

rethinking the role of the bauhaus master

#1 Bauhaus Research
#2 Site
#3 Functions
#4 Design Simulation
#5 Design Experiments
#6 Design
#7 Materiality
#8 Algorithm
#9 Construction
#10 Conclusion
#11 Reflection

#1 Bauhaus Research

Research Question: Theory
Who is the new Bauhaus master?

bauhaus reuniting arts



theatre workshop

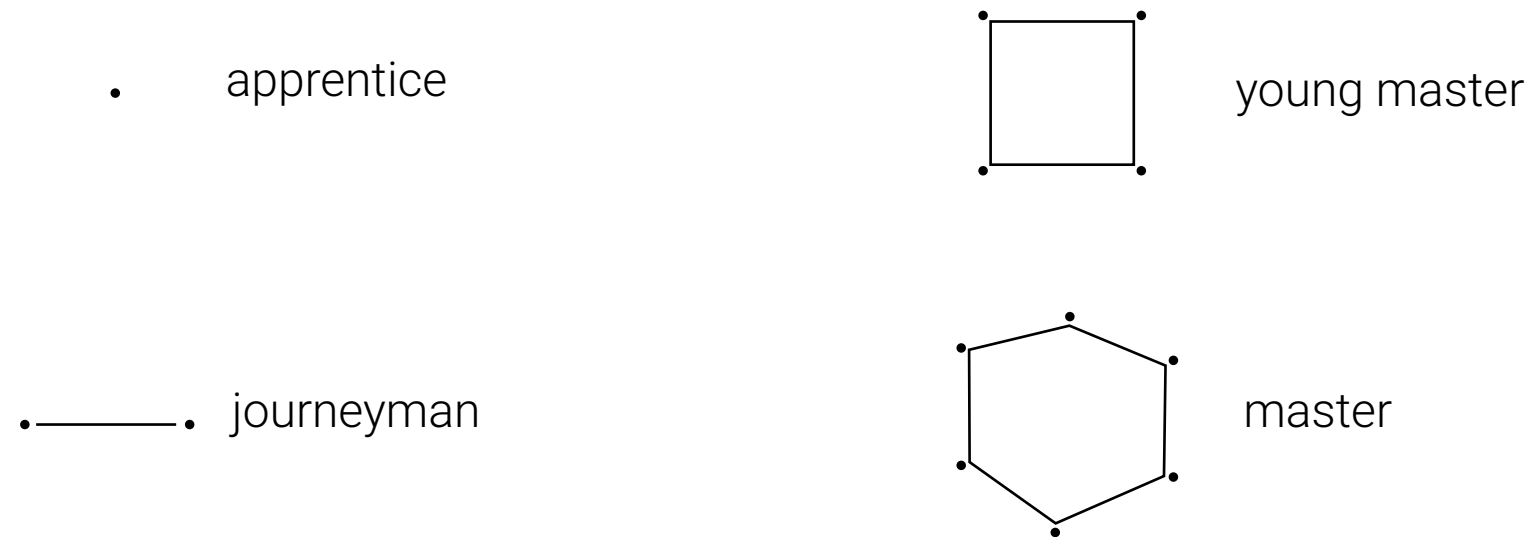
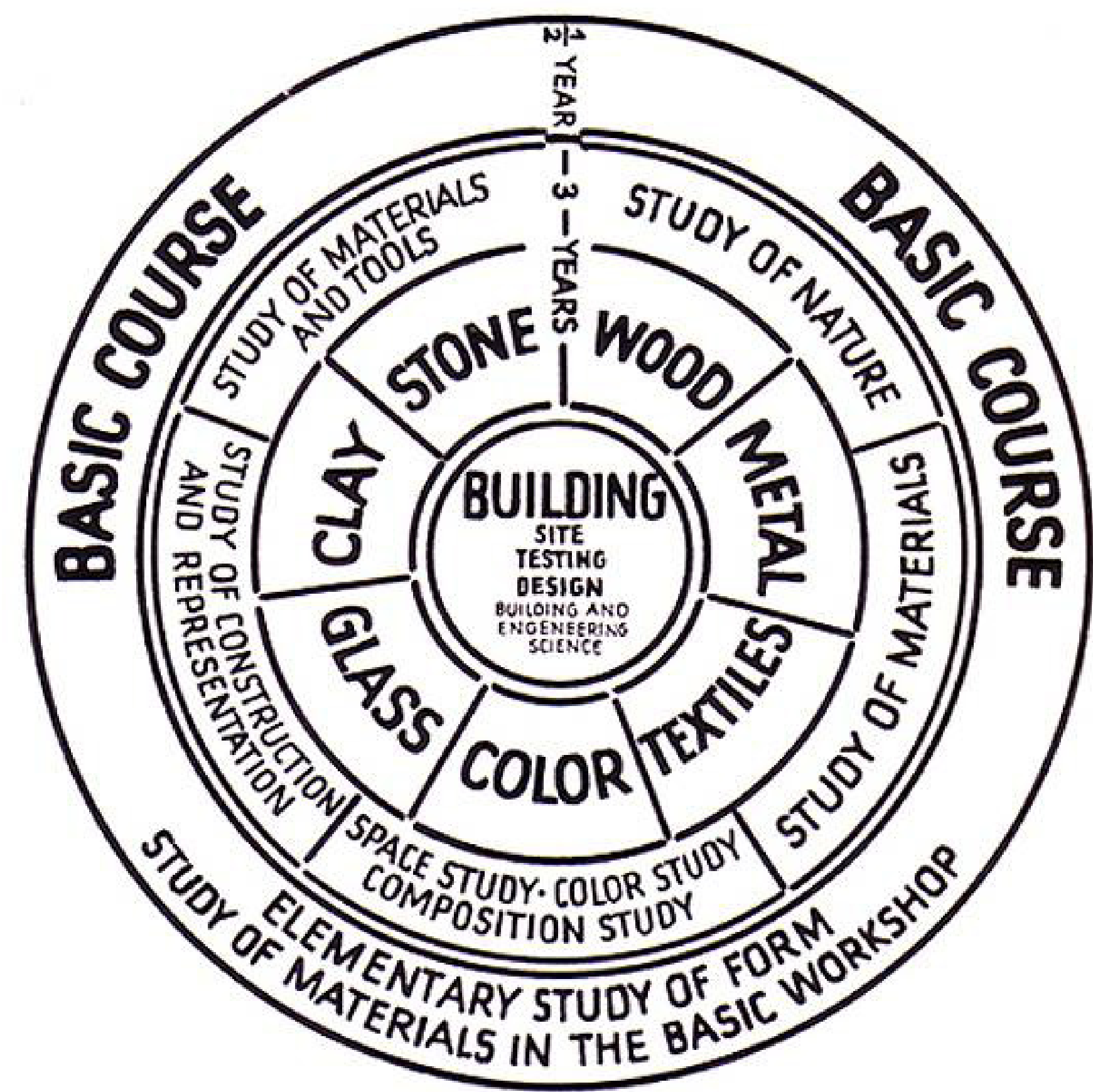


plastic arts workshop



metal workshop

the educational system



new method of production



handcraft



robotcraft

new kind of architect



Research Question: Process
How can the user be involved in the design process?

new kind of student



new kind of master



young teaching old



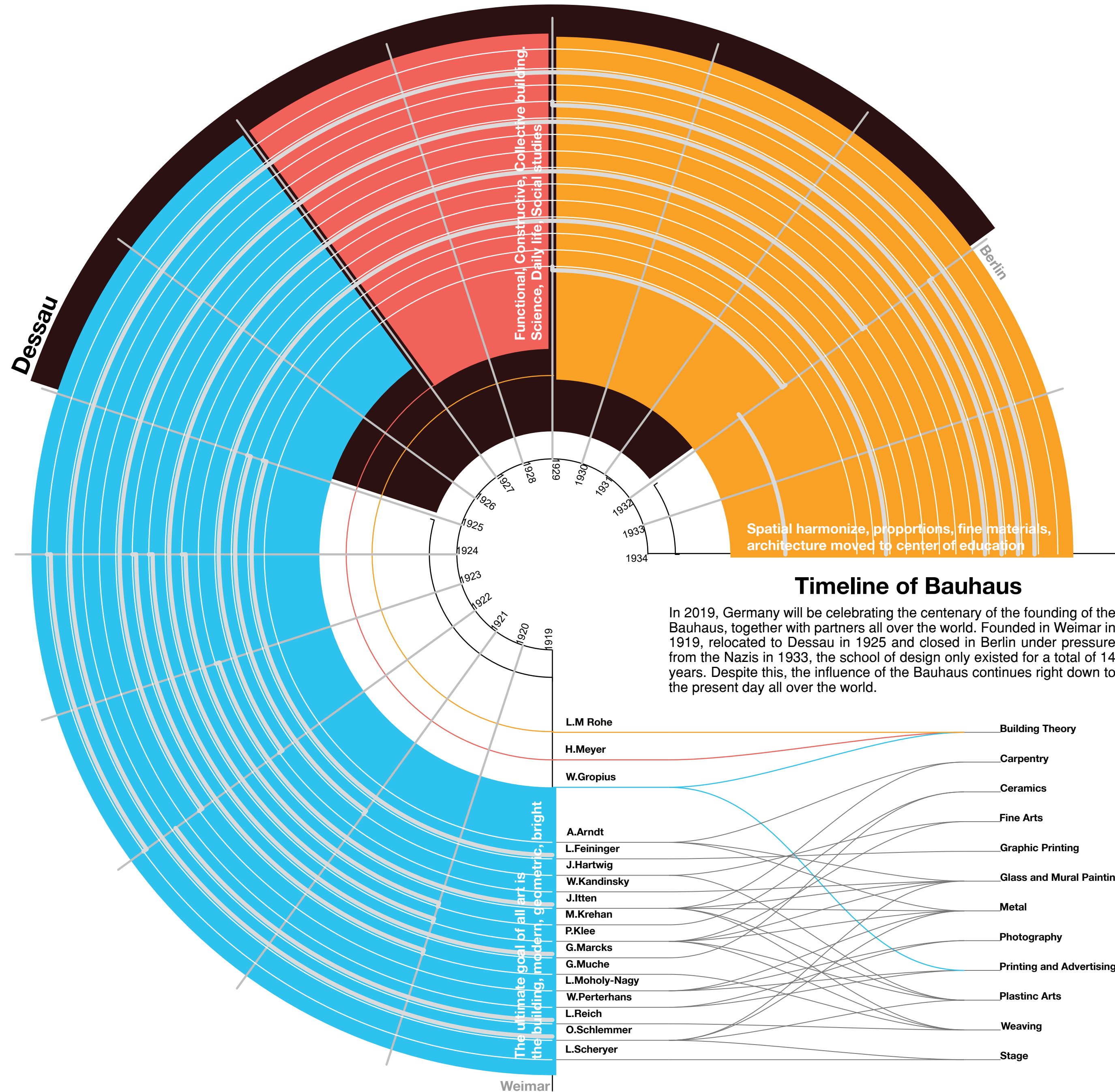
old teaching young

CONCLUSION

**dynamic relationship student and master
new bauhaus university building**

#2 Site

Bauhaus timeline



Germany



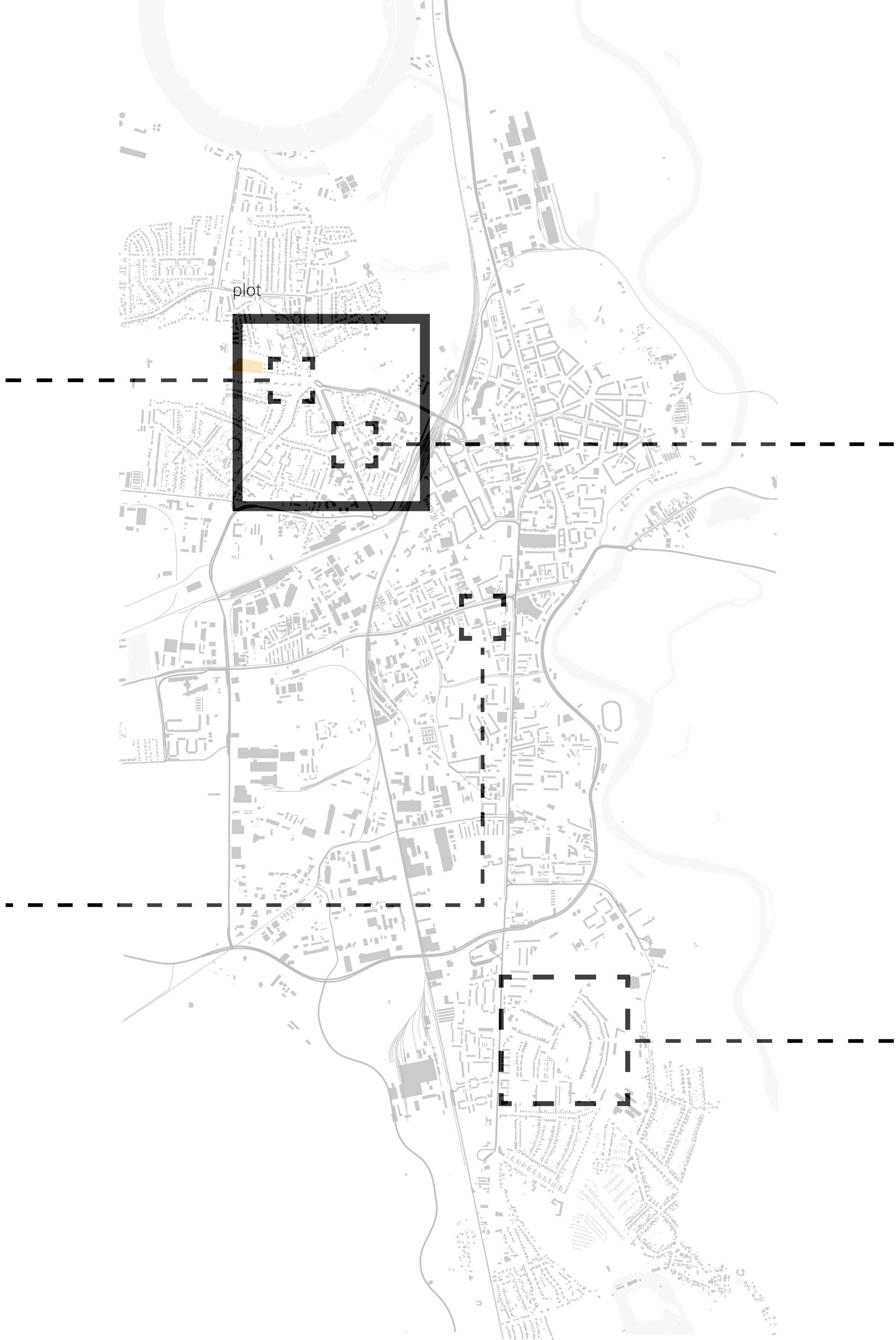
Dessau



dessau - bauhaus buildings



bauhaus master house - walter gropius



bauhaus university building - walter gropius

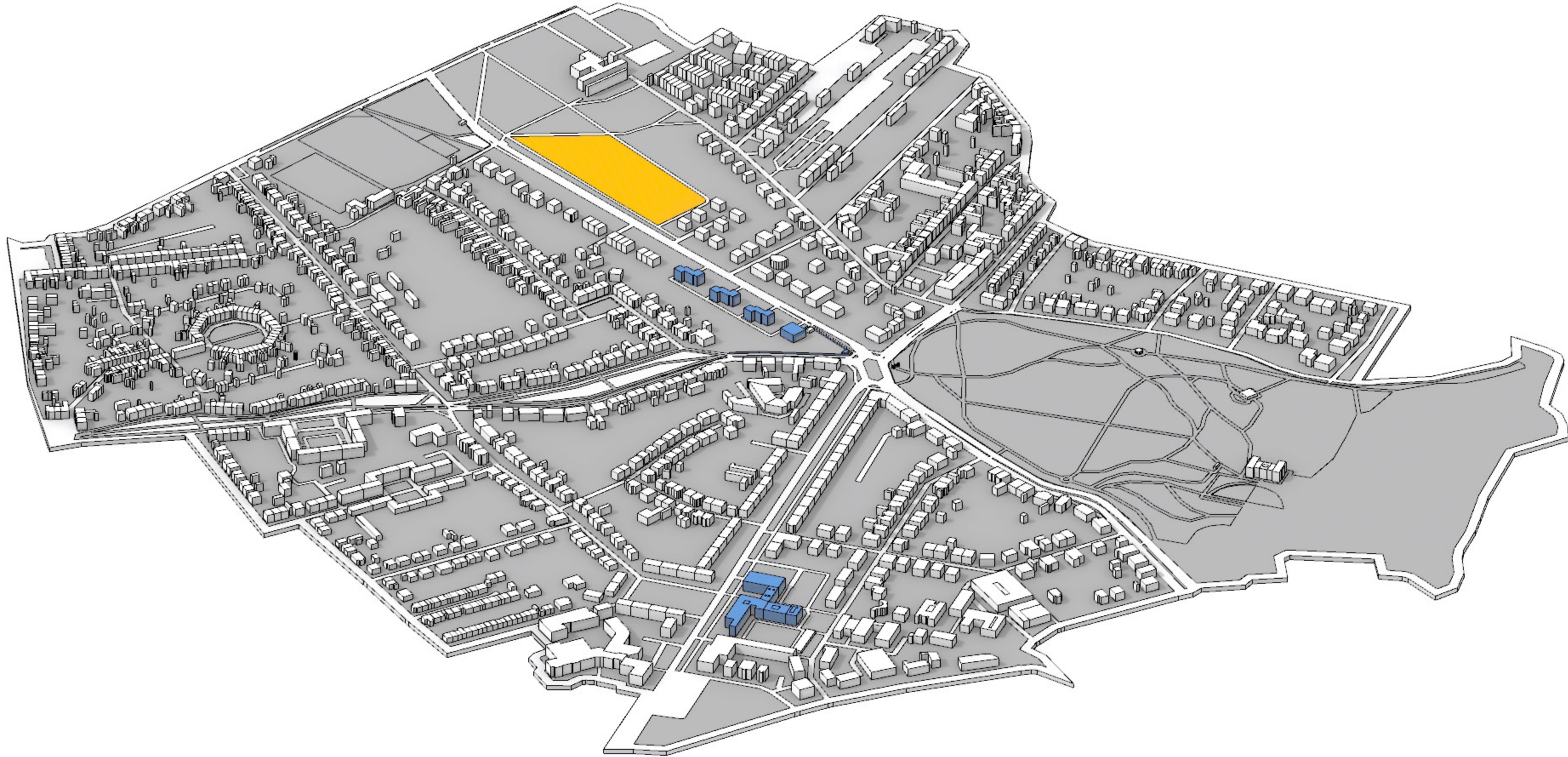


employment office - walter gropius



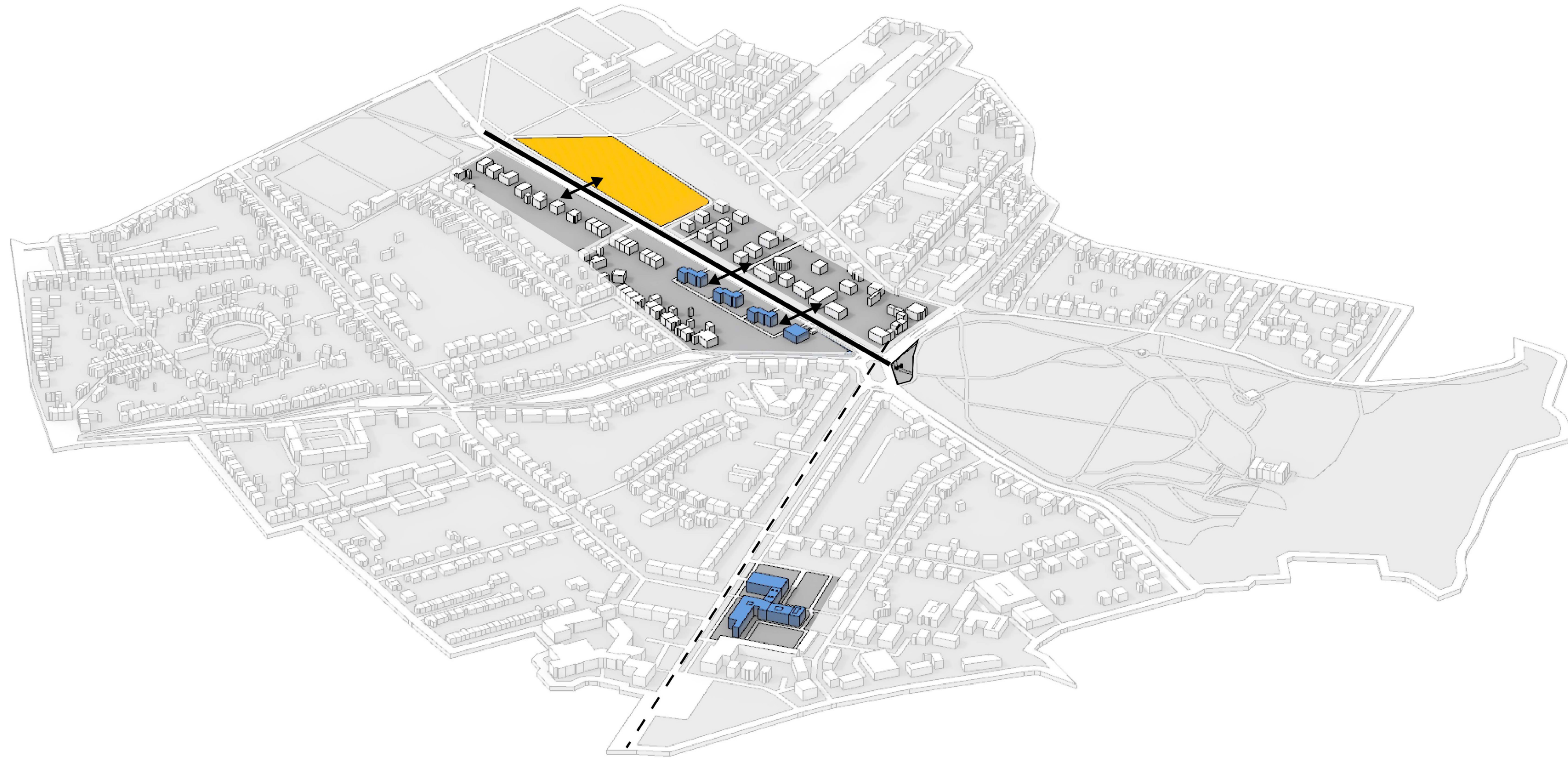
dessau-törten housing estate - walter gropius

plot



project context + bauhaus houses and university

plot - axis , contrast



context axis + contrasting buildings



roman ruins





contemporary master houses



banal housing



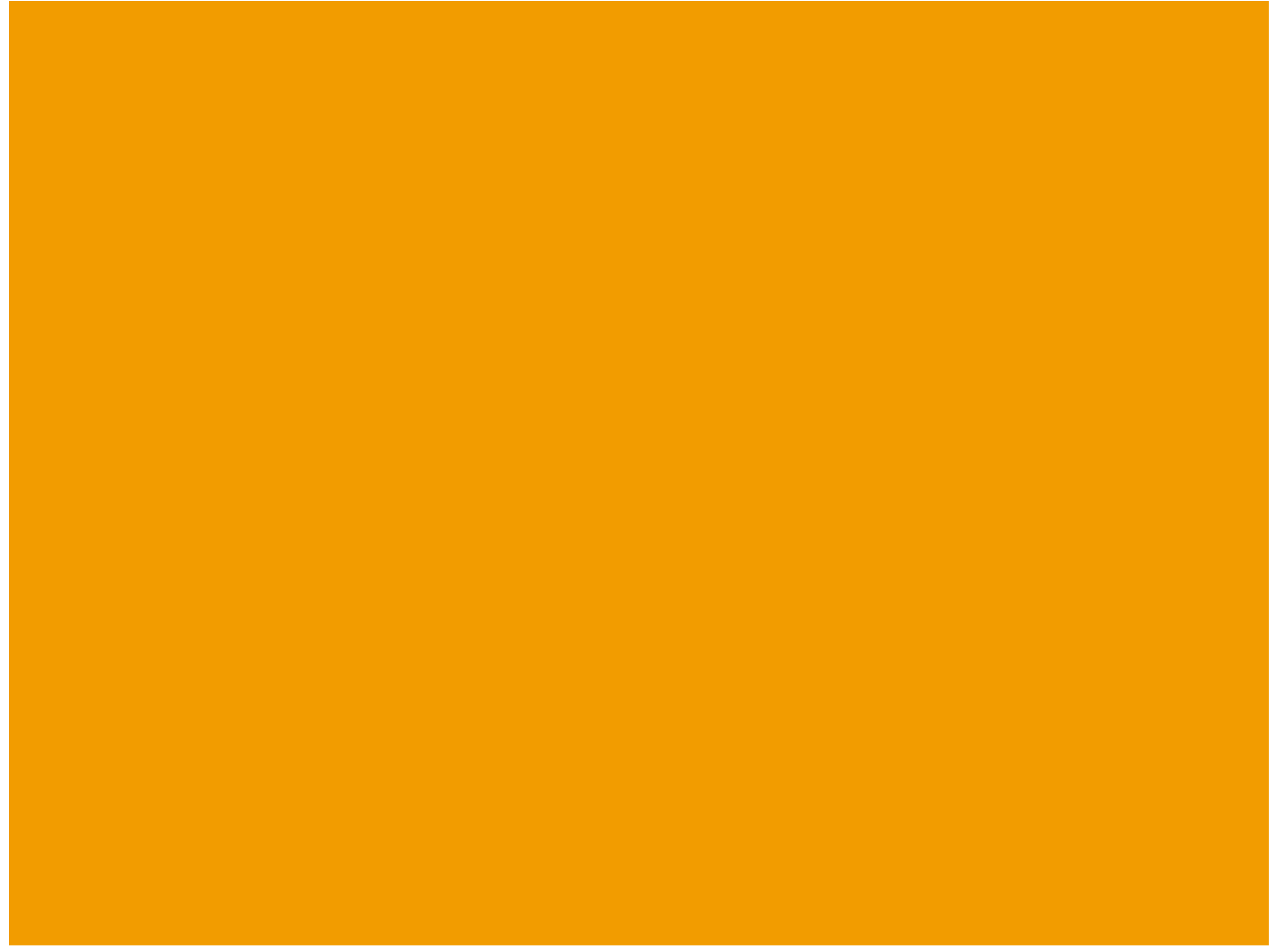
original master houses



banal housing



banal housing



context

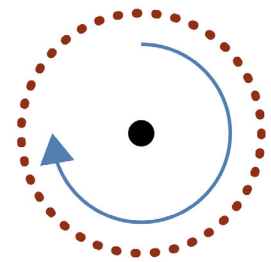
CONCLUSION

Dessau context

Contemporary language contrast

#3 Functions

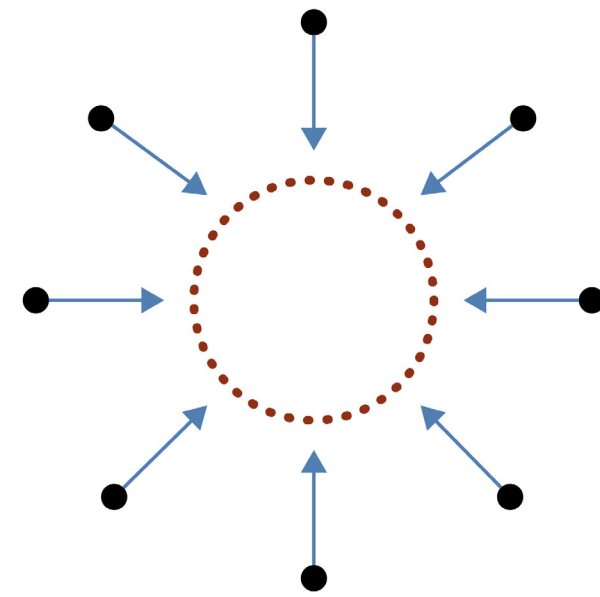
4 distinctive parts of developing



staying

First element of the development is that of self-awareness. Schools offer a lot of tutoring, guidance and knowledge. However it is the students themselves that have to understand this, not just by following what the teacher is saying but being able to understand this.

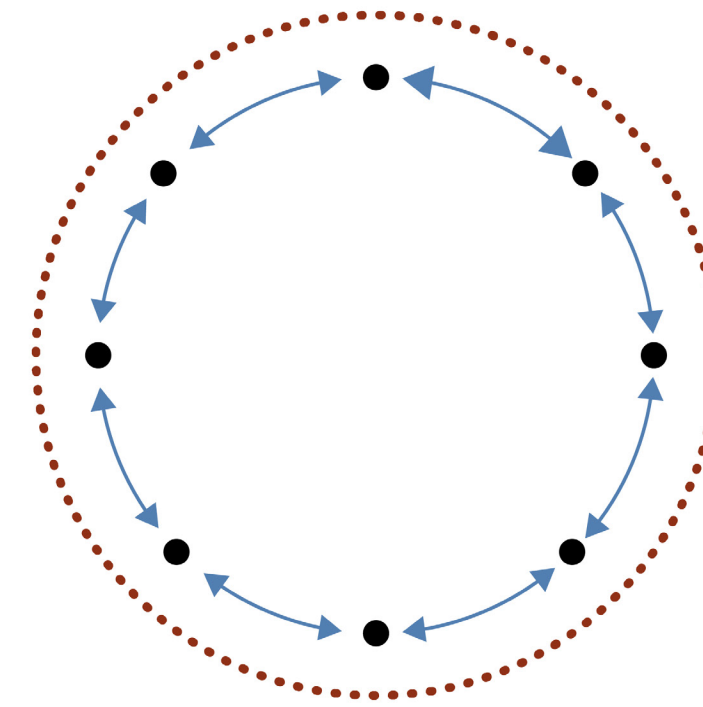
This element is represented in the building with residencies. Similar to the studios in the Bauhaus, there will be 25 studios/bedrooms for students/teachers to stay. This can be 1 day, 10 days or 1 year. Depending on what courses they are following.



learning

Second element in the development is that of learning. Simply learning from another, may it be a teacher, a book in the library or a tutorial that is shown on the internet. From the perspective of hierarchy there is still a division within these functions, a division between the teacher teaching and the student learning.

Within learning there are the lecture and class rooms. Offices for personnel of the school or mentors of the students. Shops where students and the public are able to buy materials, books, print posters, or buy furniture made in the school. Finally there is the library that houses two methods of learning, books and the internet.

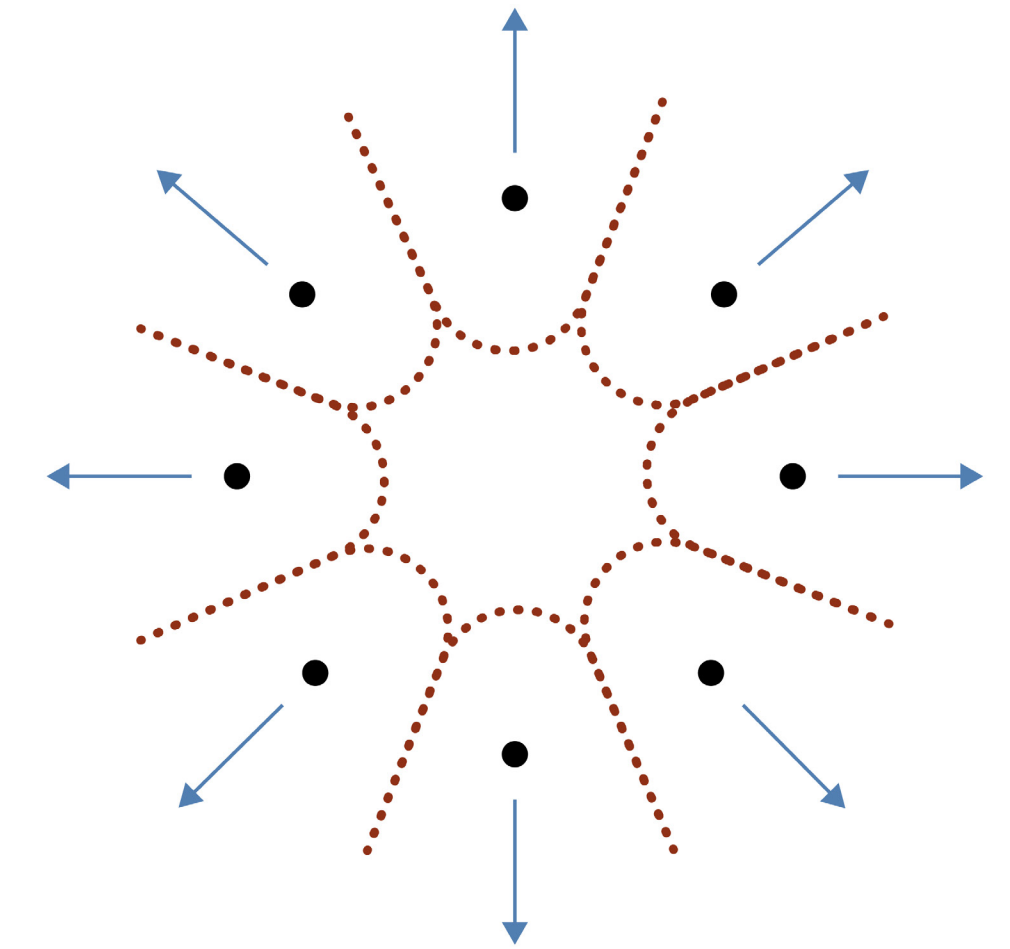


collaborating

Third element in developing is that of collaboration. As discussed before, the students need to be able to collaborate and learn from each other. Introducing the horizontal hierarchy, in which all the students are equal.

The goal of collaborating is the workshop, similar to that of the Bauhaus system. Achieving perspective and aspects through different workshops. However with the introduction of robotics, this is being defined as the final goal of the workshop. Where Bauhaus envisioned their products to be mass-produced, the current products should be mass-customized.

The workshop rooms are multifunctional however, depending on the courses of a given year, the spaces are able to adapt. However there are fixed rooms with the method/tools to be used within the workshops. Such as woodworking, machines, and robotic lab.

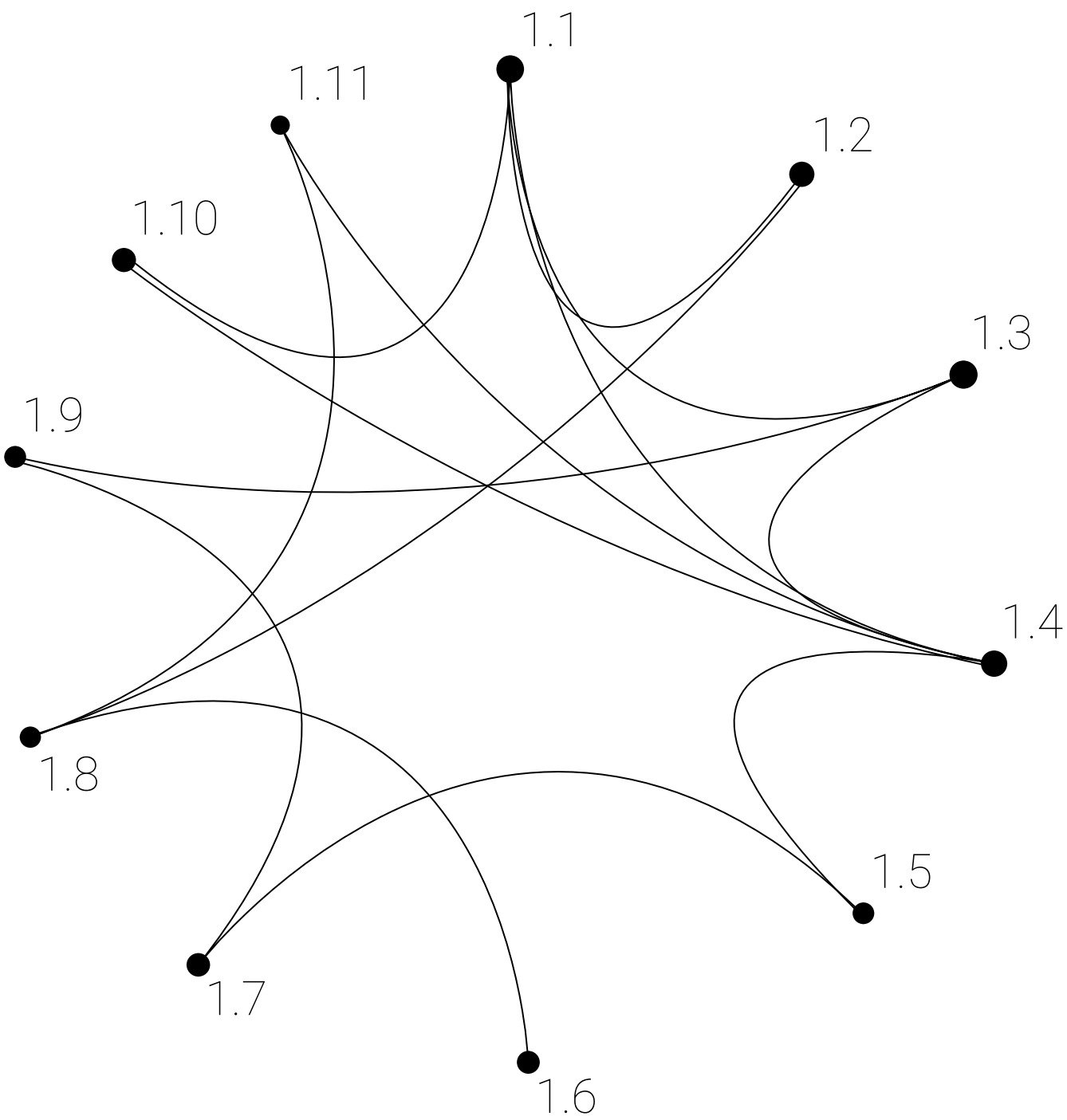
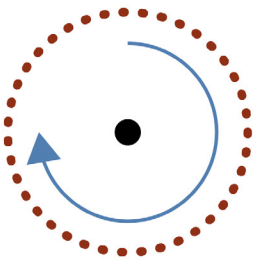


sharing

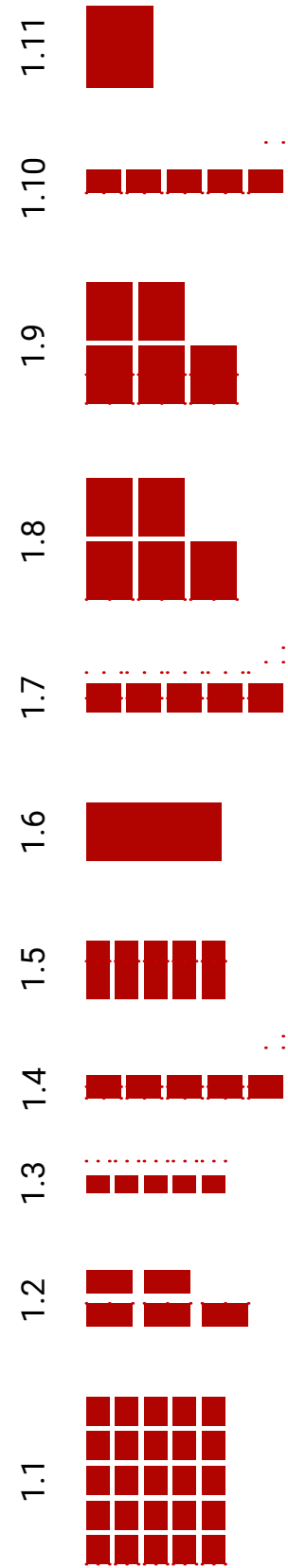
Last element in the development is that of sharing. Inviting the public within the design process. Where the Bauhaus had their exhibitions, theatre plays or parties, the school will have similar elements.

The collaboration that happened between the students, will here take place between student and public. Teaching the student to become the choral architect, the 'middle-man'. Defining the question, where the public will bring the response.

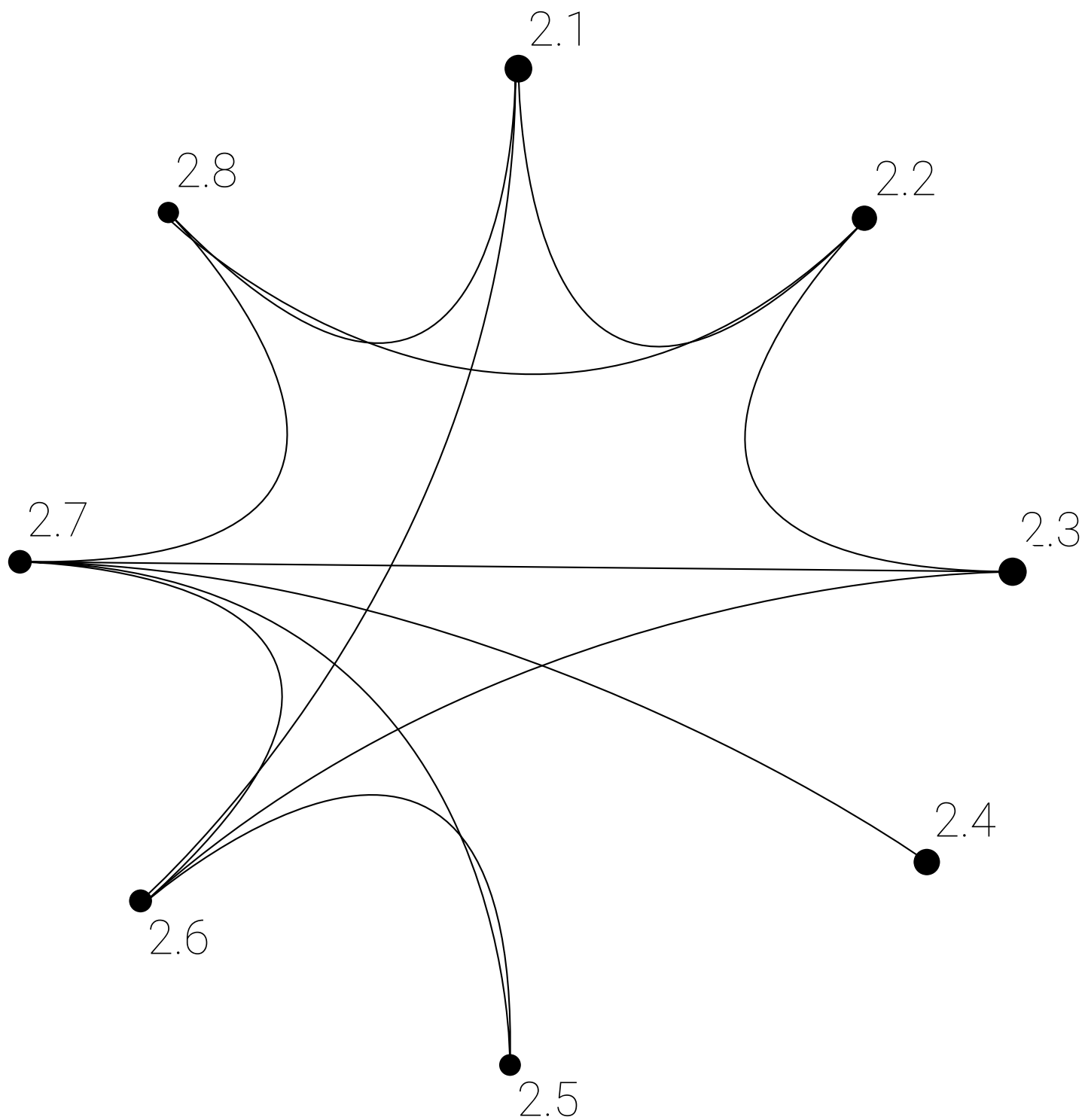
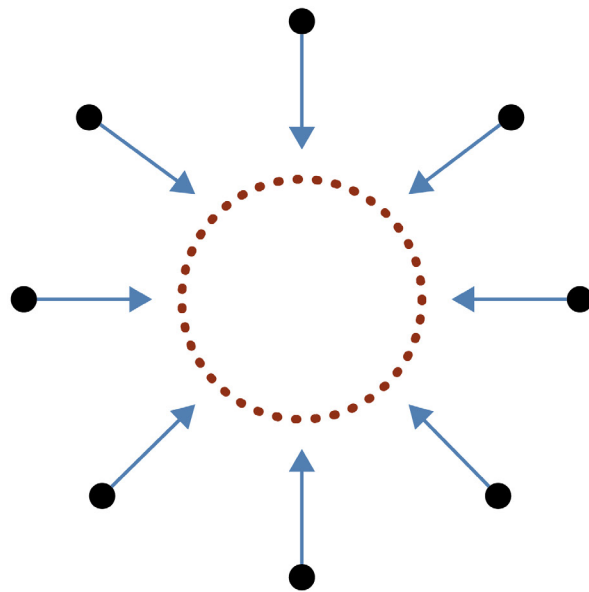
staying



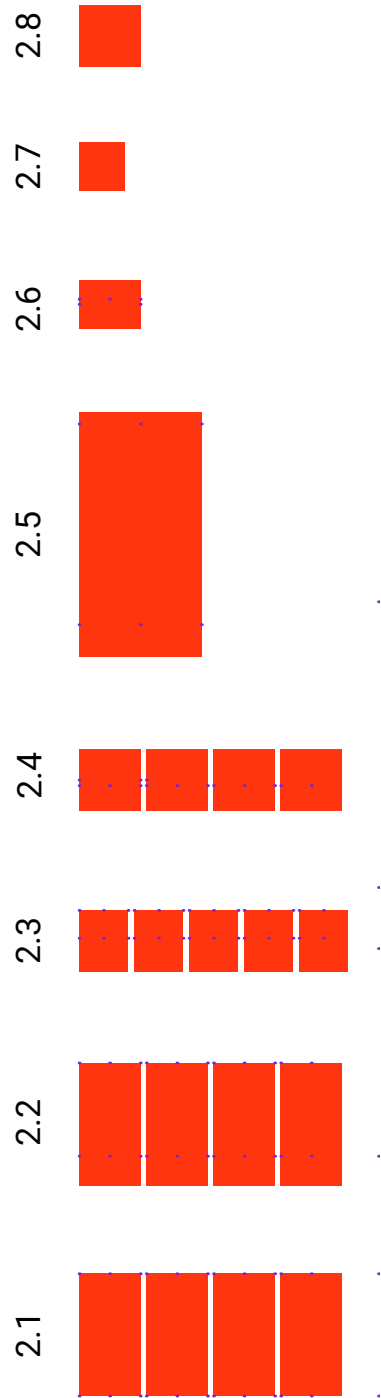
room		area	undirected adjacency matrix
1.1	bedroom	[50 m²]	[1.2, 1.3, 1.4, 1.8]
1.2	study	[40 m²]	[1.1, 1.8]
1.3	toilet	[15 m²]	[1.4, 1.8, 1.9]
1.4	bathroom	[35 m²]	[1.1, 1.3]
1.5	storage	[50 m²]	[1.10, 1.11, 2.8]
1.6	garden/balcony	[..... m²]	[1.7, 1.8, 1.11]
1.7	kitchen	[35 m²]	[1.3, 1.6, 1.8, 1.9]
1.8	iving room	[100 m²]	[1.1, 1.2, 1.3, 1.6, 1.7, 1.9, 1.11]
1.9	dining room	[100 m²]	[1.3, 1.7, 1.8]
1.10	laundry	[30 m²]	[1.4, 1.5, 1.11]
1.11	hall	[... m²]	[1.5, 1.6, 1.8, 1.10]



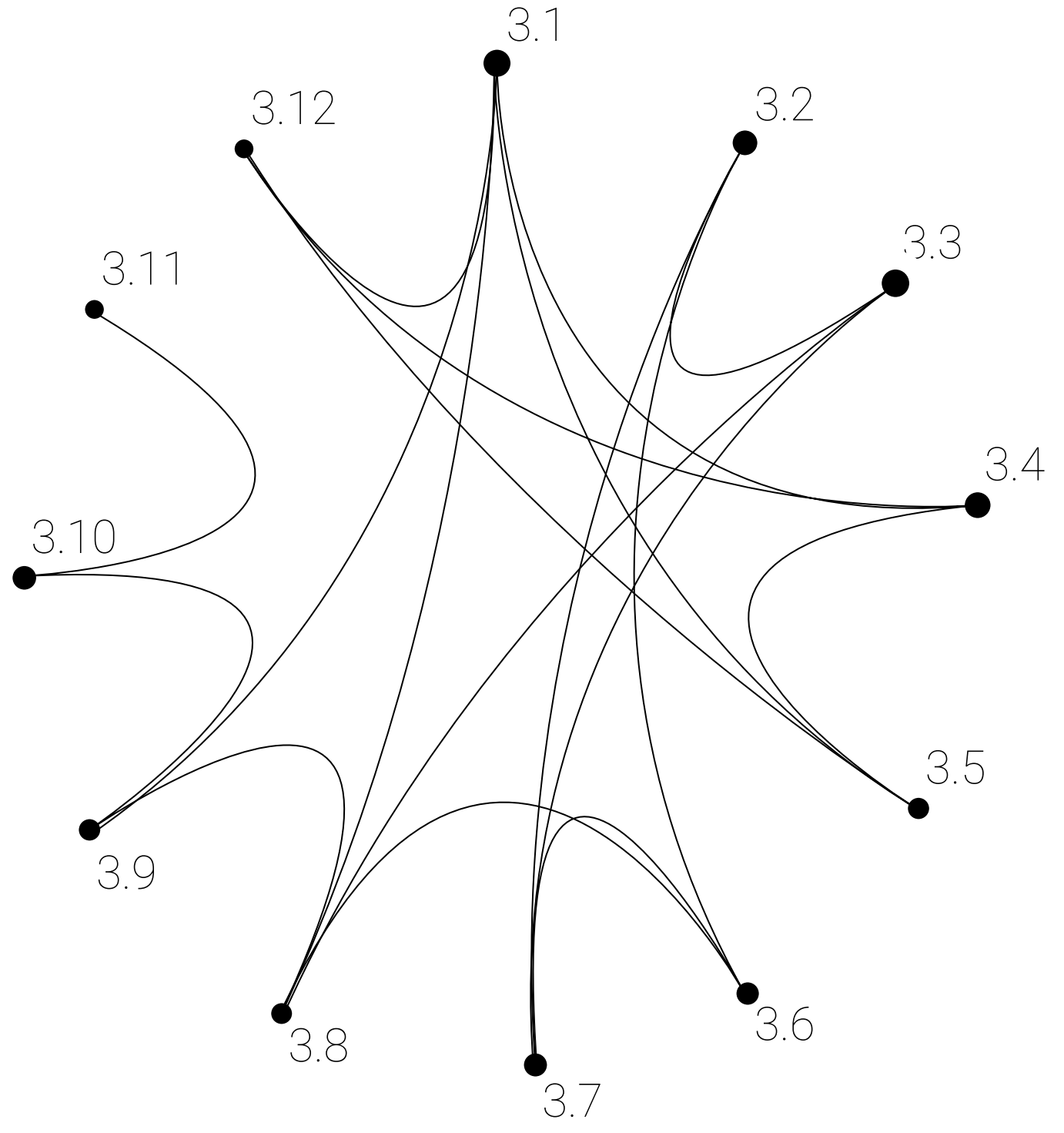
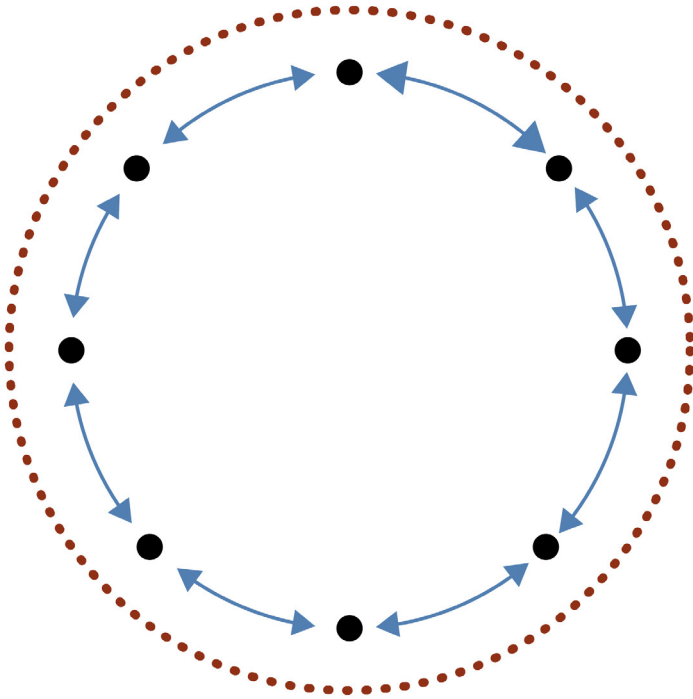
learning



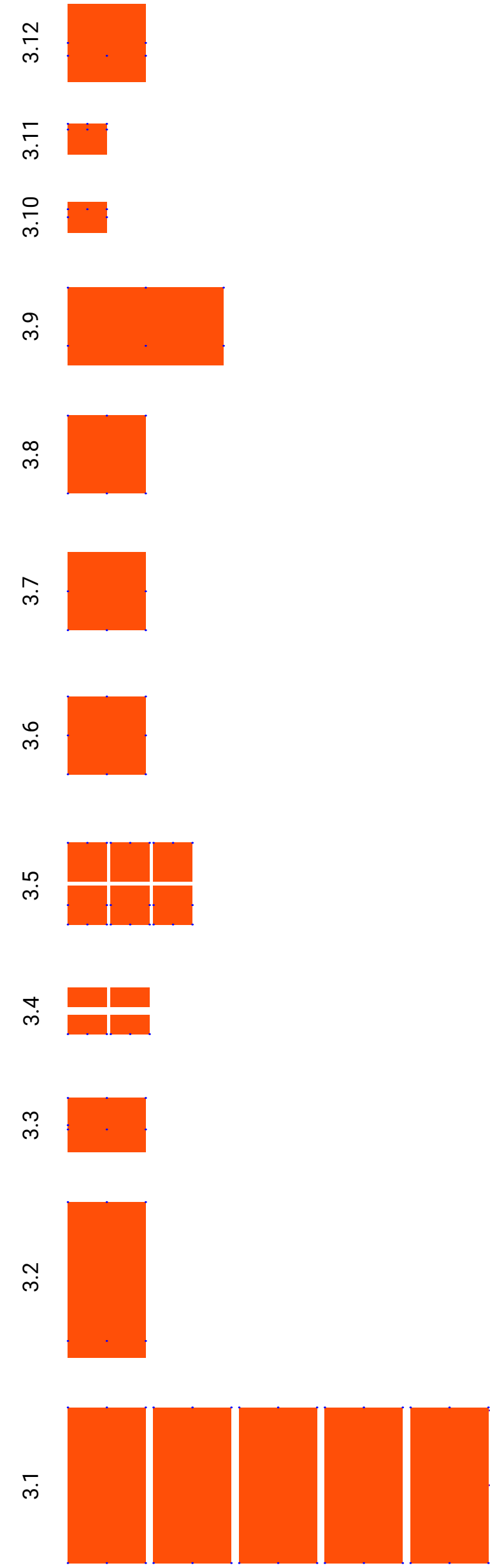
room		area	adjacency matrix undirected
2.1	lecture room	[200 m ²]	[2.2, 2.7, 2.8]
2.2	class room	[200 m ²]	[2.1, 2.3, 2.7]
2.3	office	[100 m ²]	[2.2, 2.7]
2.4	shops	[100 m ²]	[2.7]
2.5	library	[200 m ²]	[2.6, 2.7]
2.6	toilets	[20 m ²]	[2.5, 2.7]
2.7	reception	[... m ²]	[2.1, 2.2, 2.3, 2.4, 2.5, 2.6, 2.8]
2.8	lockers	[25 m ²]	[2.1, 2.7]



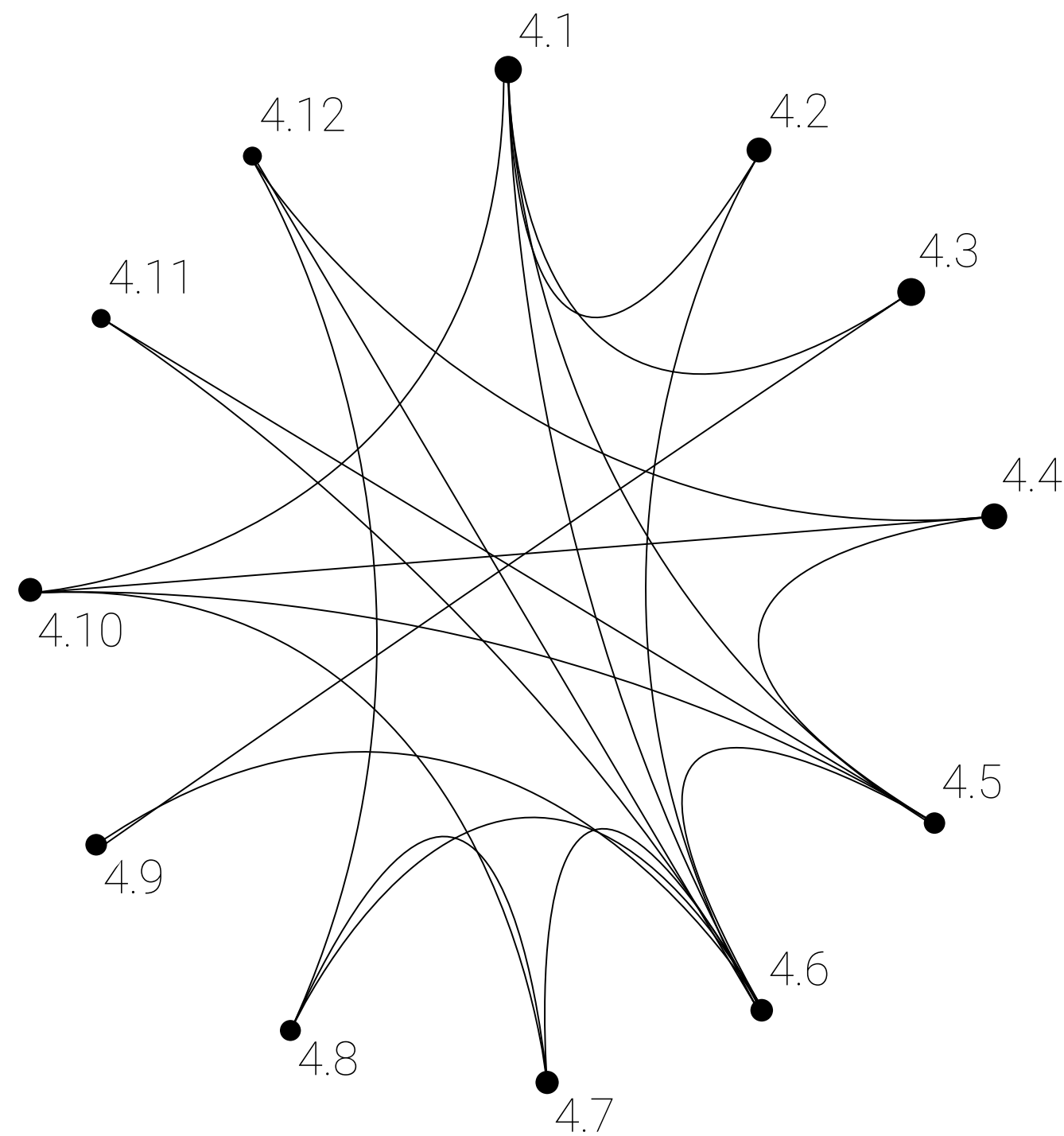
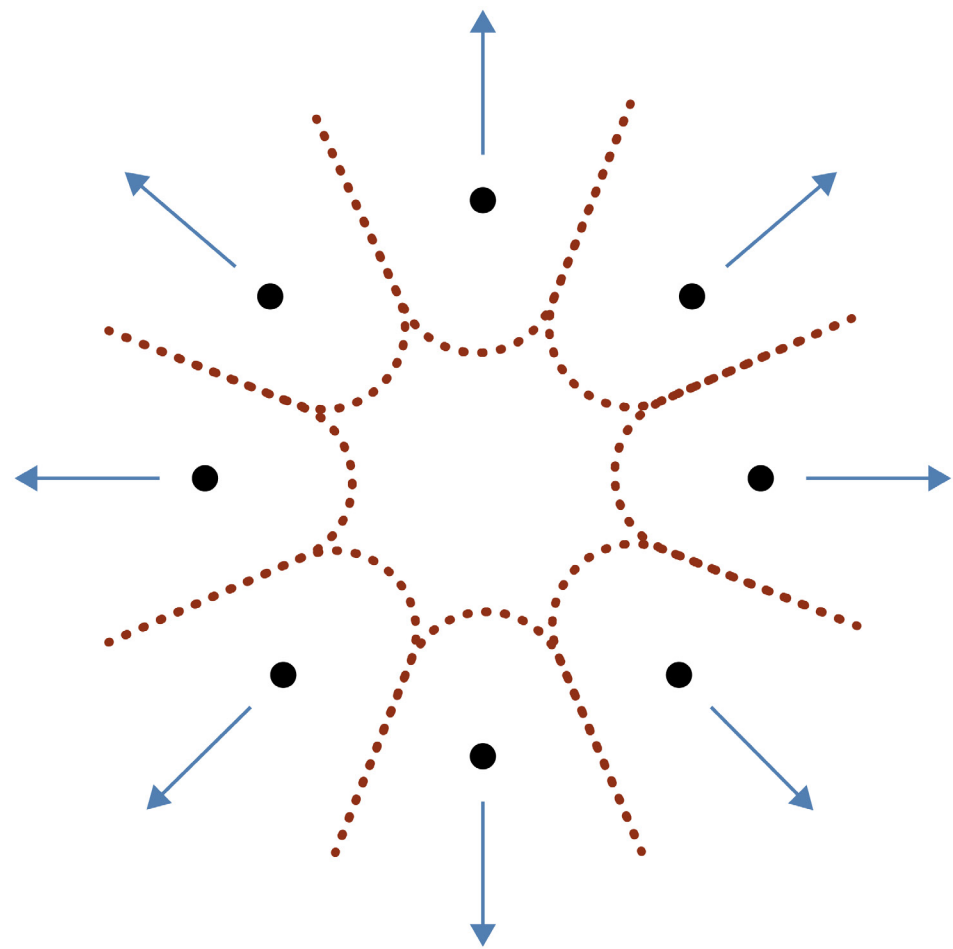
collaborating



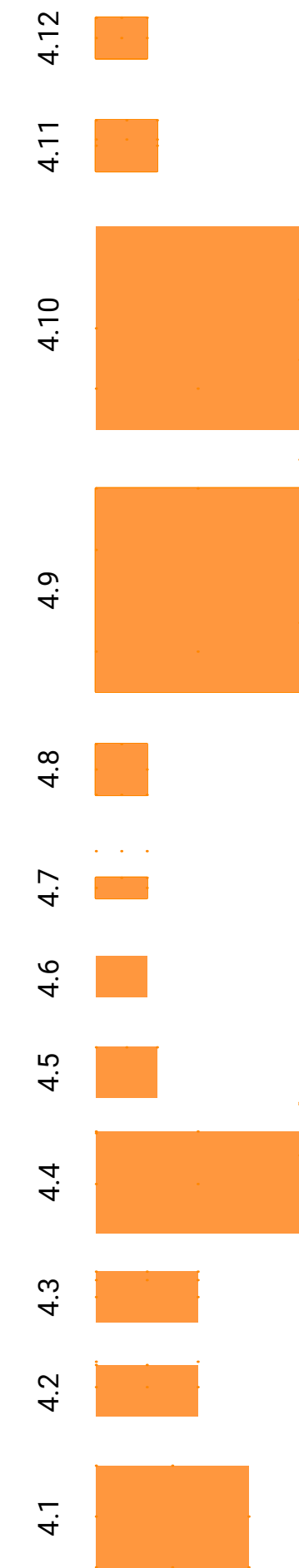
room		area	adjacency matrix undirected
3.1	workshop	[1000m ²]	[3.4, 3.5, 3.8, 3.9, 3.12]
3.2	materials/storage	[200m ²]	[3.3, 3.6, 3.7]
3.3	laboratory/painting	[70m ²]	[3.2, 3.7, 3.8]
3.4	conference	[50m ²]	[3.1, 3.12]
3.5	meeting	[150m ²]	[3.1, 3.4, 3.12]
3.6	woodworking	[100m ²]	[3.2, 3.7, 3.8]
3.7	machines	[100m ²]	[3.2, 3.3]
3.8	robotic lab	[100m ²]	[3.1, 3.6, 3.9]
3.9	stage/theatre	[200m ²]	[3.1, 3.8, 3.10]
3.10	film room	[20m ²]	[3.9, 3.11]
3.11	radio room	[20m ²]	[3.10]
3.12	lobby	[.....m ²]	[3.1, 3.4, 3.5, 3.11]



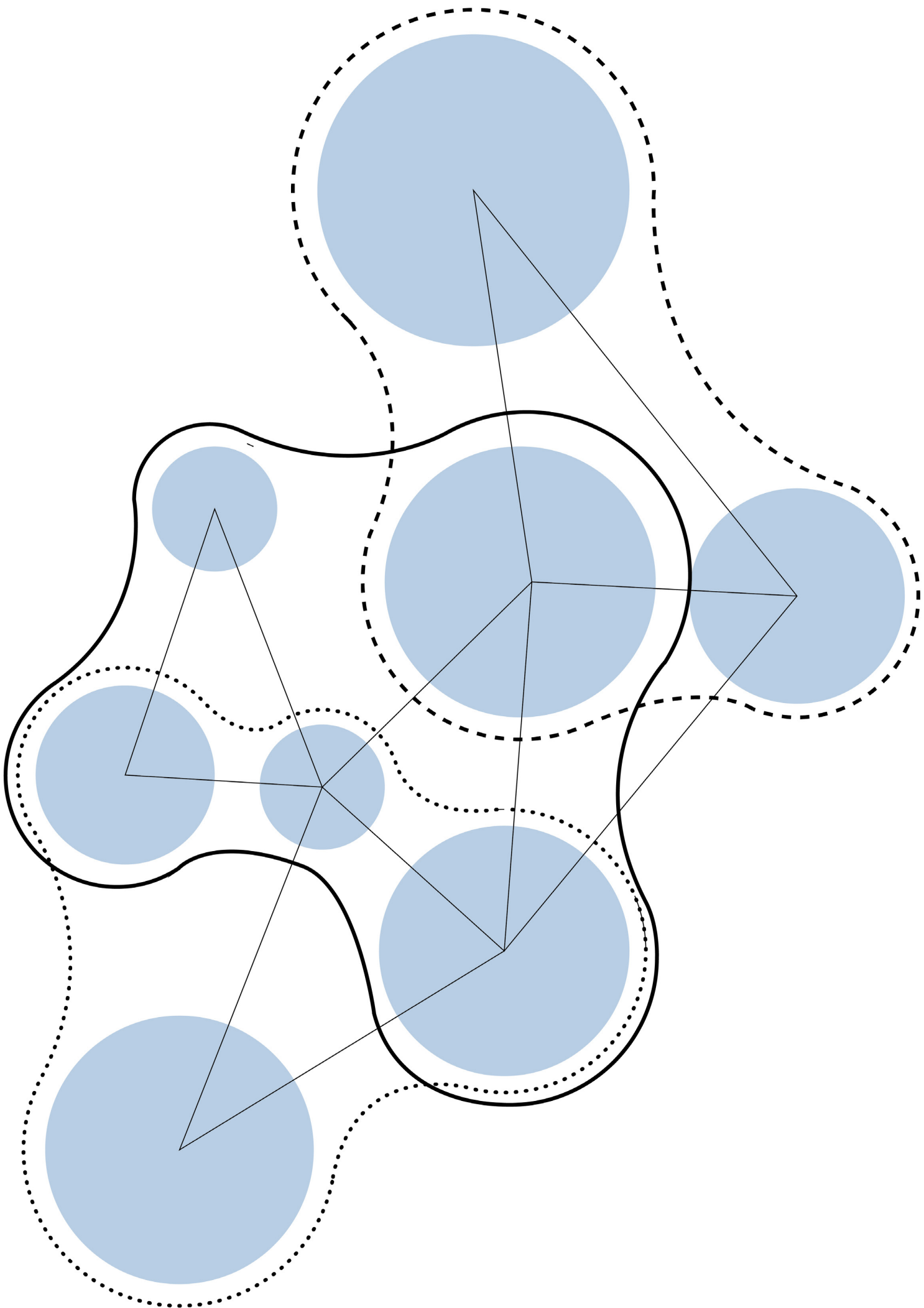
sharing



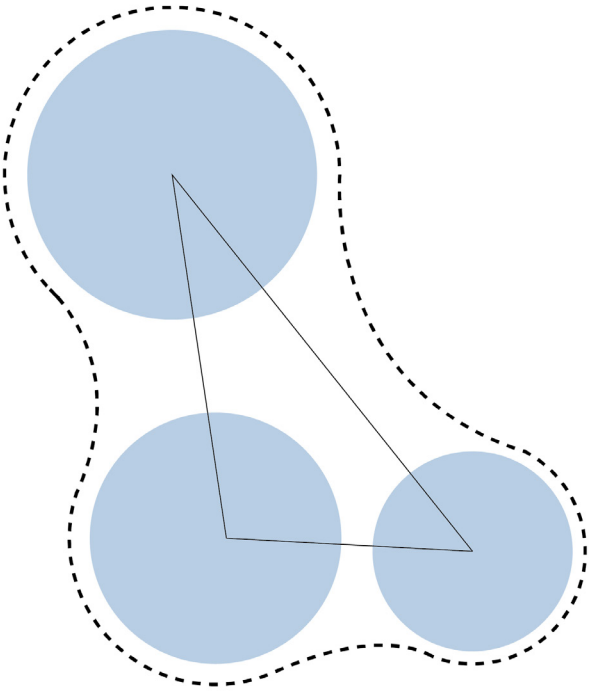
room		area	adjacency matrix undirected
4.1	canteen	[150m²]	[4.2, 4.3, 4.5, 4.6, 4.10]
4.2	cafe	[50m²]	[4.1, 4.6]
4.3	gym	[50m²]	[4.1, 4.9]
4.4	auditorium	[200m²]	[4.5, 4.10]
4.5	exhibition	[30m²]	[4.1, 4.4, 4.6, 4.10, 4.11]
4.6	lobby	[... m²]	[4.1, 4.3, 4.7, 4.8, 4.9, 4.11, 4.12]
4.7	reception	[10m²]	[4.6, 4.8, 4.10]
4.8	lockers	[25m²]	[4.6, 4.7]
4.9	playground	[... m²]	[4.3, 4.7]
4.10	sculptures	[... m²]	[4.1, 4.4, 4.5, 4.7]
4.11	display	[30m²]	[4.5, 4.6]
4.12	toilets	[20m²]	[4.4, 4.6, 4.8]



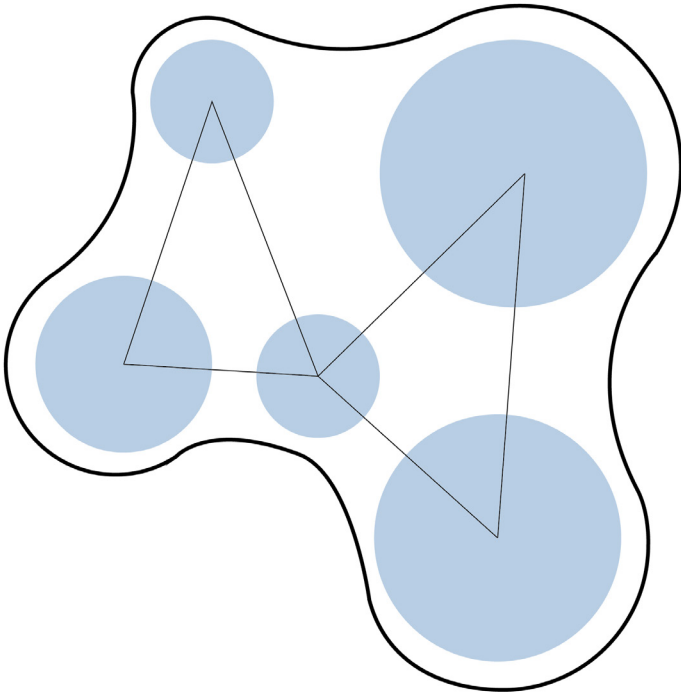
dynamic network



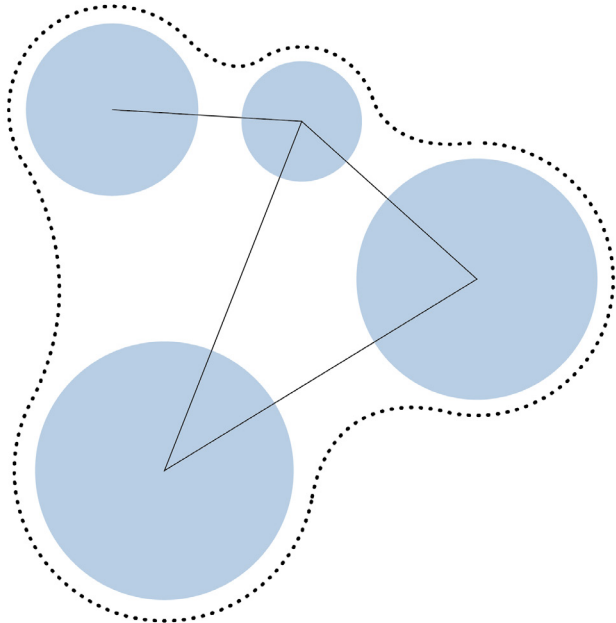
dynamic network



network 1

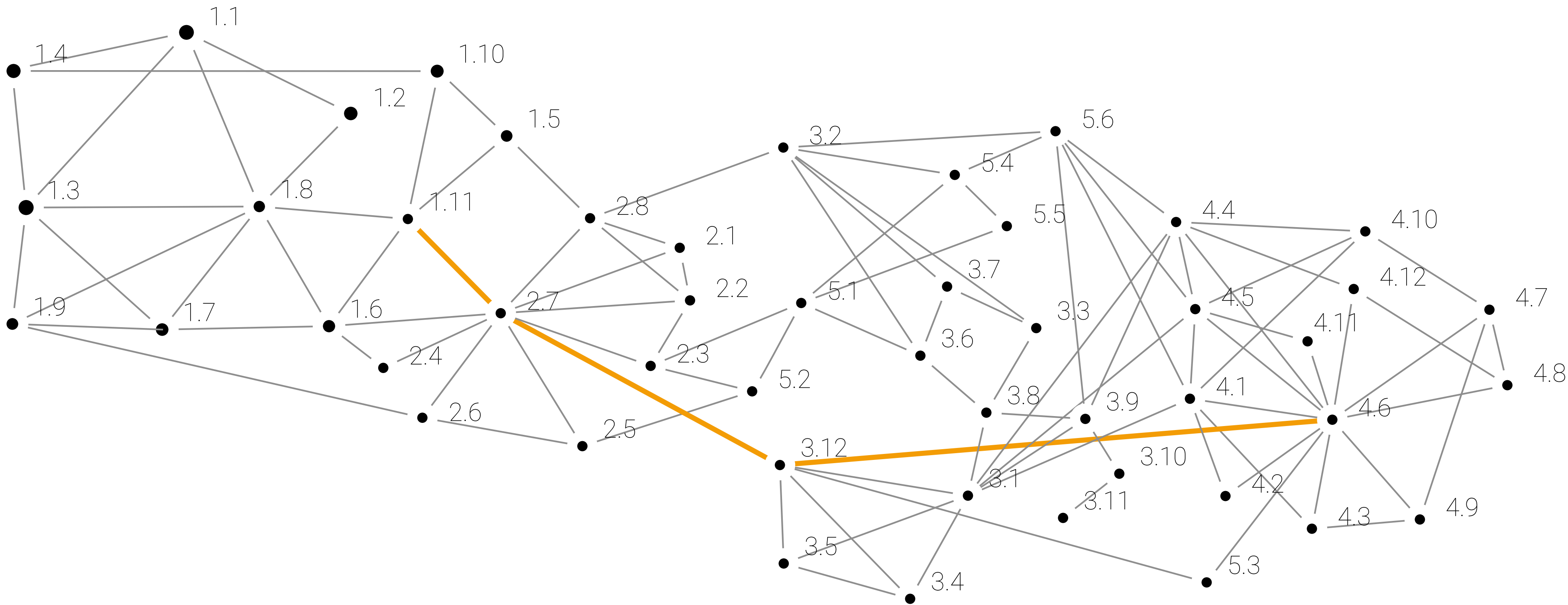


network 2



network 3

adjecency scheme



CONCLUSION

4 distinctive parts of development

Dynamic Network

Continuous Space

#4 Macro Design Simulation

design reference

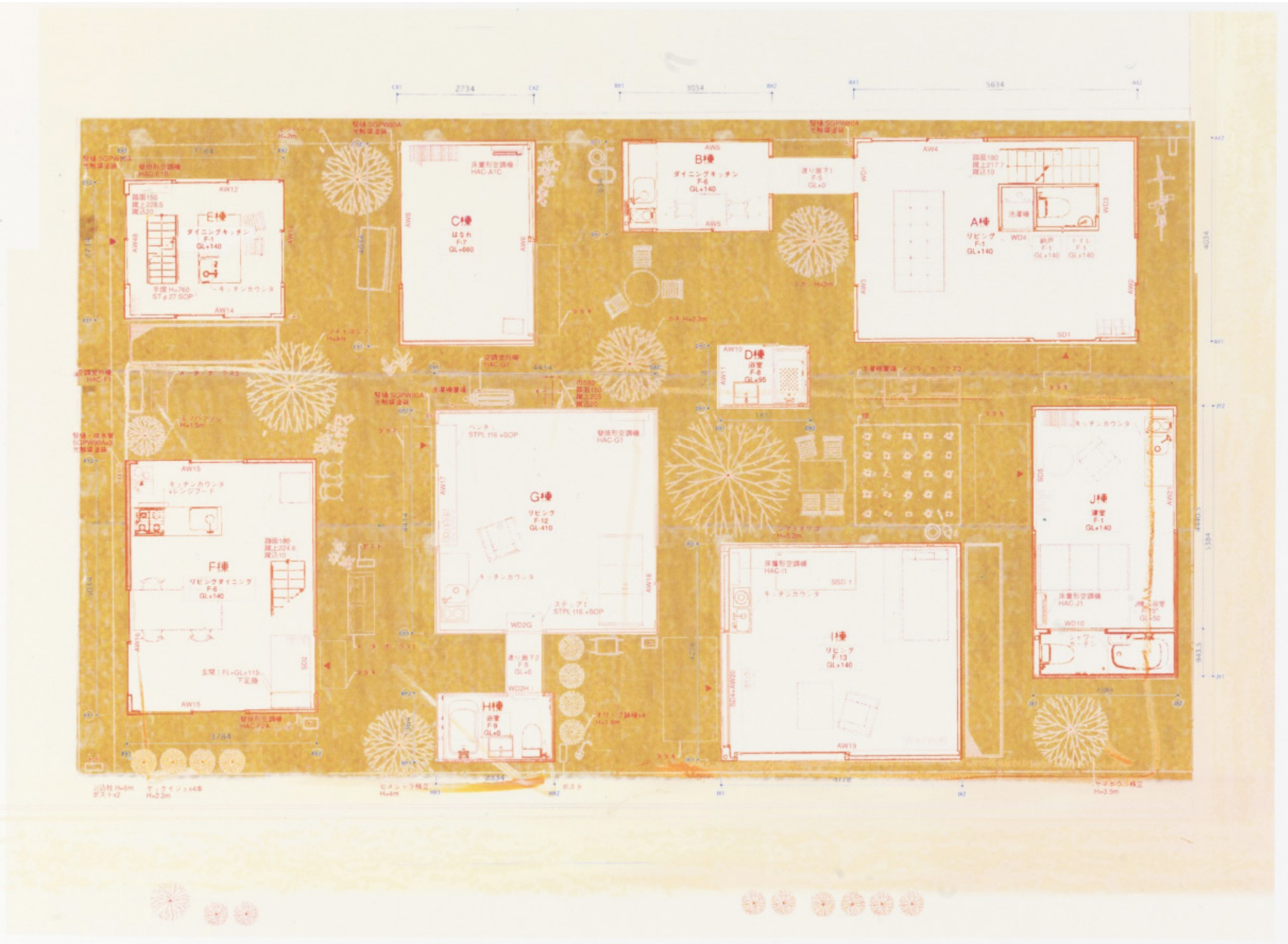
Ryue Nishizawa - Moriyama house

moriyama house - Ryue Nishizawa

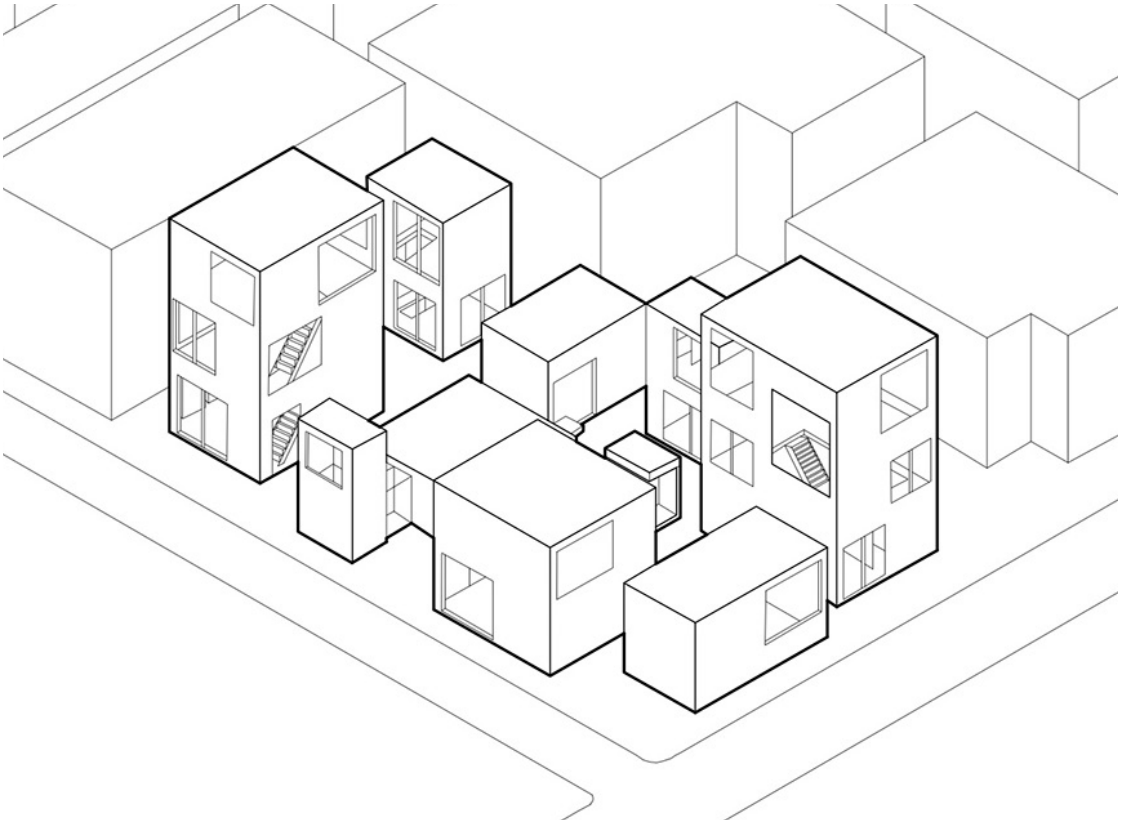
changing functions changes circulation

internal pocket gardens

public edge graduadlly towards private garden



moriyama house - plan

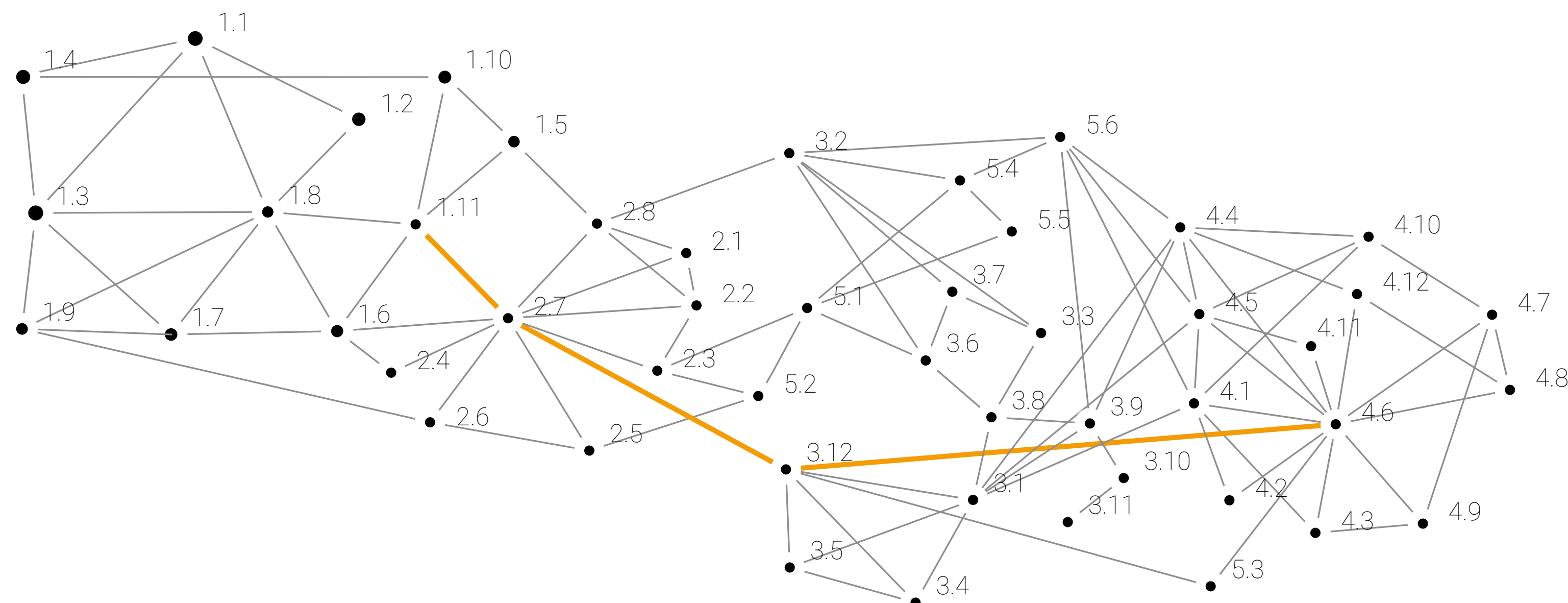


moriyama house - axonometric view

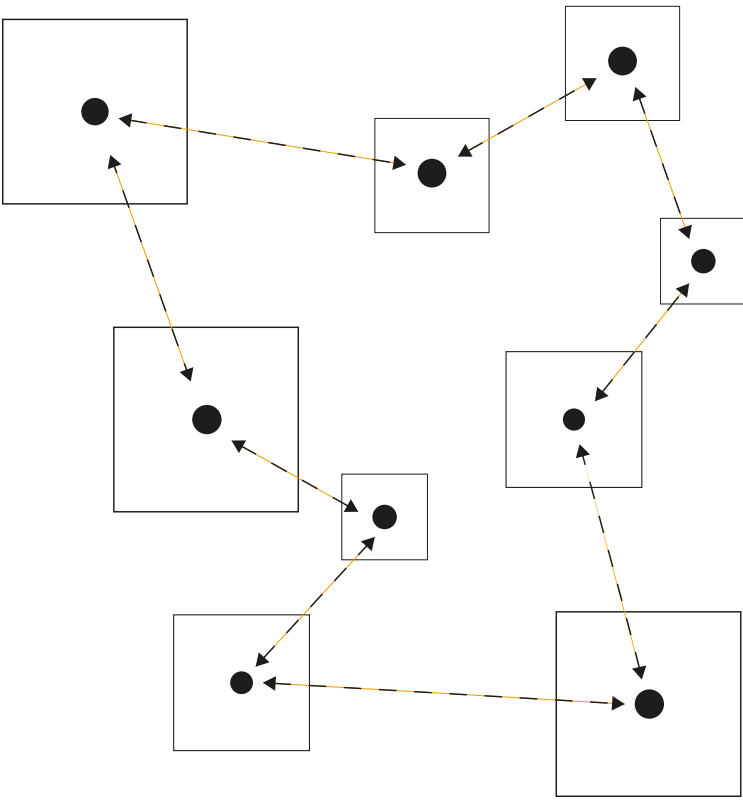


moriyama house photo

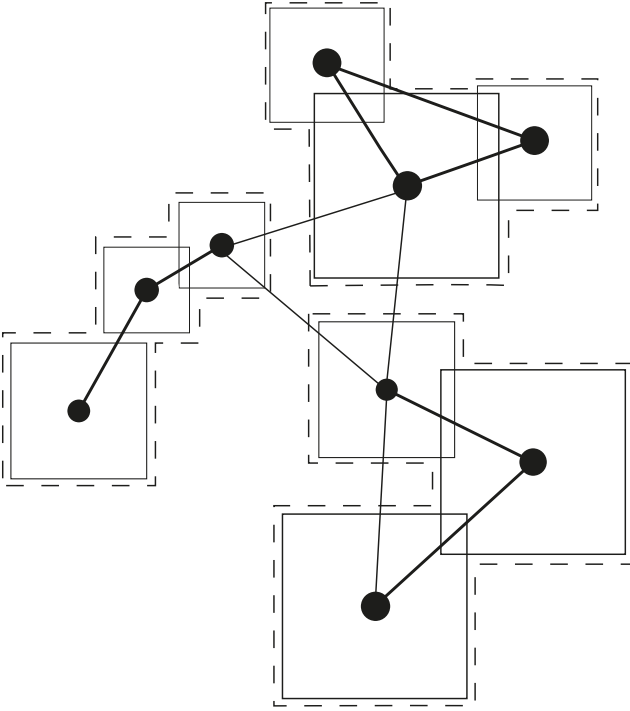
algorithm design



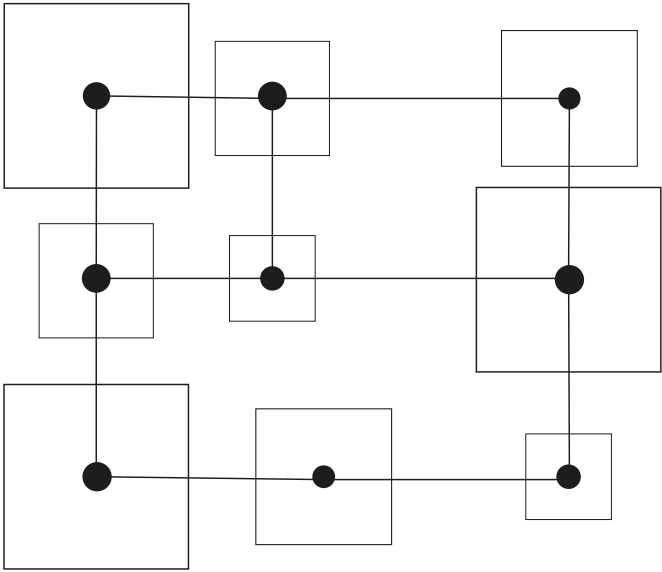
adjecency scheme



distance algorithm

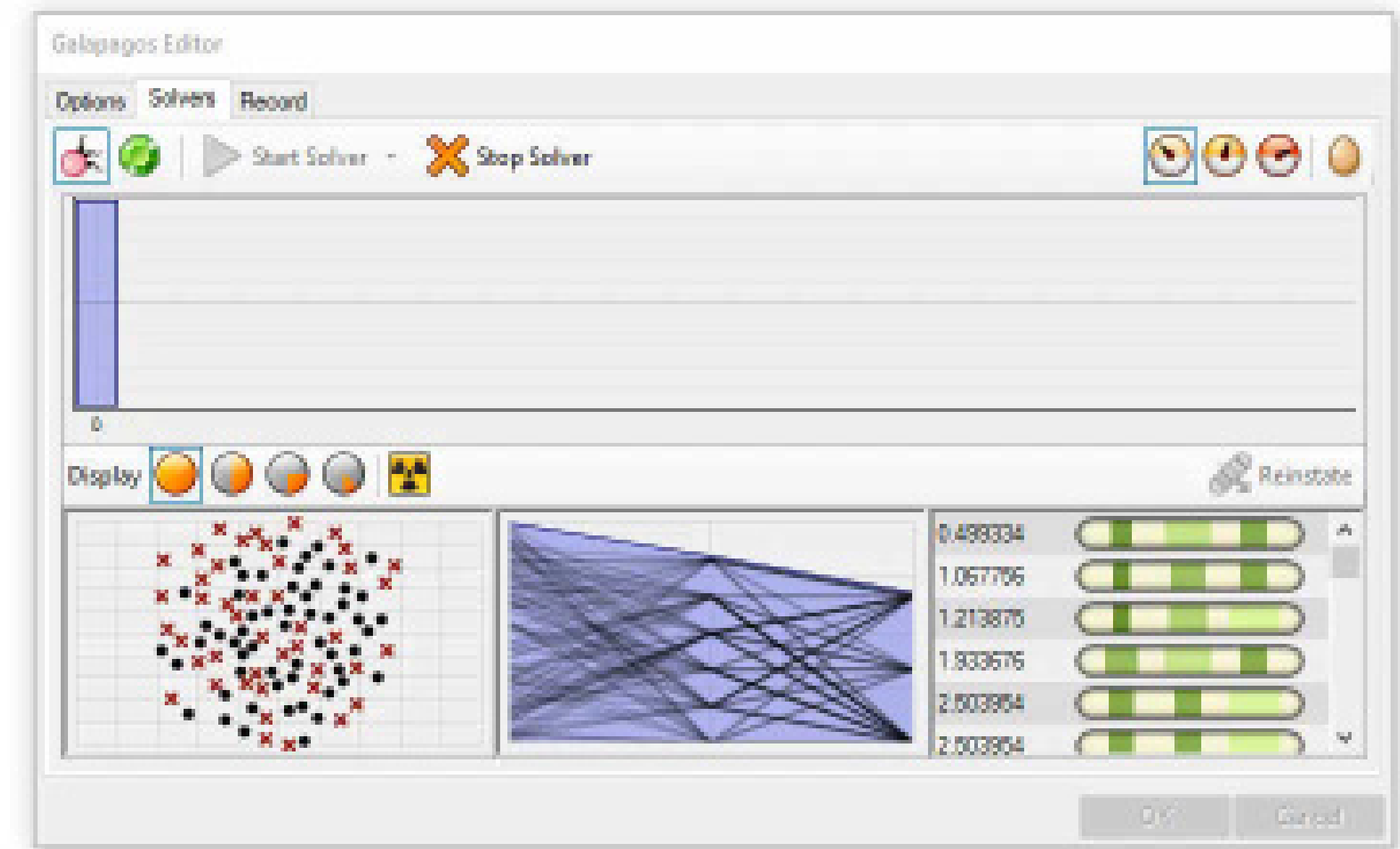


clustering algorithm

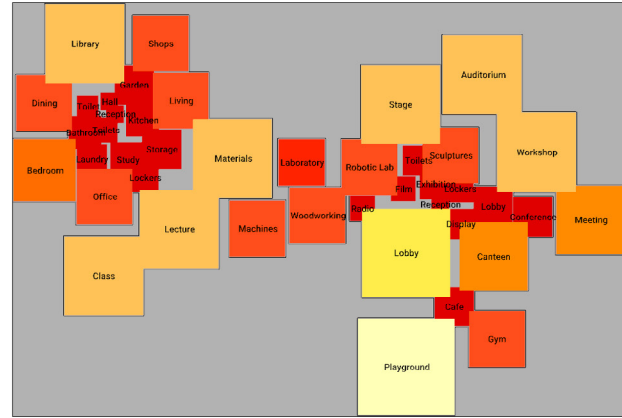


distribution algorithm

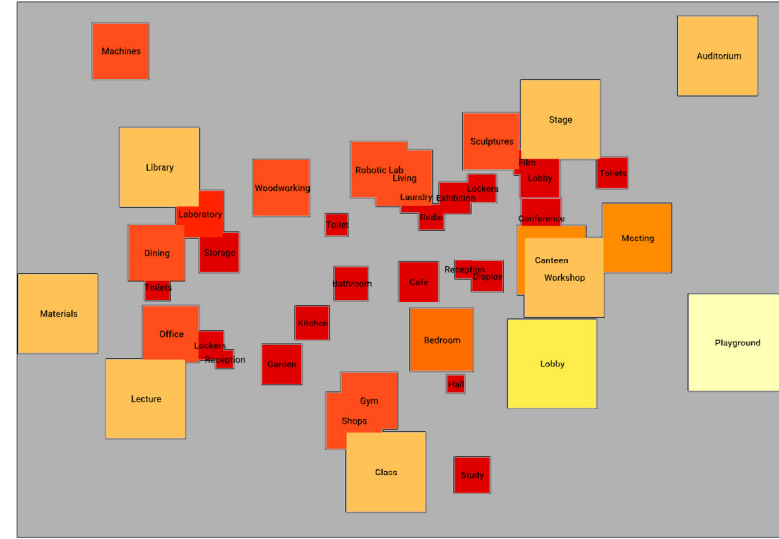
clustering algorithm



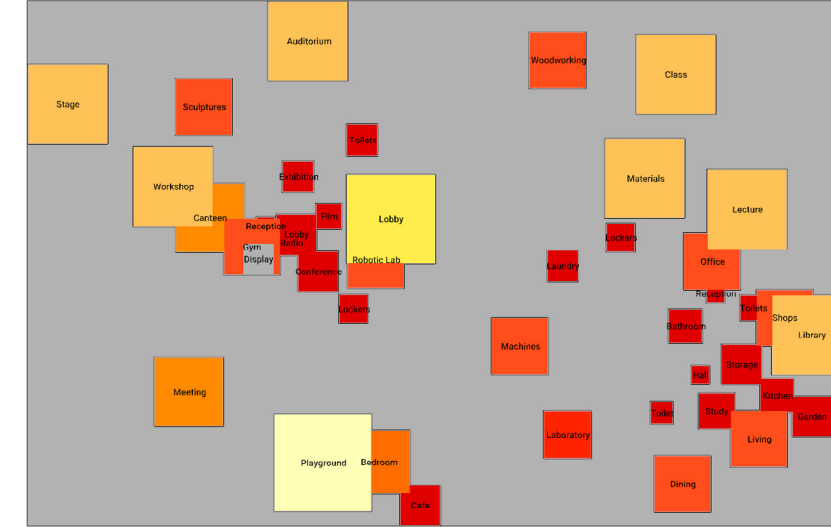
simulation results



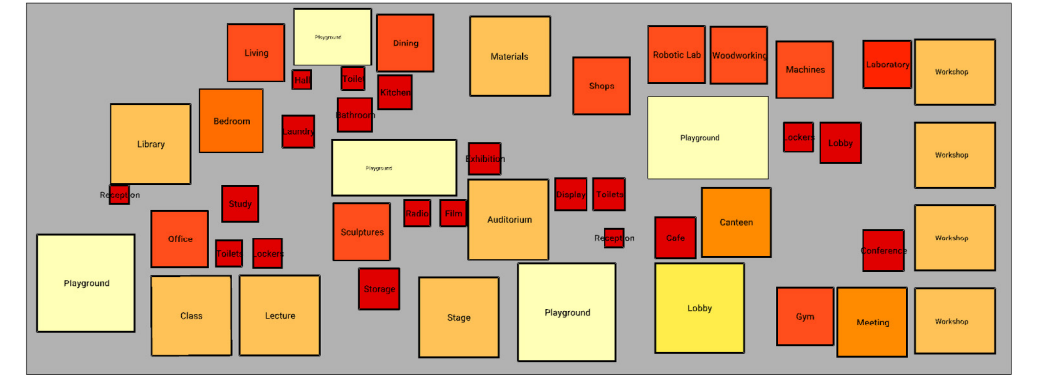
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attraction:	1.40
repulsion:	0.06
area:	0.20



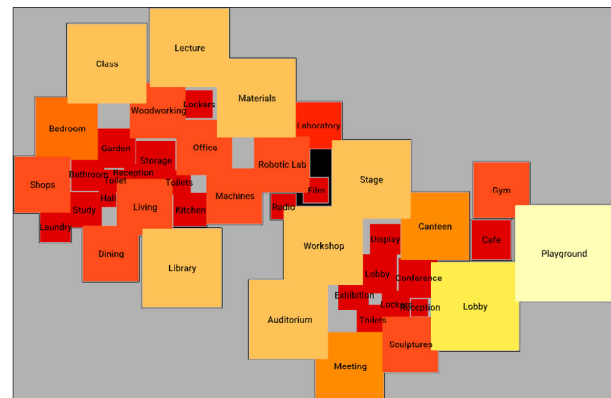
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area:	0.20



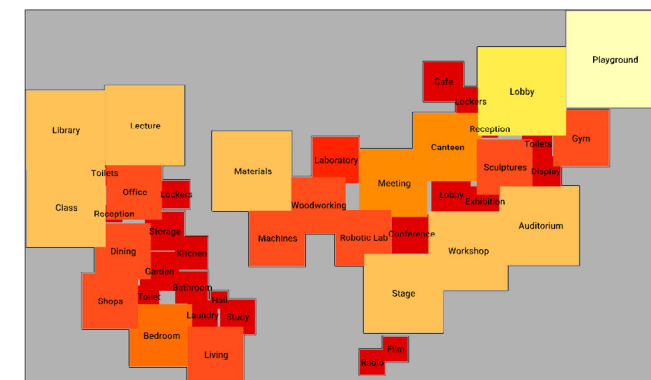
simulation_ID:	3
simulation type:	distance
attraction:	1.42
repulsion:	0.05
area:	0.30



simulation_ID:	4
simulation type:	distribution
attraction:	1.34
repulsion:	0.04
area:	0.30



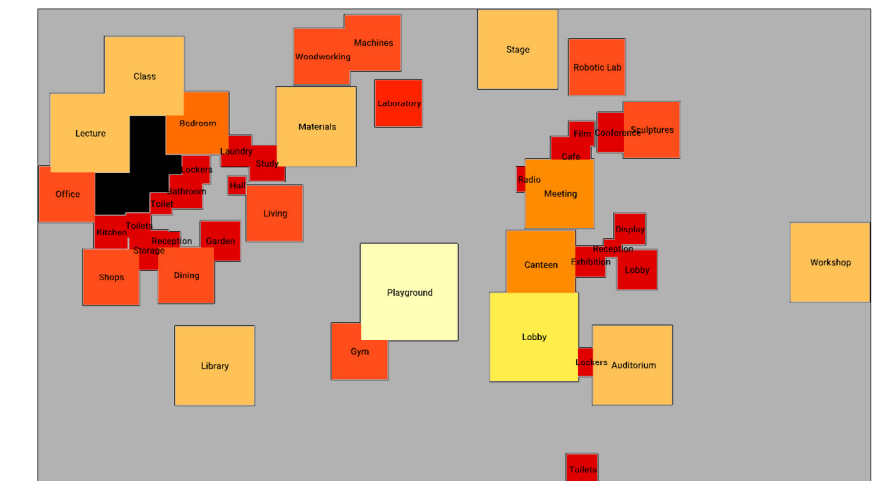
simulation_ID:	5
simulation type:	clustering
attraction:	1.20
repulsion:	0.01
area:	0.30



simulation_ID:	6
simulation type:	clustering
attraction:	1.09
repulsion:	0.03
area:	0.30



simulation_ID:	7
simulation type:	distance
attraction:	1.47
repulsion:	0.06
area:	0.20

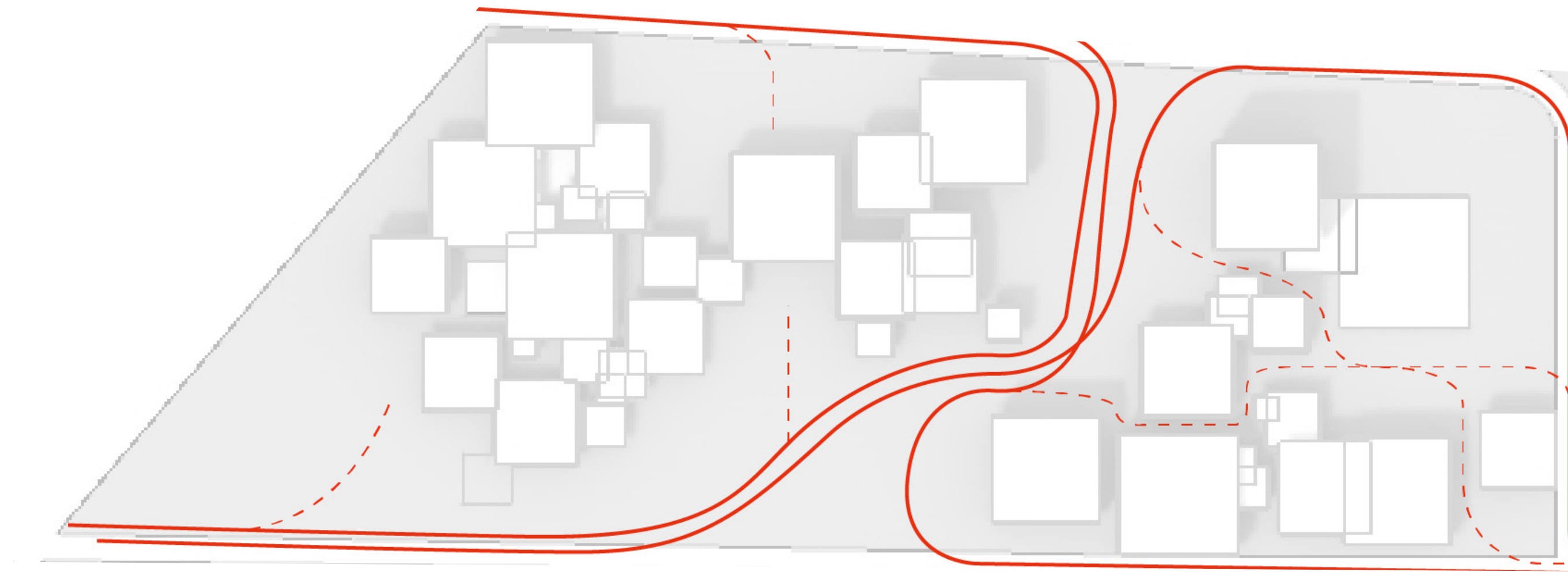


simulation_ID:	8
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attraction:	1.19
repulsion:	0.04
area:	0.30

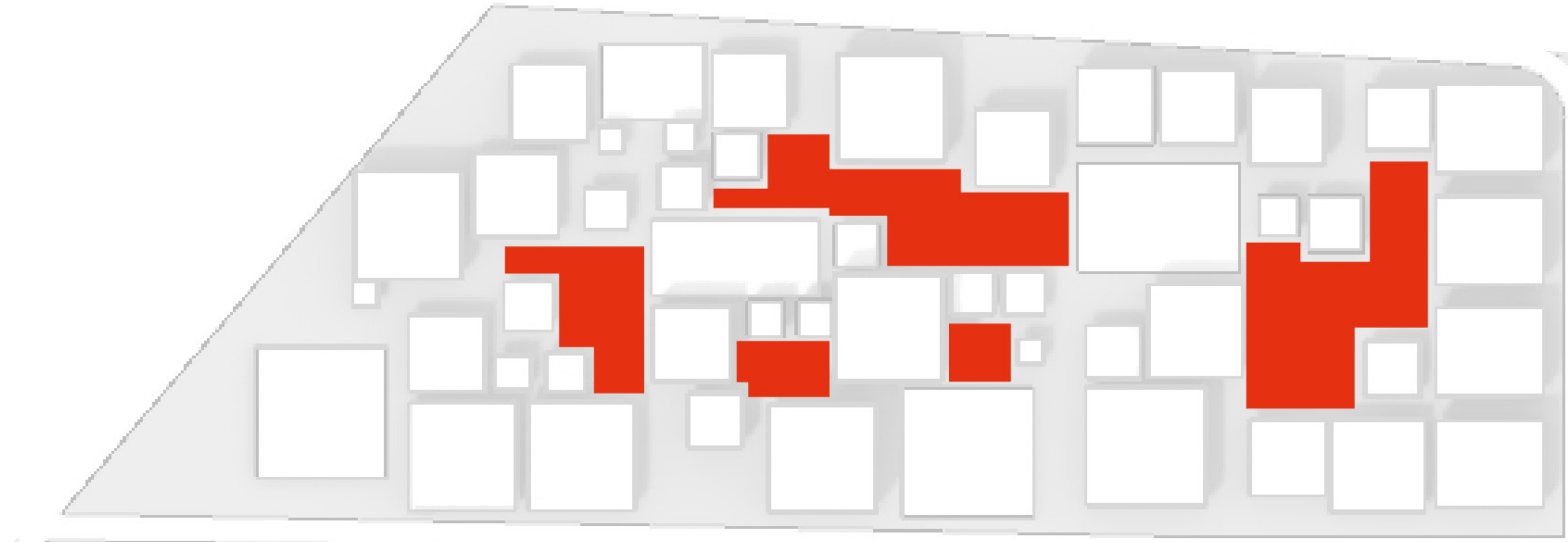
border



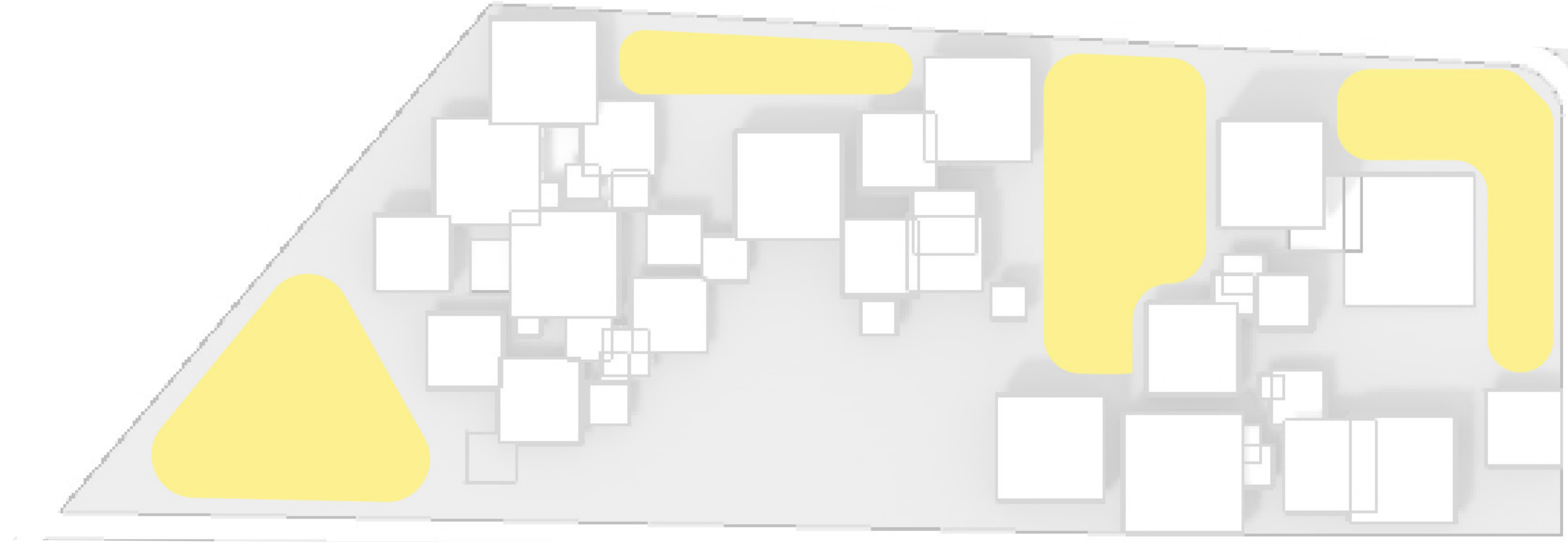
circulation



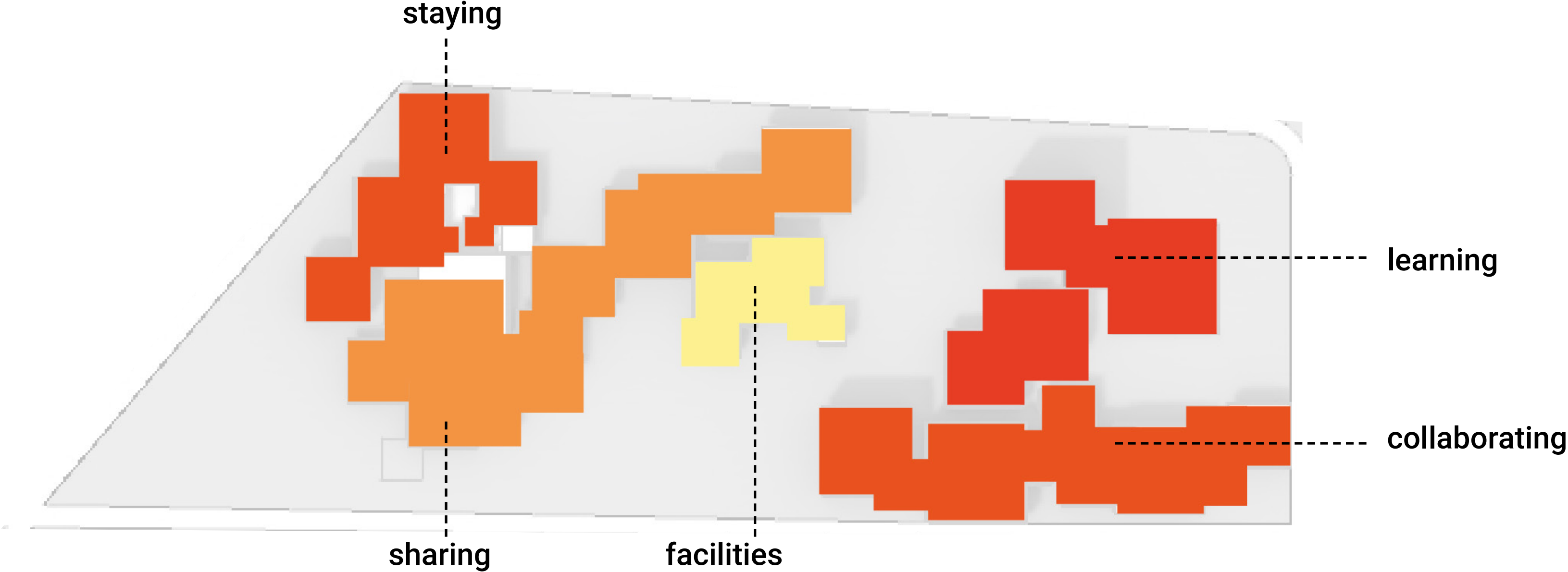
pocket parks



landscape



functional distribution



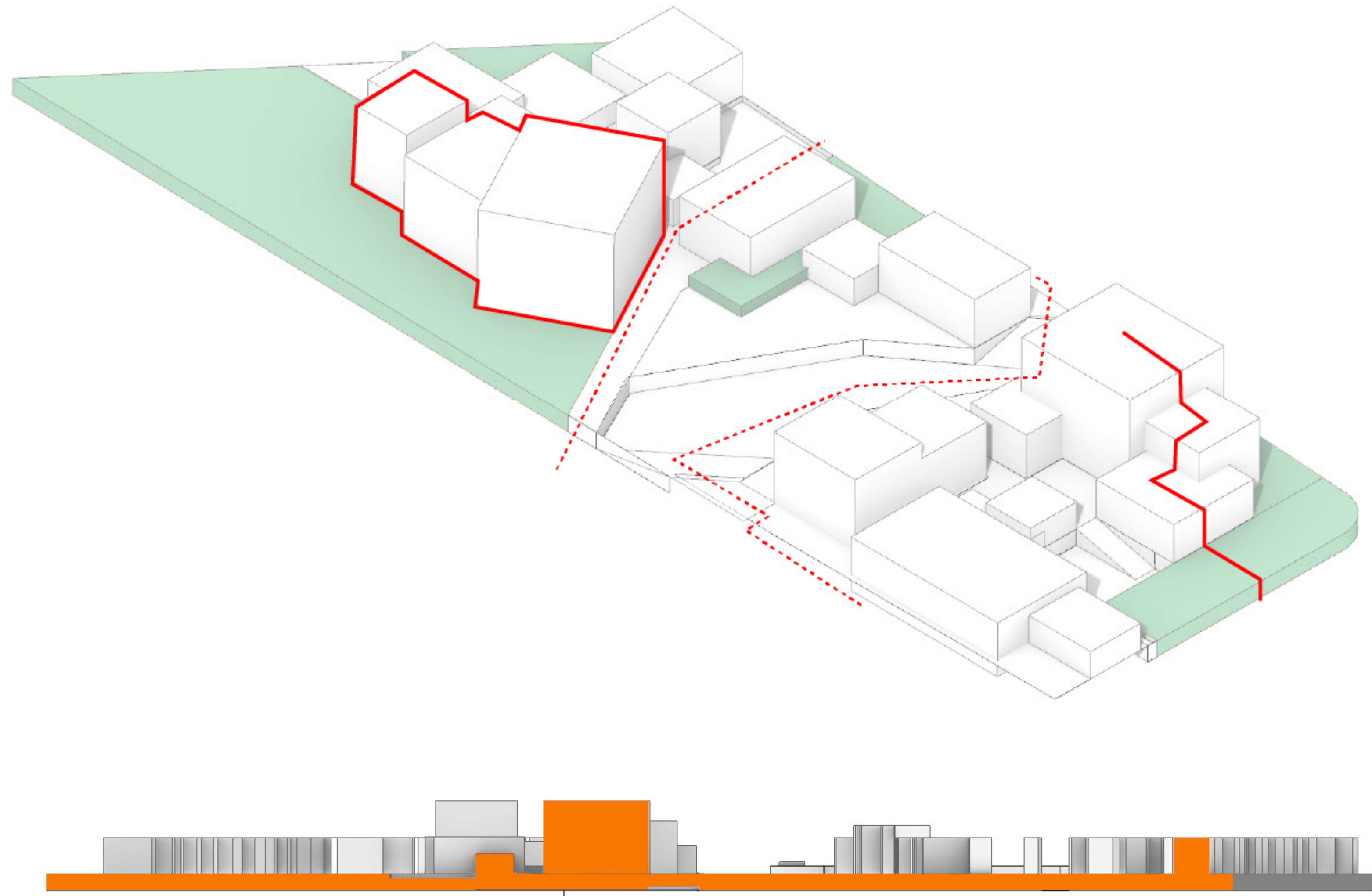
CONCLUSION

**Functional Distribution
Macro Design concepts**

#5 Macro Design Development

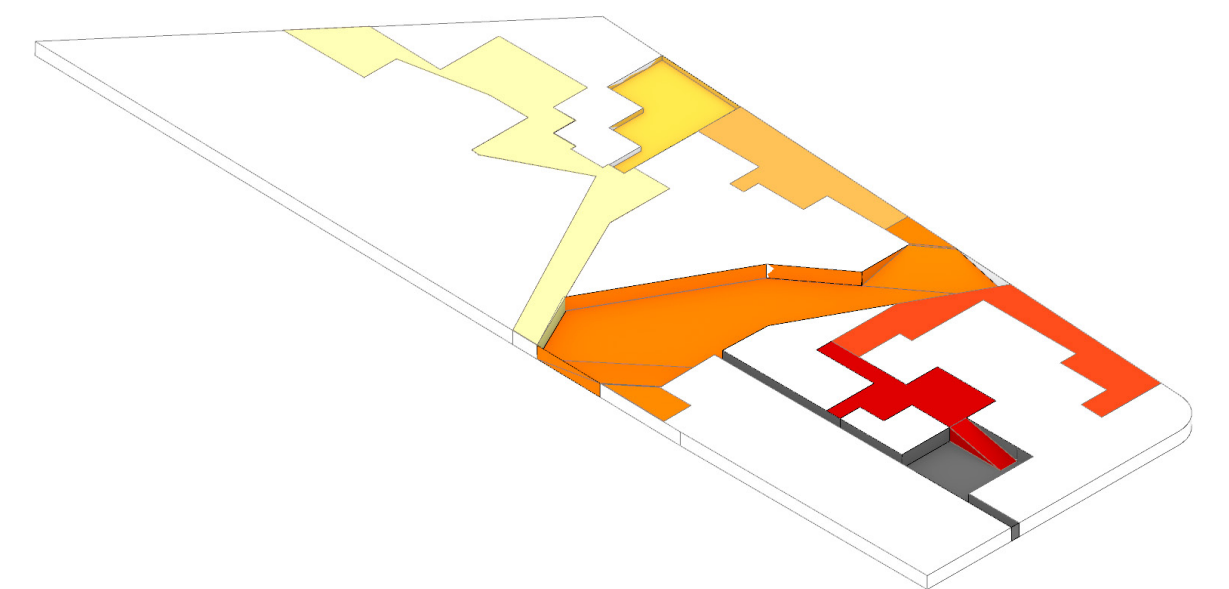
Kazuyo Sejima - Nishinoyama House





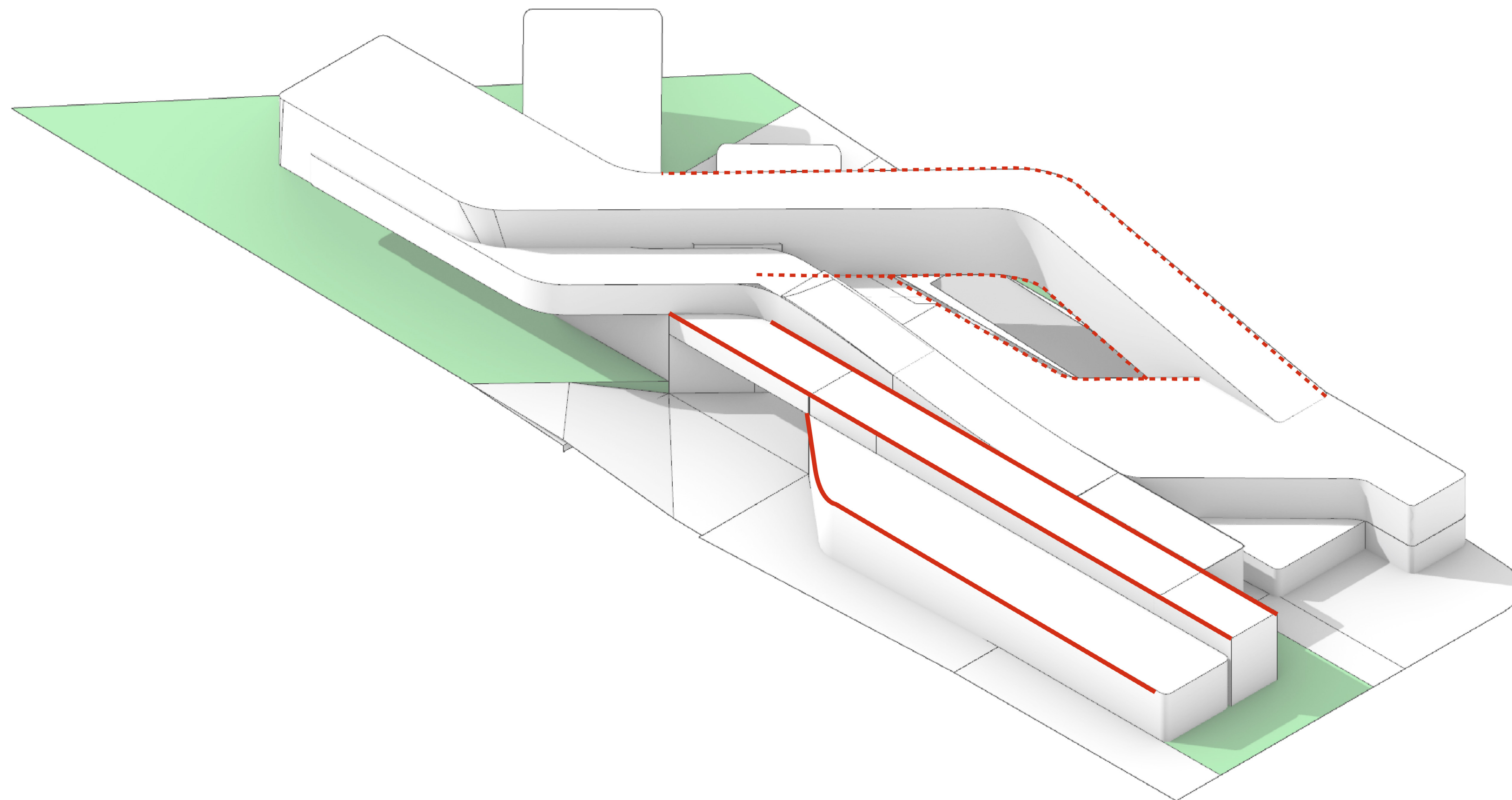
pros:

- well-defined landscape fragments
- dynamic circulation



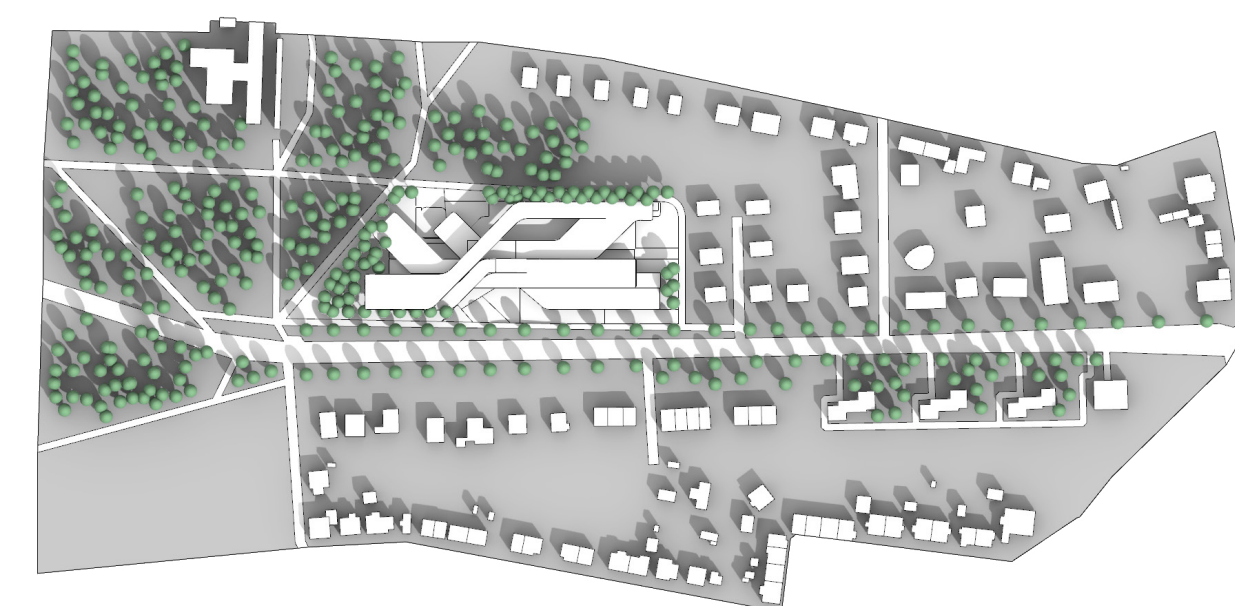
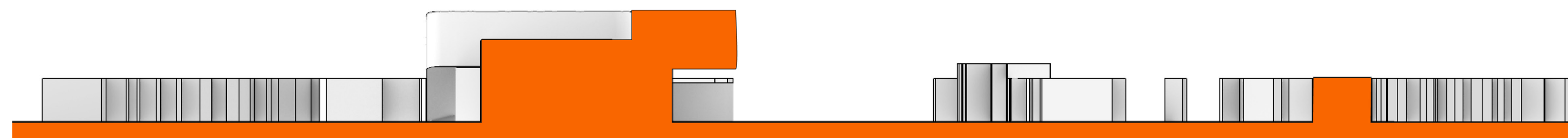
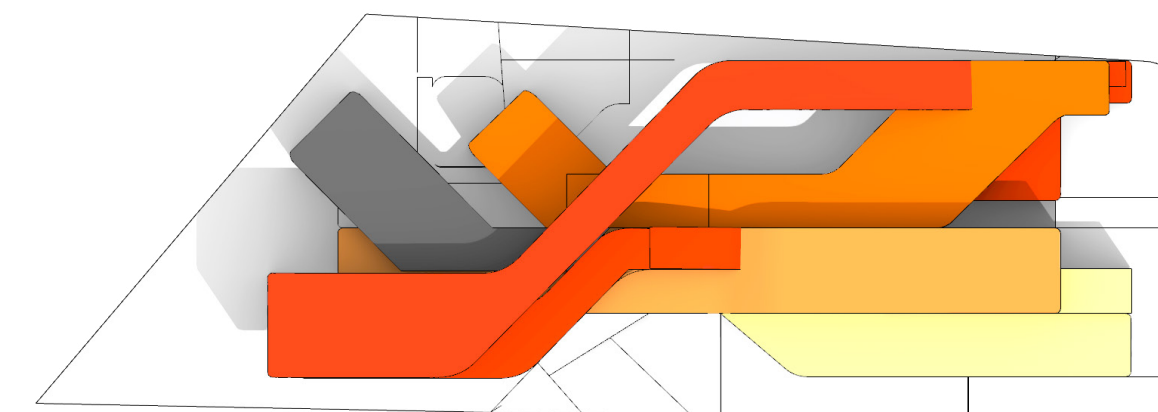
Steven Holl - Institute for Contemporary Art



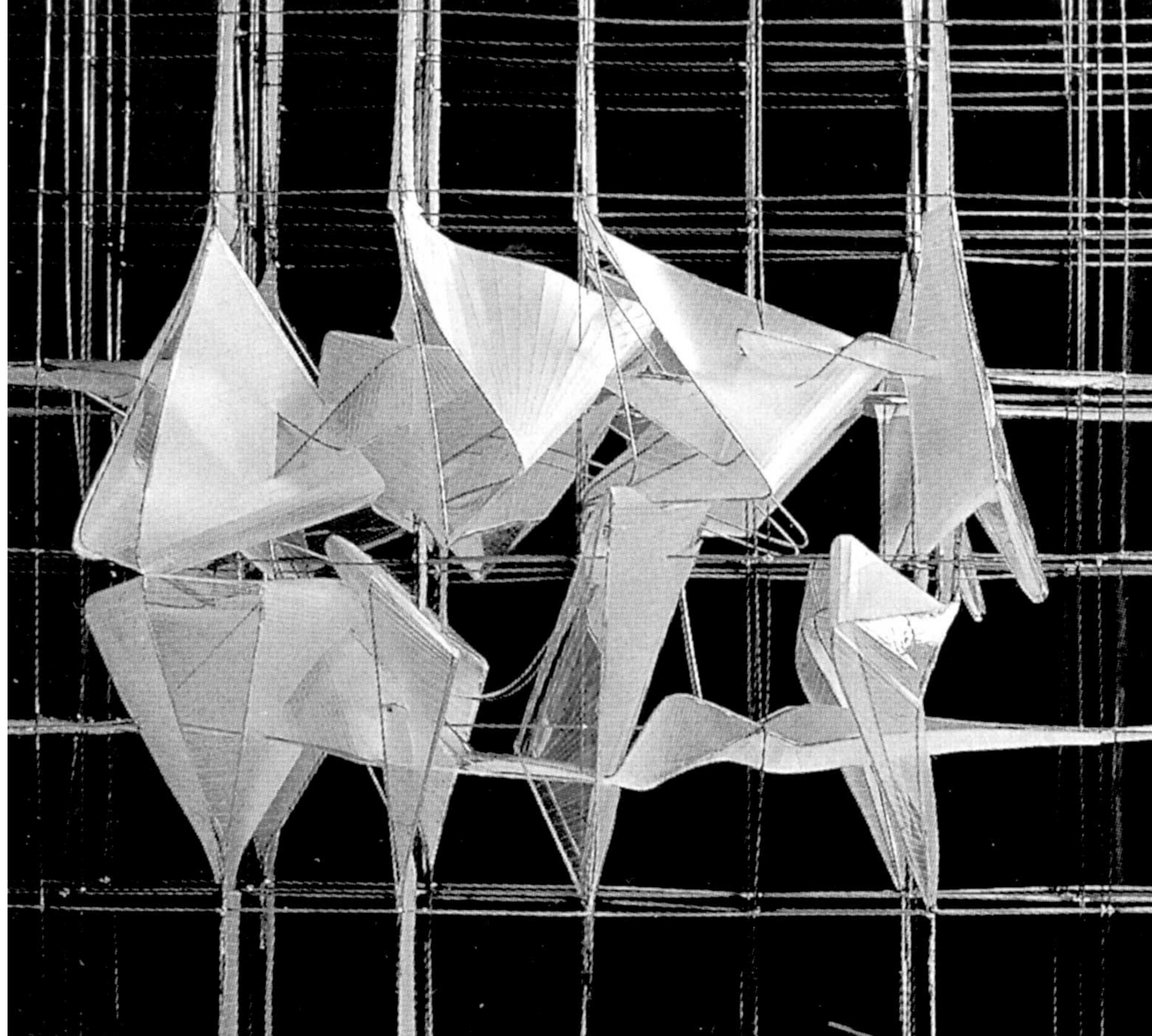


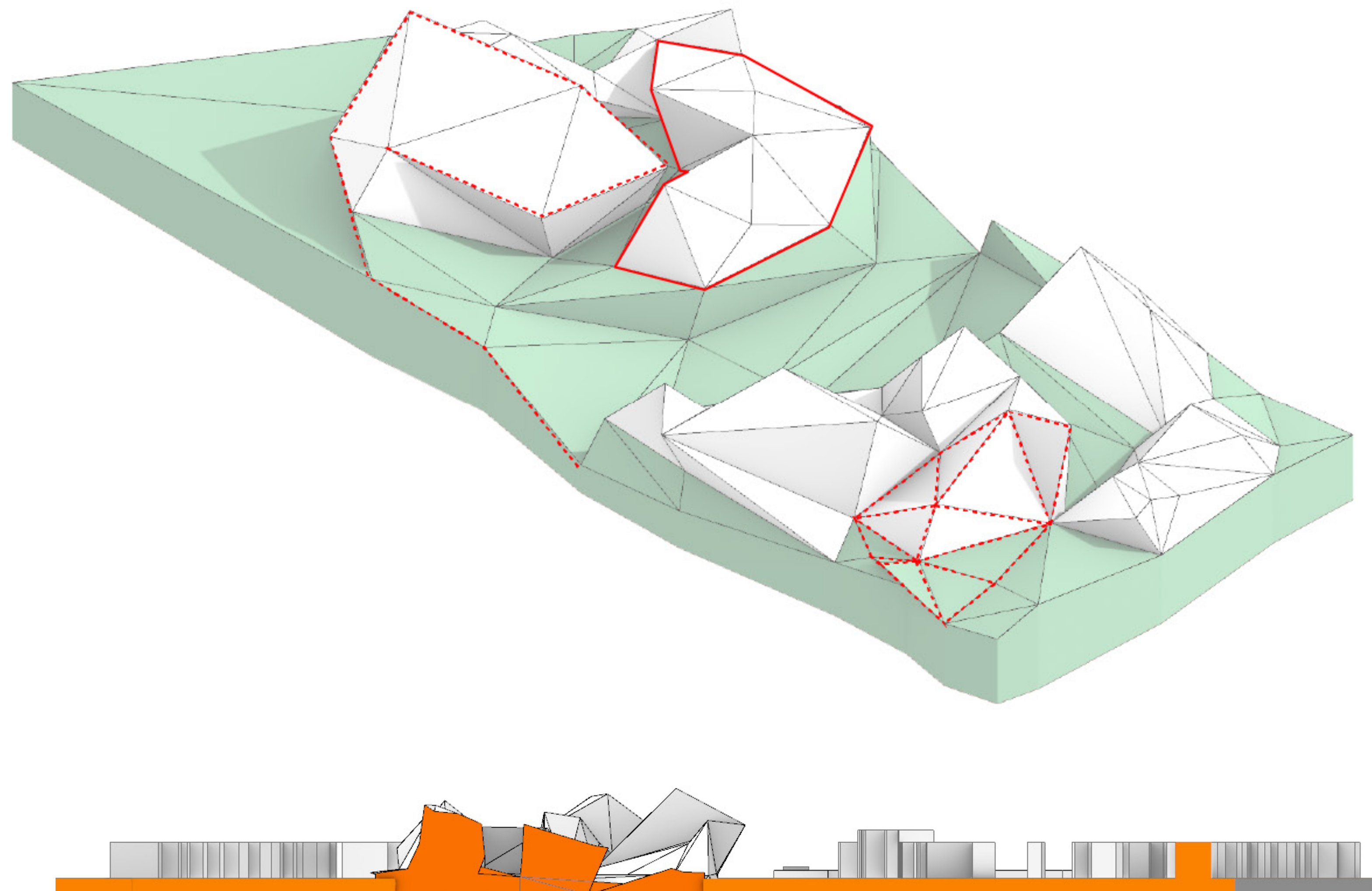
pros:

- branching of geometry
- flow from context



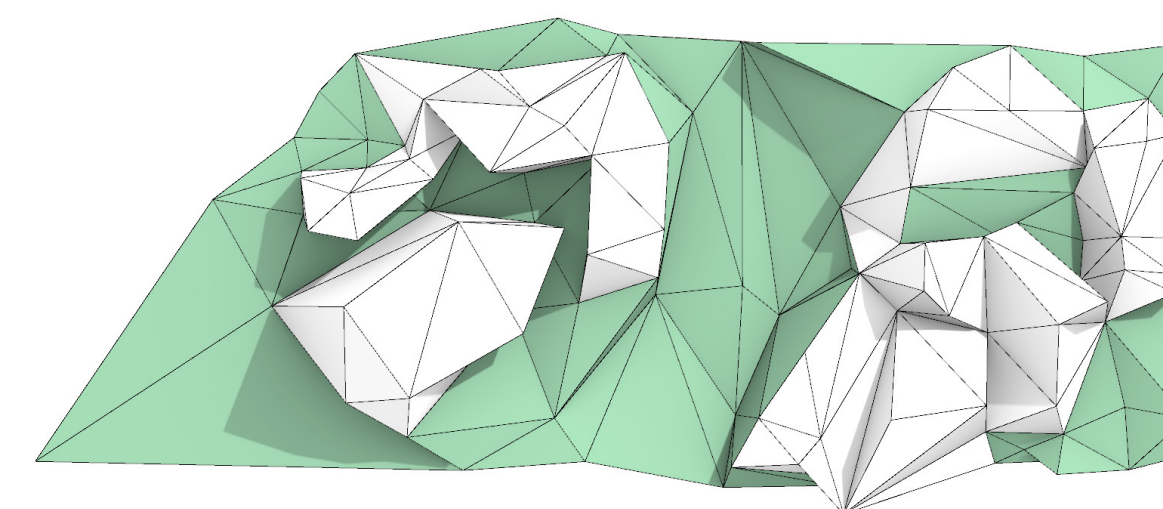
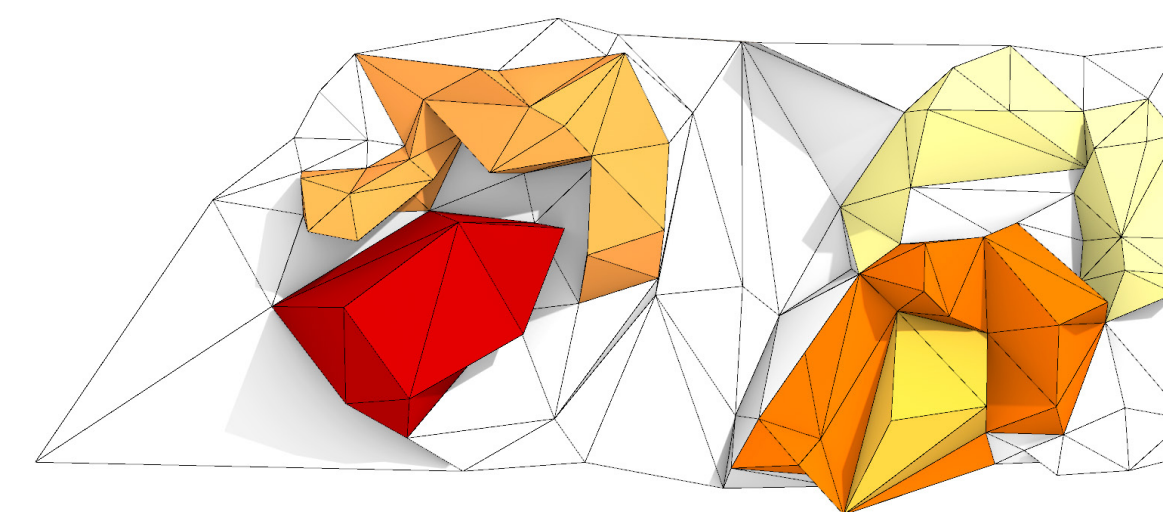
Peter Eisenman - Virtual House





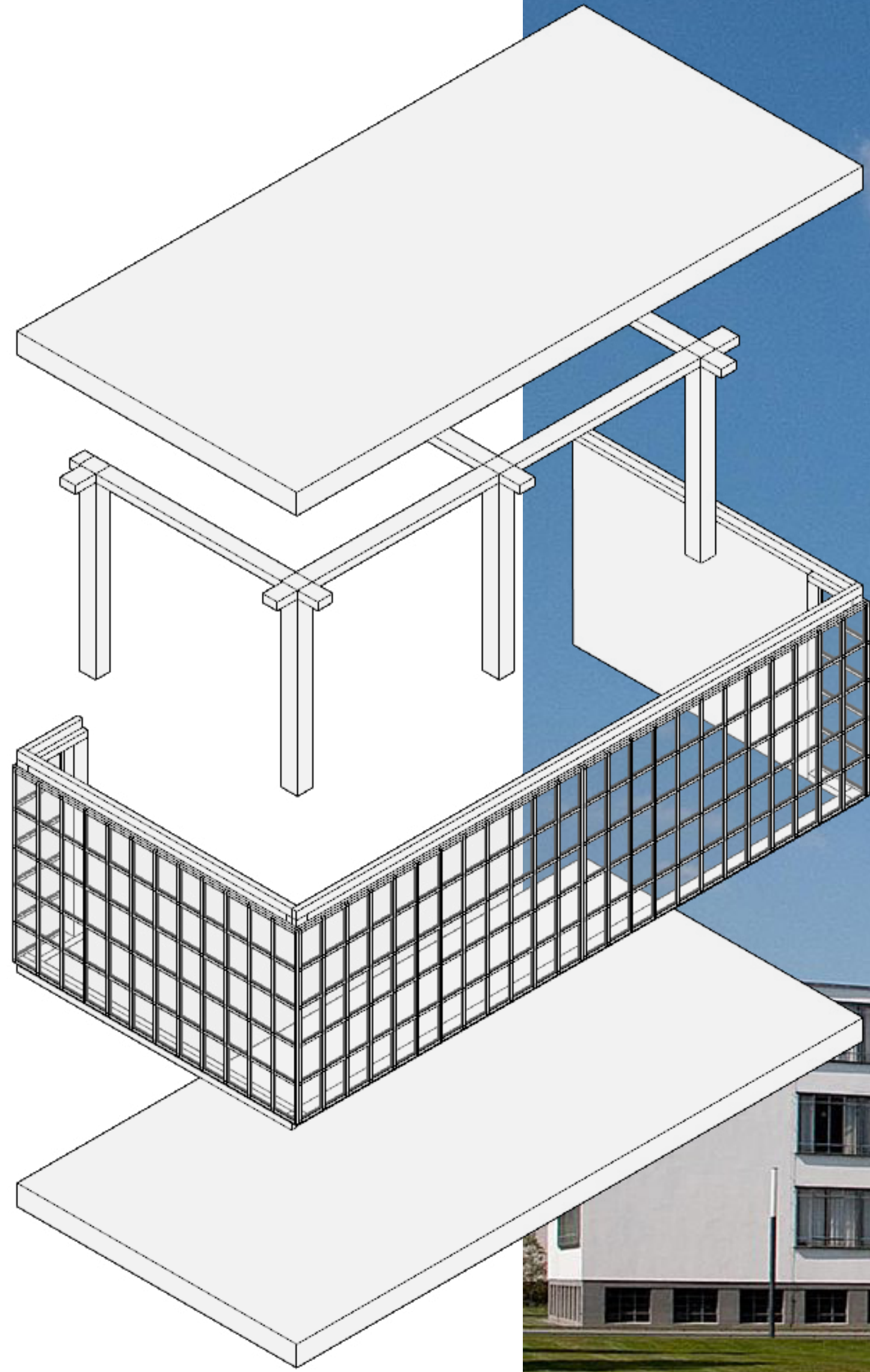
pros:

- flow from landscape to building
- clustering of spaces
- fragmented facades

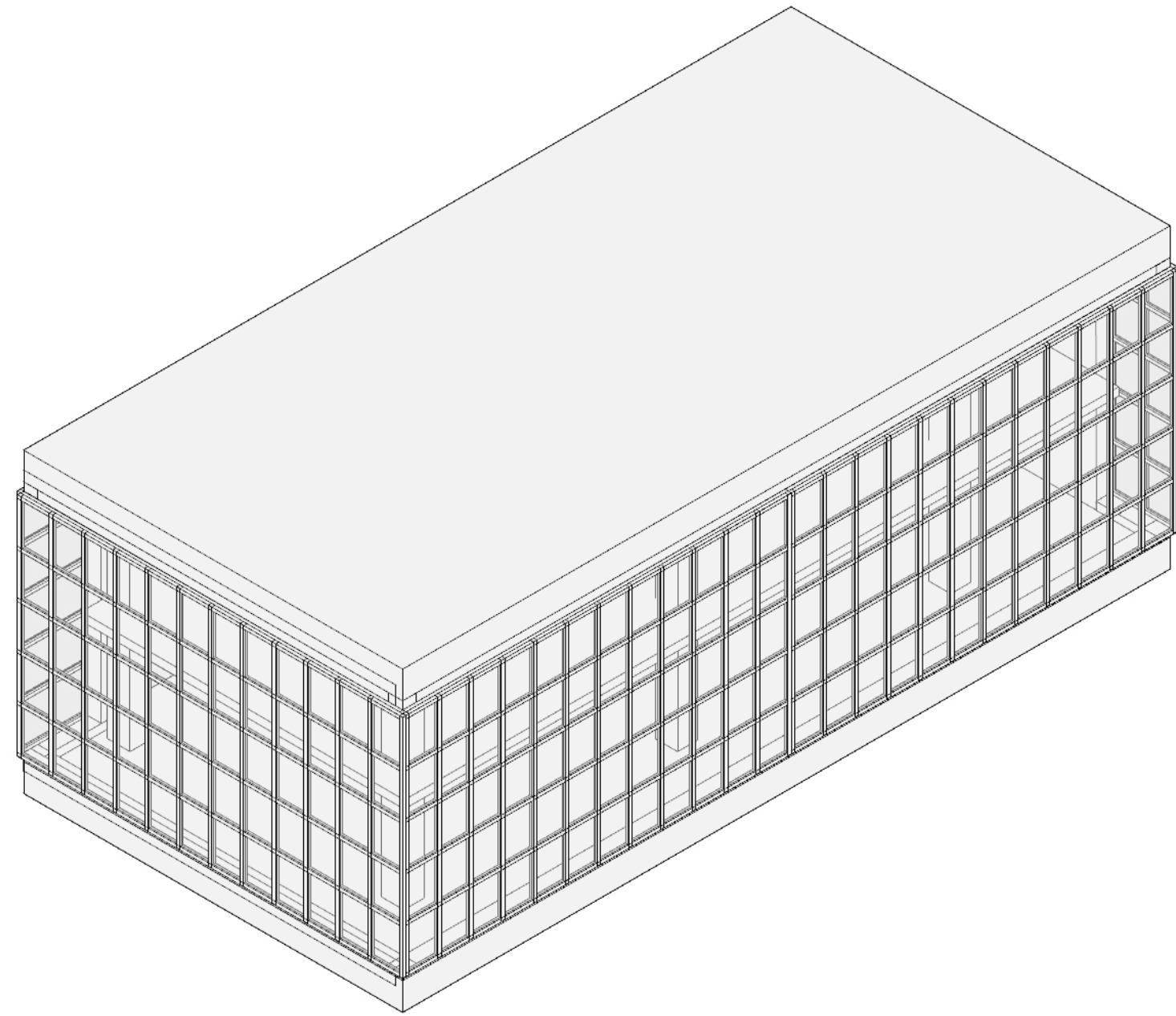


#6 Macro Design

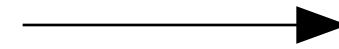
liberation



GOAL



MASS PRODUCTION
ORTHOGONAL
UNIFORM
LIBERATION OF PLAN

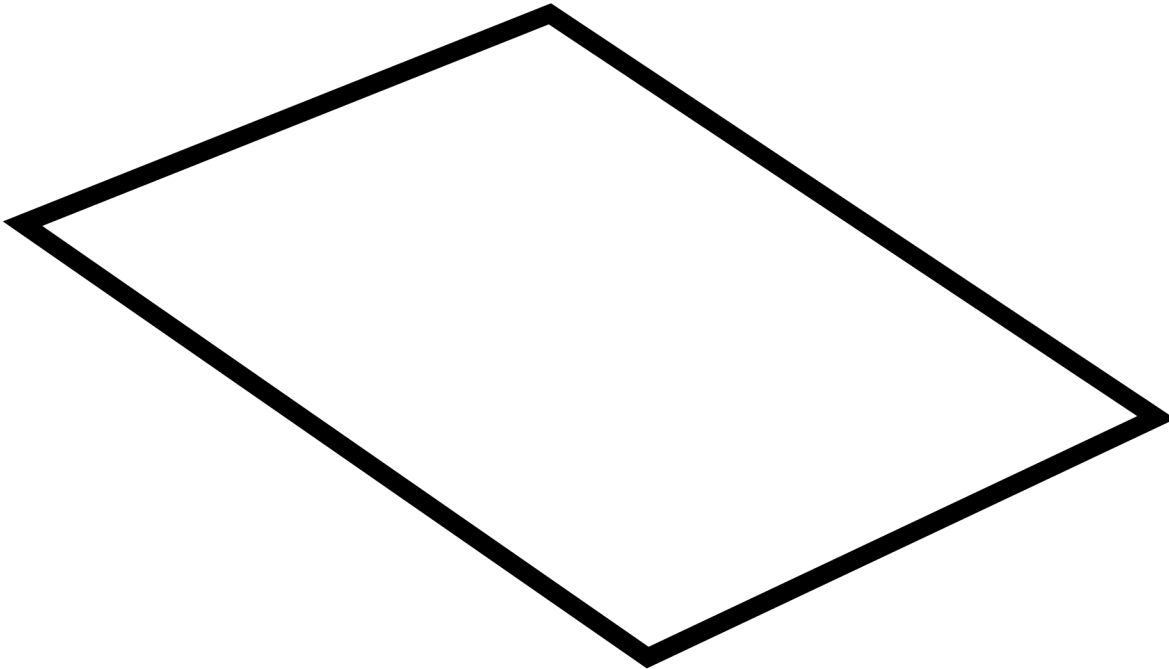


MASS CUSTOMIZATION
CURVILINEAR
LOCALLY INFORMED
INTEGRATION OF PLAN

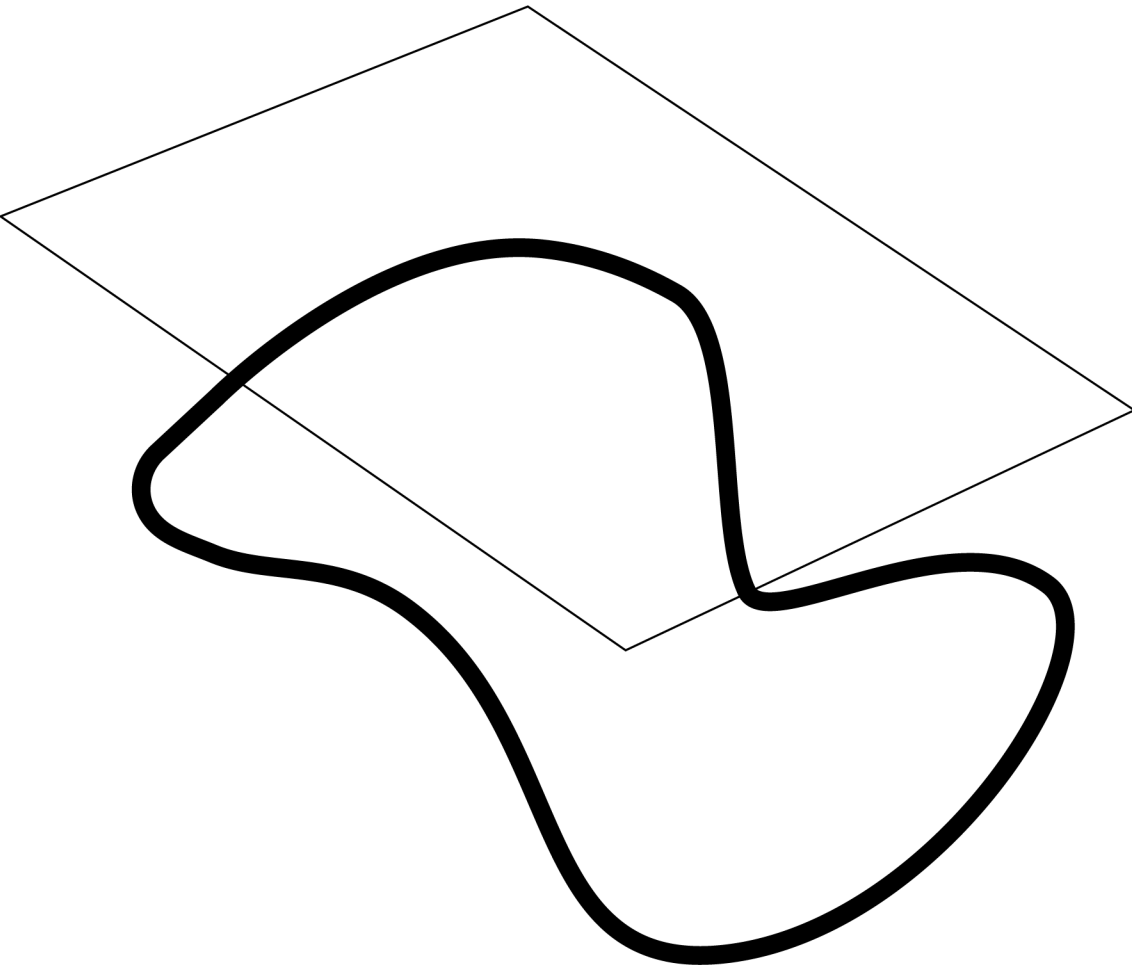
Research Question: Design

How to design a topological transformation from orthogonal to freeform?

orthogonal > freeform

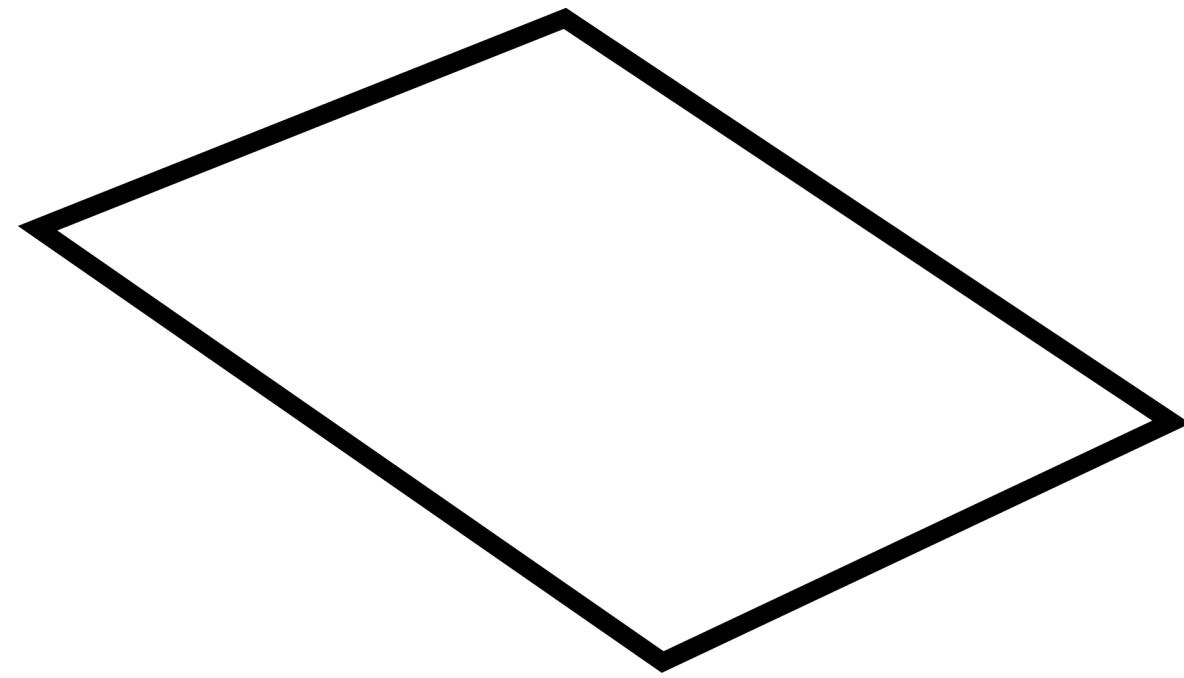


orthogonal

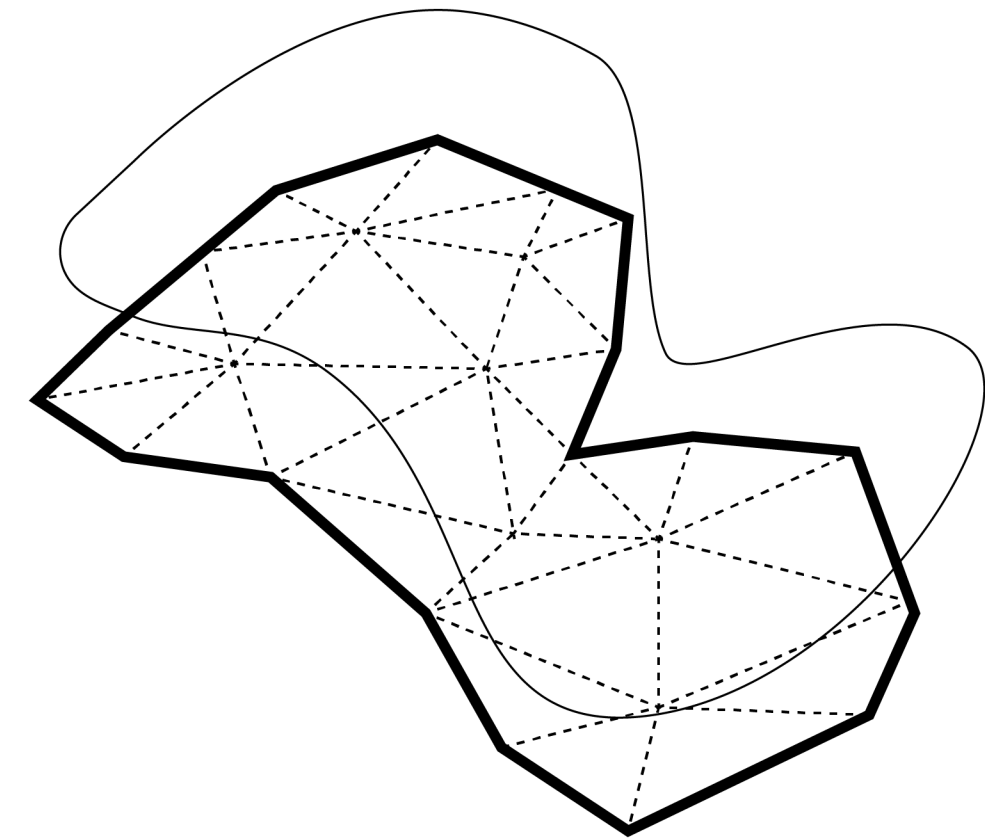


freeform

surface triangulation

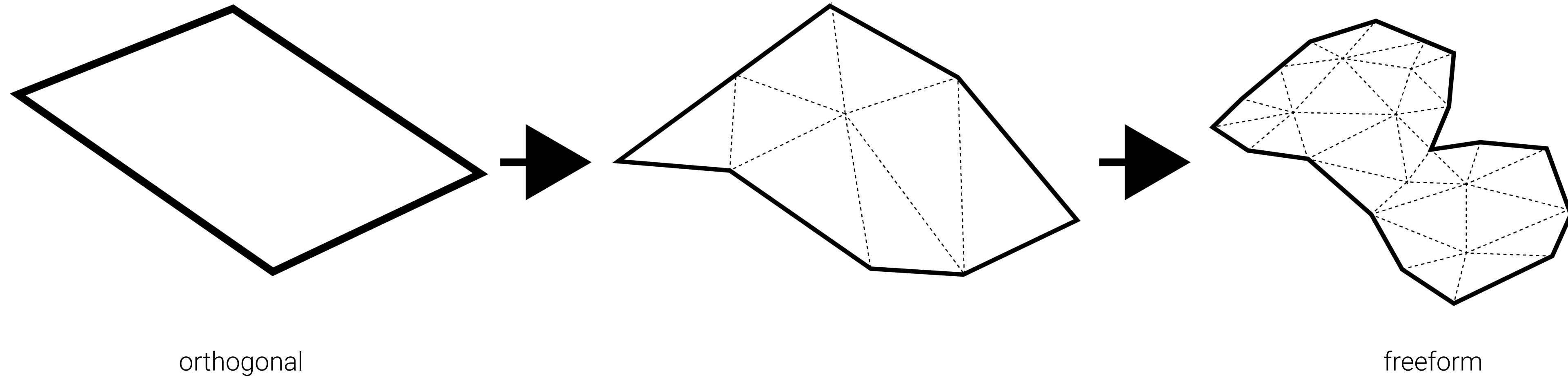


orthogonal

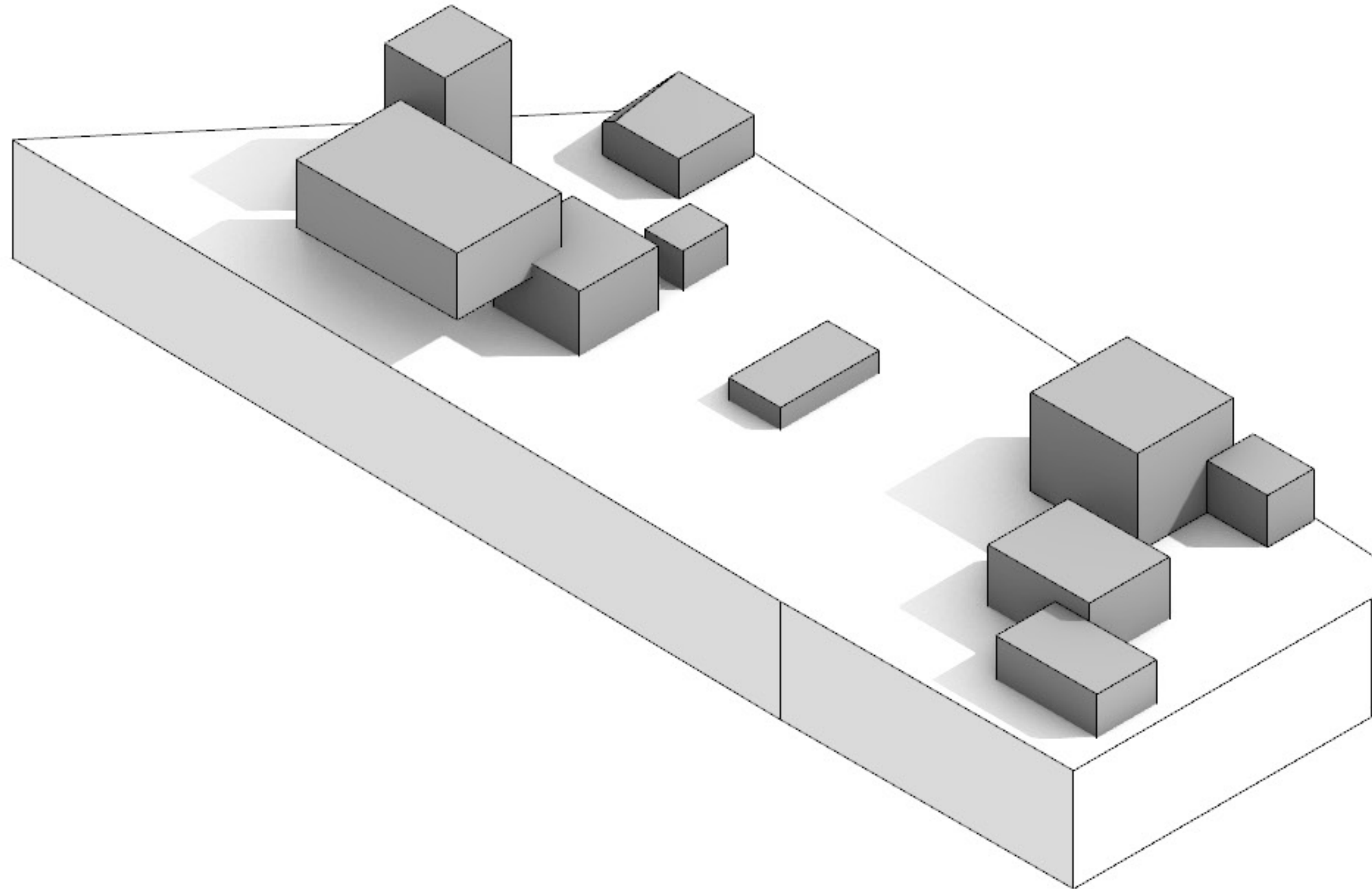


freeform

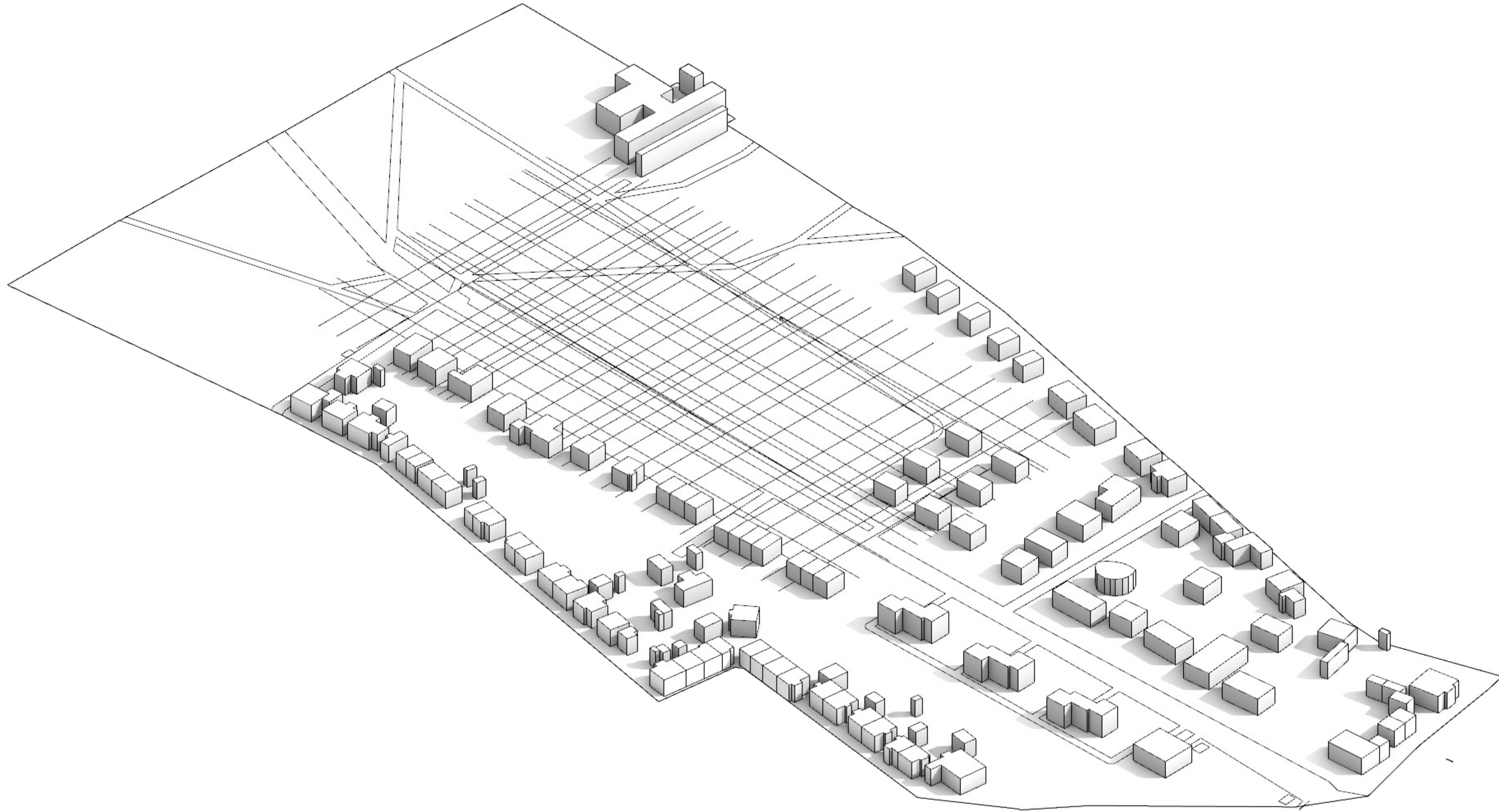
gradient



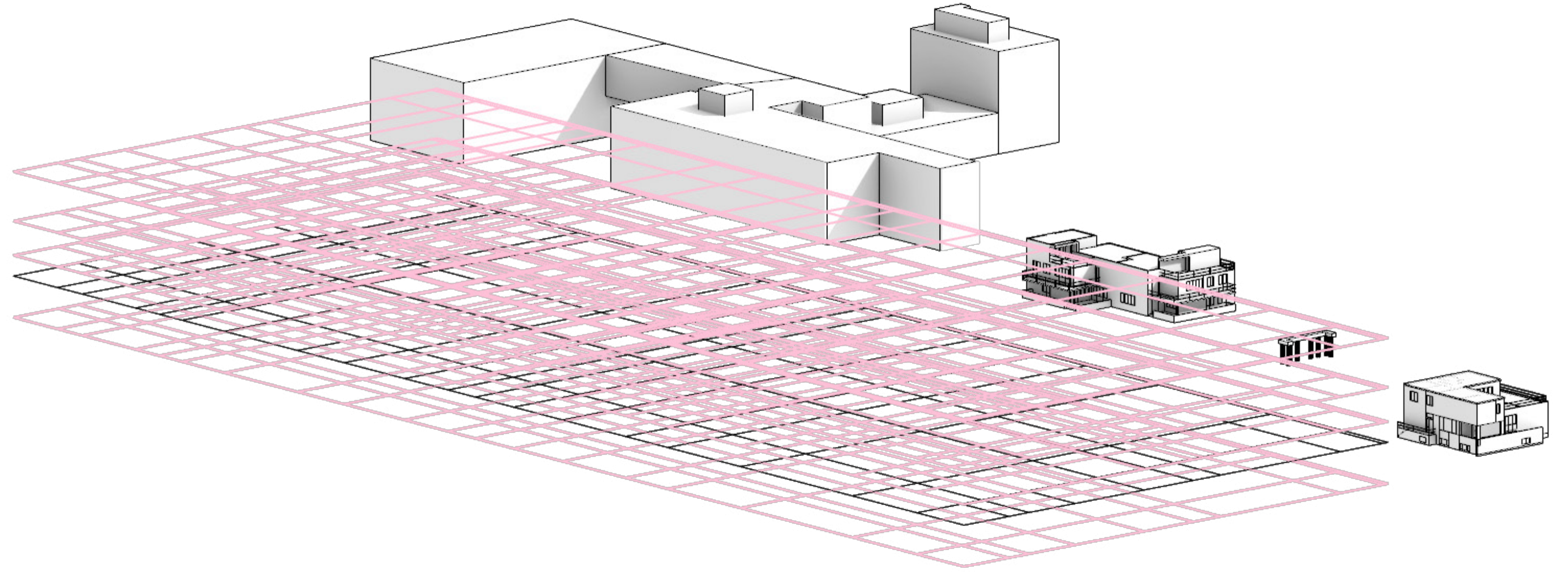
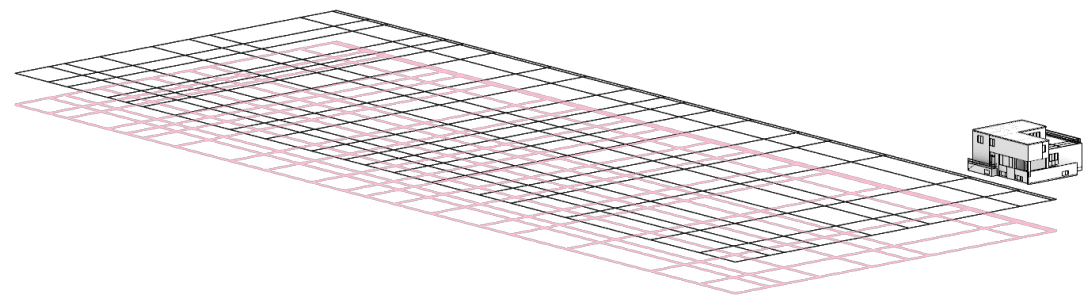
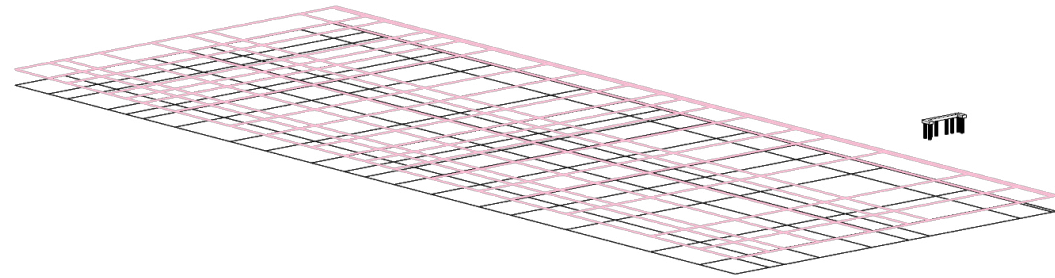
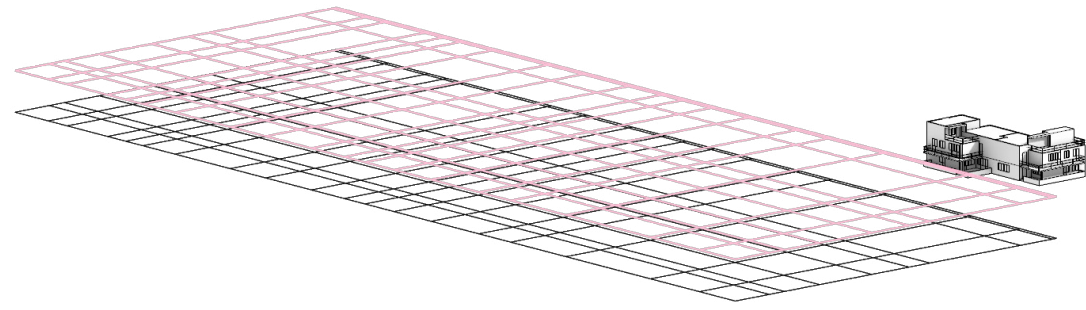
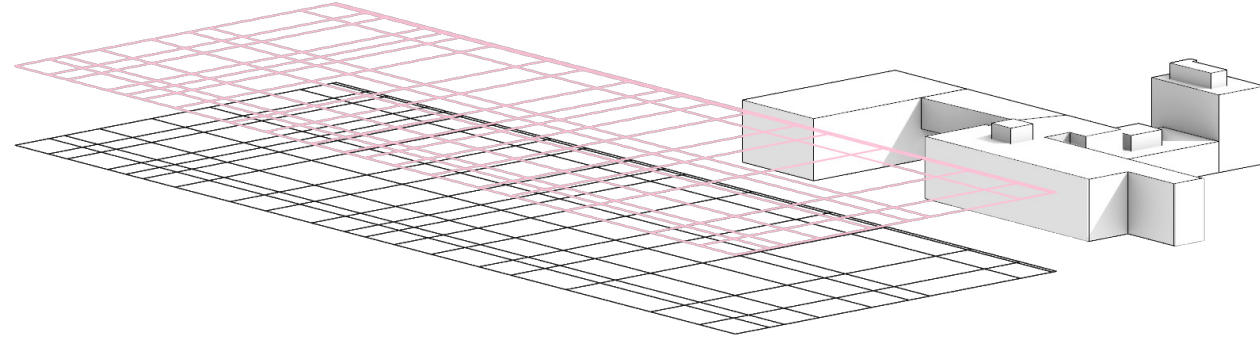
anchor points
-functional distribution
-moriyama house reference

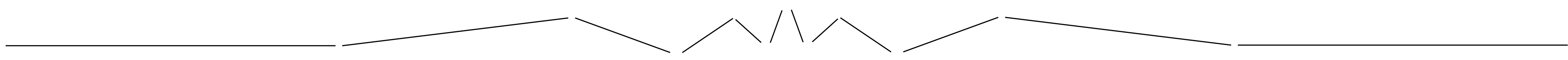
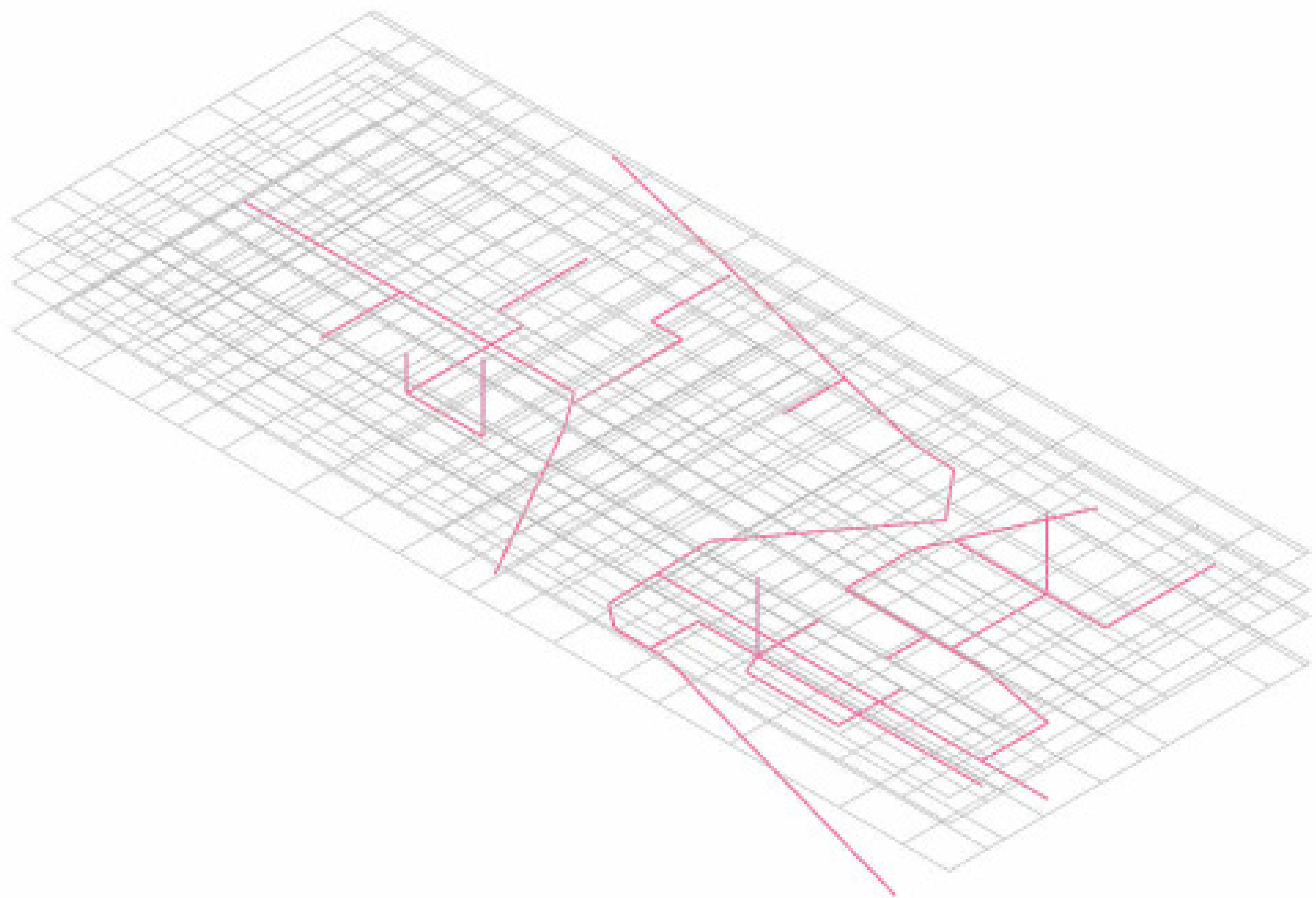


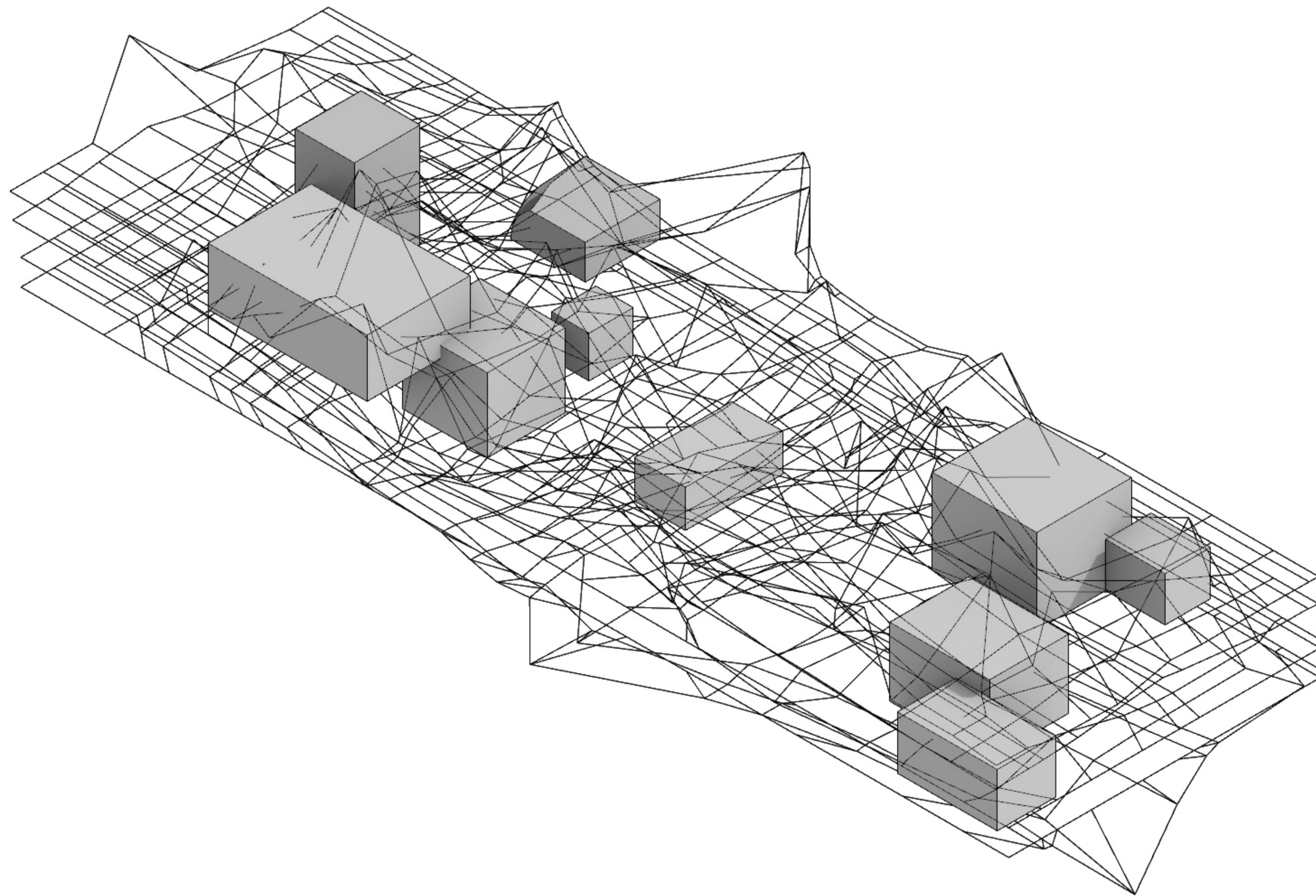
context grid



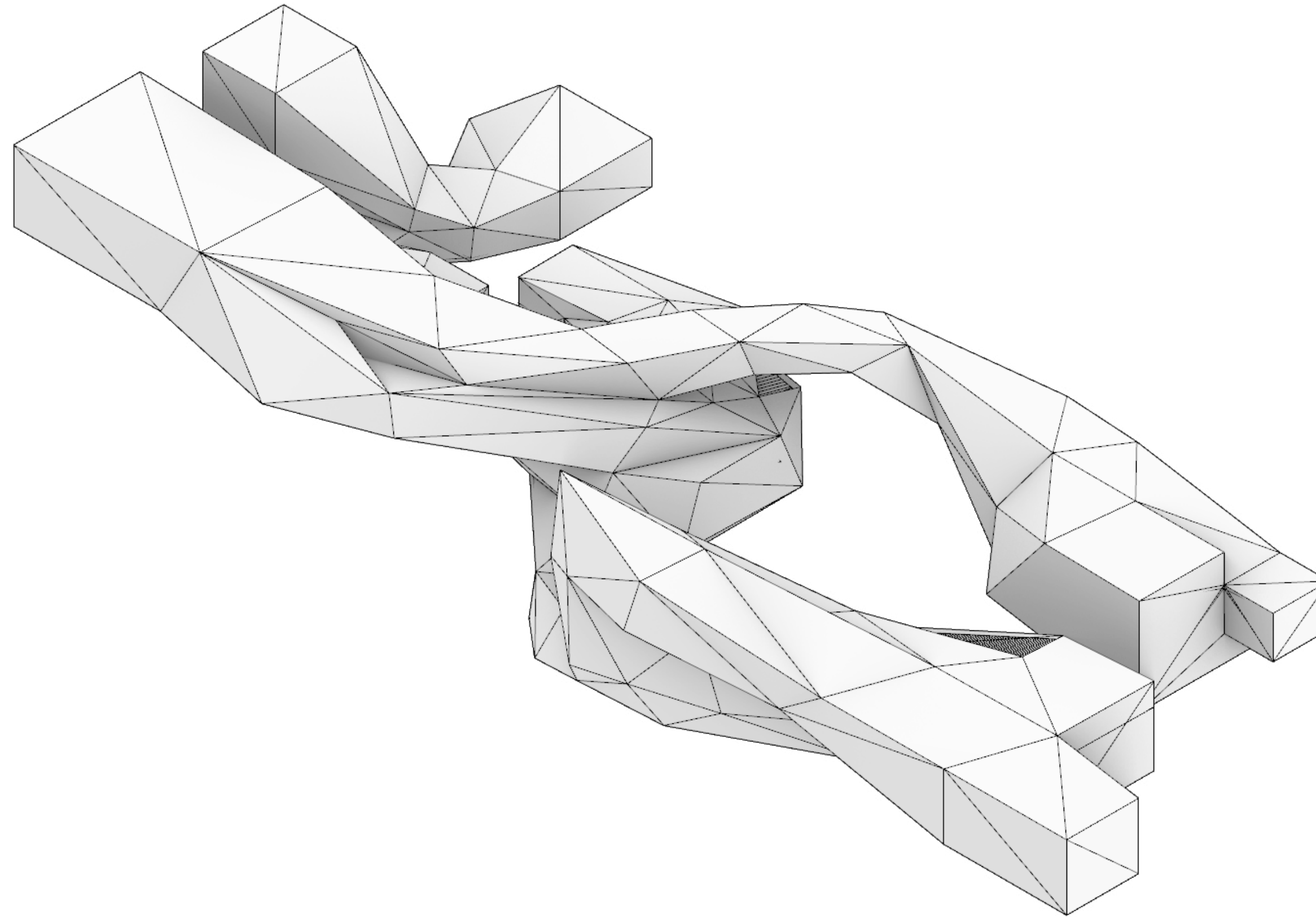
grid offset

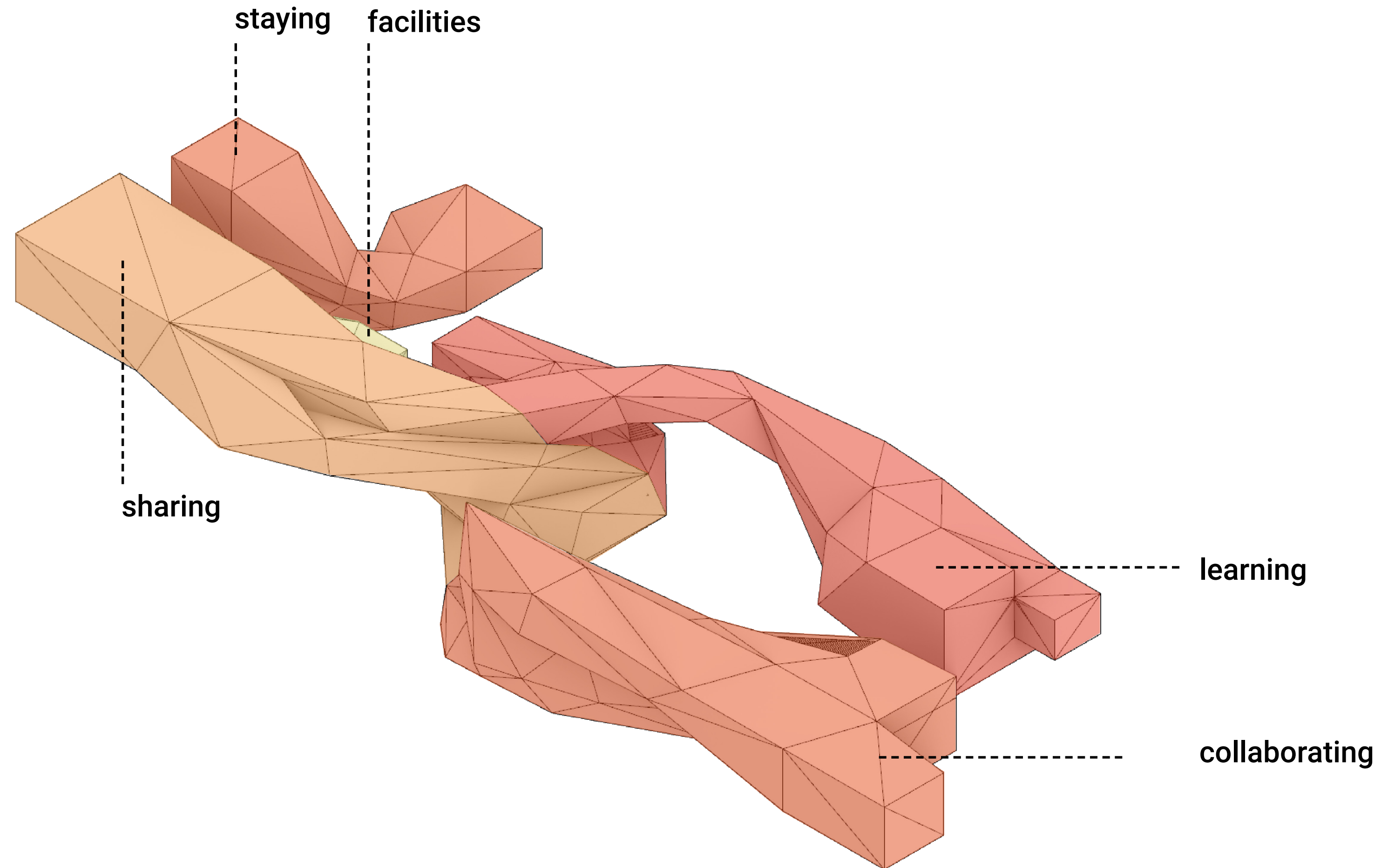


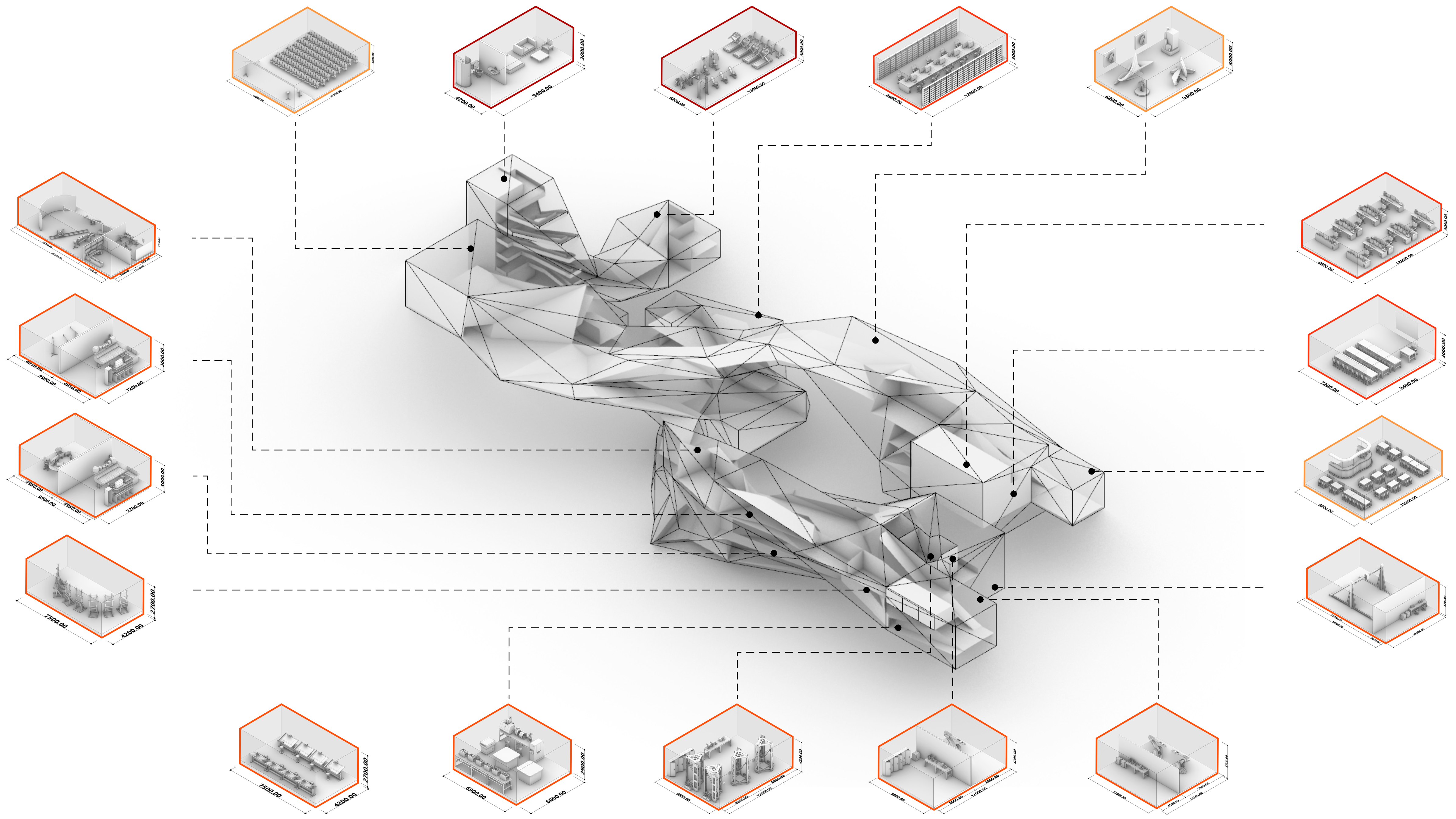


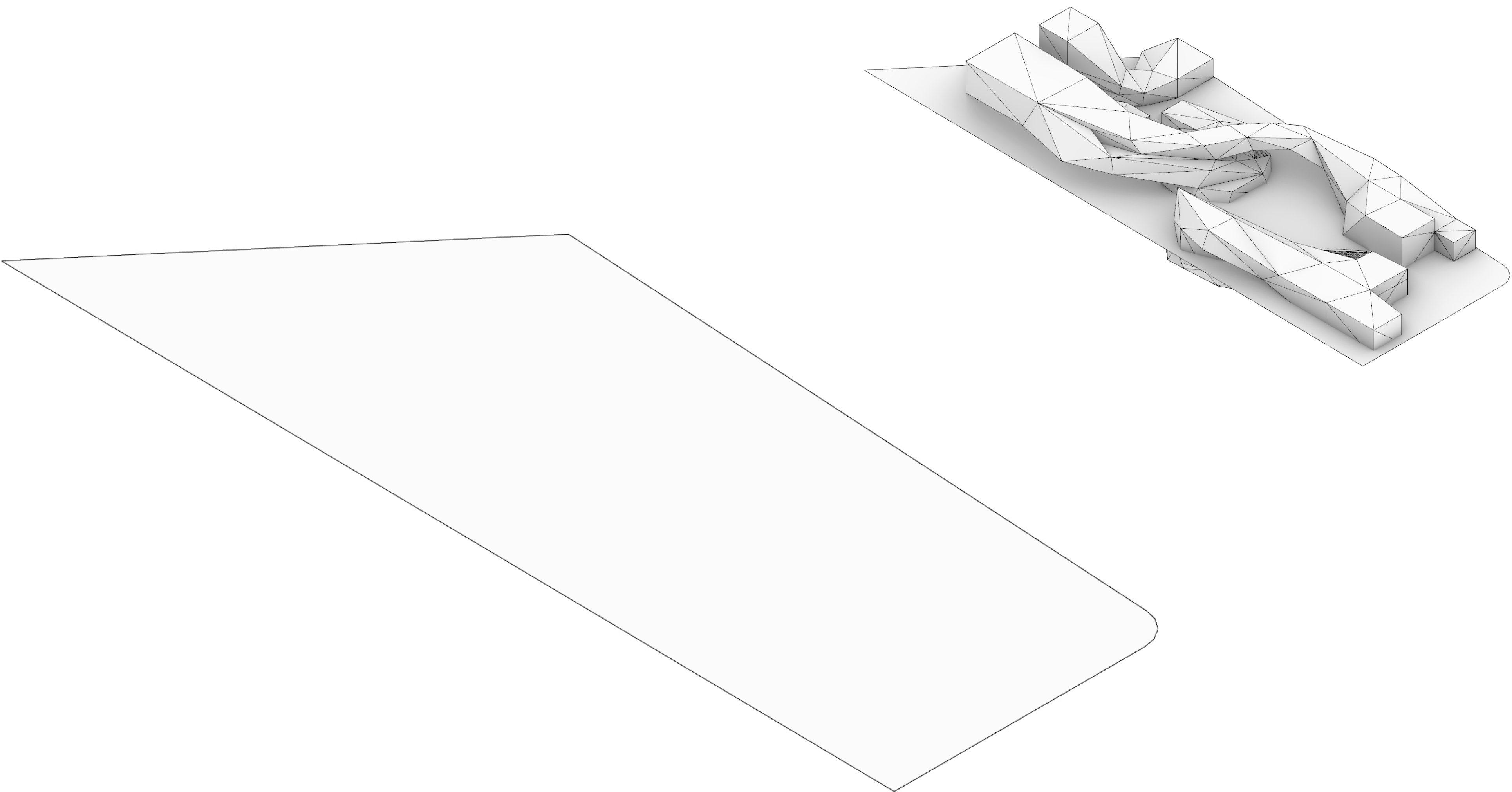


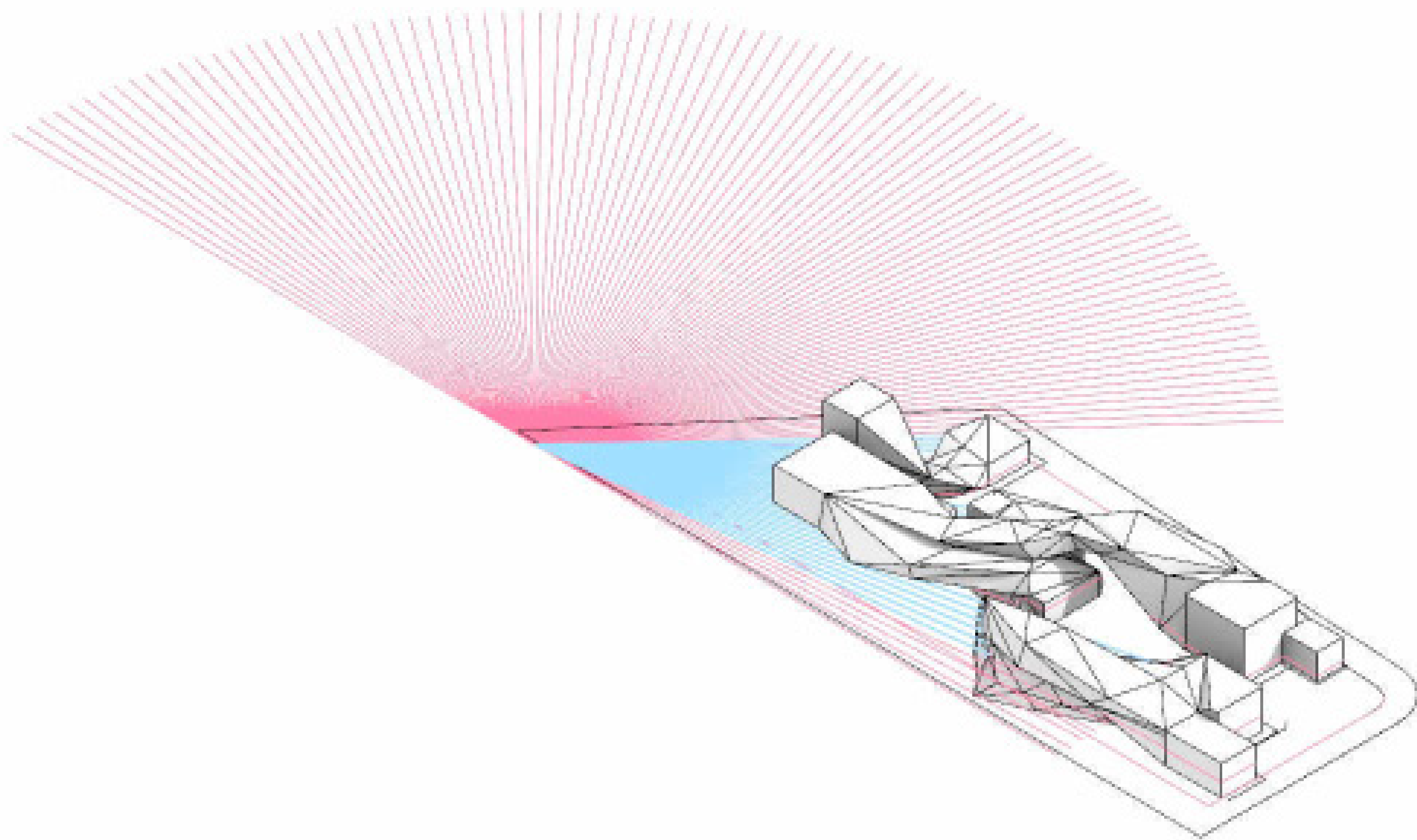
resulting design











informed extrusion of landscape

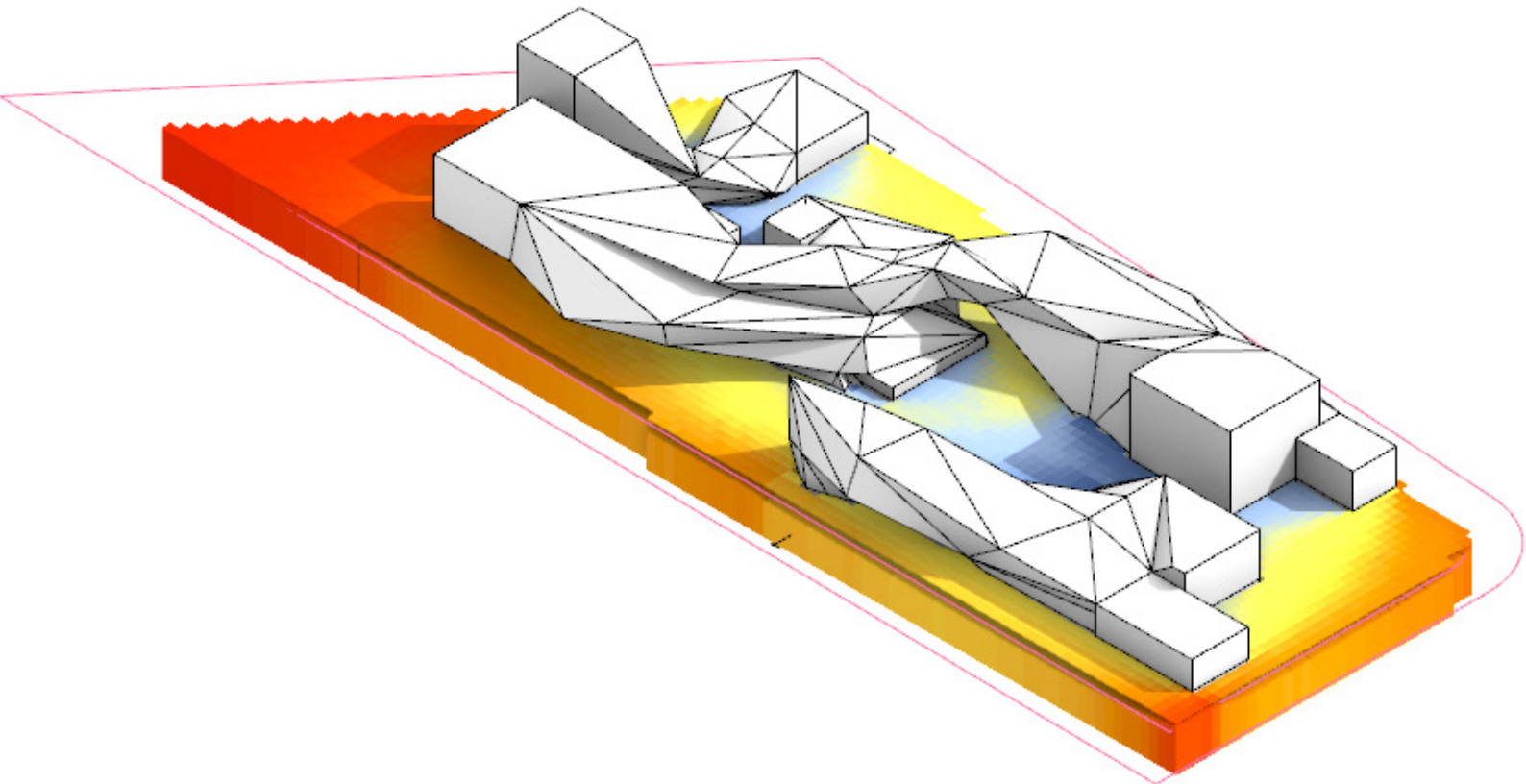
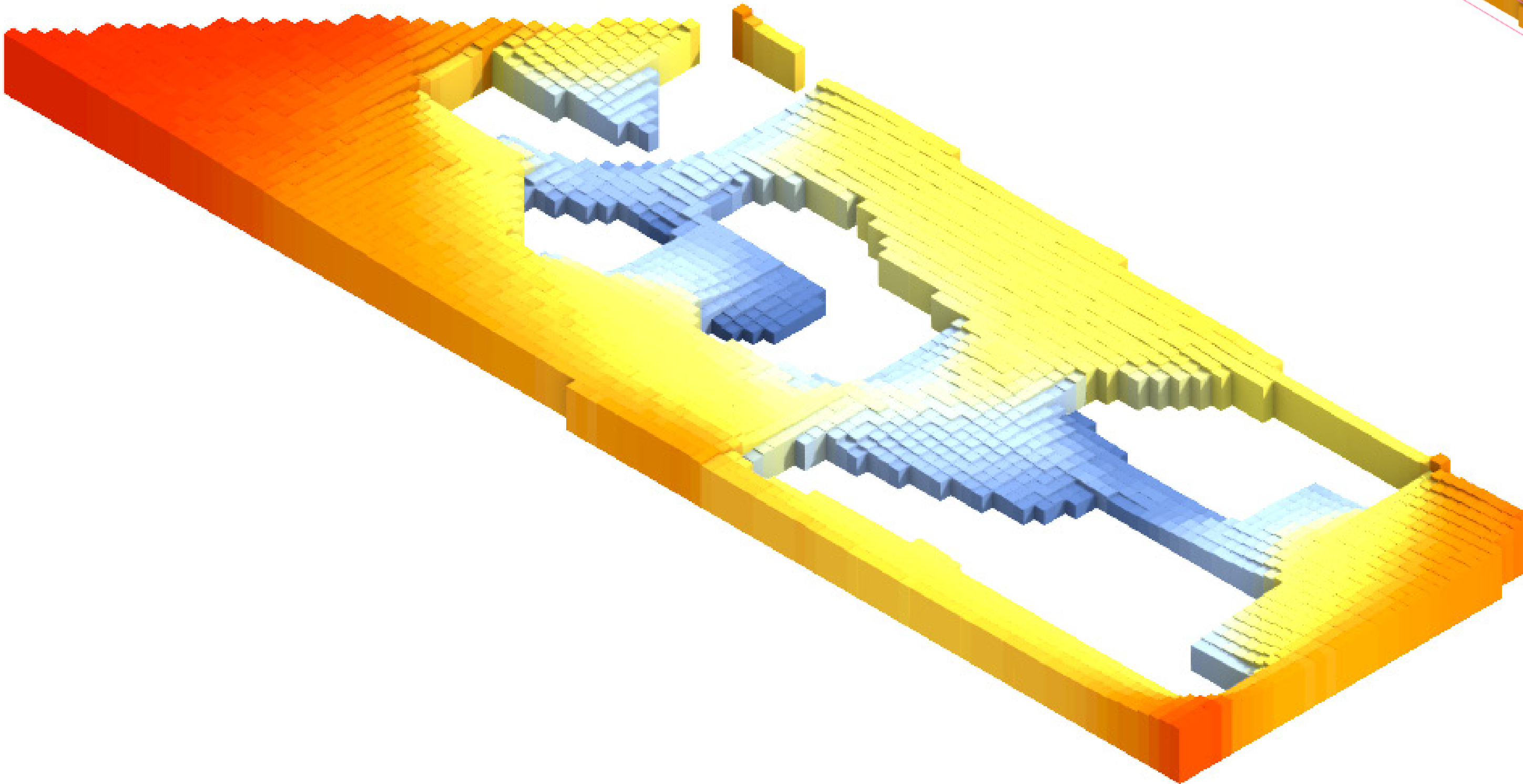
extrusion amount

high

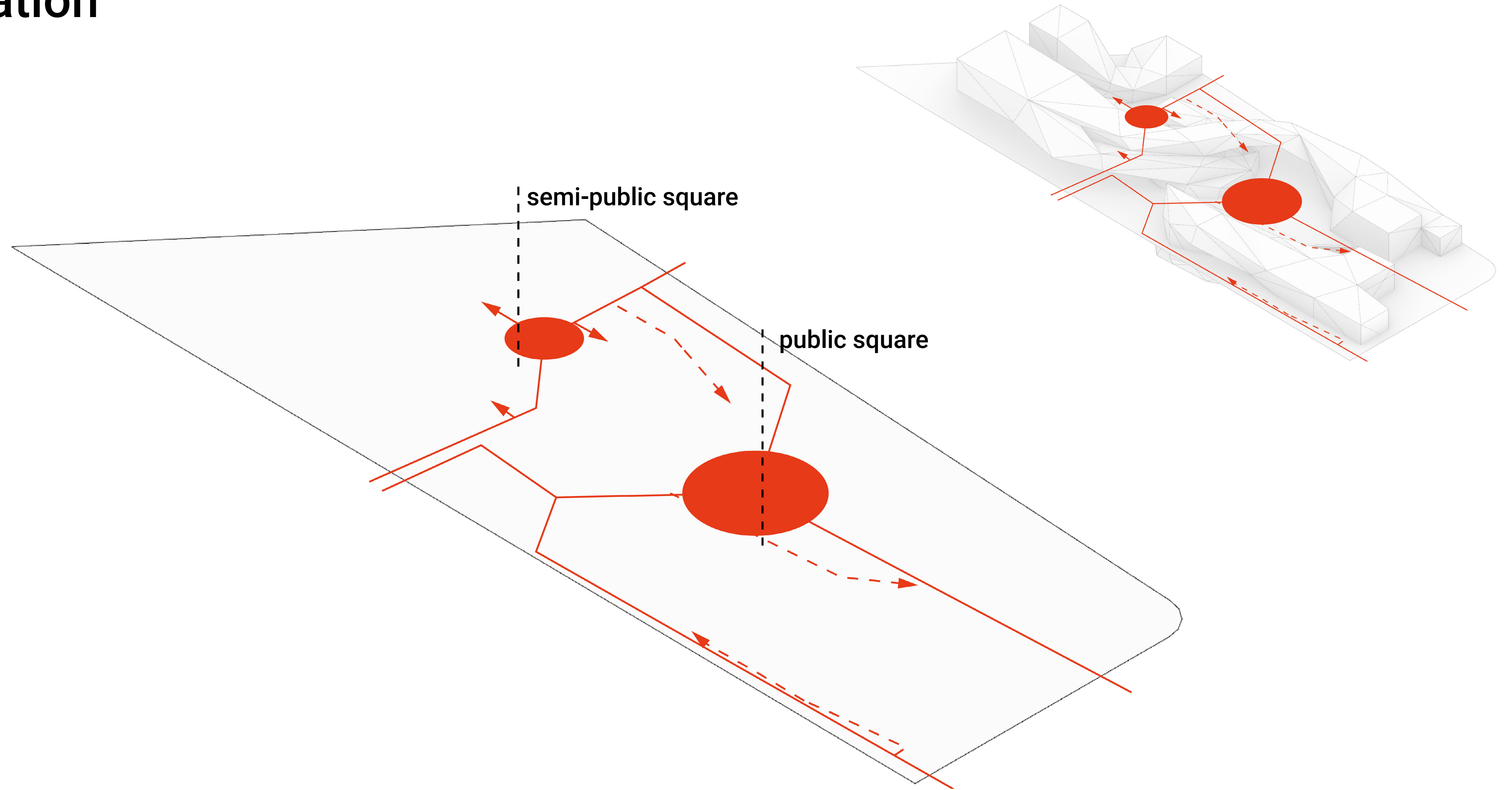
5m

low

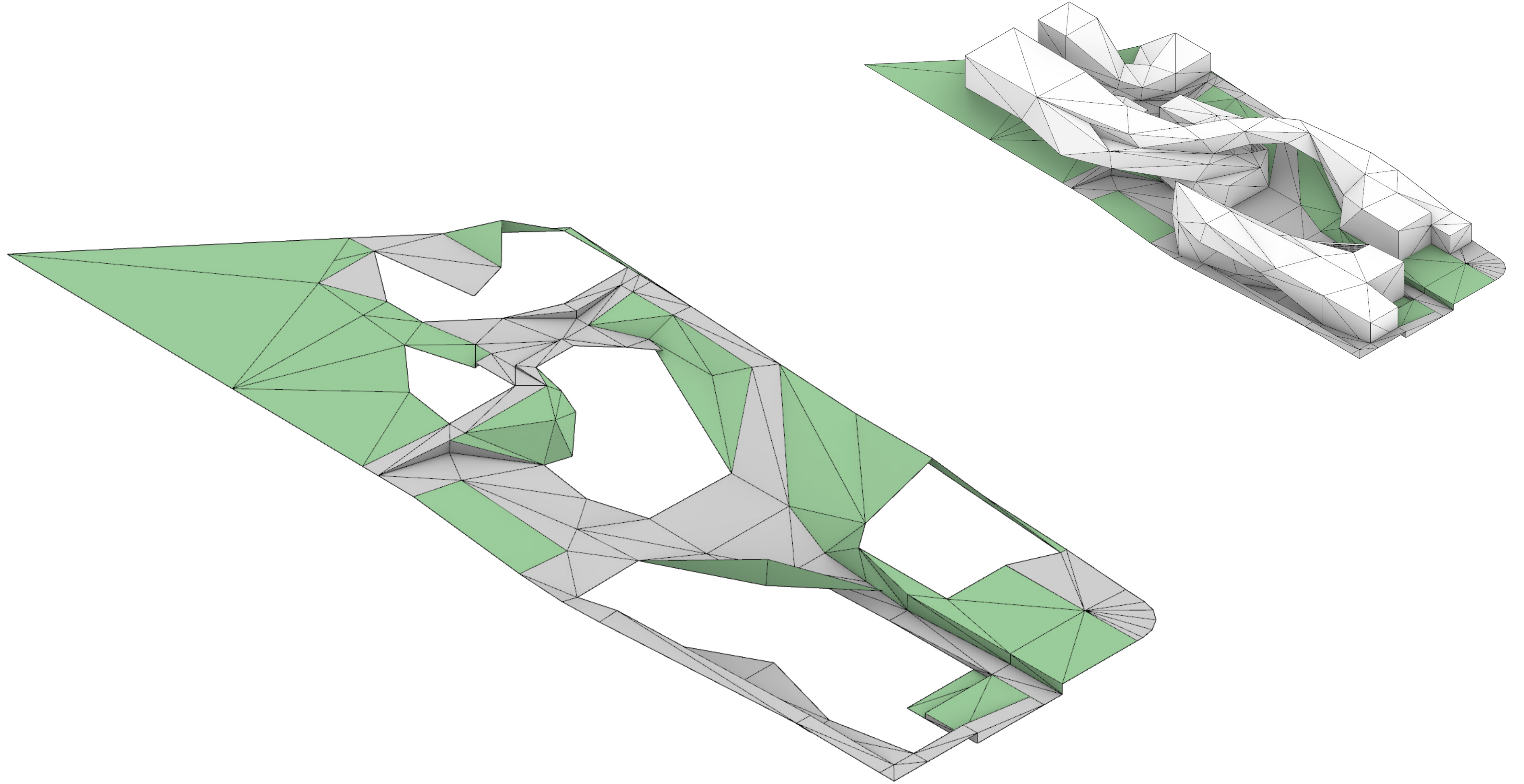
1m

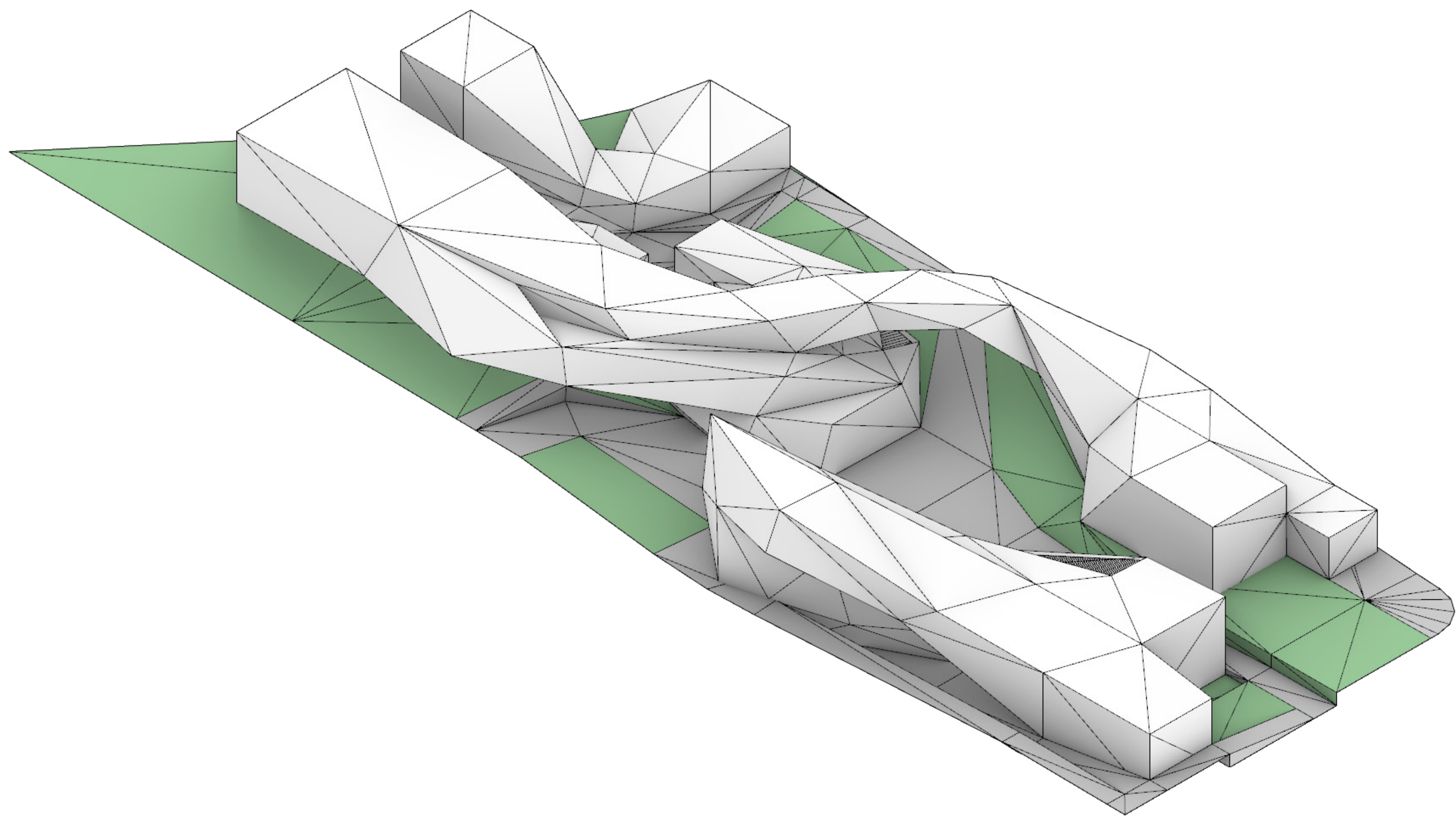


landscape circulation

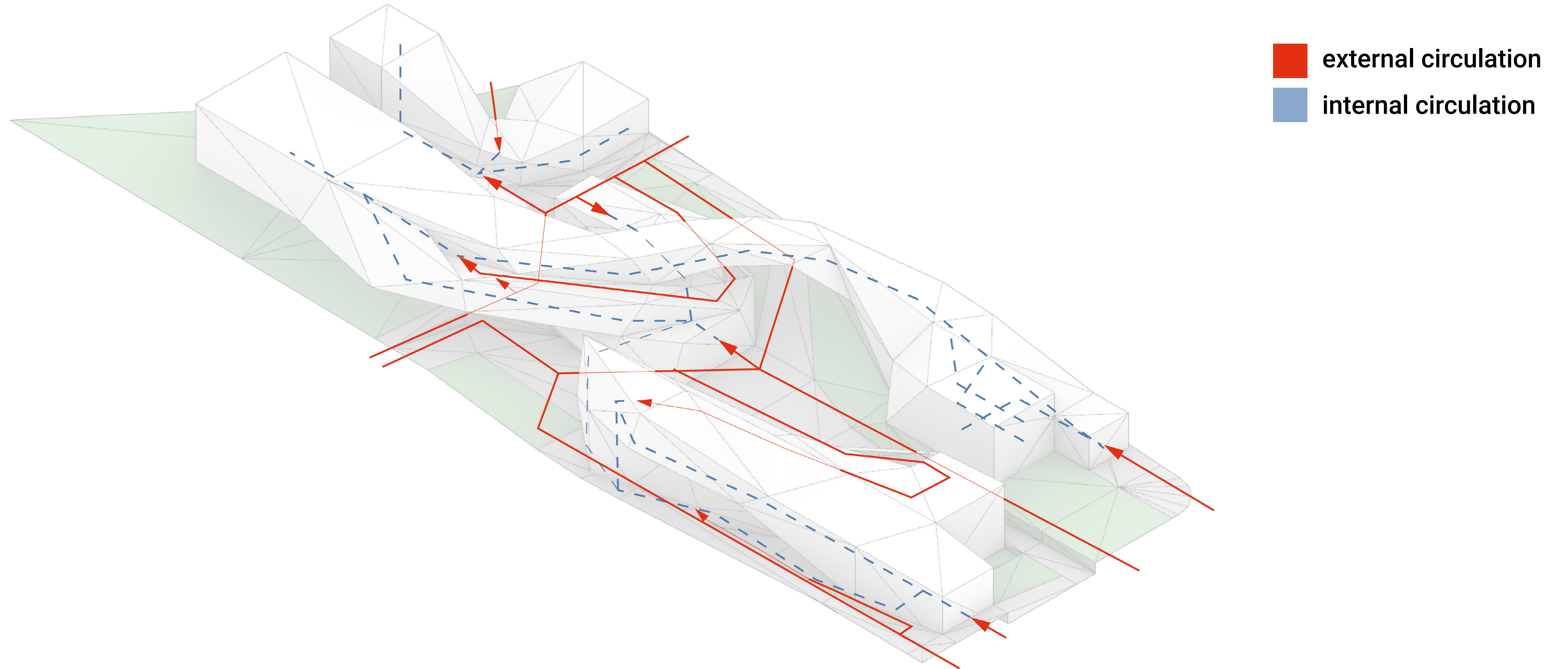


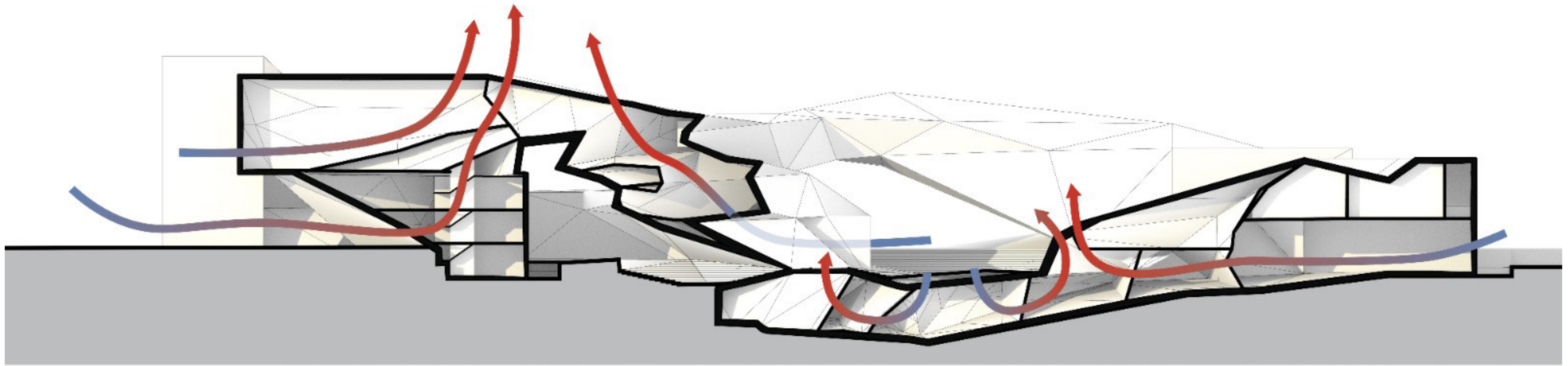
landscape





circulation





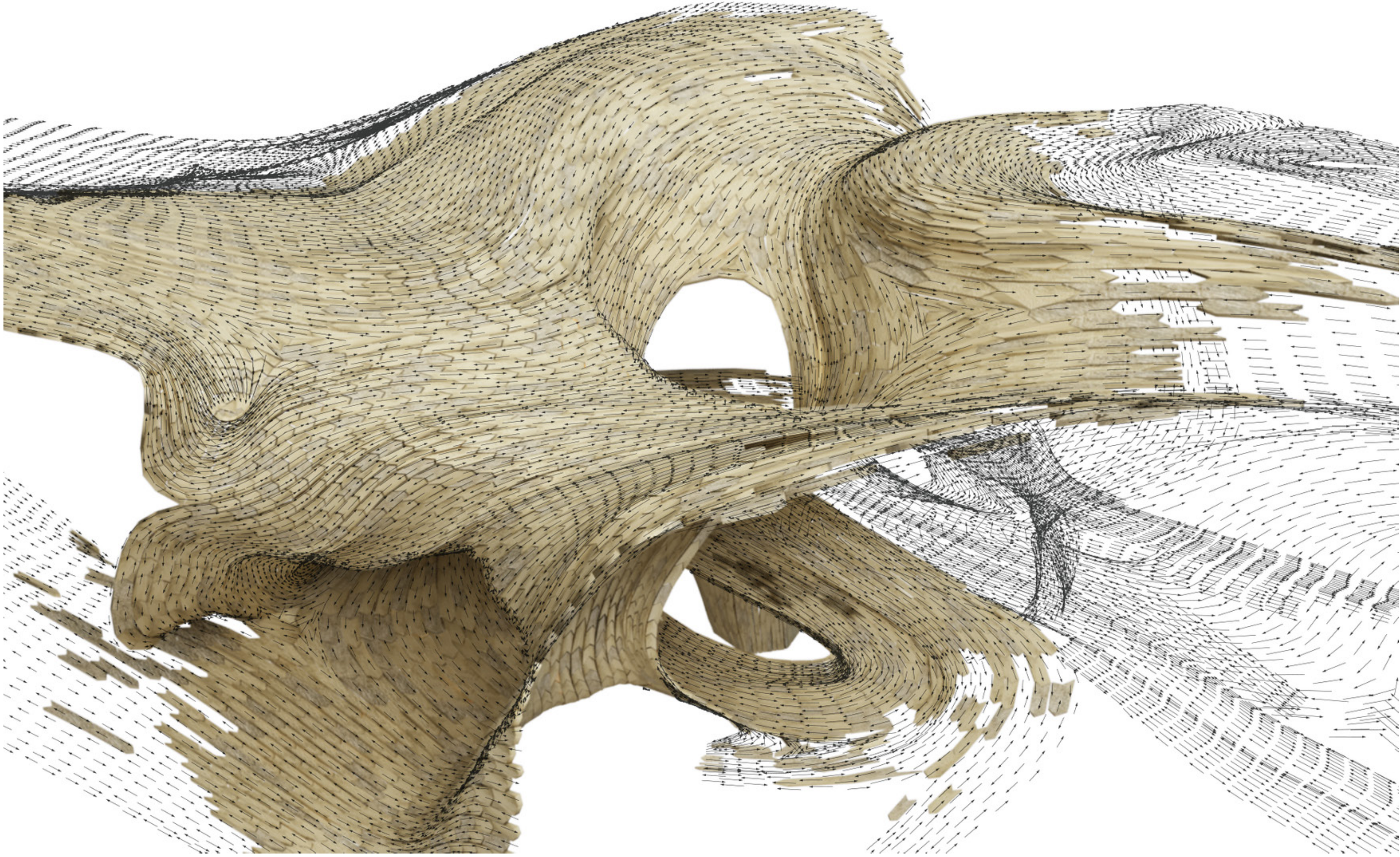
#7 Materiality



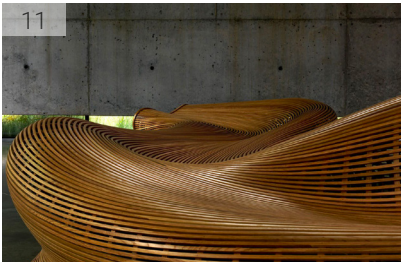






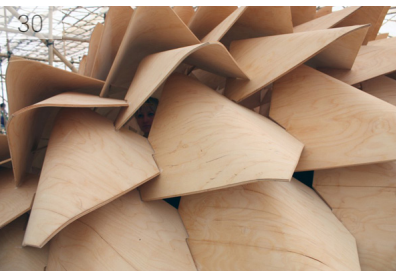




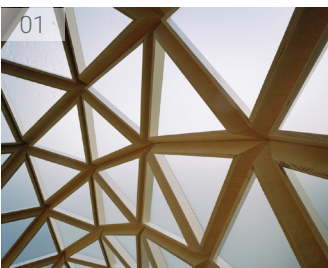

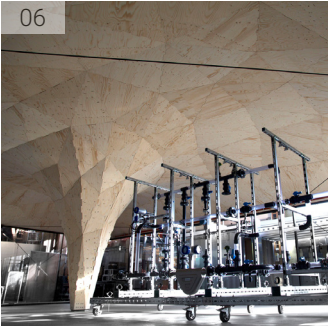


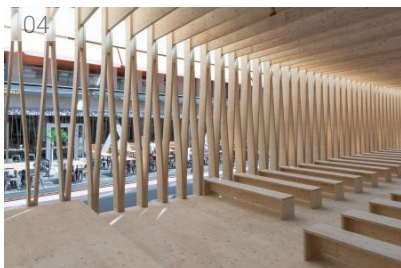
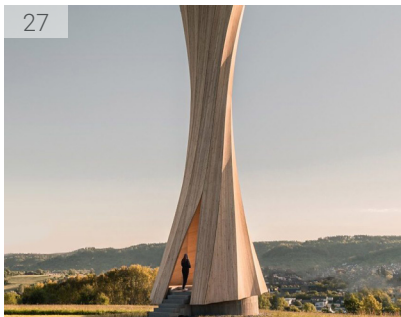









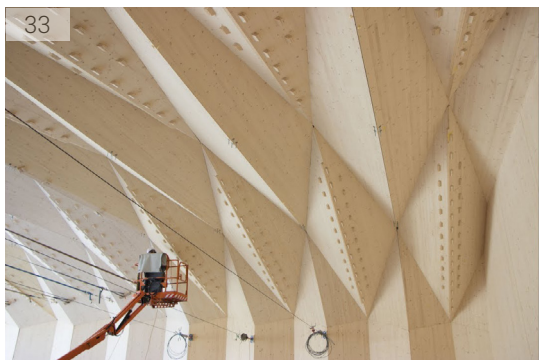
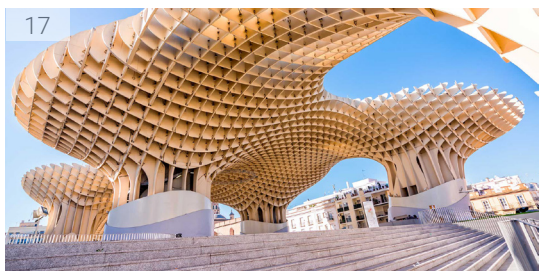
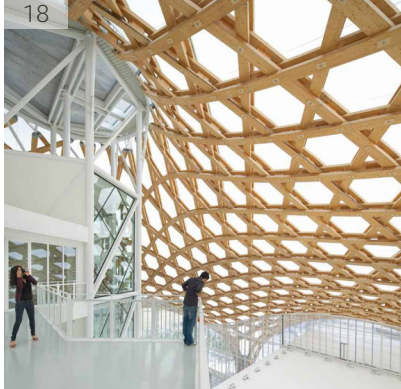
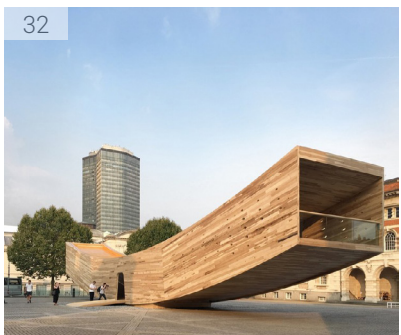






context + sustainability


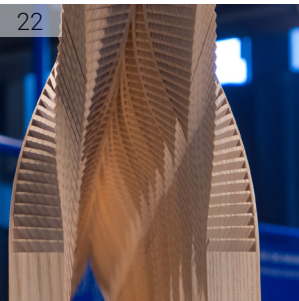

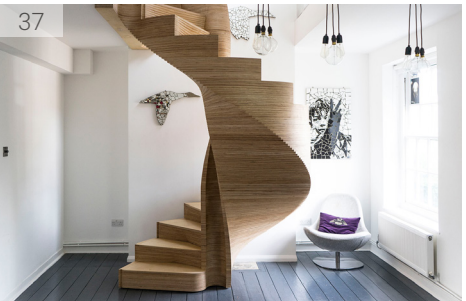
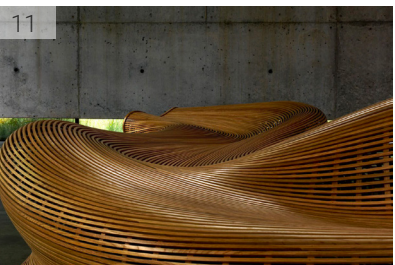




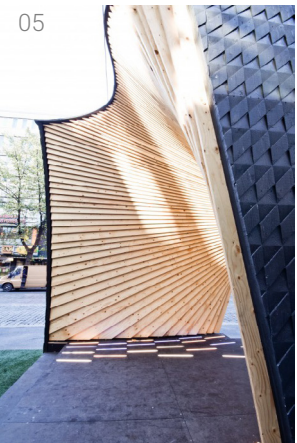

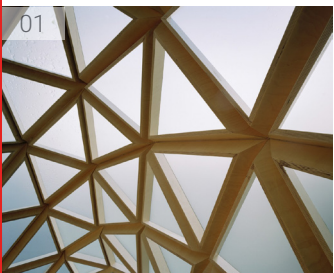

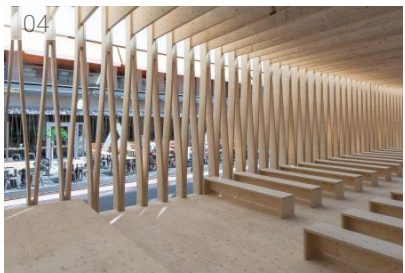

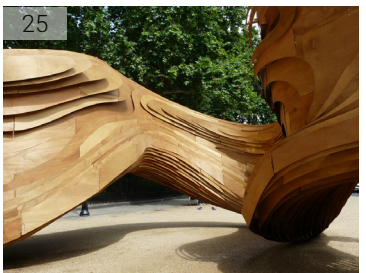


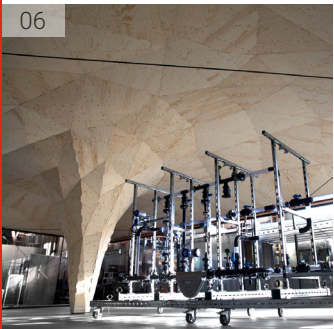

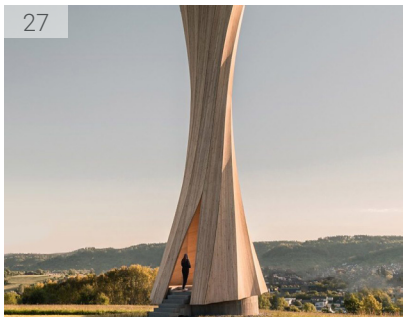







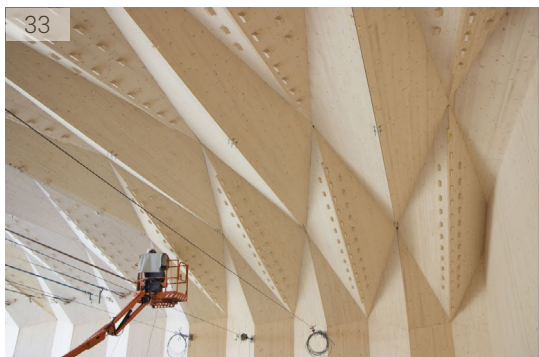
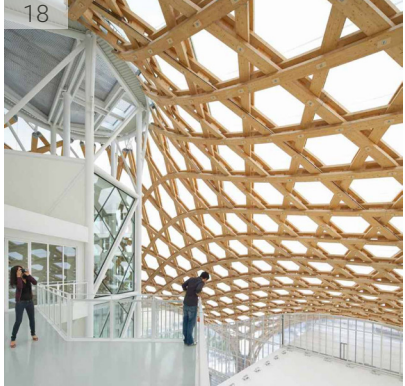





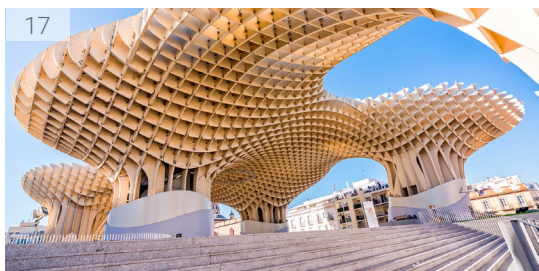
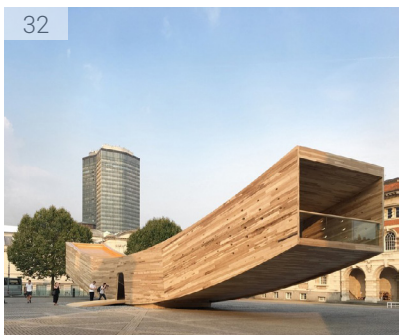



freeform wood

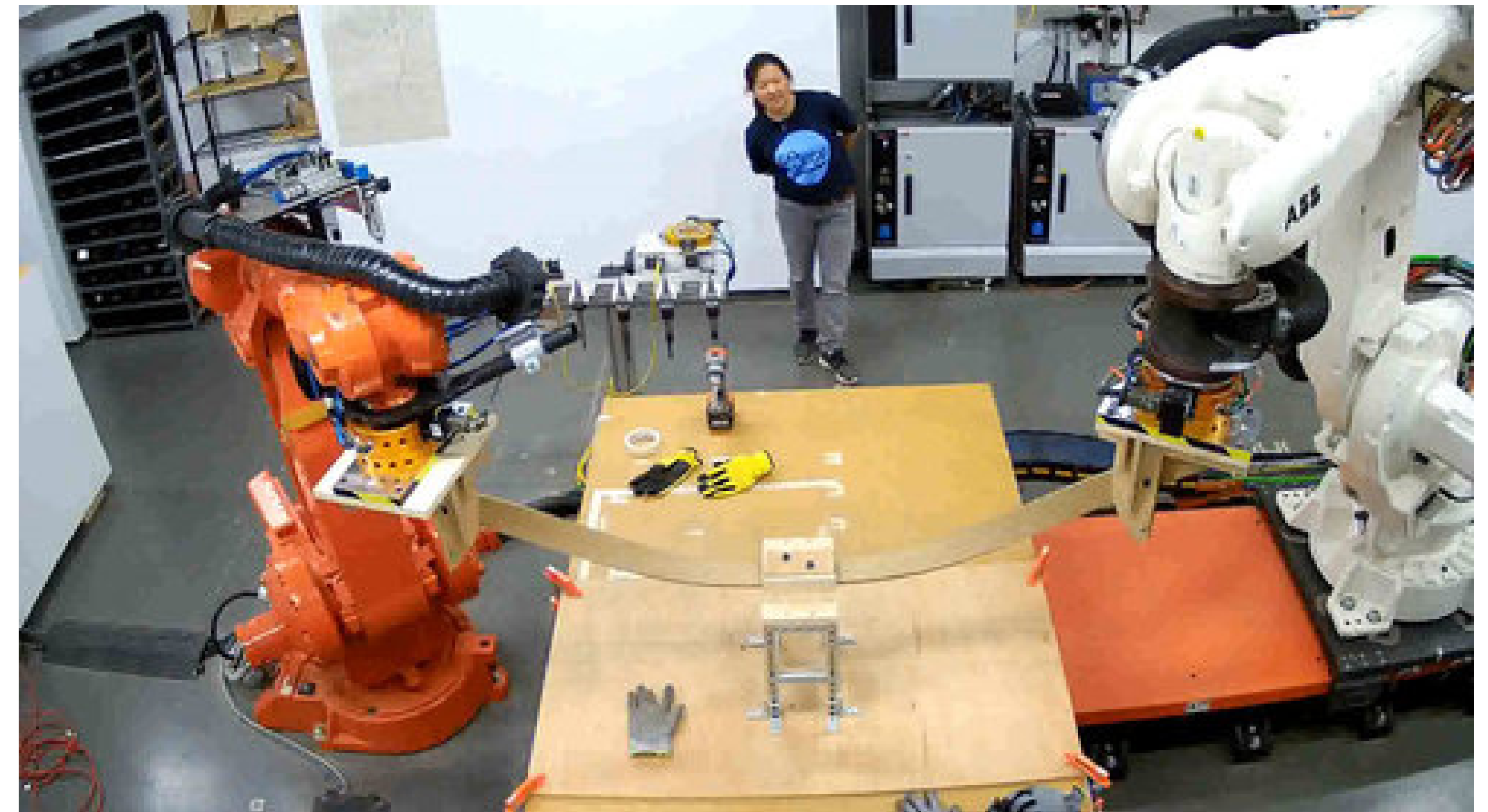
Stuart Smith - Helsinki Library



	method	STEAM	CNC	CLT	VENEER	OTHERS		
scale	S	<div><div>09</div></div> <div><div>22</div></div> <div><div>11</div></div> <div><div>35</div></div>	<div><div>12</div></div> <div><div>37</div></div> <div><div>34</div></div> <div><div>36</div></div>			<div><div>24</div></div> <div><div>30</div></div> <div><div>31</div></div>	<div><div>05</div></div>	
M	<div><div>10</div></div> <div><div>13</div></div>	<div><div>01</div></div> <div><div>15</div></div> <div><div>06</div></div> <div><div>16</div></div> <div><div>06</div></div>	<div><div>04</div></div> <div><div>27</div></div>	<div><div>03</div></div> <div><div>19</div></div> <div><div>26</div></div> <div><div>25</div></div>	<div><div>39</div></div> <div><div>07</div></div> <div><div>28</div></div> <div><div>38</div></div>			
L		<div><div>14</div></div> <div><div>33</div></div> <div><div>17</div></div>	<div><div>18</div></div> <div><div>32</div></div> <div><div>21</div></div>	<div><div>20</div></div> <div><div>23</div></div>	<div><div>08</div></div> <div><div>29</div></div> <div><div>40</div></div>			

method		STEAM	CNC	CLT	VENEER	OTHERS				
scale	S	<div>09</div> 	<div>22</div> 	<div>12</div> 	<div>37</div> 					
		<div>11</div> 		<div>34</div> 						
		<div>35</div> 		<div>36</div> 			<div>24</div> 	<div>05</div> 		
M		<div>10</div> 	<div>01</div> 	<div>15</div> 	<div>04</div> 	<div>03</div> 	<div>25</div> 	<div>39</div> 		
		<div>13</div> 	<div>06</div> 	<div>16</div> 	<div>27</div> 	<div>19</div> 	<div>26</div> 	<div>07</div> 	<div>38</div> 	
			<div>06</div> 					<div>28</div> 		
L		<div>14</div> 	<div>33</div> 	<div>18</div> 	<div>21</div> 	<div>20</div> 	<div>23</div> 	<div>08</div> 	<div>40</div> 	
			<div>17</div> 	<div>32</div> 				<div>29</div> 		

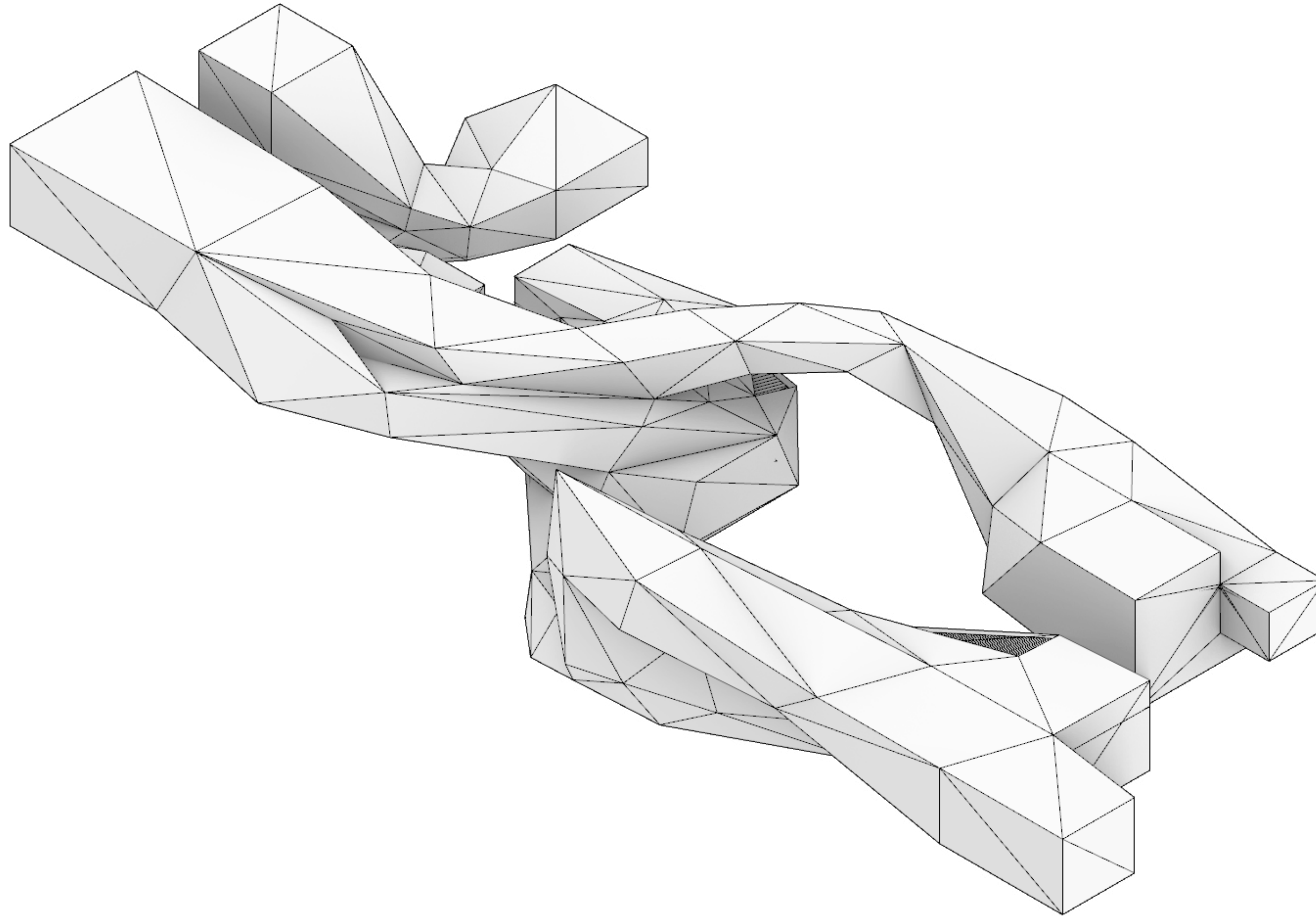
steam bending wood



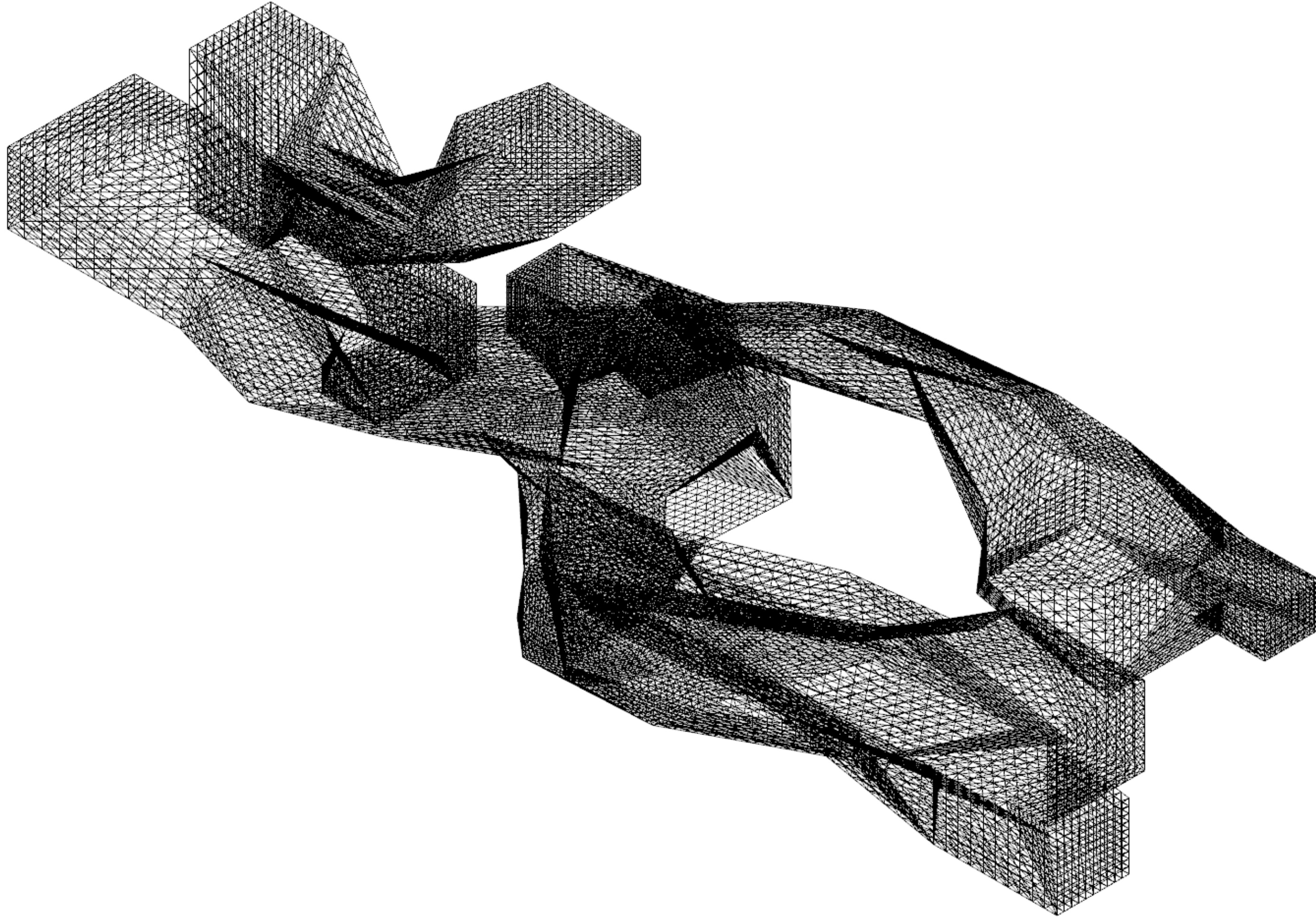
Research Question: Construction
How to construct a locally informed envelope?

#8 Algorithm

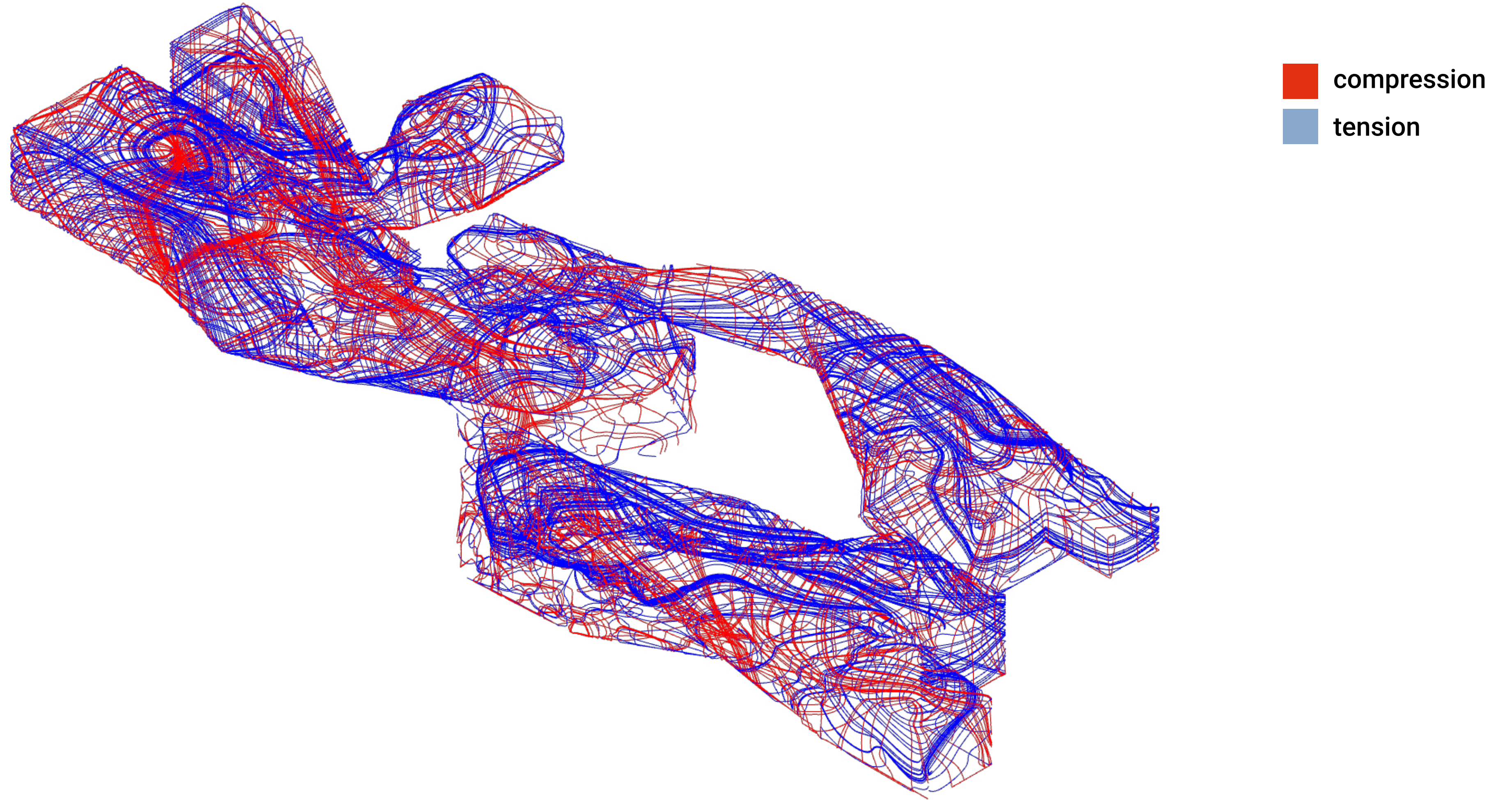
mesh subdivision



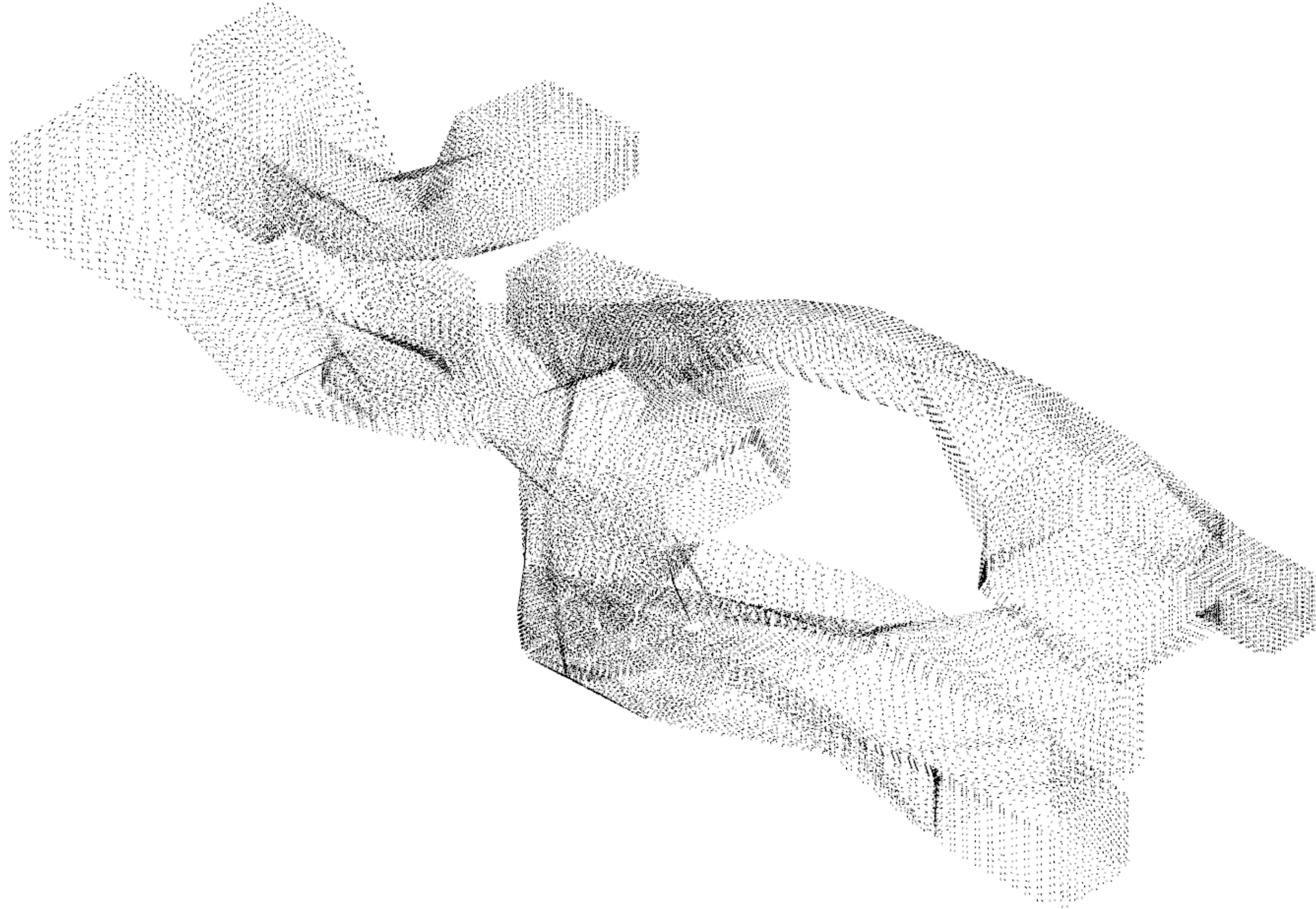
mesh subdivision



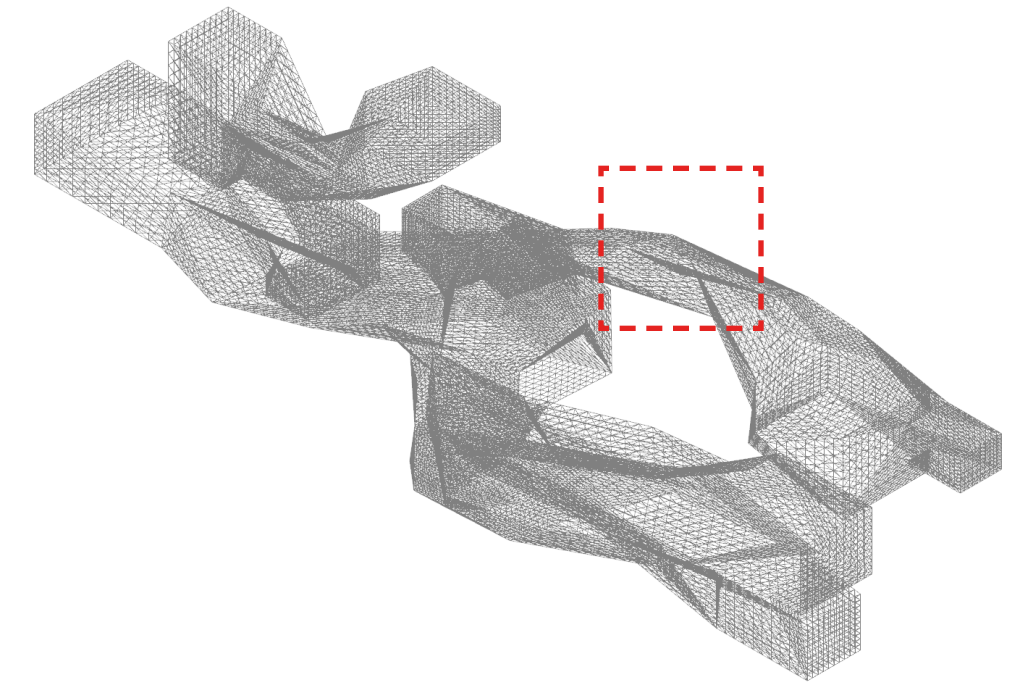
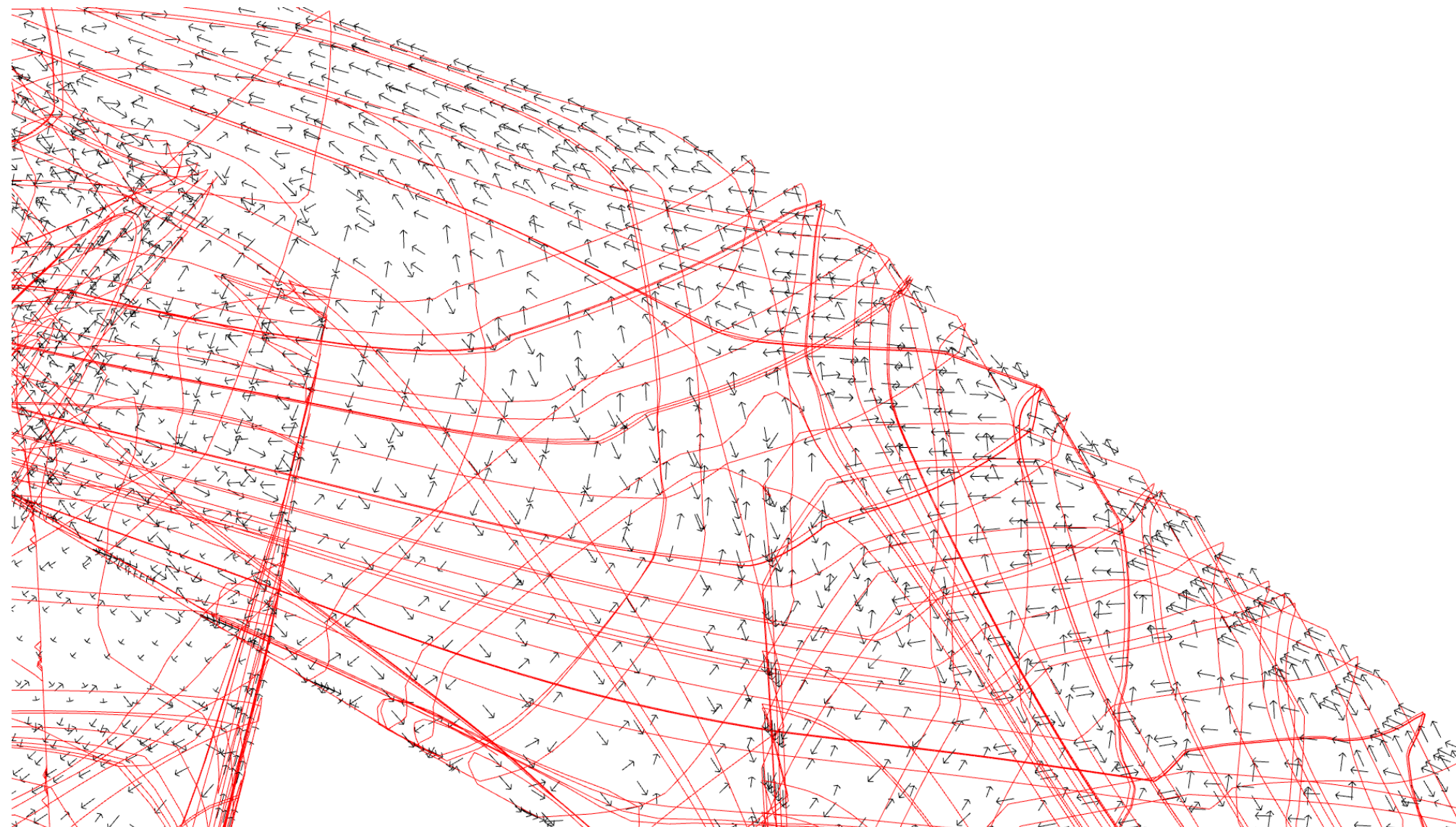
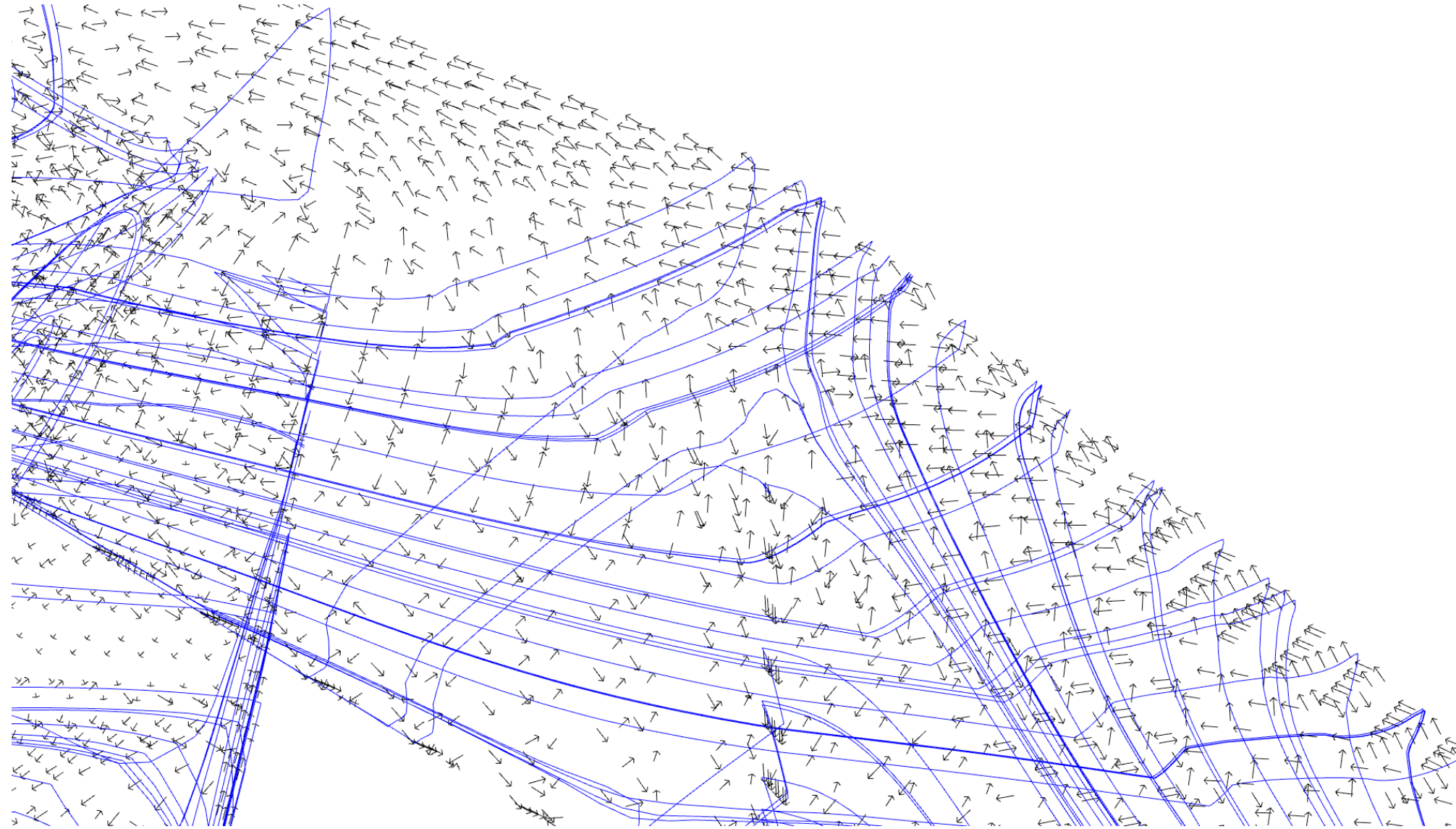
stress lines



vectors locally informed



vectors locally informed

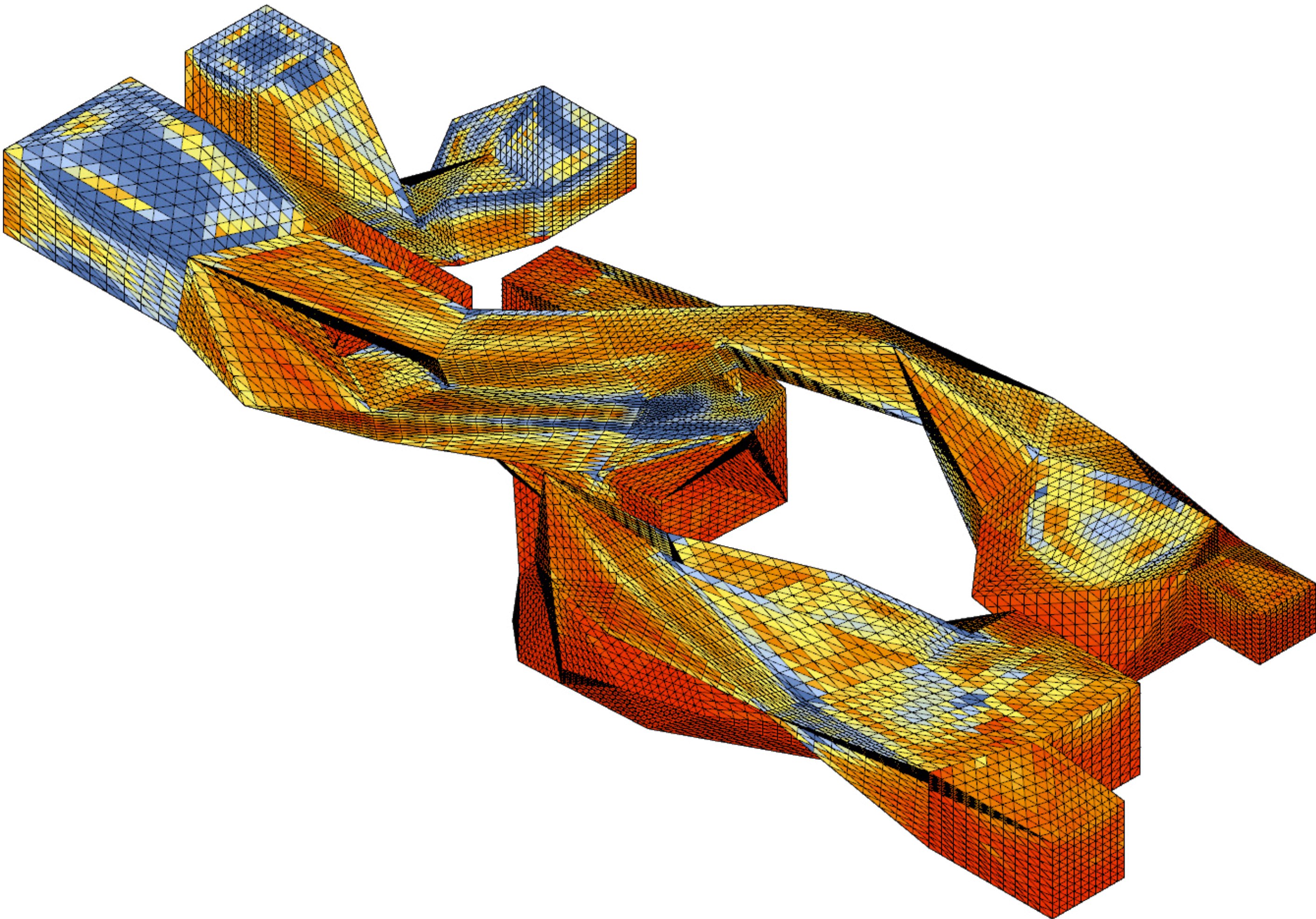


utilization

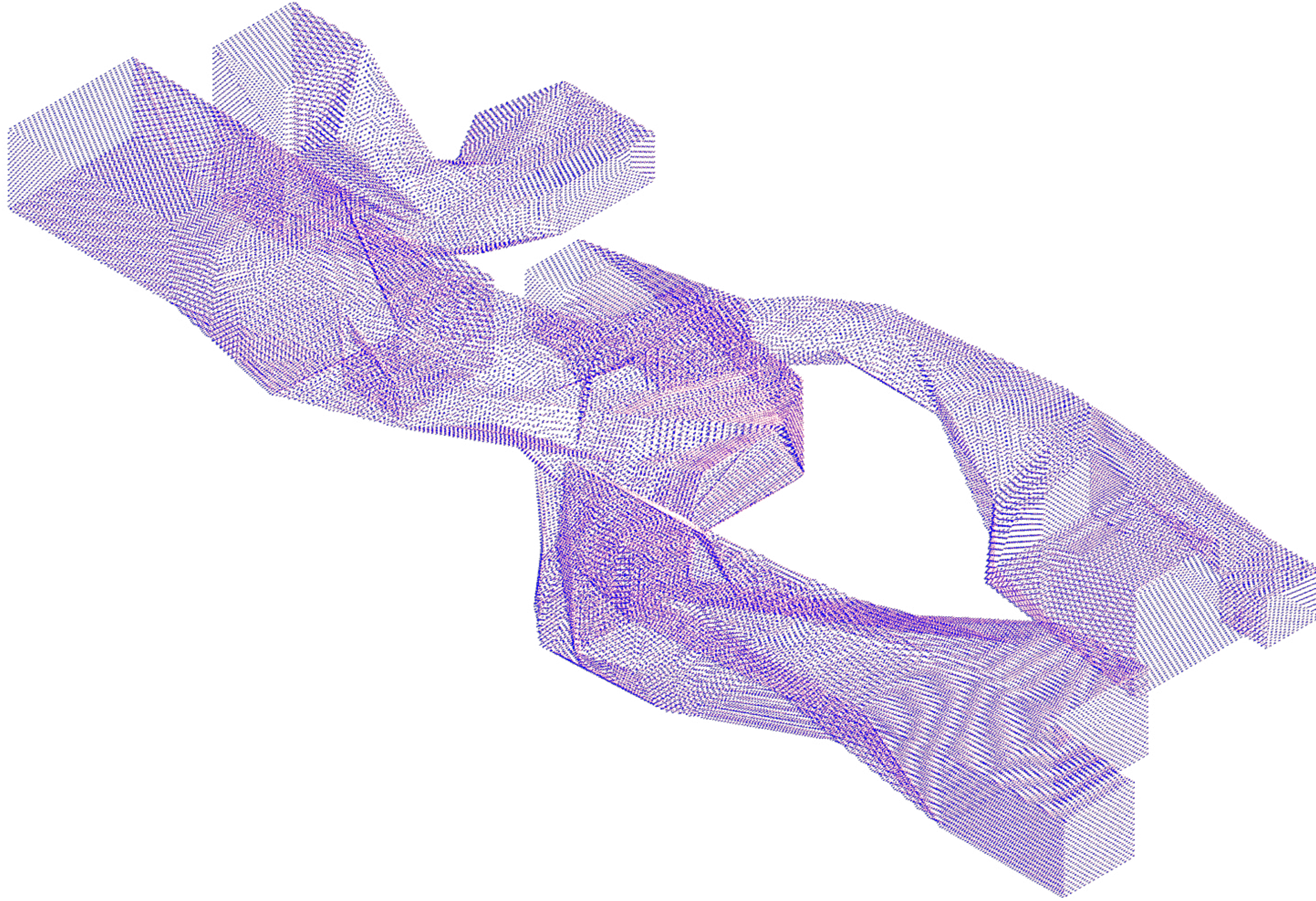
utilization amount

high 100%

low 0%

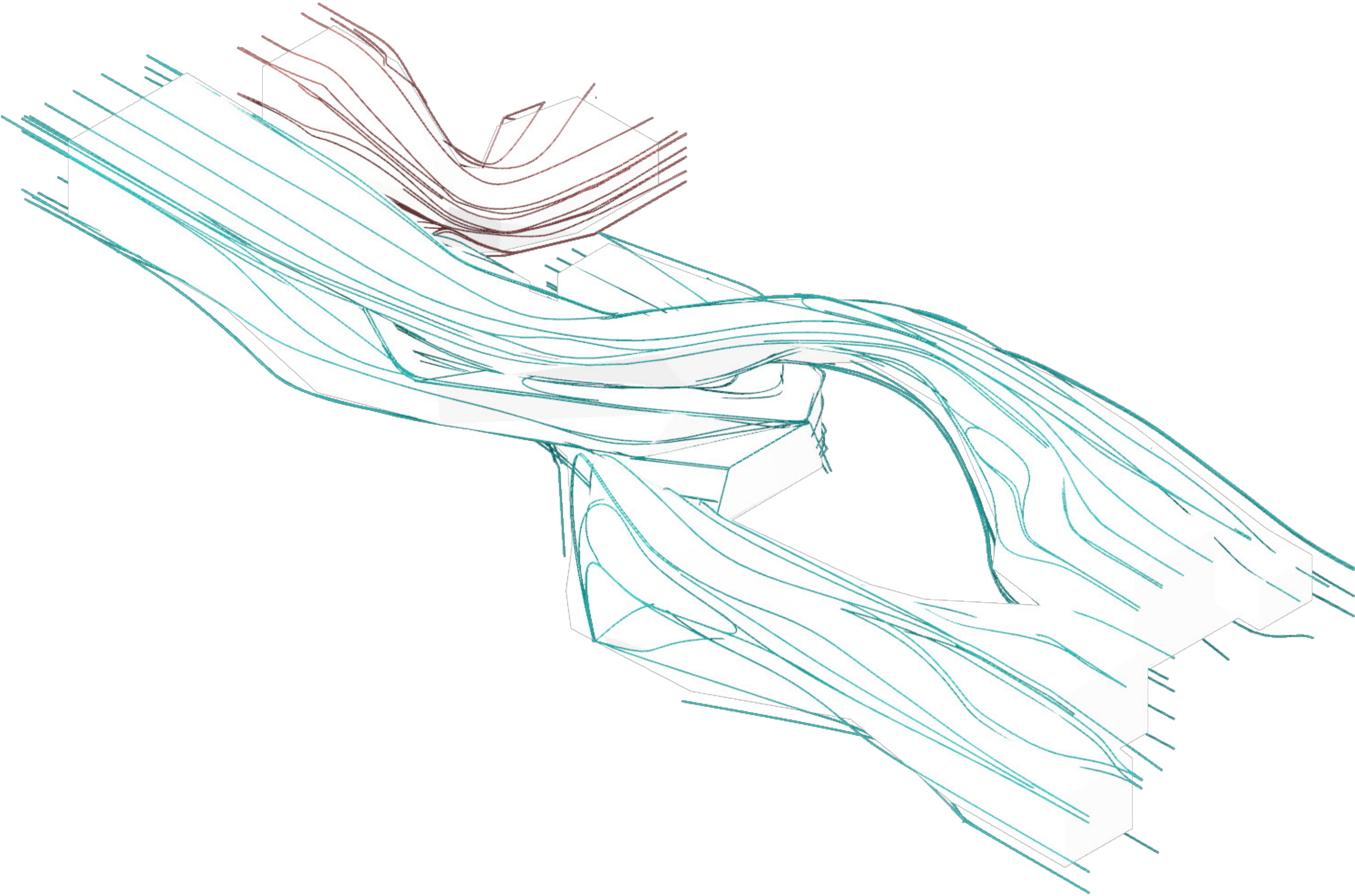


guide curves



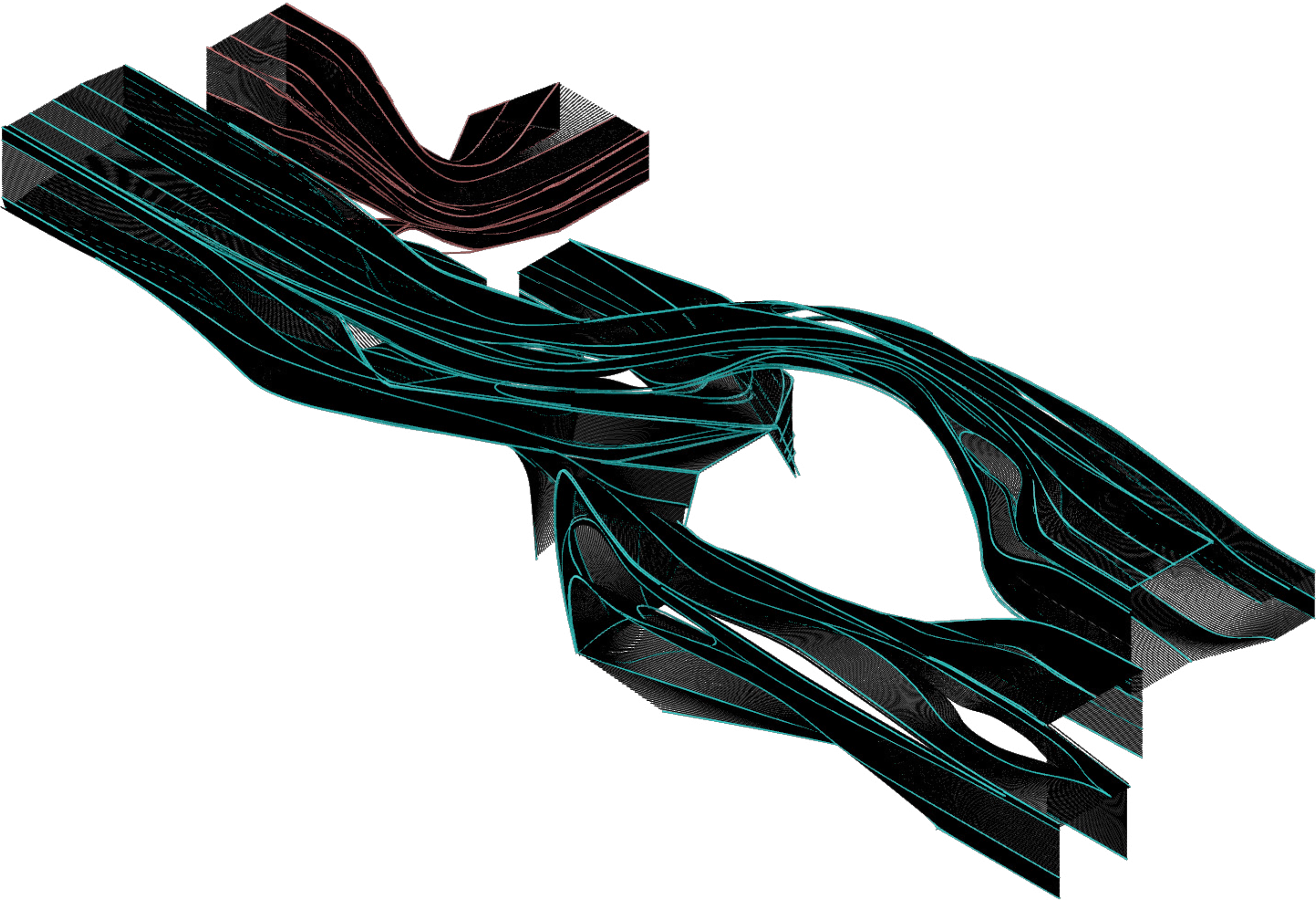
mesh agents

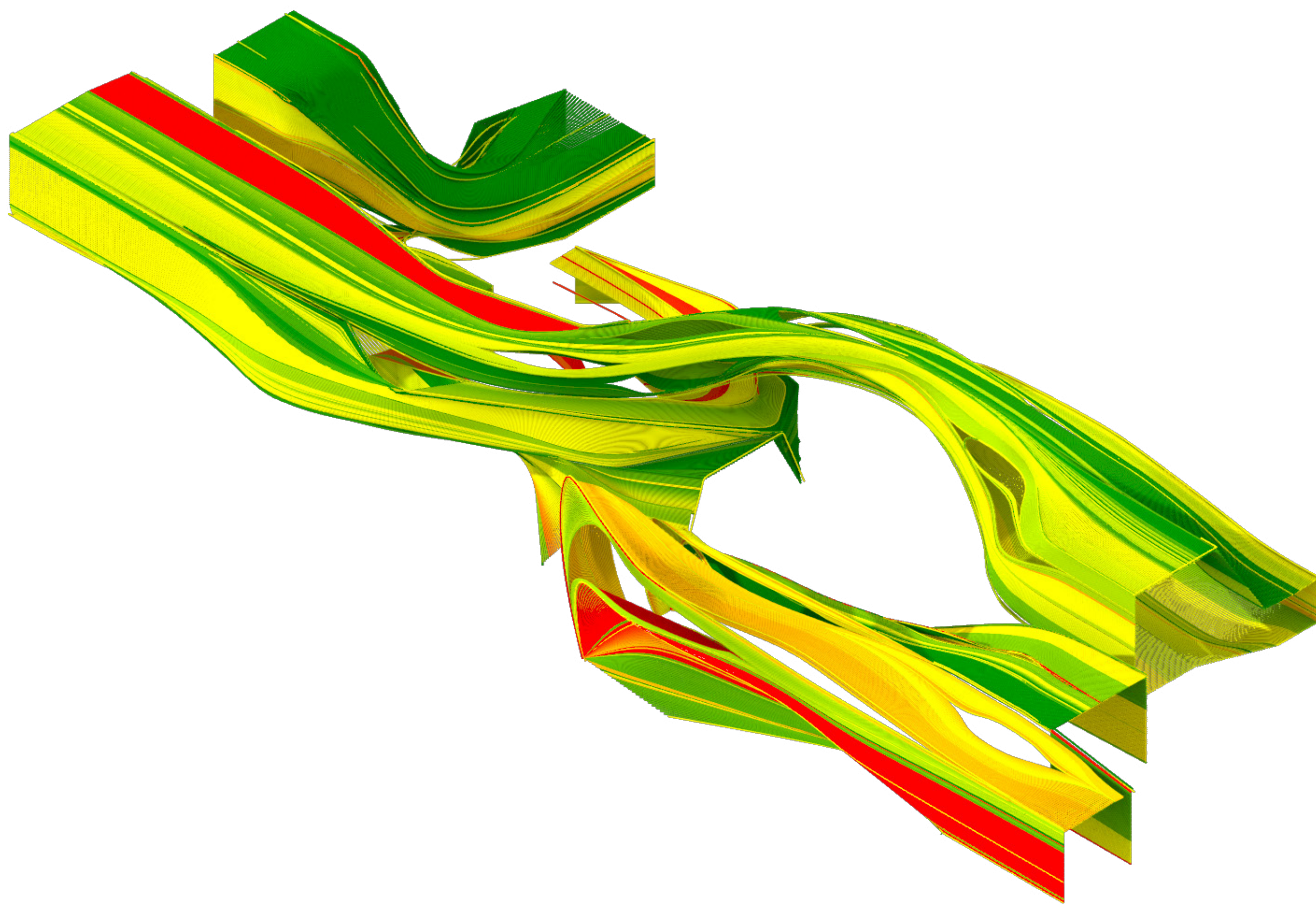
agent parameter
 $\text{mesh area} / 2 = \text{amount mesh agents}$



baked curves

curve parameter
point influence = radius of 100 points
field element weight = 1





angle based culling

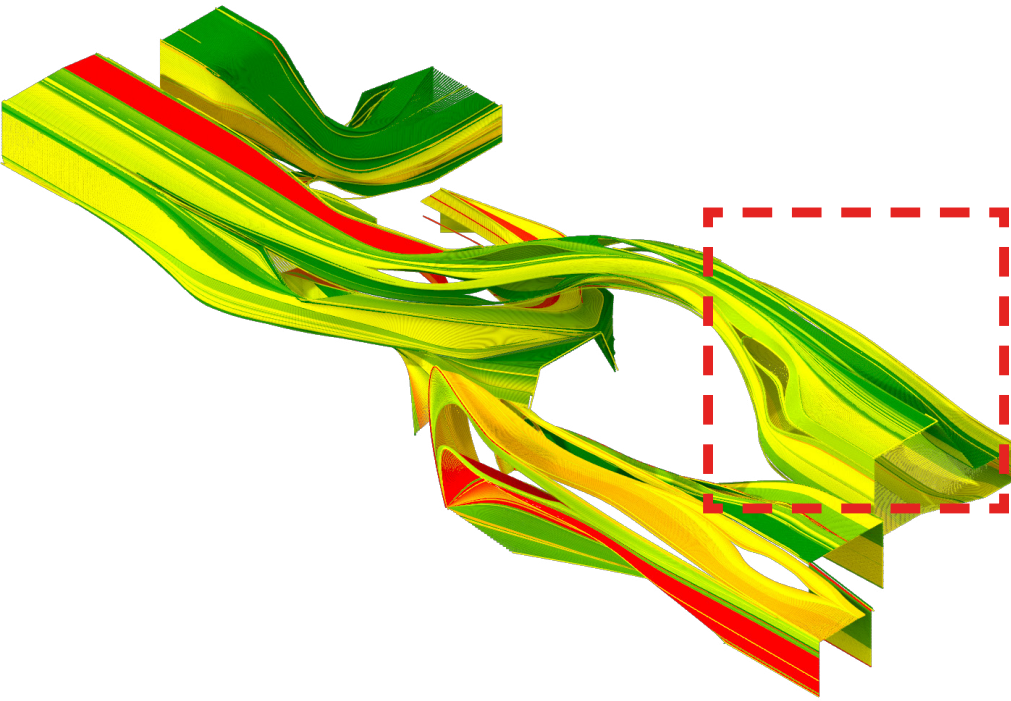
curvature

high

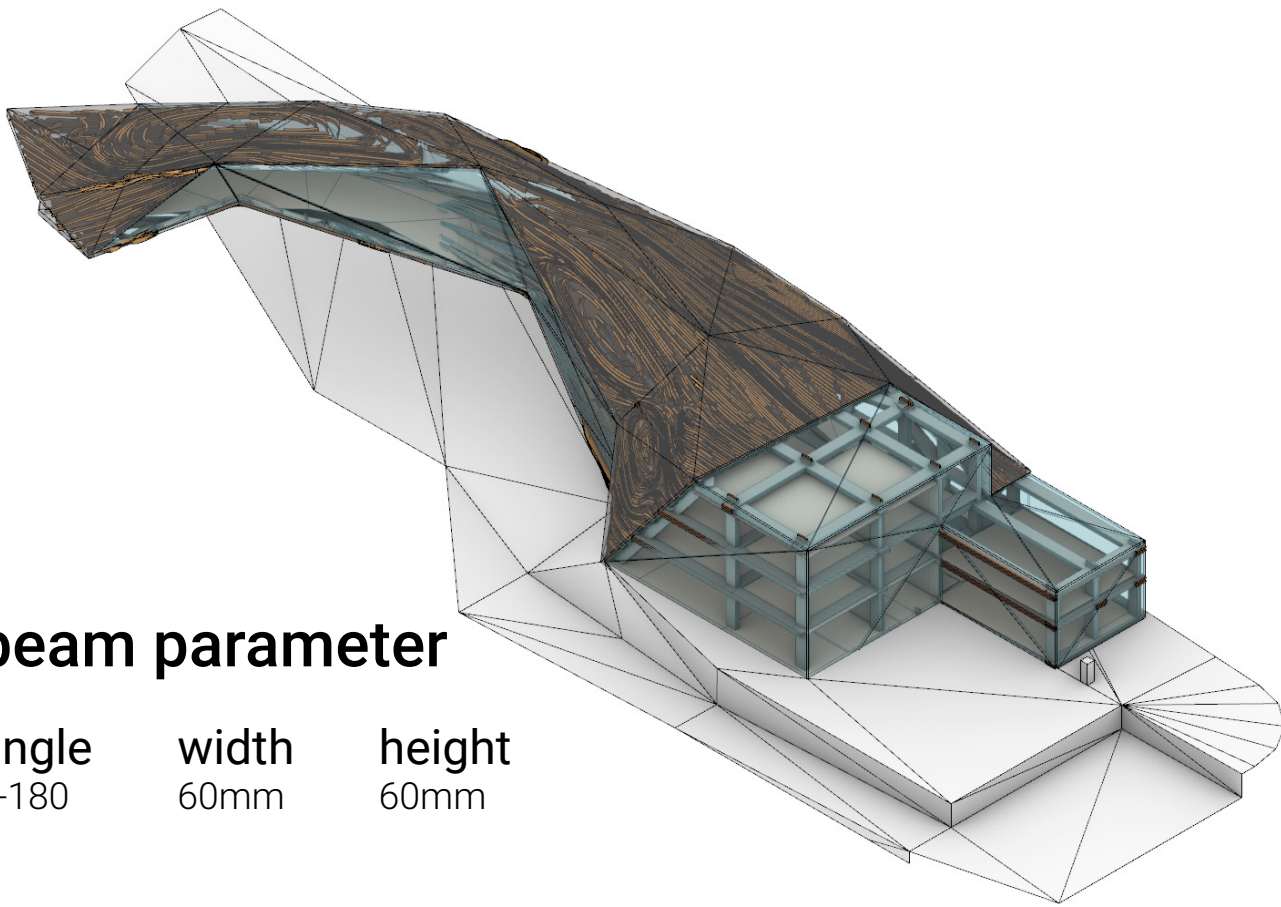
180

low

90

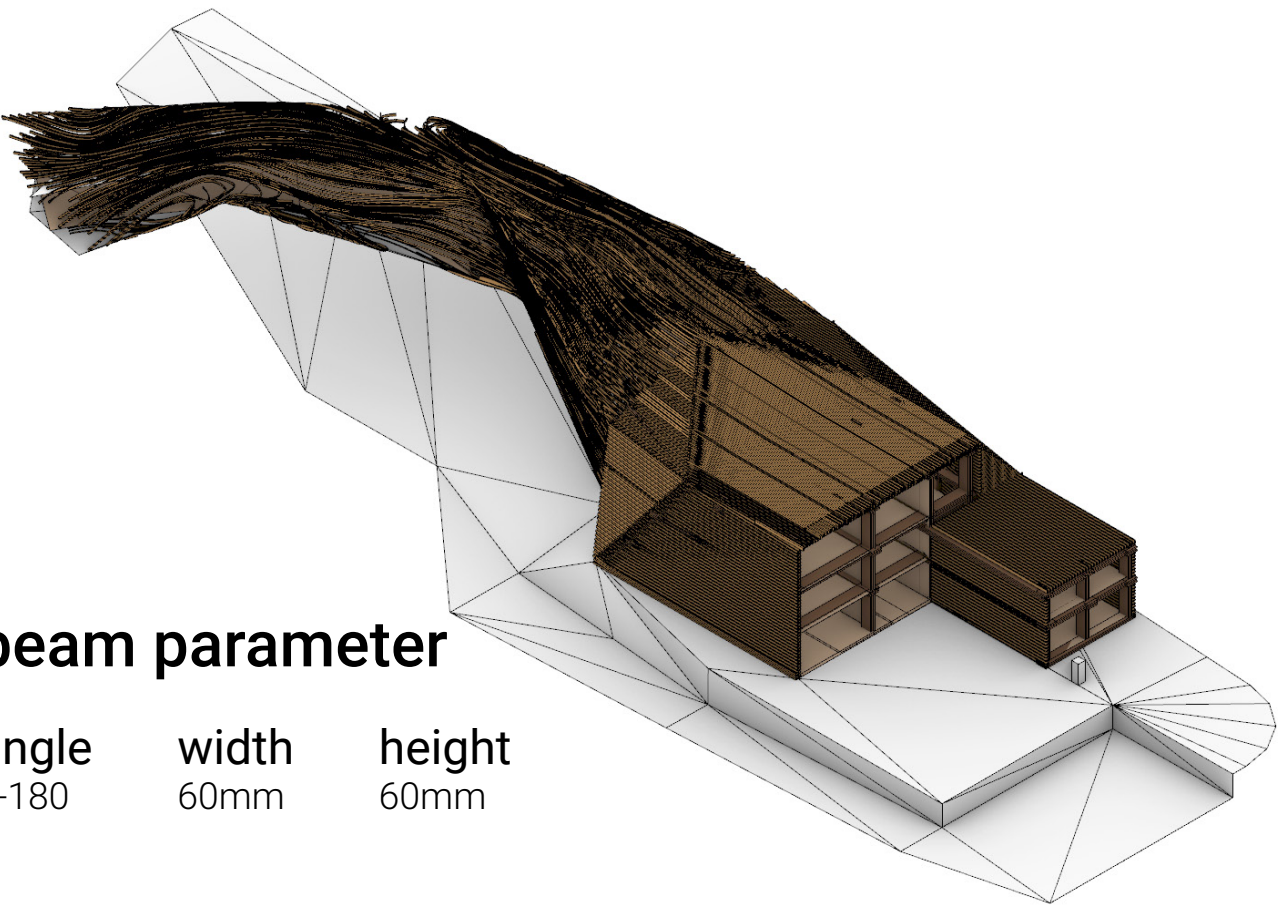


design experiments



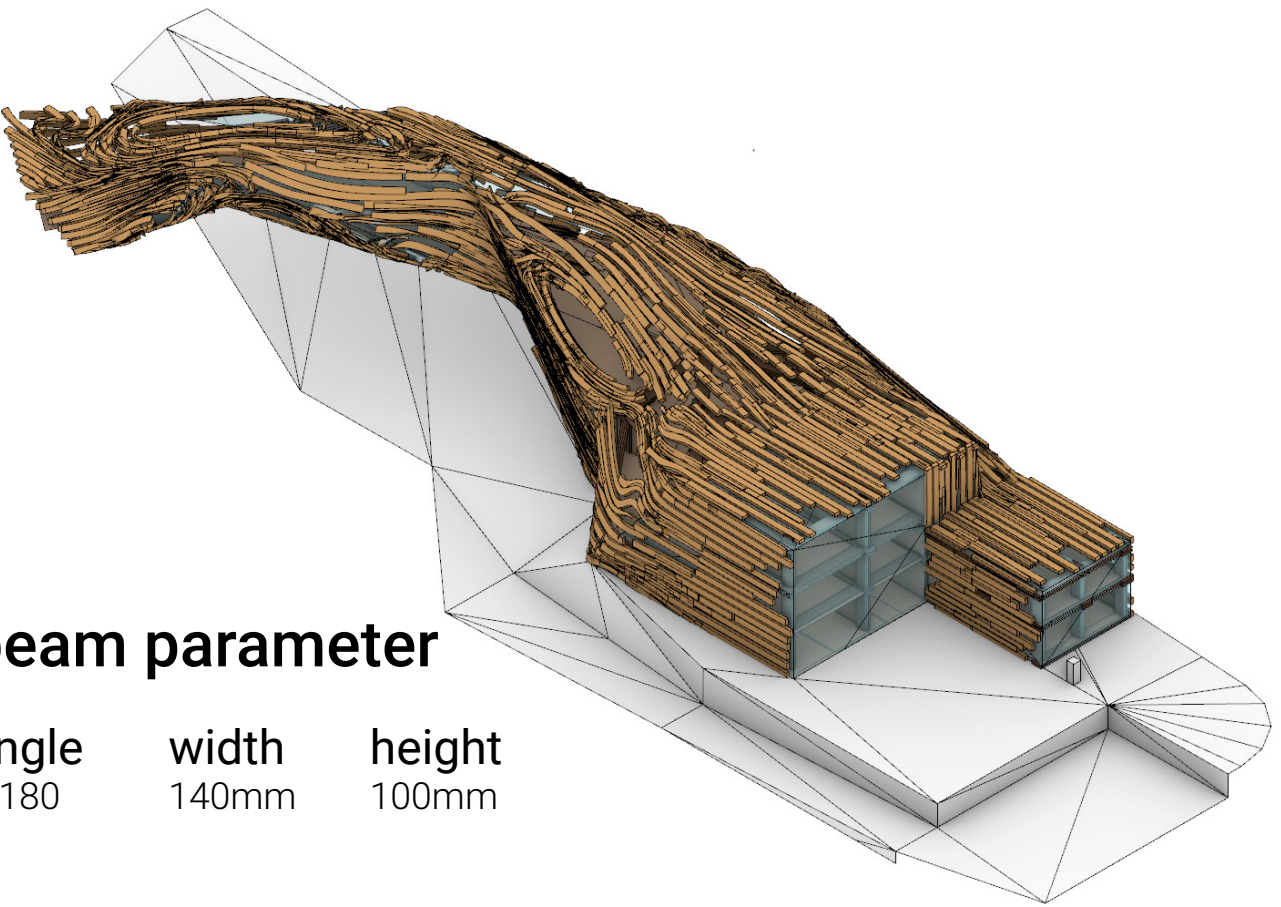
beam parameter

angle	width	height
0-180	60mm	60mm



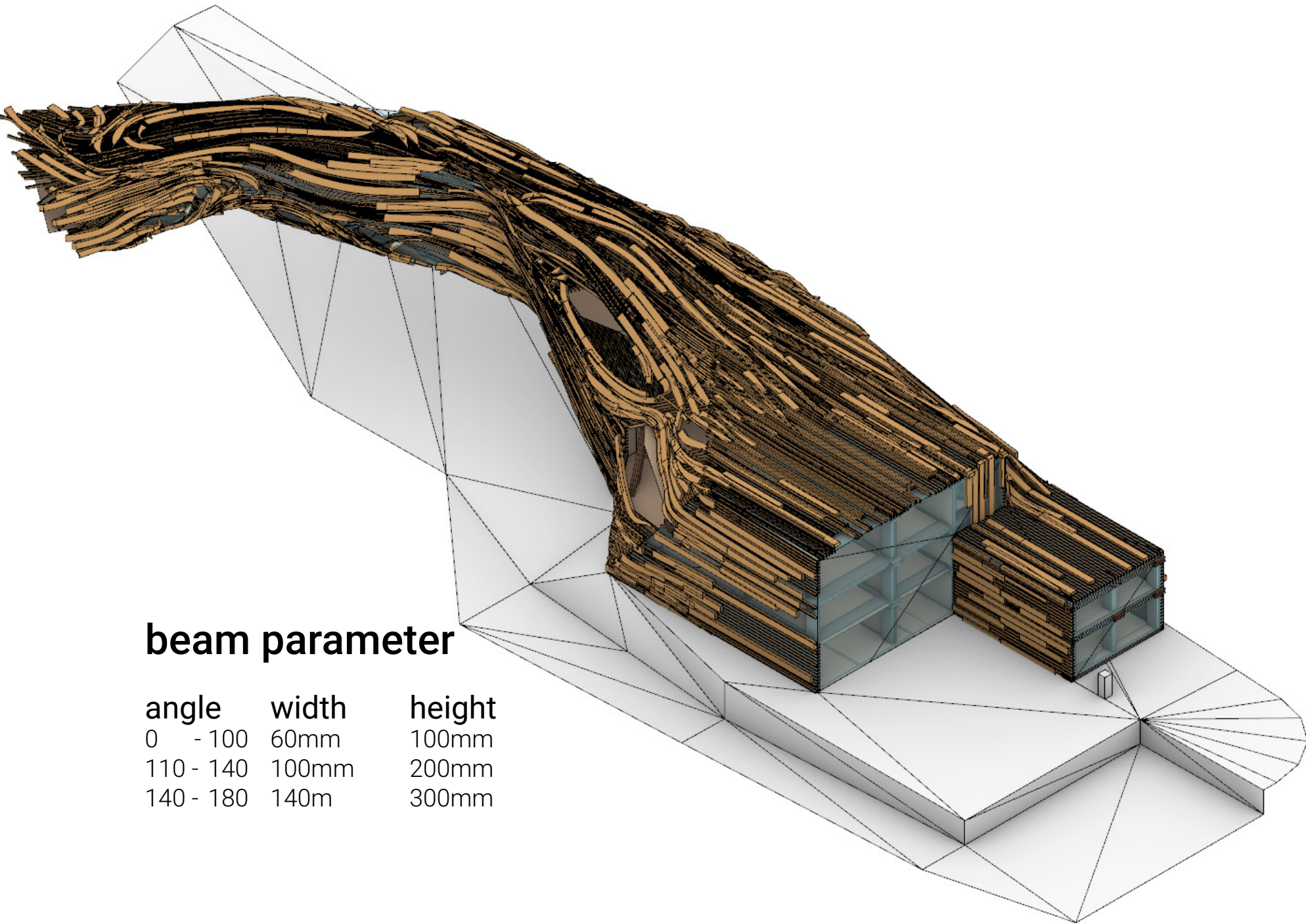
beam parameter

angle	width	height
0-180	60mm	60mm



beam parameter

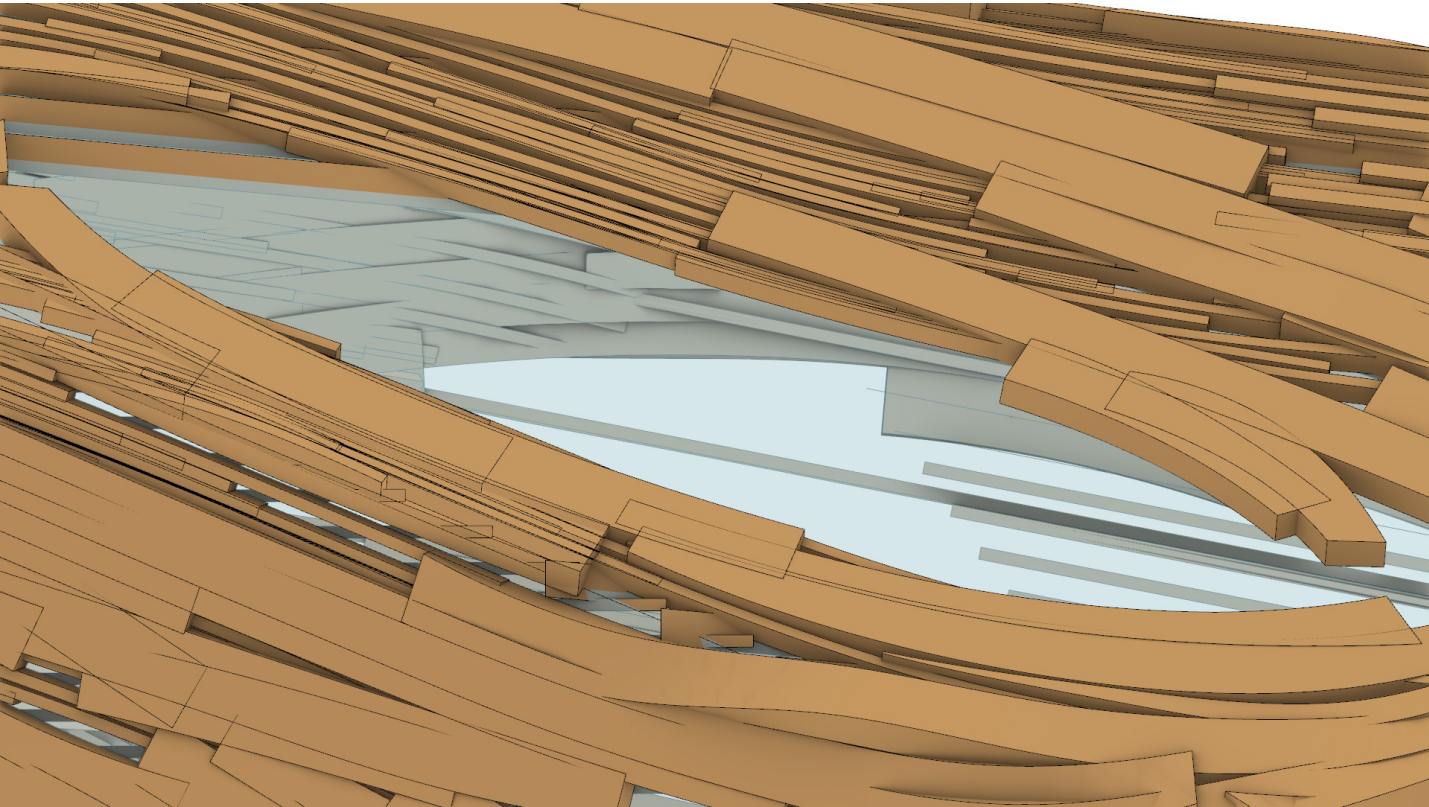
angle	width	height
0-180	140mm	100mm



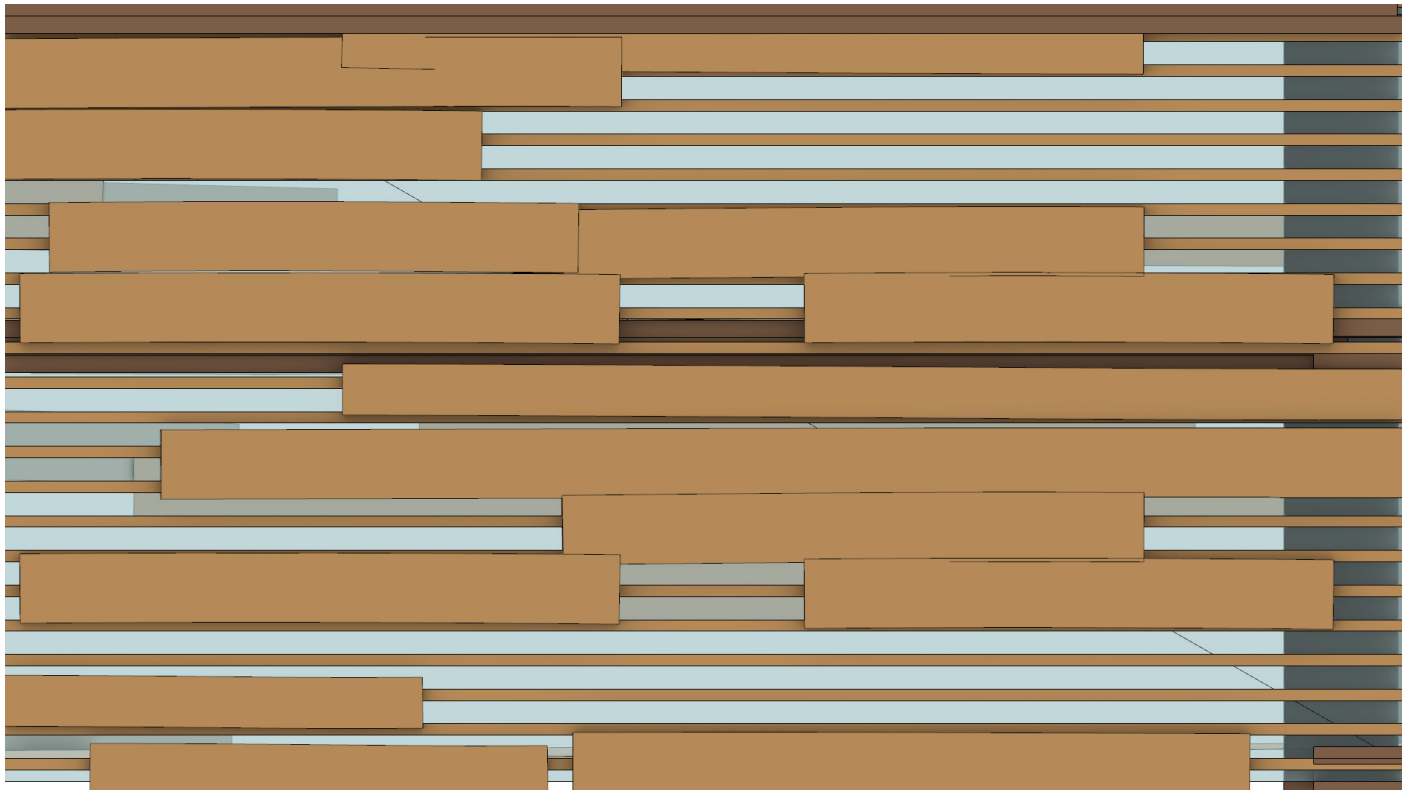
beam parameter

angle	width	height
0 - 100	60mm	100mm
110 - 140	100mm	200mm
140 - 180	140m	300mm

openings



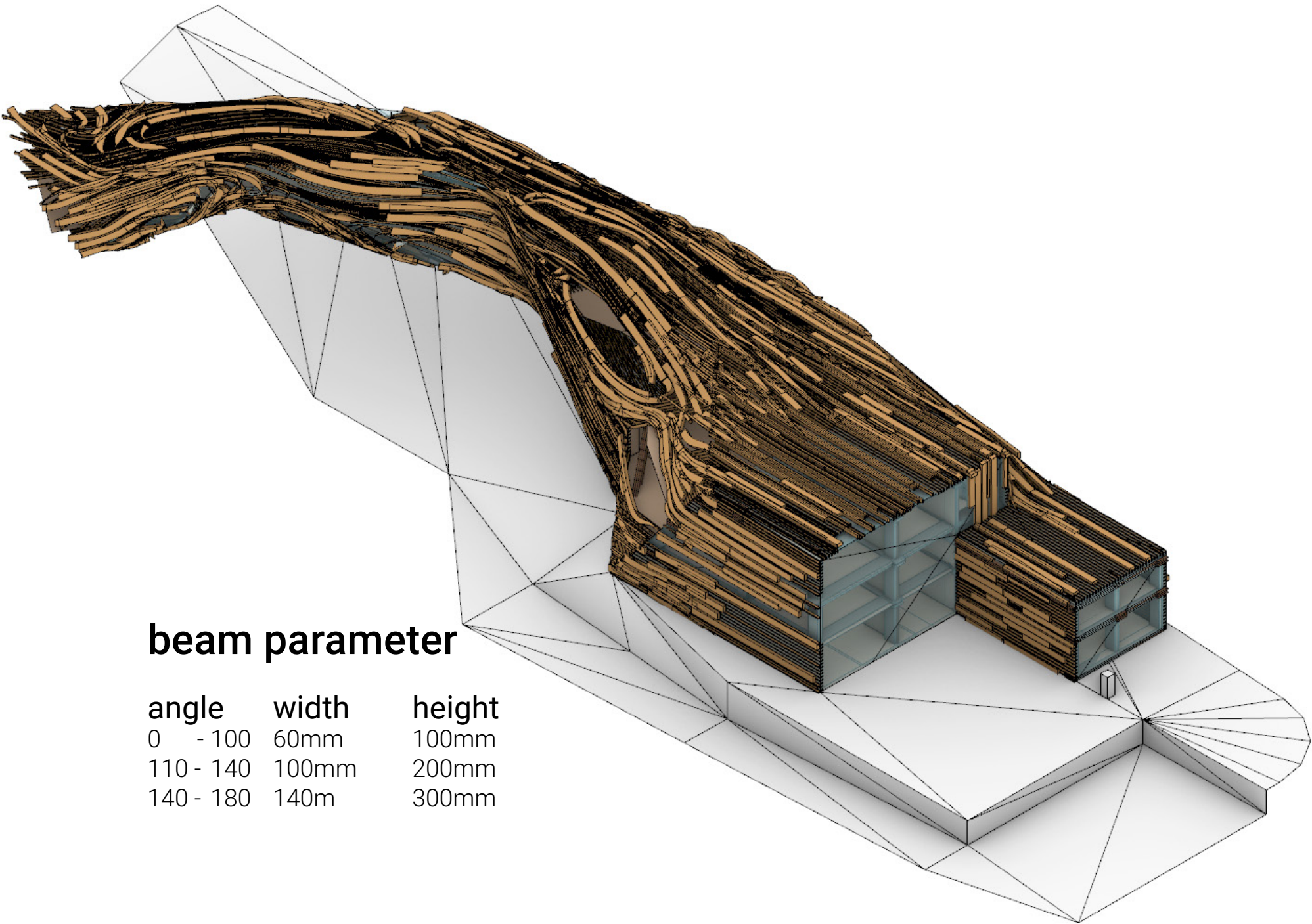
freeform opening



medium density



high density

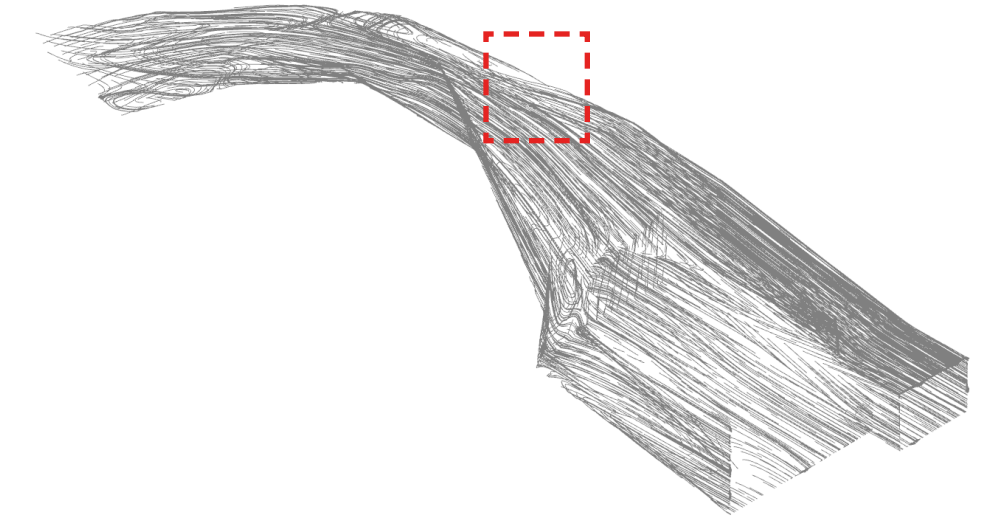
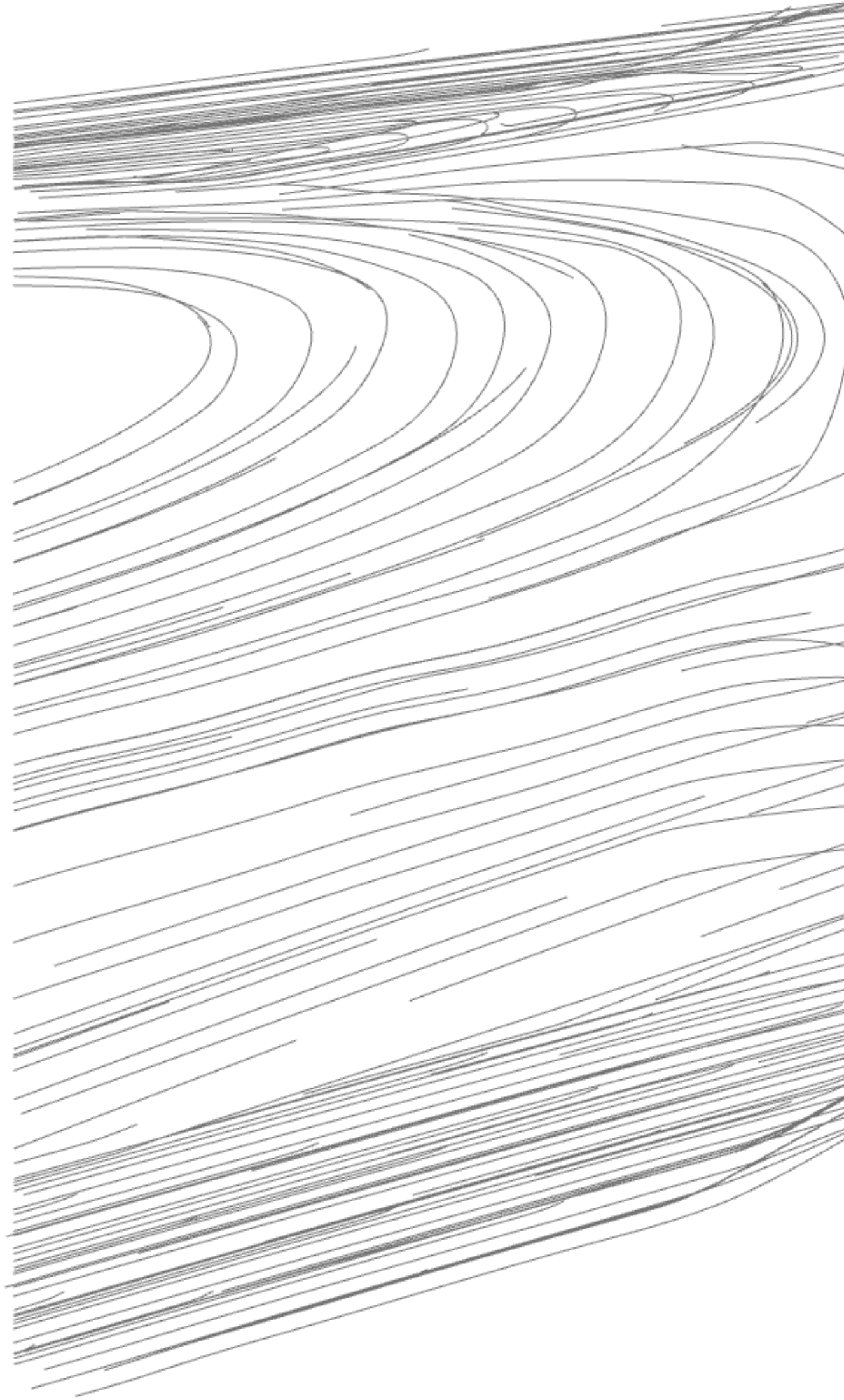


beam parameter

angle	width	height
0 - 100	60mm	100mm
110 - 140	100mm	200mm
140 - 180	140m	300mm



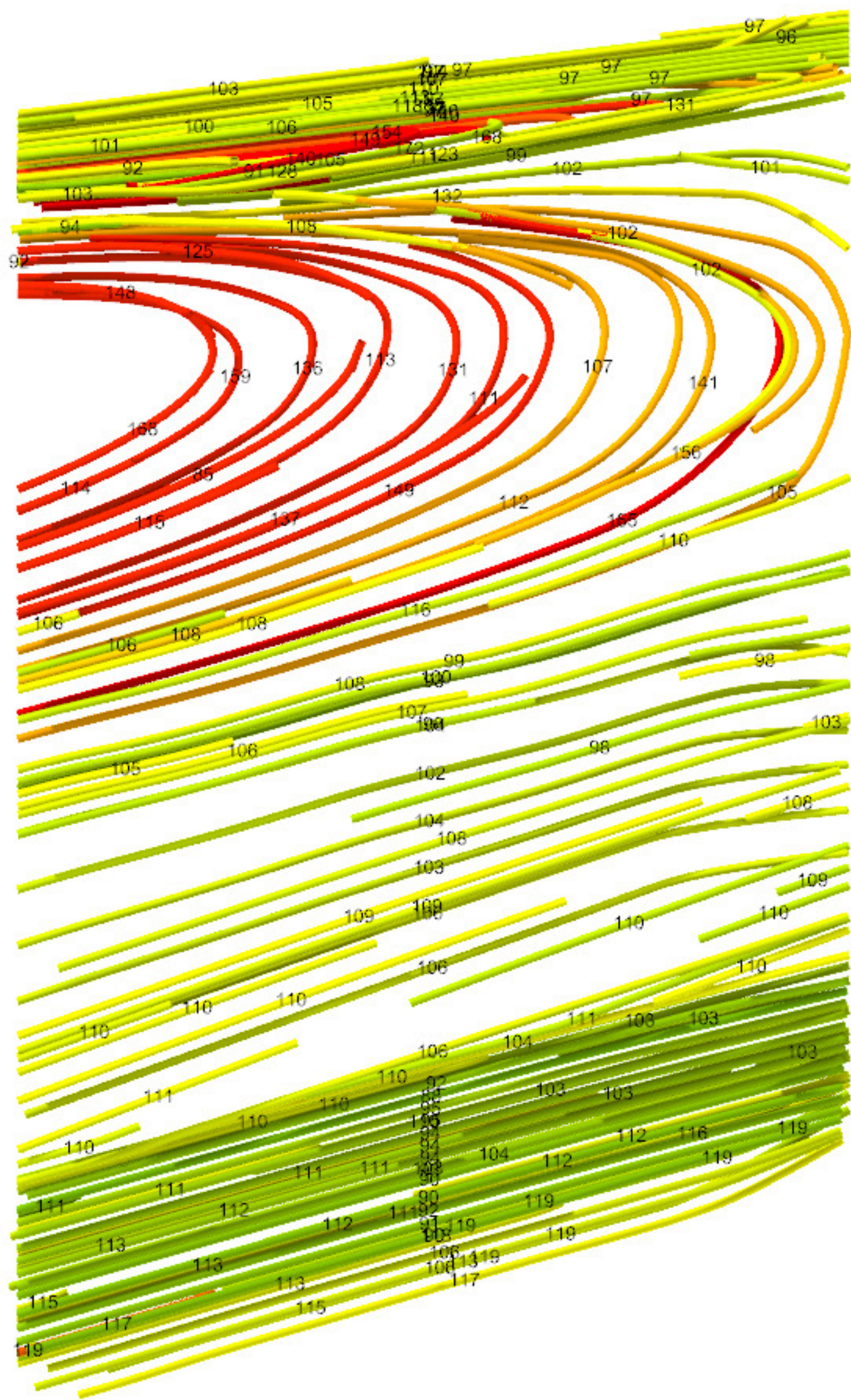
resulting curves



angle analysis

culling parameter

angle	range
0 - 100	60mm
110 - 140	100mm
140 - 180	140mm



curve pulling

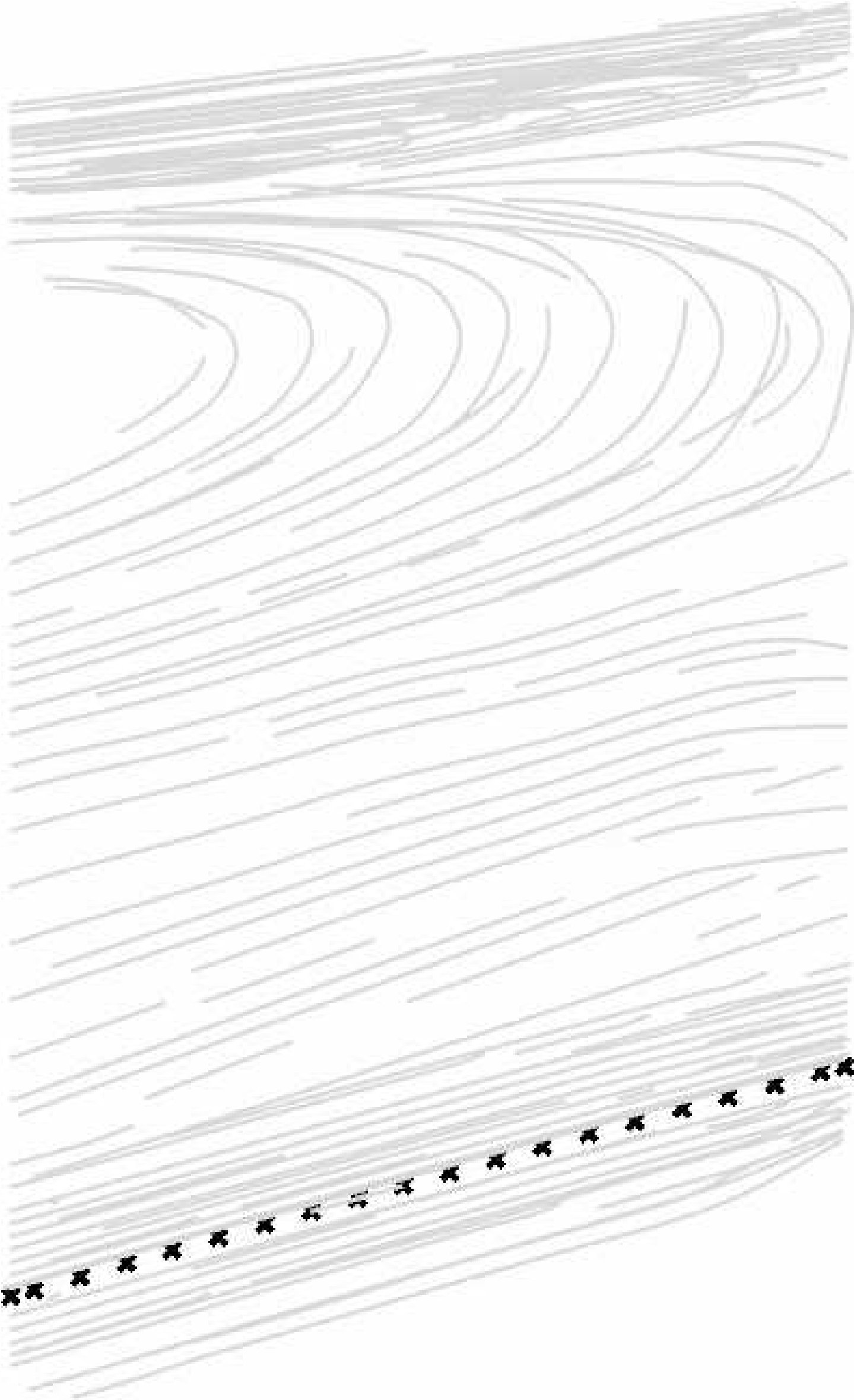
cu

ang

0

110

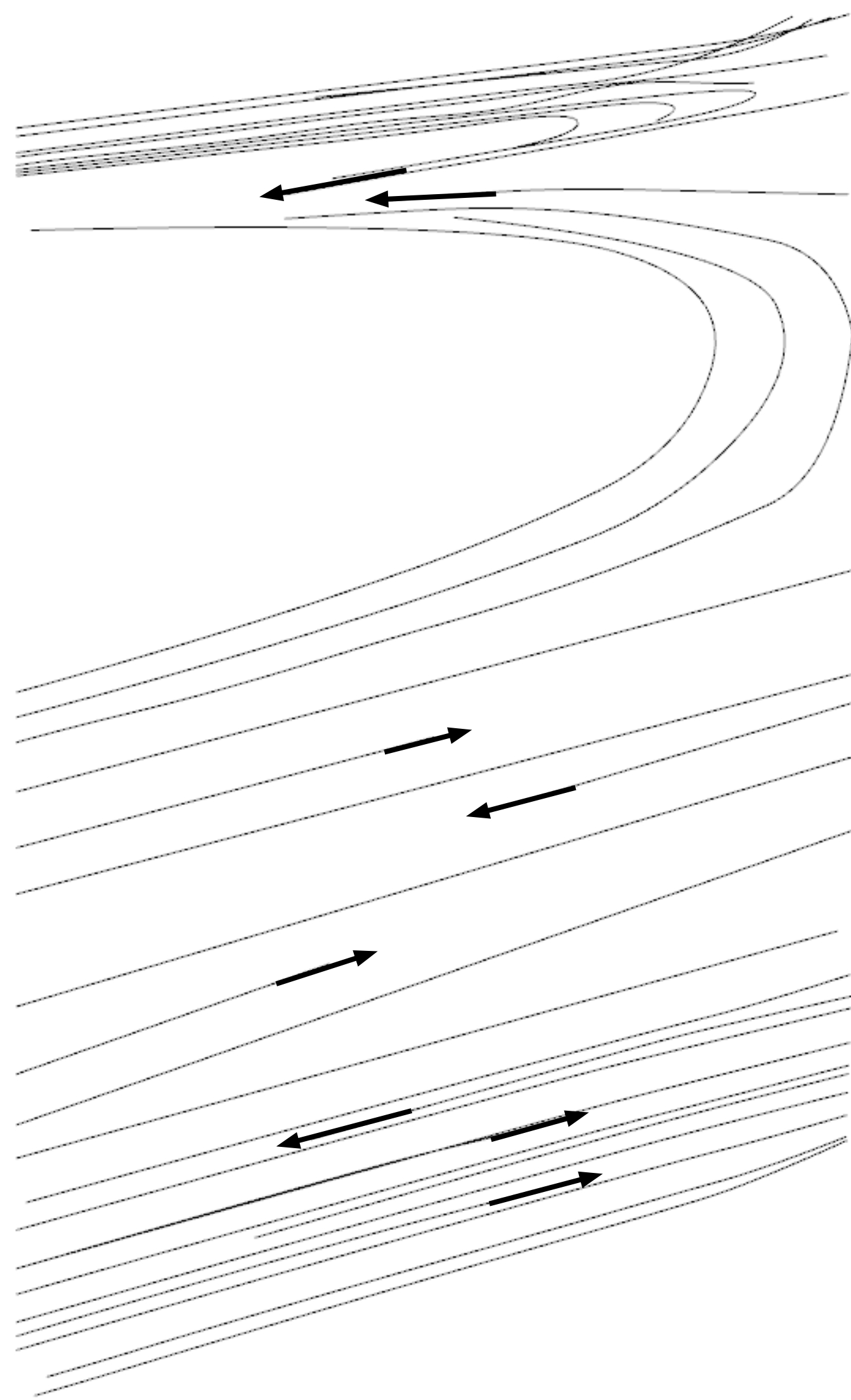
140



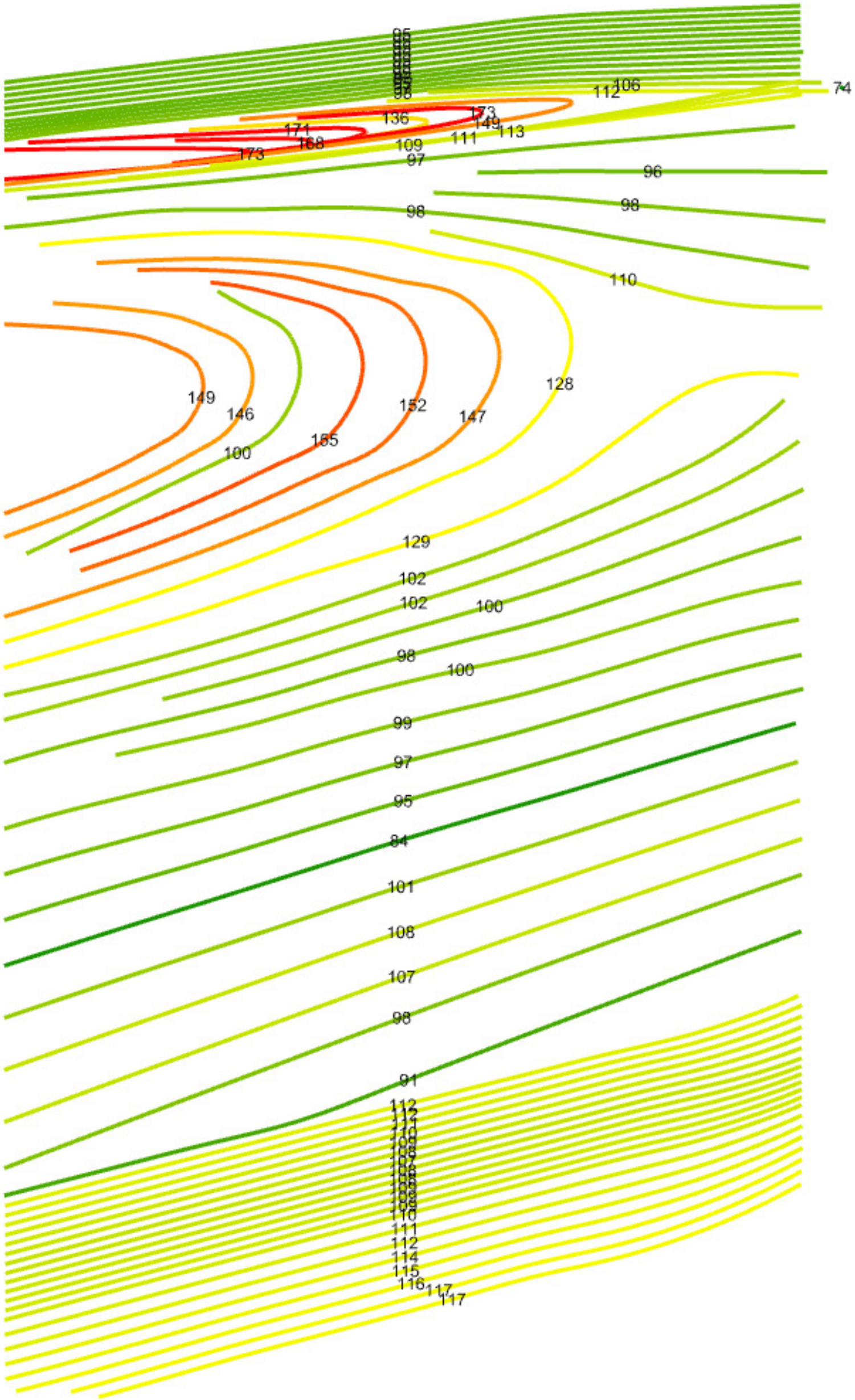
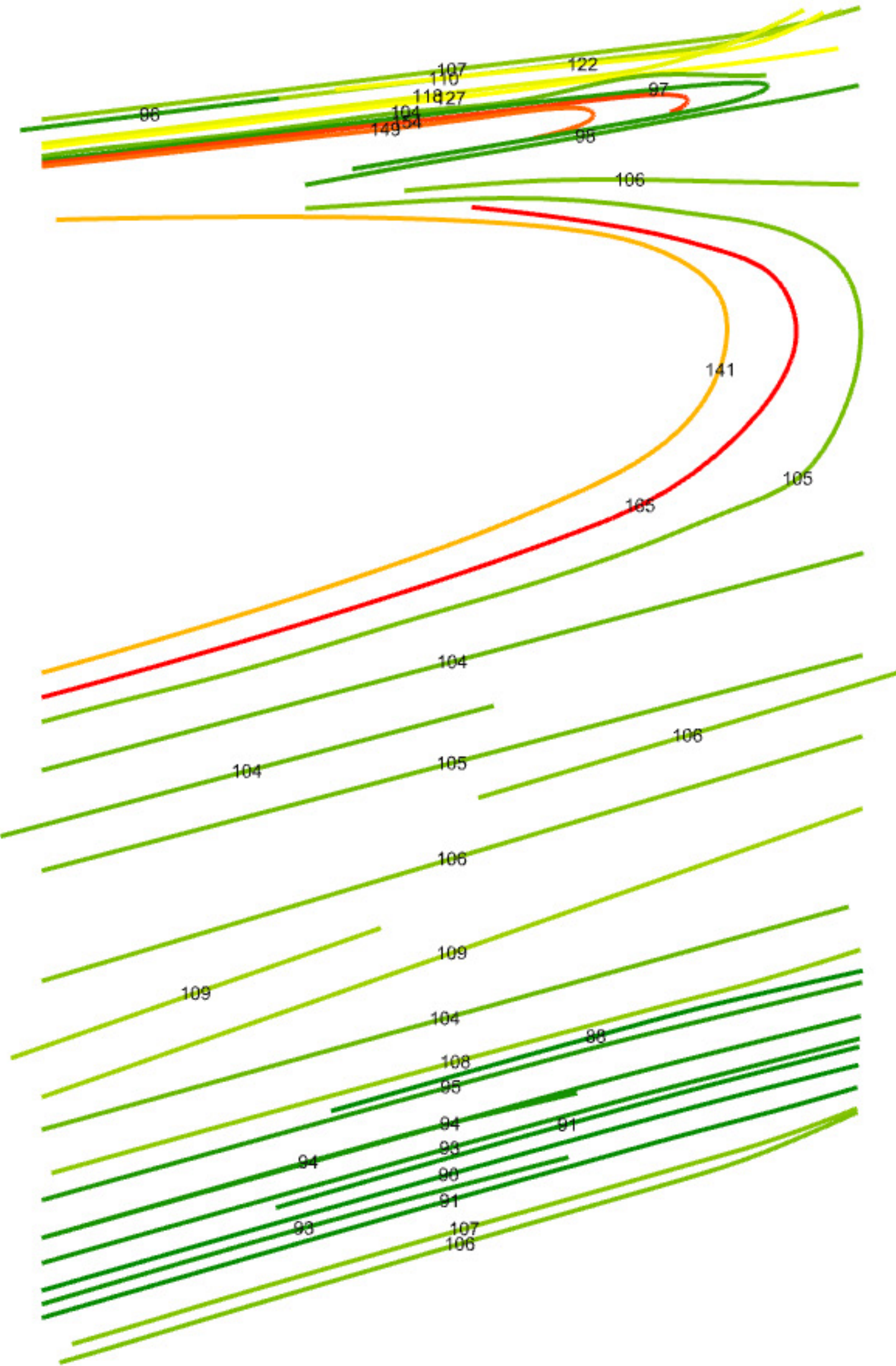
curve extension

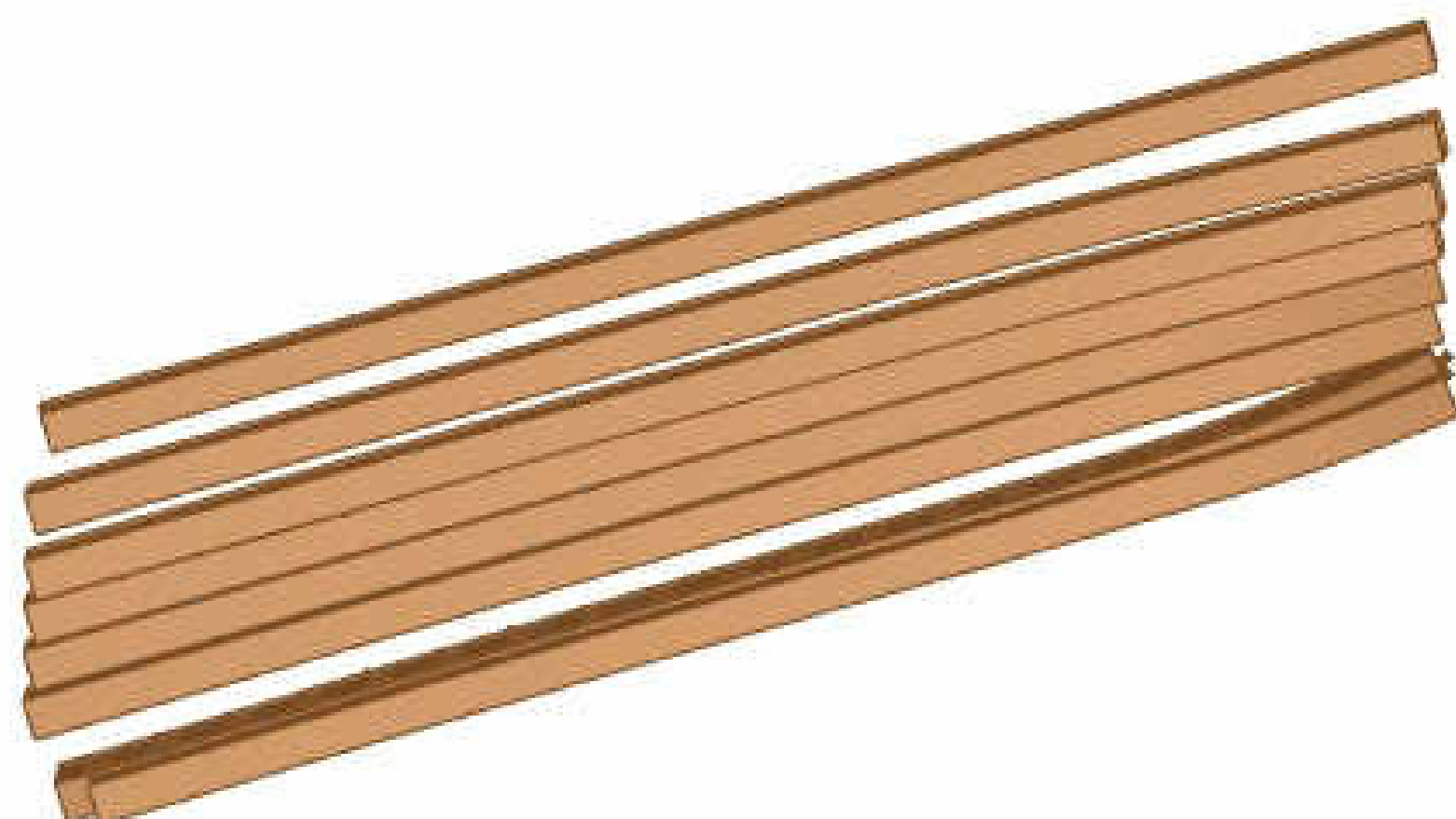
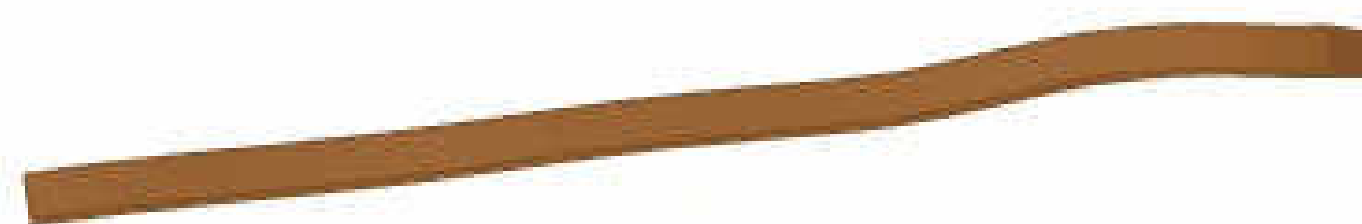
extension parameter

length
cp = control point
distance = v(last cp - second last cp) * 2

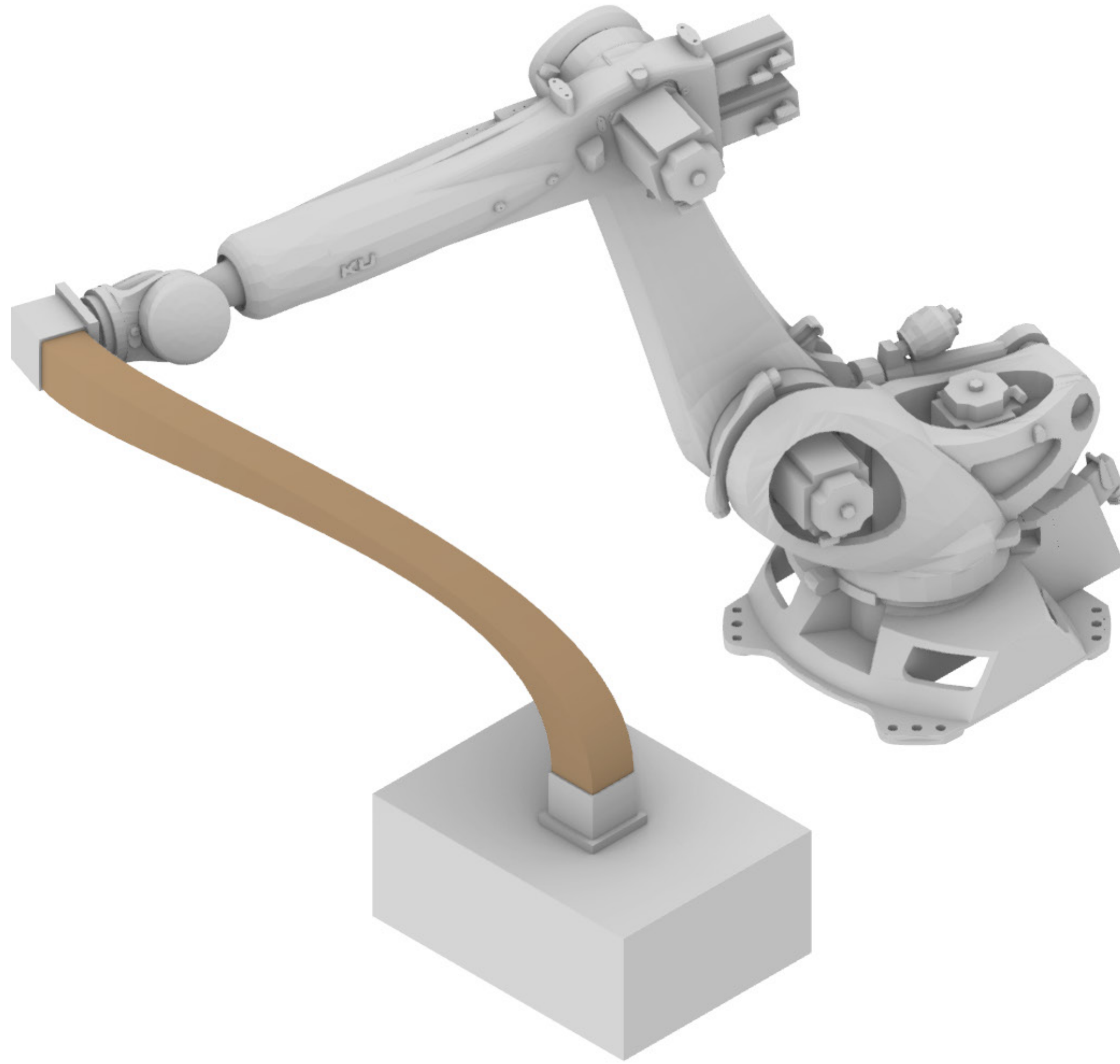


angle analysis

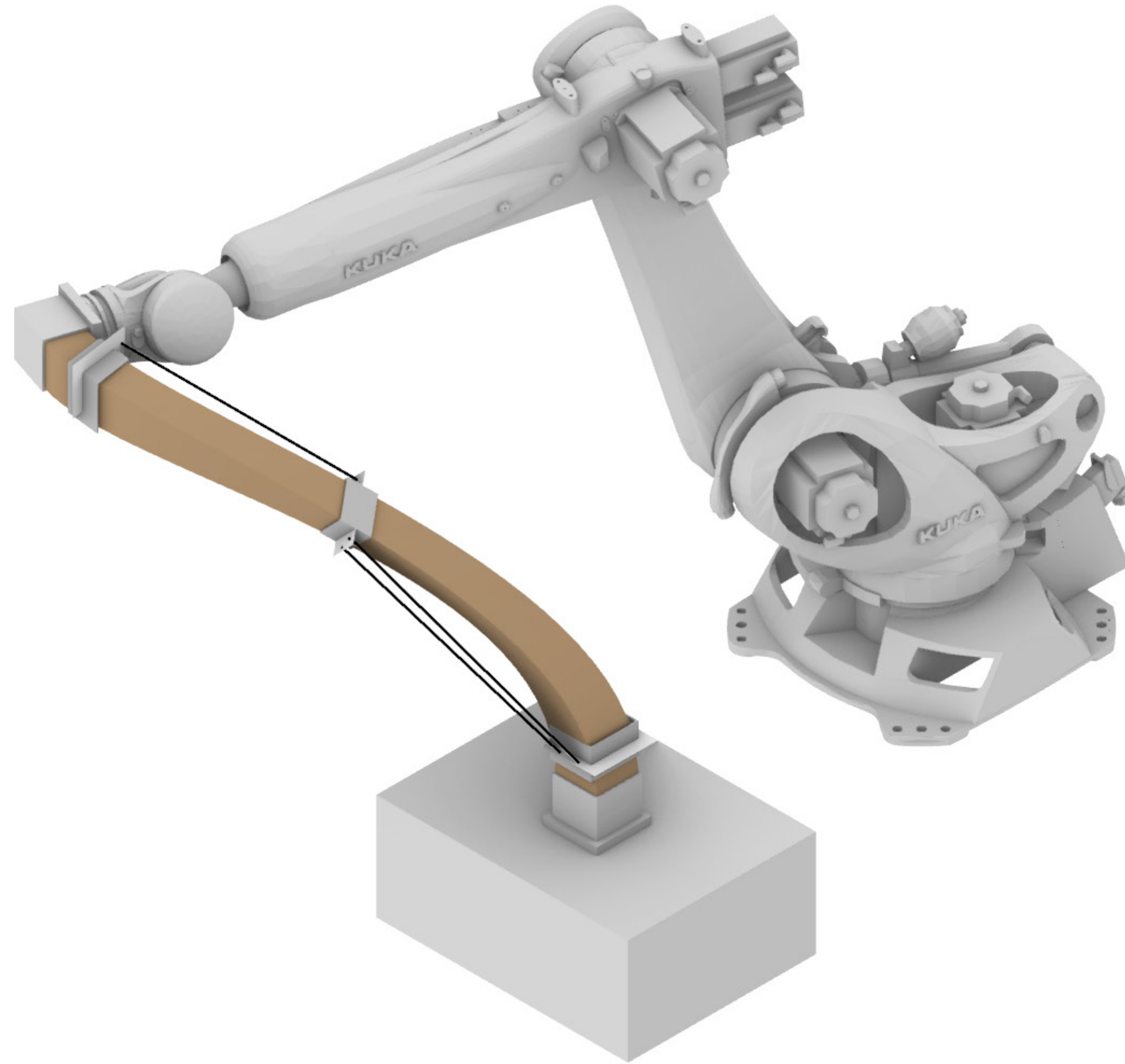




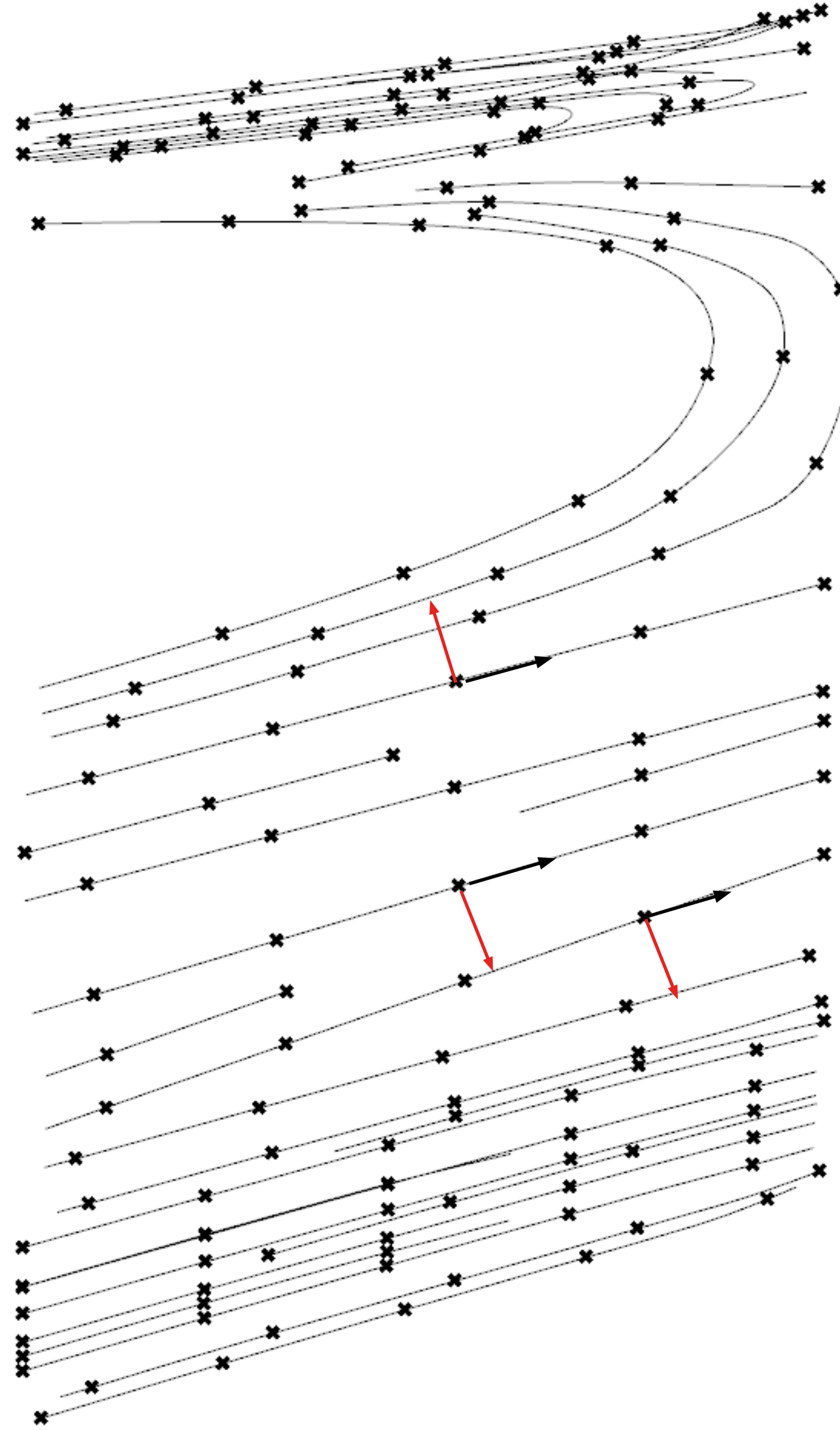
robotic bending

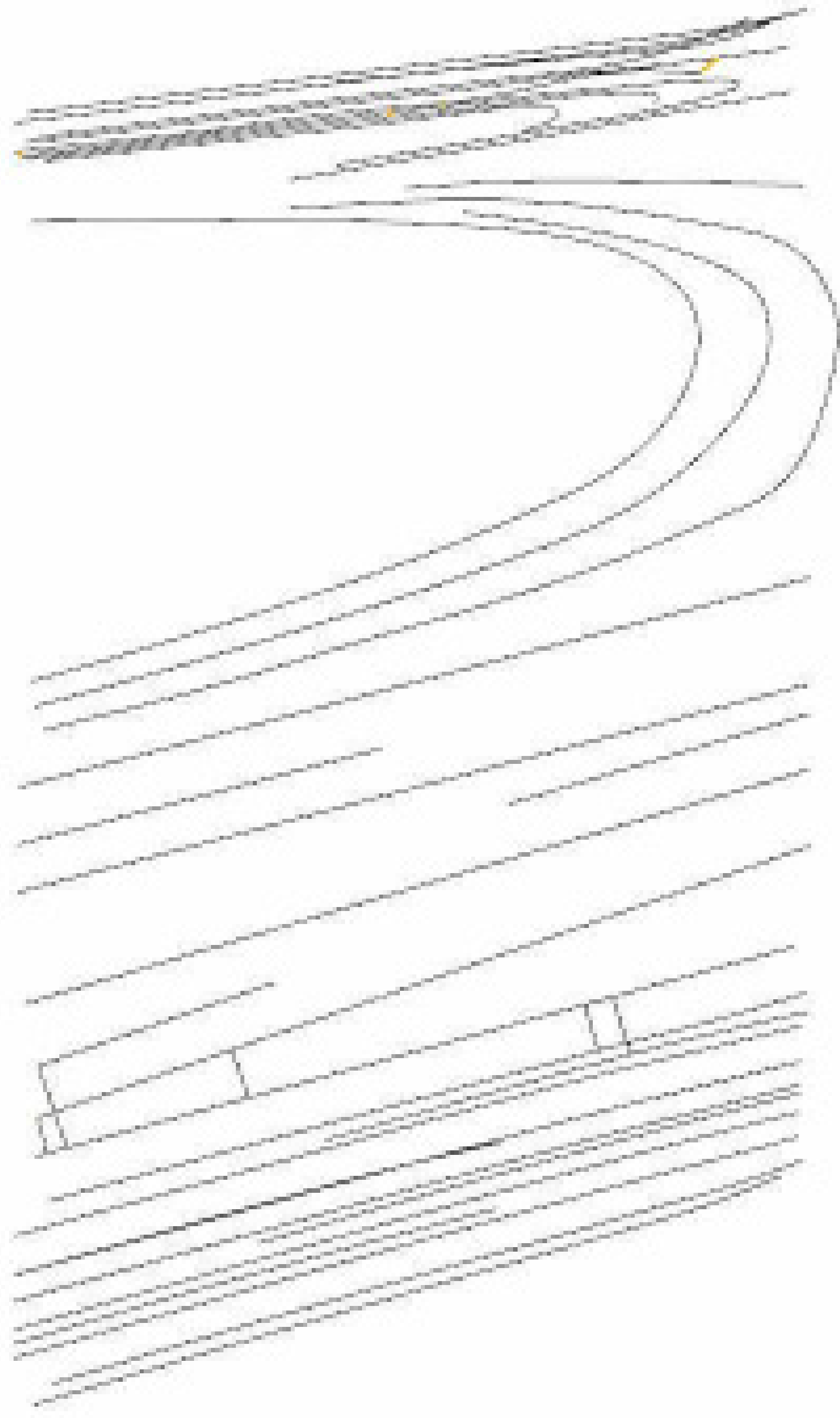


beam fixation



perpendicular joints



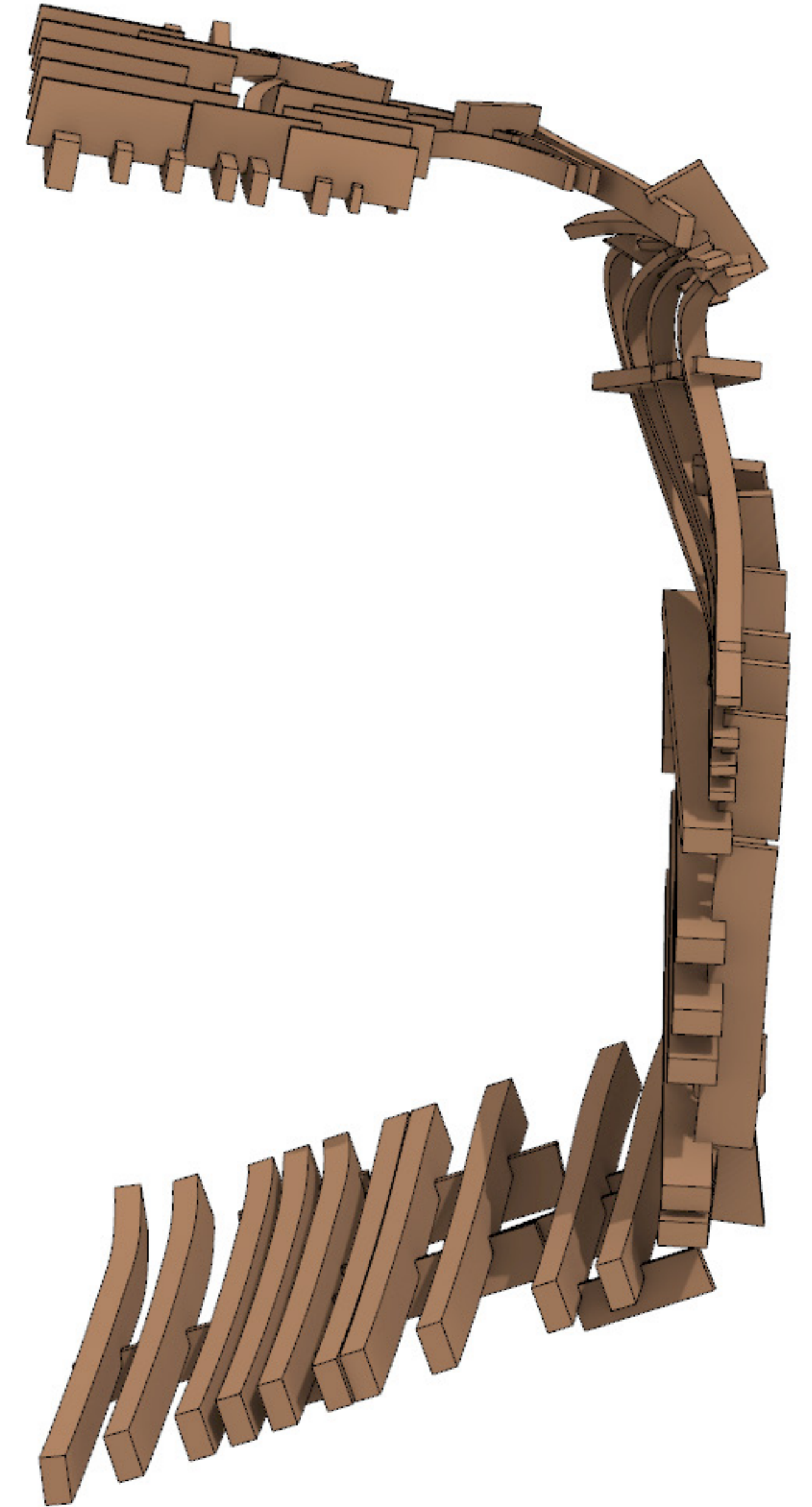
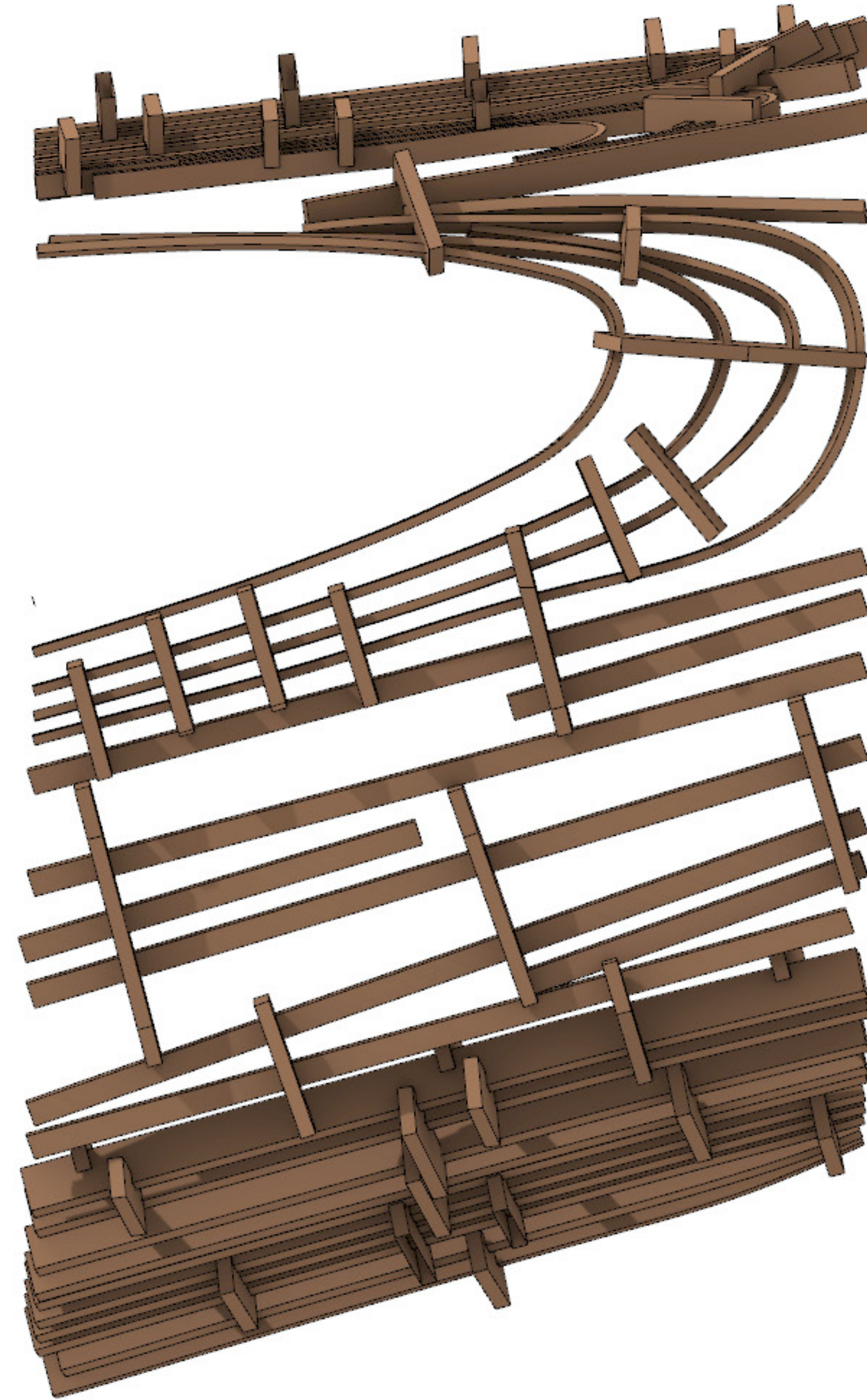


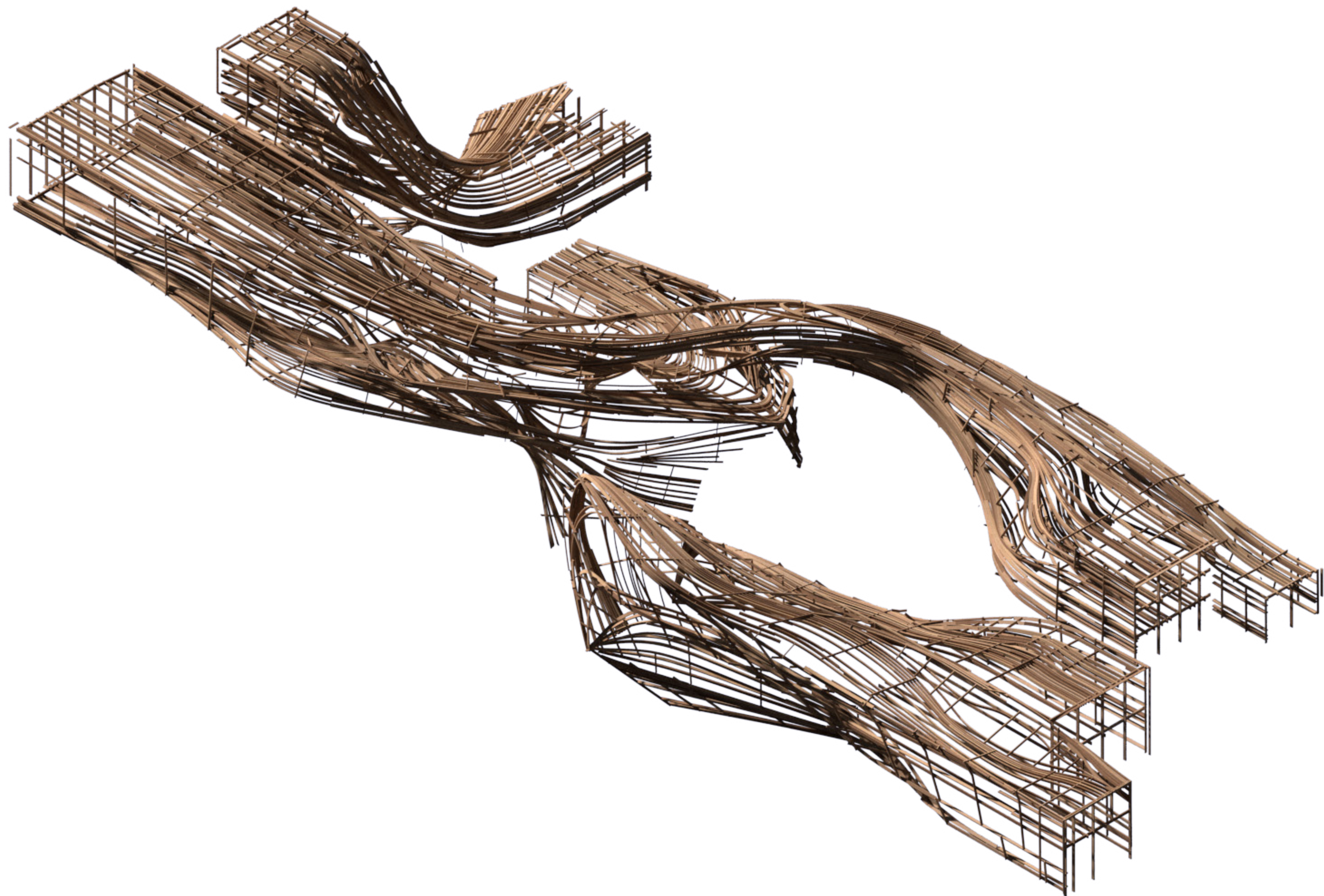
culling joints

culling parameter

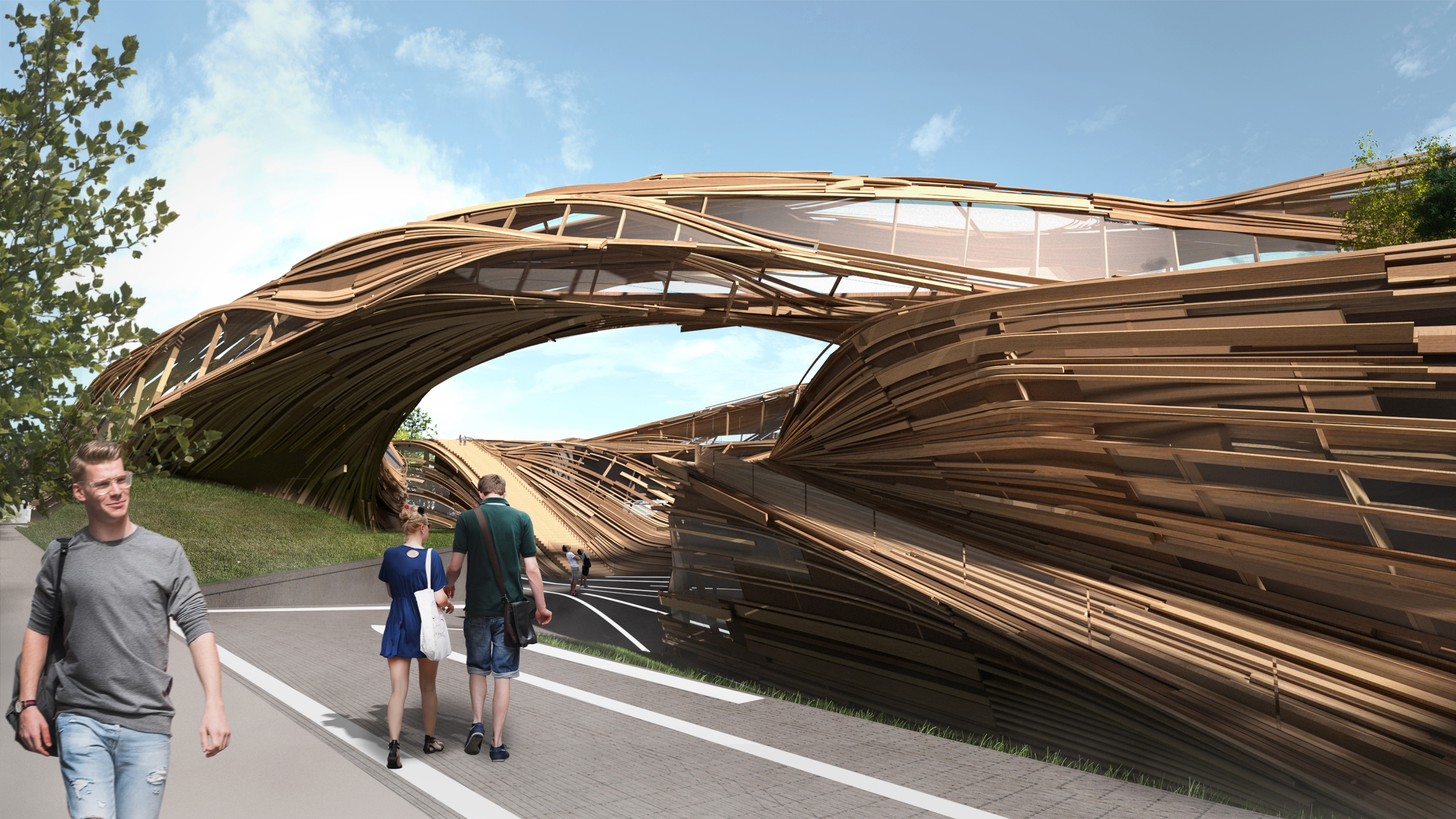
distance

cull joint if proximity <1m or # > 2





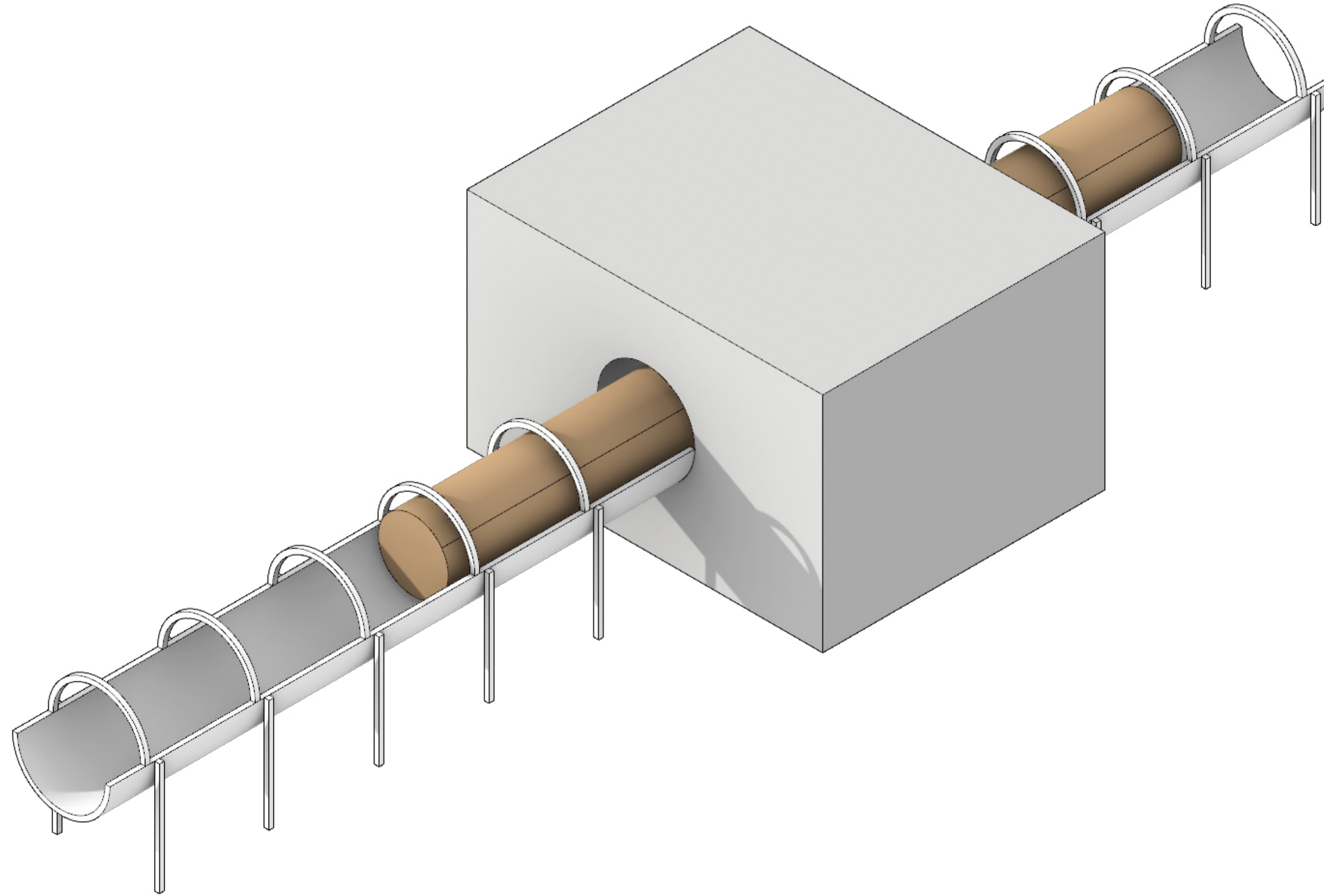




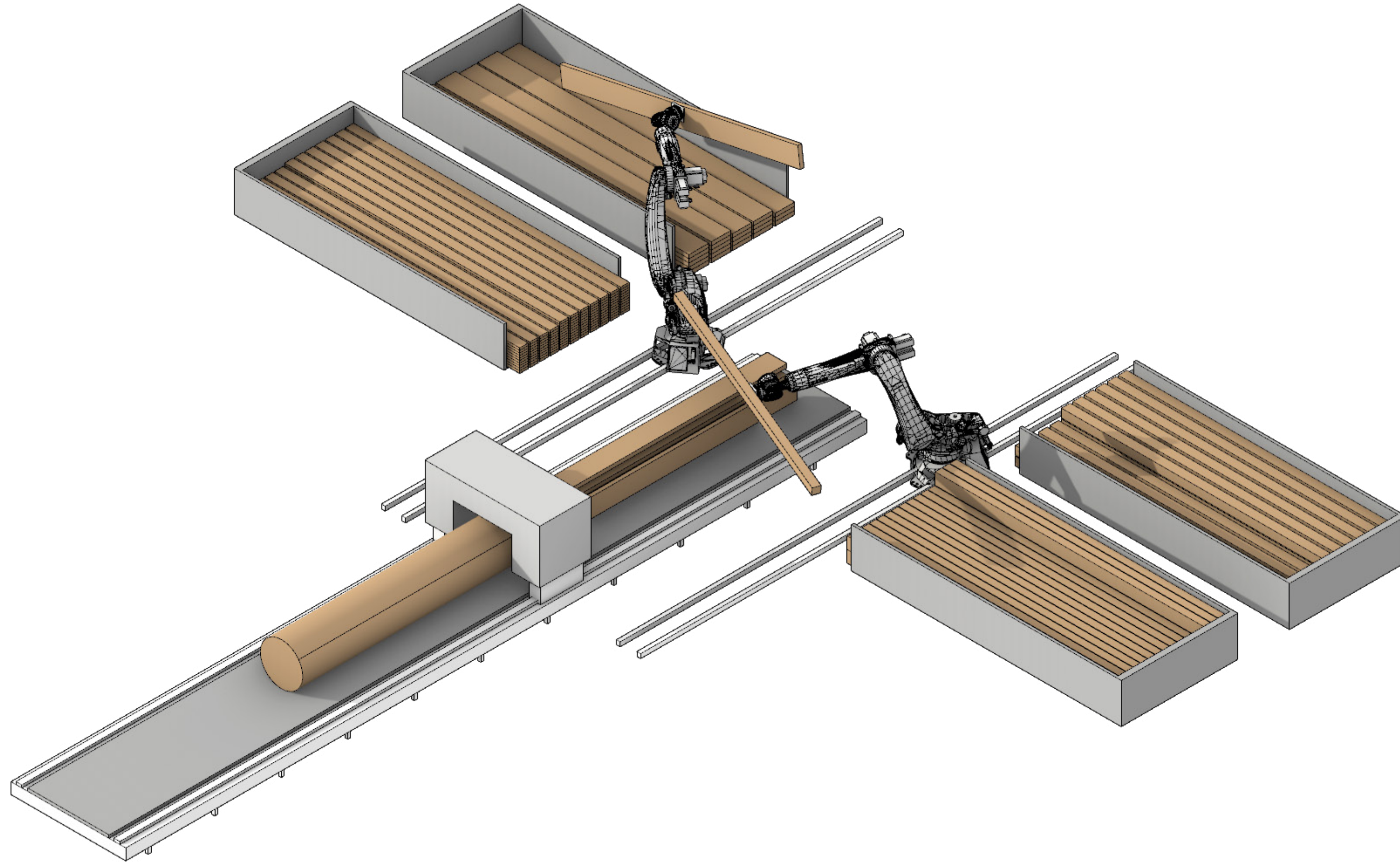
#9 Construction



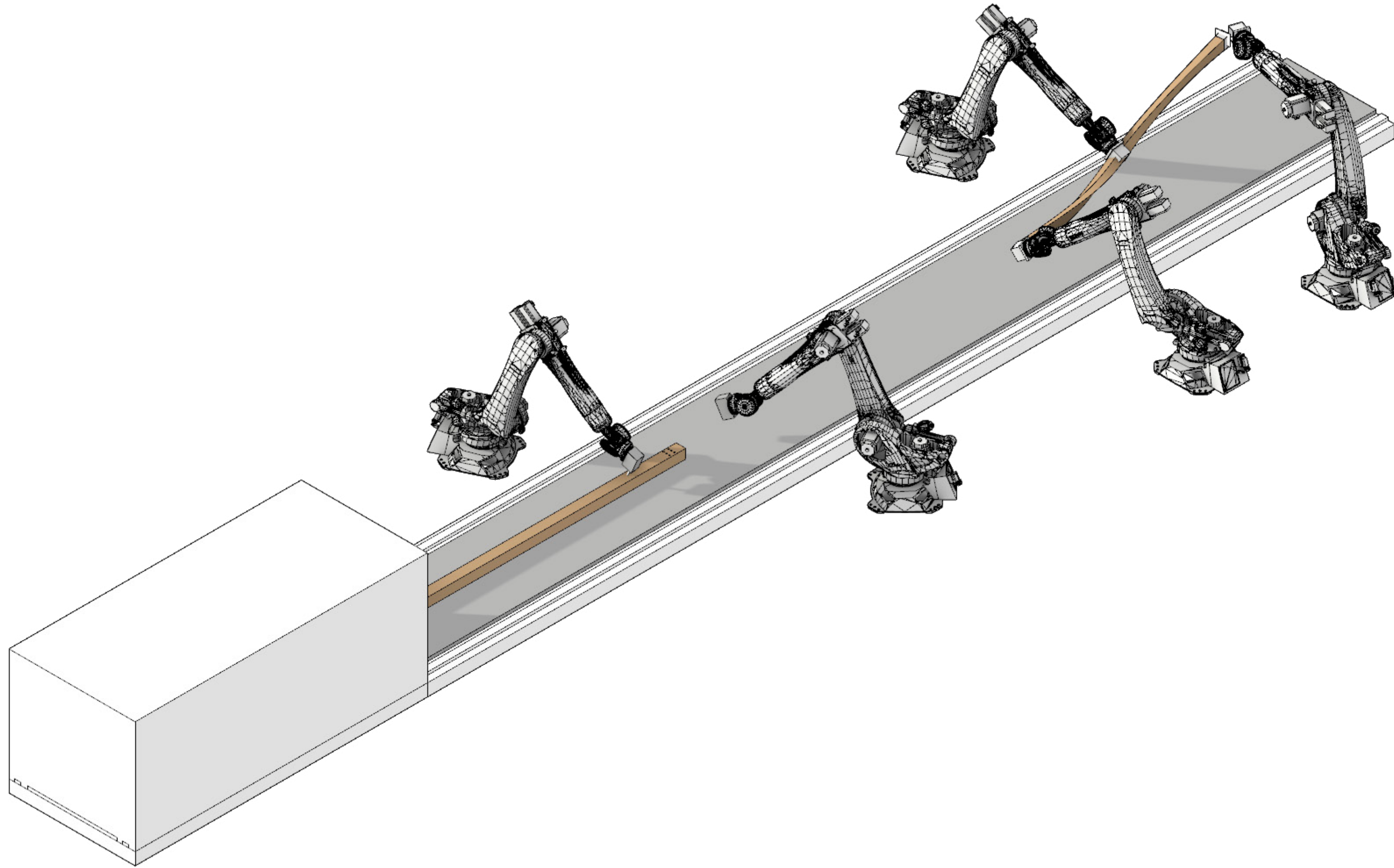
x-ray log scanning



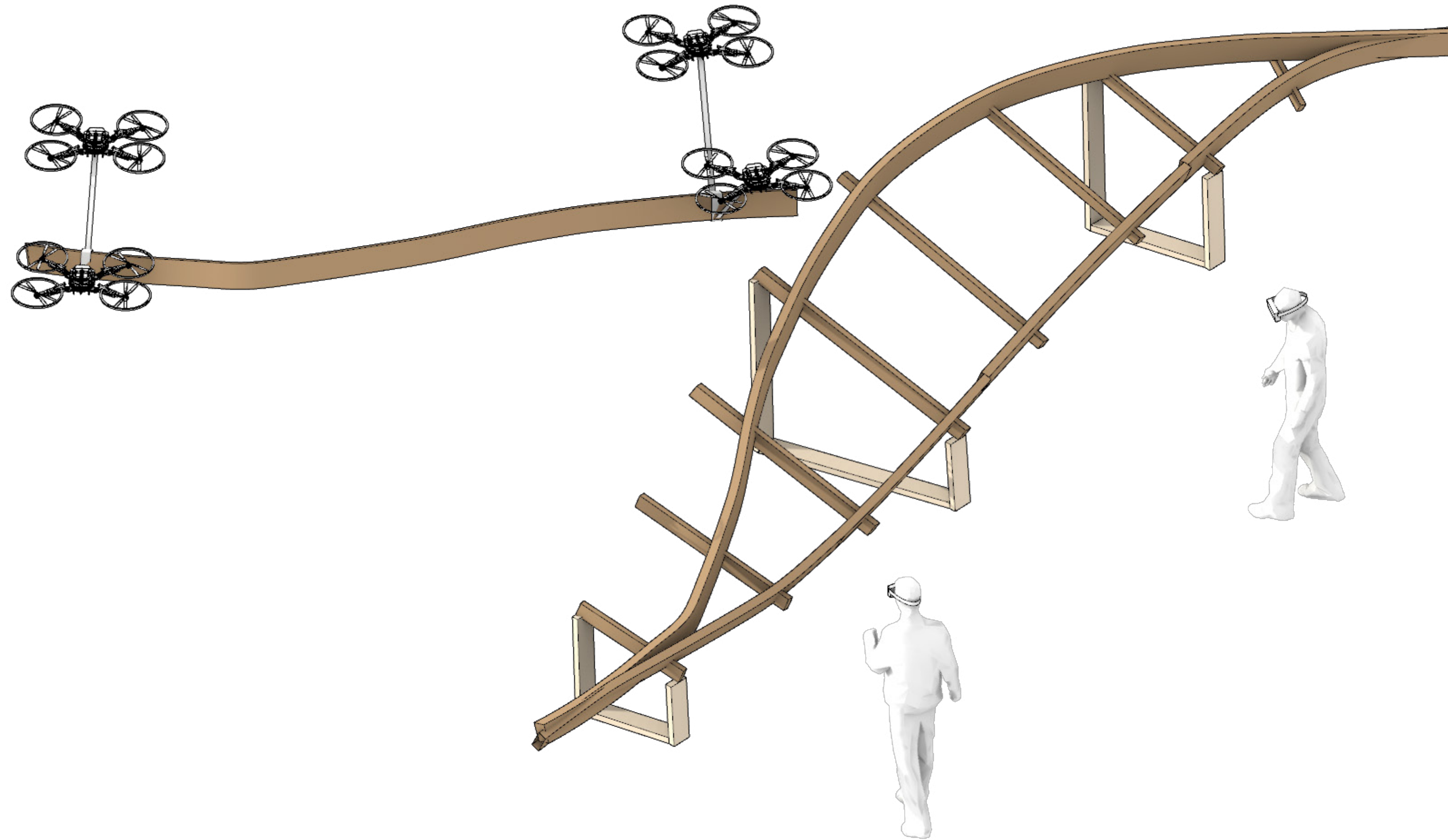
robotic cutting



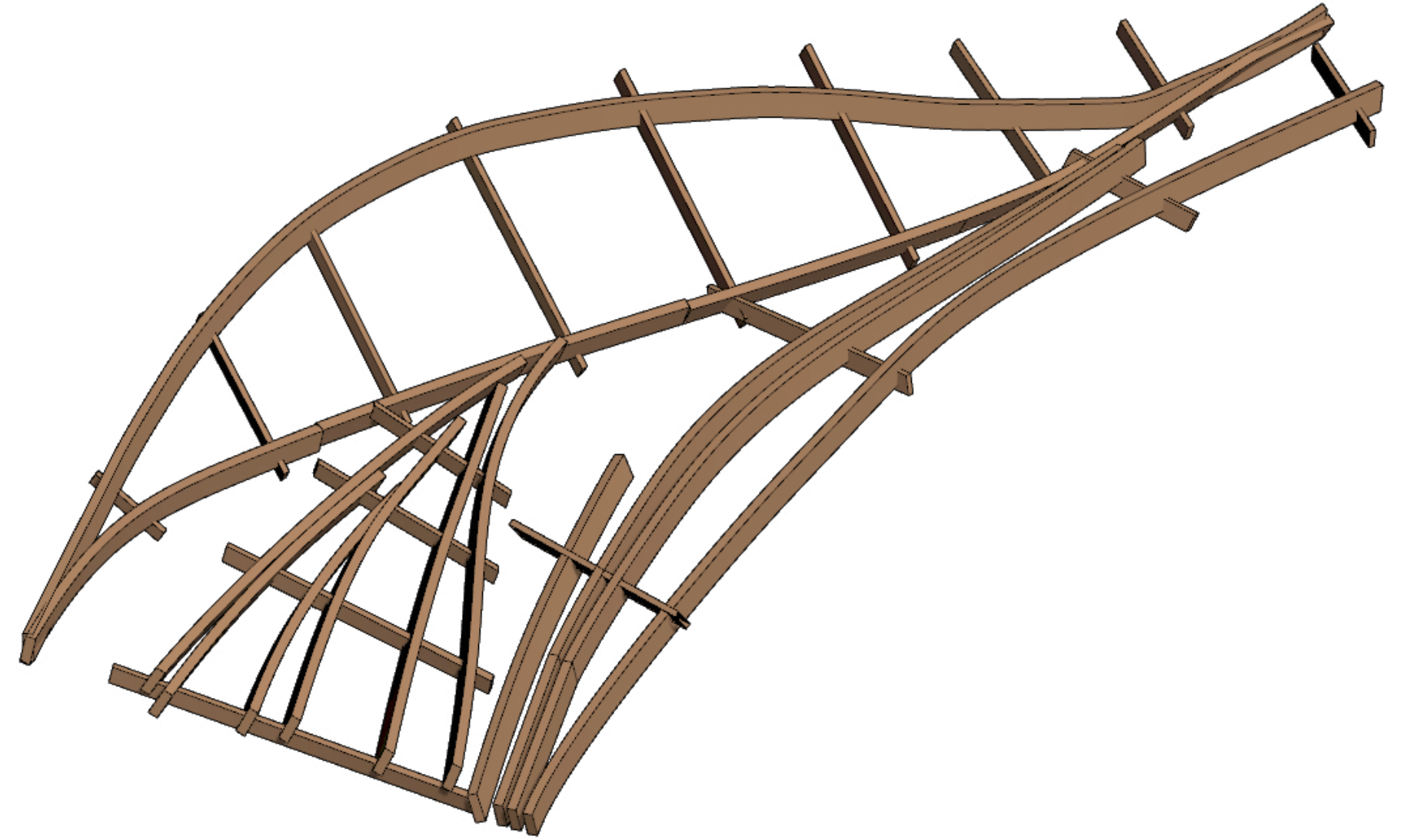
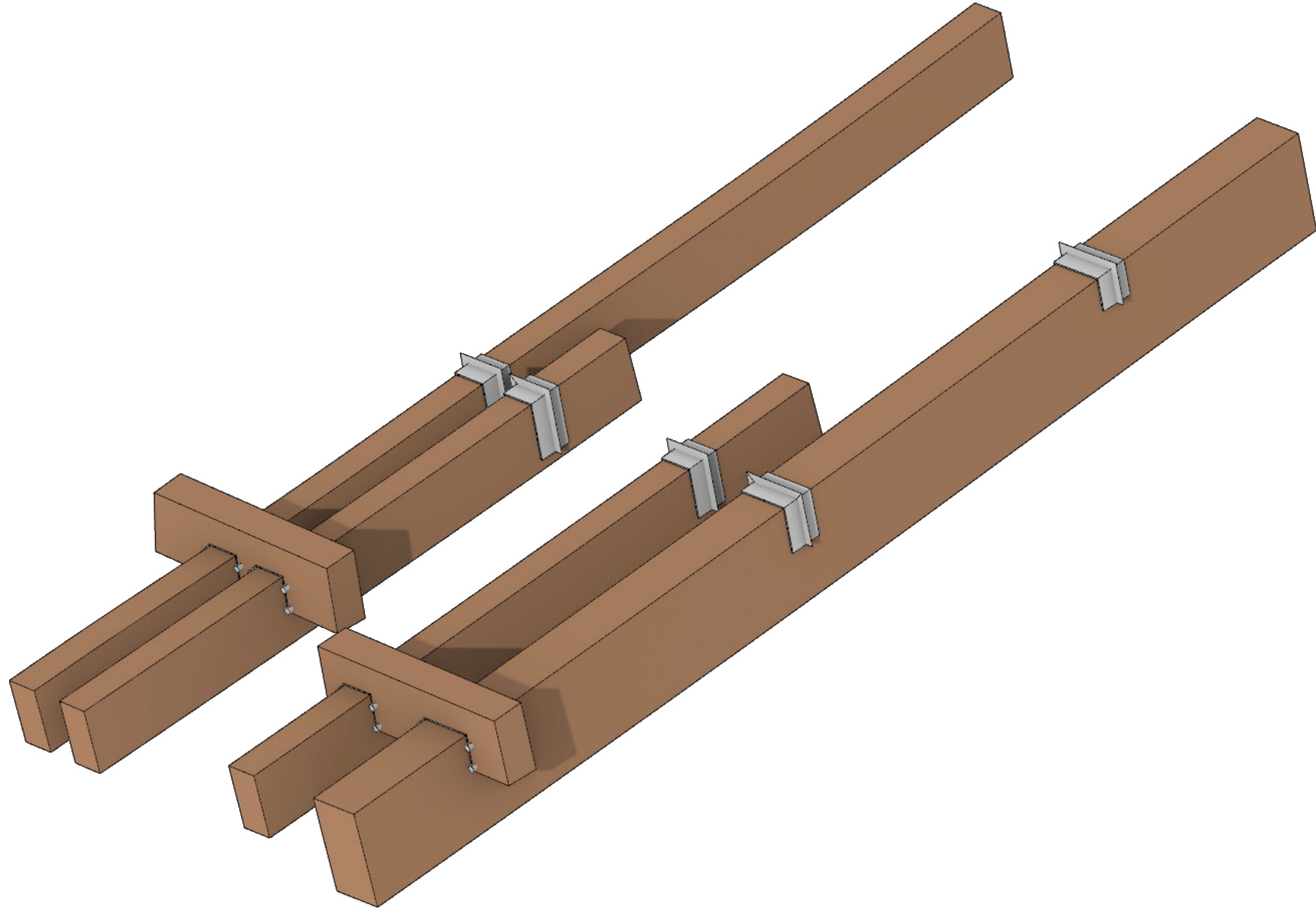
robotic drilling + robotic bending

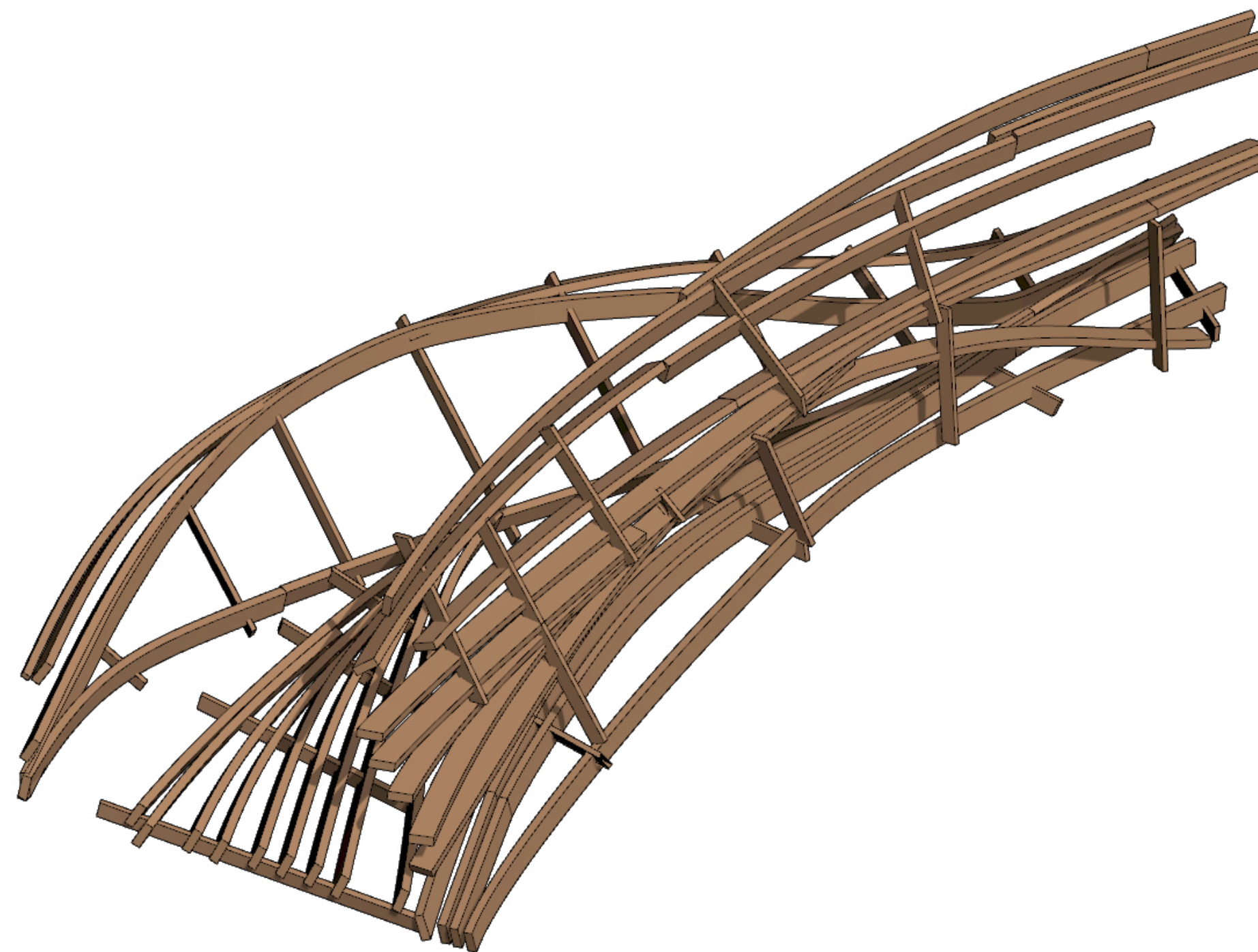
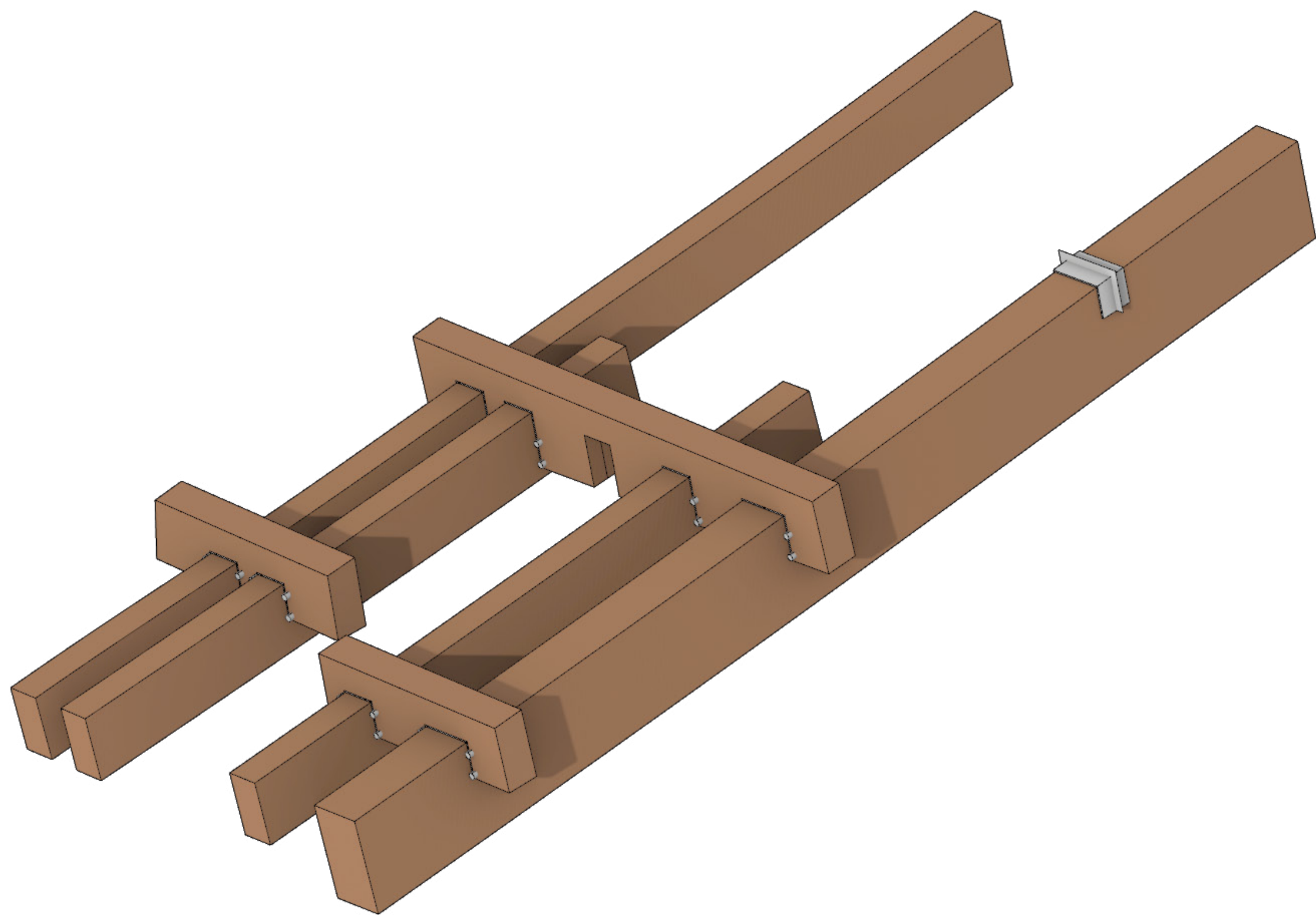


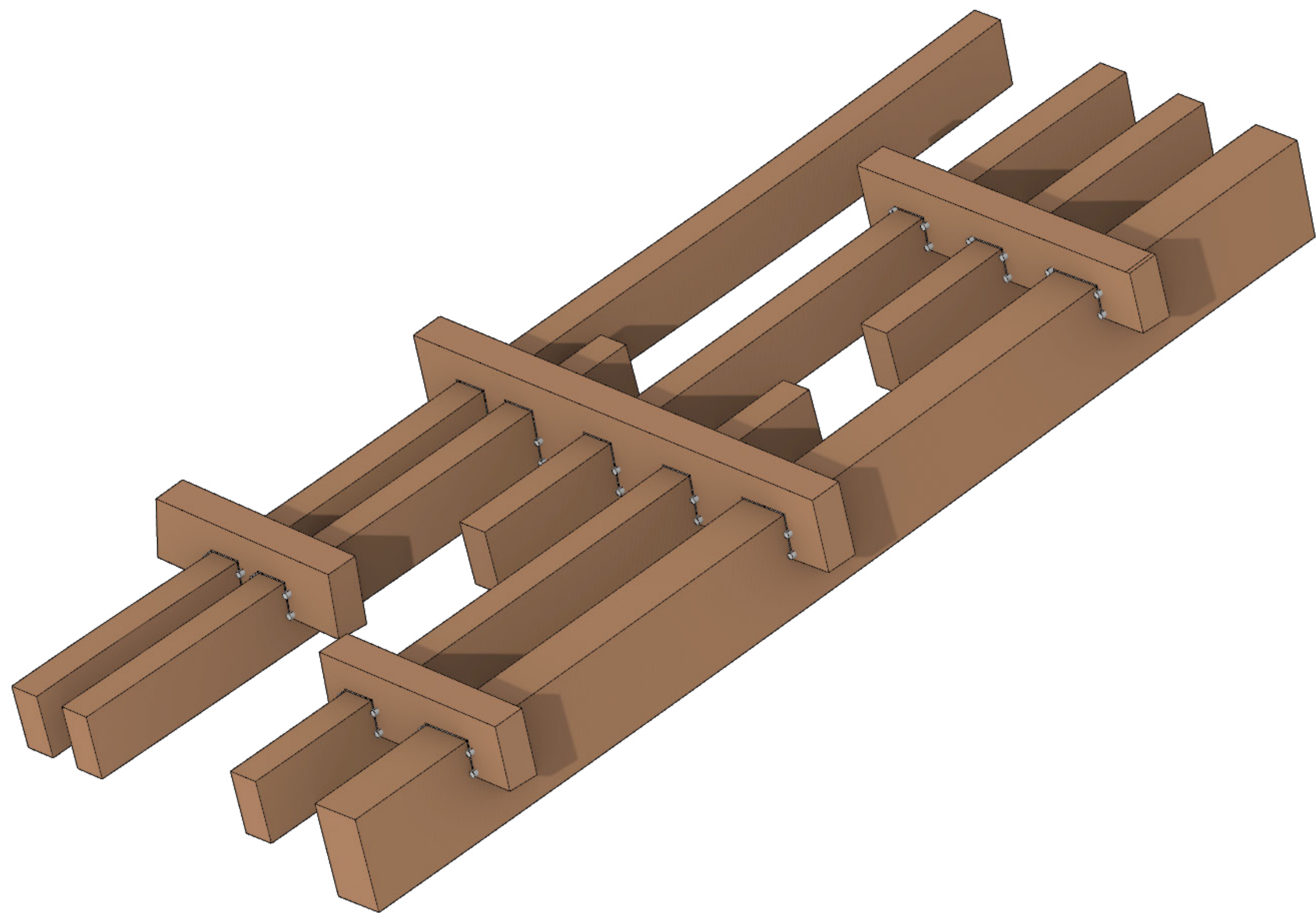
robot human(cyborg) collaboration

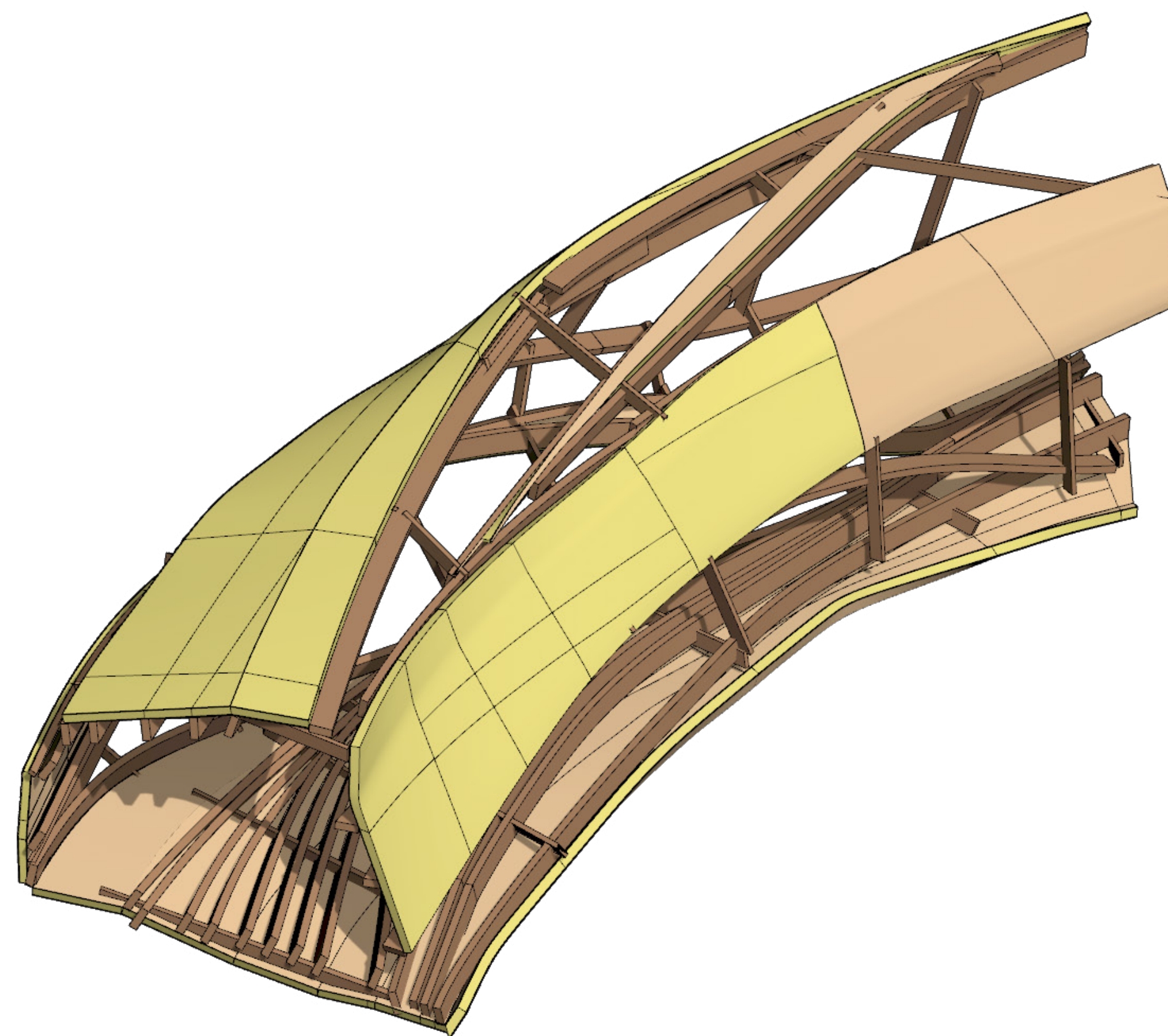
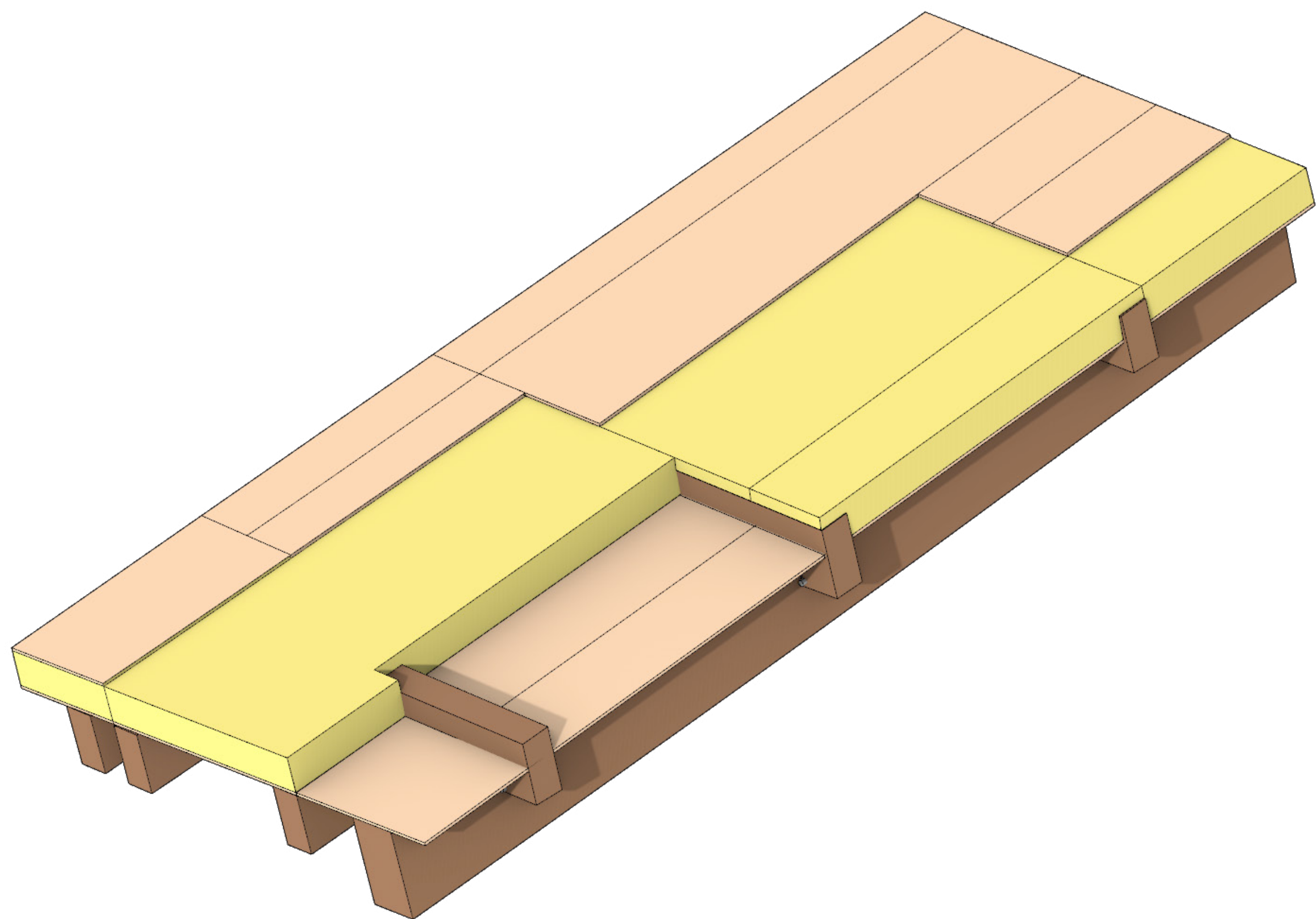


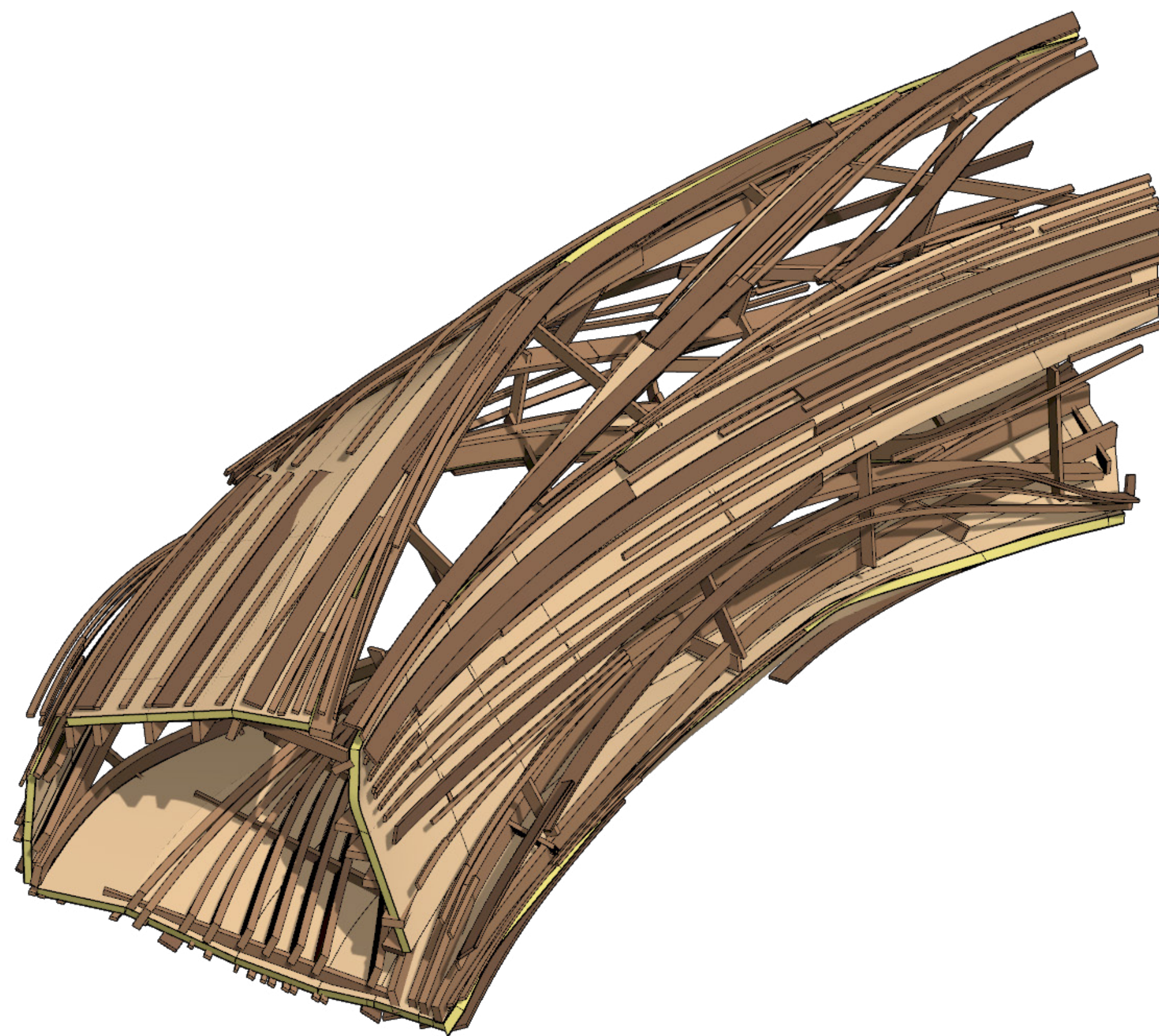
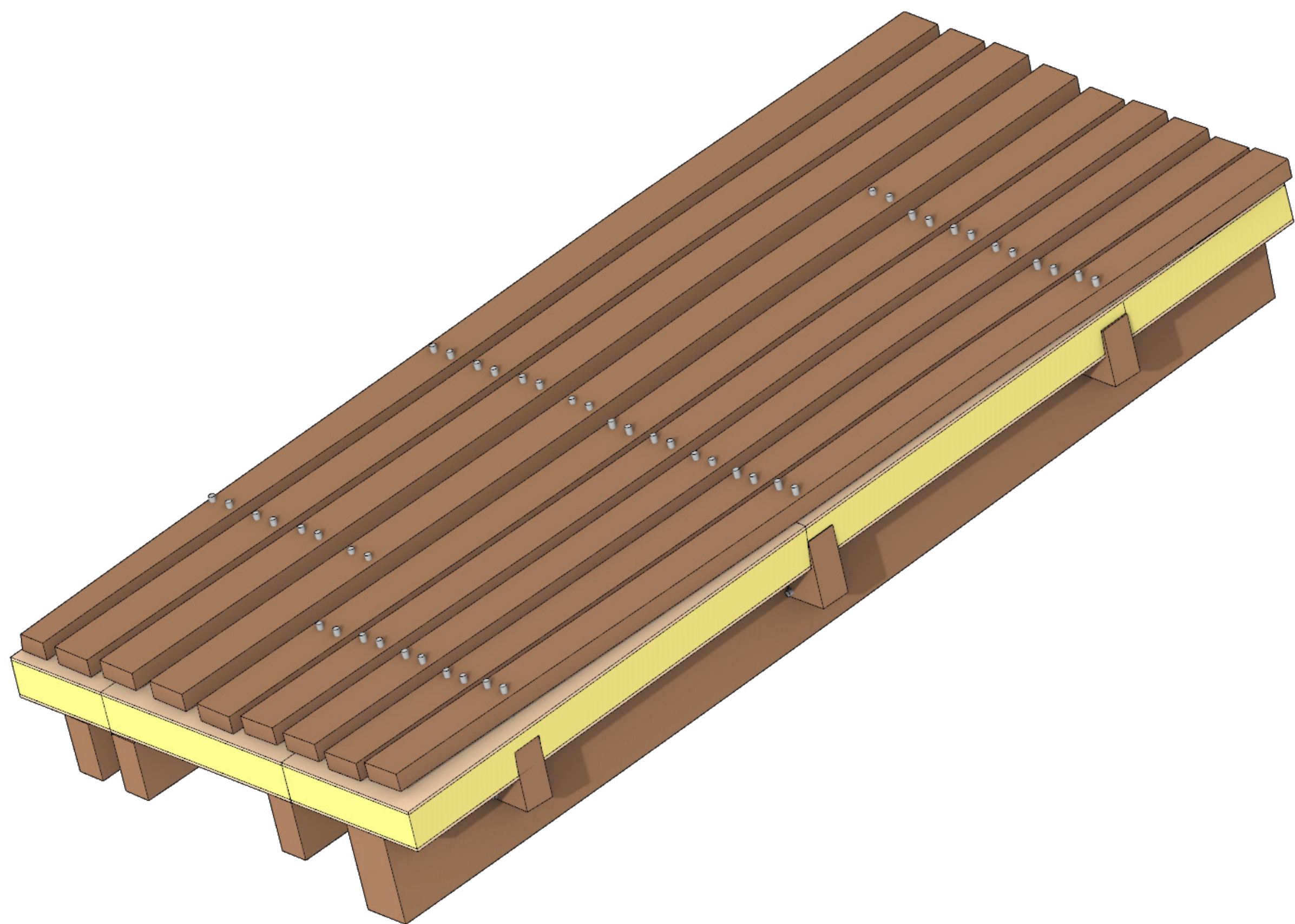
assembly



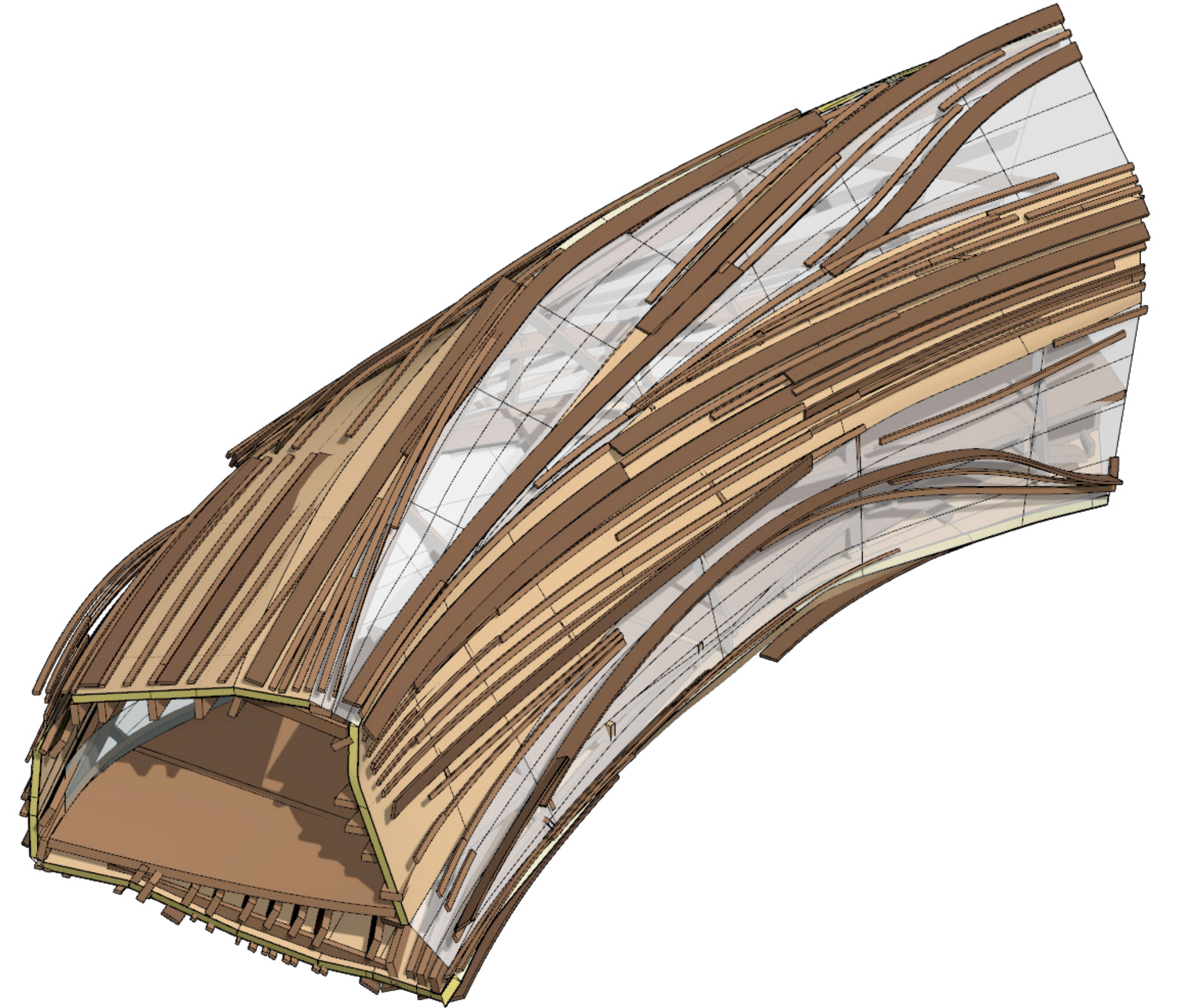
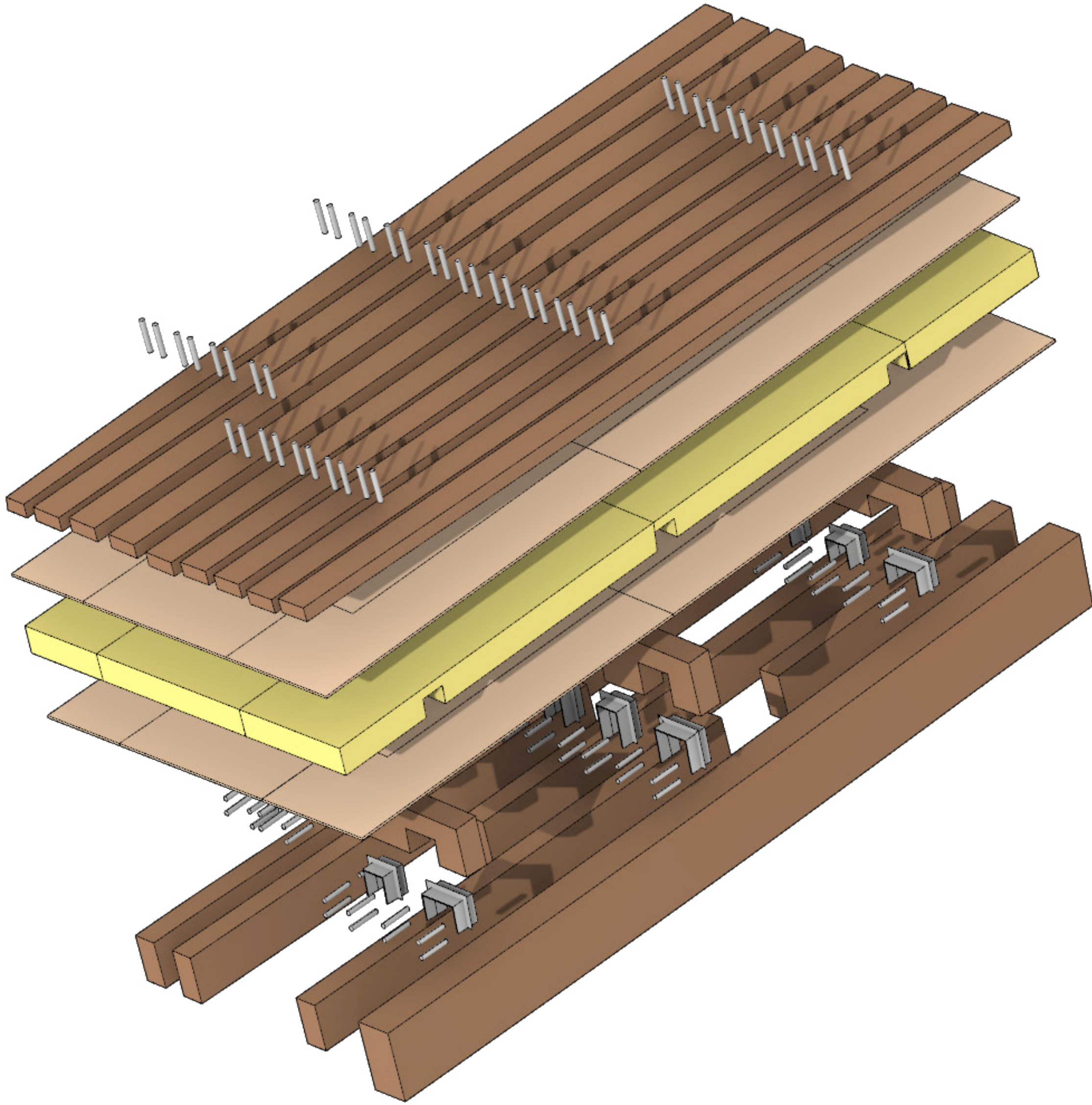


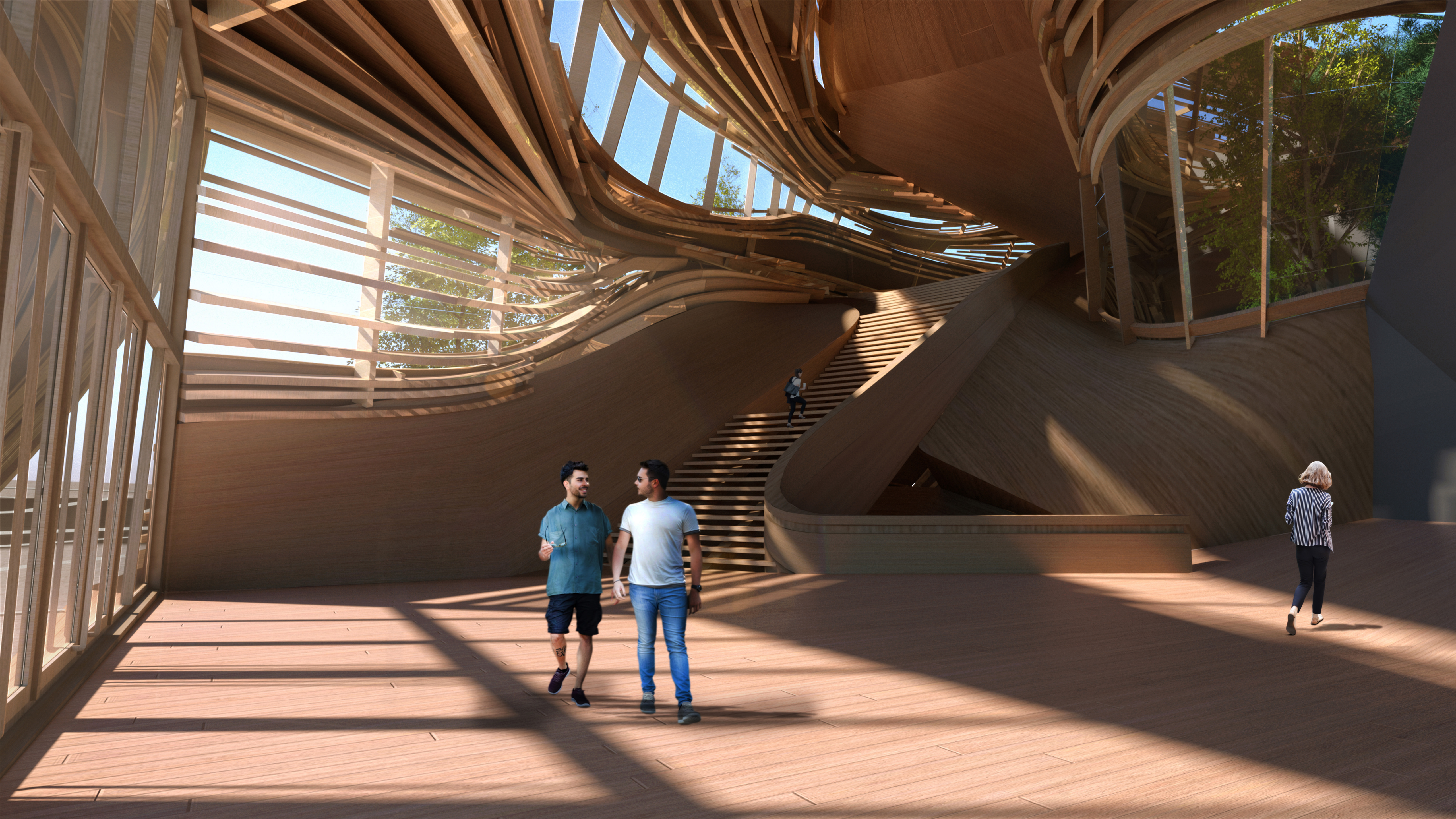






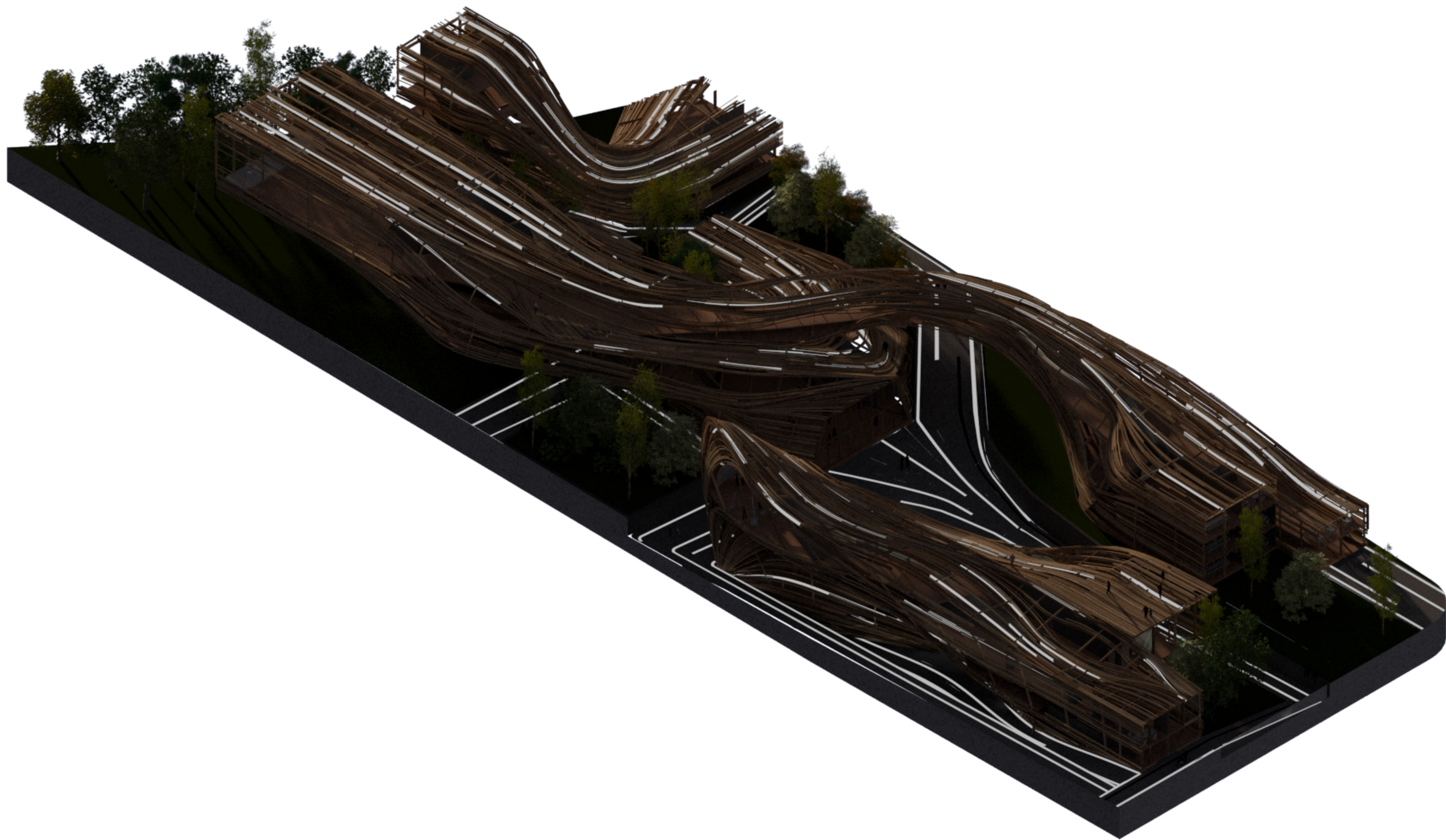
exploded construction











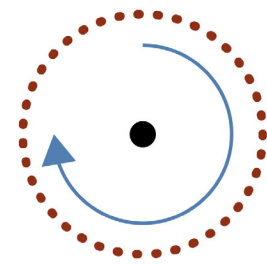
CONCLUSION

- #1 Theory** - Who is the new bauhaus master?
- #2 Process** - How can the user be involved in the design process?
- #3 Design** - How to design topological transformation through one material?
- #4 Construction** - How to construct a locally informed envelope?

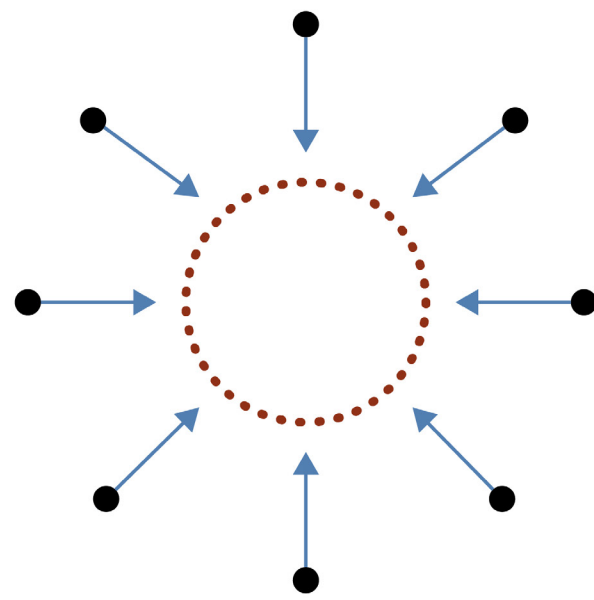
Theory - Who is the new bauhaus master?



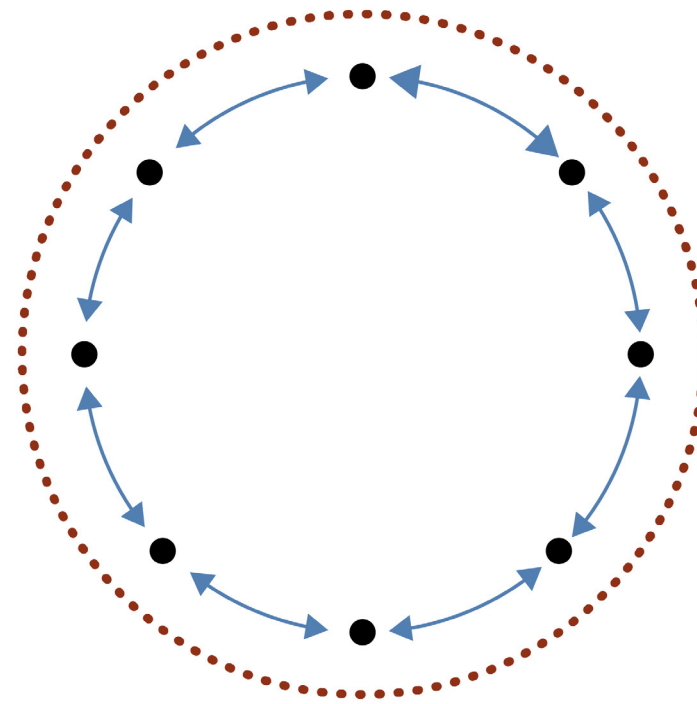
young teaching old



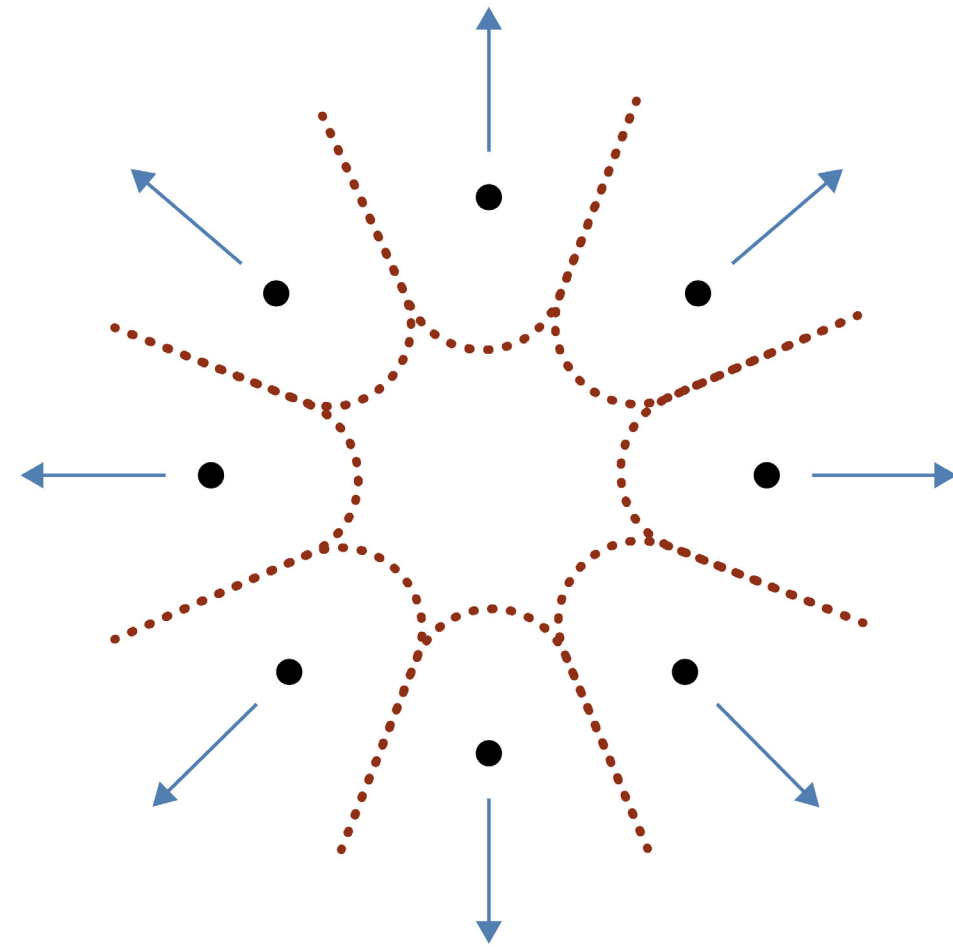
staying



learning



collaborating



sharing

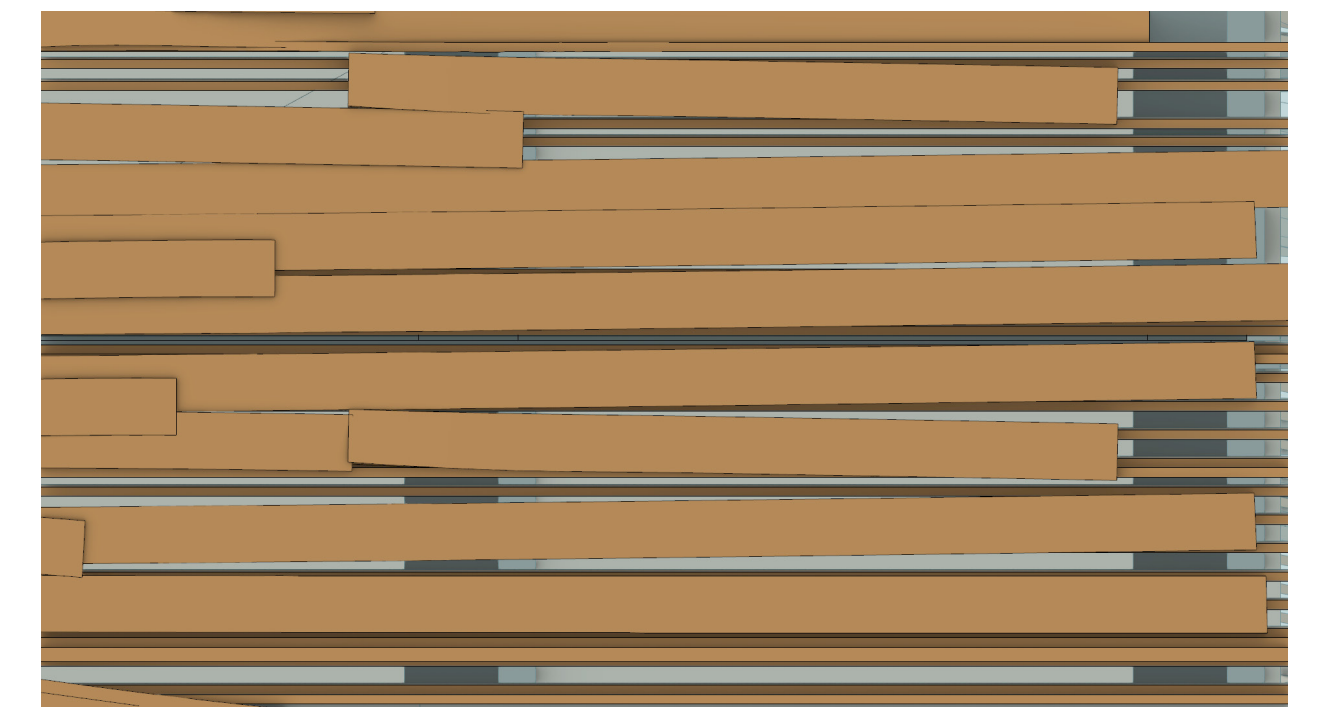
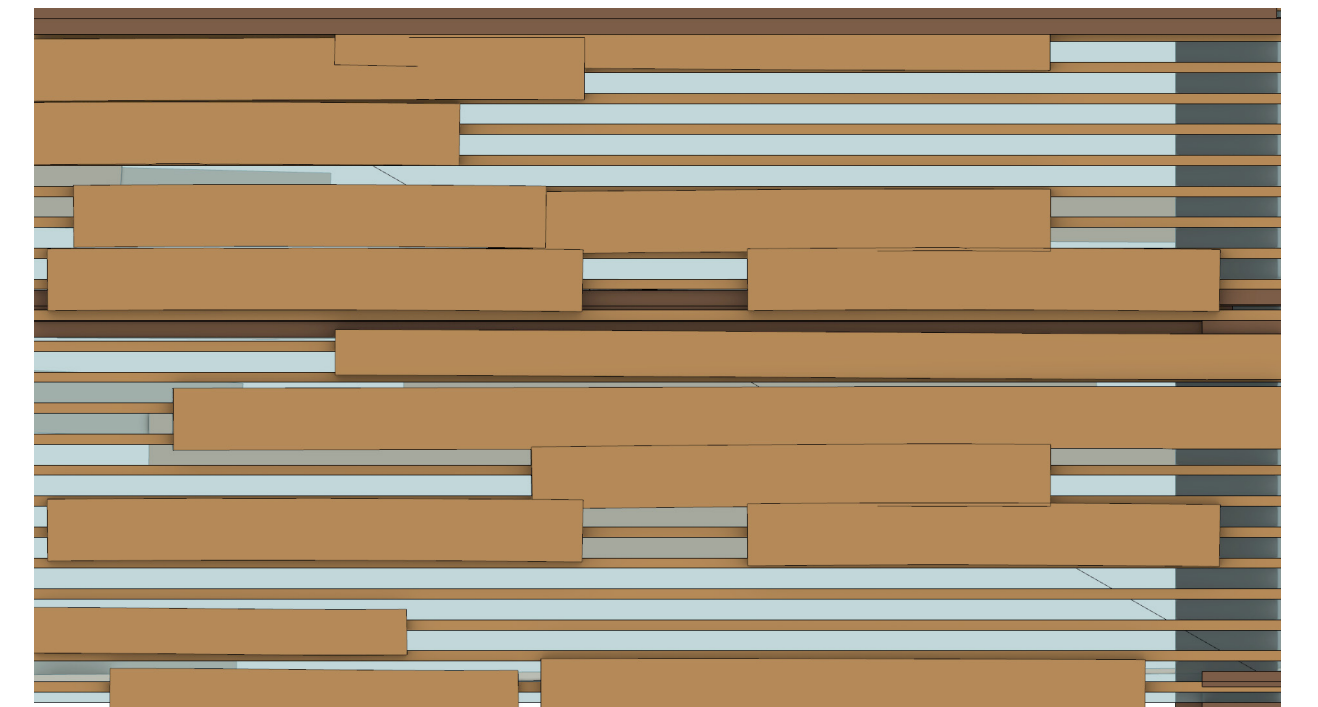
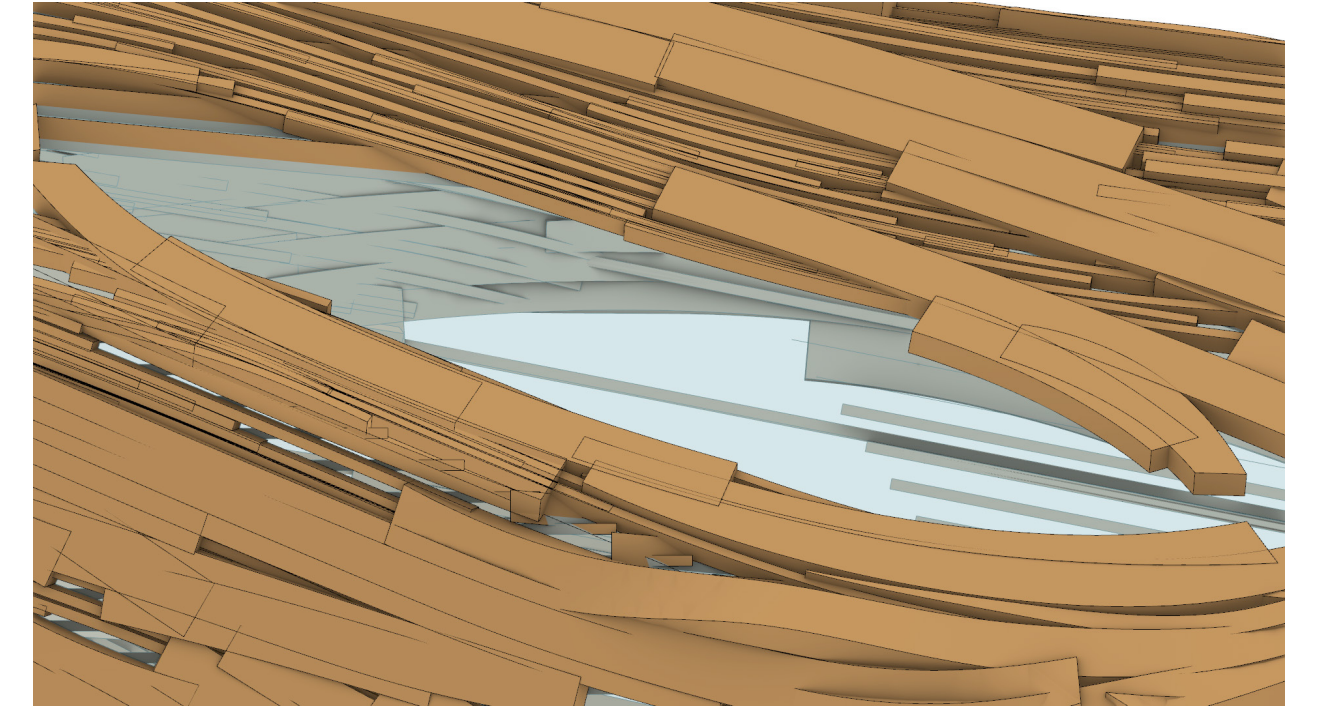
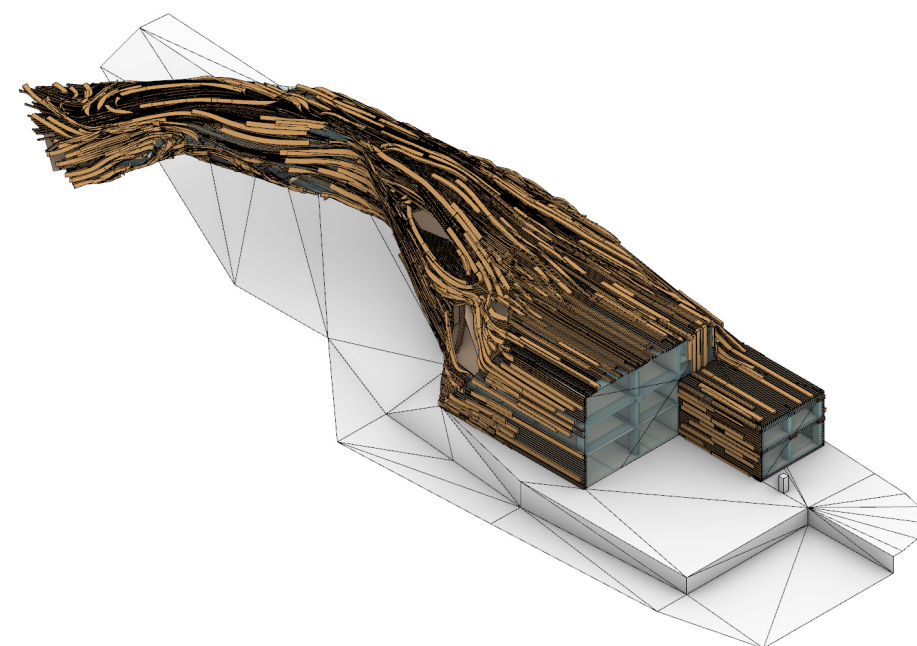
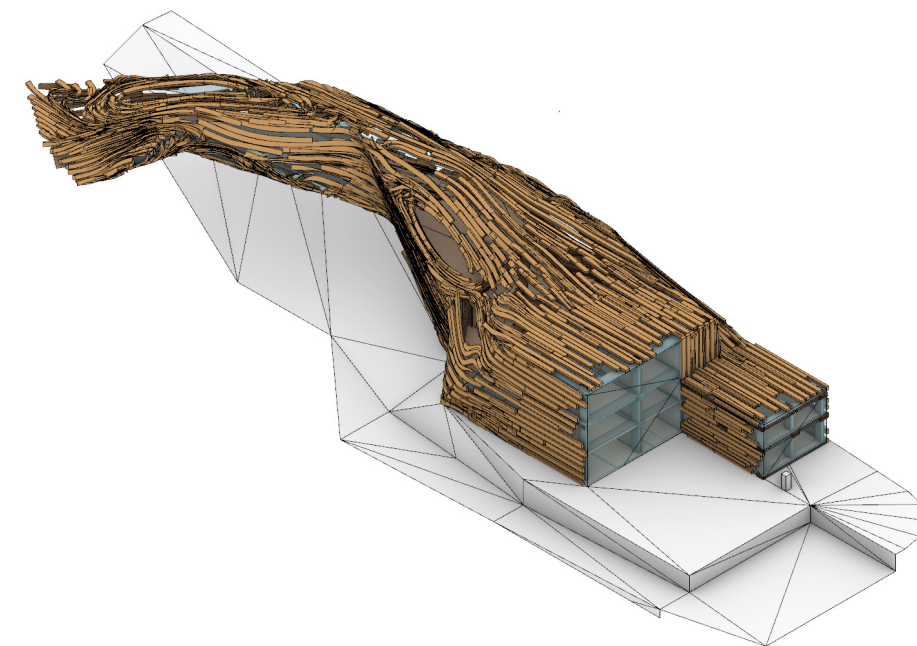
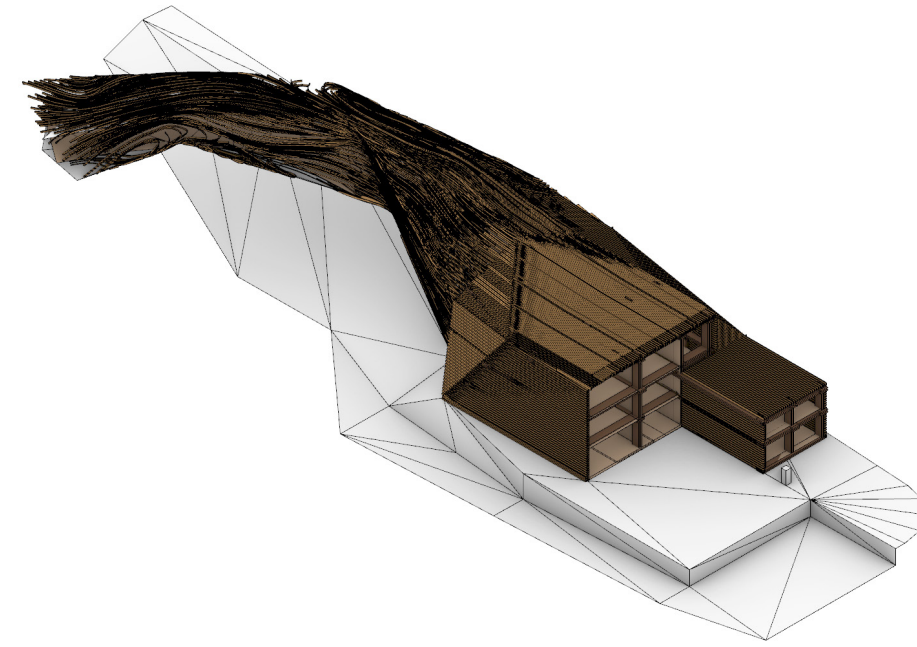
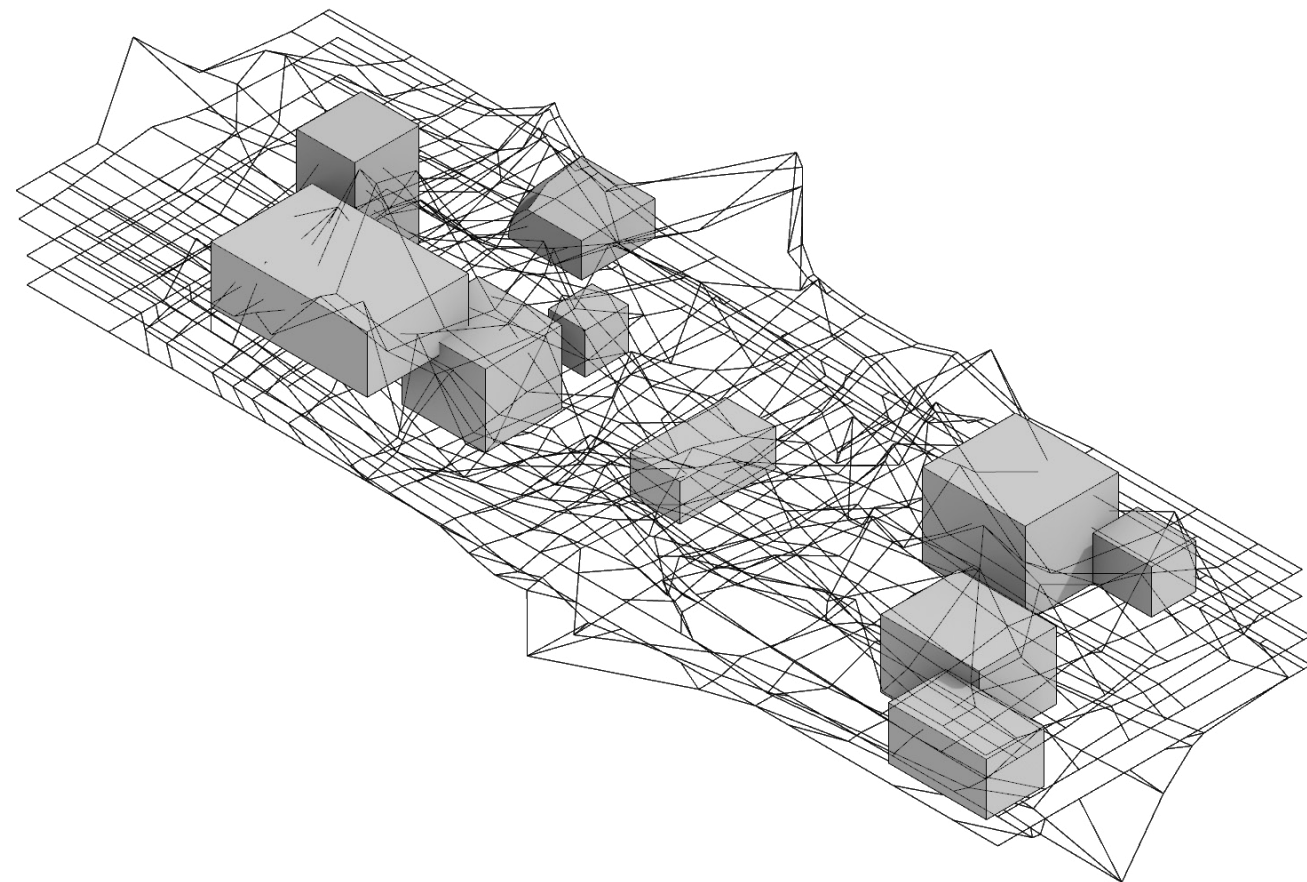
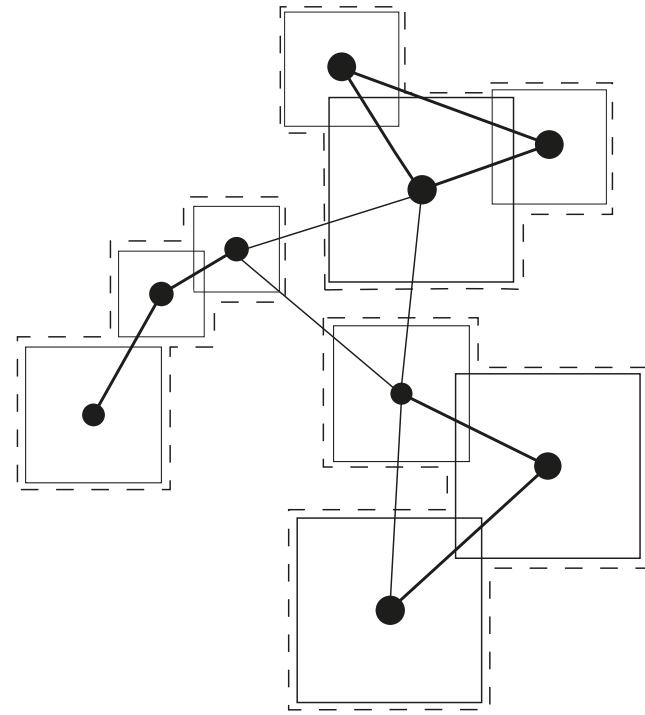


old teaching young

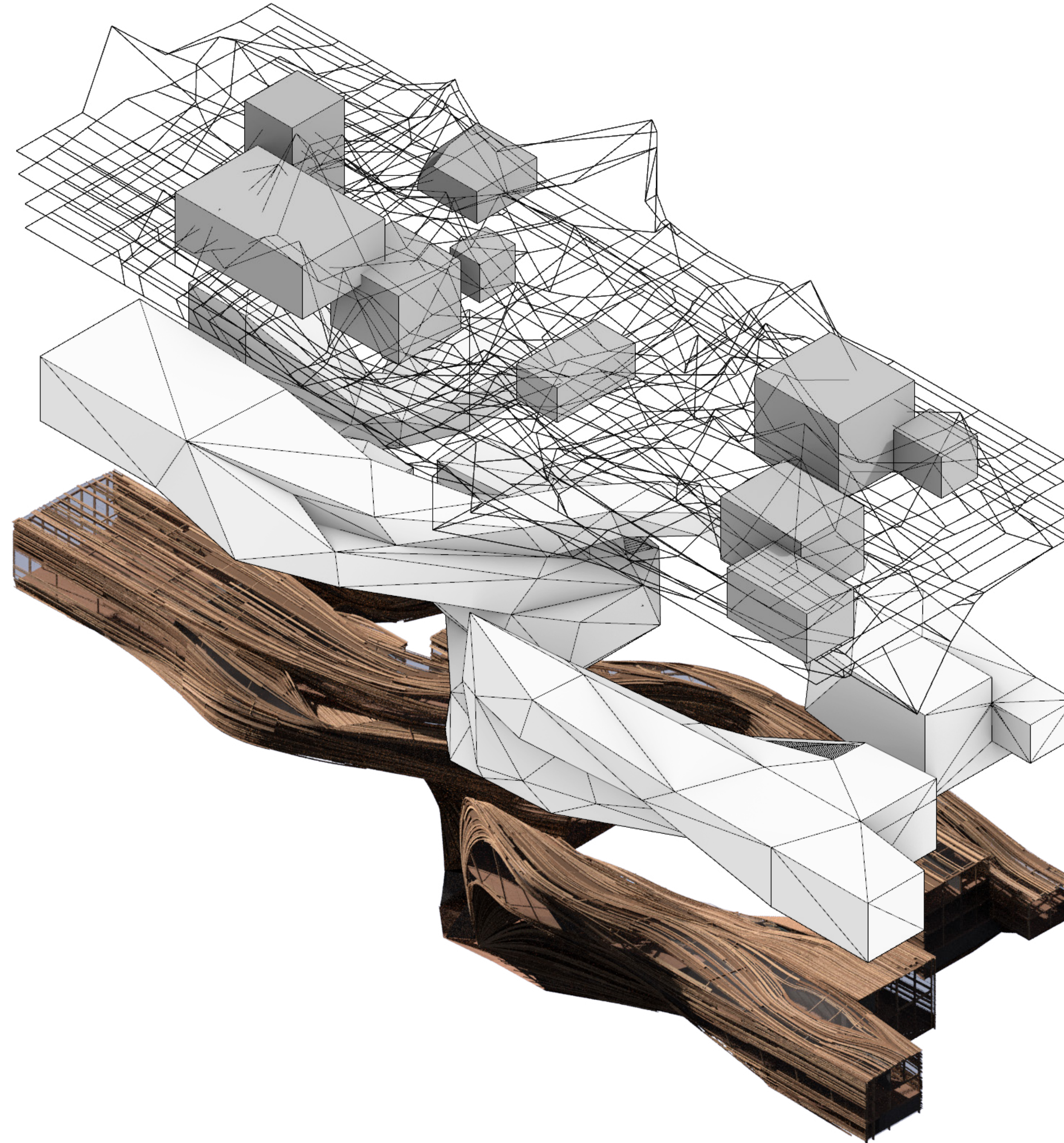
Process

- How can the user be involved in the design process?

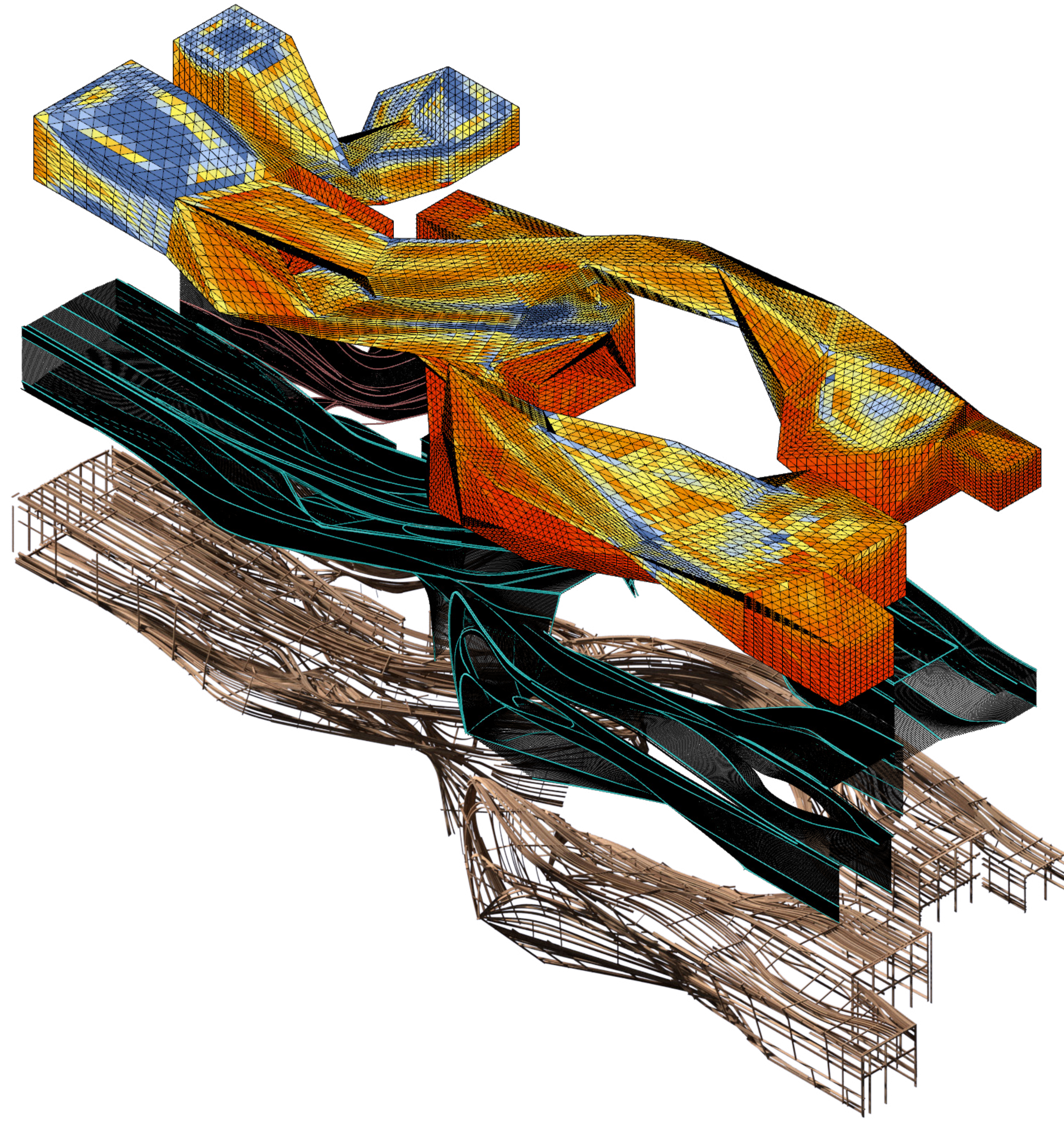
parametric design



Design - How to design a topological transformation from orthogonal to freeform?



Construction - How to construct a locally informed envelope?



REFLECTION

