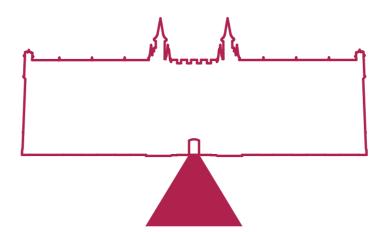
Place of Unpretentiousness



Content

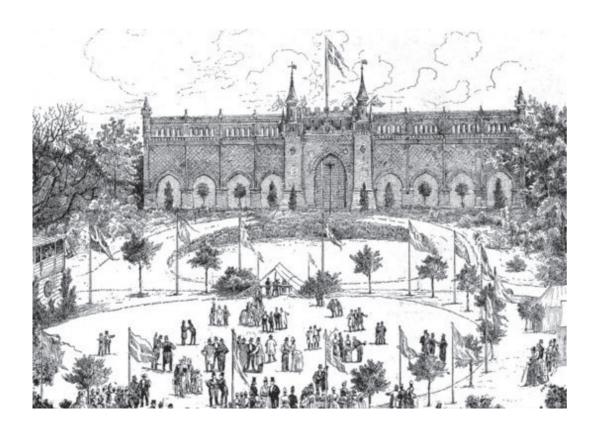
01	02	03	04	05

O 1
INTRODUCTION

Introduction // Project site



shooting range since 1890's



playground since 1950's



11

2 RESEARCH



"Consumerism - or more accurately, the culture-ideology of consumerism - refers to a set of beliefs and values, integral but not exclusive to the system of capitalist globalization, intended to make people believe that human worth is best ensured and happiness is best achieved in terms of our consumption and possessions."

Sklair, 2010

"Shopping is arguably the last remaining form of public activity."

Koolhaas, 2001

15

Through psychoanalysis and psychogramming, people are being manipulatively forced to consume even more for the sake of making economic profit.

Hosoya & Schaefer, 2001

"Perhaps the beginning of the 21st century will be remembered as the point where the urban could no longer be understood without shopping."

Koolhaas, 2001

17

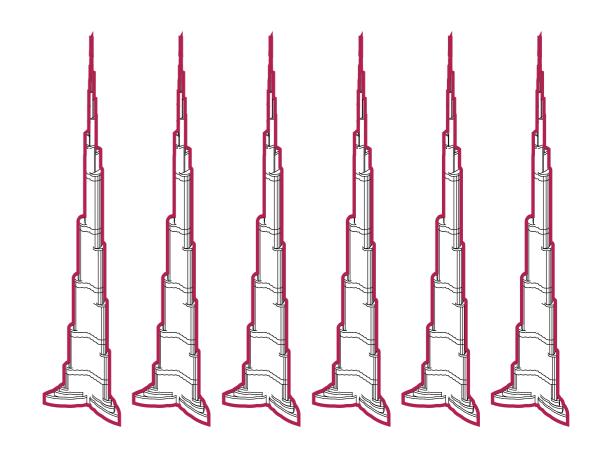


Total retail area, World = $1.998.171.000 \, m^2$

Total retail area, Asia = $736.950.000 \text{ m}^2$

Total retail area, Europe = $180.600.000 \text{ m}^2$

Total retail area, Denmark = $1.901.692 \text{ m}^2$



Total retail area, $Denmark = 6 \times Khalifa tower$

as factor of Copenhagen land surface area (Copenhagen = 88.25 km²)

Total retail area, $World = 22.6 \times Copenhagen land area$

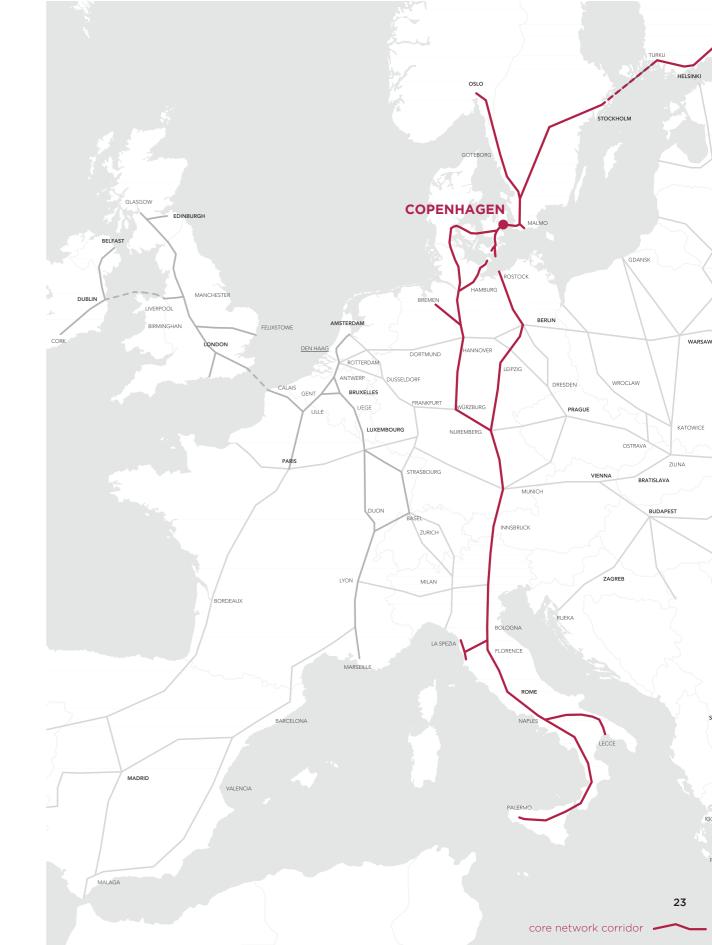


Research // Scandinavian Mediterranean Corridor

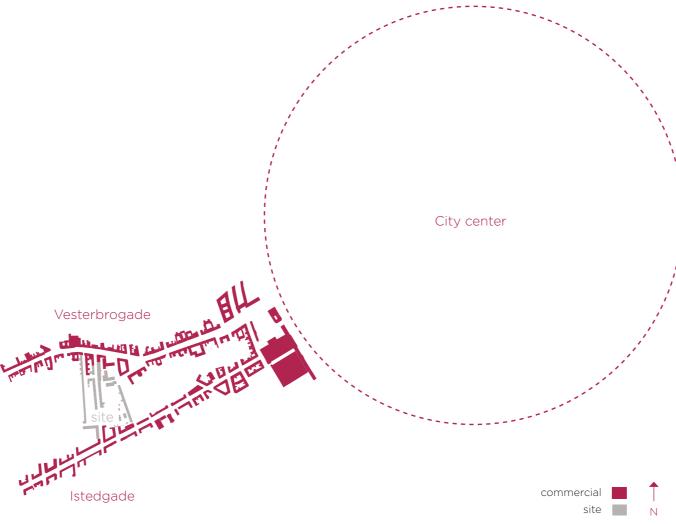
In 2030, GDP = **1.468** billion eu

In 2030, Job years = 4.2 million yrs

In 2030, **Projects** = **666** n



Research // Commercial arteries







Vesterbrogade















S CONCEPT





"But immaterial production- the production of the ideas, innovations, experiences and other intangibles that virtually everybody agrees to be the most important source of value and development is increasingly performed by another economy that does not primarily move according to monetary incentives."

Arvidsson, Bauwens, Peitersen, 2008

"Rather it is about finding ways in which free human beings, without any apriori obligations to each other, whether monetary or hierarchical, can live together."

Arvidsson, Bauwens, Peitersen, 2008

Consumerism

Non-consumerism

material profit

manipulative

psychogramming

forcing

ordinary

class polarization

maximum effort to reach the maximum

immaterial profit

honest

trustworthy

inviting

unique

inclusive

minimum effort to provide the maximum

immaterial profit

verticalicious sports sports

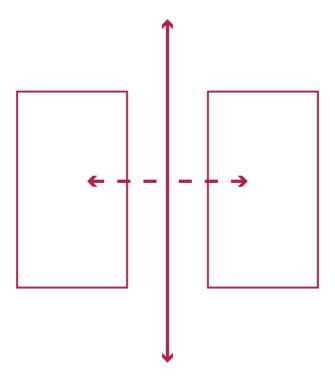
fun fun fun explore explore leisure leisure facilities

46

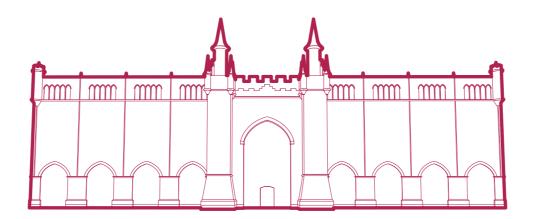
inclusive



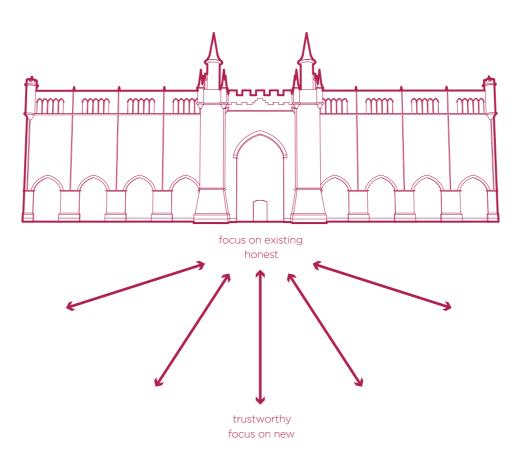
inviting



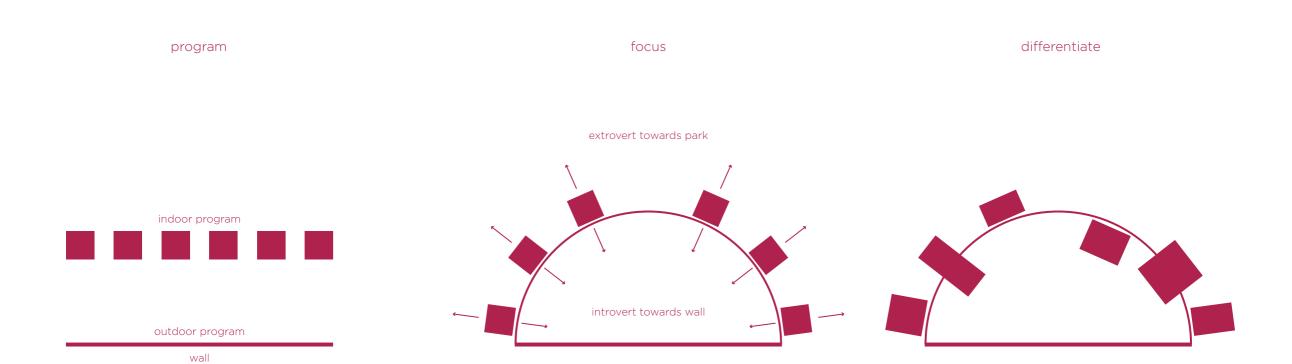
unique



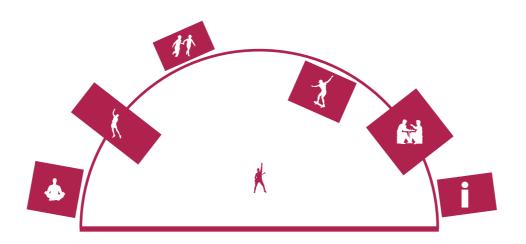
honest & trustworthy



minimum for maximum

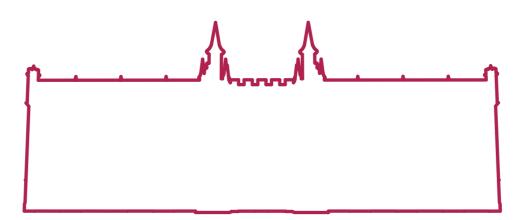


multiplicity

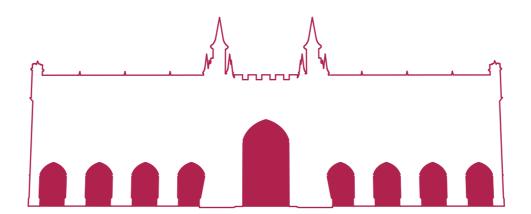


VALUATION

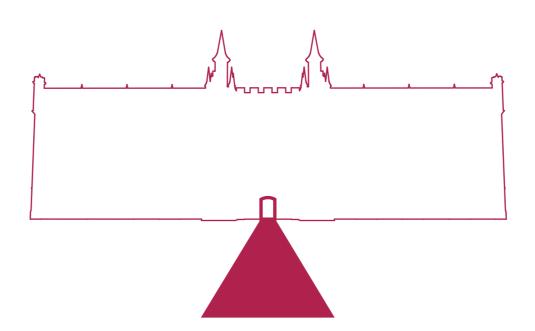
visible entity



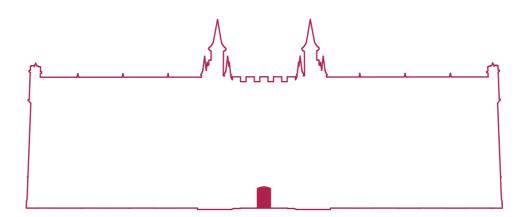
centered hierarchy



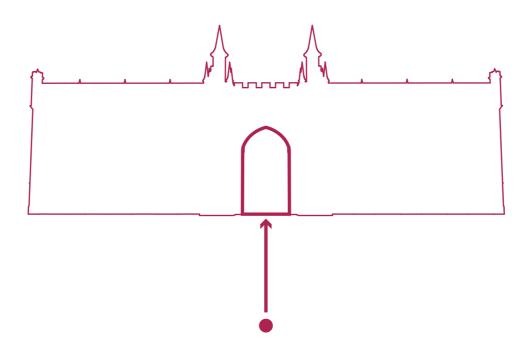
centered axis



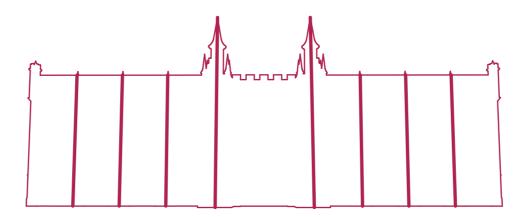
narrow entrance



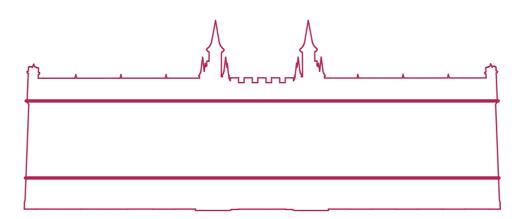
historical shooting direction



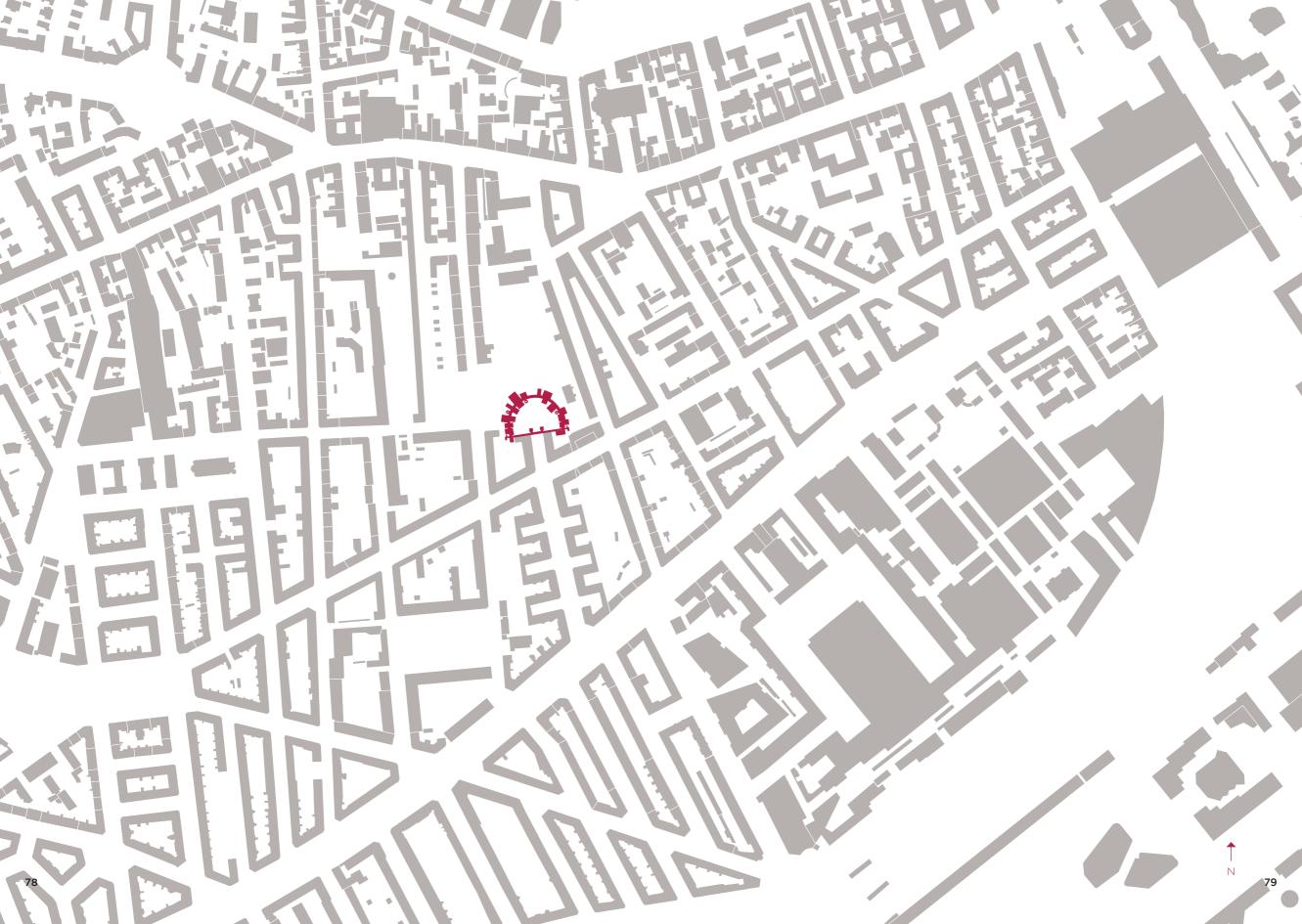
vertical fragmentation



horizontal fragmentation

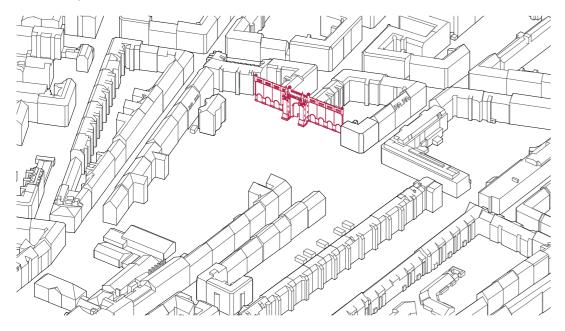


O DESIGN

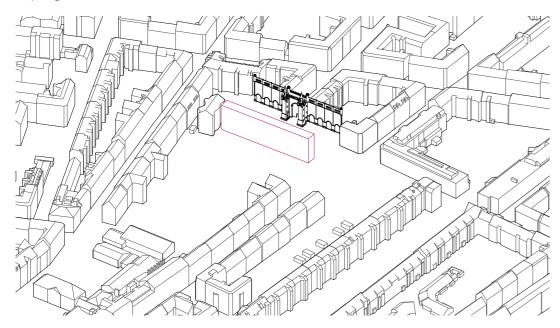


Design // Mass strategy

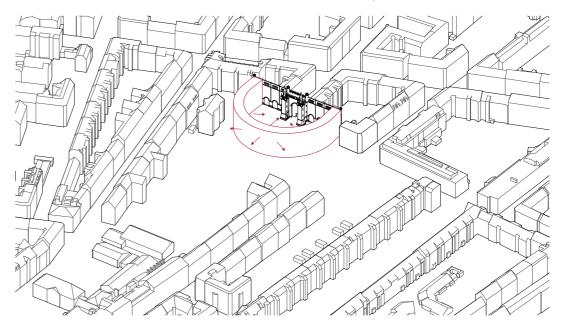
1. status quo



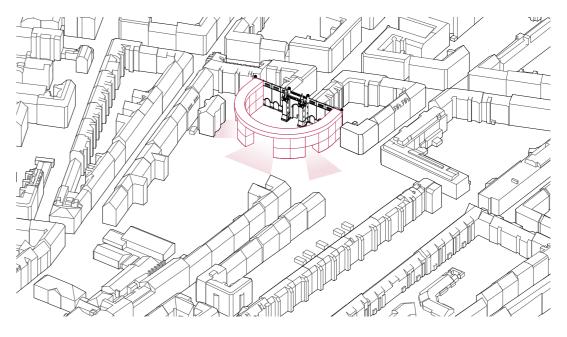
2. program



3. bend - introvert towards wall and extrovert towards park

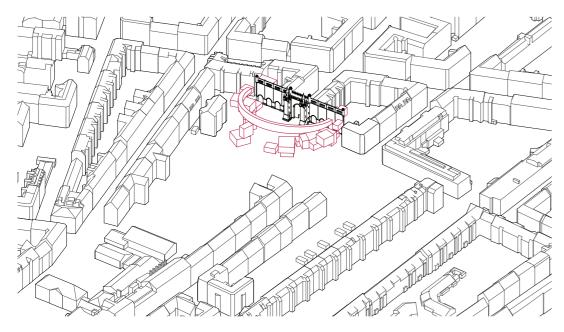


4. cut

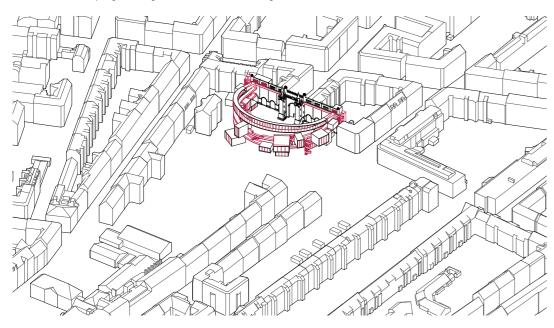


81

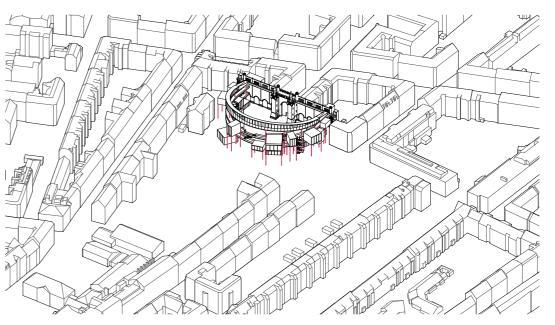
5. differentiate



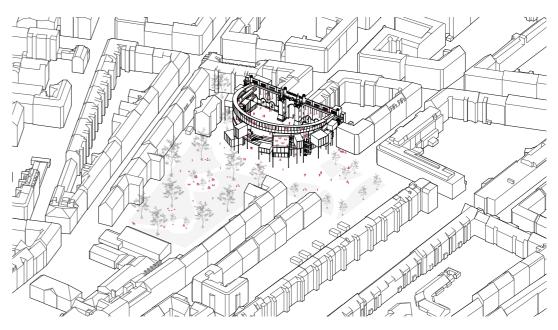
6. connect - physically as well as visually



7. support



8. activate



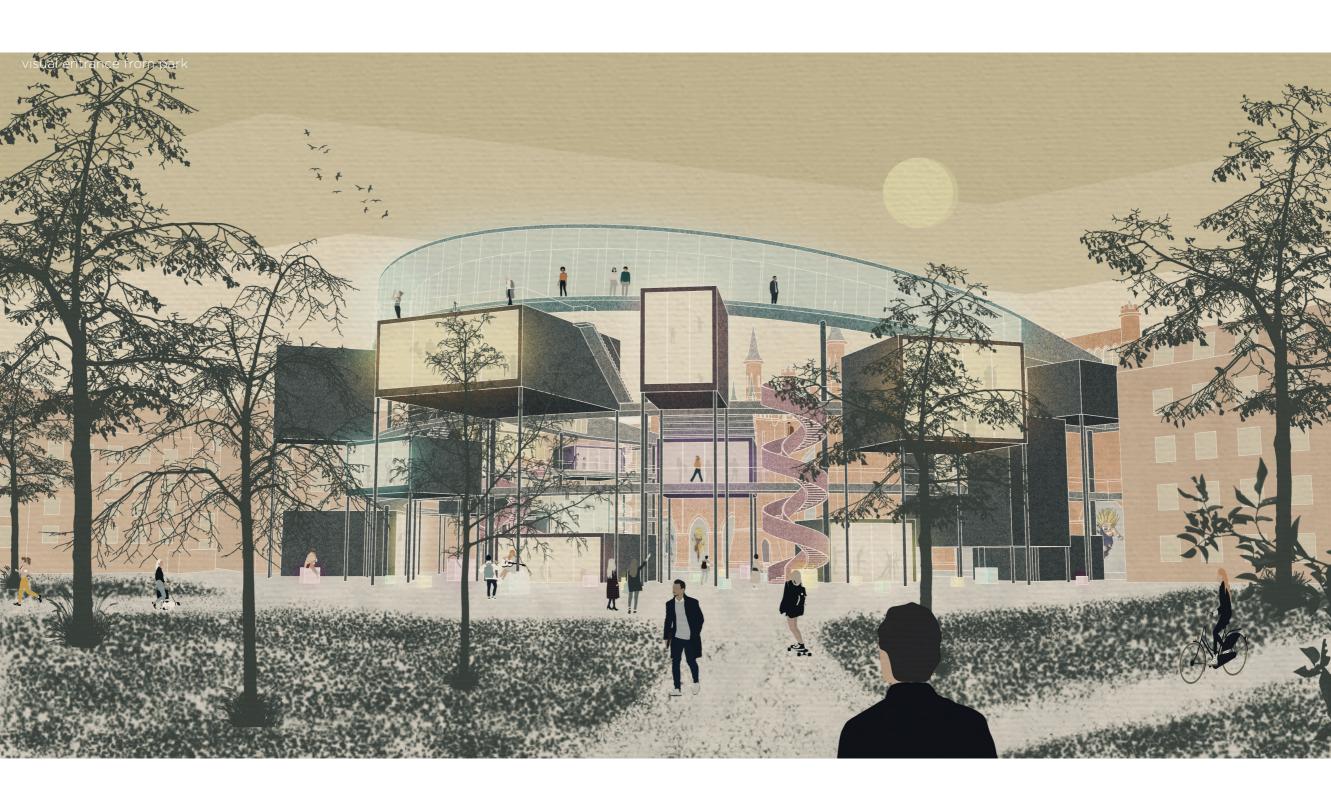
83

Design // Place of Unpretentiousness



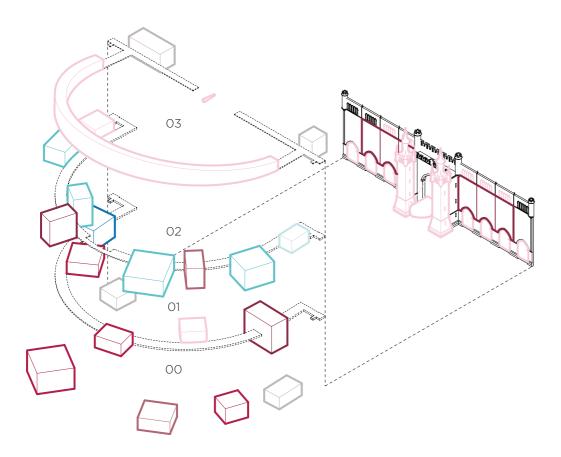


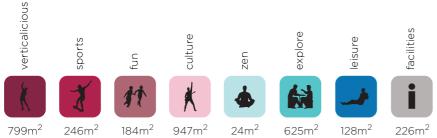




Design // Programmatic composition

$program = 3179 m^2$





verticalicious

- vertical soccer
- vertical tennis
- vertical dance
- vertical yoga
- vertical cinema
- climbing

k culture

sports

BMX

parkour

dance

fitness

skateboarding

slides

fun

- ball pit
- jump XS

• panorama gallery

gymnastics

- performance
- graffiti art
- vertical timeline
- shoot for the stars
- music studio
- canvas painting

zen

- yoga
- meditation
- contemplation

explore

- cinema
- auditorium
- library
- workshops
- · the digital

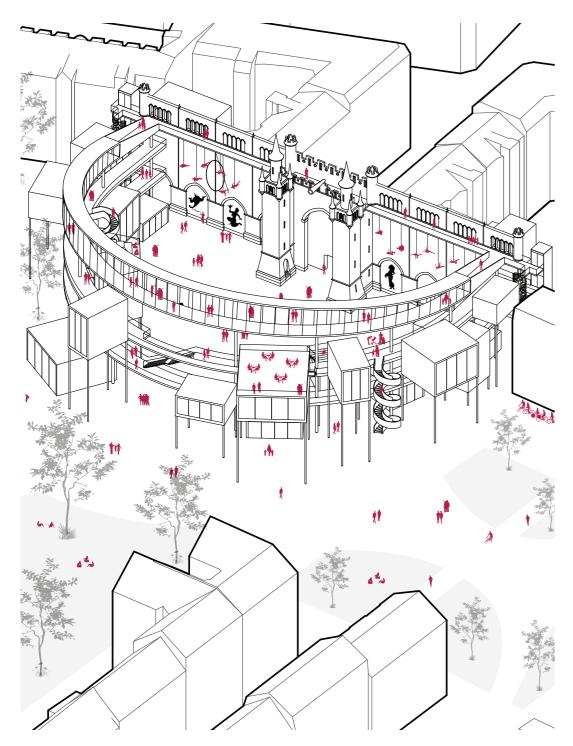
leisure

- relaxation
- interaction

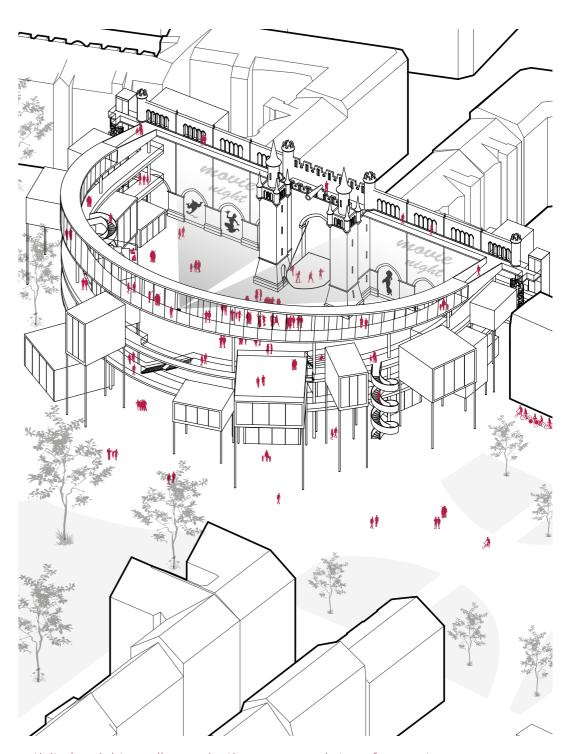
i facilities

- staff
- do-it-yourself kitchen
- toilets/showers
- changing rooms

Design // Outdoor activity



activity by day - wall as vertical playground



activity by night - wall as projection screen and stage for events

95

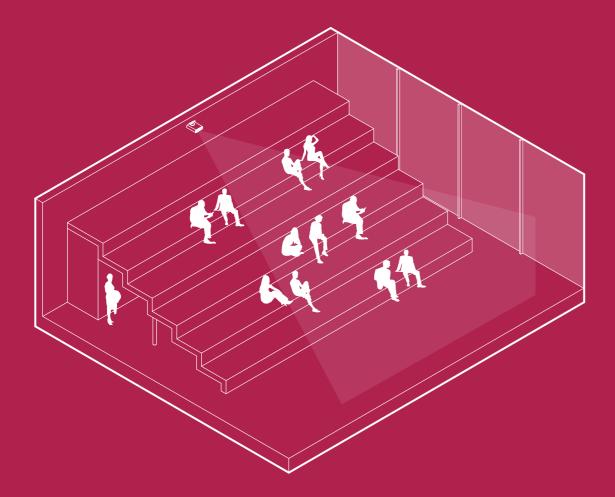






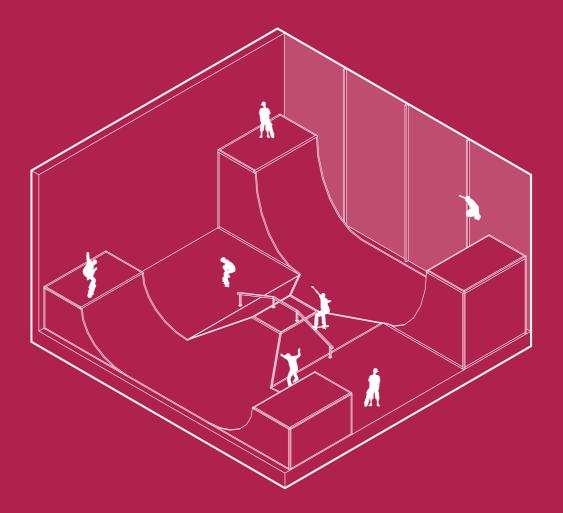
auditorium

lectures, gatherings and cinema



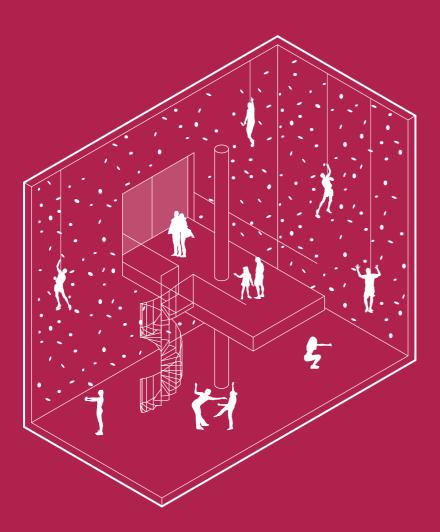
skating

ramps for professionals as for beginners



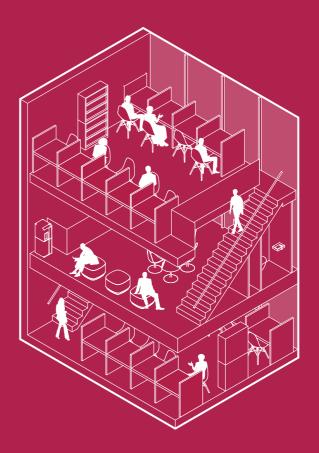
climbing

gravity defying sports



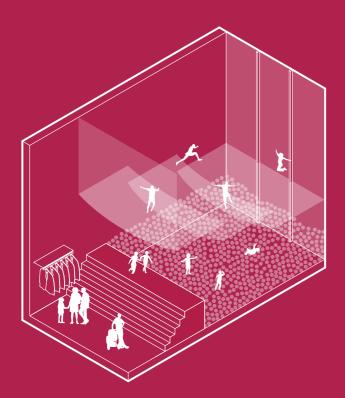
library

study spots with an extraordinary view



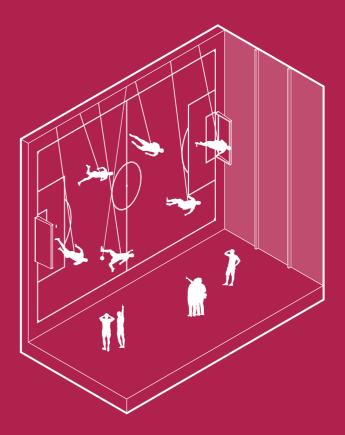
play

ball pit and jump XS



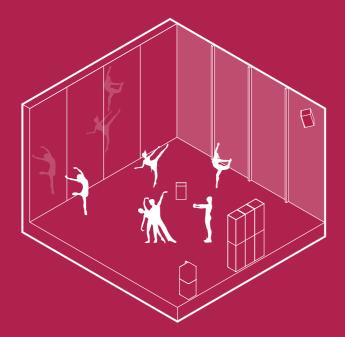
verticalicious

vertical soccer



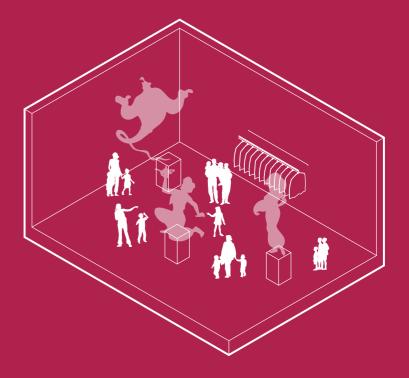
dance

show your moves

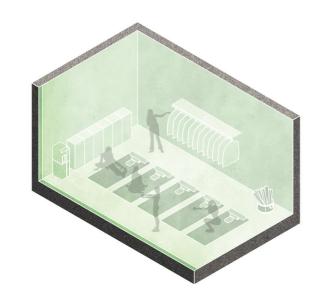


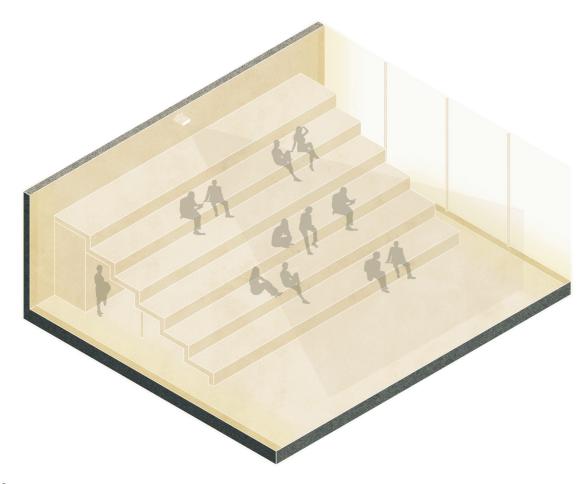
the digital

hologrammic experience



Design // Colours of Vesterbro







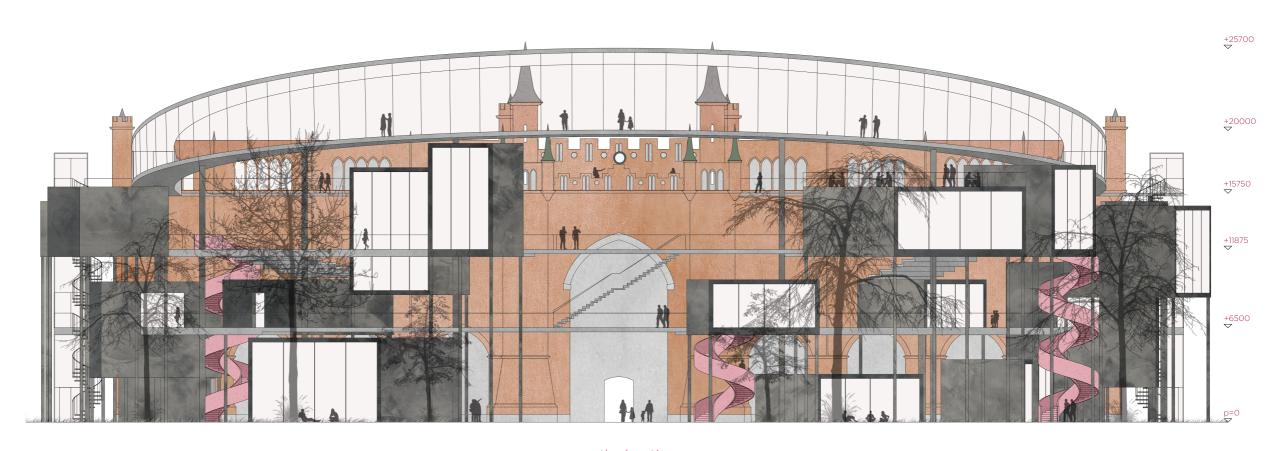




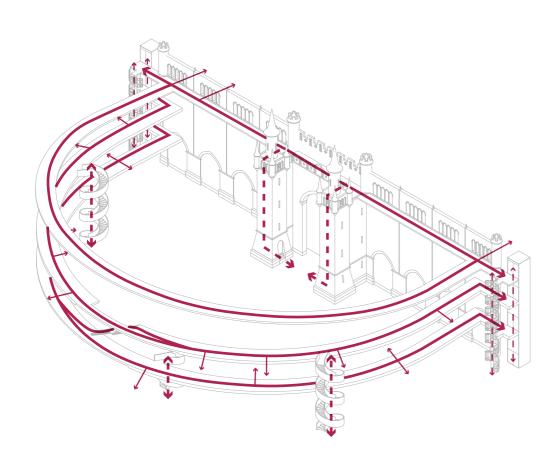


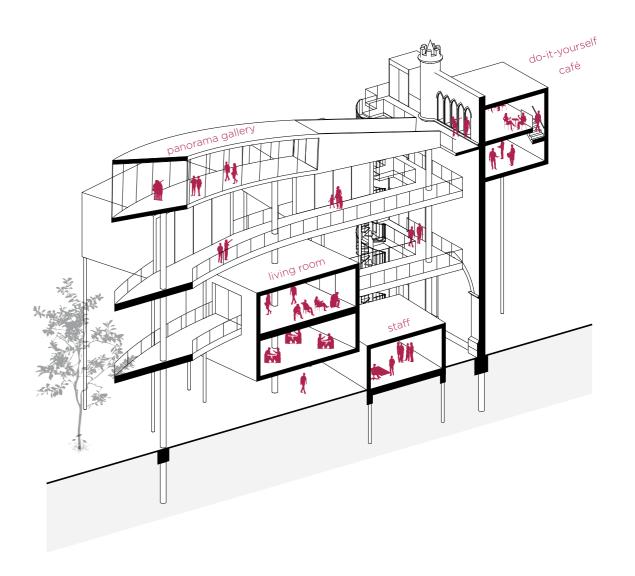


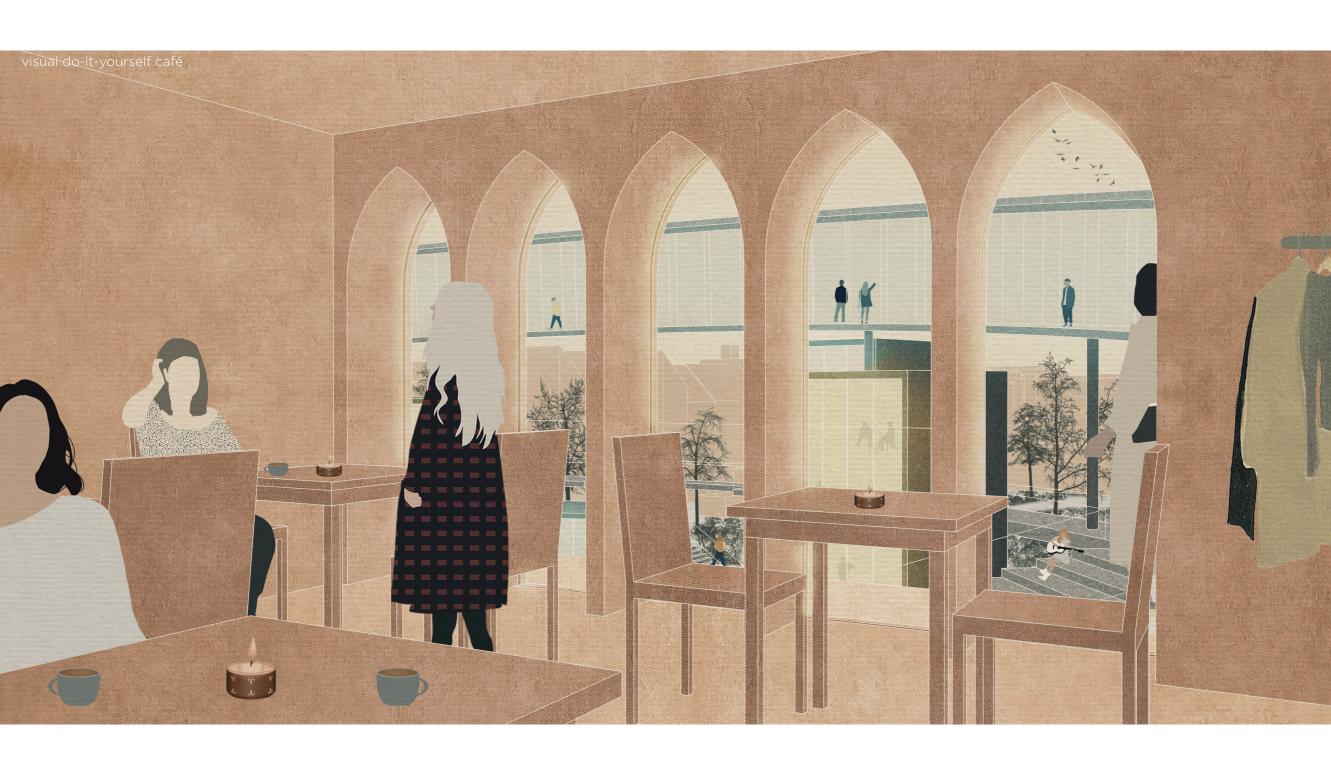




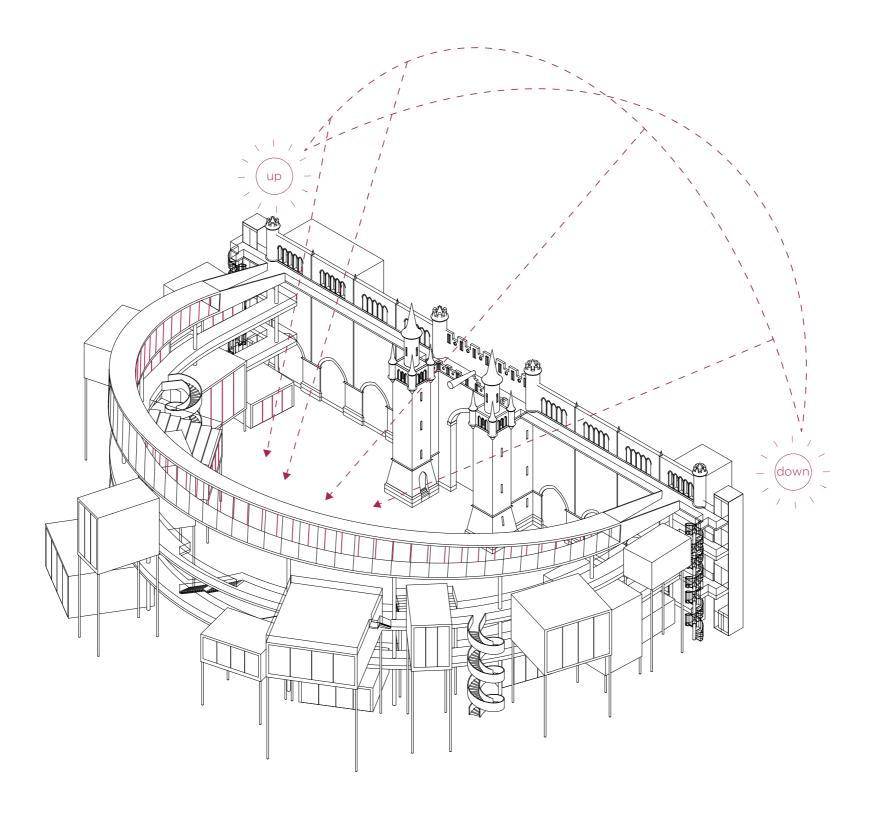
north elevation



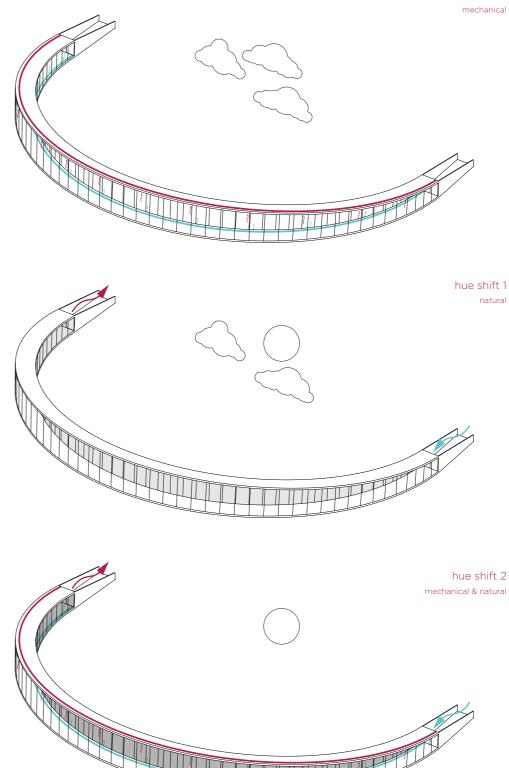




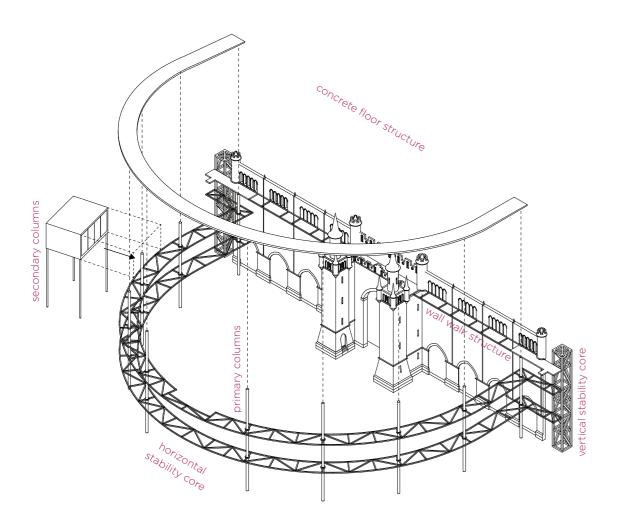


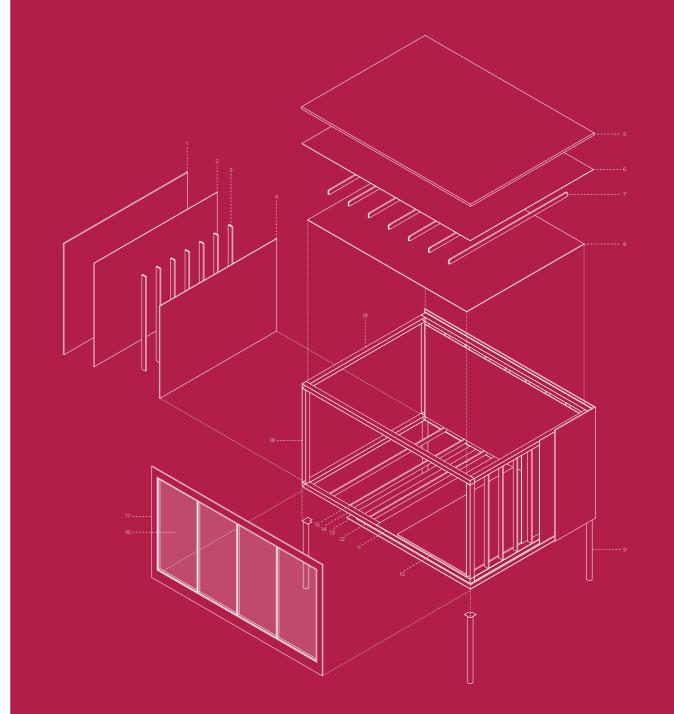






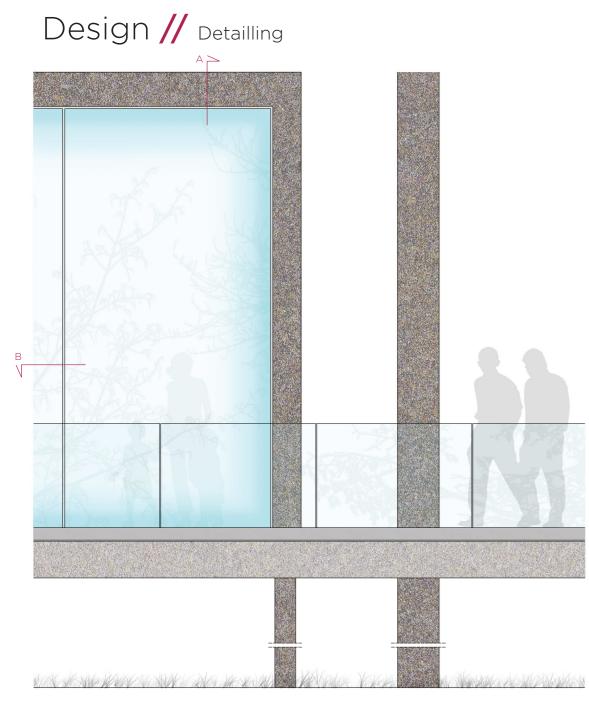
Design // Structure





- 1 roughly coated aluminium sandwich panel
- 2 multiplex laye
- 3 timber joisting
- 4 finished plasterboard
- 5 roughly coated aluminium sandwich panel
- 6 multiplex laye
- 7 timber joisting
- 8 finished plasterboard
- 9 roughly coated steel column with poured concrete
- 10 poured resin floor finishing

- 11 multiplex laver
- 12 thermal laver
- 13 roughly coated aluminium ceiling finishing
- 1 steel HEA heam
- 15 timber joisting
- 16 double glazed curtain wall with transparent solar panels
- 17 roughly coated aluminium sandwich pan
- 18 steel HEA column
- 9 steel HEA beam



elevation

