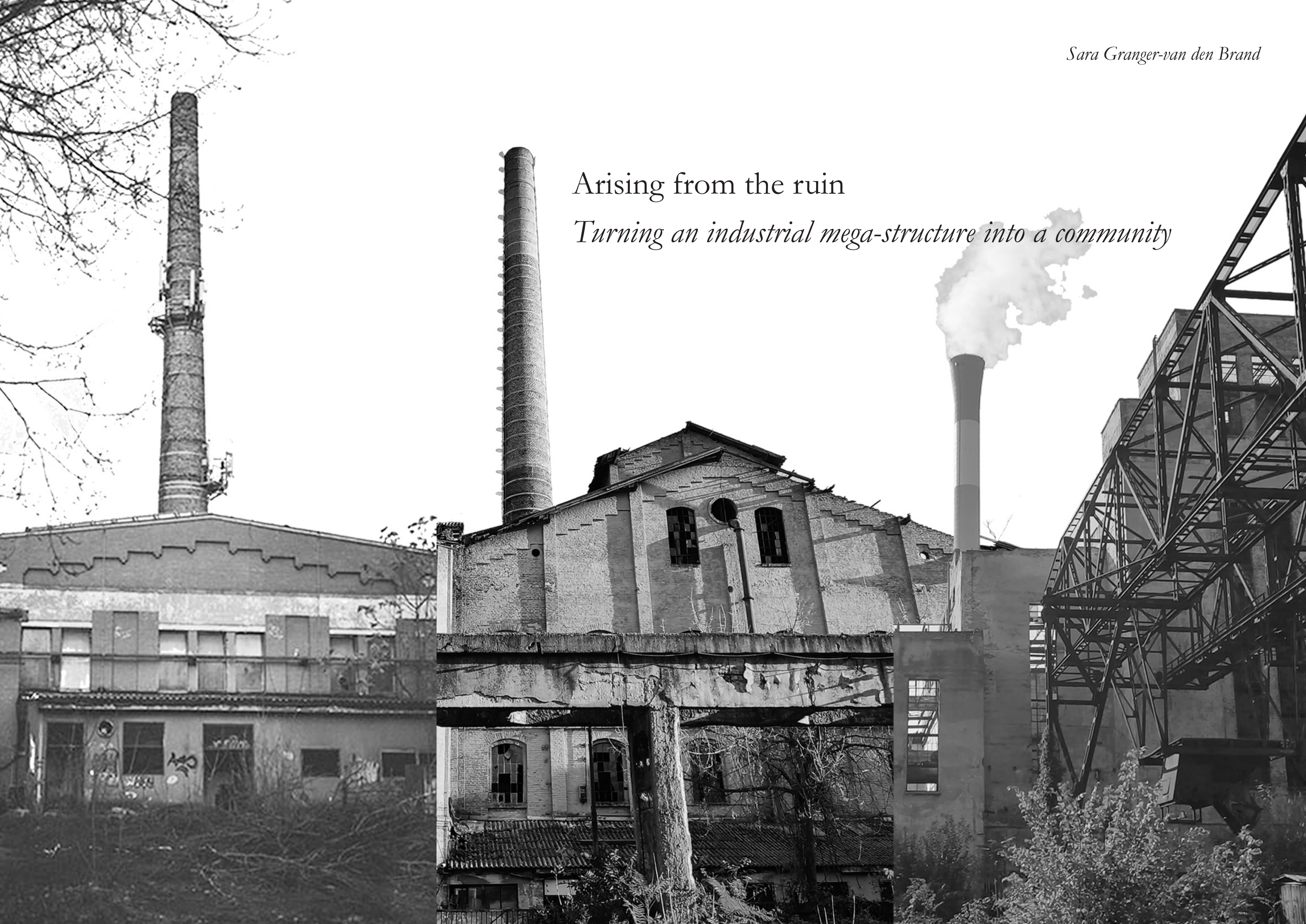


Arising from the ruin

Turning an industrial mega-structure into a community

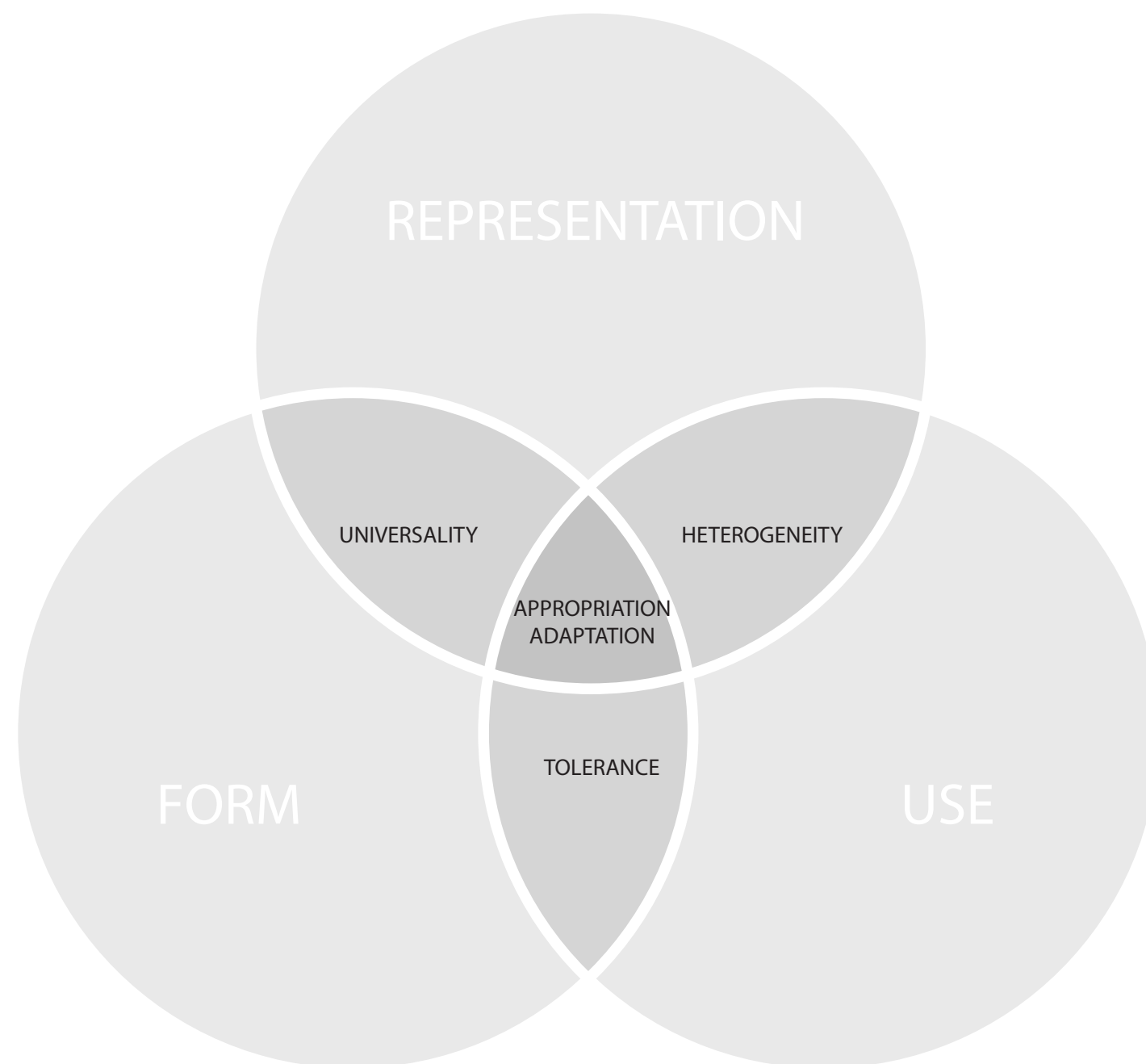


1. Introduction
2. Project approach
3. Method
4. Concept
5. Design

Continuity



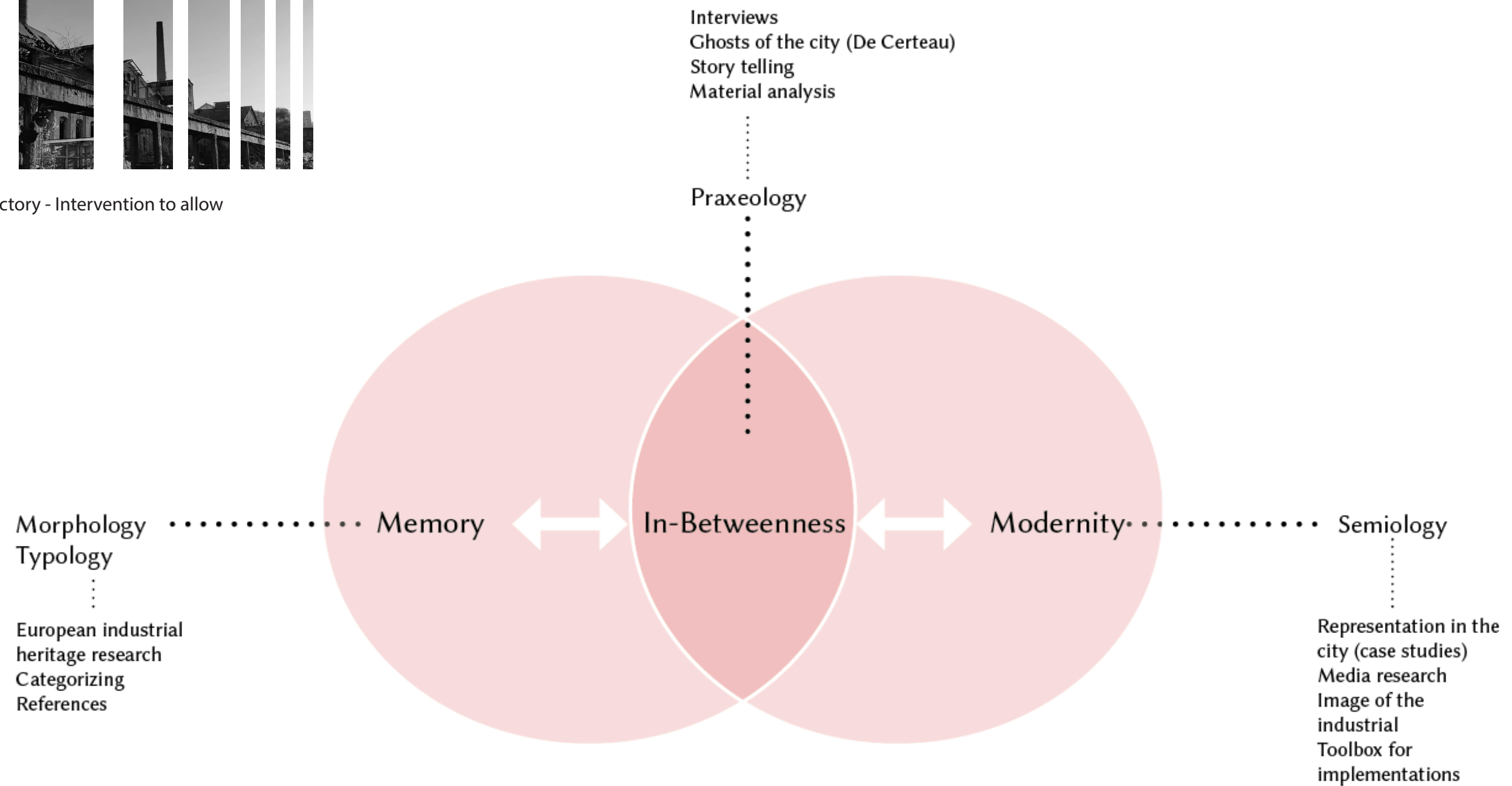
The Old Sava Bridge - Facets allowing for continuity in Belgrade.



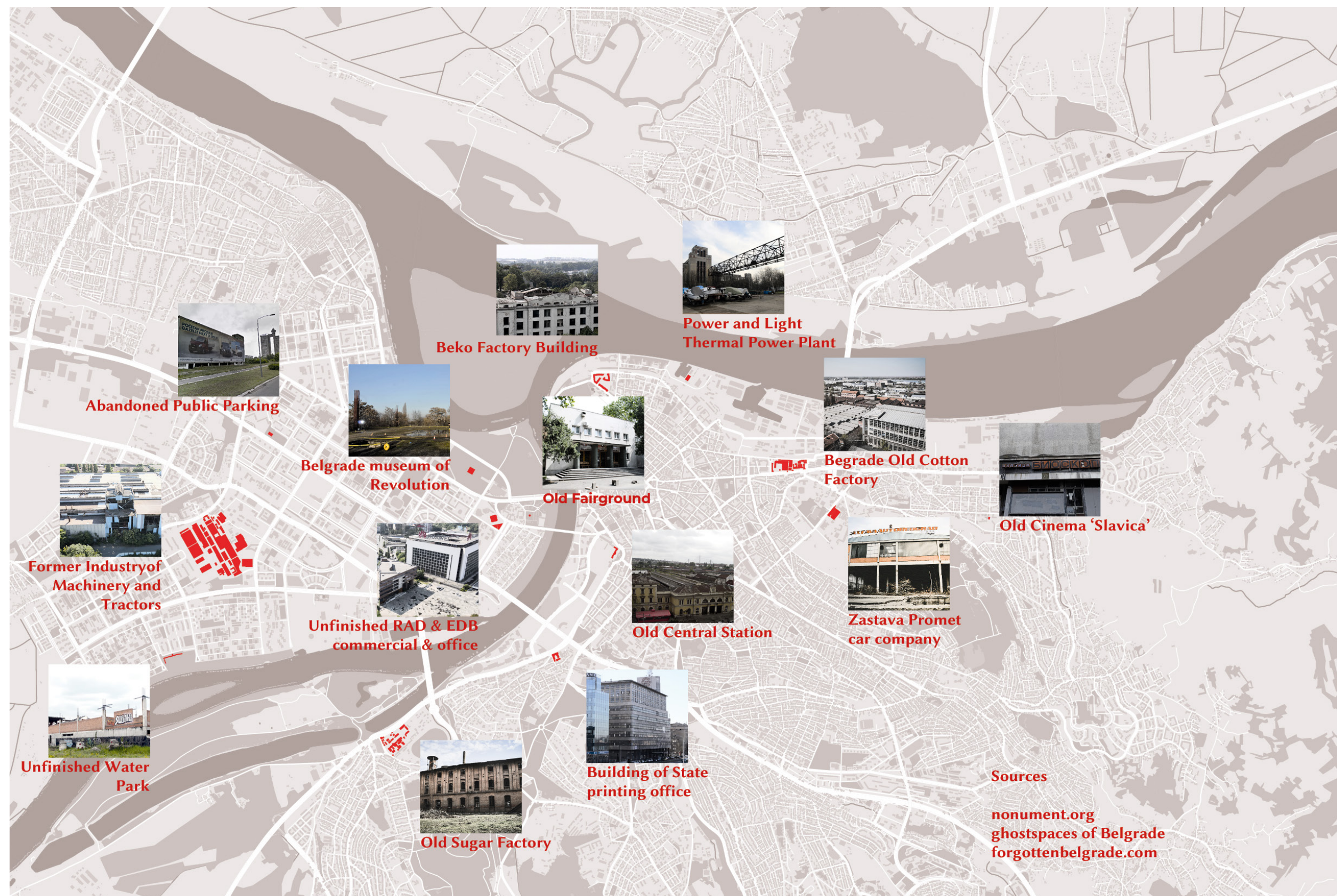
Discontinuity



The Old Sugar Factory - Intervention to allow for continuity.



Abandoned tissue



Renewal of the Waterfronts







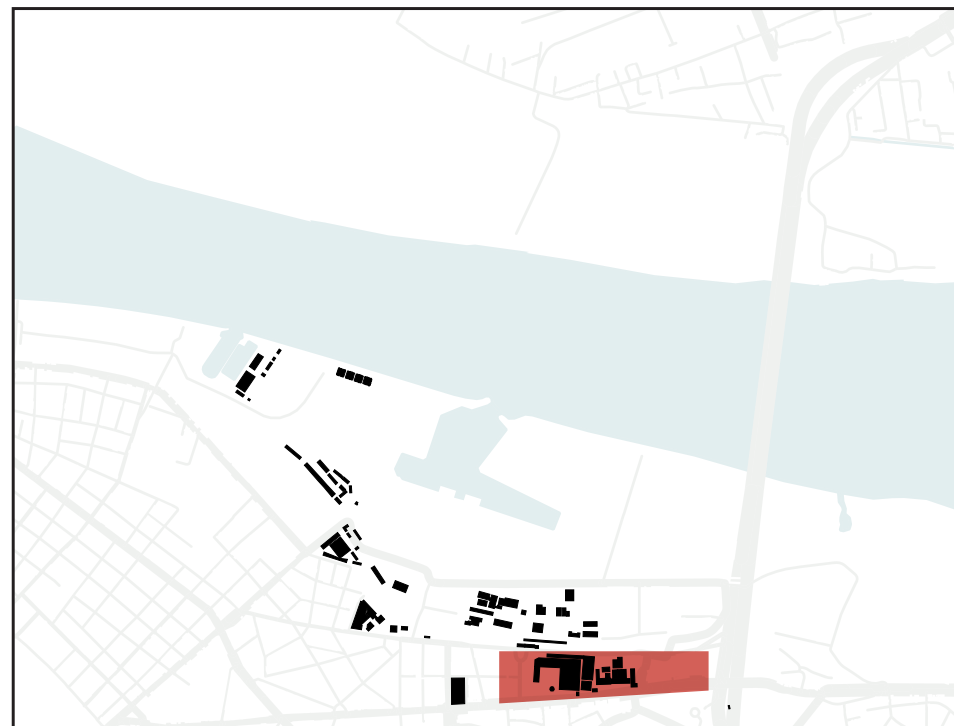
Port of Danube Industriality



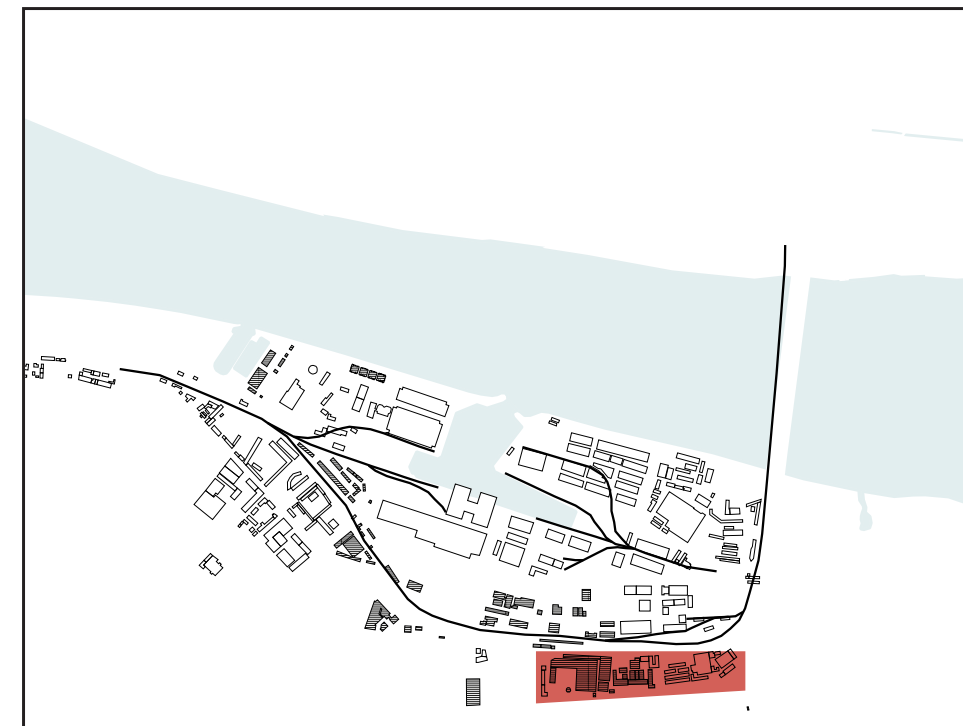
Fragment of the Port



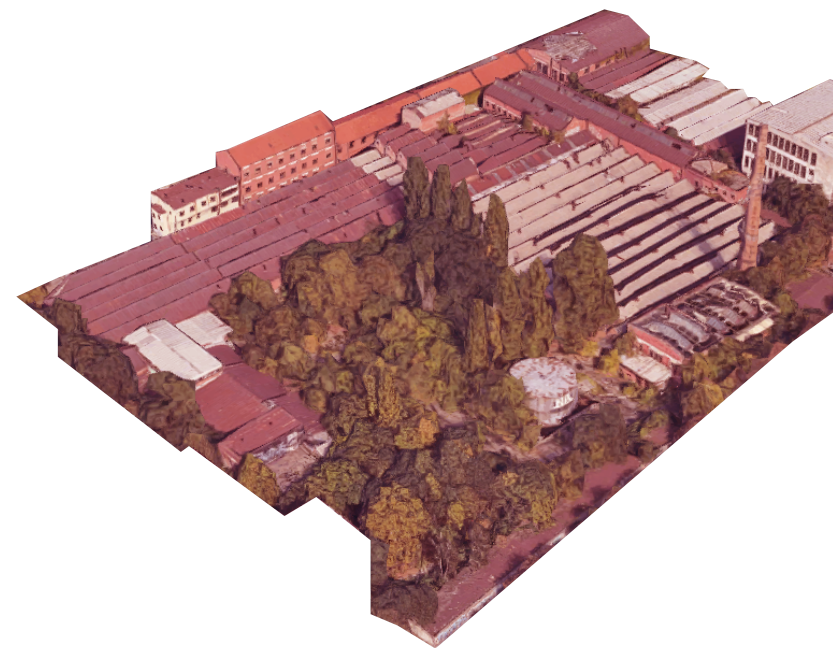
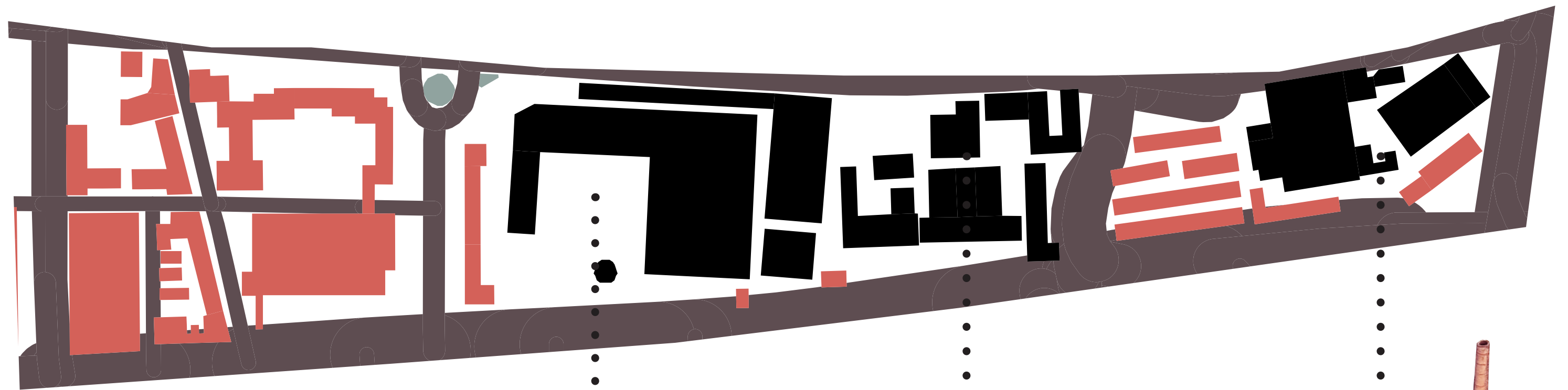
Morphology of the port:
heavy and light industry



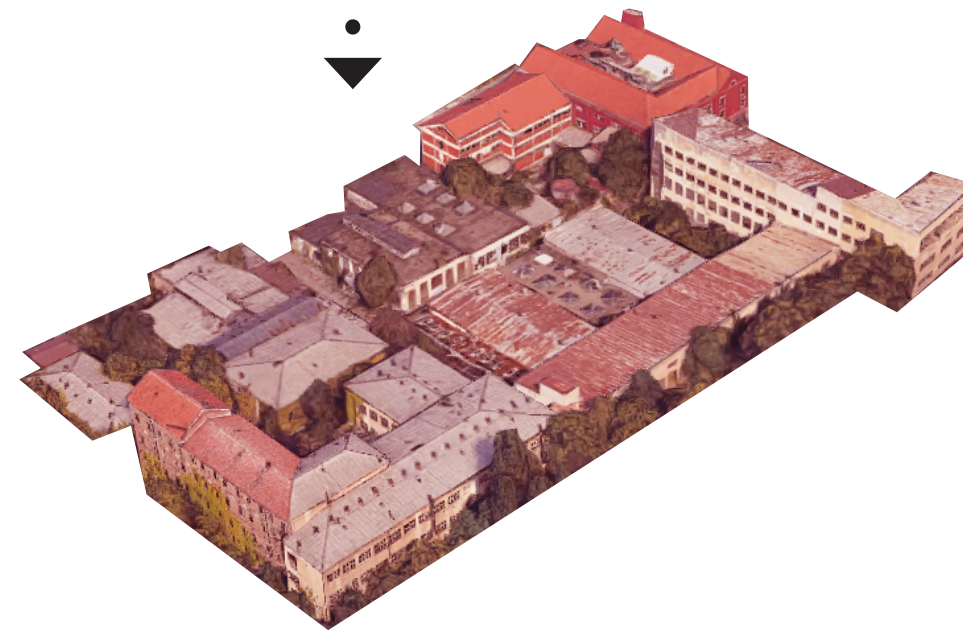
Unused fabric:
abandoned buildings in the port of Danube area



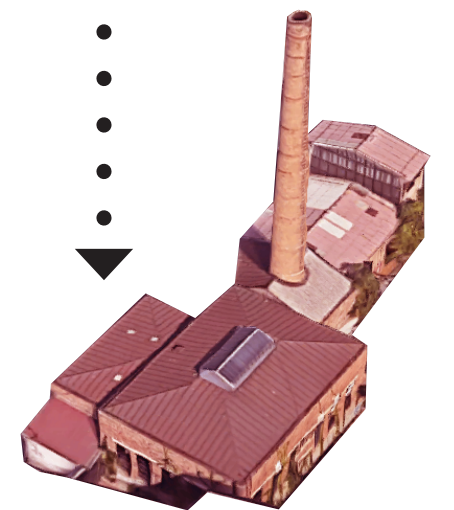
Infrastructure:
remaining traces of the industrial expansion



Abandoned Cotton Factory



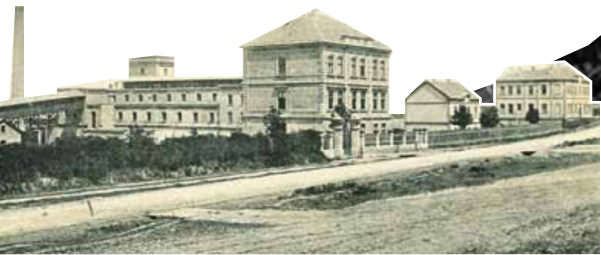
Abandoned Slaughterhouse



Abandoned Factory

BEOGRADSKI PAMUCNI KOMBINAT (BPK)

1850 - Wasteland with waterstreams



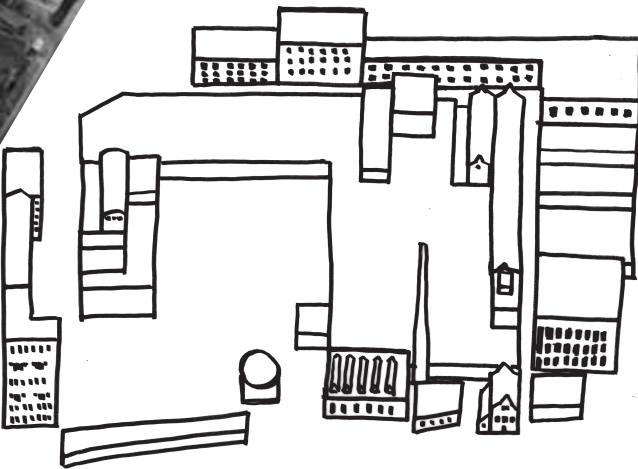
1895 - Belgrade's first industrial building is built: the slaughterhouse 'Klanica'

1903 - Establishment Small Workshop



1906 - Official permit to build the factory

1911 - International Company



1920 - Renovation after WWI

1924 - Taken over by the state.

1990 - Transition market socialism to capitalism



1930 - 1990 - On of the biggest cotton factory in the Balkans.

2001 - Bankruptcy and decay

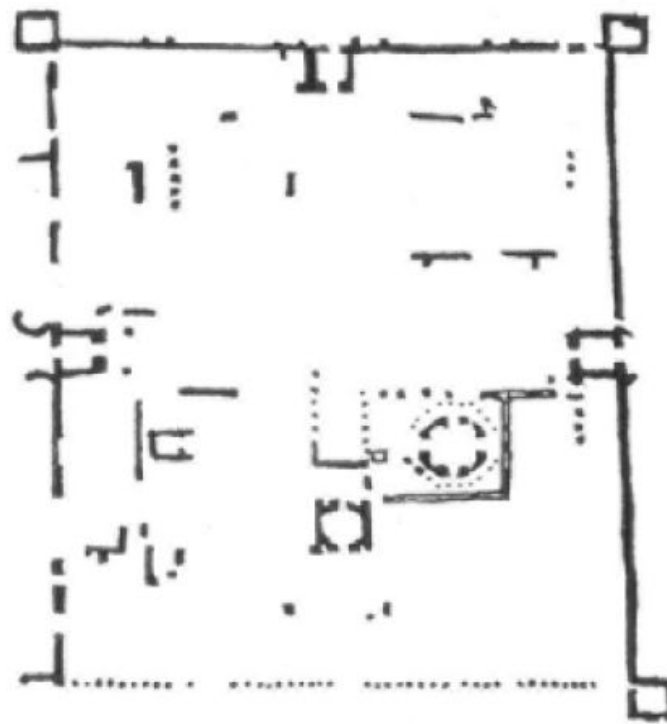
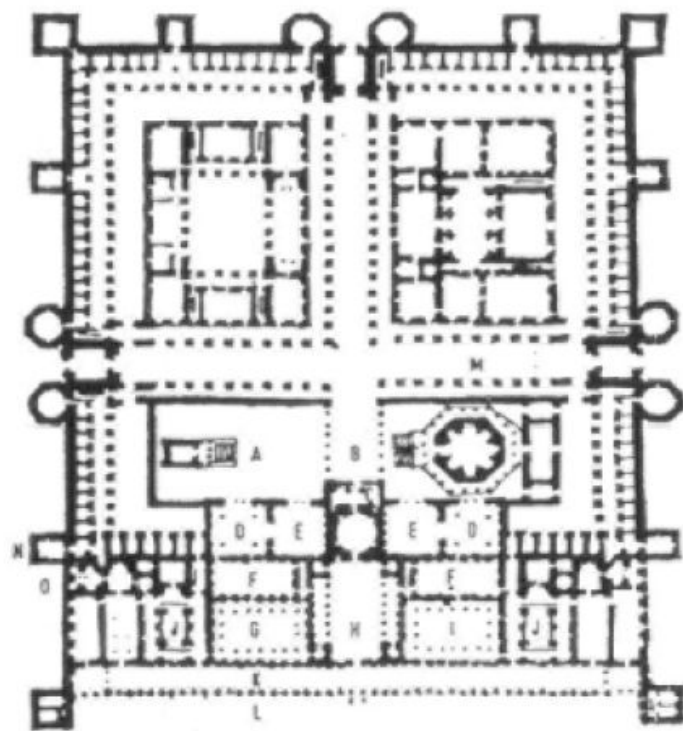
How can re-scaling transcend Belgrade's large abandoned industrial complexes from their neglected liminal state?

Re-scaling can transcend Belgrade's large abandoned industrial complexes from their neglected liminal state by humanizing the industrial building type.

... humanizing the industrial building type.

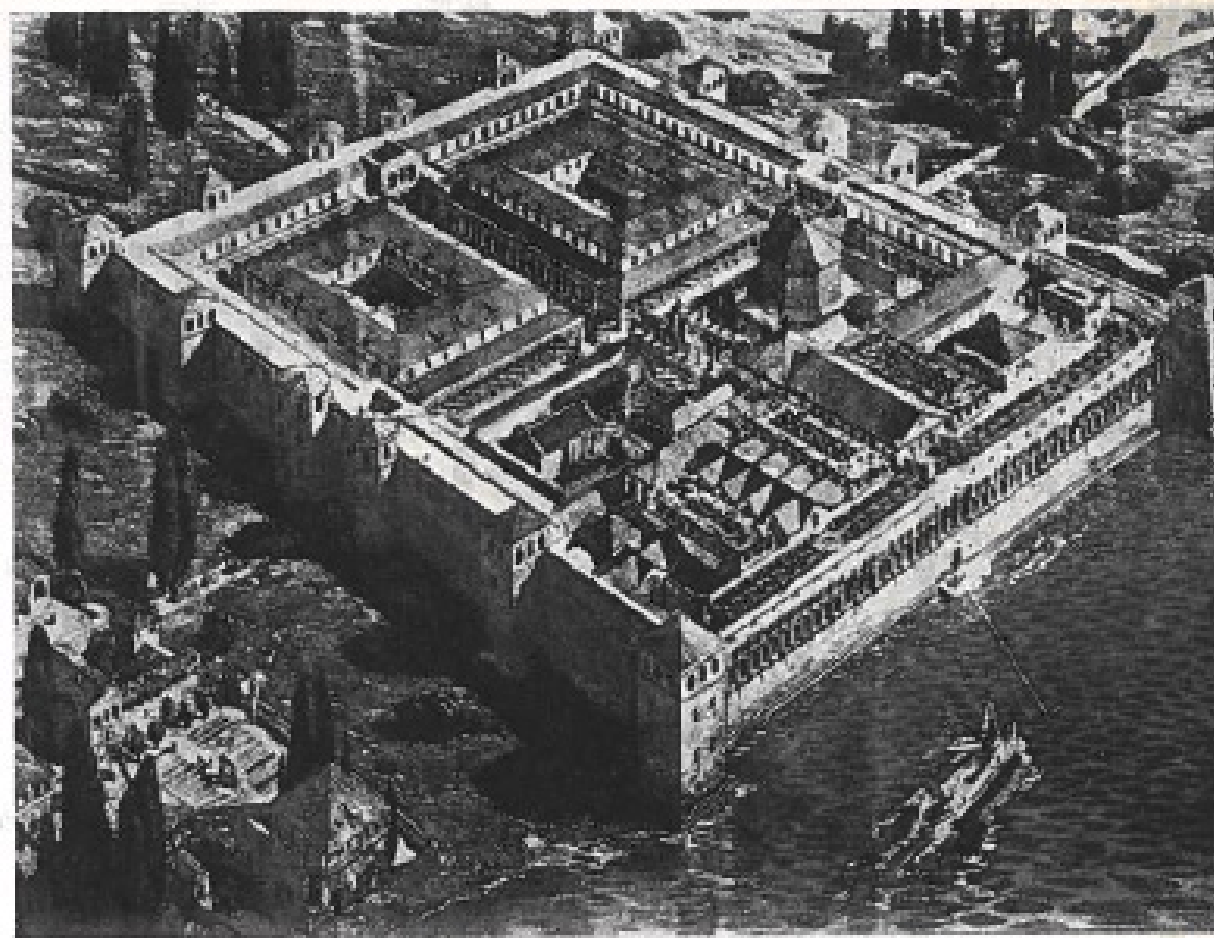
1. Introduction
- 2. Project approach**
3. Method
4. Concept
5. Design

Scaling down Diocletian's Palace



Scaling down Diocletian's Palace

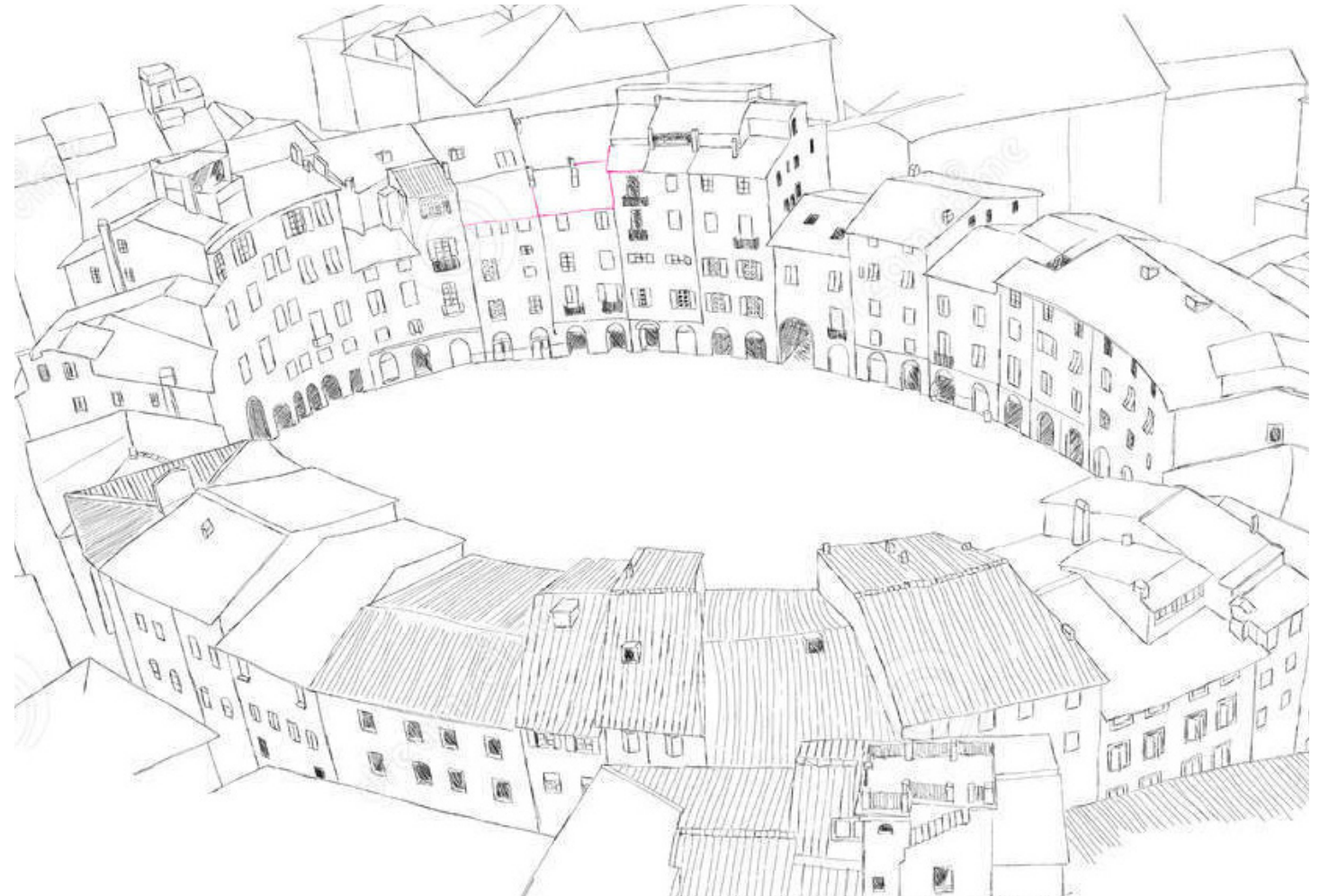
**een huis
van een
keizer
werd stad
voor 3000 mensen
te
Split**



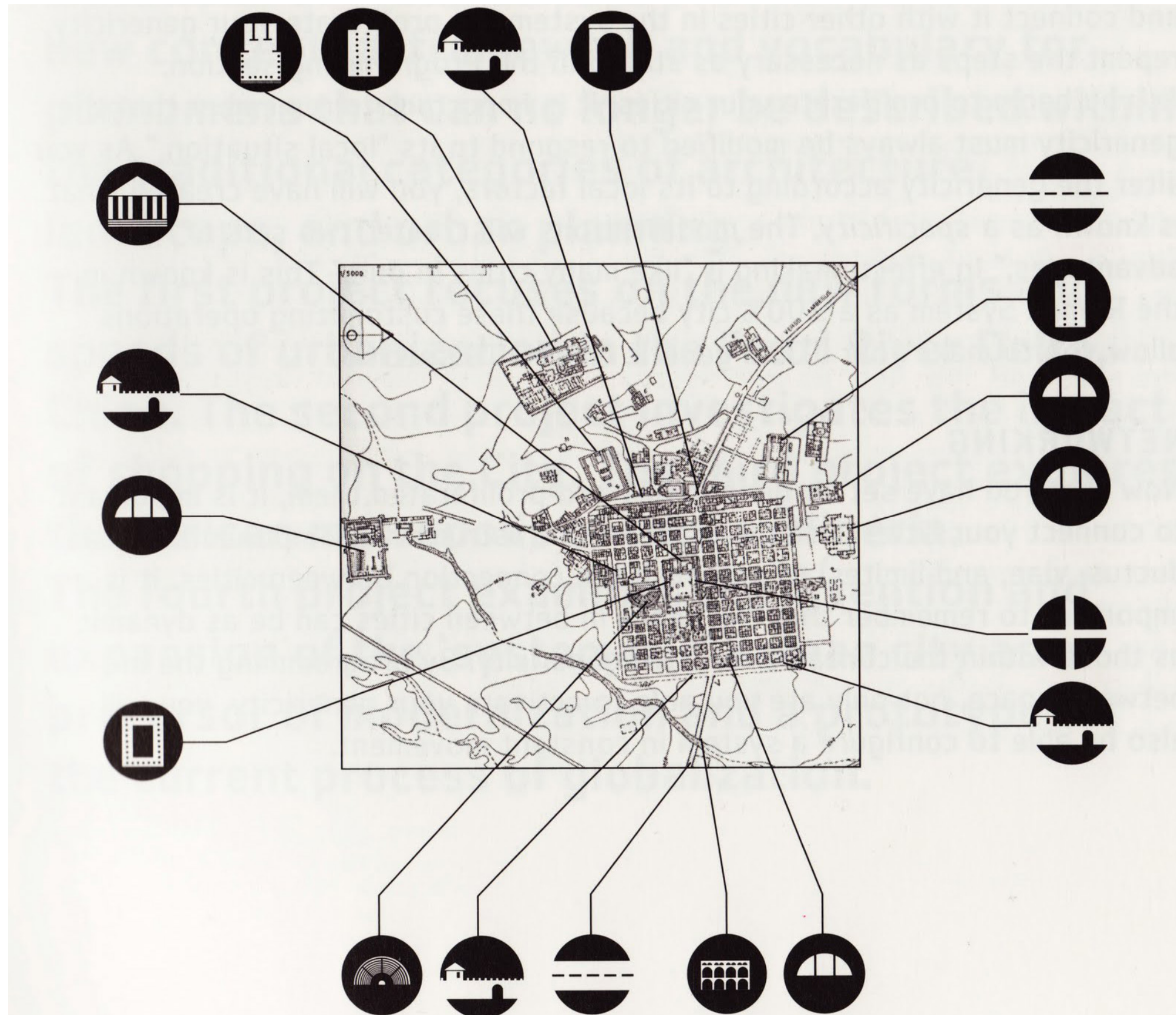
“The home of an emperor became a city for 3000 people.”

Jaap Bakema

Fortification of Arles and Spoliation of Lucca

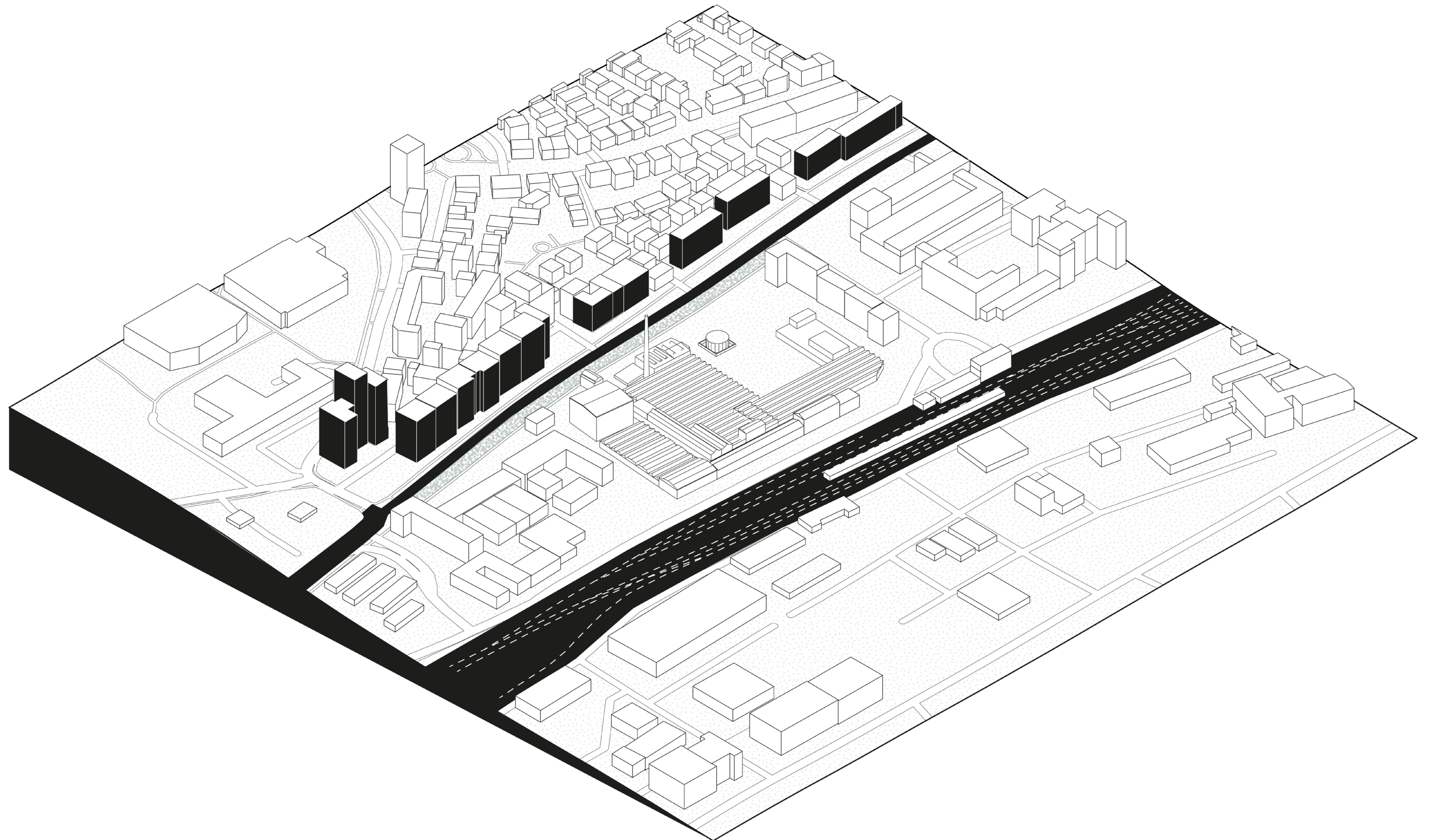


How to build a Roman Operating System - Rem Koolhaas



1. Introduction
2. Project approach
- 3. Method**
4. Concept
5. Design

Urban Situation



Site of abandoned
painting factory

Unused train station

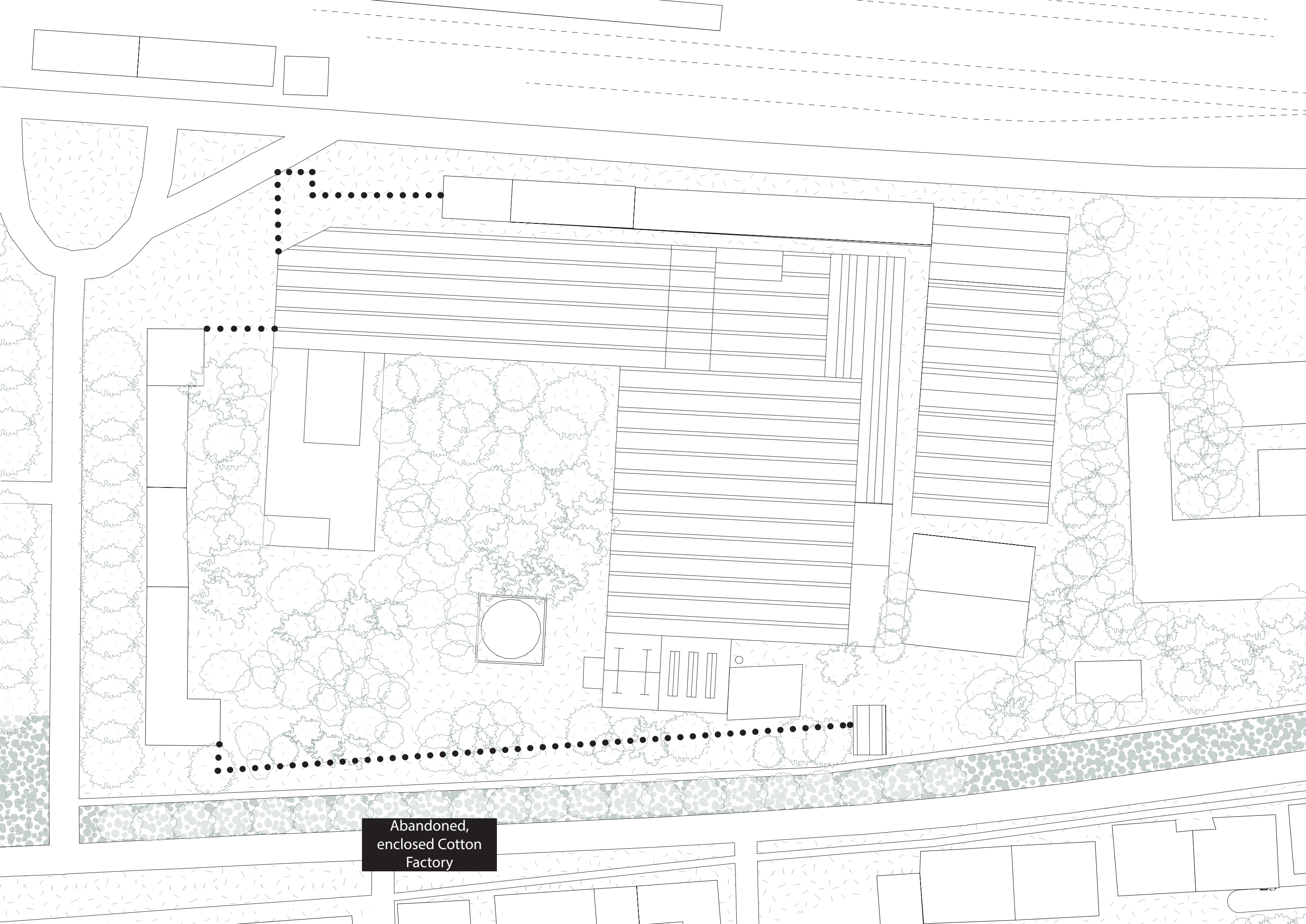
Abandoned
Slaughterhouse

European-road

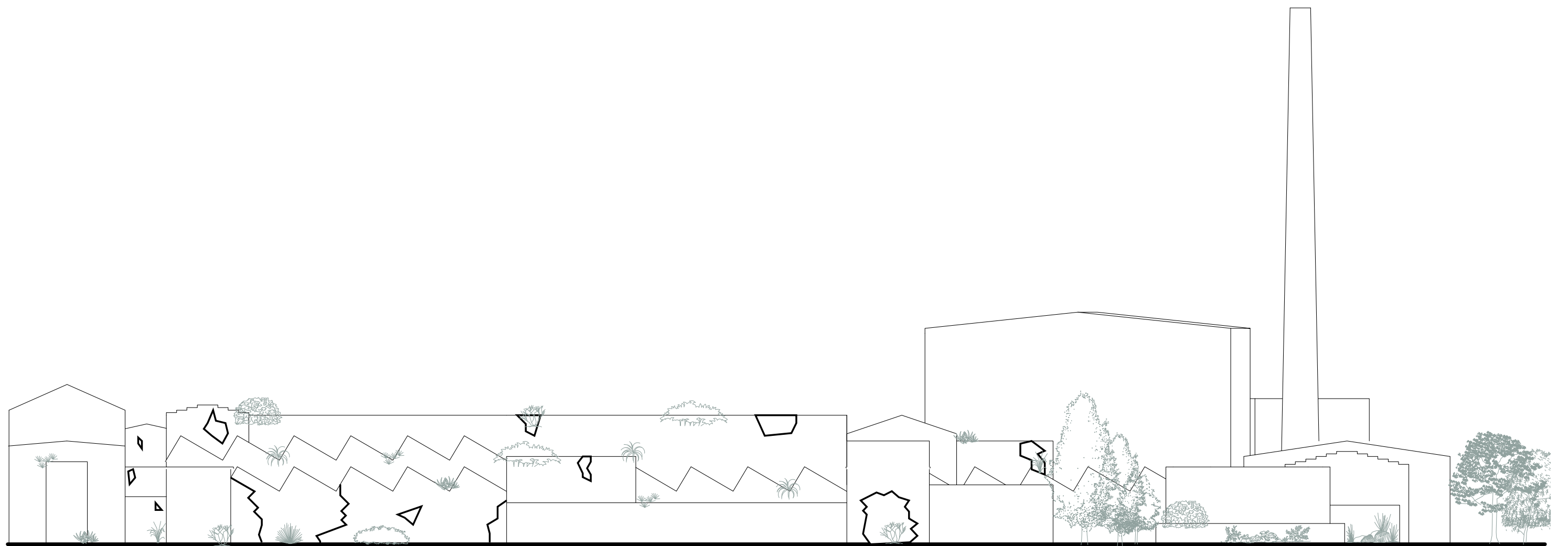
Social modernist
residential towers

Campus of Technical
Schools

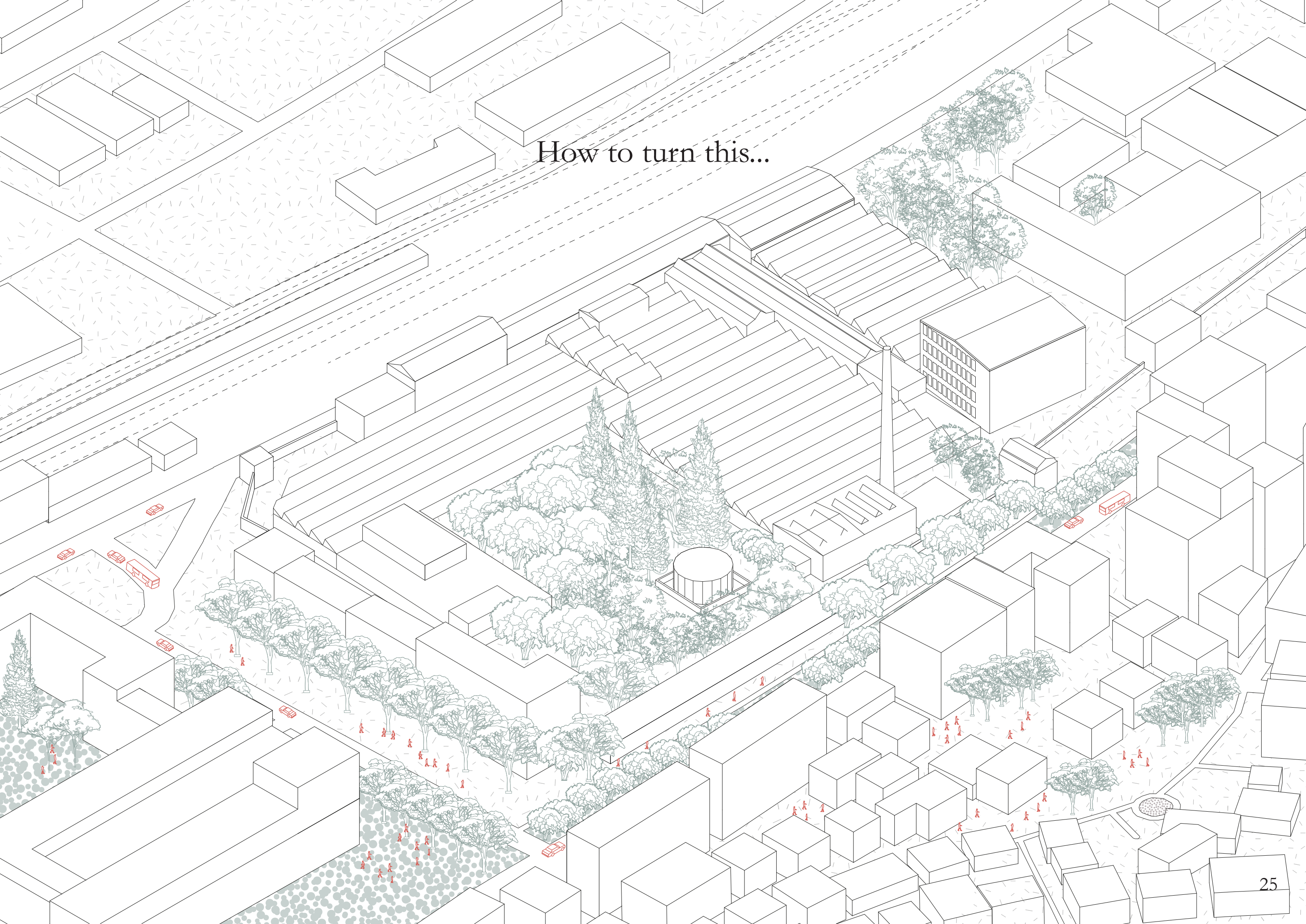
Residential housing
blocks low-rise



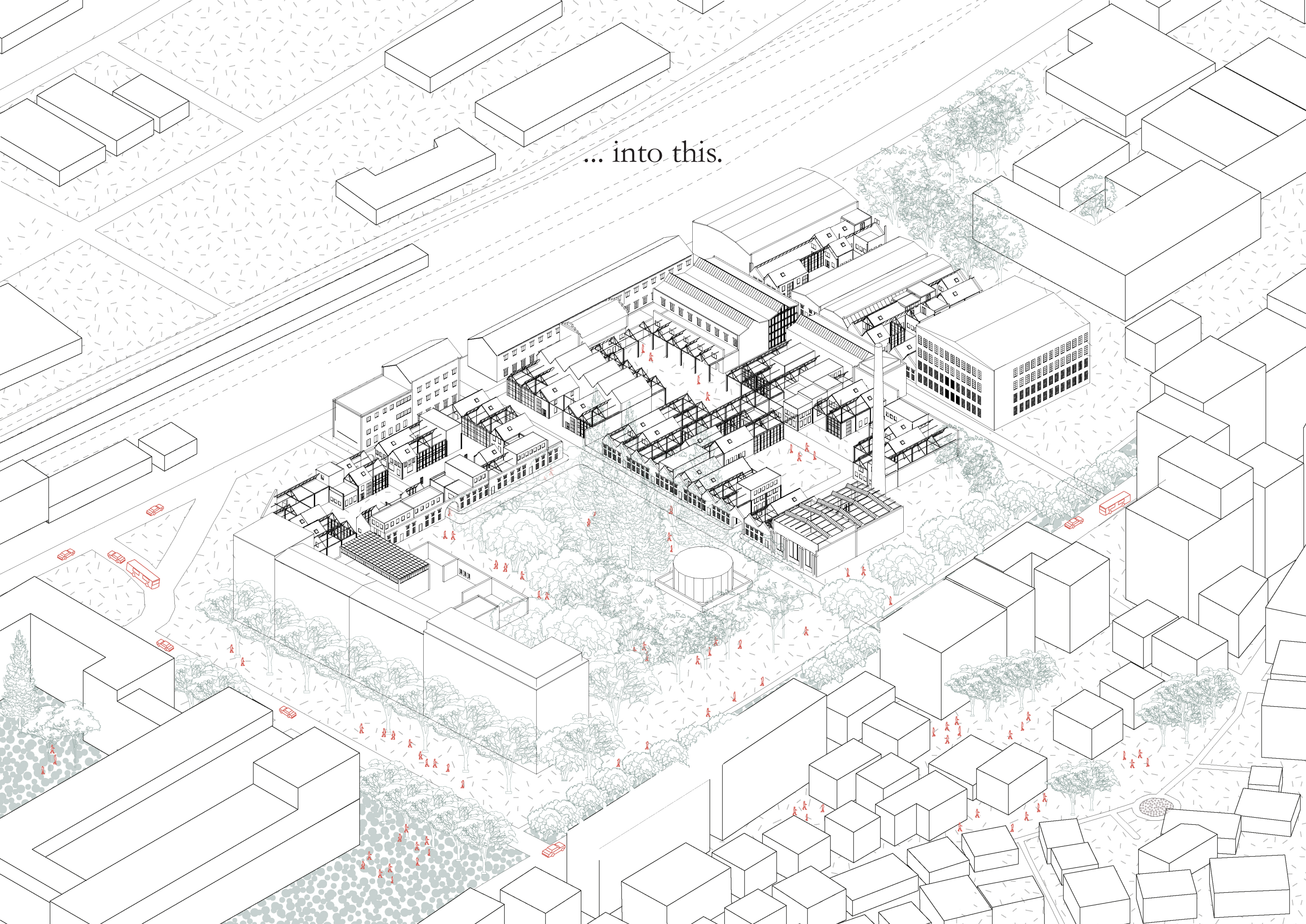
Abandoned,
enclosed Cotton
Factory



How to turn this...



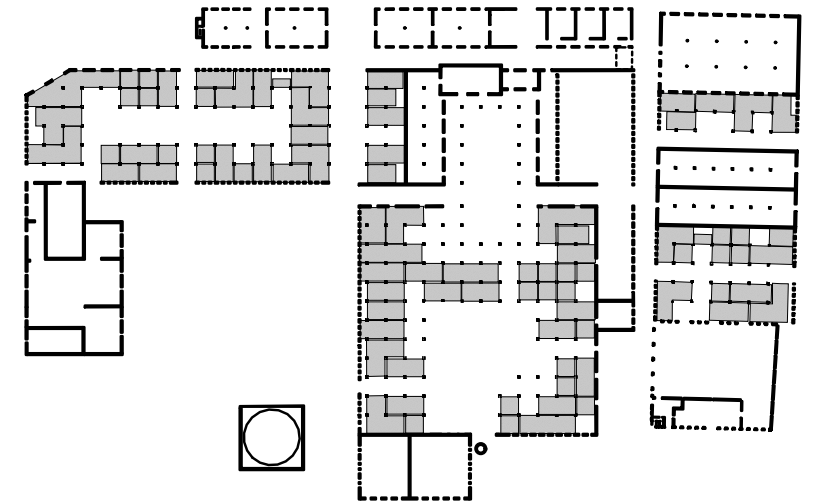
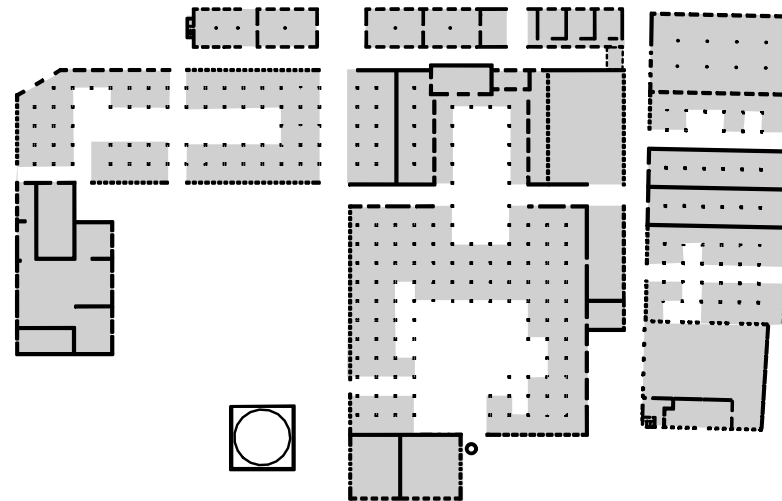
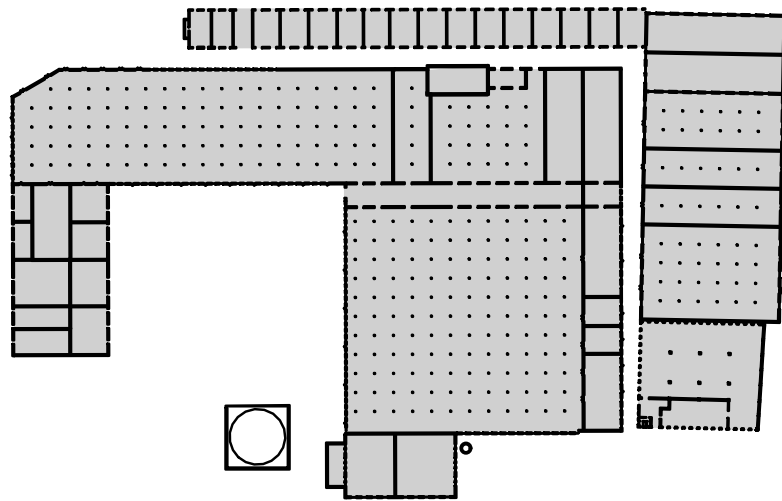
... into this.



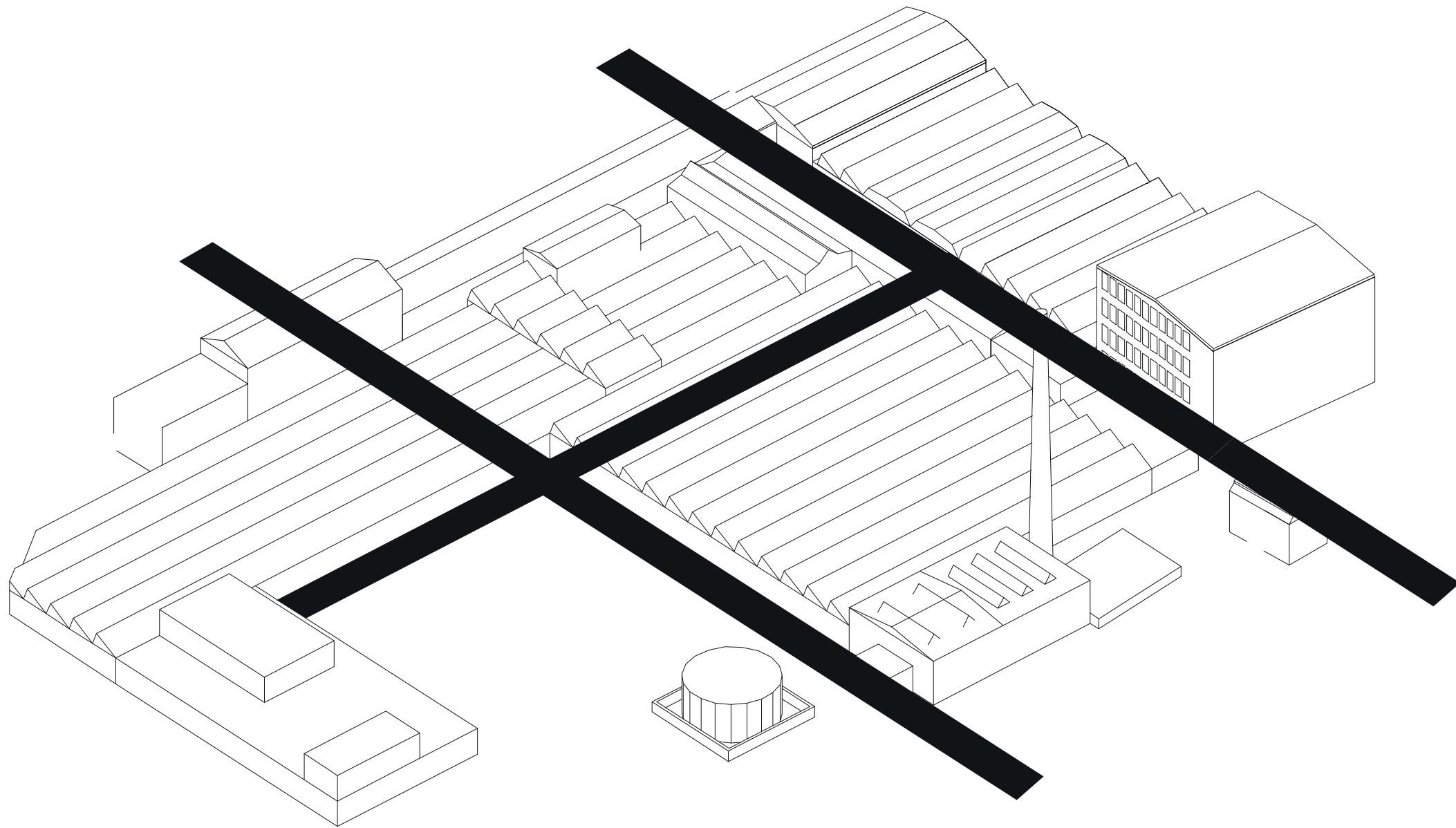
1. Introduction
2. Project intentions
3. Method
- 4. Concept**
5. Design

EXCAVATION
FRAGMENTATION
SCALING

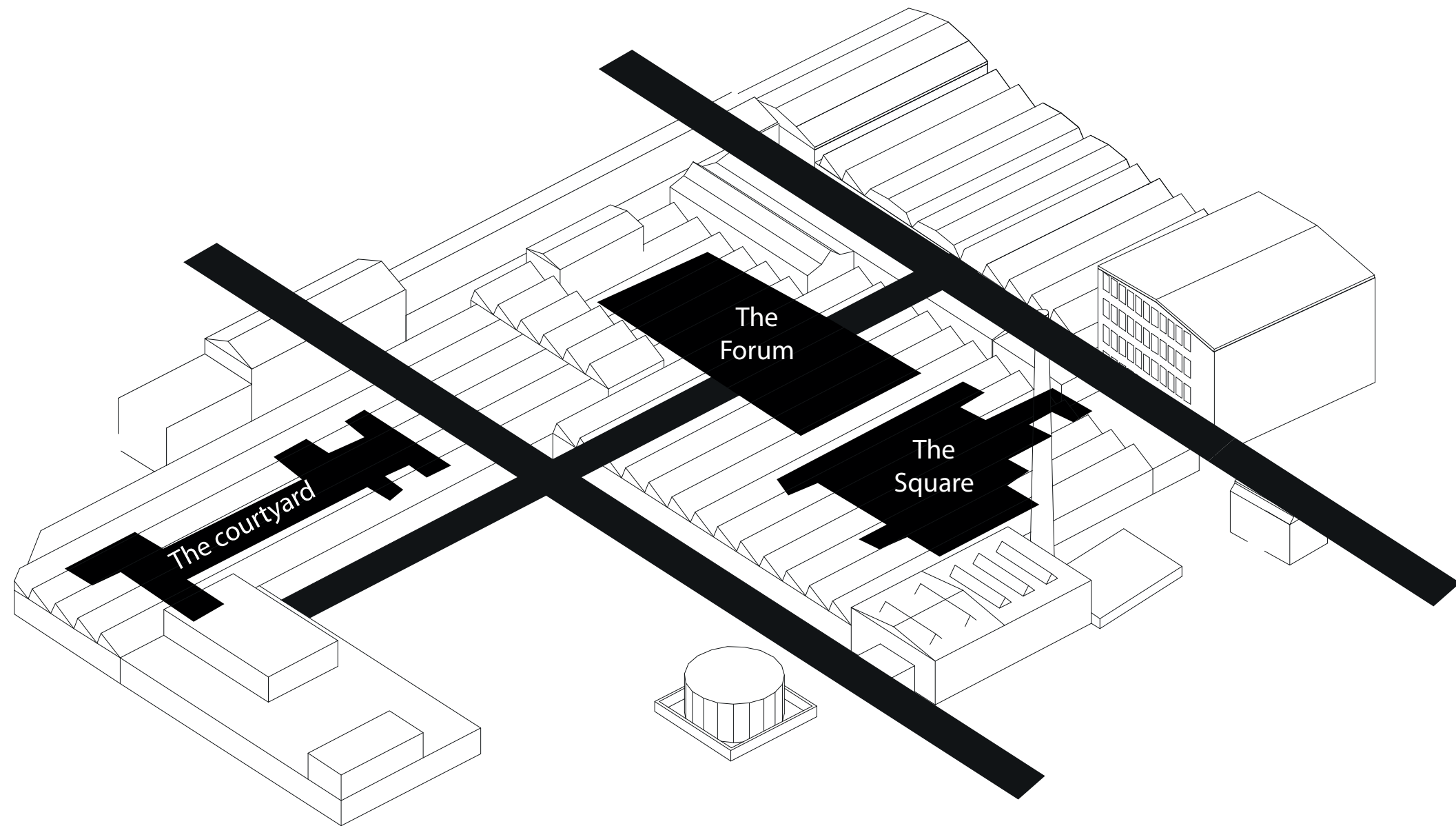
Opening up by excavating



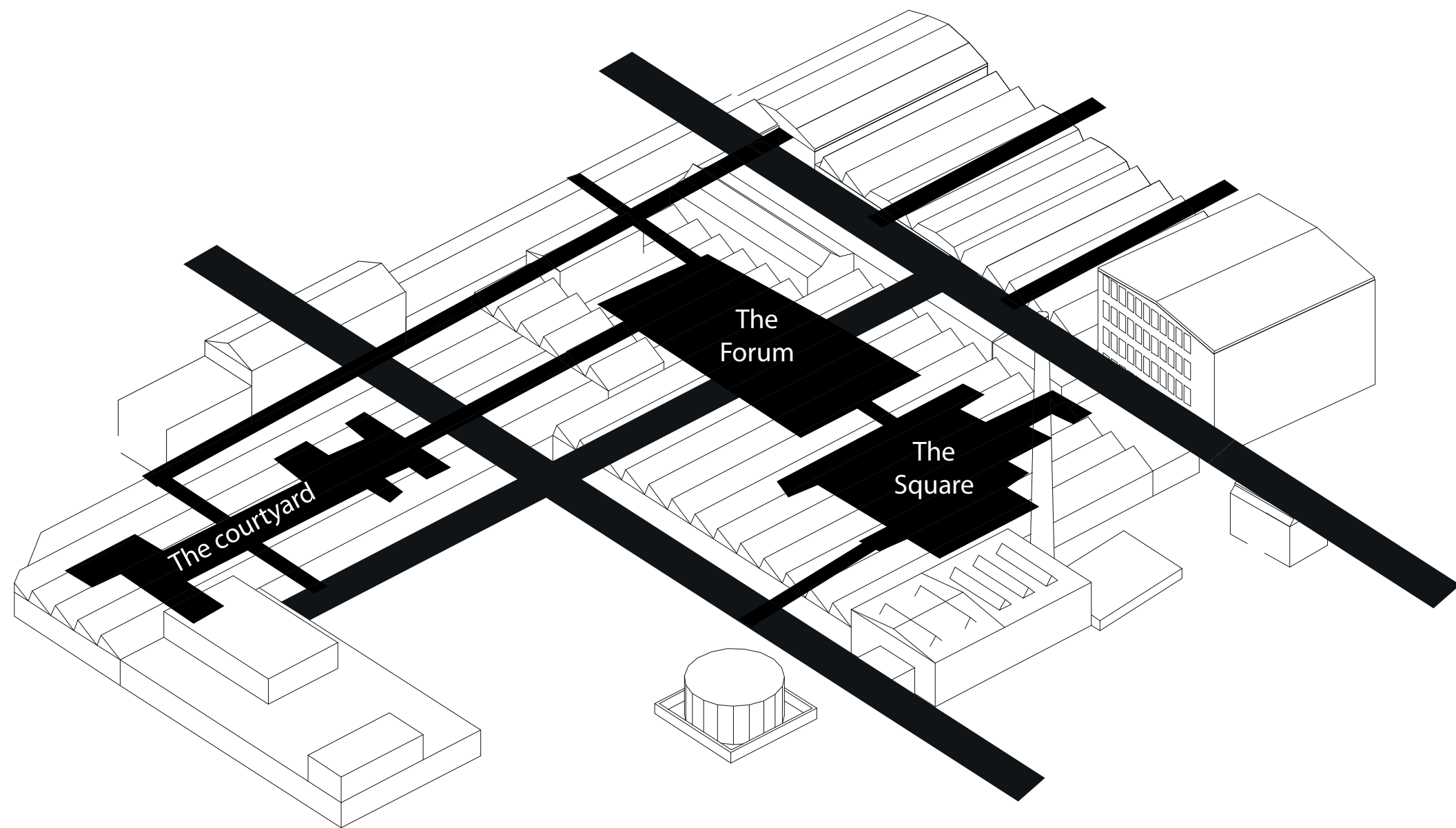
Main Axis



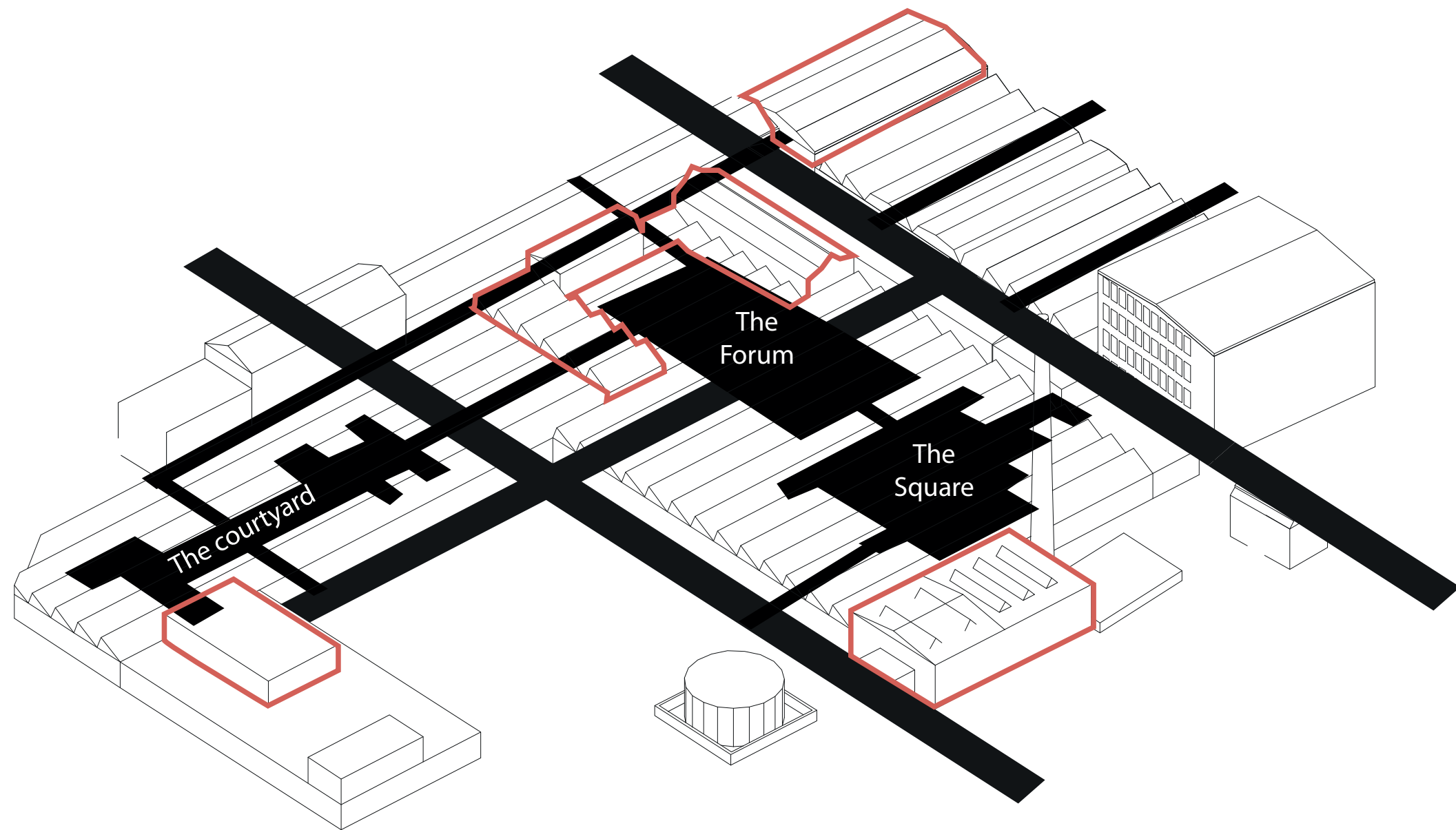
Public Spaces



Connection of Public Spaces

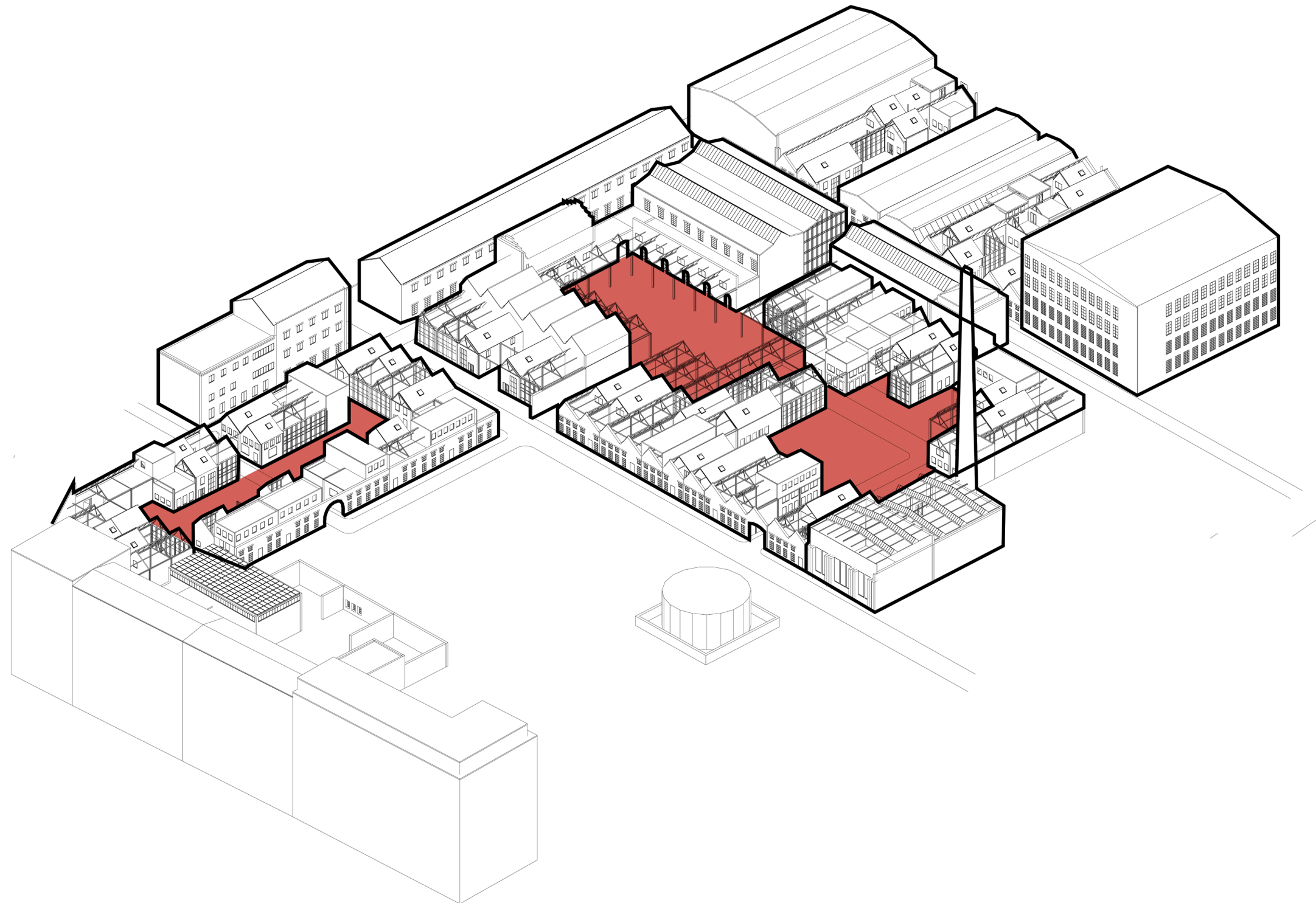


Connection Public Buildings

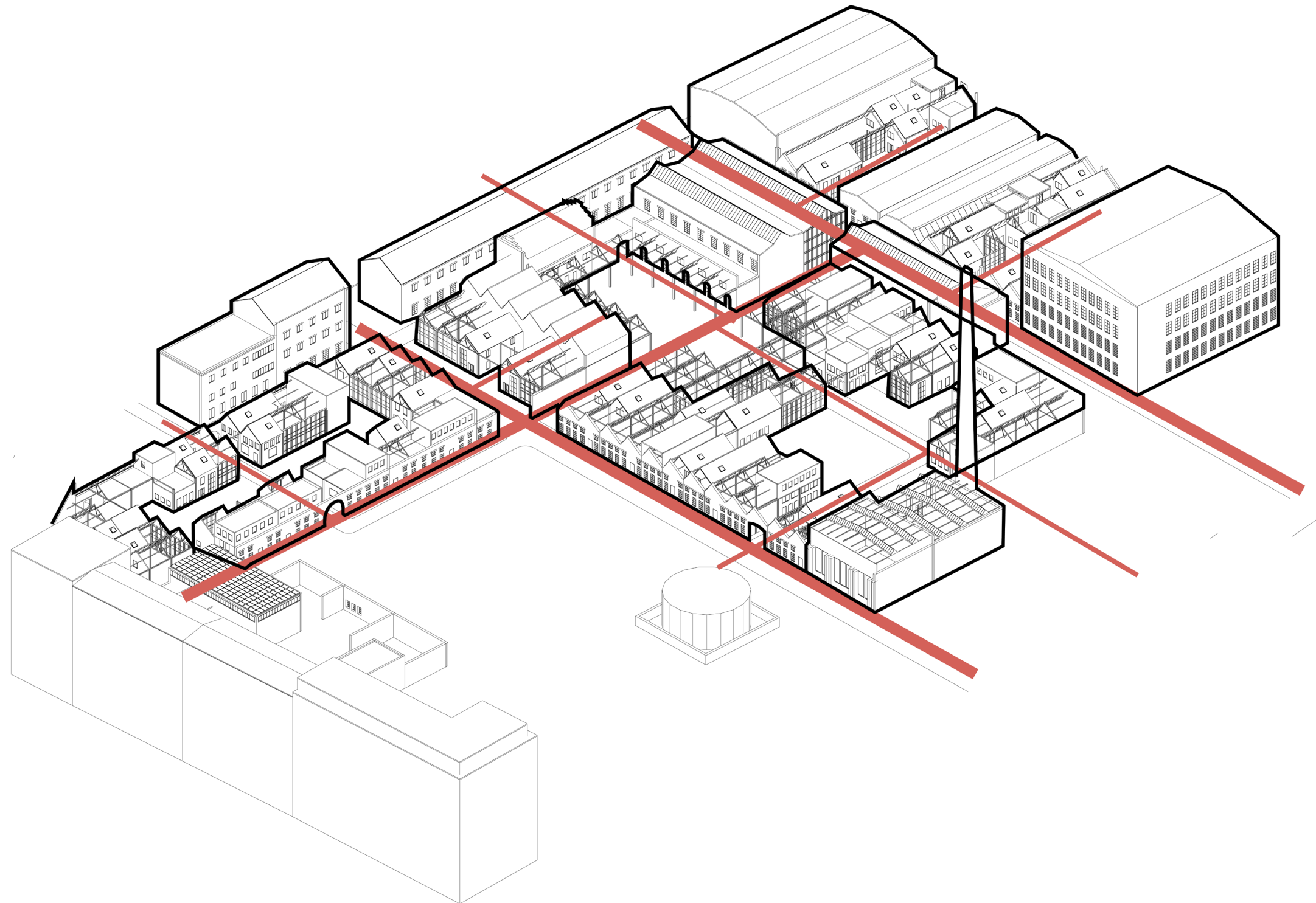


1. Introduction
2. Project approach
3. Method
4. Concept
5. Design

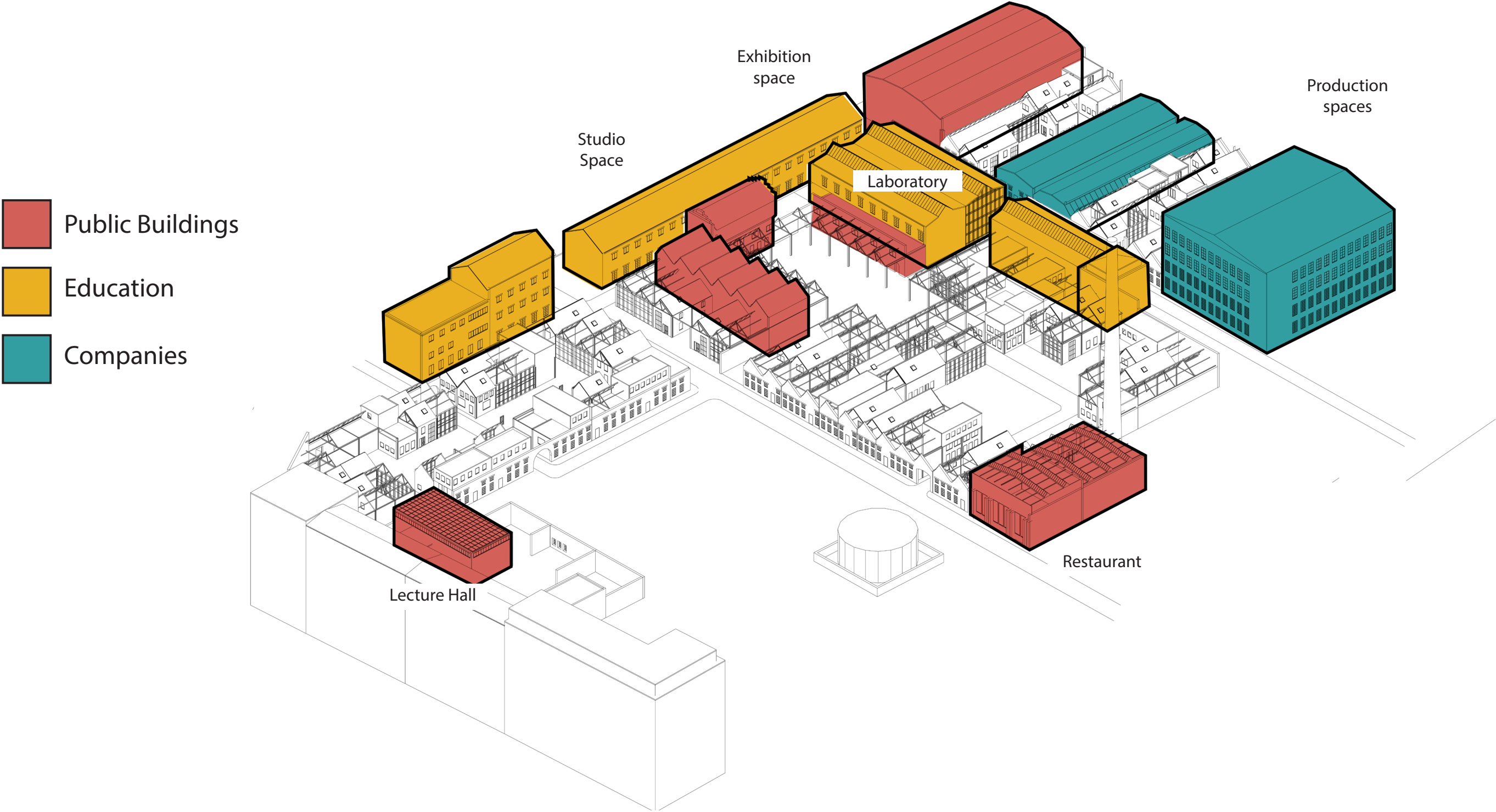
Public Spaces



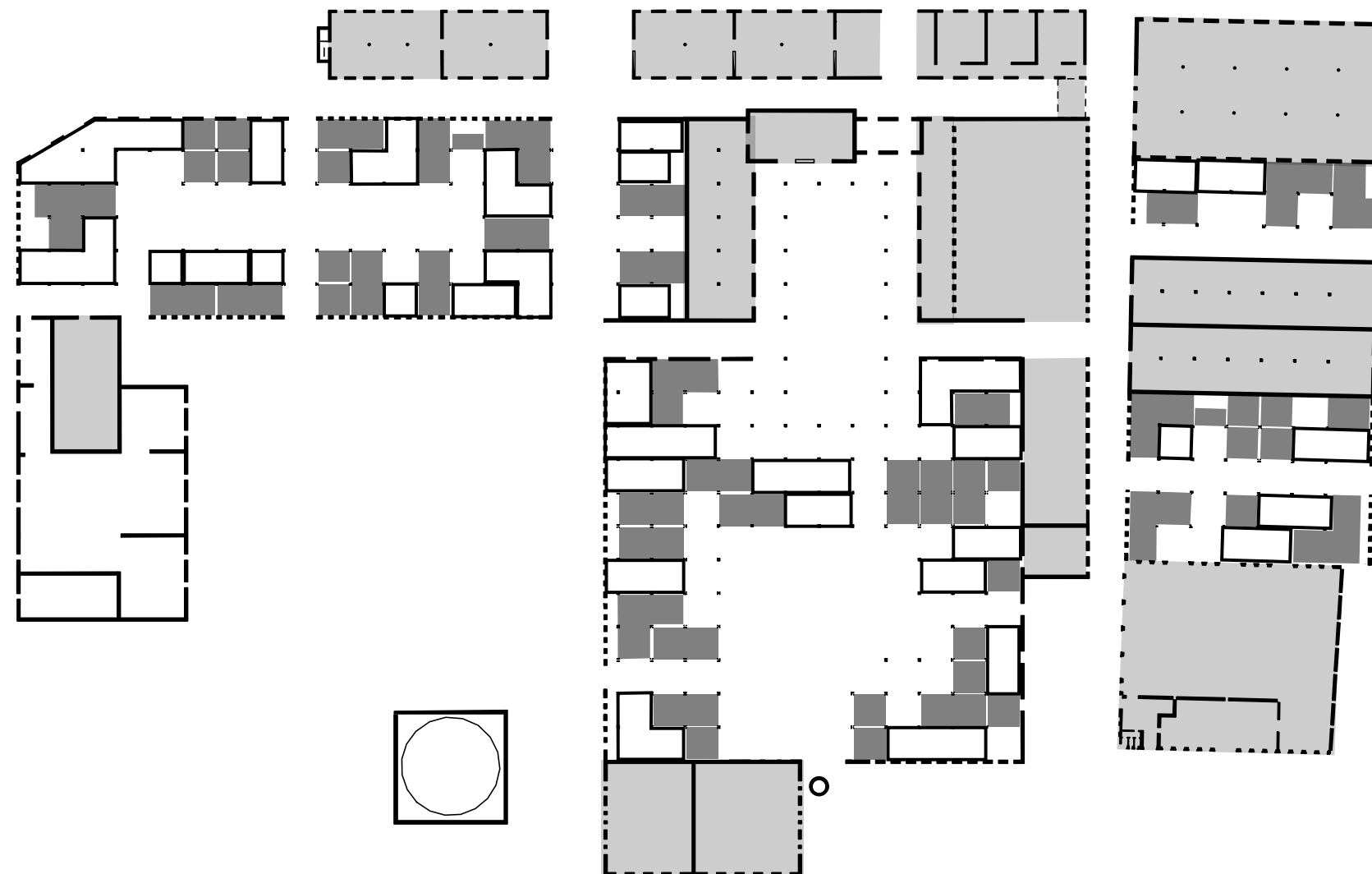
Connections

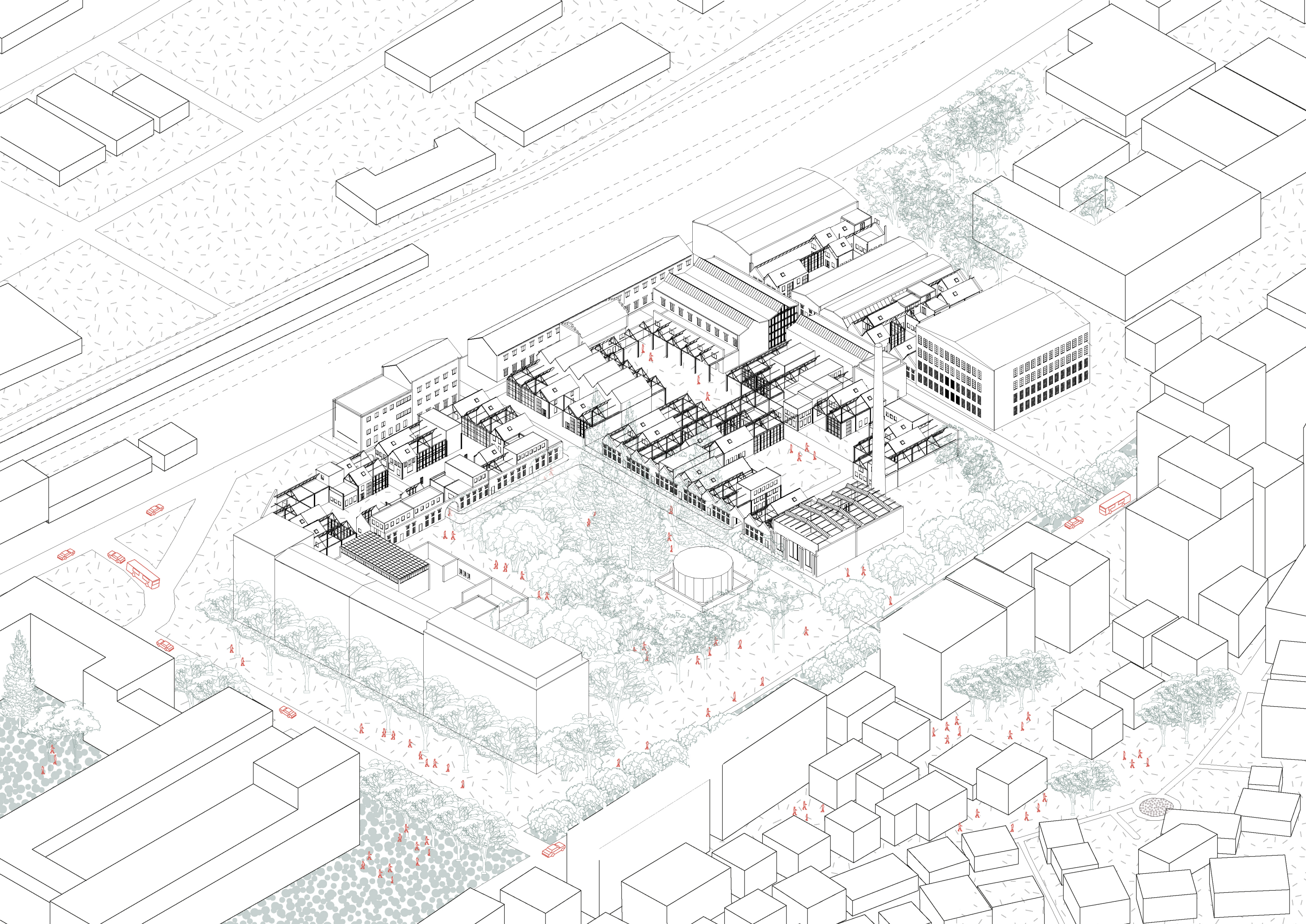


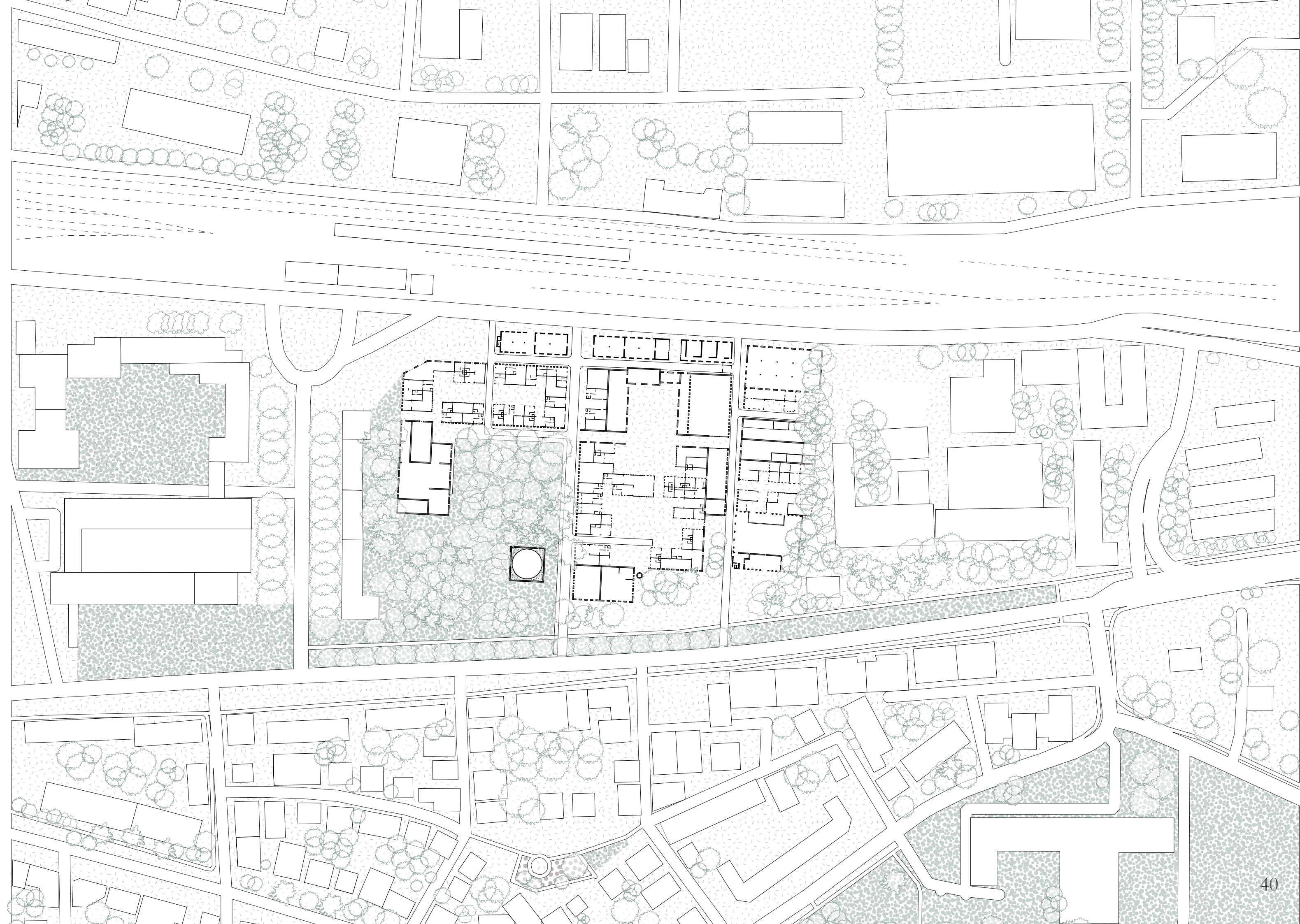
Transformed Programme



Combining workshops and houses









10 20 30

Masterplan











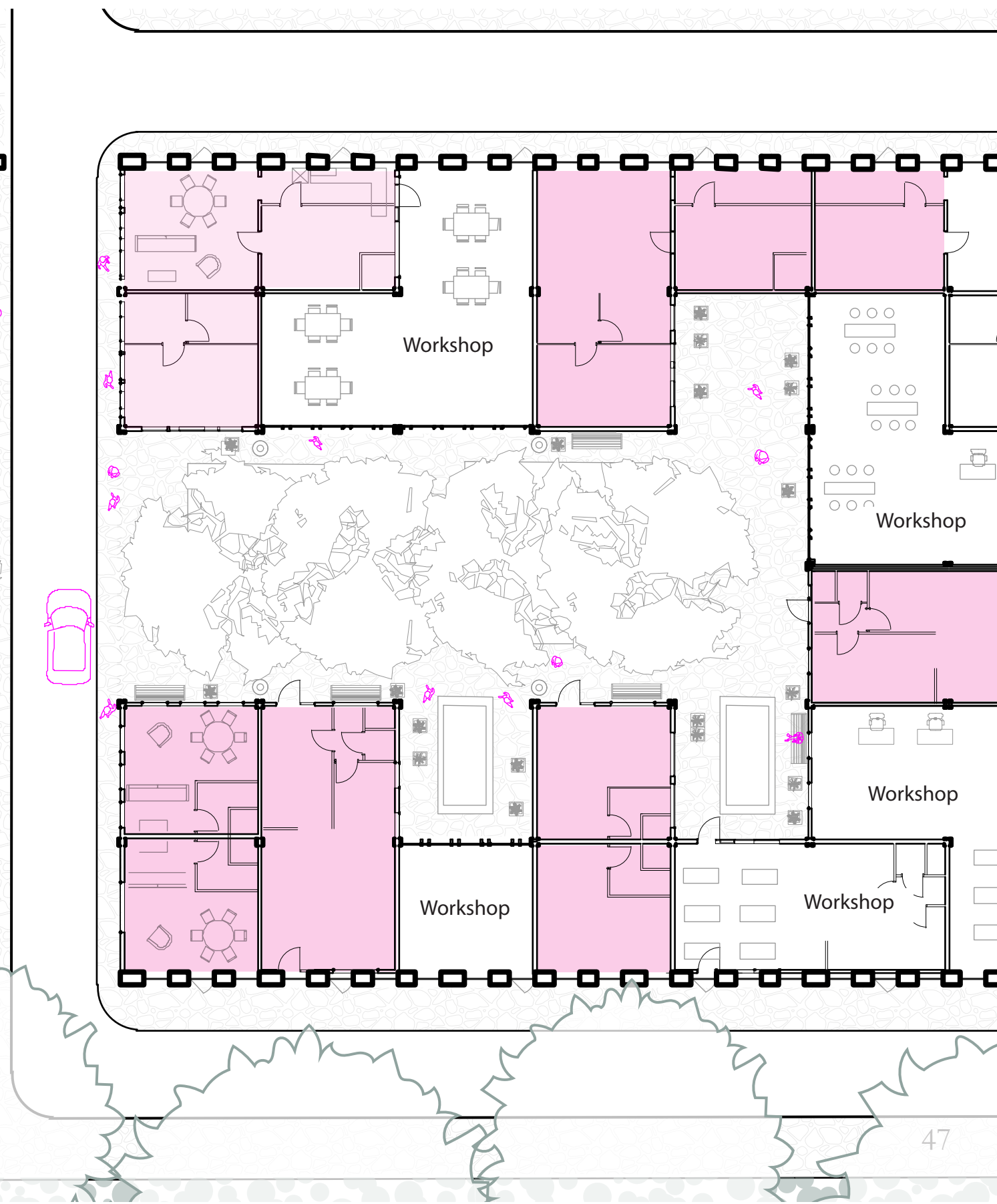
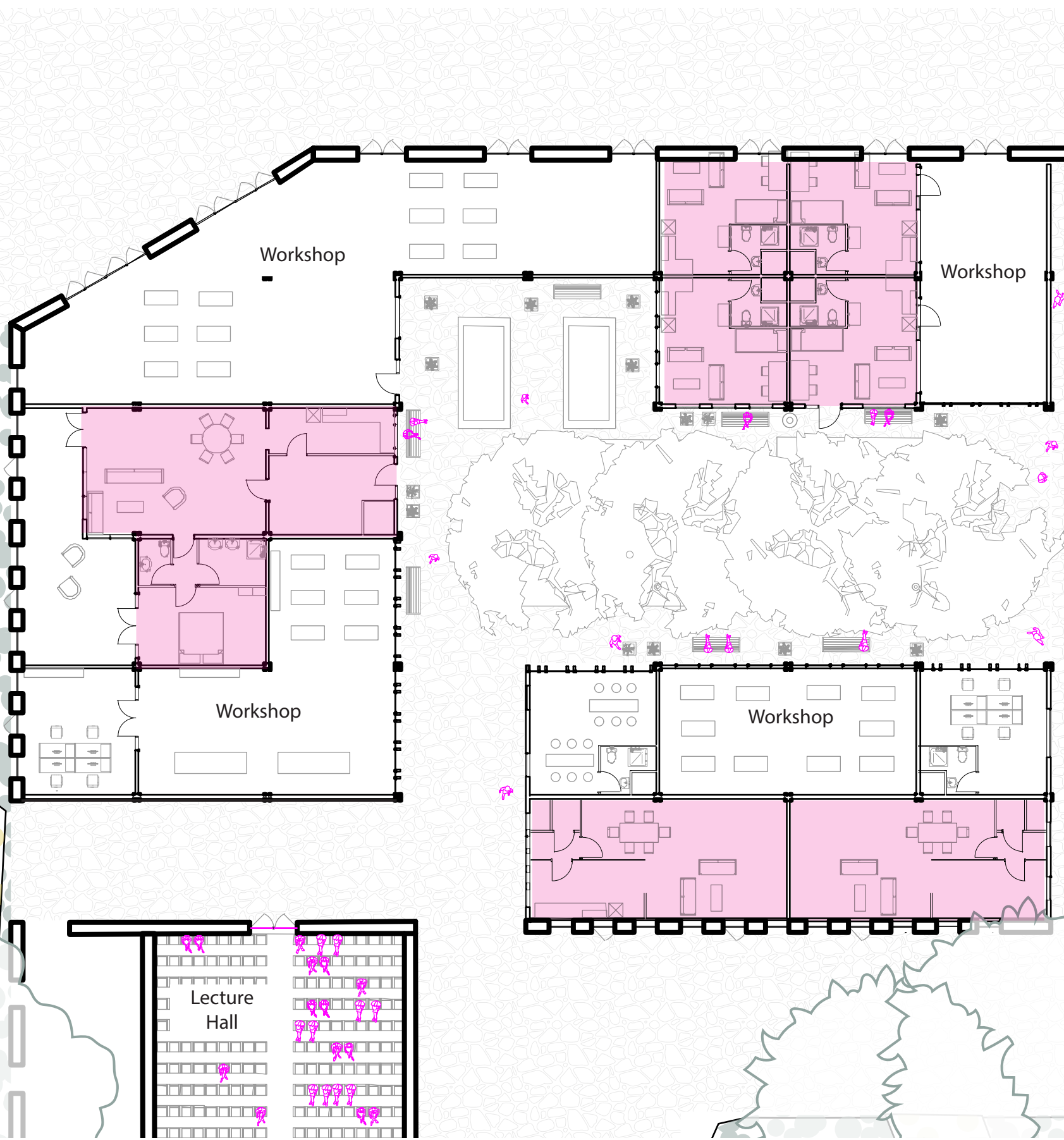
5 10 15

The Courtyard

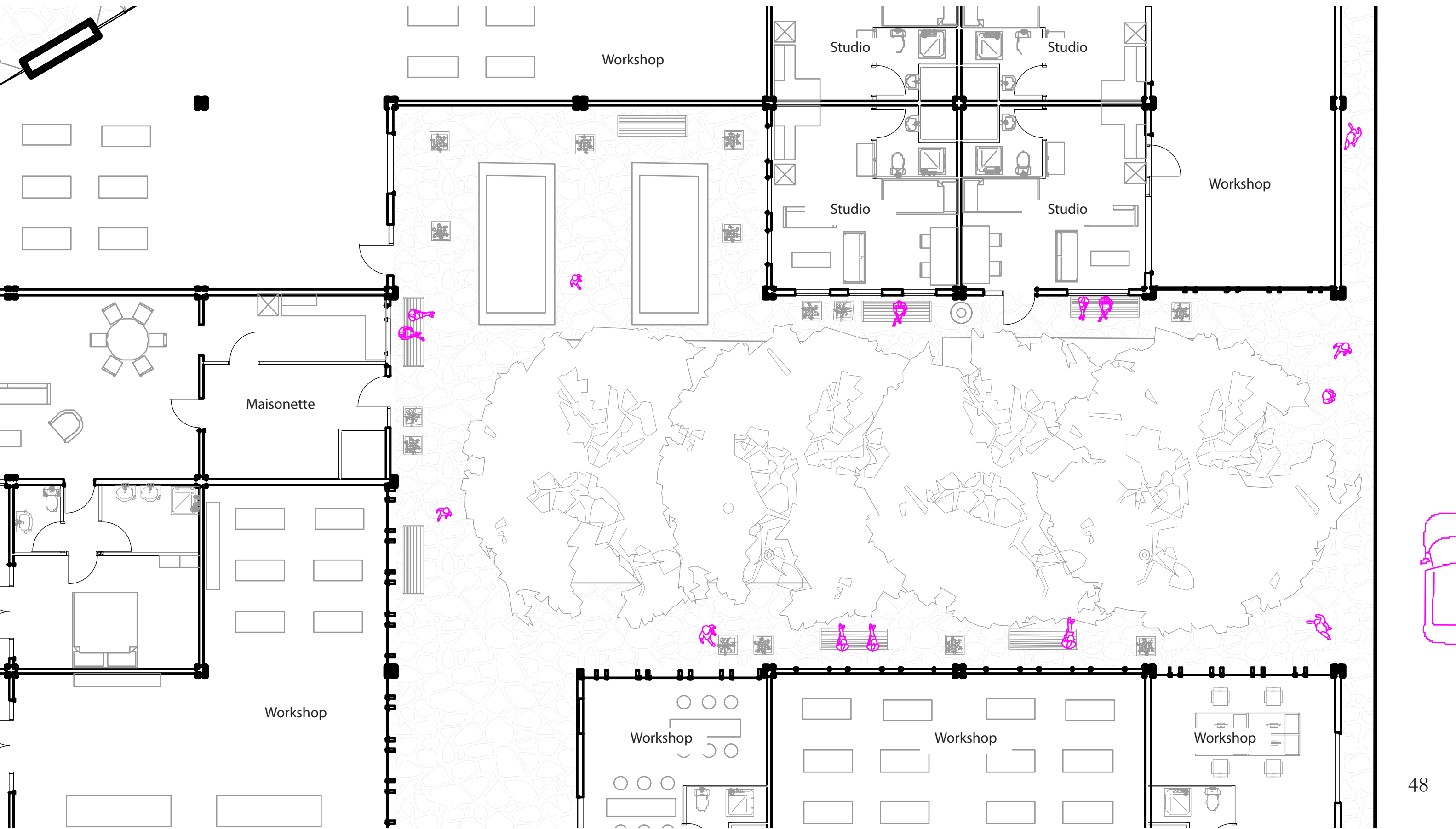




The Courtyard



The Courtyard



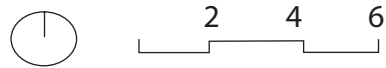


M R = NM = NR =

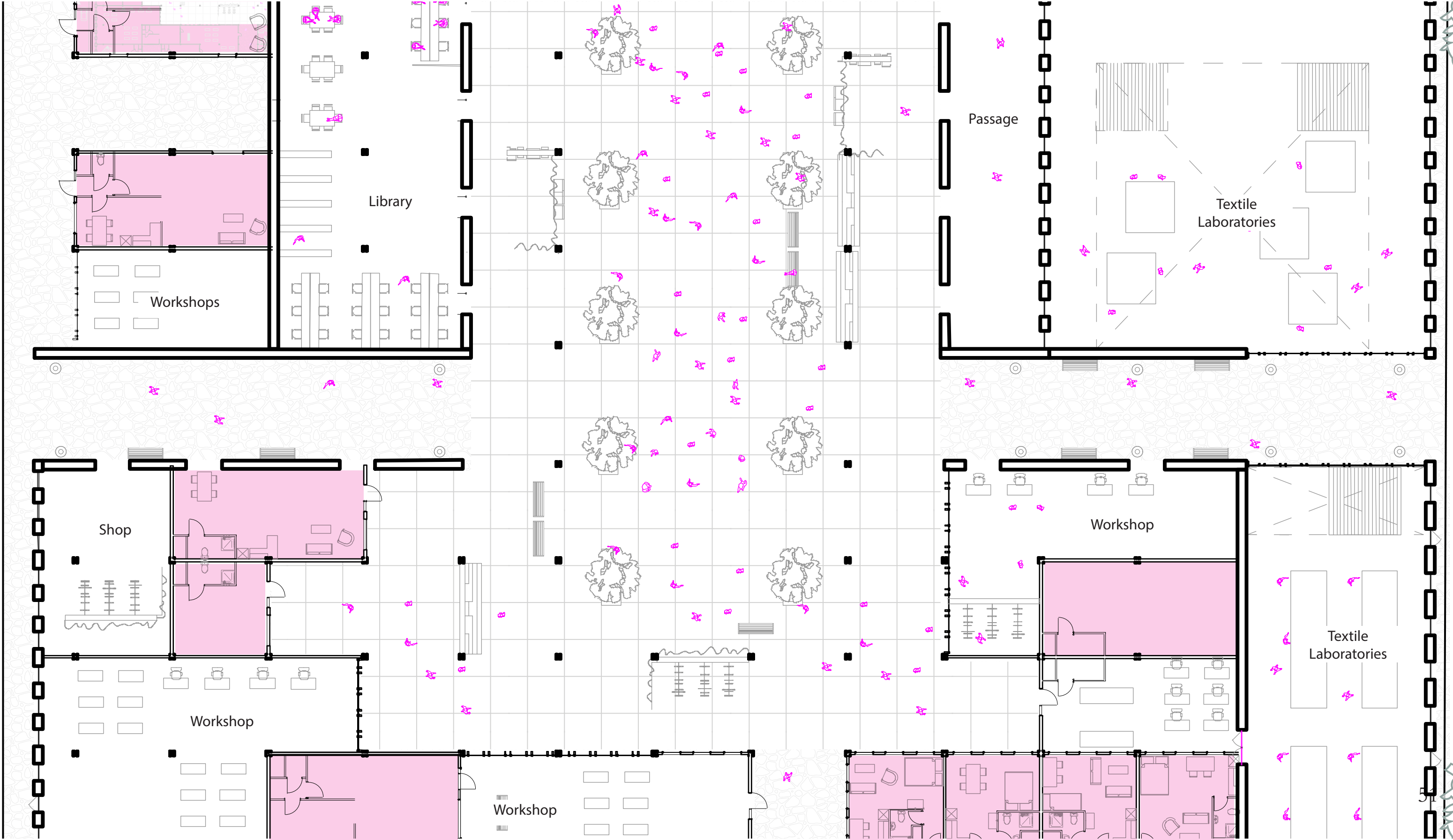
The Forum



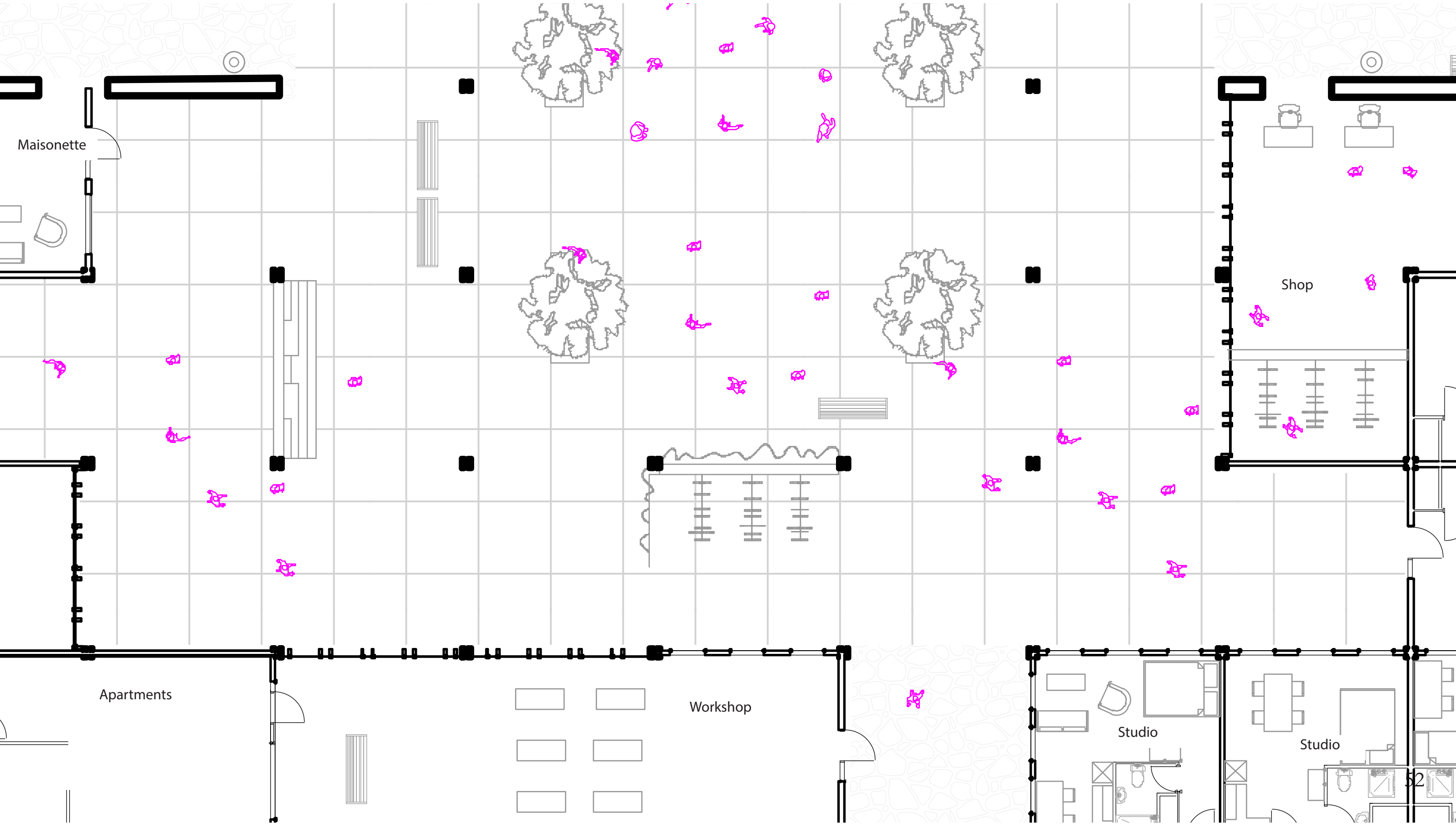




The Forum



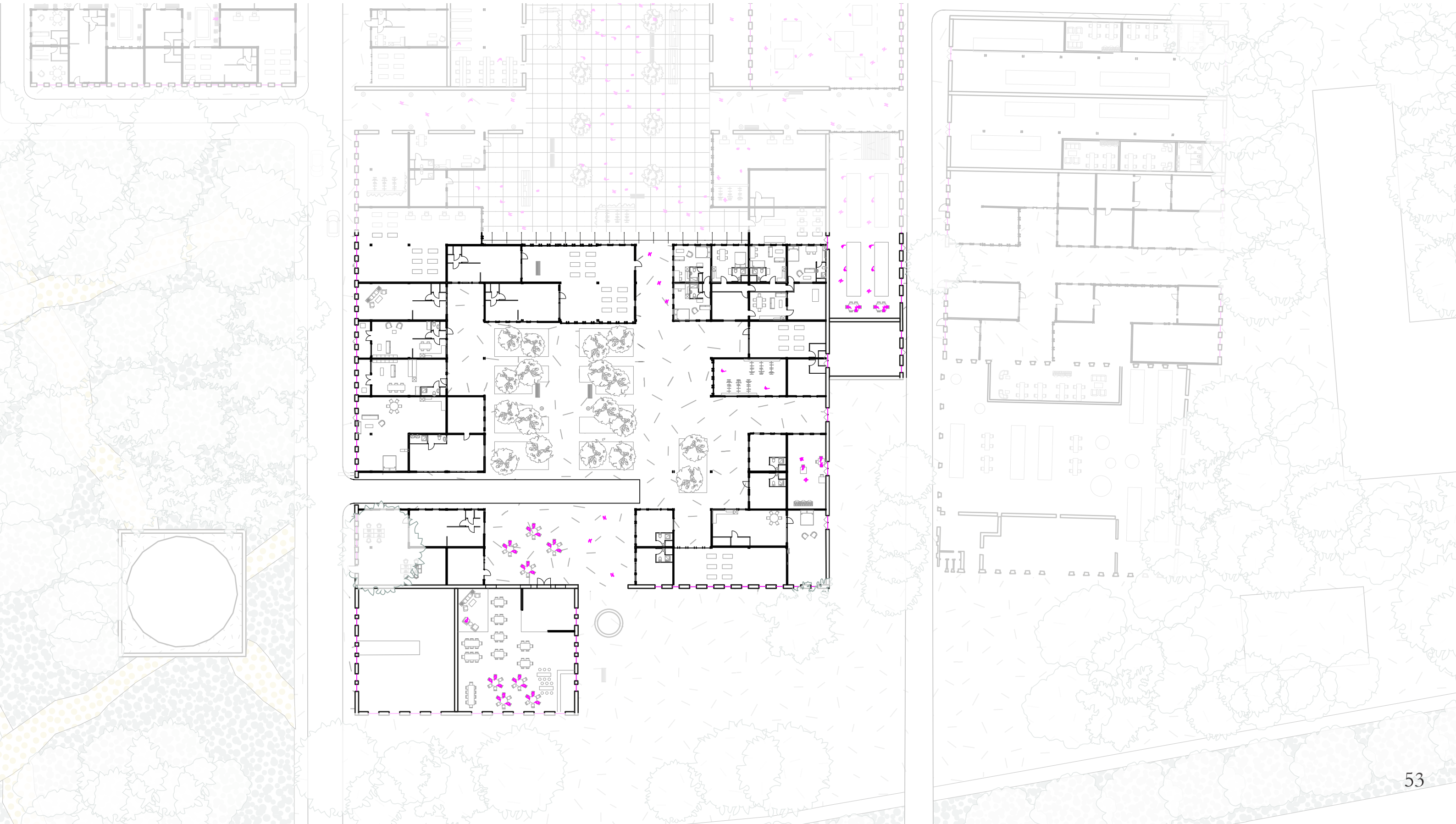
Market Spaces





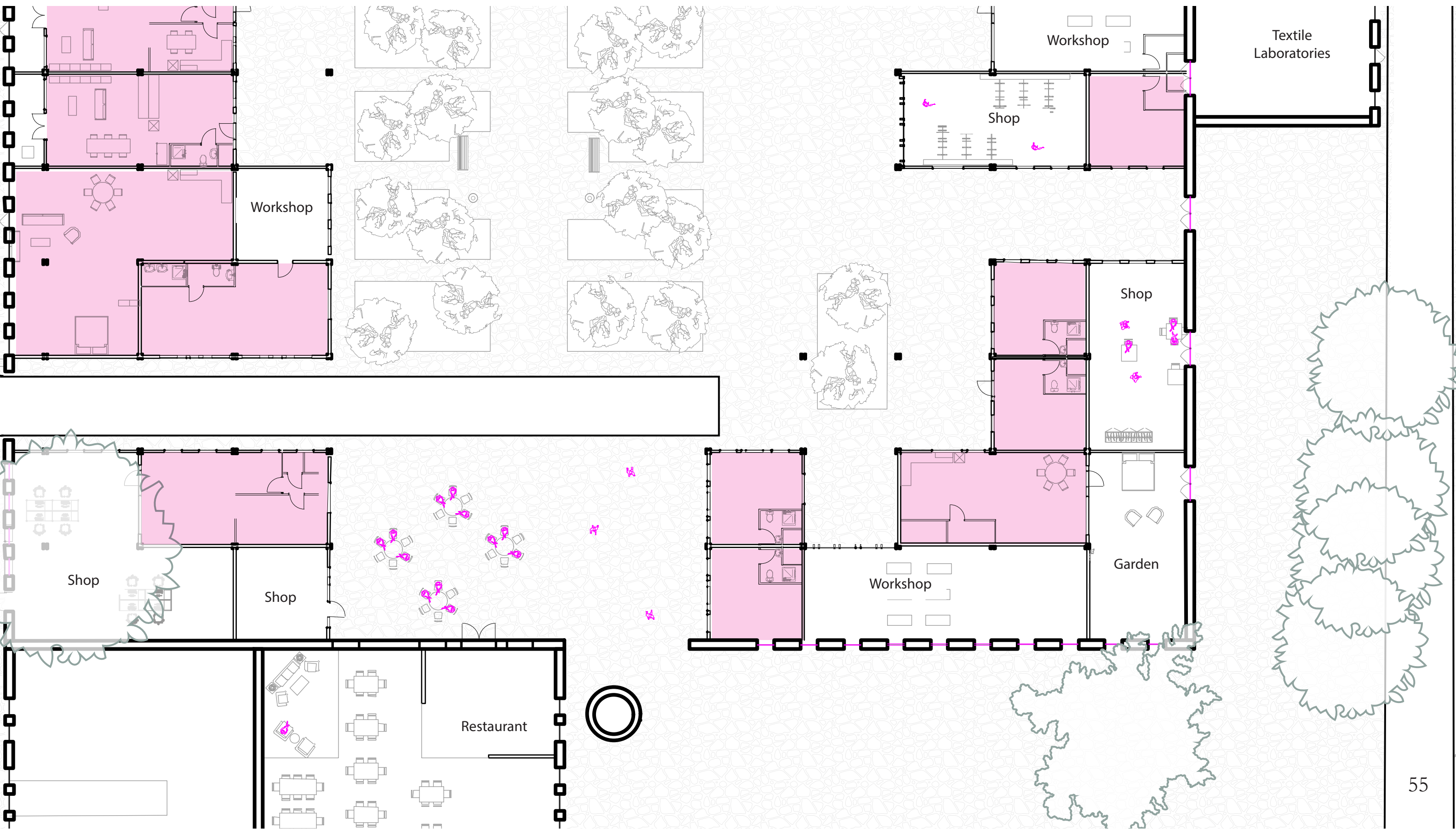
M R = NM = NR =

The Square

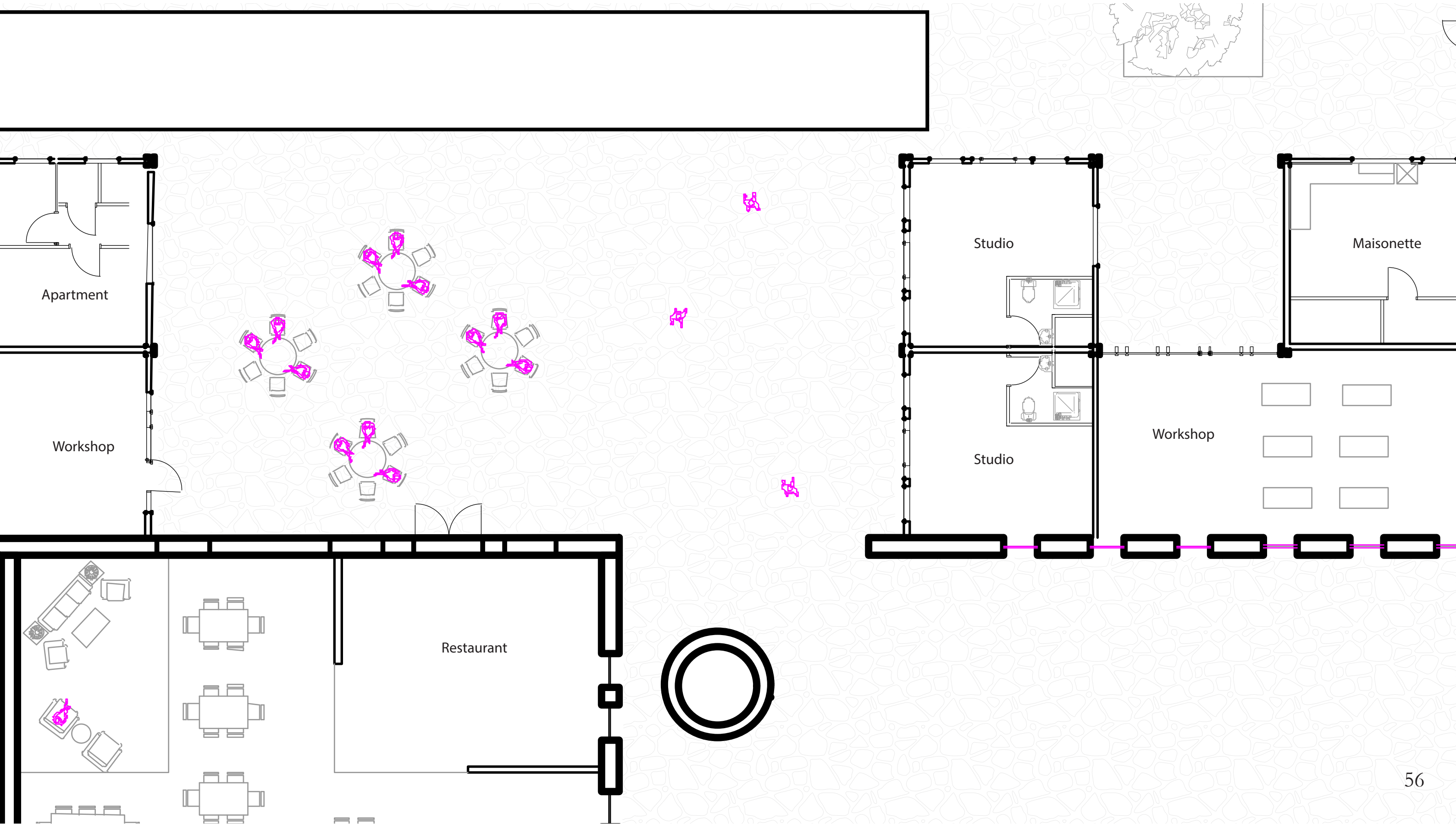




The Square



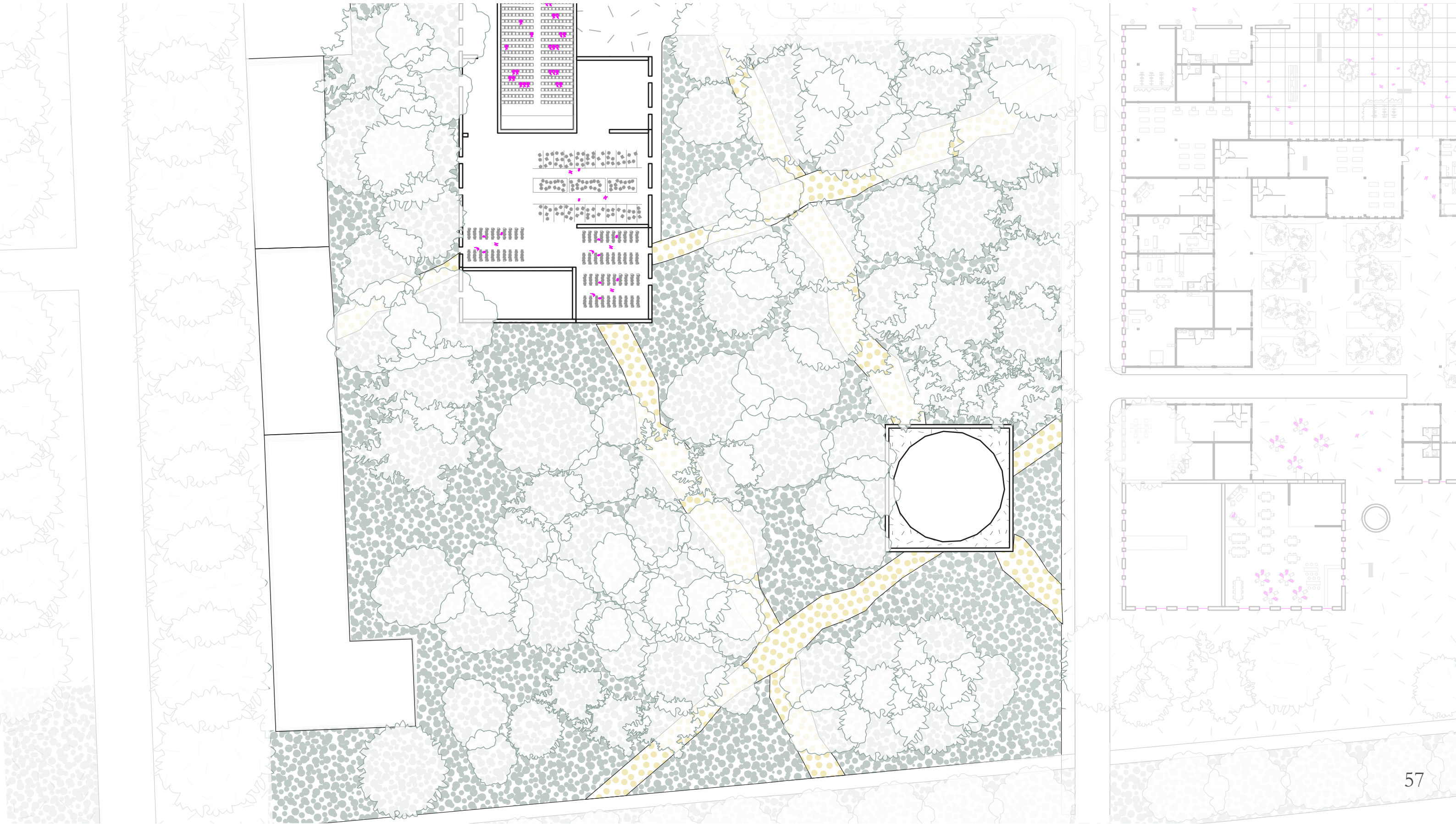
Restaurant



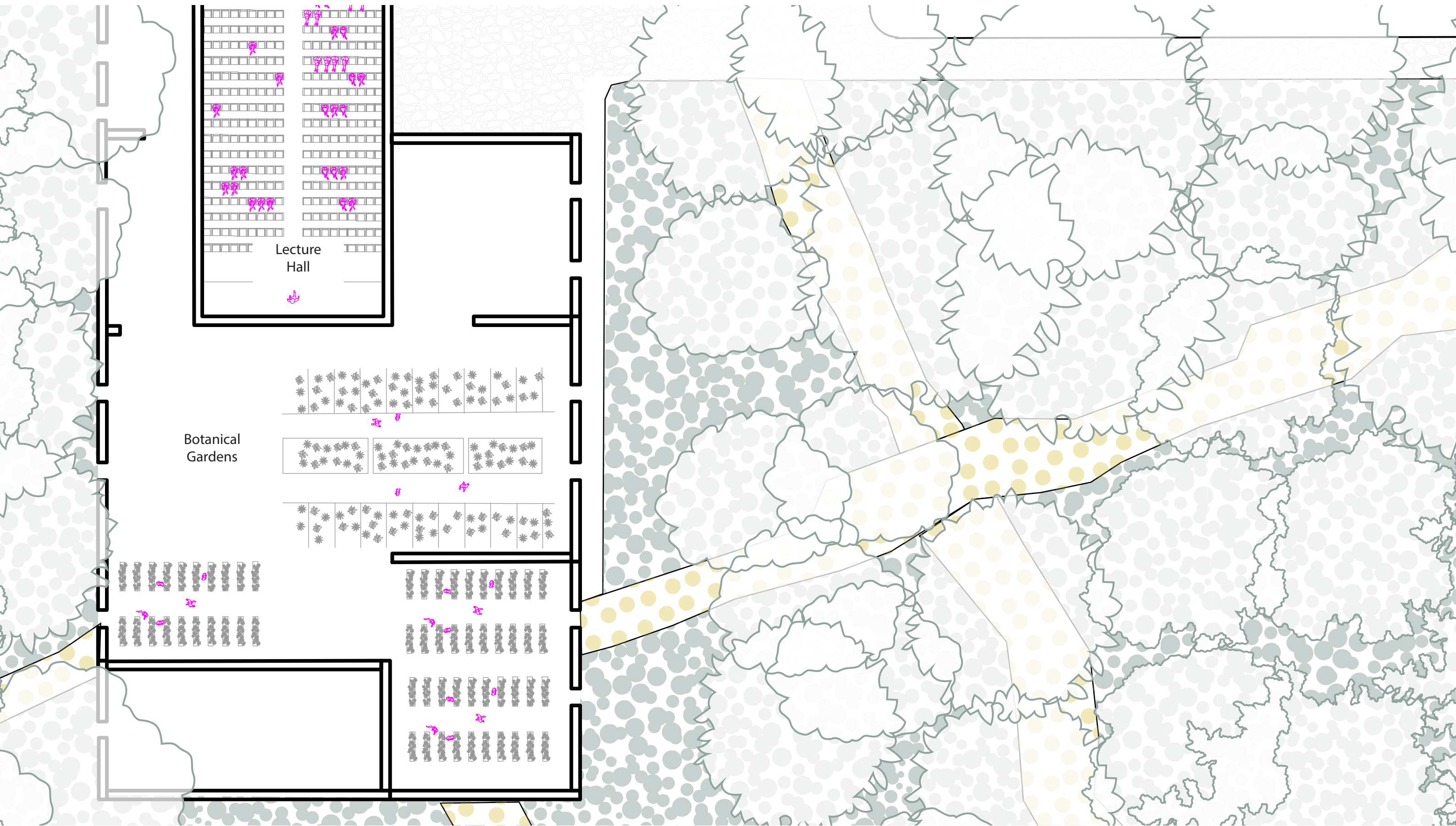


M R = NM = NR =

The Park

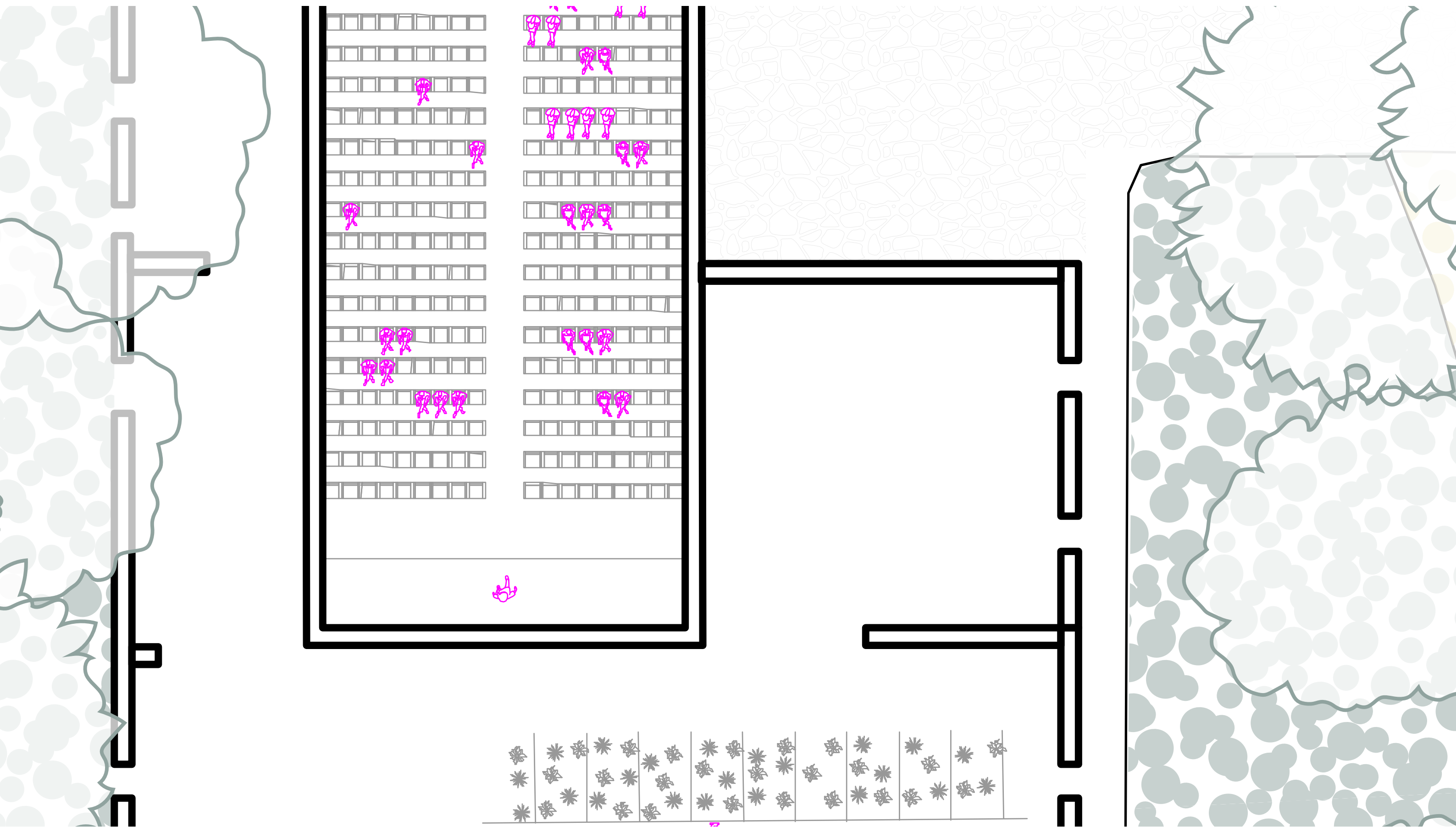


The Park

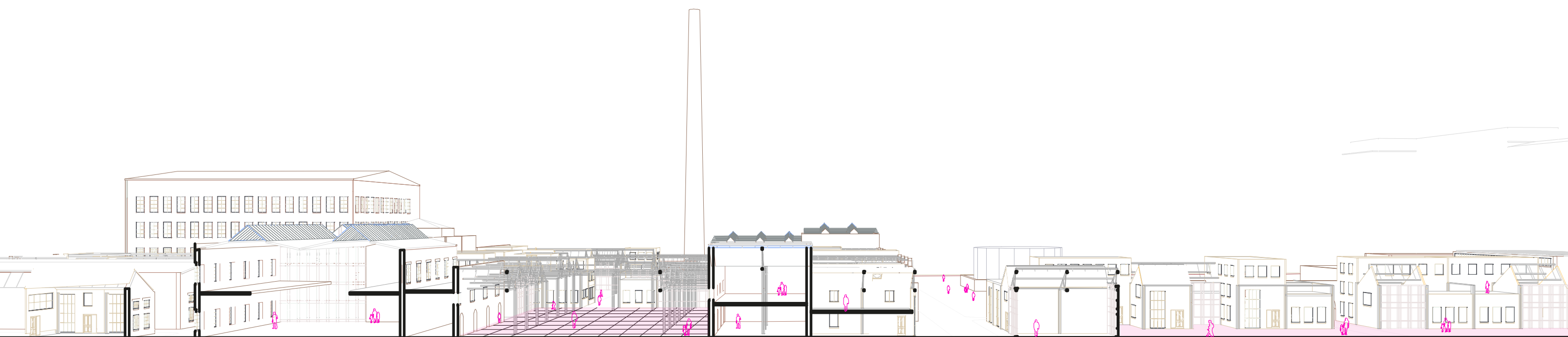
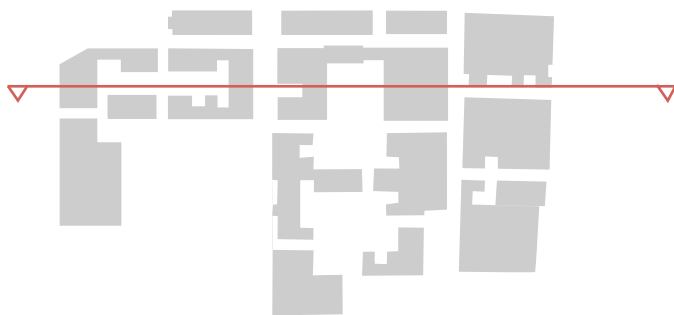




Lecture Room in the Park



2 4 6



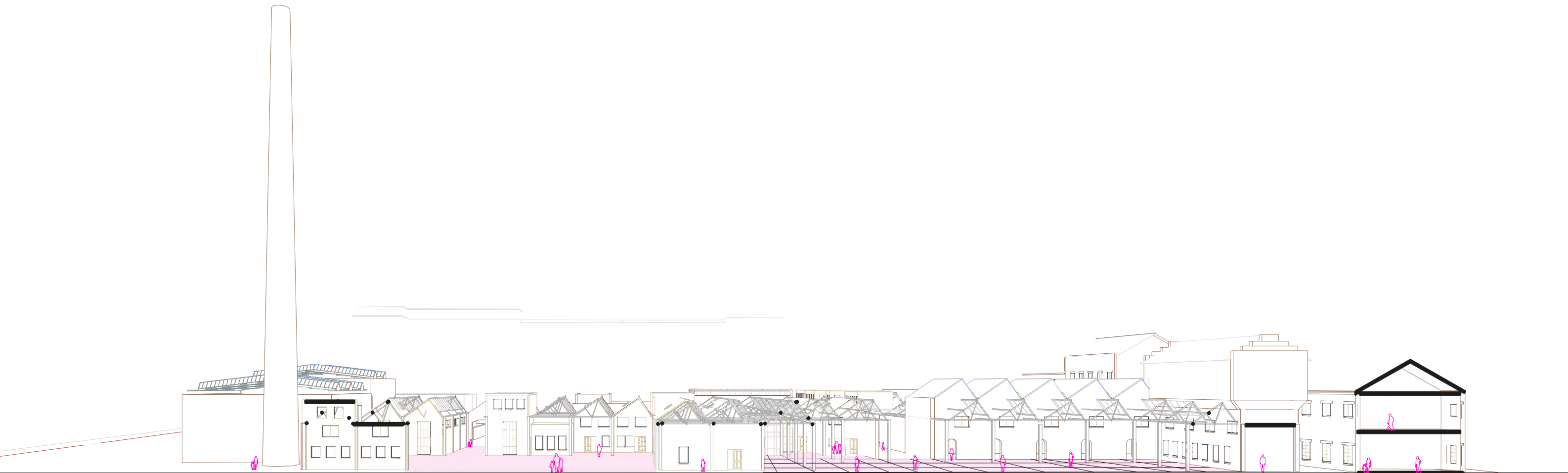
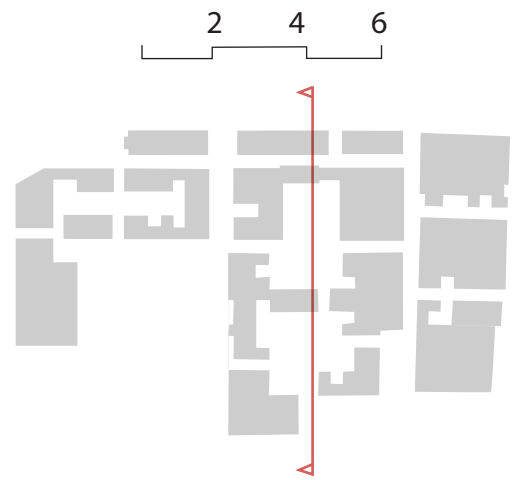
PASSAGE

LABS

FORUM

PASSAGE

COURTYARDS

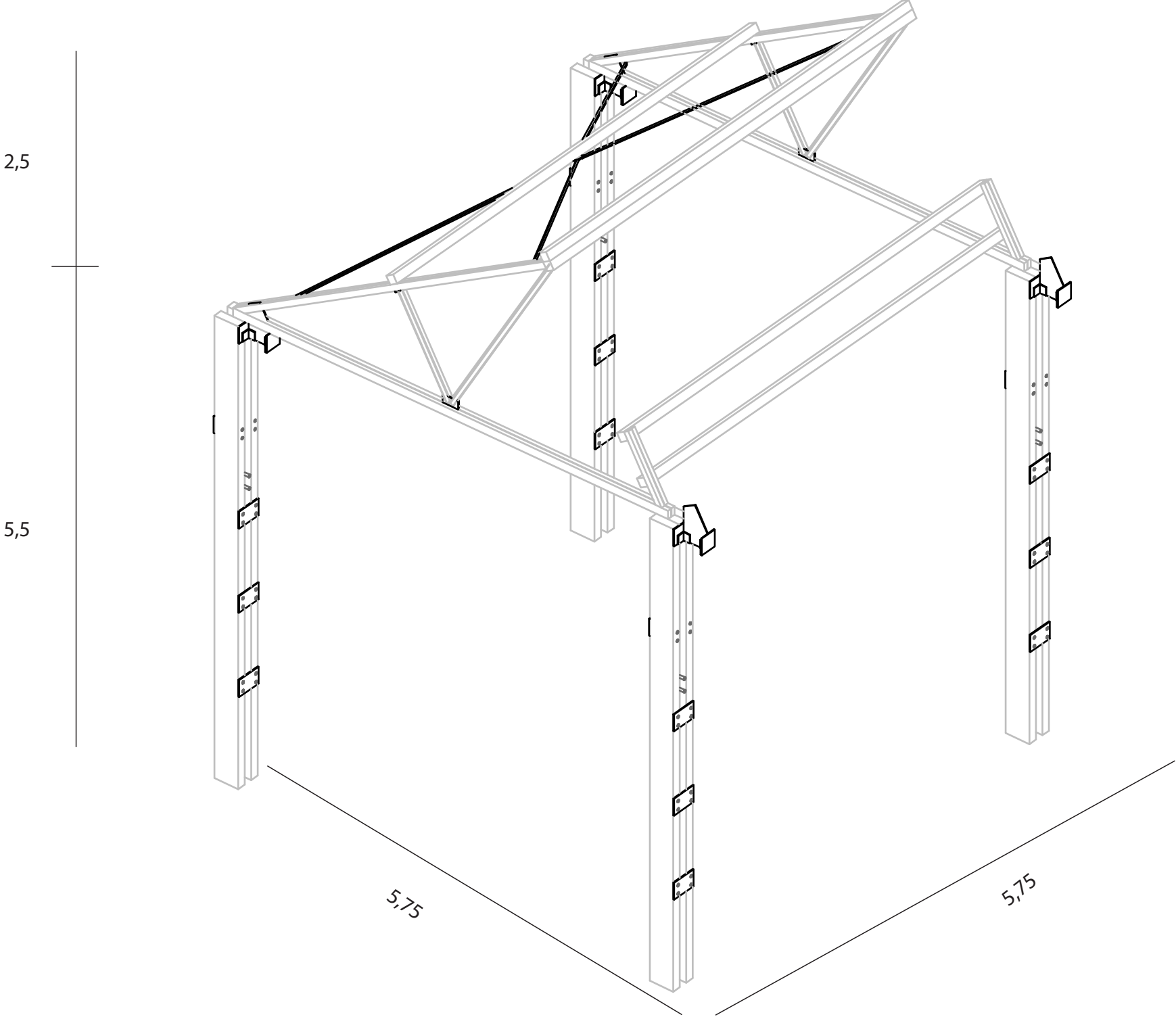


SQUARE

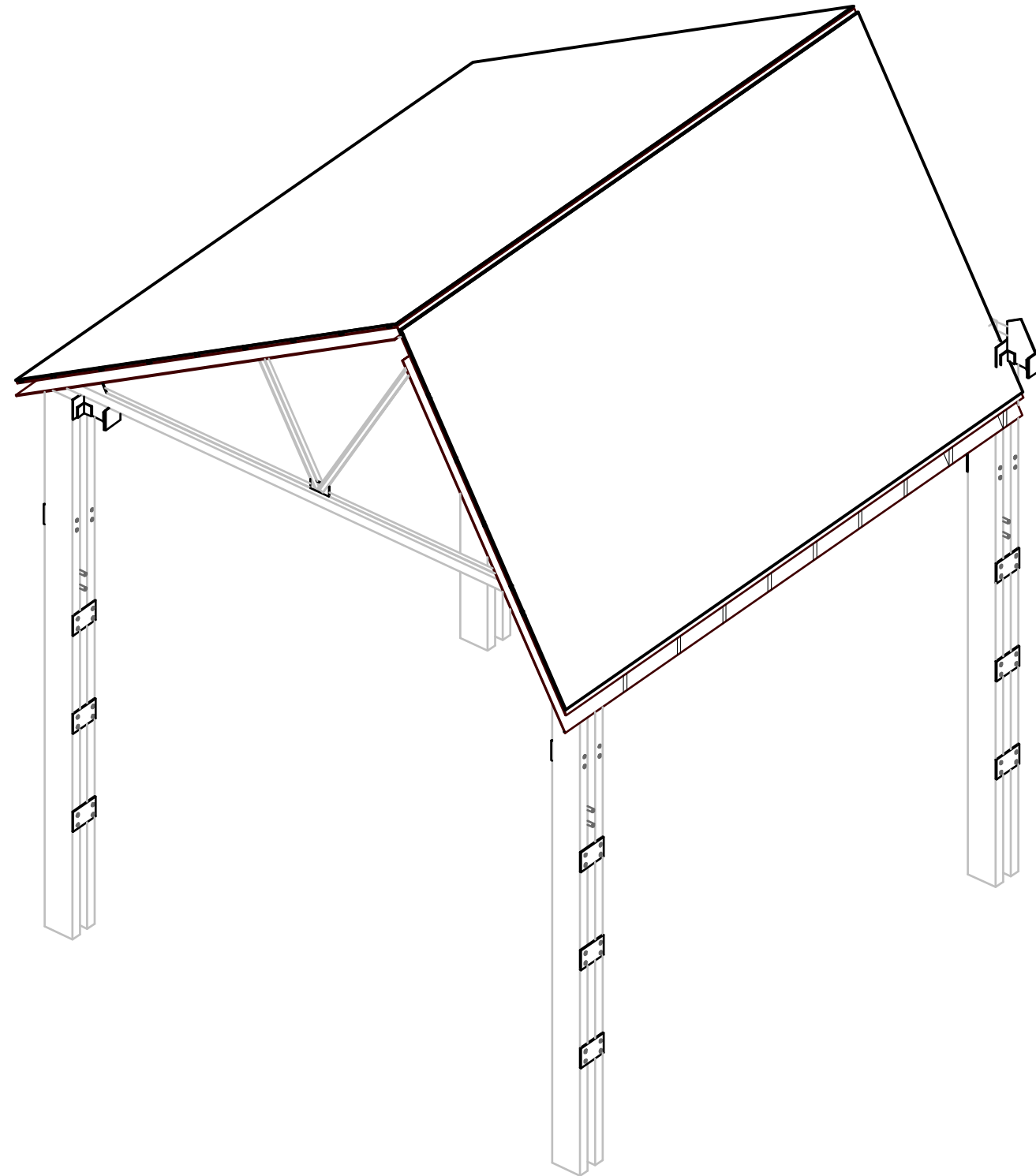
FORUM

PASSAGE

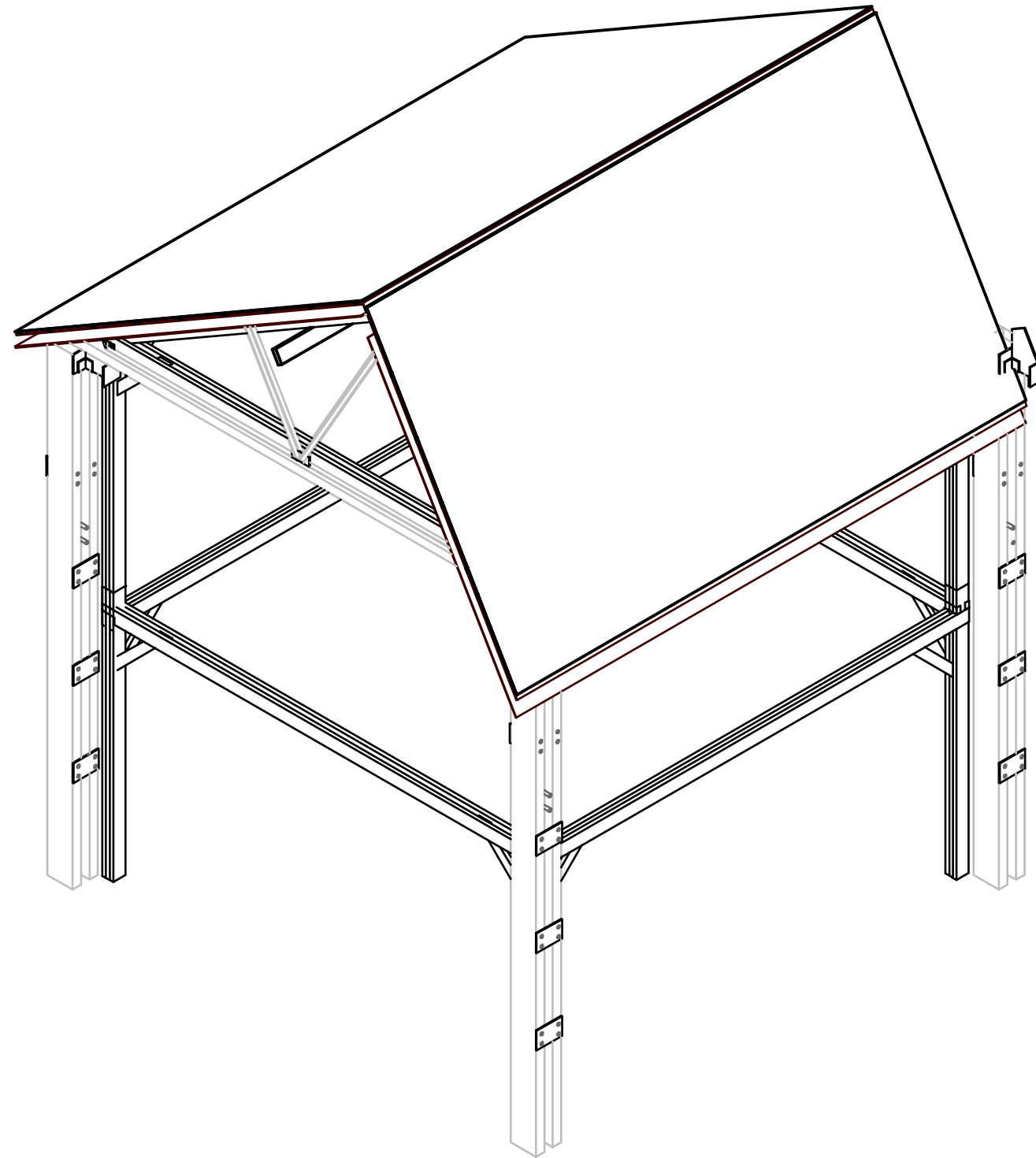
EXISTING STRUCTURE



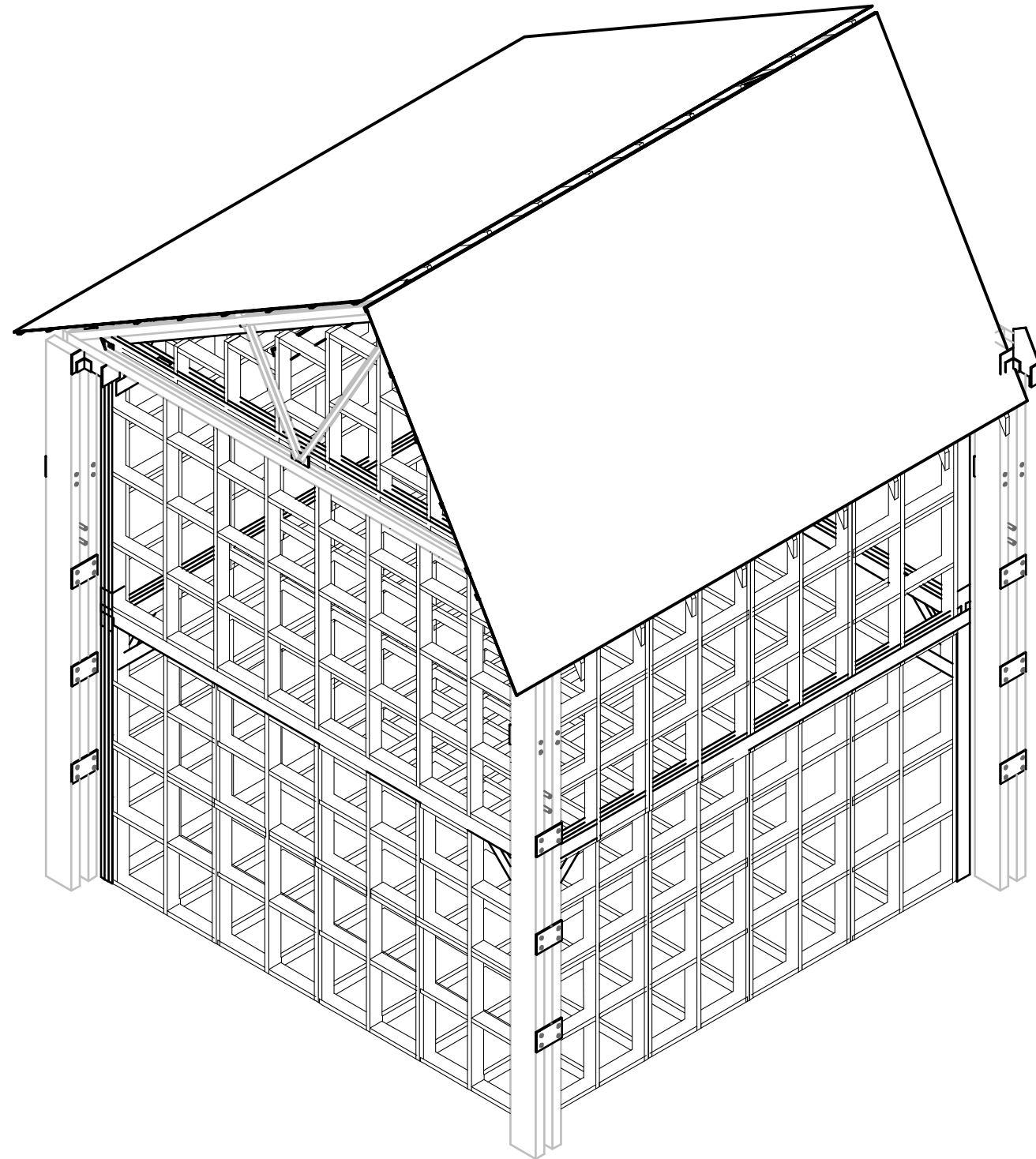
1. Adding the roof



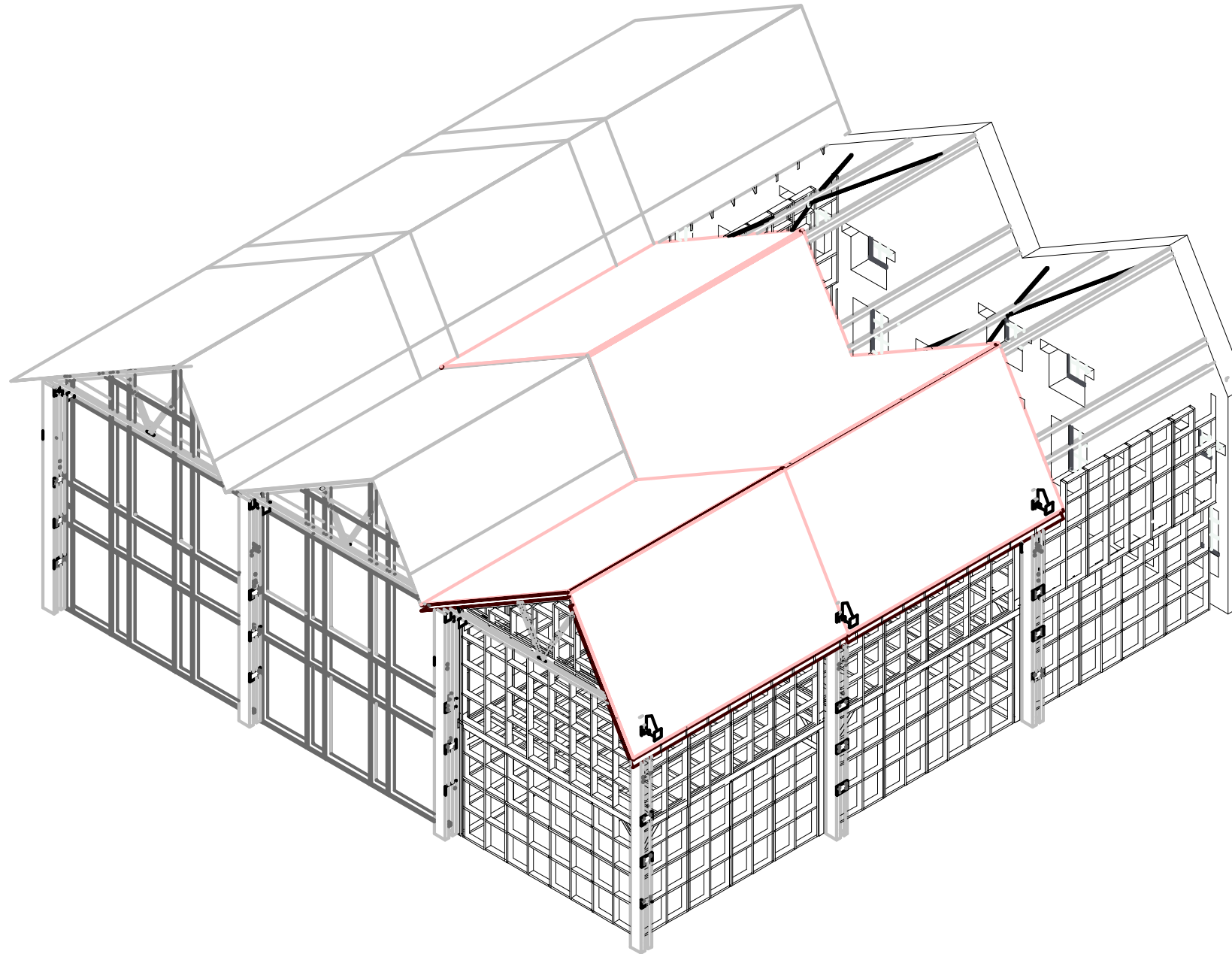
2. Adding Timber Main Frame

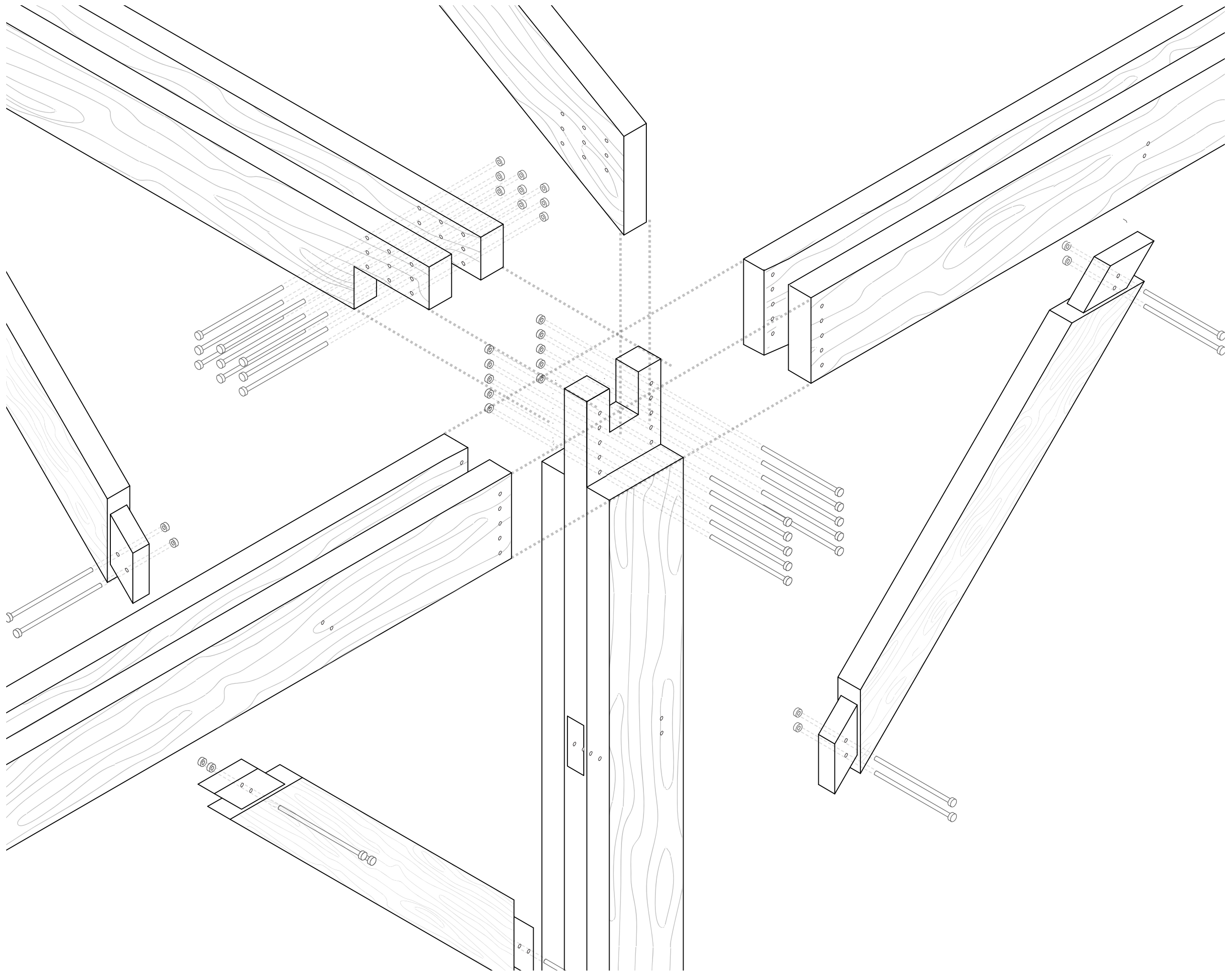


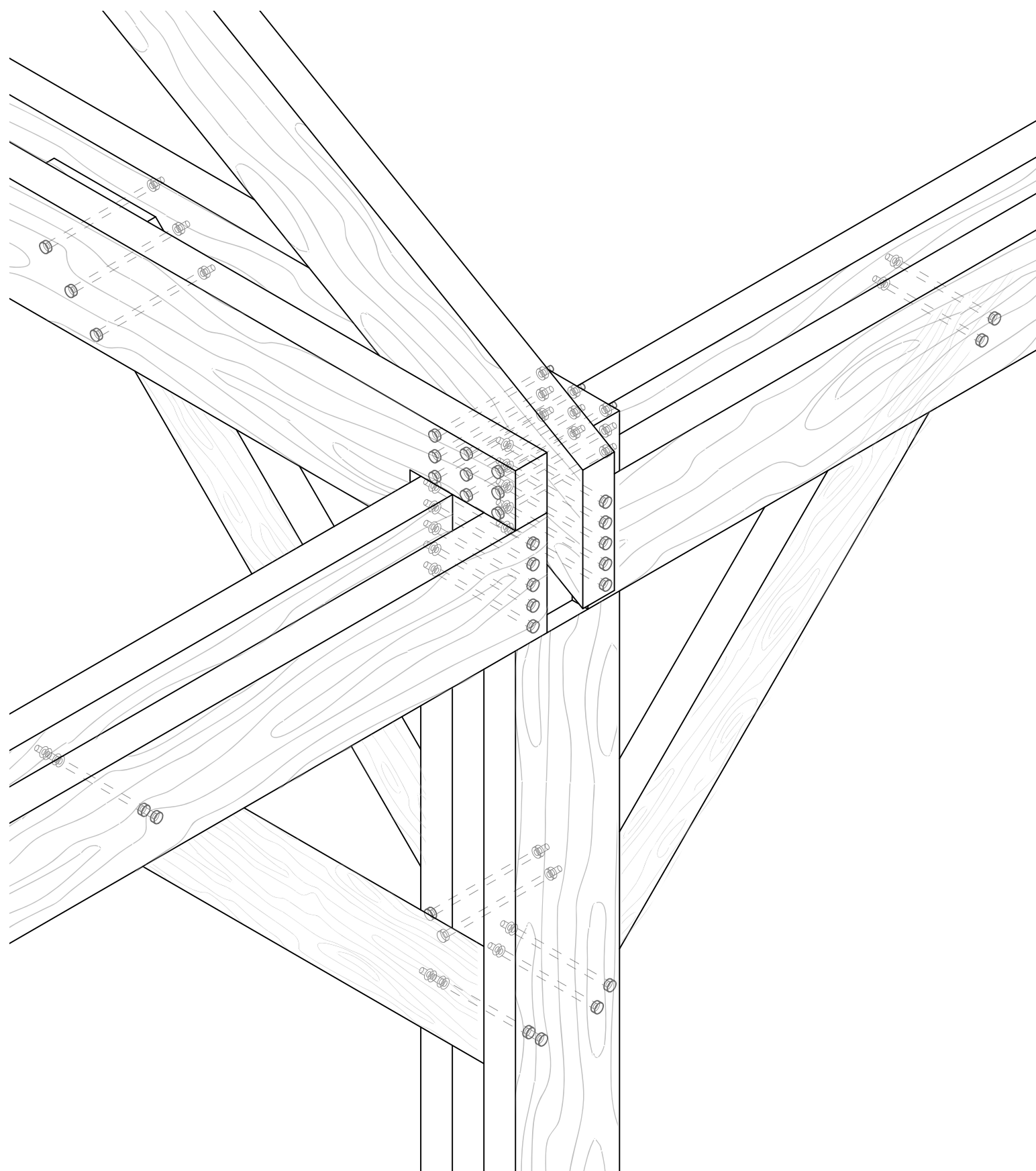
3. Adding Timber Wall Frame and Floor



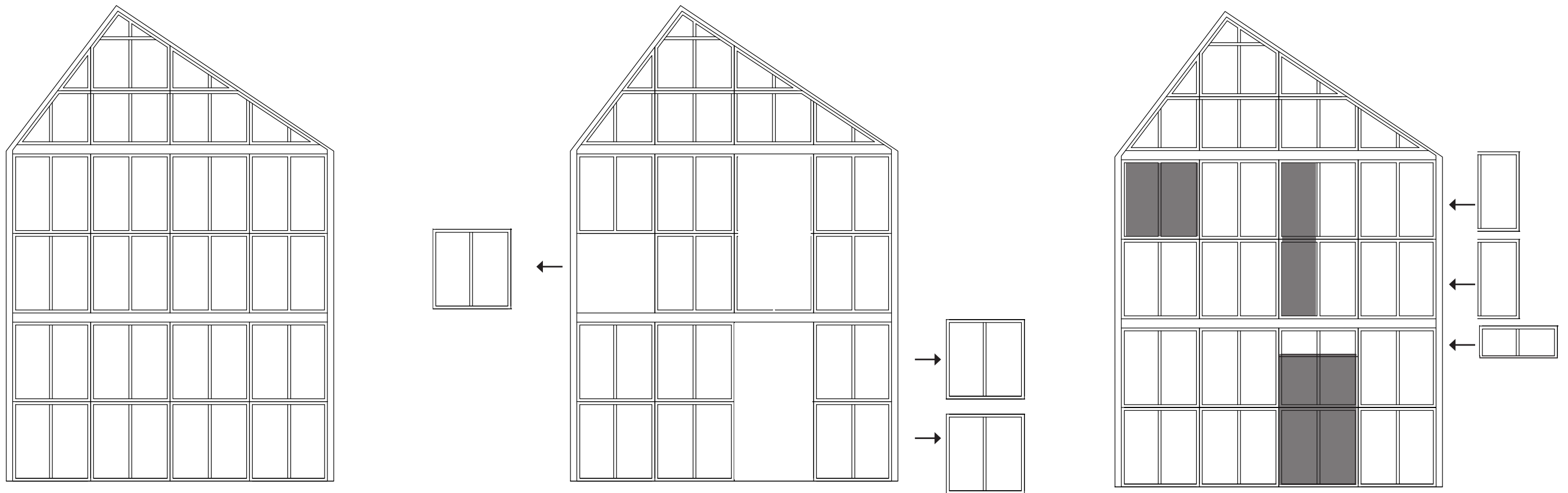
4. Different Finishes and Types

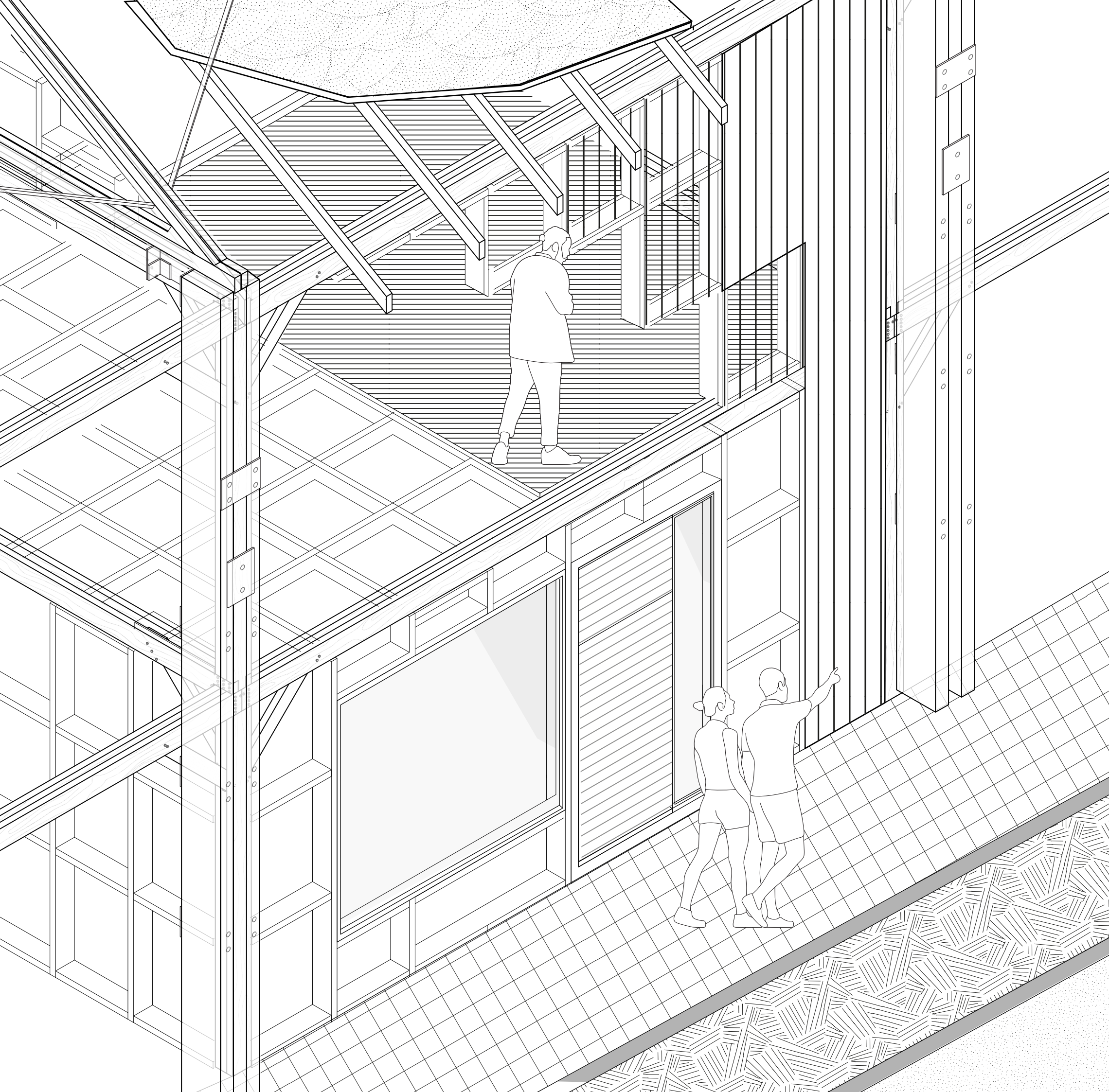




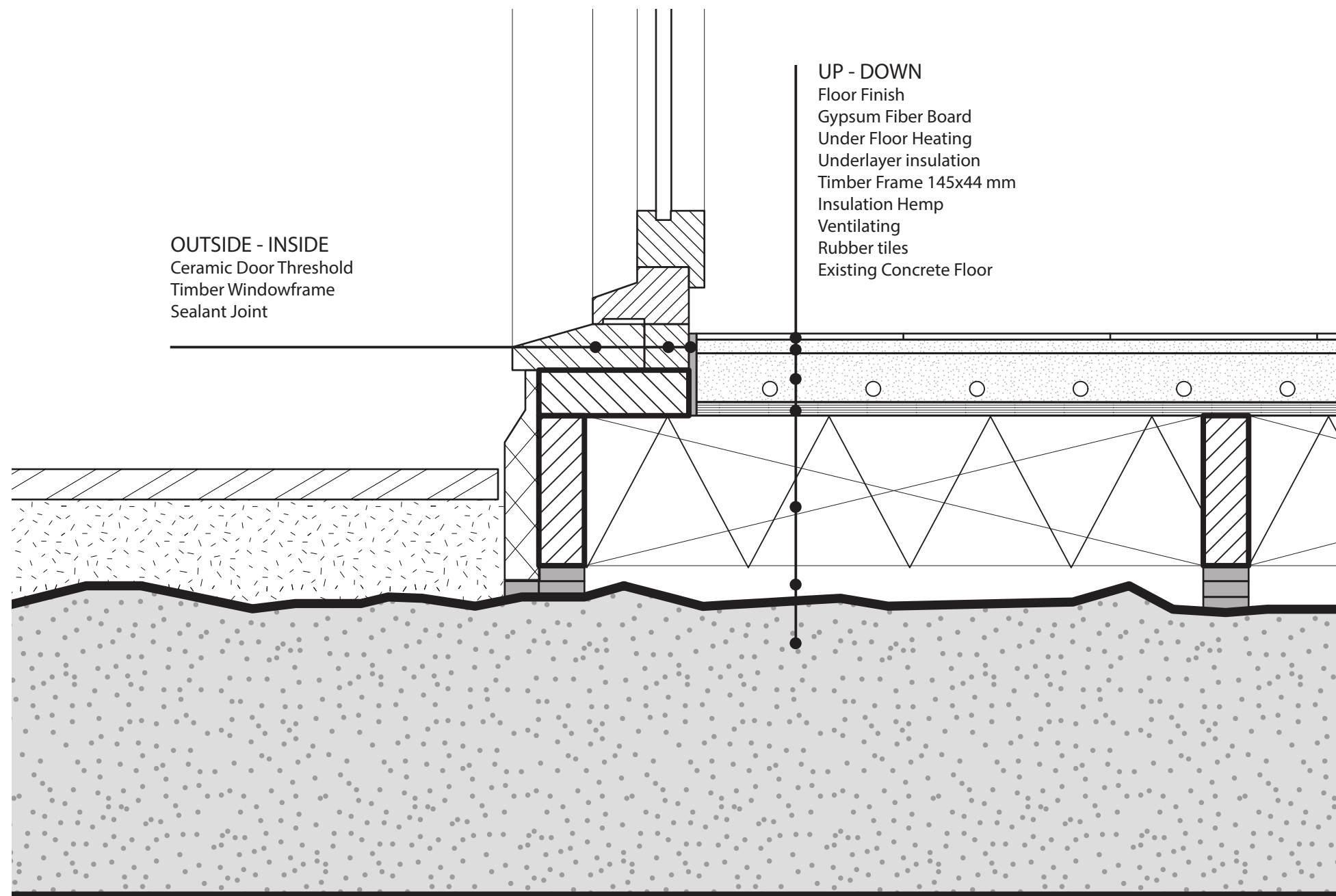


Modularity of the Frame Panel

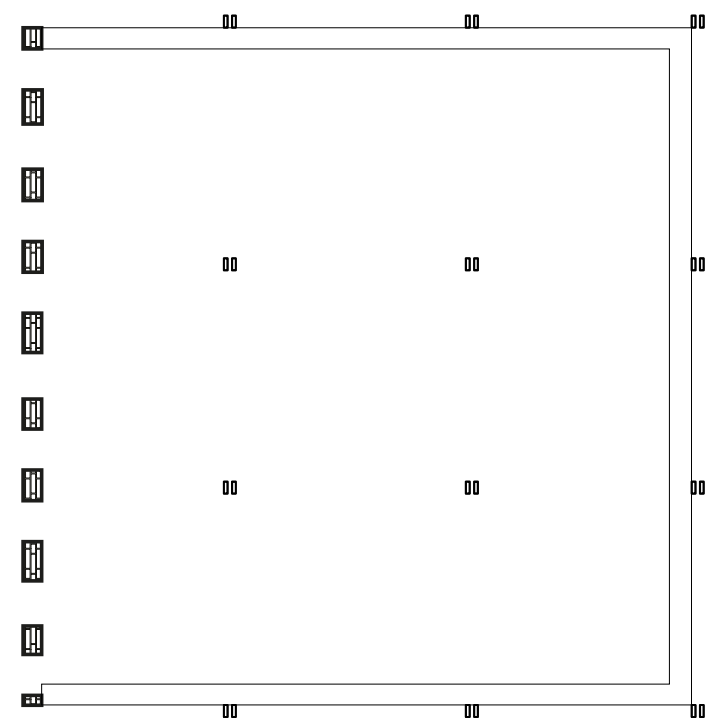




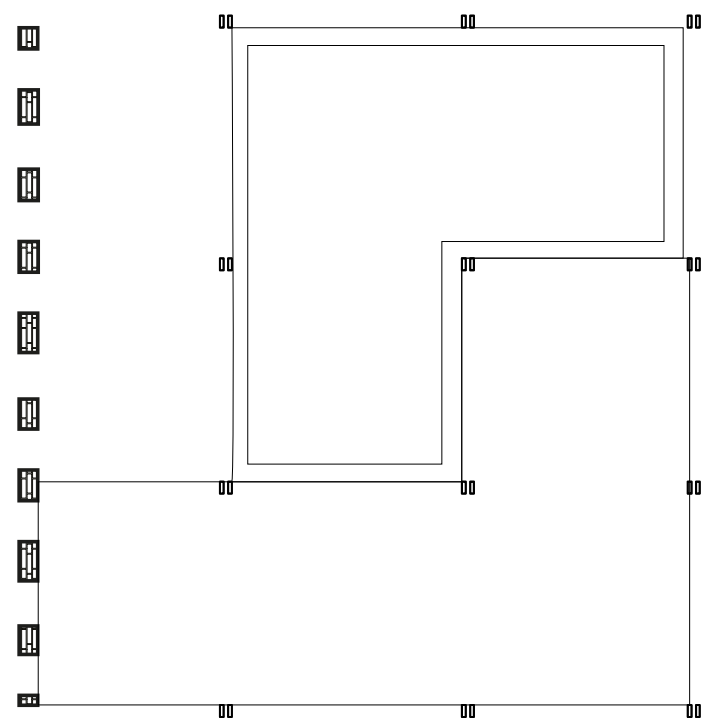
Detail Existing Floor Connection 1:5



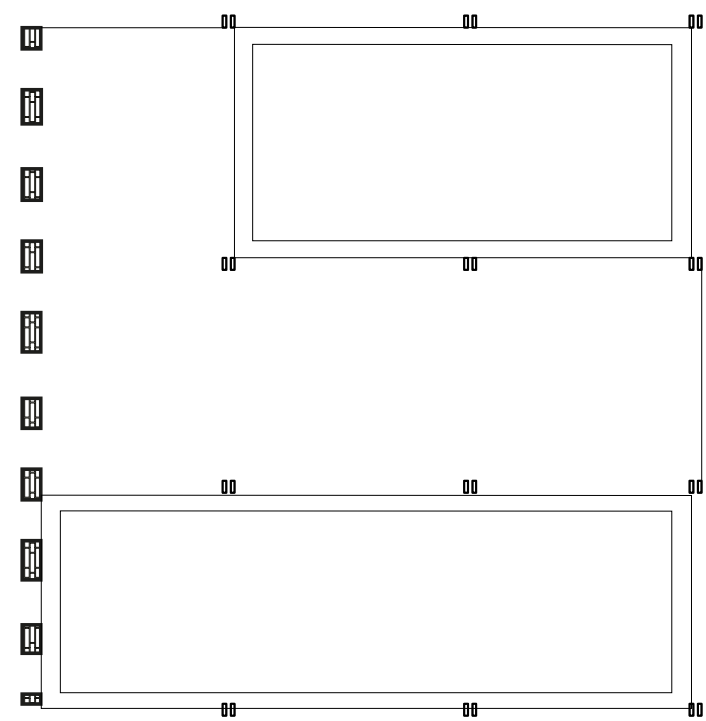
TYPES OF LIVING SPACES IN THE SYSTEM



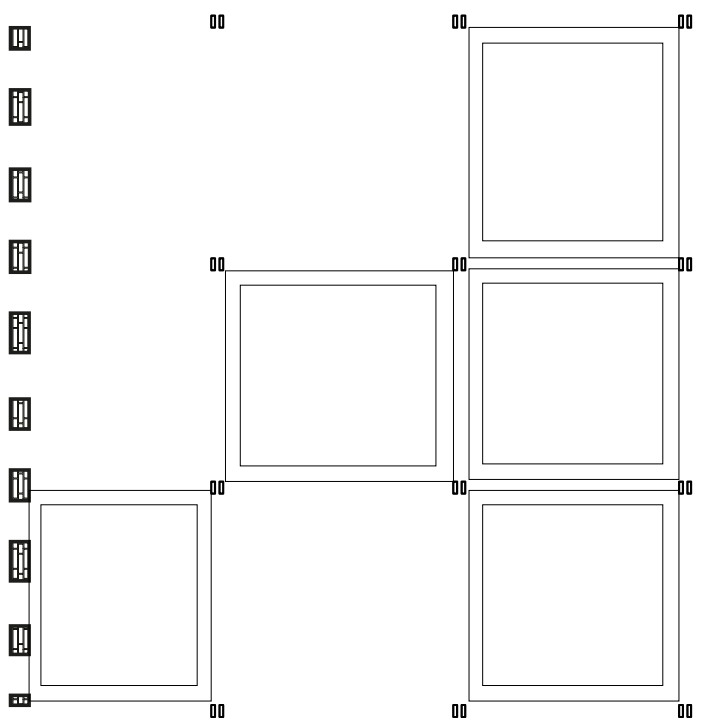
Open plan



L-Shape

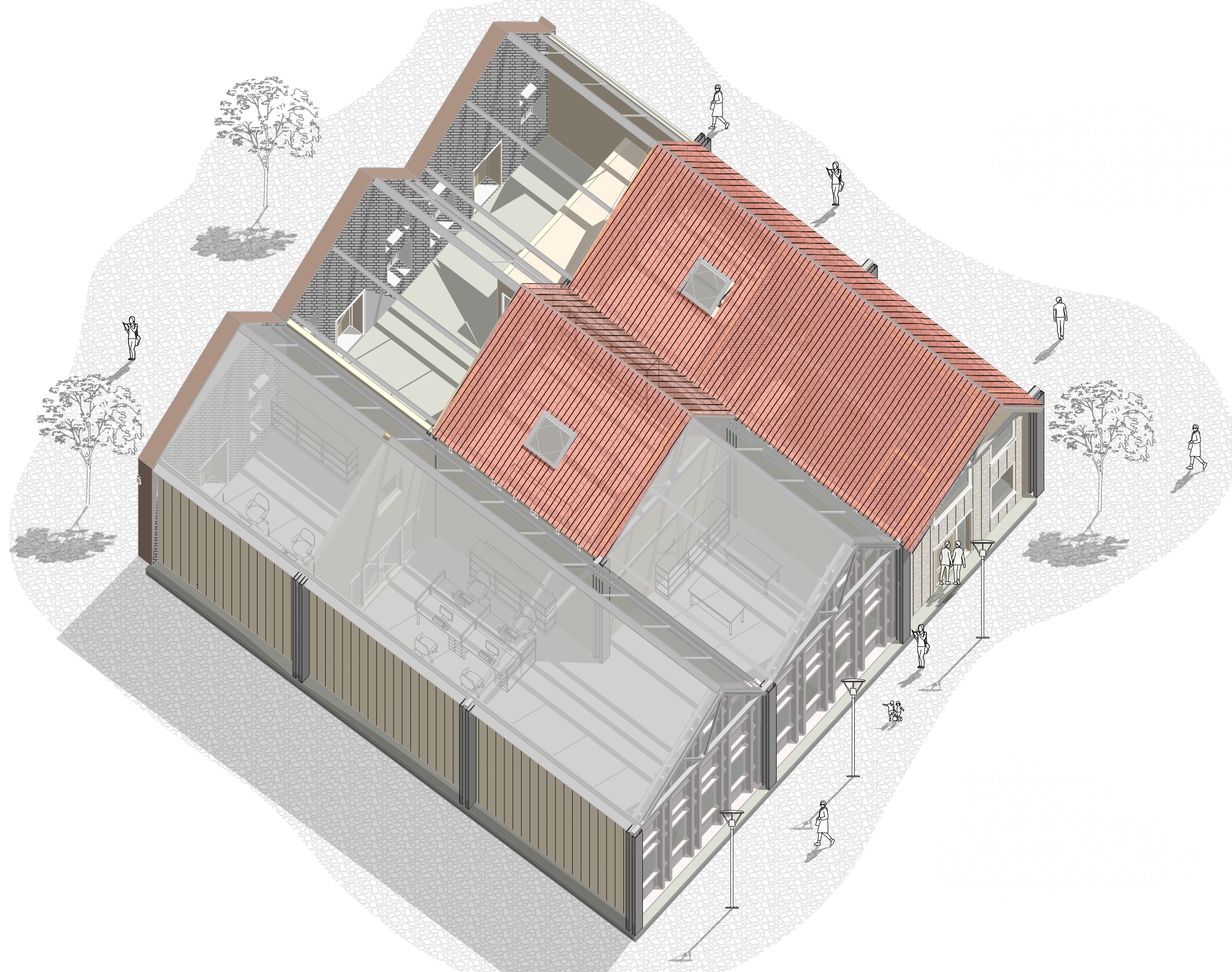


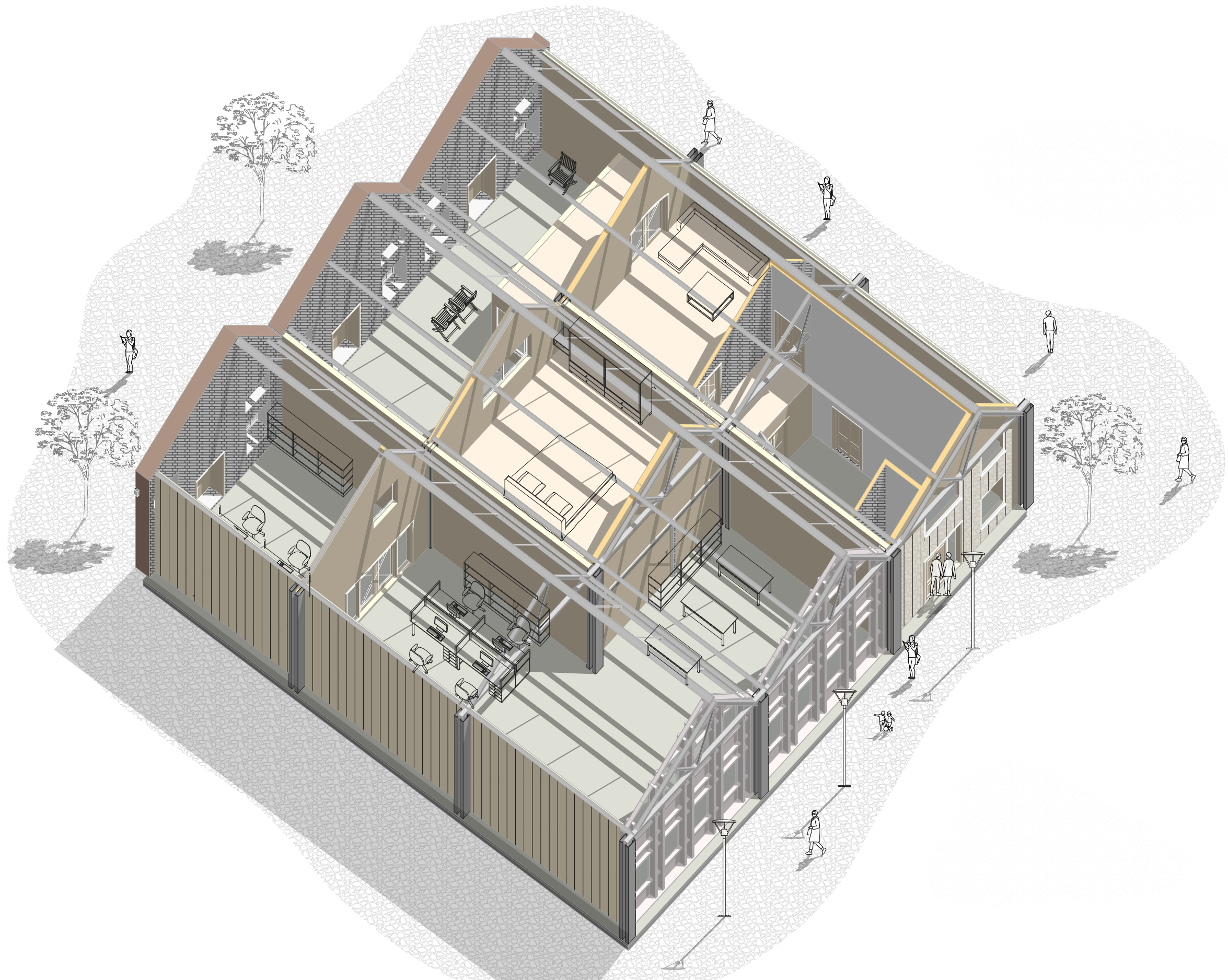
Rectangular



Squares

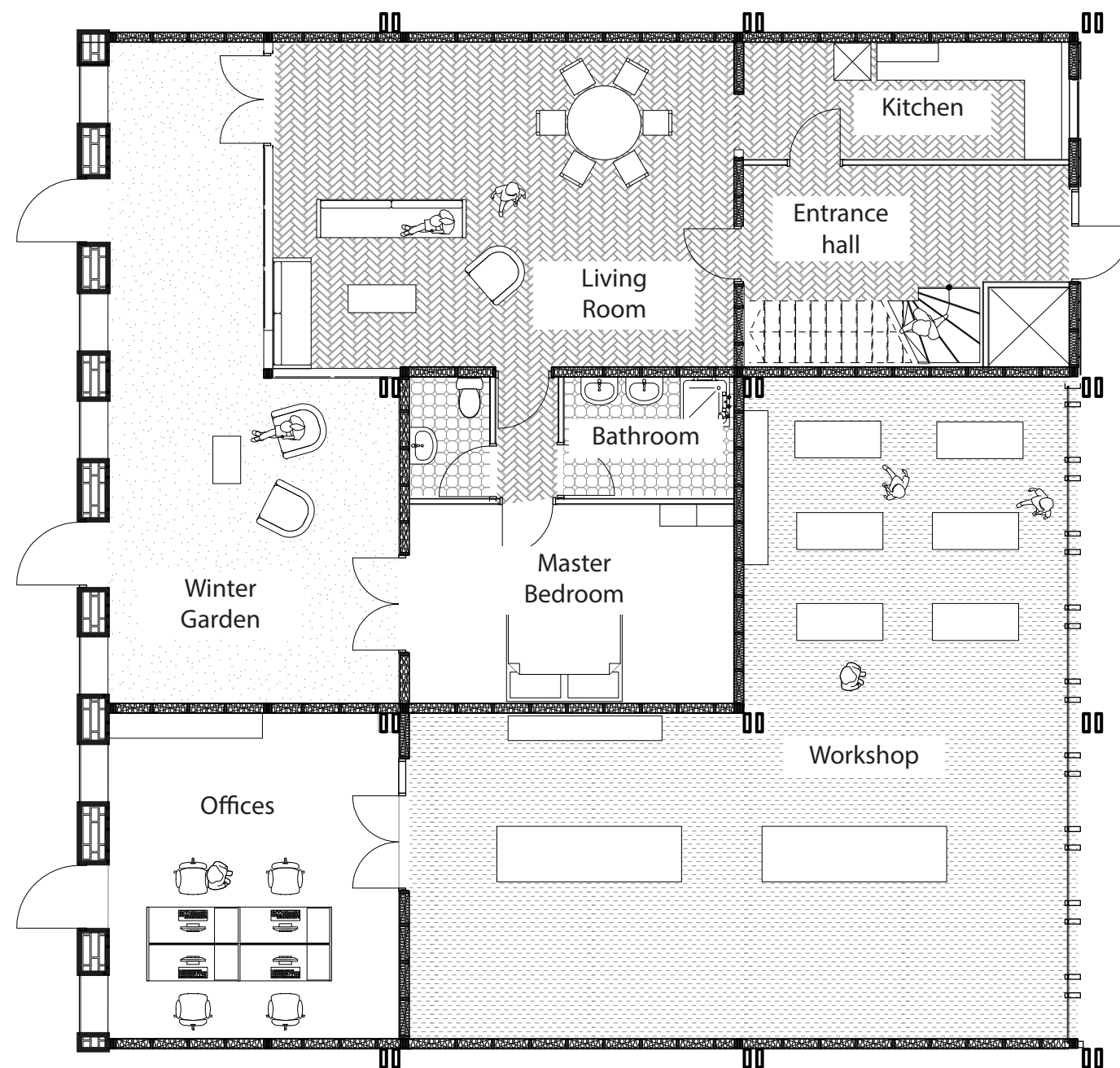
TYPE 1: SLANTED ROOF

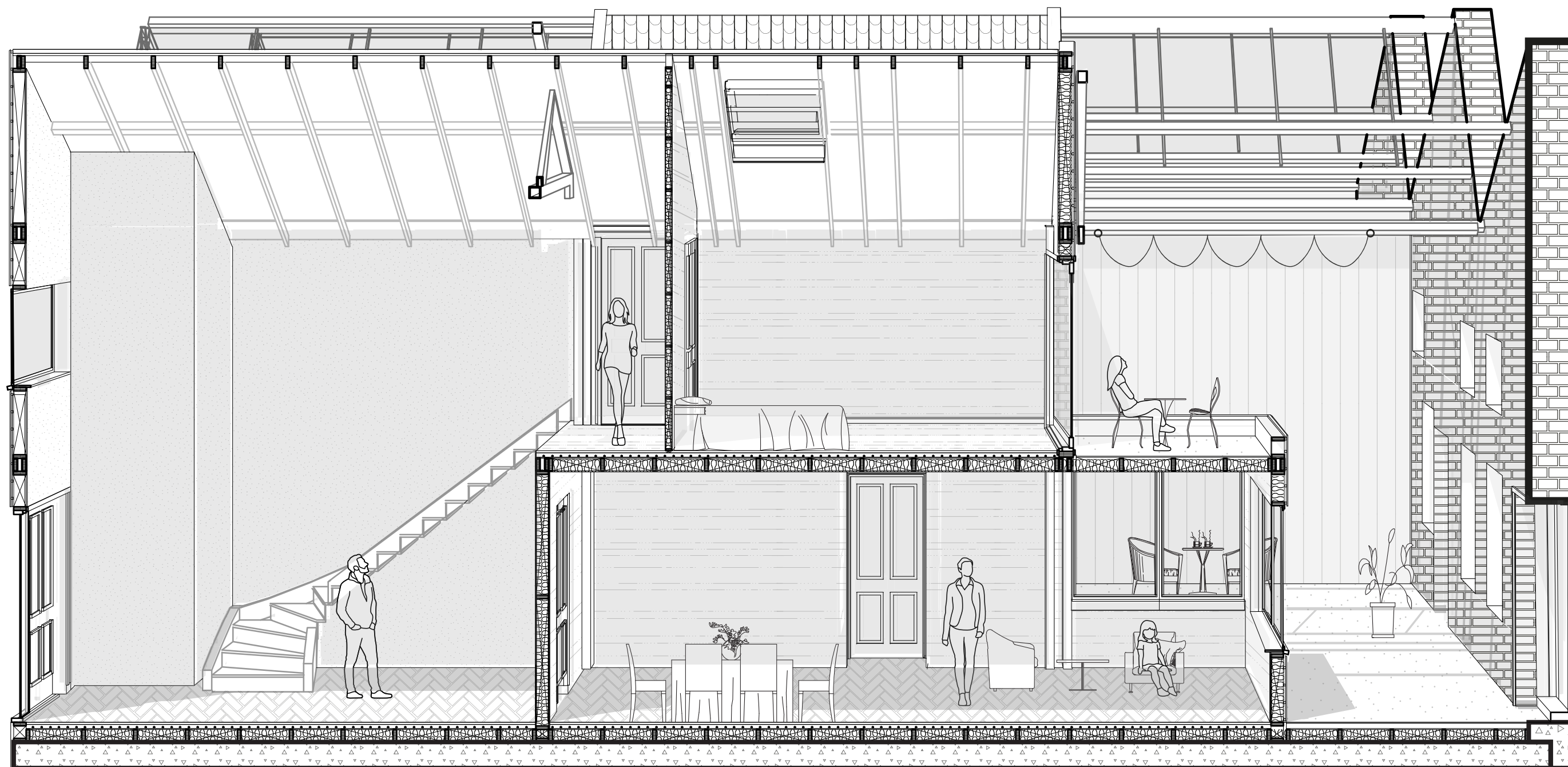




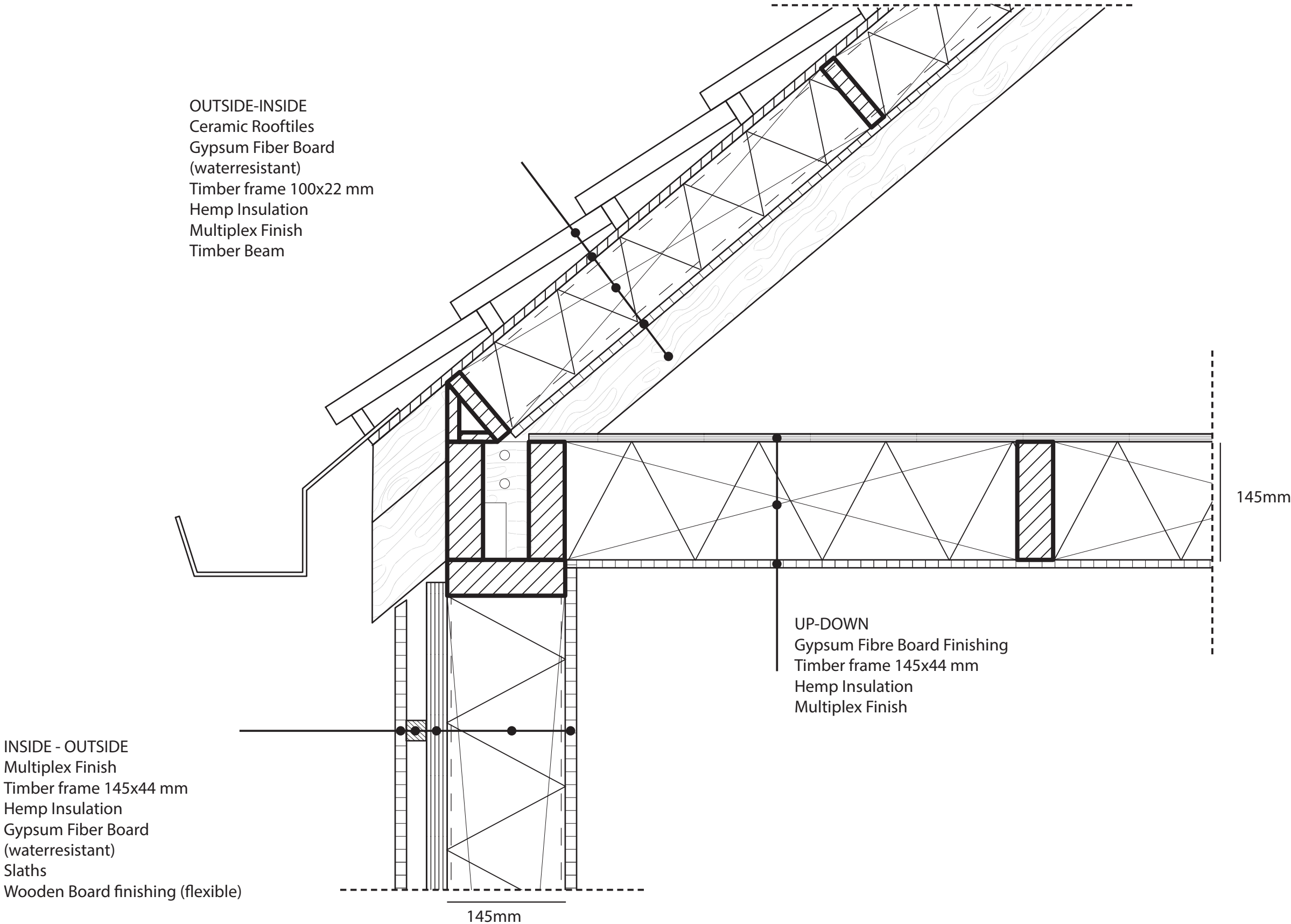


TYPE 1 L SHAPE 1:100

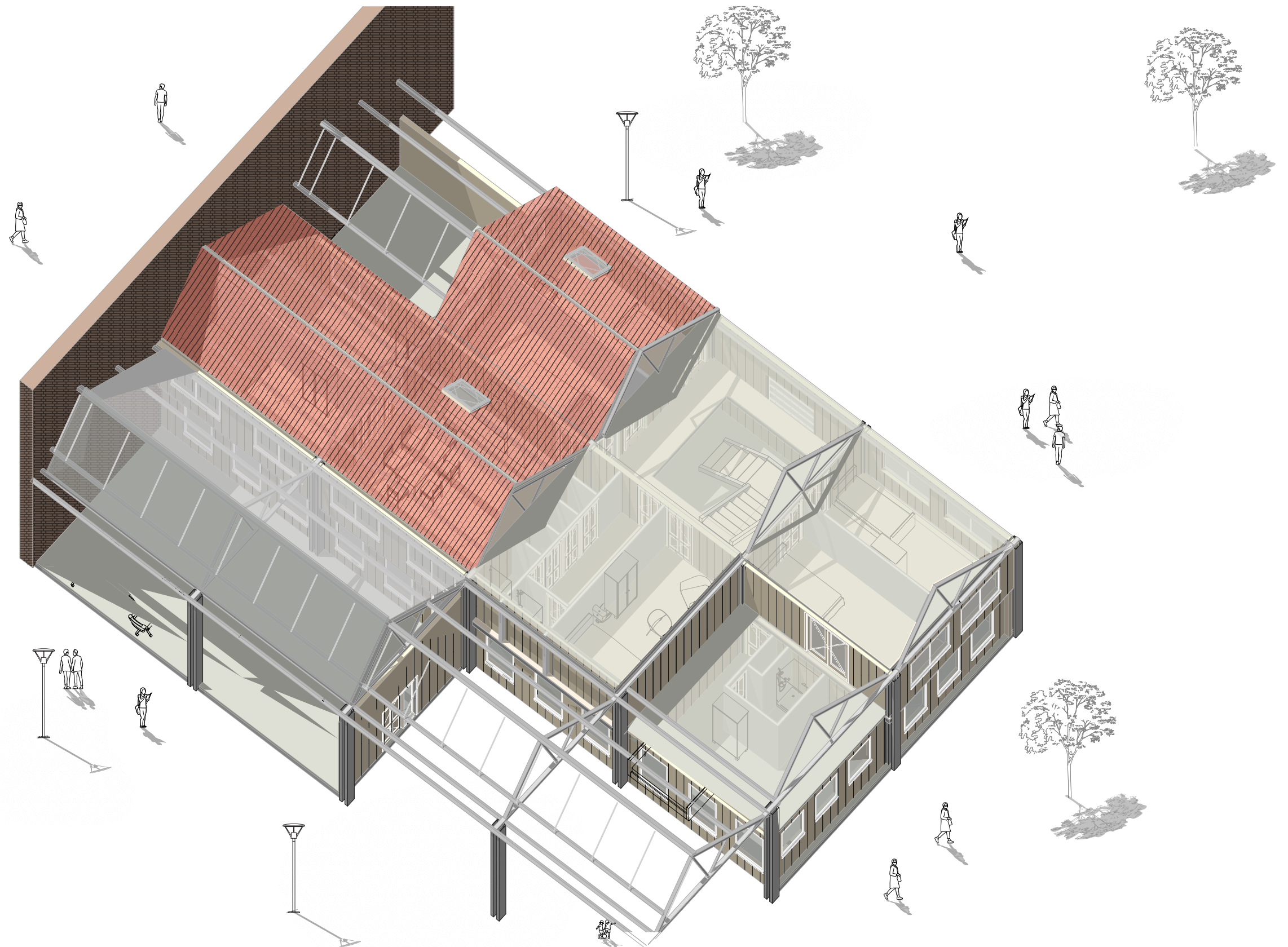


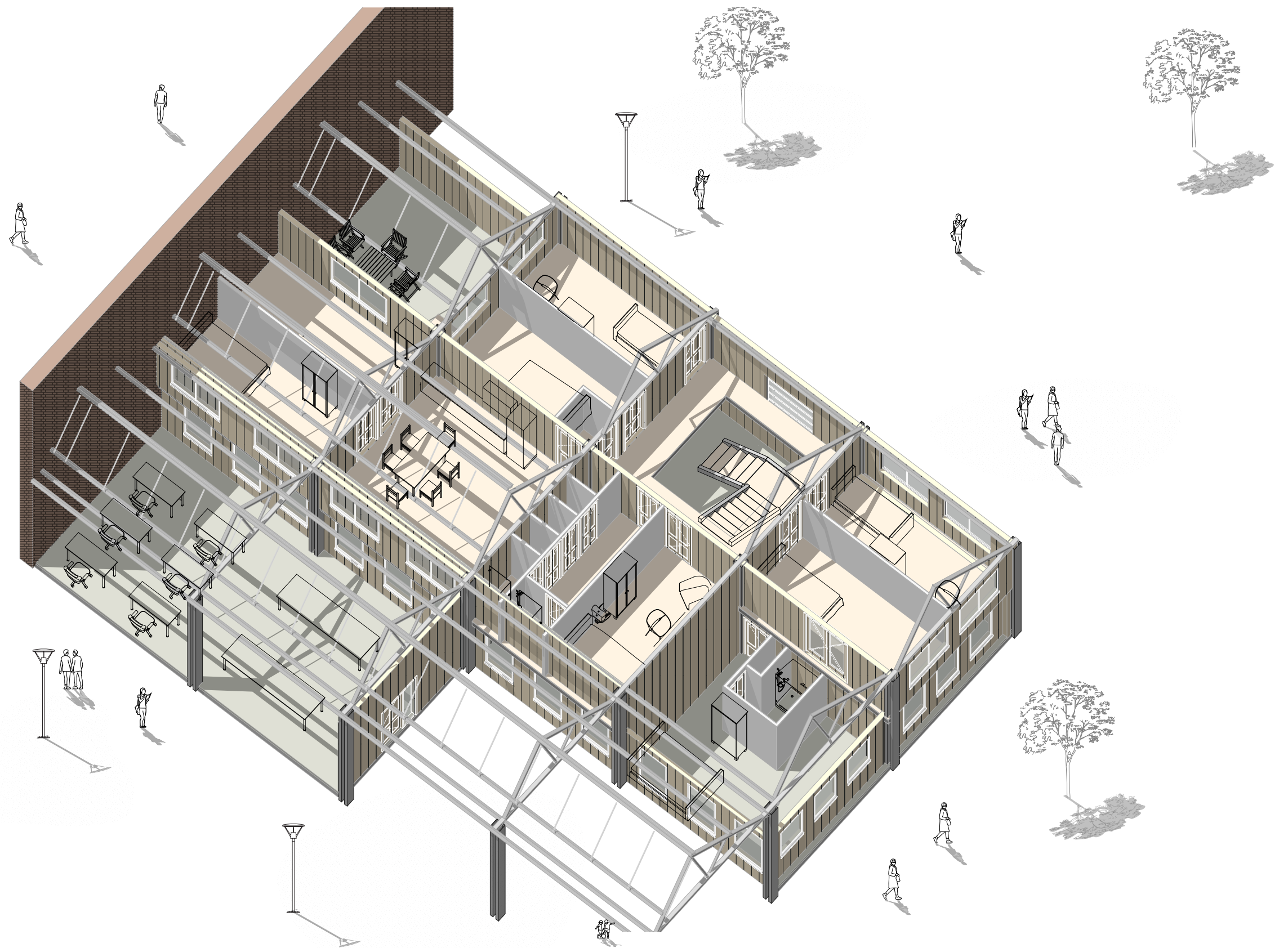


Slanted Roof 60 degrees



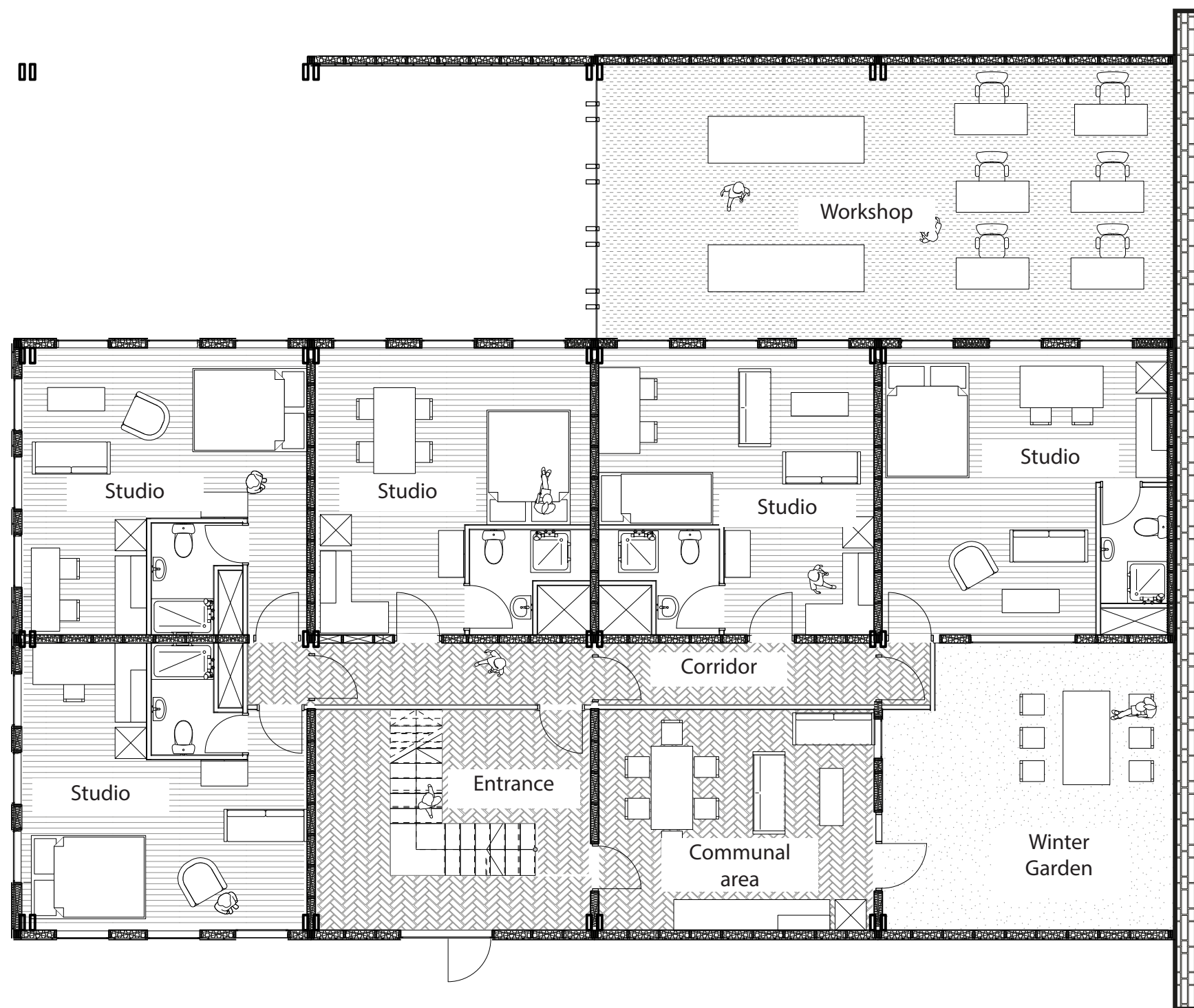
TYPE 2: FLAT ROOF

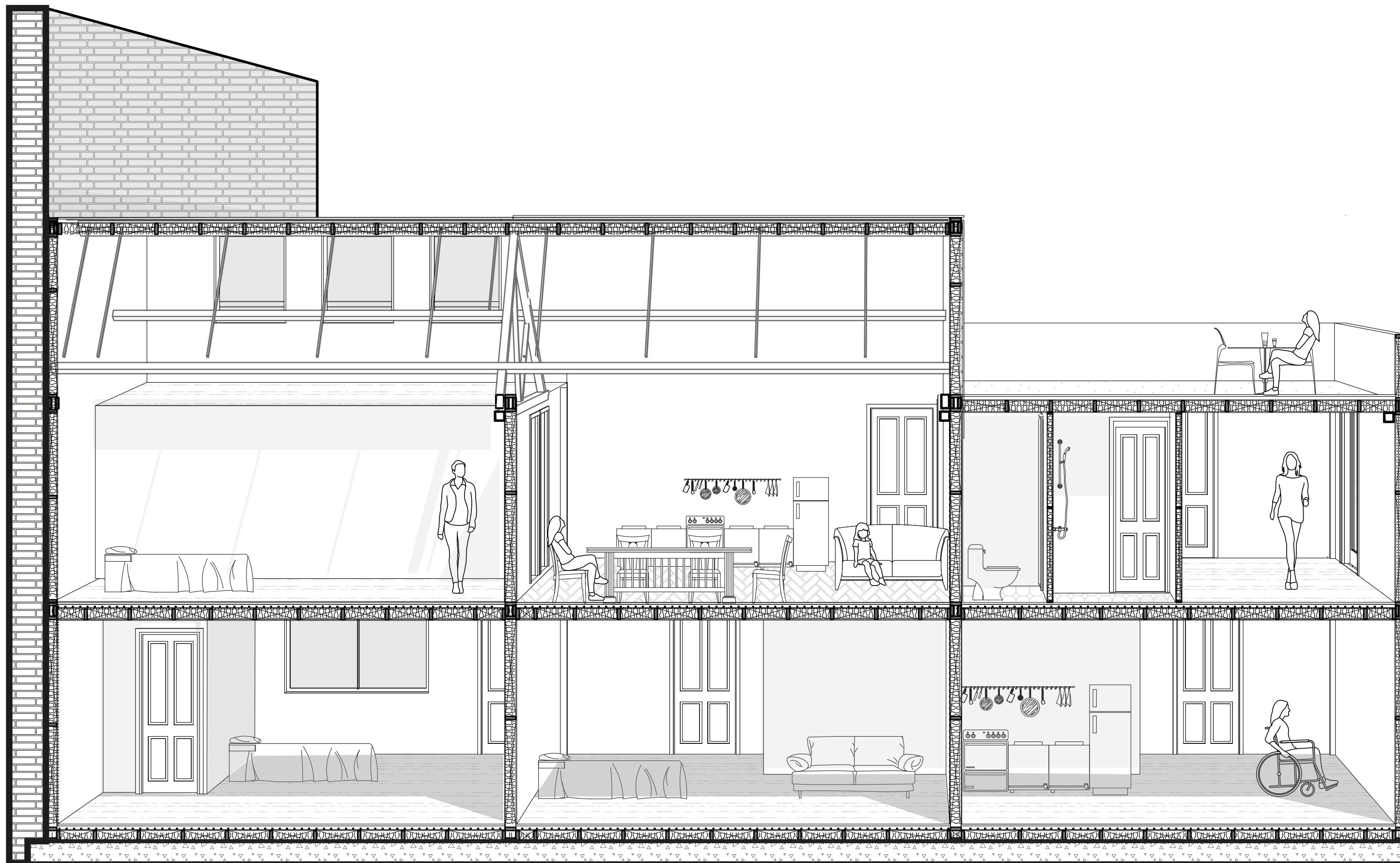




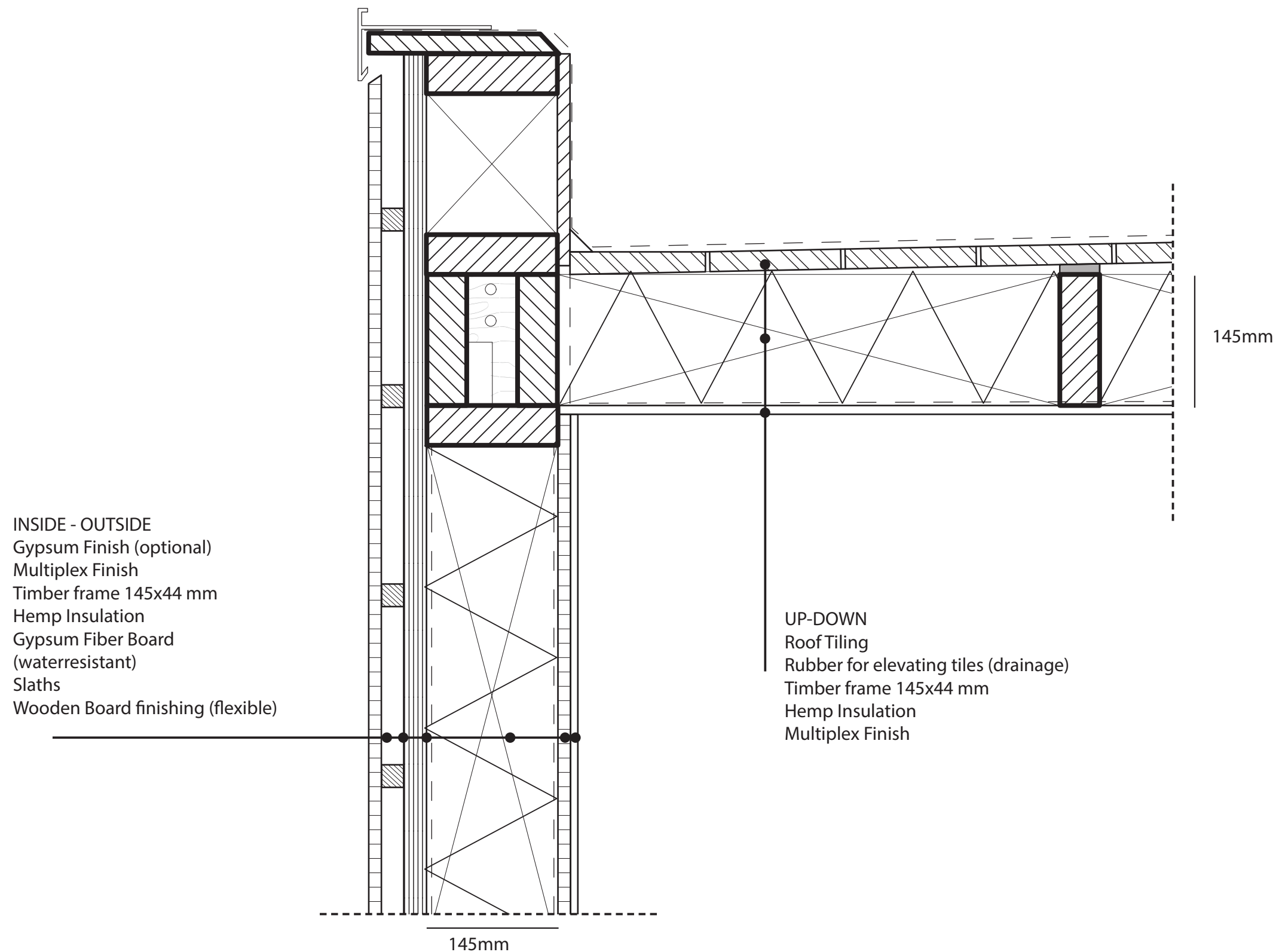


Student Apartments





Flat Roof Detail



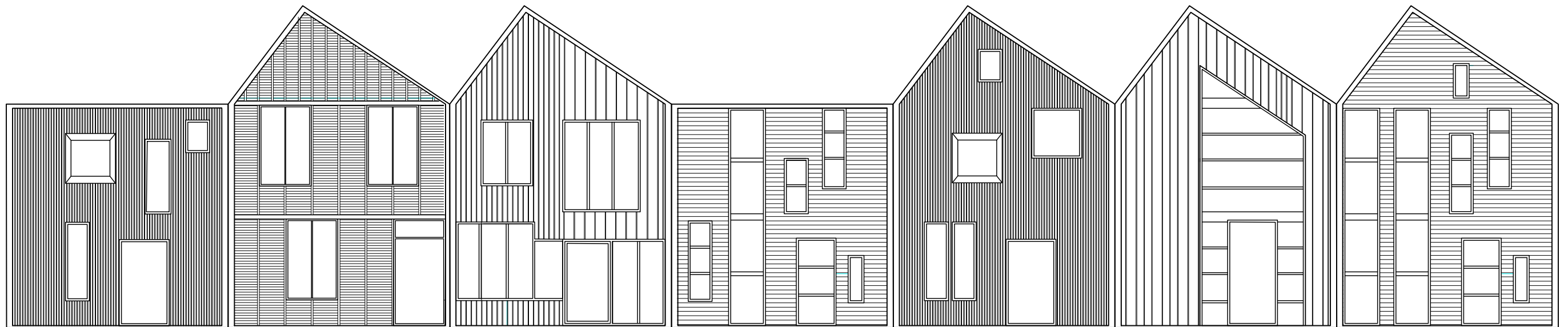
Borneo Sporenburg, Amsterdam



Schutterstraat, Delft



Diversity within uniformity



Diversity

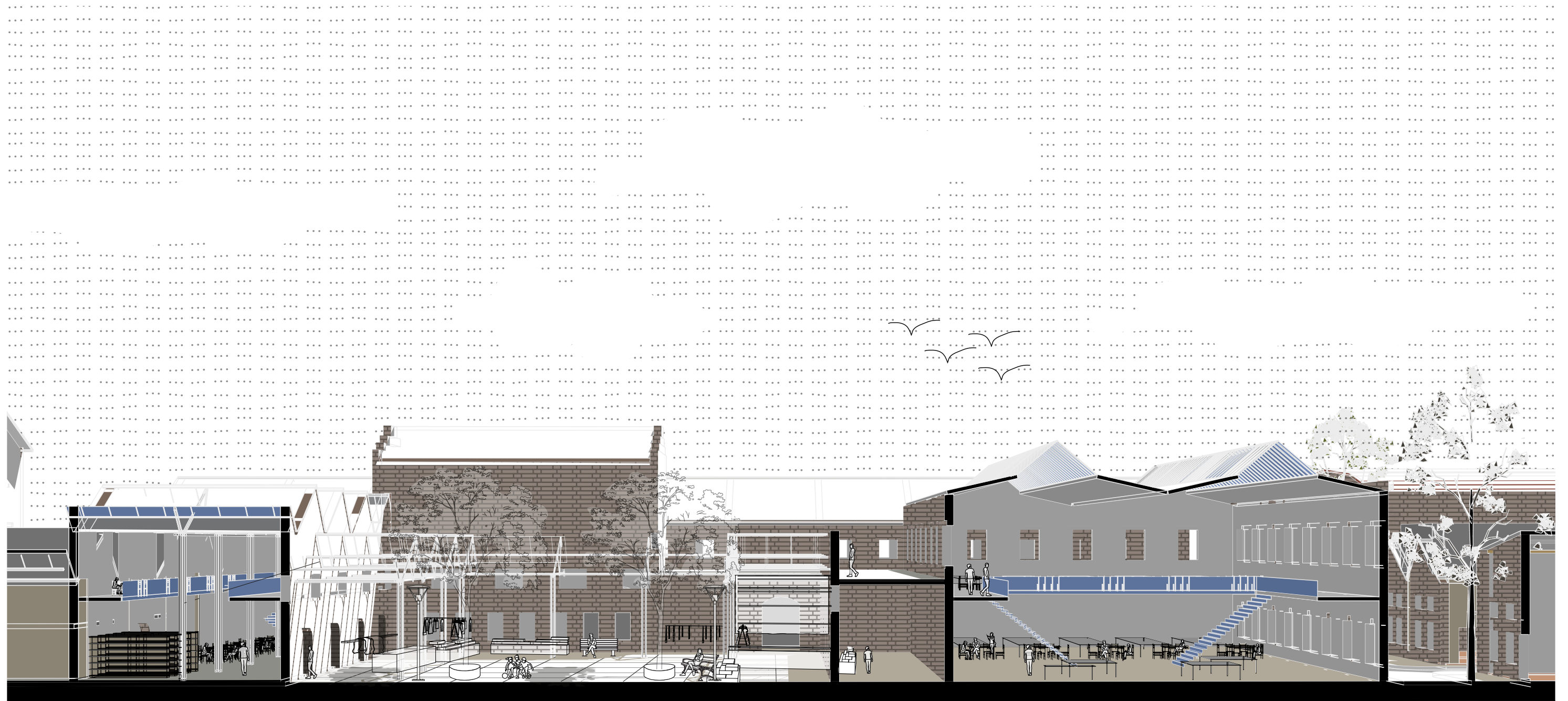


Diversity

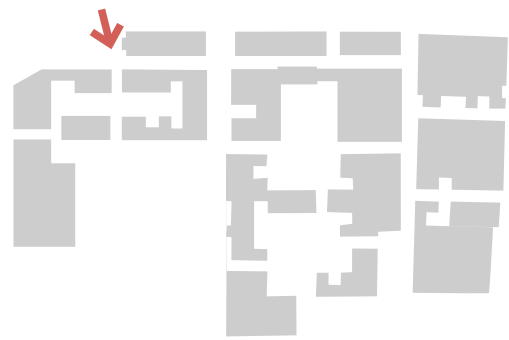




Public Character

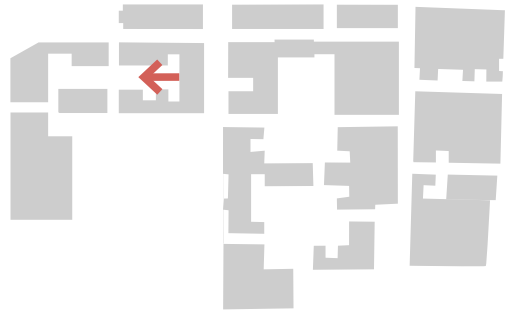






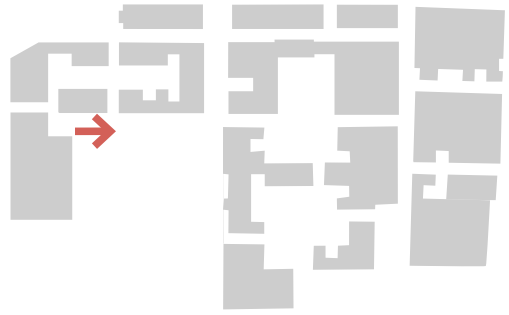
Space sequences - entrance





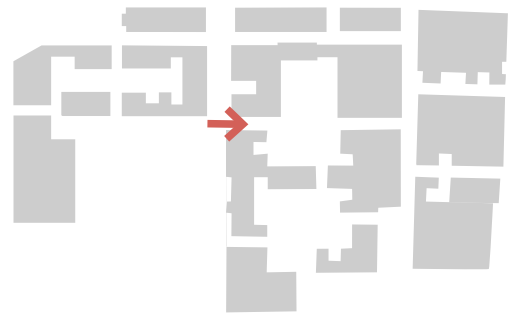
Courtyard





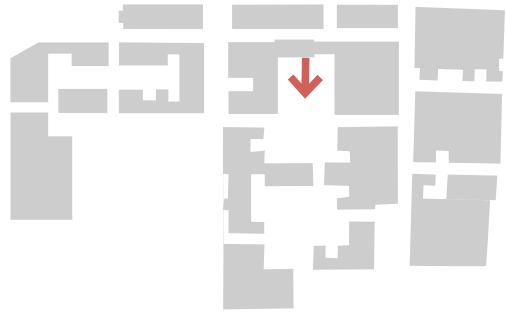
Main Axis





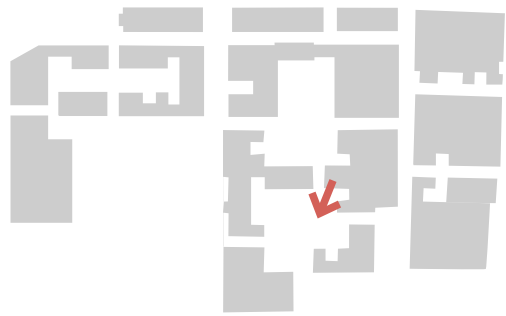
Access to the Forum





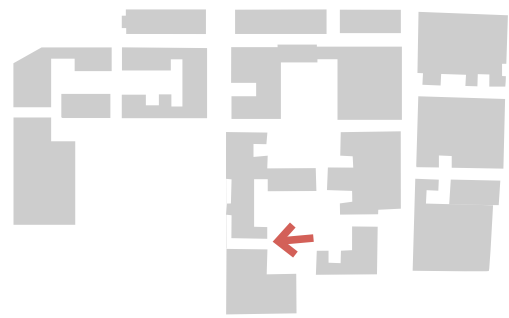
Forum





Square





Exit





Thank you!