

# REACTIVATING ABATTOIR OF CASABLANCA

TOWARDS AN ARCHITECTURAL OPEN WORK



Meng Yang

P2 PRESENTATION 21-06-18

**METHODS AND ANALYSIS  
GRADUATION STUDIO**

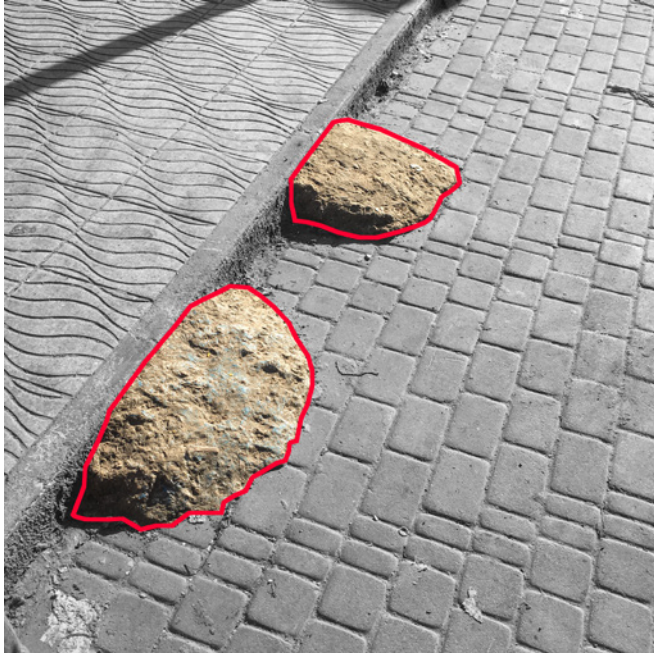
CASABLANCA | MOROCCO  
ACADEMIC YEAR 17-18

- 1. POSITION**
- 2. ABSTRACT MODELS**
- 3. CURRENT SITUATION**
- 4. PROGRAM**
- 4. PROJECTION**

**PART 1**  
**POSITION**

# LESSONS FROM P1 RESEARCH

## ADHOCISM AND SPATIAL CORRECTIONS



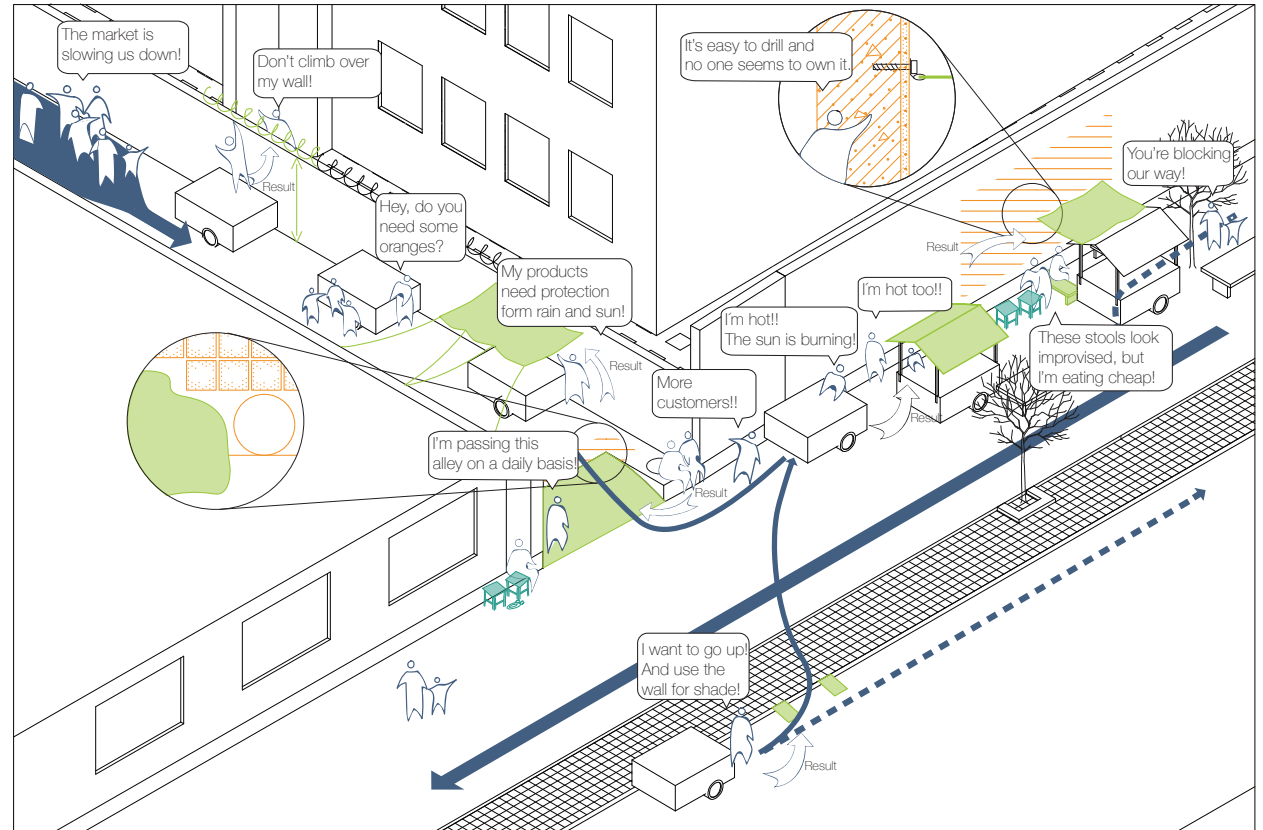
ADHOCISM: A PURPOSE IMMEDIATELY FULFILLED BY RESOURCES THAT ARE AT HAND - CHARLES JENCKS

# LESSONS FROM P1 RESEARCH

## NEGOTIATIONS AND COMPLEXITIES



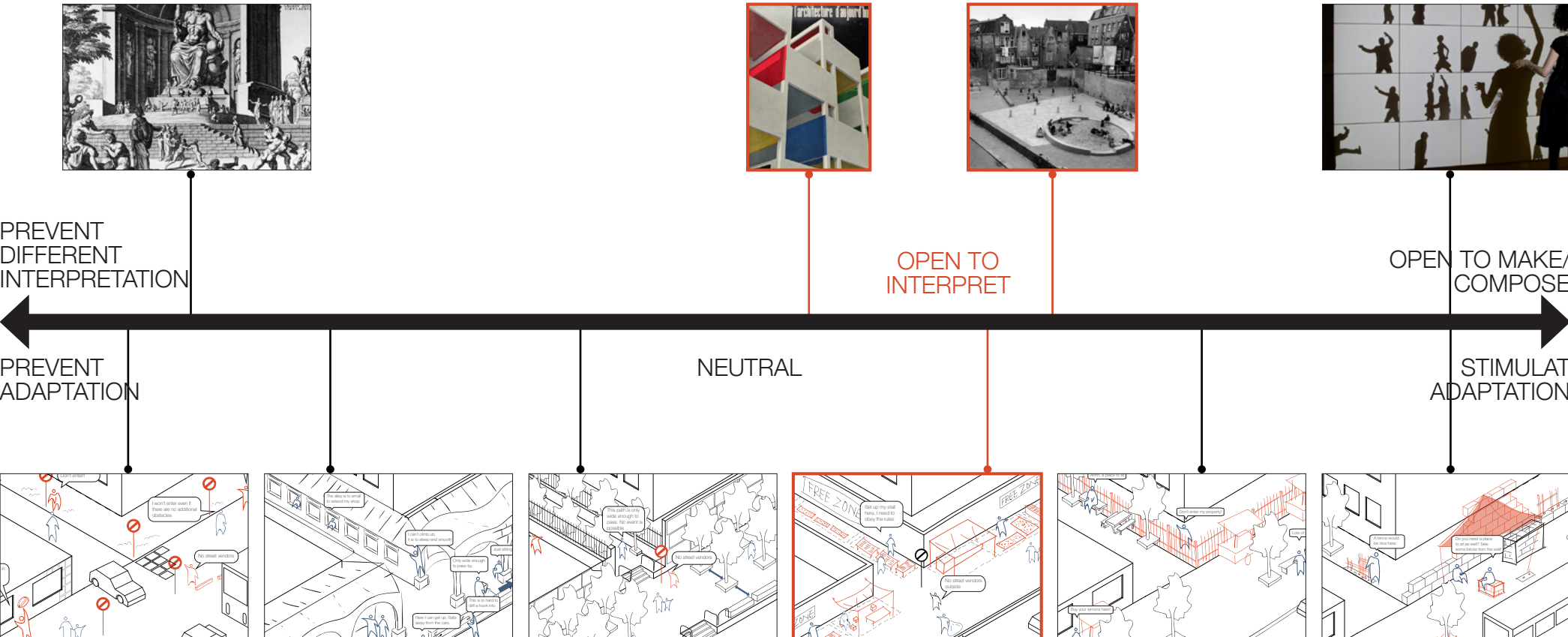
LIVELY EVERYDAY SCENE



THE HIDDEN DEFICIENCIES

# LESSONS FROM P1 RESEARCH

**OPEN TO INTERPRET:** A DESIGN IN WHICH DIFFERENT ACTORS IN THE ENVIRONMENT COULD FULFIL THEIR VARIOUS INTERESTS, METHODS OF USES, WITHOUT SIGNIFICANTLY INTERVENE UPON EXISTING SITUATION



**EXTREME SCENERIOS VARY IN ADAPTABILITY**

# LESSONS FROM P1 RESEARCH

A BROADER SCOPE: PROGRAMS CHANGING IN TIME



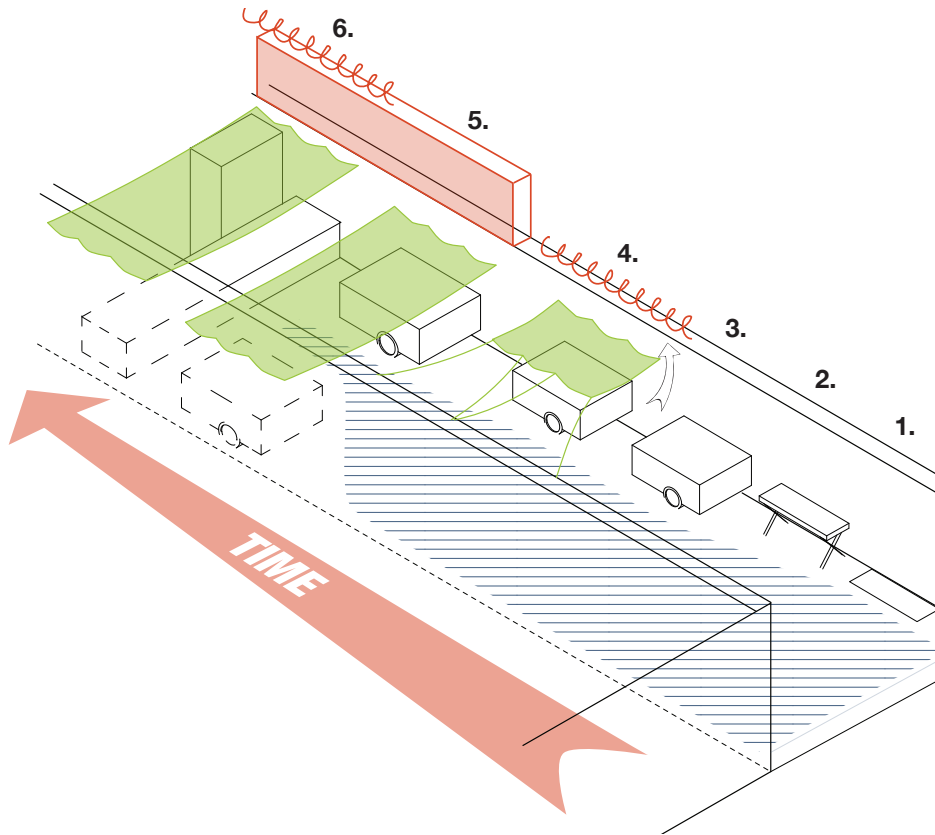
BOOKSTORE DOMINICANEN



798 GALLERY

# LESSONS FROM P1 RESEARCH

FROM BALANCE TO RE-BALANCE



CURRENT AS A BALANCE SITUATION



A SCENARIO WHERE BALANCE BROKEN



# RESEARCH QUESTION

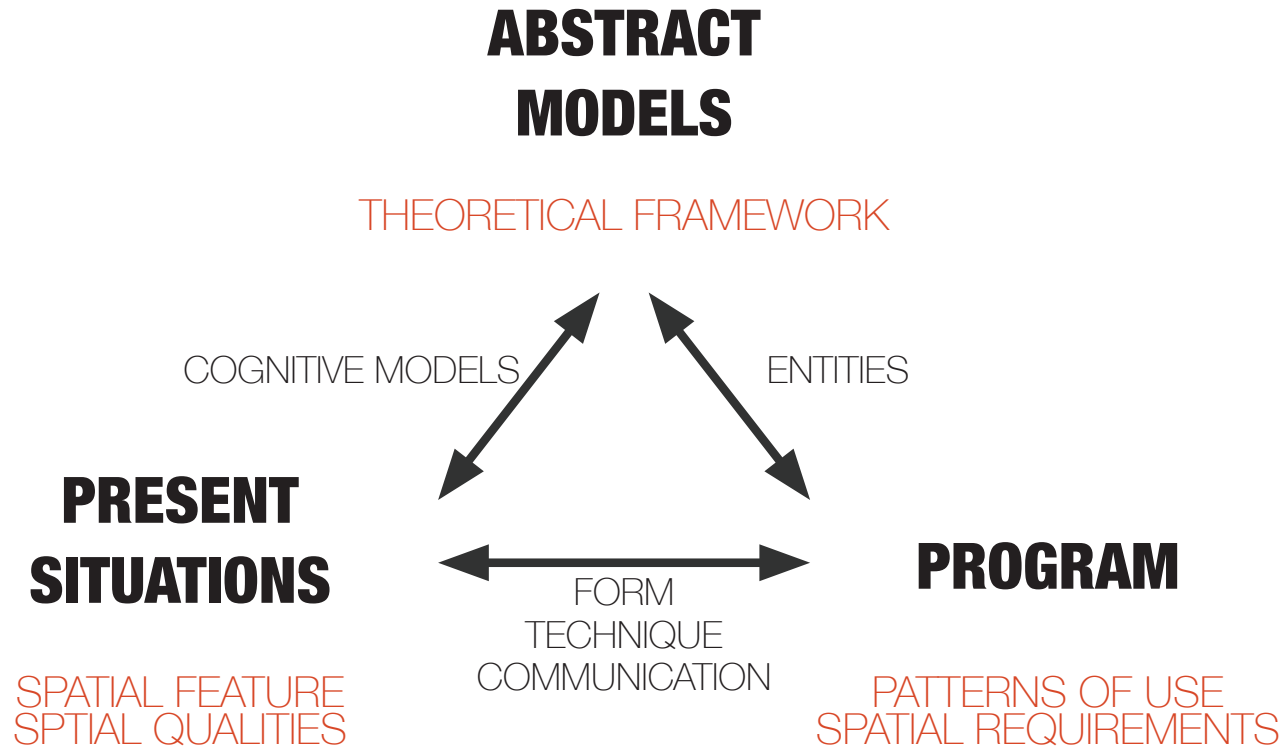
**HOW TO REACTIVATING THE ABATTOIR WITH A DESIGN OPEN TO INTERPRET?**

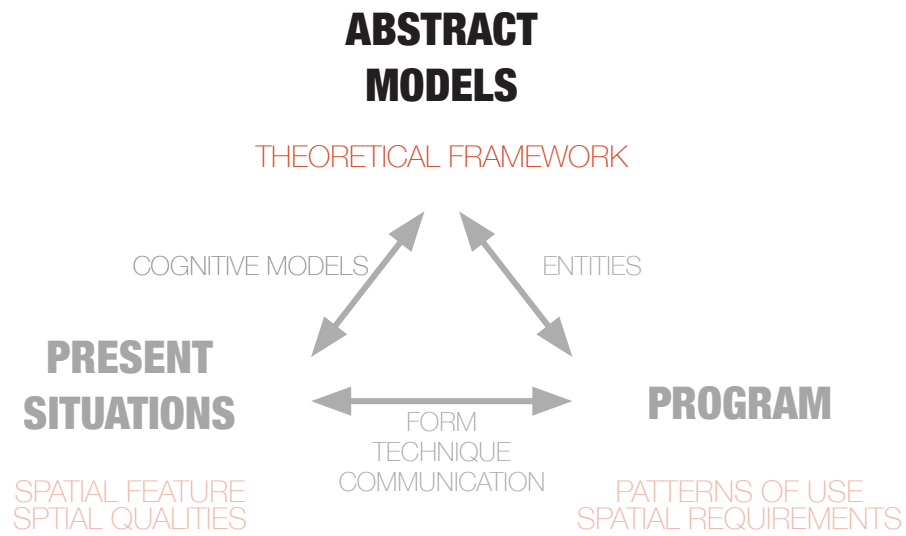
**HOW TO TRANSFORM ABATTOIR INTO A PLACE WHERE THE INTERESTS OF DIFFERENT ENTITIES, OCCASIONAL VISITORS, LOCAL CULTURE EXPERTS AND RESIDENTS FROM SURROUNDING COMMUNITIES, COULD BE FULFILLED AT THE SAME TIME?**

**HOW TO MAKE THE TRANSFORMATION OPEN TO FUTURE'S RE-PROGRAMMING AND ADJUSTMENTS WITHOUT GREATER PHYSICAL ALTERNATION?**

# STRUCTURE OF RESEARCH

A TRIPARTITE APPROACH



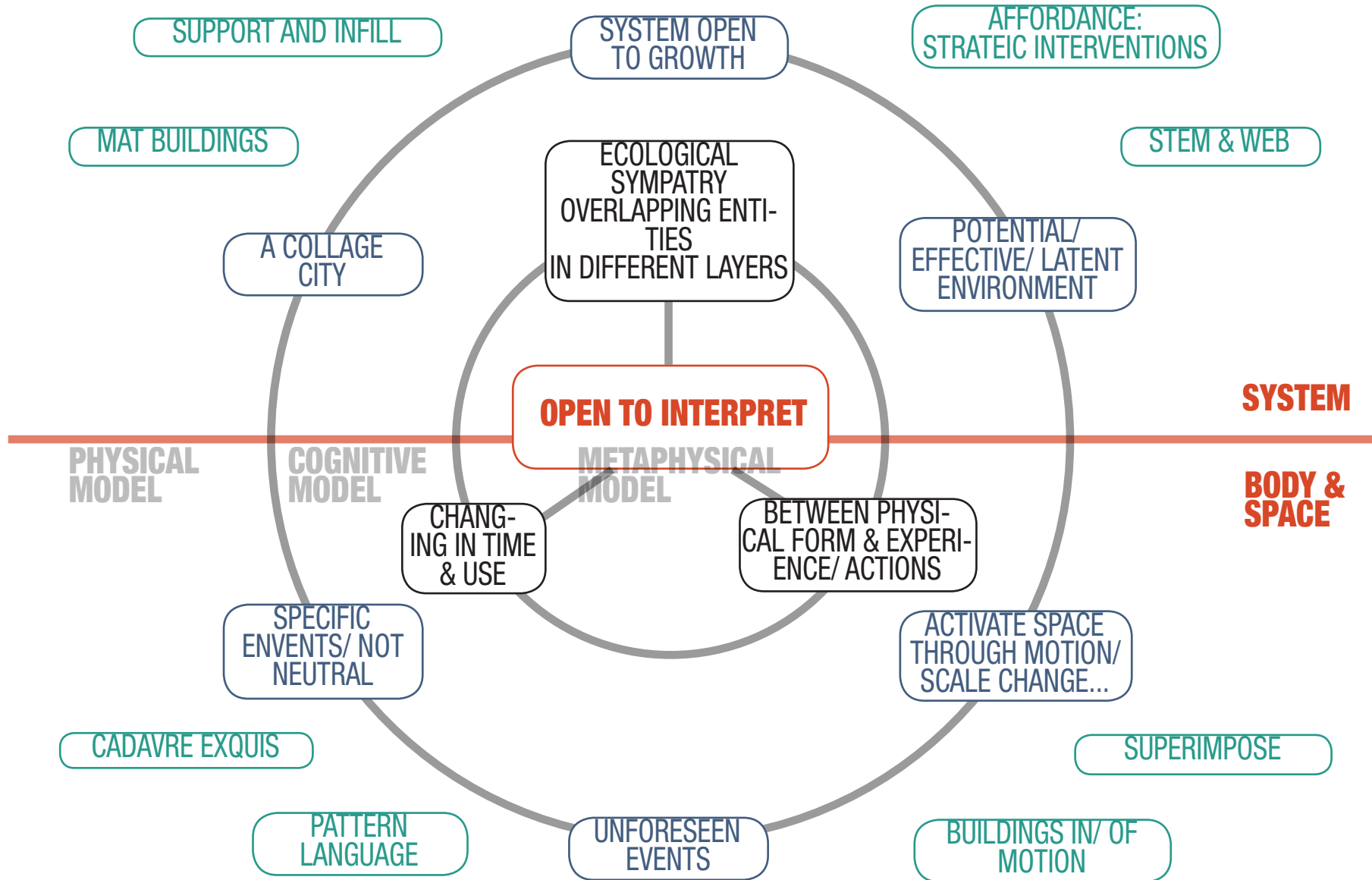


# PART 2

# ABSTRACT MODELS

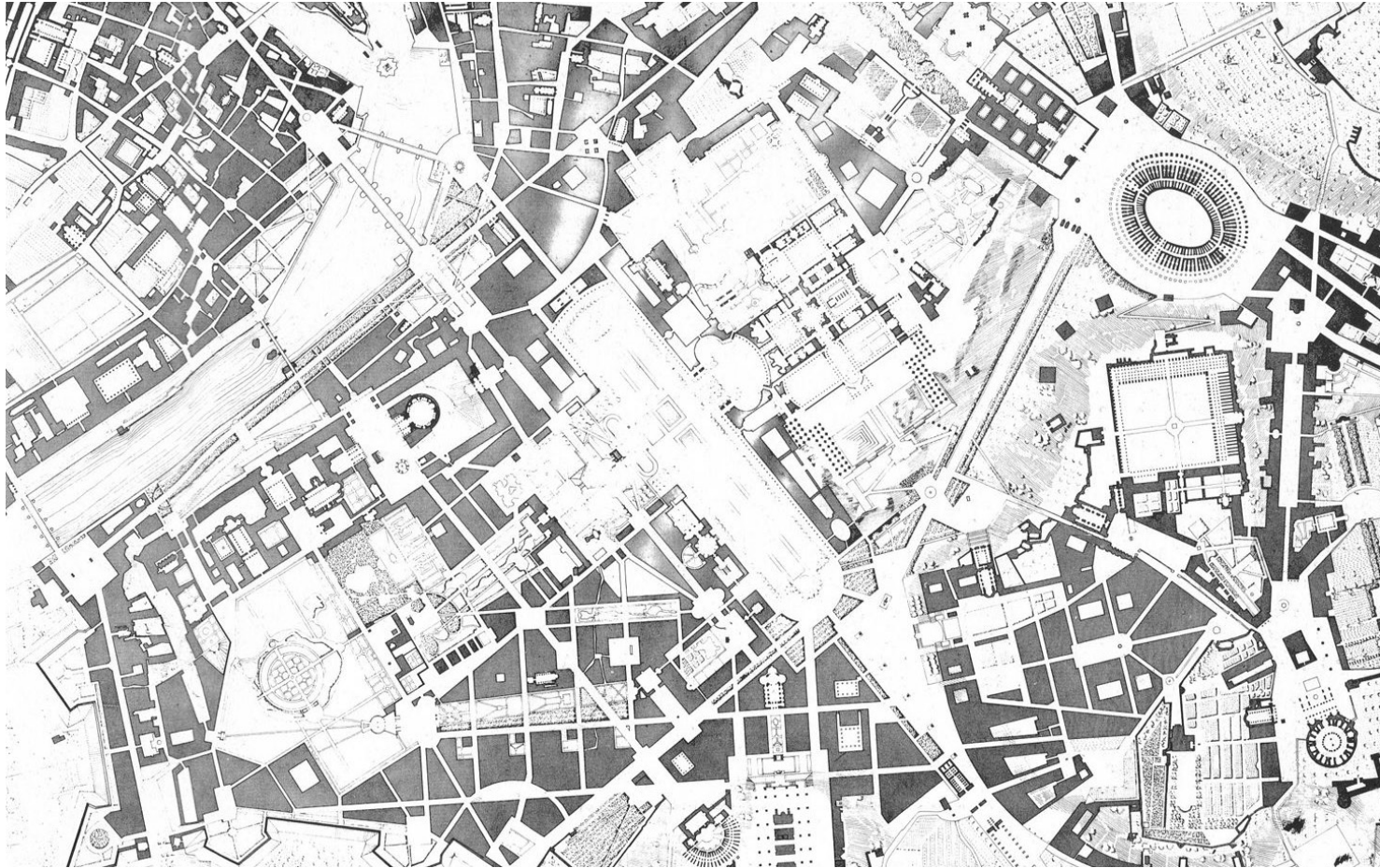
# THEORETICAL FRAMEWORK

MAPS OF NOTIONS



# PRECEDENT STUDY

AN ECOLOGICAL SYMPATRY: POTENTIAL/ EFFECTIVE/ LATENT ENVIRONMENT STANFORD ANDERSON



COLIN ROWE: COLLAGE CITY ROME

## POTENTIAL ENVIRONMENT

THE PHYSICAL ENVIRONMENT IS AN ARENA FOR POTENTIAL ACTIONS AND INTERPRETATIONS. THE PHYSICAL ENVIRONMENT AS A WHOLE

## EFFECTIVE ENVIRONMENT

THIS REALIZED POTENTIAL ENVIRONMENT, REINTERPRETED BY EACH USER, THUS YIELDING HIS OR HER SUBJECTIVE ENVIRONMENT

## LATENT ENVIRONMENT

THE UNREALIZED POTENTIAL ENVIRONMENT; ALLOWING FOR SOCIETAL CHANGE WITHOUT PHYSICAL CHANGE

# PRECEDENT STUDY

## MOVEMENT AS A METHOD OF LINK



### POINTS:

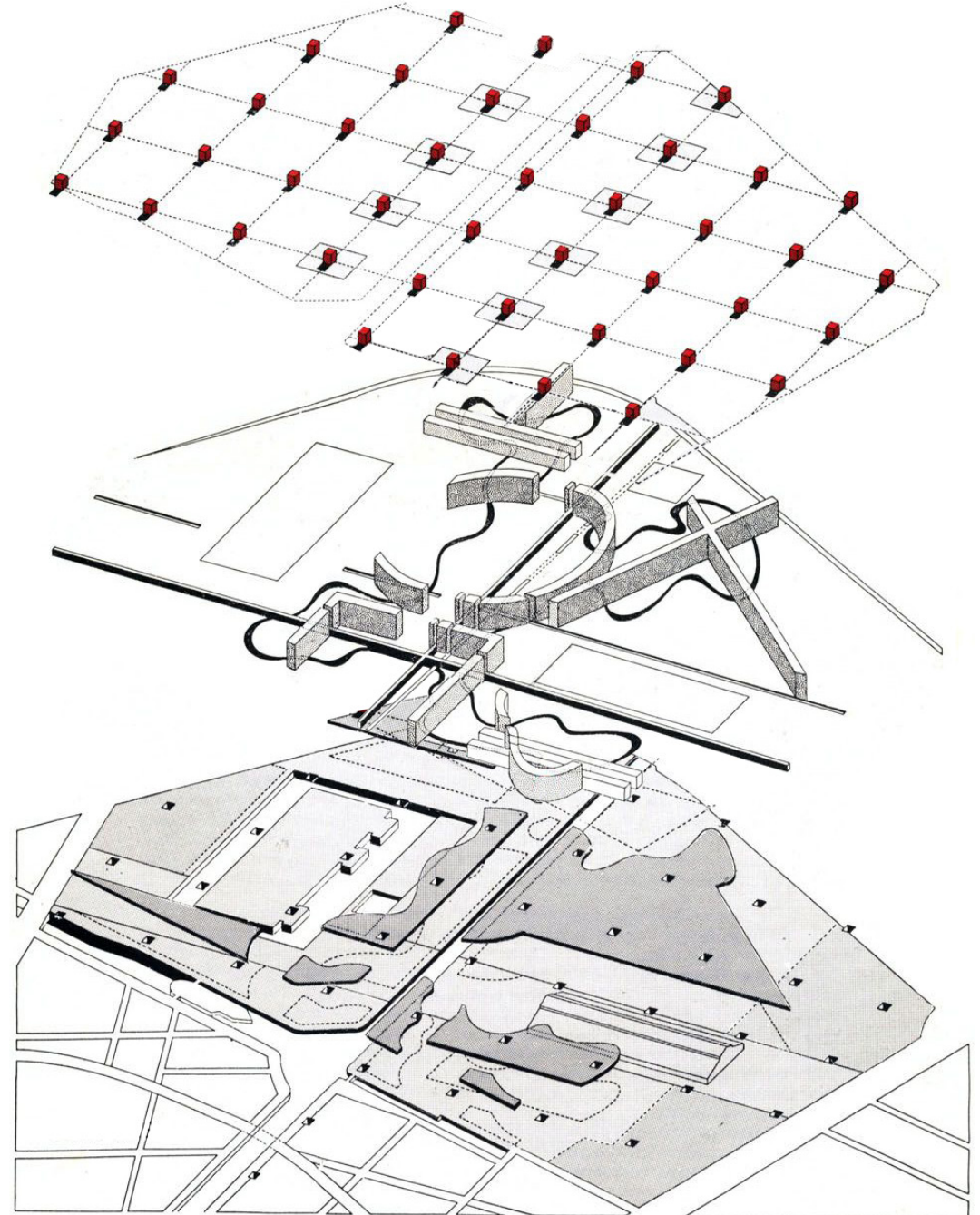
Programmed events;  
a "rigid" conceptual frame

### LINES:

Movement as a way of  
experience;  
Linkages between layers

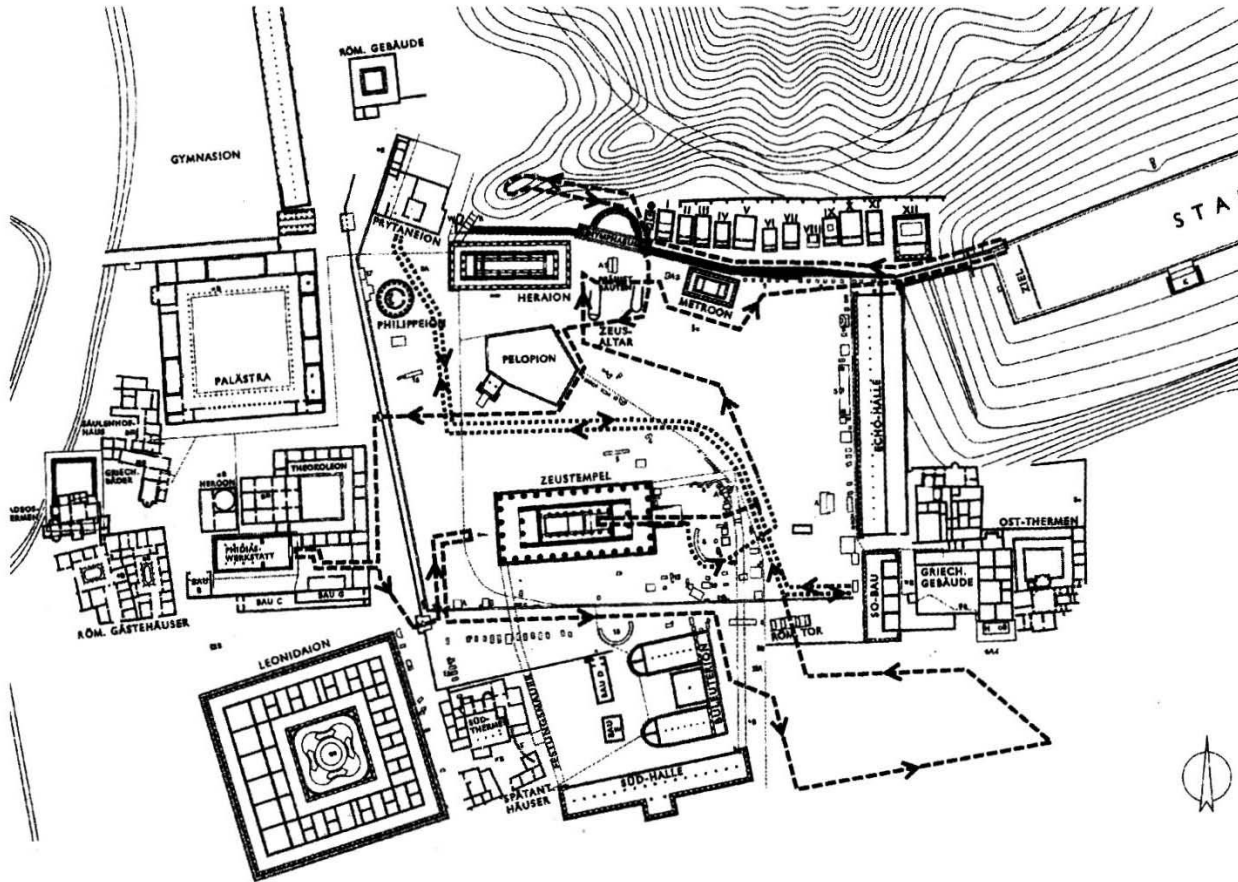
### SURFACE:

connecting surrounding  
neighbourhood;  
level changing for  
unprogrammed events



# PRECEDENT STUDY

## PATTERNS OF USE AND THEIR SPATIAL IMPRINTS



## SETTING AND RITUAL OF ACROPOLIS

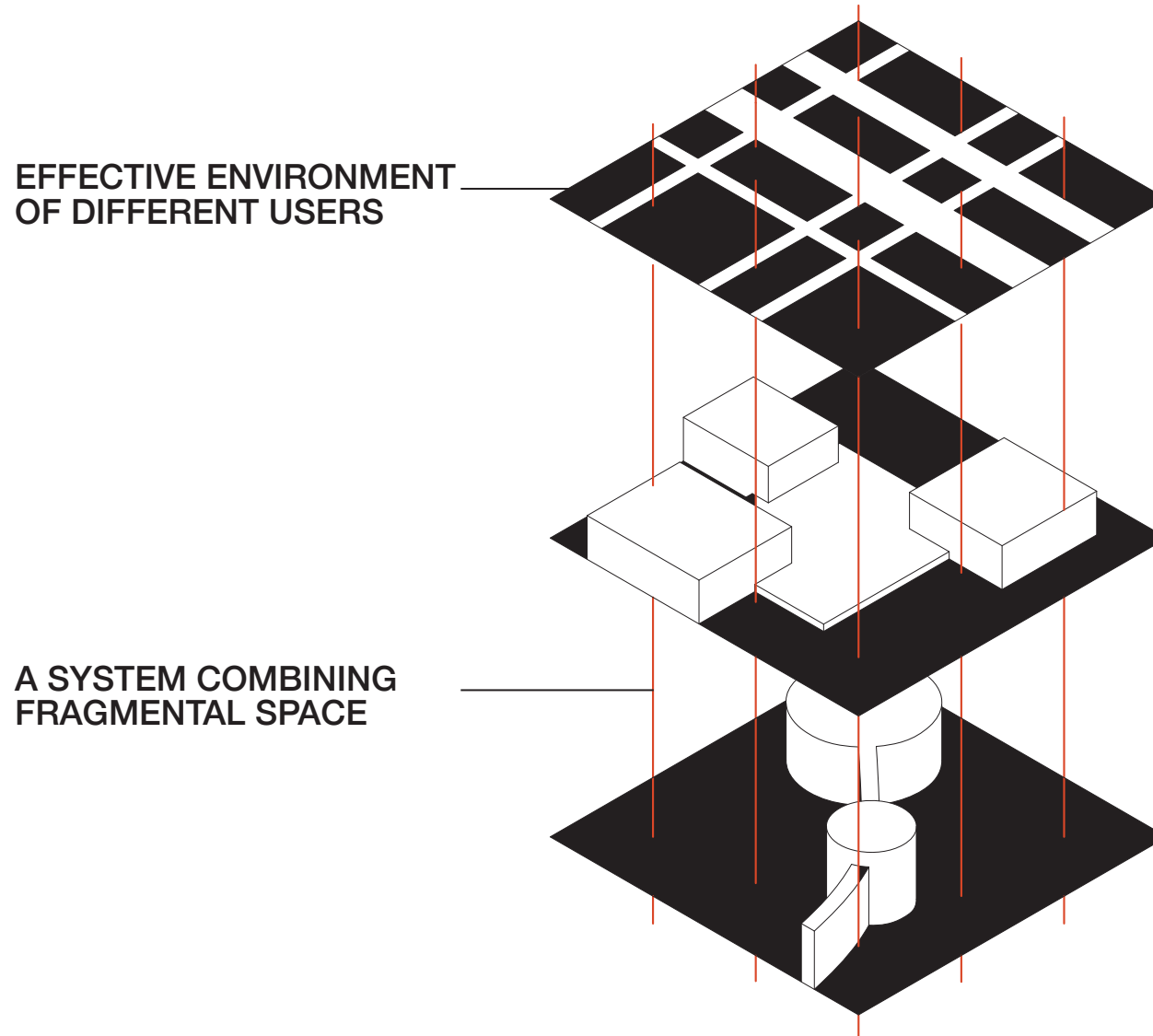
## PATTERNS

A REPEATING MORPHOLOGICAL LAW WHICH ESTABLISHES A SET OF RELATIONSHIPS IN SPACE

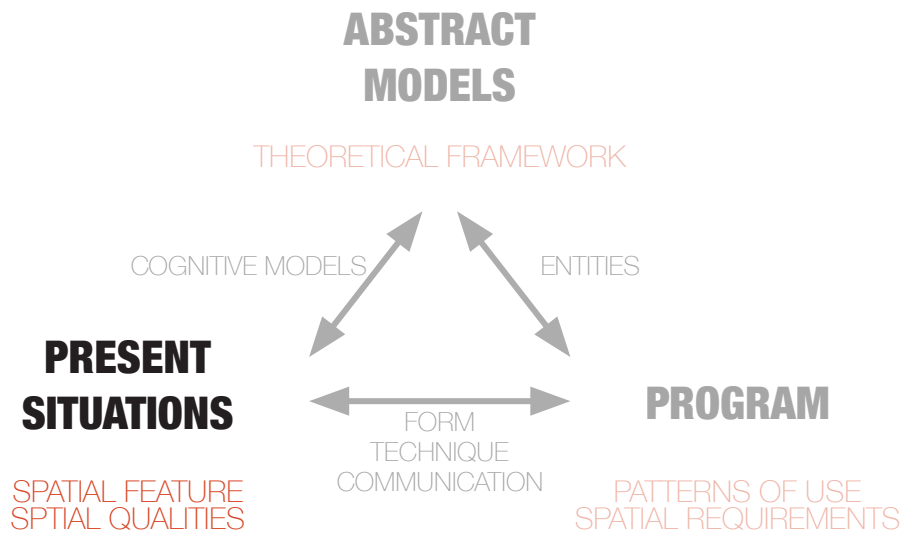
PATTERNS OF EVENTS ARE INTERLOCKED INTO SPACE

# ABSTRACT MODEL

A SYSTEM INTERLOCKING DIFFERENT INTERESTS







# **PART 3**

# **PRESENT SITUATION**

# ABATTOIR

## BASIC INFORMATION



ARCHITECTS:  
Georges-Ernest Desmarest

TIME OF CONSTRUCTION:  
1919-1922

Function:  
slaughterhouse, livestock market

TOTAL SURFACE:  
50,000 square meters

CONSTRUCTION AREA:  
20,000 SQUARE METERS

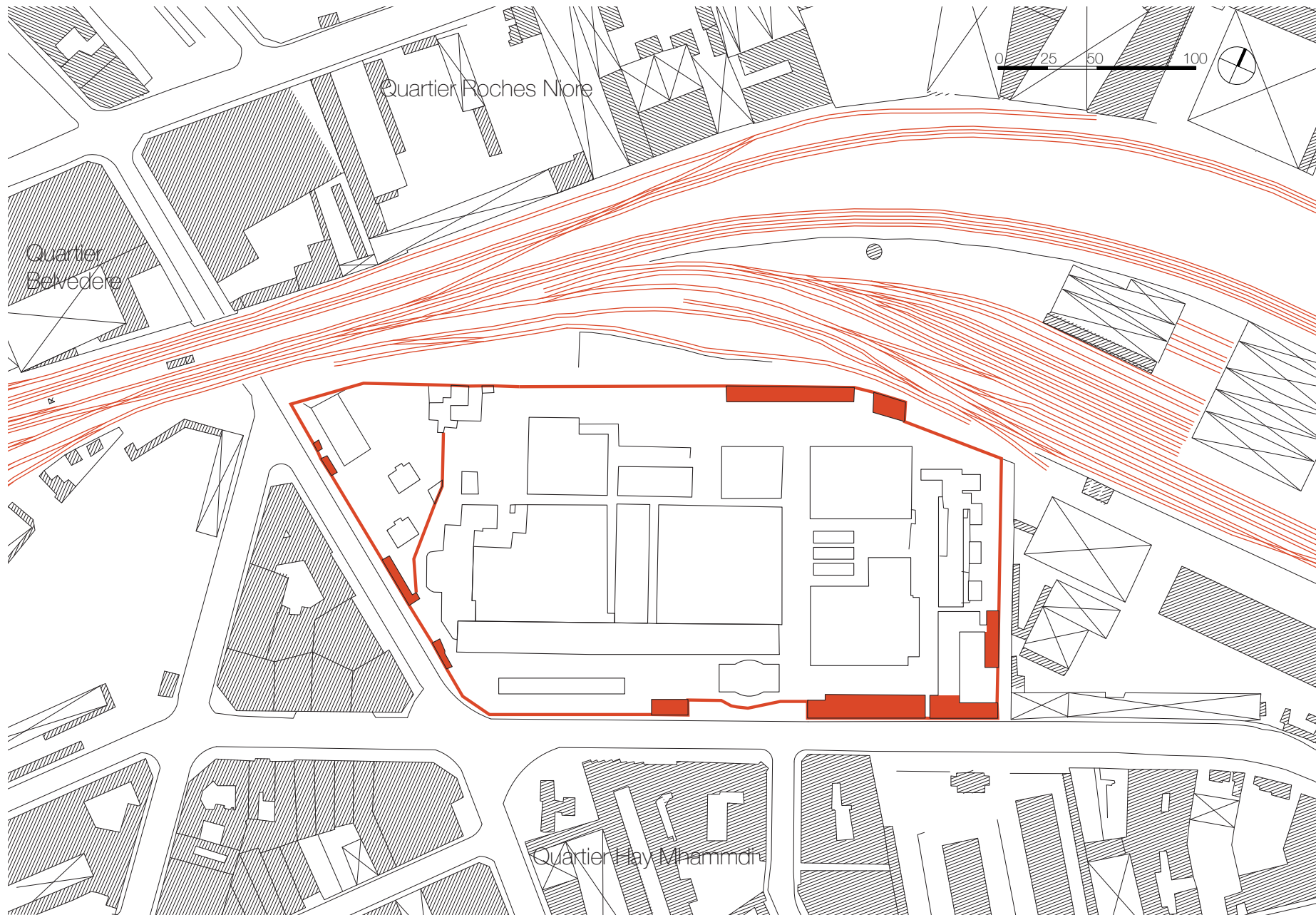
FEATURES:  
modern industrial complex with high hygiene and  
animal health standards

an enclave from surrounding neighbourhood

Moorish Revival styles: concrete structure with  
zellig decorations

# URBAN CONTEXT

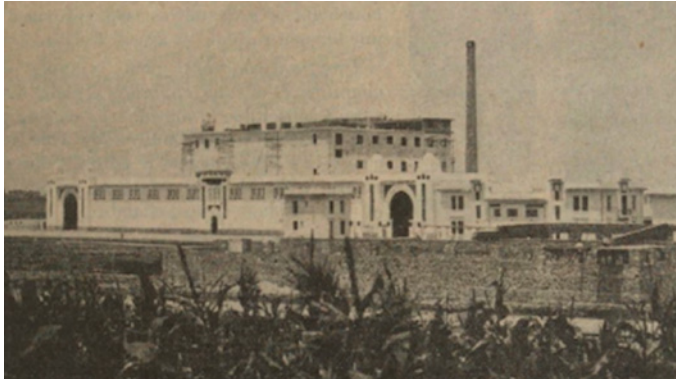
## INDUSTRIAL ENCLAVE



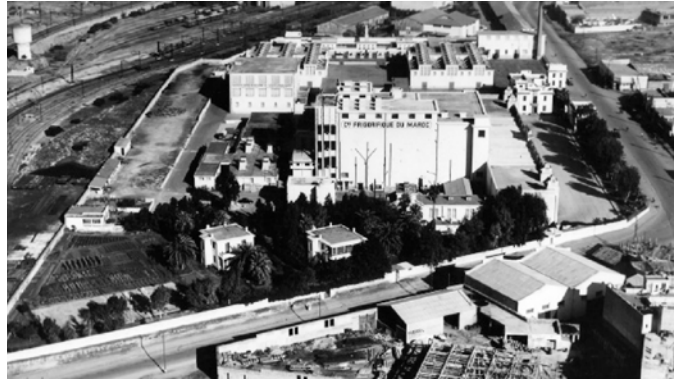
# URBAN CONTEXT

## A DEVELOPMENT ON CONSOLIDATING BOUNDARY

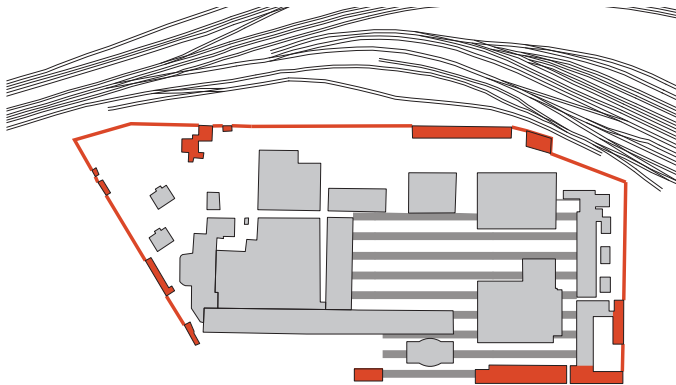
1920S: LOOSE PHYSICAL CONNECTION



1950S: PHYSICAL ENCLOSED



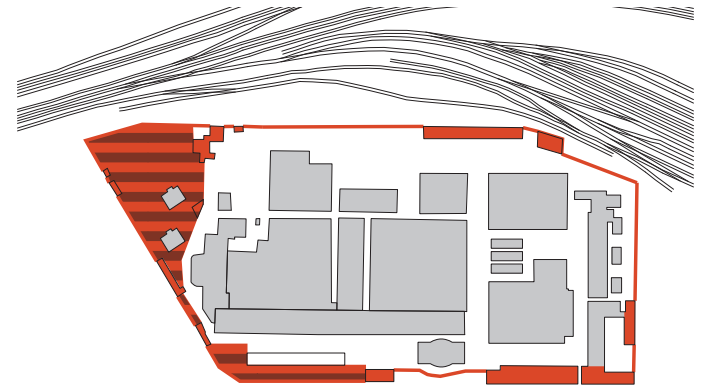
NOW: PHYSICAL & MENTAL ENCLOSED



U-Shape border with public market inside factory



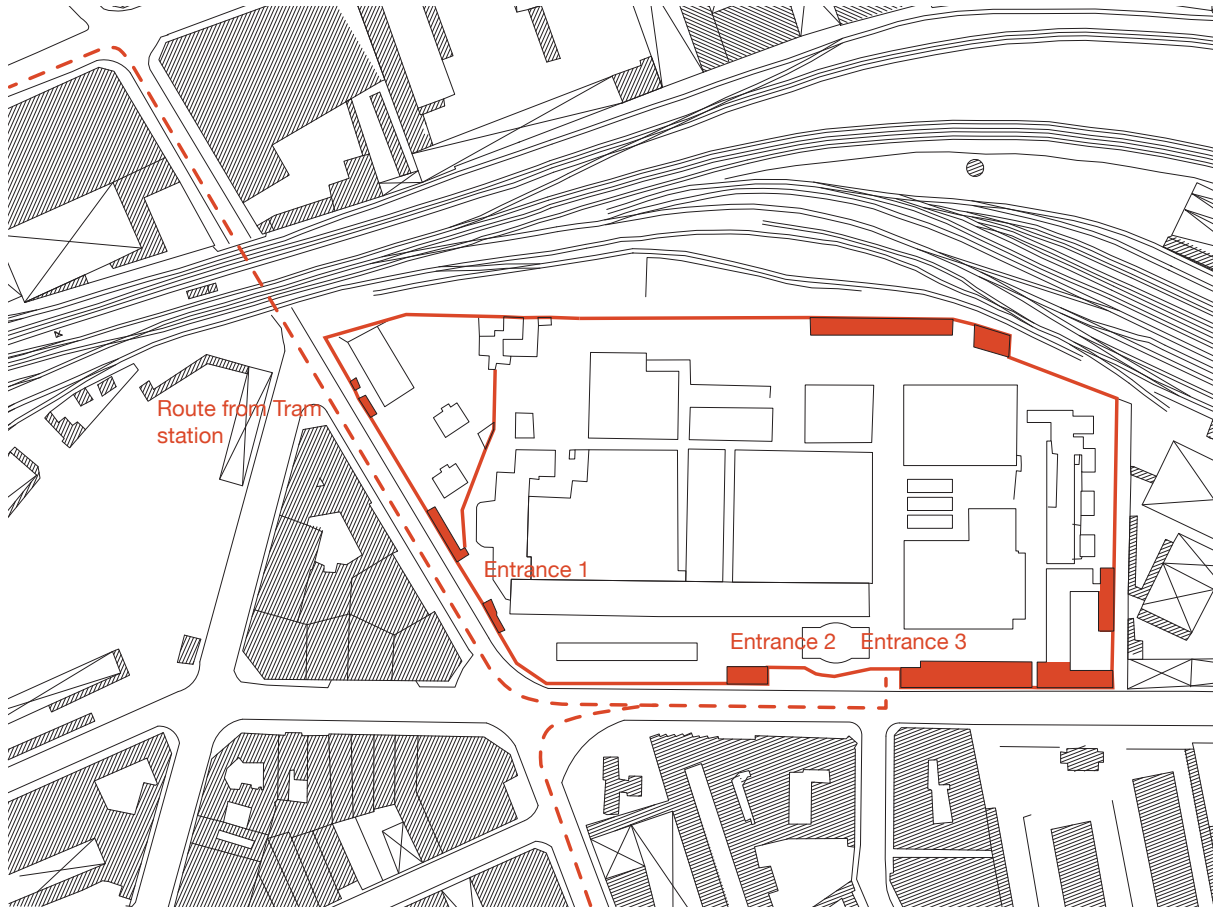
Enclosed Form with relative functions outside



Totally fenced off; Small constructions along the wall reinforce the enclosure

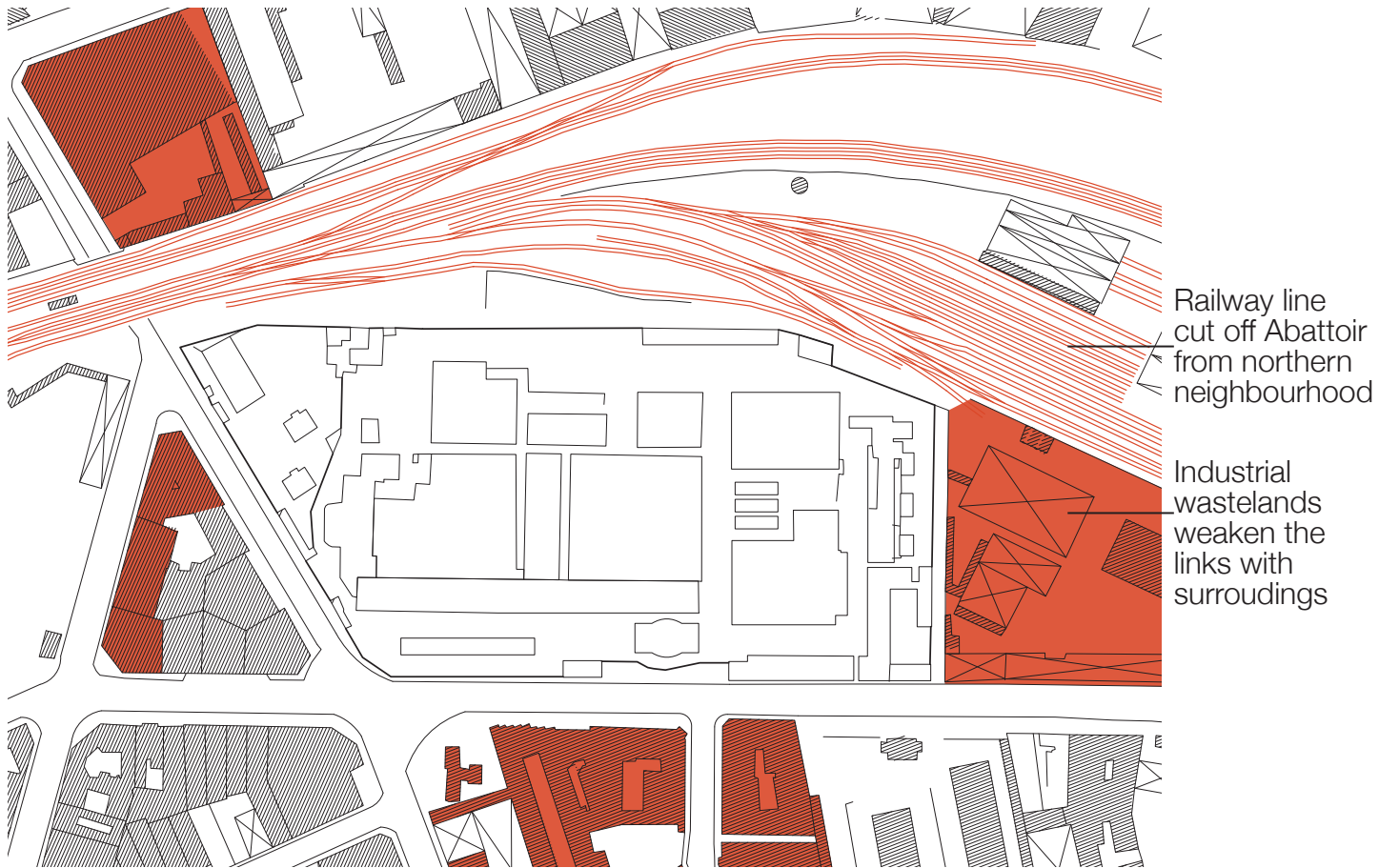
# URBAN CONTEXT

## ACCESSIBILITY & VISUAL CONNECTION



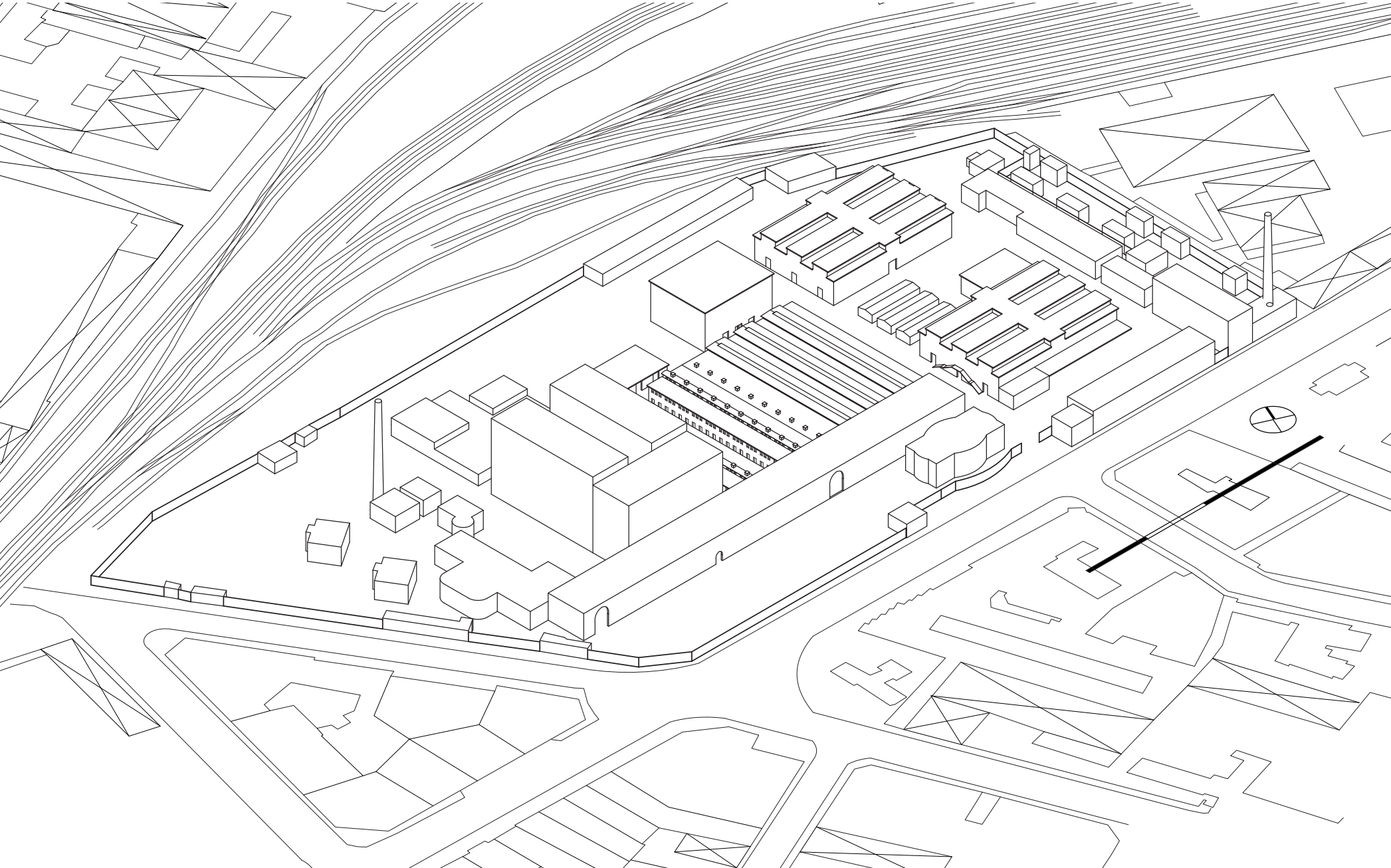
# URBAN CONTEXT

## MORPHOLOGICAL ISOLATION



# BUILDING COMPLEX

## MASTERPLAN



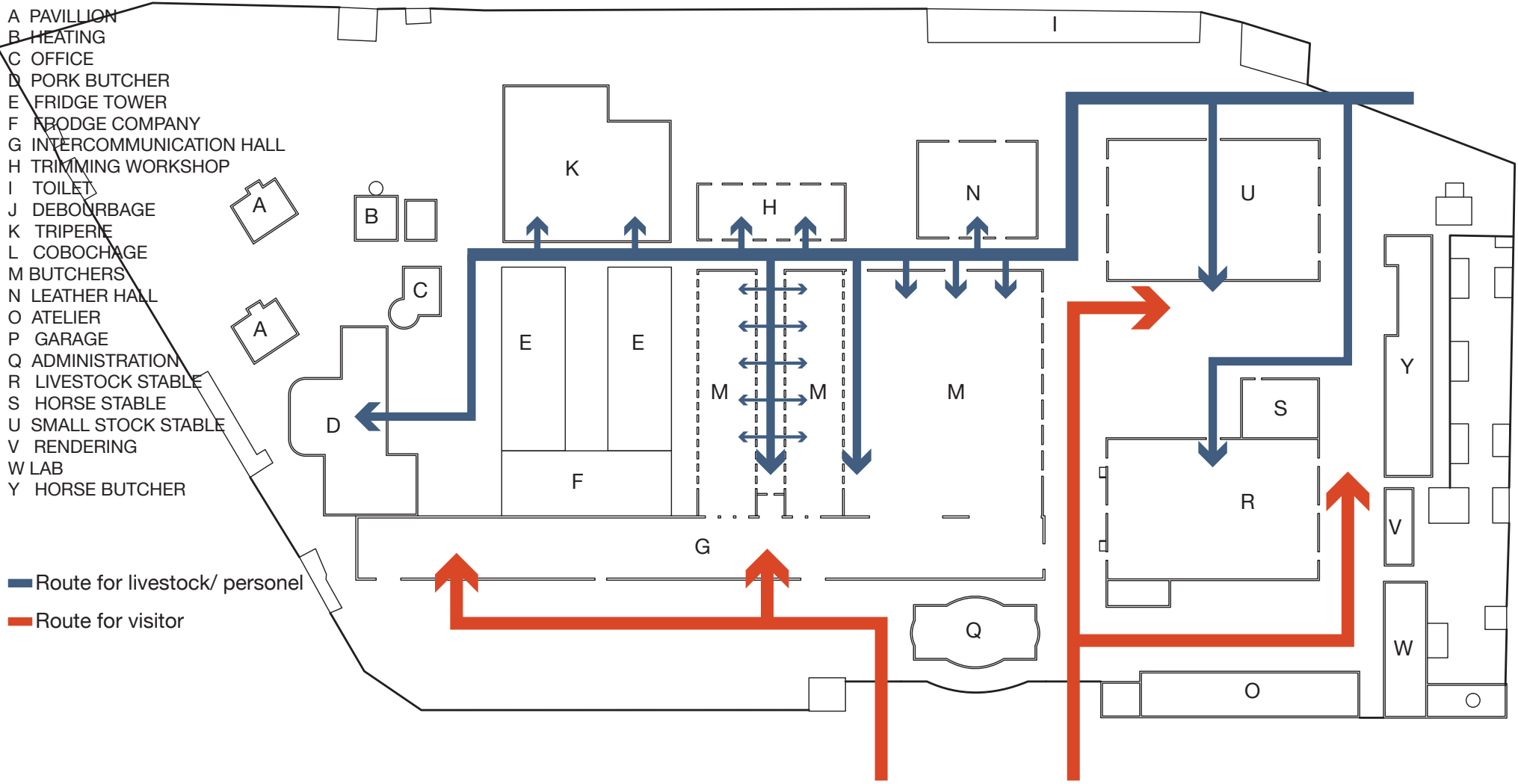
# BUILDING COMPLEX

## HISTORICAL CIRCULATION

- A PAVILLION
- B HEATING
- C OFFICE
- D PORK BUTCHER
- E FRIDGE TOWER
- F FRIDGE COMPANY
- G INTERCOMMUNICATION HALL
- H TRIMMING WORKSHOP
- I TOILET
- J DEBOURBAGE
- K TRIPERIE
- L COBOCHAGE
- M BUTCHERS
- N LEATHER HALL
- O ATELIER
- P GARAGE
- Q ADMINISTRATION
- R LIVESTOCK STABLE
- S HORSE STABLE
- U SMALL STOCK STABLE
- V RENDERING
- W LAB
- Y HORSE BUTCHER

— Route for livestock/ personel

— Route for visitor



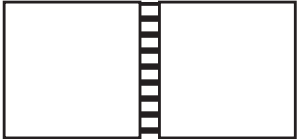
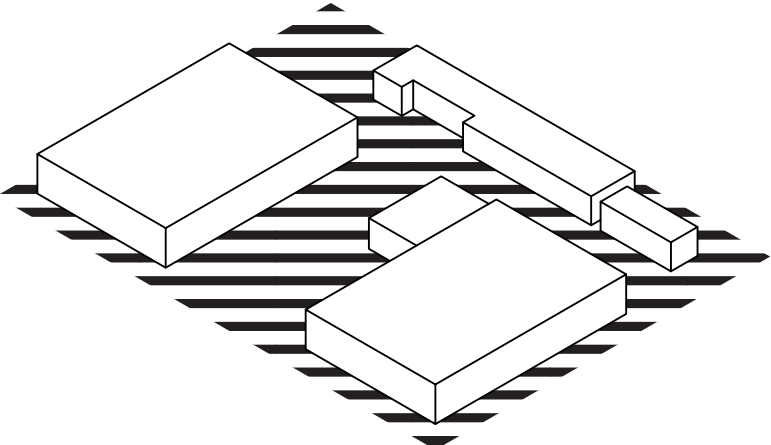


# BUILDING COMPLEX

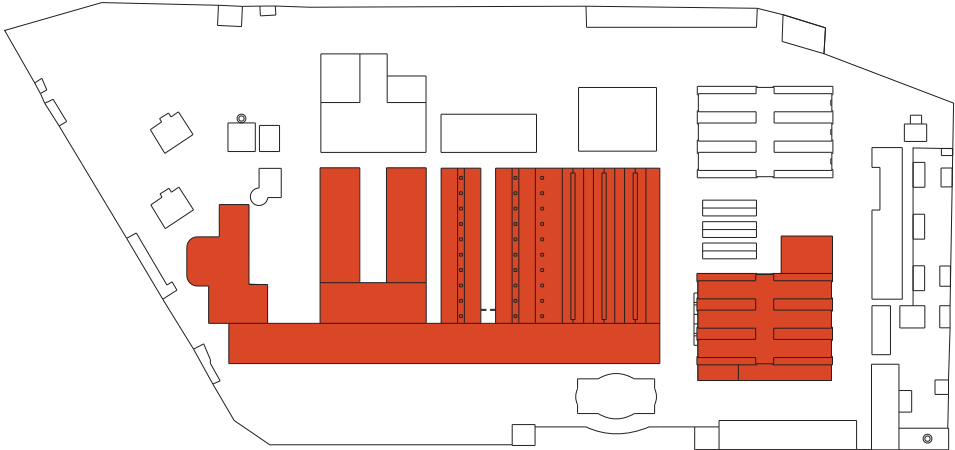
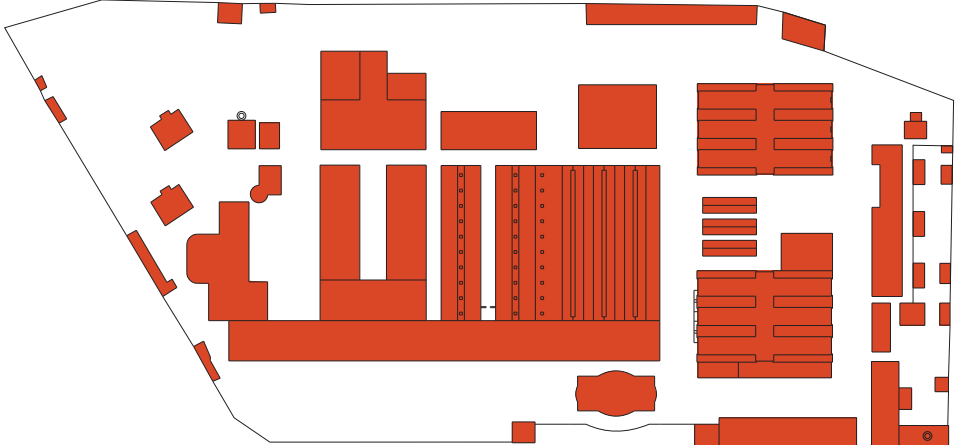
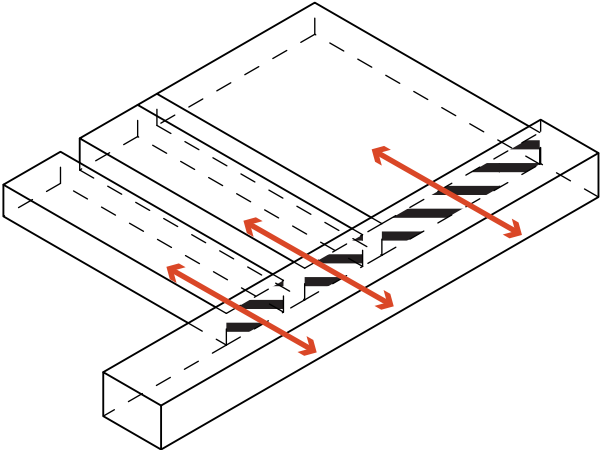
## BUILDING BLOCKS ORGANIZATION



SPACE LINKED BY COMMON SPACE



ADJACENT SPACE



# BUILDING COMPLEX

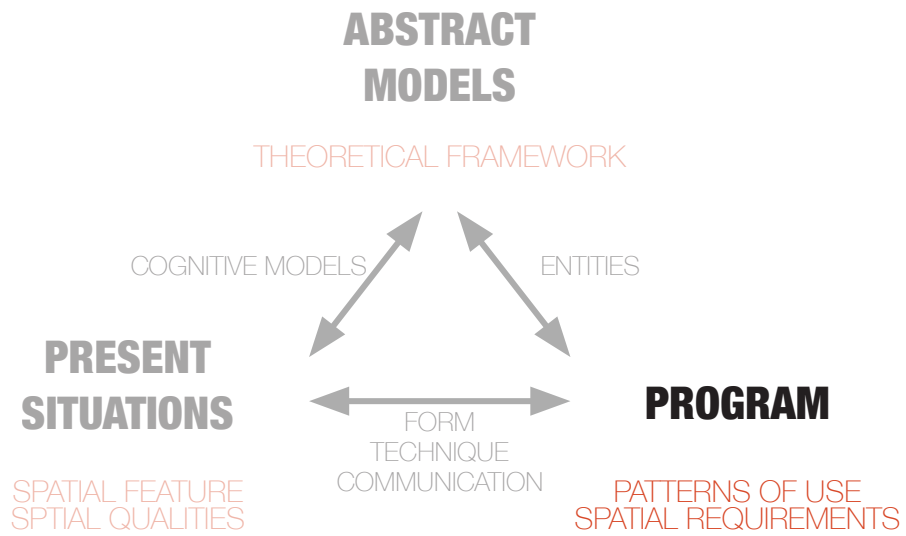
CONFIGURATION OF PATH AND OPENNING



STREET



ALLEY



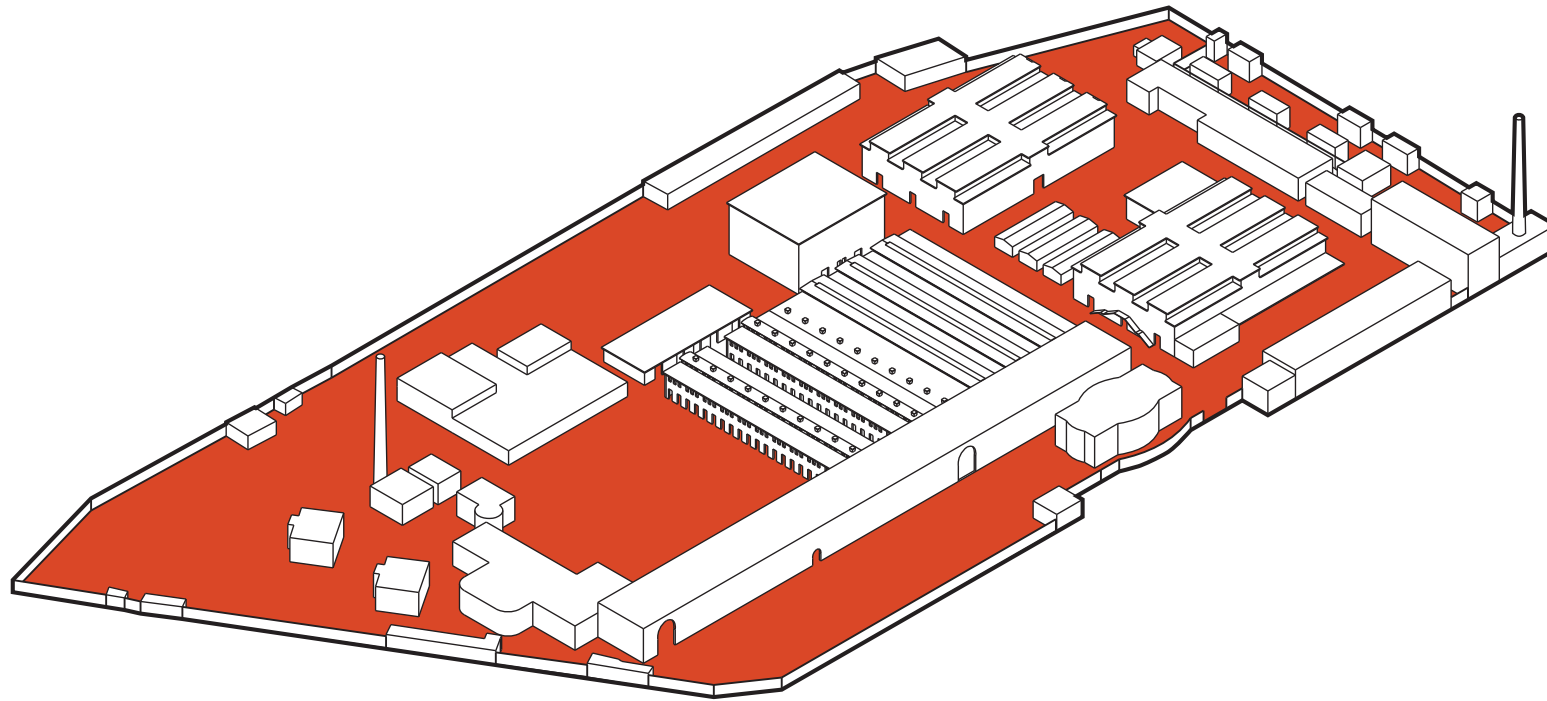
# **PART 4**

# **PROGRAM**

# PROGRAM

VISIONS

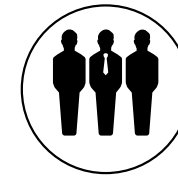
## A CULTURAL PARK



Residents from surrounding communities



Tourists






Professionals



# PROGRAM

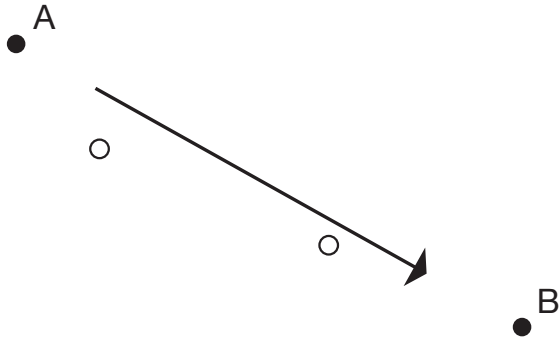
EVENTS VERSE USERS

-  For Tourists
-  For Residents
-  For Professionals

FOOTBALL FIELD MUSEUM  
EXHIBITION ARCHIVE  
YOUTH CENTRE  
SHOPS  
PLAYGROUND CINEMA  
WORKSHOPS  
SKATING RINKS RESTAURANT  
ART GALLERY STREET ARTS  
LANDSCAPE PARK  
LIBRARY THEATRE

# PROGRAM

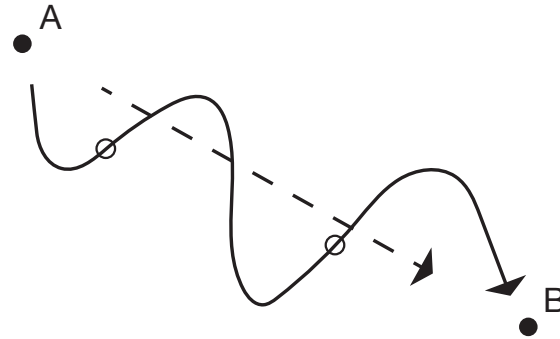
## PATTERNS BETWEEN ELEMENTS



### PROGRAMMED EVENTS

Events specially scheduled and not for every day. Participants come with purpose, travel directly to the location

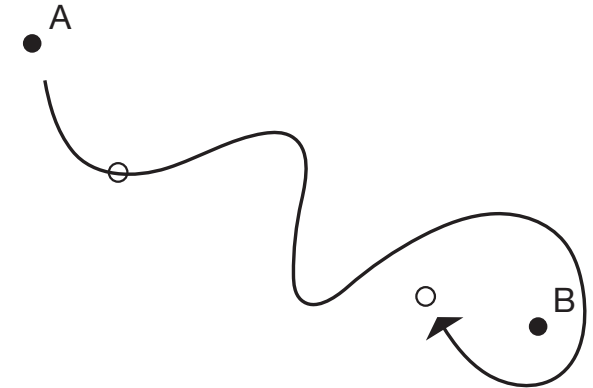
Programs : Archive, Art Gallery, Youth Centres, Museum, Theatre, etc.



### FACILITATED EVENTS

Events planned by organisers and could be daily activities. Participants might travel directly or indirectly to the location

Programs: Shops, Restaurants, Playgrounds, Football Field



### UNPROGRAMMED EVENTS

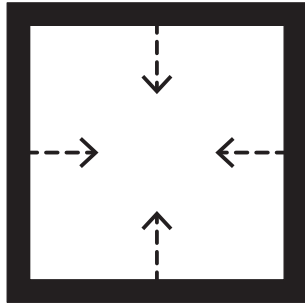
Events could not be totally foreseen by organisers and could be daily activities. Participants wander around the site.

Programs: Plaza, Landscape Park, Street Arts, Picnics, etc.



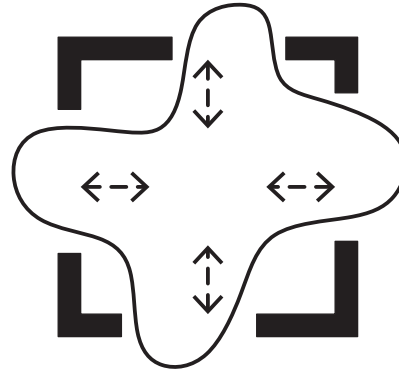
# PROGRAM

## PATTERNS OF INNER ORGANAZATIONS



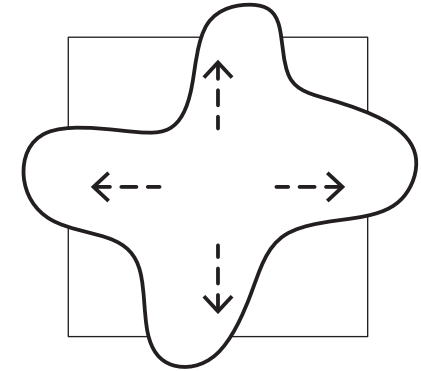
**INTROVERT SPACE**

Programs : Archive, Art Gallery, Youth Centres, Museum, Theatre, etc.



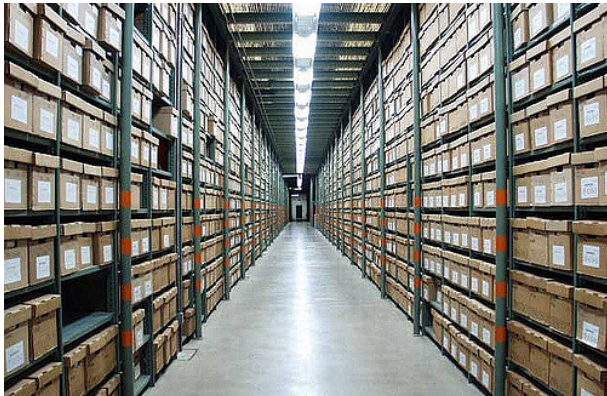
**IN BETWEEN SPACE**

Programs: Shops, Restaurants, Playgrounds, Football Field



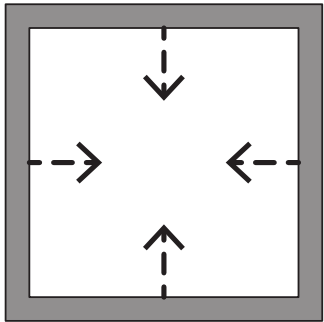
**EXTROVERT SPACE**

Programs: Plaza, Landscape Park, Street Arts, Picnics, etc.



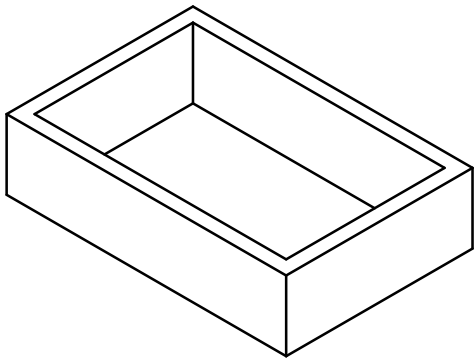
# PATTERNS OF SPACE

## INTROVERT SPACE

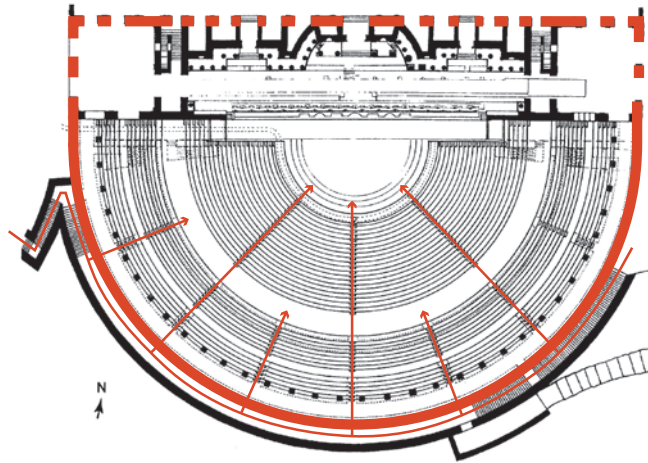


### INTROVERT SPACE

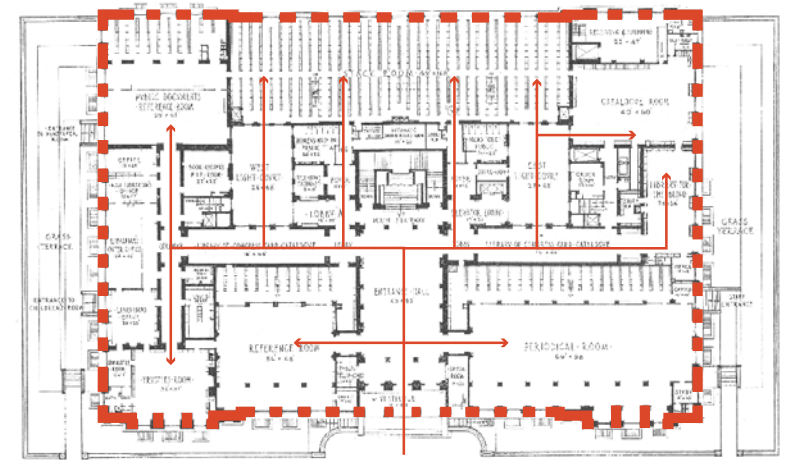
Single or limited entrances  
 The connections between users  
 and outside are cut off  
 Activities happen inside border



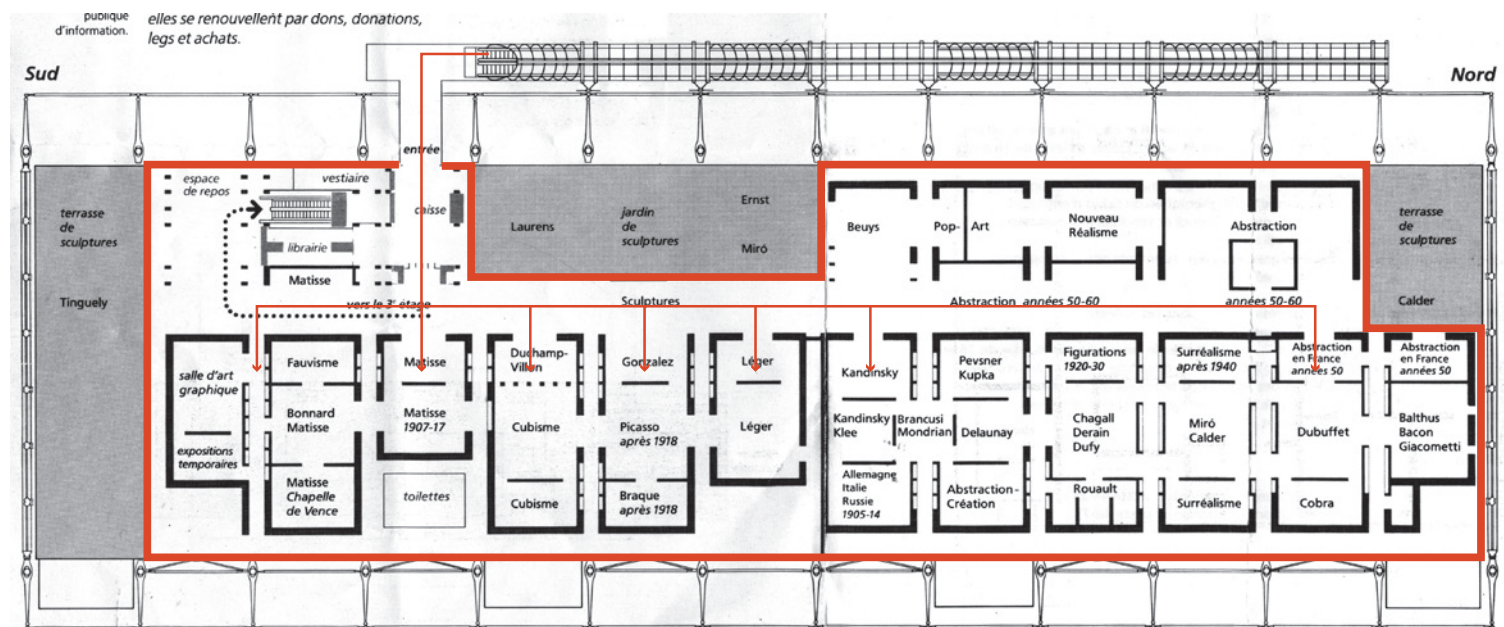
- - - -> Visual Connection
- - - -> Movement



Floor Plan of Roman Theatre



Ground Floor Plan of Central Library of Philadelphia

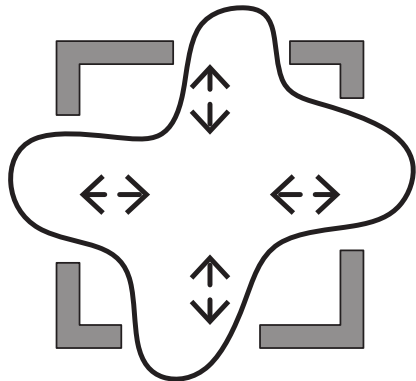


Fourth Floor Plan of Centre Pompidou Museum



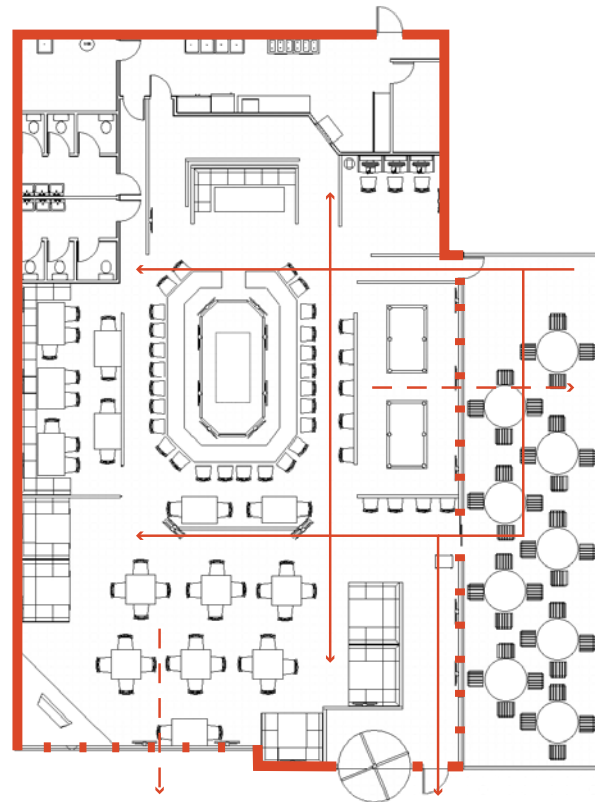
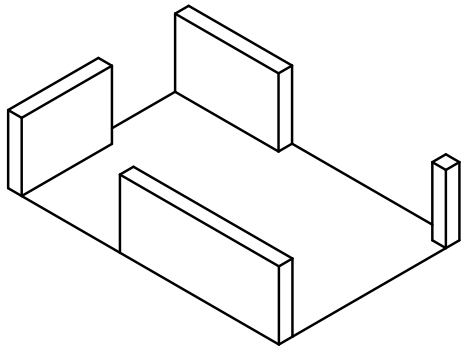
# PATTERNS OF SPACE

## IN BETWEEN SPACE

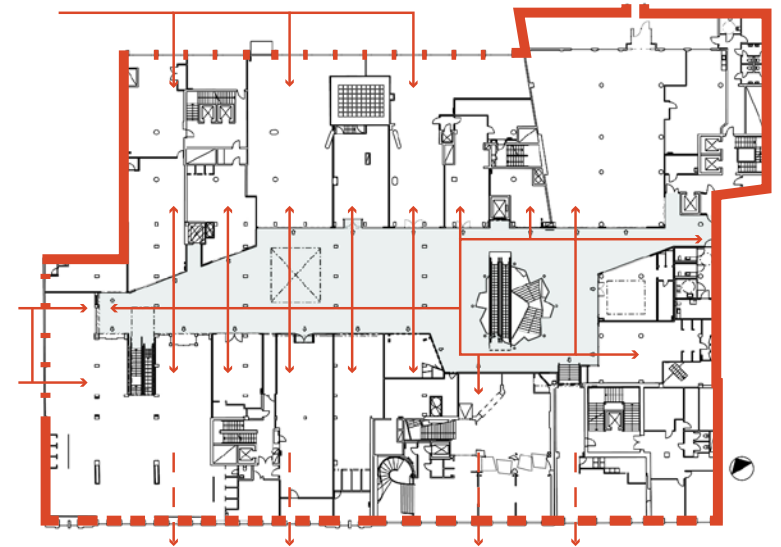


IN-BETWEEN SPACE

Multi-entrances  
Users are visually connected to outside  
Activities happen both inside and outside border

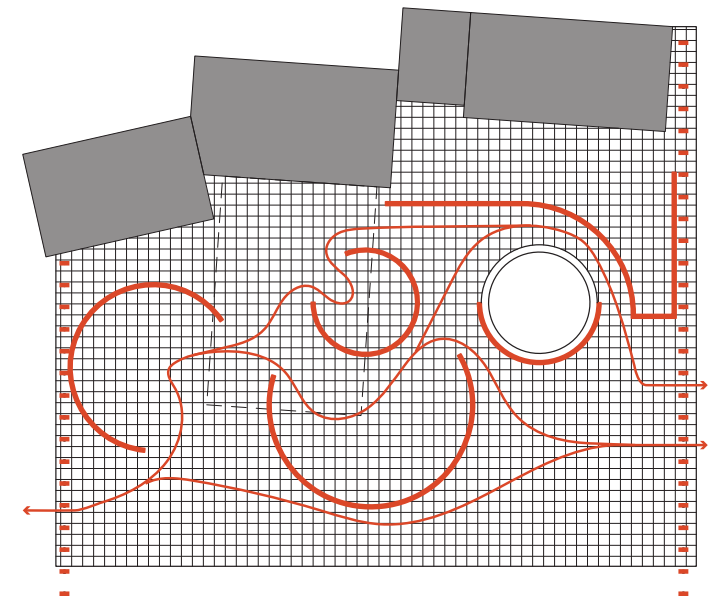


Floor Plan of Restaurant



Floor Plan of Palet Shopping mall

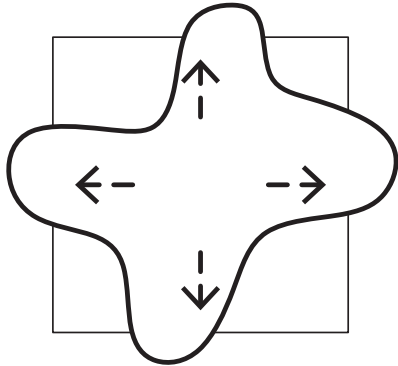
- - - -> Visual Connection  
- - - -> Movement



Floor Plan of Playground

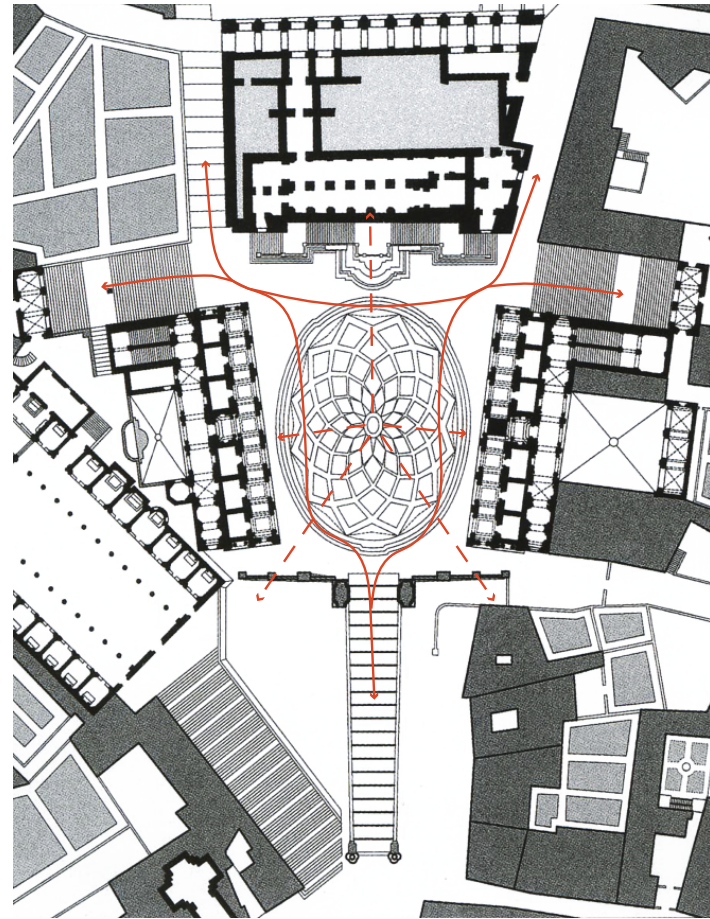
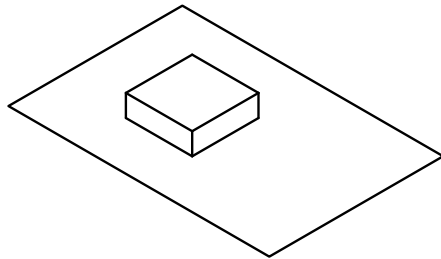
# PATTERNS OF SPACE

## EXTROVERT SPACE



EXTROVERT SPACE

Free boundaries  
Users are visually & physically connected to & influenced by outside  
Activities happen around some installations or other events



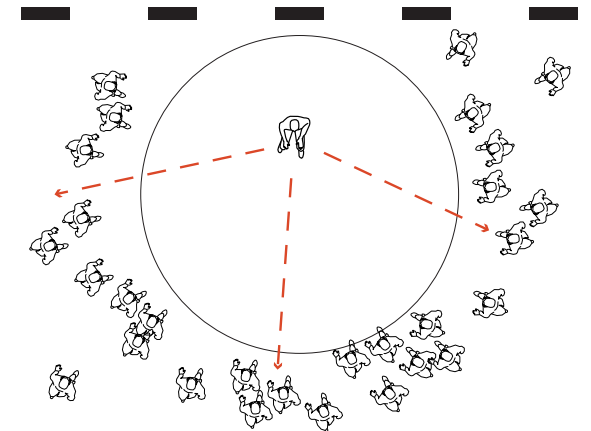
Floor Plan of La Piazza del Campidolio

---> Visual Connection

—> Movement



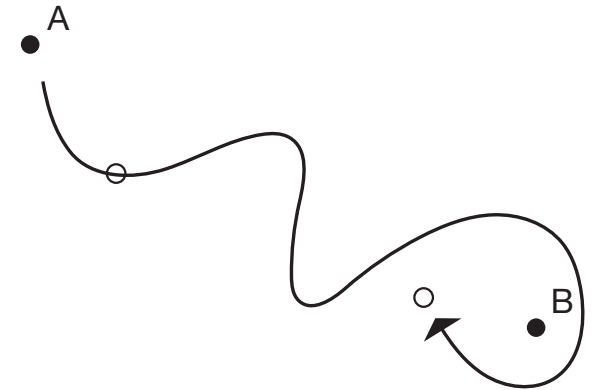
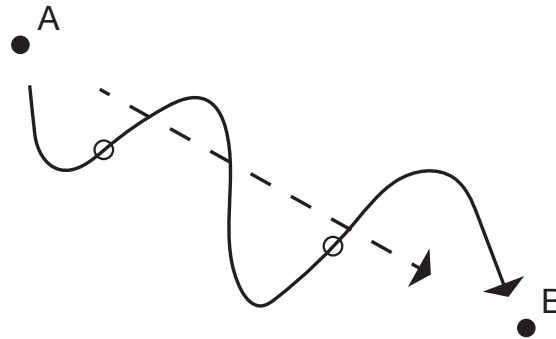
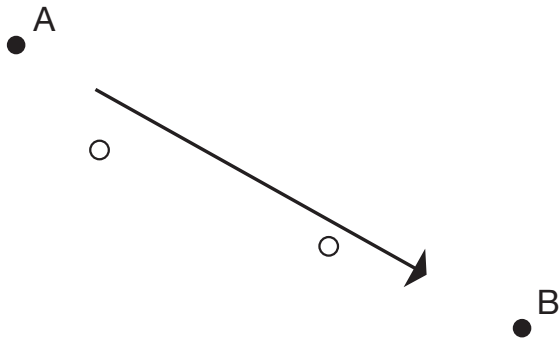
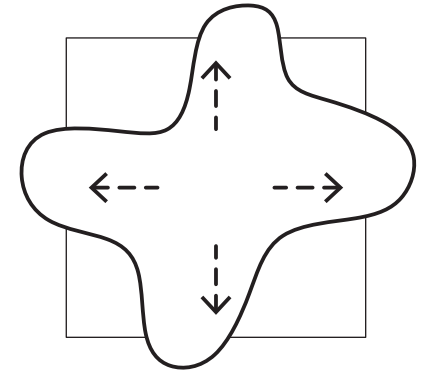
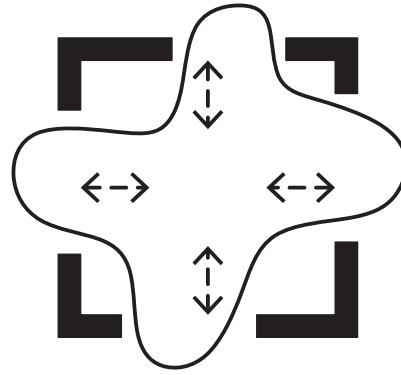
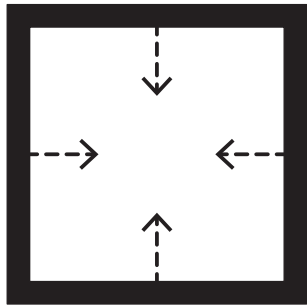
Floor Plan of Bahnhofplatz



Floor Plan of a Busking Scenery

# CONCLUSION

## THREE TYPE OF EVENTS/ SPACE



### PROGRAMMED EVENTS

Programs : Archive, Art Gallery, Youth Centres, Museum, Theatre, etc.

### FACILITATED EVENTS

Programs: Shops, Restaurants, Playgrounds, Football Field

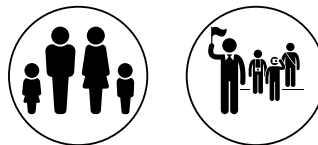
### UNPROGRAMMED EVENTS

Programs: Plaza, Landscape Park, Street Arts, Picnics, etc.

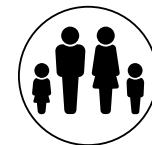
### INTROVERT SPACE APPROACHING DIRECTLY



### IN BETWEEN SPACE DIRECTLY/ INDIRECTLY

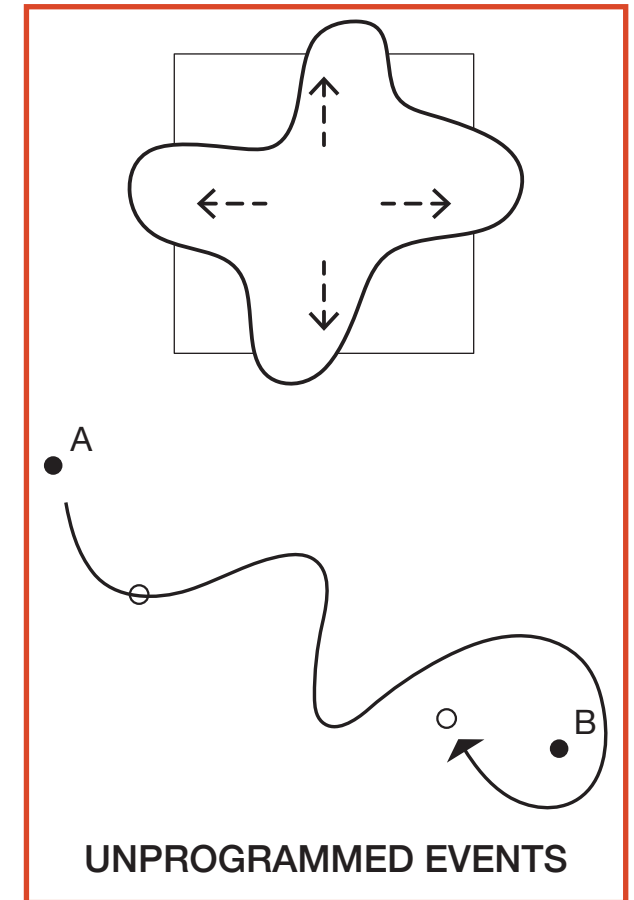
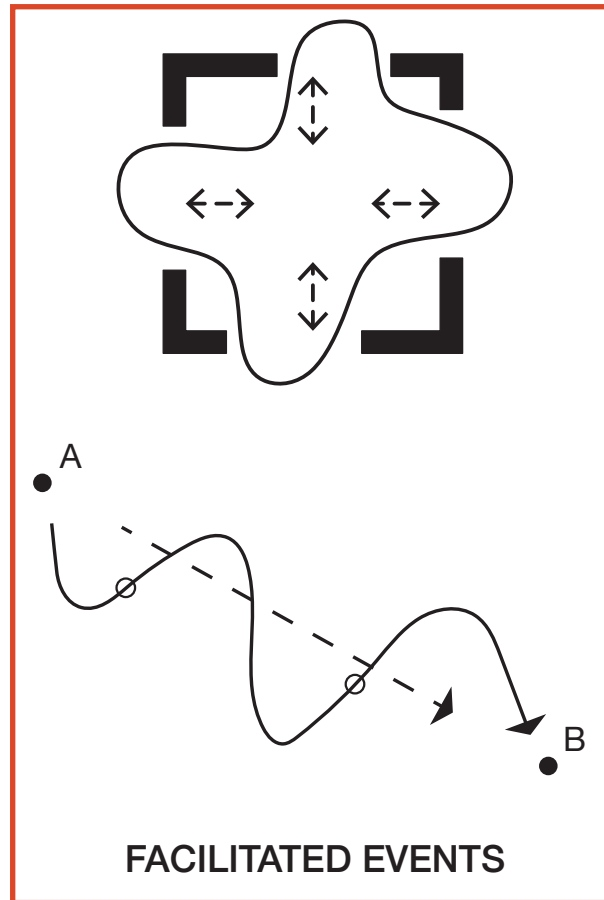
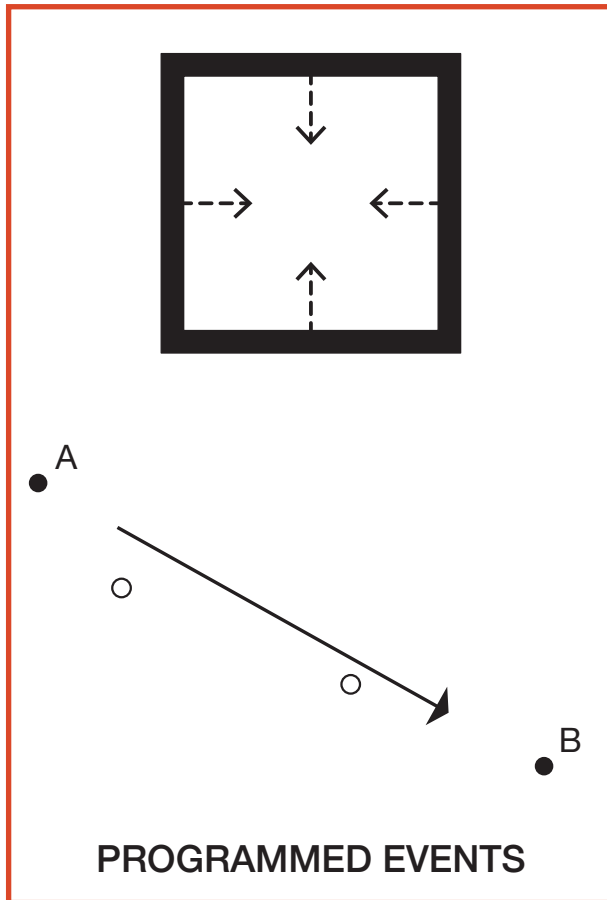


### EXTROVERT SPACE WANDERING AROUND



# CONCLUSION

## RE-DEFINING ENTITIES



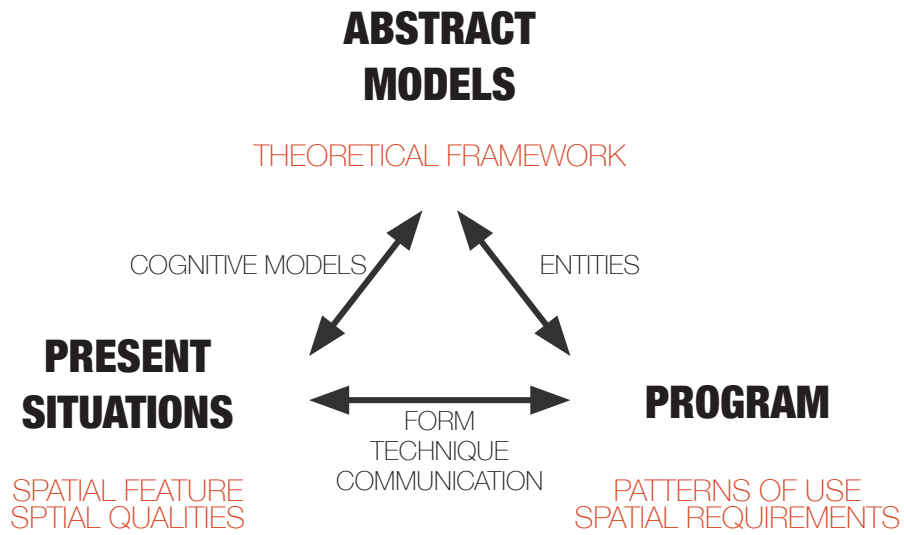
## ENTITIES

Something that has separate and distinct existence and objective reality

OCCASIONAL VISITORS,  
LOCAL CULTURE EXPERTS  
RESIDENTS FROM SUR-  
ROUNDING COMMUNITIES



PEOPLE WHO INVOLVED  
IN THE SAME EVENTS  
AND SHARING THE SAME  
PATTERN OF USE



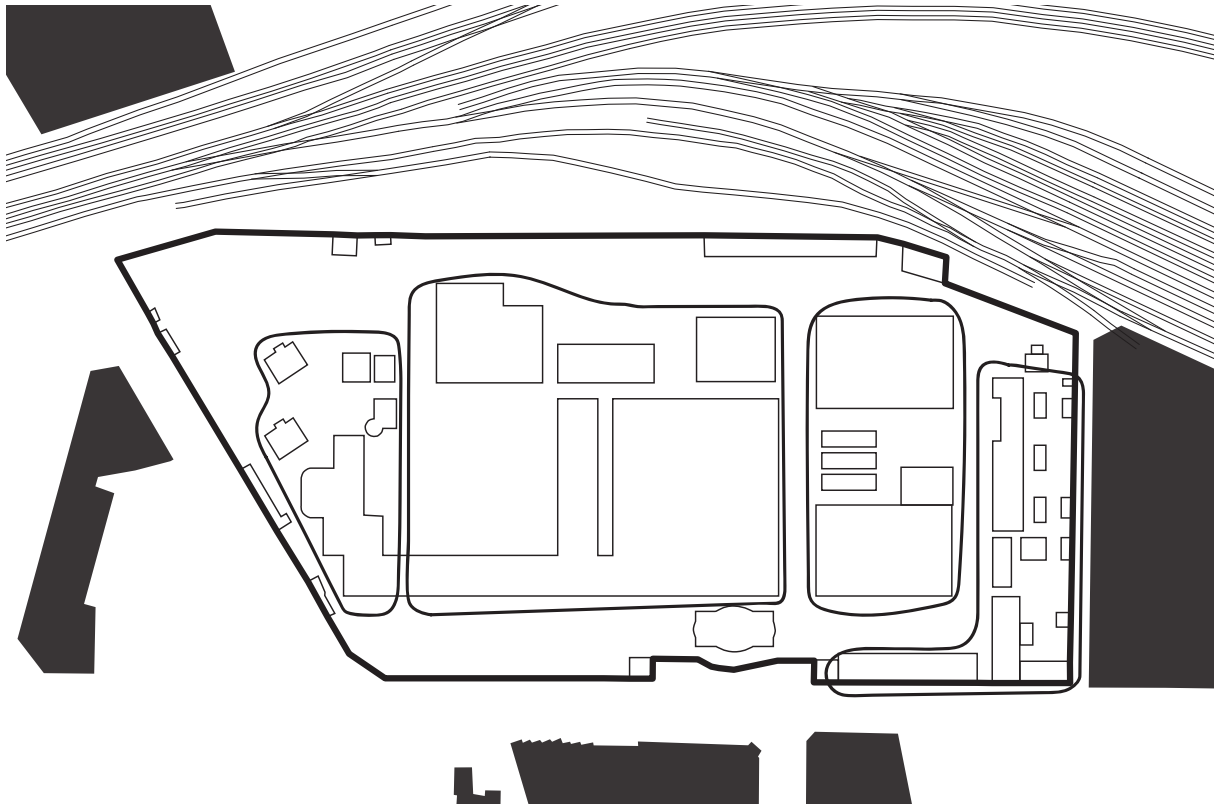
# **PART 5**

# **PROJECTION**

# CONFLICT

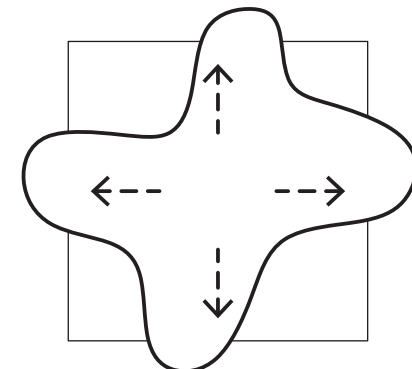
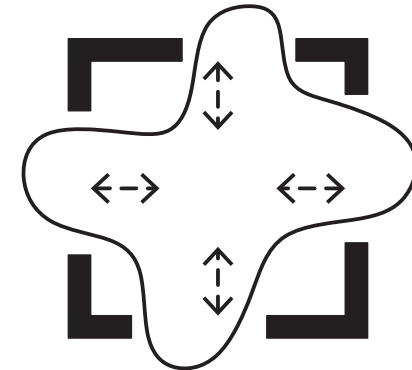
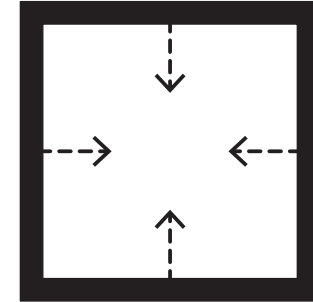
A COMPARISON BETWEEN CURRENT ABATTOIR AND FUTURE SPATIAL REQUIREMENT

## CURRENT ABATTOIR: LAYERS OF ENCLAVE



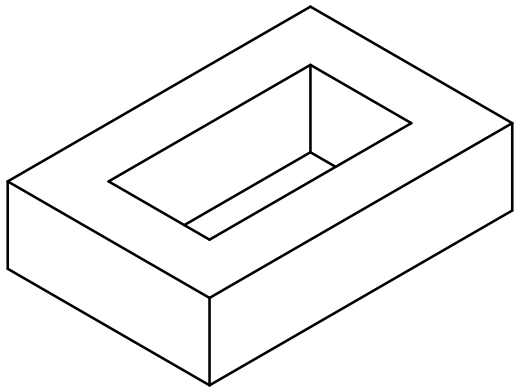
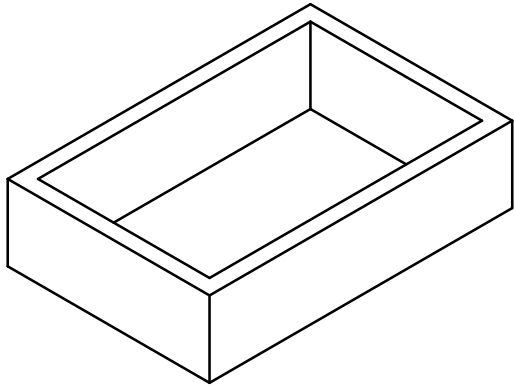
## FUTURE THREE TYPES OF SPACE

**VS.**

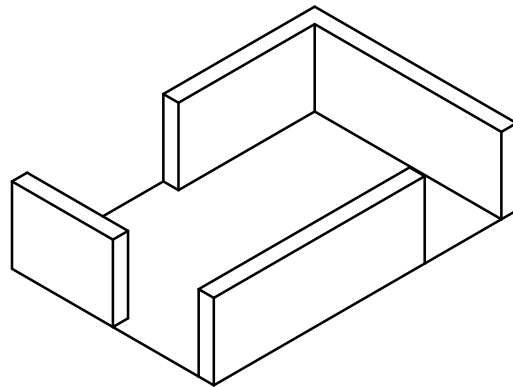
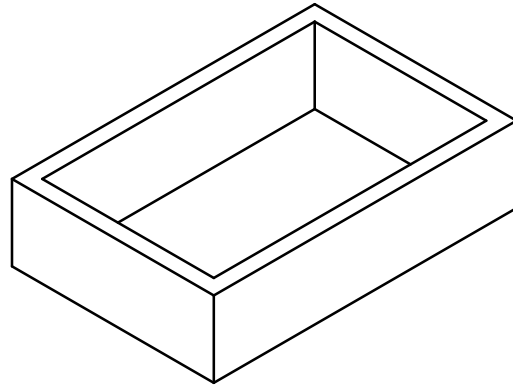


# STRATEGY

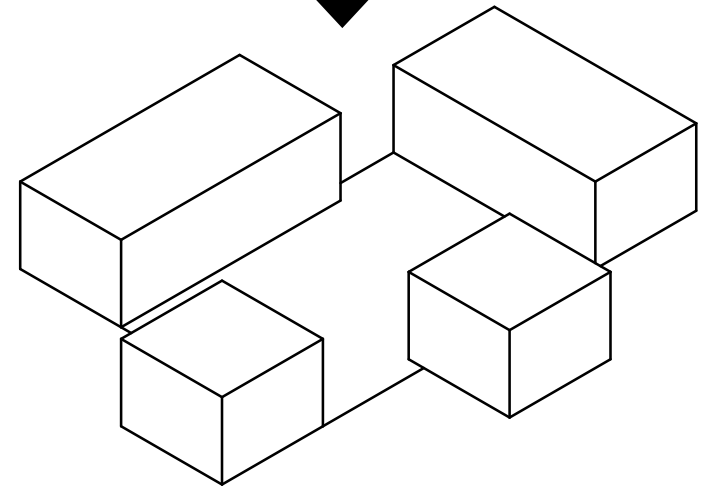
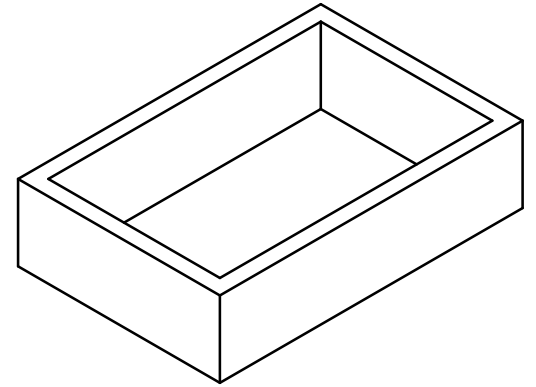
A TRIPARTITE INTERVENTION STRATEGY



COMPLETION/  
RESTITUTION



JUXTAPOSITION

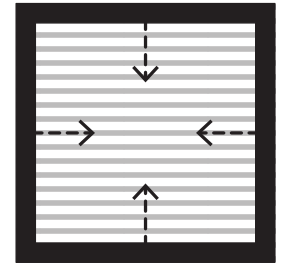
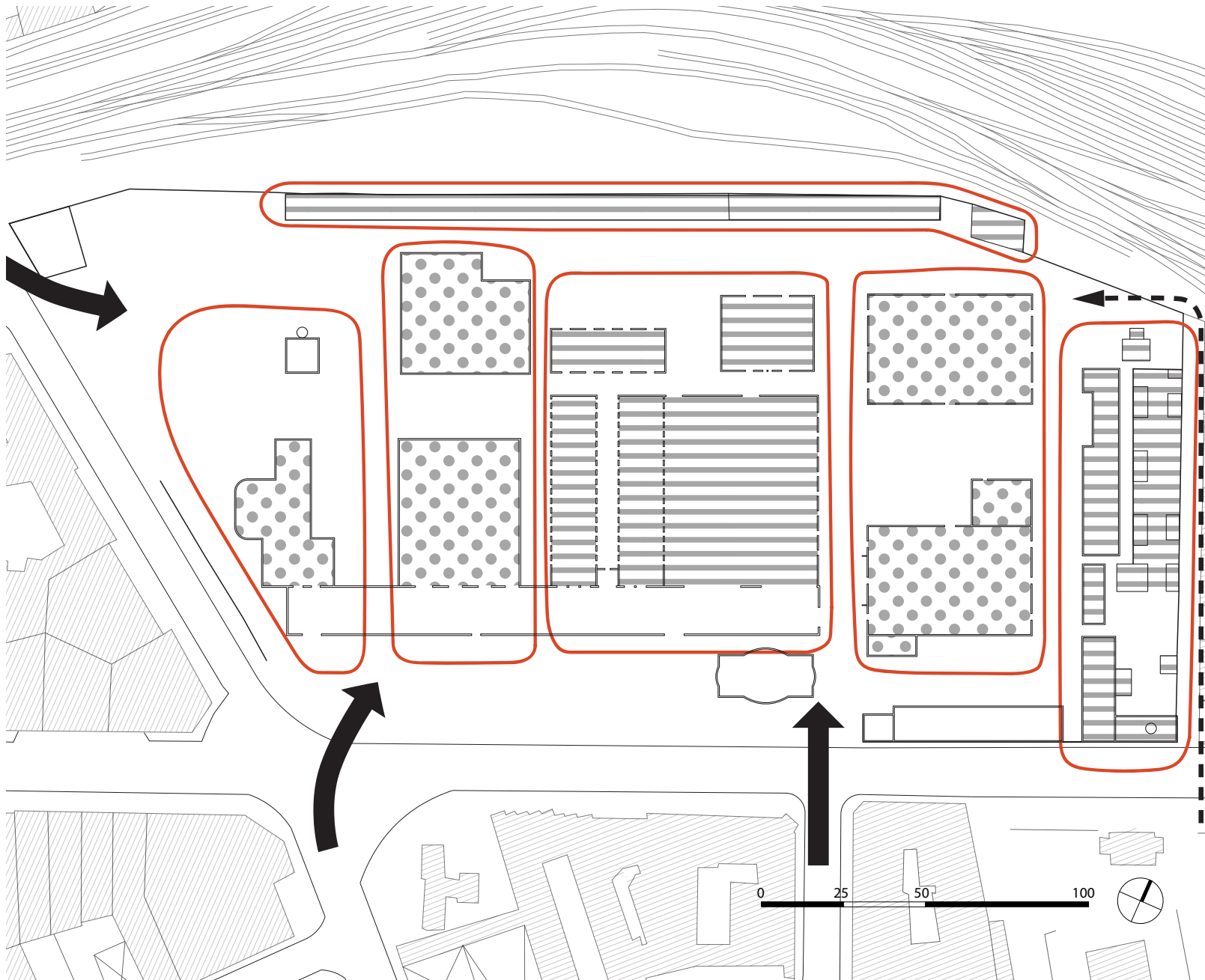


OVERWRITTEN/  
SUBVERSION

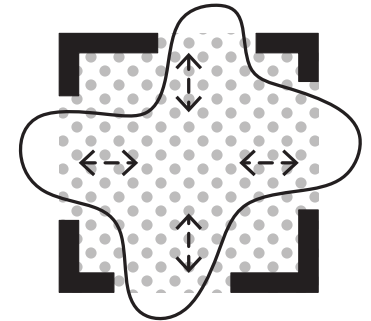
# STRATEGY

## CLUSTERS AND COMMON SPACE

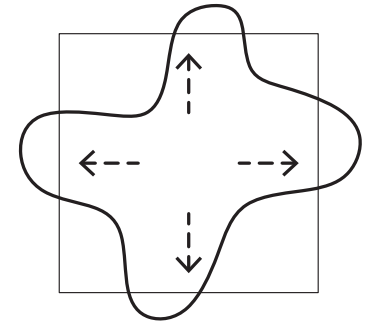
OPEN TO INTERESTS OF VARIOUS USES | OPEN TO FUTURE CHANGES



**PROGRAMMED EVENT**  
Archive, Art Gallery, Youth Centres, Theatre, Auxiliaries



**FACILITATED EVENT**  
Shops, Restaurants, Playgrounds, Football Field

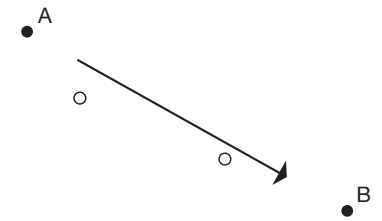
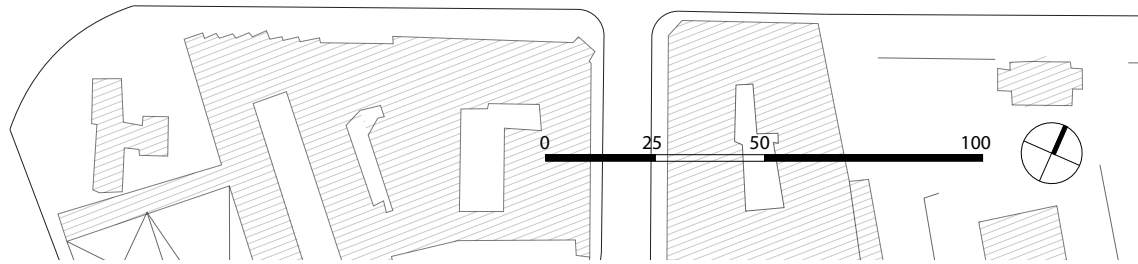
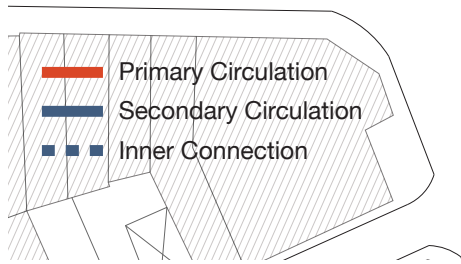
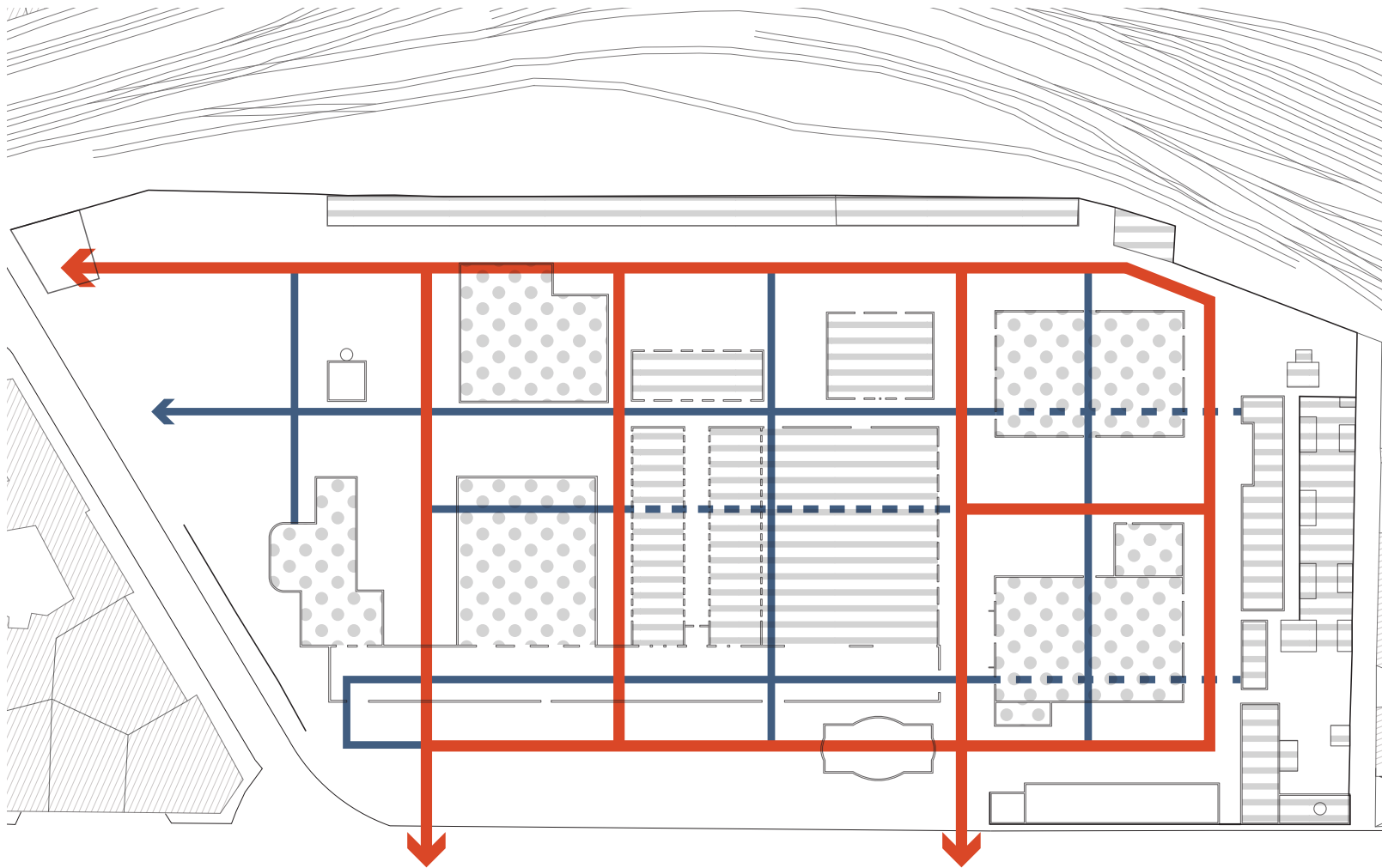


**UNPROGRAMMED EVENT**  
Urban Plaza, Landscape Park, Street Arts

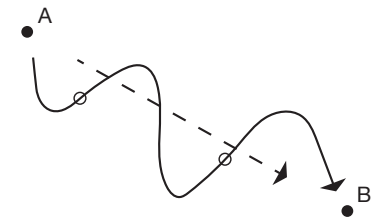


# STRATEGY

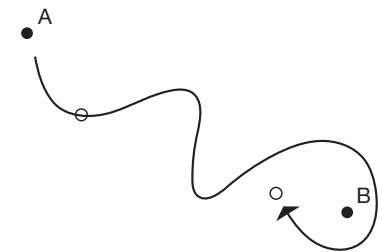
A CIRCULATION SYSTEM INTEGRATING THREE TYPES OF SPACE



**PROGRAMMED EVENT**  
Archive, Art Gallery, Youth Centres, Theatre, Auxiliaries



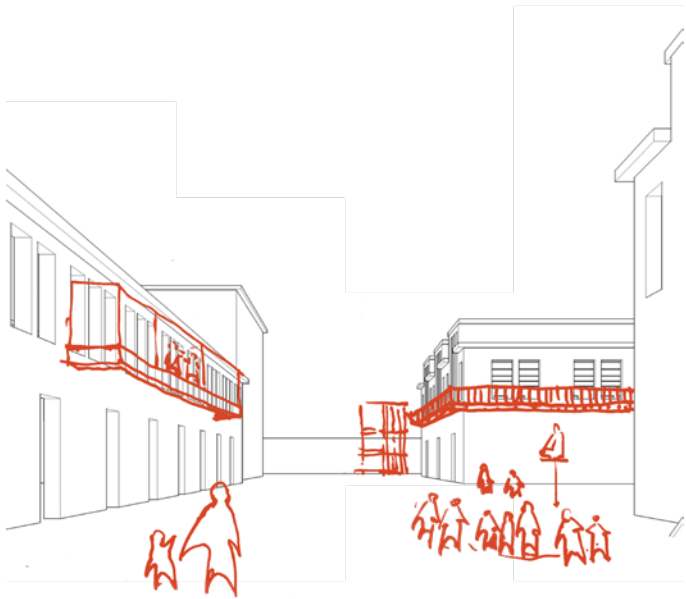
**FACILITATED EVENT**  
Shops, Restaurants, Playgrounds, Football Field



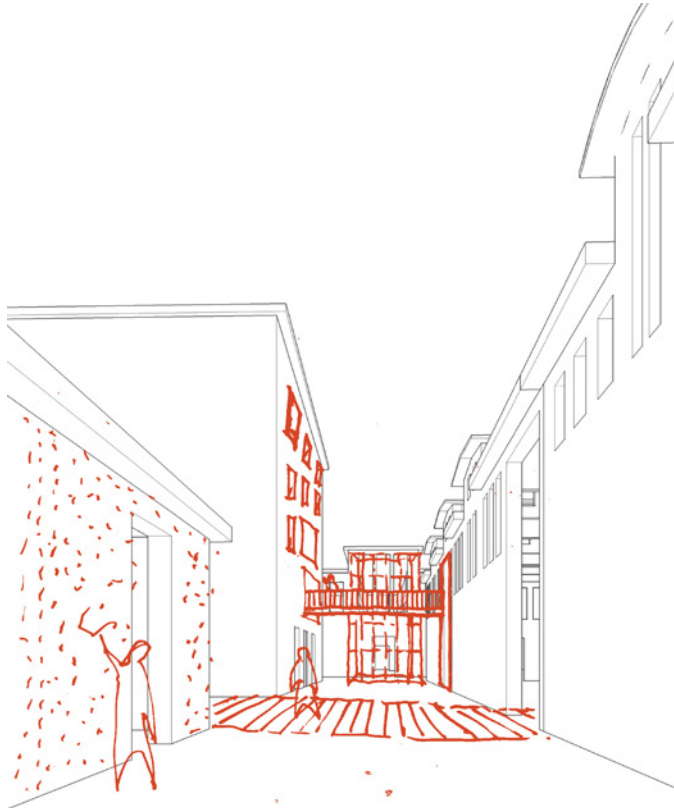
**UNPROGRAMMED EVENT**  
Urban Plaza, Landscape Park, Street Arts

# STRATEGY

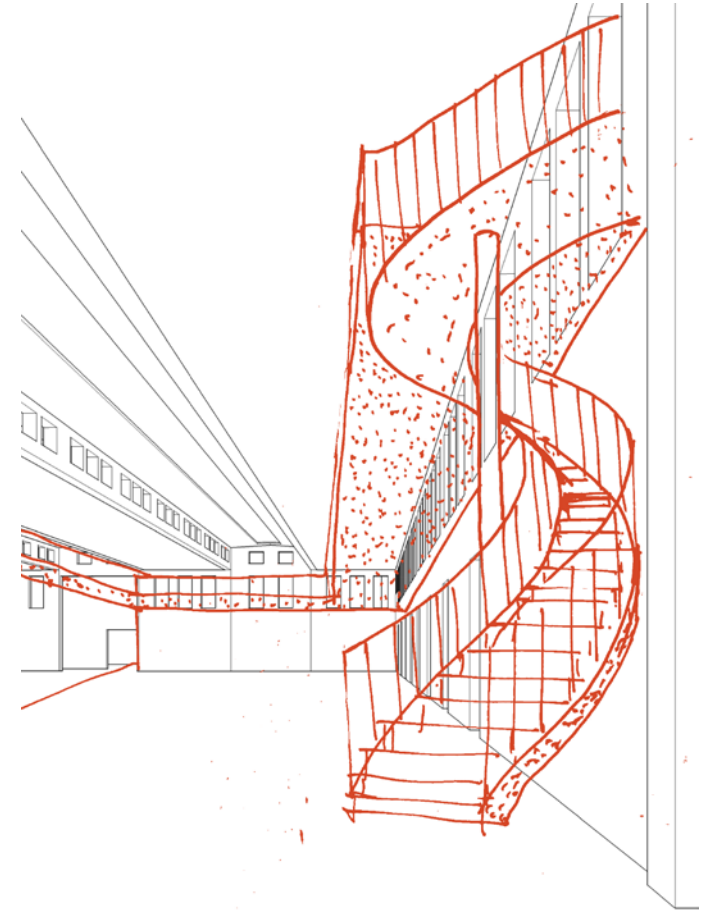
A CIRCULATION SYSTEM INTEGRATING THREE TYPES OF SPACE



PRIMARY CIRCULATION



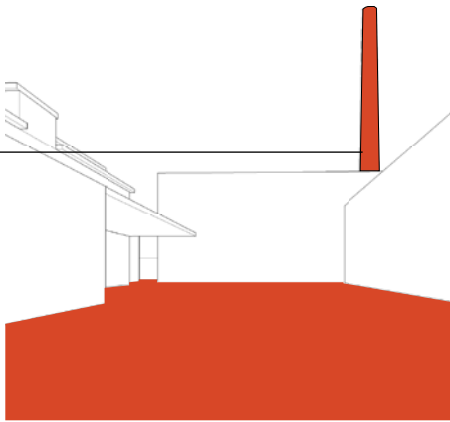
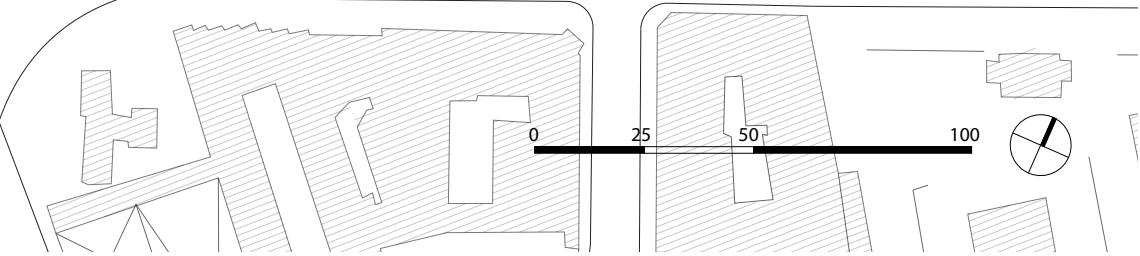
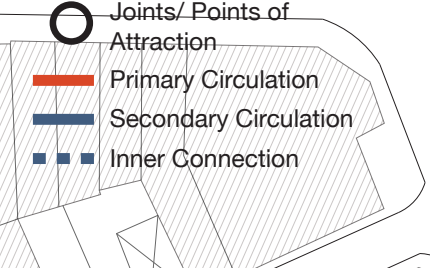
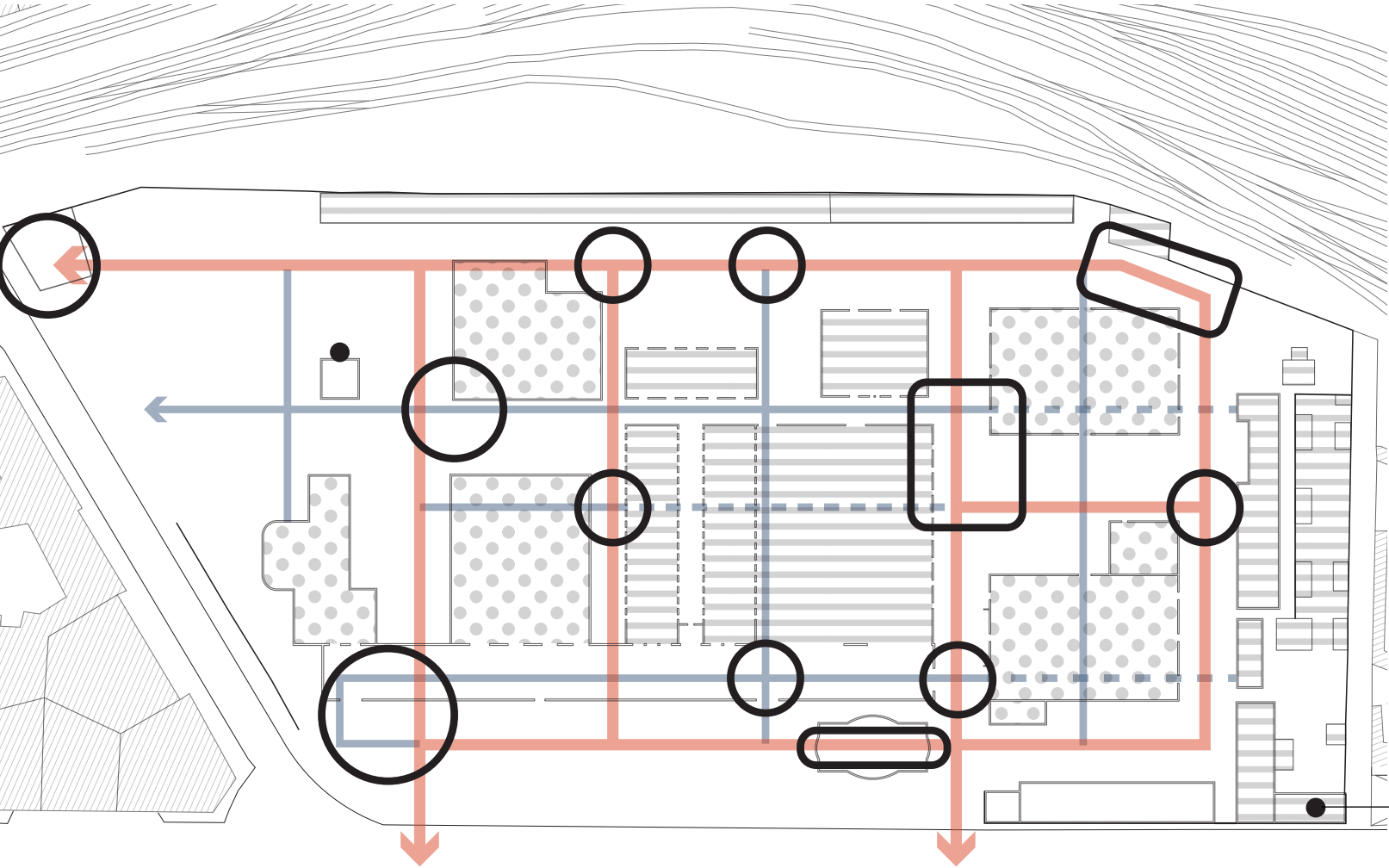
SECONDARY CIRCULATION



INNER CONNECTION

# STRATEGY

## JOINTS/ POINTS OF ATTRACTION



EXISTING NODES

# TOOL

## TOOLBOX: A CONSISTENT LANGUAGE

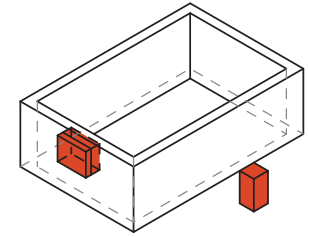
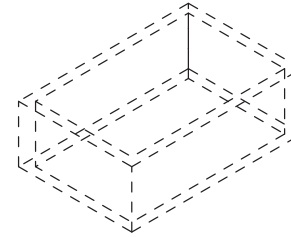
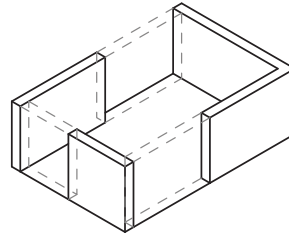
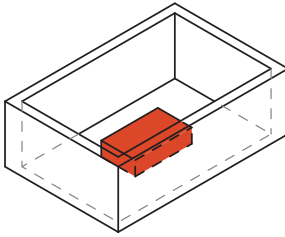
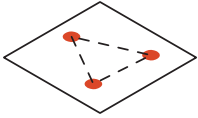
COMPLETION/  
RESTITUTION

JUXTAPOSITION

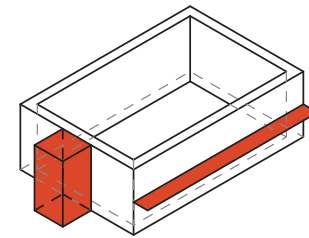
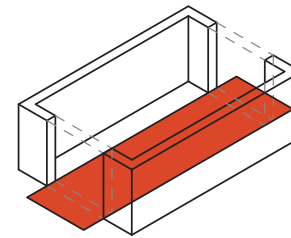
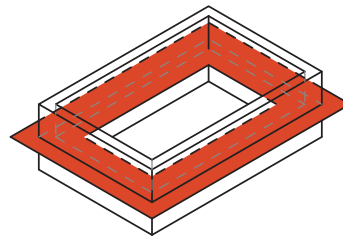
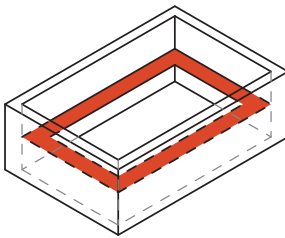
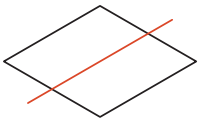
OVERWRITTEN/  
SUBVERSION

COMMUNICATION/  
ATTRACTION

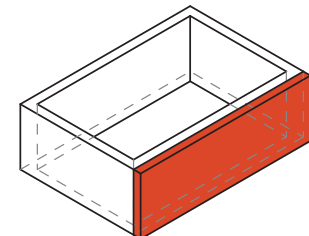
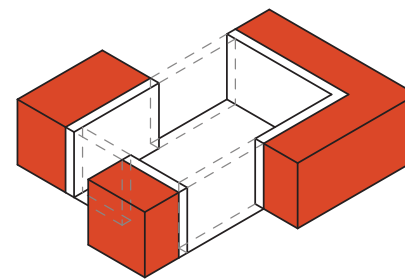
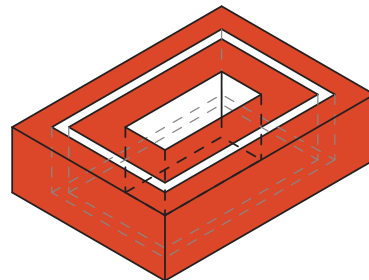
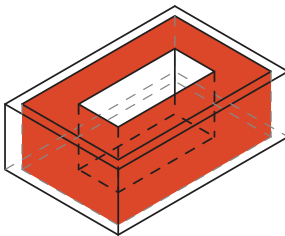
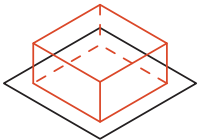
DOT



LINE

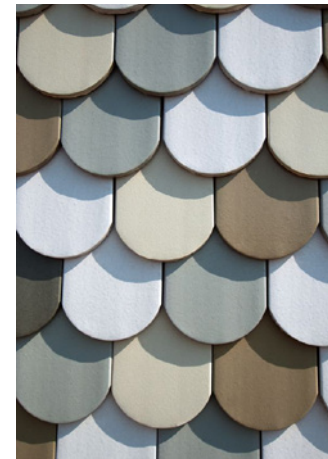
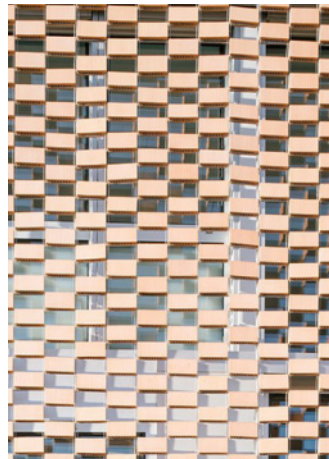
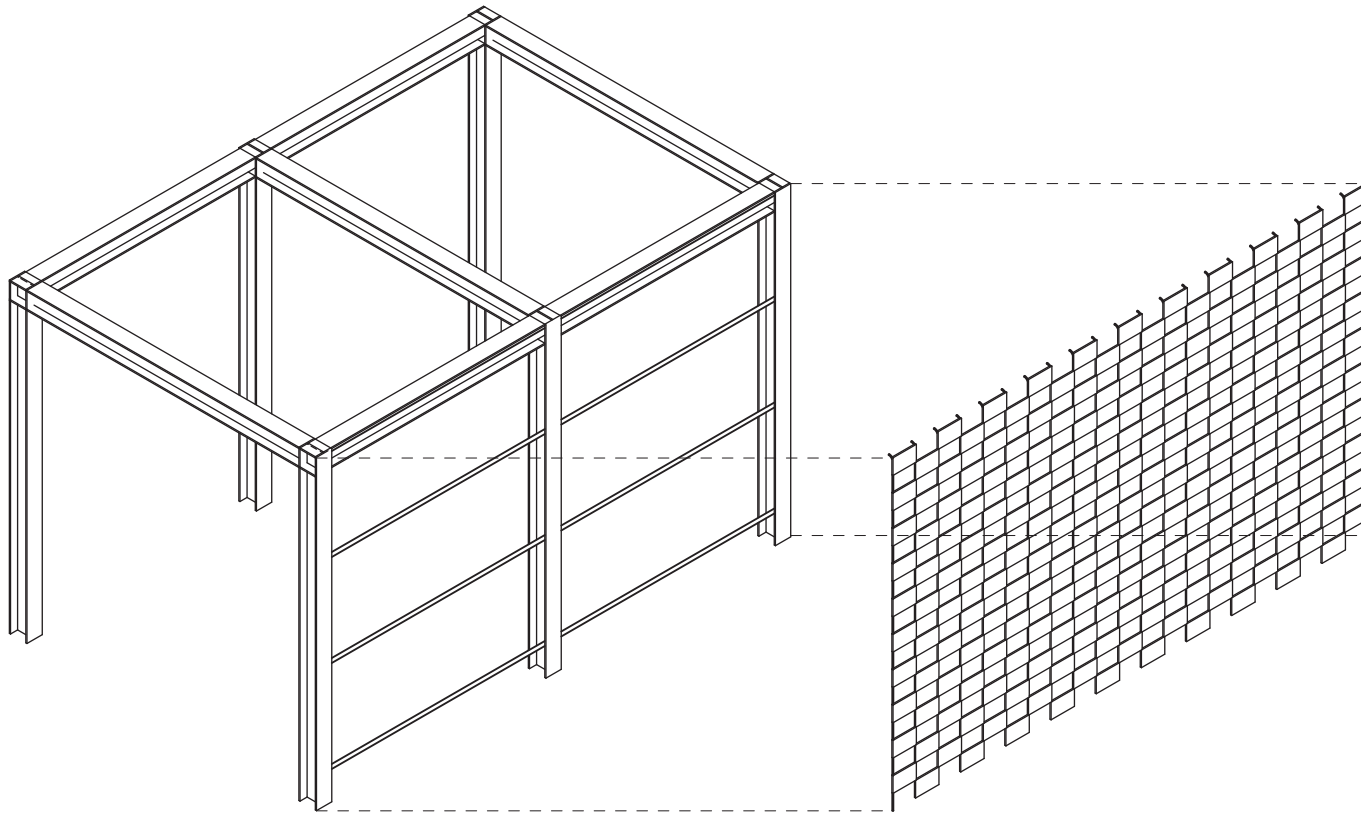


SURFACE



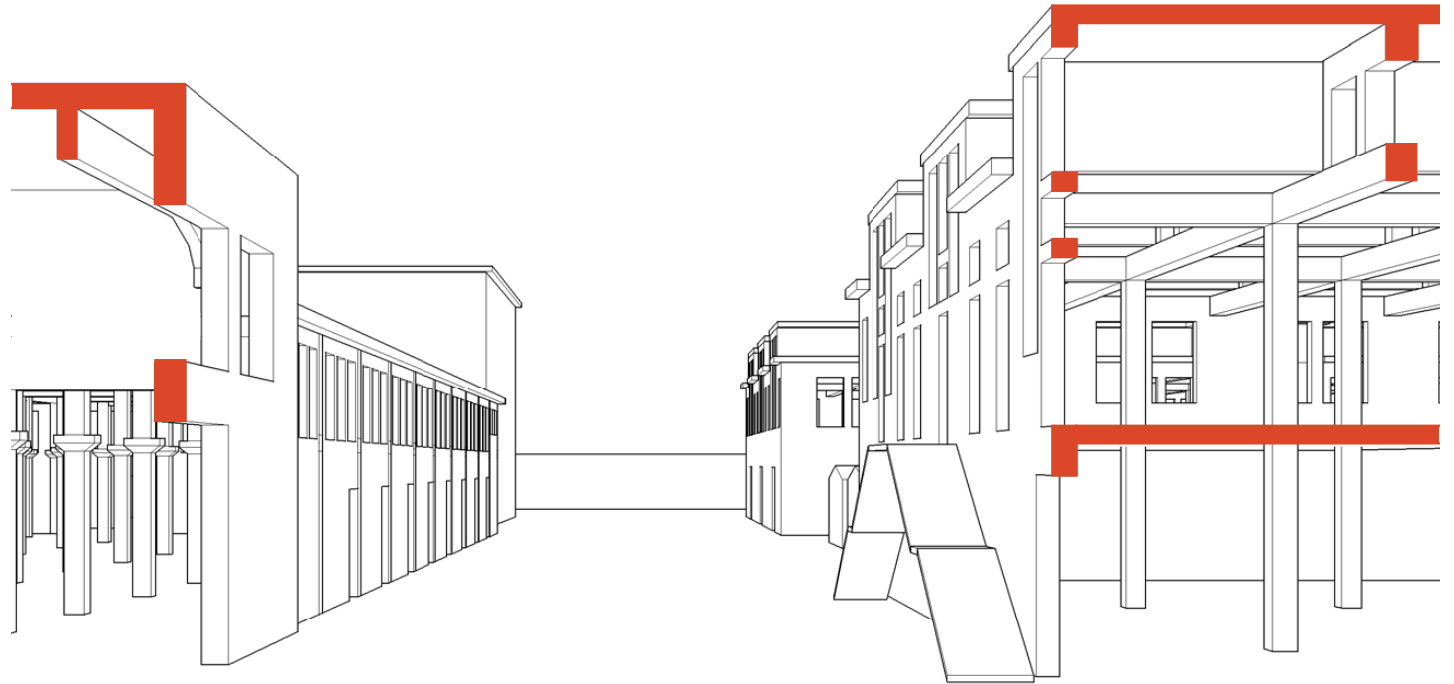
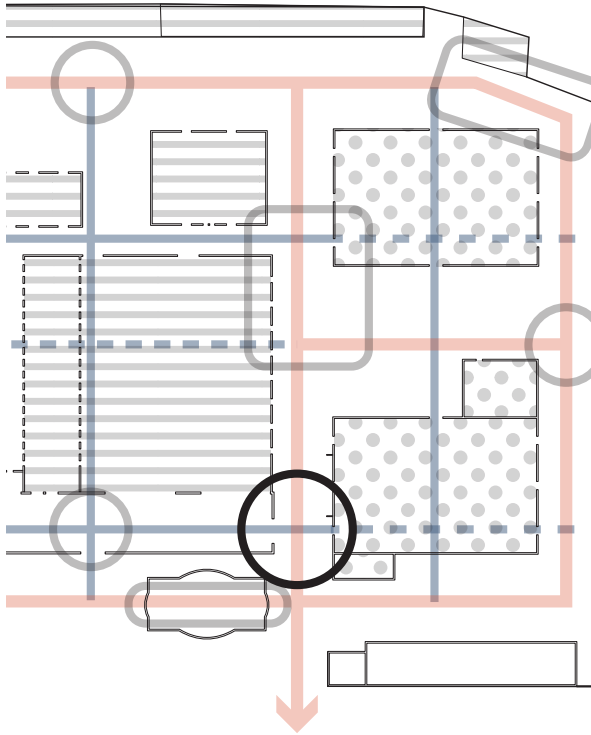
# TOOL

TOOLBOX: STEEL STRUCTURE AND ZELLIGE TILES



# METHOD

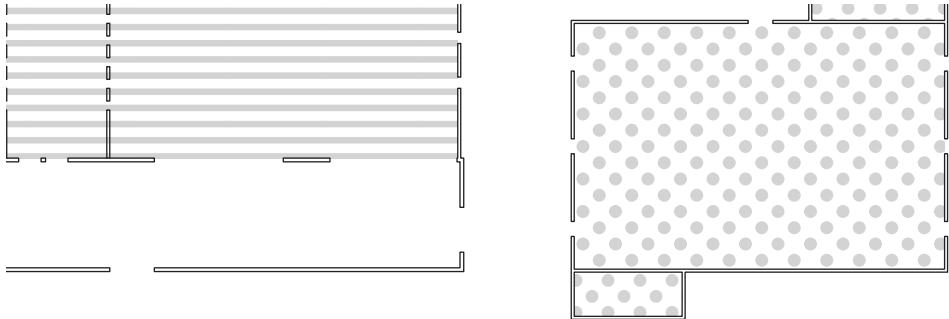
A TESTING POINT



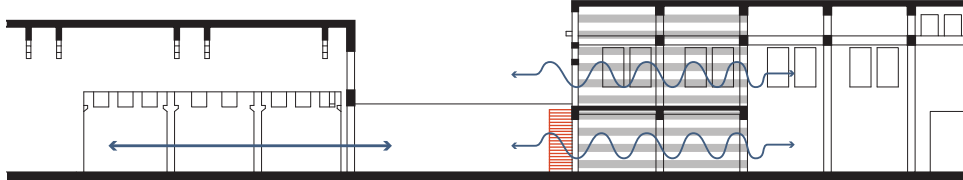
# METHOD

## SELECTING TOOLS

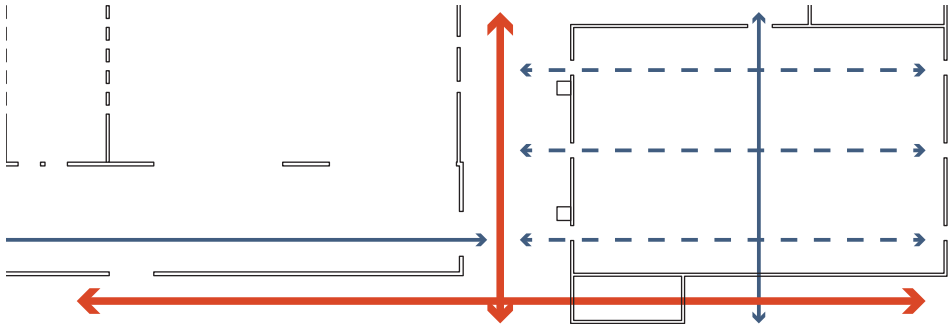
THE TYPES OF SPACE



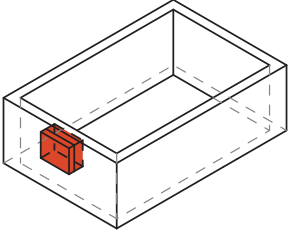
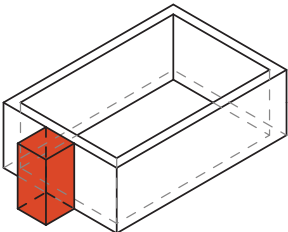
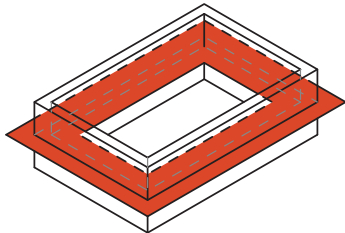
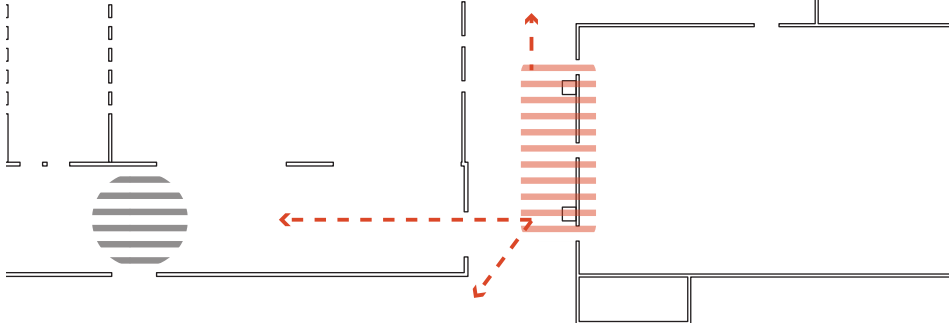
SPATIAL FEATURE OF ORIGINAL DESIGN



PATTERNS OF MOVEMENT



RELATIONS WITH OTHER JOINTS



# METHOD

A TESTING POINT





# DESIGN

## INITIAL PROPOSAL

