

Reflection

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As the graduation plan has illustrated, 'Co-existing architecture with time' explores how buildings perpetuate a continuum of growth and change. Based on this notion, the research divides into two parts: how to reuse the existing building adaptively and how a new building provides flexibility for changing social needs. To present research that is more relevant and focused on the theme of the Urban Architecture Studio, the subsequent research centres shifted towards the first part. Analysing the historical development of this post-industrial site and cataloguing the remnant of industrial fragments and urban pieces can provide a stronger basis for the graduation design project and further study of flexible architecture.

By researching more about the site, my recognition of the studio theme of glean has deepened, which leads to further research on adaptive reuse and guides every decision on the design. The whole research process starts from a collective understanding of the site under the theme of city and factory. Research from the urban scale, we traced the historical development of this post-industrial site and figured out how the factory expanded from a small urban corner to an industrial island, how this interacts with the city development, and what is the dilemma the factory is facing in a shrinking industrial economy. Furthermore, our research scales down from the urban scale to the architectural scale and tried to investigate how does the process of paper production impact the layout planning of the paper factory, how the huge machines change the spatial structure of the production space, and why the buildings located in the southern part of the factory are unused.

This research provides a comprehensive reading of the site. On the one hand, this industrial island becomes an isolated piece of the city due to the lack of urban functions. This leads to the next step in the study of other urban pieces around the site, which offers possibilities for this island to open and reconnect with the city. On the other hand, the factory buildings serve as shells to contain giant paper machines for mass production. Therefore, the space of production is designed on an inhuman scale, and the other fragmented spaces for workers are distributed around it to ensure that the production process is carried out properly. This inspires me to classify different scales of spaces in the factory and make a connection with the design project. In addition, the flow of the material,

the process of paper production, and the circulation of workers are intangible industrial fragments, which could be a catalyst for later reuse.

After collective research about the site, we proposed different new urban planning for this post-industrial site, which push the research to the further cataloging of the urban pieces around the site and the industrial fragments at the site. Our design scope focused on the southern part of the factory which is divided into two parts by a main 'street' in the middle. The western half of it is bounded by the Bassin, an unused inland harbor and there are diverse urban pieces, like bars, shops, cinemas, and natural landscapes, across the Bassin, which make this part of the factory become a core area for the new urban plan to connect the inner industrial island and the city context. And there are two new buildings in this area responding to different urban pieces. The east half is adjacent to the Maas River. Therefore, we decide to make it become a place to present the culture of the factory and attract the people from the city.

By cataloging and evaluating the industrial fragments of the whole design area, we decide what to remain and what to demolish to create a more porous area with diverse urban functions. There are more vacant lands on the west half. A piece of vacant land in the middle is planned to be a community park, which connects two new buildings and brings people from the other side of the Bassin to visit the inner core of the new industrial culture area. And an oldest warehouse and part of the steel structure of another warehouse are the preserved fragments to integrate with the new buildings. The buildings on the other half are compact to each other. To remain the feature of this industrial site, we only demolished the subsidiary warehouses in the middle to create vacant land for the new building, which is exactly opposite the community park.

As designed by the urban plan, the new project should meet people's needs and reconnect to the city by attracting different groups of people to reuse this place. A recreational sports center is programmed to realize this vision. Most sports centers are designed as giant enclosed boxes that can accommodate different sports facilities and only attract a specific group of people to use them. How to transform an inward-looking architecture into a more inviting building by reusing the industrial fragments that remained and adapting to the multiple urban pieces around is the main challenge of this design

project.

The first attempt at this design attempted to elevate all the interior sports spaces above the existing vacant land. As the structure of the production space suggests, the machines are built from the ground level, but the workers' operating space starts from the first floor, hence most of the ground floor space is left unused or used as storage space. Following this logic, all the elevated indoor sports spaces define a new open space while leaving the freedom for people to spontaneously enrich the use of the open space. However, freedom also means a loss of control and the part of the large-scale space under the building will be too dark for people to use. To improve the quality of the open space and leave controllable freedom to people, this open space was flipped to the top of the building and scaled down to different levels of the terrace spaces. This sports center consists of four main volumes. The retained steel structure defines the largest volume while defining the dominant position of the roof space it covers. This series of different thematic terrace spaces are linked together by a vertical ramp system. This outdoor circulation route enhances interaction with the natural landscape while permeating the continuous green landscape along the Bassin into the terrace spaces of different levels.

In reflecting on the relationship between design and research, it seems that the design concept dominates everything and that research only helps to advance partial design decisions. However, it is the accumulation of partial designs that leads to the final proposal. The design reflects the vision of the designer and the needs of the users. The research then describes the claims of the place and the city. Both are equally important to the architect and must be considered. As deeply rooted as the direction of the research is in the theme of the studio, the final formation of the graduation project is significantly influenced by it. The topic of Urban Architecture studio is *GLANEURS&GLANEUSE*, which regards gleaning as a sustainable urban development behavior and attitude. The adaptive reuse of the remained steel structure and reconnection with the urban pieces around reflects this main theme indeed. The leading teaching strategy of the Architecture track encourages students to develop an independent and academic attitude and are allowed to design their own projects in the specialty of their choice. Meanwhile, the Architecture program offers a range of studios each with a different focus for students to choose from. This allows

students to do what they are interested in while receiving more professional guidance from their mentors and the faculty.

A full year of graduation studio divides into three main stages. The collective research about the city helps students to have a basic understanding of the site and find individual interests to research. And then the group work on the urban plan for the site facilitates the process of research, which makes the general research direction more specific. In addition, the new urban plan defines the design scope and guidelines for the later individual design. After P2, the building technology mentors join the teaching group and help students to finalize the floating design concept. The guidance of the graduation studio contributes to the scientific processes of the design project. Furthermore, the Urban Architecture studio focuses on the sustainable development of the city and values the reuse of the leftovers, which promotes forward-thinking on issues in the current phase of urban development. Guided by such a design studio, the graduation project is not only a building with a single urban function but a more inclusive and complex piece of the city that connects with the existing, and grows from change.