



**LEFT-OVER SPACES
ARCHITECTURE
SPORTS & PLAY
REVITALIZING
INDUSTRIAL QUARTER
MAASTRICHT**

P5 Presentation
21-06-2022

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5045878

Urban Architecture
Graduation Studio
Glaneurs, Glaneuses

GLANEURS, GLANEUSES

“To gather grain or other produce left by reapers.”

“To gather information or material bit by bit”



PROJECT LOCATION



Netherlands

Maastricht

Belgium

ANALYSING MAASTRICHT



Not appealing to exercise

EXERCISE FRIENDLY



Recreational green & water

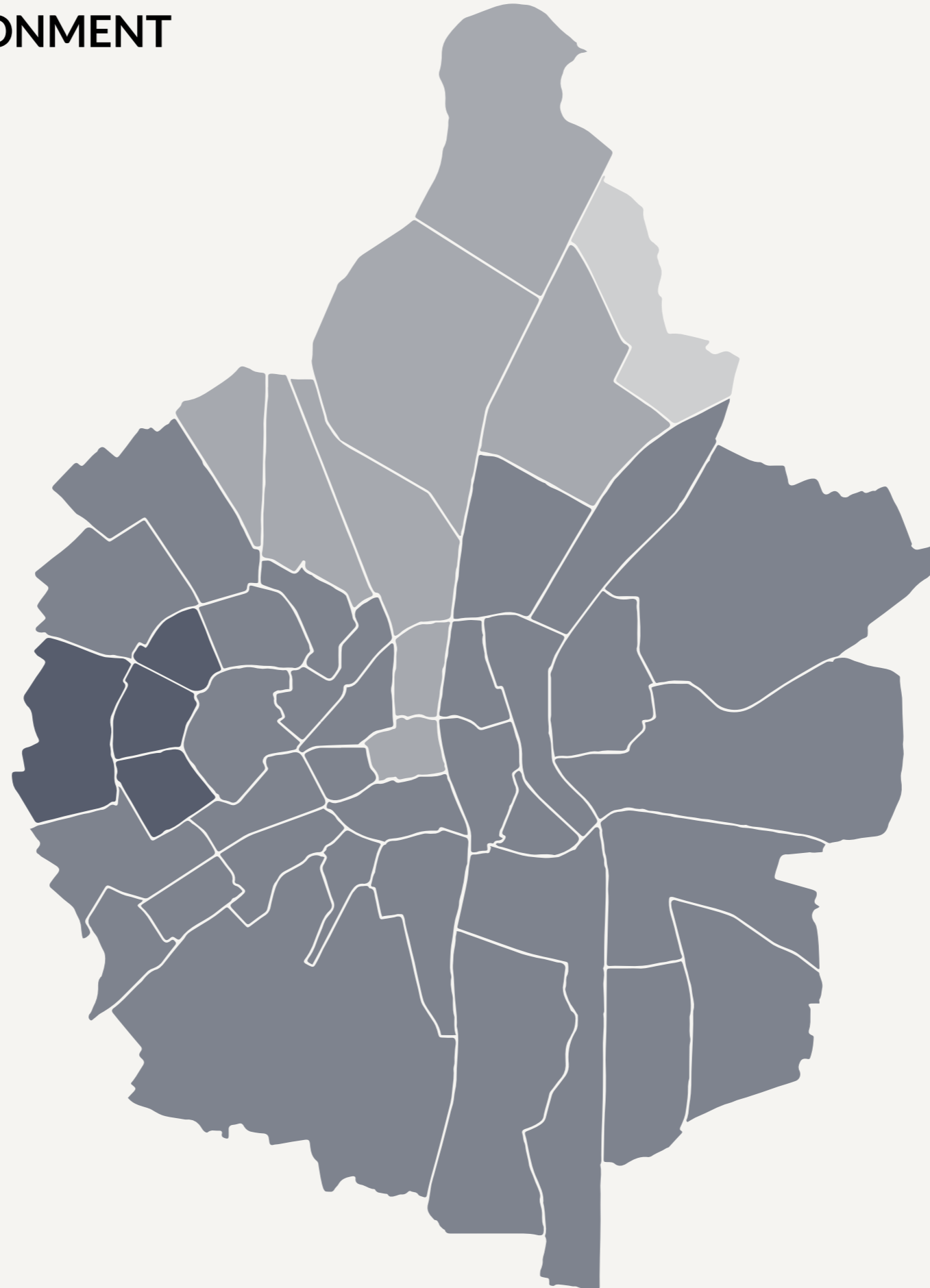
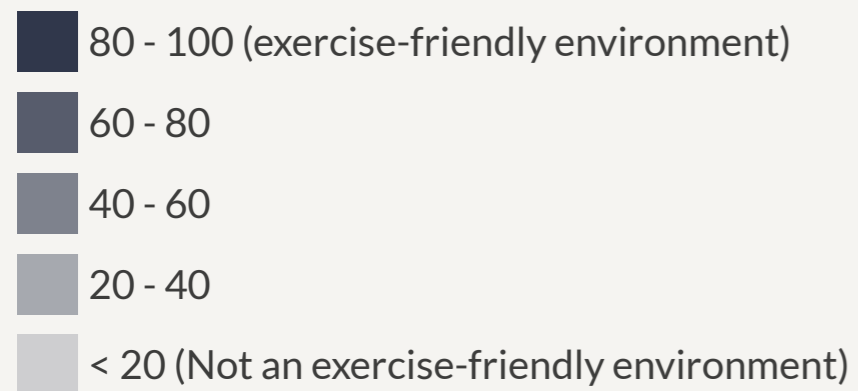


Sport facilities

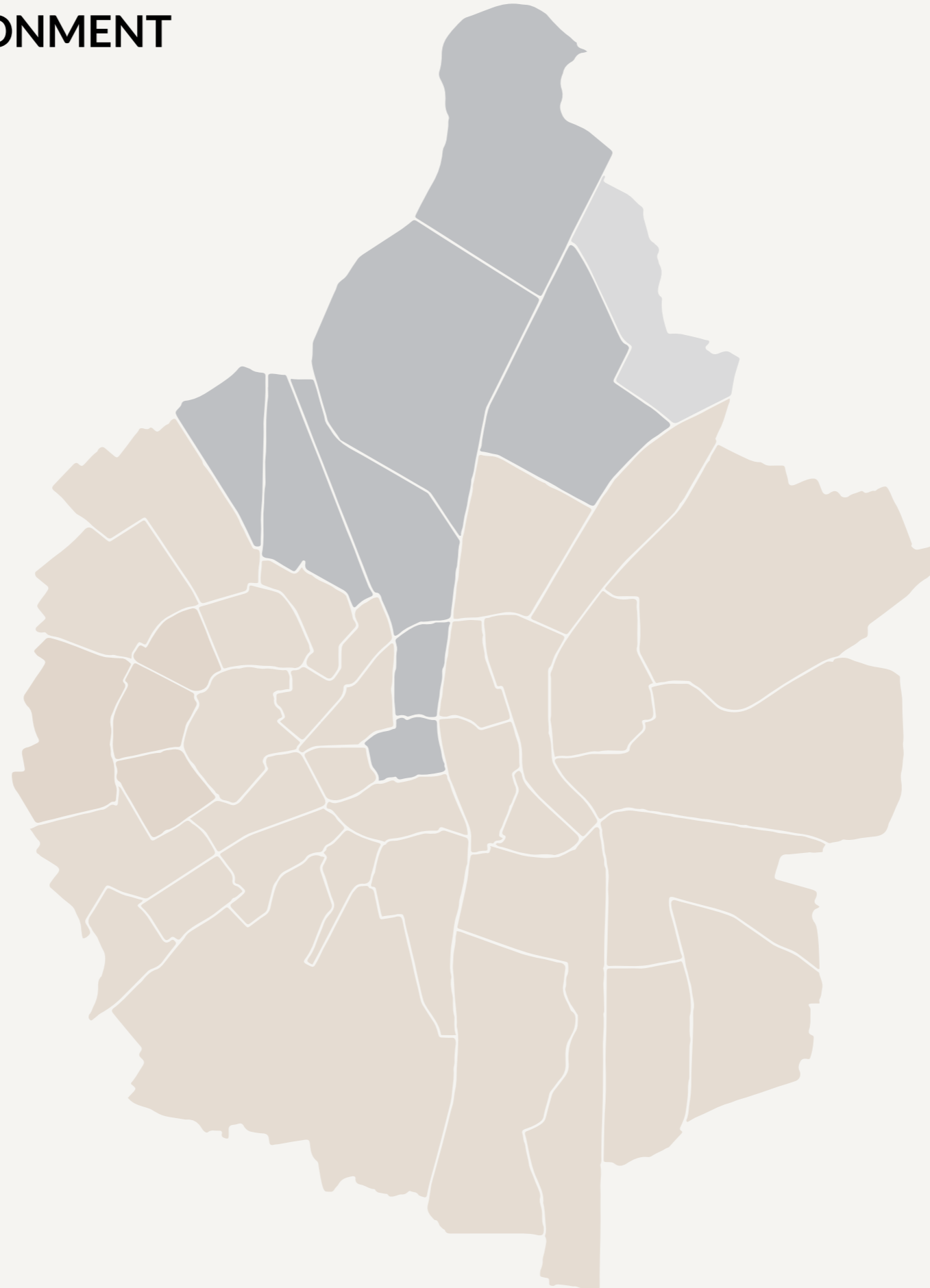


Play facilities

EXERCISE FRIENDLY ENVIRONMENT



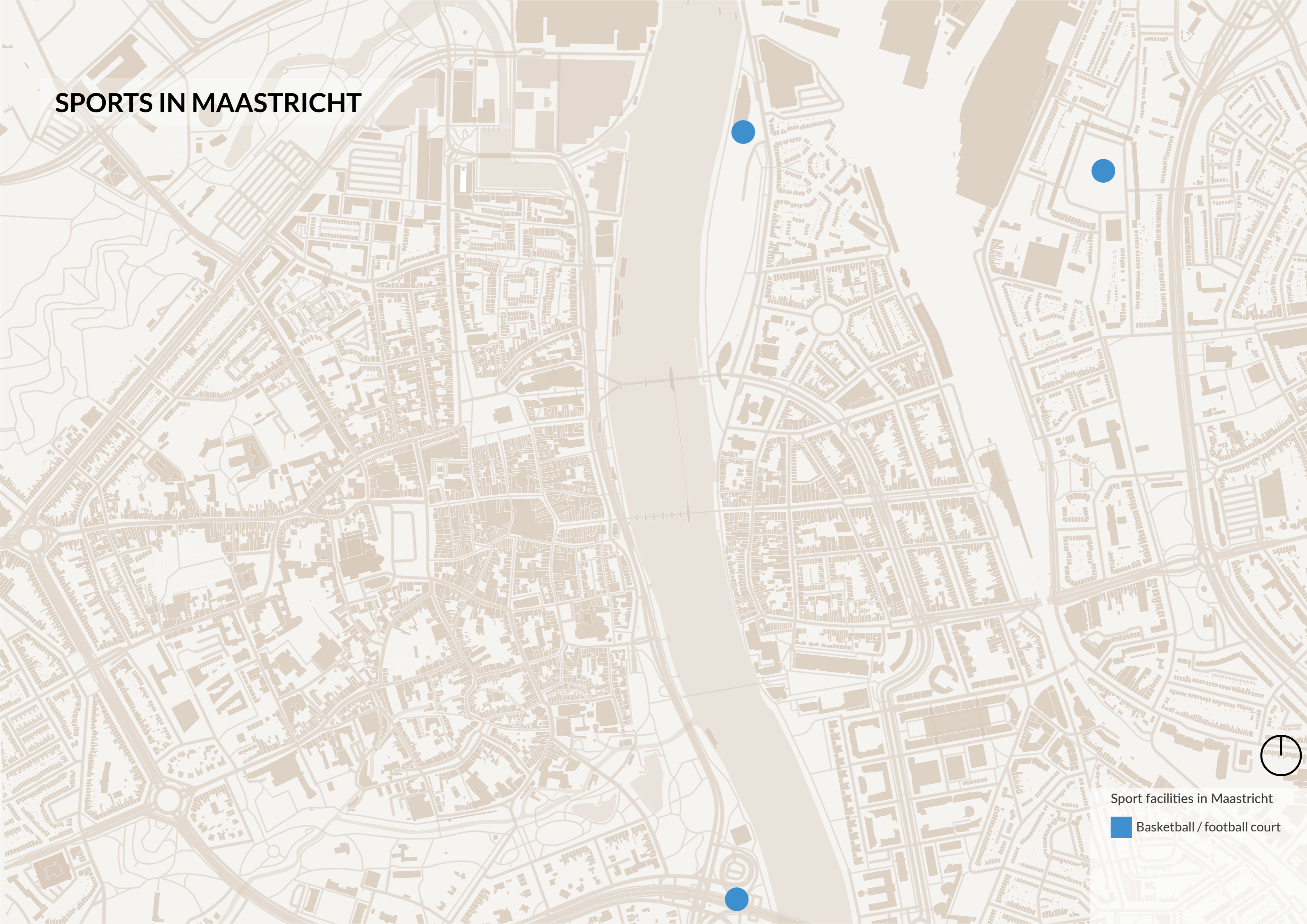
EXERCISE FRIENDLY ENVIRONMENT



20 - 40

< 20 (Not an exercise-friendly environment)

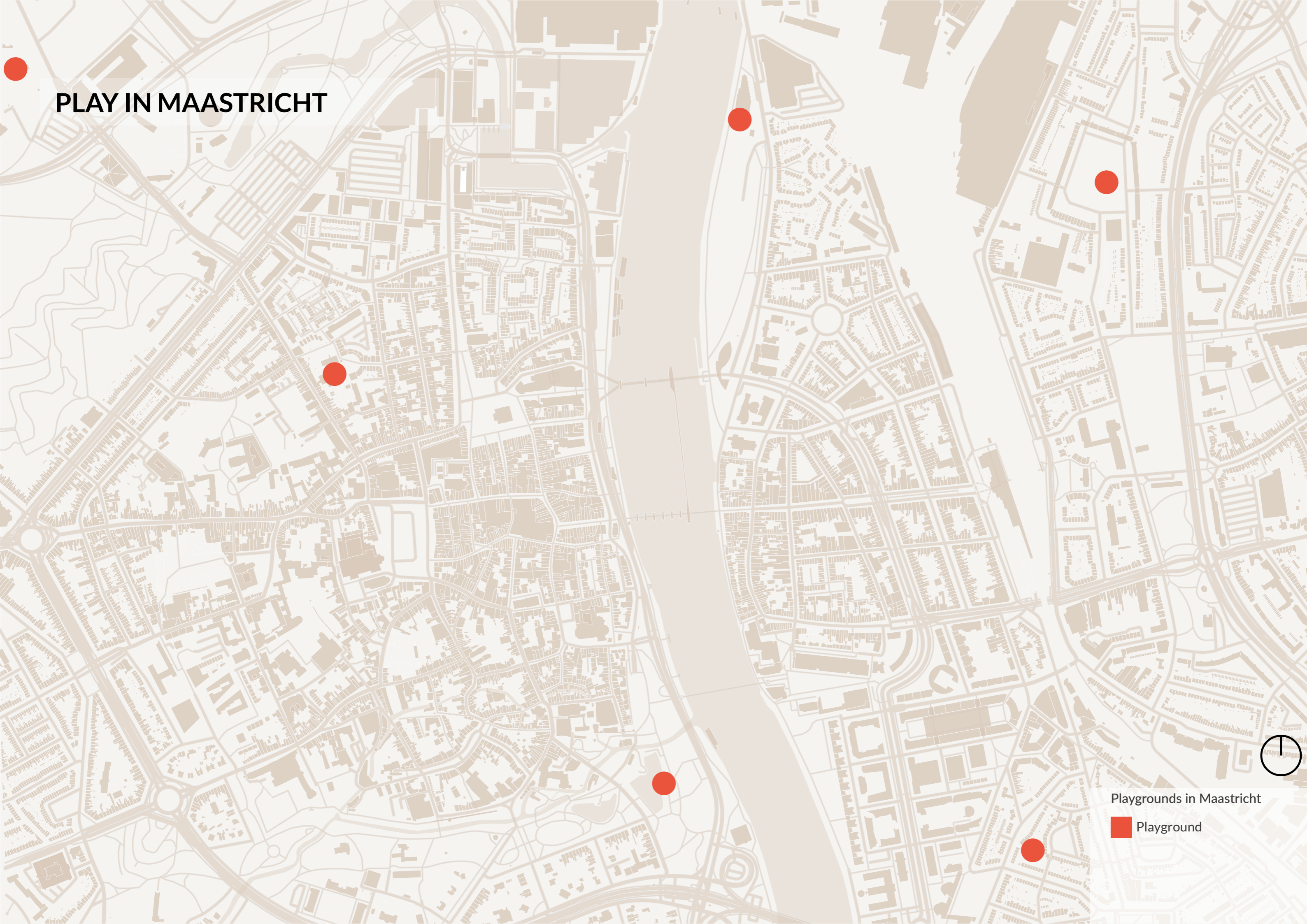
SPORTS IN MAASTRICHT



Sport facilities in Maastricht

 Basketball / football court

PLAY IN MAASTRICHT



Playgrounds in Maastricht

■ Playground

TARGET GROUP



Young people & children



< 2 hours outside less outside in urban areas

BENEFITS OF EXERCISE, SPORTS & PLAY



Social development



Motor development



Cognitive development

NEED



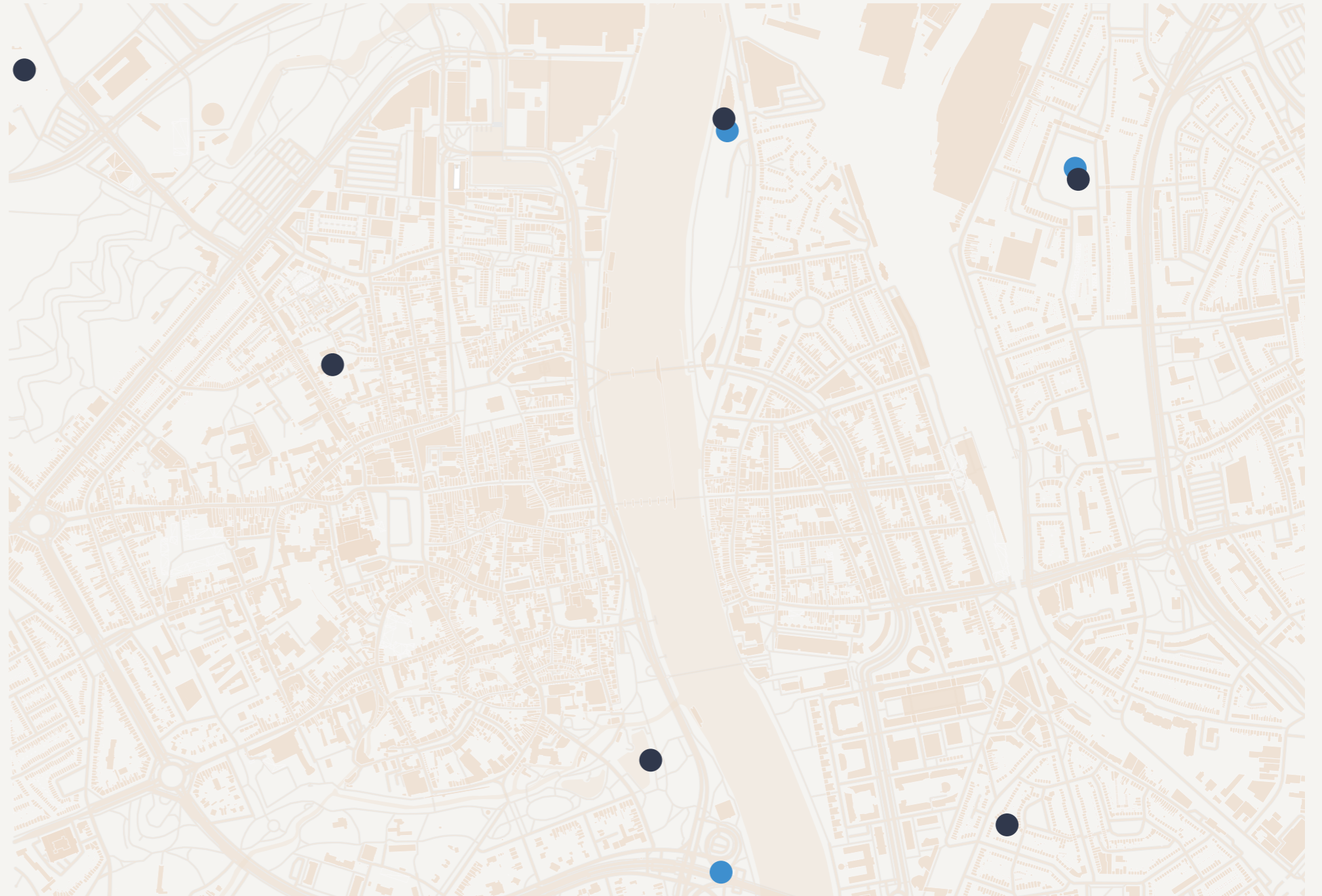
Playing with other children



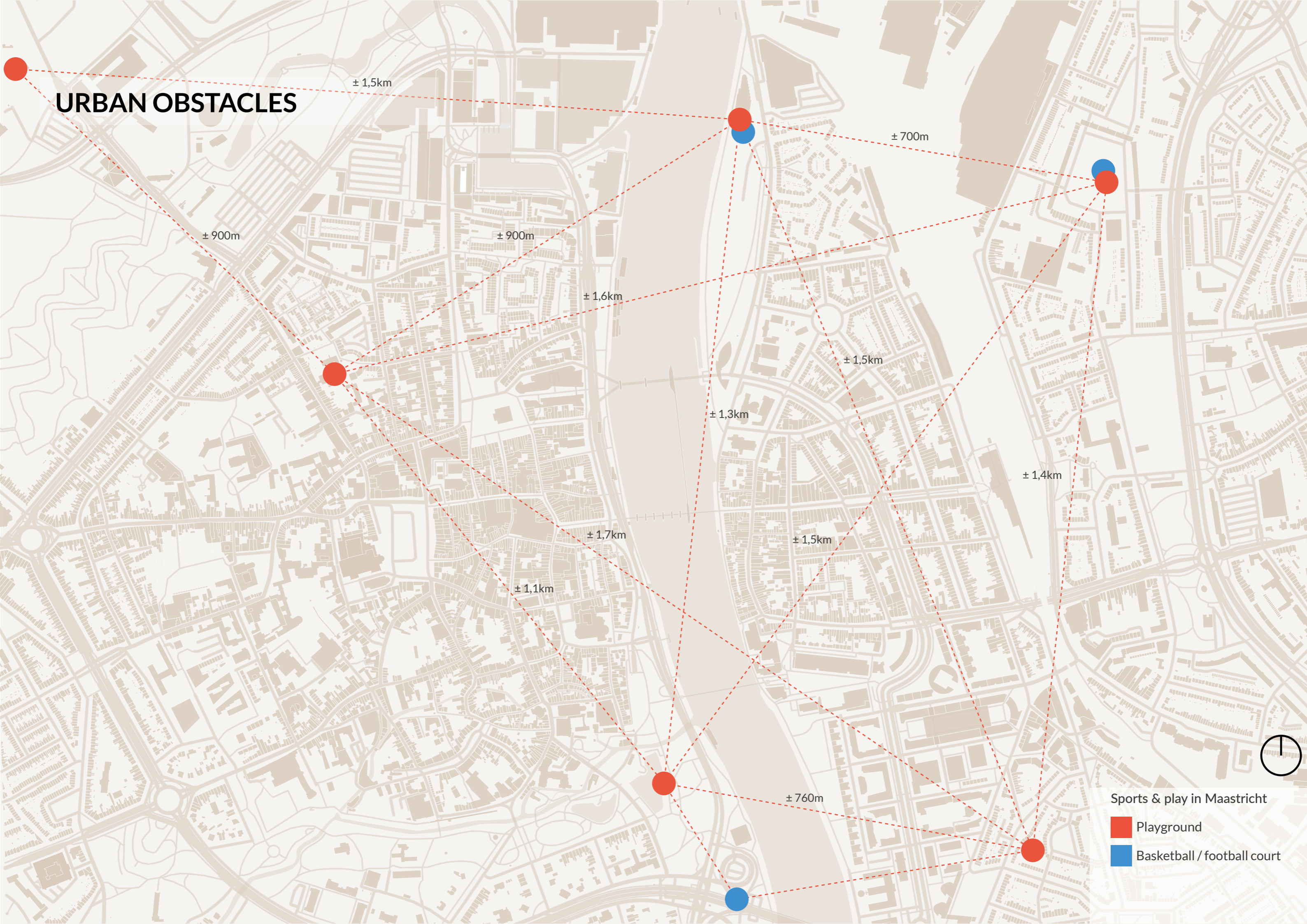
Adequate space

SPORTS & PLAY IN MAASTRICHT

- Adequate space
- Defined space
- ~~Undefined space~~
- ~~Shelter from sun/rain~~
- ~~Diversity in sport/play elements~~
- Suitable for children
- Suitable for young people
- ~~Suitable for the adults/parents~~
- ~~Facilities (e.g. toilets)~~
- ~~Social safety~~
- ~~Safety from traffic~~
- Accessibilty in the city



URBAN OBSTACLES



Sports & play in Maastricht

Playground

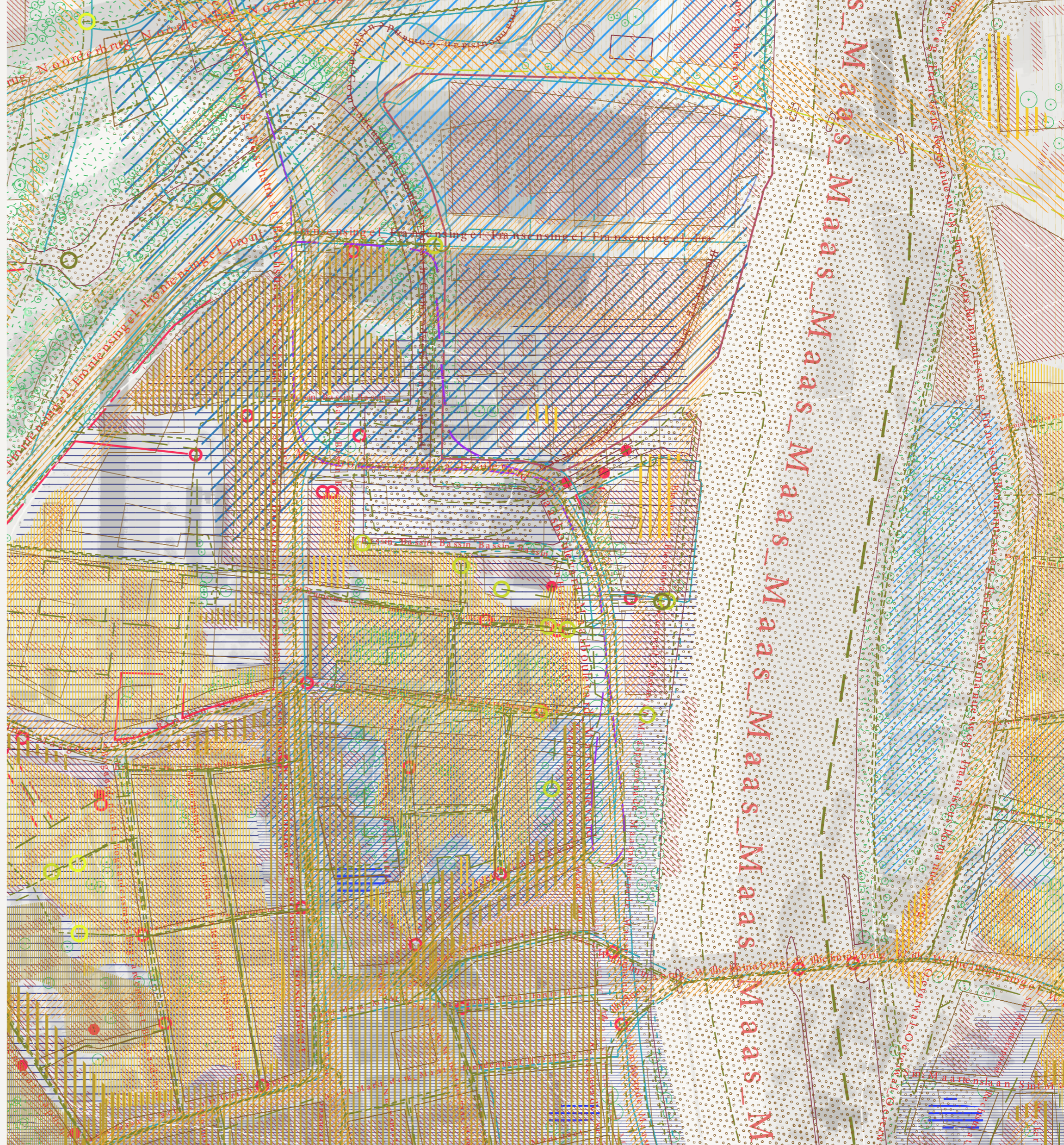
Basketball / football court



**OVERHEAD, UNDERNEATH
& IN-BETWEEN**

ENTANGLEMENTS OF MAASTRICHT

- History**
 - Water
 - Road
 - Railroad
- Future mobility**
 - Tram
 - Fast lane (vehicular)
- Mobility**
 - Pedestrian
 - Bicycles
 - Railroads
 - Vehicles
 - Fast lane (Vehicular)
 - Boats
 - Fast lane (Boats)
- Transitional pathways**
 - Upper level paths
 - Mid level paths
 - Lower level paths
- Streetnames**
- Topographical lines**
- Built borders**
 - Walls
 - Fences
 - Gates
 - Car stoppers
- Flora Fauna**
 - Greenery
 - Trees
 - Lizards(reptile territory)
- Built & Unbuilt**
 - Built
- Functions**
 - Factory
 - Center
 - Offices
 - Mixed use
 - Dwelling
 - Restaurants/hotels
 - Culture/Leisure
 - Retail
 - Social
- Subjective territories**
 - Factory
 - Industrial
 - Inner city
 - Residential
 - Festival/Leisure
- Jurisdictions**
 - Two-herd Bradant-Liege
 - County of the Vroenhof
 - Lordship of Tweebergen
 - Deanery of Our Lady
 - Deanery of Saint Servatius
 - Church

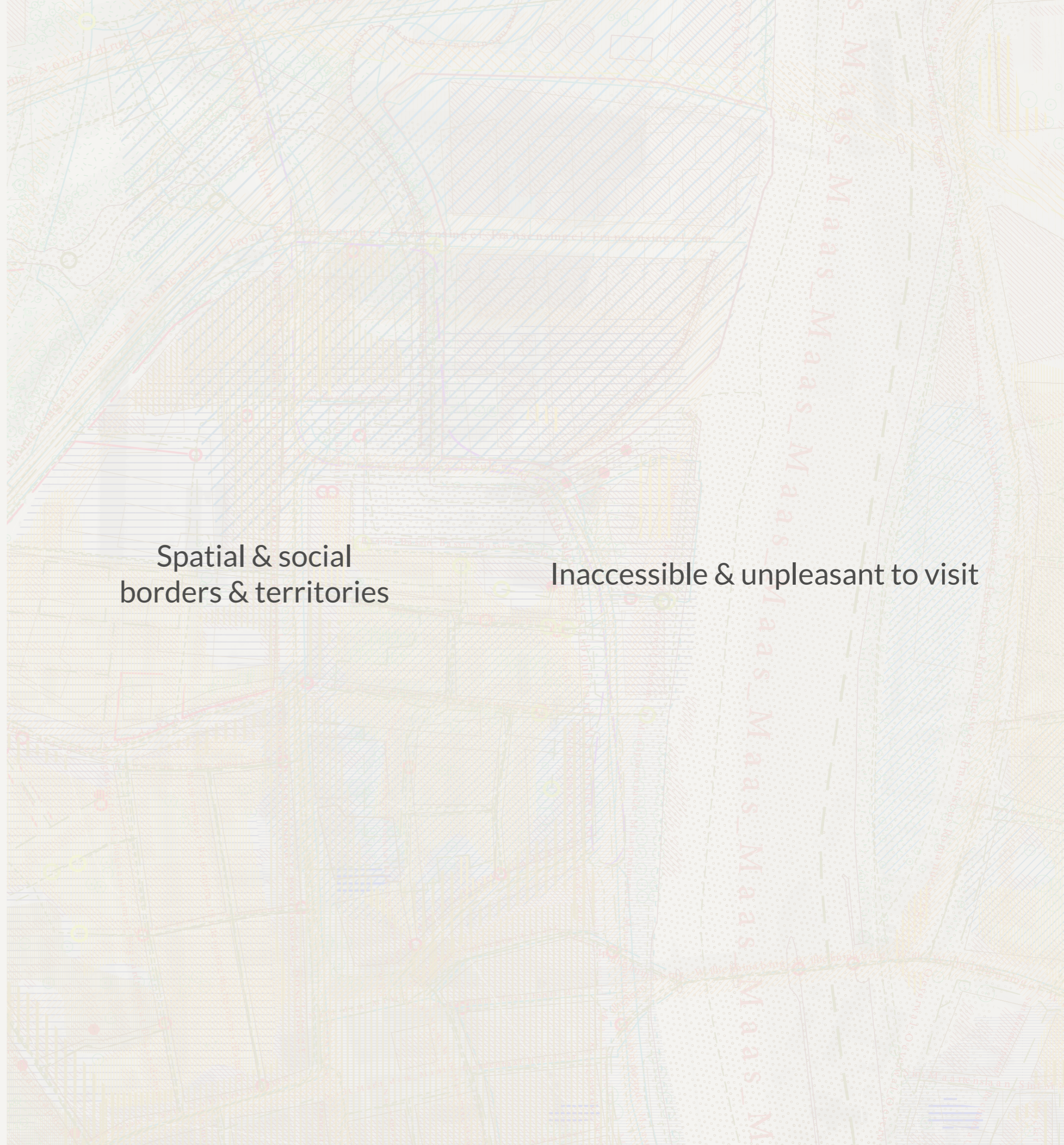


ENTANGLEMENTS OF MAASTRICHT

Entanglements of connections
and disconnections

Spatial & social
borders & territories

Inaccessible & unpleasant to visit



WHAT IS ..

INBETWEEN SPACE
WANDER SPACE
ANTI-SPACE
LEFT-OVER SPACE
LOST SPACE

LEFT-OVER SPACES EXIST BEYOND THE BOUNDARIES OF ORGANIZED SOCIAL SPACE

ALONG HIGHWAYS



WATERFRONTS



CHANGES IN LAND USE



**DISCONNECTED
PEDESTRIAN FLOWS**



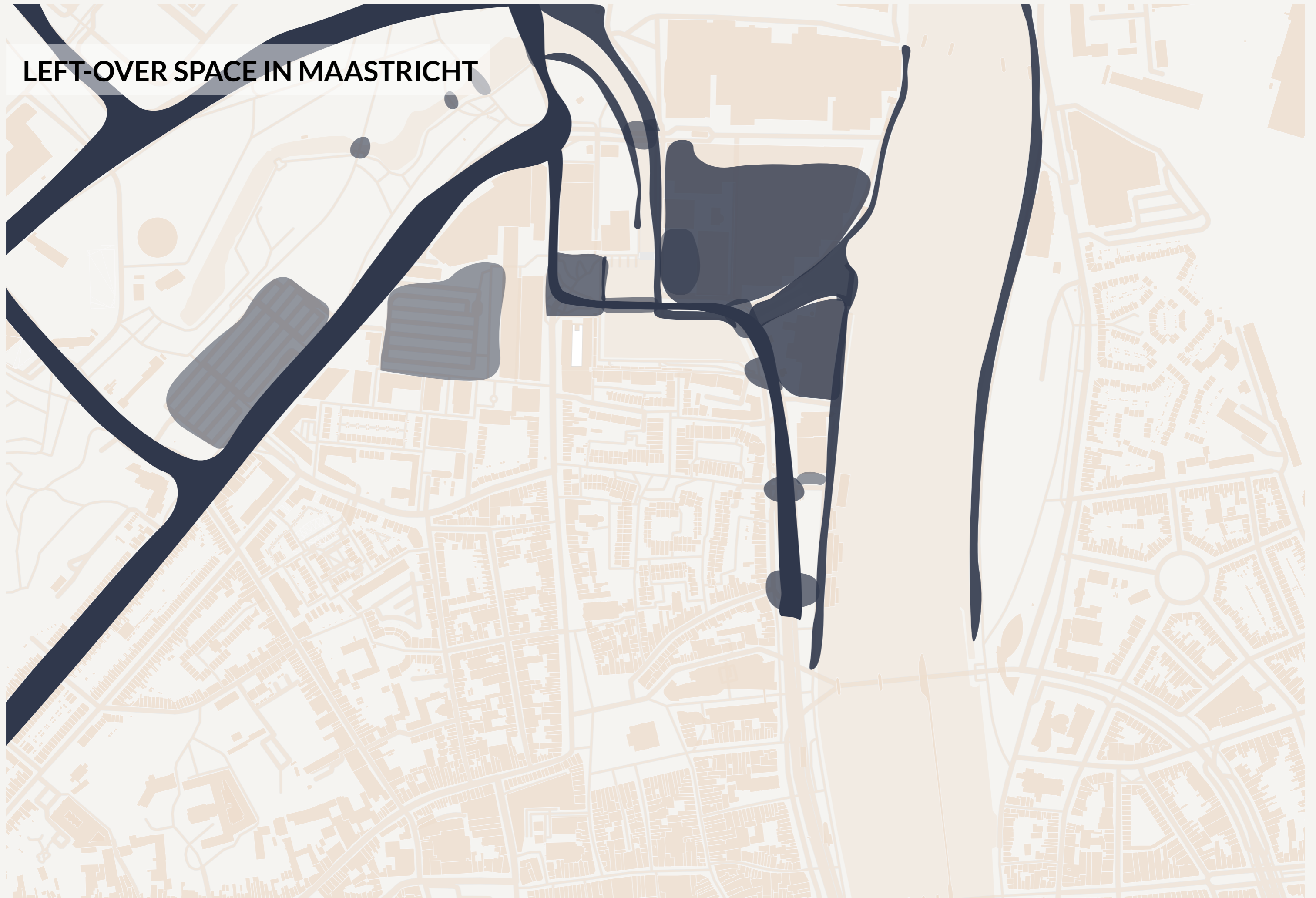
UNDERNEATH BRIDGES



PARKING LOTS



LEFT-OVER SPACE IN MAASTRICHT

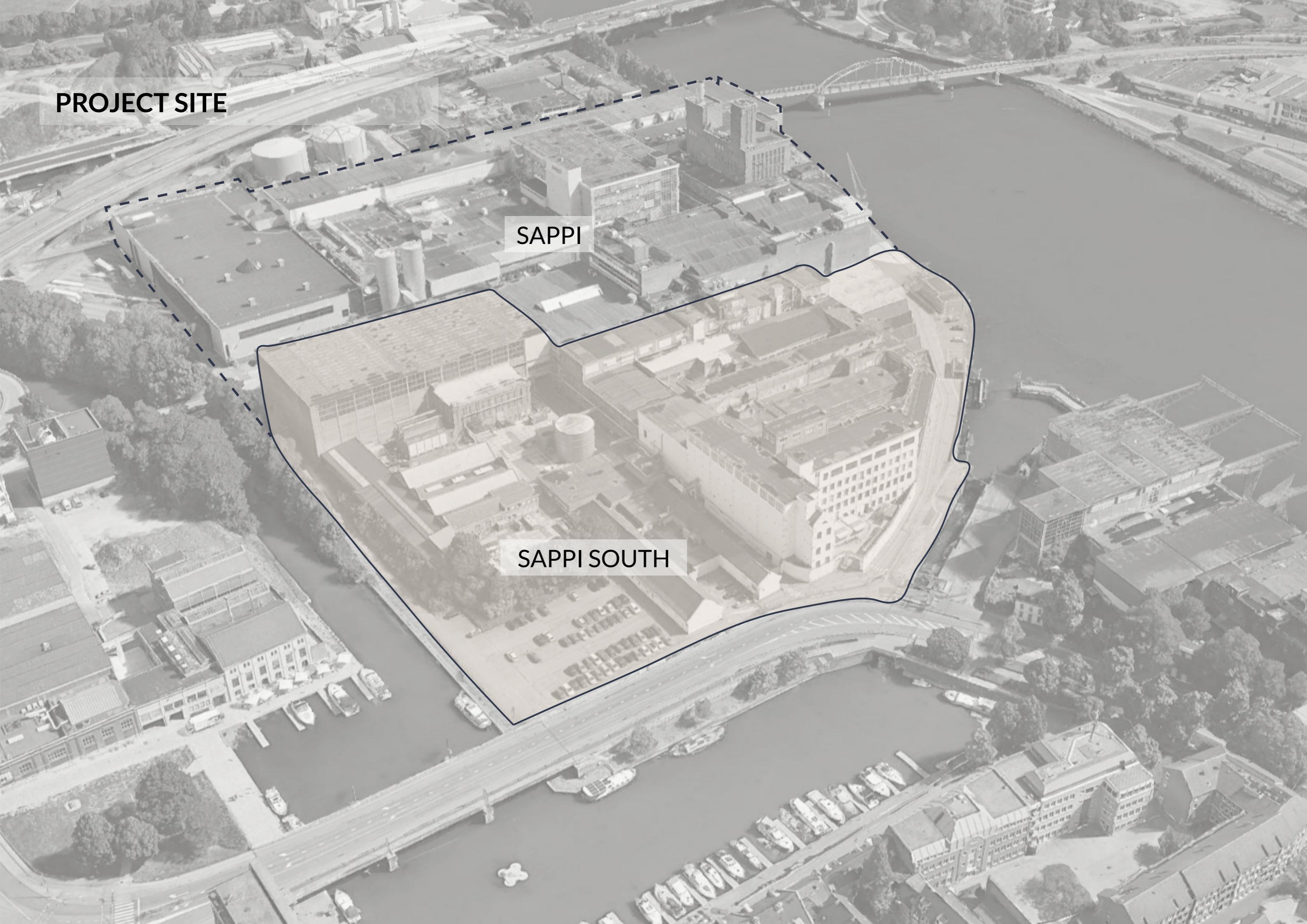


URBAN DESIGN

PROJECT SITE

SAPPI

SAPPI SOUTH



RELATION RESEARCH & URBAN DESIGN



Priority to pedestrian flows

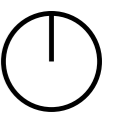
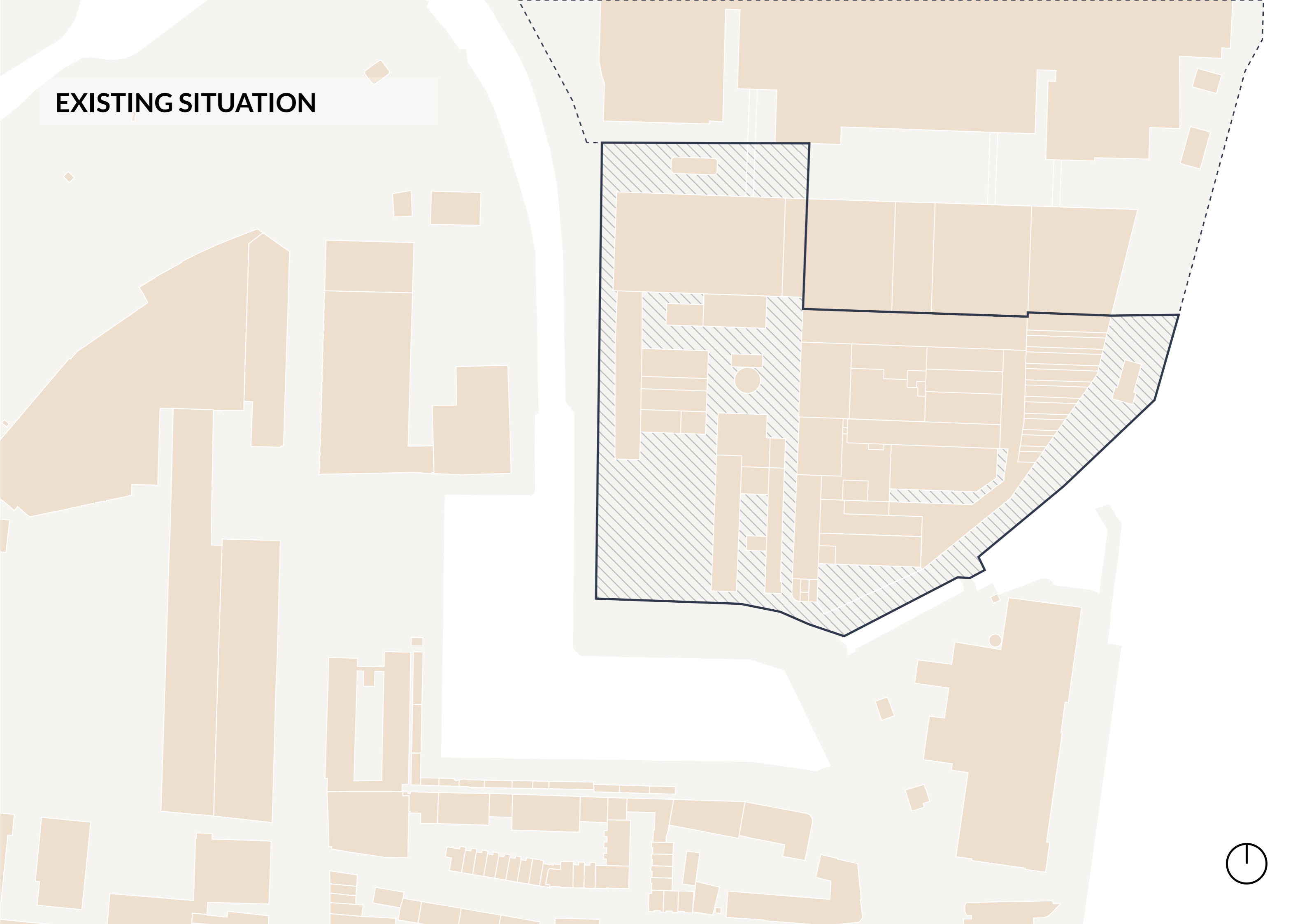


Activating the waterfronts

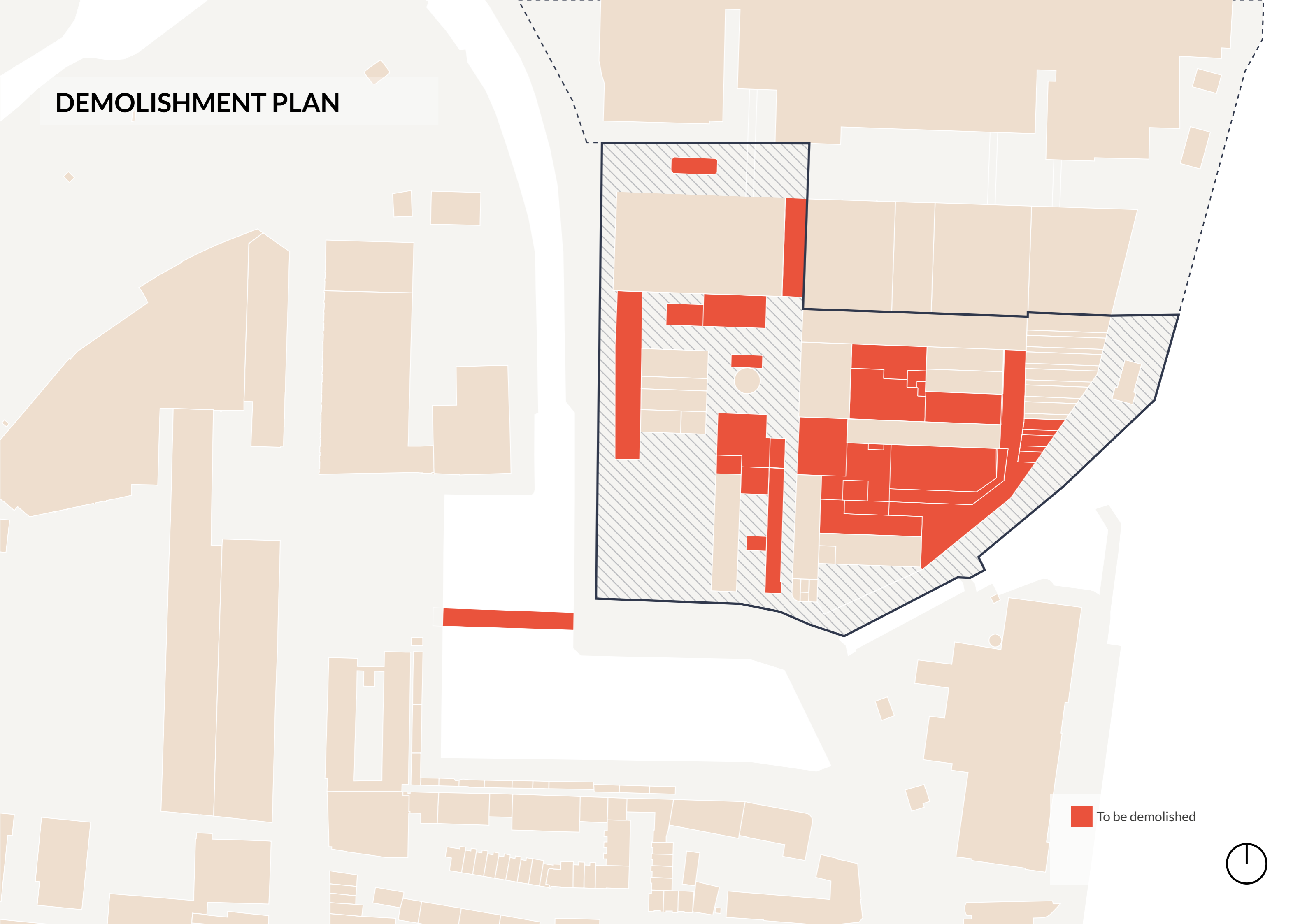


Using what is already there

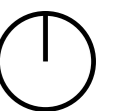
EXISTING SITUATION



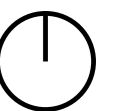
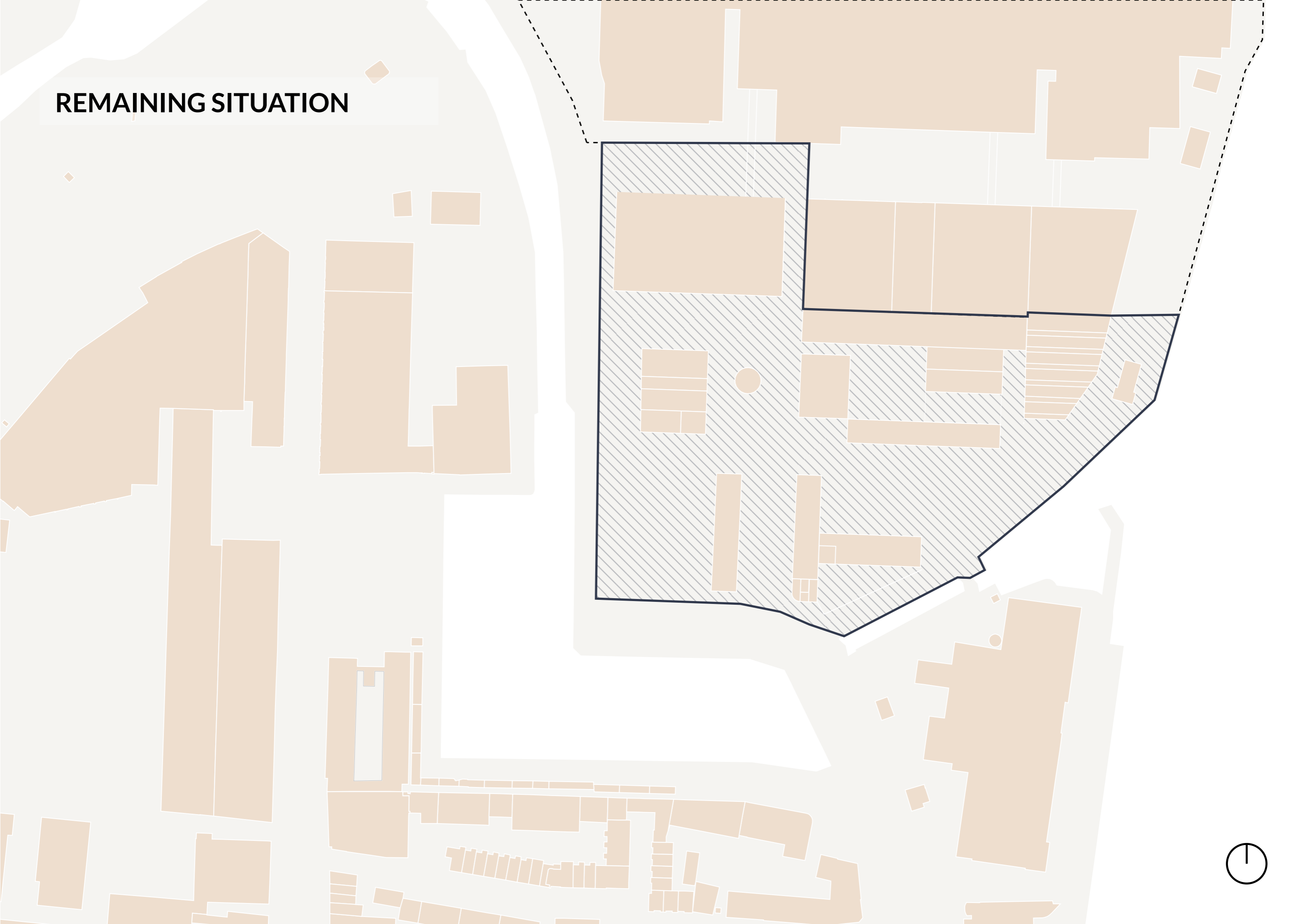
DEMOLITION PLAN



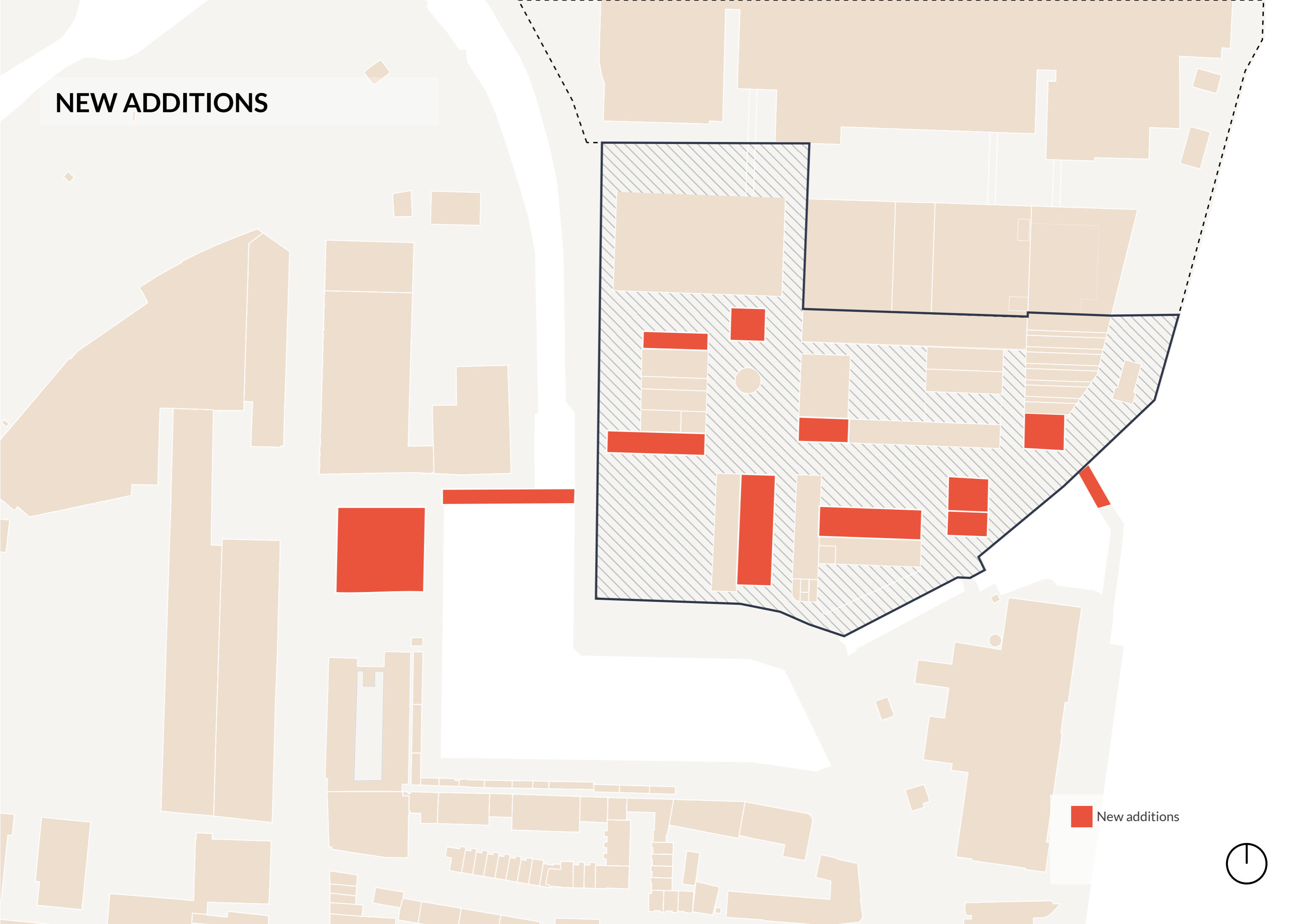
 To be demolished




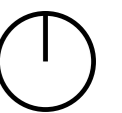
REMAINING SITUATION



NEW ADDITIONS



 New additions



GUIDING THEMES



Connecting



Public spaces




Activating the waterfronts


CONNECTING



Connecting

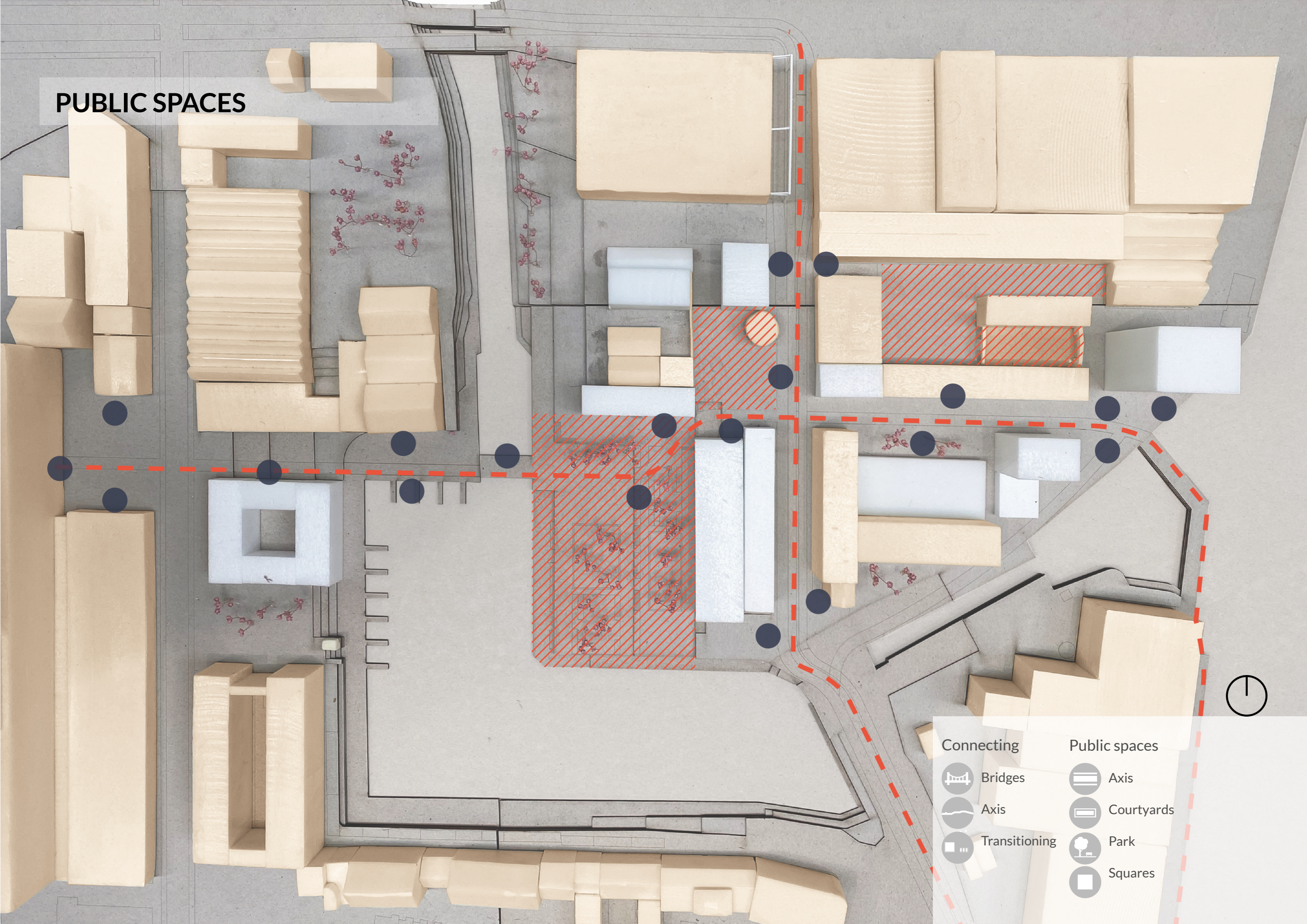
 Bridges

 Axis

 Transitioning







PUBLIC SPACES



Connecting

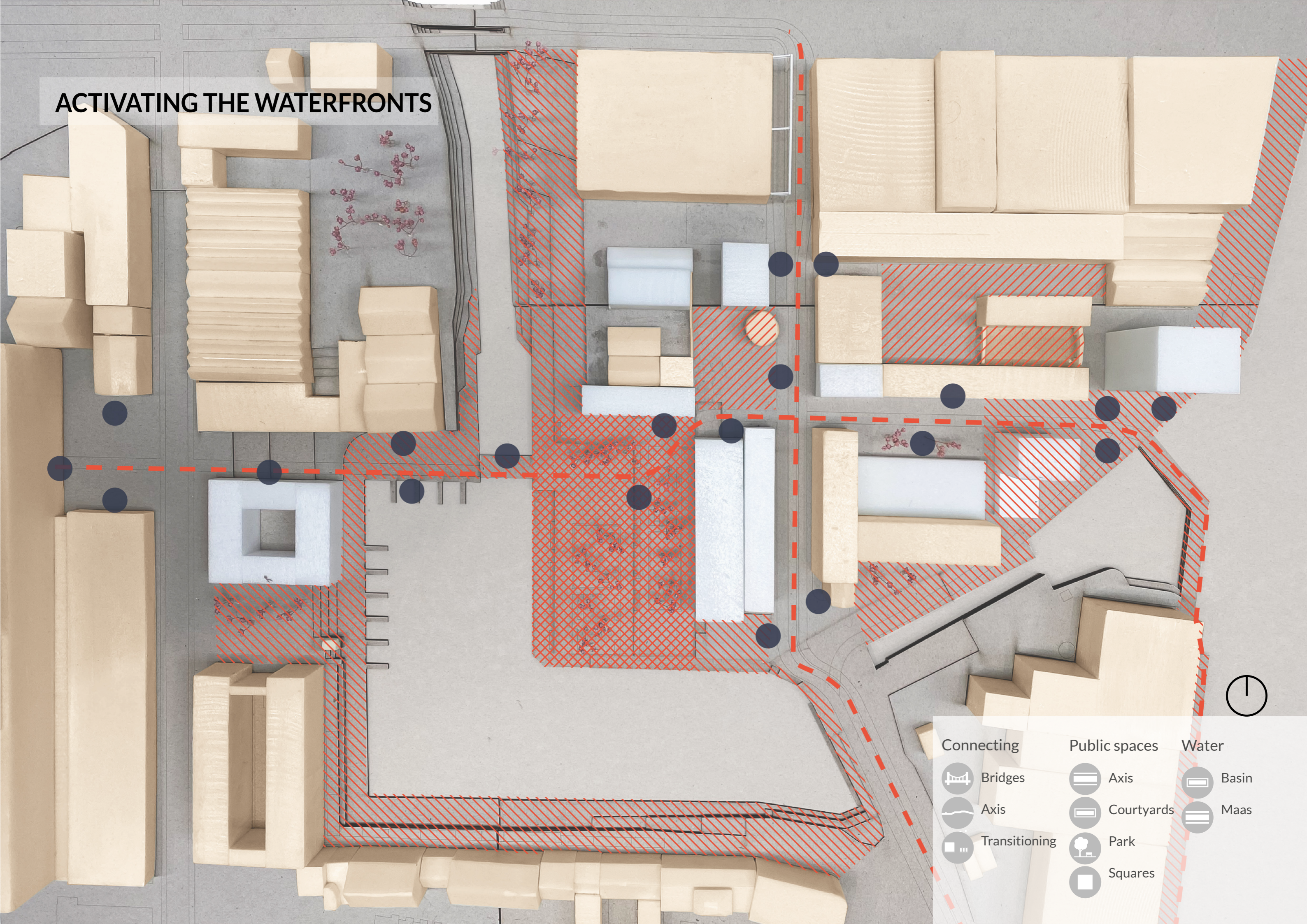
-  Bridges
-  Axis
-  Transitioning

Public spaces

-  Axis
-  Courtyards
-  Park
-  Squares







ACTIVATING THE WATERFRONTS



Connecting

-  Bridges
-  Axis
-  Transitioning

Public spaces

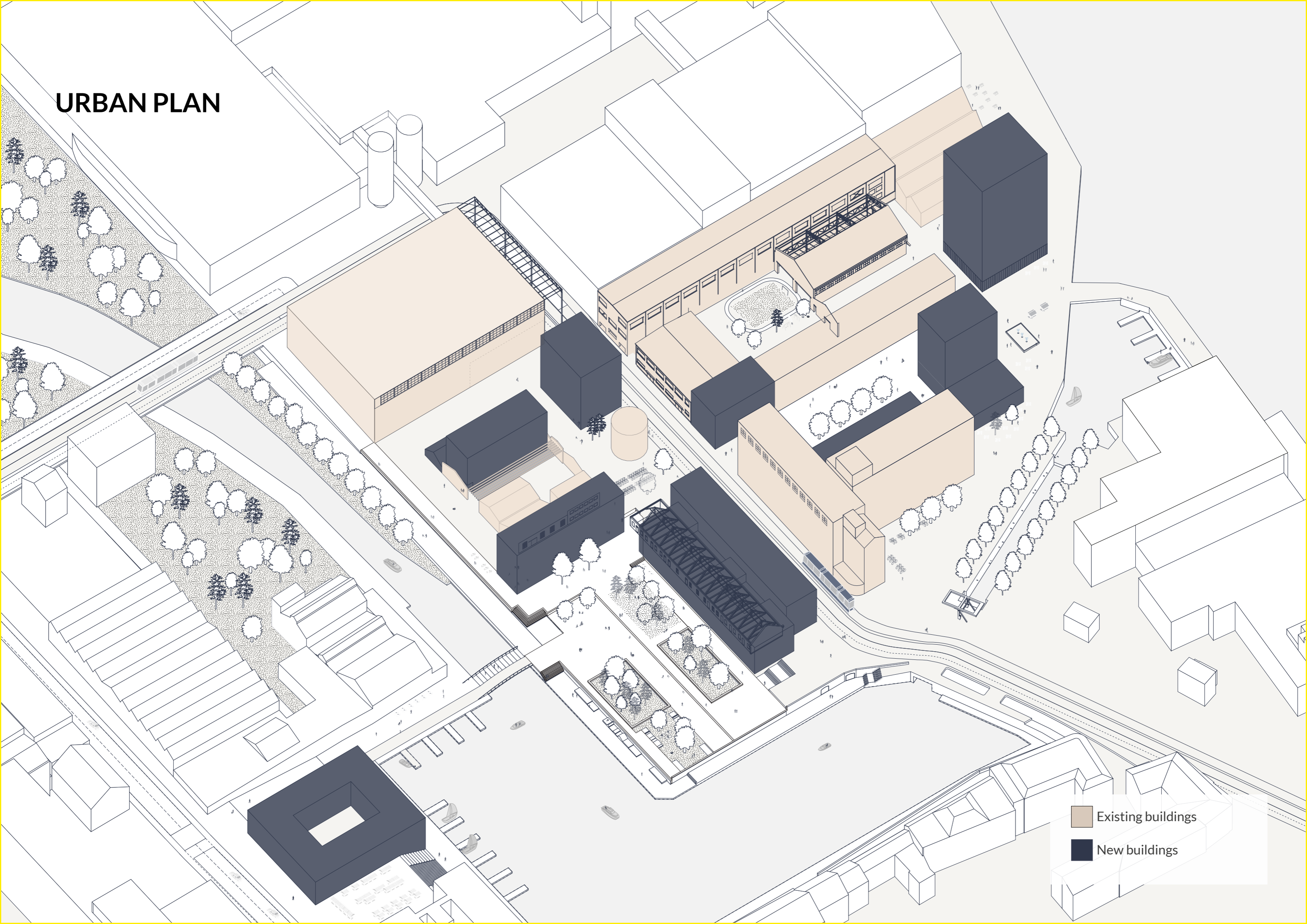
-  Axis
-  Courtyards
-  Park
-  Squares

Water

-  Basin
-  Maas

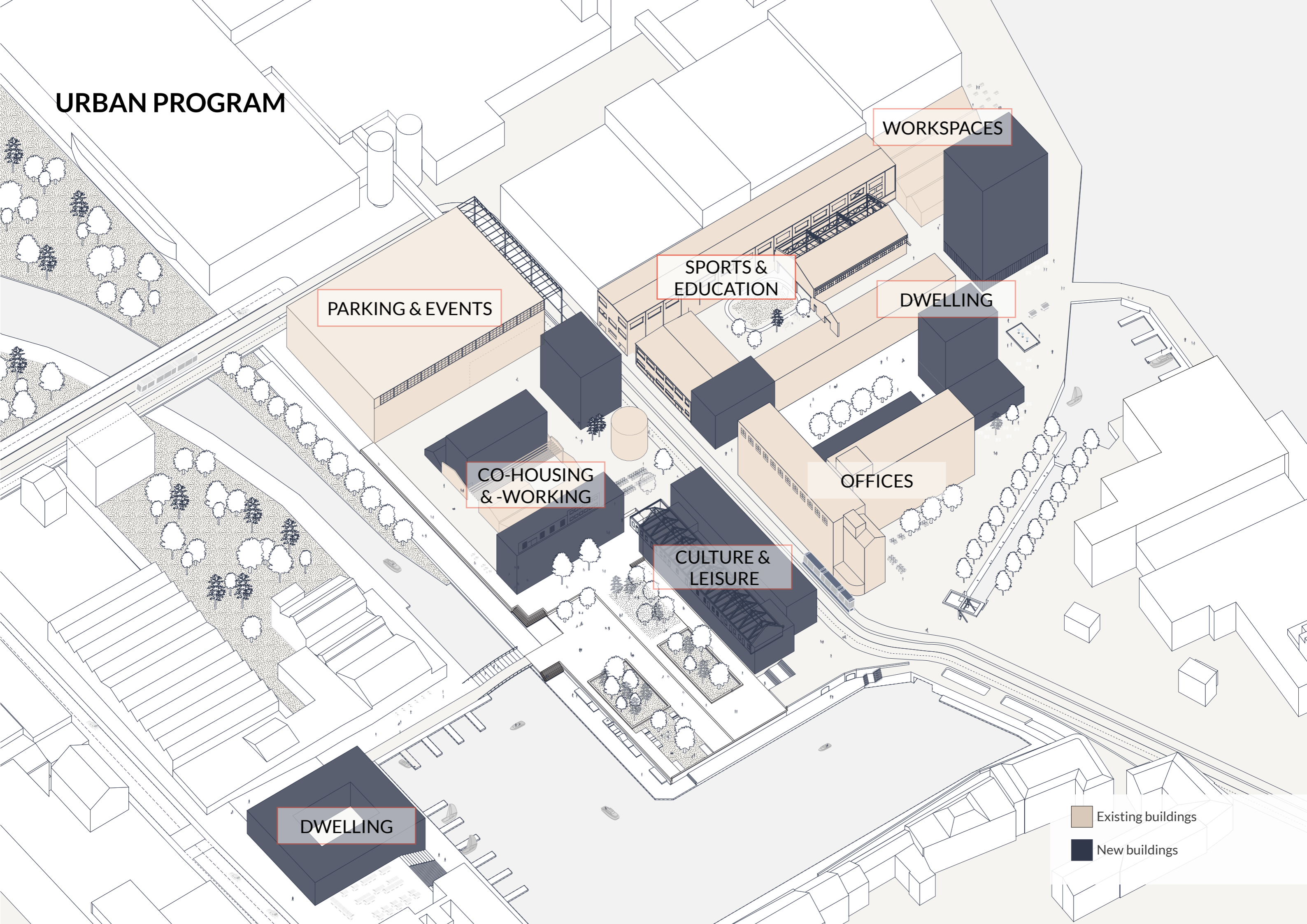


URBAN PLAN



- Existing buildings
- New buildings

URBAN PROGRAM



WORKSPACES

SPORTS & EDUCATION

DWELLING

PARKING & EVENTS

CO-HOUSING & -WORKING

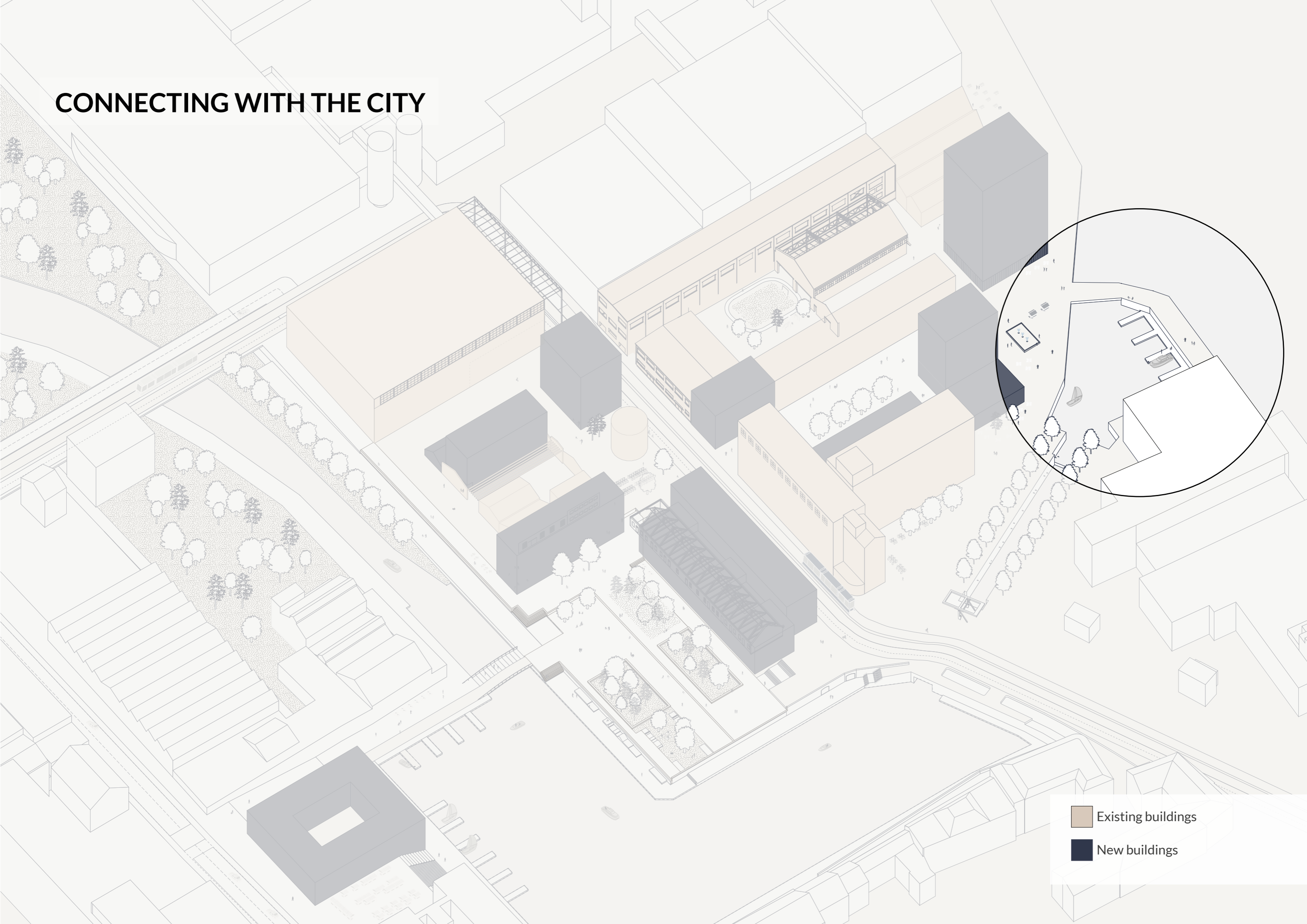
OFFICES



CULTURE & LEISURE

DWELLING

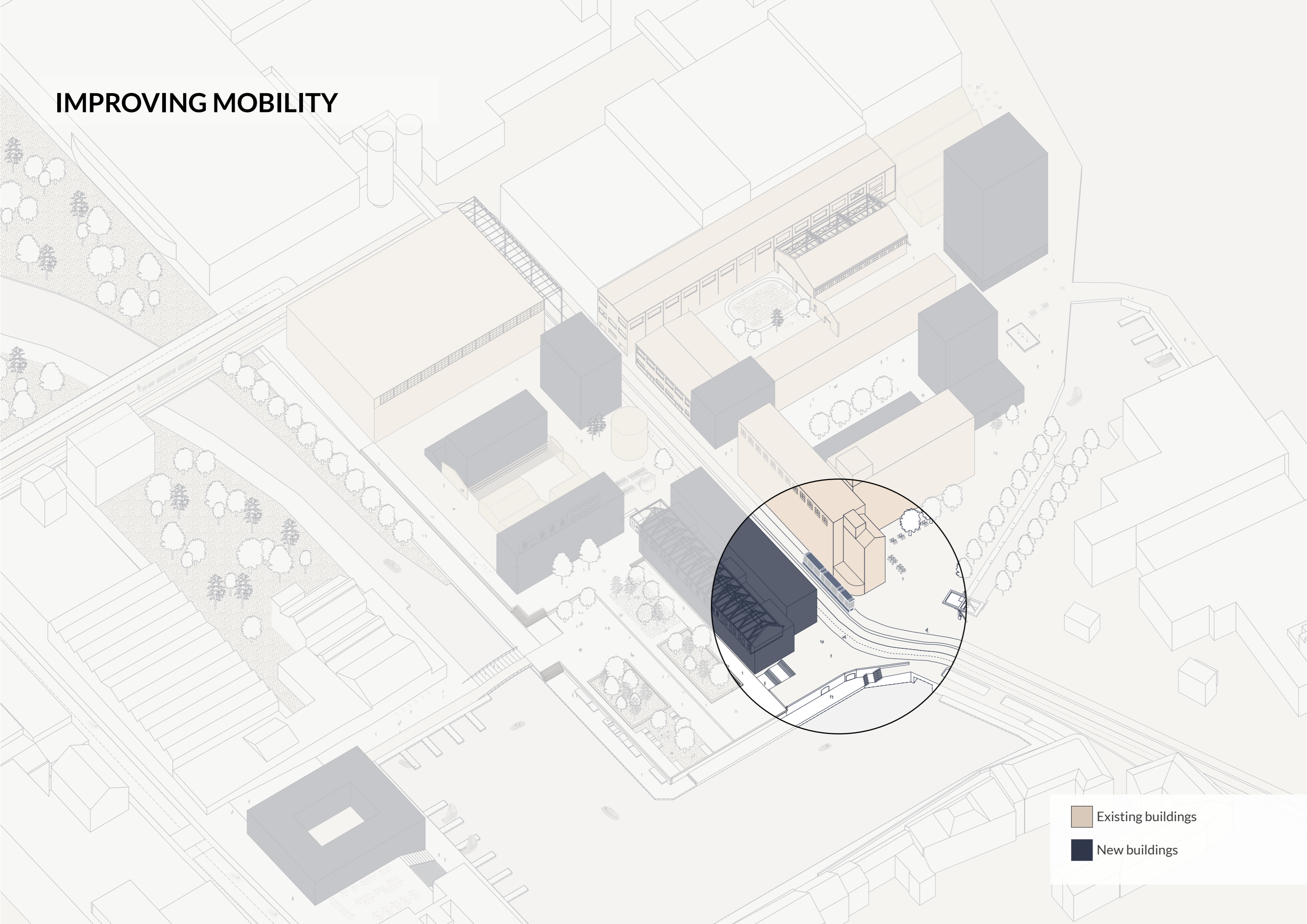
- Existing buildings
- New buildings



CONNECTING WITH THE CITY



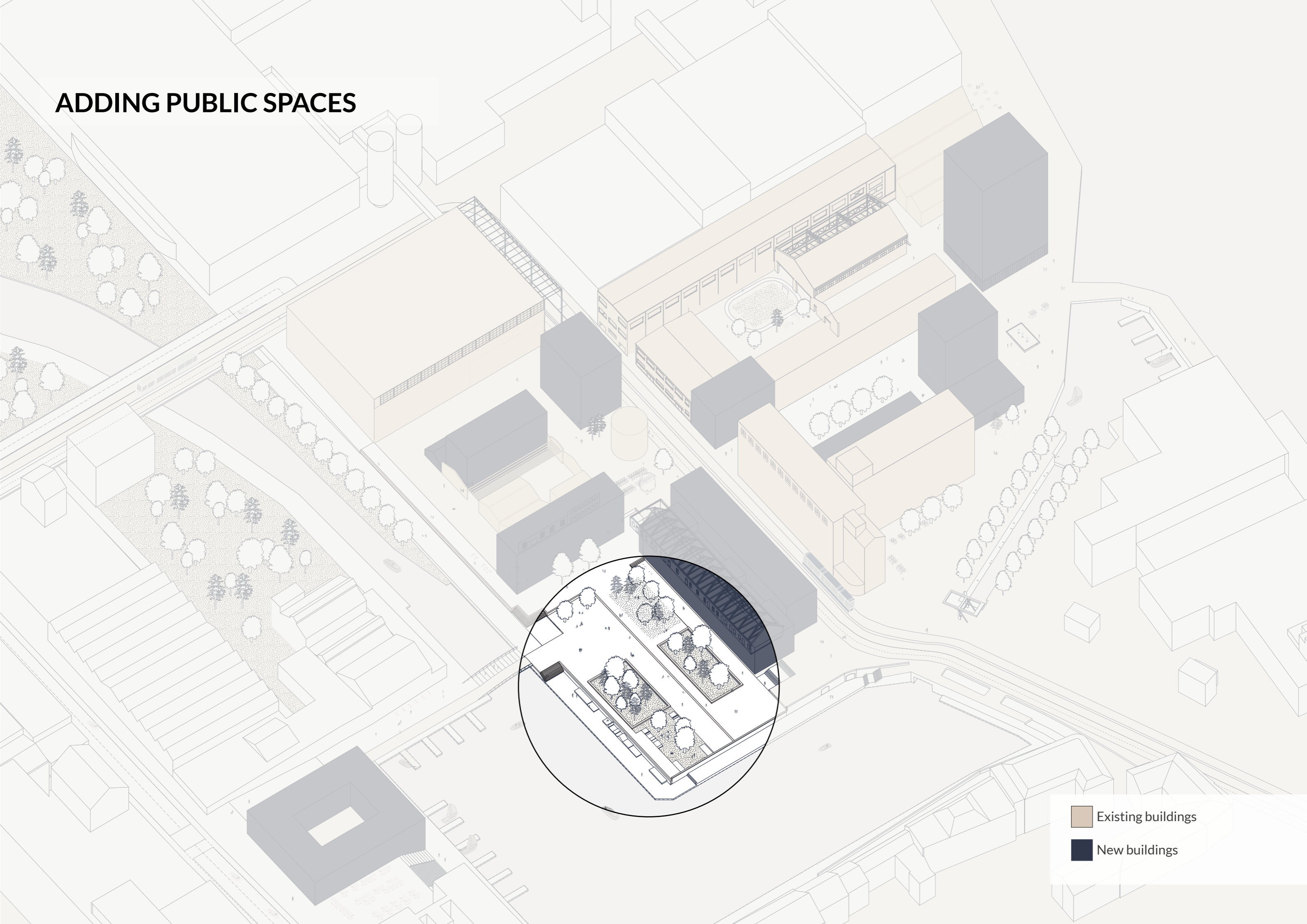
-  Existing buildings
-  New buildings



IMPROVING MOBILITY



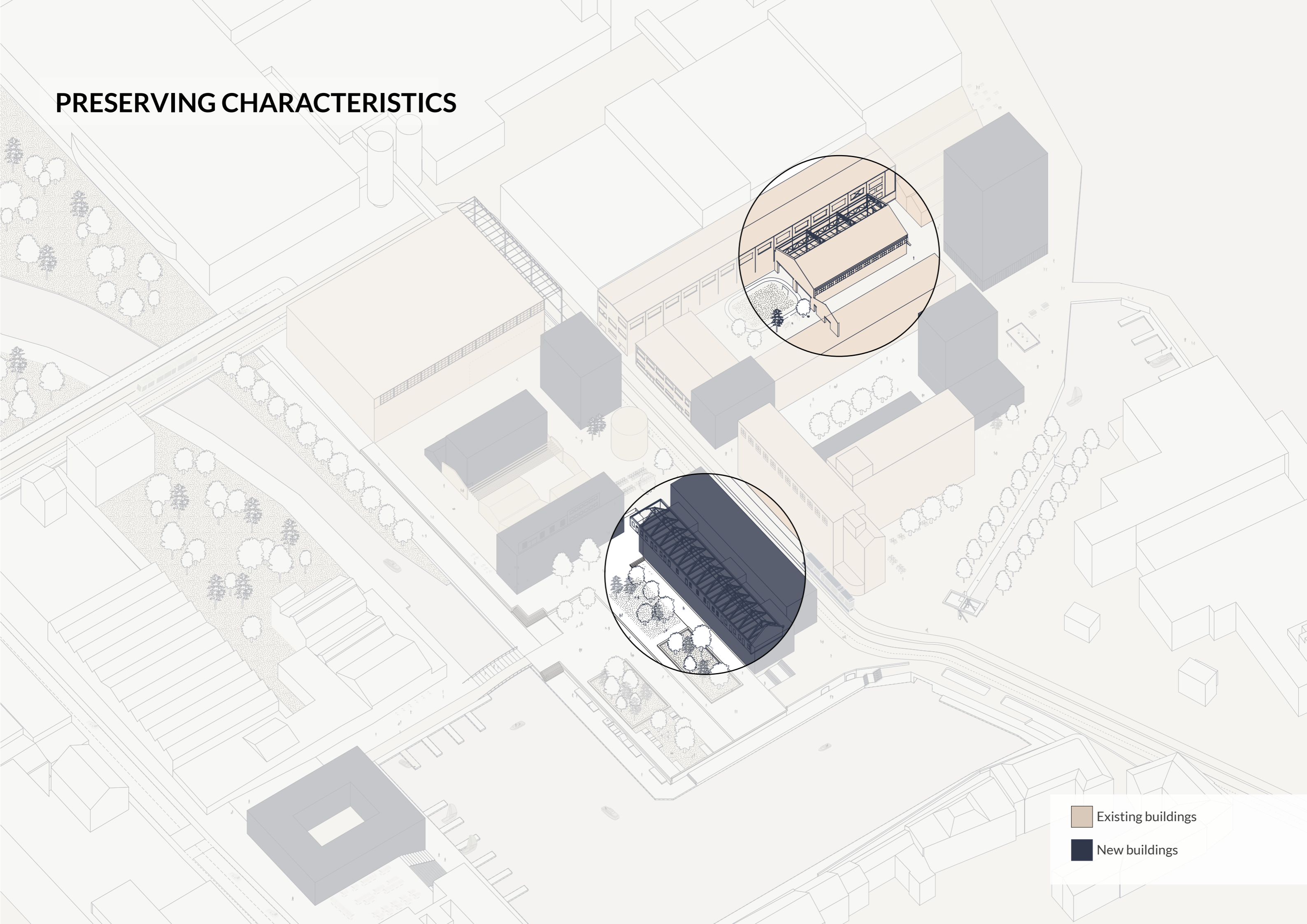
-  Existing buildings
-  New buildings



ADDING PUBLIC SPACES



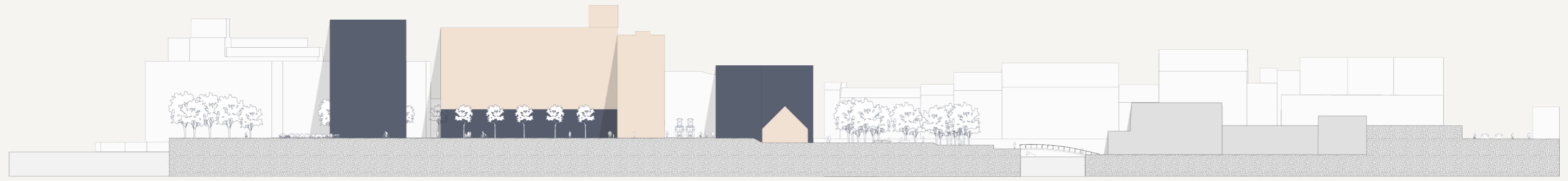
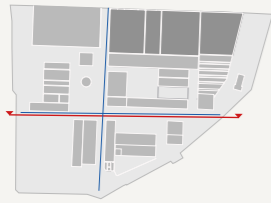
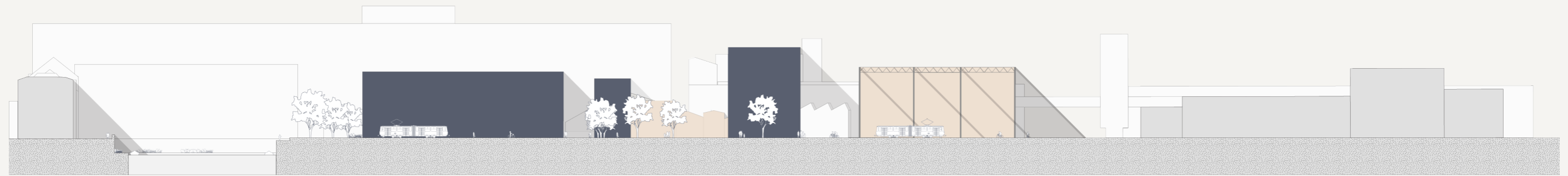
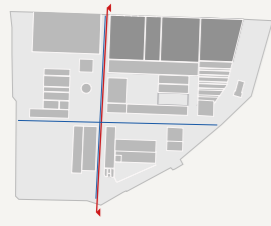
-  Existing buildings
-  New buildings

PRESERVING CHARACTERISTICS



-  Existing buildings
-  New buildings

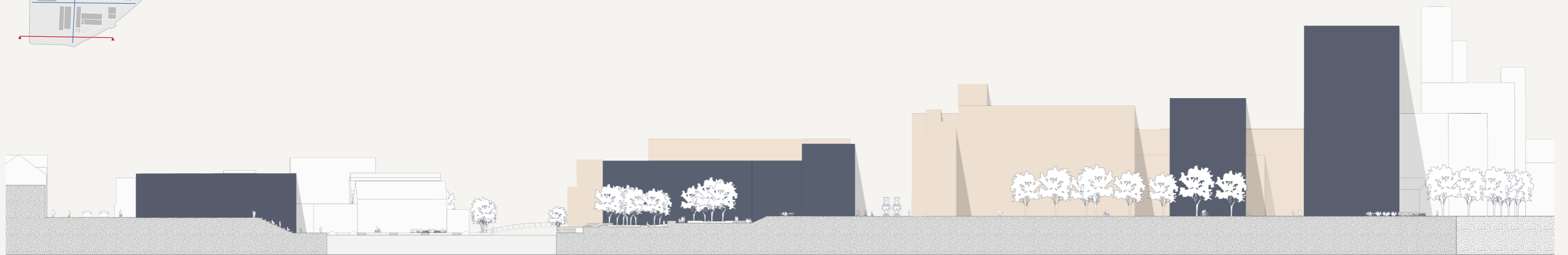
SECTION ALONG AXIS





Existing buildings

New buildings

SECTION ALONG BASIN



-  Existing buildings
-  New buildings

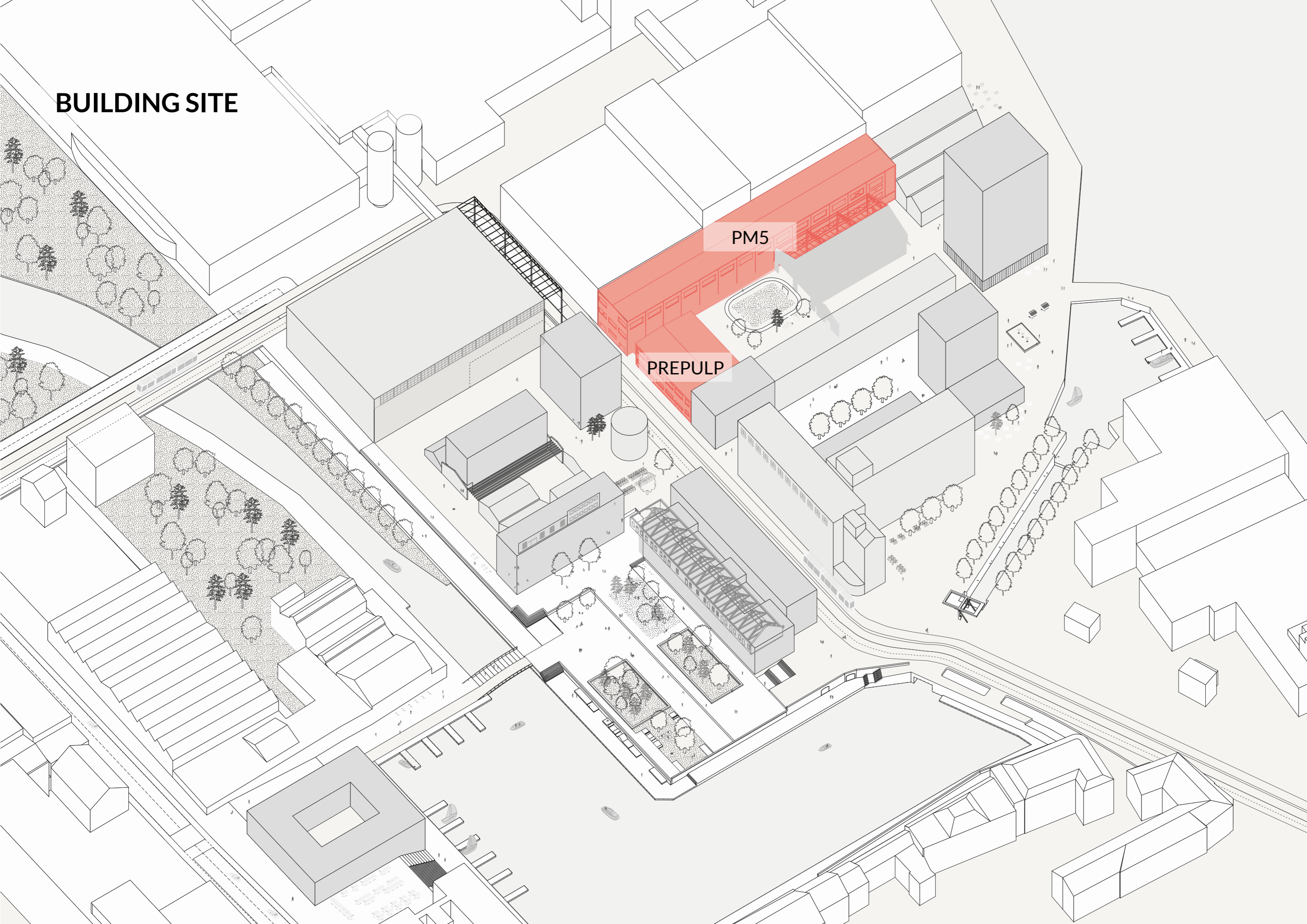
DESIGN PROPOSAL

PROGRAM



Community school

BUILDING SITE



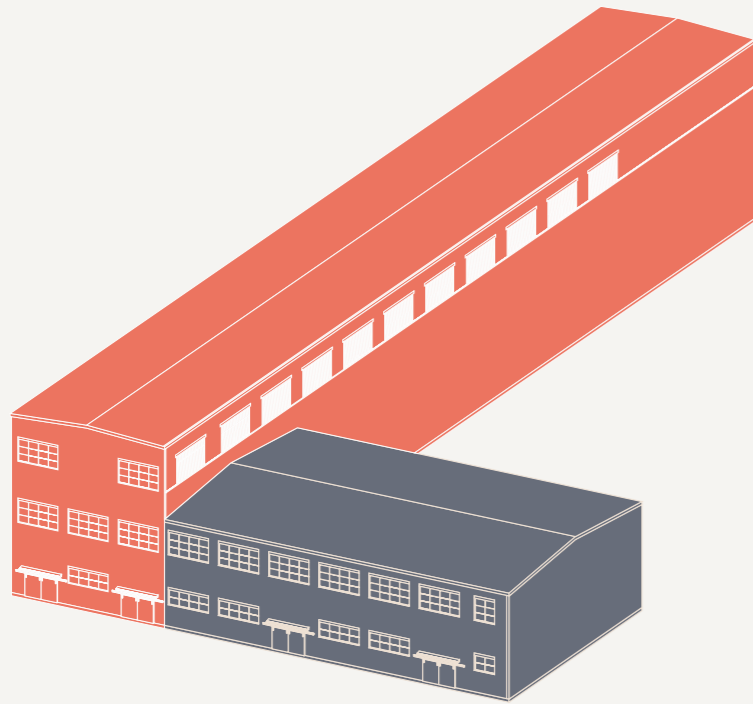
PM5

PREPULP

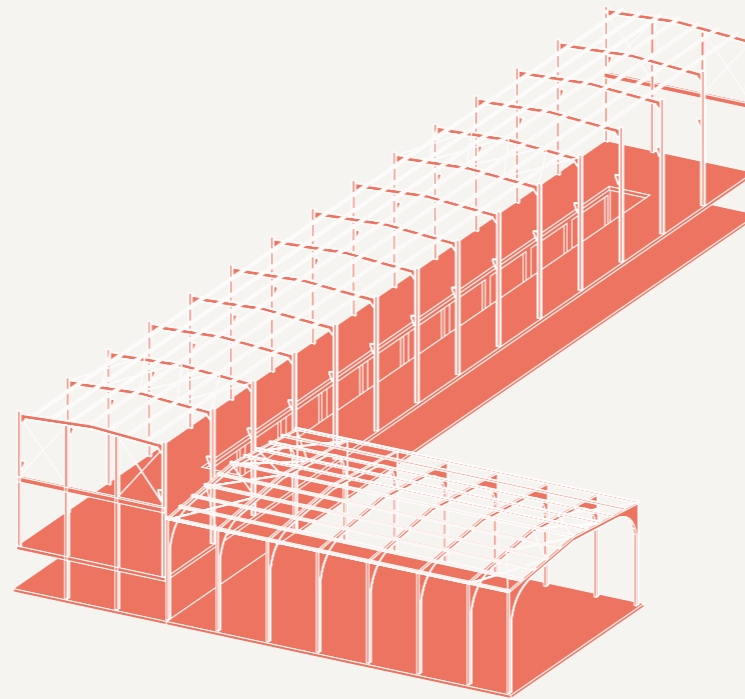
EXISTING QUALITIES



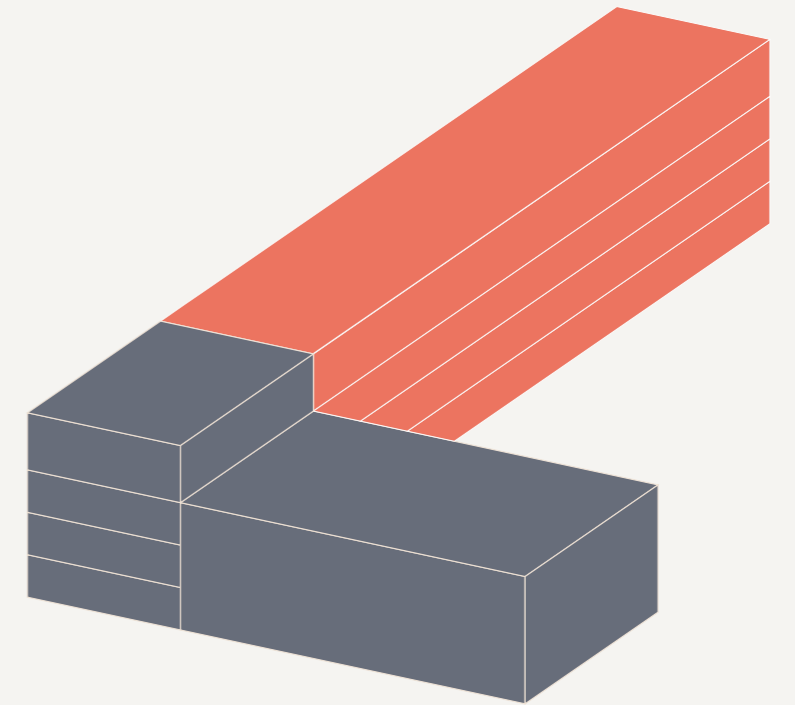
BRIEF




Existing





Preserve and reuse




New

 Paper machine 5 building
3200 m²

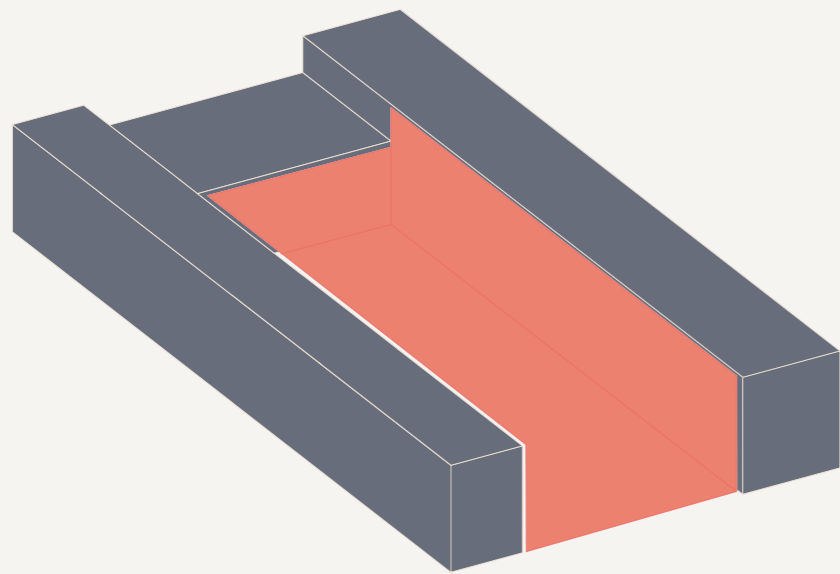
 Preparation building
2450 m²

 School related program
5200 m²

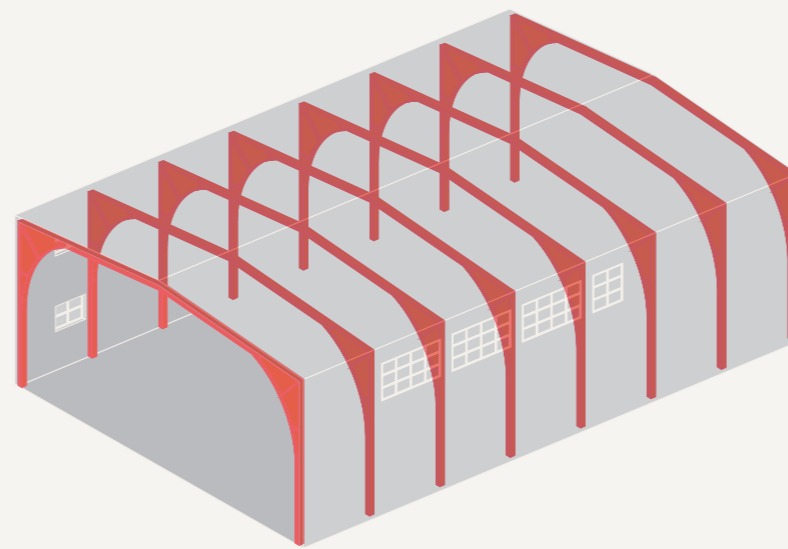
 Sport related program
2500 m²

DESIGN

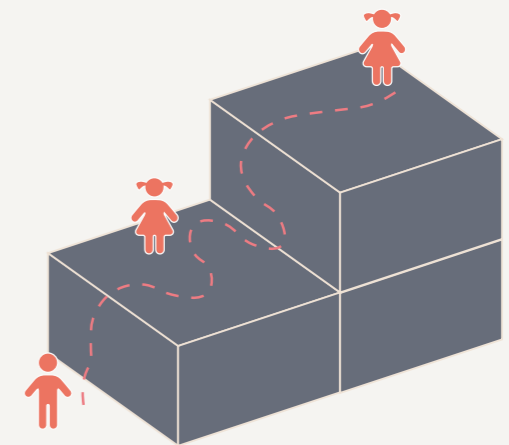
DESIGN STRATEGIES



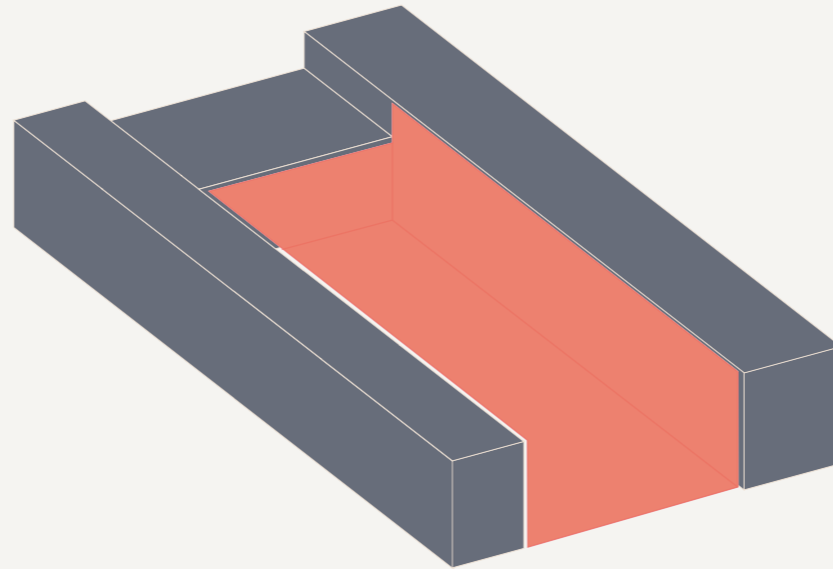
Site becomes the school's protective enclosure



Preserving industrial heritage



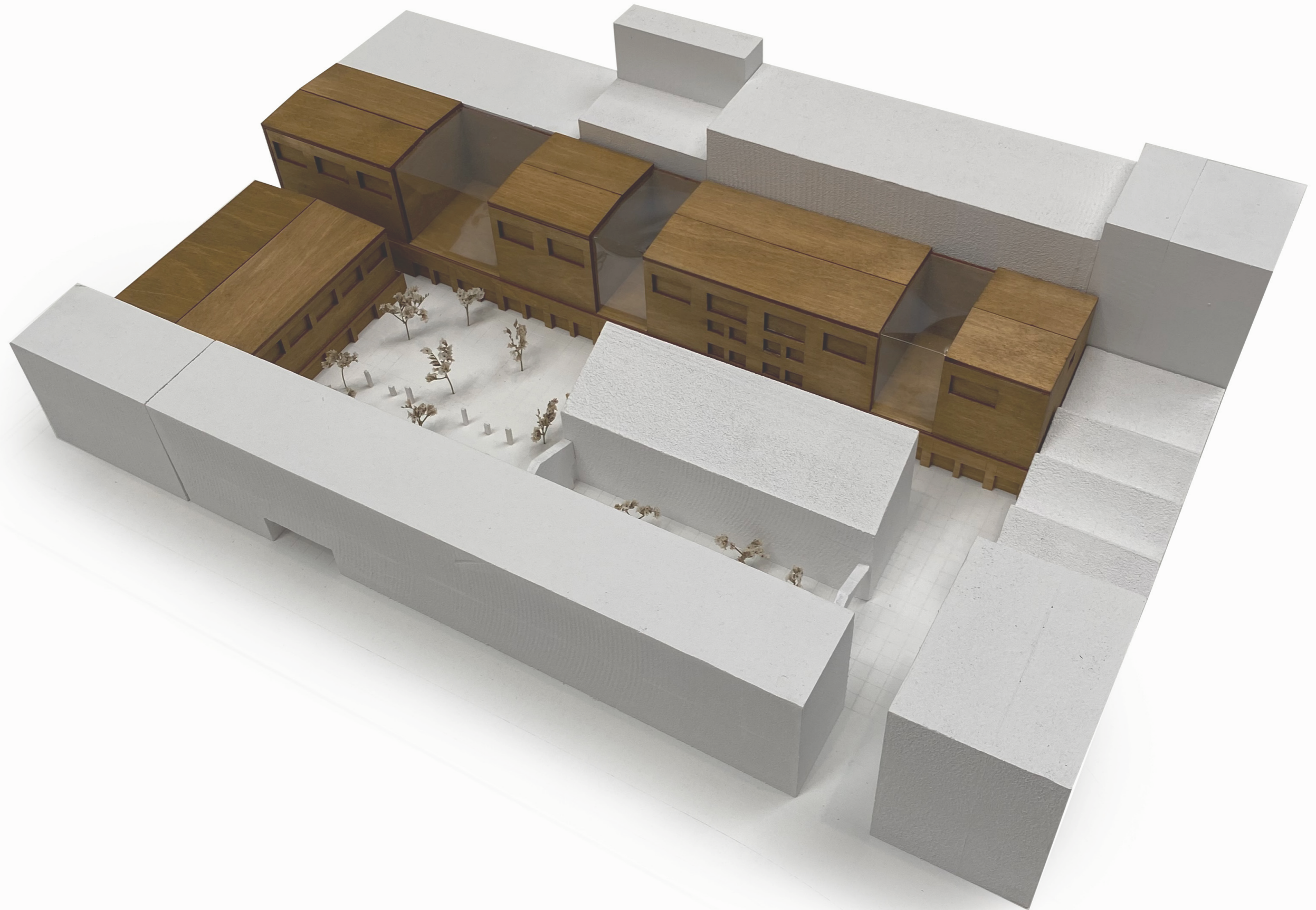
Integrating sports and play into daily routine



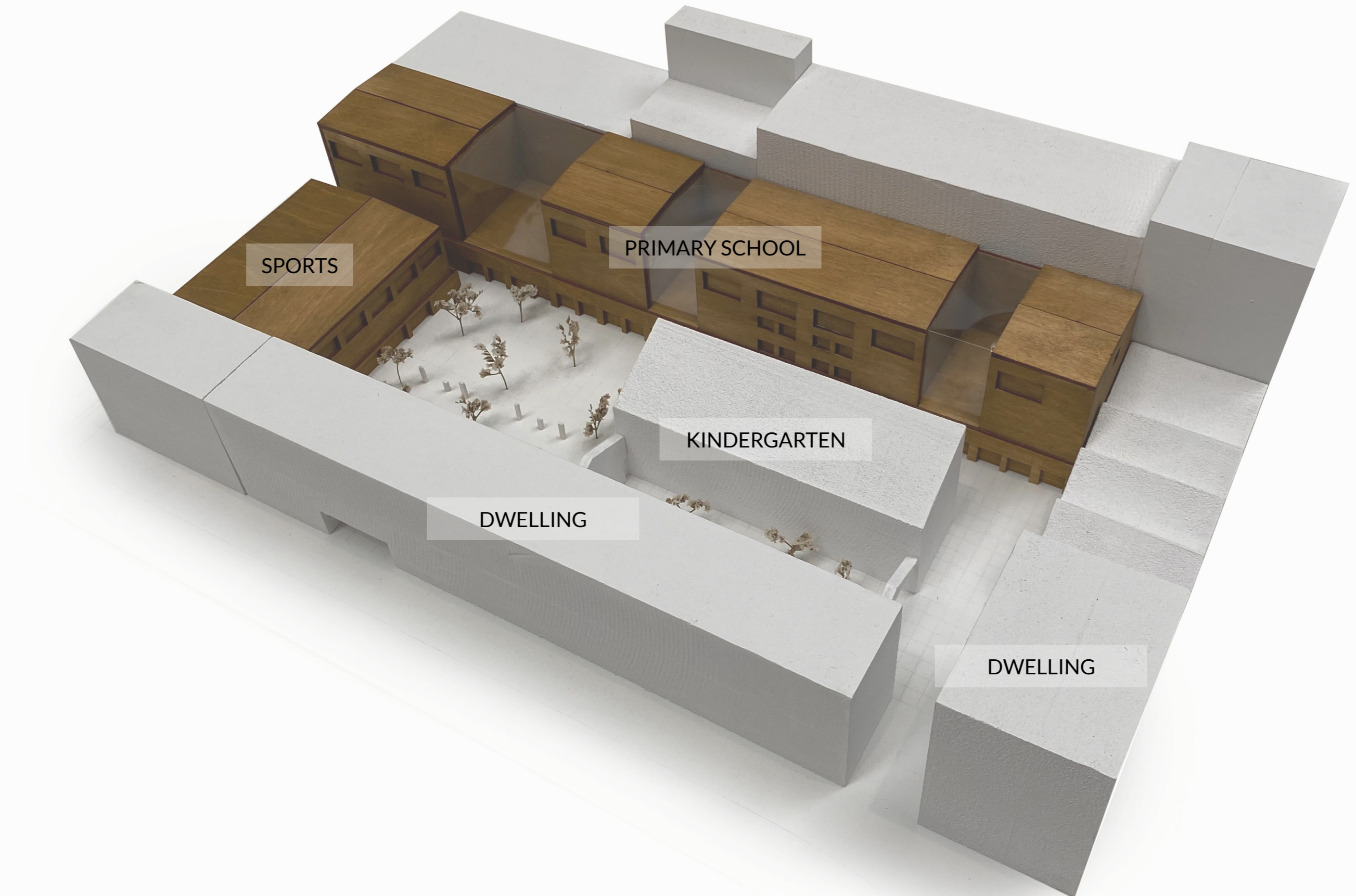
DESIGN STRATEGY 1

SITE BECOMES THE SCHOOL'S
PROTECTIVE ENCLOSURE

THE SITE



PROGRAM



WEST FACADE



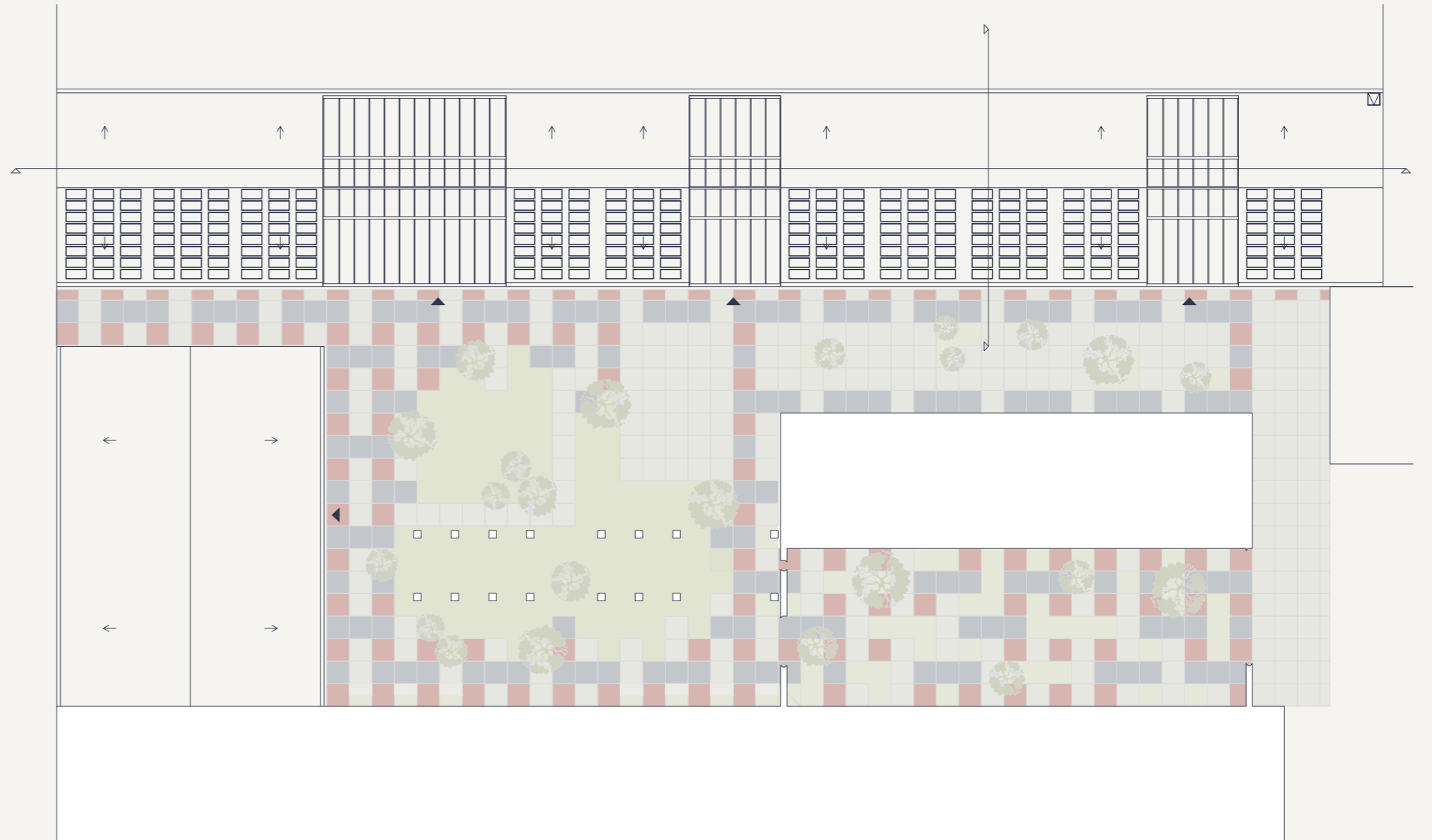
COURTYARD

Adequate space

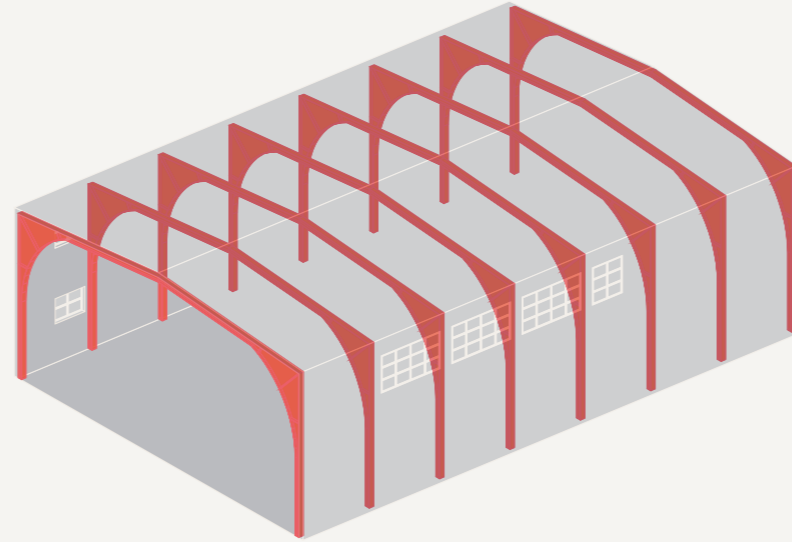
Defined & undefined space

Suitable for different ages

Social safety



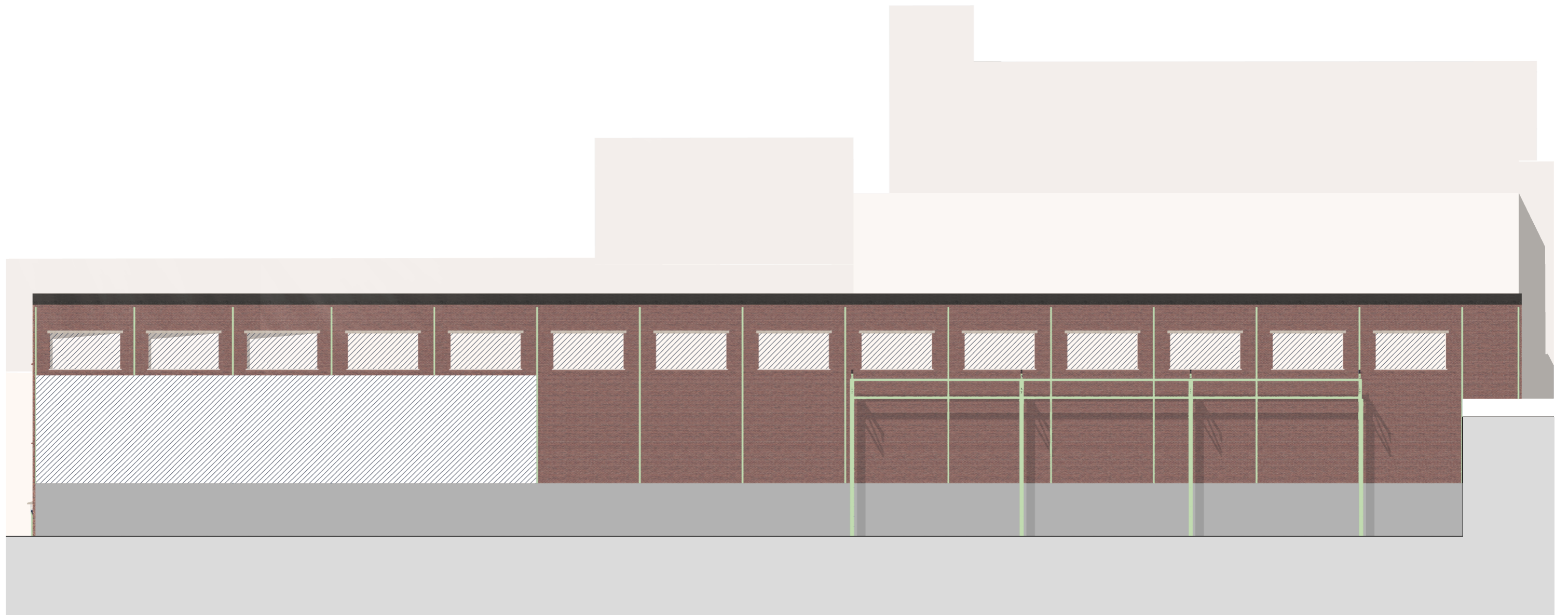




DESIGN STRATEGY 2

PRESERVING THE INDUSTRIAL HERITAGE

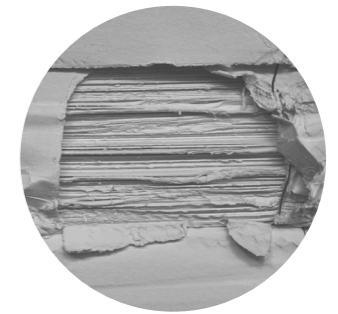
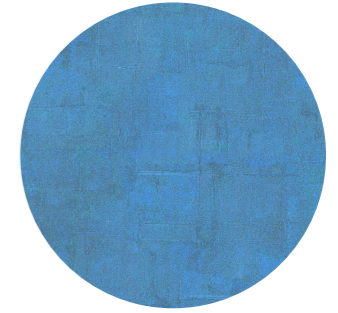
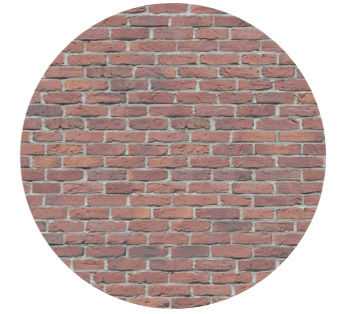
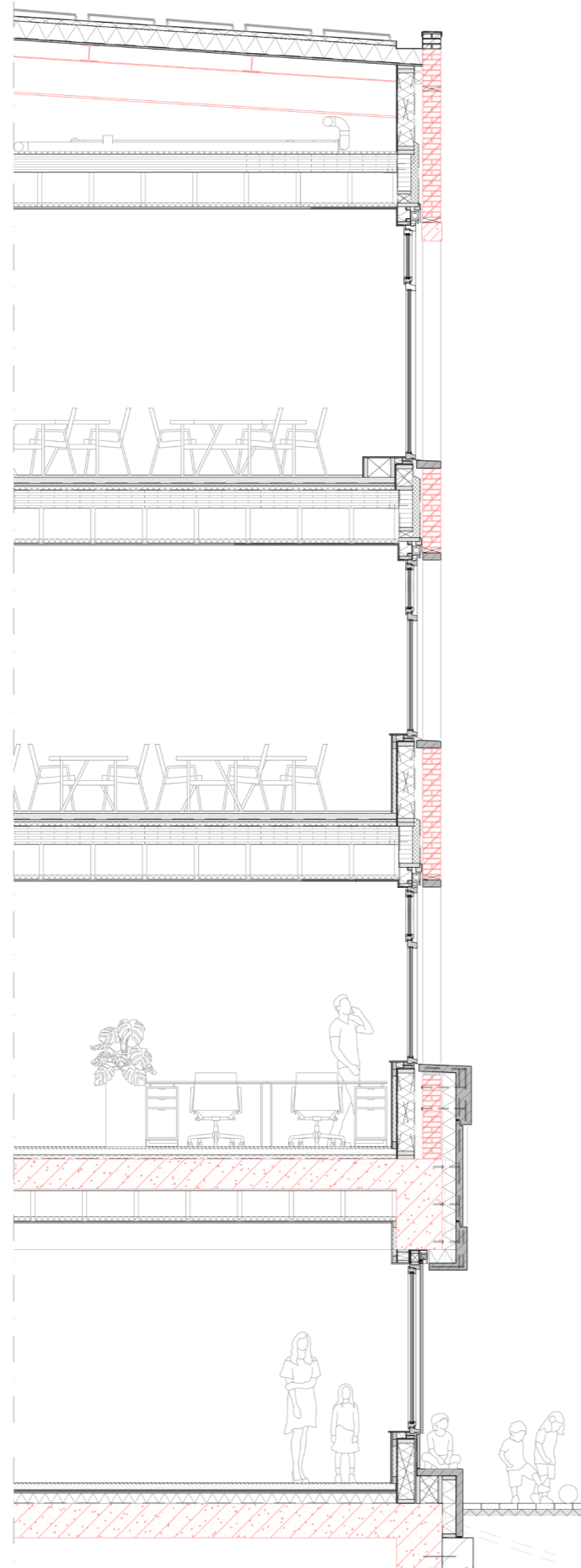
EXISTING SOUTH FACADE



NEW SOUTH FACADE

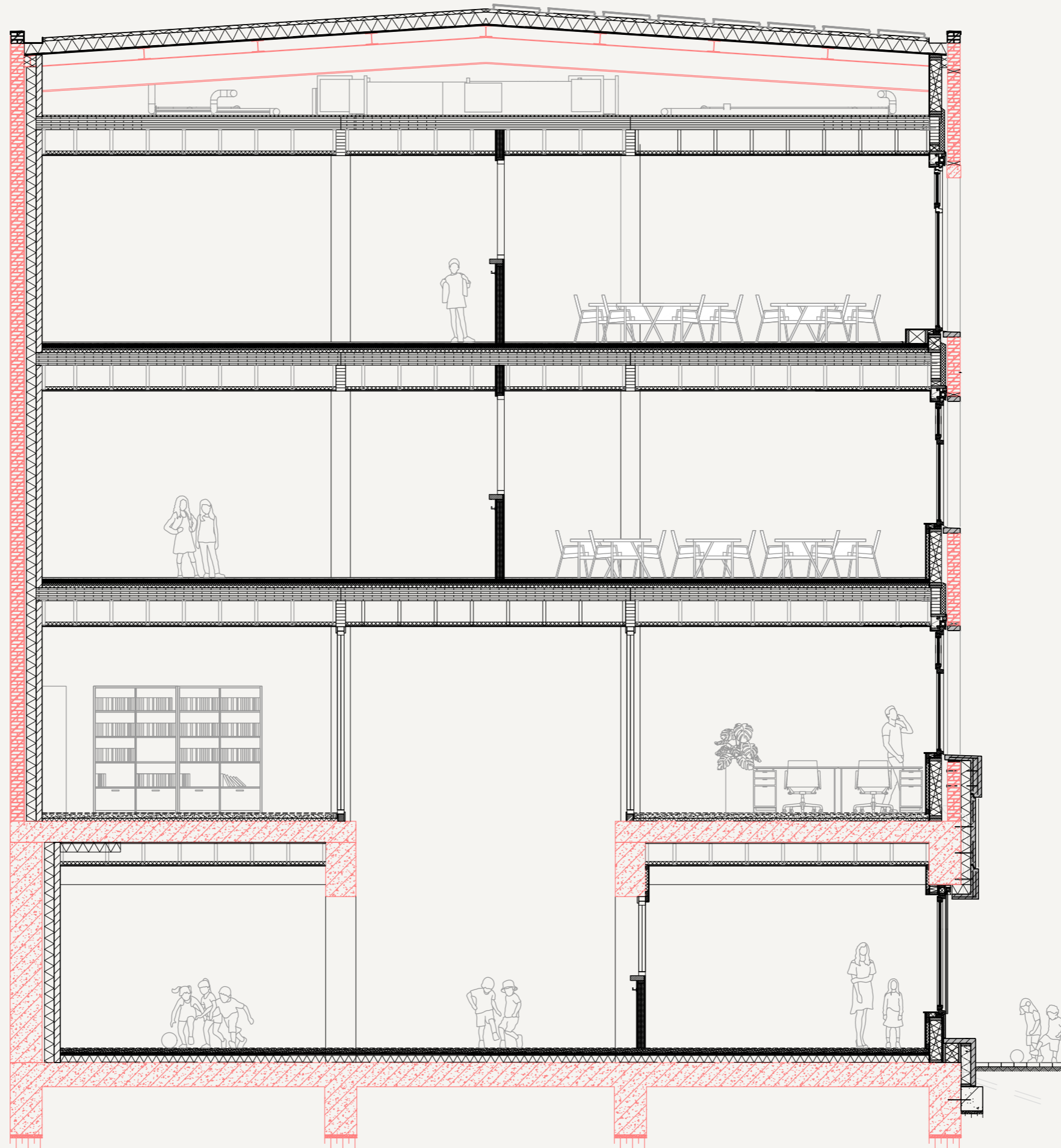


FACADE FRAGMENT



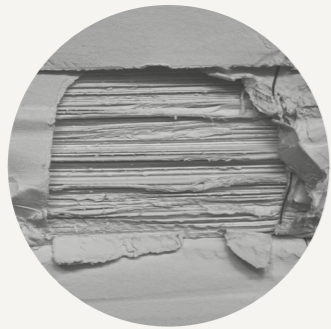
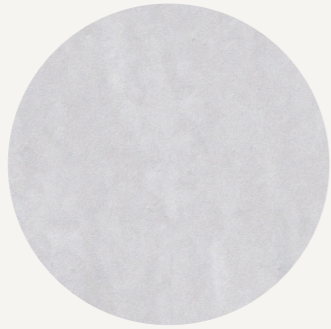
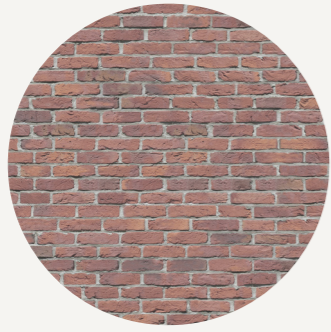


CROSS SECTION

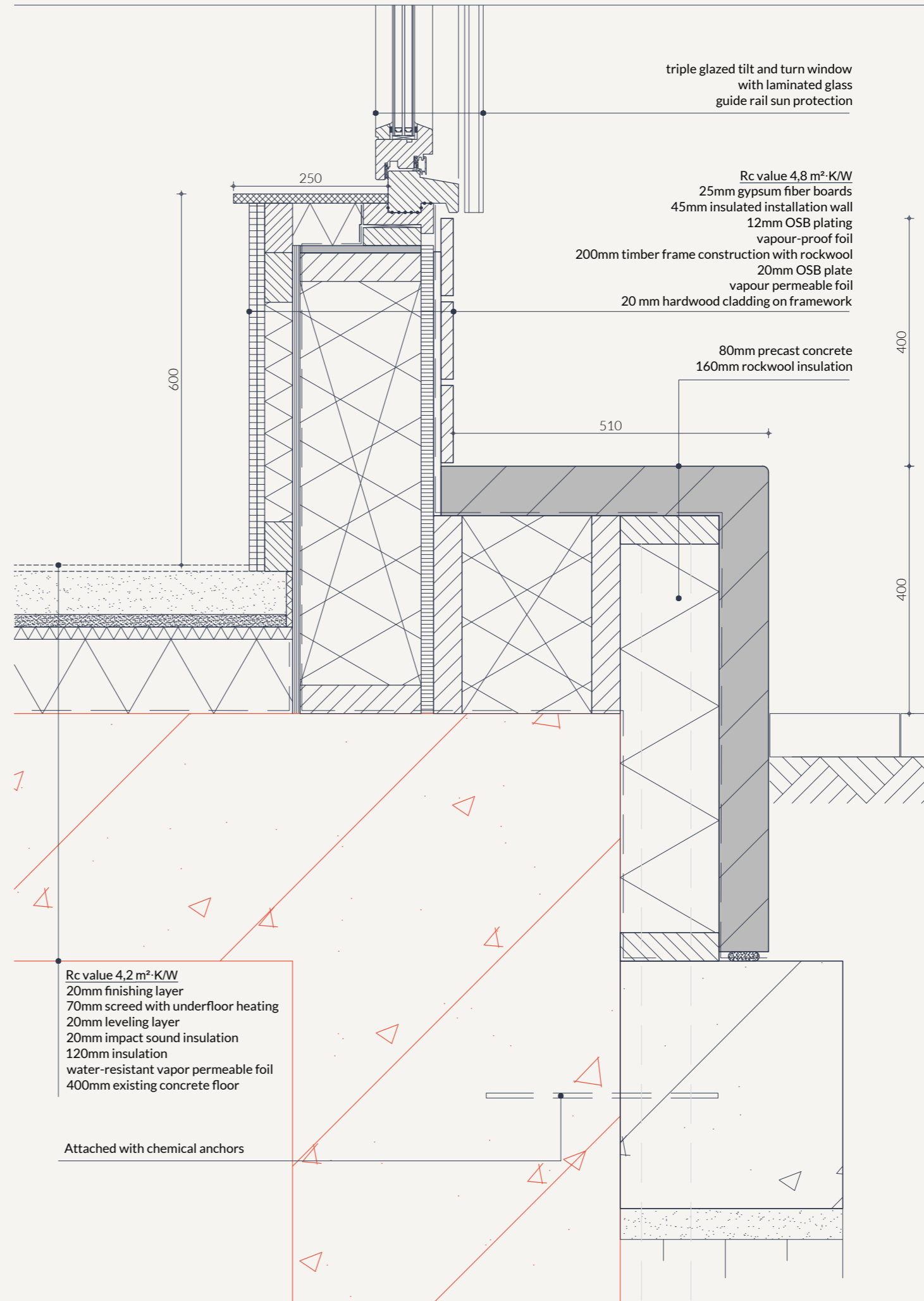
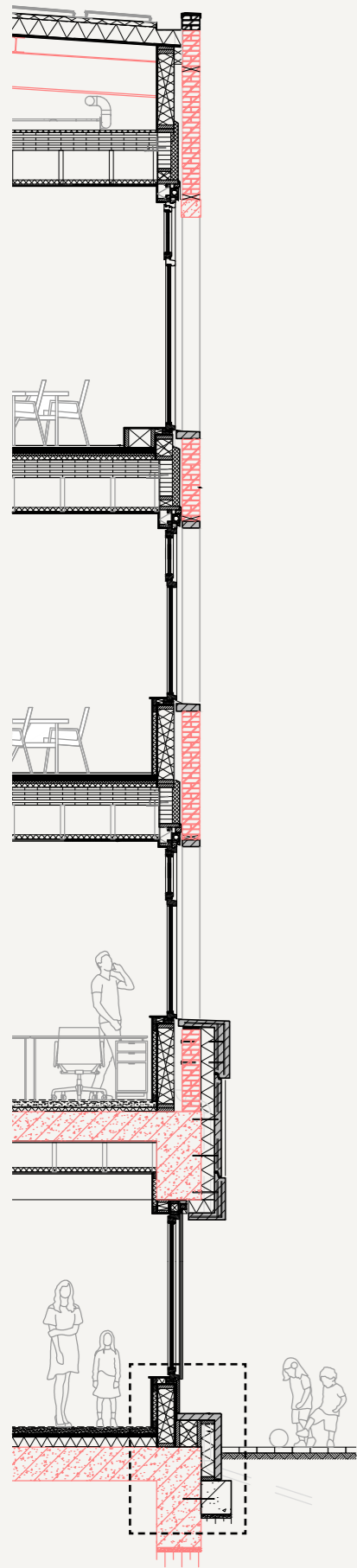


Existing
New

PLINTH

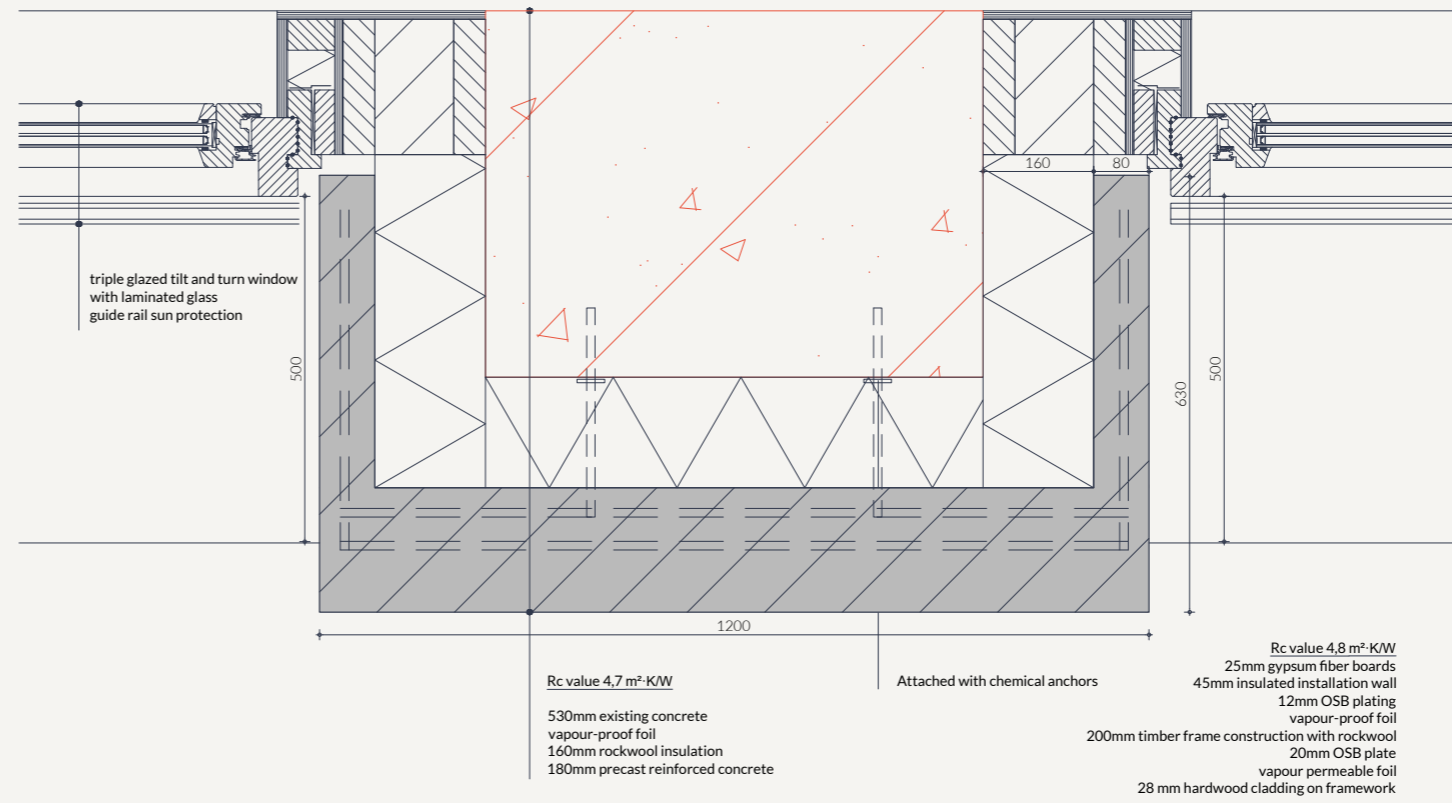
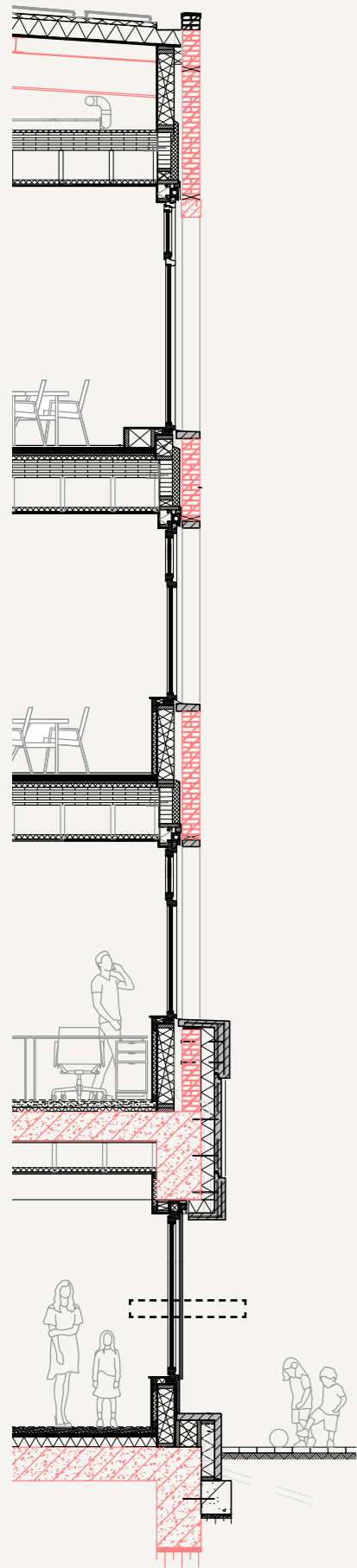


VERTICAL DETAIL 1

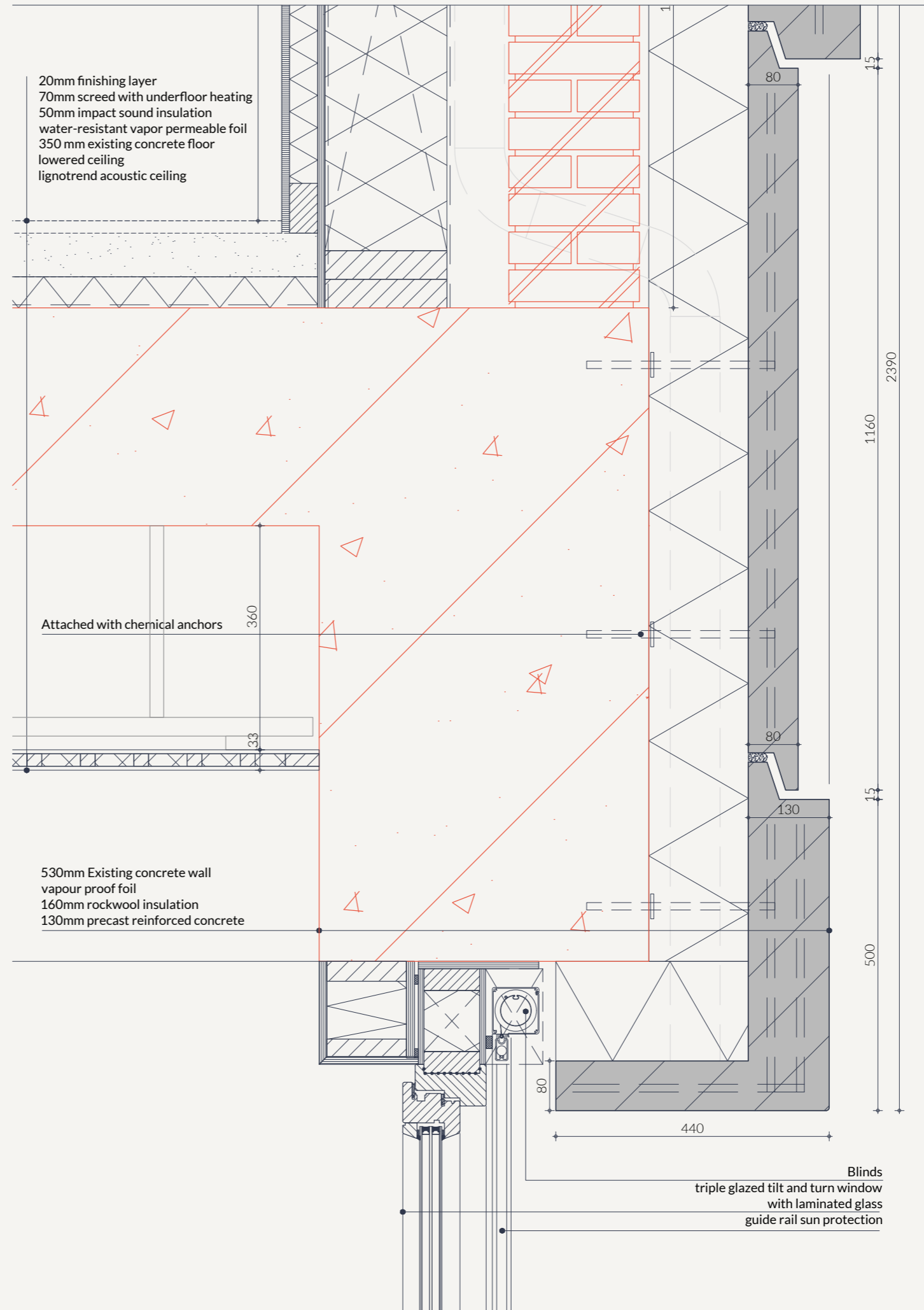
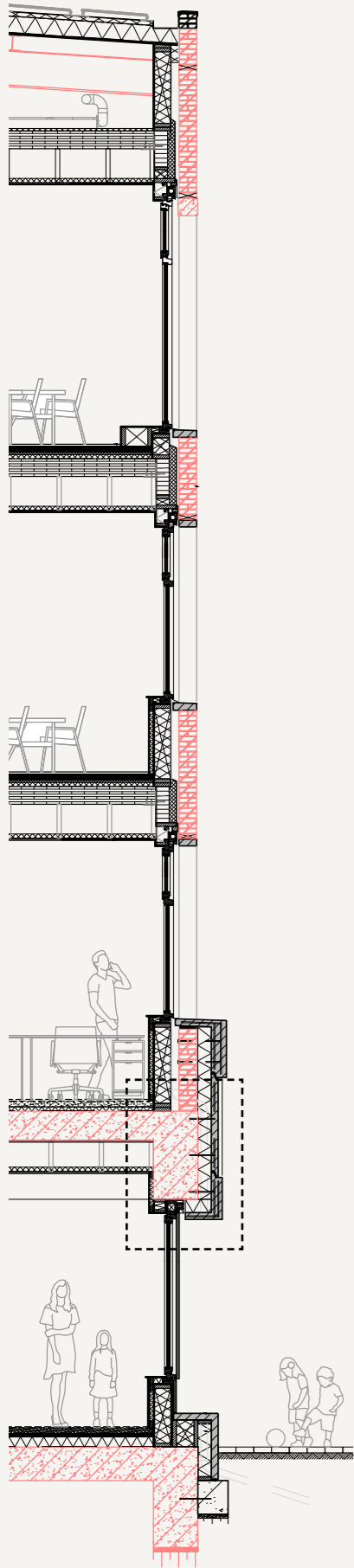


Existing
New

HORIZONTAL DETAIL 1

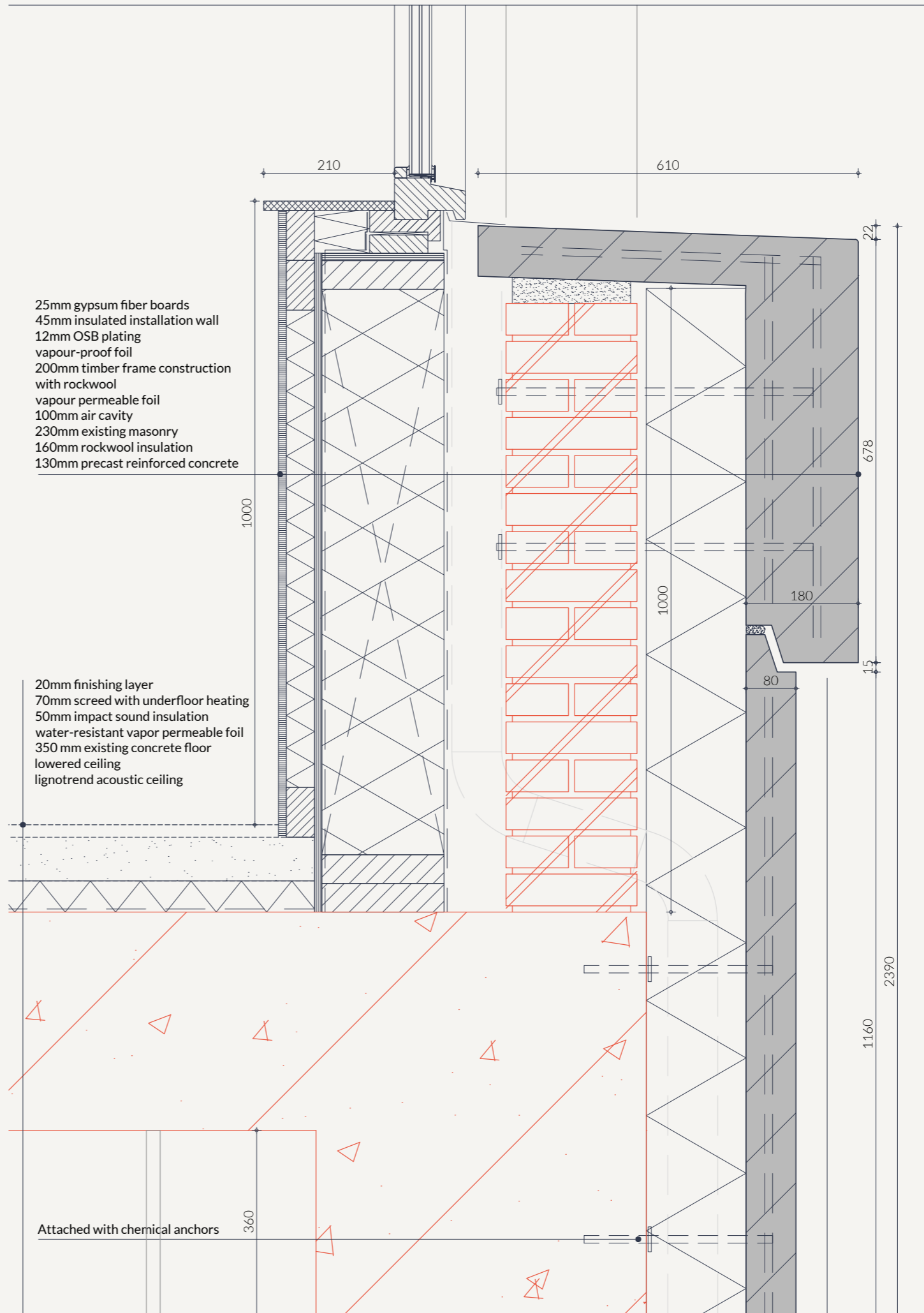
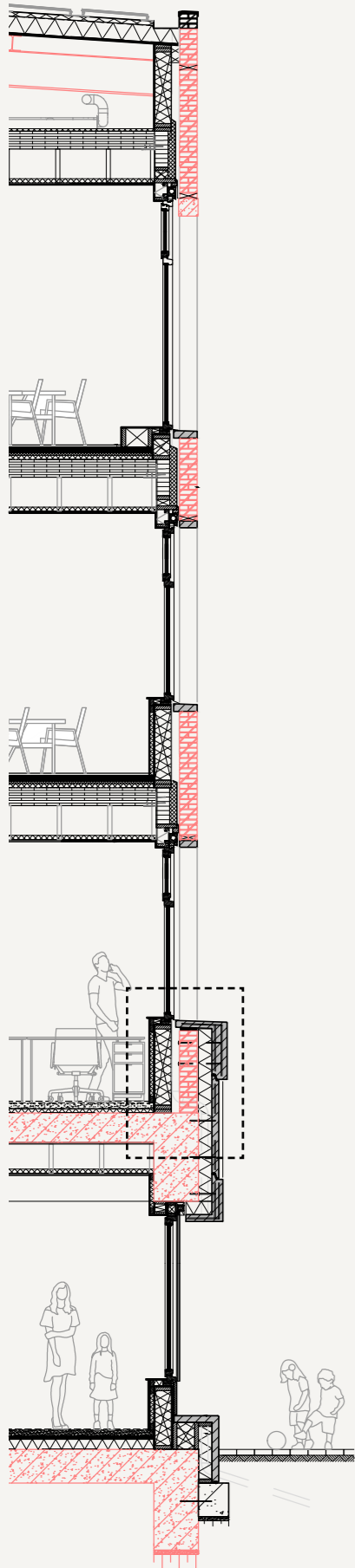


VERTICAL DETAIL 2

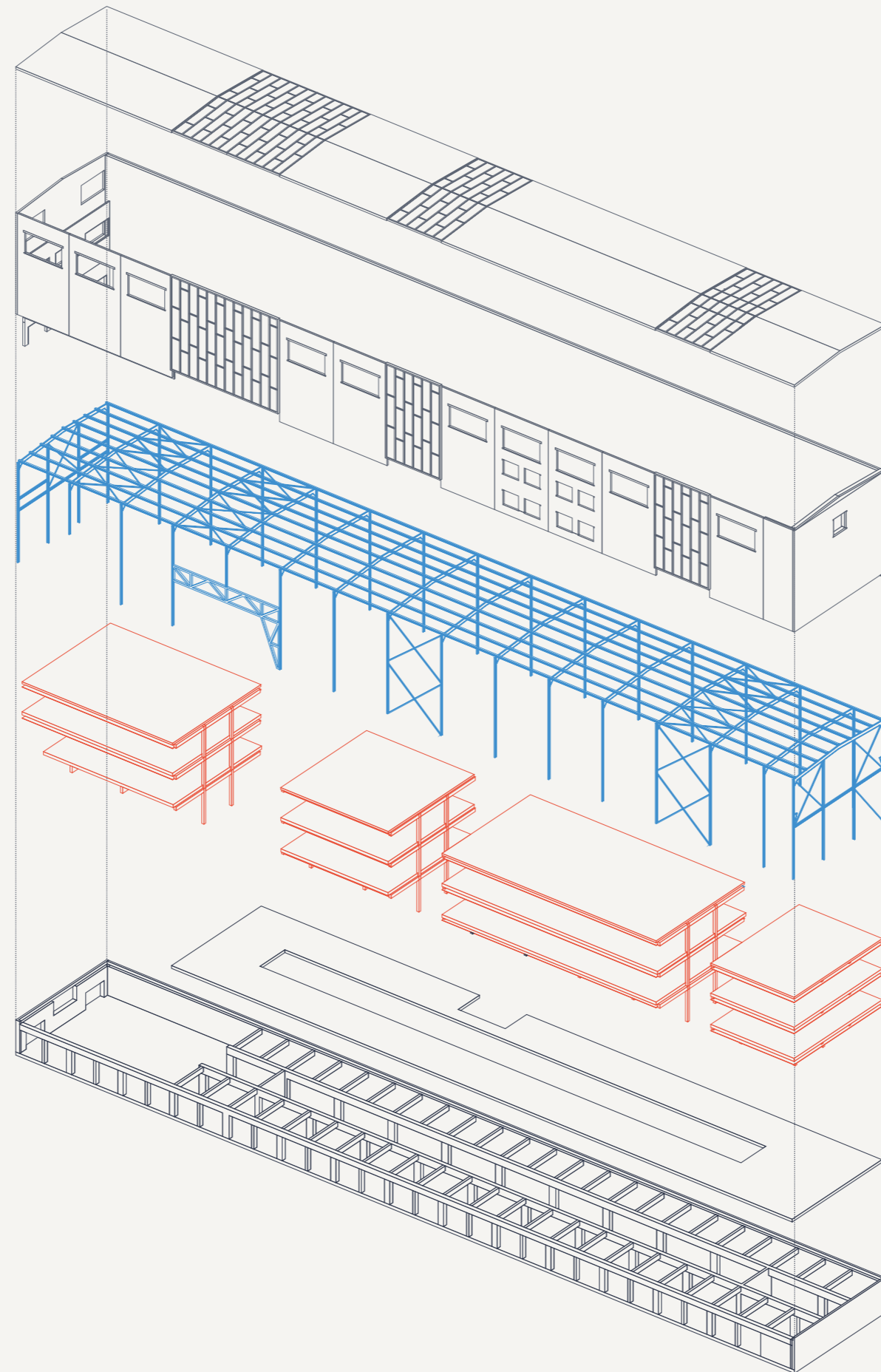
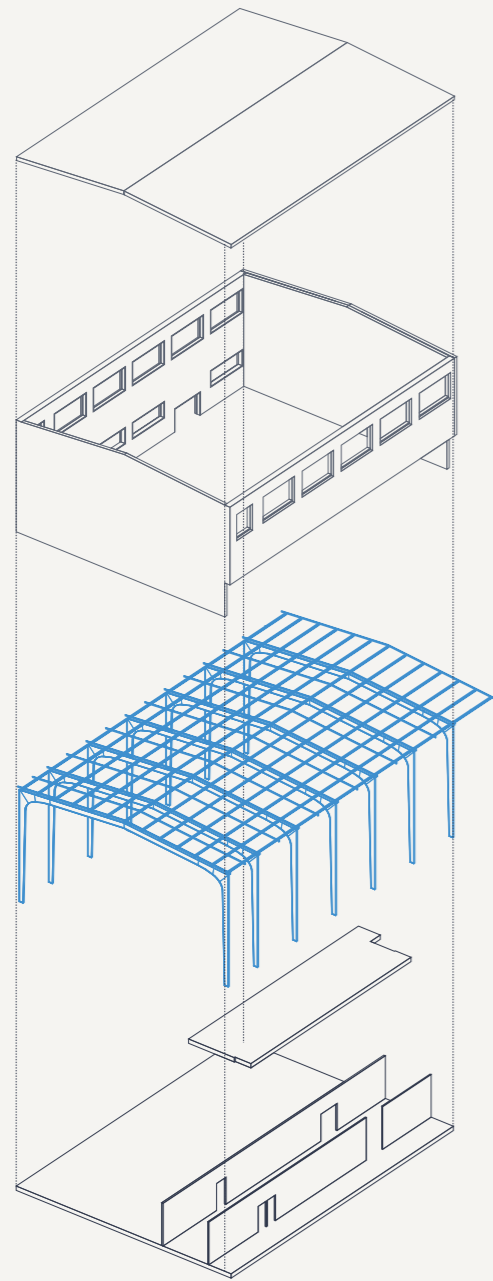


-  Existing
-  New

VERTICAL DETAIL 3



CONSTRUCTION



New roofs

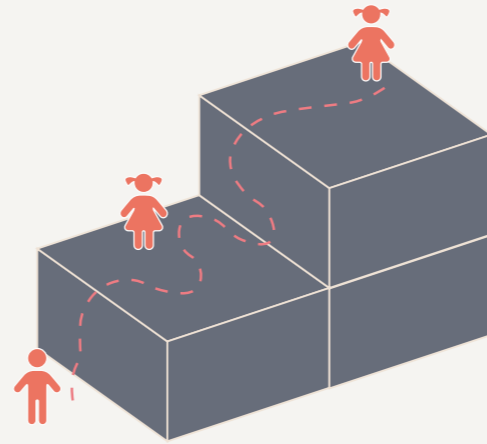
Existing masonry

Existing steel construction

New CLT & Wooden
framework construction

Existing concrete floor

Existing concrete base



DESIGN STRATEGY 3

INTEGRATING SPORTS & PLAY INTO DAILY ROUTINE

BENEFITS OF SPORTS & PLAY



Social development

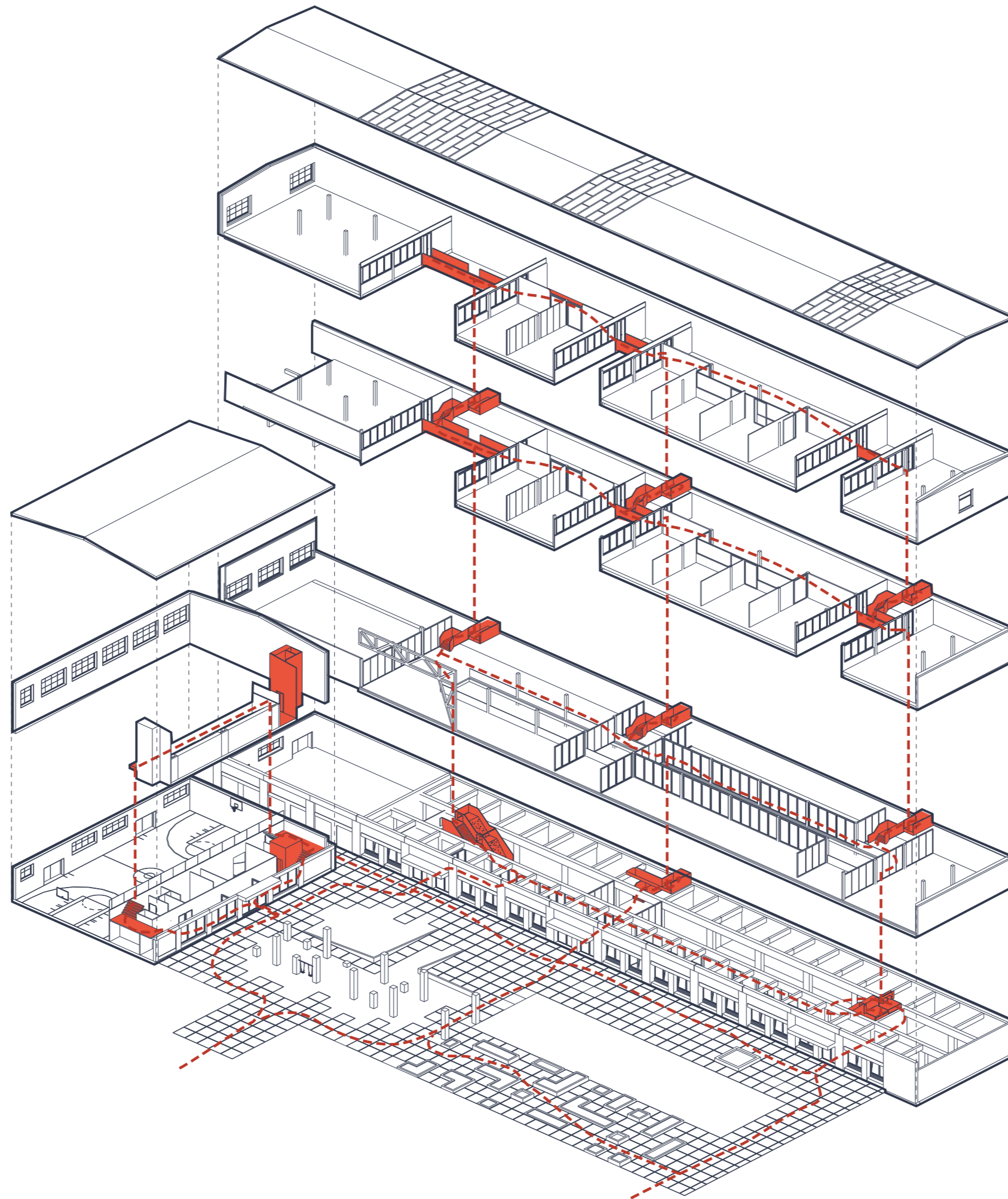


Motor development

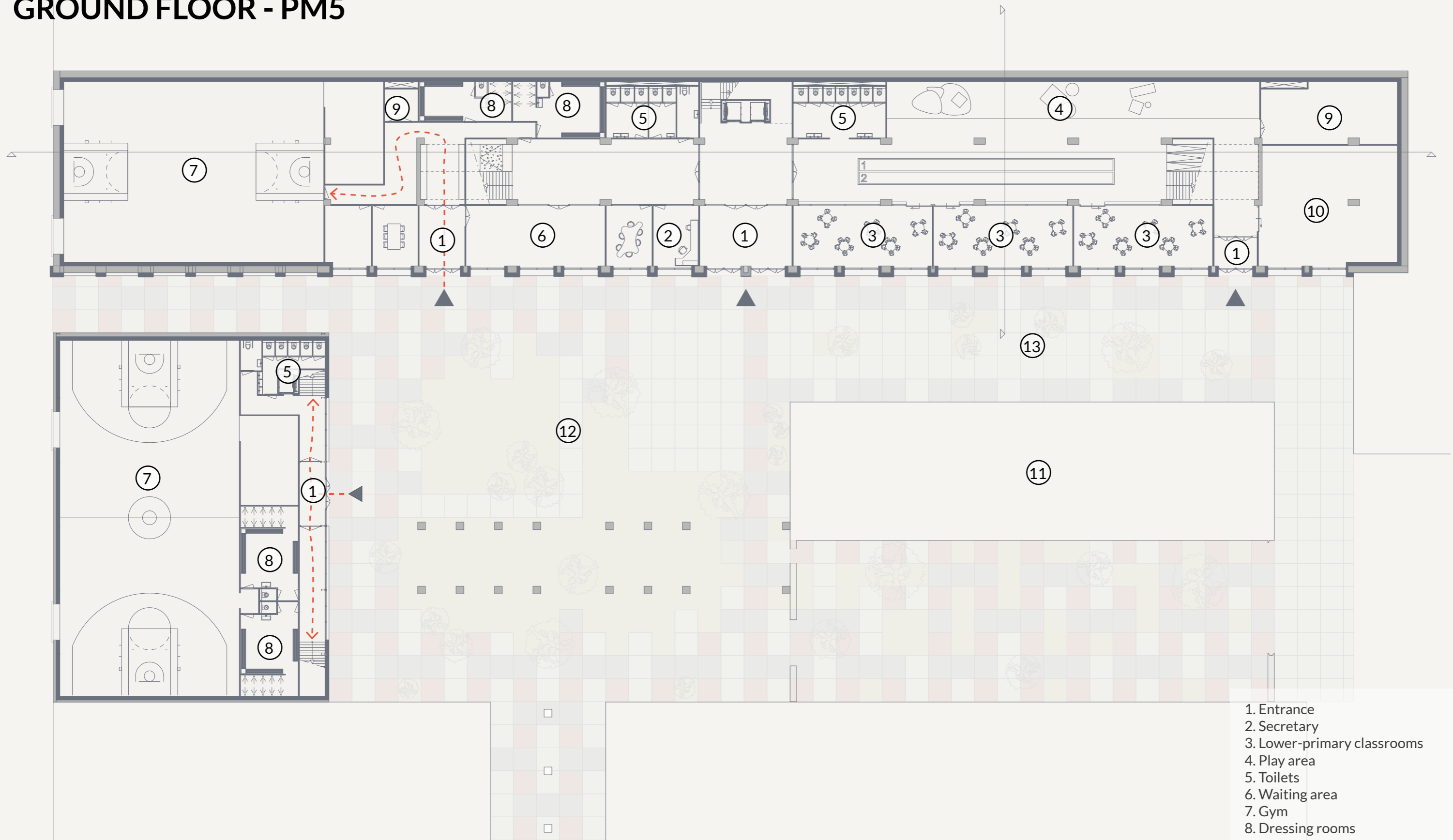


Cognitive development

USAGE



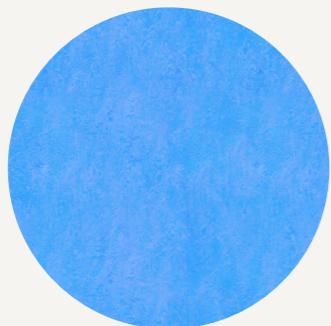
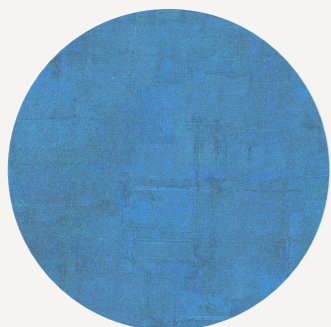
GROUND FLOOR - PM5



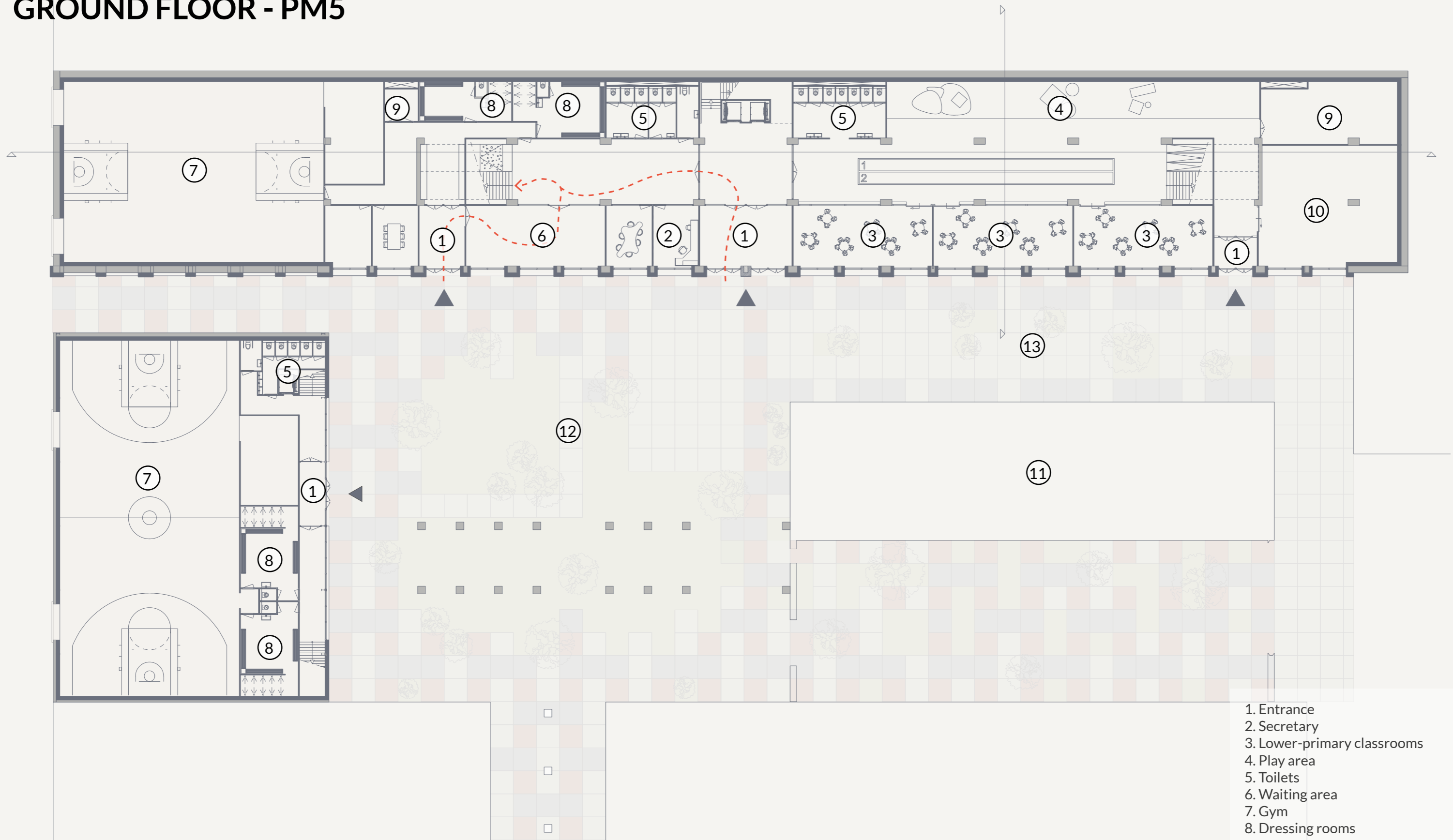
- 1. Entrance
- 2. Secretary
- 3. Lower-primary classrooms
- 4. Play area
- 5. Toilets
- 6. Waiting area
- 7. Gym
- 8. Dressing rooms
- 9. Technical room
- 10. After school
- 11. Kindergarten
- 12. Courtyard / Playground
- 13. Shared playground



PREPULP SPORTS HALL



GROUND FLOOR - PM5



- 1. Entrance
- 2. Secretary
- 3. Lower-primary classrooms
- 4. Play area
- 5. Toilets
- 6. Waiting area
- 7. Gym
- 8. Dressing rooms
- 9. Technical room
- 10. After school
- 11. Kindergarten
- 12. Courtyard / Playground
- 13. Shared playground



INTEGRATED CLIMBING WALL

MOTOR

- Climbing
- Jumping
- Balancing
- Pulling up your own weight

COGNITIVE

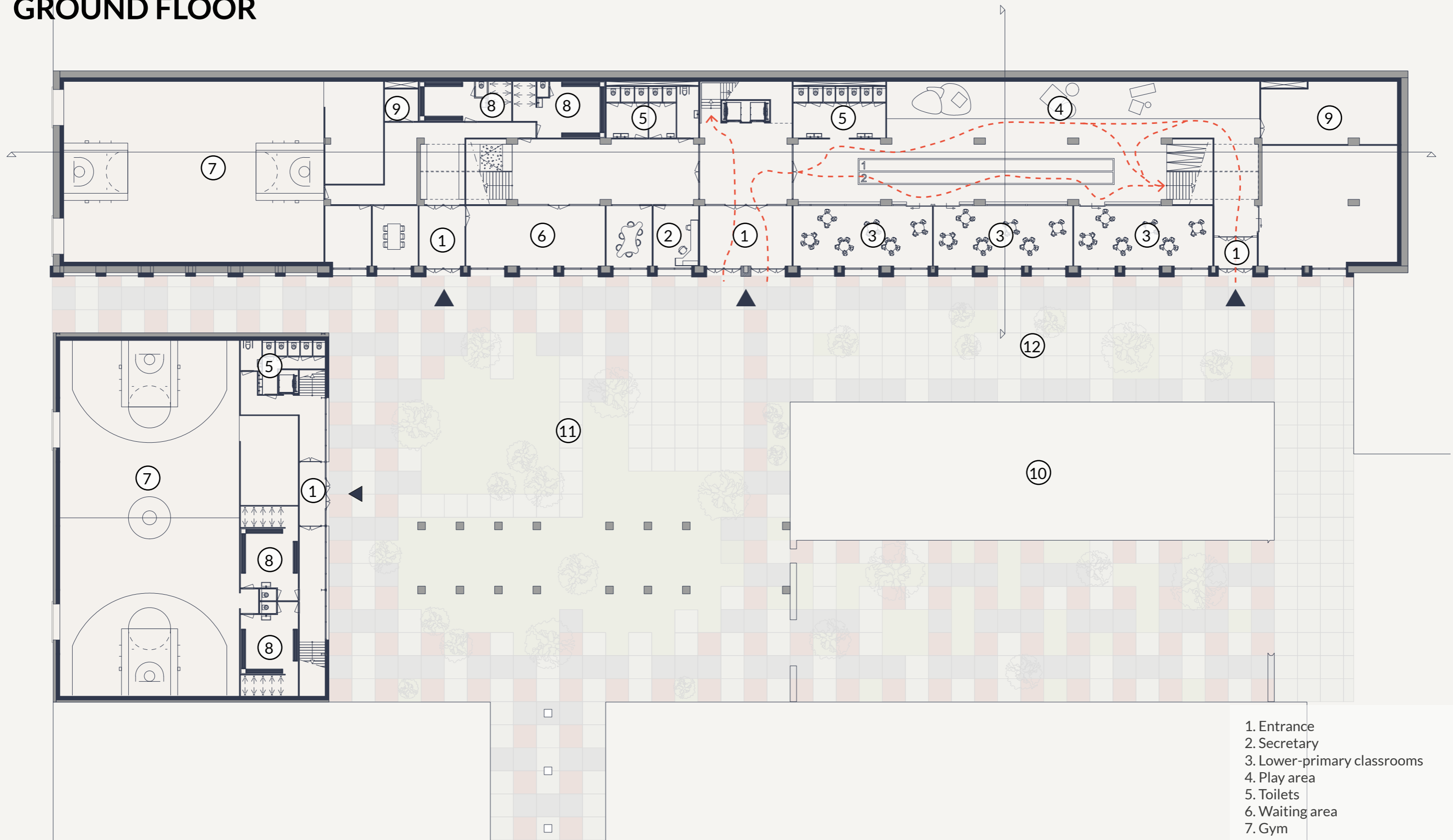
- Observing the route that could be taken
- Training the judgment
(Different heights and risks)

SOCIAL

- Interaction between people taking the stairs and climbers
- Challenge each other for a competition



GROUND FLOOR



- 1. Entrance
- 2. Secretary
- 3. Lower-primary classrooms
- 4. Play area
- 5. Toilets
- 6. Waiting area
- 7. Gym
- 8. Dressing rooms
- 9. Technical room
- 10. Kindergarten
- 11. Courtyard / Playground
- 12. Shared playground



RUNNING TRACK

MOTOR

- Running

COGNITIVE

- Challenge each other
- Trigger to play in daily routine
- Recognizable play elements

SOCIAL

- Multiple lanes allow for competition



DEFINED PLAY AREAS

MOTOR

- Diversity of play elements

COGNITIVE

- Trigger to play in daily routine
- Recognizable play area

SOCIAL

- Watch others play
- Many different play options



INTEGRATED SLIDES

MOTOR

- Sliding
- Climbing stairs (as a game)
- Climbing up via the slide

COGNITIVE

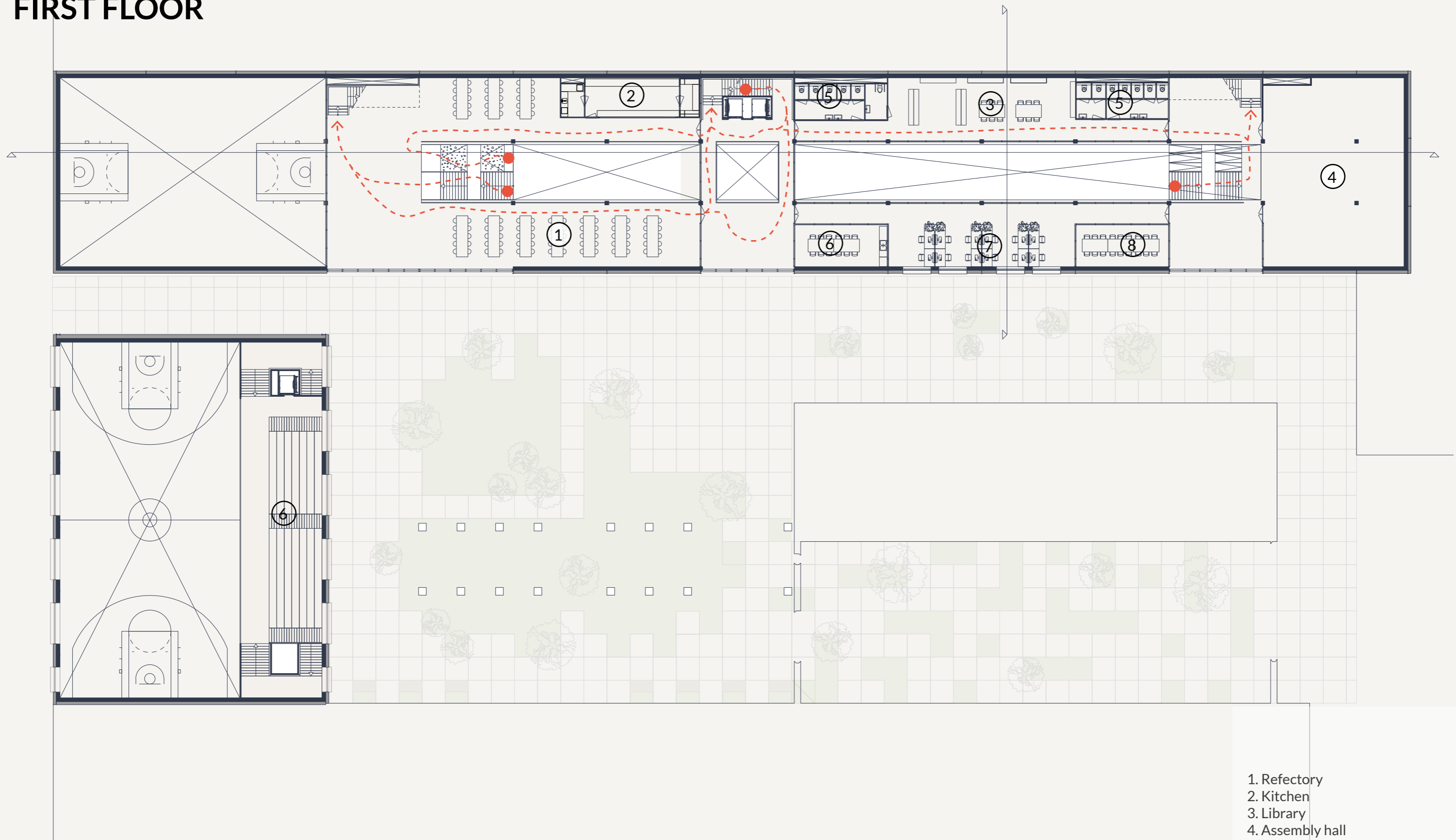
- Different speeds of movement (sliding vs walking)
- Different ways of descending
- Use of play in the daily routine

SOCIAL

- Watch others play
- Competitions (Sliding, climbing etc.)



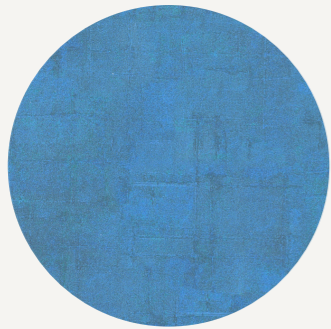
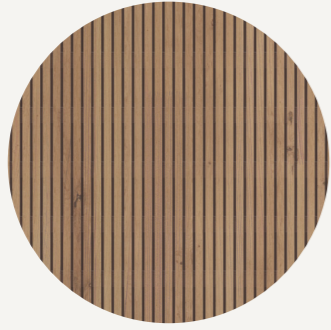
FIRST FLOOR



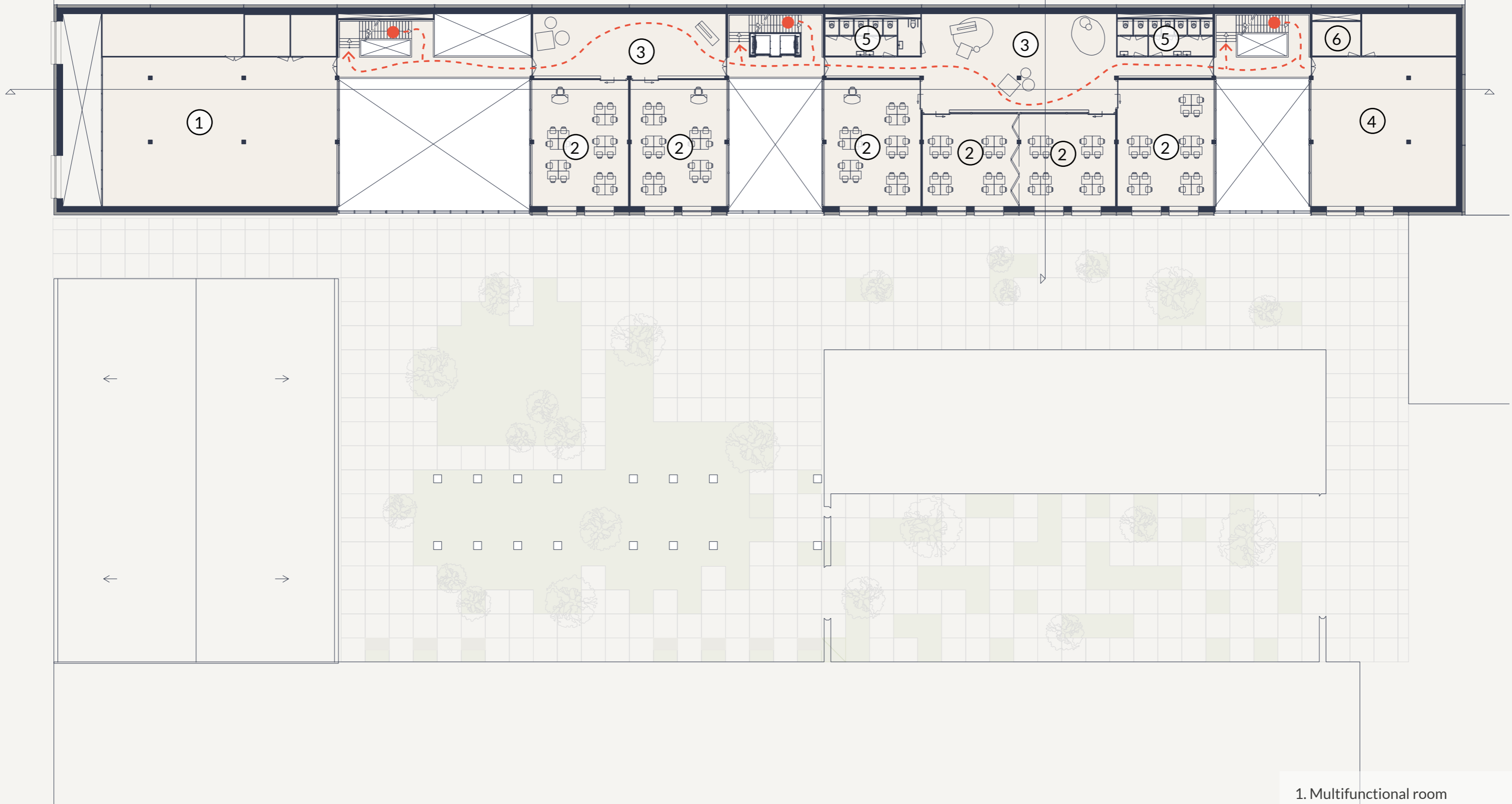
- 1. Refectory
- 2. Kitchen
- 3. Library
- 4. Assembly hall
- 5. Toilets
- 6. Staff room
- 7. Offices
- 8. Meeting room
- 9. Tribune



MULTIFUNCTIONAL REFECTORY



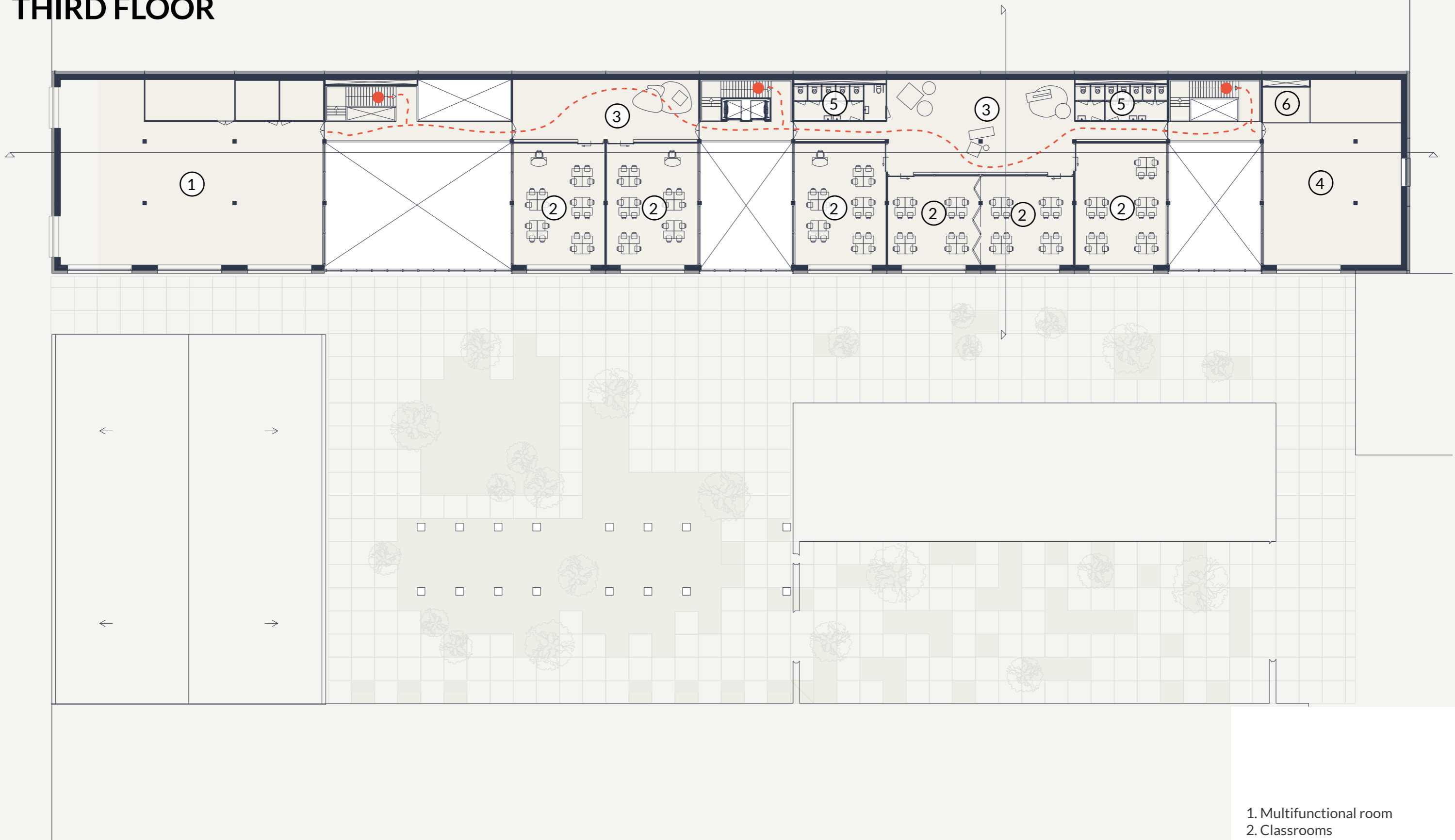
SECOND FLOOR



- 1. Multifunctional room
- 2. Classrooms
- 3. Play area
- 4. Computer lab
- 5. Toilets
- 6. Storage



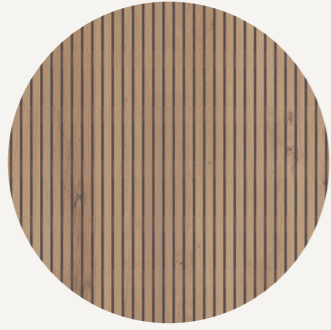
THIRD FLOOR



- 1. Multifunctional room
- 2. Classrooms
- 3. Play area
- 4. Music / crafts room
- 5. Toilets
- 6. Technical room
- 7. Storage



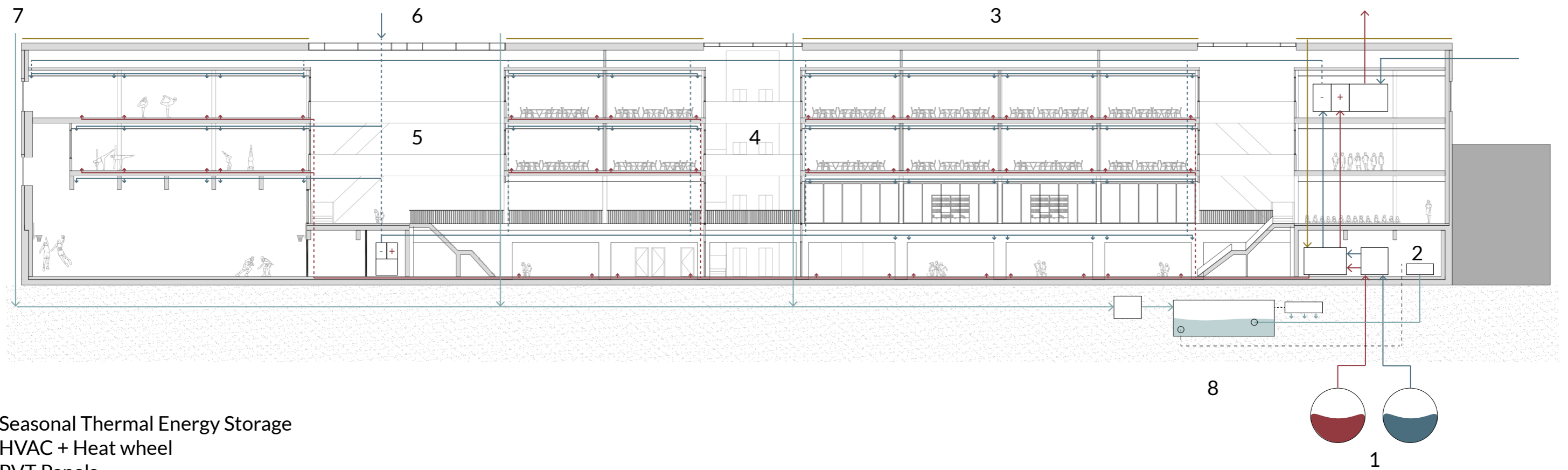
MULTIFUNCTIONAL CORRIDORS



SECTION



CLIMATE PRINCIPLE



1. Seasonal Thermal Energy Storage
2. HVAC + Heat wheel
3. PVT Panels
4. Glazed roof to allow daylight in the classrooms
5. Atrium could preheat air in winter
6. Openable atrium to prevent overheating in summer
7. Collection of rainwater
8. Grey water system*

A photograph of a modern building's interior courtyard. In the foreground, a blue metal railing with a truss-like structure runs across the frame. The ceiling is a grid of wooden beams with translucent panels. The walls are made of wood and have large windows. The floor is light-colored. The word "REFLECTION" is overlaid in large, bold, black capital letters in the center of the image.

REFLECTION



**LEFT-OVER SPACES
ARCHITECTURE
SPORTS & PLAY
REVITALIZING
INDUSTRIAL QUARTER
MAASTRICHT**