

THE PASSAGE

WHERE CITY MEETS STAGE



1. Impression of The Passage



2. Theater Bellevue, Amsterdam



3. Stopera, Amsterdam



4. NITE Theater, Groningen



5. Grand Theatre, Groningen



6. Forum, Groningen



7. Theater De Veste, Delft



8. International Theater, Amsterdam



9. Prinses Theater, Rotterdam

public spaces

UNOCCUPIED

by day

theater building

EXCLUSIVE

by night

OPEN & INCLUSIVE THEATER

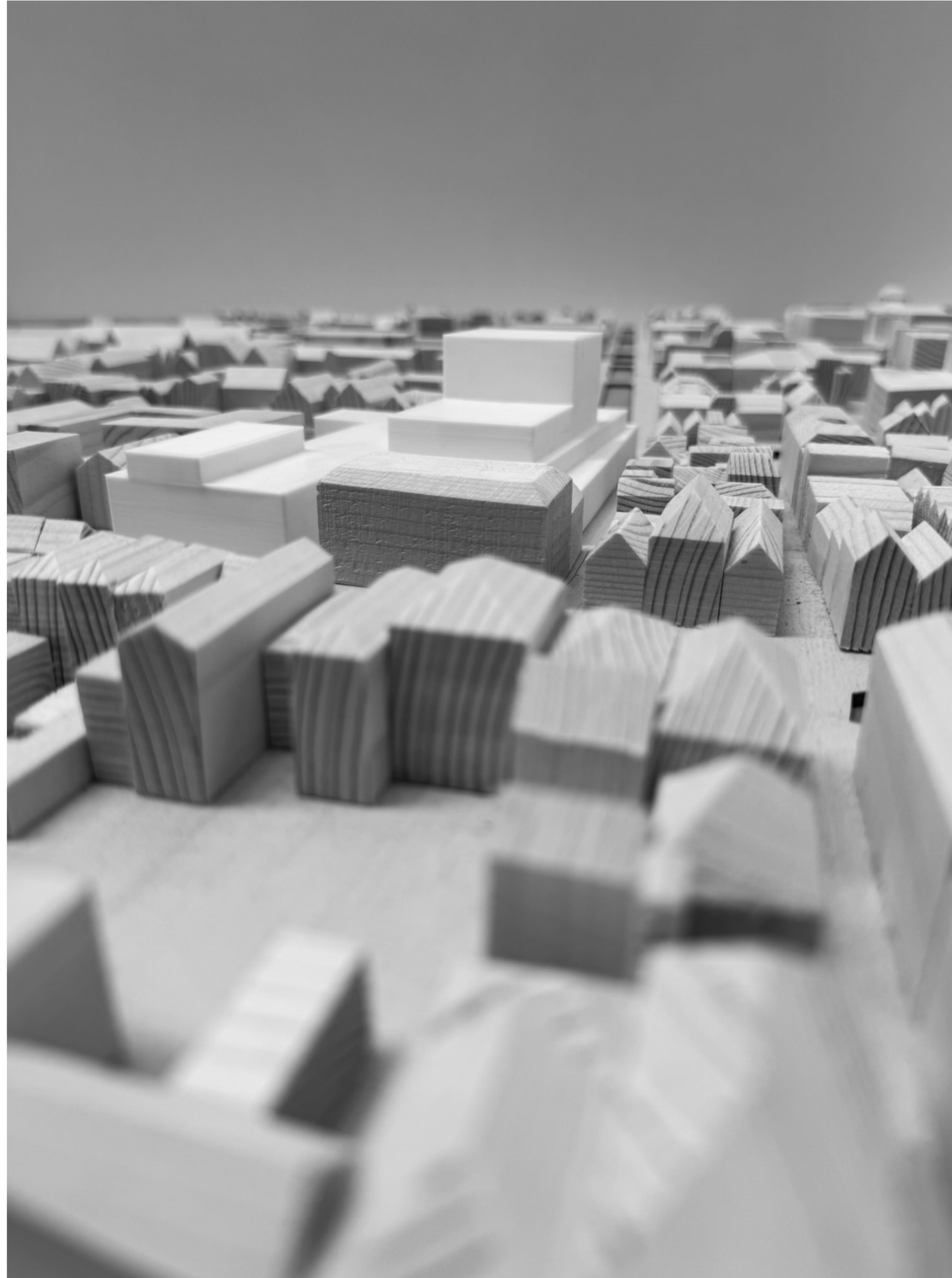
Designing a theatre building that adapts to its surroundings and at the same time positioning itself as open and inclusive building towards the city of Delft.

DESIGN QUESTION

How can a large theatre be designed within the small-scale city of Delft in a way that adapts to and opens itself towards its surroundings while functioning as a cultural anchor?

1. Urban Context & Integration
2. Openness & Accessibility
3. Encounter & Connection
4. Theater & Cultural Anchor

1. URBAN CONTEXT & INTEGRATION



10. Photograph of model 1:500, A figure in the City of Delft



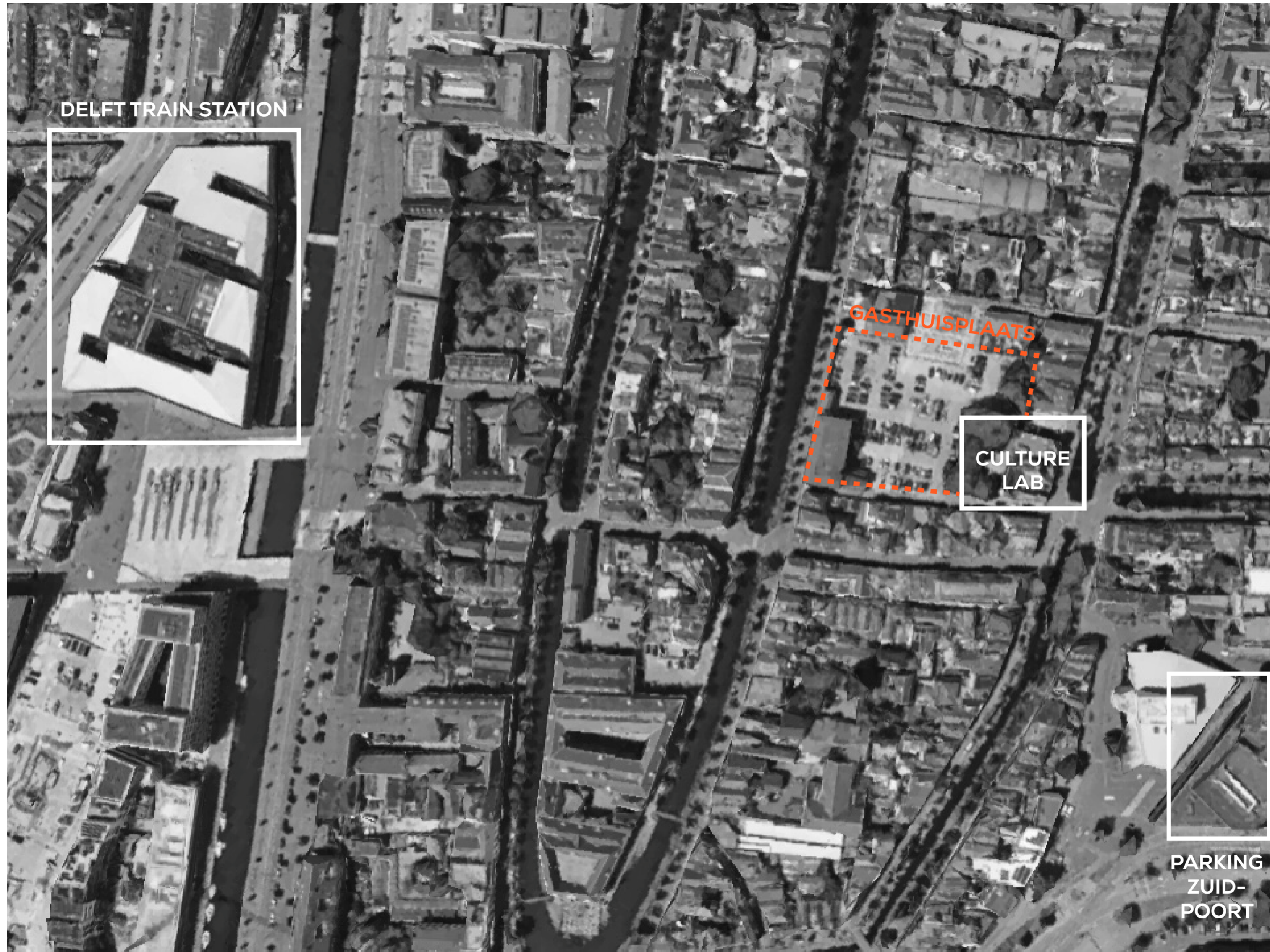
11. Google Earth, situation south of Delft





11. Google Earth, situation south of Delft





12. Google Earth, situation Gasthuisplaats

1. Urban context & Intergration



13. Context of Delft, scale 1:5000



1. Urban context & Intergration



13. Context of Delft, scale 1:5000



1. Urban context & Intergration



14. Photograph of Kromstraat, Delft



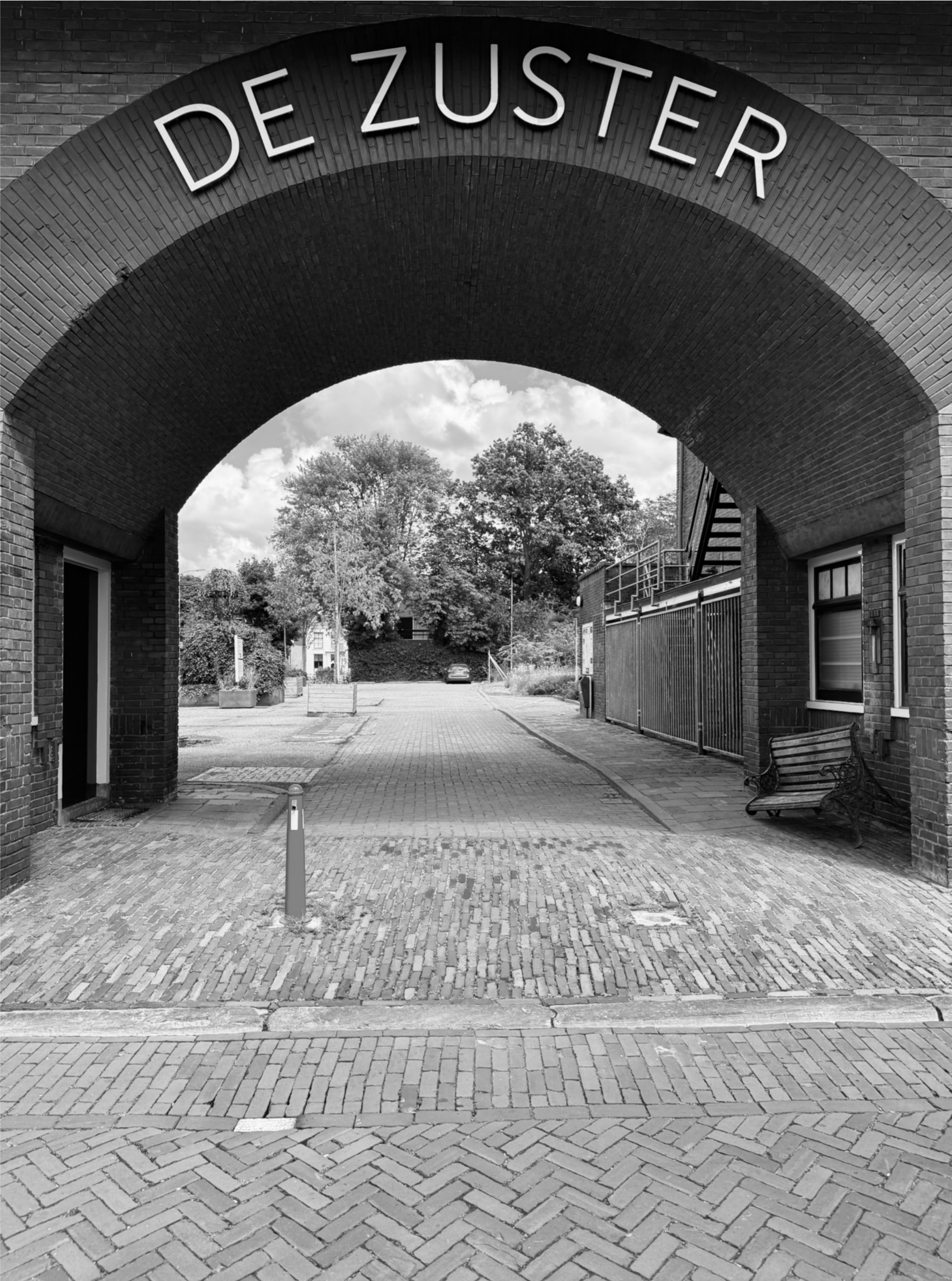
15. Photograph of Molstraat, Delft



16. Photograph of Huyterstraat, Delft



17. Photograph of Gasthuissteeg, Delft

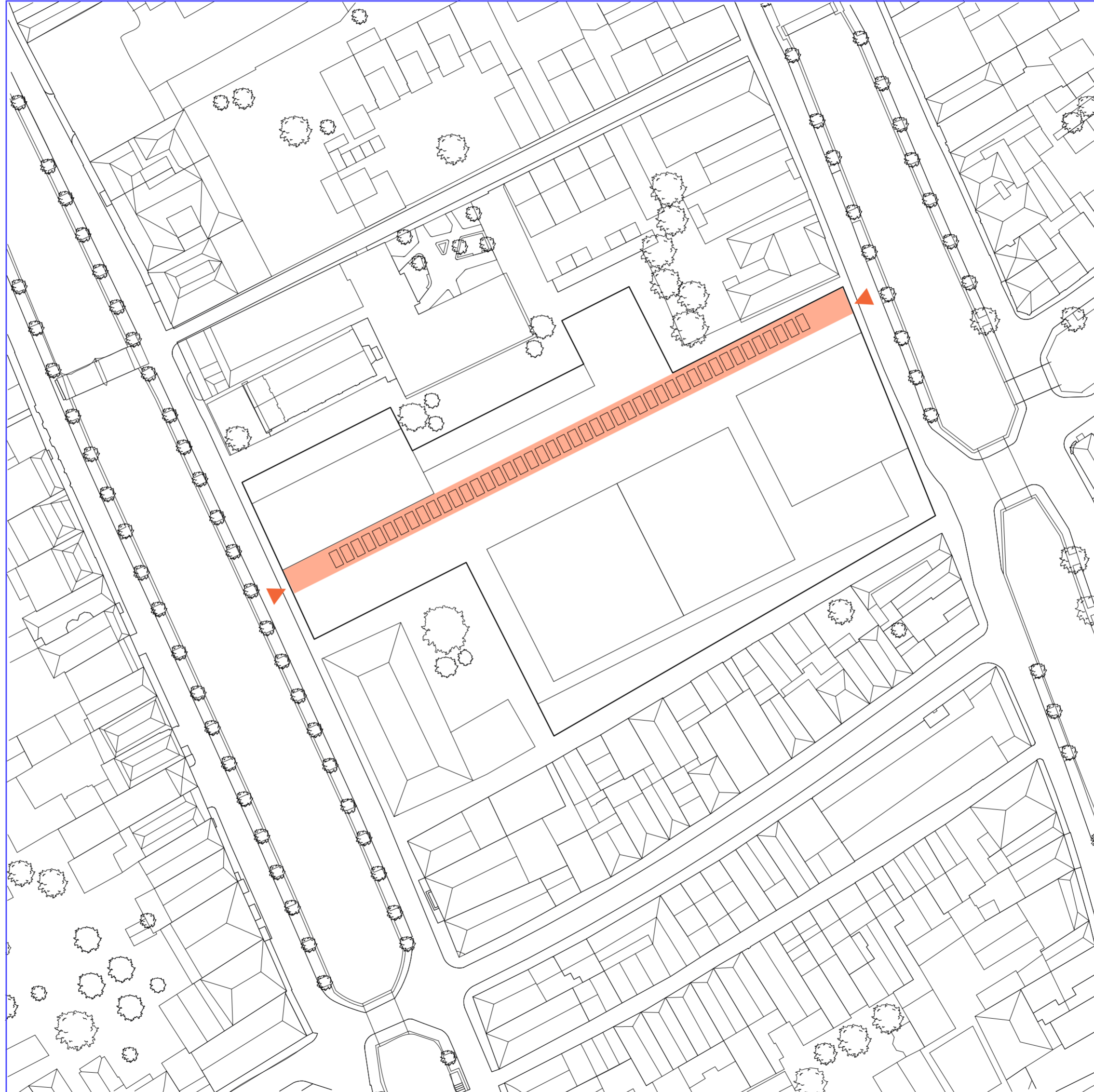


18. Photograph of the street through the Gasthuisplaats



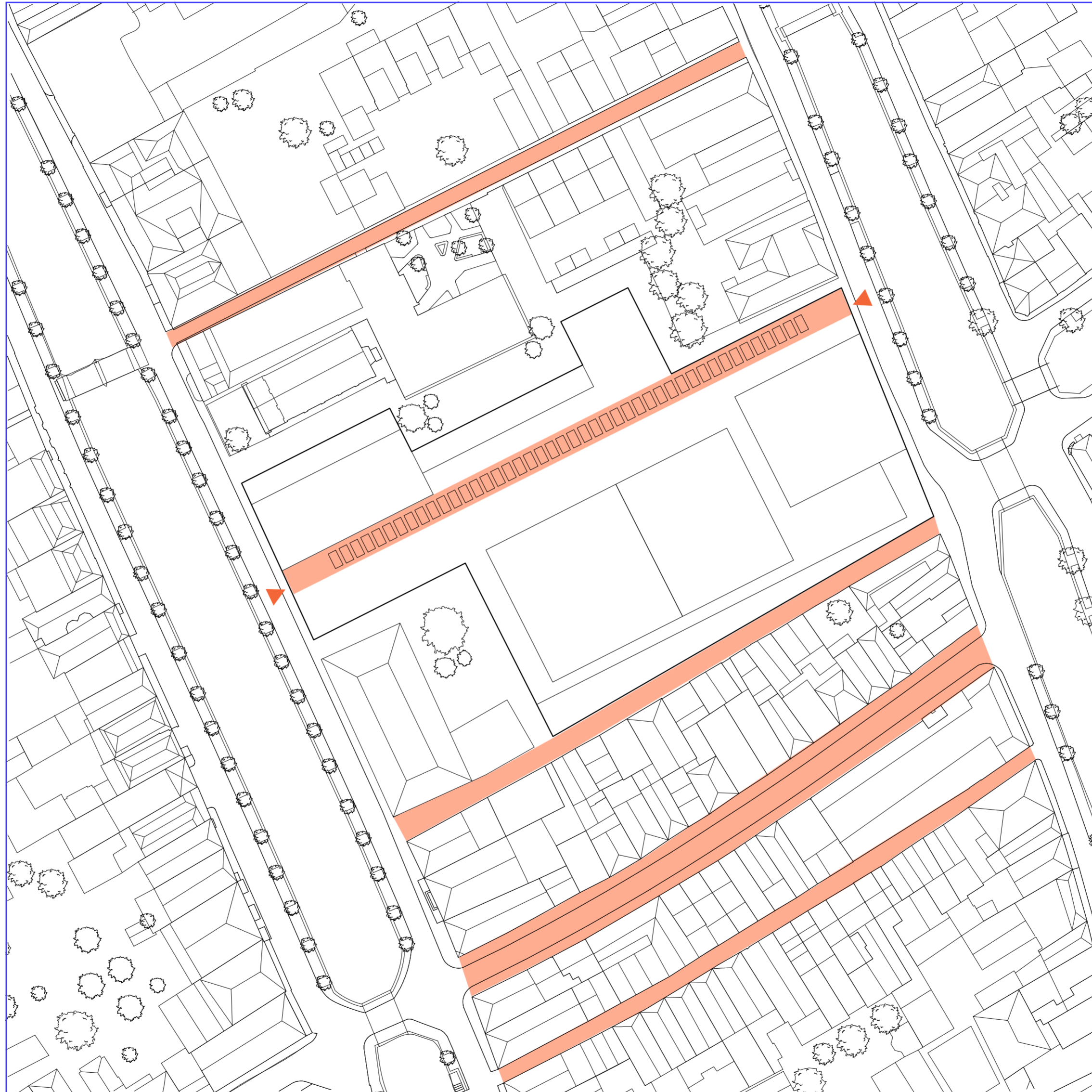
19. Context of Gasthuisplaats, drawn on scale 1:1000





19. Context of Gasthuisplaats, drawn on scale 1:1000





19. Context of Gasthuisplaats, drawn on scale 1:1000





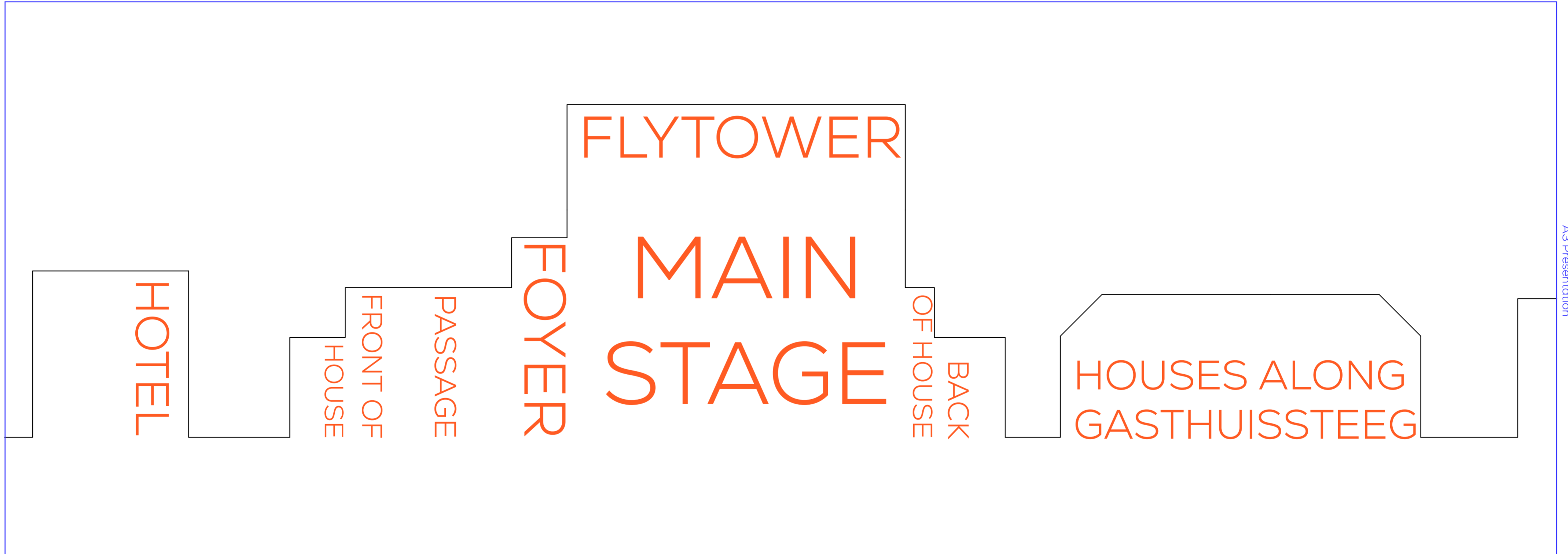
19. Context of Gasthuisplaats, drawn on scale 1:1000





19. Context of Gasthuisplaats, drawn on scale 1:1000



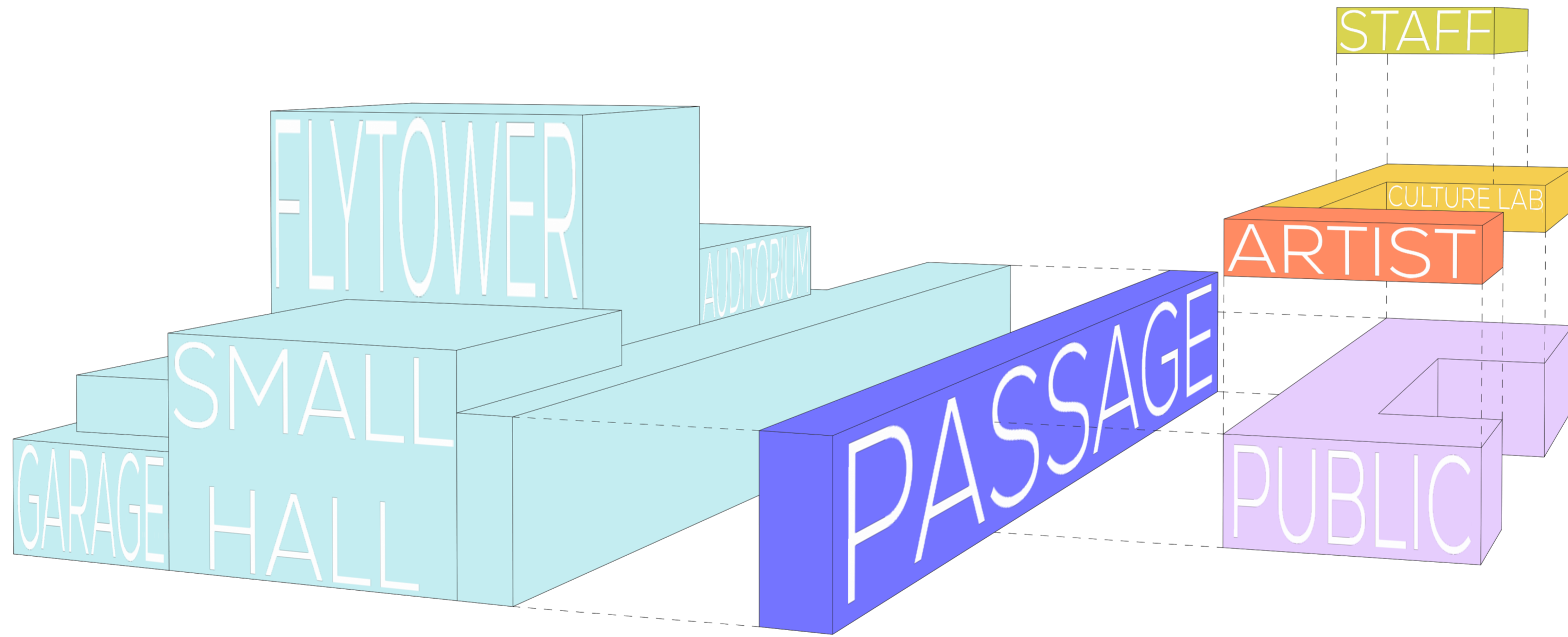


20. Section diagram showing hight of builing and surrounding, scale 1:200

2. OPENNESS & ACCESSIBILITY

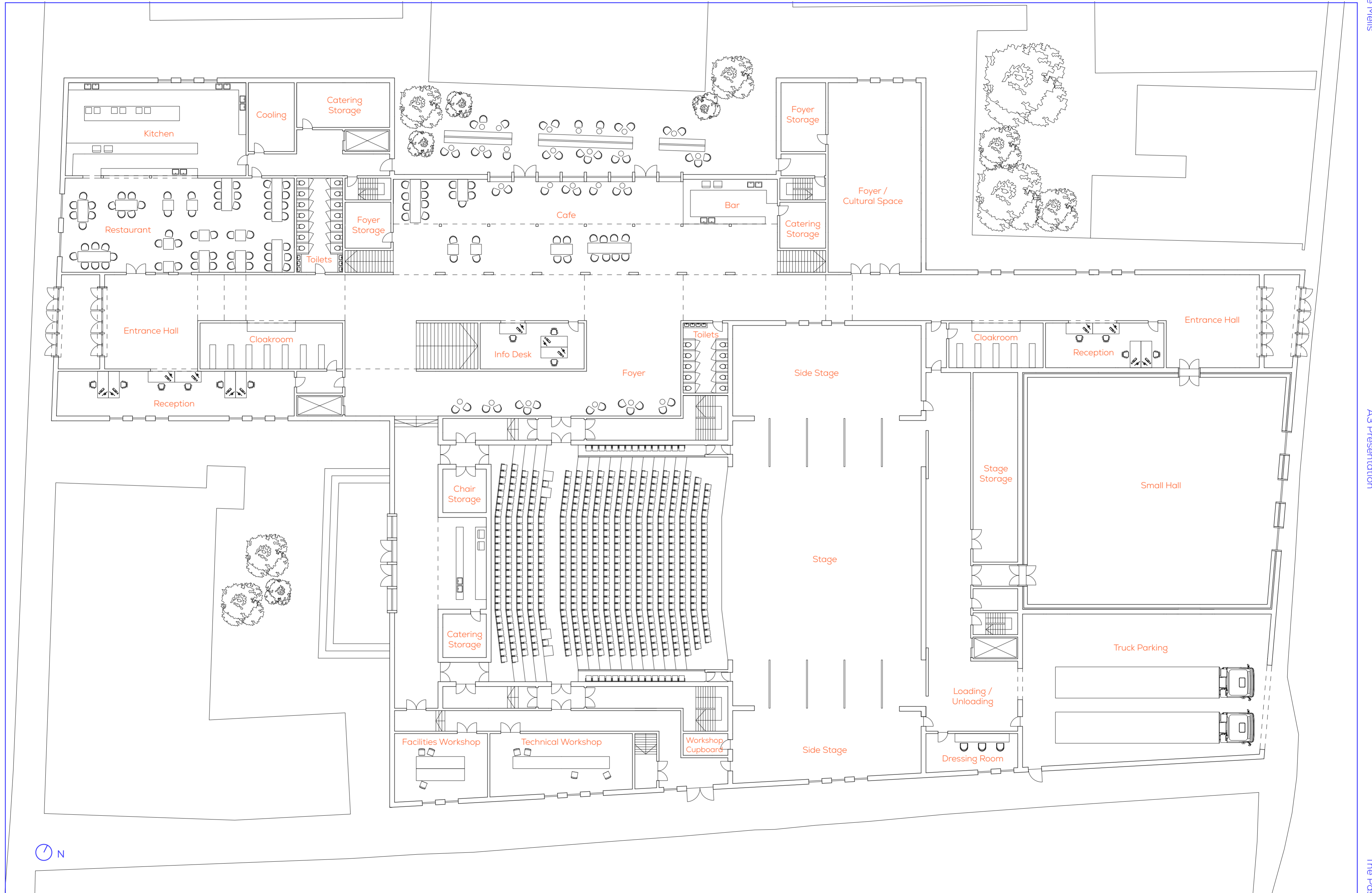


21. Photograph of model 1:50, Entrance of The Passage



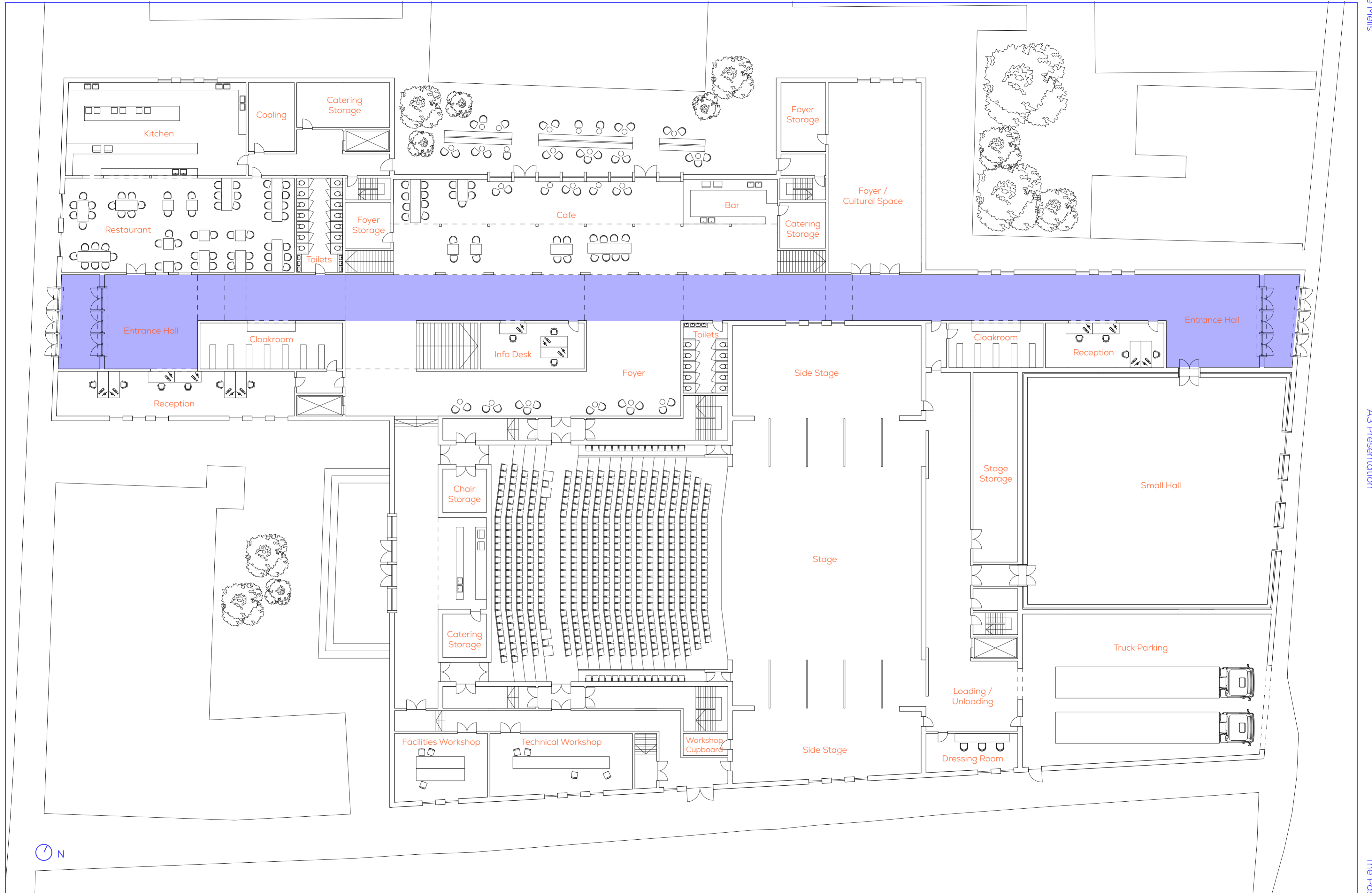
22. Diagram of passage, back of house and front of house

2. Openness & Accessibility



23. Floorplan ground floor, scale 1:200

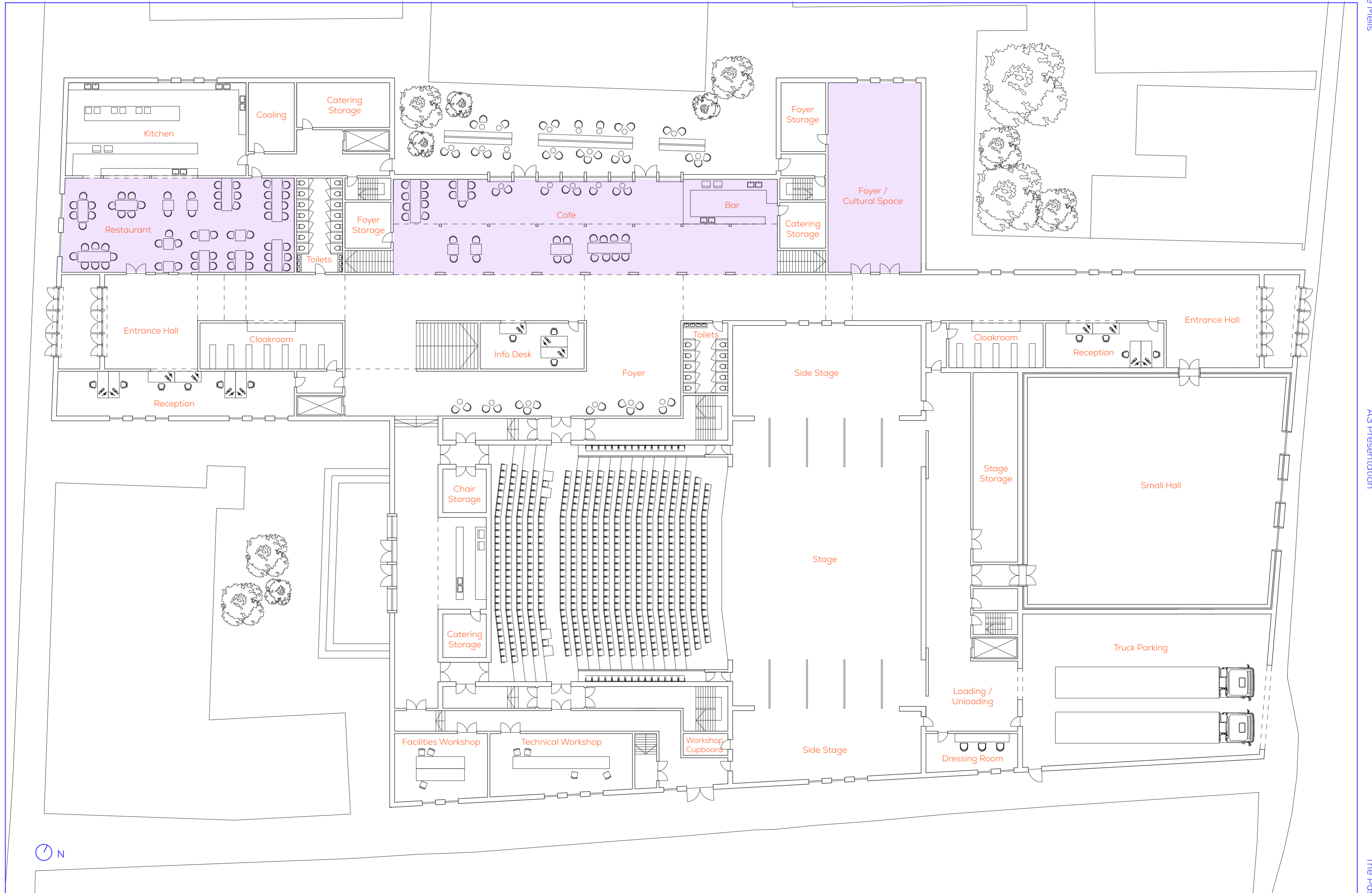
2. Openness & Accessibility



23. Floorplan ground floor, scale 1:200

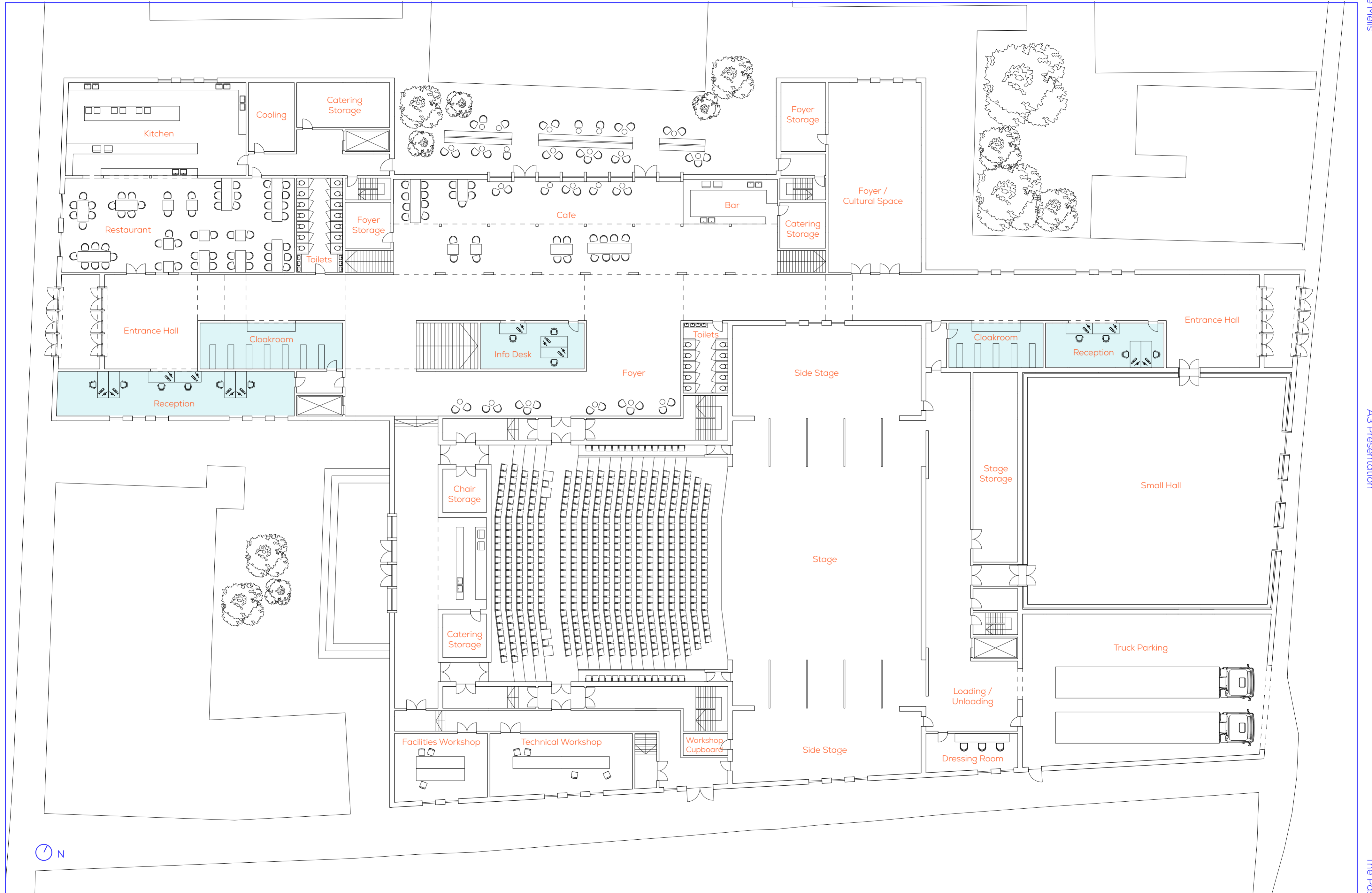


2. Openness & Accessibility



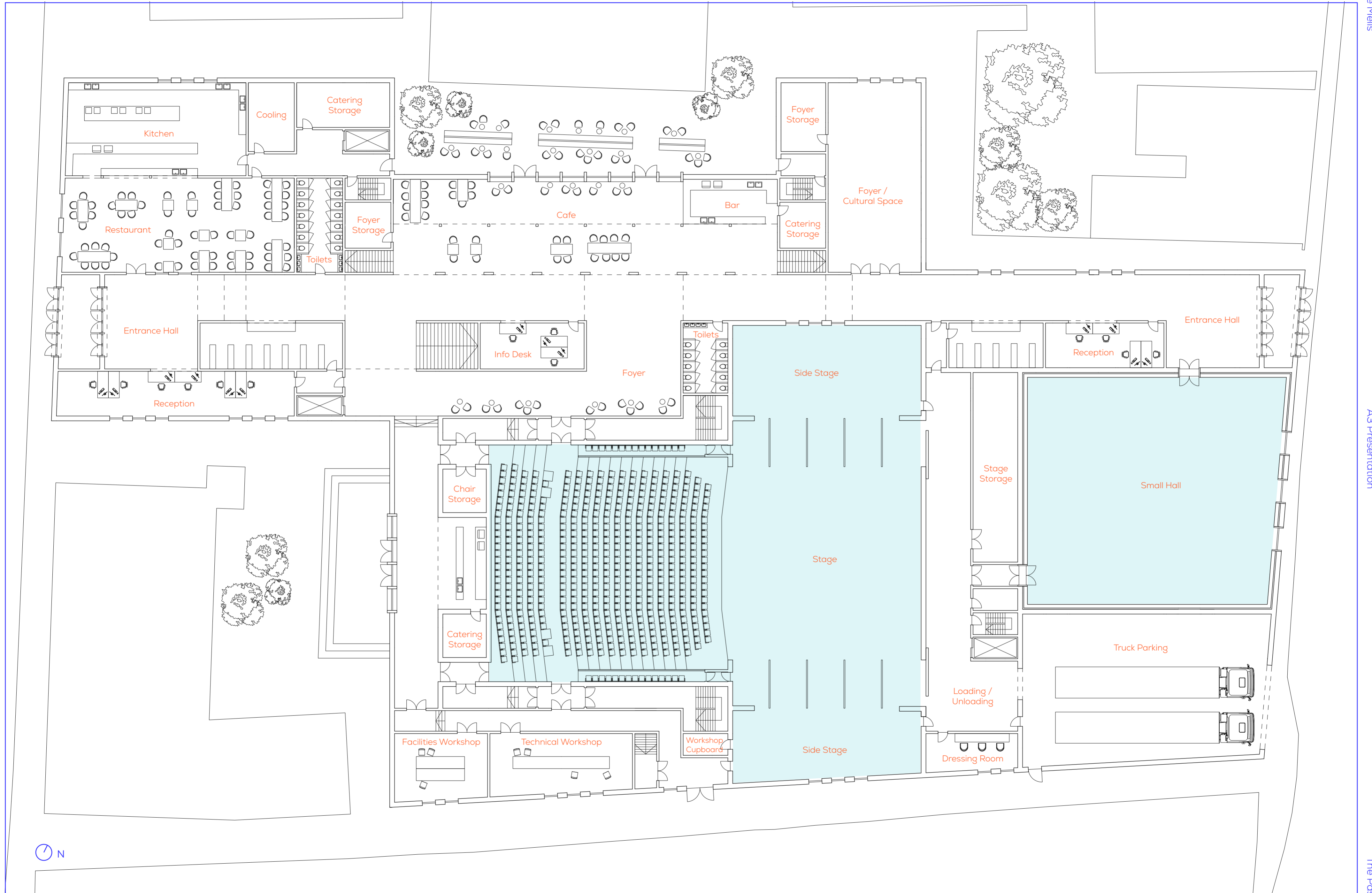
23. Floorplan ground floor, scale 1:200

2. Openness & Accessibility



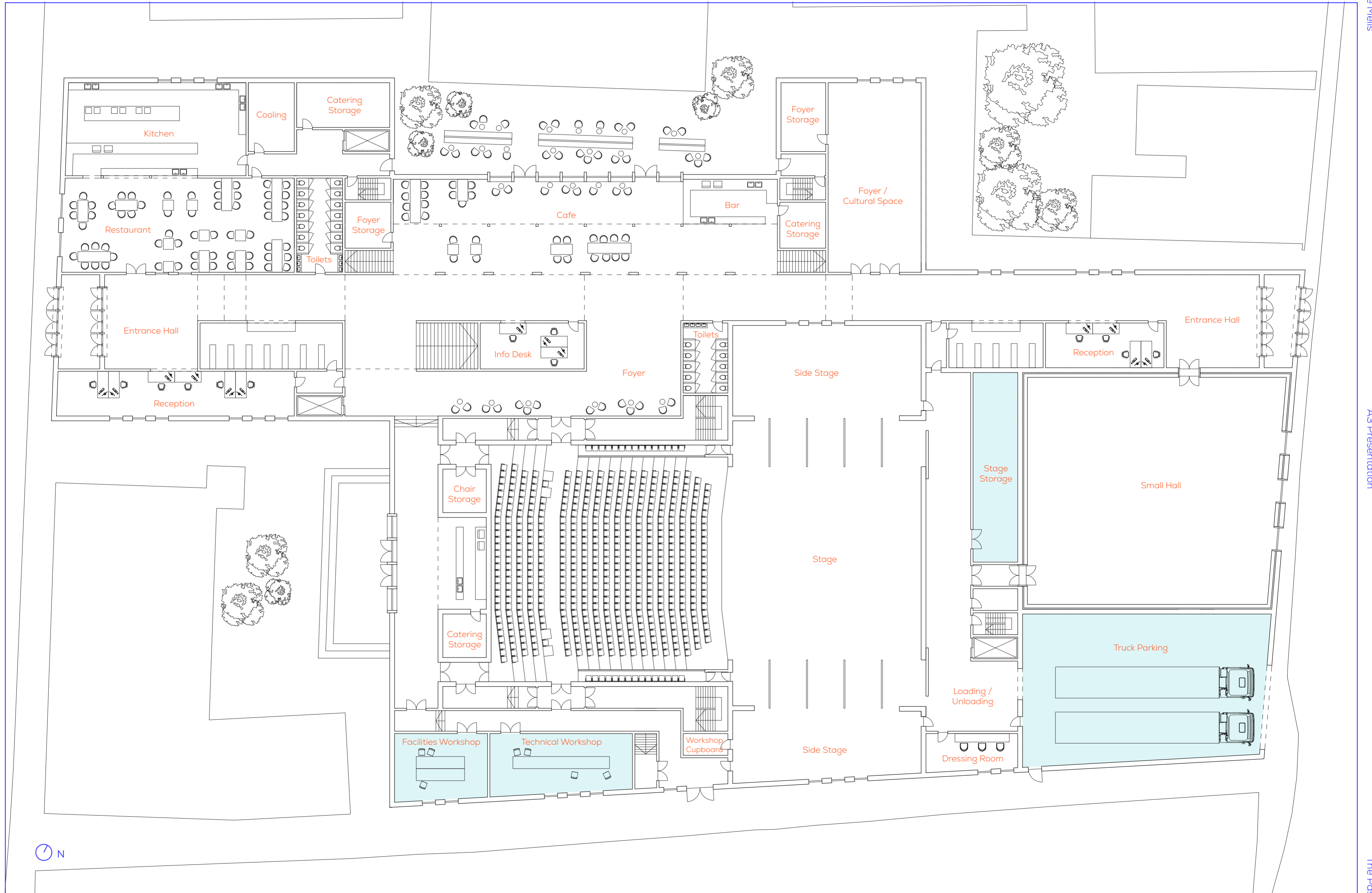
23. Floorplan ground floor, scale 1:200

2. Openness & Accessibility



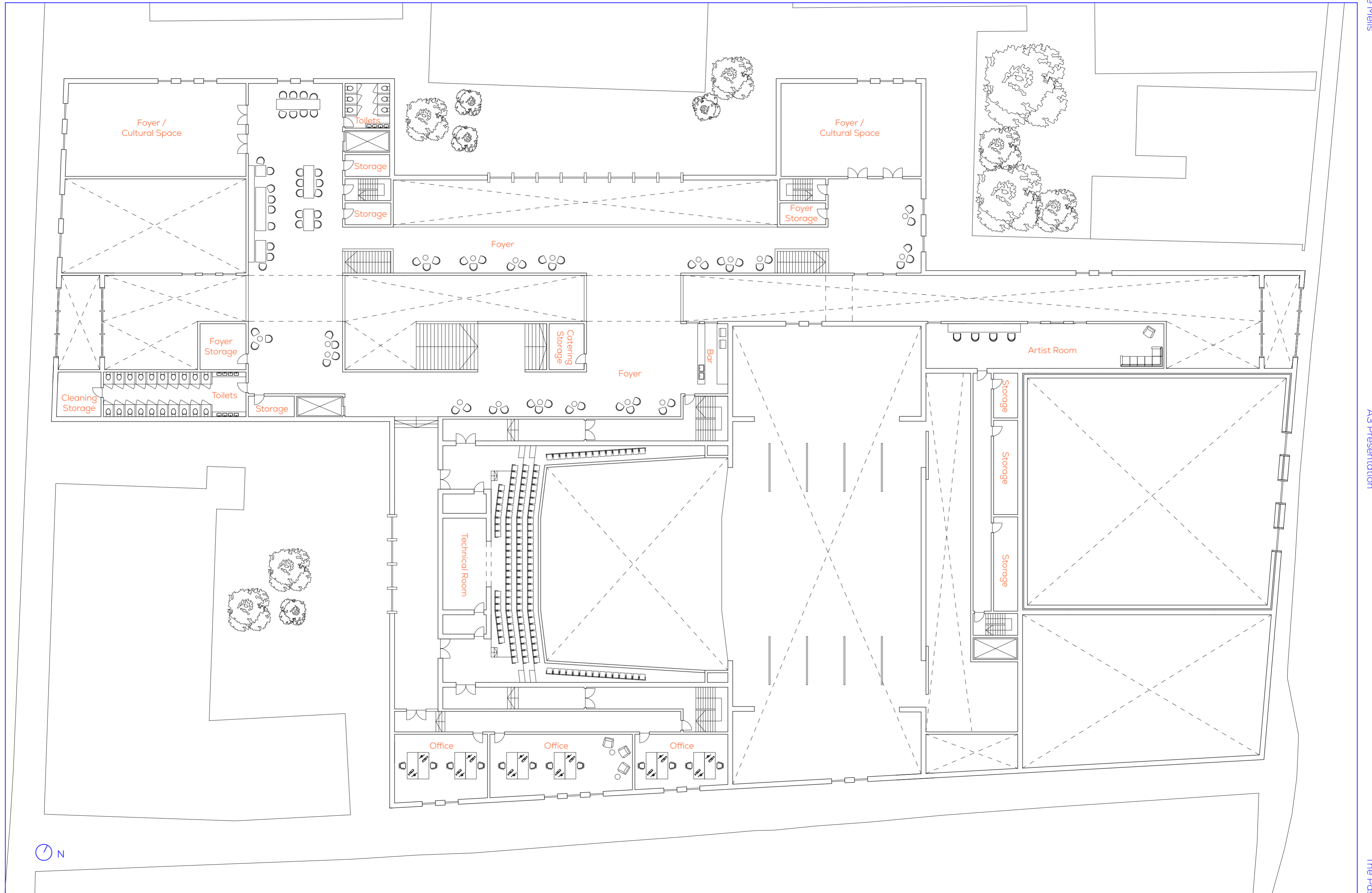
23. Floorplan ground floor, scale 1:200

2. Openness & Accessibility



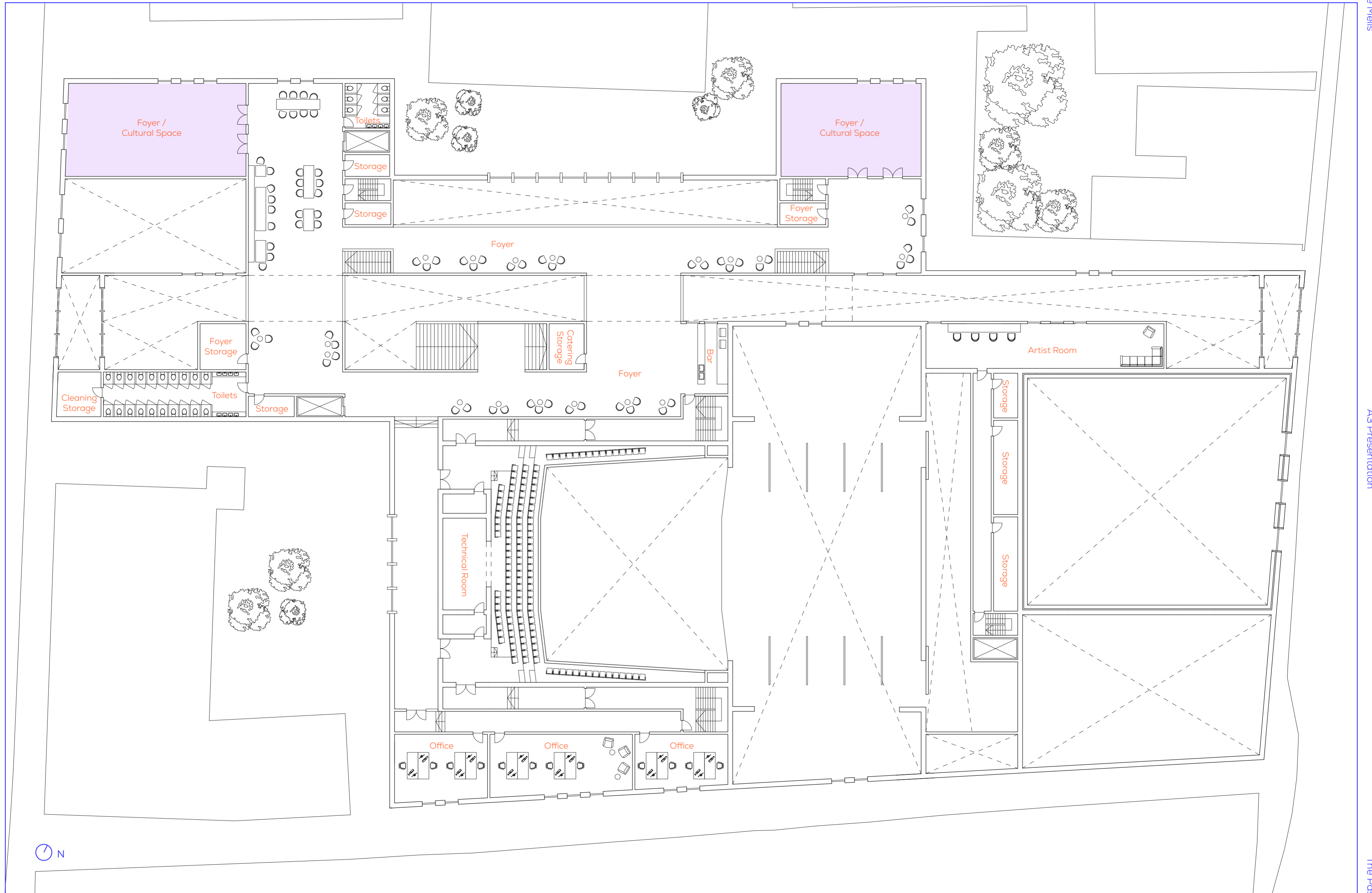
23. Floorplan ground floor, scale 1:200

2. Openness & Accessibility



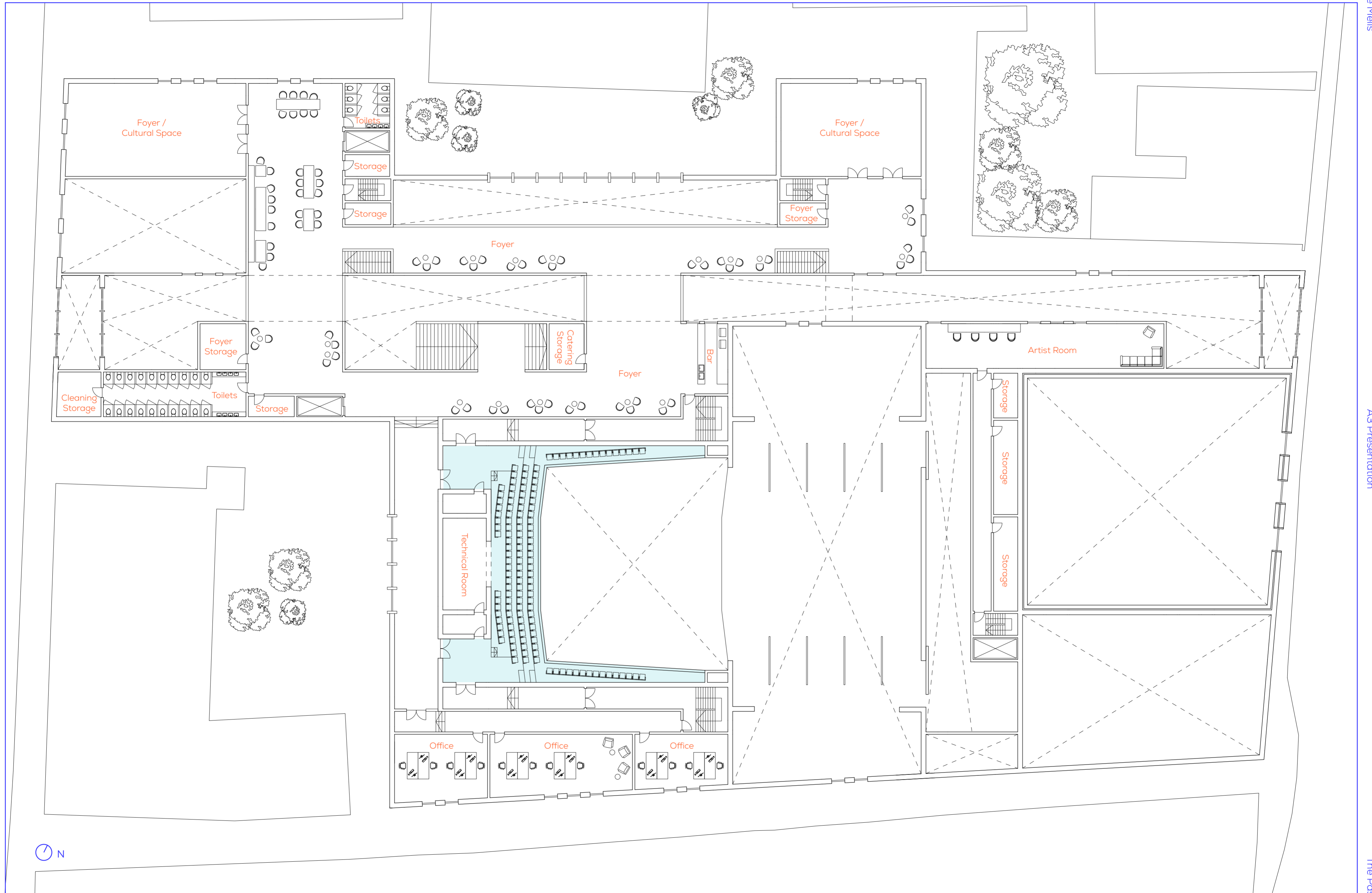
24. Floorplan first floor, scale 1:200

2. Openness & Accessibility



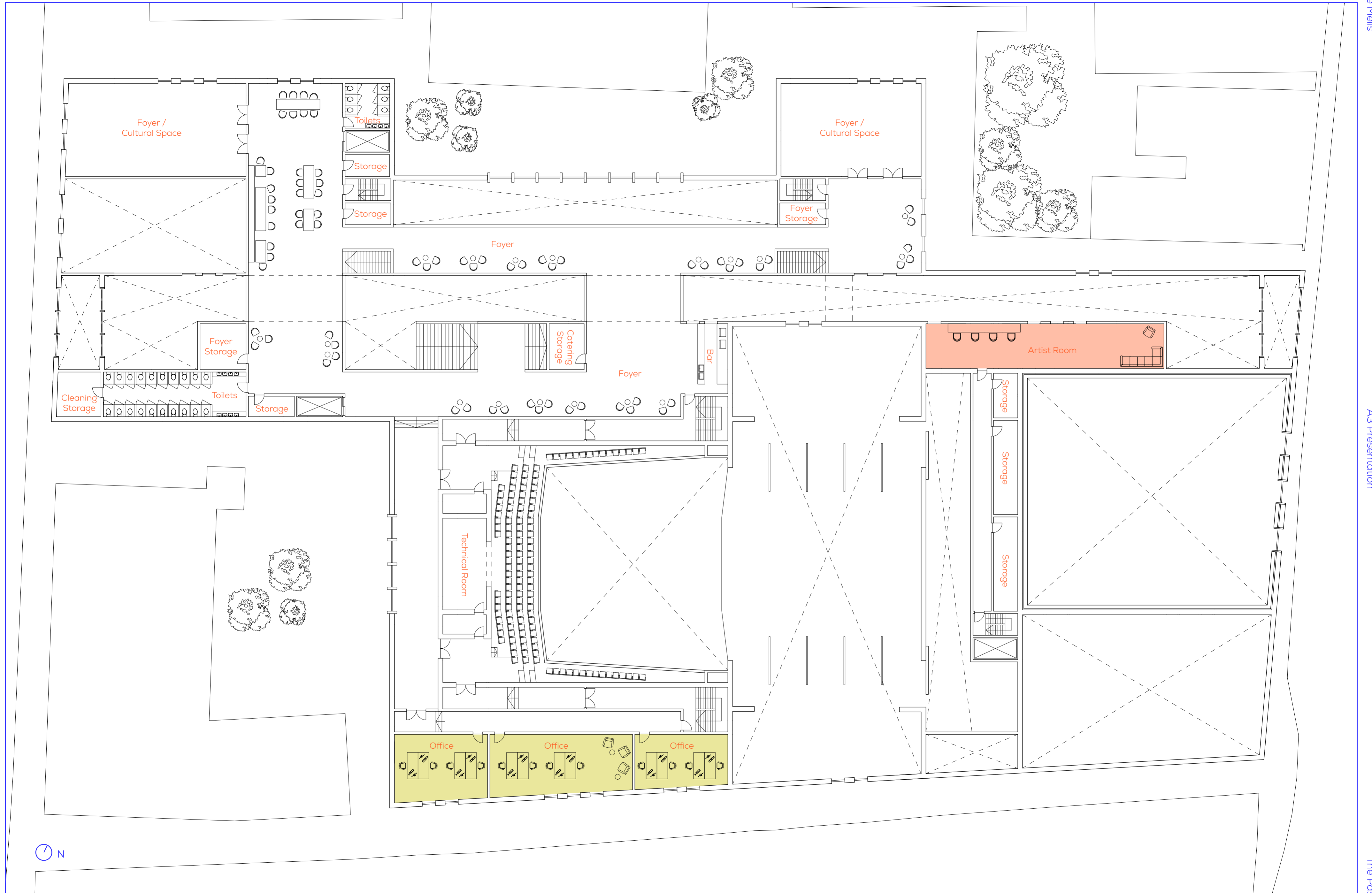
24. Floorplan first floor, scale 1:200

2. Openness & Accessibility



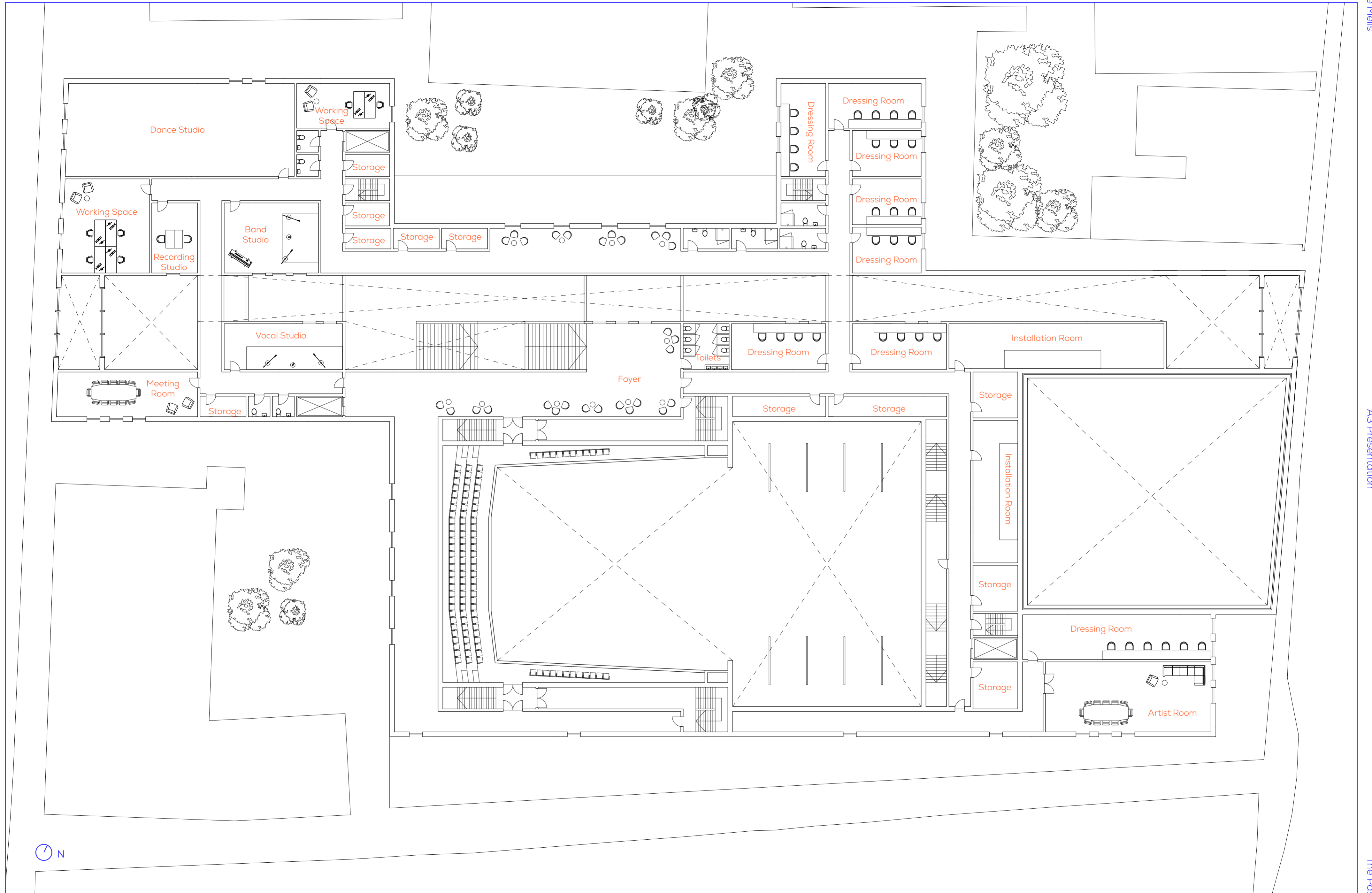
24. Floorplan first floor, scale 1:200

2. Openness & Accessibility



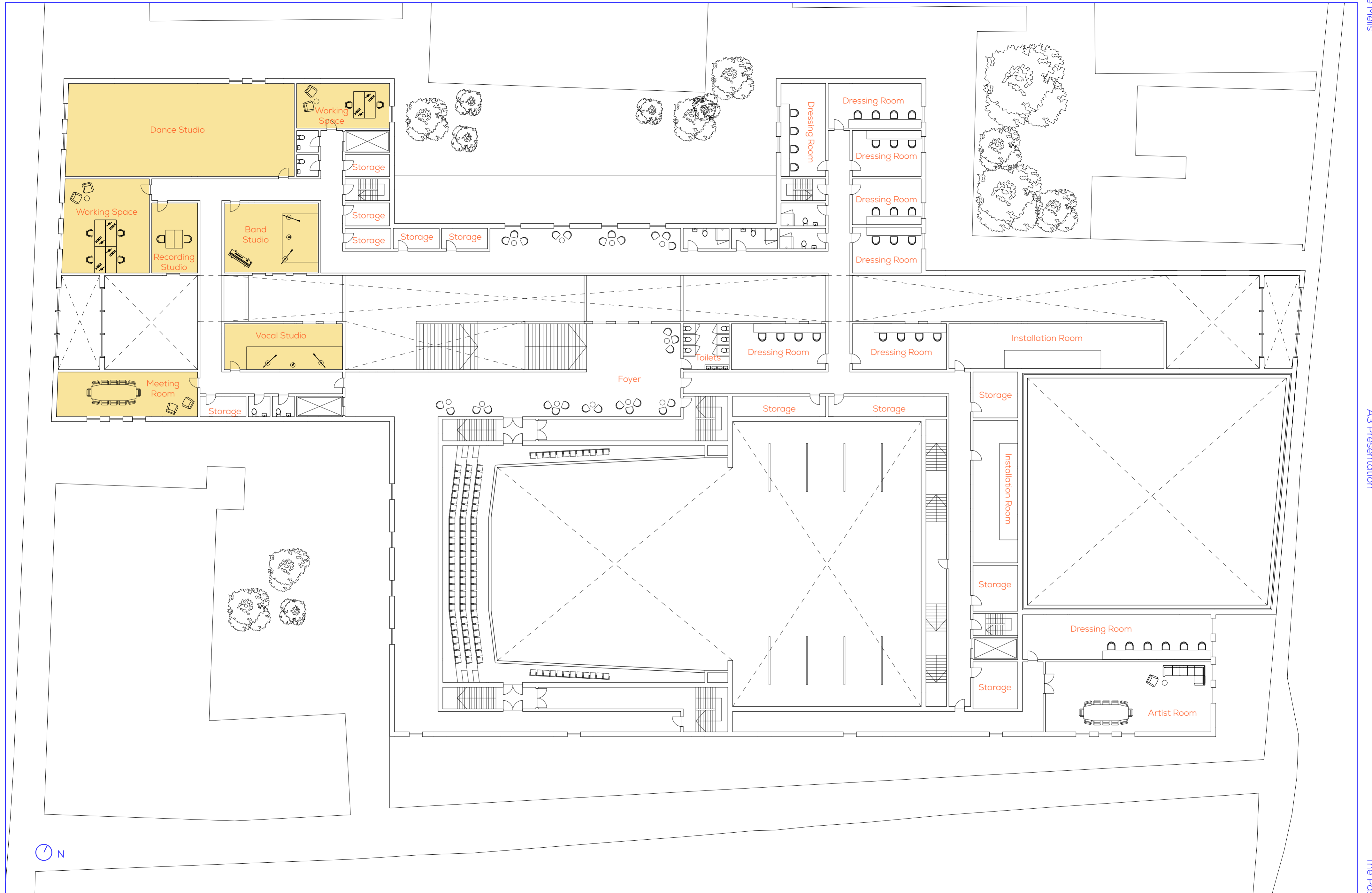
24. Floorplan first floor, scale 1:200

2. Openness & Accessibility



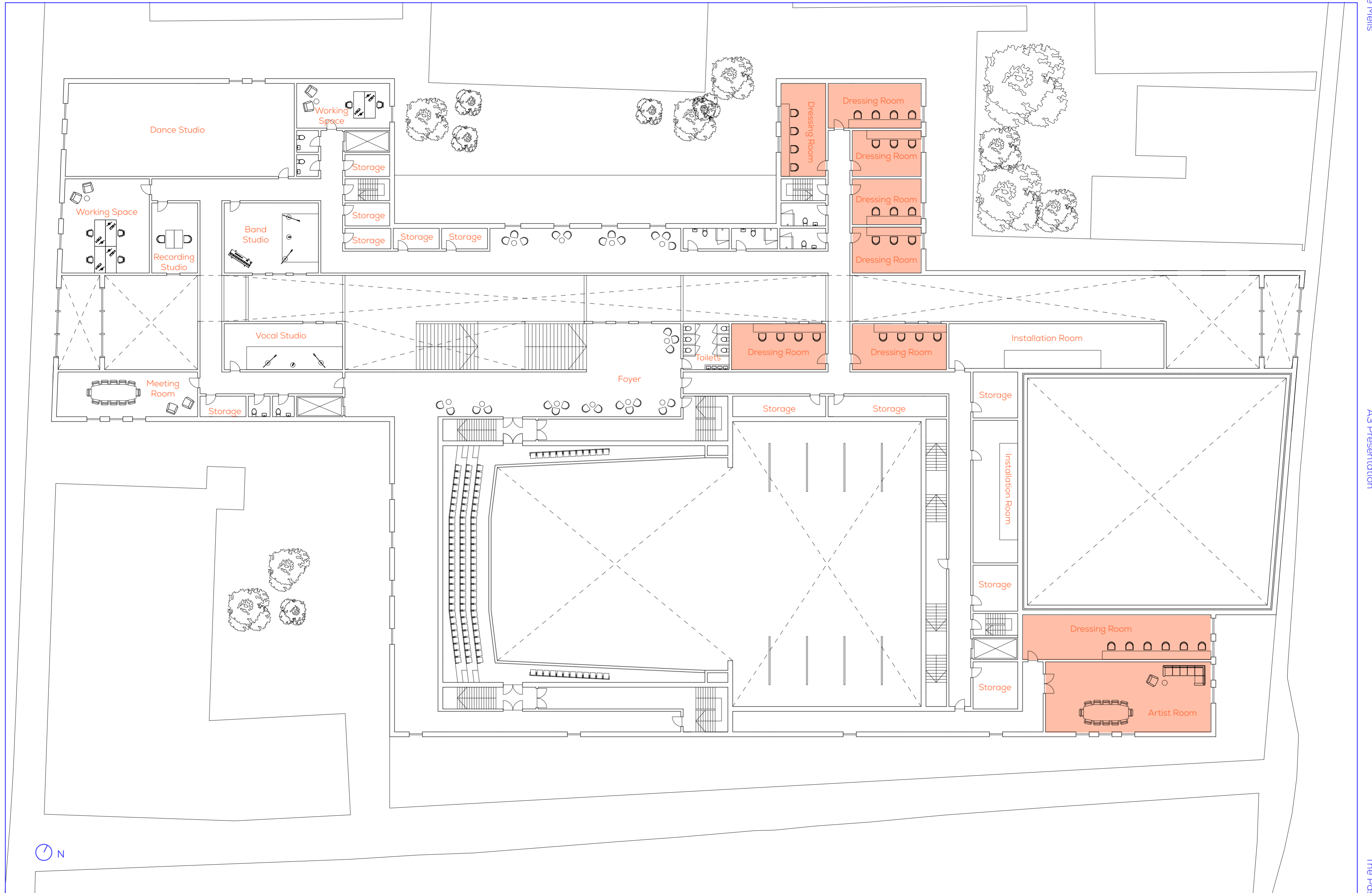
25. Floorplan second floor, scale 1:200

2. Openness & Accessibility



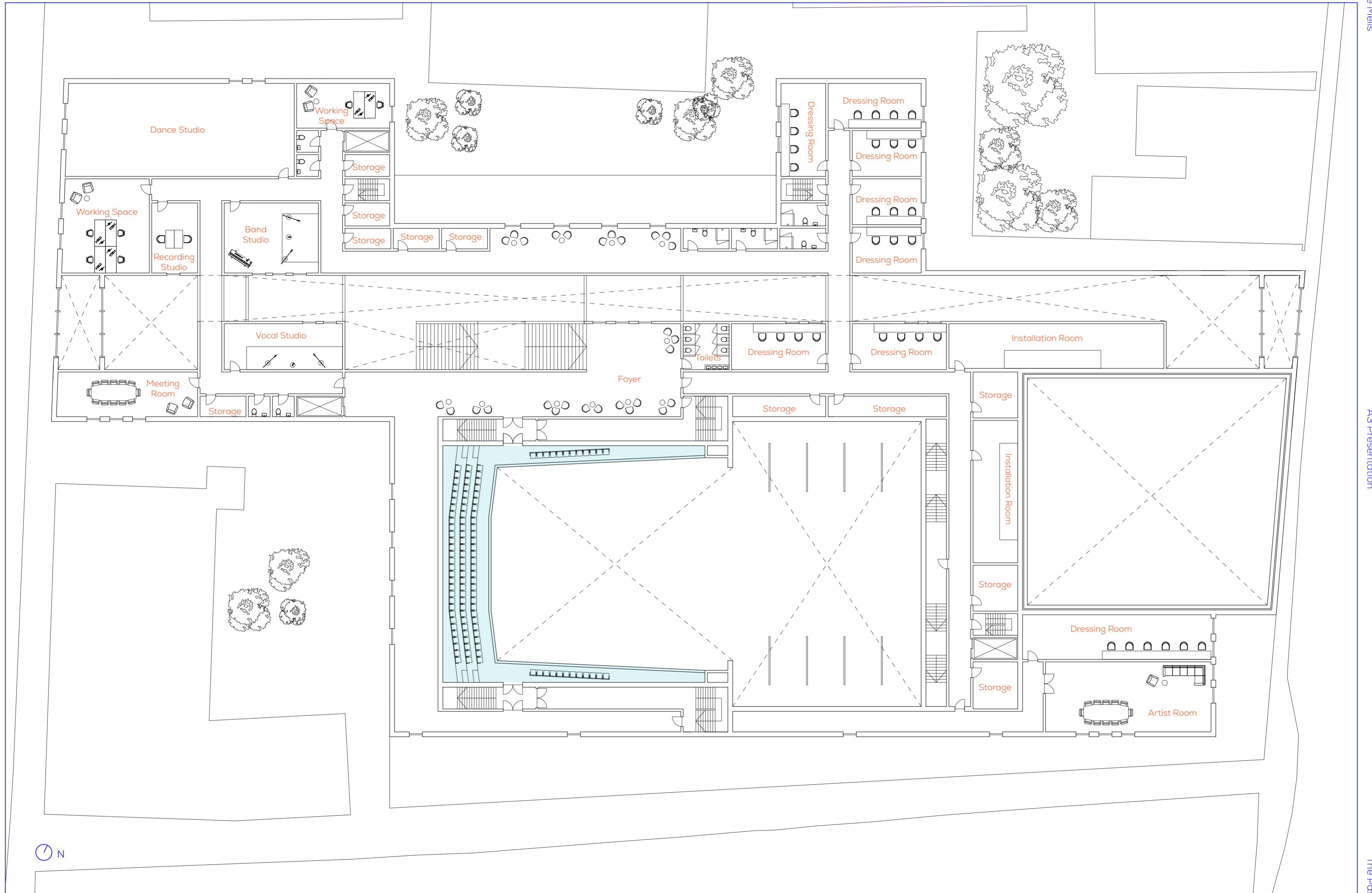
25. Floorplan second floor, scale 1:200

2. Openness & Accessibility



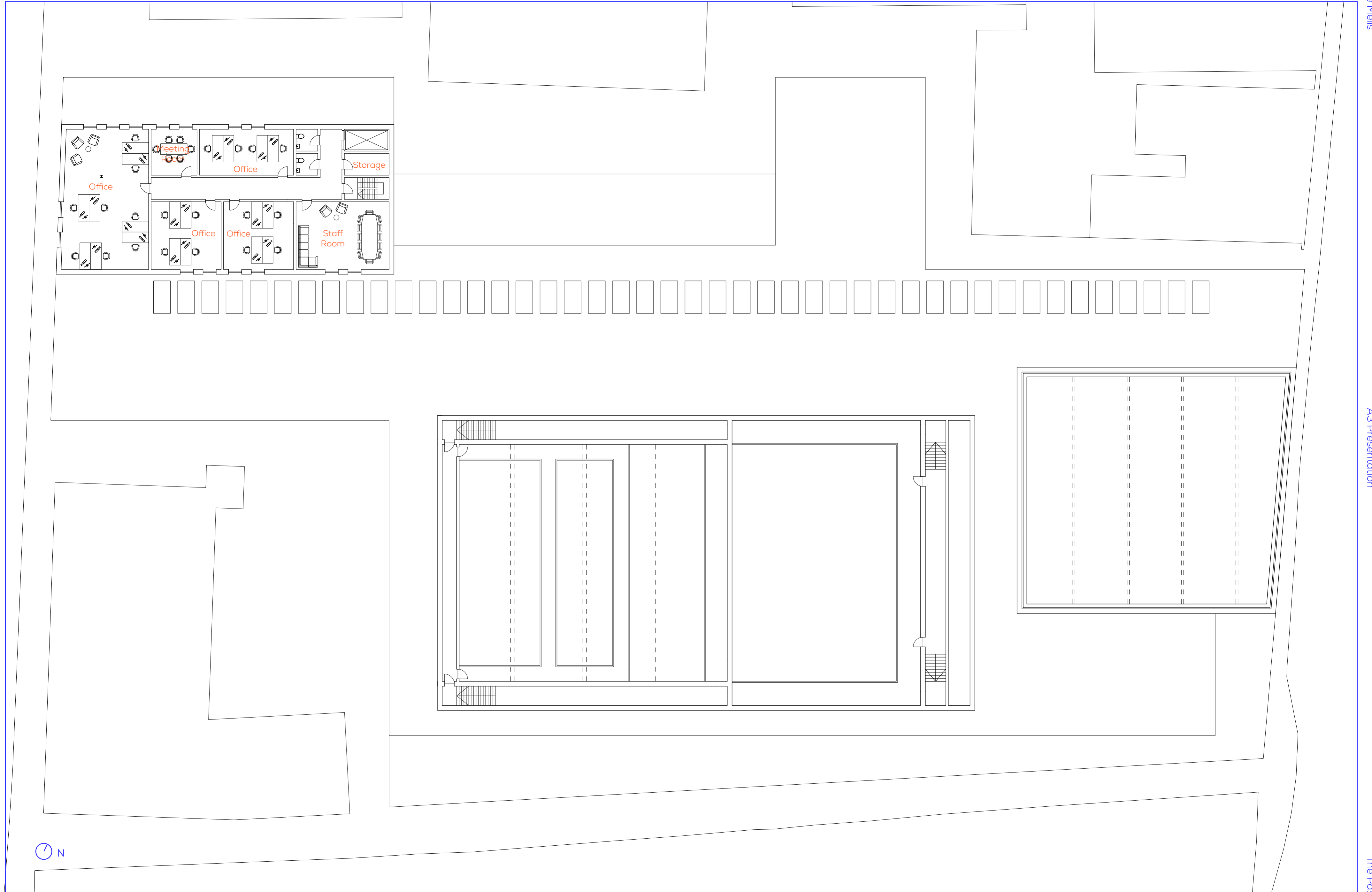
25. Floorplan second floor, scale 1:200

2. Openness & Accessibility



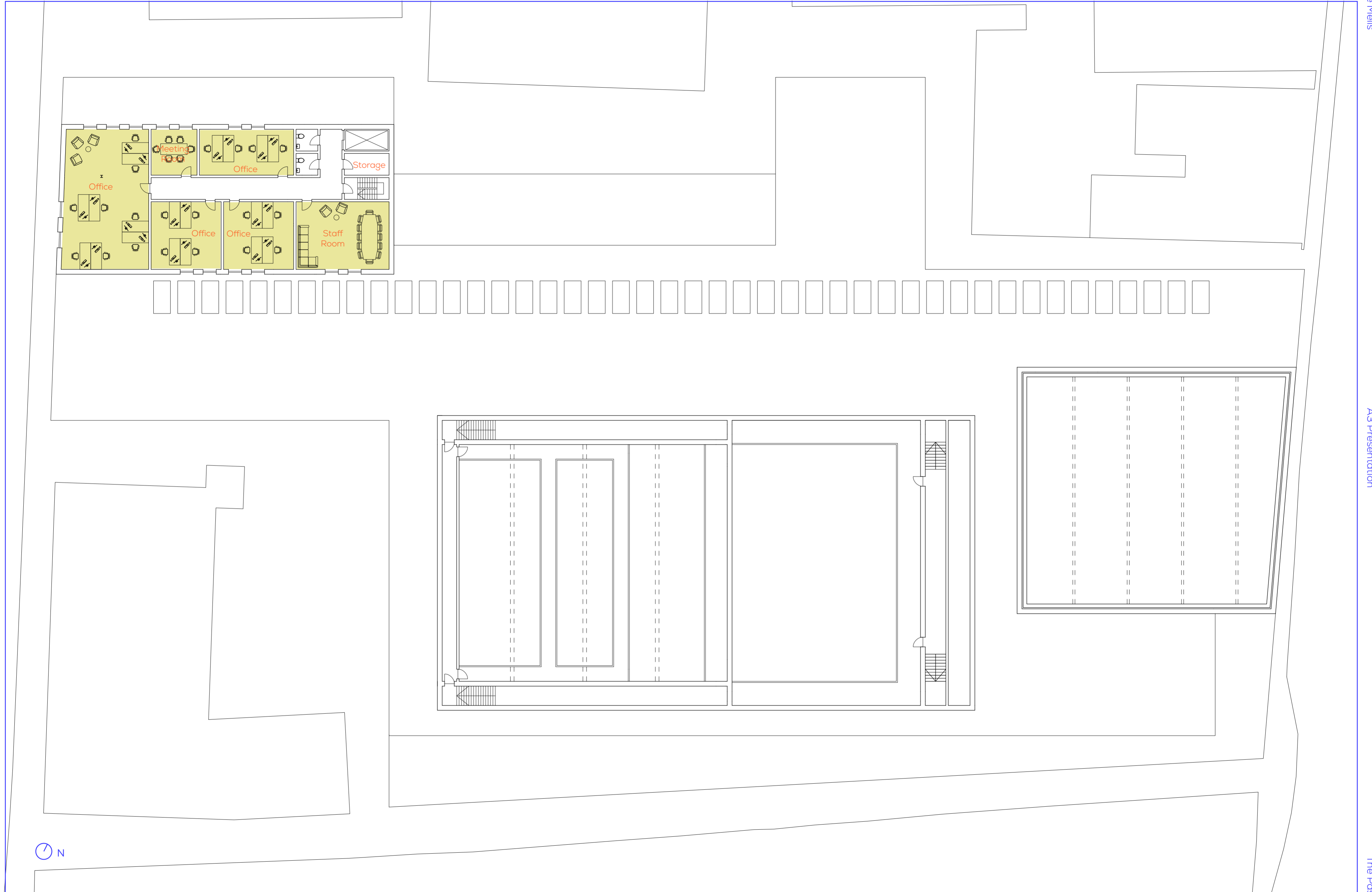
25. Floorplan second floor, scale 1:200

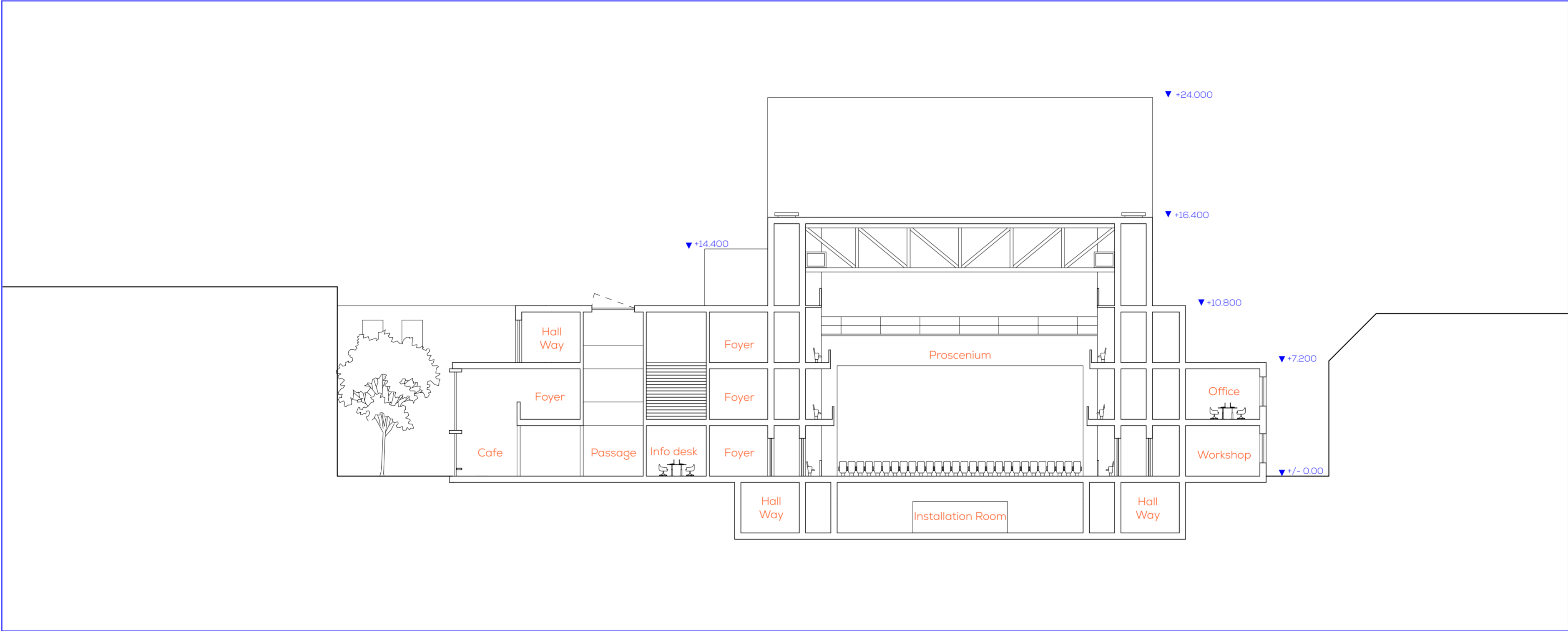
2. Openness & Accessibility



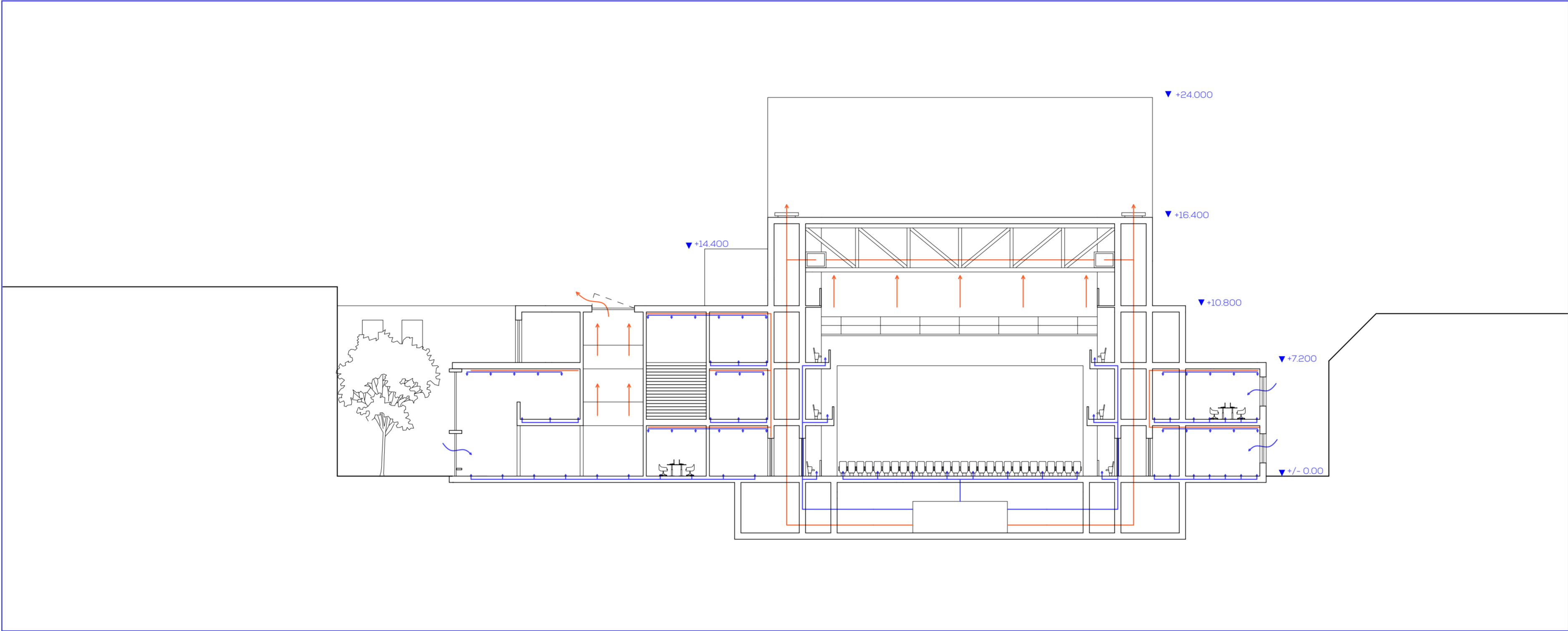
26. Floorplan third floor, scale 1:200

2. Openness & Accessibility

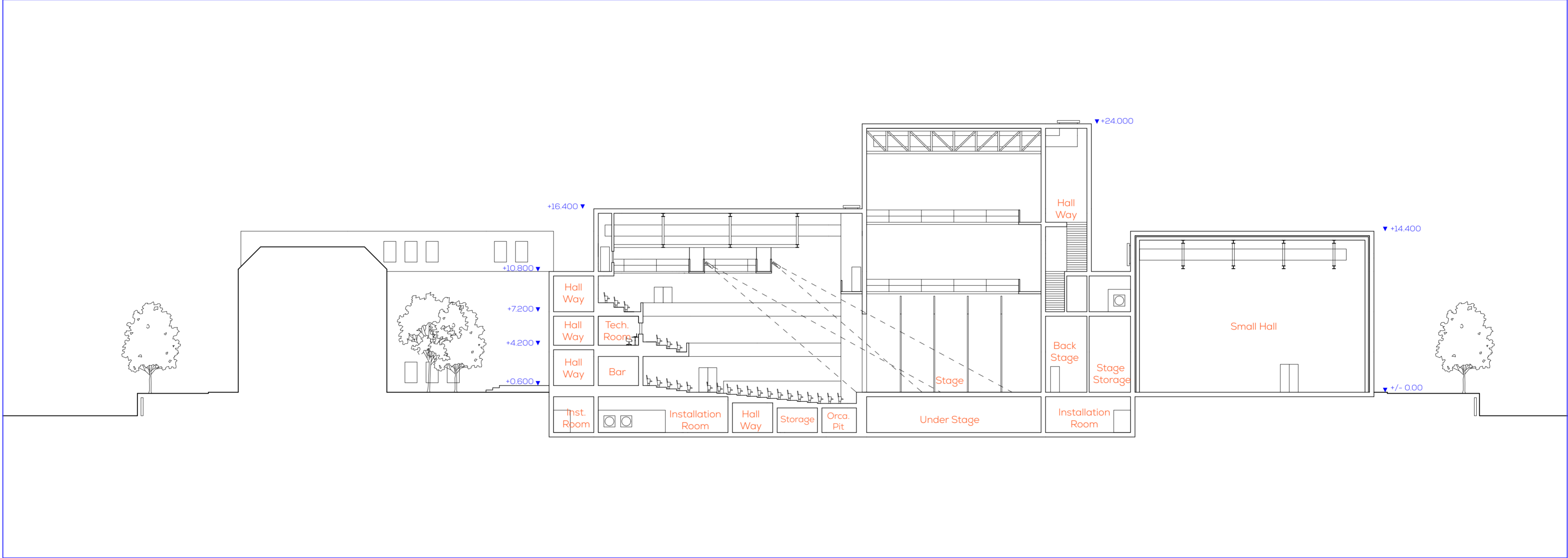




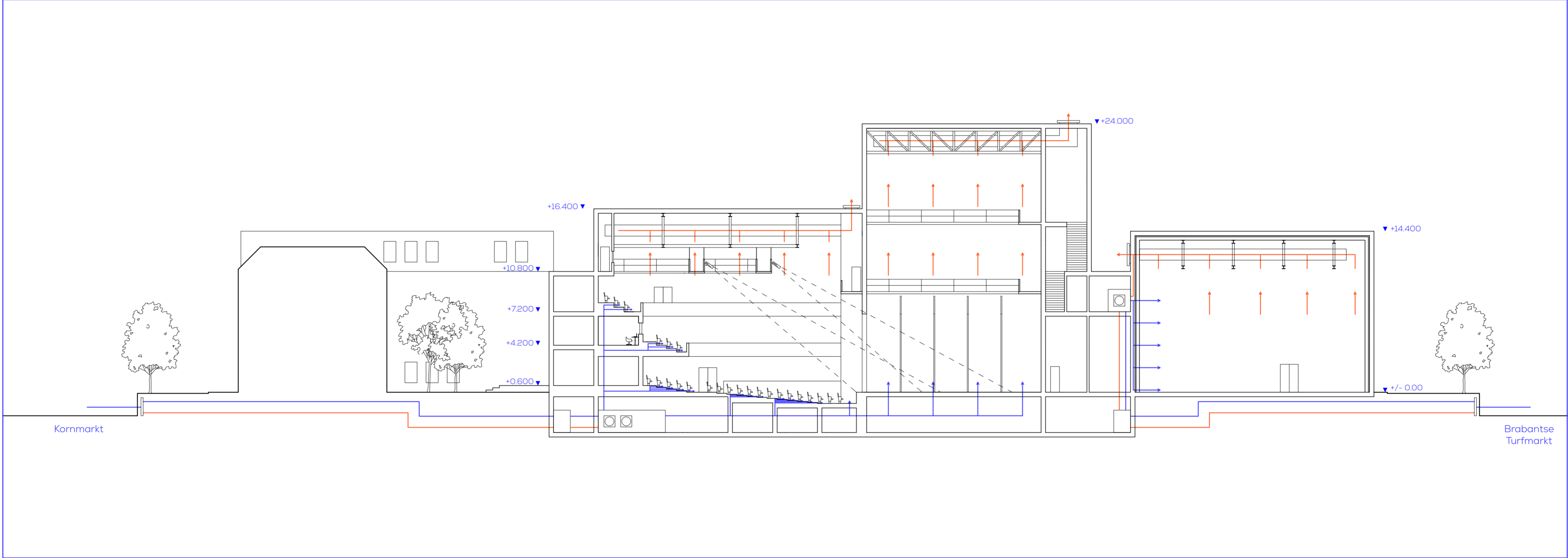
29. Section B, scale 1:200



30. Climate diagram, section B, scale 1:200



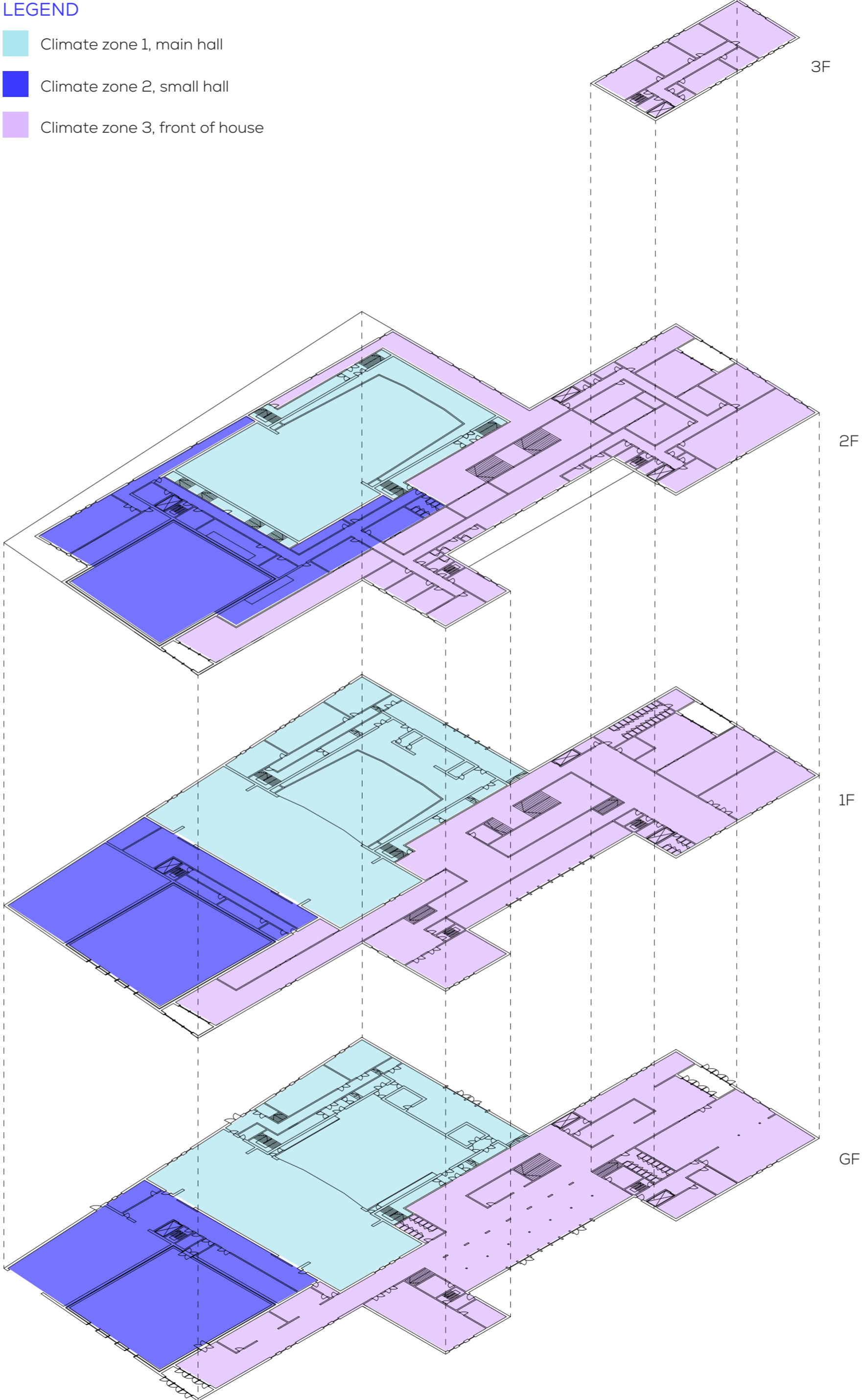
27. Section A, scale 1:250



28. Climate diagram, section A, scale 1:250

2. Openness & Accessibility

- LEGEND
- Climate zone 1, main hall
 - Climate zone 2, small hall
 - Climate zone 3, front of house



31. Climate zoning diagram

2. Openness & Accessibility



32. Elevation Brabantse Turfmarkt, scale 1:100



33. Photograph of entrance with advertising

2. Openness & Accessibility

Roof construction

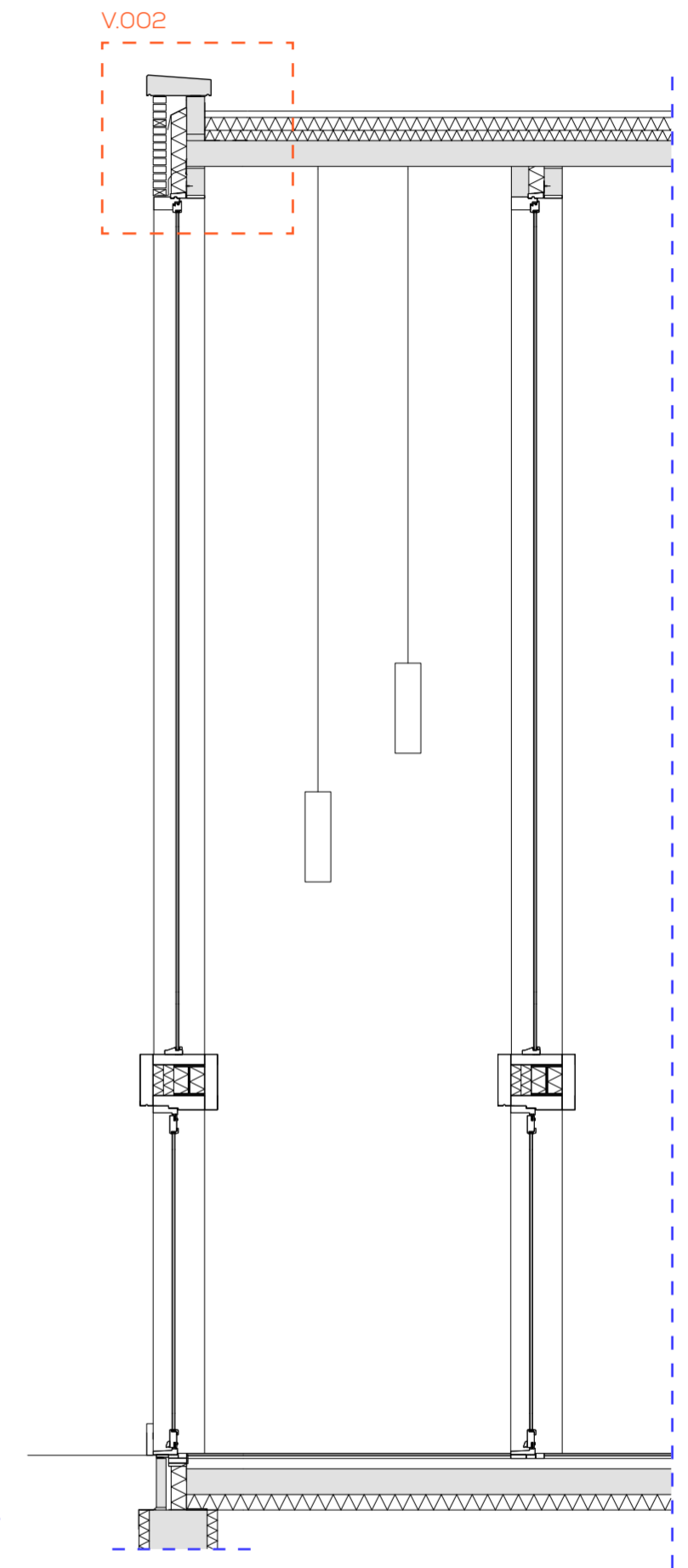
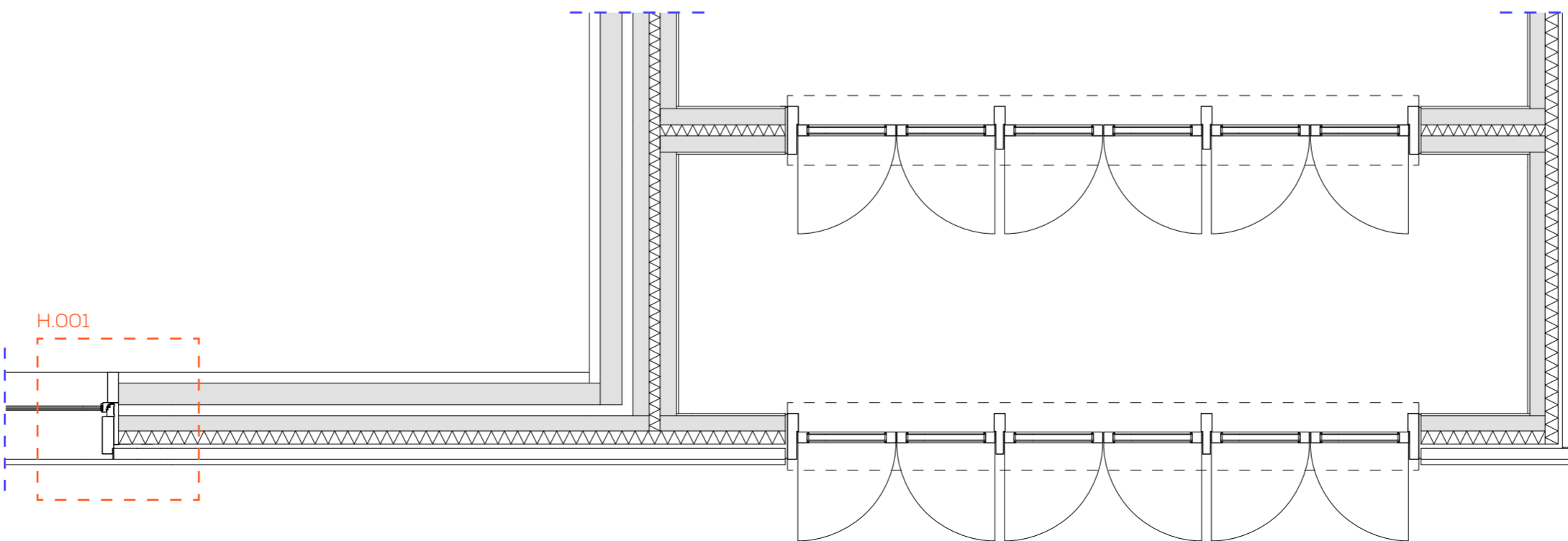
Ballast layer 50 mm
Tapered insulation 100 mm
Insulation board 80 mm
Hollow-core slab 200 mm

Facade construction

Brick slip 10 mm
Loadbearing concrete wall 140 mm
Thermal isolation 120 mm
Ventilated cavity 40 mm
Brick outer leaf 100 mm
Concrete finish 50 mm

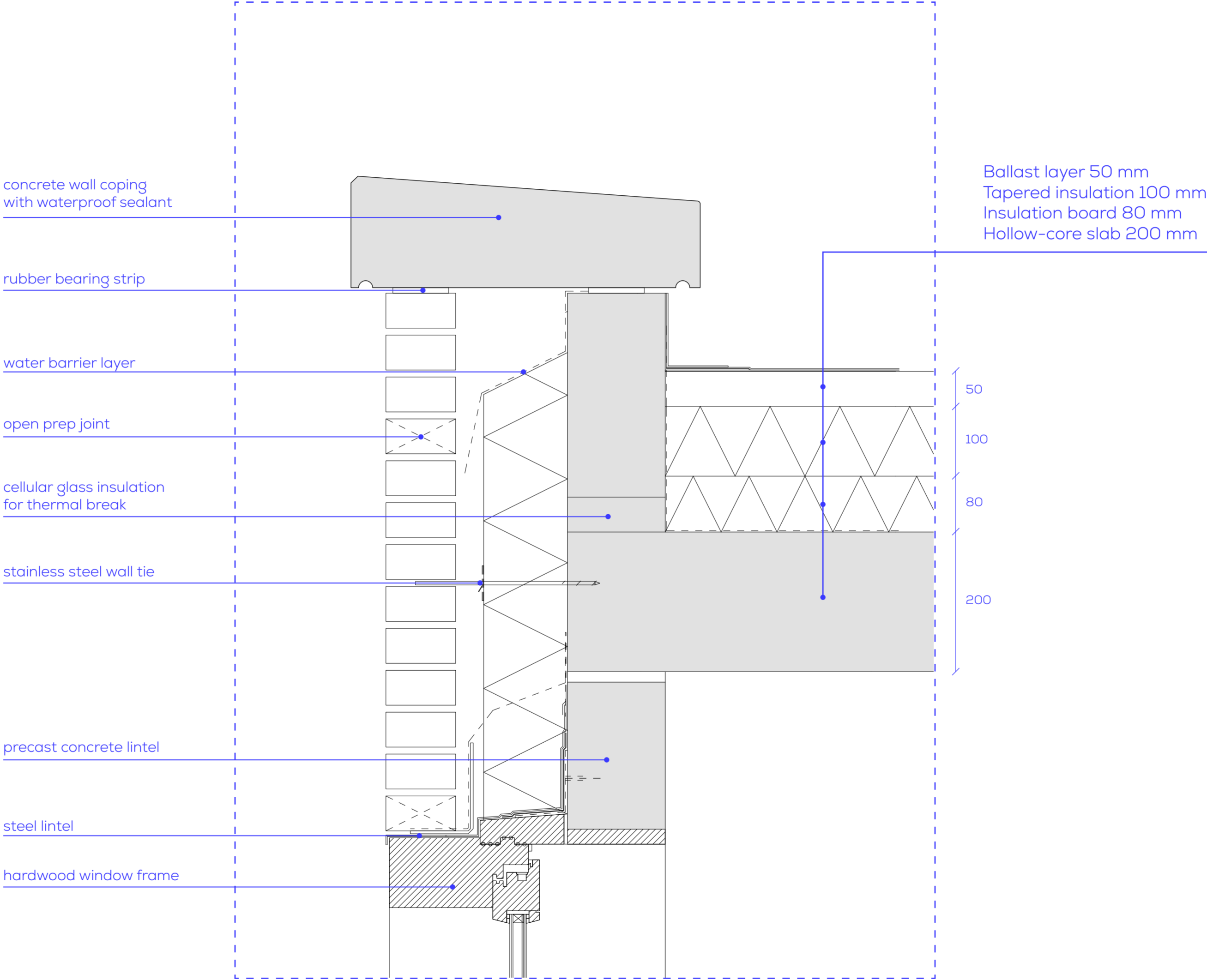
Foundation construction

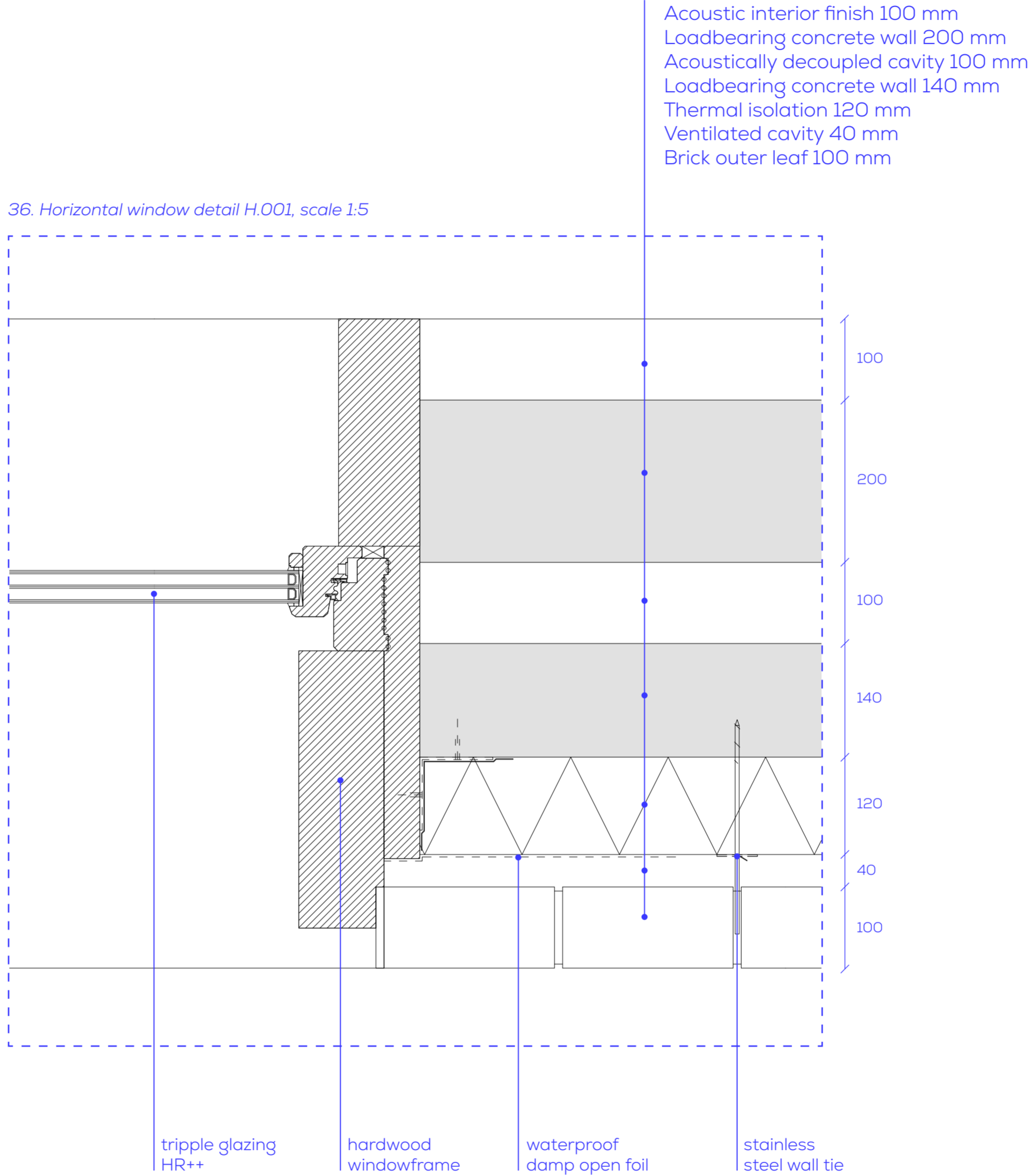
Sandlayer
Isolation 120 mm
Isolated hollow coreslab floor 200 mm
Dry screed floor
Vapor barrier membrane
Screed with floor heating
Floor finish
Cementitious floor finish



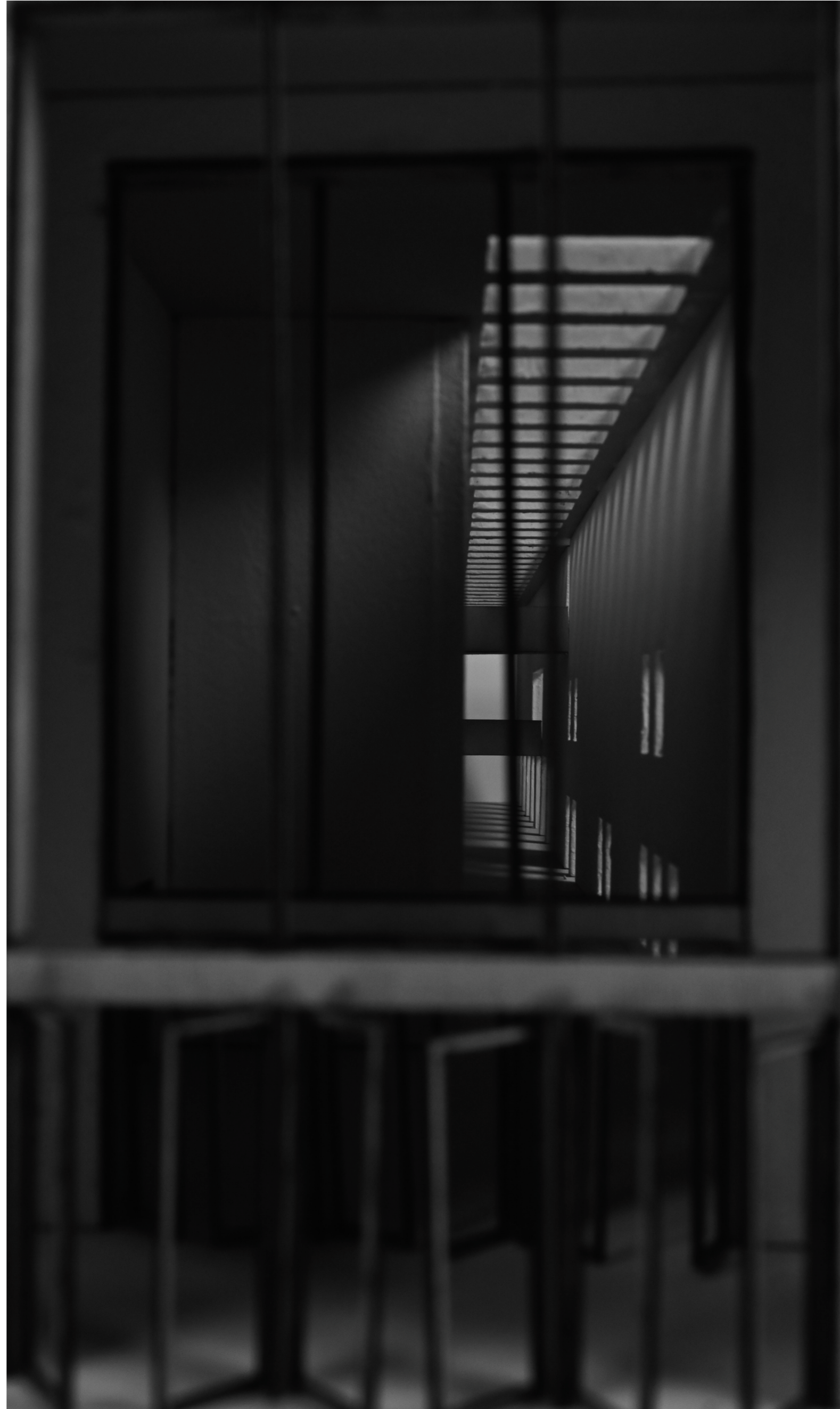
34. Facade Fragment, drawn on scale 1:20, scaled to 1:50

35. Vertical roof detail V.002, scale 1:5





3. ENCOUNTER & CONNECTION



37. Photograph of The Passage

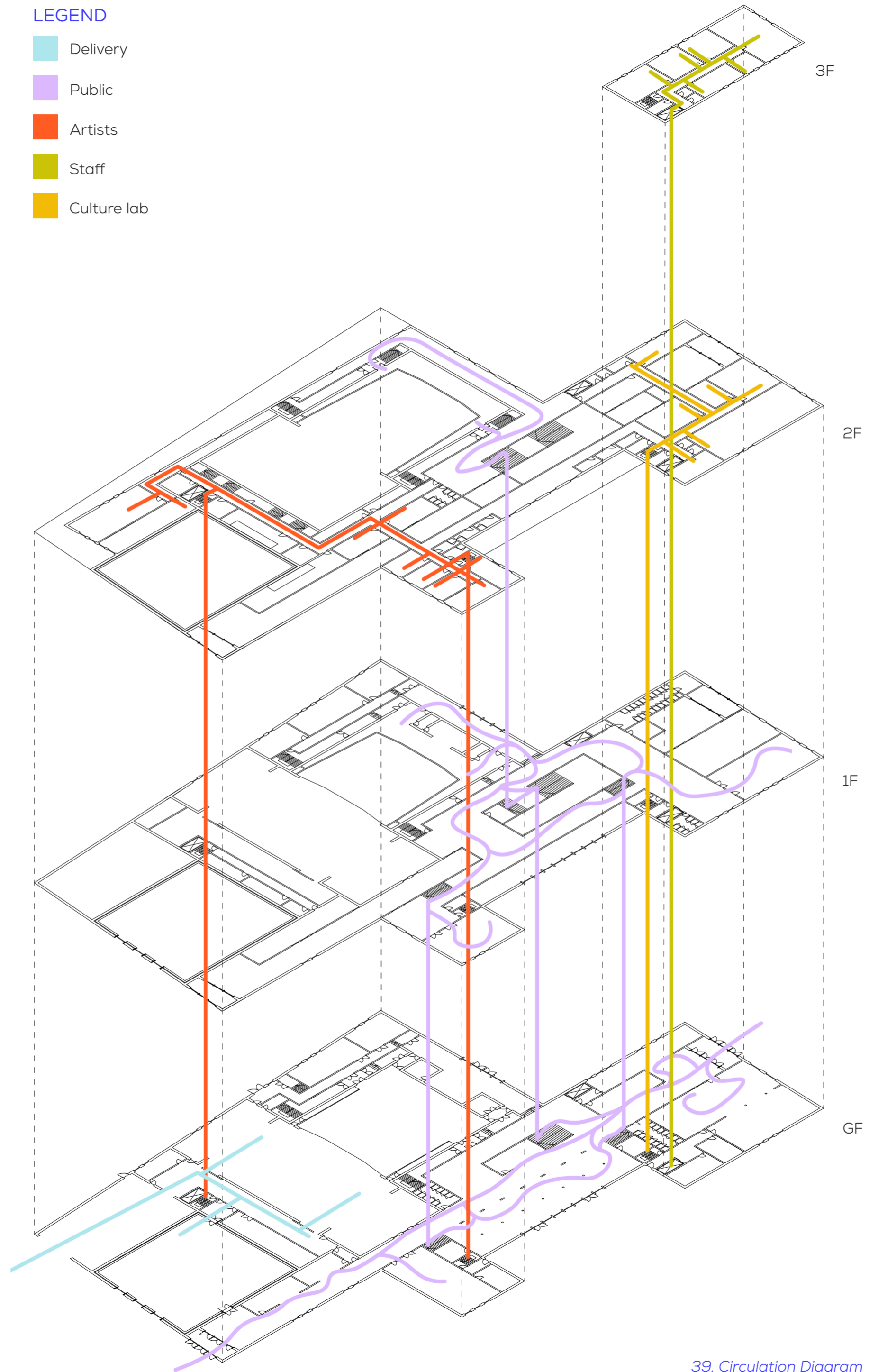


38. Impression of The Passage

3. Encounter & Connection

LEGEND

- Delivery
- Public
- Artists
- Staff
- Culture lab

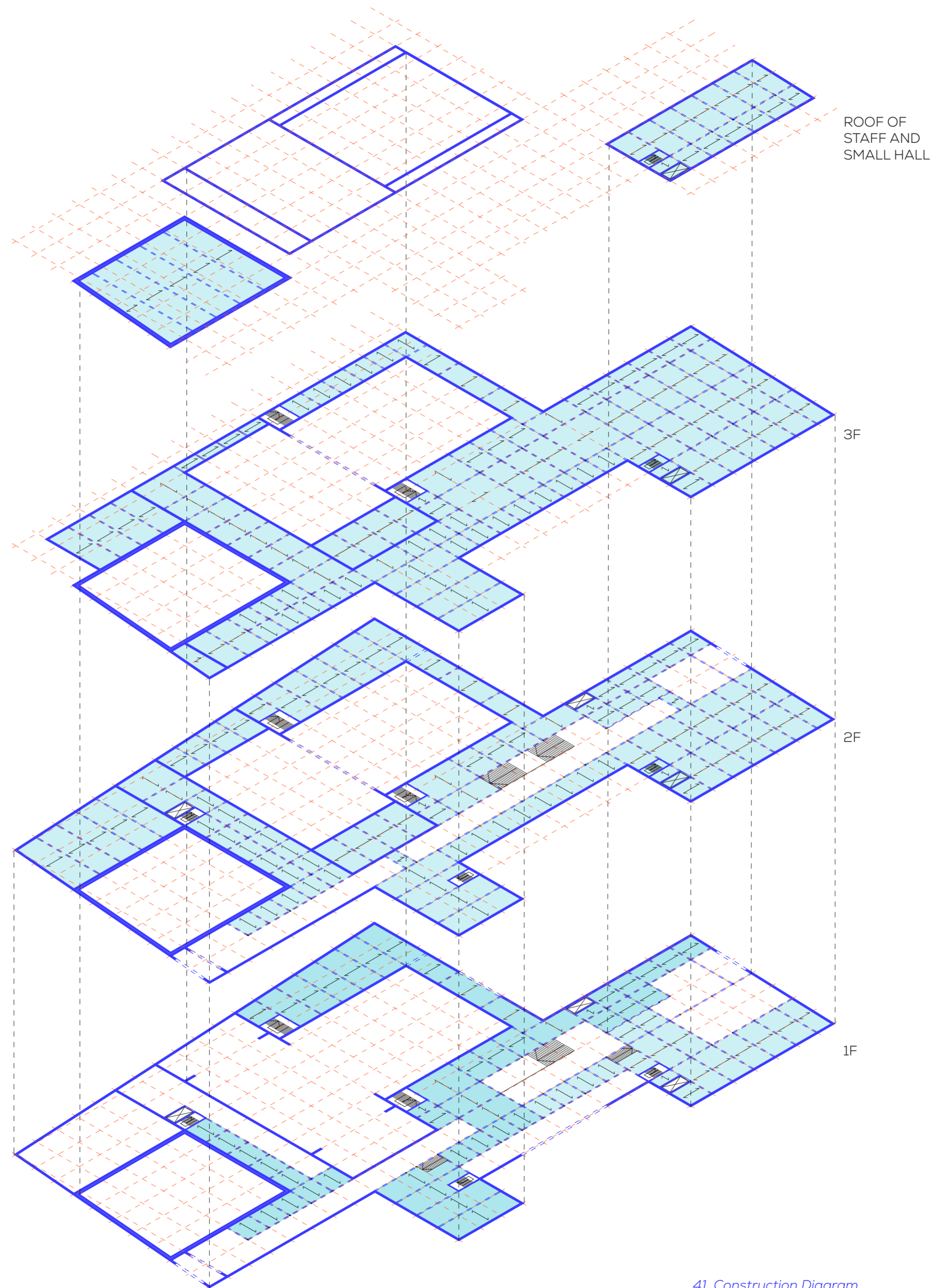


39. Circulation Diagram

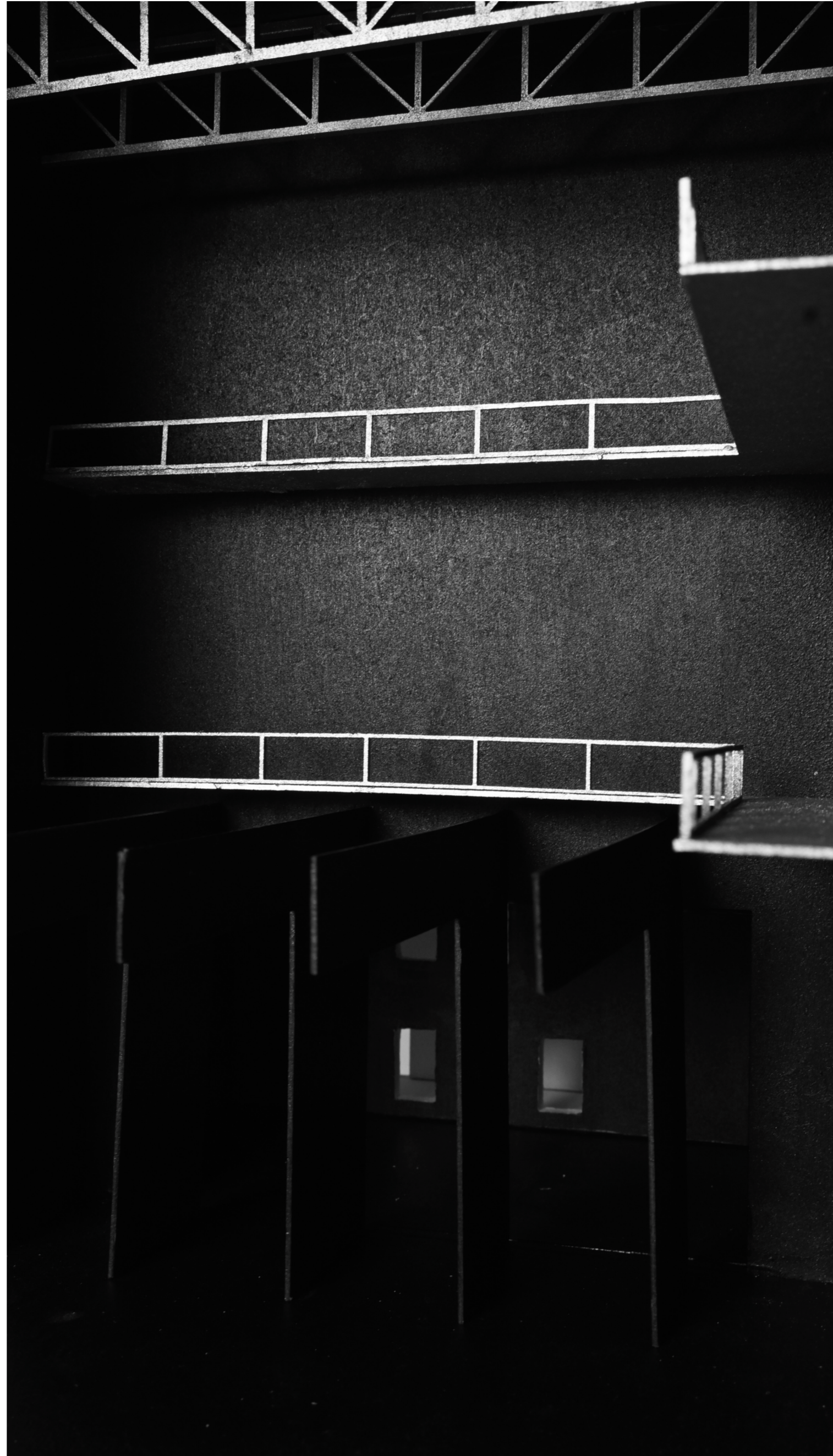


40. Impression of the theater cafe

3. Encounter & Connection

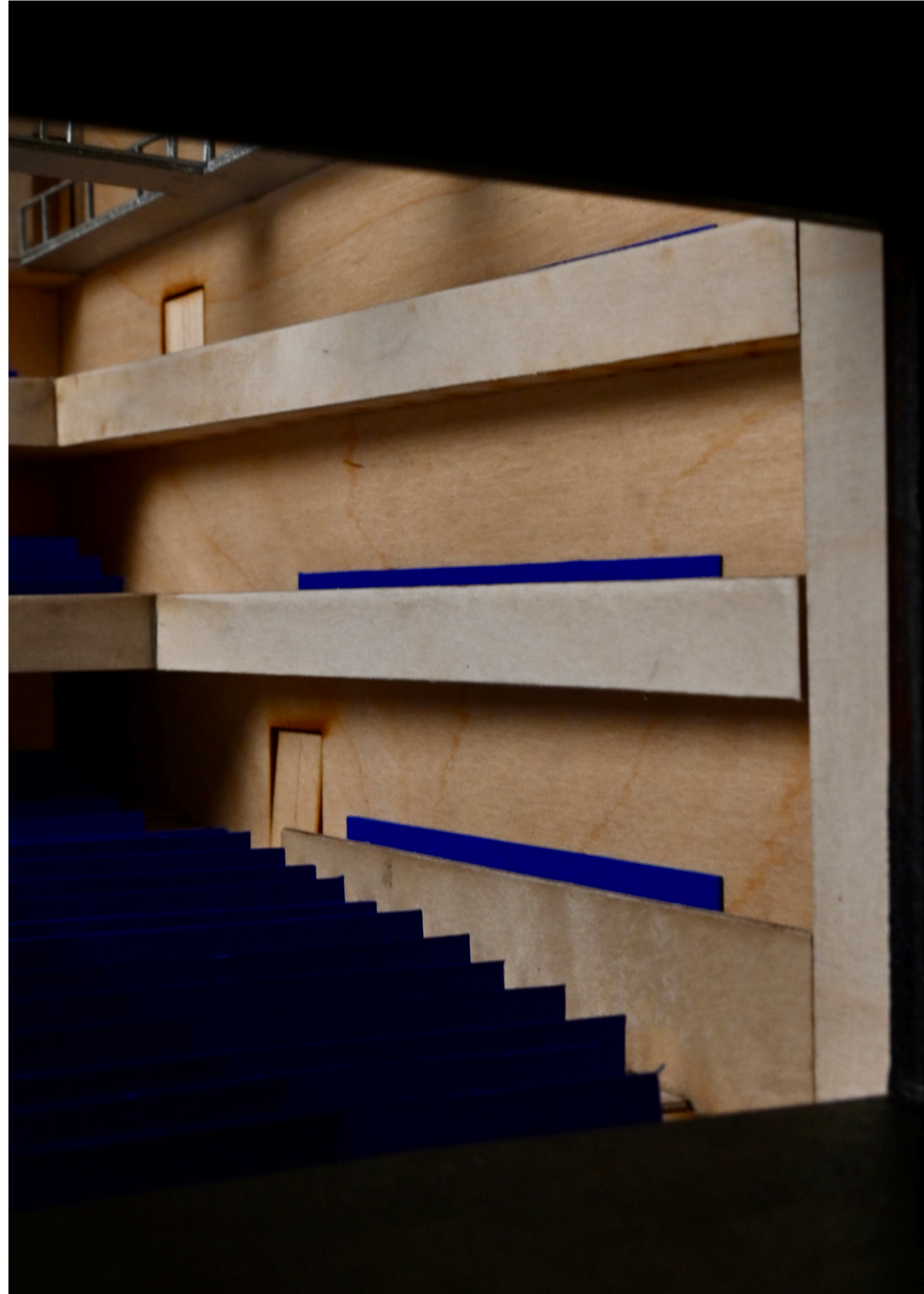


41. Construction Diagram



42. Photograph of model 1:100, showing flytower

4. THEATER & CULTURAL ANCHOR



43. Photograph of model 1:100, showing the main hall

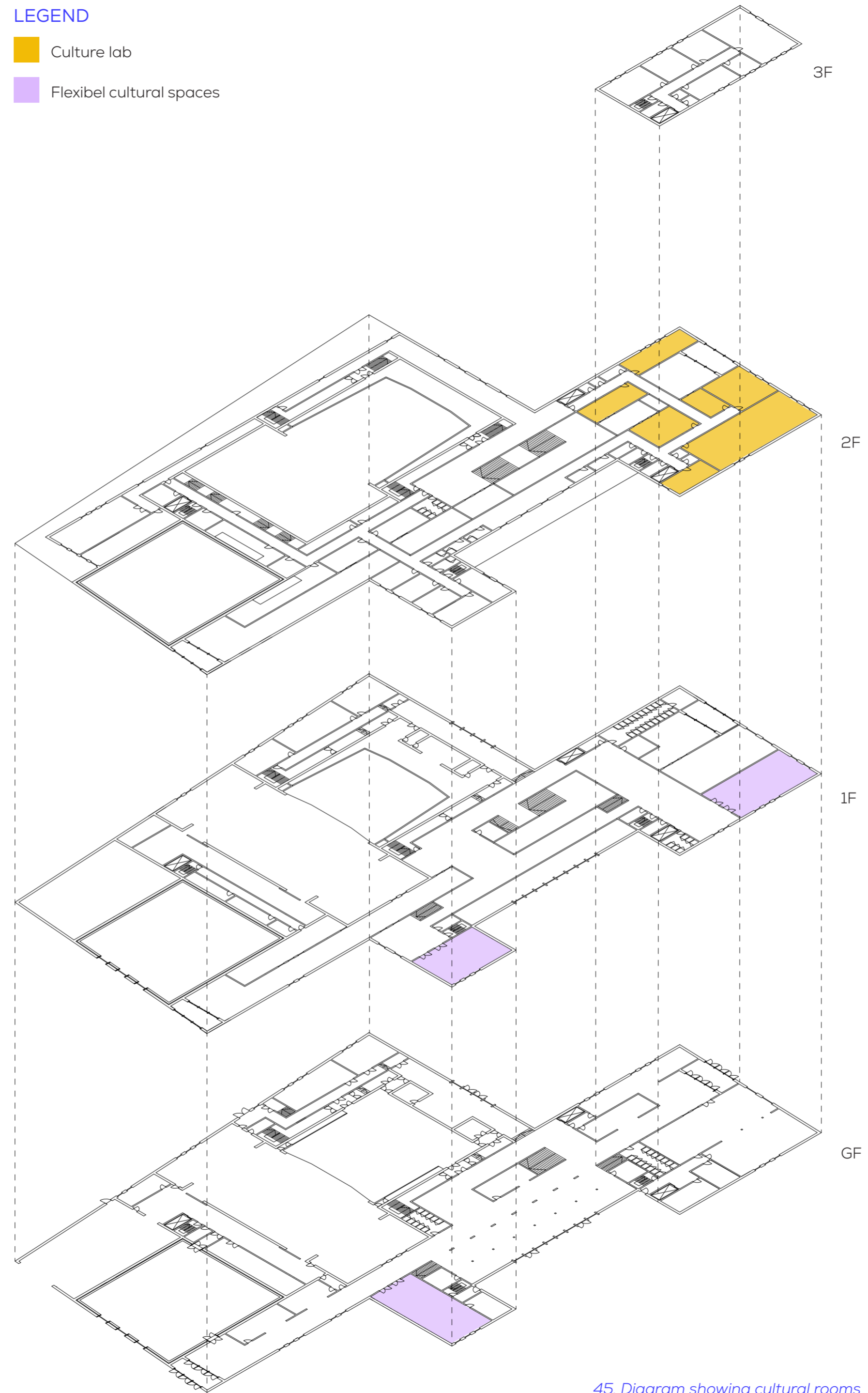


44. Photograph of model 1:100, showing small hall

4. Theater & Cultural Anchor

LEGEND

- Culture lab
- Flexibel cultural spaces



45. Diagram showing cultural rooms

THE PASSAGE

WHERE CITY MEETS STAGE



46. Impression of The Passage