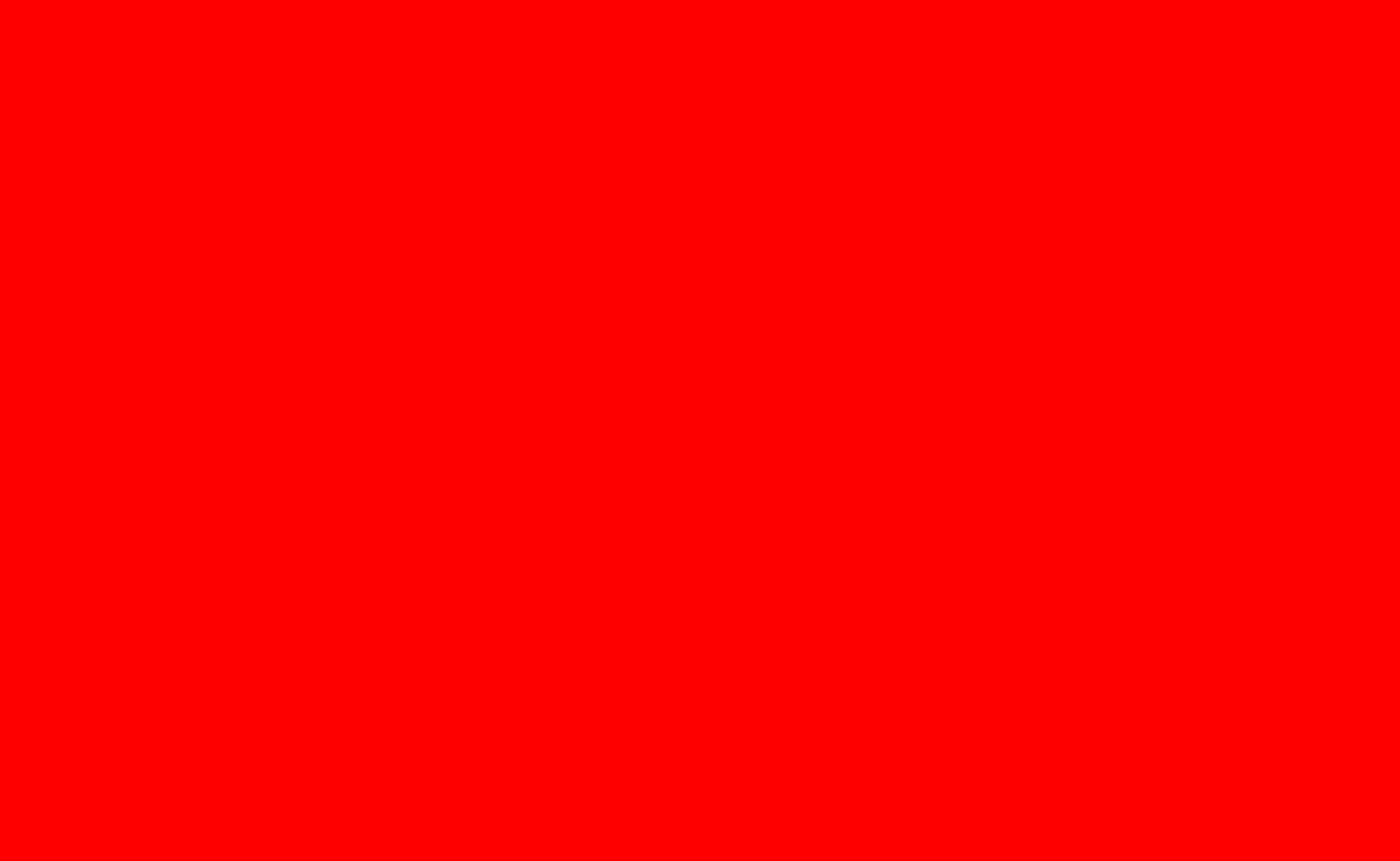
## CURATING CITY INTENSITIES

The unravelled sensory experience of the urban public realm

P5 presentation Noor Boreel 8 November 2022

Mentors Johan van Lierop Joran Kuijper Florian Eckardt

Architectural Design Crossovers Graduation studio 2021-2022 TU Delft





#### Balance in a spectrum of city intensities

A sequences of tranquil and vibrant public spaces

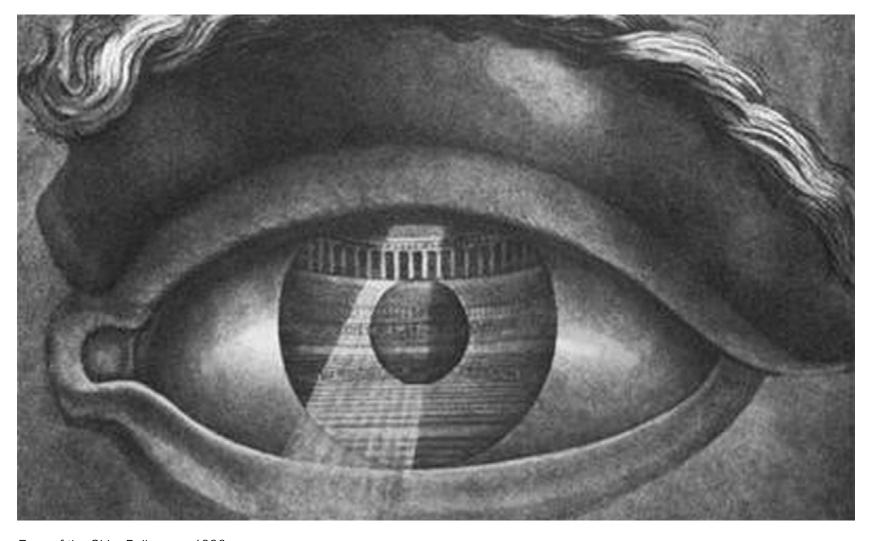


#### Ocular-centric obsession

The one-sided sensorial view of contemporary societies

"The sight separates us from the world, while the rest of the senses joins him."

- Juhani Pallasmaa, Eyes of the Skin 1994



Eyes of the Skin, Pallasmaa 1996

## **HEGEMONY**

EYE

#### Intensity over density

Different sensory perceptions of intensity due to shifting stimuli over time and the subjectivity for the individual makes the measurability difficult and subjective.



INDIVIDUAL

Fig 13. Vision and tactility, Herbert Bayer 1932

**PERCEPTION** 



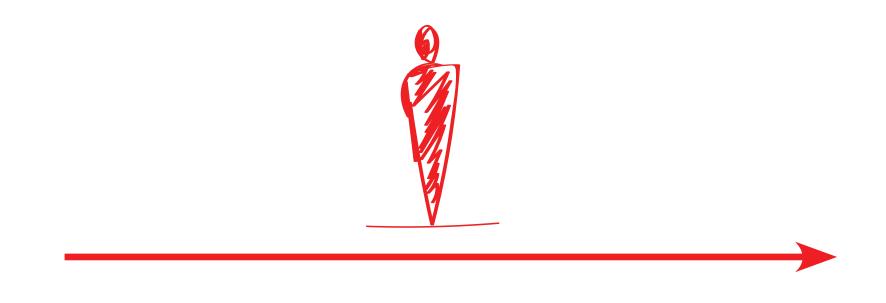
Video still of motorised and lightened vehicles in motion, Koyaanisqatsi 1982



**SPEED** 

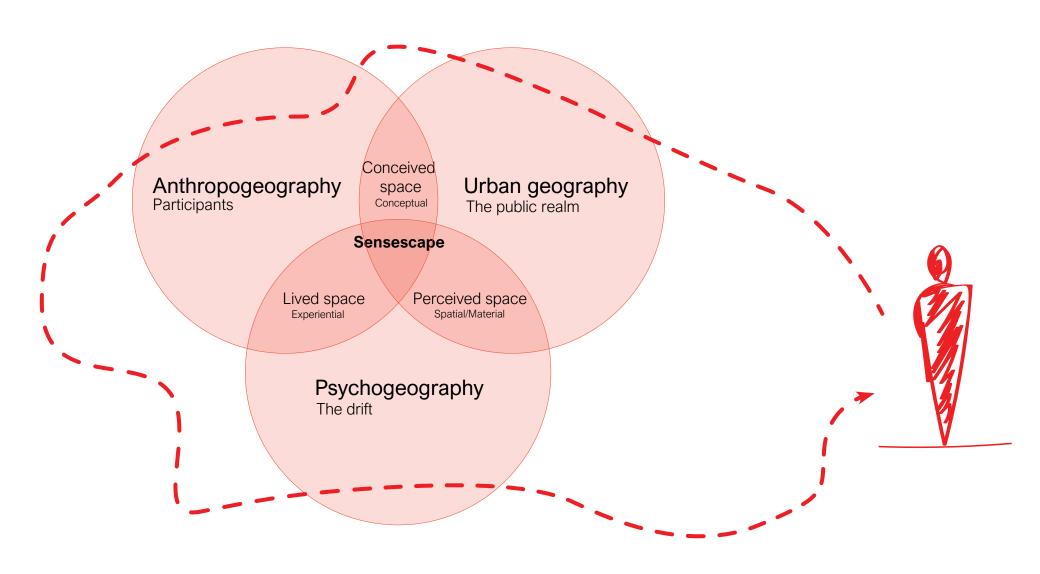
The aim

## THE DRIFTER SHOULD BE...

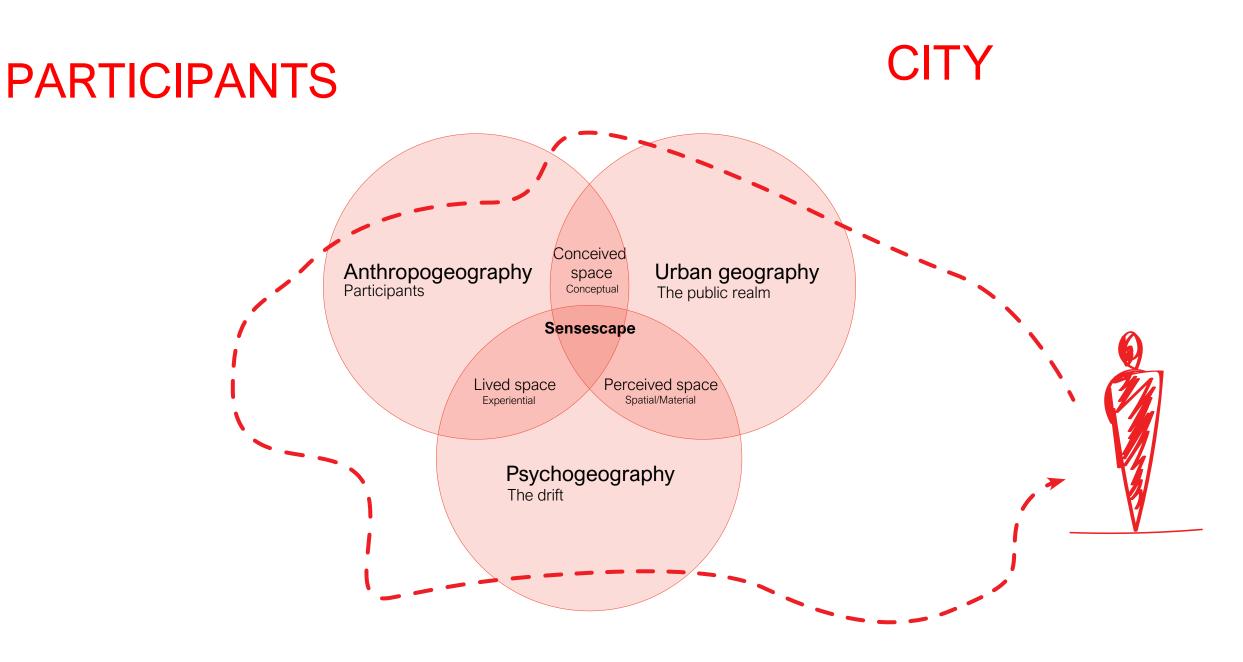


NOT SPECTATOR

**BUT PARTICIPANT** 



Geographies, production of space and sensescape, image by author 2022

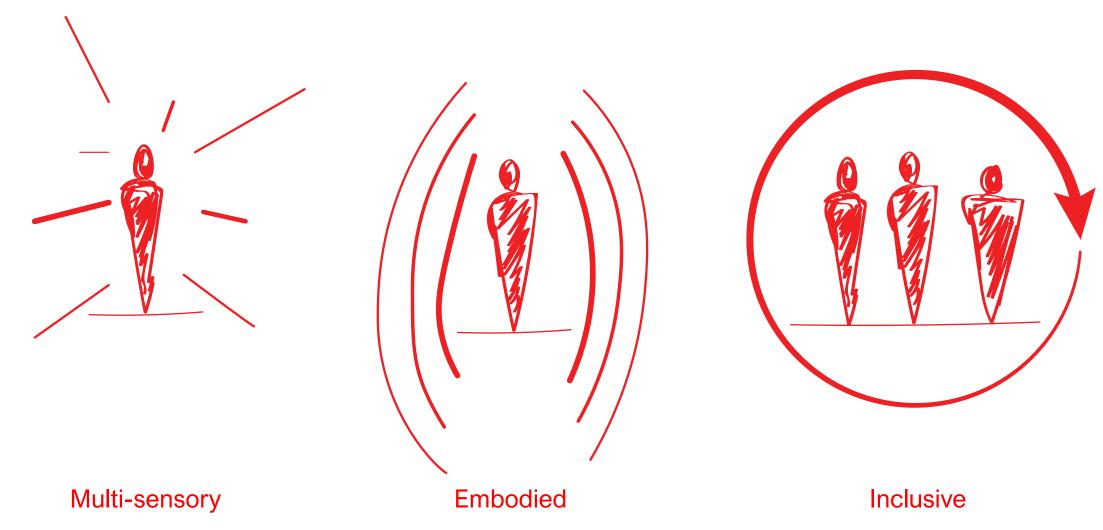


Geographies, production of space and sensescape, image by author 2022

**MOTION** 

## Sensescape The intentions





#### The Sensescape

A landscape with one or multiple architectural interventions that is integraded within a social and environmental context that will help an inclusive, embodied and multi-sensorial experience. The design must give way to the embodied practises of being in the world, including ways of seeing but extending beyond sight to both a sense of being that involves all the senses and an openness to being moved. The sensory values of a sensescape are found not just in the architectural intervention but also in its social and environmental context.

# THE INTRODUCTION



#### Research question

// How can the design of a sensescape in the urban public realm evoke an inclusive, embodied, and multi-sensory experience for its participants, achieving balance in the perceived city intensities?

// Why and for whom is the balance in the perception of city intensities important for the impact of the accelerated metropolitan mode of living?

// How can the phenomena of city intensities and the senses in architecture be redefined?

// Where should the inclusive, embodied, and multi-sensory experience be introduced in London's Central Activities Zone?

// Which atmospheric, spatial, and material representations of sensory stimuli from the urban public exterior and interior spaces can be identified to help an inclusive, embodied and multi-sensory experience?

// How can these atmospheric, spatial, and material representations be translated into a programme and design for a sensescape in the urban public realm a the city on different scales?

#### Research question

// How can the design of a sensescape in the urban public realm evoke an inclusive, embodied, and multi-sensory experience for its participants, achieving balance in the perceived city intensities?

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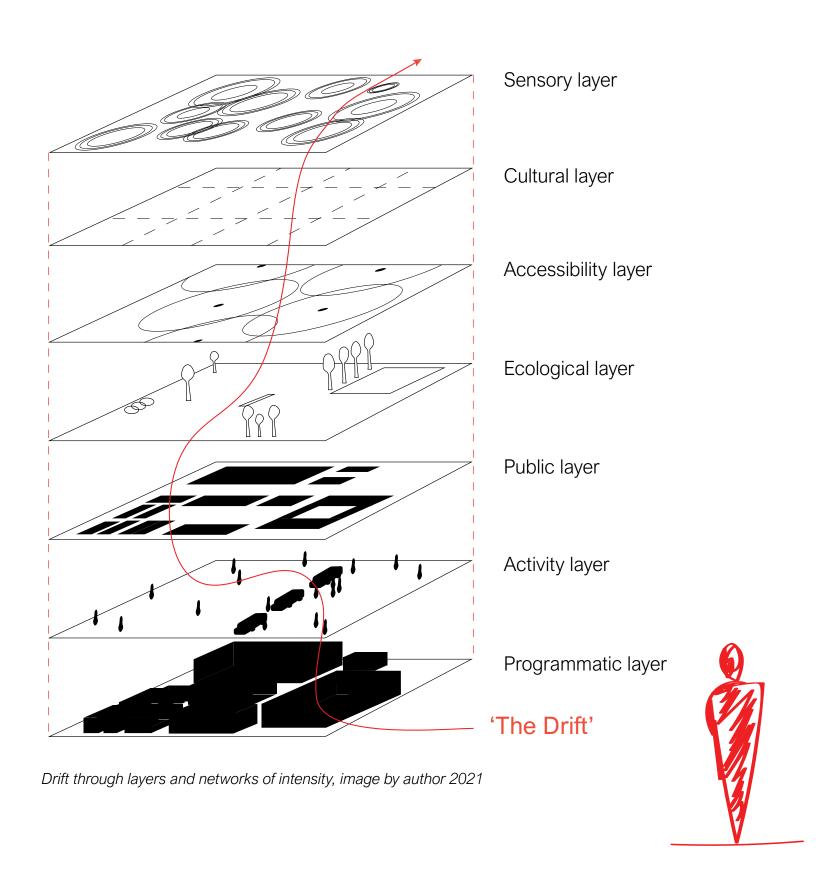
// How can the phenomena of city intensities and the senses in architecture be redefined?

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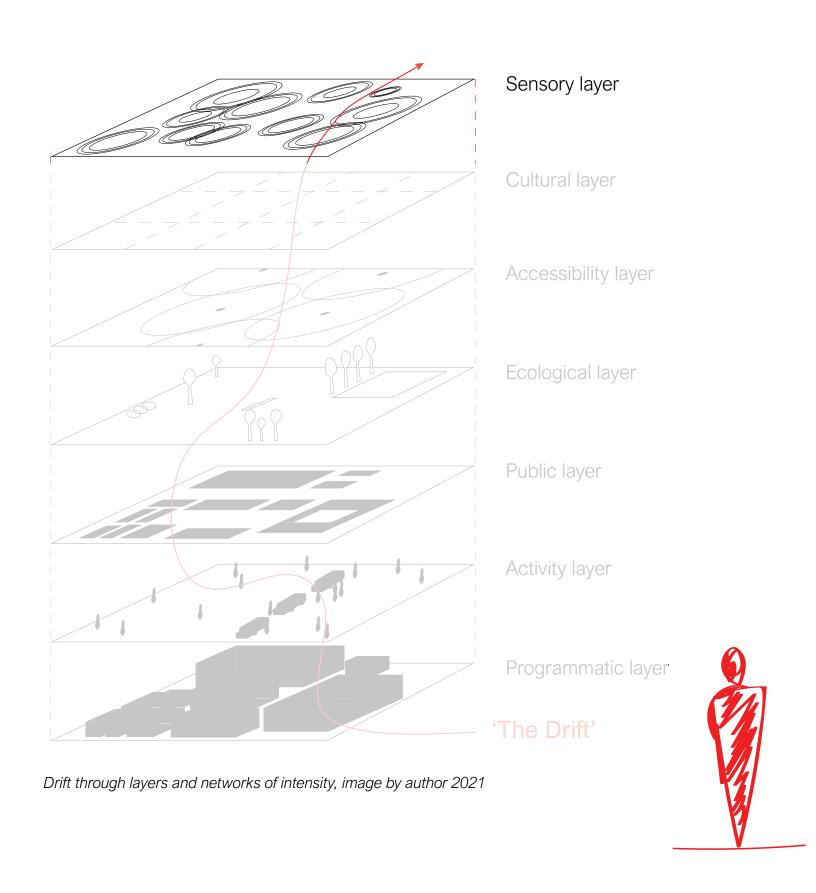
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#### The contextual layers of intensity



CURATING CITY INTENSITIES |

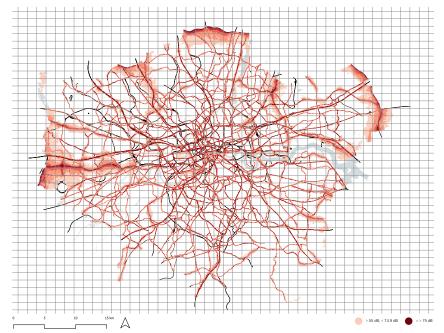


# THE APPROACH

CURATING CITY INTENSITIES |



#### The experiments















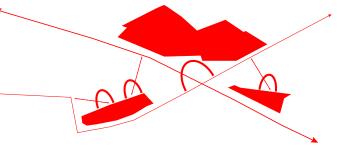




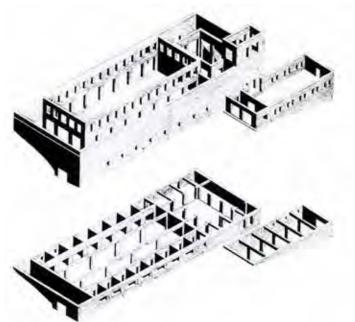
- 1. What is your name and what is your age? And what is your living situation?
  2. How long have you suffered from visual impairment/blindness and/or deafness/hearing impairment?
  Have you ever been able to see/hear?
  3. Which sense do you feel most developed? Hear, smell, taste or feel?
  4. Which sense do you use most developed? Hear, smell, taste or feel?
  5. Do you mainly walk outside with a cane? Or do you have other resources? And do you usually walk alone or with someone else?
  6. Do you often deviate from the paths/routes you know?
  7. Does safety play a major role (in this)?
  8. Do you ever go out at night? Or are you tied to certain times?

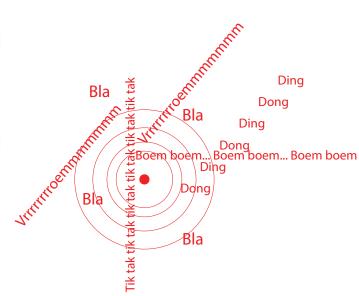
- 381 Do you have a sense of spaciousnesshow do you experience spaciousness?
  20. And in terms of materiality or use of colour what is helpful, pleasant, disruptive or counteracts?
  (Think of hard, soft, round, angular, colour warm, cold, uniformity, differentiation, odour absorption.
- acoustics, stability)
  21. Are there spatial elements inside that you find annoying? And which one do you like?







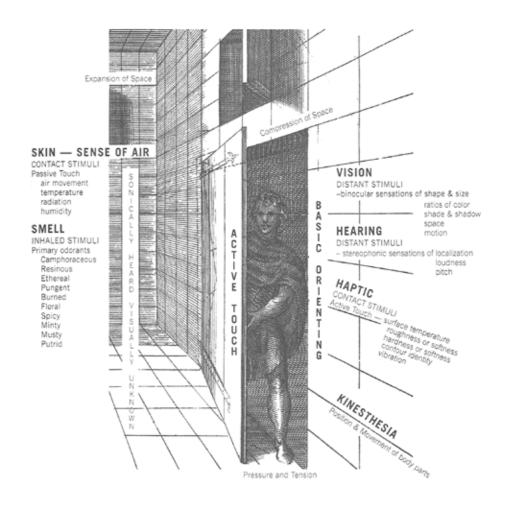




# THE MANIFESTO FINDS ITS WAY THROUGH ALL THE SCALES OF...



#### MANIFESTO FOR THE SENSESCAPE

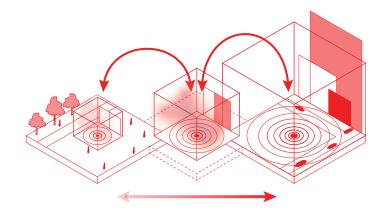


DECLARATION OF MOTIVES AND INTENTIONS FOR AN EMBODIED, INCLUSIVE AND MULTI-SENSORY DESIGN APPROACH TO URBAN PUBLIC SPACE

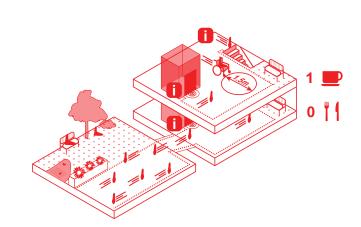
Want to listen to the manifesto? Scan this qr code:



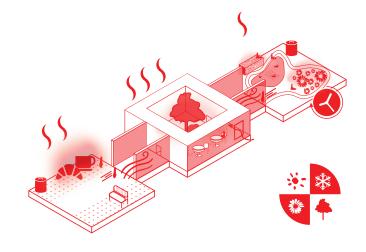
#### 1 CONTRAST AND GRADIENCE



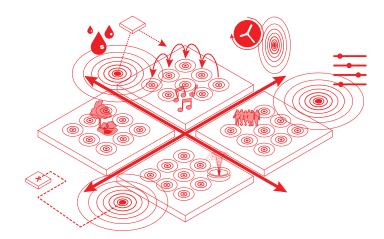
4 SPACES OF REST AND MOVEMENT



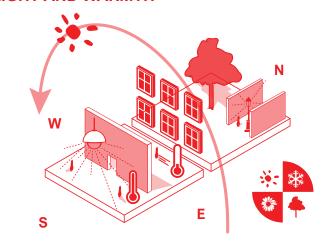
7 SMELLSCAPE



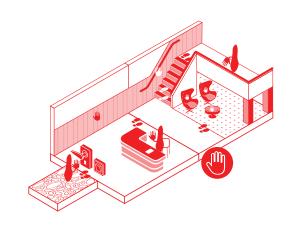
2 SOUNDSCAPE



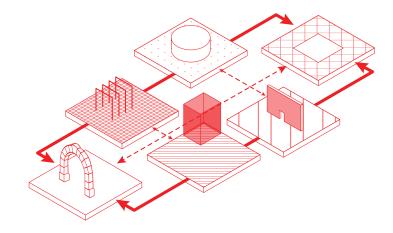
**5 LIGHT AND WARMTH** 



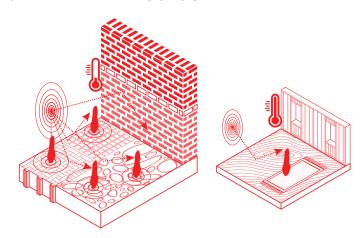
8 HAPTICSCAPE



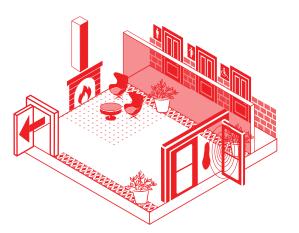
**3 SENSE OF BASIC-ORIENTING** 



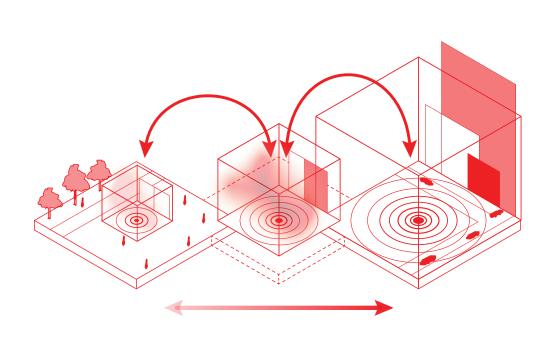
**6 MATERIAL AND COLOUR** 



9 ELEMENTS IN SPACE



#### 1 CONTRAST AND GRADIENCE

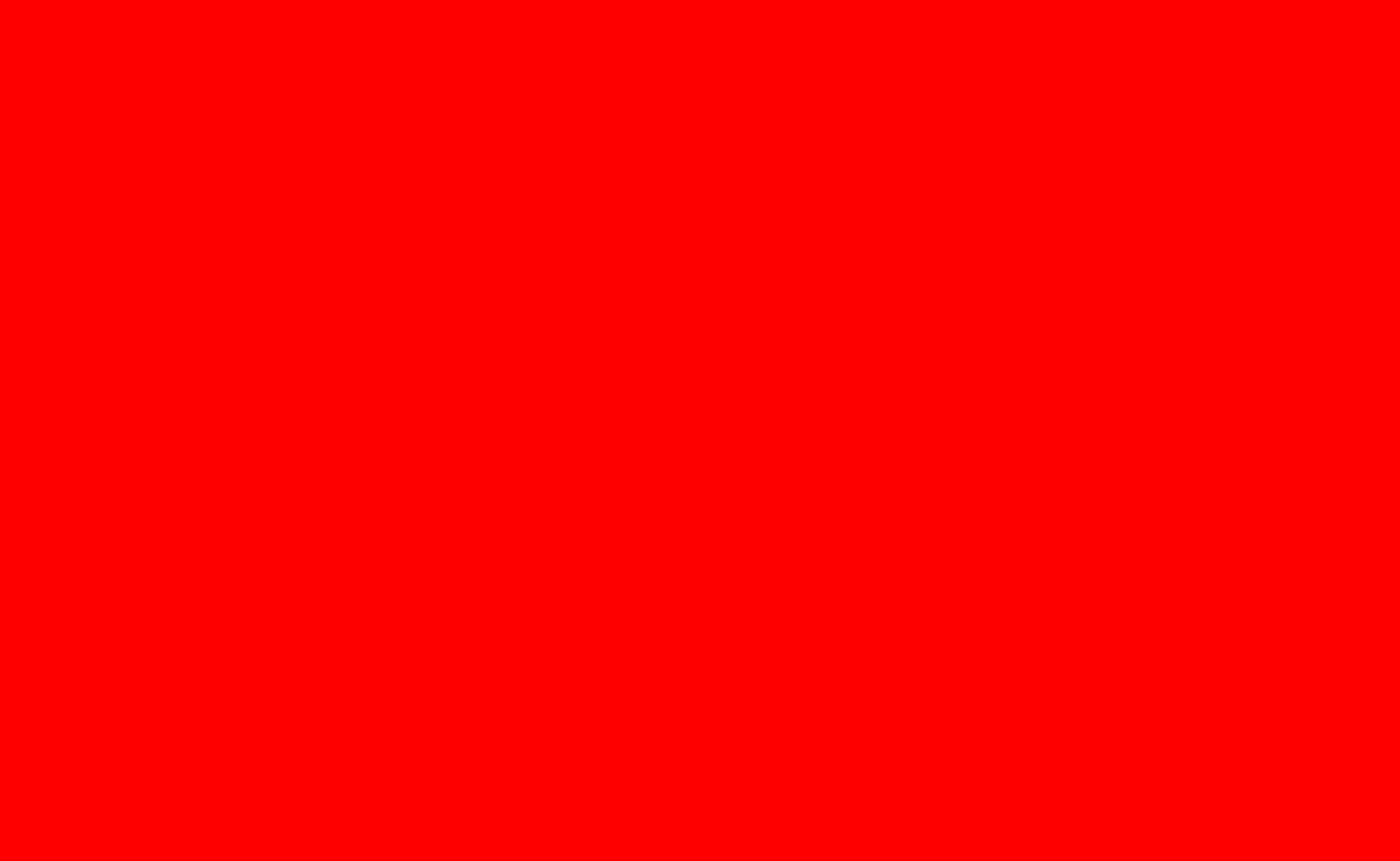


- Create a play and contrast in temporarily enabling or disabling specific senses (sensory deprivation or exposure). When a space disables or reduces a certain sense, the other sensory experiences will get stronger.
- To avoid uncomfortable overstimulation, pick one sense to deliberately overstimulate while keeping the others at a manageable level. Avoid an exposure for an extended period of time but working towards a low or high intensity space by slowly building this into the routing, programme and materiality. This could be executed by using a (traffic) buffer zone or by orienting the programme inwards.
- Vary in heights, shapes, sizes, materials and atmospheres (air, light, warmth, etc.) of outdoor and indoor spaces matching with the desired level of intensity. Activation of the senses is possible through noticeable contrasts in intensities that should not become so big that the human scale will be lost. Make use of archetypal building forms.
- It is beneficial to become acclimated to a wide, busy or tall outdoor or indoor space by entering it concealed. If the transition is gentler and more smooth, the threshold for entering a space is lower. The expansion and compression of space along the paths will also encourage movement.
- Multimodal motorized transport, multidirectional infrastructure and mixed-<u>use (public) programme</u> provide more sensory exposure (networks), whereas pedestrians or cyclists, linear infrastructure and residential (private) programme provide more sensory deprivation (pockets). For curating intensity, make use of archetypal building functions that compel these atmospheres. There are public programmes where places of overexposure are unavoidable, such as station buildings, churches and market halls. To avoid or escape the buzz while still enjoying the programme, greater attention must be given to the traffic and opposing tranquil spaces in or around the space.

\_ M

# THE EXPERIENCE





## THE DESIGN PROPOSAL

CURATING CITY INTENSITIES |

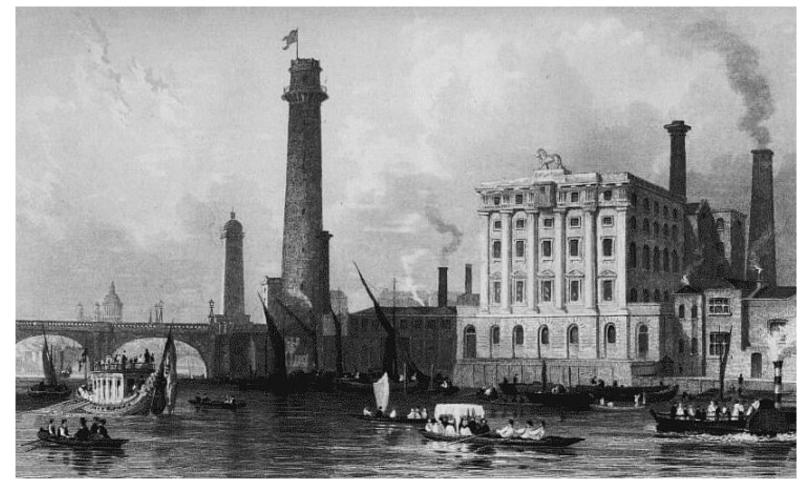
A network of sensescapes, the 15-minute city focused on London



- 1 CONTRAST AND GRADIENCE
- 2 SOUNDSCAPE
- 3 SENSE OF BASIC-ORIENTING
- 4 SPACES OF REST AND MOVEMENT
- 5 LIGHT AND WARMTH
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#### **History Londen**

The sensorial intensity of the public realm of Bankside

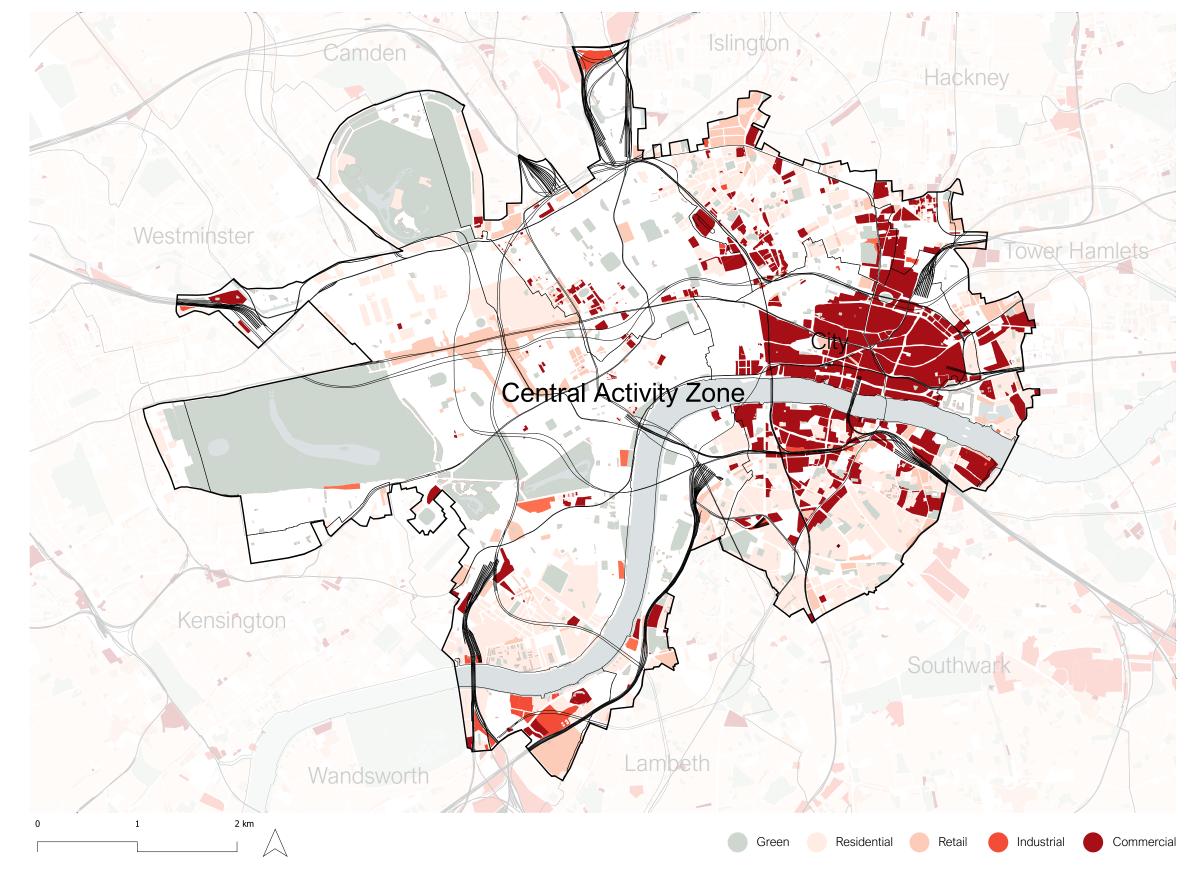


Blackfriars Bridge 19th century Victorian era London after industrial revolution

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#### The intensity of London's public realm measured by programme in the Central Activities Zone

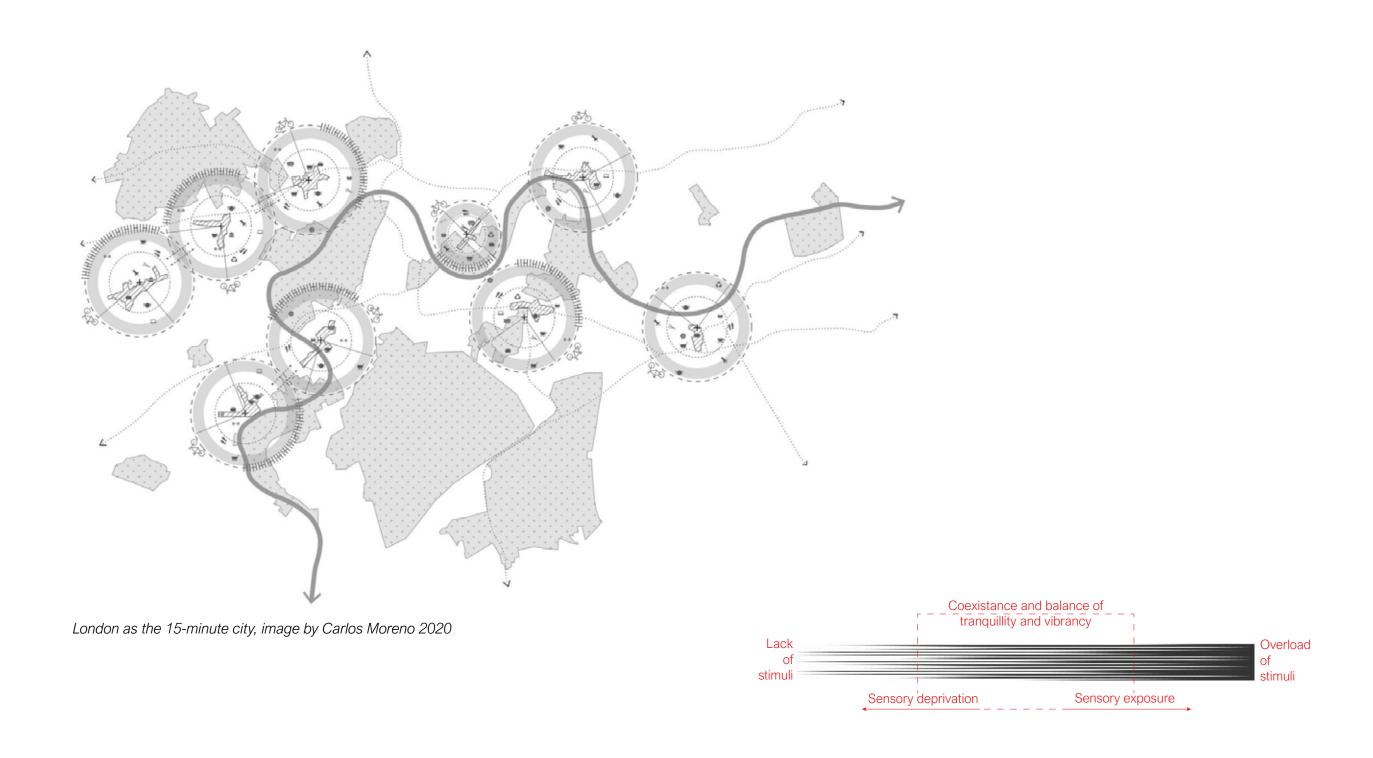
"When public programmes expands and mixed-use is common, city intensities will get higher."



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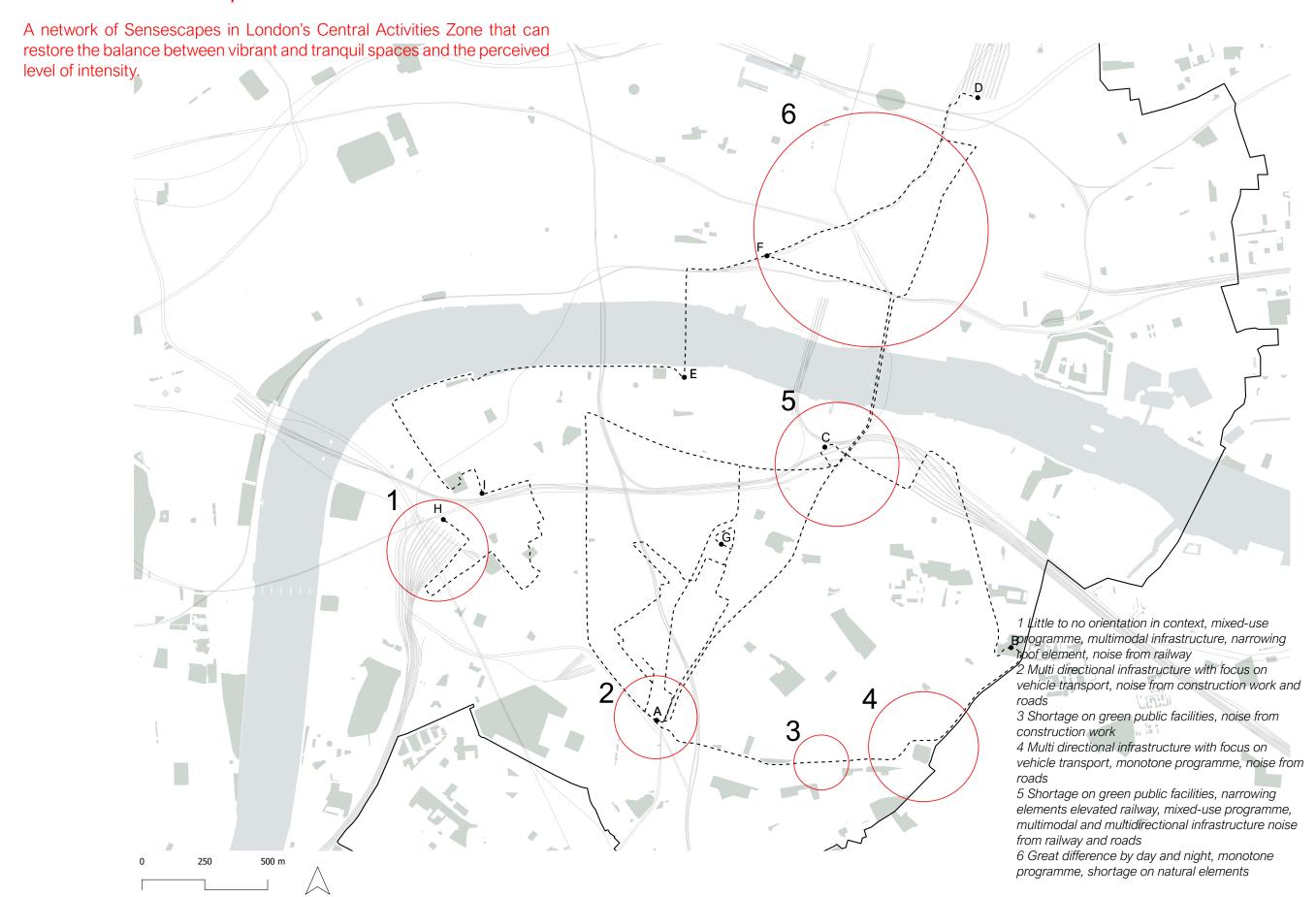
#### Imbalance between vibrant and tranquil pockets

The 15-minute city in London

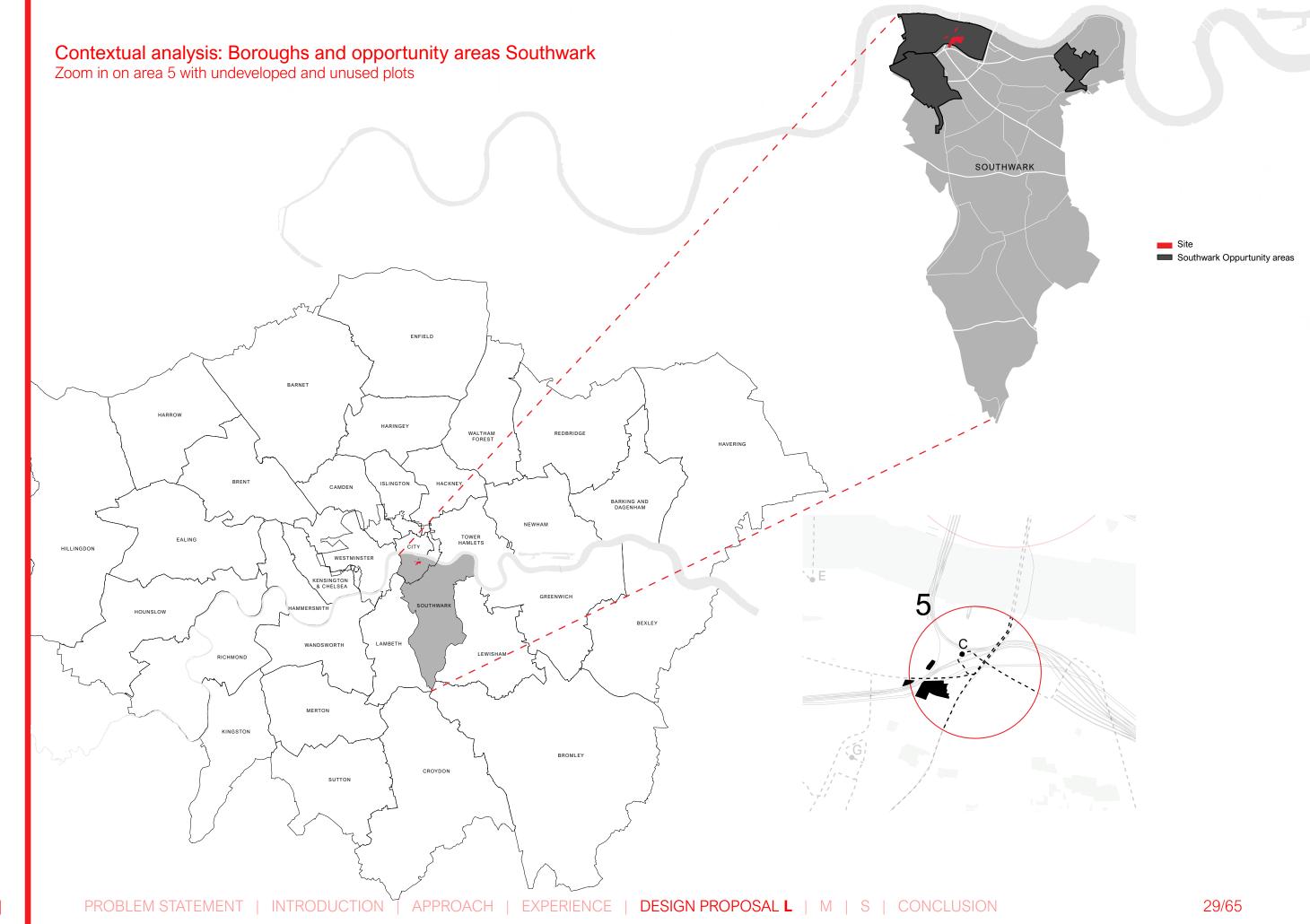


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#### A network of sensescapes



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## THE DESIGN PROPOSAL

M

The master plan, Pockets versus networks

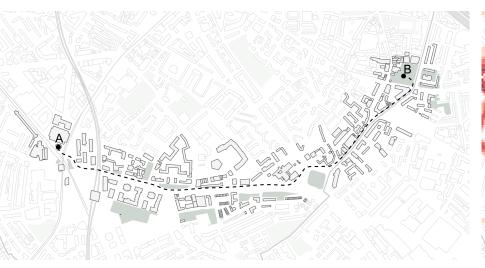


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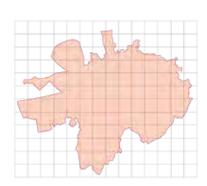
#### Psychogeographical drifts led by intensity levels by day and night

The urban study of how the built environment (intentionally or unintentionally) impacts people's emotions and behaviours.

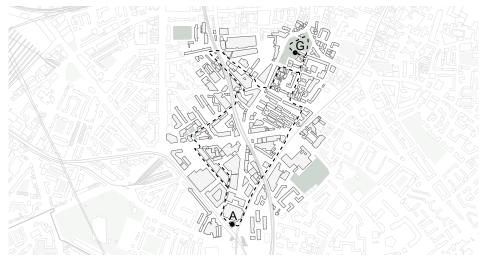
The drift A-B
Guided by high intensities

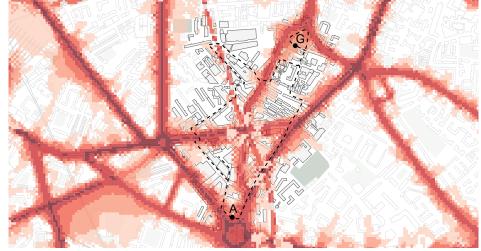






The drift A-G
Guided by low intensities



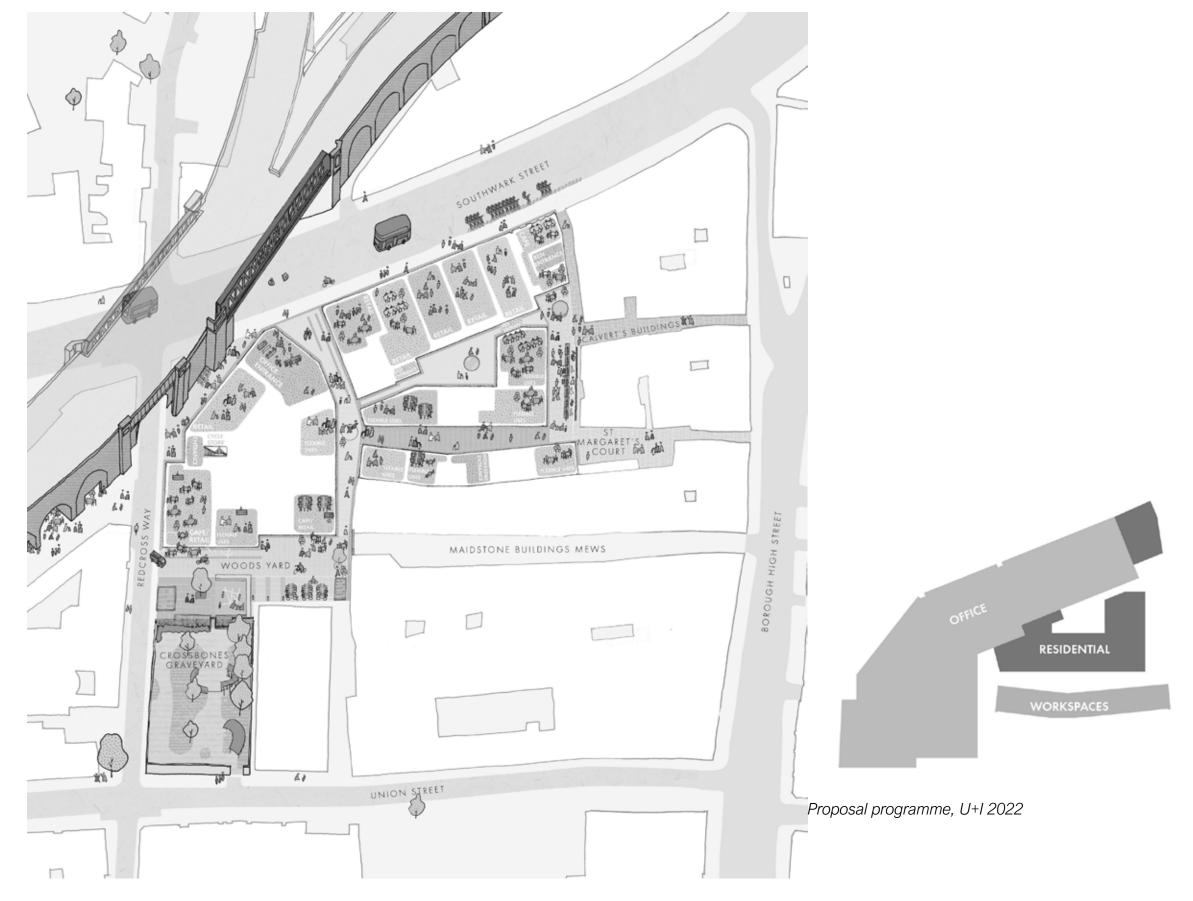




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#### Previous masterplan proposal

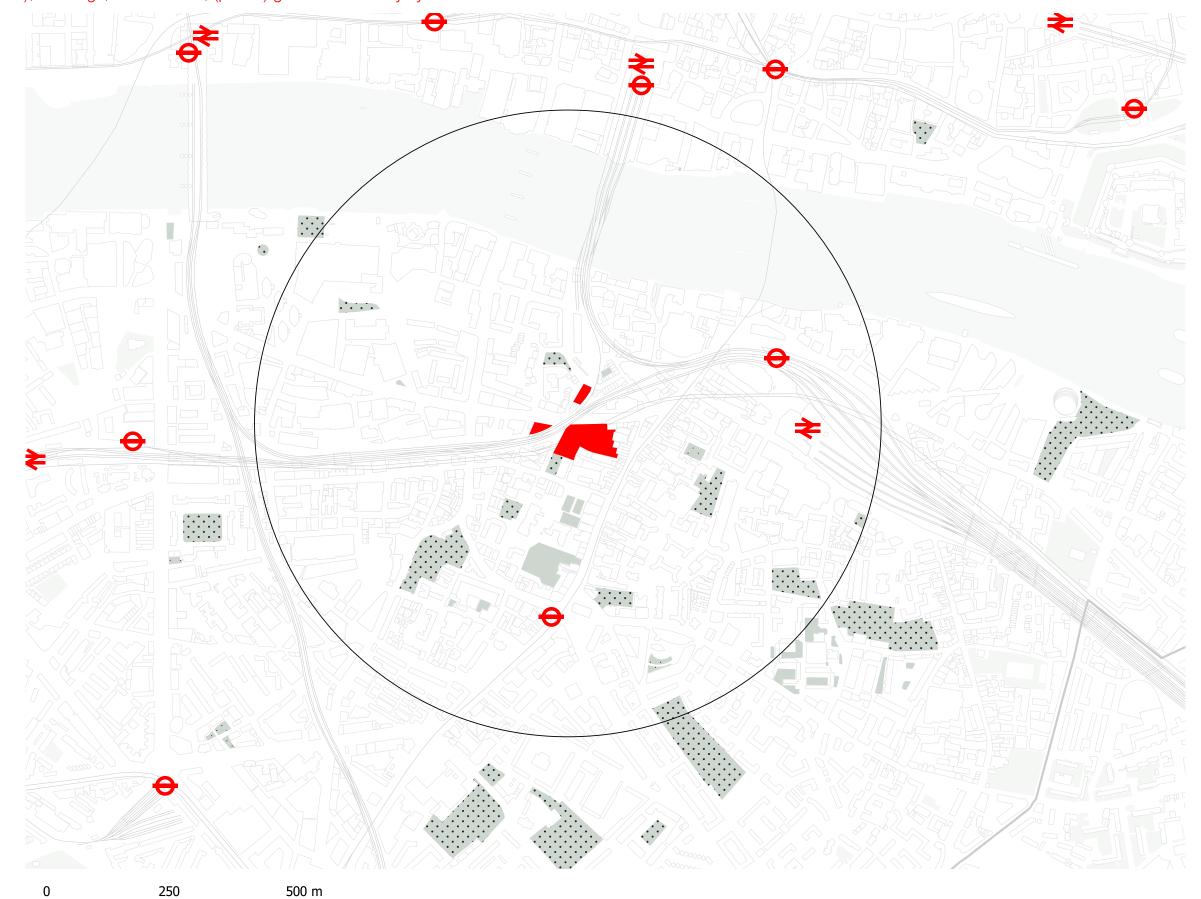
Brownfield plot Landmark Court as vibrant extension



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#### Contextual analysis: 15 minute city 1:7500

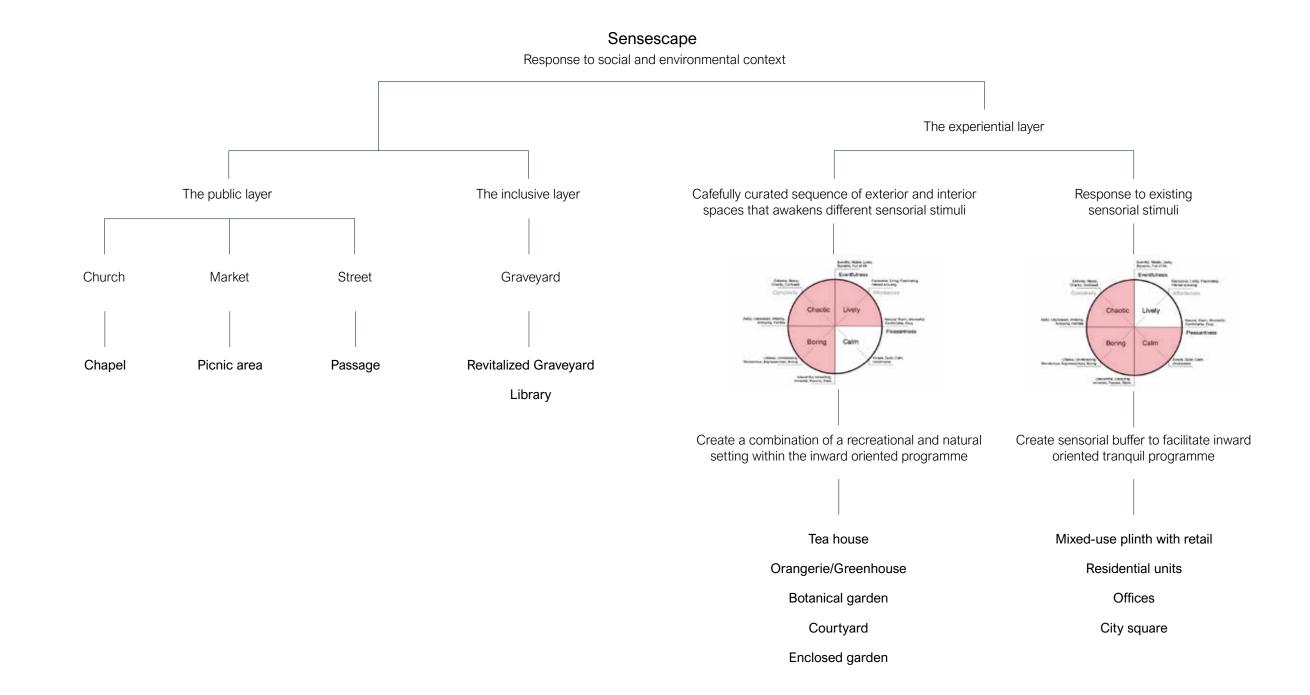
Plots (red), buildings, waterbodies, (public) green and railway system



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#### Scale M: Initial programme masterplan

Public, inclusive and experiential layer



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#### THE DRIFT IN MASTER PLAN

A path for drifting along the spectrum of intensities with architectural interventions mapped out in a master plan with relatively vibrant and tranquil spaces, as well as their interaction.



Orangerie as circulation space with winter garden and building entrance Public library with shelving, listening and reading area, study/work spaces,

Teahouse with bar, dining space, relax space, tea ritual spaces, tea room, storage, kitchen and shop

Botanical garden with herbs, plants and fruits for the supply of the teahouse and fencing for nighttime

Revitalized graveyard with public open green space

Gallery space for haptic workshops a

Mixed-use plinth with programmatic activation of the street such as retail Offices and residential units in the storeys above the activated plinth with access space



#### Plot 2

Public canopy with picnic area

A variety of seatings and dining tables for different group sizes in the open air



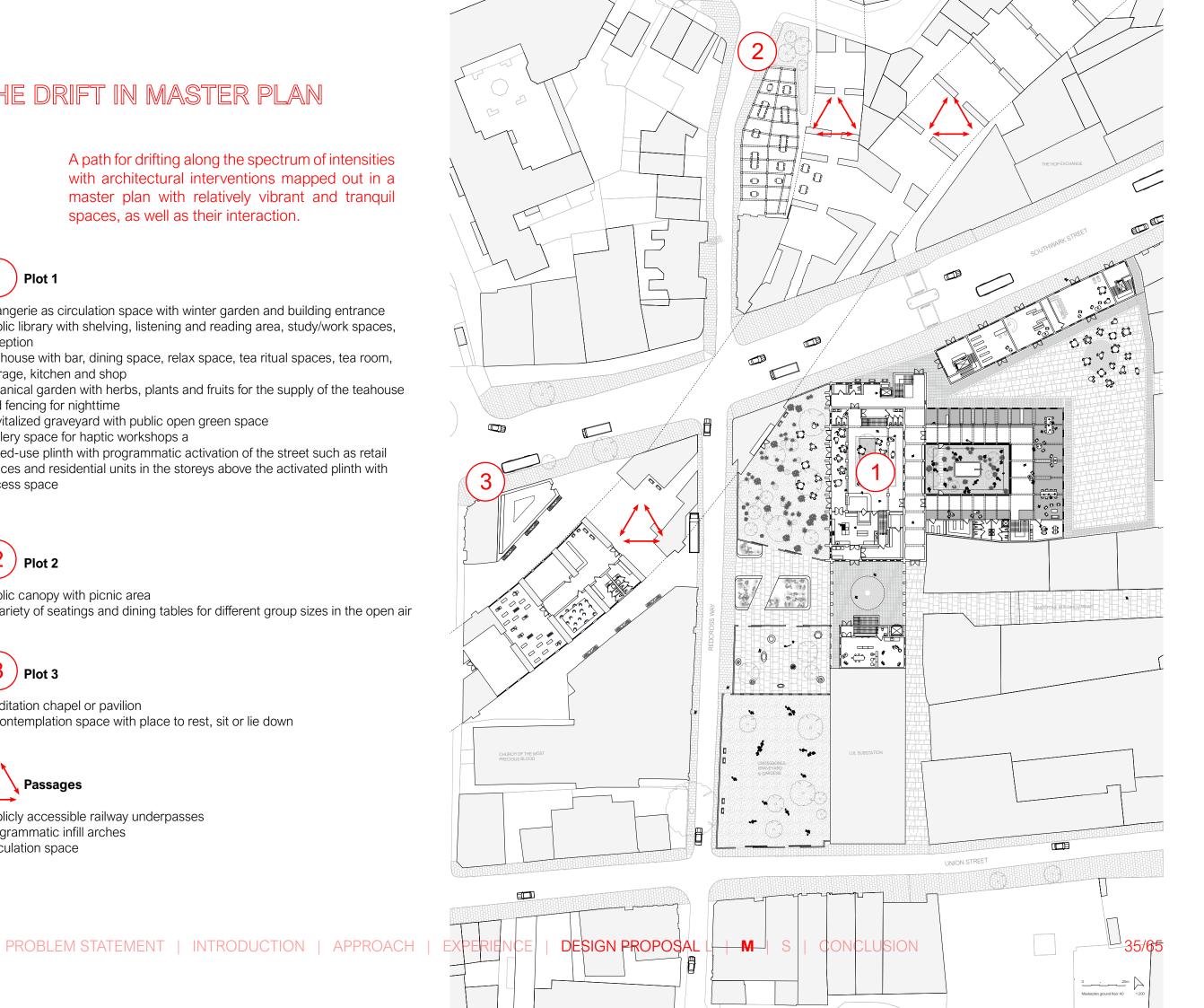
#### Plot 3

Meditation chapel or pavilion A contemplation space with place to rest, sit or lie down



#### **Passages**

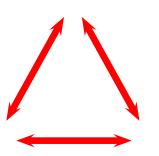
Publicly accessible railway underpasses programmatic infill arches Circulation space

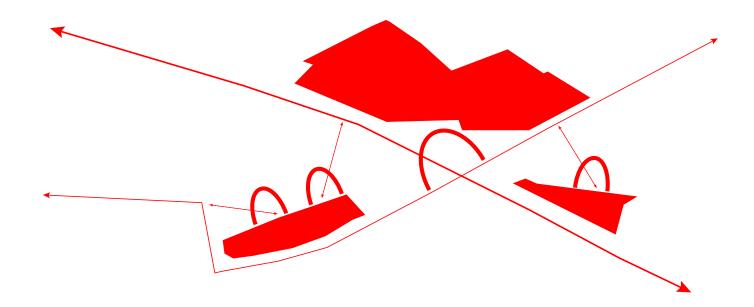


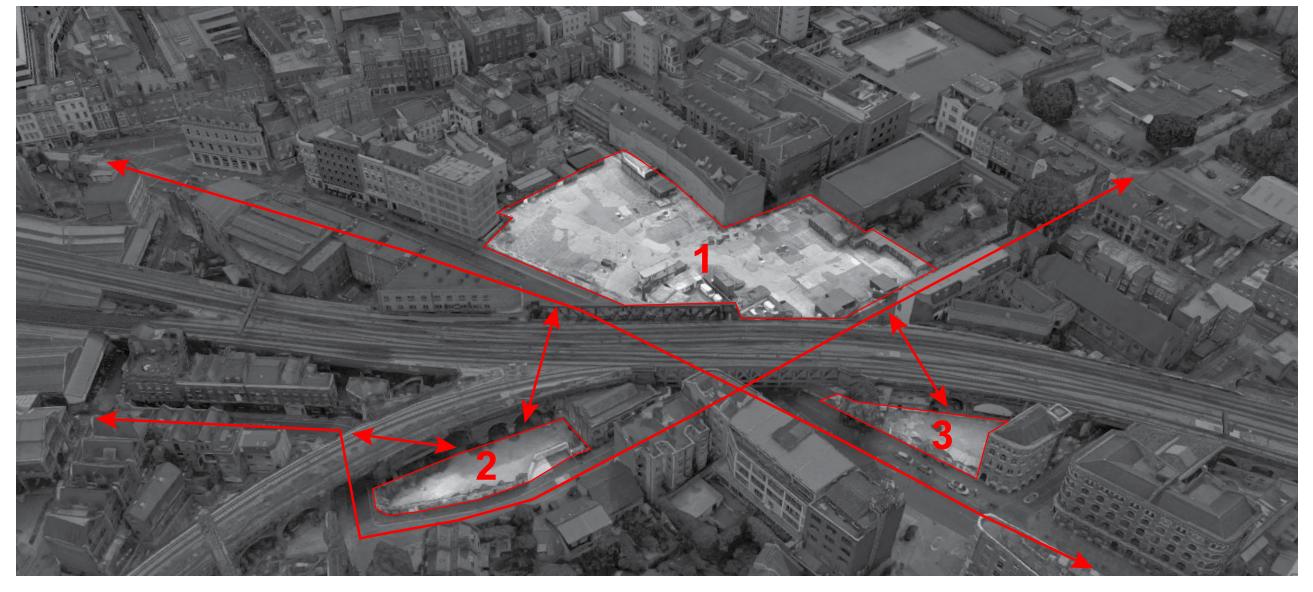
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#### Analysis site conditions: Connections

Three plots connected via the railway crossings and the roads







Connections plots, Image by author 2022

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# THE DESIGN PROPOSAL

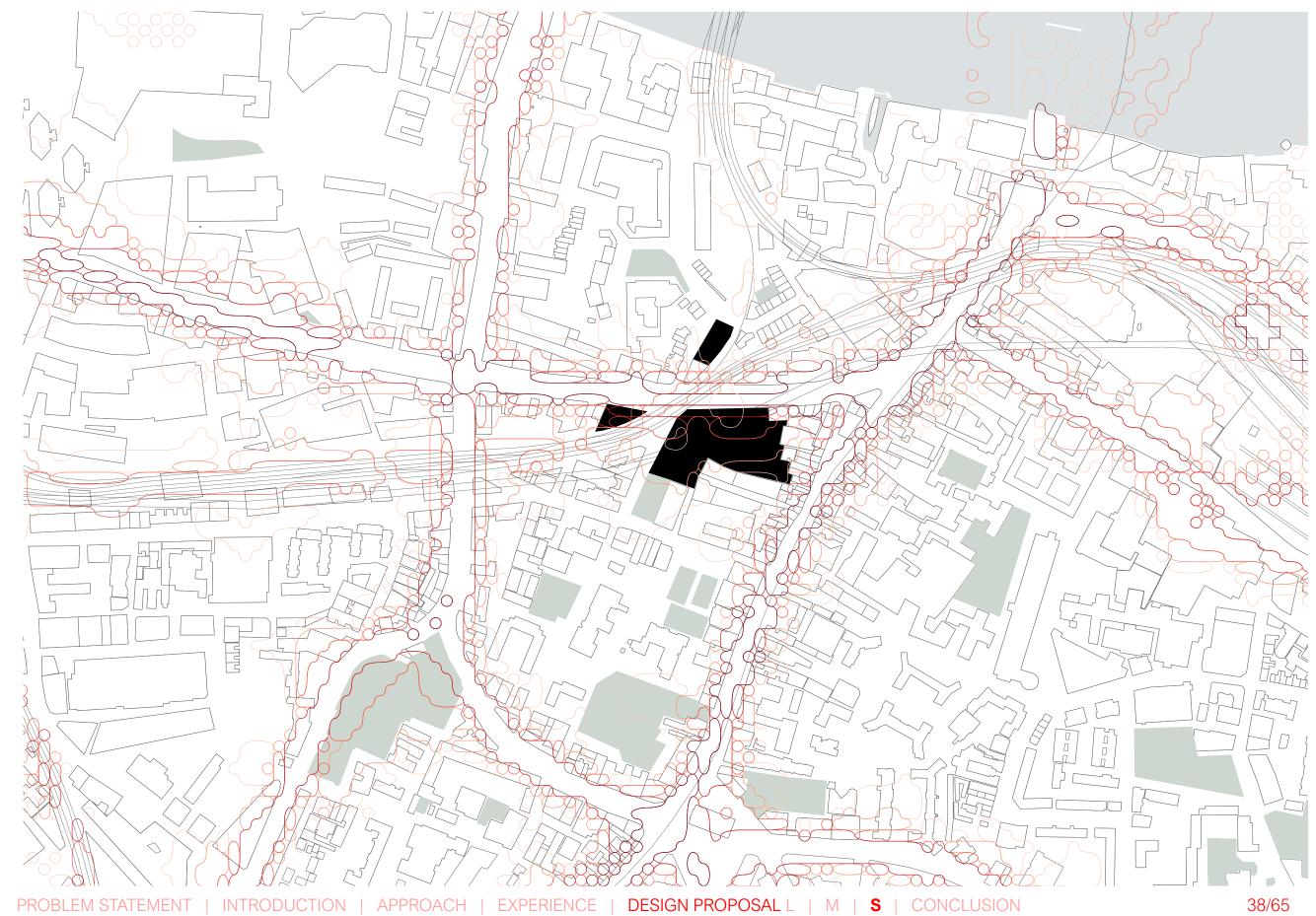
S The sensescape, a tranquil design for the exposure of the vibrant area



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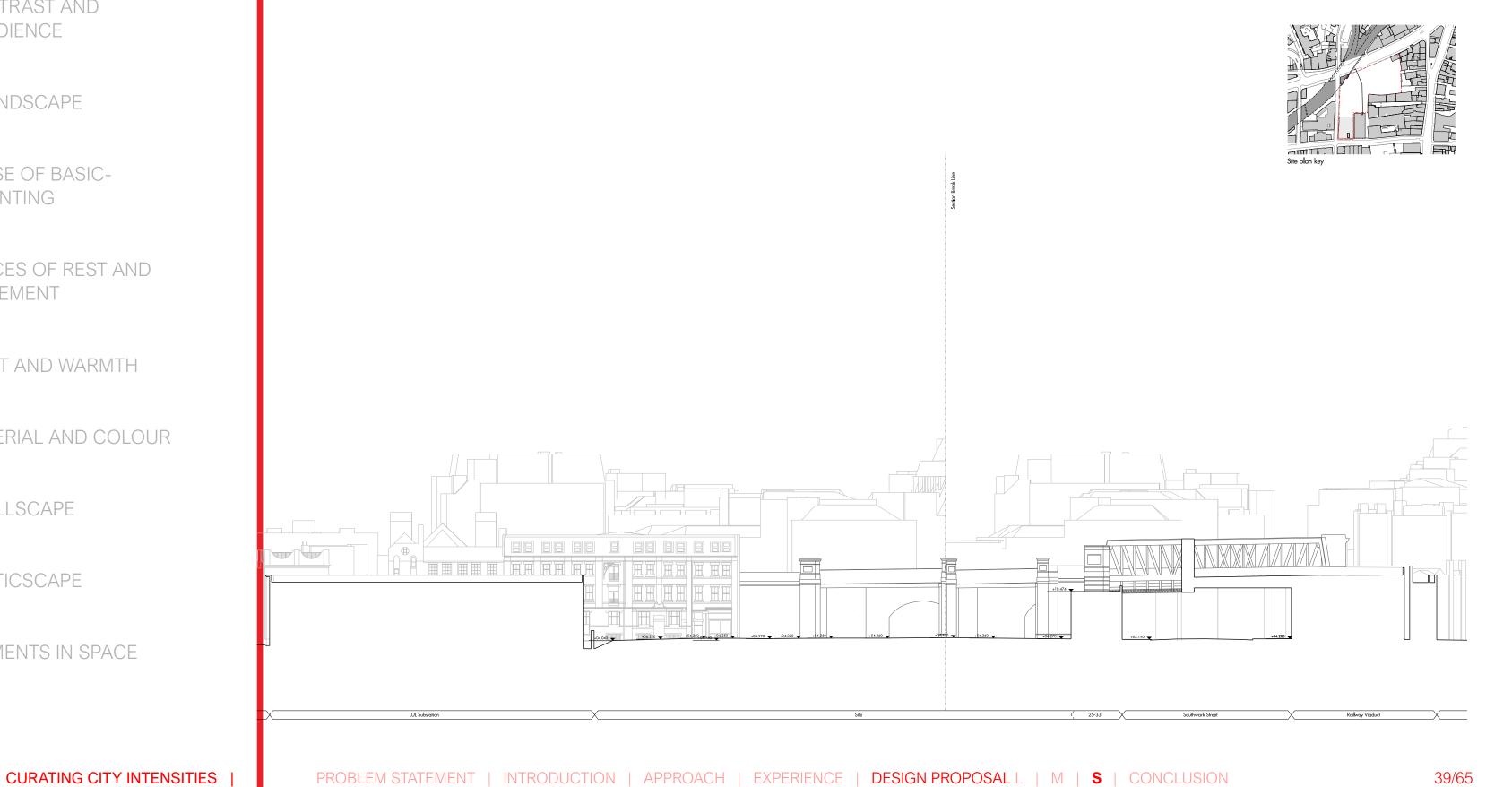
# Analysis site conditions: Noise pollution 1:5000

Noise in dB, buildings, waterbodies, green and railway system



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The current use Related to layers of intensity



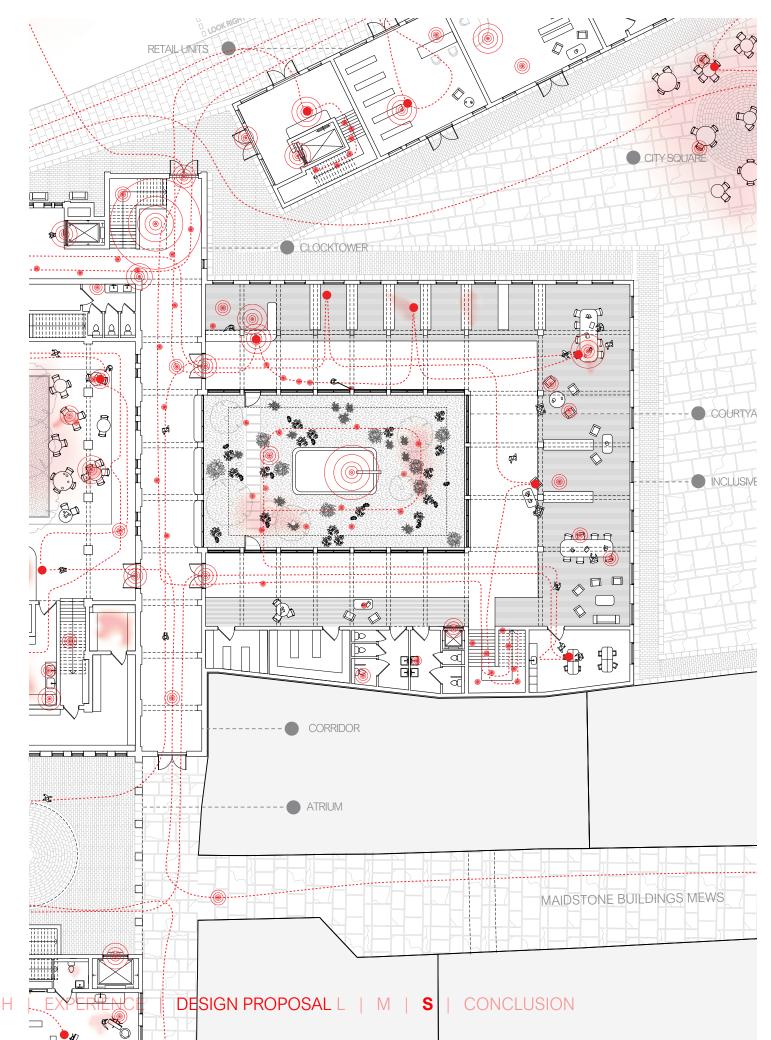
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Analysis site conditions: Public programme
Surrounding programmes

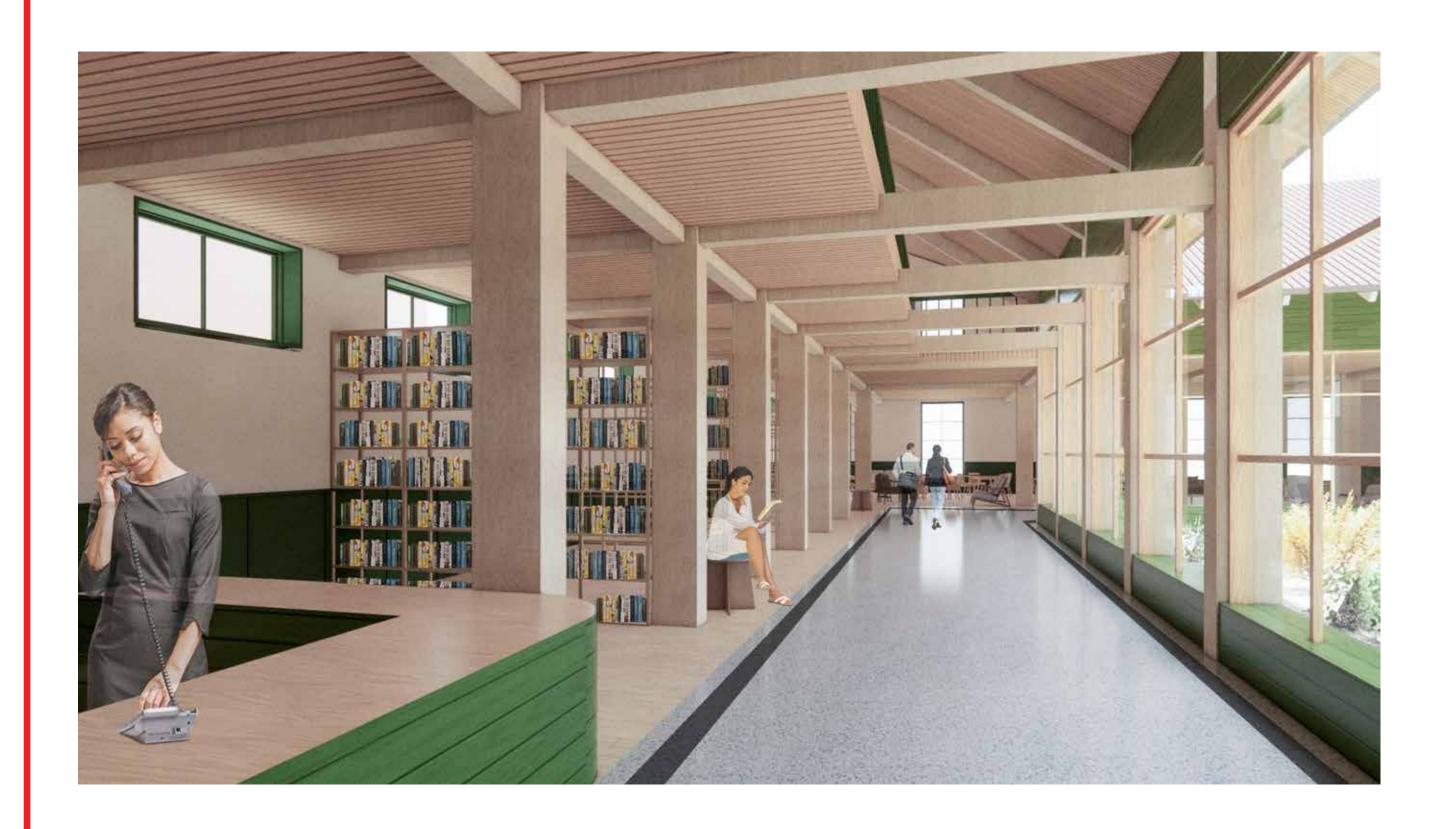


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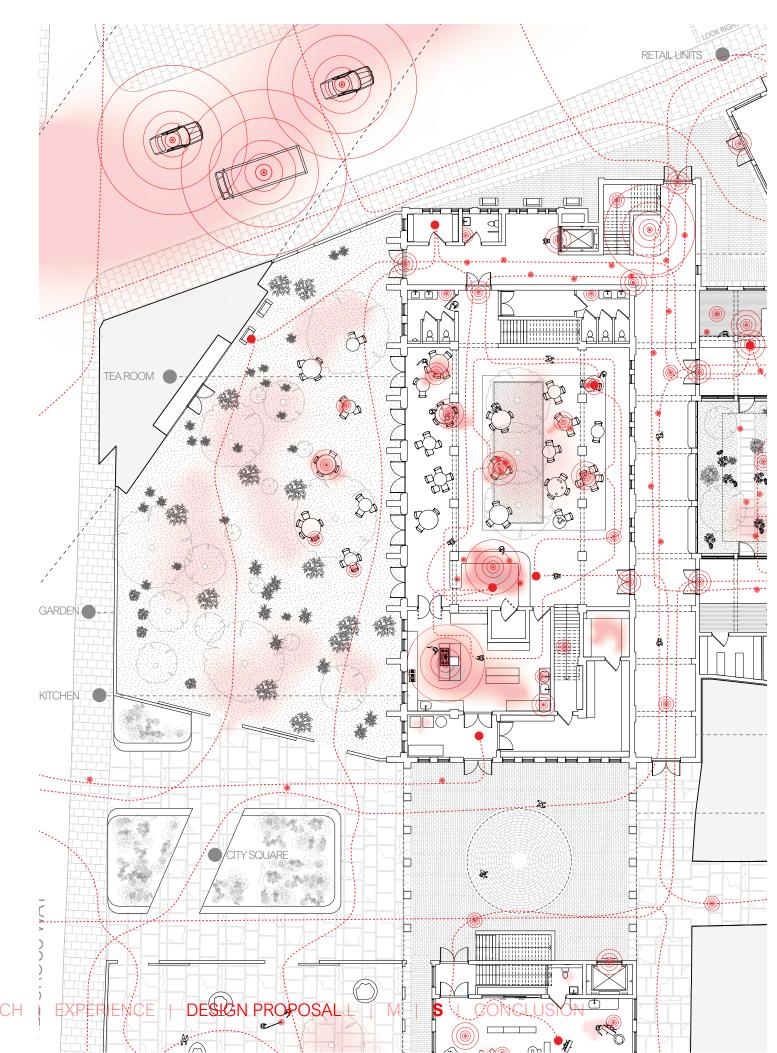


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CURATING CITY INTENSITIES |



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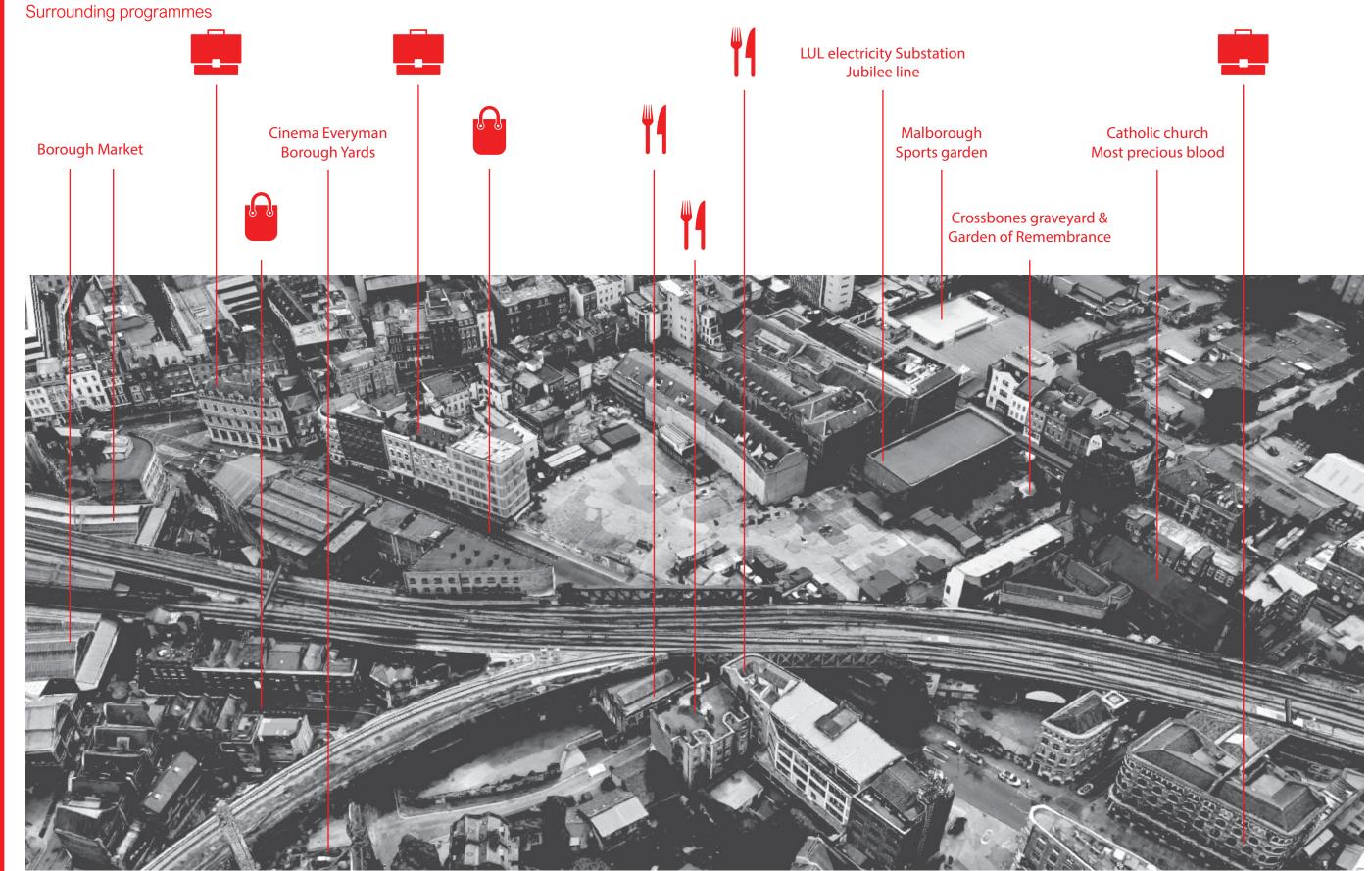
8 HAPTICSCAPE

9 ELEMENTS IN SPACE

Programme	Front of house	Back of house	Key elements	
The districtive library	Entrance area:  Reception/information area	Staff office area	Front desk	Toilets & sinks
The inclusive library	Cloakroom	Closed storage area	Coat rack	Desks
	Restrooms	Meeting room	Lockers	Computers
		•		•
	Collection area	Special-use room	Shelving system	Cabinets
	Read/study area:		Bookcases	Greenery
	Seating		Tables	Fountain
	Lounging		Chairs	
	Garden area		Couches	
	Foyer area:			
The tea room	Restrooms	Food preparation area	Bar	Dishwasher
The lea room	Cloakroom	Food cooking area	Countertops	Lockers
	Waiting/entrance area	Plating area	Sinks	Bench
	Bar area	Cleaning/Washing area	Shelving	Hatch
	Dining area indoor + outdoor:	Storage area bar + kitchen	Cabinets	Chairs
	Seating	Refrigeration area	Refrigerators	Tables
	· · · · · · · · · · · · · · · · · · ·	Staff room	•	Couches
	Lounging		Ovens	
	E 1.9.W	Service entrance area	Stoves	Toilets & sinks
	Exhibition area:	_	<b>.</b>	_
The greenhouse	Grow space outdoor	Storage area	Soil	Countertops
The greeningues	Grow space indoor		Herbs	Heat lamps
	Manual tea production area:		Plants	Ovens
	Withering room		Trees	
	Rolling room		Cabinets	
	Oxidation room		Racks	
	Drying room		Shelves	
	Workshop area			
	Exhibition area outdoor	Storage area	Chairs	Desks
The gallery	Exhibion area indoor	Kitchen area	Tables	Toilets & sinks
	Restrooms	Michell area	Shelves	Kitchen unit
	1/630 00113		Cabinets	Mitchell driit
	Shopping area		Cabinets	
	Fitting area	Storage area	Shelving and rack unit	s Cabinets
Retail	Seating area	Restrooms	Counters	Kitchen units
	ocating area	1 Coll Collic	Chairs	Toilets & sinks
			Changing room	Tollets & Siriks
	Clock area		Changing room	
	Traffic areas:	Machanical appearance	Cianaca	Infrared panels
General		Mechanical space area	Signage	Infrared panels
20.10.01	Corridor	Emergency exit area	Guidelines textured	Benches
	Outdoor atrium		(emergency) Doors	Artificial lighting
	and the second s		Windows	Bells
	Vertical access			
	Walking aisles		Installations	Greenery

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# Analysis site conditions: Public programme

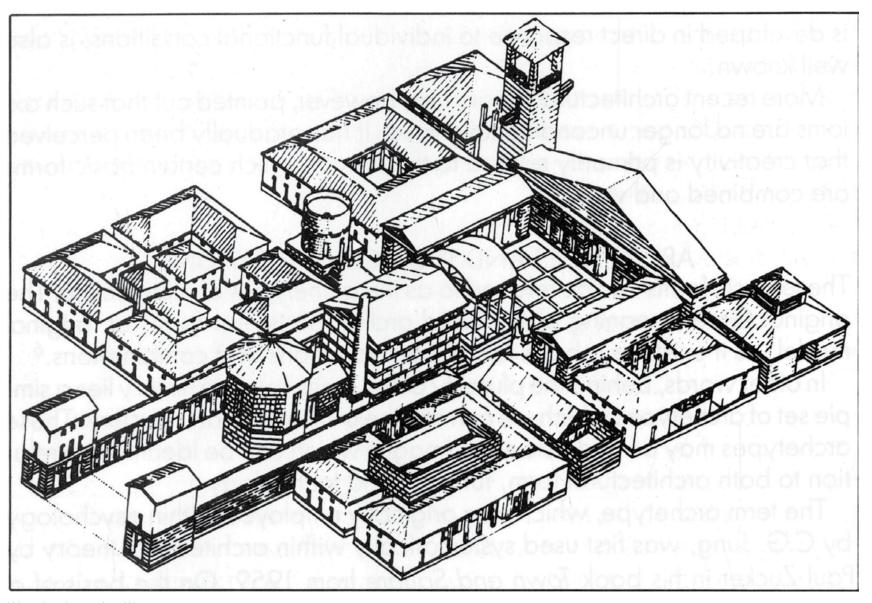


Analysis site condition zoom in programme: Public programme surrounding plots, image by author 2022

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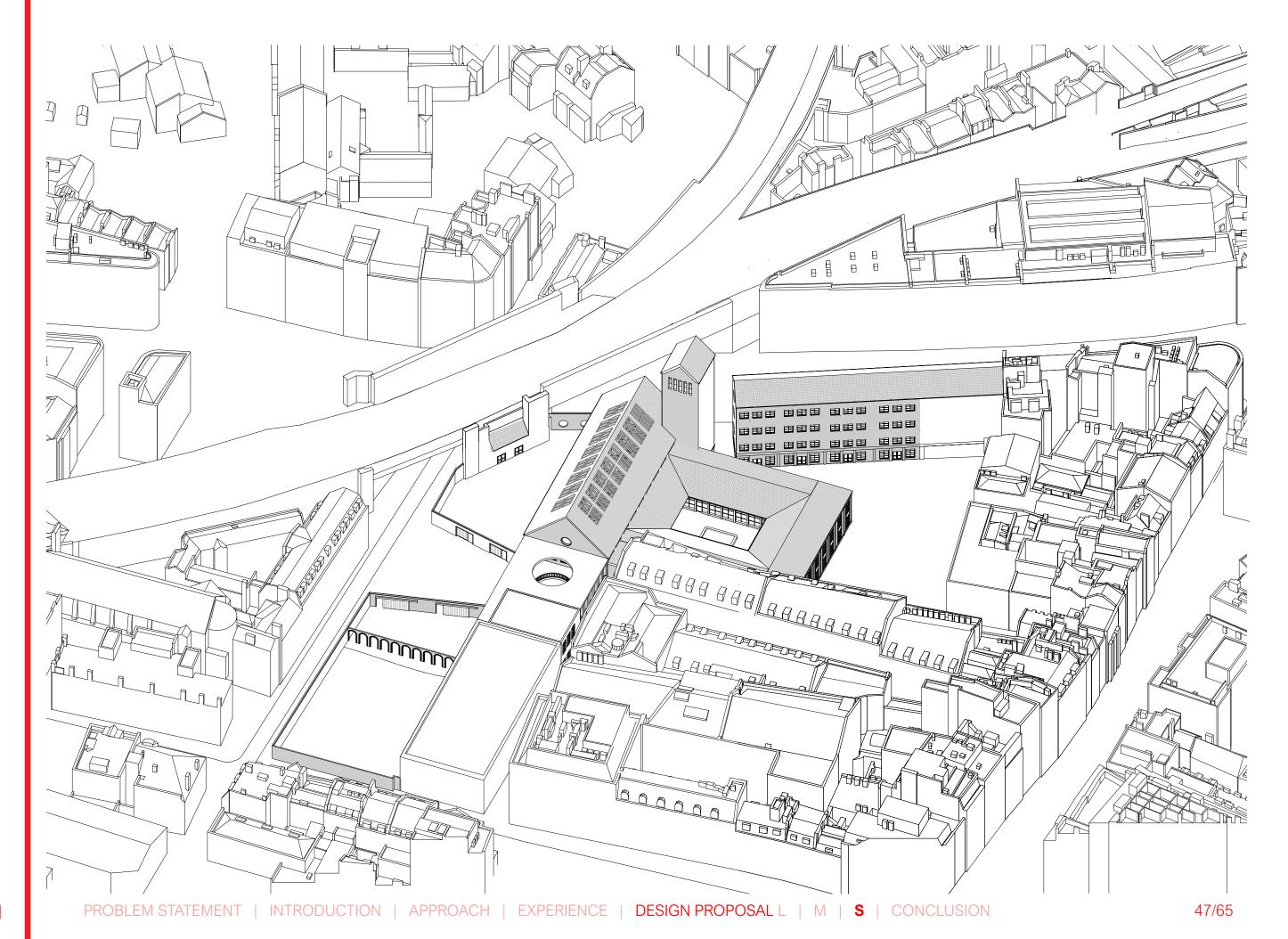
## Volumetric archetypes

Related to contrast, intimacy and soundscapes



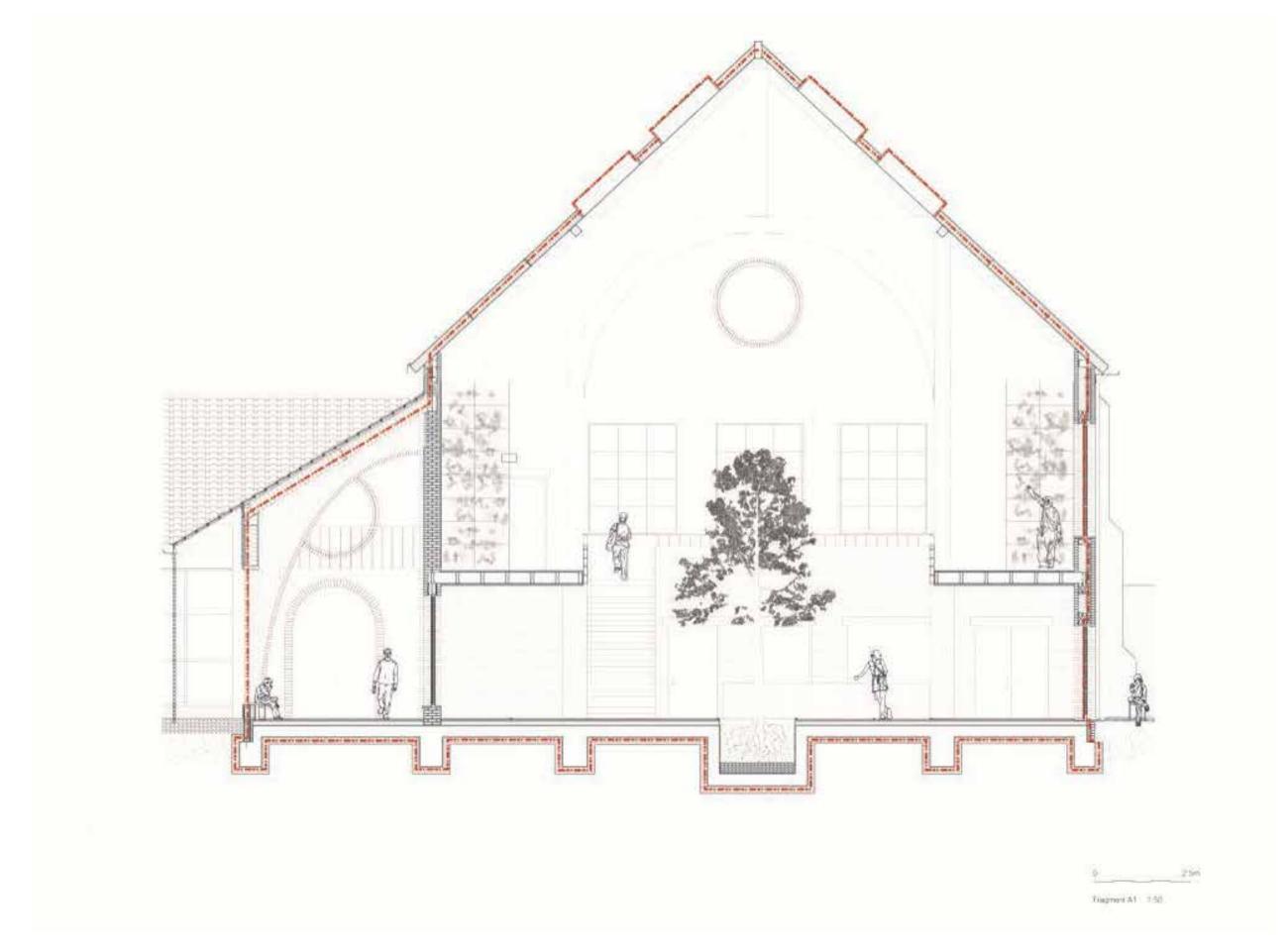
Volumetric archetypes, Leon Krier

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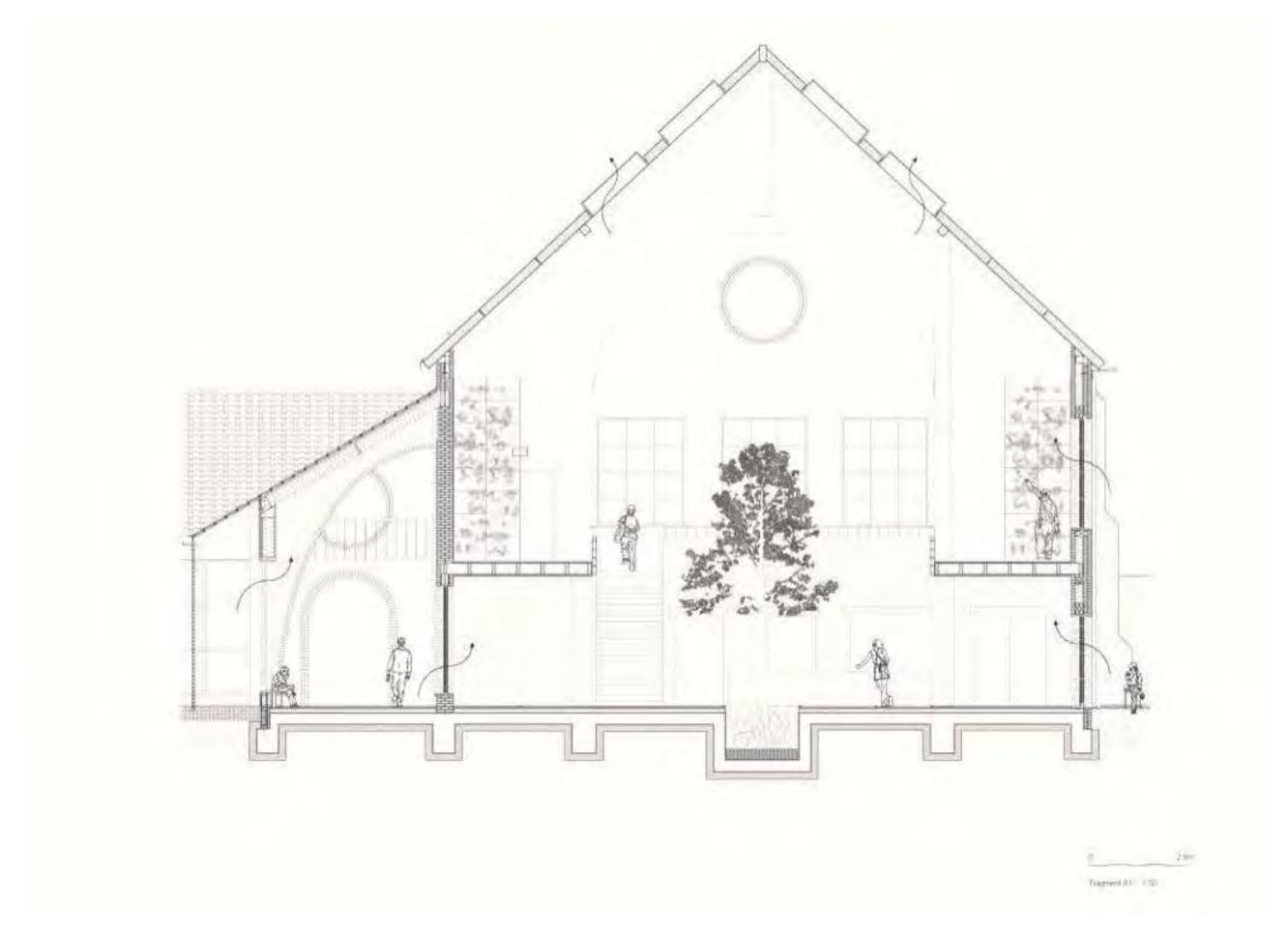


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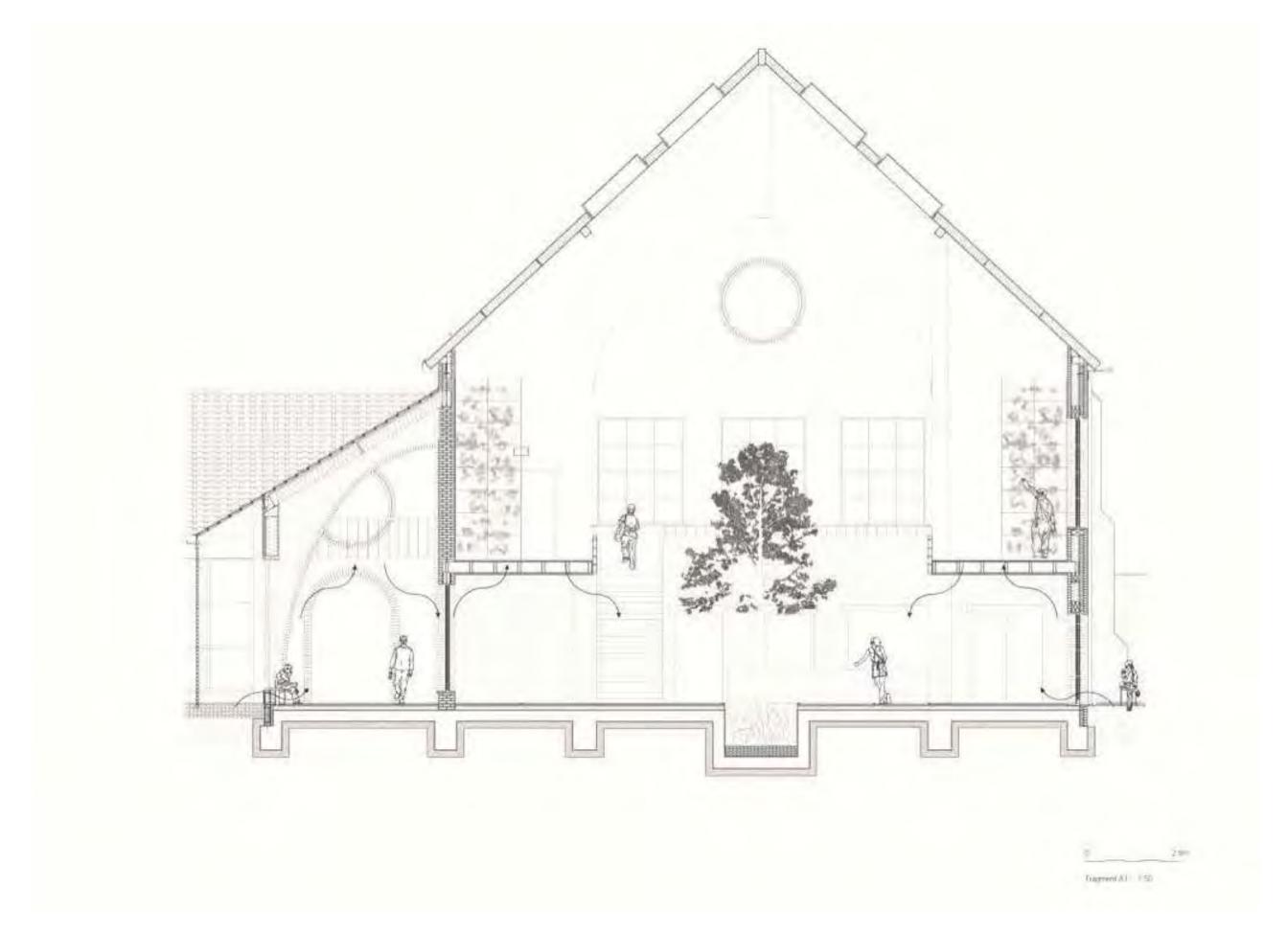
CURATING CITY INTENSITIES |



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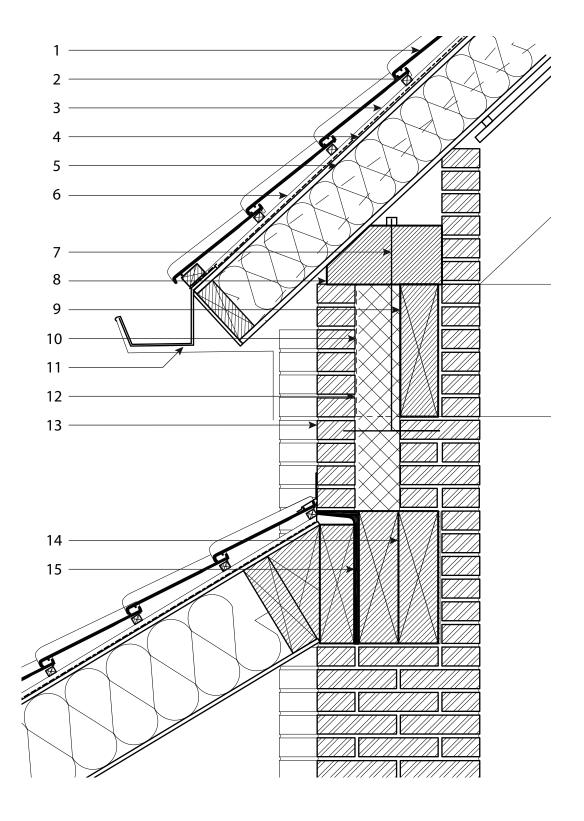
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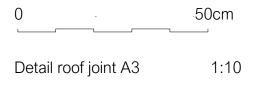


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#### Detail roof, trusses, masonry wall and flying buttress

- 1 Marley Hawkins fired clay roof tile
- 2 timber batten (20 x 30 mm)
- 3 timber batten (20 x 30 mm)
- 4 water resistant foil
- 5 insulation (thermafleece) part of SIP
- 6 chipboard SIP
- 7 wall anchor
- 8 wall plate
- 9 timber beam
- 10 hard insulation
- 11 gutter with repetitive supports
- 12 truss from glued laminated timber beams (250x300mm)
- 13 hard fired brick, Heathflower van der Sanden (210x100x50 mm)
- 14 timber beams (300x200mm)
- 15 steel profile (350 mm)

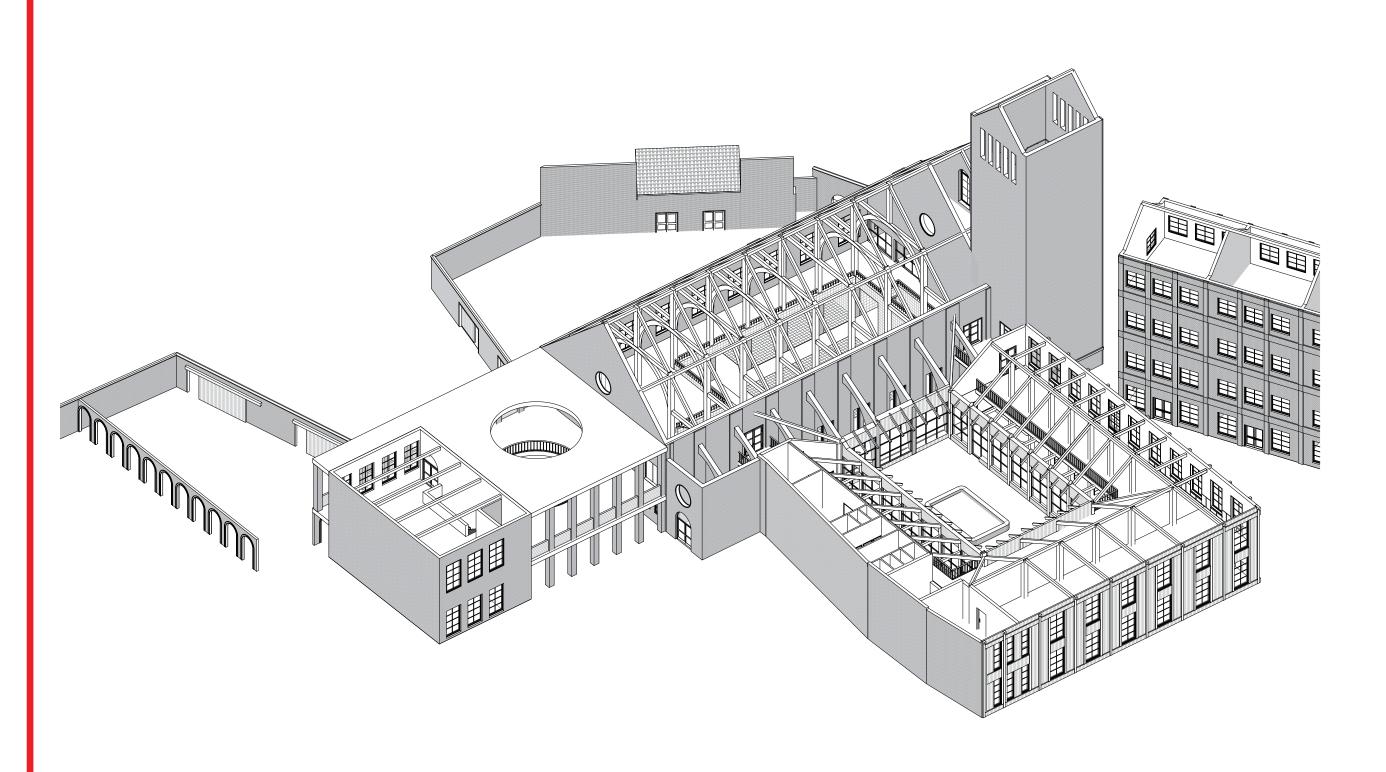




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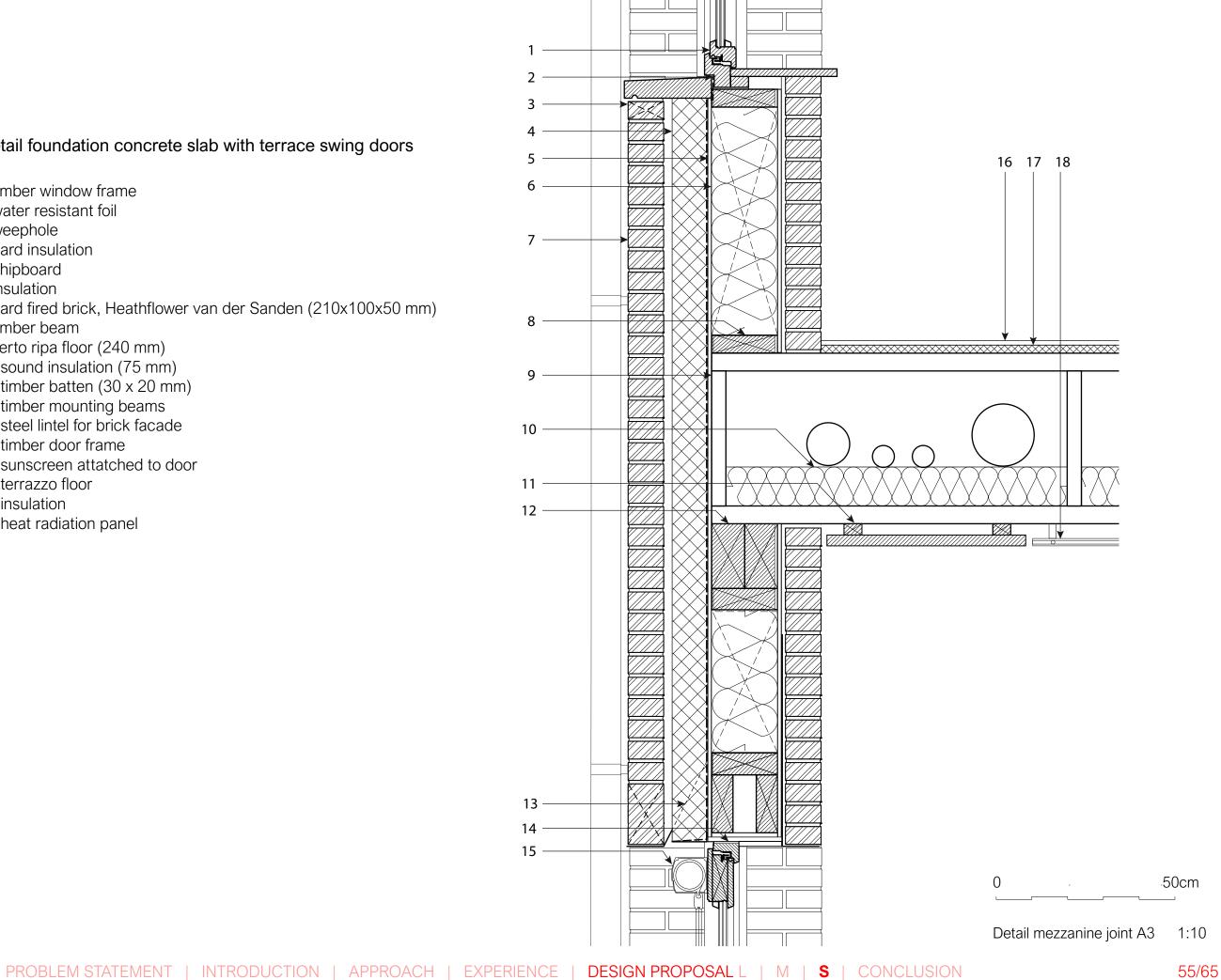
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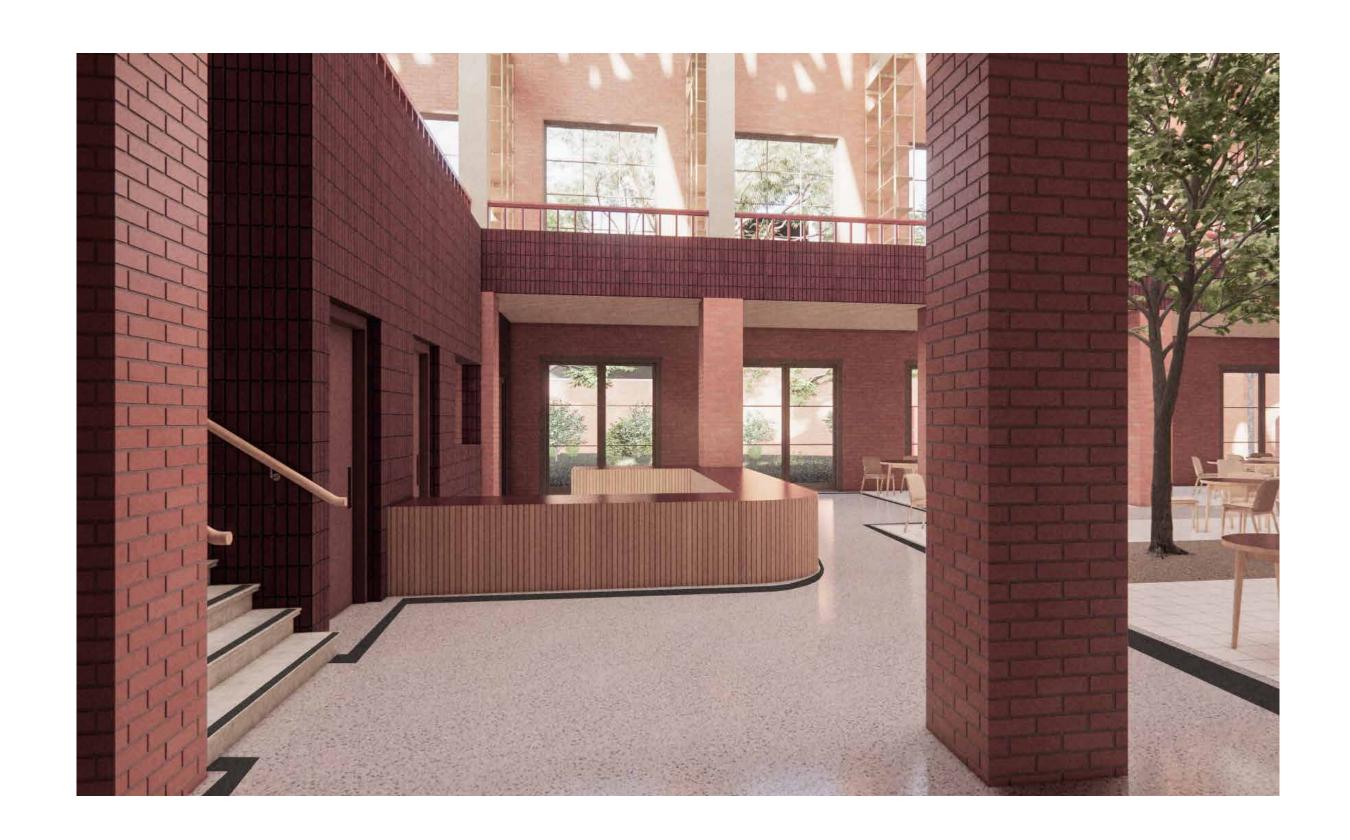
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#### Detail foundation concrete slab with terrace swing doors

- 1 timber window frame
- 2 water resistant foil
- 3 weephole
- 4 hard insulation
- 5 chipboard
- 6 insulation
- 7 hard fired brick, Heathflower van der Sanden (210x100x50 mm)
- 8 timber beam
- 9 kerto ripa floor (240 mm)
- 10 sound insulation (75 mm)
- 11 timber batten (30 x 20 mm)
- 12 timber mounting beams
- 13 steel lintel for brick facade
- 14 timber door frame
- 15 sunscreen attatched to door
- 16 terrazzo floor
- 17 insulation
- 18 heat radiation panel



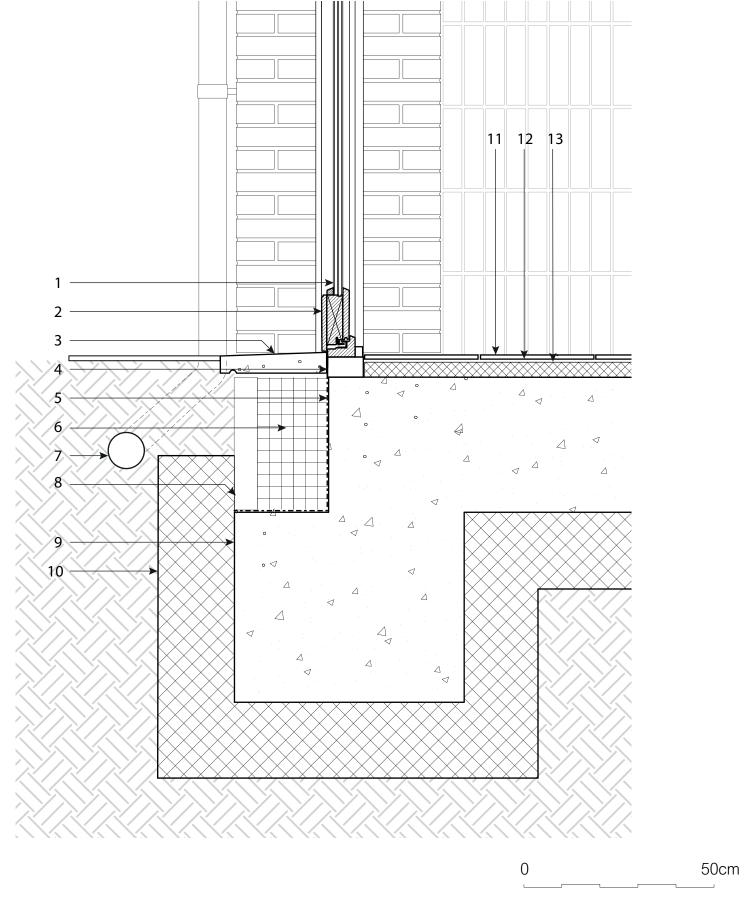
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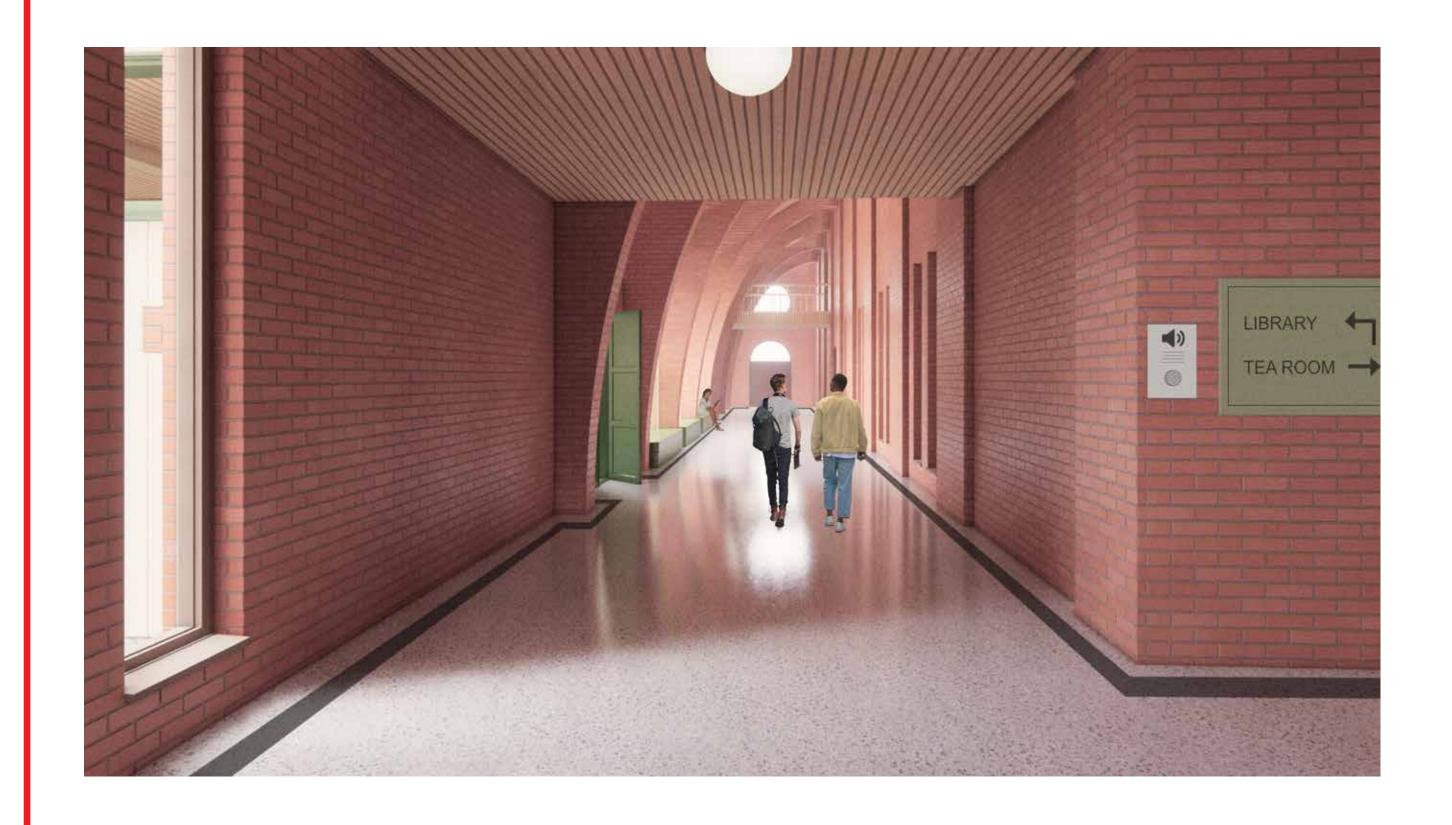
- 1 triple glazing HR++
- 2 timber door sill
- 3 natural stone doorstep
- 4 hard insulation block
- 5 water resistant foil
- 6 hard insulation part of bardge board
- 7 water drainage
- 8 concrete part of bardge board
- 9 concrete foundation slab
- 10 foundation insulation
- 11 white matt ceramic floor tile 200 x 200 mm)
- 12 mortar
- 13 sound insulation



Detail foundation joint A3

1:10

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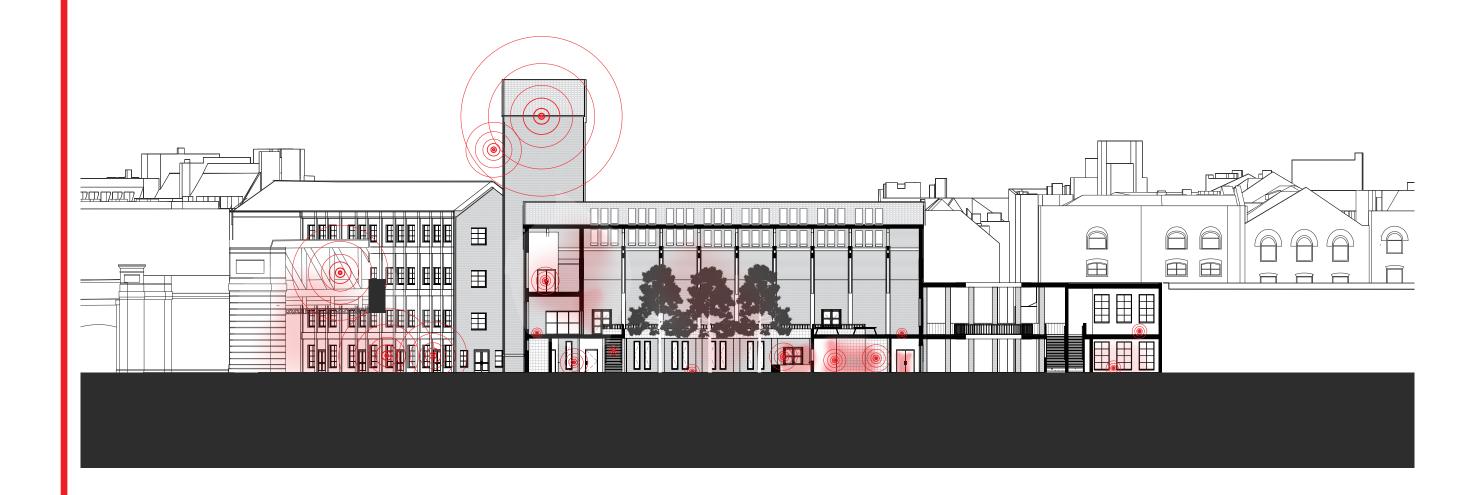
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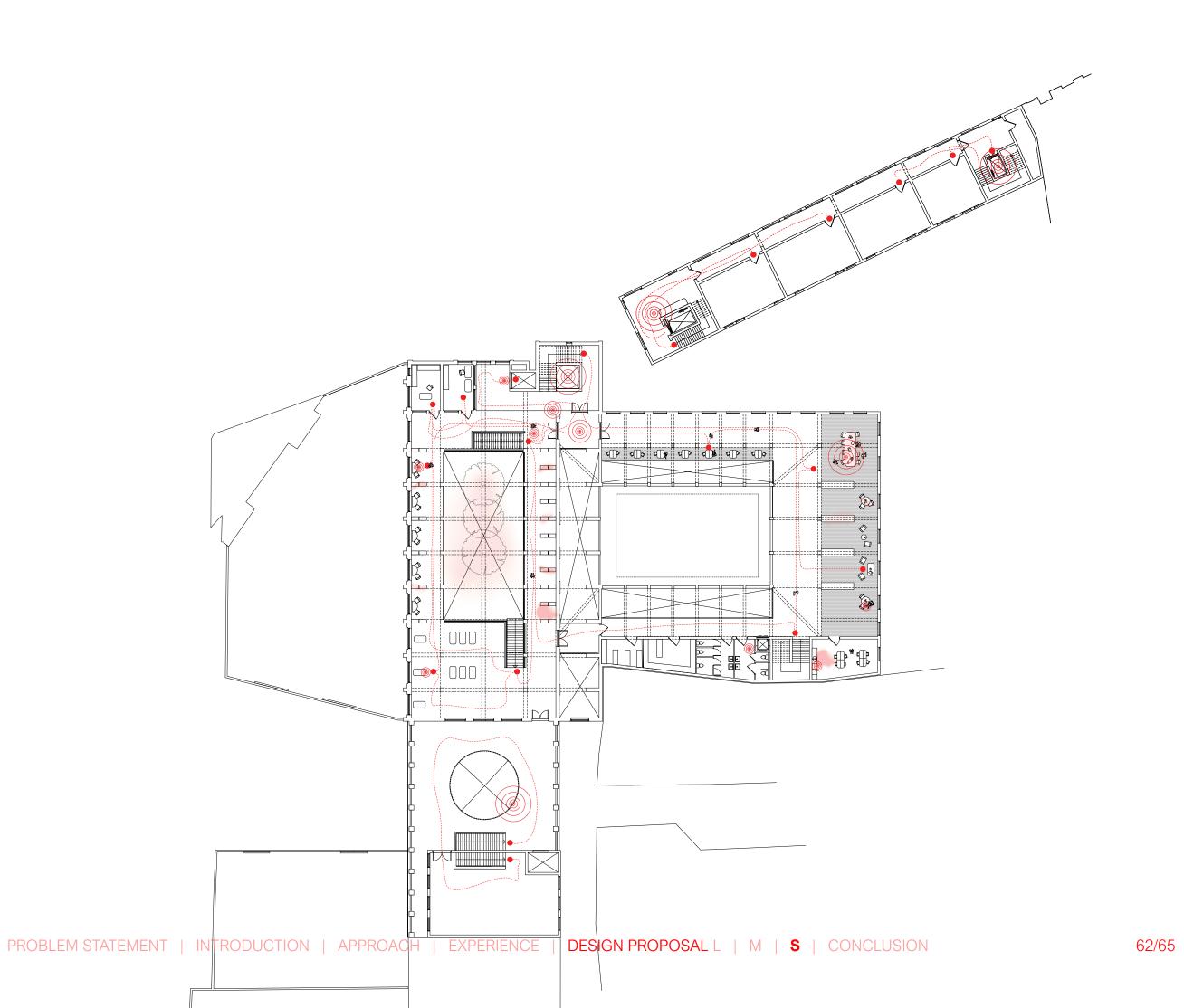


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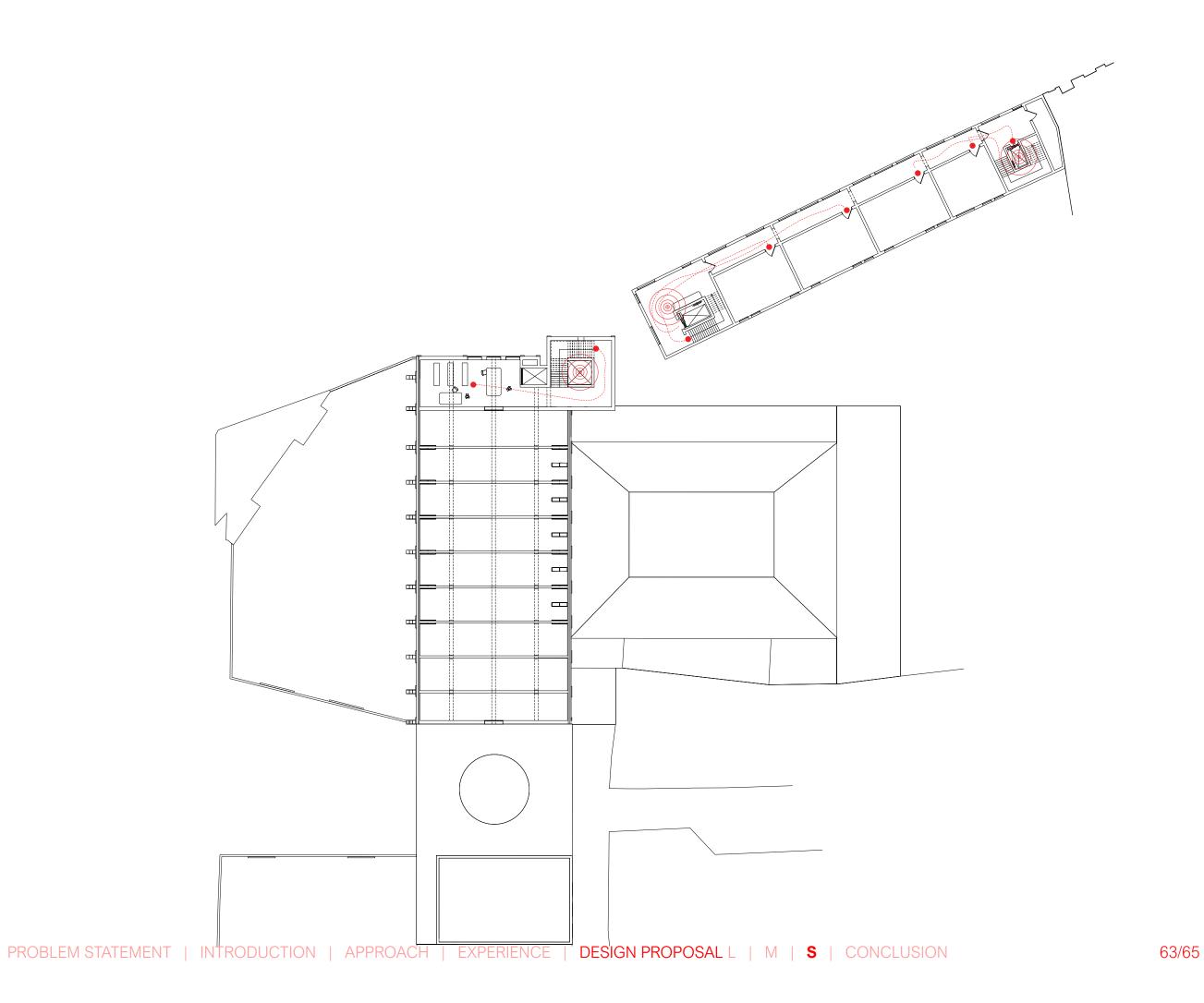




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# CONCLUSION

