

GALLERY OF TEMPORALITIES

PERMANENT TRANSITIONS

Hotel New York



complex projects

23/06/2021

Aleksandra Kozicka 5017521

Introduction

Problem genesis

Strategy

Design Brief

Concept

Design

Materialization

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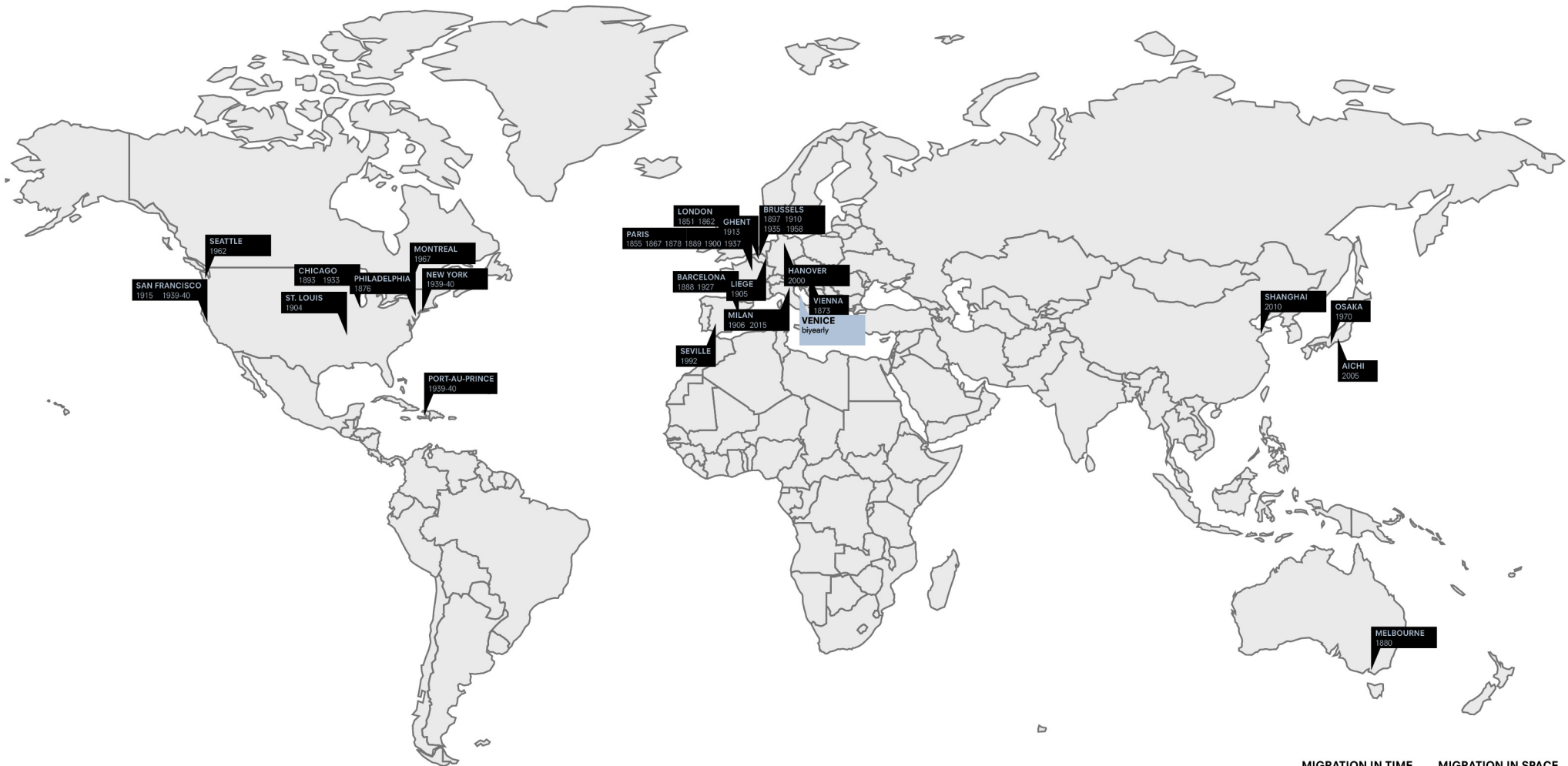
Definition

**MIGRATION AS MULTIPLICATION OF
THE IDEA WITH VARIABLE ALTERATIONS
IN TIME AND PLACE**



**TEMPORALITY OF
ARCHITECTURE**

Phenomena



MIGRATION IN TIME

PLACE
time of the event

Ideas migrating towards fixed location with regular time intervals, under the event named Venice Biennale of Architecture

MIGRATION IN SPACE

PLACE
time of the event

Ideas migrating towards various locations every time, under the event named World Exposition

Migration of temporality

Migration of idea to Rotterdam

INTRODUCTORY TEMPORALITY

16 05 2016 - 12 06 2016

The Stairs to Kriterion, MVRDV

Gallery of Temporalities



Hotel New York

Migration of temporality

Migration of idea to Rotterdam

REOCCURRING TEMPORALITY

GROOS

BAR

since 2015

Schieblock, ZUS

Gallery of Temporalities



Hotel New York

Result of migrations

STABILITY

**BALANCE OF TEMPORALITIES OF
DIFFERENT DURATION
COMBINED WITH THEIR CONNECTIONS**

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Analysis of results

**ZUIDPLEIN-AHOY
VS
HOUSING NEIGHBORHOODS**

**BALANCE OF TEMPORALITIES OF DIFFERENT
DURATION & THEIR CONNECTION**

**PERMANENTLY PROSPEROUS
VS
PERMANENTLY VACANT**

**LACK OF
PERMEABILITY**

Historical background



Retail activities could be found on plinth of Pleinweg and surrounding streets
Local businesses influence social activities and overall value of the area

1956



Zuidplein shopping center opening
Business owners following the trends and moving to shopping gallery
Previous locations getting temporarily vacant

1972

Migration of the idea: construction of modern shopping center; experience under one roof



Historical background



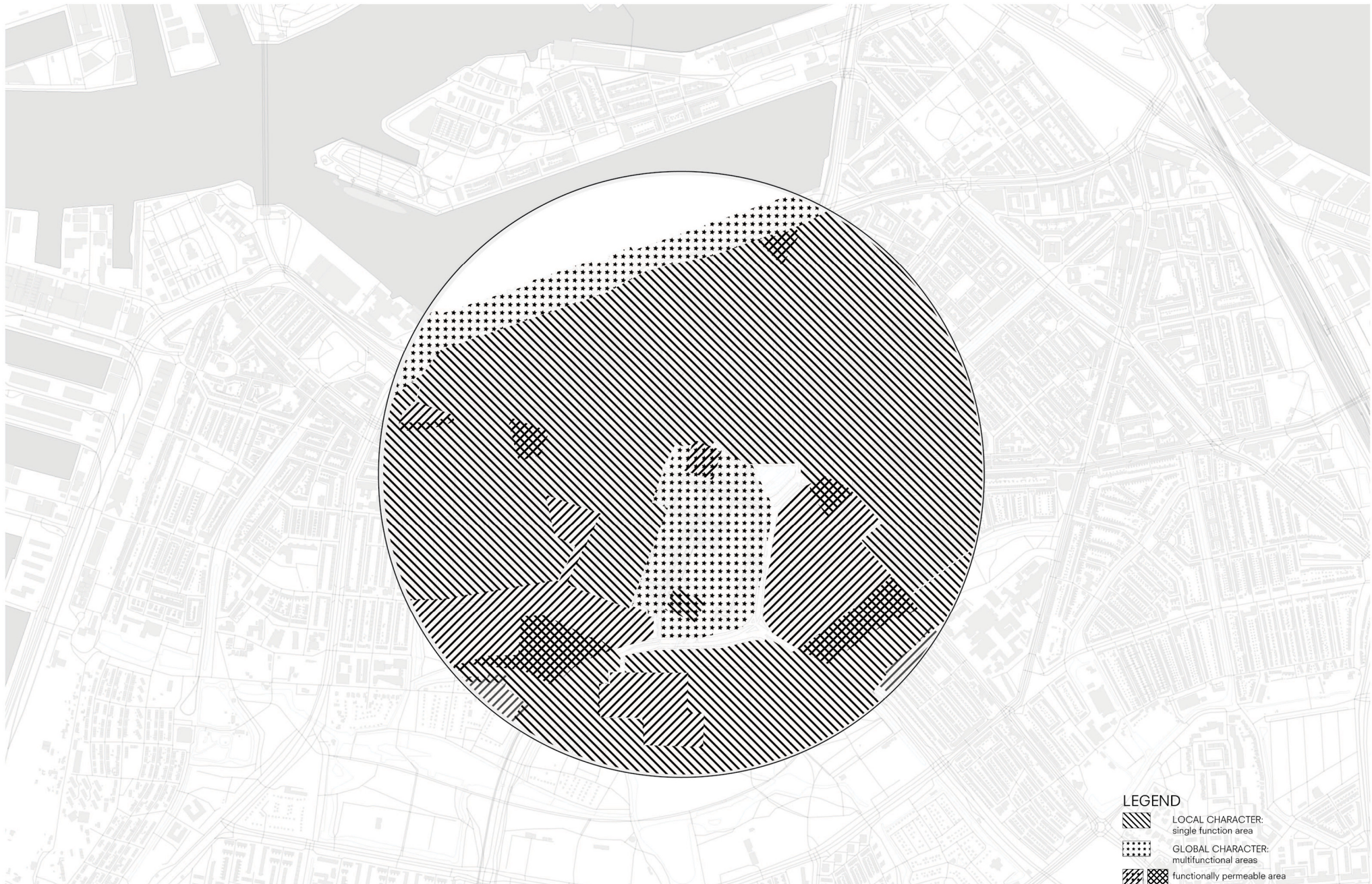
Decay of the area
Services and businesses have a significant impact on local security
Increase of crime activities
Lower prosperity

from 1972

Lack of nuisances in old area
Lack of incentives to invest or explore the area
No interest in visiting Pleinweg surroundings
Growing impermeability

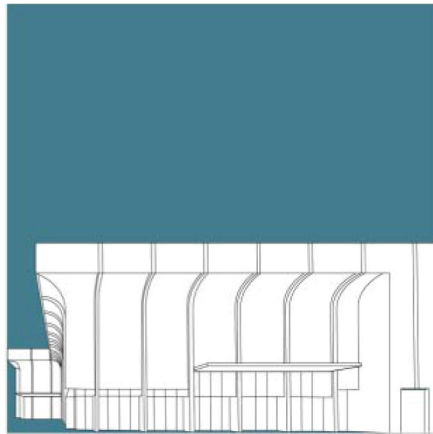


Location permeability

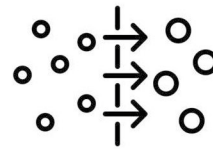


Current problems

PERMANENTLY PROSPEROUS

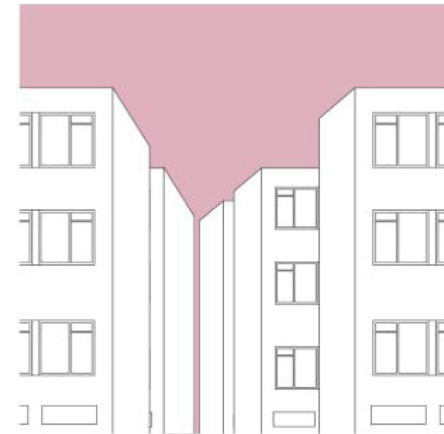


AHOY-ZUIDPLEIN CLUSTER



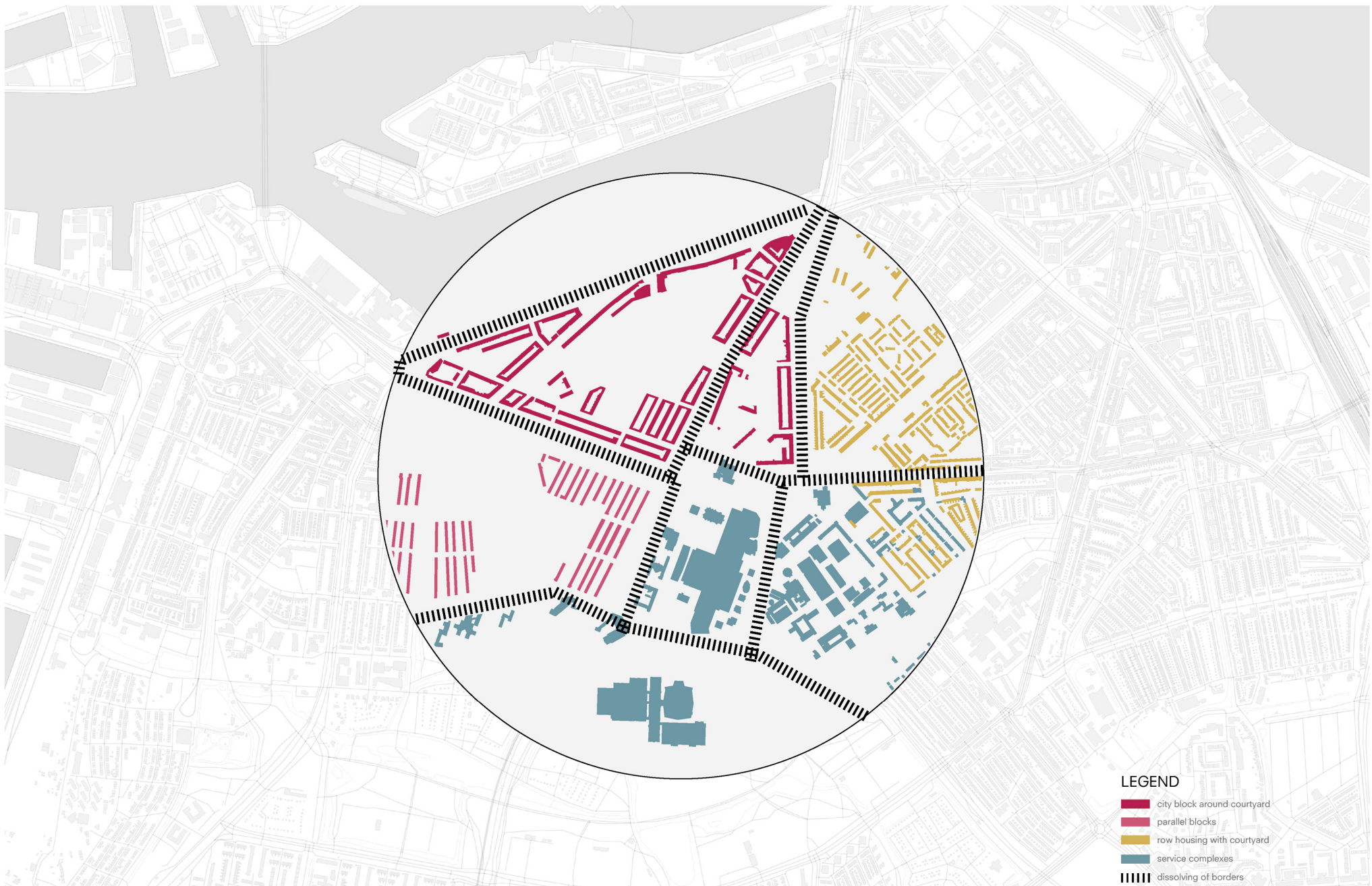
LACK OF PERMEABILITY

PERMANENTLY VACANT

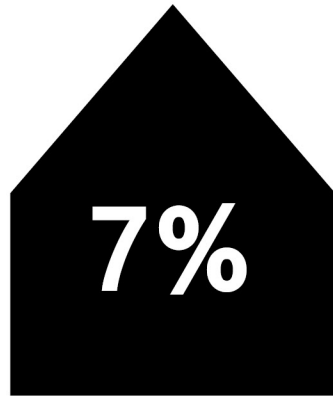


NEIGHBOURHOODS

Typological borders



Vacancy



CURRENT VACANCY OF HOUSING
(for both Carnisse and Tarwewijk districts)

**up to
11%**

VACANCY VARIATIONS BETWEEN 2013-2019
(Tarwewijk district)

**up to
12%**

VACANCY VARIATIONS BETWEEN 2013-2019
(Carnisse district)

Problem genesis

Problem forecasting

**Municipality approach:
Hart van Zuid as center of the
south will create spill-over
effect for its surroundings**



Problem genesis

Spill-over phenomena



spill-over scenario

Spill-over phenomena



spill-over scenario without permeability is being enclosed within certain area

Problem genesis

Global relevance

**DUTCH
ATLAS
OF
VACANCY**

29.08.2010 - 21.11.2010

Vacant NL, RAAAF



29.08.2010 - 21.11.2010

Vacant NL, RAAAF

Research question

**HOW TO ACHIEVE OPTIMAL STABILITY
IN PERMANENT NETWORK OF
TEMPORALITY STATES?**

**\\ WHAT CREATES THE PERMEABLE
INTERVENTION AT SEVERAL SCALES?**

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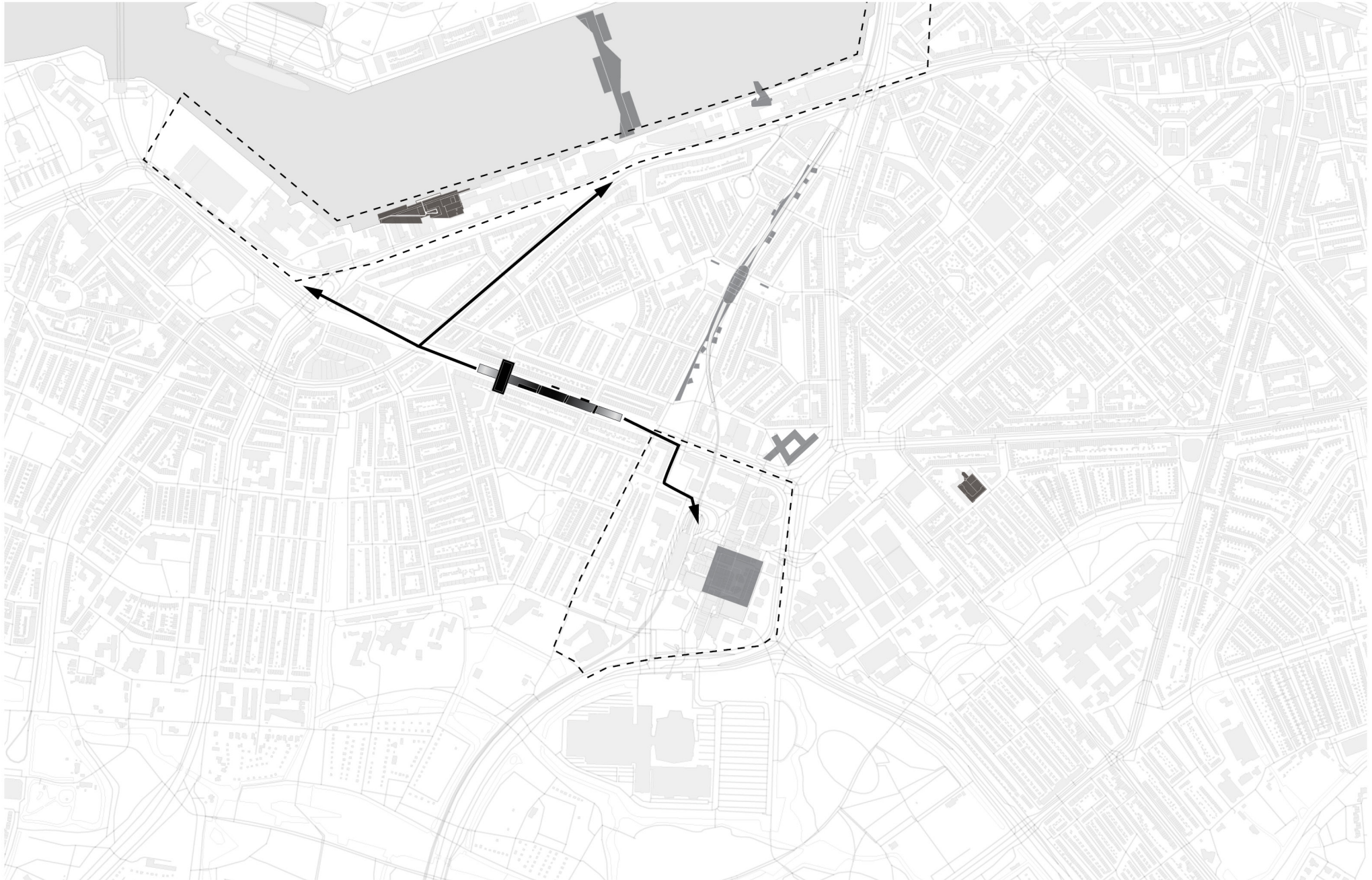
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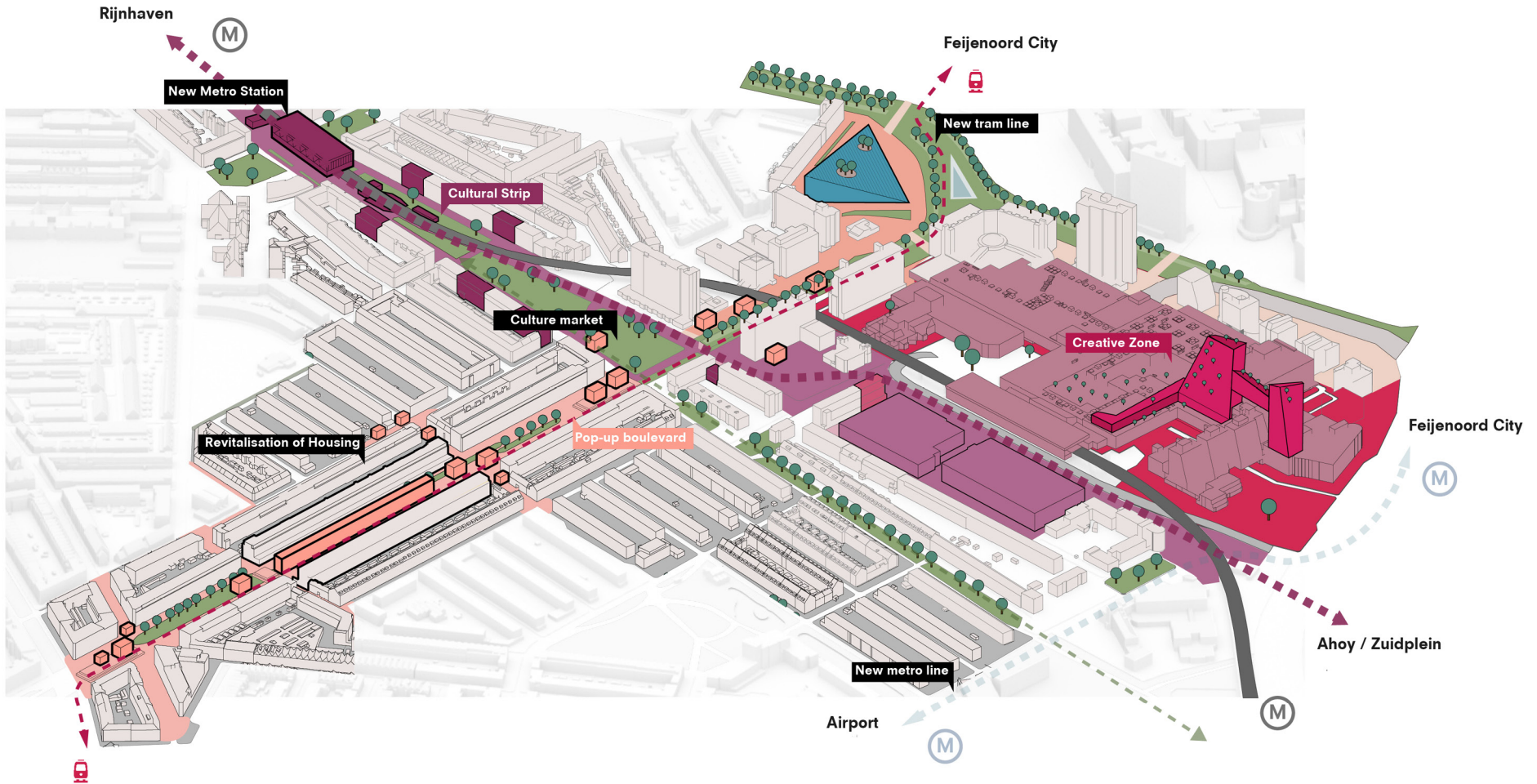
Group strategy



Group strategy

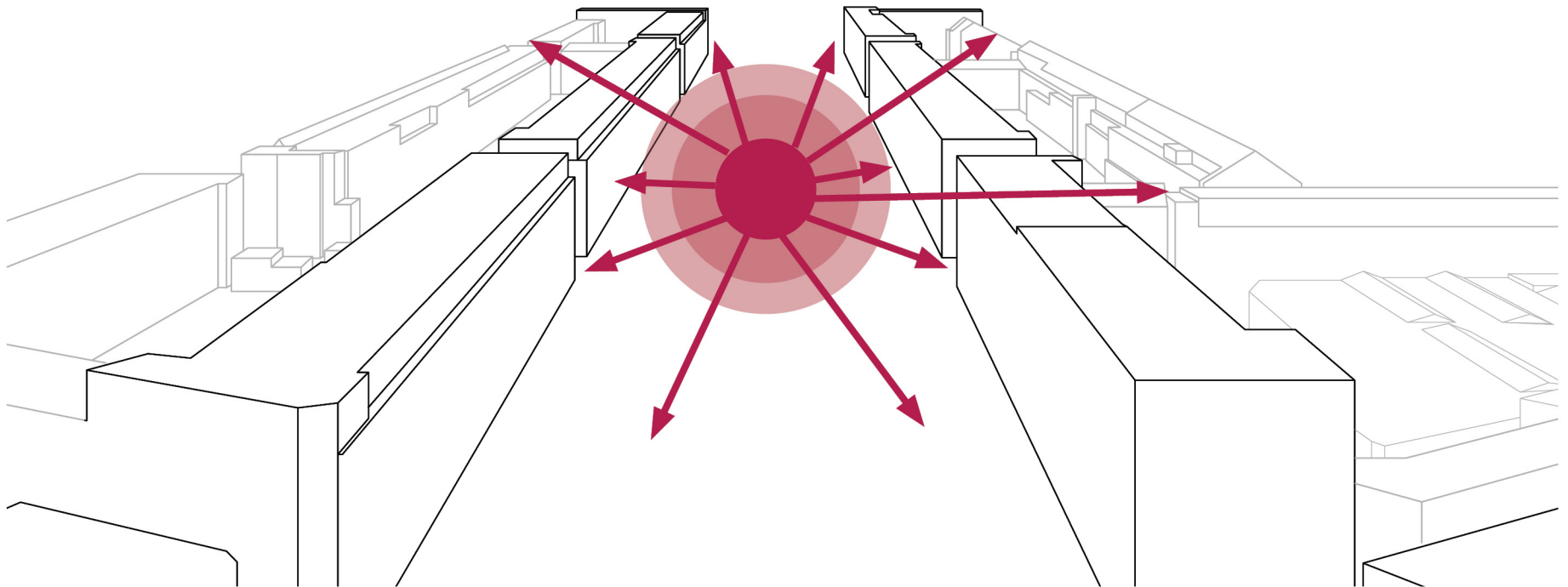


Cultural district



Strategy

Catalyst



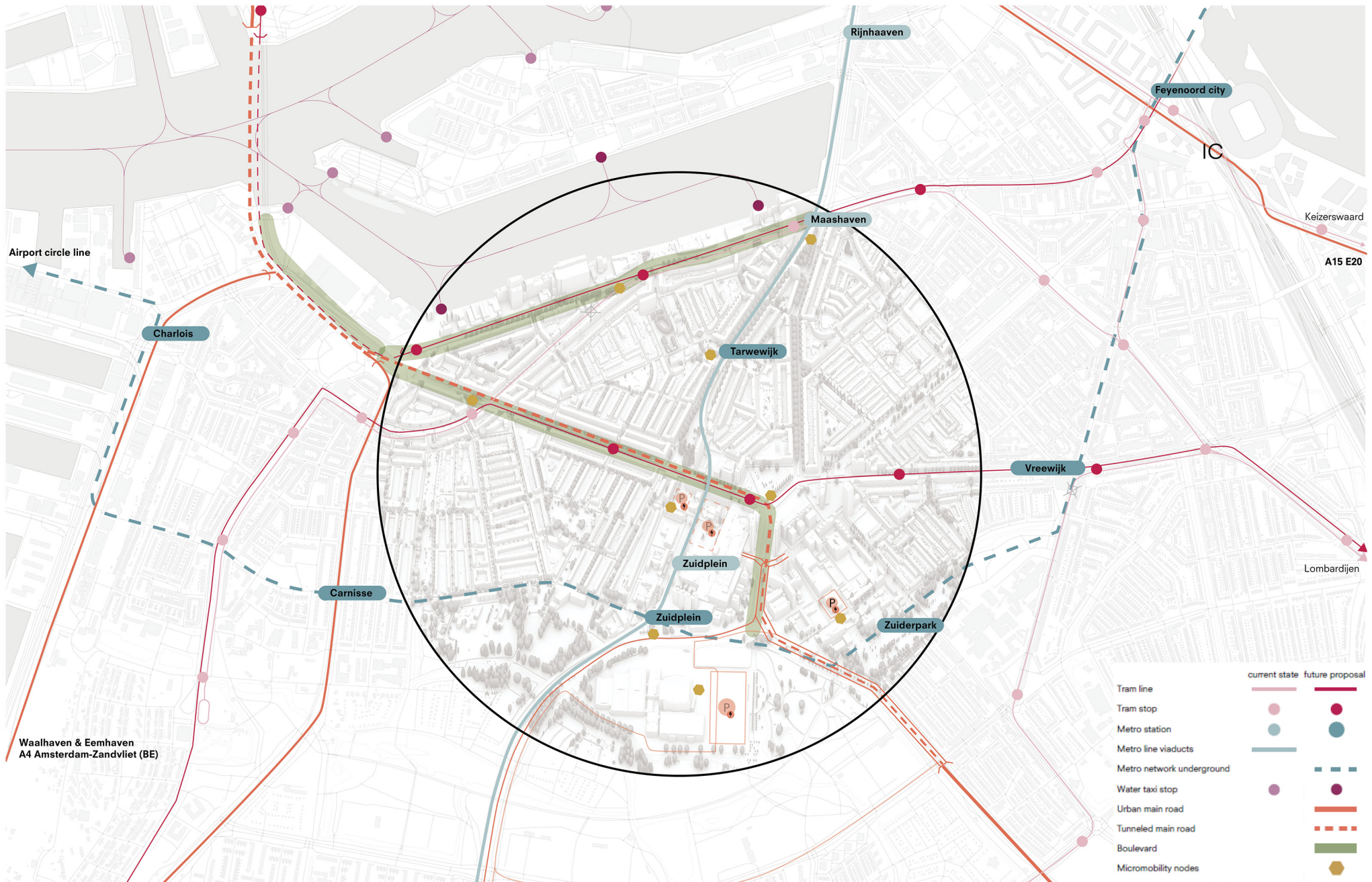
Strategy

Location



Strategy

Traffic vision

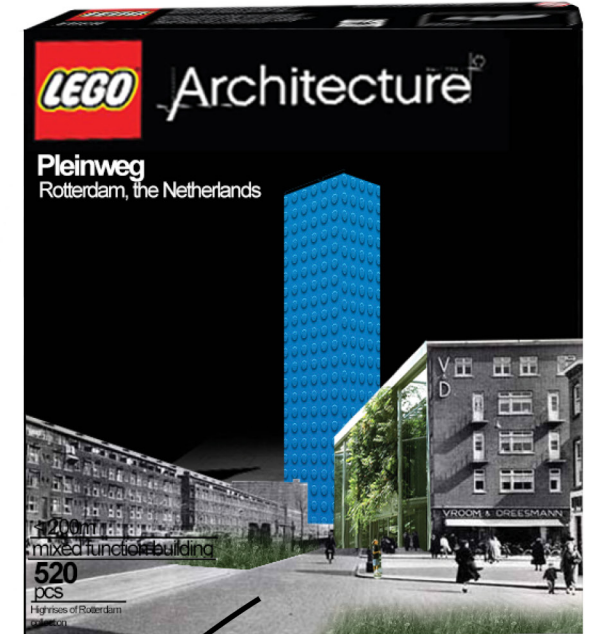
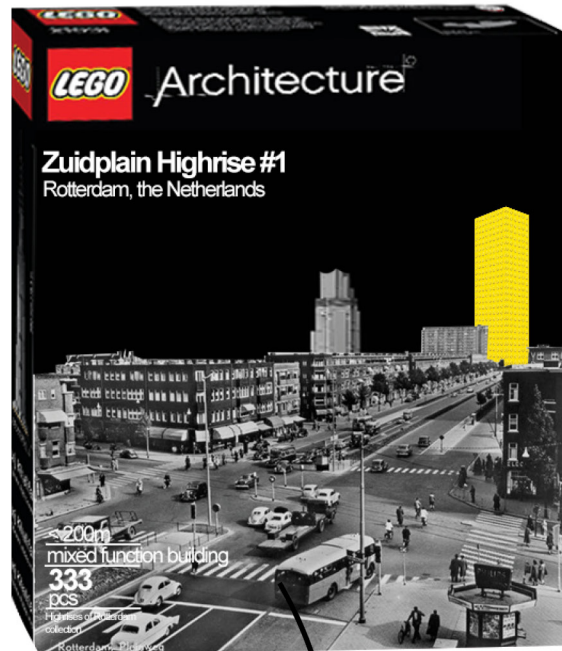


Potentials of site



Strategy

Ambition



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Problem genesis

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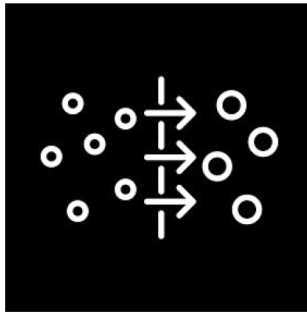
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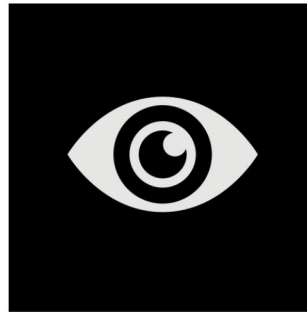
Ambitions



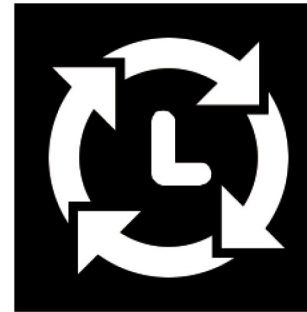
INCLUSIVE FEELING



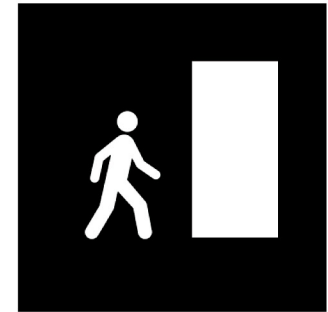
CONNECTING
NEIGHBOURHOODS



VISIBILITY THROUGH
SITE

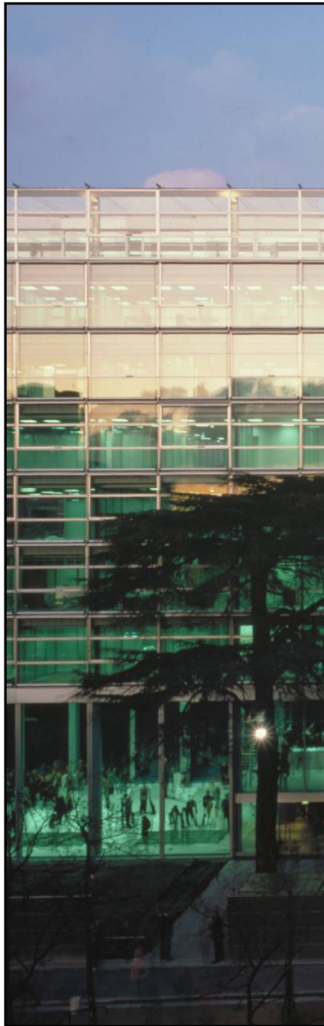


DISPLAY TEMPORALITY
OF ARCHITECTURE



HUMAN SCALE

Permeability study



FONDATION CARTIER

Paris, France



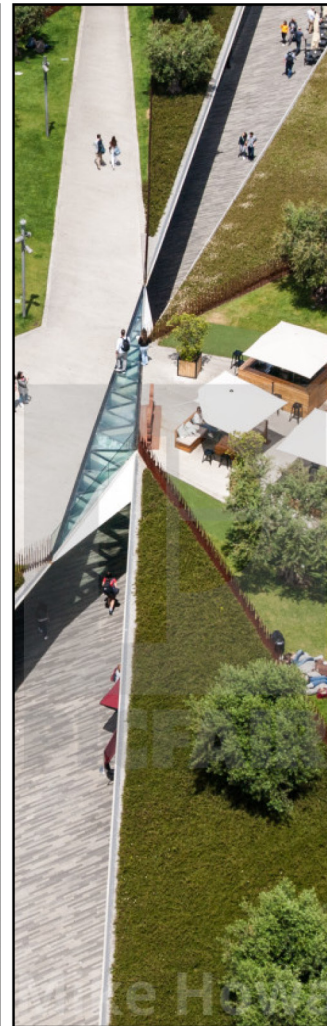
THE SHED

New York, United States



**GARAGE SCREEN
CINEMA**

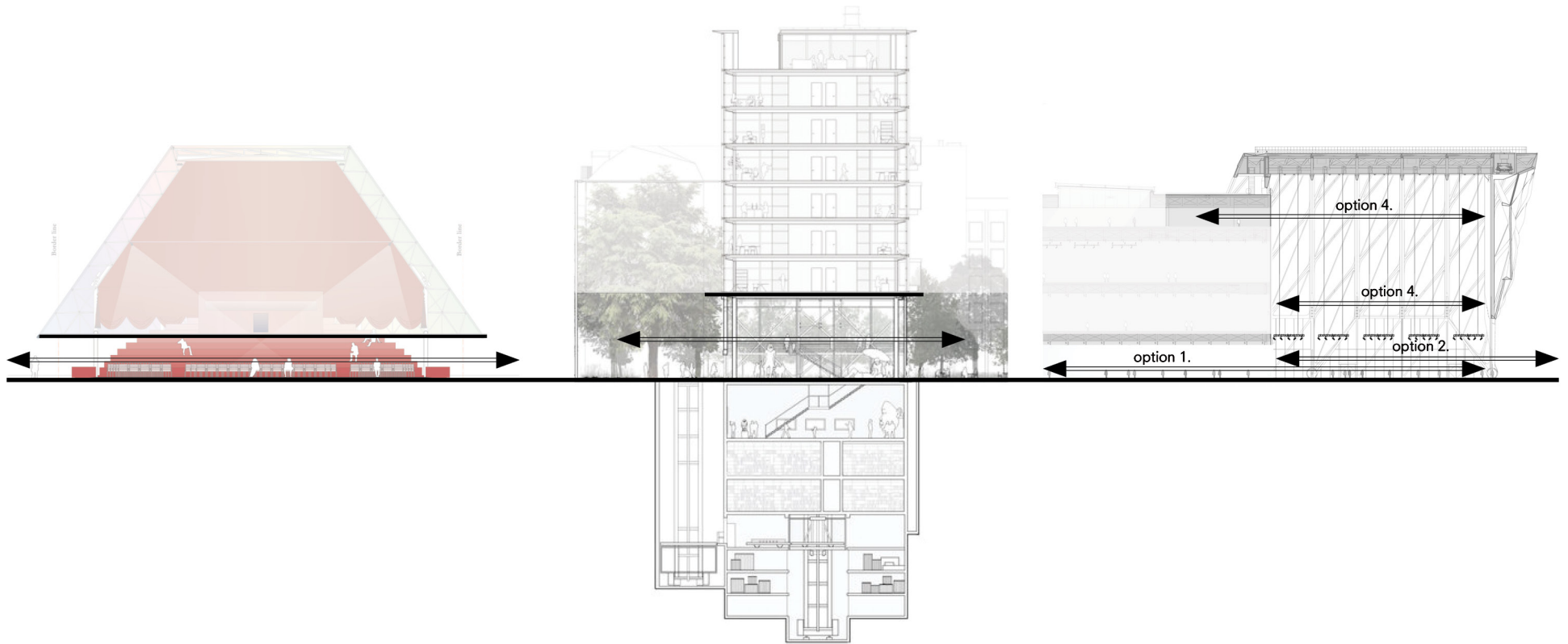
Moscow, Russia



PRACA DE LISBOA

Porto, Portugal

Permeability principle



Cultural reference study



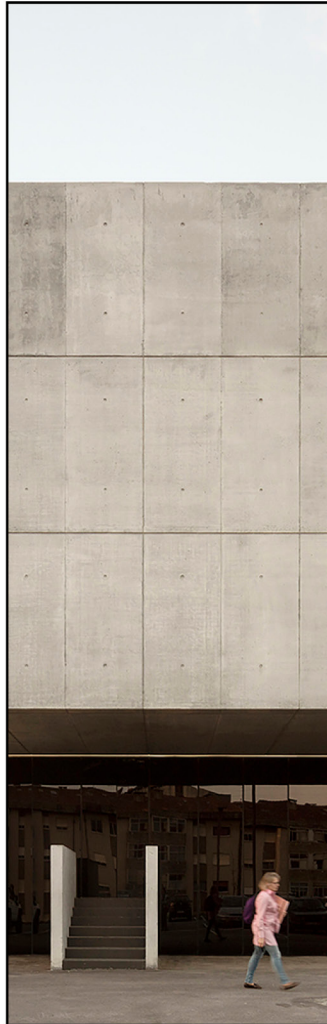
**CARMEN WURTH
FORUM**

Arras, France



FONDATION CARTIER

Paris, France



AGUEDA ARTS CENTER

Agueda, Portugal



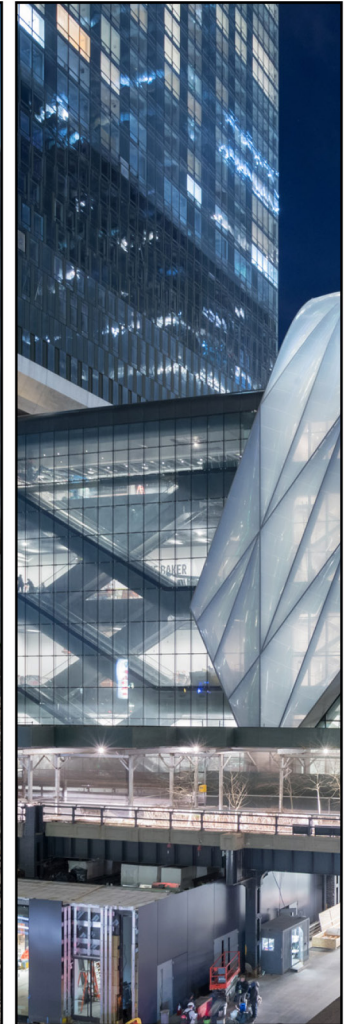
**"ALLENDE"
PERFORMANCE HALL &
REHEARSAL STUDIOS**

Mons-En-Barœul, France



**CENTRE FOR
CONTEMPORARY ART
DOX+**

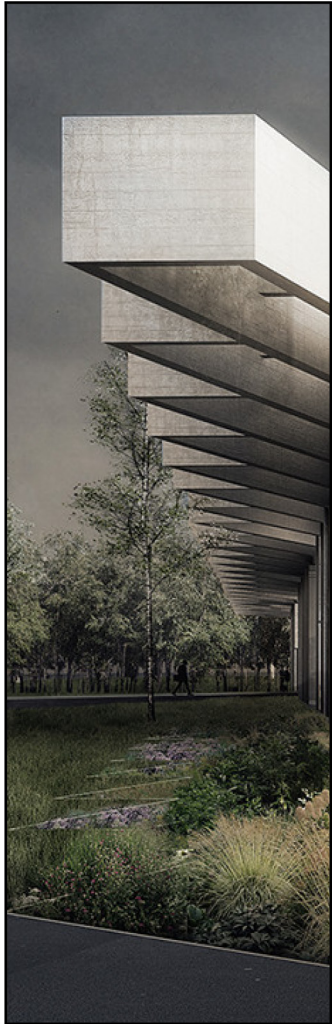
Prague 7, Czech Republic



THE SHED

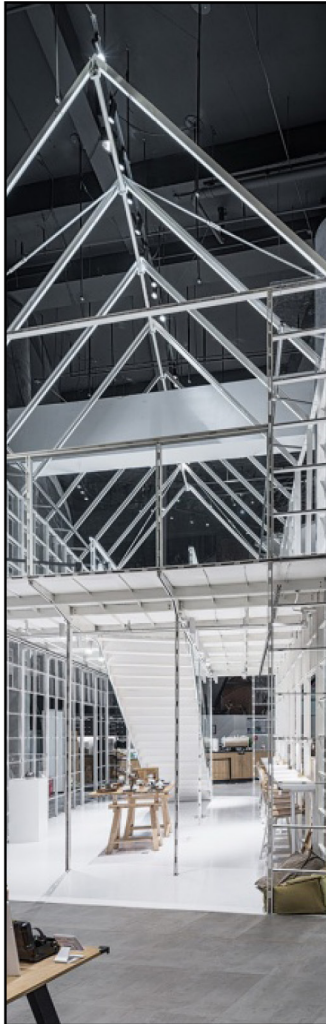
New York, United States

Commercial reference study



ADIDAS FLAGSHIP

Herzogenaurach, Germany



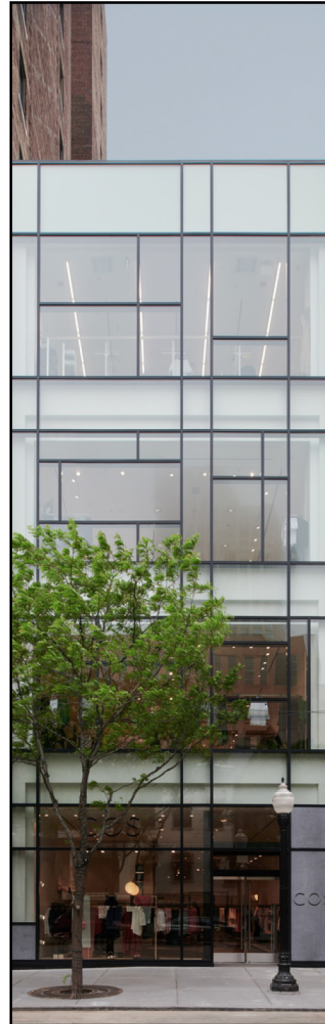
**YITIAO.TV EXPERIENCE
STORE**

Shanghai, China



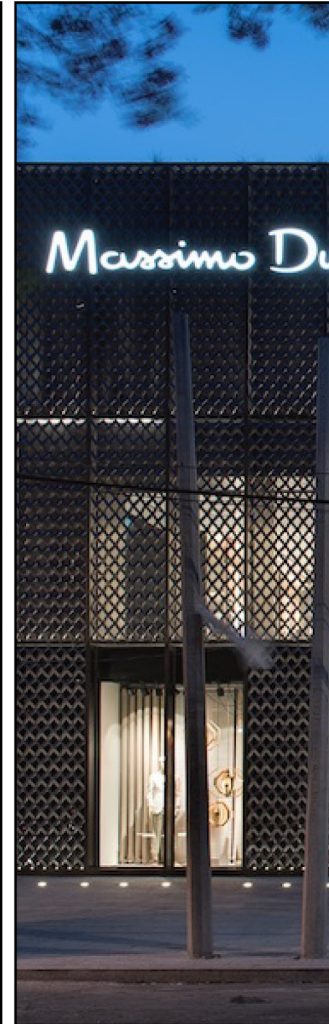
TOG FLAGSHIP

Sao Paulo, Brasil



COS STORE

Chicago, United States



MASSIMO DUTTI

Mexico City, Mexico



APPLE REGENT STREET

London, United Kingdom

Typology



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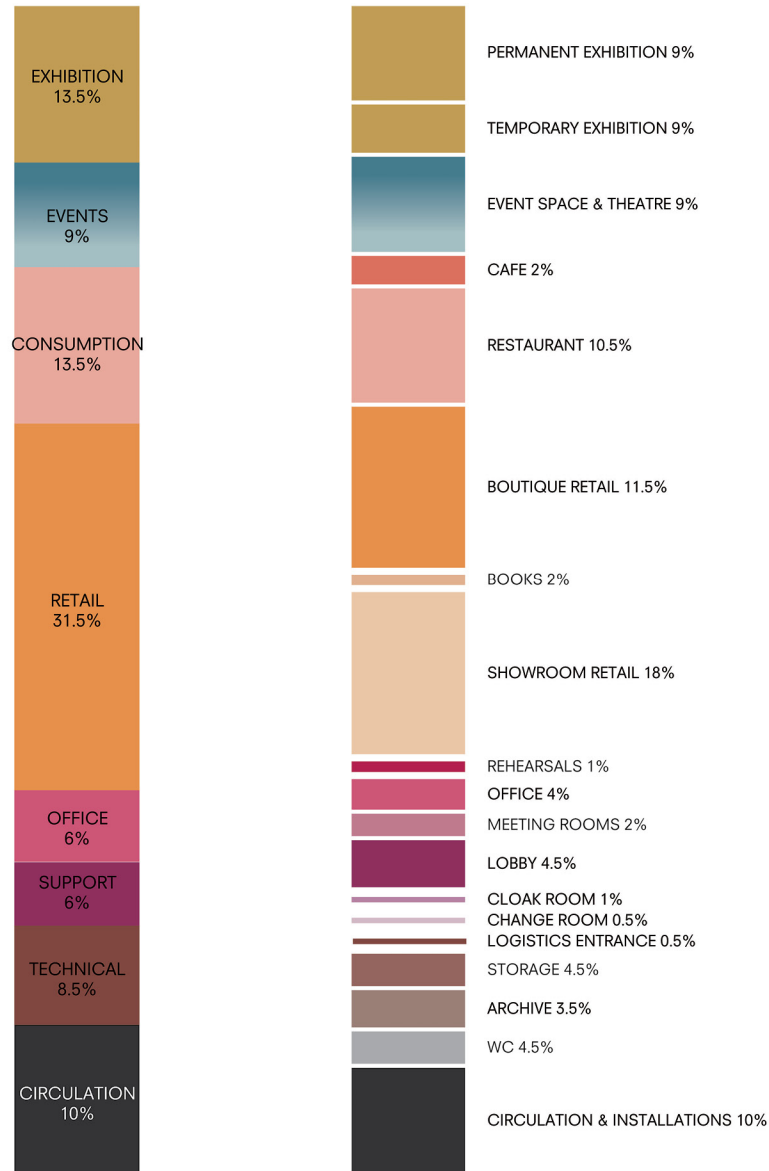
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Program brief



KNOWLEDGE
EXHIBITION
CHILD CENTRE
SEMINAR SPACE
LIBRARY

EVENTS
EVENT SPACE
AUDITORIUM
THEATRE
SEMI-OUTDOOR EVENT SPACE

CONSUMPTION
CAFE
MARKET HALL
RESTAURANT
BAR

RETAIL
STORES
SERVICES
BOOKSTORE

OFFICE
MULTIMEDIA LABS
WORKING SPACES
MEETING ROOMS
COMMUNAL AREAS

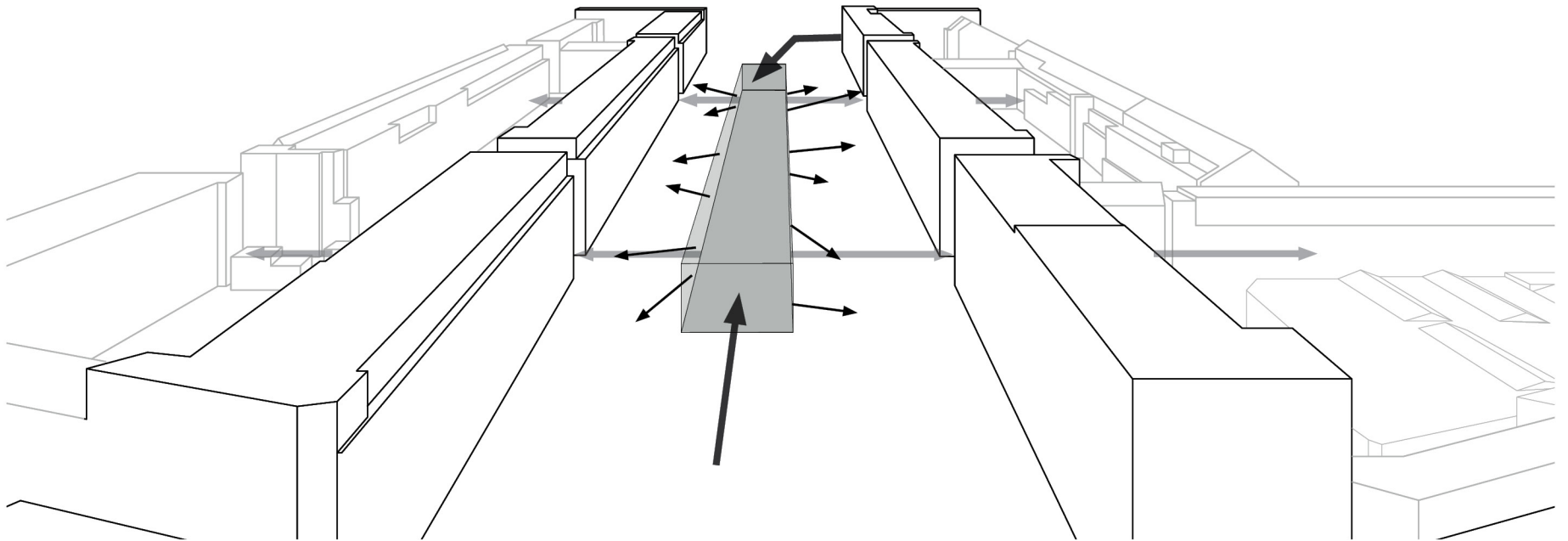
OUTDOOR
GREEN ROOF
EDUCATION GARDEN
URBAN FARMING
INNER COURTYARD

SUPPORT
LOBBY
PARKING
COAT ROOM
CHANGING ROOMS

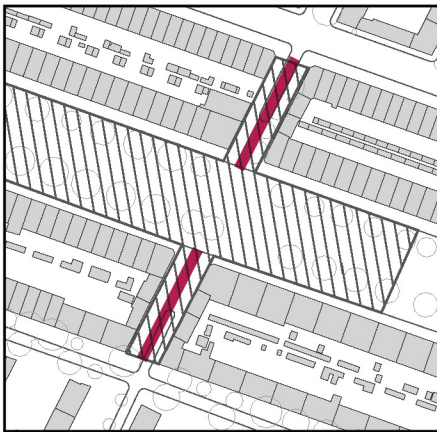
TECHNICAL
LOGISTICS
STORAGE
ARCHIVE
INSTALLATIONS

AMMENITIES
CIRCULATION
WC
SECURITY
EXTERNAL CIRCULATION

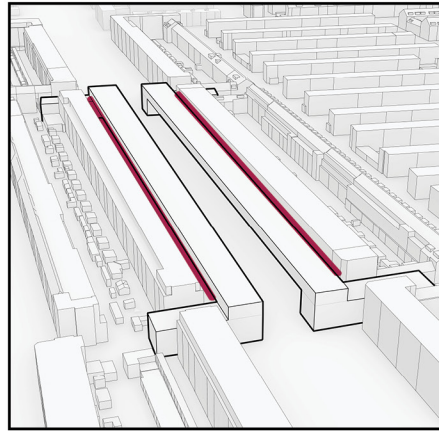
Principle of accessibility



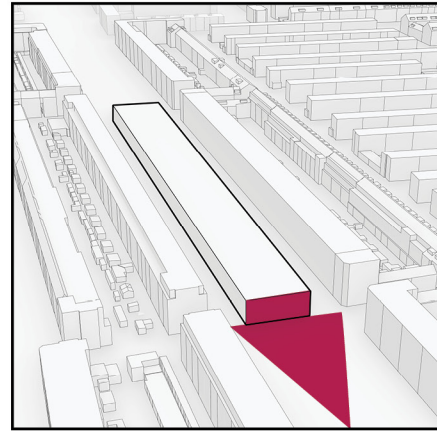
Site constraints



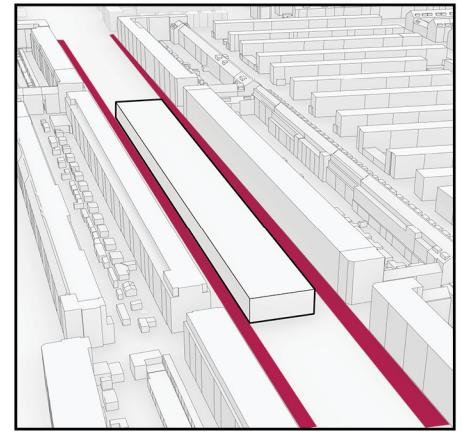
Little possibilities in side streets



I route
Very close to existing facades

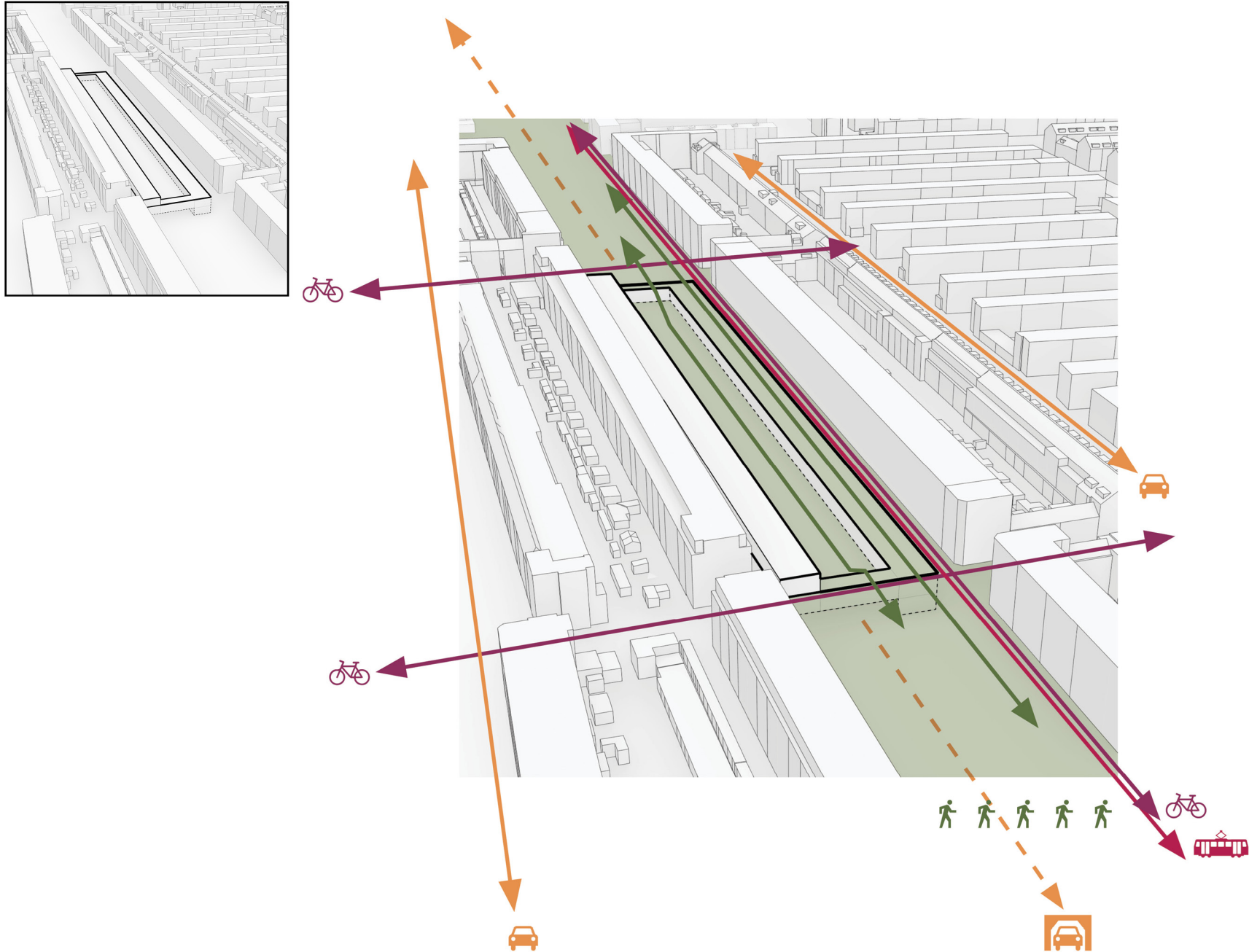


II routes
Little visibility
through boulevard

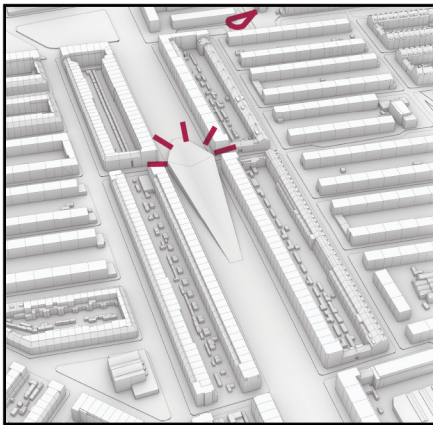


Insufficient space for all users

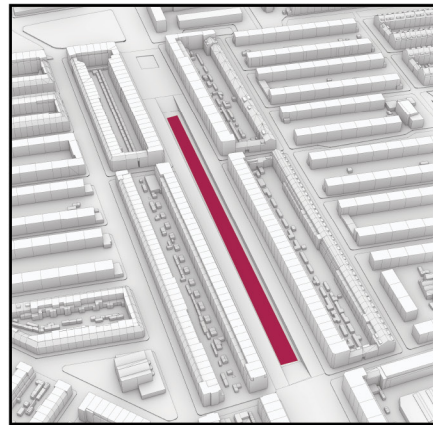
Permeability



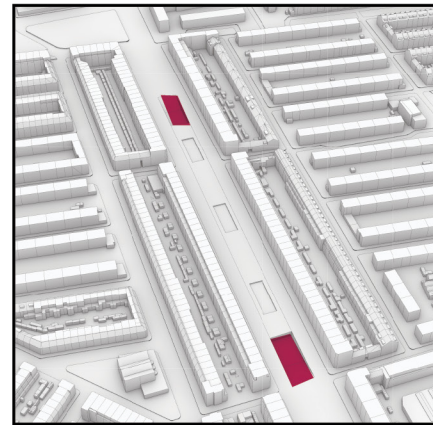
Underground possibilities



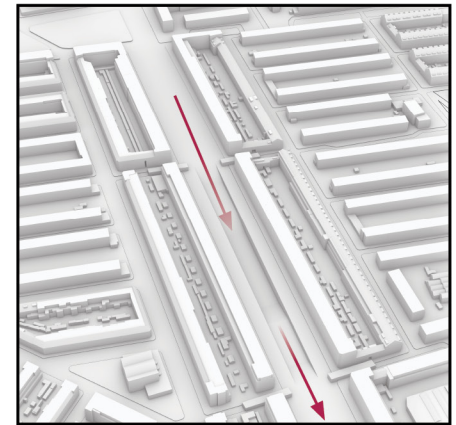
Attractor from afar needed



1 level
Single, monotonous space



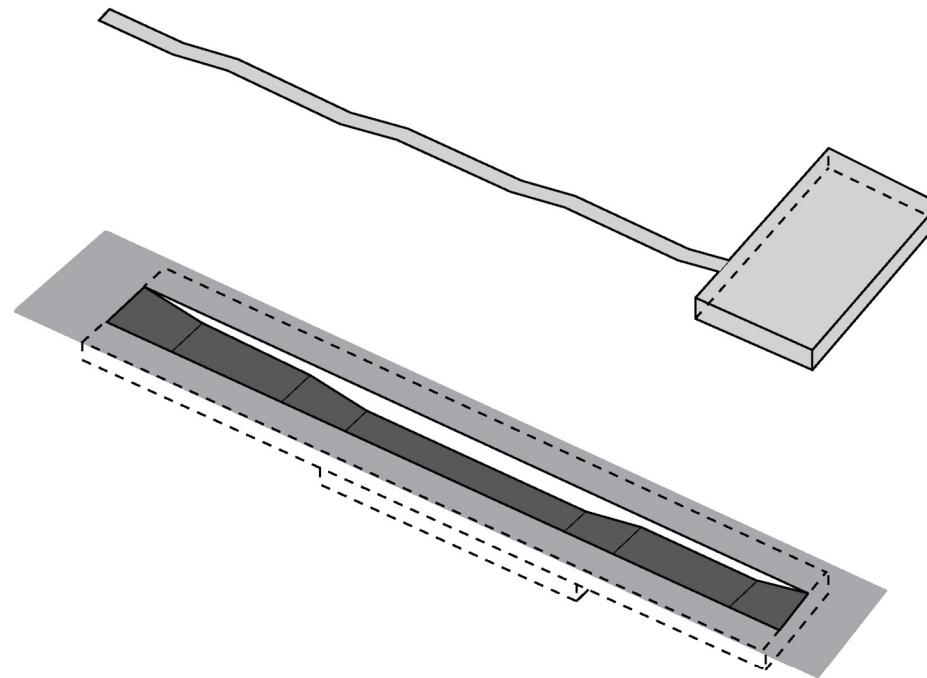
Dark corners should be avoided



Gradual transition necessary

Concept

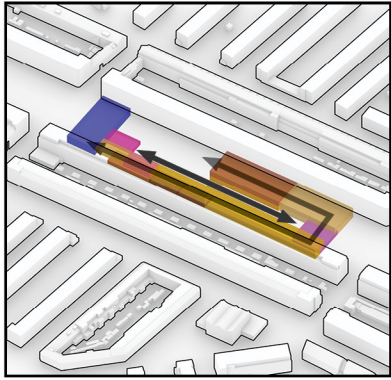
Program temporality



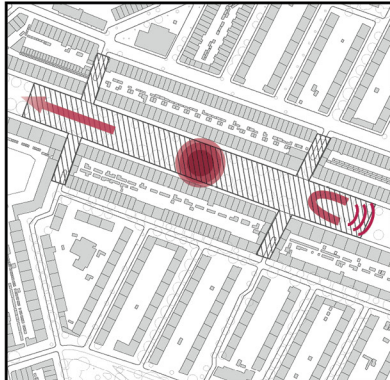
LEGEND

Light Gray	TEMPORARY FUNCTION
Medium Gray	SEMI- PERMANENT FUNCTION
Dark Gray	PERMANENT FUNCTION

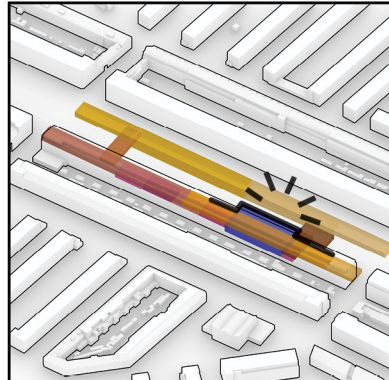
Programmatic principles



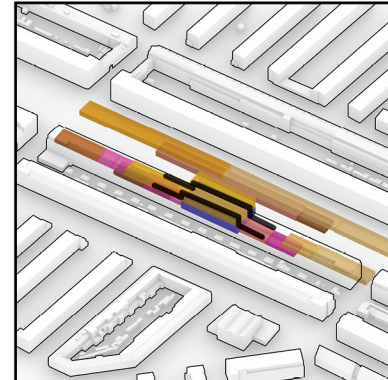
Internal building circulation
could be replaced by exterior
routing



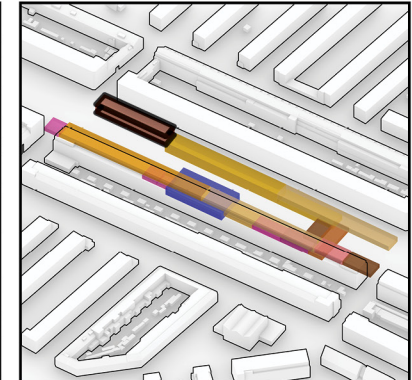
Attractor ->
Heart of site ->
Gradual transition to port



Theatre size will interact with
public route

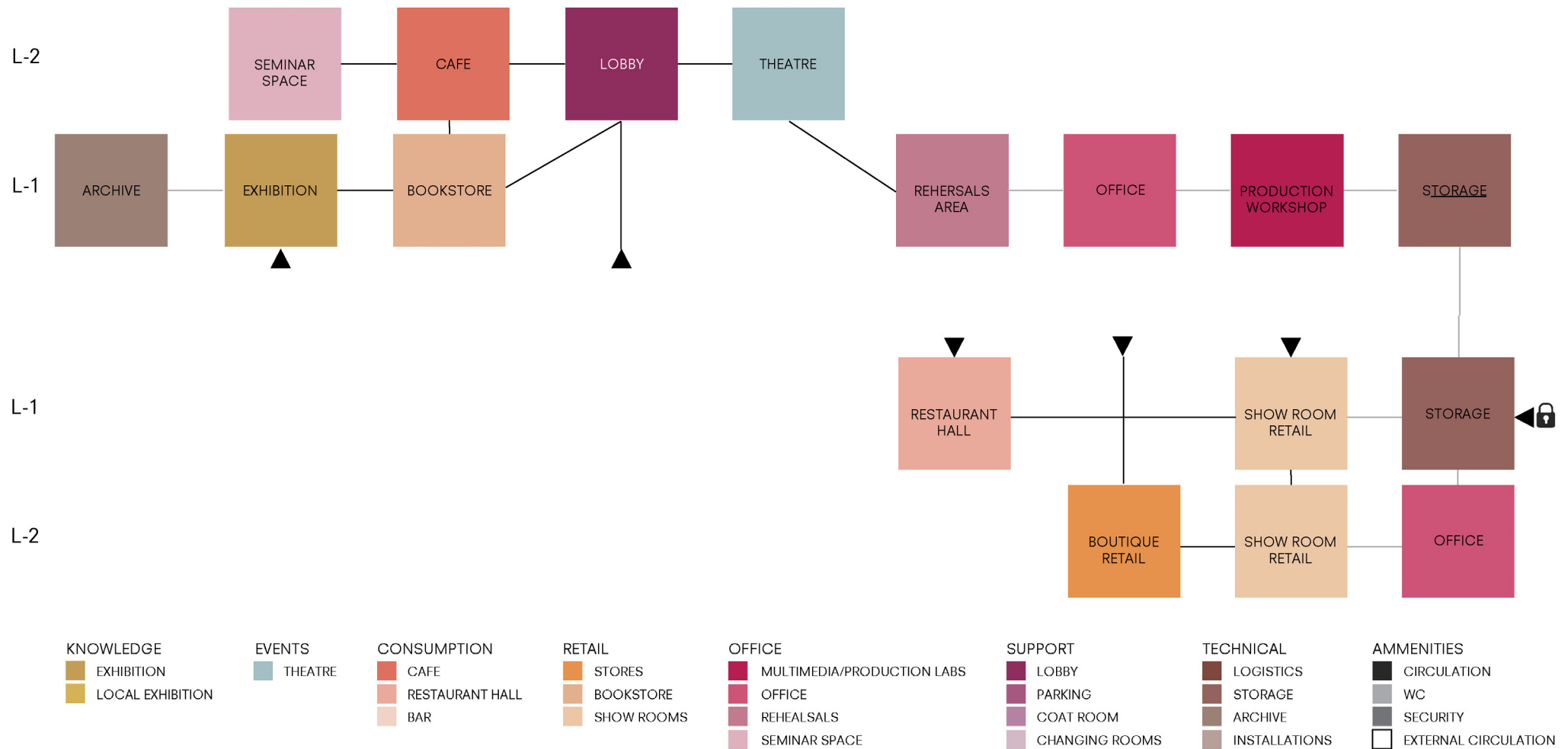


Exhibition and theatre could
create pop-up form above
ground



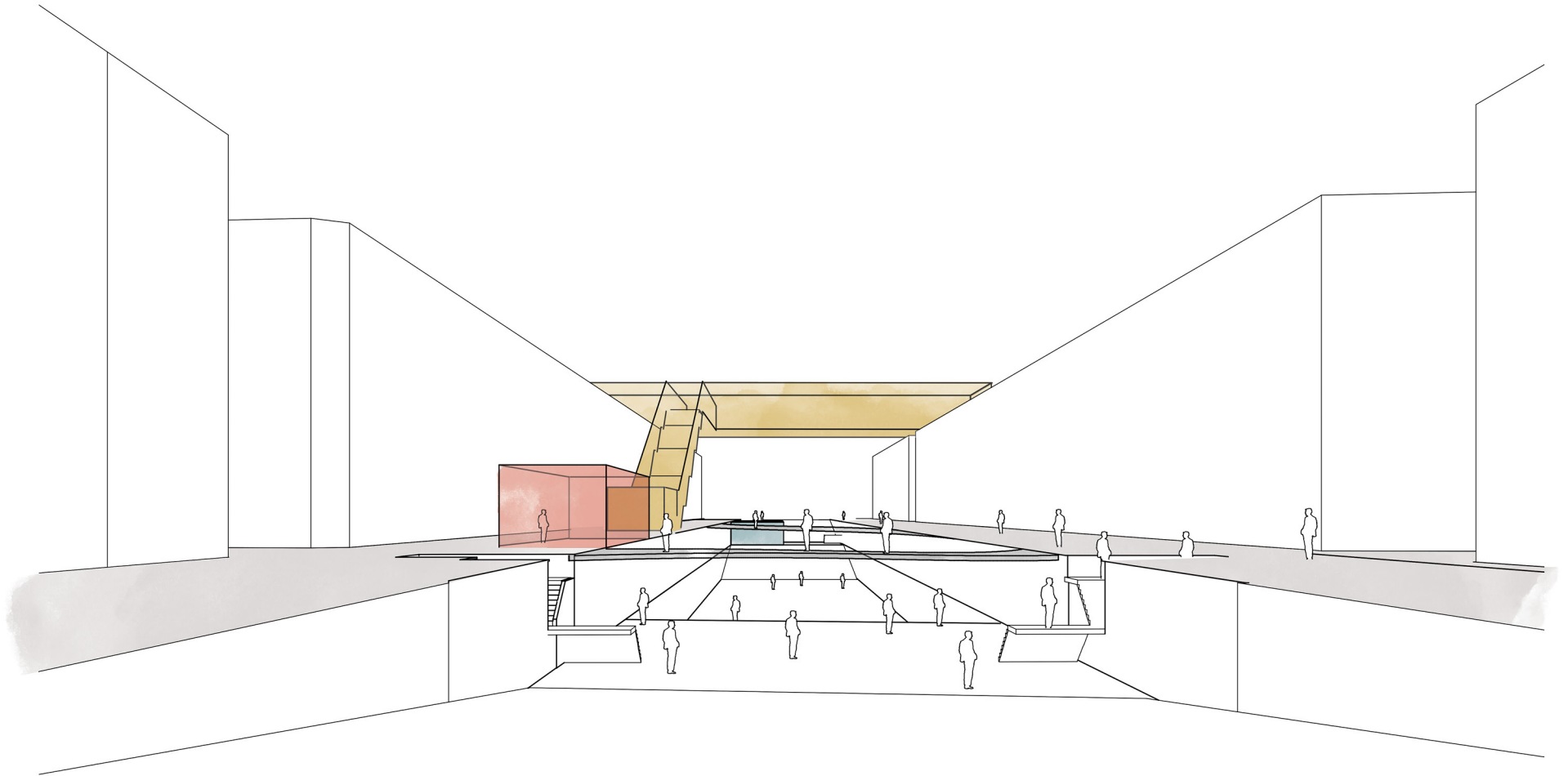
Restaurant could be extended
as a terrace on ground level

Functional connections

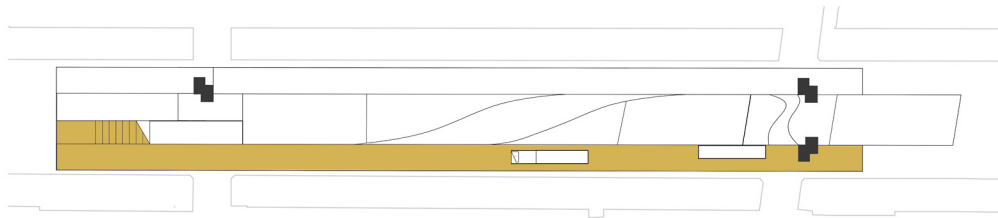


Concept

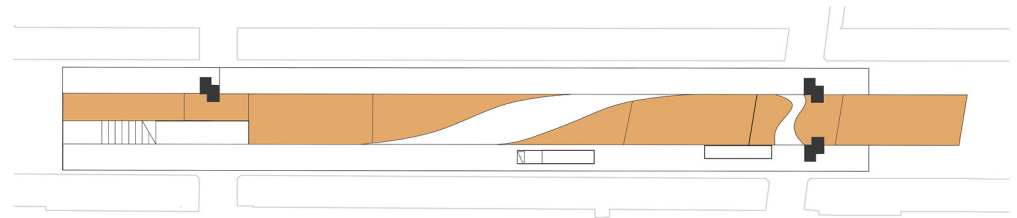
Pop-up boulevard



Routing



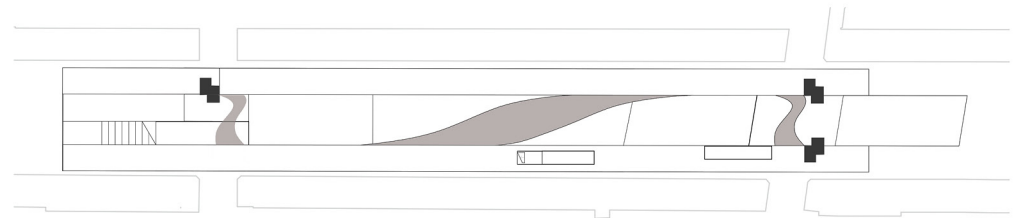
CURIOSITY ROUTE



COMMERCIAL ROUTE



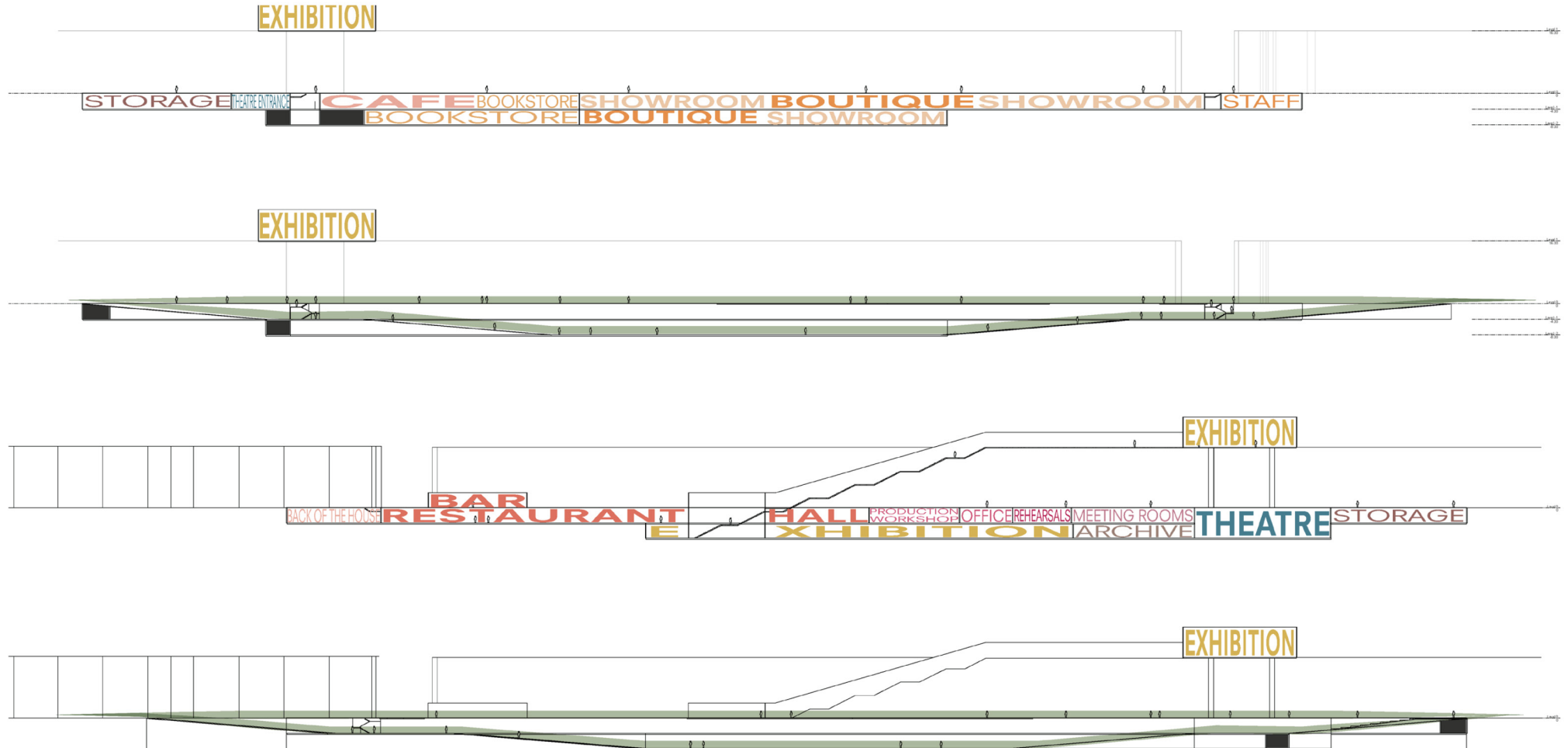
QUICK ROUTE WITH PUBLIC TRANSPORT CONNECTION



BETWEEN NEIGHBOURHOODS CONNECTIONS

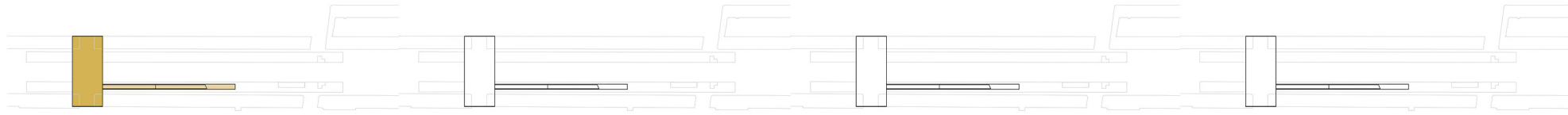
Concept

Facade

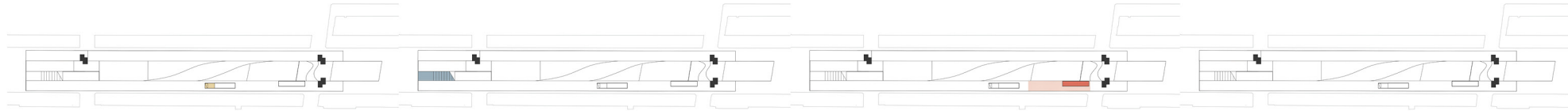


Notion of ground

+16m



0m



-4m



-8m



EXHIBITION

THEATRE

RESTAURANT

RETAIL

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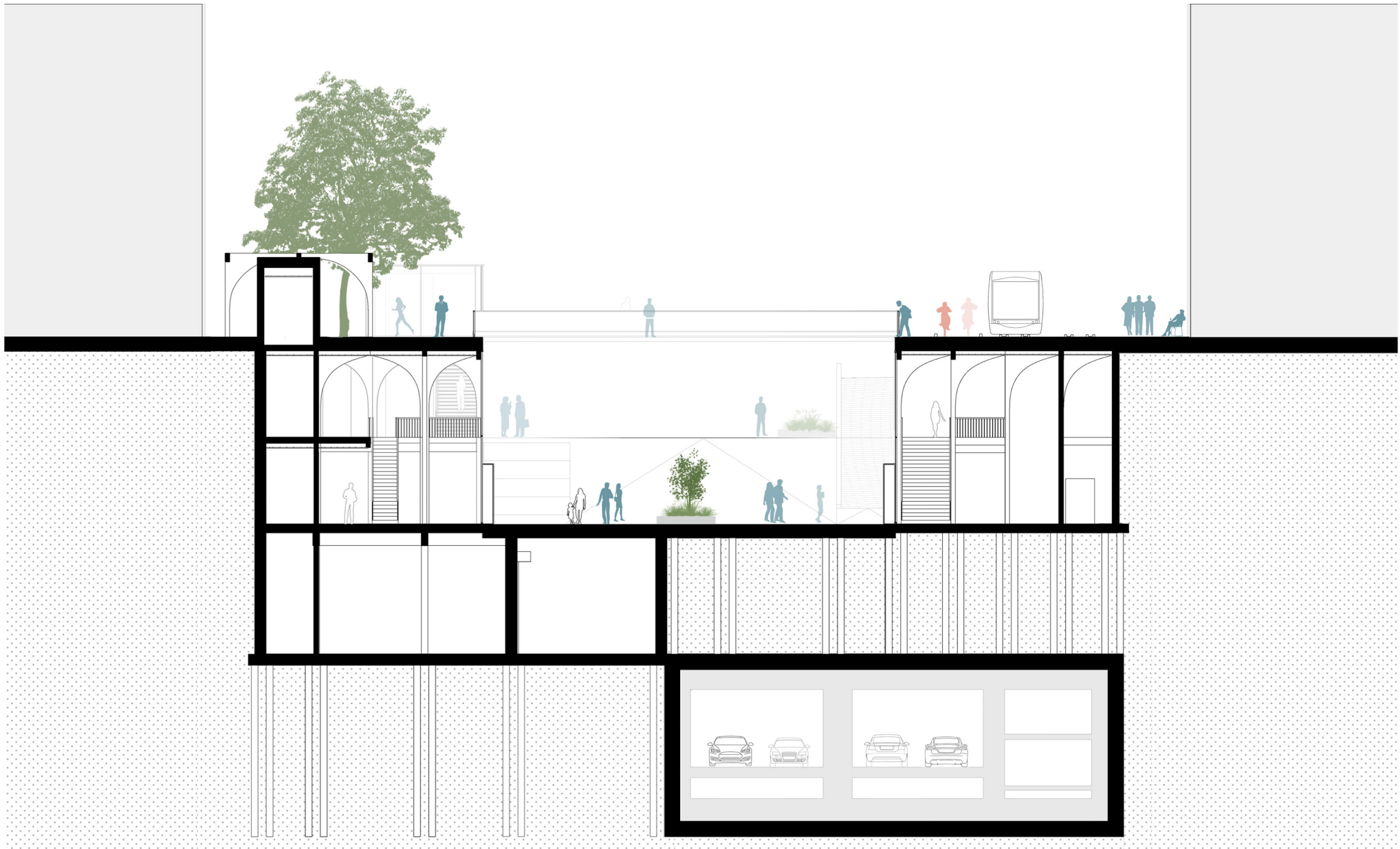
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Materialization

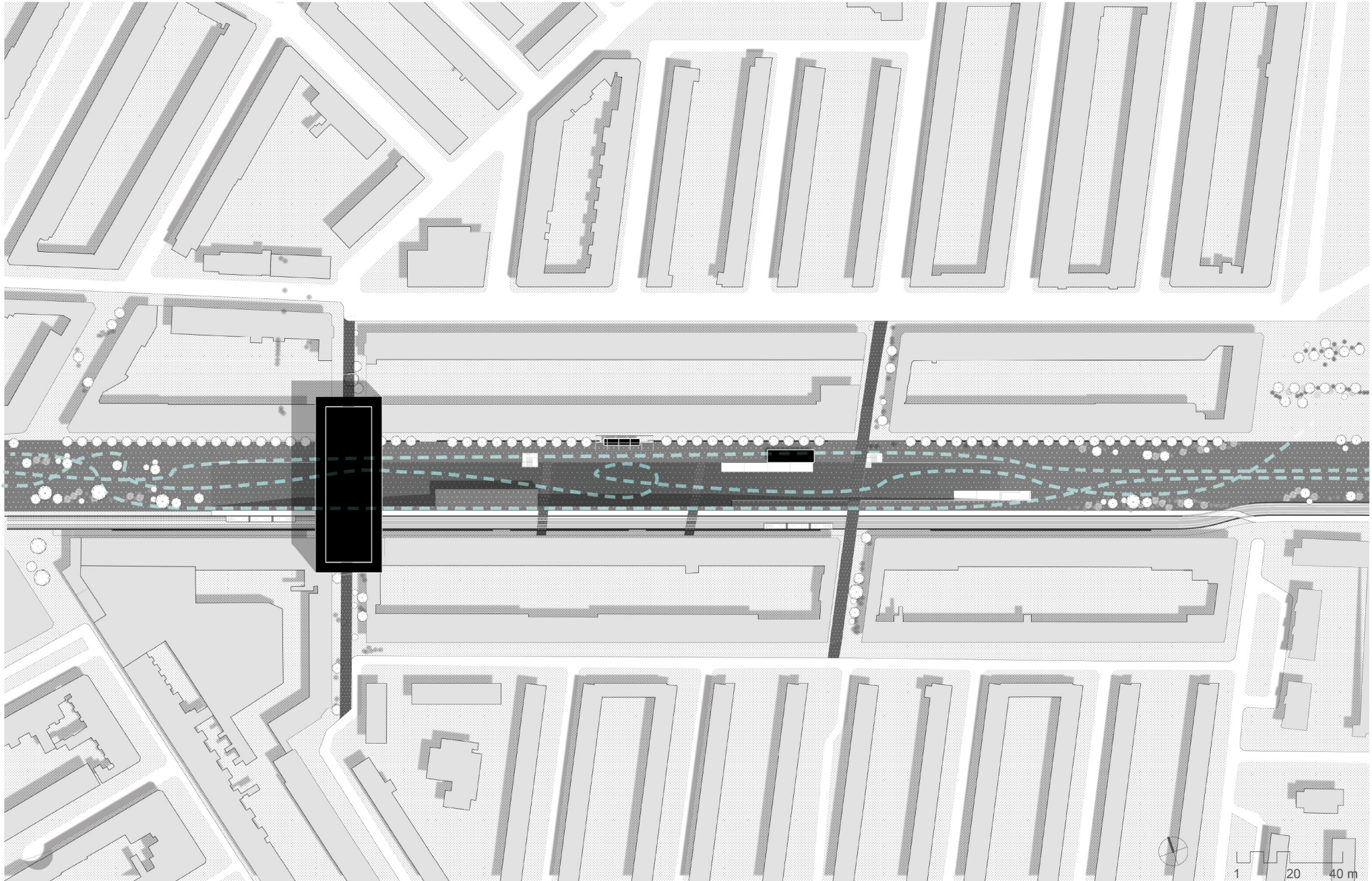
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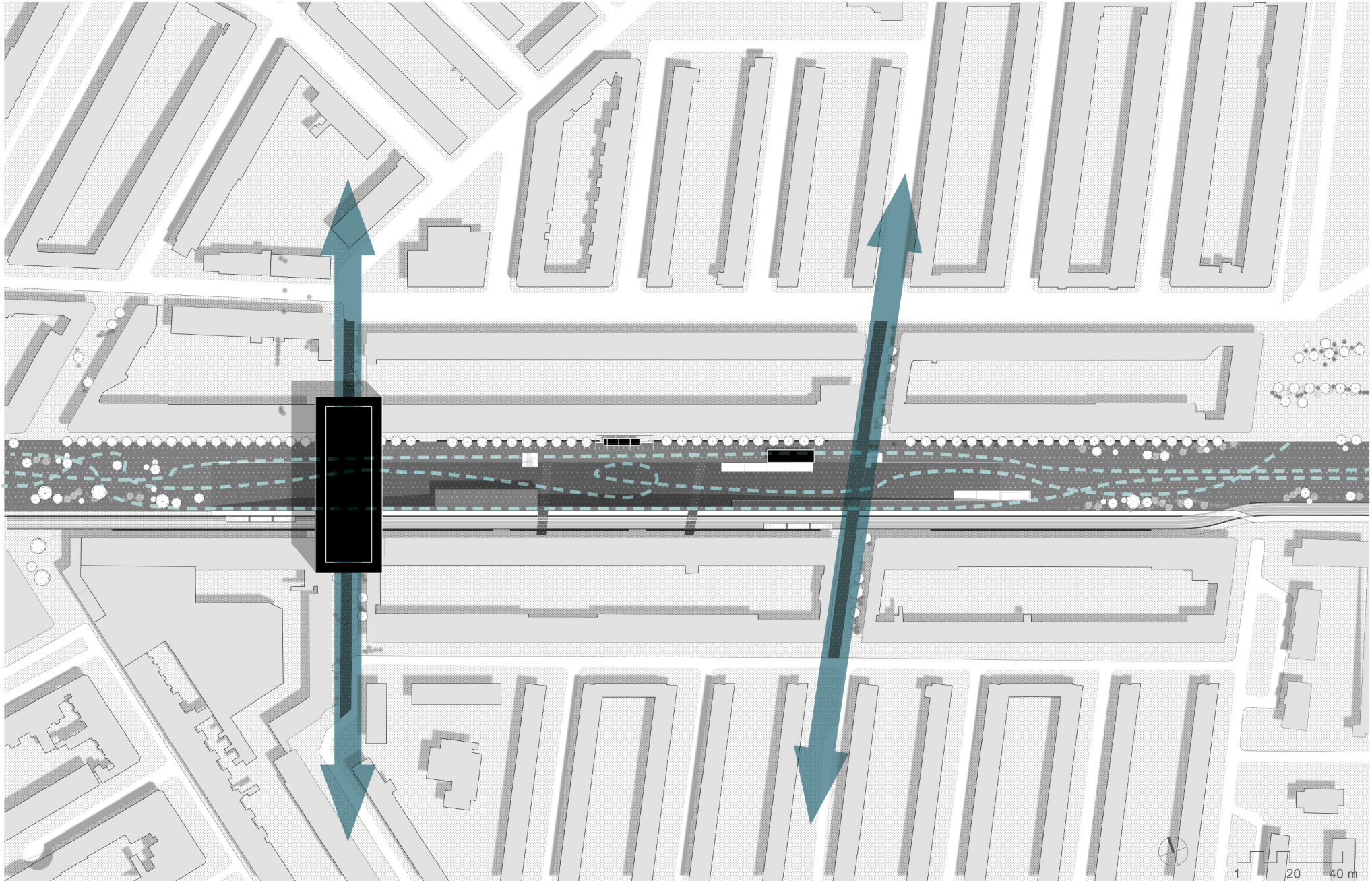
Urban profile



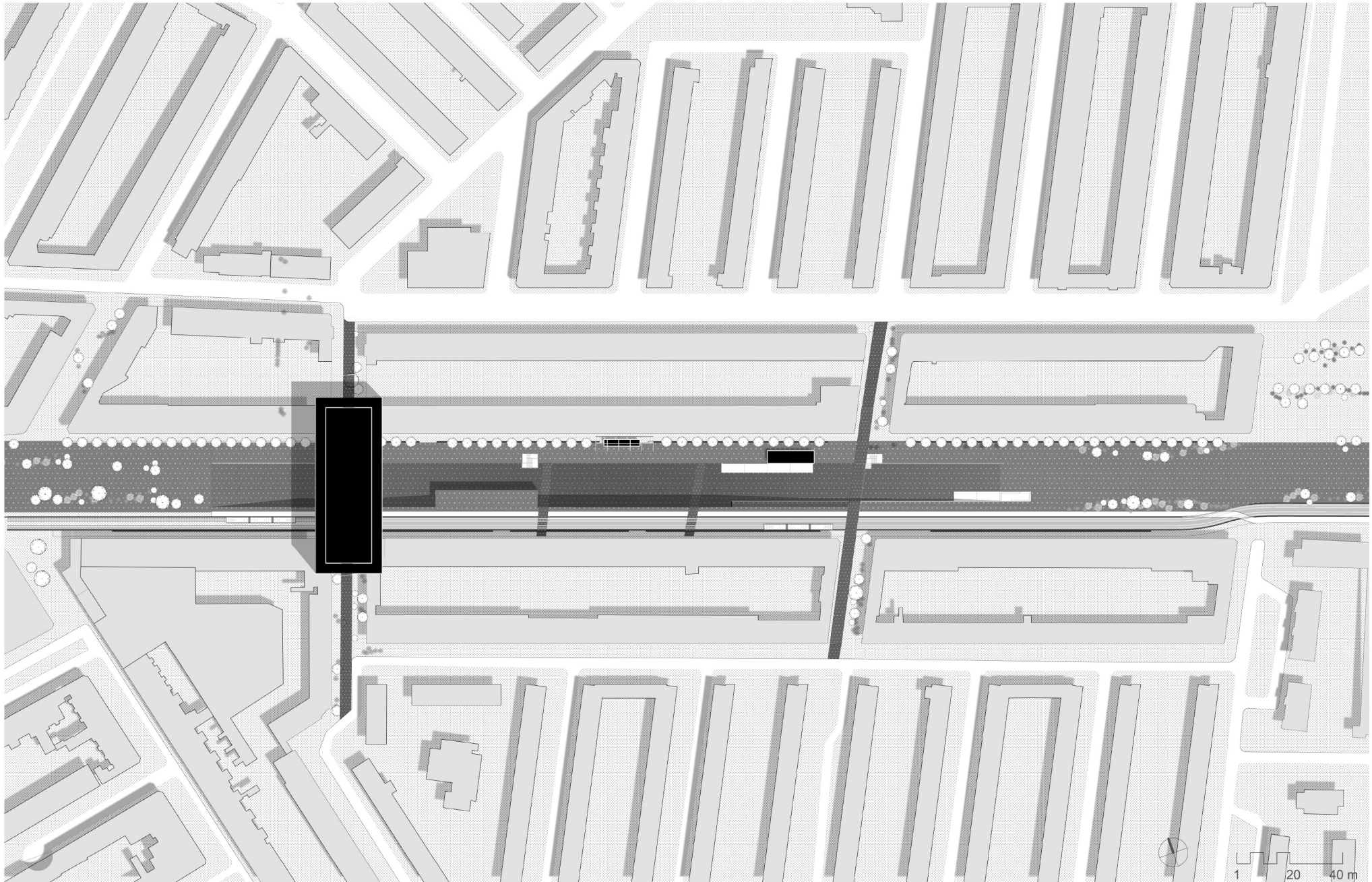
Middle ground



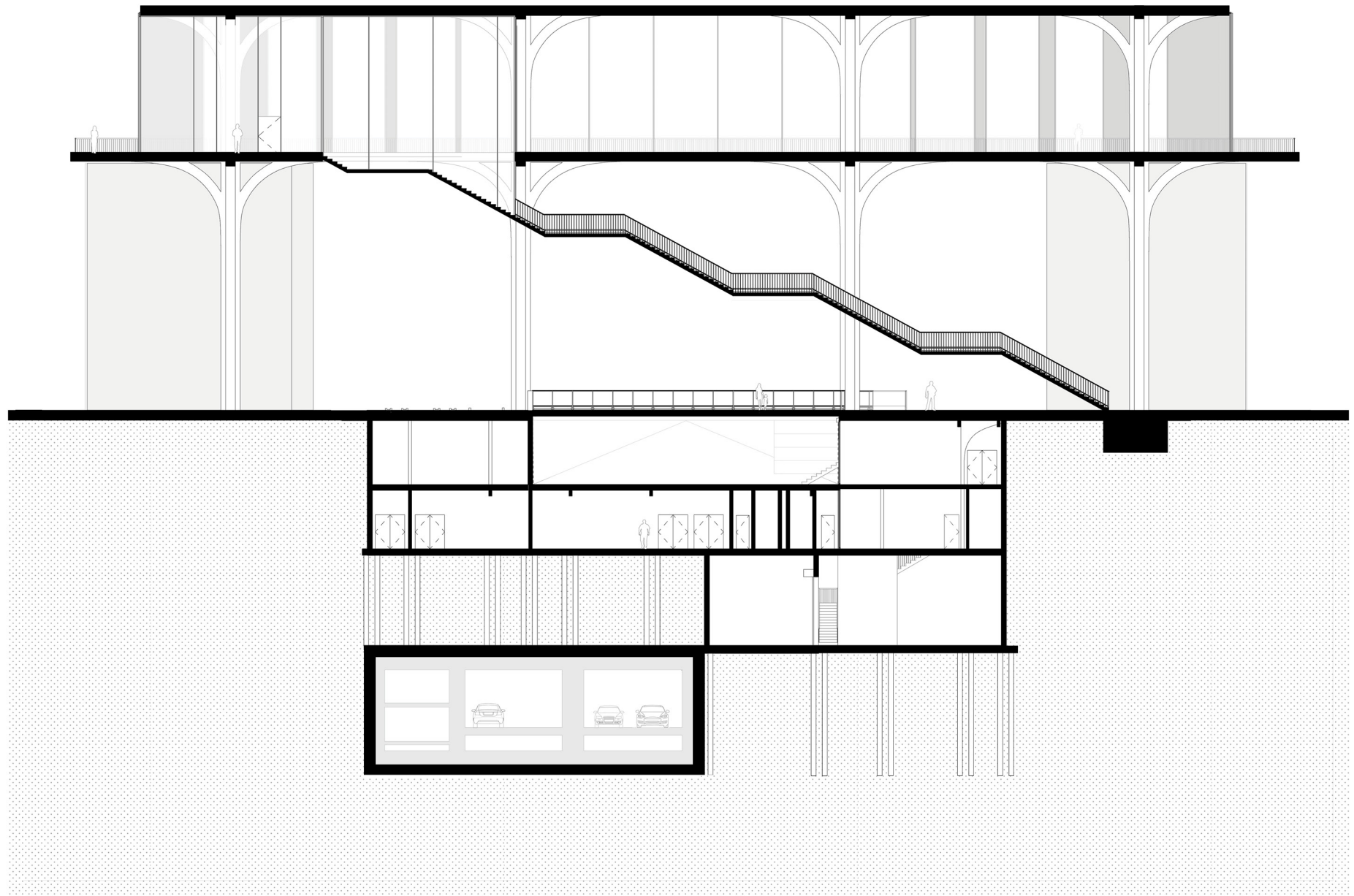
Connecting neighbourhood



Site plan



Introductory temporality



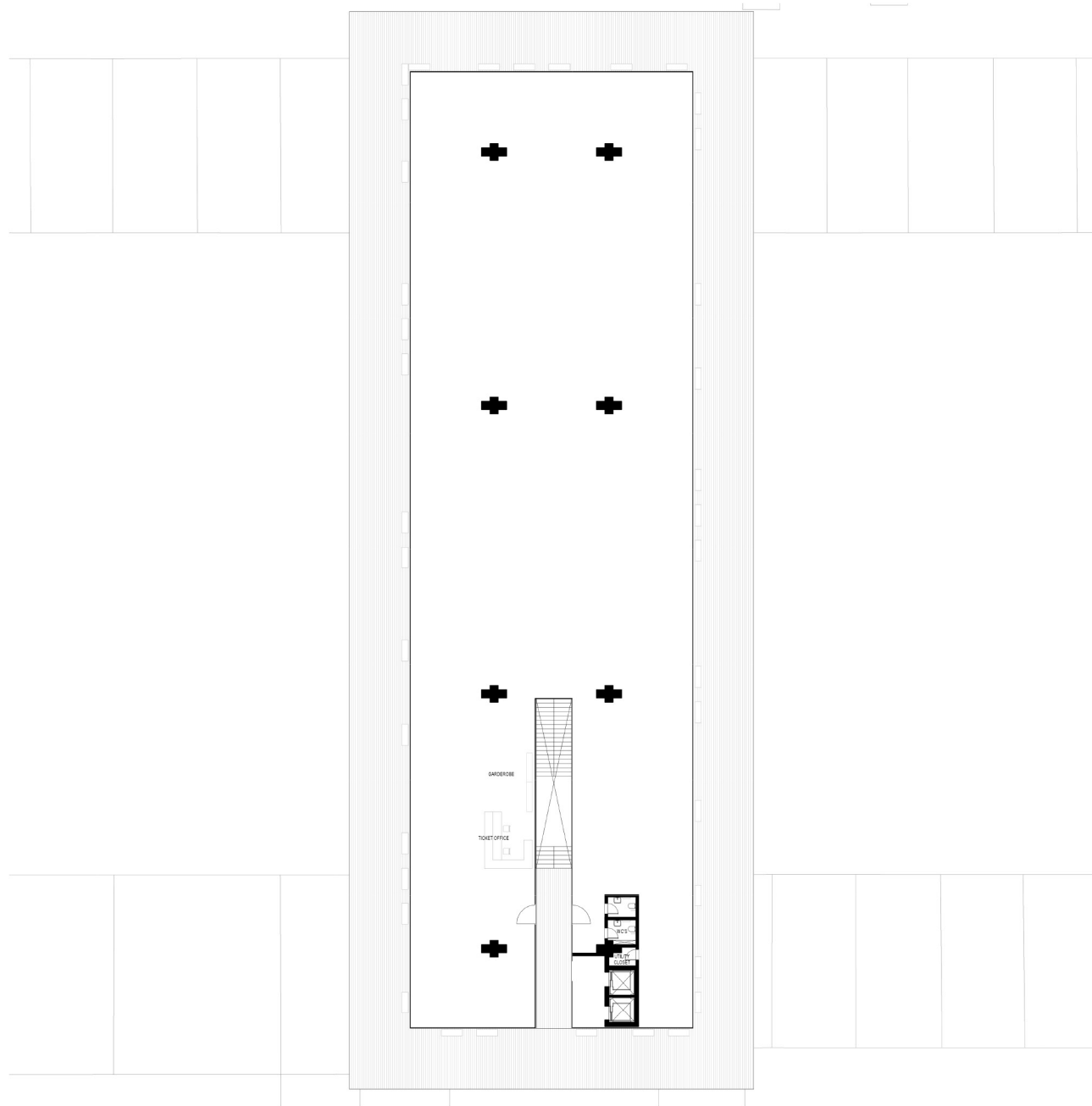
Design

Staircase



Design

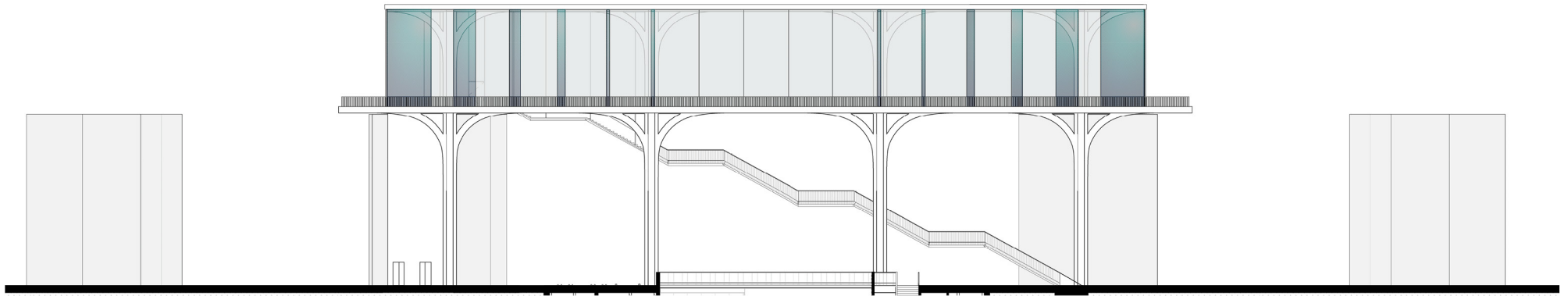
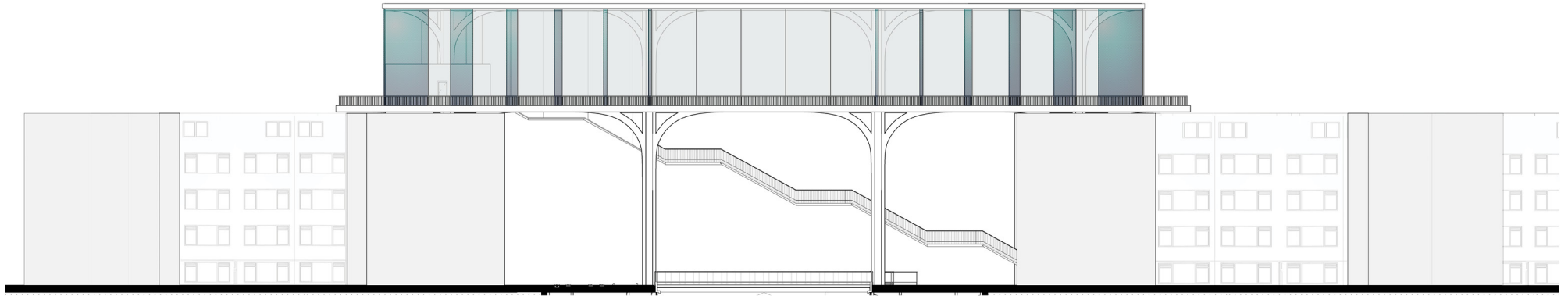
Floorplan +16.00m



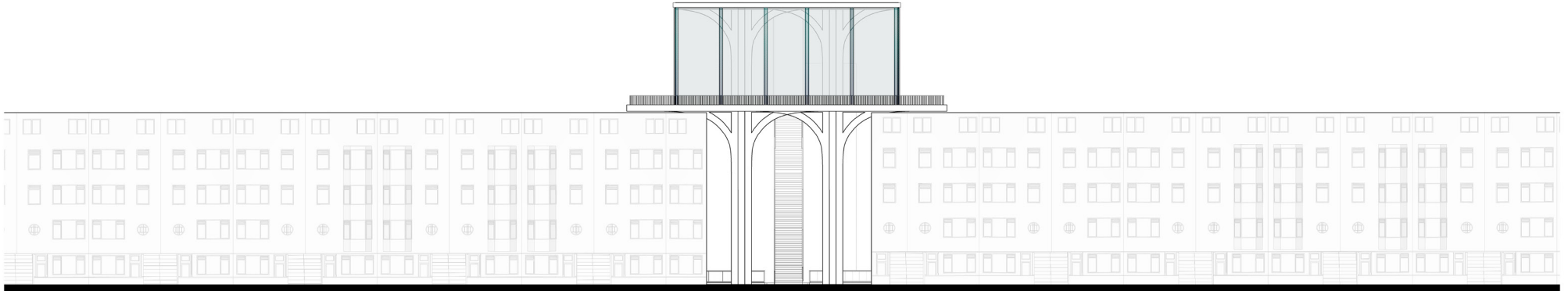
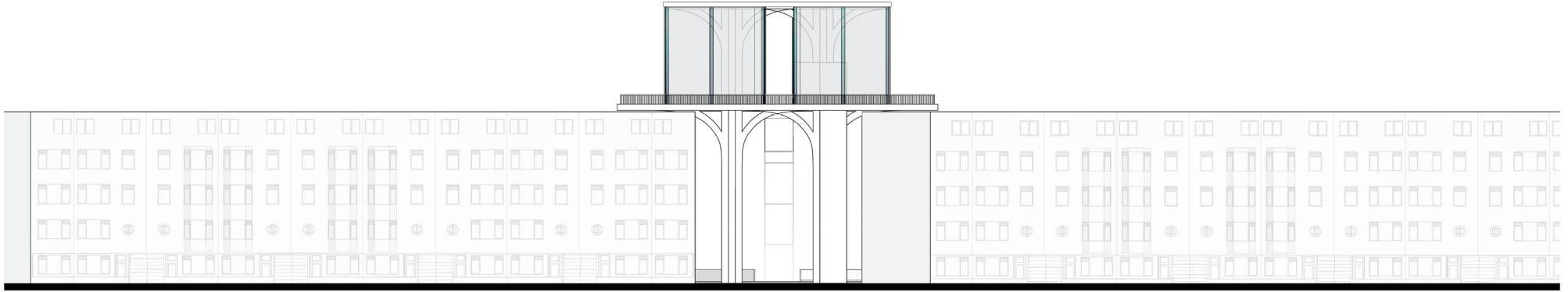
0 5 10 m



Temporary facades



Temporary facades



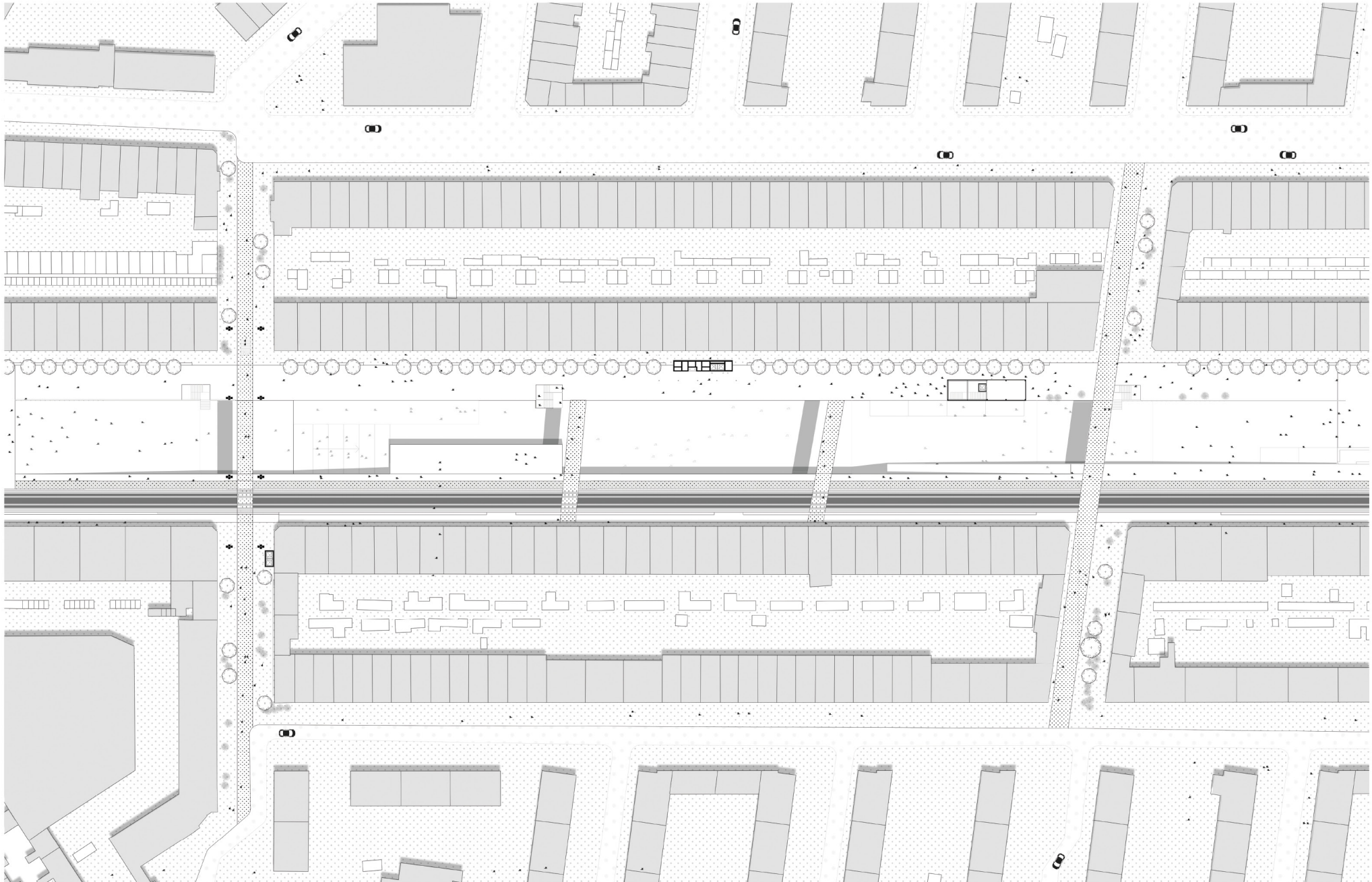
Design

Exhibition volume



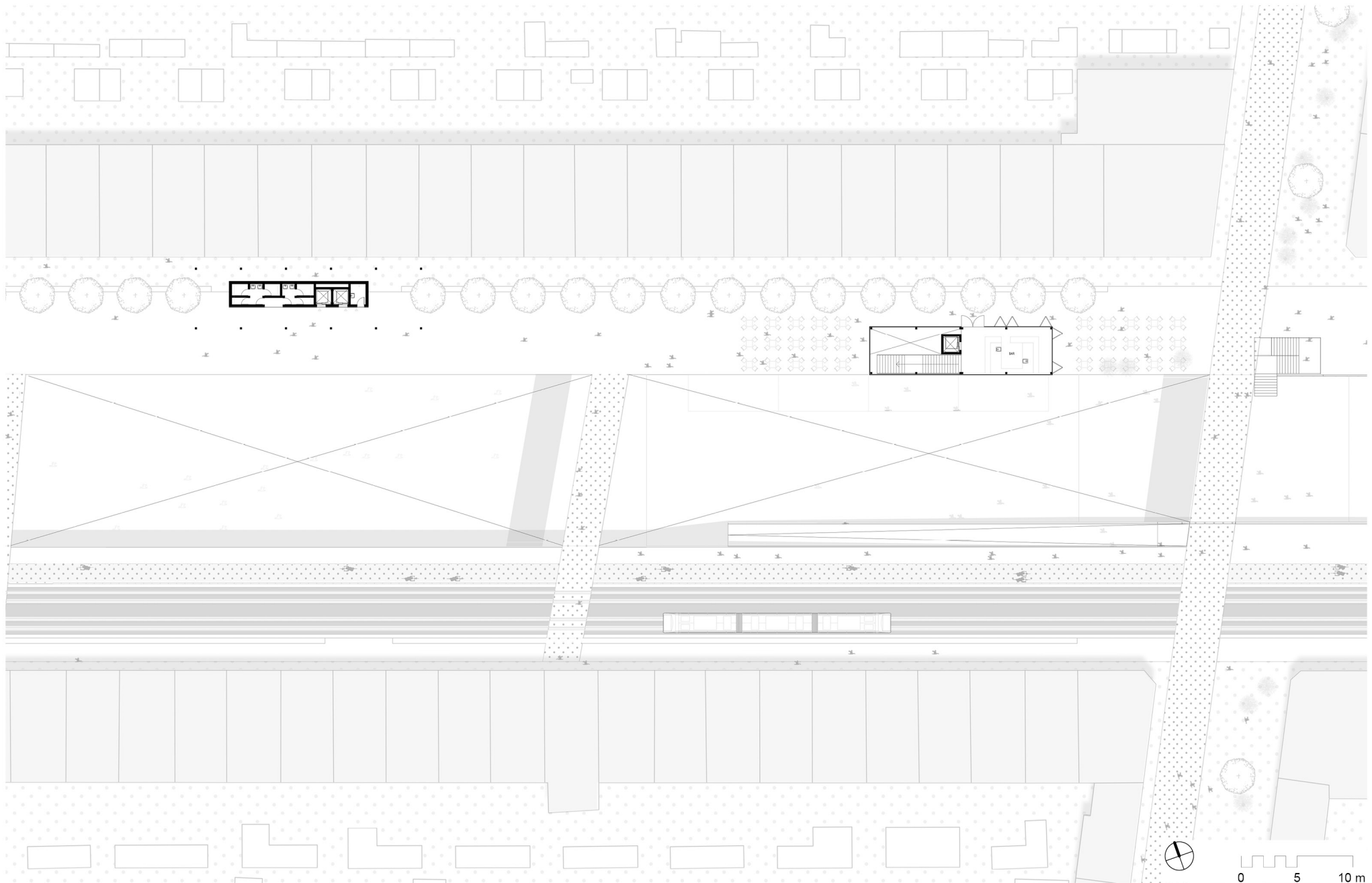
Design

Urban implementation 0.00m

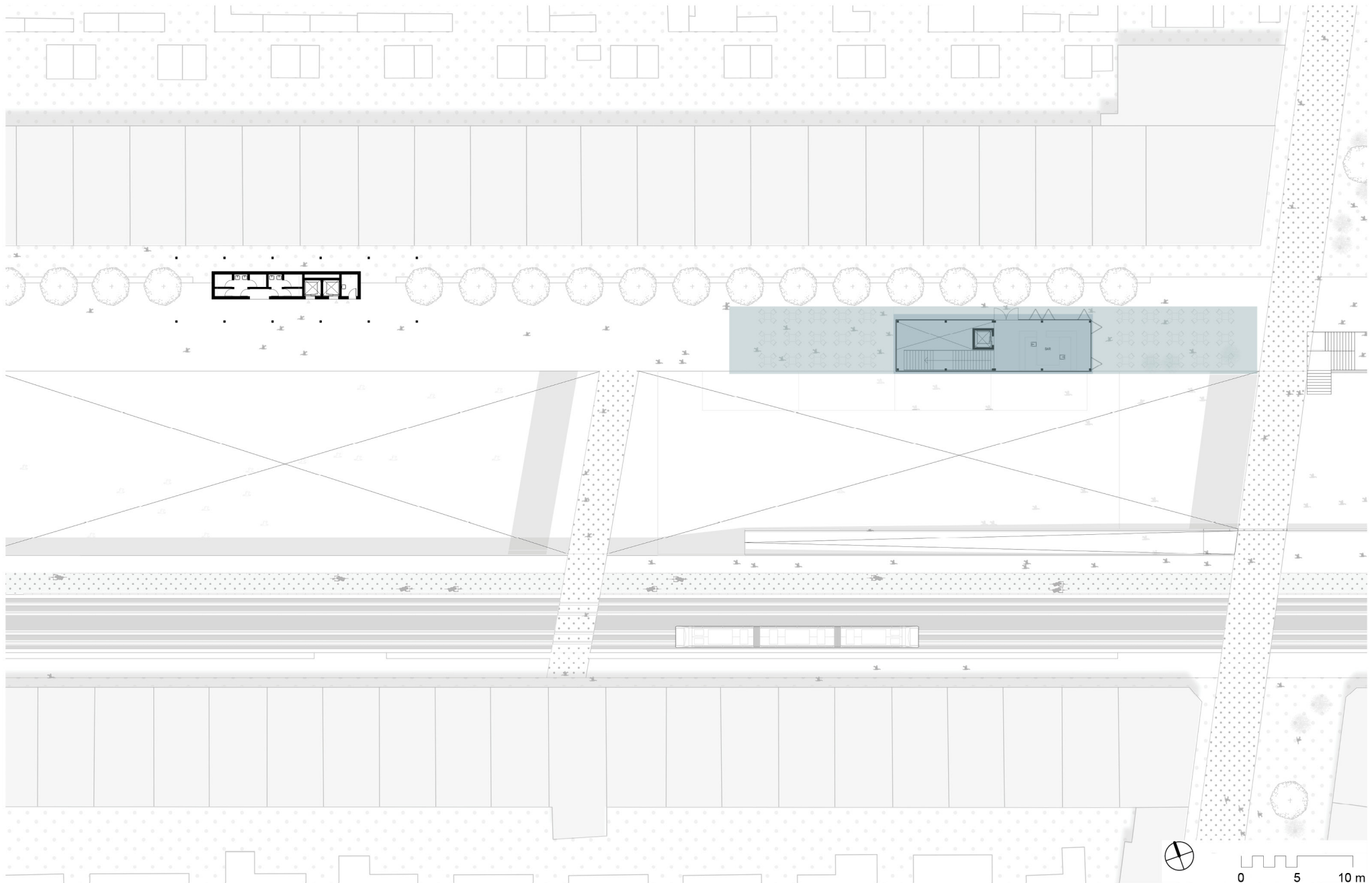


Design

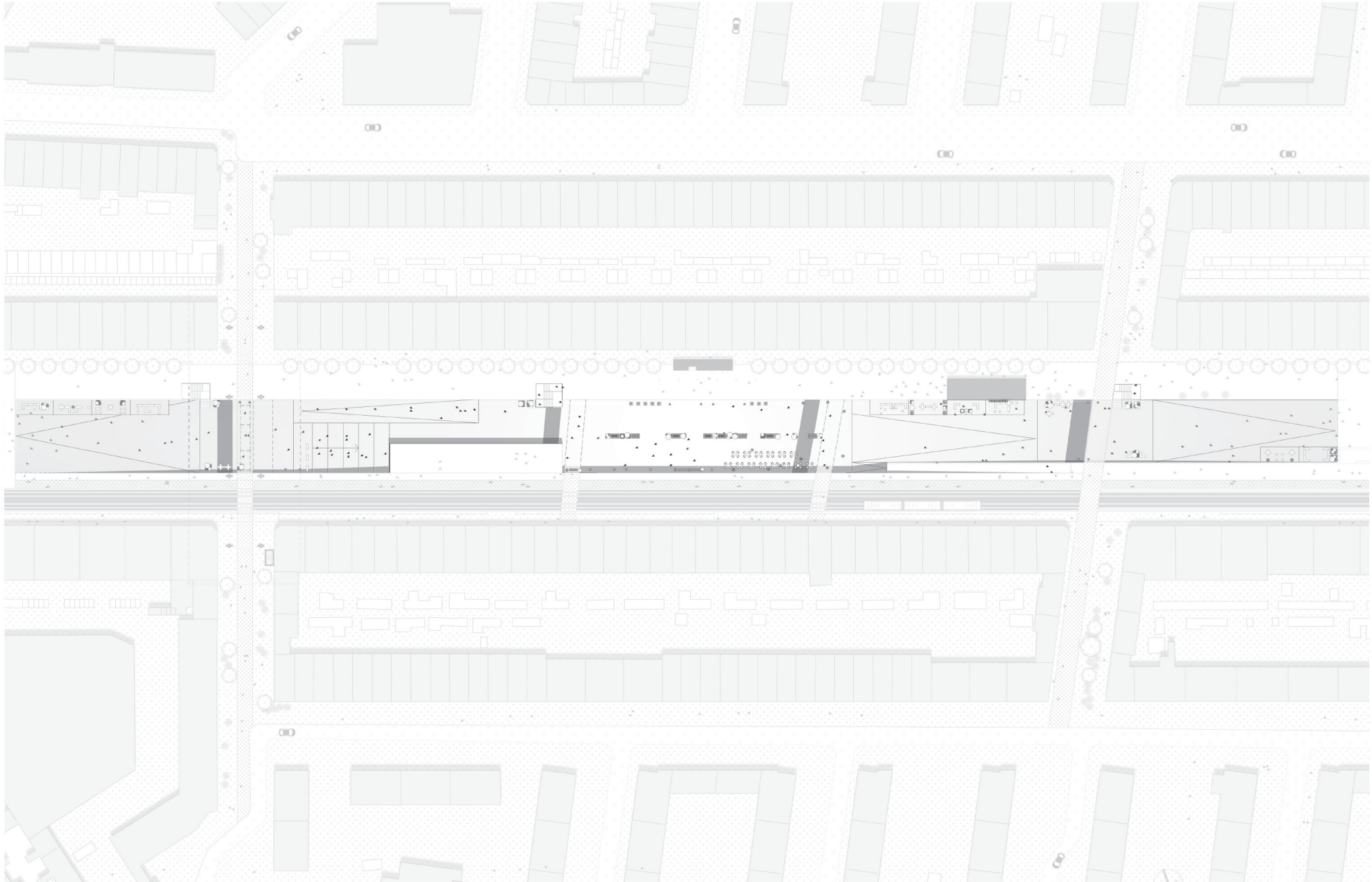
Floorplan 0.00m



Extension towards boulevard

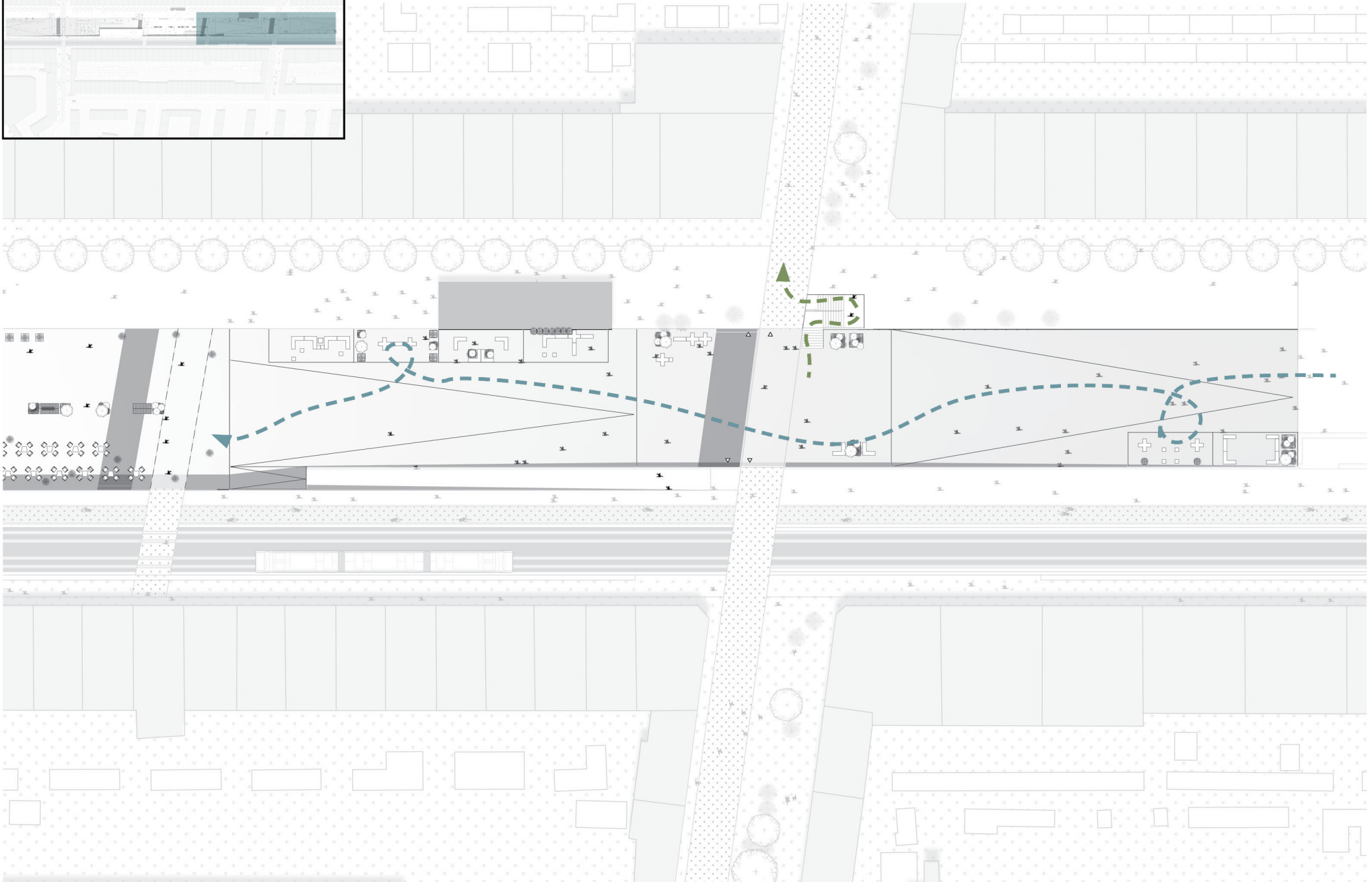
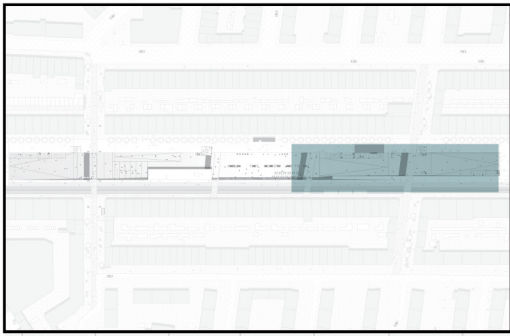


Implementation underground -8.50m



Design

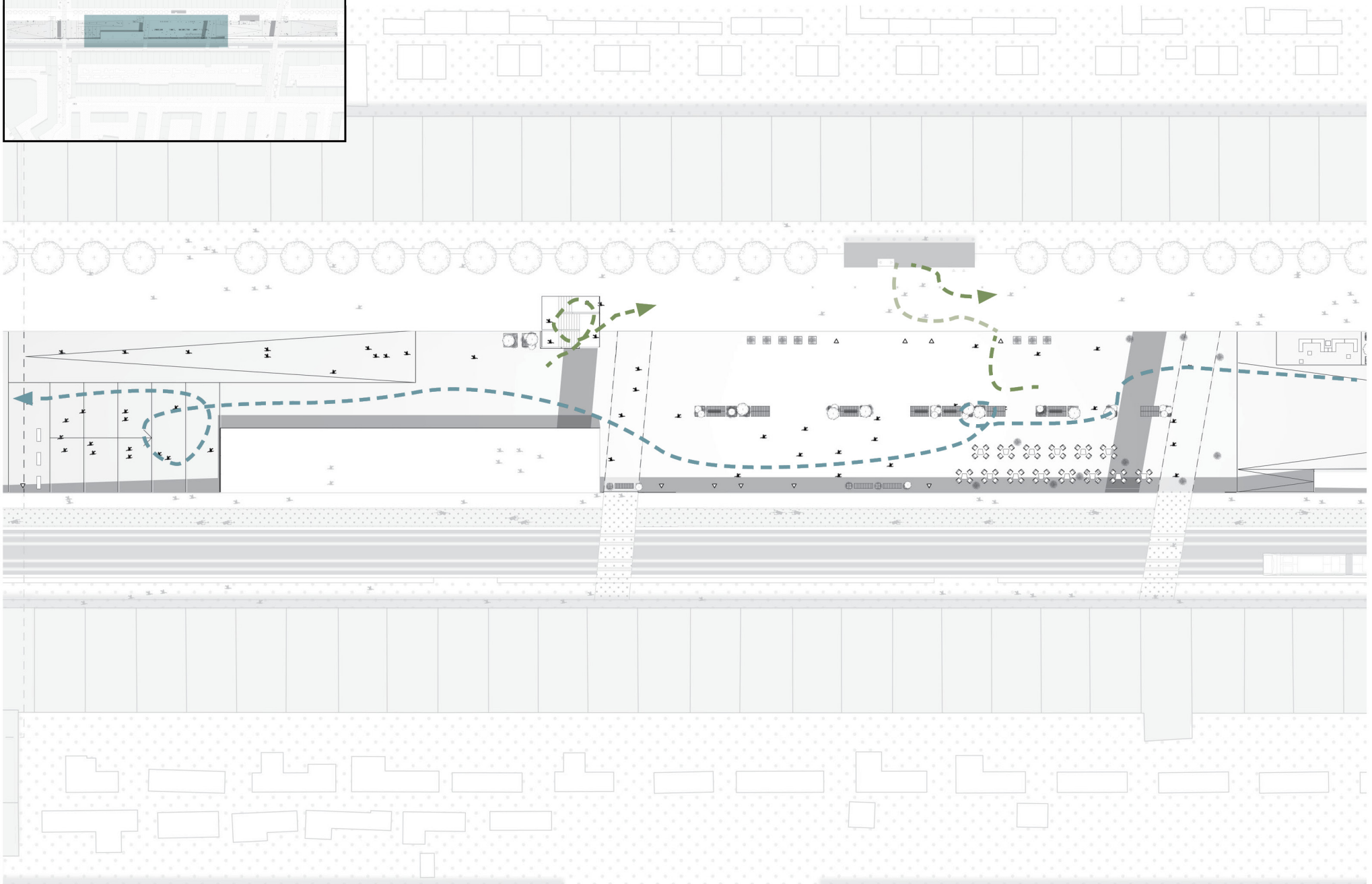
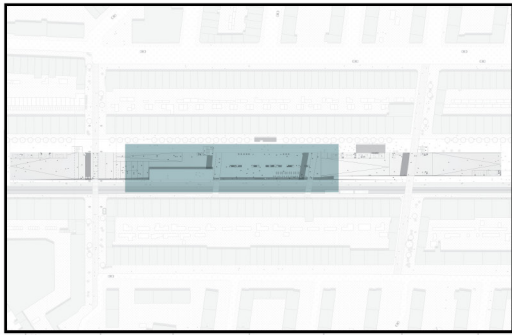
Implementation





Design

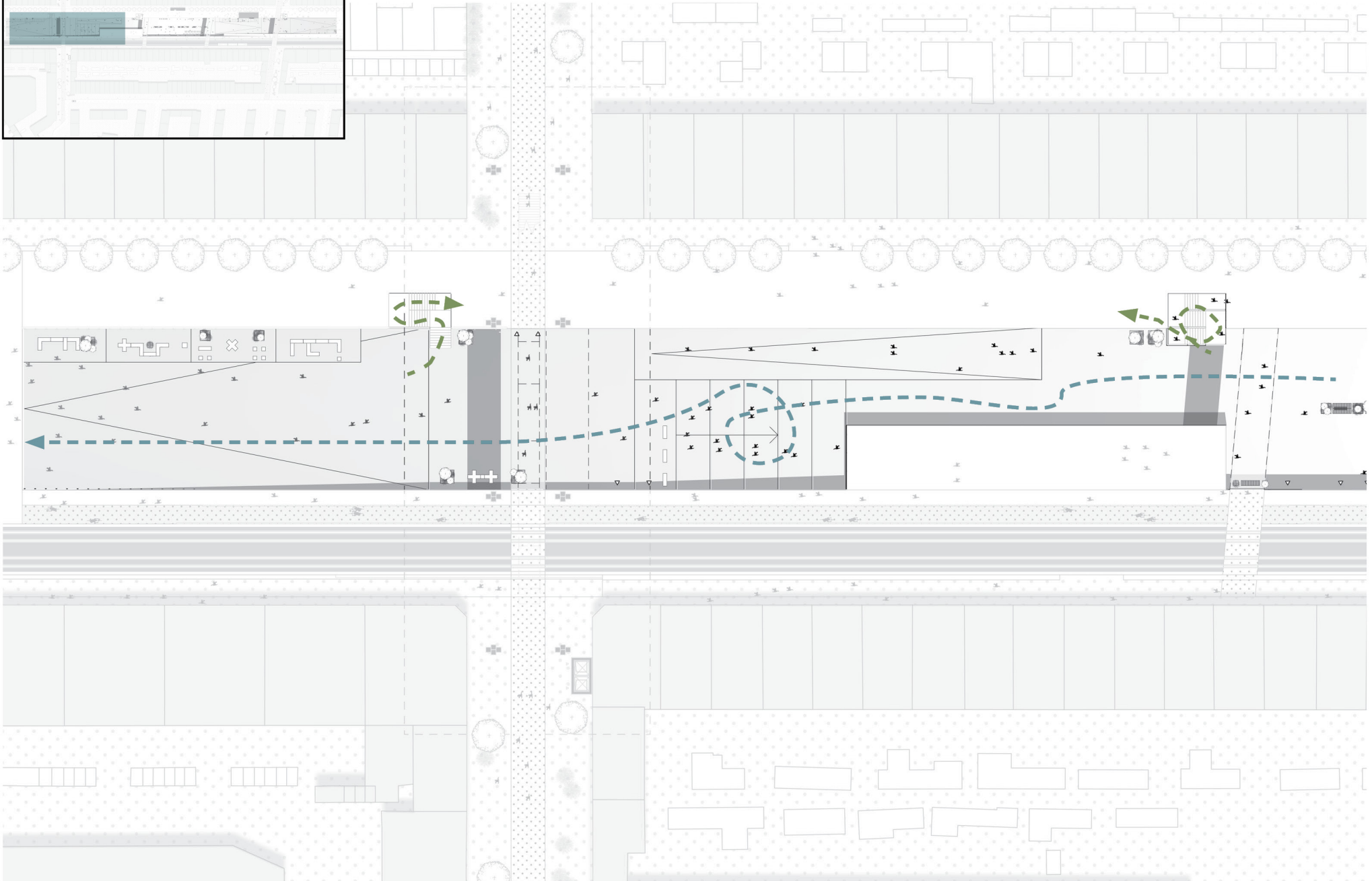
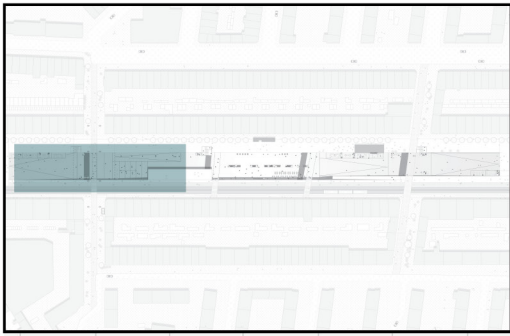
Implementation





Design

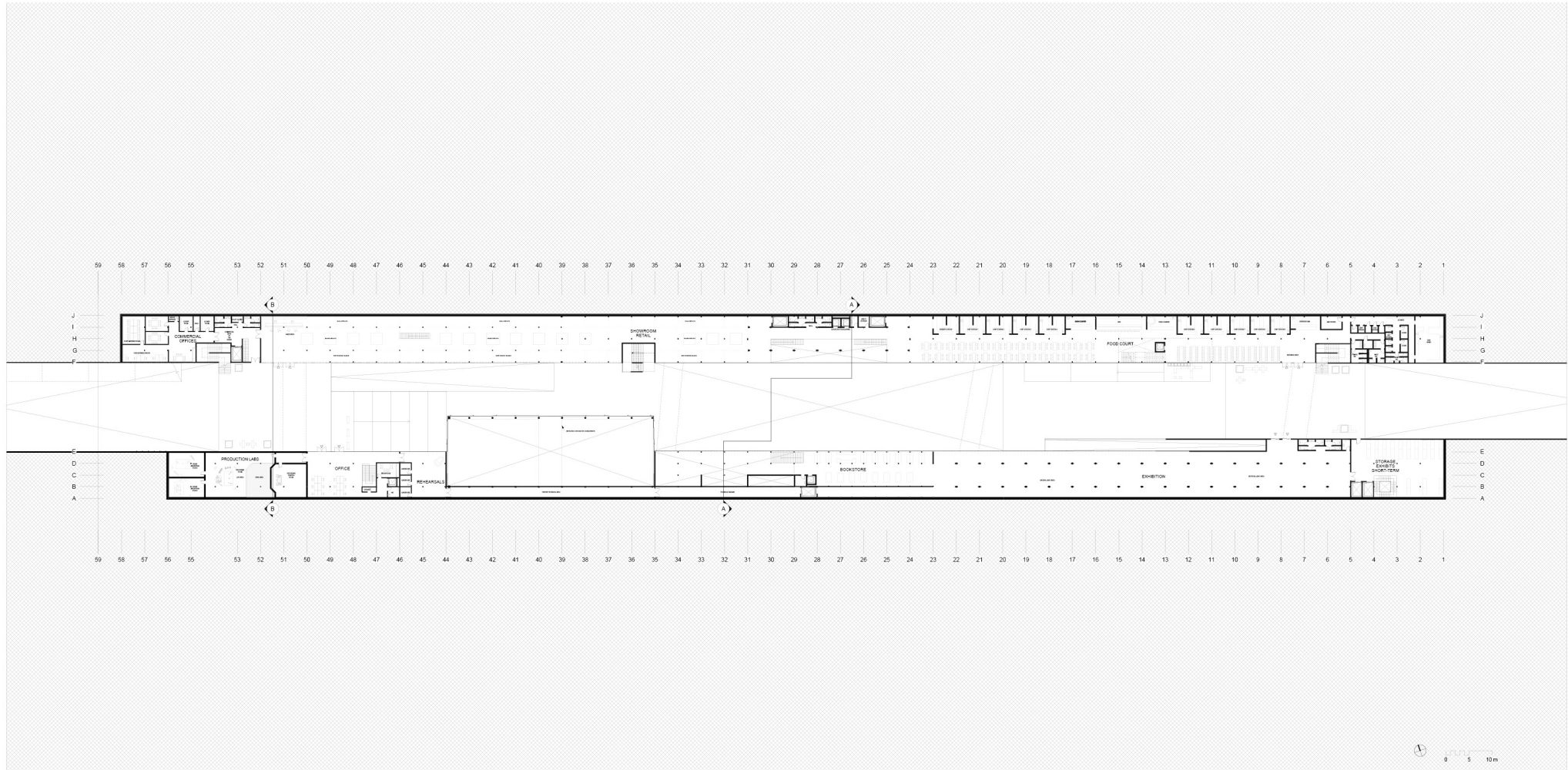
Implementation





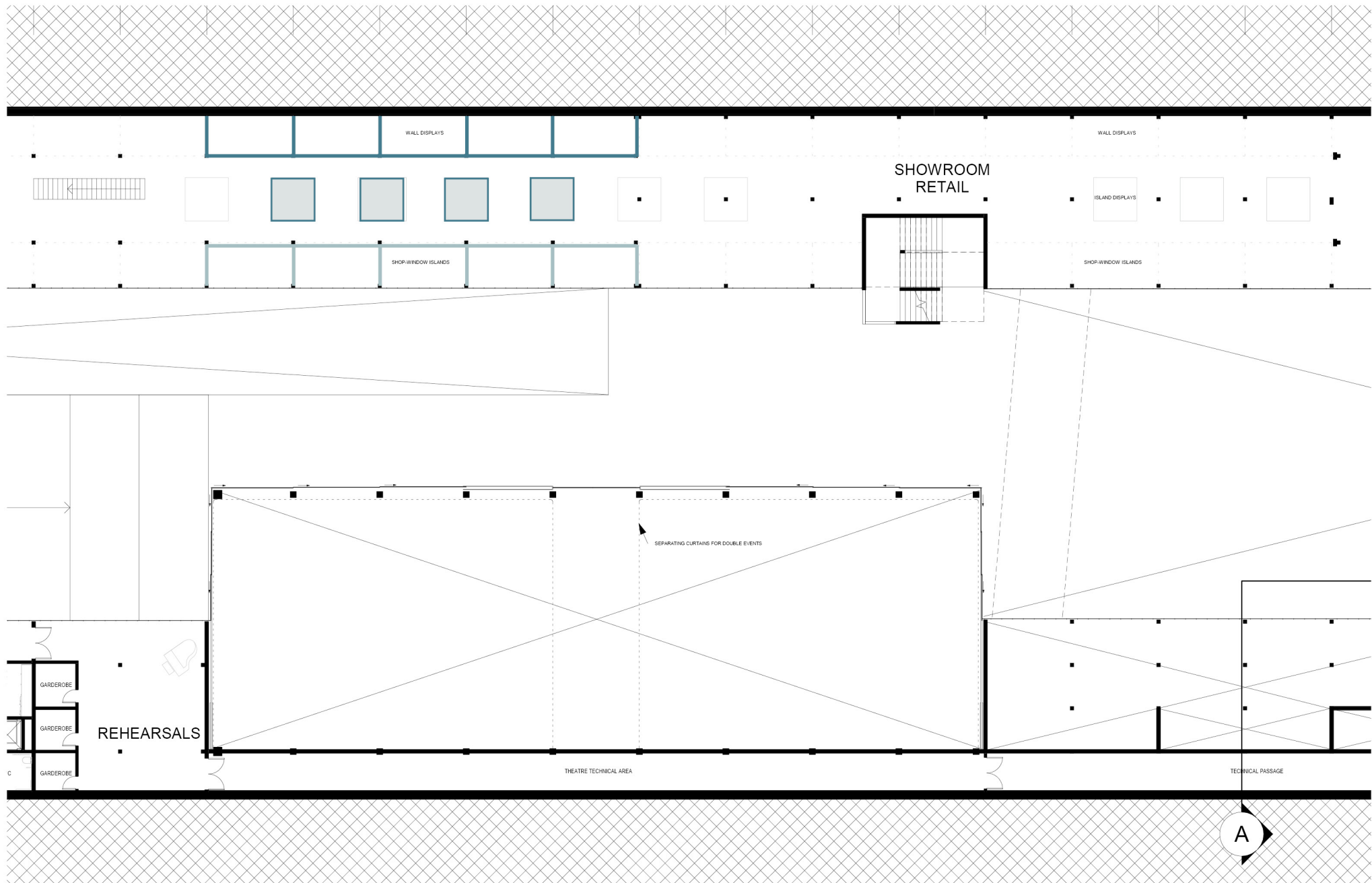
Design

Floorplan -4.50m



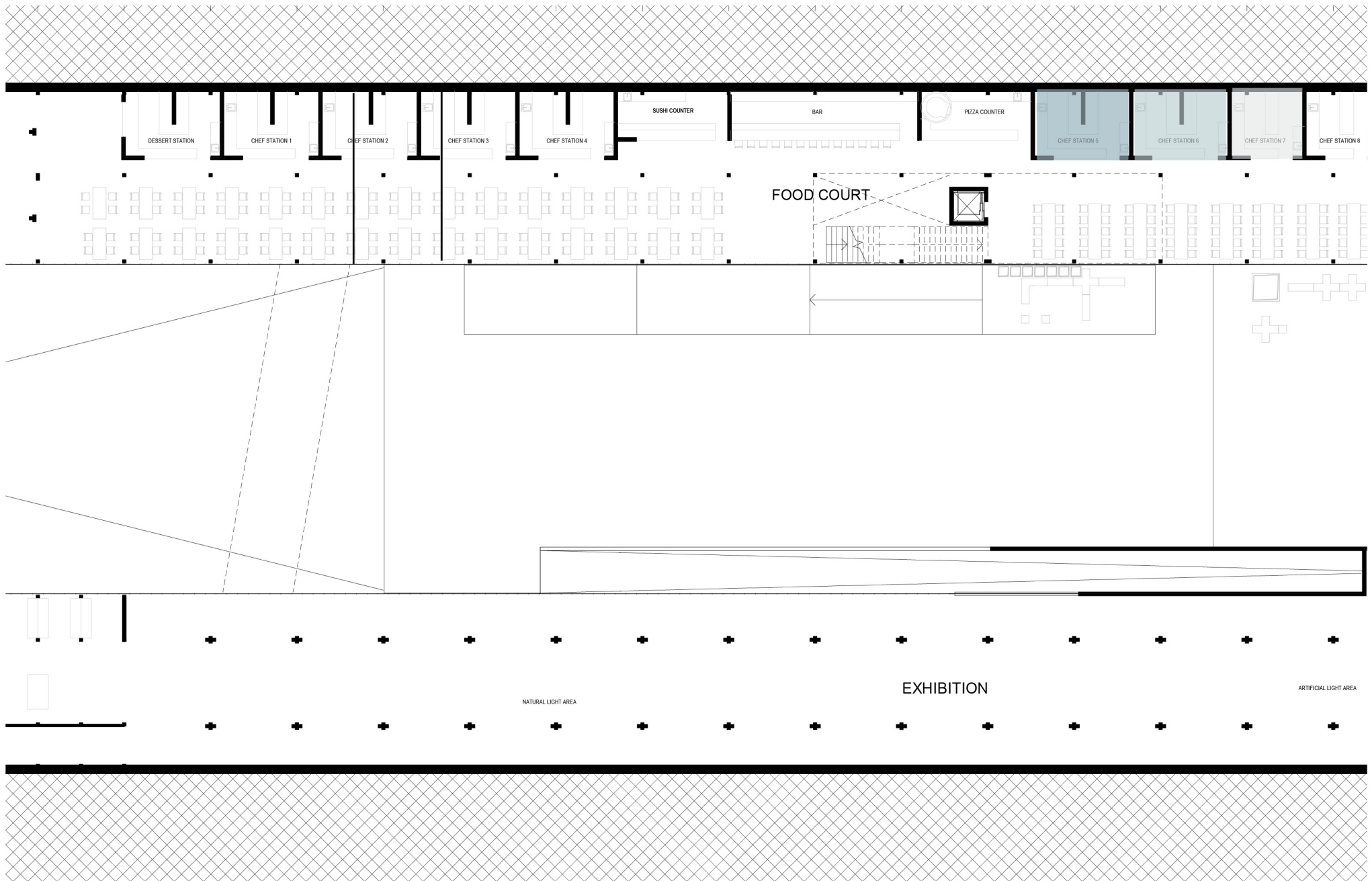


Showroom retail





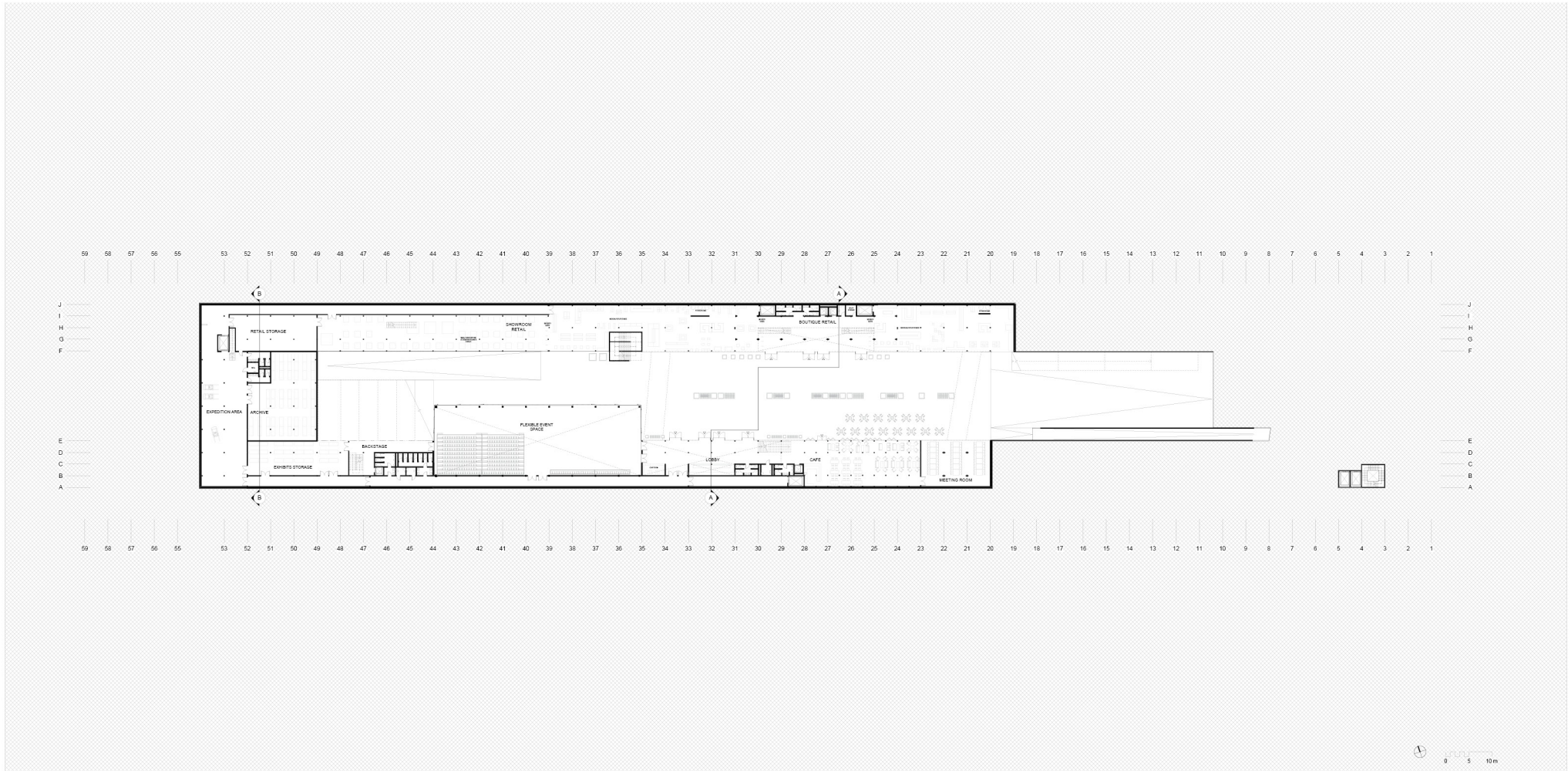
Food court





Design

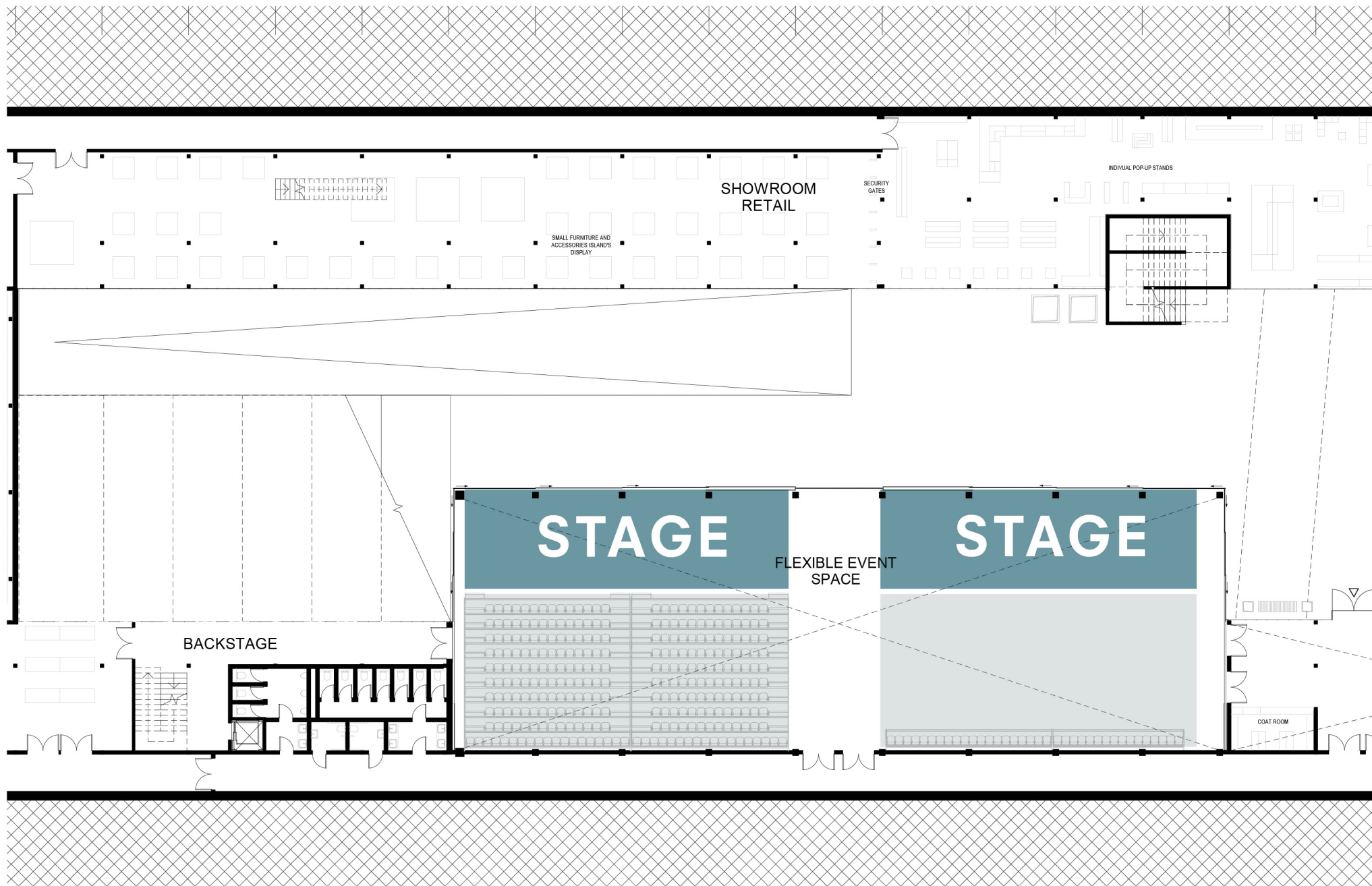
Floorplan -8.50m



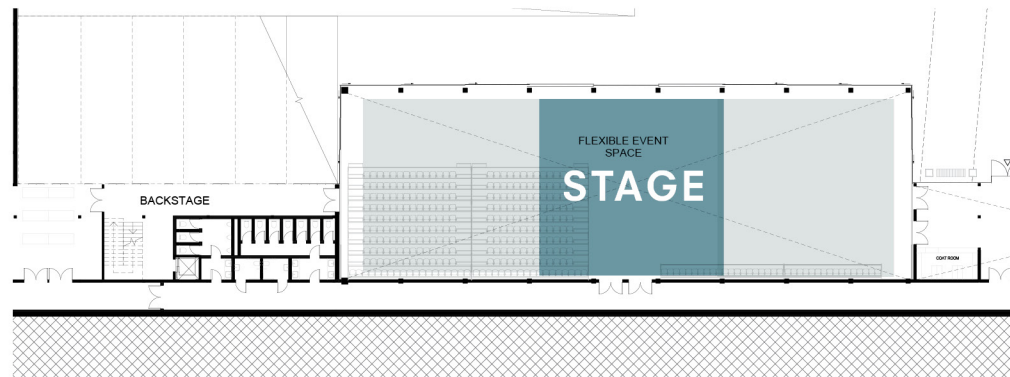
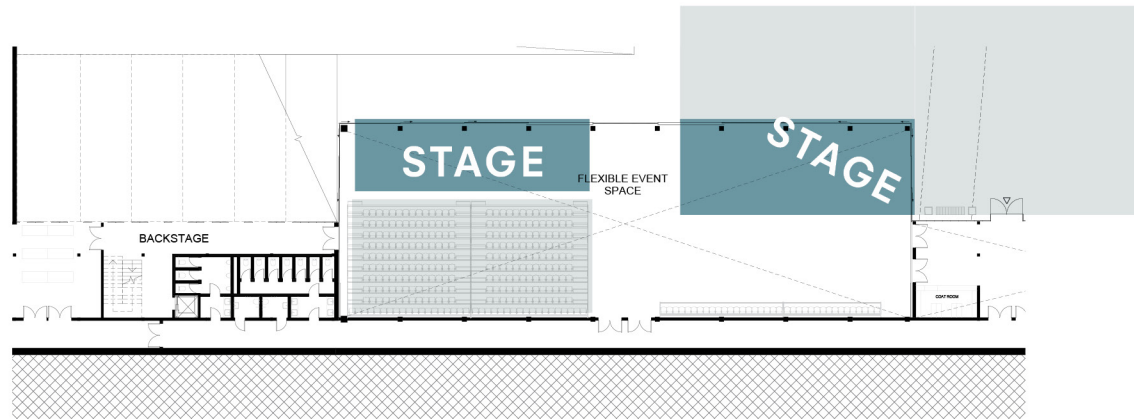
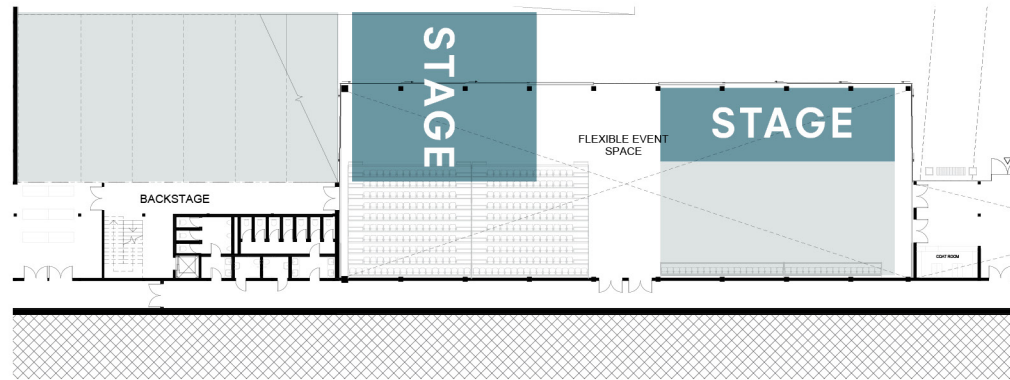


Design

Theatre

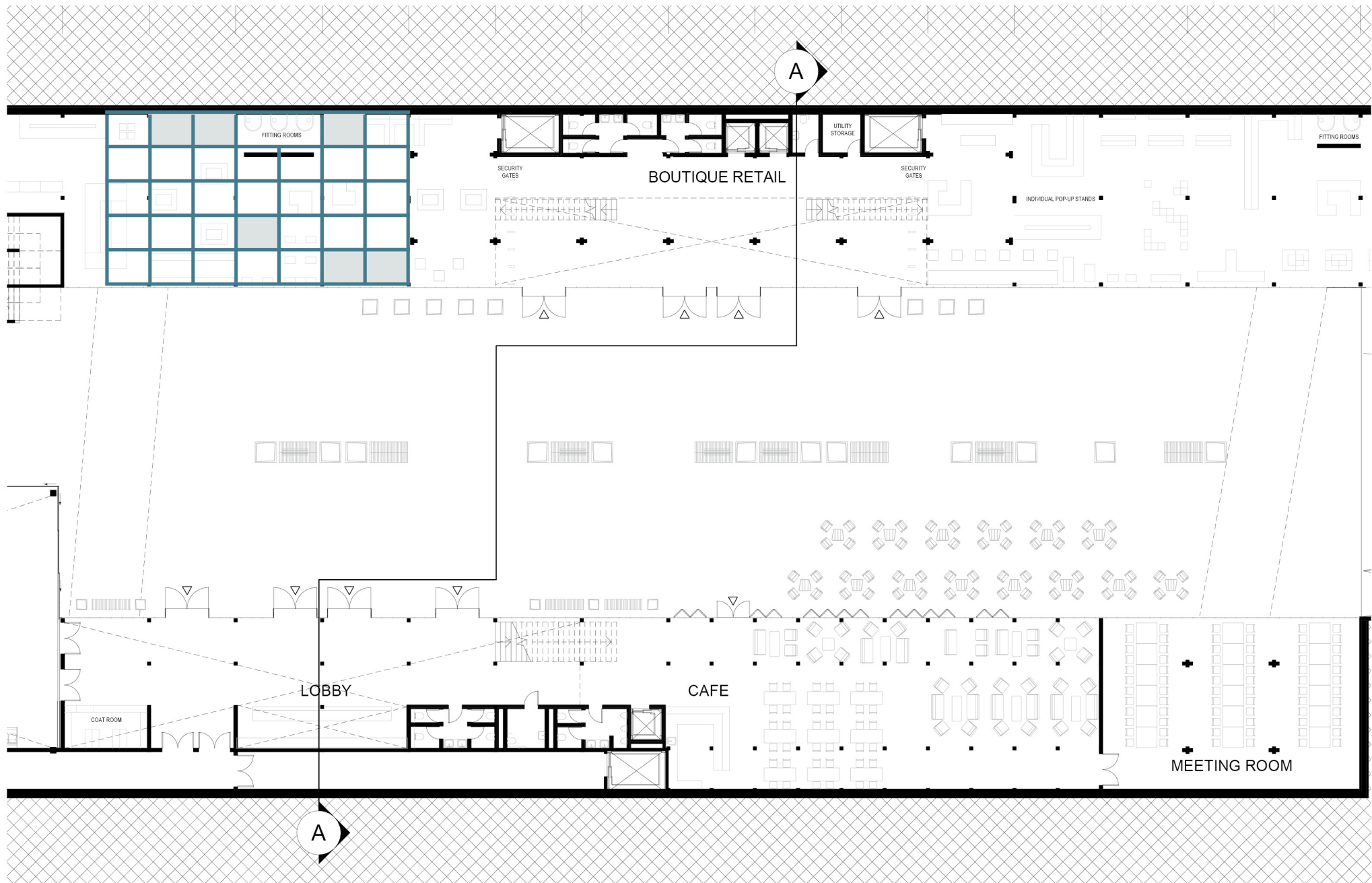


Theatre optioneering

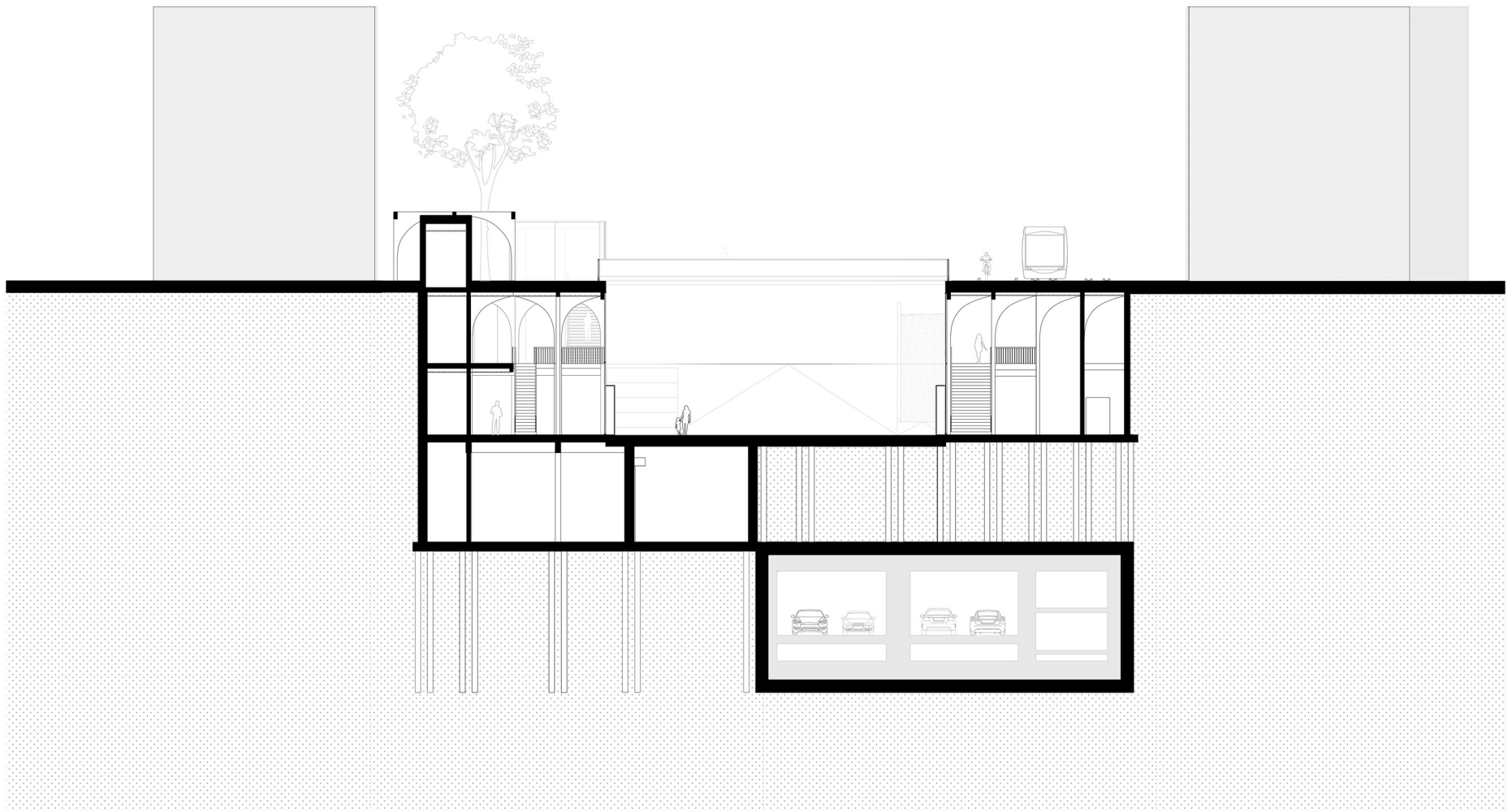




Boutique retail

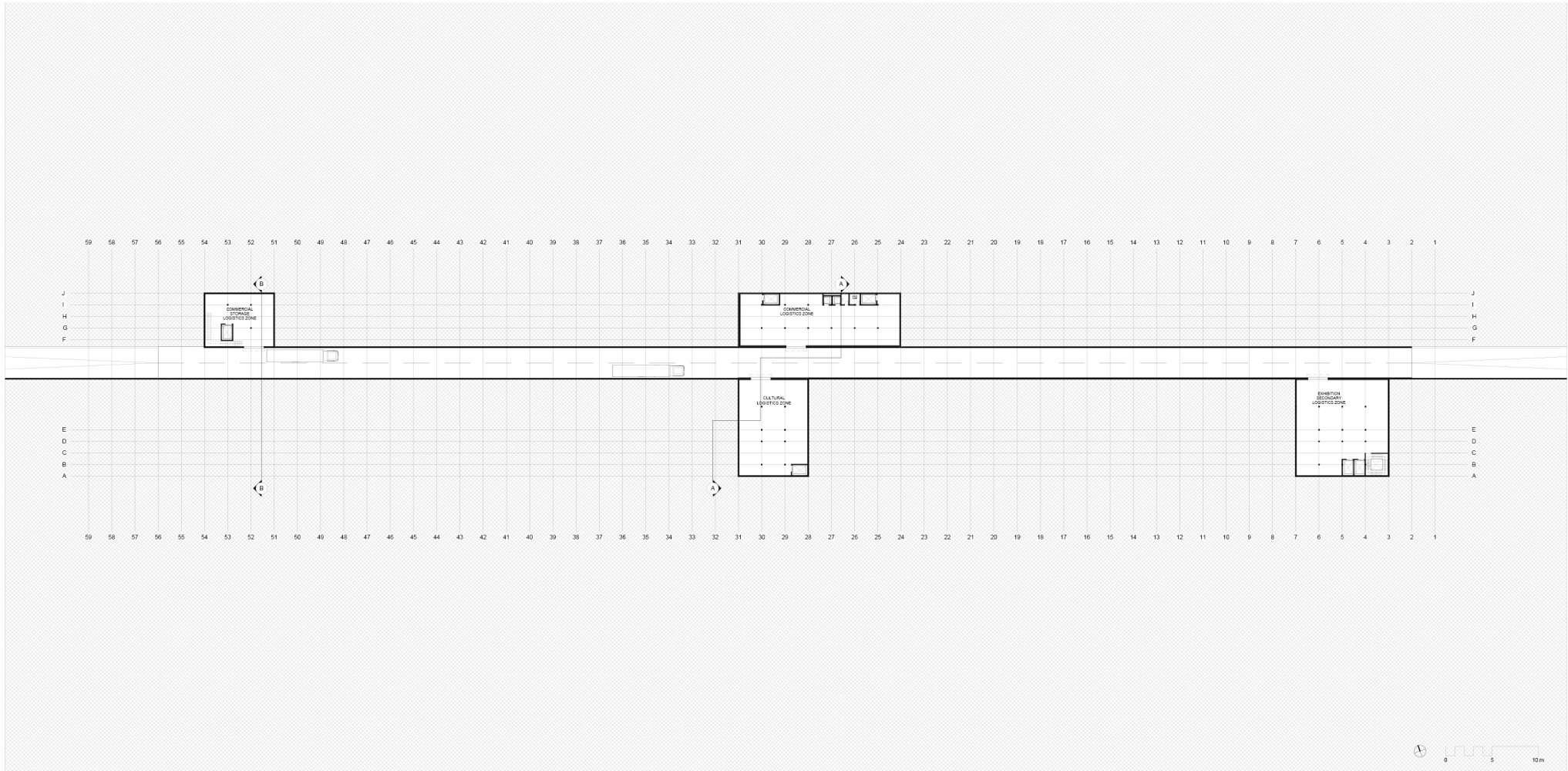


Logistics principle



Design

Floorplan -14.00m



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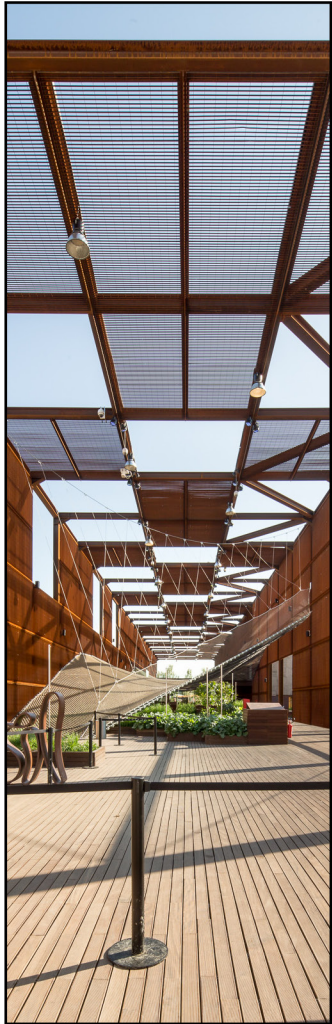
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Temporary resemblance



BRAZIL EXPO PAVILION

Milan, Italy



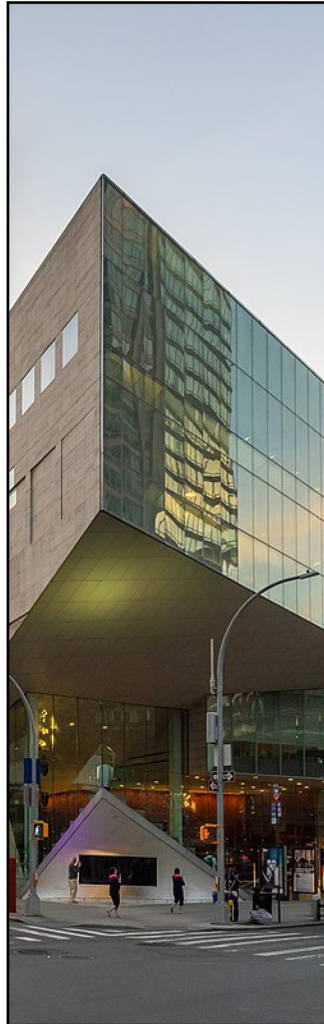
FOUNDATION CARTIER

Paris, France



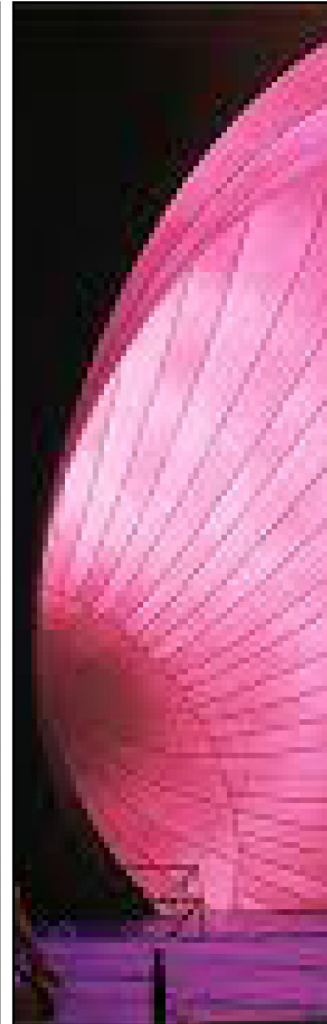
ICE PAVILION

Kamchatka Lake, Russia



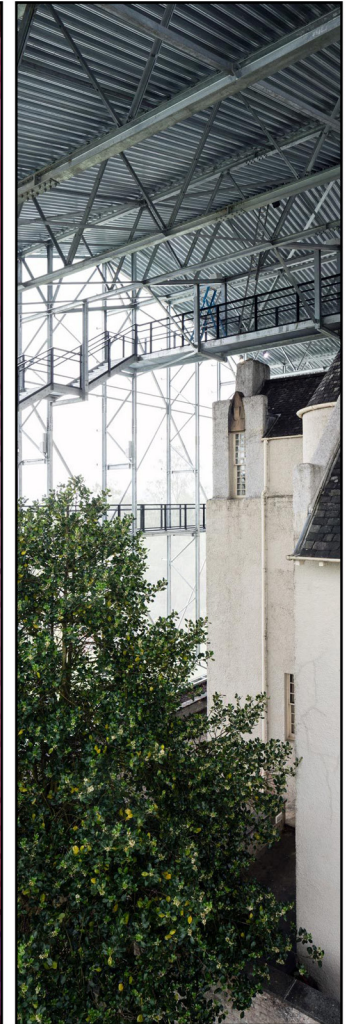
THE JUILLIARD SCHOOL

New York, United States



**ARK NOVA INFLATABLE
CONCERT HALL**

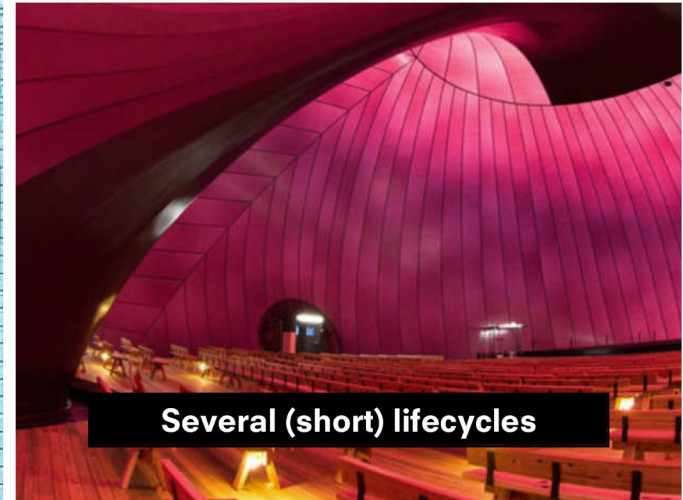
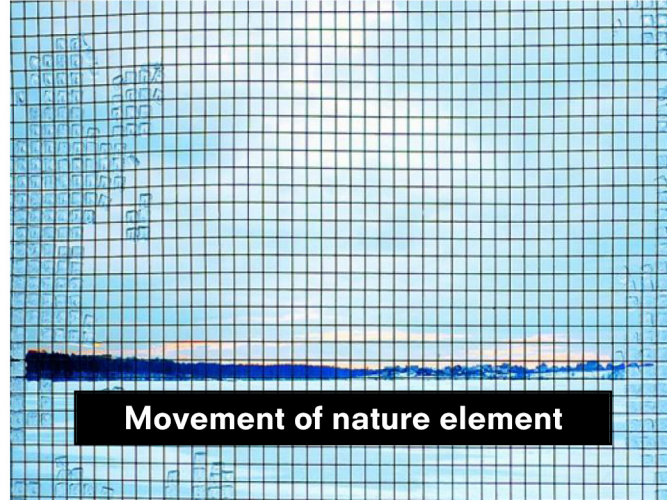
Japan



THE HILL HOUSE BOX

Helensburgh, Scotland

Temporary characteristics

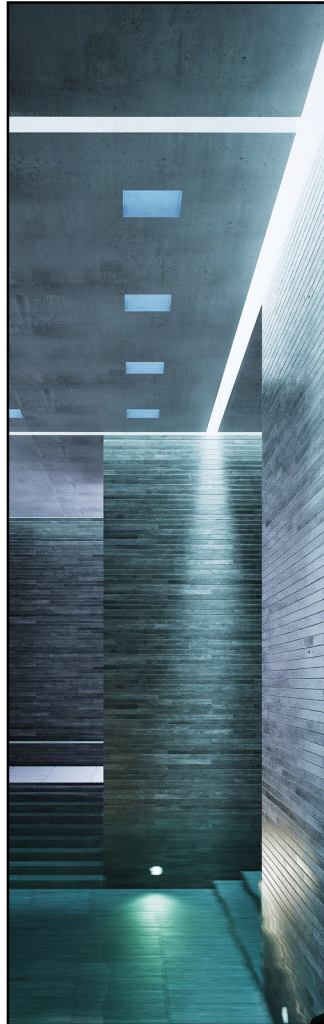


Timeless resemblance



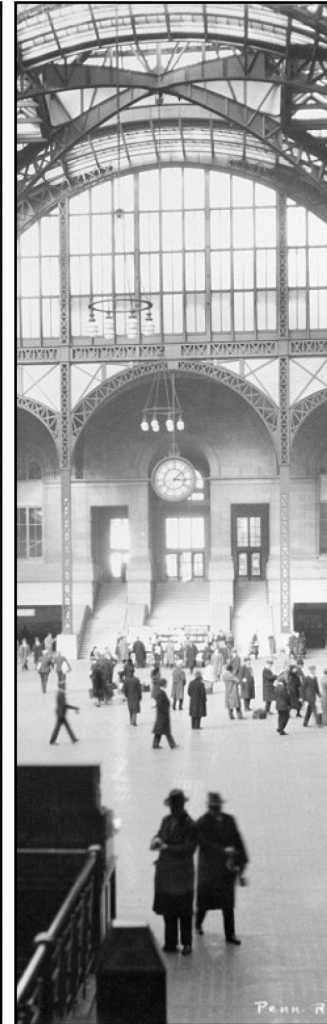
**OSCAR NIEMEYER
CULTURAL CENTER**

Goiânia, Brasil



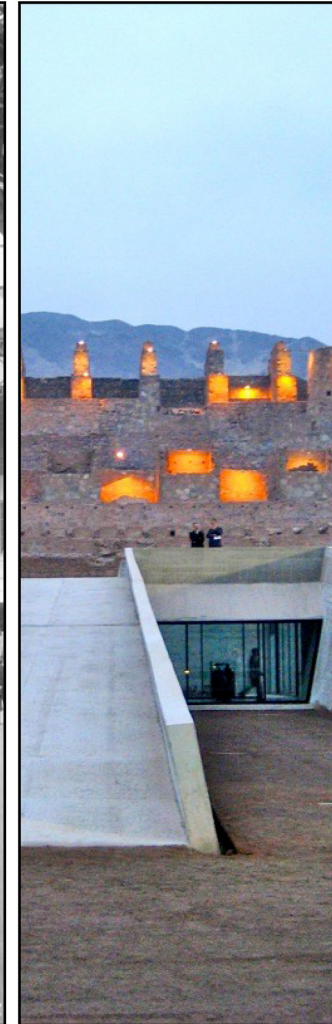
THERME VALS

Paris, France



**PENNSYLVANIA
STATION**

New York, United States



**MUSEUM OF ATACAMA
DESERT**

Antofagasta, Chile

Characteristics

timeless

solid stone-alike materials resembling tranquility

temporary

translucent materials

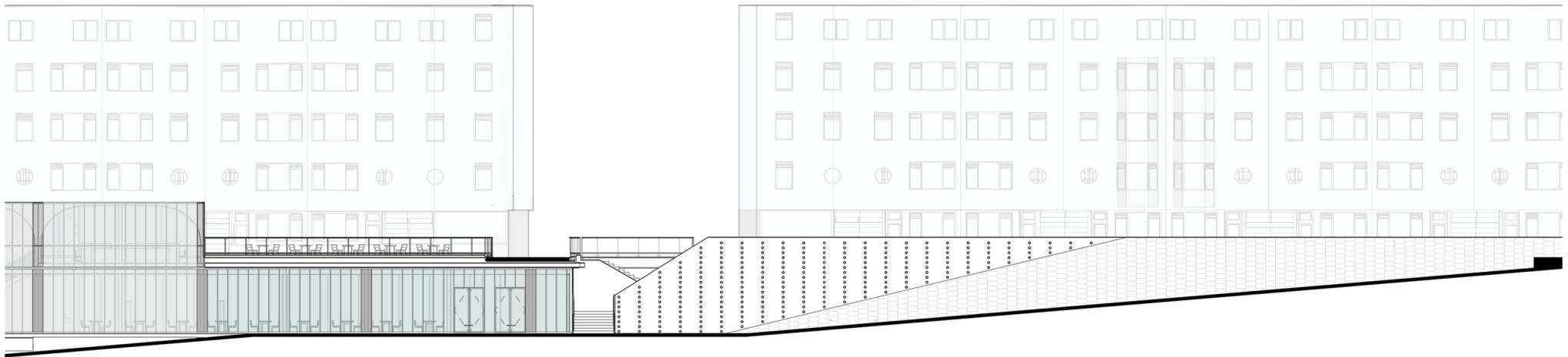
dynamic

flexible: assemble character

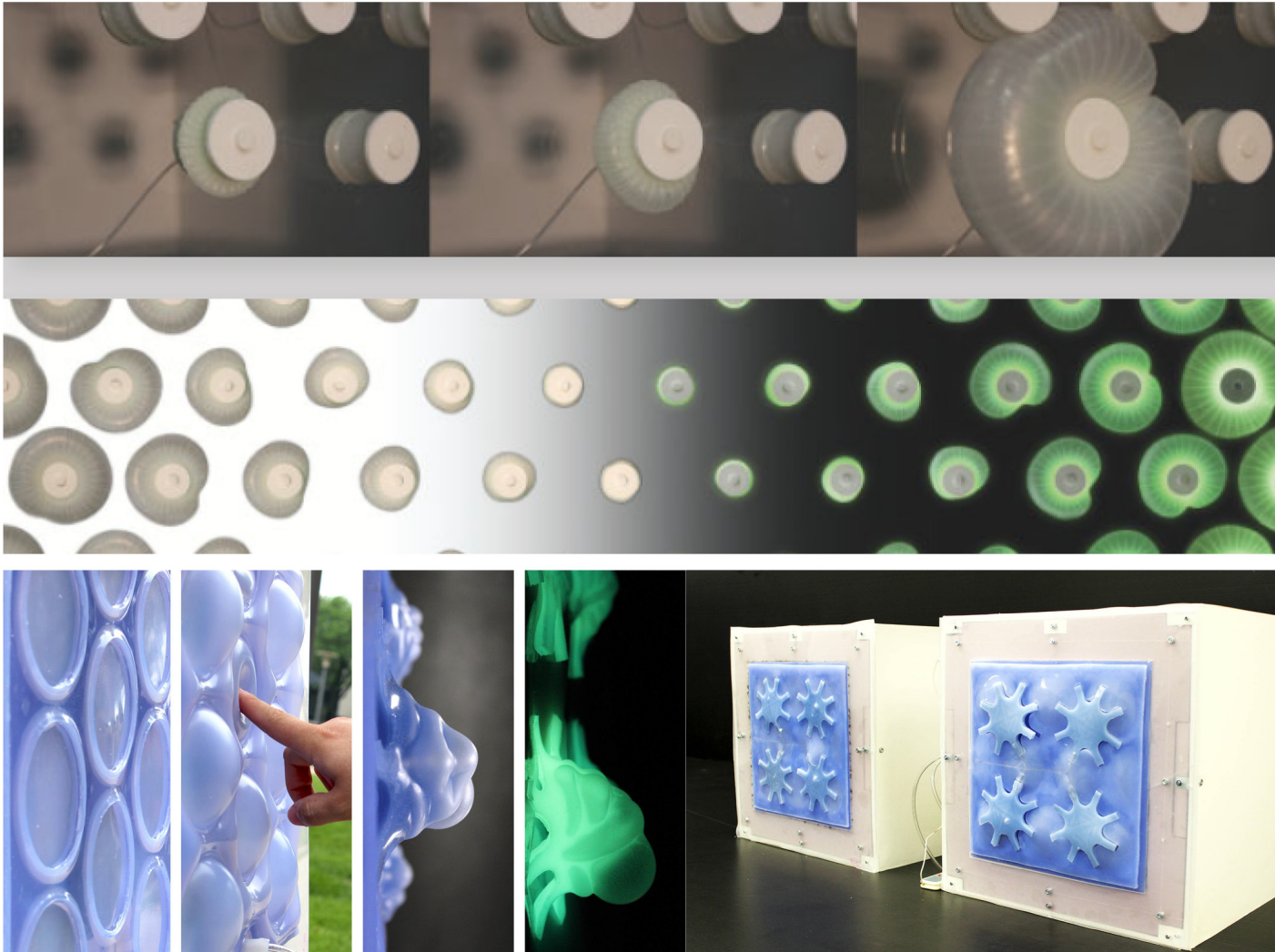
Facades



Facade sequence

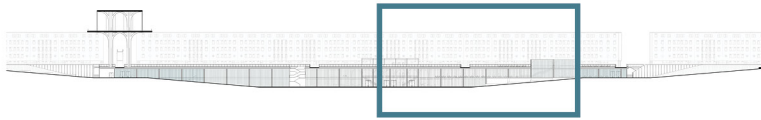


Soft robotics system



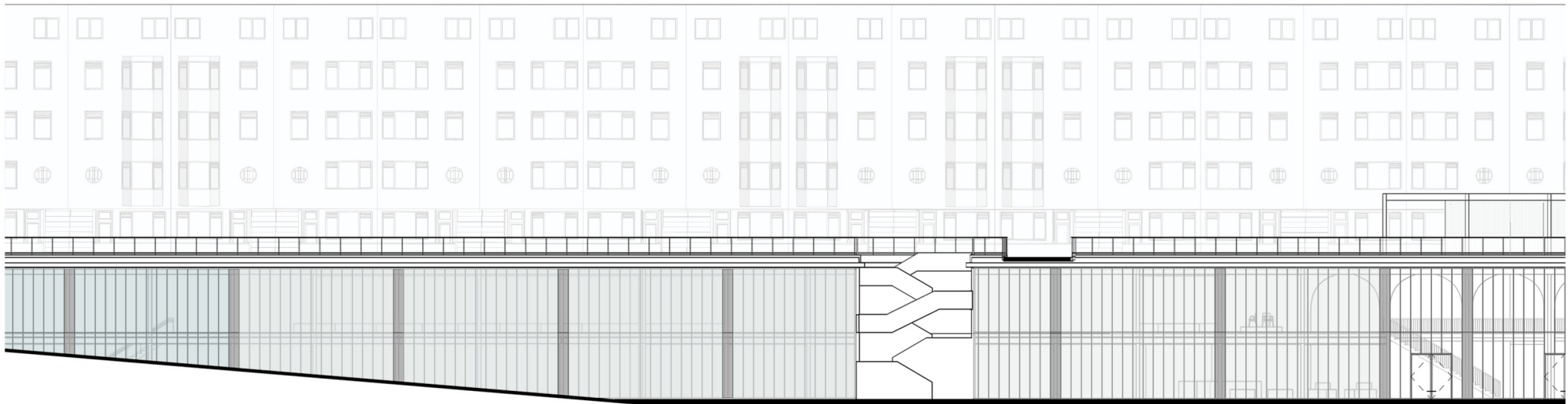


Facade sequence





Facade sequence





Transparency



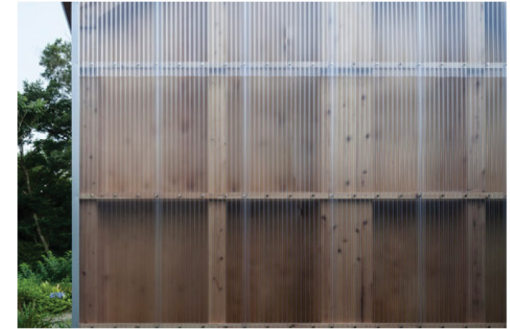
channel glass



polycarbonate

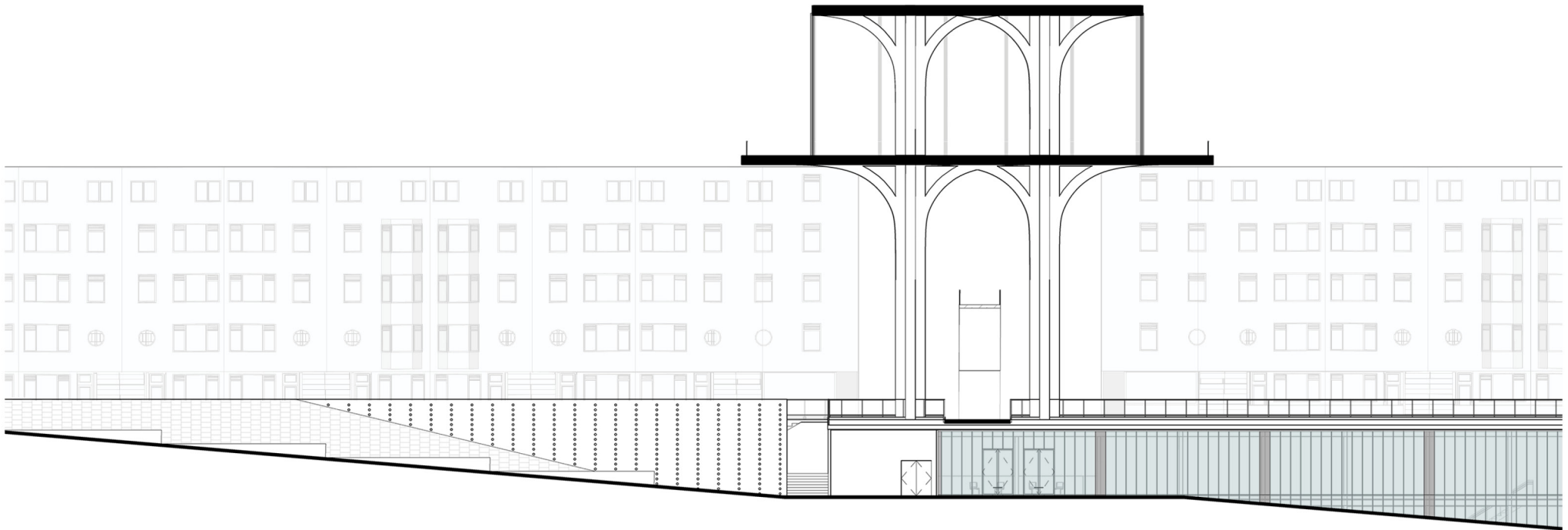


fiberglass



plastic corrugated sheets

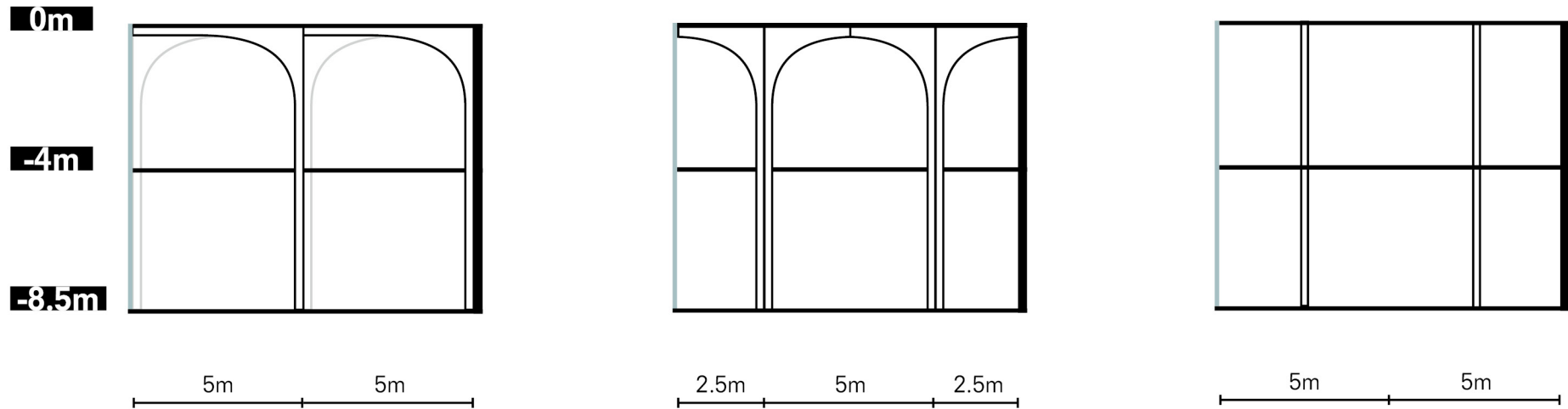
Facade sequence







Identity

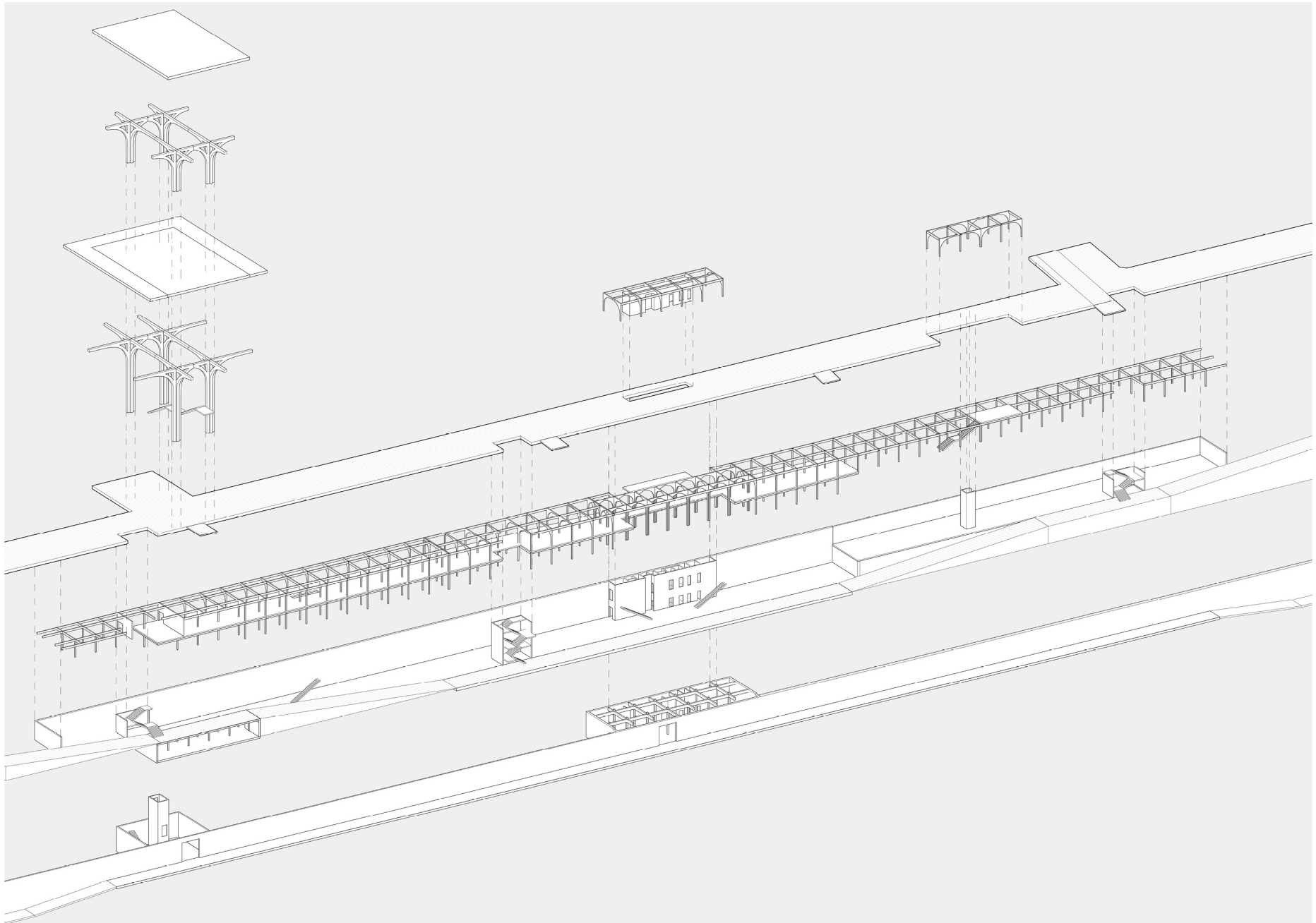


Materialization

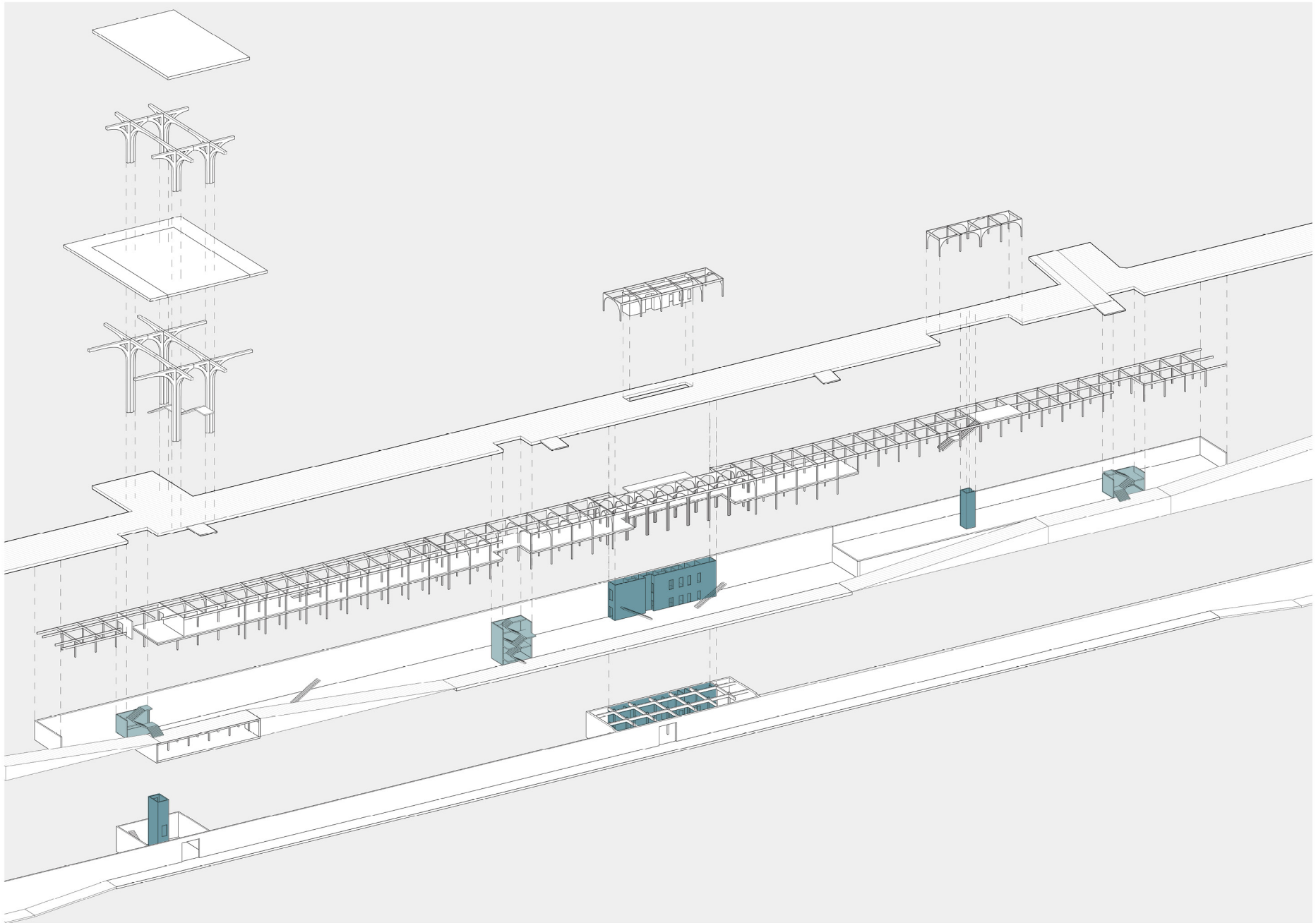
Identity



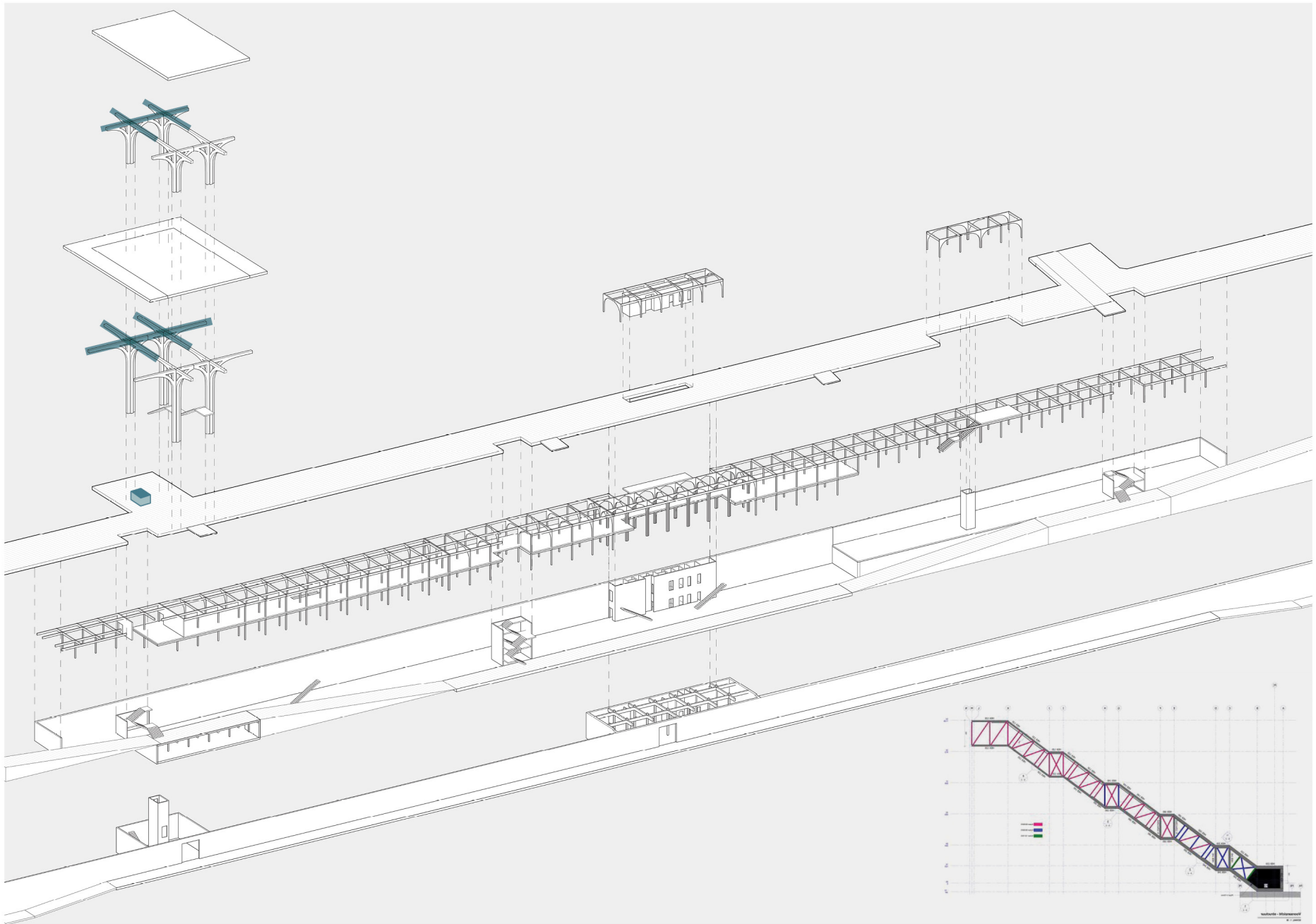
Structure principle



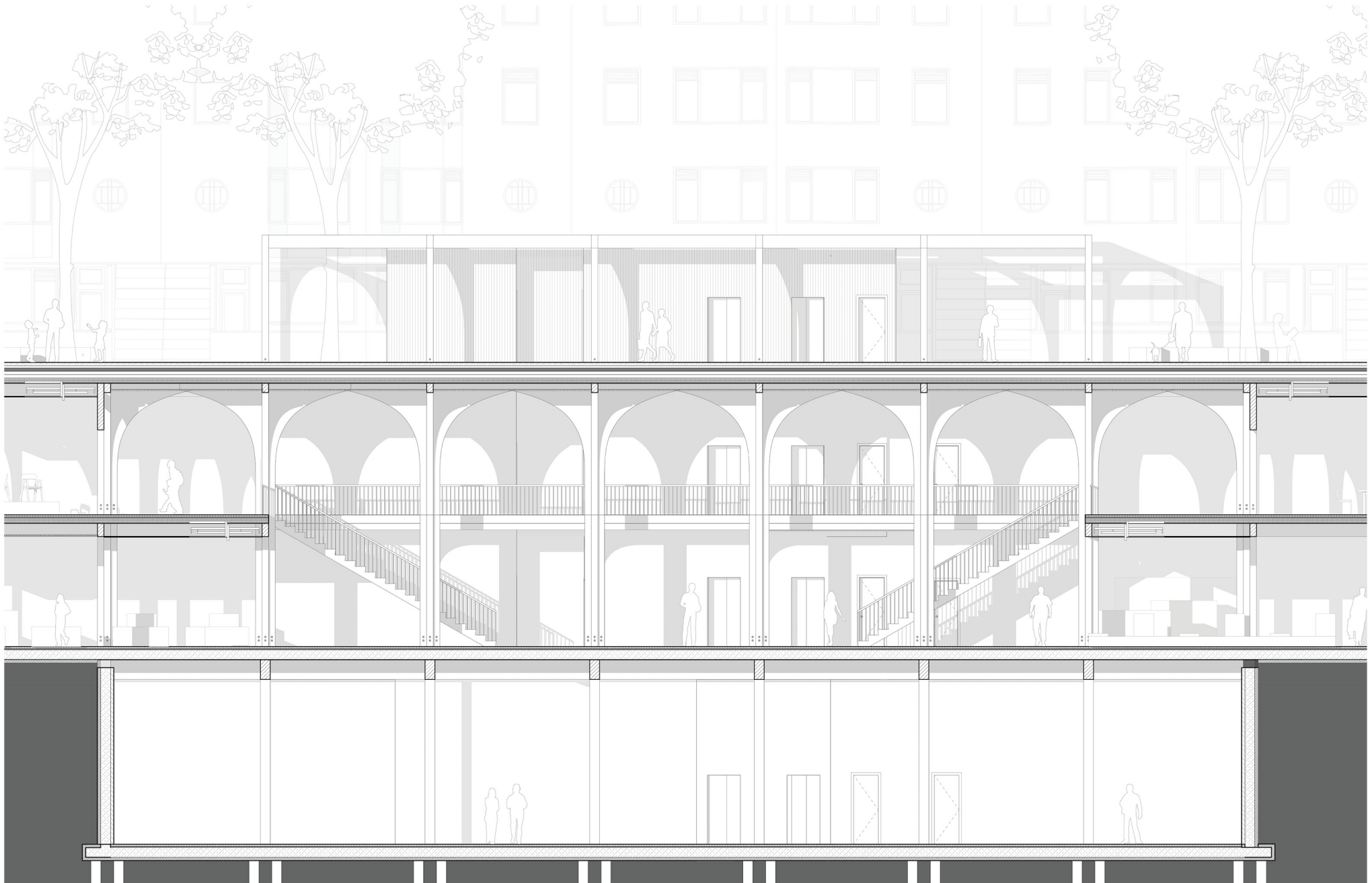
Underground structure



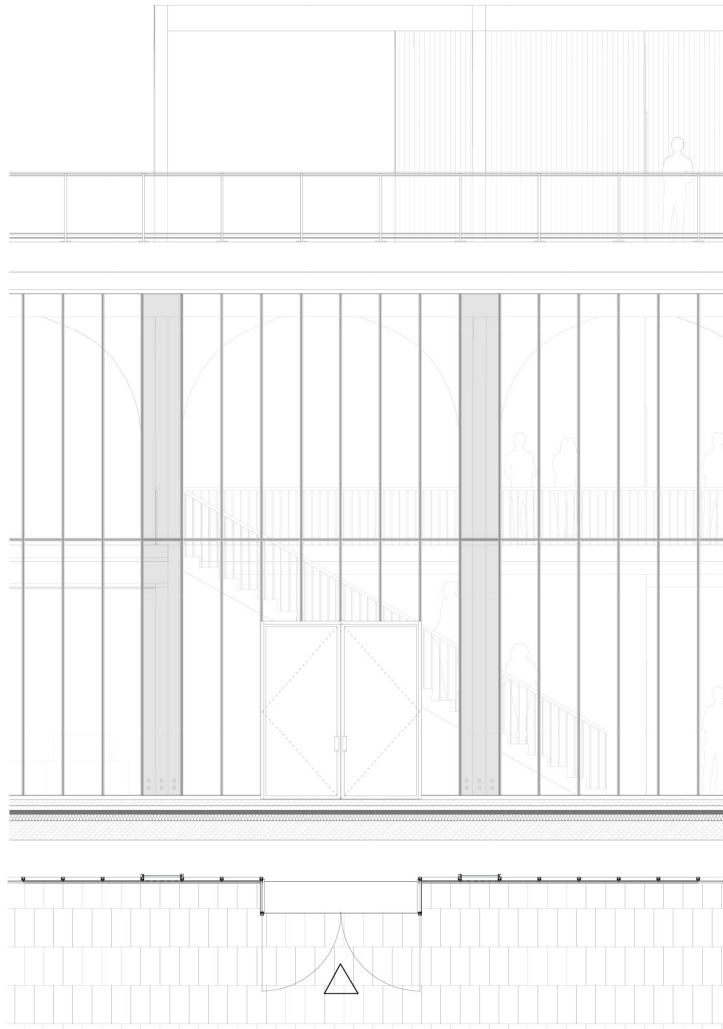
Aboveground structure



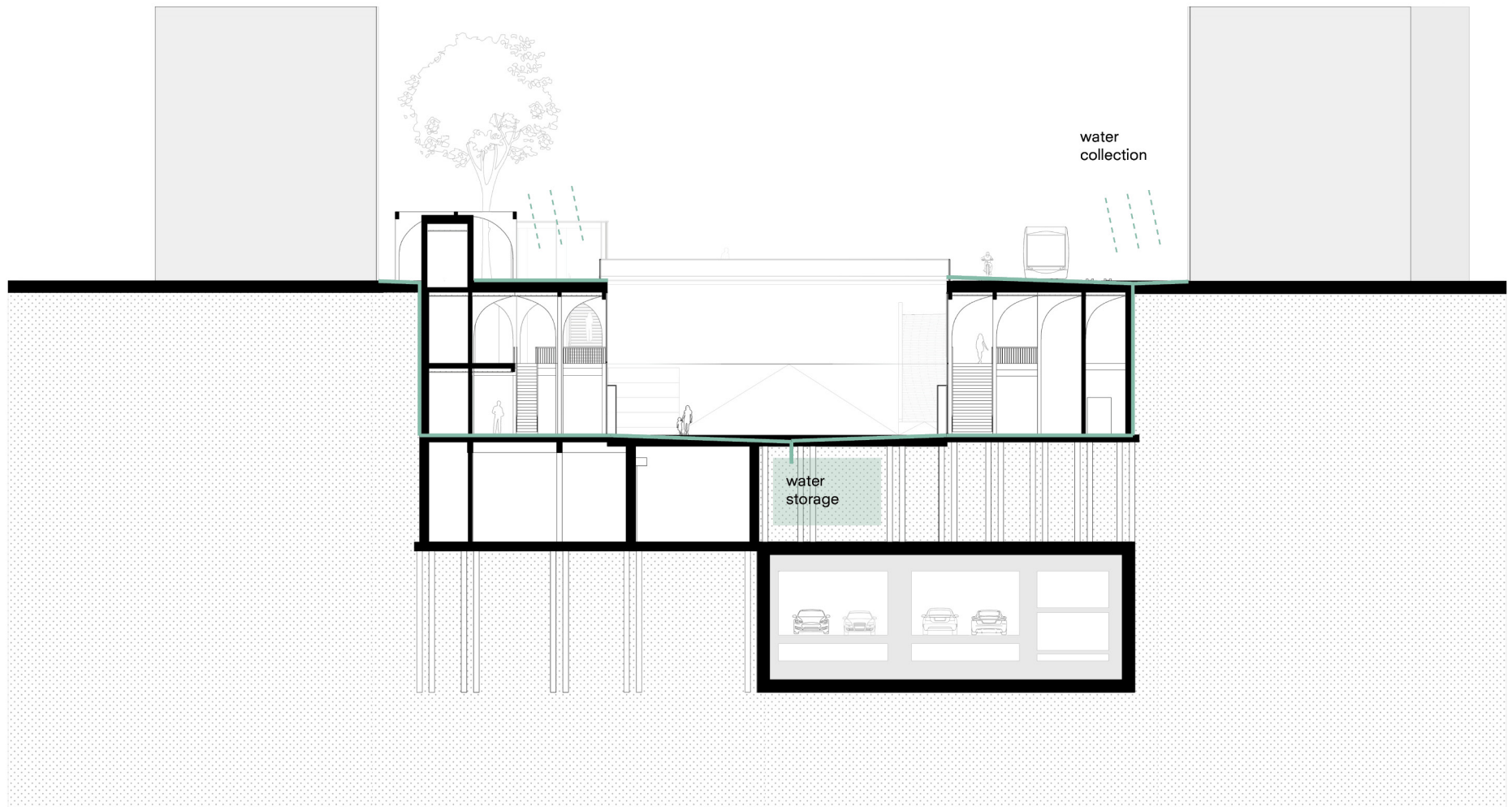
Fragment



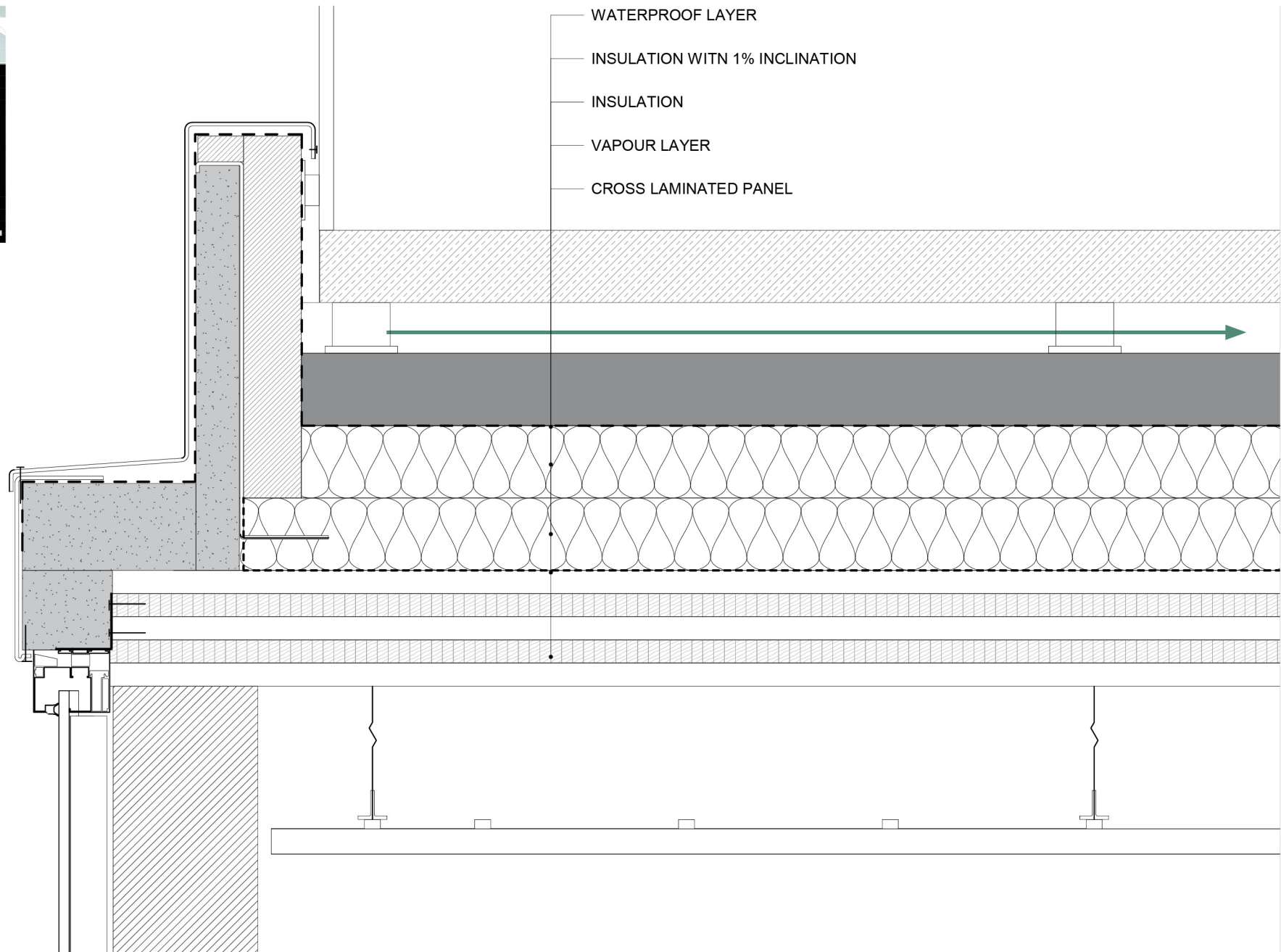
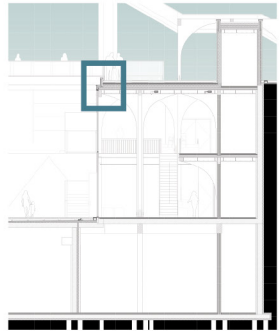
Facade fragment



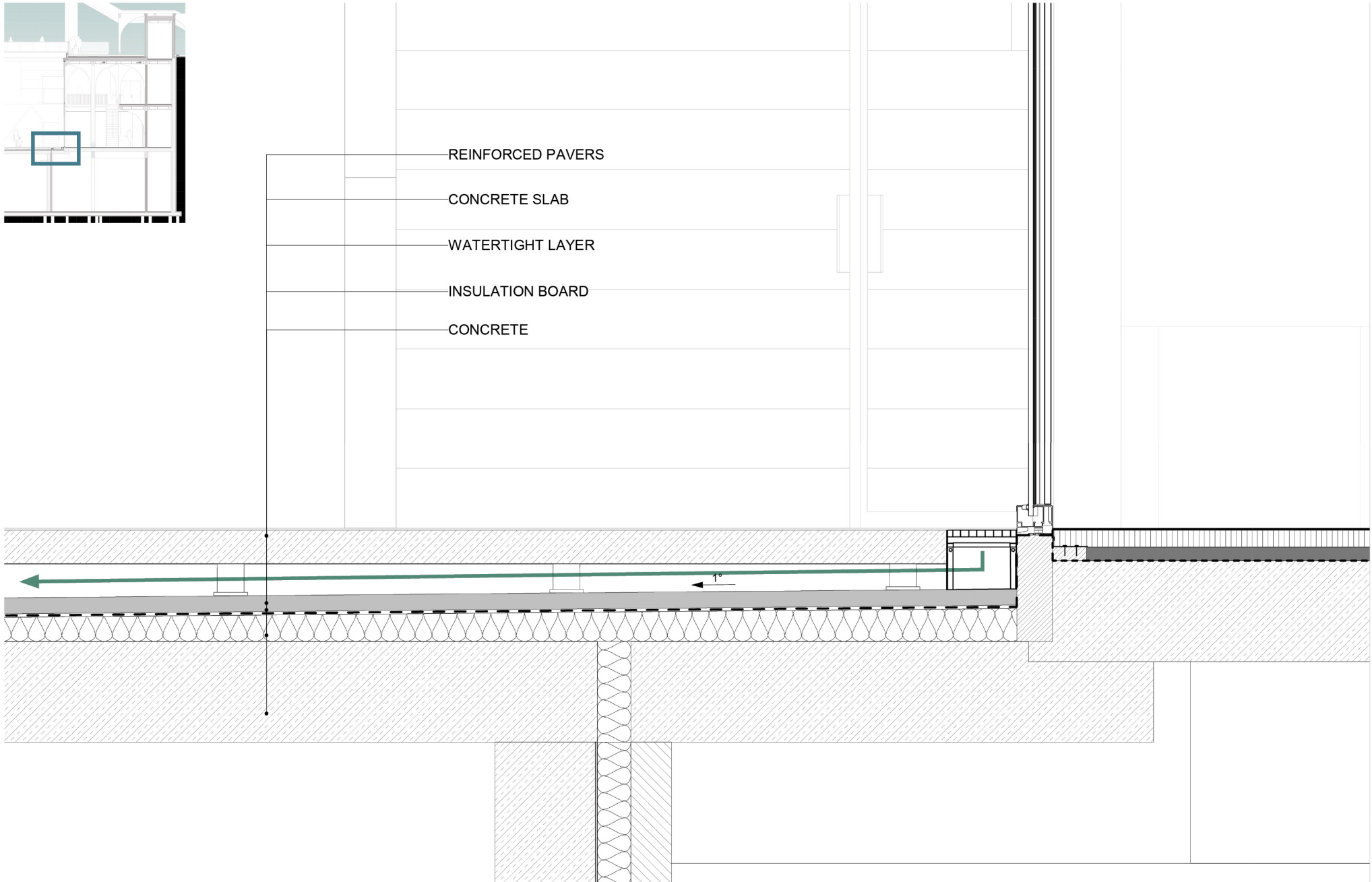
Climate principle



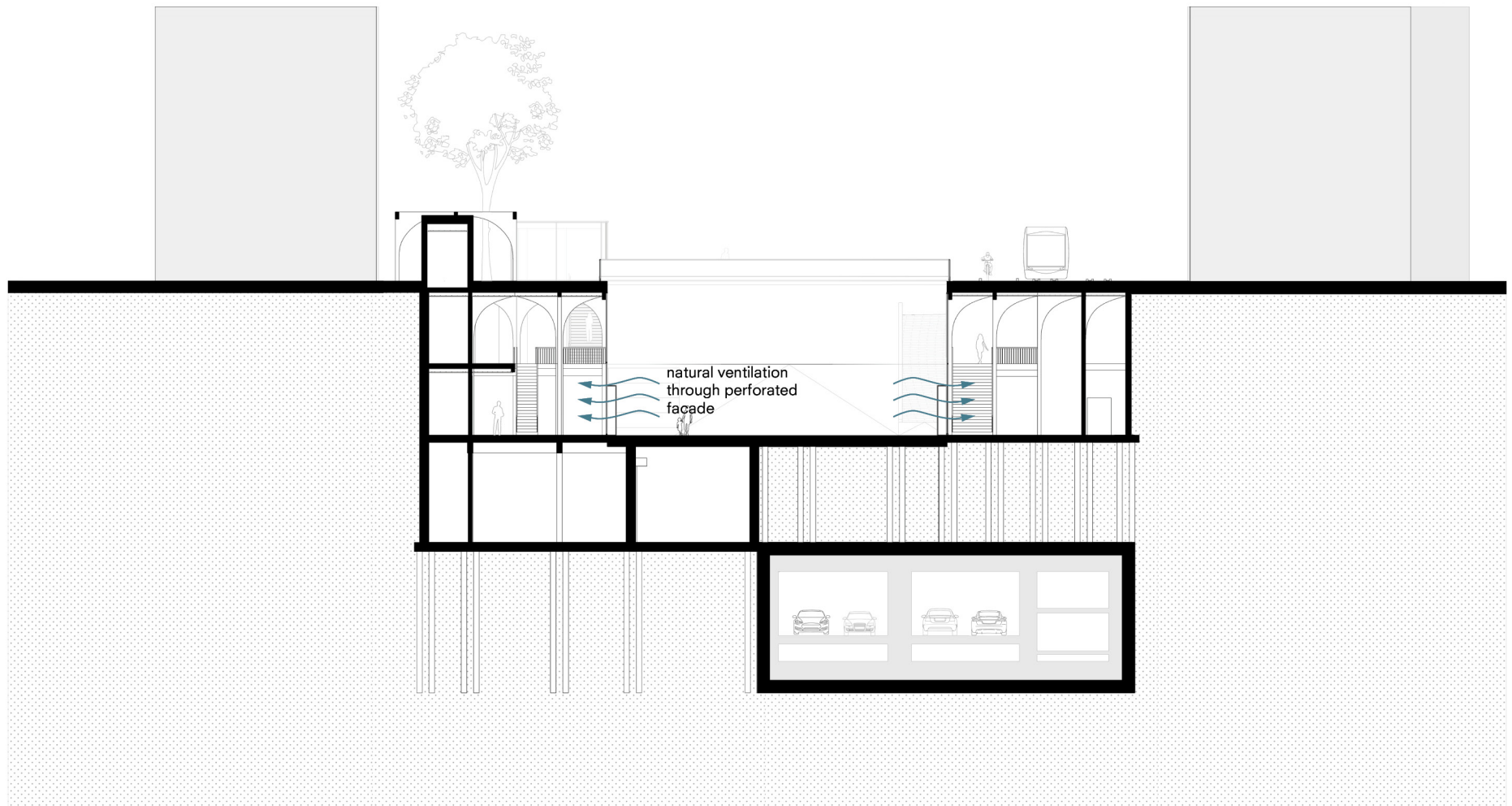
Boulevard detail



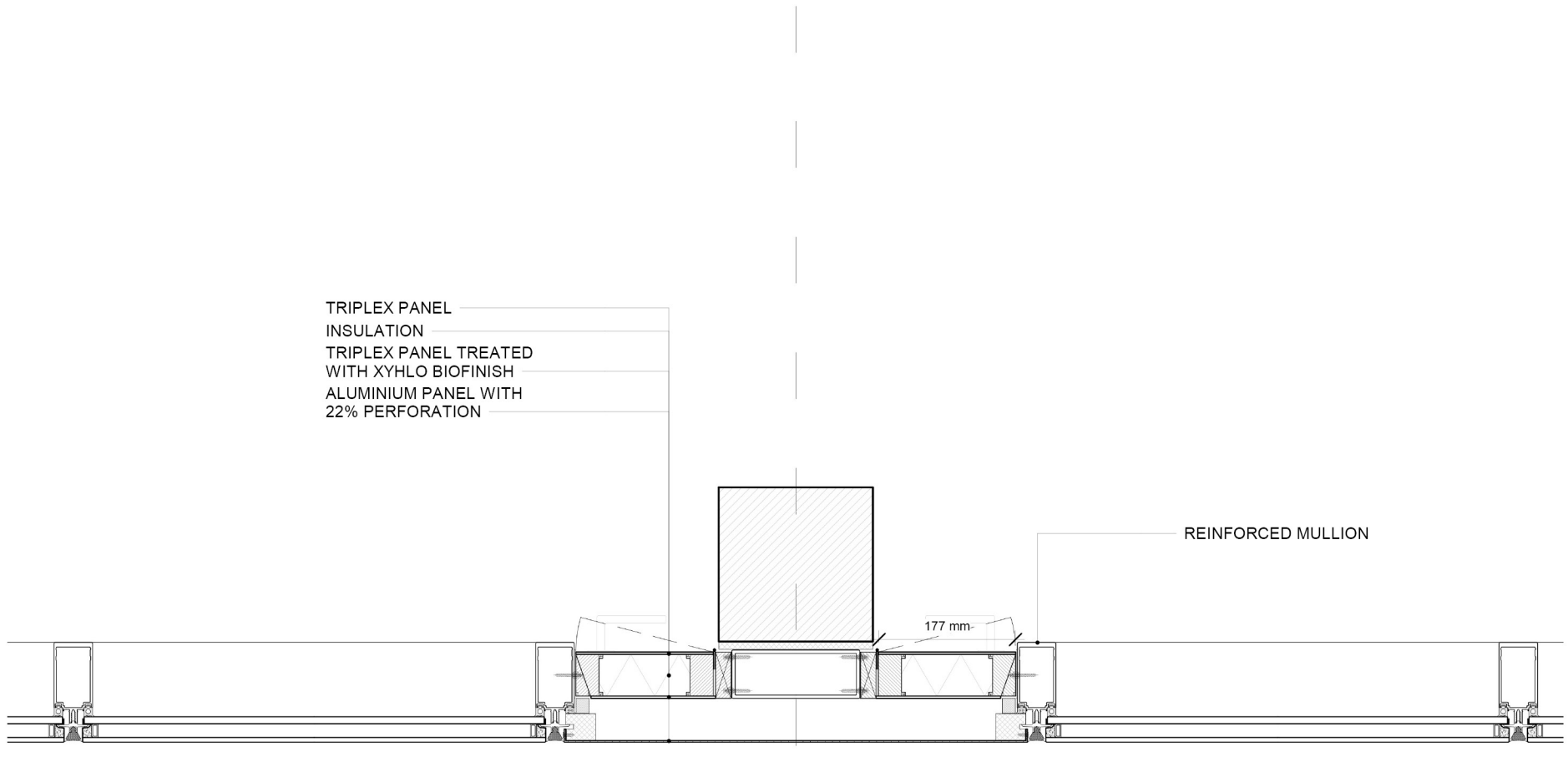
Underground square detail



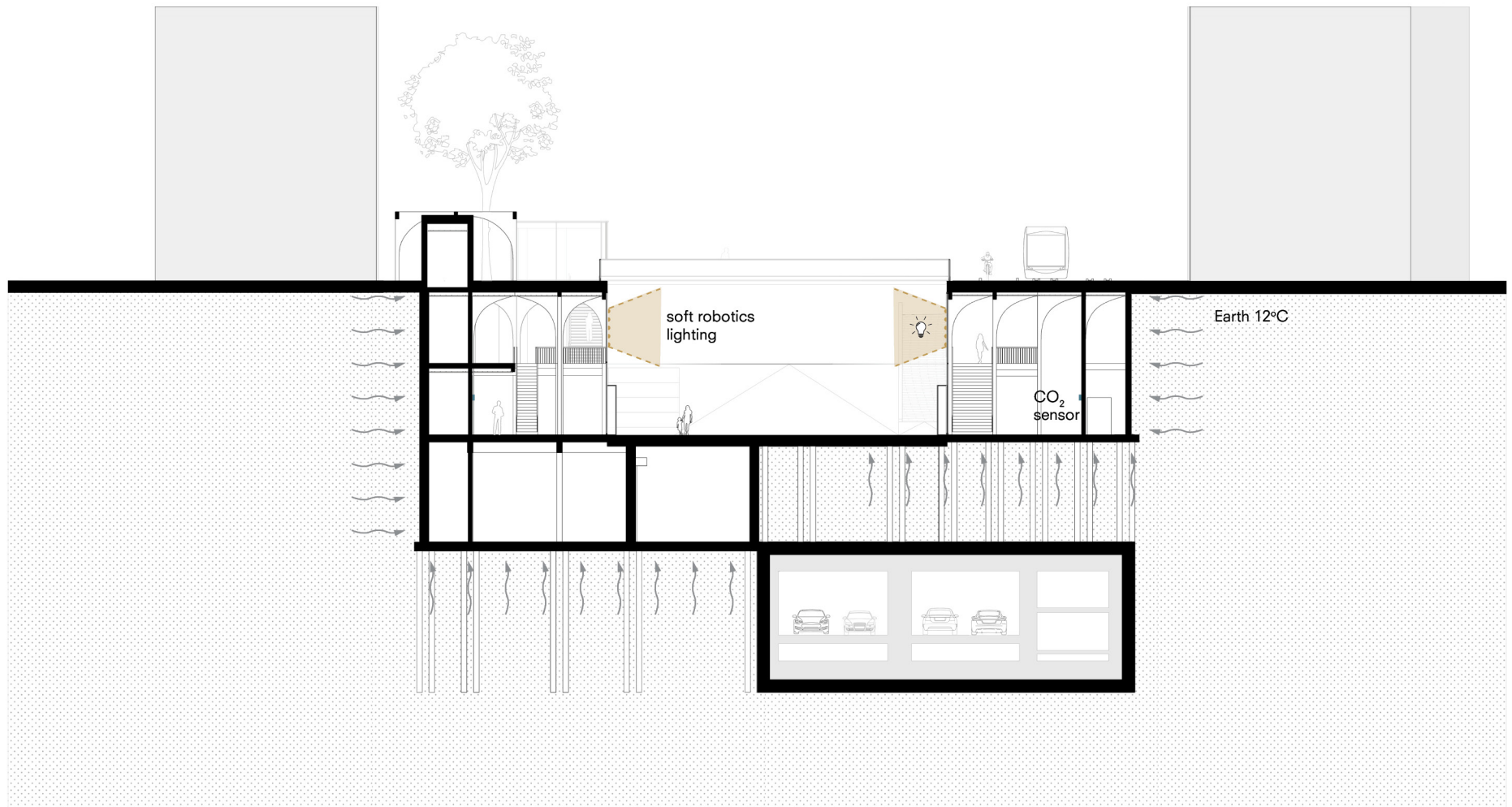
Climate principle



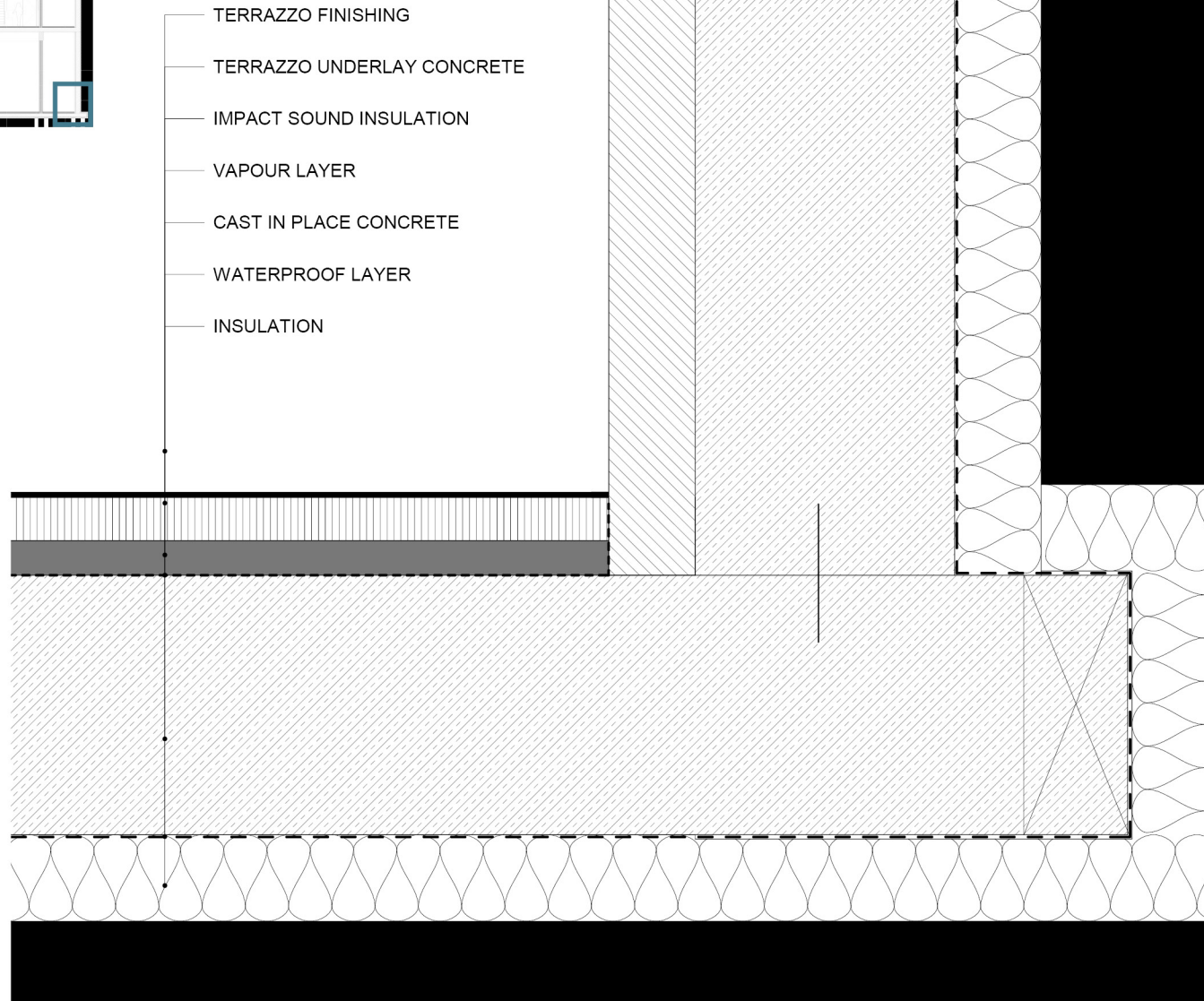
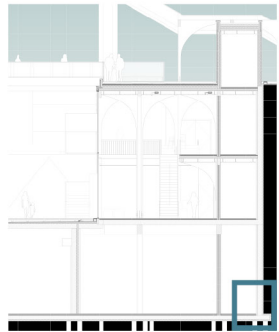
Perforated facade



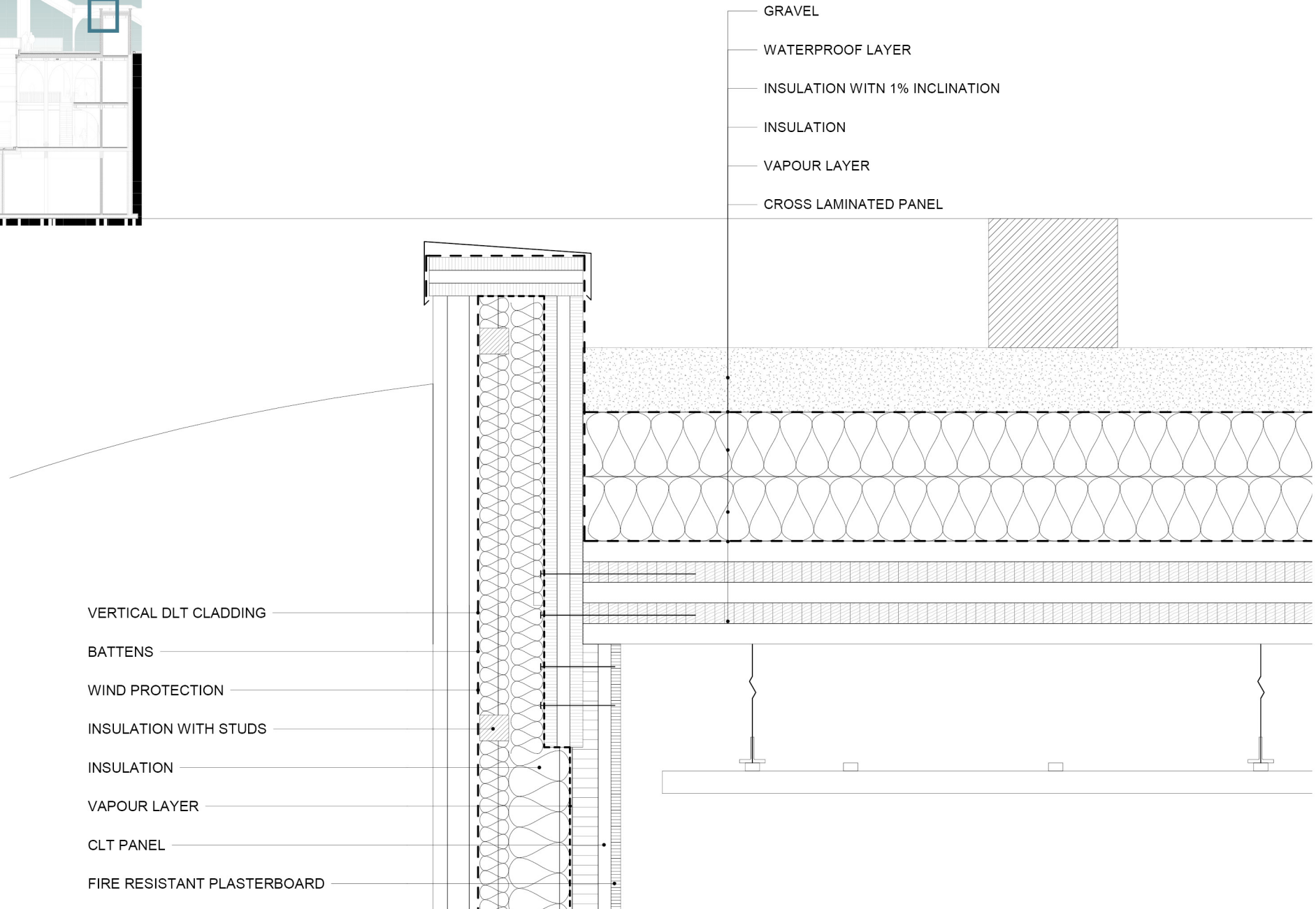
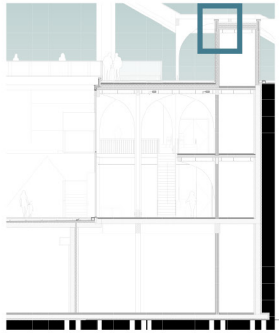
Climate principle



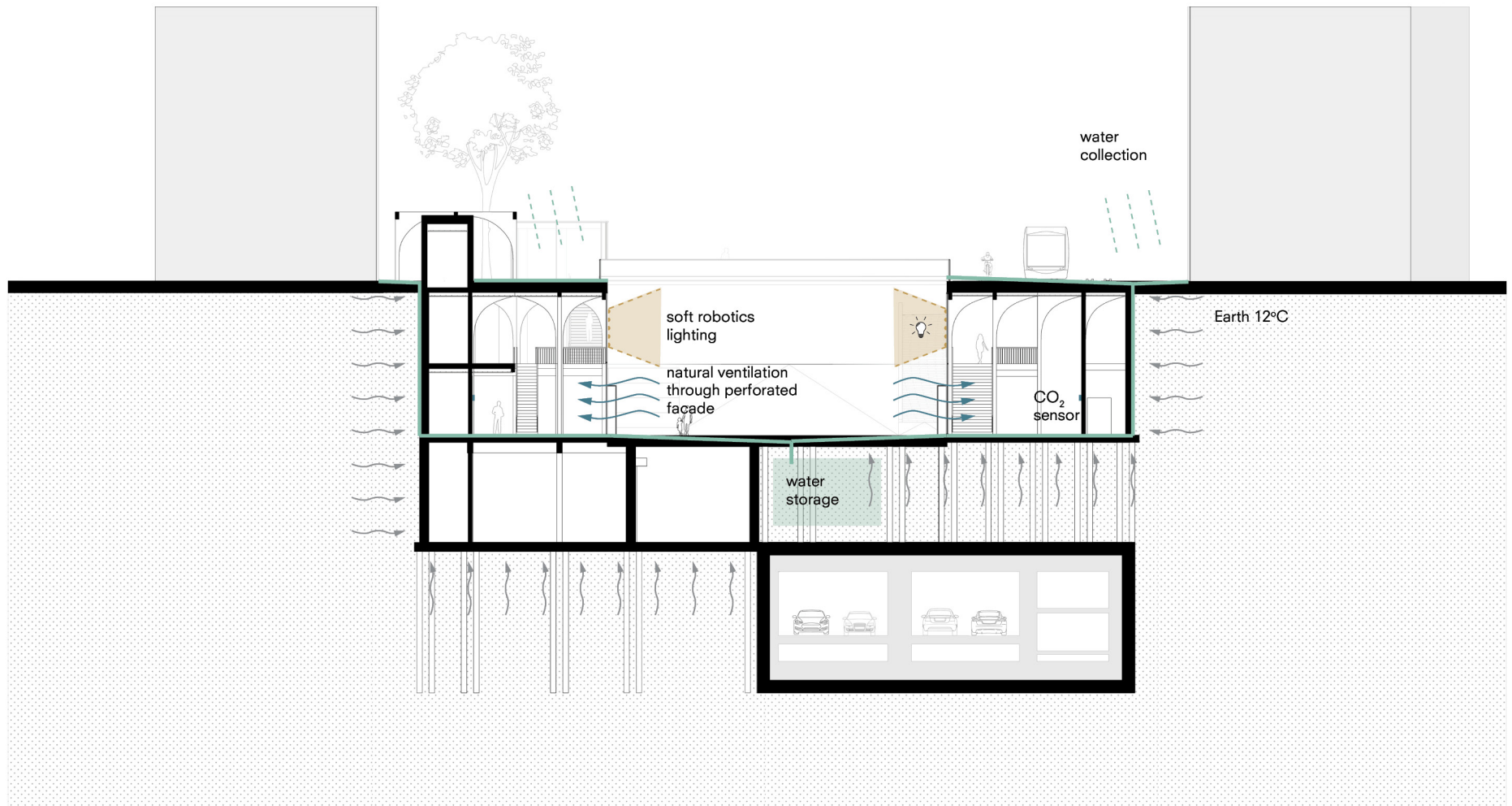
Underground detail



Aboveground detail



Passive climate principles



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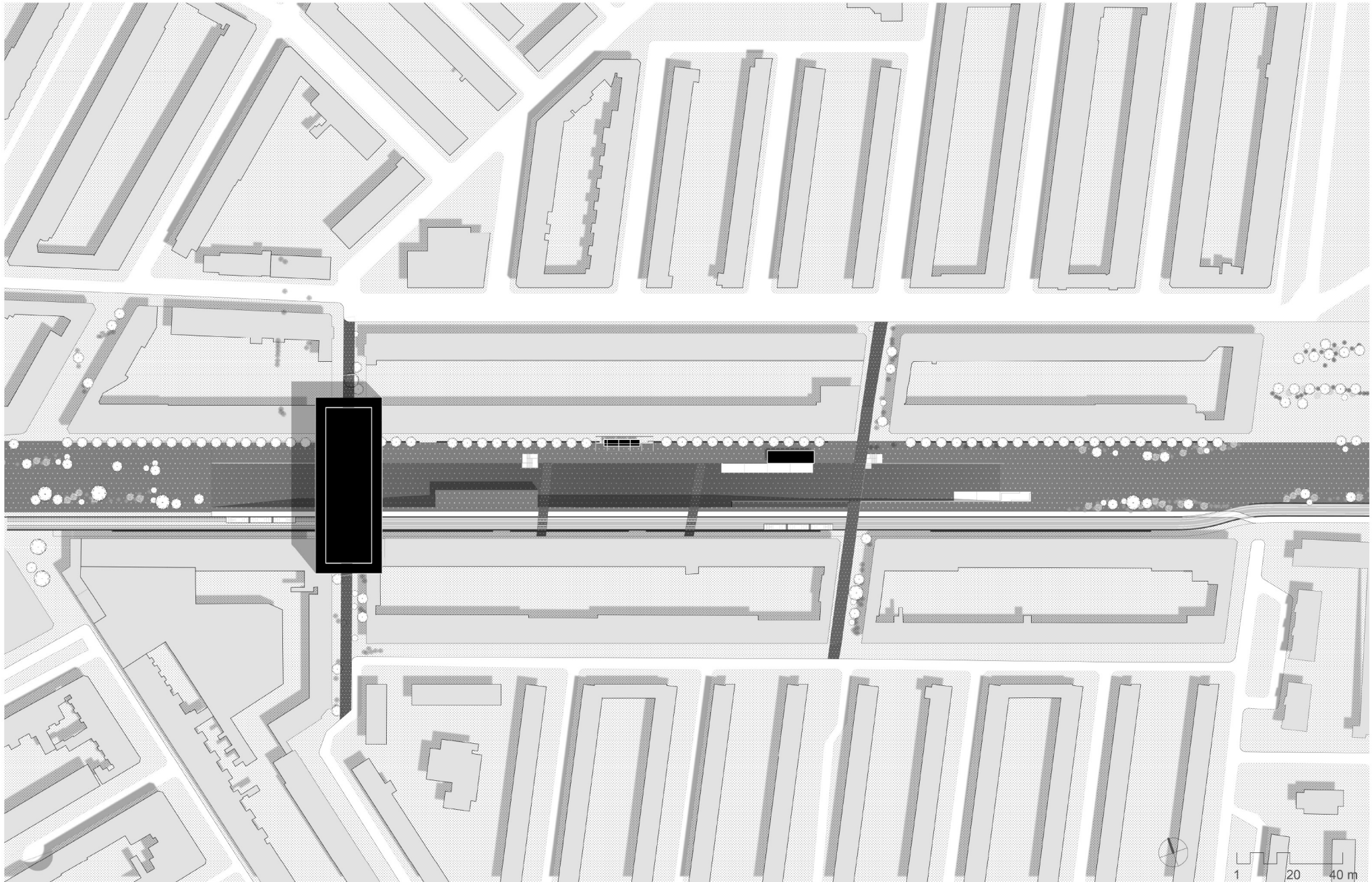
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Research question

**HOW TO ACHIEVE OPTIMAL STABILITY
IN PERMANENT NETWORK OF
TEMPORALITY STATES?**

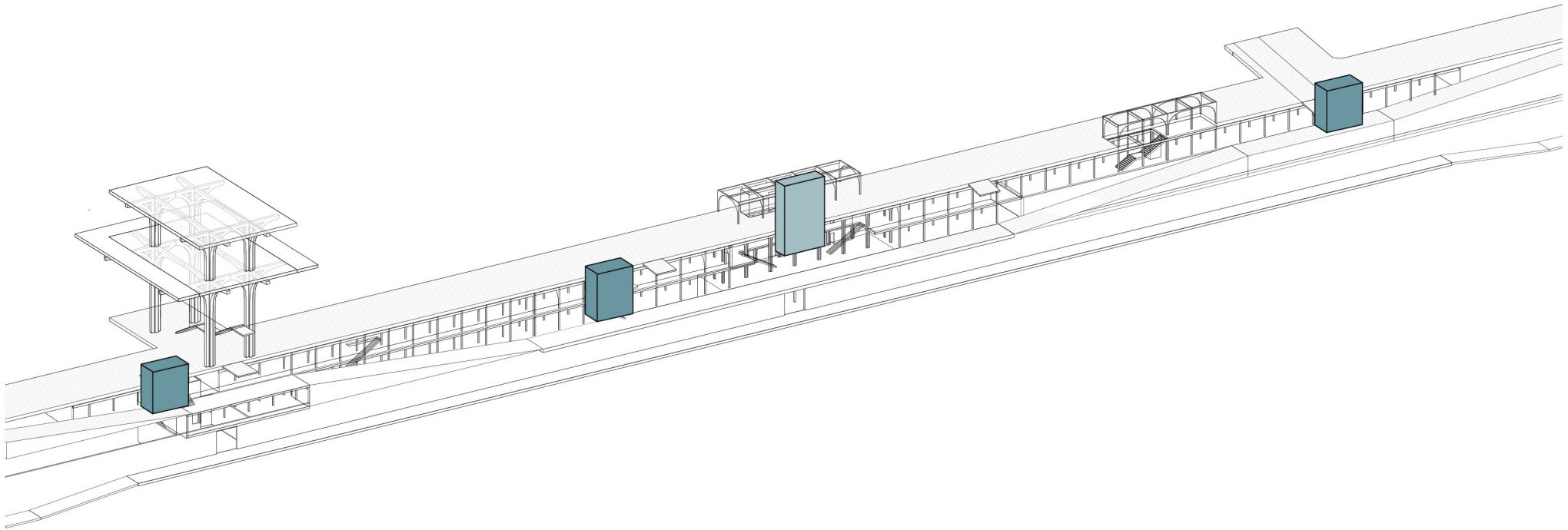
**\\ WHAT CREATES THE PERMEABLE
INTERVENTION AT SEVERAL SCALES?**

Permeable border

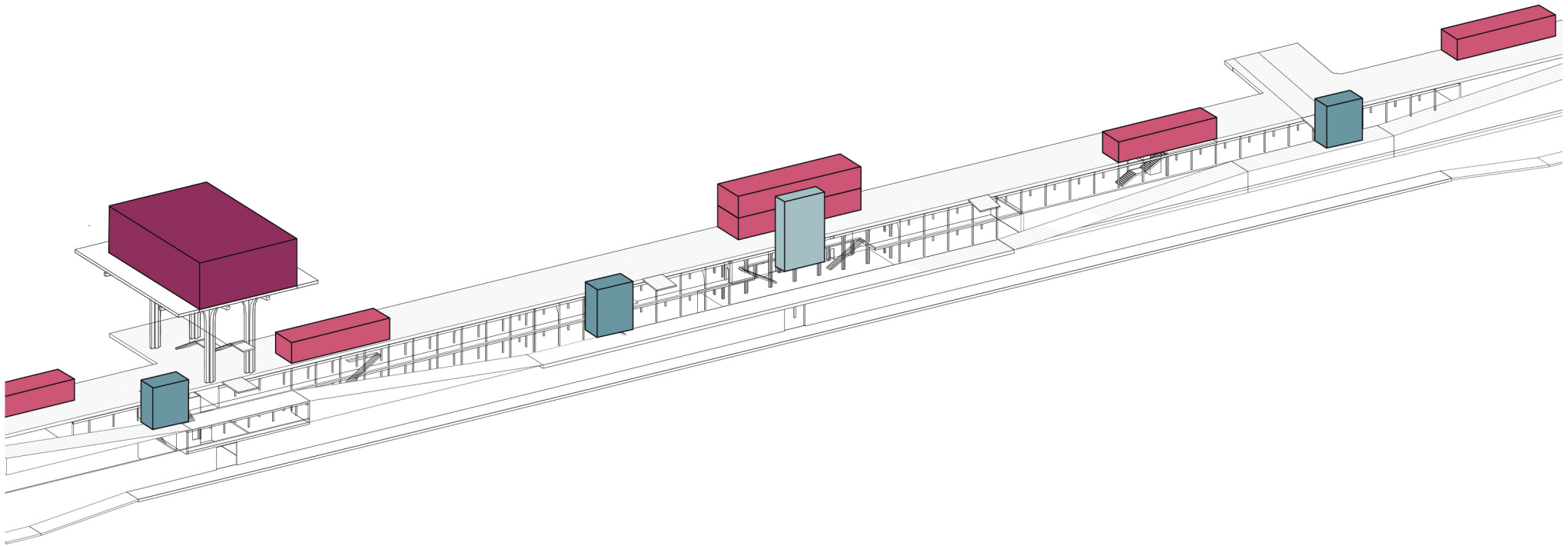


Conclusion

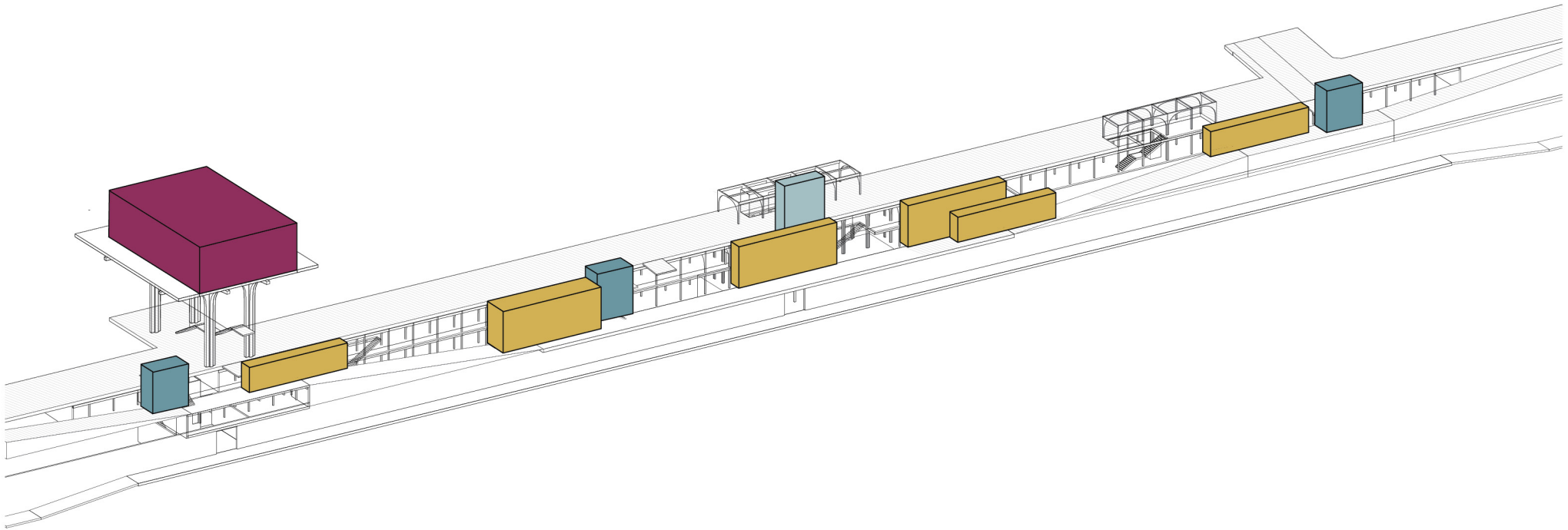
Flexibility



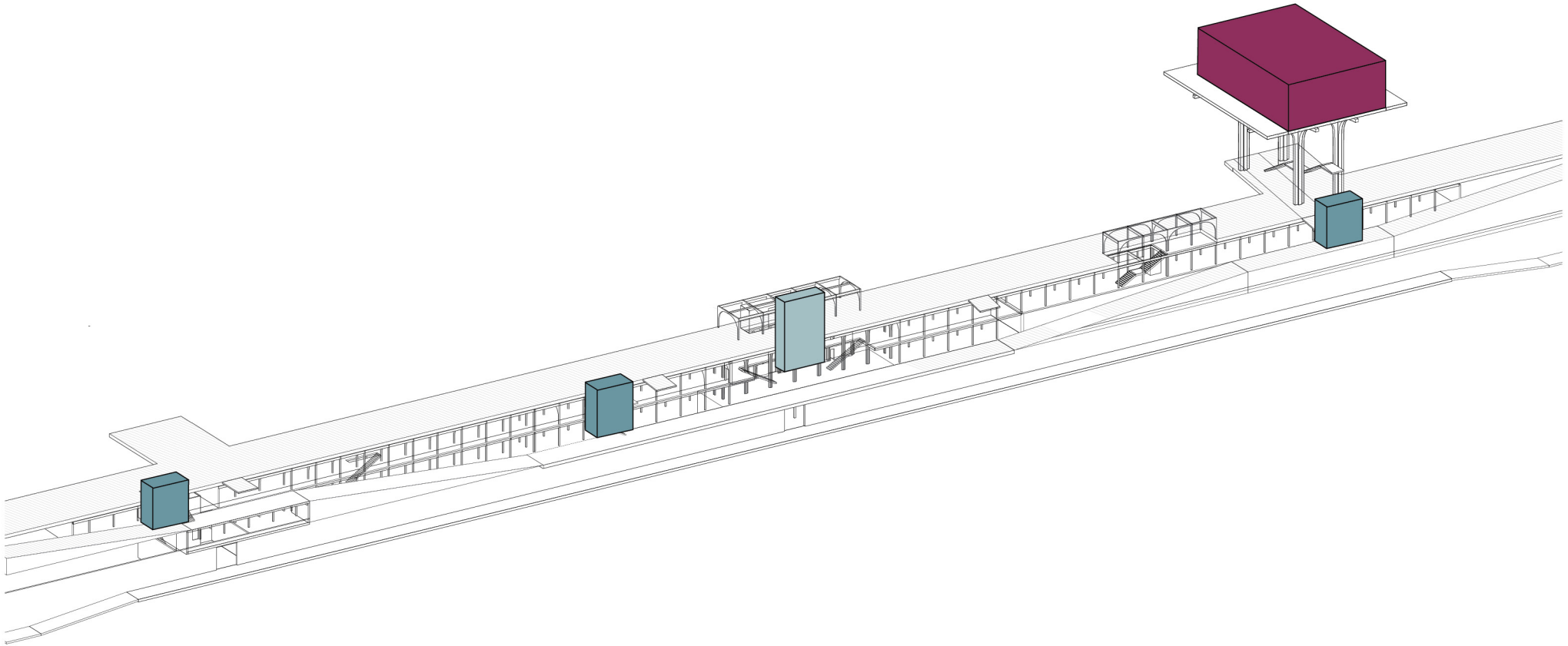
Boulevard future scenario



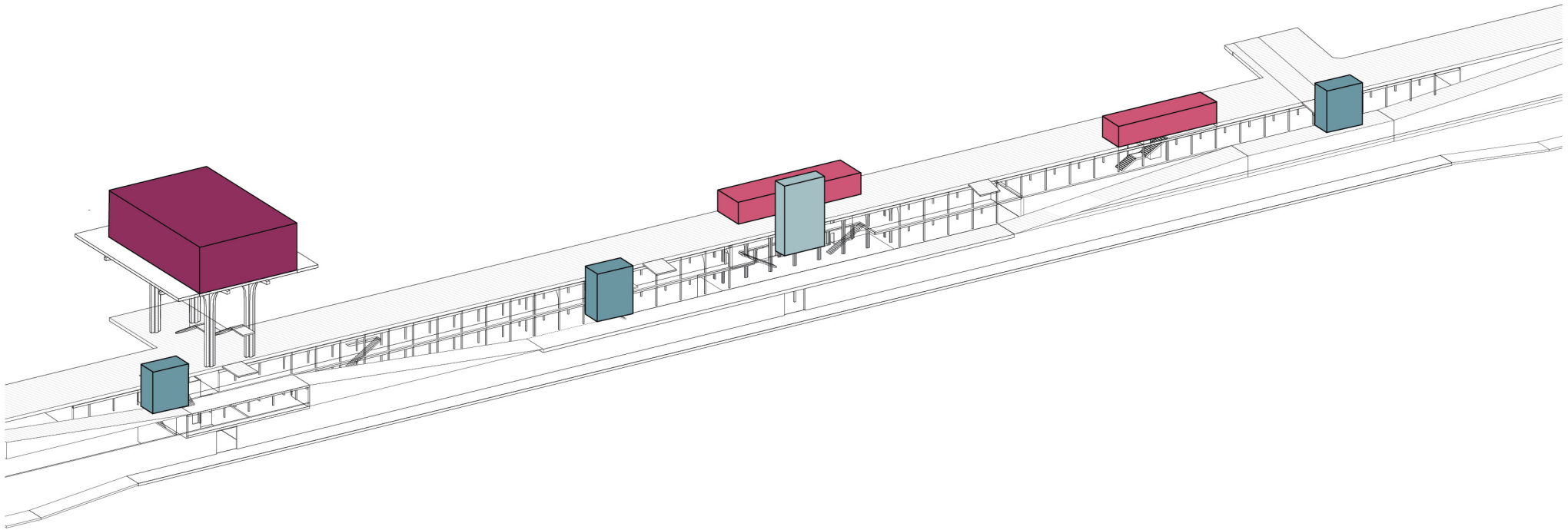
Underground future scenario



Aboveground future scenario



Current scenario















THANK YOU.



complex projects

Materialization

