

P5

Continuous Workscapes

Hyperbody Studio

Student: Berend Raaphorst

Tutors: H.H. Bier, F. Adema & S. Mostafavi

INTRODUCTION

**COMPUTATIONAL
STRATEGY**

THE DESIGN

**MATERIALS &
FABRICATION**

INTRODUCTION

ROTTERDAM
SCIENCE
TOWER

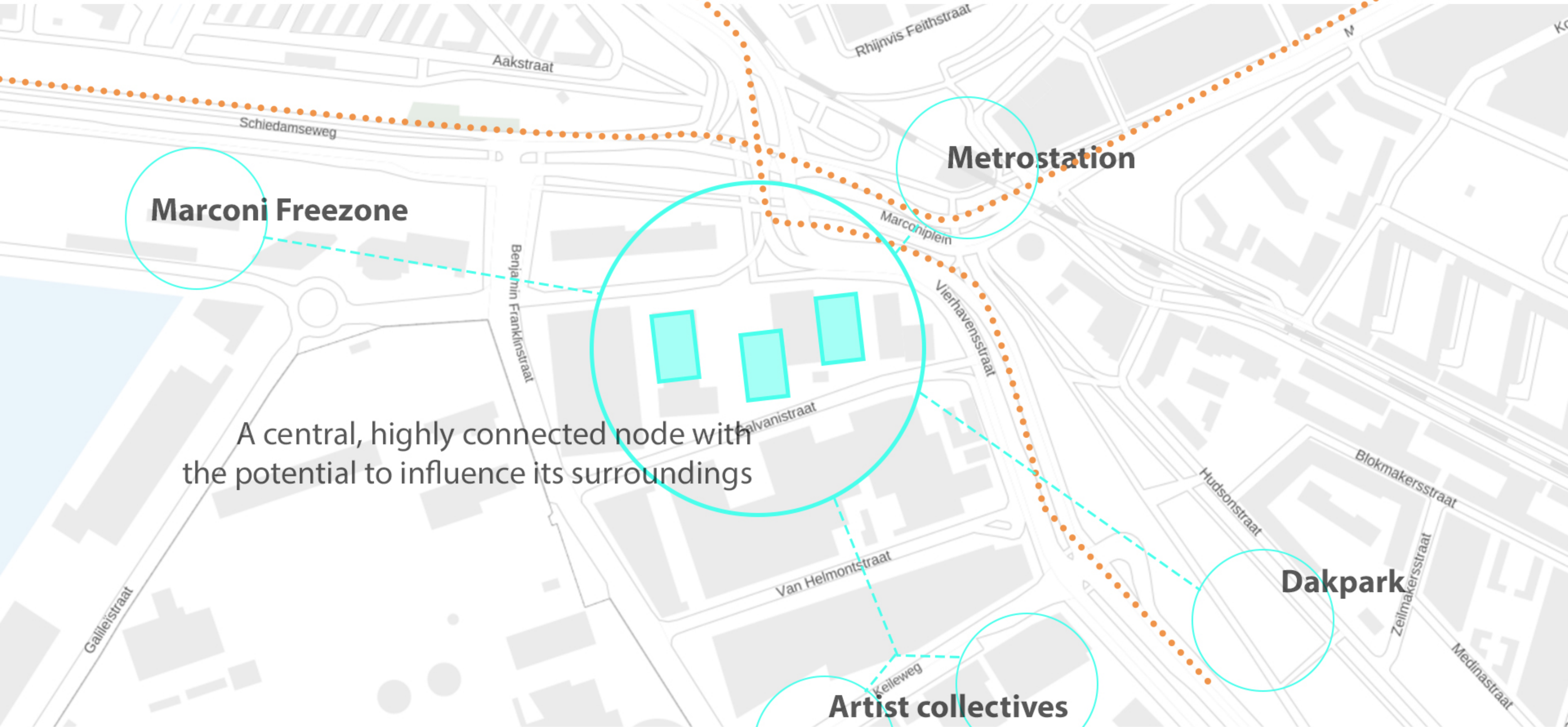
URBAN SCALE

M4H REDEVELOPMENT



URBAN SCALE

MARCONI PLEIN



Marconi Freezone

Metrostation

A central, highly connected node with the potential to influence its surroundings

Artist collectives

Dakpark

PROBLEM STATEMENT

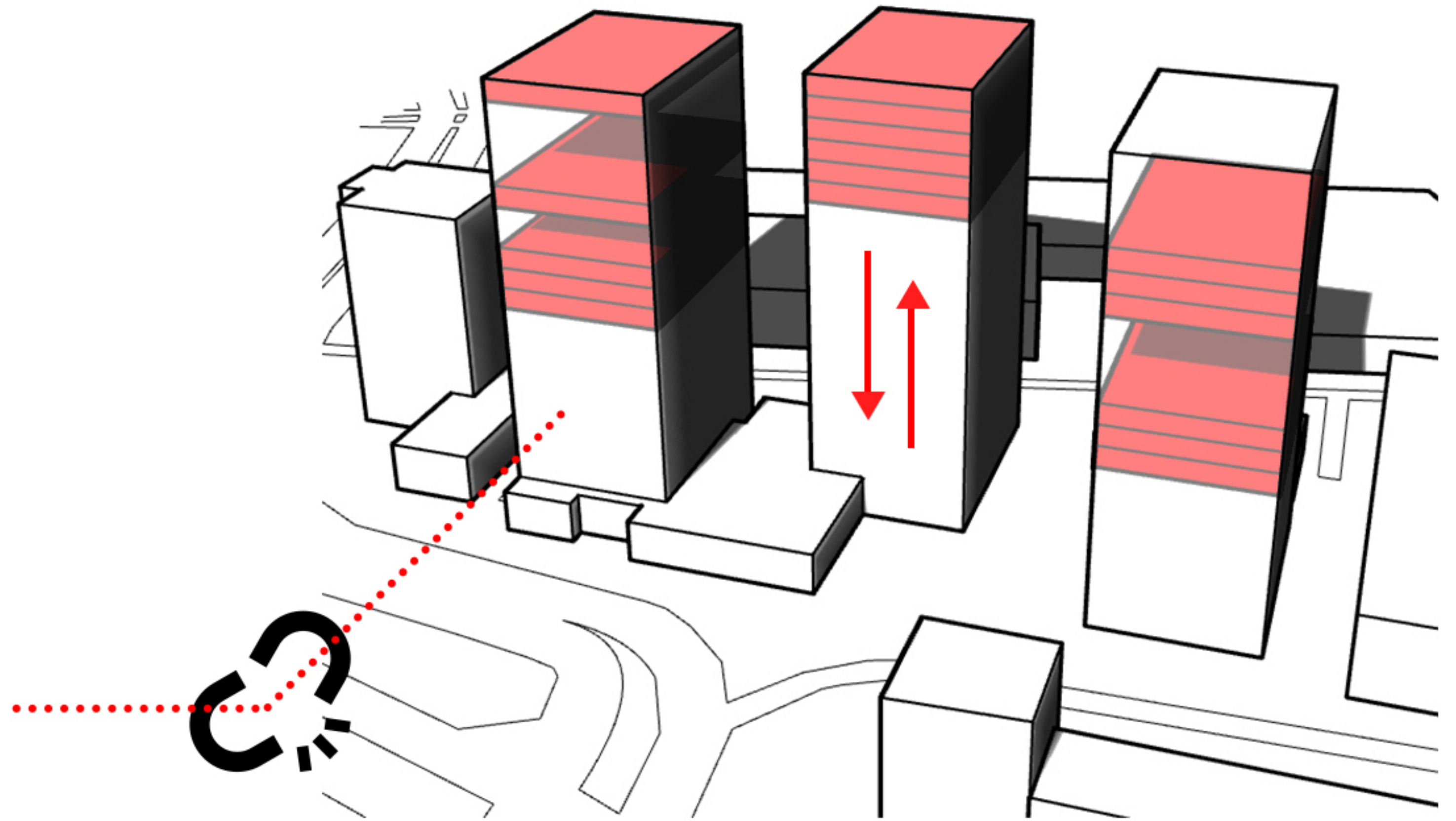
MARCONI TOWERS

Vacancy breeds vacancy.

30% of all offices in the netherlands are vacant

There is a **disconnect** between their monofunctional use and the changing needs of its surroundings

The spaces within the towers are only vertically connected



FUNCTIONAL INTENT
START-UPS



Attract startups to stimulate innovation



Proximity breeds collaboration



50% of the startups fail during the first 4 years



Clustered facilities are more efficient and cost effective

Today's work is not just work
the boundaries between
working, living and playing are
to be blurred

Spaces in between serve as a
facilitator of collaboration

Transparency and permeability
are important



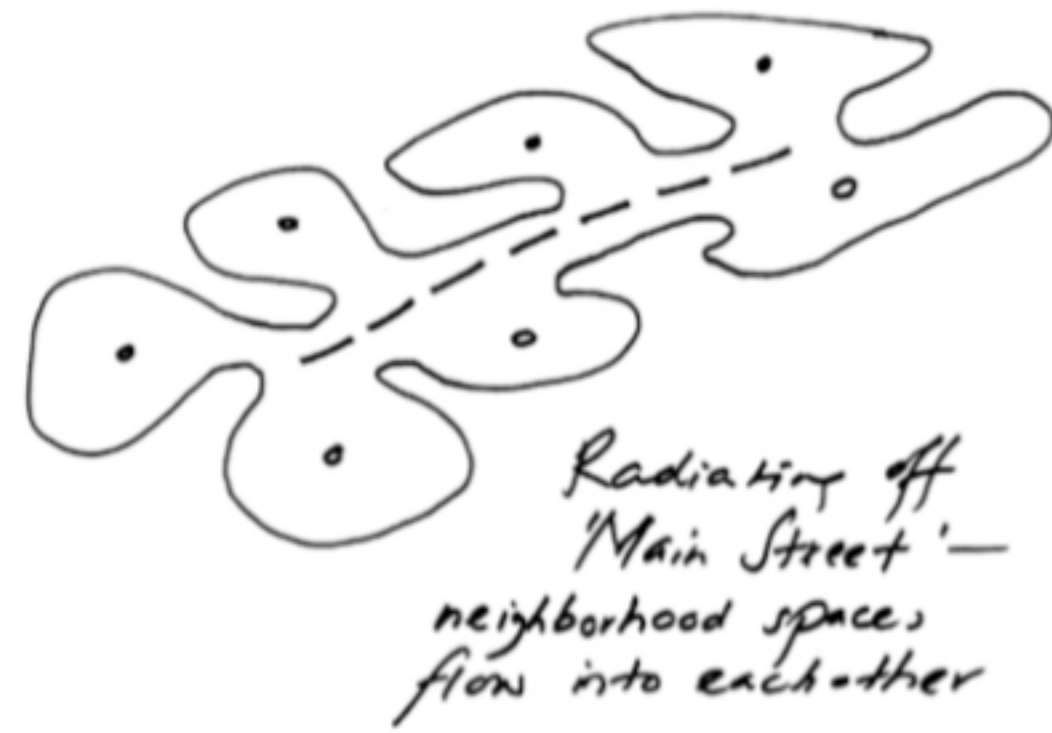
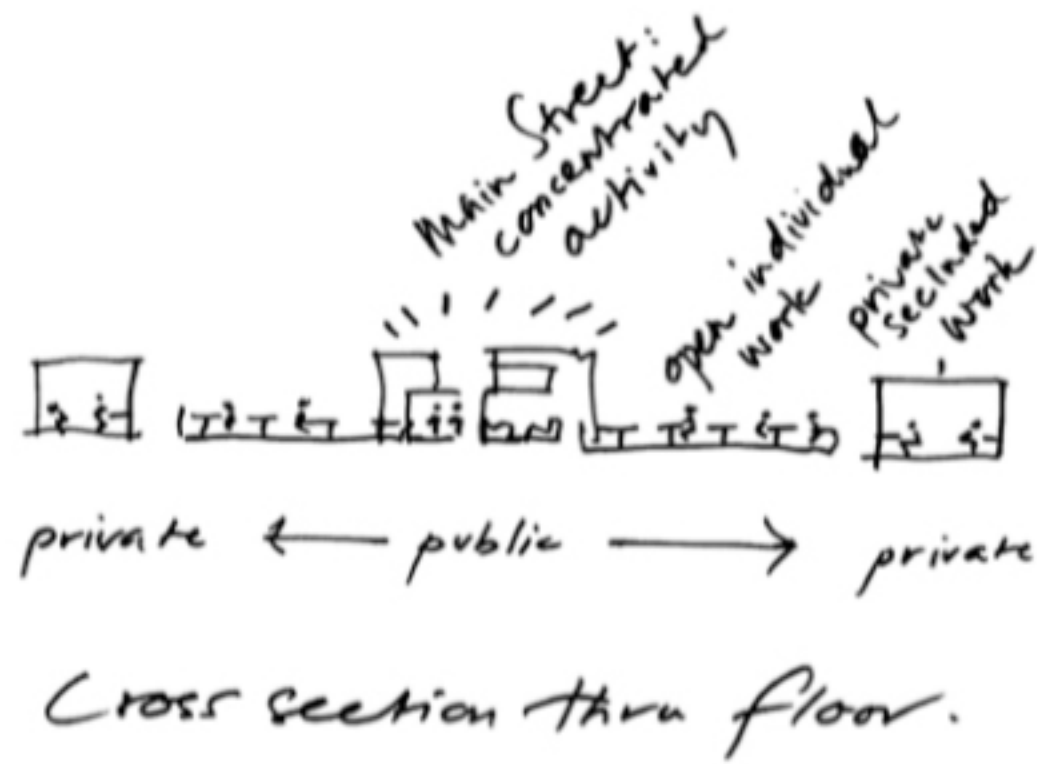
Buch and Ton

Rolex Learning Centre

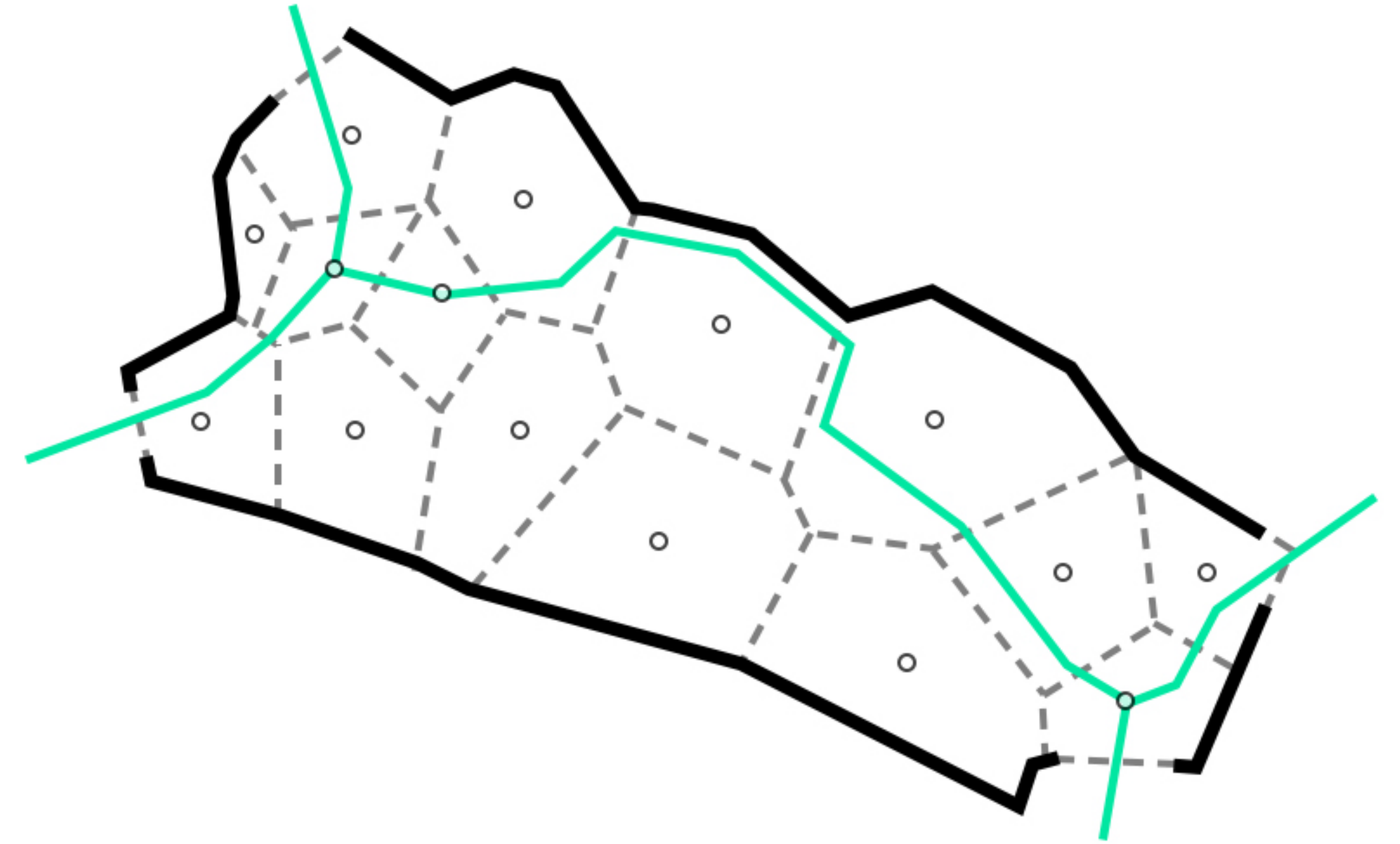
Googleplex

SPATIAL INTERACTION

CONNECTED 'NEIGHBOURHOODS'

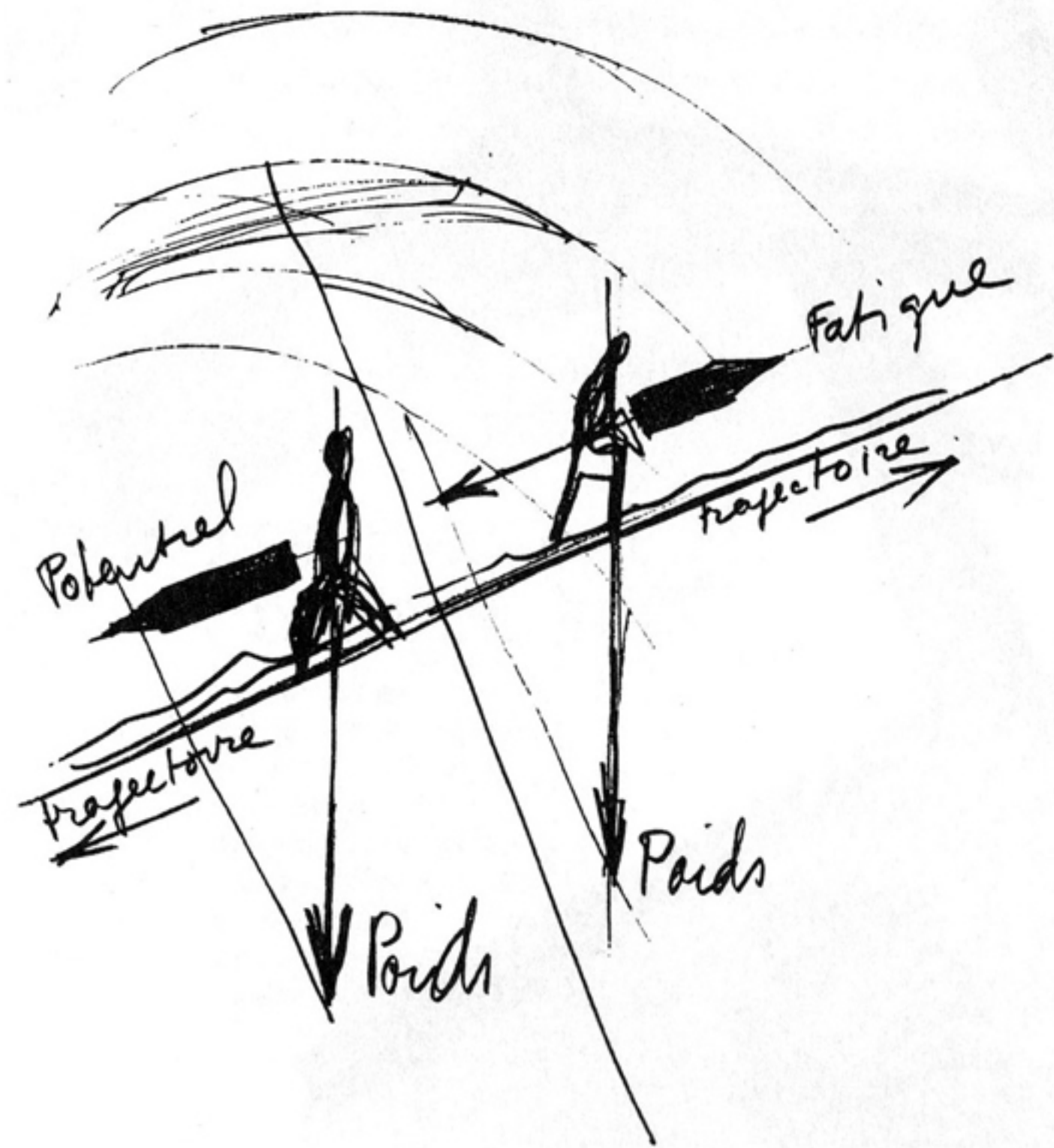


Googleplex - Clive Wilkerson Architects



Connected spaces flow into each other
concentrating activity around circulation
with varying degrees of activity and privacy

SPATIAL INTERACTION
THE FUNCTION OBLIQUE



Claude Parent & Paul Virilio *The Function of the Oblique*

PROPOSED INTERVENTION

DESIGN OBJECTIVE

Adaptable

The intervention should serve the changing needs in the innovative technological sector.

Effective workspace

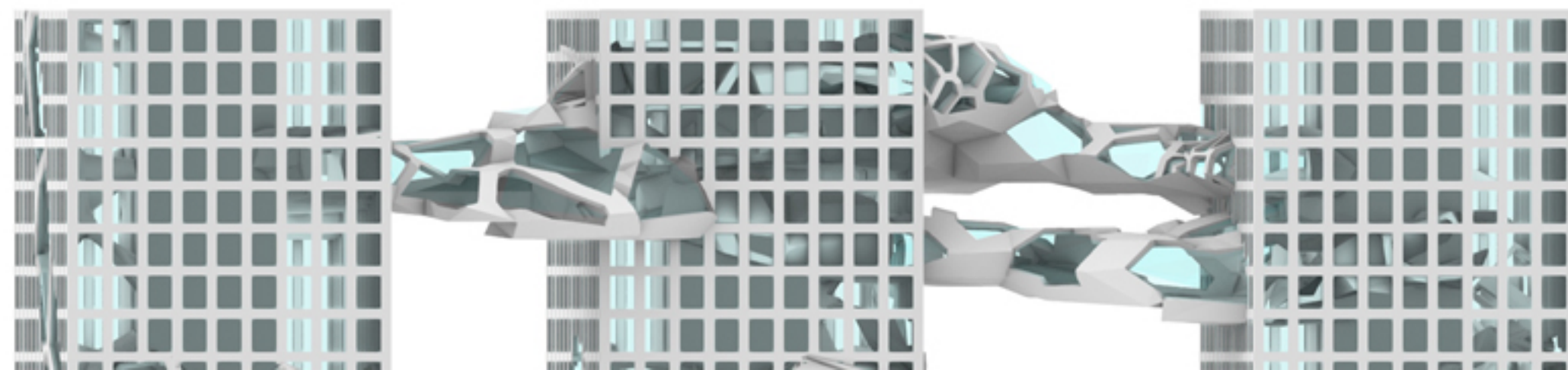
The spatial qualities should promote collaboration, productivity and innovation.

Upgrade the old

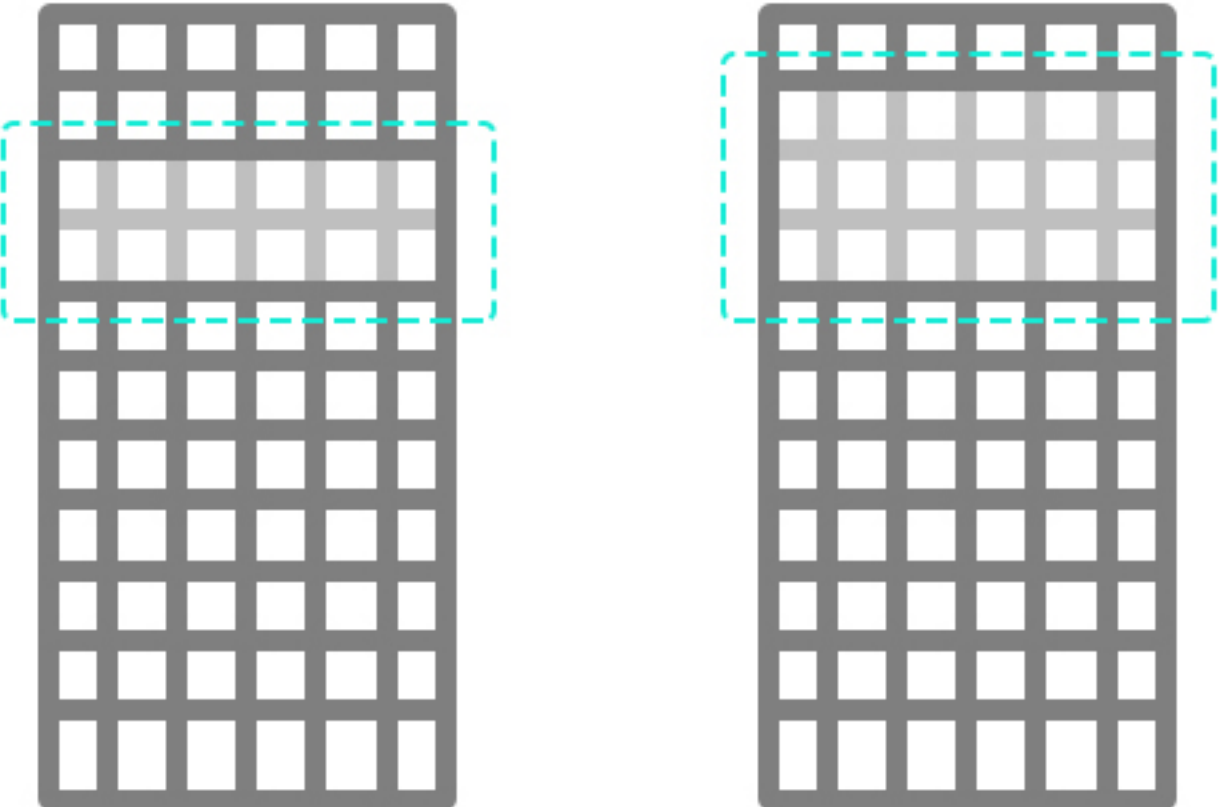
The intervention should use, retool and add on to the existing fabric of the Marconi towers and upgrade its monofunctional character.

PROPOSAL

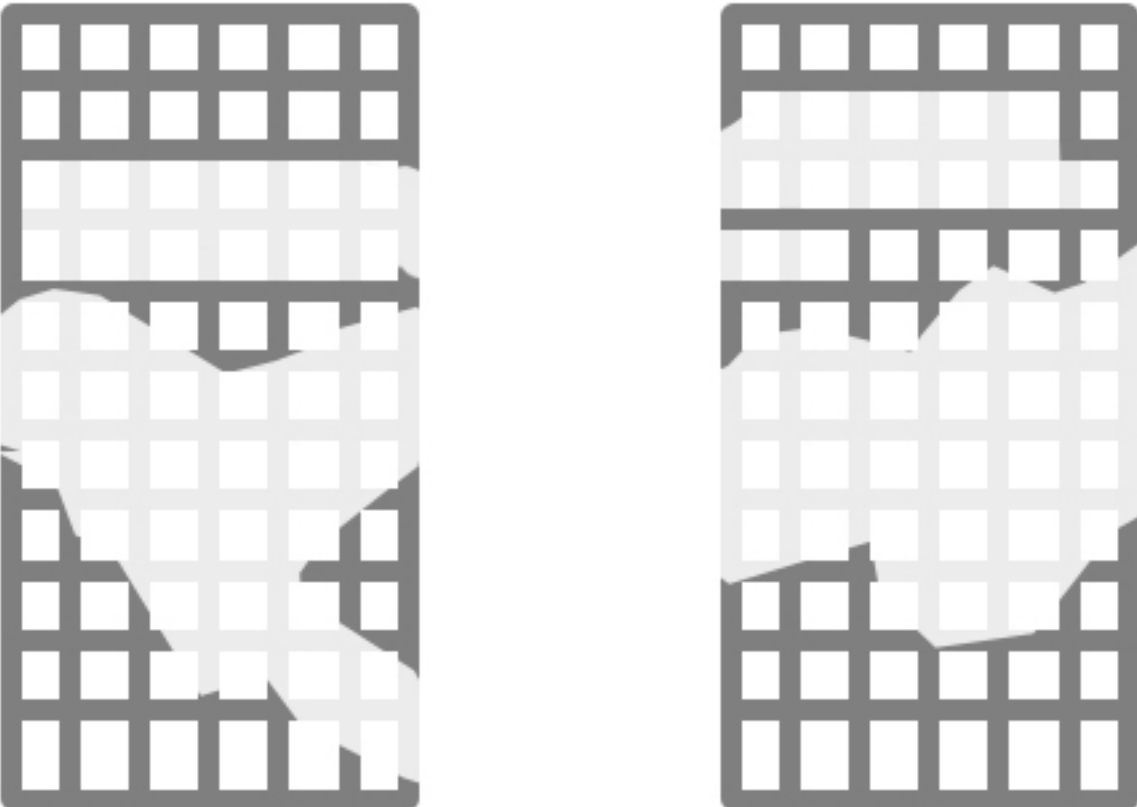
**A multifunctional workscape
that bridges and interconnects the towers.**



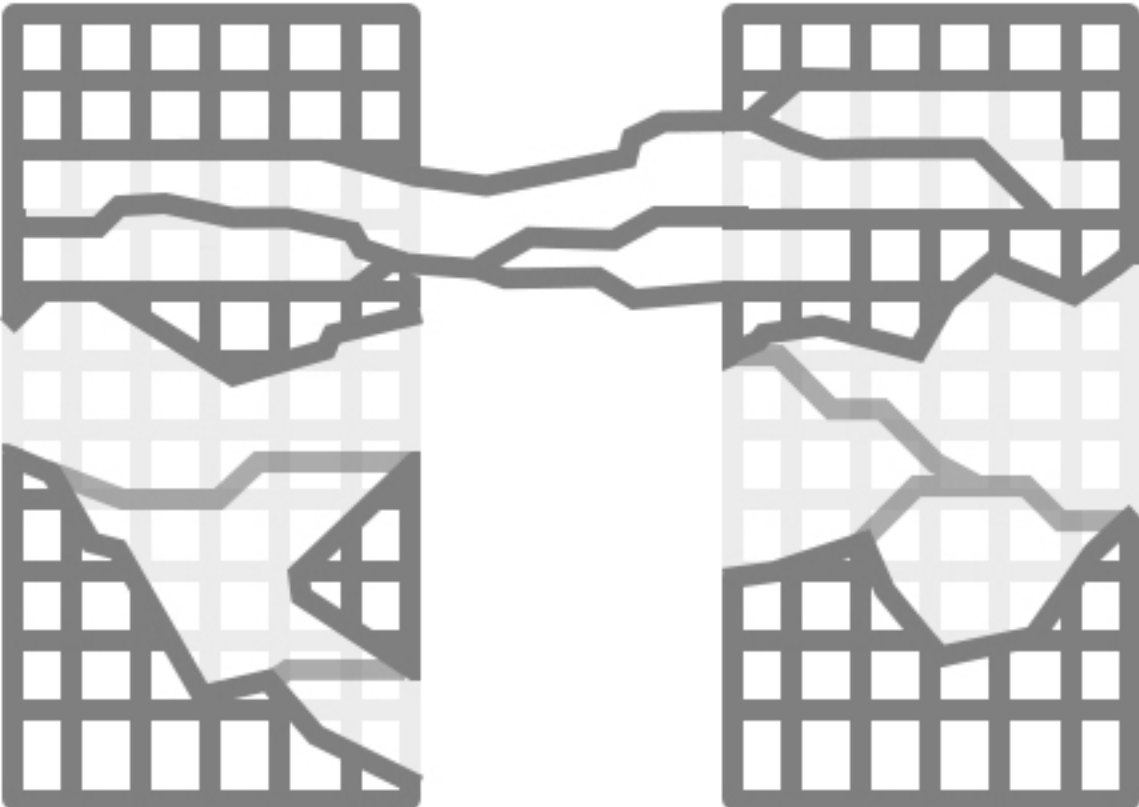
BUILDING ALTERATION



1. Vacant floors are the starting point for the intervention

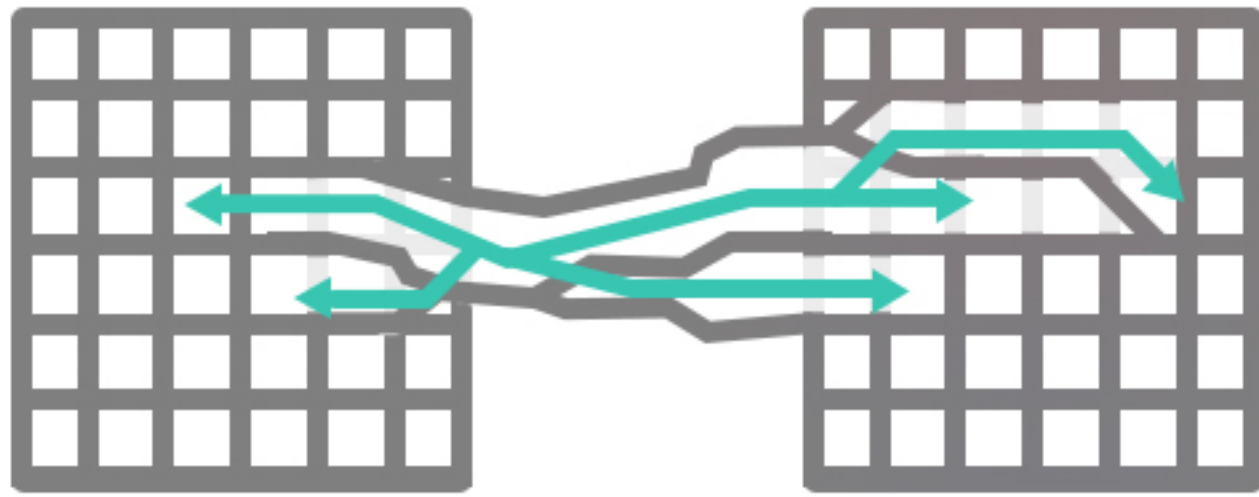


2. Removing old structure and floors to make room for the new

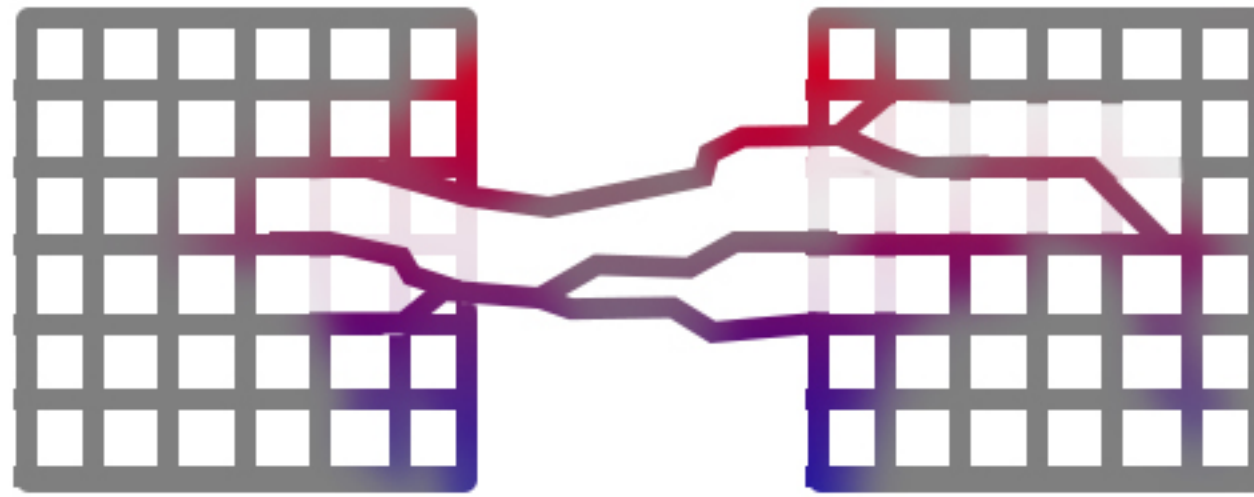


3. Interjecting new structure to interconnect the towers and form the basis for future interventions

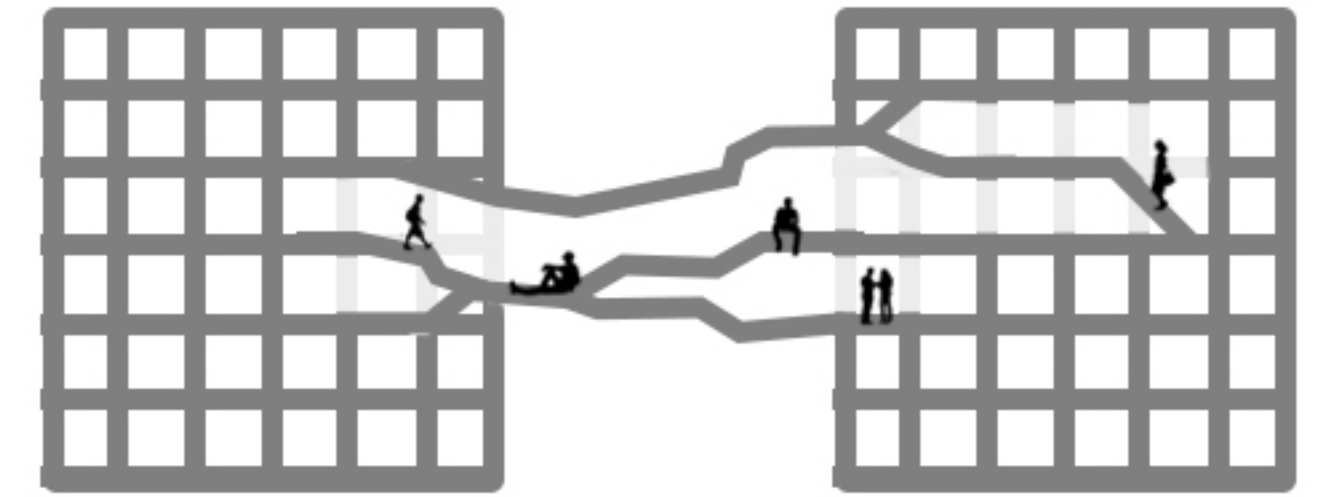
SPACE PLANNING CONCEPT



Bridges as circulation.
The geometry serves as a permeable connection & circulation between the towers.



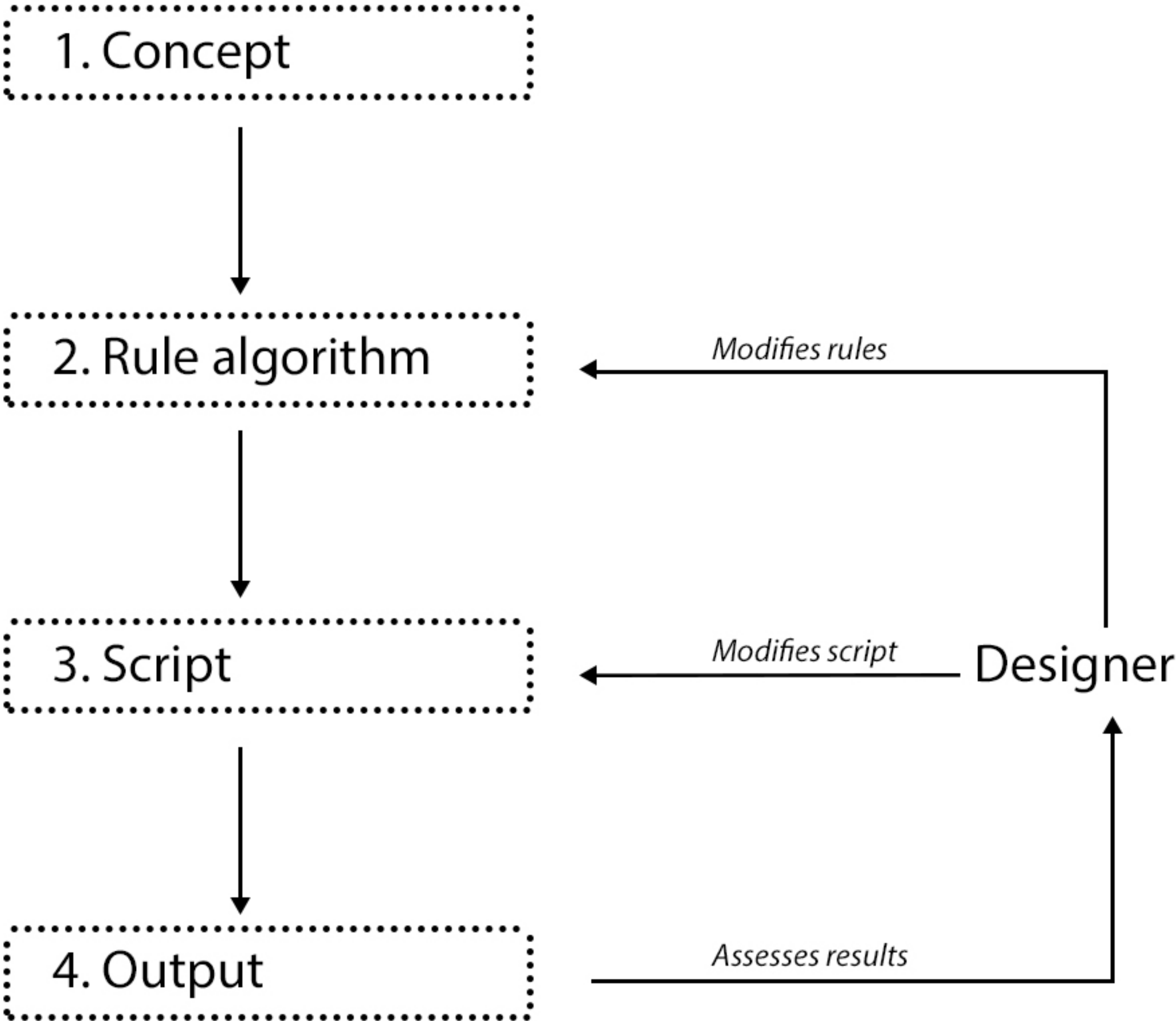
Bridges as structure.
Substitutes & strengthens the existing structure of the towers.



Bridges facilitation.
The oblique geometry allows different, varied use of space, enabling interesting interactions.

COMPUTATIONAL STRATEGY

PARAMETRIC DESIGN PROCESS



FUNCTIONAL SCENARIO

VARIOUS START-UPS

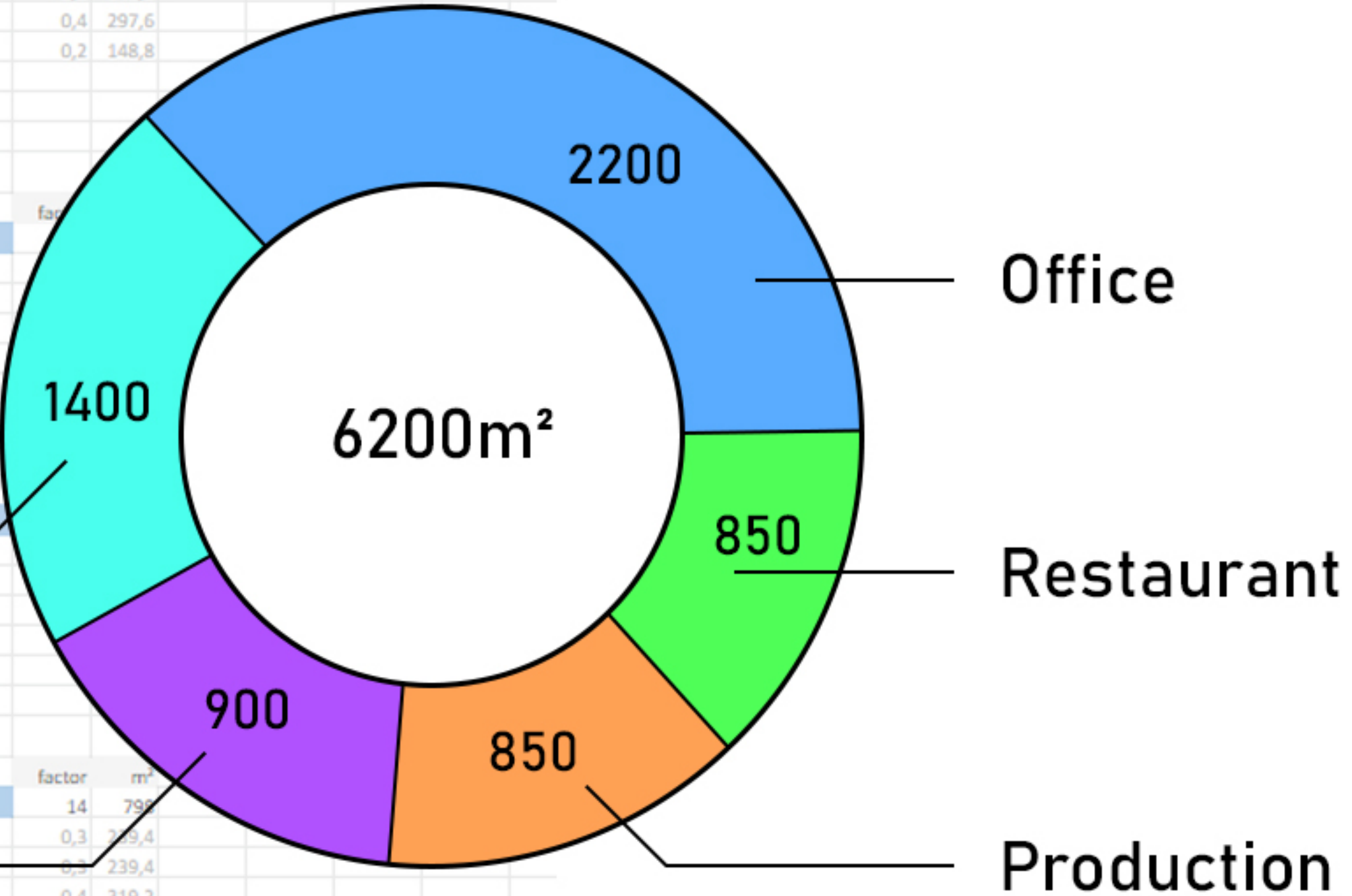
IT															
Start-Up	people	Office Space	factor	m ²	Production Space	factor	m ²	Assembly Space	factor	m ²	Auxiliary Space	factor	m ²	Total	m ²
	62	12	744	2	124	2	124	12	744					1736	
		Open plan	0,7	520,8	Machinery	0	0	Retail	0,2	24,8	Restaurant	0,2	148,8		
		Private space	0,2	148,8	Technical workspace	0,8	99,2	Meeting space	0,4	49,6	Hotel	0,4	297,6		
		Conference space	0	0	Clean lab	0	0	Lecture room	0,4	49,6	Public space	0,2	148,8		
		Subsidiary space	0,1	74,4	Fab-lab	0,2	24,8	Exposition hall	0	0					
					Testing Space	0	0								

Innovative/Emergent Technology													
Start-Up	people	Office Space	factor	m ²	Production Space	factor	m ²	Assembly Space	factor	m ²	Auxiliary Space	factor	m ²
	38	10	380	9,5	361	3	114						
		Open plan	0,2	76	Machinery	0,2	72,2	Retail	0	0	Restaurant		
		Private space	0,4	152	Technical workspace	0,3	108,3	Meeting space	0,2	22,8	Hotel		
		Conference space	0,2	76	Clean lab	0	0	Lecture room	0,2	22,8	Public space		
		Subsidiary space	0,2	76	Fab-lab	0,2	72,2	Exposition hall	0,6	68,4			
					Testing Space	0,3	108,3						

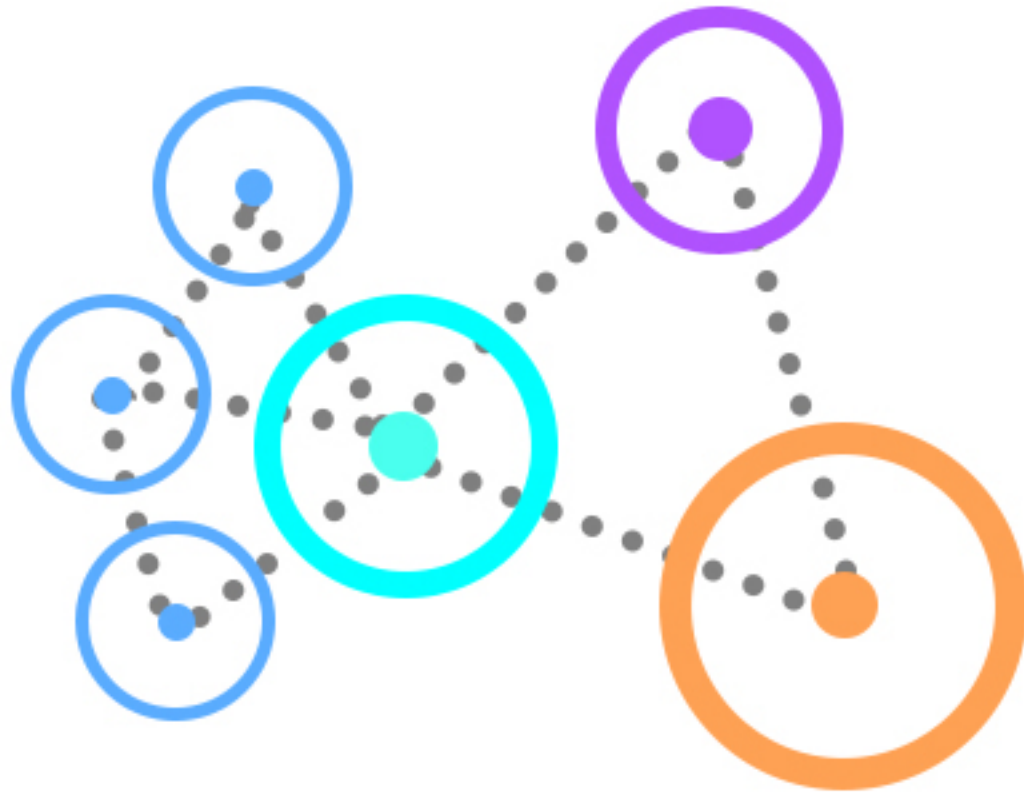
Sust. Product development													
Start-Up	people	Office Space	factor	m ²	Production Space	factor	m ²	Assembly Space	factor	m ²	Auxiliary Space	factor	m ²
	32	8	256	8	256	10	320						
		Open plan	0,2	51,2	Machinery	0,2	51,2	Retail	0	0	Restaurant		
		Private space	0,4	102,4	Technical workspace	0,4	102,4	Meeting space	0,2	28	Hotel		
		Conference space	0,2	51,2	Clean lab	0,2	51,2	Lecture room	0,2	64	Public space		
		Subsidiary space	0,2	51,2	Fab-lab	0,2	51,2	Exposition hall	0,2	64			
					Testing Space	0,1	25,6						

Educational													
Start-Up	people	Office Space	factor	m ²	Production Space	factor	m ²	Assembly Space	factor	m ²	Auxiliary Space	factor	m ²
	57	10	570	2	114	10	570						
		Open plan	0,4	228	Machinery	0	0	Retail	0	0	Restaurant	0,3	239,4
		Private space	0	0	Technical workspace	0,4	45,6	Meeting space	0,2	14	Hotel	0,2	239,4
		Conference space	0,5	285	Clean lab	0,6	68,4	Lecture room	0,8	56	Public space	0,4	319,2
		Subsidiary space	0,1	57	Fab-lab	0	0	Exposition hall	0	0			
					Testing Space	0	0						

Functions	people	Office	m ²	Production	m ²	Assembly	m ²	Auxiliary	m ²	Total	m ²
	189	1950	855	1128	2446	6379					
		Open plan	876	Machinery	123,4	Retail	88,8	Restaurant	705		
		Private space	403,2	Technical workspace	355,5	Meeting space	314,4	Hotel	898,6		
		Conference space	412,2	Clean lab	119,6	Lecture room	592,4	Public space	693,6		
		Subsidiary space	258,6	Fab-lab	148,2	Exposition hall	132,4				
				Testing Space	133,9						

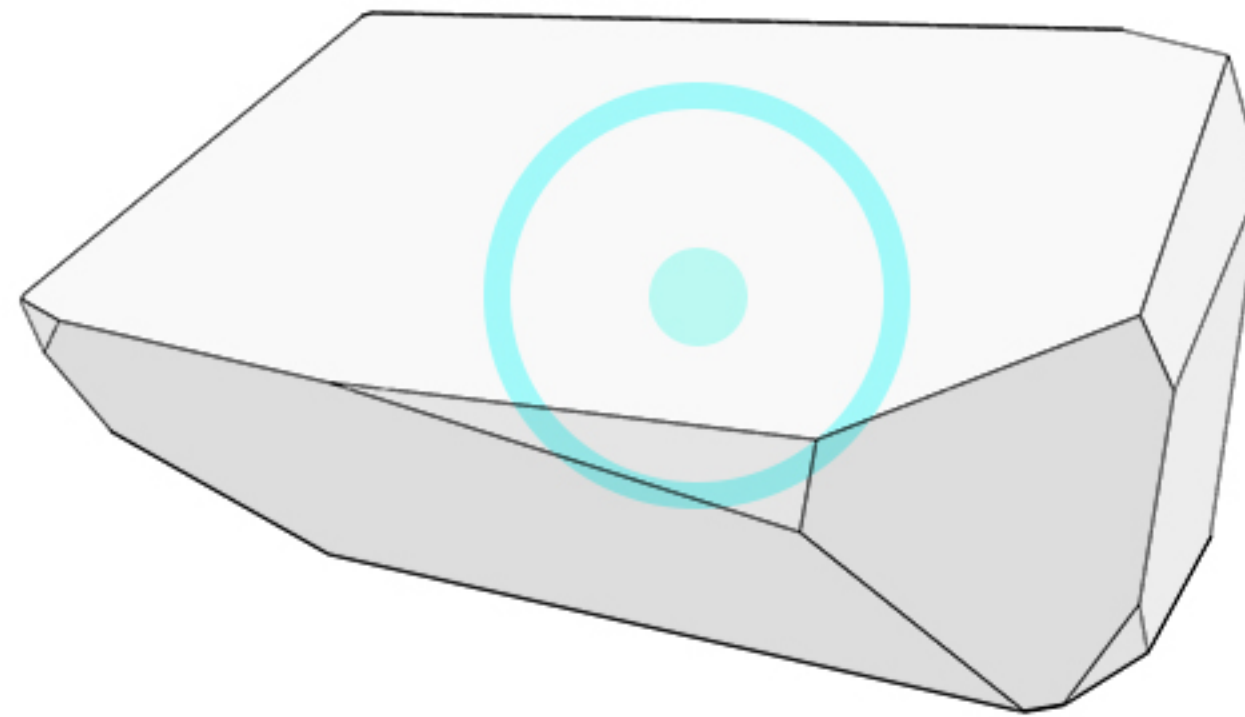


COMPUTATIONAL STRATEGY



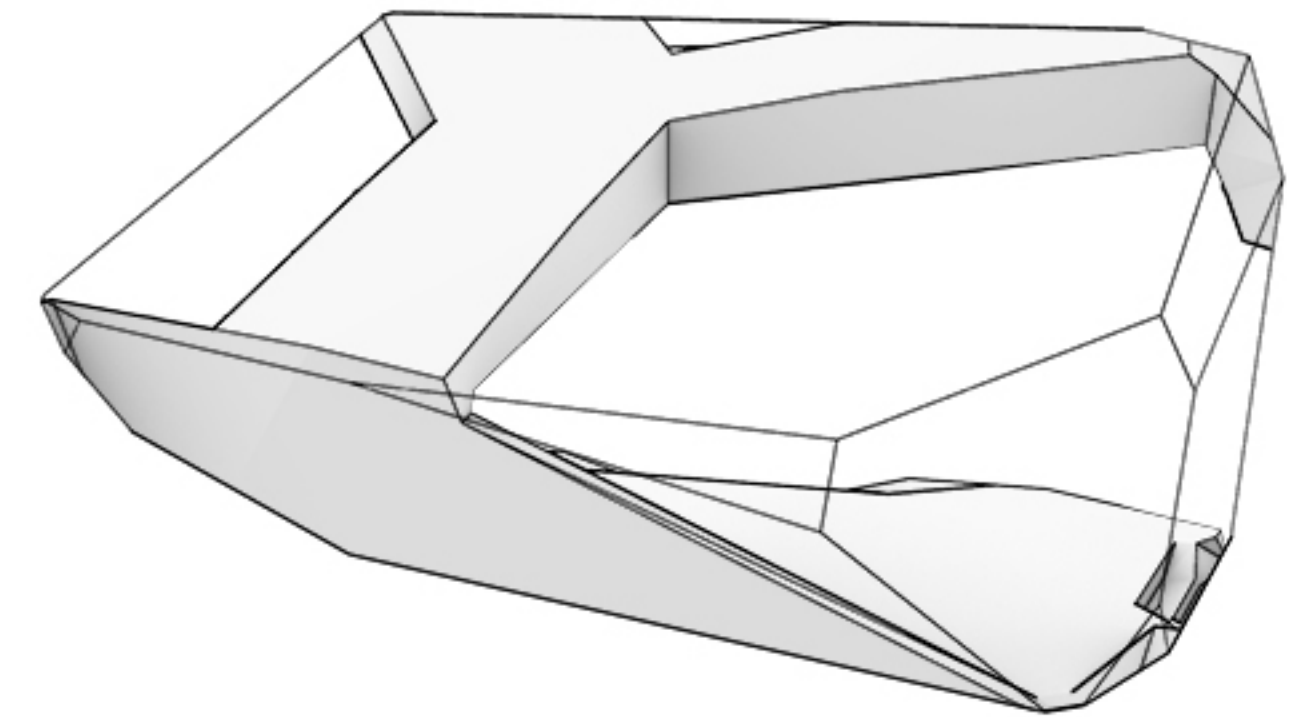
1. Spatial Planning

Organising the new program in 3D space with an iterative agent-based modelling process



2. Geometry generation

Geometry is formed by allocating volumes to the agent-based pointcloud

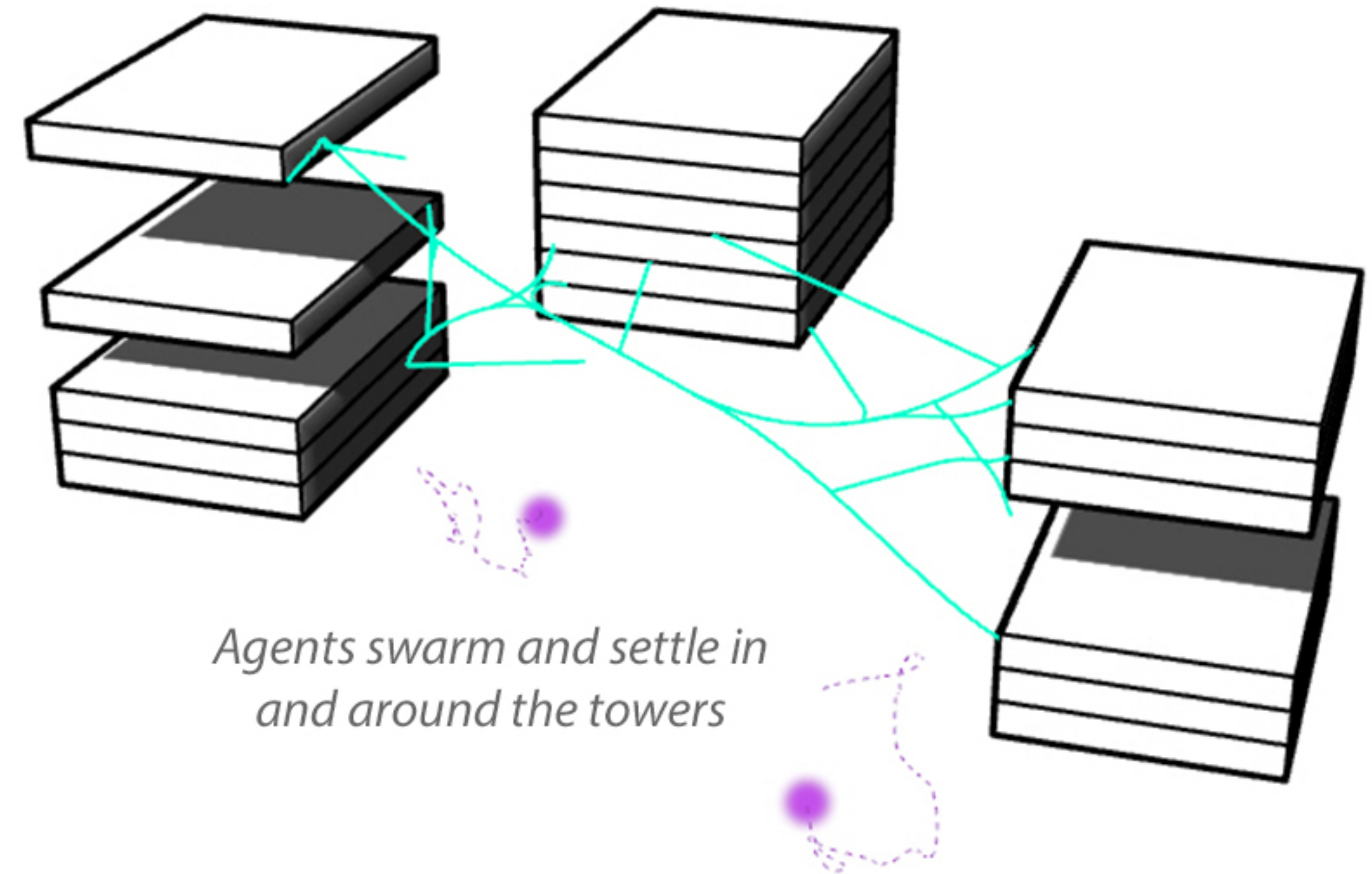
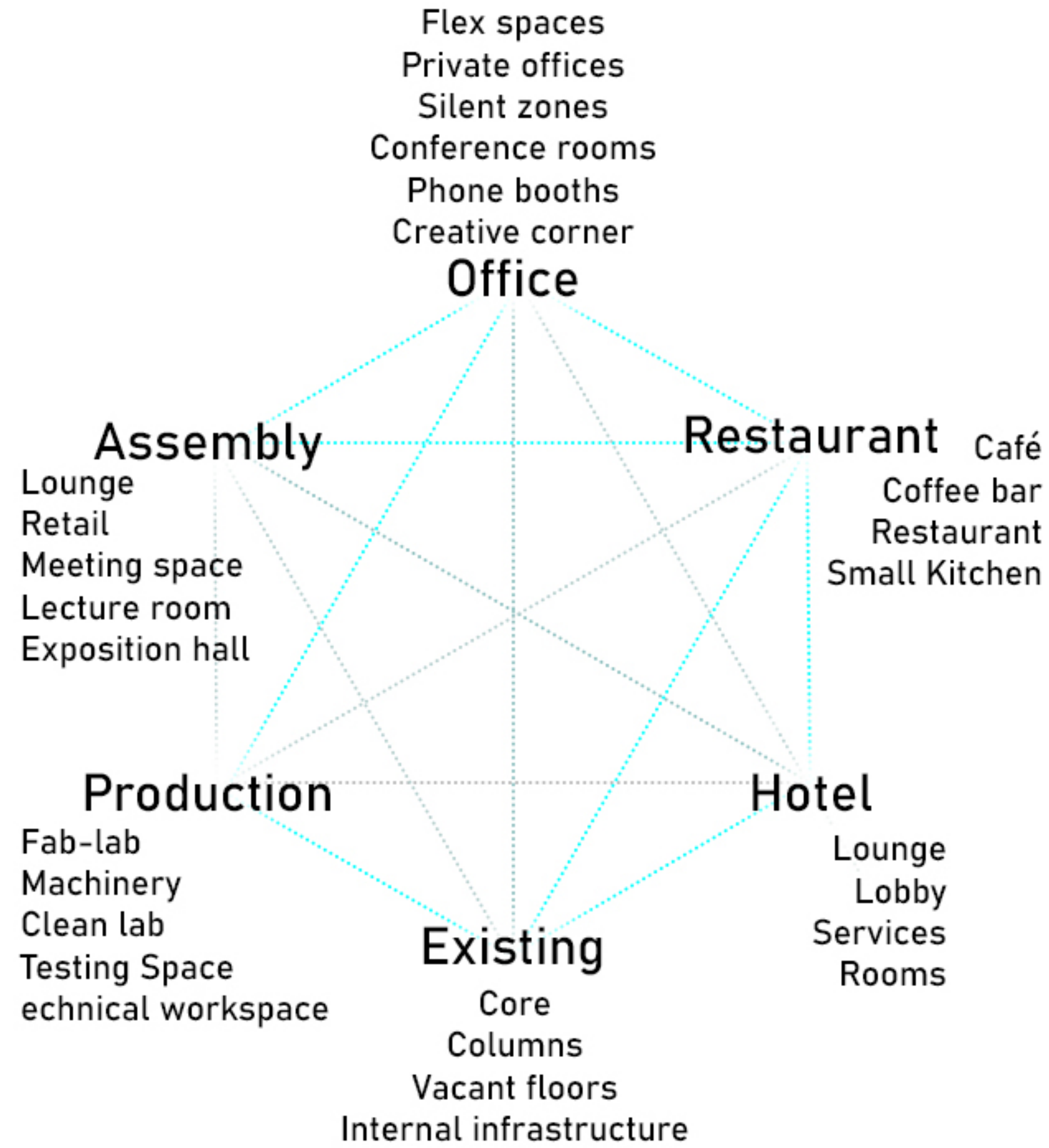


3. Altering geometry

exterior & interior porosities, steps & stairs are informed by use of 3D-mapping

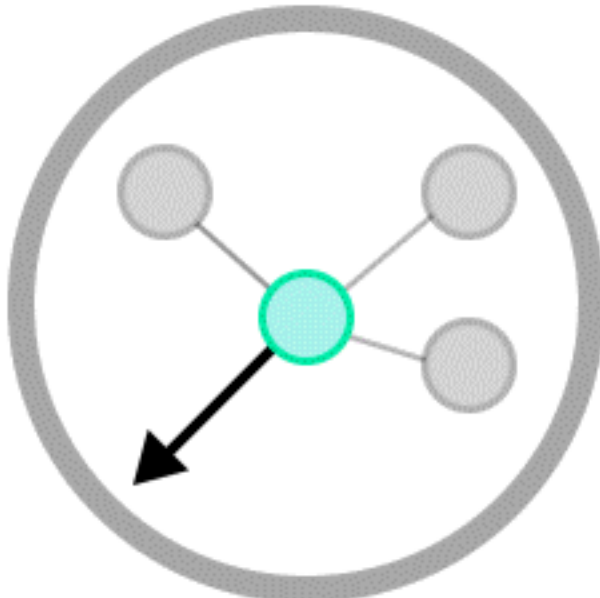
AGENT BASED MODELLING

FUNCTIONAL RELATIONS



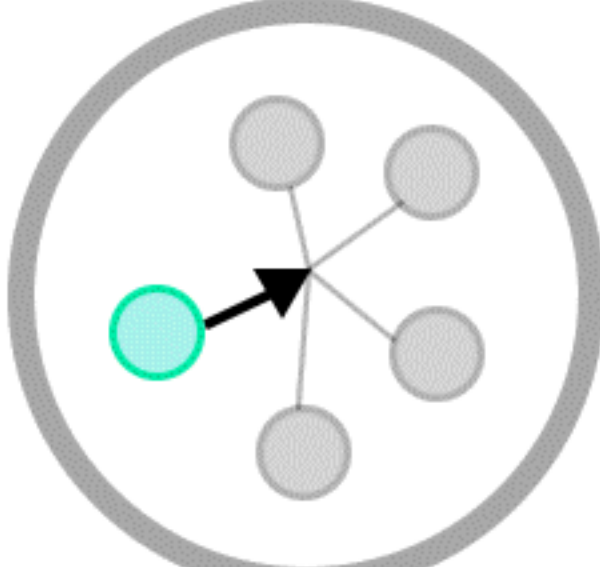
AGENT-BASED MODELLING

FORM FINDING



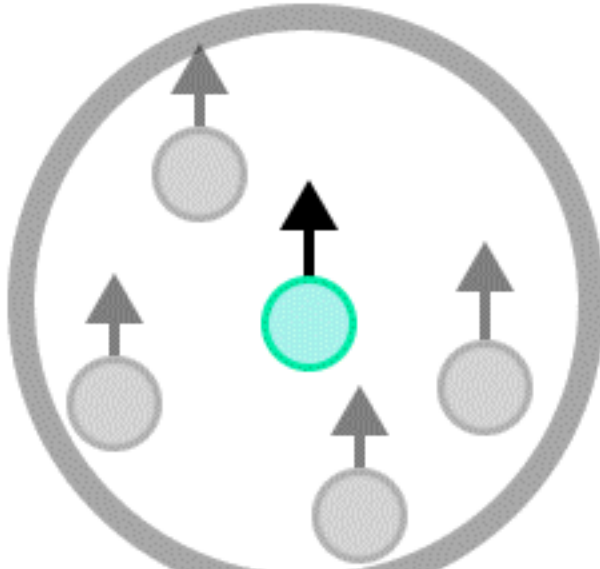
SEPARATION

DISTRIBUTION
PRIVACY



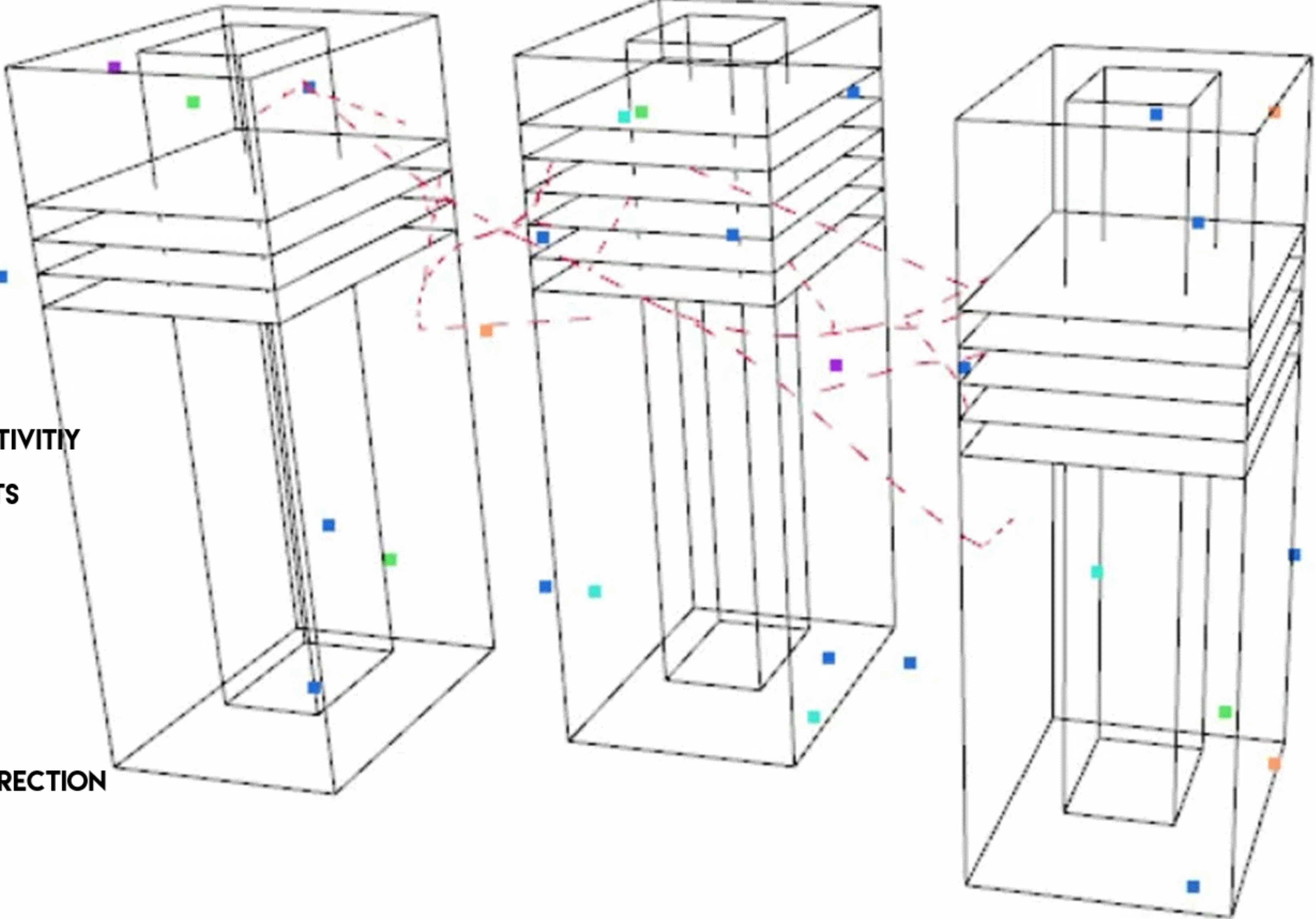
COHESION

FUNCTIONAL CONNECTIVITY
SPECIFIC REQUIREMENTS



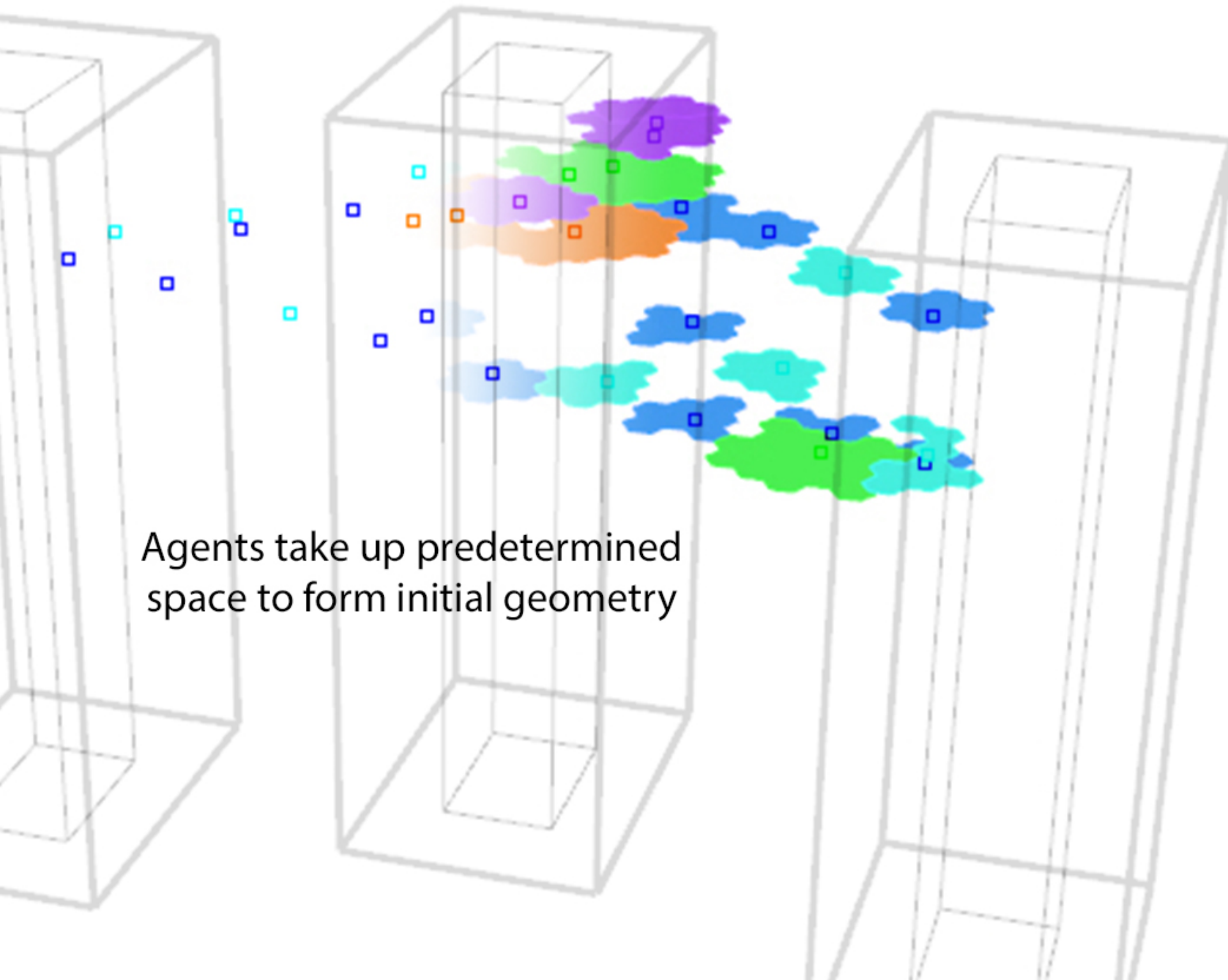
ALIGNMENT

COLLECTIVE ORDER/DIRECTION



SPACE ALLOCATION

MACRO

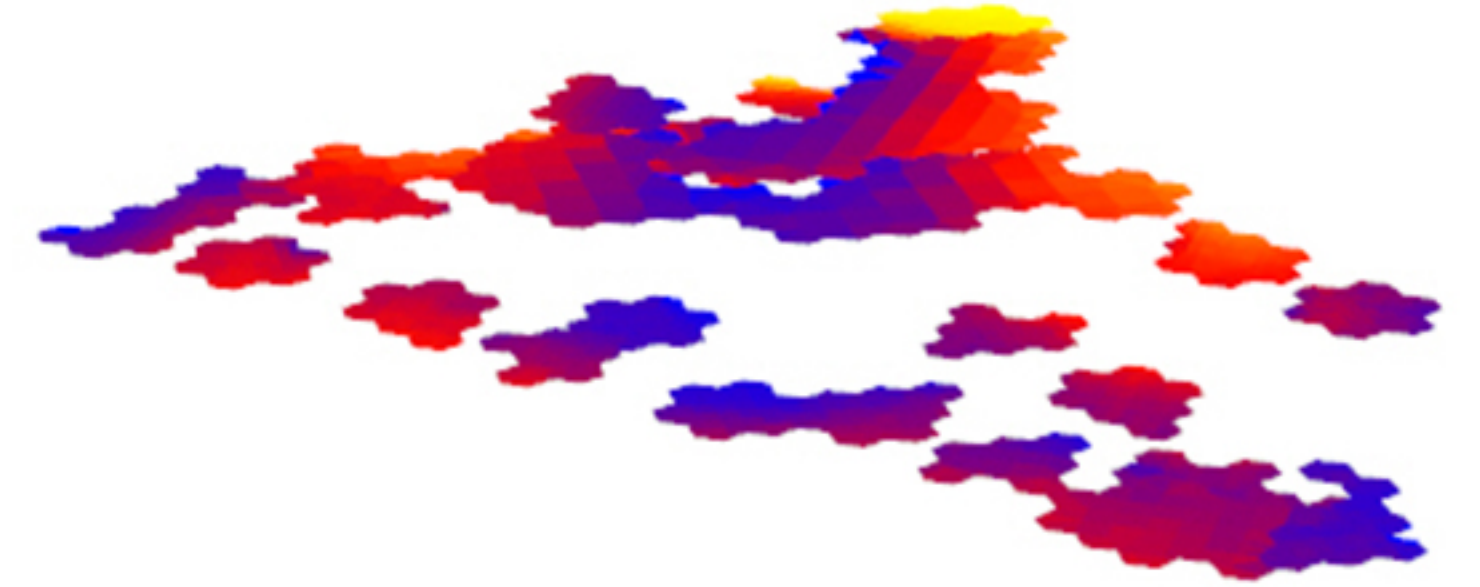


Agents take up predetermined space to form initial geometry

Flow & circulation



Sunlight hours



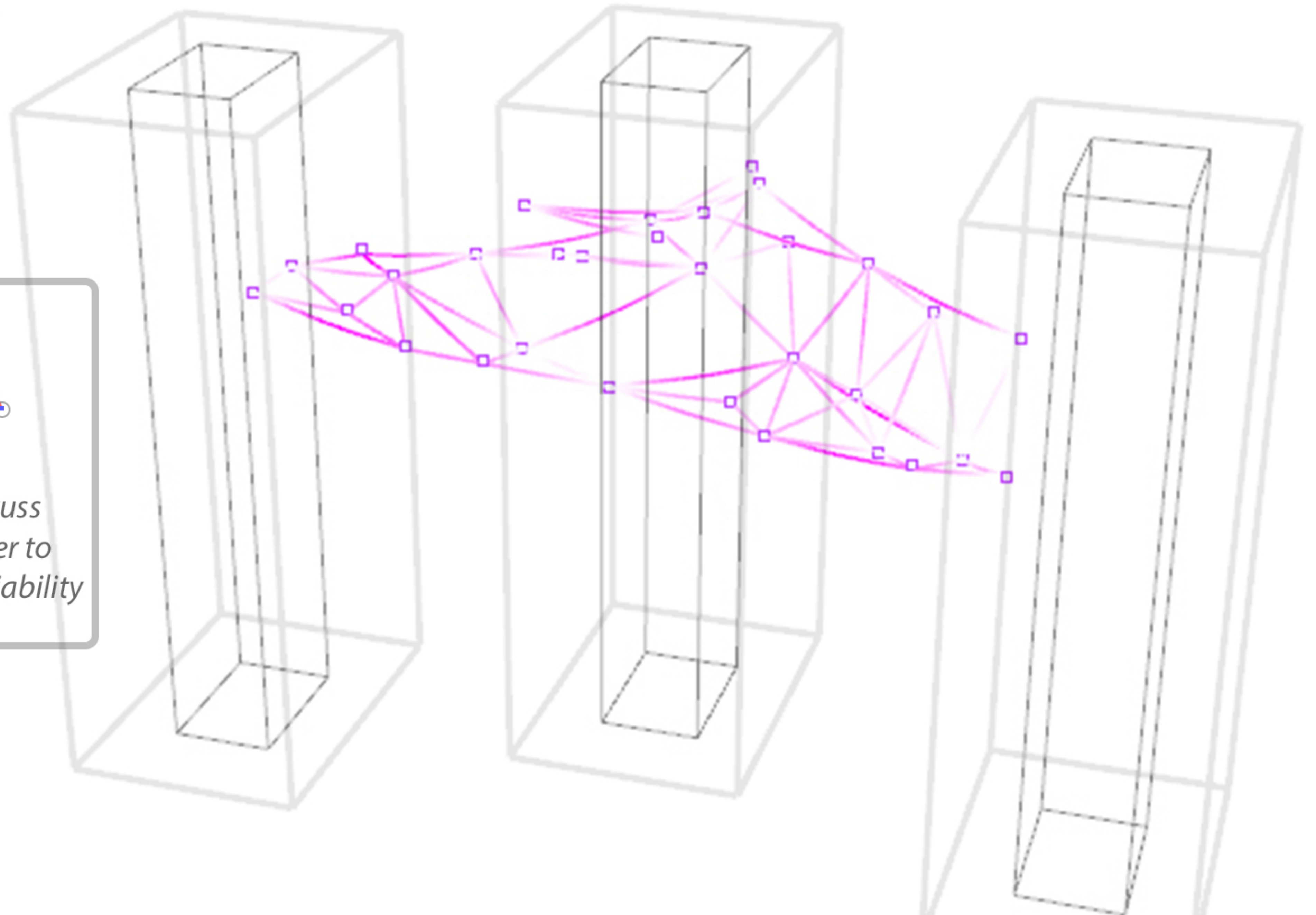
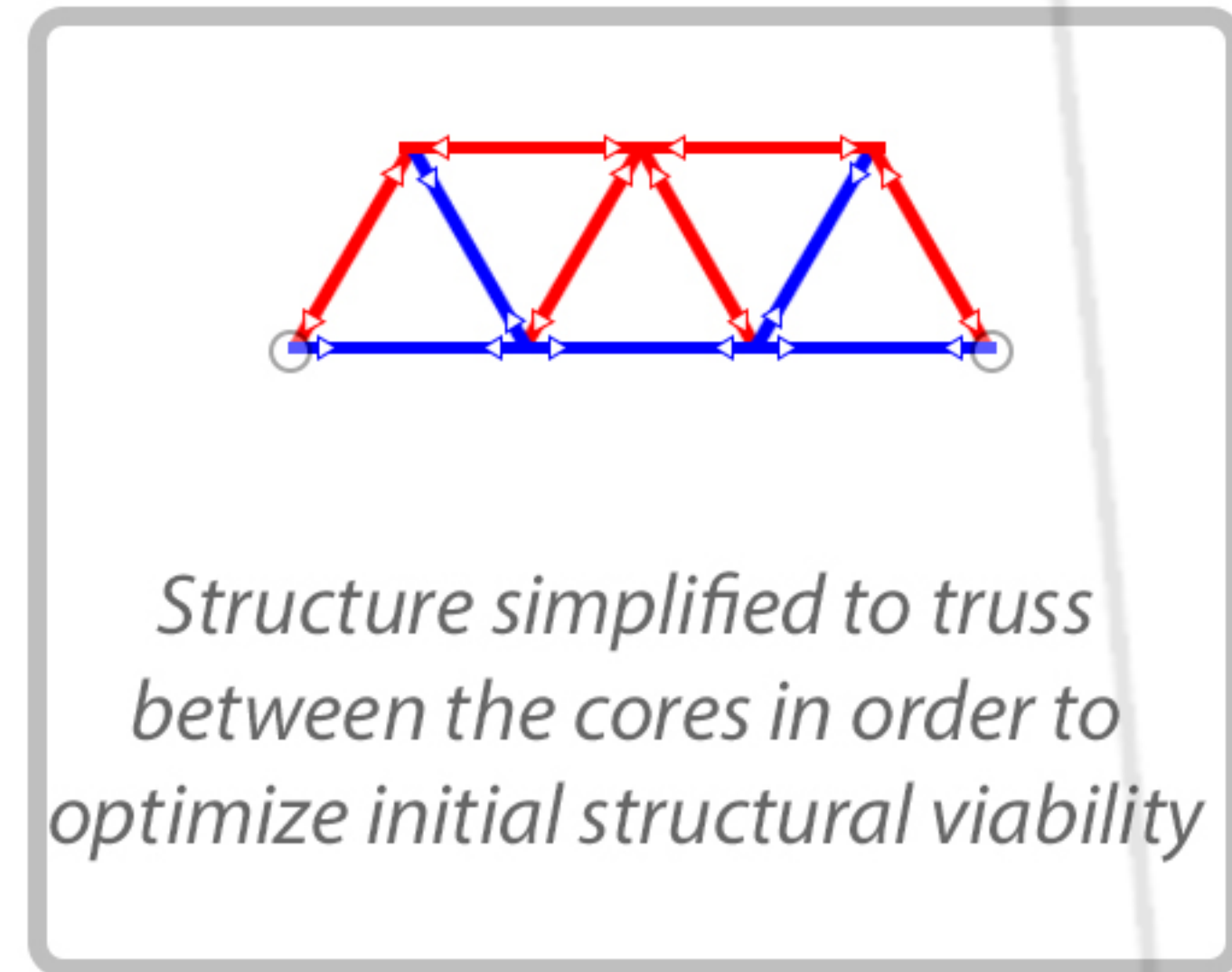
Structural potential



Configurations assessed on flow, sunlight hours & structural potential

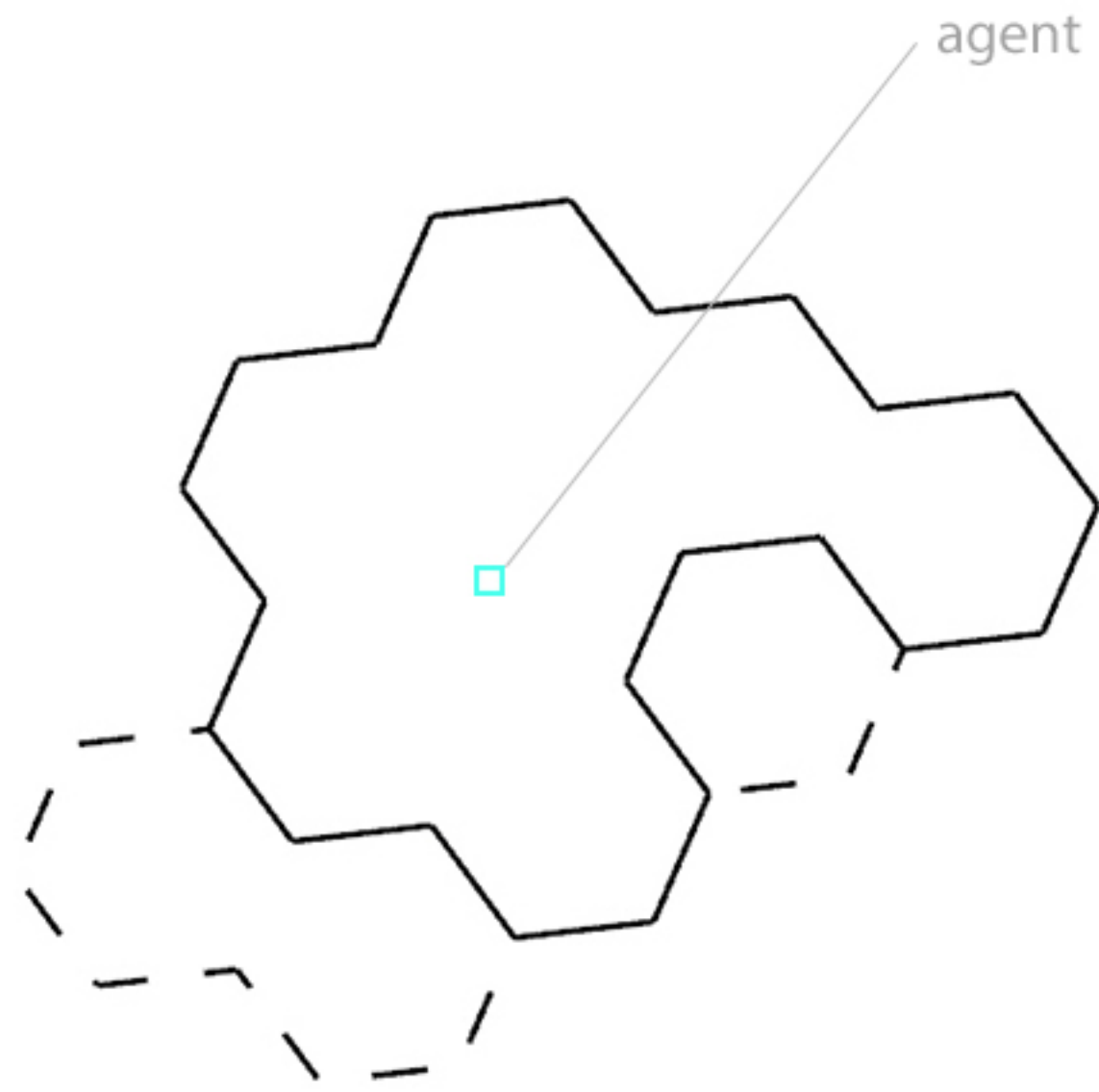
INITIAL STRUCTURAL OPTIMIZATION

MACRO

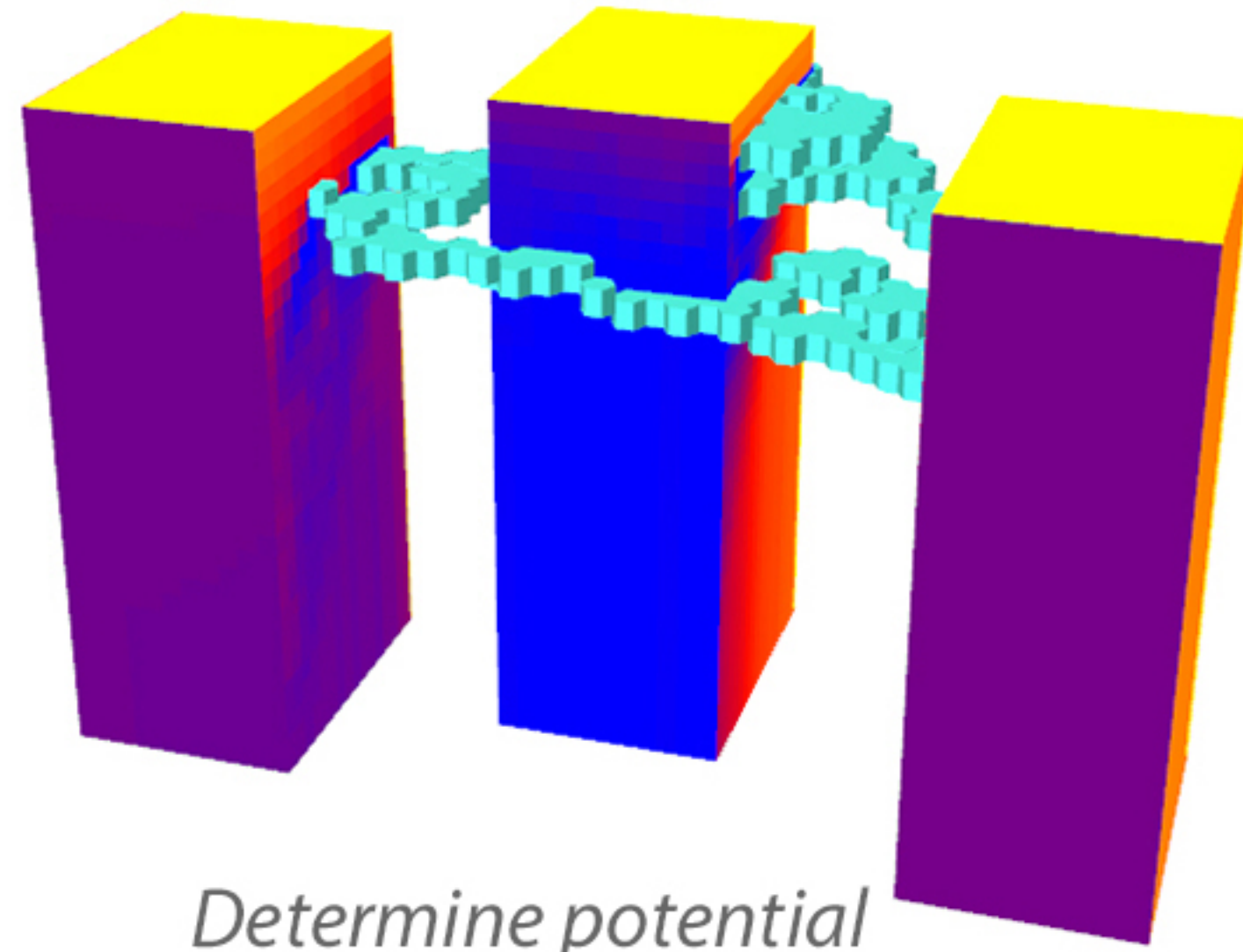


ENVIRONMENTAL OPTIMIZATION

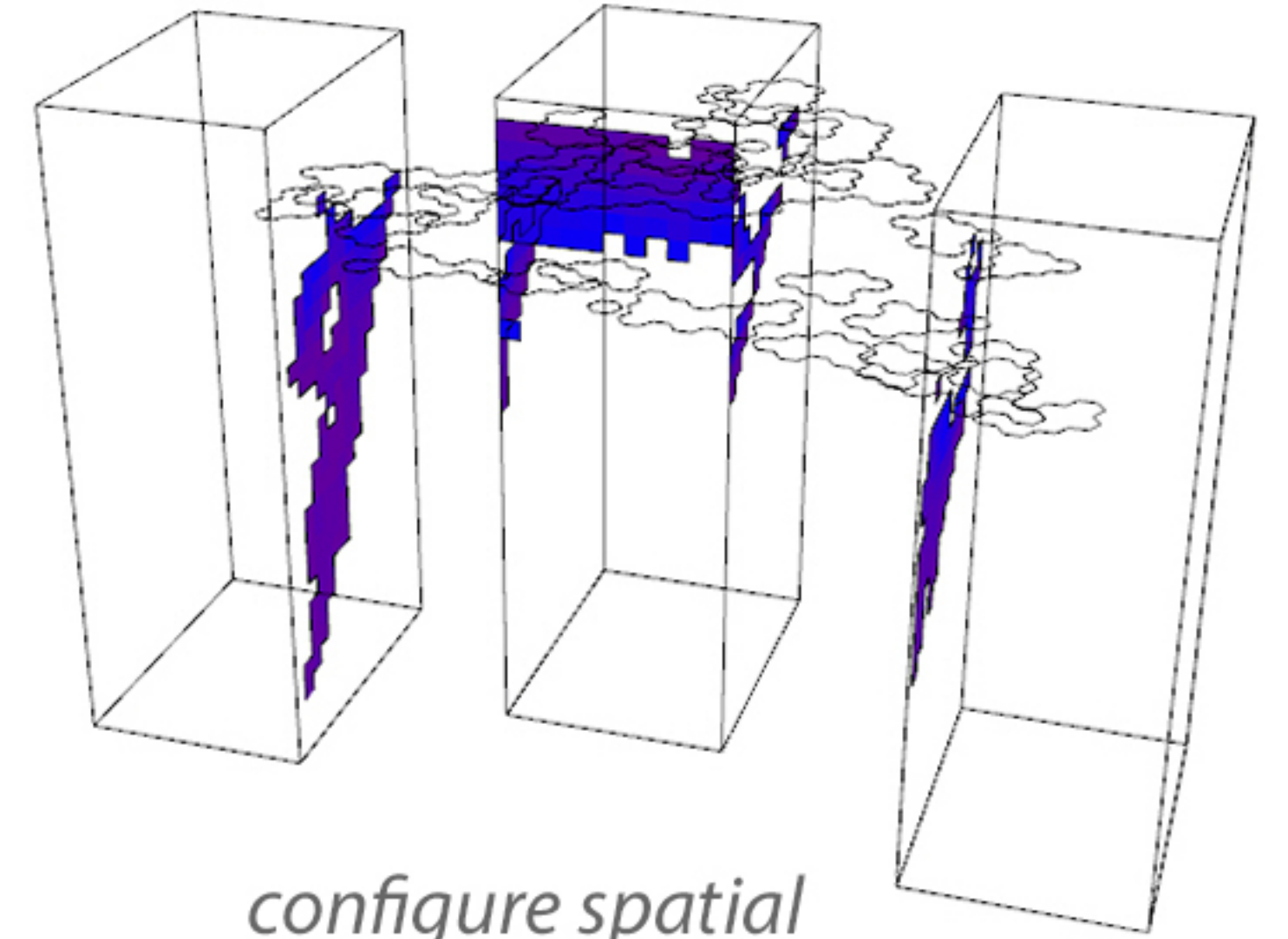
MAXIMIZE SUNLIGHT HRS



Parametrized buffer in allocated space to allow porosities for optimization



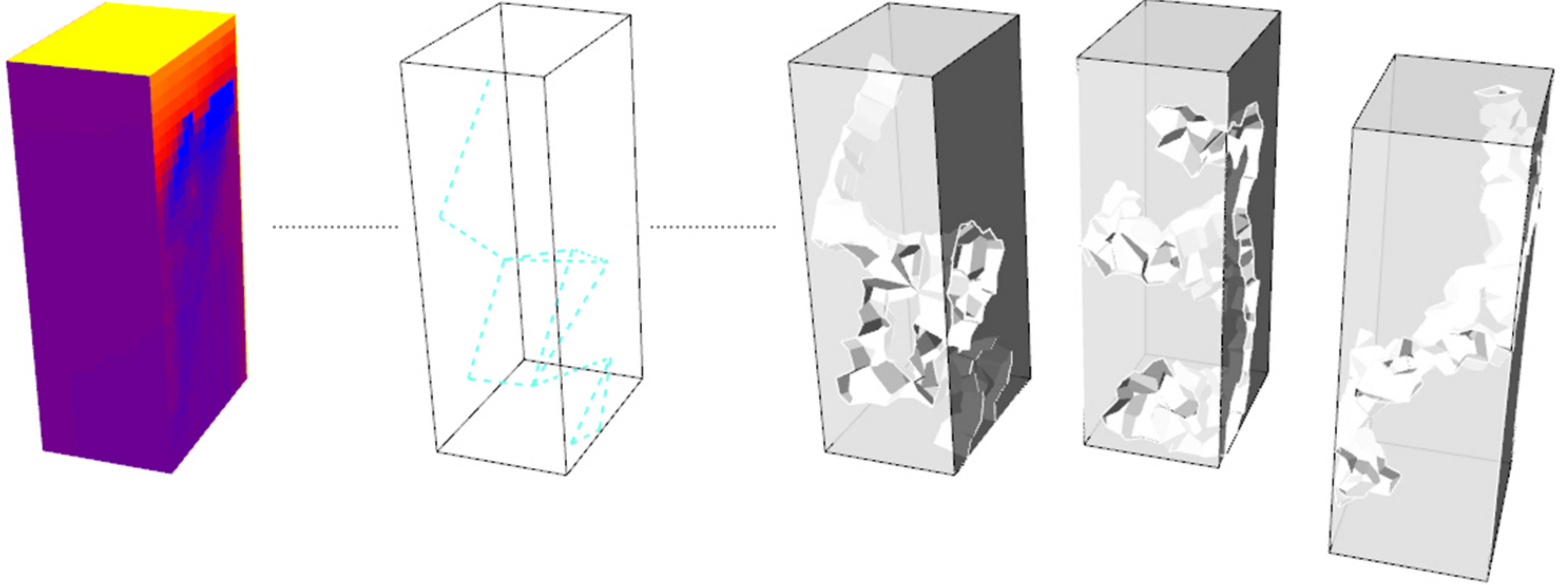
Determine potential risk zones for sunlight hours



configure spatial organisation to optimize sunlight hours on risk zones

VOID GENERATION

MACRO

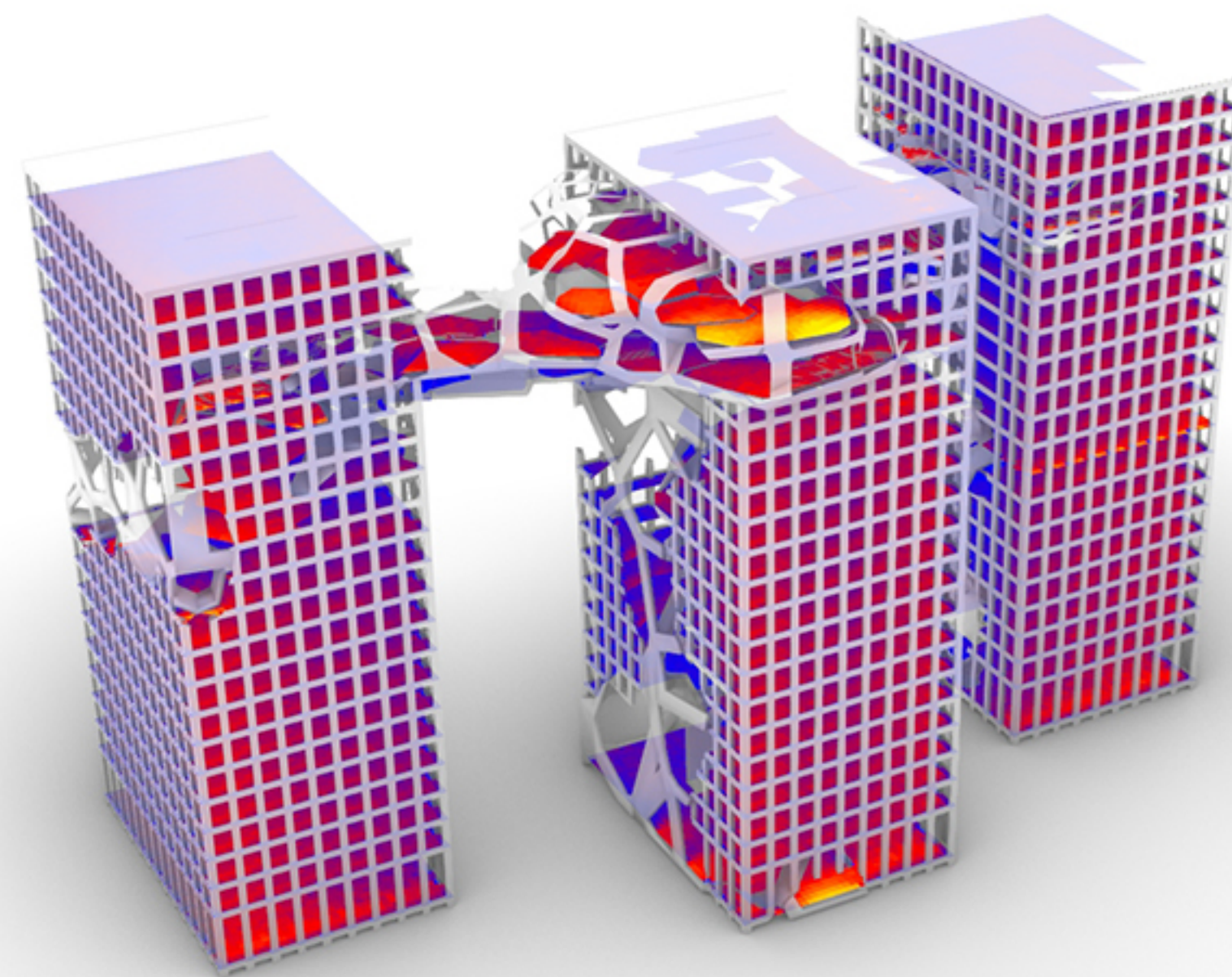
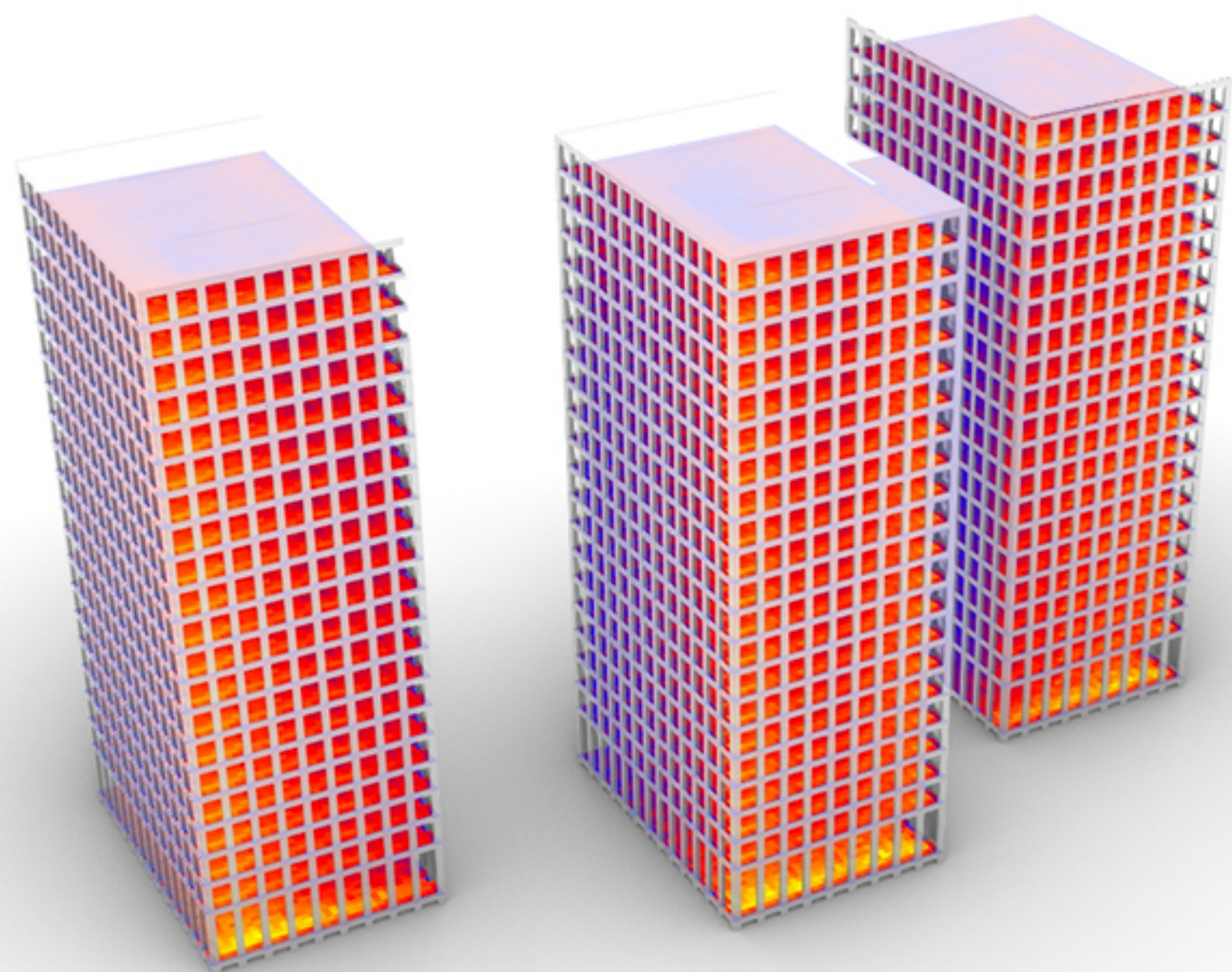


*Sunlight hours analysis as map
for agent based modelling to
generate void structure*

*The voids improve sunlight hours
throughout existing building and provide
infrastructure for future interventions*

SOLAR EVALUATION - FINAL DESIGN

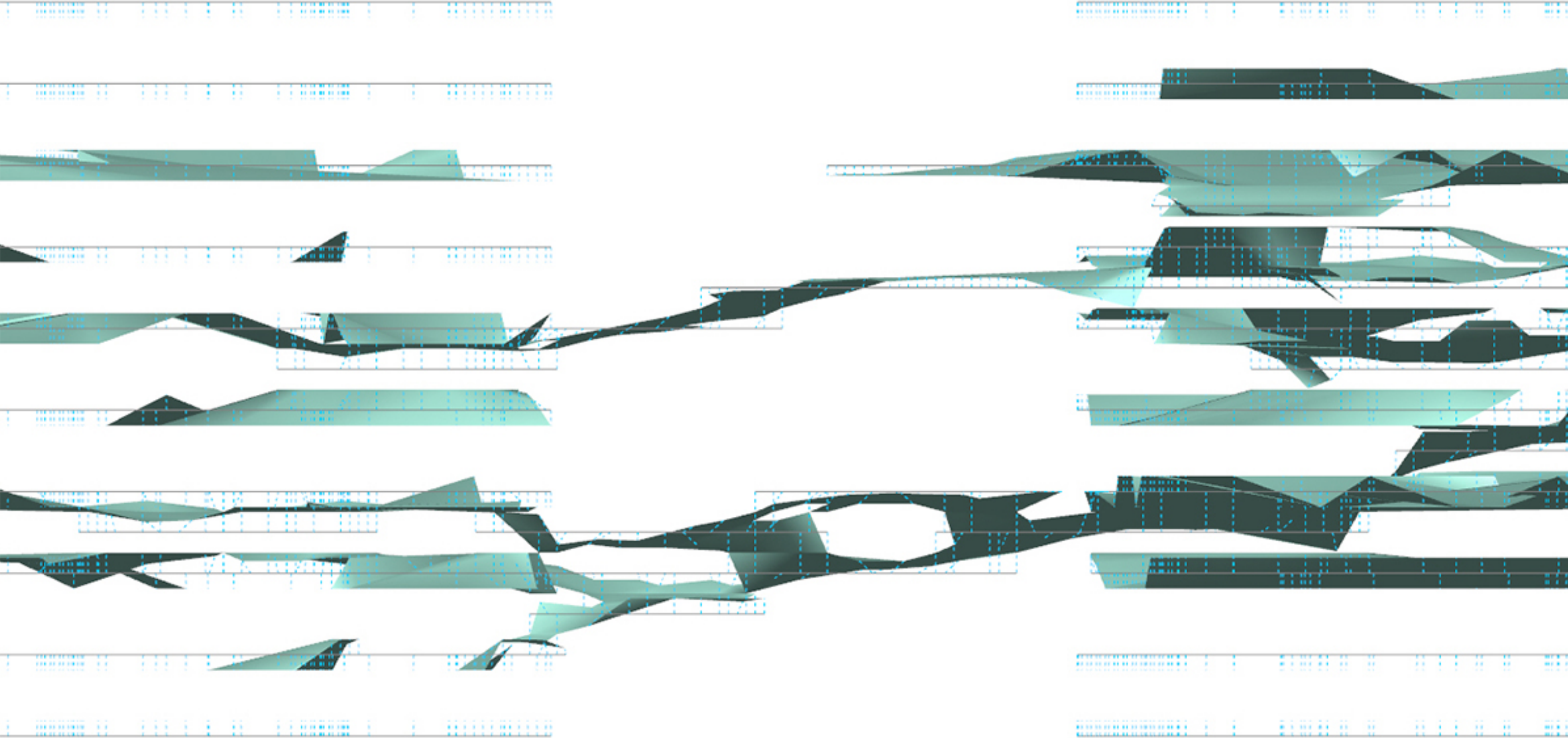
SUNLIGHT HOURS



13% increase in average sunlight hours

SPACE WEAVING

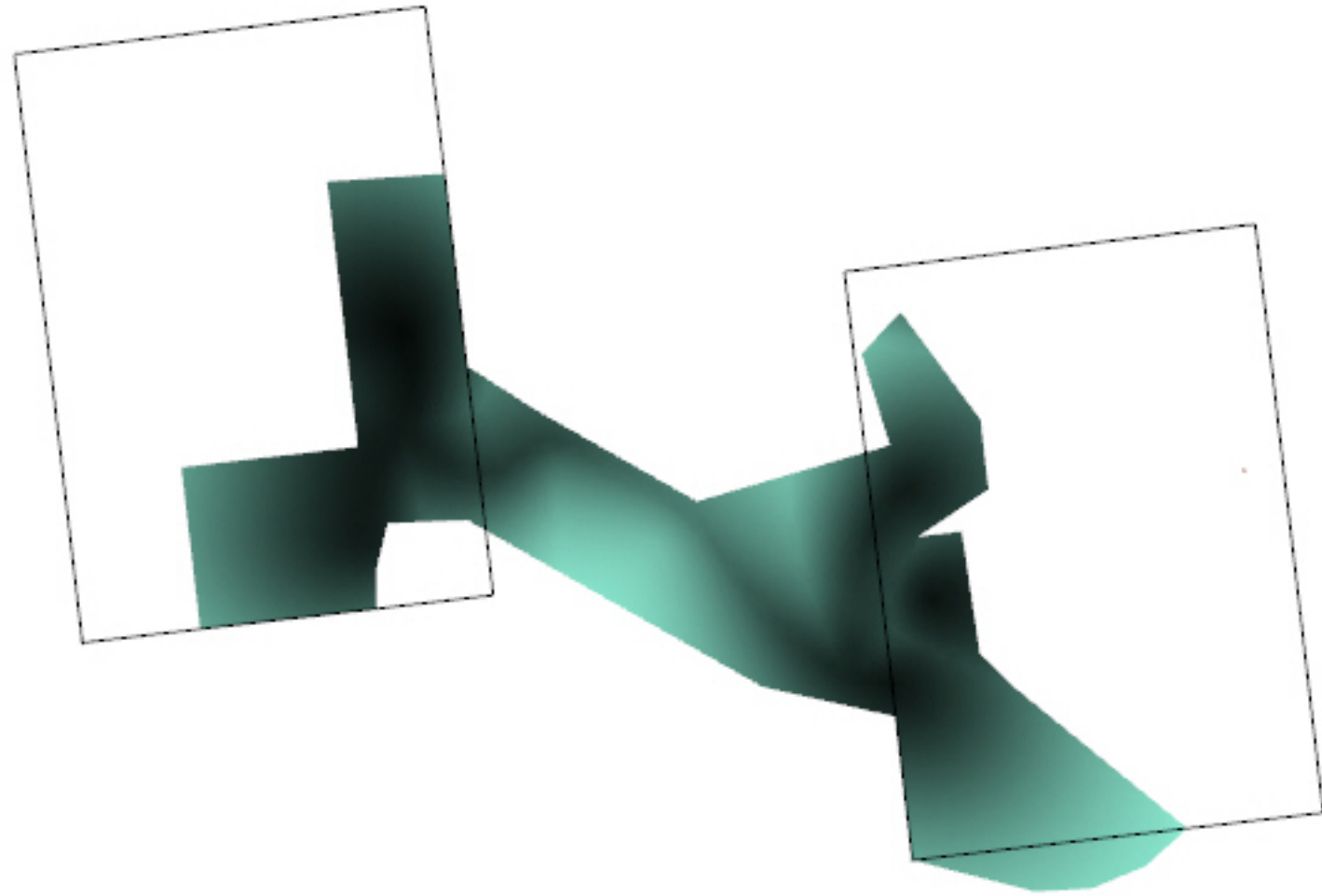
OBLIQUE SURFACES



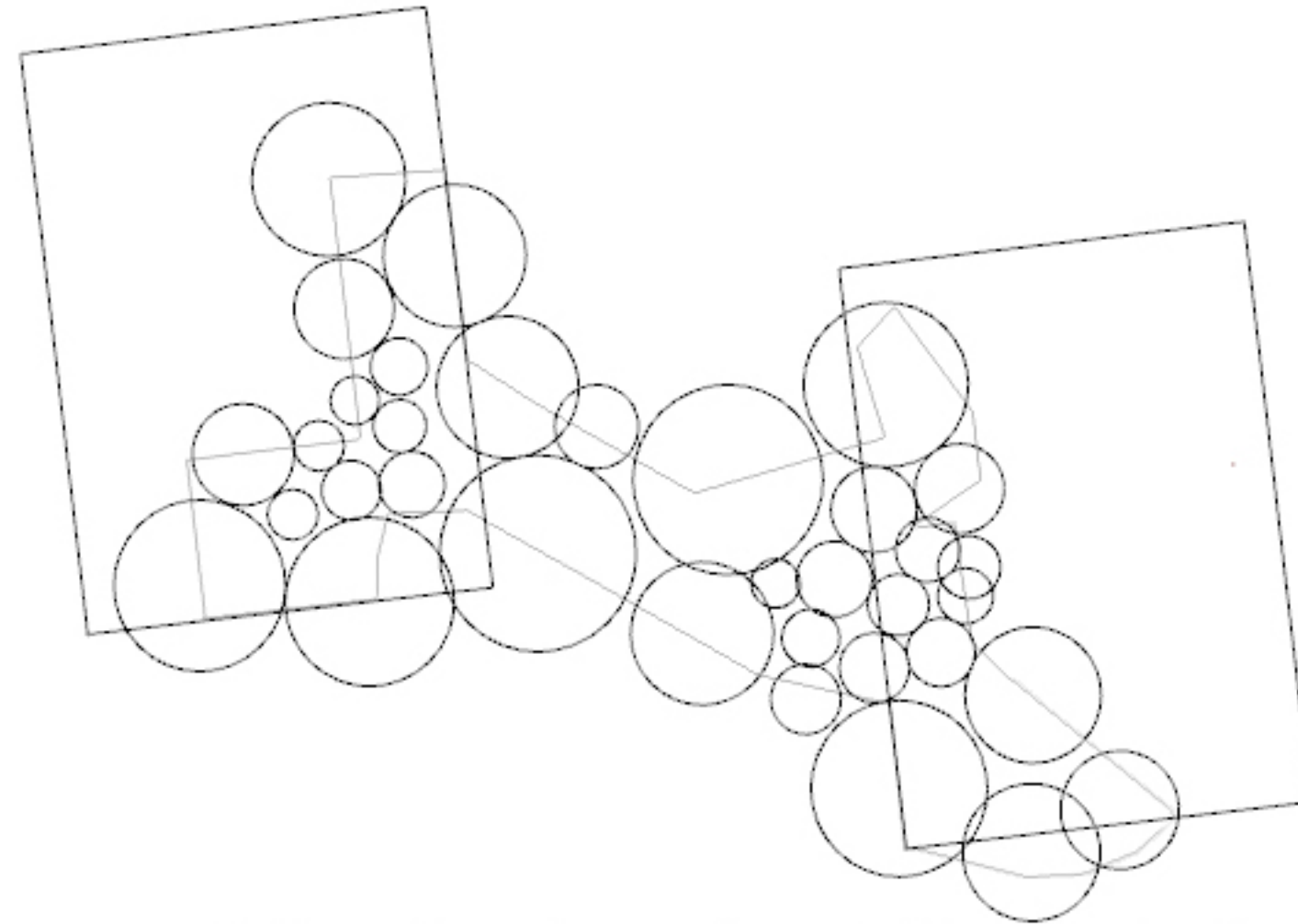
Weave from planar connections
to oblique circulation

GEOMETRY GENERATION

COMPLEXITY CIRCLE PACKING



mapping oblique surfaces
*[walking angle, circulation,
proximity cores & points of interest]*



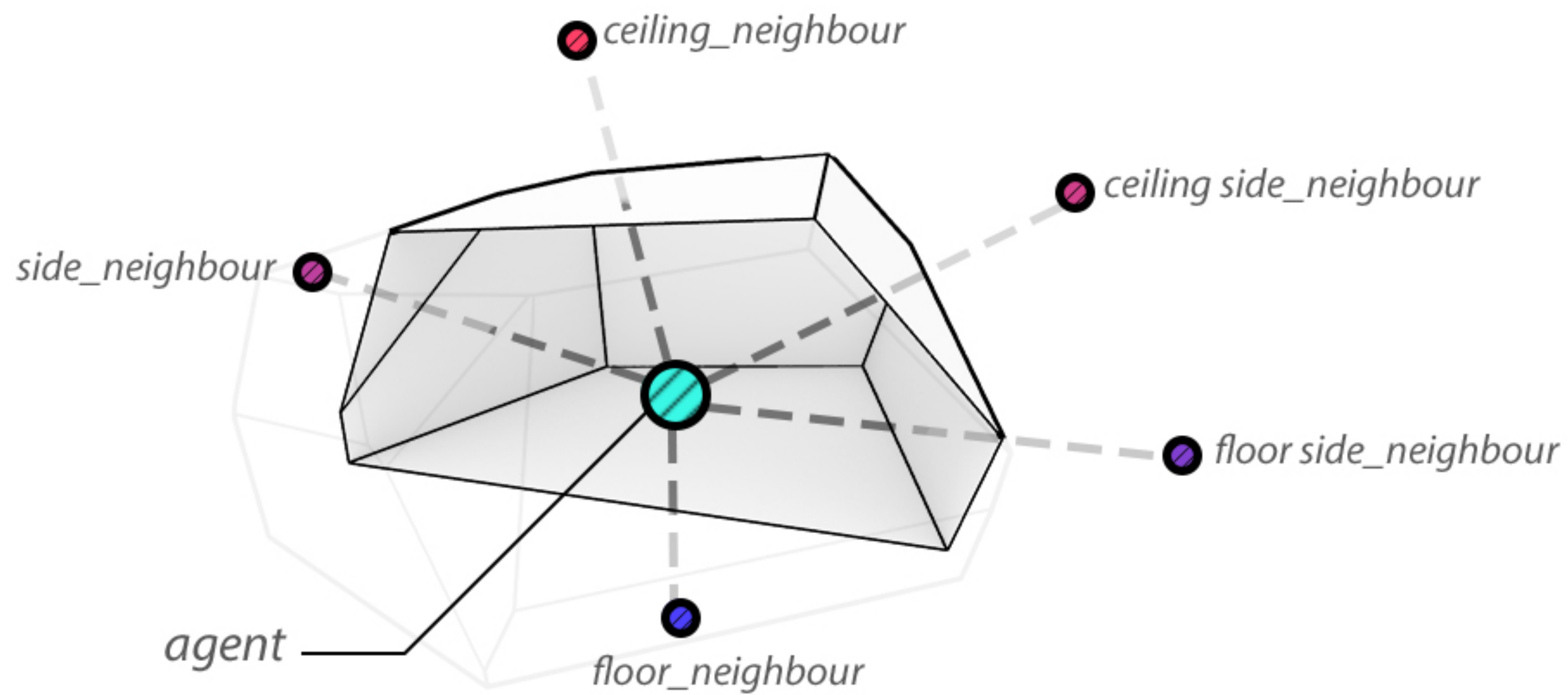
circlepacking to create variable complexity



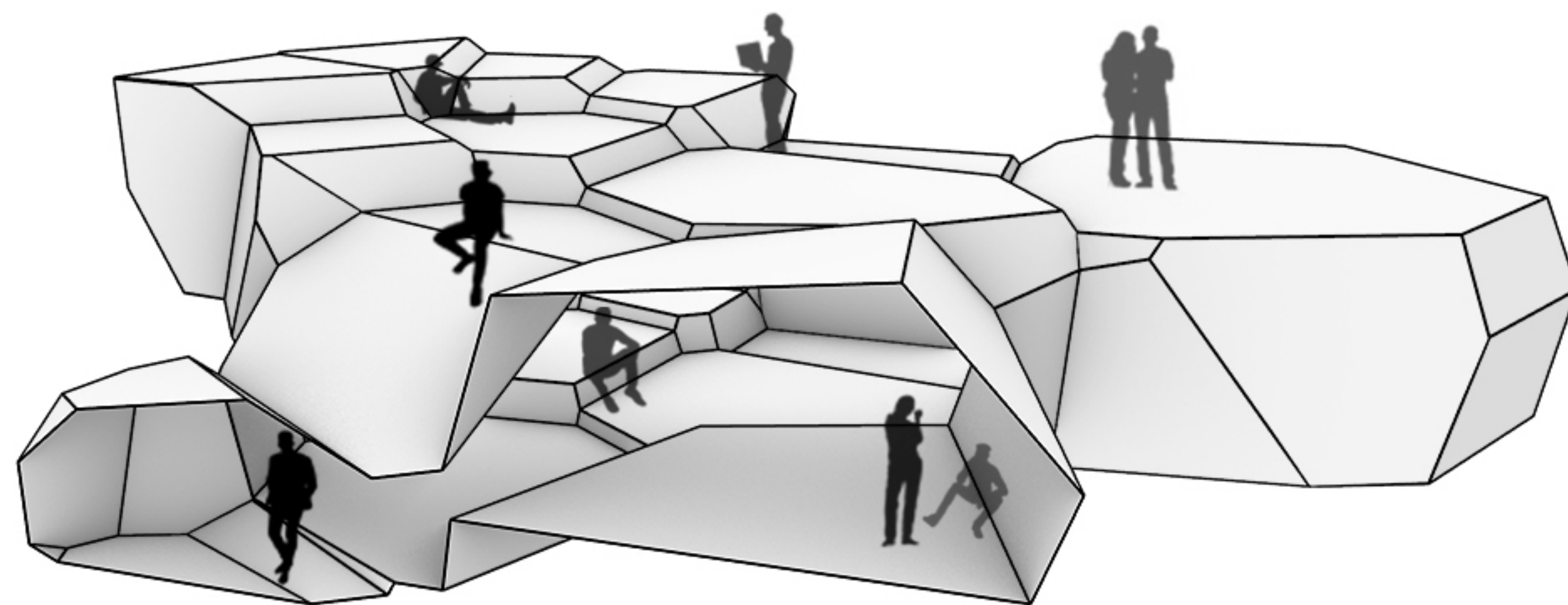
varying cell sizes inform the geometry

GEOMETRY GENERATION

2D CLUSTERS TO 3D



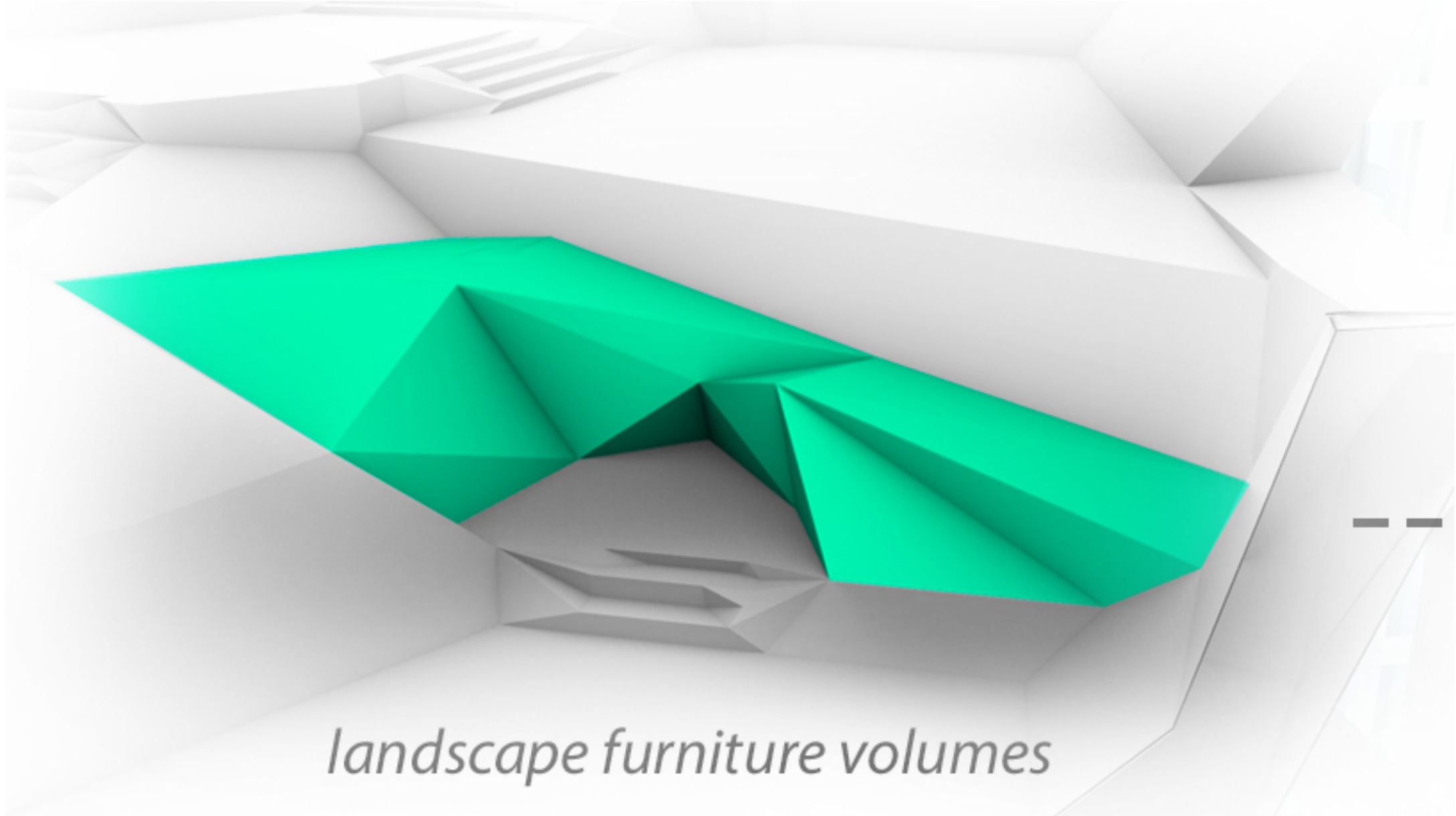
*Cell centre points offset
to create a set of
enveloping surfaces*



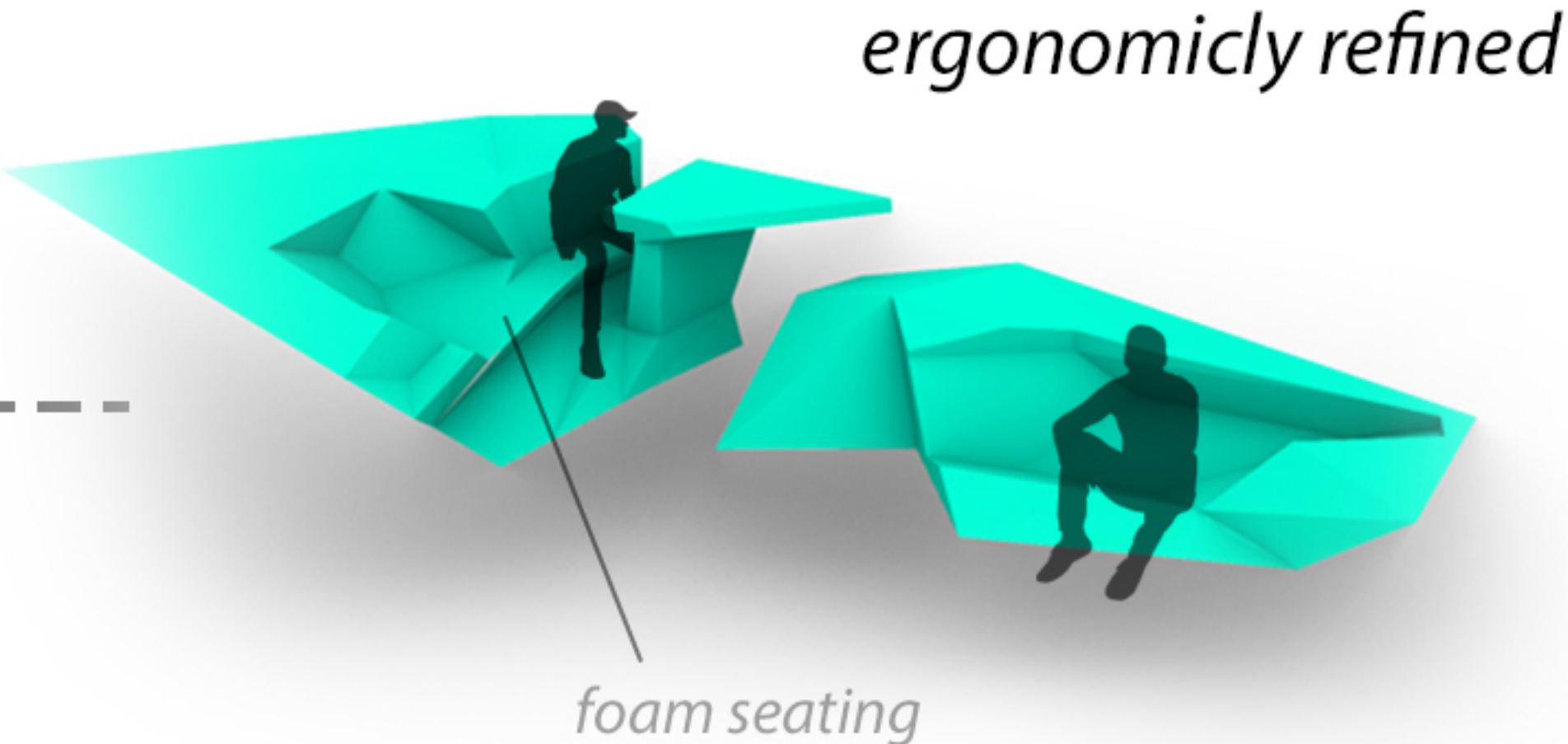
Inherent oblique
quality to the
generated geometry

LANDSCAPE FURNITURE

FACILITIATING NEW WAYS OF WORKING



landscape furniture volumes

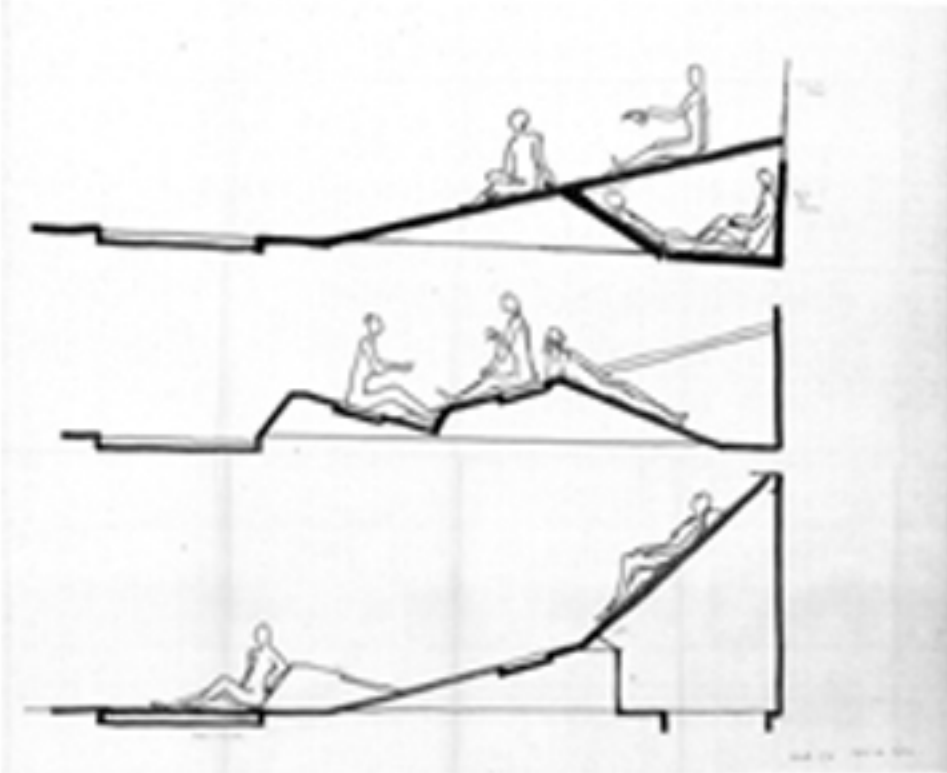


ergonomically refined

foam seating



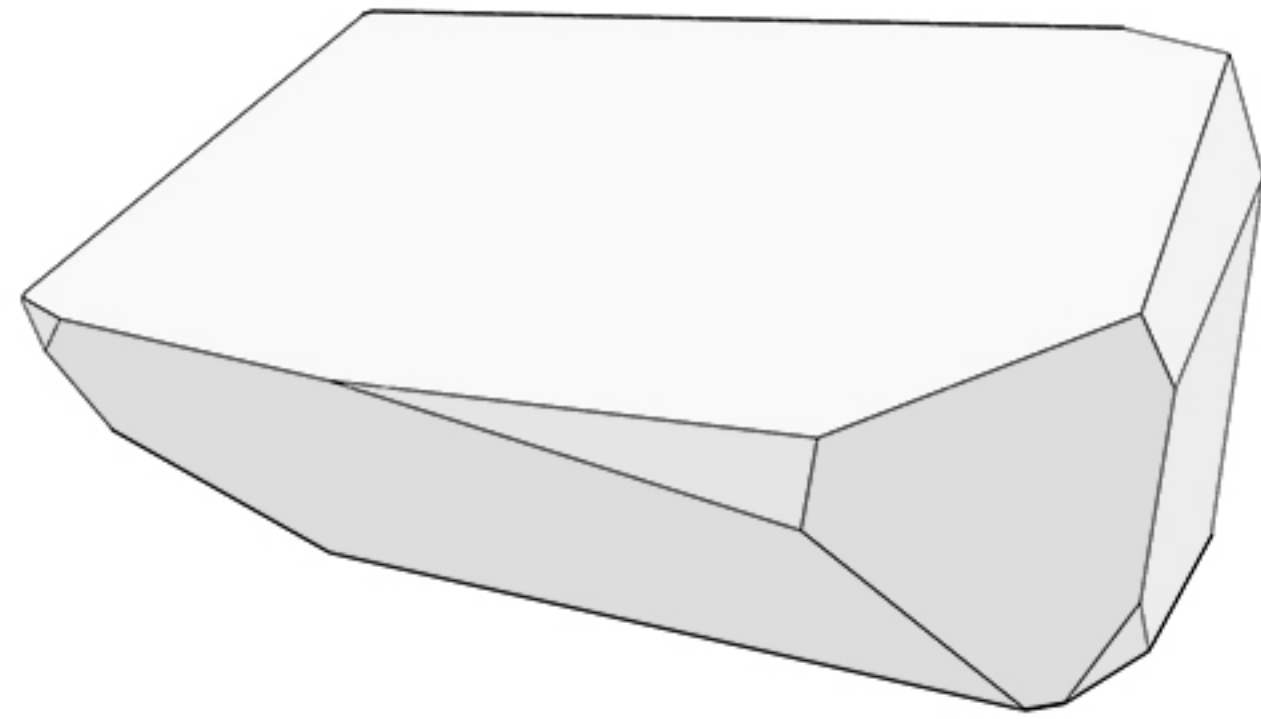
The end of sitting - Studio RAAF



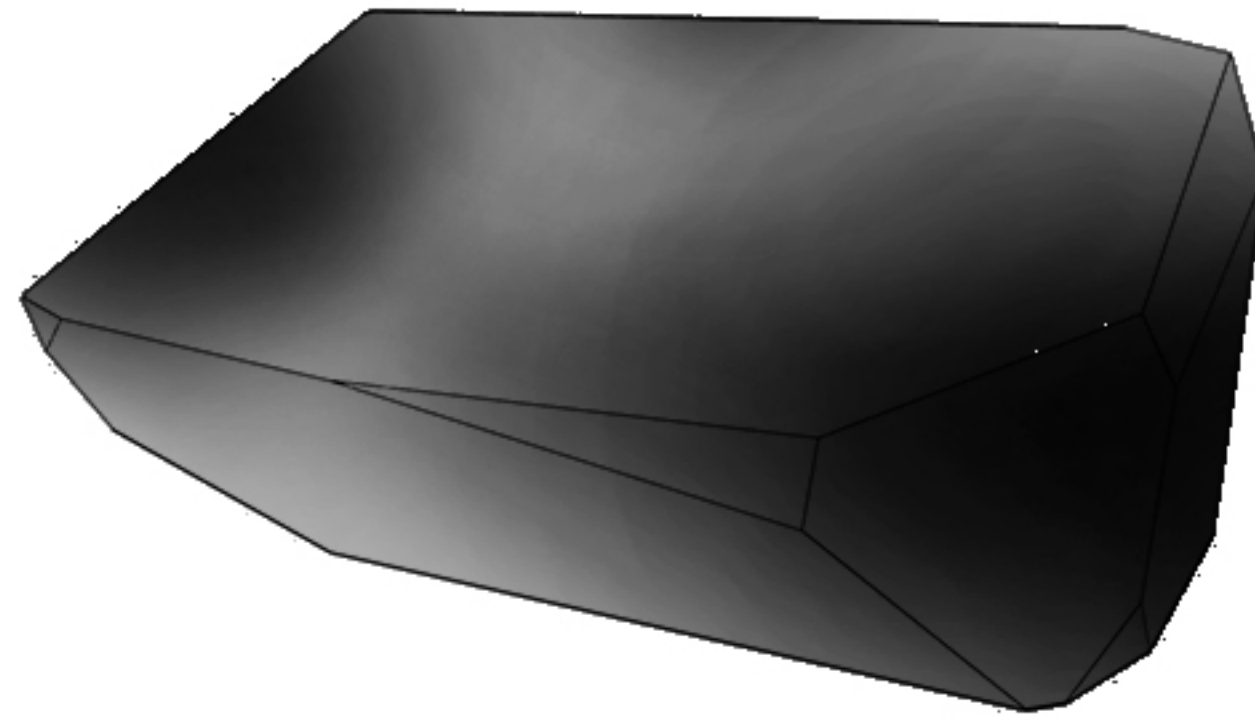
Claude Parent

ADDING POROSITY

3D MAPPING ANALYSIS

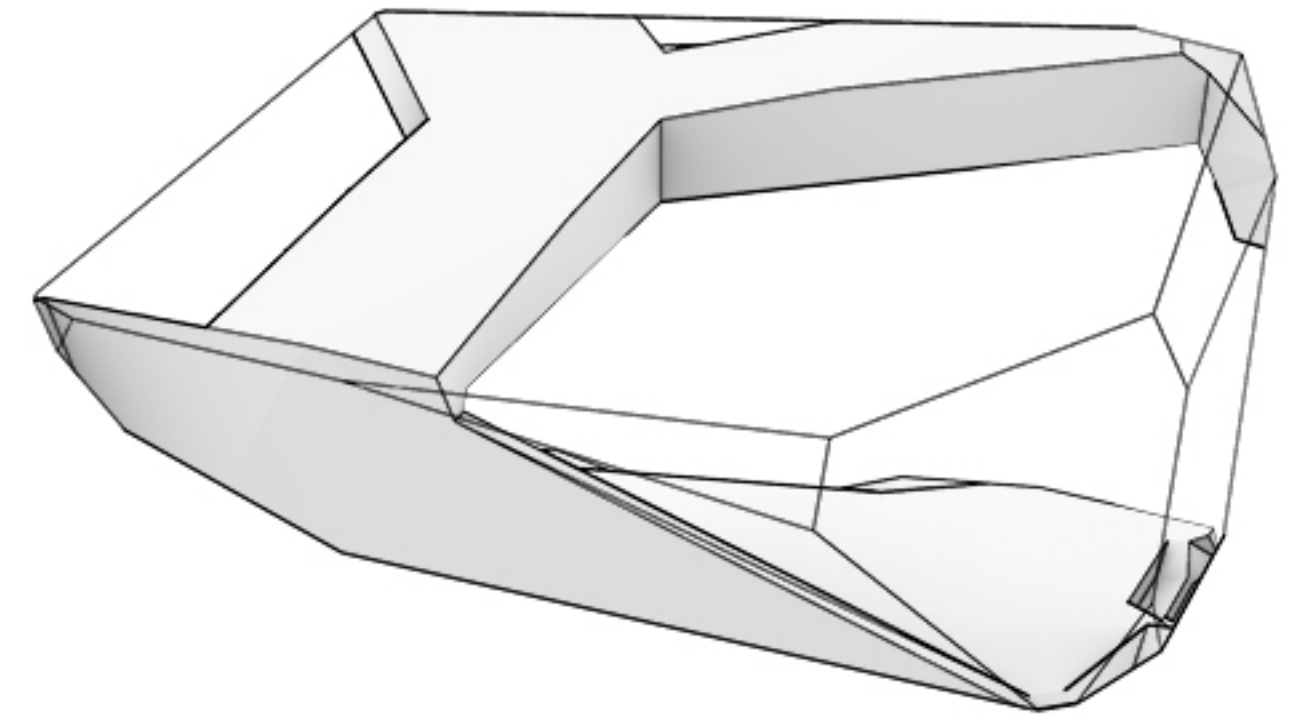


Initial geometry



3D mapped geometry

- Structural
- Sights & Views
- Sunlight hours

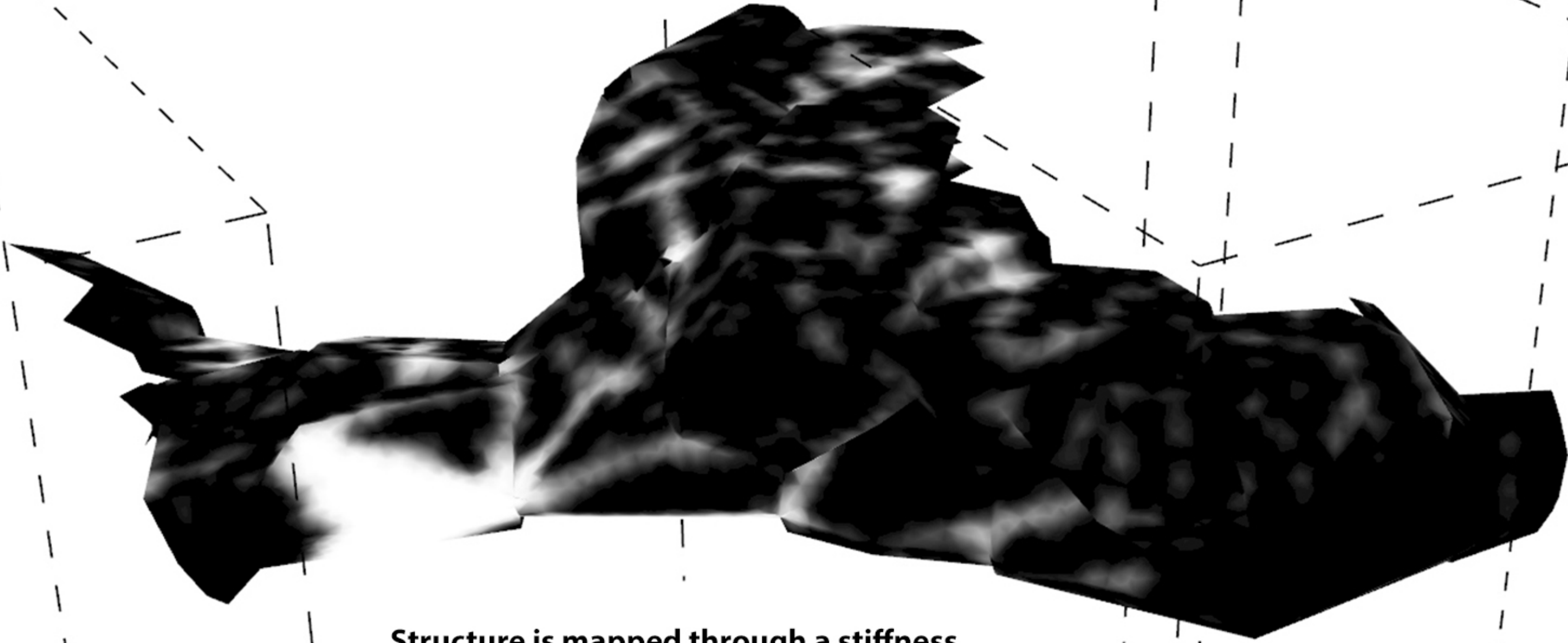


Informed porosities

- facade openings

STRUCTURAL OPTIMIZATION

STIFFNESS MAPPING

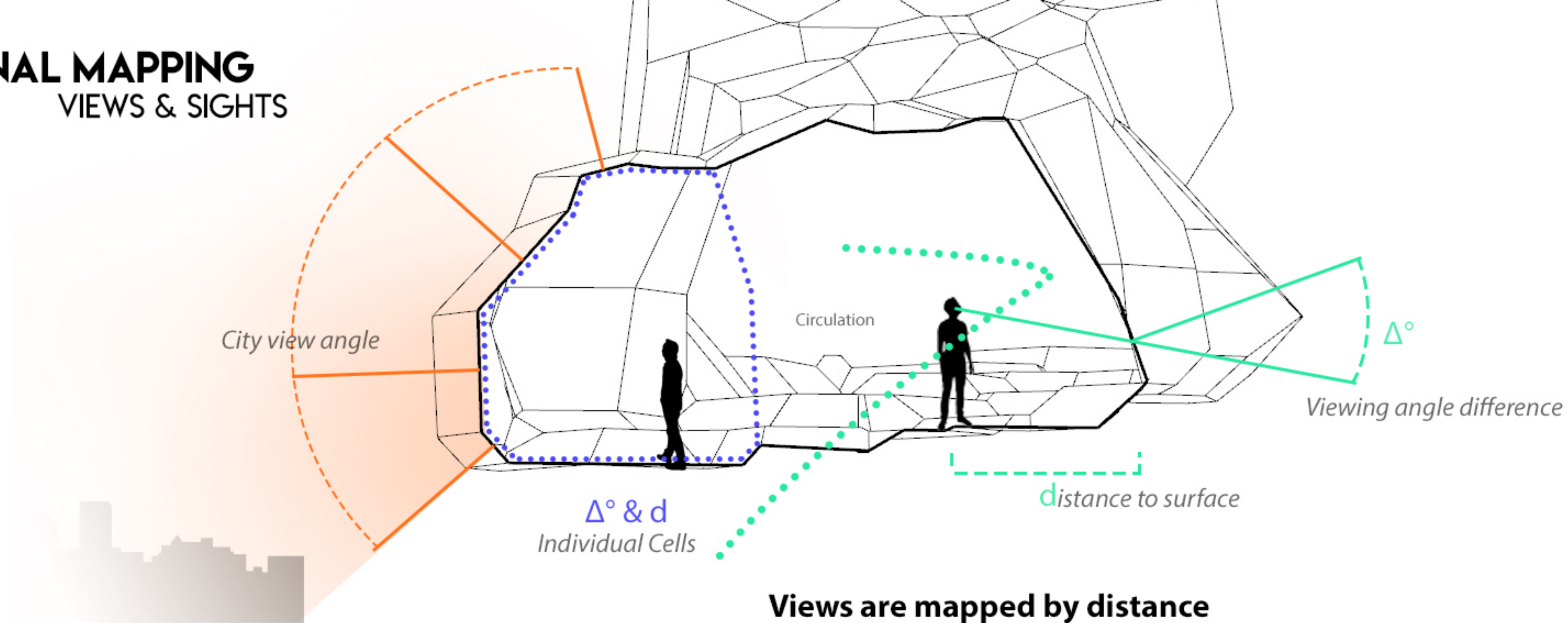


Structure is mapped through a stiffness optimization analysis

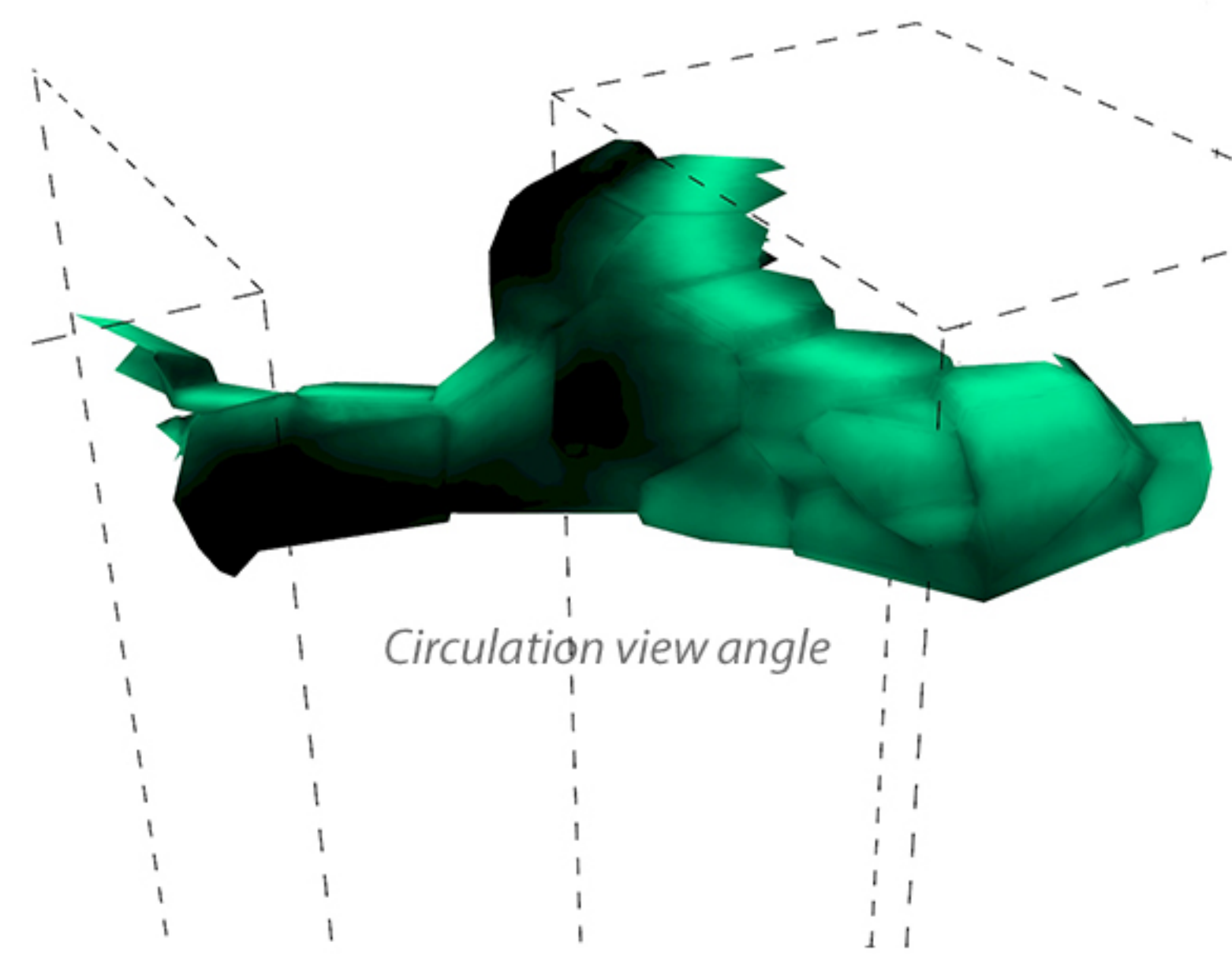
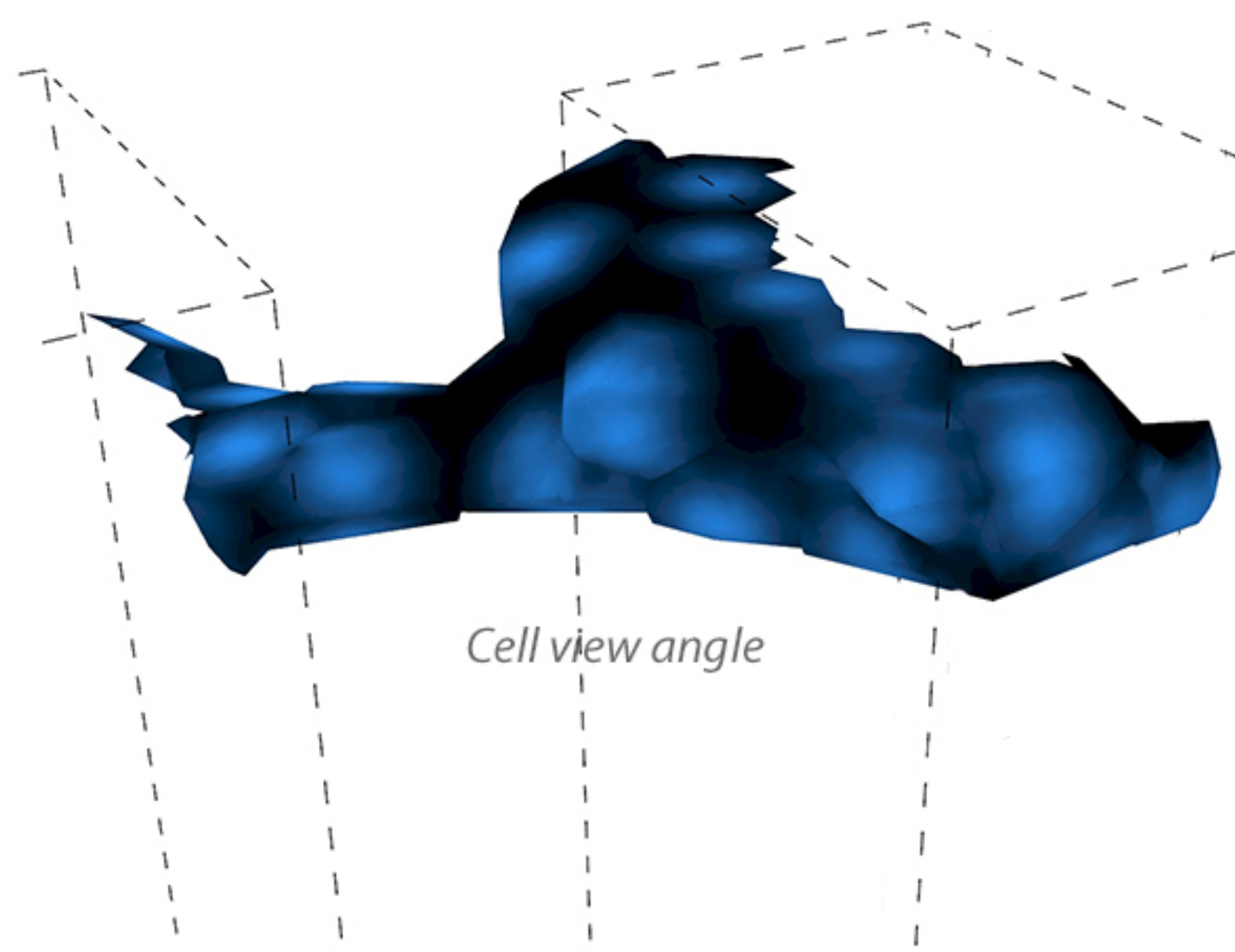
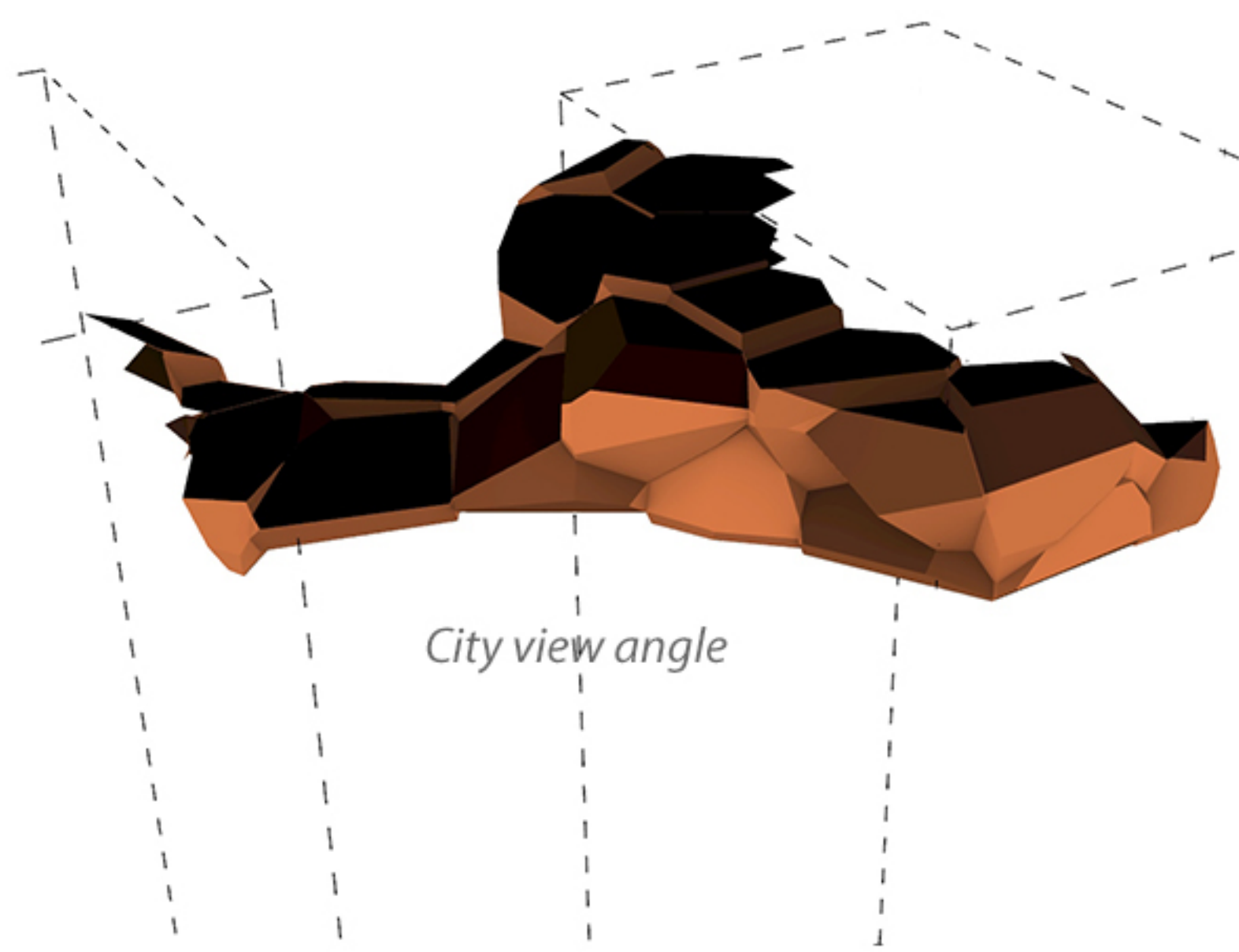
The geometry connects to the cores and transfers loads from the substituted columns

FUNCTIONAL MAPPING

VIEWS & SIGHTS

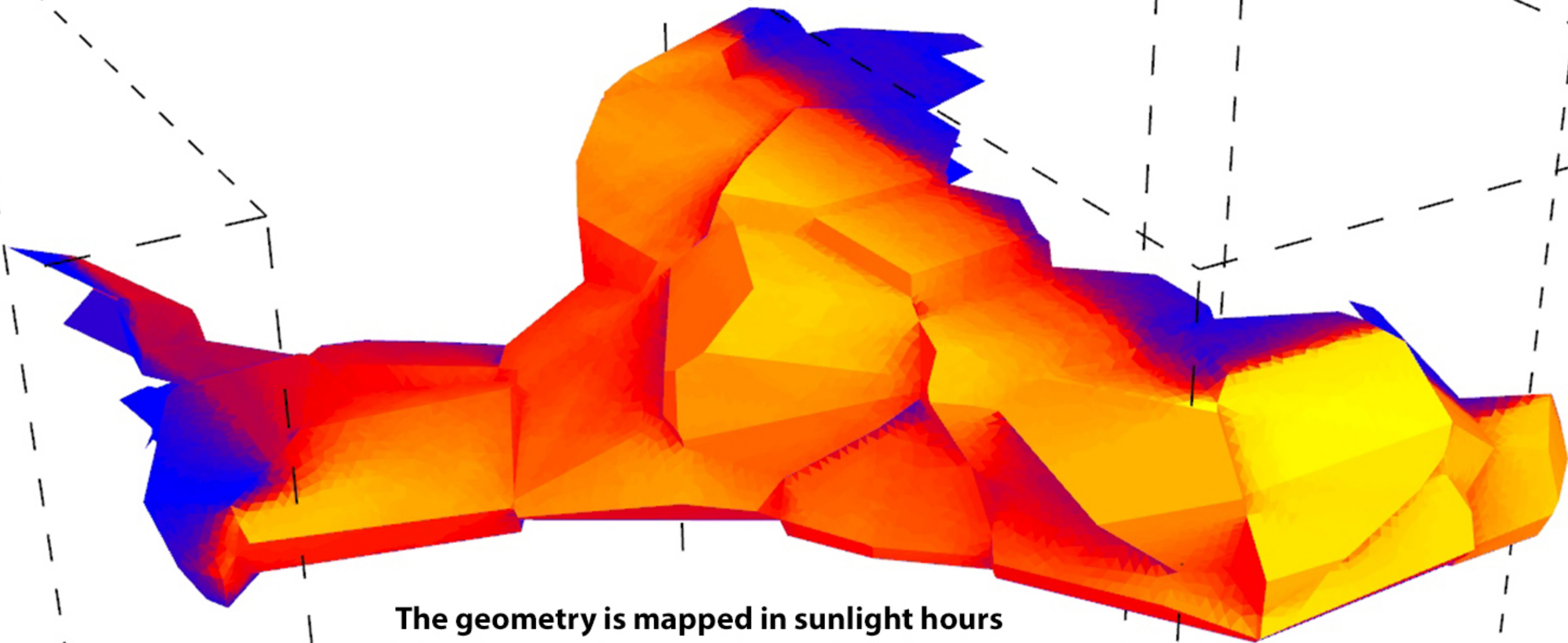


Views are mapped by distance and angle alignment



ENVIRONMENTAL MAPPING

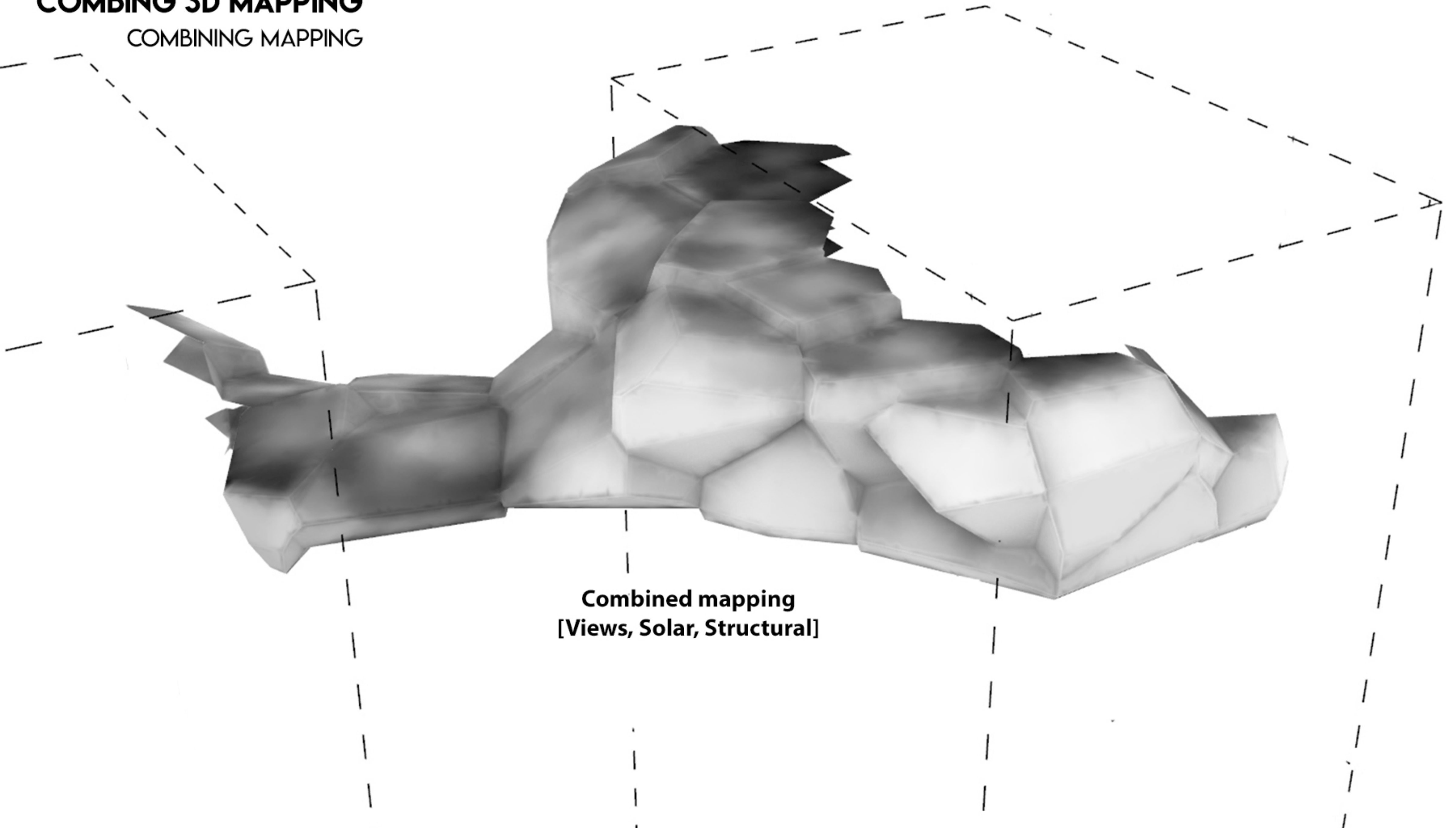
SUNLIGHT HOURS



The geometry is mapped in sunlight hours
informing exterior porosities on daylight entry

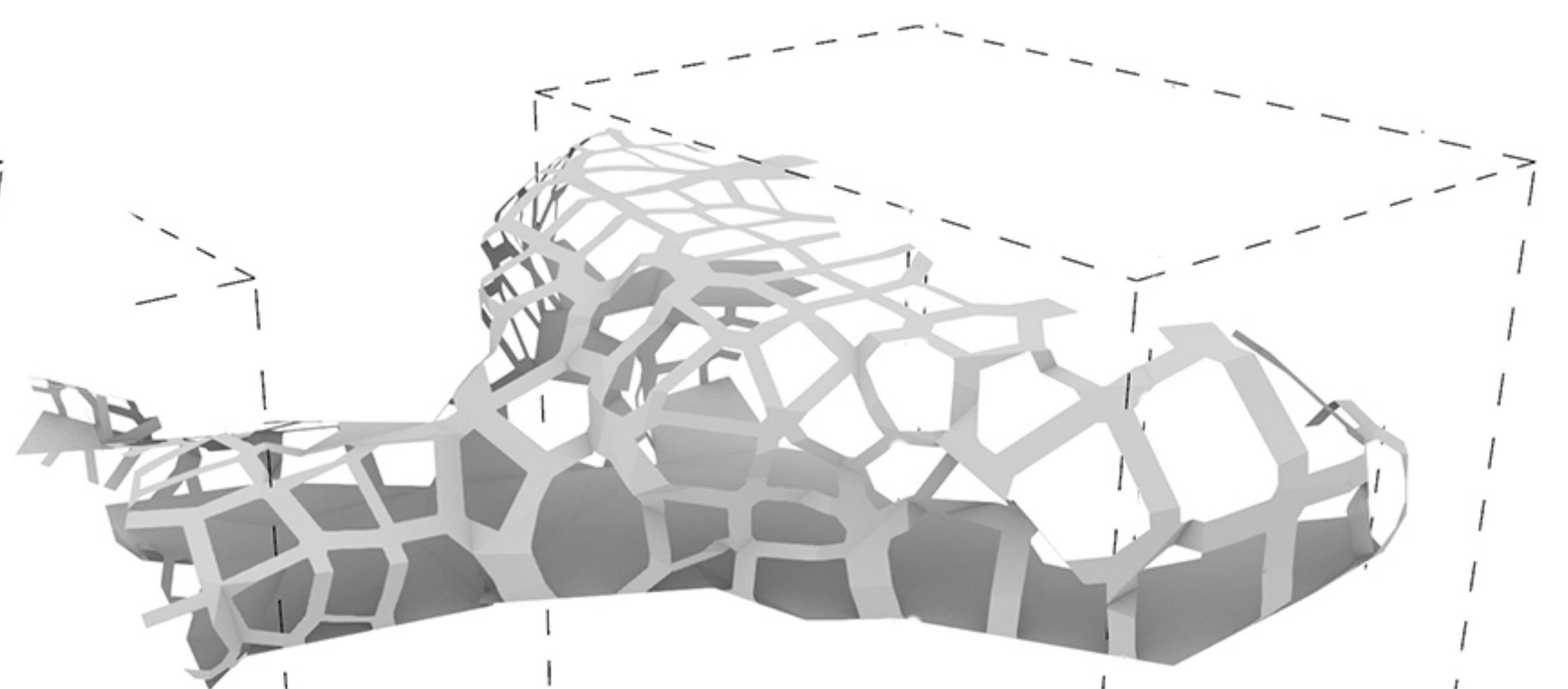
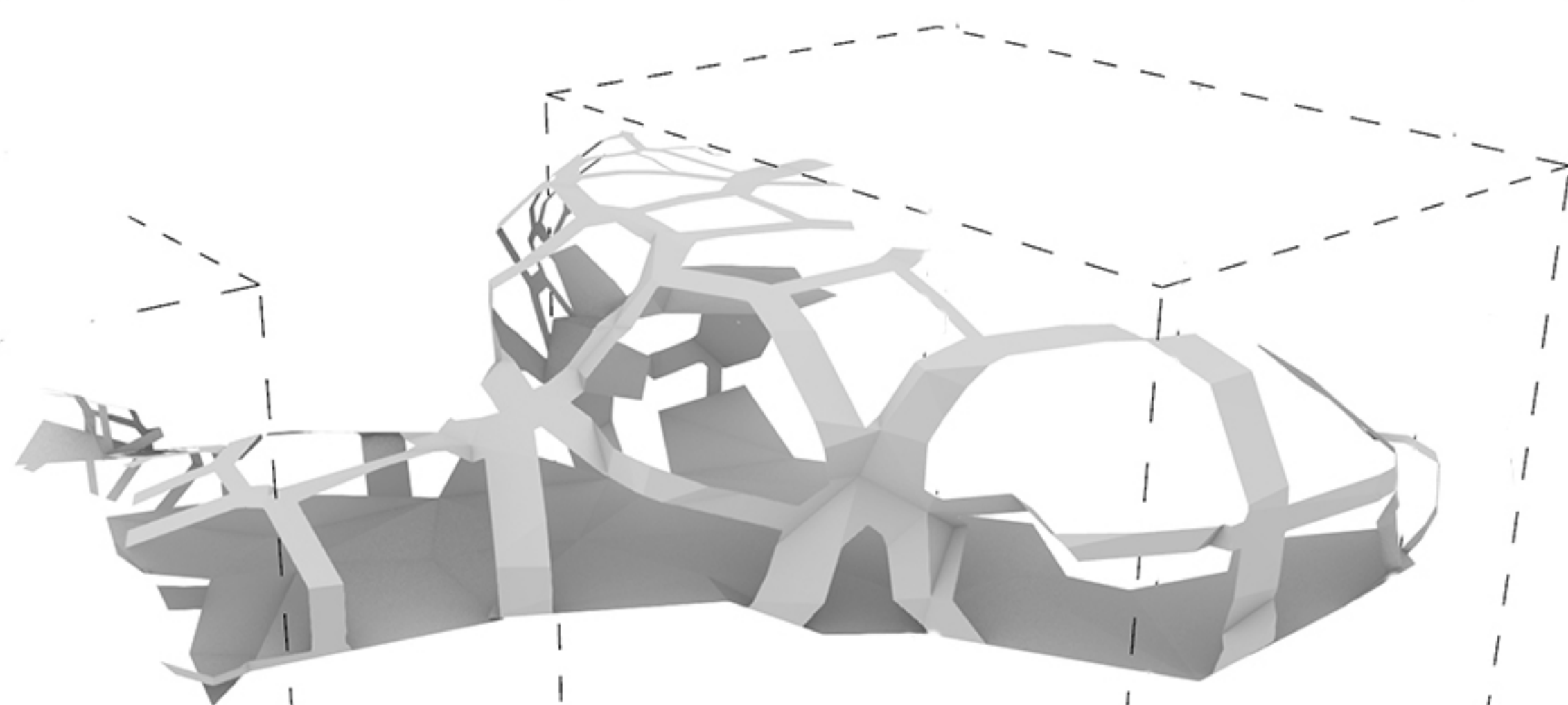
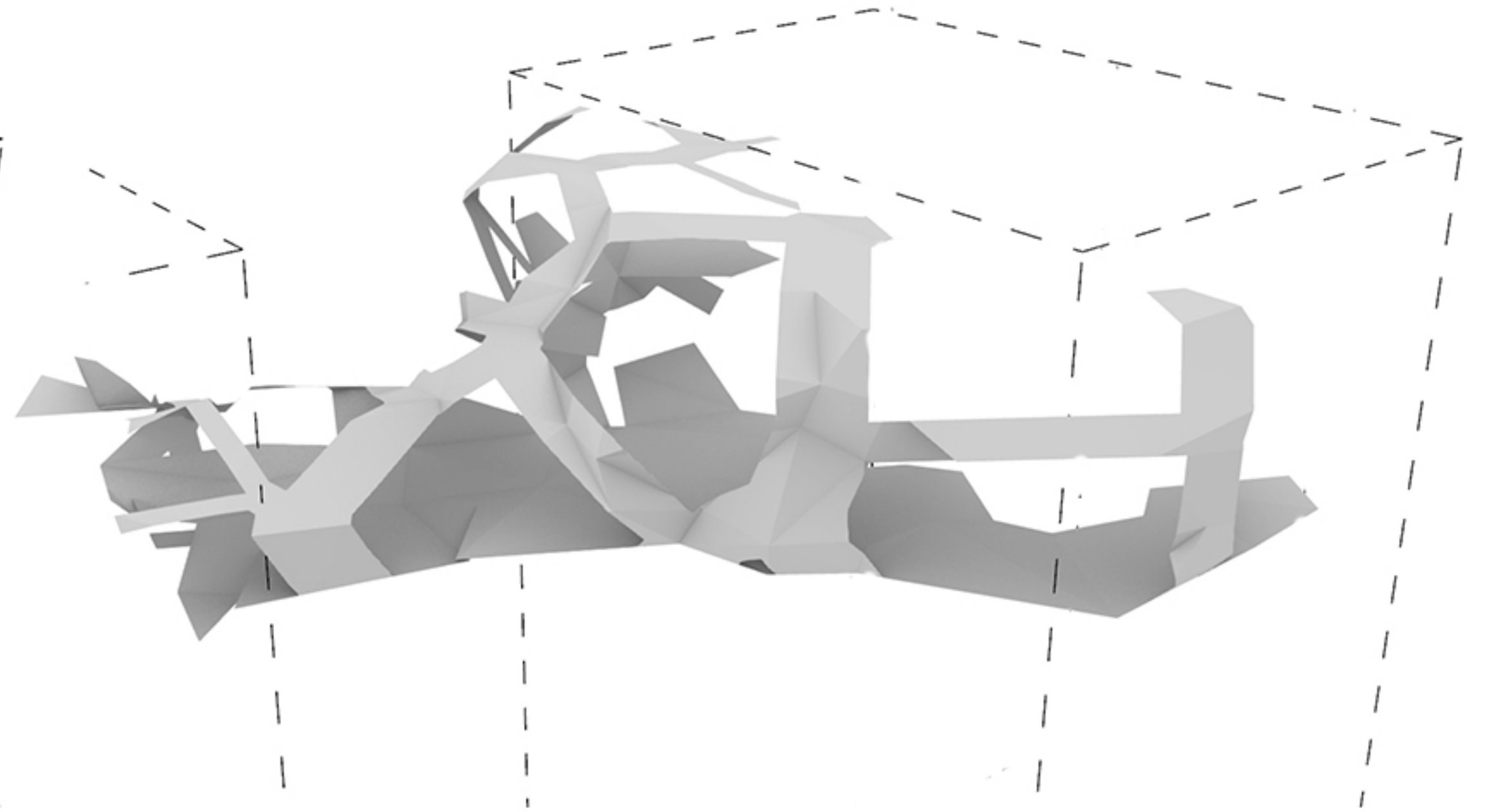
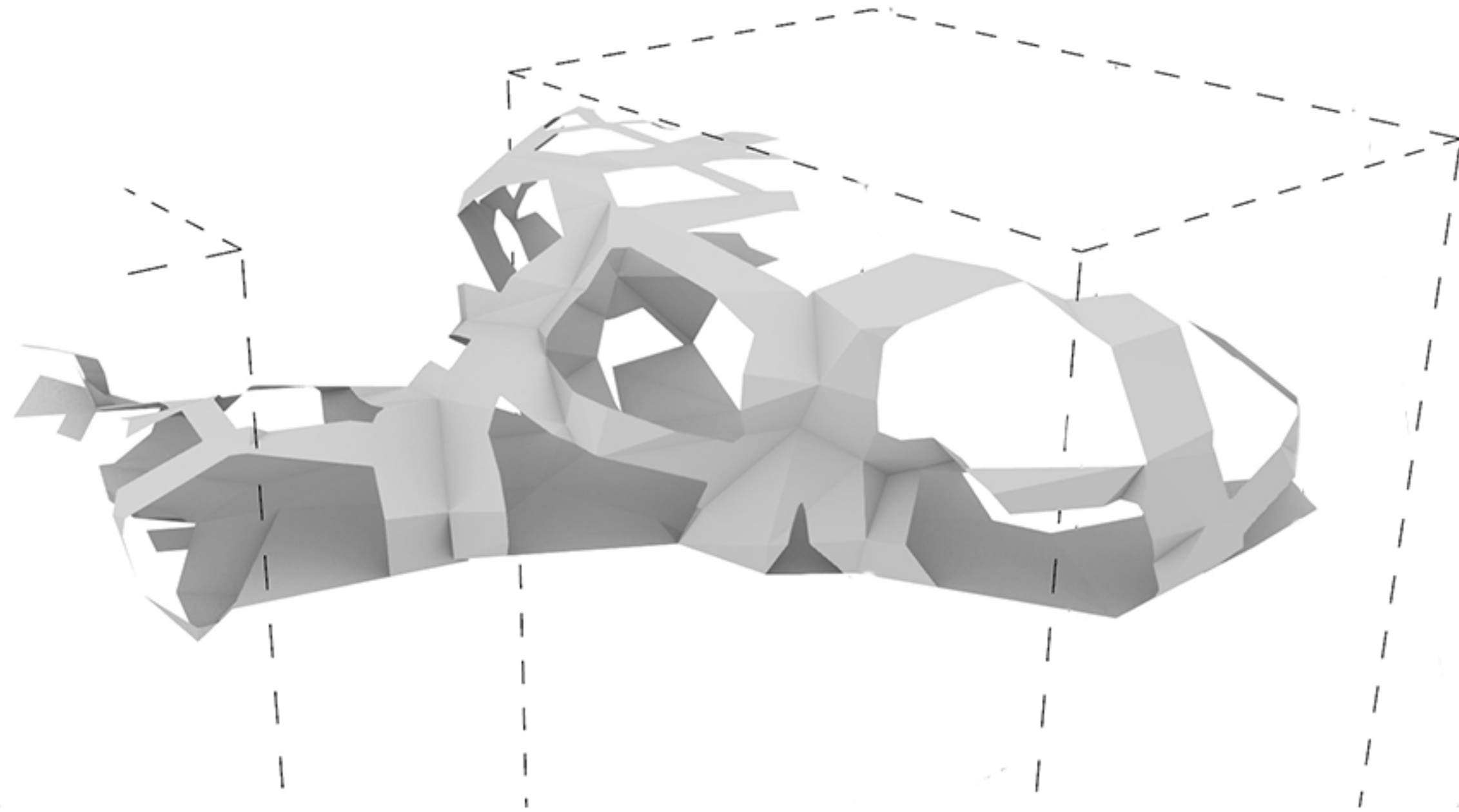
COMBING 3D MAPPING

COMBINING MAPPING



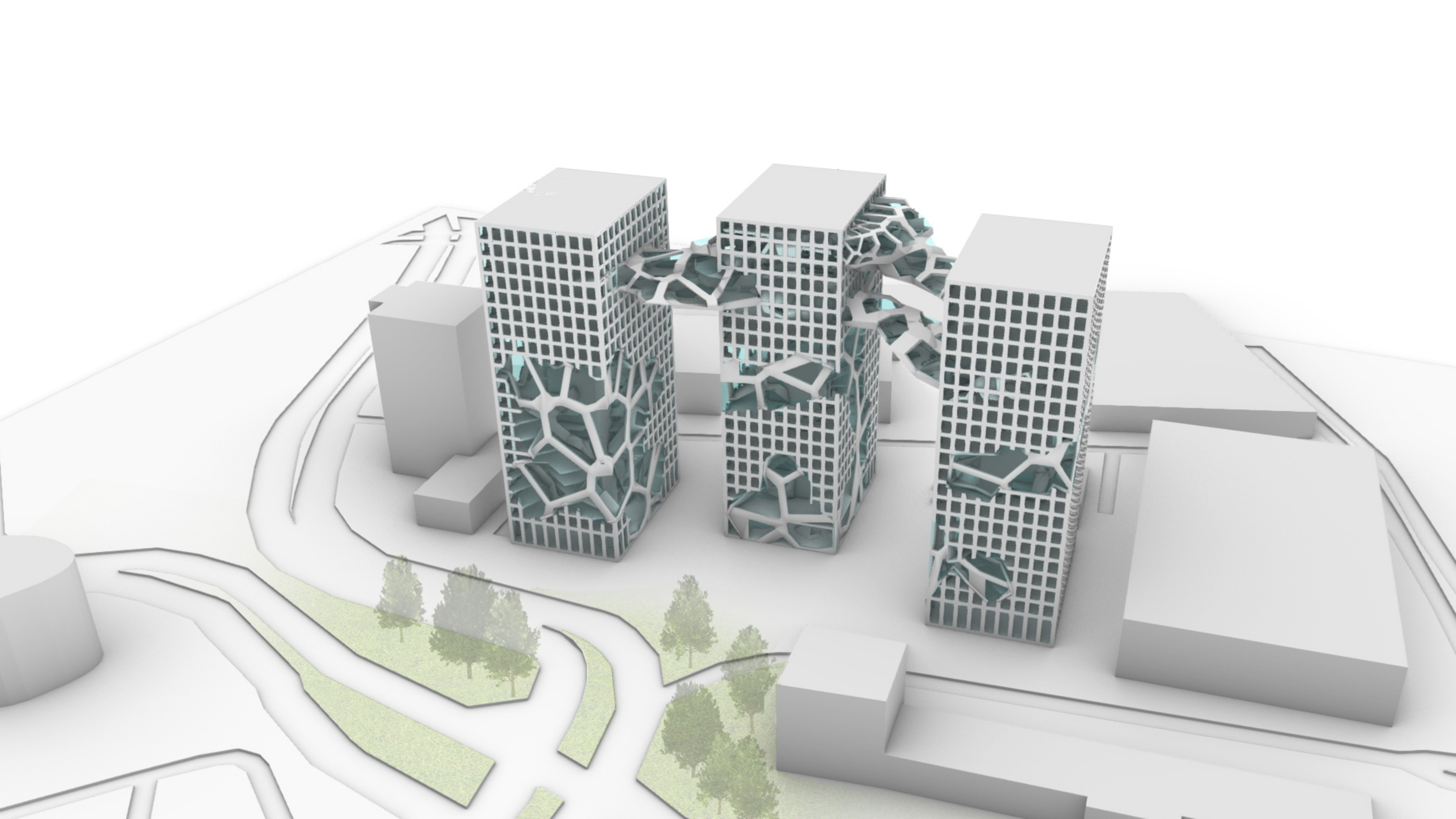
Combined mapping
[Views, Solar, Structural]

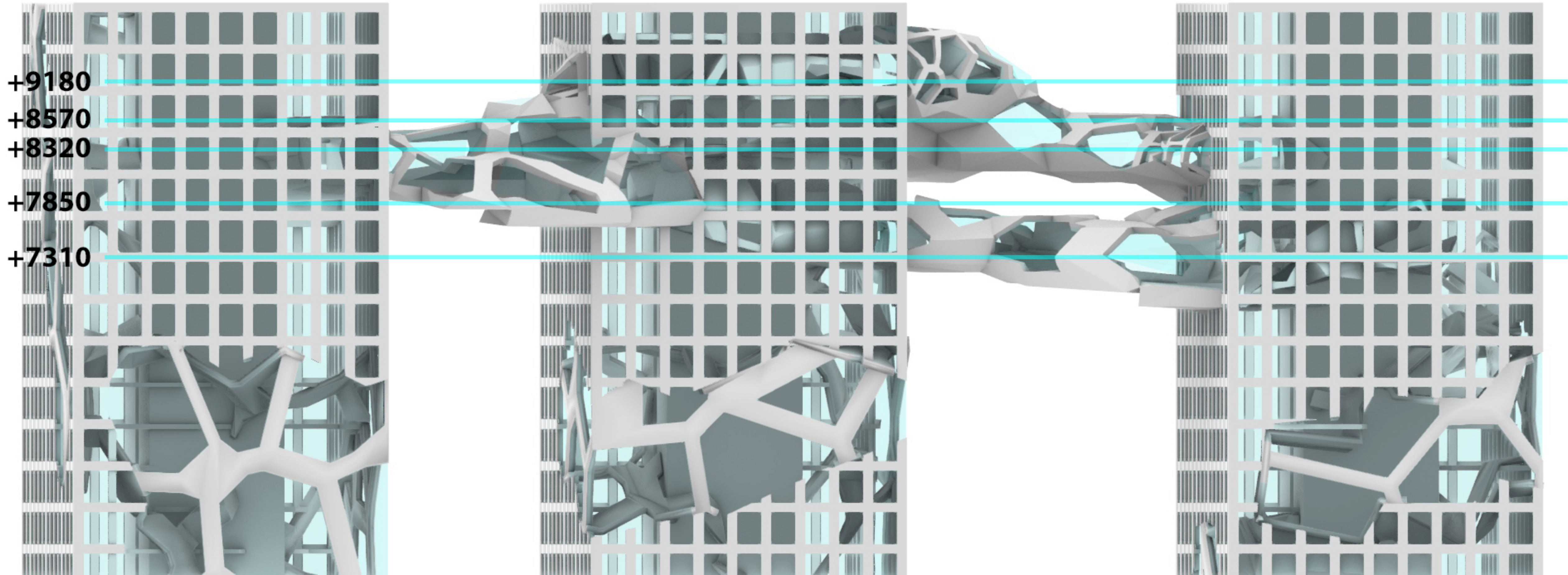
VARYING POROSITIES



**Varying porosities dependant on
combination of mapping,
clustersize & effectiveness**

THE DESIGN





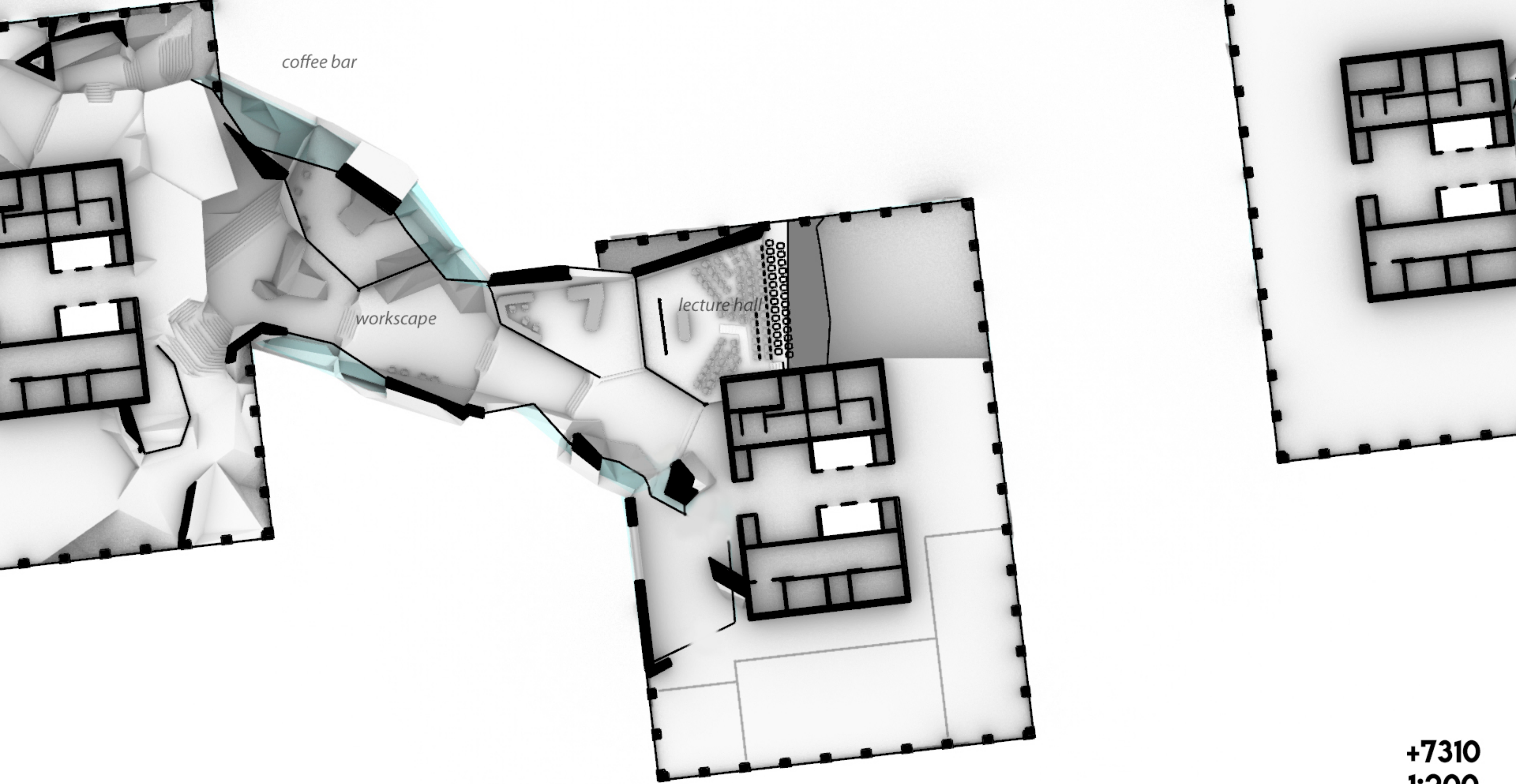
+9180

+8570

+8320

+7850

+7310

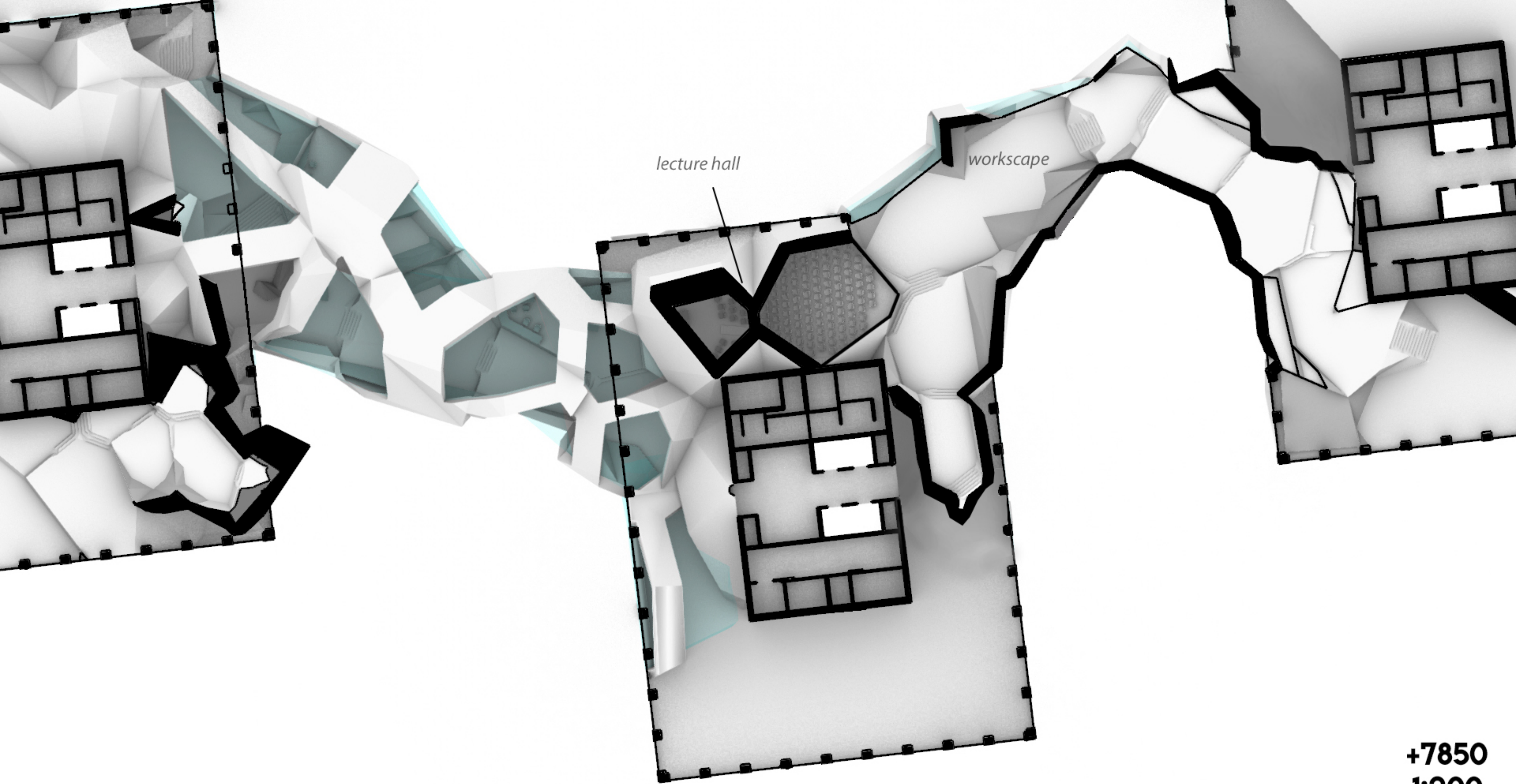


coffee bar

workscape

lecture hall

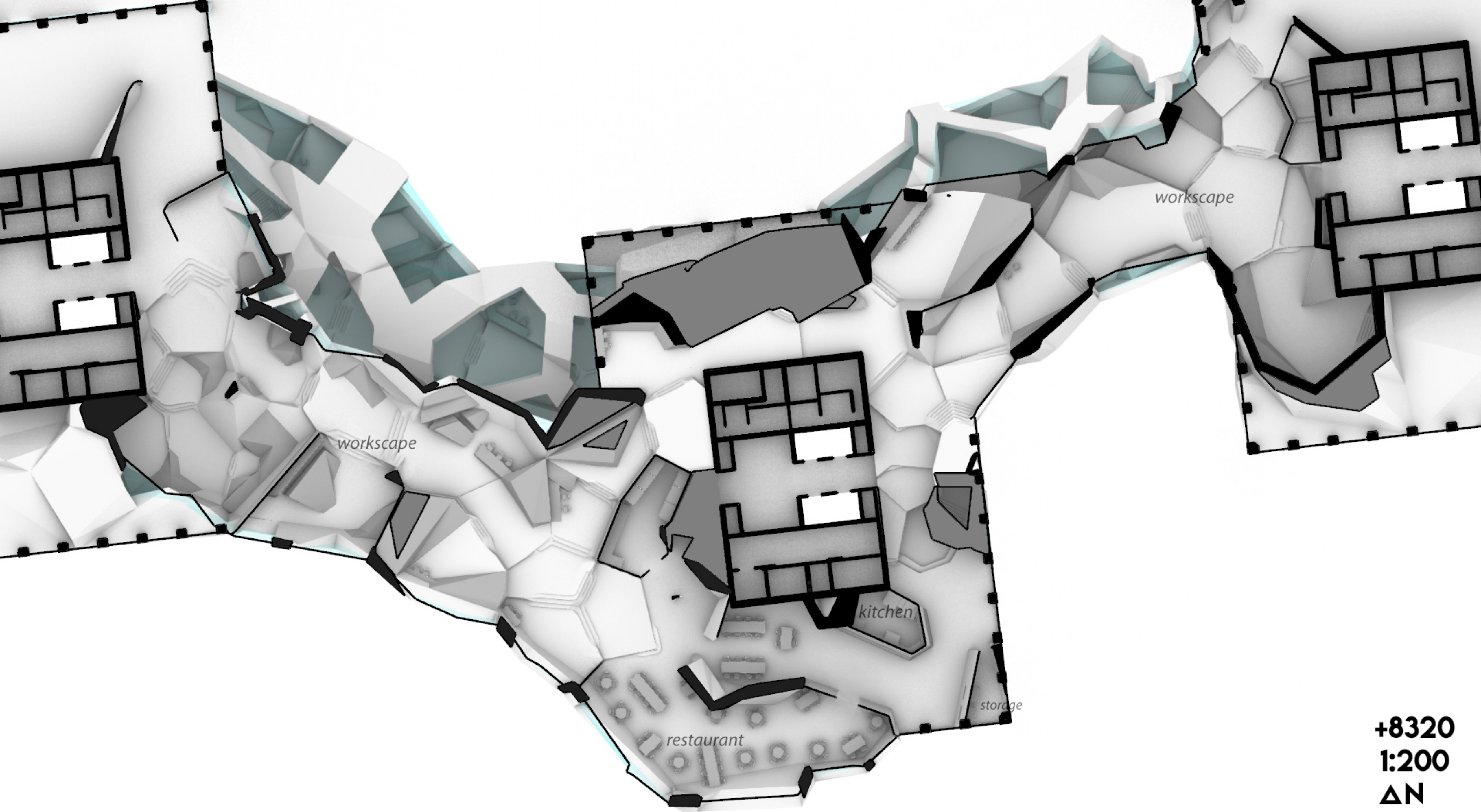
+7310
1:200
ΔN



lecture hall

workscape

+7850
1:200
△N



workscape

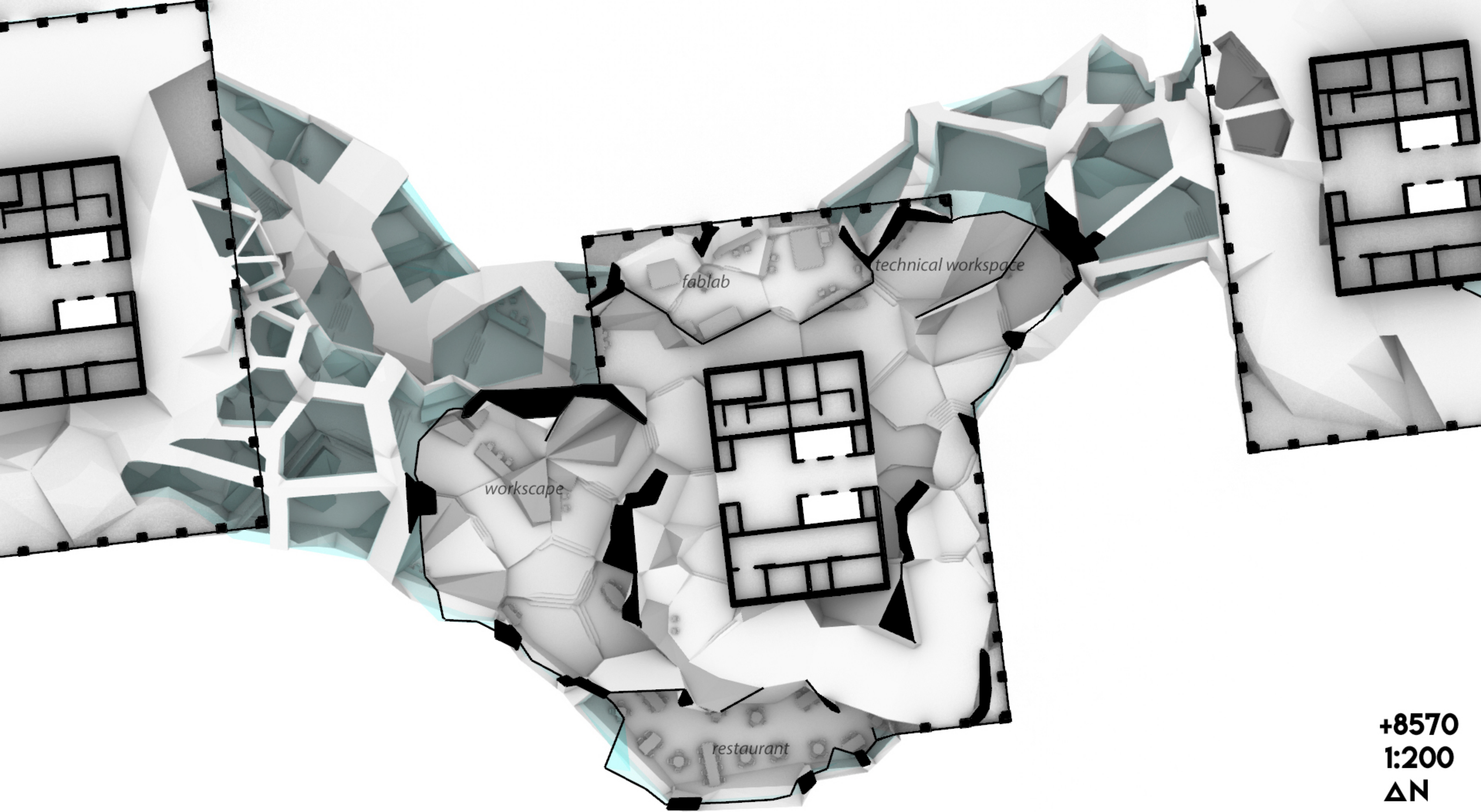
workscape

kitchen

restaurant

storage

+8320
1:200
ΔN



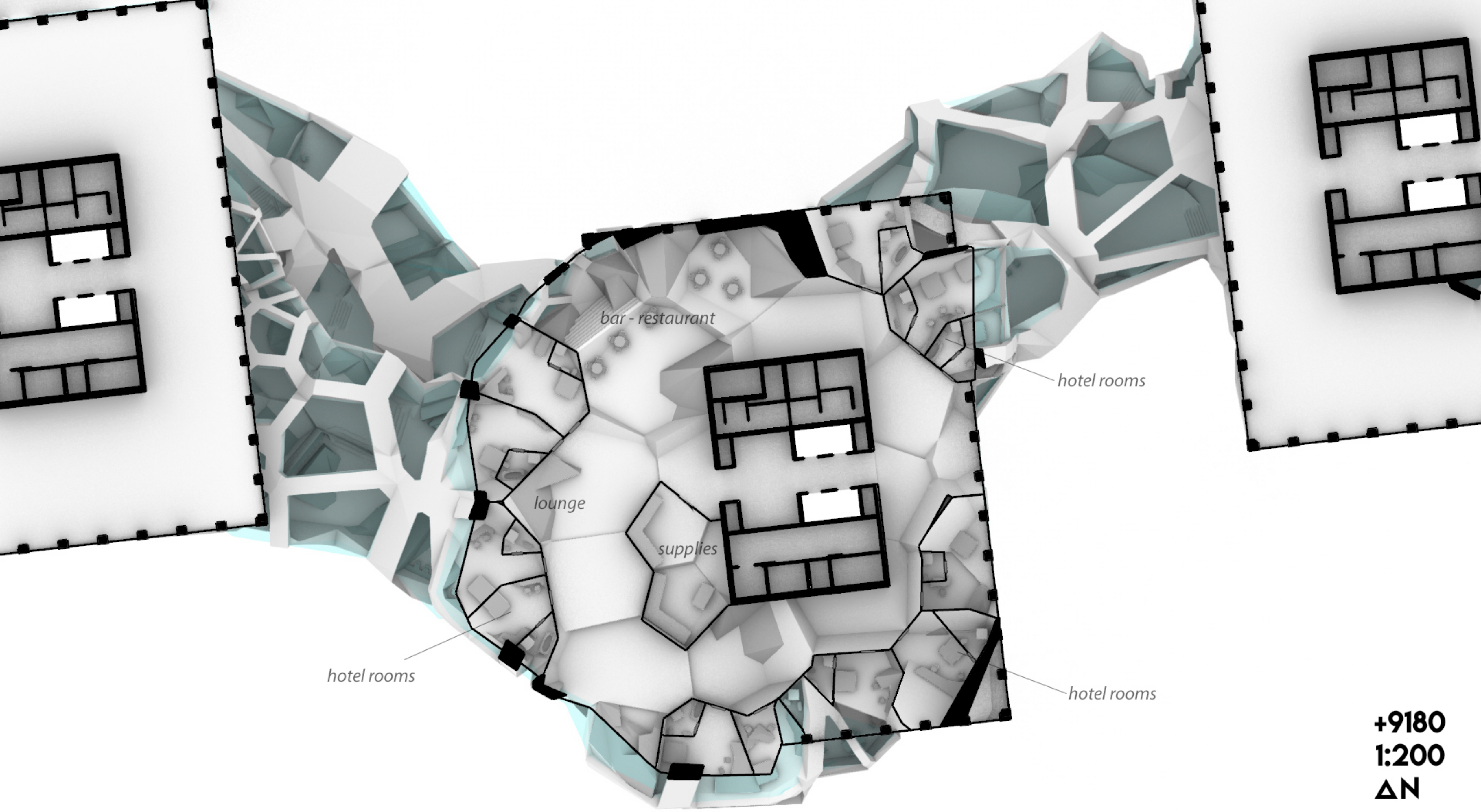
fablab

technical workspace

workscape

restaurant

+8570
1:200
ΔN



bar - restaurant

lounge

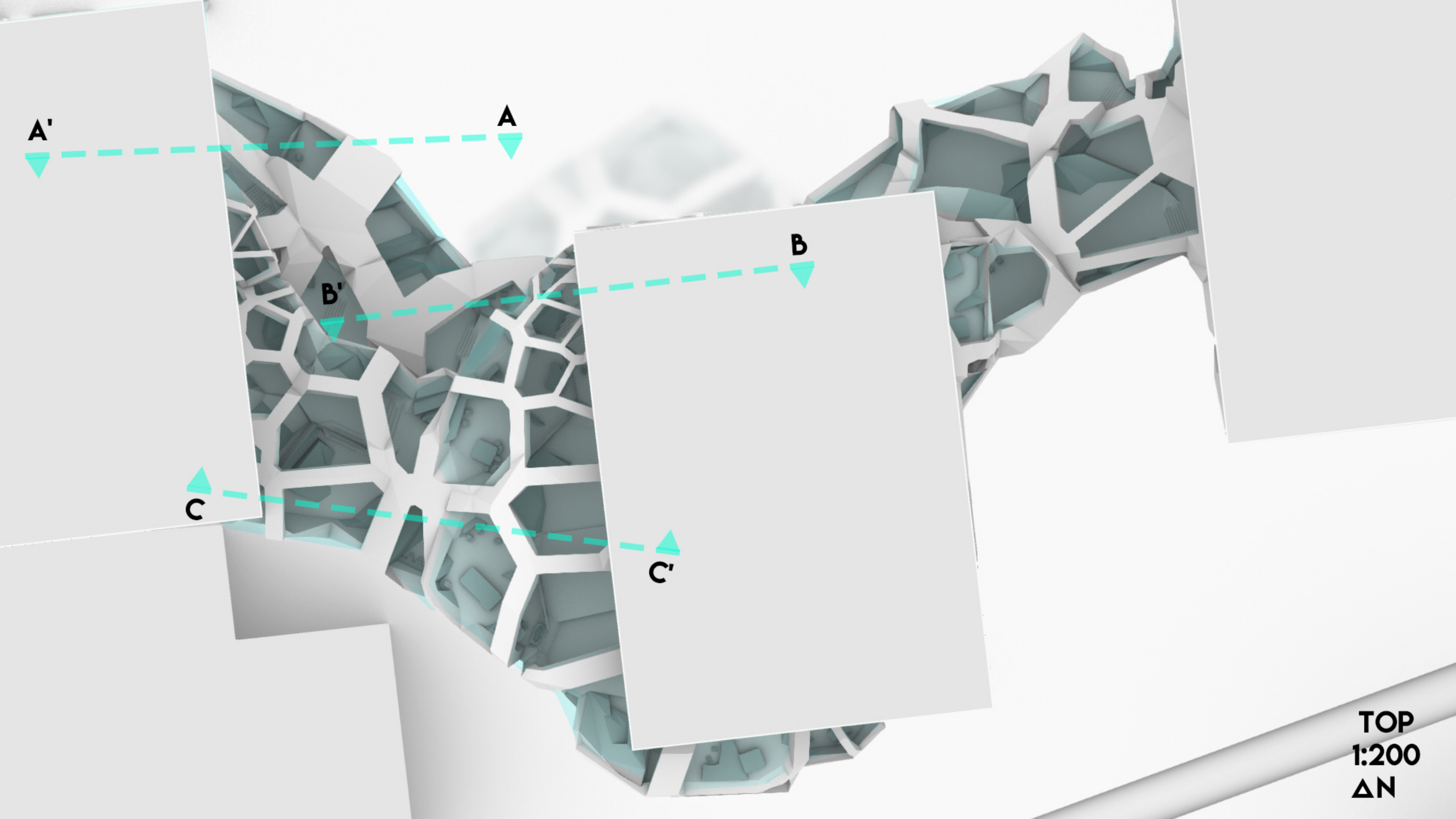
supplies

hotel rooms

hotel rooms

hotel rooms

+9180
1:200
ΔN



A'

A

B'

B

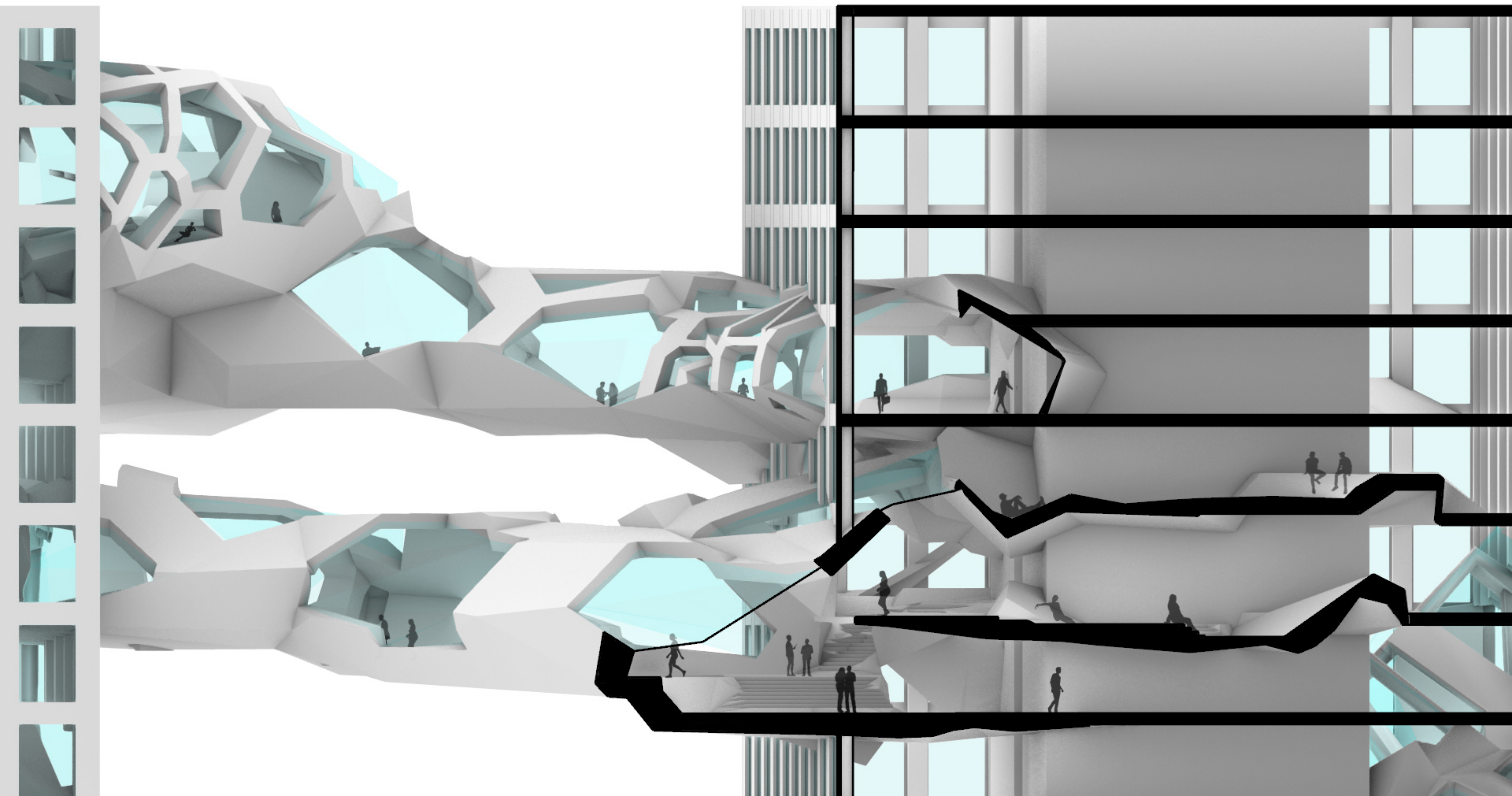
C

C'

TOP
1:200
ΔN

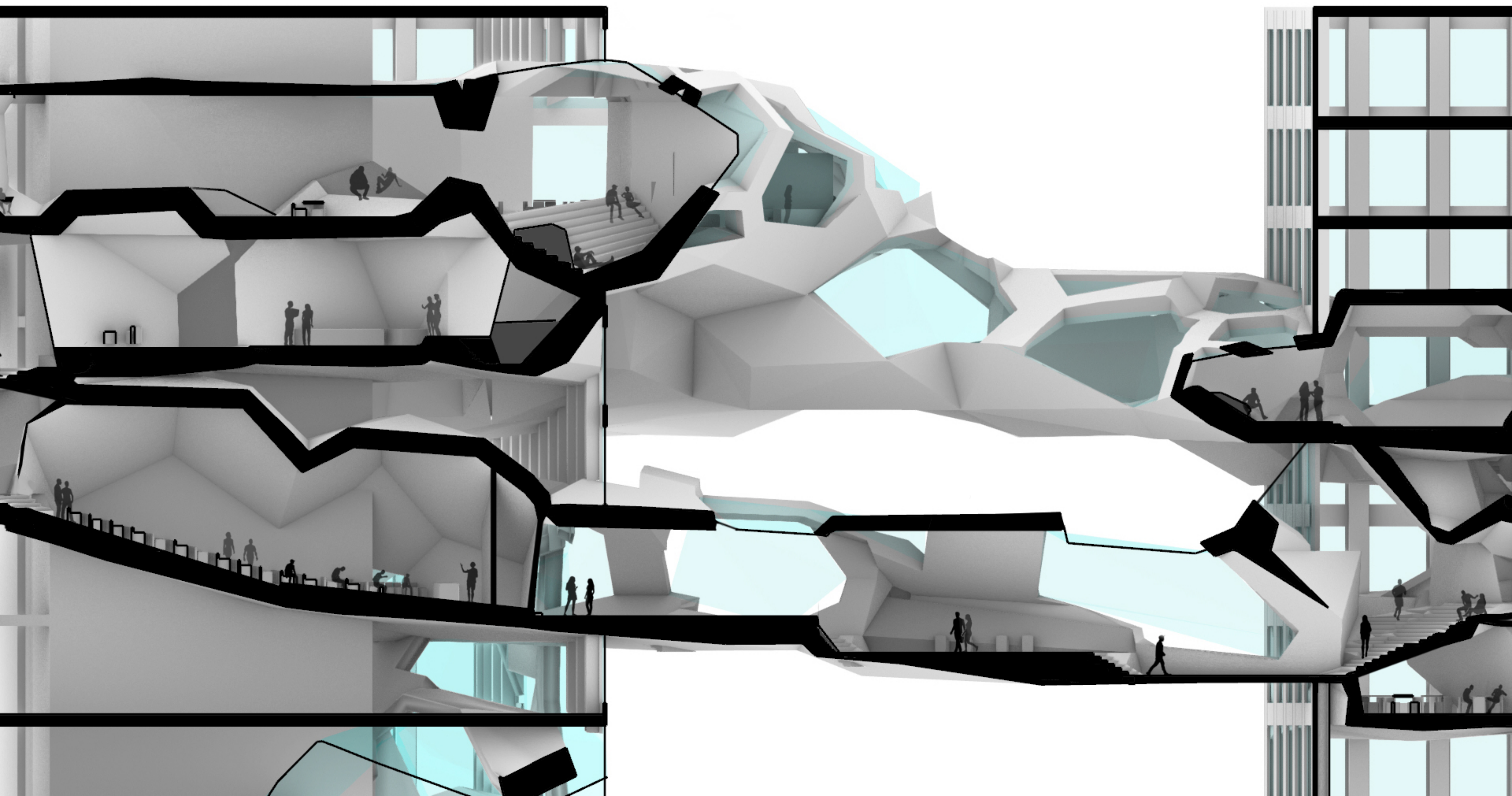
A-A'

1:100



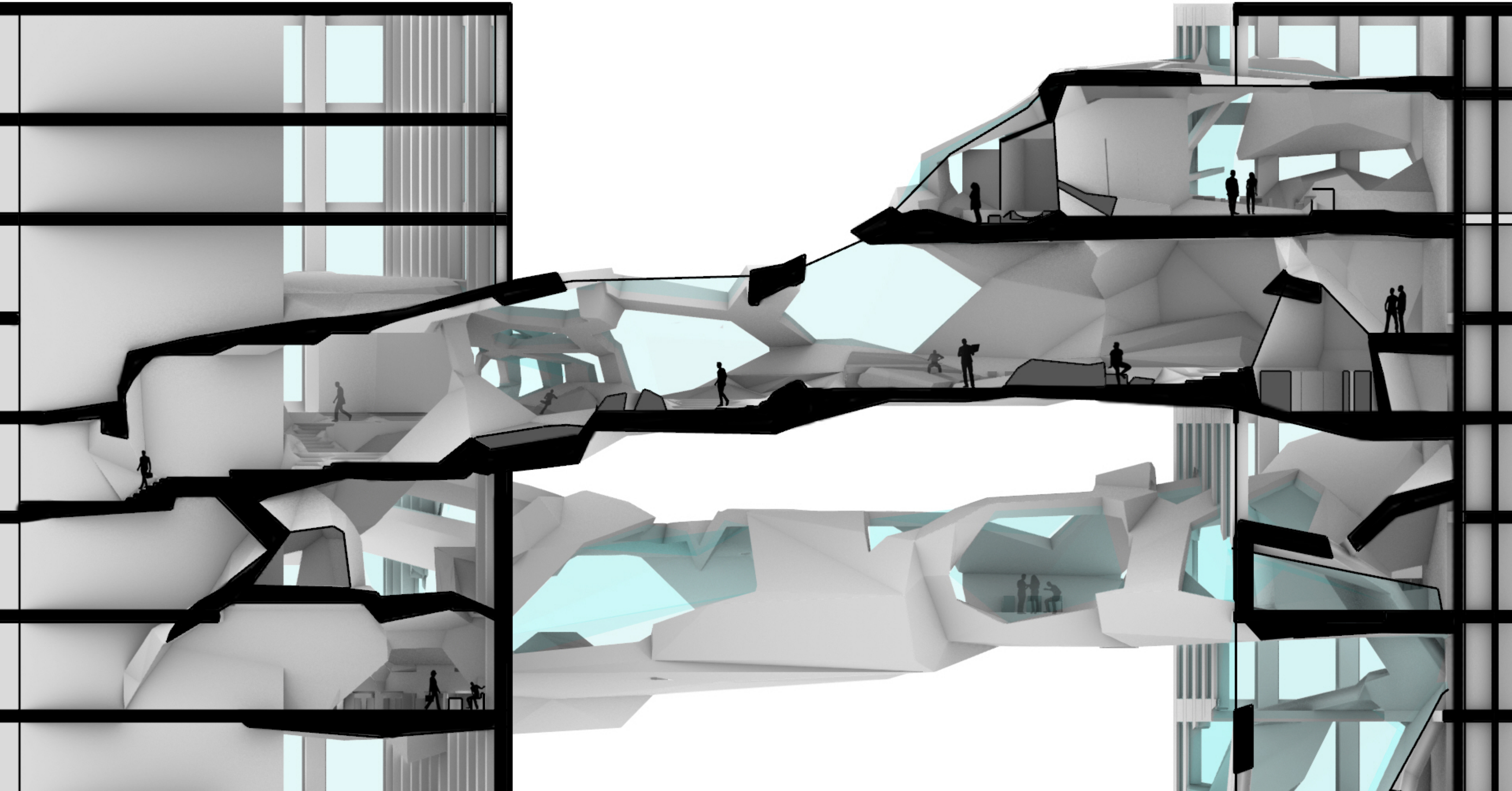
B-B'

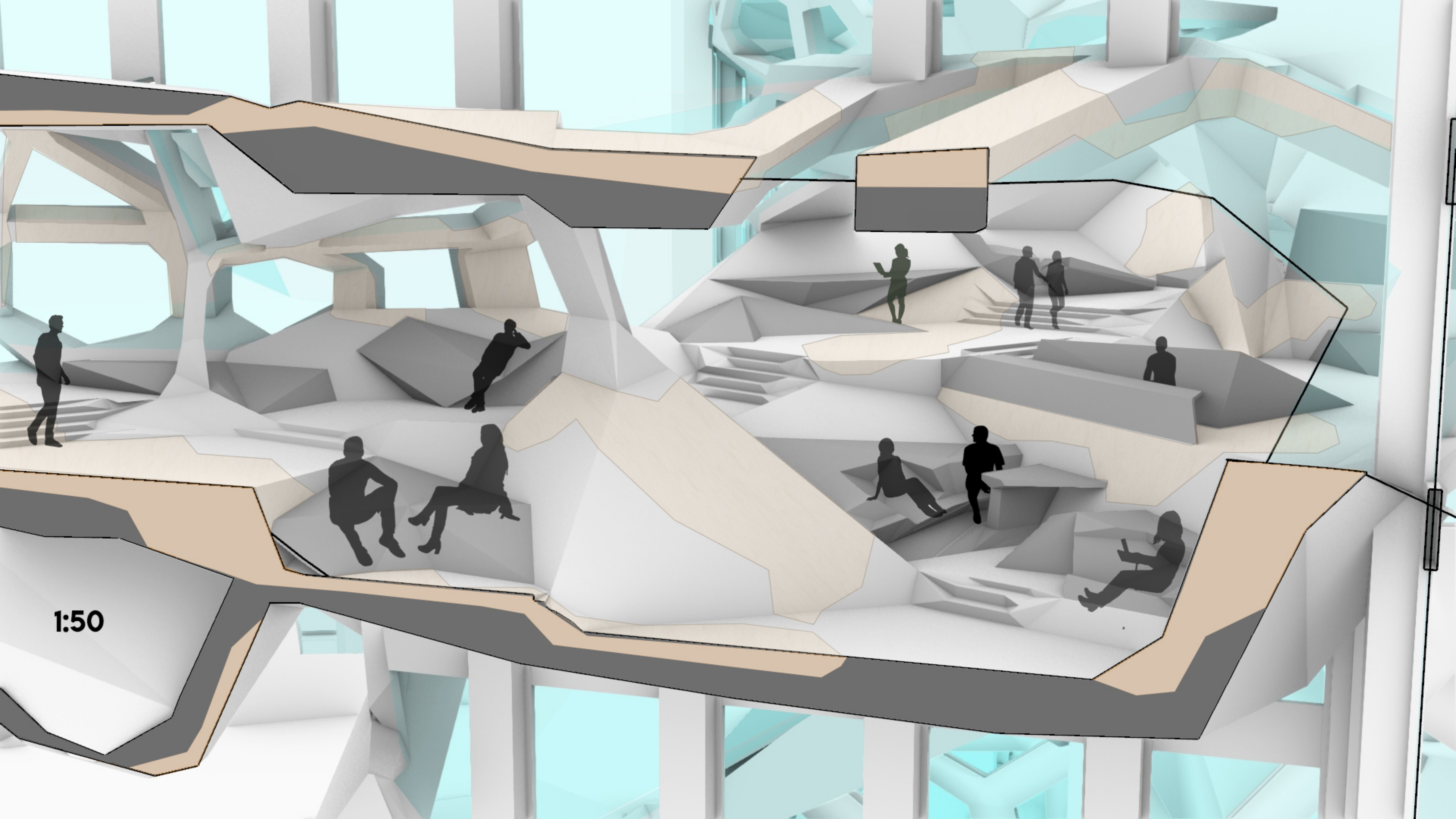
1:100



C-C'

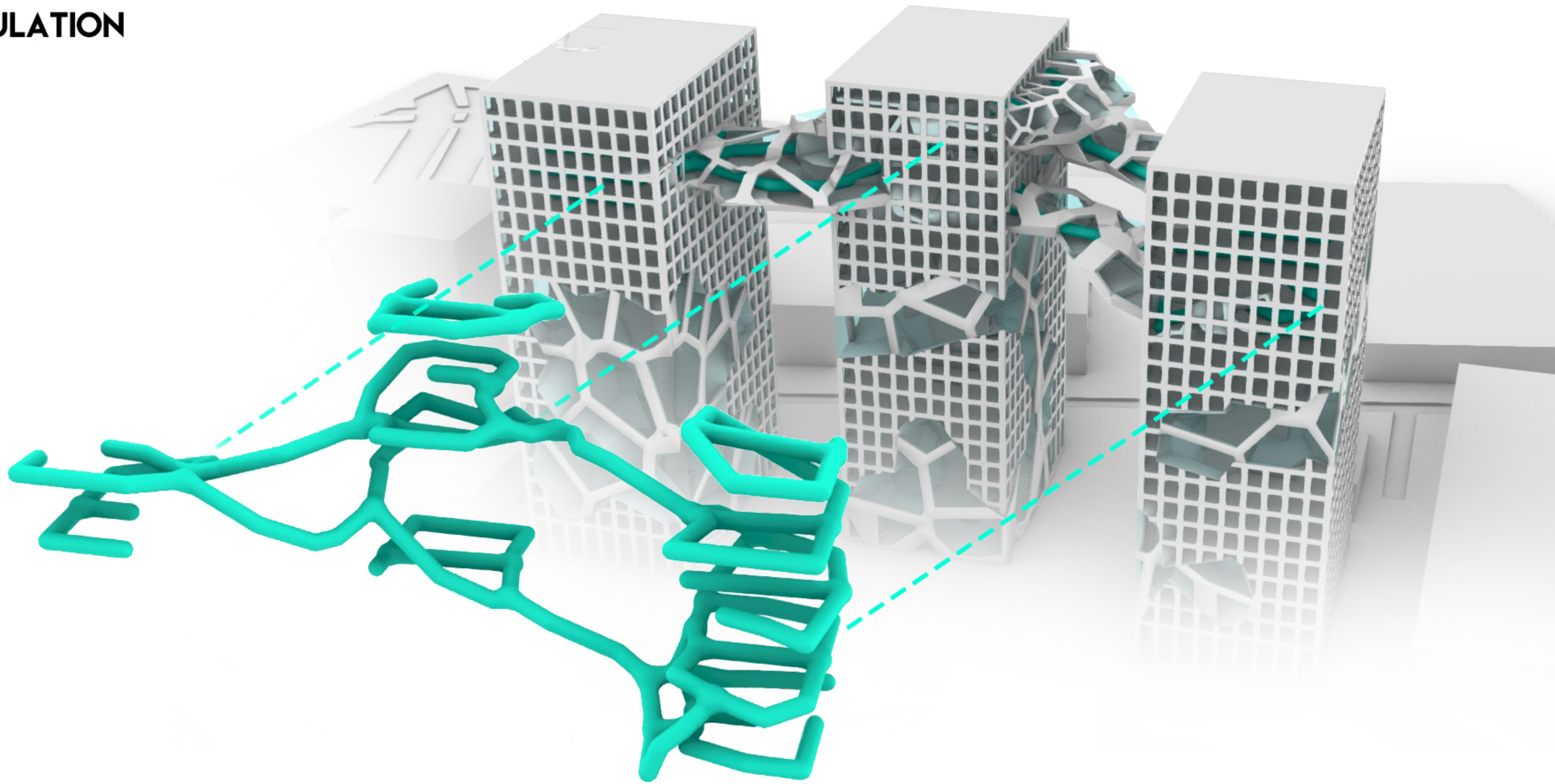
1:100





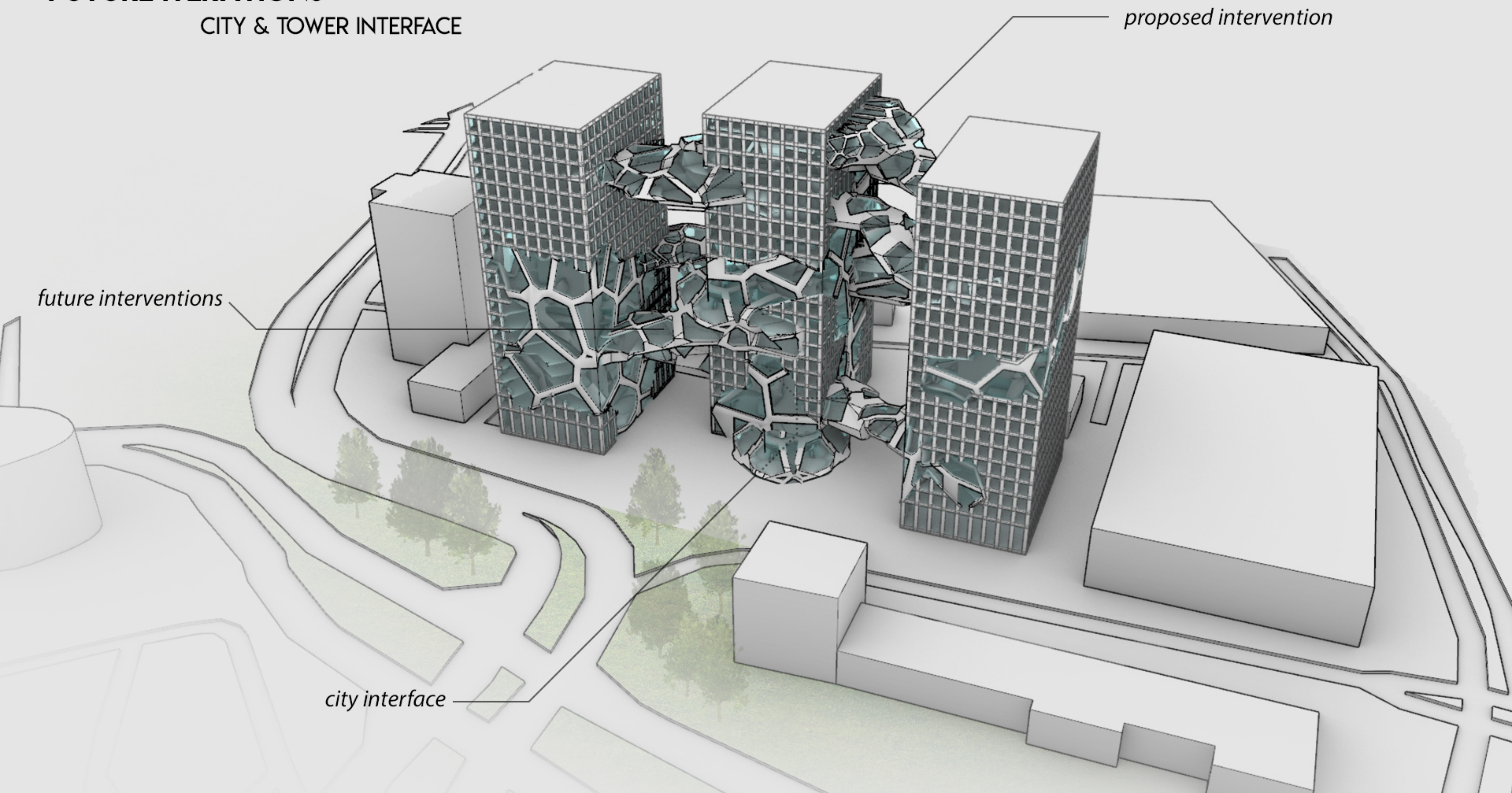
1:50

CIRCULATION



FUTURE ITERATIONS

CITY & TOWER INTERFACE



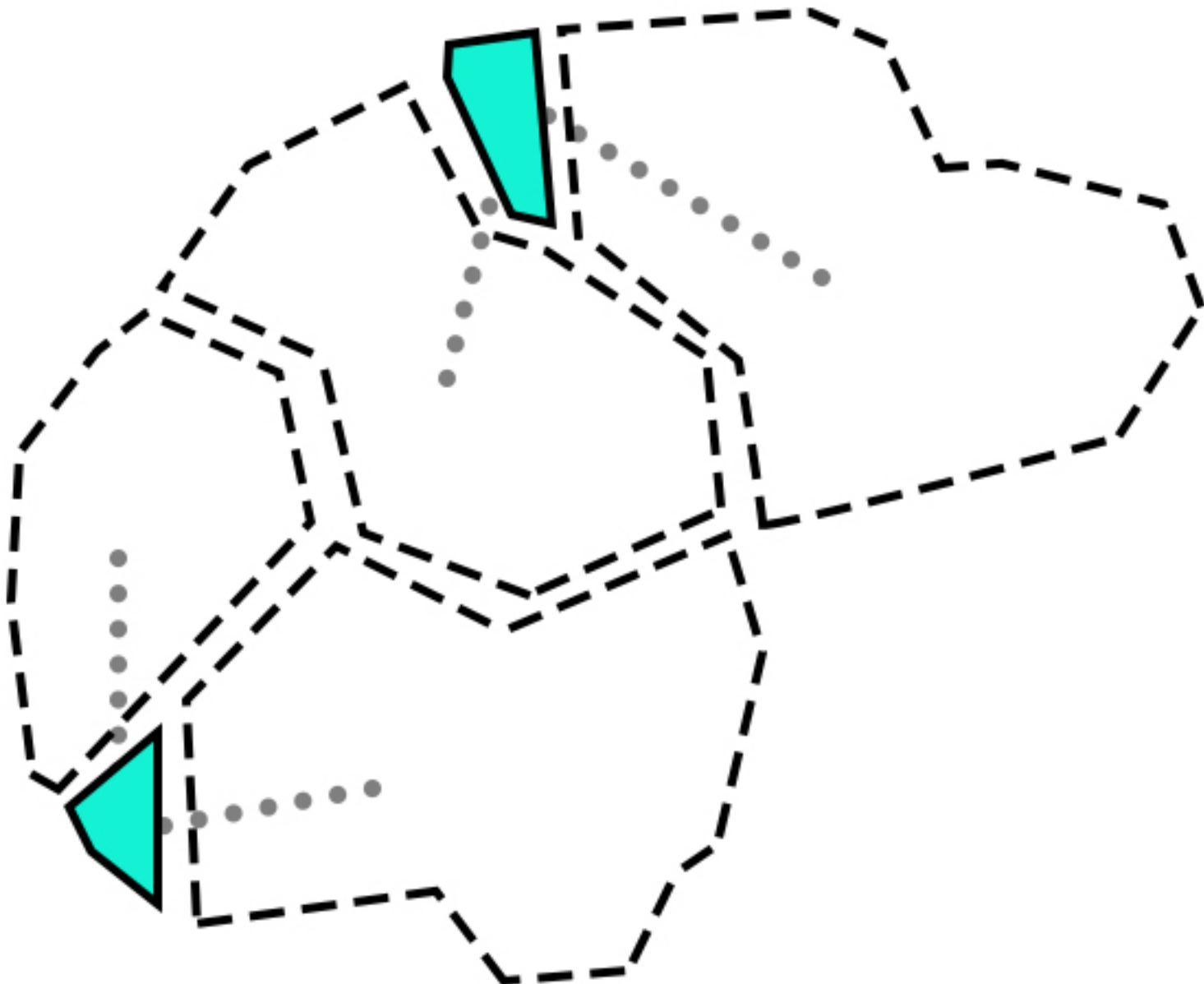
proposed intervention

future interventions

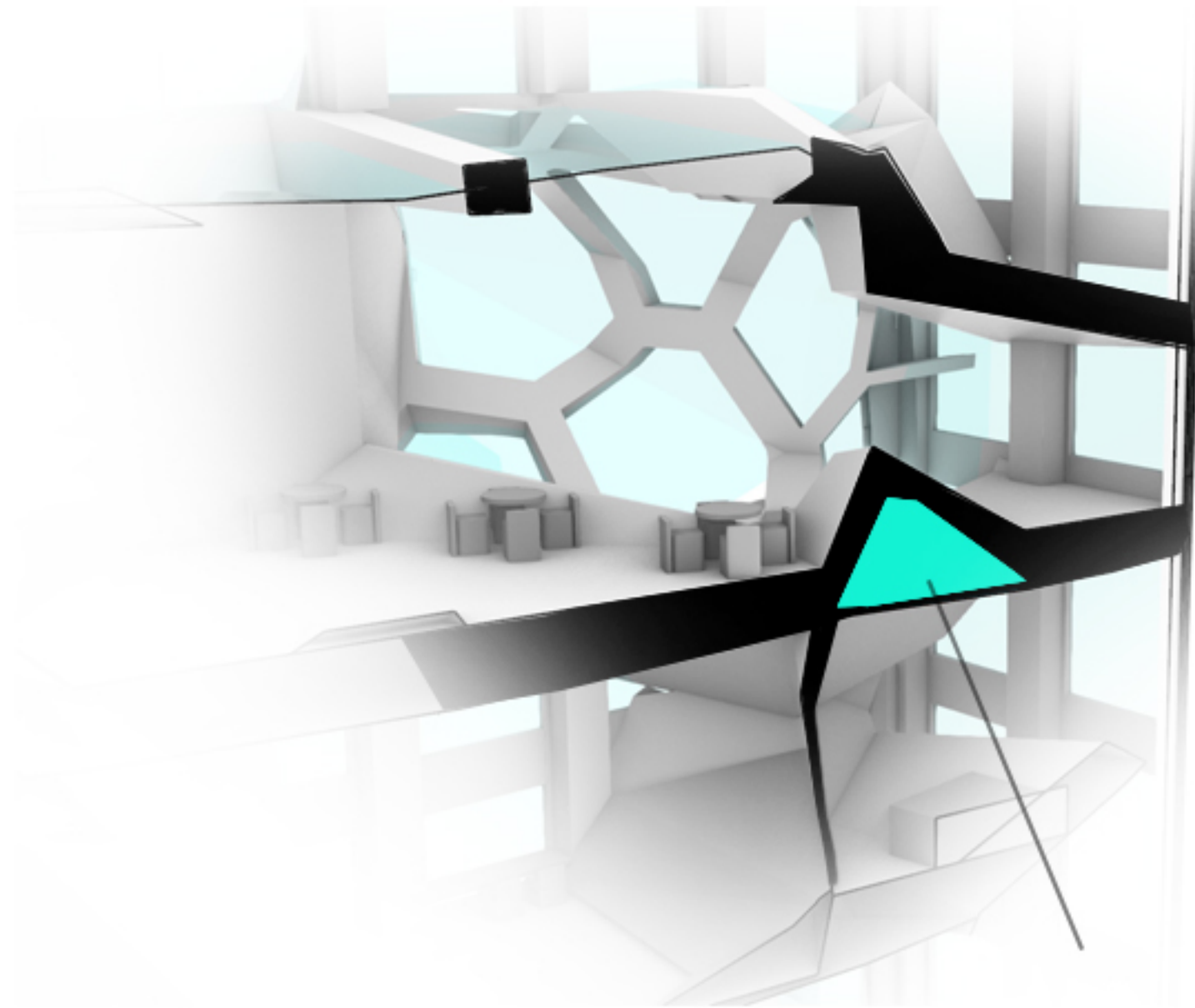
city interface

CLIMATE DESIGN

CLUSTERED REGULATION



Climate is controlled in local, activity based clusters



utilities placed in-between spaces

MATERIALS & FABRICATION

COMPOSITE MATERIALS
OBLIQUE QUALITIES

WOOD

Natural
Warm
Tension
Acoustic
Inviting

CONCRETE

Solid
Cool
Compression
Serious

FOAM

Soft
Tactile
Insulating
Acoustic
Playful
Comfort

Cross laminated timber

3D printed concrete

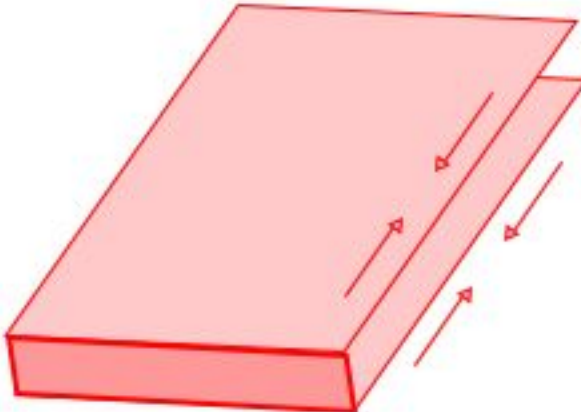
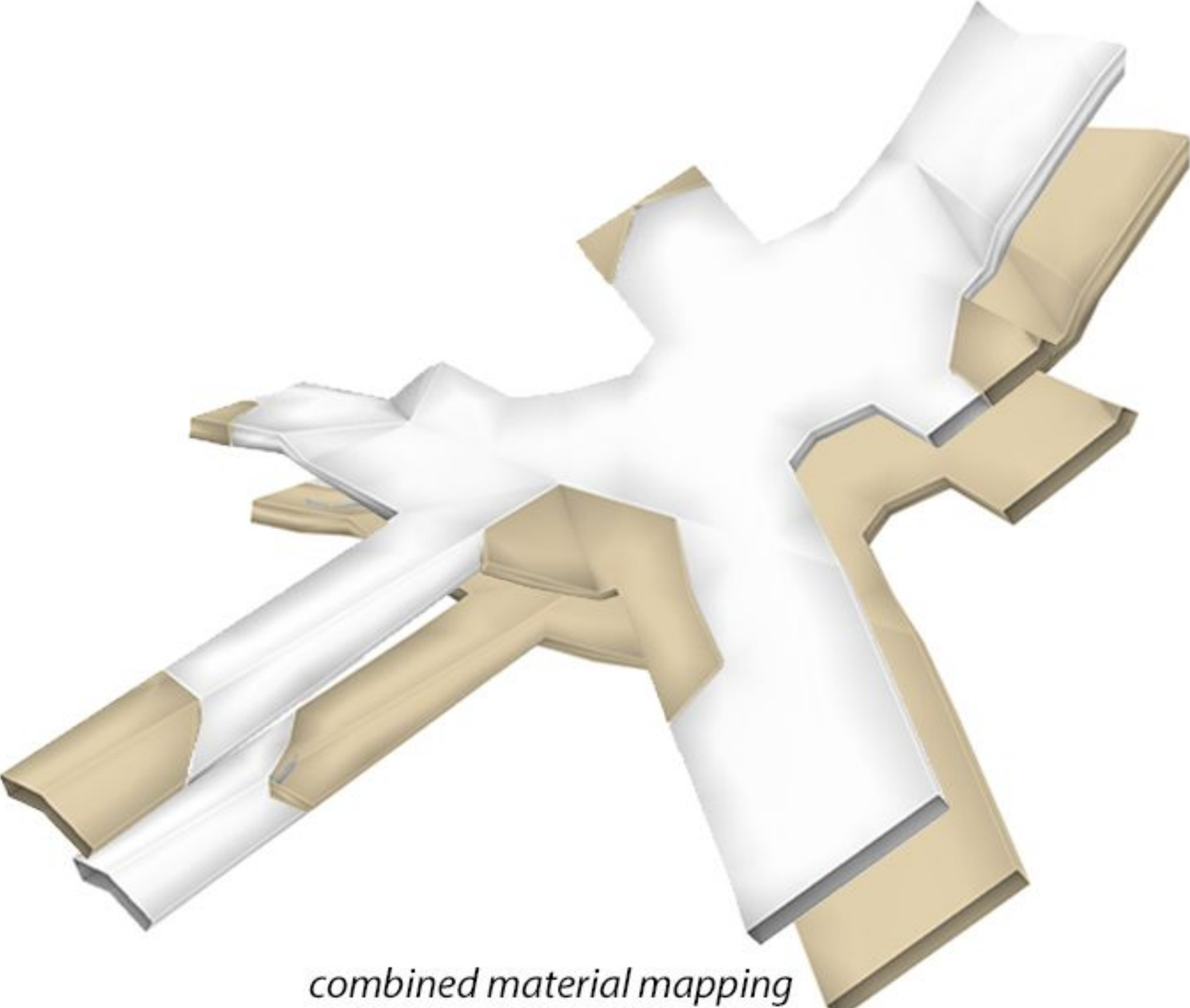
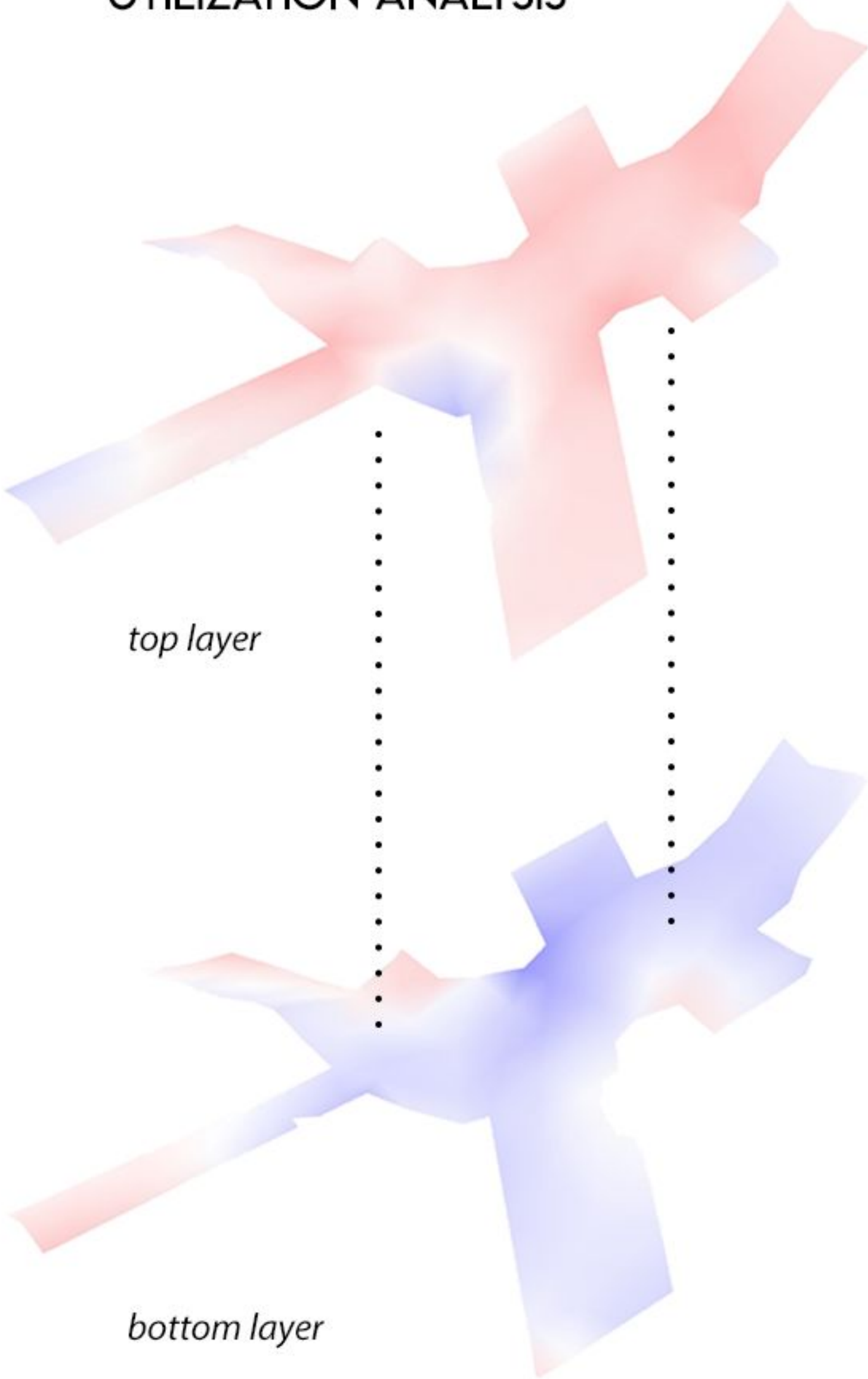
wirecut and milled foam/eps

Interior surfaces
Exterior surfaces
Structural

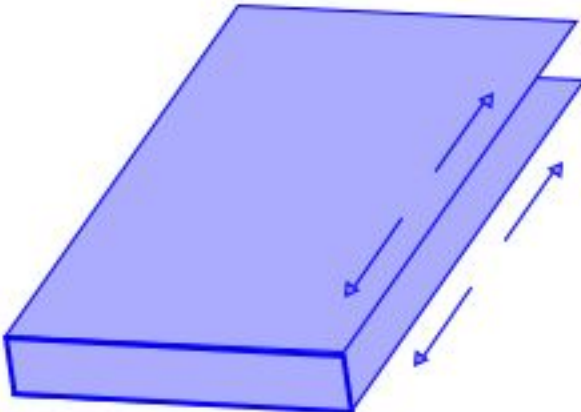
Landscape furniture
seating
insulation

**OBLIQUE COMPOSITE MATERIAL WITH
TENSILE AND COMPRESSIVE STRENGTHS**

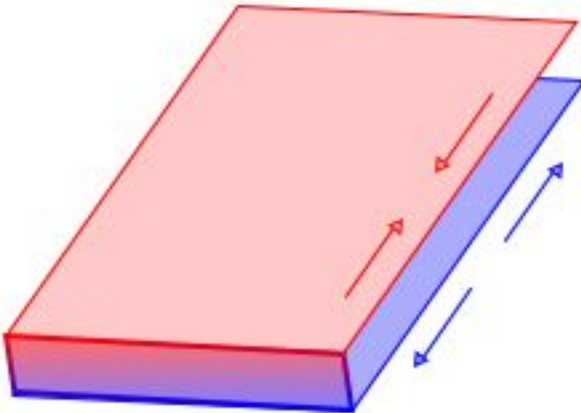
MATERIAL MAPPING UTILIZATION ANALYSIS



Case 1: compression-compression

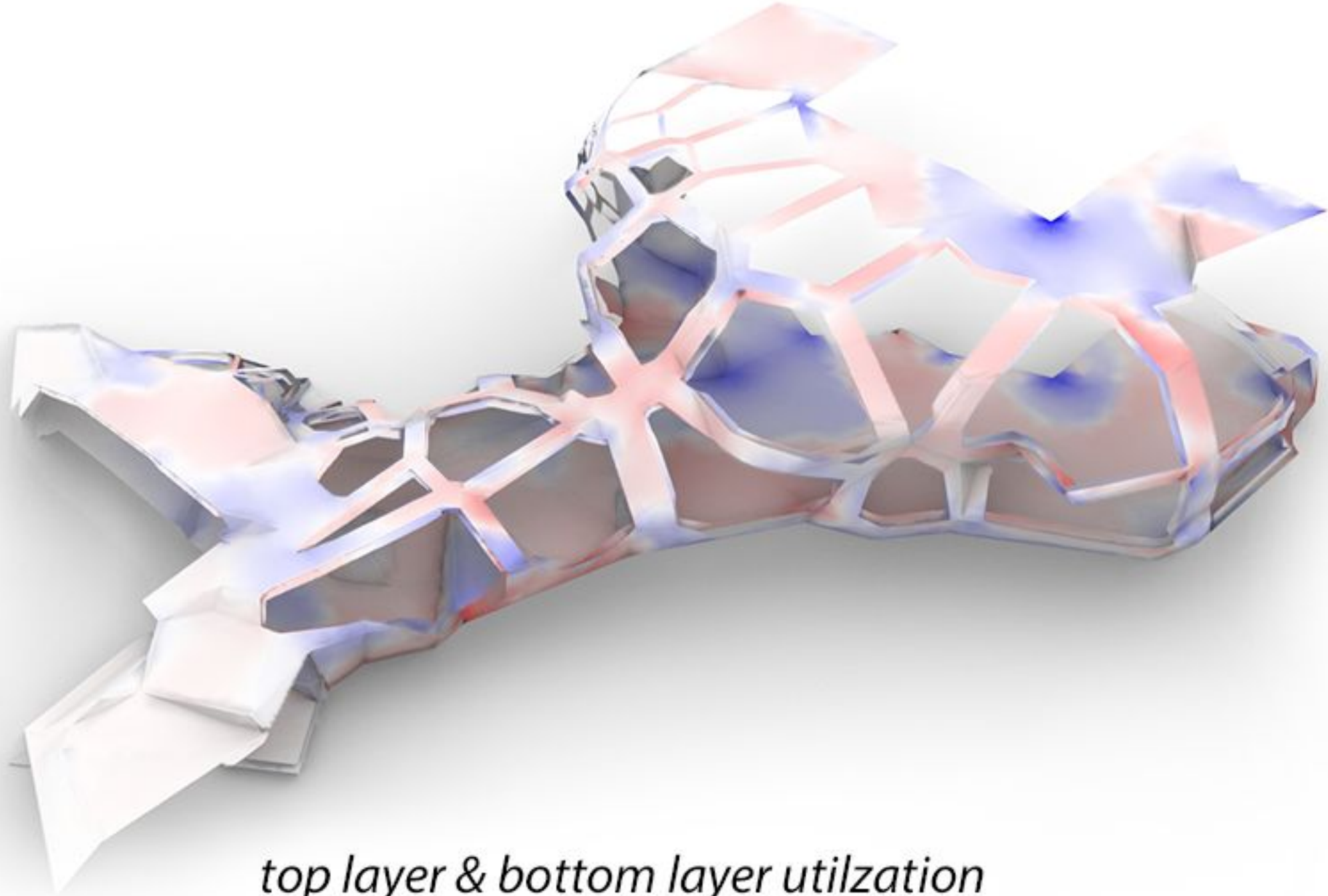


Case 2: tension-tension

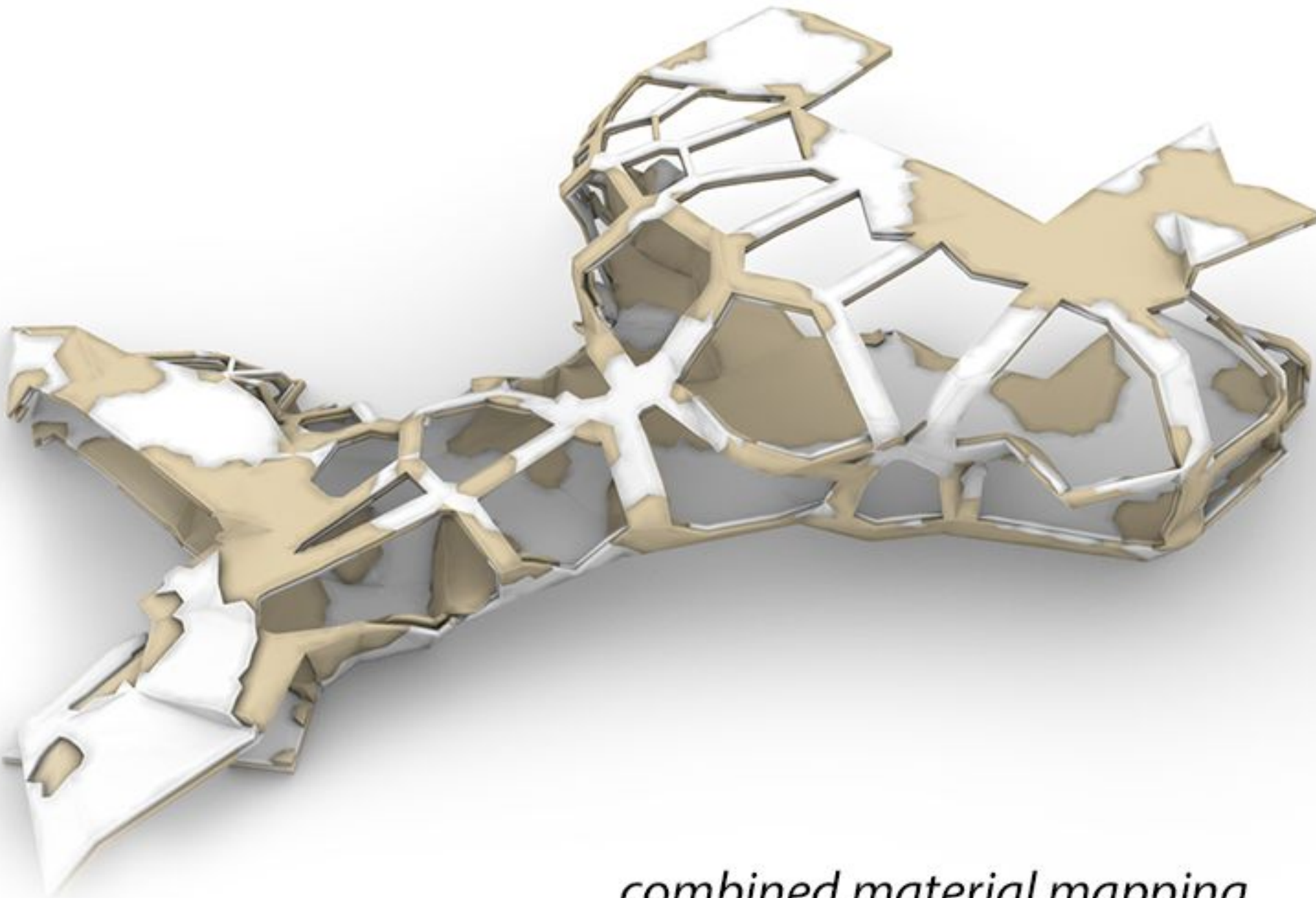


Case 3: compression-tension

MATERIAL MAPPING
UTILIZATION ANALYSIS



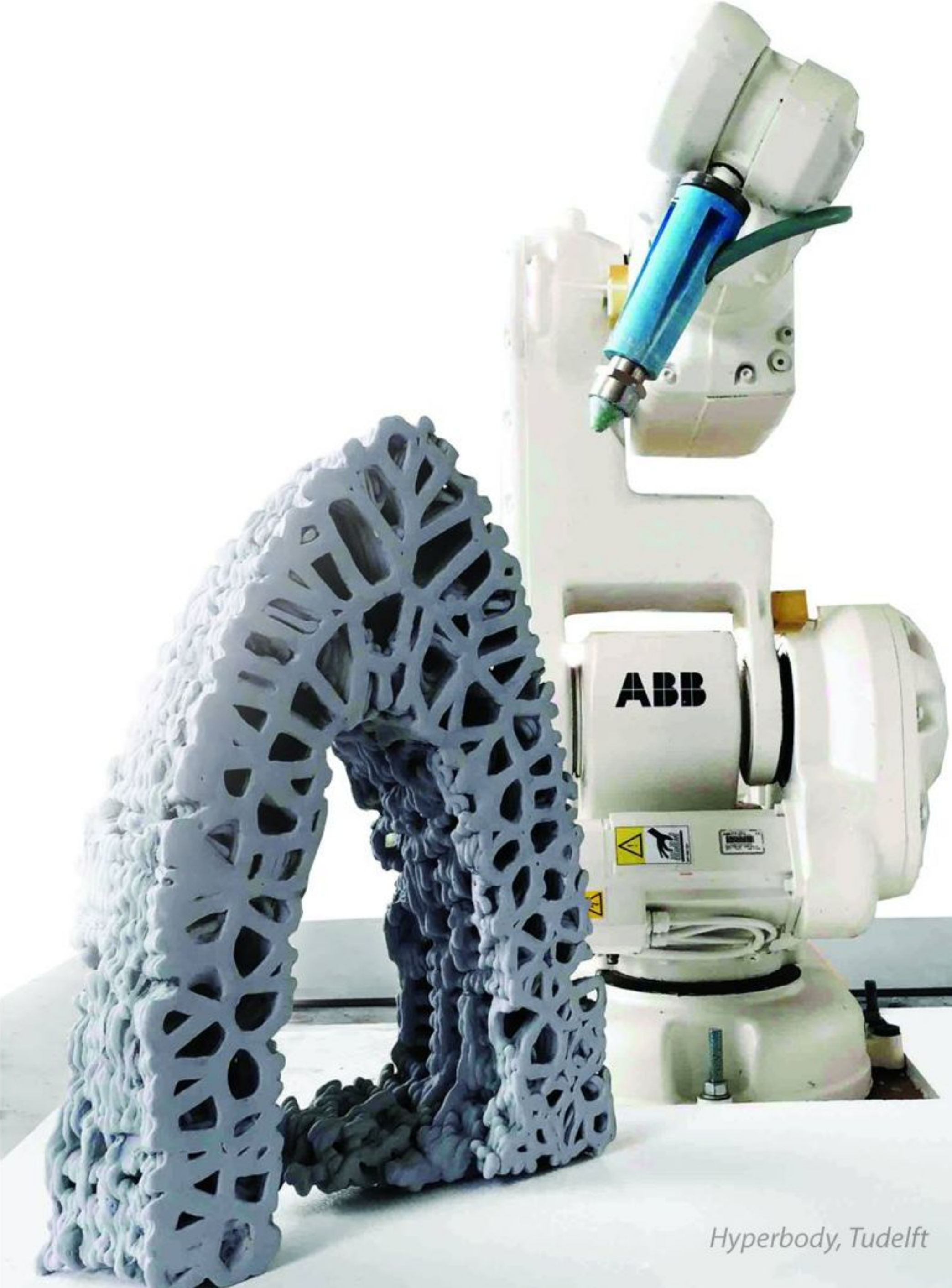
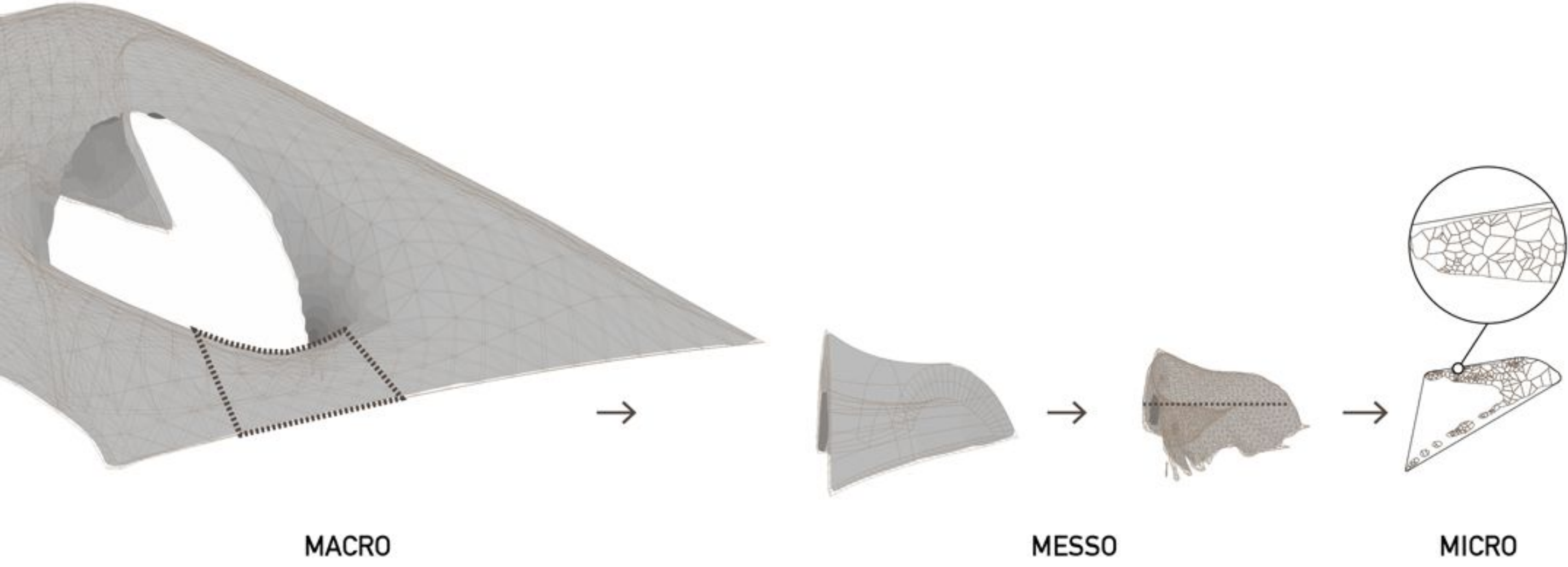
top layer & bottom layer utilization



combined material mapping

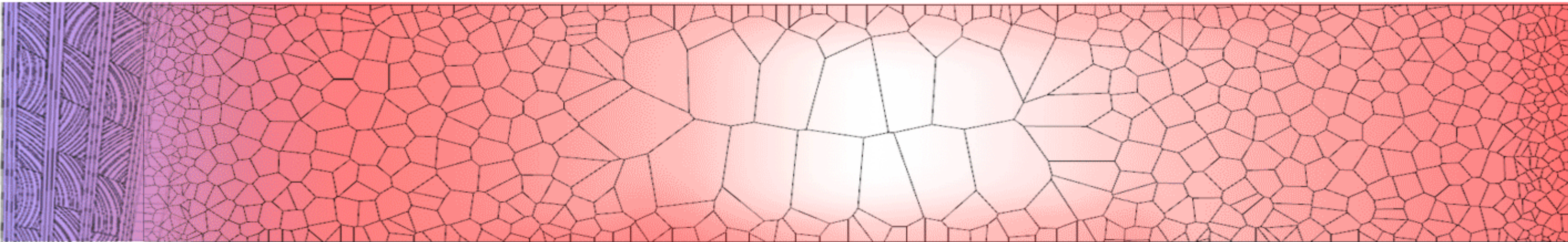
3D PRINTING CONCRETE

SCALABLE POROSITY WORKSHOP



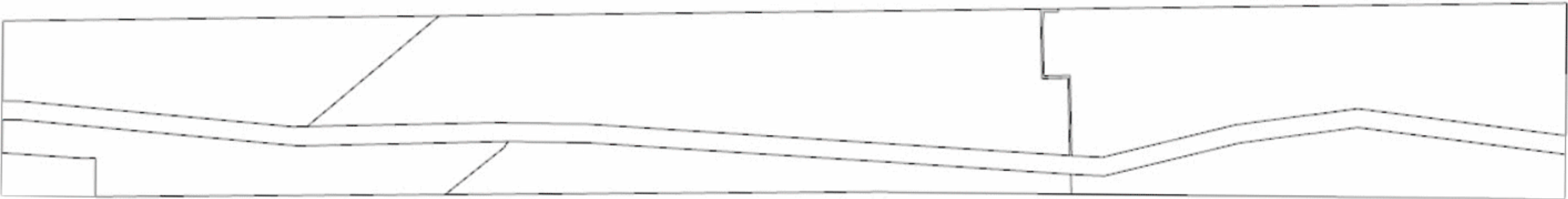
Hyperbody, Tuedelft

POROSITY PATTERN CONCRETE

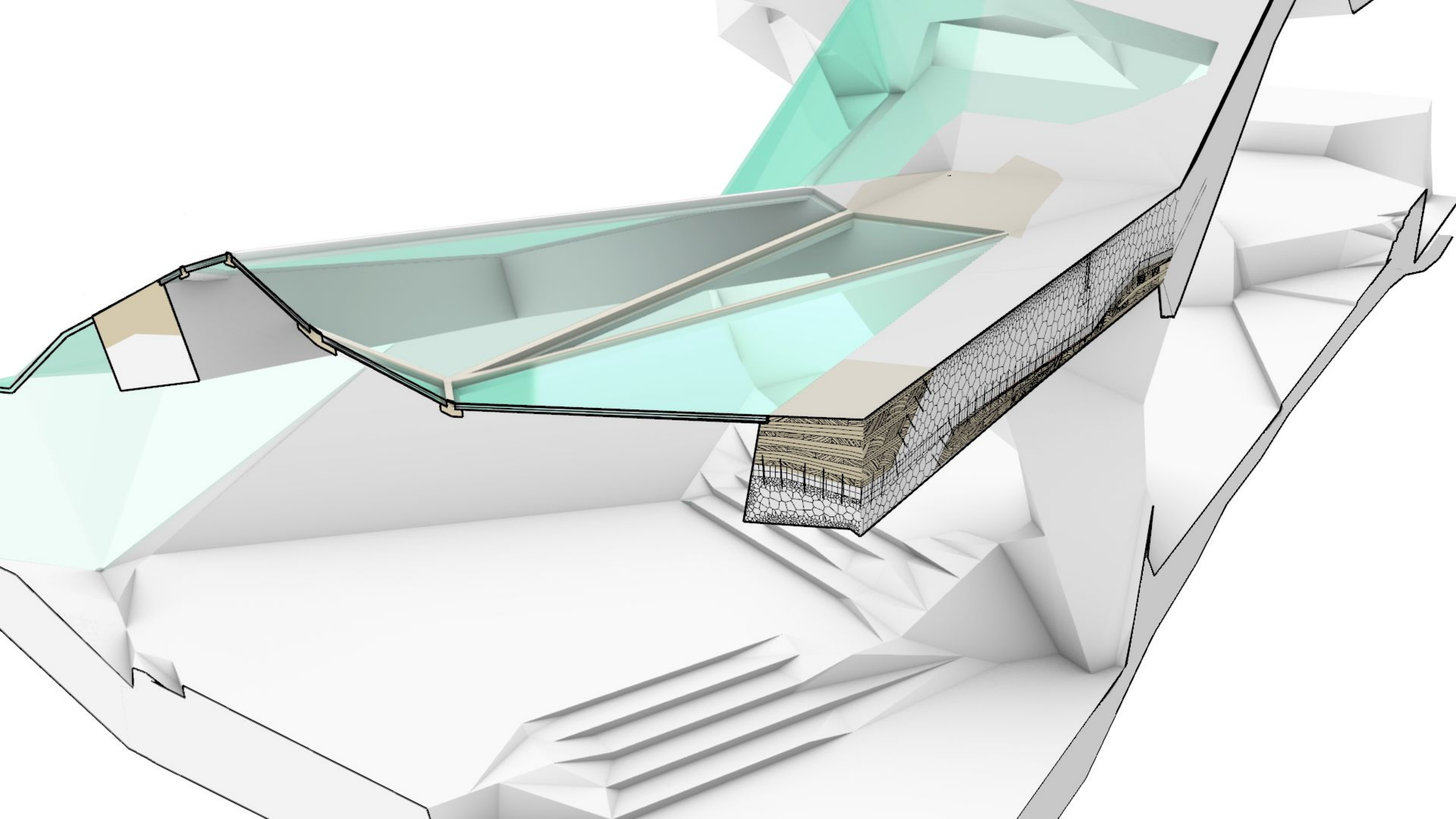


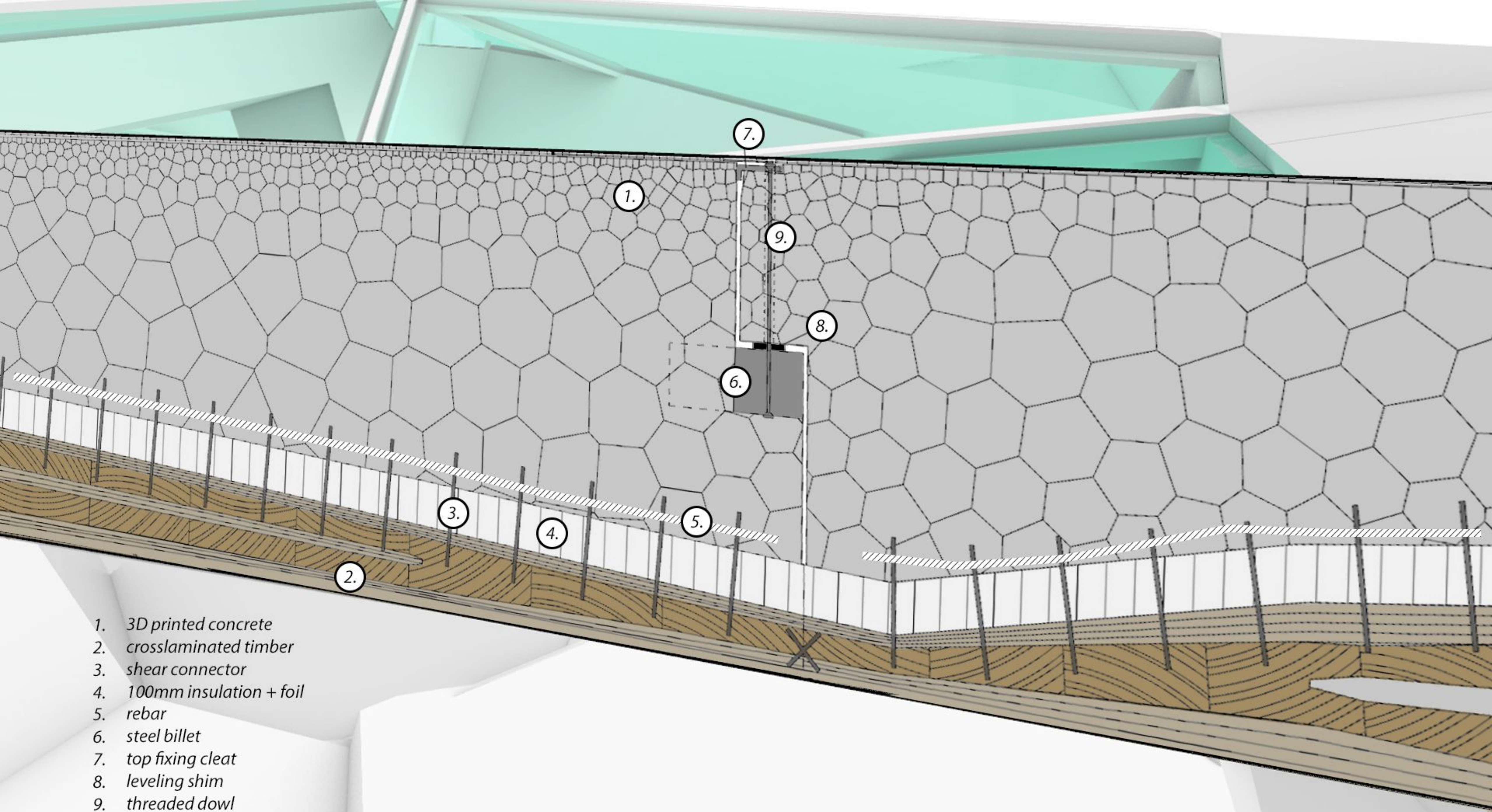
tension—— ——— compression

*% utilization/stresses
determine the density
pattern of the concrete*

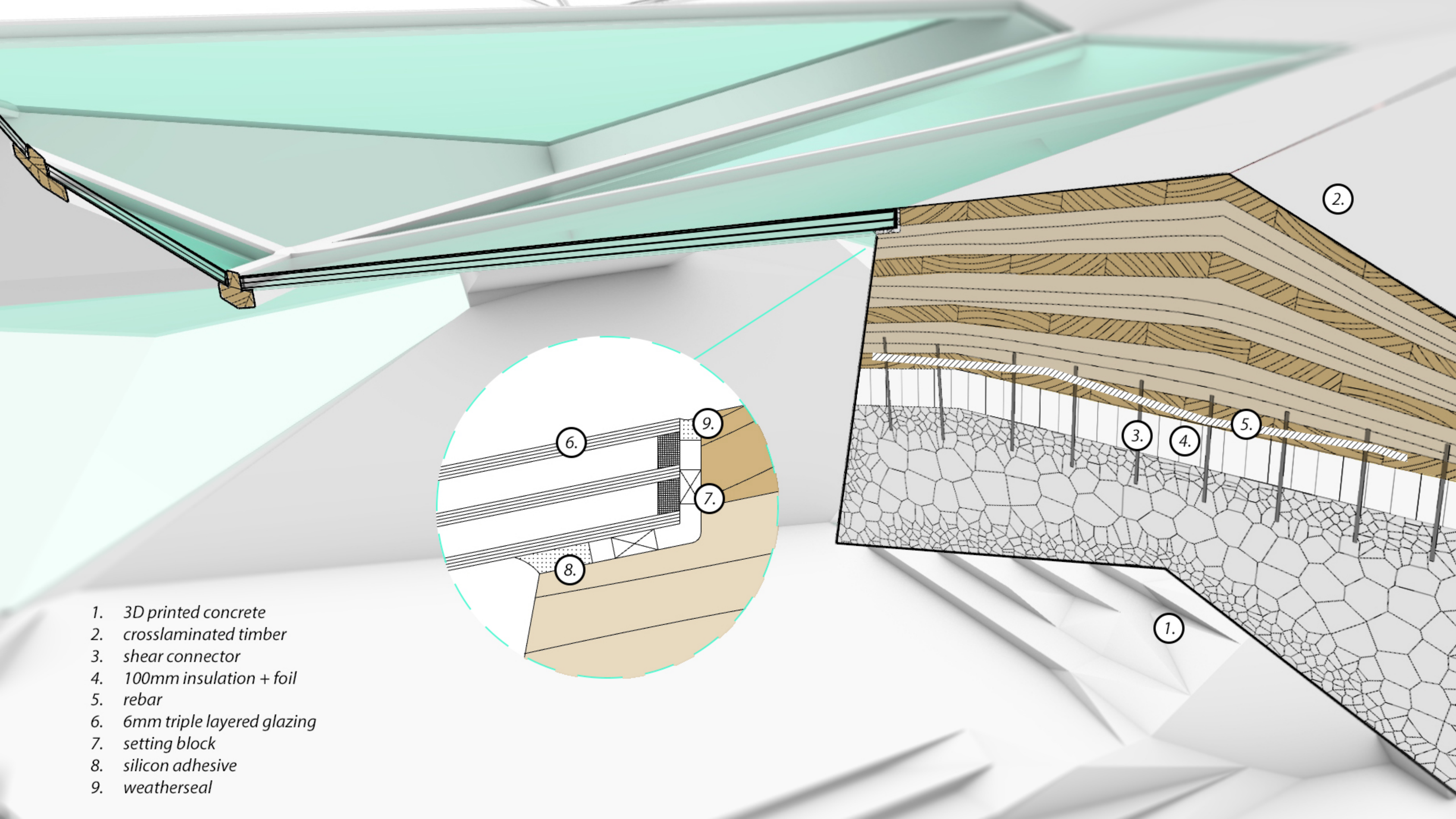


Section of composite fragment



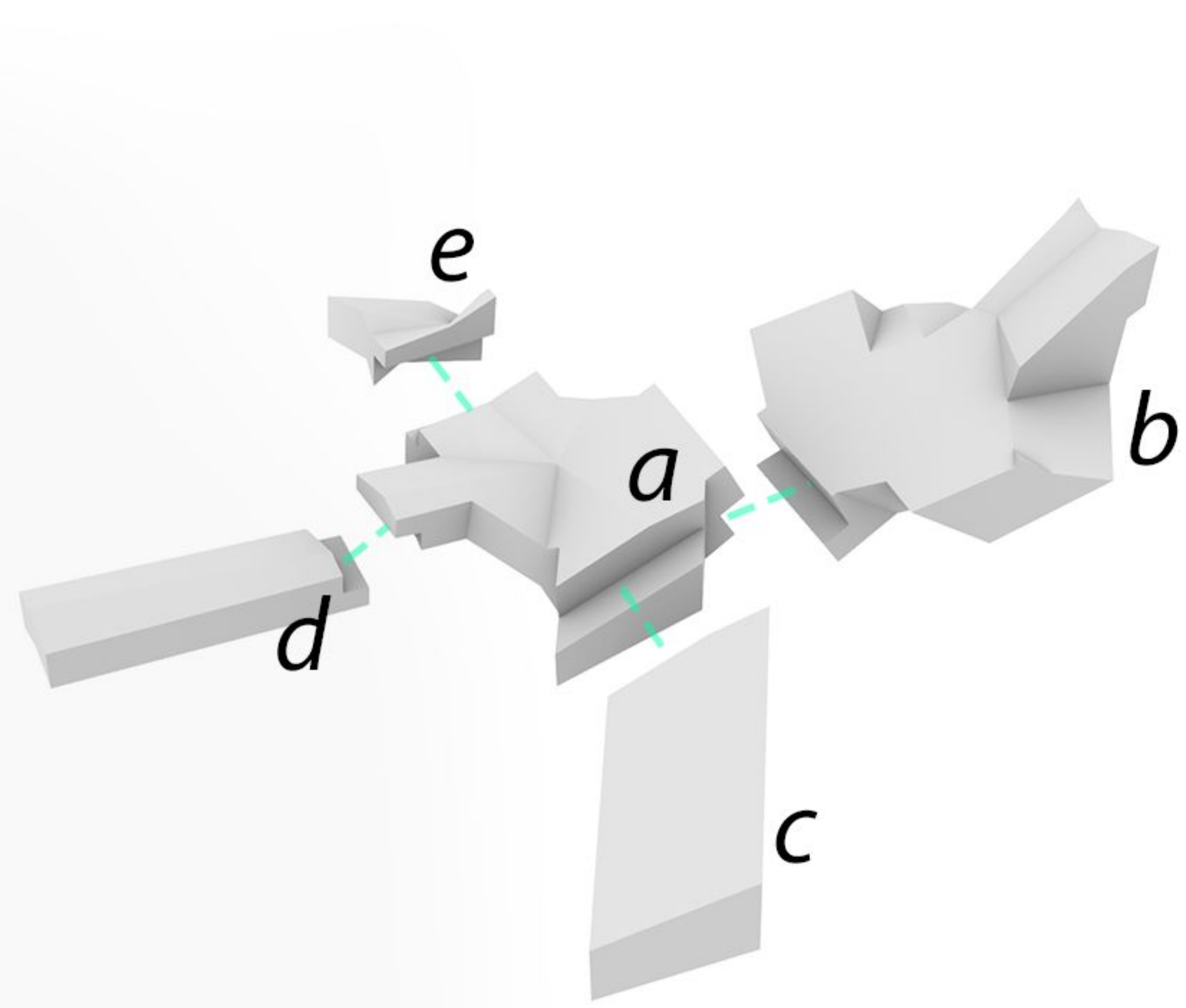
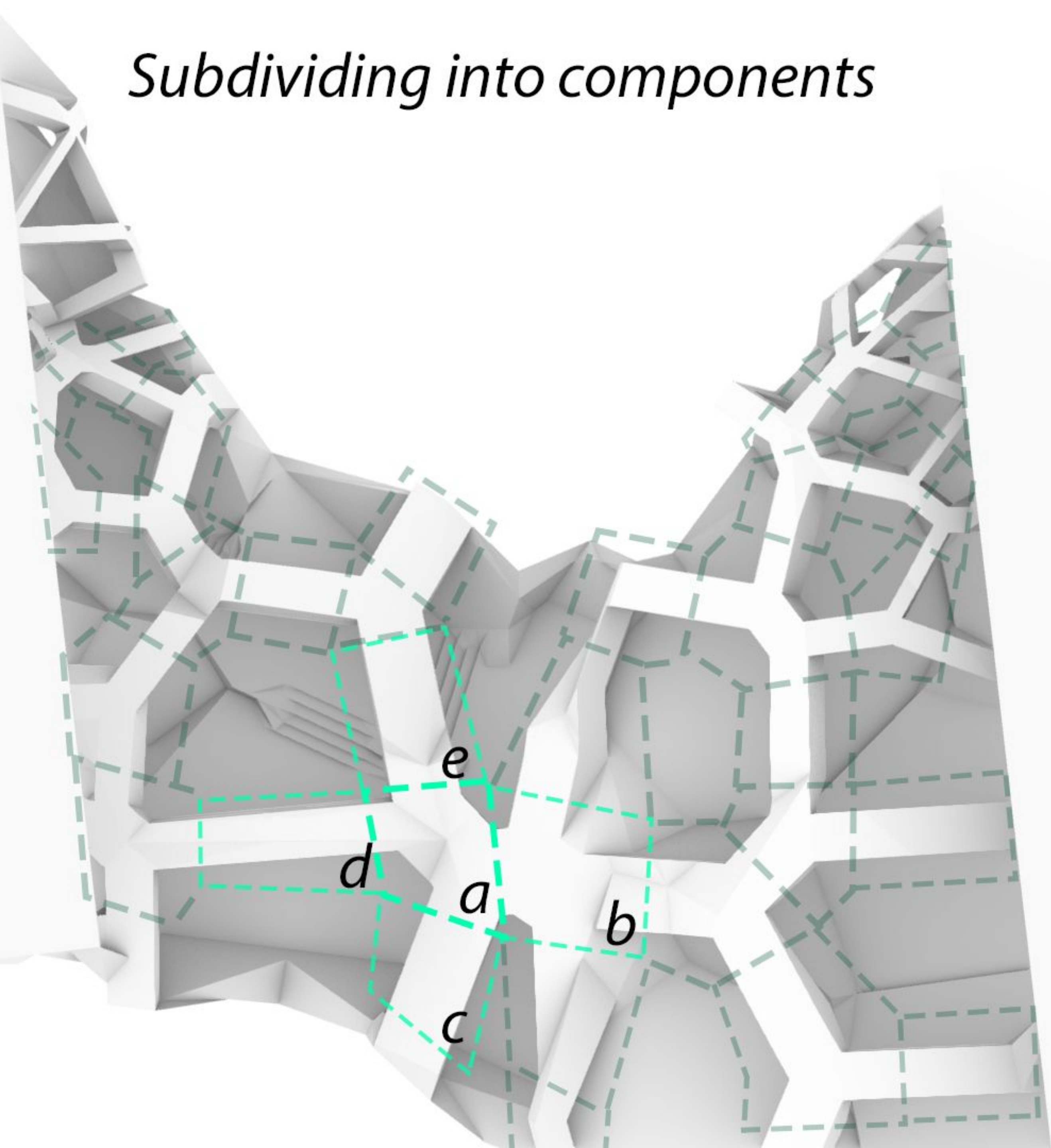


1. 3D printed concrete
2. crosslaminated timber
3. shear connector
4. 100mm insulation + foil
5. rebar
6. steel billet
7. top fixing cleat
8. leveling shim
9. threaded dowl

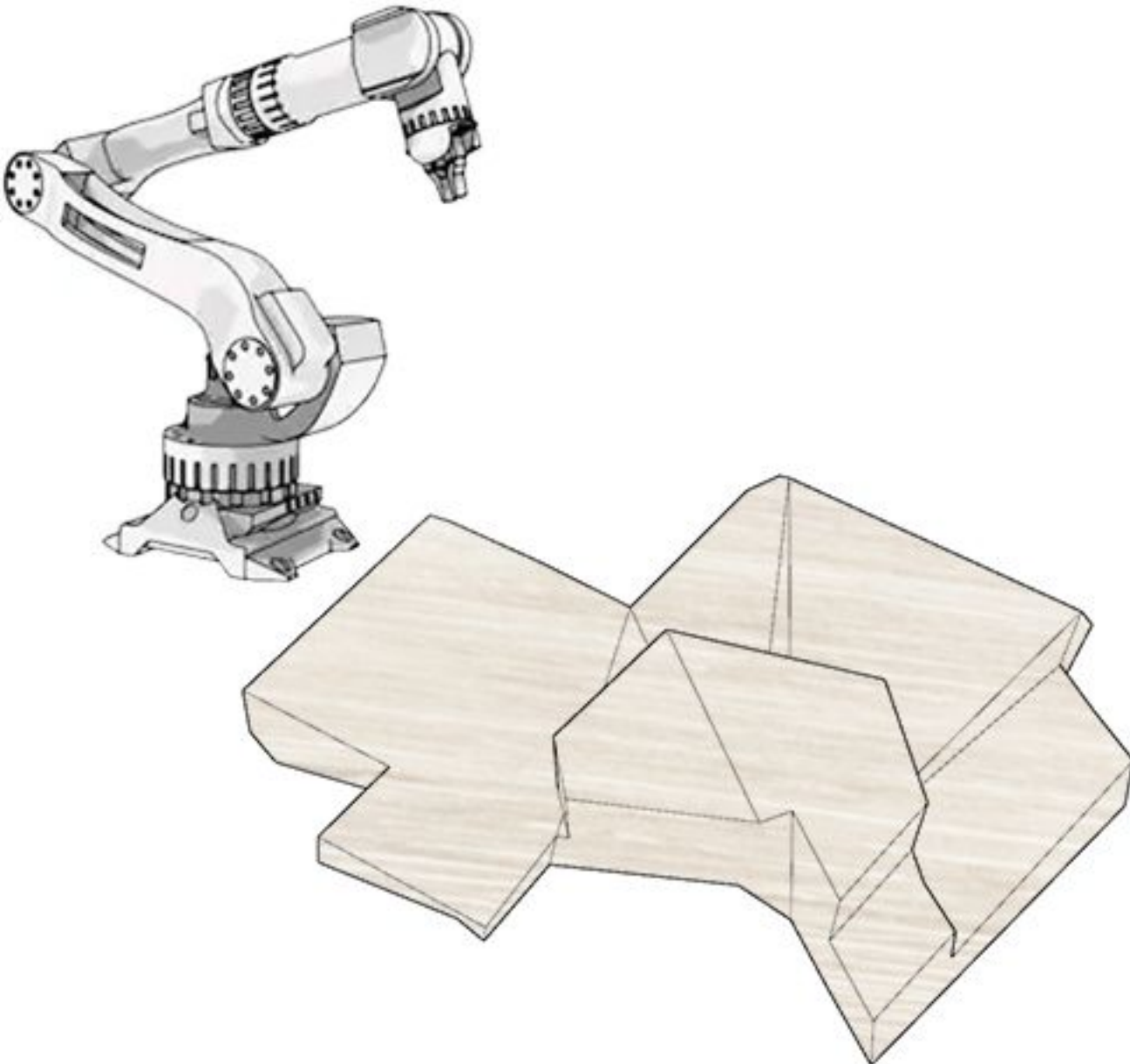


1. 3D printed concrete
2. crosslaminated timber
3. shear connector
4. 100mm insulation + foil
5. rebar
6. 6mm triple layered glazing
7. setting block
8. silicon adhesive
9. weatherseal

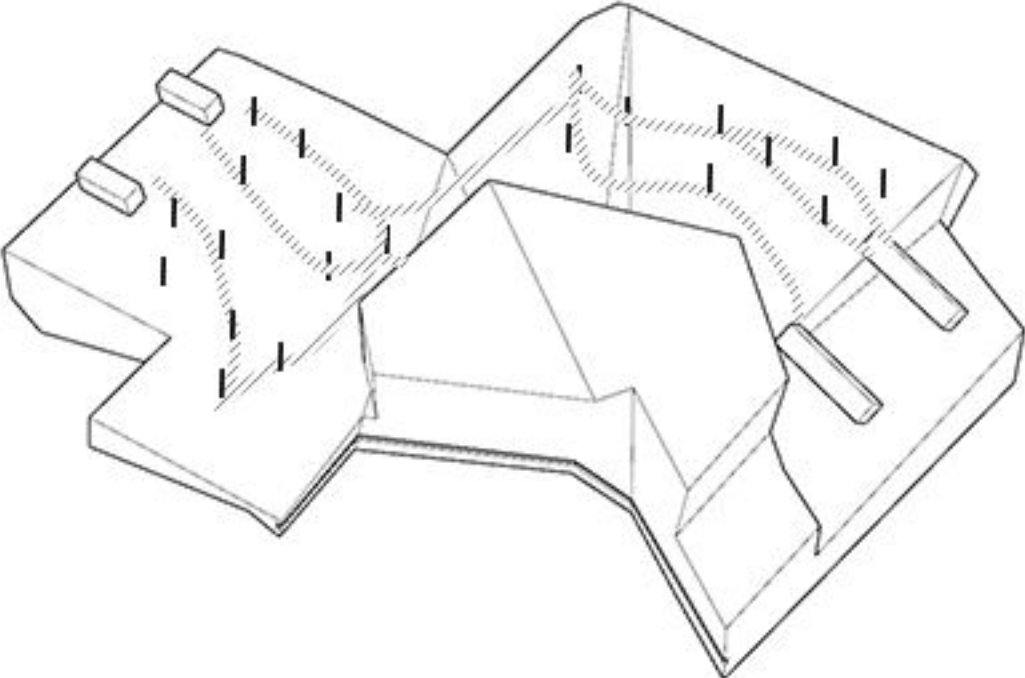
Subdividing into components



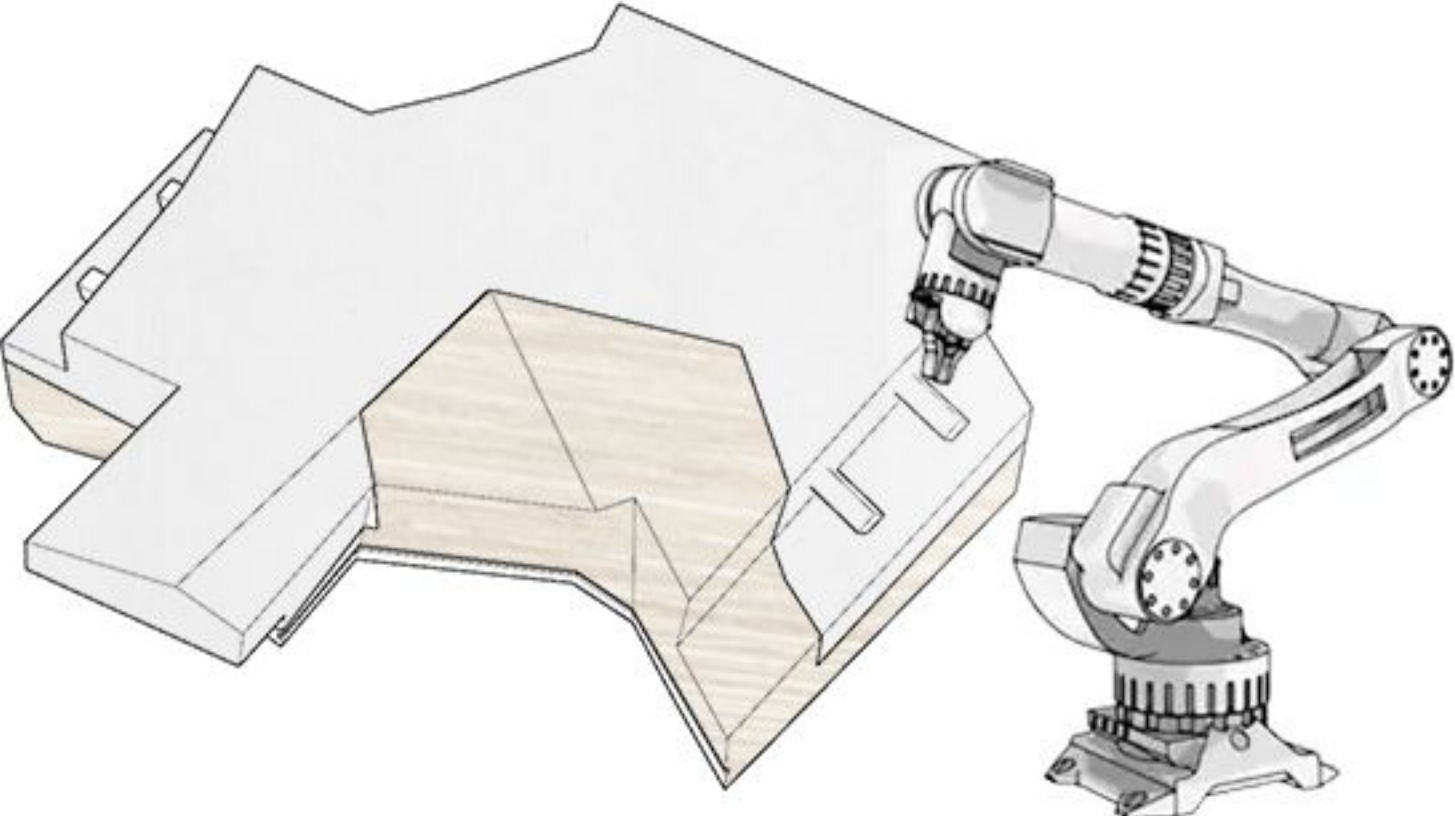
ROBOTIC PRODUCTION



lamination and CNC milling of timber

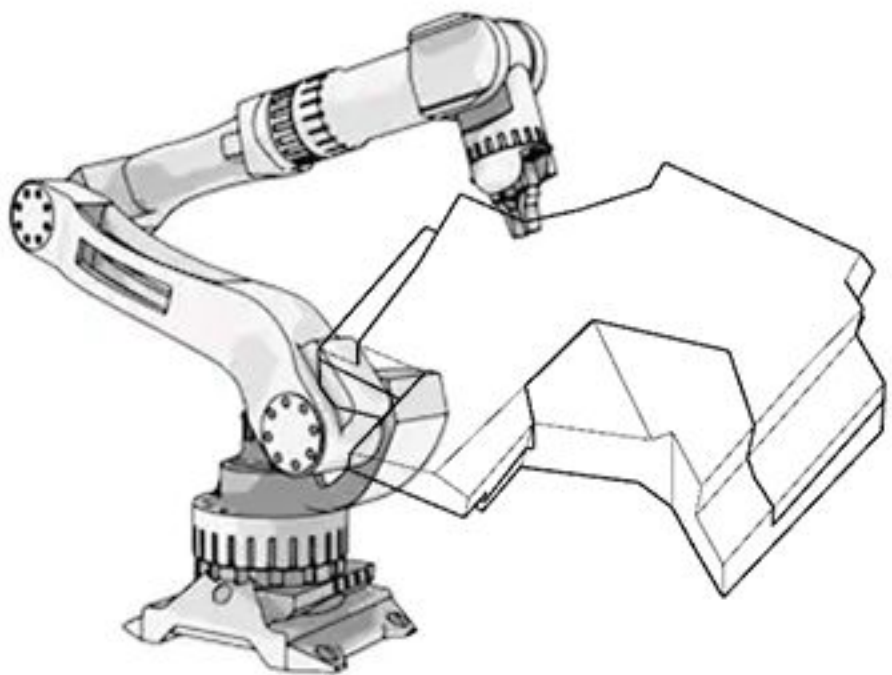


*embedding connector hardware,
rebar & insulation*

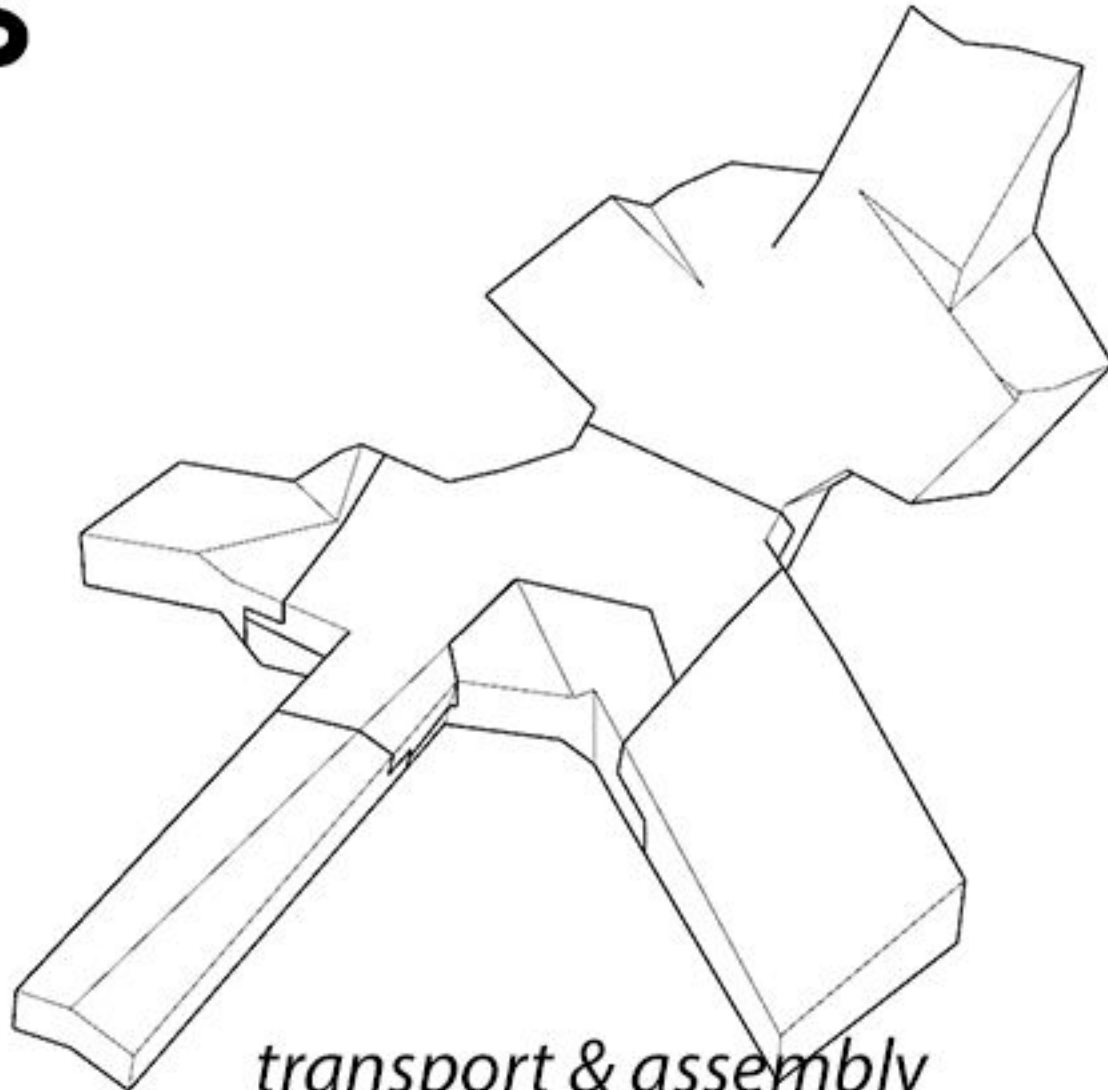


printing the concrete

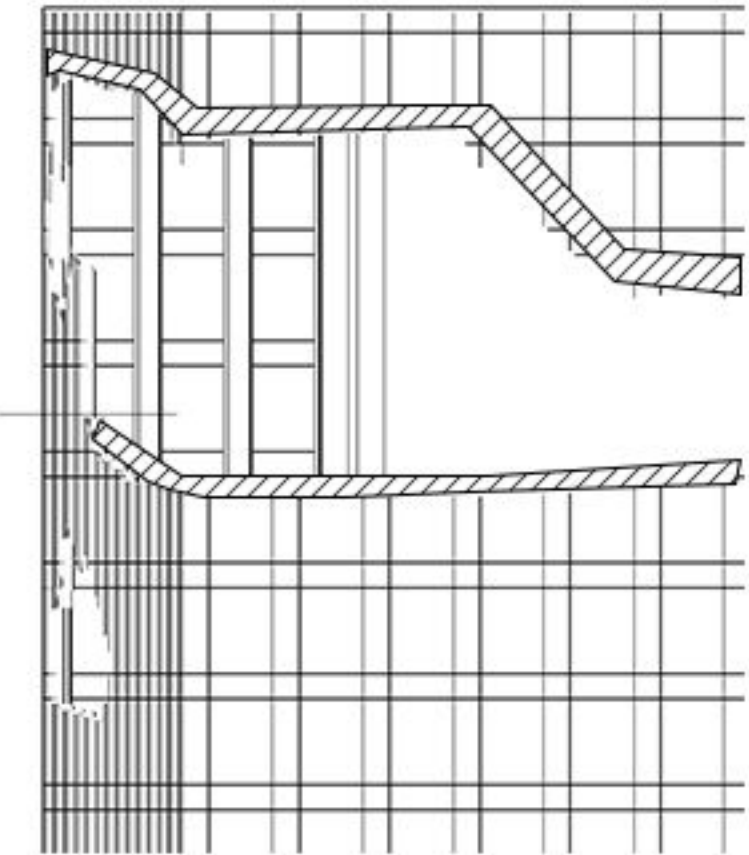
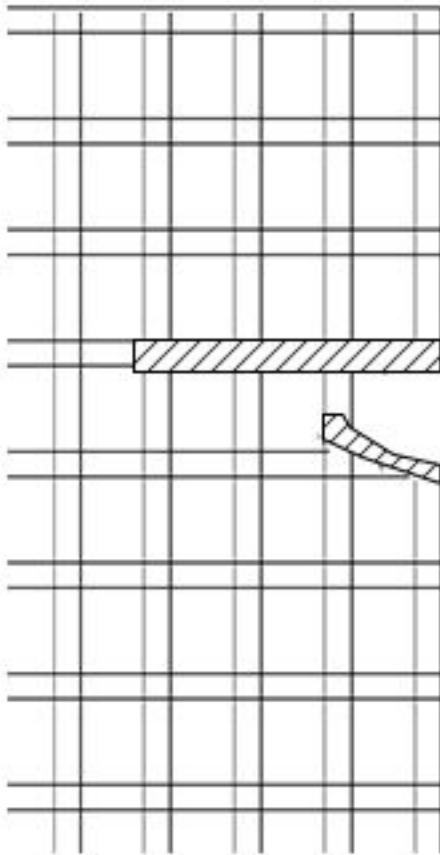
CONSTRUCTION PROCESS



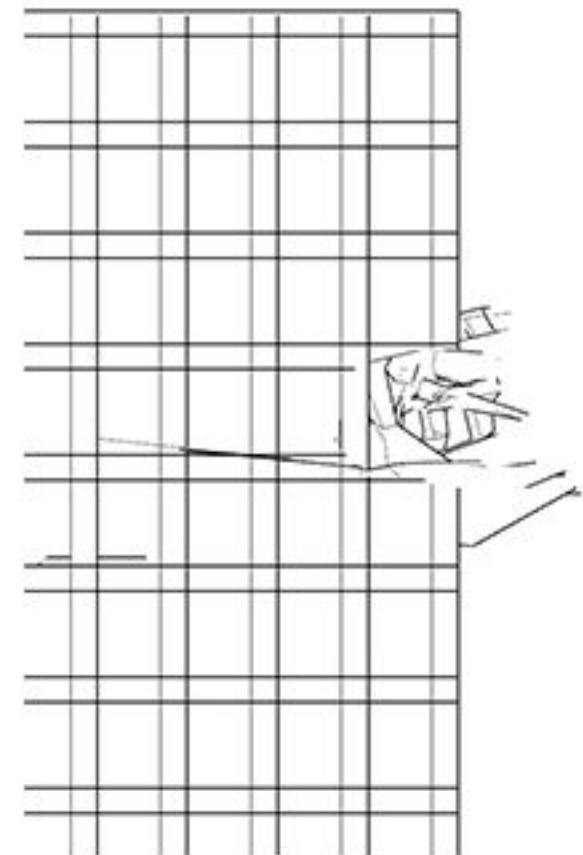
component prefabrication



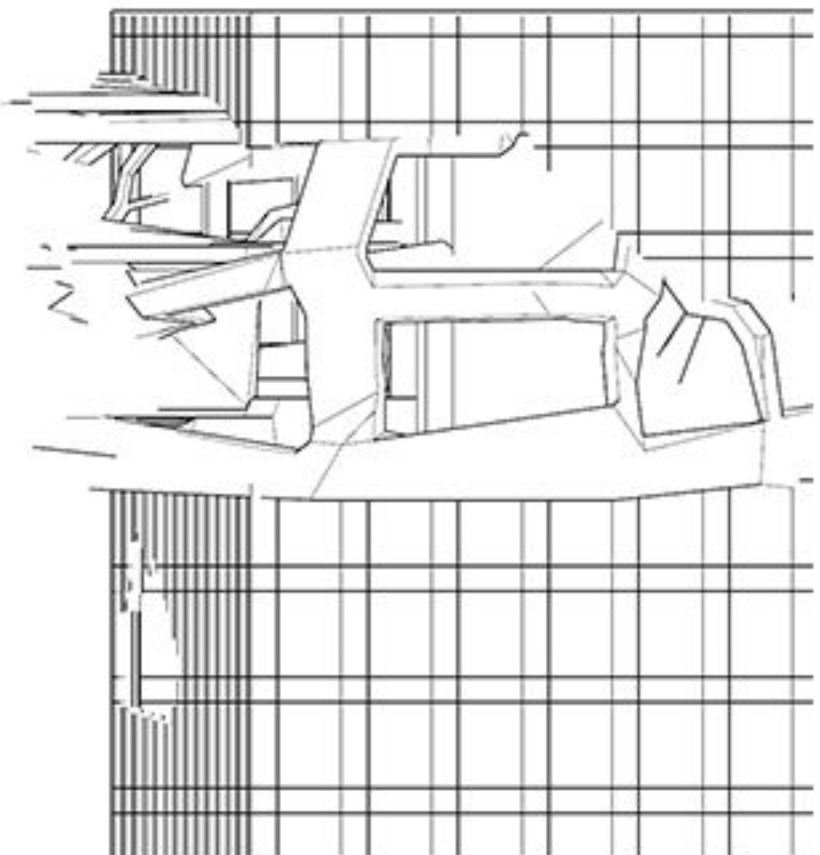
transport & assembly



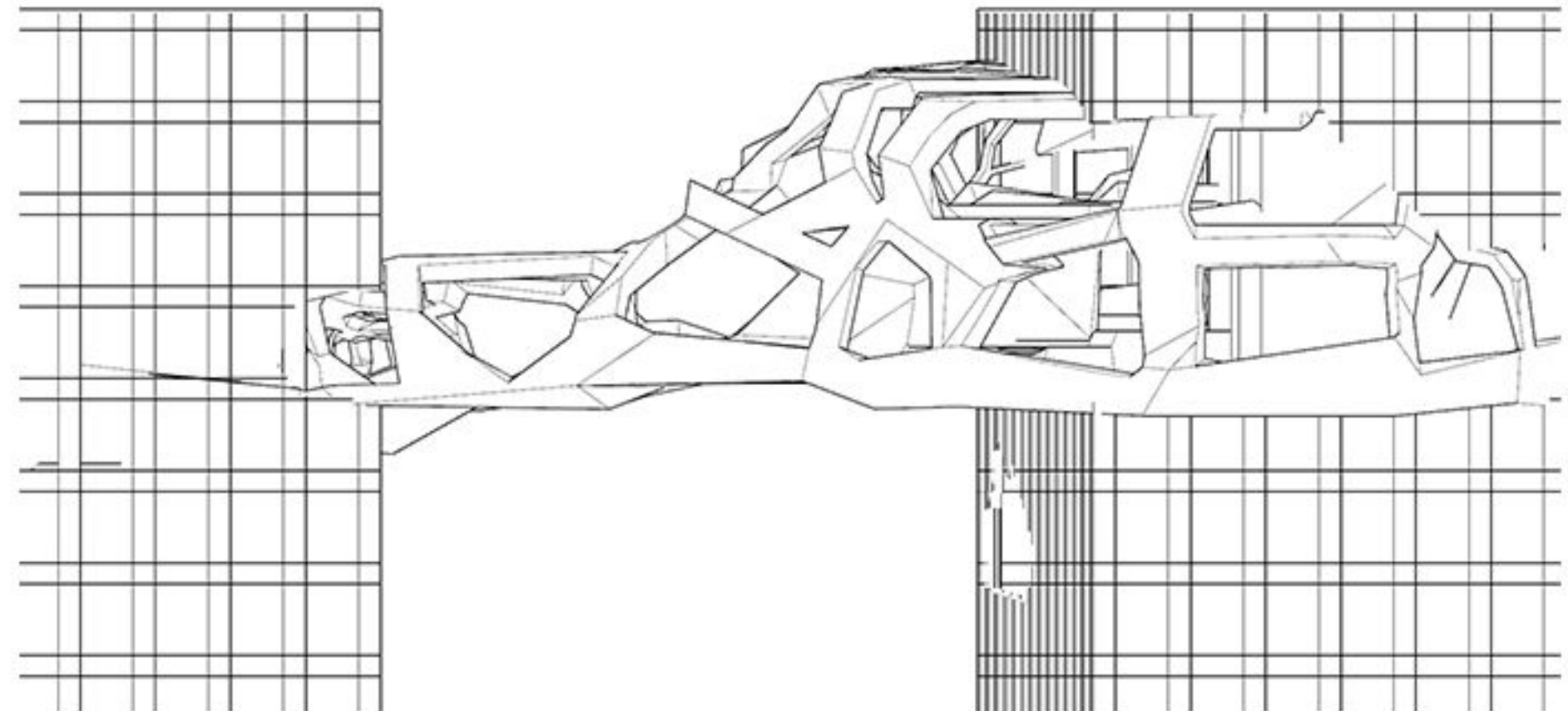
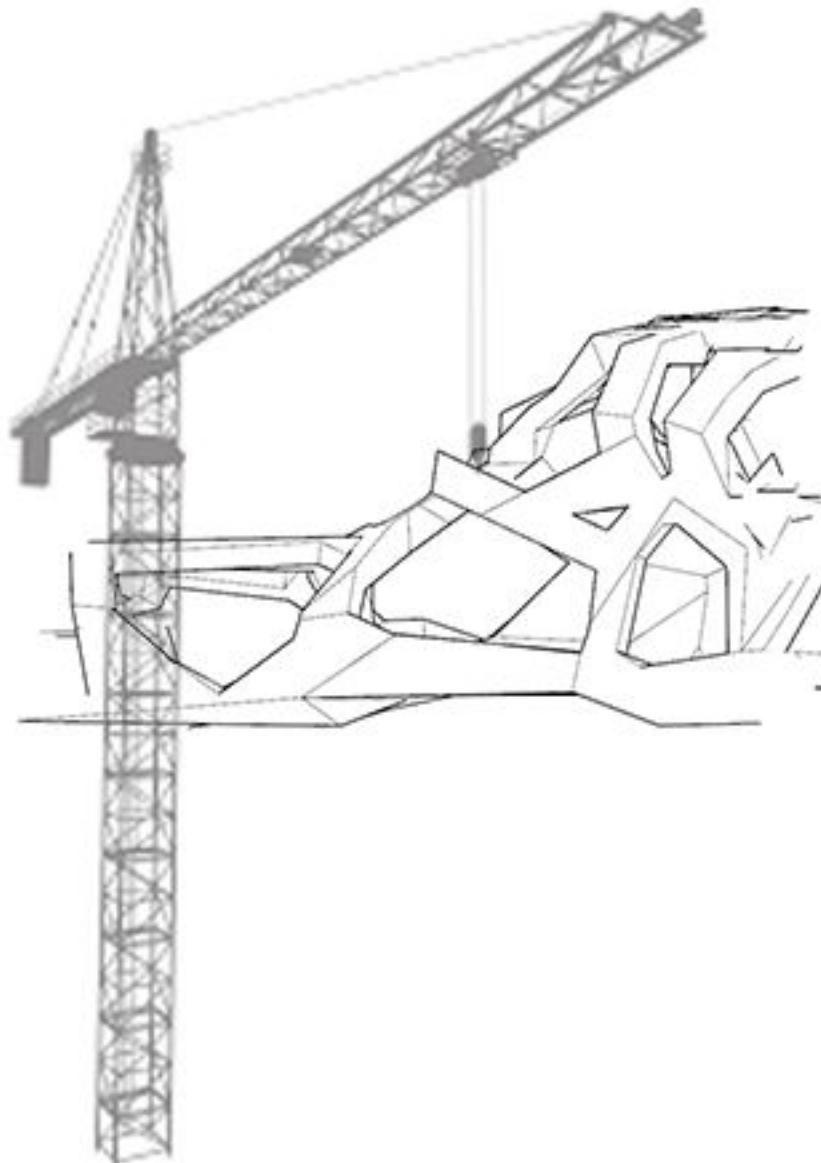
demolition & temporary support structure



replacing structural integrity towers



assembly and positioning bridges



connecting bridges & towers

A 3D architectural rendering of a modern building complex. The central focus is a cluster of three tall, rectangular buildings with a white grid facade. These buildings are interconnected by a complex, white, lattice-like structure that resembles a honeycomb or a network of interconnected nodes. The buildings are set within a courtyard area that includes several green trees and a light-colored path. The overall scene is rendered in a clean, minimalist style with a light gray background.

THANK YOU