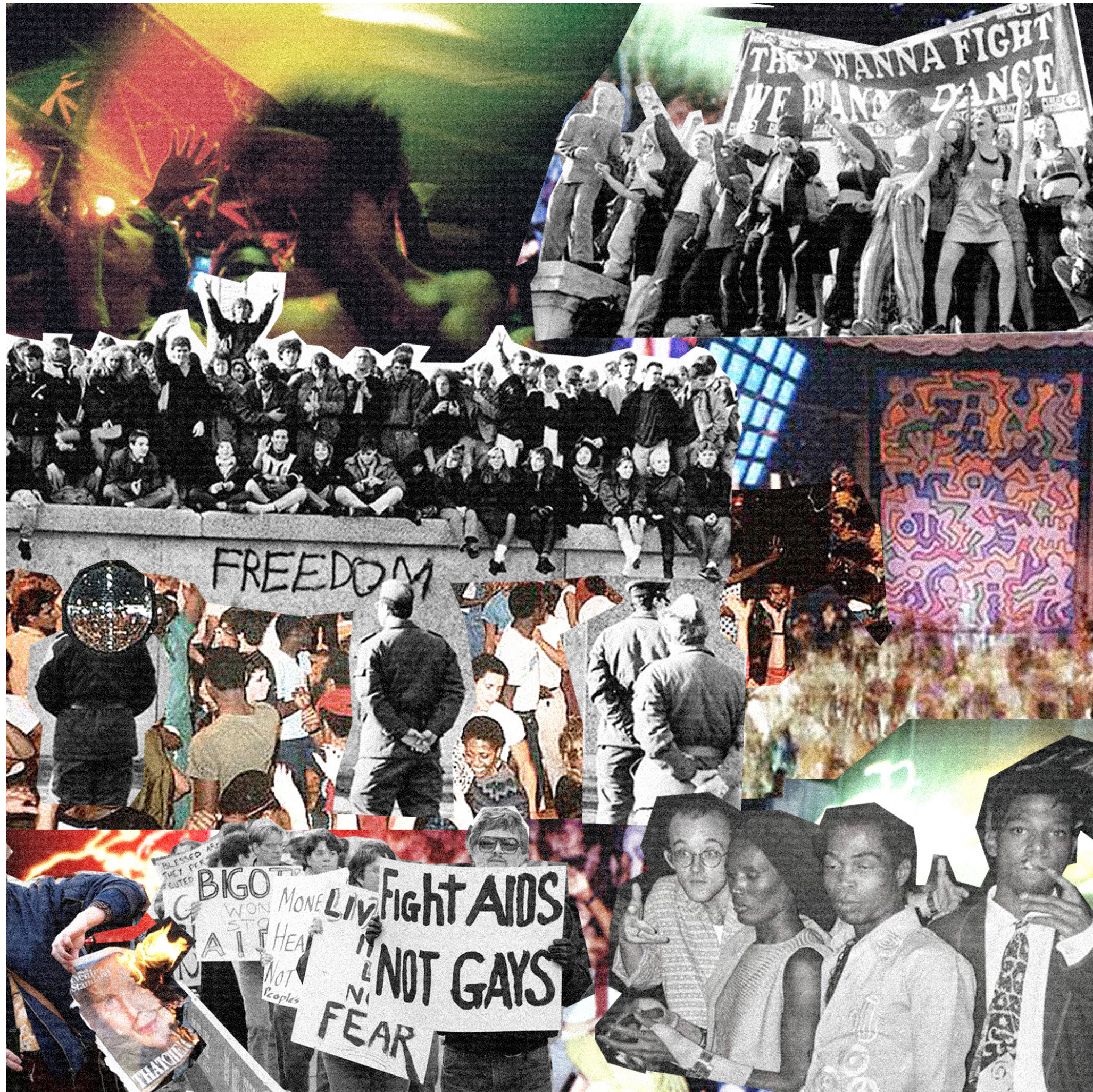


The background of the entire page is a complex, abstract pattern of thin, light gray lines. These lines form a dense, overlapping web of organic, cell-like shapes that vary in size and complexity, creating a textured, almost crystalline appearance.

# **RAVE SPACES**

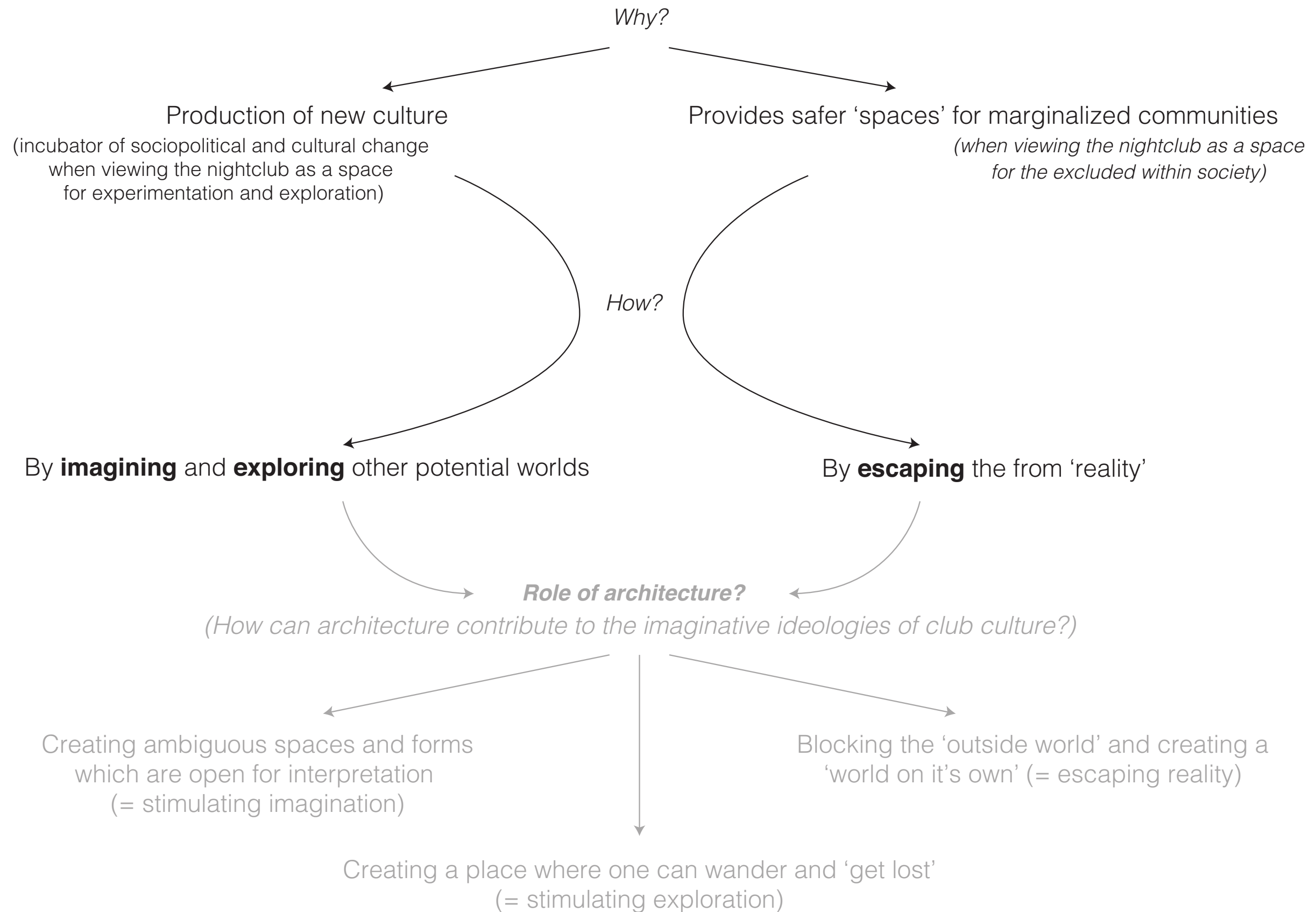


## Research topic: Club Culture





## Architecture for Club Culture



The **nightclub** - a place for...

***Imagining*** alternative realities

***Exploring*** identities

***Escaping*** to a safer space



## Problem statement: decline in spaces for creativity in the 21st century



Disconecropolis (OMA, 2015)



Future plans of Binckhorst



Site: Spoorboogzone, Binckhorst, The Hague





Site: Spoorboogzone, Binckhorst, The Hague





Site: Spoorboogzone, Binckhorst, The Hague



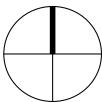
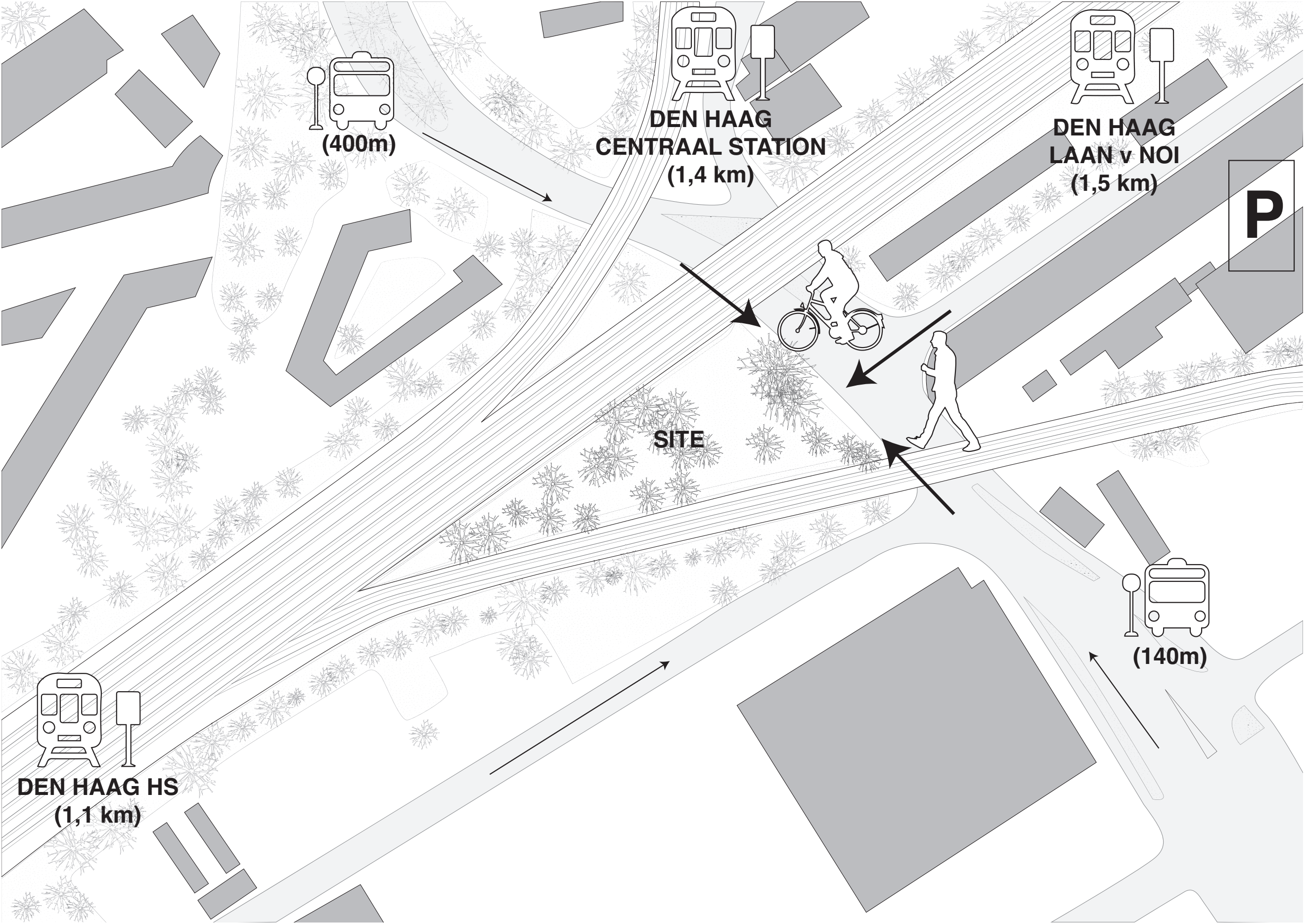


Site: Spoorboogzone, Binckhorst, The Hague



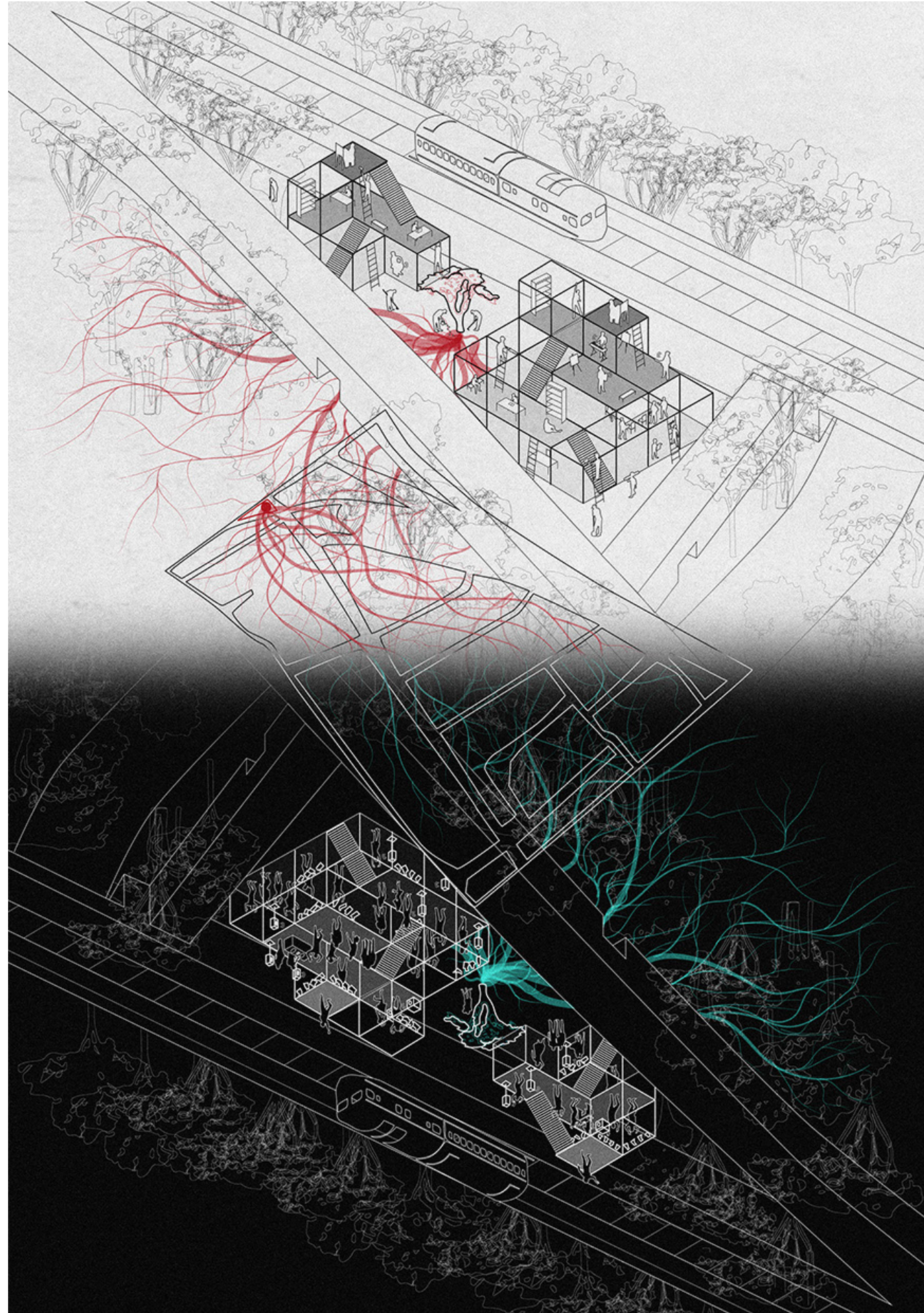


Site analysis





# Design manifesto



Imagine at night, realise by day



## Club cultural spaces



PIP, Den Haag



De School, Amsterdam



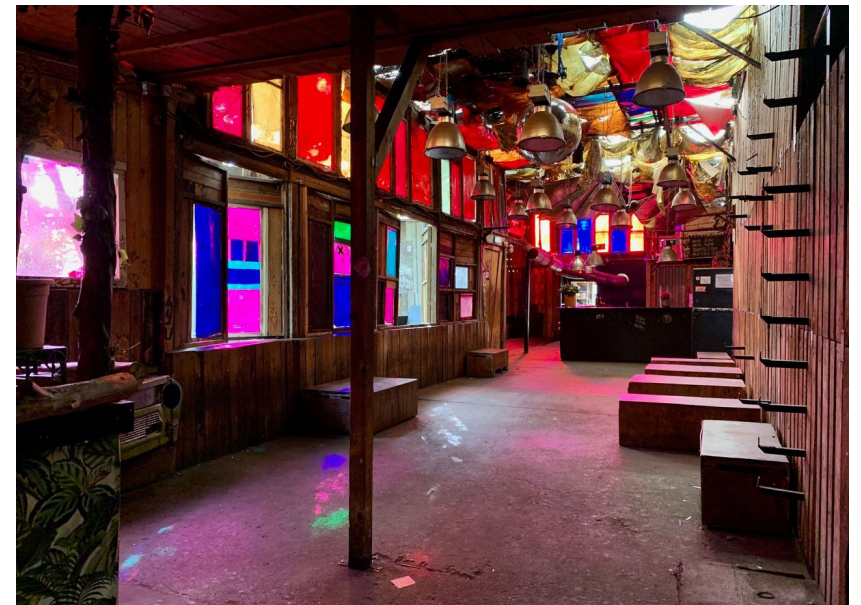
Berghain, Berlin



Weelde, Rotterdam



Revier Sudost garden, Berlin



Revier Sudost, Berlin



Garage Noord, Amsterdam



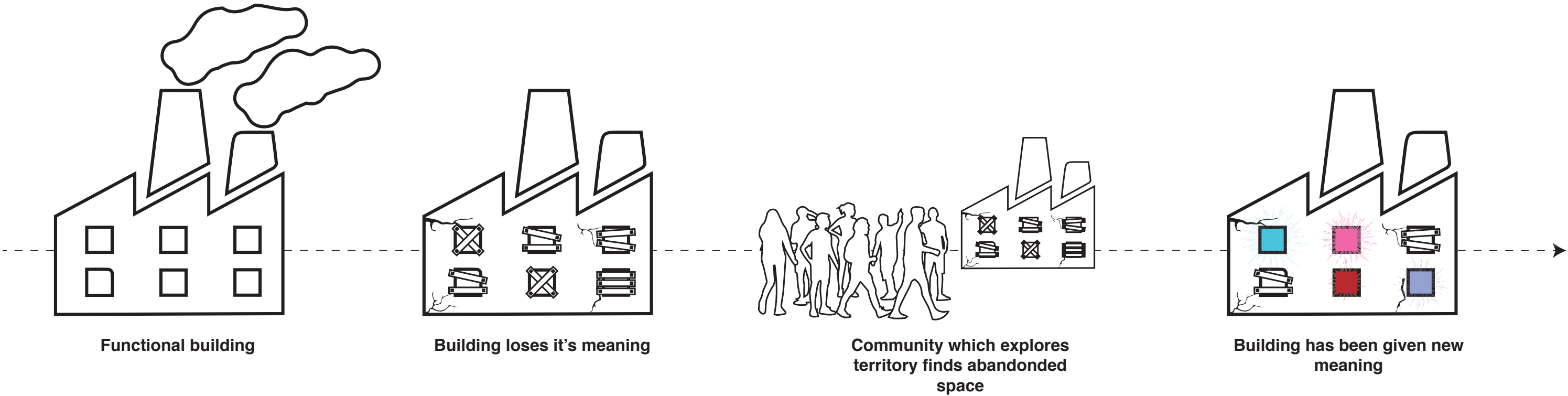
Skatecafe, Amsterdam



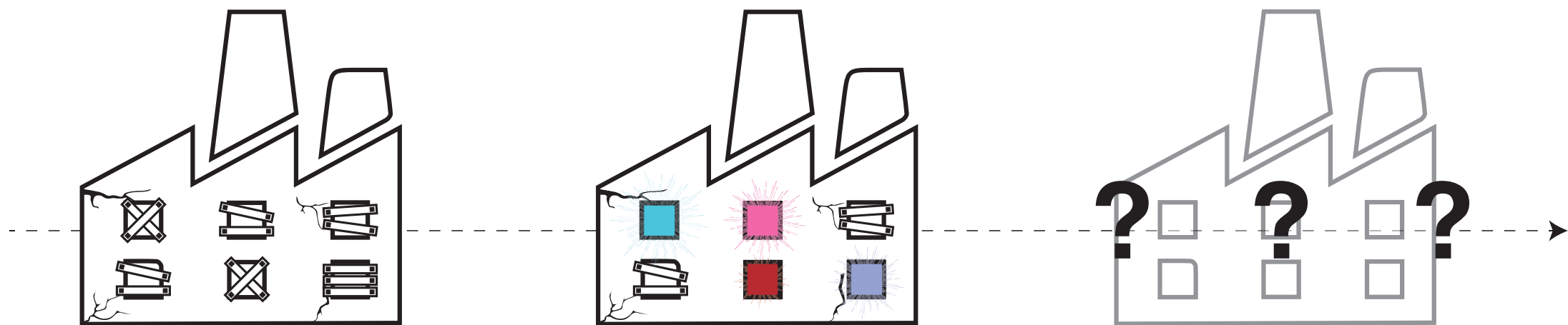
Operator Radio, Rotterdam



How a nightclub comes to exist

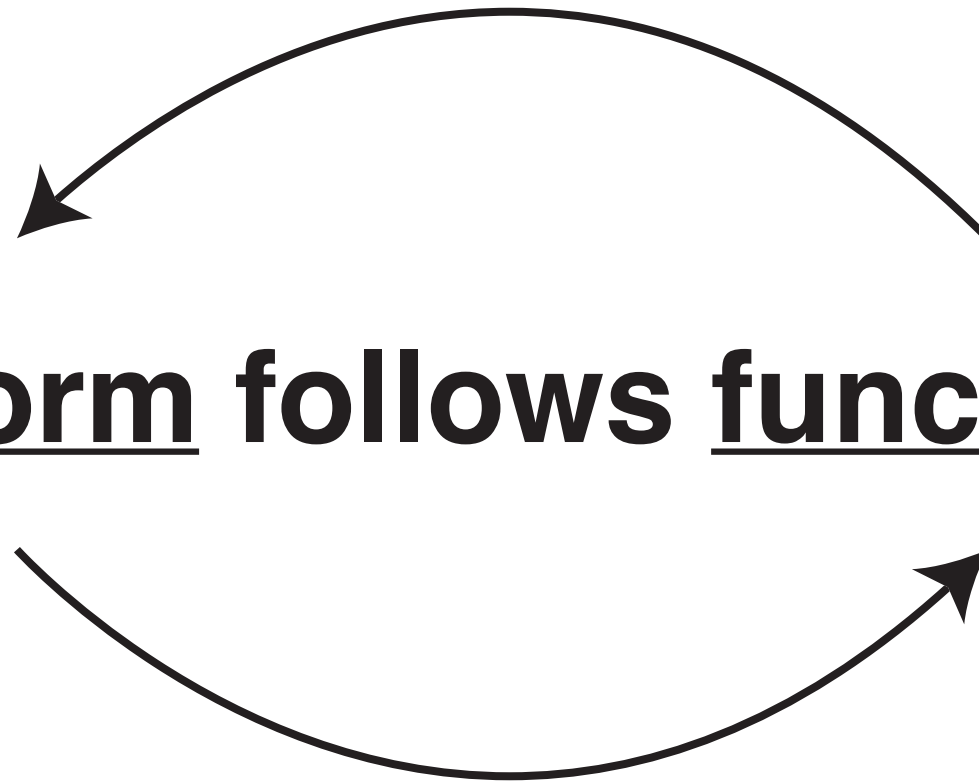


## Starting point: designing a meaningless building



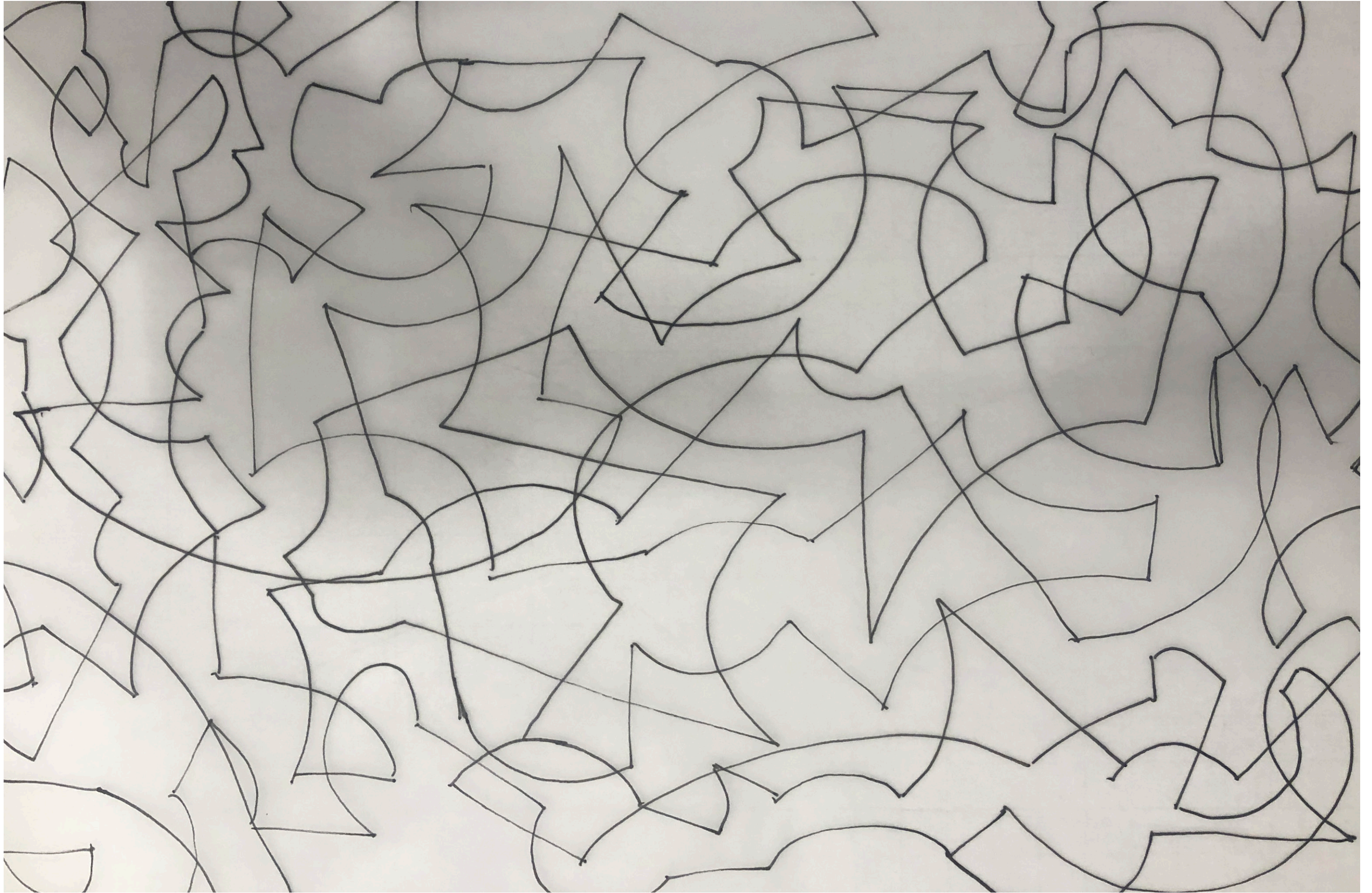
Designing for interpretation

**Form follows function**



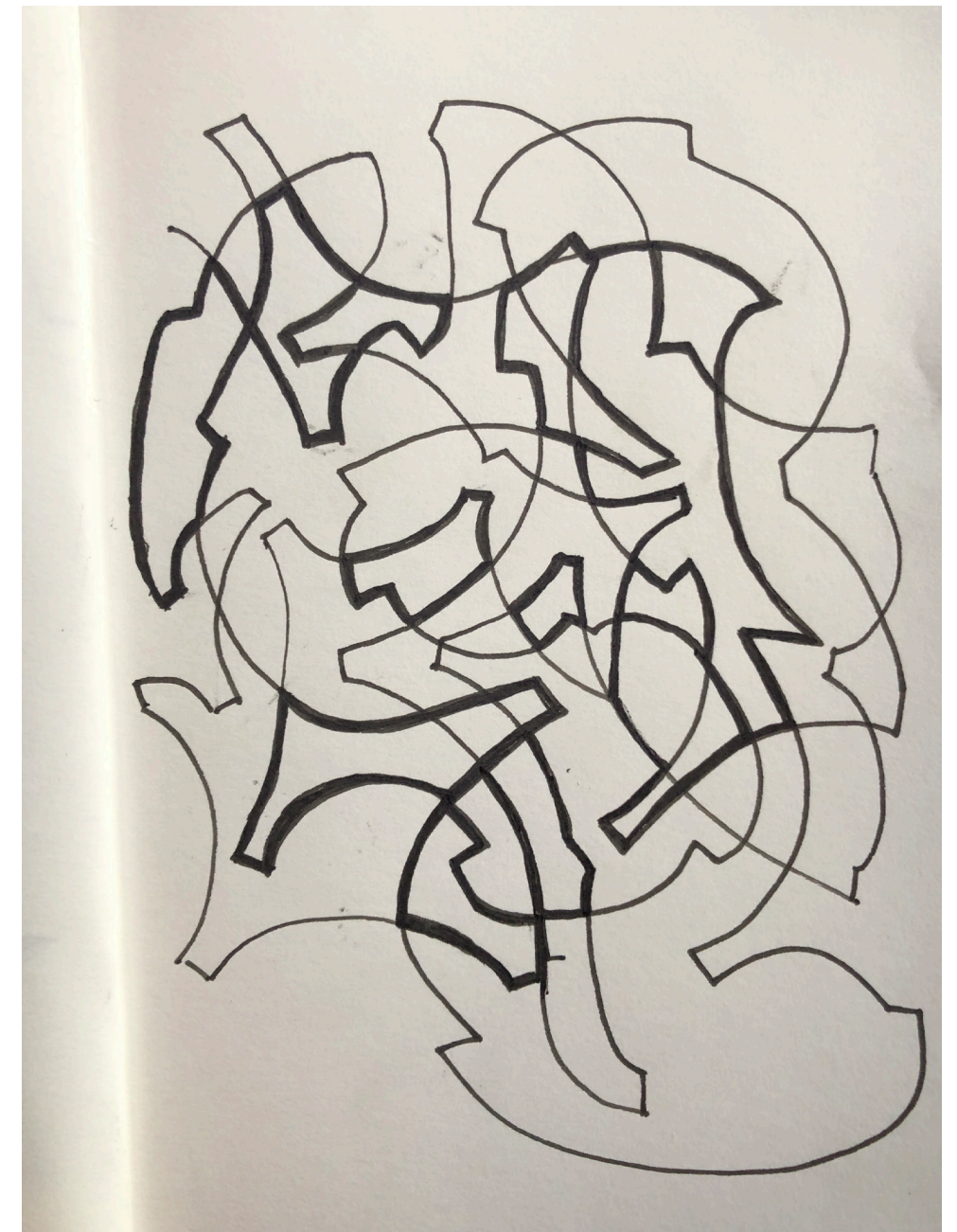
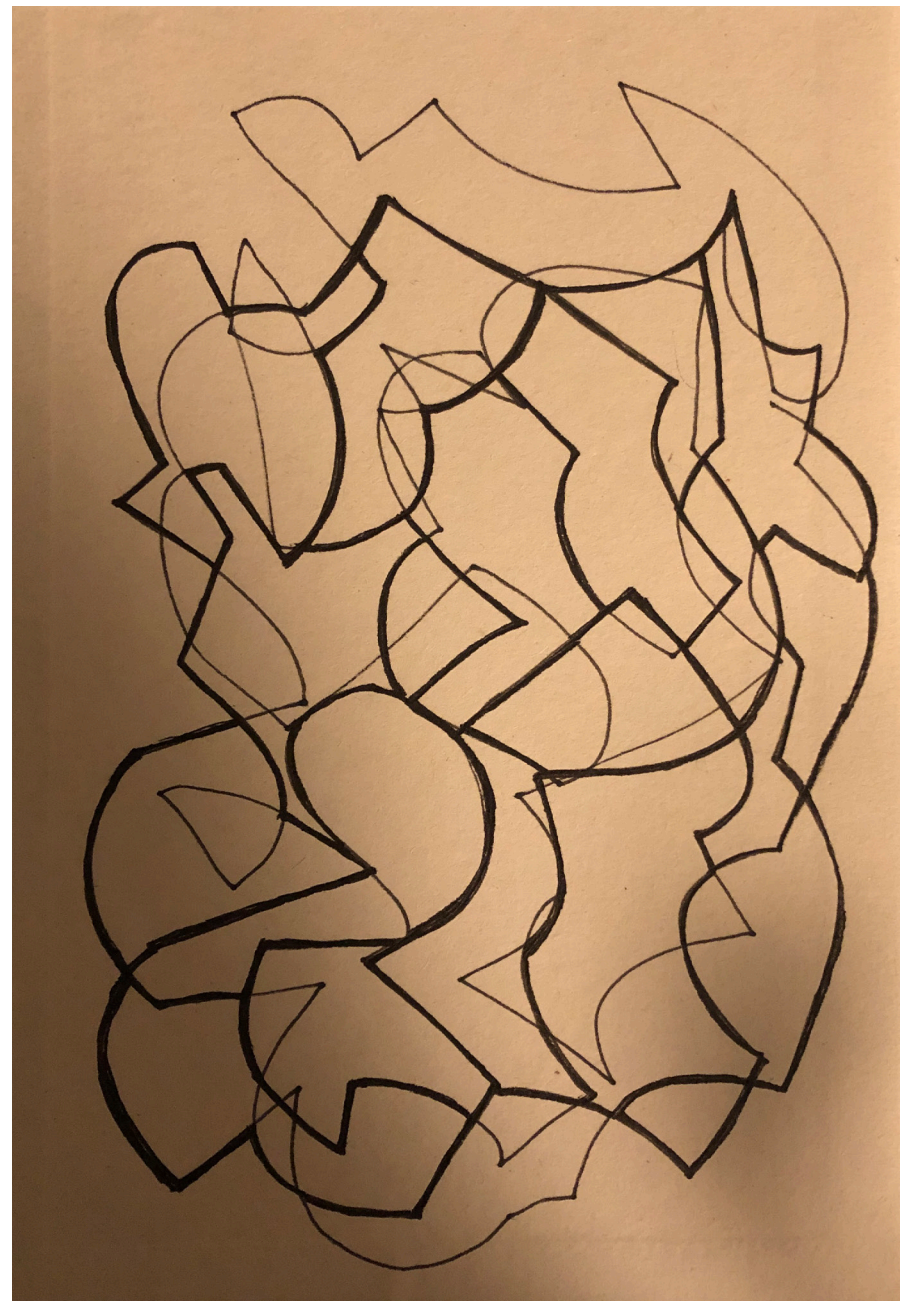


## Exploring form



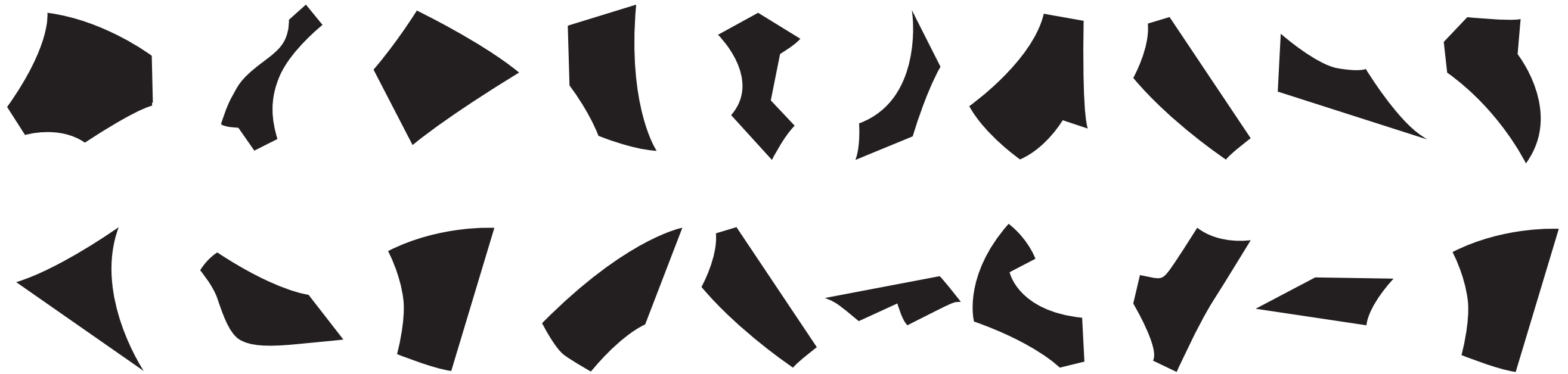


## Exploring form



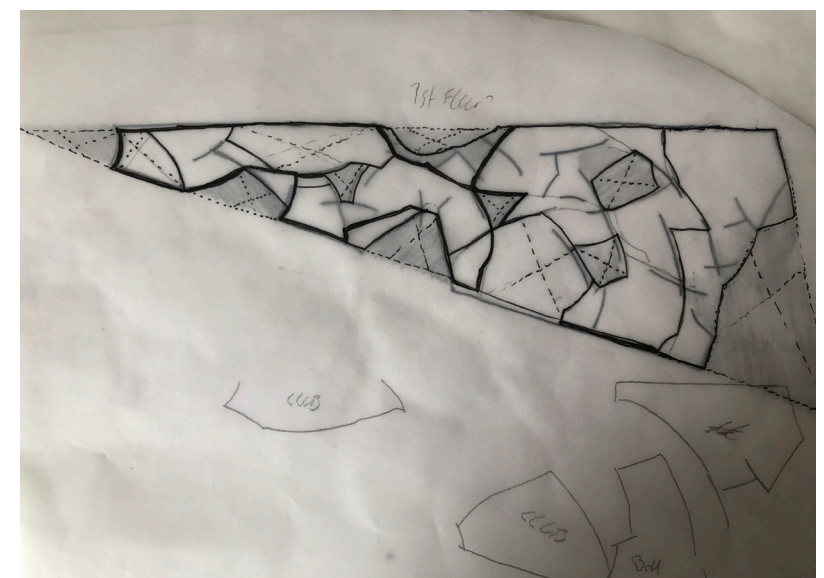
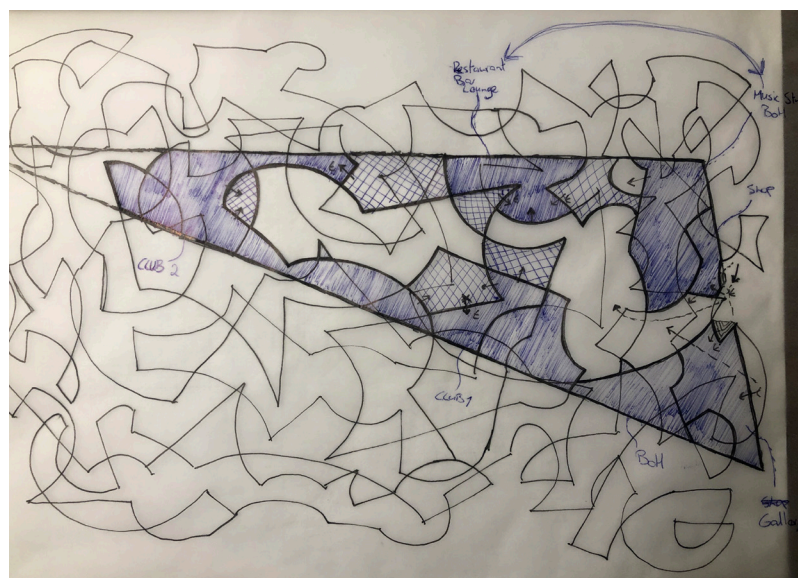
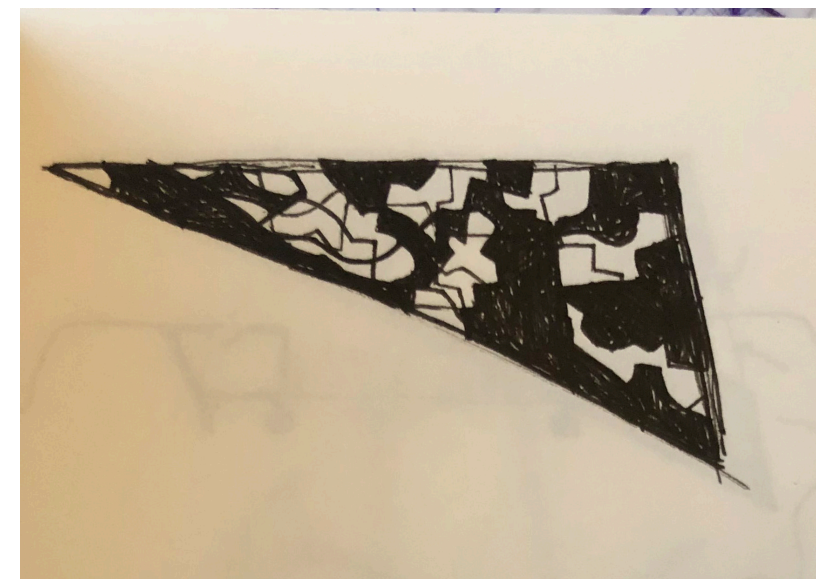
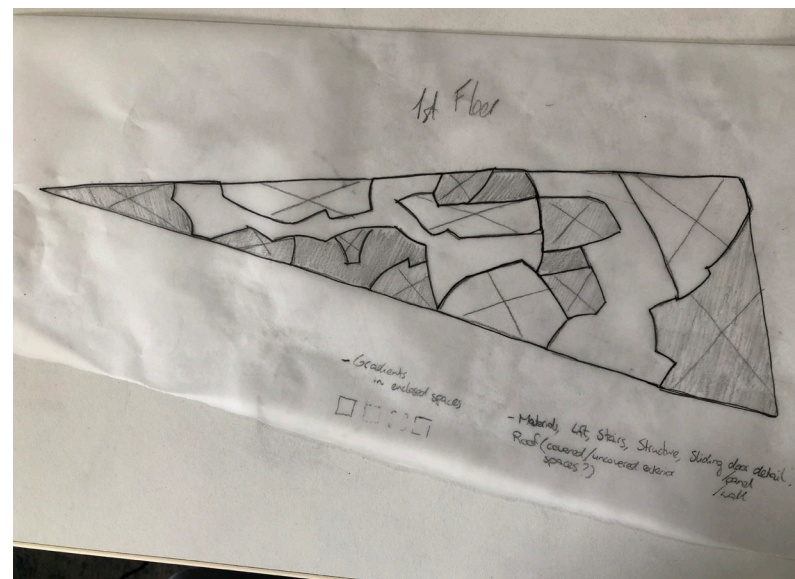
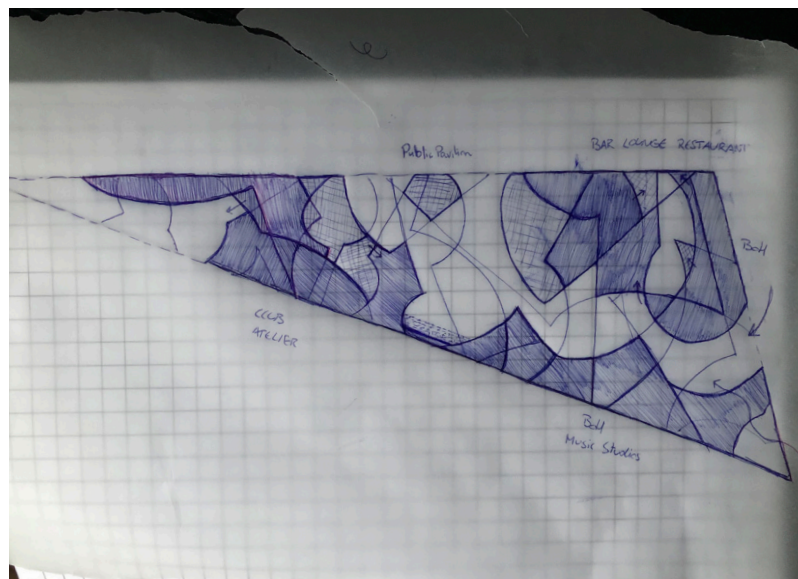
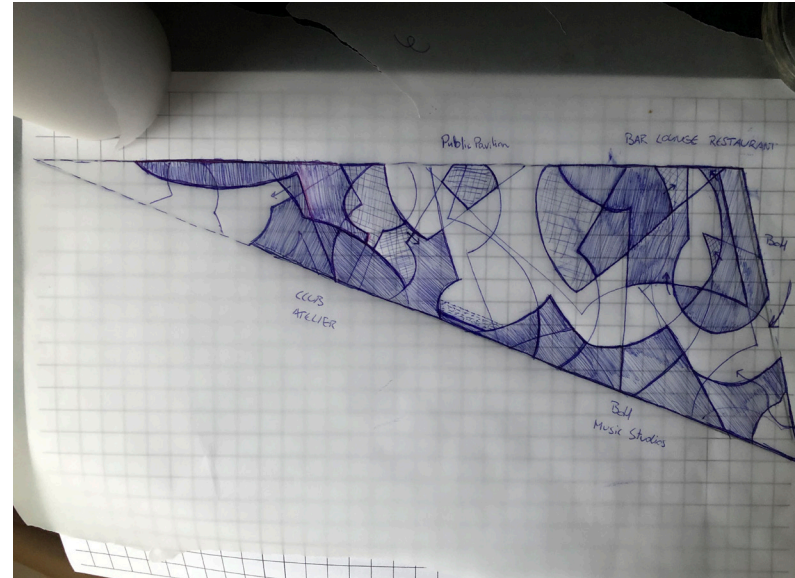
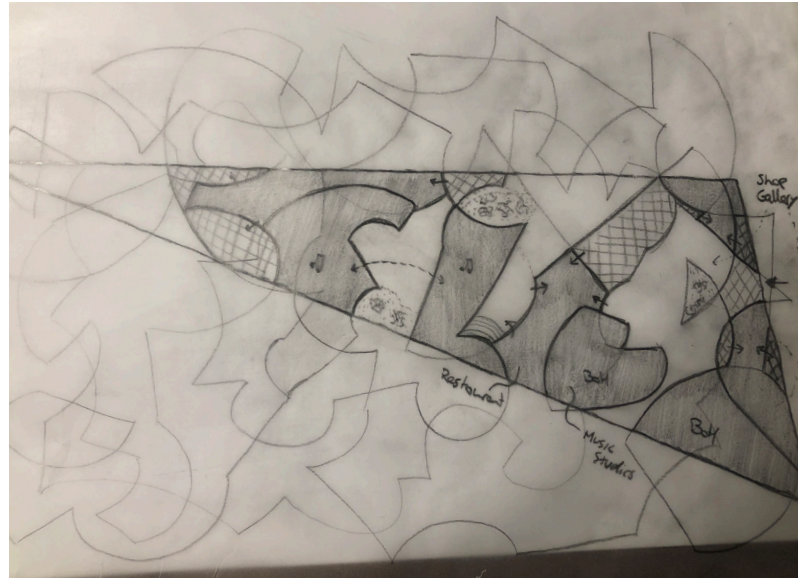


## Exploring form

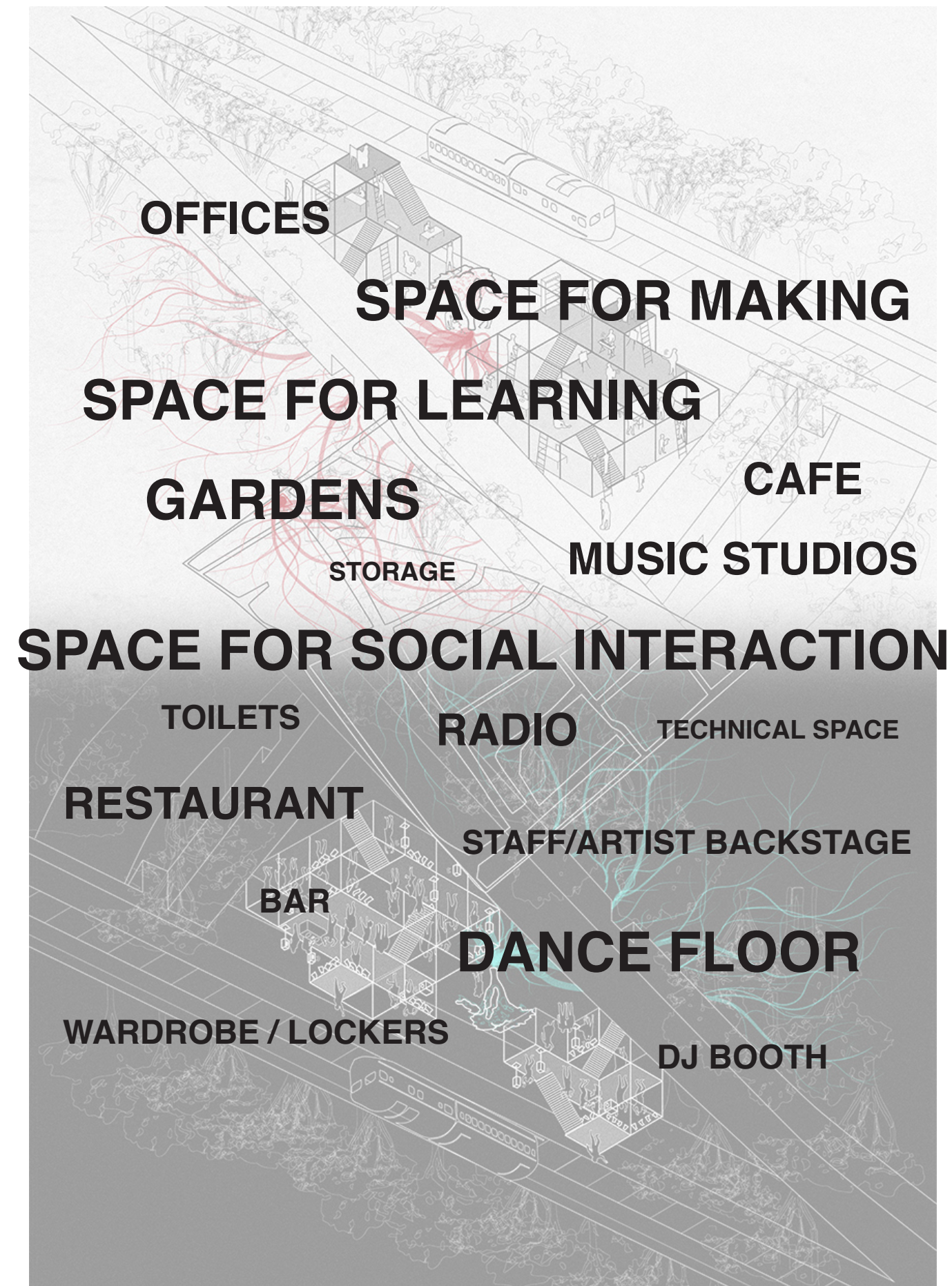




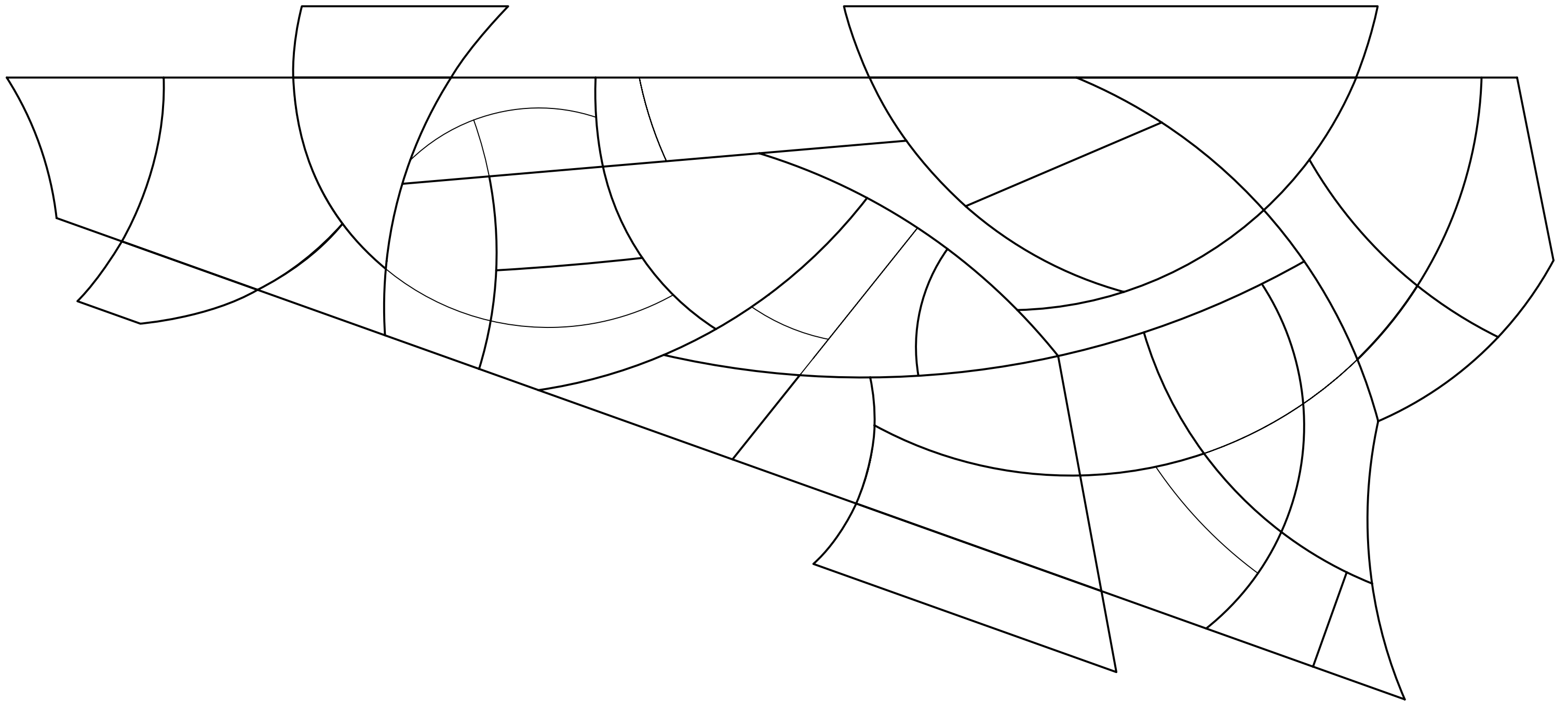
# Exploring form





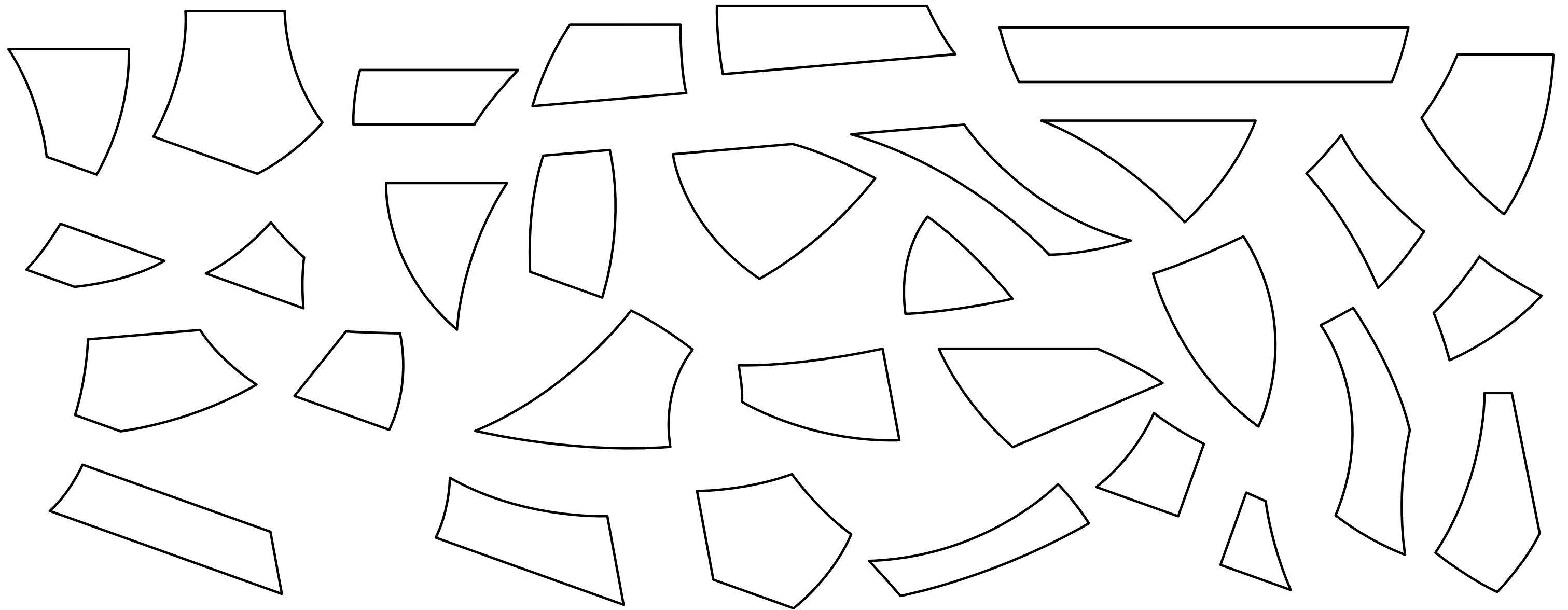


## Spatial diagram



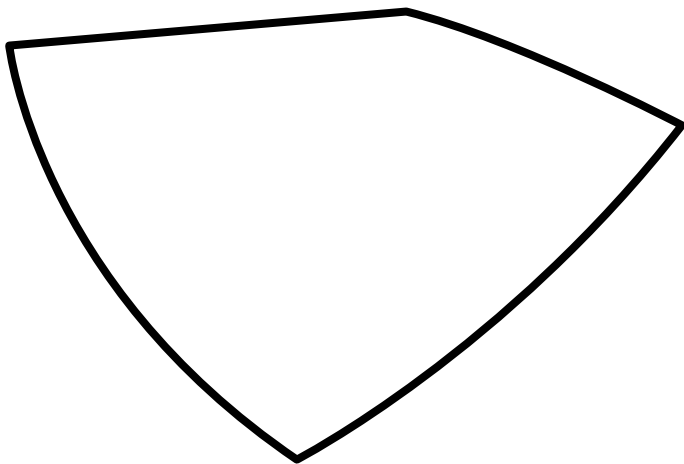


## The collection of found shapes - Independent entities

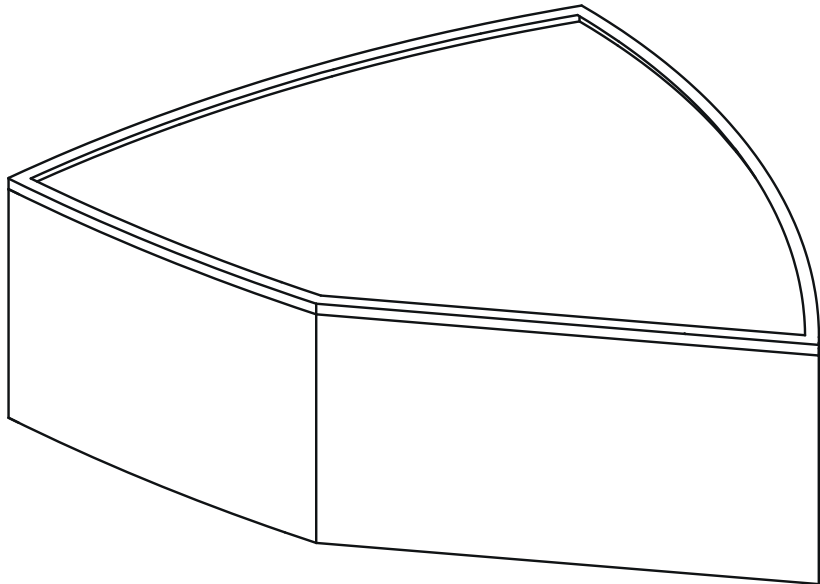




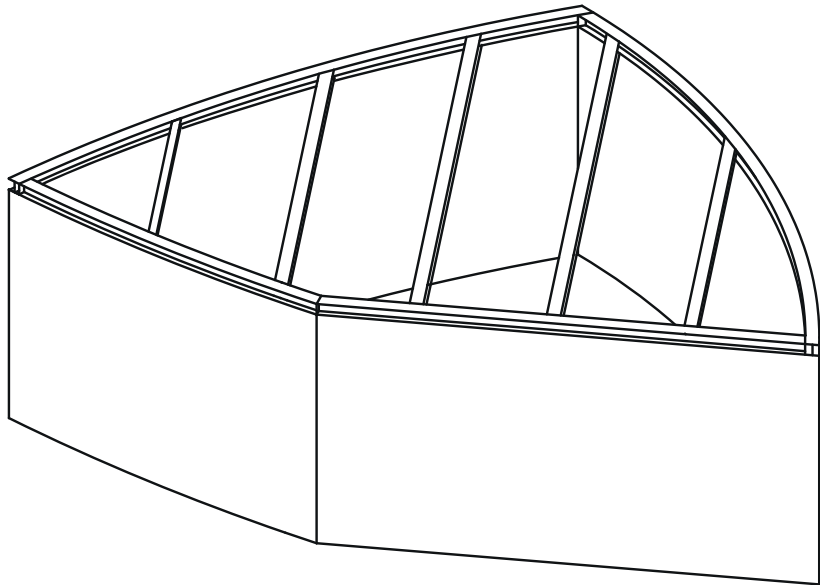
From drawing to architecture



Found shape



Extruded volume



Extruded volume structure



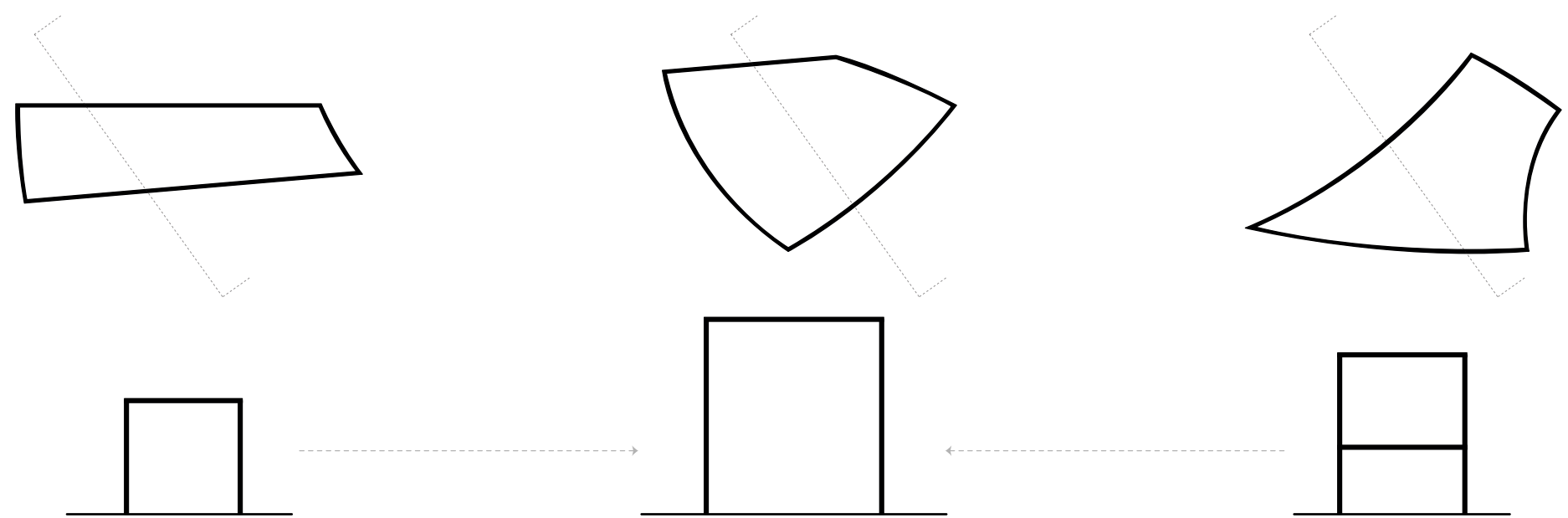
AAC masonry load bearing walls



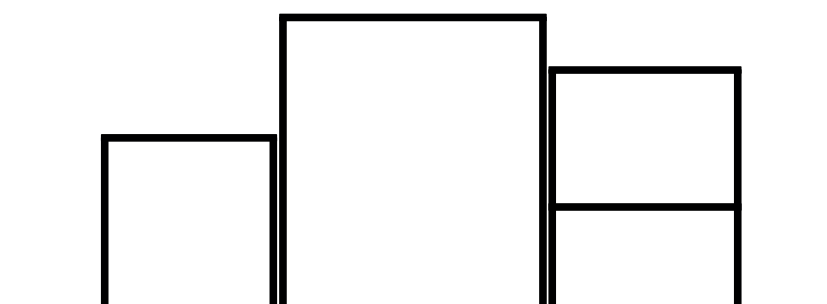
Steel beam girder



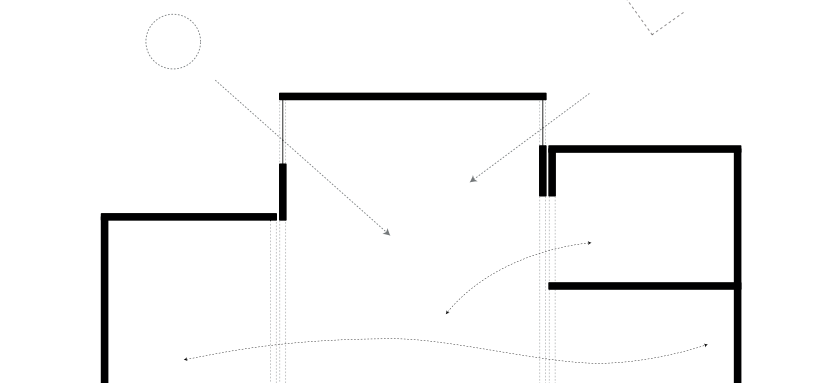
From drawing to architecture



Three single volumes as independent entities



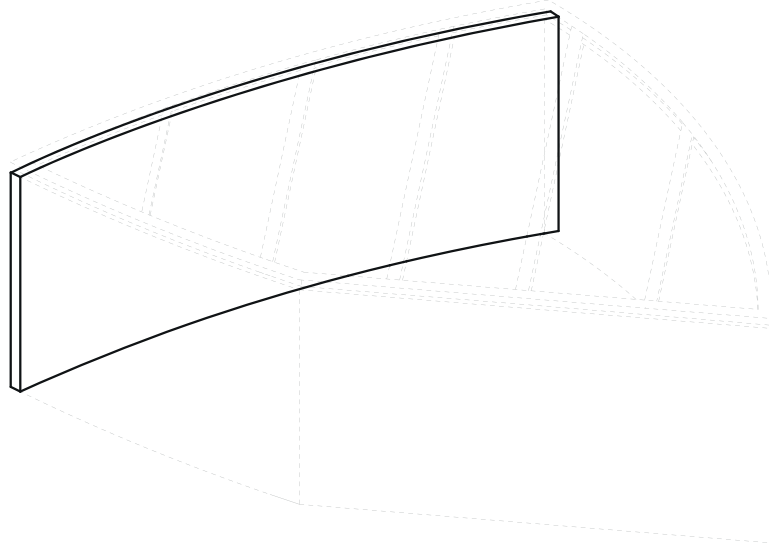
Combining shapes



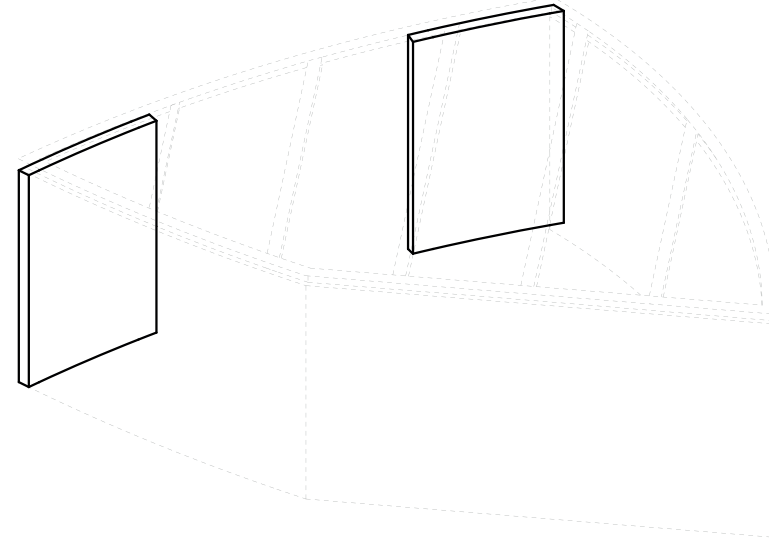
Opening up volumes for spatial relations between volumes



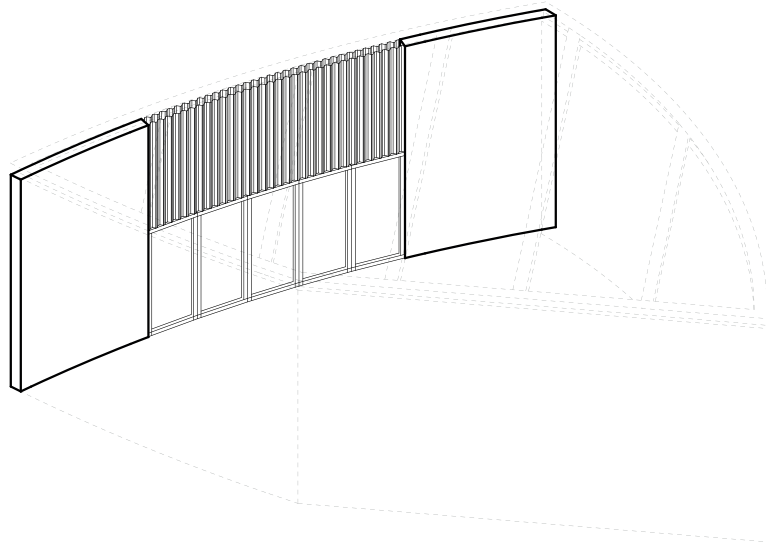
# From drawing to architecture



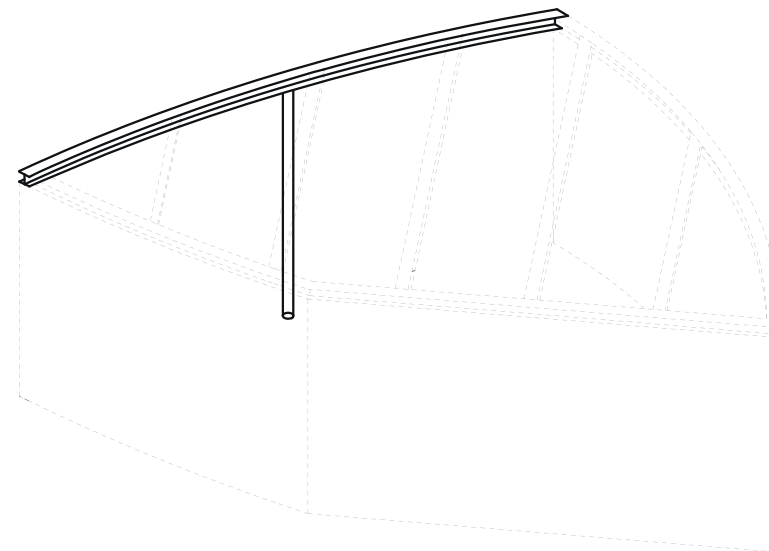
Closed masonry wall



Opening in wall by splitting the loadbearing wall



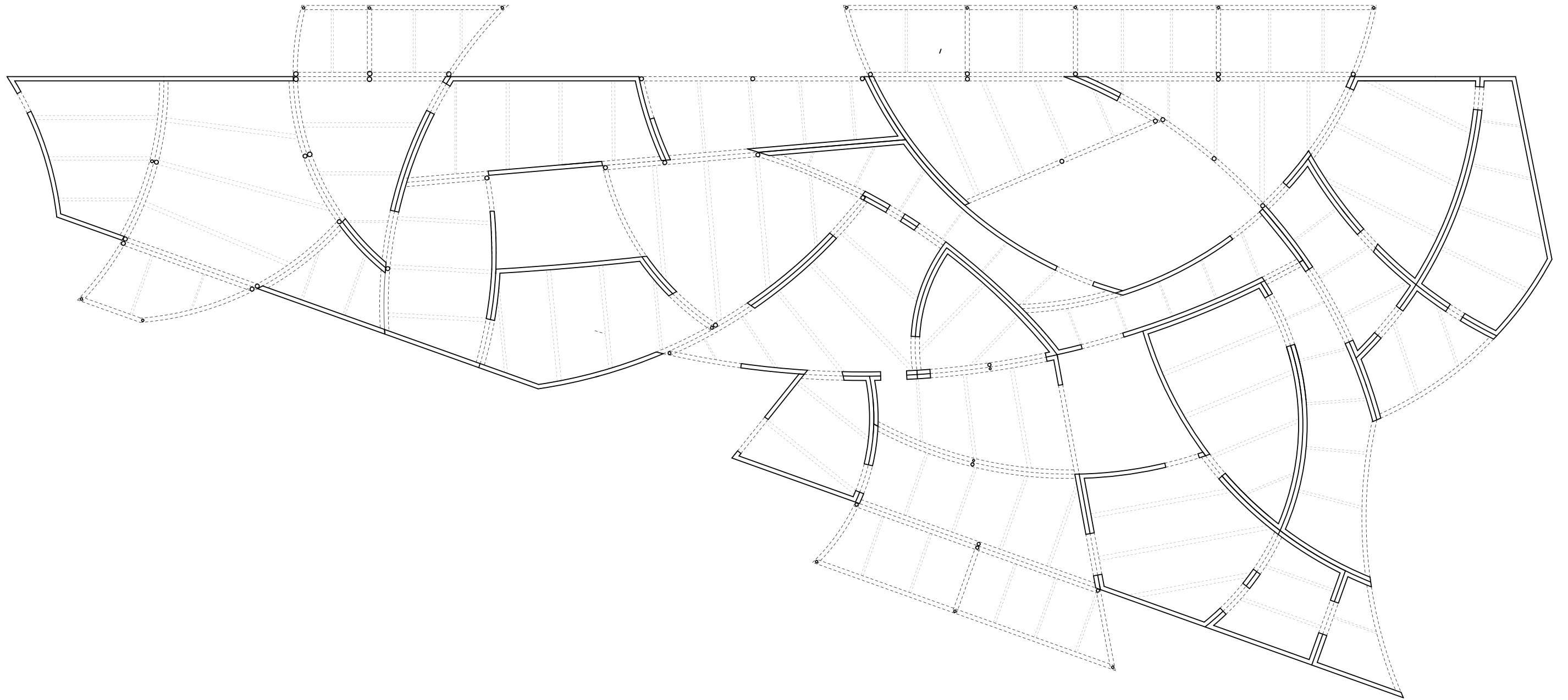
Opening can be filled with closed elements and window frames



Open plane making space fluid  
including tube steel column for support



# Structural plan





## Materiality - Cladding the structure with scrap materials



Steel grating and fences



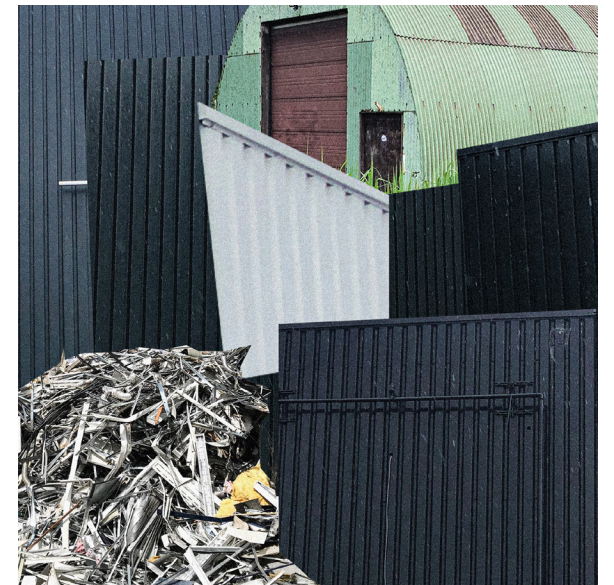
Rubble



Pavement tiles



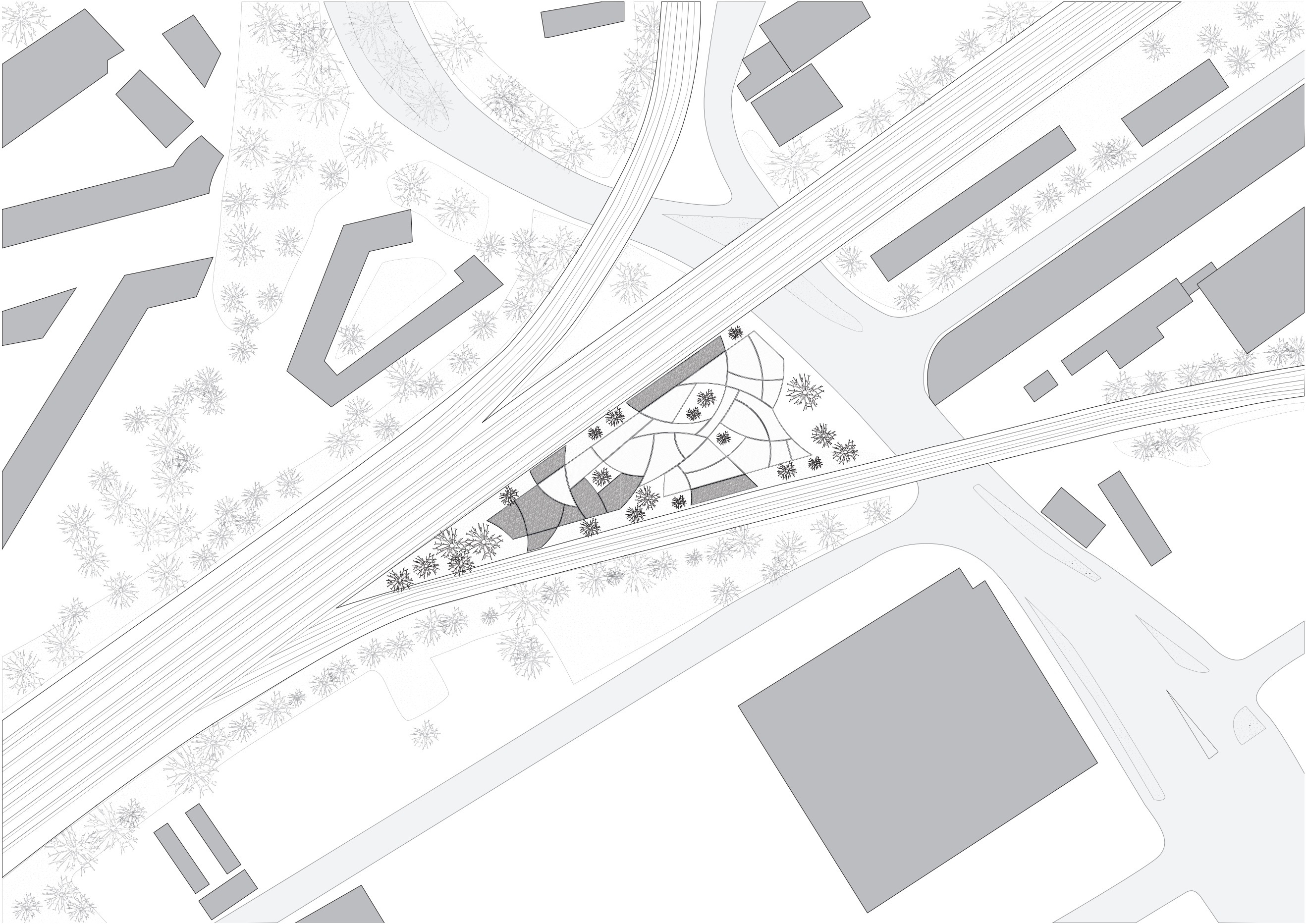
Wooden frames and panes



Steel plates

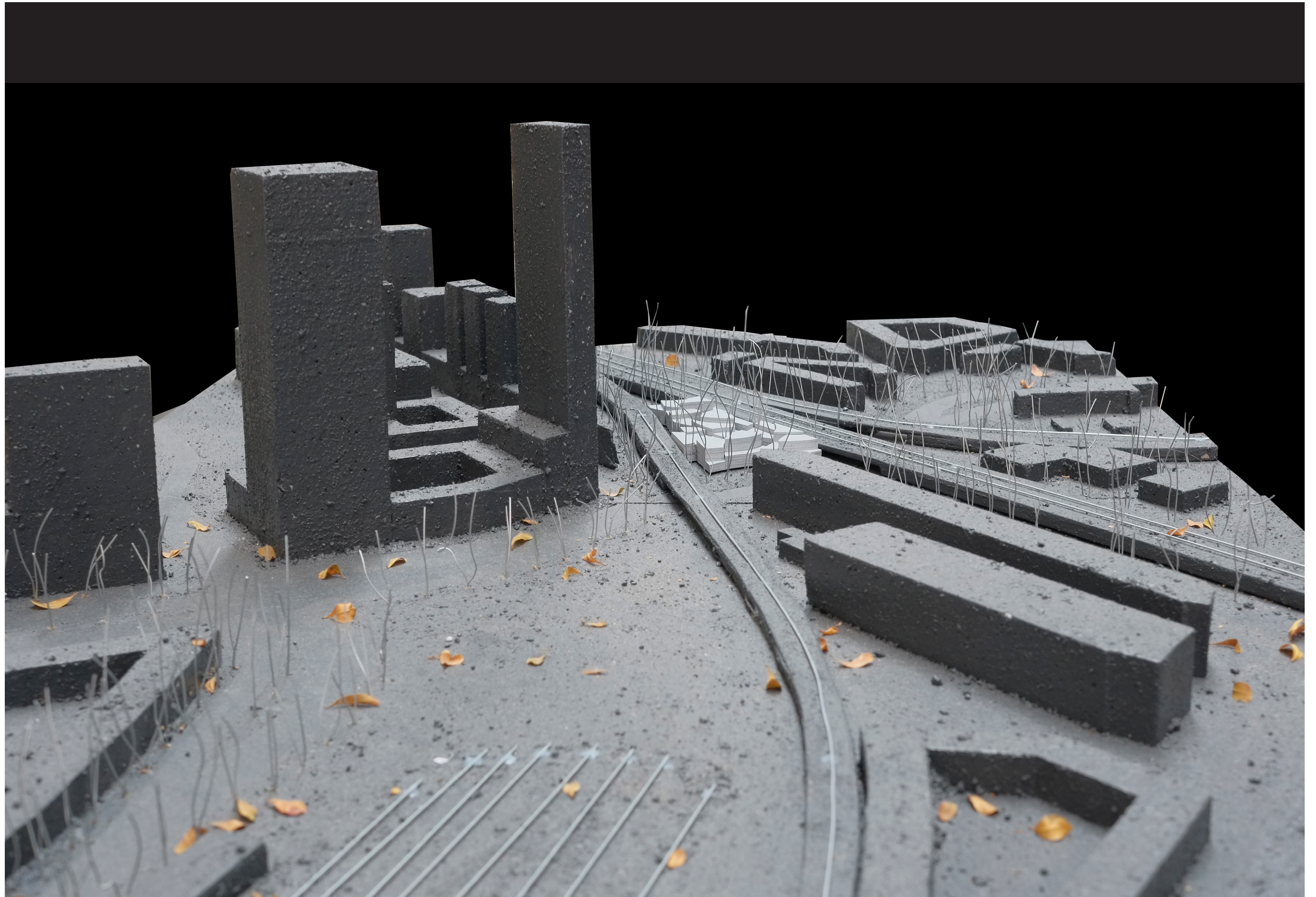


Roof plan



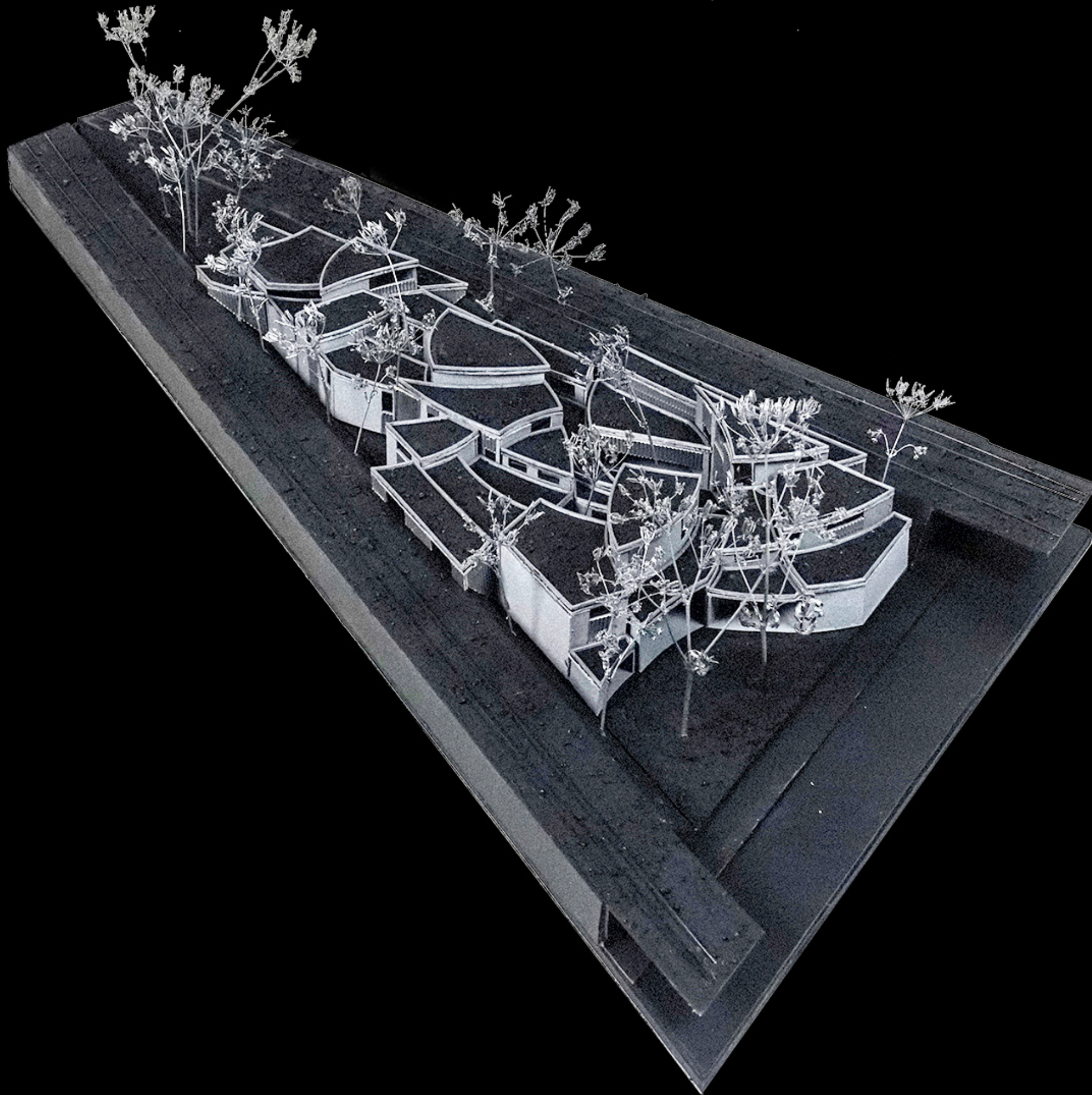


Urban model



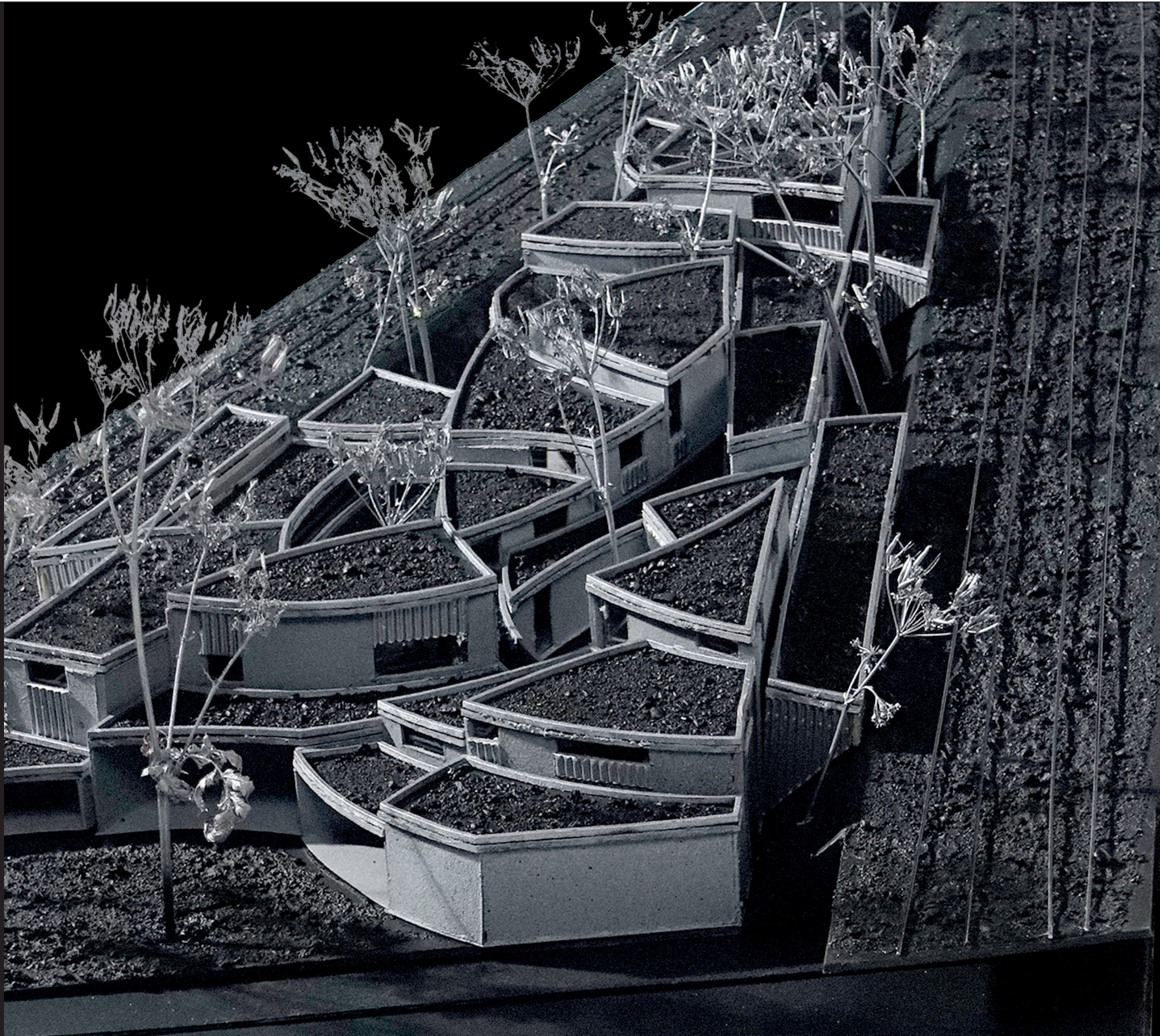


Building model





Building model

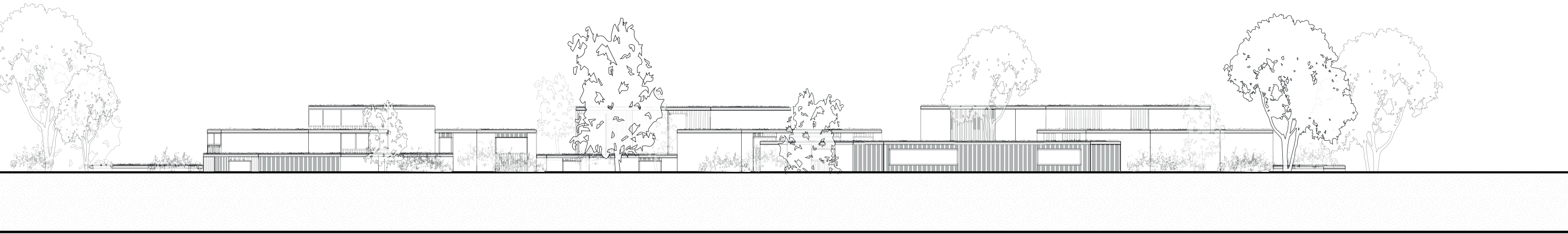




Elevations



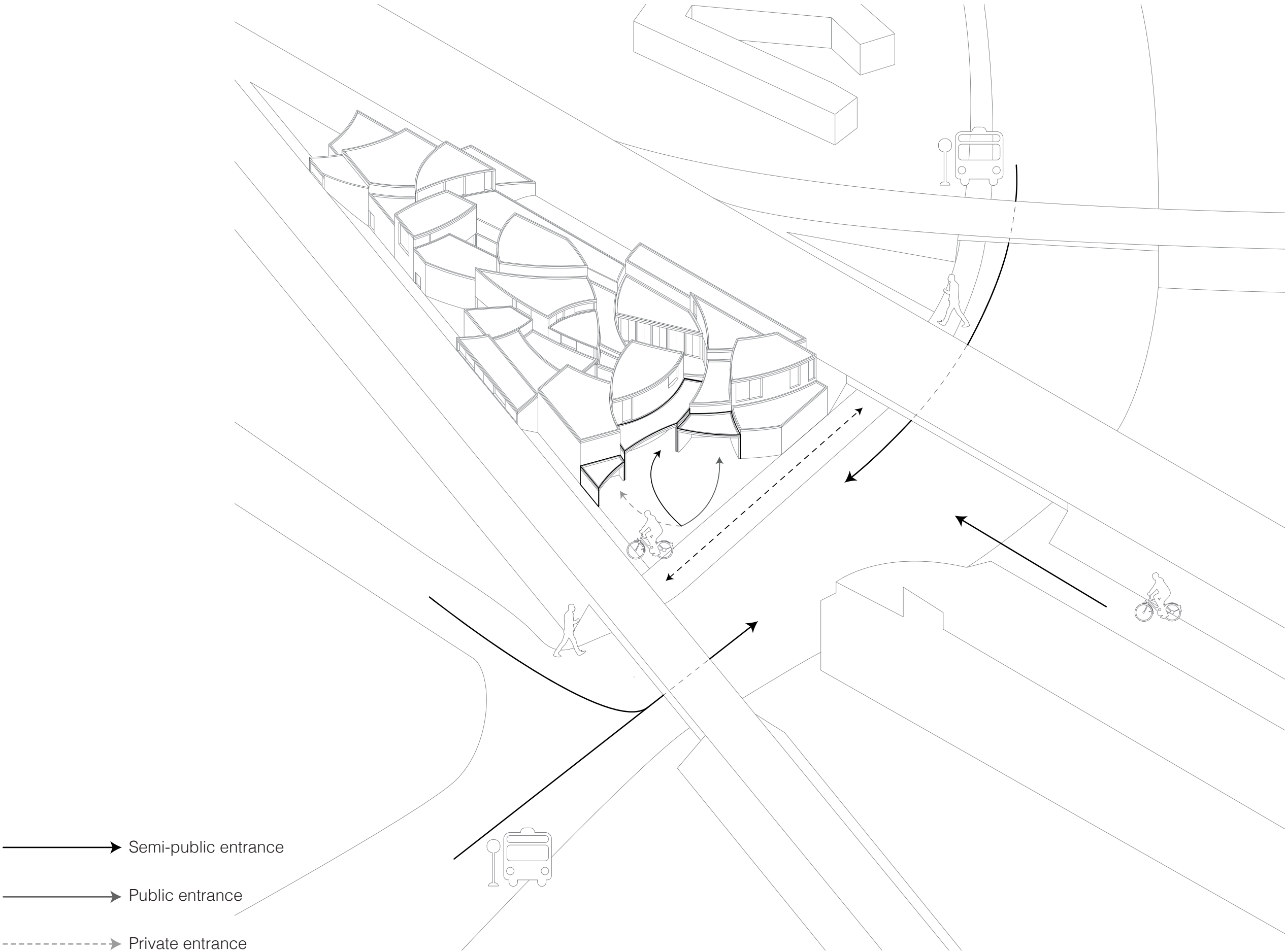
North-east elevation



South elevation



Approach





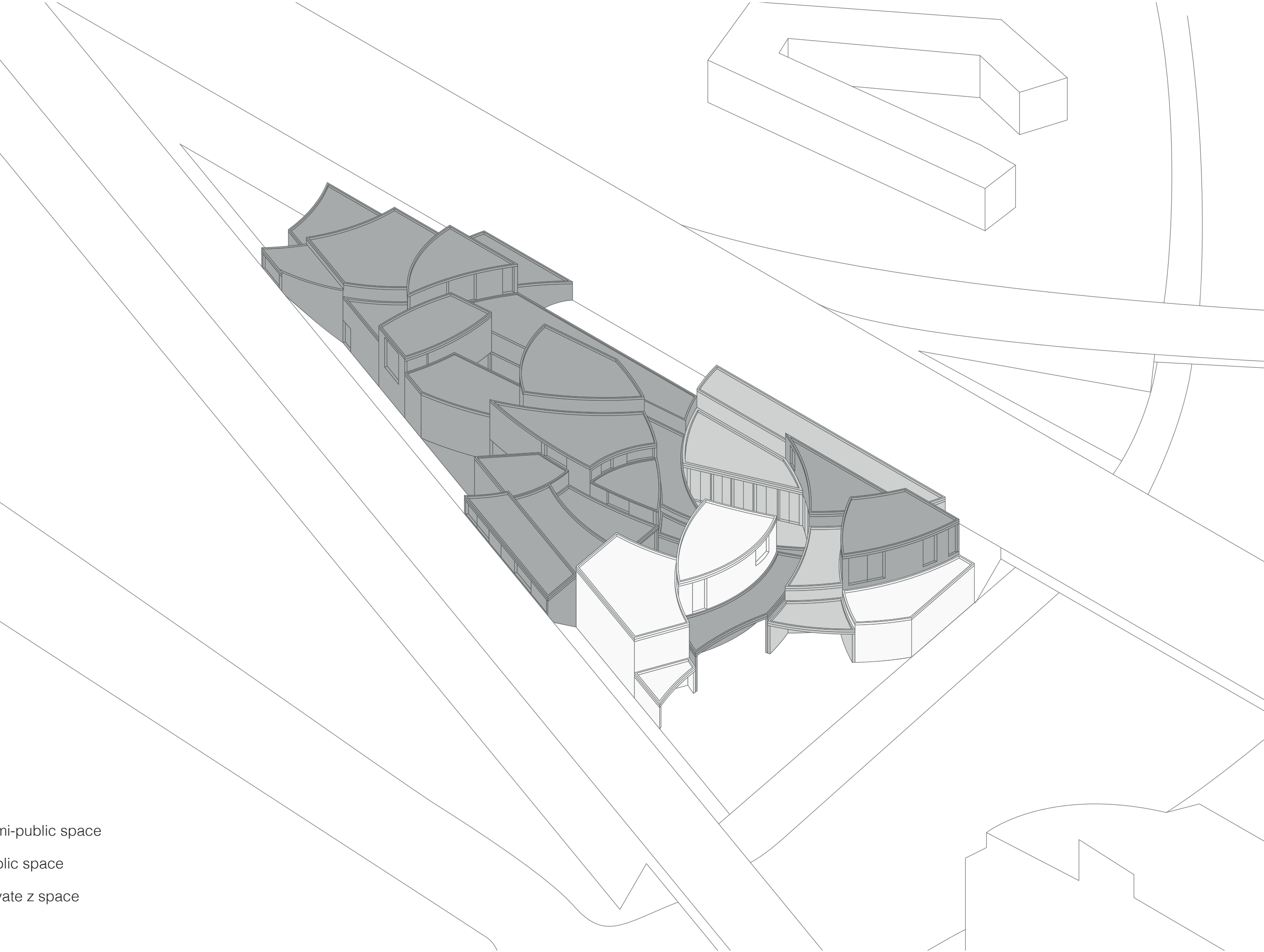
## Approach





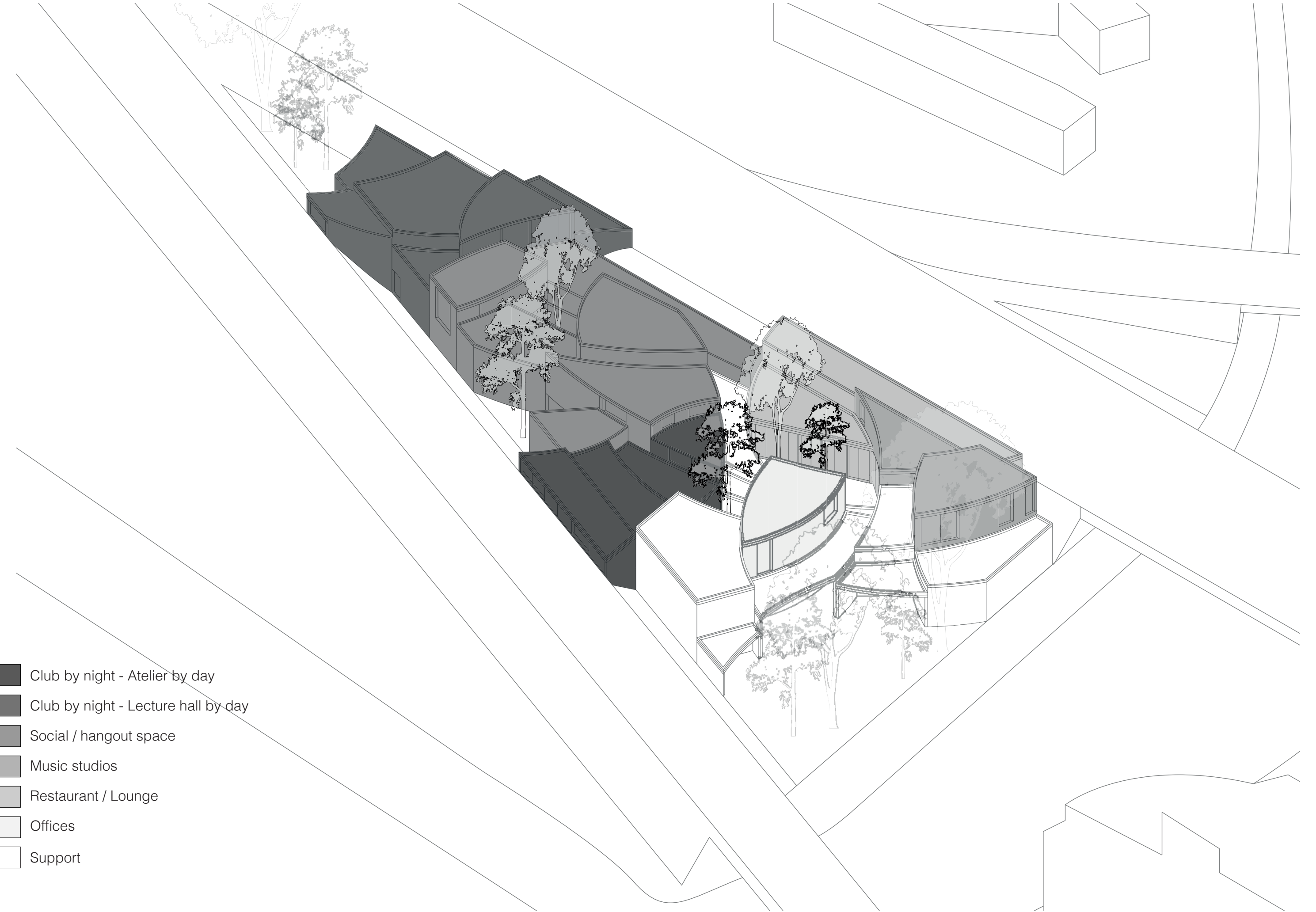
Public - Private zoning

- Semi-public space
- Public space
- Private z space





Programmatic distribution

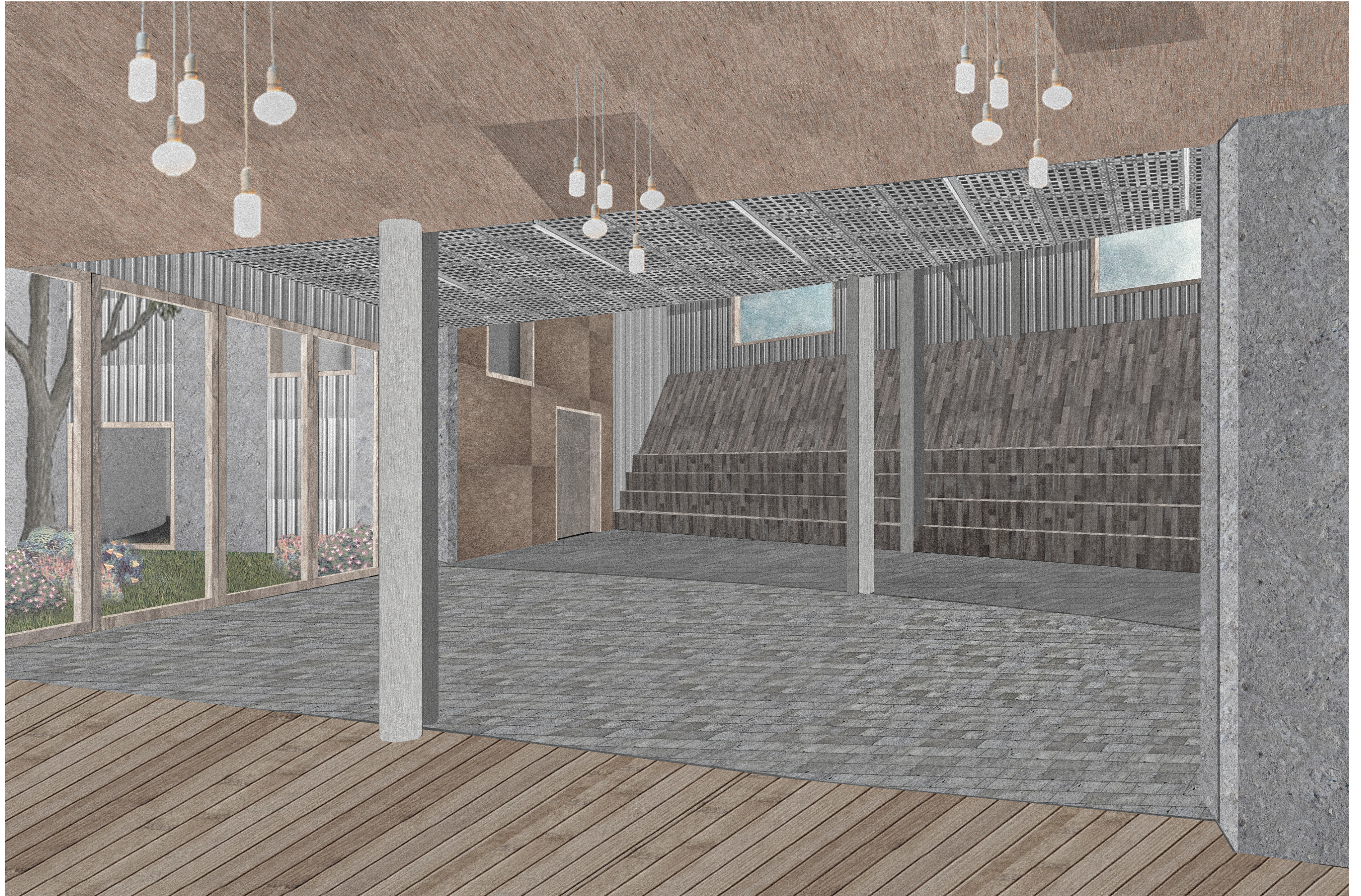




## Spatial variety in atelier, social space and lecture hall

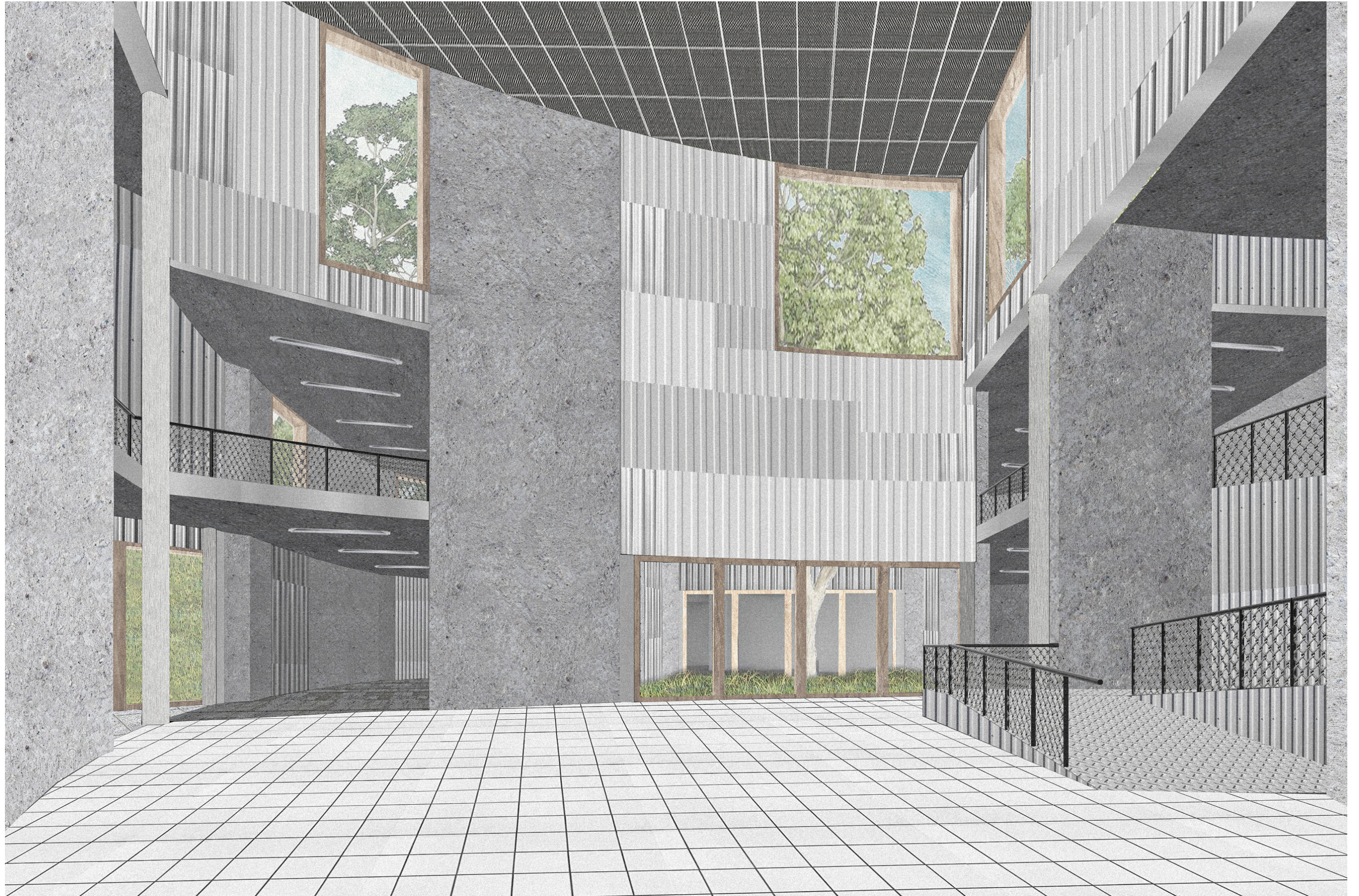








## Social hall





## Lecture hall



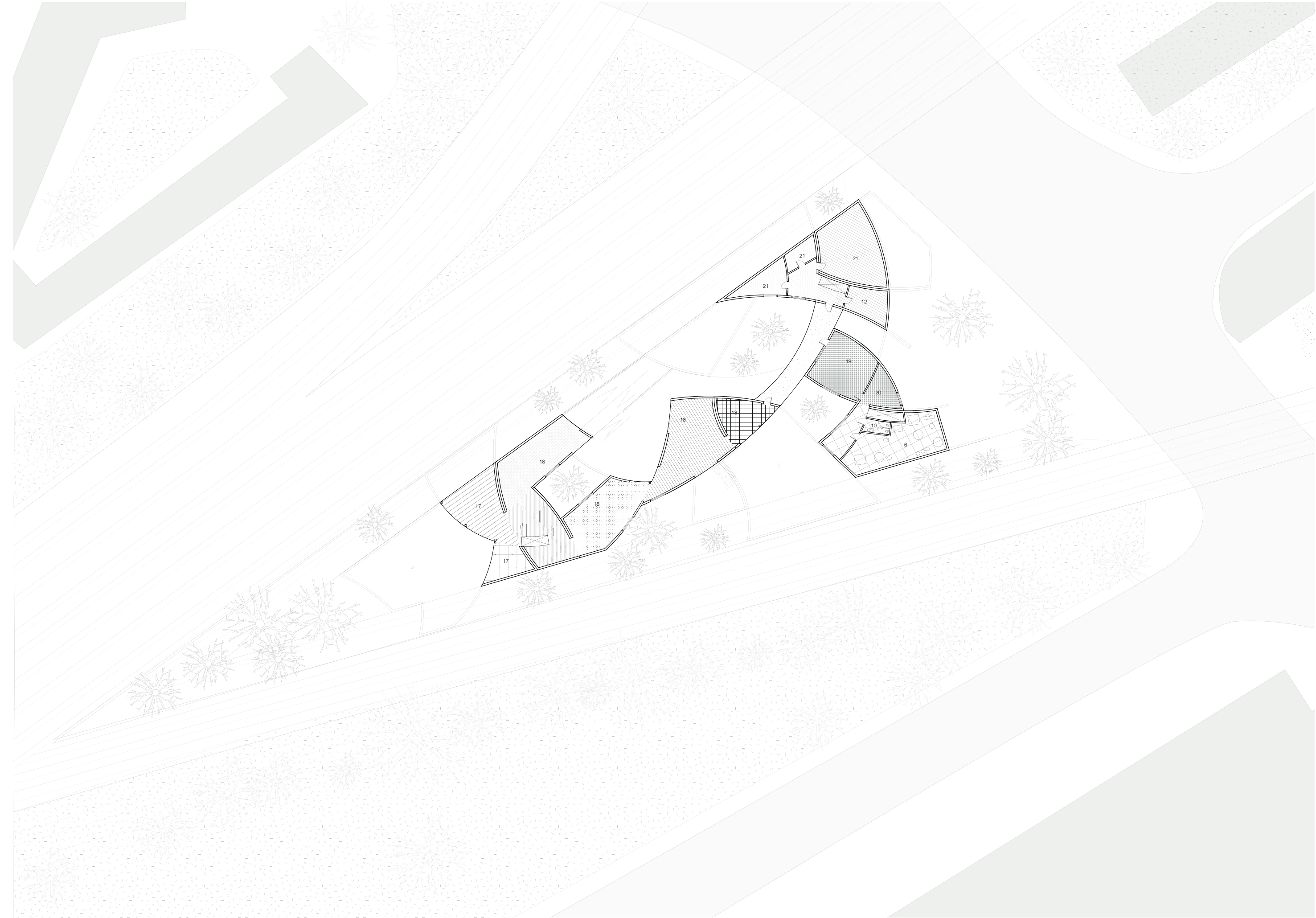


Groundfloor plan



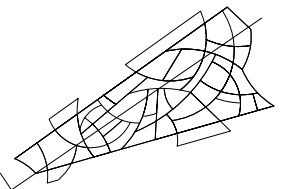
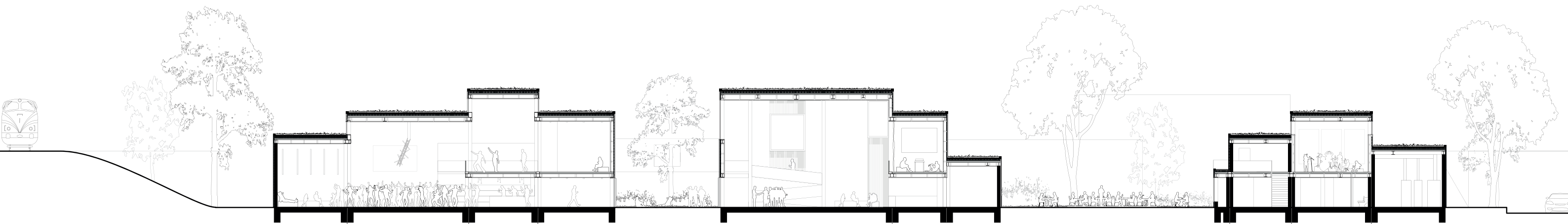


1st floor plan



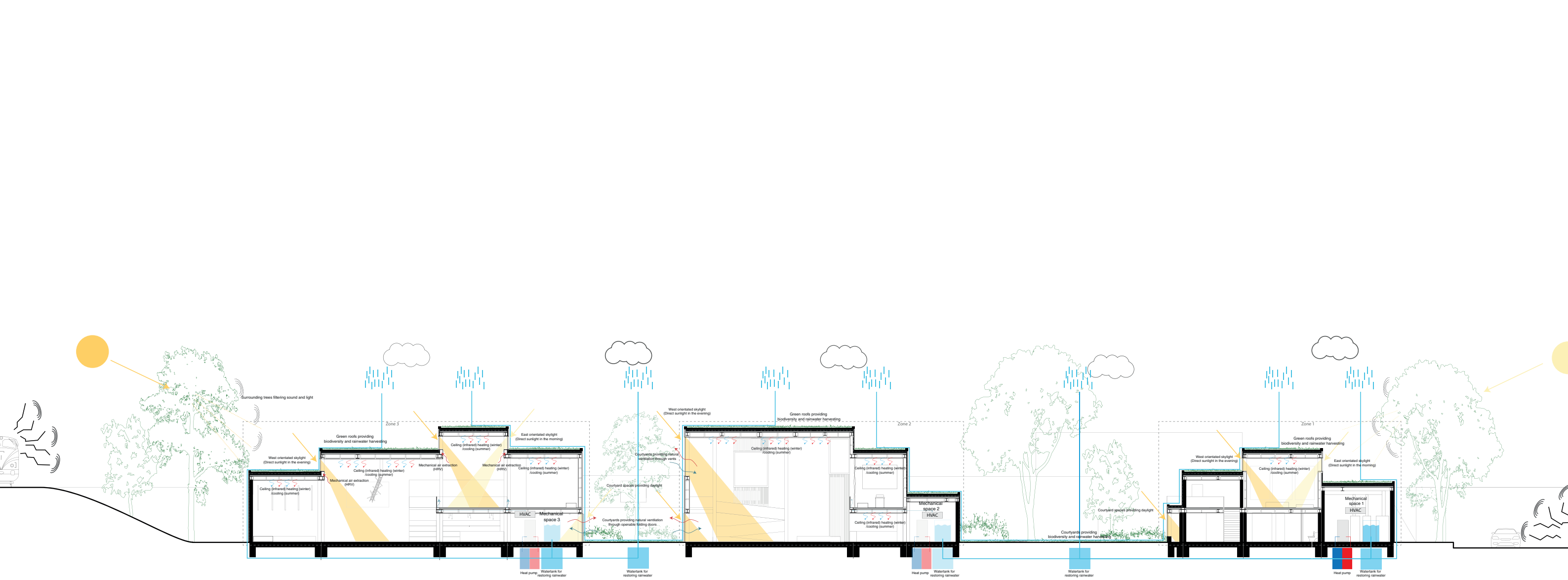


# Section



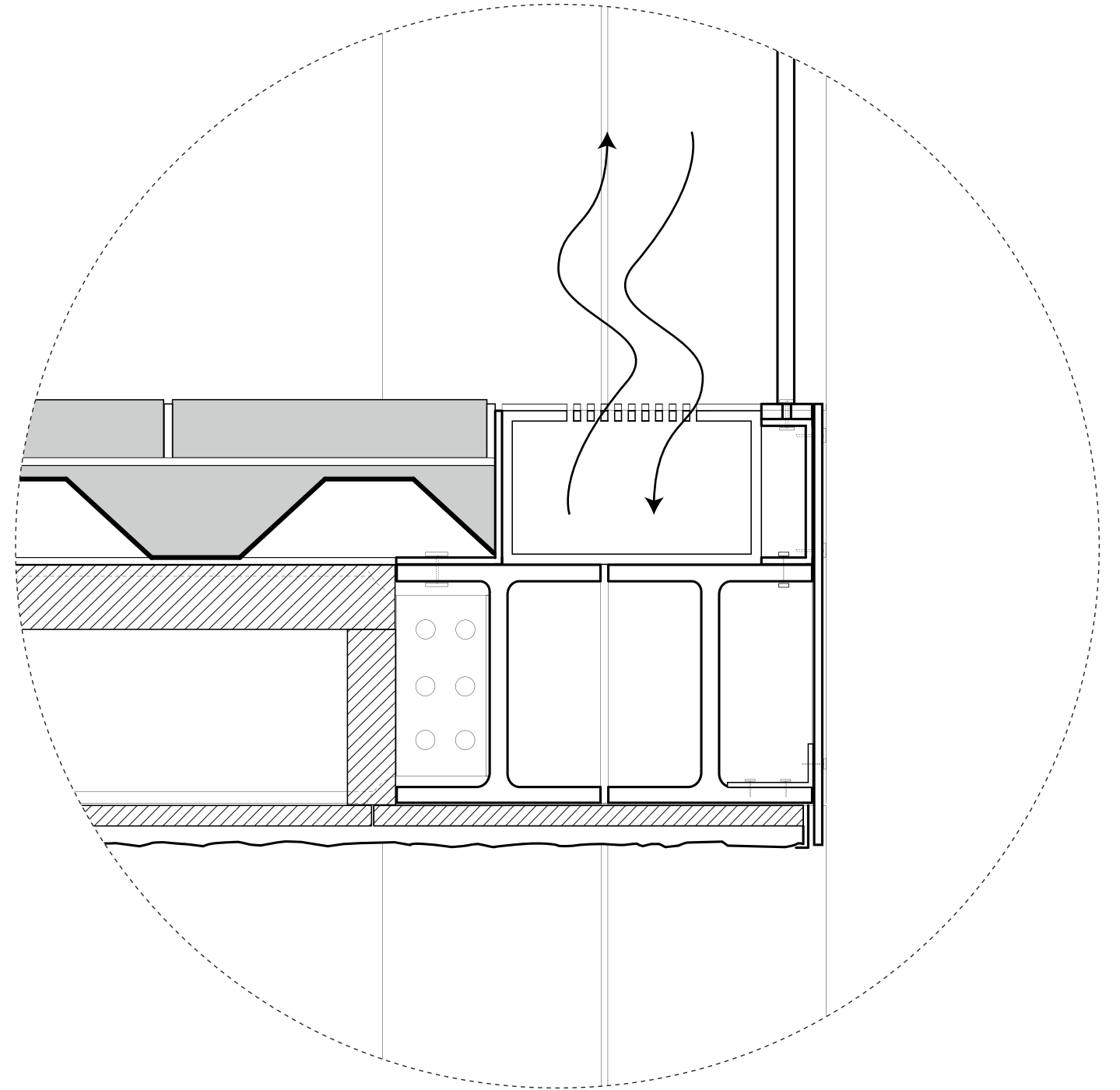
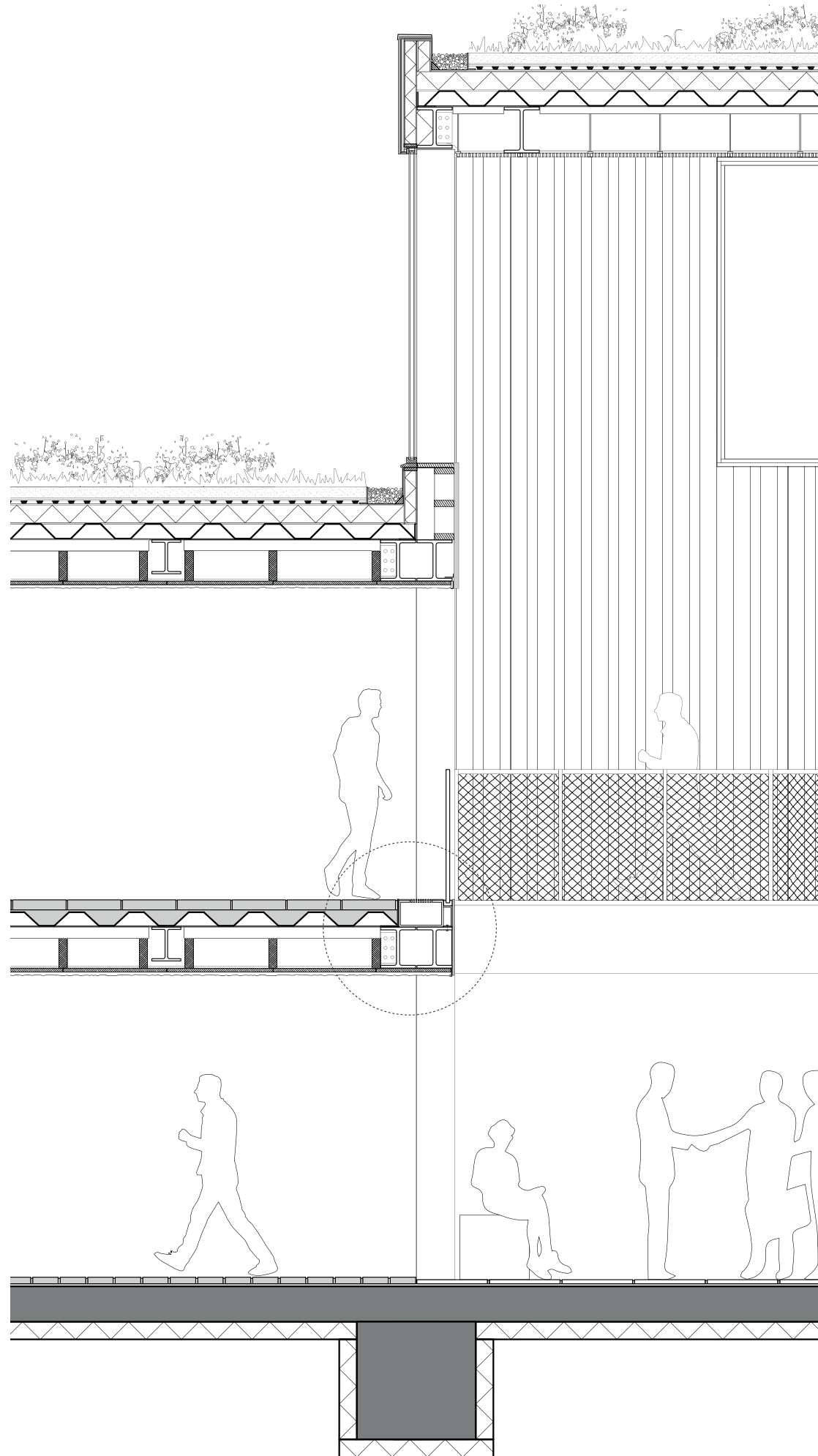


Climate section



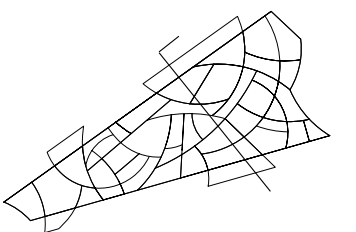
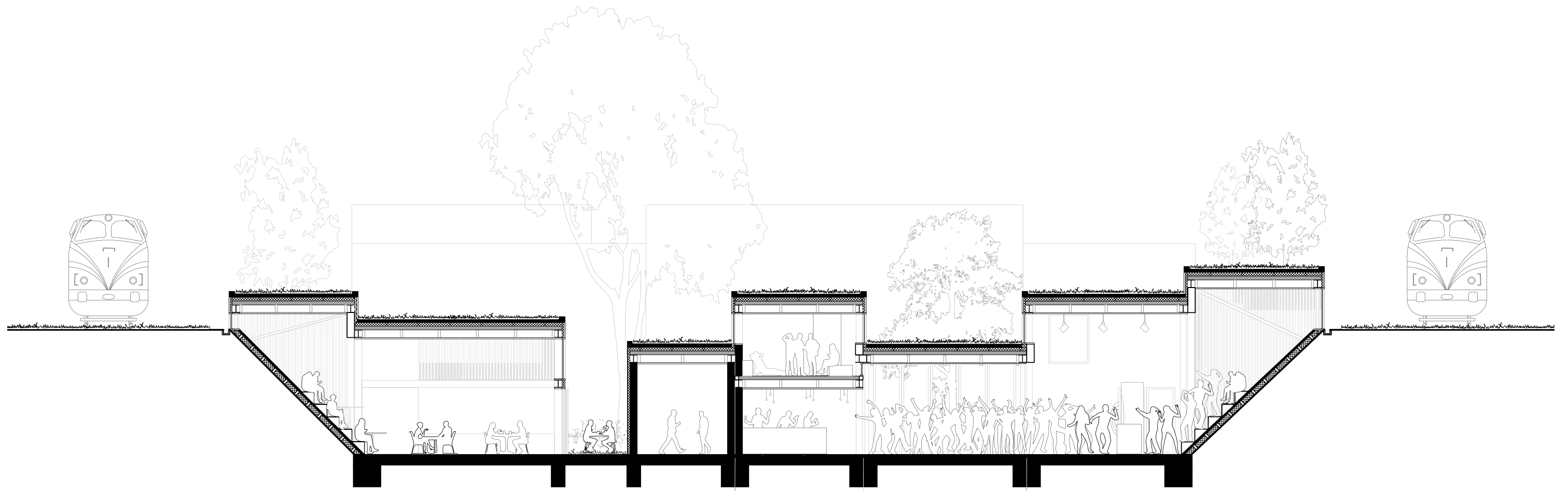


## Soial hall section



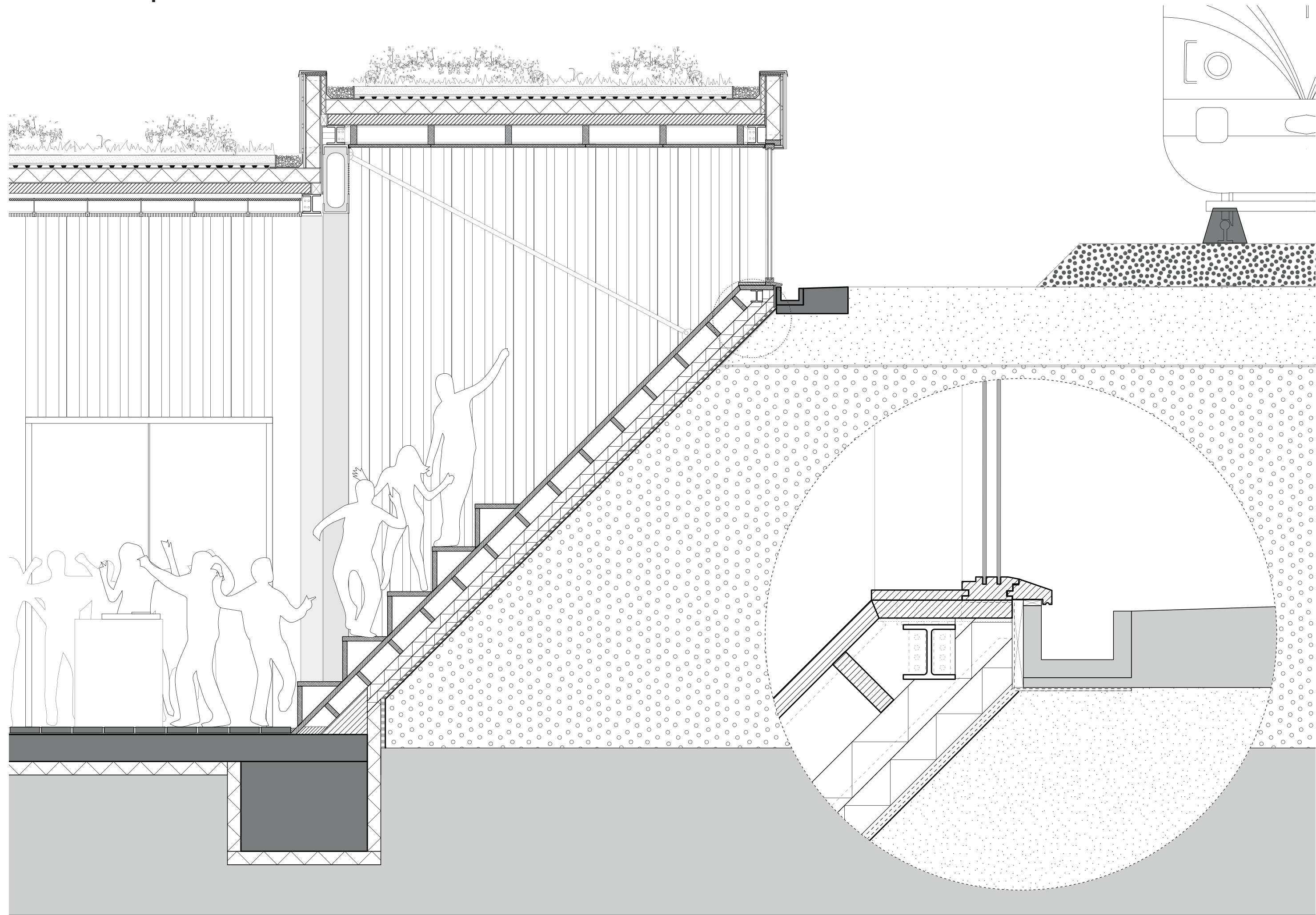


# Section



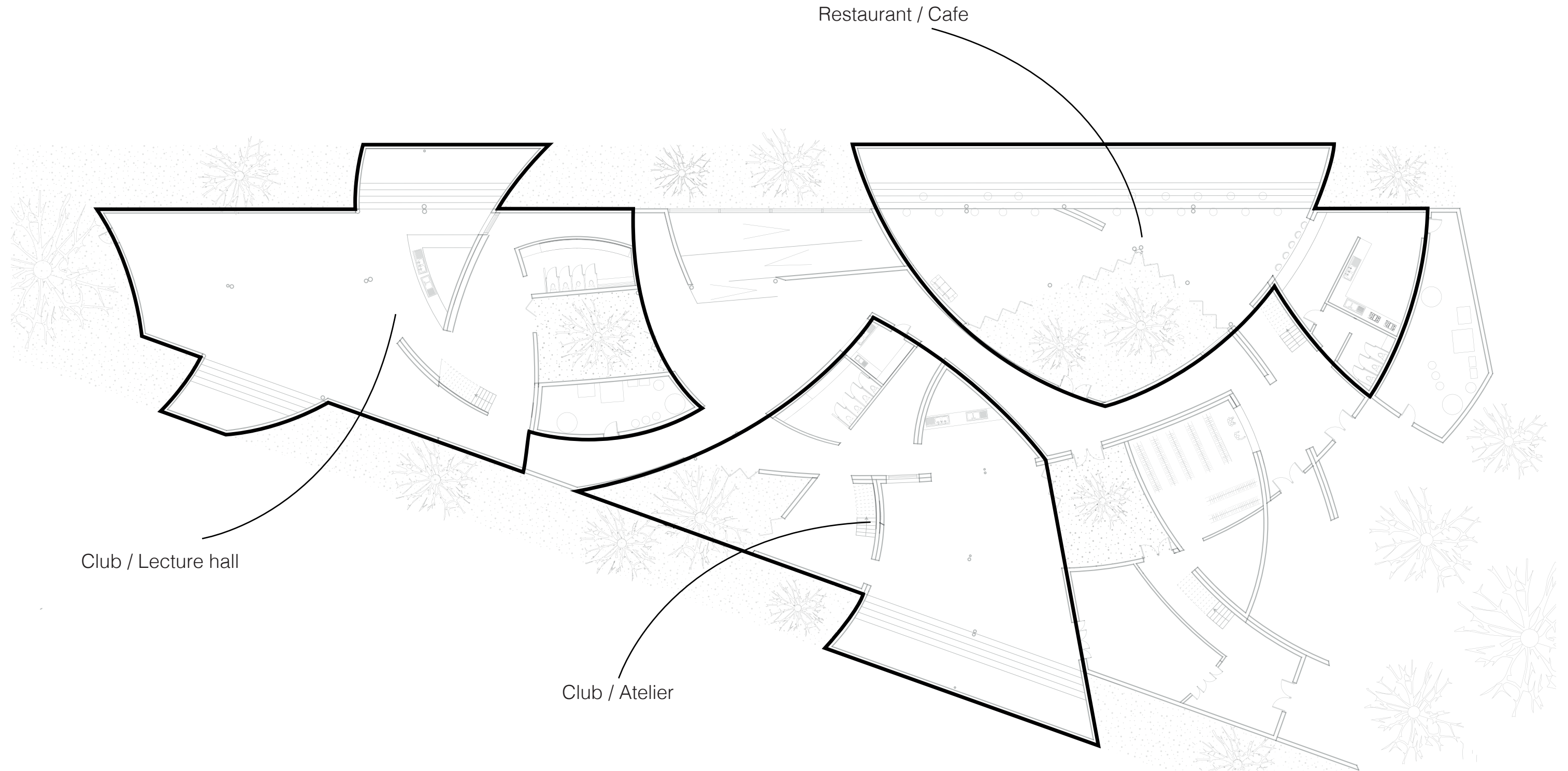


Embankment space section





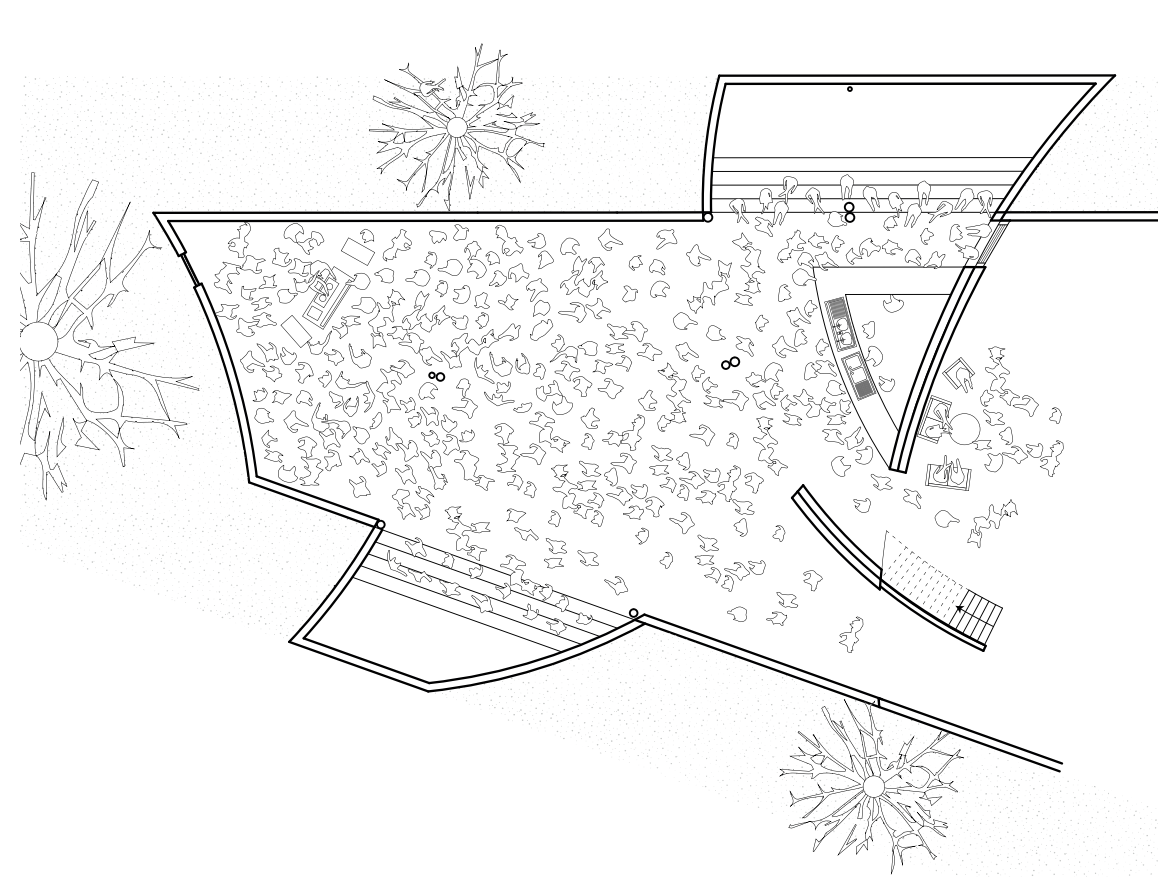
# The event spaces



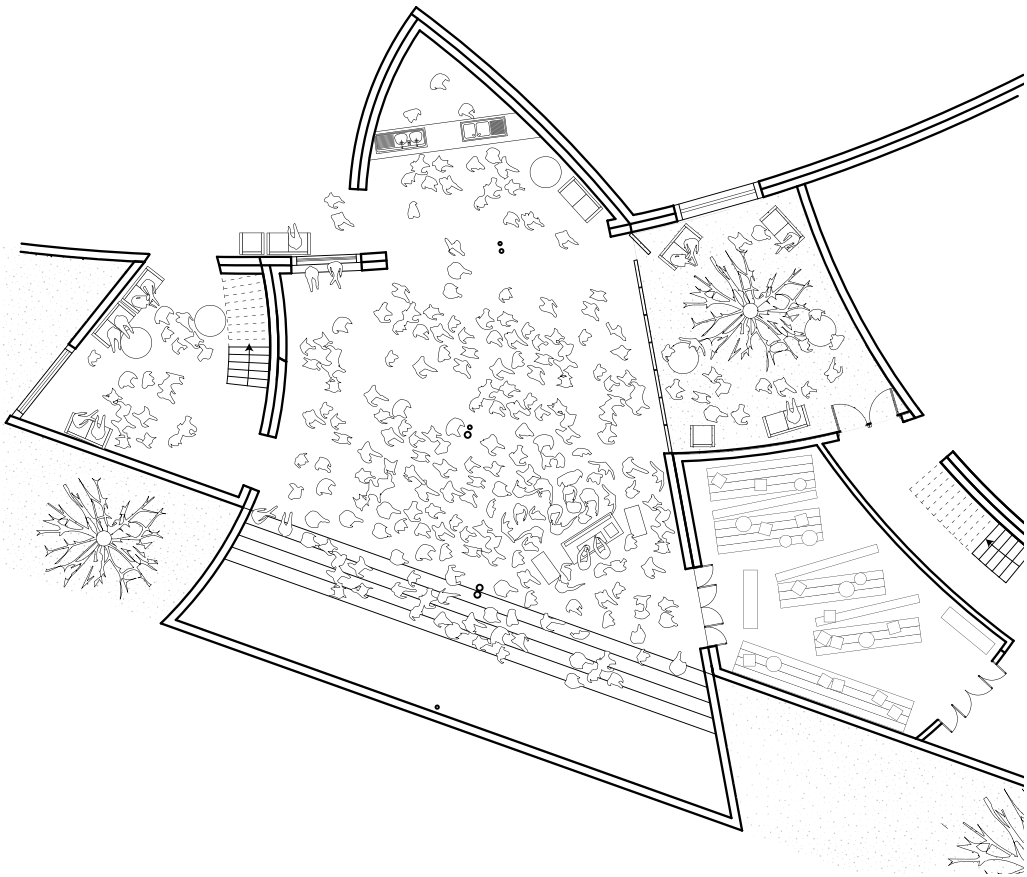
The three event spaces can be used as seperate events or can be combined to host larger events



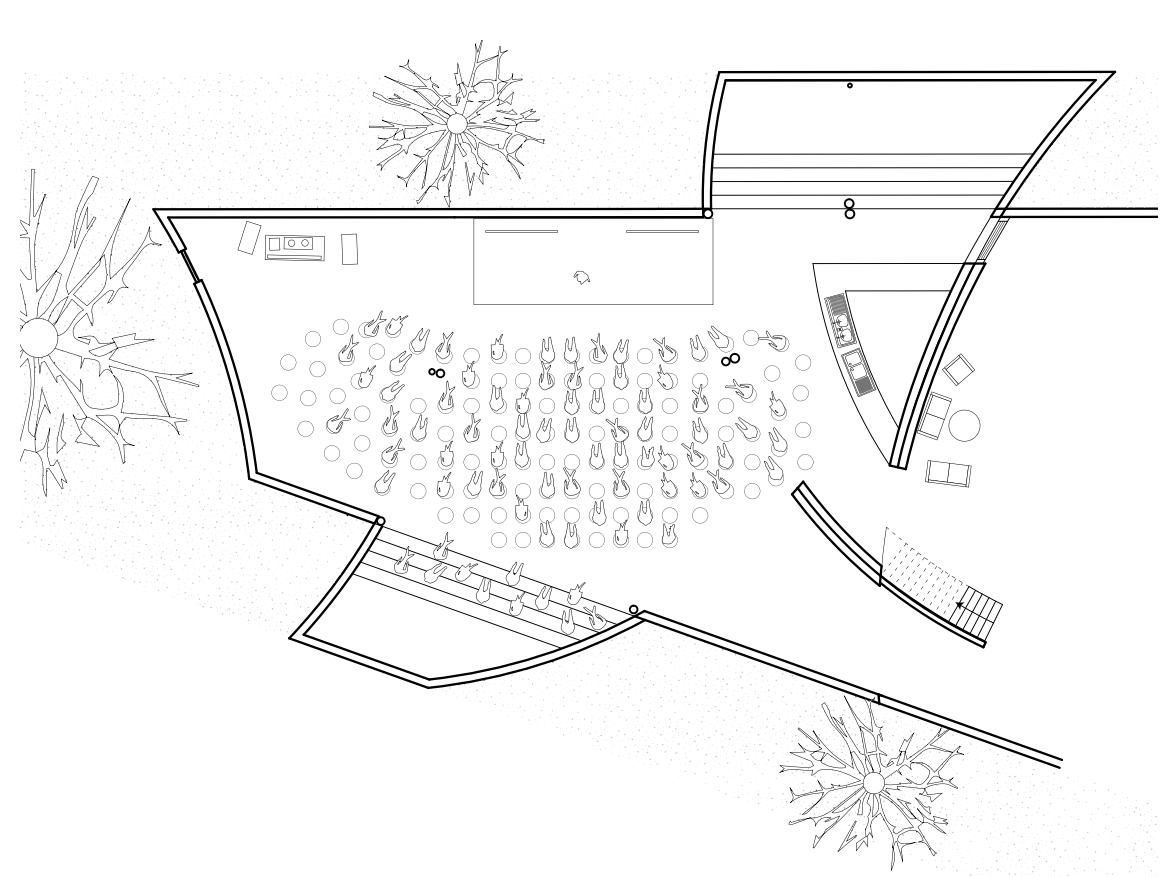
Day - Night situations club spaces



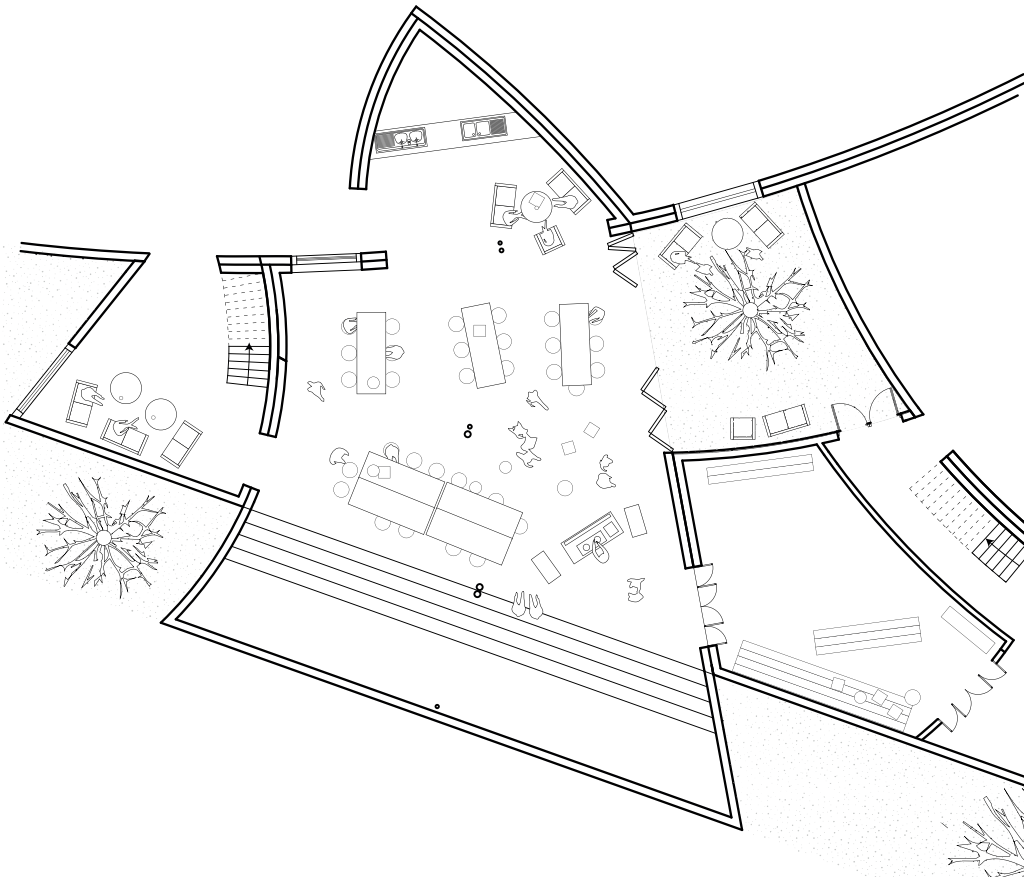
Club at night



Club at night



Lecture hall by day



Atelier by day



Atelier - day





Atelier - night





## Lecture hall - day



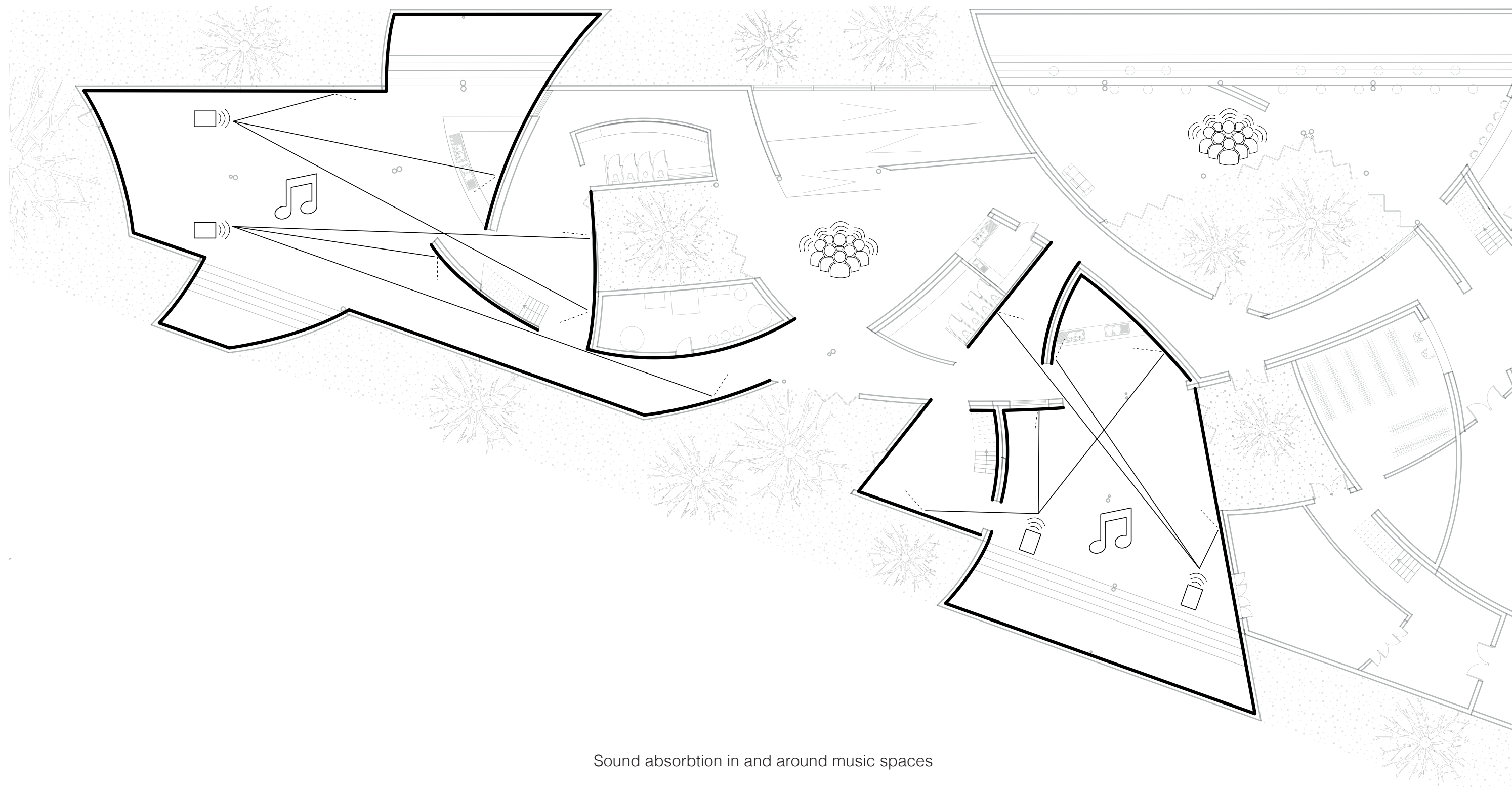


Lecture hall - night





# Acoustics



Sound absorbtion in and around music spaces

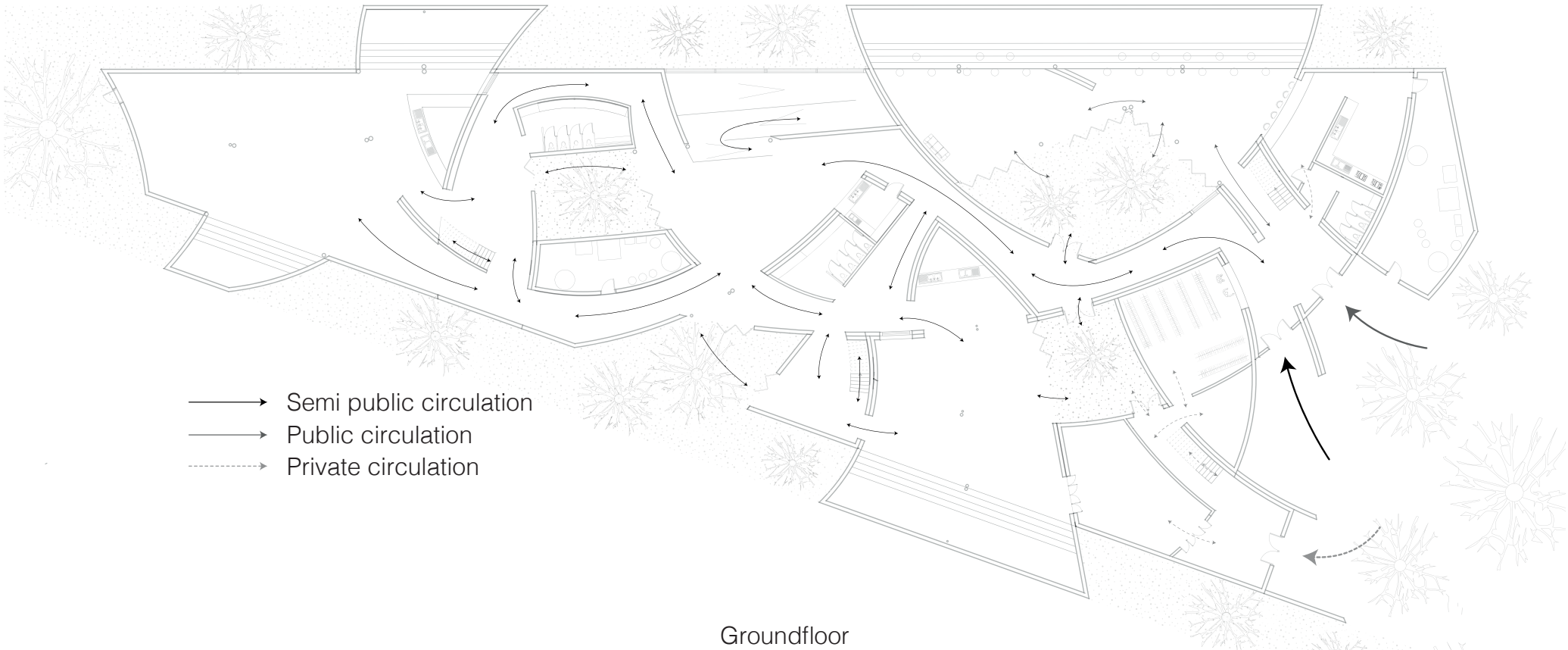


Anticipation spaces





Movement throughout building



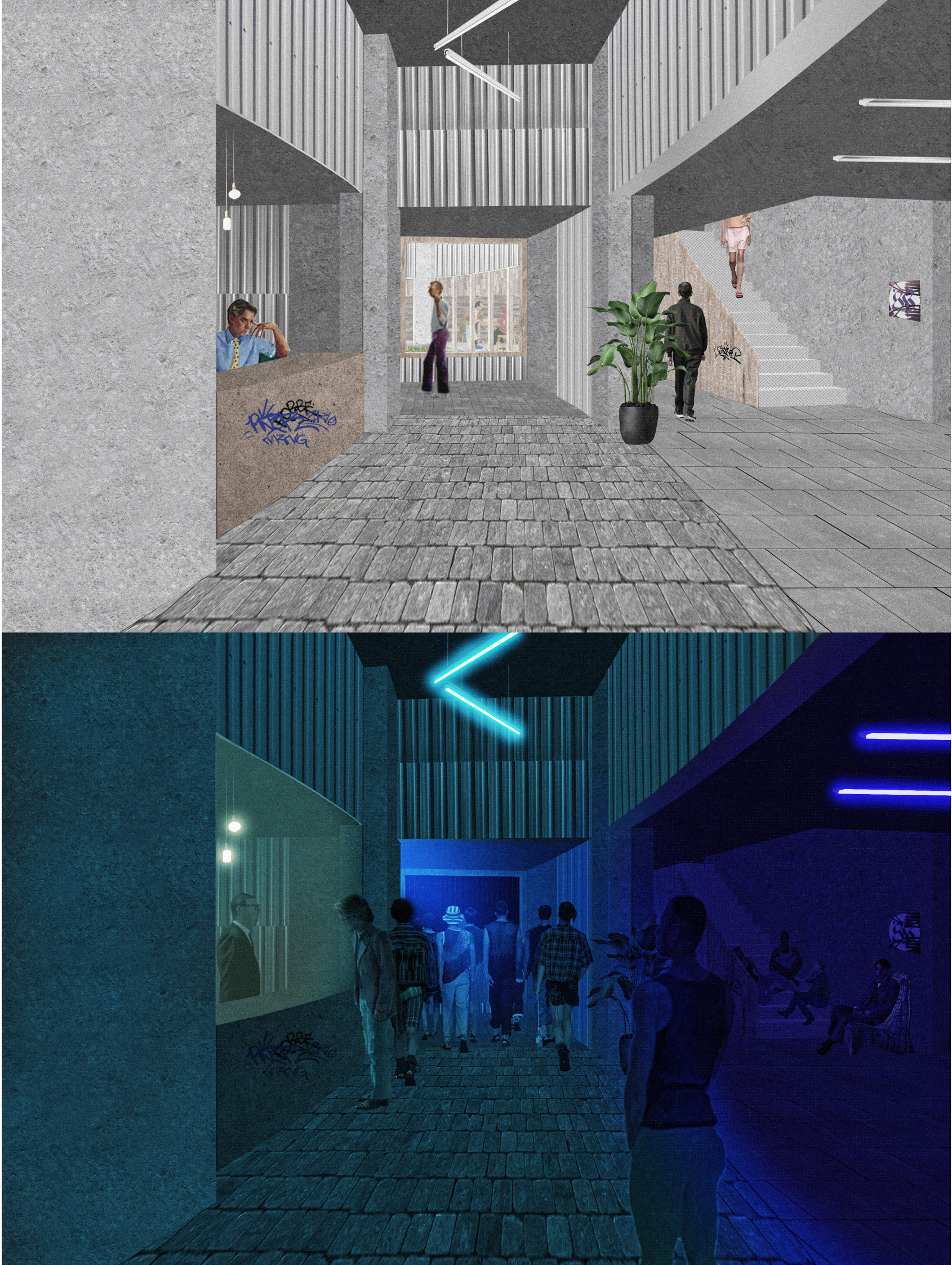


Spatial sequence



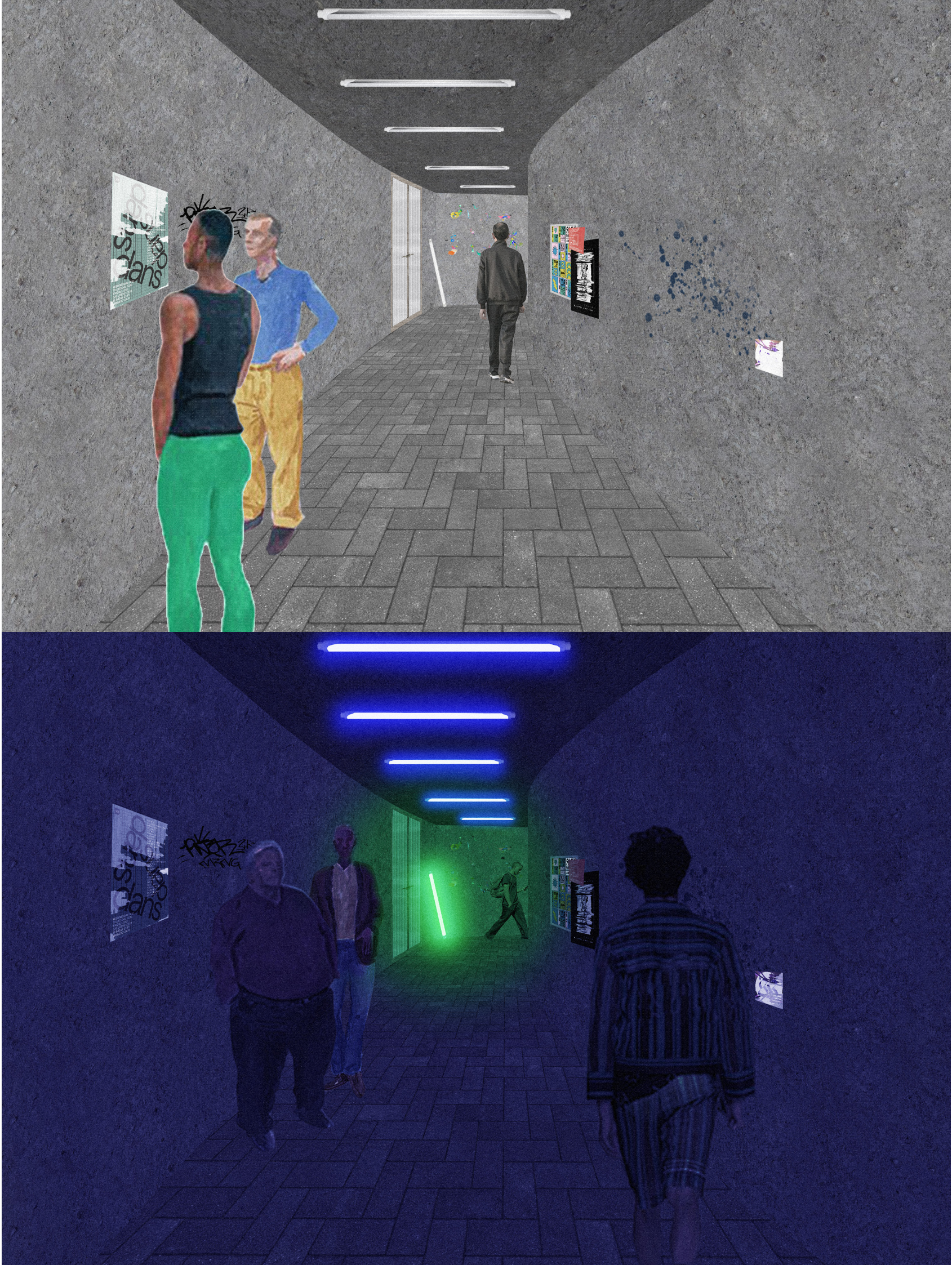


Spatial sequence



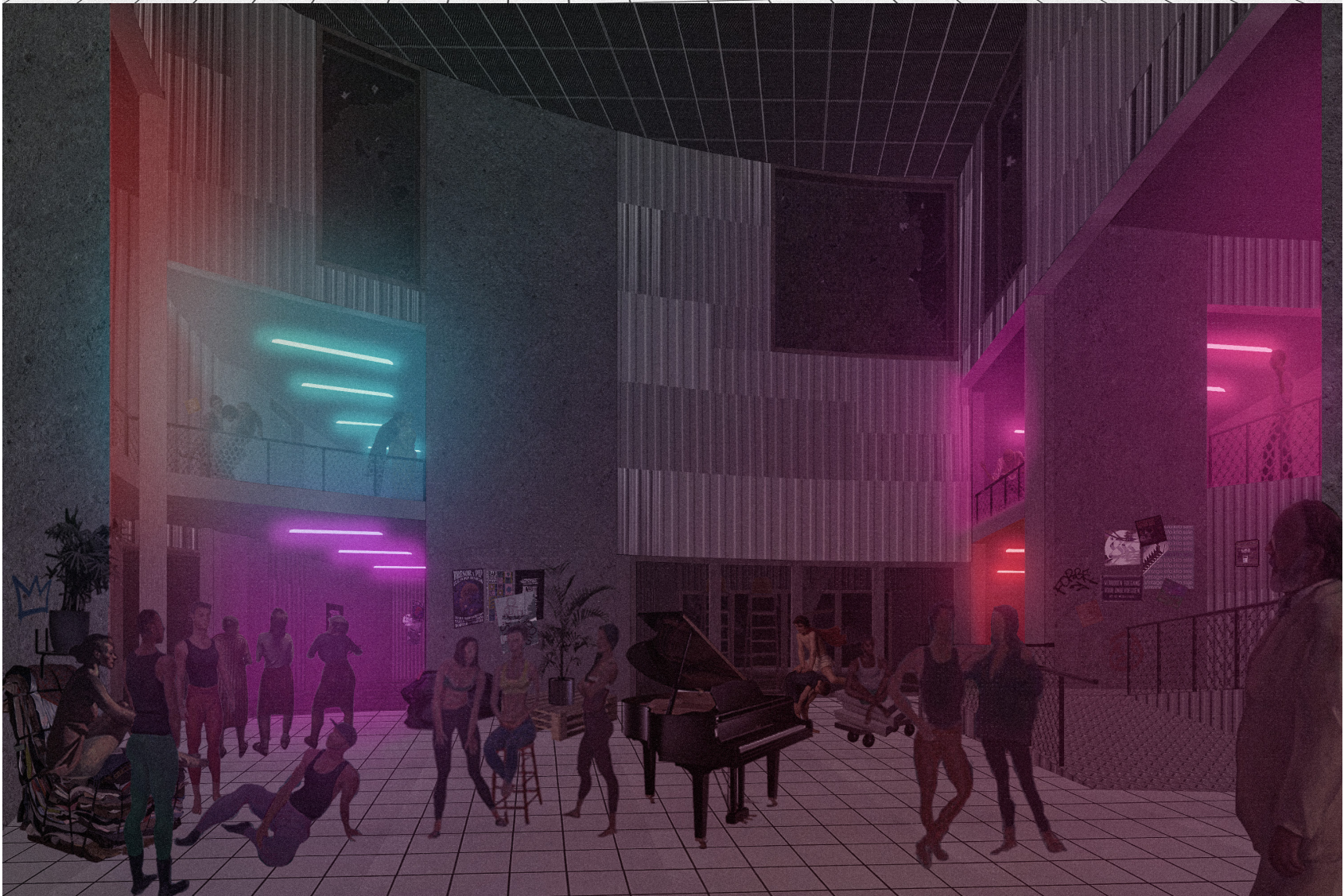
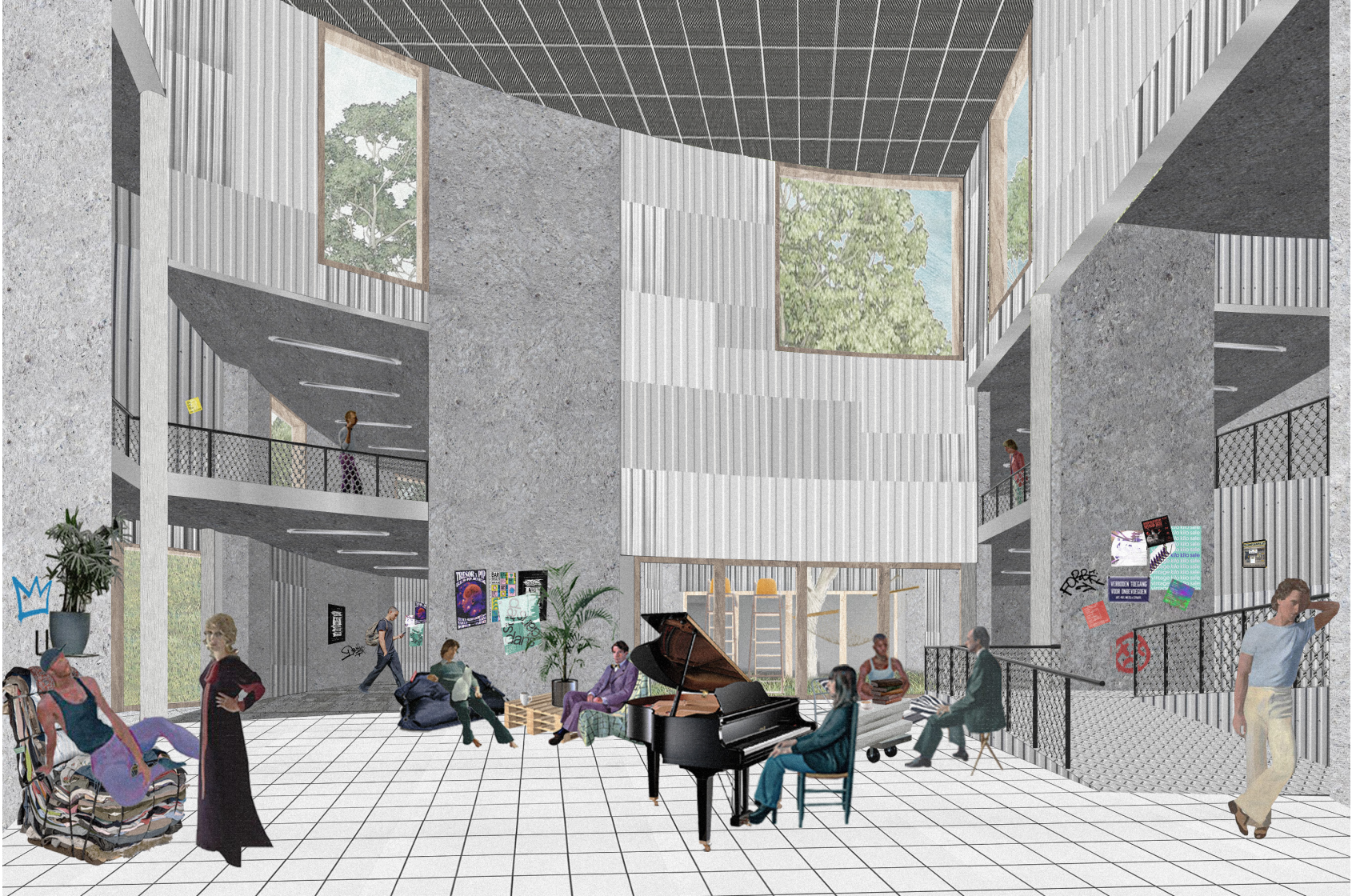


Spatial sequence





Spatial sequence





Spatial sequence





Spatial sequence





Spatial sequence





Spatial sequence

