

# RETHINKING FUTURE LIVING.

A BLUEPRINT FOR ACTION

**come and discover the new way of living.**





<b>challenge.</b>	<b>05</b>
<b>research.</b>	<b>017</b>
<b>manifesto.</b>	<b>037</b>
<b>toolkit.</b>	<b>045</b>
<b>architecture.</b>	<b>097</b>
<b>climate design.</b>	<b>0137</b>
<b>building technology.</b>	<b>0147</b>



**CHALLENGE.**

**Today, our world is in crisis..**













**‘we can’t solve  
global warming  
because I f\*#&ing  
changed light  
bulbs in my house.  
It’s because  
of something  
collective.’**

**Barack Obama**

‘In situations of crisis, **visionary thinking** is especially important, because it enables us to challenge hidebound conventions and **to open a path for innovative approaches and solutions.”**

Christian W. Thomsen  
‘Visionary Architecture, From Babylon to Virtual Reality’



Population growth.



Urbanization.

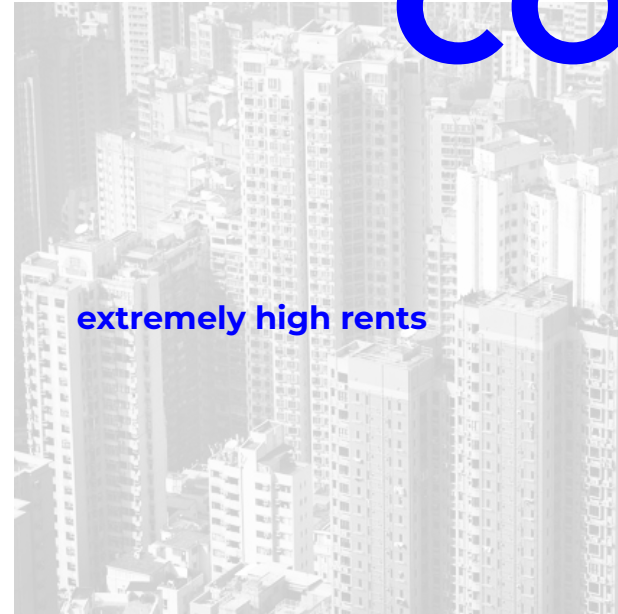
**loneliness**



**mental health  
problems**

Population growth.

**extremely high rents**



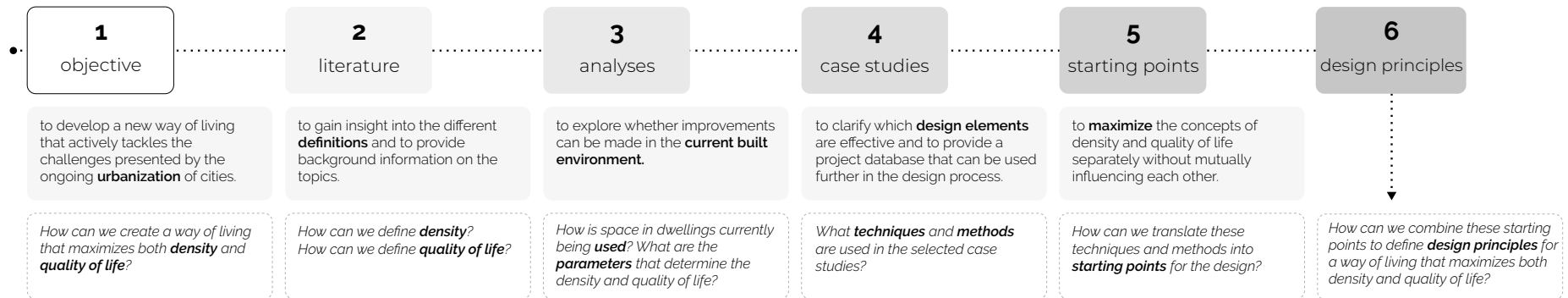
**CO<sub>2</sub>**

Urbanization.

**How can we create a <sustainable> way of living that maximizes both density and quality of life?**



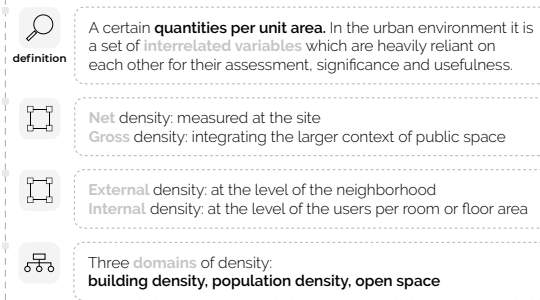
**RESEARCH.**



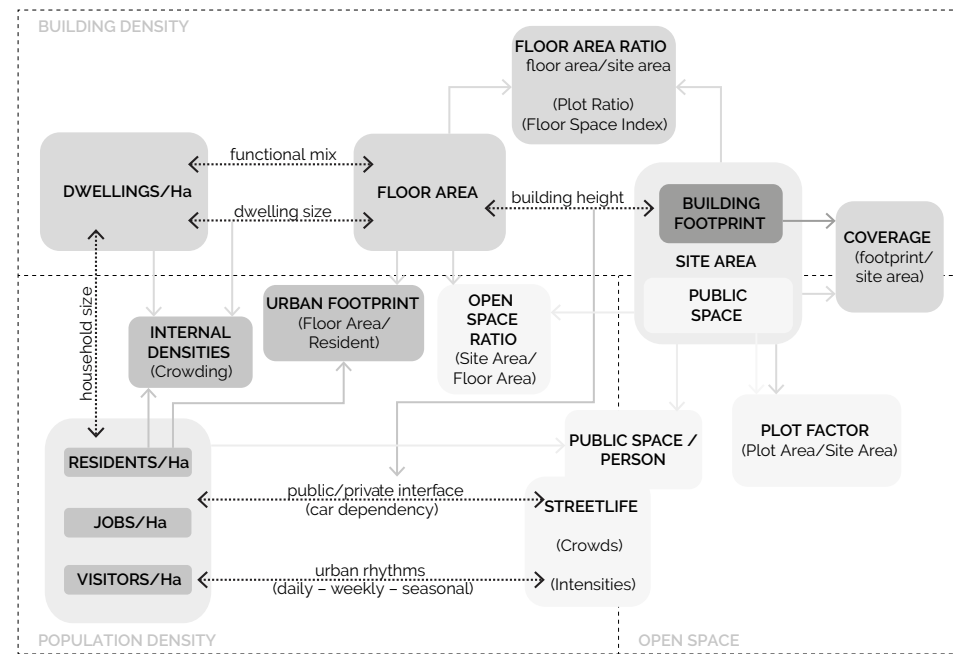




## 2.1 density



Building density: Central Business District, Singapore  
 Source: <https://www.straitstimes.com/business/banking/how-singapore-is-wooing-worlds-biggest-money-managers-with-new-law>





## 2.1 density



A certain **quantities per unit area**. In the urban environment it is a set of **interrelated variables** which are heavily reliant on each other for their assessment, significance and usefulness.



**Net density:** measured at the site  
**Gross density:** integrating the larger context of public space



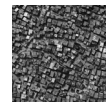
**External density:** at the level of the neighborhood  
**Internal density:** at the level of the users per room or floor area



Three **domains** of density:  
**building density, population density, open space**



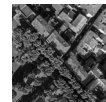
**Urban morphology study** (informal settlement, high rise, urban, suburban) shows that a high building density does not directly cause a high population density and vice versa.



INFORMAL



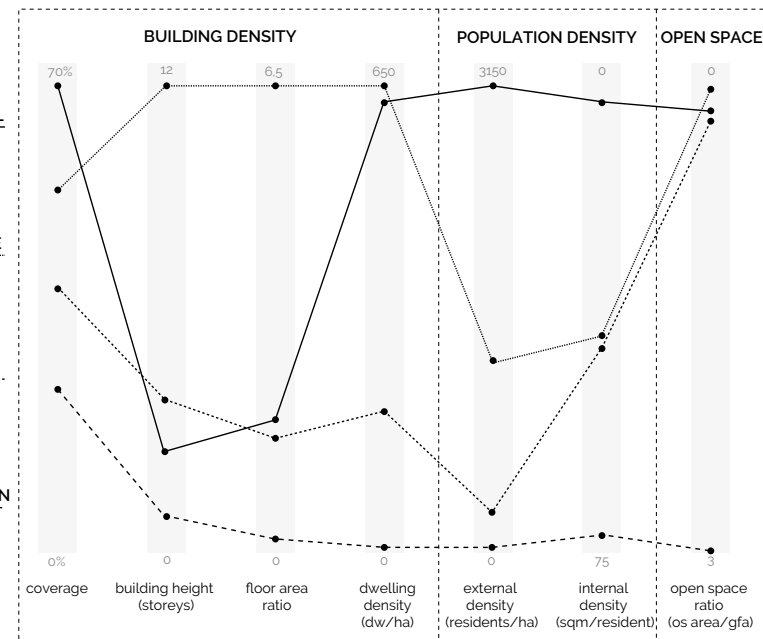
HIGH-RISE



URBAN

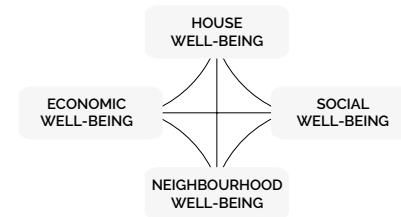
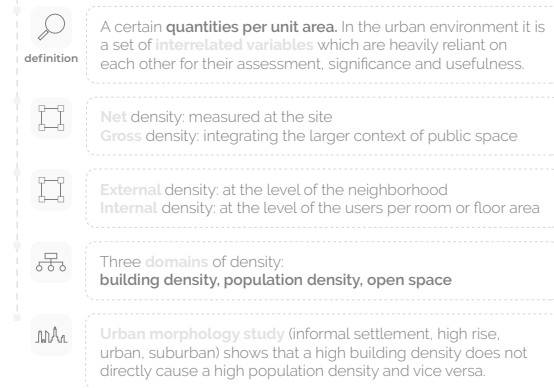


SUBURBAN

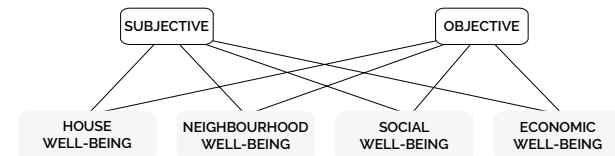




## 2.1 density



## 2.2 quality of life





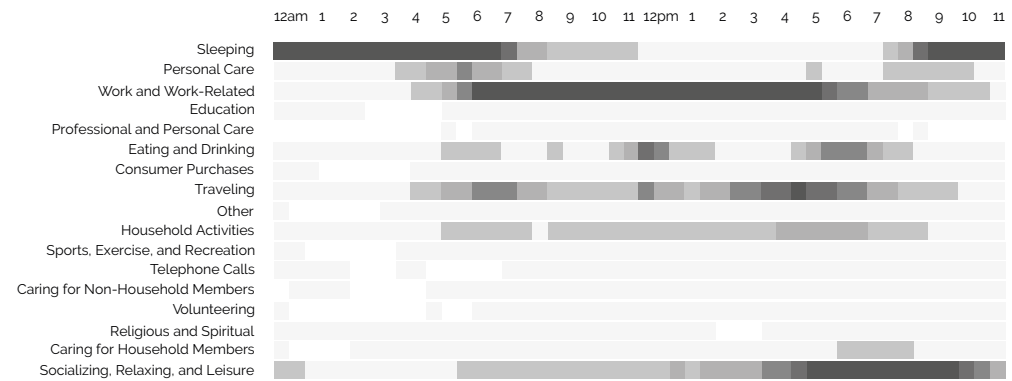
### ■ 3.1 density



Analysis of what people do throughout the day showed that the **standard timeline** is valid. Most people sleep at night, around 08.00 people go to work and around 17.00 people return home.



Daily activities were projected onto a standard family home in the middle price range, allowing the surface-time to be calculated. The conclusion was that only **30%** of the total **surface-time** of a standard dwelling is utilized.



own image, data based on American Time Use Survey, 2016



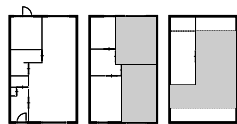
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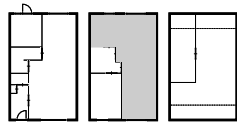
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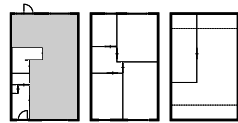
06.30 residents are asleep



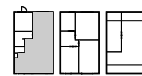
06.45 the morning routine starts



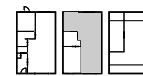
07.00 they take a shower



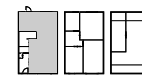
07.15 they have breakfast together



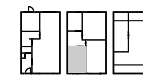
07.30 one goes to work



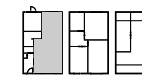
07.45 others get dressed



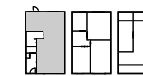
12.00 lunch break



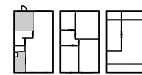
13.00 back to work



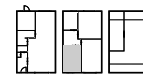
18.45 having dinner together



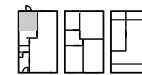
19.30 doing dishes, cleaning kitchen



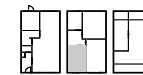
08.00 making coffee, kids go to school



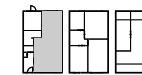
08.30 working from home



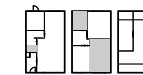
14.30 coffee break



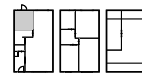
16.00 sending e-mails



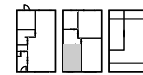
20.00 watching tv



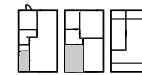
21.30 the evening routine



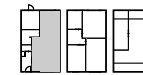
09.30 coffee break



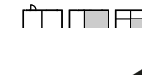
10.30 conference call



17.00 workday is over, kids back home



17.30 grocery shopping, kids watching tv



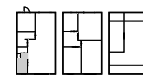
18.00 preparing dinner



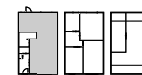
18.30 partner comes home



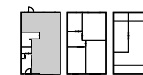
11.00 still working



11.30 going to the store to buy lunch

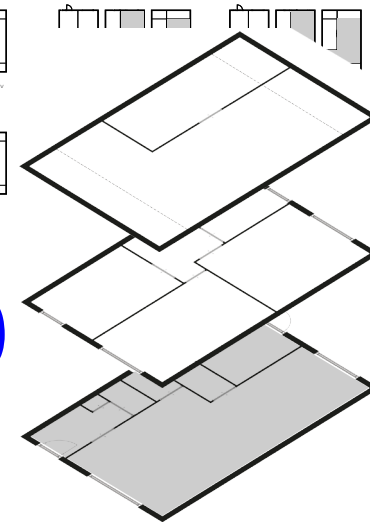


18.00 preparing dinner



18.30 partner comes home

30%





### ■ 3.1 density



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Parameters density:

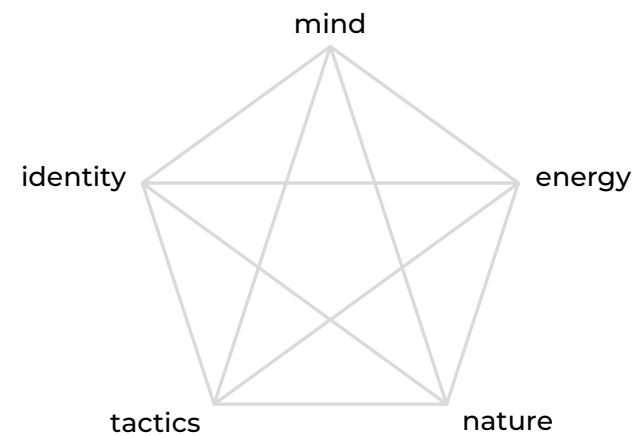
- volume
- efficiency
- effort

### ■ 3.2 quality of life



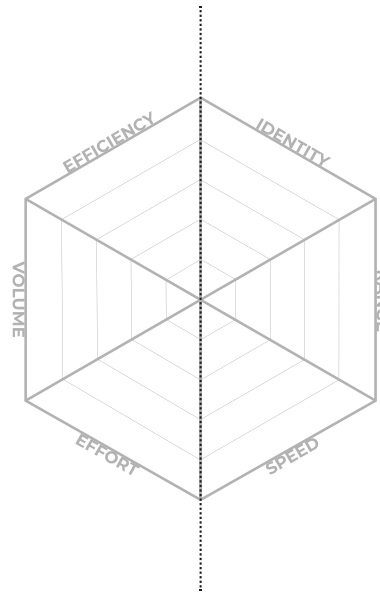
Subjective dimension:

**Mind** - how we interact with our surroundings  
**Energy** - how we see the world and process information  
**Nature** - how we make decisions and cope with emotions  
**Tactics** - our approach to work, planning and decision-making  
**Identity** - how confident we are in our abilities and decisions





**density**

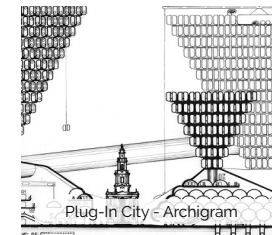
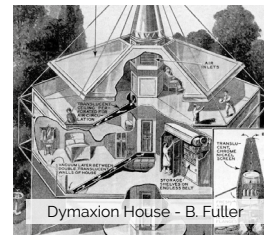
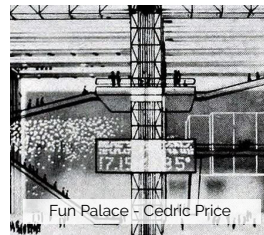


**quality of life**



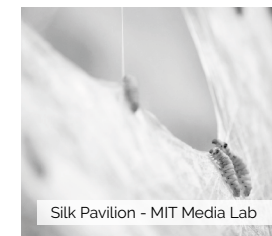
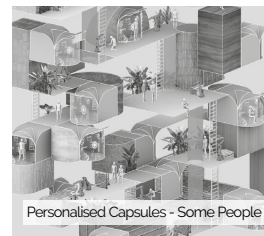
## Adaptable environments

Predecessors

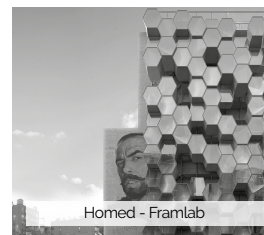


## Adaptable environments

Contemporary



## Micro environments

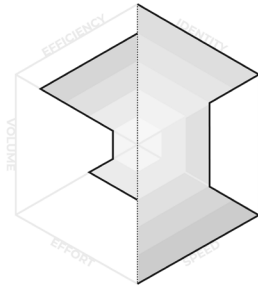




## New Babylon

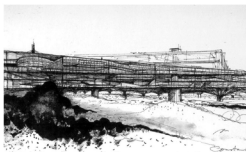
Constant Nieuwenhuys (1958)

New Babylon is a model for a new society in which production is fully automated, resulting in a surplus of free time. The human being should focus on the exploration of the inner soul and becomes the 'homo ludens'. It is based on an immense **volume**, consisting of a large number of 'sectors'. Within these sectors, everything can be adapted to the needs of the **individual**. These changes follow the **speed** of the homo ludens. To make the changes **efficient**, it is based on neutral structures, normalization of dimensions and standardization of production. The **range** is relatively large due to the size of the structure and the location on top of the existing cities. The level of **effort** is average because the homo ludens has the task of changing the environment and traveling to explore and find inner peace.



<https://www.archined.nl/2016/07/de-wereld-is-mijn-speelveld/>

### Elements



Sectors

New Babylon is a network consisting of chains of units 15 to 20 meters above the ground. These units, the 'sectors', are constructively independent and are positioned on top of the existing city.



Shared facilities

The project revolves around independence from materials. The collective facilities are therefore located within the sectors.



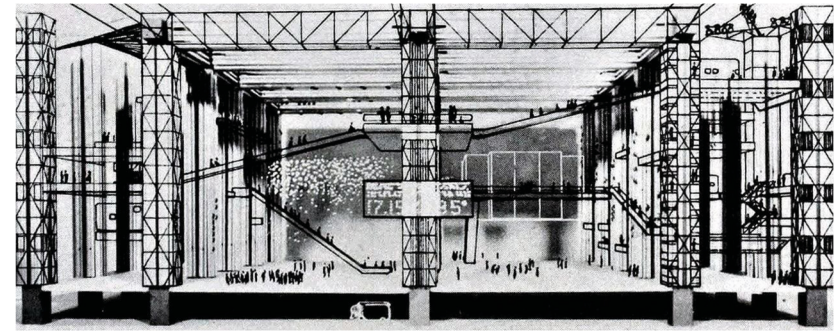
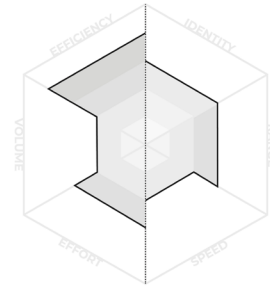
Movable components

A constantly changing space is created within the sectors through movable walls, stairs and bridges.

## Fun Palace

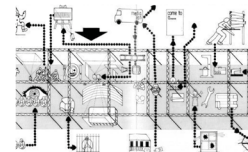
Cedric Price - 1961

Fun Palace is not a conventional building, but a socially interactive machine where ordinary citizens can escape from the everyday life. Users can create their own environment by using cranes and prefabricated modules. Because the modules are standardized, the users cannot give the space their own **identity**. For the positioning of the modules, the users are not limited to a grid but are limited to the **range** of the structural frame. The **time** needed for the change of the building is quite long, and the level of **effort** is high, as the users have to use the cranes themselves to arrange it according to their desires. The space is used **efficiently** because it can be adapted to various functions, but the **volume** is large because it stores all possible modules.



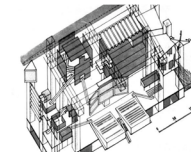
<http://www.interactivearchitecture.org/fun-palace-cedric-price.html>

### Elements



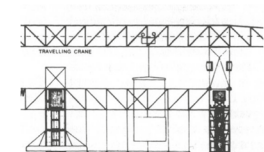
Structural frame

The various modules are integrated in a huge steel structural frame, almost 780 by 360 feet, on a tartan grid of interlocking squares of different sizes.



Modules

The building consists of a 'kit of parts': prefabricated walls, platforms, floors, stairs and ceiling modules that can be moved and installed by the cranes. Practically every part of the building is variable.



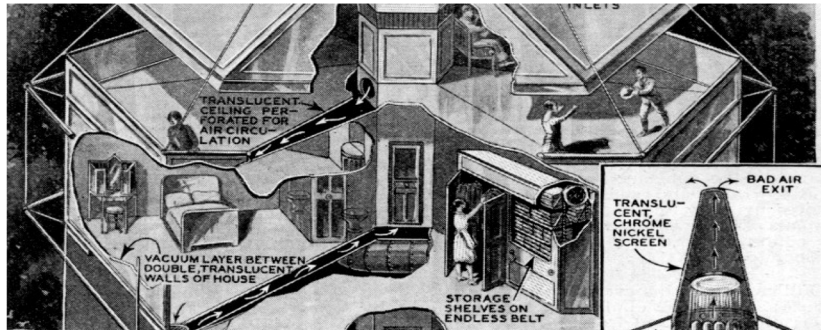
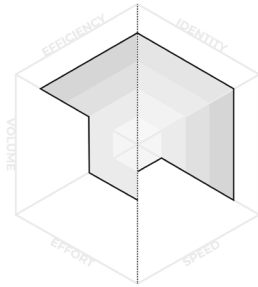
Cranes

The mobile gantry cranes and cranes installed near the roof covered the entire length of the building. Using the cranes, the users would be able to place the modules and other pneumatic structures where needed.

## Dymaxion House

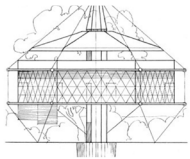
B. Fuller

The Dymaxion House was designed by Buckminster Fuller to address the deficiencies of the available housing techniques. It is a hexagonal, single-family house covering an **area** of 100 sqm. It could be mass produced and shipped in a metal tube all over the world, making the **speed** relatively slow. The assembly was with moderate **effort**, since each structure was assembled at ground level and then hung on the central pole. By clustering utilities in this pole, there is a flexible plan that would allow users to transform a wide **range** of spaces according to their **identity**. The plan is **efficient** because the spaces can be easily rearranged. (e.g. during an event, the living room can be enlarged and the bedroom downsized.)



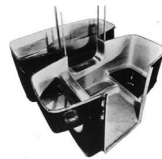
<https://www.archdaily.com/401528/ad-classics-the-dymaxion-house-buckminster-fuller>

### Elements



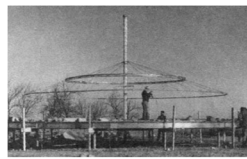
Central pole

The design is based on a central pole on which cables are hung in order to make the exterior walls non-load-bearing. By clustering all permanent utilities in this pole, the rest of the interior space becomes modular.



Prefabricated bathroom

The bathroom consists of four metal sheets that can be easily bolted together. The elements are light enough to be carried by two workers and all the plumbing and appliances are integrated.



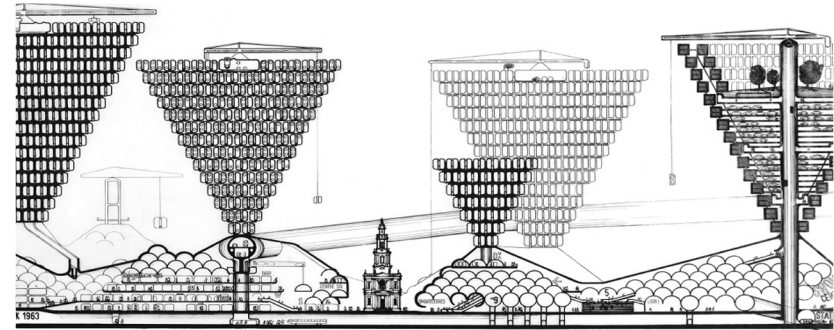
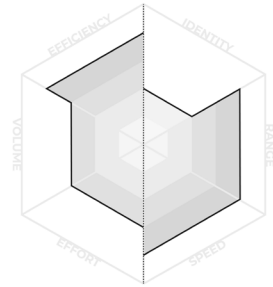
Easy assembly

The house can be packed flat, shipped in a metal tube and simply assembled. Each part weighs less than 10 pounds and the total weight of the Dymaxion is 3 tons (compared to an average of 150 tonnes).

## Plug-In City

Archigram - 1964

Plug-In City is a utopia consisting of various elements that can be plugged and unplugged in the city according to the users' needs. The dwelling capsules can be placed wherever the users wish, but the **range** is limited to a grid. The (re)placement of the capsules is carried out by automatic cranes, making the **effort** low for the users and the **speed** of the adaptation relatively high. The dwellings have standardized measurements and a standardized interior. The users cannot give their own **identity** to the dwellings. Each capsule is **efficiently** designed with transformable components, such as a folding screen and a clip-on device wall. Therefore the dwellings fit into the relatively **small** capsules.



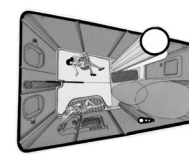
<https://www.archdaily.com/399329/ad-classics-the-plug-in-city-peter-cook-archigram>

### Elements



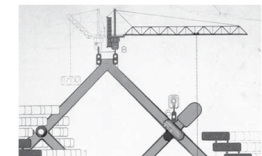
Megastructure grid

The plug-in City is based on a constantly evolving grid that accommodates dwellings, offices, infrastructure and other services.



Capsules

All facilities, such as the dwellings, are in standard size capsules. This allows them to be placed anywhere in the grid. The dwellings resemble hotel rooms.



Cranes

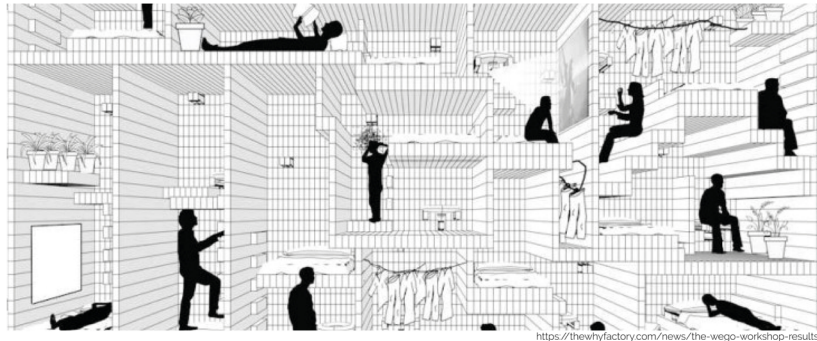
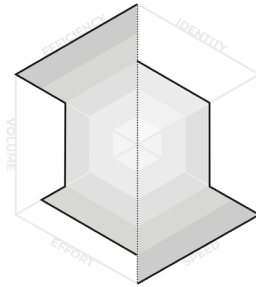
The cranes place the capsules at various places in the grid. They are controlled by a network of sensors that monitor people to ensure that the environment is always tailored to the needs of the user.



## Zero Star Hotel

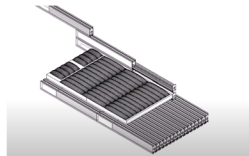
### The Why Factory

The Zero Star Hotel is a fully adaptable building that explores temporary lifestyles. It consists of a structural frame in which sticks can be moved, allowing various configurations. The **range** is limited to the boundaries of the frame. The residents have full control over the function of their room. However, the **individuality** is moderate because they have to trade space with their neighbours. Using artificial intelligence, the rooms will adapt **immediately** when there is a change in activity. This does not require any **effort** on the part of the residents. The space taken by each resident is small because it only covers the surface area needed for the activity carried out at that time. This **efficient** spatial arrangement ensures that as many people as possible can reside in a small area. However, the **volume** itself is relatively large, as the structural frame is static.



<https://thewhyfactory.com/news/the-wego-workshop-results/>

#### Elements



Cartridges

The sticks contain cartridges with various functions such as: inflatable bed, toilet, kitchen etc. These can be pulled out if needed.



Structural frame

The structural frame determines the boundary of the building. In this frame, sticks with various functions can be moved, creating an infinite number of configurations of the space.



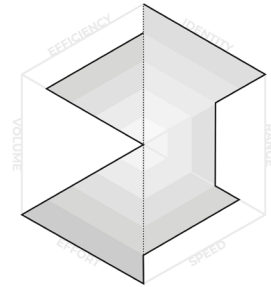
Artificial intelligence

Artificial intelligence ensures that the rooms are always perfectly suited to the needs of the residents. It determines the configuration of the space and when it is necessary to trade space with the neighbours.

## Growing Systems

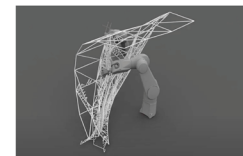
### AA School of Architecture

Growing Systems is a project that explores customizable building systems using robotic fabrication. A robotic arm is used on-site, allowing for **faster** construction. Because the structure depends on the robotic arm, the **range** is limited. The applied artificial intelligence minimizes the **effort** as it scans the environment and adjusts the design real-time, thus completely erasing the line between design and fabrication. The malleable bio-based plastic can respond to the dynamics of the city and facilitate programmatic housing changes, making the structure suitable for **individual** needs (e.g. expansion of a home when a family grows). The structure is a system of elasticity that **efficiently** accommodates the site parameters, as well as future adjustments. As this case concerns a construction technique, it is not possible to make a statement on the **volume** of a dwelling.



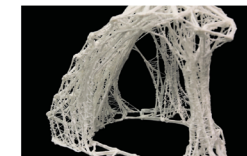
<https://www.archdaily.com/793054/aa-school-of-architecture-designs-adaptable-structural-plastic-3d-printing-method>

#### Elements



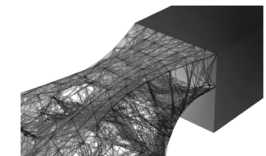
Robotic arm

A robotic arm is used on the site so that the construction can be carried out quickly and with minimal interruption, making scaffolding redundant and reducing waste.



Biodegradable plastic

The plastic is a phase-changing building material, which can easily be connected to other structures because it becomes sticky when heated. Similarly, the plastic can be melted to demolish parts of the structure.



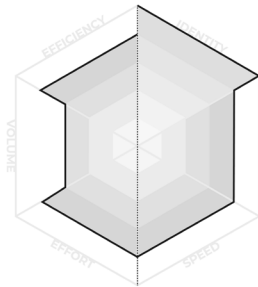
Artificial intelligence

The robotic arm is equipped with artificial intelligence, allowing a quick adaptation to the changing environment and providing feedback.

## Personalised Capsules

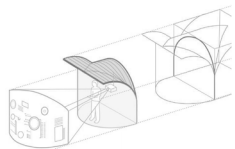
Some People Studio

This project envisages an urban future that uses technology to enhance human creativity. It is based on the idea that the future home should provide a dignified space for each person, expressing his or her **individual** identity and needs. Capsules are providing the facilities to help people design and build their own homes. A projected interface helps the user to design his own home **effortlessly** using machine learning. A mini robotic fabrication space creates a prototype of the design chosen. The **speed** of the adaptation is high because it is built by small robots. These robots are mobile, making the **range** relatively large. The **efficiency** is high because each person ends up with a unique and personalized home, without unnecessary spaces. As a result, the **volume** of the homes can also be kept to a minimum.



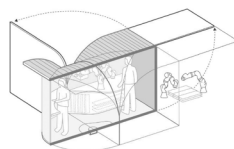
<https://somepeople.studio/Personalised-Capsules>

### Elements



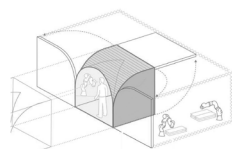
Design space

In the design space the user interacts with a projected interface that uses machine learning to understand people's tastes and preferences and proposes design solutions for their needs.



Fabrication space

The interface generates and proposes a fabrication process. In the fabrication space, the user collaborates with robots for prototyping parts of the new house.



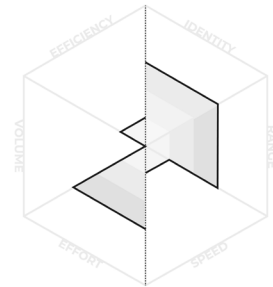
Robots

The fabrication space is equipped with robots that prototype the chosen design and fabricate the new home on site as an extension of the capsule.

## Silk Pavilion

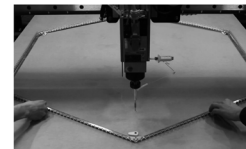
MIT Media Lab

This project integrates Algorithmic design, digital manufacturing, and biologically-inspired fabrication. The pavilion was constructed using a base of robot-woven threads that wrapped a steel frame. The need for this frame limits the **range** of this method. The frame was filled-in by silkworms, making the **effort** low. The pavilion's character lies between a scaled-up version of the insect's own cocoons, and a functional space for humans. The structure is in constant, but very **slow** growth, making the possibilities to adapt to **individual** preferences mediocre. As this concerns a construction technique, a statement about the **volume** of a dwelling cannot be made. With this technique, a dwelling could be designed **efficiently** if we only look at its adaptable character, but it is not feasible because it takes a considerable amount of time.



<https://www.archdaily.com/384271/silk-pavilion-mit-media-lab>

### Elements



Metal frames

Flat polygonal metal frames, which are arranged like a dome, function as scaffolding.



CNC machine

A single silk thread is placed by a Computer Numerically Controlled (CNC) system following a subdivision algorithm until a temporary scaffolding has been covered.



Silkworms

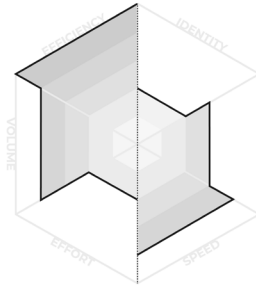
6500 living silkworms were placed around the bottom of the dome and left alone to finish the pavilion, filling in the remaining holes and binding together the CNC-placed thread.



## Domestic Transformer

Gary Chang

Chang designed this dwelling in which walls and furniture can be pulled around to create more than 24 rooms according to the user's **preferences**. It is located in a 17-story apartment building in the Sai Wan Ho district of Hong Kong. It covers an **area** of 344 sqft, but due to the wide **range** of configurations it feels infinite to Chang. The dwelling is highly **efficient**, because the space is optimized based on the idea that a resident performs only one activity at a certain time. Instead of the conventional routine of moving from one room to another, the space transforms from one scene to the other while the resident occupies the entire space at all times. Shifting the walls is done **quickly**, but takes quite a lot of **effort** from the residents.



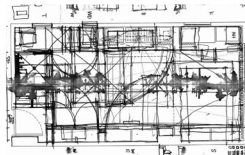
<http://www.edgedesign.com.hk/2007domestictransformer>

### Elements



Materialization

Chang used materials that make the apartment appear larger, such as the granite floor and the reflective ceiling. The yellow tinted windows provide a sunny atmosphere all year round.



Sliding walls

The sliding walls double as storage and, as they are moved around, the apartment can become a variety of spaces. They are suspended from steel tracks bolted to the ceiling and seem to float an inch above the floor.



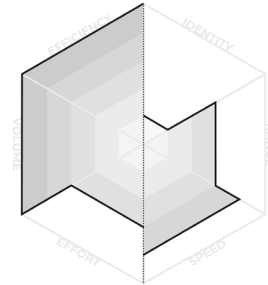
Unused space

Although most space is taken up by the sliding walls, there is about 180 sqft of unused space. Chang points out that this is essential to make the apartment feel spacious.

## Rotating House

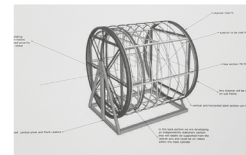
George Clarke

The Rotating House is designed to take up as little space as possible, providing four rooms in one, by literally turning the space around. The rotation is carried out by an engine of a second-hand electric wheelchair. It spins **quickly** and turns 90 degrees turn in just 10 seconds. The only fixed section is a small area that houses the bathroom and the controlpanel. The user only has to click the button for the desired function, which makes the **effort** low. The dwelling has a diameter of 4.3 meters and a total floor area of 40 square meters, but only a footprint of 10 square meters. Therefore, the **volume** is low and the space is used **efficiently**. There is no room for **individual** adjustments, as the interior and accessories are custom made to withstand rotation. Due to its small dimensions, the dwelling can be easily transported, making the **range** large.



<https://www.housebeautiful.com/uk/renovate/homes-makeovers/news/ag8g/amazing-spaces-george-clarke-william-hardie-futuristic-rotating-house/>

### Elements



Rotation motor

The dwelling is rotated on its axis, depending on what room is needed. The engine allows it to rotate 90 degrees in just 10 seconds, leaving the door in place as it rotates to give each room an entrance and an exit.



Living wall

There is a 'living wall' made of moss balls that require little water or sunlight. According to Clarke, having a little piece of green inside the white space makes it feel like it's connected to nature.



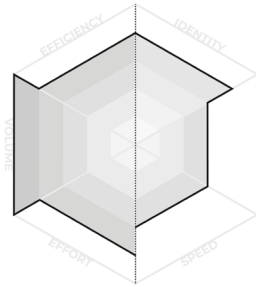
Vacuum wardrobe

A special wardrobe has been designed to vacuum clothes so that they don't take up a lot of space and don't get crumpled when the house is rotating.

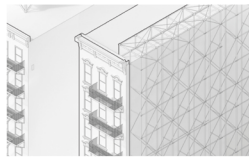
## Homed

Framlab

This proposal seeks to solve New York's homeless dilemma by covering the vacant walls with **small** housing pods. The hexagonal 3D printed modules connect to a scaffolding frame up against the side of a building. The honeycomb structures will make it possible to form a densely packed, active community in the most unlikely places. The pods will have furniture, appliances and cabinets that are **efficiently** integrated into the wood-clad interior. By combining different modules from an extensive catalogue, a wide range of different spaces can be created. The 3D printing technology even allows **individual** customization. Using the installation cranes at the top of the scaffolding, the pods can be **quickly** assembled, moved or removed. Therefore, the **effort** for the residents is minimal. The **range** is average, as the application depends on the availability of a façade.

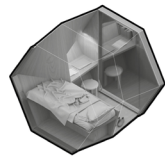


### Elements



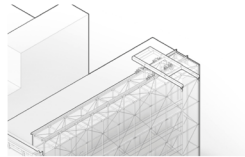
Scaffolding

The pods will be supported by scaffolding attached to the solid facades of buildings. The scaffolding makes it possible to quickly set up, expand, move and remove the system.



Prefabricated pods

The pods are prefabricated and 3D printed, allowing furniture, storage, lighting, and appliances to be integrated into the structure. This results in a minimal space, tailored to the specific needs of its resident.



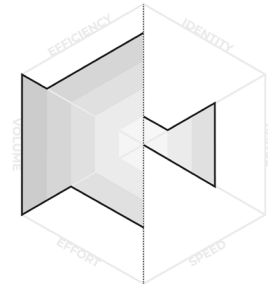
Installation crane

The temporary parasitic structures can be rapidly constructed and dismantled by the use of installation cranes located at the top of the scaffolding.

## Diogene

Renzo Piano

Diogene is a dwelling with a floor area of just 2,5 x 3 meters. The concept stems from a fascination of Piano: the exploration of the minimum space in which a person can possibly live. The small **volume** was achieved by integrating the interior and making it foldable. This ensures that the space is organized as **efficiently** as possible, but also requires a relatively large amount of **effort** from the resident and limits the **range**. The Dionege is equipped with various installations and technical systems to guarantee its self-sufficiency. Furthermore, the small dimensions make it easy to transport. The cabin is presented as an experimental concept rather than a finished product. The Diogene will be mass produced and is not suitable for adaptation to the needs of the users, making the **individuality** low and the **speed** not applicable.

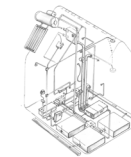


### Elements



Integrated furniture

The furniture is integrated. The front part serves as a living room: on one side there is a pull-out sofa, and on the other side a folding table. There is a shower, toilet and kitchen behind the separation.



Self-sufficient


The dwelling is designed to be completely off-grid with solar water heaters, solar panels, rainwater collectors, a composting toilet, natural ventilation and triple glazed windows for insulation.





Relocatable


With a surface area of 2,5 x 3 meters when fully assembled and furnished, the dwelling can be loaded onto a lorry and transported anywhere. The off-grid setup makes it possible to live without regulation.





- 
**identity**

**New Babylon** - Nieuwenhuys  
An immense volume consisting of a large number of 'sectors', within these sectors, everything can be adapted to the needs of the individual, following the speed of the user.
- 
**range**

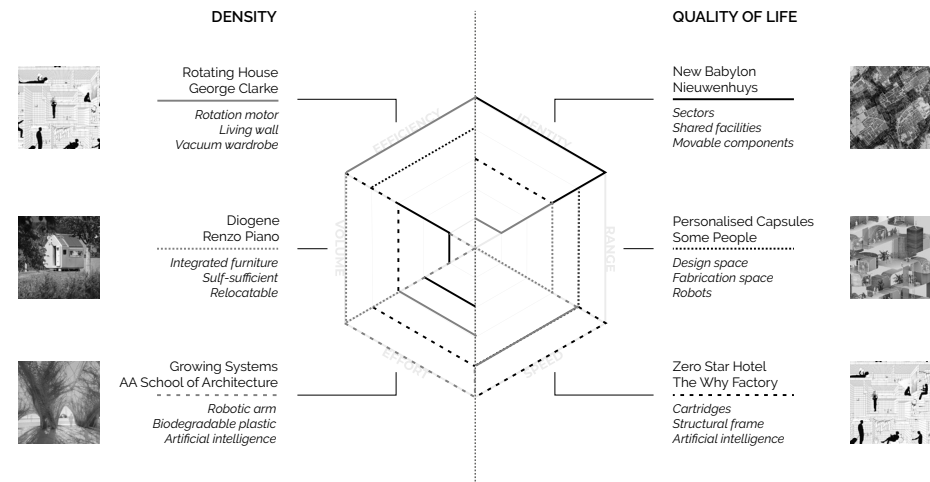
**Personalised Capsules** - Some People  
A projected interface helps the user to design his own home effortlessly using machine learning. The speed and range of the adaptation is high because it is built by small robots.
- 
**speed**

**Zero Star Hotel** - The Why Factory  
A fully adaptable building that explores temporary lifestyles. Using artificial intelligence, the rooms adapt immediately when there is a change in activity.
- 
**effort**

**Growing Systems** - AA School of Architecture  
Artificial intelligence minimizes the effort for the user as it scans the environment and adjusts the design real-time, thus completely erasing the line between design and fabrication.
- 
**volume**

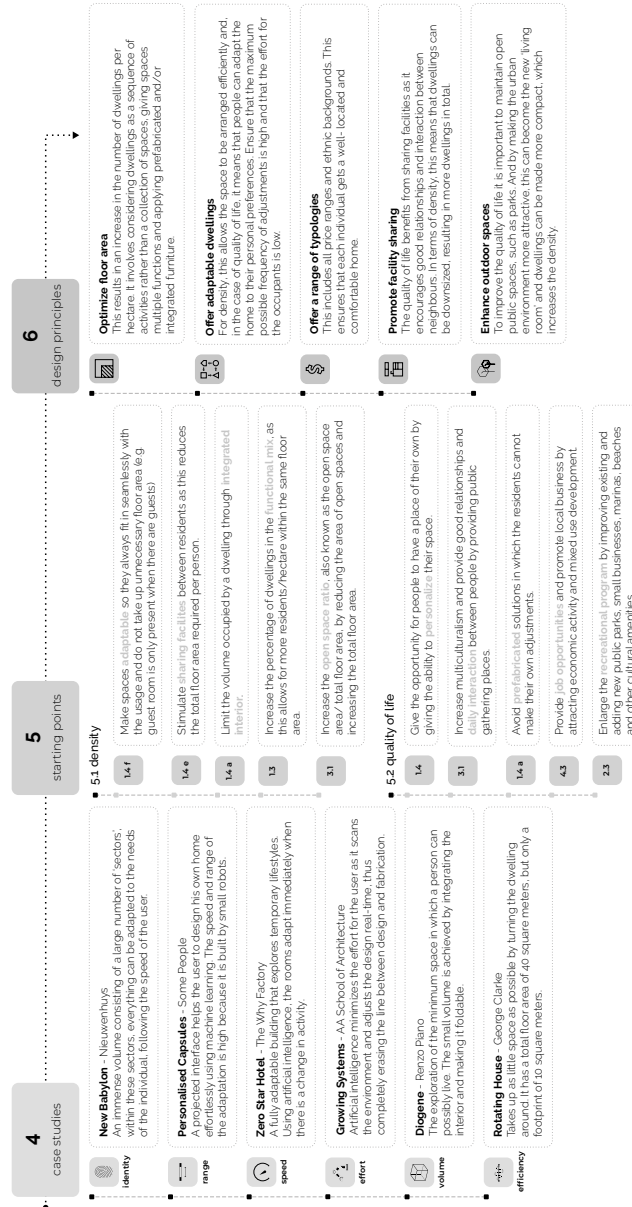
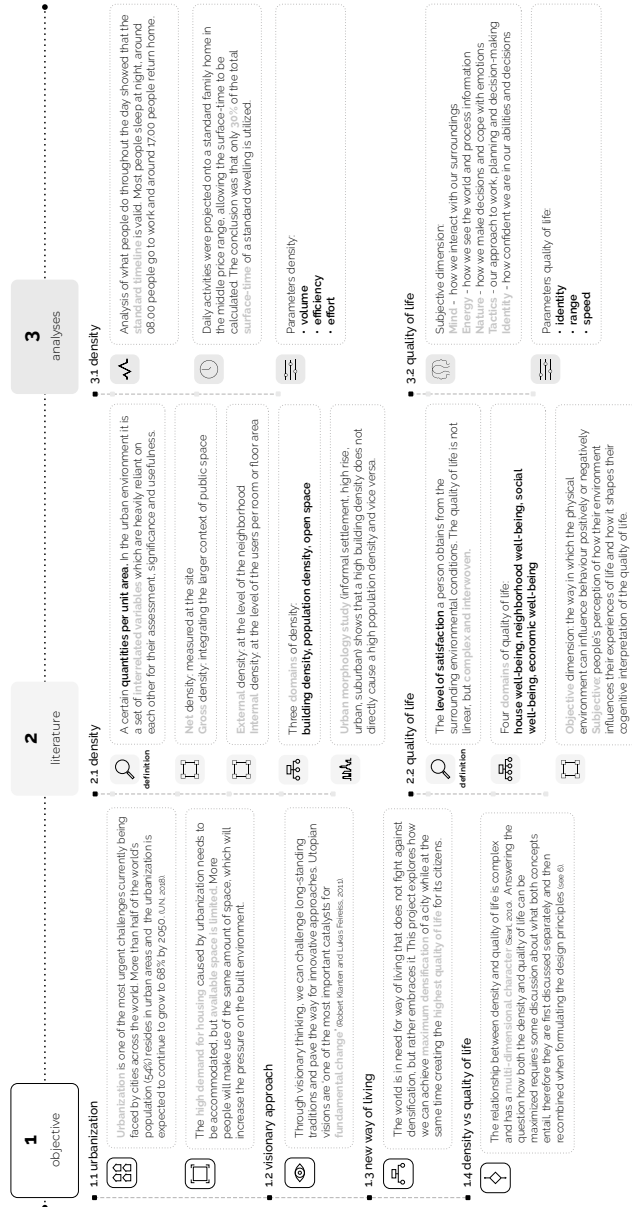
**Diogene** - Renzo Piano  
The exploration of the minimum space in which a person can possibly live. The small volume is achieved by integrating the interior and making it foldable.
- 
**efficiency**

**Rotating House** - George Clarke  
Takes up as little space as possible by turning the dwelling around. It has a total floor area of 40 square meters, but only a footprint of 10 square meters.



1	BUILDING DENSITY	1	HOUSE WELL-BEING
1.1	Increase the building footprint as this provides more usable surface area and thus offers the possibility to accommodate more residents.	1.1	Provide all residents with access to well-located, affordable and comfortable housing and upgrade this housing stock on a regular basis.
1.2	Maximize the dwelling density, also known as the dwellings/hectare, as this results in as many residents as possible within the same urban environment.	1.2	Offer a diverse range of housing typologies and promote social cohesion by mixing households of different income groups and ethnic backgrounds.
1.3	Increase the percentage of dwellings in the functional mix, as this allows for more residents/hectare within the same floor area.	1.3	Incorporate outdoor spaces such as balconies and patios into the design. Vegetation gives a close contact with nature but also provides a degree of separation and privacy.
1.4	Reduce the floor area of dwellings because this ensures that more dwellings can be situated within an identical footprint.	1.4	Give the opportunity for people to have a place of their own by giving the ability to personalize their space.
1.4 a	Limit the volume occupied by a dwelling through integrated interior.	1.4 a	Avoid prefabricated solutions in which the residents cannot make their own adjustments.
1.4 b	Provide a more efficient layout and use of available space by giving the interior multiple functions. Switching functions should be automated, otherwise it will take a lot of effort from the users.	1.4 b	Use free floor plans that allow residents to tailor the space to their activities and preferences, e.g. by clustering facilities.
1.4 c	Apply prefabricated elements because this ensures that the layout is as efficient as possible since everything fit together seamlessly without taking up unnecessary space.	1.4 c	Make the frequency of adaptability high, so it not only adapts to changing life situations, but also to changing preferences or activities.
1.4 d	Promote the use of spaces for various functions instead of one, as this reduces the volume of the dwelling. In doing so, avoid the need for a lot of storage space for the various functions.	1.4 d	Automate the customization so it takes little effort for the residents and it increases the speed.
1.4 e	Stimulate sharing facilities between residents as this reduces the total floor area required per person.	1.4 e	Make the range of adjustments large because each individual has different preferences. Make sure it is not limited to a framework or grid, but do give the residents some guidance.
1.4 f	Make spaces adaptable so they always fit in seamlessly with the usage and do not take up unnecessary floor area (e.g. guest room is only present when there are guests)		
1.4 g	Do not approach the design of a dwelling as a collection of spaces, but as a sequence of activities.	2	NEIGHBOURHOOD WELL-BEING
1.4 h	Do not only consider the floor as a usable surface, but also make use of the walls and the ceiling.	2.1	Activate street life by offering a diverse range of affordable services (retail, utilities, culture, etc), accessible to the entire community regardless of ethnic background.
1.4 i	Apply innovative ways to storage solutions, as storage is one of the main consumers of surface-time.	2.2	Create effective meeting points in dense public areas.
1.4 j	Exchanging space with neighbouring dwellings reduces the amount of floor area required per building block.	2.3	Enlarge the recreational program by improving existing and adding new public parks, small businesses, marinas, beaches and other cultural amenities.
		2.4	Maximize accessibility for all people and improve walkability by adding facilities for pedestrians.
		2.5	Protect and increase vegetation in public spaces and promote natural biodiversity.
2	POPULATION DENSITY	3	SOCIAL WELL-BEING
2.1	Increase the external density, also known as the residents/hectare, through a high dwelling density and a large household size.	3.1	Increase multiculturalism and provide good relationships and daily interaction between people by providing public gathering places.
2.2	Enlarge the internal density, also called the sqm/resident, by reducing the surface area per resident more people can be accommodated in the same area, regardless of household or dwelling size.	3.2	Design streets and buildings that reinforce safe environments.
		3.3	Remove all barriers that reduce the participation in daily life of certain social groups, such as those with disabilities, women, children and elderly
3	OPEN SPACE	3.4	Encourage citizens to participate in the creation and programming of public cultural venues and activities.
3.1	Increase the open space ratio, also known as the open space area/ total floor area, by reducing the area of open spaces and increasing the total floor area.	4	ECONOMIC WELL-BEING
		4.1	Minimize inequity by providing equal access to economic activities, services and facilities
		4.2	Promote economic equity by providing a broad range of housing types, tenure types and prices levels
		4.3	Provide job opportunities and promote local business by attracting economic activity and mixed use development.







**MANIFESTO.**

## Challenges.

CO<sub>2</sub> emissions

Mental health

Loneliness

Extremely high rents

## Opportunities.

New construction materials  
and methods

-> Cross Laminated Timber

-> CNC milling

'Zeitgeist' new generations

-> wanderlust

-> experiences > possessions

**a new way of living...**

**... with the smallest carbon footprint possible.**

**... that improves mental health and stimulates social contacts.**

**... that is affordable for all.**

**... that offers ultimate freedom to enjoy the beauty of our planet.**

**One backpack. One laptop. Unlimited potential.**



Clothing & Accessories



Productivity & Tech

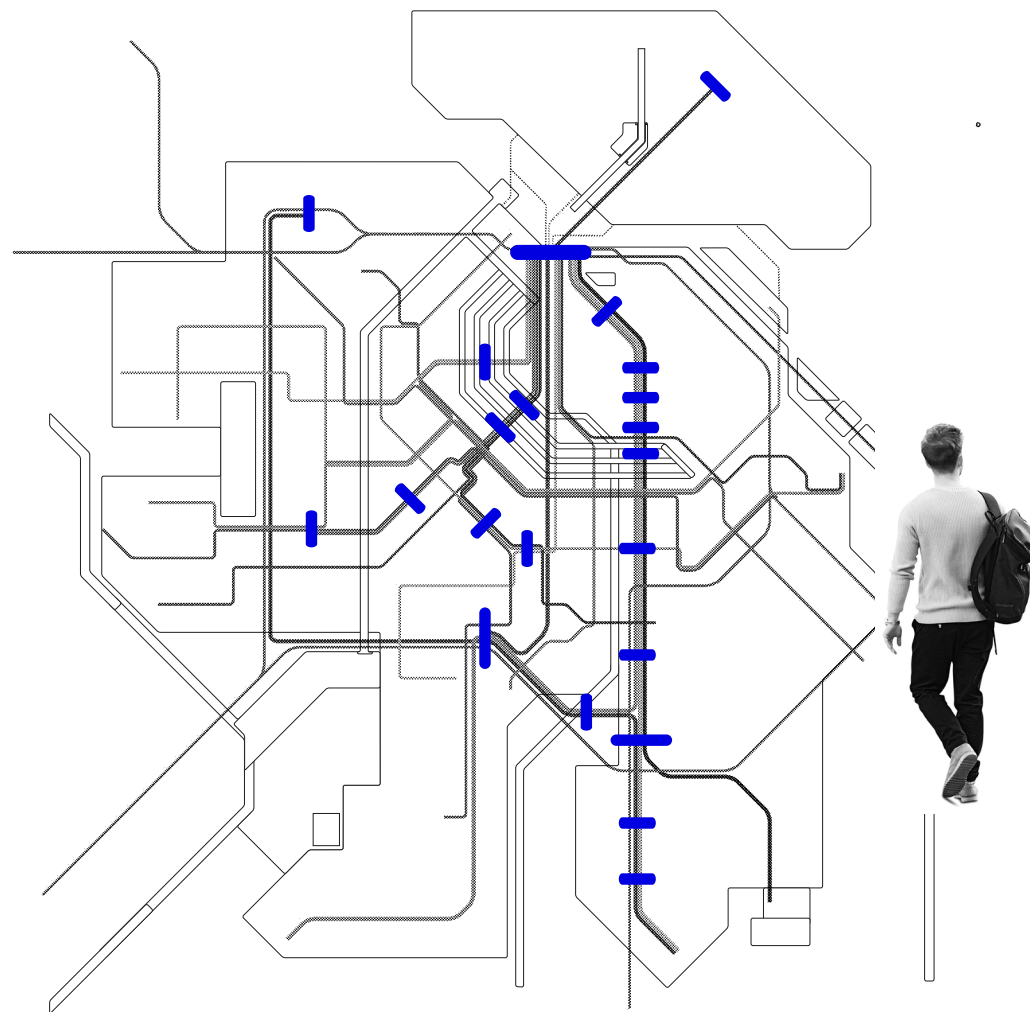


Toiletries & Personal Care

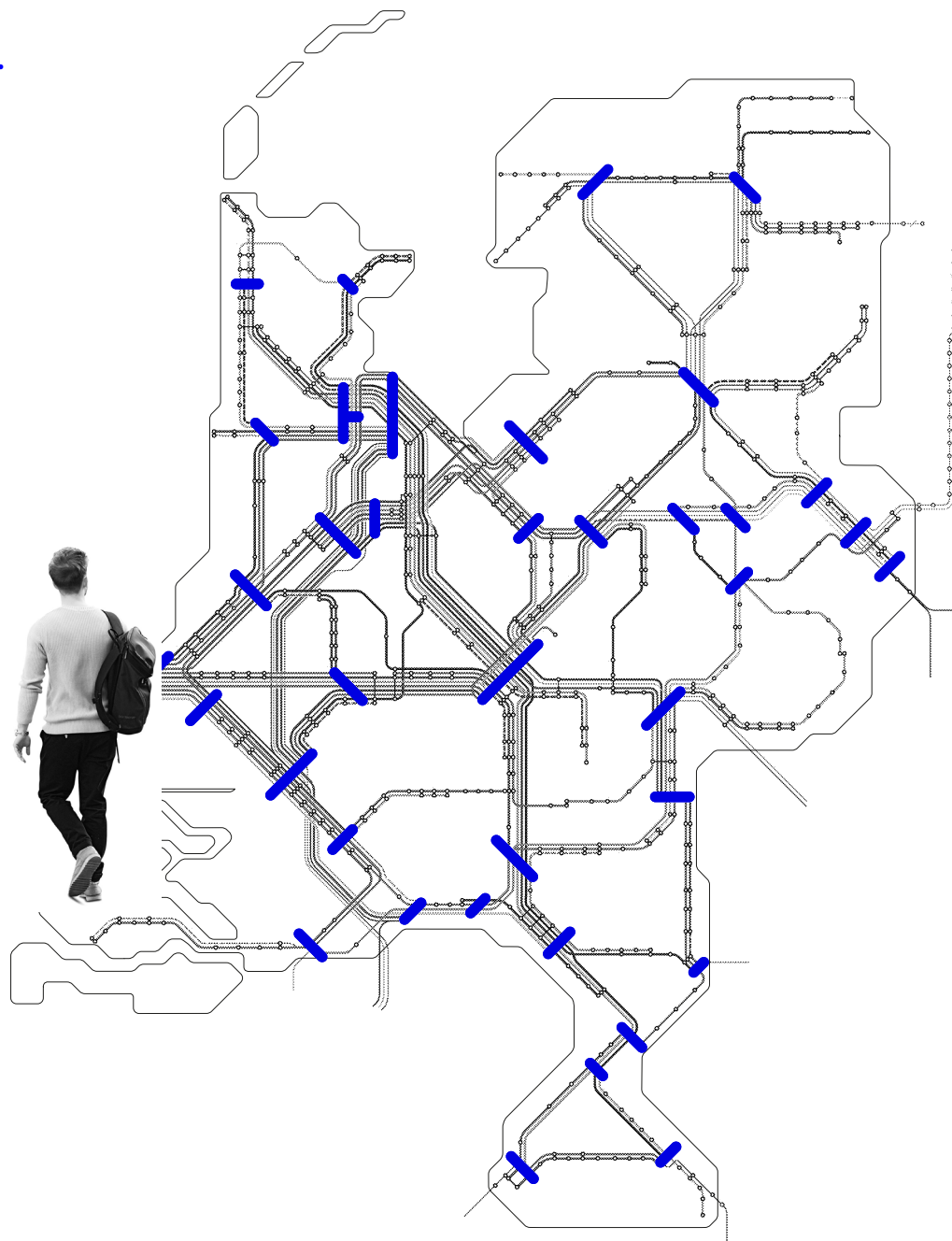


Miscellaneous

**Connected communities.**  
scale: regional

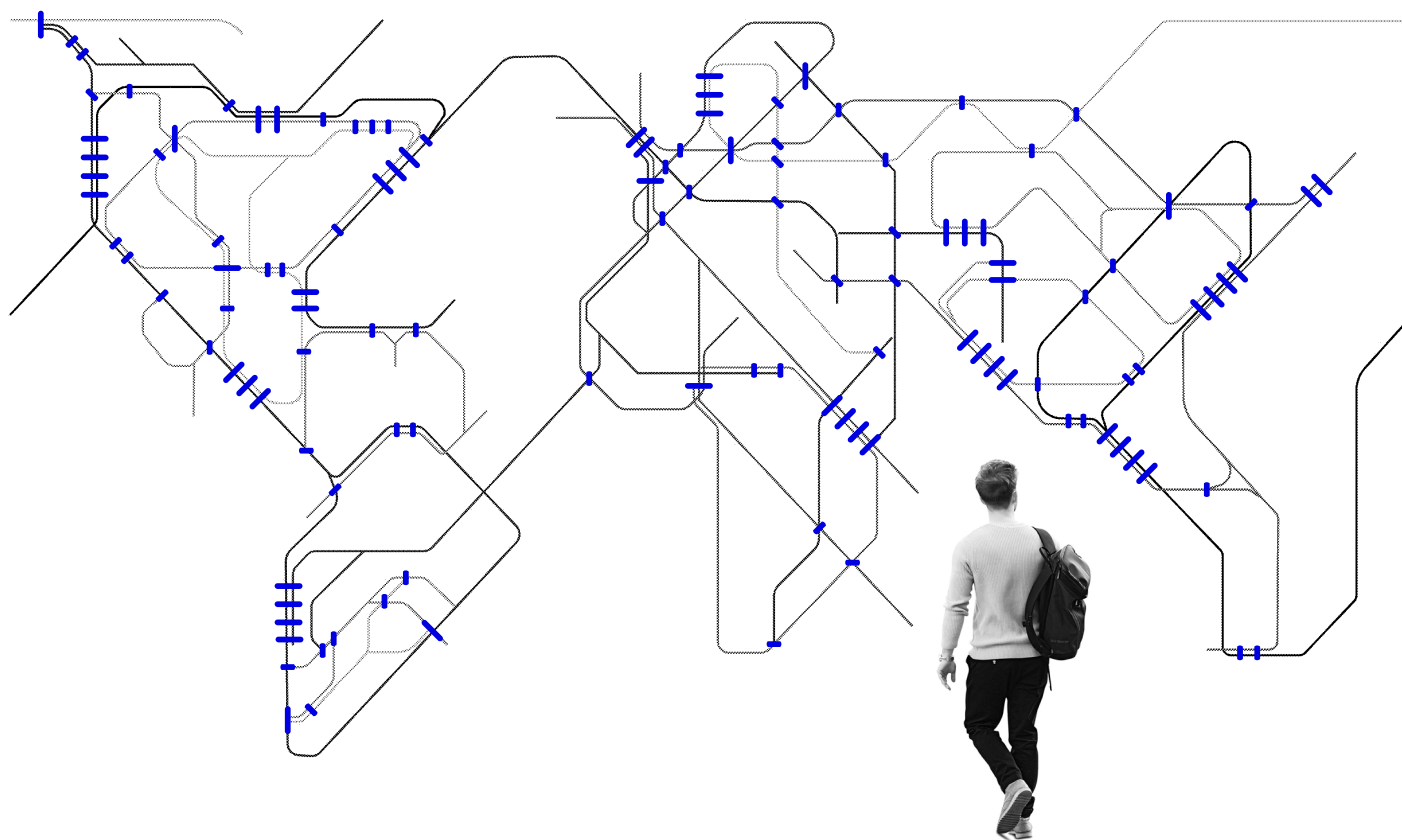


**Connected communities.**  
scale: national





**Connected communities.**  
scale: global





***TOOLKIT.***

# Toolkit.

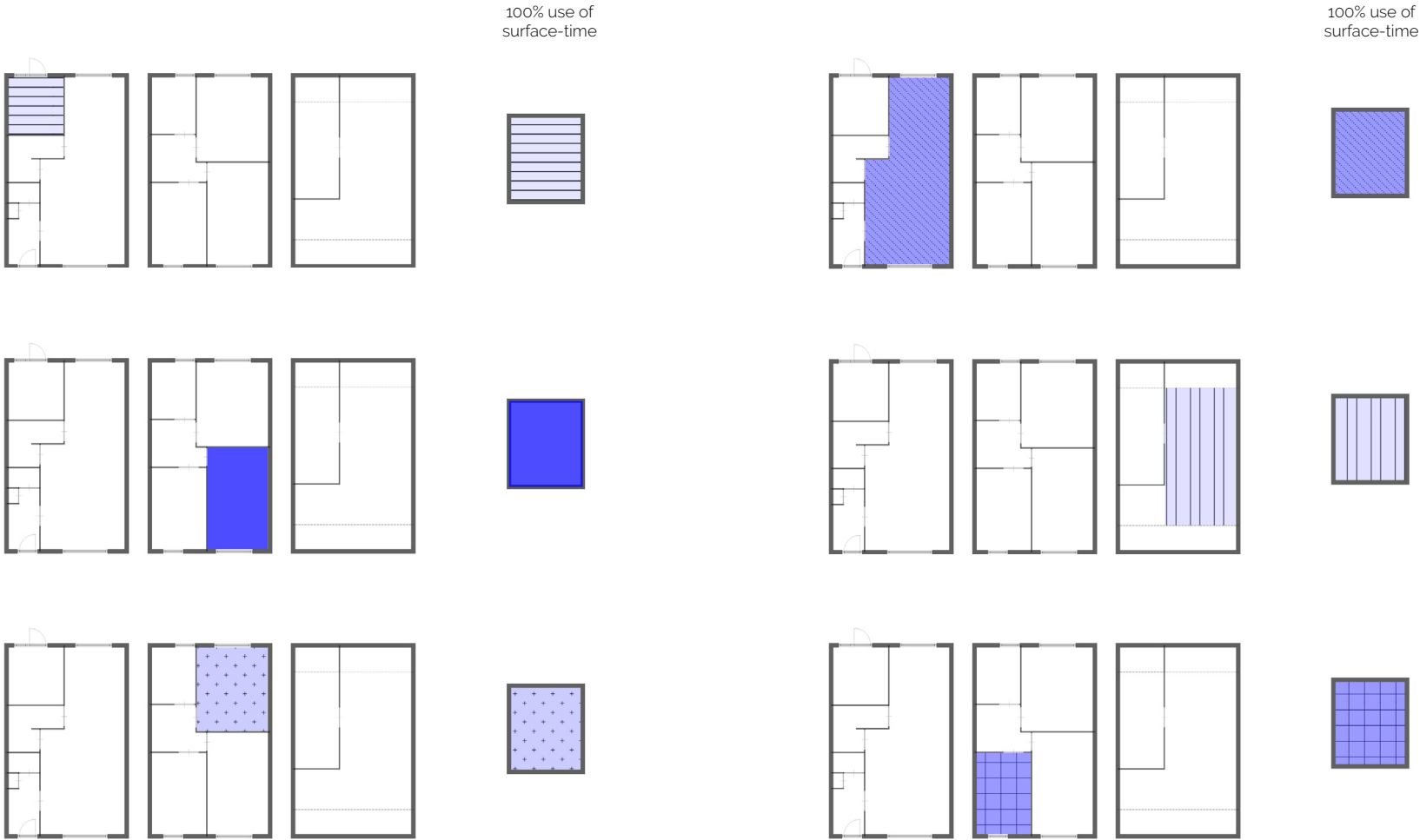
**I. dwellings**

II. shared facilities

III. self-sufficiency

IV. building

Surface-time.



## References.

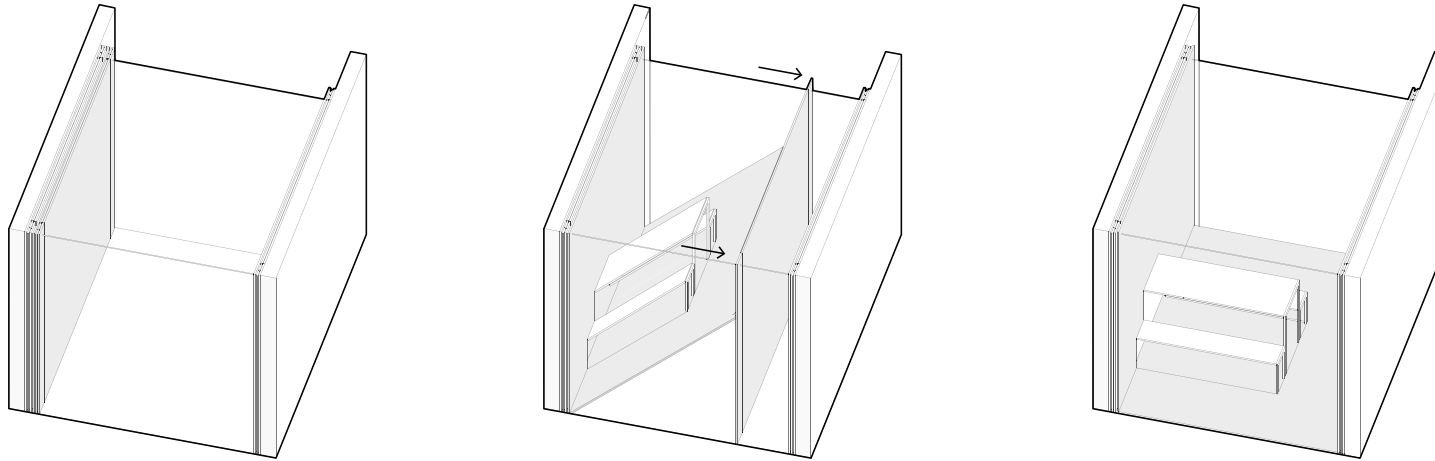


<http://www.populology.co.uk/galleries/7/items/41>

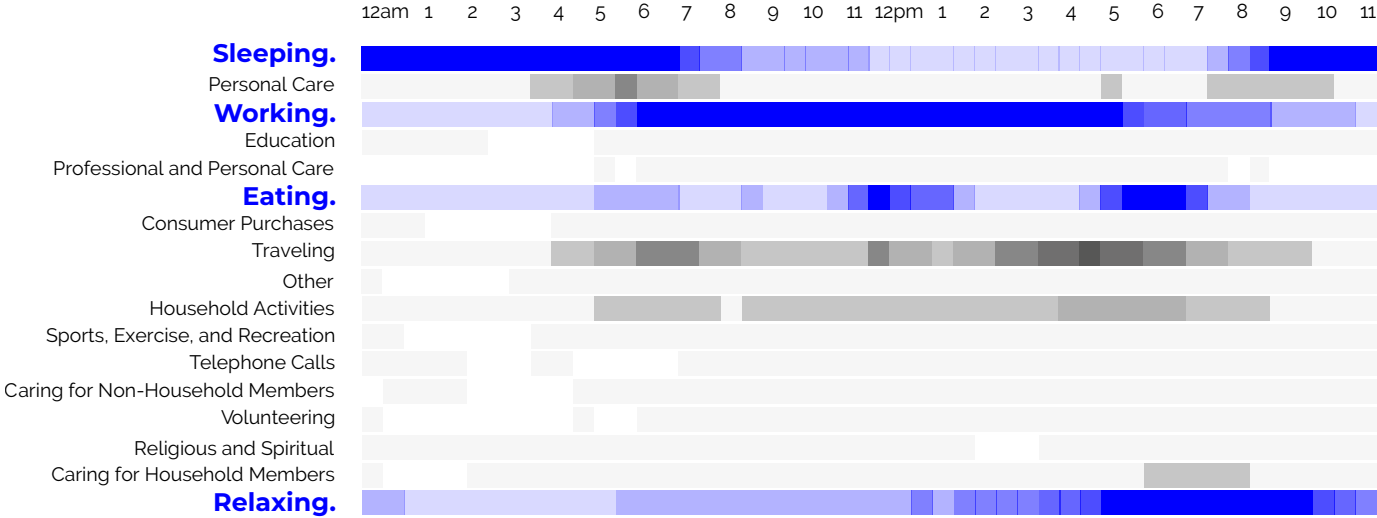


<https://www.baudokumentation.ch/innovationen-in-den-bereichen-treppen-und-dachausstiege-168767/news.html>

Concept.

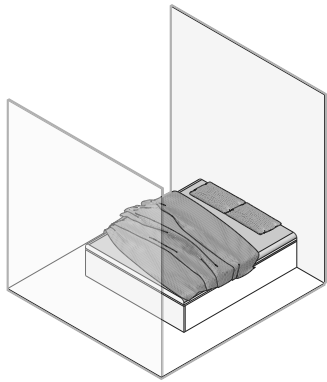


Activities.

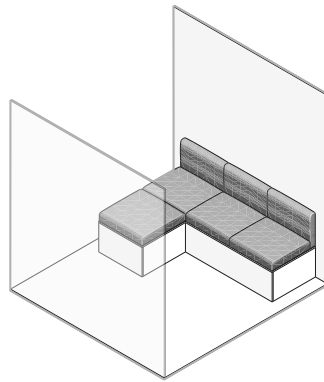




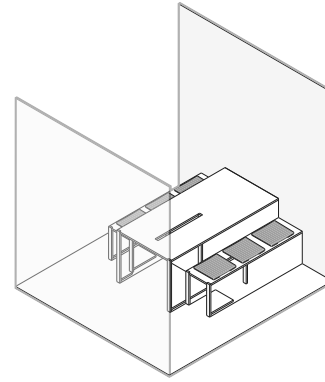
## Activities.



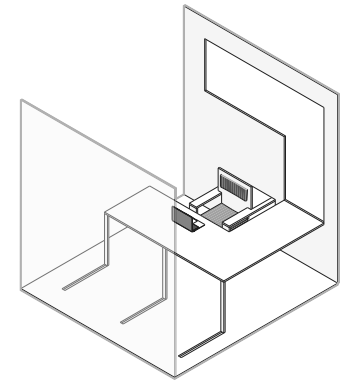
**Sleeping.**



**Relaxing.**

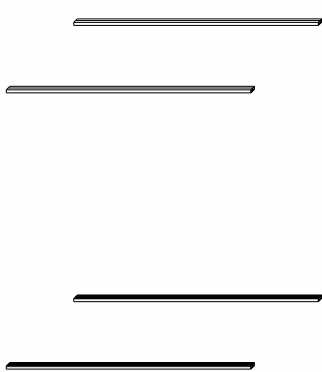


**Eating.**

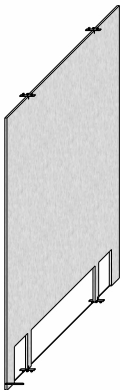


**Working.**

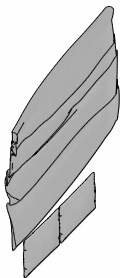
Exploded view.



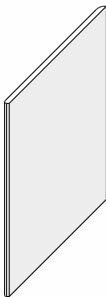
1 Rails.



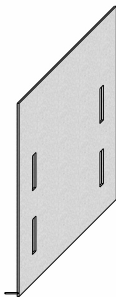
2 Wall.



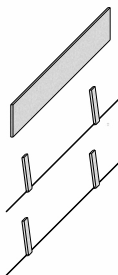
3 Blanket.



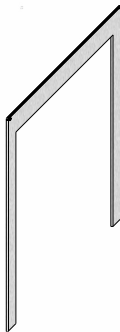
4 Mattress.



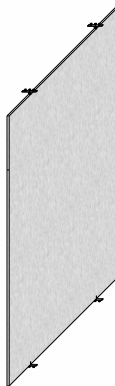
5 Bed.



6 Legs.



7 Floor.

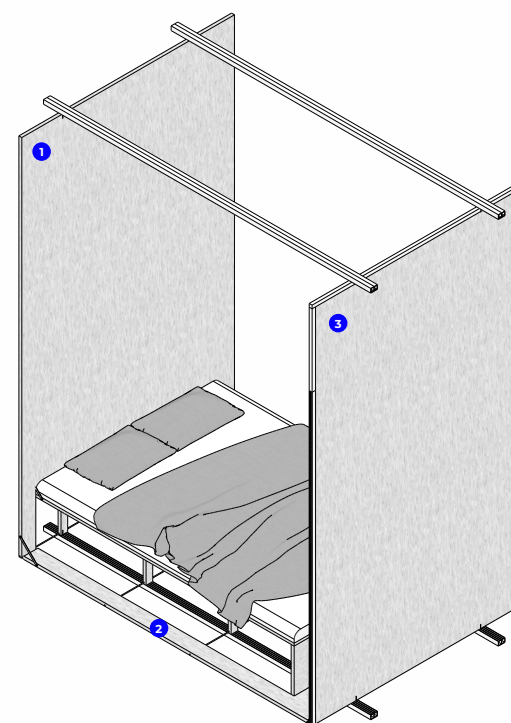
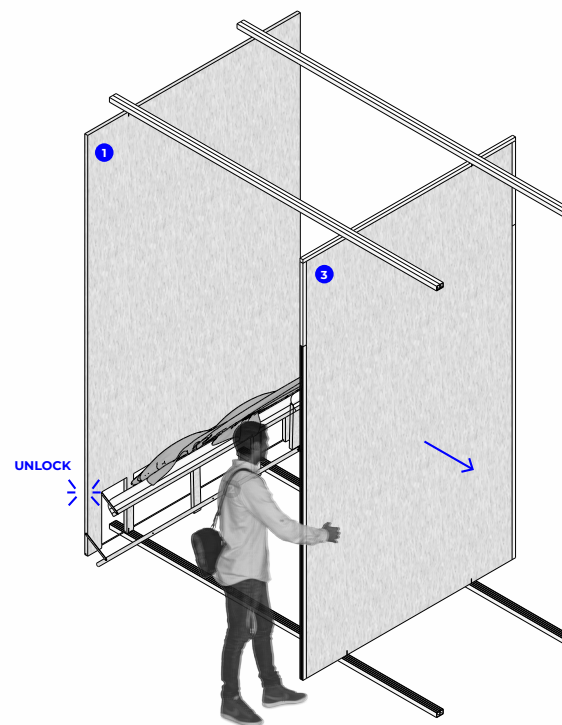
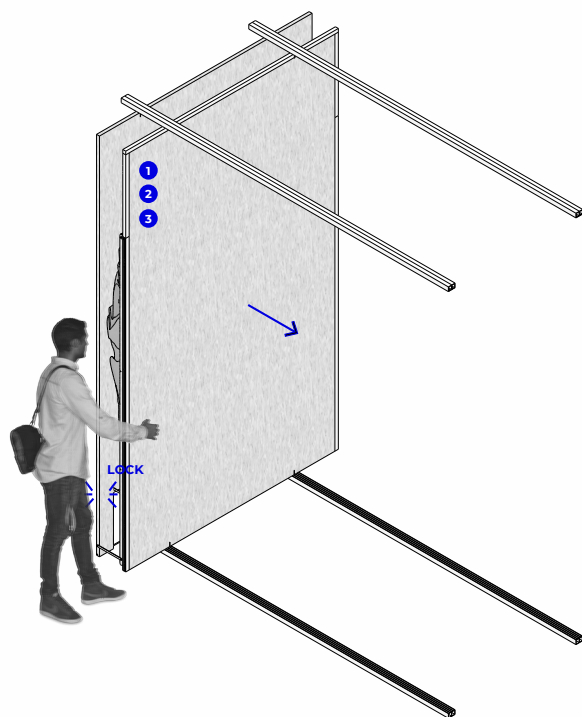


8 Wall.

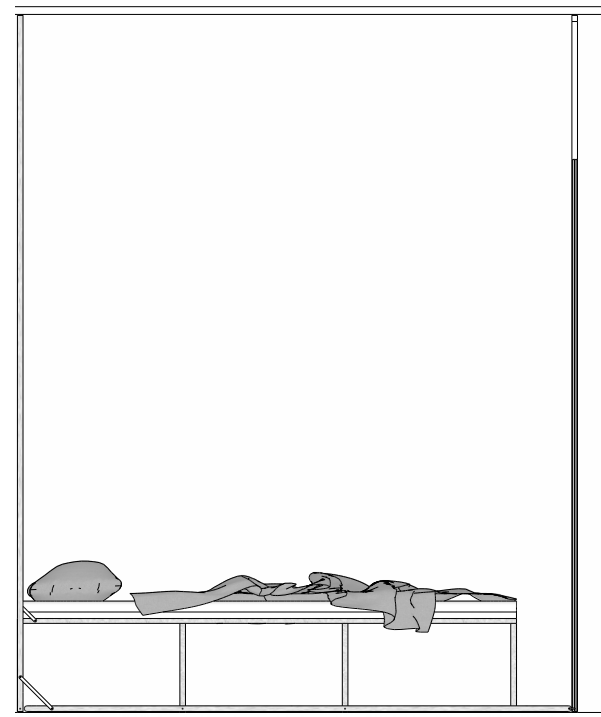
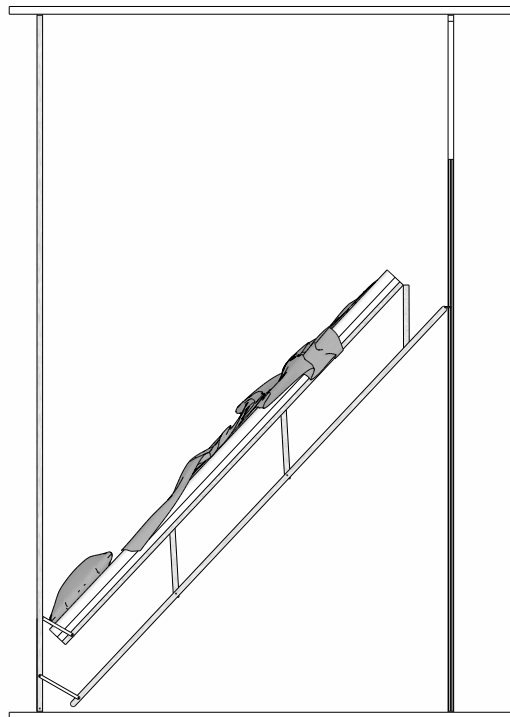
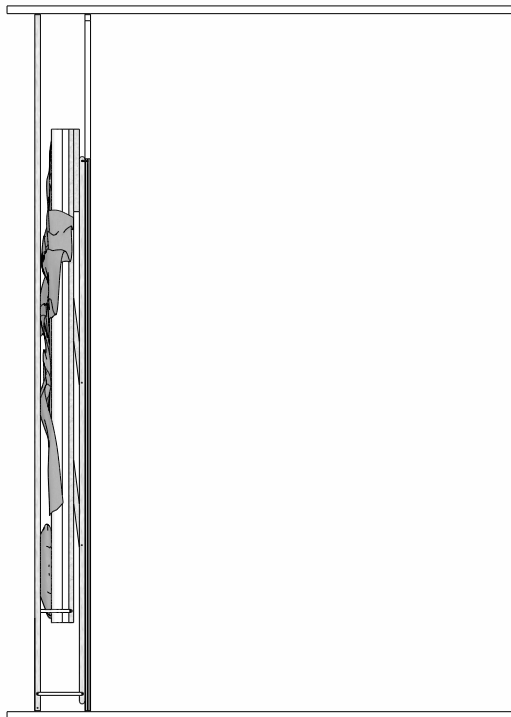


9 Rails.

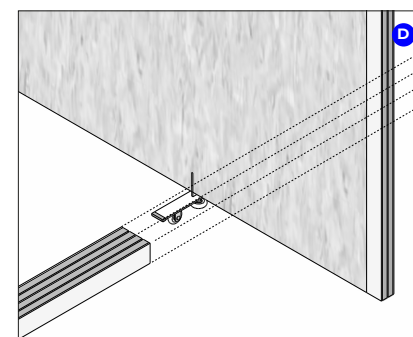
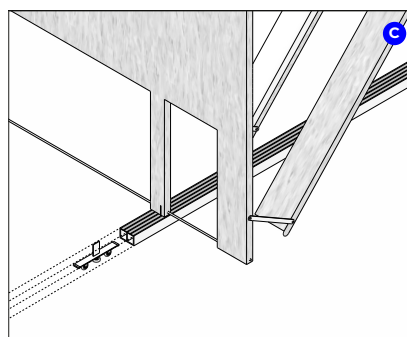
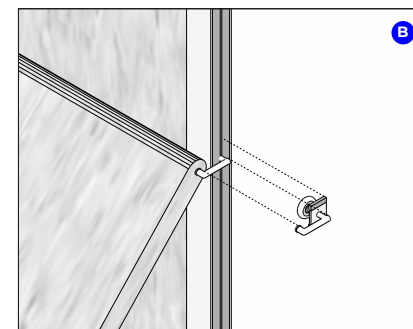
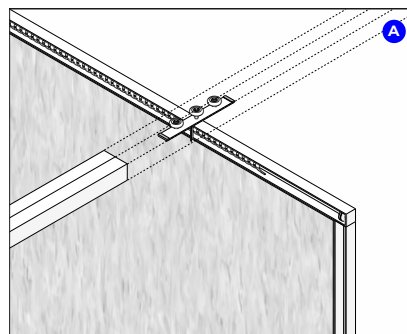
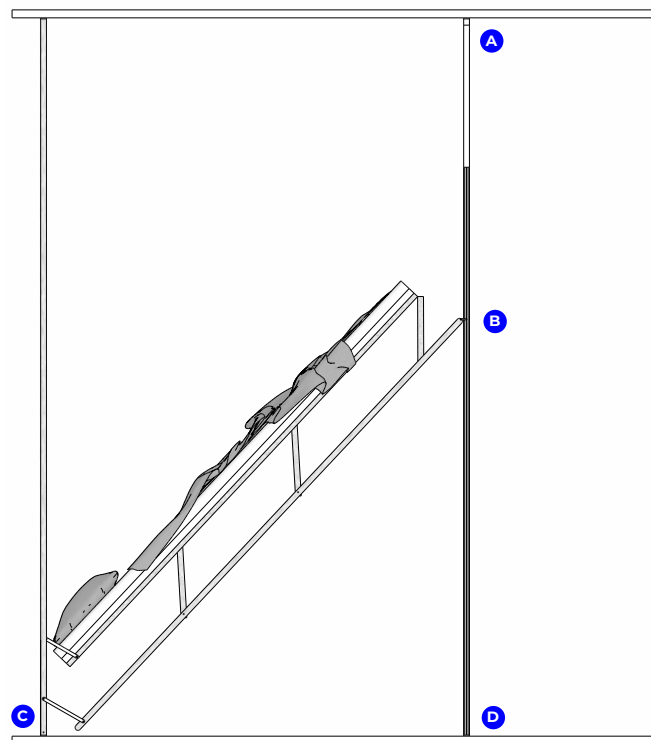
(Un)folding.



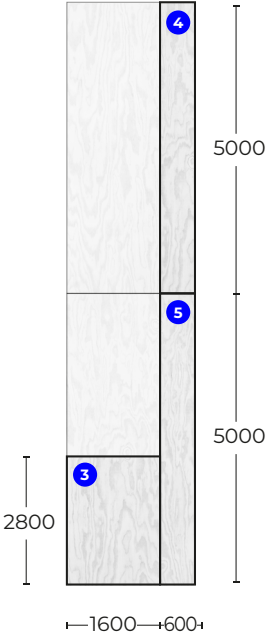
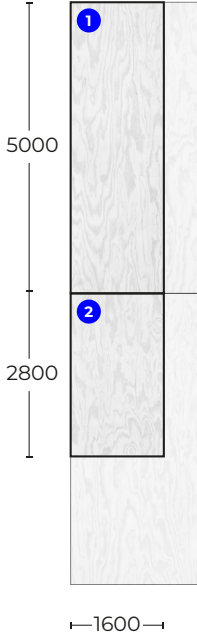
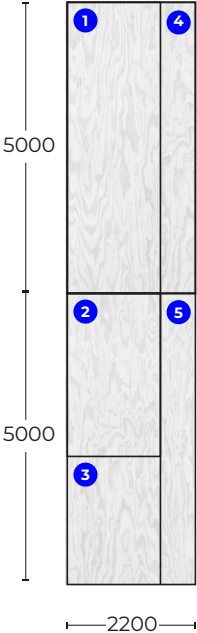
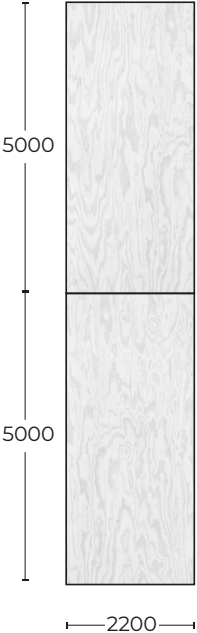
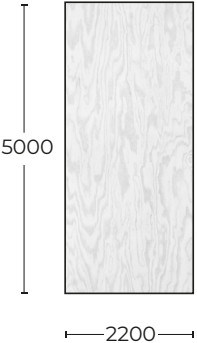
(Un)folding.



## Rails & hinges.



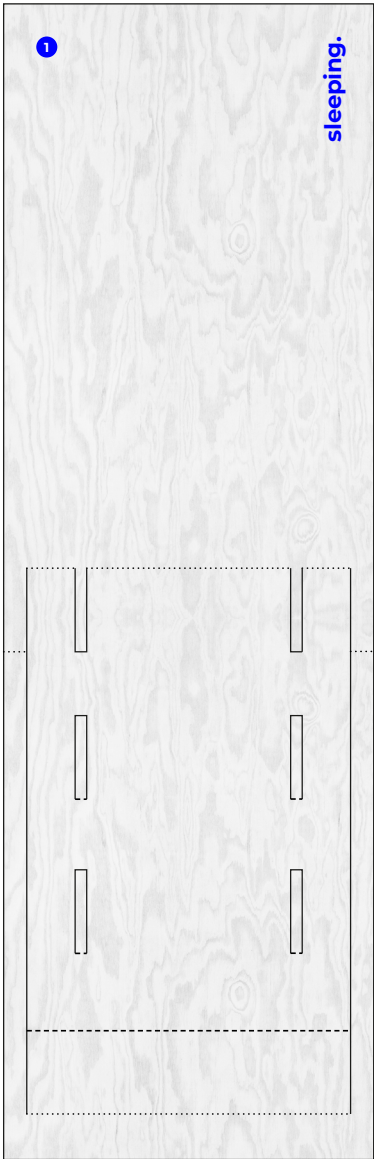
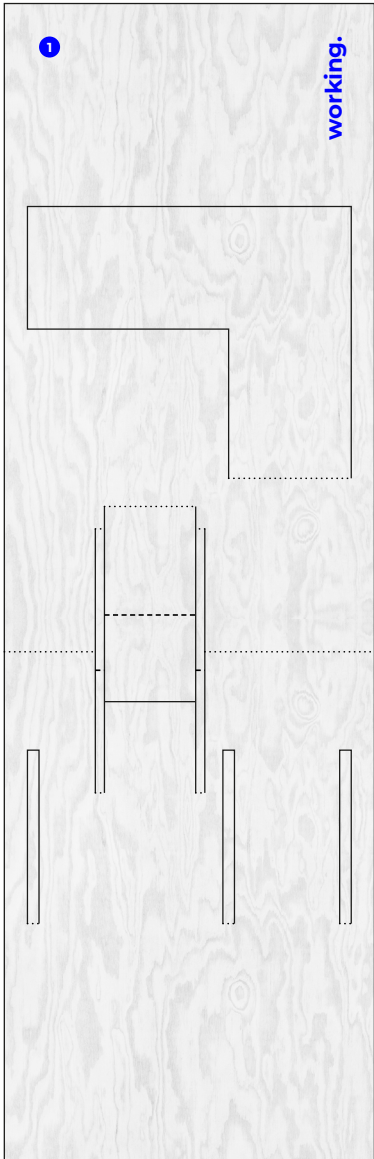
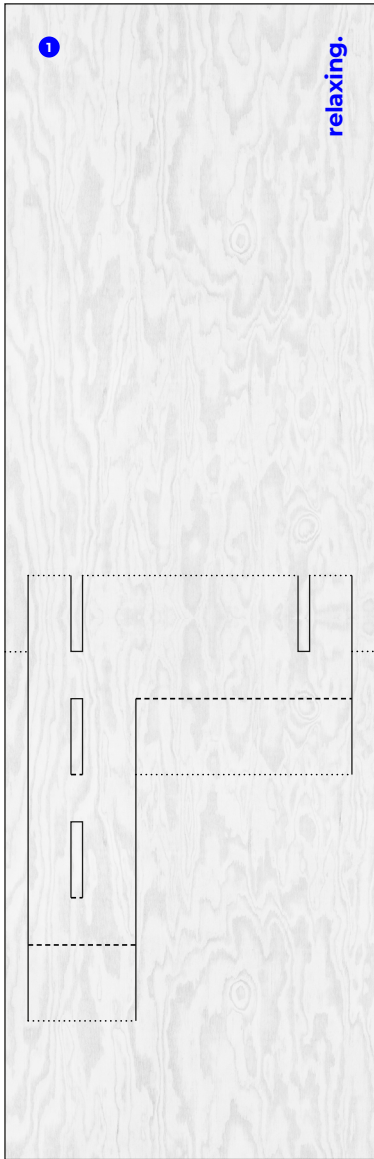
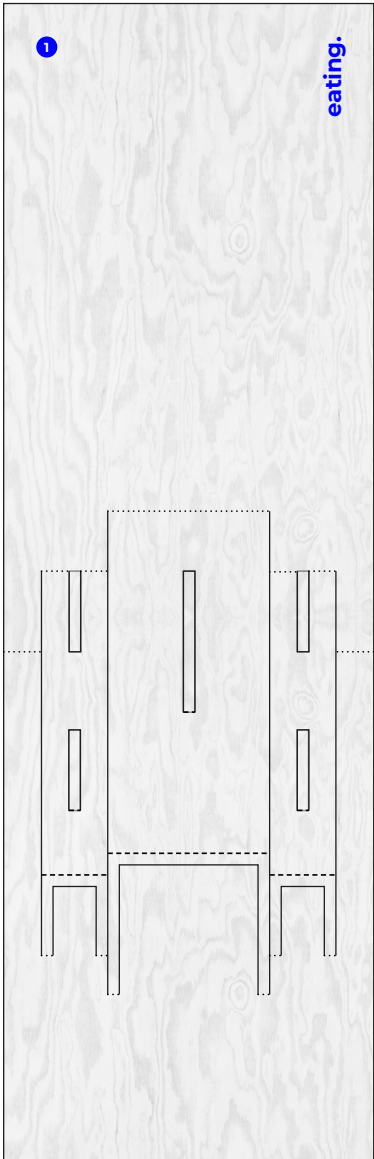
Material use.



↓  
packages.

↓  
closet doors.

CNC templates.

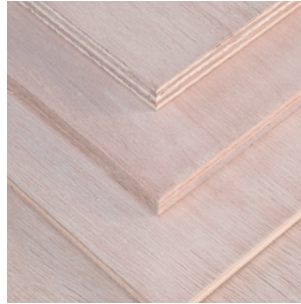


## Material.



### Multiplex Okoumé

- Speciaal voor gebruik buitenshuis en in vochtige ruimtes
  - Sterk en licht plaatmateriaal
  - Buigt niet door onder zware belasting
  - Werkt nauwelijks
- > 47.27 p/m2



### Multiplex Meranti

- Splintert snel
  - Uitsluitend geschikt voor binnentoepassing
  - Afkomstig uit Azië
- > 18.07 p/m2



### Multiplex Berken

- Sterk plaatmateriaal
  - Hoge stootvastheid
  - Duurzaam materiaal
  - Egaaal uiterlijk
  - Minder geschikt voor gebruik buitenshuis
- > 46.37 p/m2



### Multiplex Populier

- Splintert nauwelijks
  - Gemakkelijk te bewerken
  - Lange levensduur
  - Niet geschikt voor gebruik buitenshuis
- > 33.03 p/m2



### Multiplex Hardhout

- Gemakkelijk te bewerken
  - Lange levensduur
  - Kans op kromtrekken is groot
  - Minder goede zichtkwaliteit
  - Kleur en dikte kan per plaat verschillen
- > 18.25 p/m2



### Multiplex Pools Grenen

- Sterk plaatmateriaal
  - Duidelijke en onregelmatige vlammen
  - Gemakkelijk te bewerken
  - Alleen voor gebruik in droge ruimtes
- > 85.81 p/m2

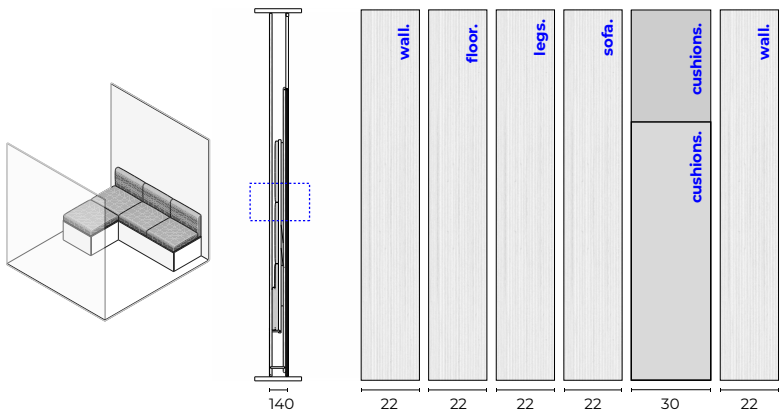
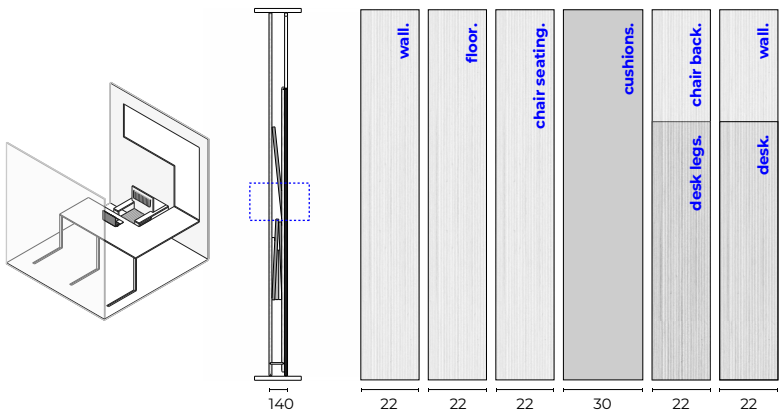
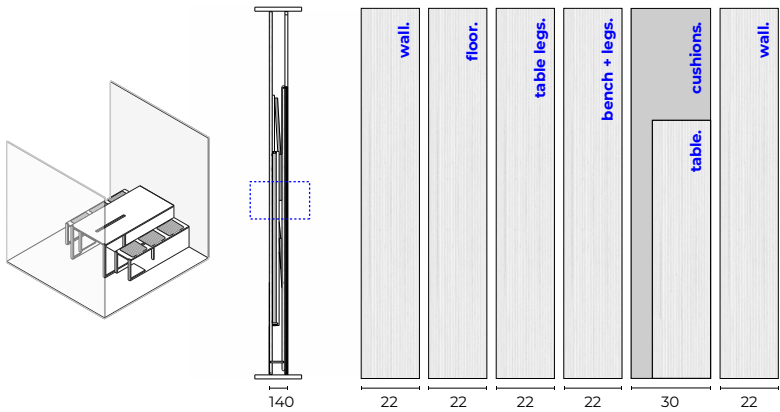
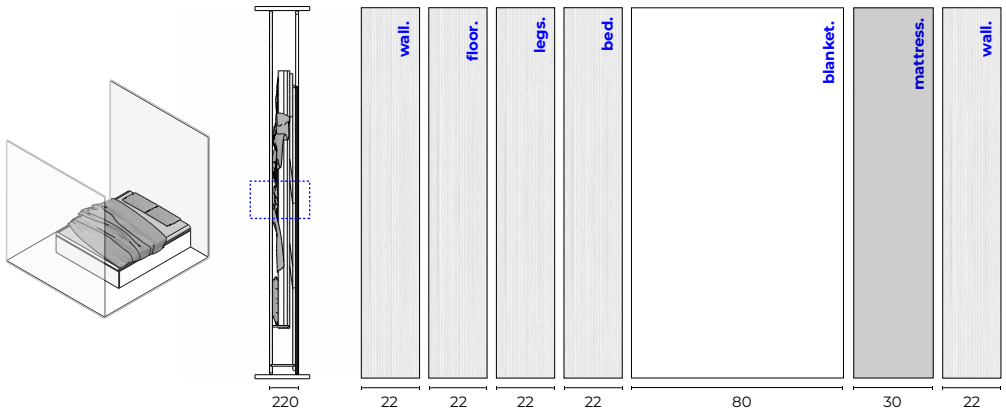


### LinoPly

- Vlakke stabiele plaat
  - Uitstekend te bewerken
  - Geschikt voor binnentoepassingen en voor vochtige ruimtes binnen.
  - Europees product
- > 23.07 p/m2



Thickness.



## Objects.



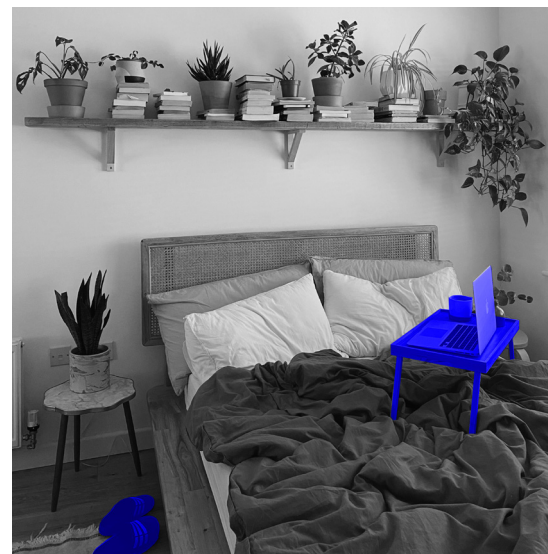
Personalisation.



Furniture.



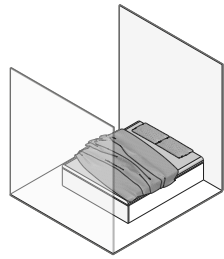
Long term storage.



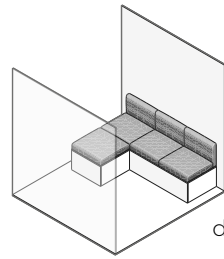
Short term storage.

This architectural plan illustrates a 3100 sq ft house with a detailed layout of rooms, furniture, and dimensions. The plan includes a front porch, a living area with a fireplace and large windows, a dining area with a table and chairs, a kitchen with a sink, stove, and refrigerator, a breakfast room with a table and chairs, a family room with a fireplace and large windows, a master bedroom with a large bed and closet, a second bedroom, a third bedroom, a bathroom, a laundry room, a storage room, and a garage. The plan also shows the placement of various pieces of furniture, including sofas, chairs, tables, beds, and wardrobes. Dimensions are provided for all major rooms and furniture pieces, ensuring a clear understanding of the house's layout and scale.

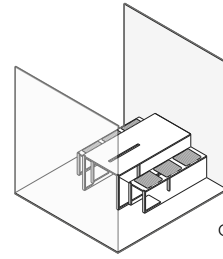
## Performances.



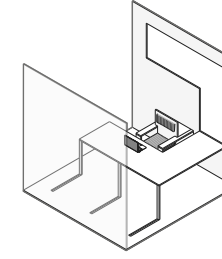
privacy  
noise reduction



daylight  
electricity

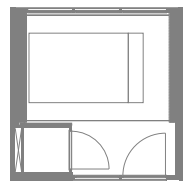


daylight

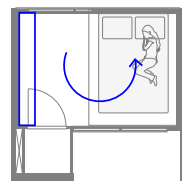


electricity  
daylight

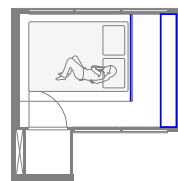
## Layout.



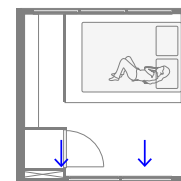
starting point



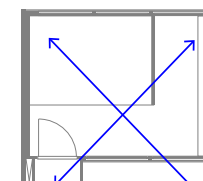
- less daylight  
+ storage space



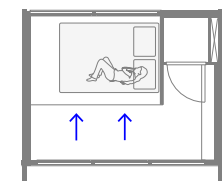
+ partition wall with  
storage space  
- accessibility door



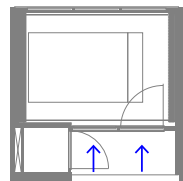
- no balcony  
+ more interior space



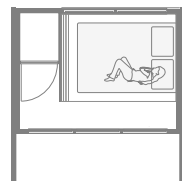
4 x 4 instead of 3,5 x 3,5  
+ more space  
- bigger floor area



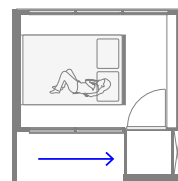
+ too much space?



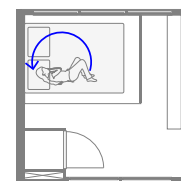
- shower only  
accessible from outside



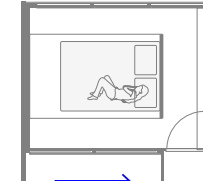
+ larger balcony  
- no storage space



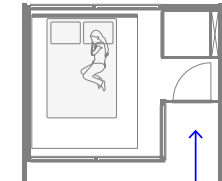
+ toilet accessible  
+ space for  
personalisation



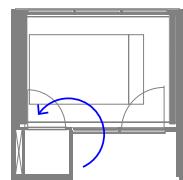
mirror bed



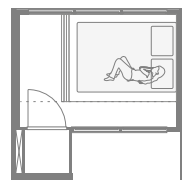
+ interesting space



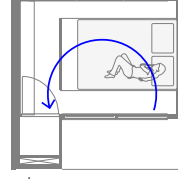
+ big balcony  
- less daylight



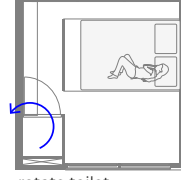
- accessibility hindered  
by furniture



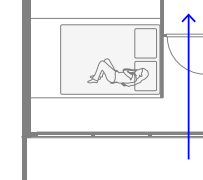
multiple zones/  
functions



mirror

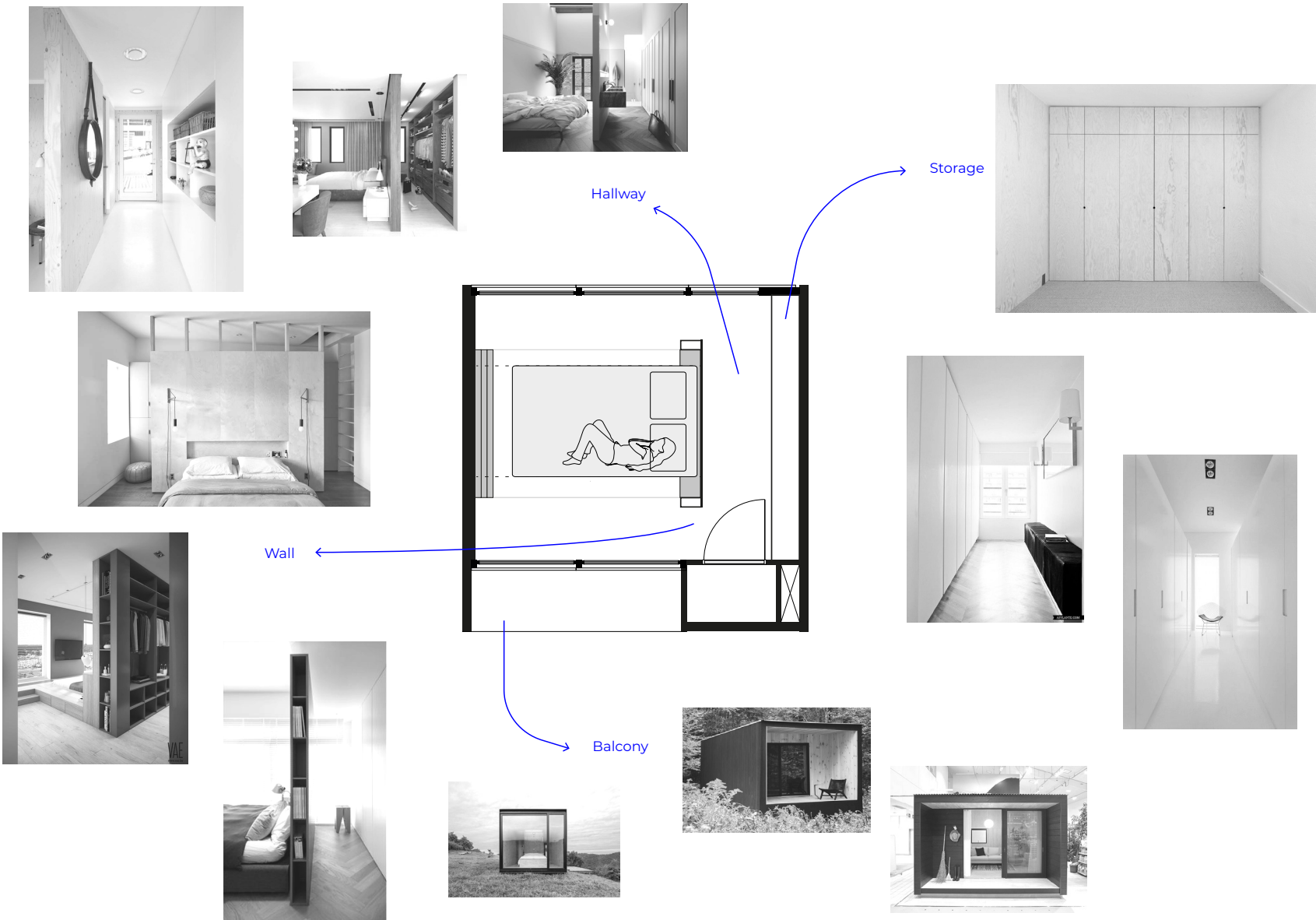


rotate toilet

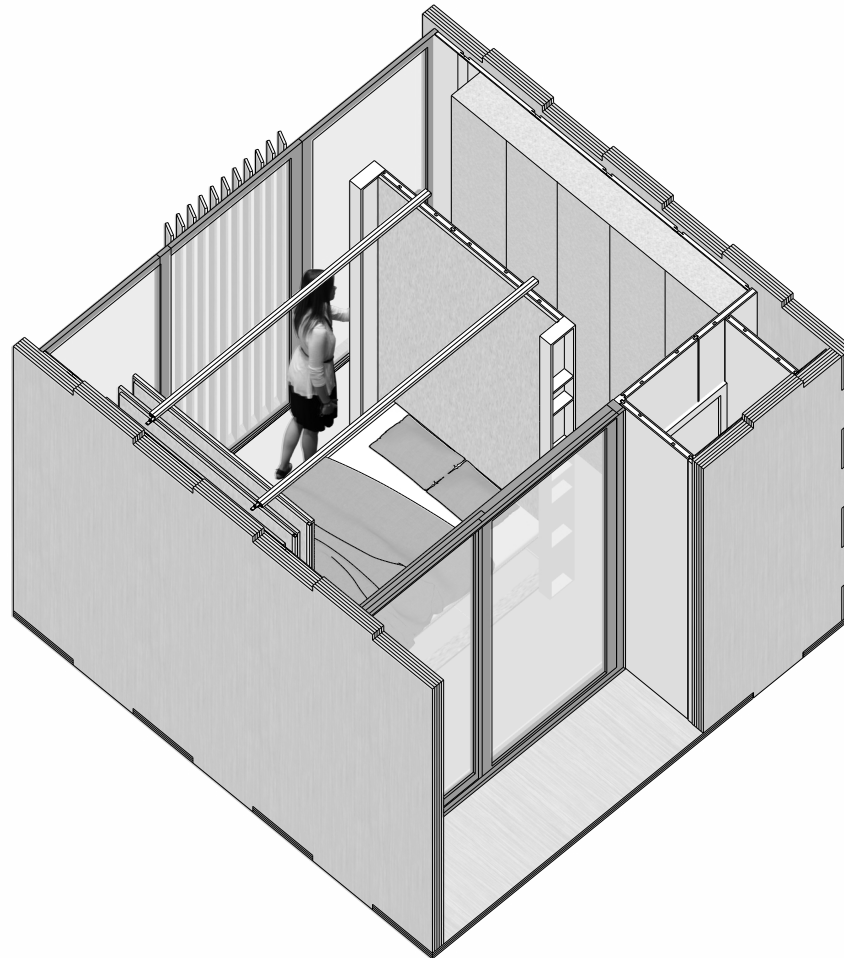


+ bigger balcony  
- less storage space  
- less daylight

References.

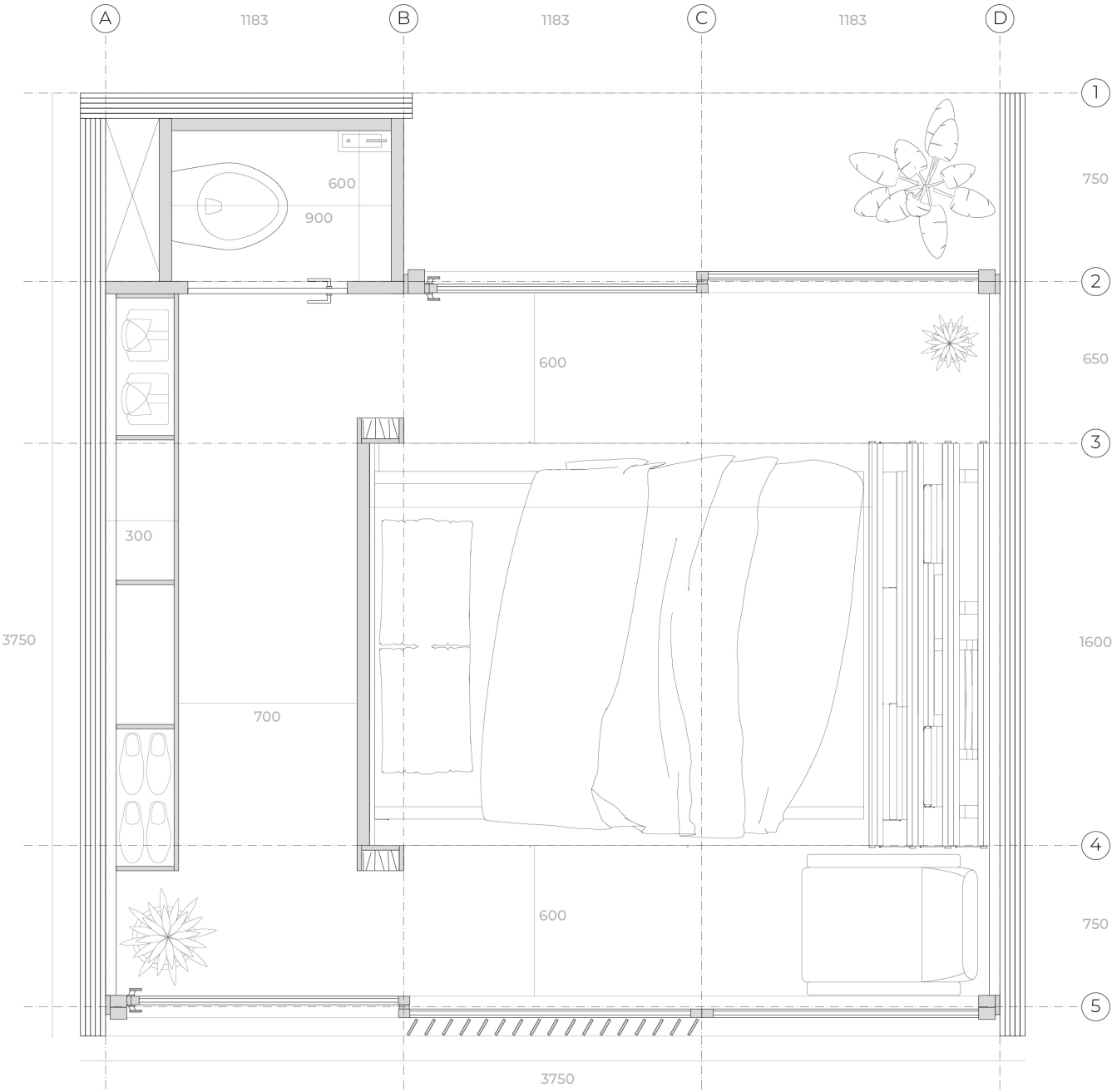
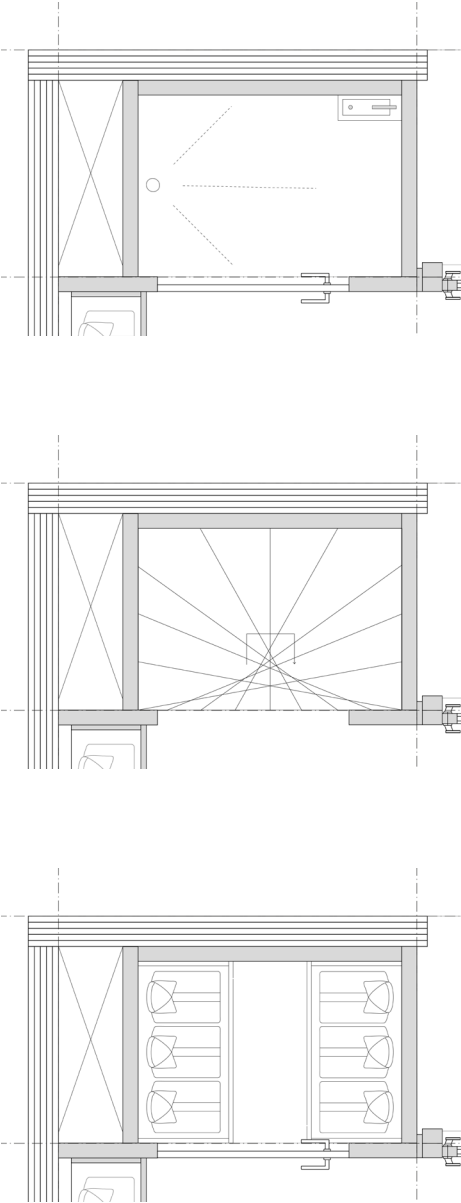


Dwelling.



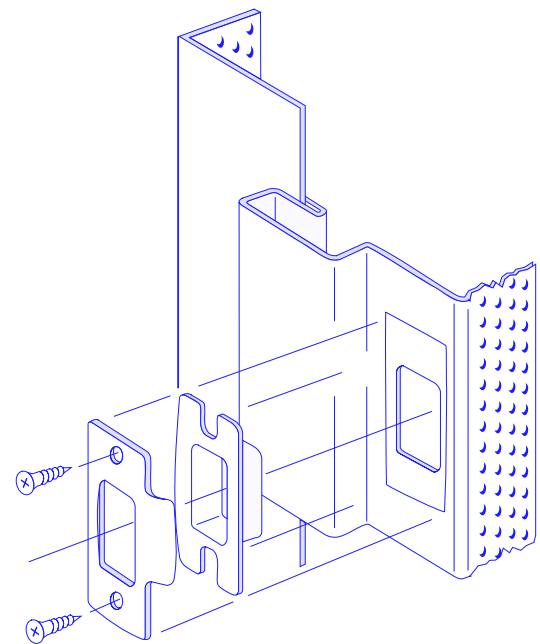
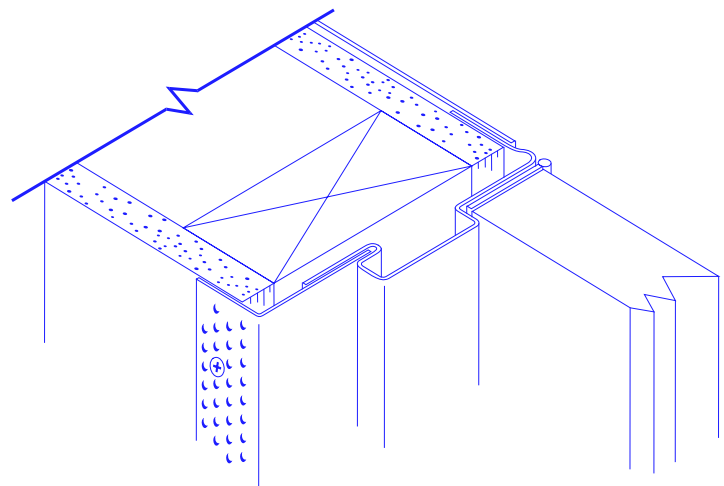
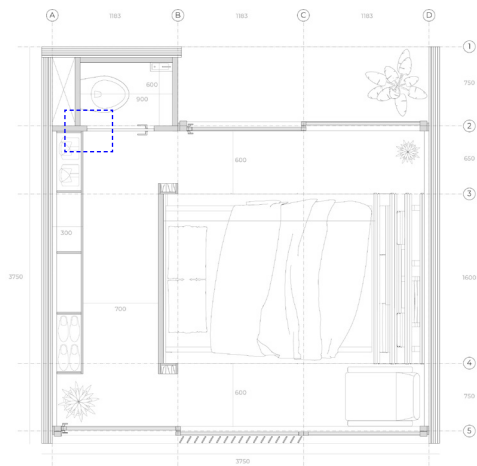


Floor plan.

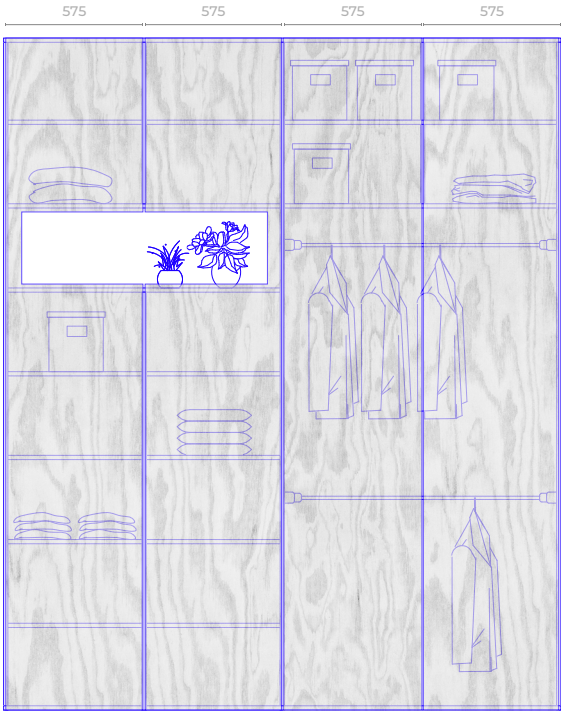
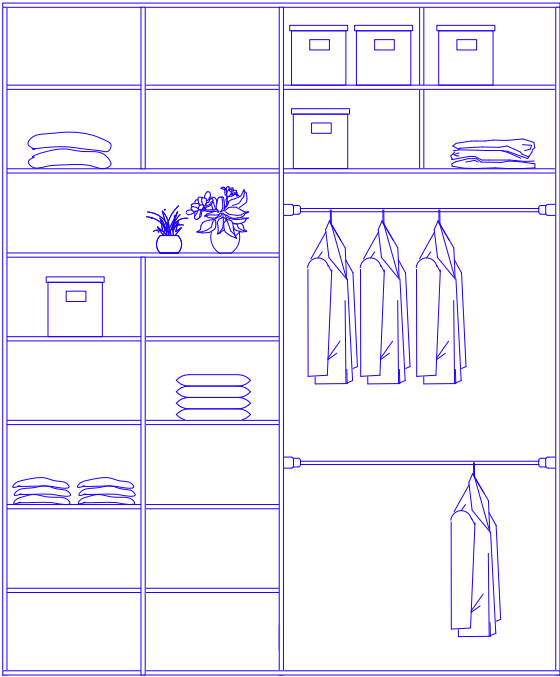
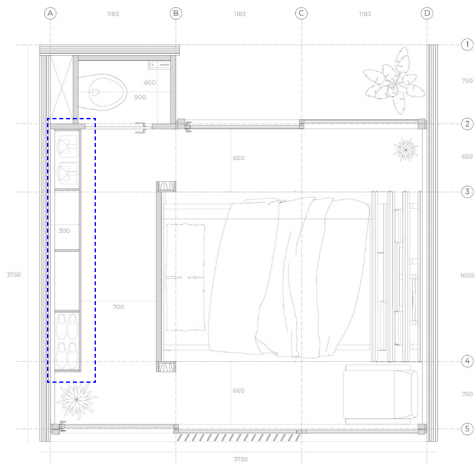




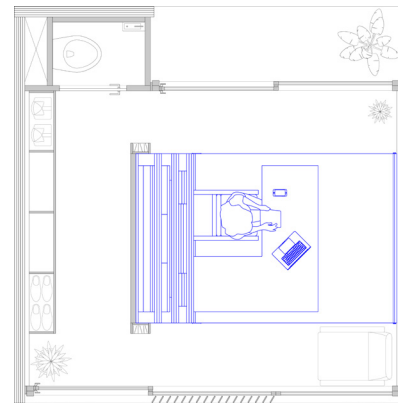
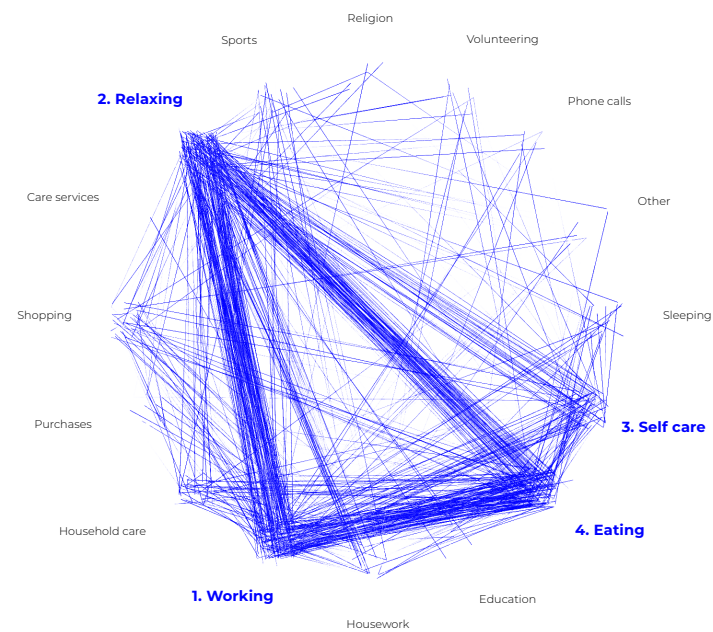
Concealed door frame.



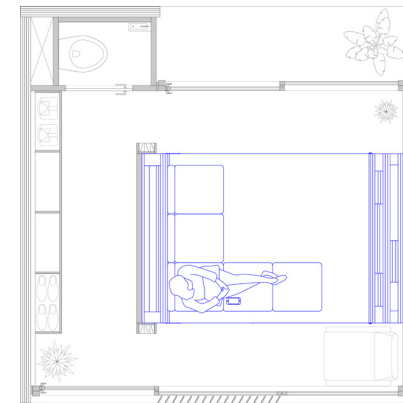
Use of ‘waste’ material.



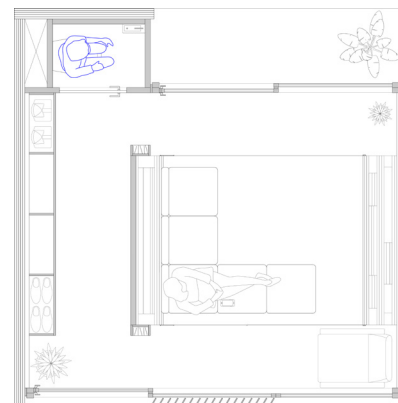
Activity 6-8pm.



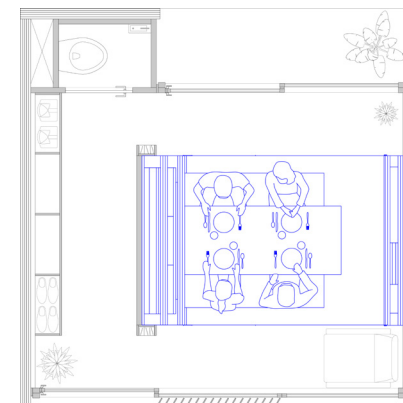
1. Working



2. Relaxing

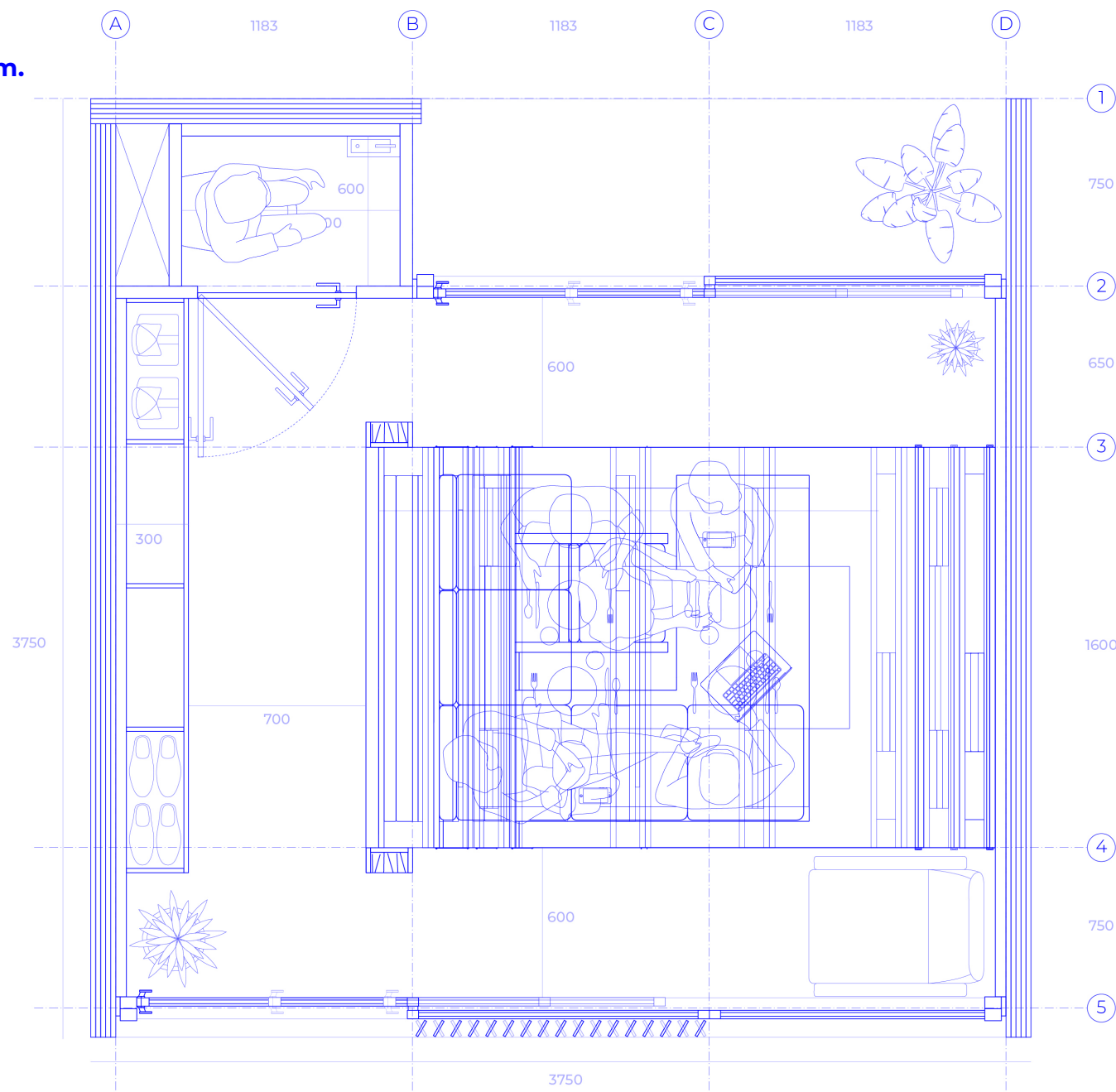


3. Self care

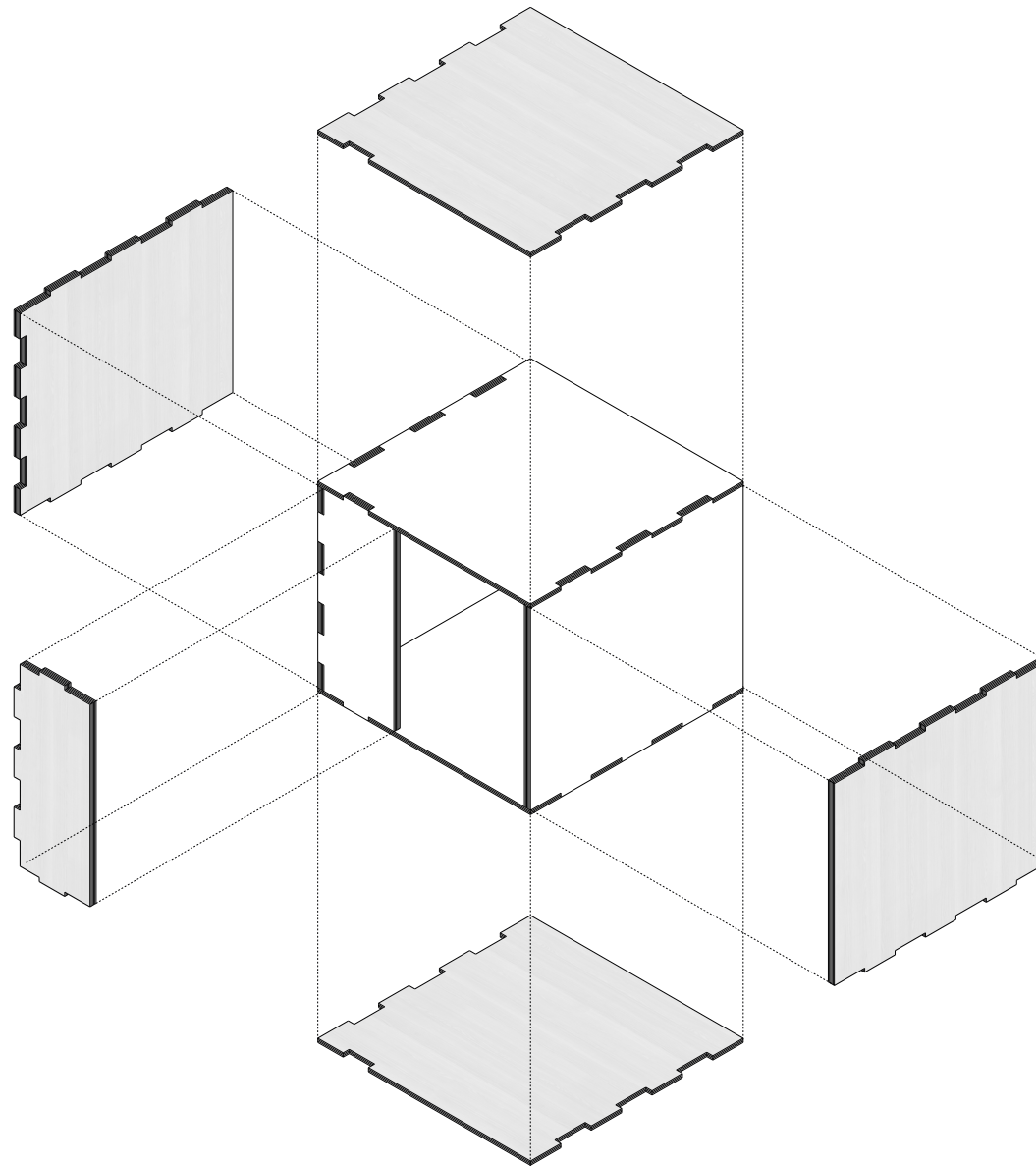


4. Eating

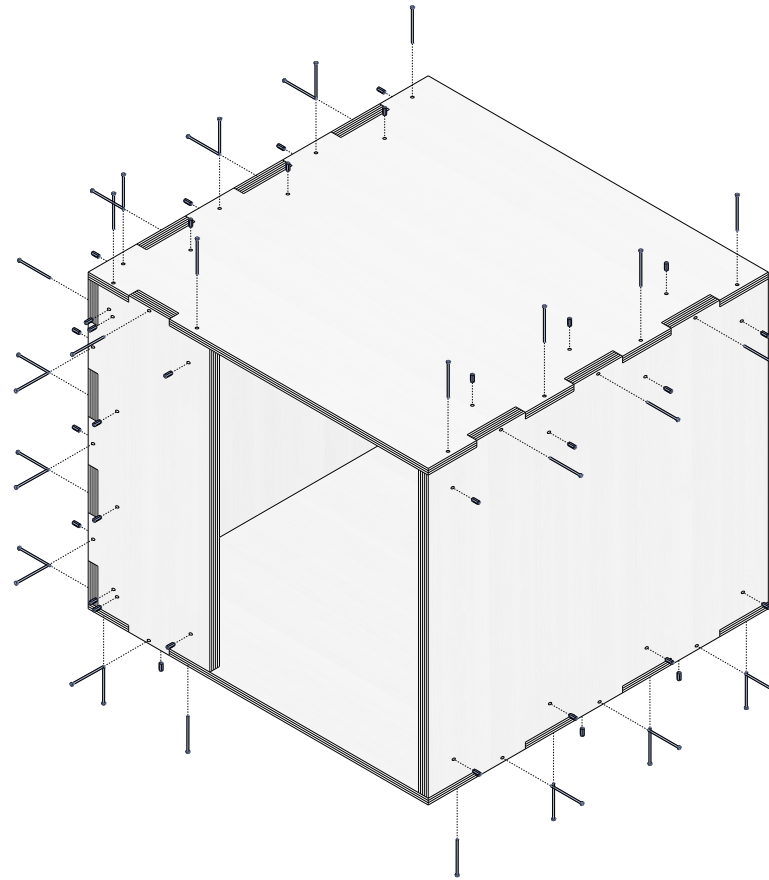
Floor plan 6-8pm.



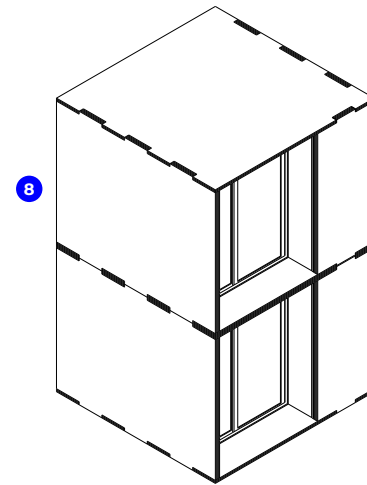
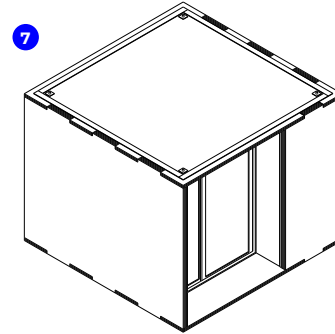
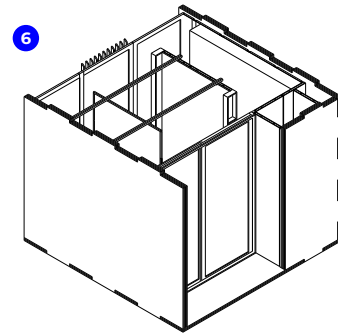
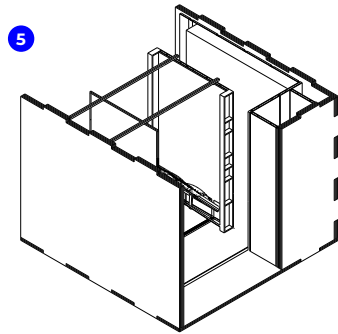
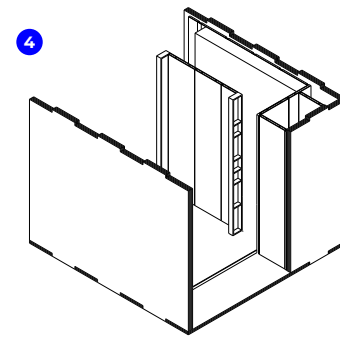
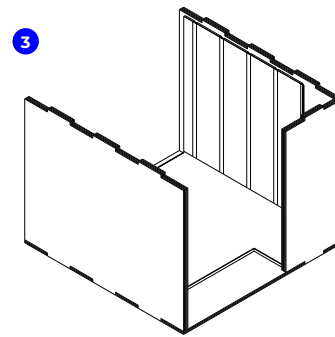
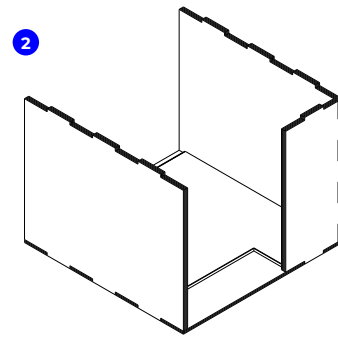
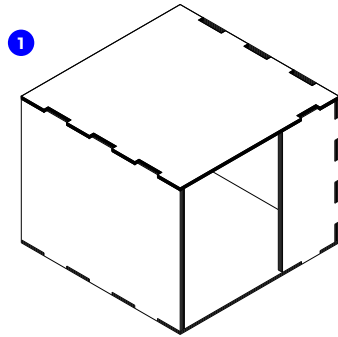
CLT.



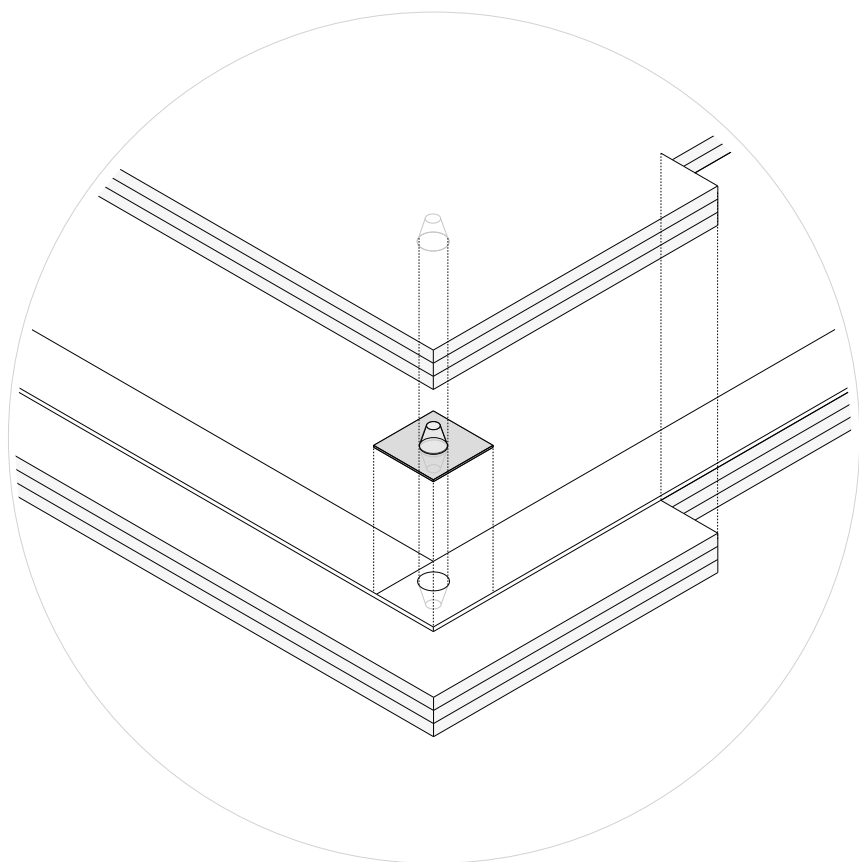
## Bolts & cross nuts.



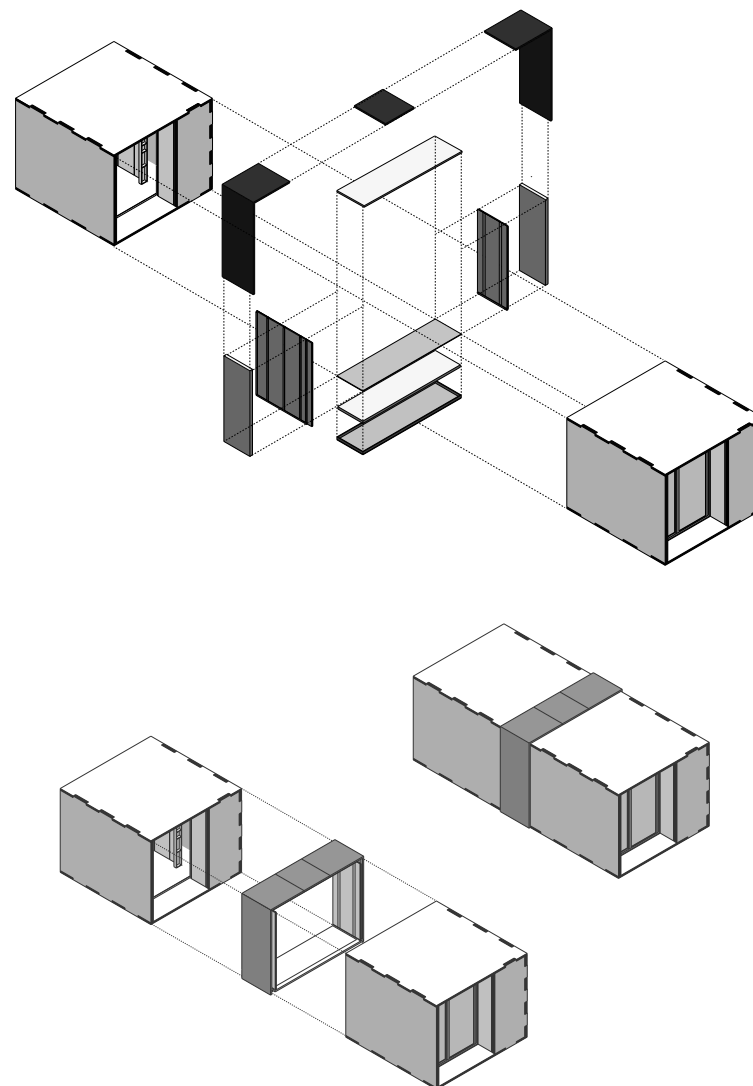
## Assembly.



**Vertical connector.**

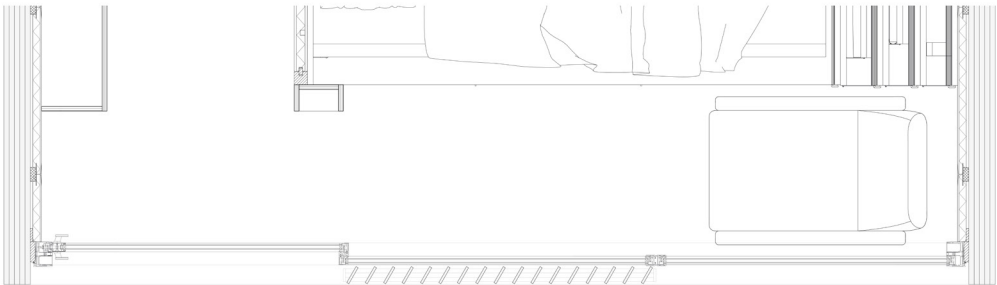
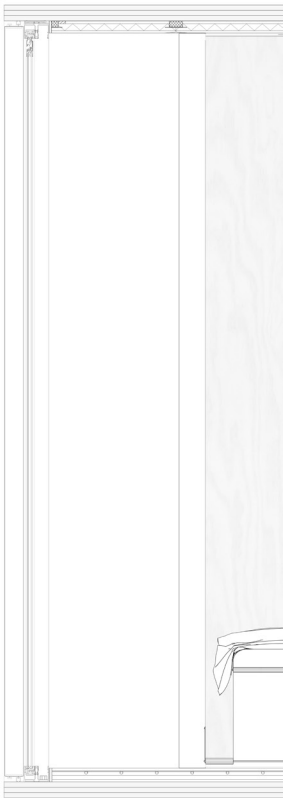
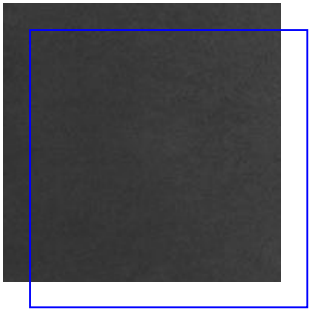
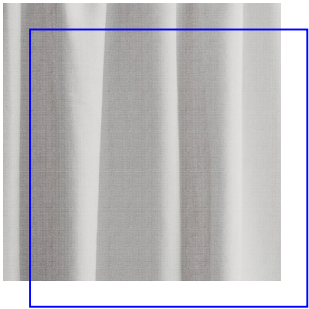
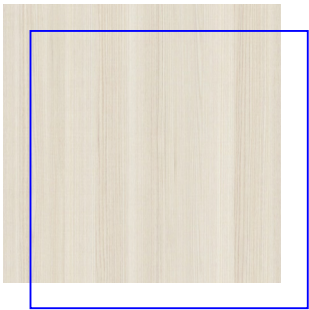


**Horizontal connector.**

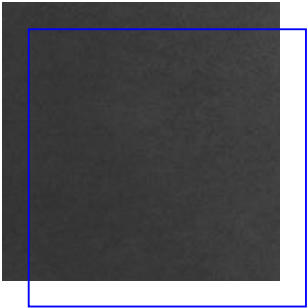
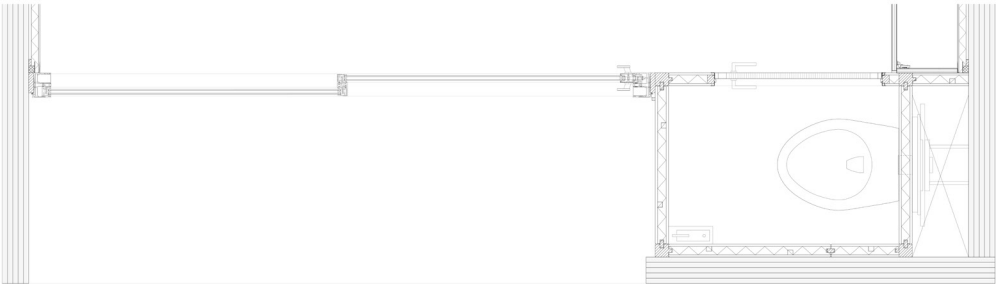
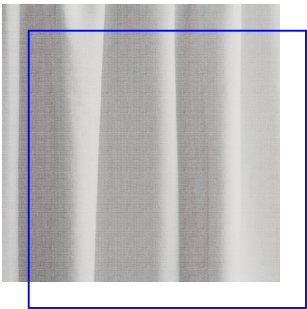
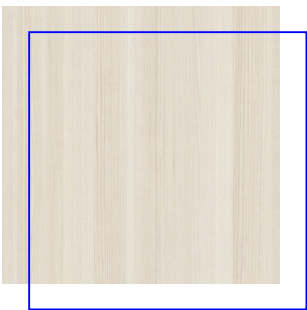
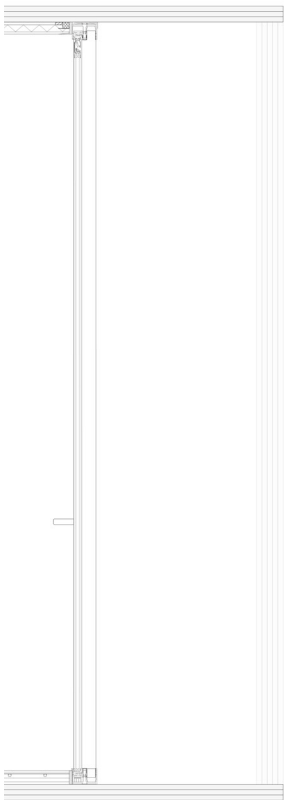




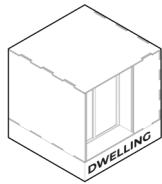
Facade.



Facade.

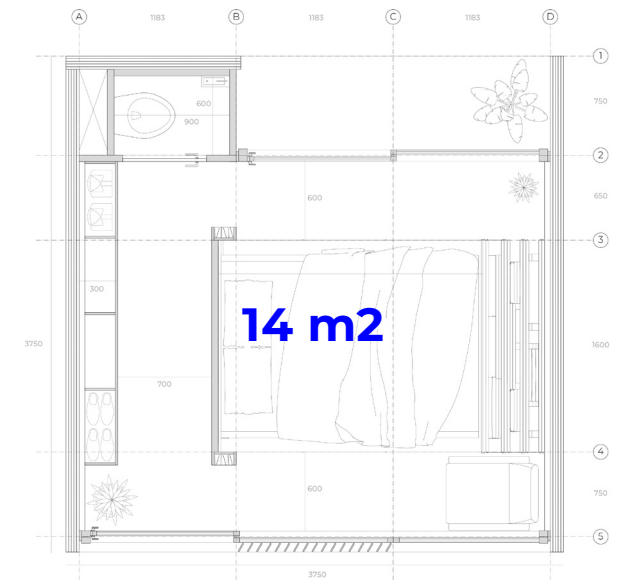
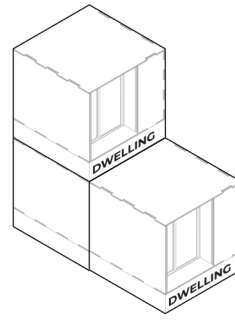
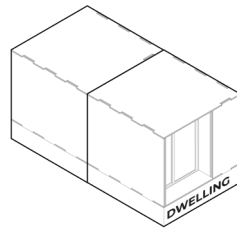
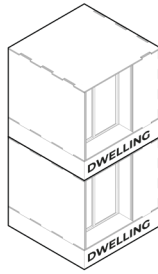


## Conclusion dwelling.



(1-2p) 14 m<sup>2</sup>

-> 100 x 1 element





# Toolkit.

I. dwellings

**II. shared facilities**

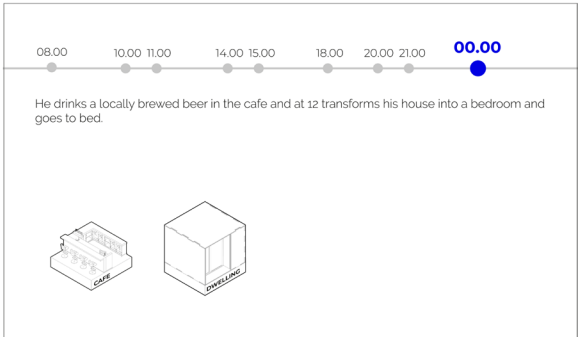
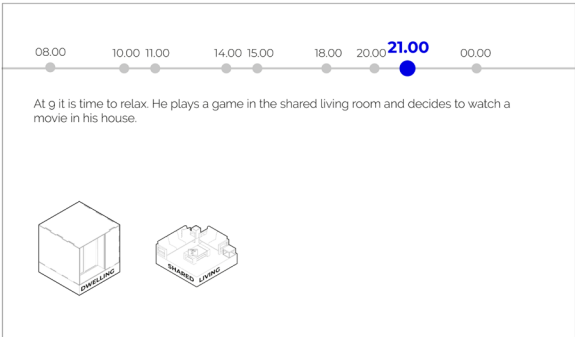
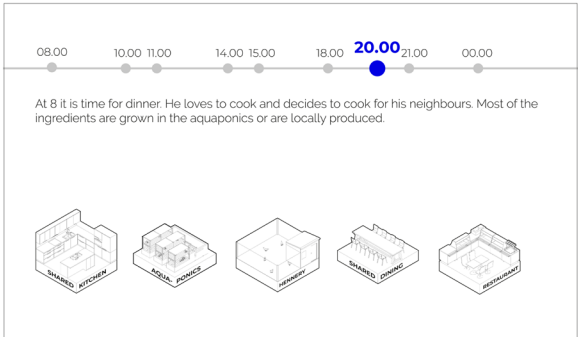
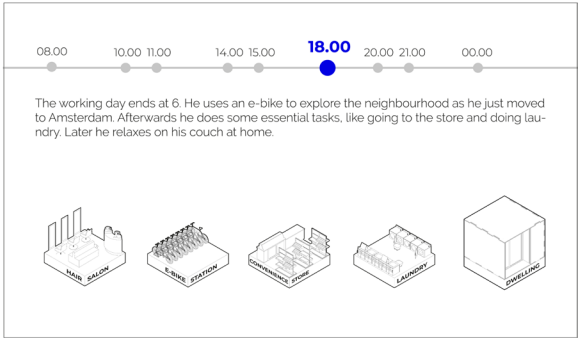
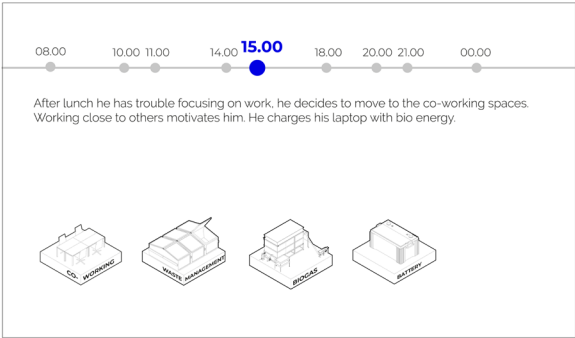
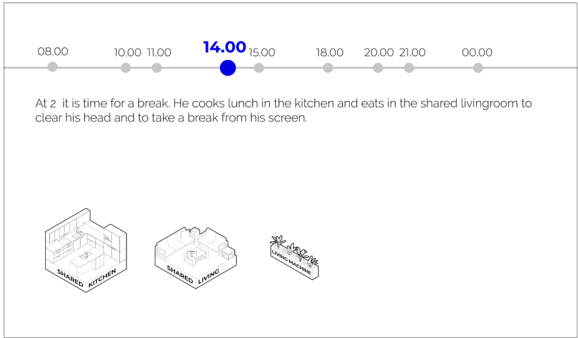
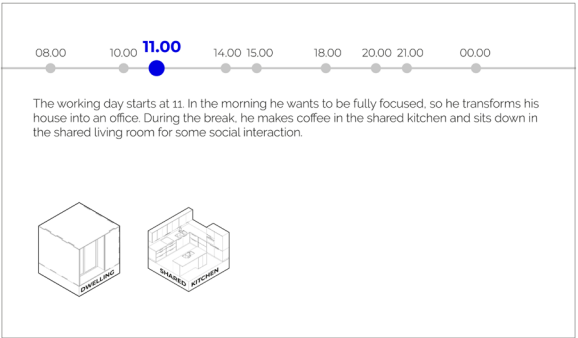
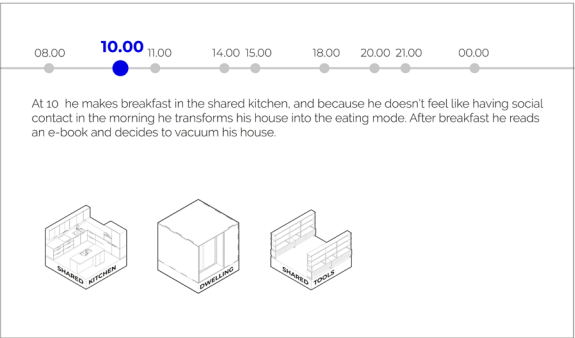
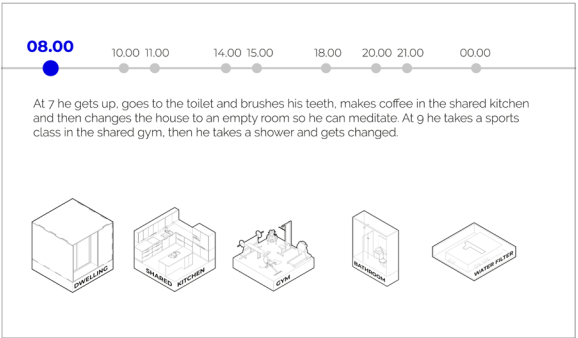
III. self-sufficiency

IV. building

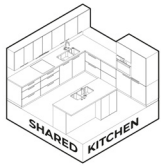
What to share.



Timeline.

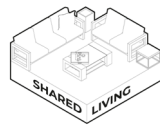


## Conclusion shared facilities.



(25p) 4 x 12 m<sup>2</sup>

-> 4 x 1 element



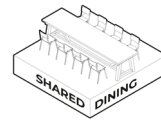
(25p) 4 x 56 m<sup>2</sup>

-> 4 x 4 elements



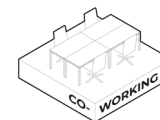
(5p) 20 x 3 m<sup>2</sup>

-> 4 x 5 element



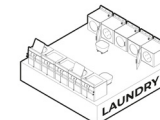
(25p) 4 x 28 m<sup>2</sup>

-> 4 x 2 elements



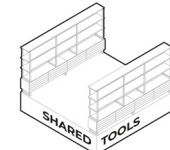
(25p) 4 x 25 m<sup>2</sup>

-> 4 x 2 elements



12 m<sup>2</sup>

-> 1 element



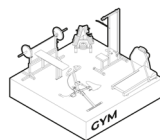
10 m<sup>2</sup>

-> 1 element



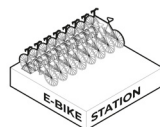
25 m<sup>2</sup>

-> 2 elements



25 m<sup>2</sup>

-> 2 elements



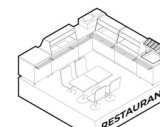
22 m<sup>2</sup>

-> 2 elements



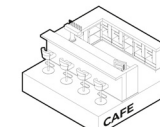
14 m<sup>2</sup>

-> 1 element



26 m<sup>2</sup>

-> 2 elements



16 m<sup>2</sup>

-> 1 element



12 m<sup>2</sup>

-> 1 element

-> 20 x element 3m<sup>2</sup> & 47 x element 14m<sup>2</sup>



Calculations shared facilities.

Shared facilities

- Kitchen
- Livingroom
- Bathroom
- Diningroom
- Laundry
- Tools
- Convenience store
- Sensory garden
- Gym
- Co working
- E-bike station
- Health clinic

source https://www.corby.gov.uk/sites/default/files/Shared%20House%20Housing%20Standards\_1.pdf

KITCHEN

Used by 1-5 persons 7 sqm.  
For more than 5 persons an additional 2.5 sqm per person using kitchen.  
100/4= 25 users/kitchen

-> 14 sqm

Dining

Used by 1-5 persons 11.5 sqm.  
Used by 6-8 persons 14.5sqm.  
Used by 9 – 10 persons 16.5sqm

->

41.25 sqm

Living

Used by 1-5 persons 11.5 sqm. Used by 6 – 8 person 14.5sqm. Used by 9 – 10 persons 16.5sqm.

-> 41.25 sqm

Bathroom

toilet+ shower

1-5 users

1 x bath/shower with hot & cold water supply 1 x WC & WHB for each 4 occupants

6-10 users

6-8 occupants - 2 x bath/shower with hot & cold water supply 2 x WC & WHB with hot and cold water.  
9 – 10 occupants - 3 x bath/shower with hot & cold water supply 3 x WC & WHB with hot and cold water.

Ideally the WC & WHB should be separate from the bath/shower room where possible.

seperate

In addition to the above add 1 x WC & WHB with hot and cold water for 5 occupants.

wash hand basin

For Licensable HMO's 1 wash hand basin to be provided within each letting

conclusion

1 T&S per 5 users

25/5= 5

toilet size

100 ´ 80 = 0,8 m2

shower size

100´80 = 0,8 m2

5´0,8= 4 m2

5´ 0,8= 4 m2

total 8m2

Laundry

https://www.hier.nu/themas/snel-en-makkelijk/zo-vaak-doen-nederlanders-gemiddeld-was

gem 2,9 keer per week de was. Was duurt gemiddeld 2 uur.  
van 8 tot 10 wassen draaien -> 14 uur actief  
14/2 = 7 beurten per dag  
7´7= 49 beurten per machine  
49/2,9= 16,9 gebruikers per machine  
100/16,9= 5,91 wasmachines  
100 gebruikers -> 6 wasmachines  
gelijk aantal drogers: 6

12 machines -> 3,5 x 3,5 minimaal

Tools

vacuum cleaner, broom, drill, zaag, gereedskapskist, dweil etc

Convenience store

reference: amazon go stores (300 square feet)  
-> 20 tot 30 m2

https://www.brianbohlke.com/single-post/2018/11/27/The-Amazon-Effect-Amazon-Go-Stores-and-The-Future-of-Retail  
https://www.theverge.com/2018/12/12/18138353/amazon-go-store-small-format-seattle-launch

Gym

vuistregel: 20% goes to gym  
100´0,2= 20 mensen  
average gym user works out 3 times a week -> 20´3= 60 workouts per week  
60/7= 8,57 workouts per day  
6 effectieve uren om gym te gebruiken (6-8, 11-1, 5-7) 8,57/6= 1,43 users per hour  
conclusie: 1 apparaat per soort is genoeg .

apparaten

24 m2

https://fitness-eq.com/how-much-floor-space-is-needed-for-a-home-gym/

https://nl.pinterest.com/pin/24136547972856105/

https://nl.pinterest.com/pin/549228117059382200/

interior

interior

Co working

https://www.entrepreneur.com/article/347781

stel 100% moet een plekje kunnen hebben  
100´100= 100 mensen  
per community -> 25 mensen per groep

tafel 8 mensen: 250 x 90 cm

-> dit 3x voor 25 gebruikers

tafel ruimte totaal: 270 breed

totaal: 3´(2,5´2,7)=

20 sqm

E-bike station

3 inhabitants per bike -> 100/3 = 33 bikes minimum  
0,35 m tussen fiesten in breedte  
1,85 m in lengte (ind fiets)

storage

https://www.fietsenrekkenhandel.nl/fietsenrek-super-4-fietsen.html

33´0,35= 11,6 meter aan opslag  
dubbellaags -> 5,8 meter aan opslag

totaal 1,85´2 (look looppad)´5,8= 21,46 m2

Health clinic

norm: 2095 gebruikers per huisarts  
1 arts is voldoende

https://www.lhv.nl/uw-beroep/over-de-huisarts/kerncijfers-huisartsenzorg?temp-no-mobile=1

https://www.lhv.nl/actueel/tijdschriften/artikel/hoe-ziet-uw-ideale-sprekkamer-eruit

sprekkamer ong 14 m2



# Toolkit.

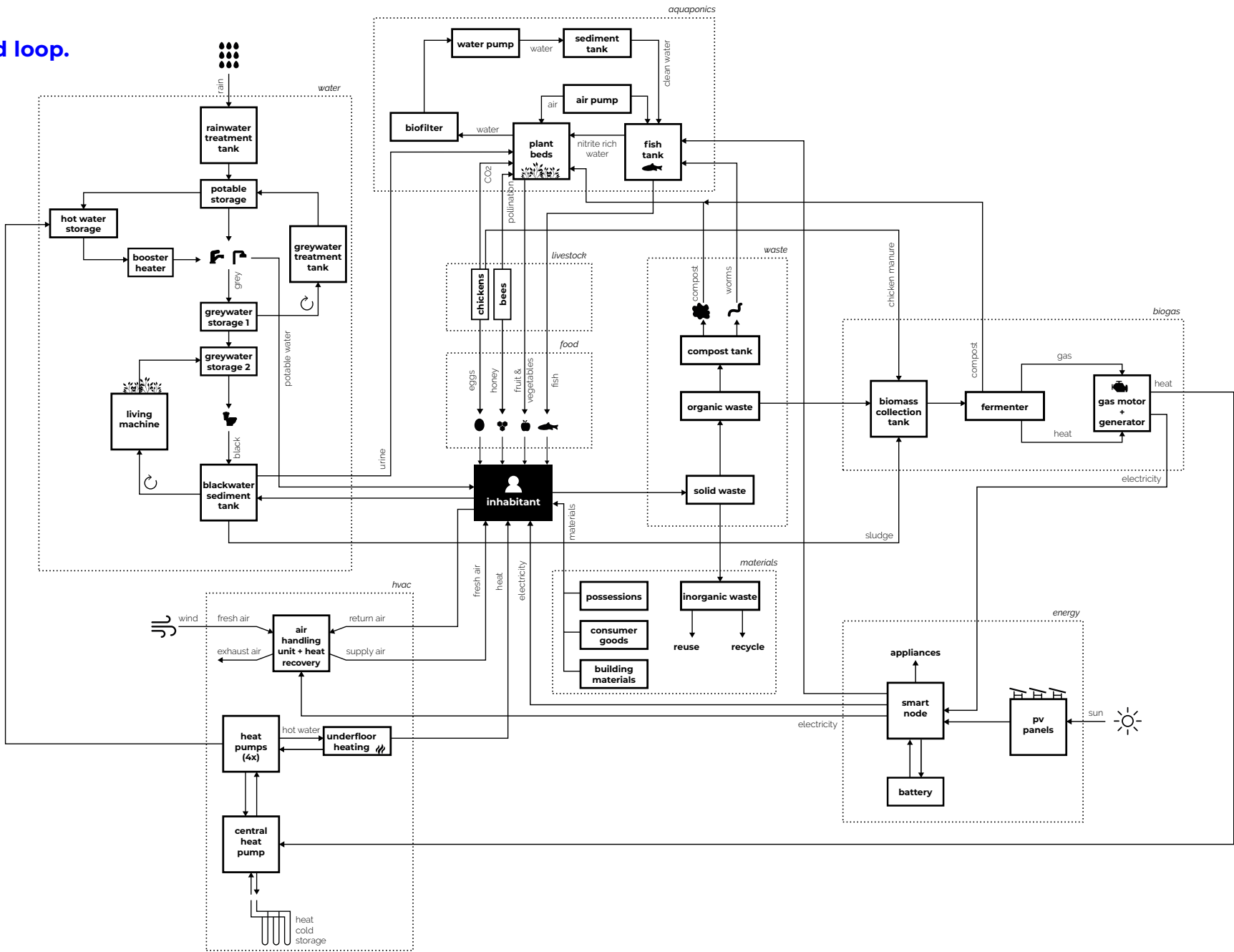
I. dwellings

II. shared facilities

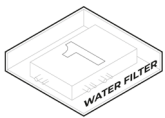
**III. self-sufficiency**

IV. building

Closed loop.



Conclusion self-sufficiency.



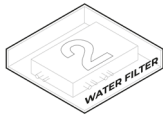
12 m2

-> 4 x 1 element



(25p) 4 x 18,75 m3

-> 4 x 5 elements



12 m2

-> 4 x 1 element



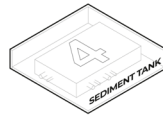
(25p) 4 x 18,75 m3

-> 4 x 5 elements



(25p) 4 x 18,75 m3

-> 4 x 5 elements



12 m2

-> 4 x 1 element



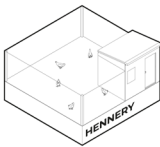
(25p) 4 x 18,75 m3

-> 4 x 5 elements



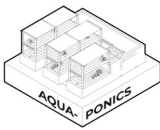
(3p) 57,7 m2

-> 33 x 1/7 element



10 m2

-> 2 elements



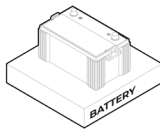
365 m2

-> 26 elements



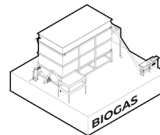
14 m2

-> 1 element



10 m2

-> 1 elements



14 m2

-> 1 element

-> 33 x element 2m2 + 127 x element 14m2

Calculations self-sufficiency

FOOD

AQUAPONICS

Source	<a href="https://versestad.nl/2016/10/vertical-farming/">https://versestad.nl/2016/10/vertical-farming/</a>			
greenhouse	1300 m2	->	50.000 kg/y	
fish	370 m2	->	20.000 kg/y	
<u>fruit &amp; vegetables p/y</u>	150 kg	->	total 15.000 kg/y	
m2 needed: 15.000/50.000= 0,3		->	<b>0,3*1300 = 390 m2</b>	
<u>fish p/y</u>	20 kg/y	->	total 2000 kg/y	
m2 needed: 2000/20.000= 0,1		->	<b>0,1*370 = 37 m2</b>	

BEEES

Source	<a href="https://www.bijenhouders.nl/files/downloads_winkel/05%20Bijenfolder%20Bestuiving%20090630.pdf">https://www.bijenhouders.nl/files/downloads_winkel/05%20Bijenfolder%20Bestuiving%20090630.pdf</a>			
<u>pollination</u>	2500 m2	->	1 family	(traditional farming)
vertical farming: 10% of traditional m2		->	250 m2 -> 1 family	
m2 farming: 390 m2		->	<b>1,58 bee colony</b>	

Source	<a href="http://www.imkeropleidingensalland.nl/imker-woorden/bijen-weetjes/">http://www.imkeropleidingensalland.nl/imker-woorden/bijen-weetjes/</a> <a href="https://toverleven.cultu.be/oogsten-honing-roven">https://toverleven.cultu.be/oogsten-honing-roven</a>		
<u>honey</u>			
1 family	->	30 kg/year	
30*156= 468 kg/year			
100 persons	->	0,468 kg/person/year	
benodigd: 2 kg/year/ persoon (10 l = 14 kg)			15 g is 1 'serving'

HENNERY

Source	<a href="https://www.voedingscentrum.nl/nl/service/vraag-en-antwoord/gezonde-voeding-en-voedingsstoffen/hoeveel-eieren-mag-ik-per-week-eten.aspx">https://www.voedingscentrum.nl/nl/service/vraag-en-antwoord/gezonde-voeding-en-voedingsstoffen/hoeveel-eieren-mag-ik-per-week-eten.aspx</a> <a href="https://www.adopteereenkip.nl/hoeveel-eieren-legt-een-kip-2">https://www.adopteereenkip.nl/hoeveel-eieren-legt-een-kip-2</a> <a href="https://www.grootplezier.nl/blog/hoeveel-eieren-legt-een-kip/">https://www.grootplezier.nl/blog/hoeveel-eieren-legt-een-kip/</a>		
required	130 eggs/p/y	total	1300 eggs/year
chicken lays 5 eggs/week		->	<b>5*52=260 eggs -&gt; 1300/260 = 5 chickens</b>
reference	<a href="https://www.omlet.nl/guide/kippen/kan_ik_kippen_houden/hoeveel_ruimte_heb_ik_nodig/">https://www.omlet.nl/guide/kippen/kan_ik_kippen_houden/hoeveel_ruimte_heb_ik_nodig/</a>		
1 m2/ chicken	->	<b>1*5 = 5m2</b>	

AQUAPONICS

	<a href="https://www.pc.gov.au/inquiries/completed/water-study/submissions/sub046/sub046.pdf">https://www.pc.gov.au/inquiries/completed/water-study/submissions/sub046/sub046.pdf</a>		
1000 kg fish	->	22.000 l water	
7000 kg groente			
needed for 100 pers:			
2000 kg fish			
15.000 kg groente	->	<b>22/7*15= 47.000 l water needed</b>	
		closed water loop	

BIOGAS

Source	<a href="https://www.renegeron-biogas.com/en/biogas-calculator/">https://www.renegeron-biogas.com/en/biogas-calculator/</a>
--------	---

<b>100.000 kg chicken</b>	totaal	1.000.000 kg	10.000 geeft
900.000 kg biowaste			

results in:		
202 920 kWh elek per year		2029,2
23,16 kW CHP power		0,2316

<b>heat: 240 300 kWh thermal per year</b>		
27,43 kW gross thermal power		2403
		0,2743

organic fertilizer 980 tons per year		9.800
compost: 400 tonnes per year		4.000

Design

organic waste	12.600 kg	
sludge	15.000 kg	
chicken manure	60 kg	
	27.660 kg totaal	
		Bovenstaand x 27,66

uitkomst:	<b>56127,672 kWh per jaar</b>
	6,406056 chp power

<b>66466,98 kwh heat</b>	
7,587138 thermal power	

271068 fertilizer	
110640 ompost	

20 l = 4 kg
27660 l
5532 l







# Toolkit.

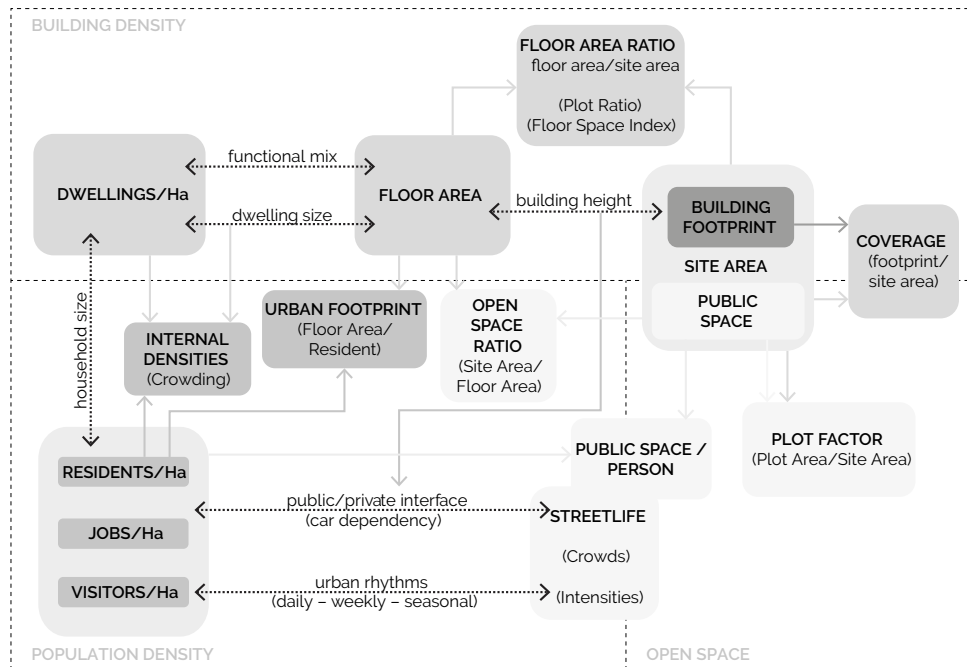
I. dwellings

II. shared facilities

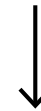
III. self-sufficiency

**IV. building**

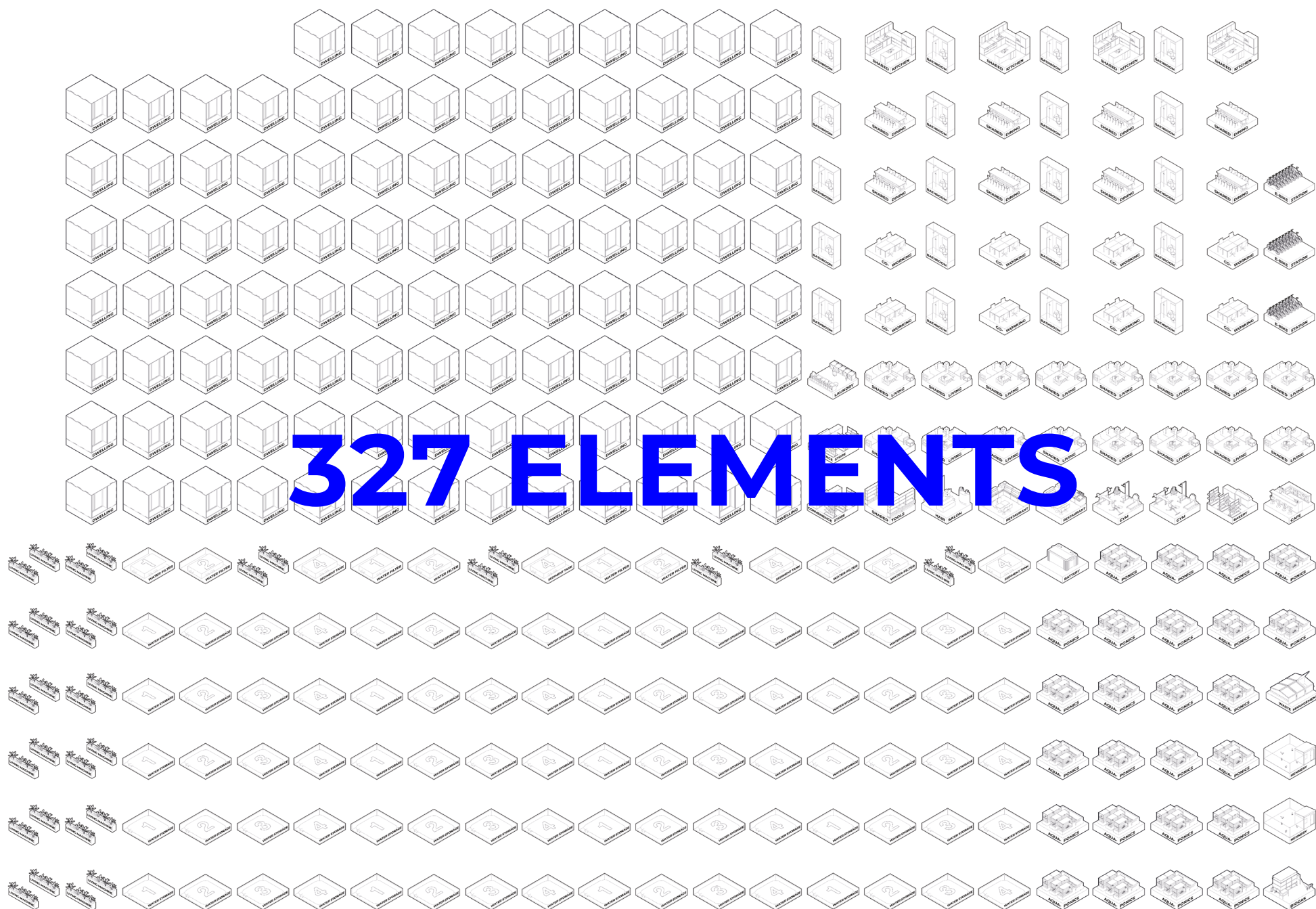
## Vacant building.



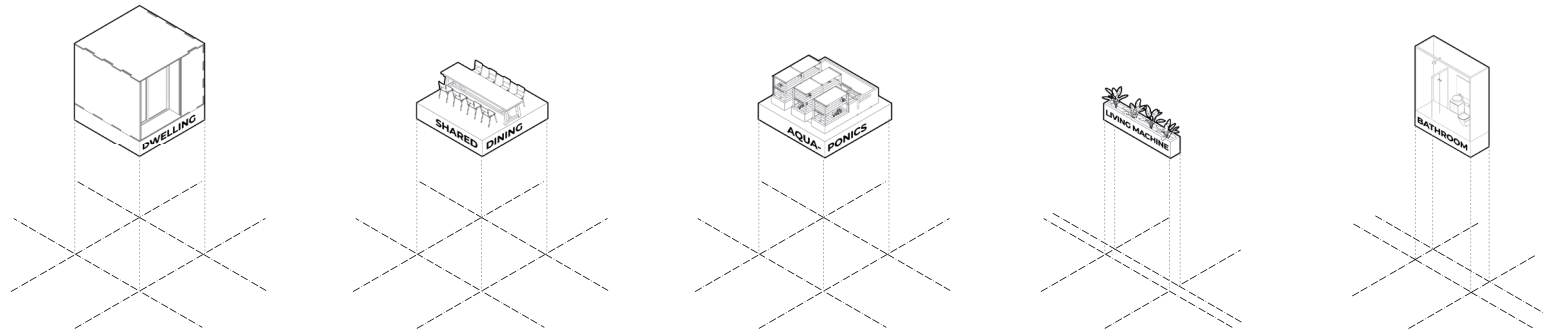
maximize density  
of a city



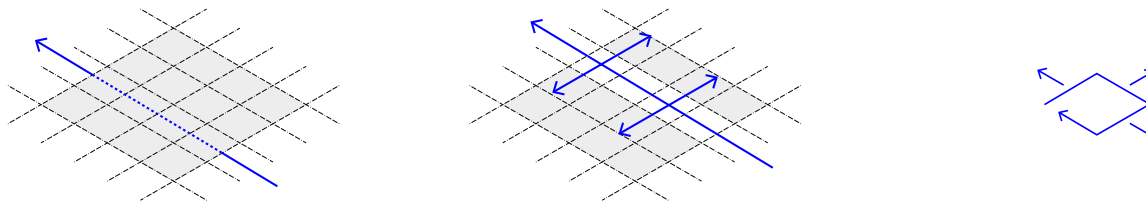
implementation in  
**existing** floor area



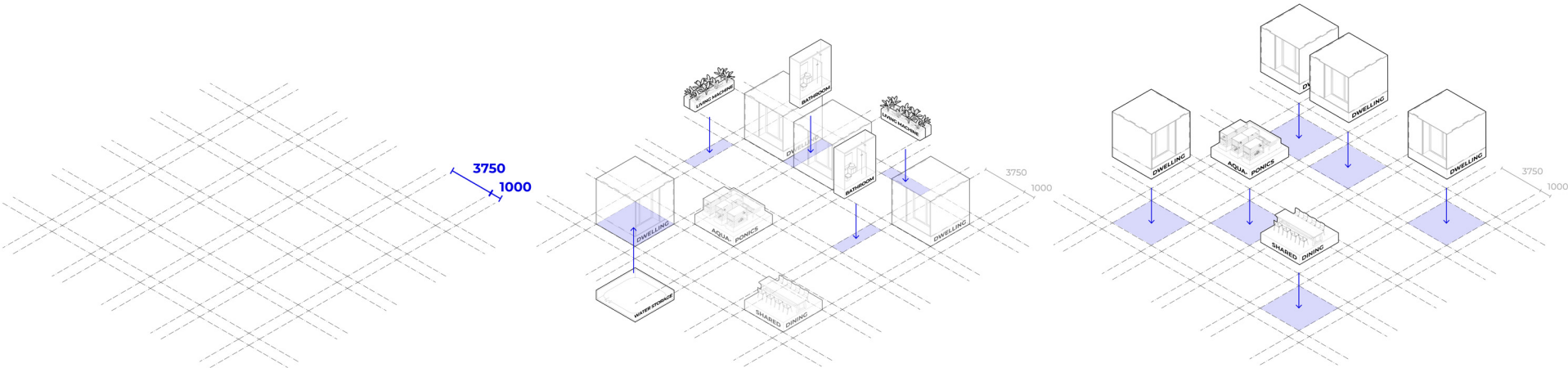
## Grid.



## Accessibility.



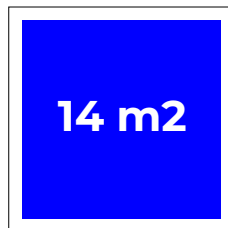
Most efficient grid.



## Conclusion building.

Dwellings: **100** elements + Shared facilities: **30** elements + Self-sufficiency: **47** elements = **177** elements

**18 m<sup>2</sup>**



100 users -> 177 units

$177 \times 18 = \text{min } \mathbf{3186 \text{ m}^2}$ \*

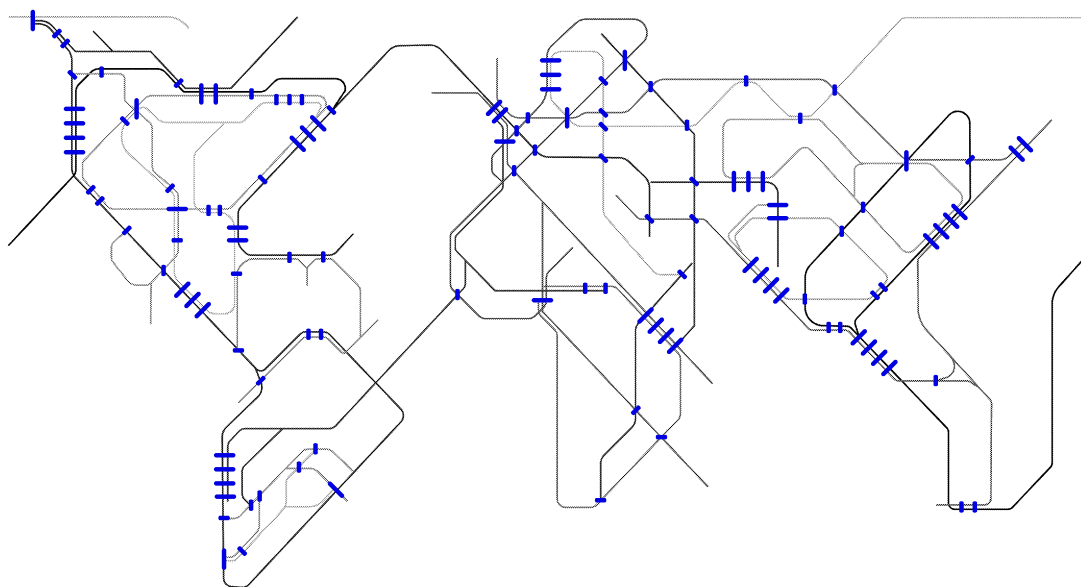
\*if #floors = 1



**ARCHITECTURE.**



**toolbox**



## Timeline.

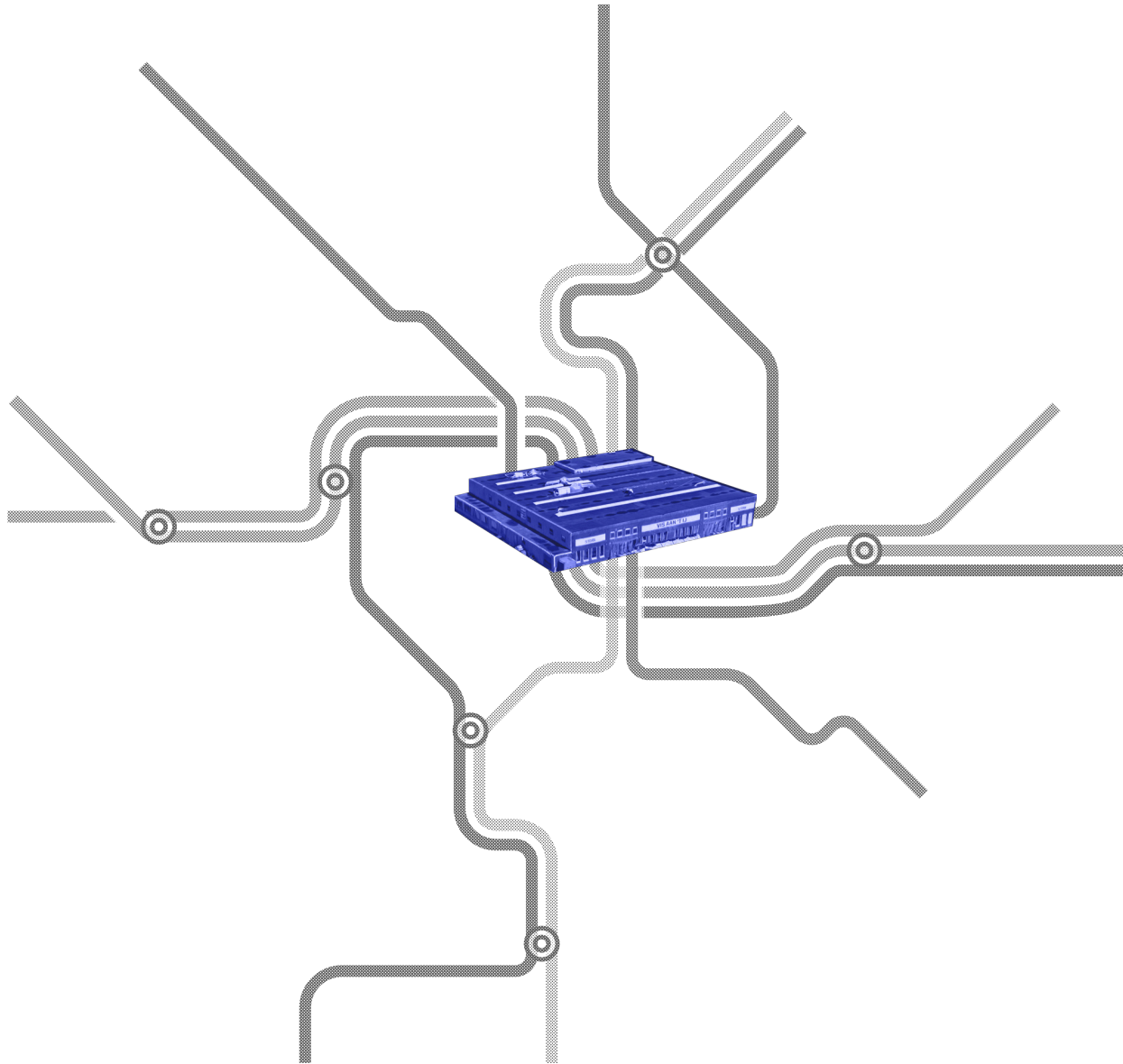
**I. initiative**

II. development

III. pilot

IV. reflection & expansion

Selection site.



## Site.

Kromhouthal Cluster 1, Gedempt Hamerkanaal 231, 1021 KP Amsterdam

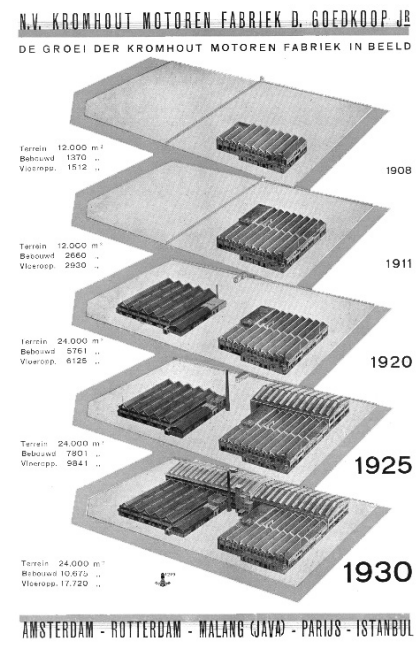
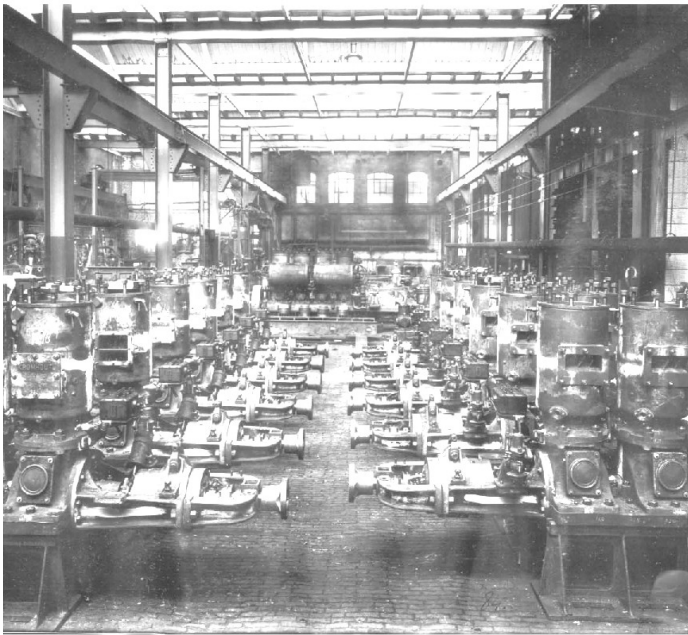


<https://www.loopnet.com/Listing/Cook-Street-Properties/17165250/>



Source: Google Earth

Historical value.





Advertising.





## Timeline.

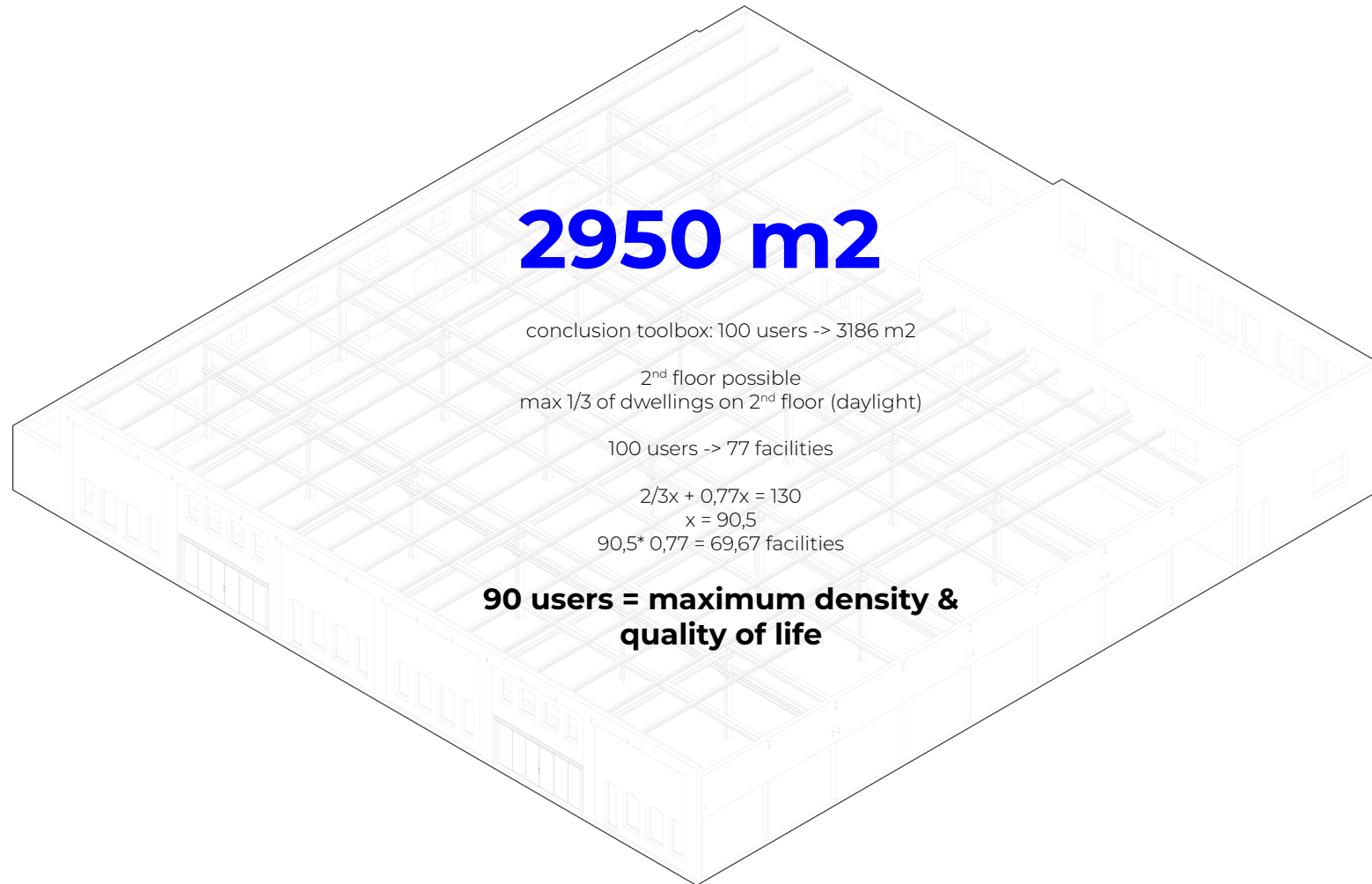
I. initiative

**II. development**

III. pilot

IV. reflection & expansion

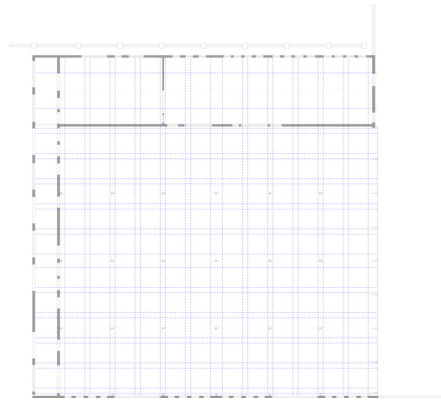
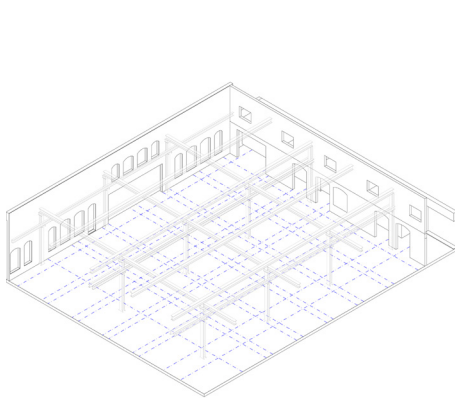
Maximum density.



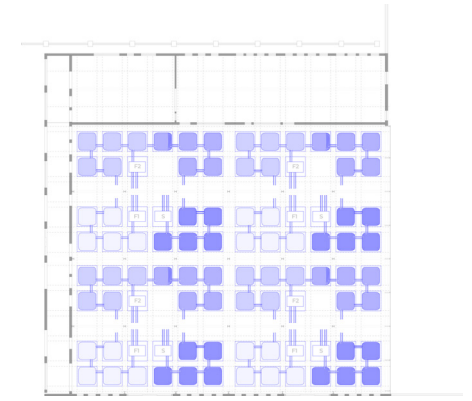
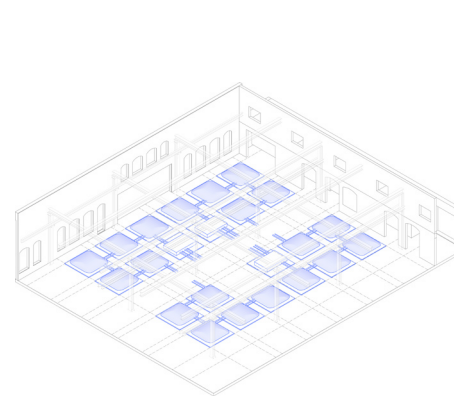


## Implementation toolkit.

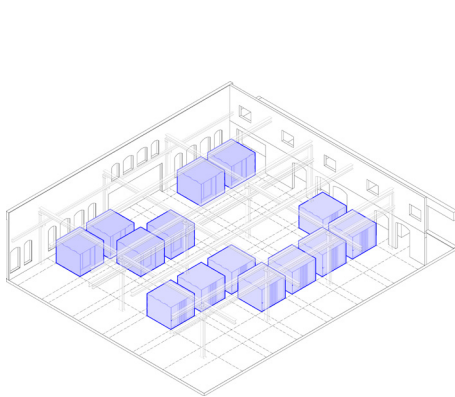
Grid



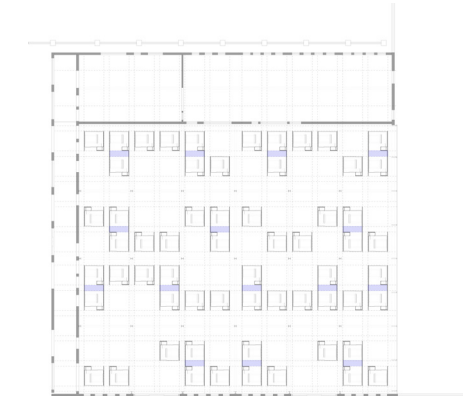
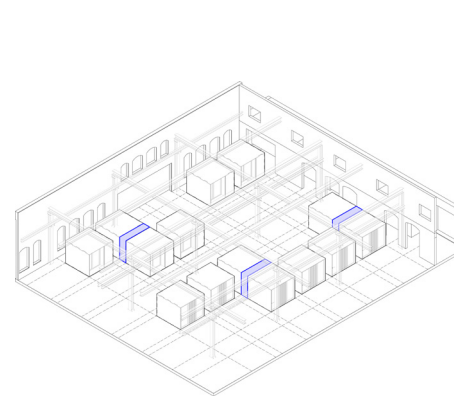
## Water storage



## Dwellings



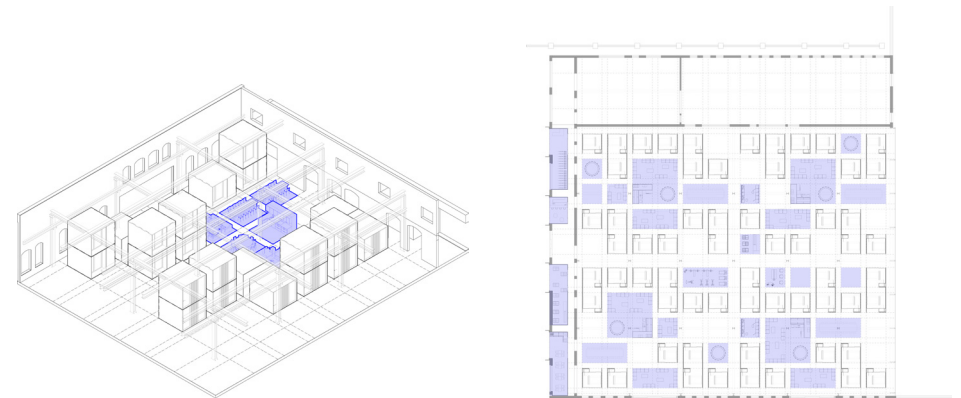
## Connecting elements



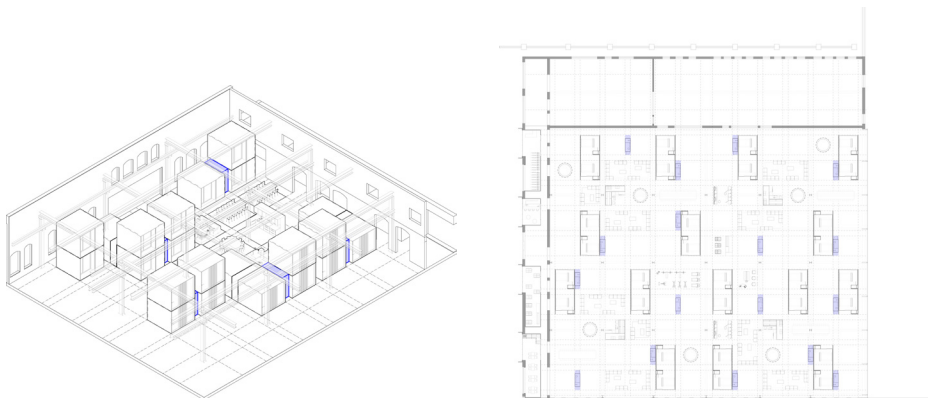
Stacked dwellings



Shared facilities



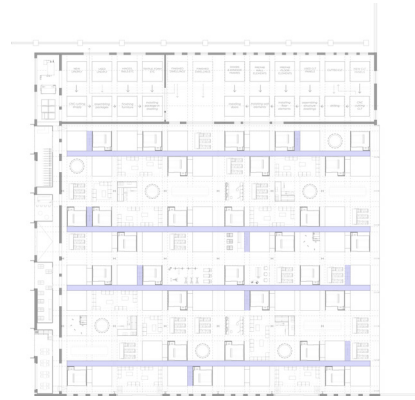
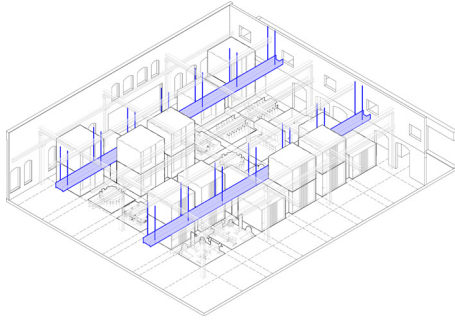
Bathrooms



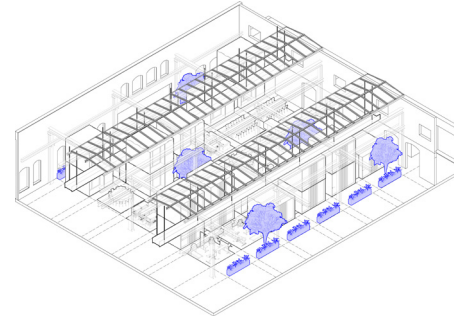
Elements self-sufficiency



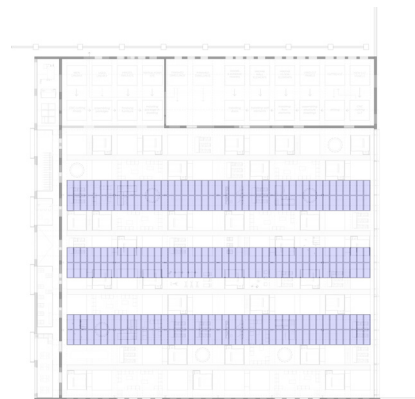
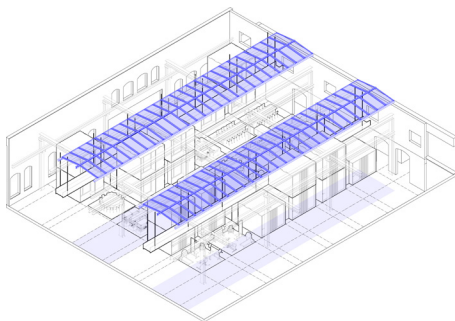
Bridges



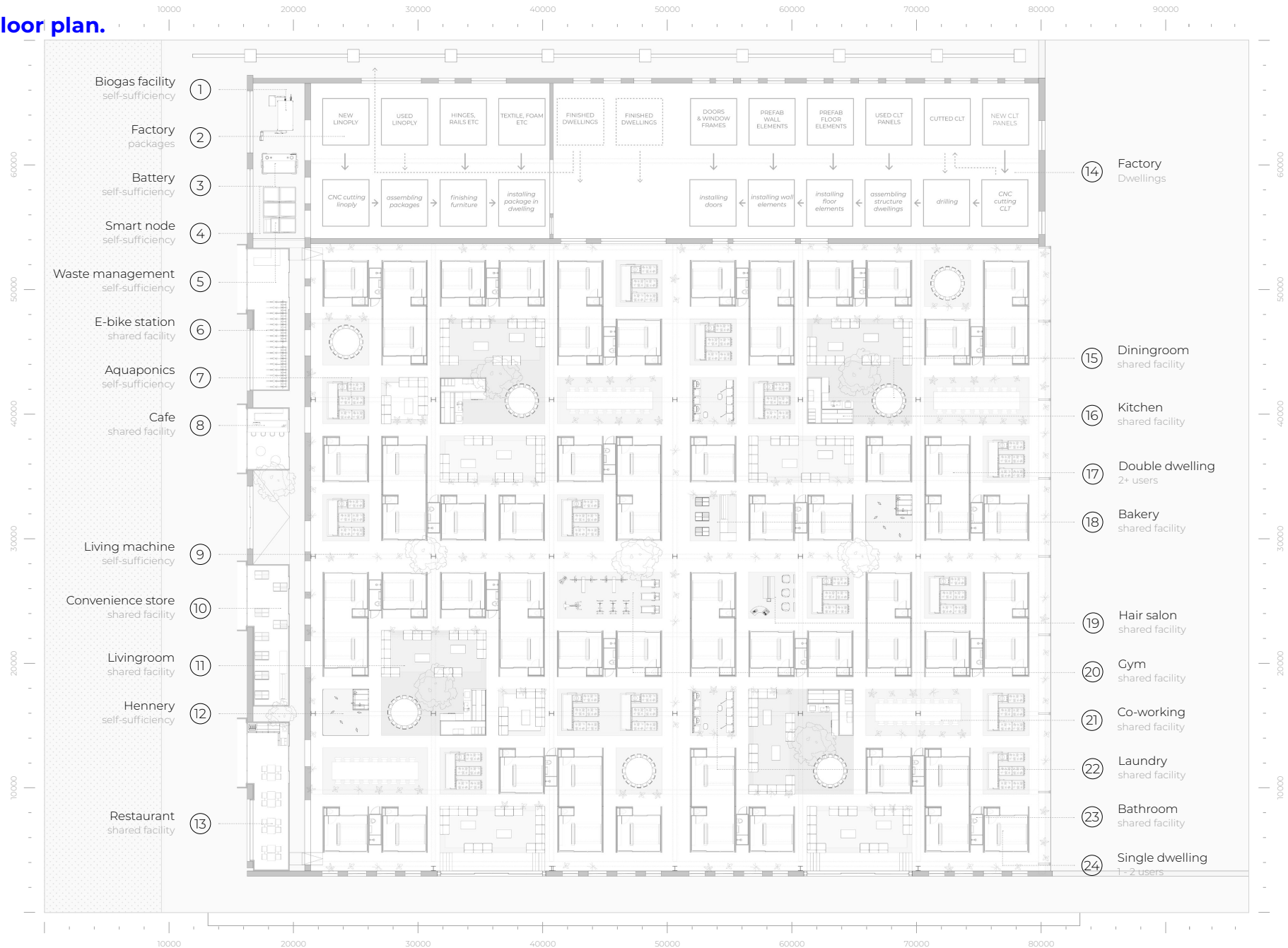
Living machine



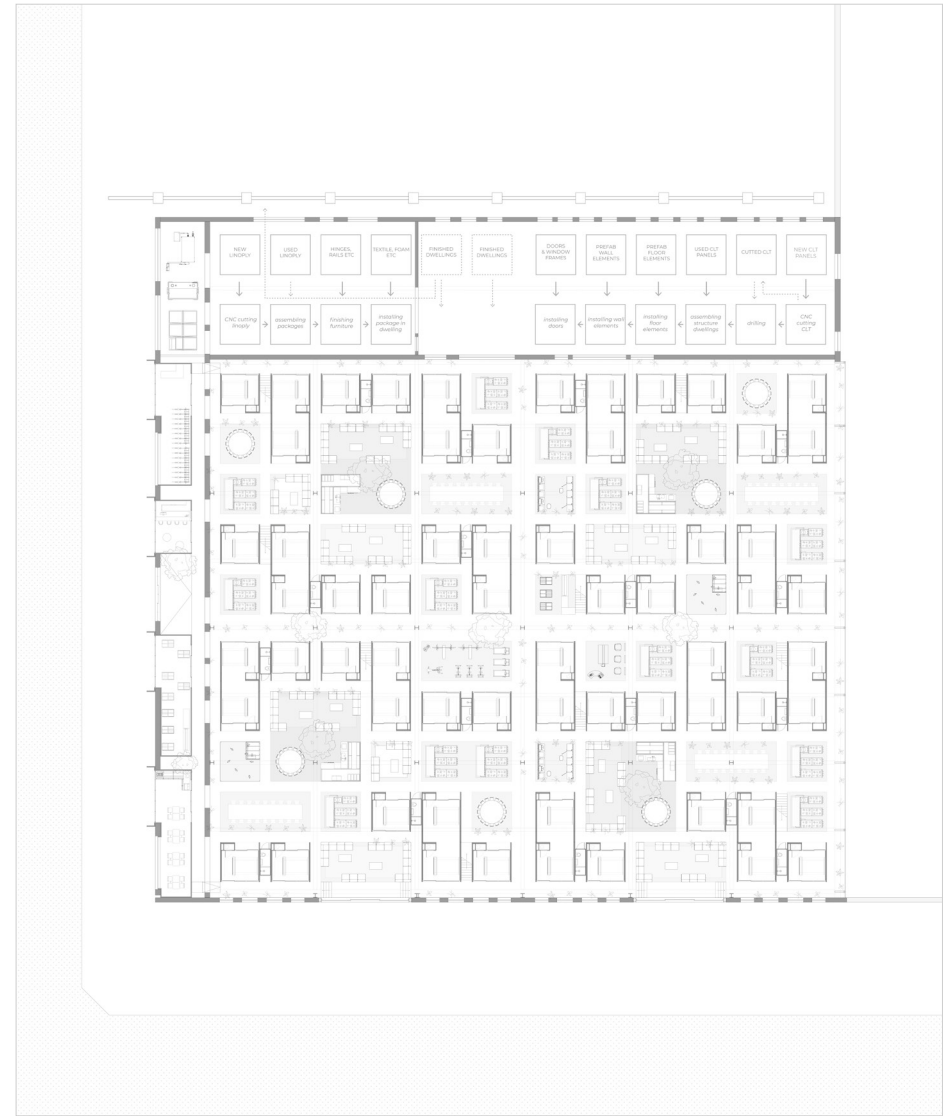
Atriums



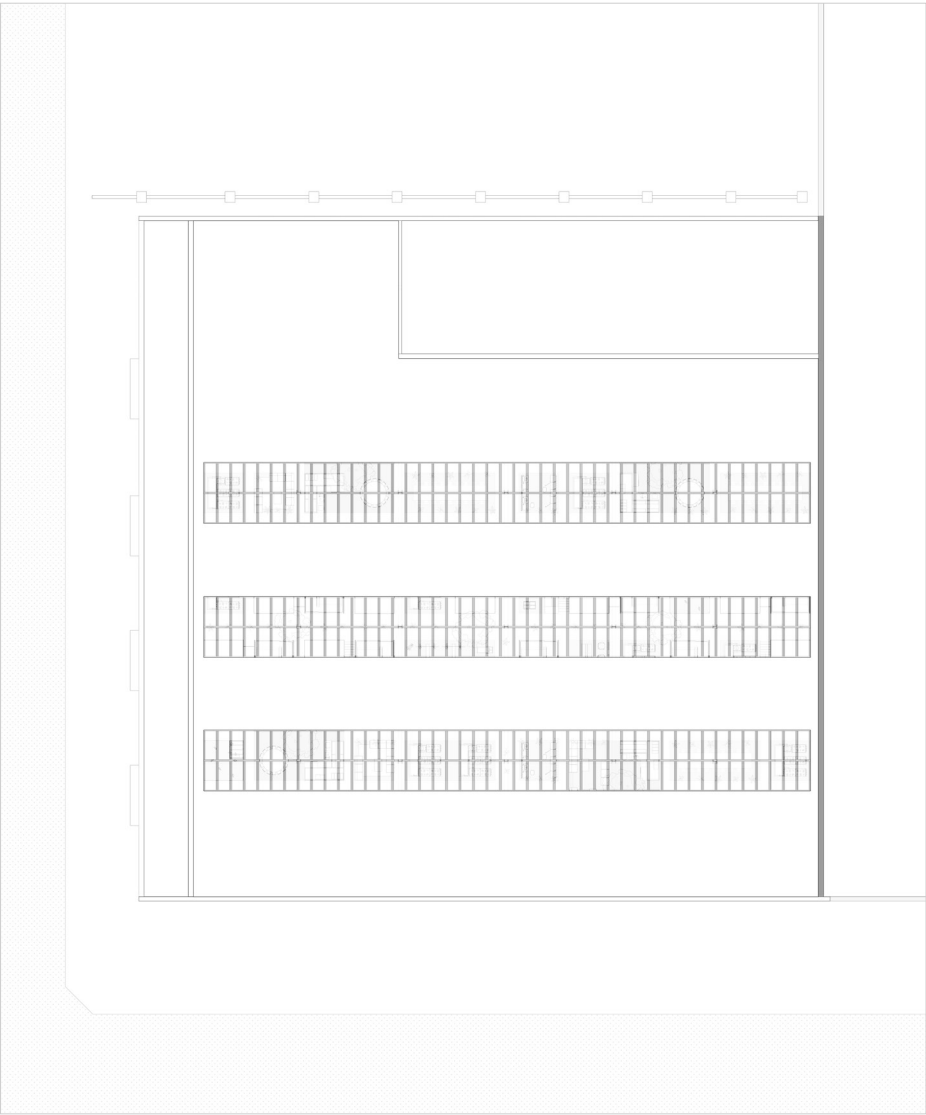
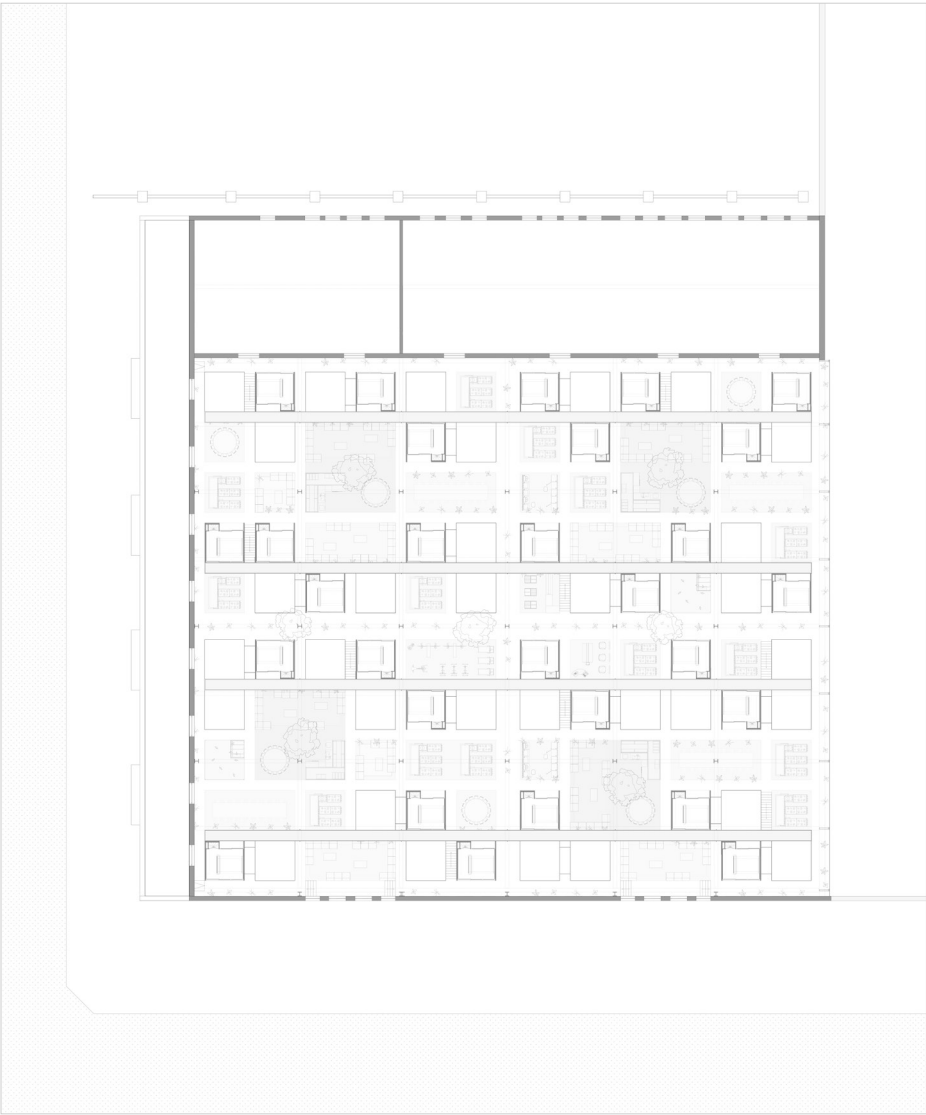
## Floor plan.



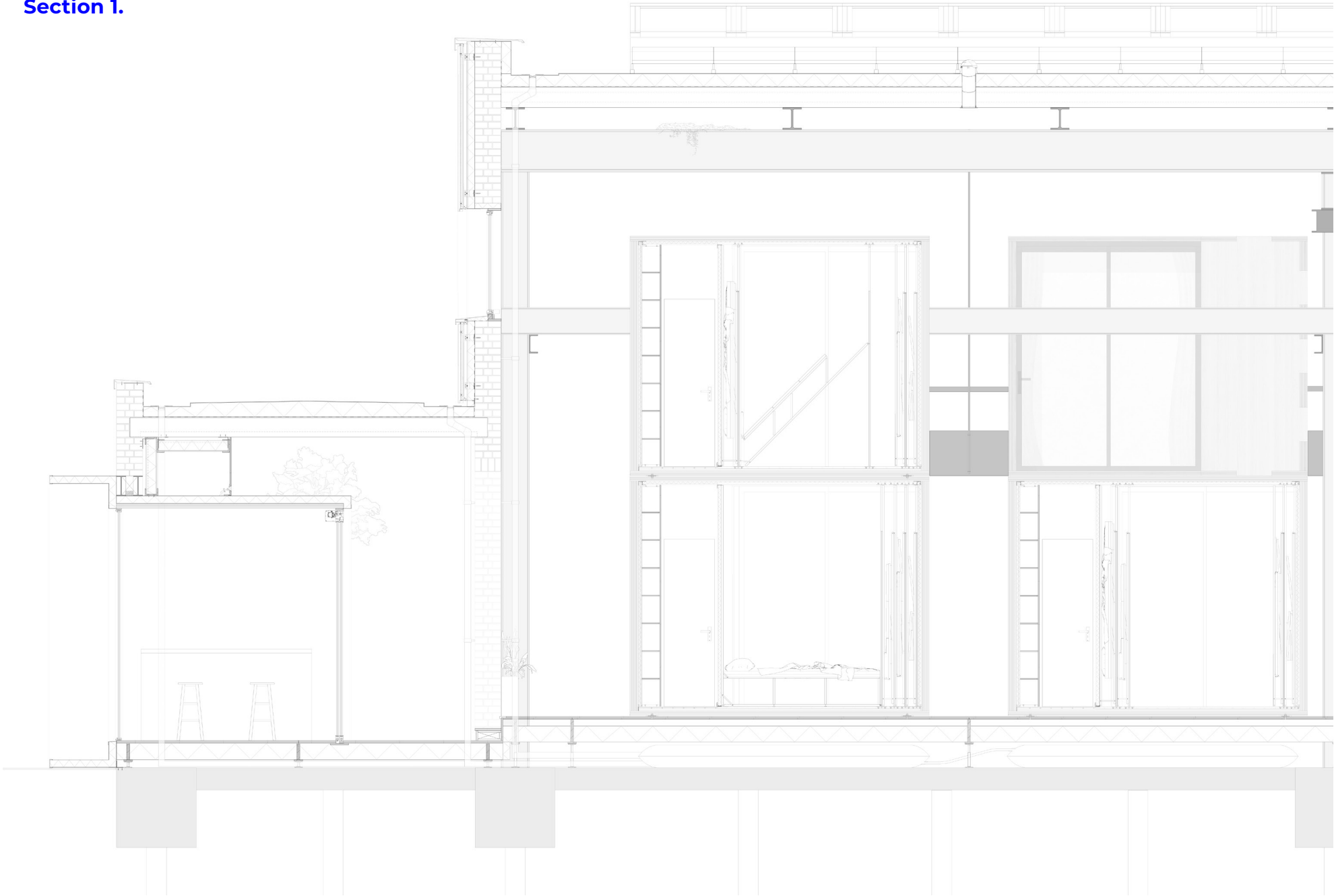


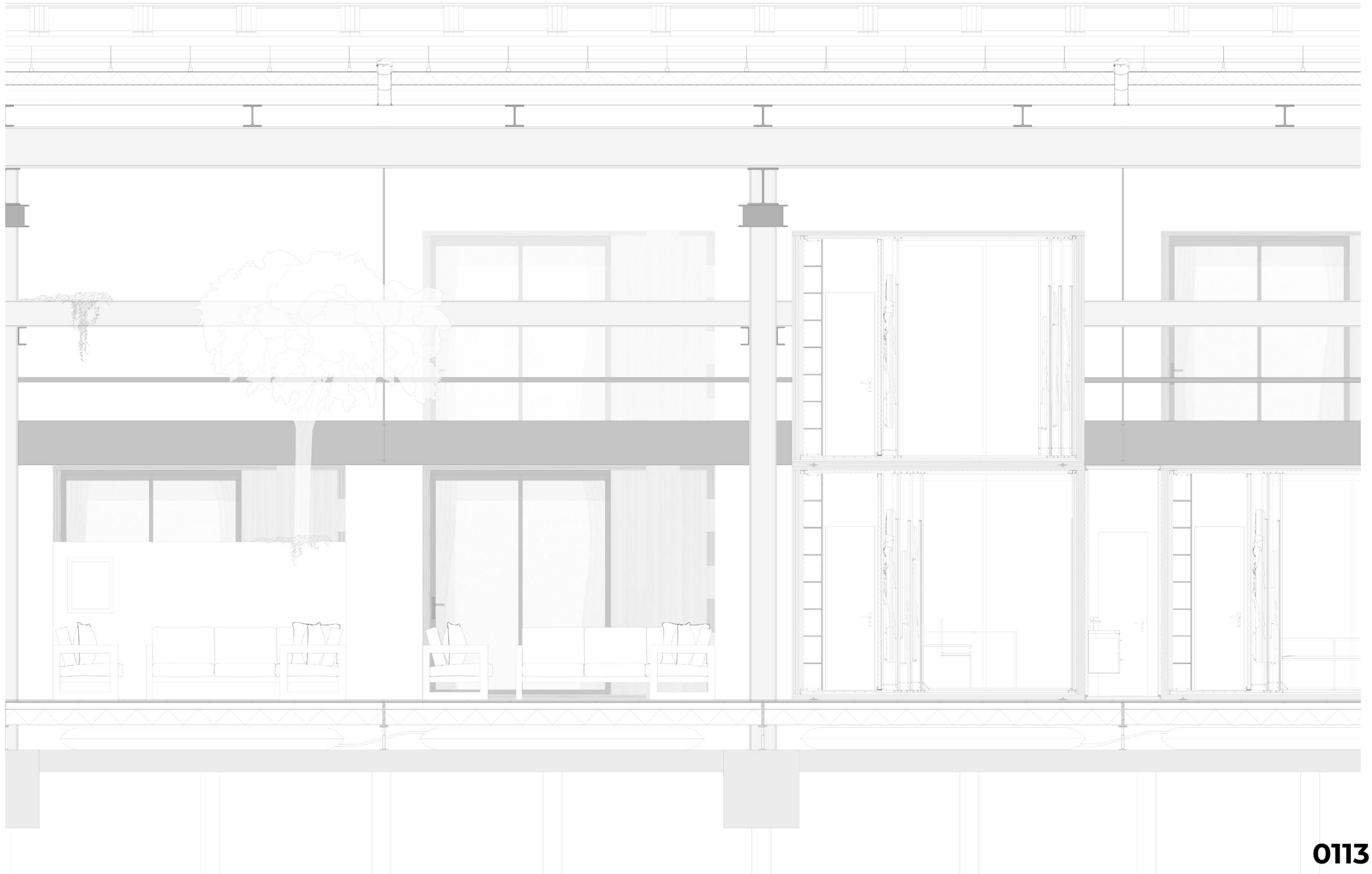


Plans.



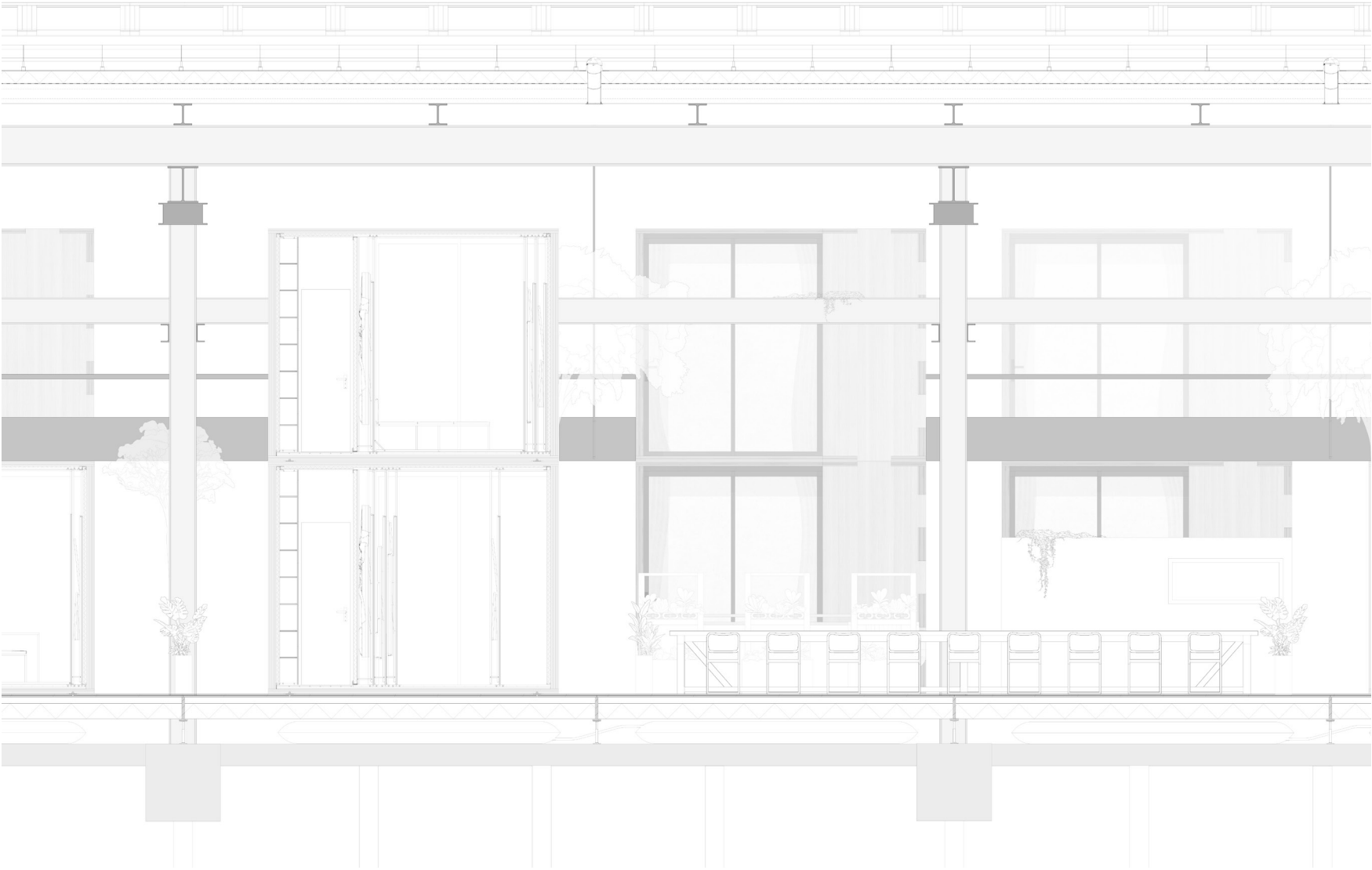
Section 1.

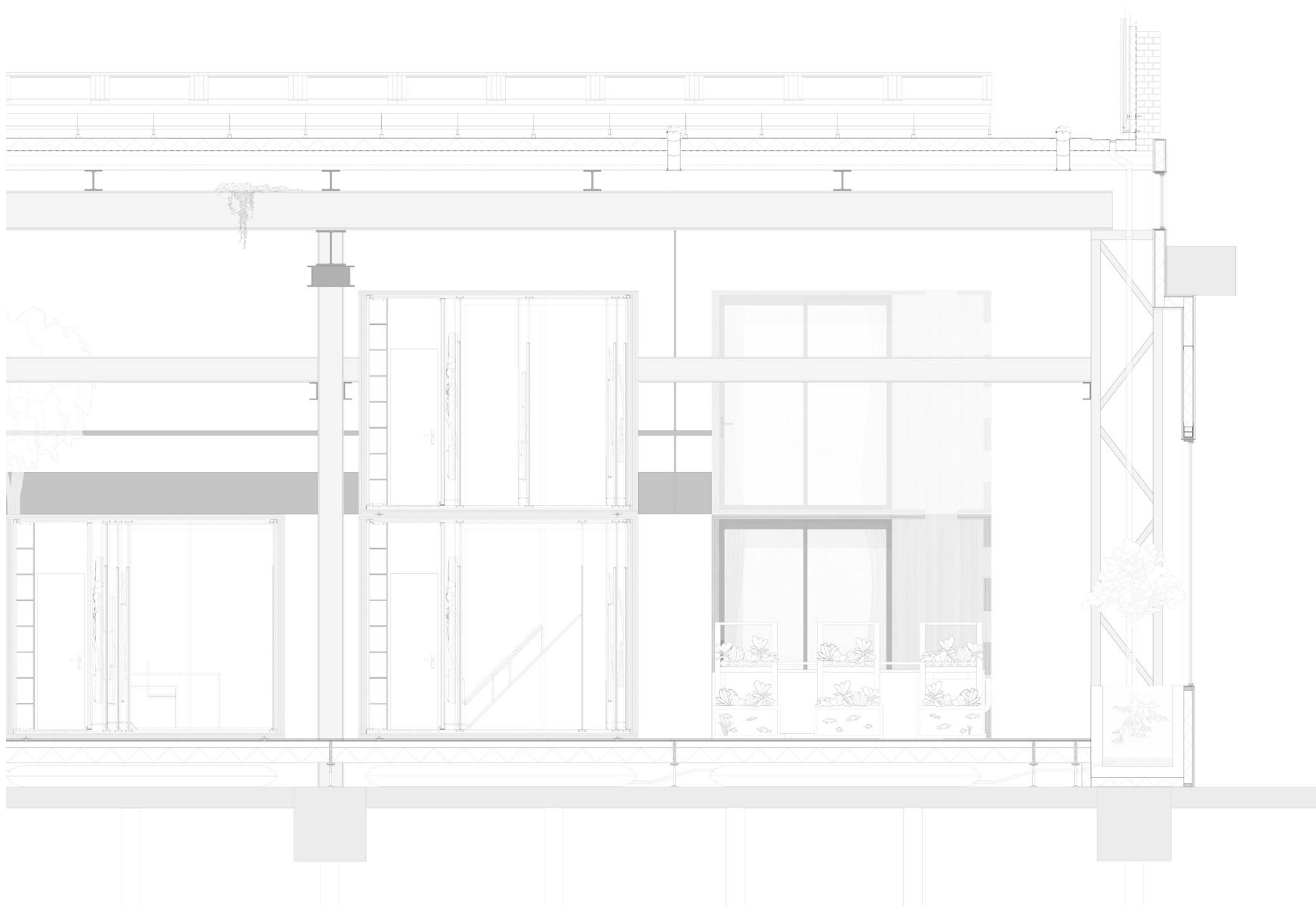




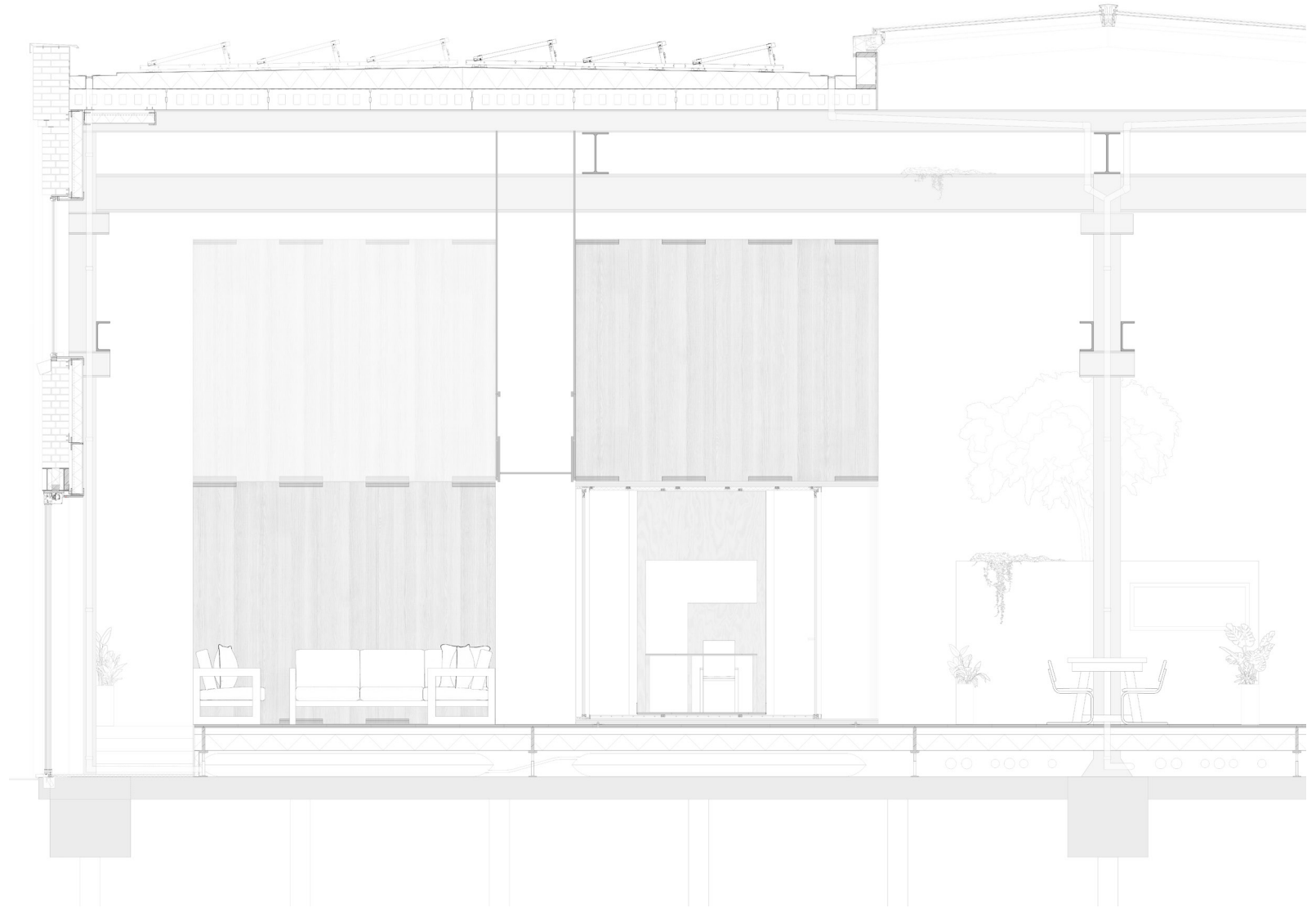


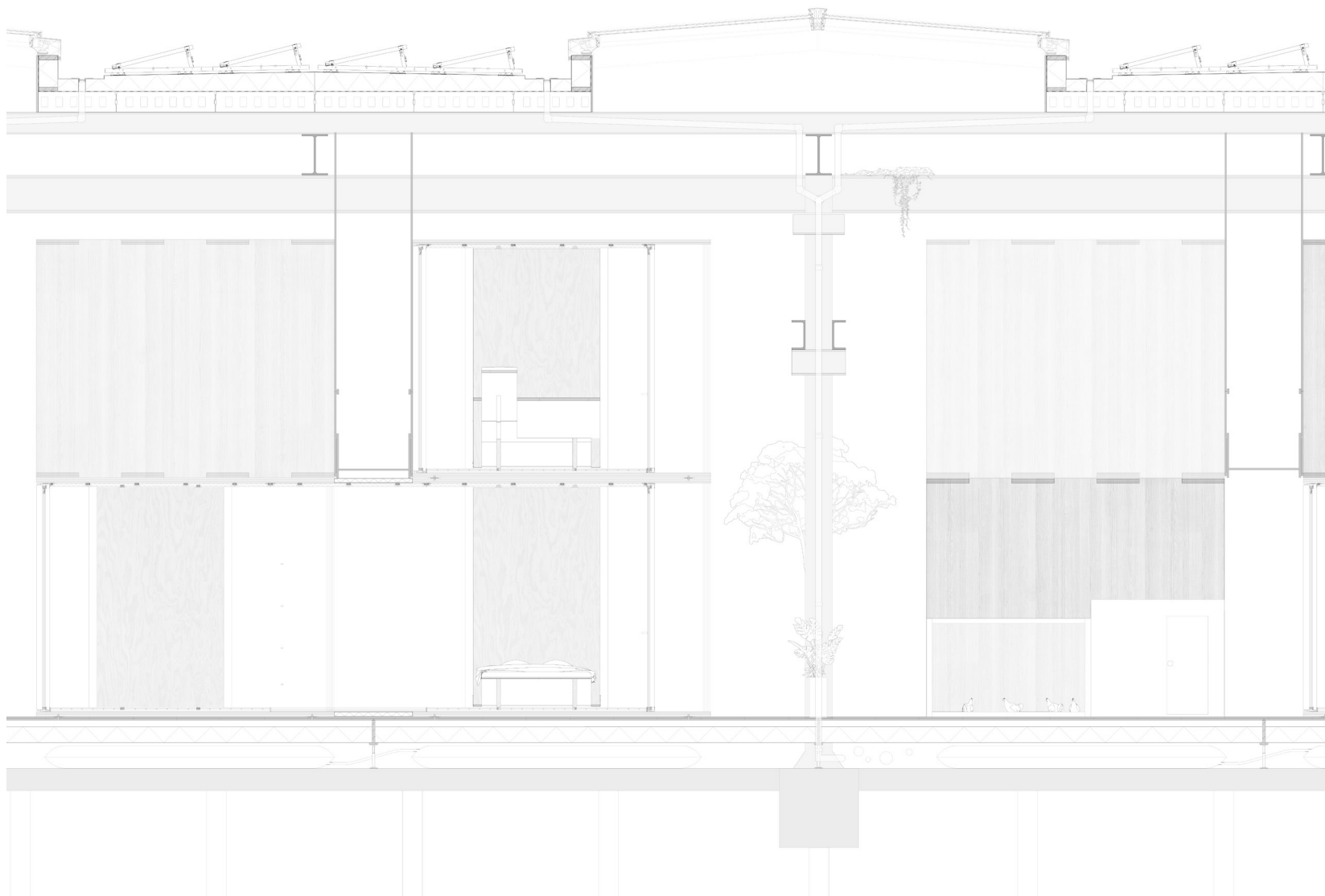
Section 1.



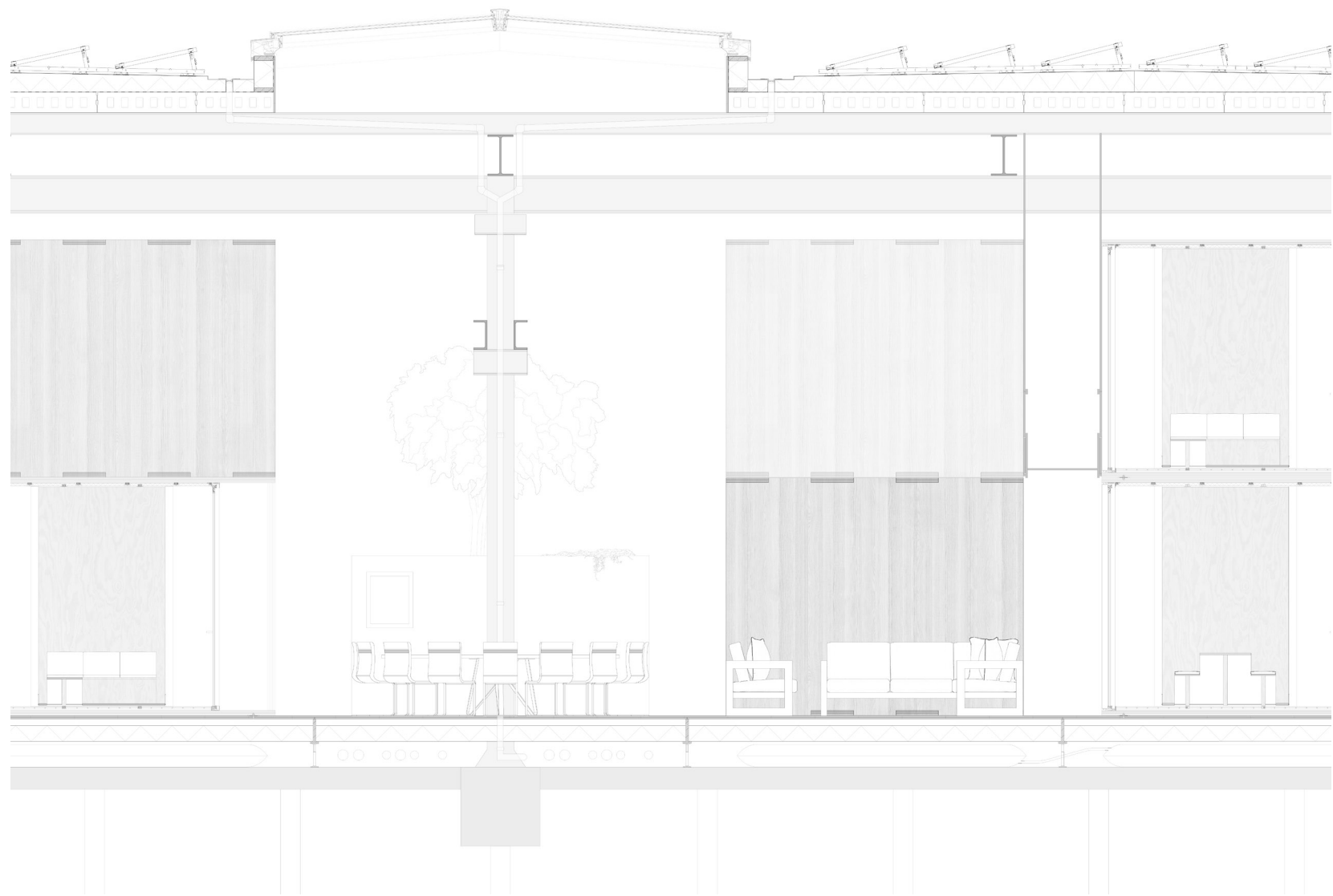


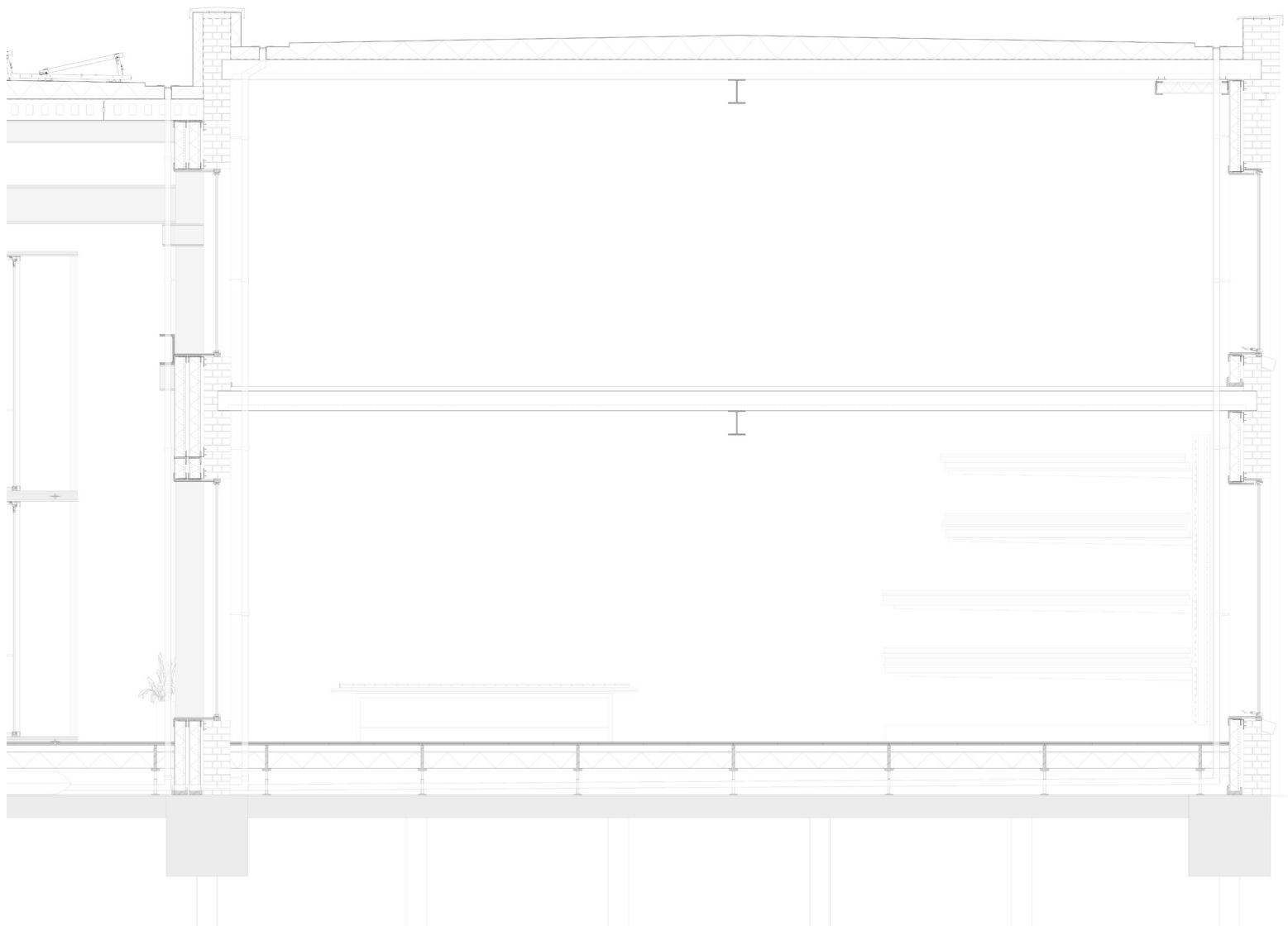
## Section 2.





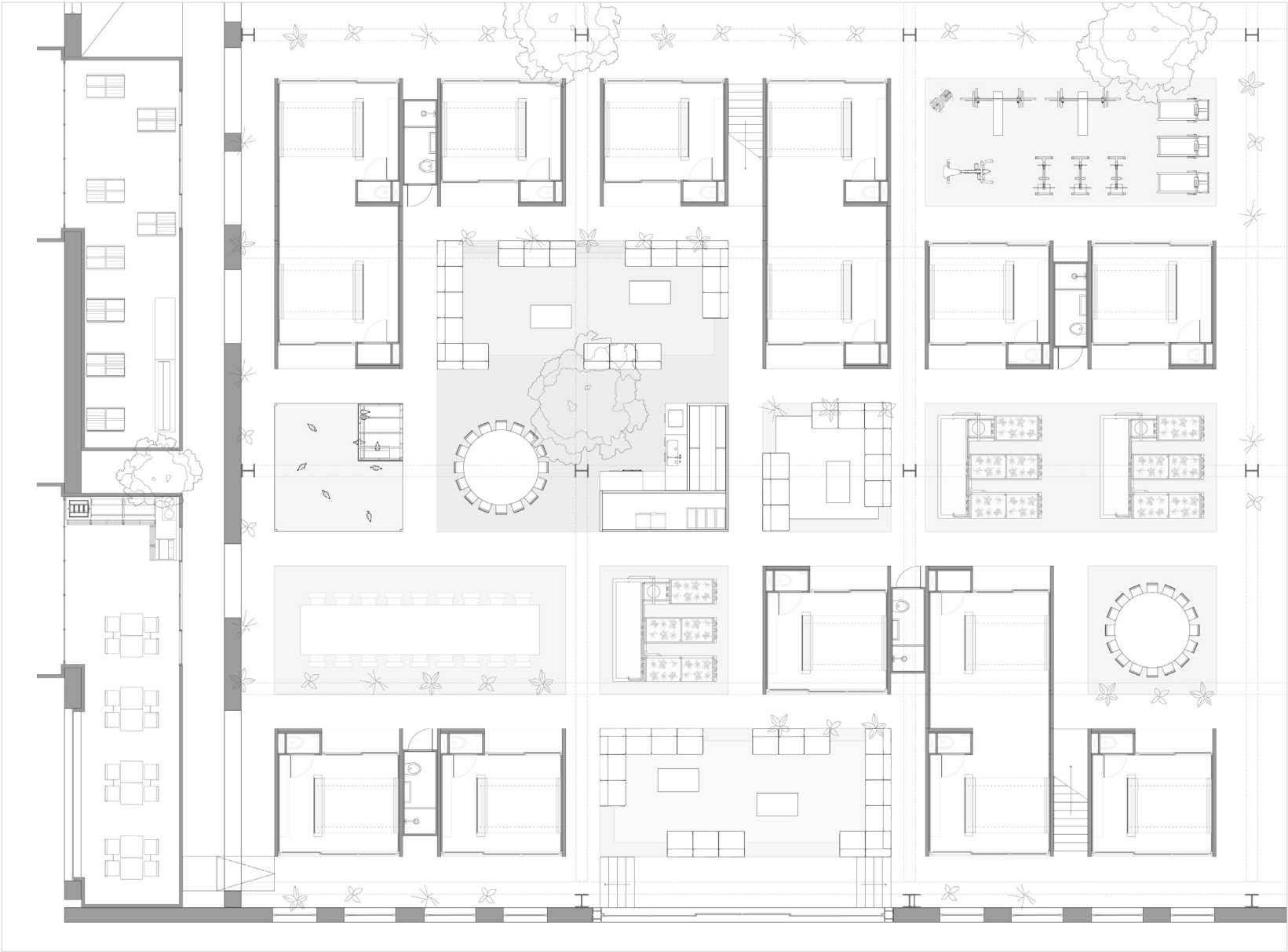
Section 2.





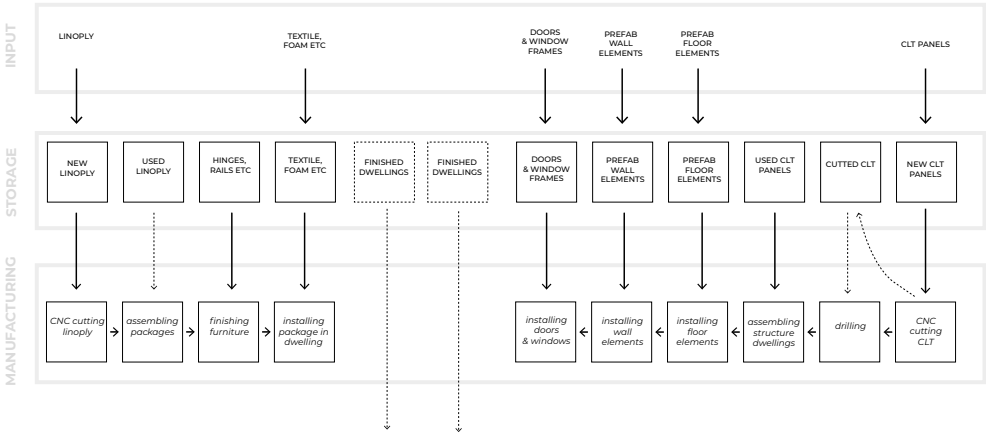


Neighborhood.

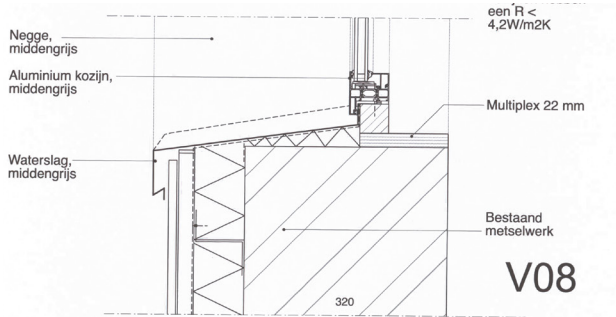
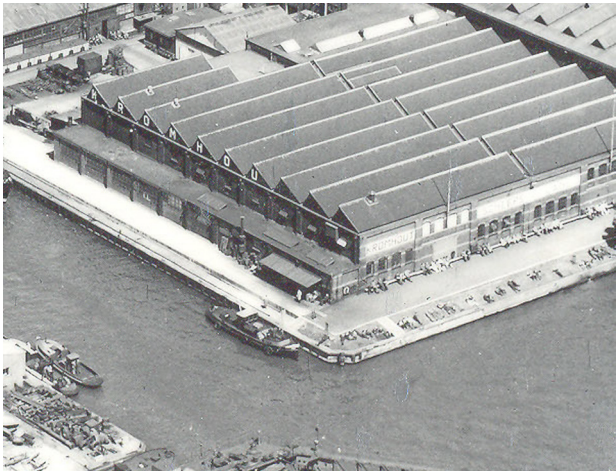
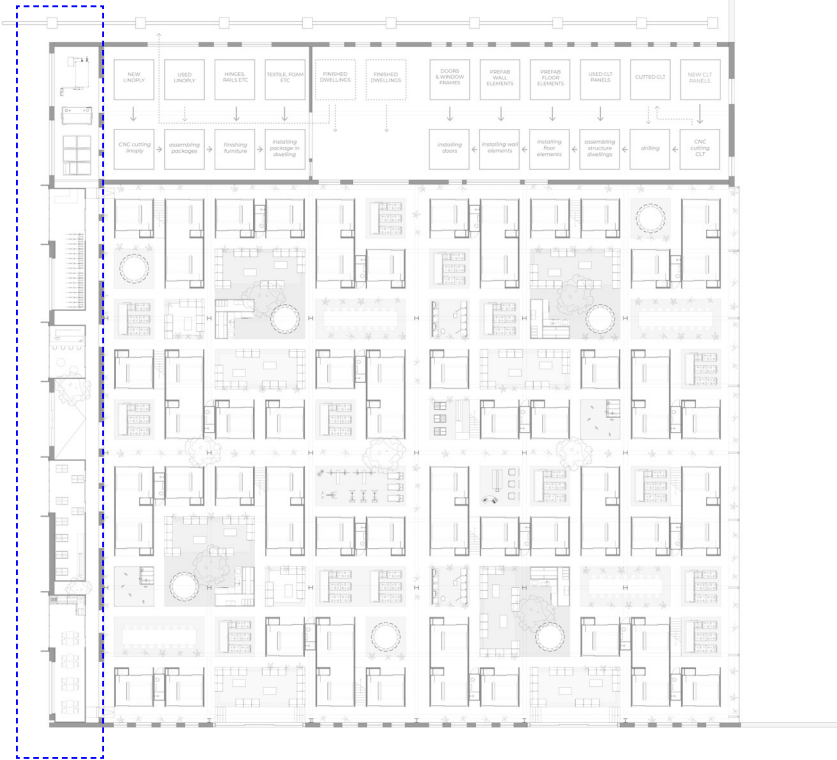




Factory.



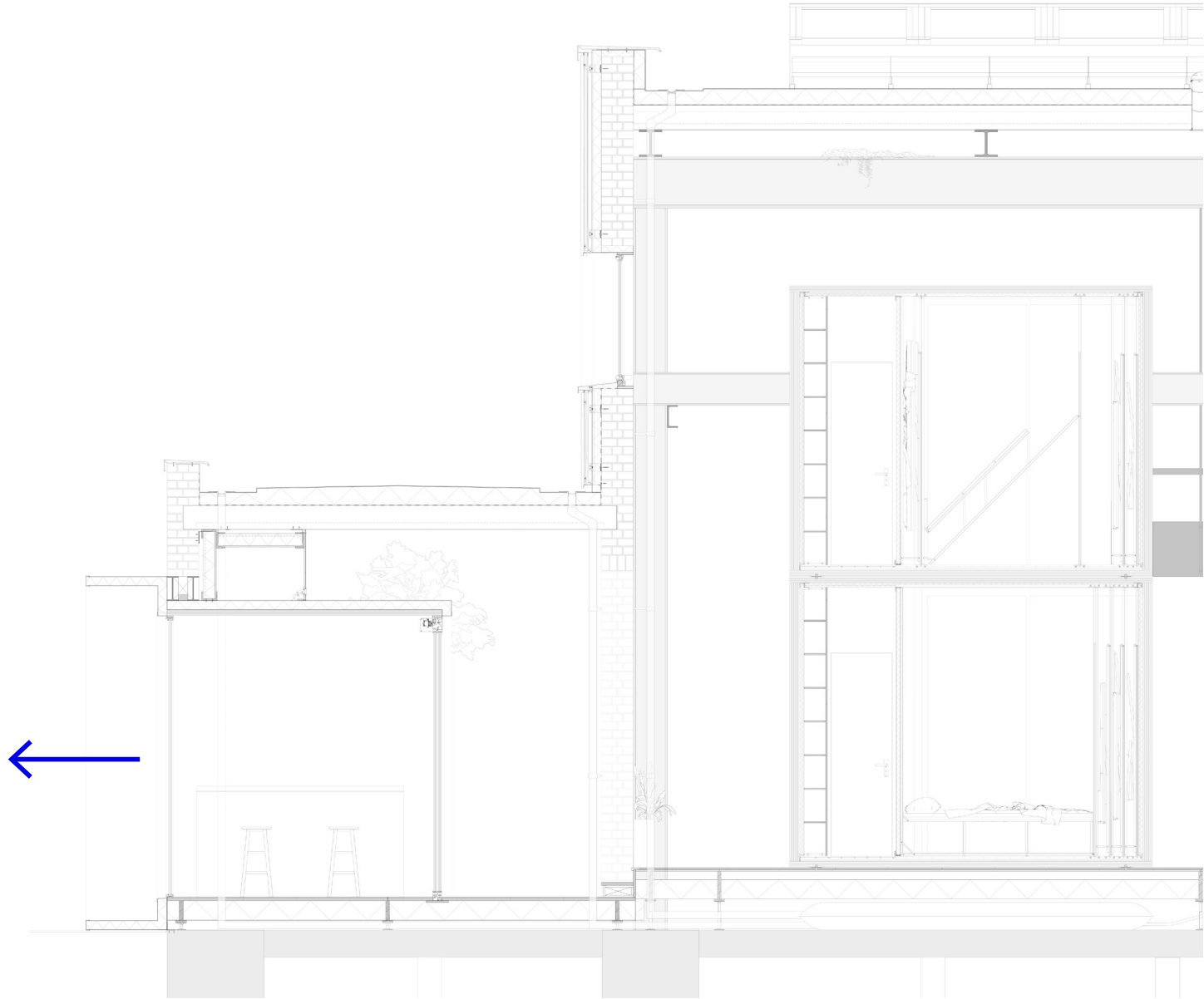
West facade.



Principedetails teruggebrachte raamopeningen in westgevel (achter de golfplaat is de oude openingen in het metselwerk nog aanwezig)

alle maten in het werk controleren, alle afwijkingen bespreken met architect

CUBE architecten		Hendriks Schulten architecten		V07/V08
Koningstraat 103 / 1016 CA Amsterdam		deelnemer aan de architectengroep		
projectnr.	1003	opdrachtgever	Eigen Haard	
schaal	1:5	projectnaam	Stork Terrein Noord	
formaat	A4	onderwerp	principe details	
datum	16-04-2010	gemaakt	20-05-2010	



West facade.



## Timeline.

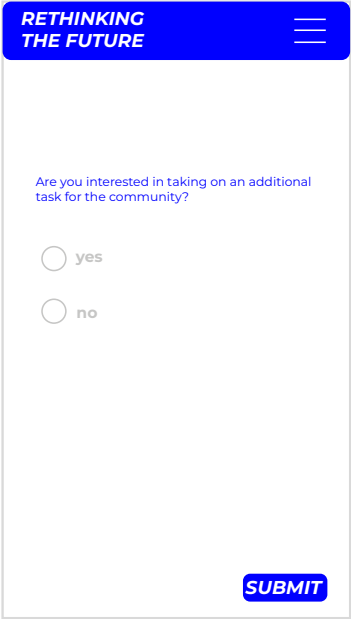
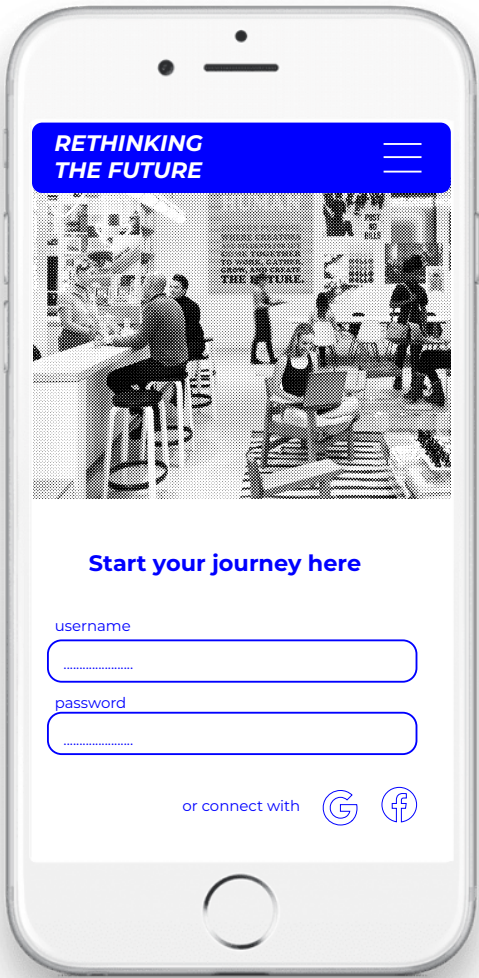
I. initiative

II. development

**III. pilot**

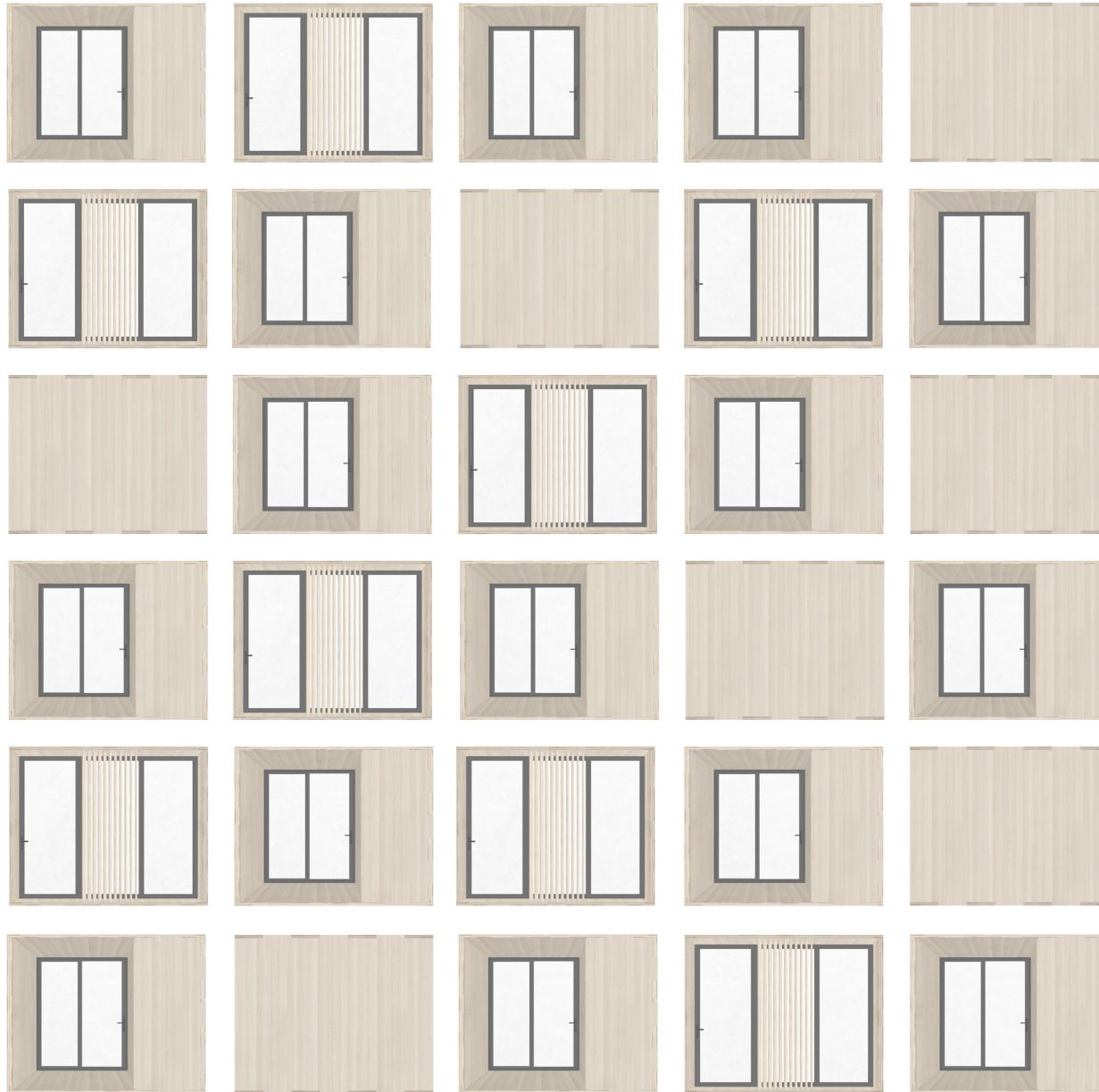
IV. reflection & expansion

Subscription.





## Personalisation.



Personalisation.





## Atrium.



Living machine.



## Timeline.

I. initiative

II. development

III. pilot

**IV. reflection & expansion**



**Today, our world is in crisis...**

**... let's act before it's too late.**



### Maximum density.

Current situation: NL average = **65 m<sup>2</sup>/ person**  
AM average = 49 m<sup>2</sup>

New way of living: dwelling = 14 m<sup>2</sup>  
circulation area = 4 m<sup>2</sup>  
elements toolkit = 10,78 m<sup>2</sup>  
**28,78 m<sup>2</sup>/ person**

**44,27%**

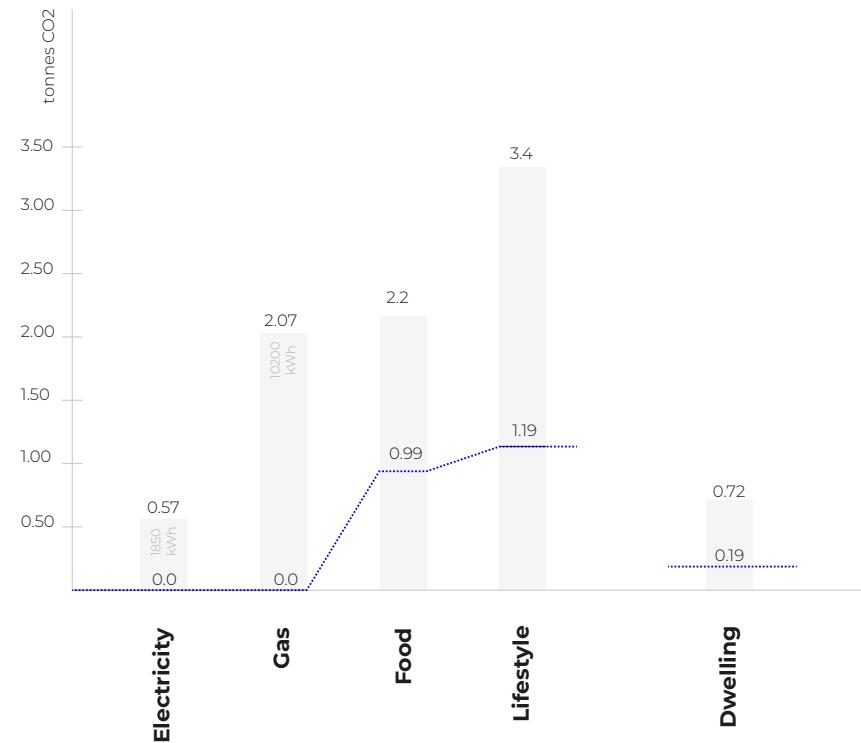
### Maximum quality of life.

- affordable housing
- social contacts
- ultimate freedom
- a healthy planet to live on

Current carbon footprint= **8,96 tonnes CO<sub>2</sub>**

New carbon footprint= **2,37 tonnes CO<sub>2</sub>**

**26,45%**

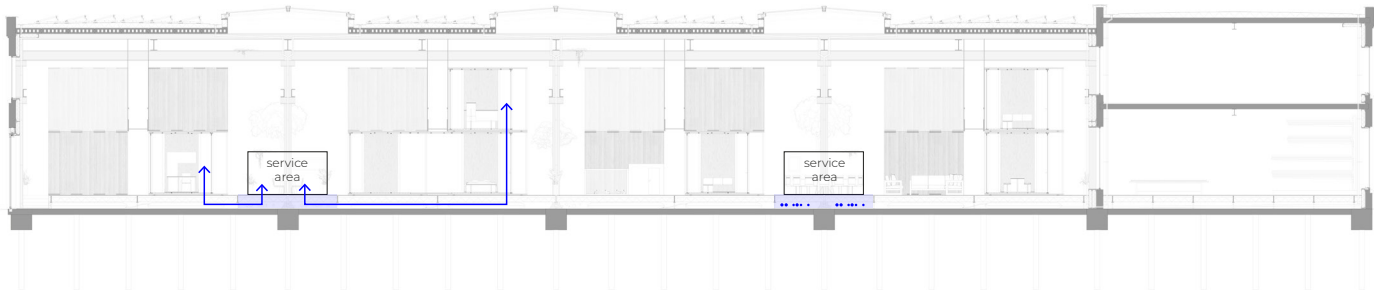
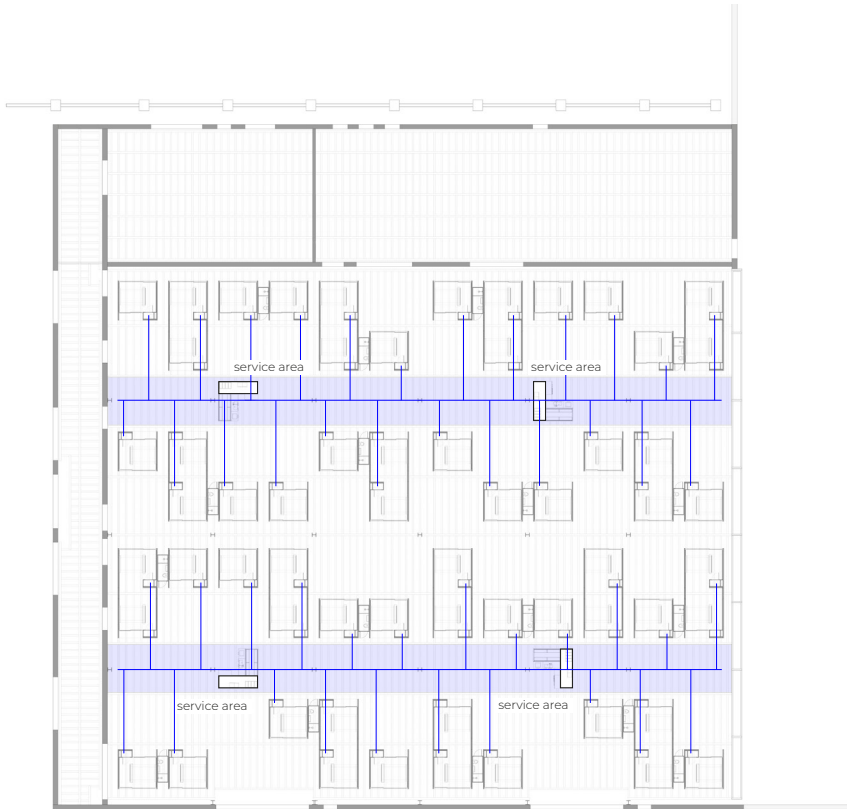
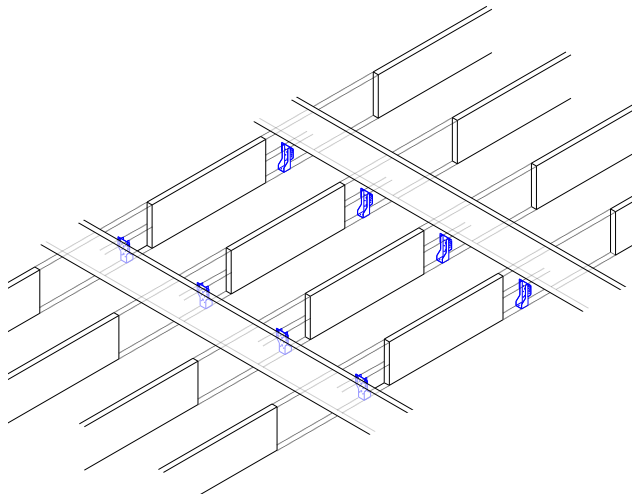




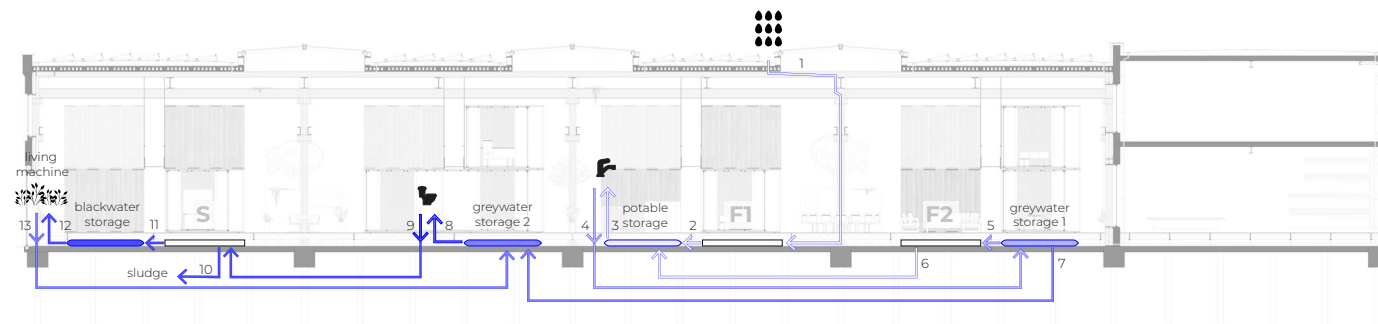
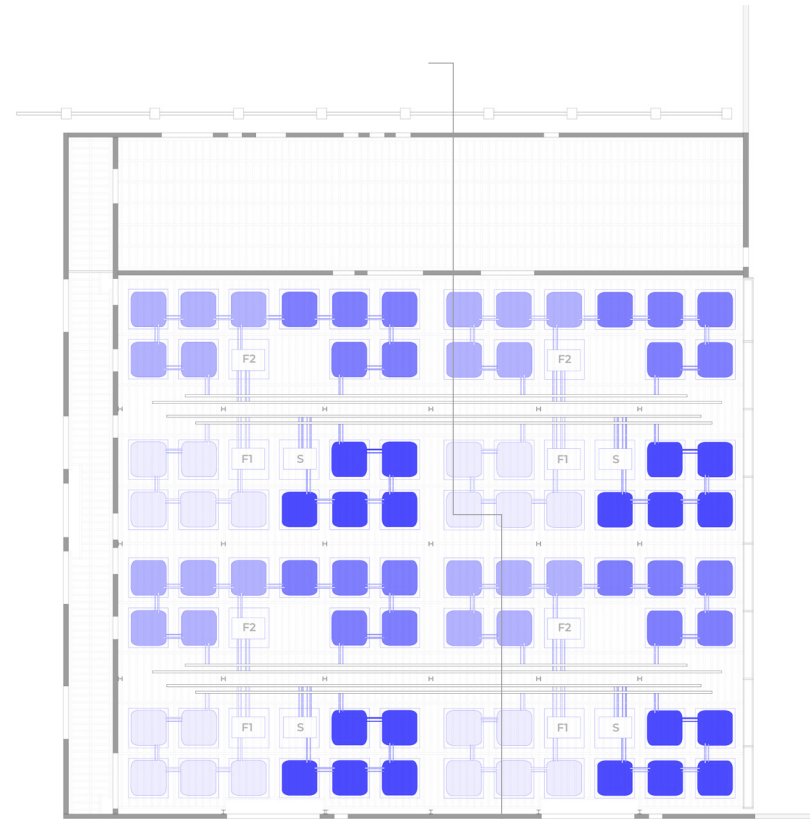
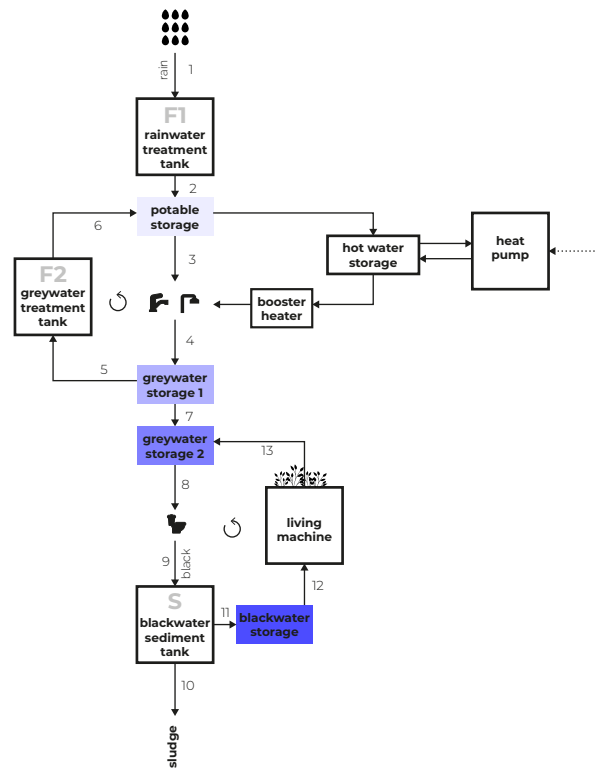
***CLIMATE DESIGN.***



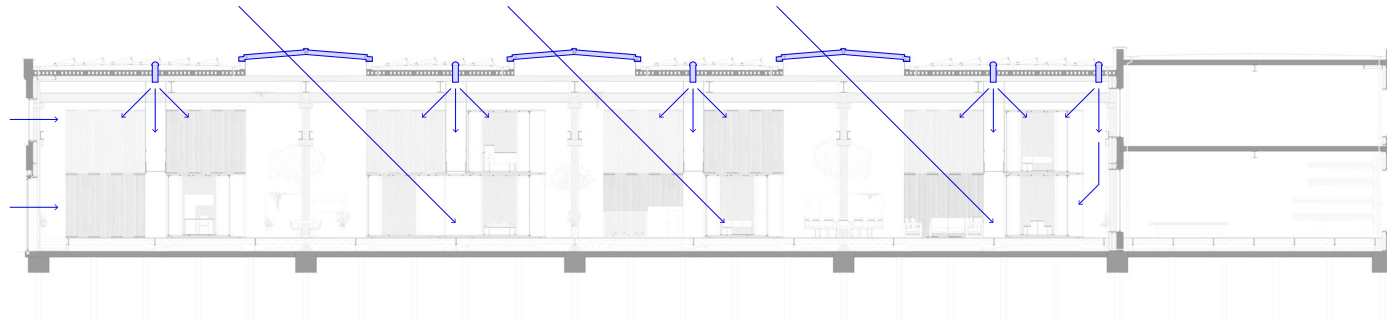
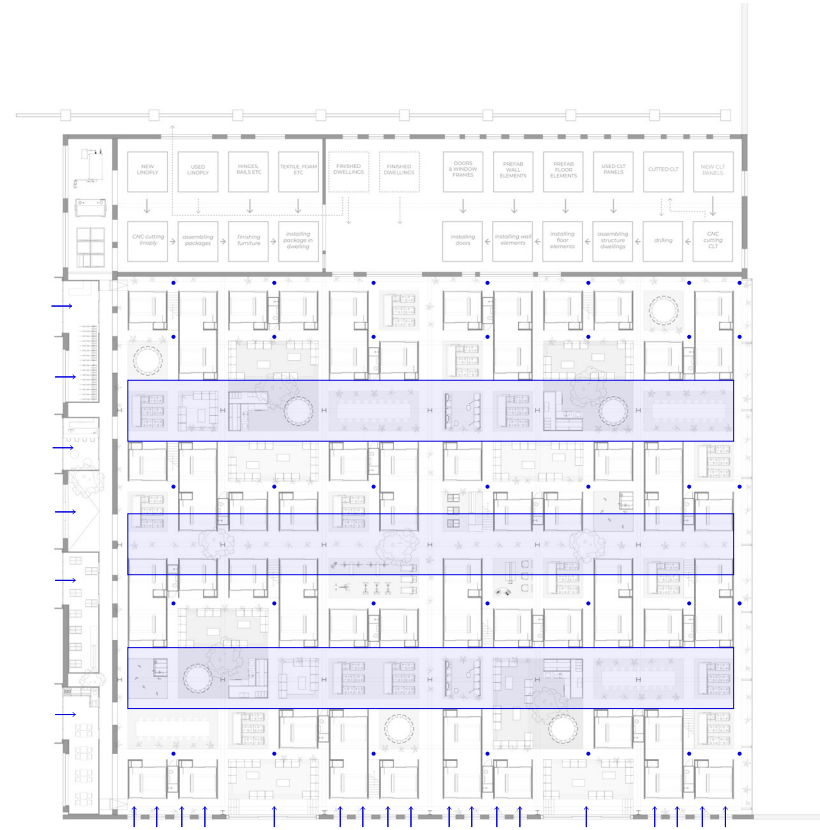
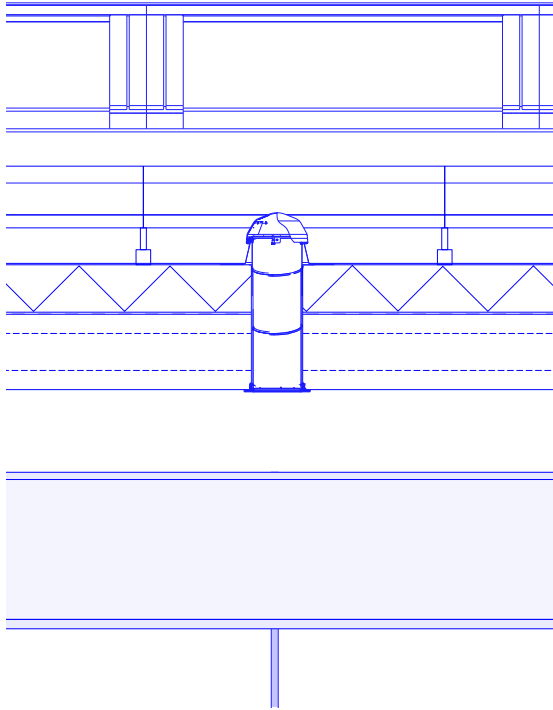
**Raised floor.**



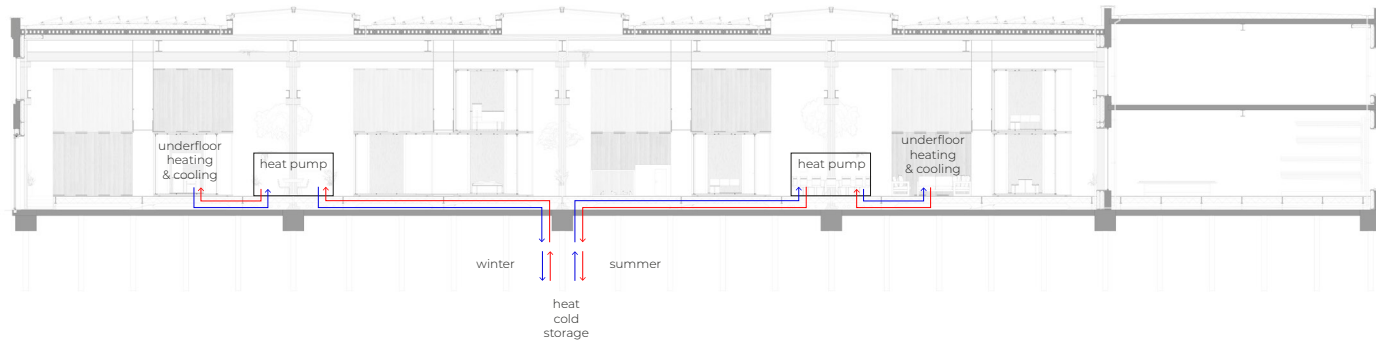
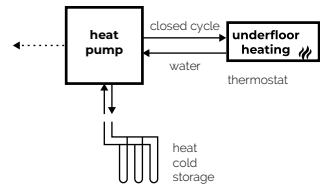
## Water storage.



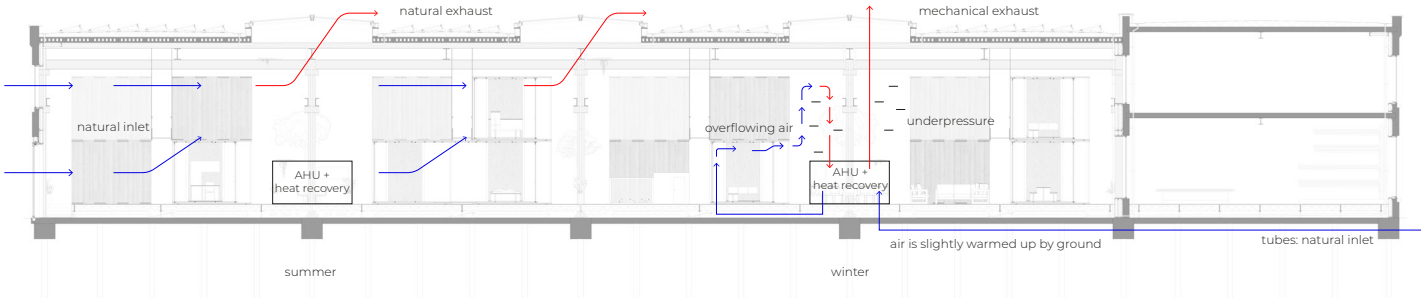
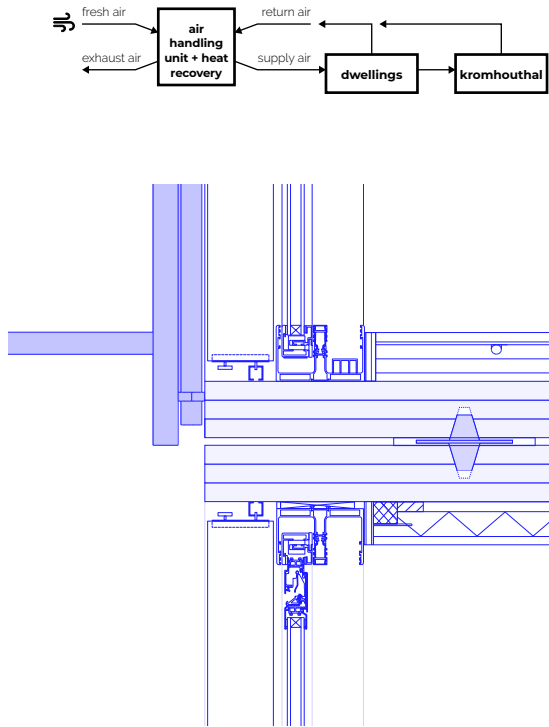
## Daylight.



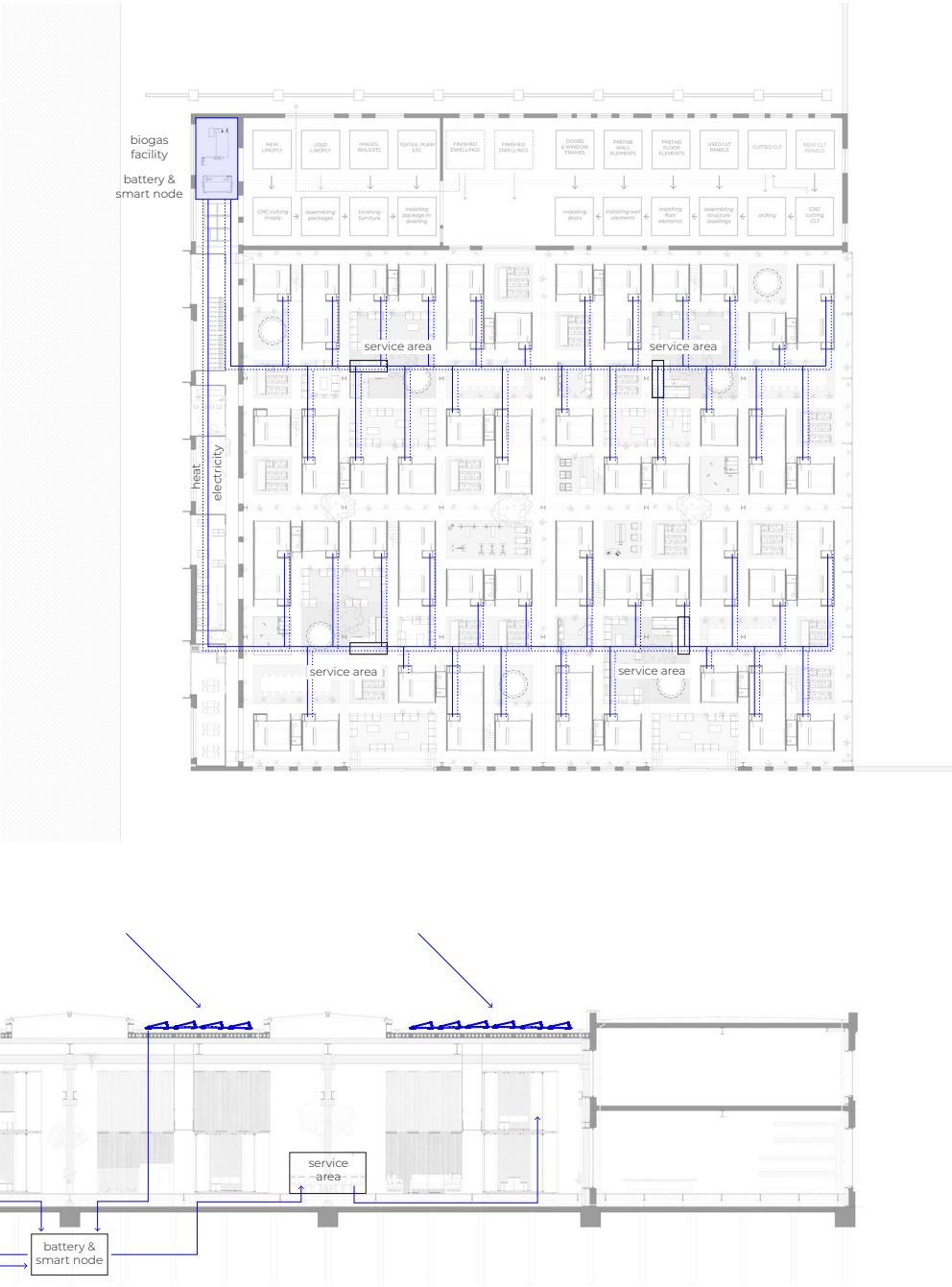
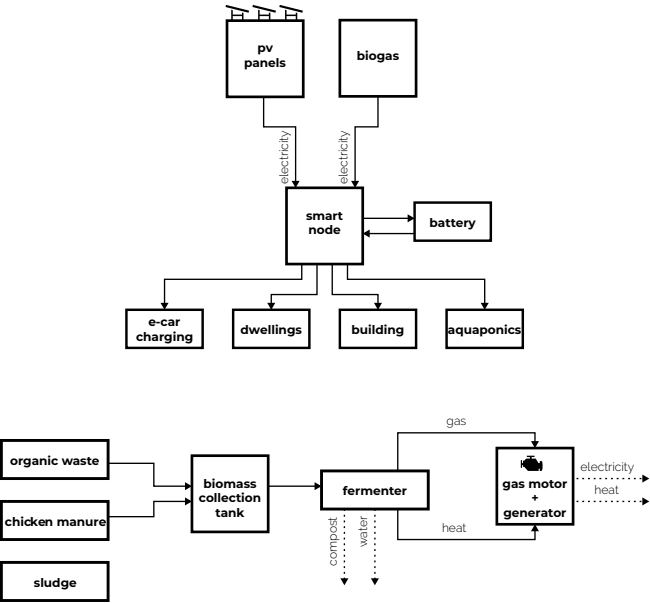
## Underfloor heating & cooling.



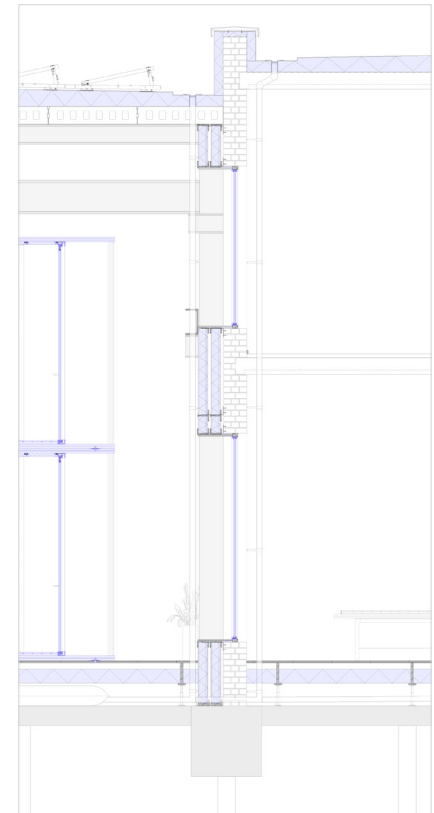
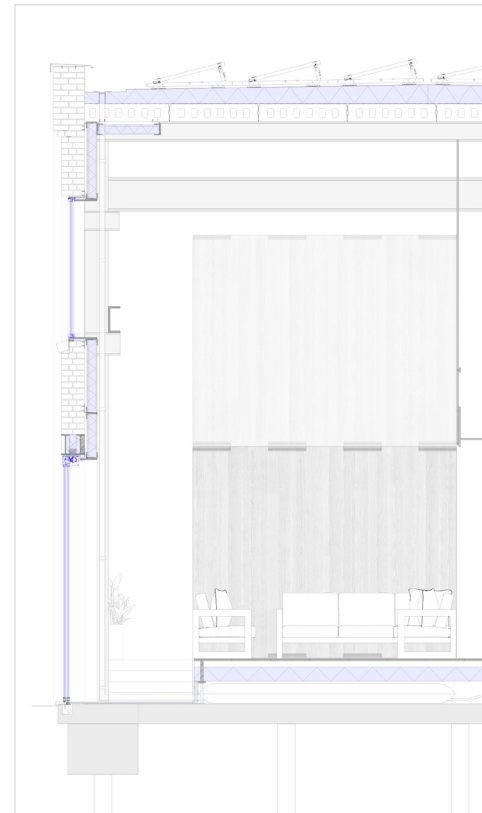
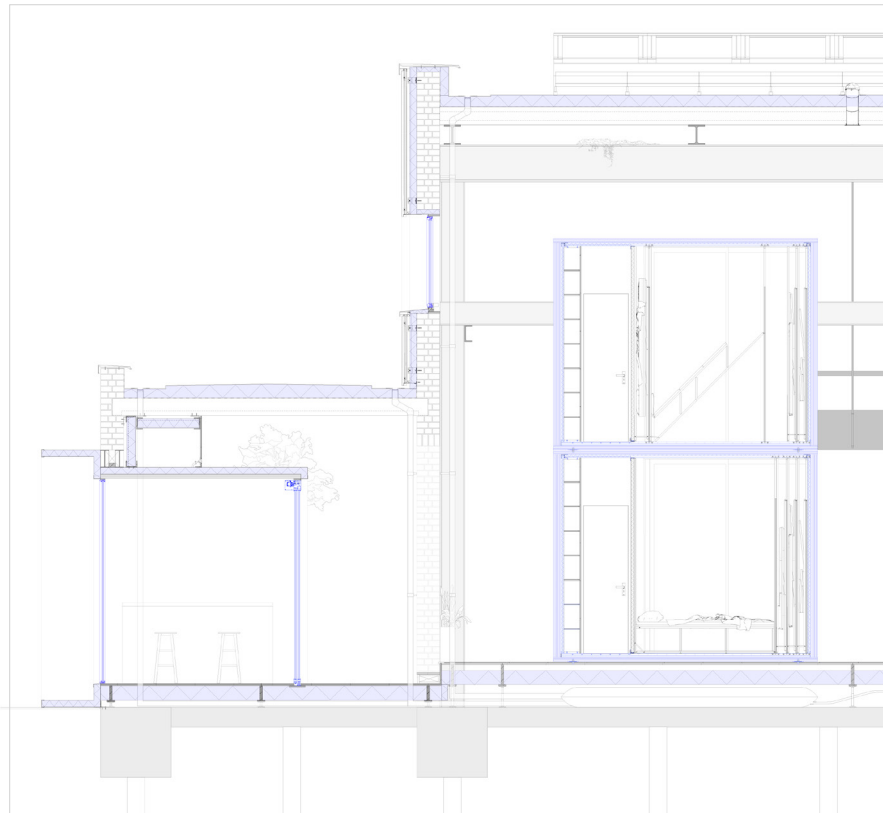
Ventilation.



Electricity.



## Insulation.





Landmark.





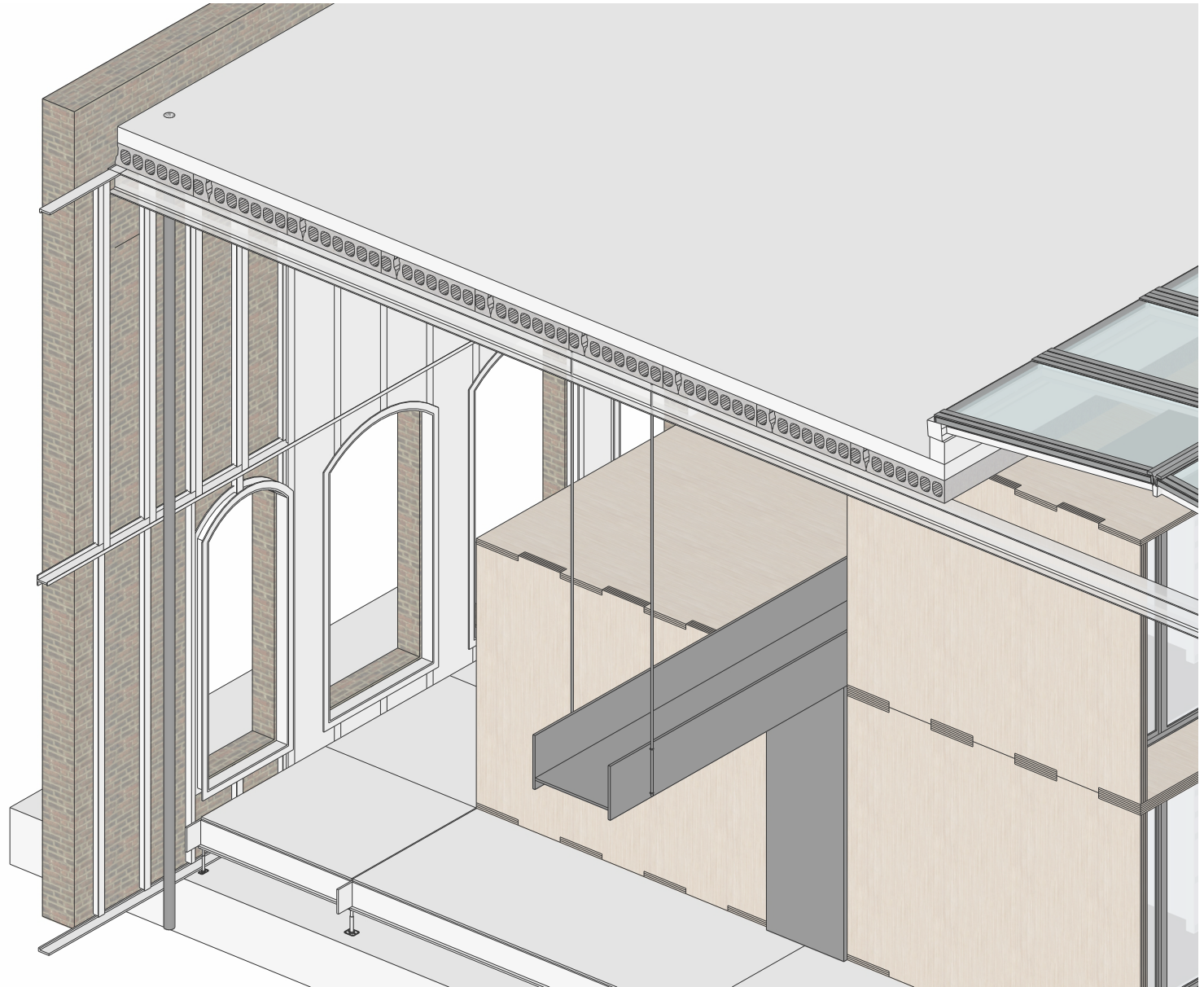


***BUILDING TECHNOLOGY.***

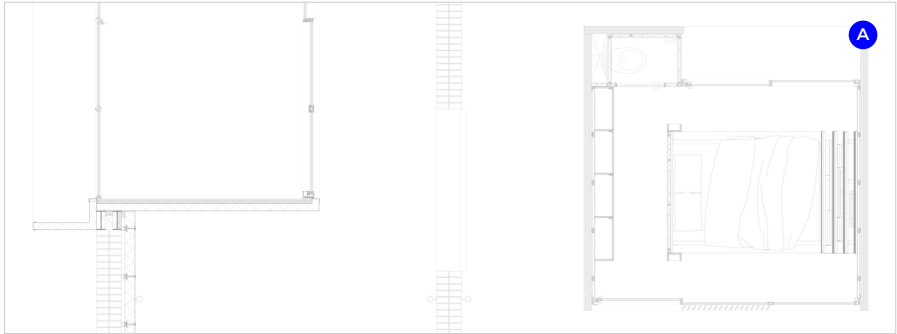
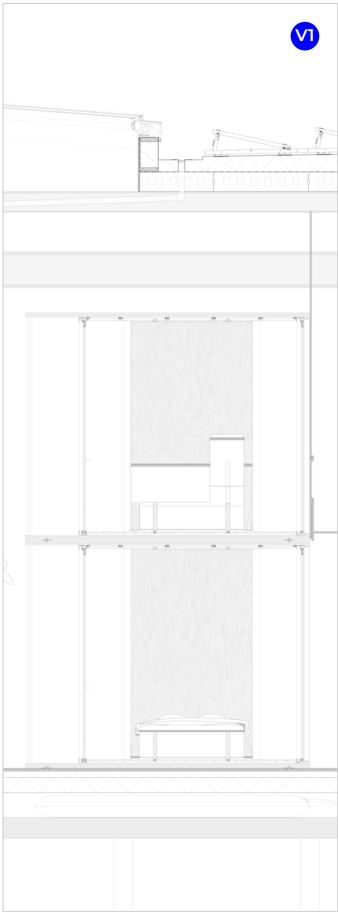
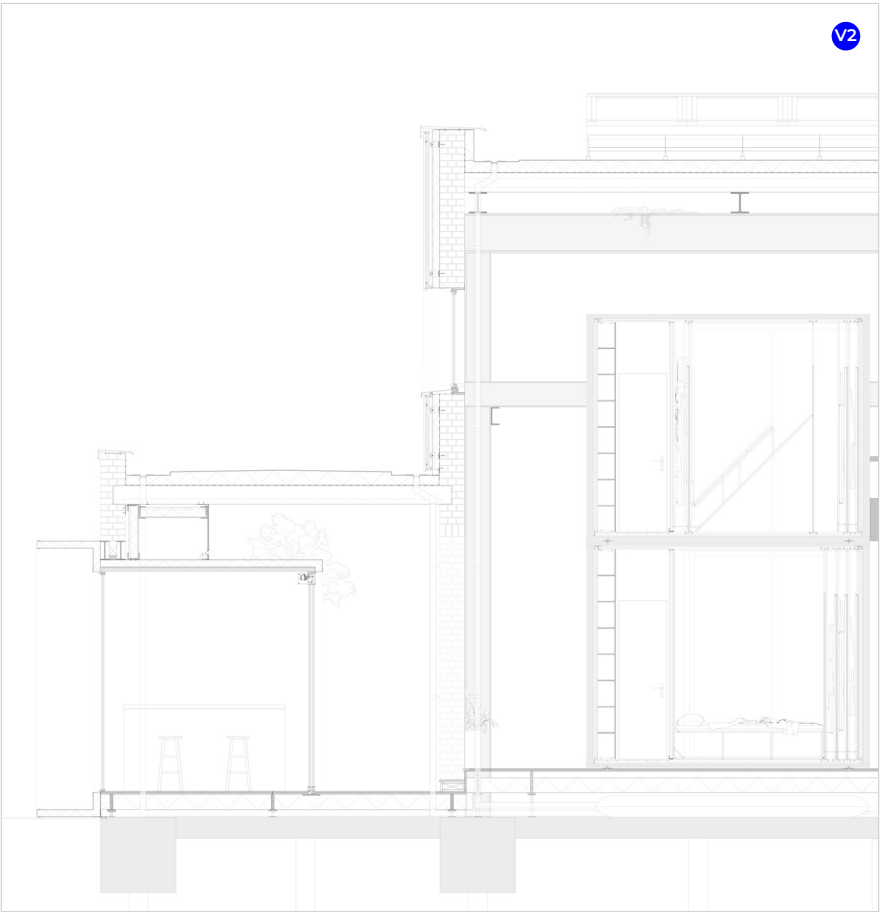
Details & sections.



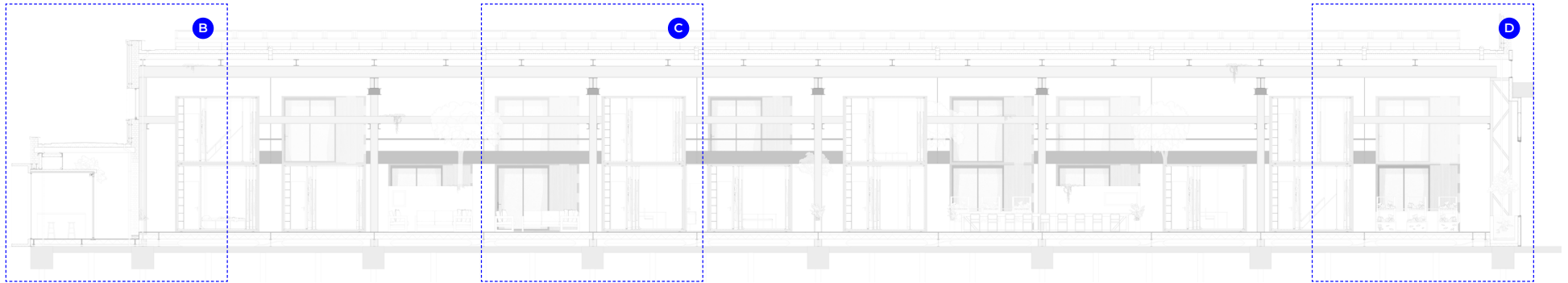
Fragment 1.



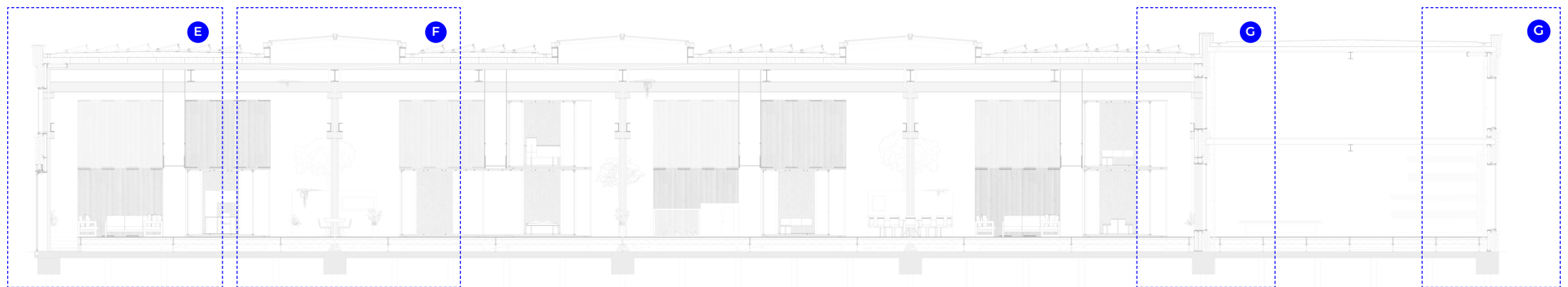
Fragment 2.



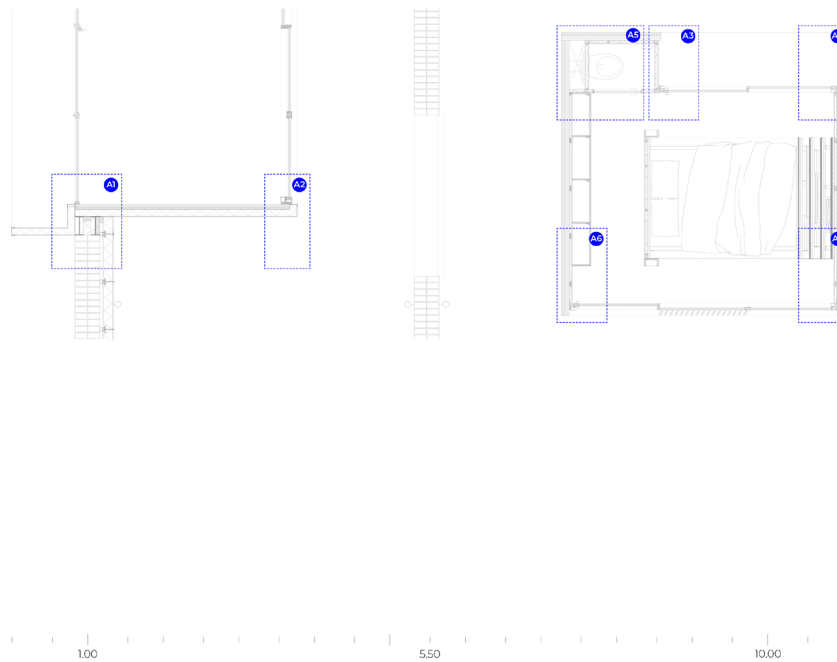
## Section S1.



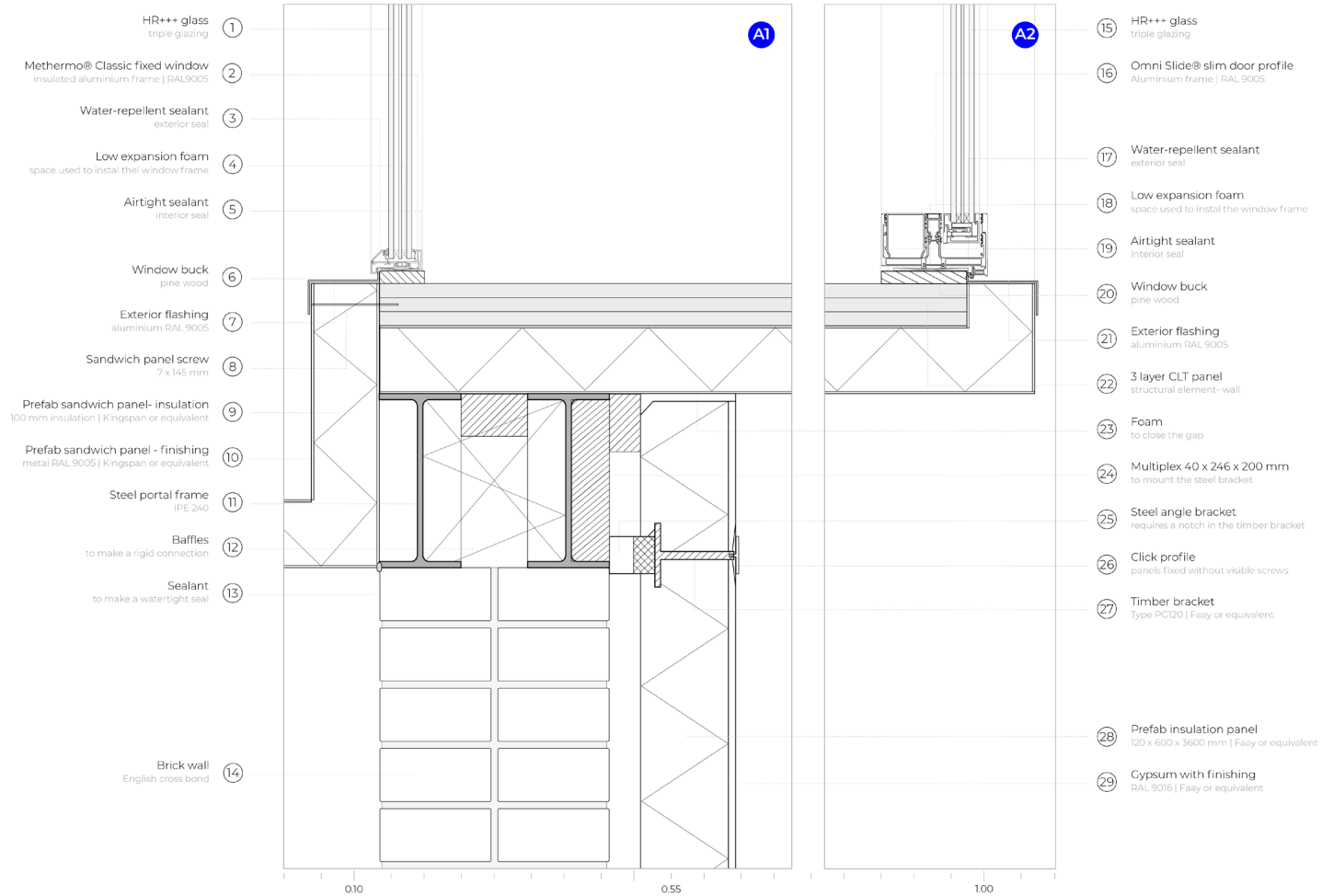
## Section S2.



FRAGMENT | HORIZONTAL SECTION A | SCALE 1:100

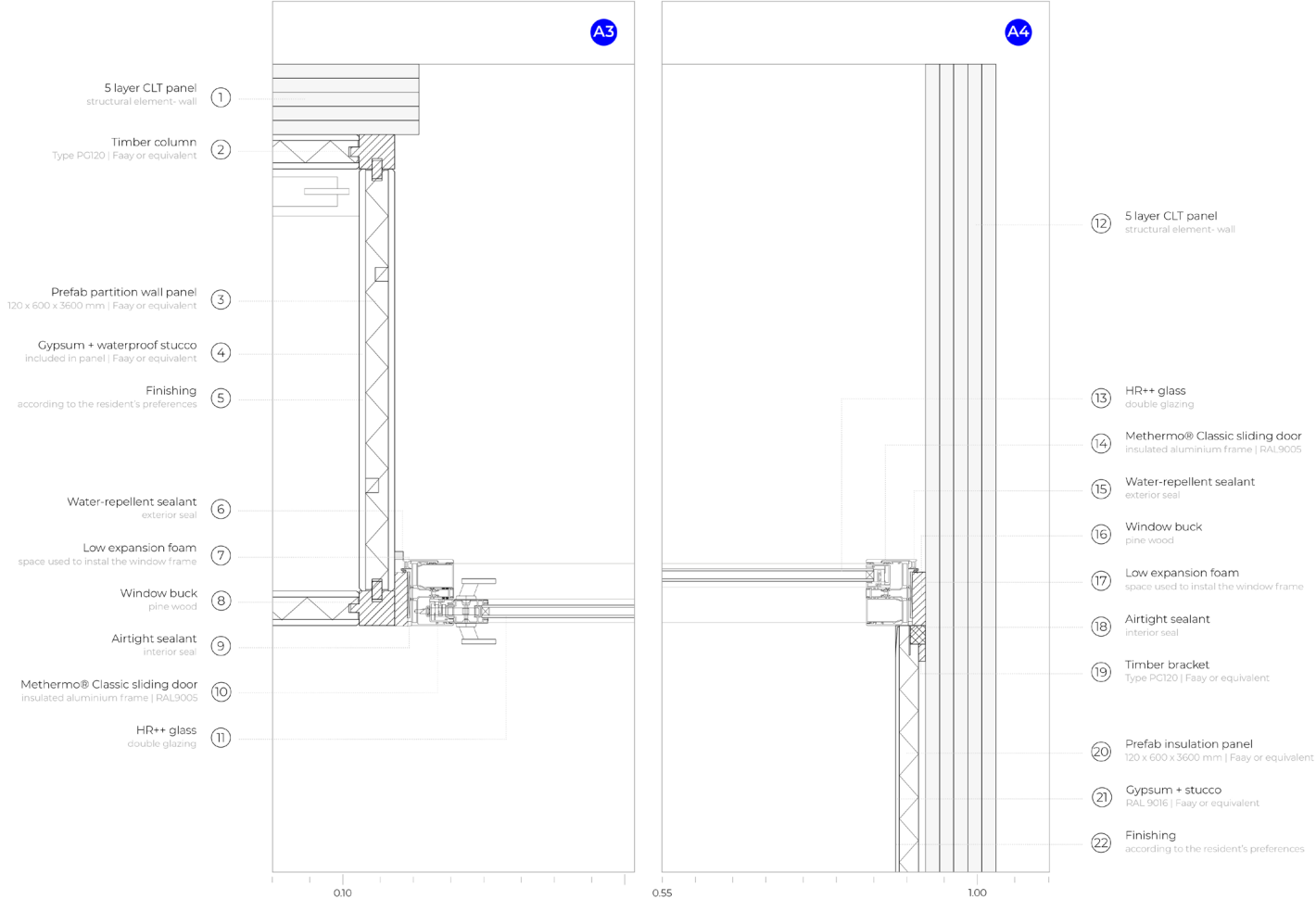


# DETAIL DRAWINGS | HORIZONTAL SECTION A | SCALE 1:10

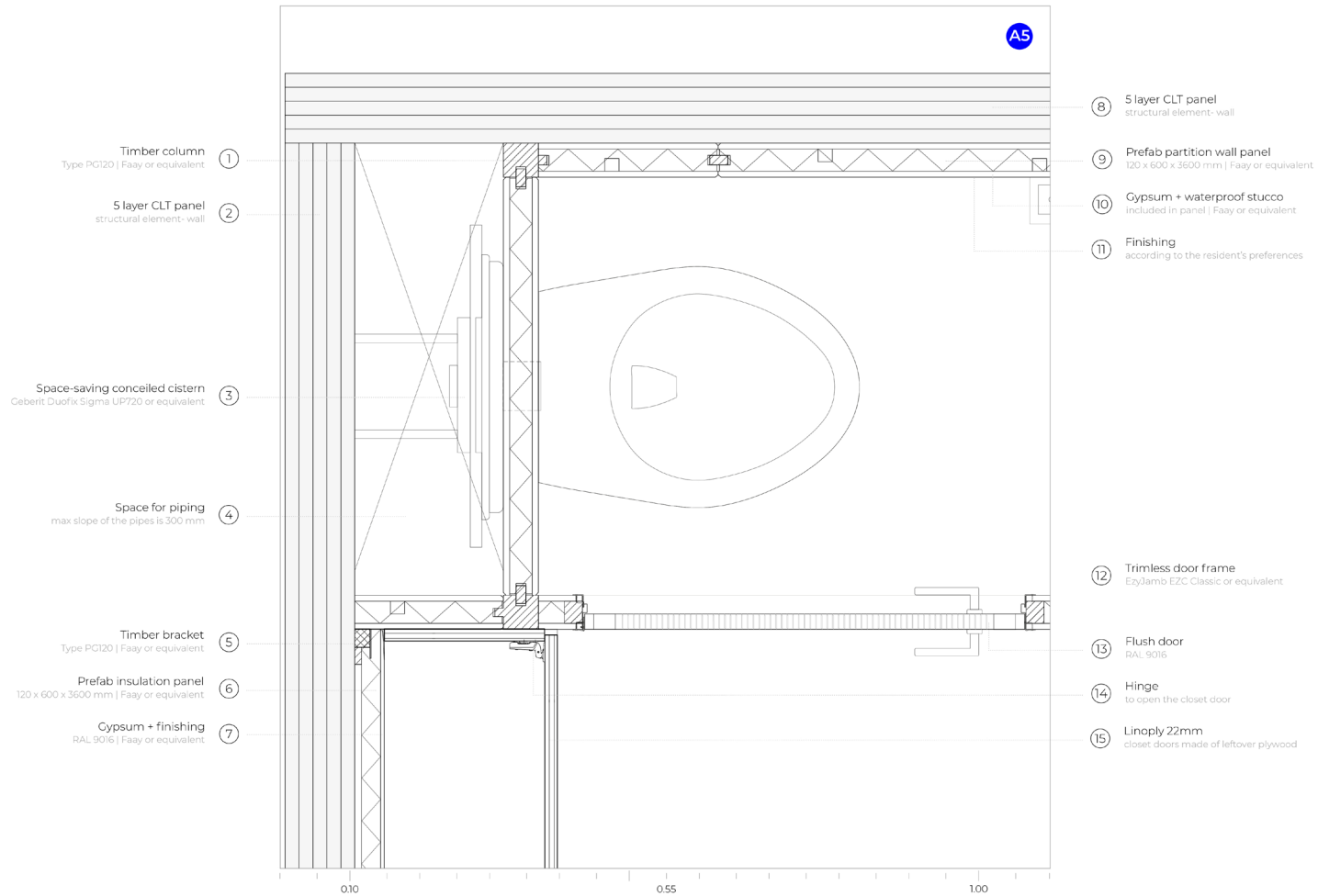




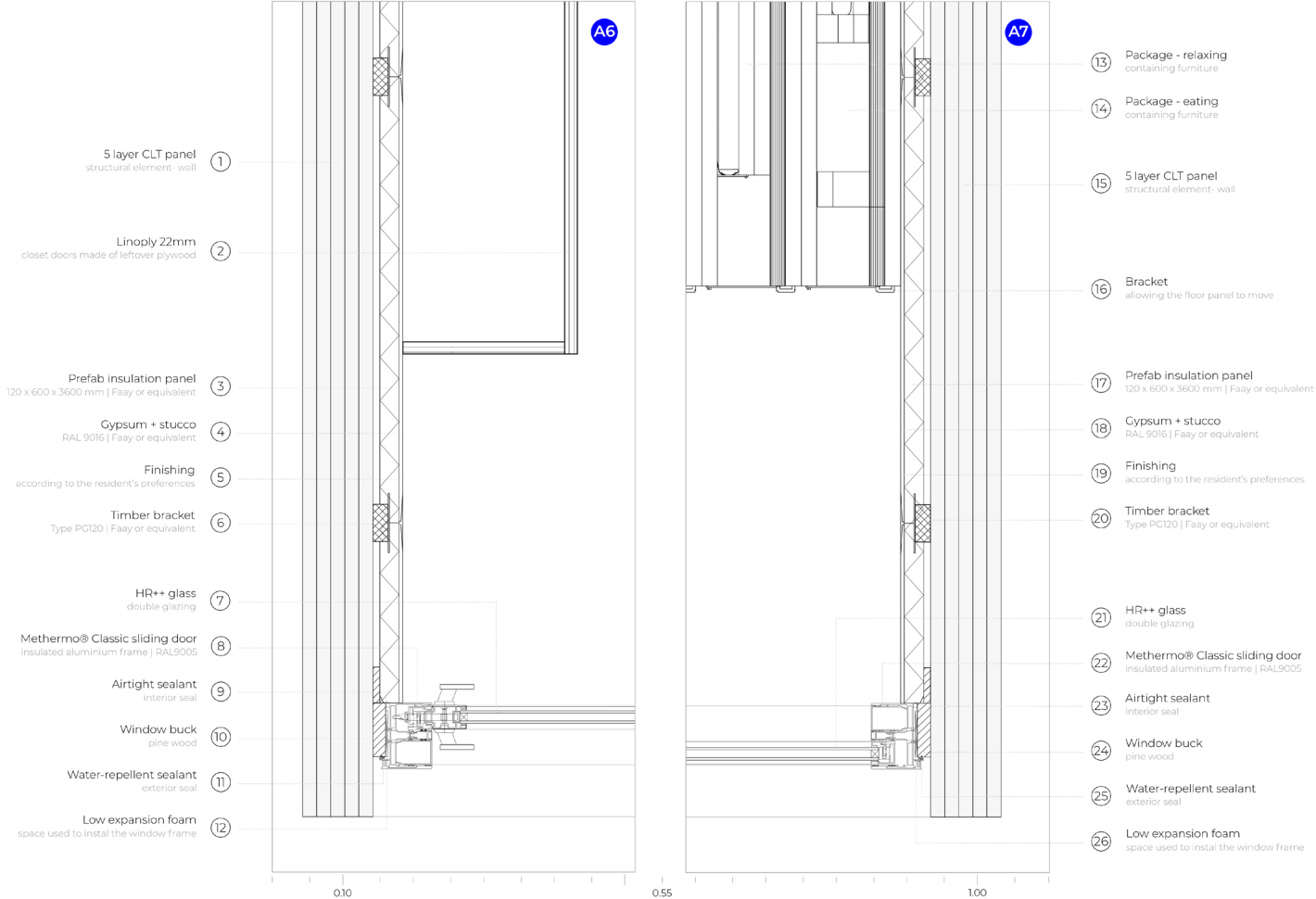
DETAIL DRAWINGS | HORIZONTAL SECTION A | SCALE 1:10



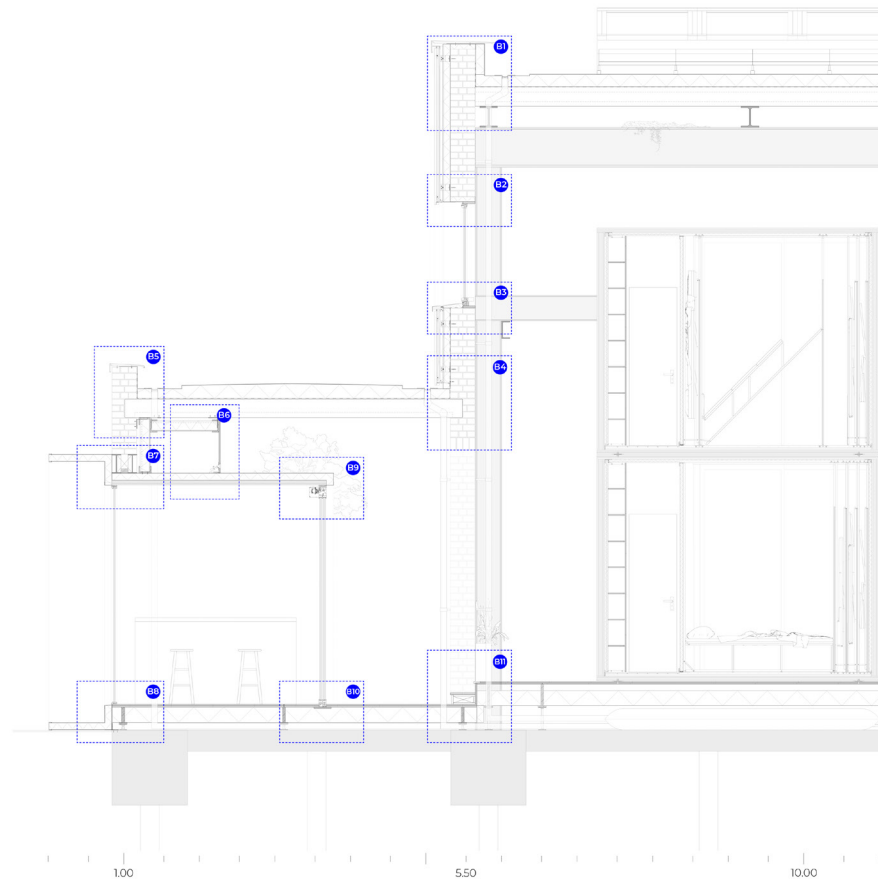
DETAIL DRAWINGS | HORIZONTAL SECTION A | SCALE 1:10



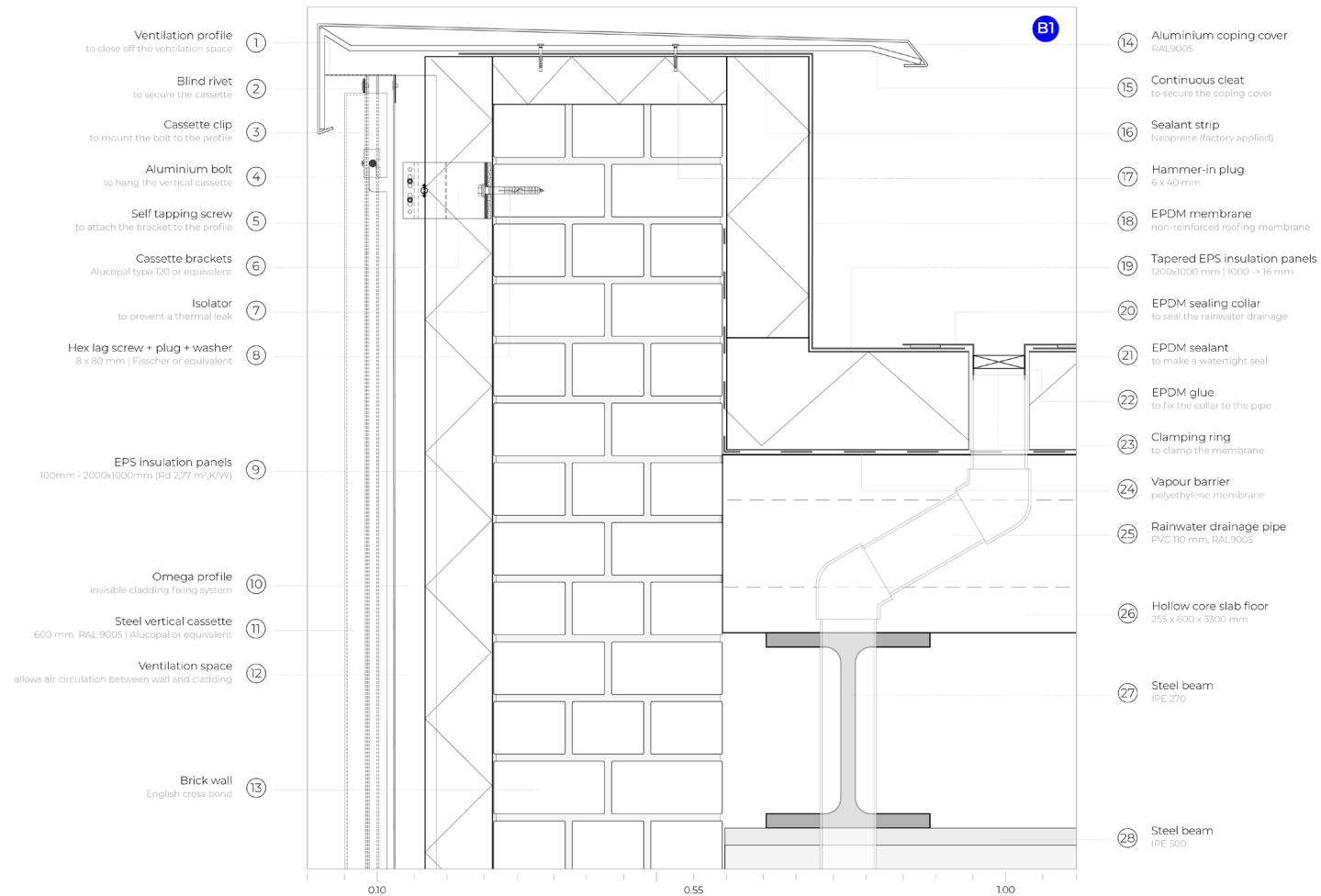
DETAIL DRAWINGS | HORIZONTAL SECTION A | SCALE 1:10



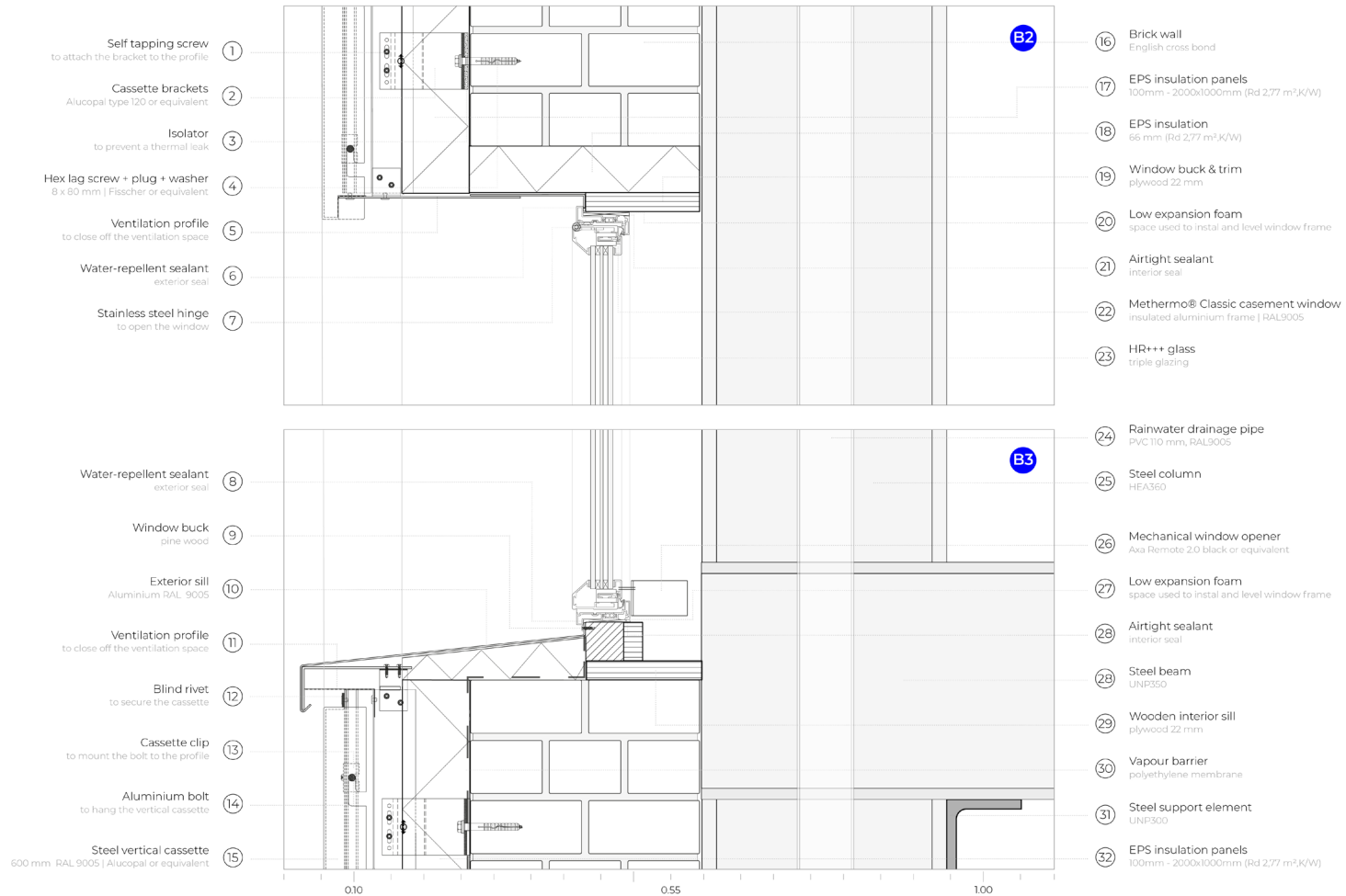
FRAGMENT | VERTICAL SECTION B | SCALE 1:100



# DETAIL DRAWINGS | VERTICAL SECTION B | SCALE 1:10



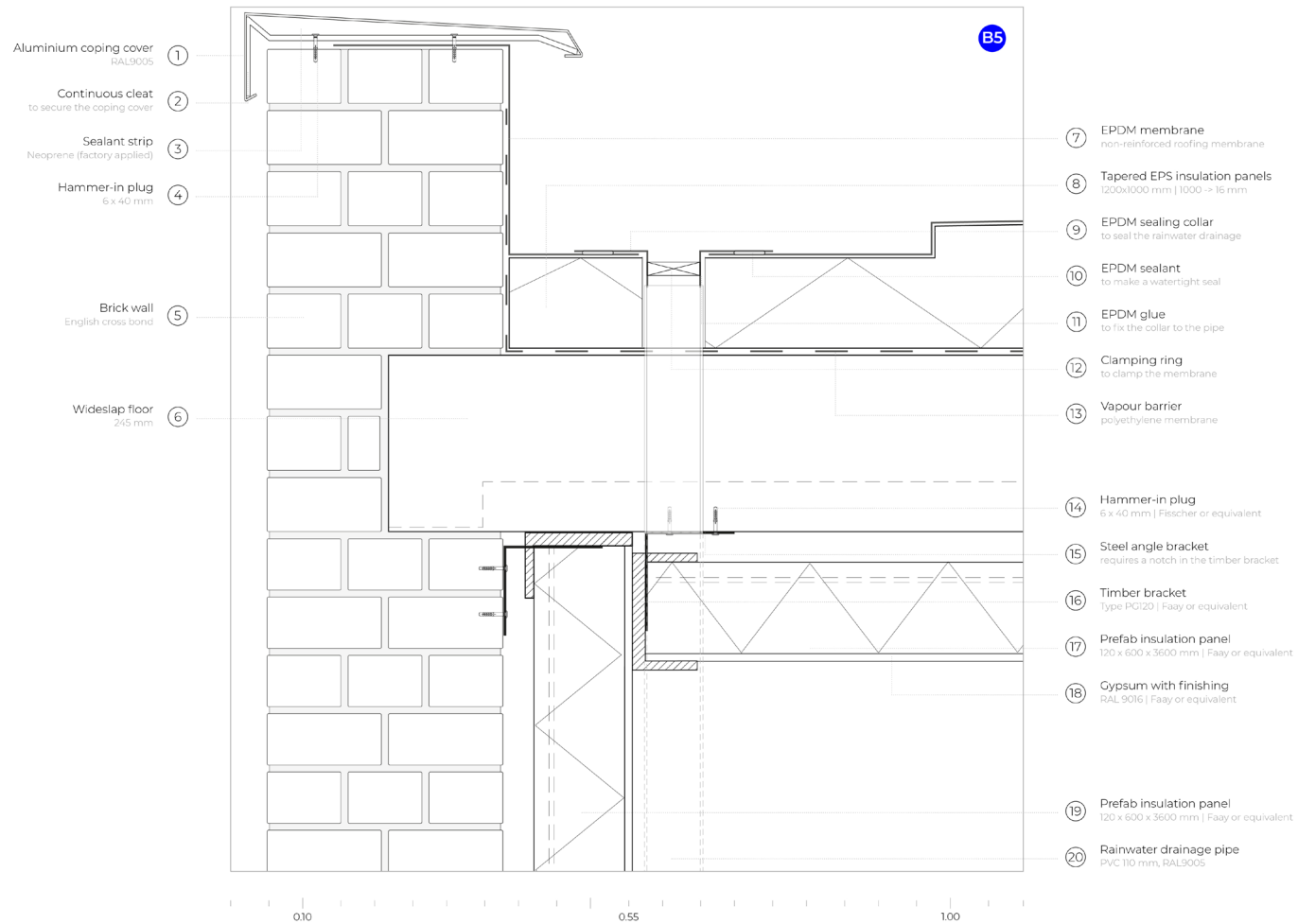
DETAIL DRAWINGS | VERTICAL SECTION B | SCALE 1:10



Architectural floor plan of a building section, showing a grid of rooms and a central corridor. The plan includes a staircase, a large open area, and a series of smaller rooms. A blue circle with the text 'B4' is located in the top right corner.

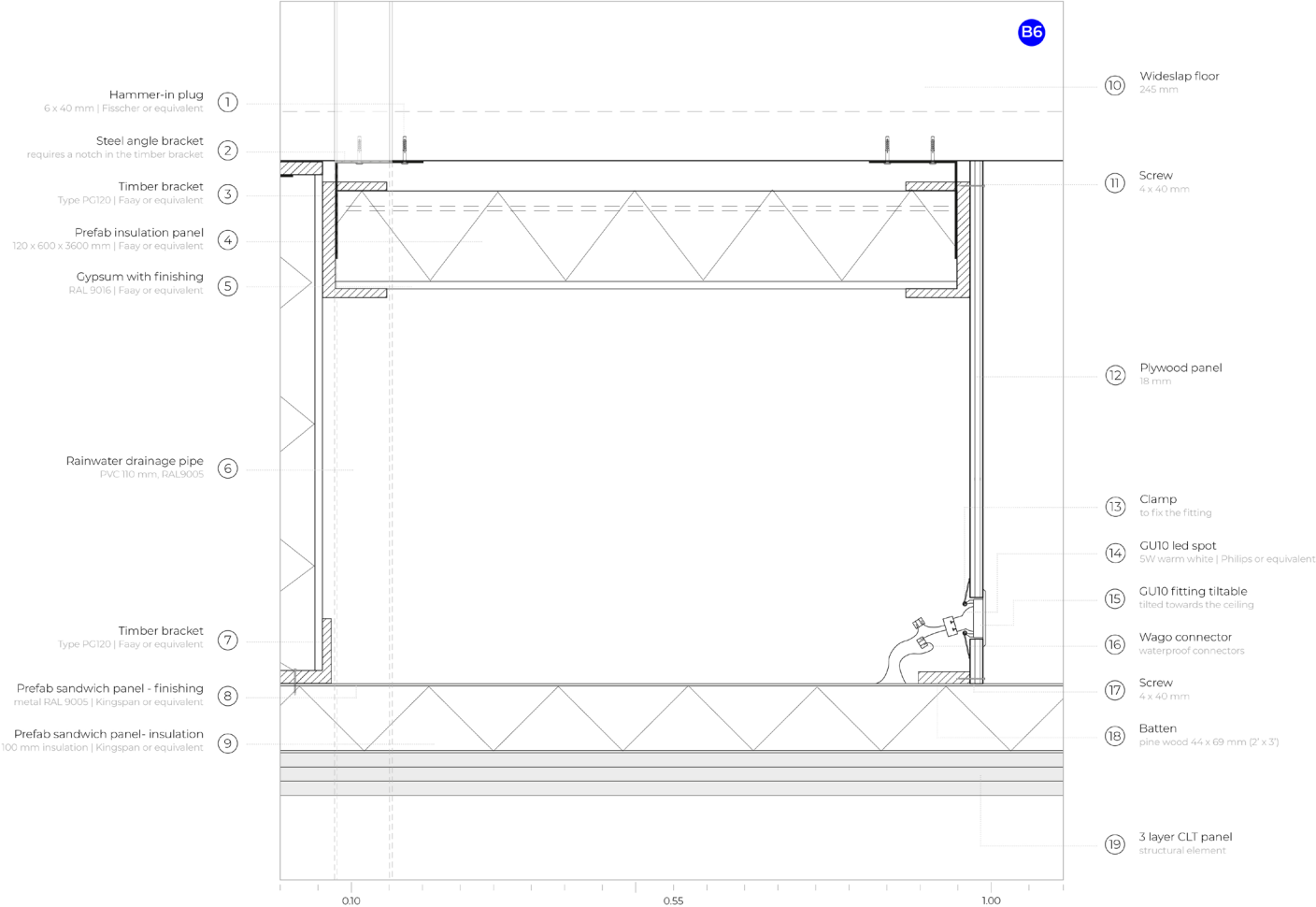
- 13 Hex lag screw + plug + washer  
8 x 80 mm | Fischer or equivalent
- 14 Ventilation space  
allows air circulation between wall and cladding
- 15 EPS insulation panels  
100mm - 2000x1000mm [Rd 2,77 m²K/W]
- 16 EPDM membrane  
non-reinforced roofing membrane
- 17 Tapered EPS insulation panels  
1200x1000 mm | 1000 -> 16 mm
- 18 Vapour barrier  
polyethylene membrane
- 19 Wideslap floor  
245 mm
- 20 Rainwater drainage pipe  
PVC 110 mm, RAL3005
- 21 Brick wall  
English cross bond
- 22 steel column  
HEA360

DETAIL DRAWINGS | VERTICAL SECTION B | SCALE 1:10

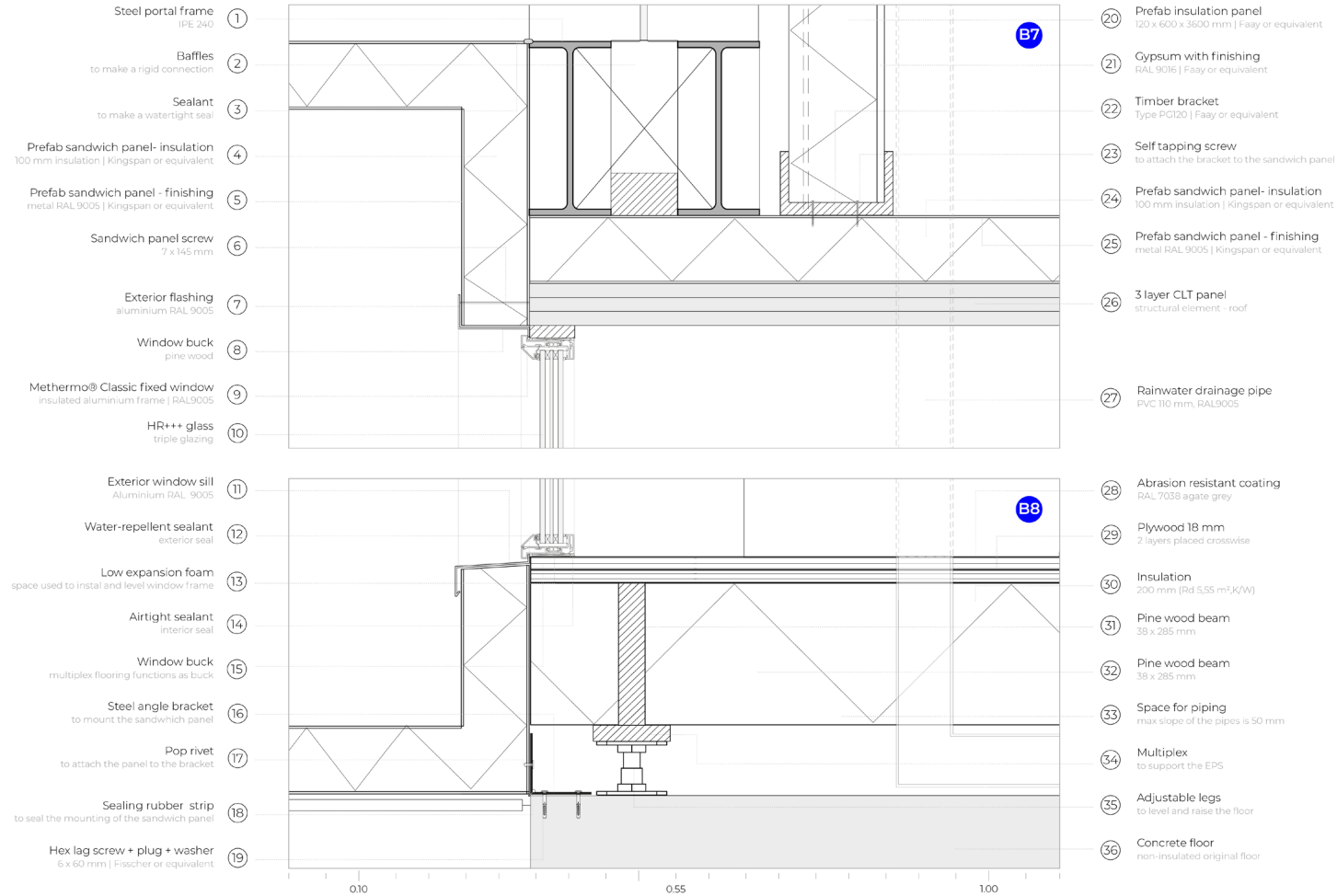




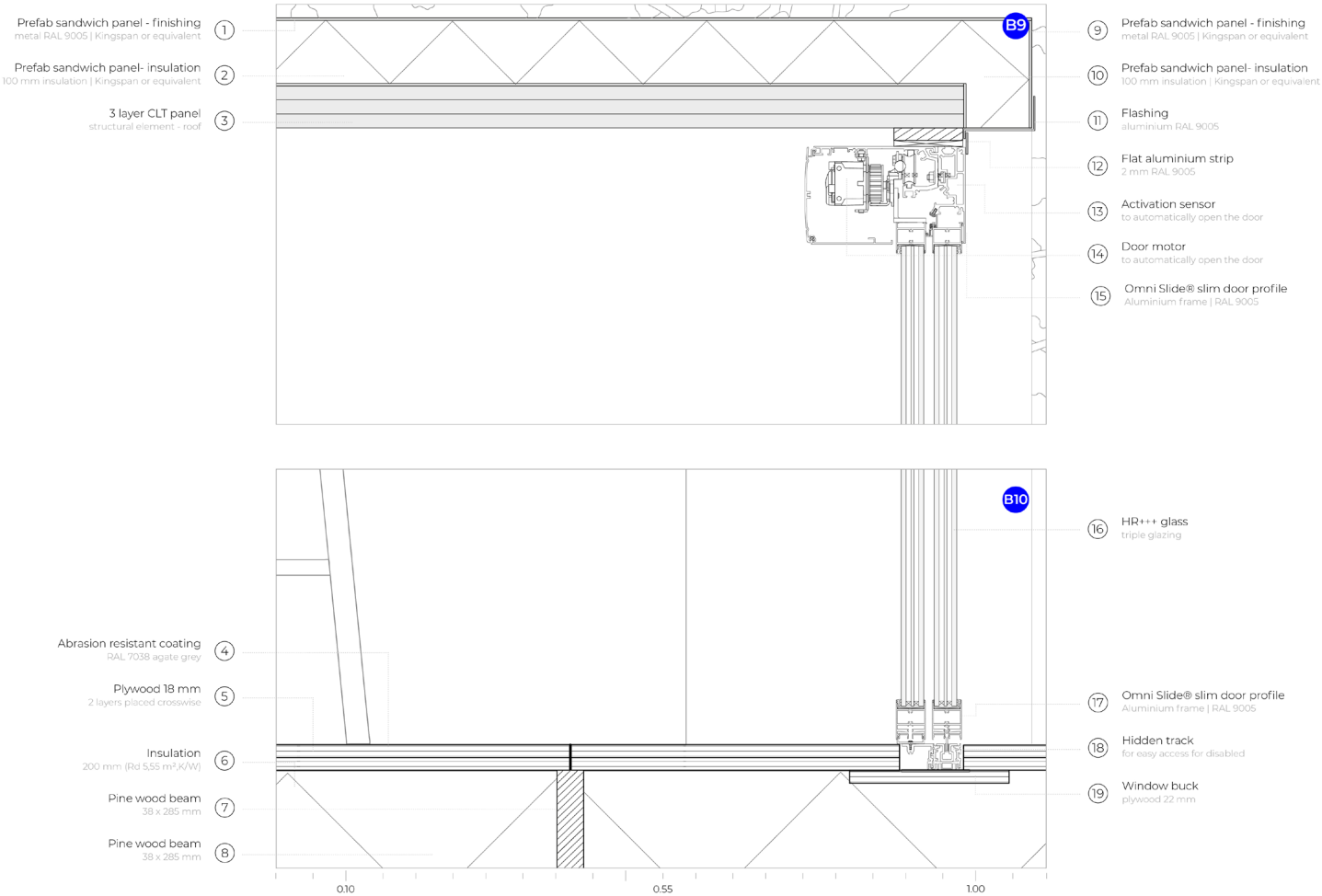
DETAIL DRAWINGS | VERTICAL SECTION B | SCALE 1:10



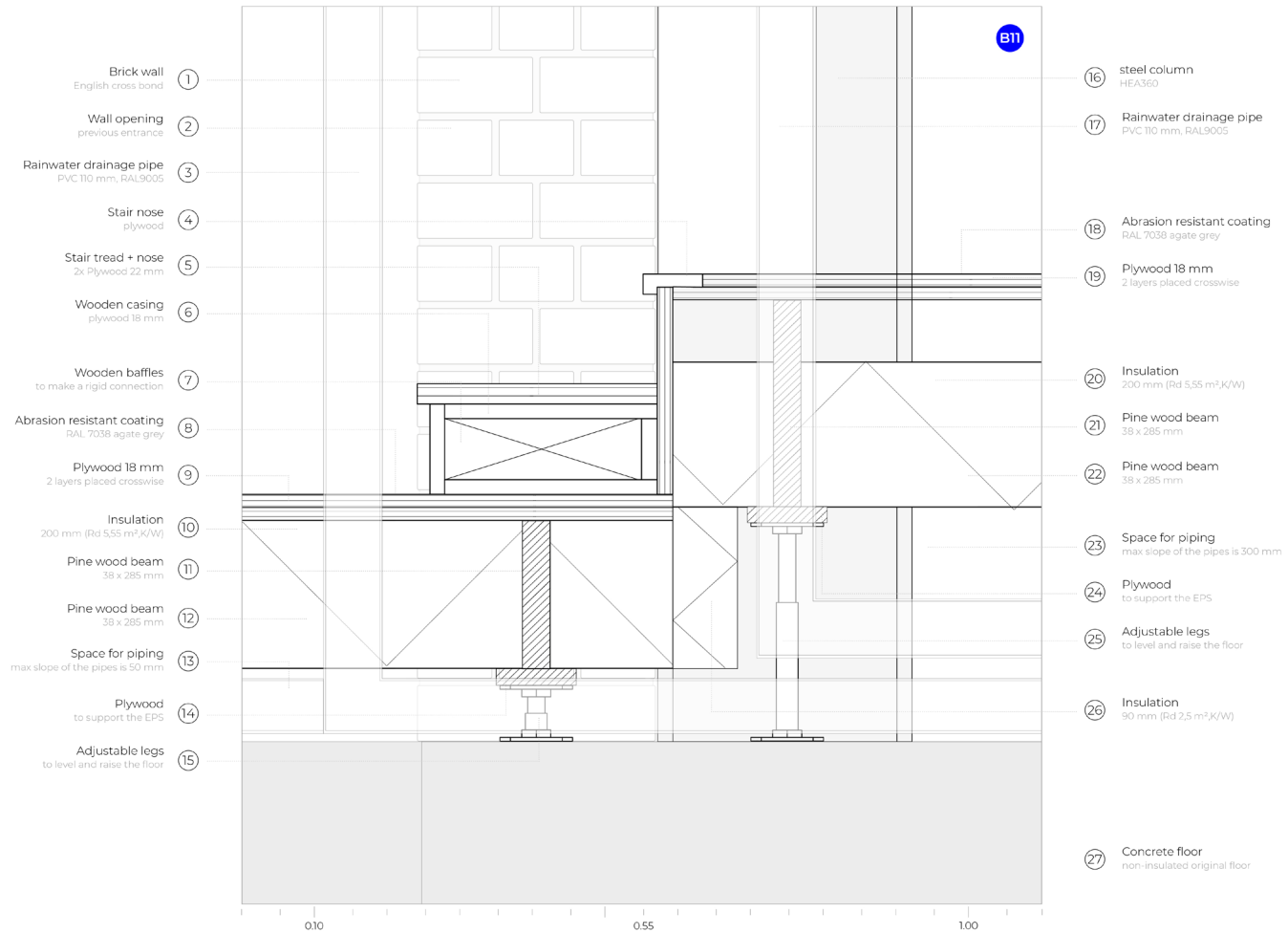
# DETAIL DRAWINGS | VERTICAL SECTION B | SCALE 1:10



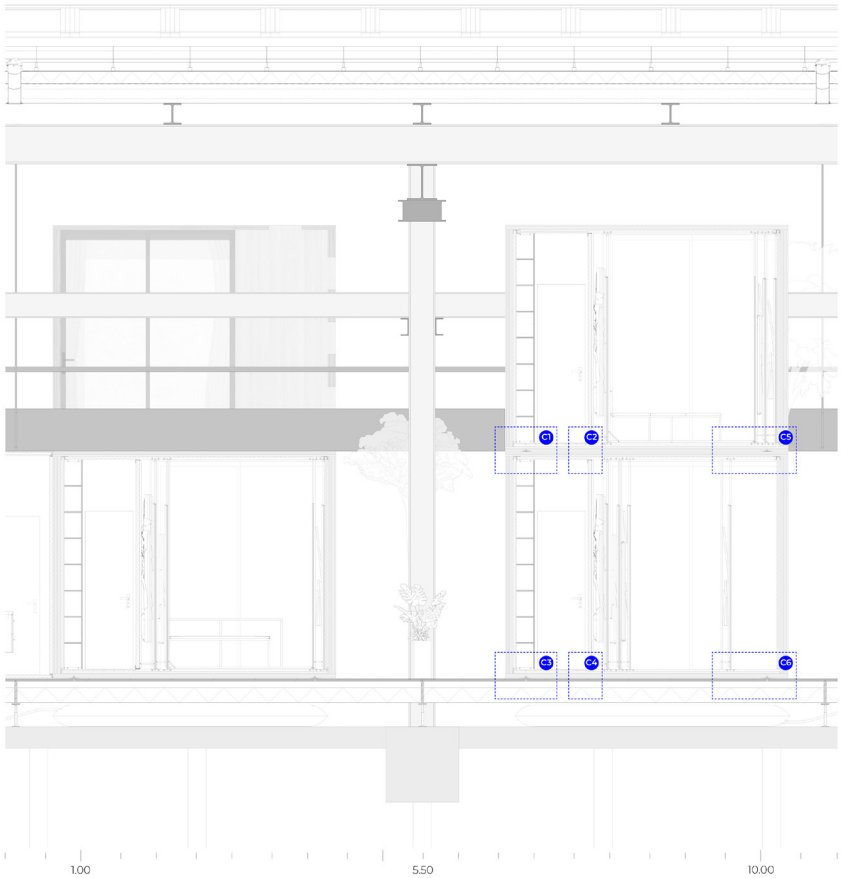
DETAIL DRAWINGS | VERTICAL SECTION B | SCALE 1:10



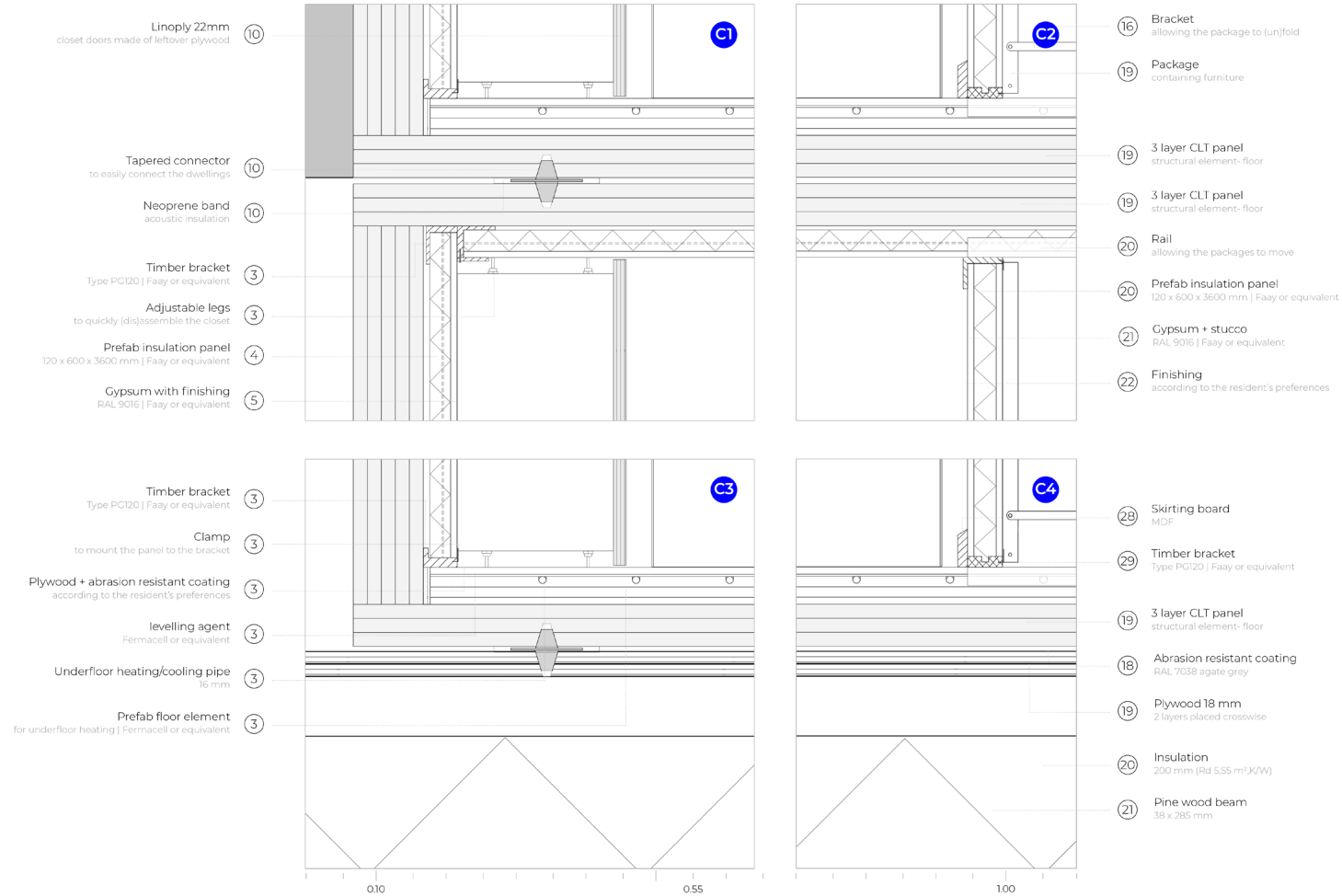
DETAIL DRAWINGS | VERTICAL SECTION B | SCALE 1:10



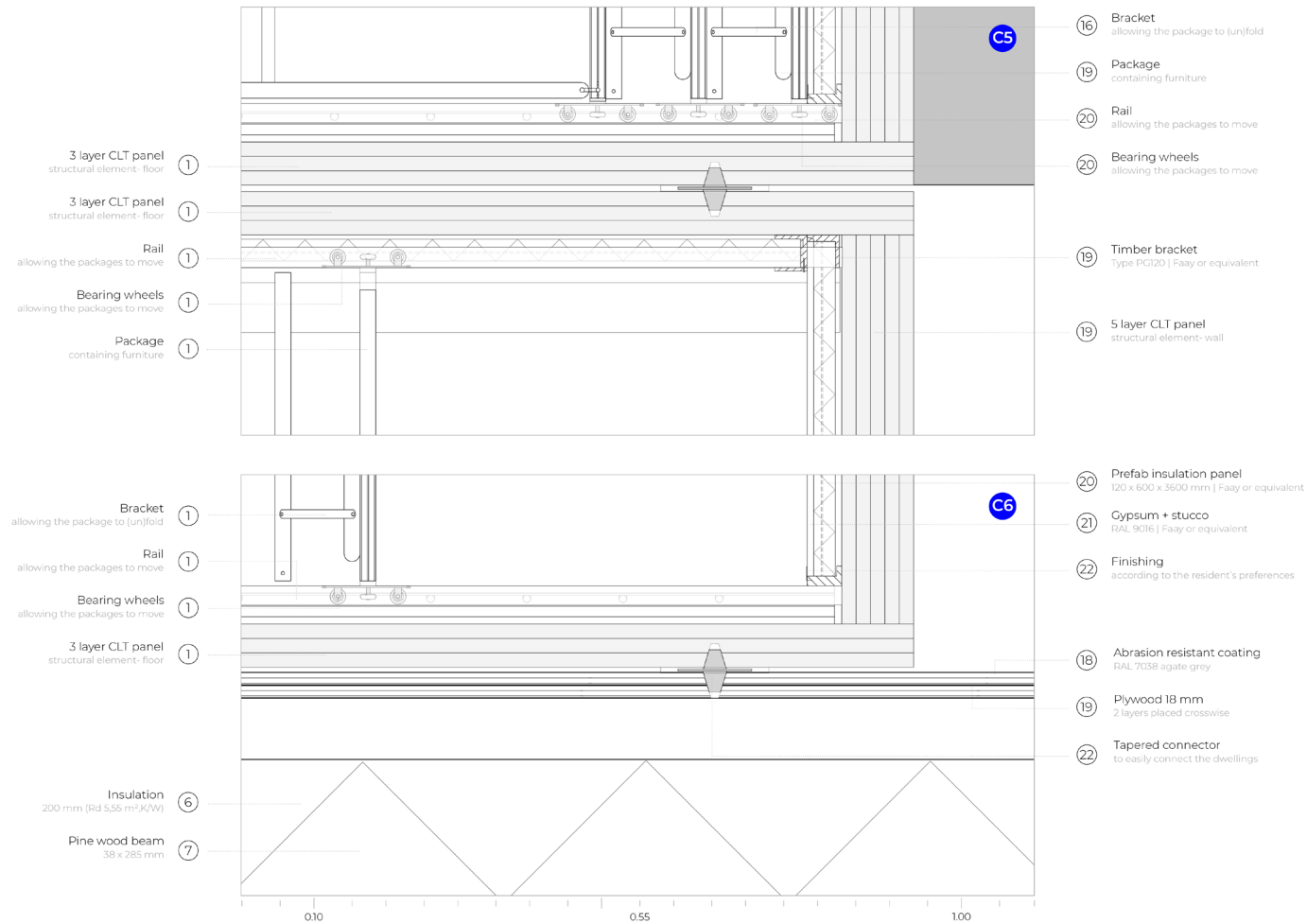
FRAGMENT | VERTICAL SECTION C | SCALE 1:100



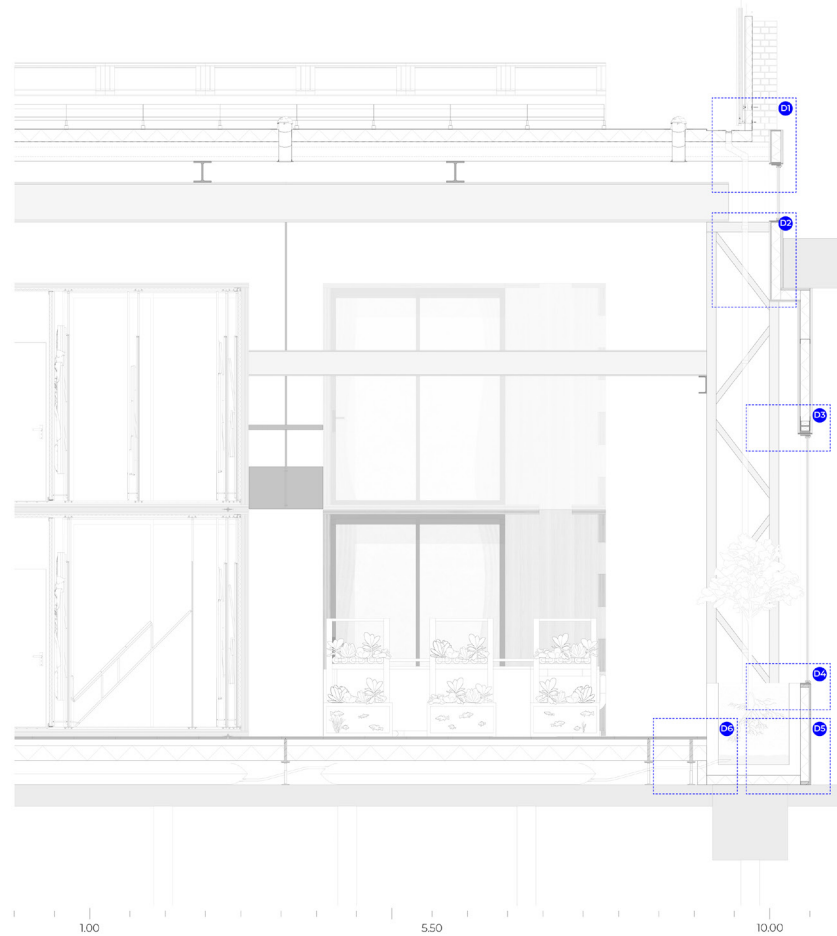
# DETAIL DRAWINGS | VERTICAL SECTION C | SCALE 1:10



DETAIL DRAWINGS | VERTICAL SECTION C | SCALE 1:10

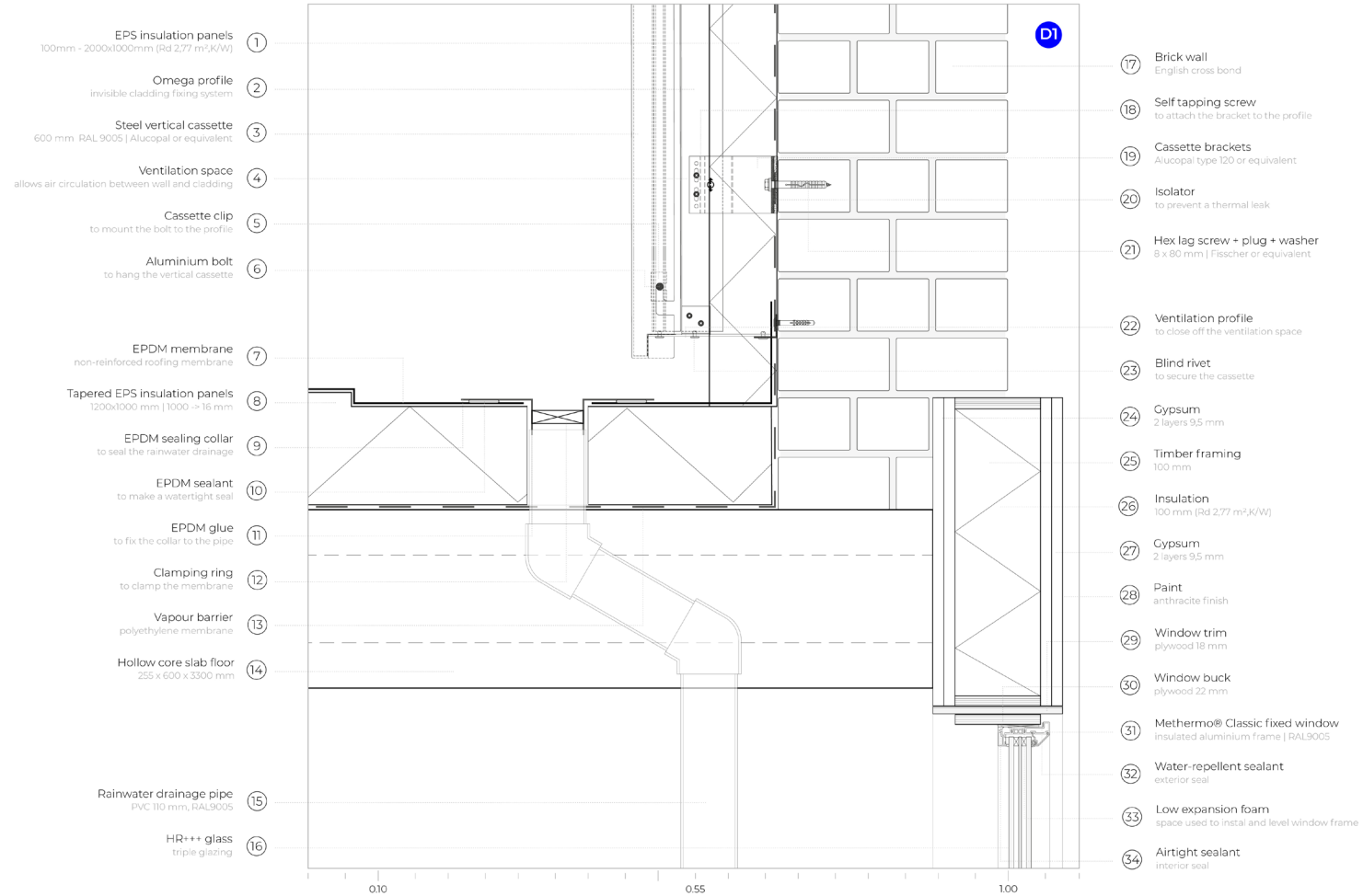


FRAGMENT | VERTICAL SECTION D | SCALE 1:100

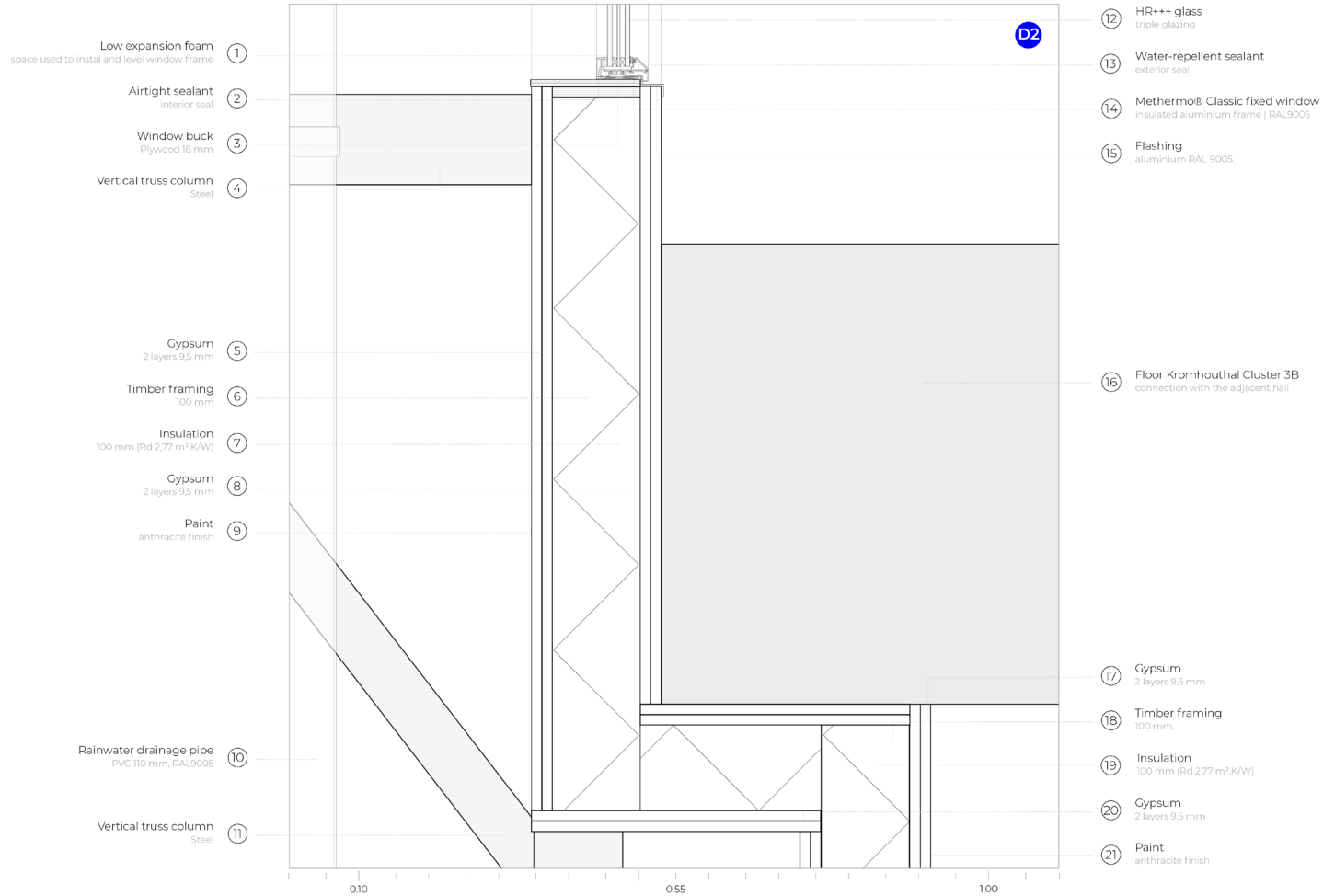




# DETAIL DRAWINGS | VERTICAL SECTION D | SCALE 1:10



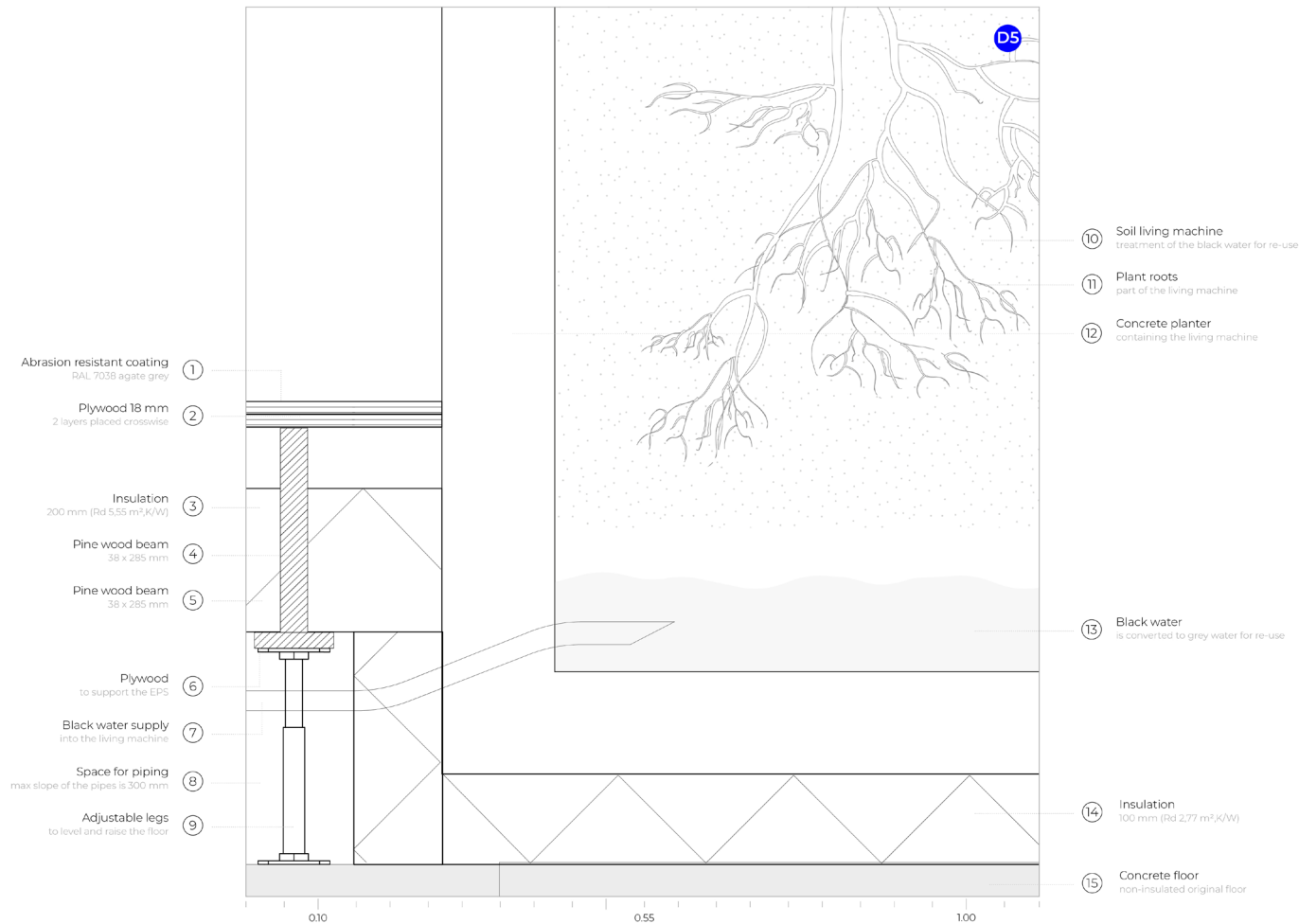
DETAIL DRAWINGS | VERTICAL SECTION D | SCALE 1:10



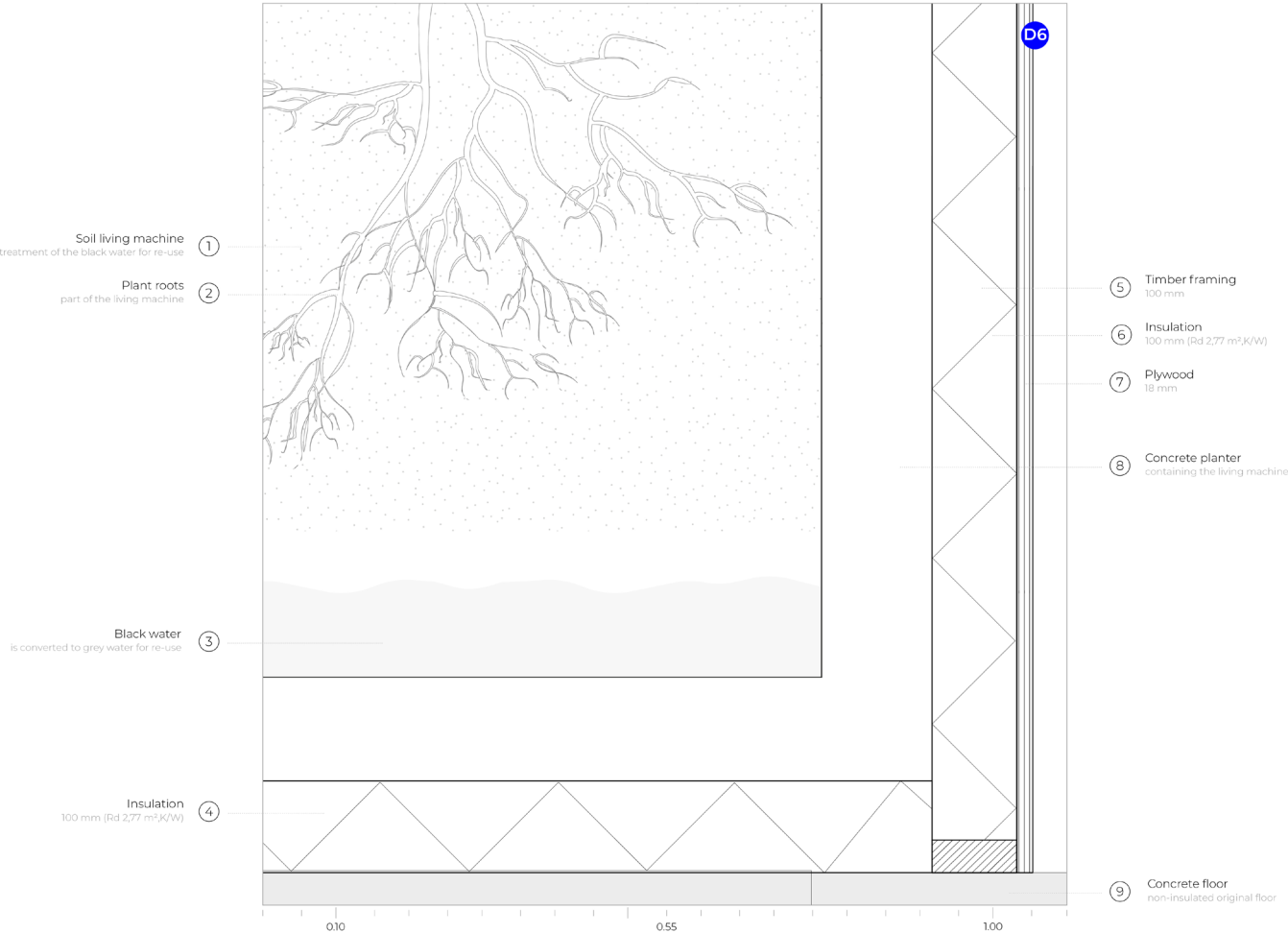
DETAIL DRAWINGS | VERTICAL SECTION D | SCALE 1:10



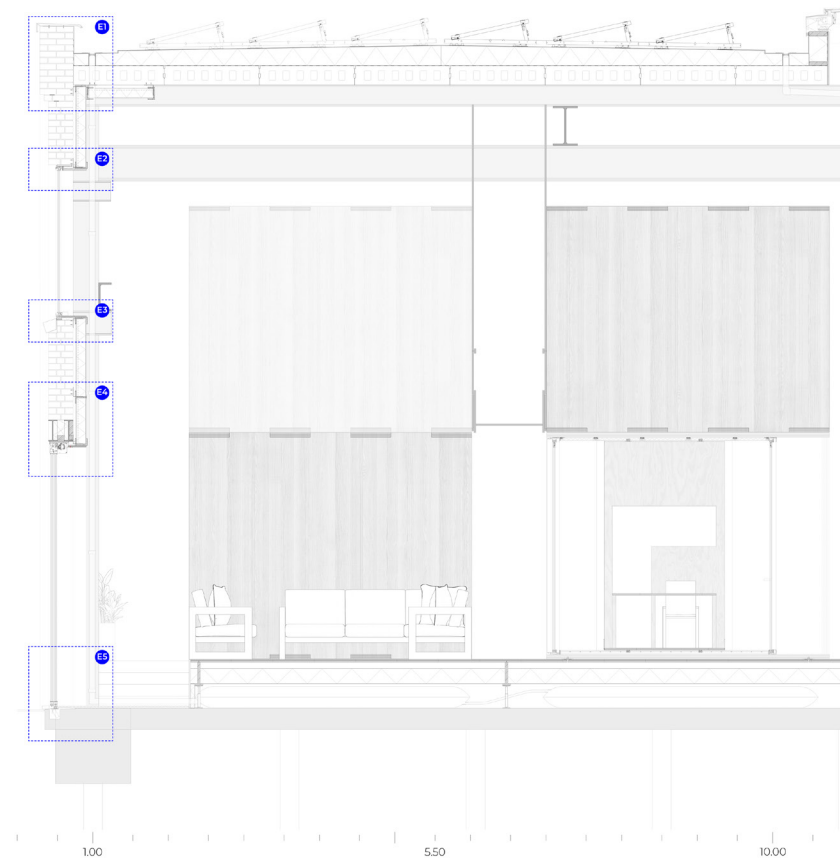
DETAIL DRAWINGS | VERTICAL SECTION D | SCALE 1:10



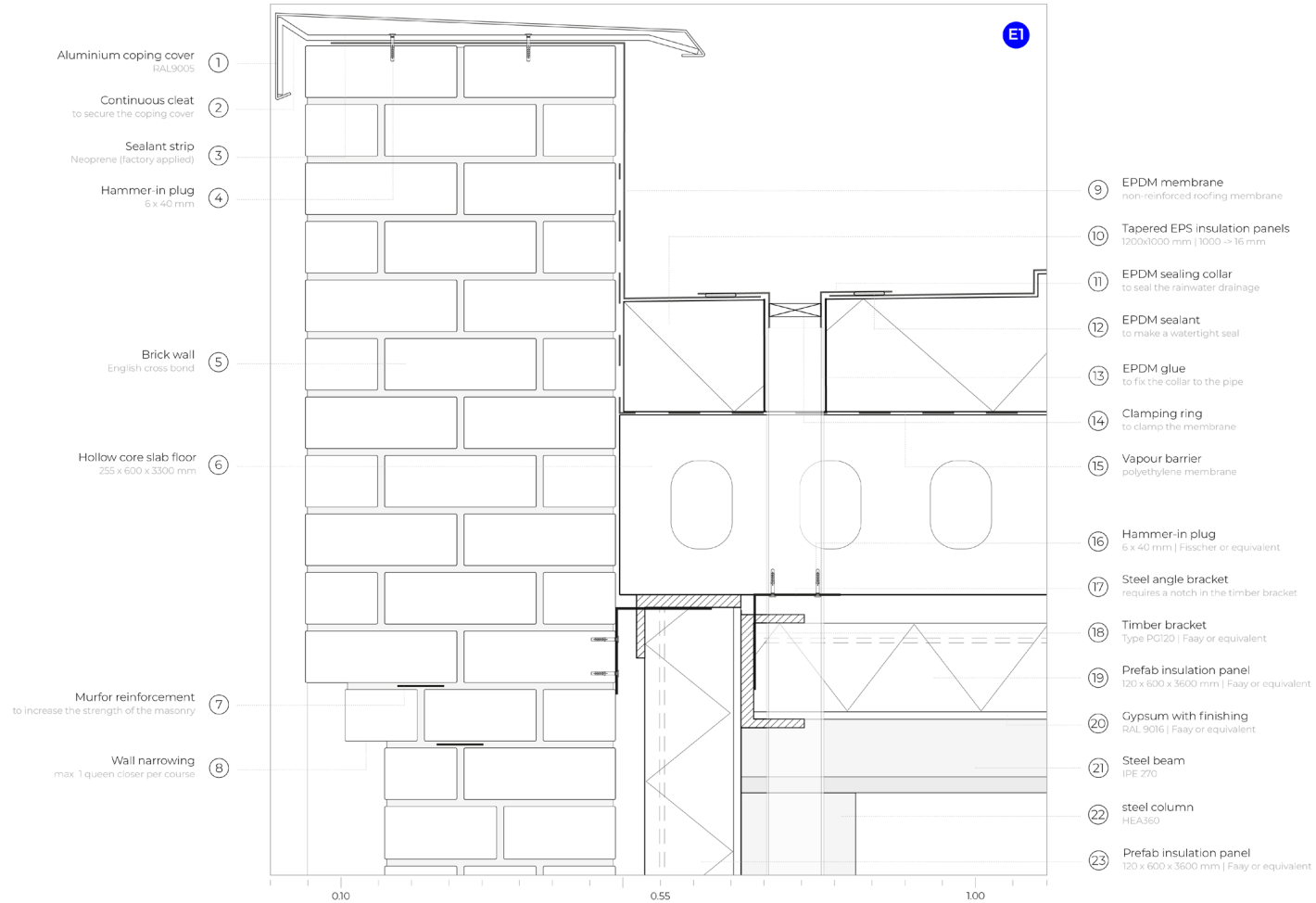
DETAIL DRAWINGS | VERTICAL SECTION D | SCALE 1:10



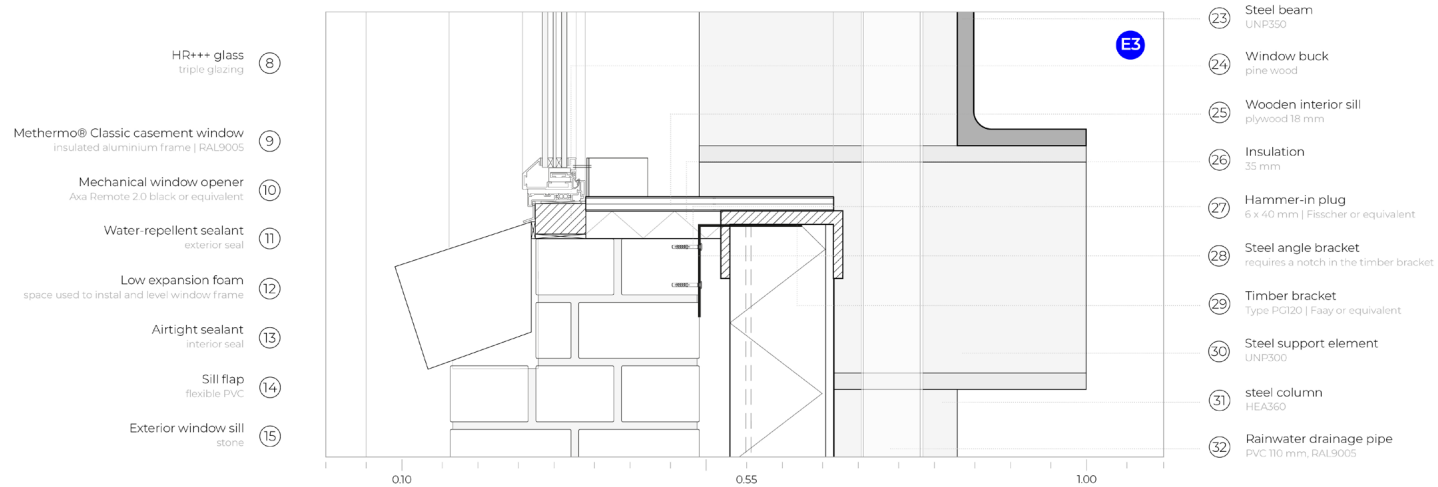
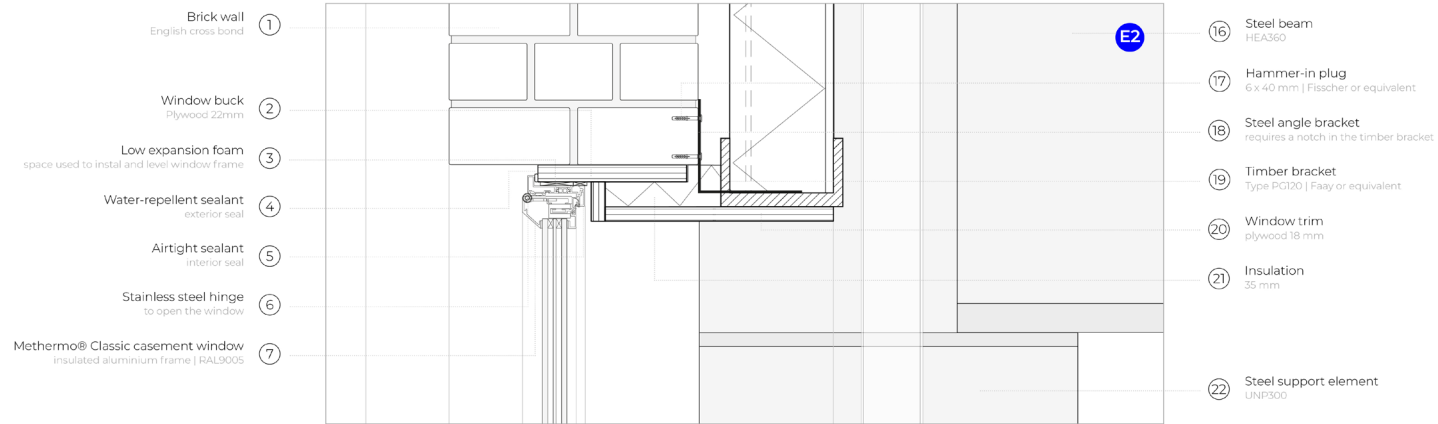
FRAGMENT | VERTICAL SECTION E | SCALE 1:100



# DETAIL DRAWINGS | VERTICAL SECTION E | SCALE 1:10

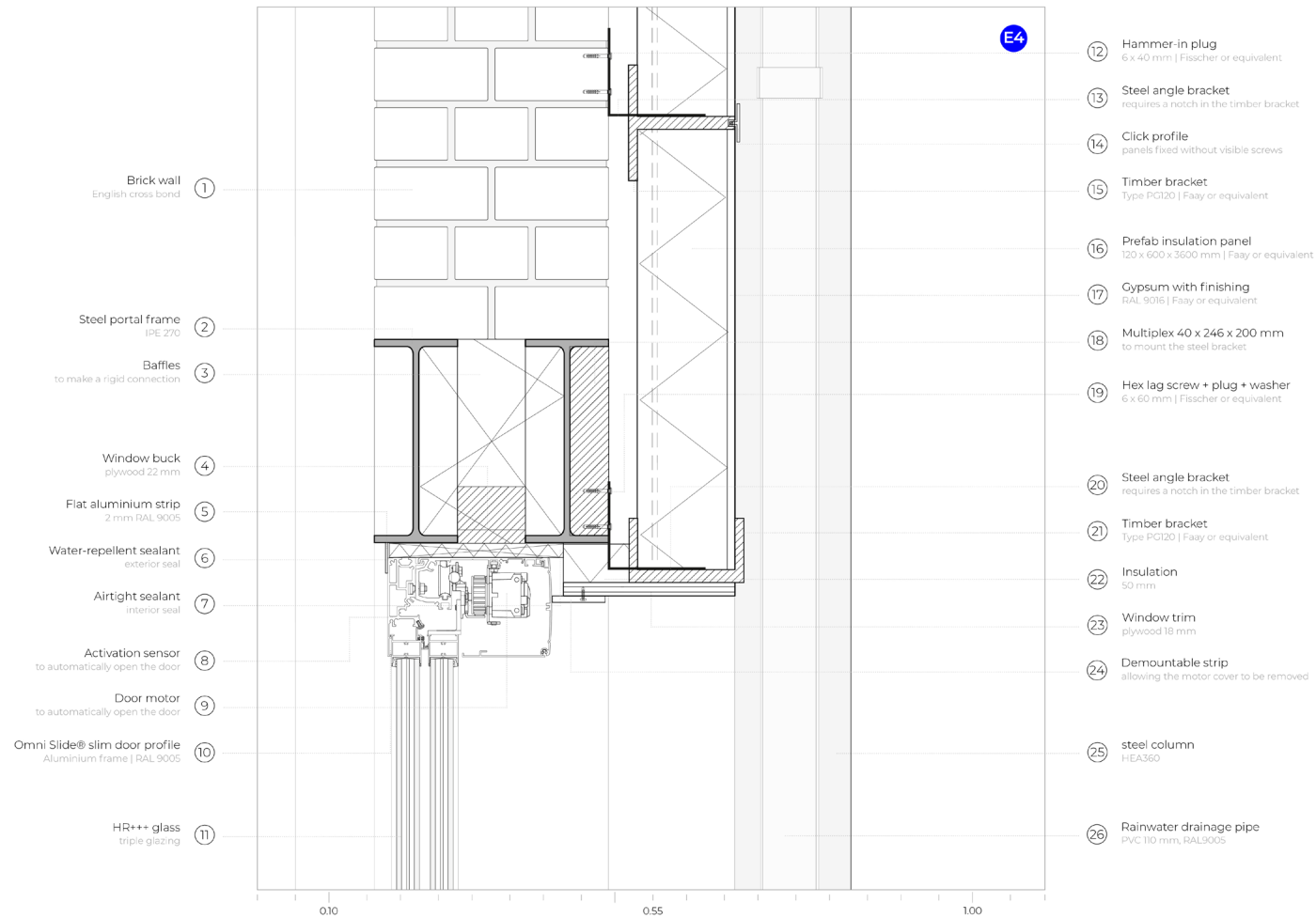


# DETAIL DRAWINGS | VERTICAL SECTION E | SCALE 1:10

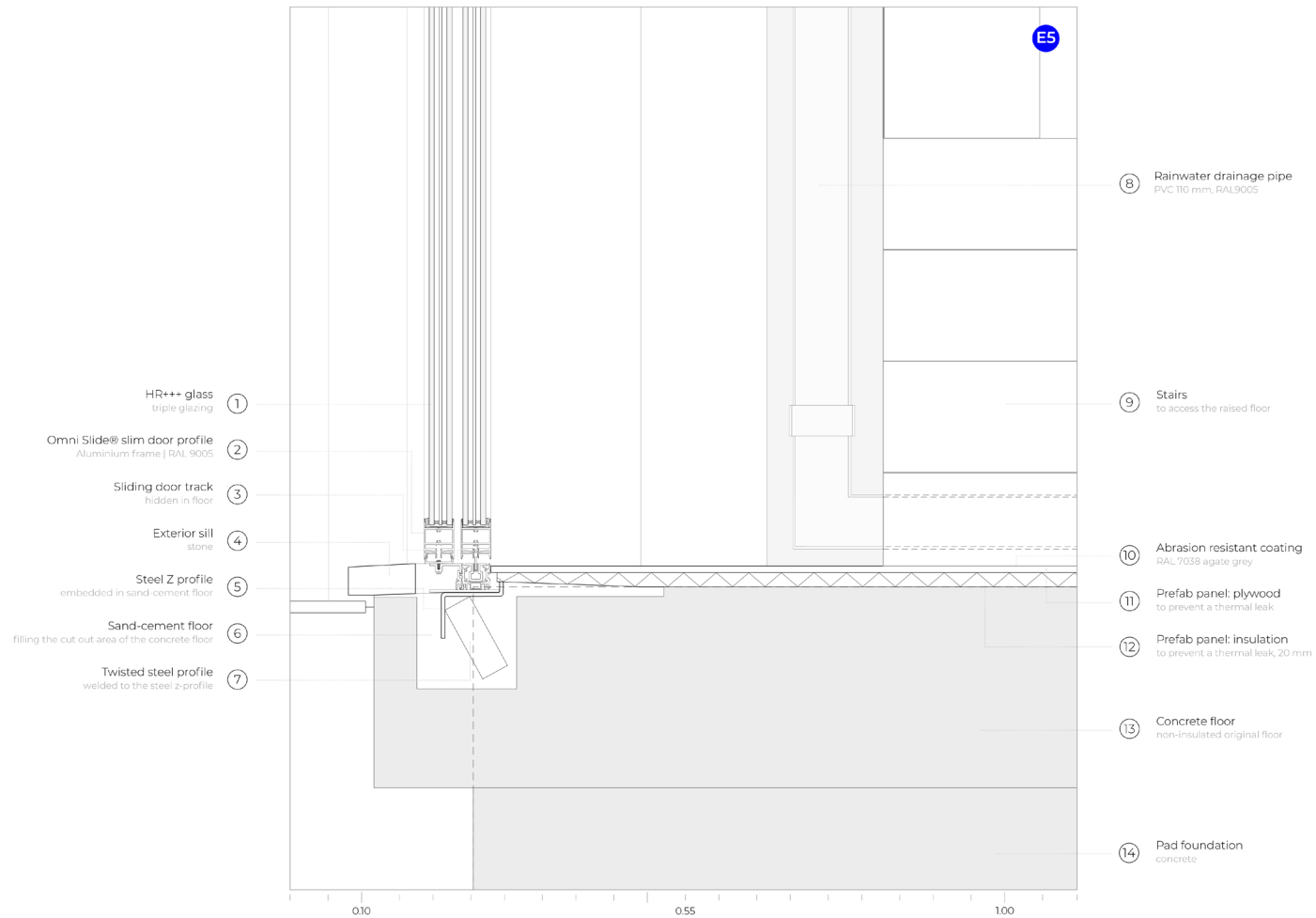




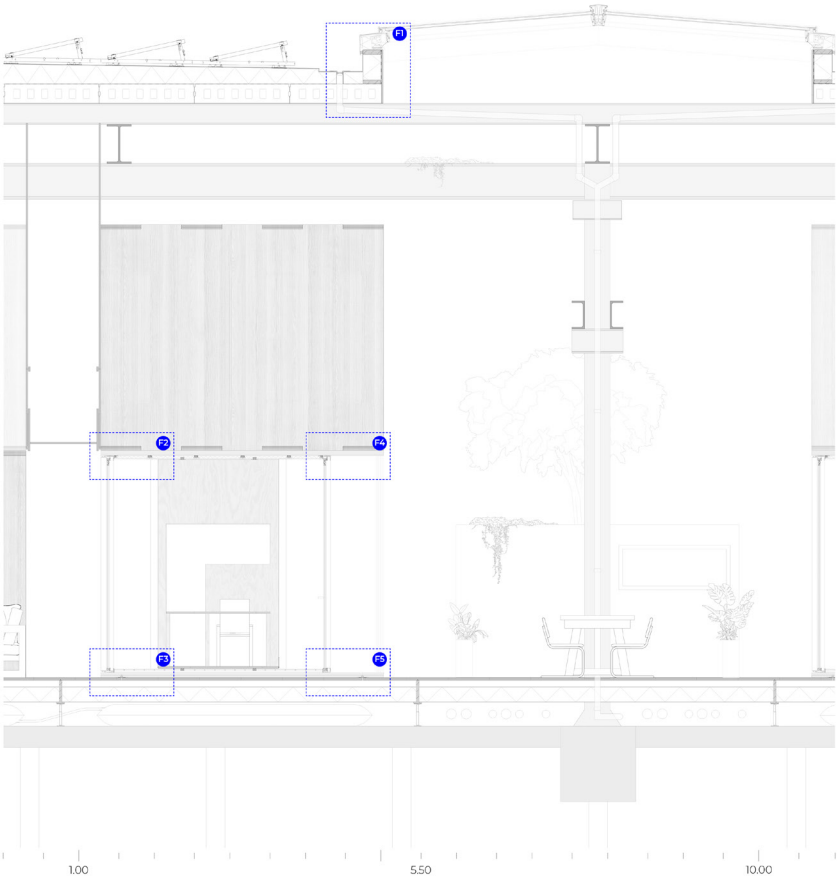
DETAIL DRAWINGS | VERTICAL SECTION E | SCALE 1:10



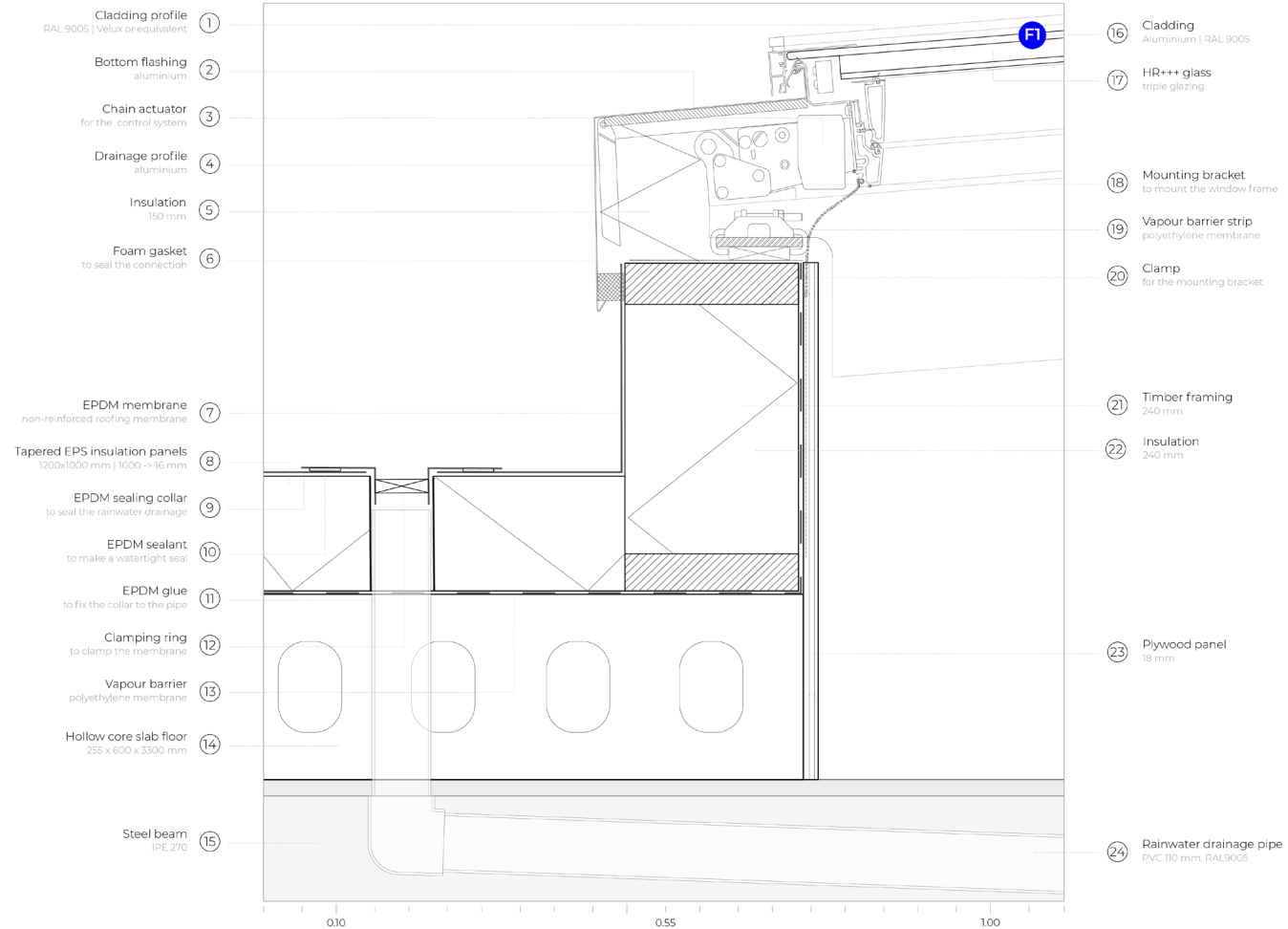
DETAIL DRAWINGS | VERTICAL SECTION E | SCALE 1:10



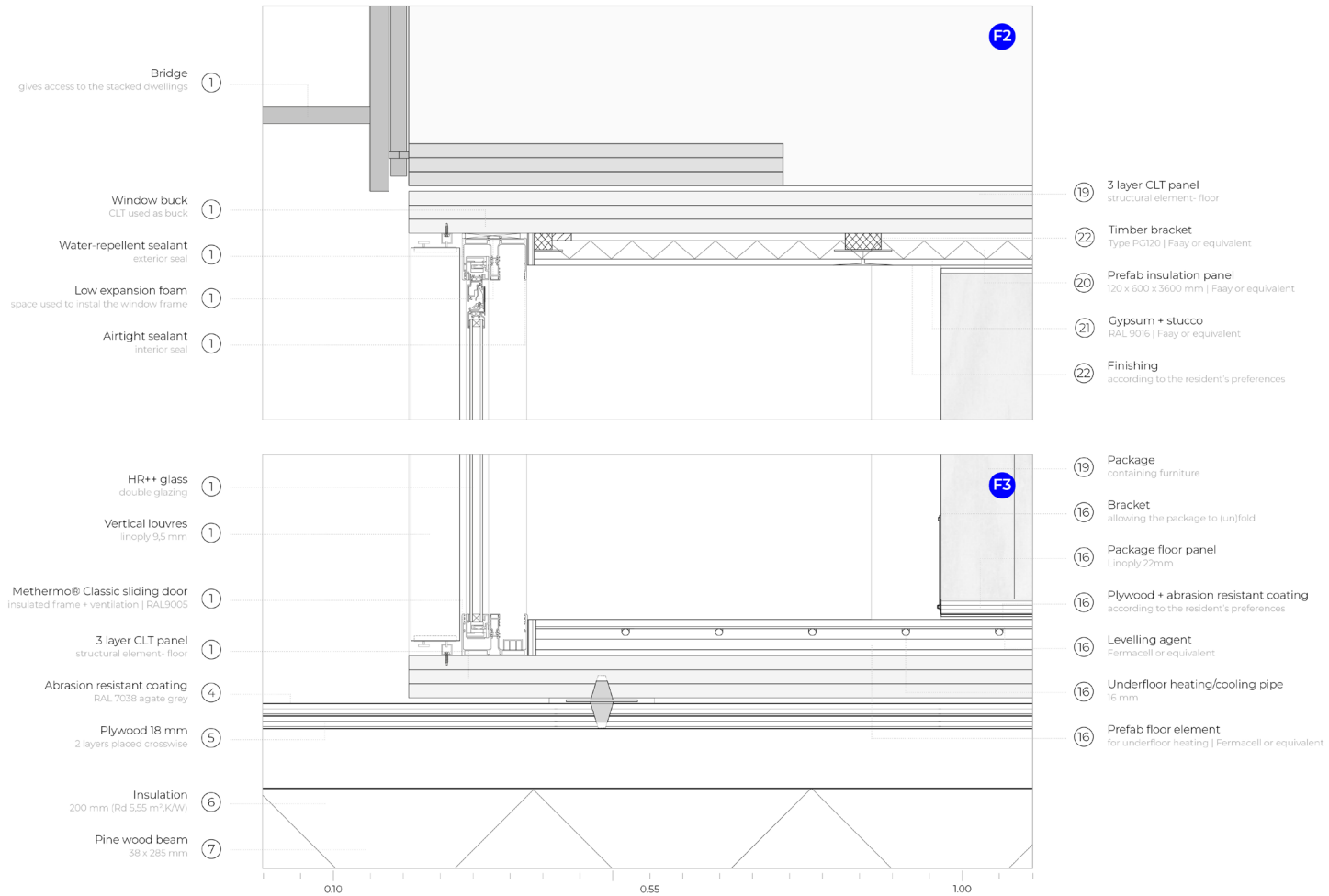
FRAGMENT | VERTICAL SECTION F | SCALE 1:100



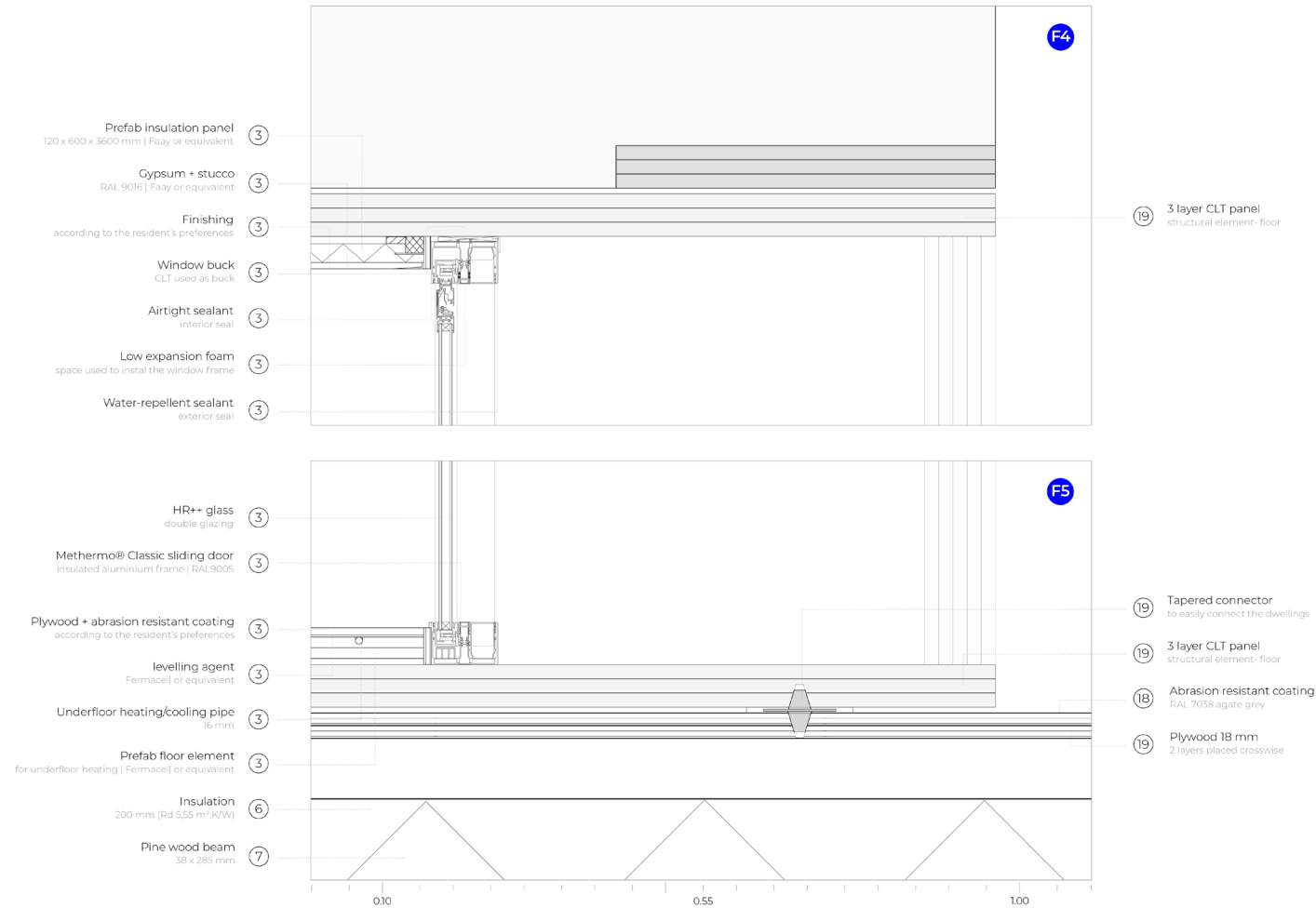
# DETAIL DRAWINGS | VERTICAL SECTION F | SCALE 1:10



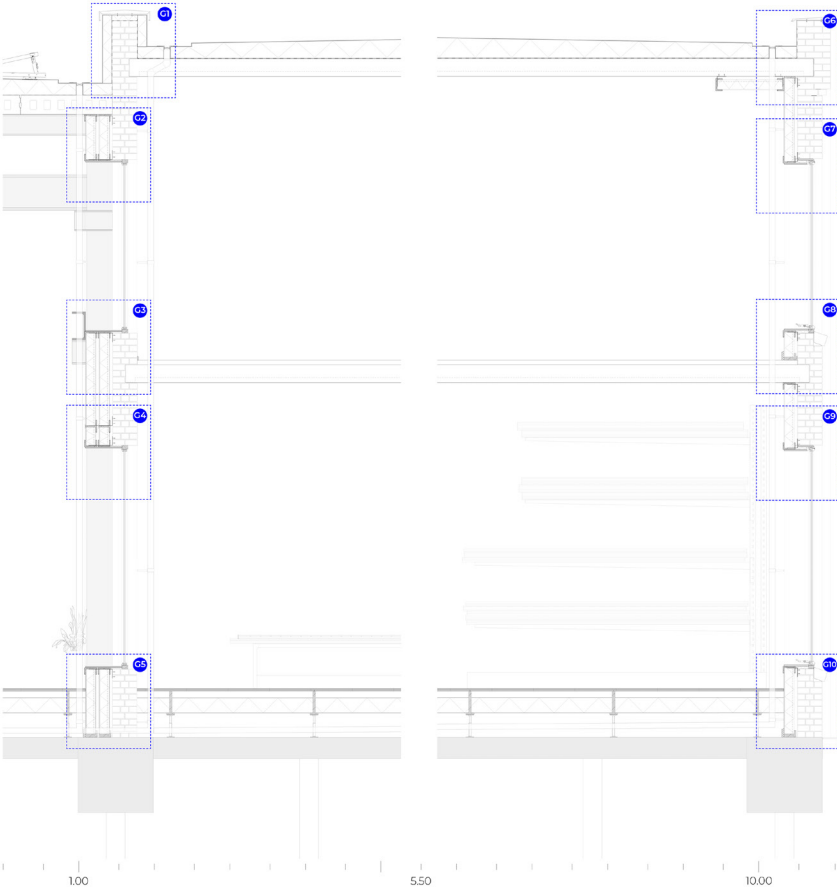
# DETAIL DRAWINGS | VERTICAL SECTION F | SCALE 1:10



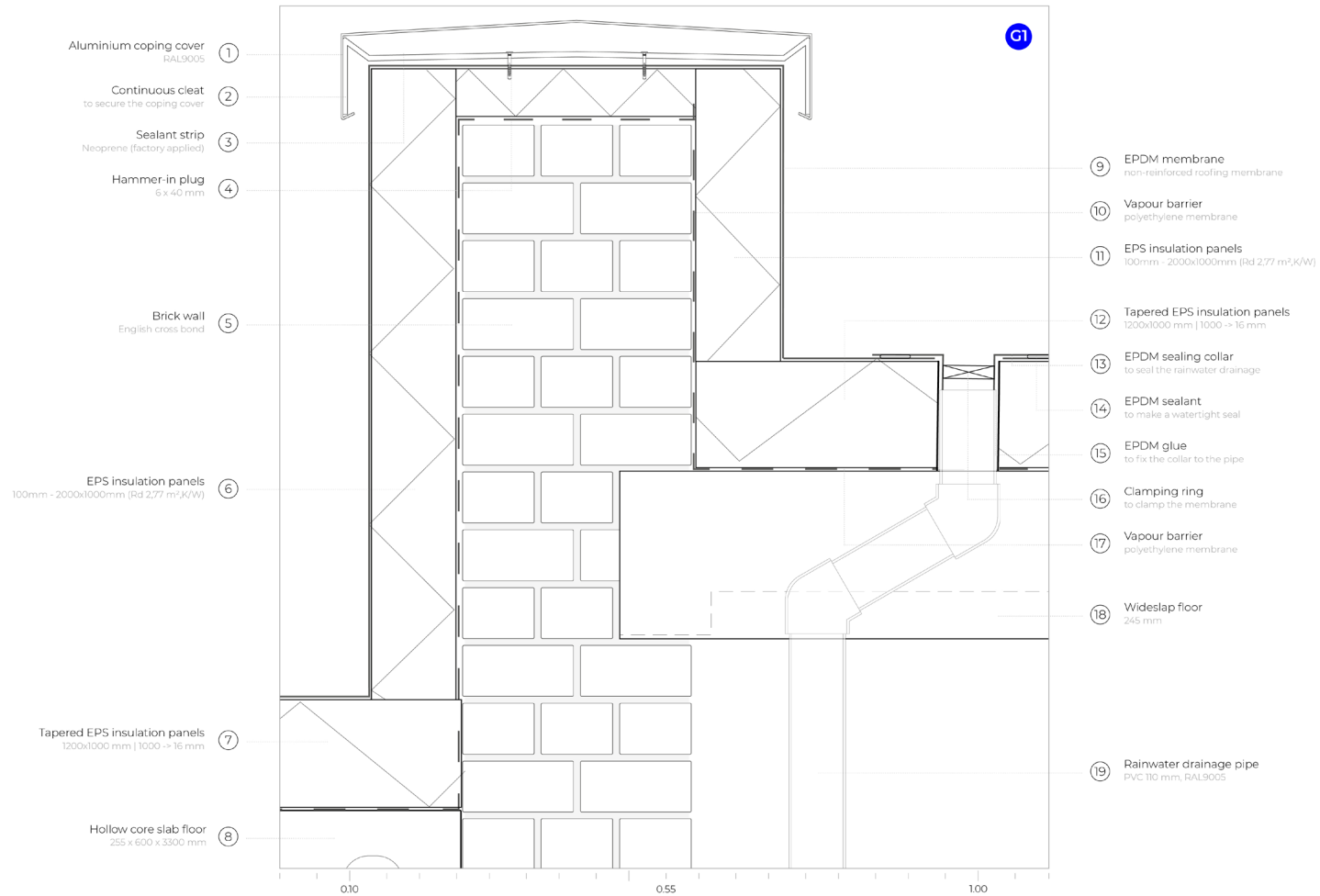
DETAIL DRAWINGS | VERTICAL SECTION F | SCALE 1:10



FRAGMENT | VERTICAL SECTION G | SCALE 1:100



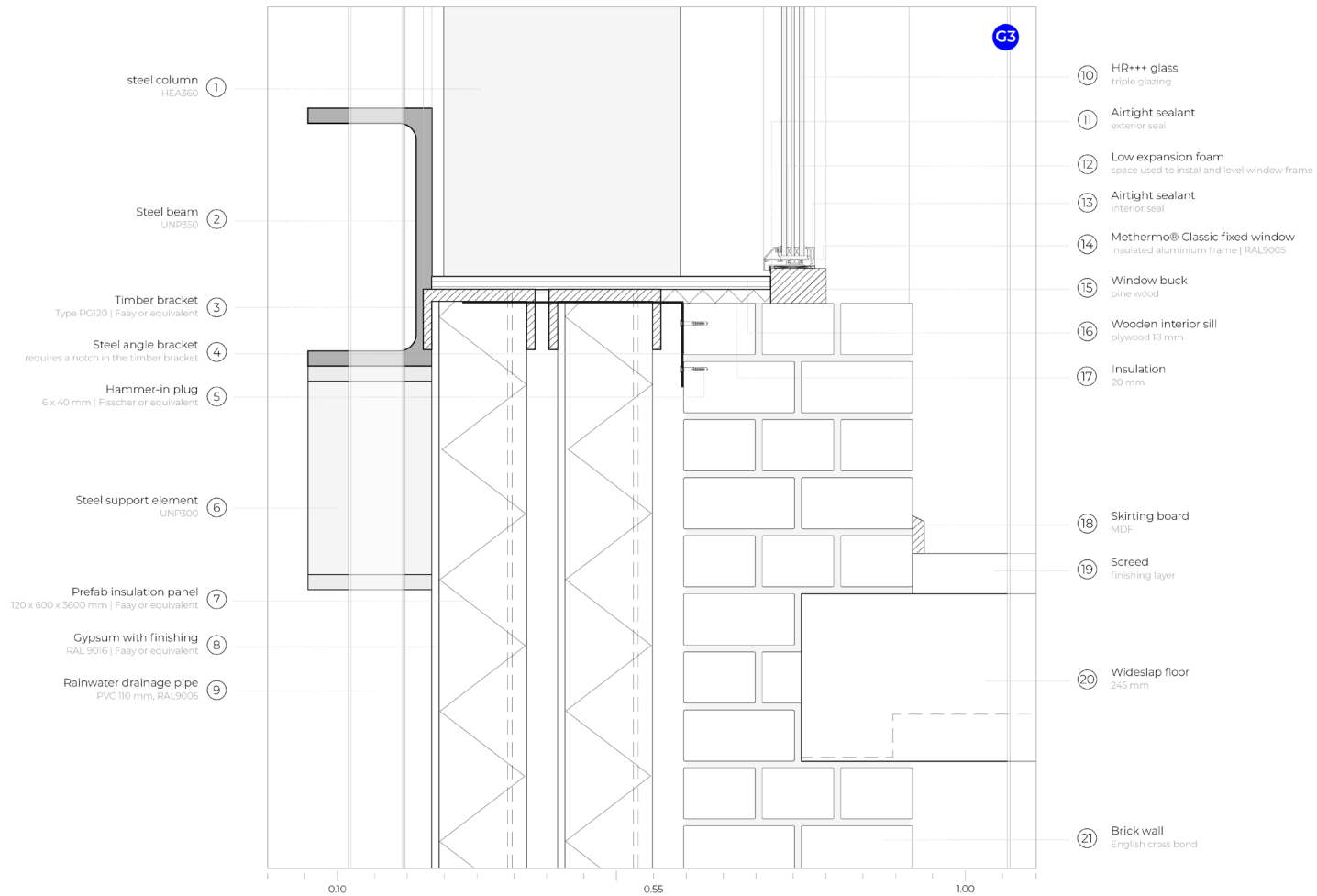
DETAIL DRAWINGS | VERTICAL SECTION G | SCALE 1:10



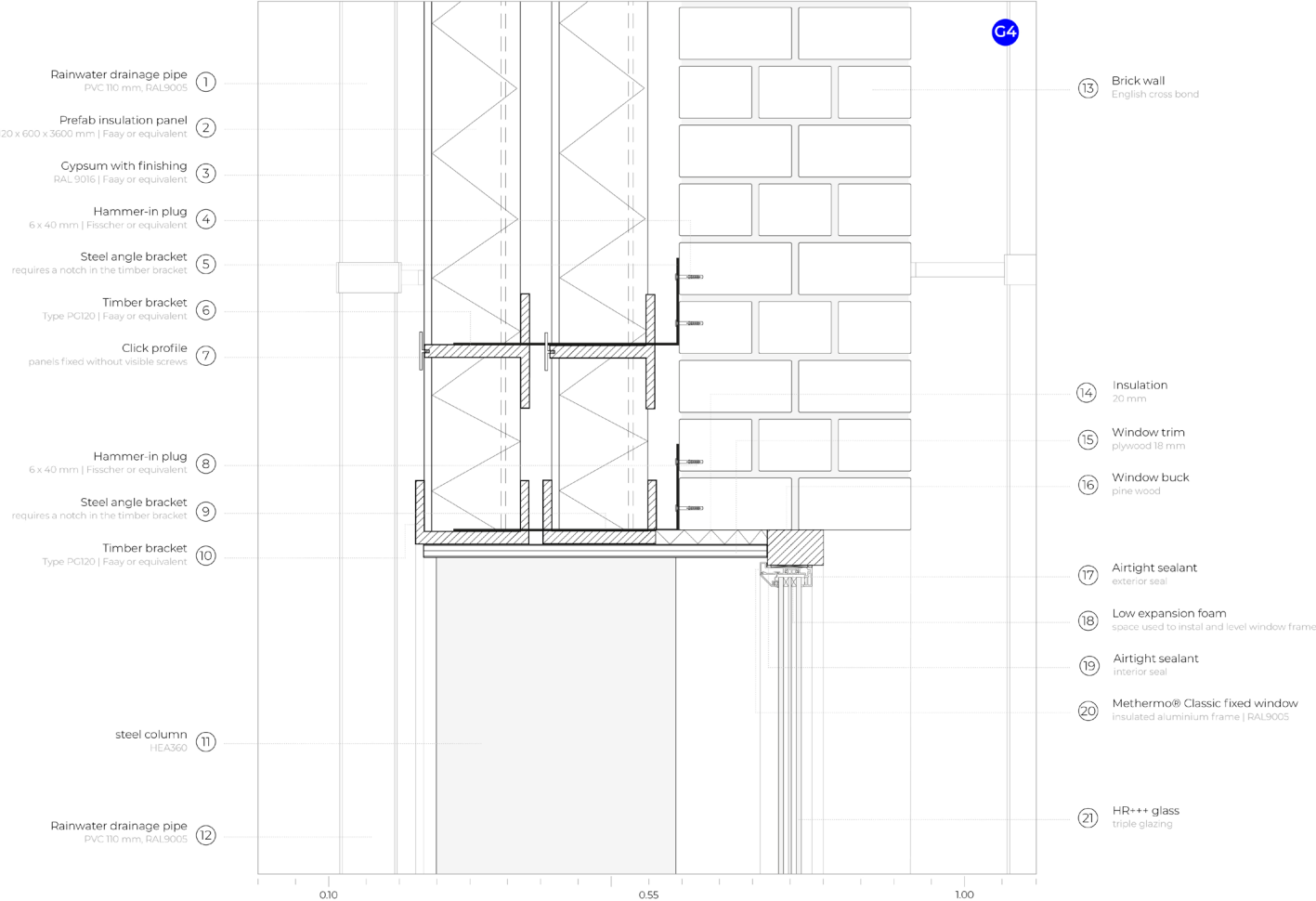


- ②② HR+++ glass  
triple glazing

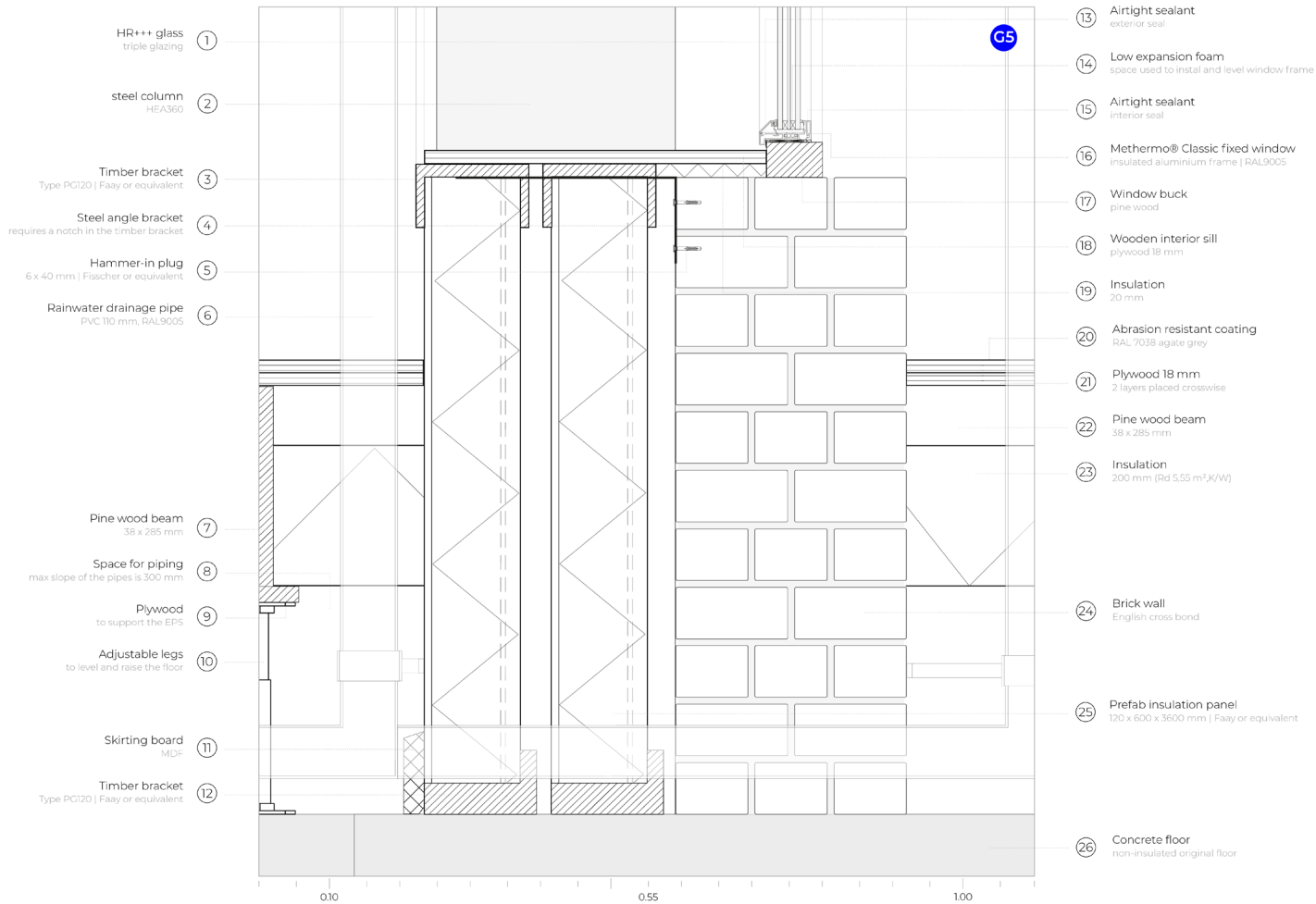
DETAIL DRAWINGS | VERTICAL SECTION G | SCALE 1:10



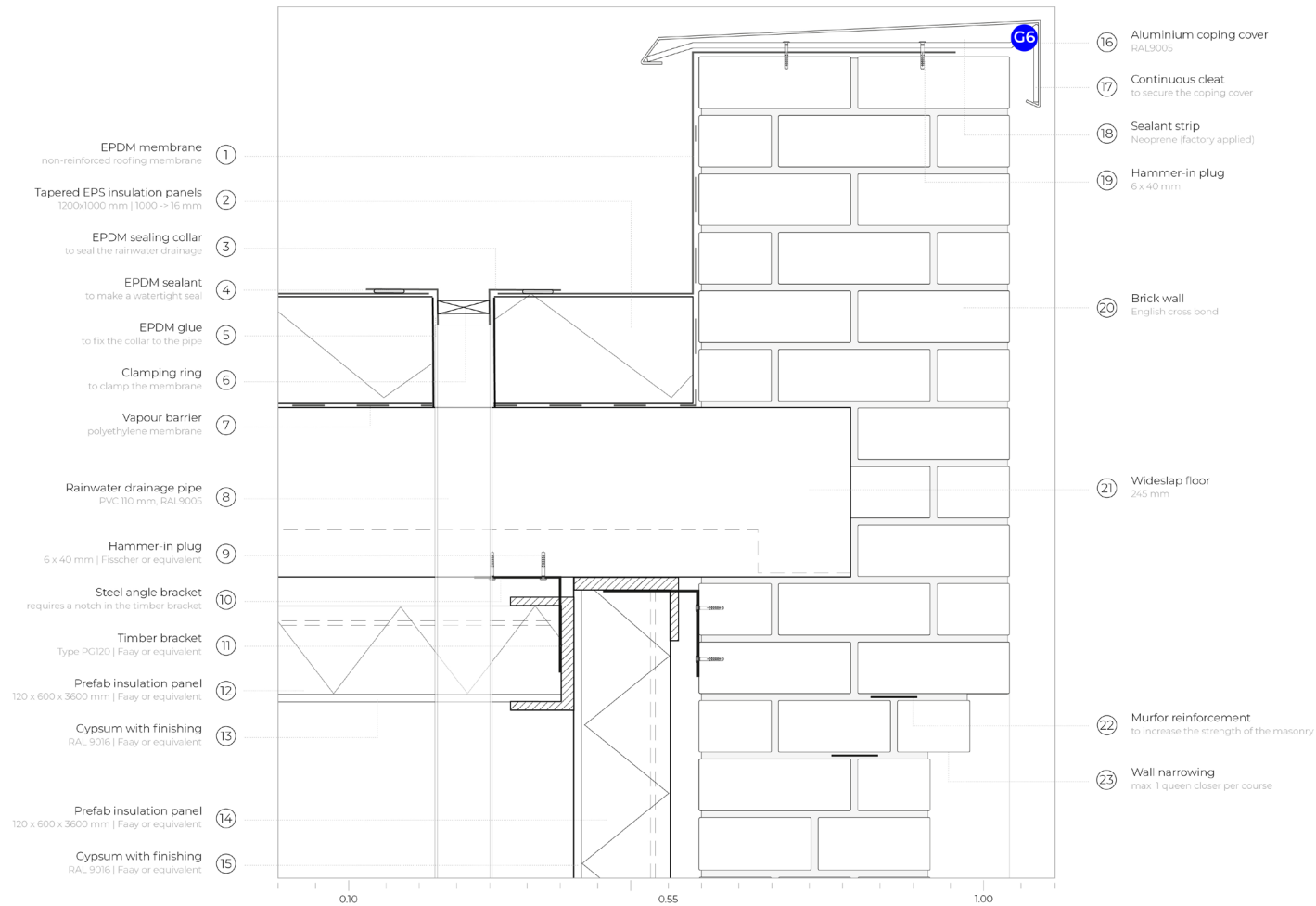
DETAIL DRAWINGS | VERTICAL SECTION G | SCALE 1:10



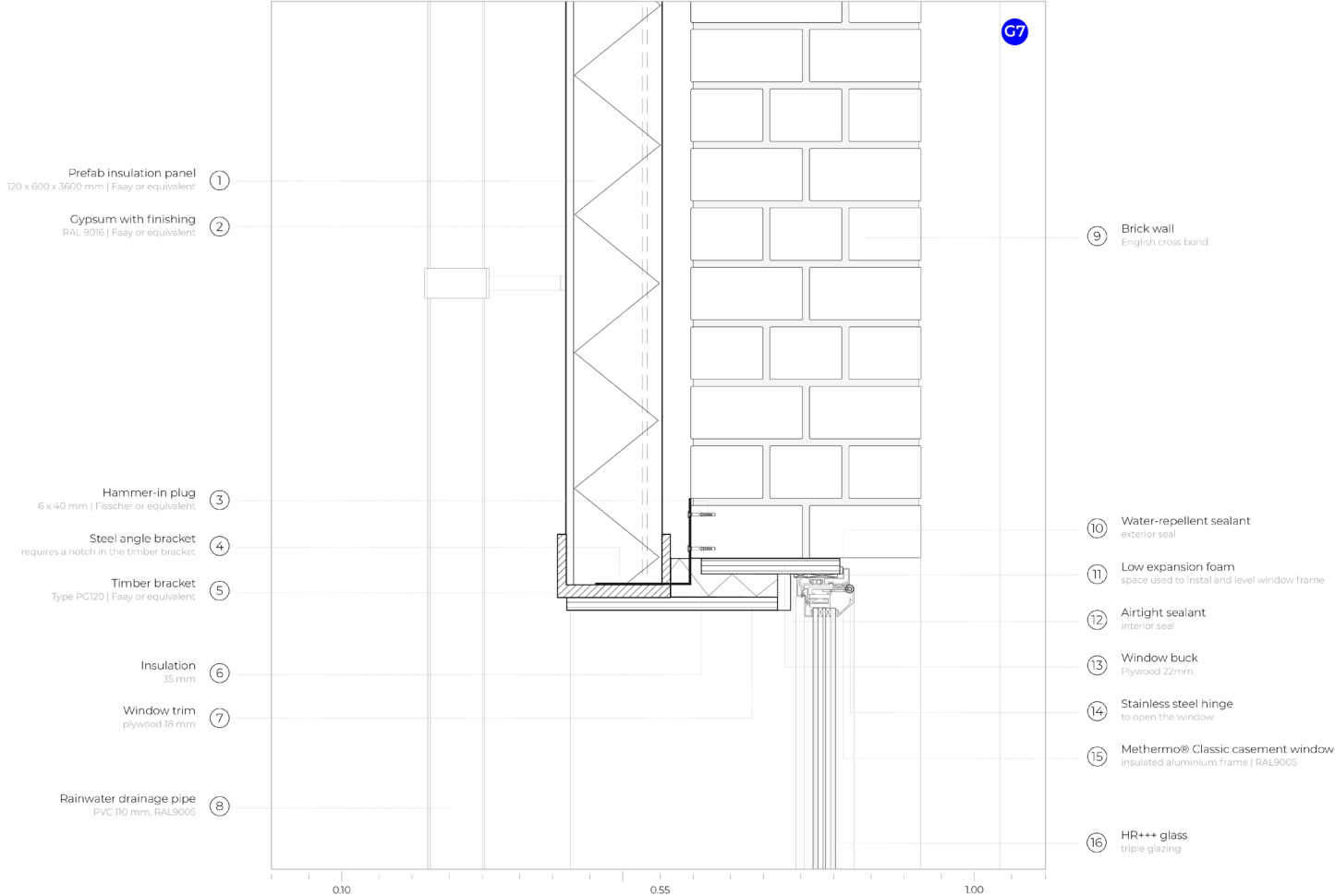
DETAIL DRAWINGS | VERTICAL SECTION G | SCALE 1:10



DETAIL DRAWINGS | VERTICAL SECTION G | SCALE 1:10



DETAIL DRAWINGS | VERTICAL SECTION G | SCALE 1:10



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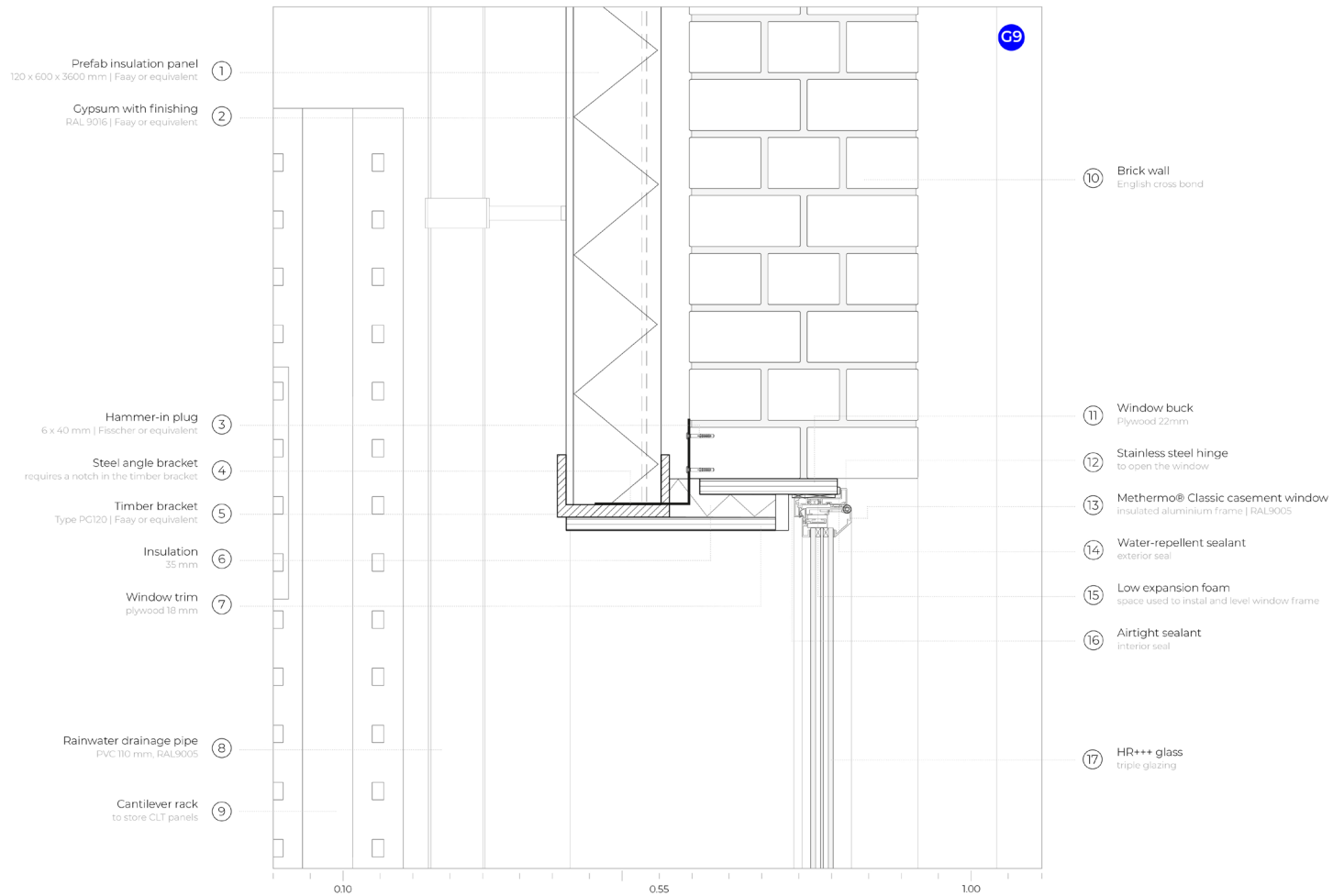
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1.00

G8

- 13 **HR+++ glass**  
triple glazing
- 14 **Methermo® Classic casement window**  
insulated aluminium frame | RAL9005
- 15 **Water-repellent sealant**  
exterior seal
- 16 **Low expansion foam**  
space used to instal and level window frame
- 17 **Sill flap**  
flexible PVC
- 18 **Airtight sealant**  
interior seal
- 19 **Window buck**  
pine wood
- 20 **Exterior window sill**  
stone
- 21 **Prefab insulation panel**  
120 x 630 x 3600 mm | Faay or equivalent
- 22 **Gypsum with finishing**  
RAL 9016 | Faay or equivalent
- 23 **Brick wall**  
English cross bond

DETAIL DRAWINGS | VERTICAL SECTION G | SCALE 1:10





# DETAIL DRAWINGS | VERTICAL SECTION G | SCALE 1:10

