

Where is waiting space?

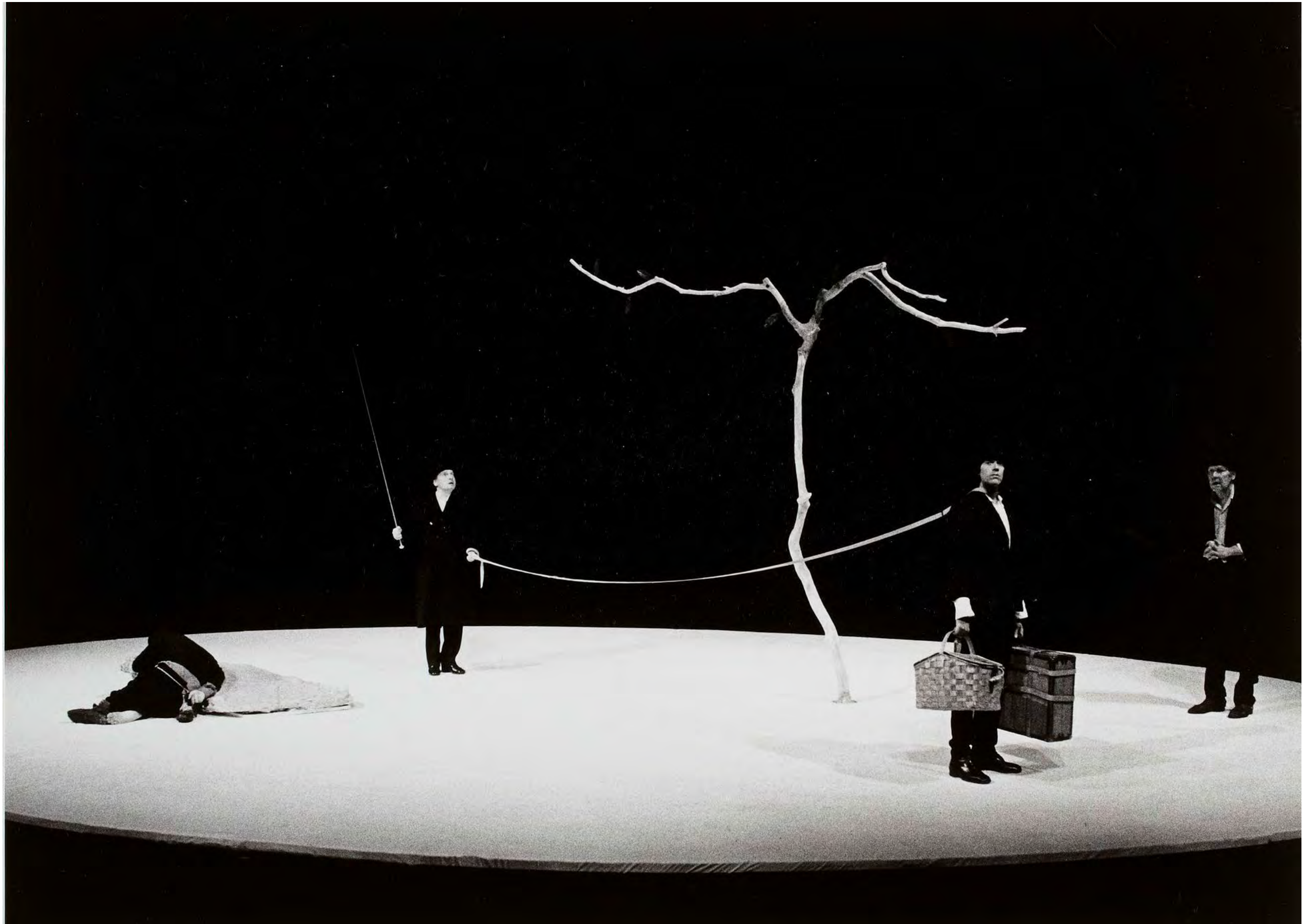


Platform, Rotterdam Central Station





Music Hall New York, Hiroshi Sugimoto



Stage Design, Waiting for Godot, Sammuel Becket

Estragon ... Let's go.

Vladimir We can't.

Estragon Why not?

Vladimir We're waiting for Godot.

Estragon (despairingly). Ah! (Pause.)
You're sure it was here?



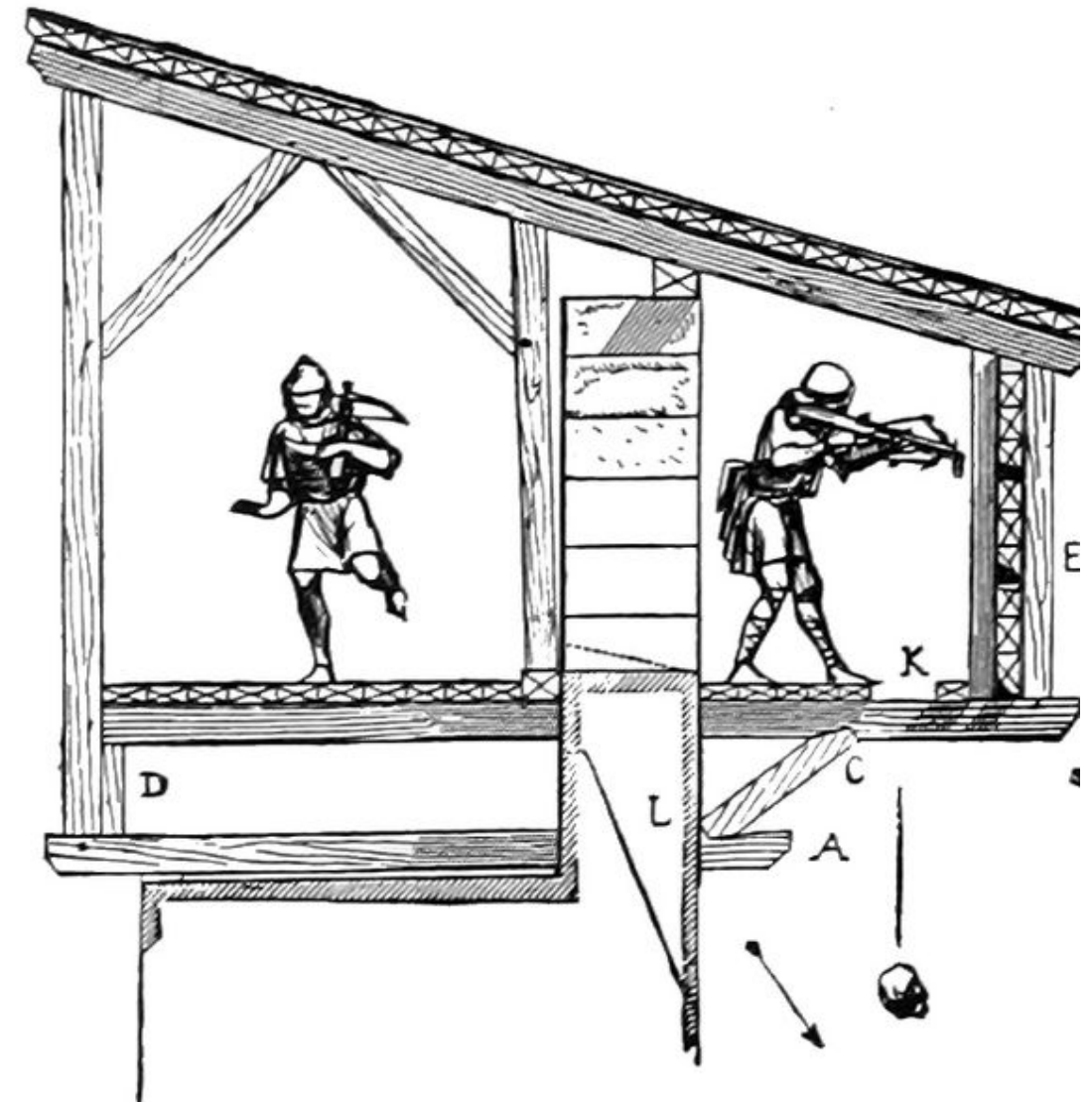
here?

Waiting = immobilization + expectation

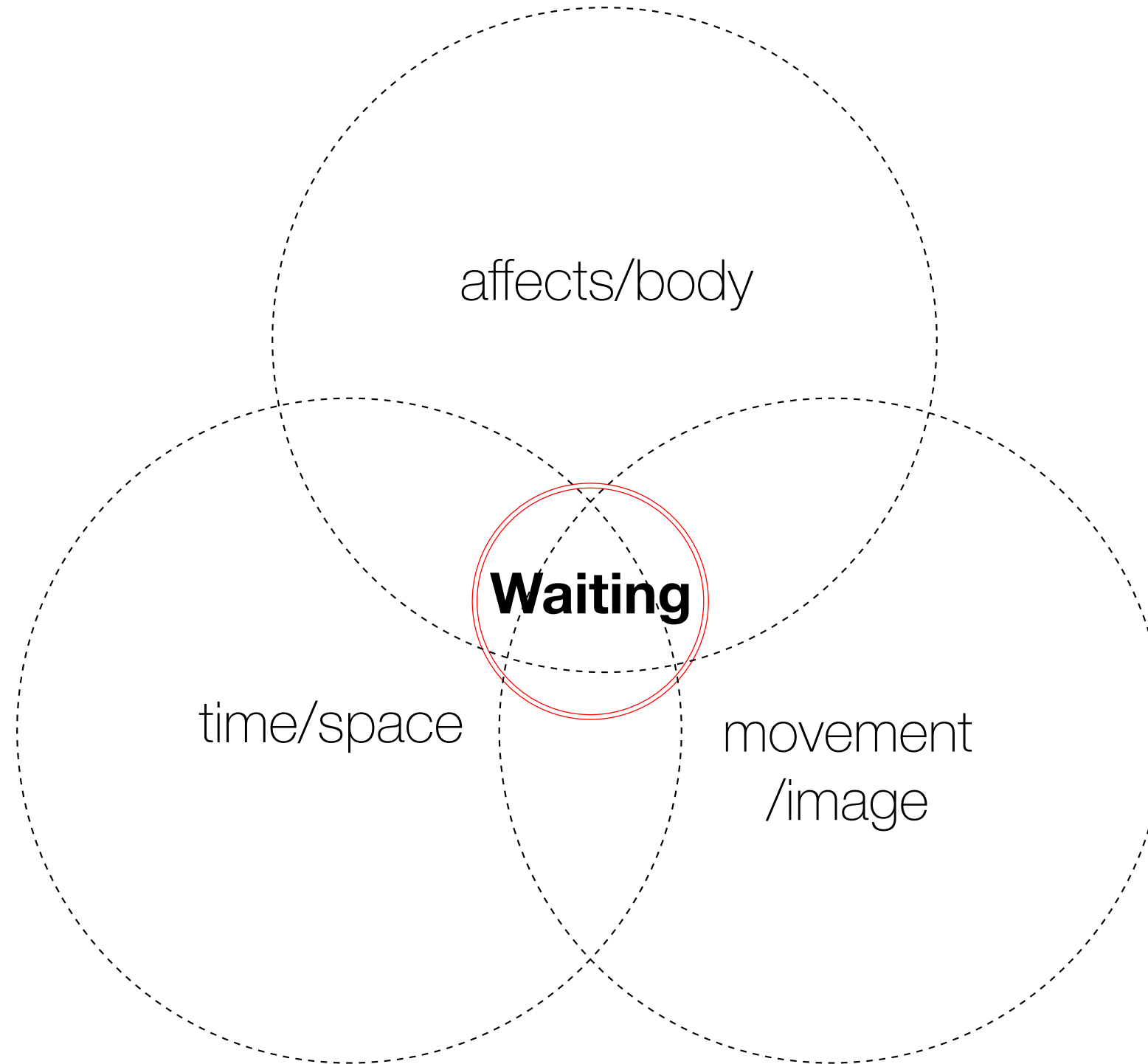
Waiting spaces are not absolute spaces, but **events**.

Research Question:

How does architecture **condition** waitings?



'the balcony' conditions different waitings



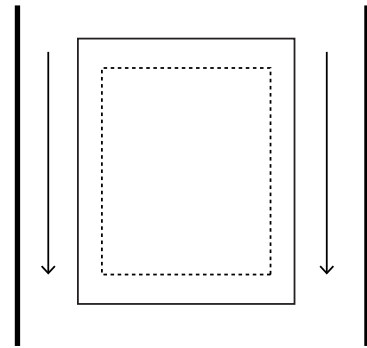
Three Problematics

How does architecture condition waiting
through configurations in time/space, movements/imag-
es, bodies/affects?

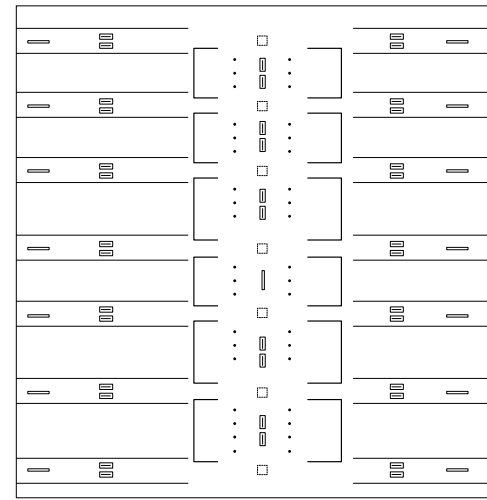


reading spaces as waiting occurs

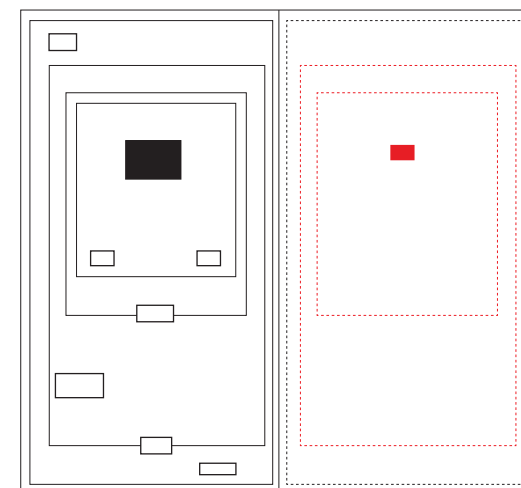
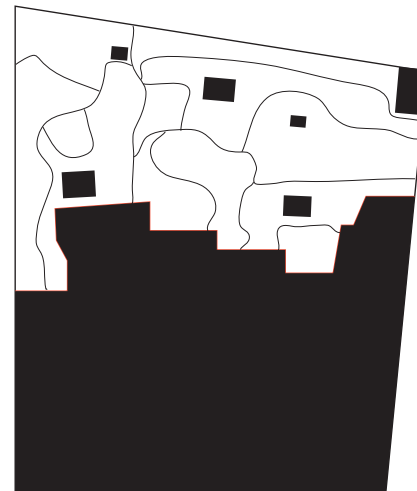
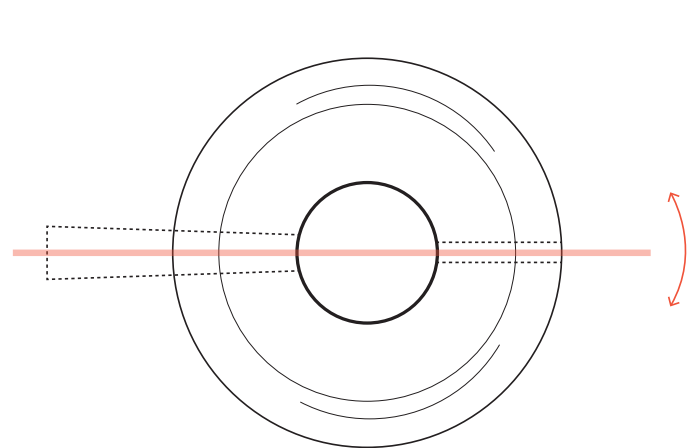
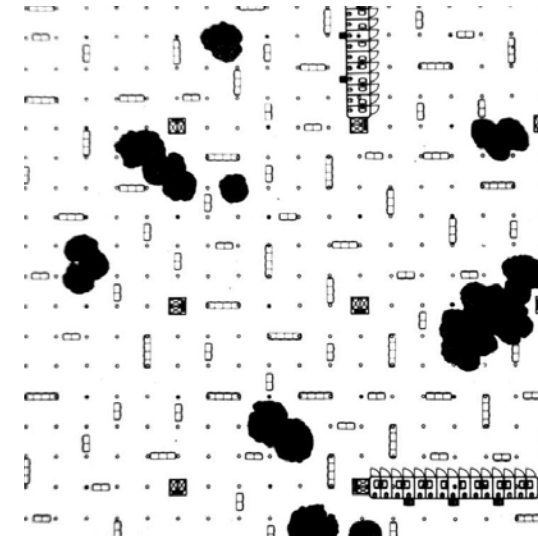
(closed space)



(in between)



(open space)



To abstract principles in configurations



Sunsation, Robert Morris

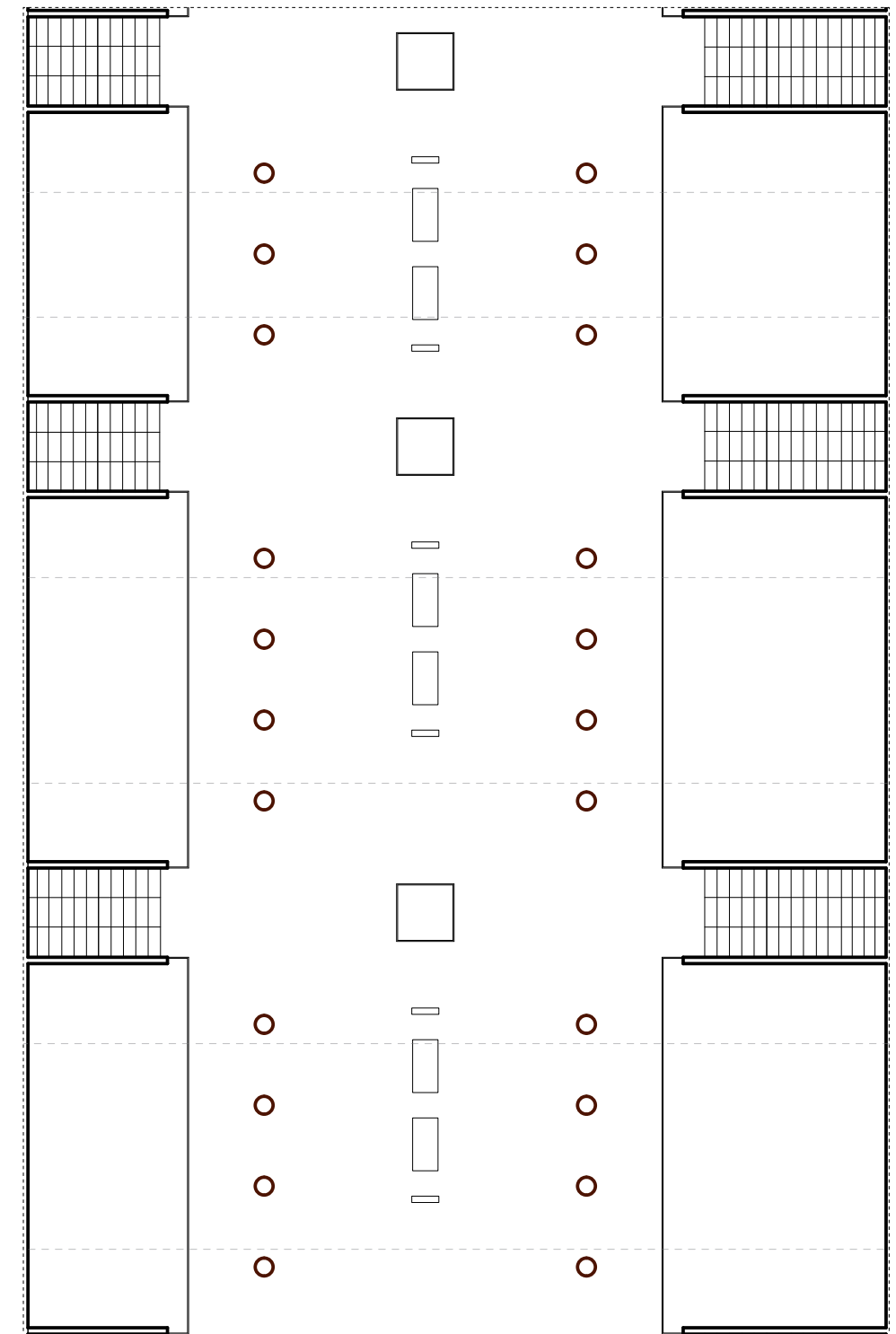


NS train

form of gathering or distributing individuals

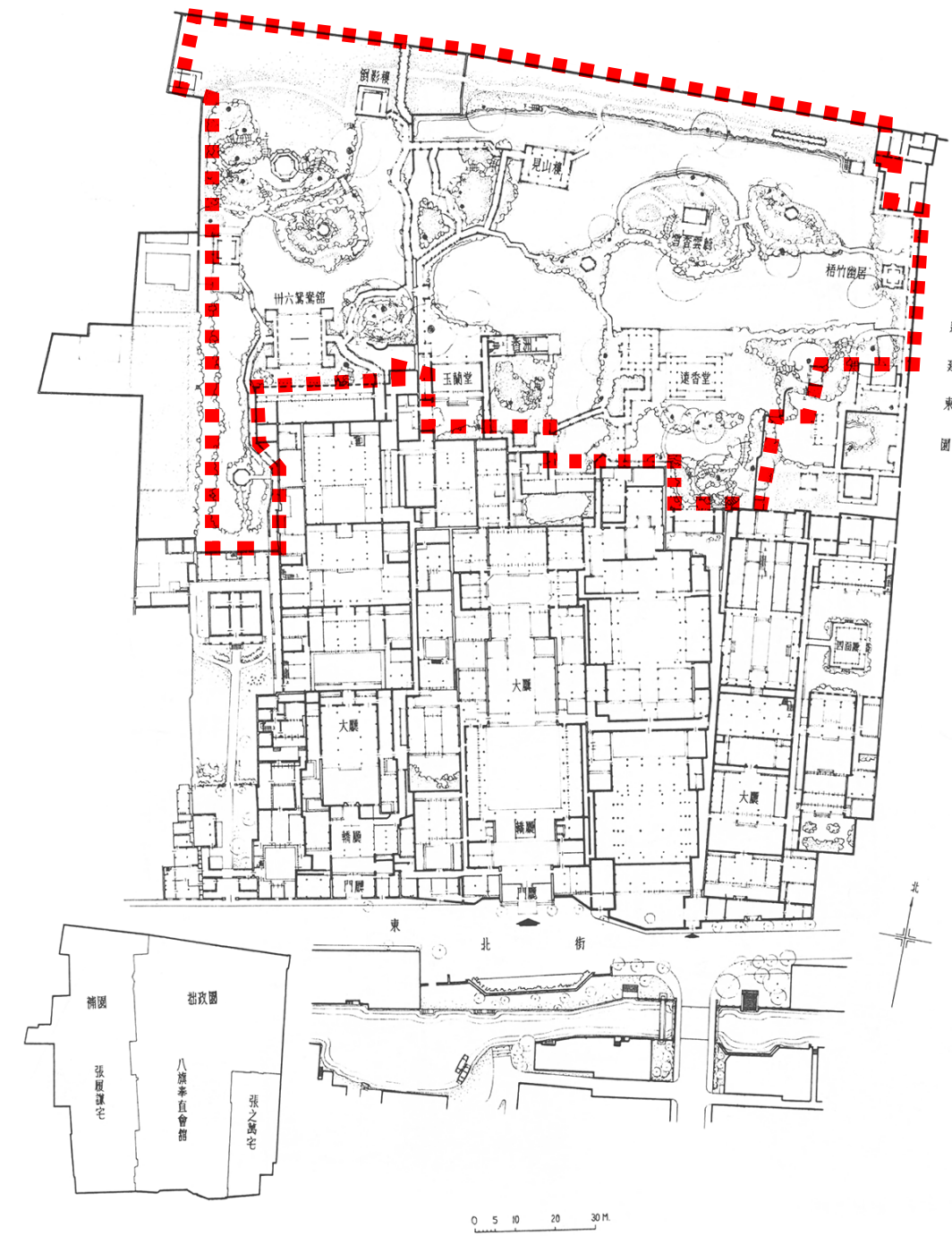


bodies adjusted to mechanical or celestial time/movements



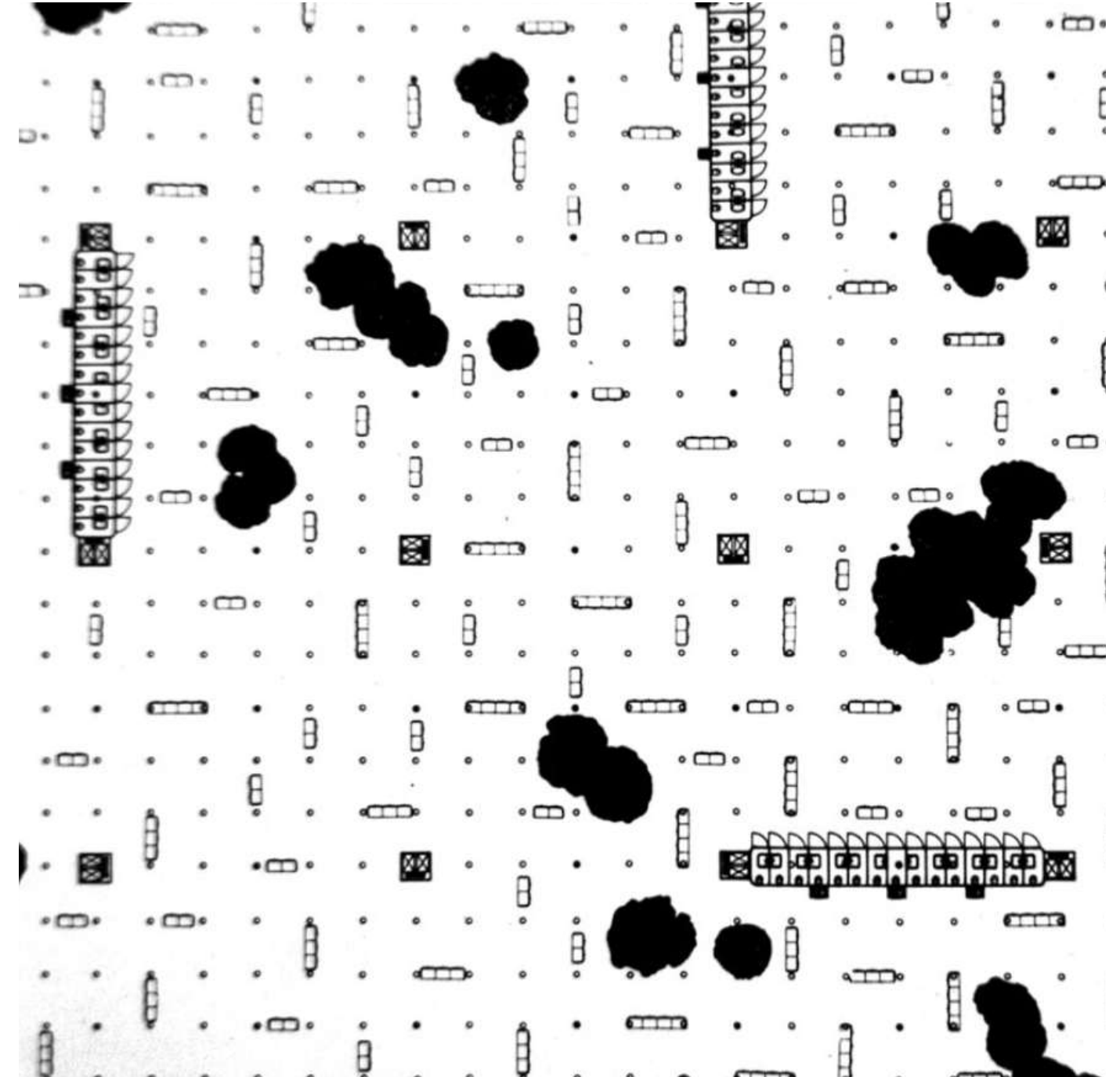
Rotterdam Central Station

paralyzed by external stimulus



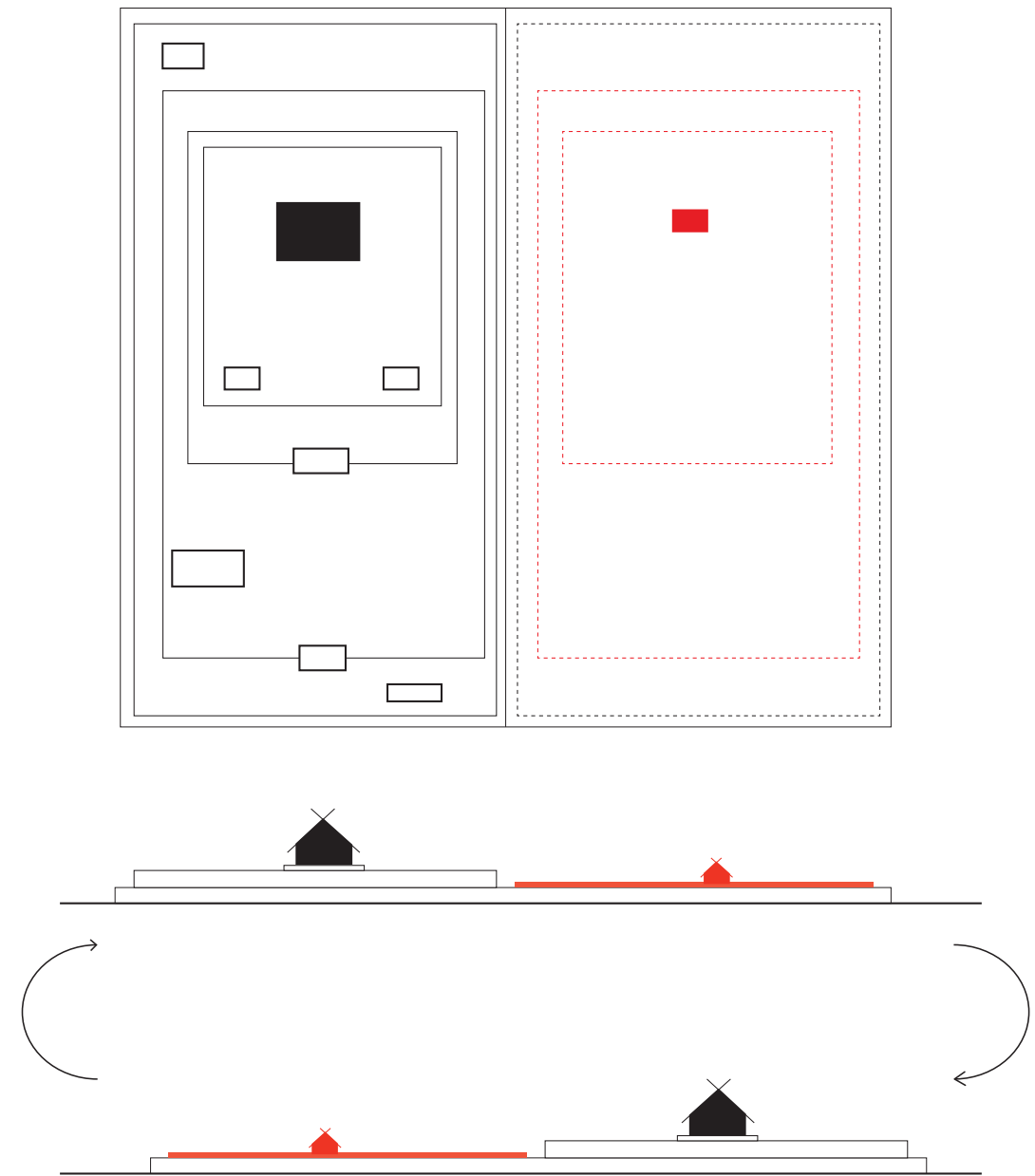
Garden of the humble administrator

border, filtering the external stimulus for internal order to rise



No-Stop City, Archizoom

waiting is barricade when absolute autonomy and immediacy is desired



Ise Jingu

waiting becomes the essential experience of the project

means

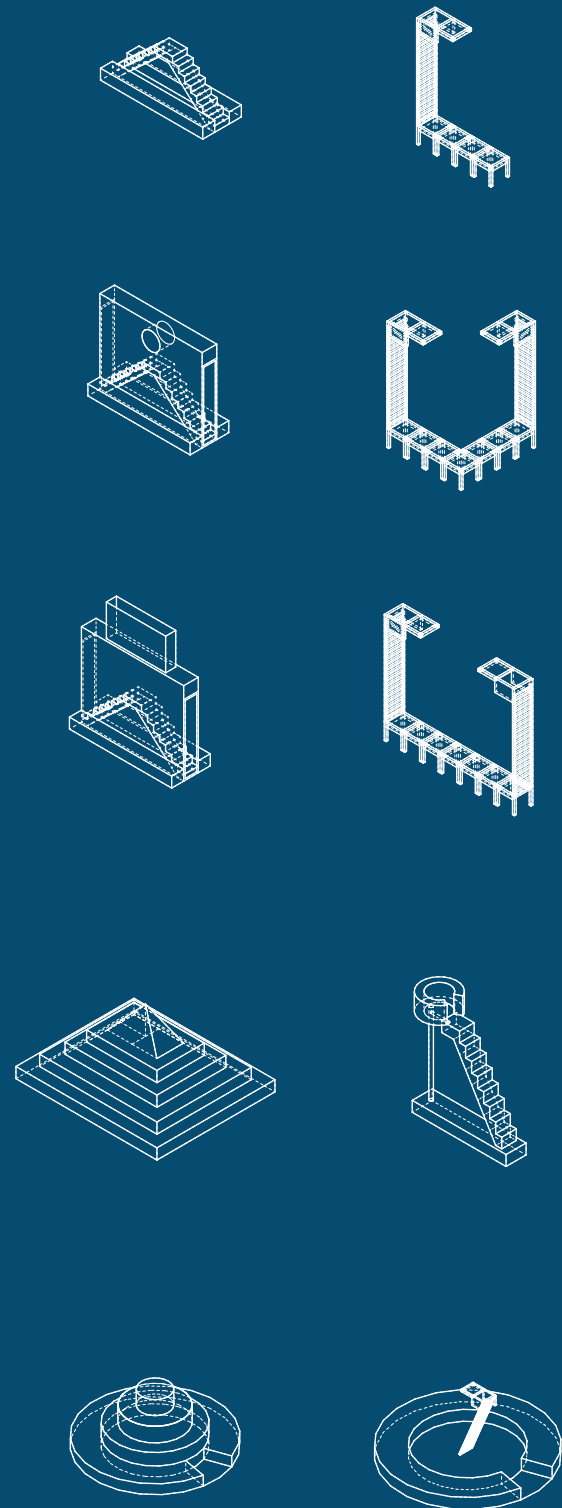
1. to gather or distribute **bodies**;
2. to assemble **external** image-movements and rhythms;
3. to capture or exclude **time in a building process**;

ends:

1. to create **accelerated** or **slowing** experience of time;
2. to create **passive** or **active** bodies in waiting.

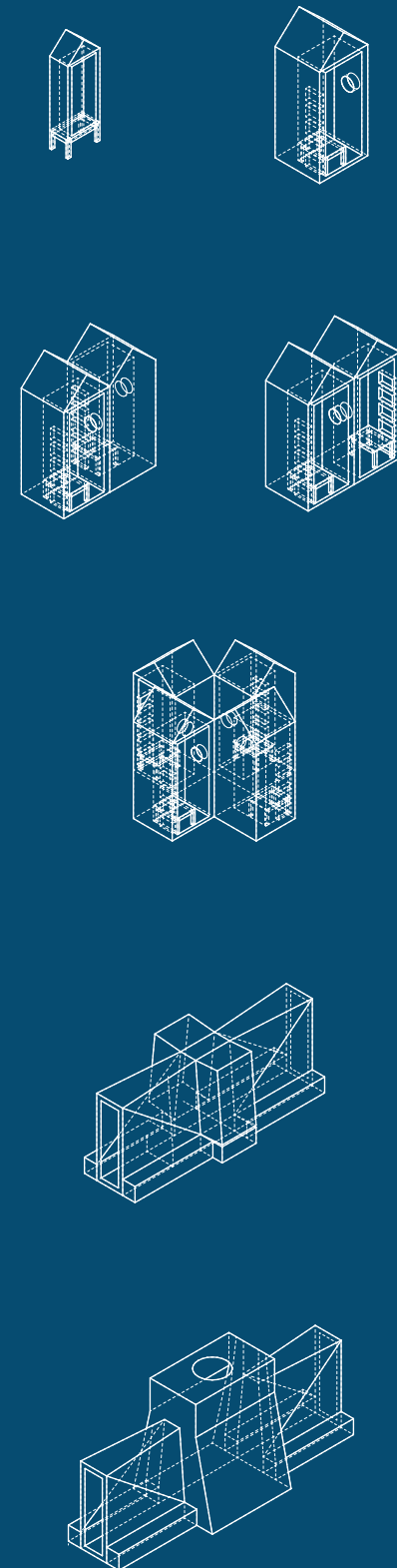
A Bench Tower

stages the watching



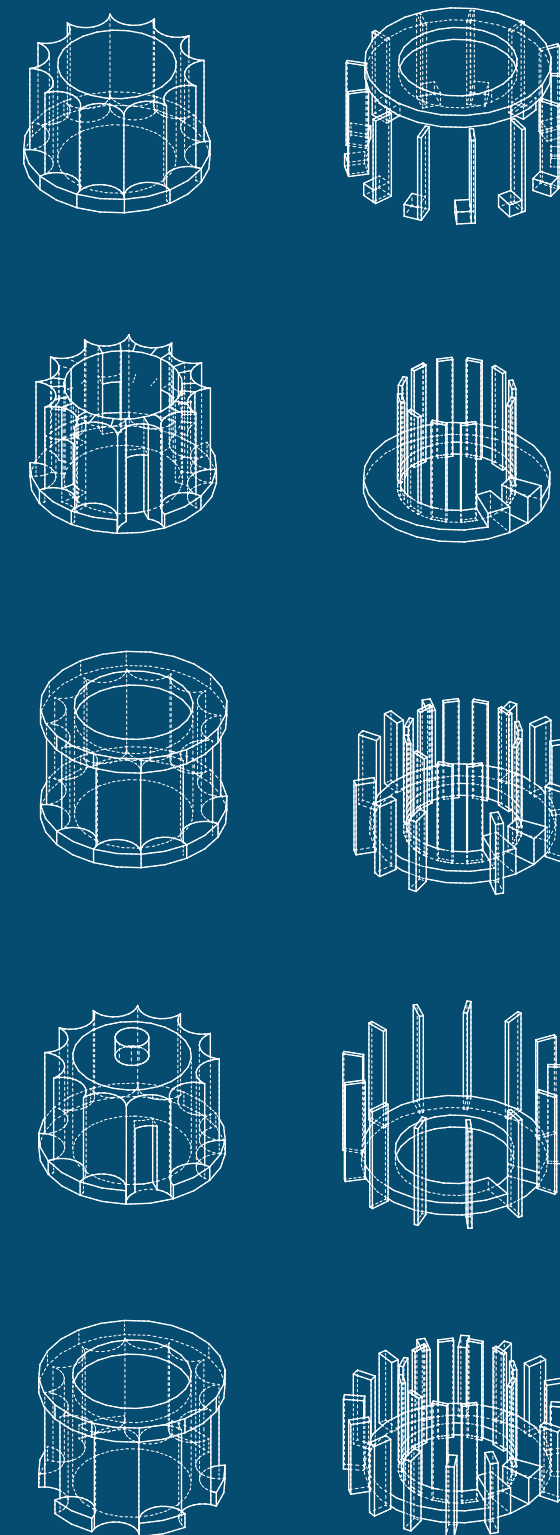
A Bench House

shelters the body in constant flow



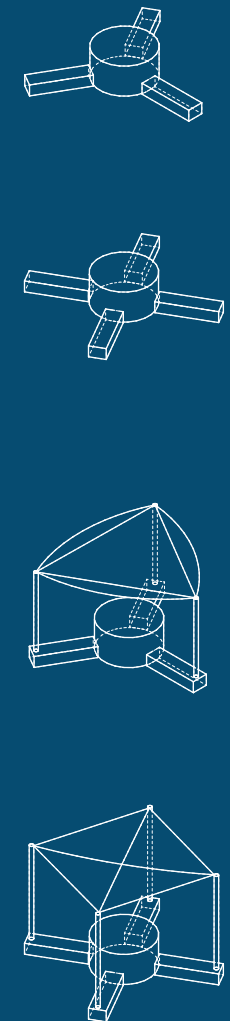
A Bench Monument

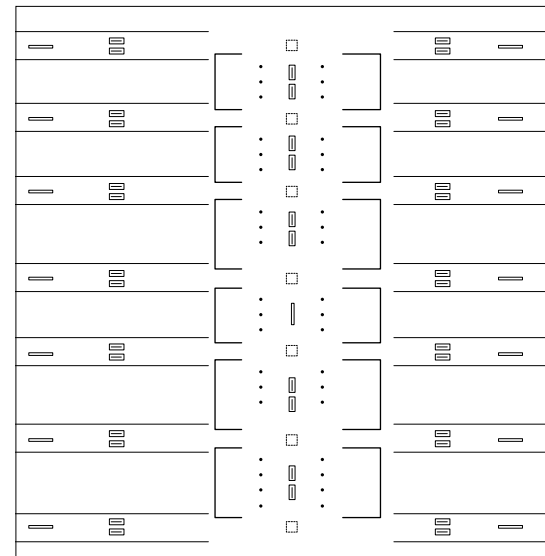
stabilizes and concentrates the strolling mind and body.



A Bench Dinner Table

initiates a festive gathering





Site



Different waitings need to be accomodated

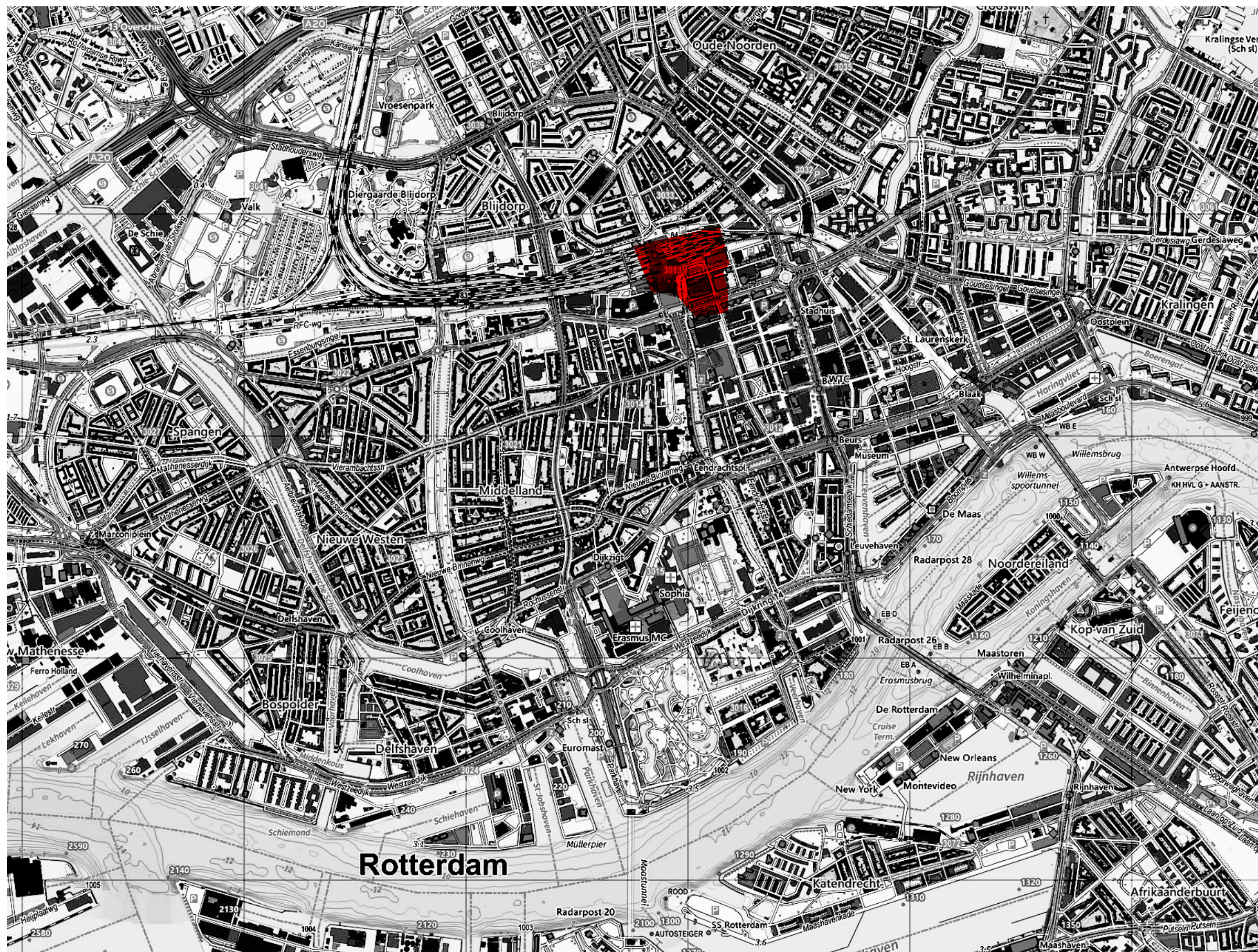


the corridor in Rotterdam central station



The Arcade in Paris, Walter Benjamin

the arcade model for logistics and consumption



Map of Rotterdam, 2014

a modern city imagined as logistic machine

“Rotterdam will be **a beautiful city.**”

Rotterdam will have the elegance of a metropolis: the speeding traffic, the broad boulevards, all the tall buildings will generate a sense of bustle that blends harmoniously with modern life.

It will not be easy-going, but today we would prefer to see a row of gleaming cars than a carriage full of old ladies, and we feel more at home in a shop faced in glass and mirrors than in an antiquated grocery store, where the pleasant scent of cloves, soap and candy stimulates us.

Rotterdam will be our city, **the city of twentieth-century people.**

----- Rein Blijstra, in Het Vrije Volk 13-11-1952

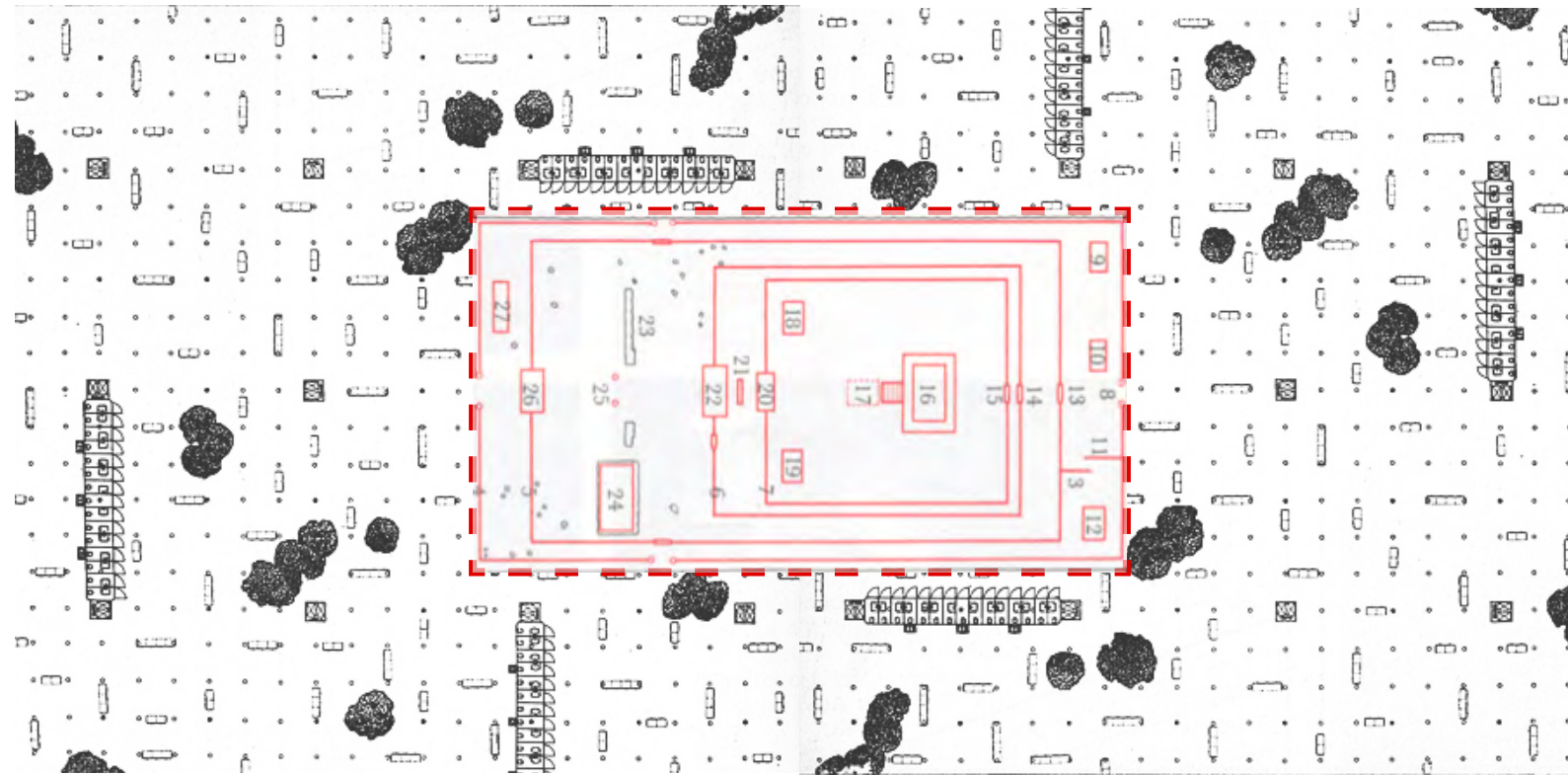
Bewegwijzering



waiting = furnishing the interior



experience through objects in generic space



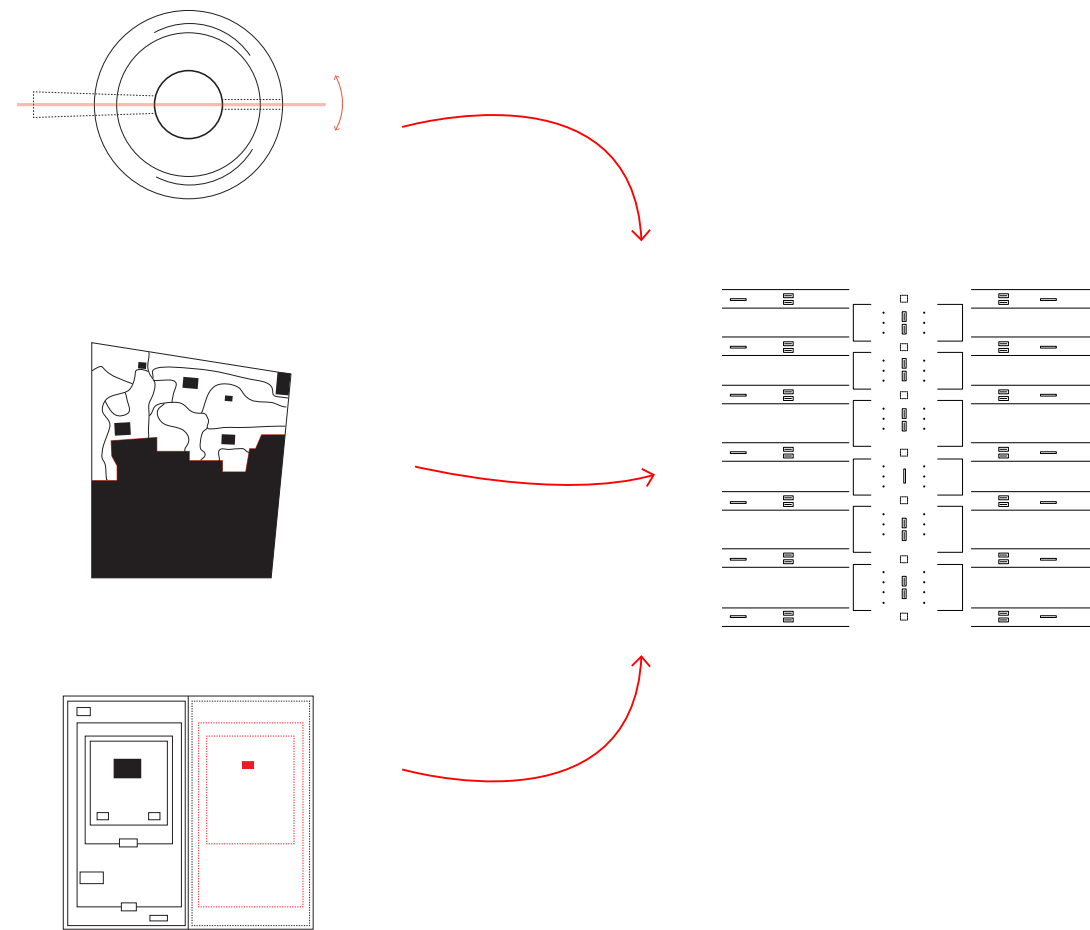
coexist of desires

Design problem from Waiting

a **new architectural condition** that allows for more **strategic and active experience of waiting to occur**, in an existing network of transit spaces, as a form of resistance to constant flows and repetition of arcade's affectes.

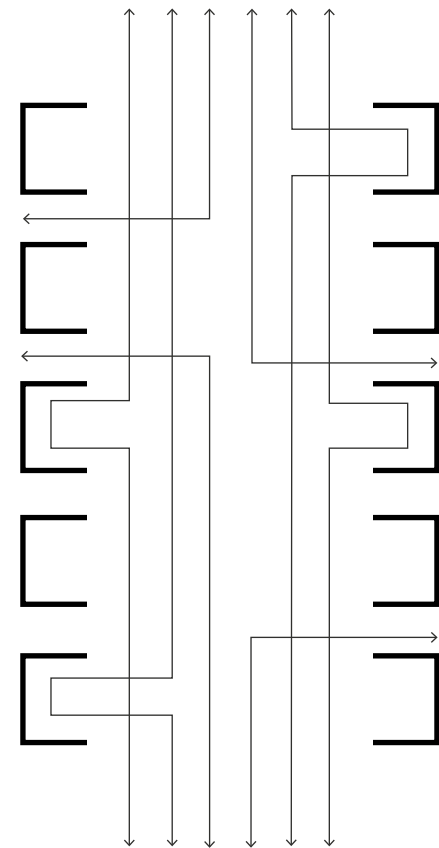
Sub Goals for waiting

1. introduce the experience of **slowing down** in networks of acceleration, accommodat **different spatial practices of waiting**.
2. Provide an **alternative blueprint** in replacement of the arcades **for spaces of transits**, thus counter the repetition of spaces for consumption and reproduction of the mass.
3. introduce the **experience of specificity and time**, so to counter the repetition of the generic and absolute space.



design principles applied in architecture scale

Design Project

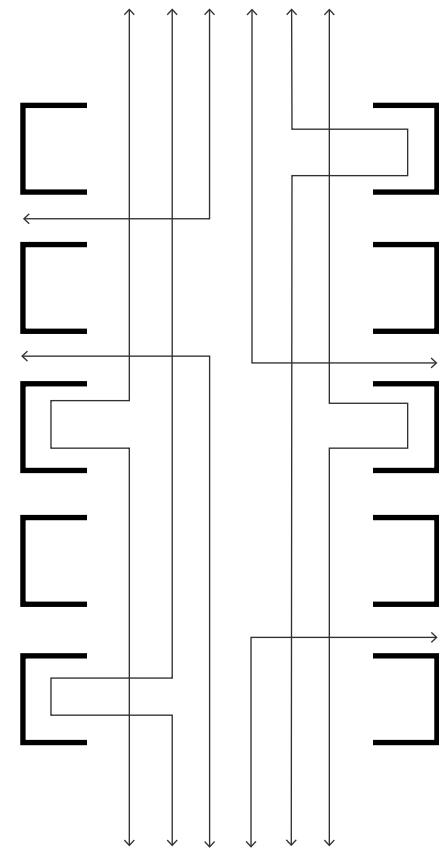


existing architectural logic

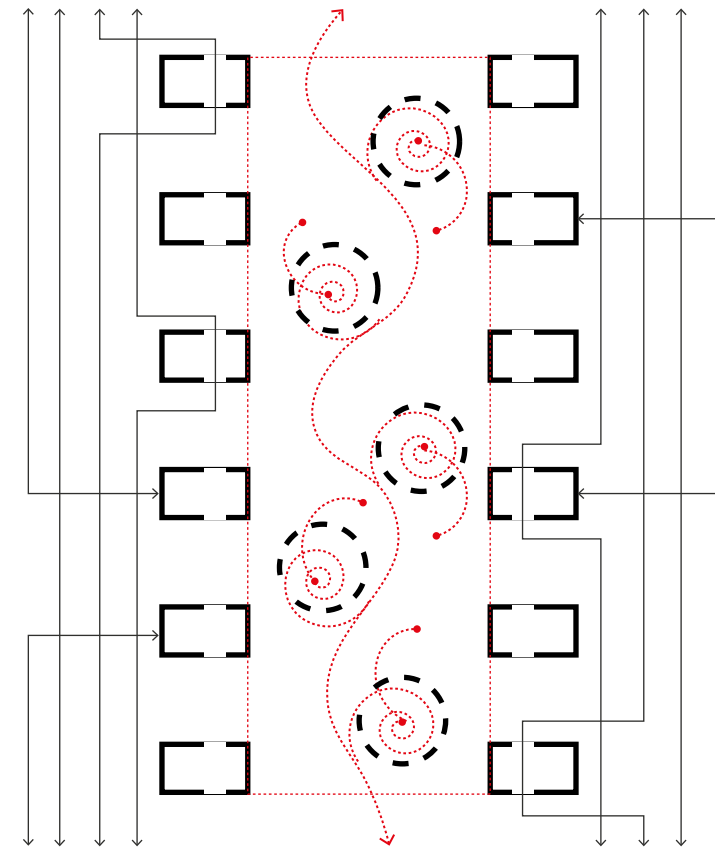


experience

Space of Acceleration

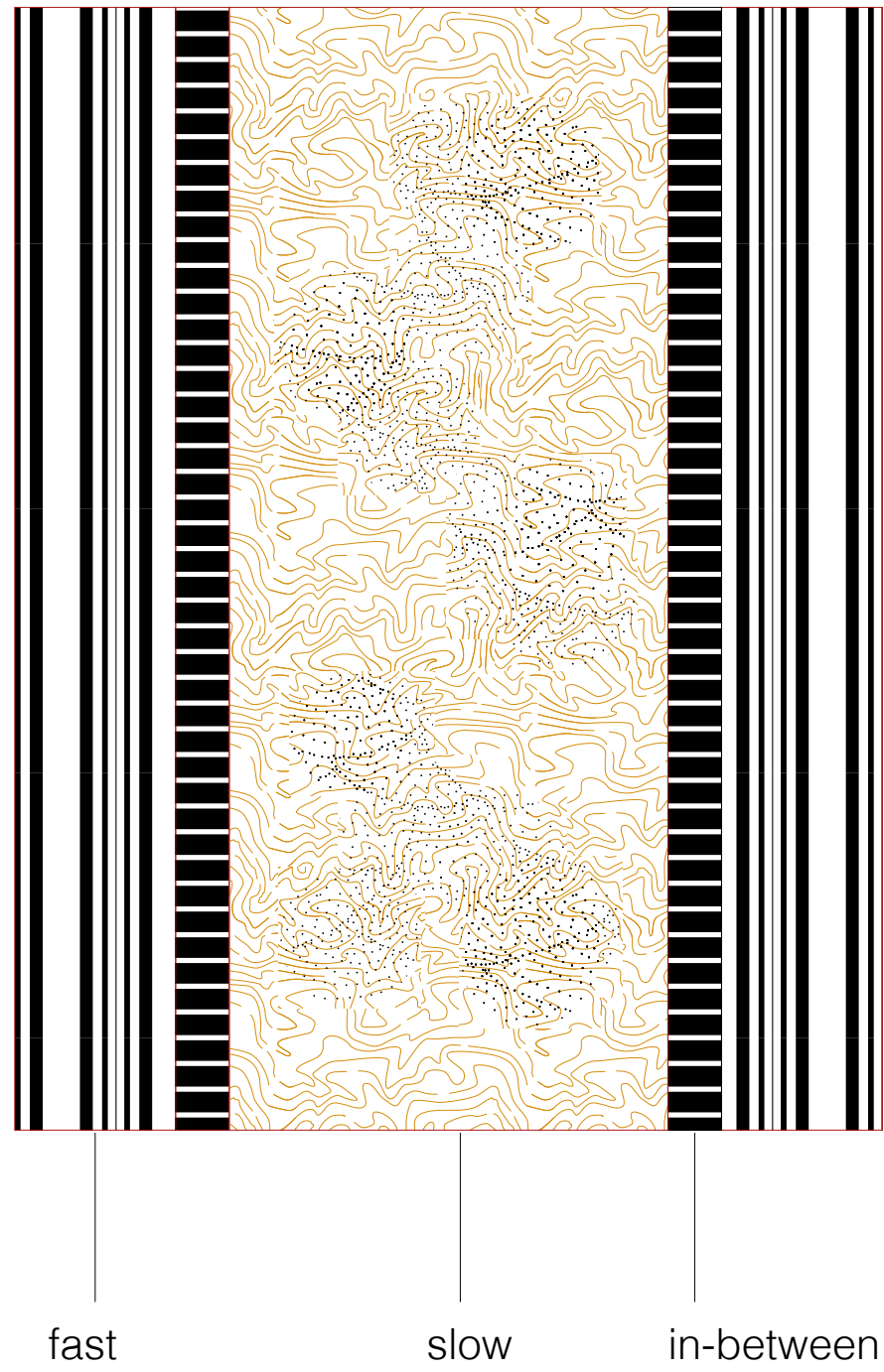


existing architectural logic

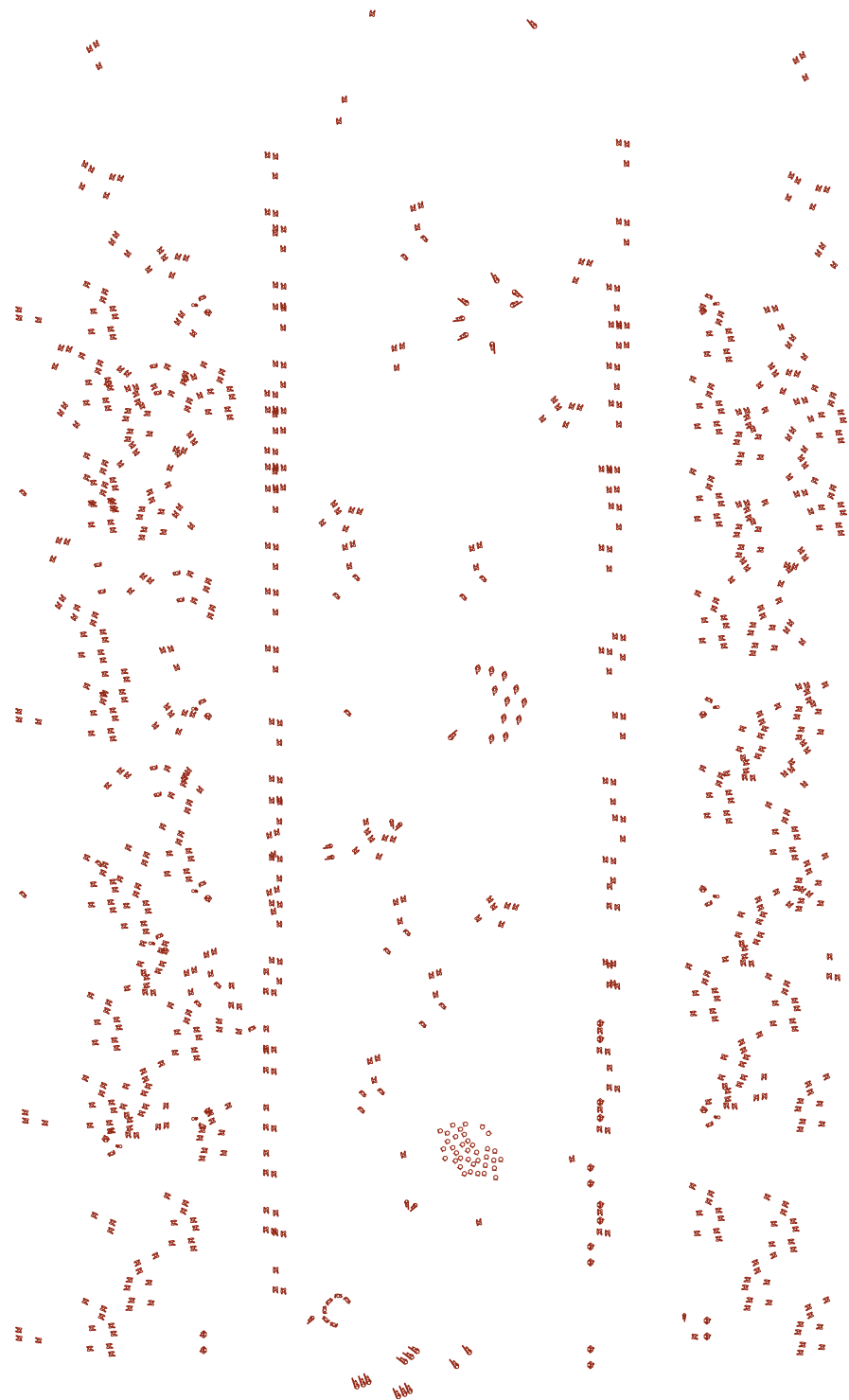


new

Reconfigure: deceleration within acceleration



Spaces of Rhythms



bodies



Garden of Eden, by Erastus Salisbury Field

Garden | Paradise



Music in the Tuileries Gardens, 1862, Edouard Manet

Garden | Leisure Space



The Asylum Garden at Arles, 1889 by Vincent Van Gogh

Garden | Domestic landscape



Irises, Vincent van Gogh

Garden | Materialized time



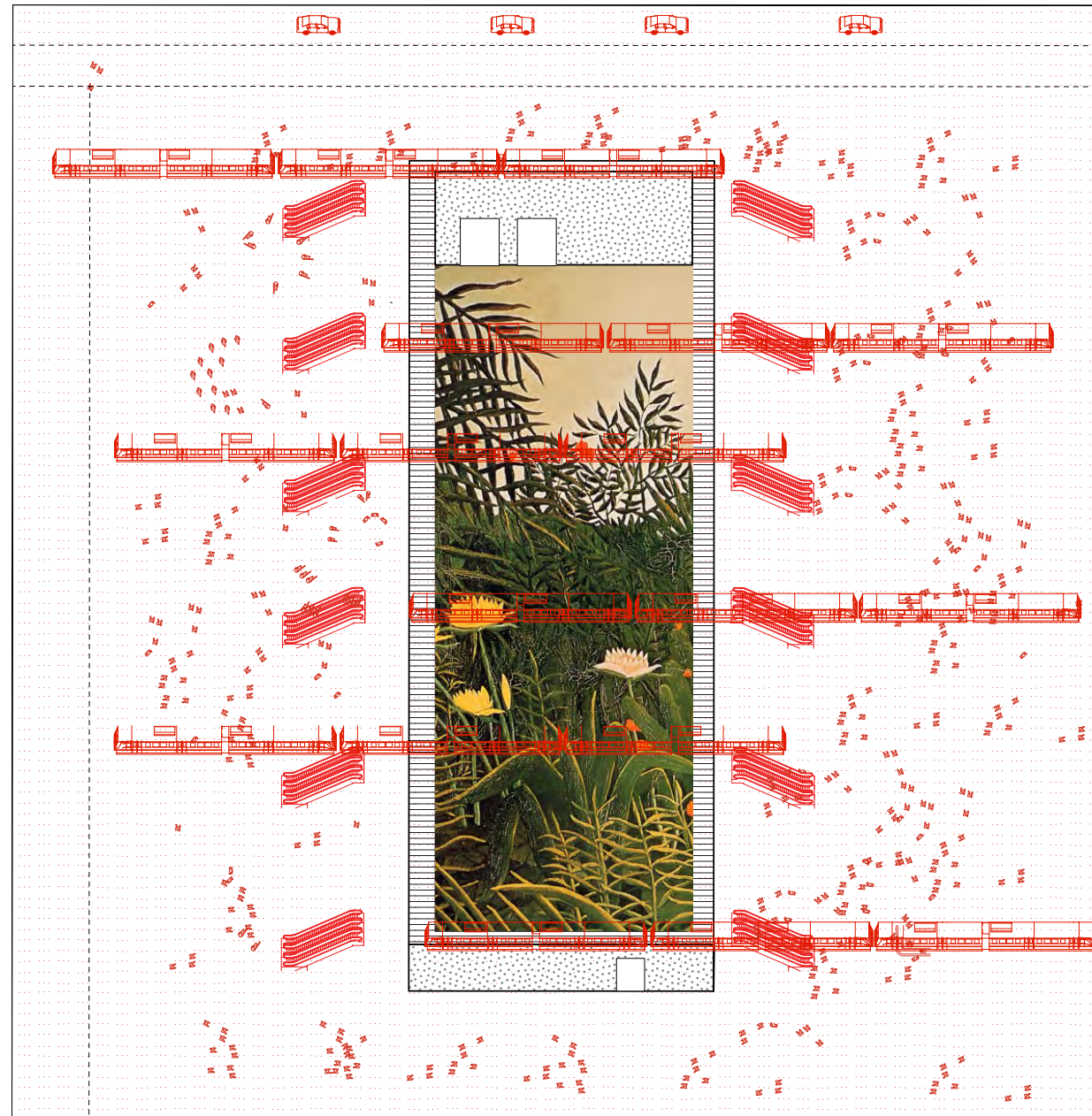
Garden of the Humble Administrator, Wen Zhengming

Garden | Maturing, Contemplation



Satellite image: Central Park, New York

Urban Garden | Transitioning Environment



a walled garden in the heart of a transit space

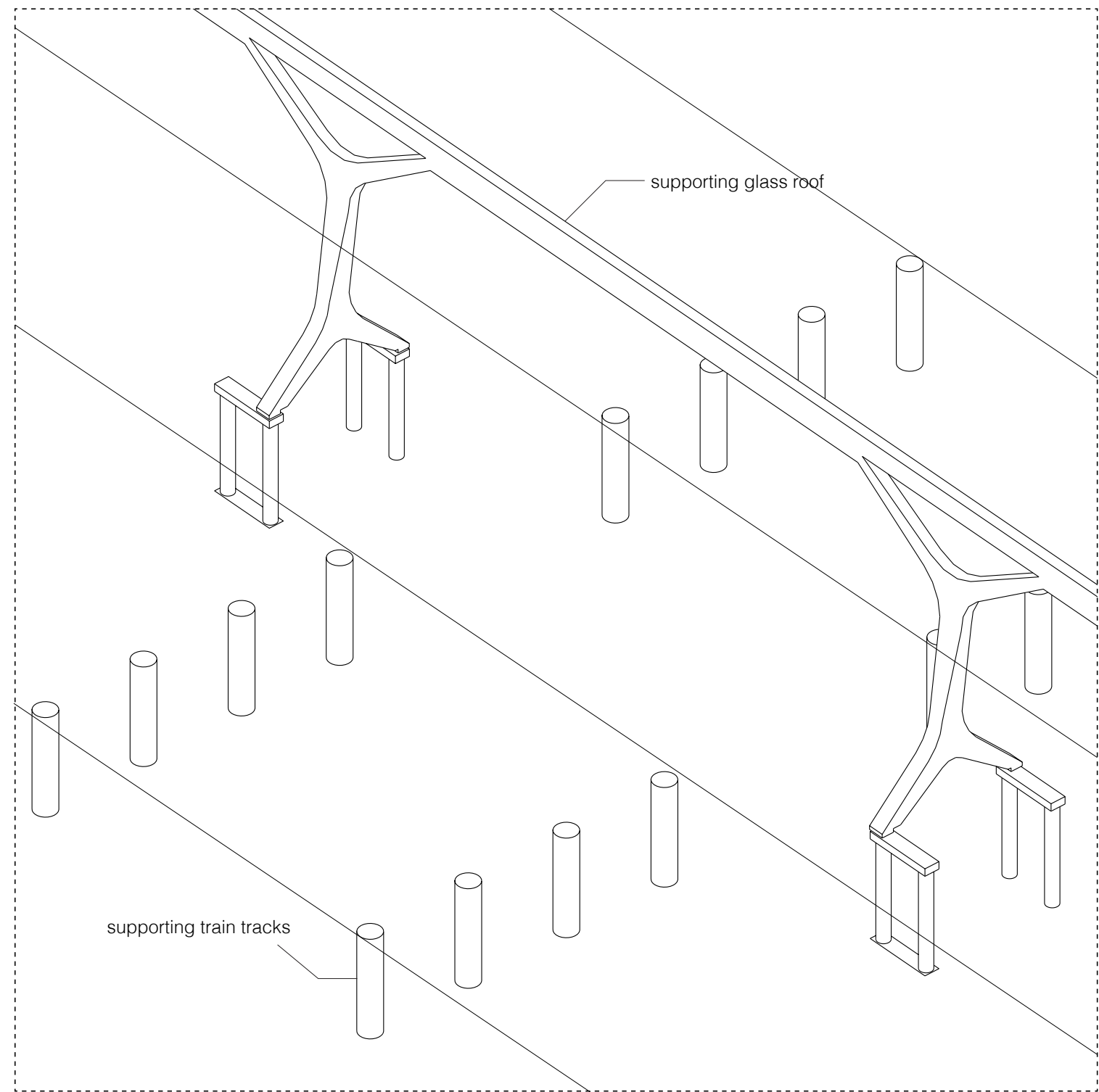




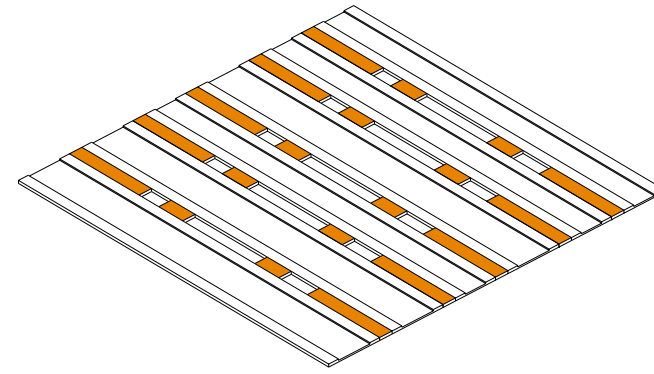
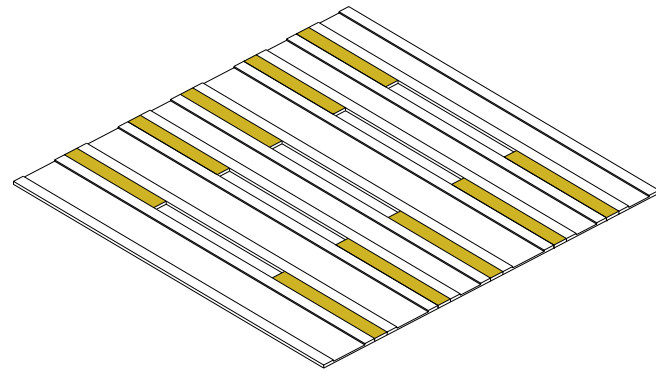




Construction possibility?



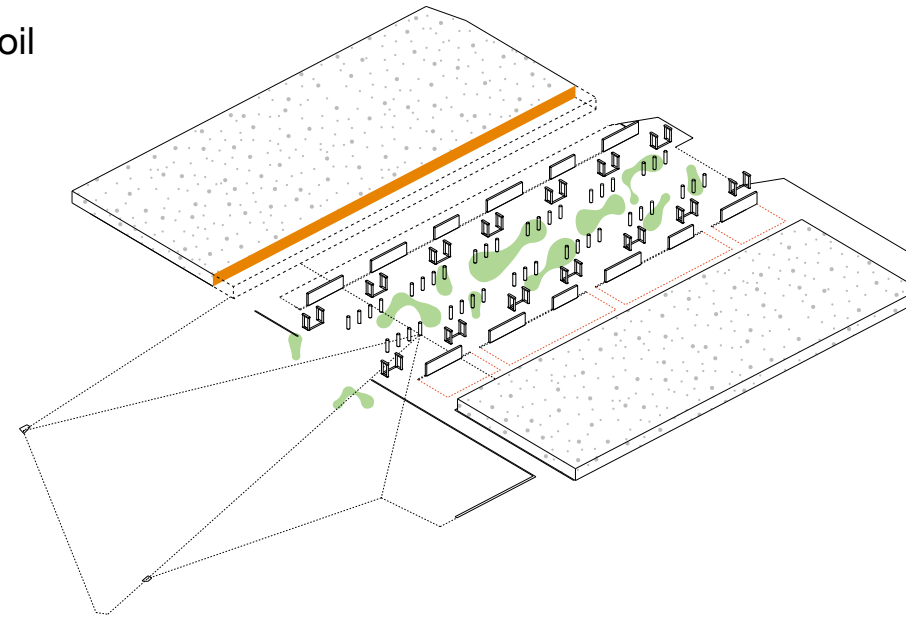
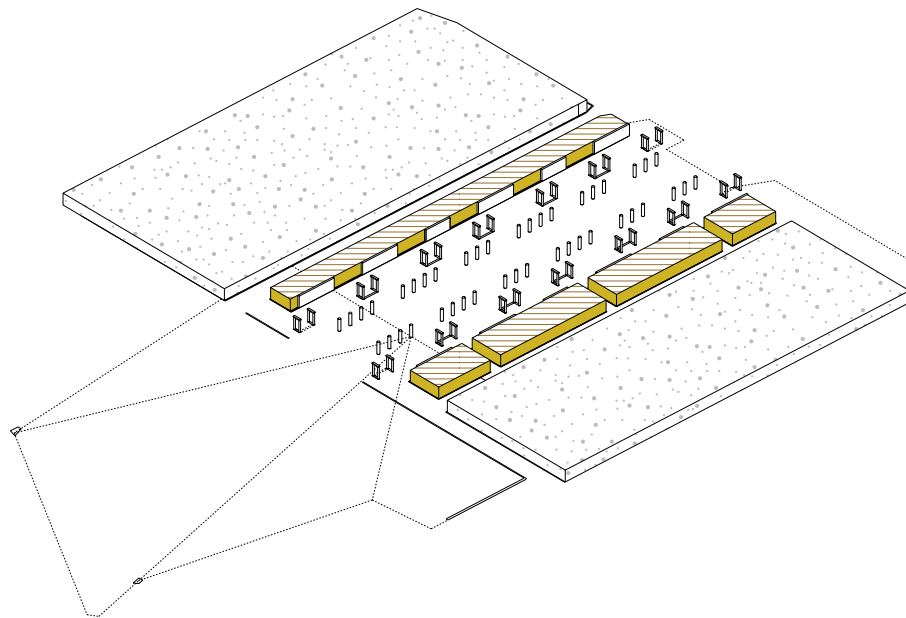
Original Structure: vertical elements



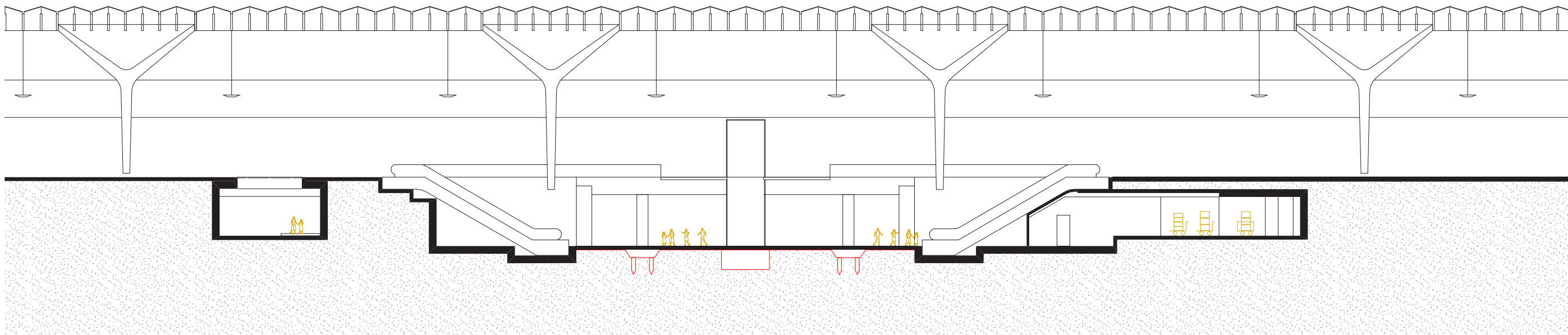
change platform



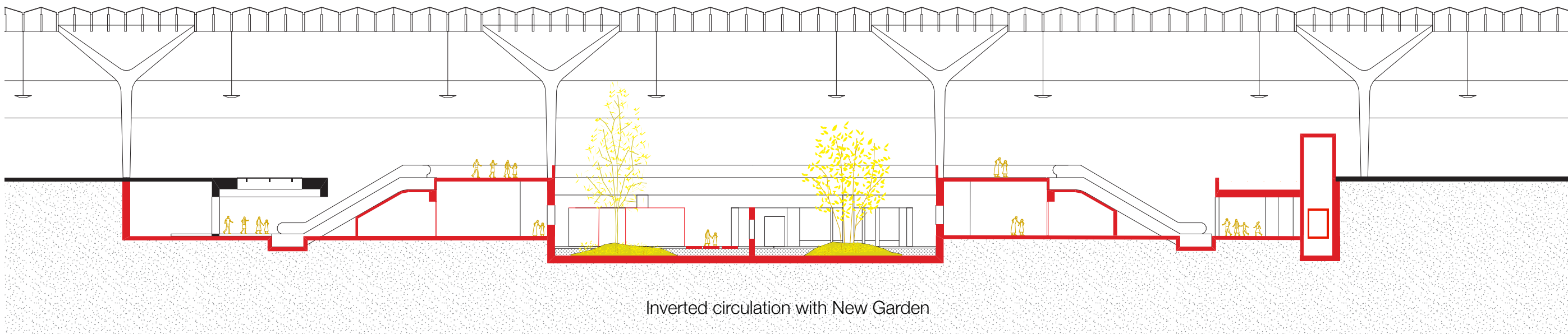
taking out soil



main structural operation



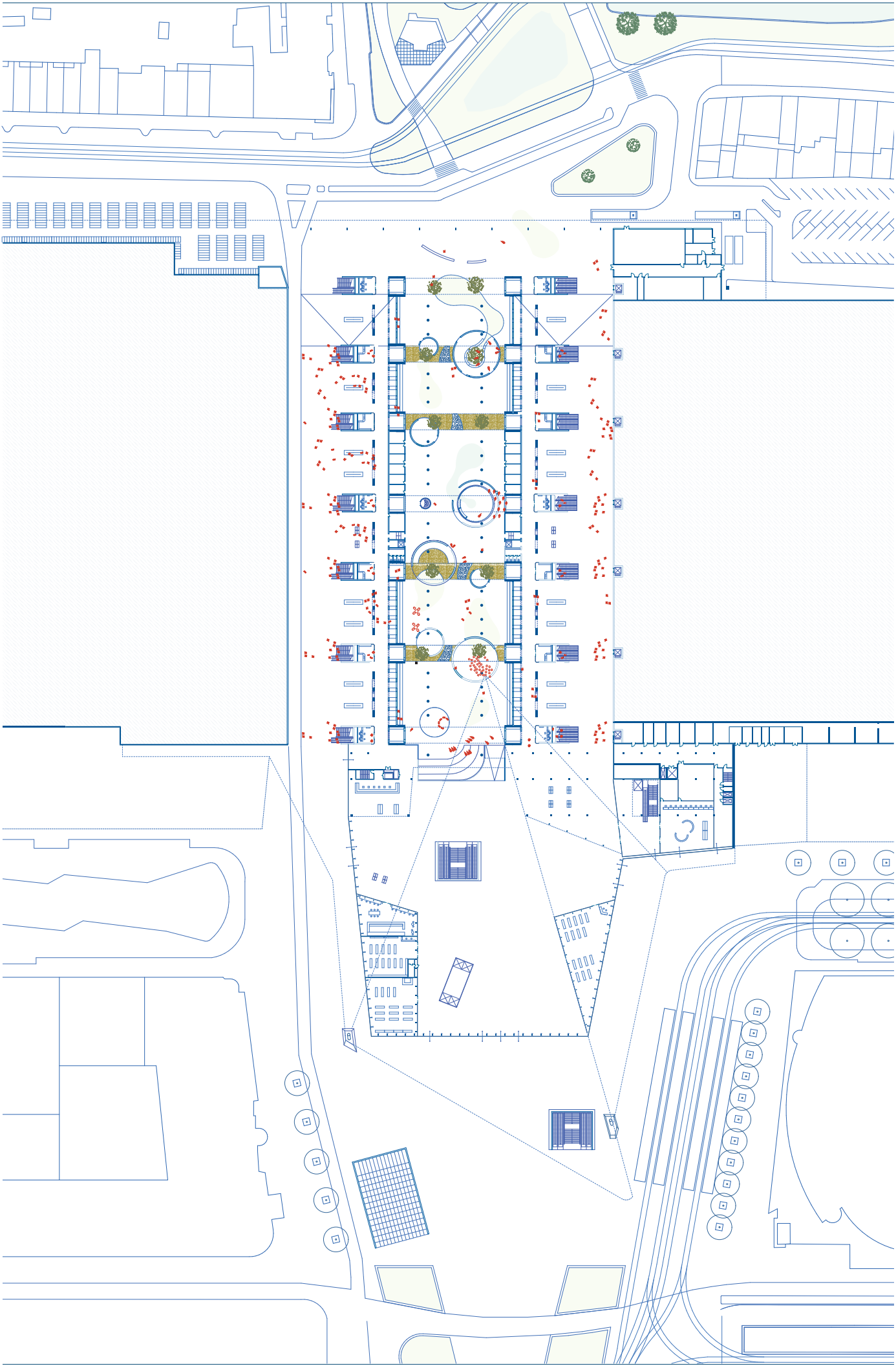
Existing scheme



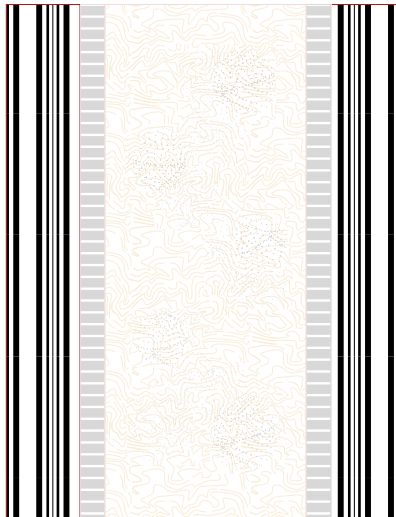
Inverted circulation with New Garden

section: before & after

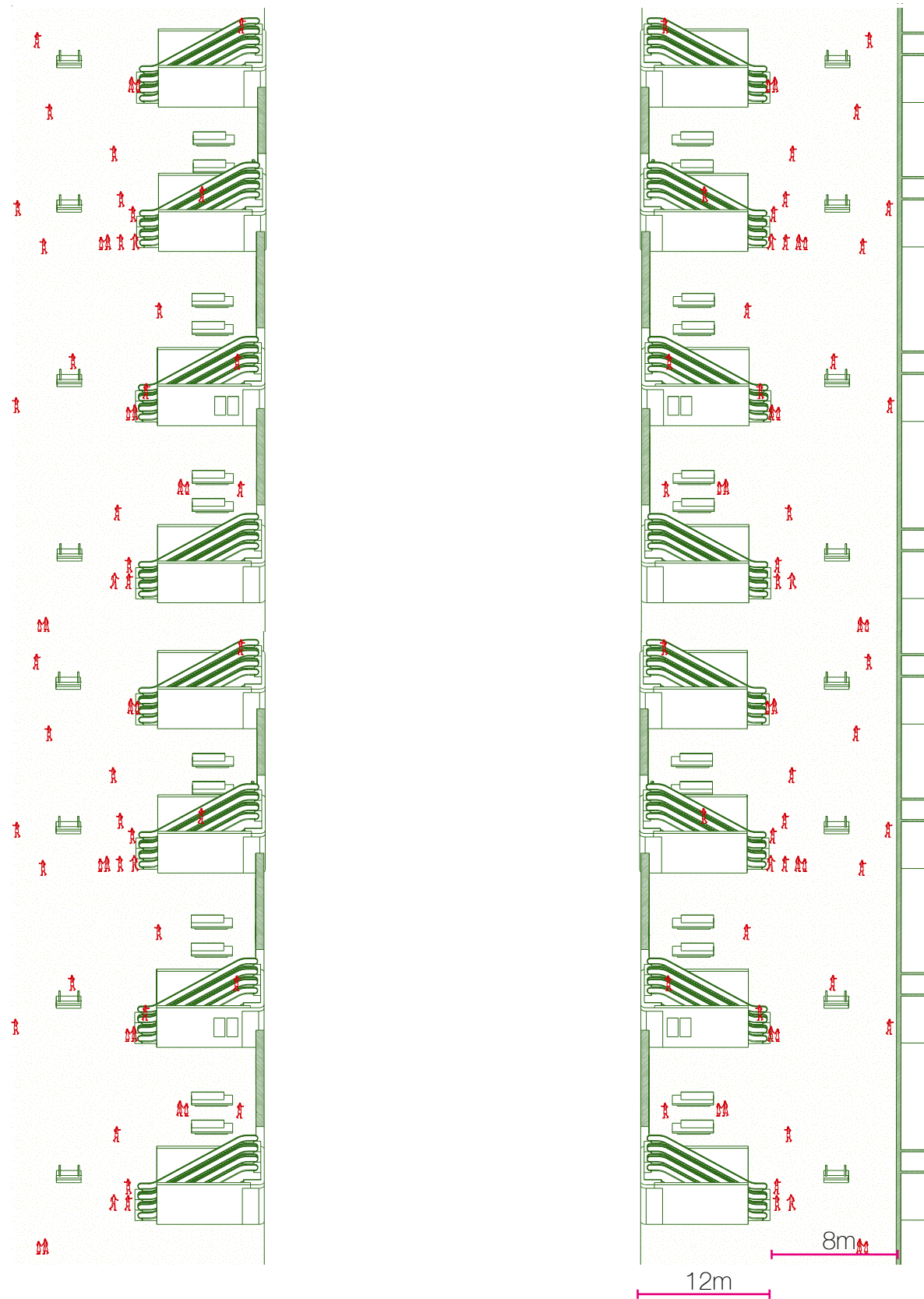
site plan



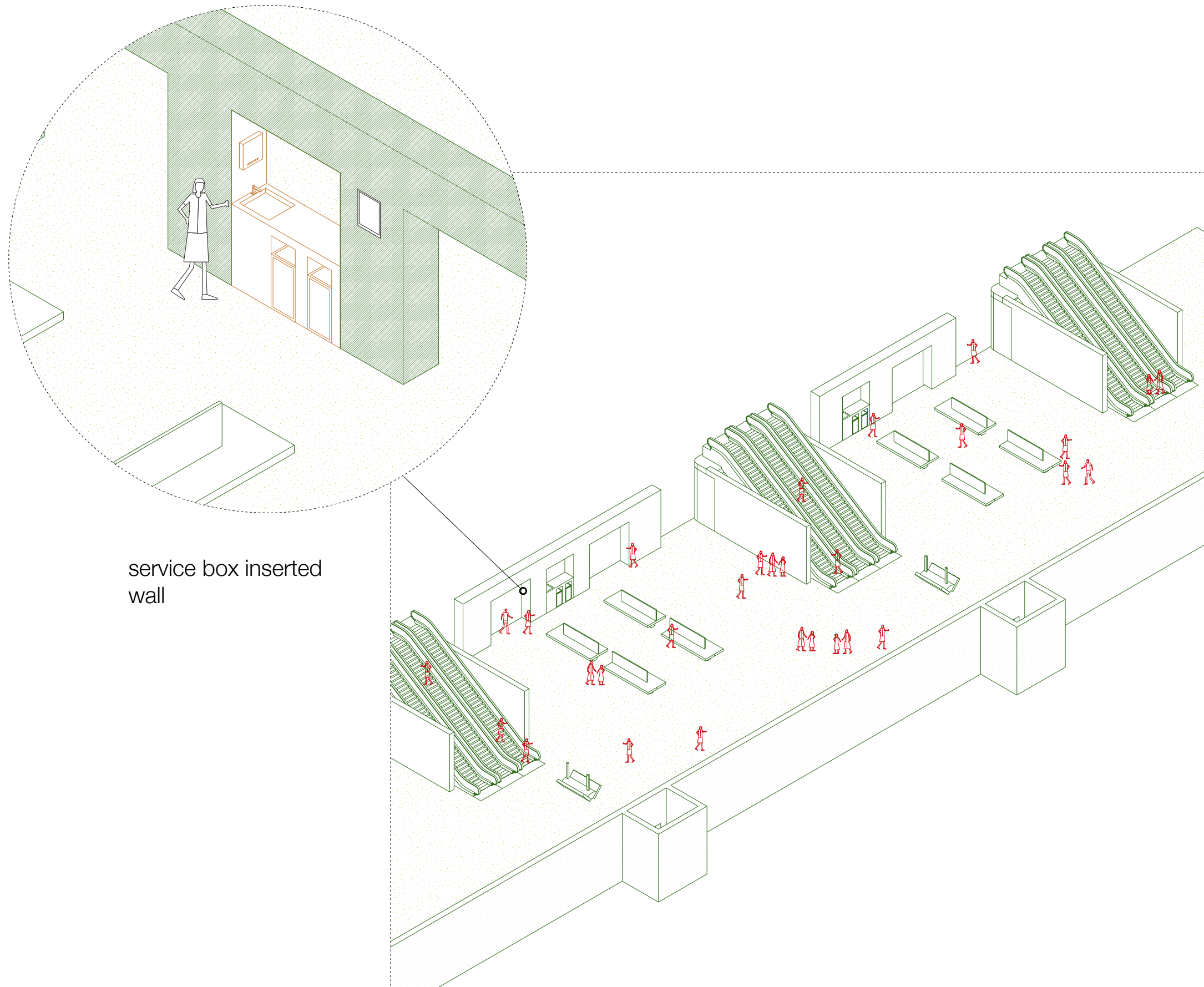




Fast Space - Passages



passages without distractions

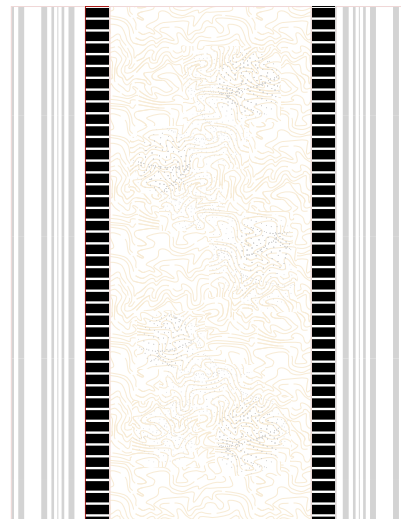


service box inserted
wall

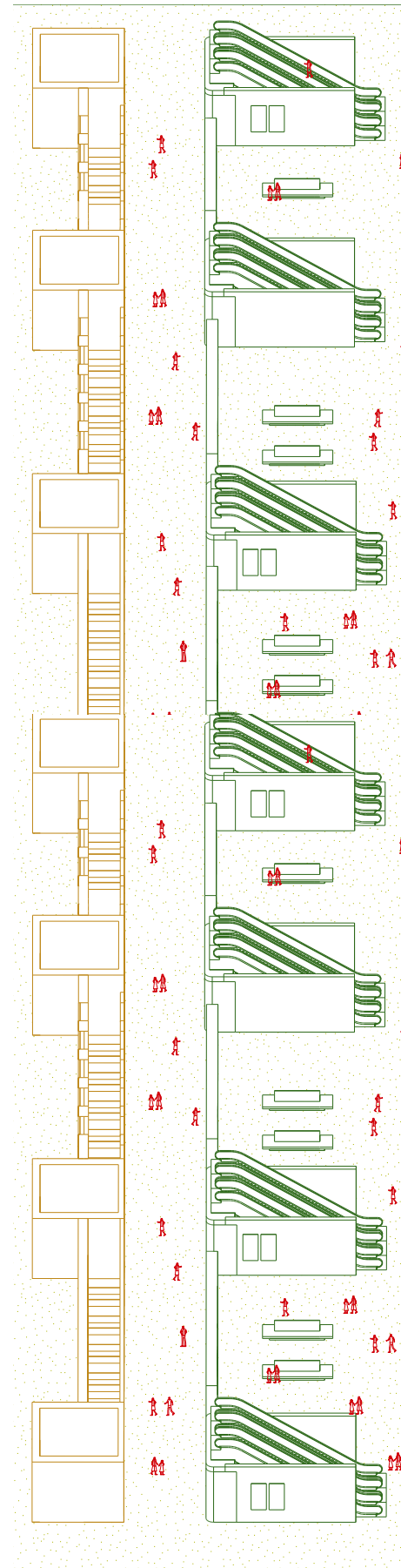
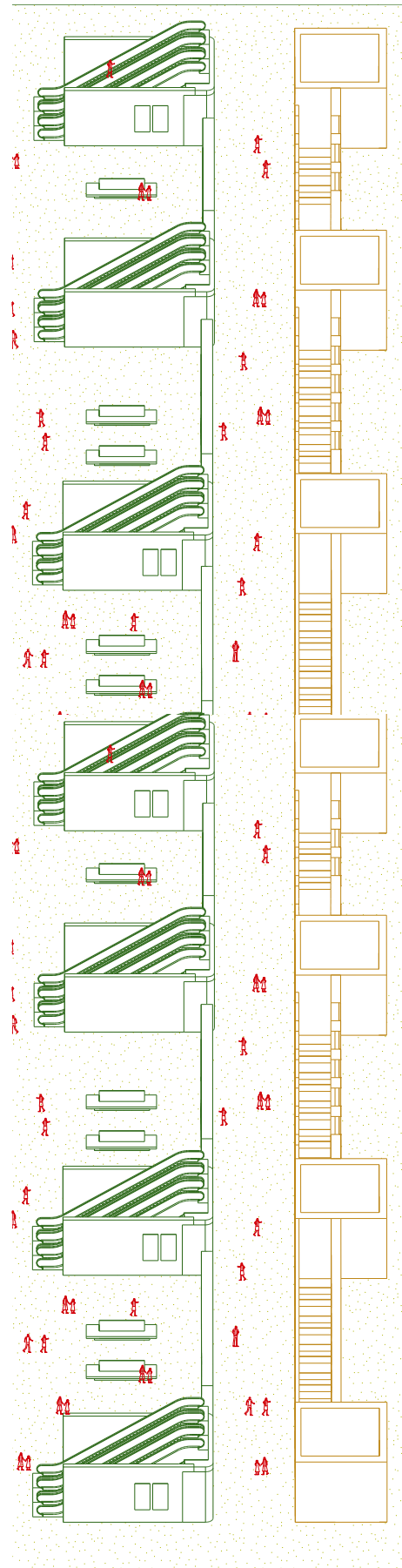
buffer zones for circulation, short time waiting (<5 min)



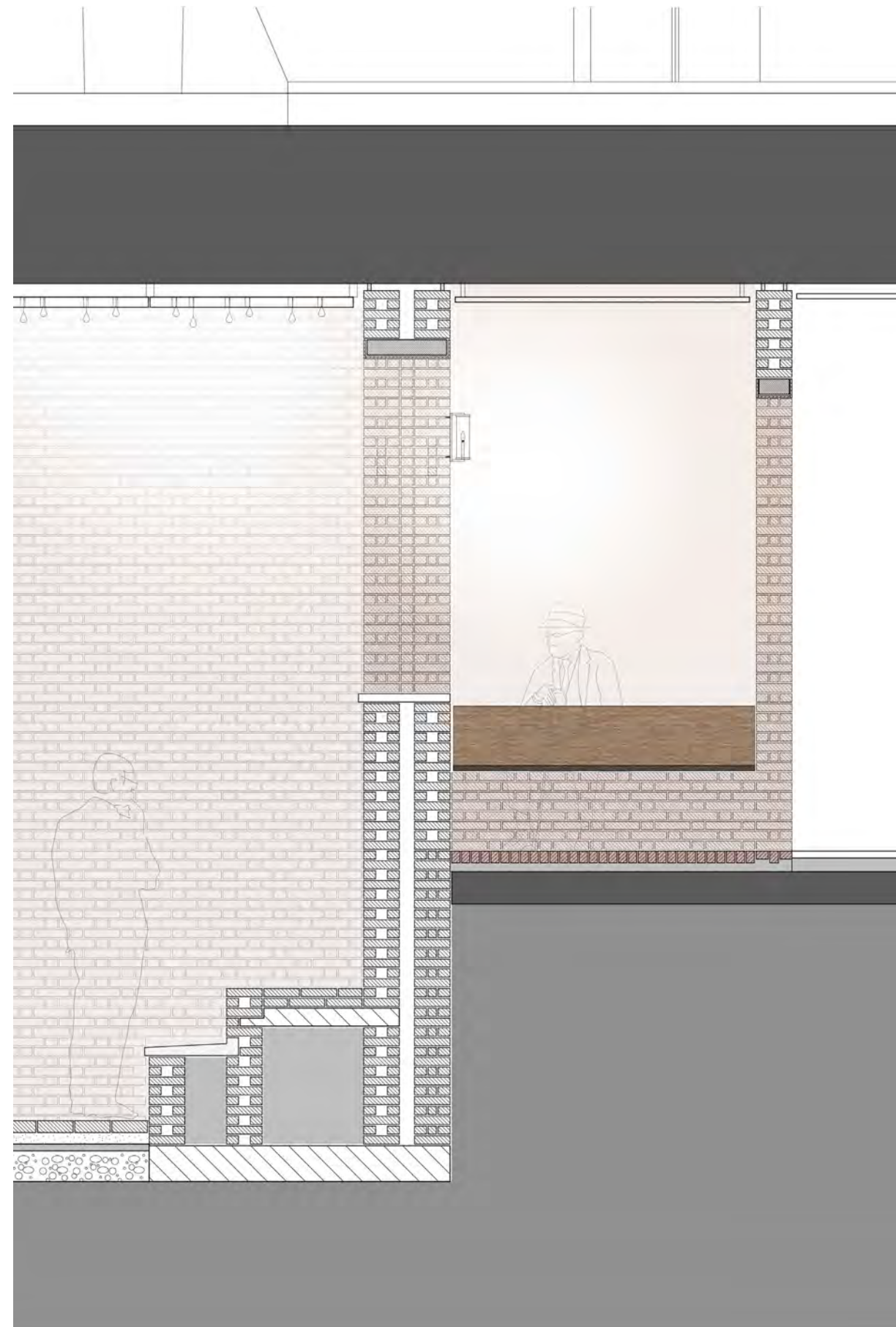
clean, smooth interior



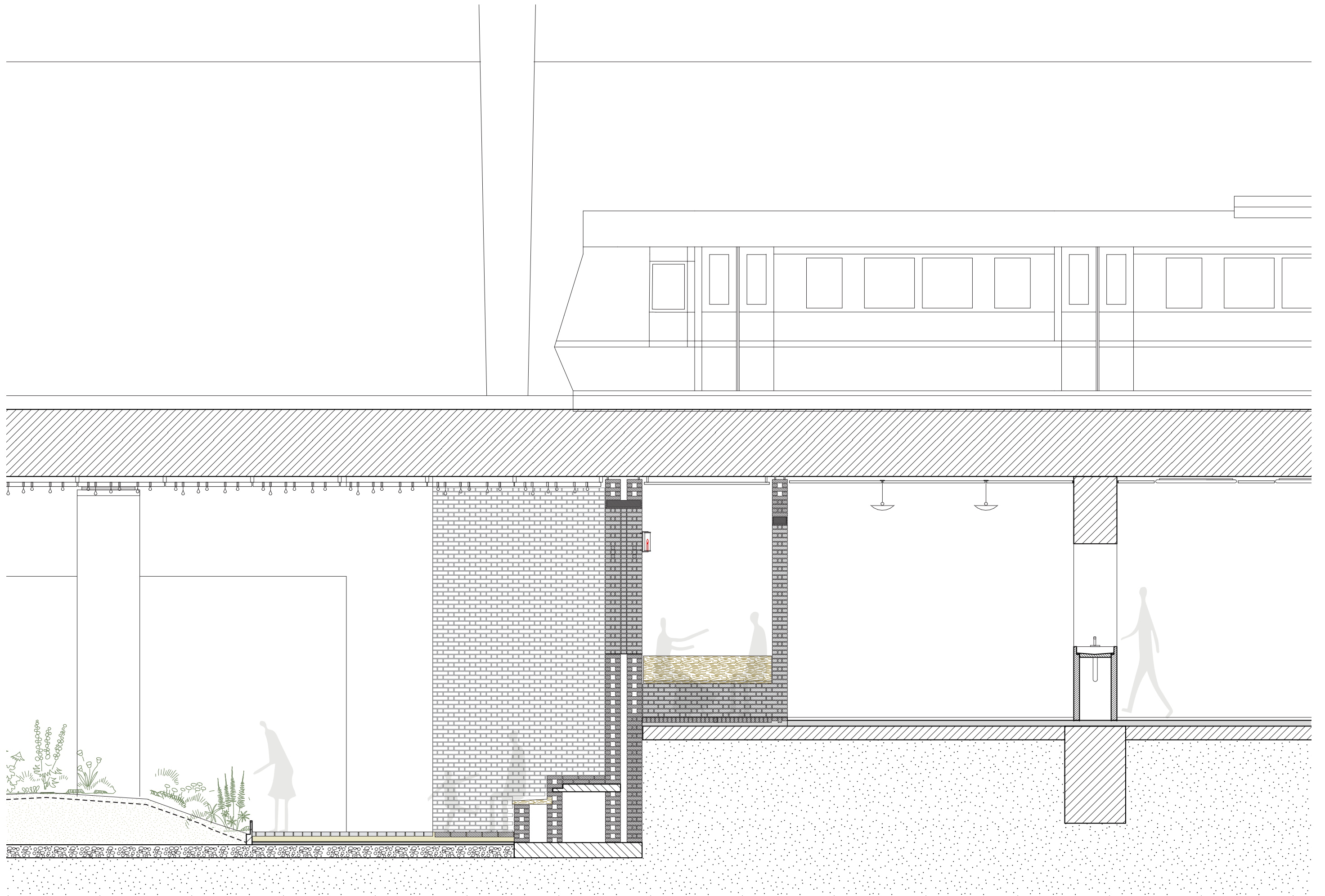
In- Between Spaces- Wall



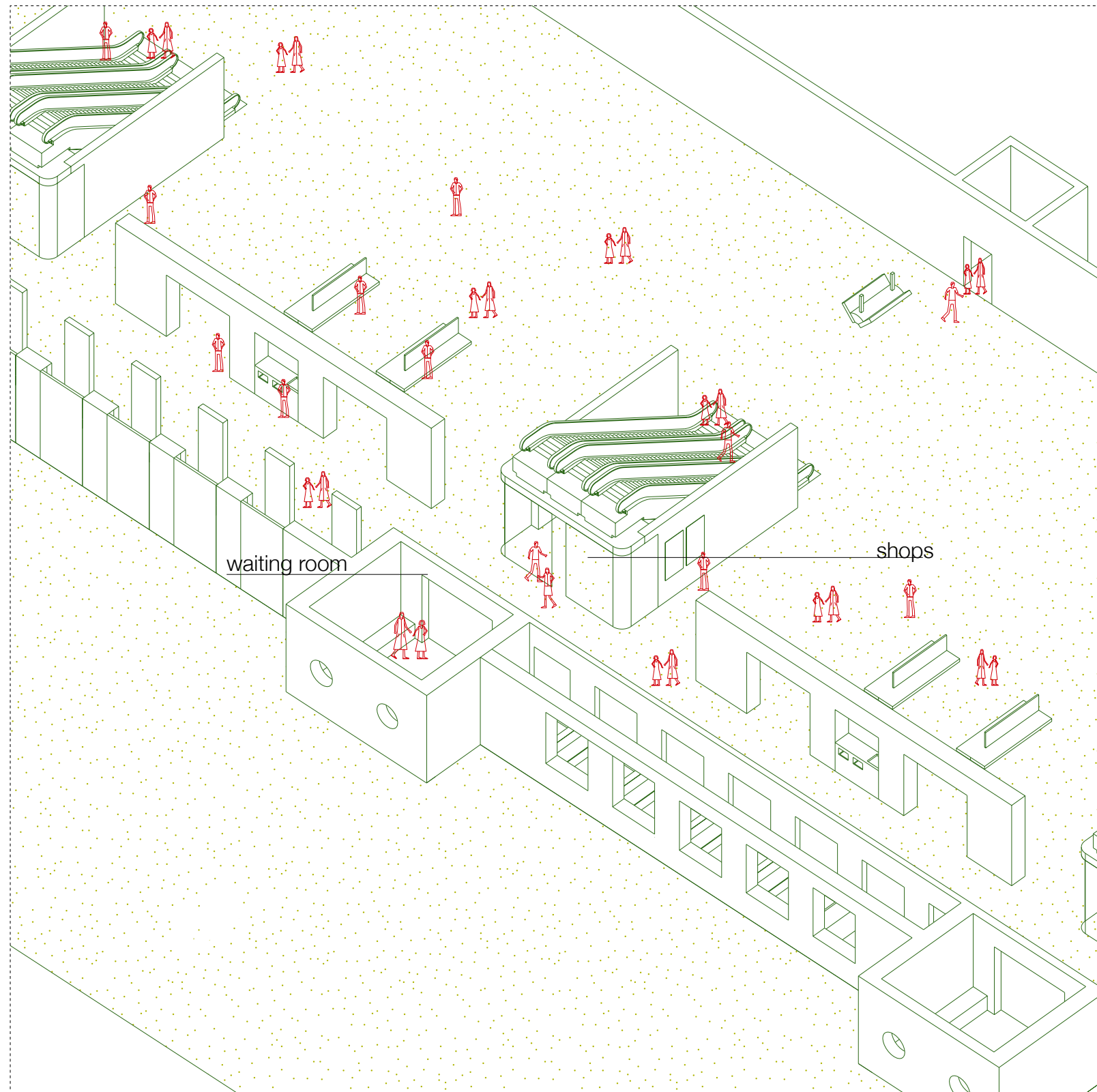
corridor with brick walled niches



wall space for waiting

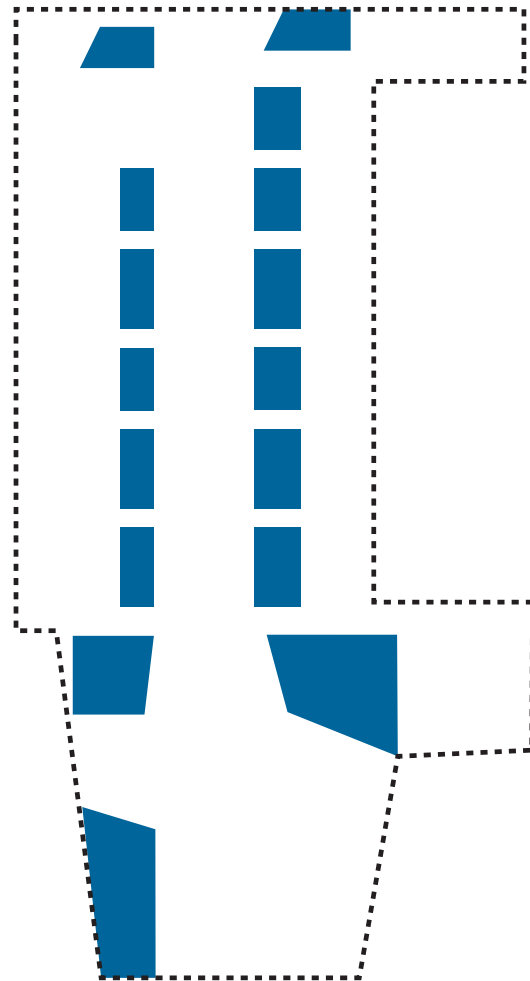


a conceptual balcony

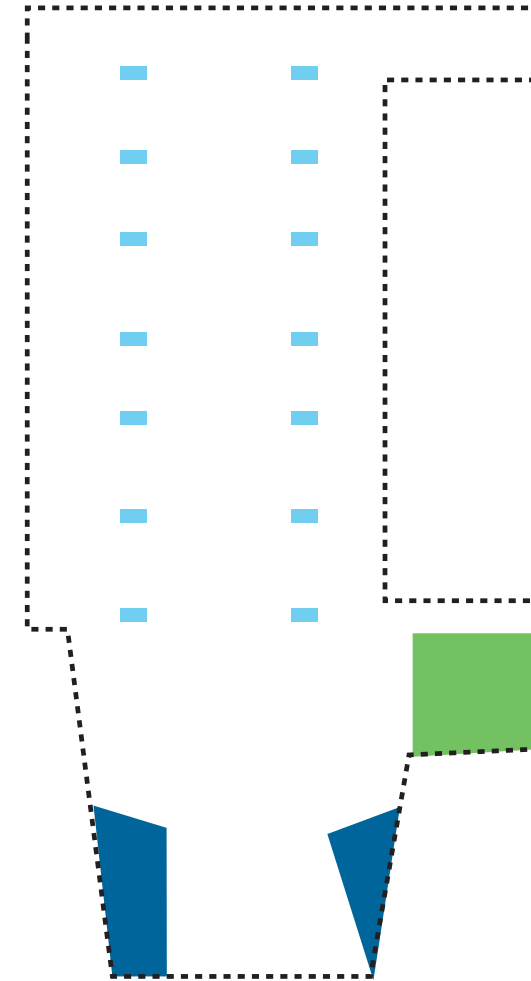


small kiosks opposite the waiting-wall

current commercial program



new commercial program

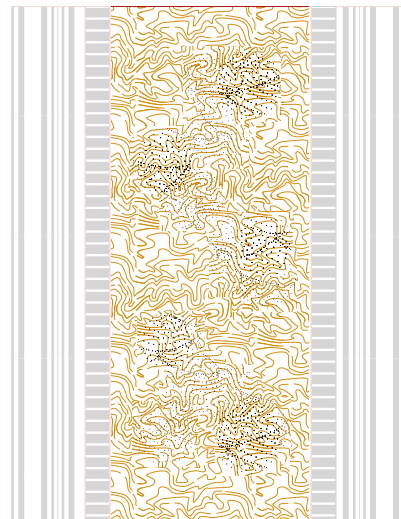


new commercial & service program

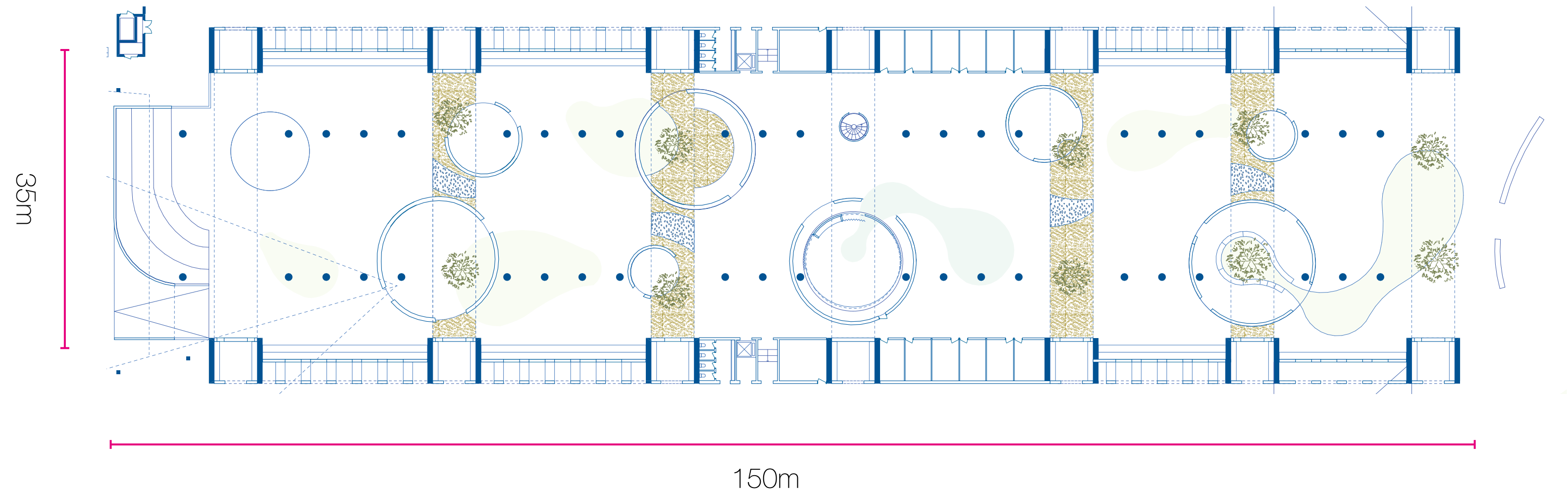
- supermarkets & fashion
- service
- convenience shops
- office

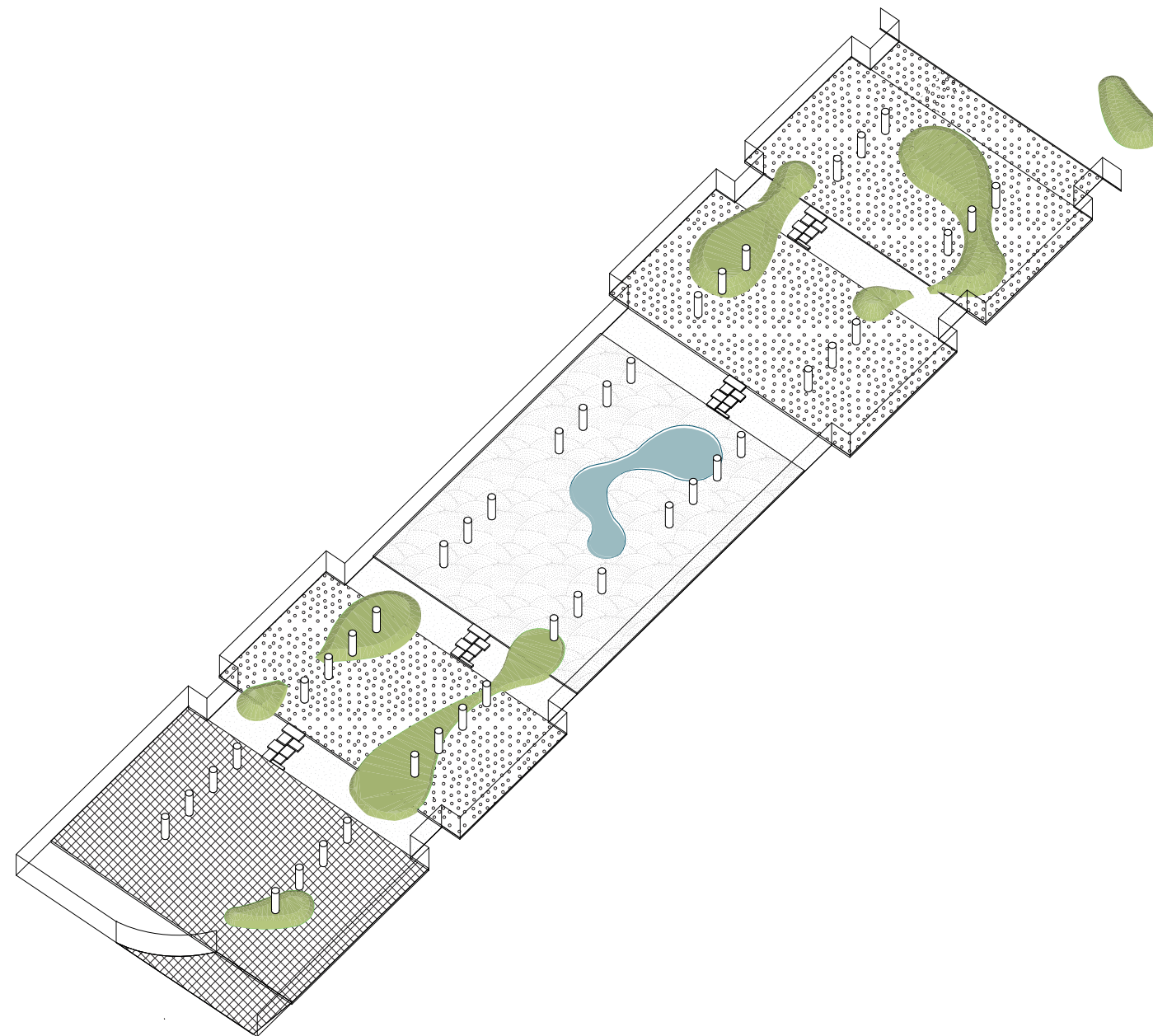


interior: in between space



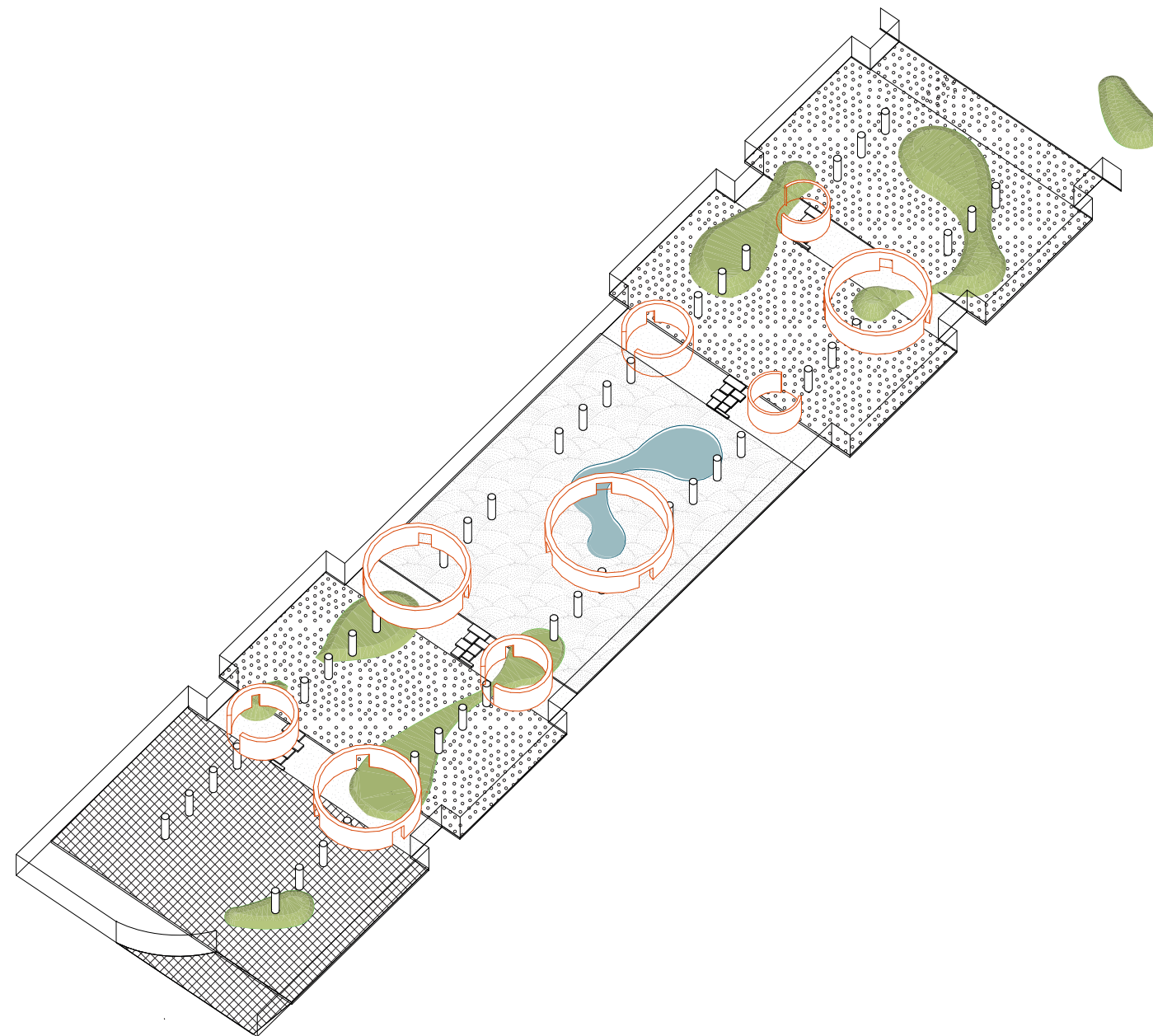
The Slow Space - Garden



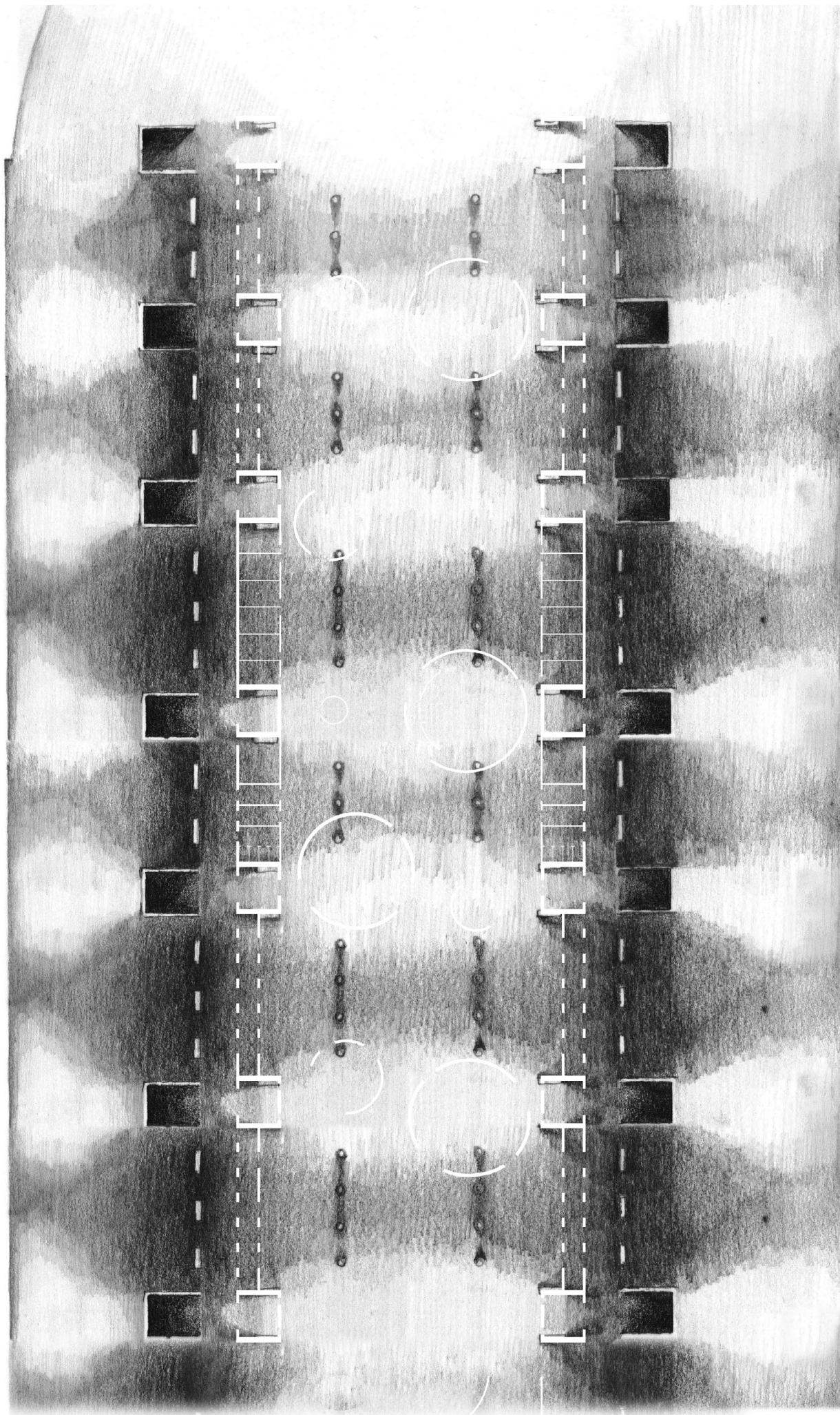


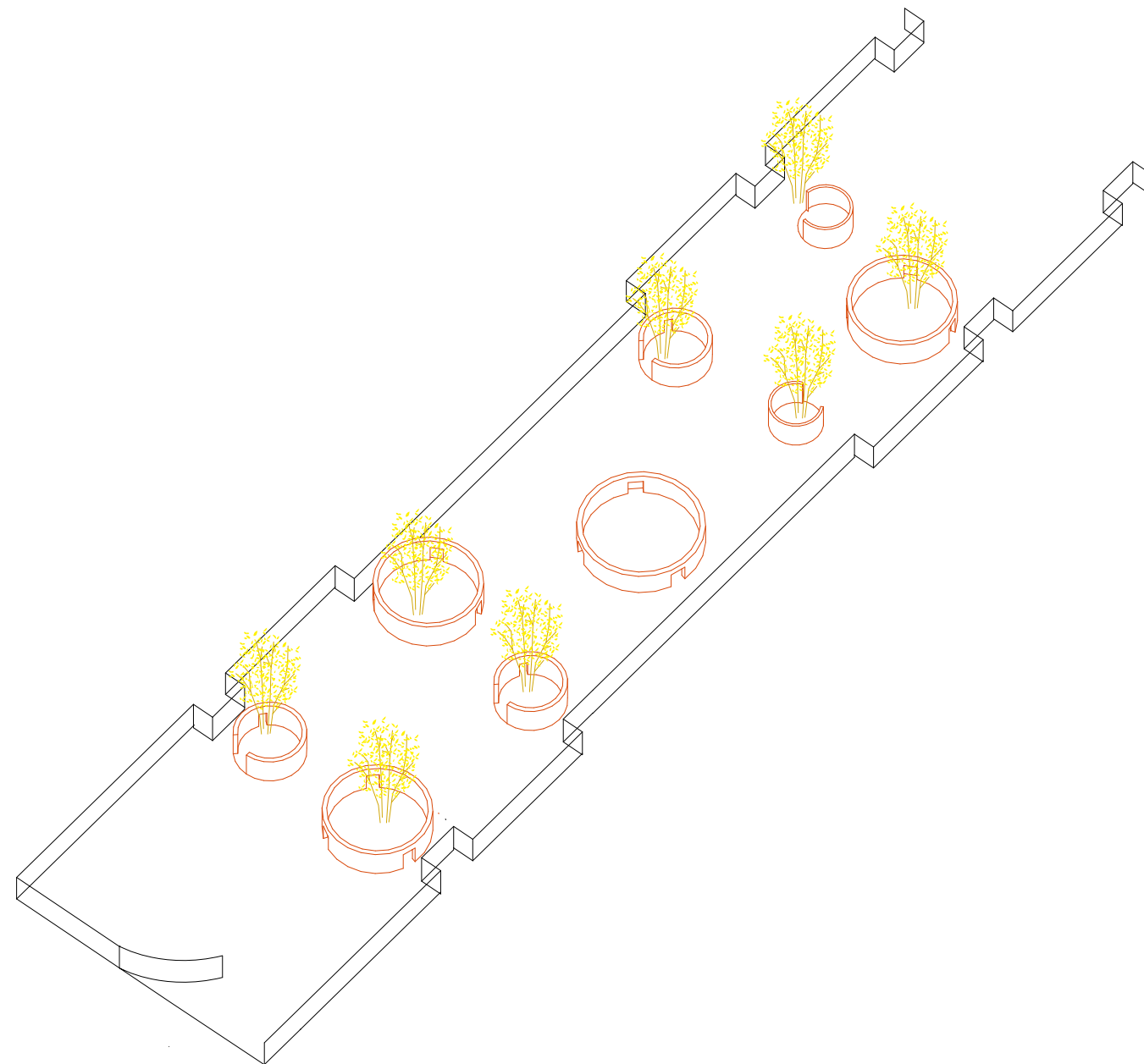
freeform hills and waterscape

different floors

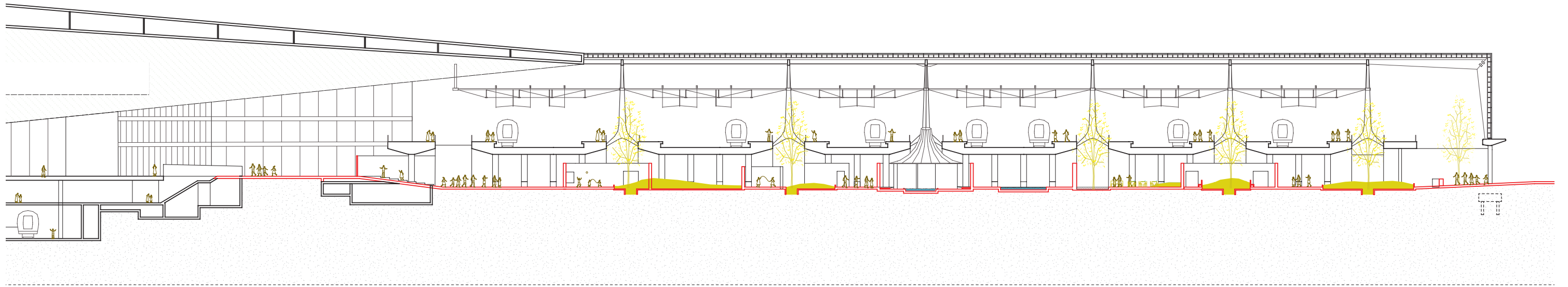


rooms

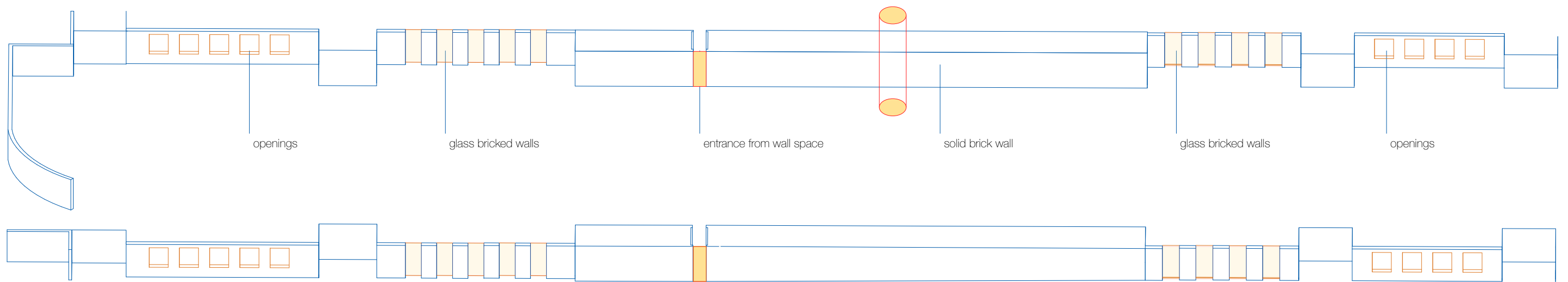


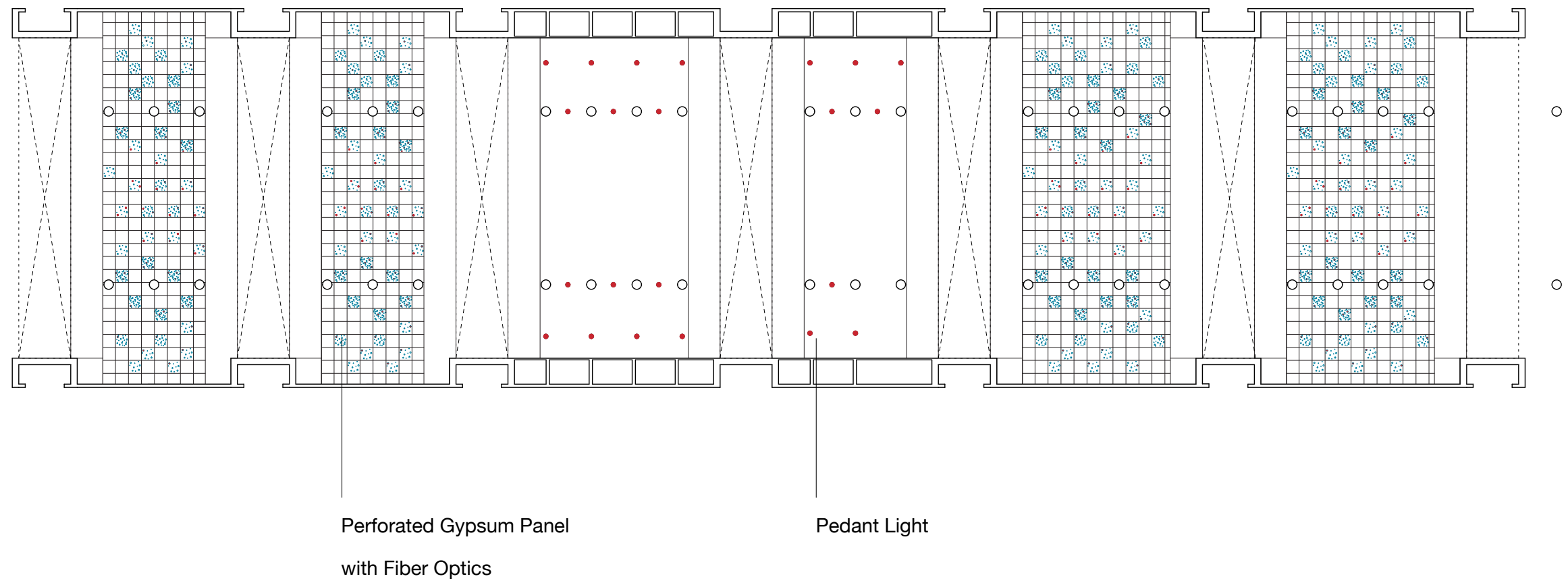


trees

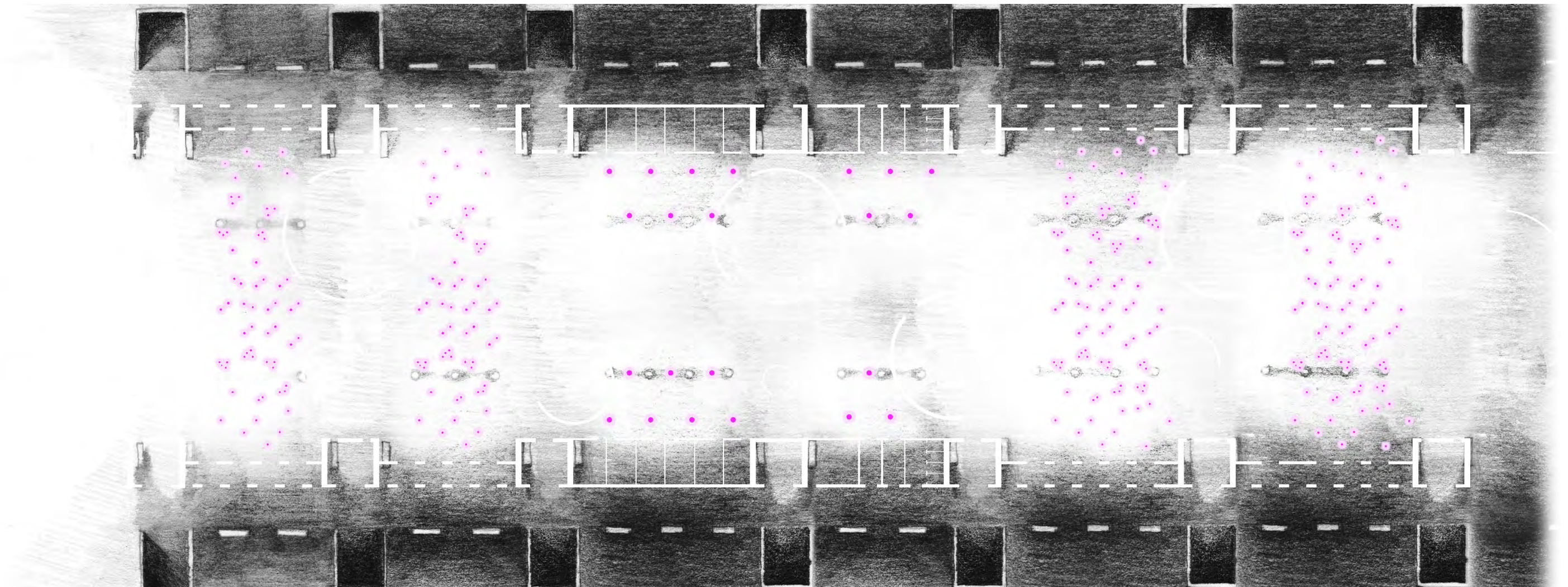


sheltered rooms under the railway

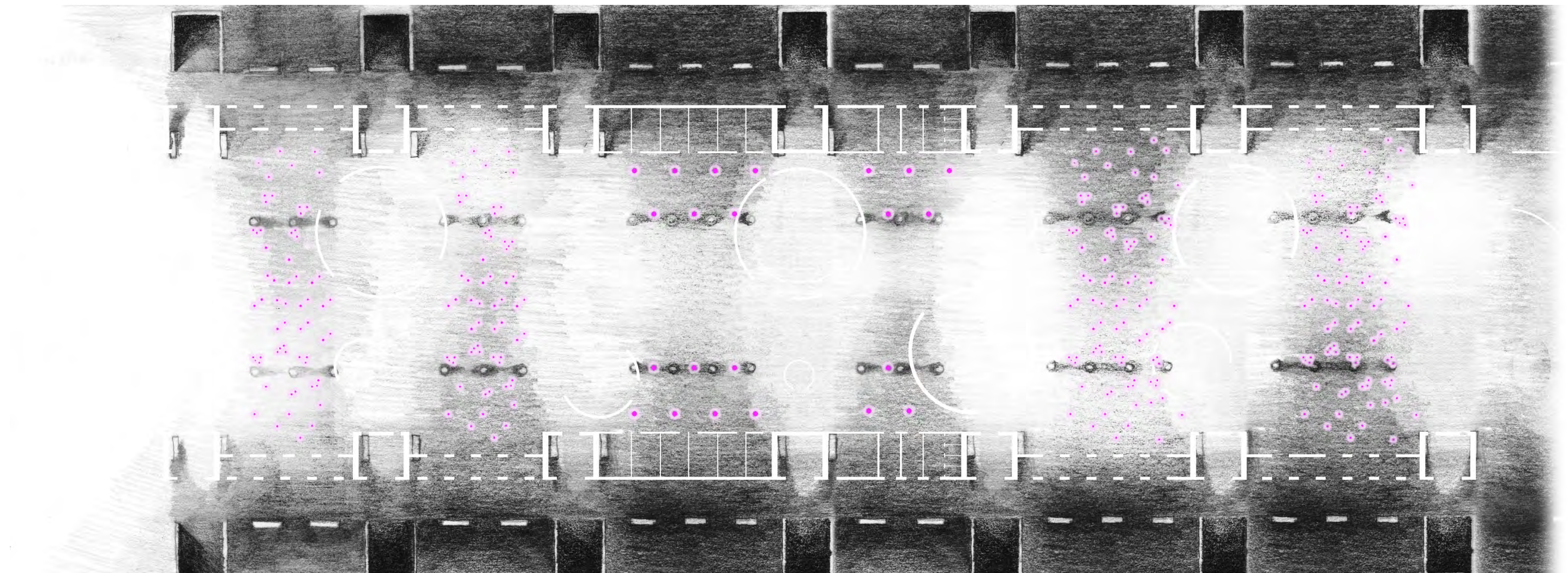




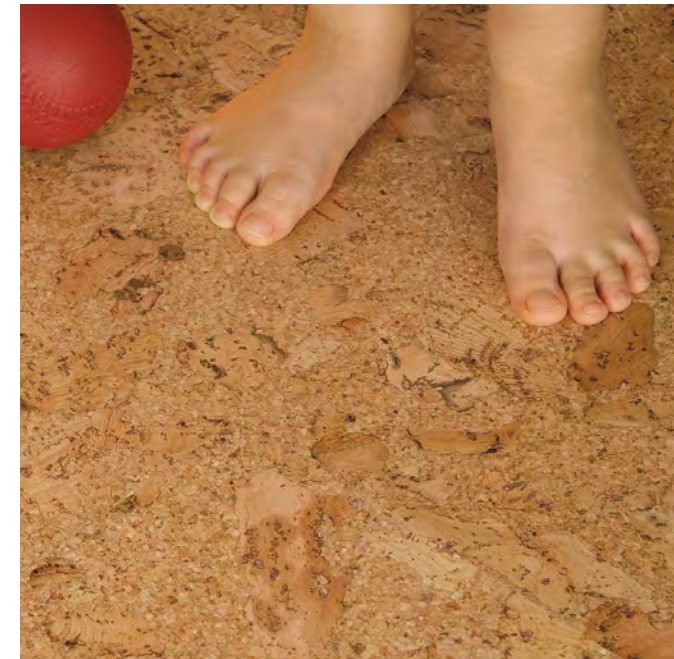
artificial lighting scheme



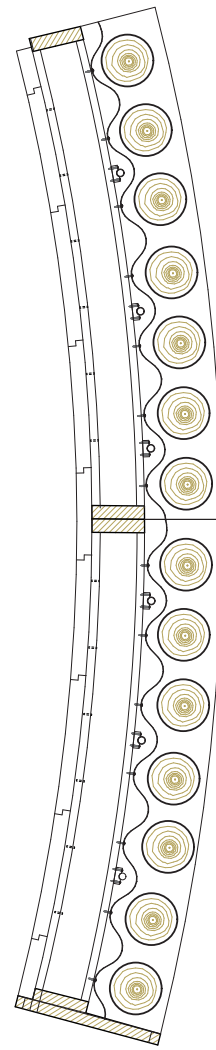
daytime: even lighted spaces



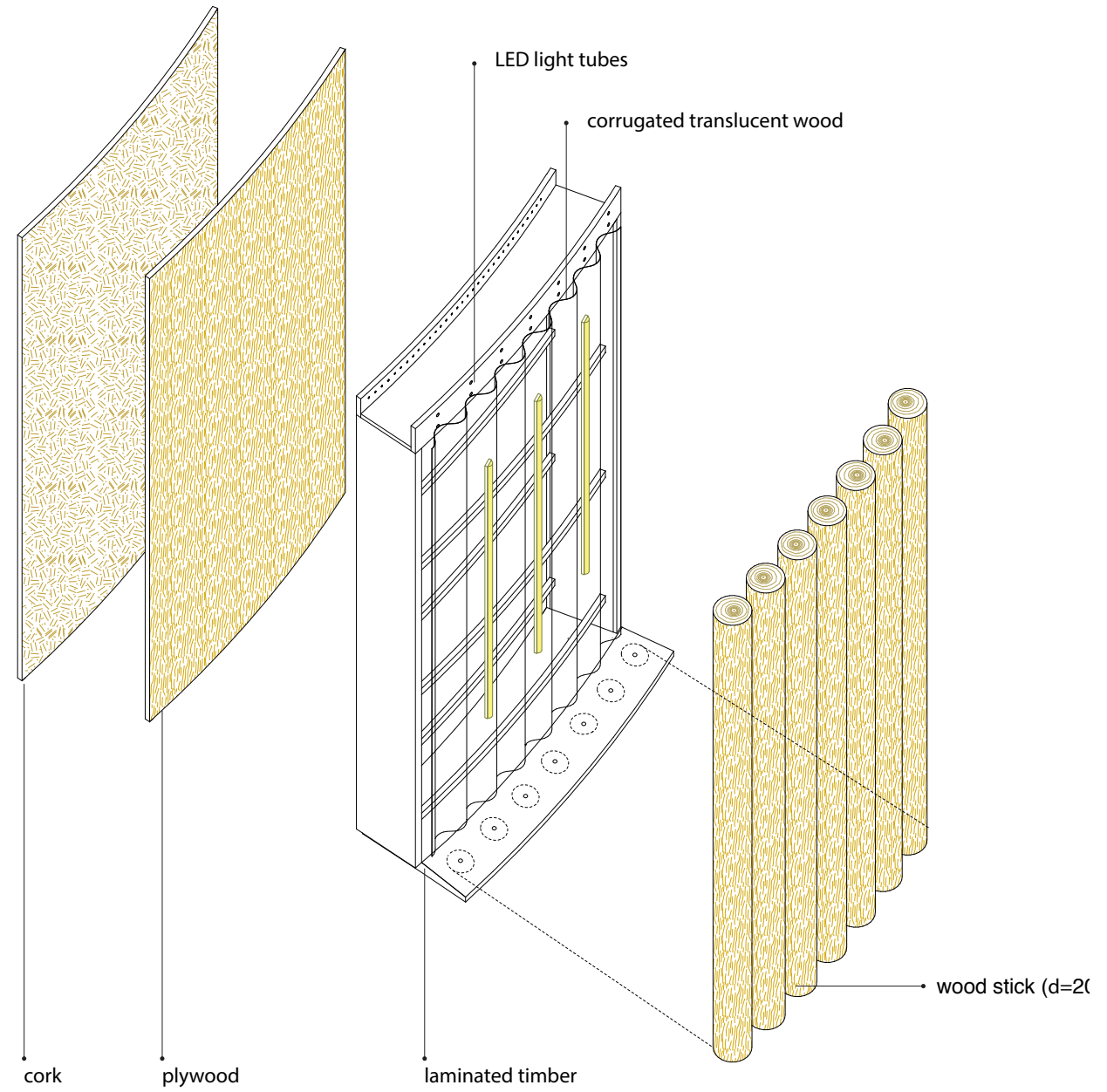
evening: only areas with activities are lit



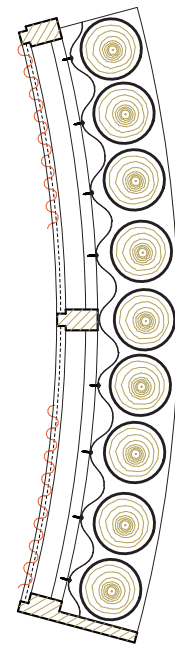
materiality



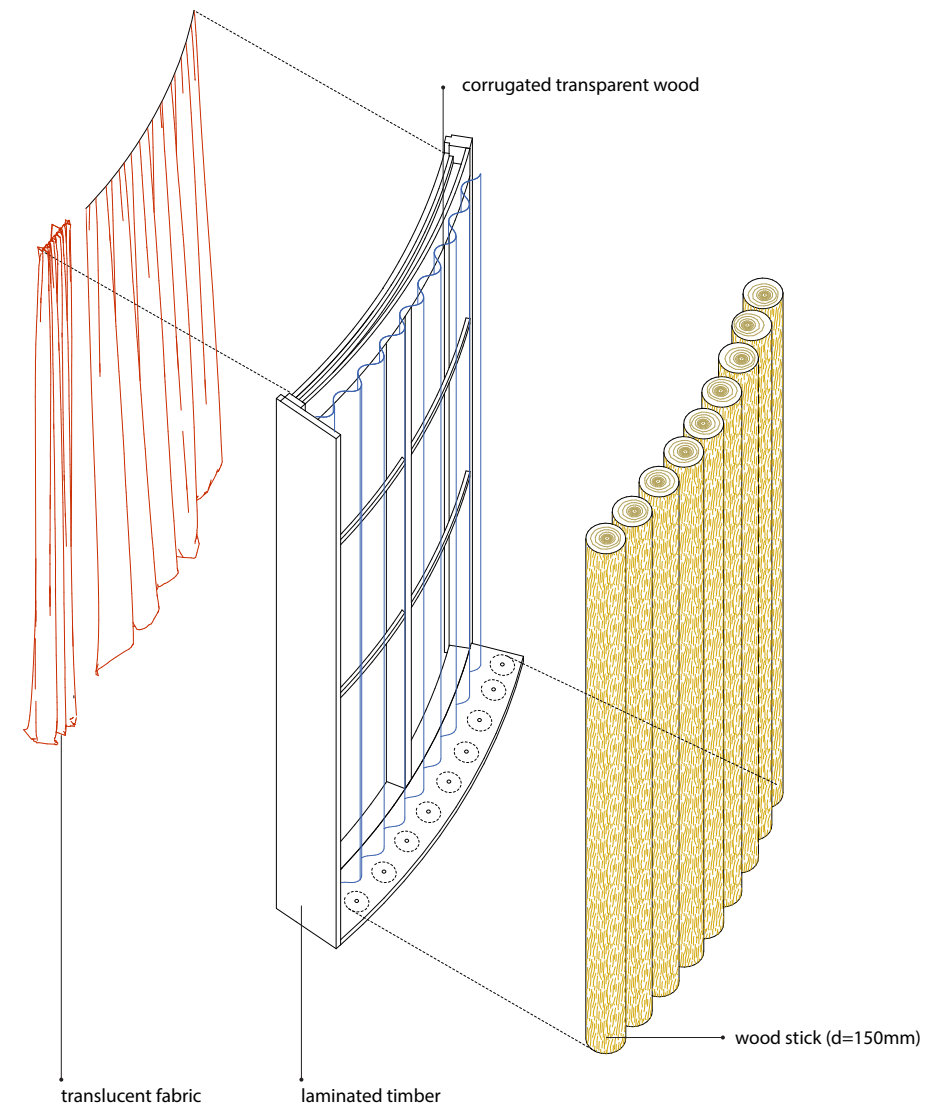
L - (r= 6m)



construction unit: L



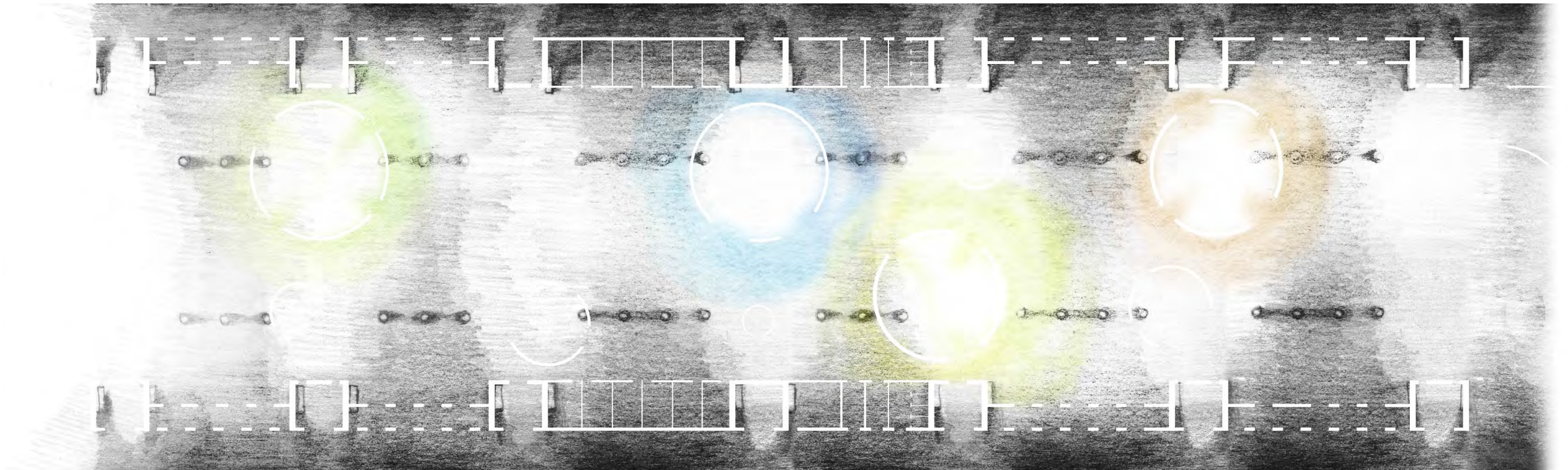
S - (r= 3m)

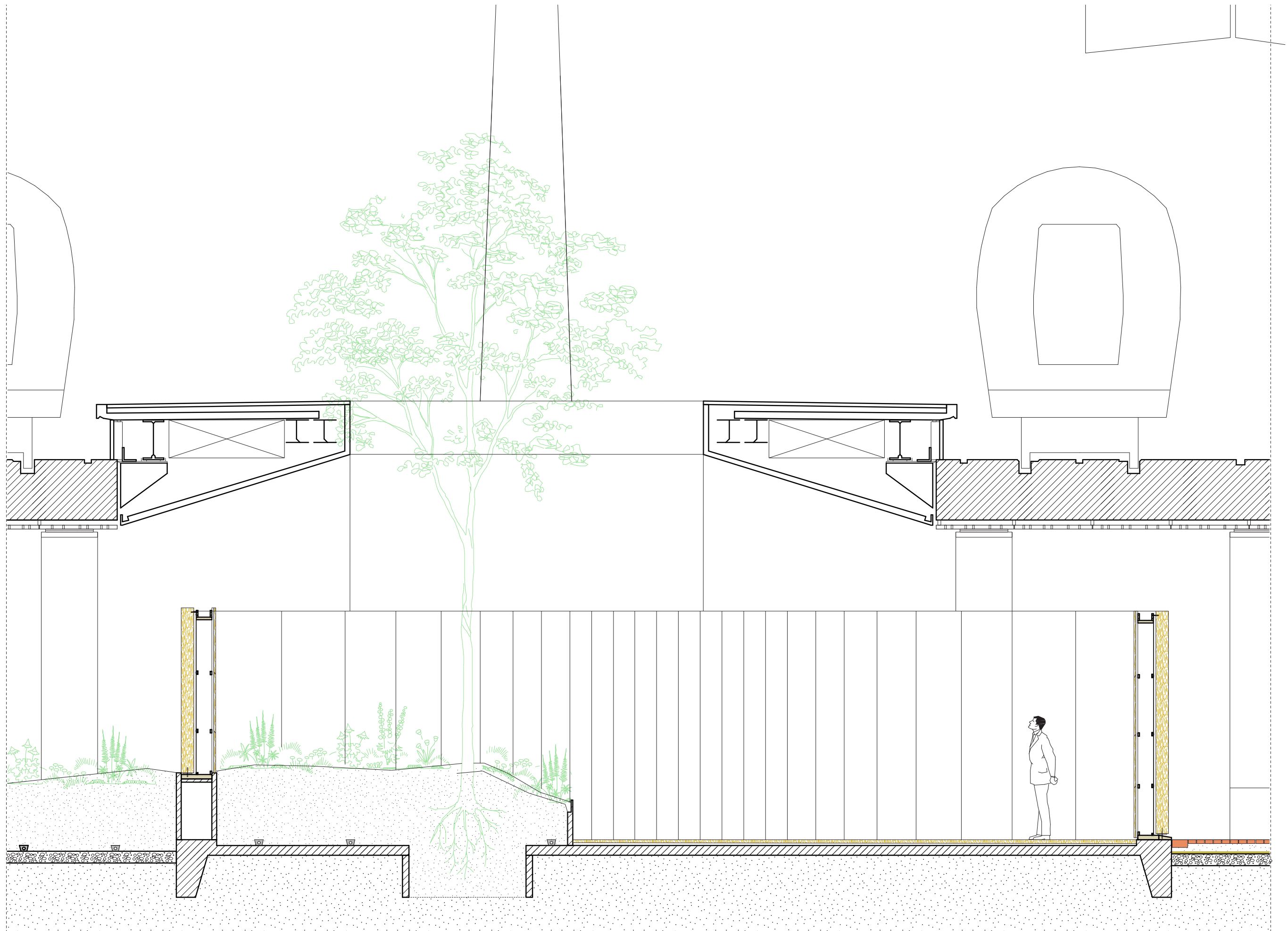


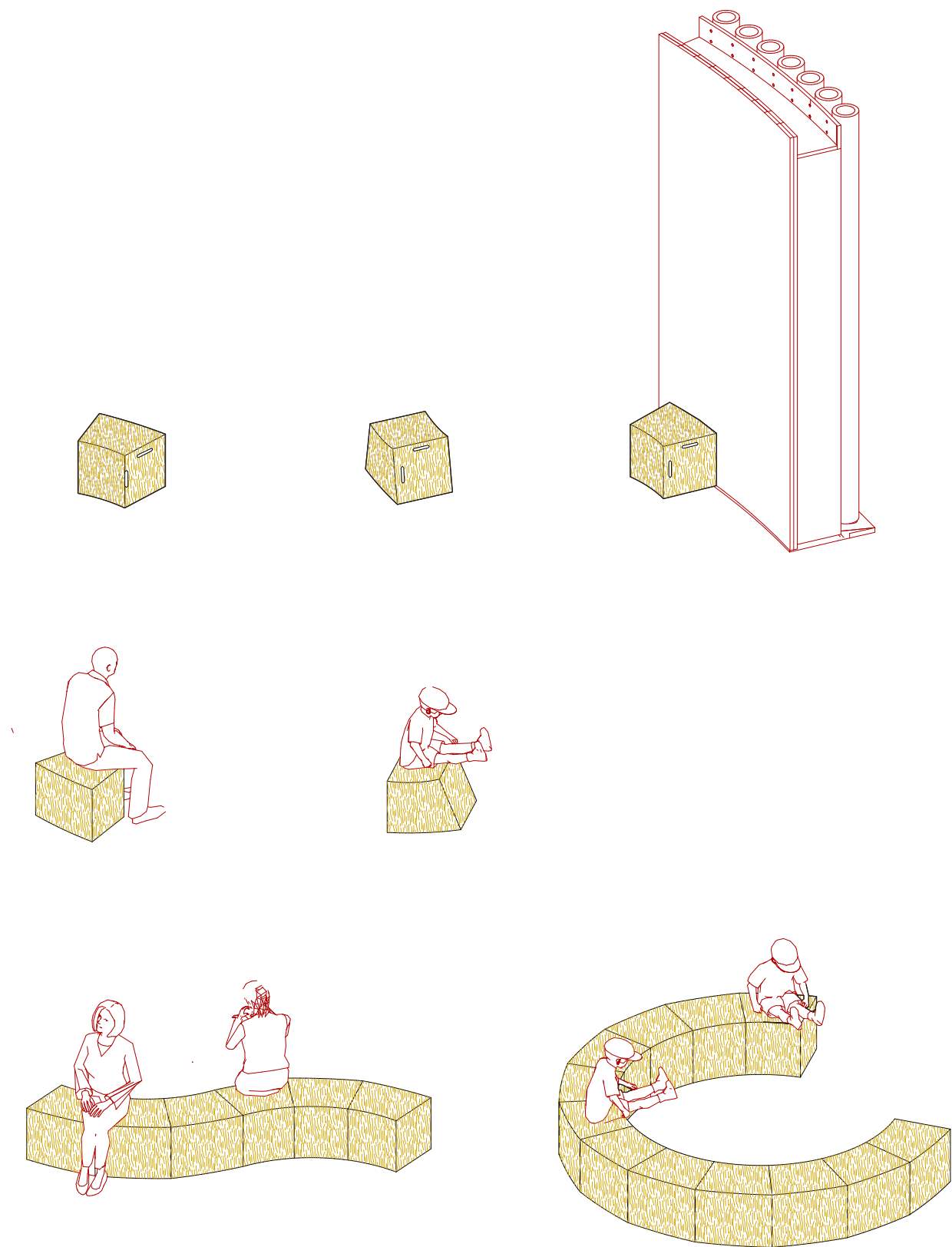
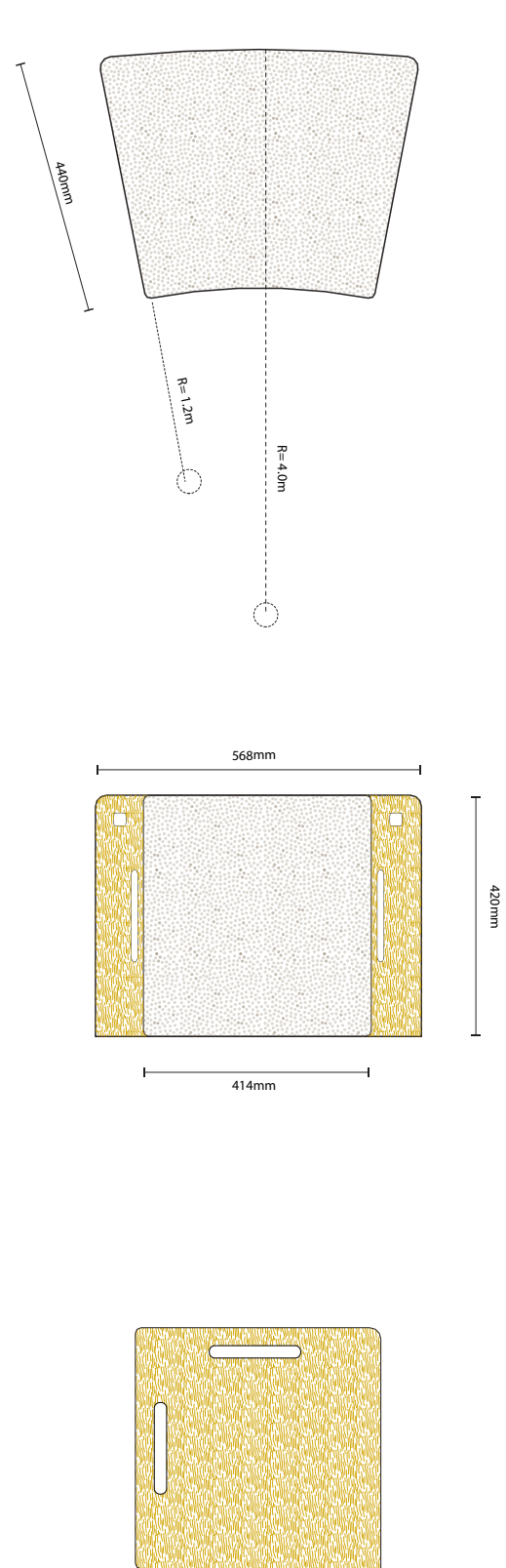
construction unit: S







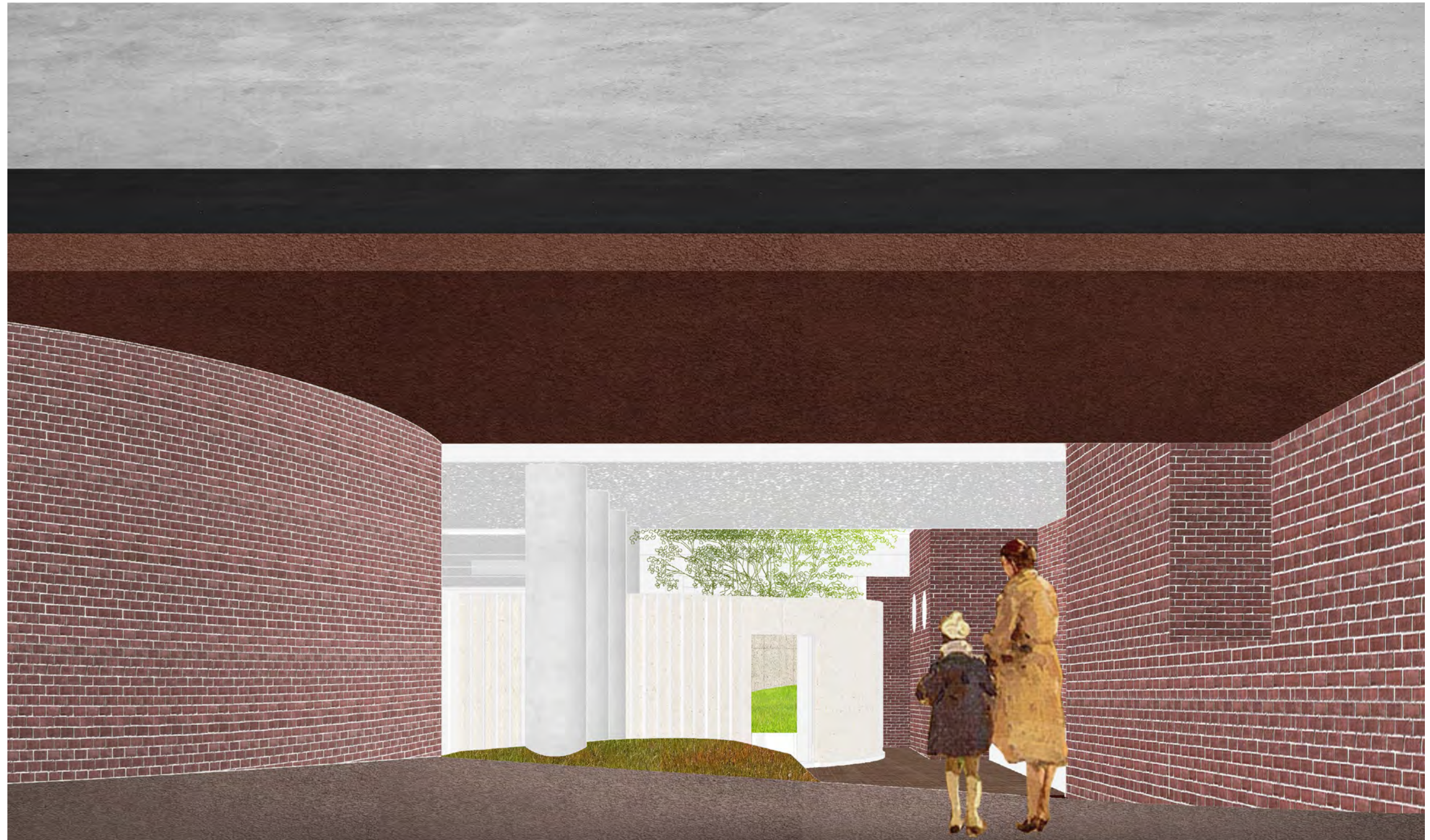




performative furniture



entrance from the station hall



gate away from everyday hustle



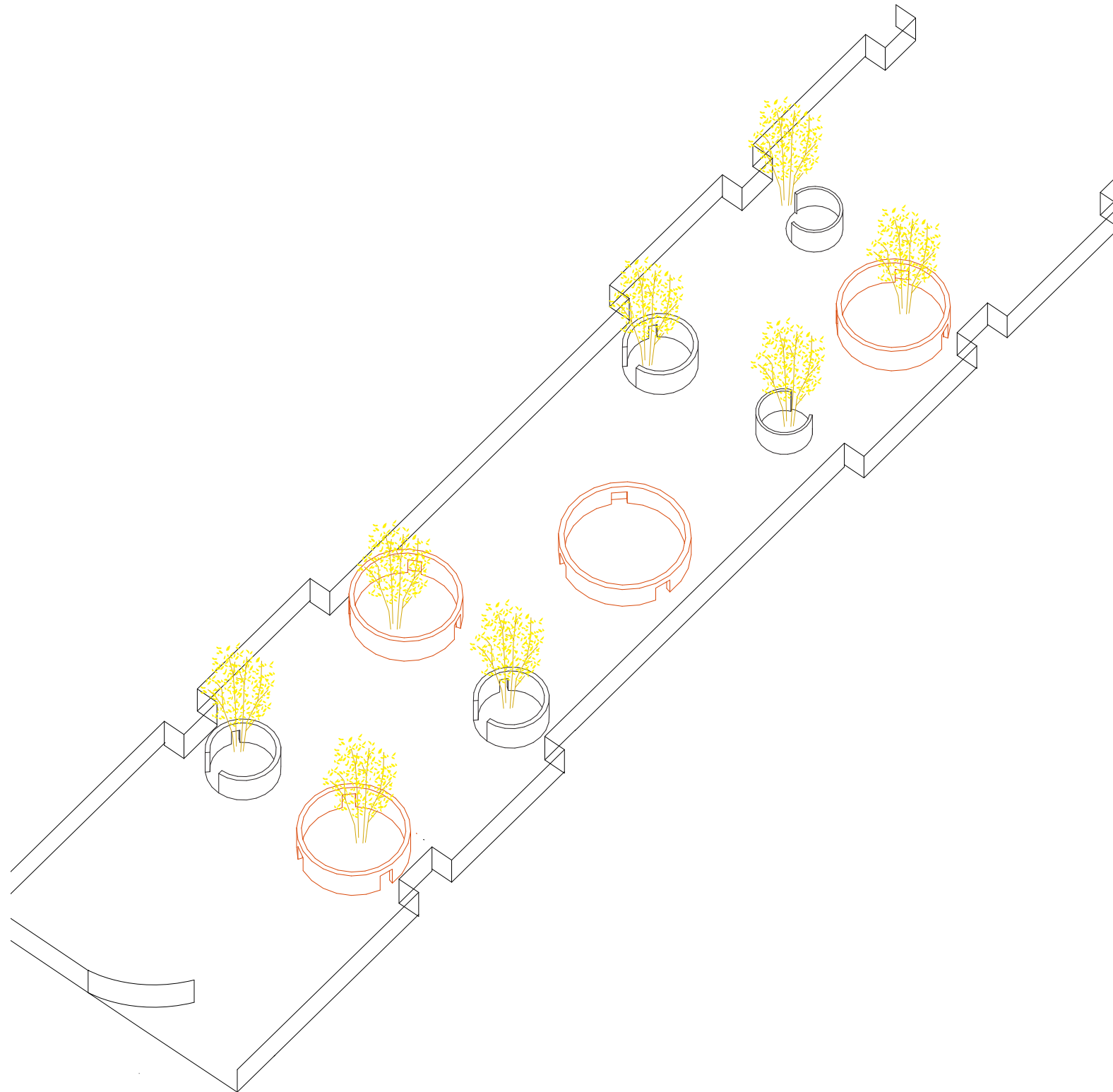
strolling



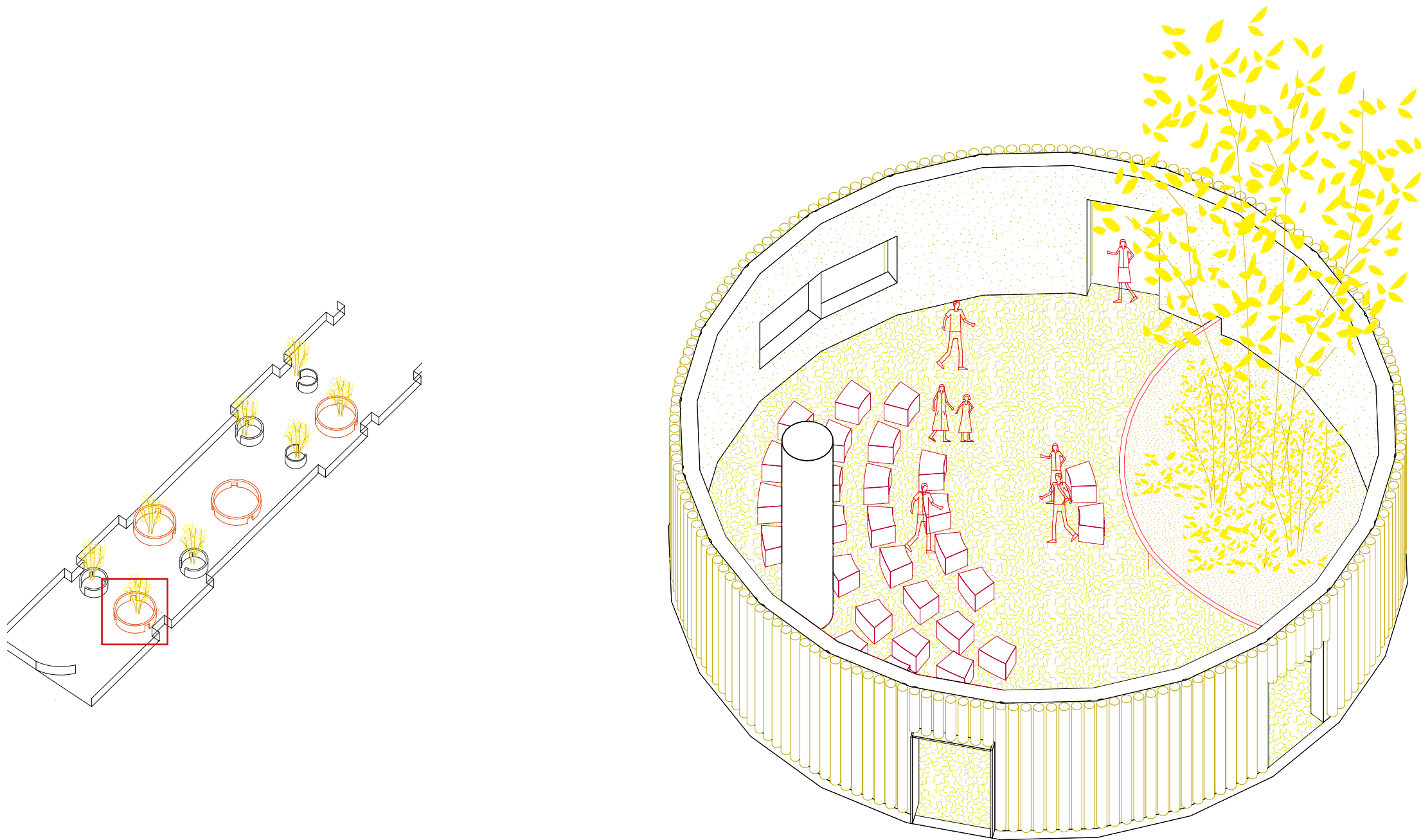
strolling



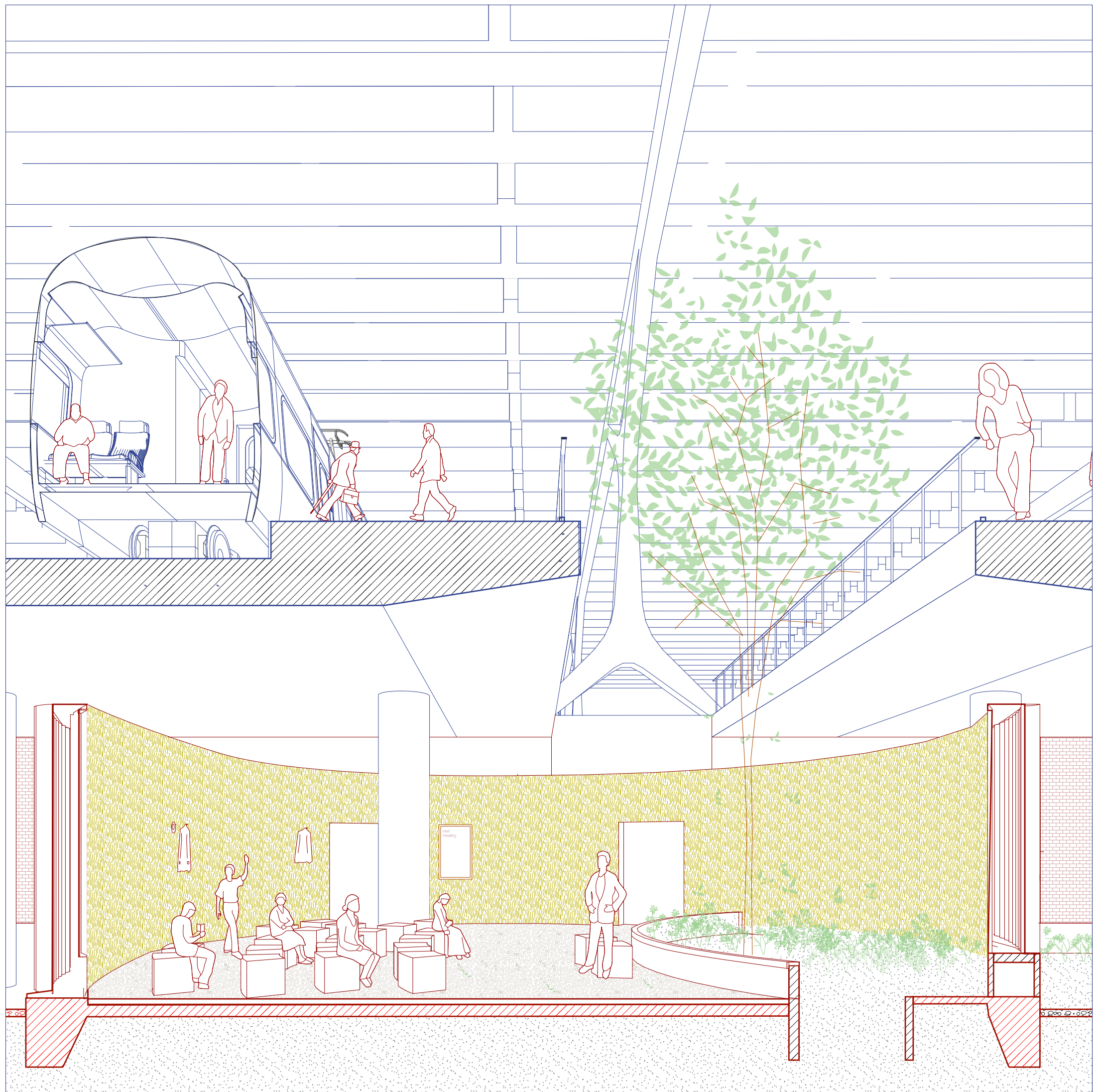
sitting - reading



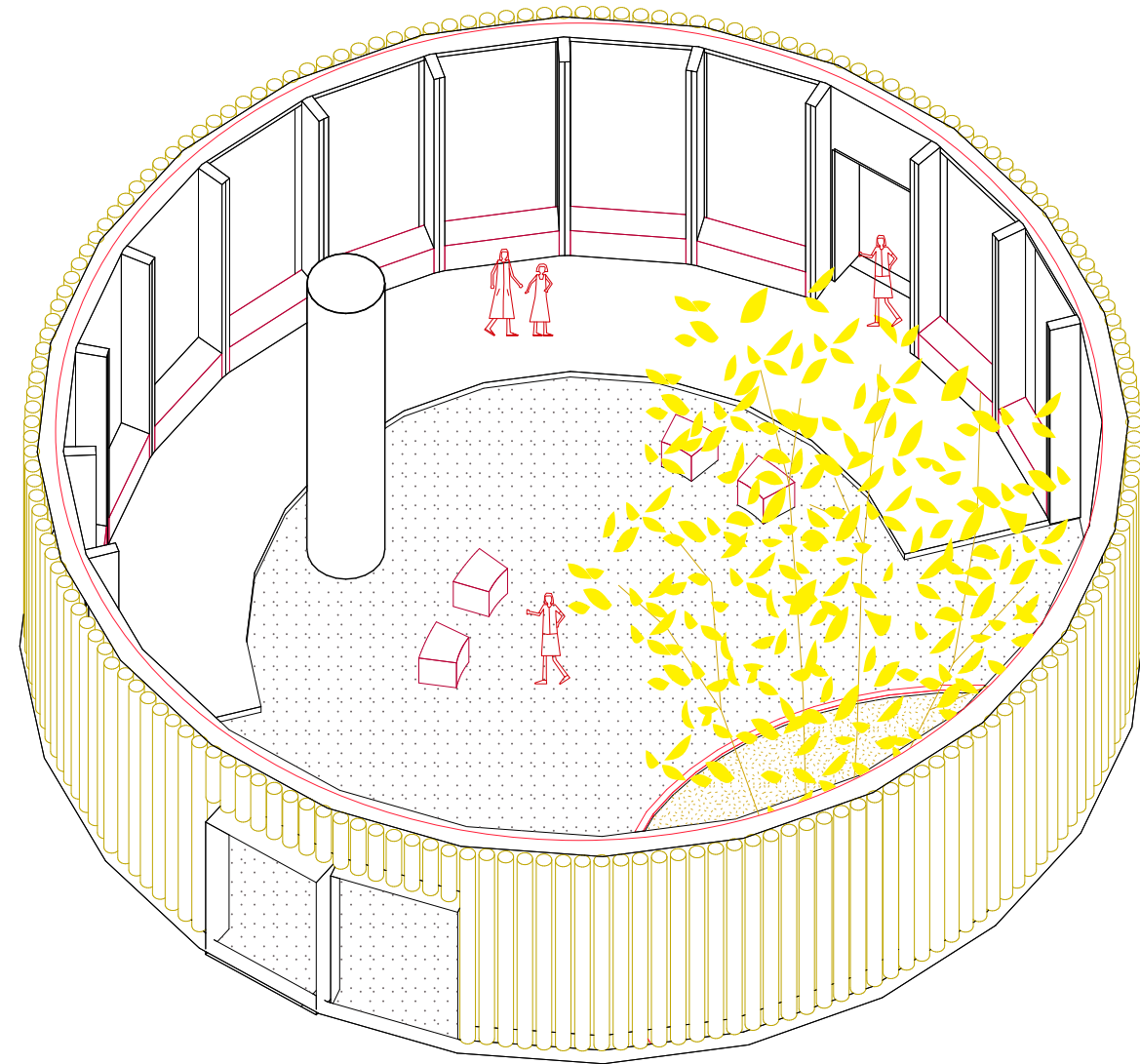
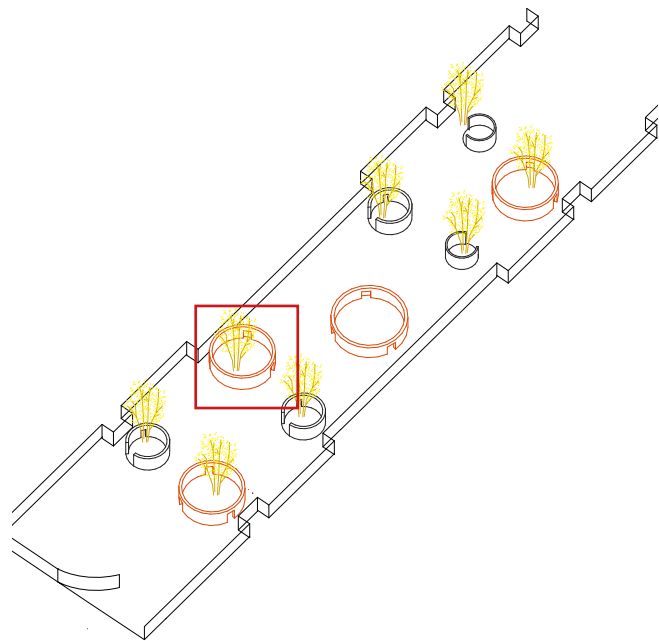
four main rooms



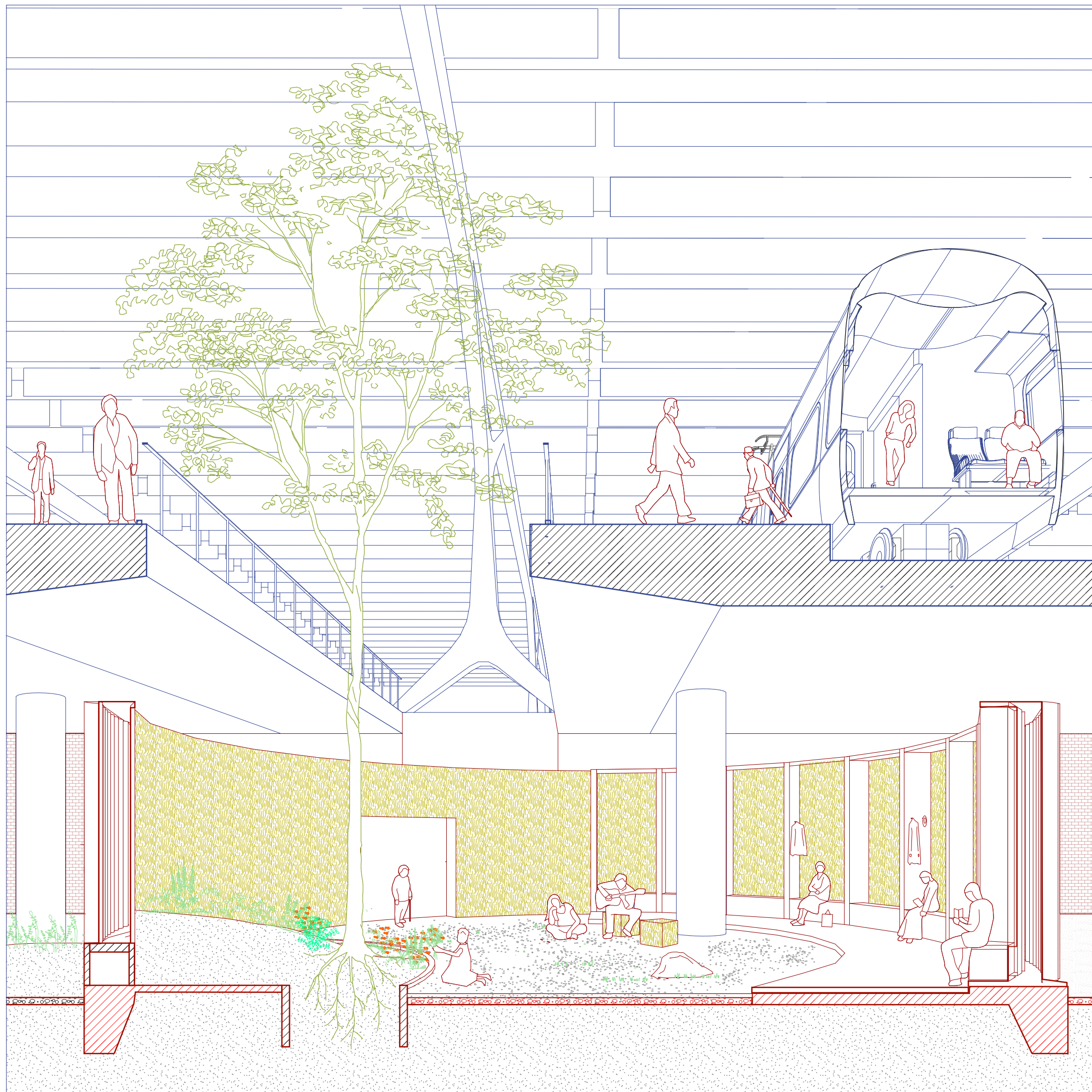
Room I: for collective festive activities - games, speeches, performance.



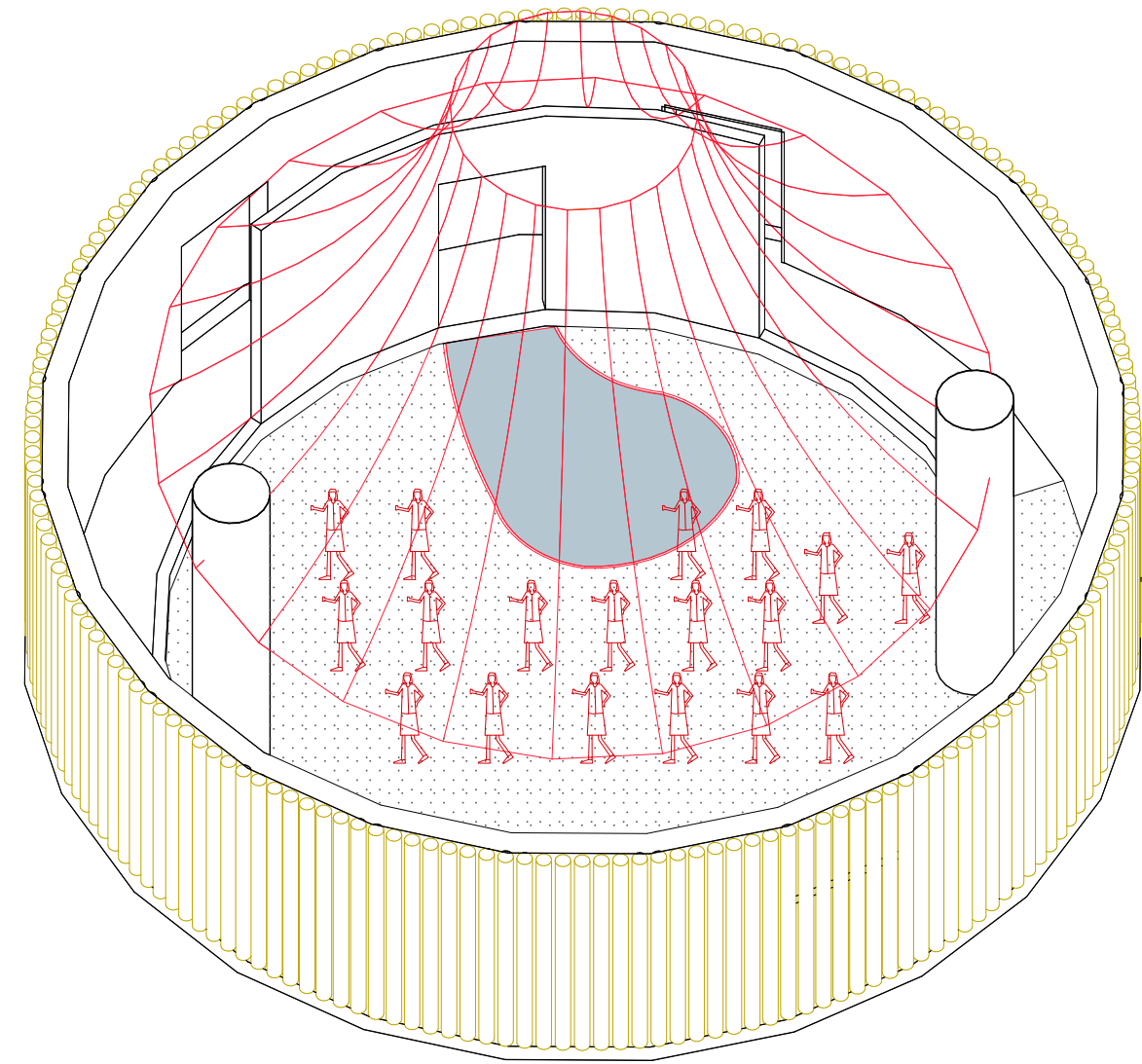
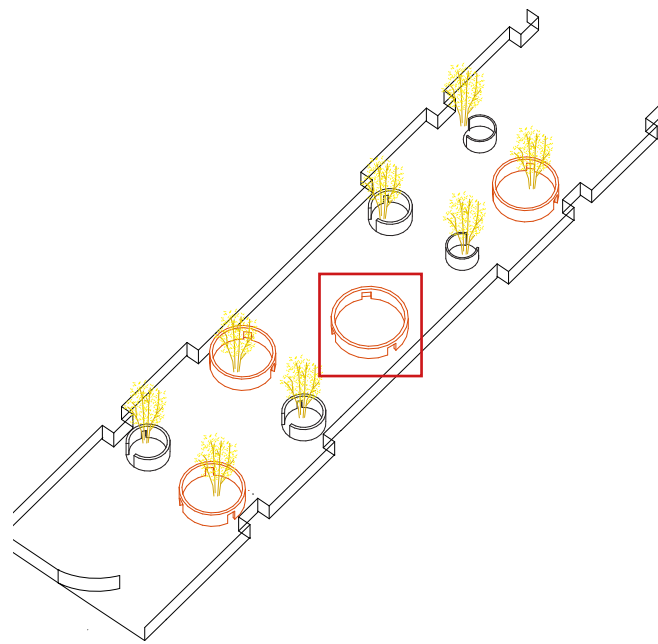




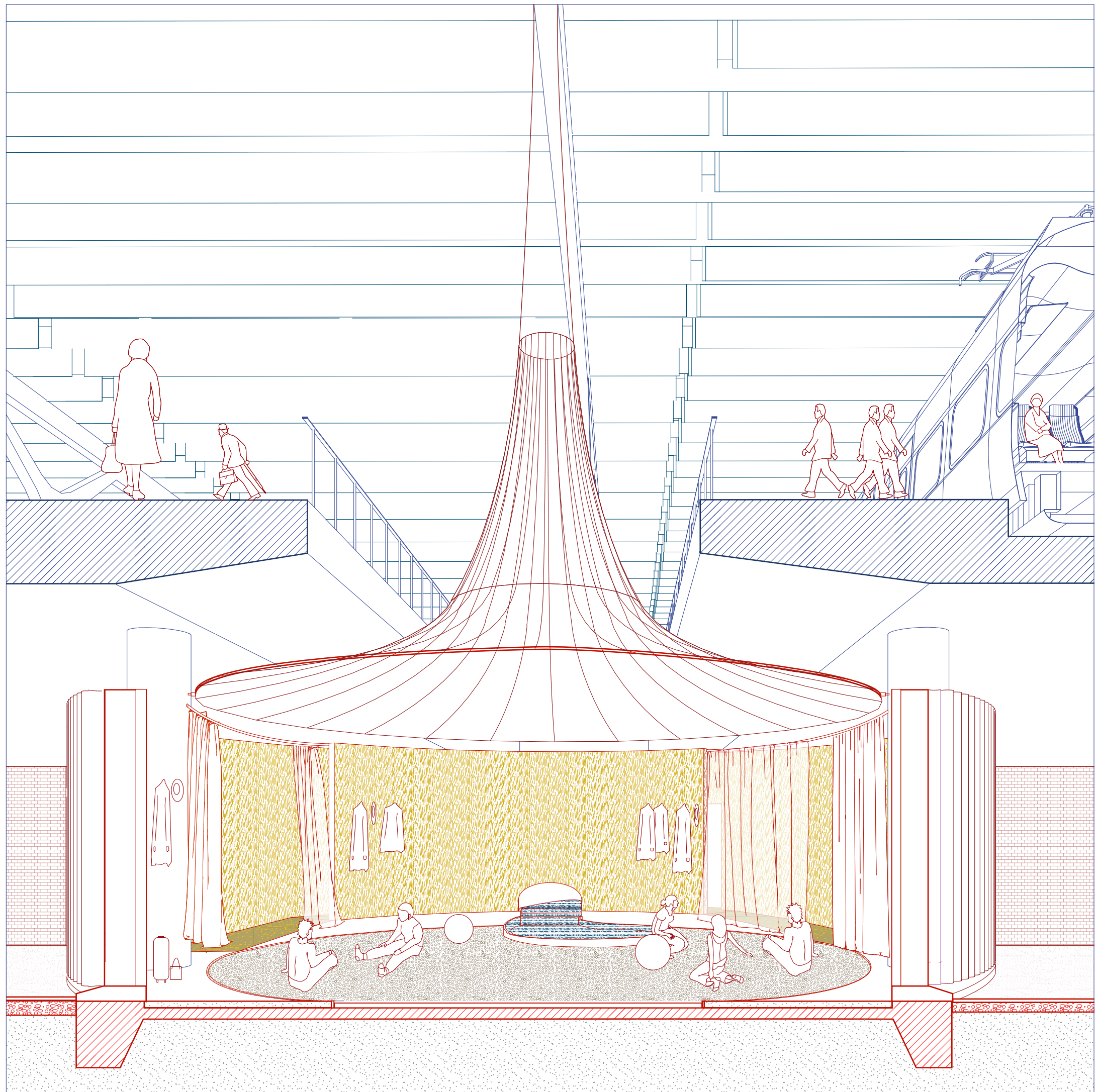
Room II: for individual mindful activities - reading, working, practicing



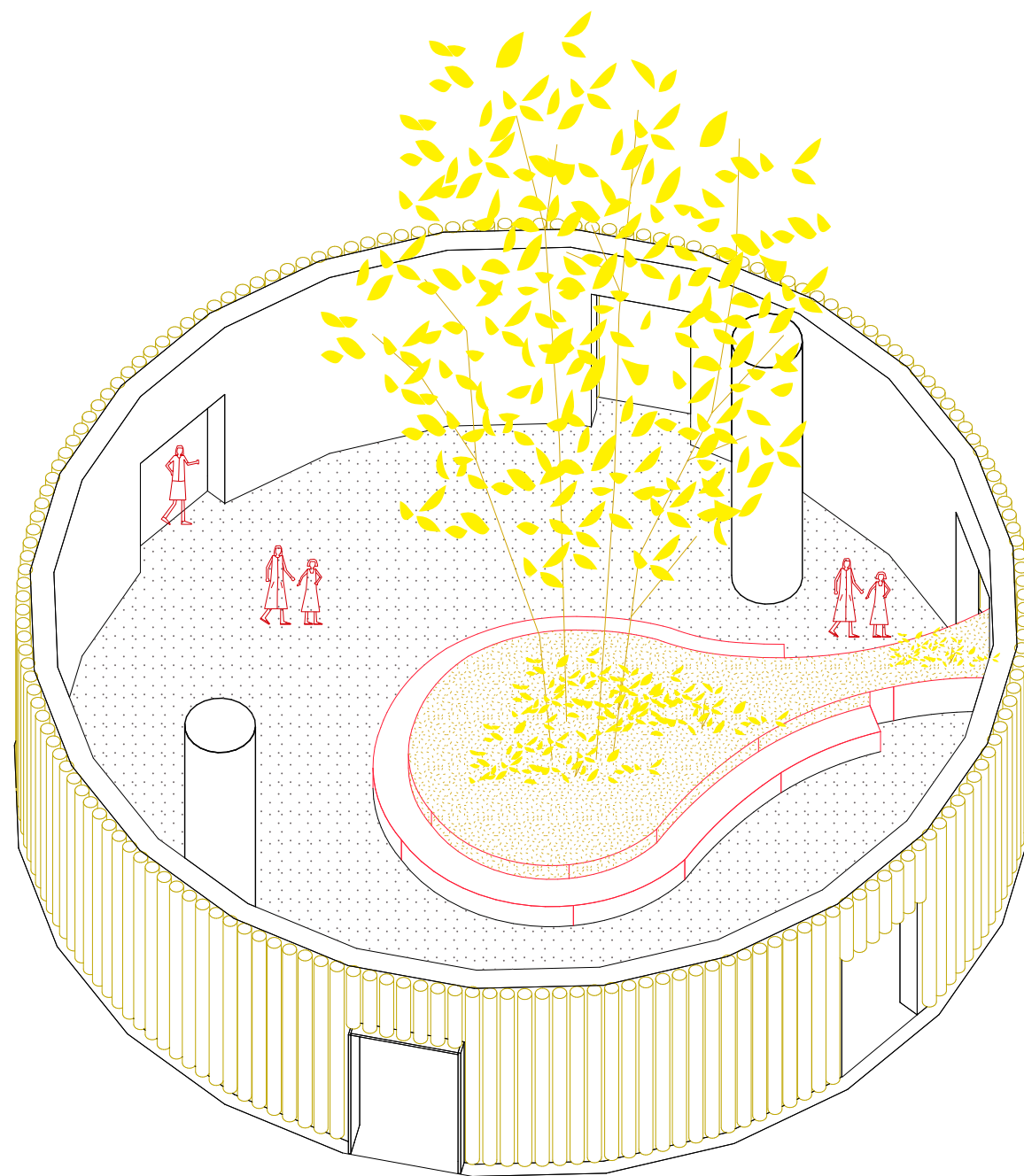
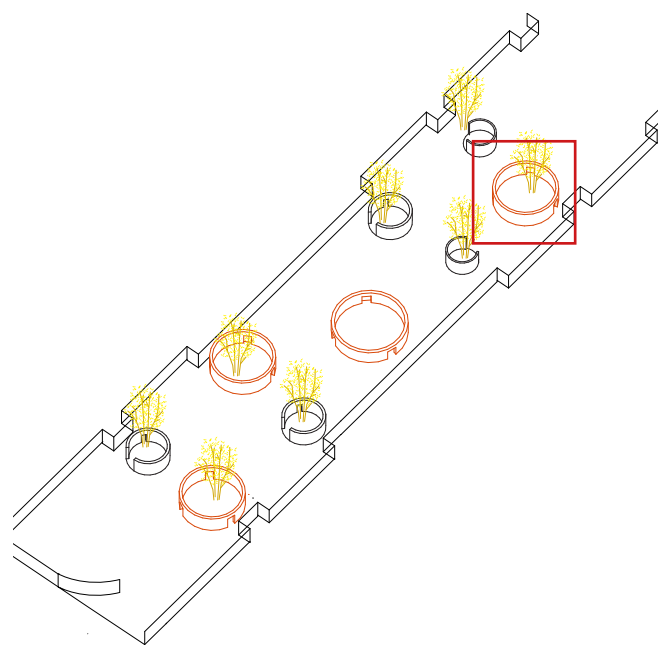




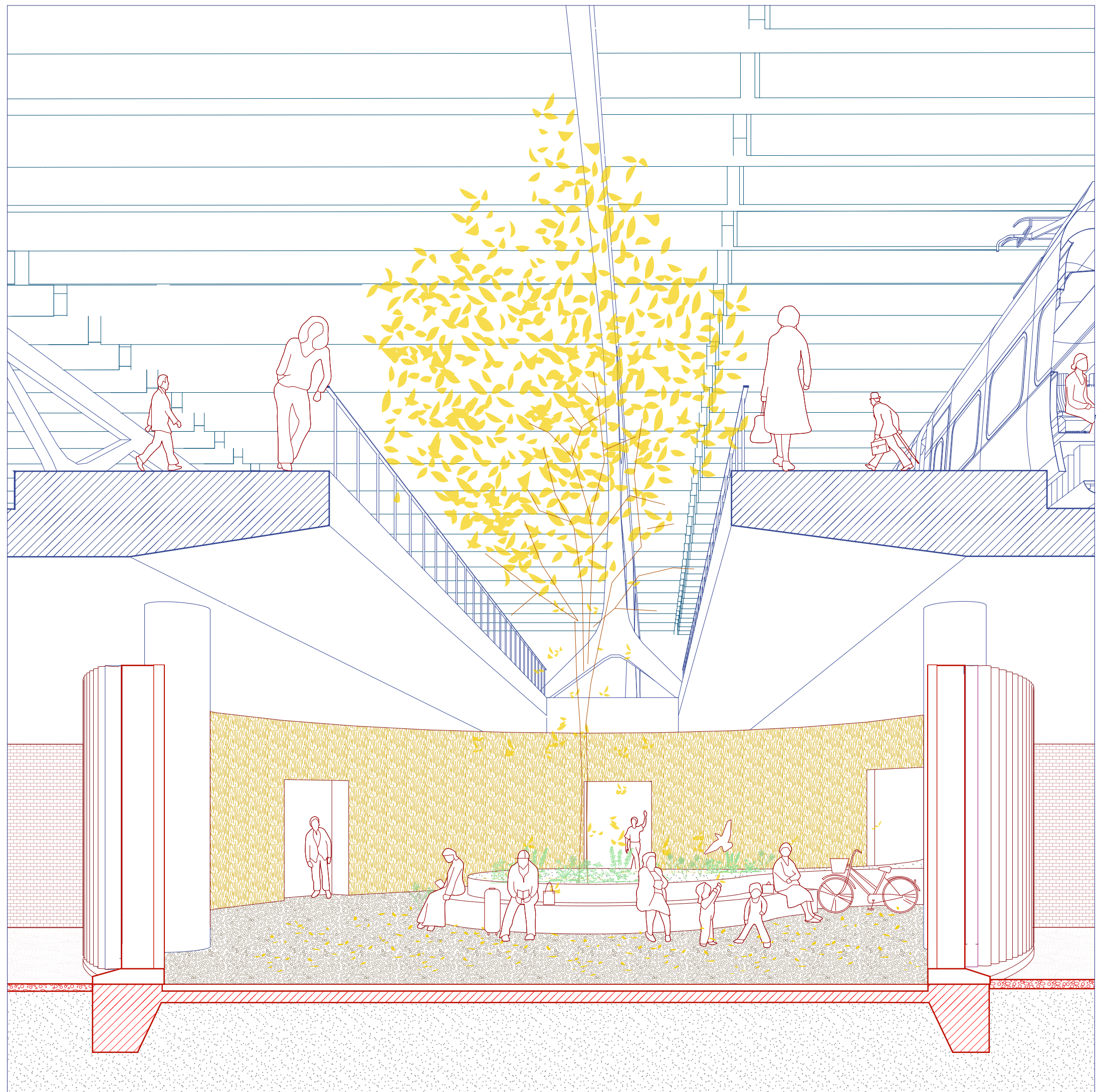
Room III: for collective mindful activities - meditation, soft sports







Room III: for individual informal activities







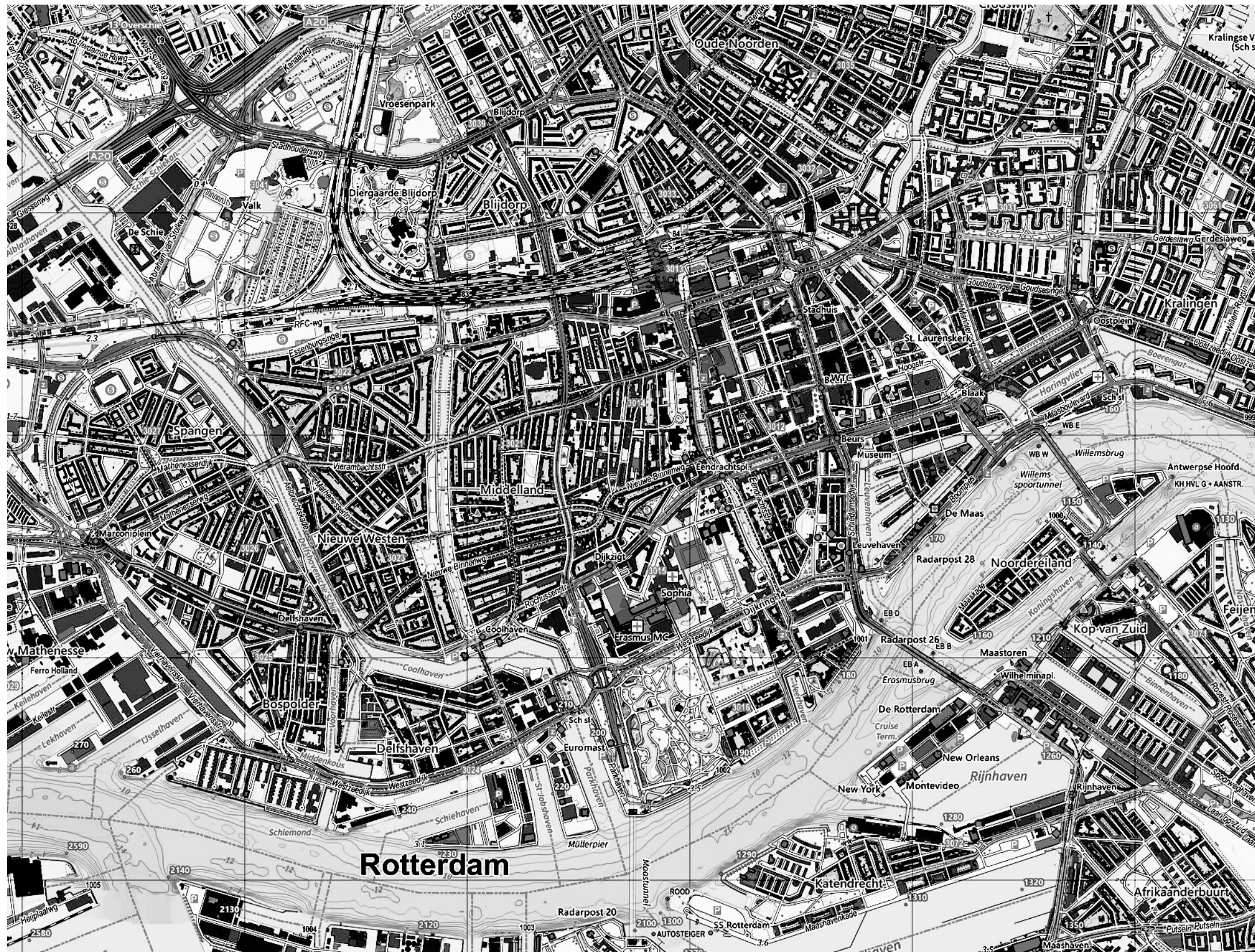
Reflection



rethink architecture via the notion of waiting



propose an alternative to the arcade model for transit spaces



Map of Rotterdam, 2014

a modern city imagined as logistic machine



The Central, Hong Kong

If one were to build the house of happiness, the largest space would be the waiting room.

Jules Renard