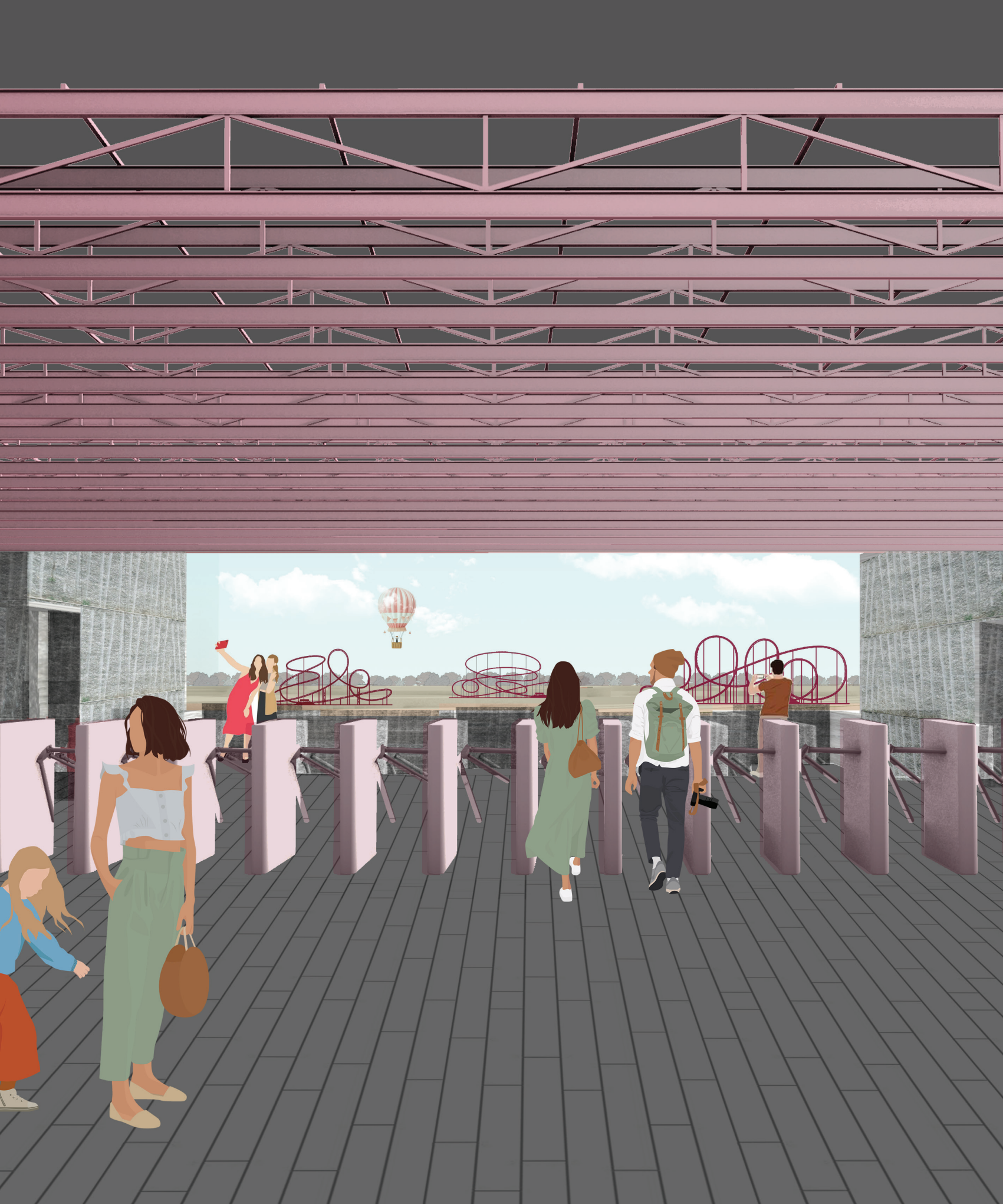




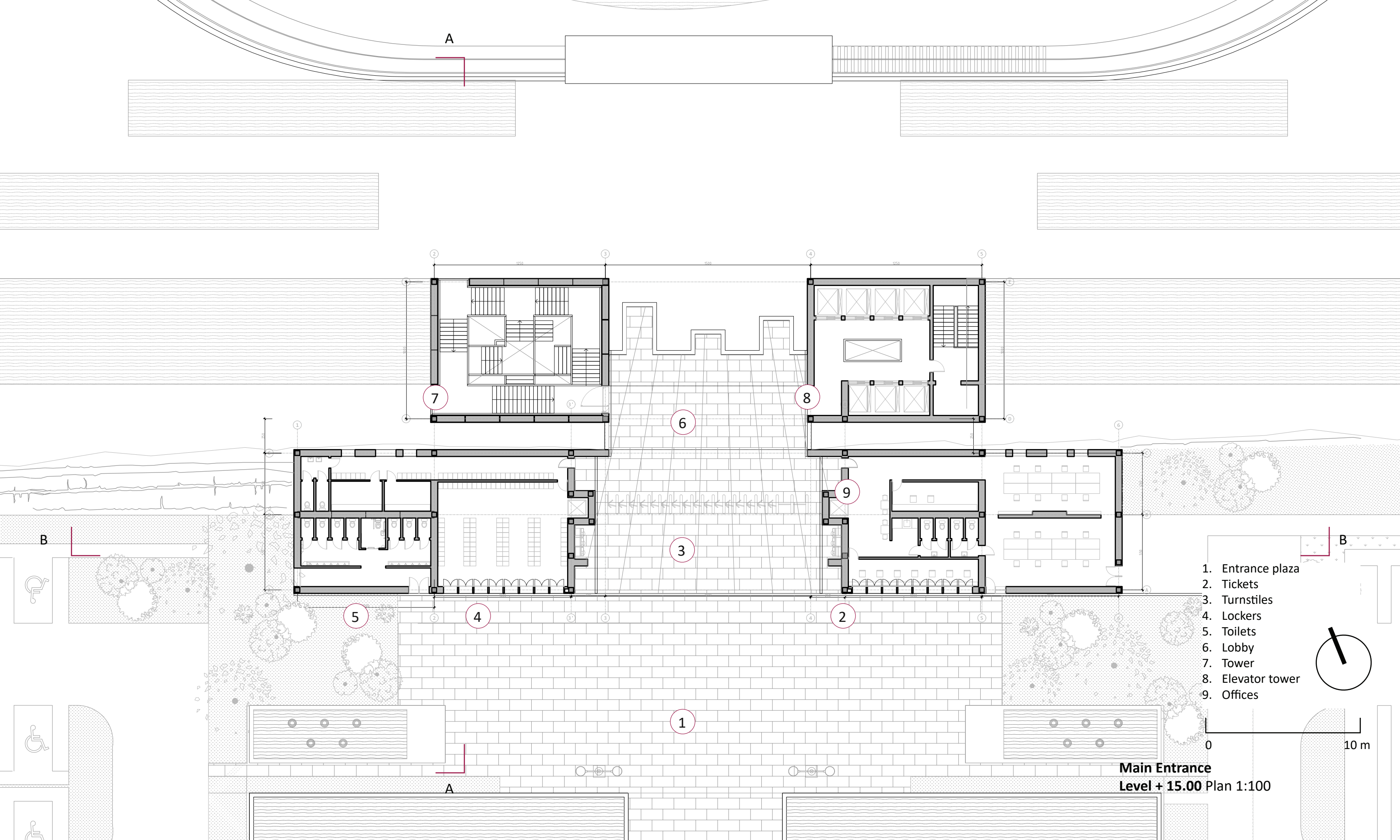


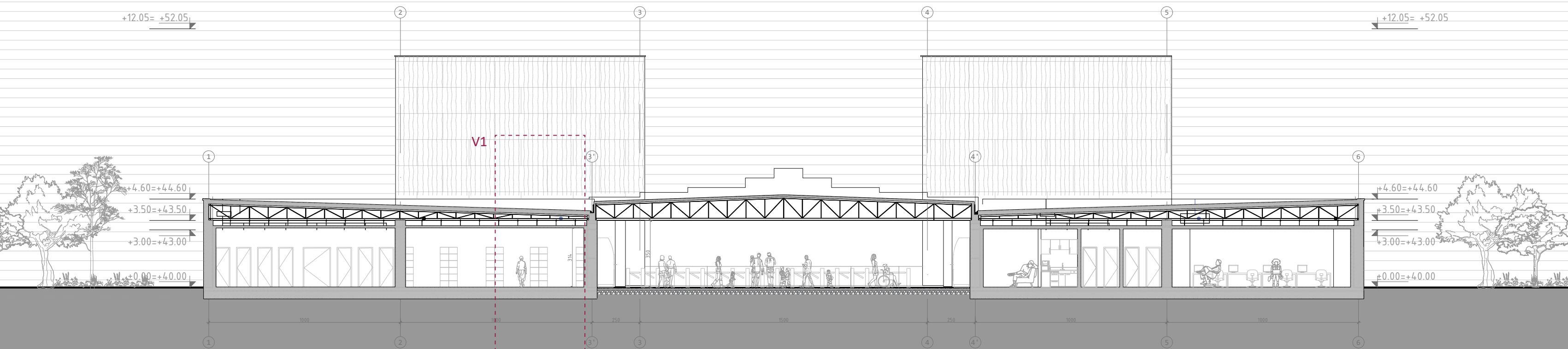
South-West Elevation 1:200



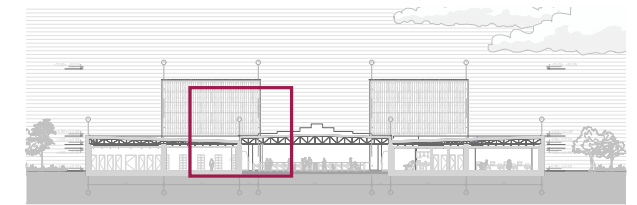
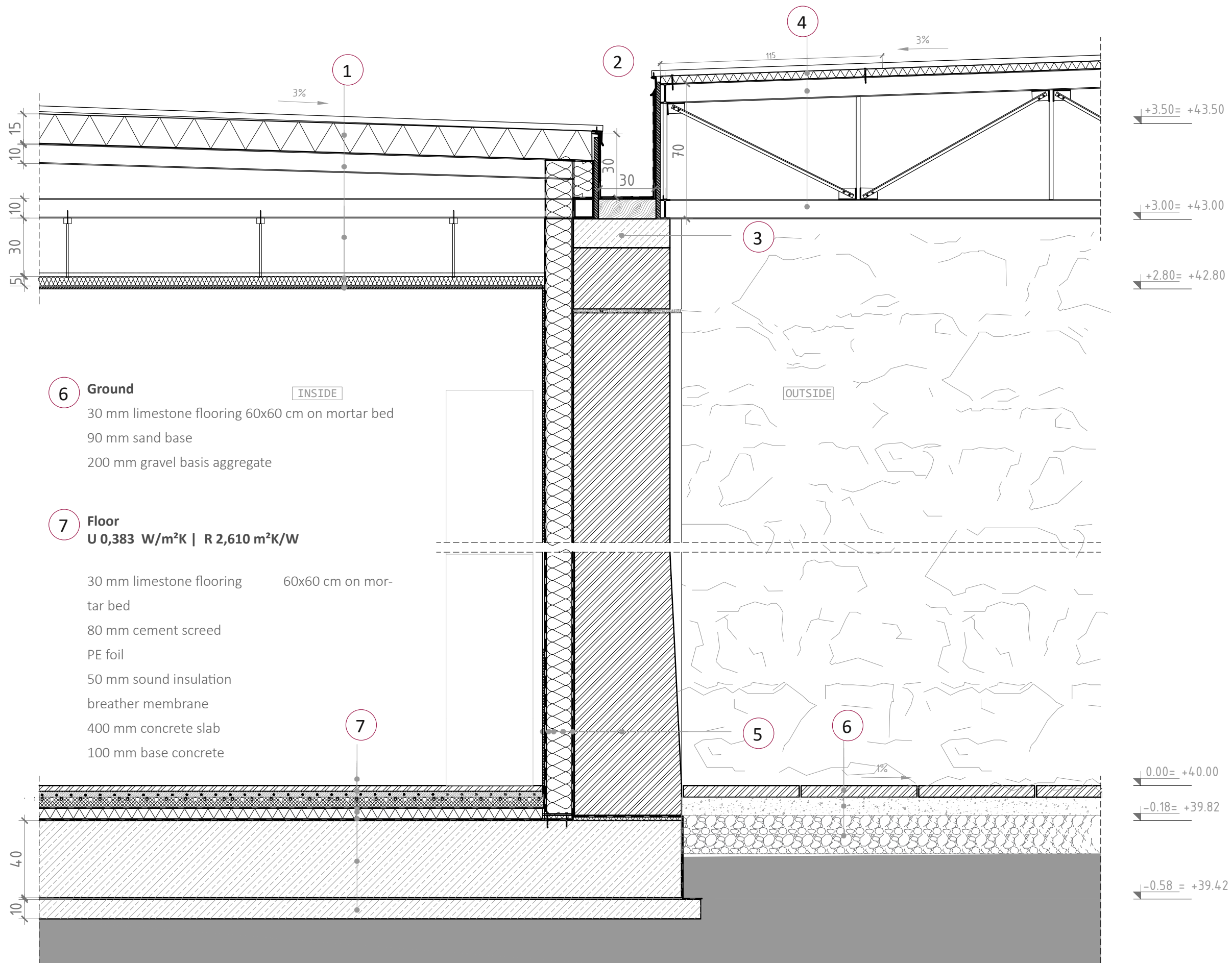


Entrance Lobby Plan 1:150





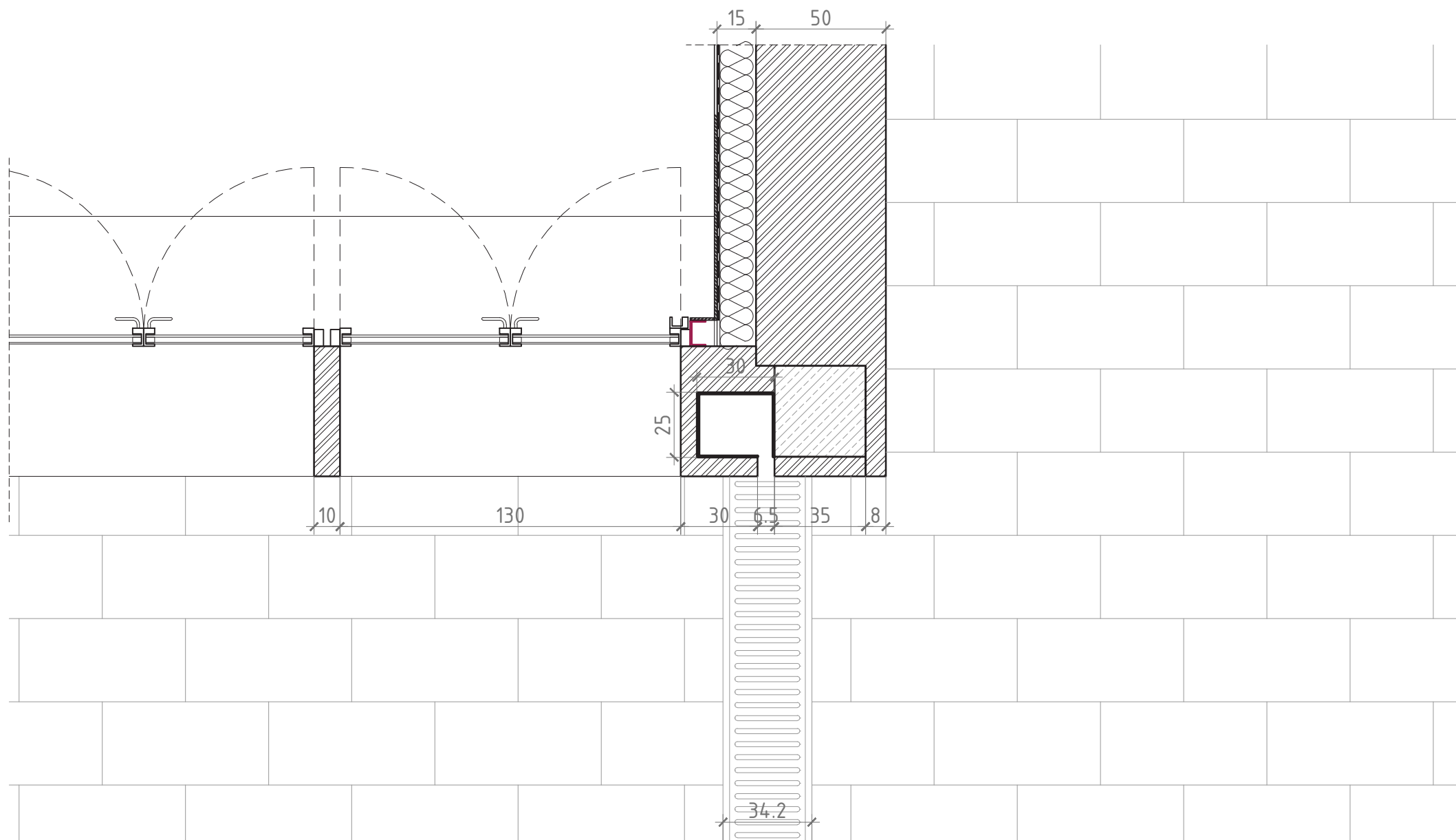
Section B-B 1:100

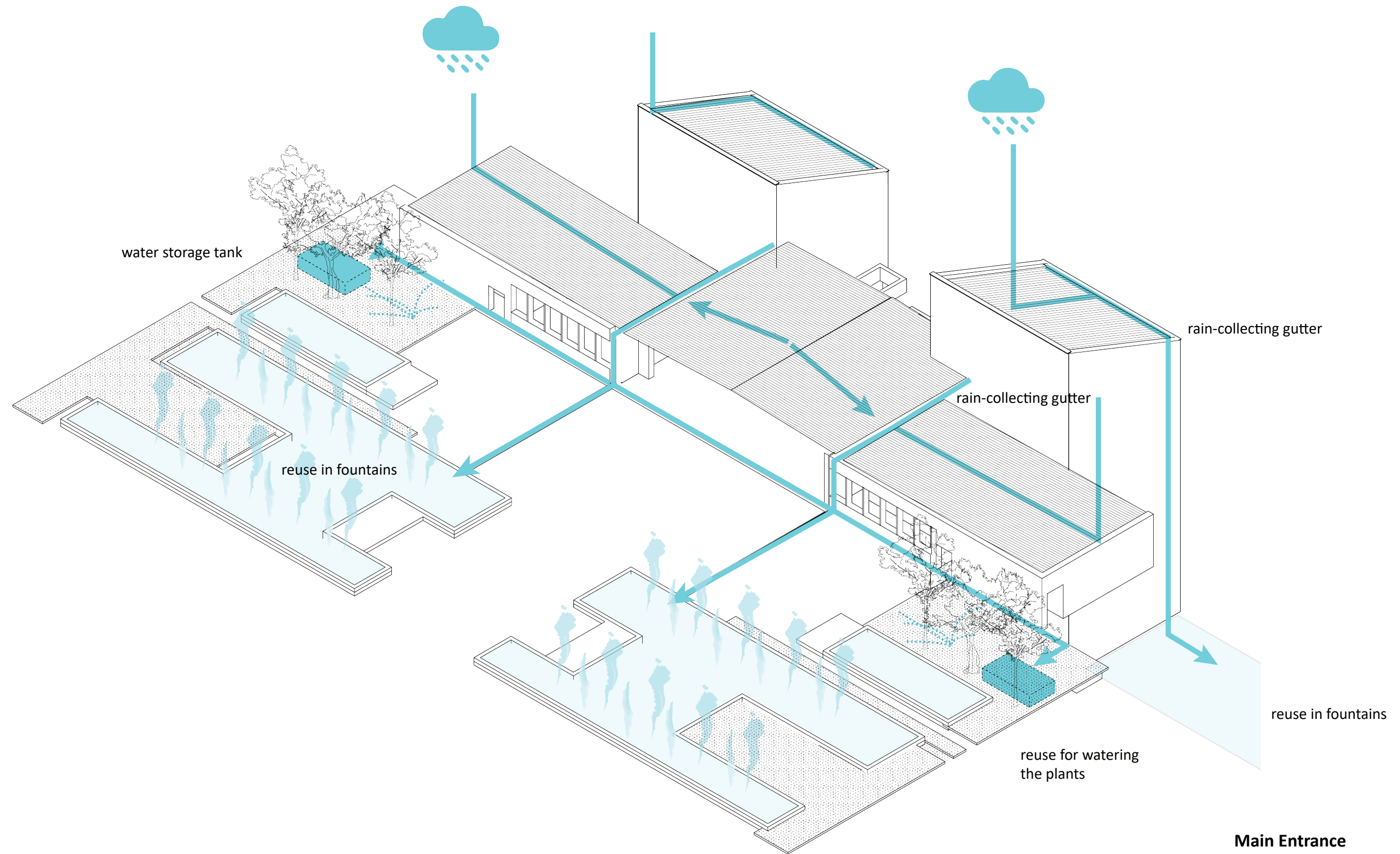


Rain-collecting Gutter Detail 1:20

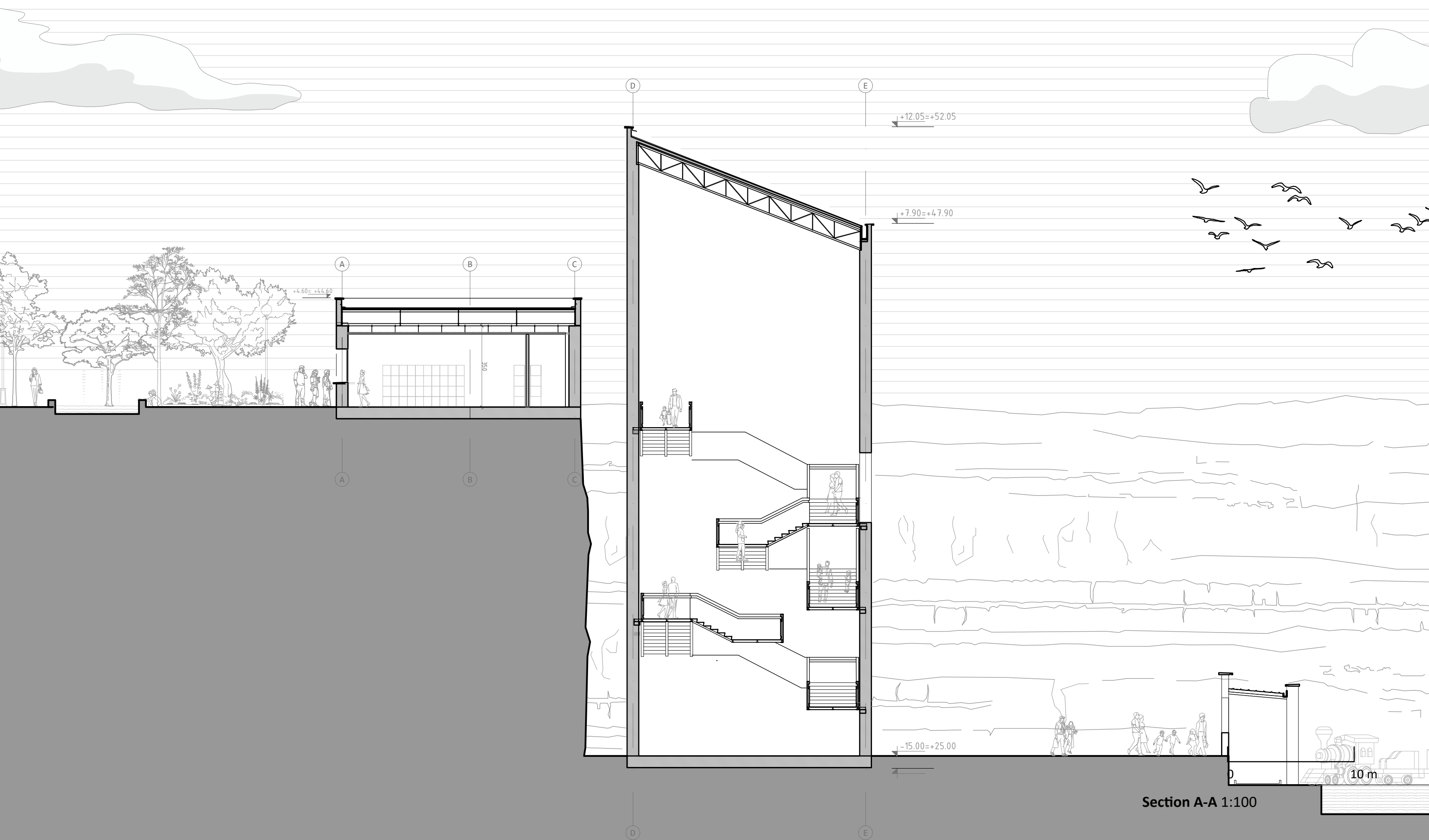
- 1** **Roof - Conditioned Space**
U 0,235 W/m²K | R 4,263 m²K/W
1000x2500x150 mm SAB sandwich panel
700 mm steel truss with IPE 100 beams
suspended ceiling on anchors and steel substructure
50 mm acoustic insulations
22 mm plasterboard
- 2** **Rain gutter**
200x70 mm on timber base
- 3** **Concrete base**
150 mm on supporting timber battens
200x70 mm on supporting timber battens
- 4** **Canopy Over Entrance**
SAB sandwich panel 1000x2500x40 mm
steel girder truss roof structure h=700 mm with IPE 100 beams
- 5** **Wall**
U 0,228 W/m²K | R 4,377 m²K/W
structural stone panels 2500x1500x500 mm
breather membrane
150 mm wool insulation in between 150 mm steel I beams
vapour control membrane
22 mm plaster board



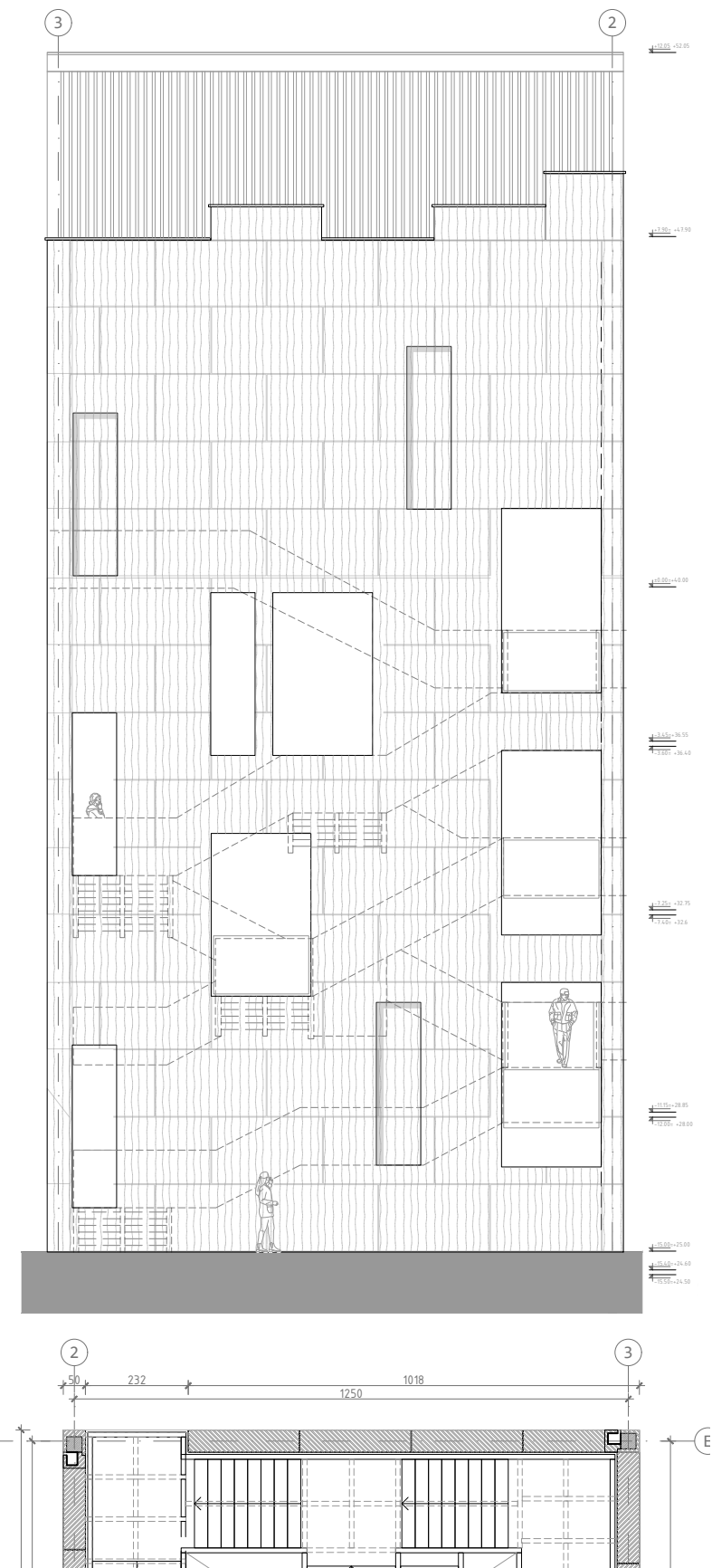


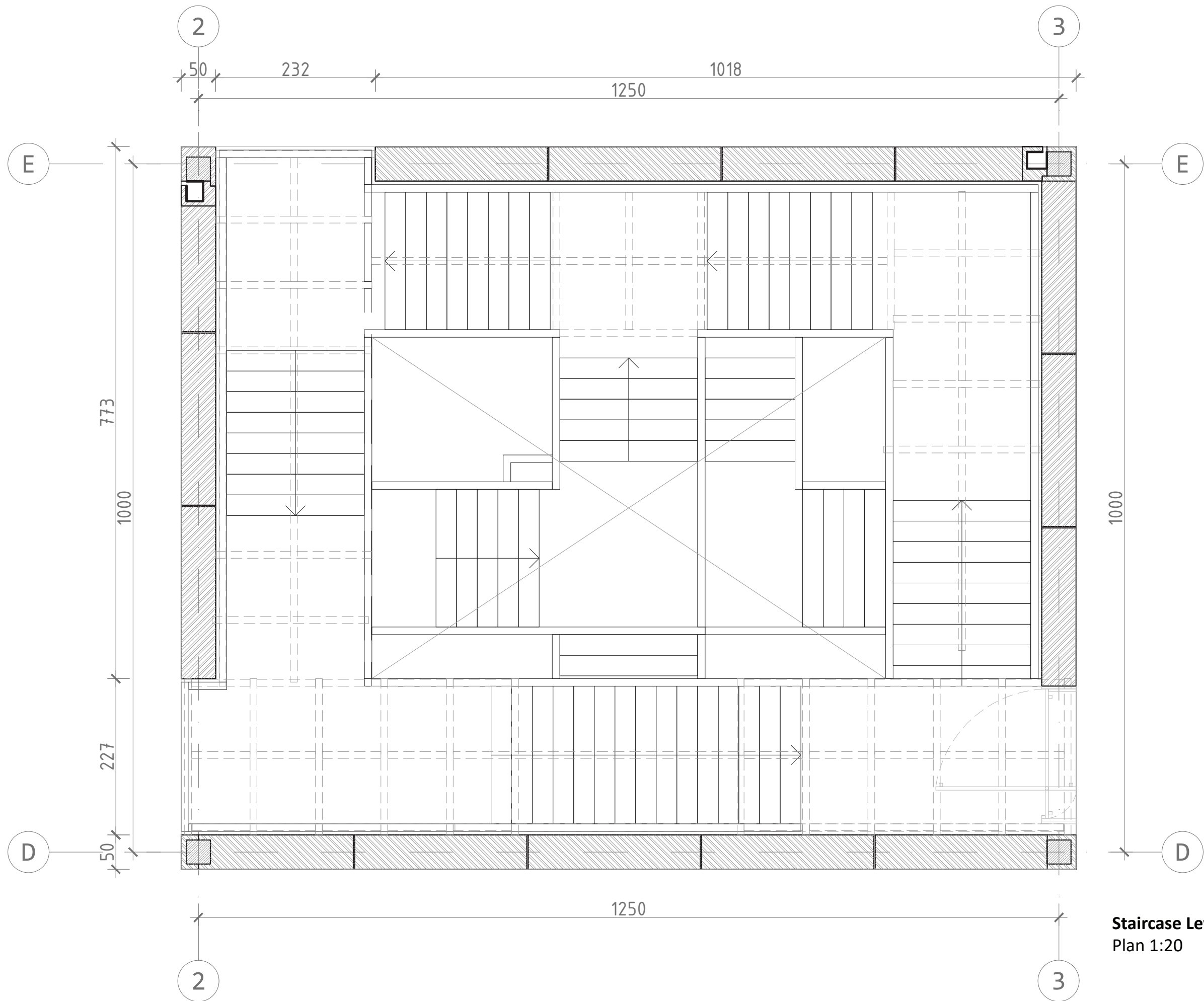


Main Entrance
Water Drainage Axonometry 1:100

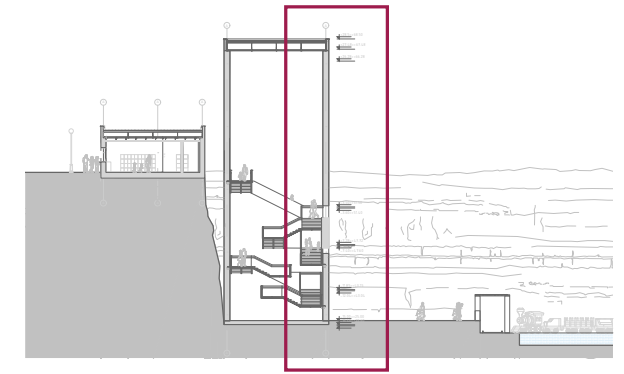
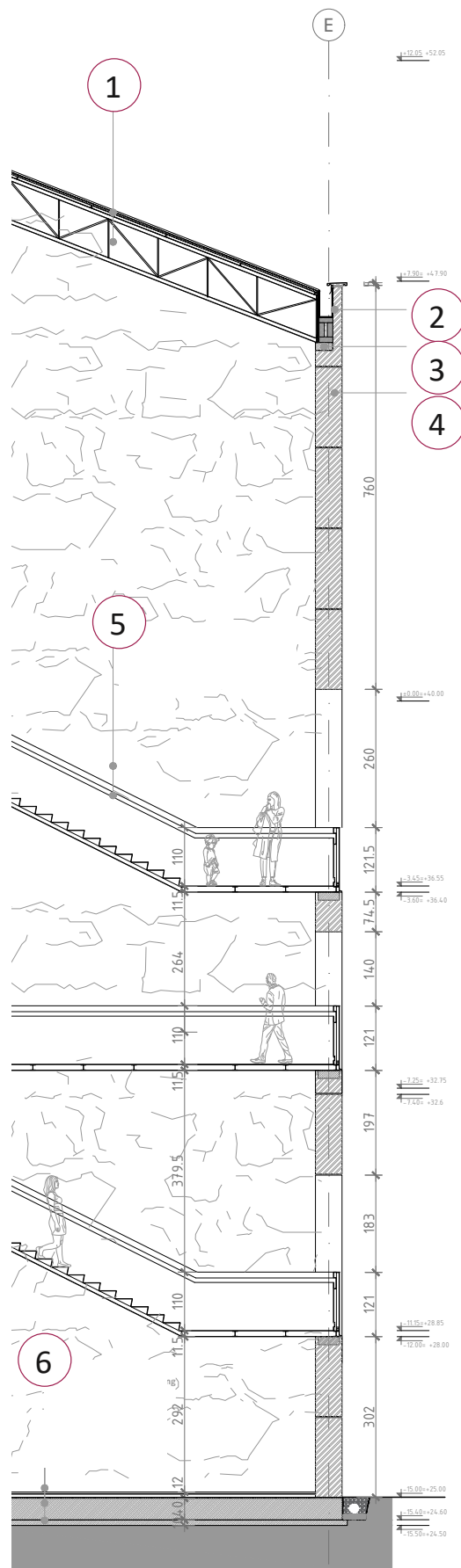


Section A-A 1:100



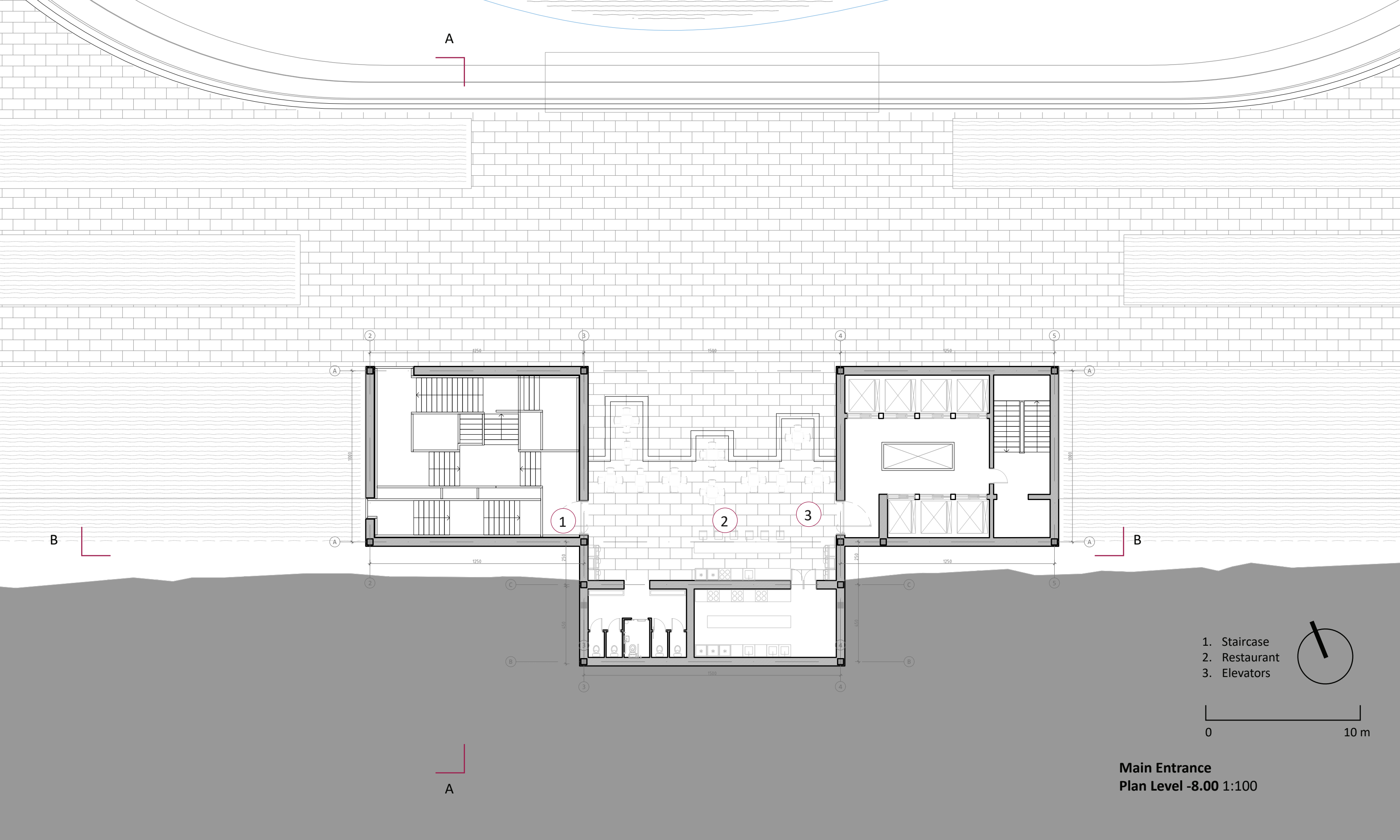


Staircase Level +40.00
Plan 1:20

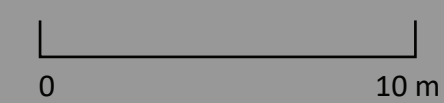


Staircase Fragments 1:20

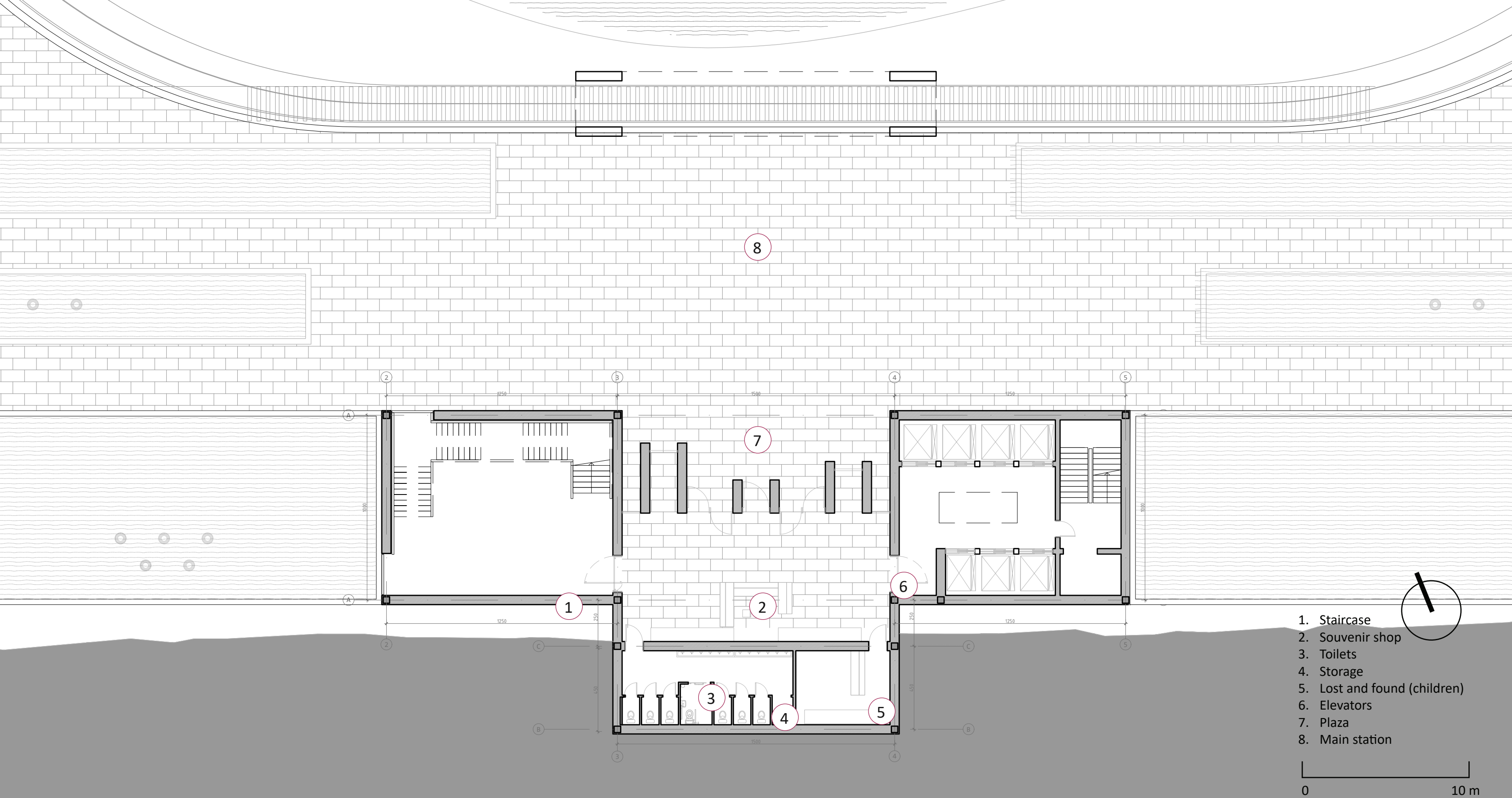
- 1 Roof**
 SAB sandwich panel 1000x2500x40 mm with membrane and 40 mm insulation
 steel girder truss roof structure h=900 mm with IPE 100 beams
- 2 Raingutter** 500x250 mm
- 3 Concrete base** 300x150 mm
- 4 Wall**
 structural stone panels 2500x1500x500 mm
- 5 Staircase**
 6 mm corten steel sheet with 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



- 1. Staircase
- 2. Restaurant
- 3. Elevators



Main Entrance
Plan Level -8.00 1:100



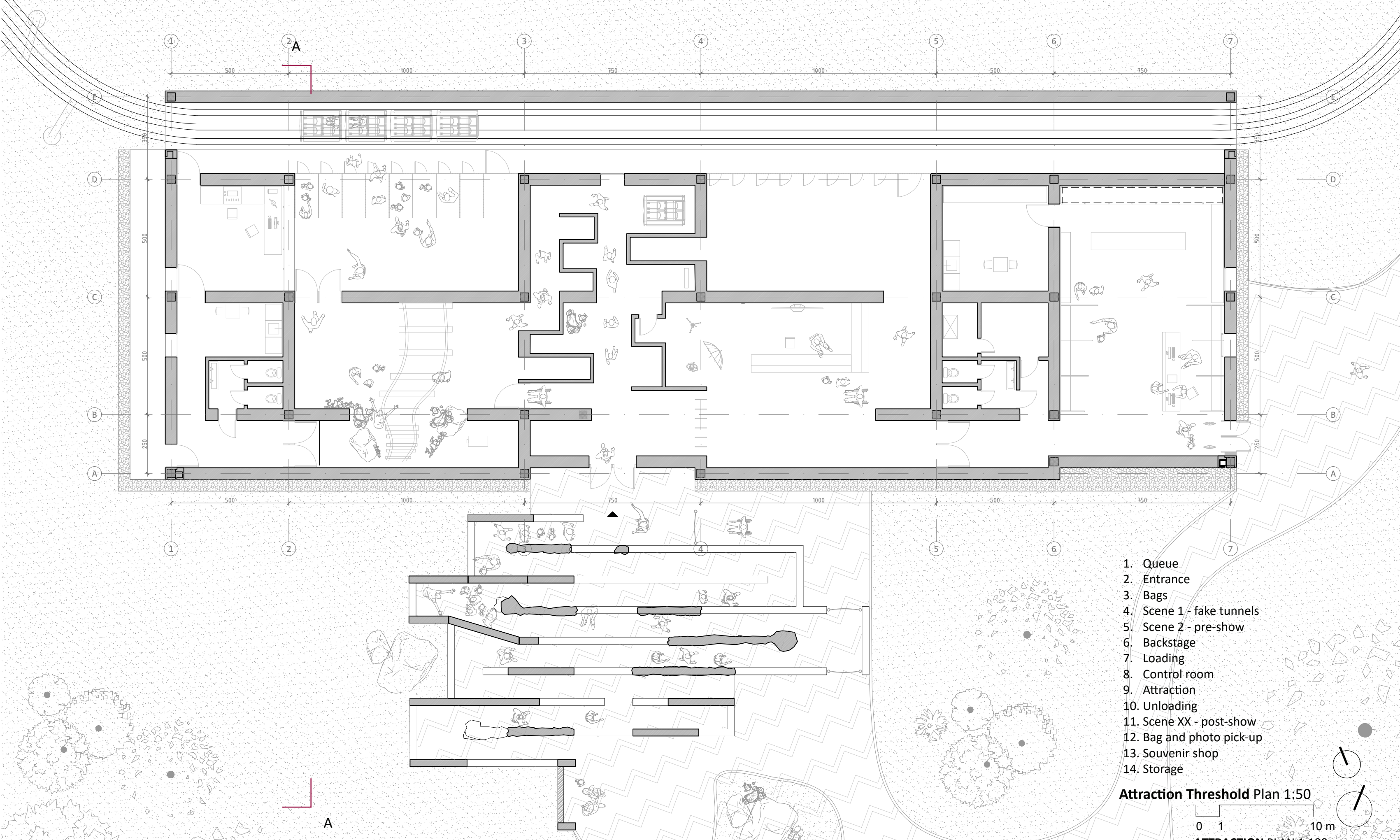
- 1. Staircase
 - 2. Souvenir shop
 - 3. Toilets
 - 4. Storage
 - 5. Lost and found (children)
 - 6. Elevators
 - 7. Plaza
 - 8. Main station
- 0 10 m

Main Entrance
Plan Level -15.00 1:100



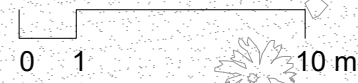


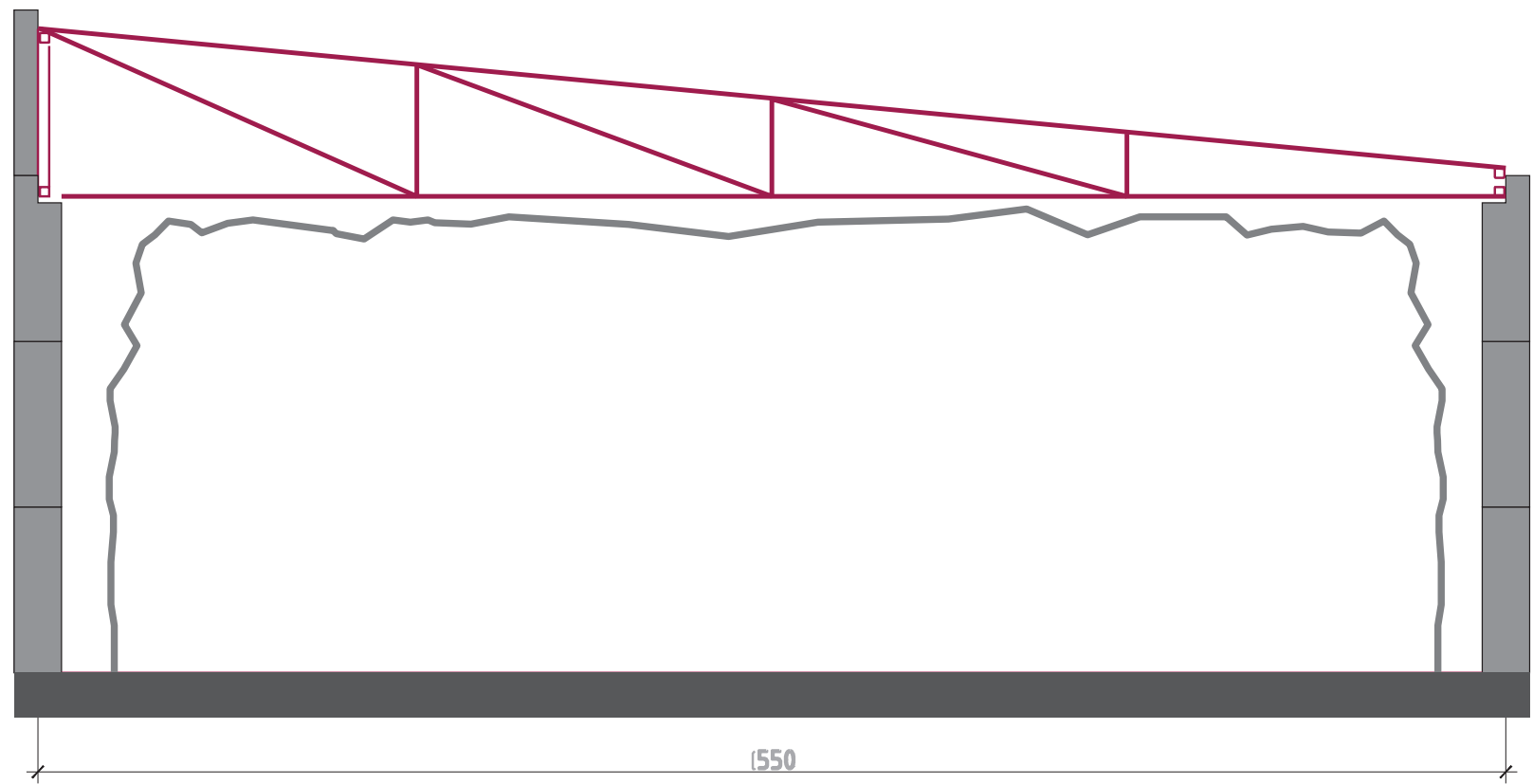
South-west Elevation 1:50



- 1. Queue
- 2. Entrance
- 3. Bags
- 4. Scene 1 - fake tunnels
- 5. Scene 2 - pre-show
- 6. Backstage
- 7. Loading
- 8. Control room
- 9. Attraction
- 10. Unloading
- 11. Scene XX - post-show
- 12. Bag and photo pick-up
- 13. Souvenir shop
- 14. Storage

Attraction Threshold Plan 1:50

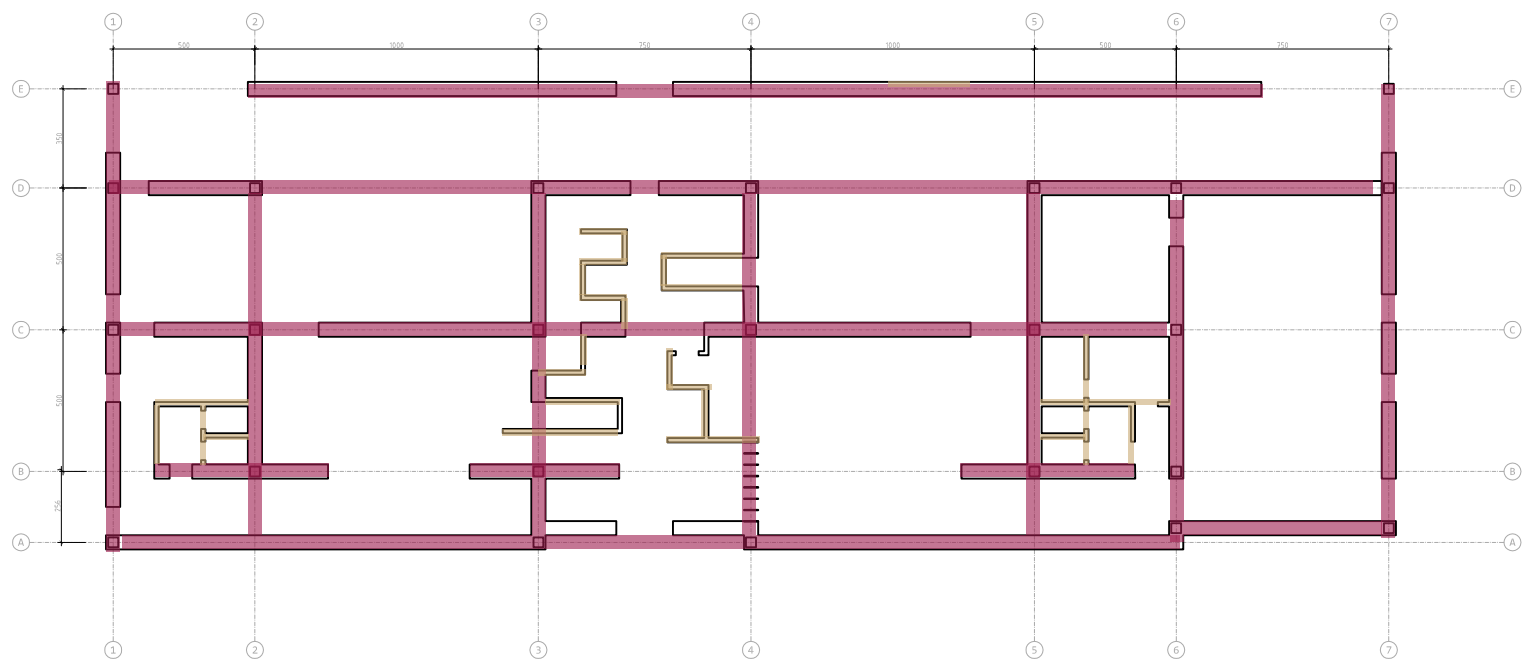




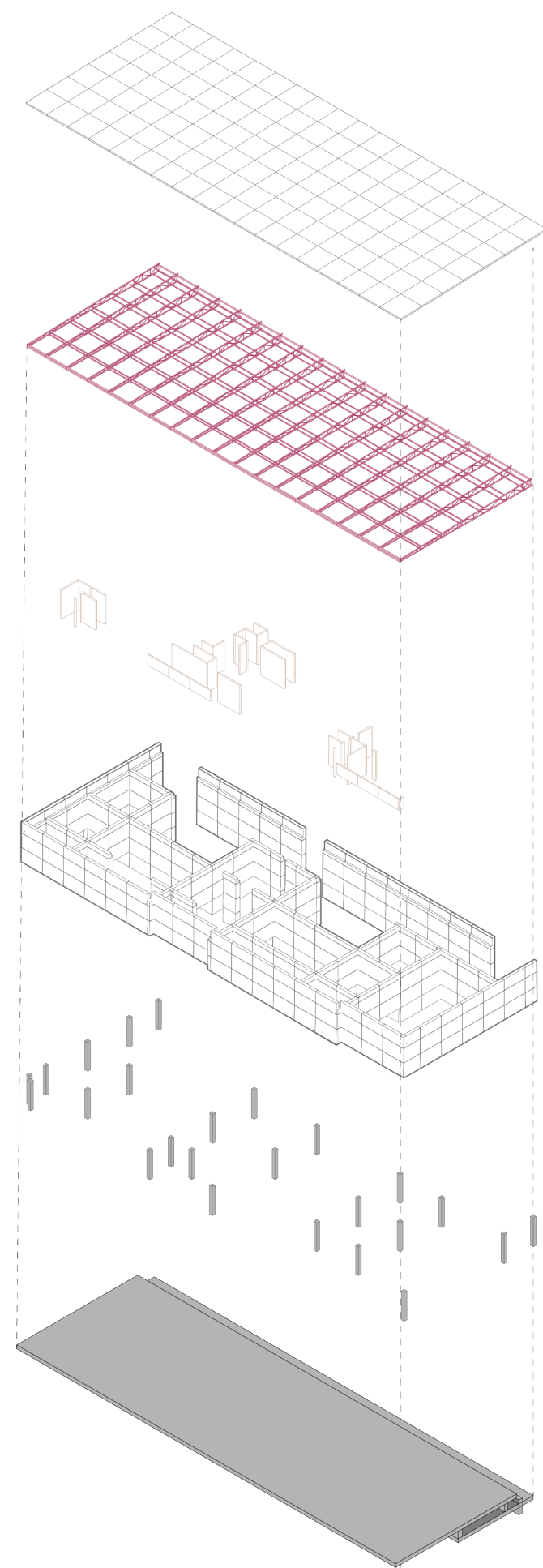
a stone warehouse

solid stone walls with hidden lightweight steel roof truss structure

Structural Concept



Structural Diagram



SAB SANDWICH PANELS 150
MM

steel trusses

non-loadbearing walls (steel
columns with insulation and
plaster)

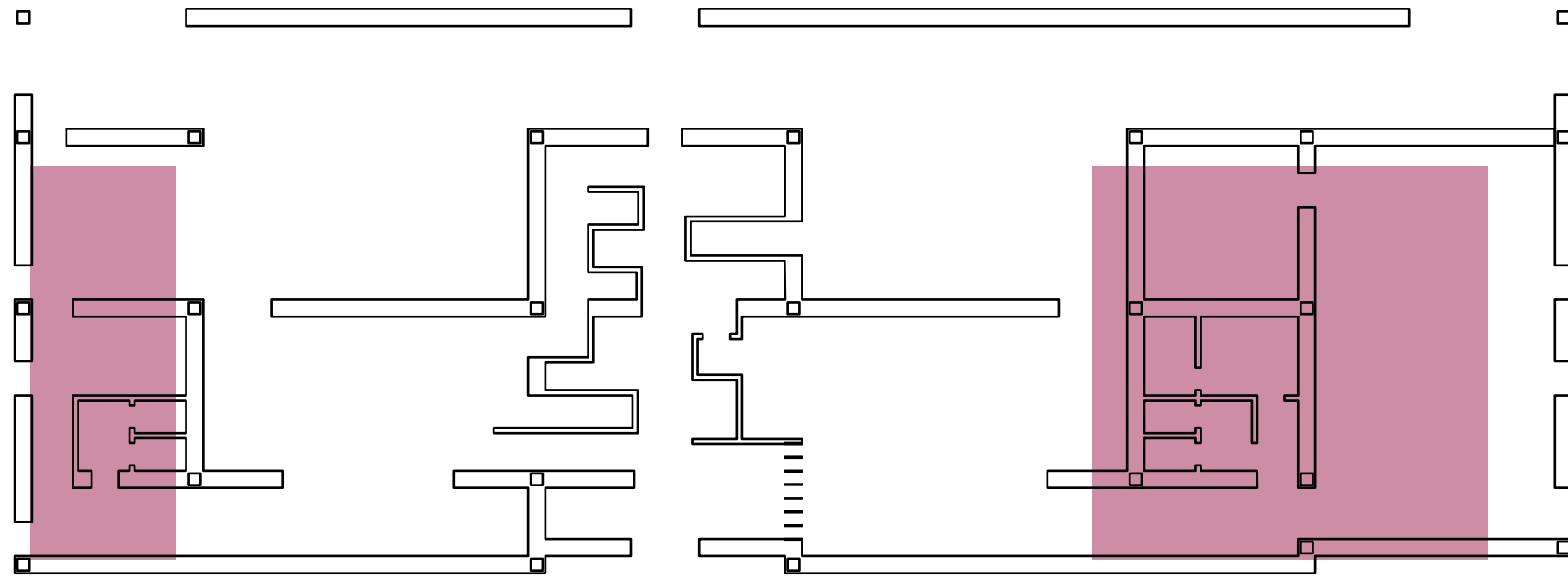
loadbearing stone walls

concrete columns

concrete slab foundations

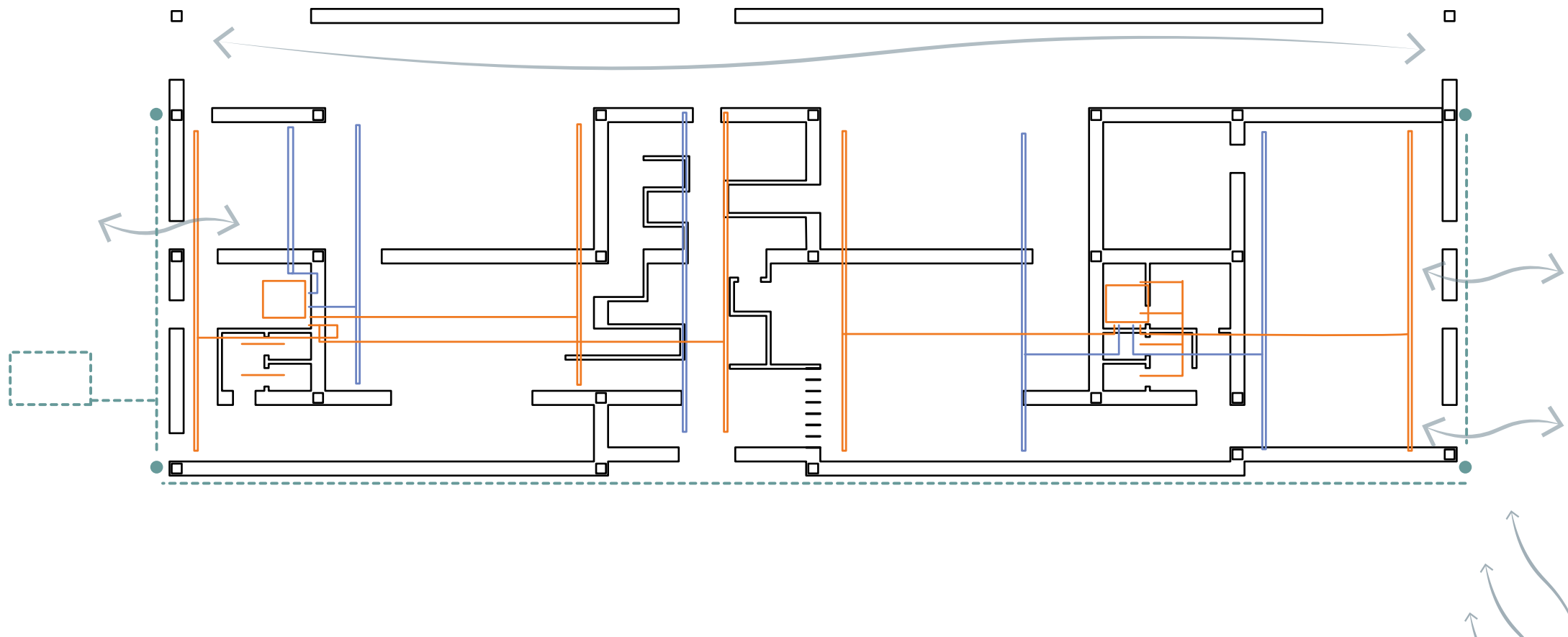
Loadbearing stone wall
Non-loadbearing wall

Structure threshold



■ Conditioned space
■ Unconditioned space

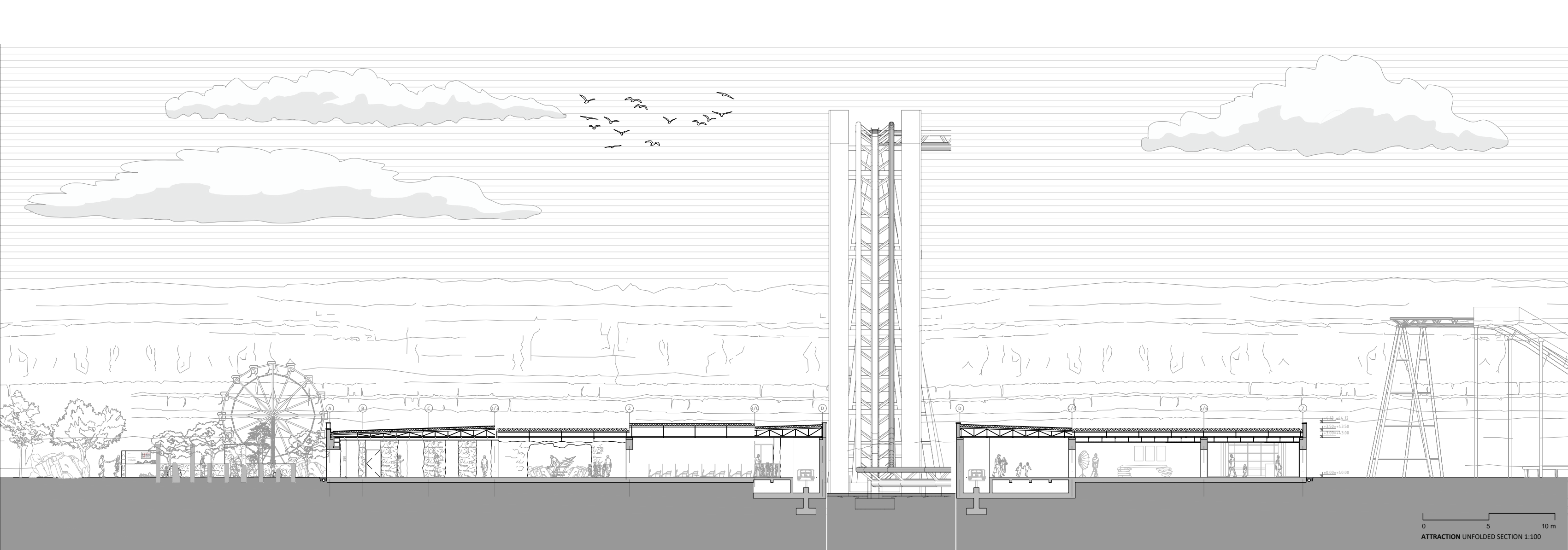
Conditioned-unconditioned spaces



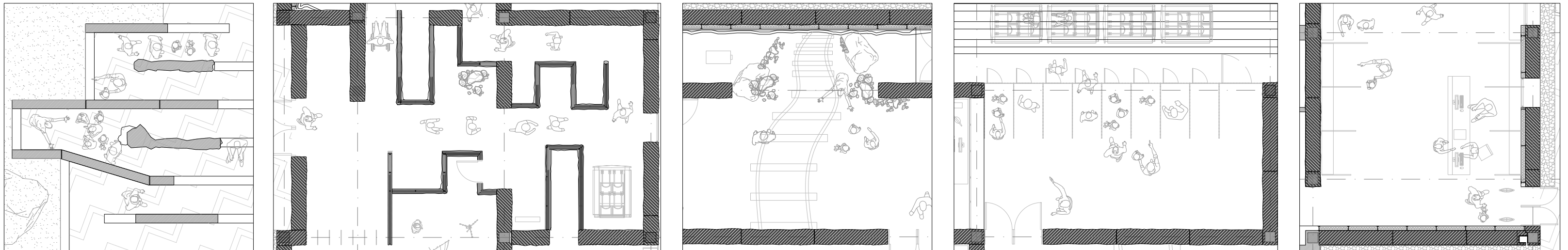
Indoor climate diagrams



Attraction Threshold Section A-A 1:50

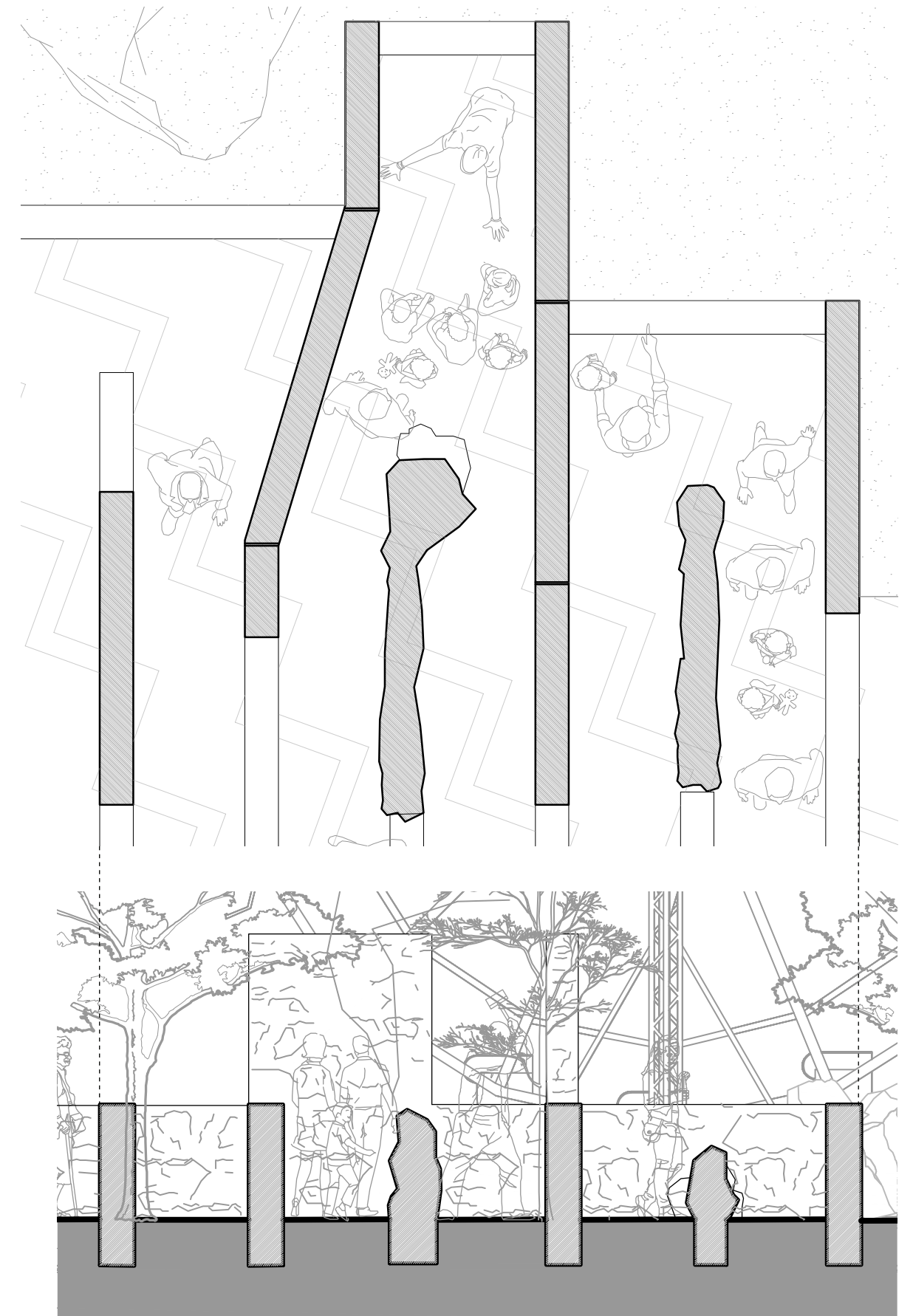


Unfolded Section 1:100



Plan Fragments 1:50

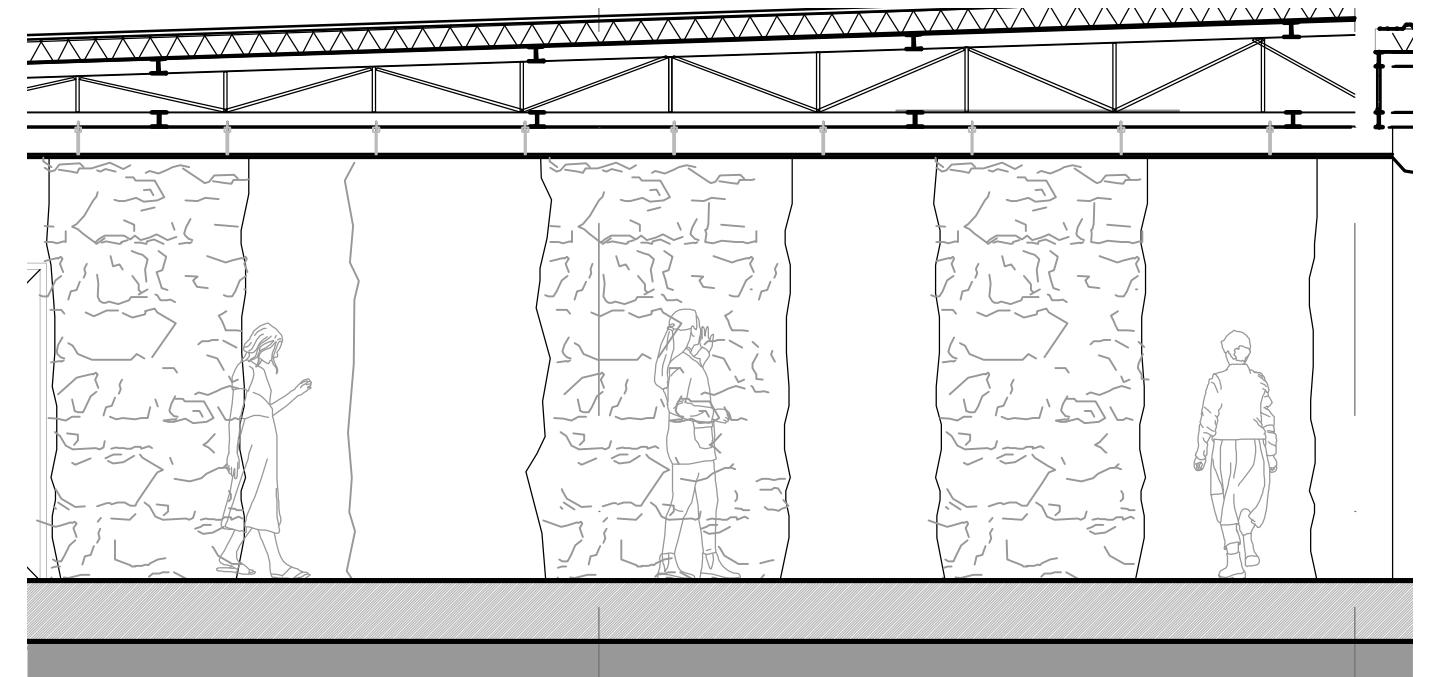
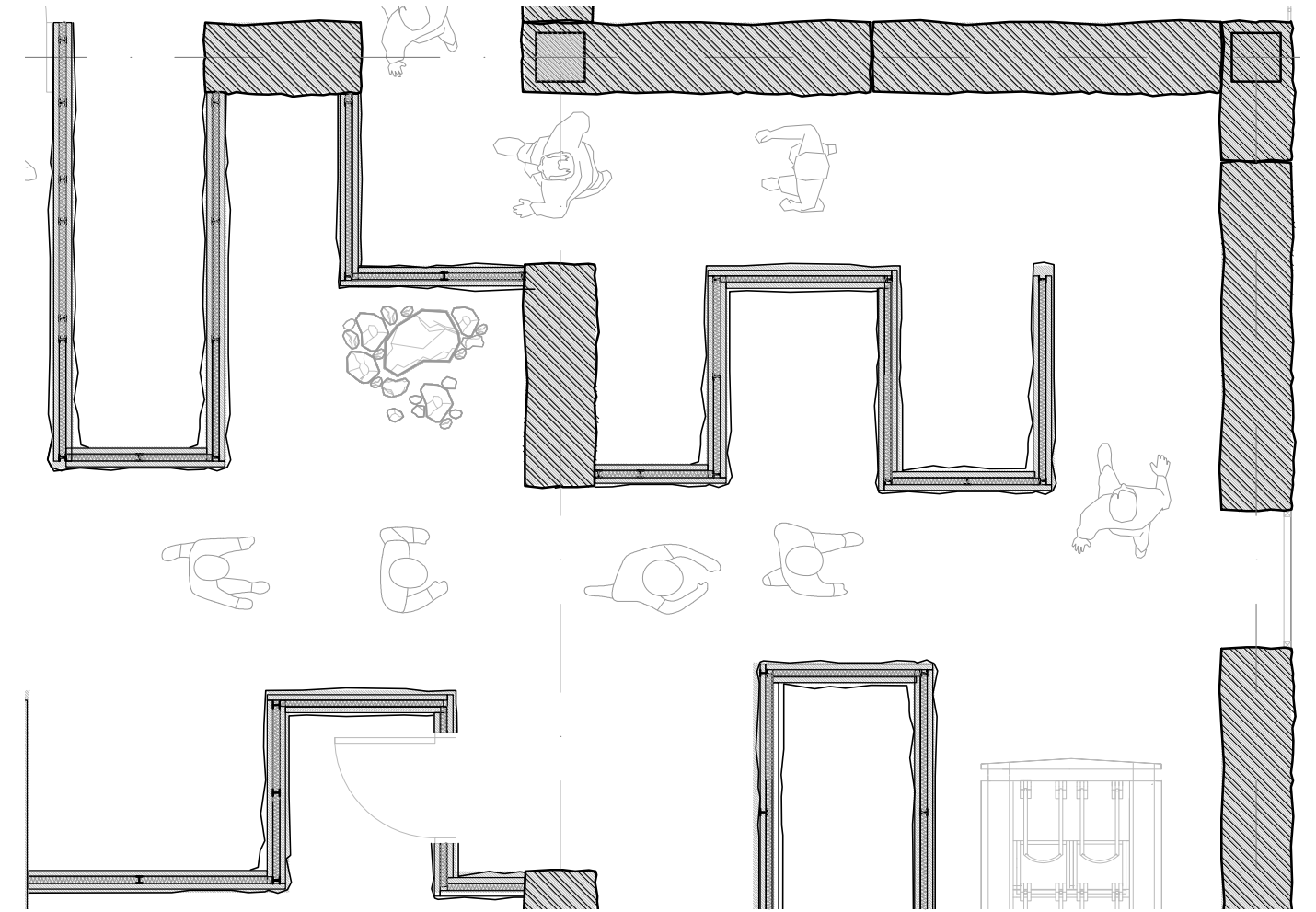




The Queue Plan and Section 1:50

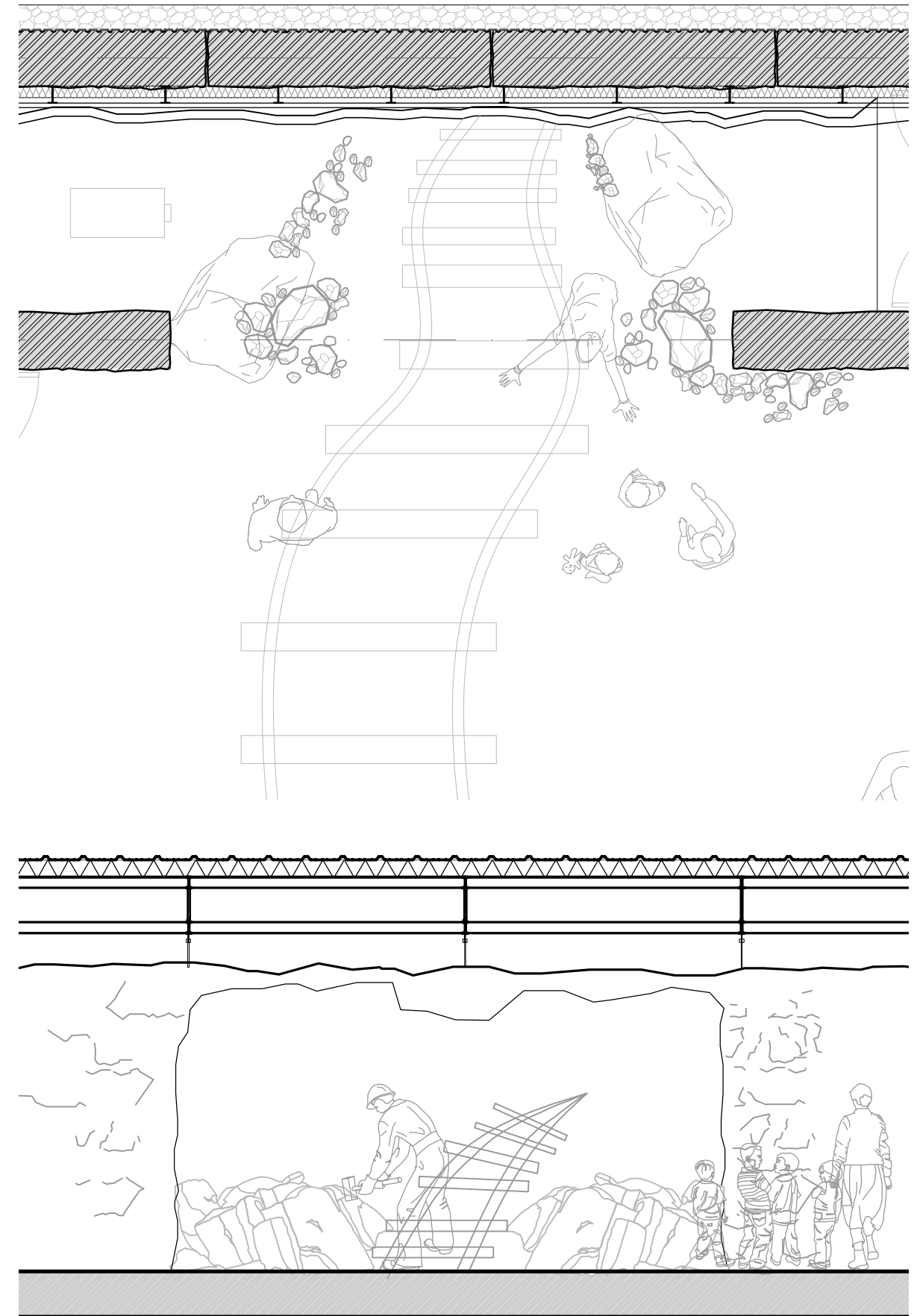




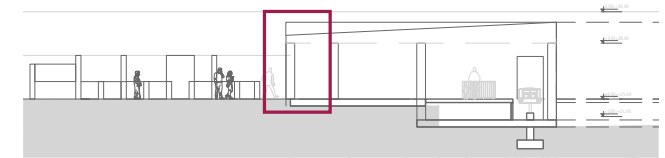
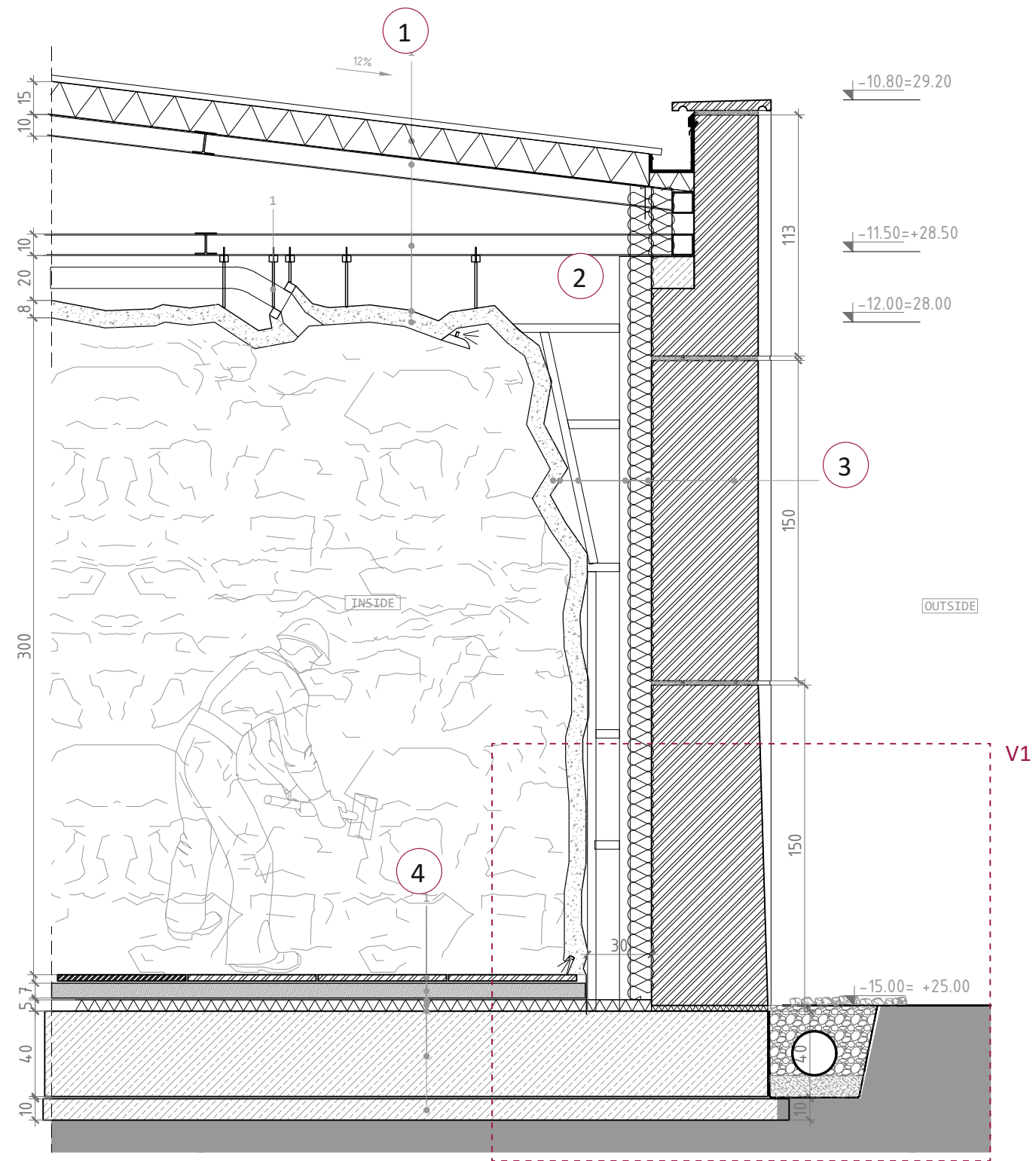
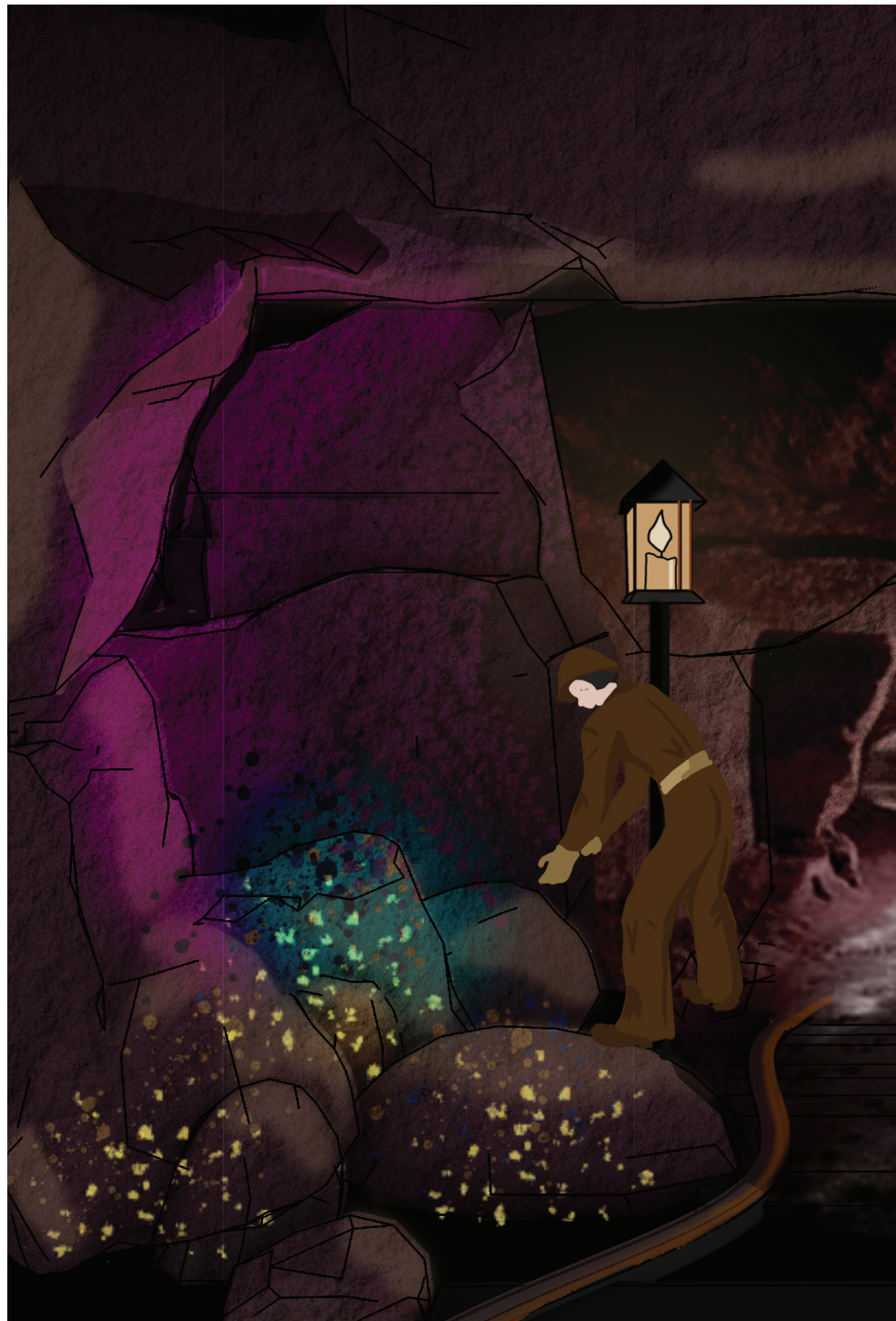


Entrance Corridor Plan and Section 1:50



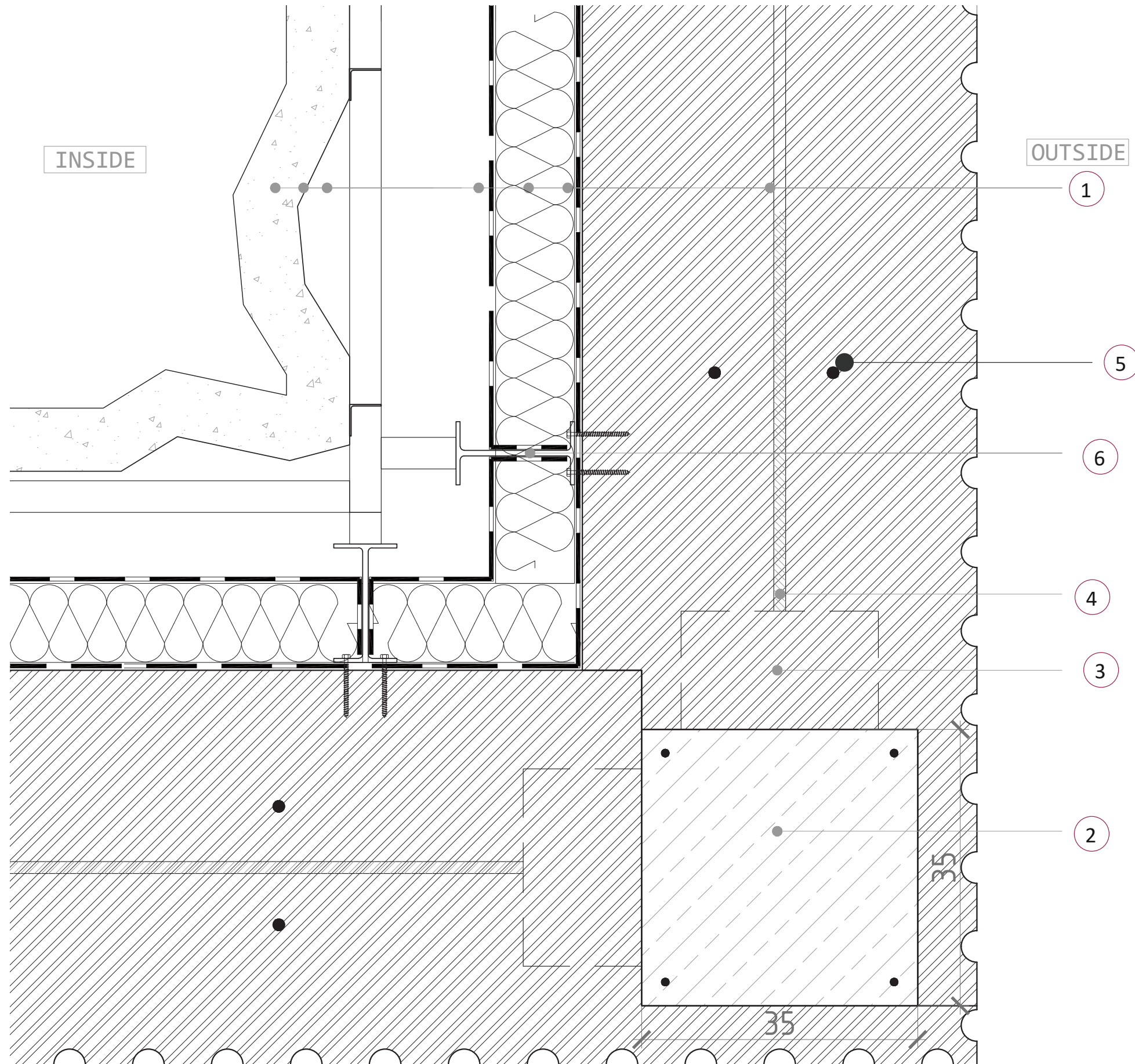


Pre-show room Plan and Section 1:50



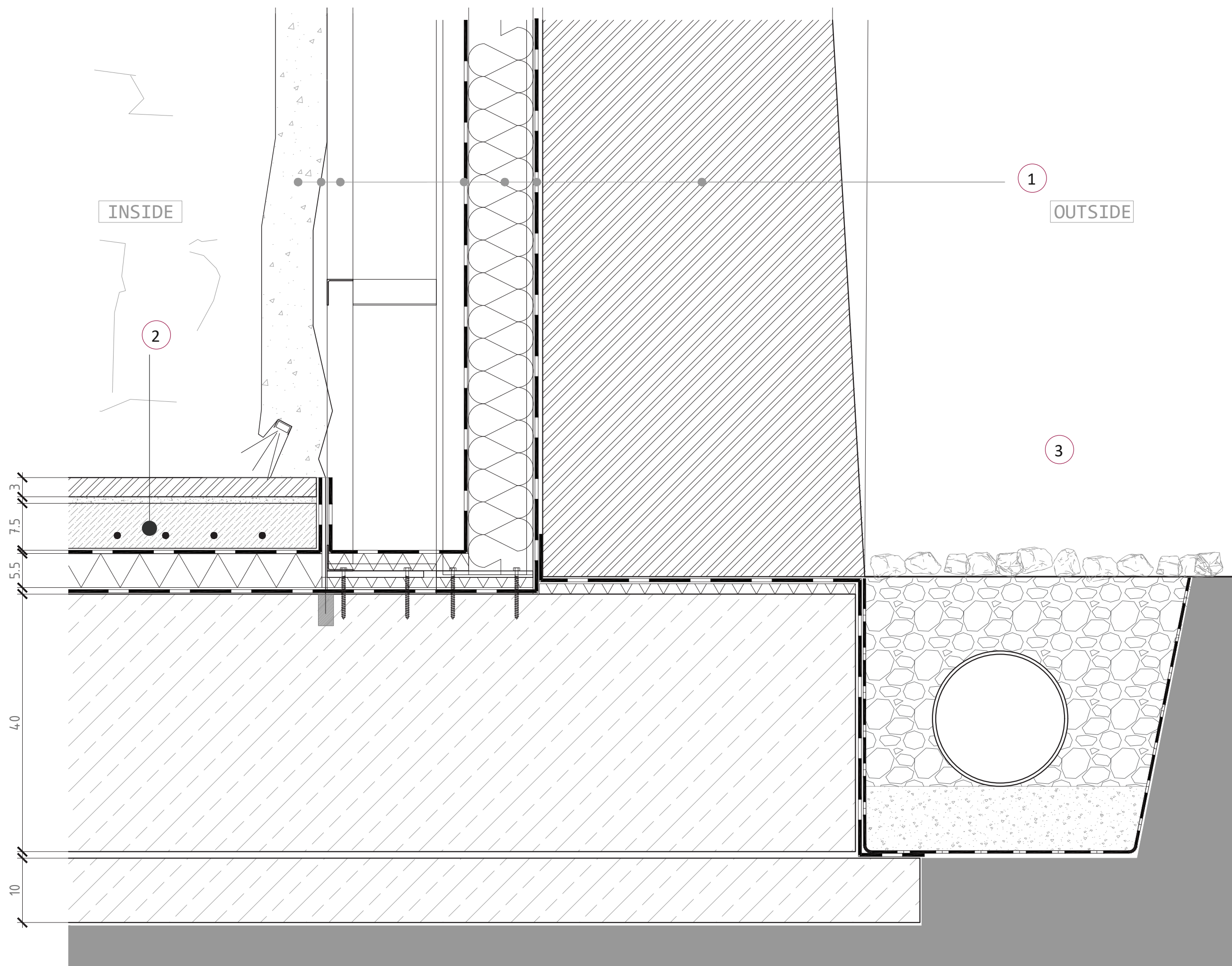
Attraction Wall Fragment Section 1:20

- 1 Roof**
U 0,235 W/m²K | R 4,263 m²K/W
1000x2500x150 mm SAB sandwich panel with membrane and 150 mm insulation
700 mm steel truss roof structure with IPE 100 beams
anchors for suspended ceiling
galvanised steel mesh sheet
8-10 mm plastering mortar
- 2 Concrete base**
150 mm concrete block
- 3 Wall**
U 0,228 W/m²K | R 4,377 m²K/W
structural stone panels 2500x1500x500 mm
breather membrane
100 mm wool insulation in between 150 mm steel I beams
vapour control membrane
40x40x2 mm galvanised steel supporting structure screwed to I beam
galvanised steel mesh sheet
8-10 mm plastering mortar
- 4 Floor**
| U 0,383 W/m²K | R 2,610 m²K/W
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



H1 Wall Corner Detail 1:5

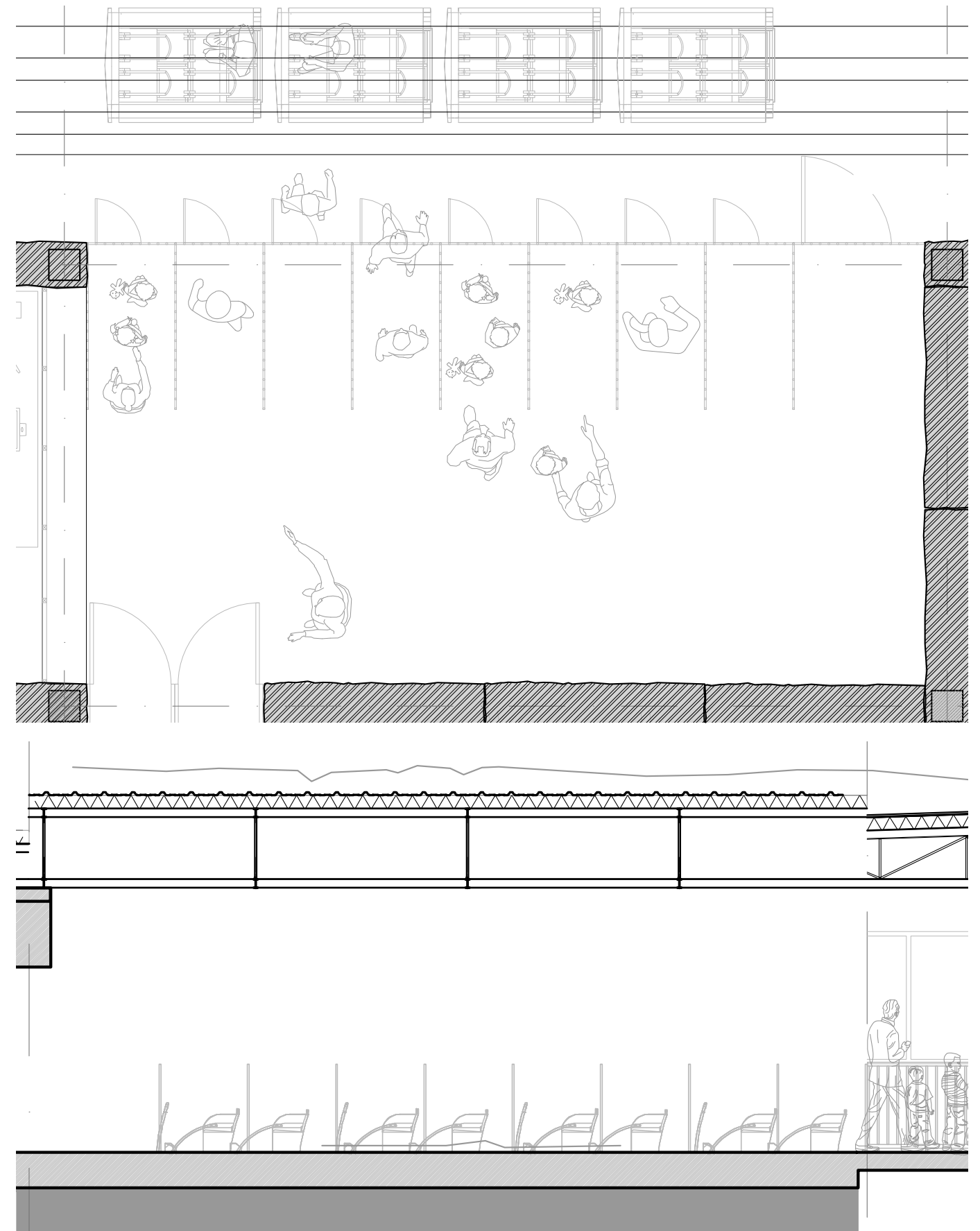
- 1 Wall**
U 0,228 W/M²K | R 4,377 M²K/W
 structural stone panels 2500x1500x
 500 mm with rough hewn texture
 breather membrane
 wool insulation 100 mm in between
 150 mm steel i beams
 vapour control membrane
 plasterboard 22 mm
- 2 Reinforced Concrete Column**
 350x350 mm
- 3 Anchors For Pre-Stressing The Stone Panel**
- 4 Anchor Cable** 6 Mm
- 5 Vertical Tension Cable**
- 6 I column 100 mm bolted to stone**



V1 Foundation Detail 1:5

- 1 Wall**
U 0,228 W/m²K | R 4,377 m²K/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/m²K | R 2,610 m²K/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

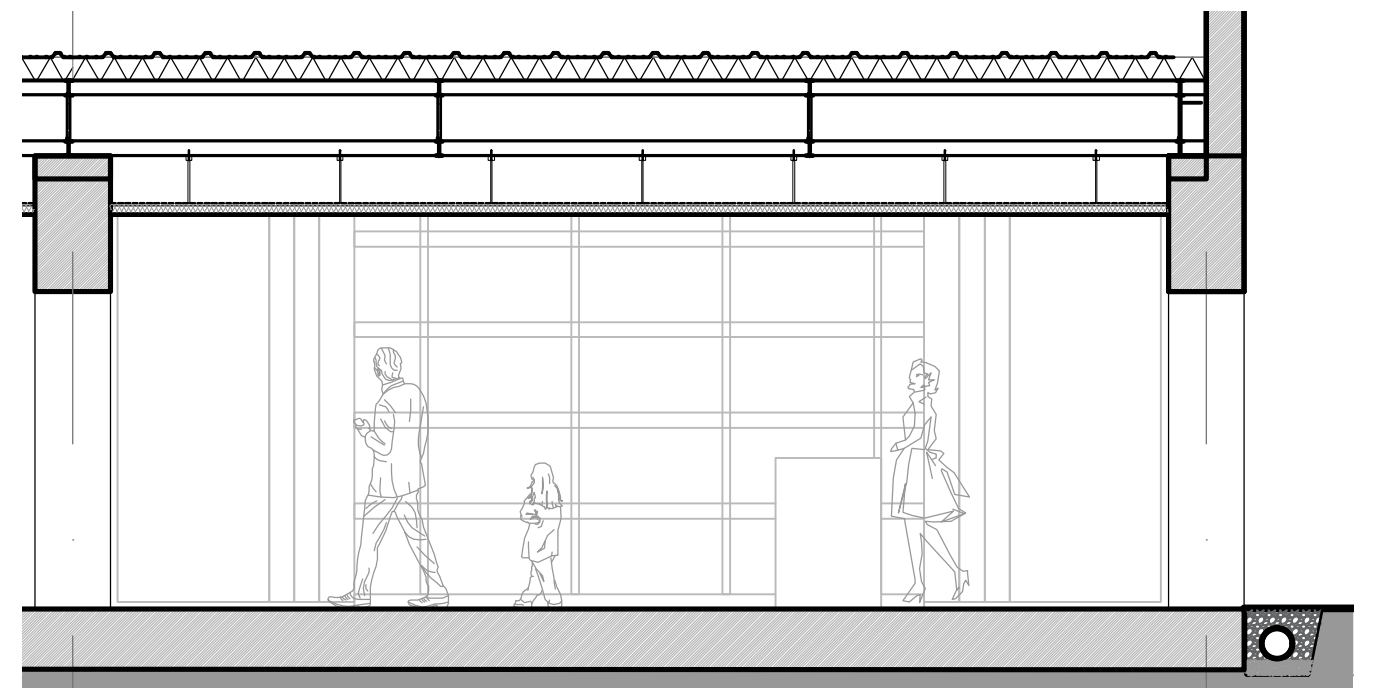
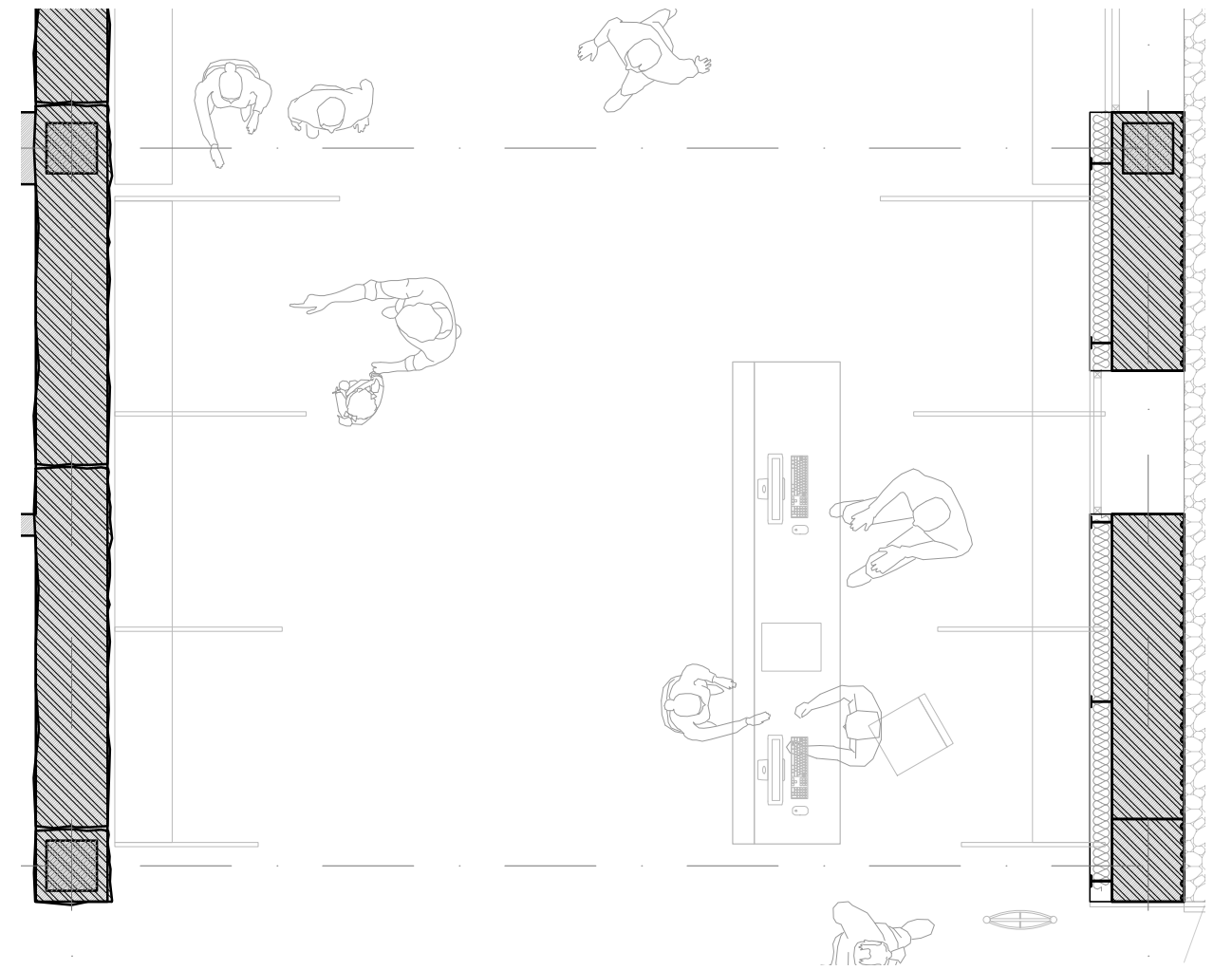




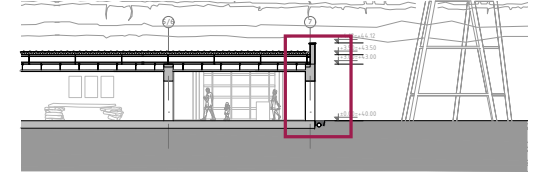
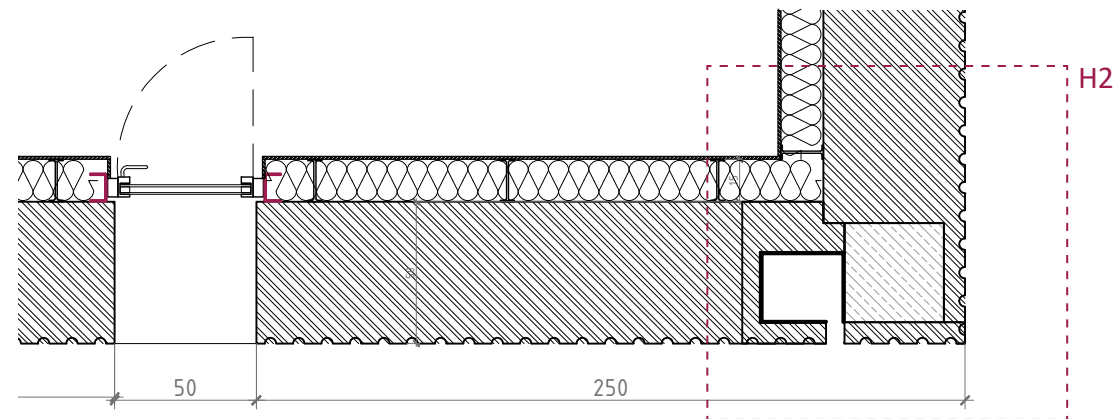
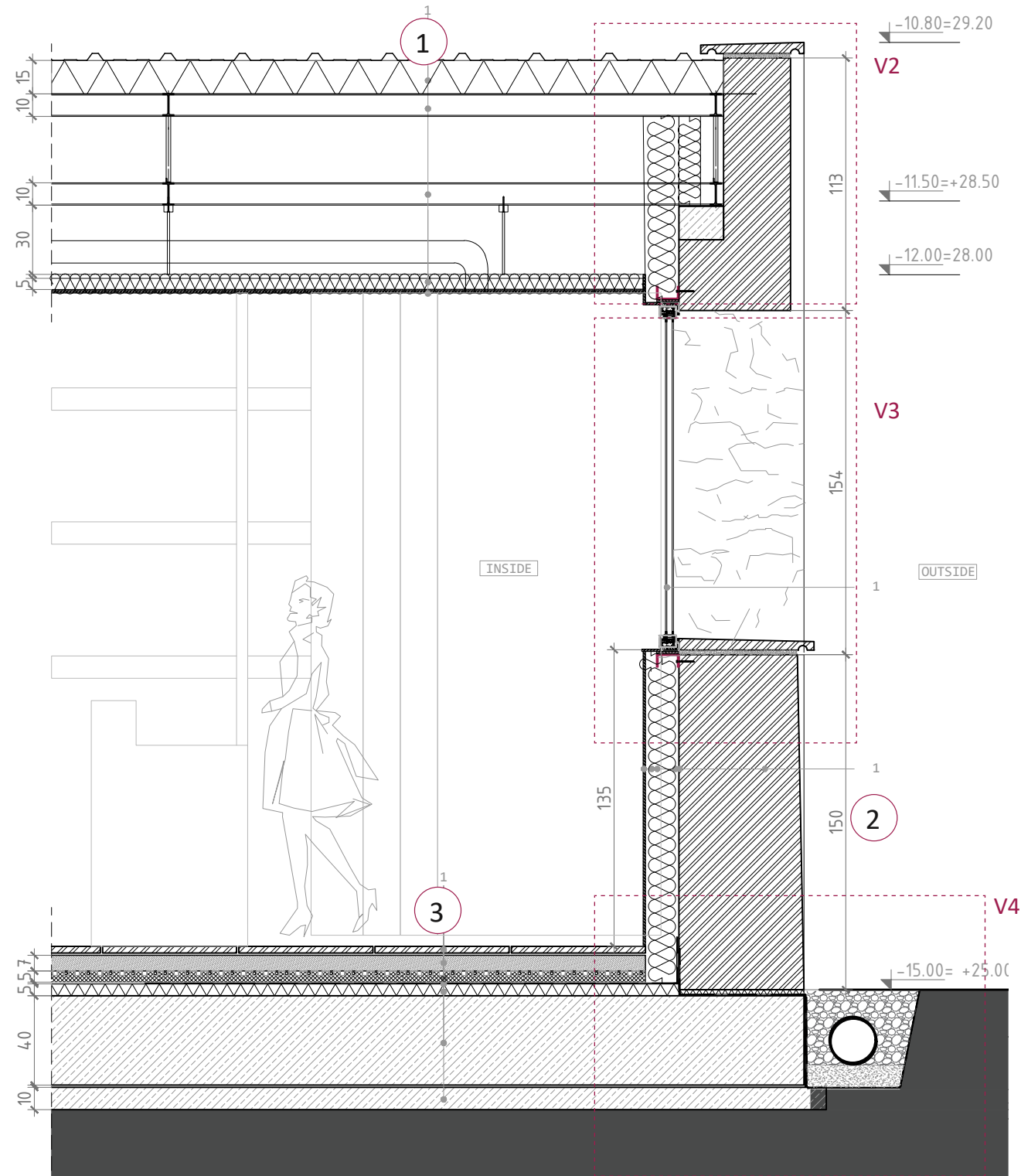
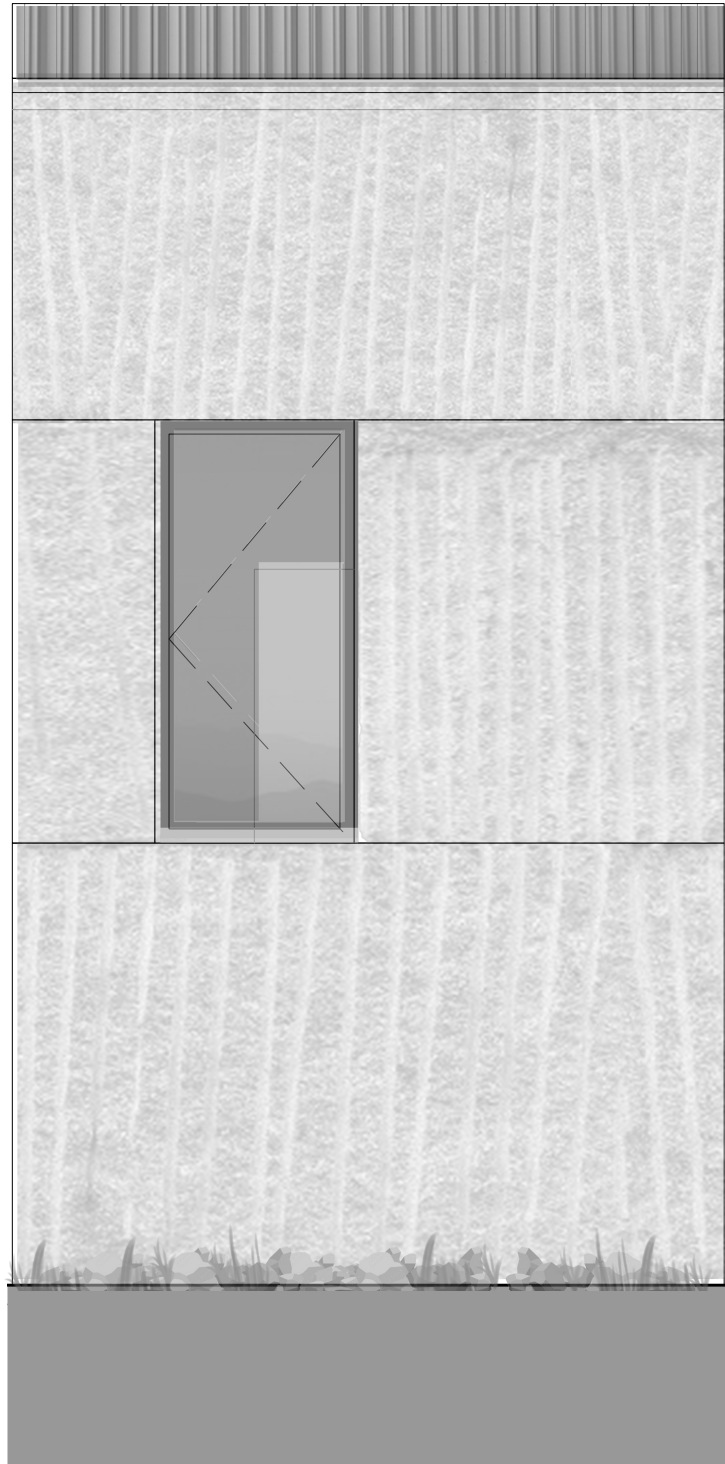
Loading Station Plan and Section 1:50





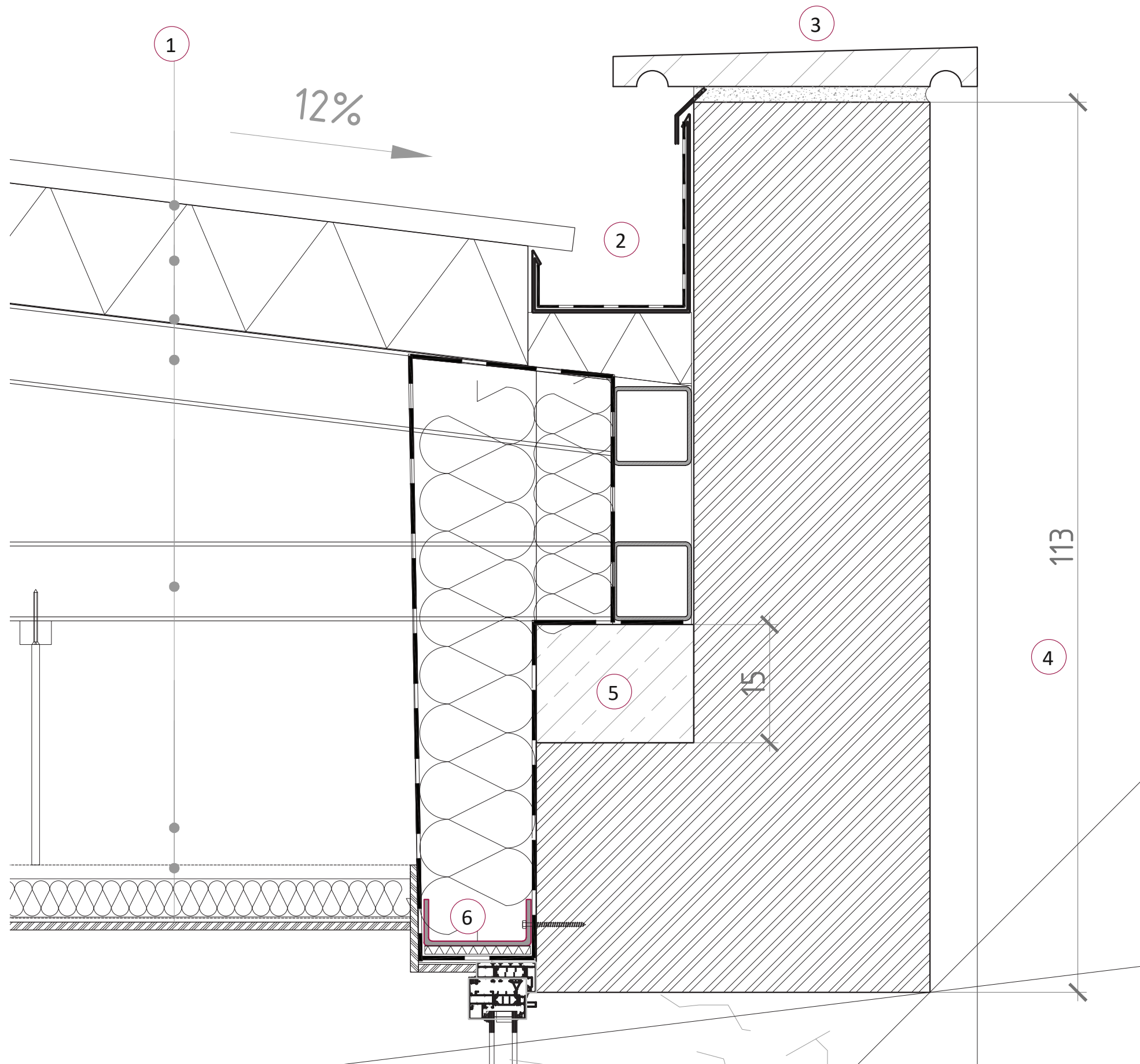


Souvenir Shop Plan and Section 1:50



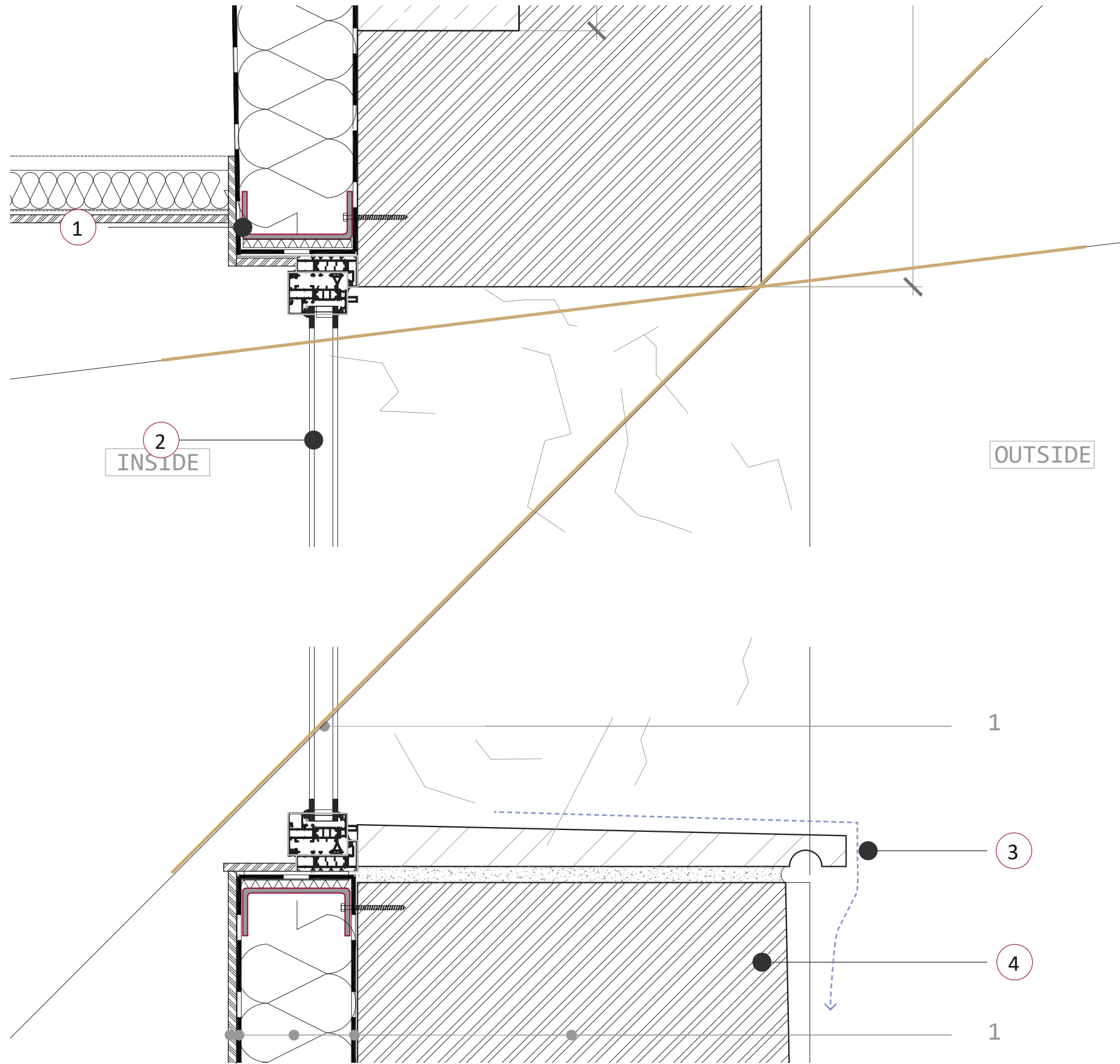
Souvenir Shop Wall Fragments 1:20

- 1 Roof**
U 0,235 W/m²K | R 4,263 m²K/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/m²K | R 4,377 m²K/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/m²K | R 2,610 m²K/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



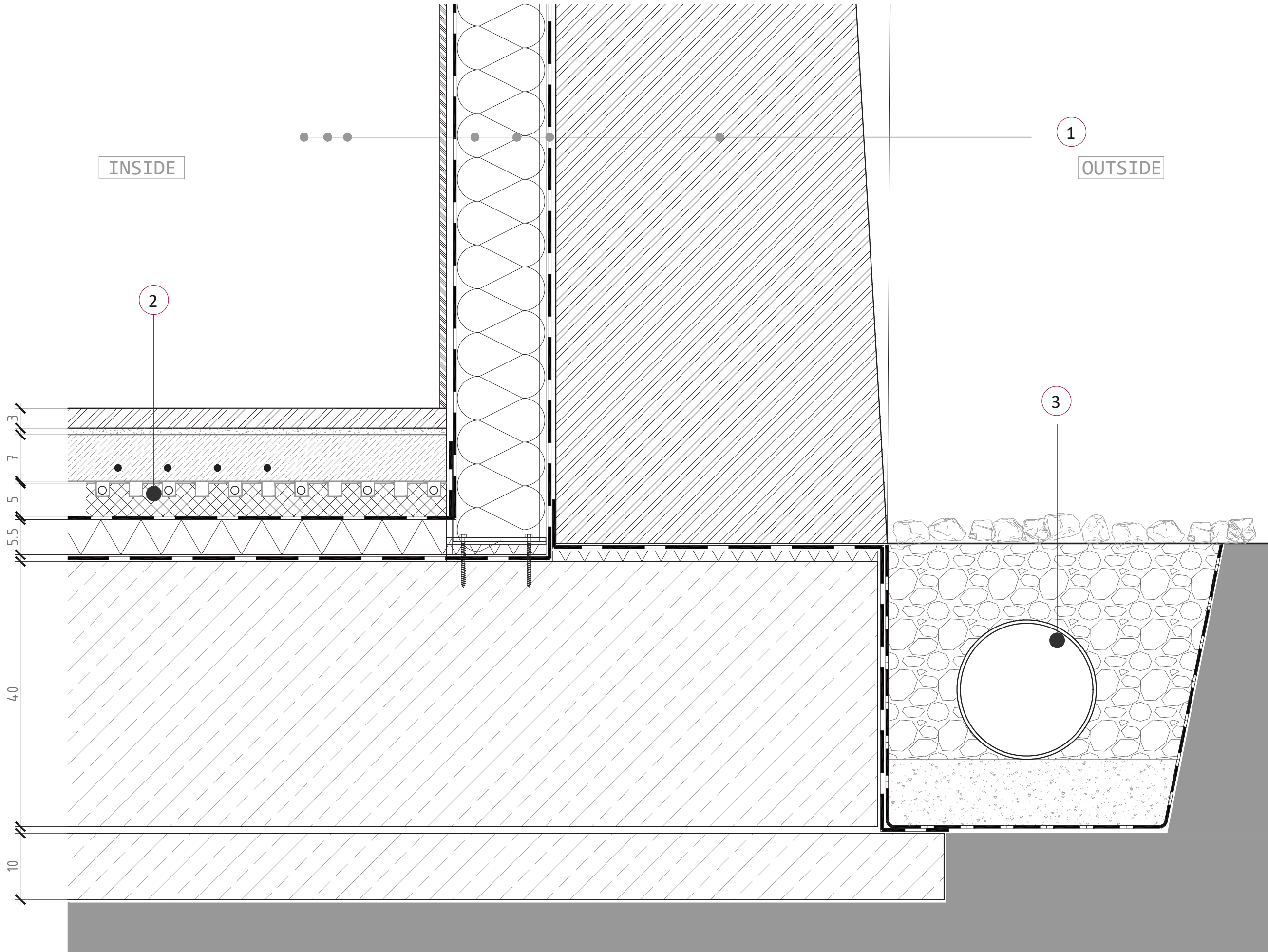
V2 Roof Detail 1:5

- 1 Roof**
U 0.235 W/m²K | R 4,263 m²K/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 prolife**
150 mm stainless steel bolted to stone
wall on 20 mm PIR insulation



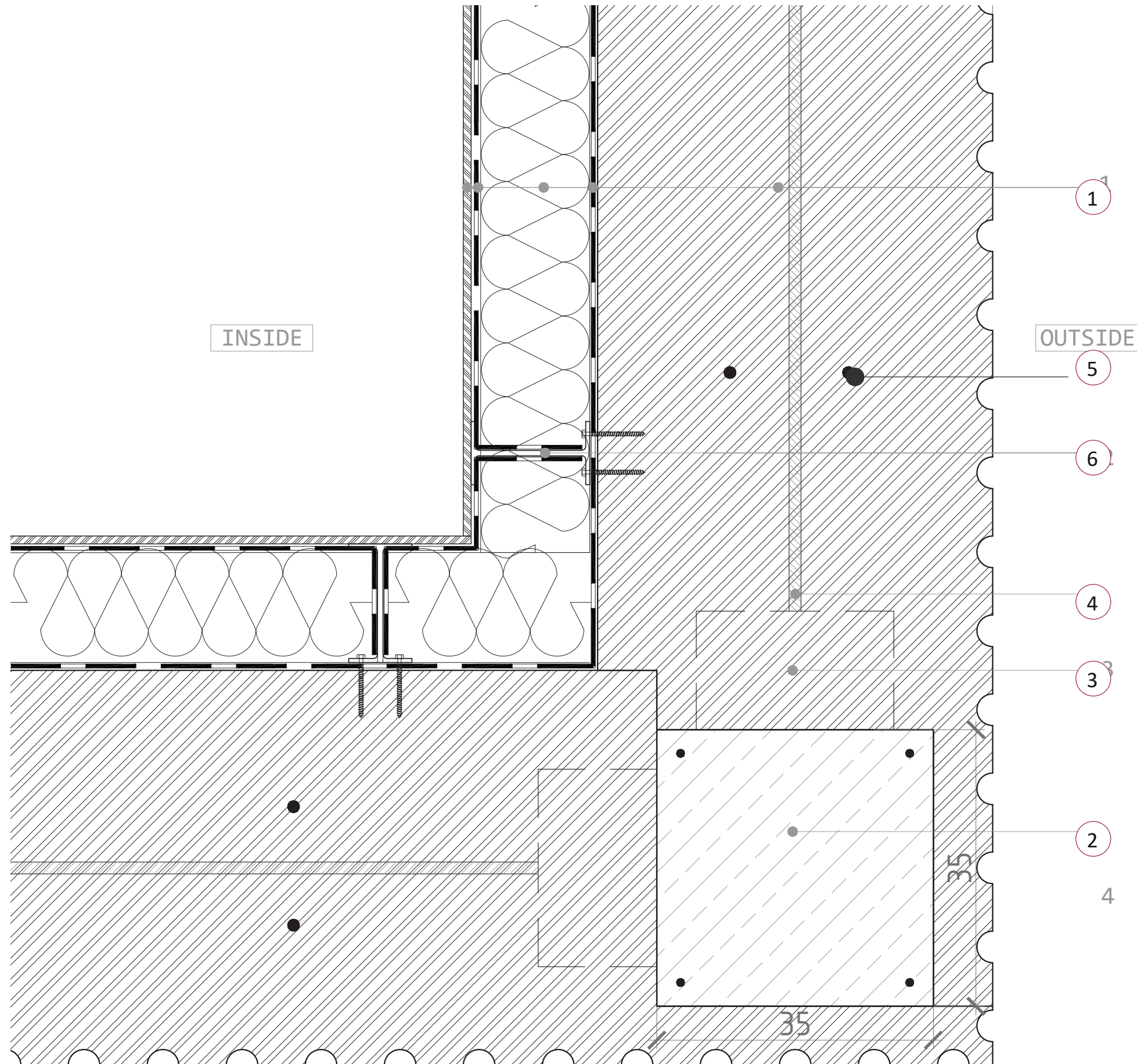
V3 Window Detail 1:5

- 1 C prolife**
150 mm stainless steel bolted to stone wall on 20 mm PIR insulation
- 2 Window**
U 1.2 W/m²K
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



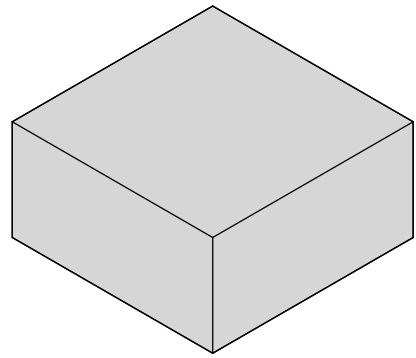
V4 Foundation Detail 1:5

- 1 Wall**
U 0,228 W/m²K | R 4,377 m²K/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/m²K | R 2,610 m²K/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

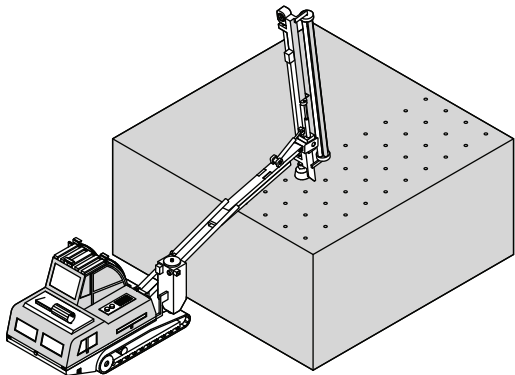


H1 Wall Corner Detail 1:5

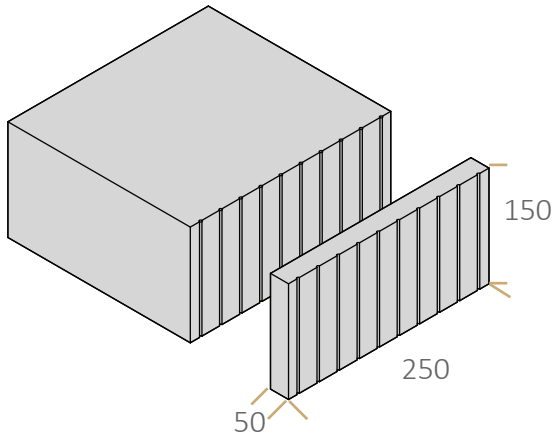
- 1 Wall**
U 0,228 W/M²K | R 4,377 M²K/W
structural stone panels 2500x1500x 500 mm with rough hewn texture
breather membrane
wool insulation 100 mm in between 150 mm steel i beams
vapour control membrane
plasterboard 22 mm
- 2 Reinforced Concrete Column**
350x350 mm
- 3 Anchors For Pre-Stressing The Stone Panel**
- 4 Anchor Cable** 6 Mm
- 5 Vertical Tension Cable**
- 6 I column 100 mm bolted to stone**



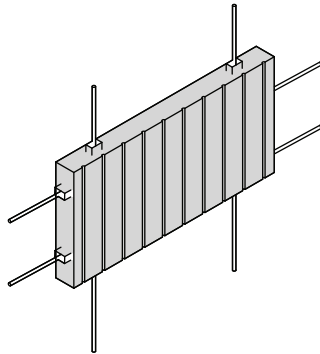
extraction via drilling



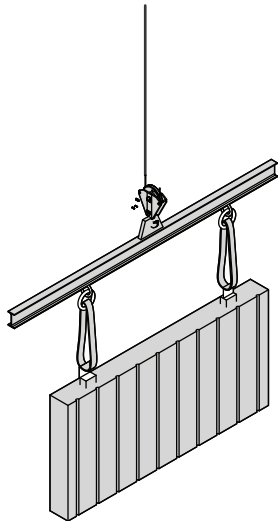
polishing one side of blocks



pre-stressind the panels with
6 mm cables vertically



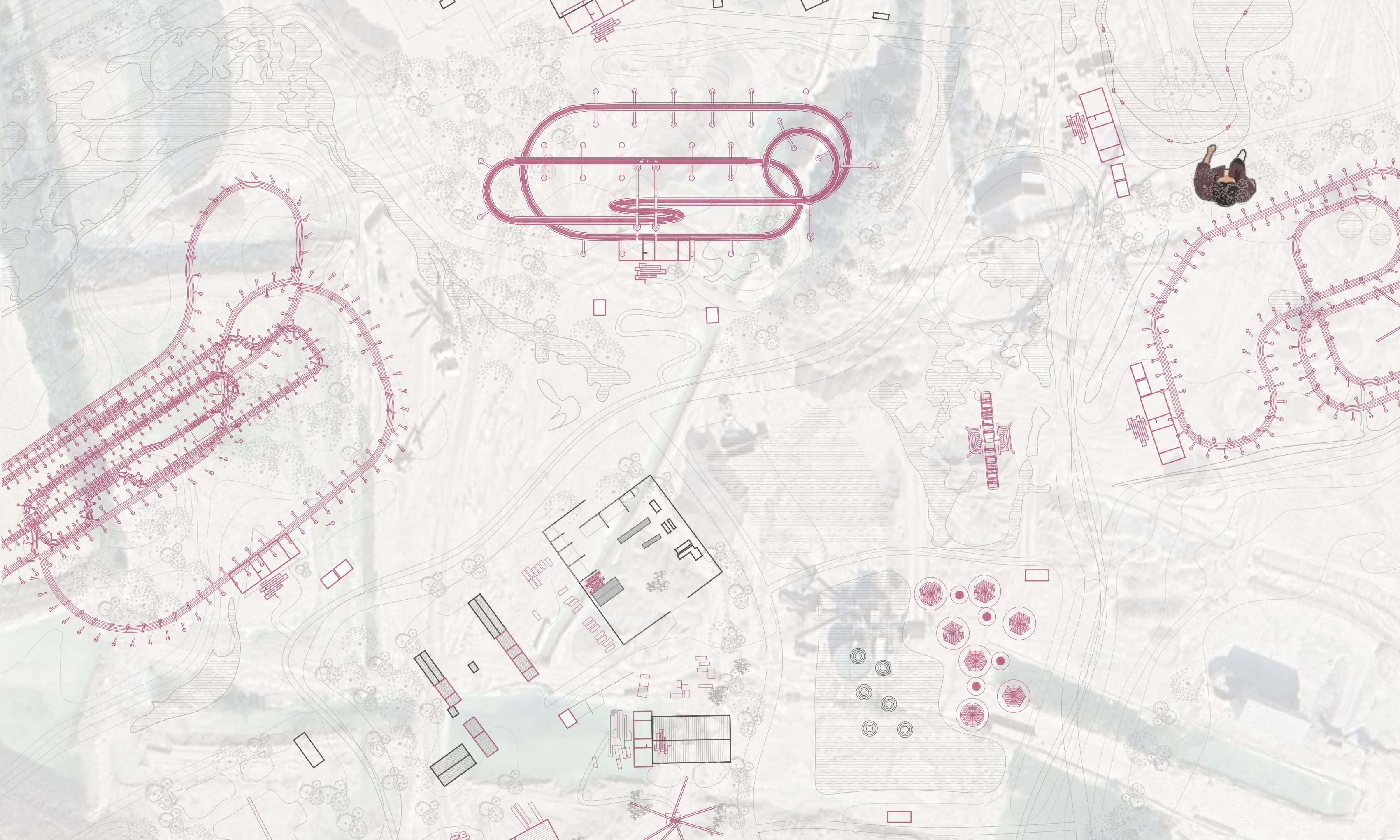
installation of the stone pan-
el on the site via crane



pre-stressind the panels with
6 mm cables vertically

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 park 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 has 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



Aknowledgements

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Thank you !