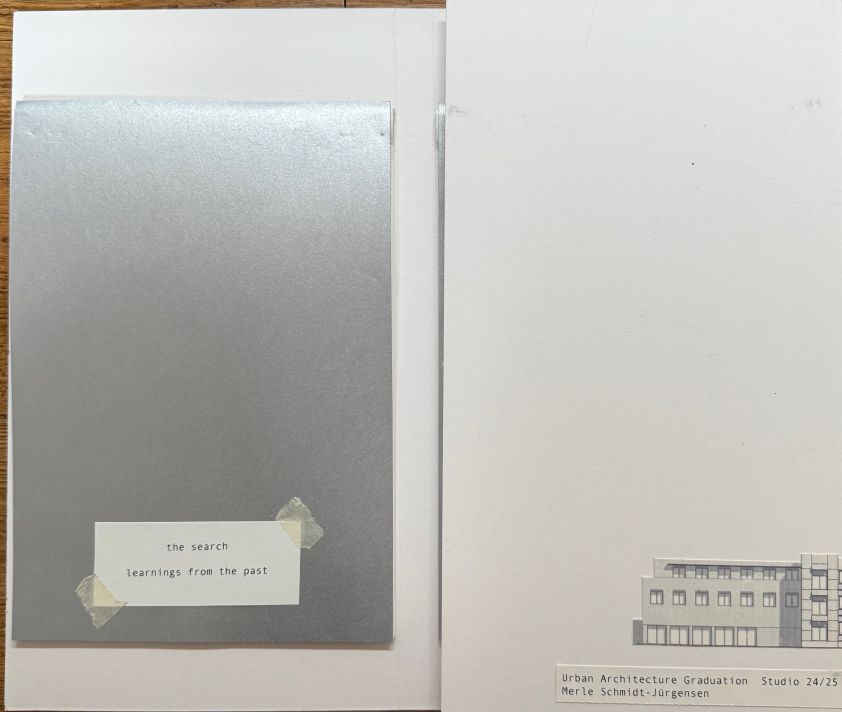


# HOW TO

## READ THE CATALOGUE





the search  
learnings from the past

the translation  
learnings from the present

the fate  
learnings from the CUT



I understand my research as a journey that guided me through the graduation year, from the search for meaning to come to an understanding of how to work with a building. This journey was marked by dead ends, doubts, and shifting focuses. Yet, only an honest search can lead to new findings. Being lost is part of this. That is exactly how my year began, when I joined the „And the river“ research group, which was an invitation to search for the unknown.

This group research opened my interest to understand the existing condition of the urban fabric by learning from the history of the site.

With that intention on one side, I was also searching for a method to work with the abandoned buildings on the other side. How to touch them?

The artwork of Gordon Matta-Clark presented the start of my study of material transformation and obsolescence. Through his practice, he forcefully cuts into neglected buildings, slicing through materials with precision and leaving behind voids that challenge the conventional perception of architectural integrity.

The study of his works brought me closer to a look into the materiality of buildings. His raw incisions continue to fascinate me but with the responsibility to create my own project, I began to wonder if this place needs something different: a better understanding. A diplomatic approach.

But how to practice material diplomacy?

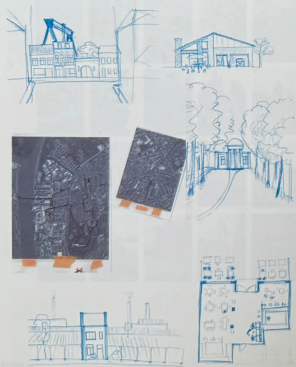


1. The building is a modern structure, built in the 1970s, and is located in the city of Antwerp, Belgium. It is a multi-story building with a concrete frame and a flat roof. The building is surrounded by a large area of tall grass and some trees in the foreground.



**Find the river**

**Find the river**  
-The Belgian singer and filmmaker Tom Barman says: "Antwerp is not a city because you can't get lost in it".  
This studio aims to challenge that idea. Hoboken has lost its river. The halfway city, as it appears in the lower part of Antwerp, seems to develop without reference or connection to the available water sources. Getting lost is part of life and is necessary for discovering new things. Acknowledging the unknown is an integral part of acquiring knowledge. Your stories will unfold without a predetermined script or prescribed ending.



## MANIFEST

Material diplomacy demands that the transformation of existing buildings is approached with sensitivity and consideration, and that the rights of the buildings are balanced with the rights of the re-user.

- Design listening before drawing
- Design should not begin with the repetition of a concept, or a style, or a form. The existing building, its materials, its movements and its wear – all of these offer the designer a starting point.
2. Speak not first, but with
- The designer's design is often the voice and the building the silent background. However, when the building speaks, materials and structures, the design becomes a diplomatic act.
3. Design as negotiation, not invention
- Design is not a free act, but a negotiation. But of dialogue. Negotiations mean taking the existing seriously, and listening to what it has to say. The designer's role is to negotiate the principles which the role of the architect from that point of view. The role of the architect is the voice of memory and function, continuity and change.
4. Listen to the ground
- Design is not a free act, but an act of listening. It is not only the ground, but the people and the place. The designer's role is to negotiate the principles which the role of the architect from that point of view. The role of the architect is the voice of memory and function, continuity and change.
5. Design for future dialogues
- Design is not a free act, but an act of listening. It is not only the ground, but the people and the place. The designer's role is to negotiate the principles which the role of the architect from that point of view. The role of the architect is the voice of memory and function, continuity and change.



# GUIDE

