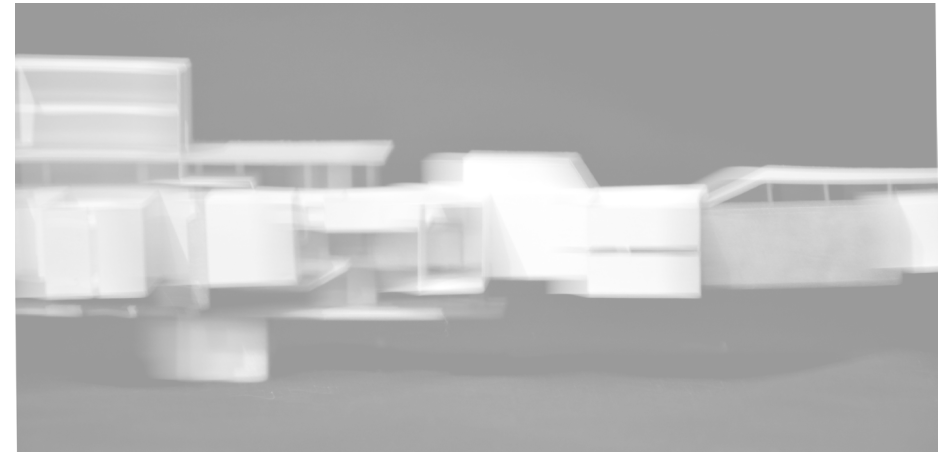


Border Conditions in Bucharest
Design Development + Reflection
Public Building



Reflection

Research theme in context

The research looked into spaces of abandonment on the edge of the city of Bucharest (fig 1). The site itself was located at an abandoned chemical factory. The purpose for observing these spaces was to find the role that they play within the city fabric. Whilst they are labelled as 'forgotten' spaces they are often remembered and sought out by people on the edge of society. Through observing these 'forgotten' spaces and the acts that are carried out within, it became apparent that they were spaces of radical activity, appropriation and play. These spaces are constantly being transformed and altered in use by the occupant or temporal visitor.

Whilst these spaces are often distanced from everyday life, a question posed by the research was how this interplay between space and use could begin to alter and change every day spaces. As the research looked into spaces *in play*, the project would also look to define what this phrase meant and how it could be translated into architecture. The proposal would therefore need to understand what a 'zone of changeability' is and how it could offer infinite possibilities of use.

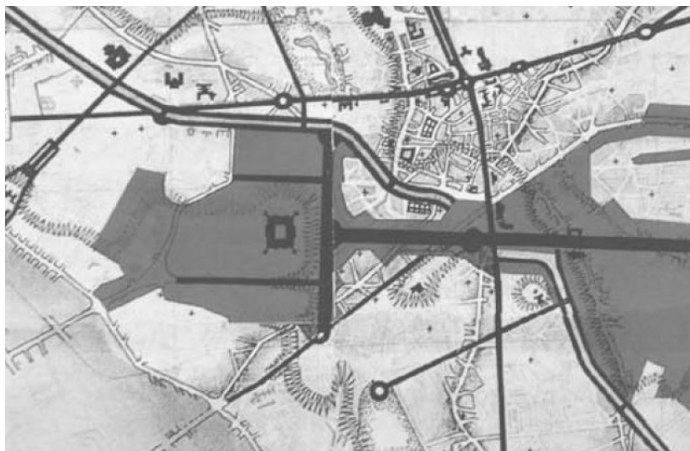
Research and Design

In order to apply the observations made at the chemical site, it was chosen to locate the design proposal in an everyday space such as the park. The palace grounds was chosen as the site for design as a large proportion of this area was destroyed and re-modelled under the rule of Nicolae Ceausescu (fig 2), leaving vast areas of open 'park' space. The changes to the landscape, infrastructure and built environment were radical, with an introduction of a major axis and focal point within the city. These changes destroyed many houses, monasteries and civic buildings. The design theme was therefore initiated as an acknowledgment and response to the historical changes within the area.

The proposal developed into a continually accumulating sequence of spaces that could evolve and be built over a significant number of years. The theme of the proposal is memory and looks at the multiple understandings of the word. The three initial functions that have emerged are the archive, the cemetery and the individual repository. Over time however, additional functions would be added to this evolving institute that deal with the idea of storage



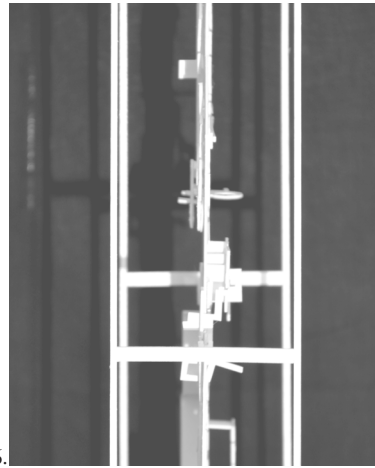
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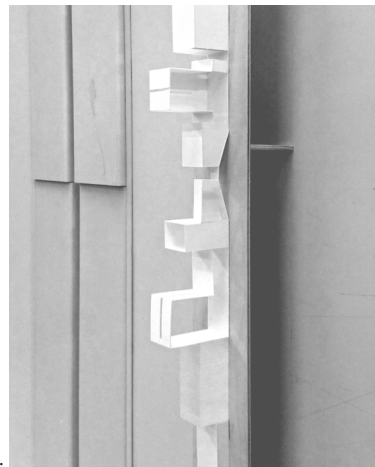
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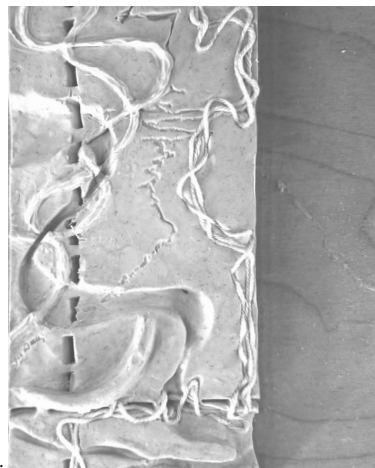
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8.

and memory, including data centres, blood banks etc.

Methodology

The outcome of the research and observation phase was a series of five maps that related to a specific gaze. These five gazes were the gaze of the detective, gaze of re-adjustment, labyrinths gaze, ruin's gaze and the child's gaze. Of the five maps, the latter three were selected as the most relevant to take forward into the design phase (fig 3-5). Part of the research looked into 'play' as a tool for design, and applies an almost random and free method of interweaving the mappings into spatial outcomes.

In order to create a spatial interpretation of the mappings, 2.5 and 3D models were developed to represent each mapping (fig 6-8). Initially the models were created independent of each other and remained distanced from architectural objects. The spatial models were then combined sequentially in order for each model to have a distinct role in the new iteration (i.e. $a+b=ab$ model 1, $ab+c = abc$ model 2).

Whilst this combining of models and techniques worked well in model 1 (fig 9), the complexity and richness of space was lacking in model 2 (fig 10). Model 1 however became the basis of the architectural proposal and a key guide in the formal language of the design. The third mapping has been interwoven within the design as a looser principle that becomes apparent

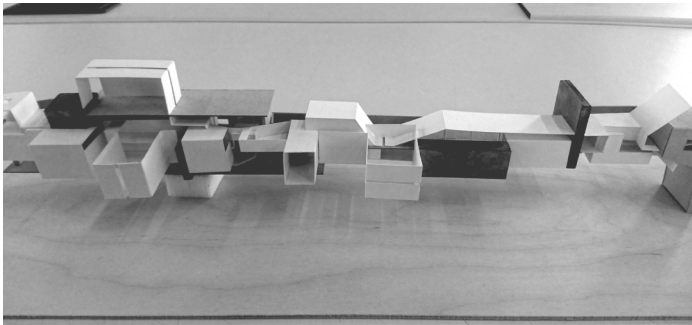
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Studio theme

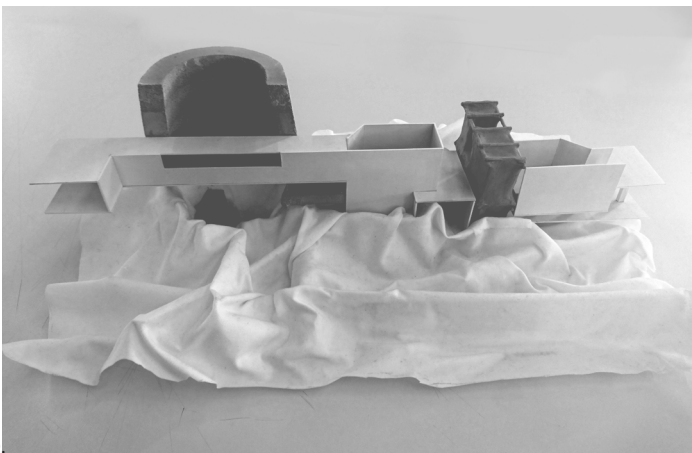
The studio as a whole looks at the border conditions of Bucharest. By researching into spaces of abandonment that are physically on the edge of our cities, it begins to deal with the themes within the studio. Whilst the project itself has been brought back to the centre of the city, it still deals with the borders that have been established by the Palace as an object separated from the city and the destruction and newly built part of the city. By building on the grounds of the palace and gradually extending out into the city, the building looks to make aware this distinction between inside and outside on a macro scale. On a micro scale, within the building itself, the accumulation of fragmented parts of the building will each establish its own threshold or boundary. By establishing a framework of design, each subsequent designer that adds to line will inevitably have to deal with the transition between the fragment in front and the fragment behind, making a critical distinction between soft and hard changes in space.

Moving forward

In the next phase of design I would like to evolve the design to include a contemporary interpretation of memory such as the data centre and blood bank.



9.



10.

Endnotes

- 1 *Abandoned chemical factory*, (site of research) photograph, 2017.
- 2 Lazzarini, 2014. *1980s plan for communist Axis Overlay on Existing City* (site of design). Contemporary City [online] Available at: <http://contemporarycity.org/wpcontent/uploads/2014/05/planning0intervention-2.jpg> [Accessed 24 Feb 2017].
- 3 *The Labyrinths Gaze*, drawing, 2017.
- 4 *The Ruins Gaze*, drawing, 2017.
- 5 *The Childs Gaze*, drawing, 2017.
- 6 *2.5D labyrinth model, side*, photograph, 2017.
- 7 *Model translation of ruin's map*, photograph, 2017.
- 8 *2.5D clay model of child's gaze*, photograph, 2017.
- 9 *Combination model 1*, photograph, 2017.
- 10 *Combination model 2*, photograph, 2017.