

THE OBLIQUE & THE APPROPRIATION

ARCHITECTURE AS CATALYST FOR URBAN ACTIVITIES

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POSITIONS

Experiencing other people represents a particularly colorful and attractive opportunity for stimulation. Compared with experiencing buildings and other inanimate objects, experiencing people, who speak and move about, offers a wealth of sensual variation. No moment is like the previous or the following when people circulate among people. The number of new situations and new stimuli is limitless. Furthermore it concerns the most important subject in life: people

- Jan Gehl

Edges come in two forms, as borders or as boundaries. This is an important distinction in the natural world. In natural ecologies, borders are the zones in a habitat where organisms become more interactive, due to the meeting of different species or physical conditions.

- Richard Sennet

When children play in any environment, they reinterpret objects and negotiate the environment in a different way to adults, and as such explore and move within the built environment

- The Architecture of Early Childhood

More and more, more is more

- Rem Koolhaas

Gathering together strangers enables certain kinds of activities which cannot happen, or do not happen as well, in the intimate private realm. In public space, people can access unfamiliar knowledge, expanding the horizon of their information

- Richard Sennet

The function only becomes clear after people respond to the space. My structure invites and inspires people to behave freely, because every person responds in a different way. The function or meaning will always be different. Modernist thinking is too stiff. If you rigidly divide inside and outside, you completely miss out on the richness of all graduations in-between.

- Sou Fujimoto

The consumer culture is one accustomed to being fed. We expect to be shown everything and take everything at face value. Digital media has created a condition where everything is presented in a state of being and leaves little to no imagination. It is important that architecture does not forget the importance of imagination in it.

- Keenan Ngo (Simplicity and Emptiness in Architecture)

Architecture can't force users to connect, it can only set the stage

- Denise Scott Brown

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ABSTRACT

The problem with the current design of the Wriezener Park is that the communities and urban activities within the park are arranged in a linear fashion, making it difficult for these communities to grow stronger and for people to interact with one another. The goal of this architecture thesis project is to address this issue by creating a building for urban activities within the park that mixes and mingles different communities and provokes social interaction.

The research questions for this project are focused on how to create a sense of coherent complexity within the architecture and landscape, how to create spaces that provoke certain activities, and how to negotiate the relationship between landscape and architecture.

The design assignments for this project include using methods from Dutch structuralists on social interaction, creating a sense of layers and complexity, using oblique architecture to provoke a multitude of activities, reinforcing the relation between indoor and outdoor spaces, blurring the boundaries between architecture and landscape, and finding an architectural shape that accomplishes all of these goals at the same time.

The proposed solution is a public building that prioritizes social interaction and creates a space that is fitting for a multitude of users, including mis-use. By using oblique architecture and blurring the boundaries between architecture and landscape, this project aims to create a new kind of urban space that is not only functional but also stimulating for people to explore and interact with.

GRADUATIONPLAN

Personal information

Name Xam Adan

Student number 4889207

Studio

Name / ThemePublic Building

Main mentor Henk Bulstra Architecture

Second mentor Ger Warries Building Technology

Argumentation of choice of the studio With a background in urban sports (parkour and freerunning) I have always been interested in the way architectural forms or compositions can provoke movement for some, whilst others interpret it as just an object. This often happens in the realms of public buildings and therefore the public building studio became interesting to me, because I could investigate how public these spaces really are. Does a regular person have a bigger claim on the space than someone practicing an urban sport, through some kind of mis-use of the space? Besides this parkour background I have a fascination on how architecture can stimulate social interactions, derived from studying Hertzberger in the bachelor. I therefore wanted to see how I can make people with different claims or use of these spaces/forms interact with one another, instead of creating clearly defined and isolated spaces for each of them.

Graduation project

Title of the graduation project

The Oblique and the Appropriation: Oblique Architecture as catalyst for provoking urban activities

Goal

Location: Friedrichshain, Berlin

The posed problem, 1. The communities, with their (urban) activities, as points of interest in the Wriezener Park are arranged in a linear fashion and fragmented from one another. This makes it difficult for these communities to grow stronger and to enrich the urban experience of the area.

2. Due to this linearity and lack of complexity, people move faster and pass through the park, instead of interact with one another. People should slow down and be stimulated to interact with the space/architecture through exploration or observing, making social interactions more likely to occur.

3. Putting complementary program for those urban activities inside a building, won't capture the essence of urban activities, they also have to happen in the public realm. Instead of creating specifically designed or defined parks or areas for these activities, tucked away in corners, they should be integrated in the visible public realm. We should not design too defined areas for 1 user, excluding the others, but an area fit for a multitude of users, including these urban activities. This creates a better amount of social control and integration of different values in society. Currently this isn't done enough and these activities, like urban sports, are often neglected.

4. The location of the collision between the parking lot and the Wriezener park asks for a collision between landscape and urbanity/architecture, where both are equally important. There should be no hierarchy between these 2. This is relevant, because the idea is to create a building for urban activities inside a park. The dialogue can't be avoided.

research questions and 1. How to mix and mingle these different communities in a building and the public space it creates?

2. How to create a sense of coherent complexity within the architecture and landscape?

3. What architectural shapes and spaces provoke certain (playfull) activities, including intended mis-use

4. How to combine these activity-provoking shapes into a space to make it appropriable for a multitude of users at the same time?

5. With the 2 worlds of landscape and architecture colliding, how do we create tensions and have their characteristics interchange or negotiate with one another?

design assignment in which these result. 1. Use methods from the Dutch structuralists on social interaction to shape the programmatic organization and their circulation and find other strategies on all scales

to enhance these social interactions.

2. Create a sense of layers and complexity, by having a multitude of things happen at multiple levels at the same time

3. Create an architectural silhouette that is fit for intended mis-use and provokes a multitude of different activities at the same time on the same places, using oblique architecture.

4. Reinforce the relation between indoor and outdoor program/spaces and their ability to draw people in or out

5. Have architecture become landscape and landscape become architecture in specific zones. Blur the boundaries between them.

6. Find an architectural shape that does all these things at the same time

[This should be formulated in such a way that the graduation project can answer these questions.

The definition of the problem has to be significant to a clearly defined area of research and design.]

Process

Method description

Case Study:

To understand how other projects have dealt with similar issue's, case studies will be done on architectural, landscape and urbanism projects with the following topics: Stimulating social interactions, Grids, Complexity & Structure, Encouraging Movement and Play, Cities and Spots for urban activities. Findings from these studies can result into spatial design strategies in diagrammatic form or into positioning of my building in relation to the topics.

Cataloging:

To identify what shapes provoke certain activities, a catalogue of elements and their representation in public space will be made to give a better understanding for me of what I am doing, but also to explain to others why a certain shape provokes a certain activity. This is also a useful tool to derive essence from for example the difference or similarities between landscape and architecture

Literature:

A lot of architectural theory has been written. This will mainly be used to shape the narrative in relation to the importance of what I am doing, but also for theories about social interactions (Hertzberger and other Dutch Structuralists), complexity and oblique architecture to stimulate activity, play and exploration (Claude Parent & Paul Virilio).

Diagramming:

The aim is to translate most findings from the literature, cataloging and case studies into simple 2D or 3D diagrammatic strategies that can be applied to the design later on and to explain or argue the choices made in the design.

Literature:

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Reflection

1. What is the relation between your graduation (project) topic, the studio topic (if applicable), your master track (A,U,BT,LA,MBE), and your master programme (MSc AUBS)?

The outcome of this thesis project will be a structure that seeks to be more than just another architectural sculpture that occupies public space and cannot be appropriated. It aims at giving back to the context, the people and the environment by asking how public a public building really is, especially outside opening hours, and how to improve on this notion to be viable for a larger range of potential users. Not just the interior world of a public building is important, but the exterior world or space the architectural shape creates is evenly important when talking about public buildings. The themes of this studio revolve around creating a public building for the commons through multiplicity, hybridity, sustainability and resilience in design. By deriving the buildings program (Greenhouse, Makerspace, Skatespots etc.), values and shape as complementary activities from the surrounding activities in Wriezener park and designing for intended mis-use I am aiming to create a public building truly suited for the Commons of Friedrichshain. These multitude of programmatic elements create a hybrid building in which a lot of its spaces are appropriable. Form therefore becomes multiplicity in use or function, resulting in a lot of people having a claim on it at the same time, without it being defined and excluding other users. Even after closing the building can still function as a public condenser through the space it creates around and by having it extend the park in, around and over the building it creates a sustainable environment.

2. What is the relevance of your graduation work in the larger social, professional and scientific framework.

First I am continuing on the theory of Claude Parent & Paul Virillio about Oblique Architecture, but relating it to contemporary activities such as urban sports and how to integrate these users in the design instead of intentionally excluding them. I will investigate how the oblique can become this socio dynamic space for a large variety of users at the same time. The oblique becomes appropriable space.

Secondly I will investigate how complex architecture can have benefits to social interactions and urban vibrancy. Instead of just disorganized complexity, I theories from literature to create organized complexity that improves conditions rather than create anxiety. A method will be sought to make this type of architecture more sustainable

Finally I will try to see how landscape and architecture can intertwine or interchange beyond the known strategies of an accesible green roof. This project aims to do more.

Time Planning

3/2/2023 – 12/2/2023 Revise design position based on comments

Compile research, make it digital and out into booklet

P2-P3 Finalize Massing related to oblique theory and activities

Bring Oblique theory into the interior world

Design interior spaces

Integrate Landscape and Roofscape

Fixing Floorplans and Sections

Apply Material Concept for exterior and Interior world

Apply structure to landscape and architecture (mathematical puzzle)

Create Structural Construction

Façade Design

Further Specify sustainability and climate strategies

P3-P4 Details

Interior Design 3D

Structure and Climate calculations

1:500 Site model with concept shape and pop-up activity nodes (Diagram, but 3D Physical)

Updating design specific diagrams

Diagram of how research has influenced design

P4-P5 1:200 Presentation model

Completing plan, sectional drawings

Exploded Axo

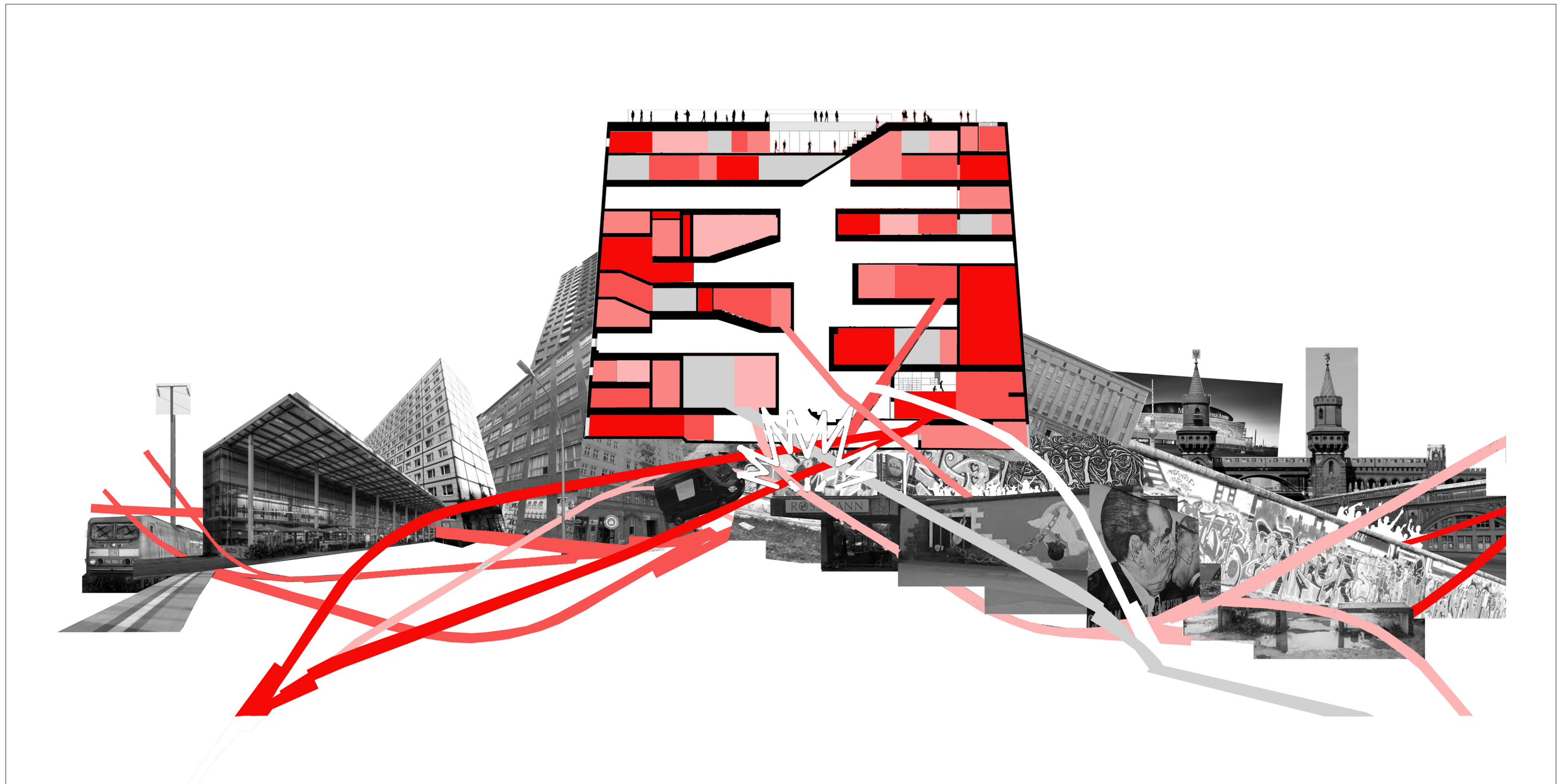
Make presentation drawings for non-architects

Create moneyshot image

Create design booklet

Perspective renders

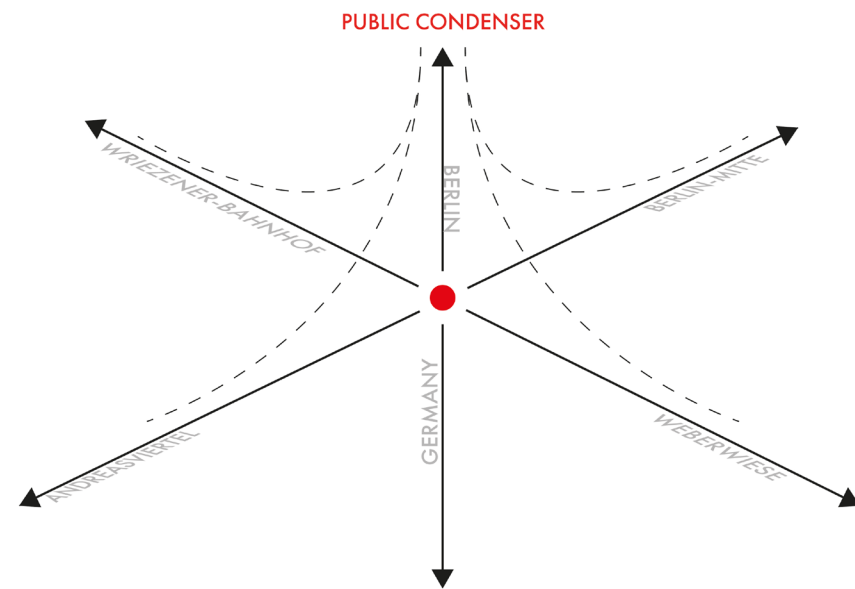
THEORY & DELINEATION - COLLAGE



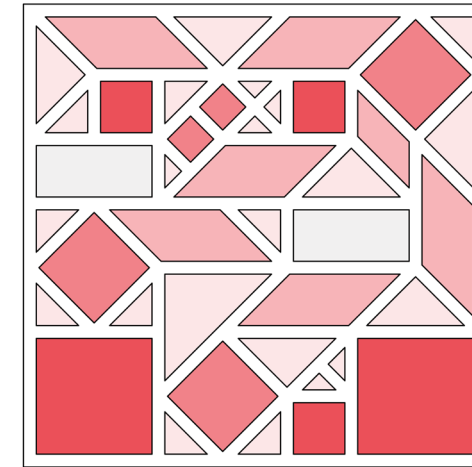
The Clash: To me a public condenser is shaped by local influences, activities and people that are intertwined in the architecture. It is at thresholds or borders of different areas, where a lot happens and comes together. These areas are often overlooked, whilst they have potential to bring a lot of different people together. This collage shows 2 different faces of Berlin, residential and cultural, clashing together and shaping a building. The colored lines represent the influences from activities and communities within these areas filling or defining the program within the building. The building here is the Forum building in Groningen, which uses the intertwining of functions very well. A problem i have with the building is that it works very well on the inside, but on the outside it is a closed rock or fortress. What happens around it or how does it provide for the communities after closing time?

THEORY & DELINEATION - DIAGRAMS FROM COLLAGE

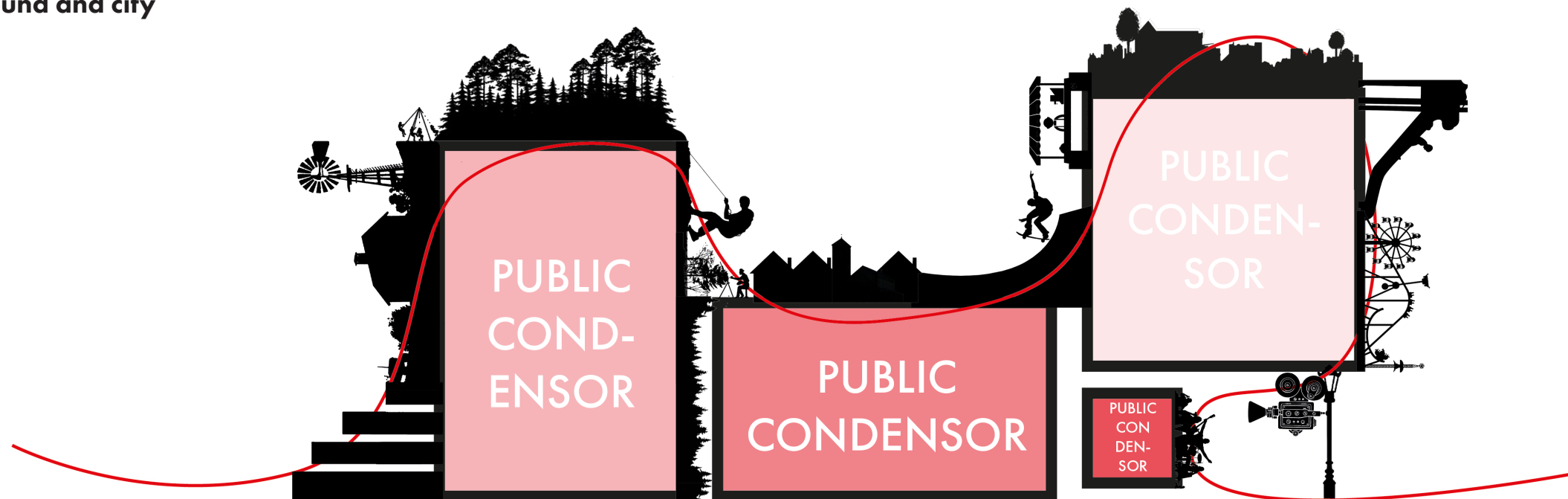
1. Located at a border



2. Interwining of different activities

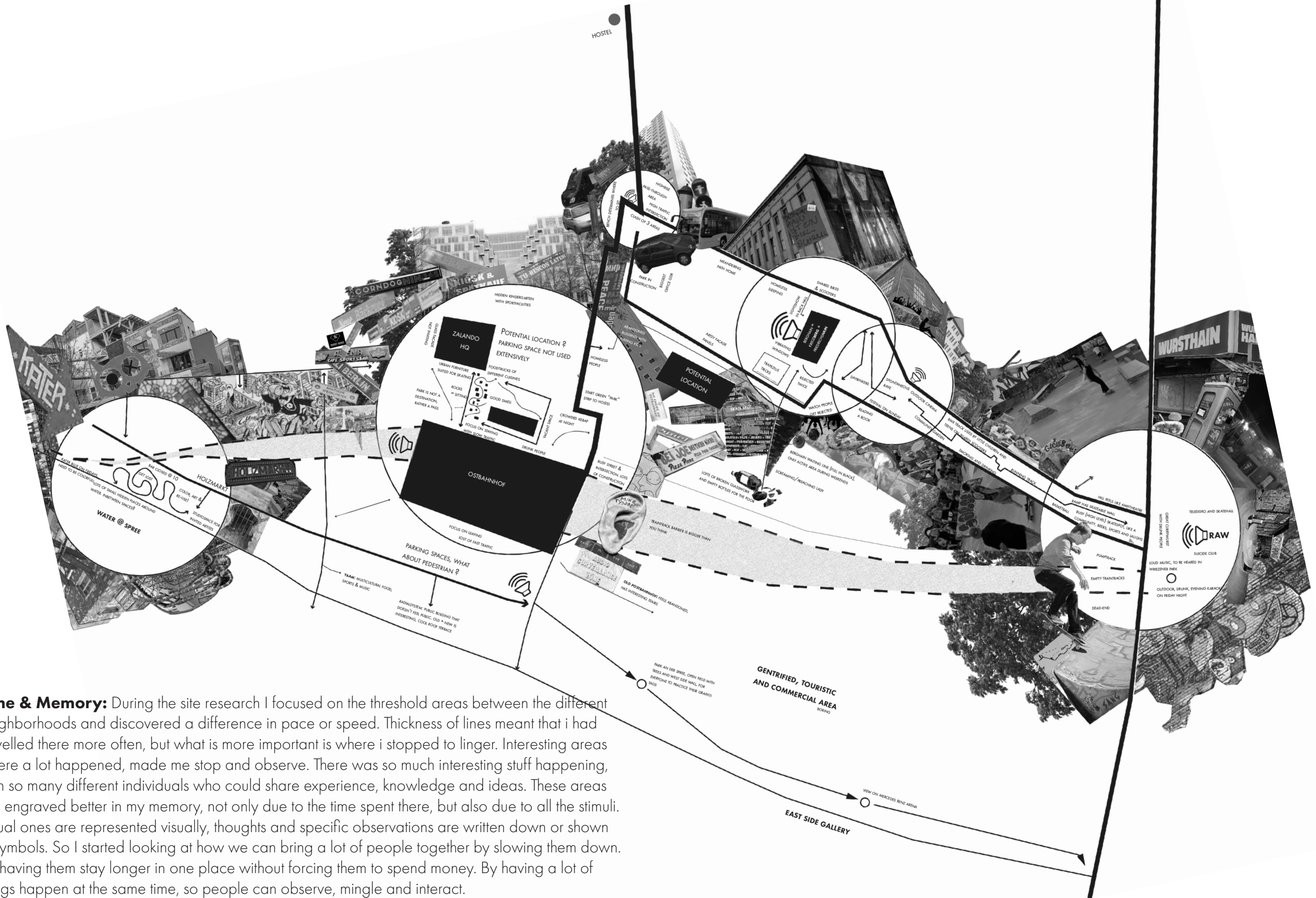


3. Architecture as playground and city



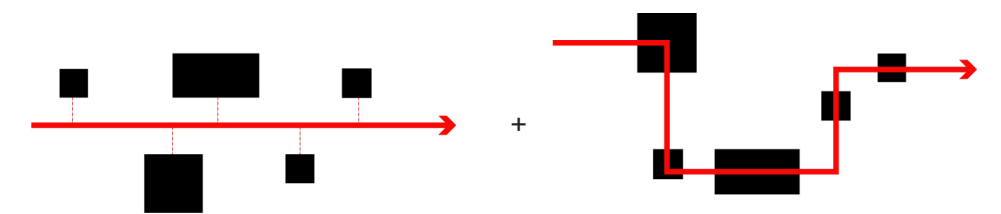
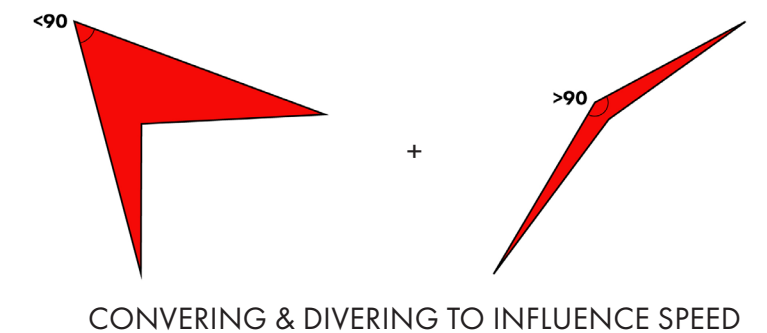
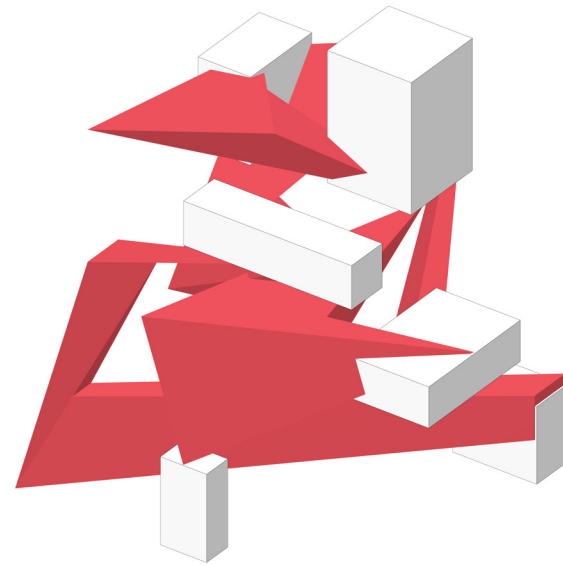
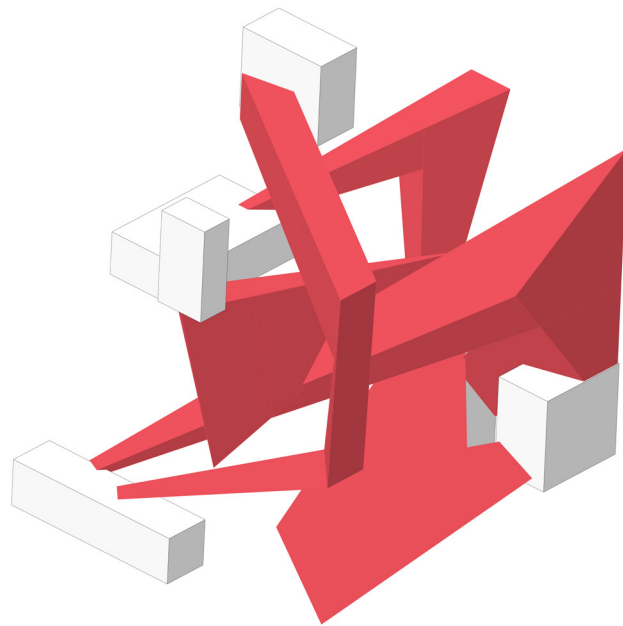
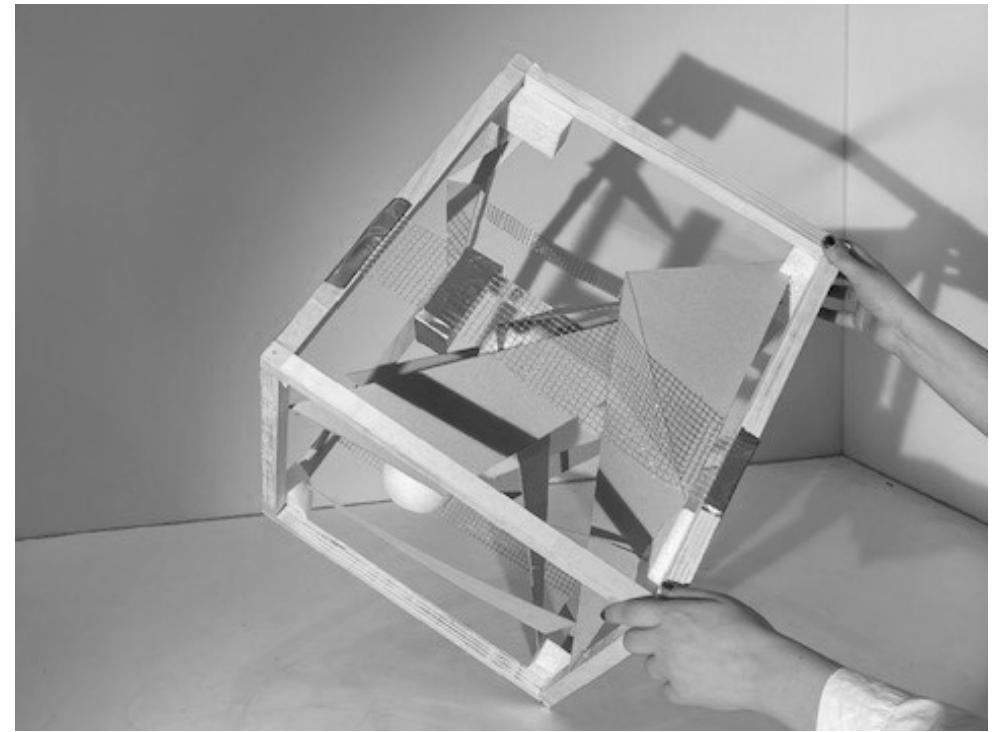
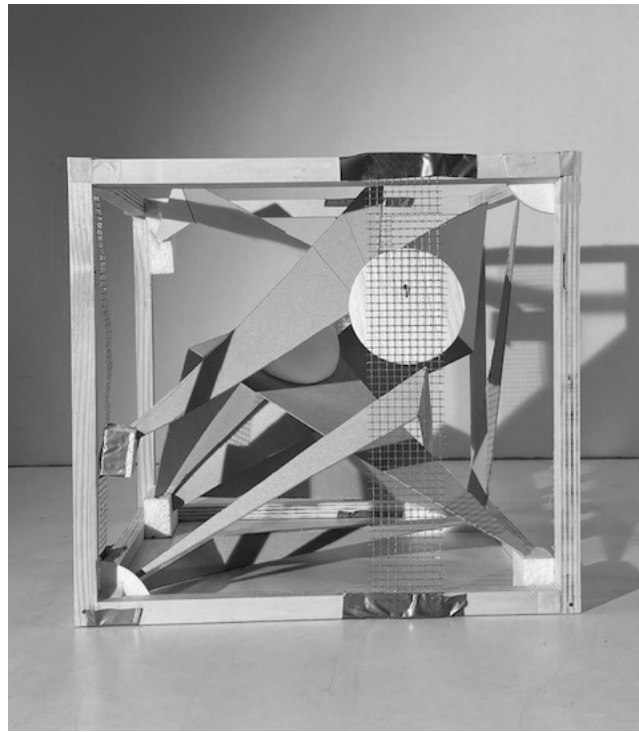
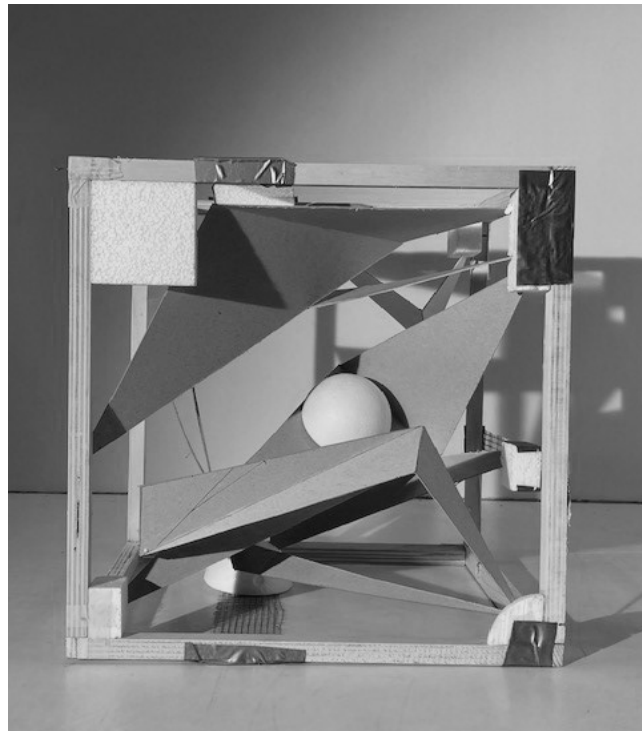
Diagrams: These diagrams represent the core values derived from the thought process of the collage. The first one is about location, in which the building sits at the crossing point of multiple influences that clash together and shape a building specific for that area of berlin, not generic german, european or even global architecture. The second one is about intertwining different functions, activities and people together, whilst it still makes sense on a bigger picture. It functions like a patchwork or a mosaic. Different and fragmented, but together a complete whole community. The third one is about the buildings skin (facade and roof) to be tactile and accesible for all kinds of activities like (urban) sports, nature, farming, playing, outdoor cinema and other urban activities. The orignal assignment was to translate the previous collage into an abstracted diagram within 5 steps, but due to miscommunication it became diagrams about 3 topics related to the collage.

THEORY & DELINEATION - PSYCHOGEOGRAPHY MAP



Time & Memory: During the site research I focused on the threshold areas between the different neighborhoods and discovered a difference in pace or speed. Thickness of lines meant that I had travelled there more often, but what is more important is where I stopped to linger. Interesting areas where a lot happened, made me stop and observe. There was so much interesting stuff happening, with so many different individuals who could share experience, knowledge and ideas. These areas are engraved better in my memory, not only due to the time spent there, but also due to all the stimuli. Visual ones are represented visually, thoughts and specific observations are written down or shown in symbols. So I started looking at how we can bring a lot of people together by slowing them down. By having them stay longer in one place without forcing them to spend money. By having a lot of things happen at the same time, so people can observe, mingle and interact.

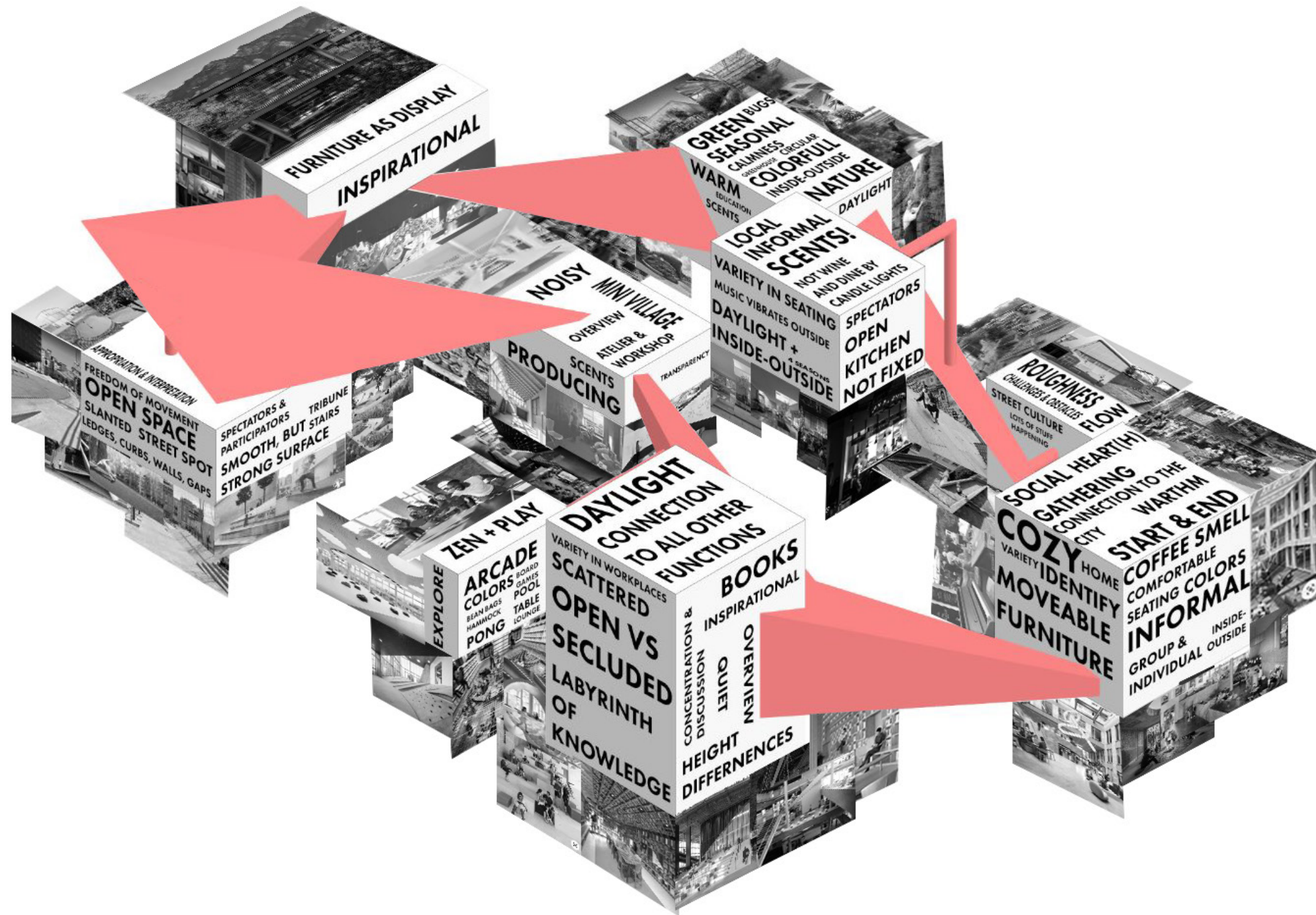
THEORY & DELINEATION - CONCEPTUAL MODEL



INTERSECTING OR ISOLATING SPACES TO INFLUENCE INTERACTIONS

Movement & Interpretation: I have a background in urban sports which are also part of the Wriezener park. With that background I have developed a specific sight when looking at shapes, architecture and the urban fabric. Certain shapes provoke movement and act as a canvas for me to project my creativity on it by movement. It is all about interpretation. I see something different than you, than a skater or another parkour athlete. I want to tolerate this difference in interpretation by saying; what if a wall/skin/façade was not just a wall. What if it became a wall and a playground for example? These sharp shapes in diagonals represent (diagonal)connections and they suggest movement/direction. Instead of just horizontally, vertical connections can be made easier. The façade becomes 3 dimensional in a way, instead of a 2D plane. With bended triangular surfaces actually being quite useful in these sports, they also represent a path and the idea of the suspended model is that when flipping it, one can see the same shapes from a different perspective. What was once maybe a wall in the model can now be seen as a ramp. This relates to the idea of sensational movement where people have particular feelings for every certain shape in the building. For skaters this could become an obstacle and the architecture tolerates its use. The different shapes of foam represent on the one end the different types of geometry that also have to do with interactivity and movement, but on the other end it is supposed to be a composition of different activities and perspectives intersecting with each other, hopefully creating a dialogue. Furthermore it is about intersecting and converging/diverging to influence walking pace

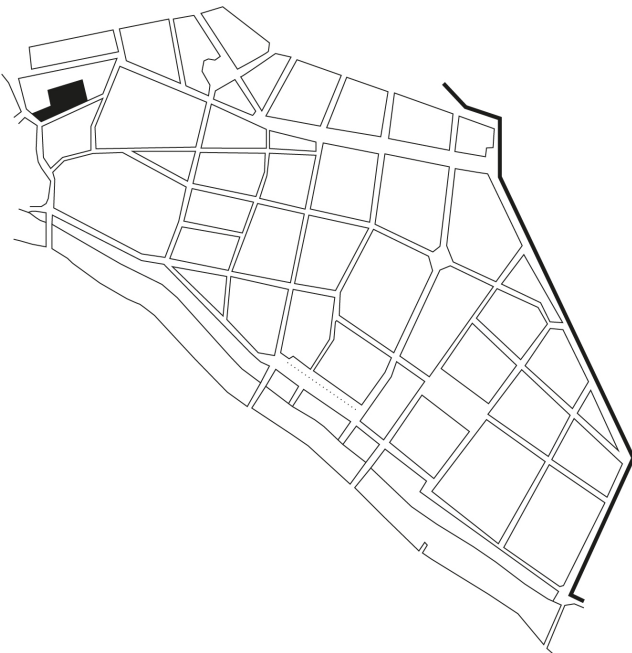
THEORY & DELINEATION - REMIX



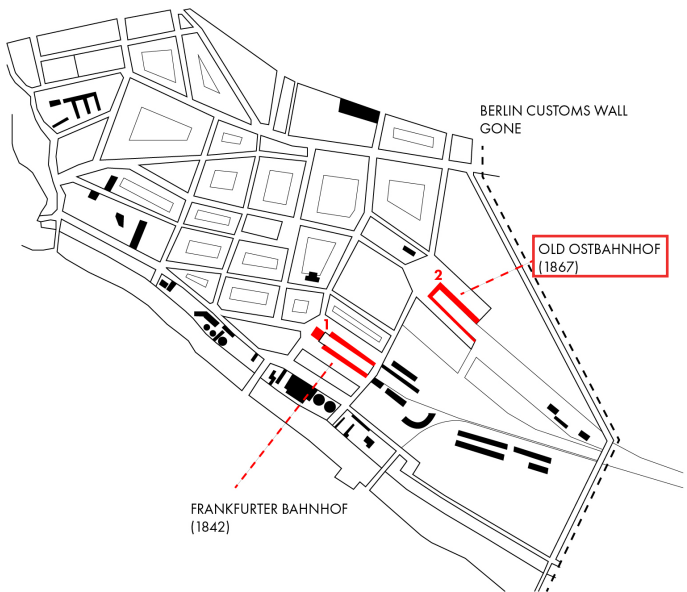
PROJECT DESIGN - HISTORY RESEARCH FRIEDRICHSHAIN



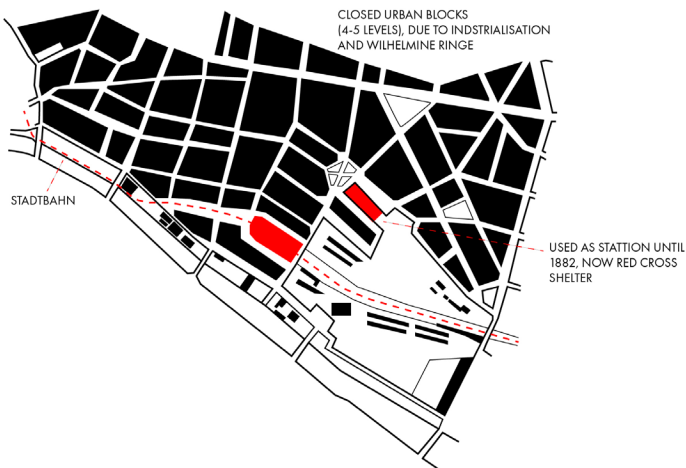
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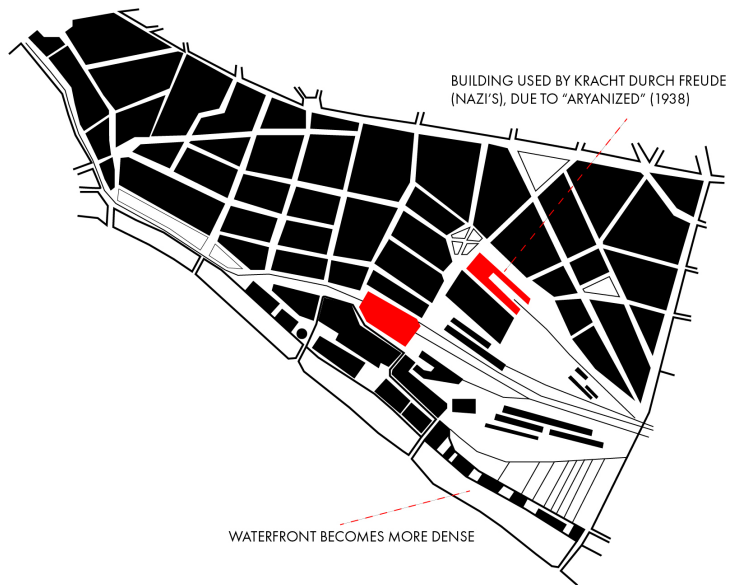
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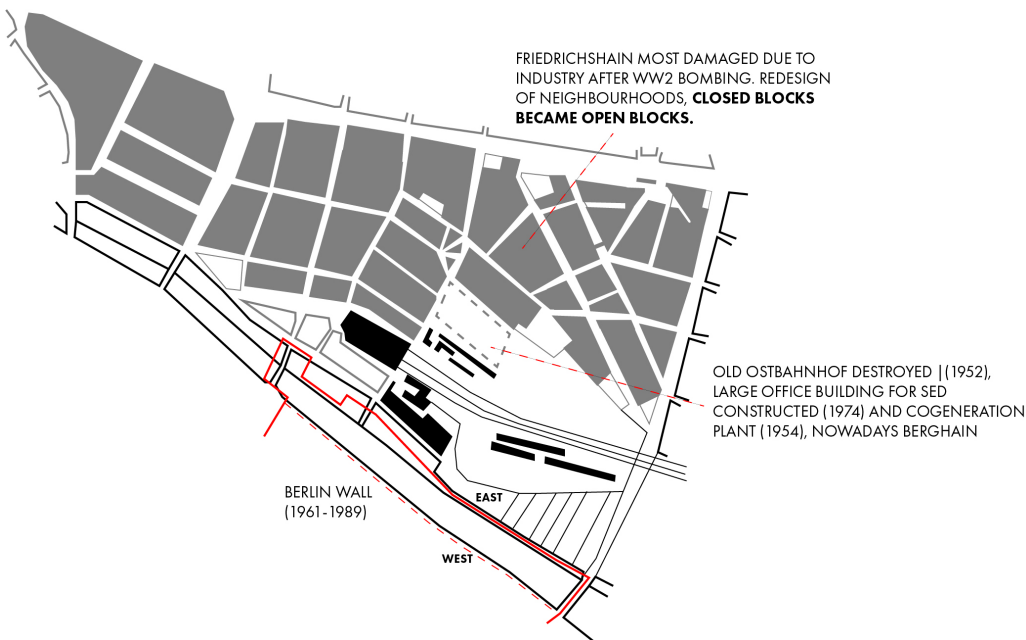
1870-1880



1910



1933-1940



1965-1975



2022

PROJECT DESIGN - SITE RESEARCH & FIRST CONCEPT

CLAIMING
NON-SPACE

HEAVY DRINKERS

FOOD = COMMUNITY

NOT A LOT OF CONTACT
WITH NEIGHBOURS

VIBRANT URBAN
SPORTS SCENE

RECOGNIZED VS STARTING ARTISTS

QUALITY ACTIVE
GREEN PUBLIC SPACE

EVERYTHING +
AREA HAS EVERYTHING, BUT ALSO A LOT OF PEOPLE,
THUS ADD MORE?

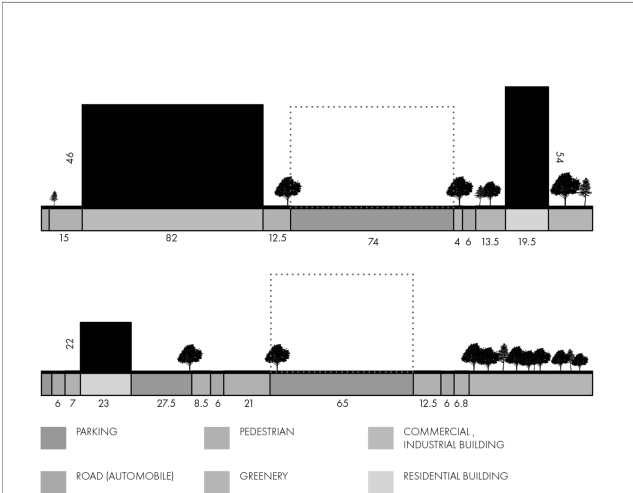
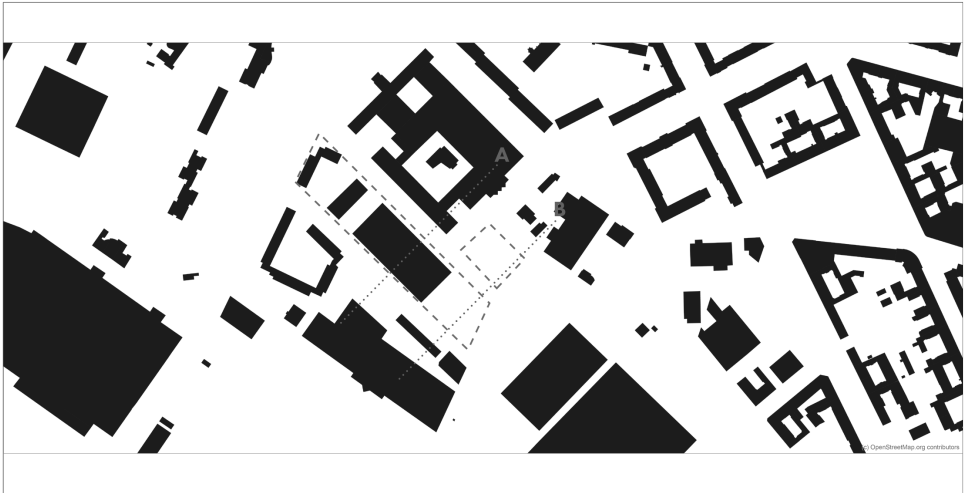
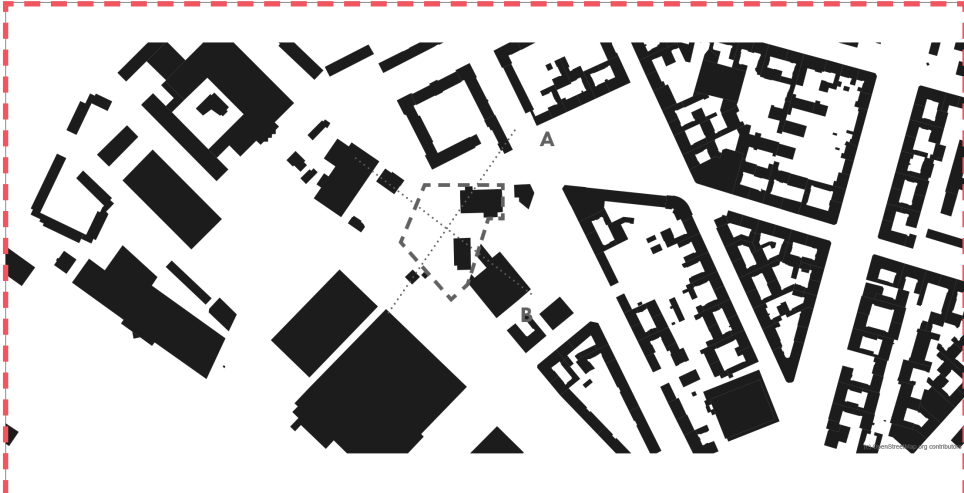
FAST VS SLOW @ OSTBAHNHOF

BORDERS



FADING
THRESHOLD

- SOFTEN PHYSICAL BORDER
- INTERTWINING FUNCTIONS = MORE ?
- ARCHITECTURE AS CITY & PLAYGROUND
- REDUCE SOCIAL BORDERS
- FADE INSIDE-OUTSIDE

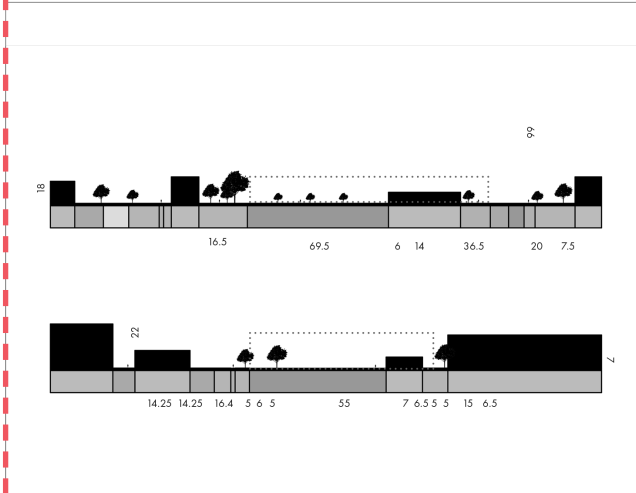


**LOCATION1:
OSTBAHNHOF - PARKING**

75 X 72.5 = 5437.5 M²

CRITERIA

- **Connection** station with food promenade
- **Reclaim** public space, whilst respecting parking need
- Connect with **sports and nature** on north
- Respond to **heights**

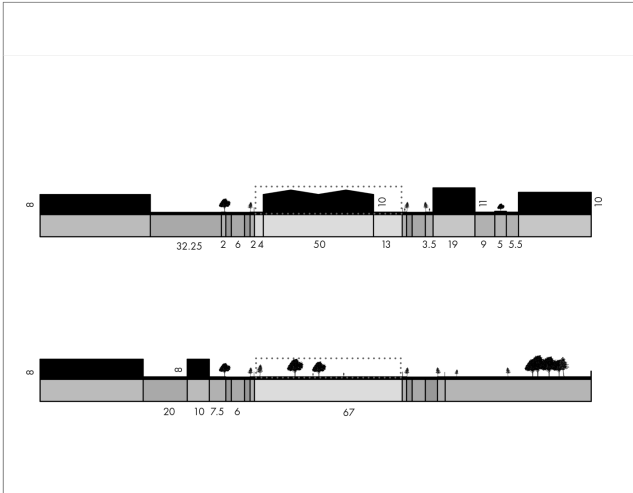


**LOCATION2:
WRIEZENERPARK - PARKING**

SIZE = 8000 M²
ALDI = 1250 M²

CRITERIA

- **Connection** station and green promenade as an extention
- **Emphasize** corner vibrancy
- **Active** both day and night
- Respond to neighbouring **houses**



**LOCATION3:
BERGHAIN - VACANT LOT**

275 X 60 = 16500 M²
+/OR
65 X 40 = 2600 M²

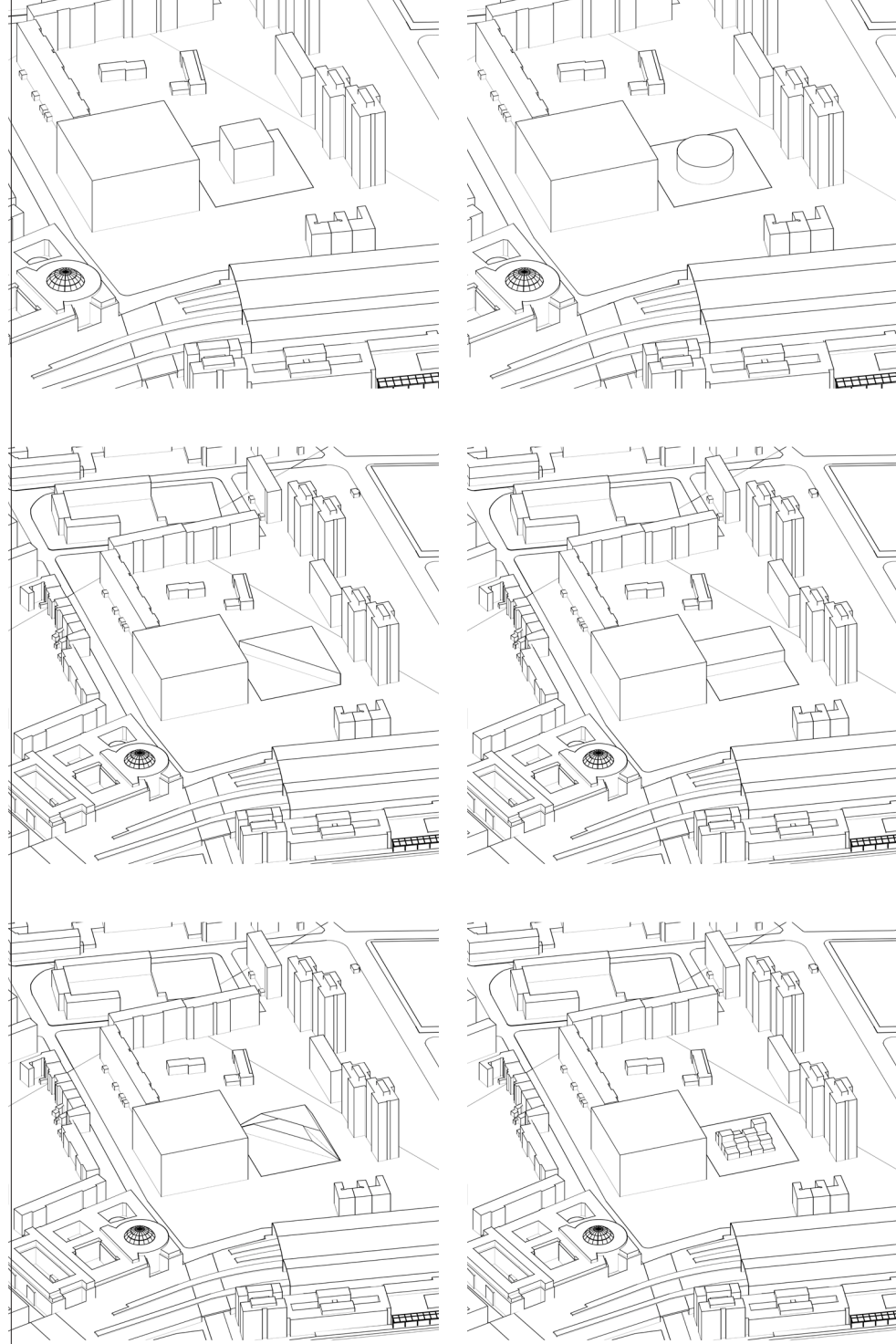
CRITERIA

- **Revitalise** area during weekdays
- **Embrace** rough character
- **Social** control
- **Extend** Wriezener Park

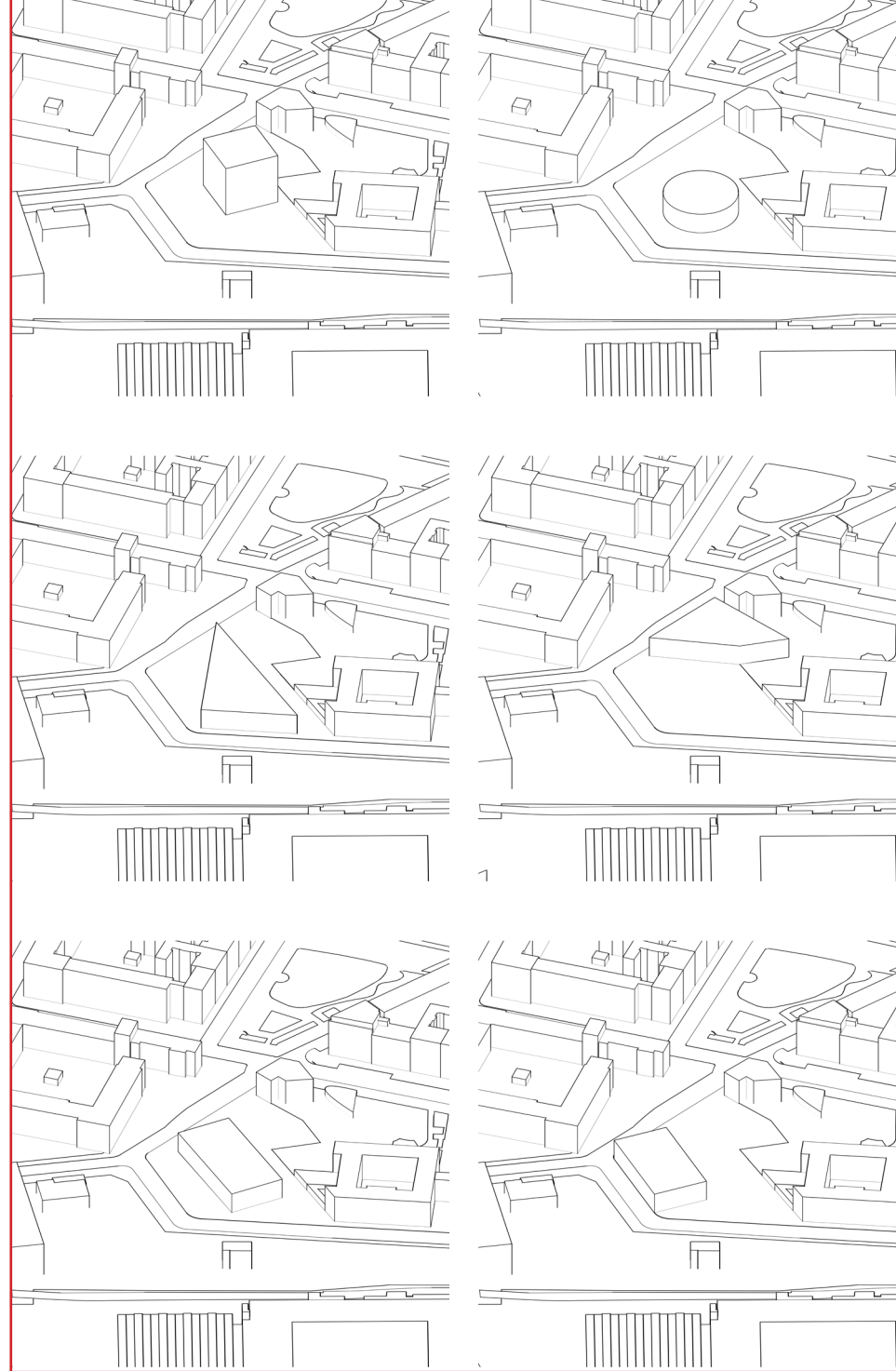


PROJECT DESIGN - SITE RESEARCH BASIC GEOMETRY & SCALE

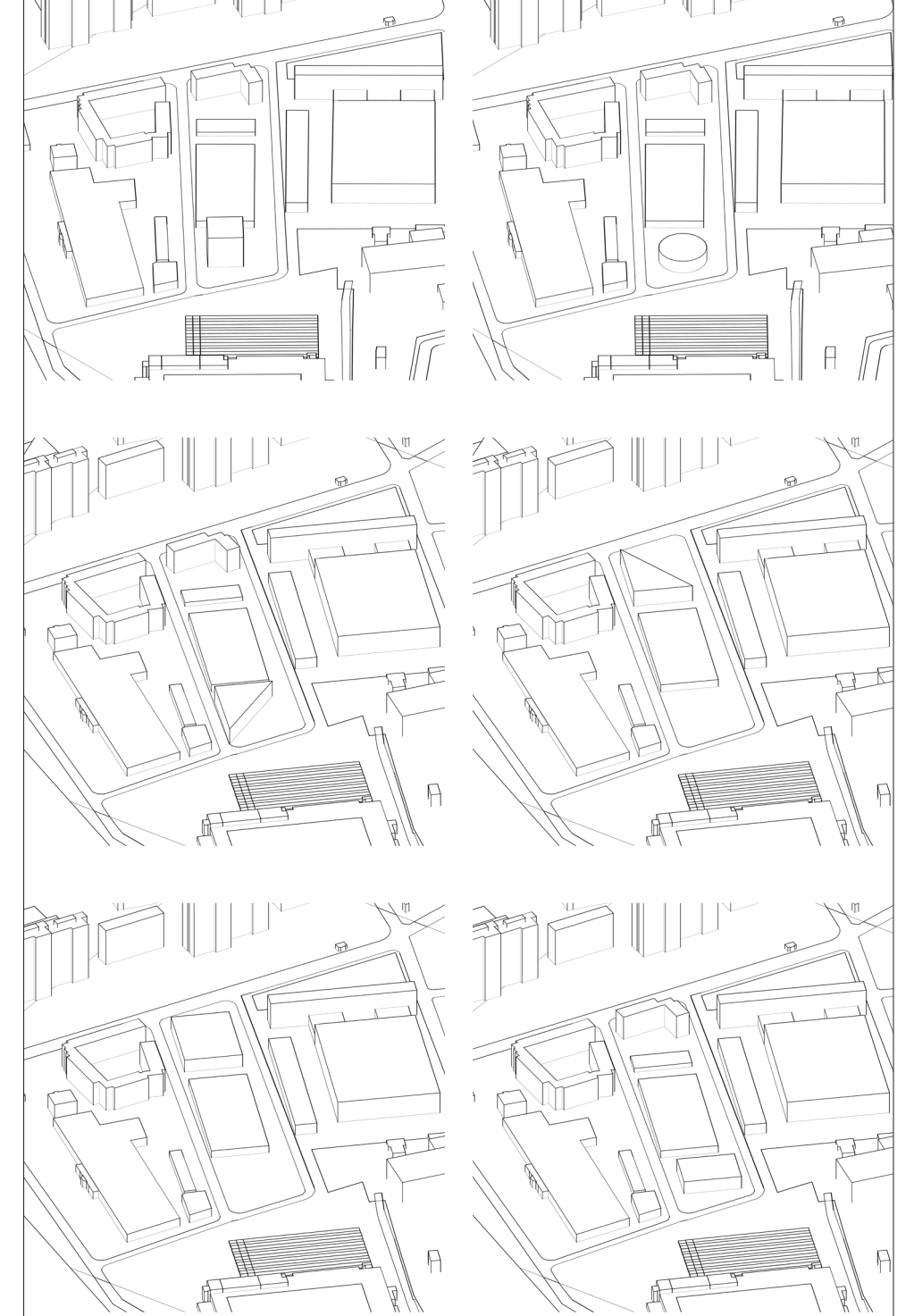
Location 1: Parking lot next to Zalando HQ at Ostbahnhof



Location 2: Parking lot with Aldi next to Wriezener park



Location 3: Warehouse next to Berghain



Location: This study shows the scale of a 4500 square meter building on the location in relation to its context. Location 1 is too rigid and scale wise it just doesn't fit. Location 3 is too big to be solved with a building of this size. The current plot is vacant and therefore a larger strategy is necessary. Program wise this site also sits between warehouses and offices, so it doesn't feel like the right location for a public condenser. The second location fits when looking at scale and freedom of form. Besides there is a potential for a concept, which will be discussed later in this document, which doesn't exist or not as strong in the other locations.

PROJECT DESIGN - PROGRAM BRIEF (OUTDATED)

GENERAL SPACES:

- ENTRANCE
- RECEPTION (INFO + TICKET COUNTER + SPACE RENTAL)
- CAFE WITH SMALL KITCHEN / COFFEESHOP
- LIVING ROOM AS INFORMAL MEETING SPACE
- AUDITORIUM
- TOILETS (SPREAD THROUGH BUILDING)

425 m²

- 80 m²
- 20 m²
- 25 m²
- 100 m²
- 100 m²
- 100 m²

THE GENERAL SPACES ARE AVAILABLE FOR EVERYONE AND SIT AT THE CORE OF THE BUILDING. THE ENTRANCE SHOULD BE SPACIOUS AND WELCOMING WITH A CLEAR SERVICE POINT. HERE ONE CAN GET INFORMATION, FILE COMPLAINTS, RETURN LOST OBJECTS, ASK DIRECTIONS, BUT THEY CAN ALSO RENT A SPACE OR GET A TICKET FOR A TOUR OR EXHIBITION. THE CAFE IS A SMALL COFFEESHOP WHERE PEOPLE CAN MEET AT THE LIVING ROOM AND LARGER EVENTS CAN BE PRESENTED AT THE AUDITORIUM.

PUBLIC SERVICE:

- INFO COUNTER
- WAITING AREA
- PRIVATE MEETING ROOMS
- BACK OFFICE

200 m²

- 20 m²
- 20 m²
- 80 m²
- 80 m²

THE PUBLIC SERVICE SPACES ARE MEANT FOR PEOPLE WANTING TO INTERACT WITH THE STAFF AND DIRECTION OF THE BUILDING. THIS CAN BE FOR ORGANISING EVENTS, PARTNERING UP, BRINGNING NEW IDEAS ETC. THE INFO COUNTER IS TO MAKE AN APPOINTMENT, WHERE ONE CAN WAIT IN THE WAITING ROOM. THE PRIVATE MEETING ROOMS IS WHERE PUBLIC AND PRIVATE COME TOGETHER IN A MEETING. WITH THE BACK OFFICE BEING THE OFFICE OF DIRECTION MEMBERS.

ADMINISTRATION & SERVICES (STAFF):

- INFO COUNTER
- OFFICES
- CONCIERGE
- SUPPLY SPACE, STORAGE & GARBAGE
- TECHNICAL SPACE
- KITCHEN & BREAKROOM
- COMMUNITY SPECIFIC OFFICES (4x20m²)

430 m²

- 5 m²
- 45 m²
- 15 m²
- 65 m²
- 150 m²
- 70 m²
- 80 m²

THIS IS THE COMPLETELY PRIVATE AREA OF THE BUILDING RESERVED FOR THE STAFF, LOGISTICS AND TECHNICAL FEATURES. THE INFO COUNTER IS WHERE STAFF CAN CHECK IN AND WHERE HR FILES ARE LOCATED. THE OFFICES ARE CONNECTED WITH THE SERVICE DESK AND MORE ARBITRARY TASKS IN CONTRADICTION TO THE MANEGMENT IN PUBLIC SERVICE. THE BUILDING HAS TO BE CLEANED AND SECURED, SO THE CONGIERGE HAS ITS OWN OFFICE. THERE IS A SPACE WHERE NEW GOODS COME IN AND THE GARBAGE HAS TO GO OUT. THIS IS THE STORAGE SPACE. THE STAFF ALSO NEEDS A PRIVATE SPACE TO HAVE ABREAK AND EAT DURING BREAKS. TO CLIMATIZE THE BUILDING, A TECHNICAL SPACE IS REQUIRED.

FOOD SPACES:

- RESTAURANT (KITCHEN, BAR, STORAGE, FORMAL INDOOR SEATINGS)
- URBAN FARM (GARDEN AND/OR GLASS HOUSE)
- CULINARY WORKSHOP

600 m²

- 200 m²
- 250 m²
- 150 m²

FOOD BRINGS PEOPLE TOGETHER AND CAN SHAPE A FOOD COMMUNITY. IN THE CURRENT SITE OF FRIEDRICHSHAIN FOOD PLAYS A BIG ROLE WITH THE FOOD PROMENADE NEAR OSTBAHNHOF AND THE COMMUNITY GARDEN IN WRIEZENER PARK. TO FURTHER EMPHASIZE THESE FACILITIES AND SUSTAINABILITY, A ROOF GARDEN EXPANDS THE GARDENING COMMUNITY WITH A RESTAURANT THAT COOKS WITH THESE LOCAL PRODUCTS AND A WORKSHOP THAT TEACHES PEOPLE TO COOK WITH THEM. A GARDE-NING, COOKING AND DINING COMMUNITY ALL COME TOGETHER. VISUAL CUES BETWEEN THE SPACES CAN BE INTERESTING

ART SPACES:

- MAKERS SPACE (PAINTING, SCULPTING, WOODWORK, DRAWING ETC.)
- EXHIBITION (PROFESSIONAL, FORMAL, INTERACTIVE, LONGLASTING)
- MEDIA ROOM
- STORAGE

520 m²

- 300 m²
- 150 m²
- 50 m²
- 20 m²

IN A CREATIVE DISTRICT ART HAS A SPECIAL PLACE. IT INSPIRES PEOPLE AND CAN CREATE A STRONG COMMUNITY BETWEEN ARTISTS THAT INSPIRE EACH OTHER. BESIDES THERE ARE ALSO COMMON PEOPLE WHO LIKE TO ENJOY ART AND IT CAN HAVE AN UPLIFTING EFFECT ON THE BUILT ENVIRONMENT. IN THE SITE AREA ART IS VERY PRESENT, BUT NOT HIGHLY ACCESIBLE FOR STARTING ARTISTS. CREATING WORKSHOP SPACES WHERE THEY CAN FREELY EXPERIMENT WITHOUT ANY CONTRACT IS IMPORTANT FOR THEIR DEVELOPMENT AND KEEPING ART IN THIS CREATIVE CENTER. EXHIBITION SPACES WITH INTERACTIVE ART WILL INSPIRE THESE ARTISTS AND CHILDREN. INFORMAL EXHIBITION SPACES ALONG THE CIRCULATION WILL ALLOW THEM TO PRESENT THEIR WORK TO THE COMMONS, UPLIFTING THE BUILDING.

THINK SPACES:

- SPECIFIC LIBRARY
- STUDY AND/OR WORK SPACES (DIFFERENT TYPES)
- READING & FOCUS SPACES
- CREATIVE / BRAINSTORM ROOM
- MEETING ROOM

720 m²

- 350 m²
- 120 m²
- 150 m²
- 50 m²
- 50 m²

CREATING IN ART, MUSIC, MOVEMENT AND COOKING CAN ONLY BE DONE TO A CERTAIN DEGREE WITH ONES PREVIOUS EXPERIENCE AND CREATIVE THOUGHTS. LEARNING FROM OTHERS AND THEIR TECHNIQUES AND THEORIES IS IMPORTANT AND THEREFORE A SPECIFIC LIBRARY FOCUSED ON THESE THEMES WILL ALLOW PEOPLE TO EXPAND FURTHER ON THESE TOPICS. STUDY, WORK AND READING PLACES WILL FACILITATE THEIR THINKING, WITH A CREATIVE BRAINSTORM ROOM TO GET PAST CREATIVE BLOCKS. MEETING SPACES ALLOW FOR GROUPS TO DISCUSS PROJECTS IN A CLOSED ENVIRONMENT.

MOVEMENT SPACES:

- STEPPED COURT
- TACTILE EXTERIOR (SKATING, PARKOUR, PLAY, RUNNING, WORKOUT, SPECTATING)

15 m²

- 15 m²
-

THE URBAN SPORTS SCENE IN BERLIN IS QUITE VIBRANT. LOOKING AT THE “DOGSHIT” SKATEPARK ON A FRIDAY IS A FEAST FOR THE EYES. IT IS QUITE CROWDED FOR THE SKATERS THEMSELVES. THE SECOND SKATE SPOT IN THE SITE AREA HAS BEEN CLOSED OFF, LEAVING THE LOCALS ONLY ONE OPTION OR MOVING AWAY FROM THE AREA. CREATING A BUILDING THAT IS TACTILE FOR SKATERS, FUNCTIONING LIKE A SPOT CAN SPREAD THE CROWDEDNESS, INCREASE THE COMMUNITY WITHOUT CREATING A PARK SOLELY FOR SKATERS. A SKATEBOWL LIKE SHAPE IS SOMETHING THAT IS MISSING IN THE OUTDOOR AREA. PARKOUR IS VIBRANT AS WELL, BUT THERE ARE NO SPOTS IN THE SITE AREA. MORE SPORTERS IS A LARGER COMMUNITY AND MORE SPECTATERS

BREAK SPACES:

- PLAY & RELAX (ARCADE, PONG, BIJART, TABLE FOOTBALL ETC.) + (HAMMOCK, BEAN-BAG, LOUNGE ETC.)
- WINTER GARDEN FOR READING, TERRACE OR WALKING

240 m² (MAYBE MORE)

- 100 m²
- 140 m²

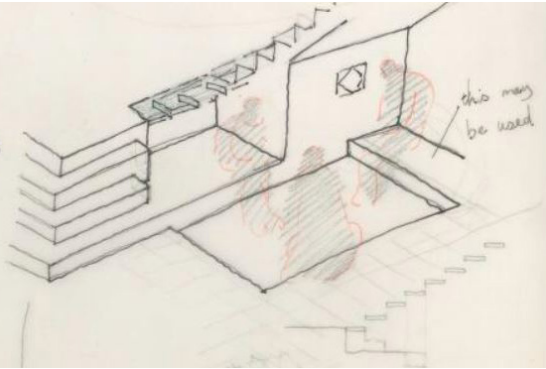
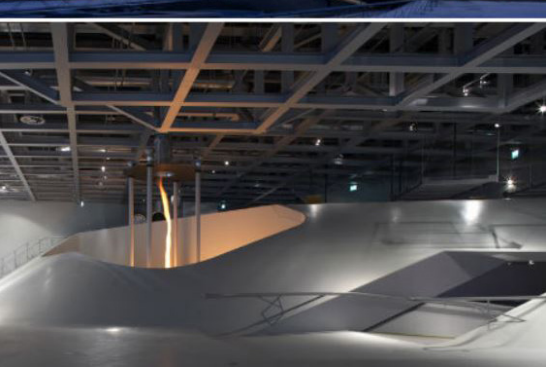
A SPACE TO STEP AWAY FROM THE CREATIVE AND LEARNING PROCESS IS IMPORTANT TO MAKE PROGRESS. REGULAR BENCHES AND COFFEEROOMS HOWEVER ARE MON-OFUNCTIONAL AND DON’T OFFER AN EXTENDED PURPOSE. MAKING A DISTINCTION BETWEEN A PLAY AND RELAX ACTIVITY THAT FULLY SHIFTS FOCUS OR AN INDOOR GREEN AREA THAT CALMS THE MIND EVEN DURING RAINY WINTER DAYS IS A GOOD ADDITION NEXT TO THE SOCIAL BREAK SPACES LIKE LOUNGES, BENCHES, WALKS AND COFFEE SPACES.

CIRCULATION SPACES (IN-BETWEEN):

- STUDY & SEATING
- EXHIBITION & LIBRARY

1350 m²

AN ARCHITECT CAN DEFINE A LOT OF SPACES, BUT IN THE IN-BETWEEN IS WHERE PEOPLE EXPRESS THEMSELVES THE MOST AND WHERE THE INTERSTING INTERACTIONS BETWEEN DIFFERENT PEOPLE OCCUR. ALLOWING THIS THROUGH UNDEFINED SEATING AND STUDY SPACES GIVES A SOCIAL CHARACTER TO THE BUILDING



PROJECT DESIGN - FIRST NARRATIVE (BEFORE PRESENTATION)

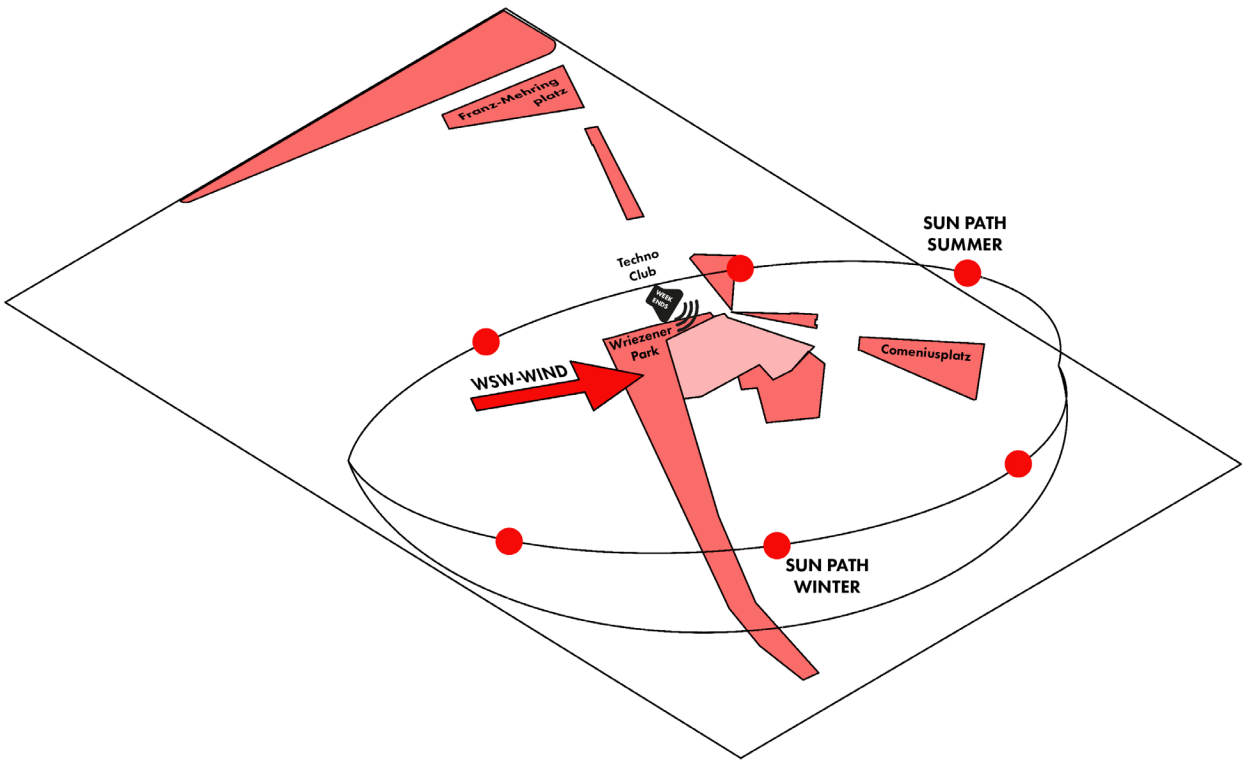
Berlin can be seen as a city full of history and a rough character. The site area is located in the area of Friedrichshain, close to East Side Gallery, which is a remains of the Berlin Wall, that divided Germany and Berlin between the east and the west after the second world war. Before this a big part of the site was related to the infrastructure of a train station, which at some point even was Berlins Hauptbahnhof and later changed to freight only. The areas next to the old station were focused on housing the workers or companies related to this industrial character. The station got destroyed during WW2, but the industrial character remained. After the fall of the wall, people of KreuzBERG and FriedrichsHAIN reunited and started squatting or claiming these former industrial spaces with new activities. The notorious techno temple, BergHain is located in the site and is a perfect example of this reunification. The name literally is the unification of Kreuzberg and Friedrichshain in which the people came together to rave to techno and house music in former industrial buildings, changing the function of the buildings. Berghain used to be an industrial powerplant, the architecture got perceived for a new function and now this architecture is often related to techno music. This formed a strong, but gated community not available for the bigger chunk of the public. Next to Berghain is the Wriezener Park, which is also part of the former industrial area that got reinterpreted, but instead of an exclusive club it became a park full of urban activities for everyone. It sits at the border of the residential area of Weberwiese and the commercial, industrial and gentrifying area of Wriezener-Bhf that is focused on consumerism. Instead of being a dead space, Wriezener Park has become a vibrant transition zone or border between the two contrasting area's, with influences from different communities and activities. Due to its location and context it has potential for vibrancy, creativity and self organized events, without disturbing neighbours. It has become an interpretable social activity zone.

As an extension of the findings within the psychogeography map about pace within the site, the building is a place of gathering for the different communities where people stop or slow down their literal and daily pace. When people passing by or using the building slow down, interactions can occur more often and there could be more time to strengthen or expand communities. It is the gathering of strangers together, that enable certain kinds of activities which cannot happen, or do not happen as well, in the intimate realm. In public space, people can access unfamiliar knowledge, expanding the horizon of their knowledge (Richard Sennet). So when do people slow down? Partly, this occurs when there are a lot of things happening, forcing people to observe what is going on. The quote by Rem Koolhaas; more and more, more is more, is fitting in this context. This isn't just about the architecture, but also about the program. Creating a cocktail of functions, allows for numerous of sub-cultures to mix and mingle and create easy connections between their networks, skillsets and knowledge. This could, for example, be facilitated in a public living room, which complements the desire for more chill and communal spots under a roof.

Creating vibrant program within the building is just one part of the "equation". The building should radiate its vibrancy, it shouldn't just be available upon entering the building. Therefore, creating a vibrant skin where people perform activities on and have a chance to meet each other by, for example, skating, parkour, playing, sitting, leaning etc. is the other part of the equation. It is this multiplicity of form, created by perception of different individuals, that I am interested in, especially when relating it to urban sports. Instead of designating skaters to an abandoned plot with a park that is specifically designed for skaters, we create architecture that functions like a street spot. Vibrancy is visible on the streets, there are eyes on the street (safety), the transition from inside to outside is fading and the "dogshit" skate park can be relieved of its crowdedness on busy days. So instead of a skatepark, architecture could provide (oslo opera house, by snohetta is an example. Building becomes topography). Instead of a playground with swings and slides that specify how to use them, we create playful and undefined form that allows or inspires for inspiration and play. I could think of more examples, but the general line is that these ideas are not separate, they are the same object. The informal activities happening in the street culture can continue in, on and over the building, making it a house for urban/street culture. The idea of this magical undefined space is not something new and is often related to as in-between space within buildings, popularized by Herman Hertzberger. I want to expand that concept by making the building's skin part of this in-between space, like a canvas. This makes sense, because this in-between space sits in between defined functions as an undefined space. The building's skin sits between the defined program and the rather undefined one of the public realm. The tactile skin, becomes the tactile in-between space and vice versa. The relation between inside and outside will fade, which makes sense because a community center is about gathering and therefore shouldn't be limited by walls that define a space, a clear boundary is not necessary. The architecture of this community center shouldn't be clean and tight relating to capitalism and the gentrified architecture. It should be messy and chaotic, it should be about diversity instead of uniformity, because more and more, more is more. A way to look at this is instead of creating a big box as a gated community, it should be like a porous village. In architectural forms this wouldn't be a big volume

but rather smaller different ones that are unified by another volume, perhaps the in-between space, that can also function as a roofscape. There is a common ground. The idea of the village can be further exploited, due to its freedom in exploration. Freedom within interpretable space to explore different paths of movement. Fast, Slow, Horizontal, Diagonal, Vertical etc. What happens in-between is most interesting, because here different people come together in an informal matter, being able to project their interpretation of space. This notion of freedom ties together well with the character of the location and is part to make the architecture and program feel local instead of generic and gentrified, to create a strong community. One of the challenges and one of the most important questions related to this local and community feel is how to keep users in and around the building without forcing them to spend money, without the architecture and program being focused on consumerism. Freedom and interpretation instead of a very defined, clean cut and formal architecture might accomplish this.

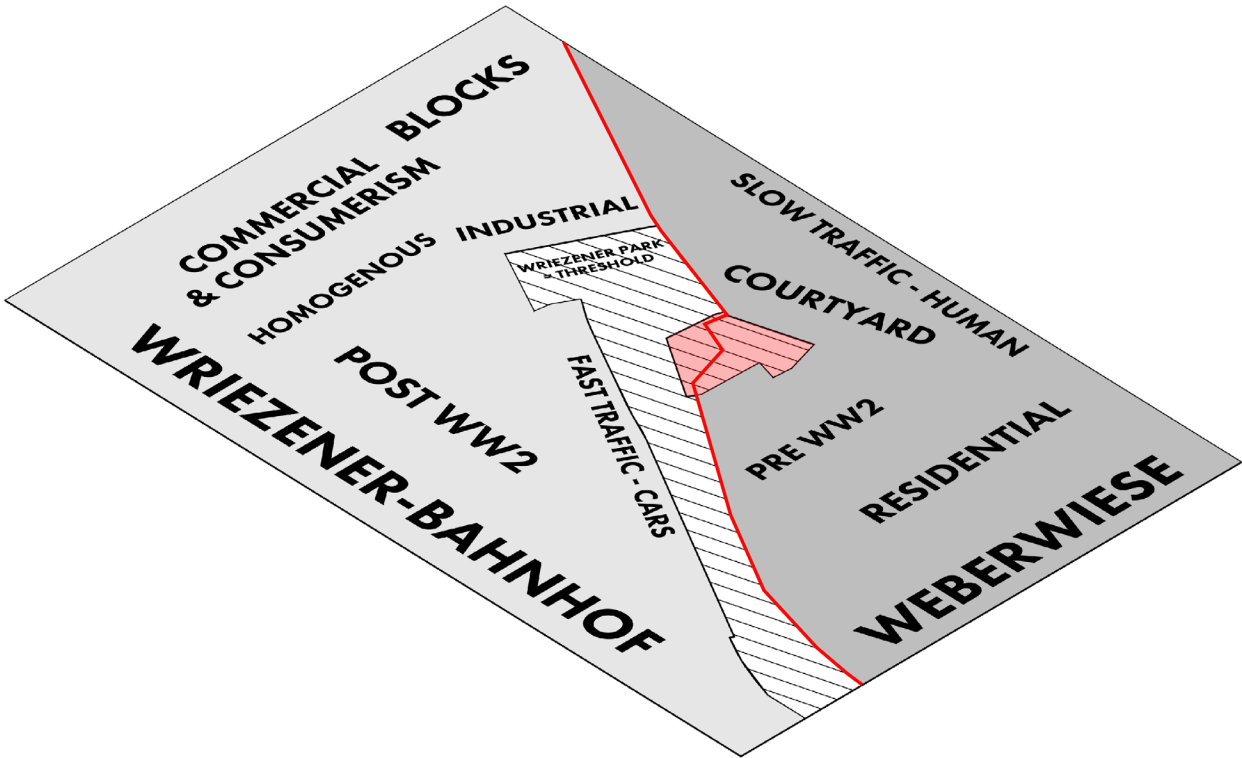
PROJECT DESIGN - SITE ANALYSIS



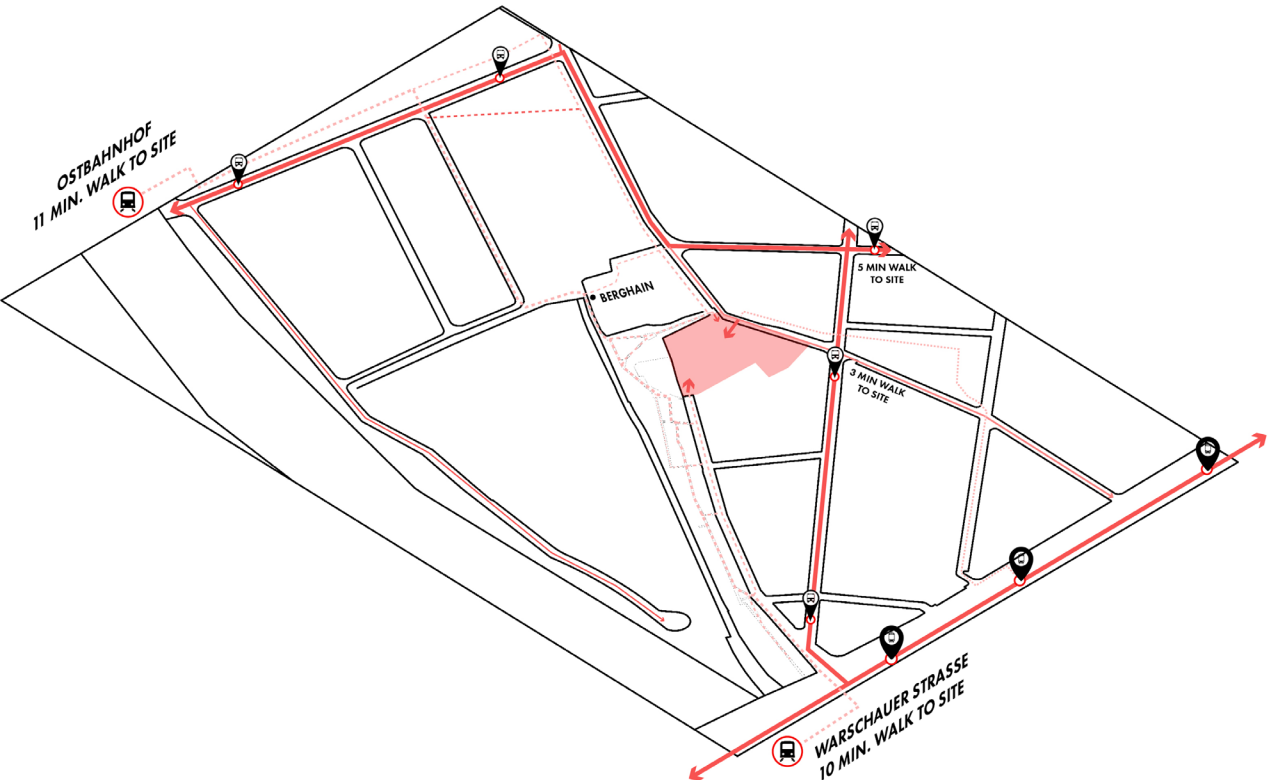
CLIMATE



HISTORY

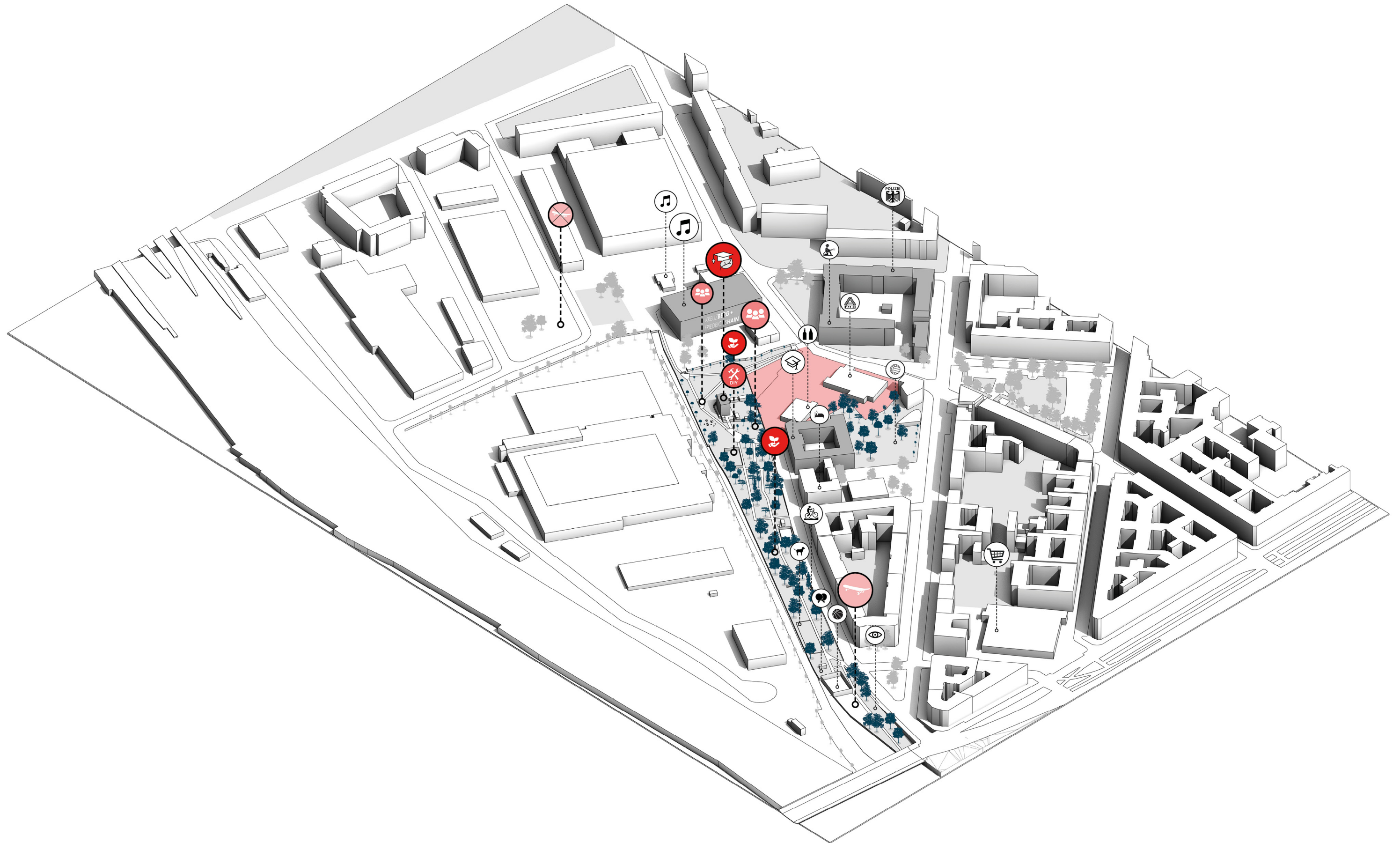


THRESHOLD

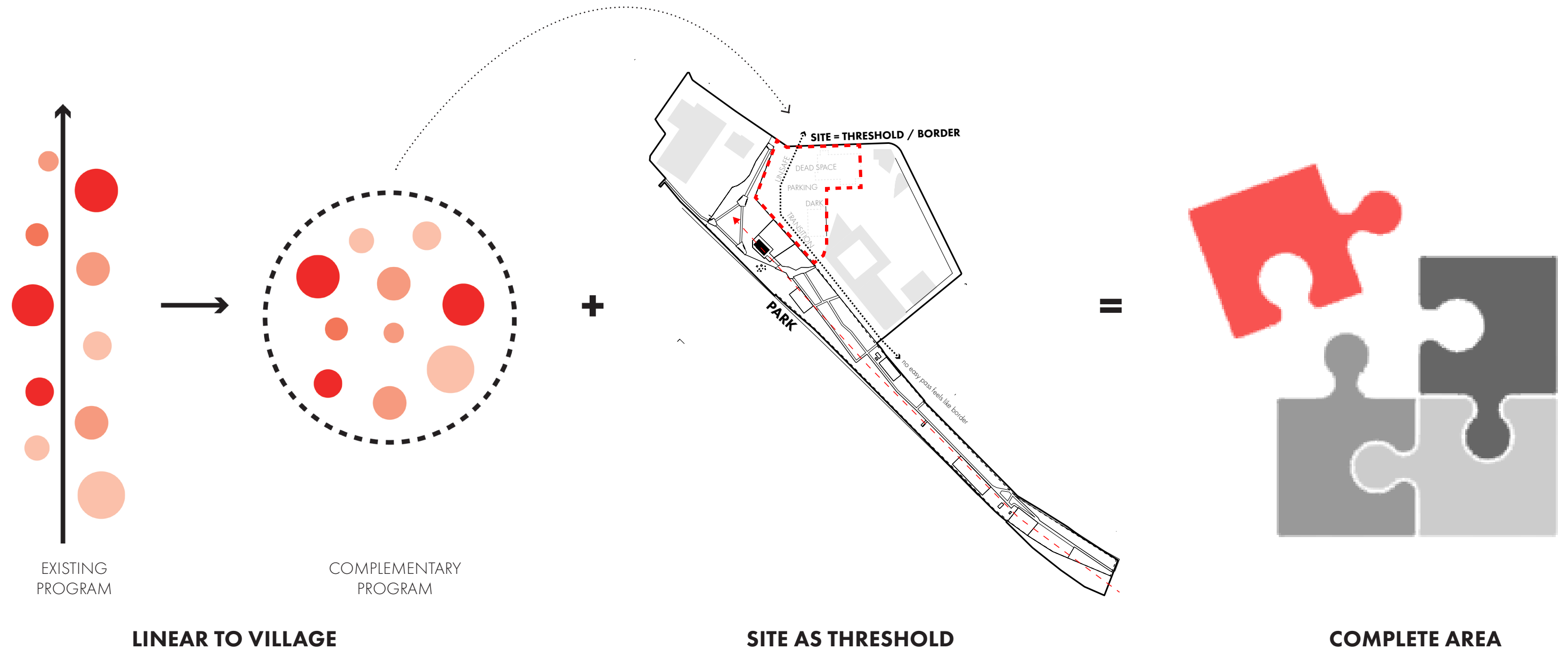


ACCES & TRAFFIC

PROJECT DESIGN - ACTIVITIES



PROJECT DESIGN - ACTIVITIES



Complexity: At the threshold between Weberwiese and Wriezener-Bhf lies the Wriezener park which is full of activities for and by the commons, shaping different communities.

Currently these communities are organized in a fragmented linear fashion along the Wriezener Park, making it more unlikely for the communities to interact with each other and increasing the speed of passing through the park. What if instead of a linear arrangement we organized these communities into a porous village like building? Creating a cocktail of functions, allows for numerous of sub-cultures to mix and mingle and create easy connections between their networks, skillsets and knowledge.

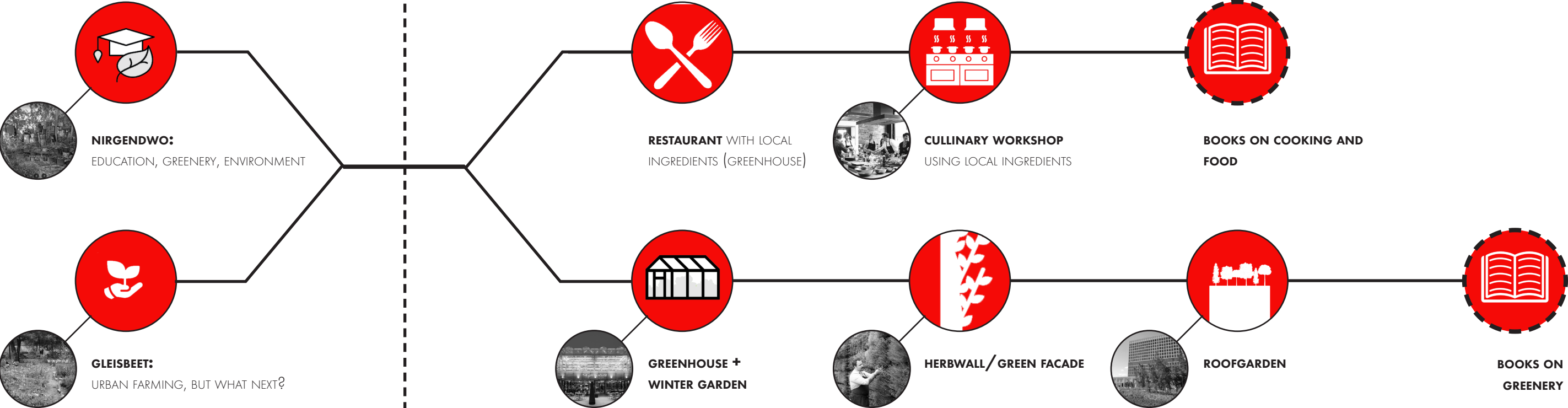
Along side the park sits a big parking lot with an Aldi and a liquor store, which feels like a mismatch in the area and acts like a rough threshold between the two neighborhoods, that is unsafe to pass through by night. This would be an ideal place for this village like public condenser to soften the border and strengthen the existing communities within the park by bringing them together and adding complementary functions to their activities. It acts like a missing piece of a puzzle! Which just didn't really happen at the other 3 locations, concept, program and size wise.

PROJECT DESIGN - PROGRAM

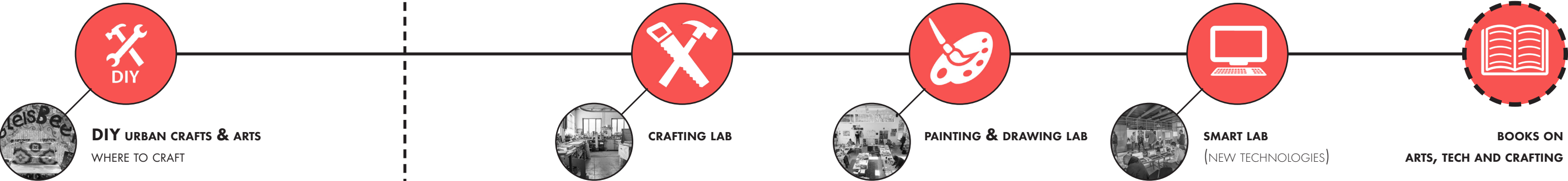
EXISTING PROGRAM

COMPLEMENTARY PROGRAM

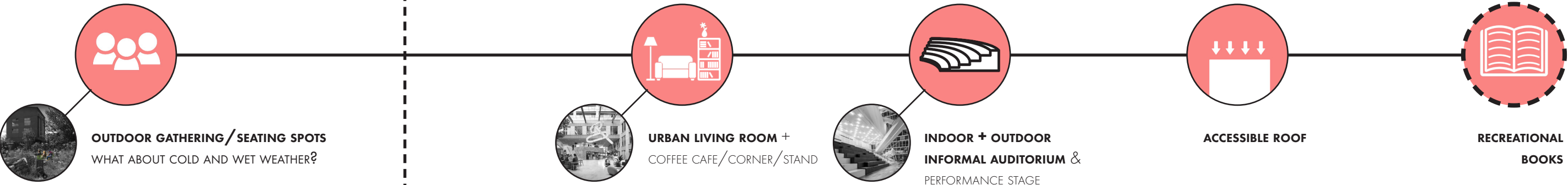
TRACK-1:
GREENERY & FOOD



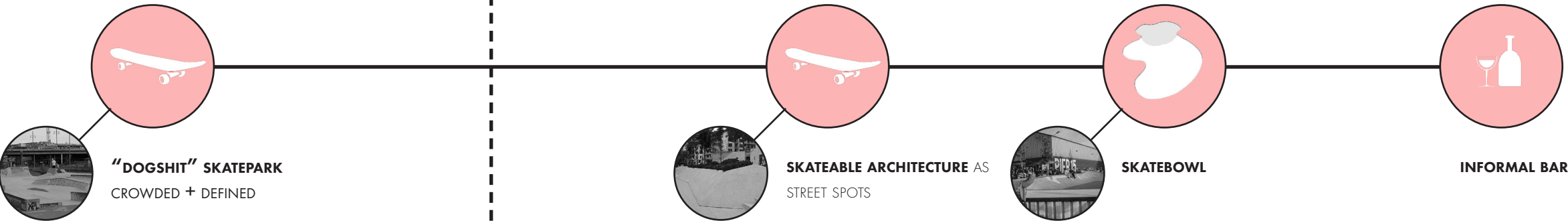
TRACK-2:
ARTS&CRAFTS



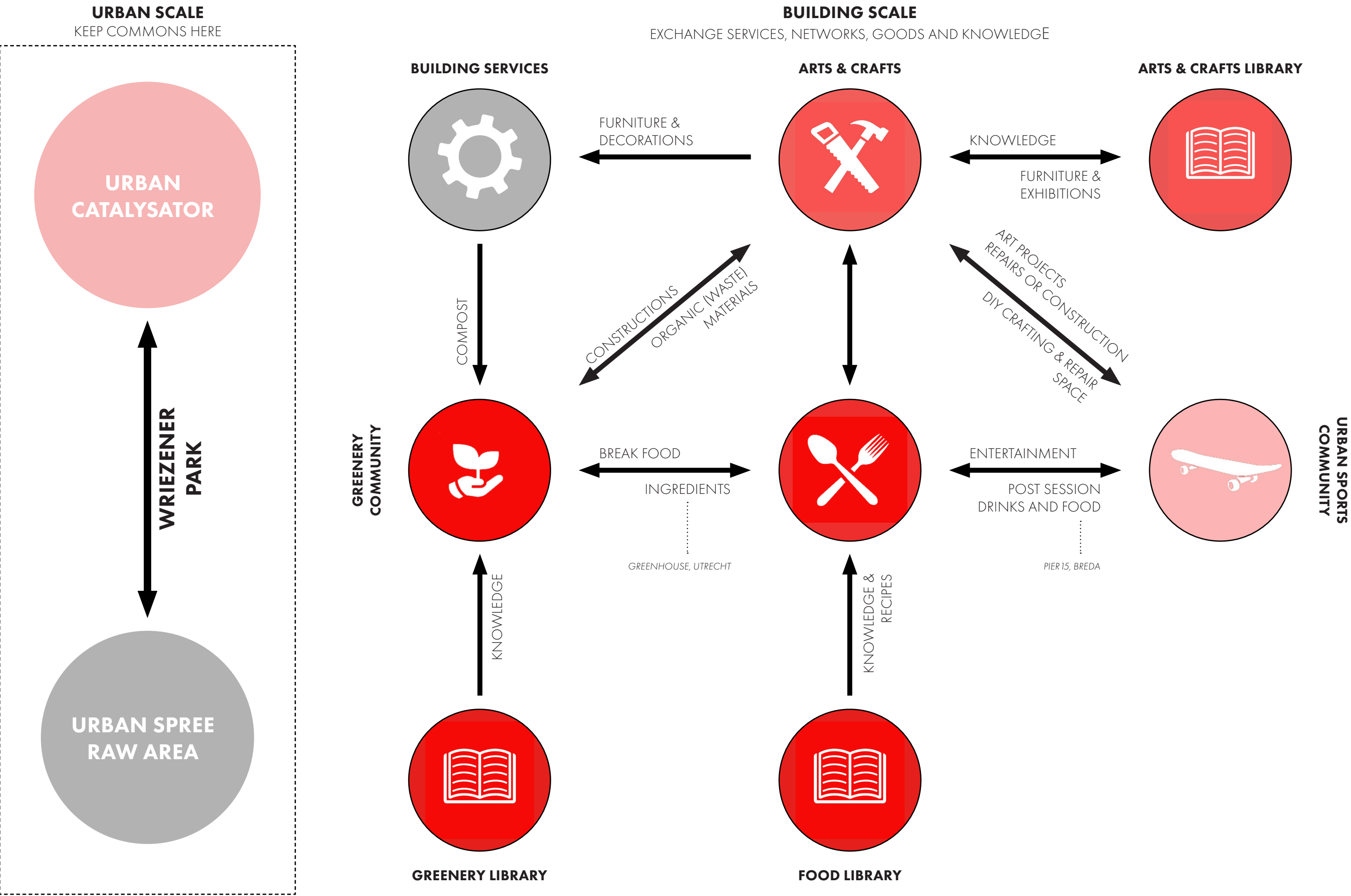
TRACK-3:
GATHERING



17 TRACK-4:
URBAN SPORTS



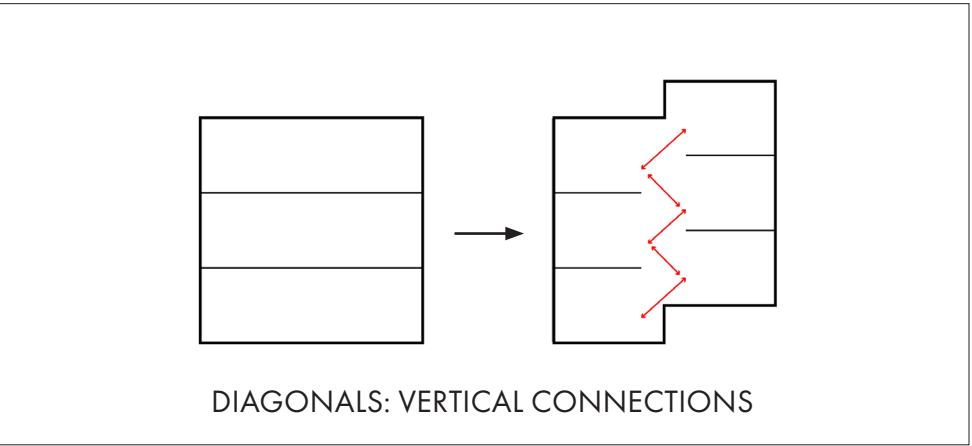
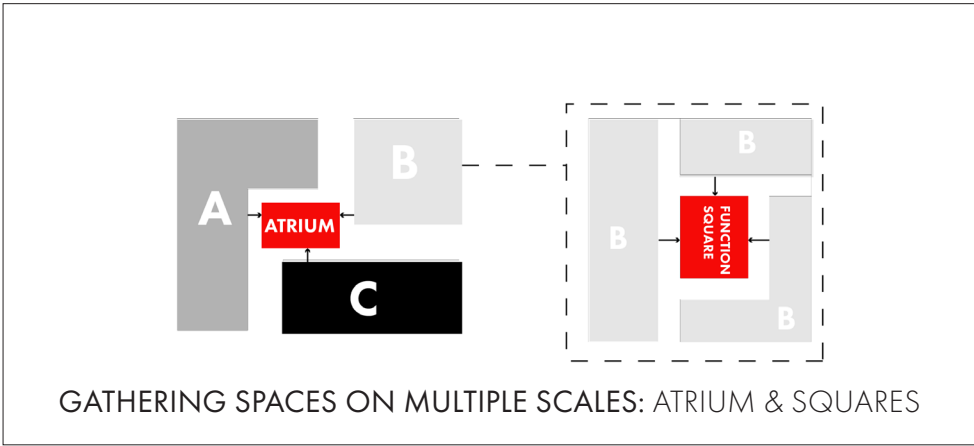
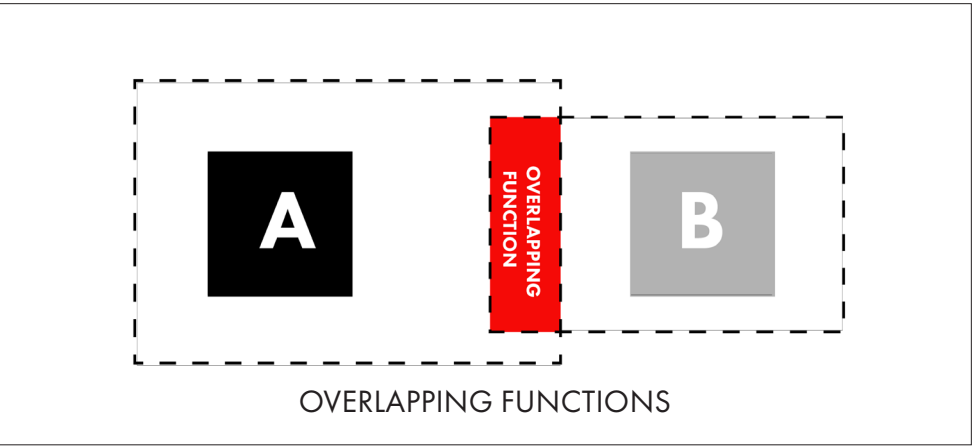
PROJECT DESIGN - CIRCULAIR COMMUNITY POTENTIAL (TO BE EXPANDED)



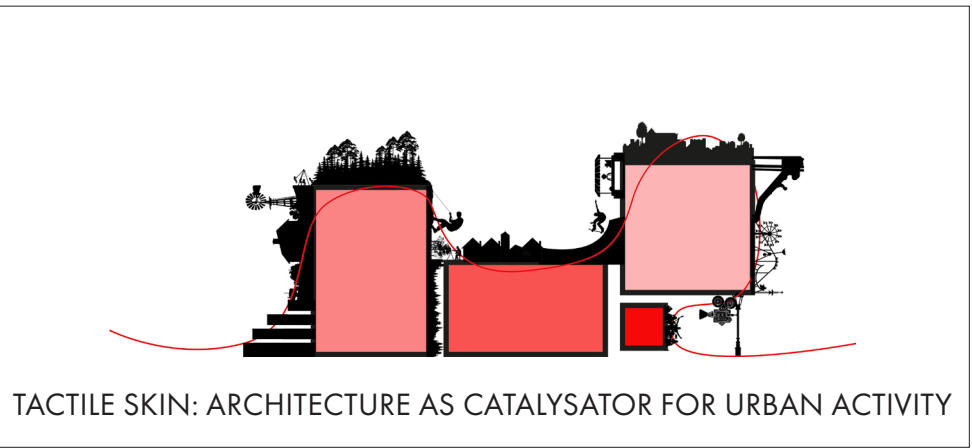
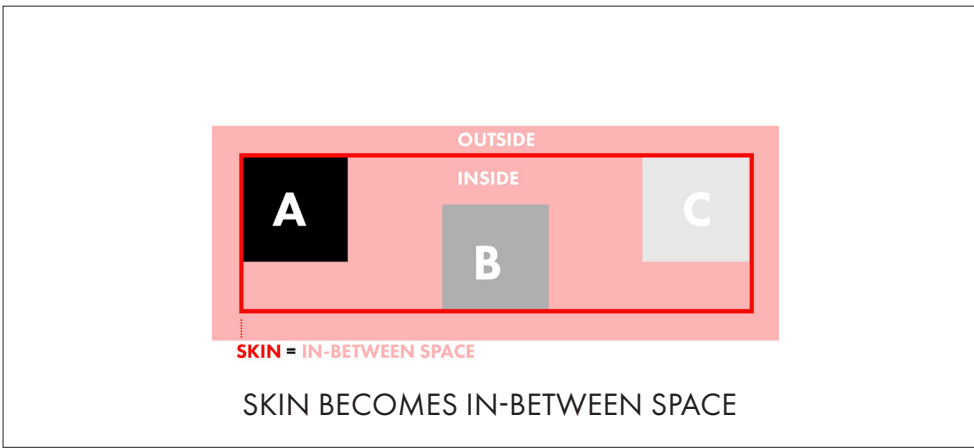
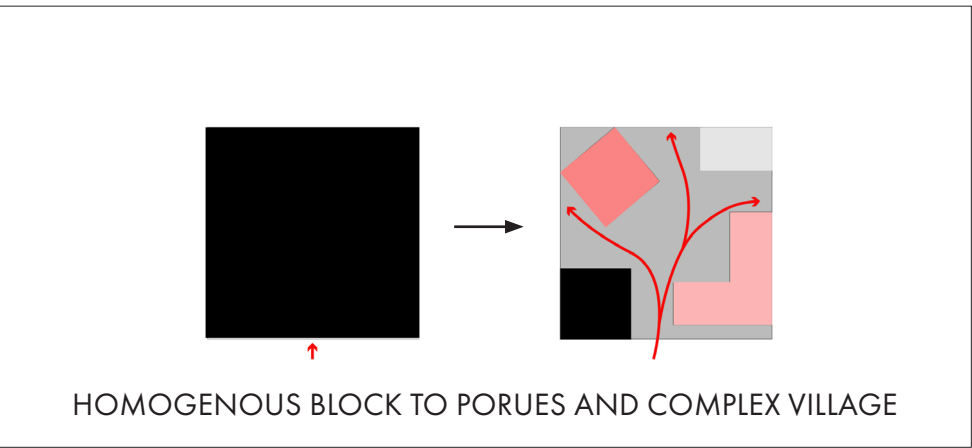
PROJECT DESIGN - HOW TO MIX AND MINGLE PEOPLE?

DIAGRAMATIC STRATEGIES

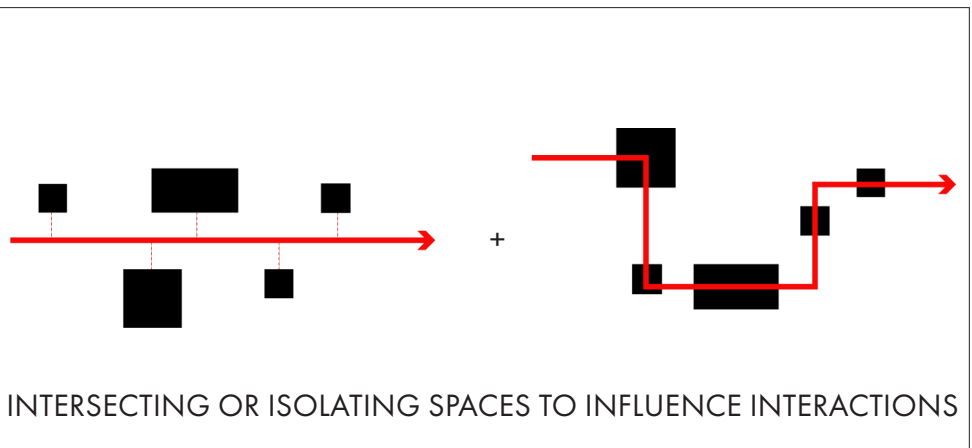
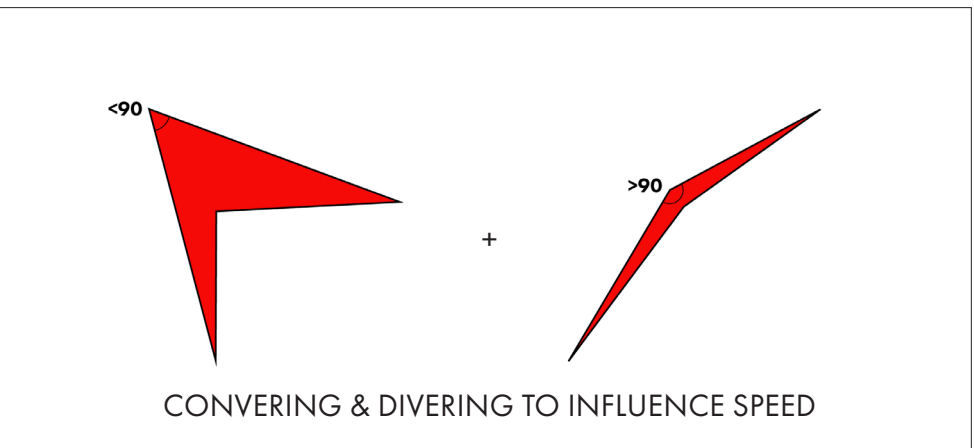
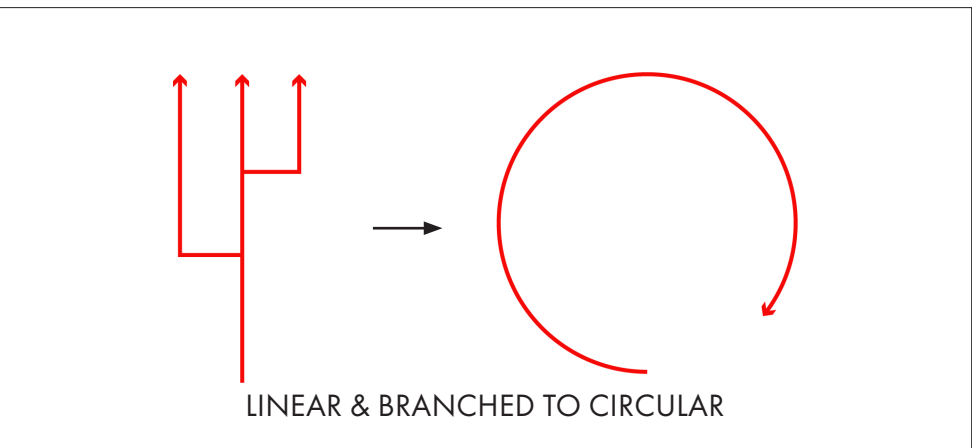
PROGRAMATIC RELATIONS



BUILDINGS EXTERIOR

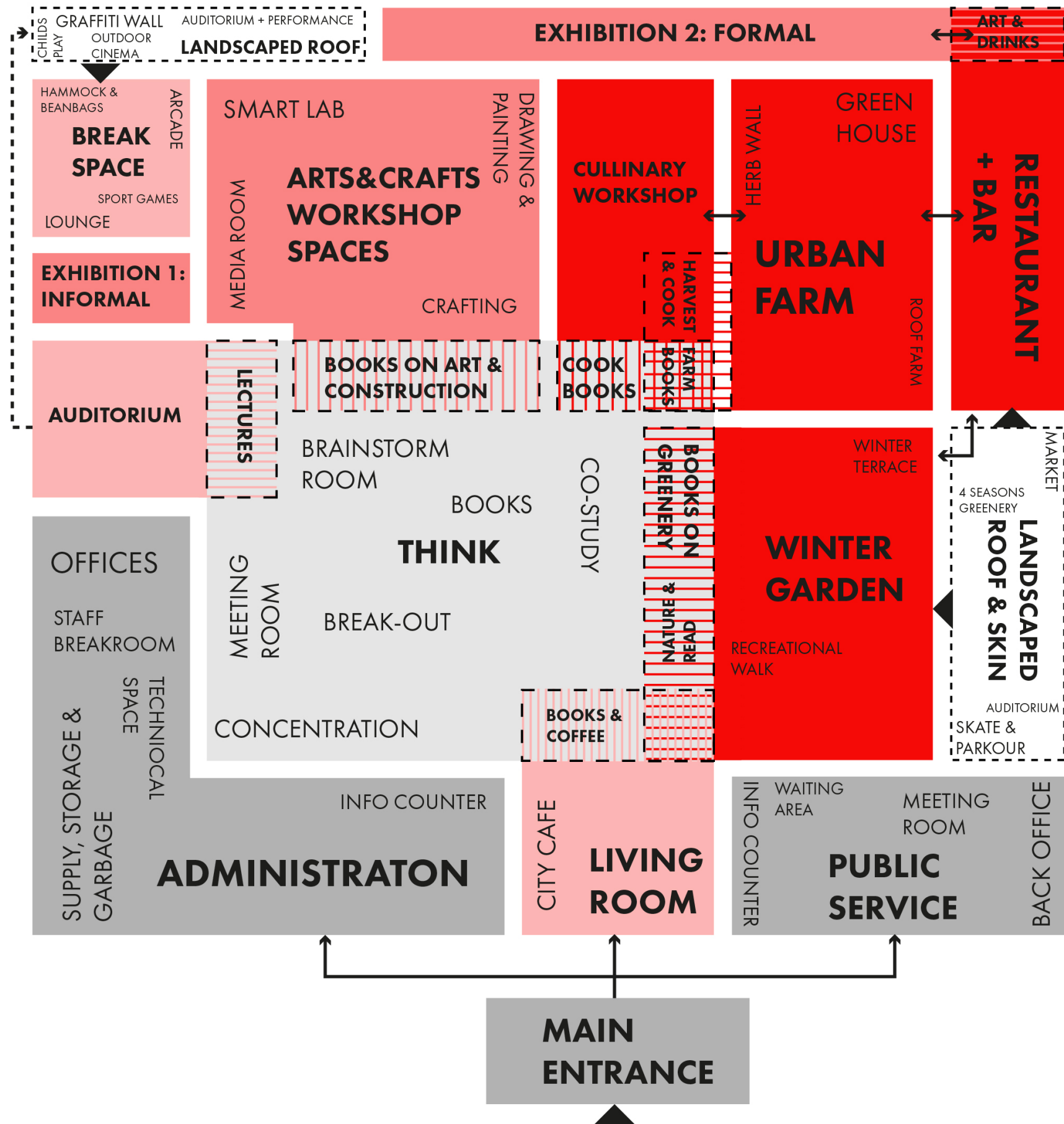


INTERIOR CIRCULATION



PROJECT DESIGN - PROGRAMATIC RELATIONS

DIAGRAM



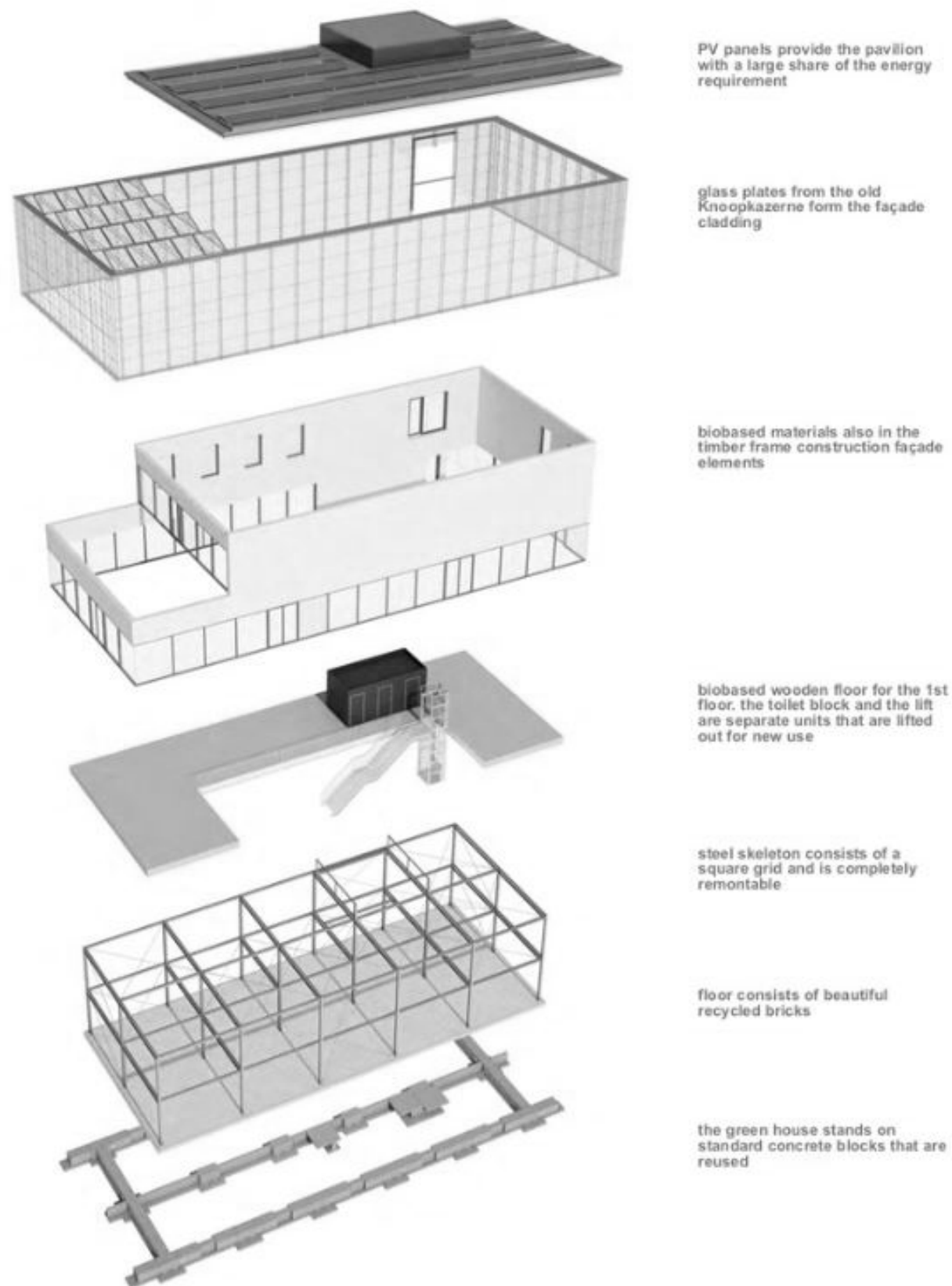
TECHNICAL BUILDING DESIGN - CASE STUDY

THE GREENHOUSE - CEPEZED, UTRECHT



TECHNICAL BUILDING DESIGN - CASE STUDY

THE GREENHOUSE - CEPEZED, UTRECHT



Why a circular building?

This building is a prime example of a circular building, partly due to the assignment that requires a temporary building. The architects responded with not just a building almost fully made of circular elements with the building being able to be demounted after its lifespan, but also due to the circular function of the restaurant that produces its own food in and around the building. The concept of circularity isn't just used for facade and construction material, but also in foundation, furniture and even in the ground floor where the usual poured concrete is replaced with old bricks from a dock in Tiel. The materials are also very local.

Lifespan & Circular Economy

SITE > Eternal

- Utrecht, E-W, Rectangle, 375 m²

STRUCTURE > 30 to 300 years

- Demountable square steel construction with dry connections and standard concrete re-used blocks as foundation (legioblocks).

SKIN > 20

- Glass plates from the old Knoopkazerne building in Utrecht without PUR connections. For the closed parts of the facade on the first floor, prefabricated timber frame panels were used. These are 100% recyclable and (H) CFC-free. For the roof, the choice fell on a light steel sheet that was also perforated and filled with insulation.

SERVICES > 7 to 15 years

- Demountable metal vents or sustainable textile. The elements are mostly visible and thus easy to be replaced. Building is fully dismountable and has a low lifespan on this location of 15 years, thus elements can be replaced when building is over as well. Dry flooring system allows for easy repairs to heating

SPACE PLAN > 30 years on average

Biobased wooden floor on first floor, recycled bricks from. Street clinkers from an old quay in Tiel replace the classic ground floor that has been poured. They are located on a compacted sand bed with underfloor heating. Steel construction allows for more flexible use of space

STUFF > every few weeks, months, etc

- Kitchen with locally grown products in green house provide food for restaurant that has an electricity free kitchen. Furniture is either made of recycled materials or has been re-used through urban mining. The toilets are fit in an integrated modular and prefabricated toilet unit.

R0 – No electricity in Kitchen with re-use of heatflows

R2 – Lightweight construction allows for demountable Legioblocks foundation

R3 – Furniture is re-used in this building that has been found through urban mining. Lowered ceilings and system walls of old offices are re-used, streettiles from old dock in Tiel and sidewalk tiles are used as flooring in the building. Roof from old glasshouse is used. Use of demountable elements (steel construction, curtain wall, vents etc.) allows for re-use in the future.

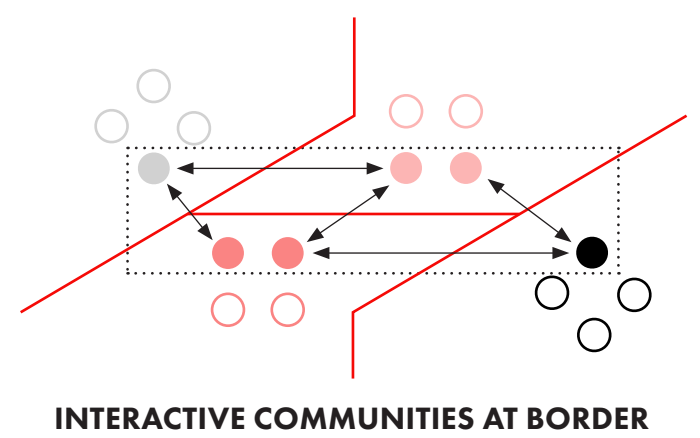
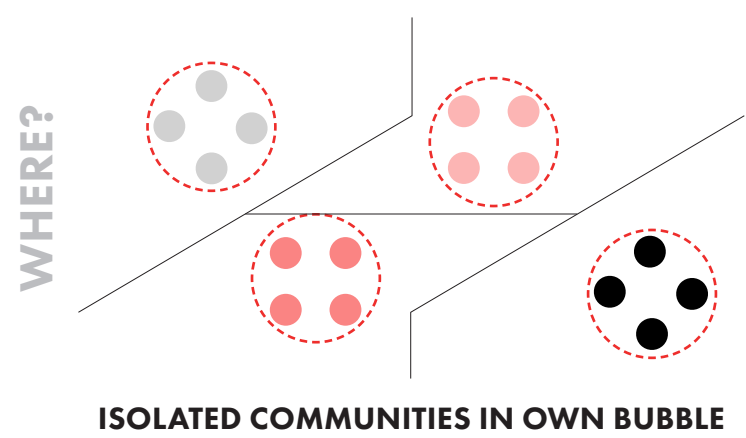
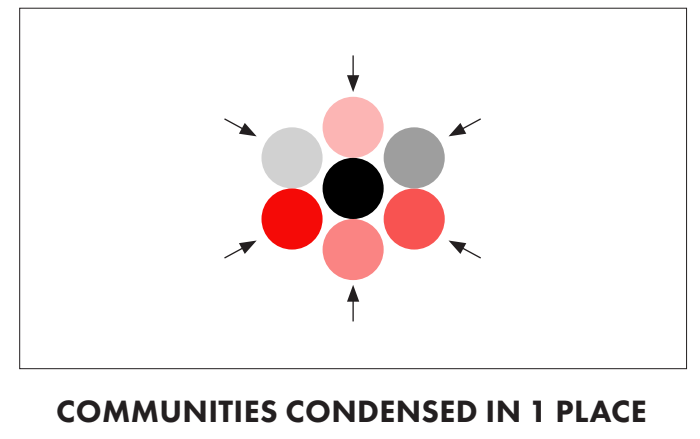
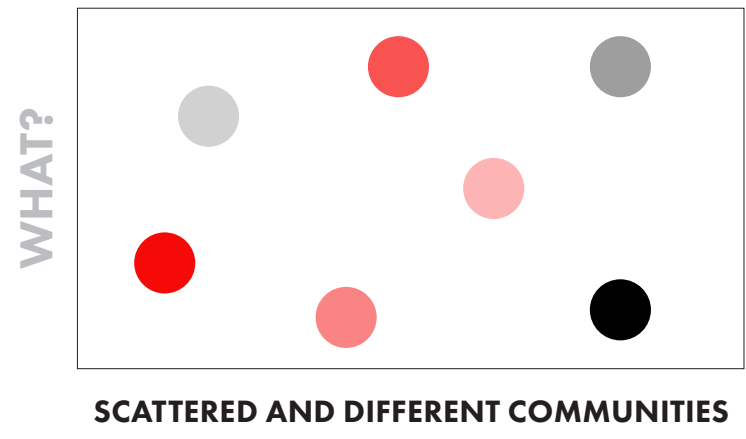
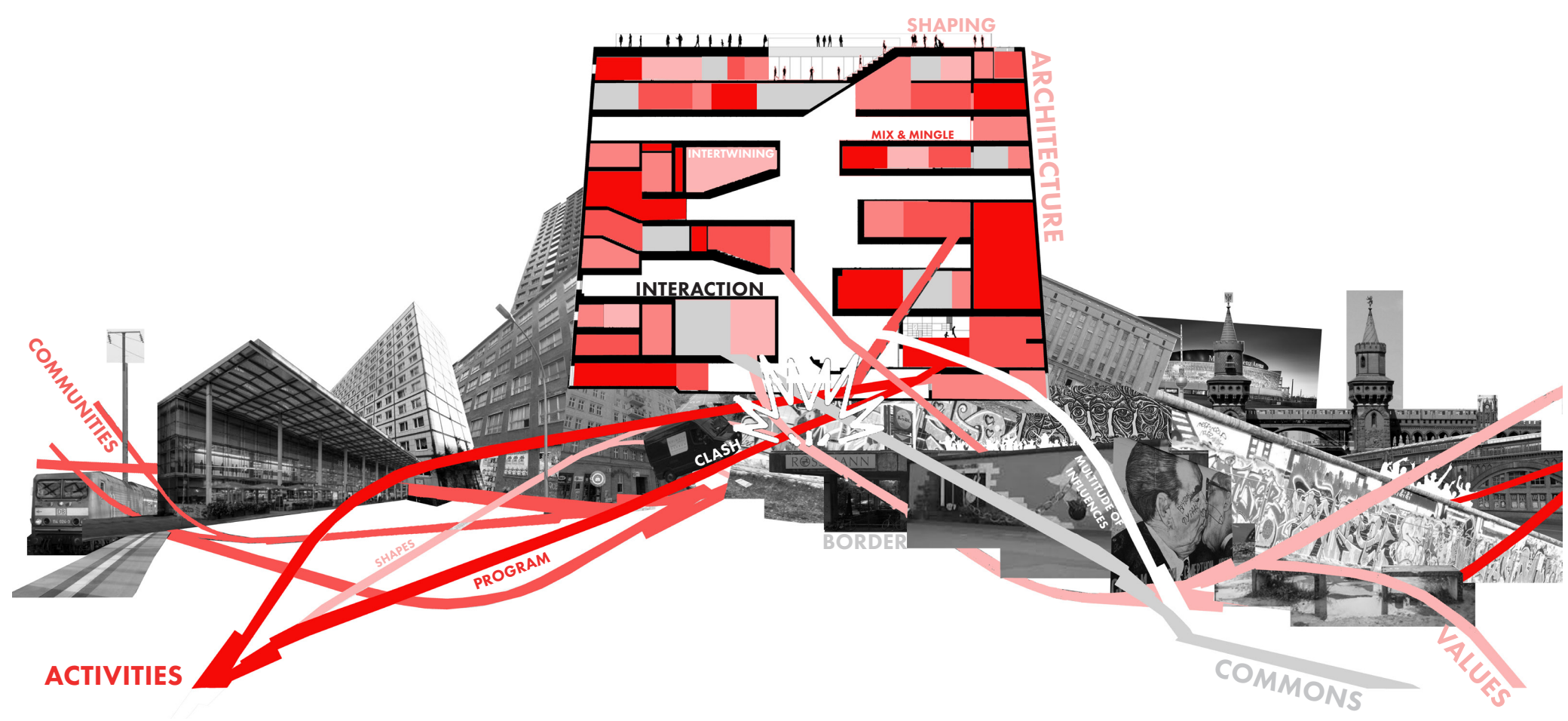
R5 – Old curtainwall of old factory is restored to new standards and used on the new building.

R7 – Doors from demolished houses are used for the counter

R8 – PET bottles are used for creating chairs and old fishnets are recycled into tiles. Current floor of the first floor is also 100% recyclable for after demounting of the building

P2 PRESENTATION & RESEARCH

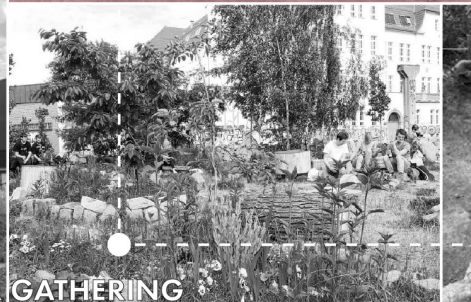
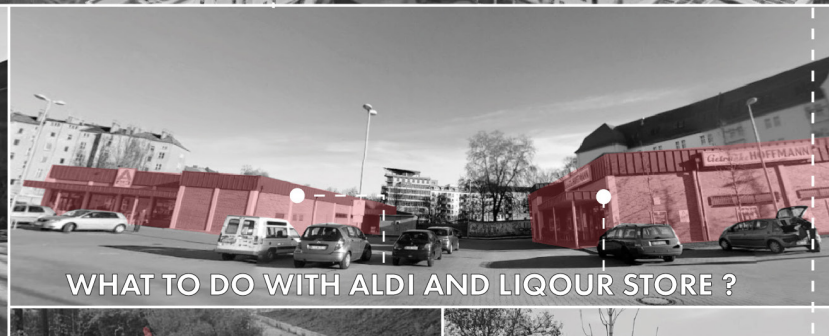
WHAT IS A PUBLIC CONDENSOR?



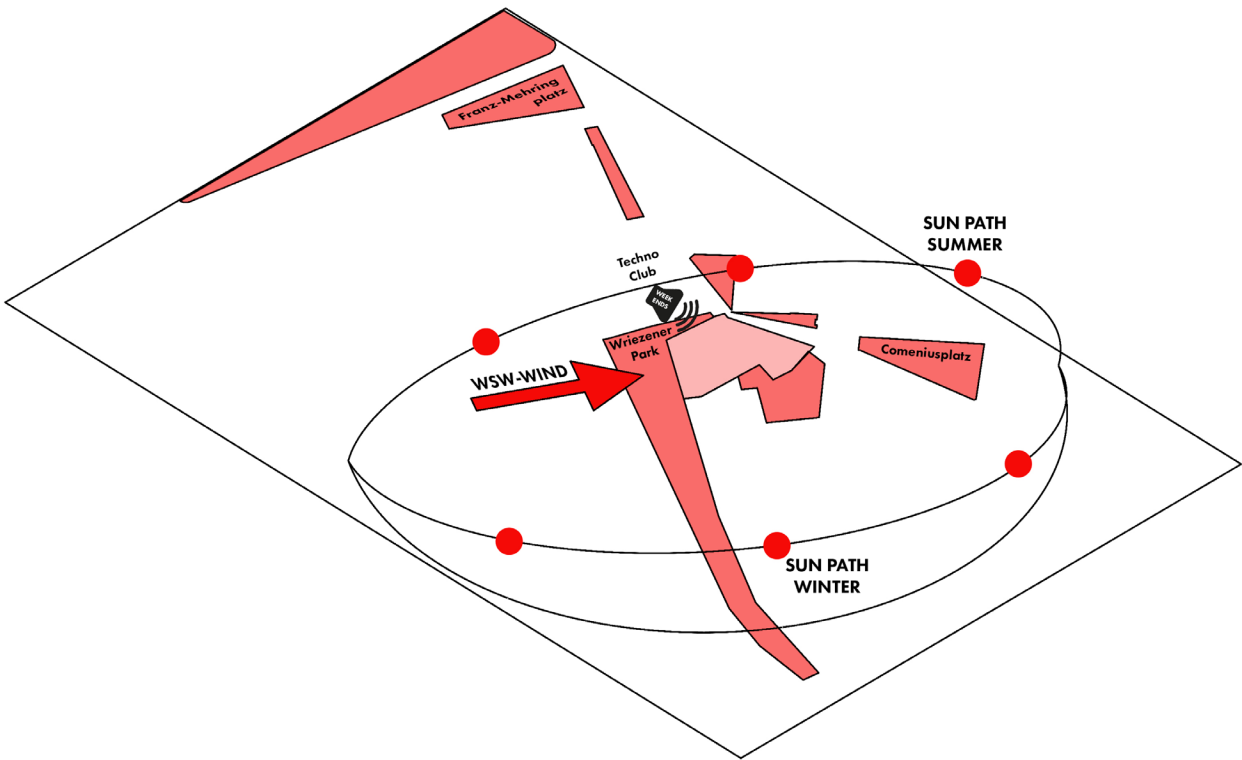
FRIEDRICHSHAIN - BERLIN



WHAT HAPPENS AT THE SITE?



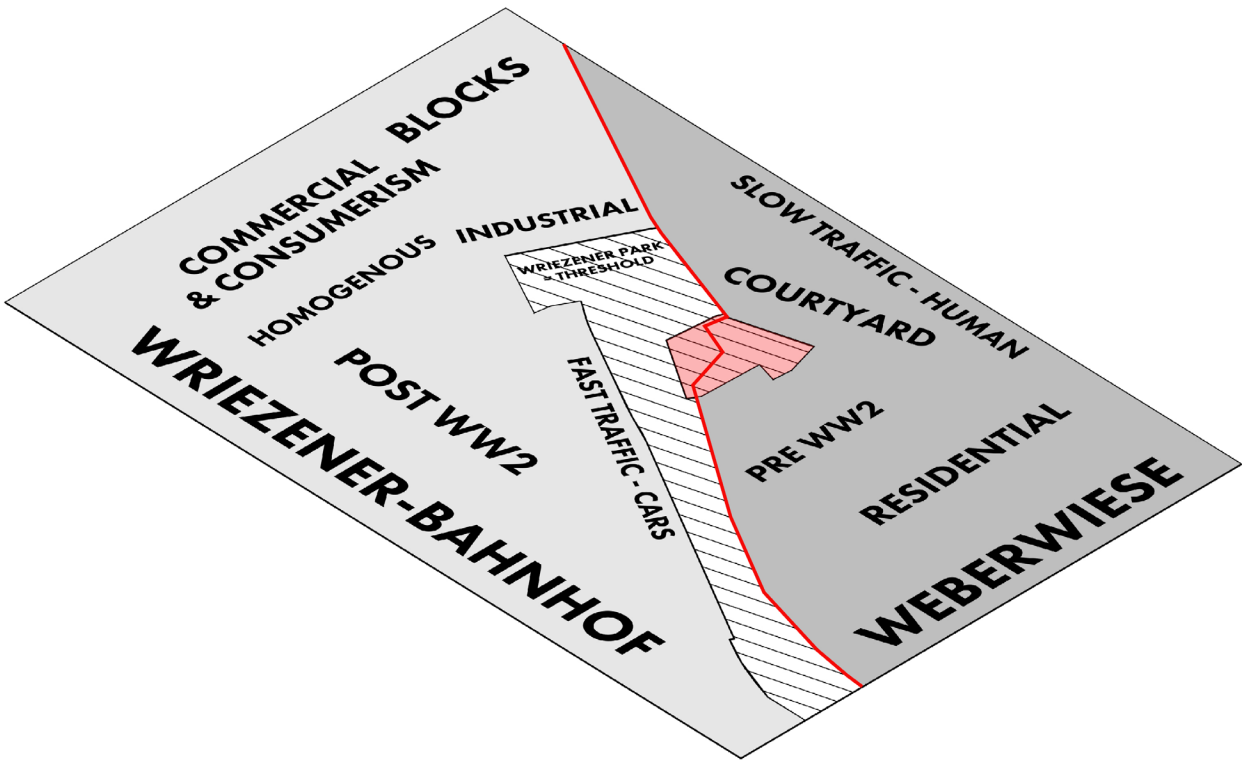
SITE ANALYSIS



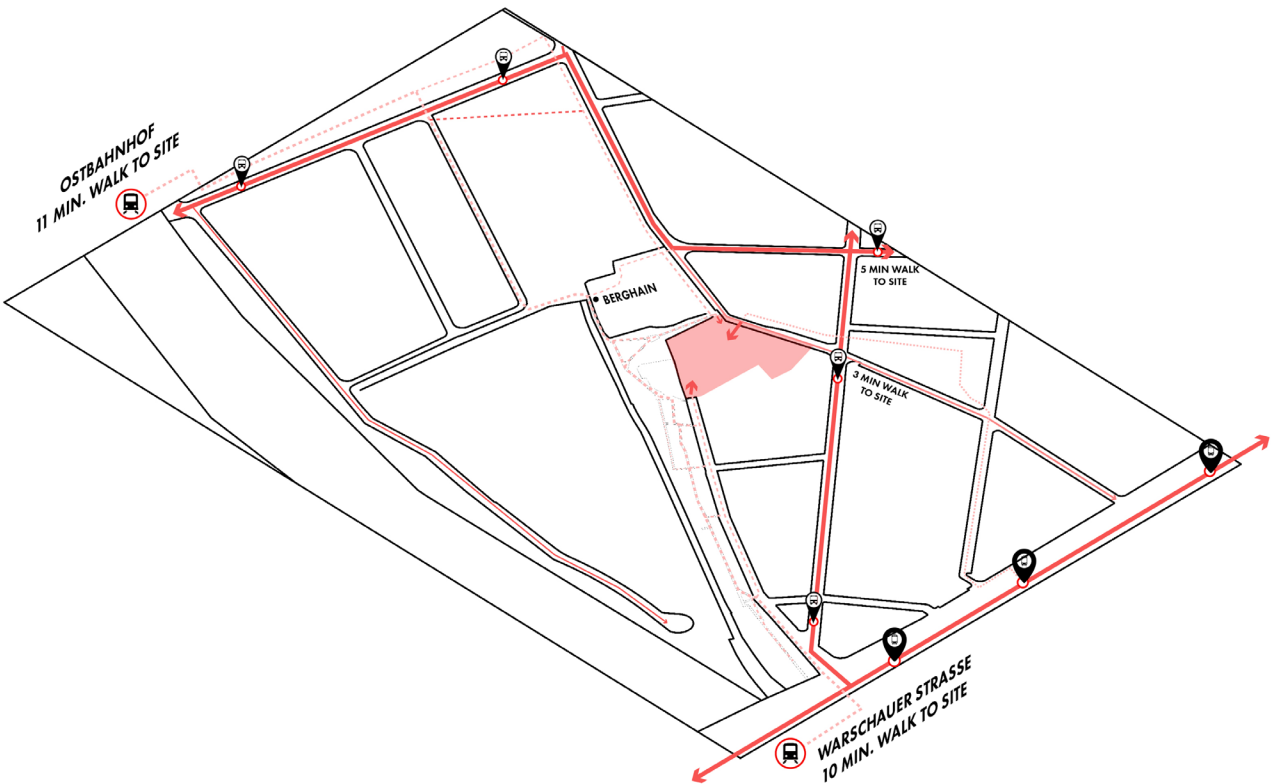
SURROUNDED BY GREEN



DIVERSE CONTEXT



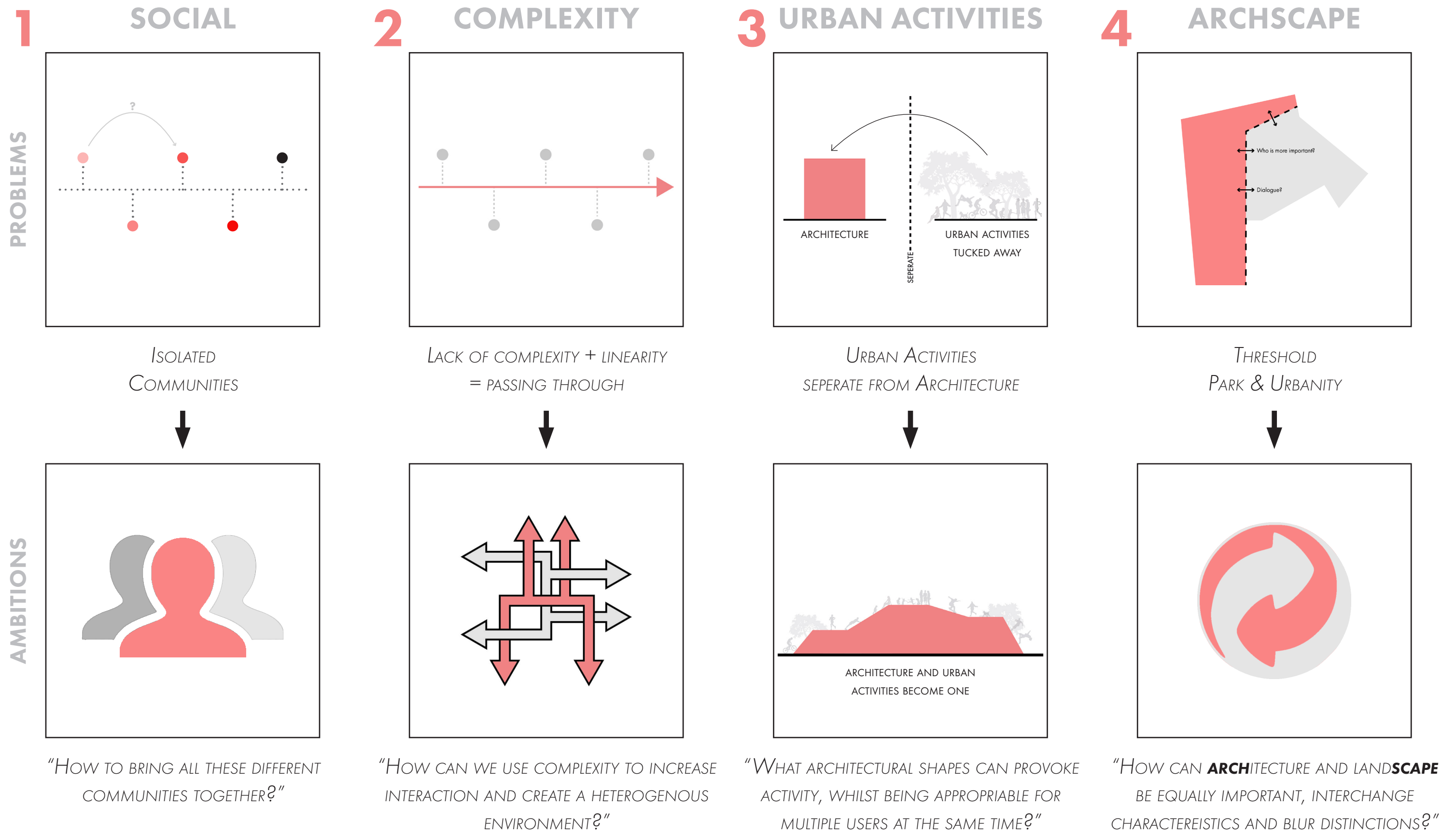
CONTRASTING THRESHOLD



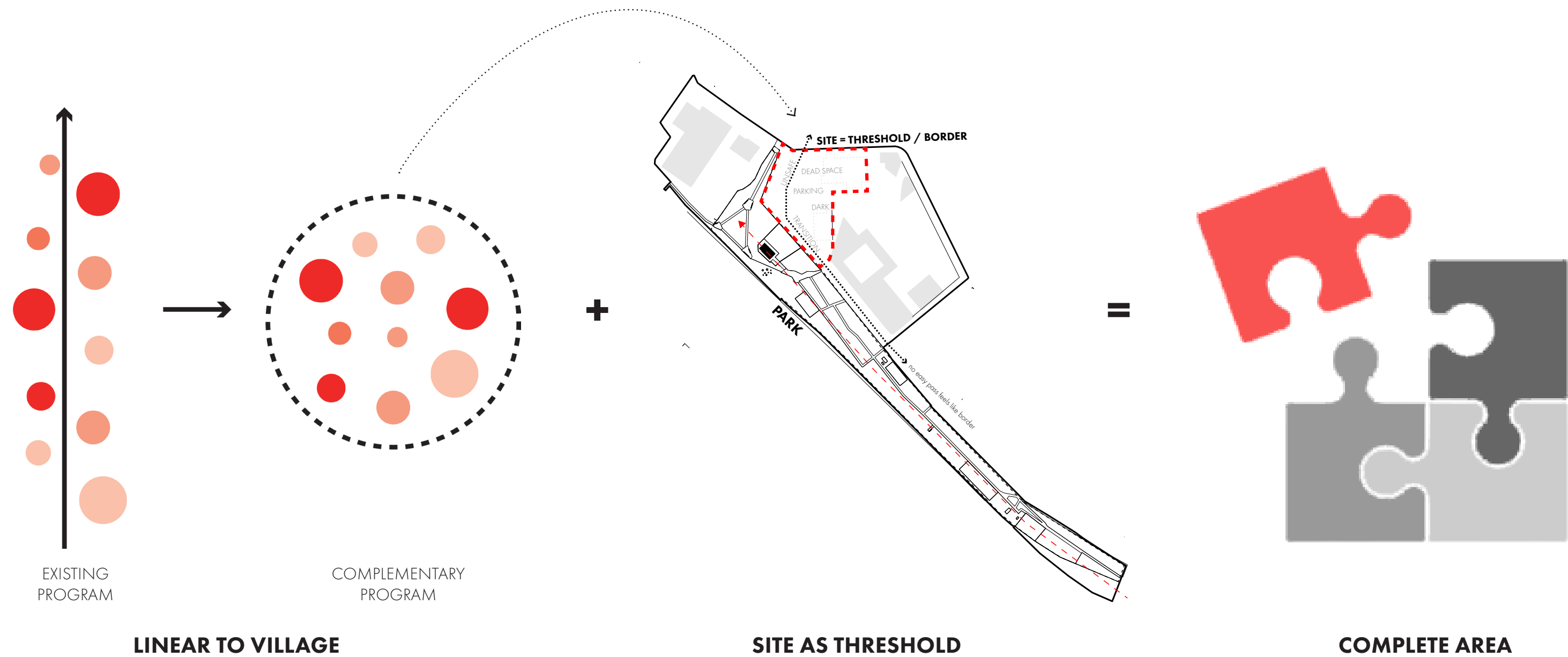
GREAT ACCESIBILITY

[illegible]

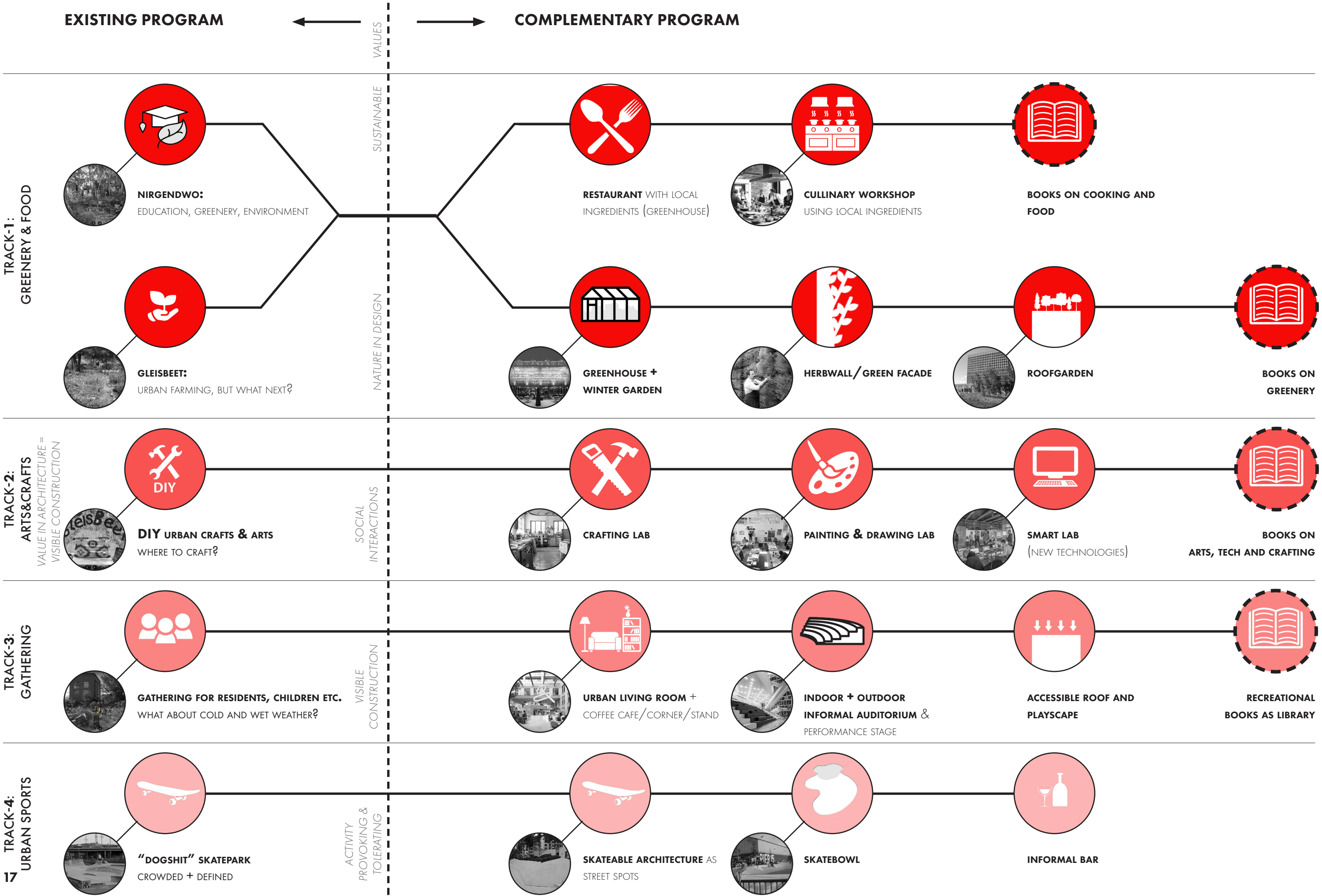
PROBLEMS AND AMBITIOUS



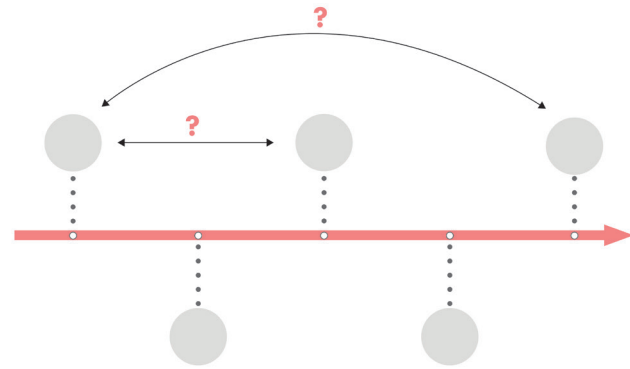
HOW TO ATTRACT THE COMMONS?



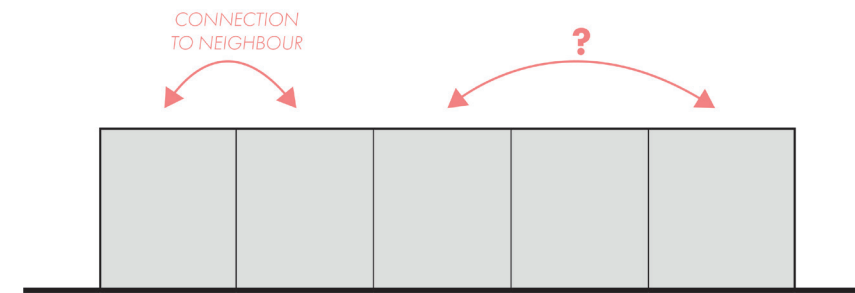
WITH WHAT TO ATTRACT THE COMMONS?



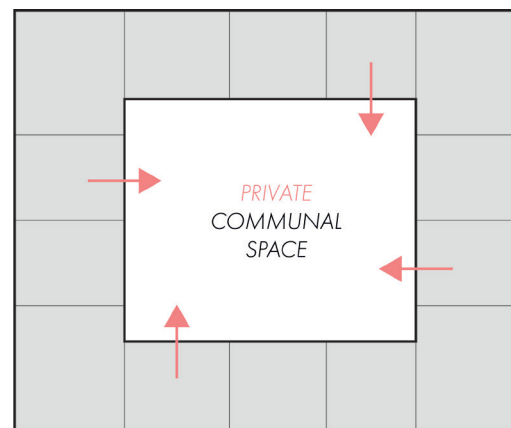
HOW TO MIX THEM?



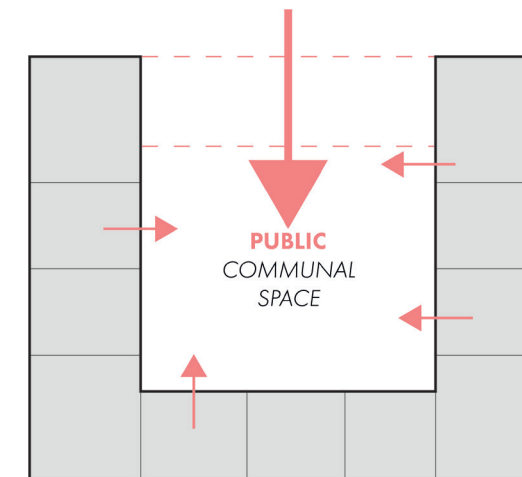
1. LINEARITY = PROBLEM



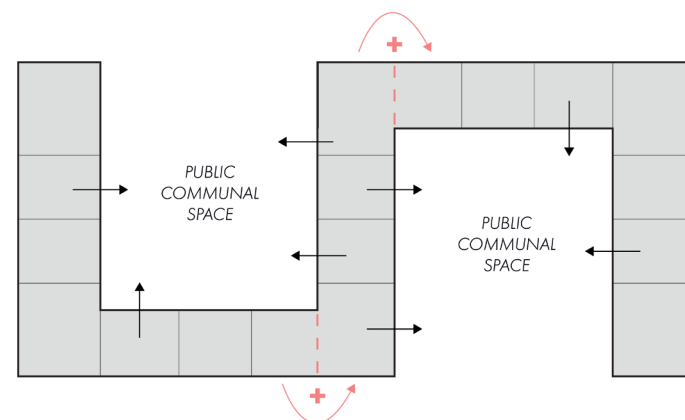
2. ROW TYPOLOGY =
NO COMMUNAL SPACE



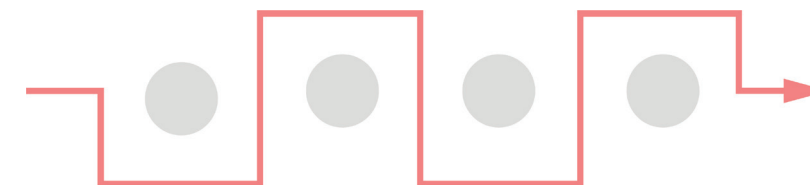
3. COURTYARD TYPOLOGY =
PRIVATE COMMUNAL SPACE



4. BREAK OPEN COURTYARD =
U-SHAPE WITH PUBLIC COMMUNAL SPACE

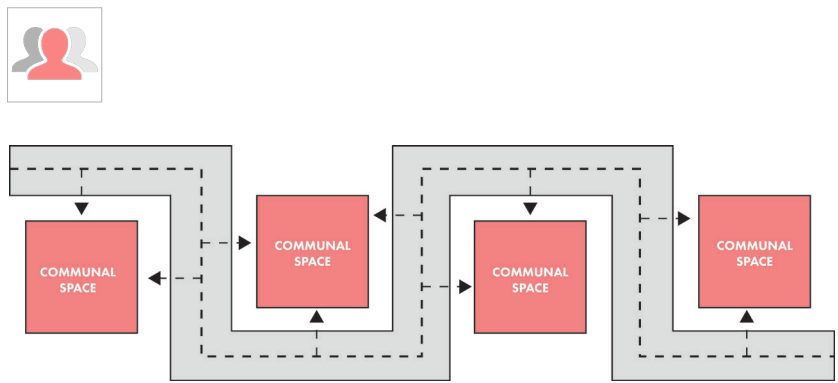


5. LINK & ALTERNATE =
MEANDERING COURTYARDS

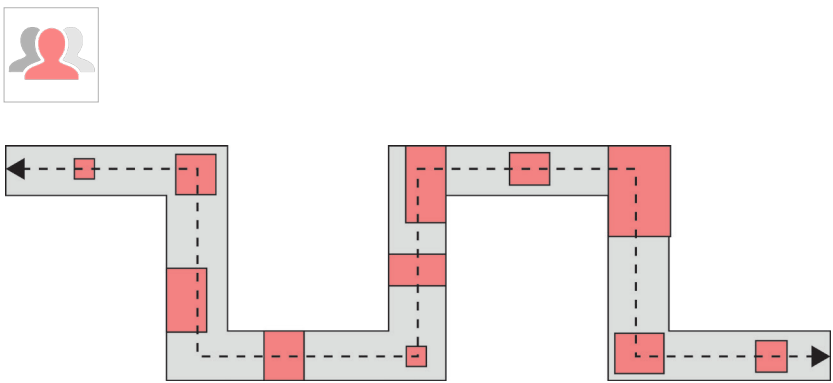


6. ZIGZAG PATTERN = PERMEABLE SHAPE

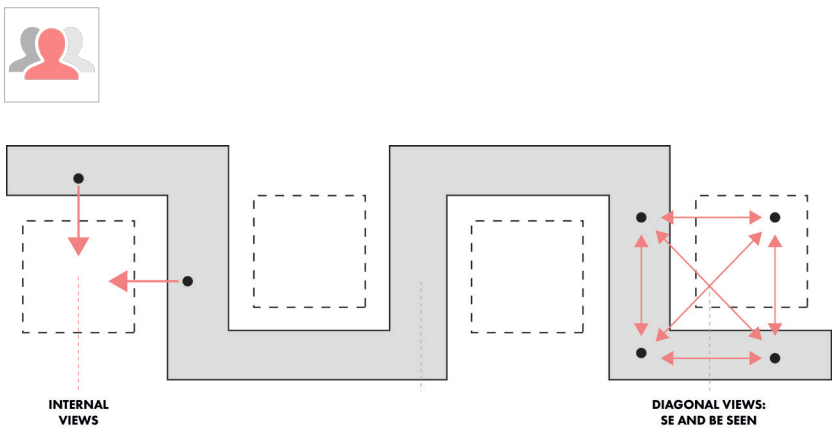
ZIGZAG CHARACTERISTICS



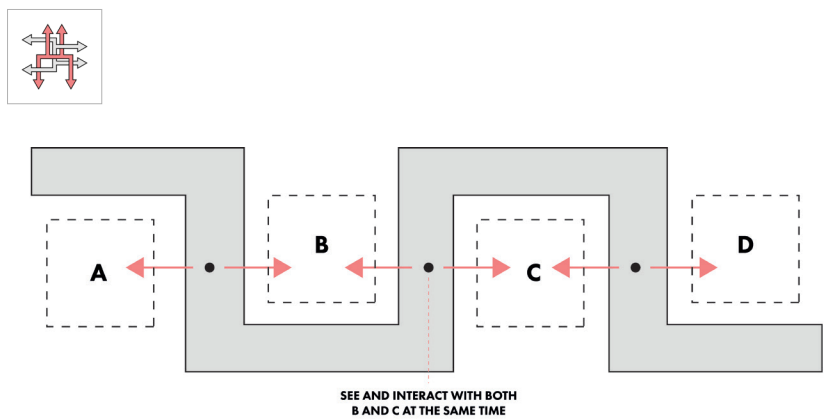
1. COMMUNAL SPACES IN COURTYARDS,
SURROUNDED BY CIRCULATION



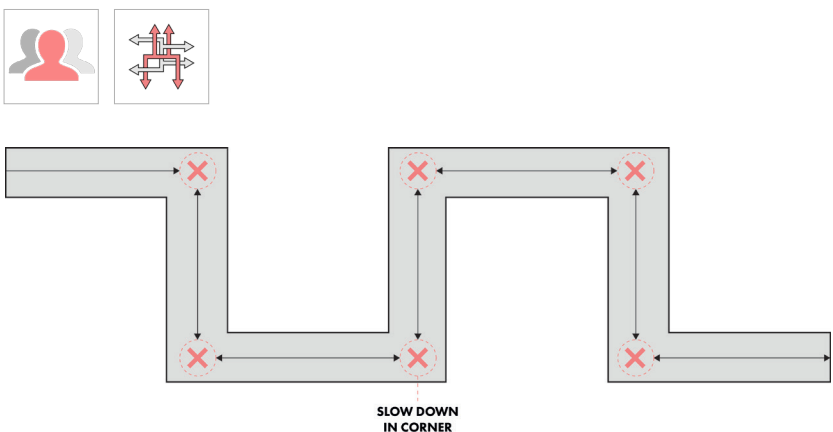
2. INTERSECTED PROGRAM WITH CIRCULATION =
HABITABLE CIRCULATION FOR INCREASED INTERACTIONS



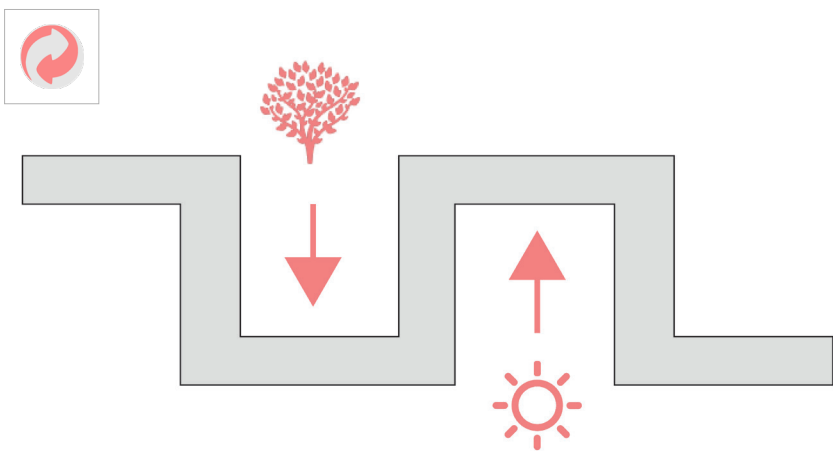
3. VIEWS FOR SOCIAL INTERACTION AND EXPLORATION



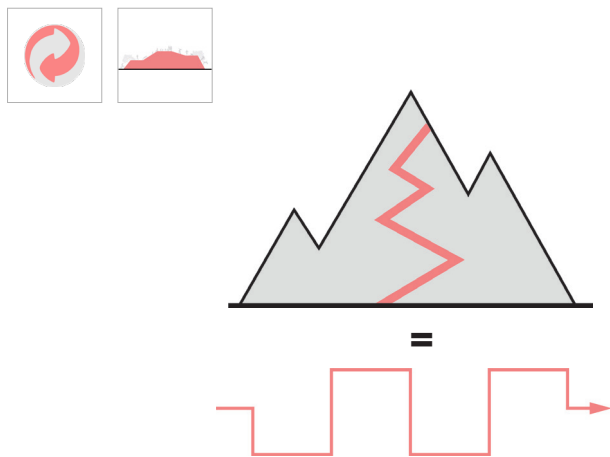
4. HETEROGENOUS INTERACTION & PERSPECTIVES
VS MONOTONOUS DUE TO LINEARITY



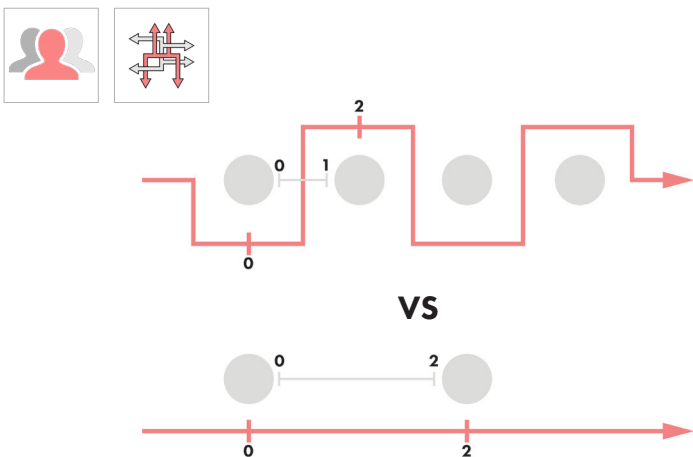
5. CORNERS SLOW USERS DOWN



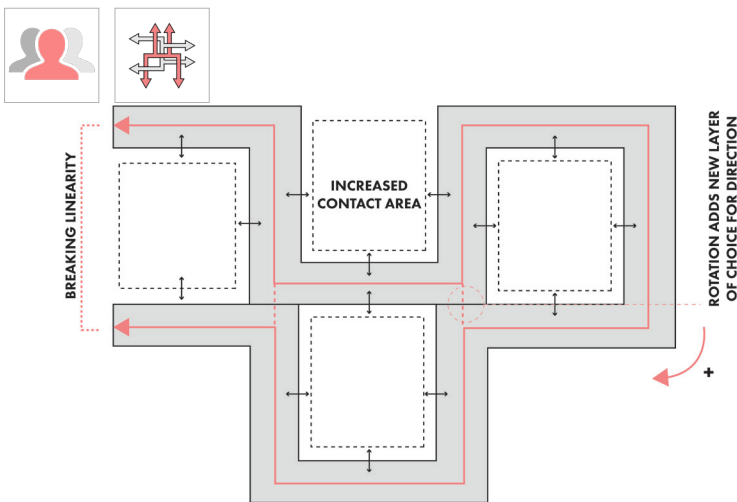
6. INVITE CONTEXT, NATURE AND DAYLIGHT IN



7. SUITABLE FOR GAINING HEIGHT



8. REDUCES DISTANCE BETWEEN SPACES,
BY EXPANDING CONTACT AREA



9. LINK & ROTATE = ENHANCED CHARACTERISTICS

WHAT ARE THESE URBAN ACTIVITIES ?

SELECTION OF SOME FORMTPOLOGIES THAT INSPIRE ACTIVITY FOR URBAN SPORTS AND OTHER URBAN ACTIVITIES

SKATEBOARDING



HUBBA & STAIRS OR RAMPS



OBLIQUE SURFACES



CURVED SURFACES



[LOW] LEDGES



RAILS

PARKOUR & FREERUNNING



WALLS AND HEIGHT DIFFERENCES



OBLIQUE WALLS



STAGES AND GAPS



ALLEYS AND ARTICULATIONS



RAILS AND BARS

OTHER



AUDITORIUM



PLAYSCAPE



POP-UP MARKET



PARK AND HILLS



WATER

DEFINED VS UNDEFINED

WITH SKATEBOARDING AS AN EXAMPLE

NOT THIS



PARK

- SINGLE USER
- INTENDED USE
- TUCKED AWAY

BUT THIS



ARCHITECTURE SPOT

- MULTITUDE OF USERS
- UNINTENDED USE
- INTEGRATED IN PUBLIC SPACE

ARCHITECTURE EXAMPLES

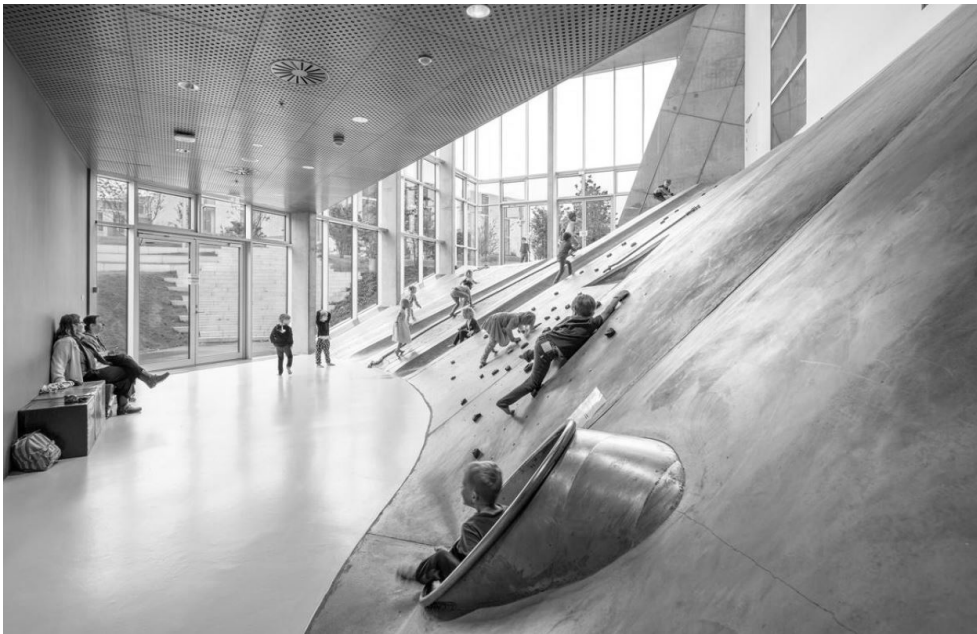
COLLAGE OF DEFINED FORMS



NO COHERENT SYSTEM OF FORMS



NO
YES



WHAT IF THE UNDEFINED EXTERIOR SHAPE COULD
PROVOKE THESE ACTIVITIES?

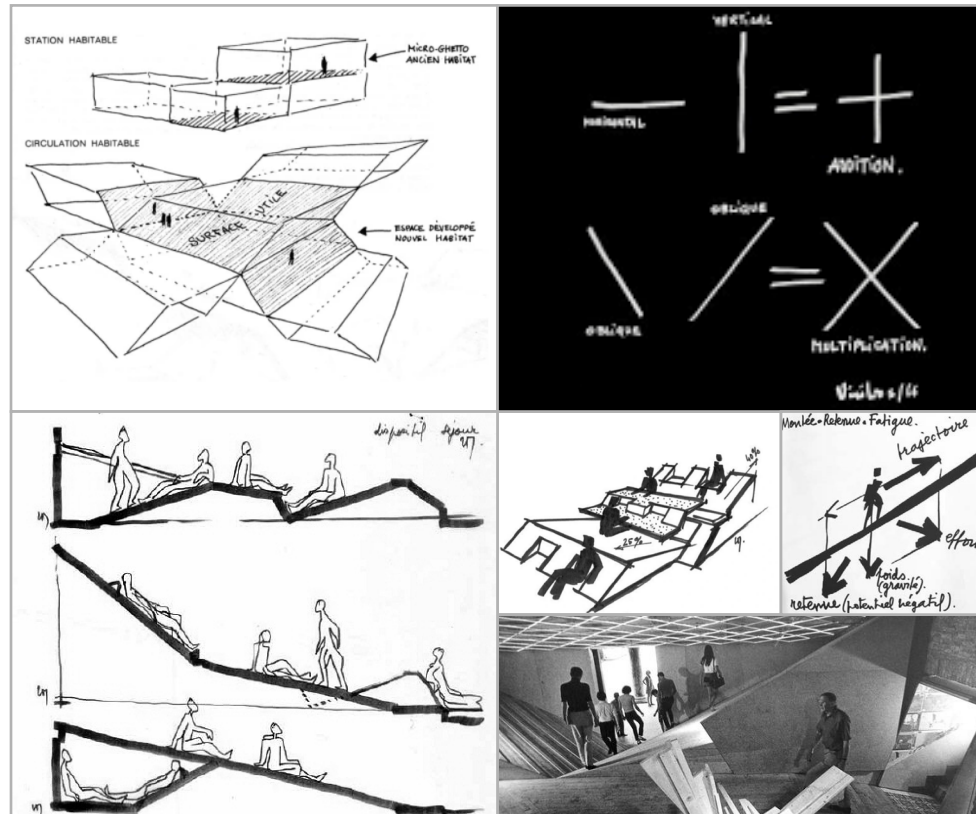


COHERENT SYSTEM WITH ACTIVITIES ON MULTIPLE LEVELS

OBLIQUE = COHERENT SYSTEM

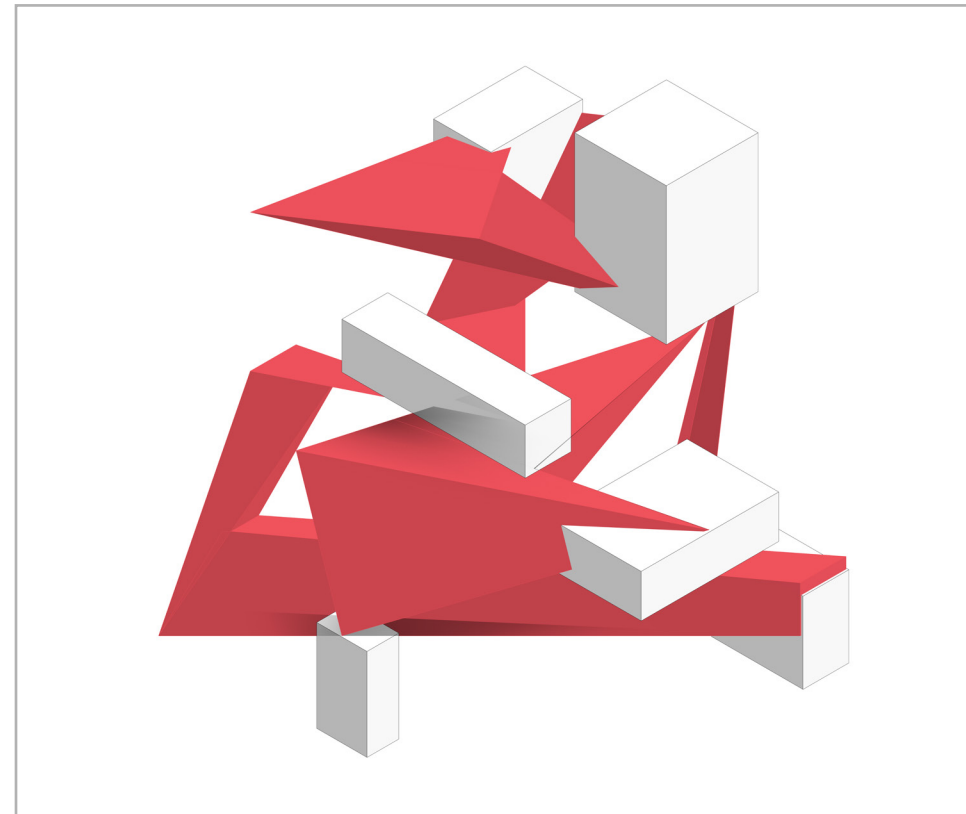
“BEING INCLINED, THE WALL BECOMES EXPERIENCEABLE”

PAUL VIRILLIO, CLAUDE PARENT



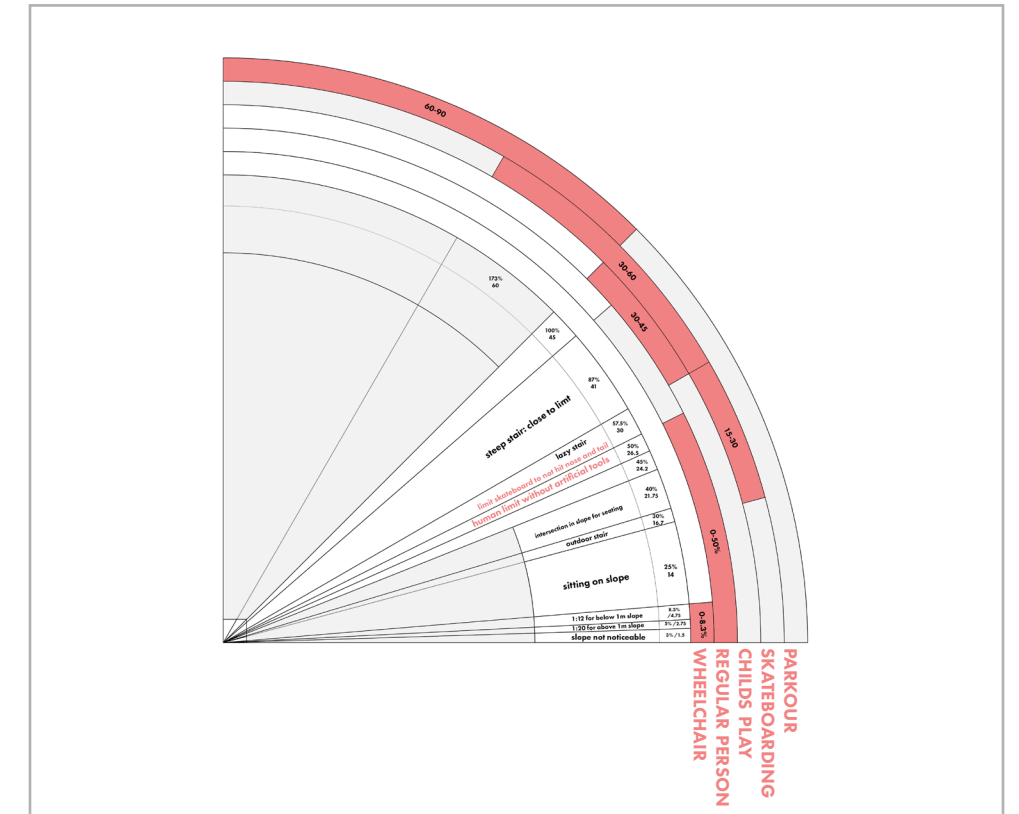
“FUNCTION OF THE OBLIQUE”

- INCLINED SURFACE BECOMES SOCIO-DYNAMIC SPACE
 - HABITABLE CIRCULATION
 - GRAVITY INSPIRES ACTIVITY



CONCEPTUAL MODEL

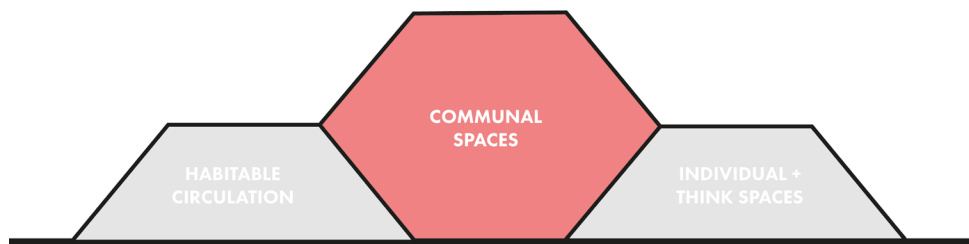
- DIFFERENT INTERPRETATIONS OF OBLIQUE SURFACES
 - HABITABLE CIRCULATION



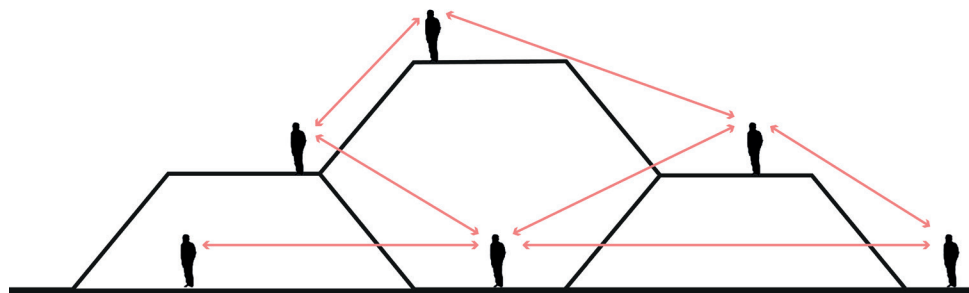
FAVOURABLE ANGLES X USE

- VARIETY OF ANGLES FOR VARIETY OF USE

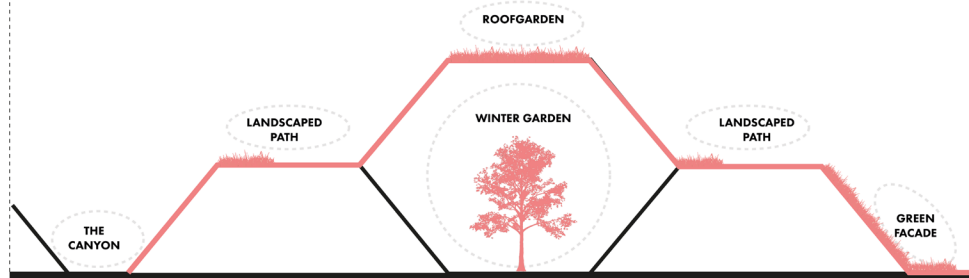
OBLIQUE SECTION CONCEPT



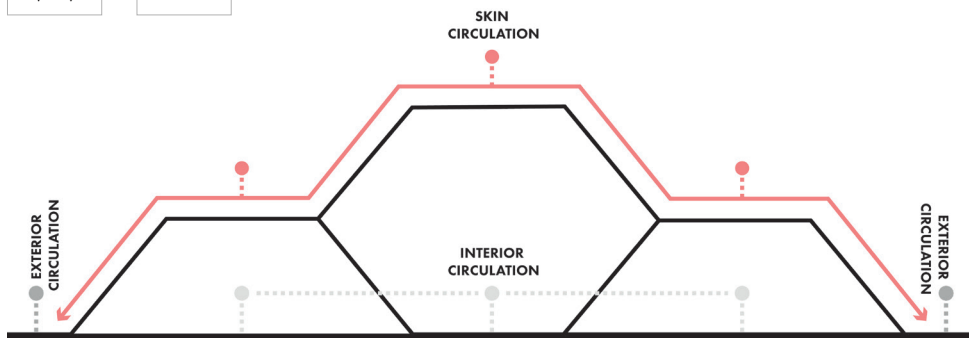
1. PROGRAM DISTRIBUTION:
COMMUNAL VS INDIVIDUAL



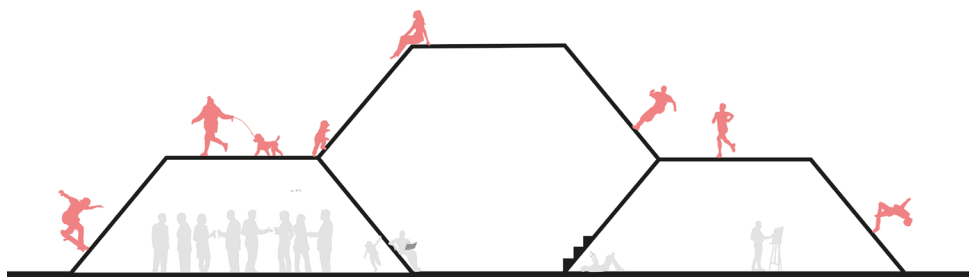
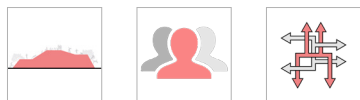
3. VISUAL CONNECTIONS ON ALL LAYERS,
DUE TO DIAGONAL



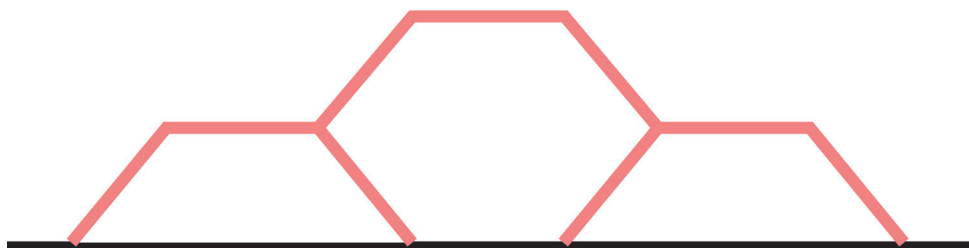
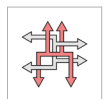
5. LANDSCAPED SILHOUETTE CREATES
MULTITUDE OF BIOTOPES



2. MULTITUDE OF CIRCULATION PATHS,
MAKING THE BUILDING TRULY 3D

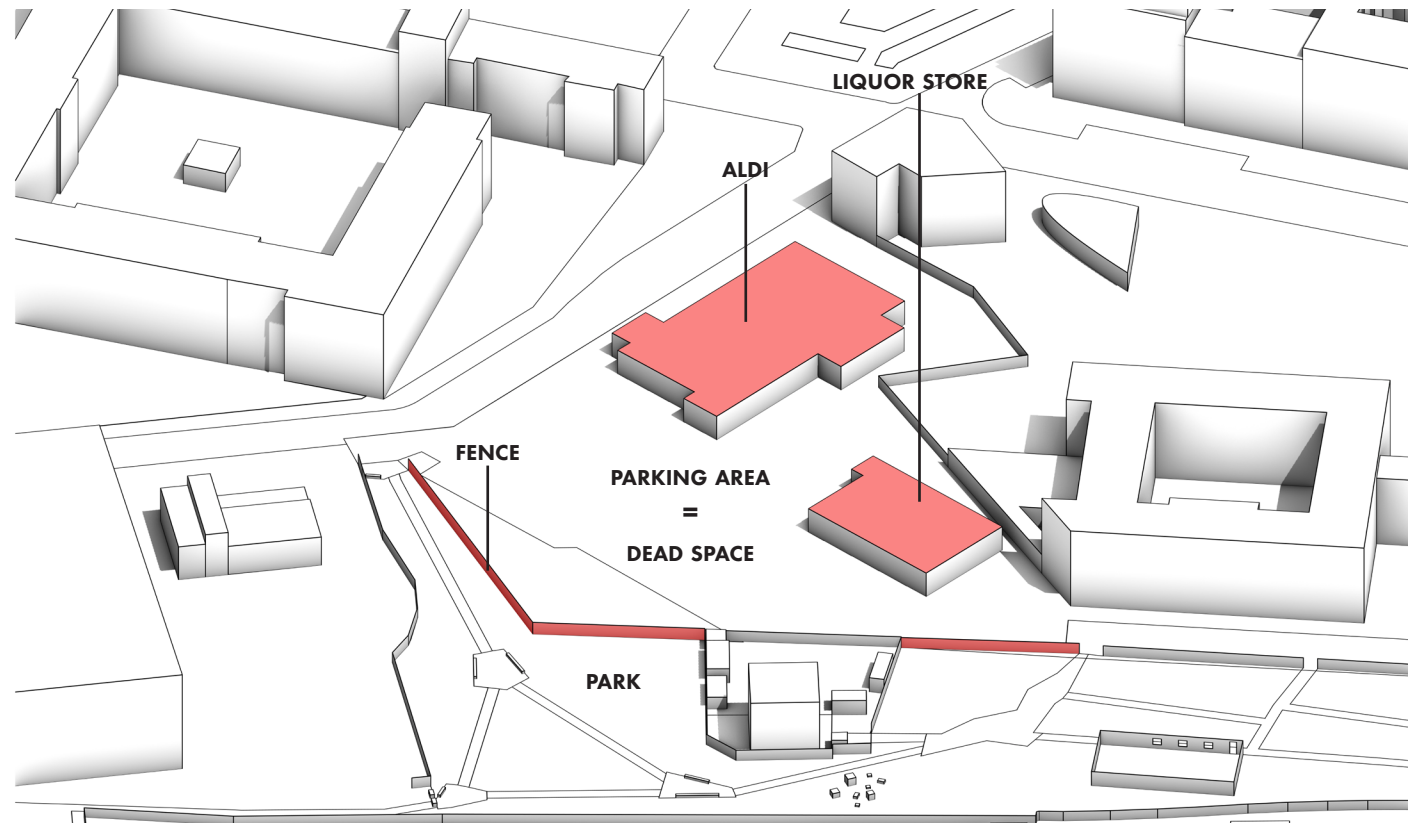


4. FORM PROVOKES ACTIVITY INSIDE AND OUTSIDE
AT THE SAME TIME

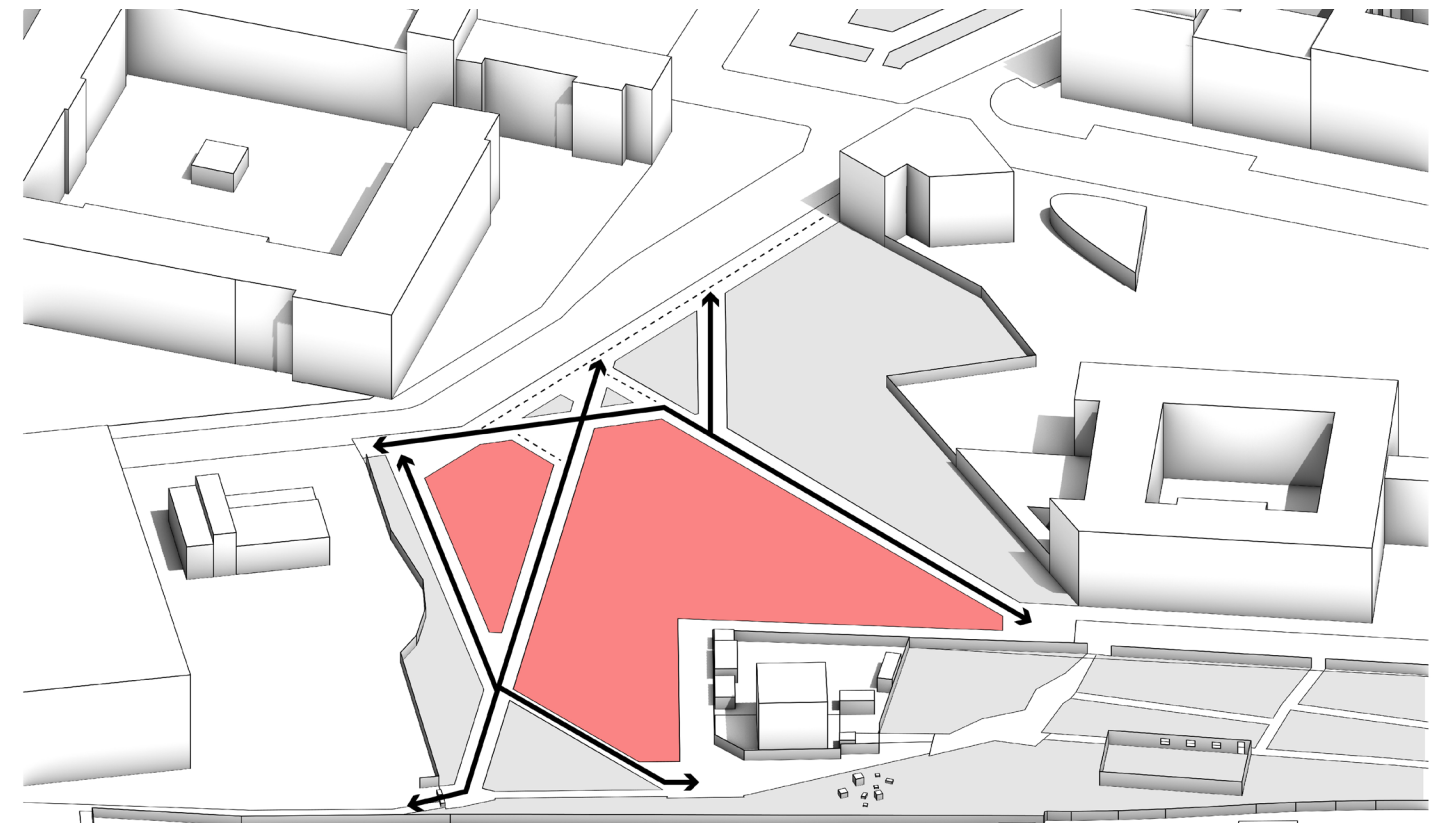


6. PORTAL CONSTRUCTION FOR
STRUCTURE, FLOW, SPACE AND DAYLIGHT

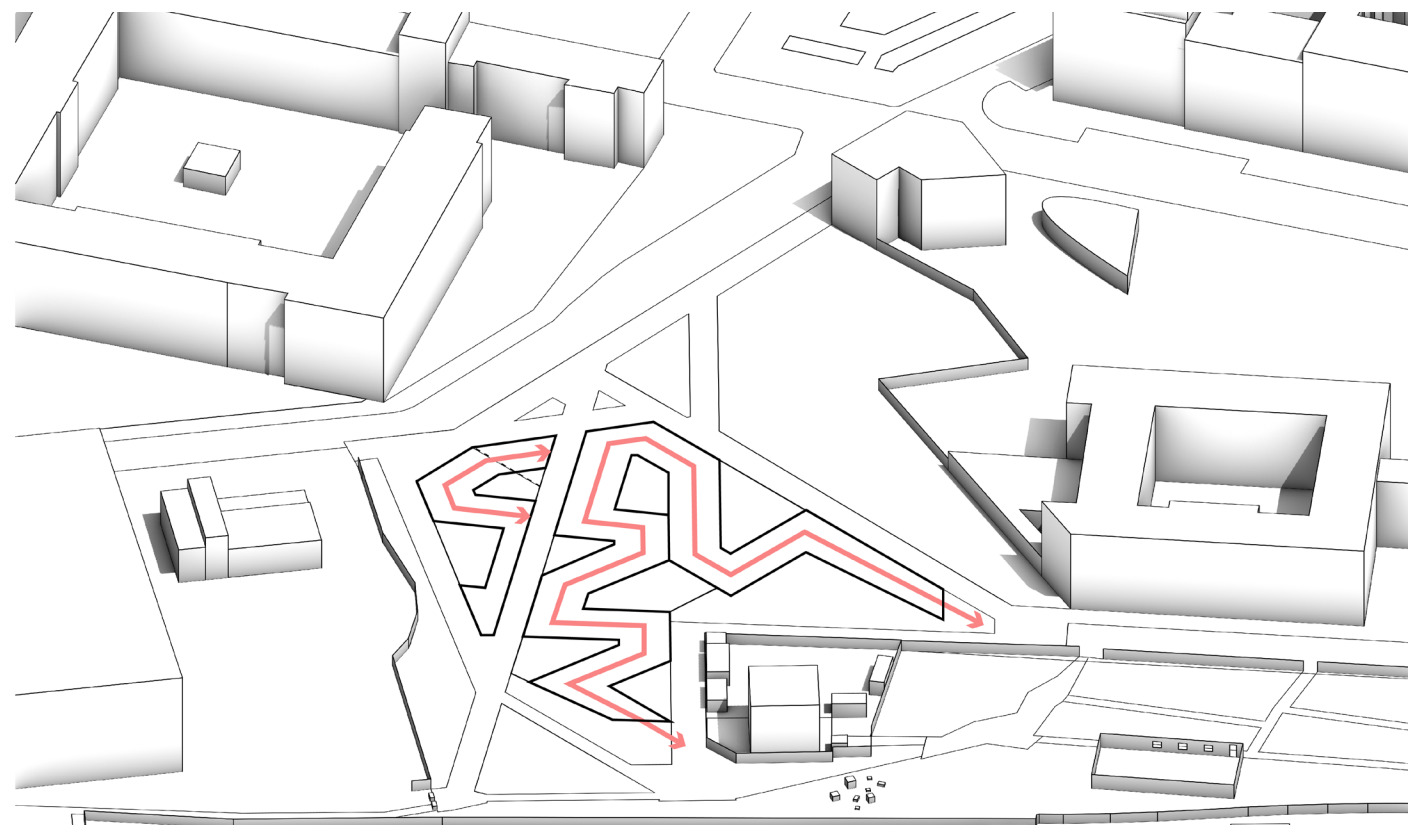
FOOTPRINT CONCEPT ON SITE



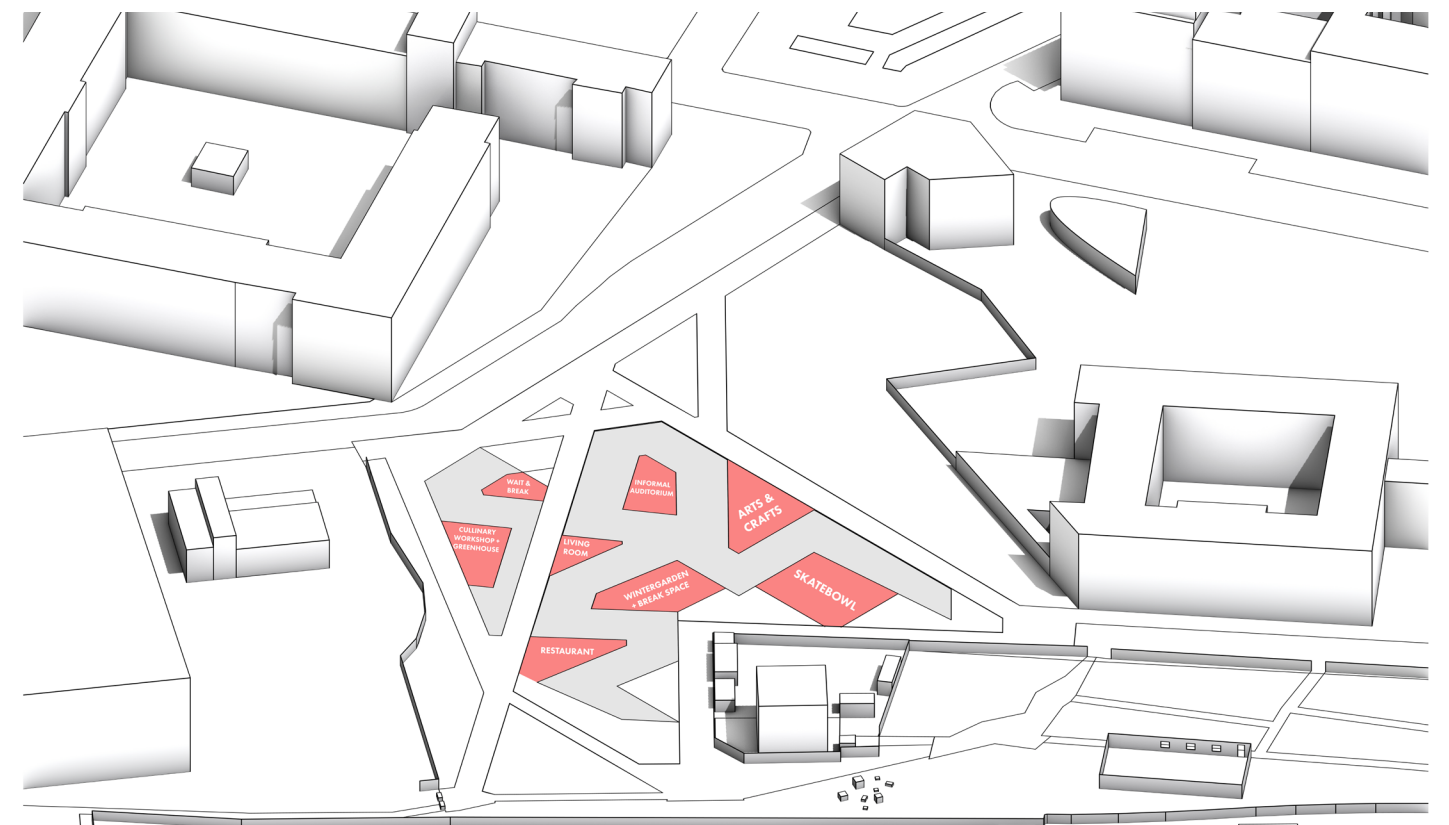
1. REMOVE BARRIERS



2. EXTEND PARK INTO SITE AND
CREATE CONNECTIONS

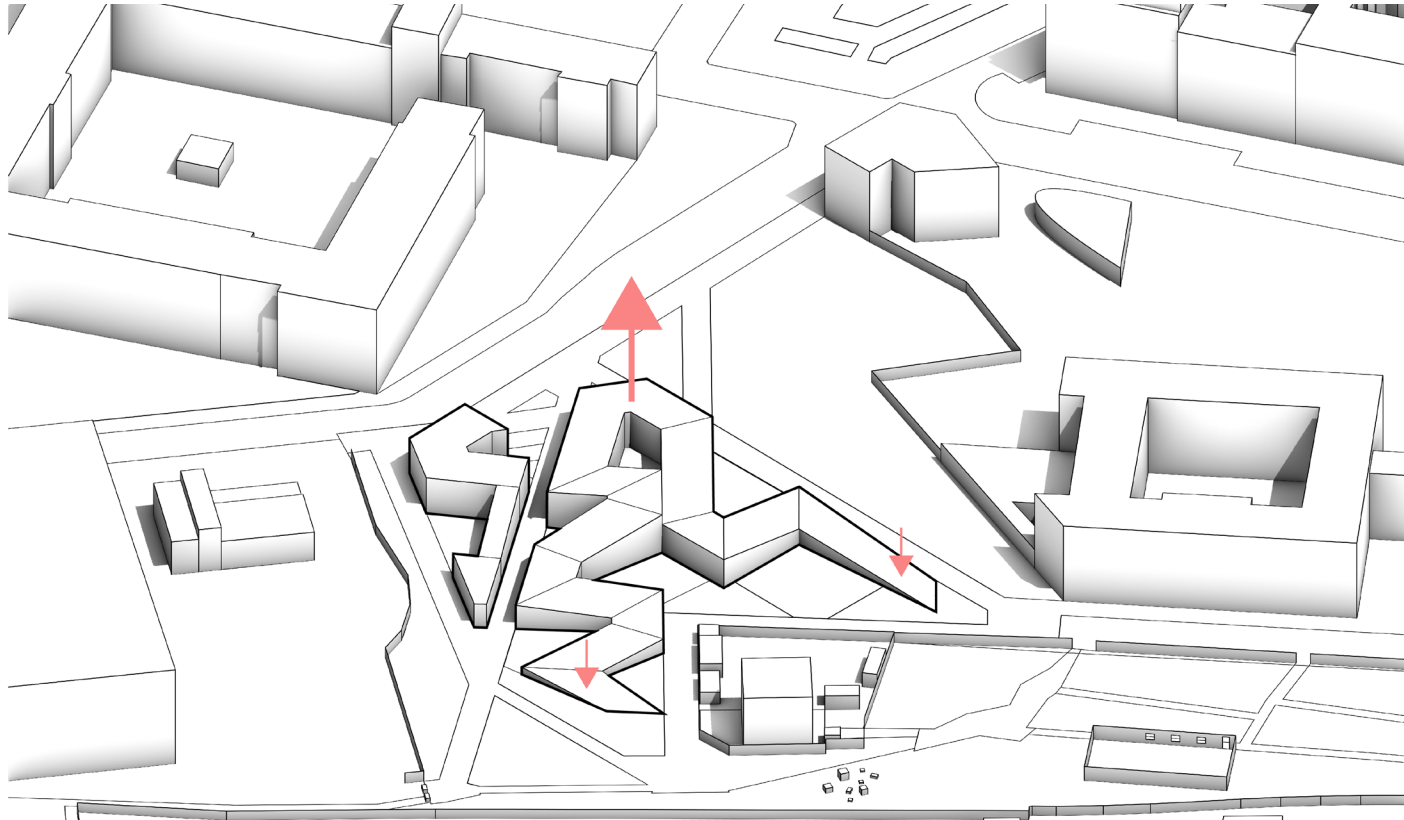


3. ZIGZAG PATTERN ON SITE BREAKS LINEARITY

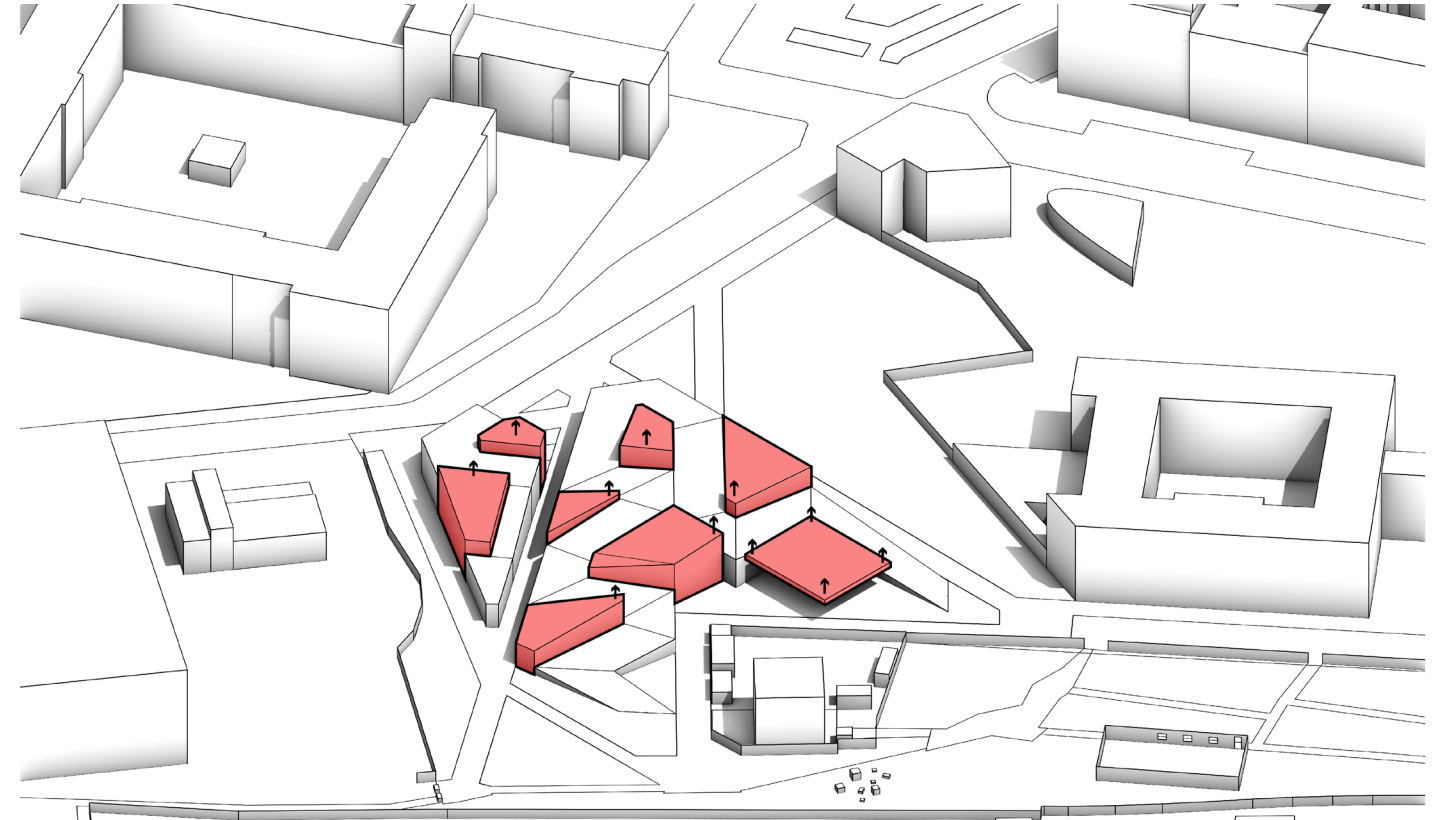


4. COMMUNAL SPACES CREATED BY ZIGZAG

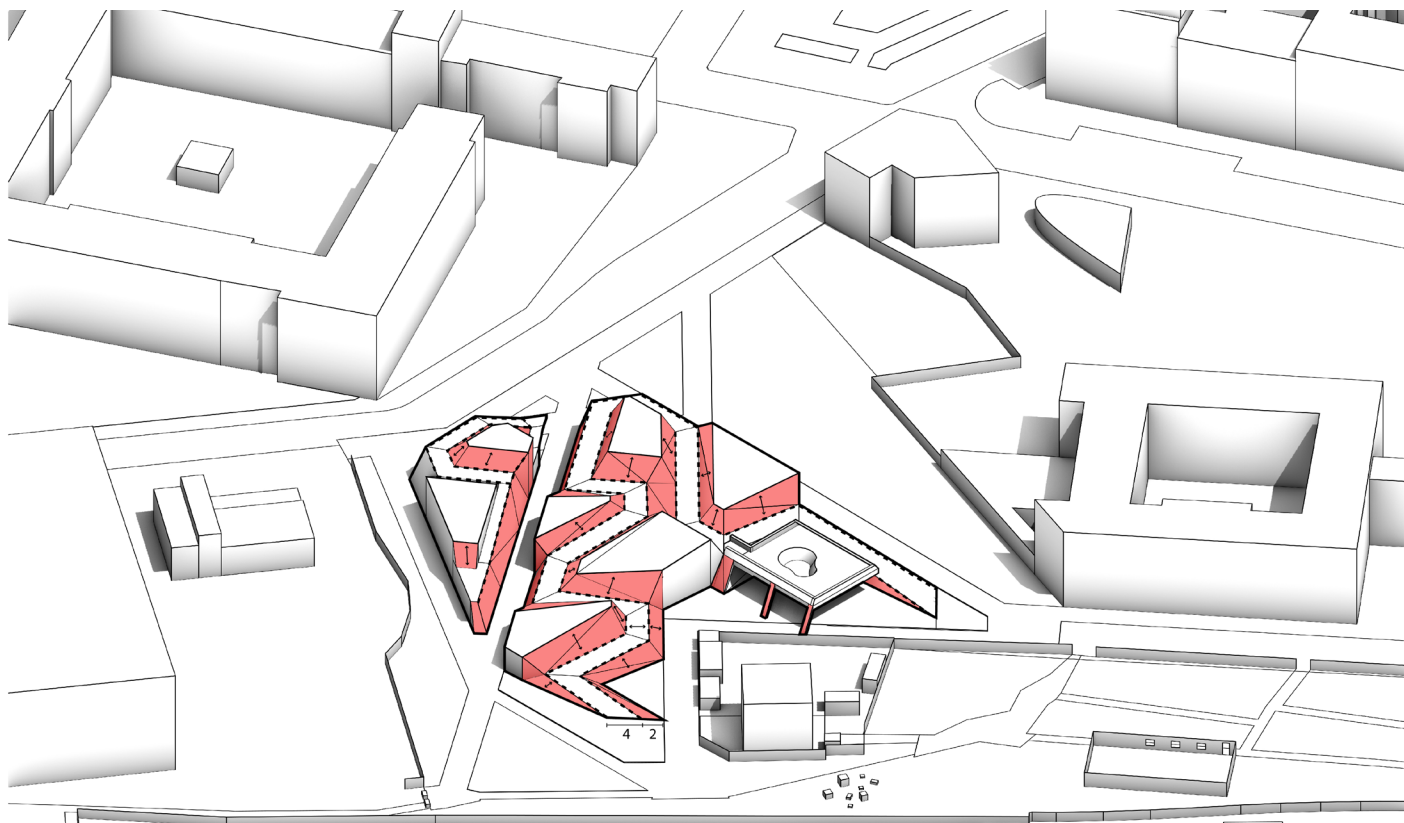
3D FORM CONCEPT



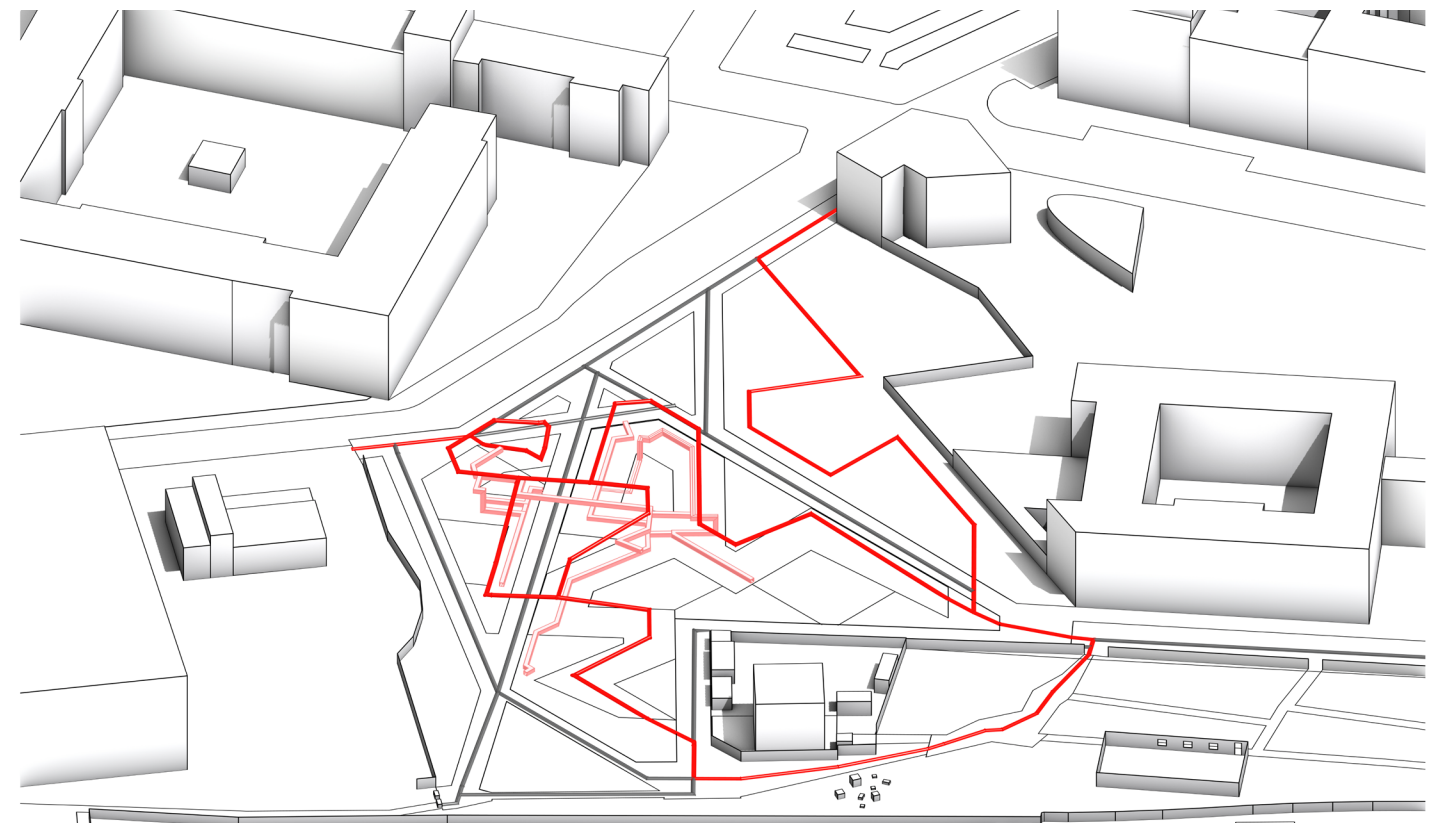
1. OBLIQUE ROUTE UP AND DOWN



2. ACCENTUATED, SCULPTURE LIKE, COMMUNAL SPACES.
ZIGZAG CHARACTERISTIC ON ROOF. BUILDING MORE PERMEABLE

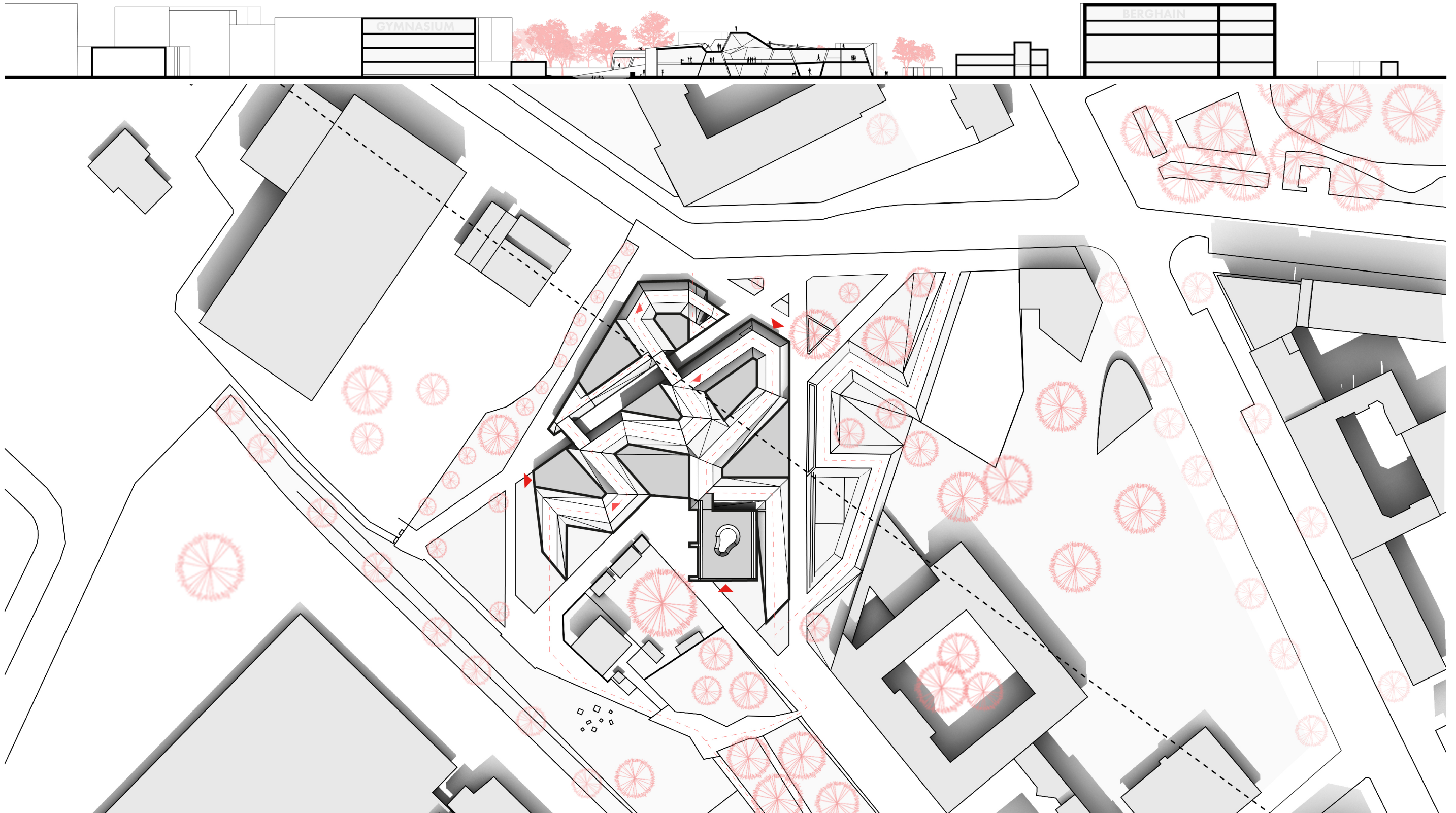
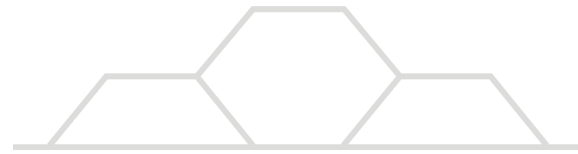
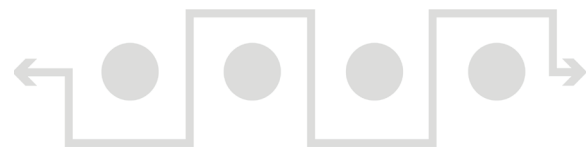


3. DOUBLE OBLIQUE, FIXED X DISTANCE [2.5-4-2.5] AND DIFFERENTIATING Z DISTANCE.
TACTILE FACADE WITH VARYING ANGLES AND FREEDOM OF DIRECTION



4. CIRCULATION IN, OVER AND AROUND BUILDING CREATES COMPLEXITY
AND INCREASES INTERACTION

SUMMARY COMPLEX SHAPE



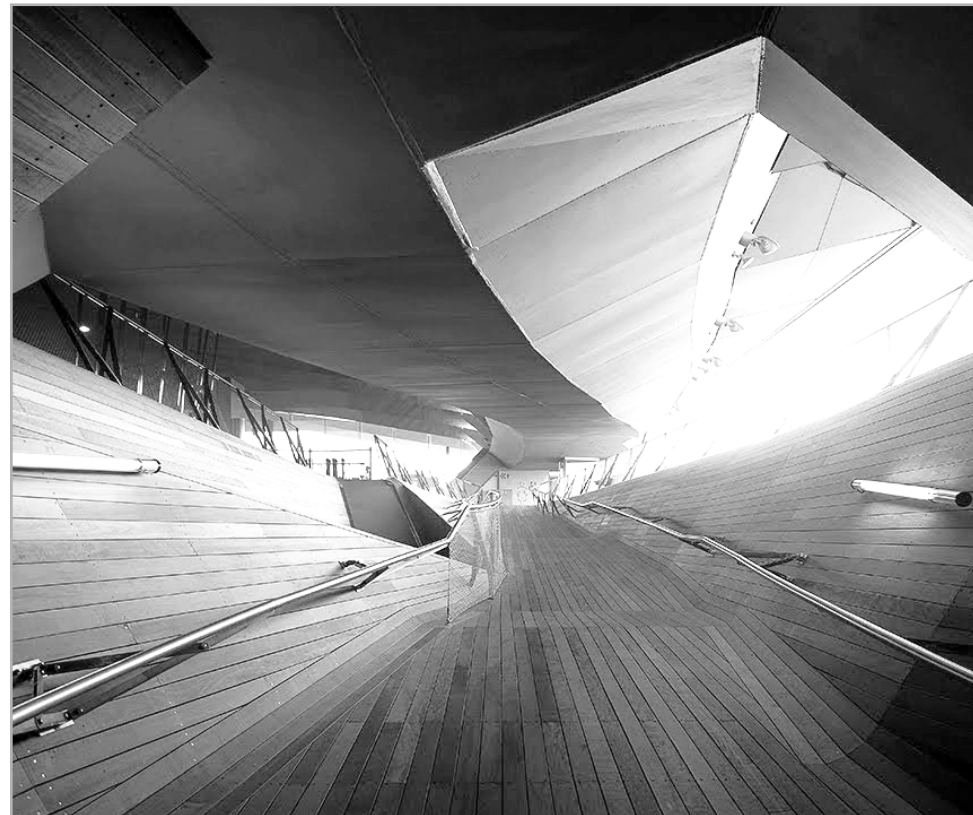
COMPLEXITY

*"THE AMOUNT OF THINGS HAPPENING
AT THE SAME TIME AND SAME PLACE"*



DISORGANIZED COMPLEXITY

- CHAOTIC
- CAN CAUSE ANXIETY
- CAN PUSH PEOPLE



COMPLEXITY: SECTION

- ONE VARYING ELEMENT
- INCREASE INTERACTION AND WONDERING
- CAN SLOW DOWN PEOPLE



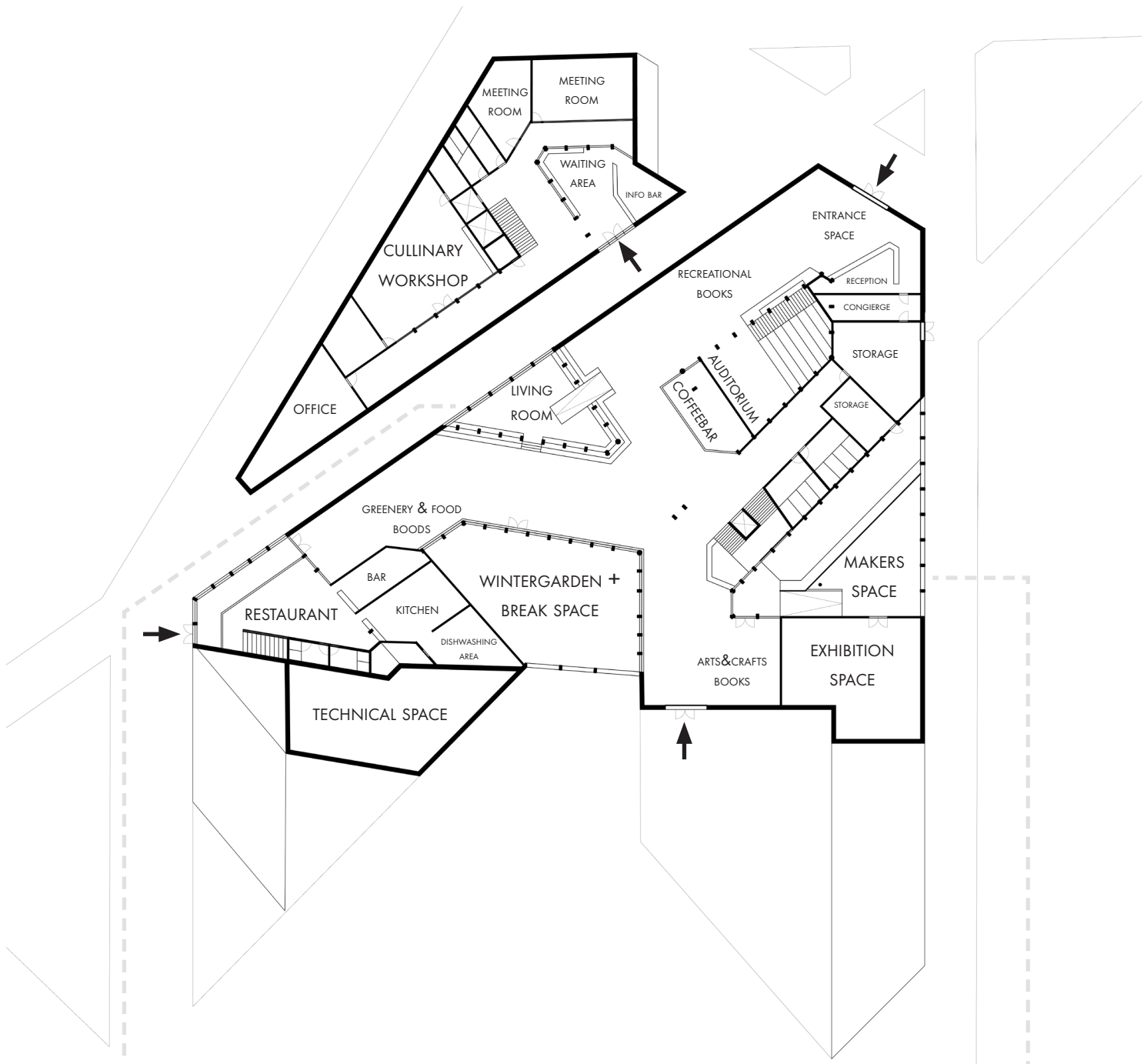
ORGANIZED COMPLEXITY: STRUCTURE

- COHERENT SYSTEM
- BALANCE & SIMPLICITY
- APPEALING TO THE MIND BY CALMNESS
- CAN ATTRACT PEOPLE

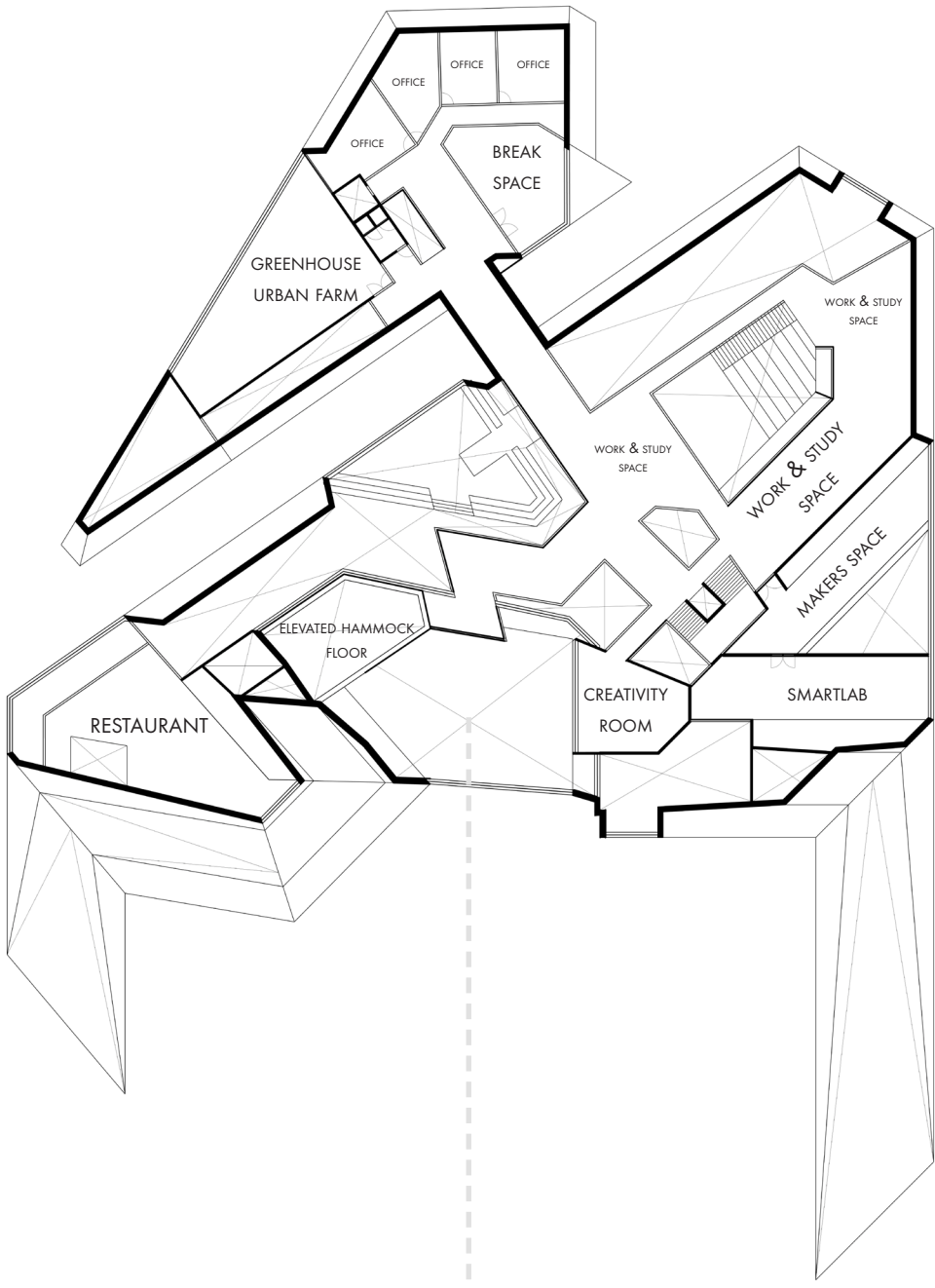
THIS PROJECT

FLOORPLANS 1:500

GROUND FLOOR



1ST FLOOR



LIVINKROOM =
CONVERSATION PIT
FOR INTERNAL DIRECTION



SECRETION = WORKSPACE



FACADE = EXHIBITION SPACE



ELEVATED HAMMOCK FLOOR =
RELAXING OR PLAYING ABOVE
NATURE

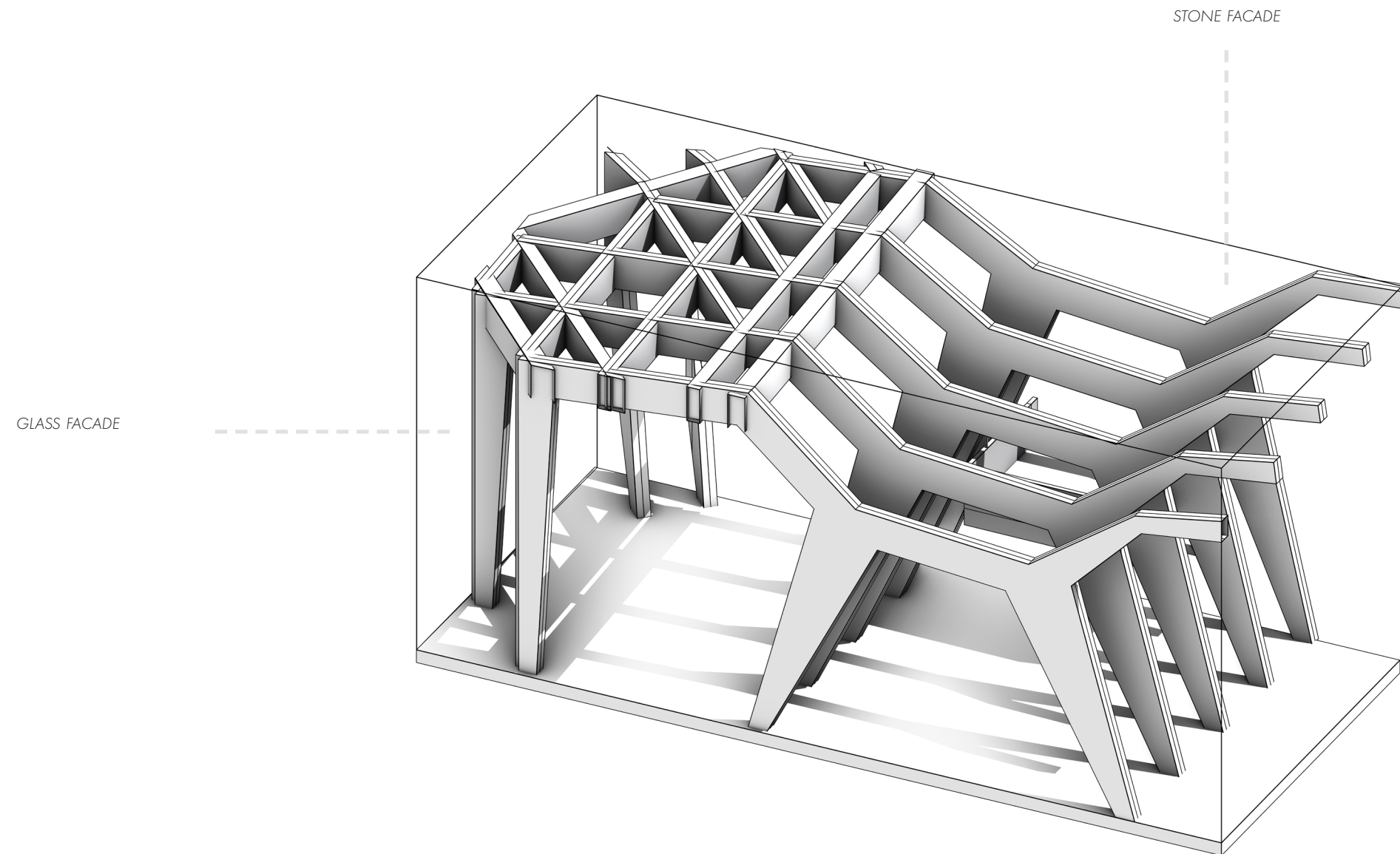


WINTERGARDEN



PLAYSCAPE

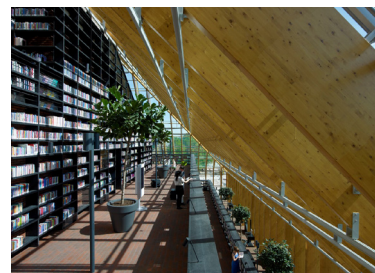
STRUCTURE & MATERIAL CONCEPT



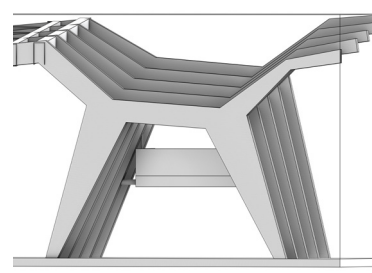
WAFFLE ROOF IN
COMMUNAL SPACES



BRICK FLOOR FOR EASY DEMOUTING
AND INSIDE OUTSIDE, INTERIOR CITY



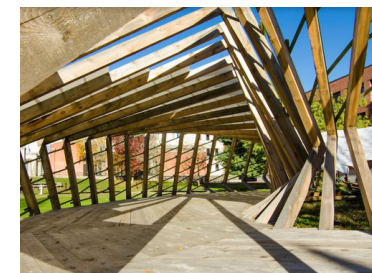
WOOD X CLT X STEEL = PALETTE



TWISTING PORTALS WITH PARTIALLY
USPENDE LEVEL IN-BETWEEN



CLT PORTALS

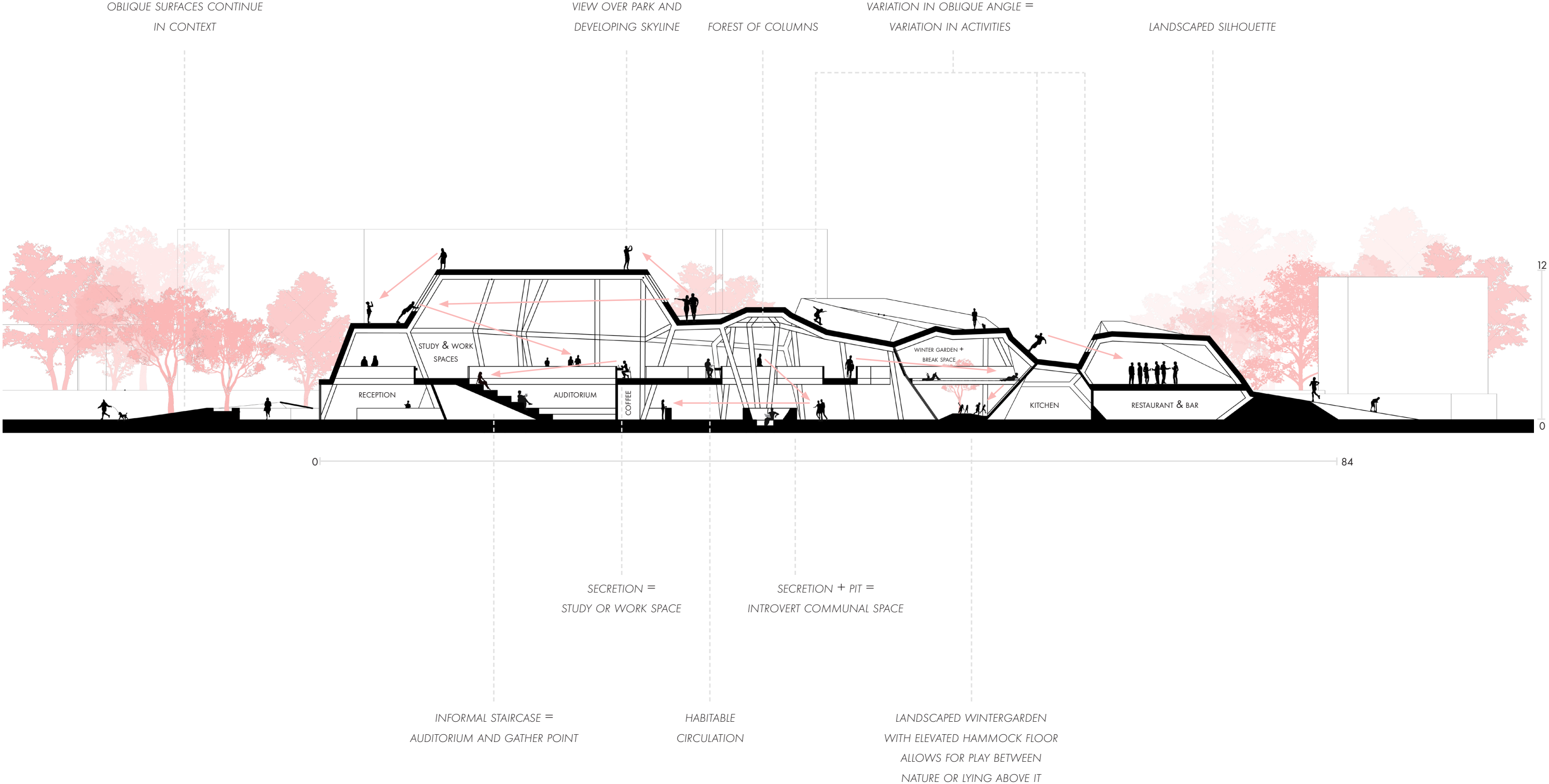


TWISTING PORTALS

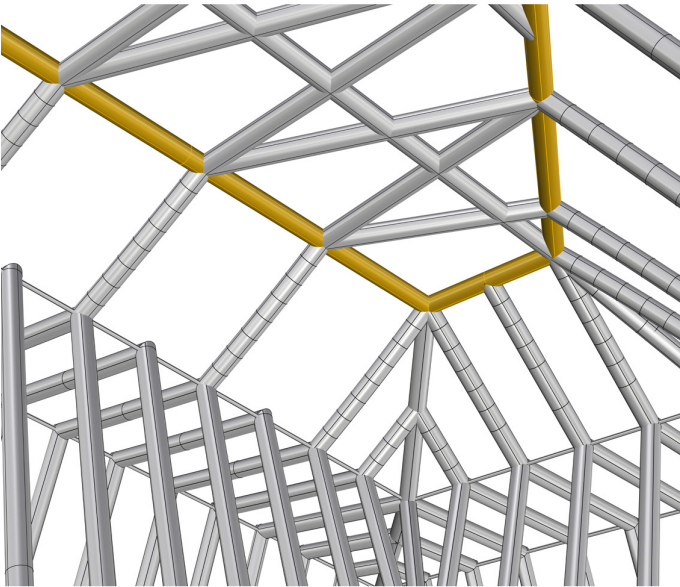
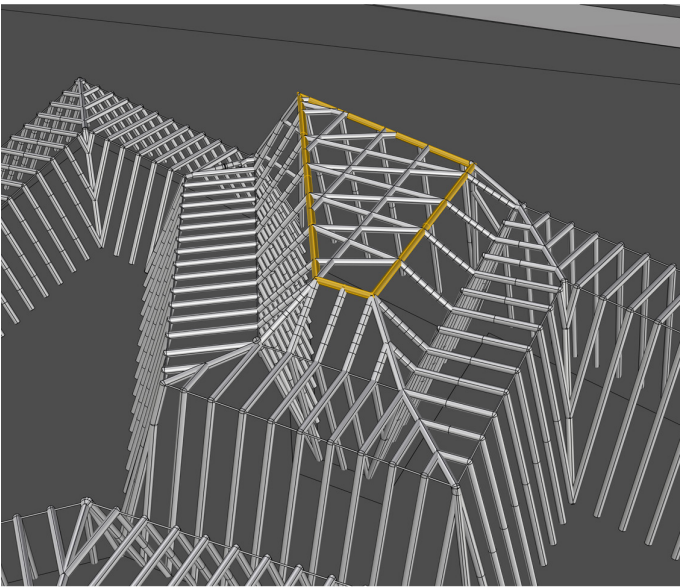
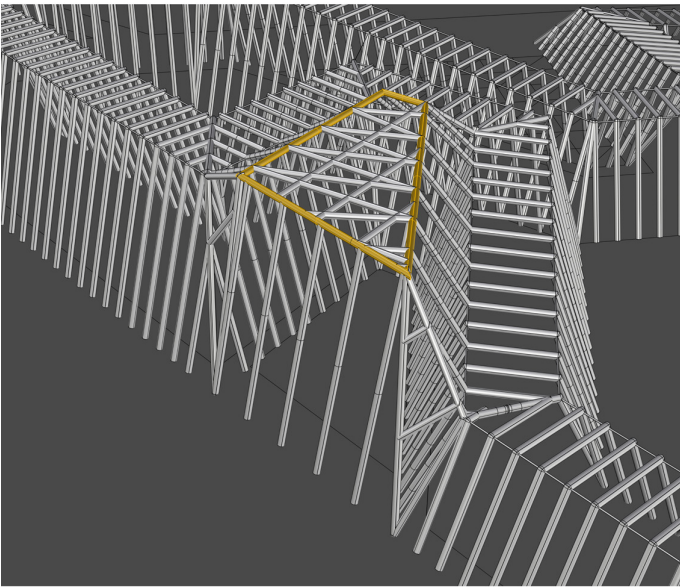
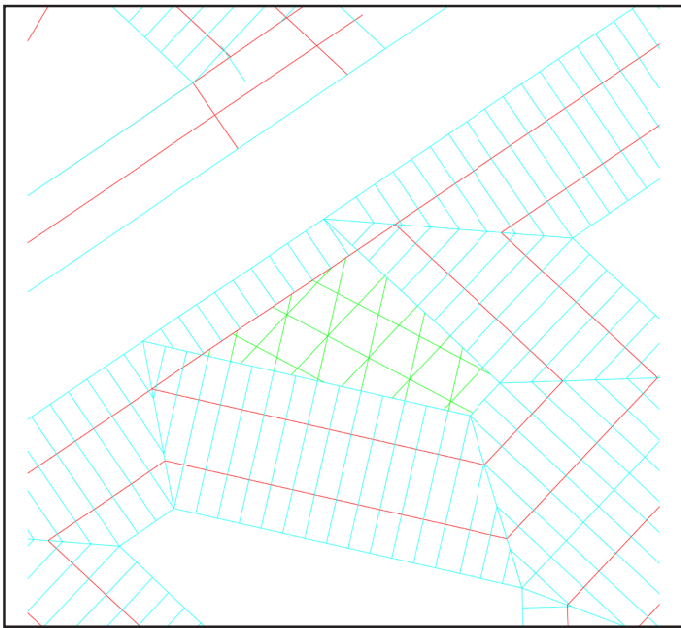
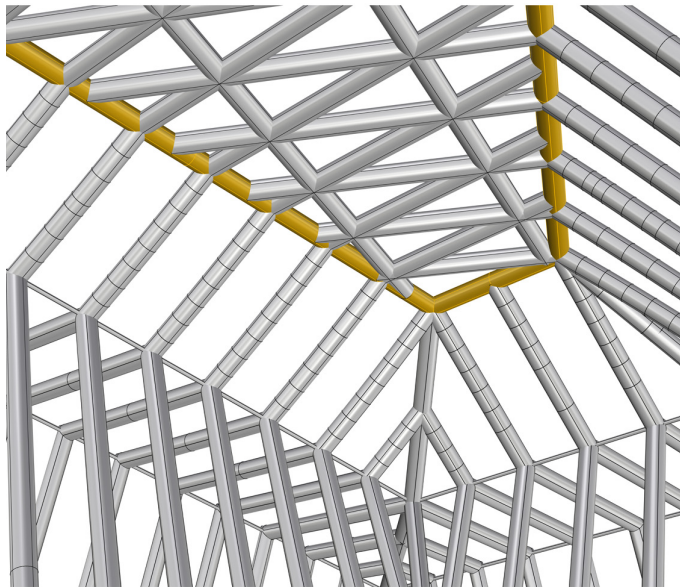
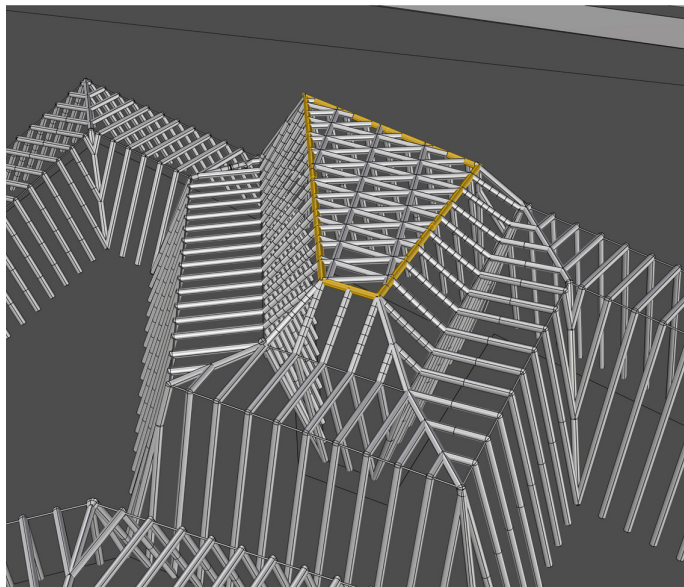
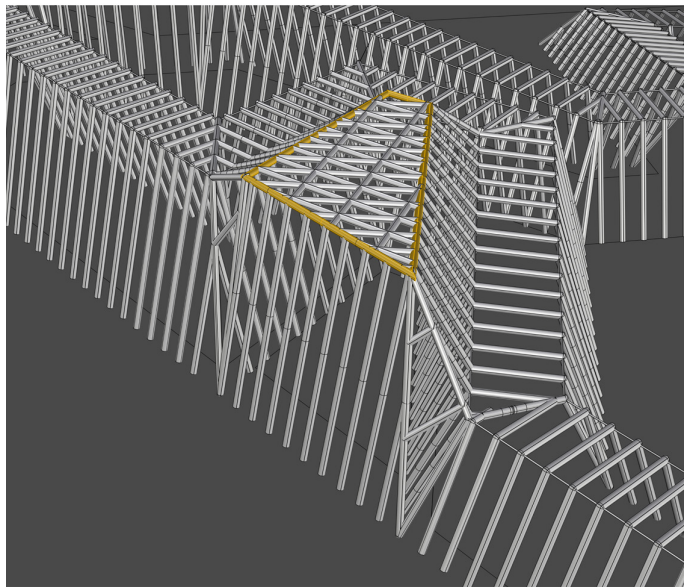
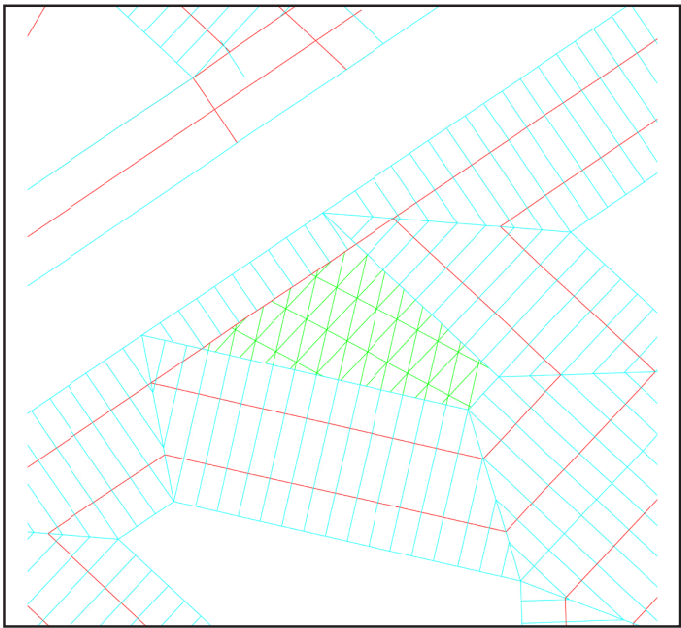
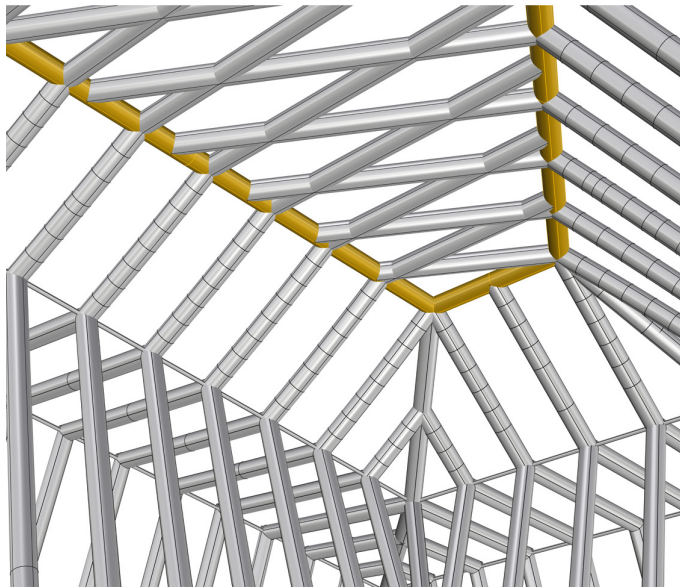
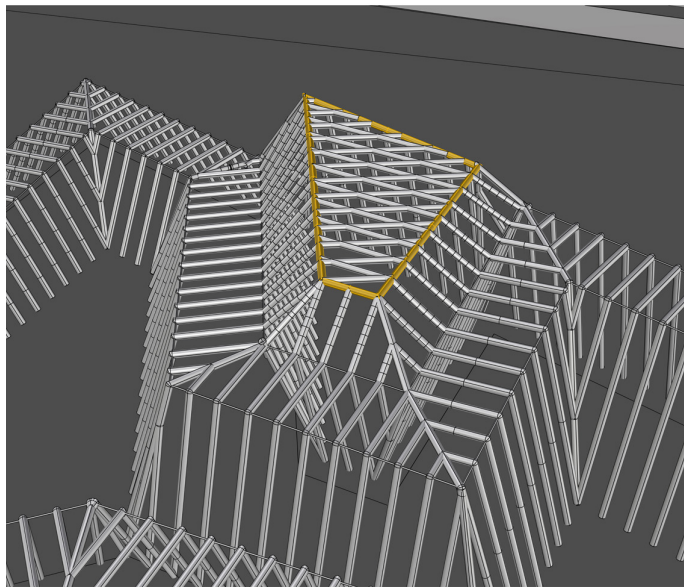
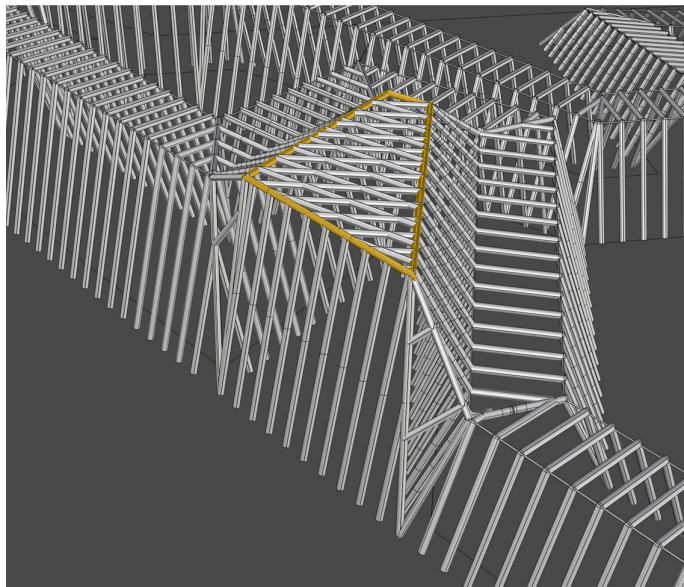
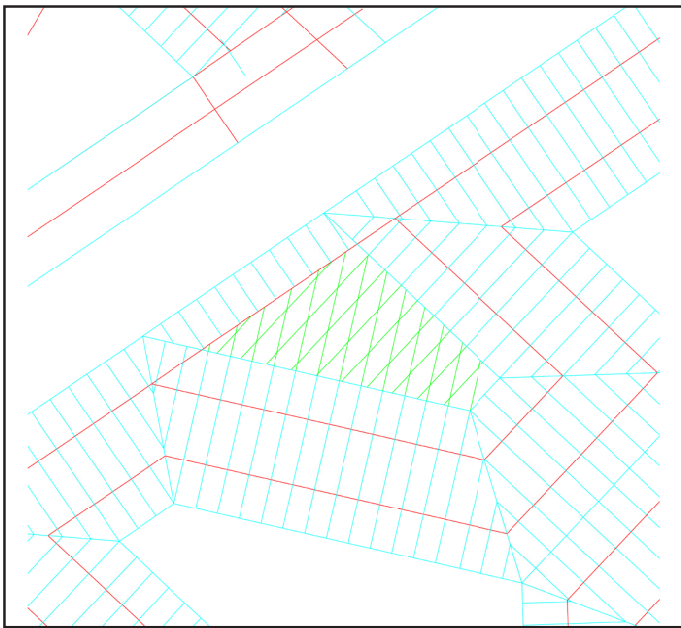


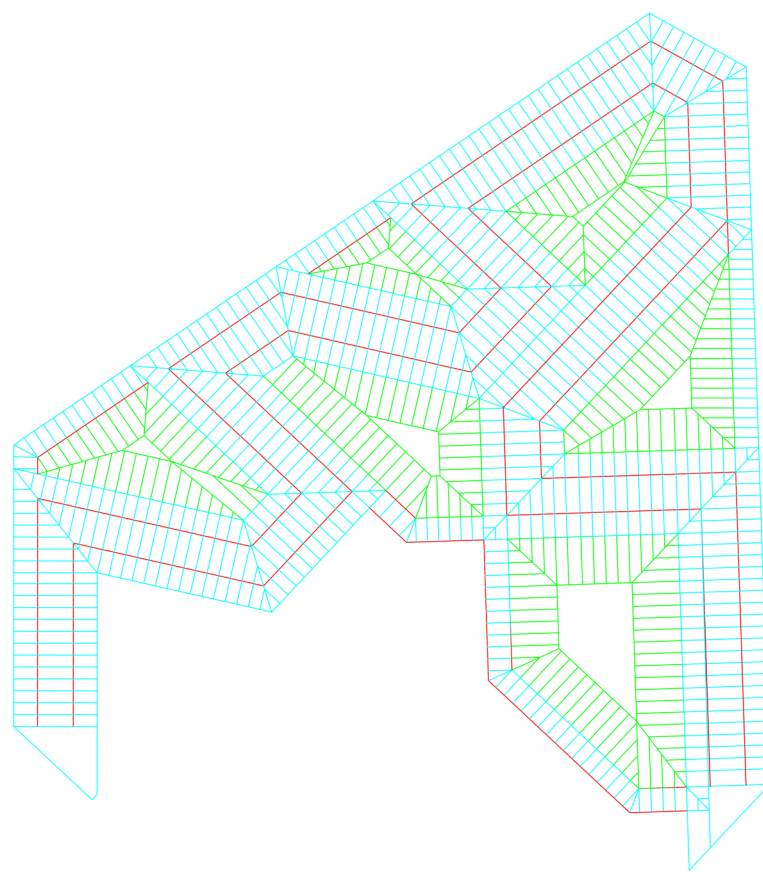
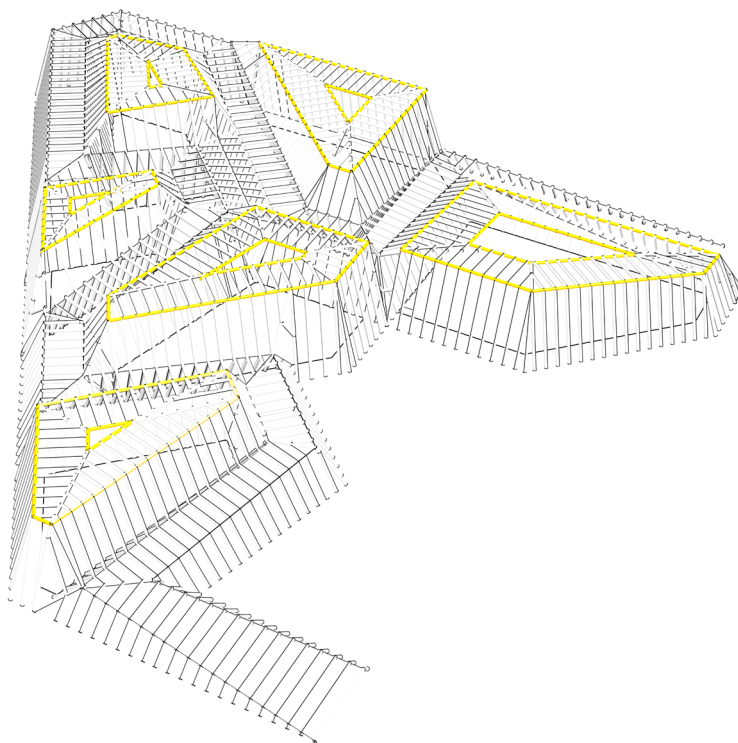
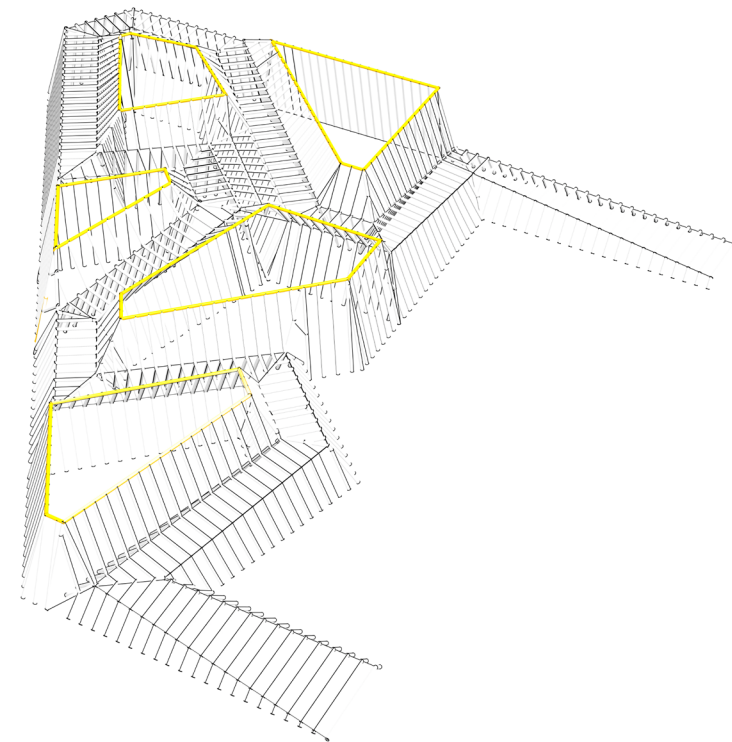
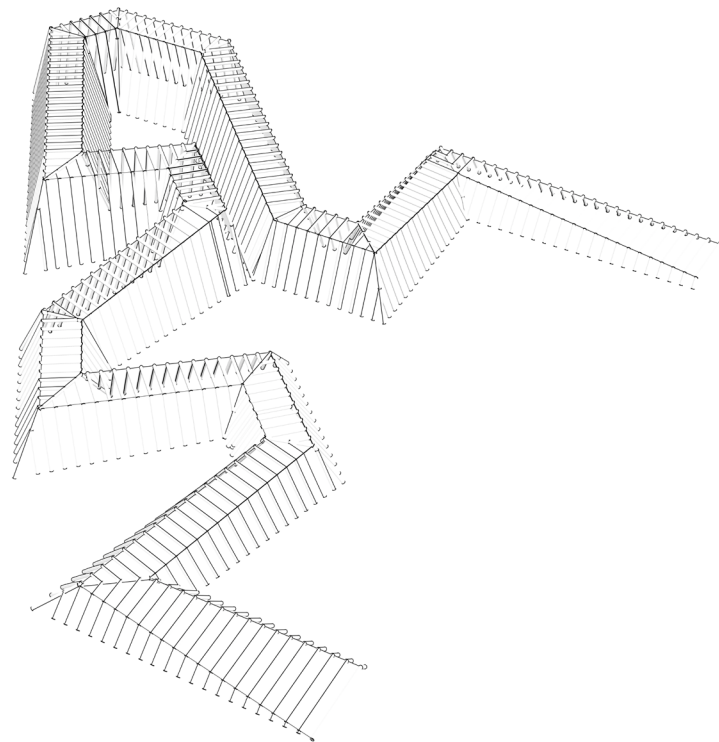
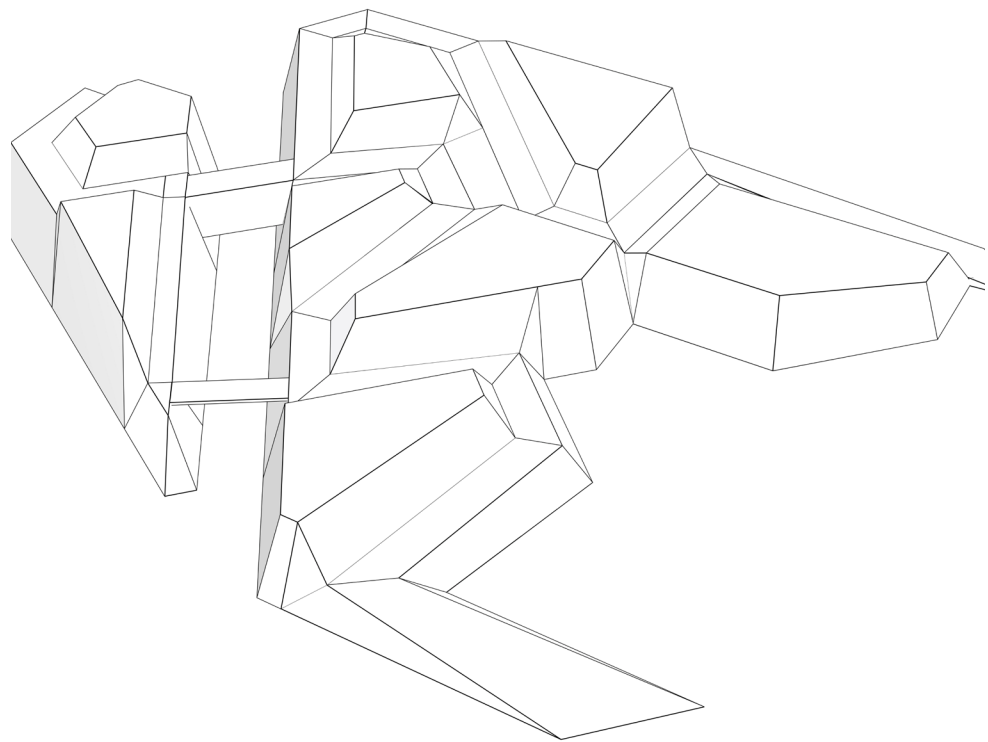
TWISTING PORTALS

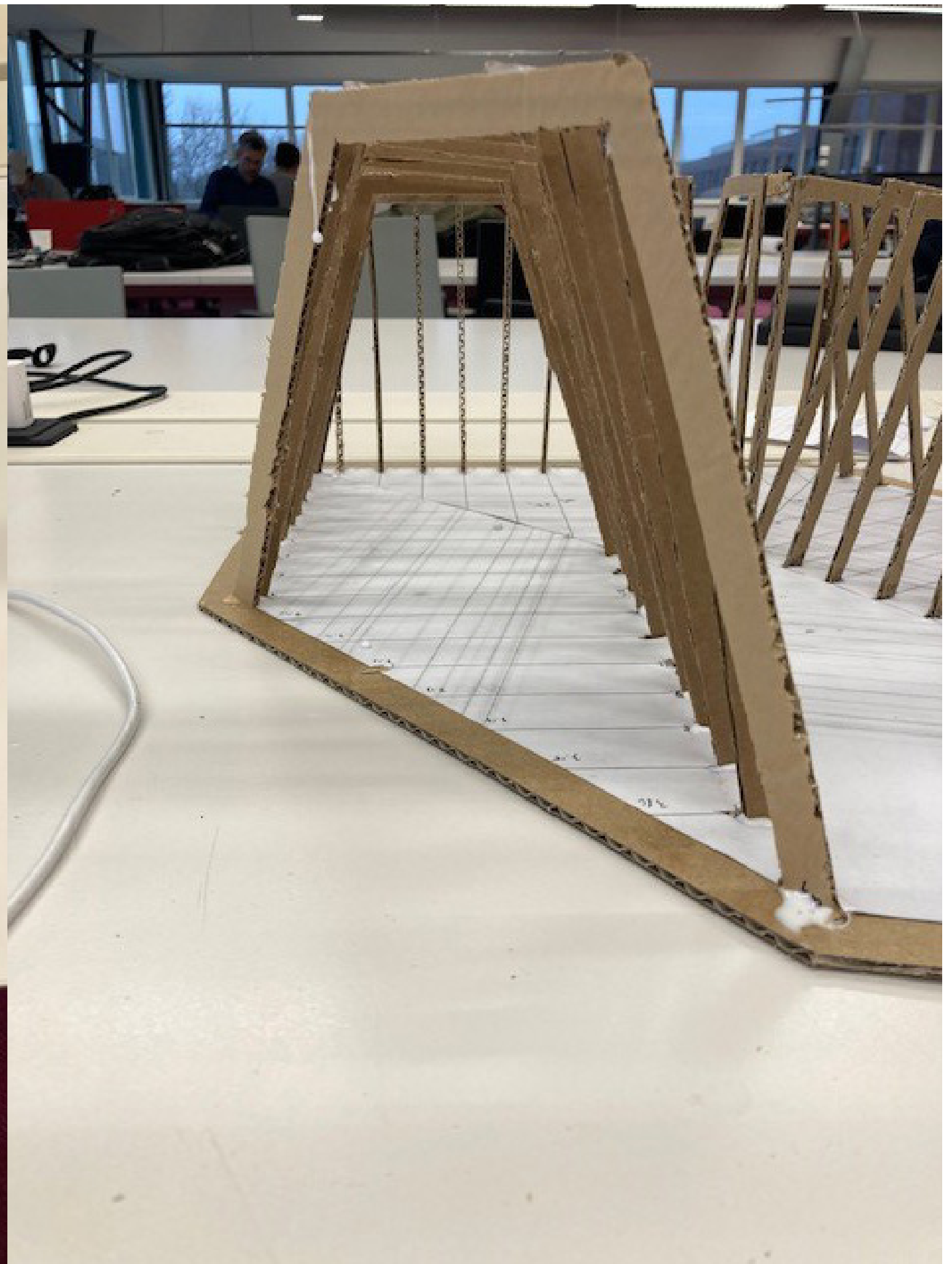
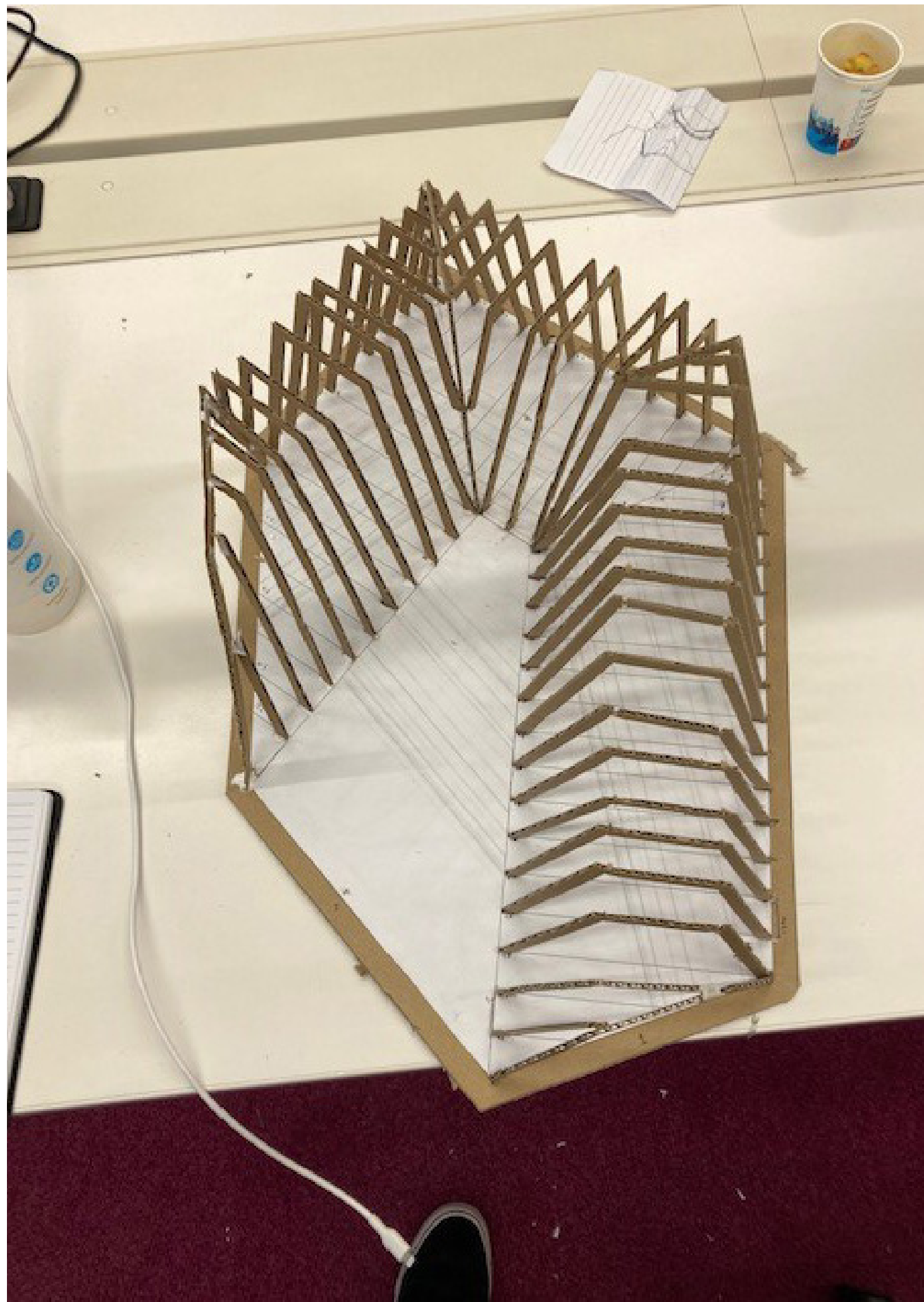
A SOCIO-DYNAMIC PUBLIC CONDENSOR

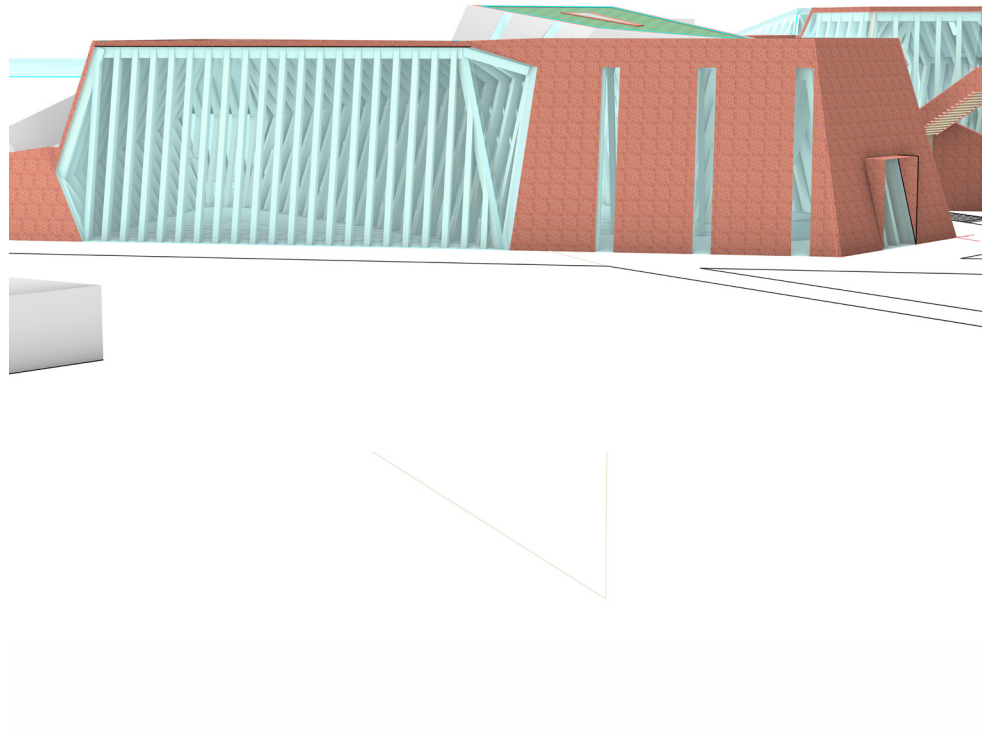
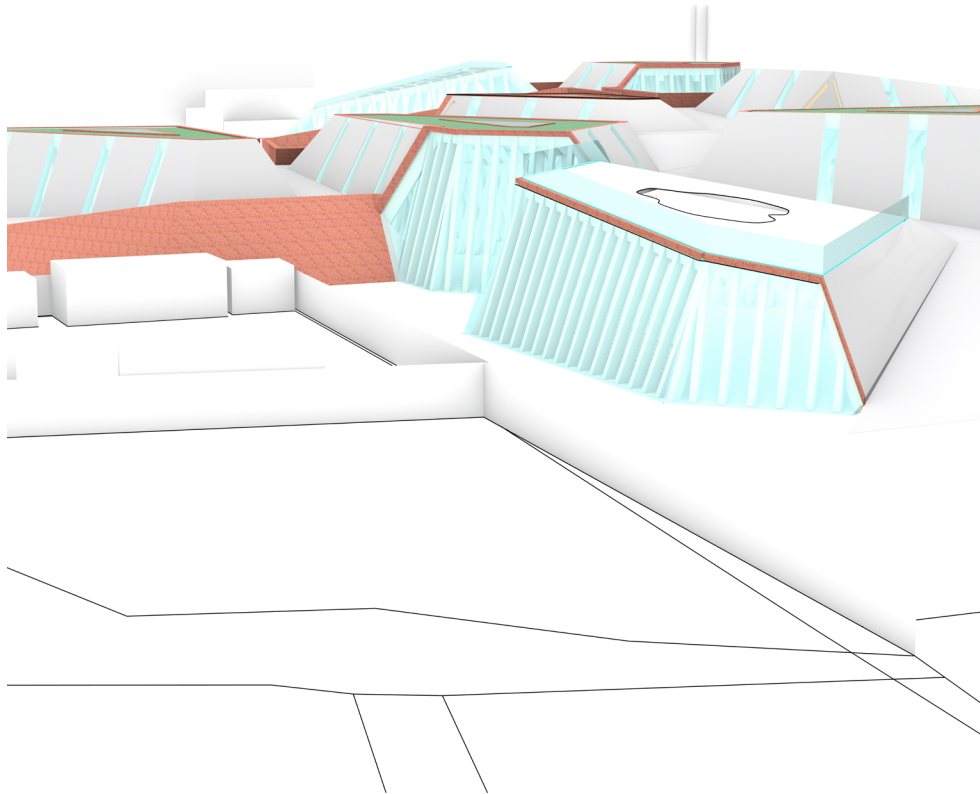
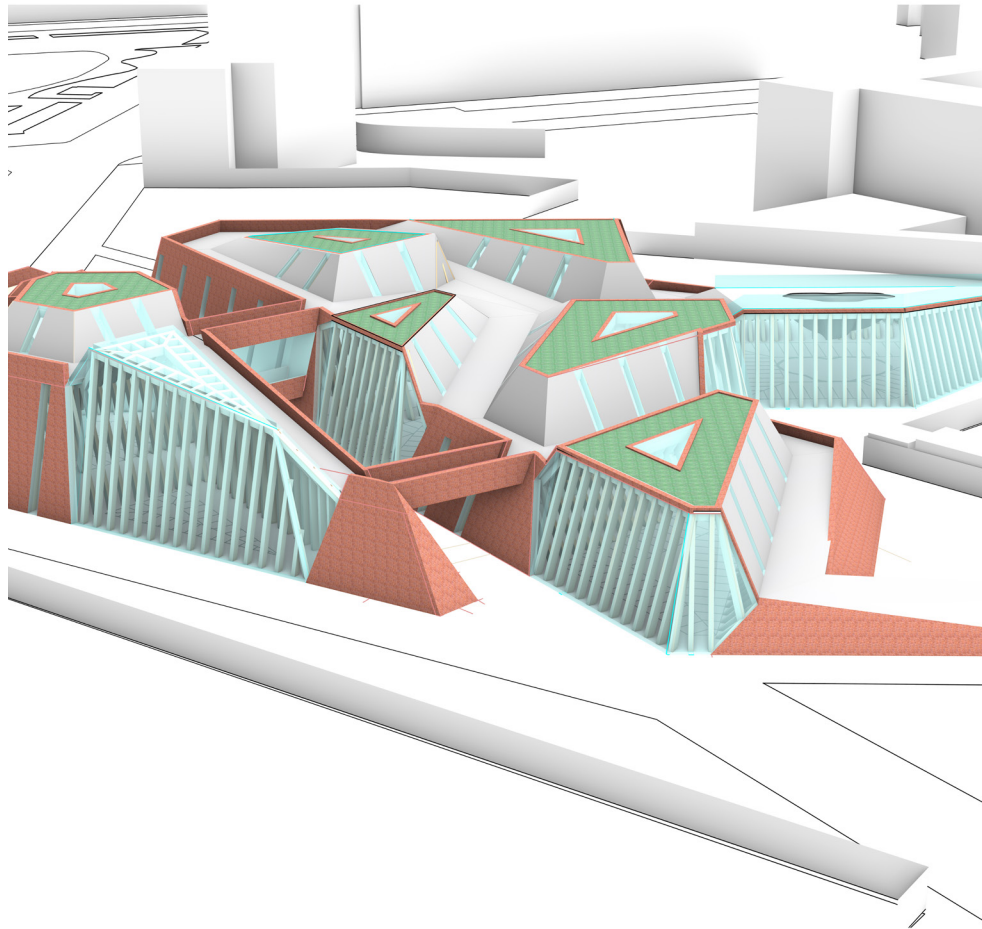


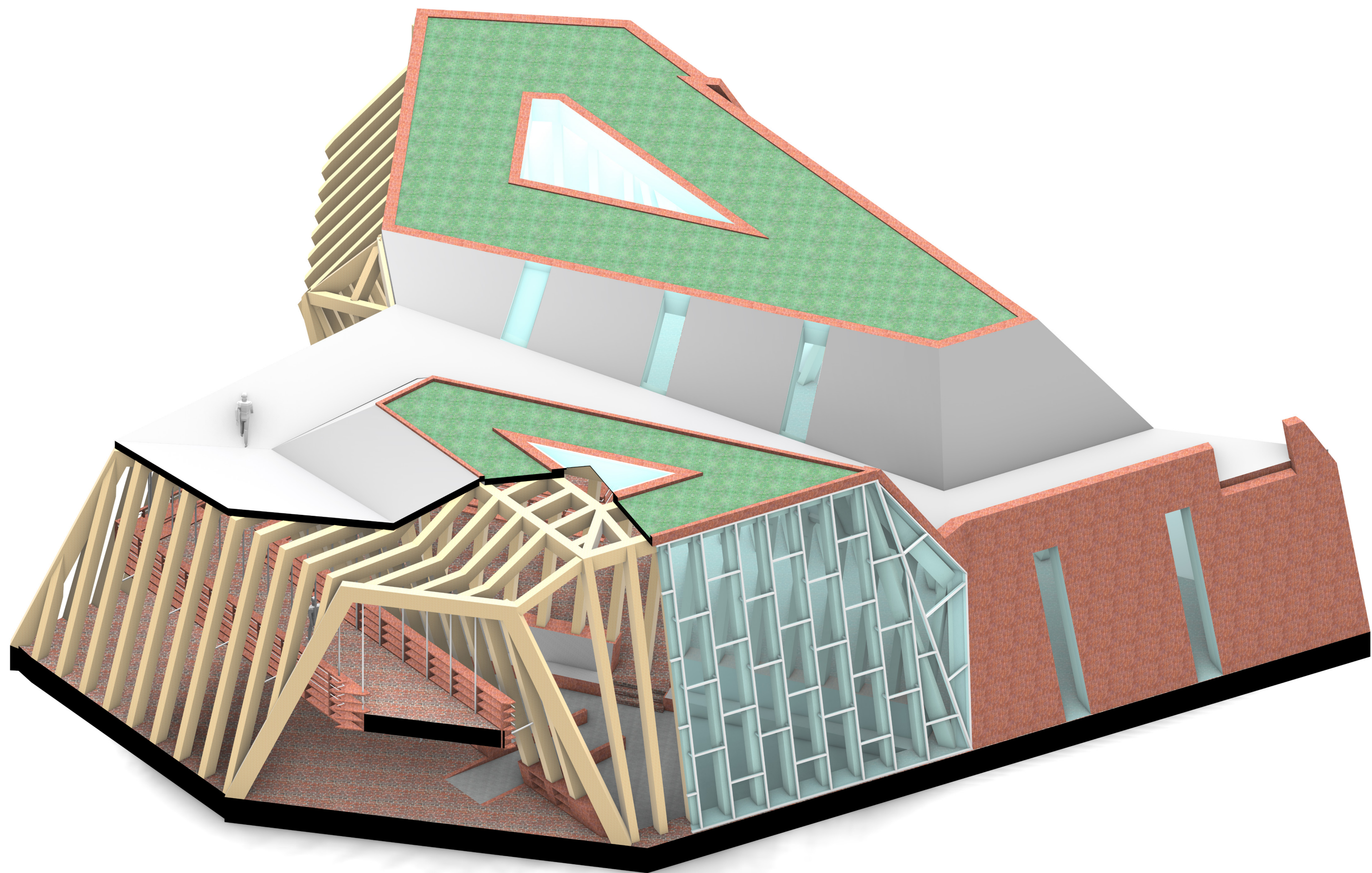
P3

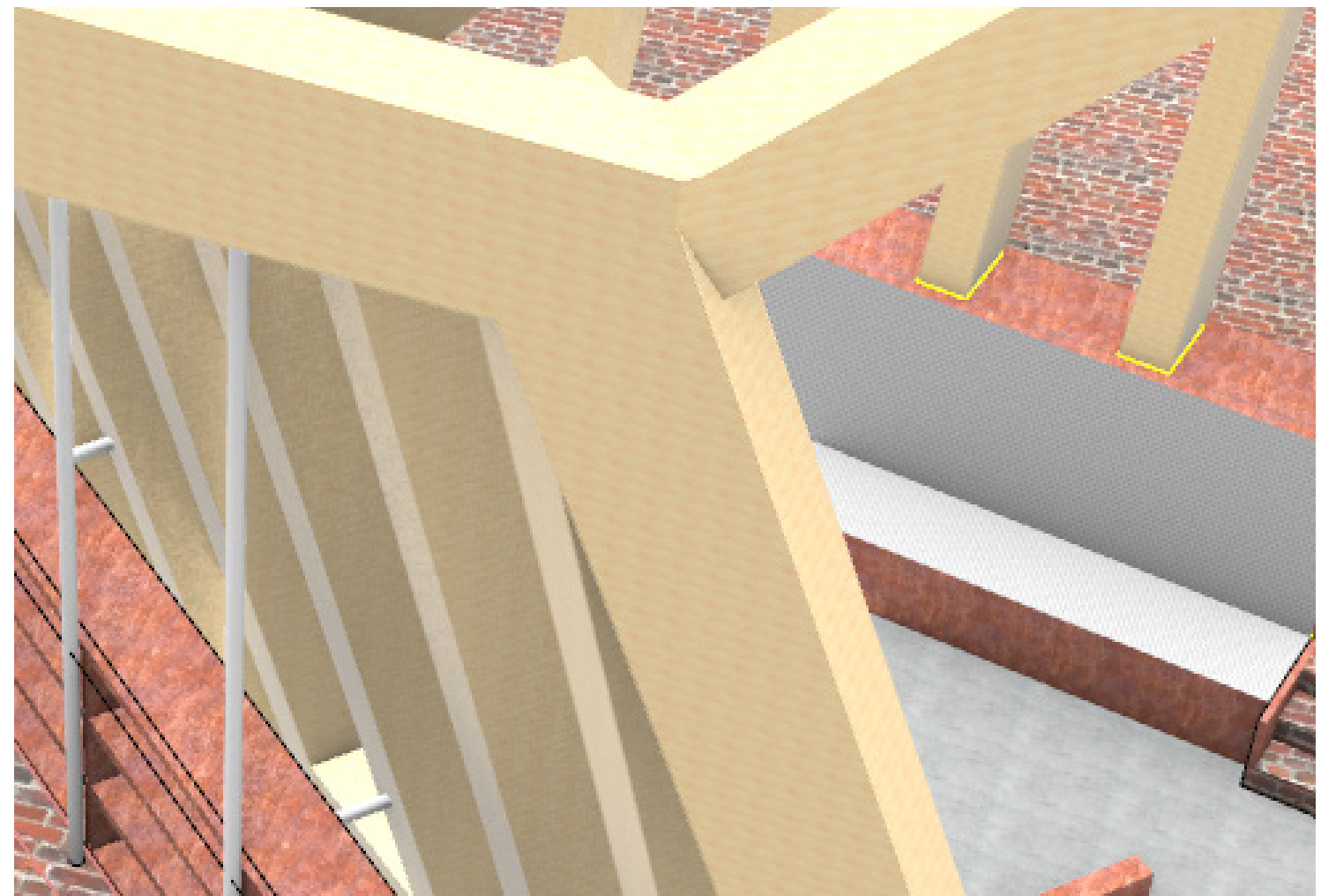
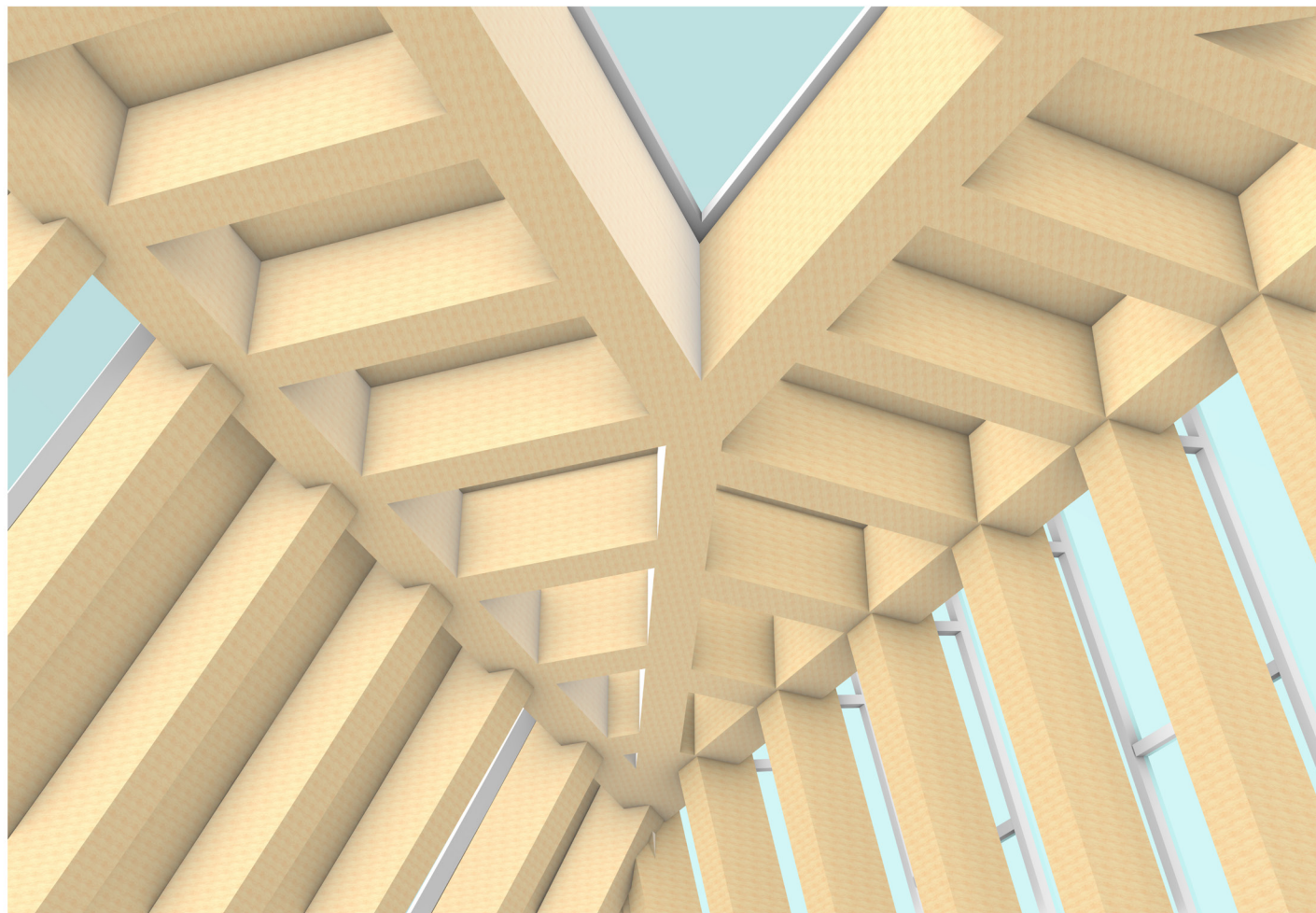
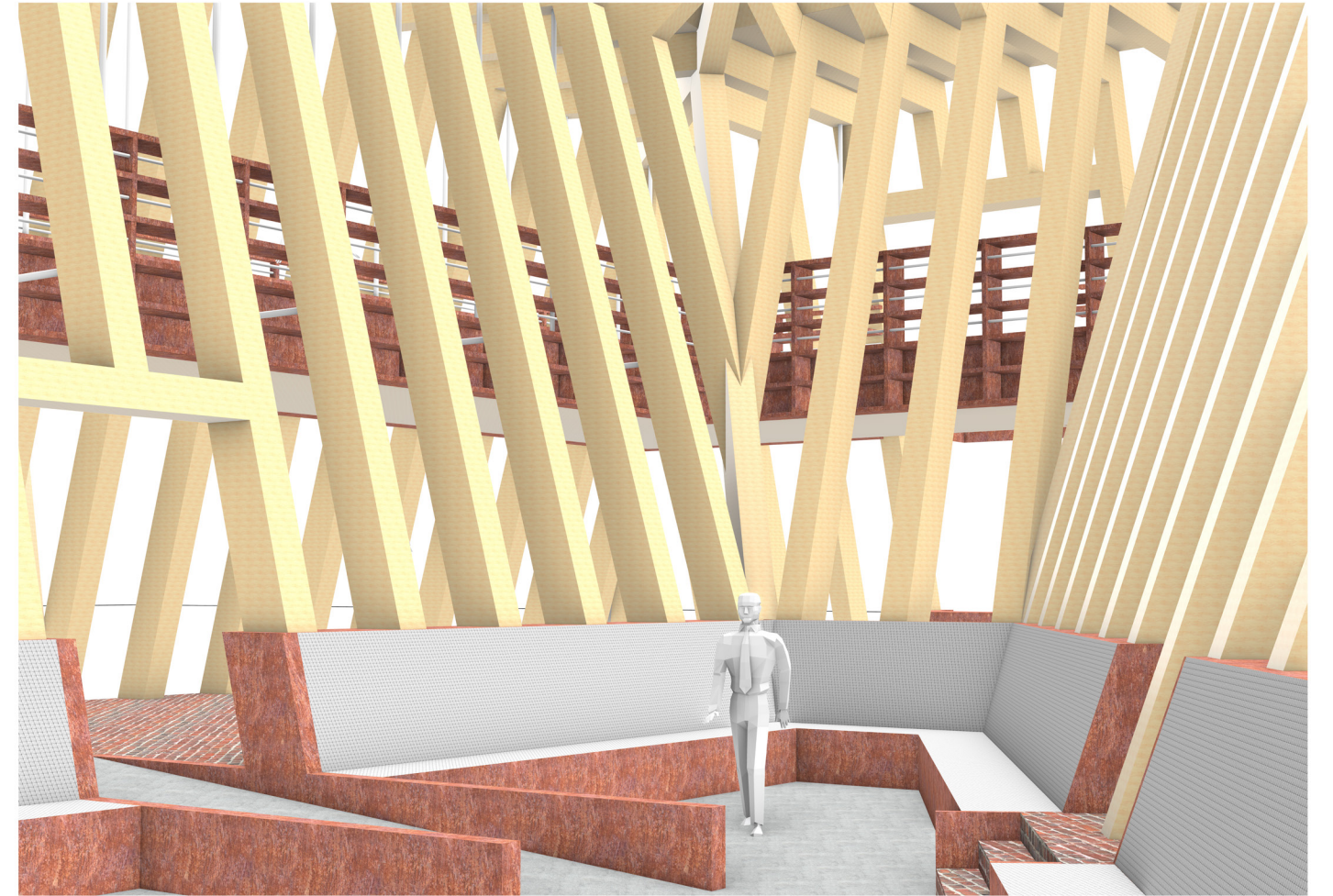
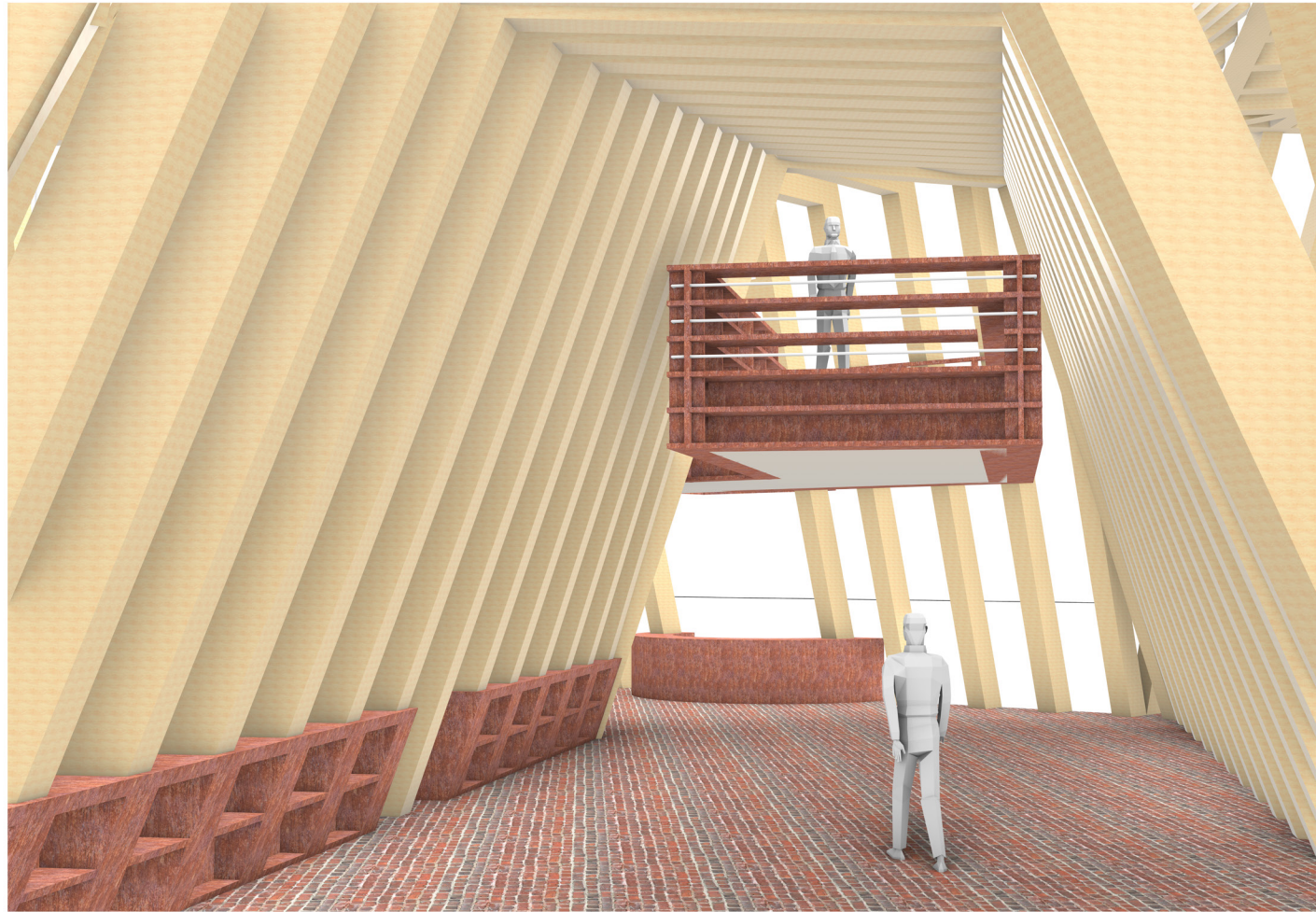












P4