

MUSIC MEETS ARCHITECTURE

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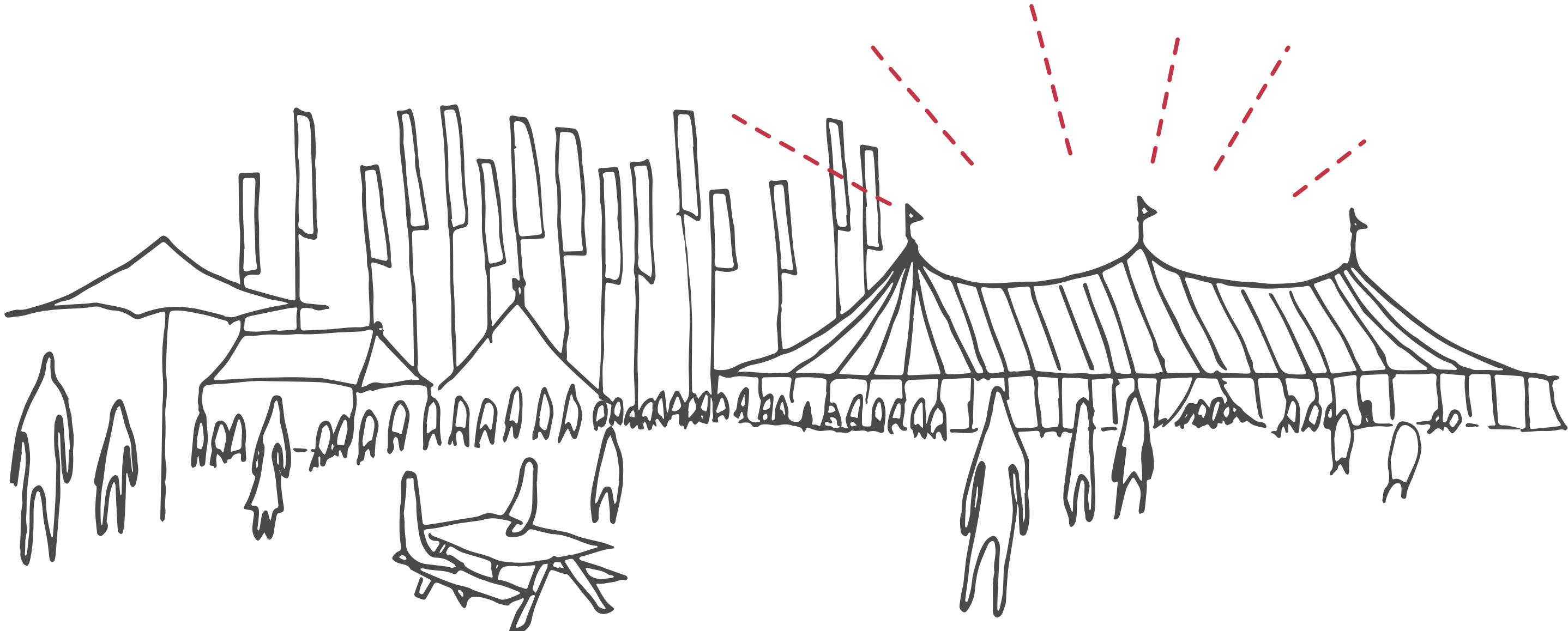
building process
details

INTRODUCTION

FASCINATION

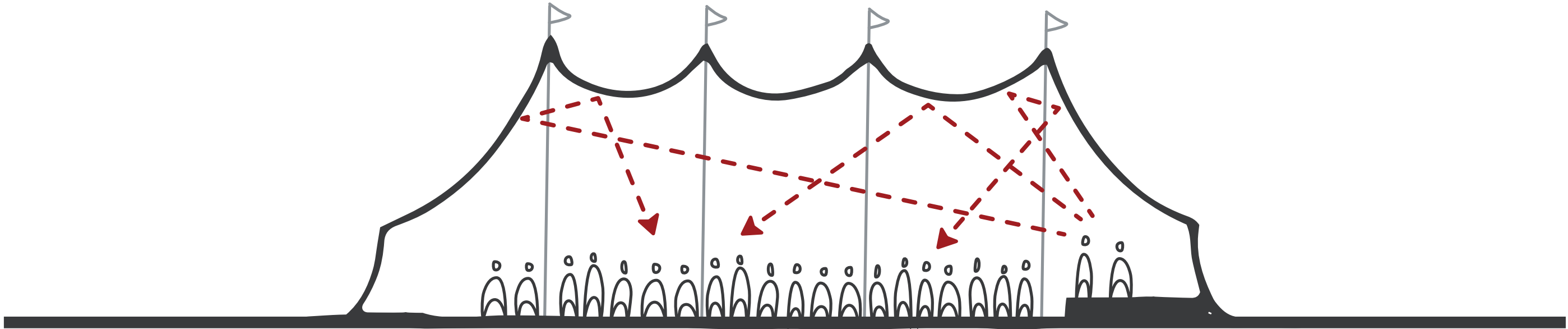


PROBLEM STATEMENT



PROBLEM STATEMENT

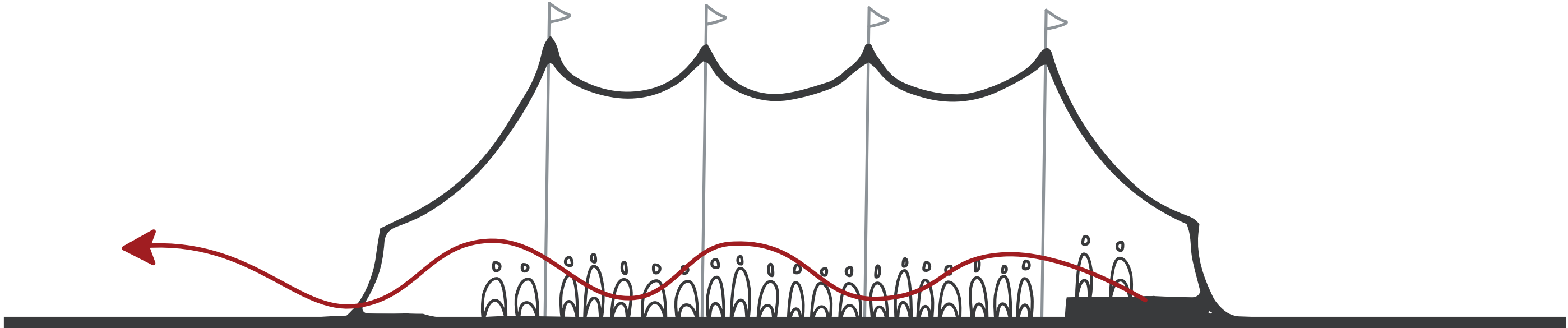
acoustic problem - high frequencies



Source: M. Mols (2016)

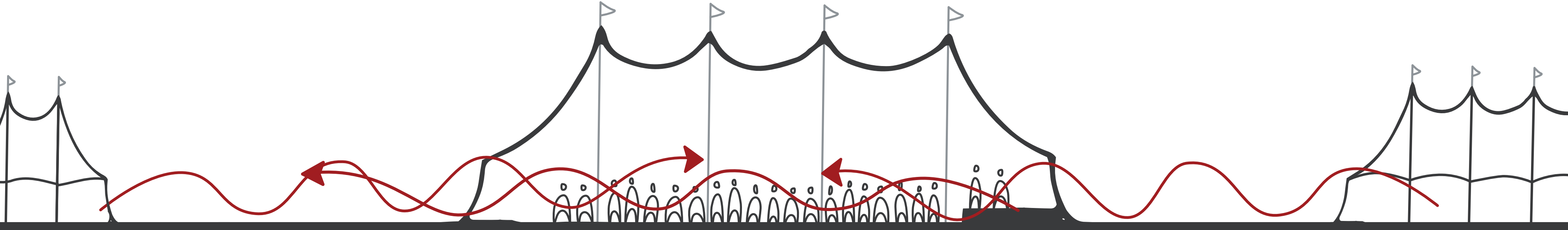
PROBLEM STATEMENT

acoustic problem - low frequencies



PROBLEM STATEMENT

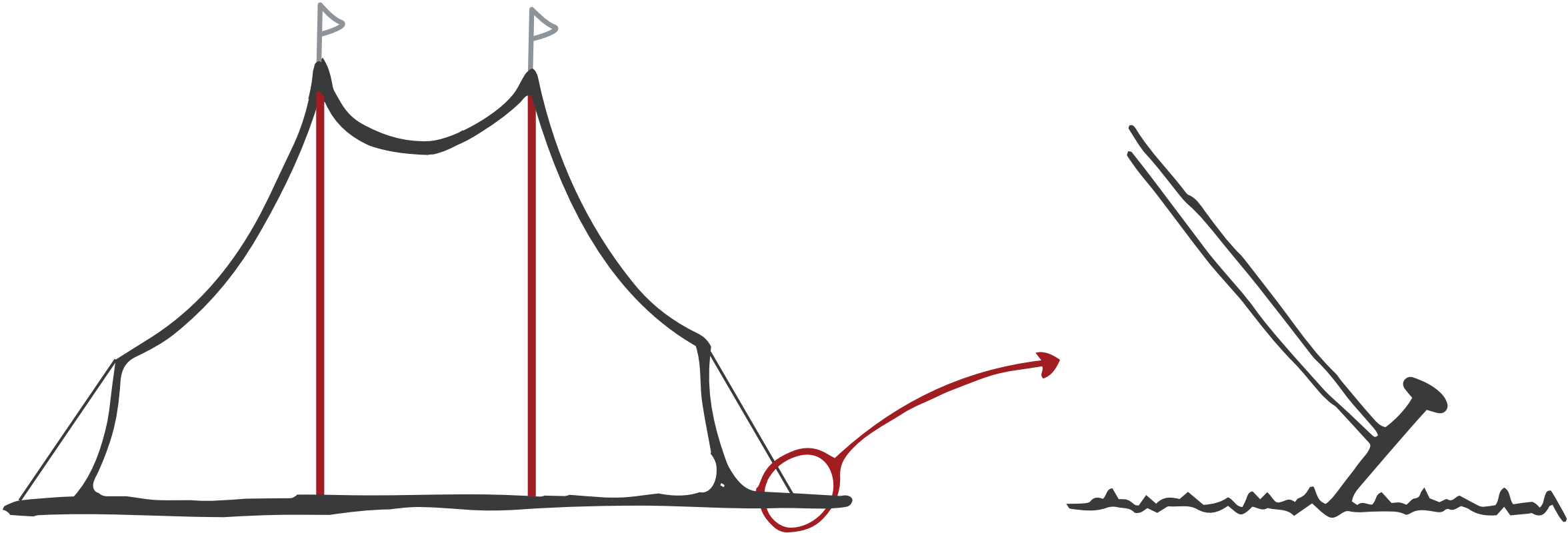
acoustic problem - low frequencies



Source: M. Mols (2016)

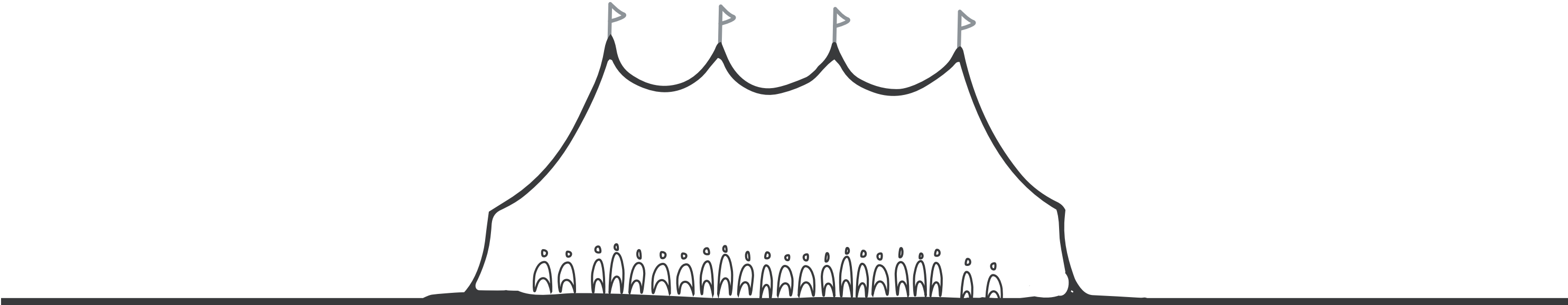
PROBLEM STATEMENT

supports and guy ropes



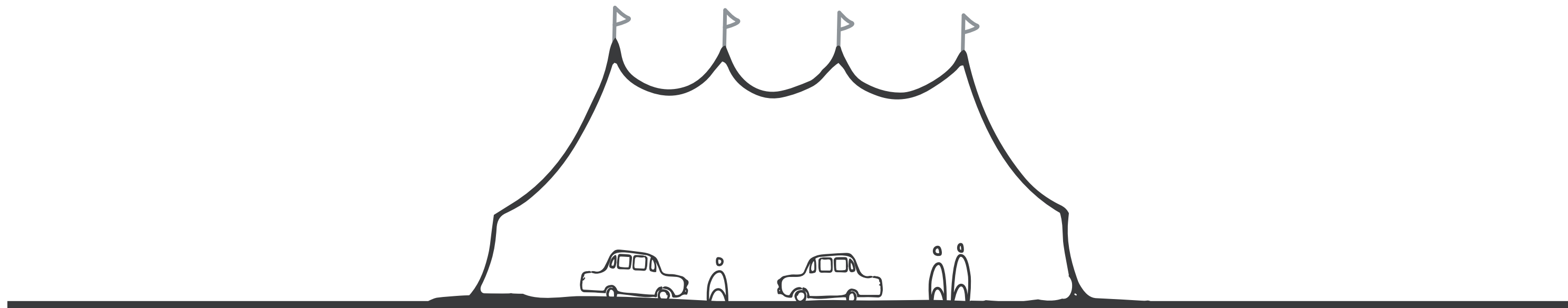
PROBLEM STATEMENT

universal design



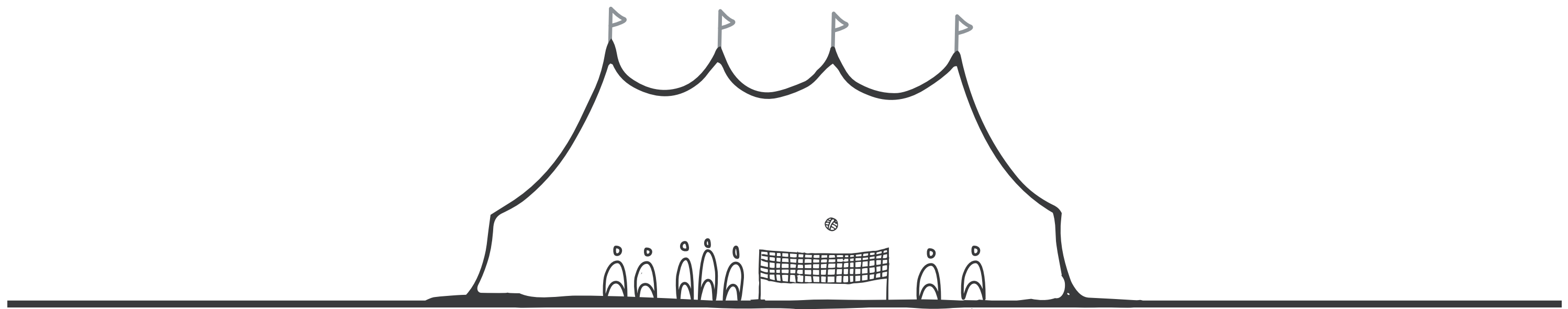
PROBLEM STATEMENT

universal design



PROBLEM STATEMENT

universal design



PROBLEM STATEMENT



Bad sound quality, can cause hearing damage



No added value to the user experience



designed for many purposes

PROBLEM STATEMENT



Bad sound quality, can cause hearing damage



No added value to the user experience



designed for many purposes

PROBLEM STATEMENT



Bad sound quality, can cause hearing damage



No added value to the user experience



designed for many purposes

OBJECTIVE



improve acoustics



design for the experience
of the visitor



design specifically for
pop music events

OBJECTIVE



improve acoustics



design for the experience
of the visitor



design specifically for
pop music events

OBJECTIVE



improve acoustics

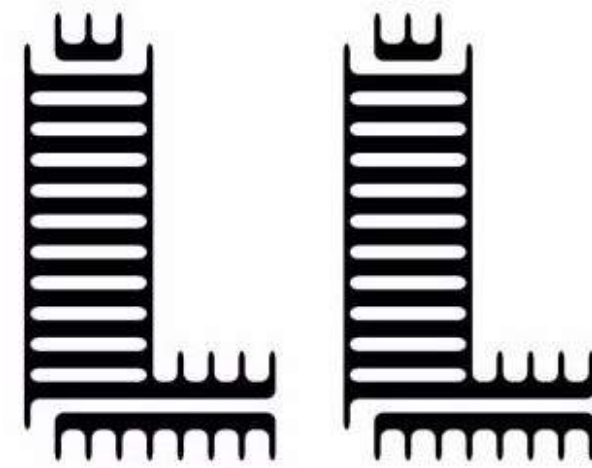


design for the experience
of the visitor



design specifically for
pop music events

LOCATION - LOWLANDS

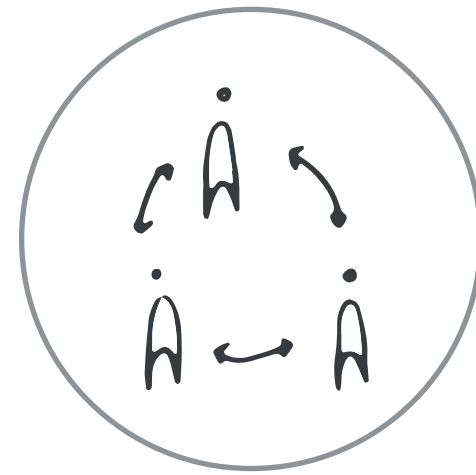


55 000	visitors
3	days
175	euro per ticket
8	music stages
4	cultural stages
2	nightclubs
252	acts

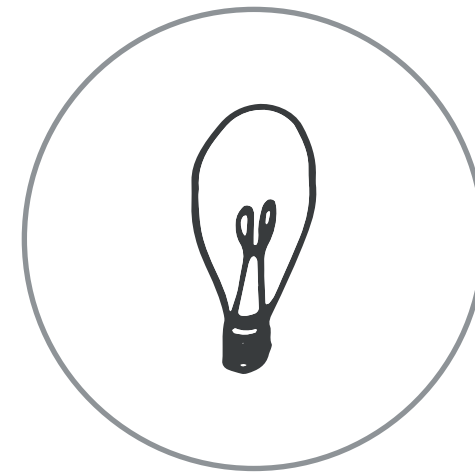
LOCATION



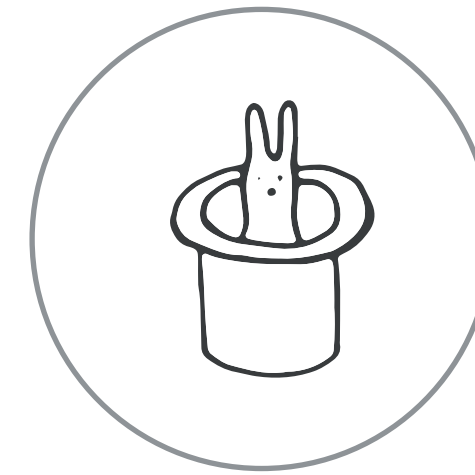
atmosphere



community



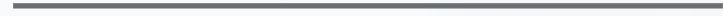
innovative



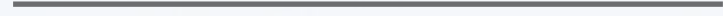
discover

OVERALL DESIGN QUESTION

How can a **temporary performance place** be designed that is **innovative** and contributes to the **experience of the audience** at a live pop music performance at **Lowlands festival**?



RESEARCH

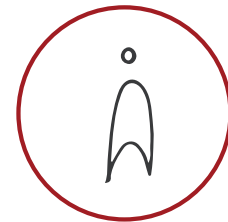


RESEARCH QUESTION

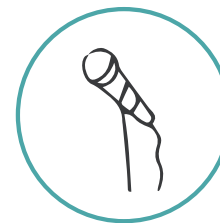
What aspects of a performance place contribute to the experience of the performance at a pop music festival?

SUB QUESTIONS

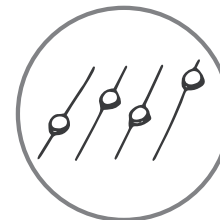
What creates a good performance place at a pop-music festival for:



the visitor

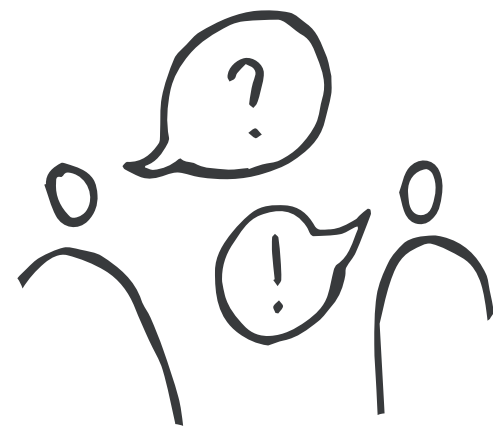


the musician

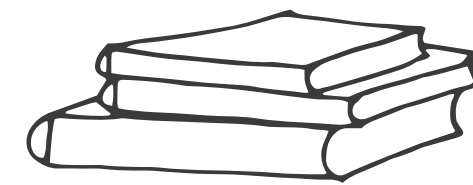


the sound engineer

METHODS

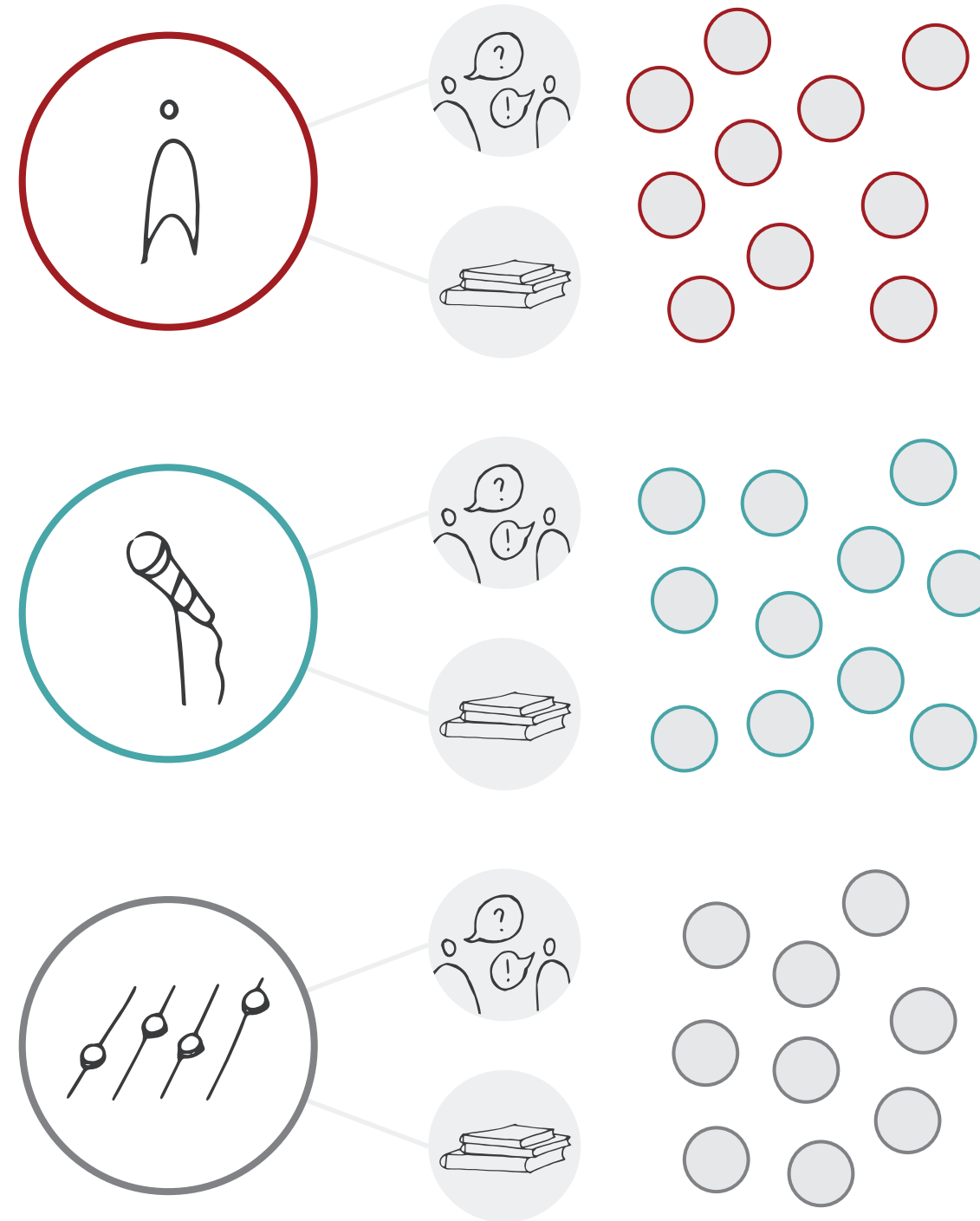


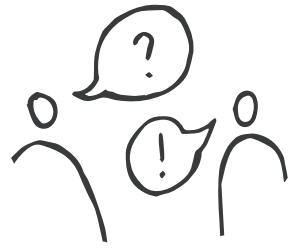
interviews



literature study

METHODS





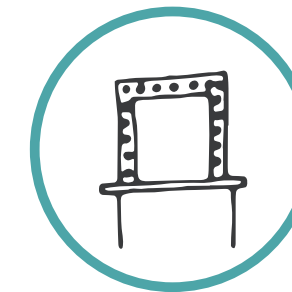
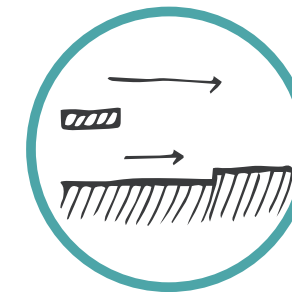
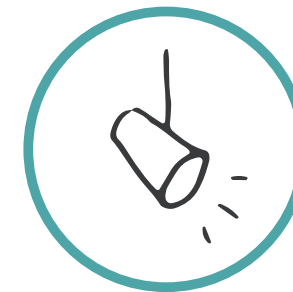
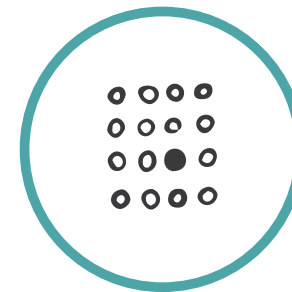
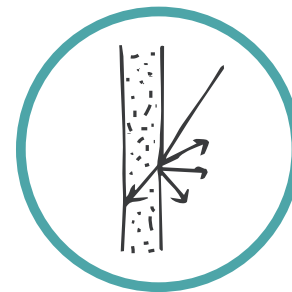
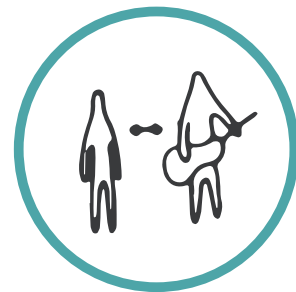
INTERVIEW - TORRE FLORIM

"connecting with the audience is essential"

"a performance in a unique place is one to remember"

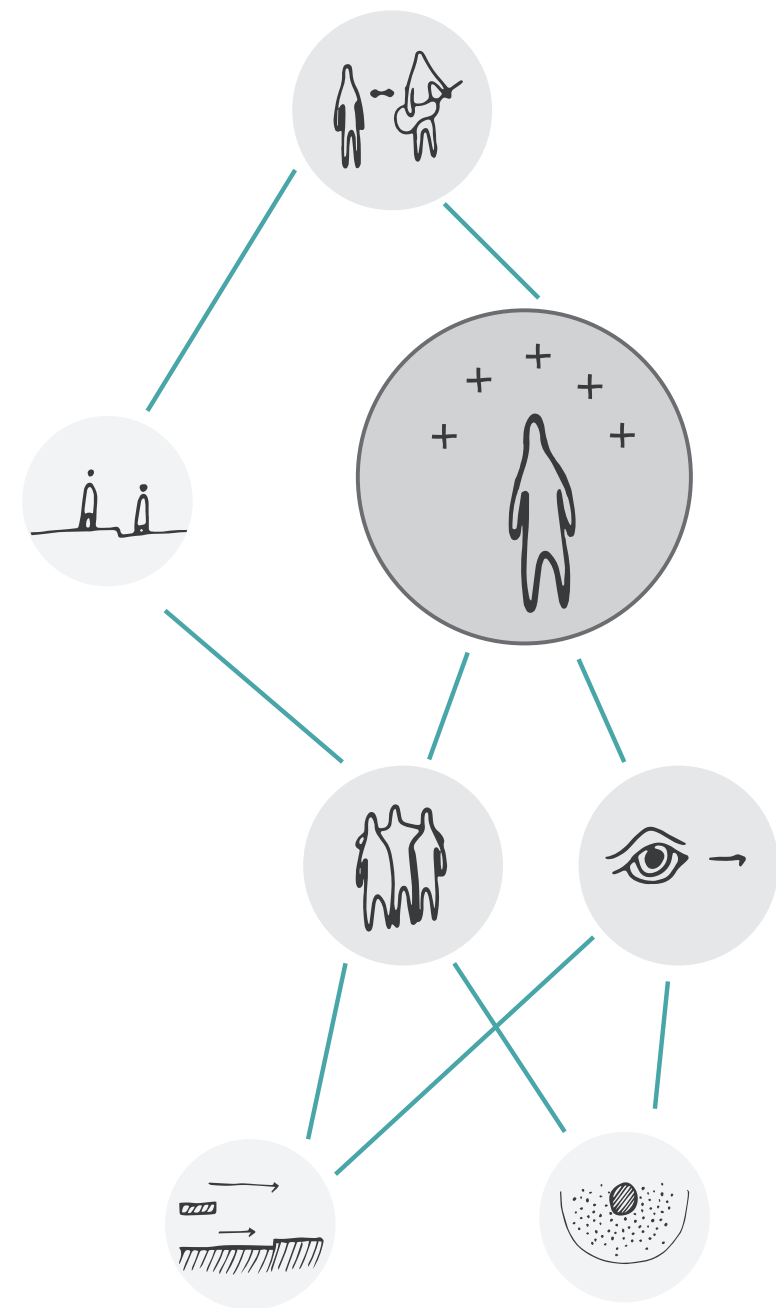
"I like to be able to do something different on stage,
surprise the audience"

"smooth logistics is essential to enjoy the performance"

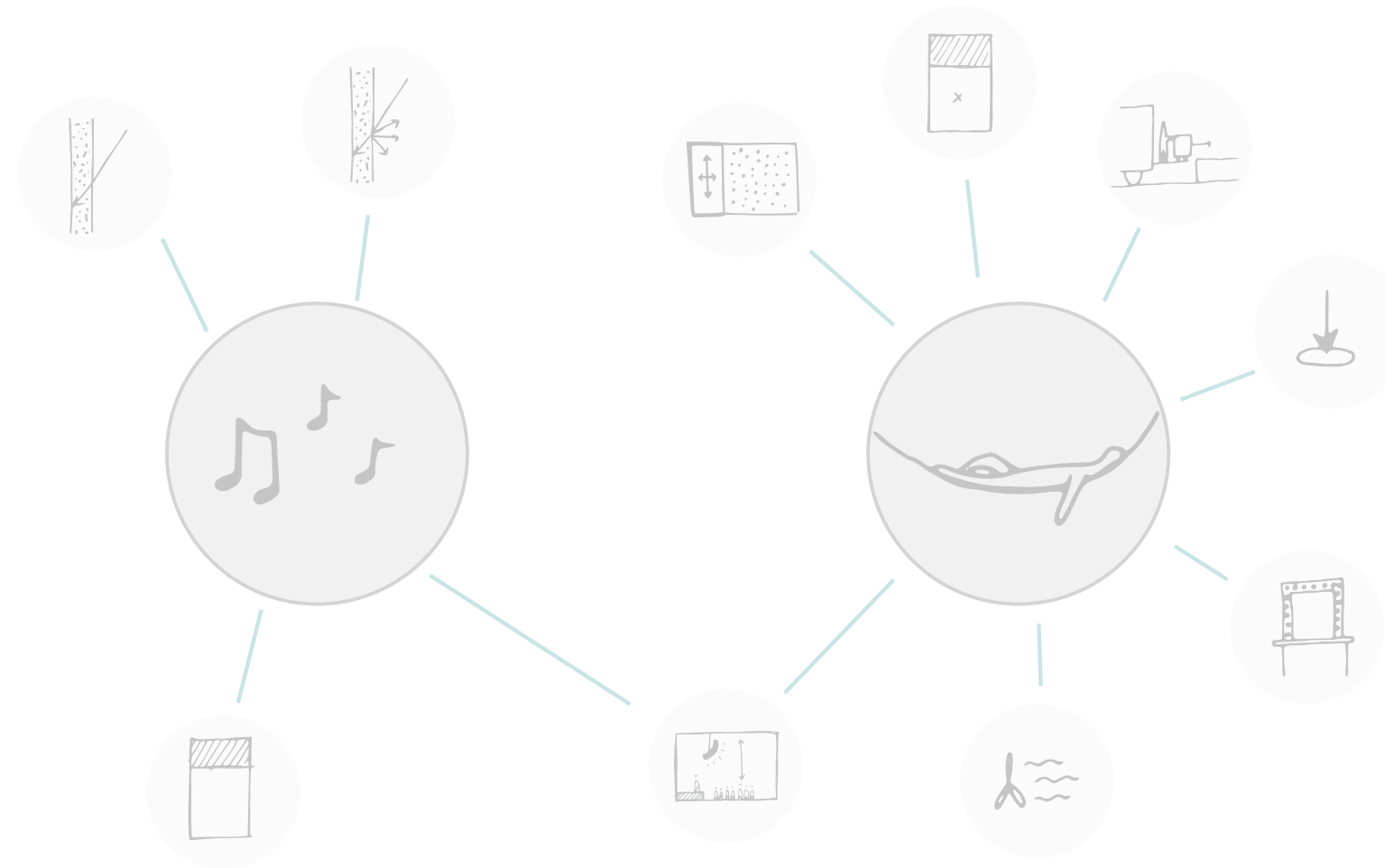


ANALYSIS

PART OF THE PERFORMANCE

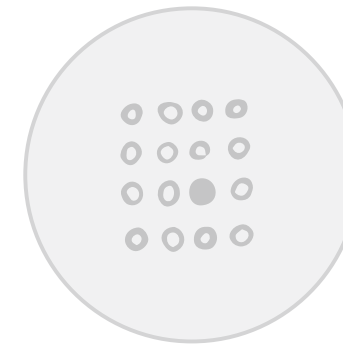


SOUND QUALITY



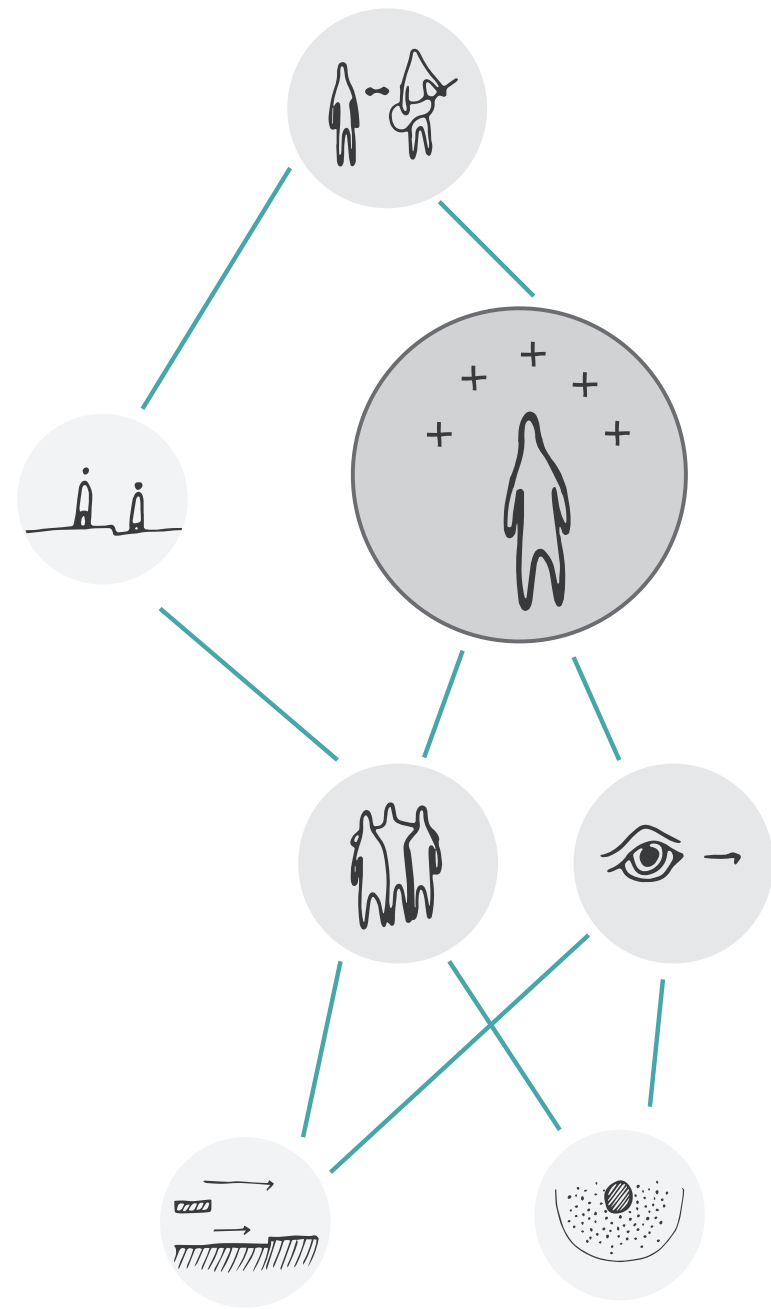
CAREFREE

UNIQUENESS

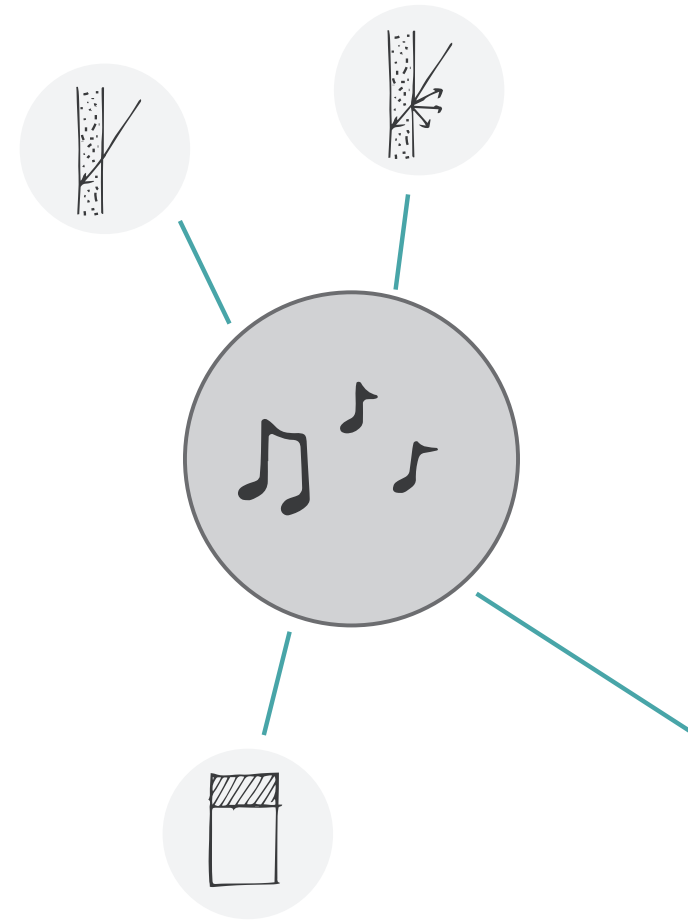


ANALYSIS

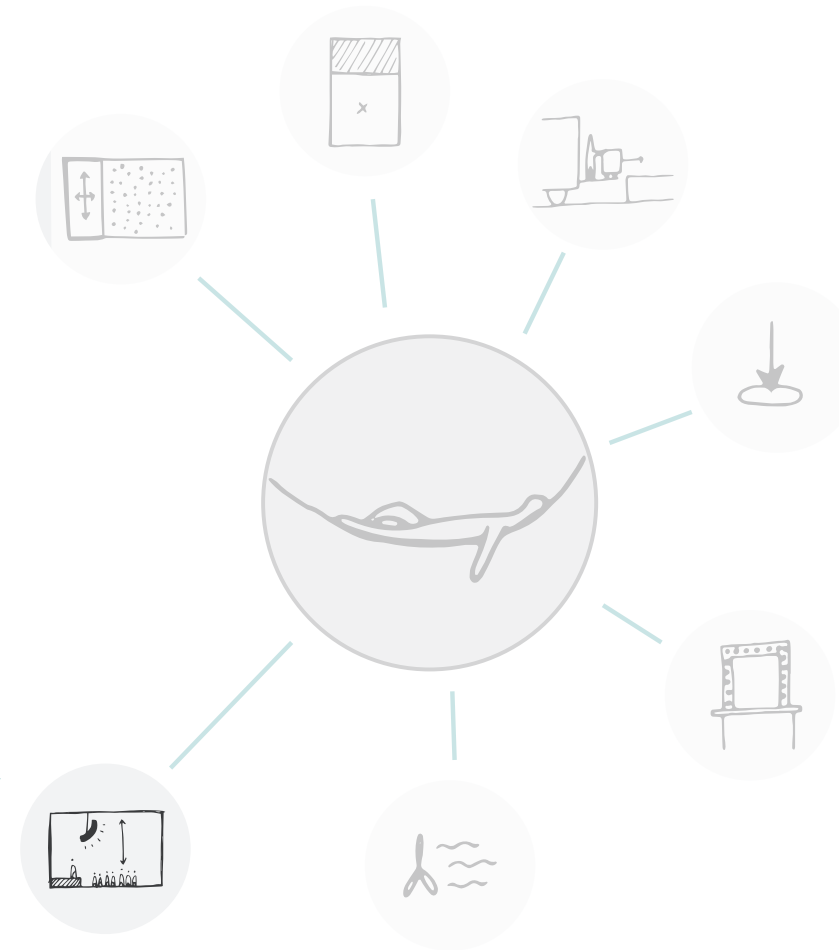
PART OF THE PERFORMANCE



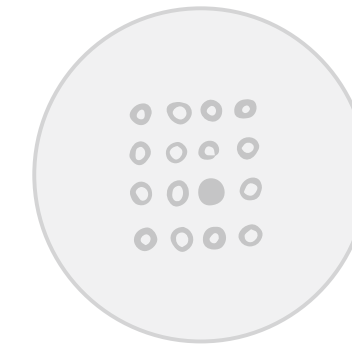
SOUND QUALITY



CAREFREE

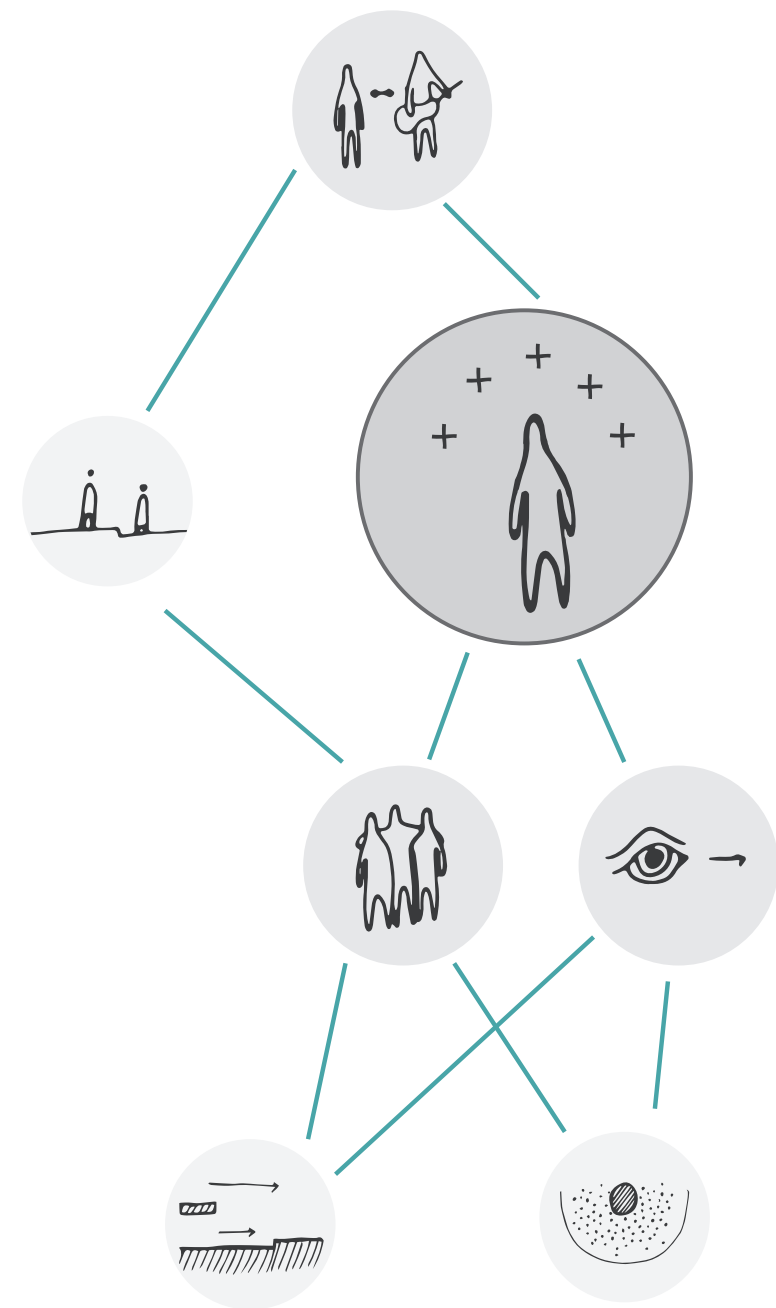


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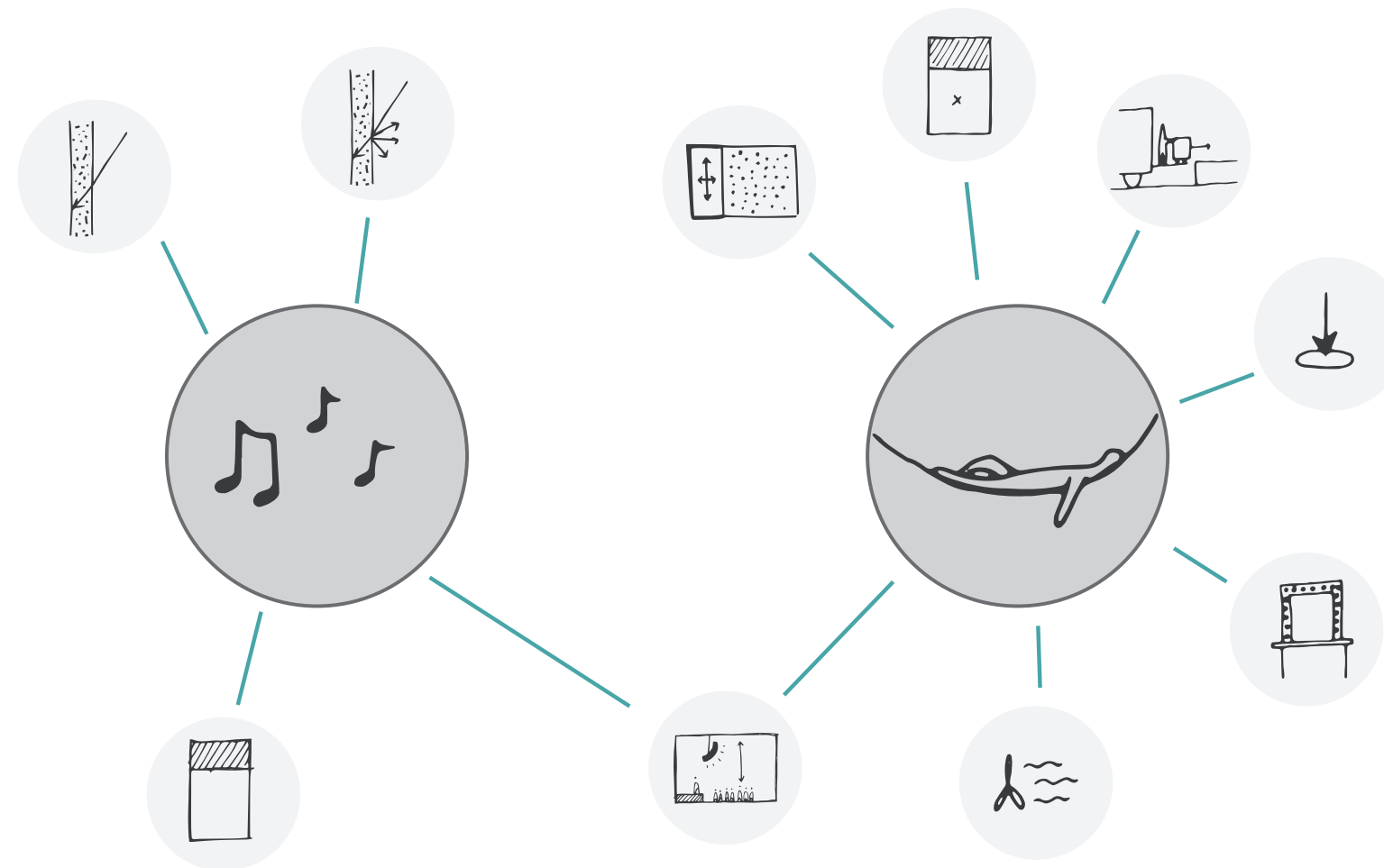


ANALYSIS

PART OF THE PERFORMANCE

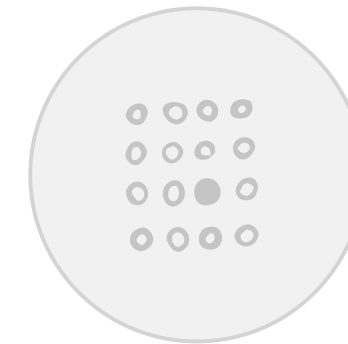


SOUND QUALITY



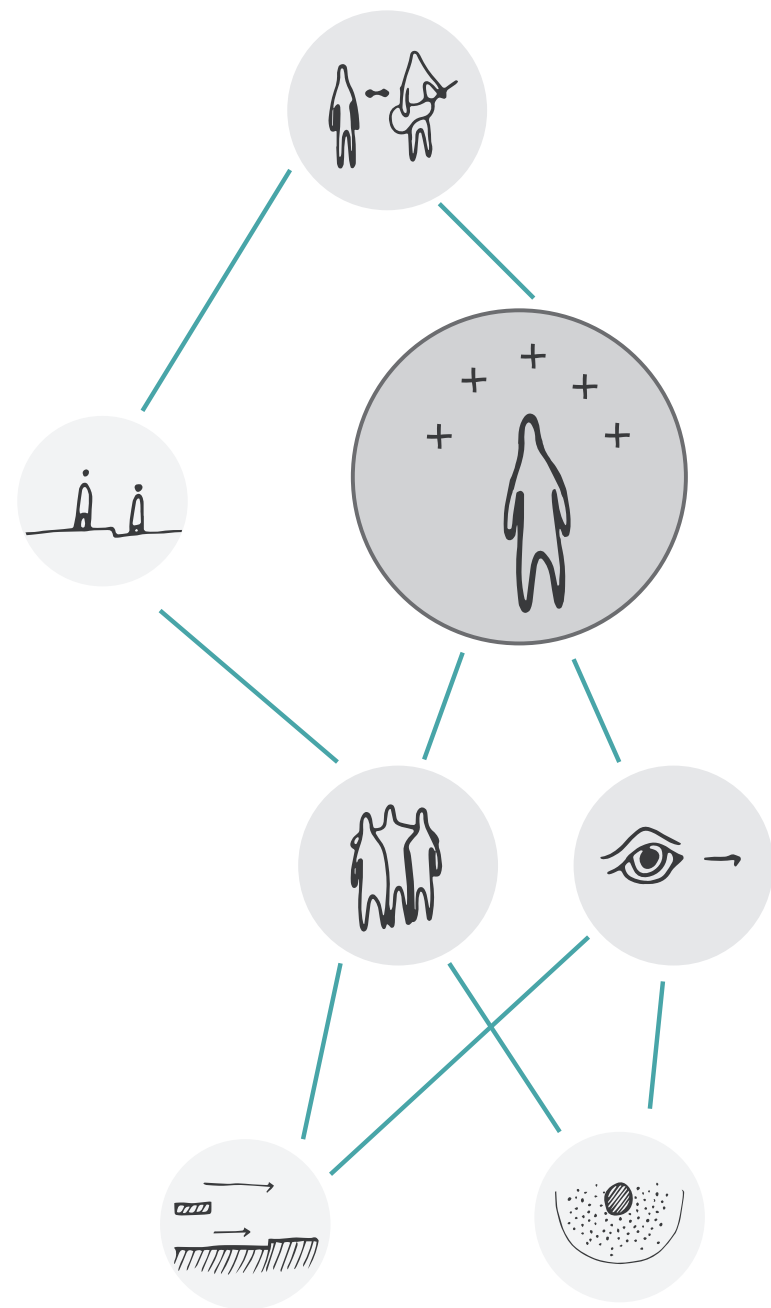
CAREFREE

UNIQUENESS

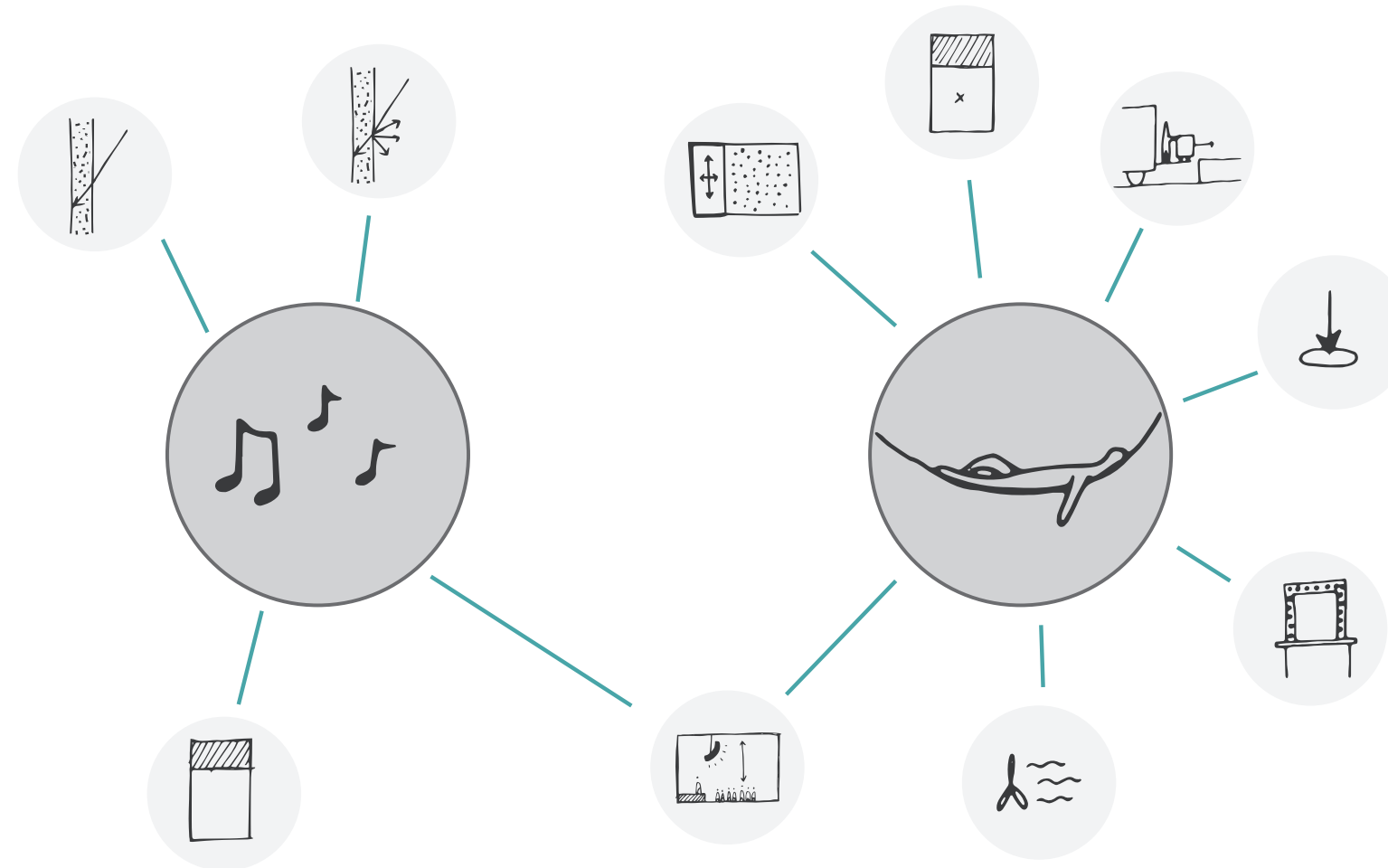


ANALYSIS

PART OF THE PERFORMANCE

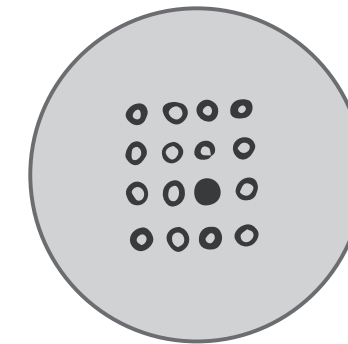


SOUND QUALITY



CAREFREE

UNIQUENESS



CONCLUSION

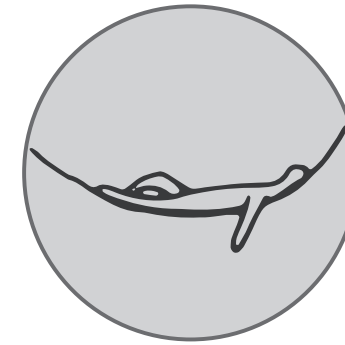
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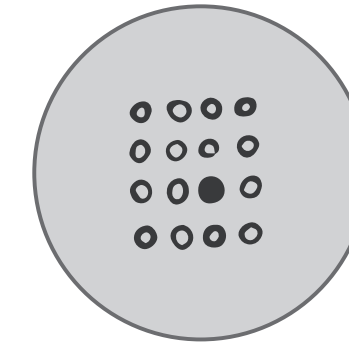
PART OF THE PERFORMANCE



SOUND QUALITY

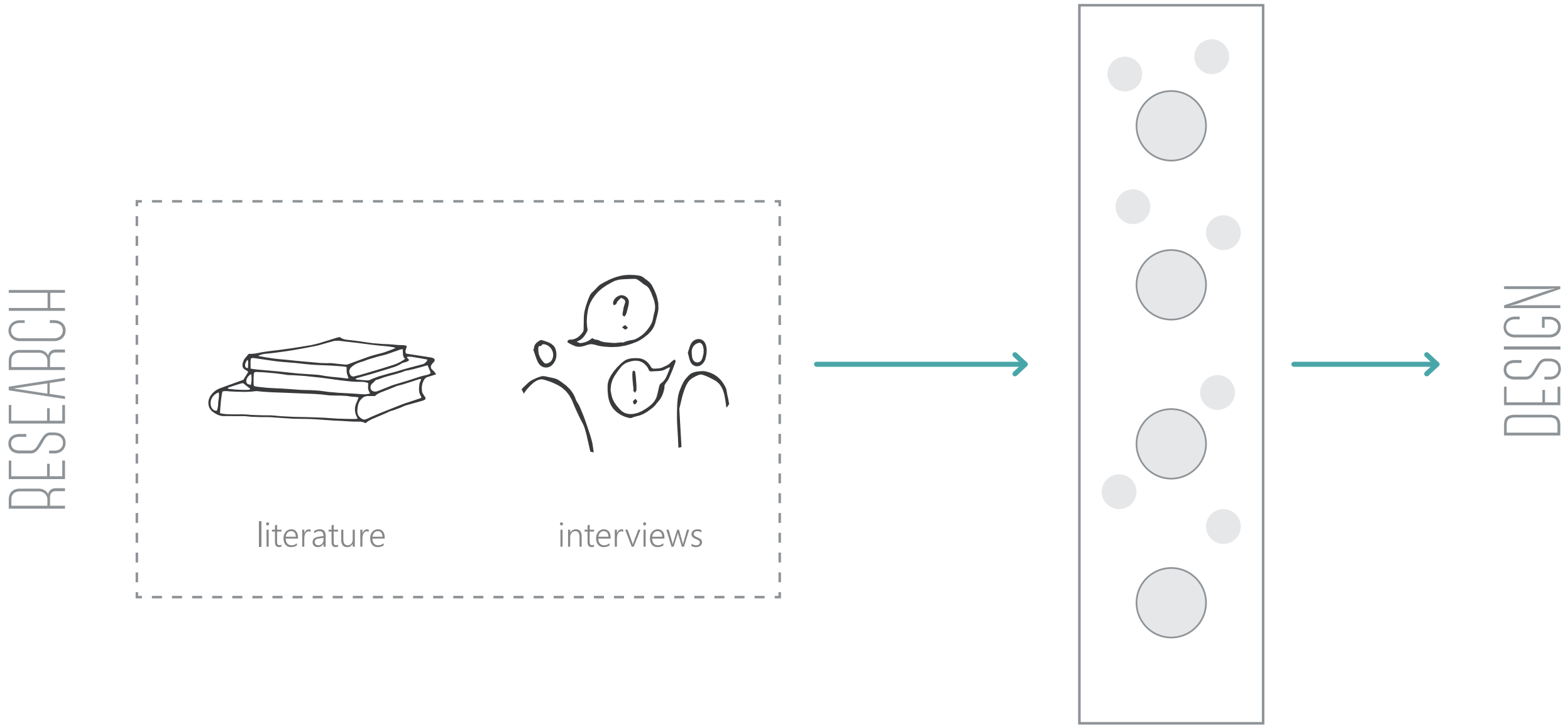


CAREFREE

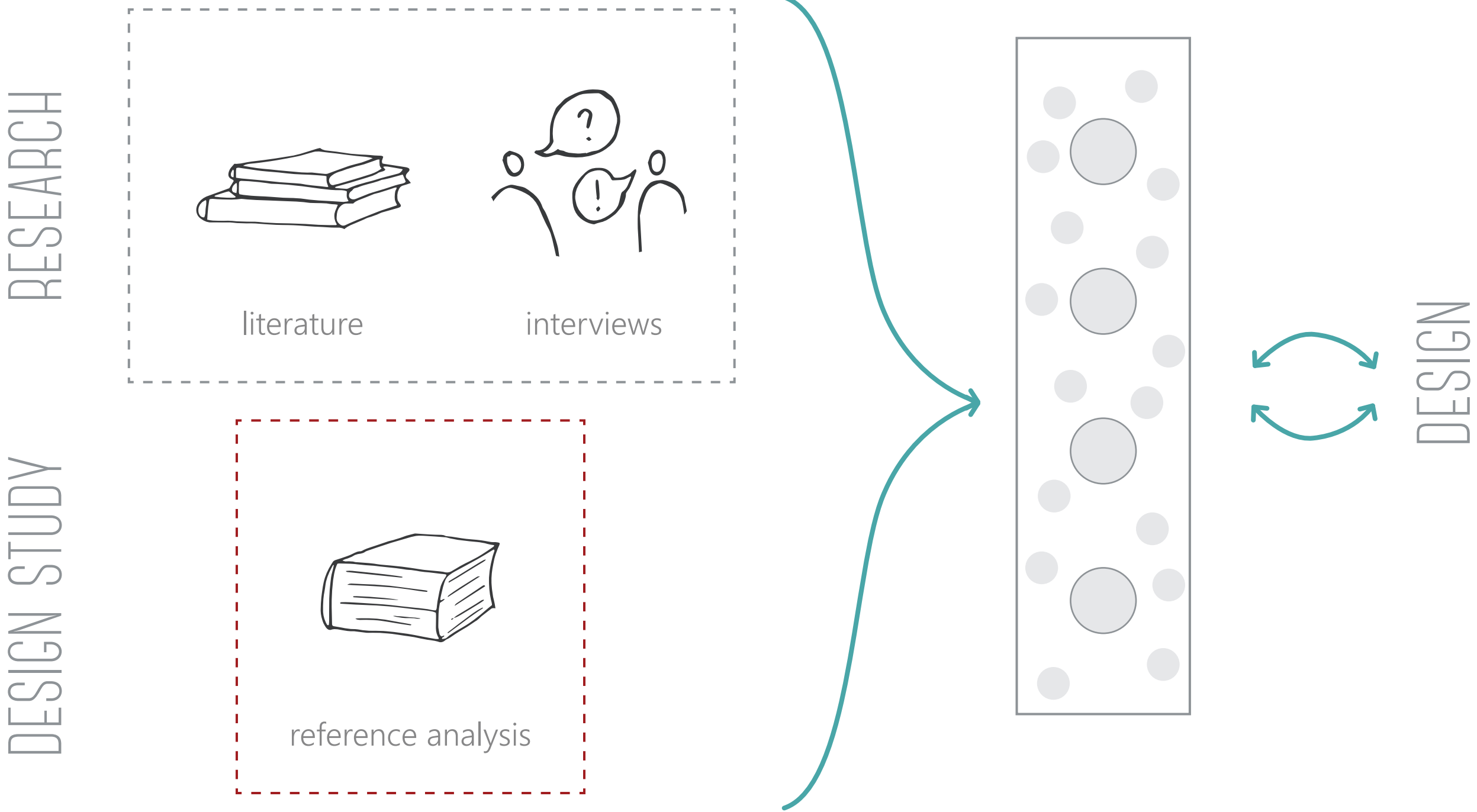


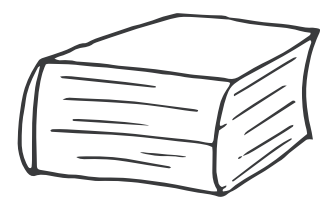
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FROM RESEARCH TO DESIGN

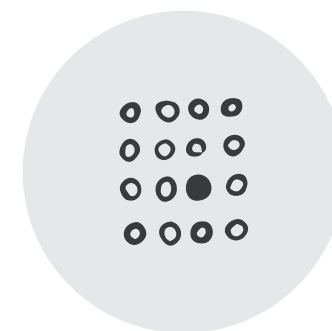


FROM RESEARCH TO DESIGN





REFERENCE ANALYSIS



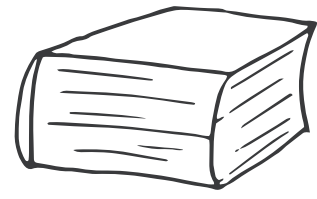
Pop concert halls



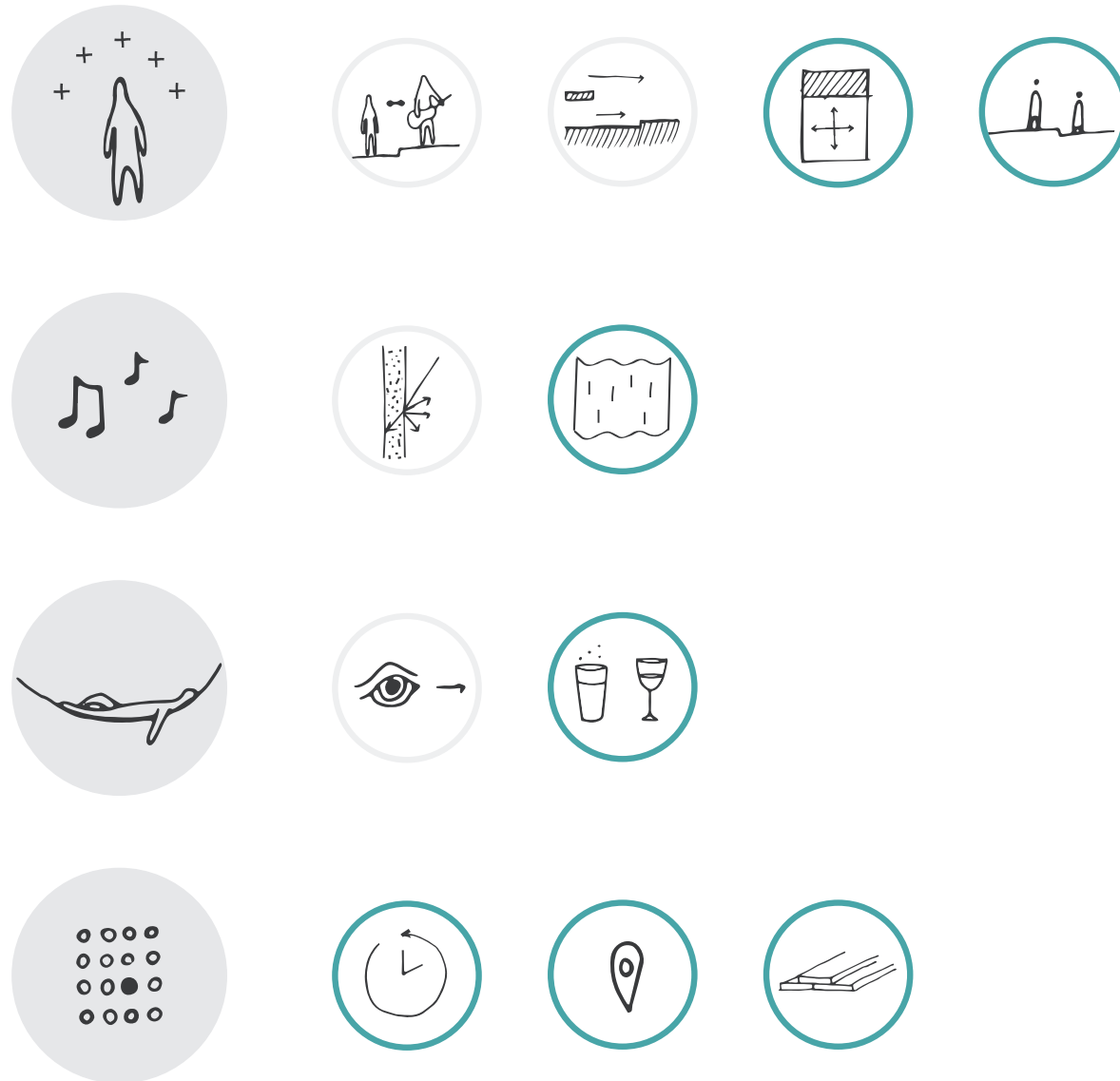
Festival architecture



Temporary and cultural

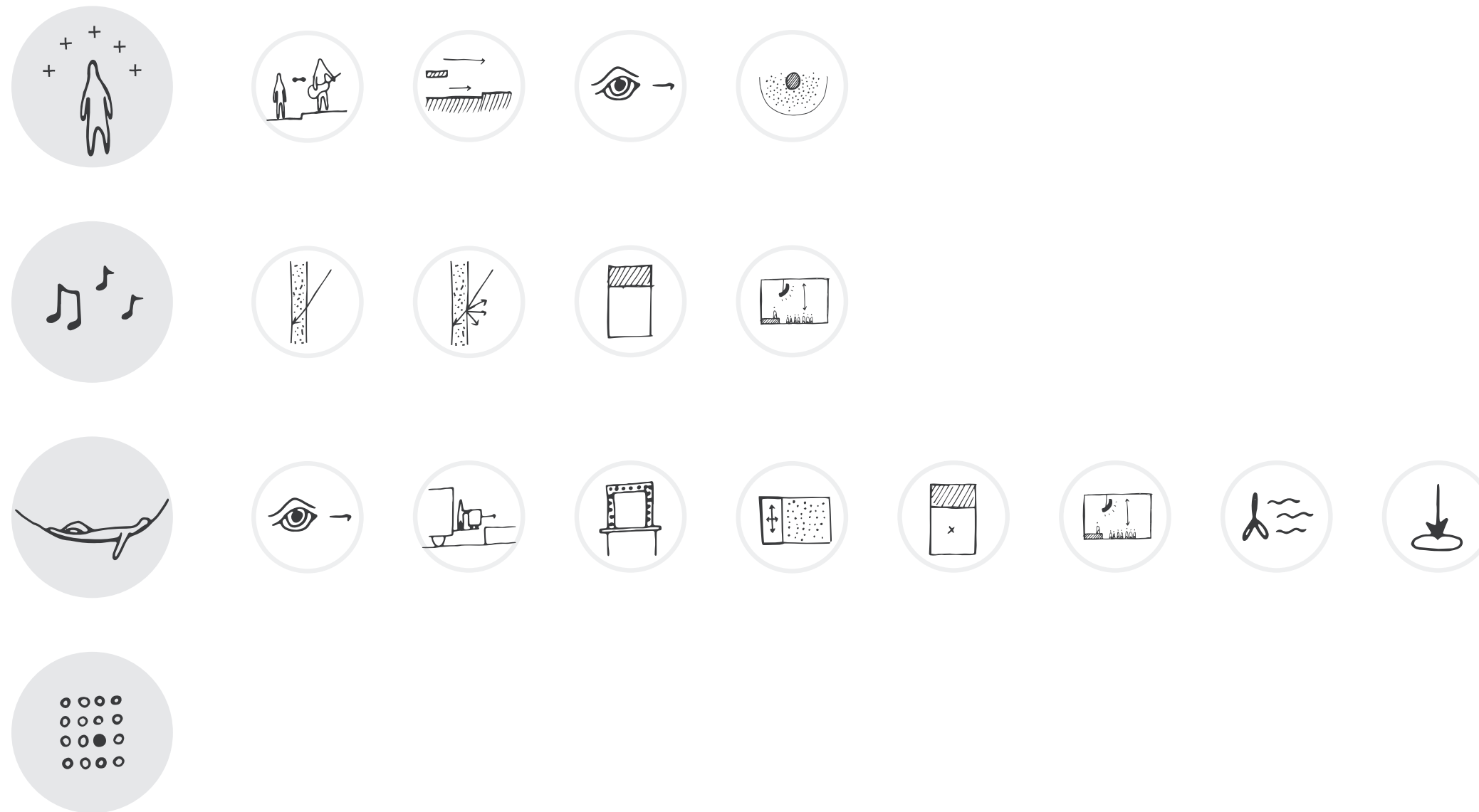


REFERENCE EXAMPLE - PARADISO

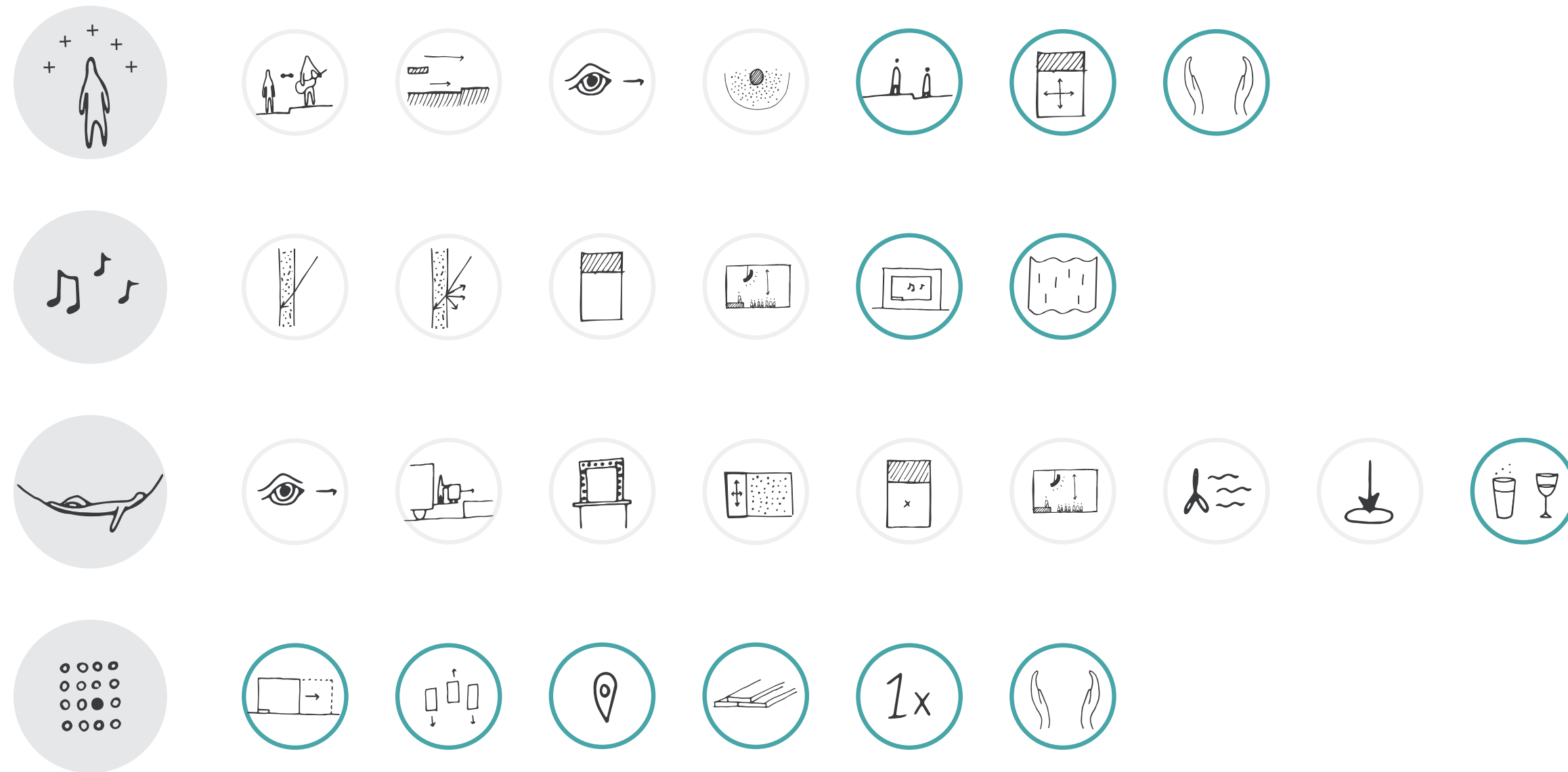


Source: residentadvisor.net

ASPECTS - RESEARCH

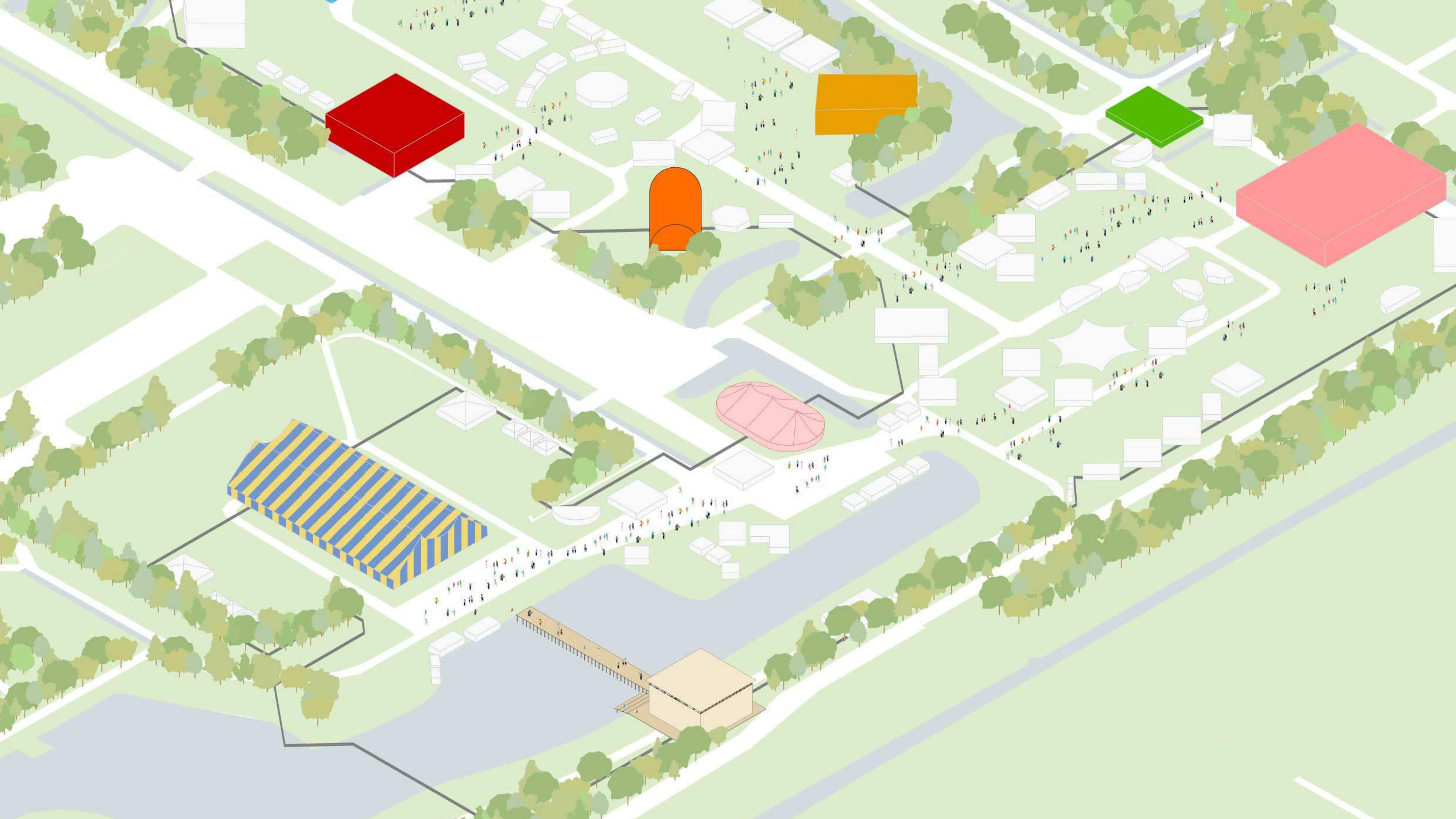


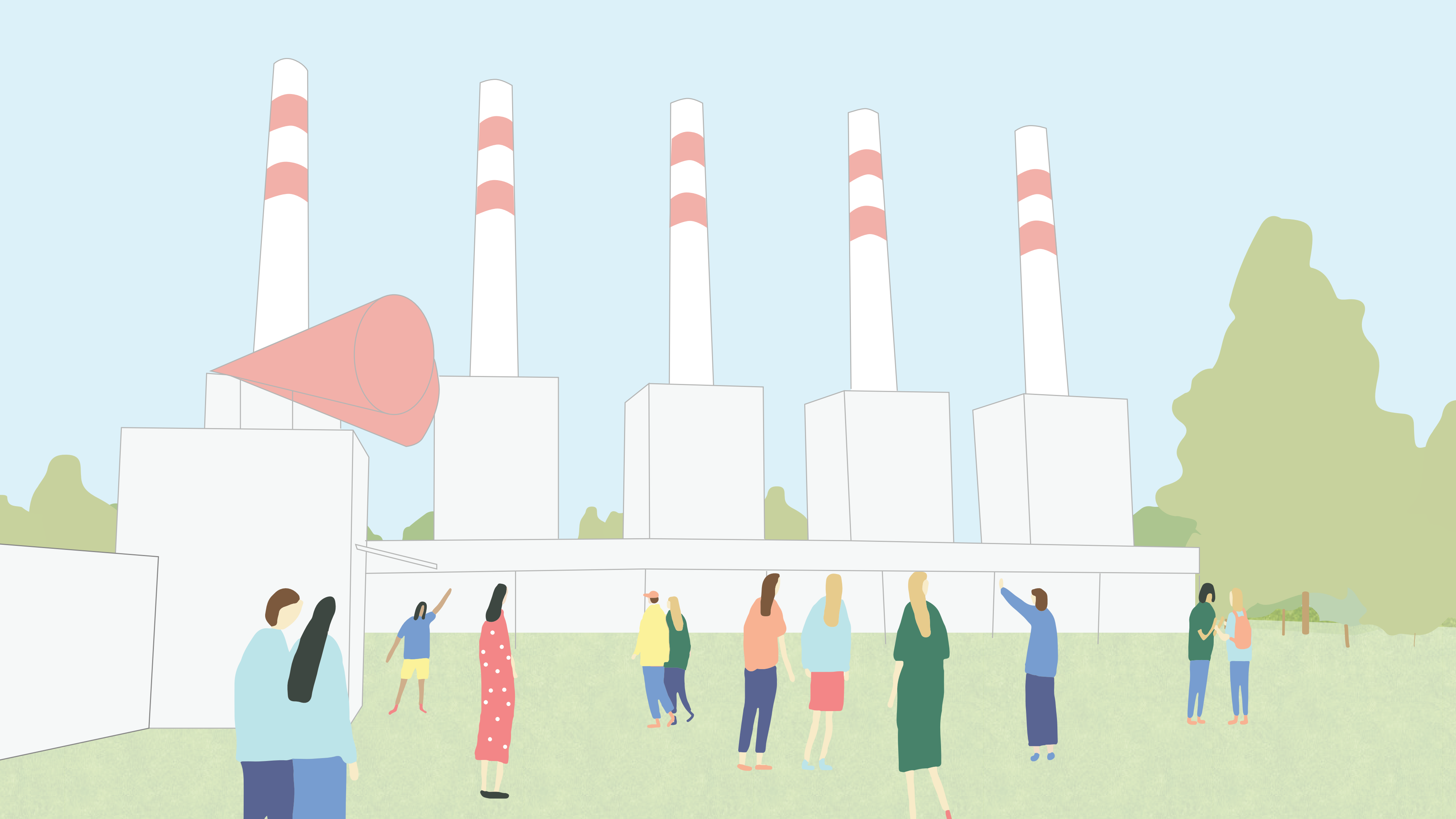
ASPECTS - REFERENCE ANALYSIS



DESIGN













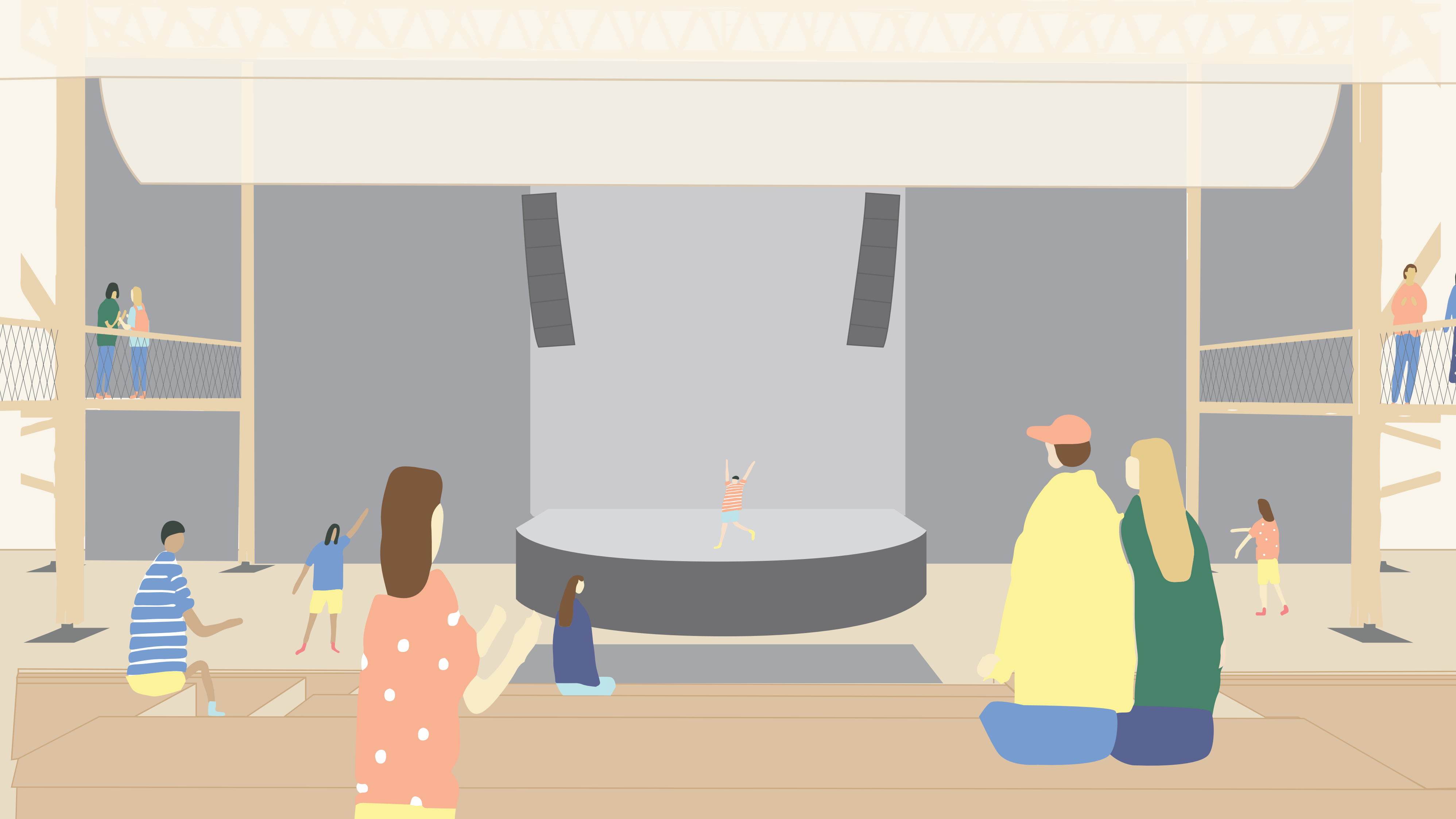




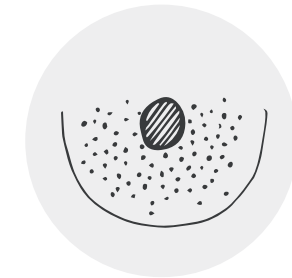
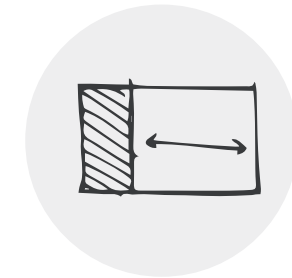
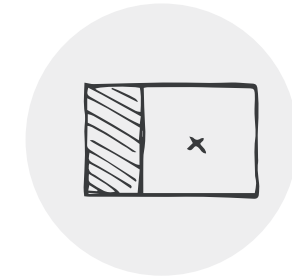
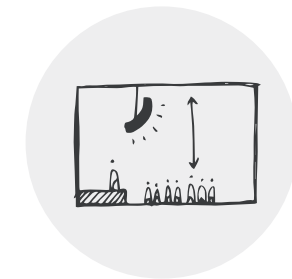
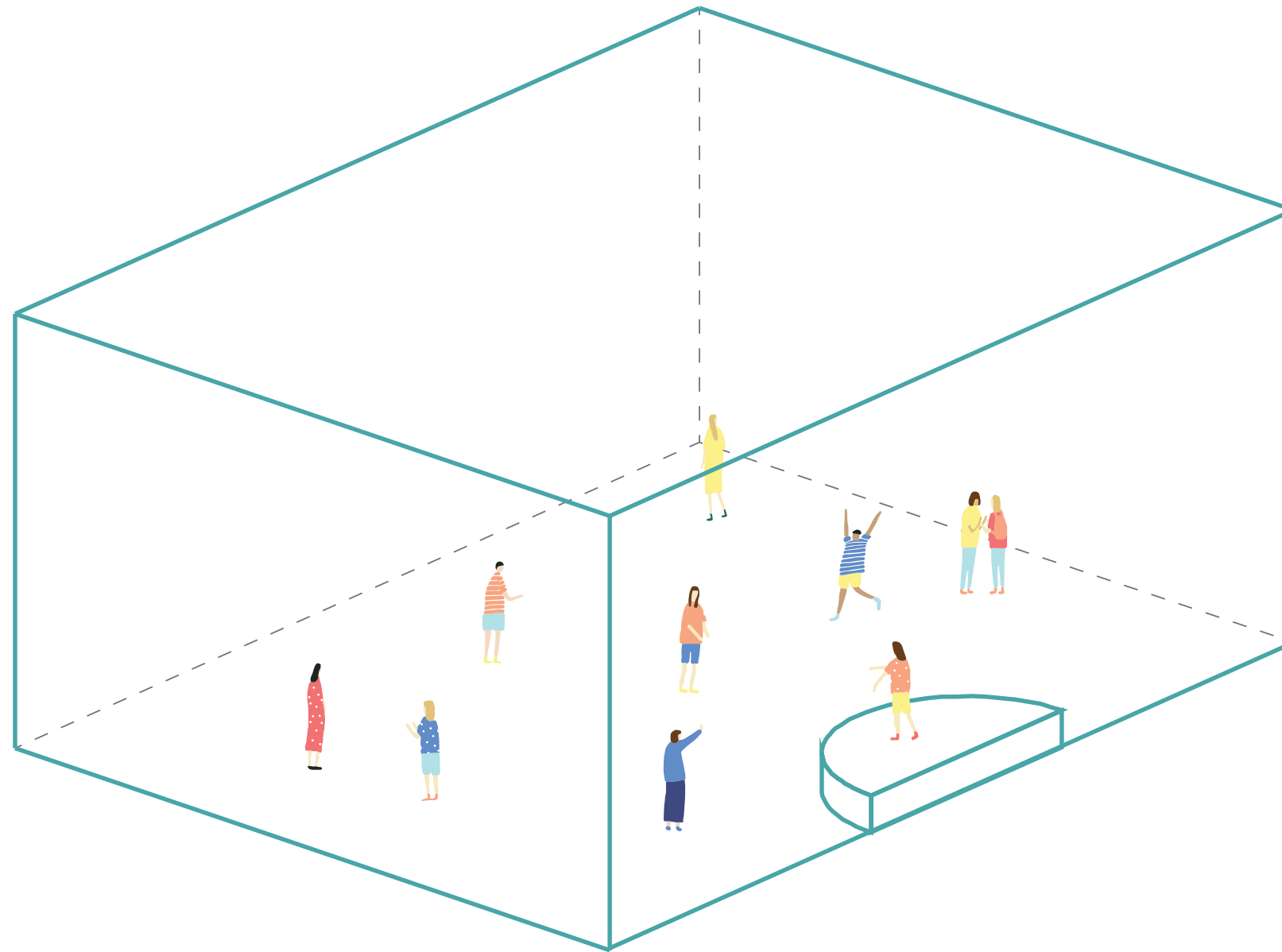
BAR

HALL

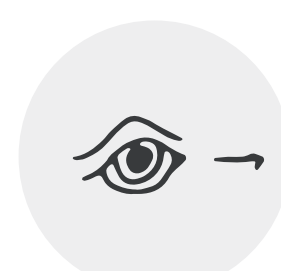
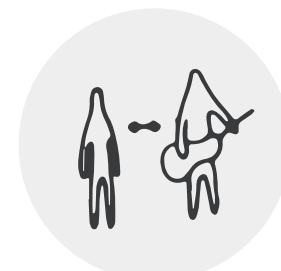
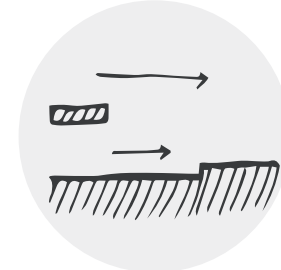
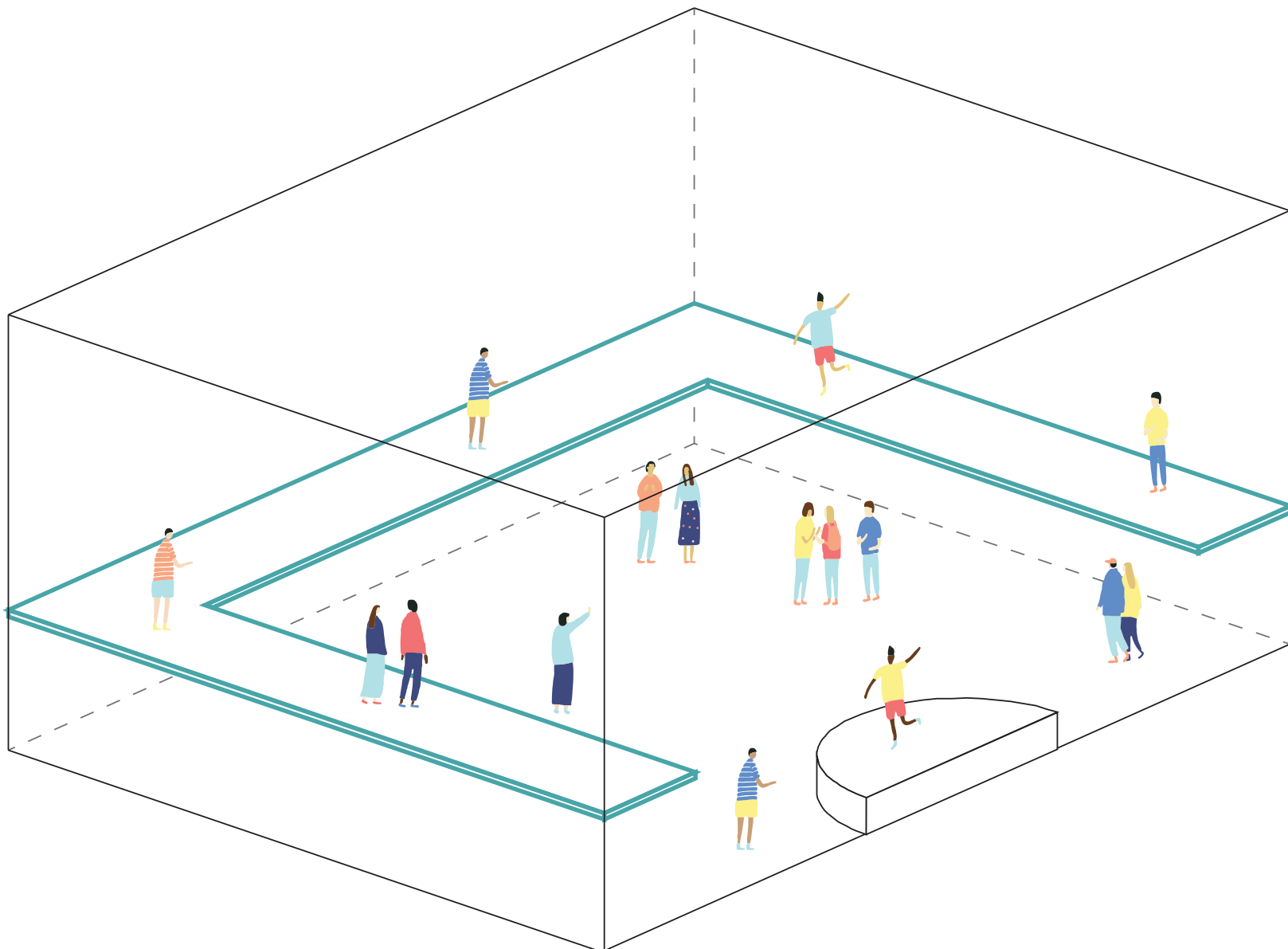




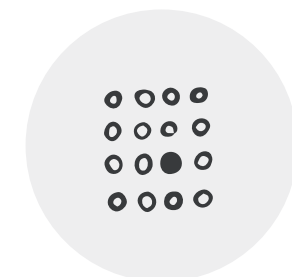
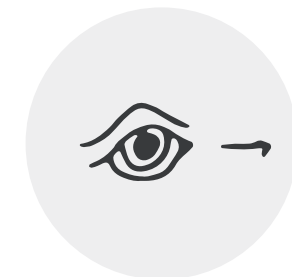
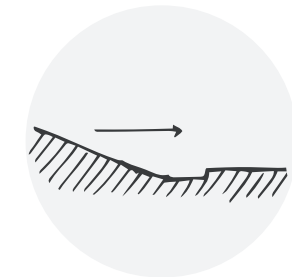
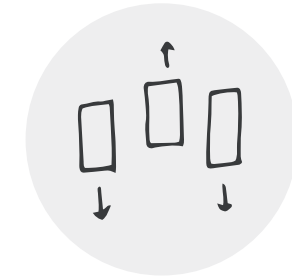
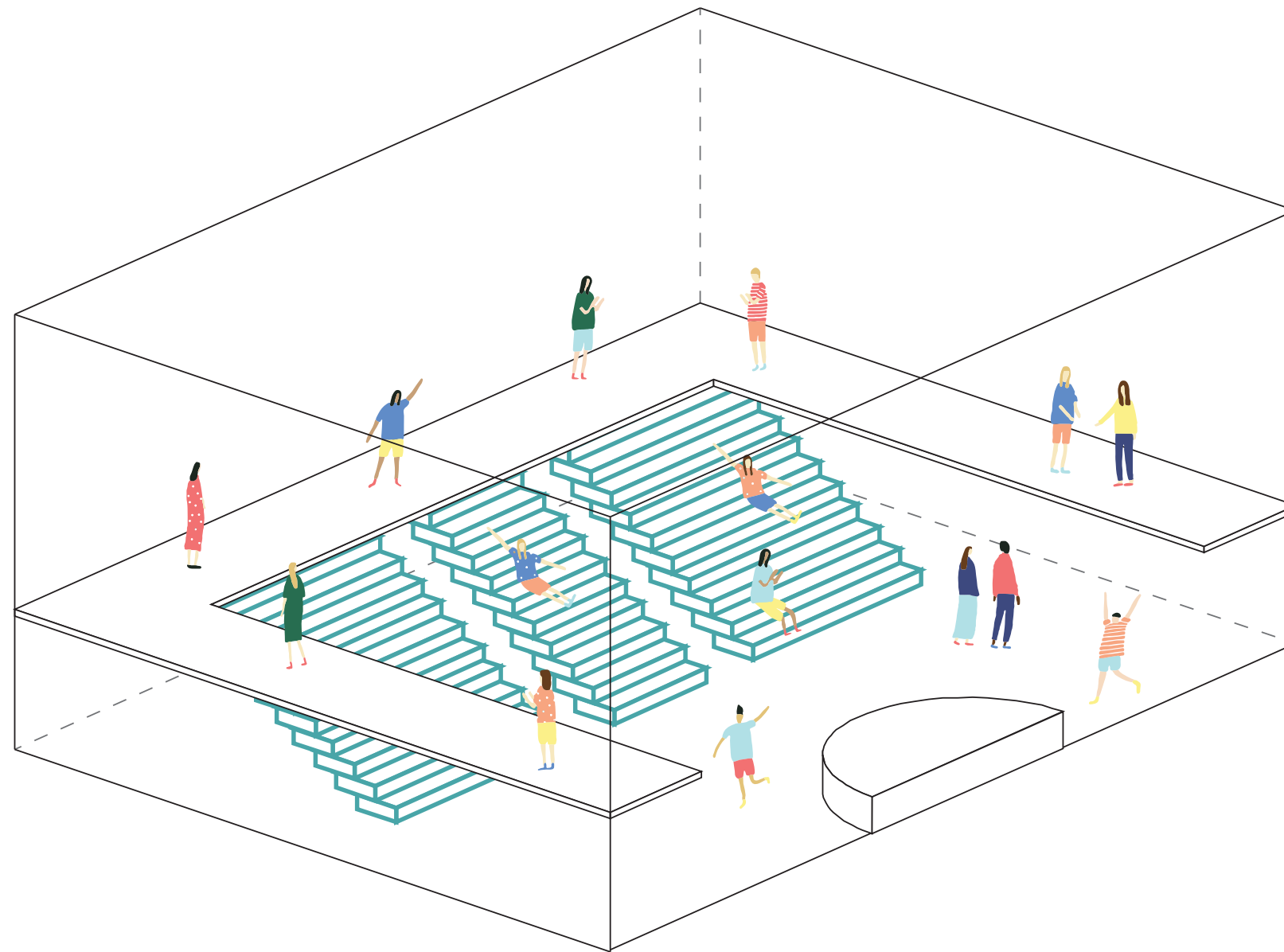
FORM



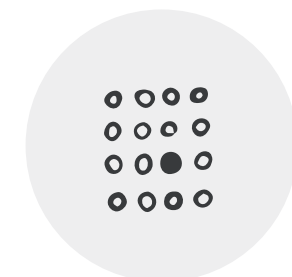
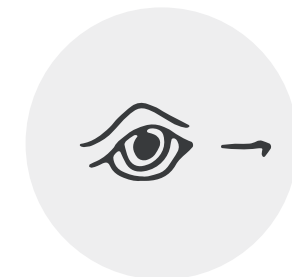
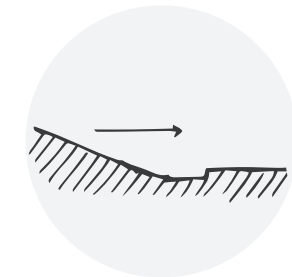
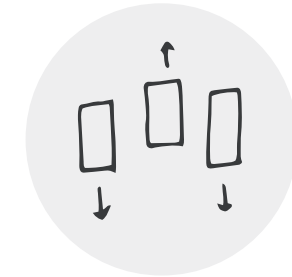
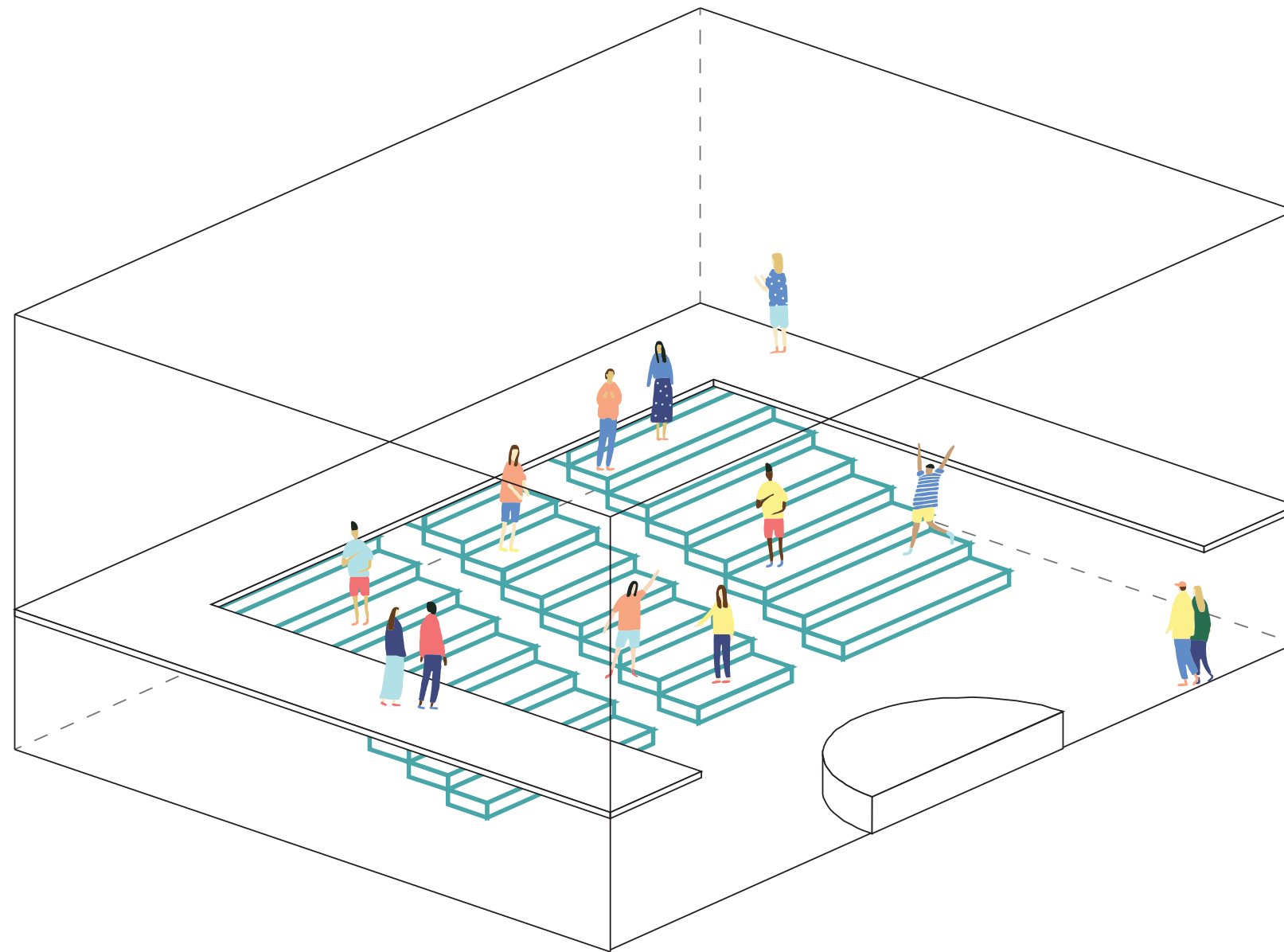
SIGHT-LINES



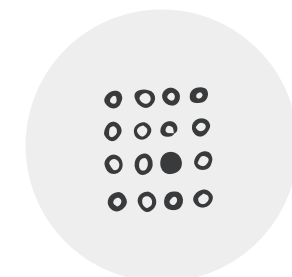
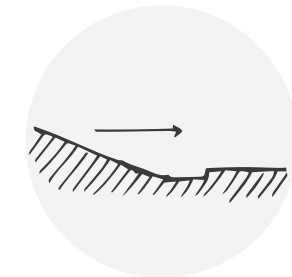
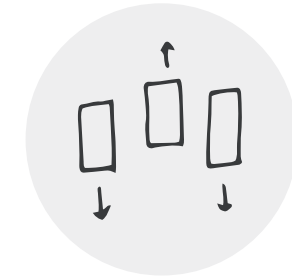
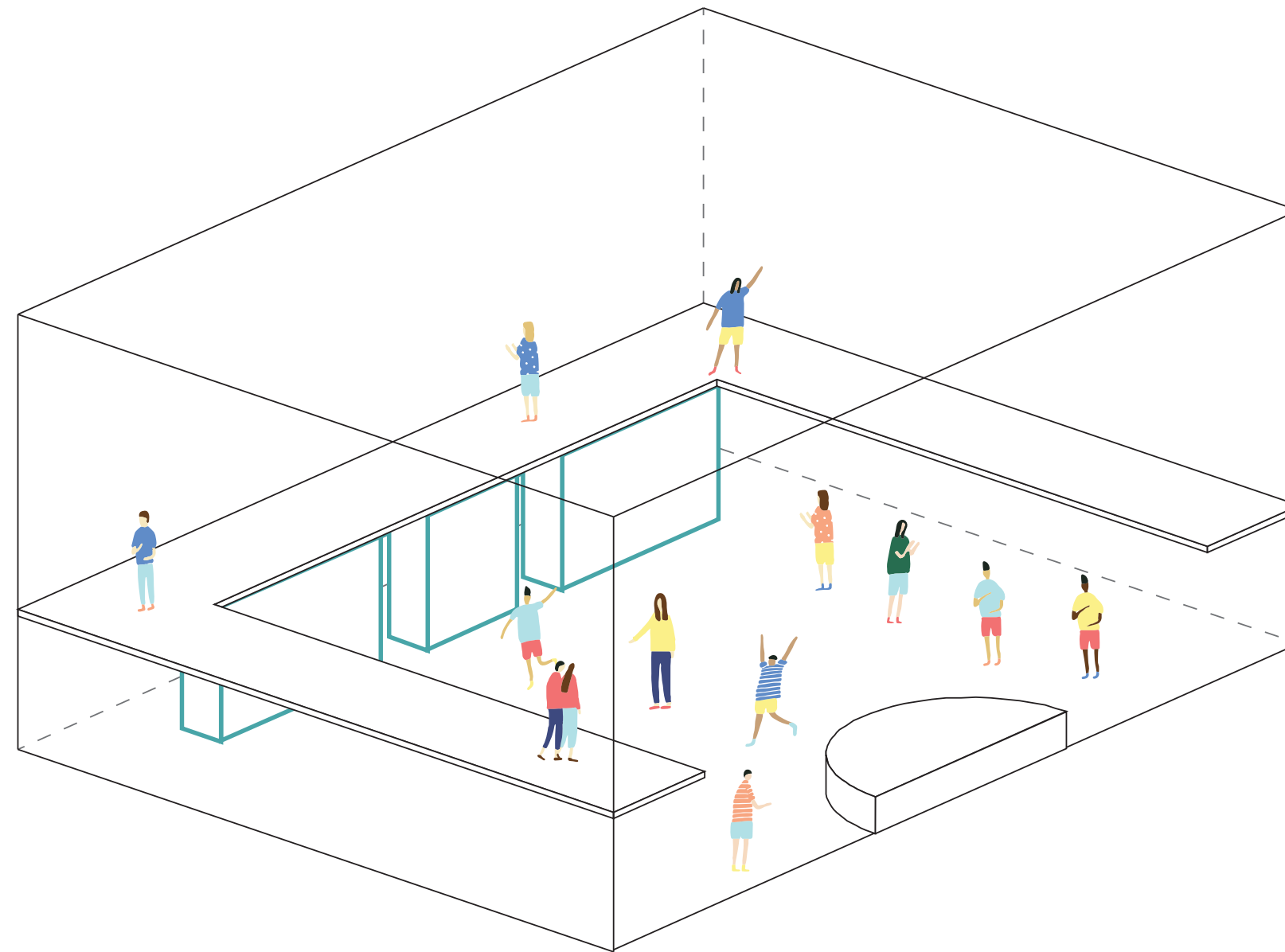
SEATING



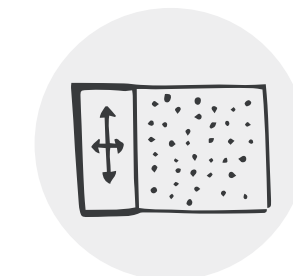
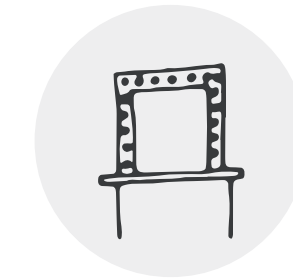
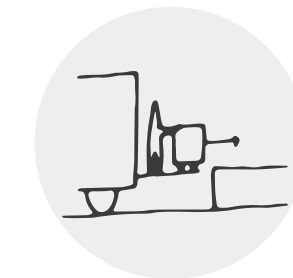
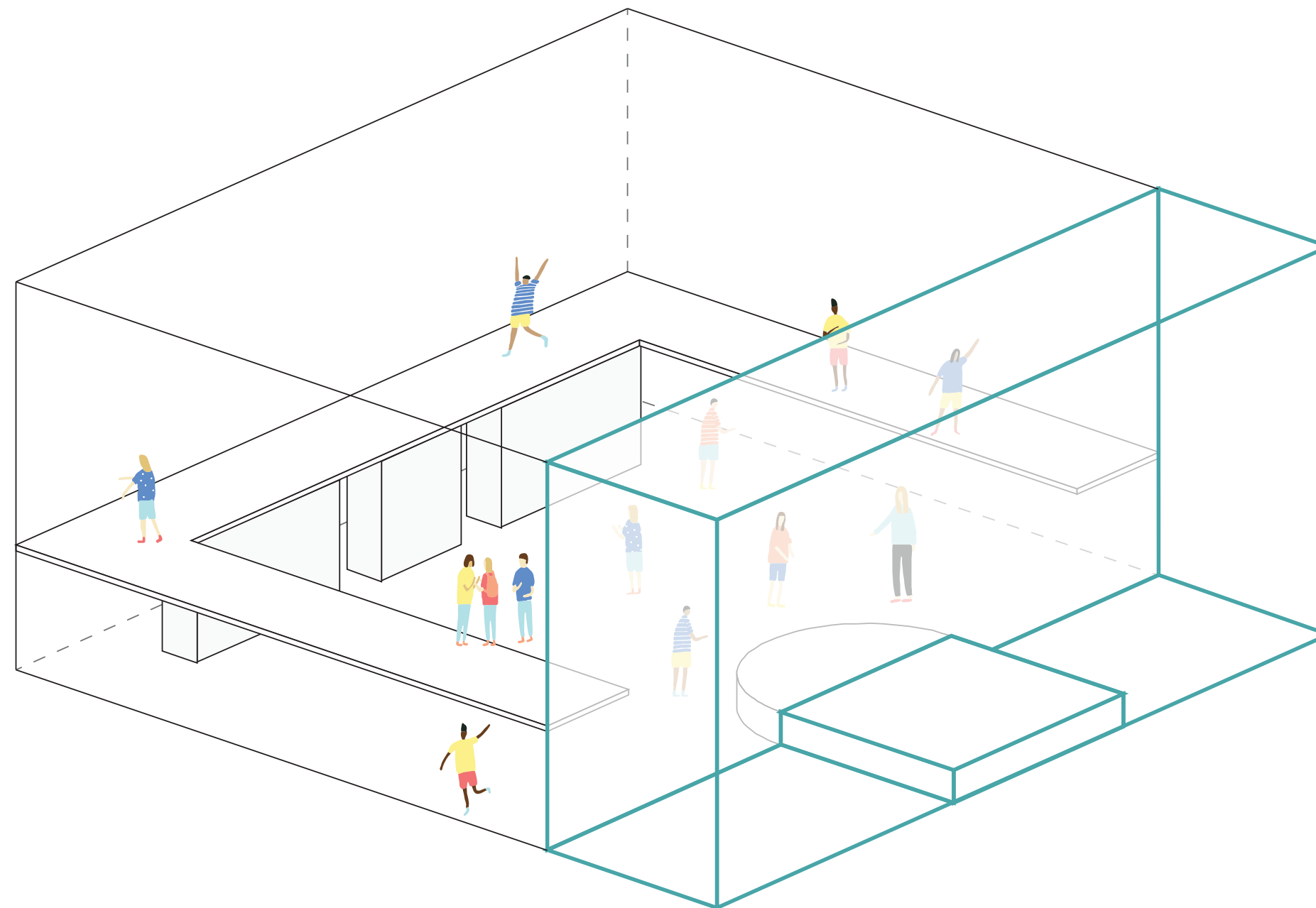
SEATING



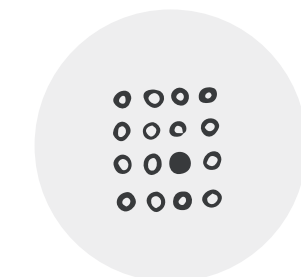
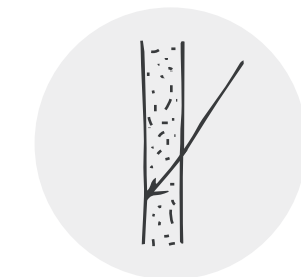
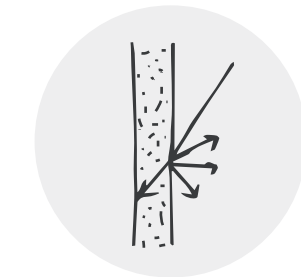
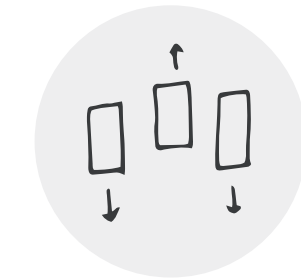
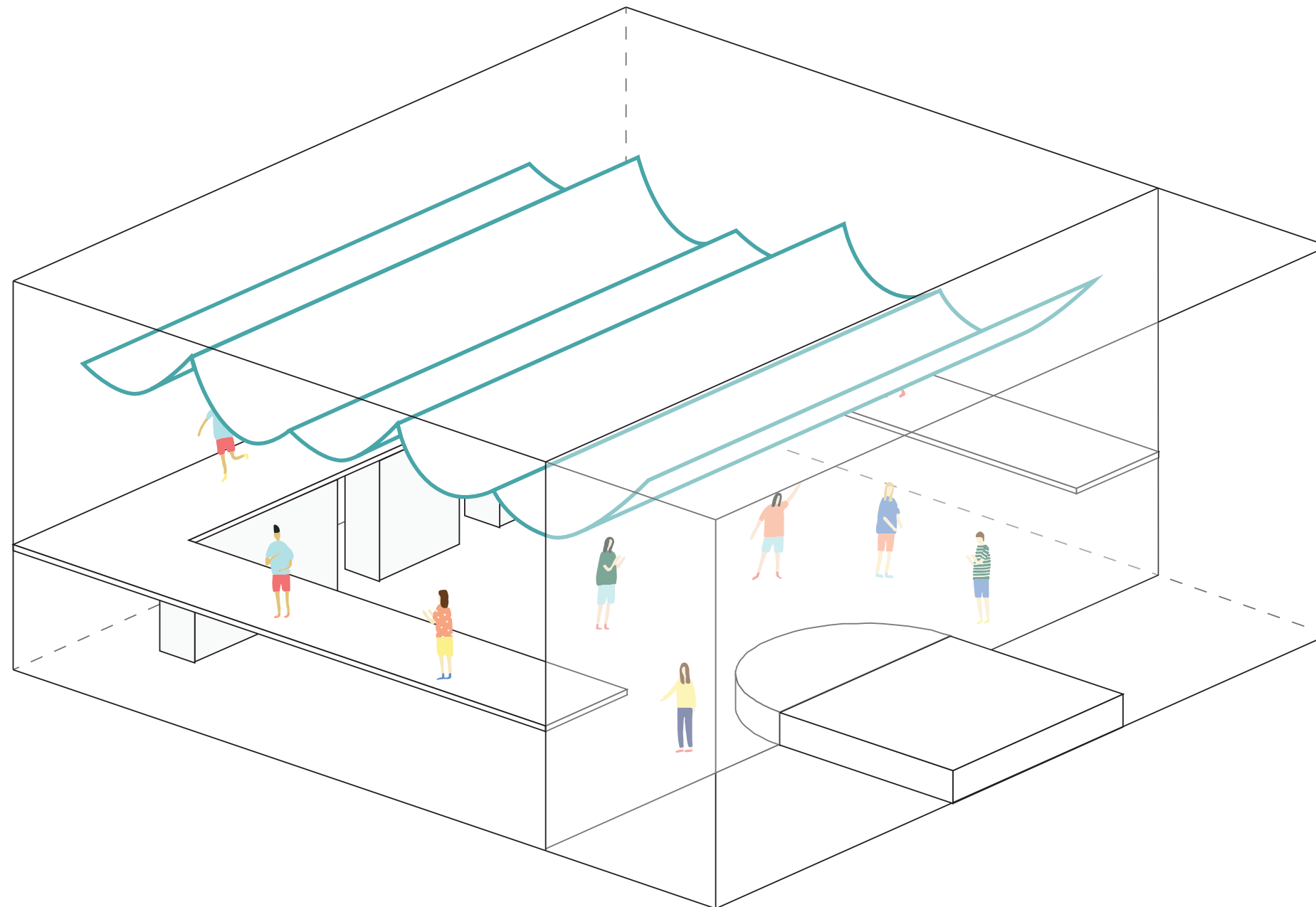
SEATING



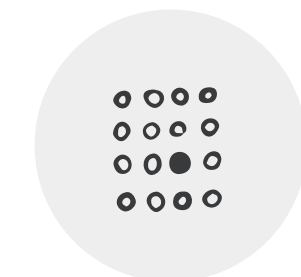
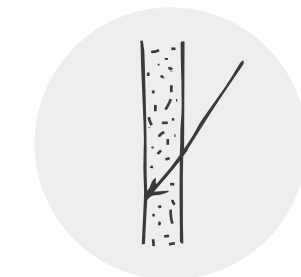
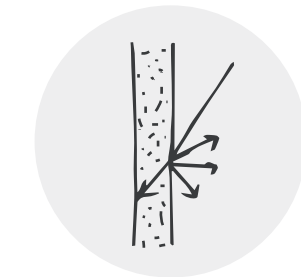
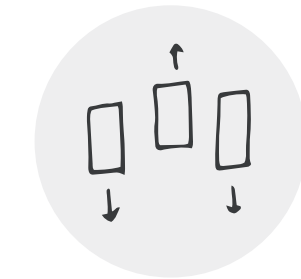
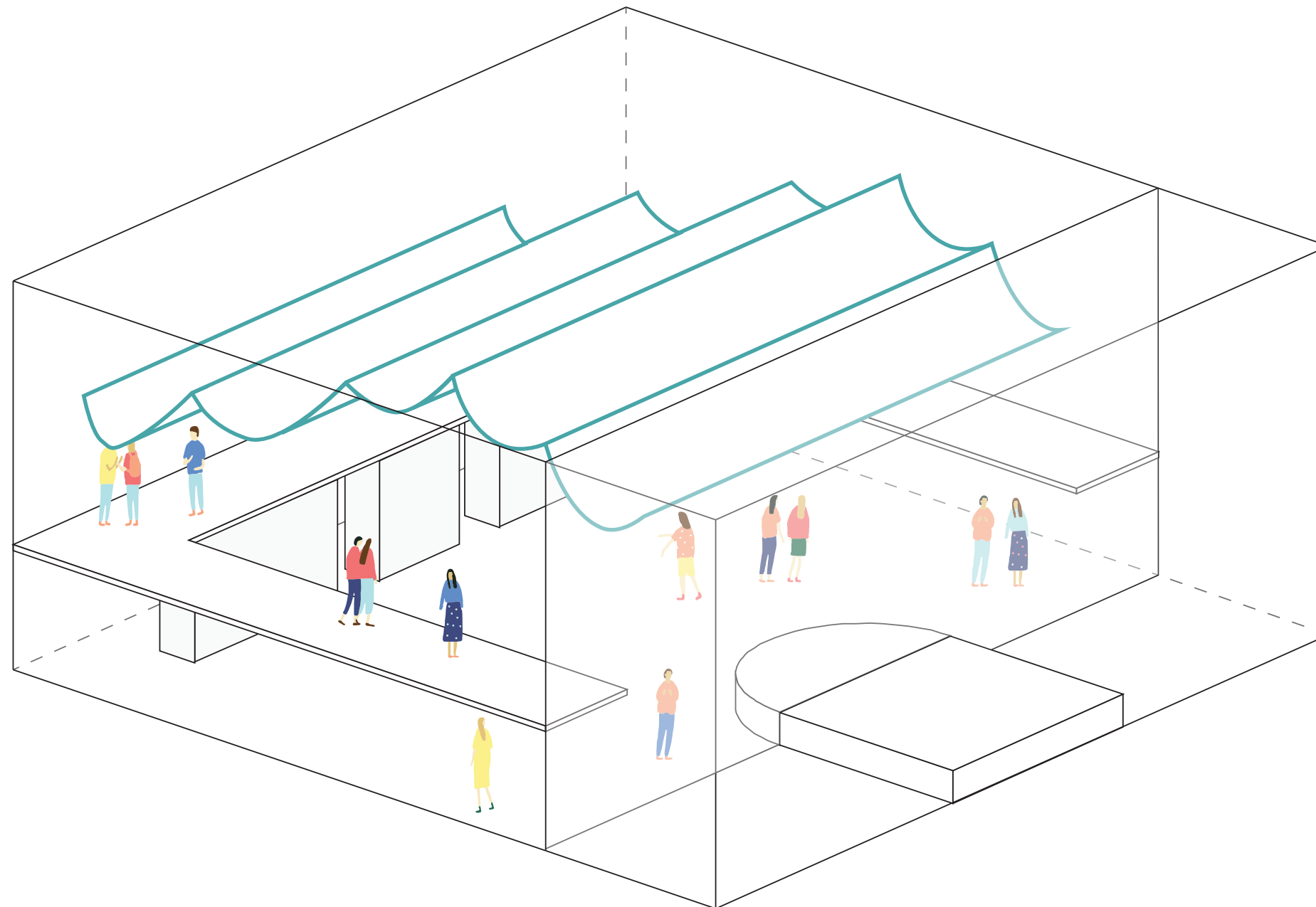
BACK STAGE



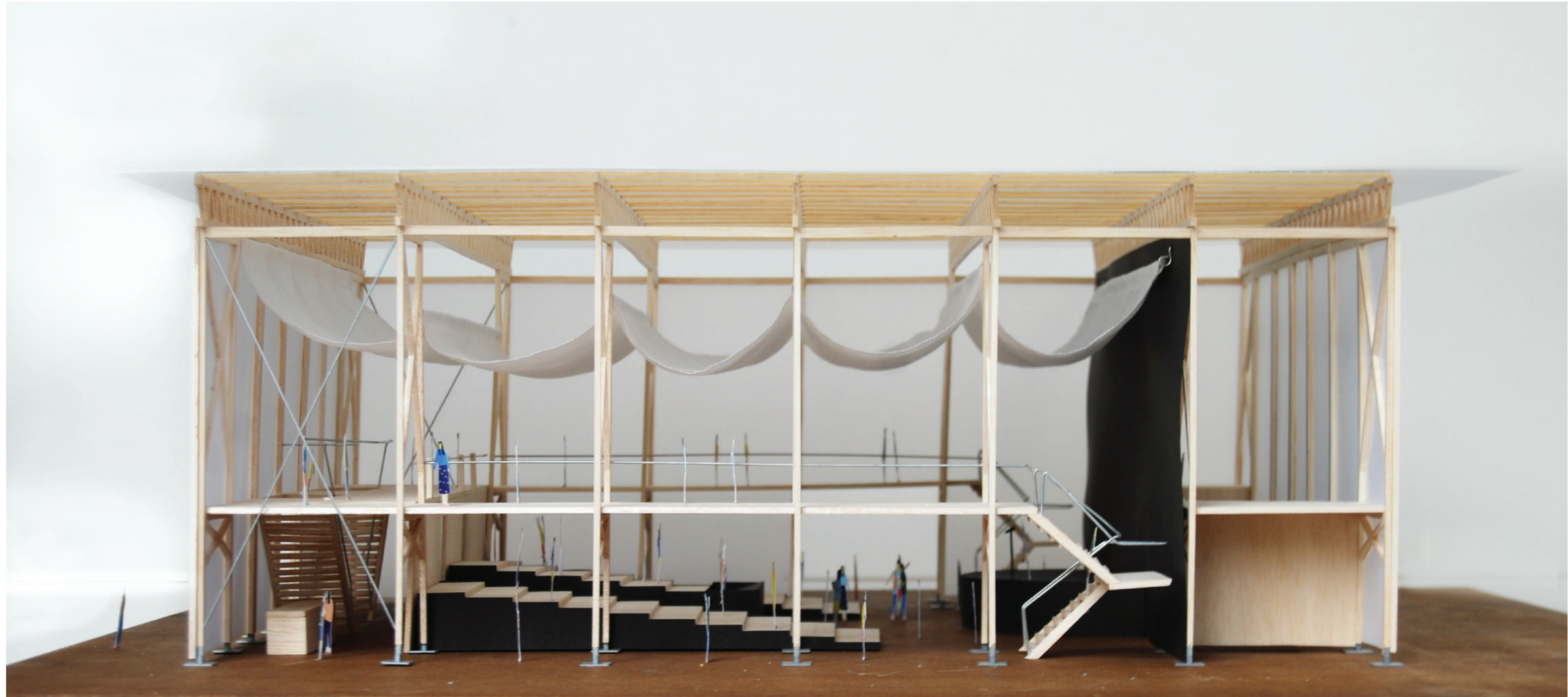
FLEXIBLE CEILING



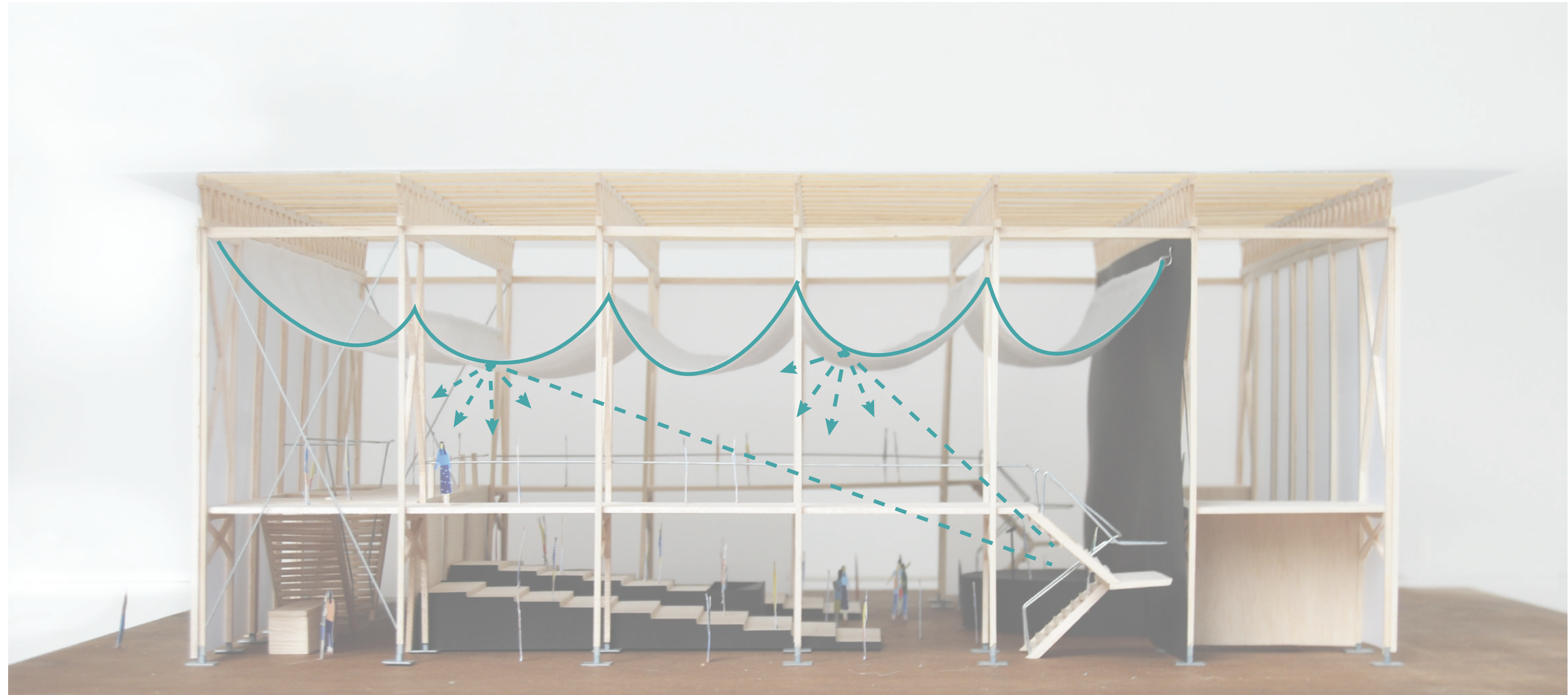
FLEXIBLE CEILING



SECTION



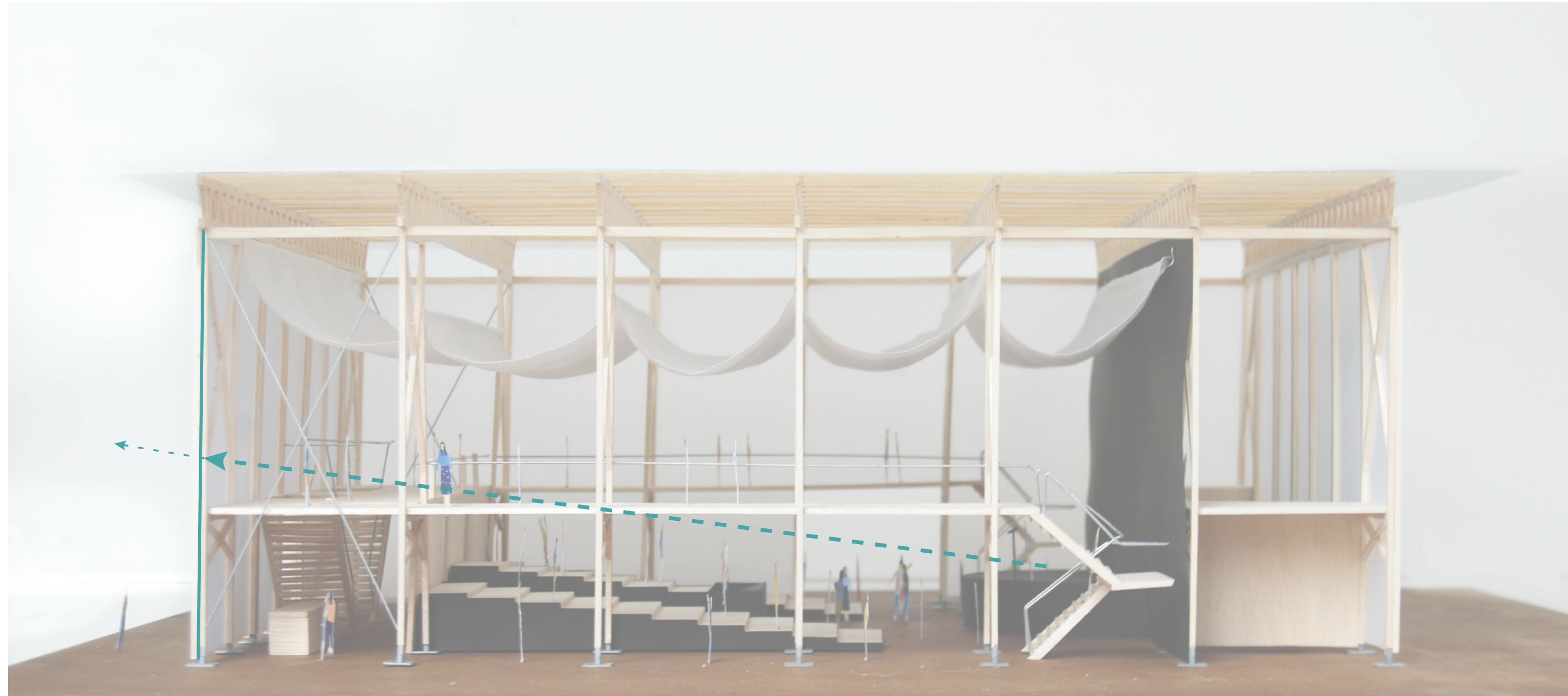
ACOUSTIC CONCEPT



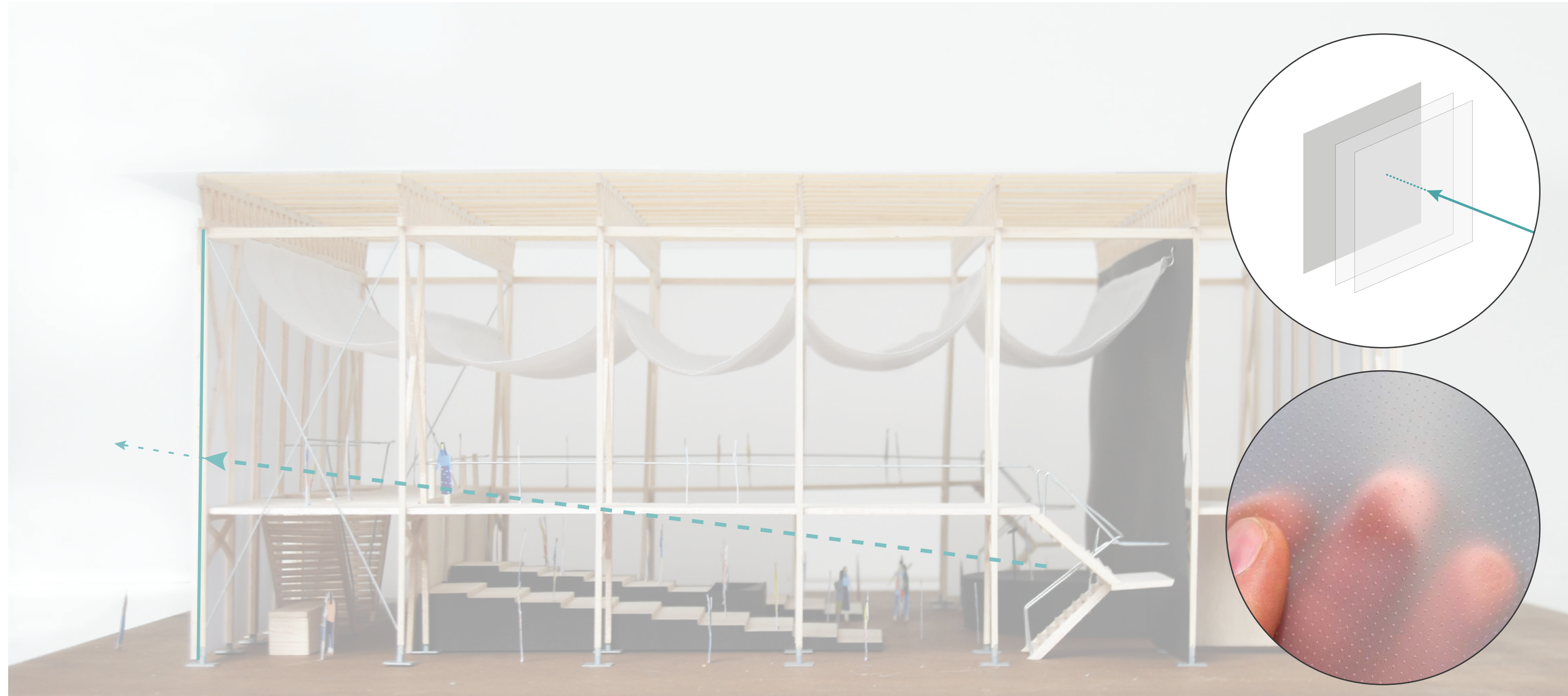
ACOUSTIC CONCEPT



ACOUSTIC CONCEPT



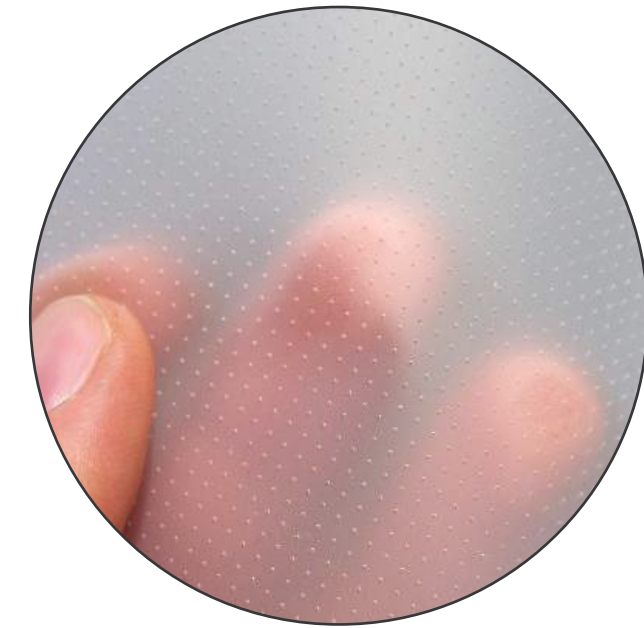
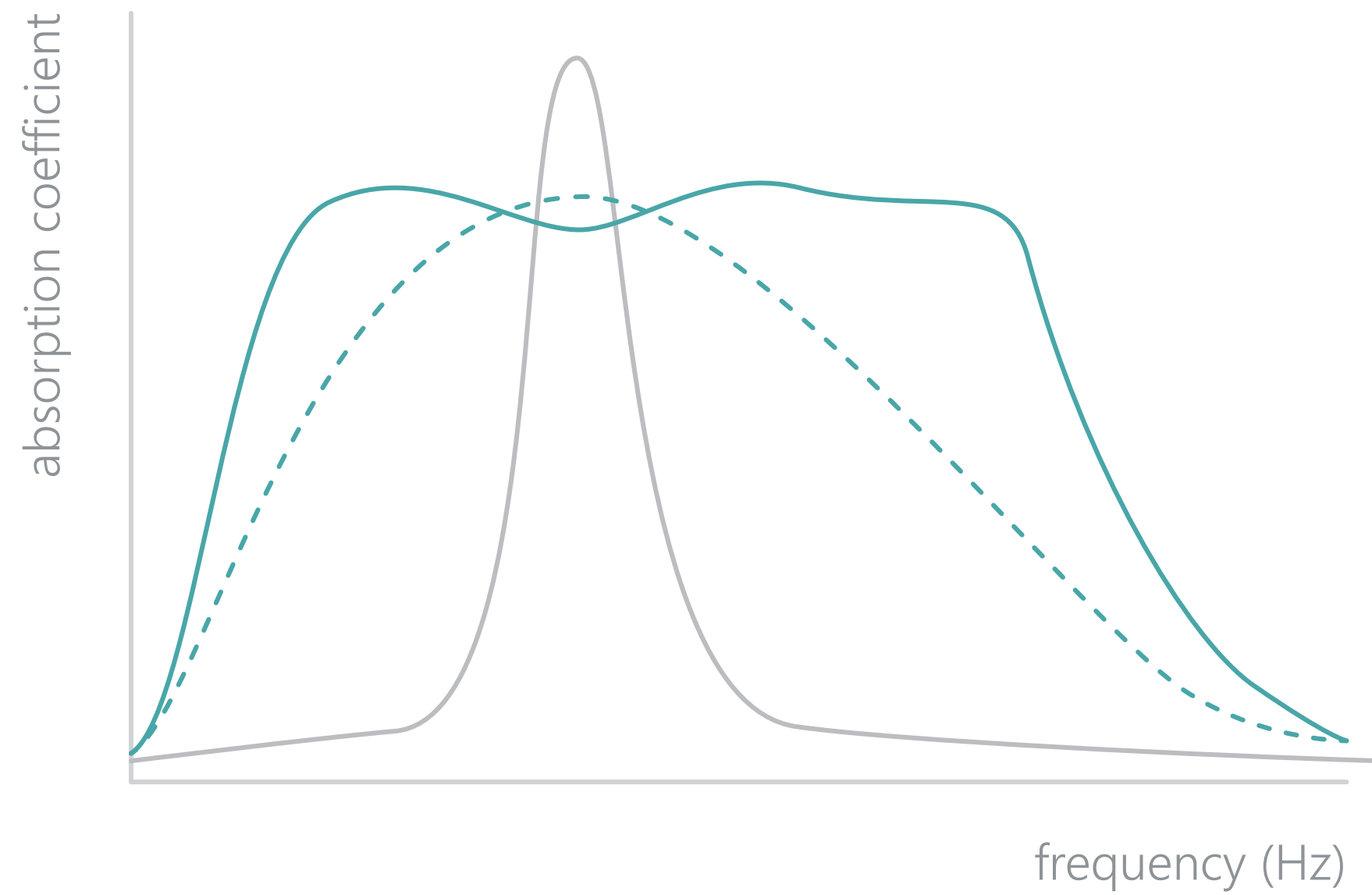
ACOUSTIC CONCEPT



Source: Barissol - Microsorber

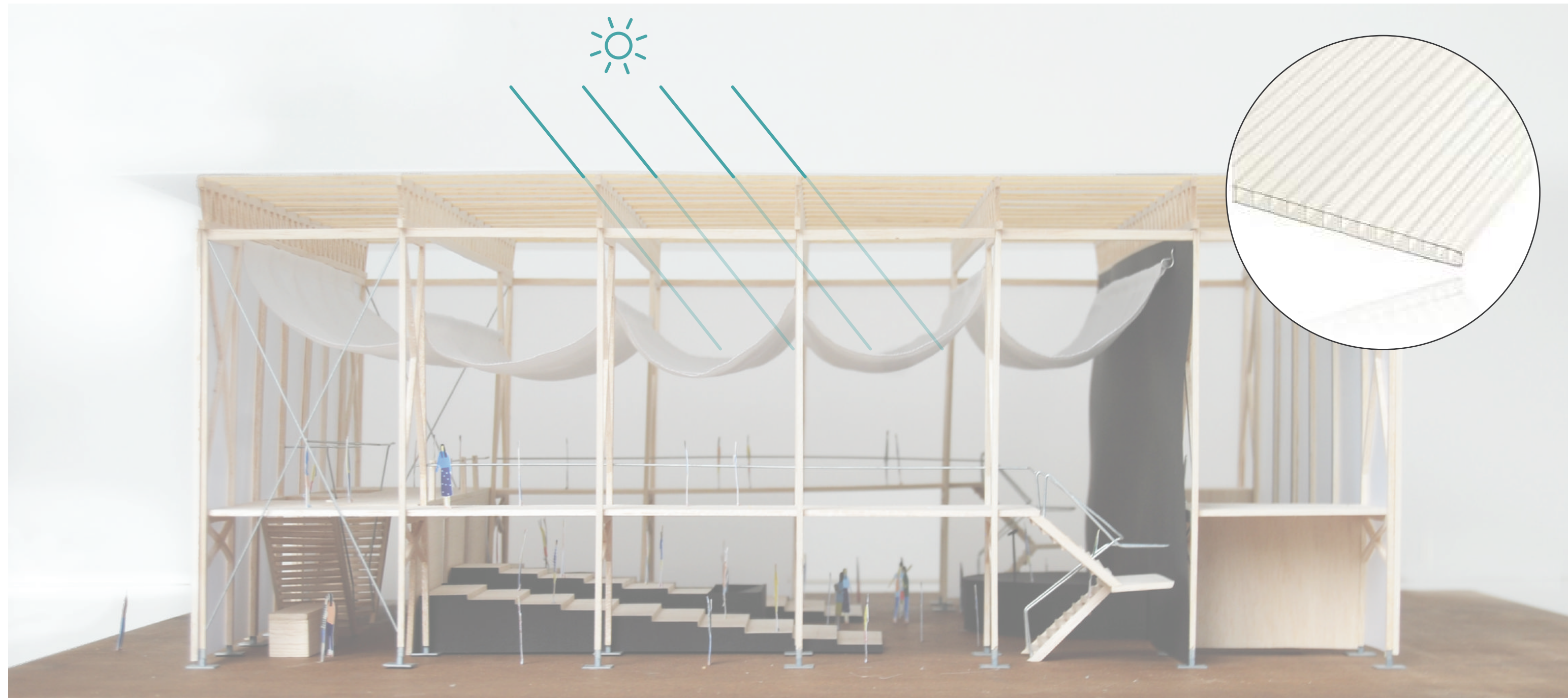
ACOUSTIC CONCEPT

micro perforated facade

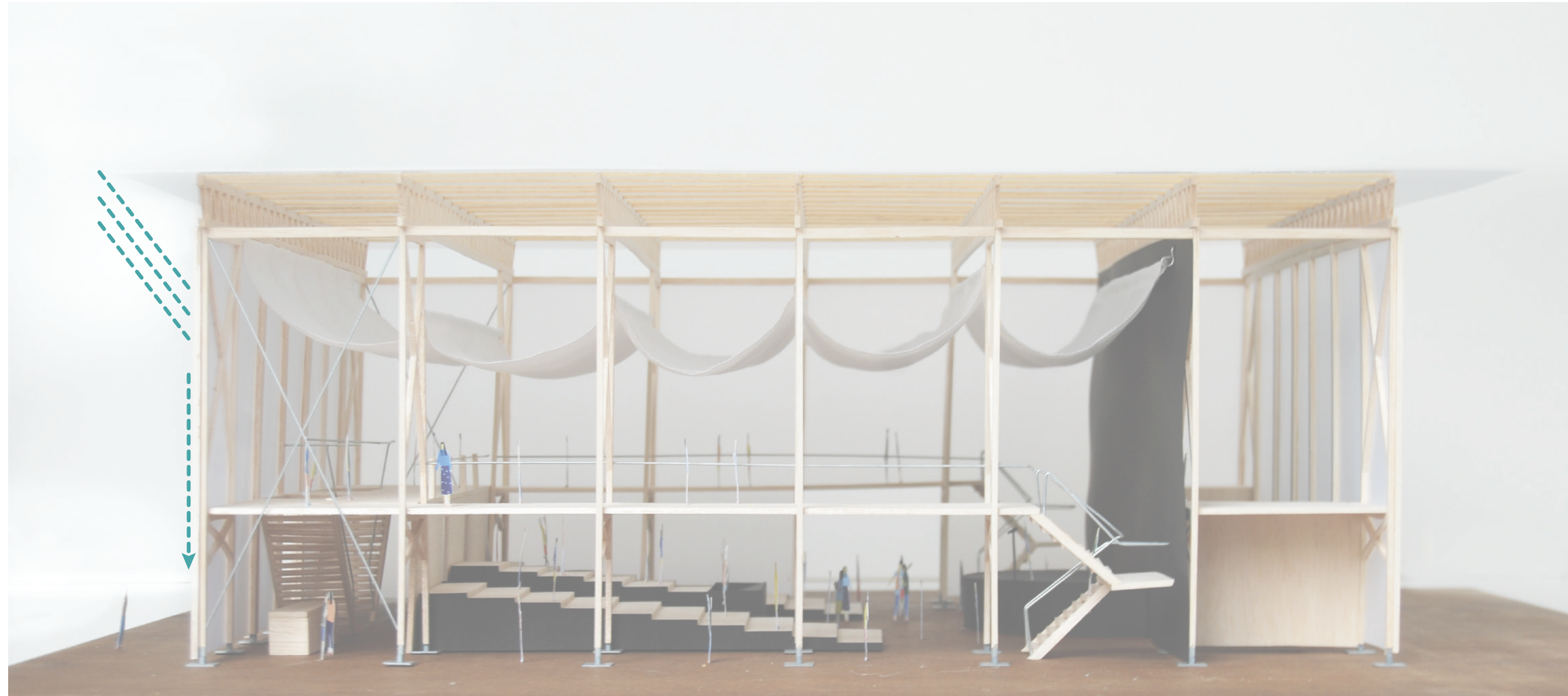


- regular acoustic material
- - - single layer MP fabric
- multi-layer MP fabric

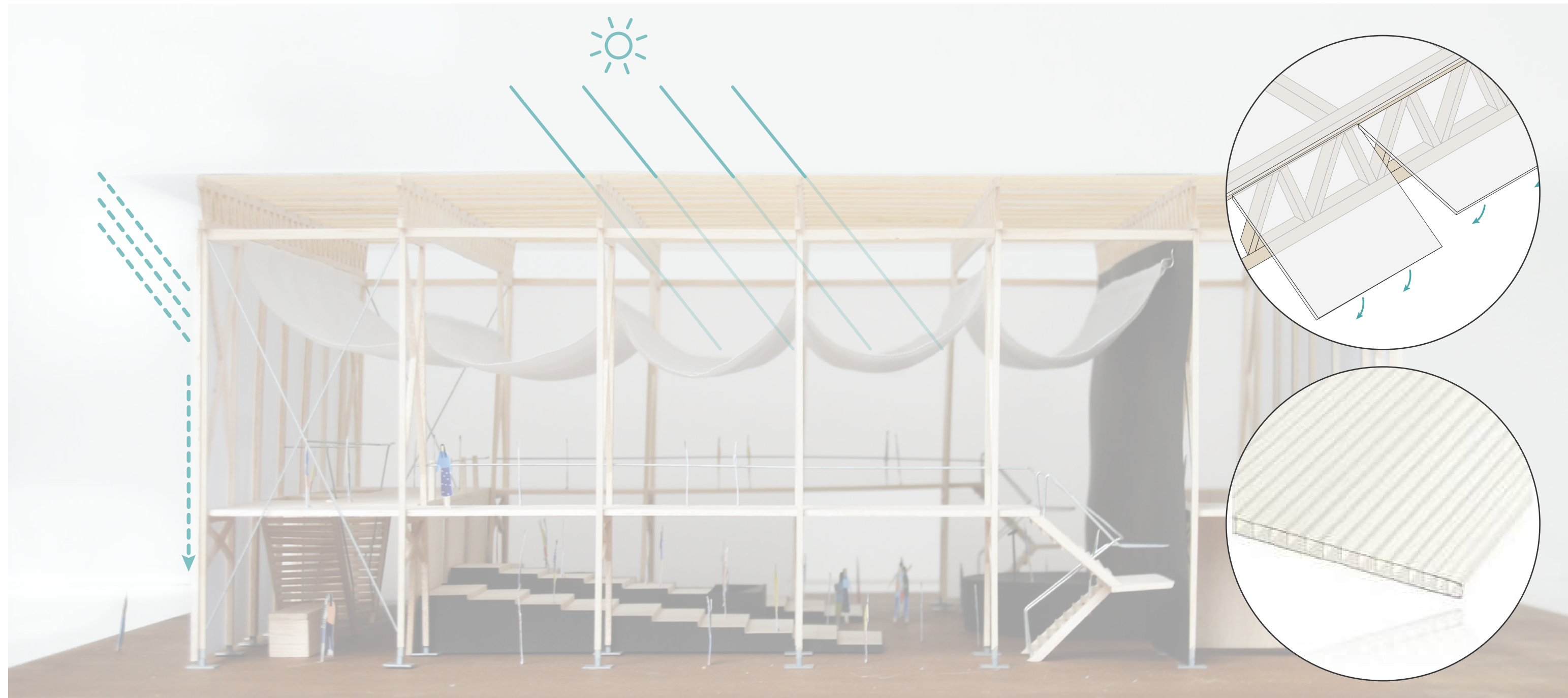
CLIMATE CONCEPT



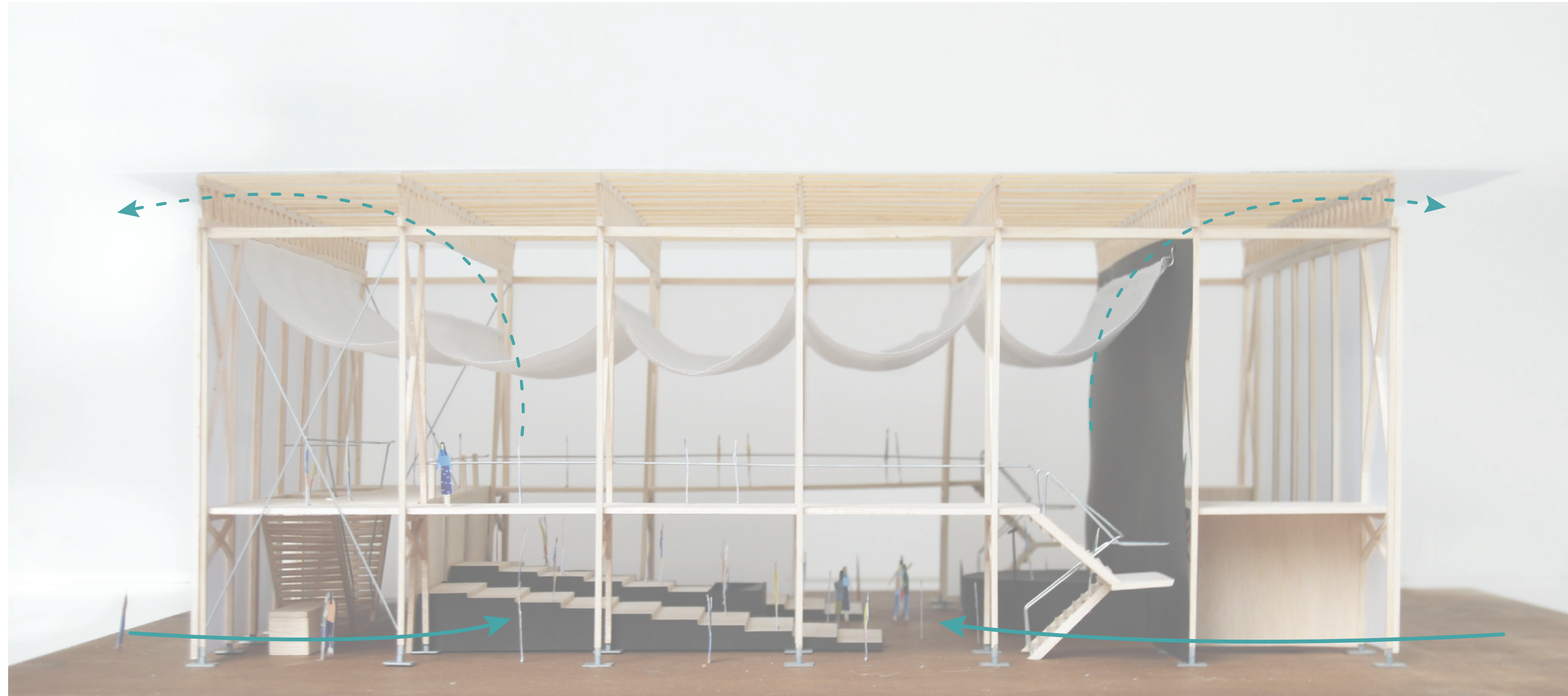
CLIMATE CONCEPT



CLIMATE CONCEPT



CLIMATE CONCEPT



CLIMATE CONCEPT





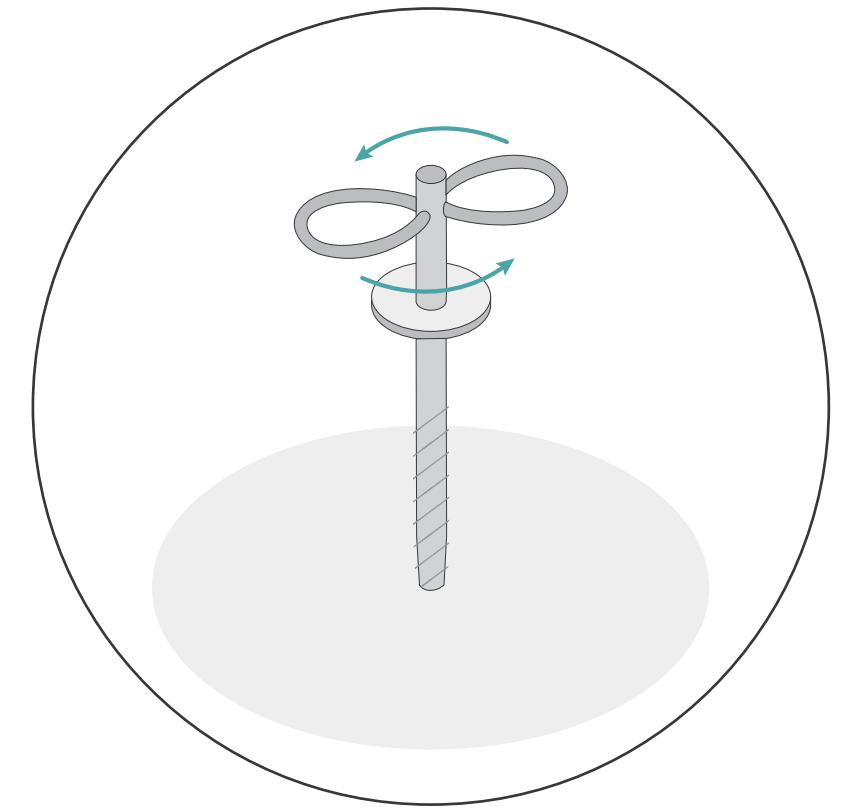




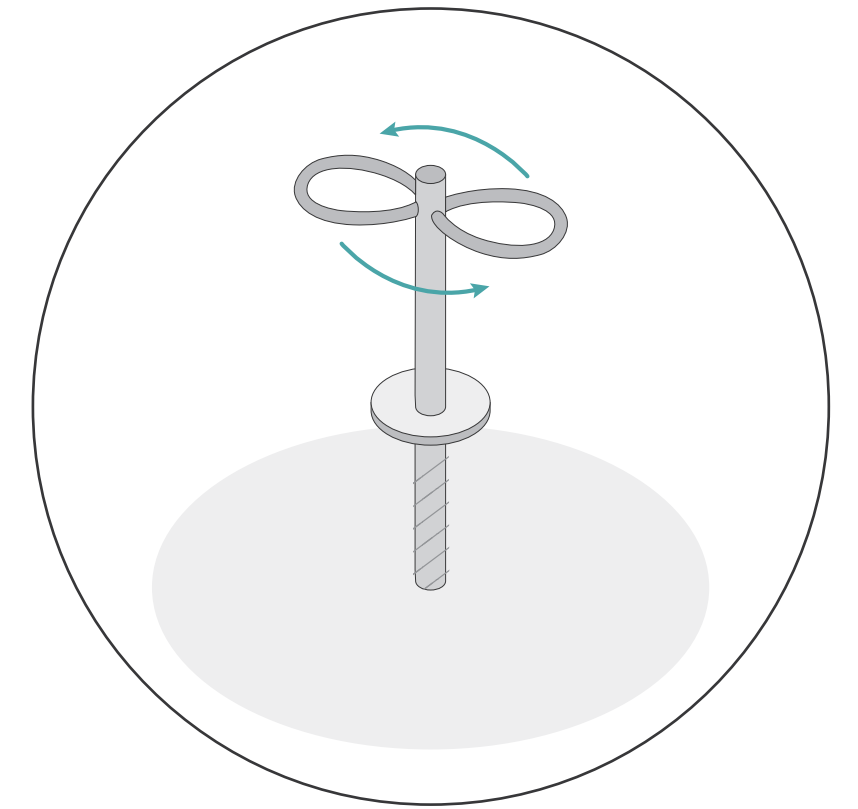


HOW TO BUILD IT

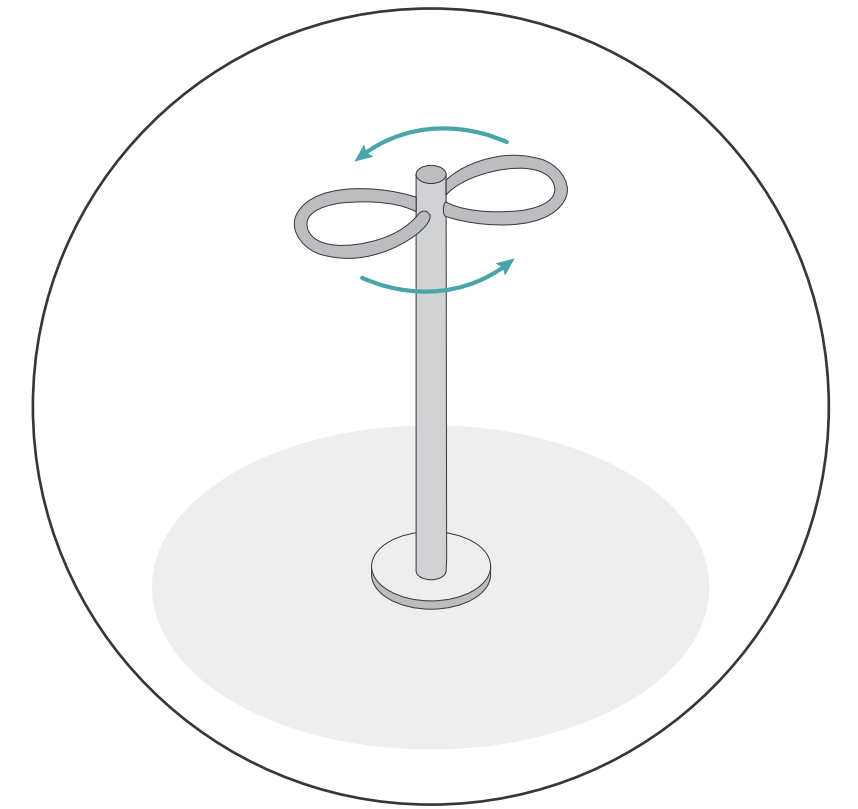
STEP 1



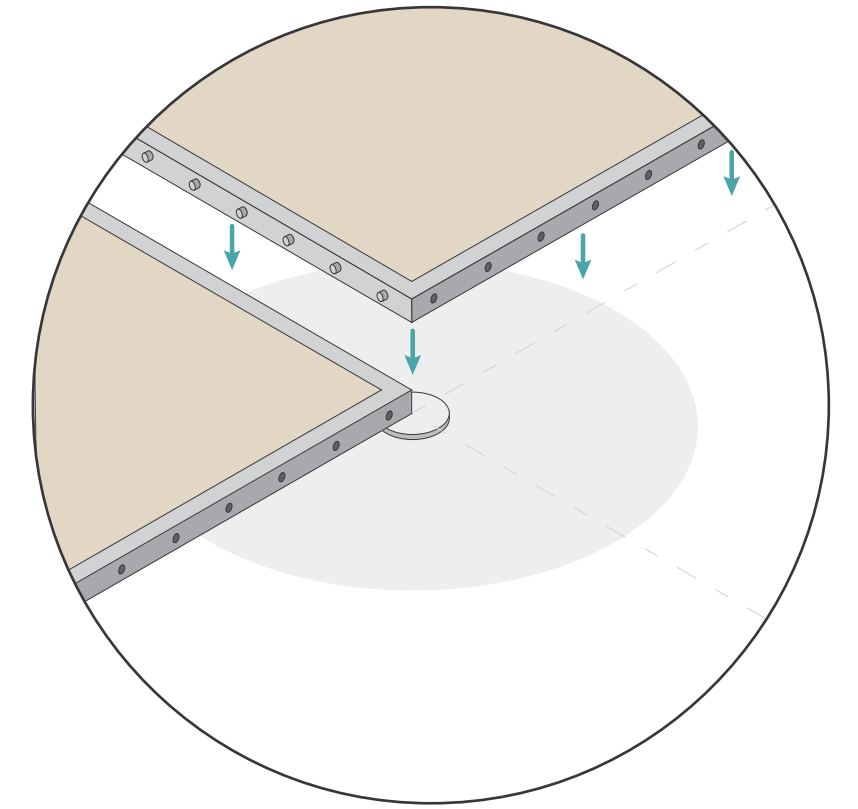
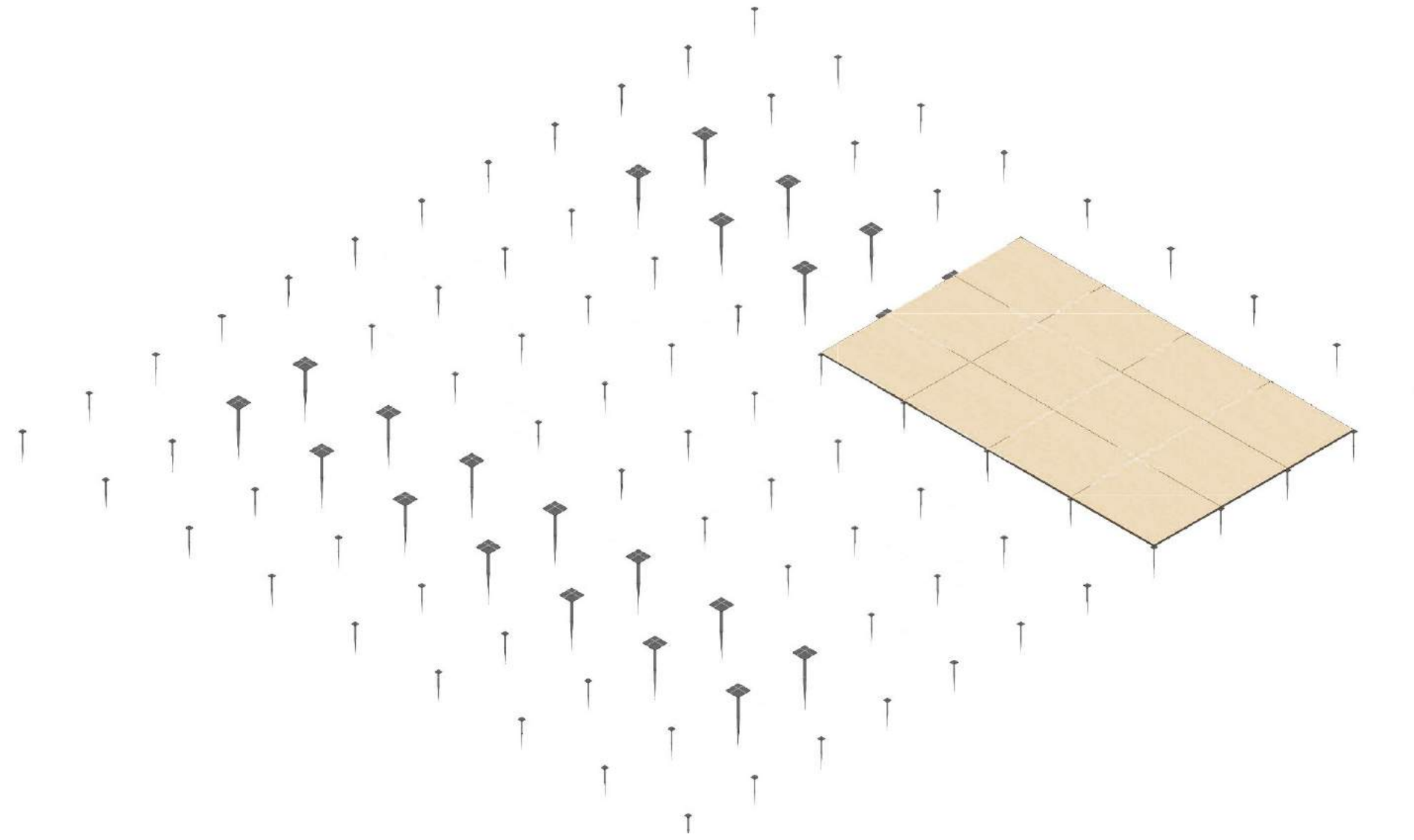
STEP 1



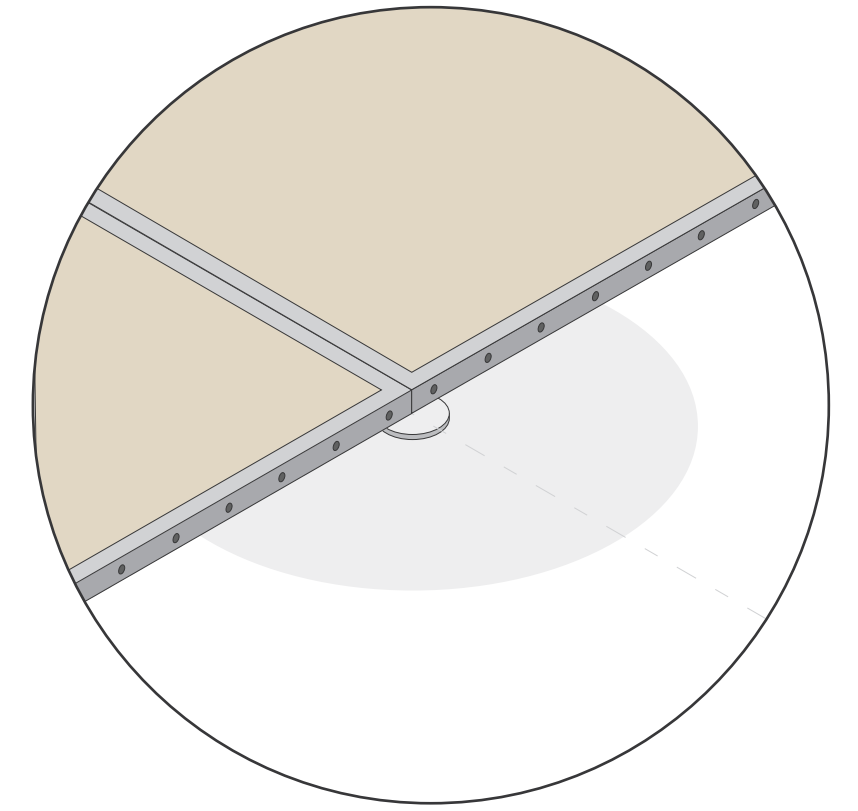
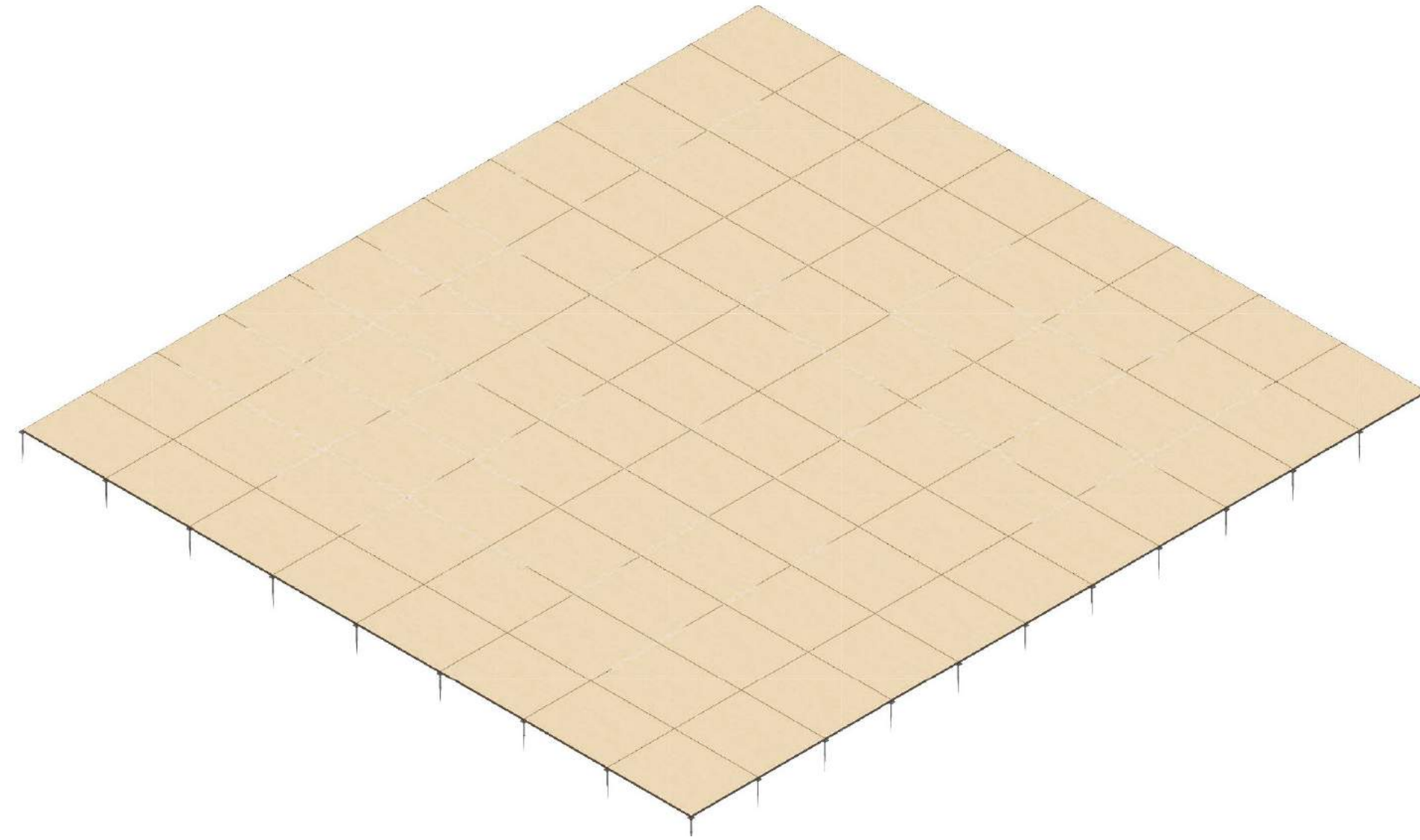
STEP 1



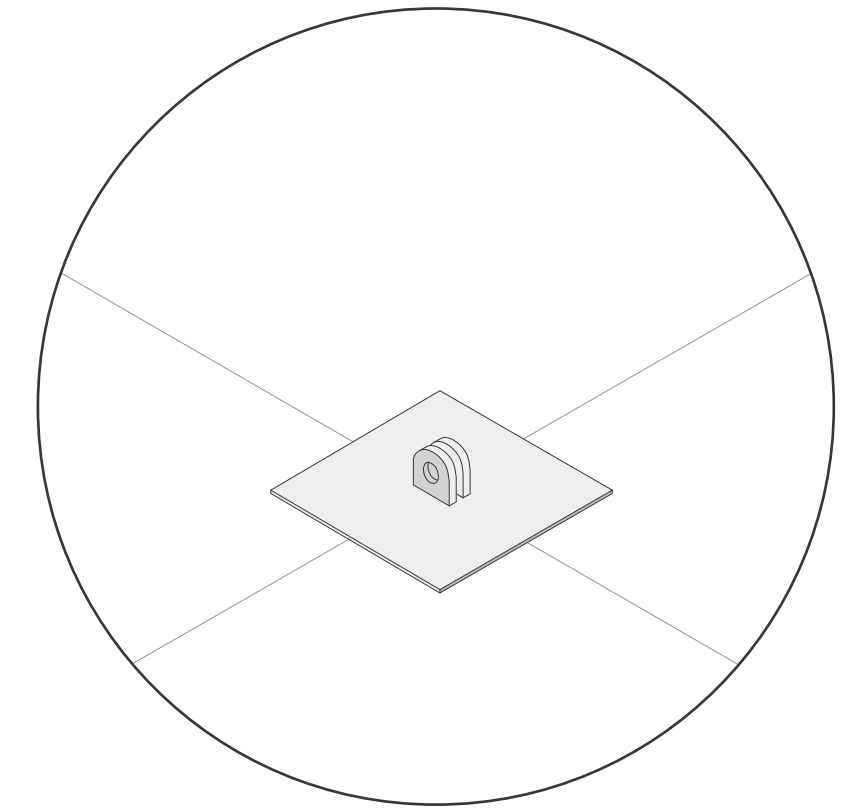
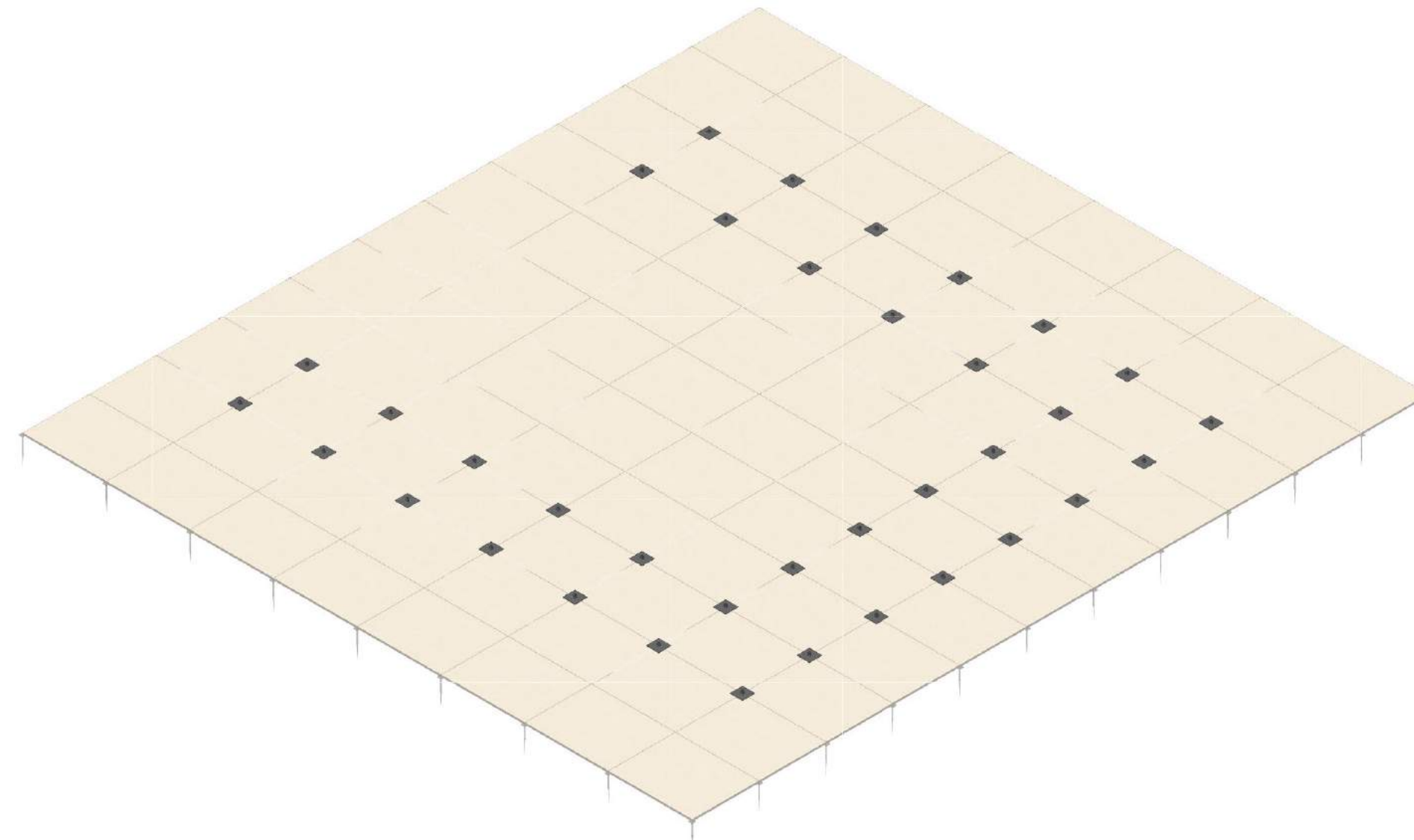
STEP 2



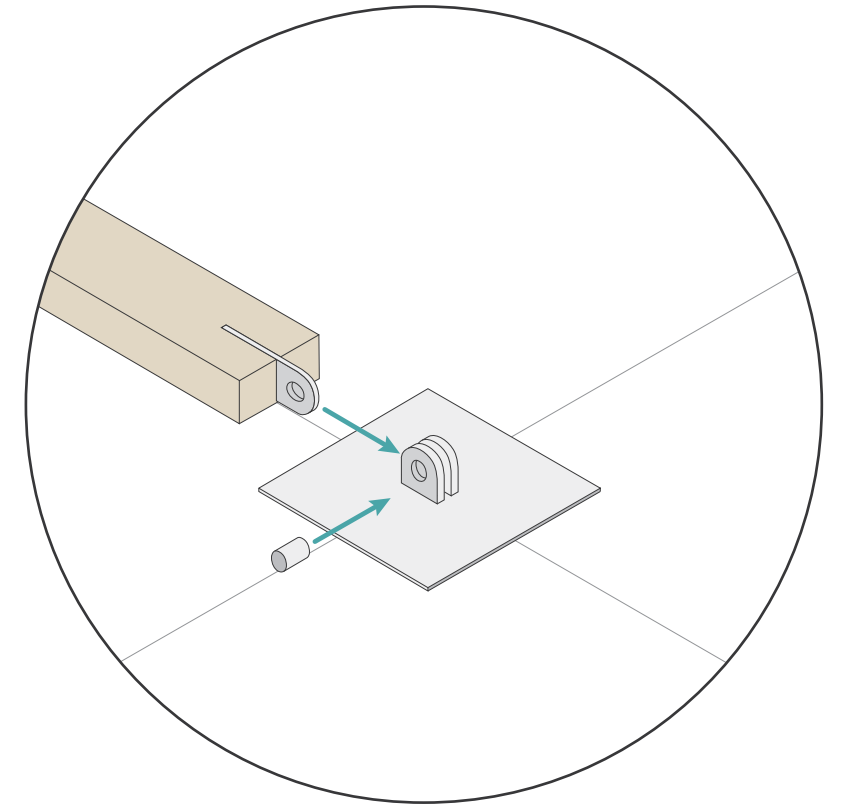
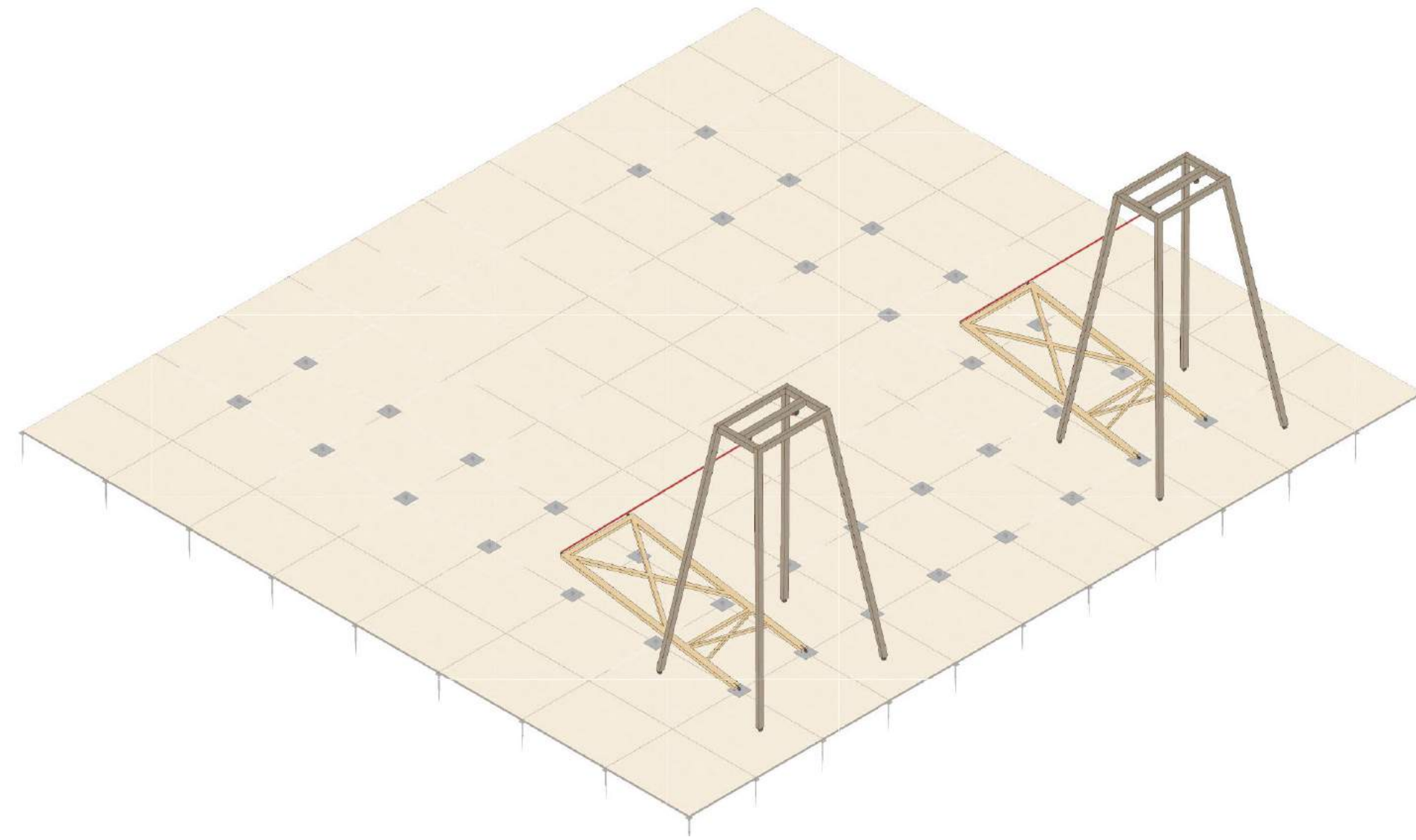
STEP 3



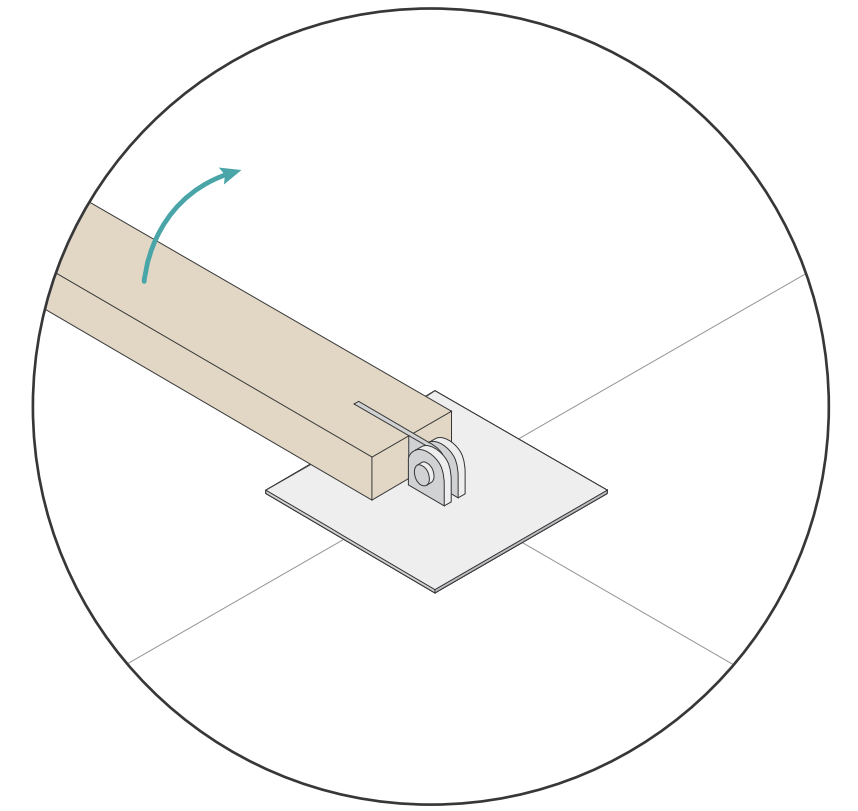
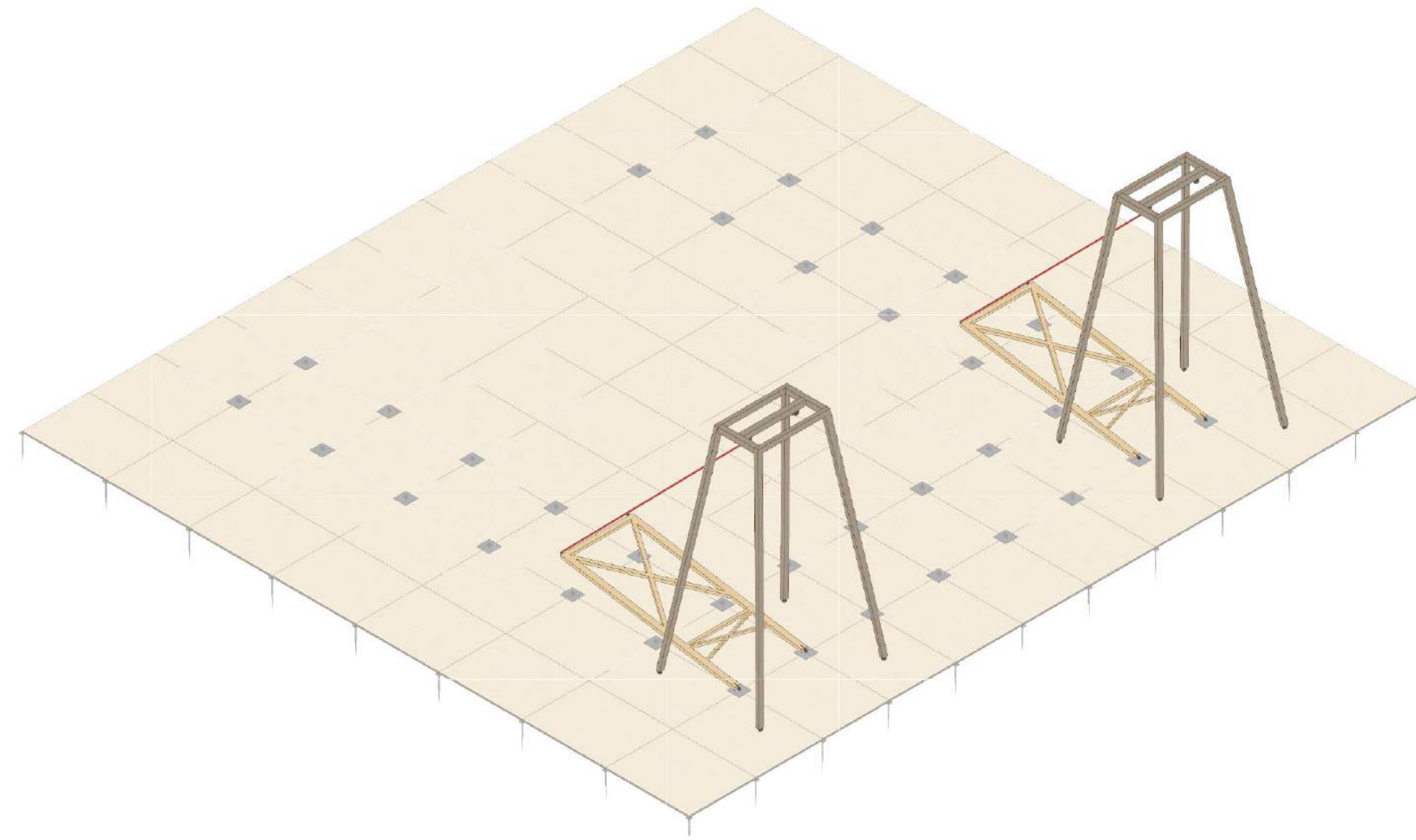
STEP 4



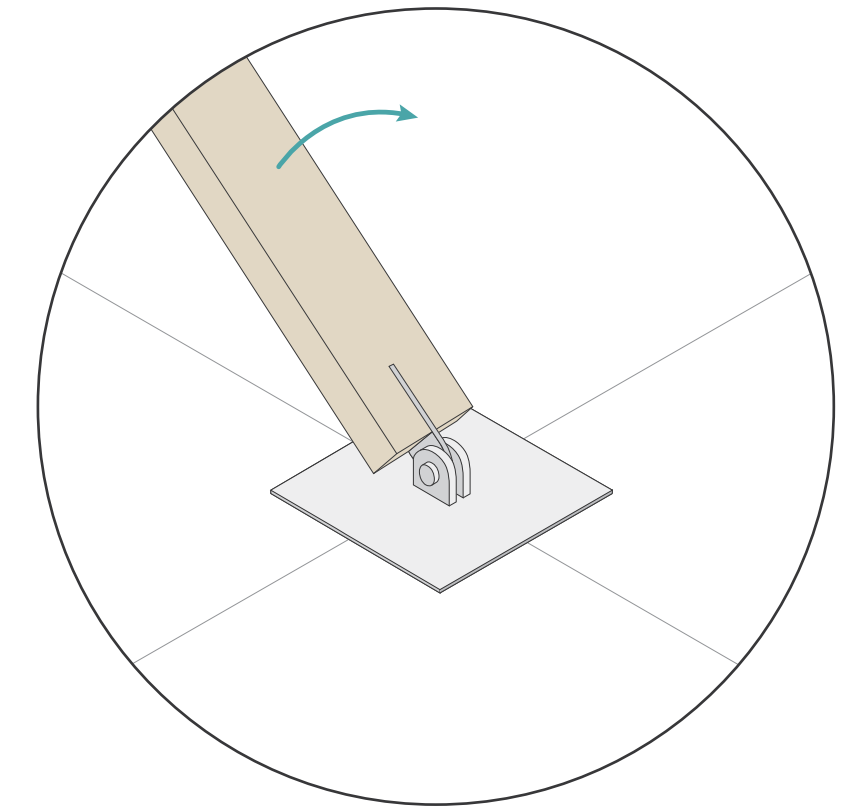
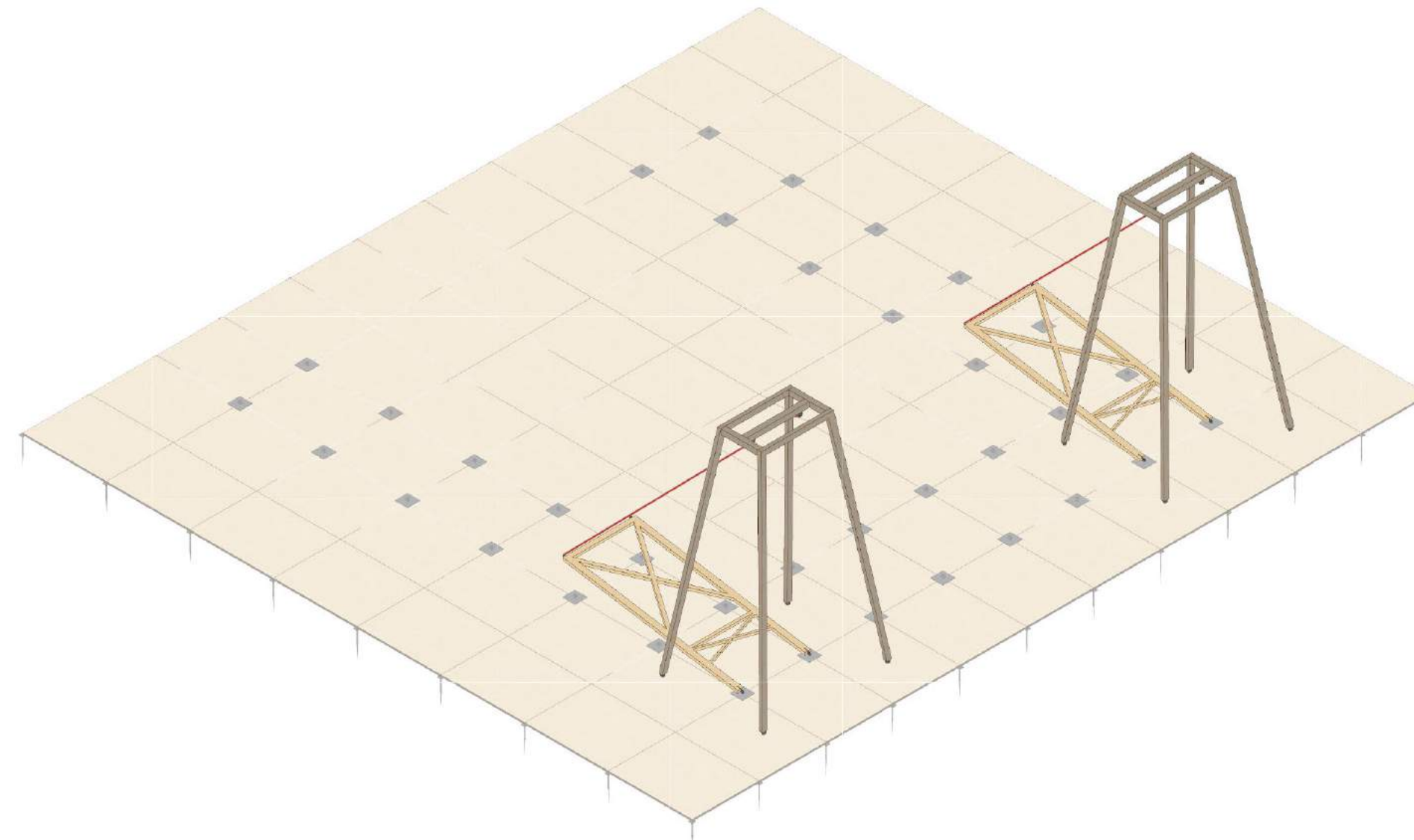
STEP 5



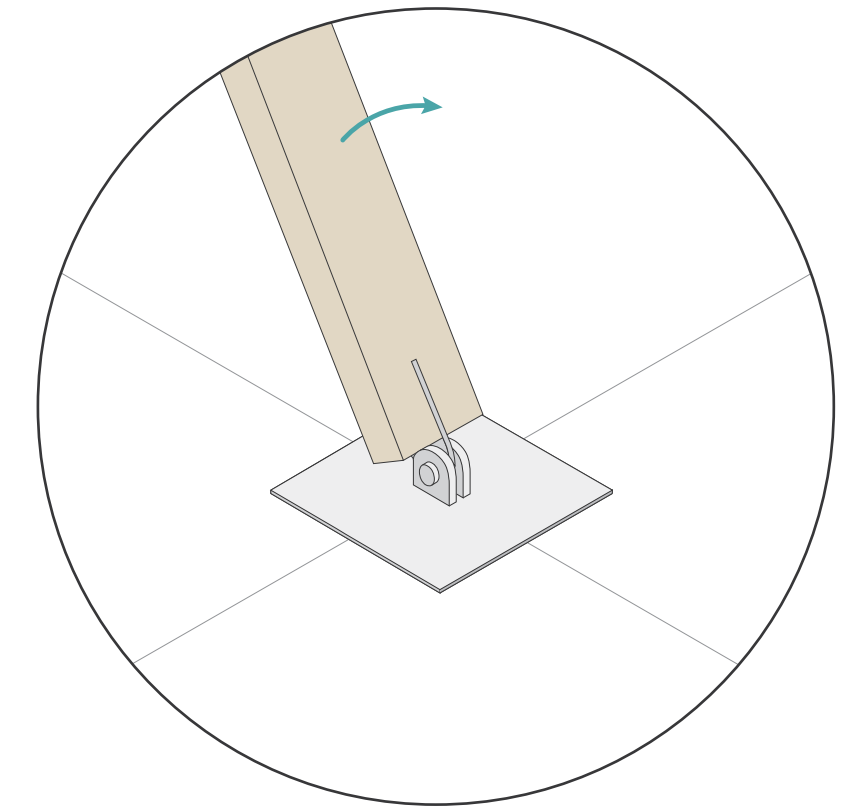
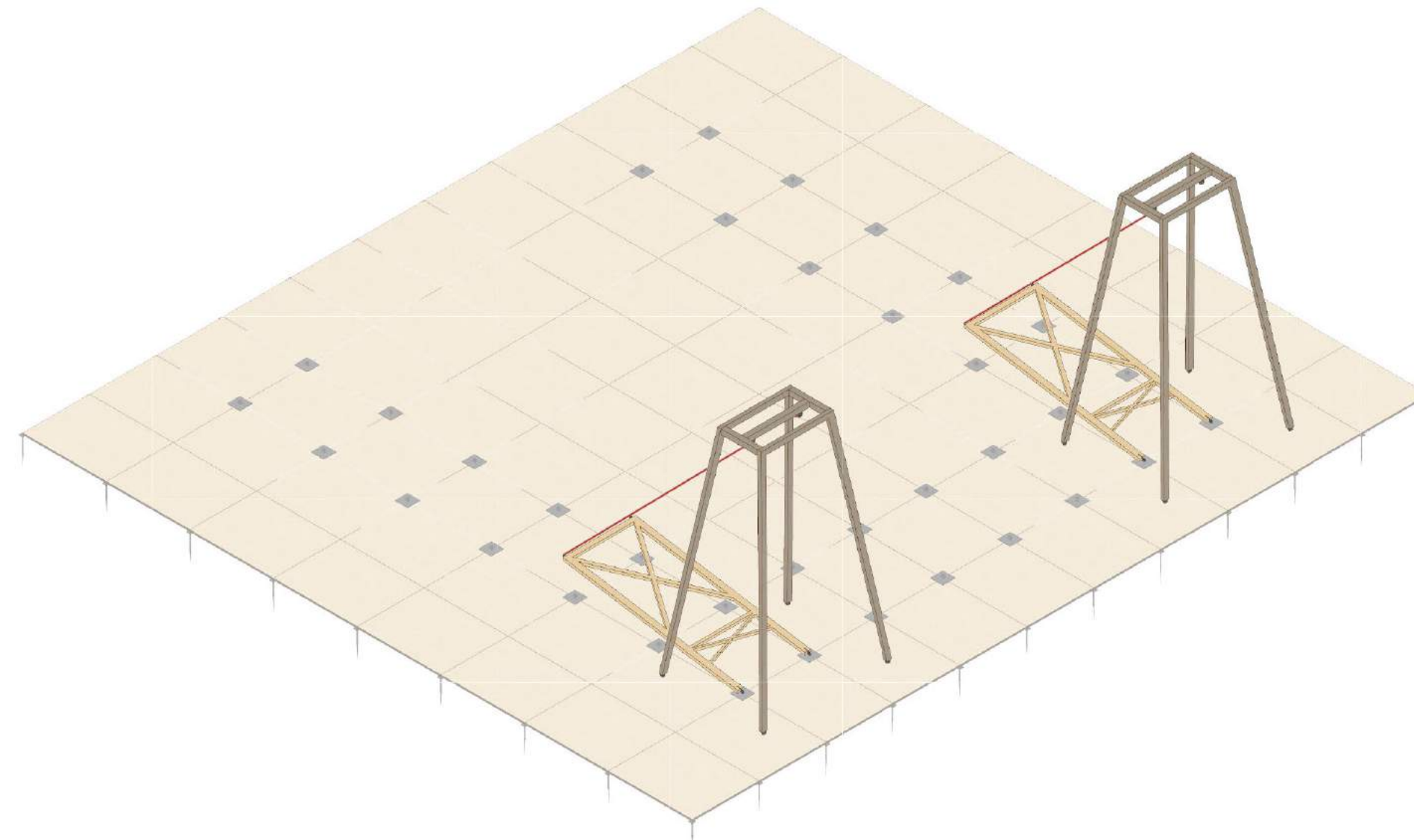
STEP 5



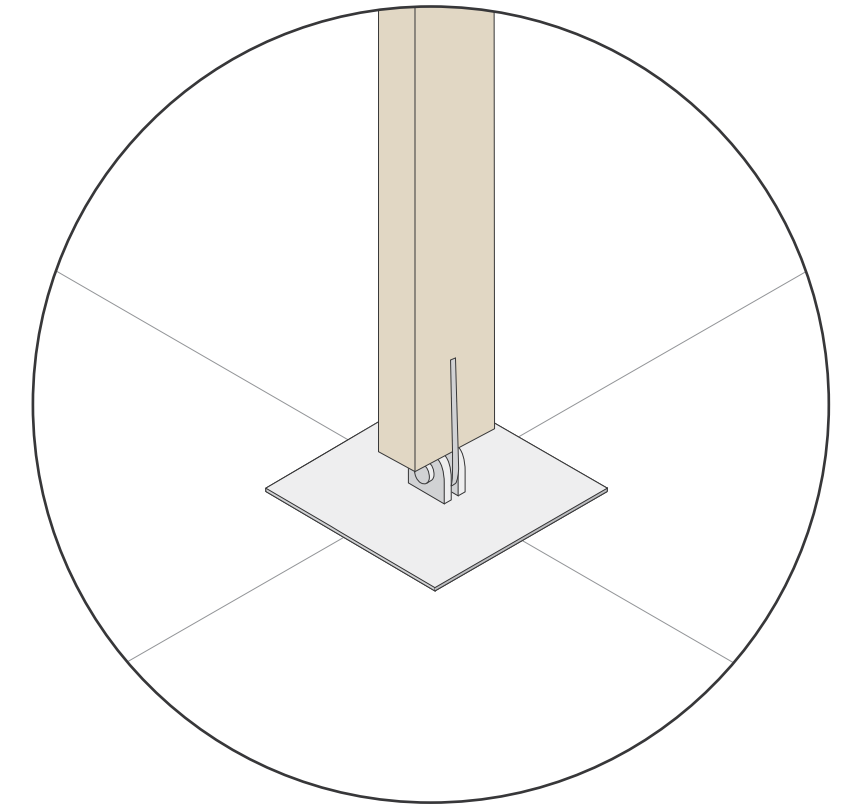
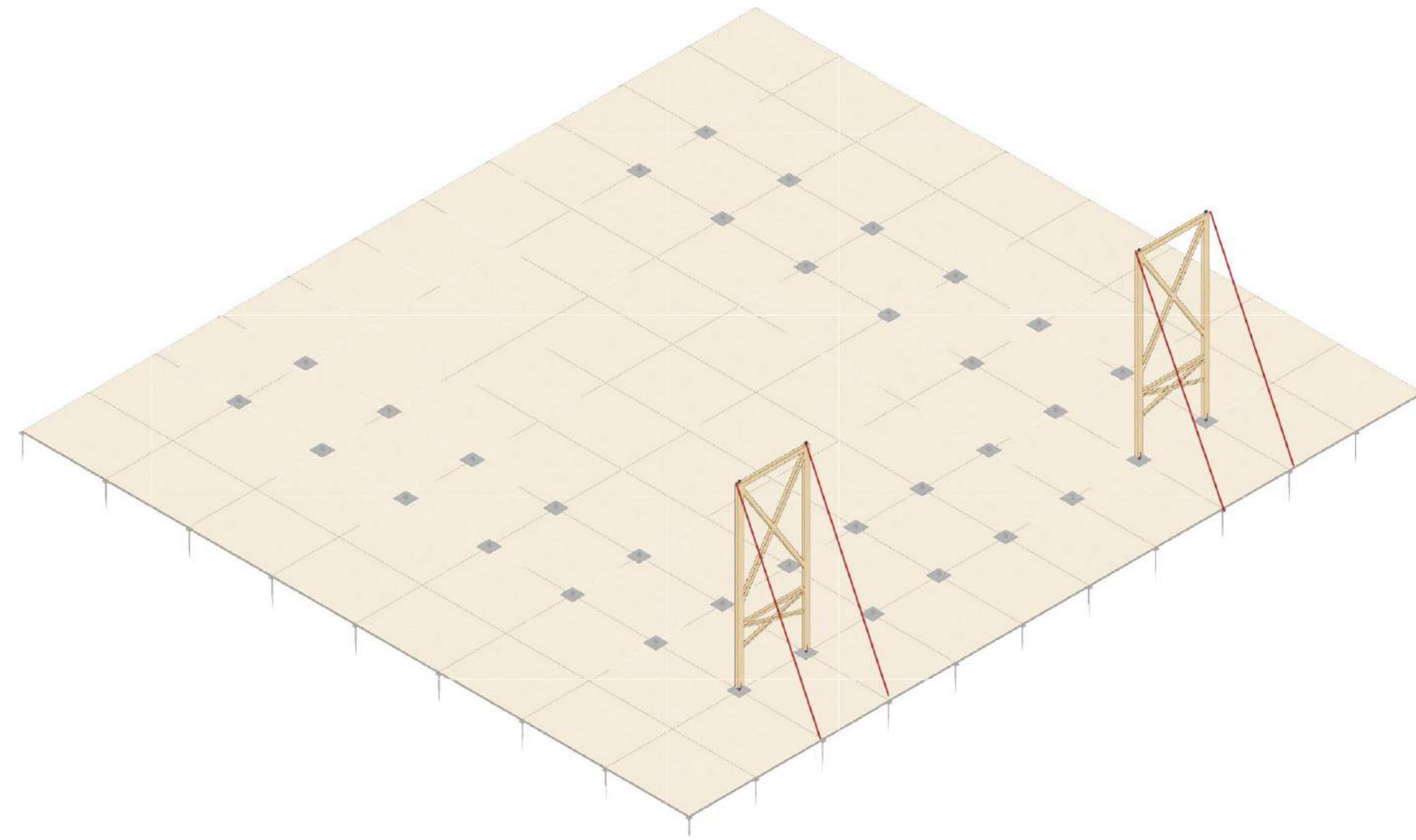
STEP 5



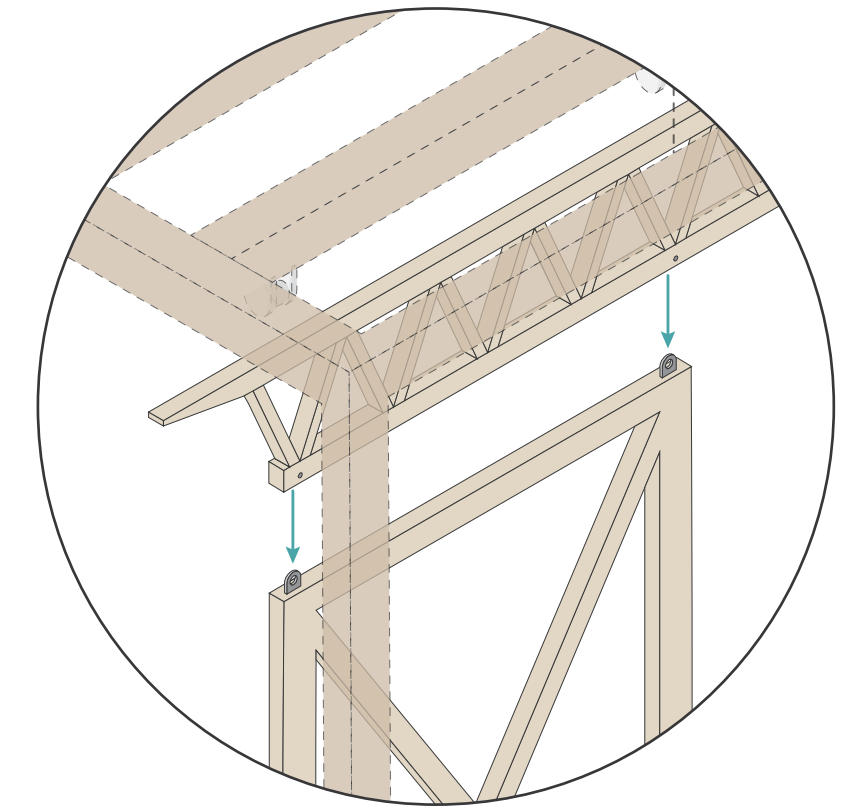
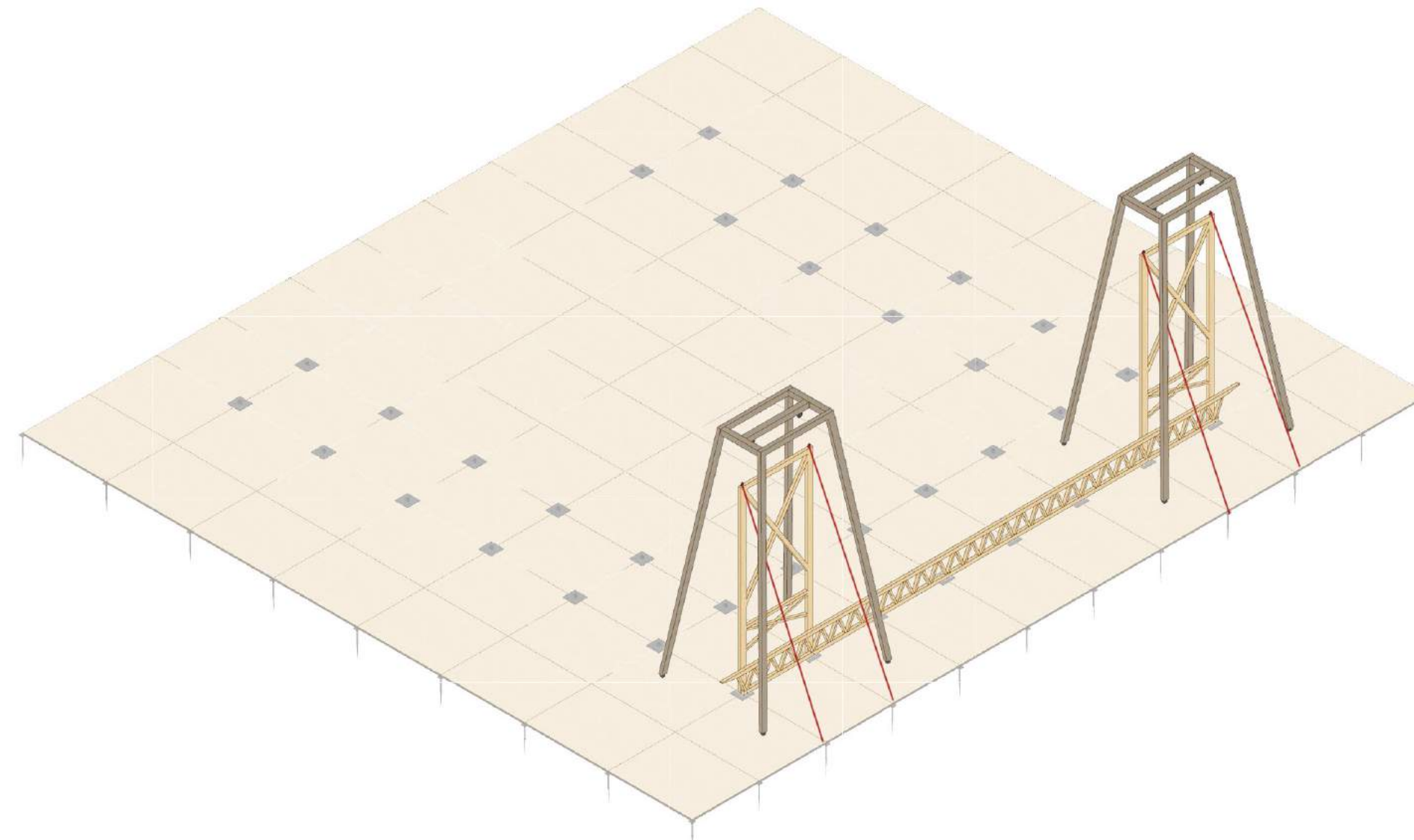
STEP 5



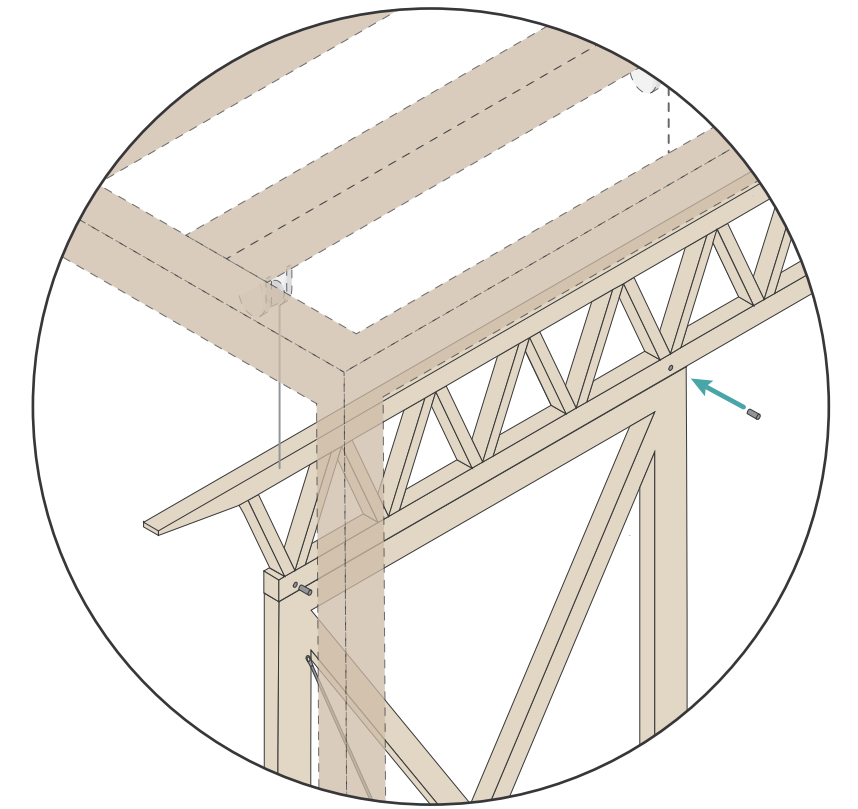
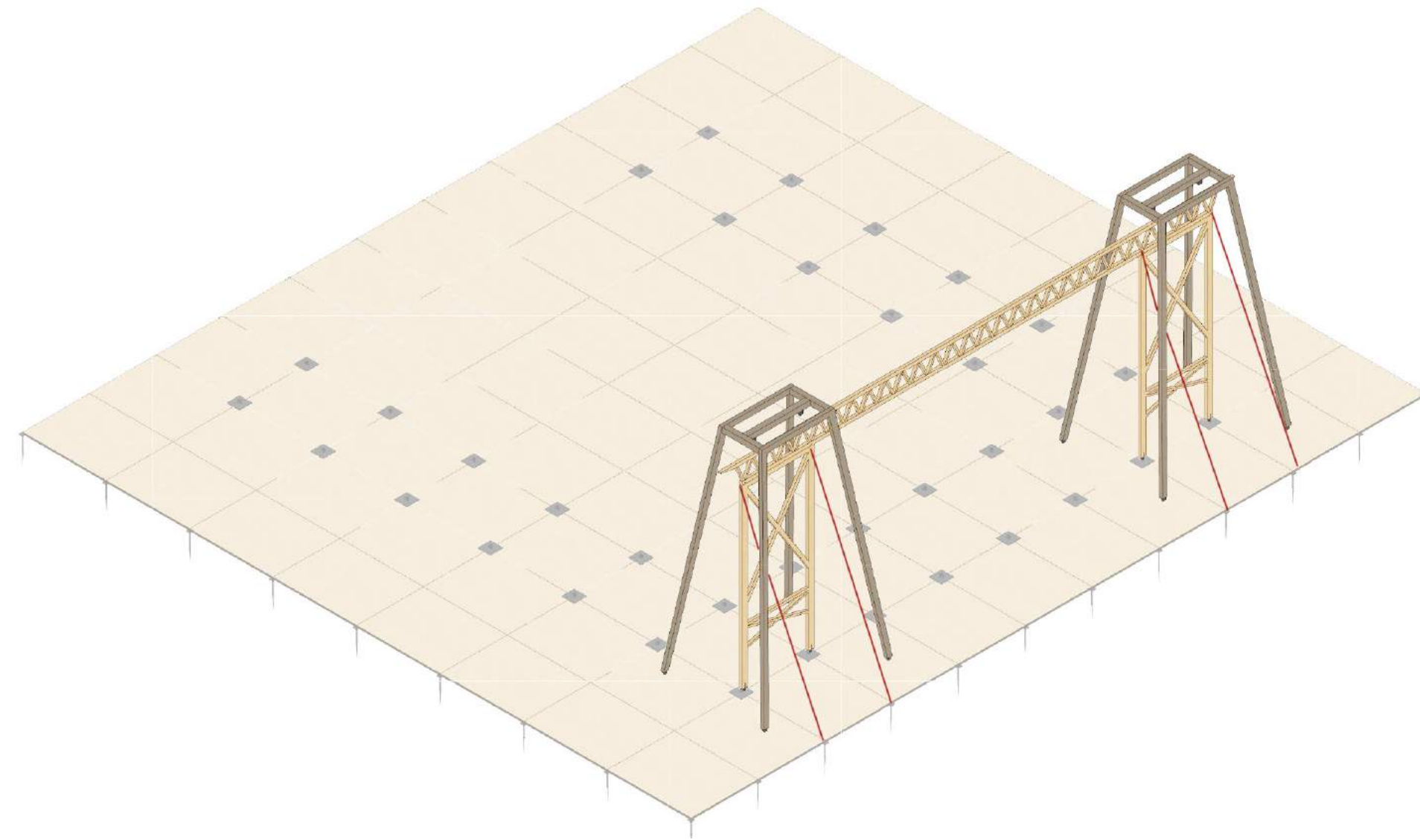
STEP 6



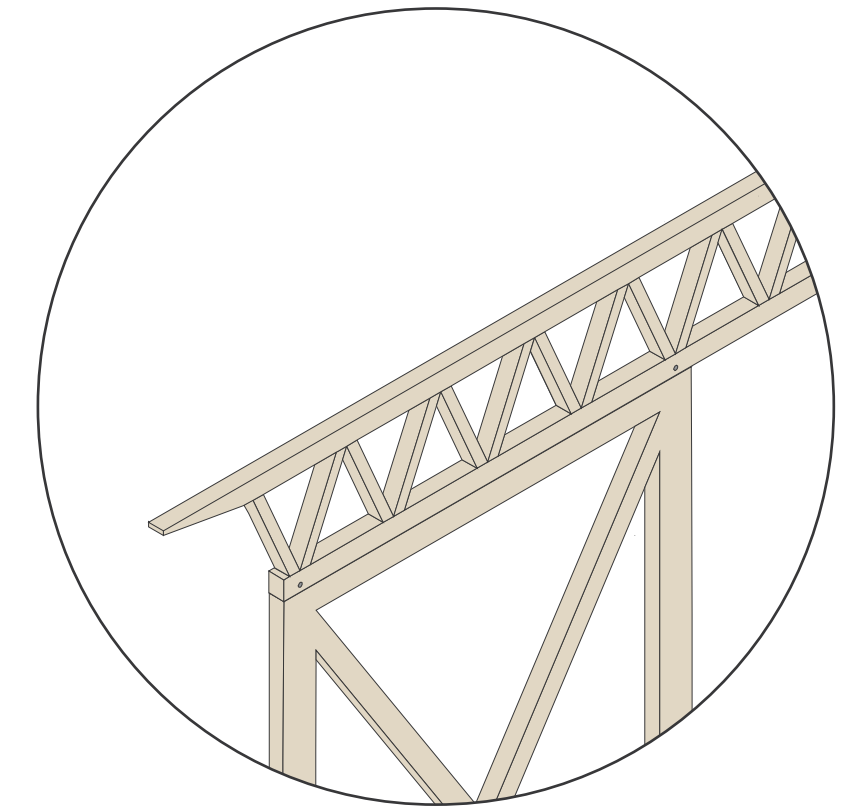
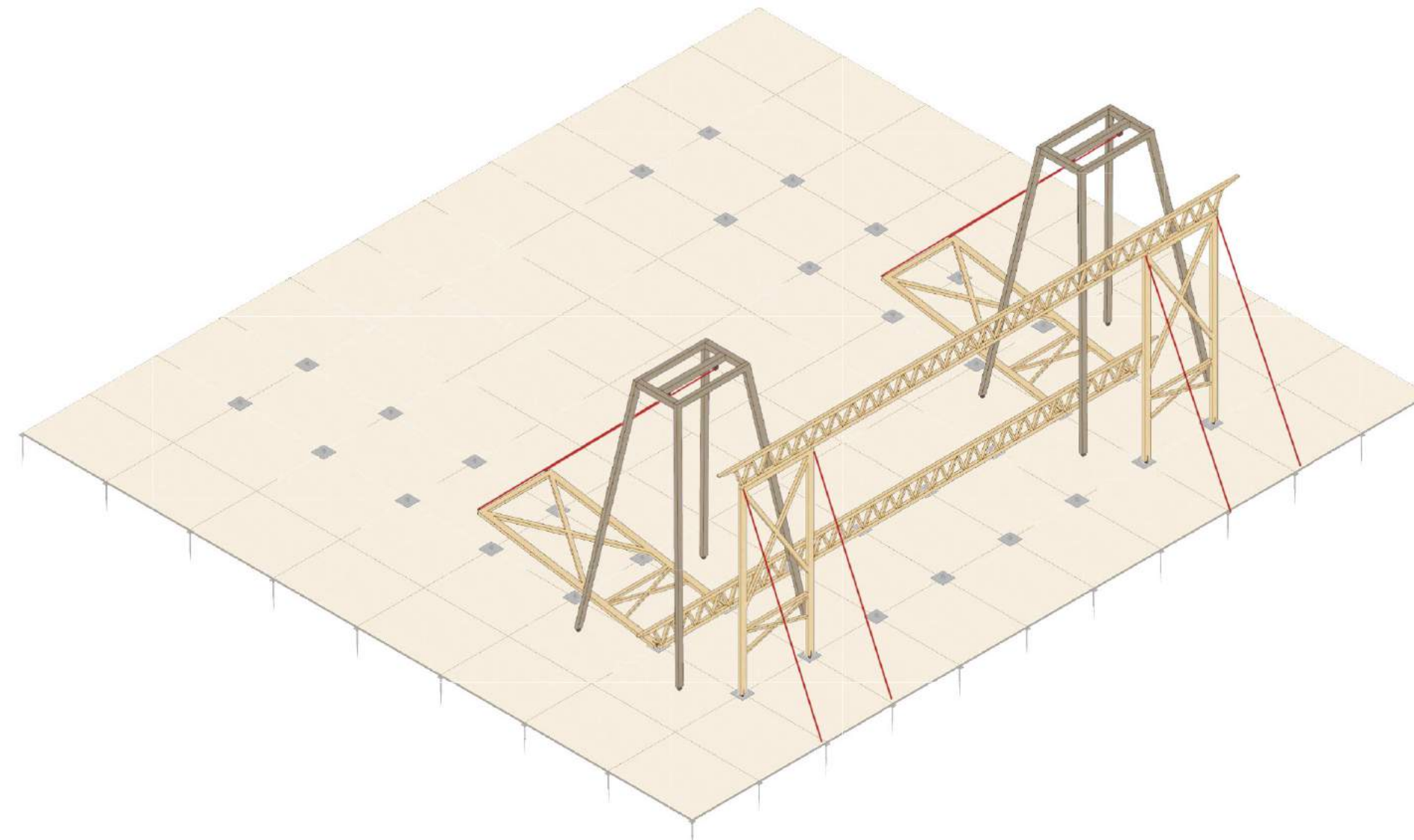
STEP 7



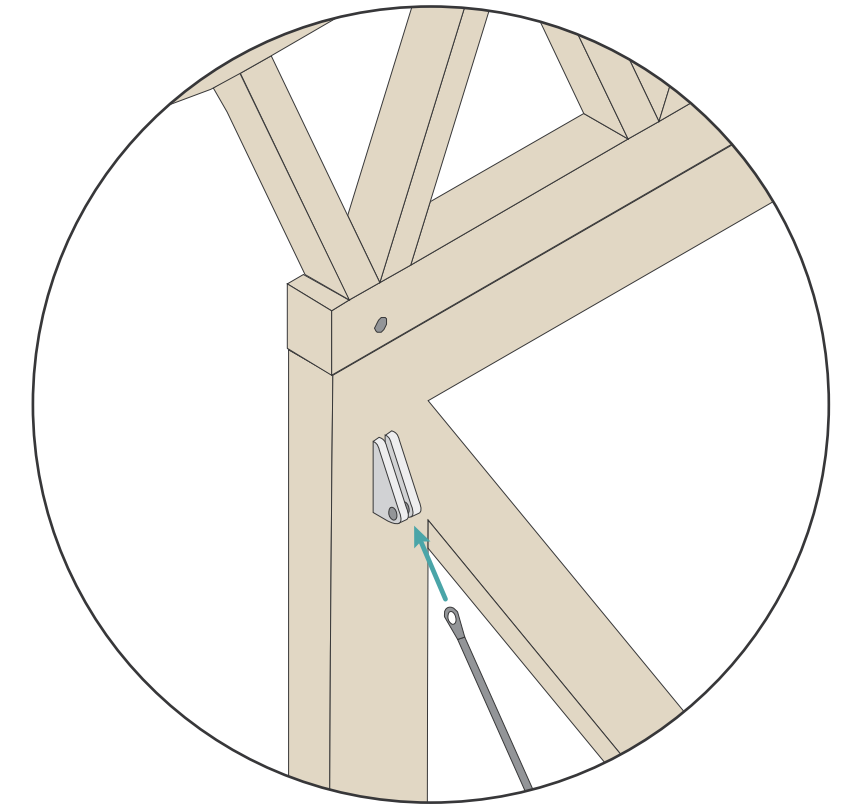
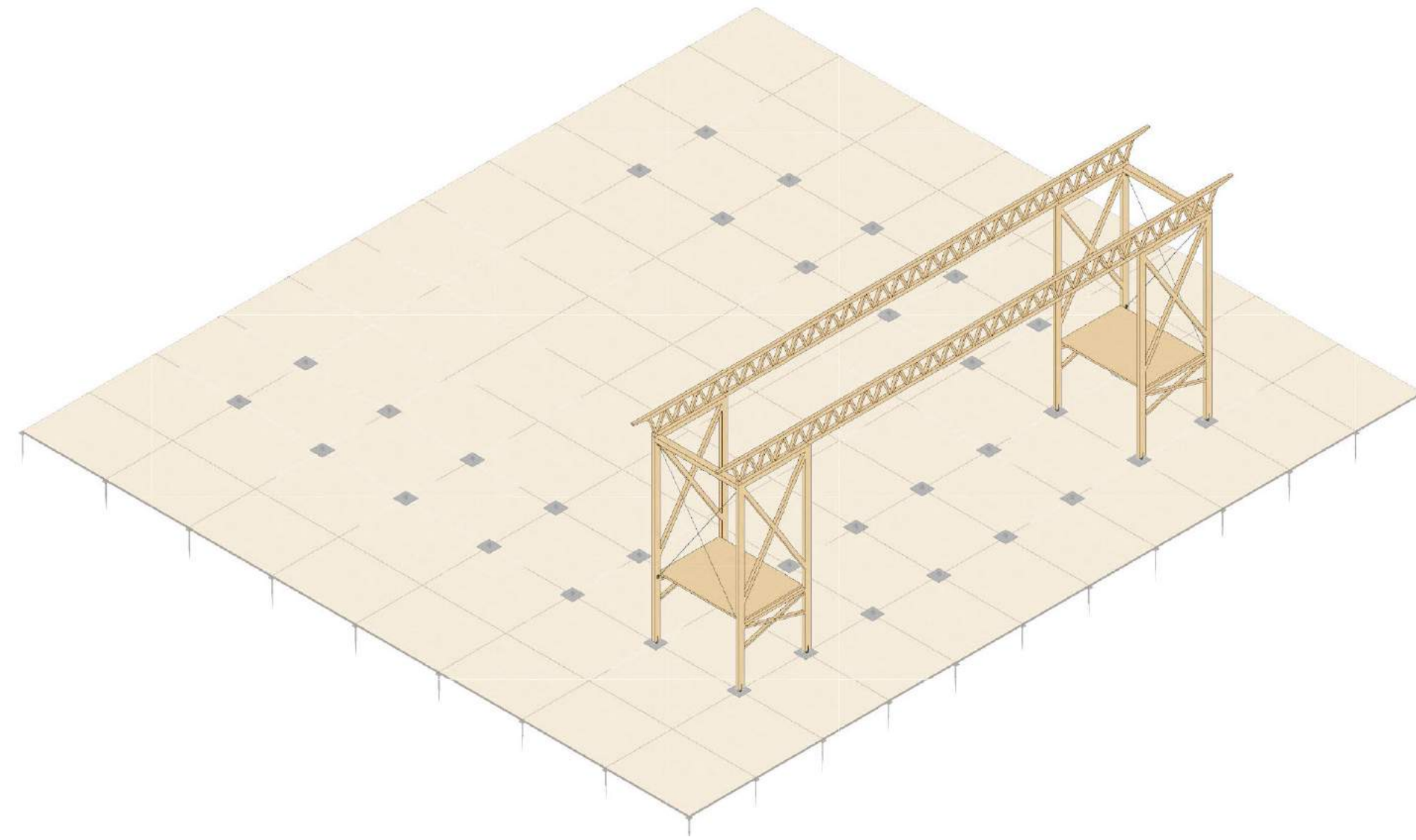
STEP 8



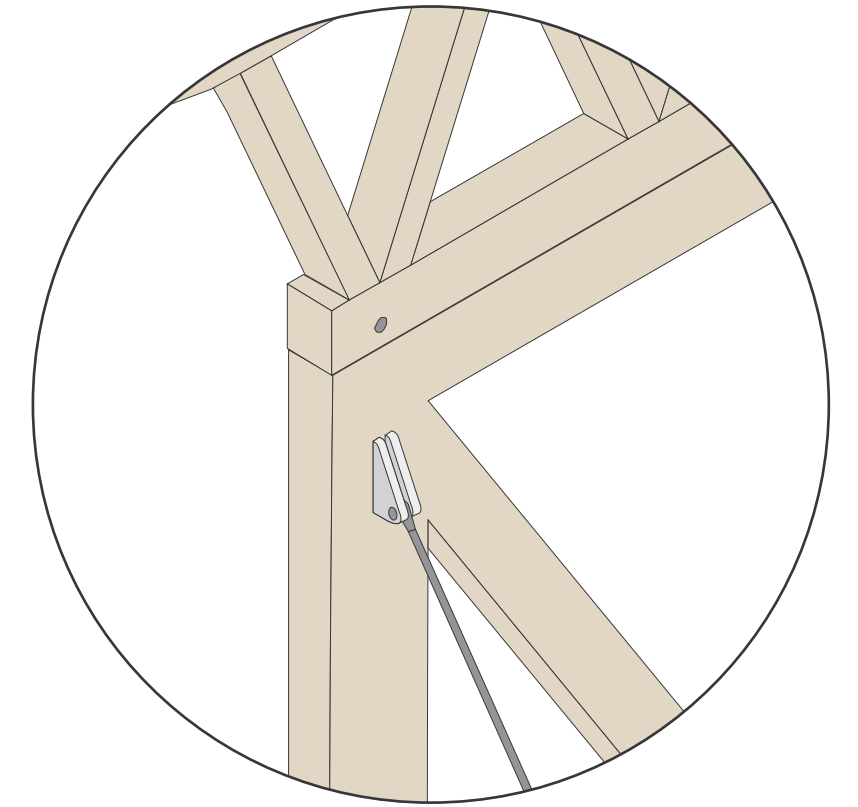
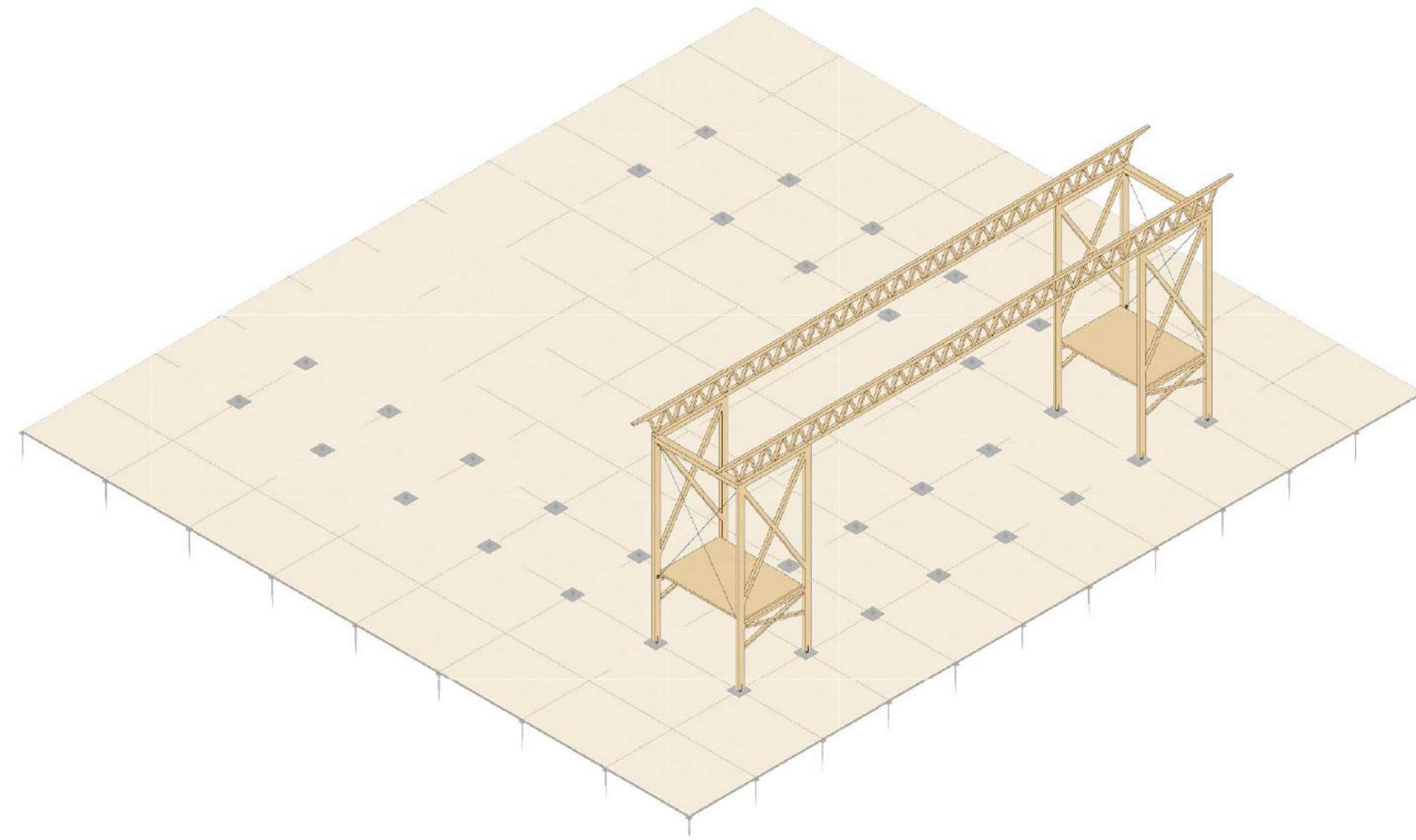
STEP 9



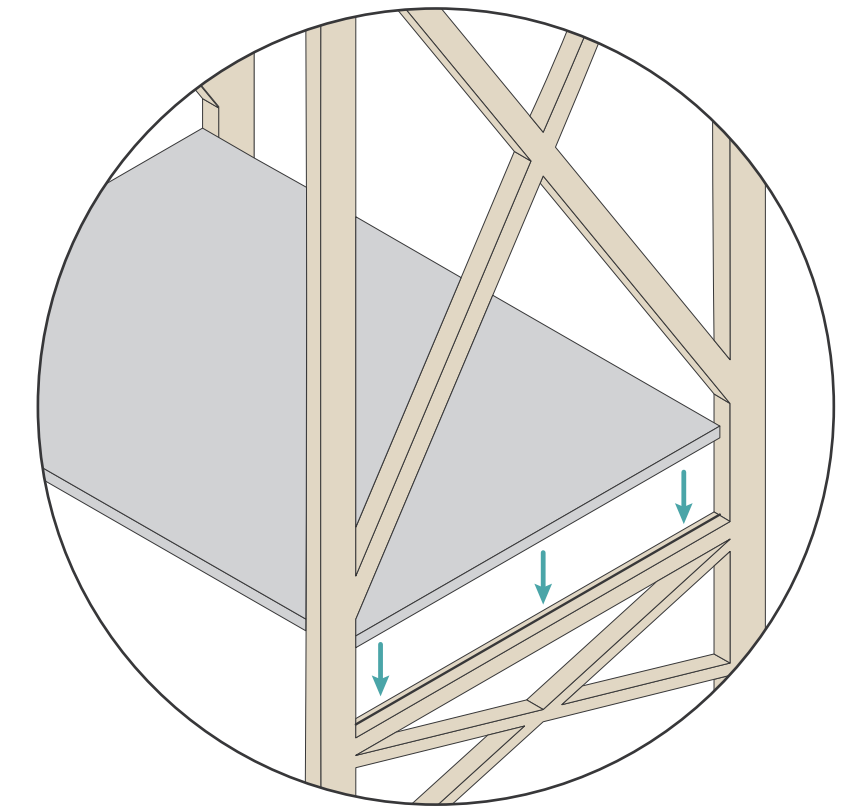
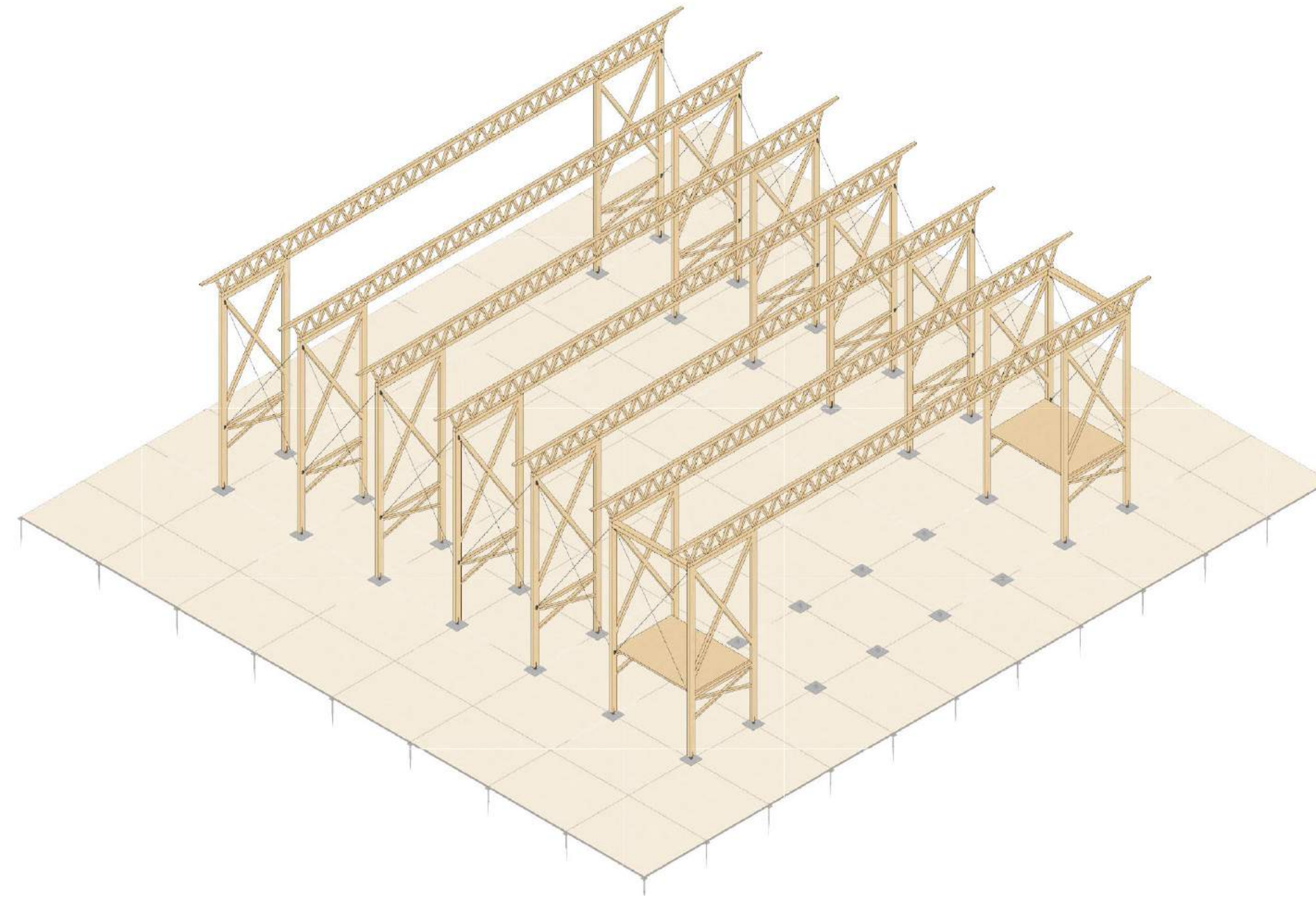
STEP 10



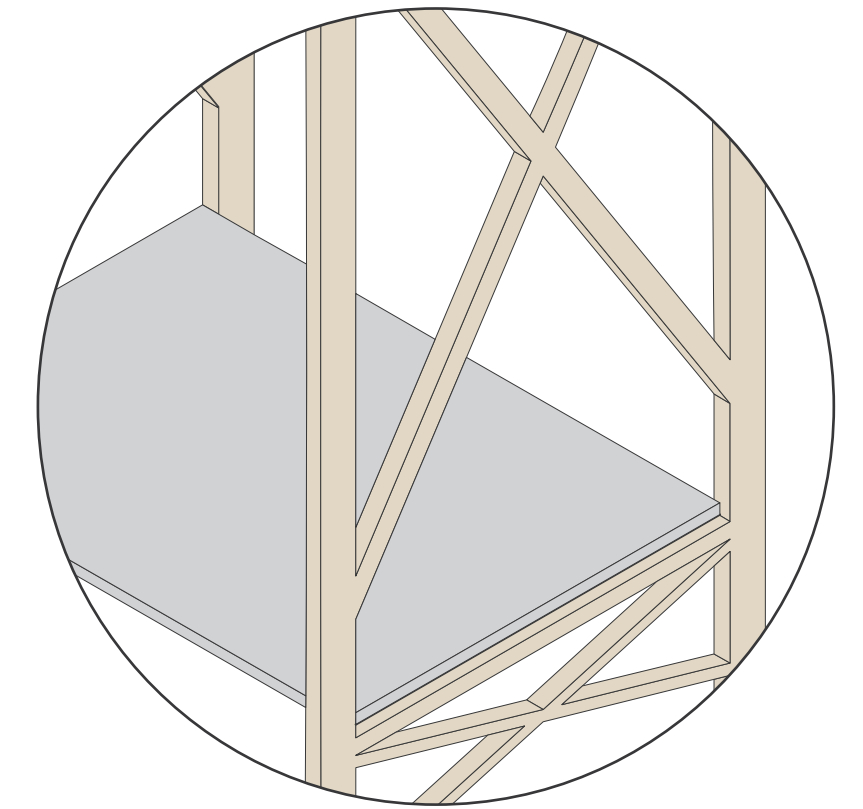
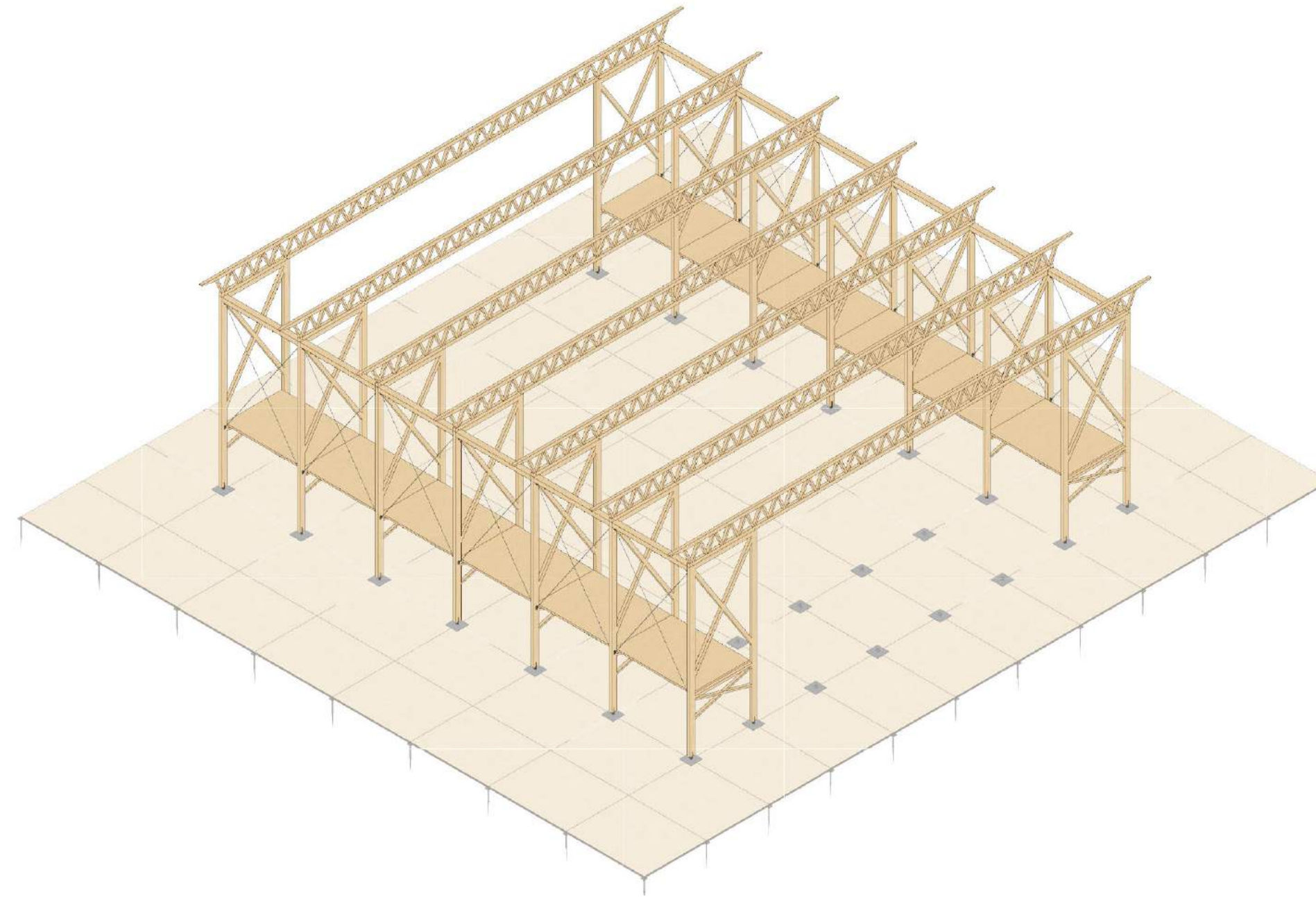
STEP 10



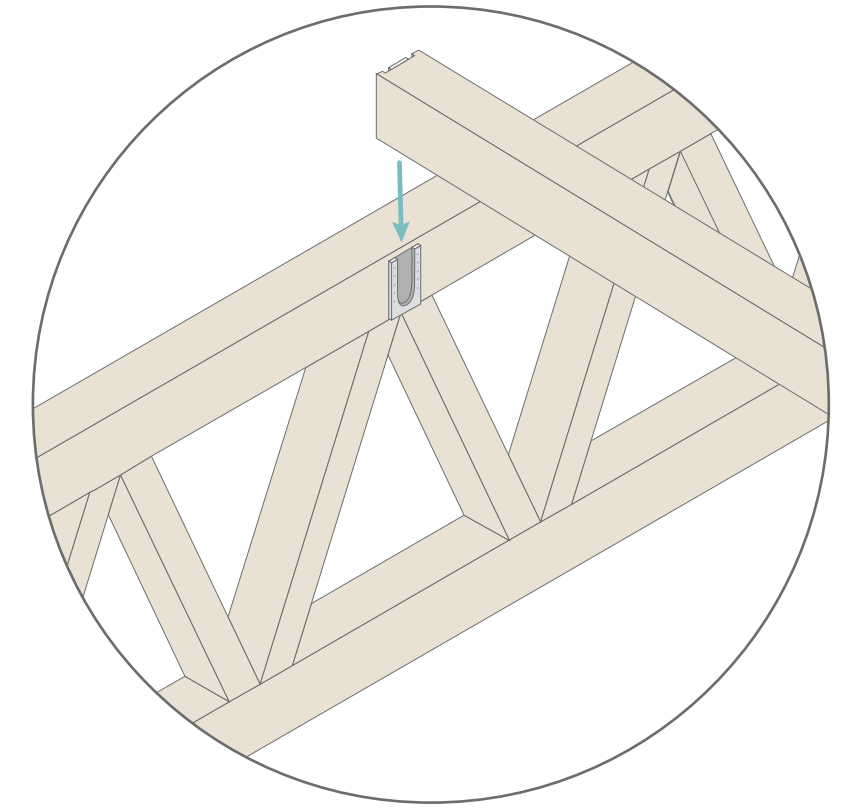
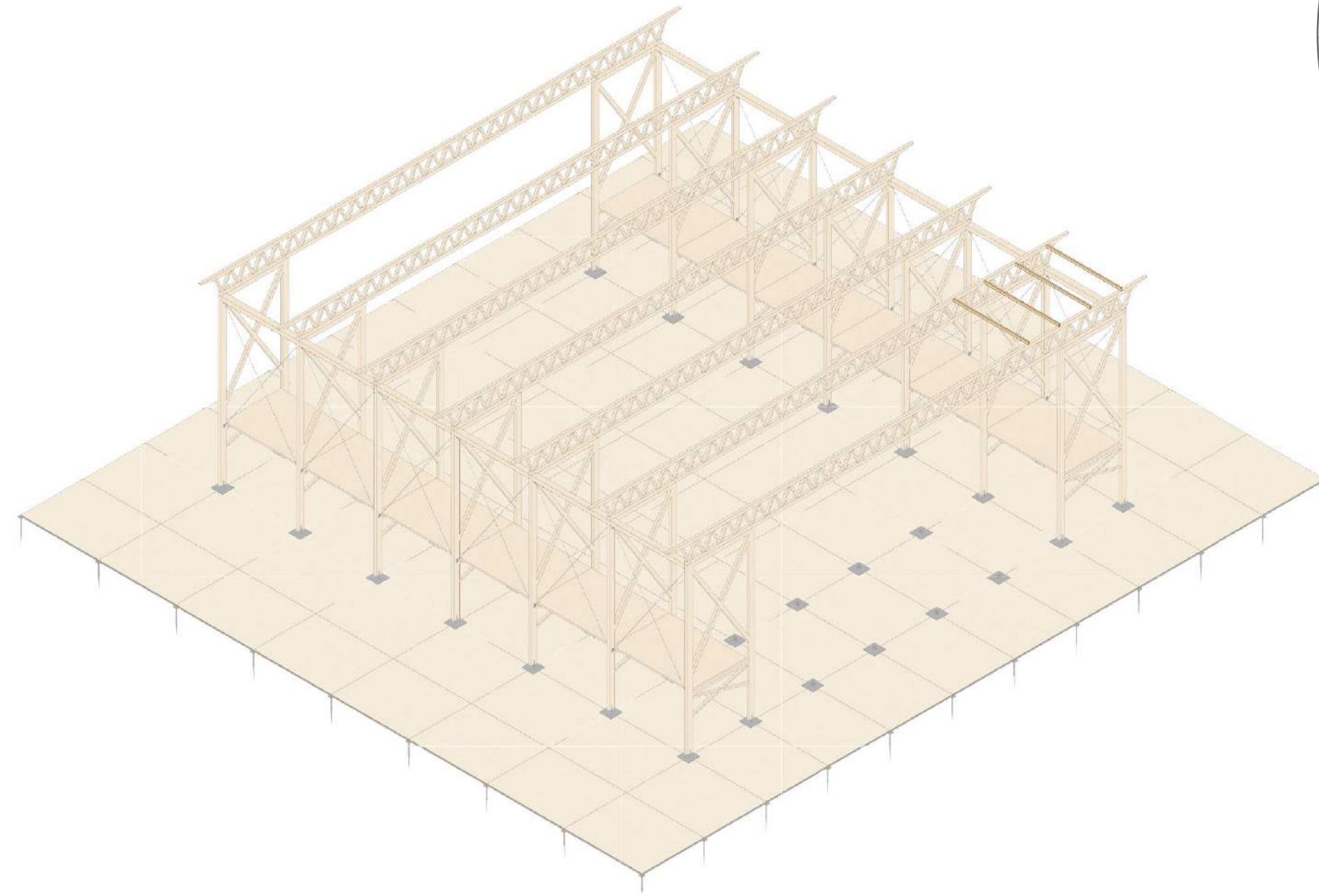
STEP 11



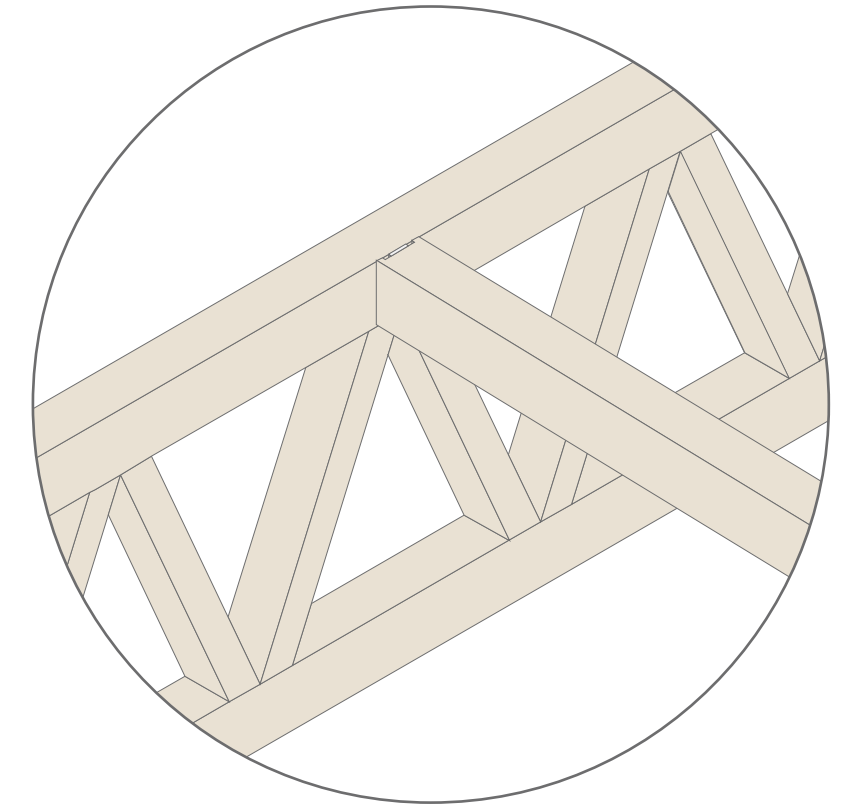
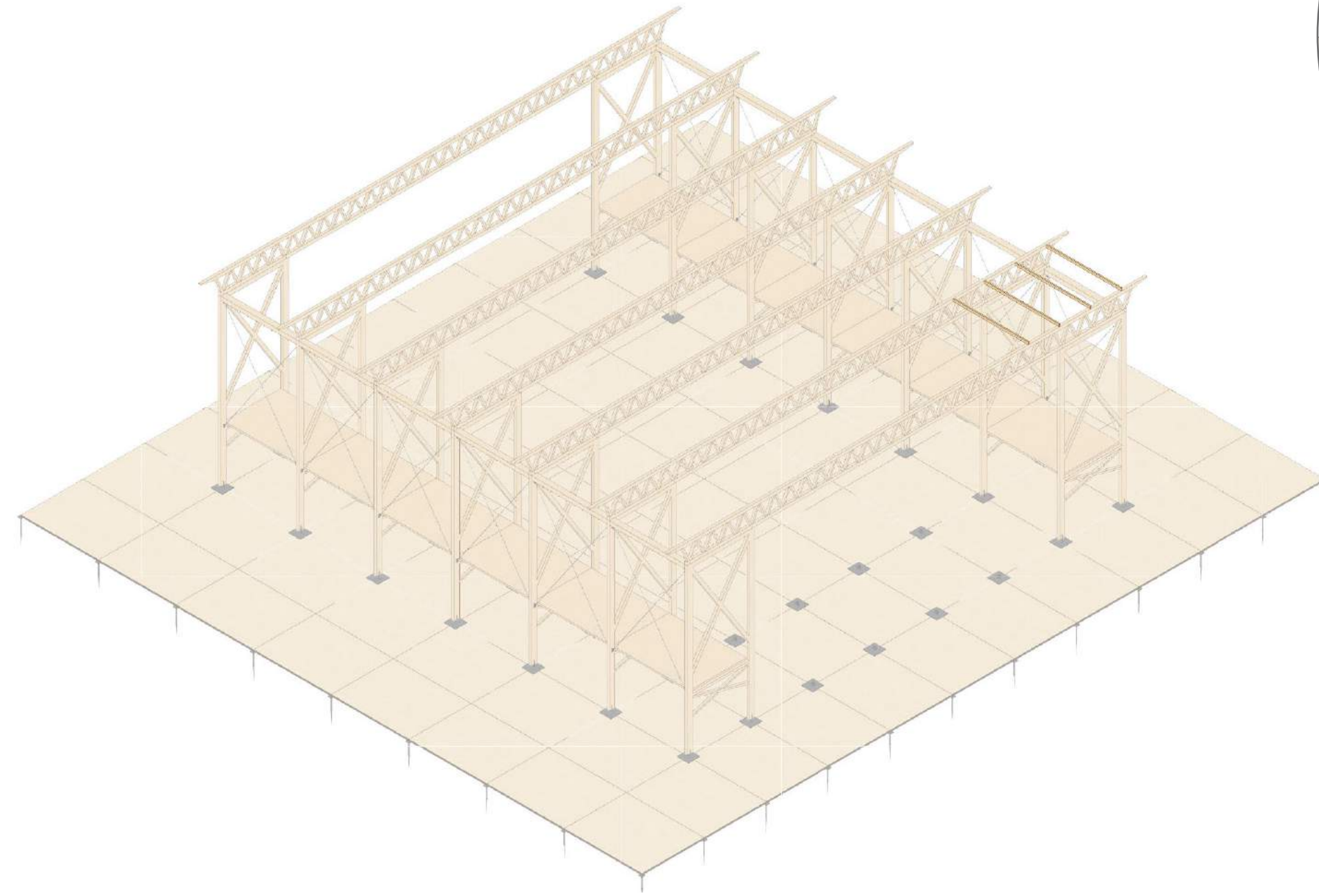
STEP 12



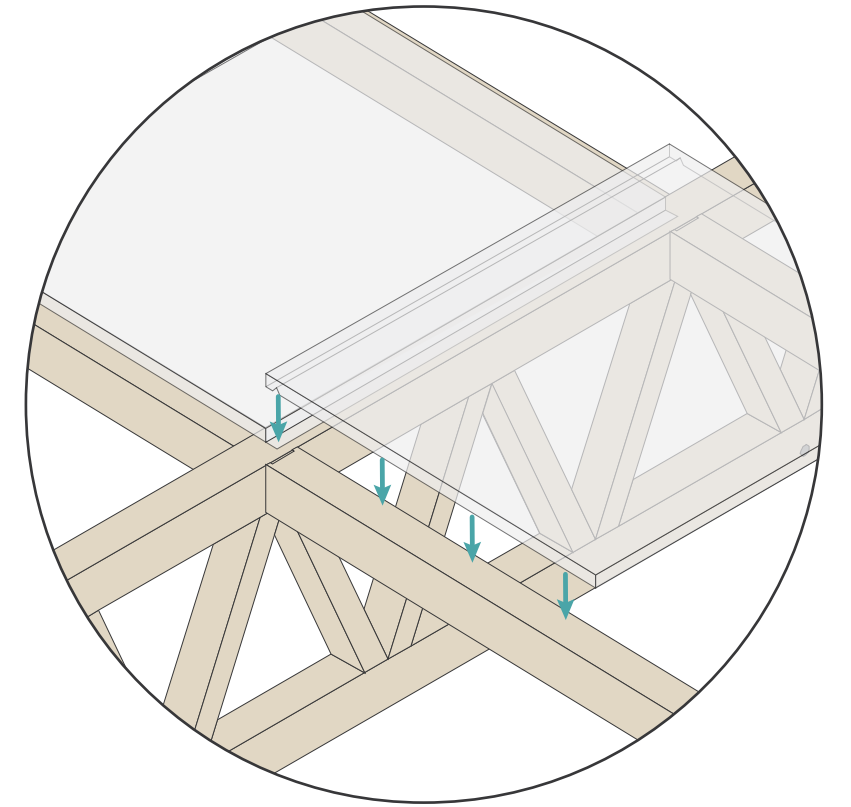
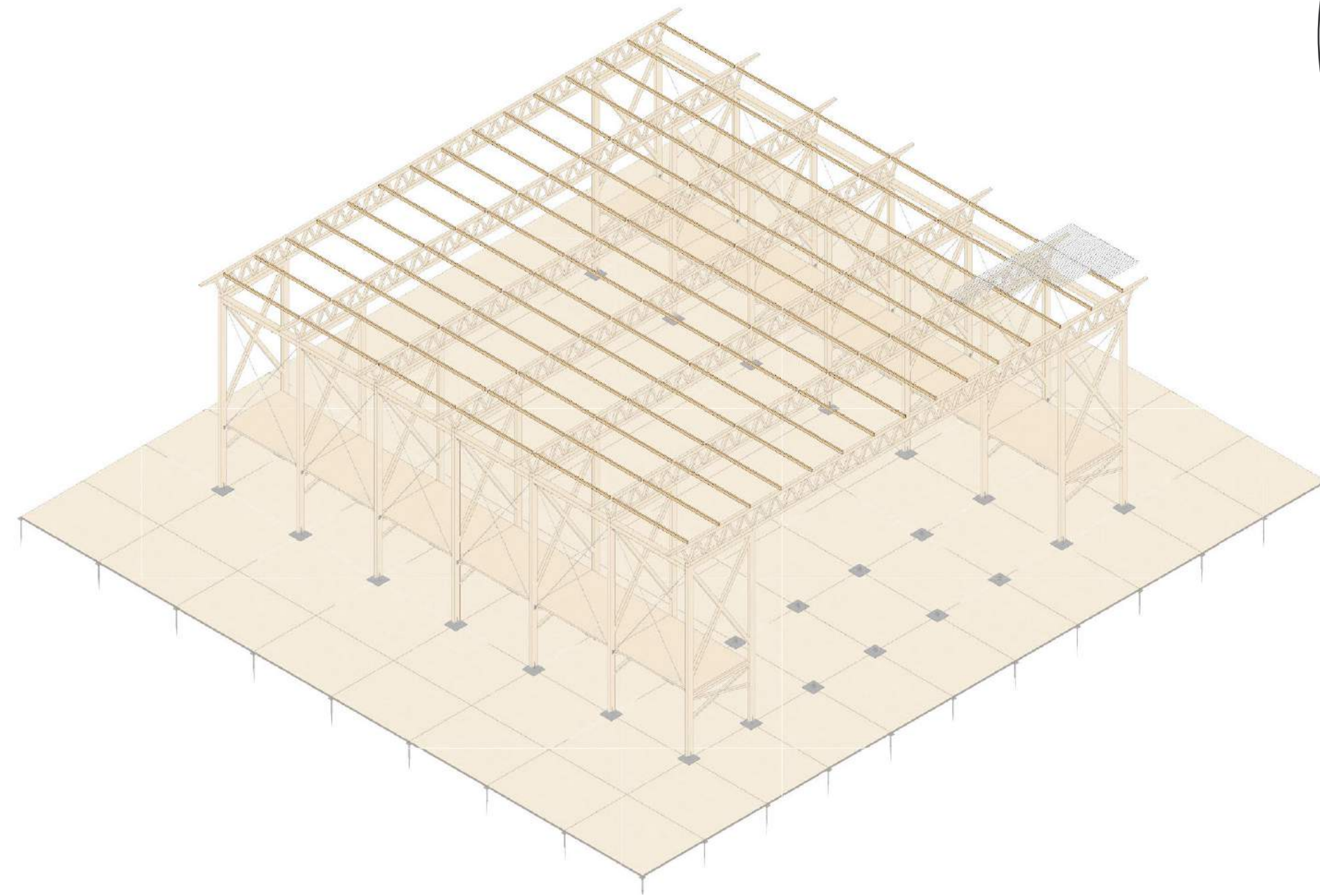
STEP 13



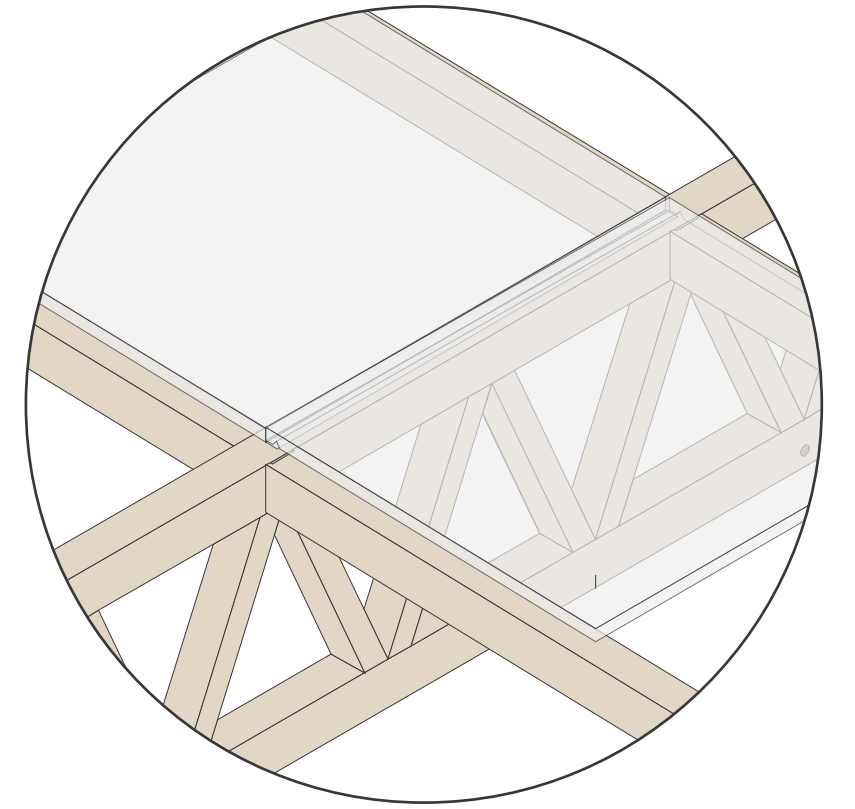
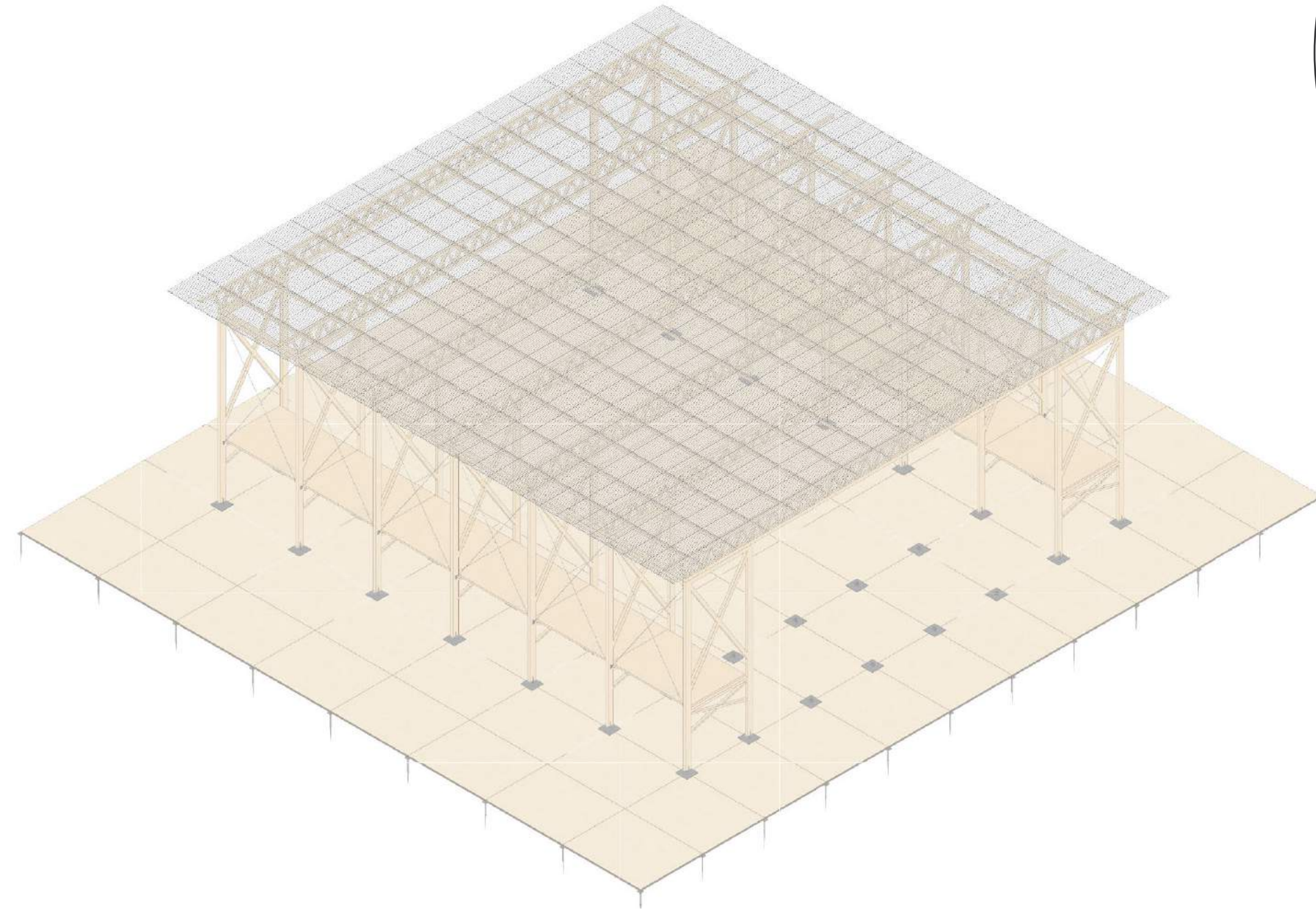
STEP 13



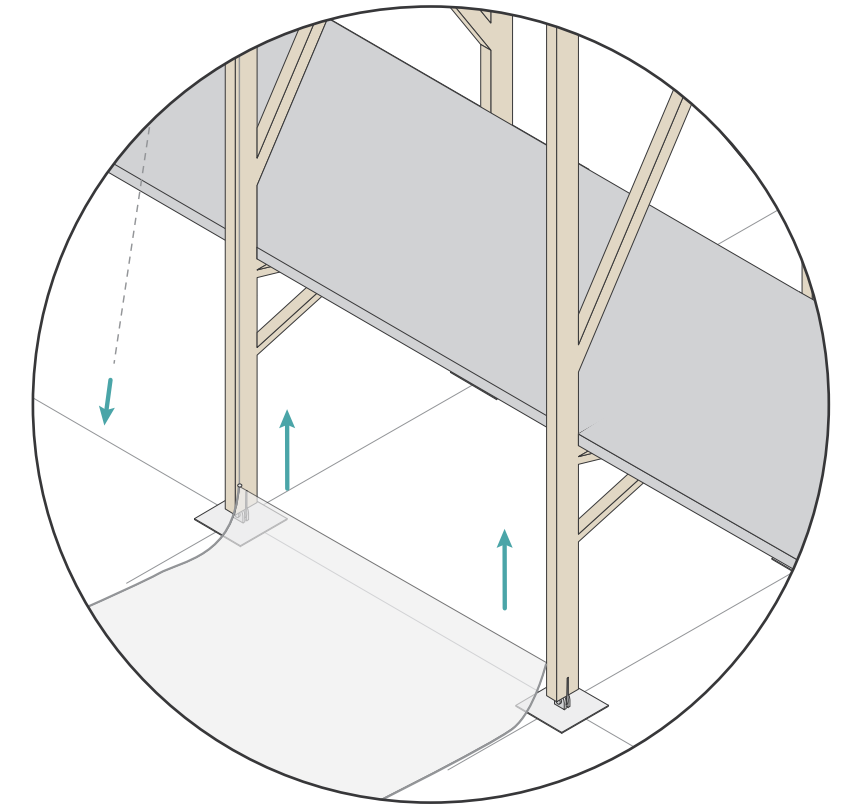
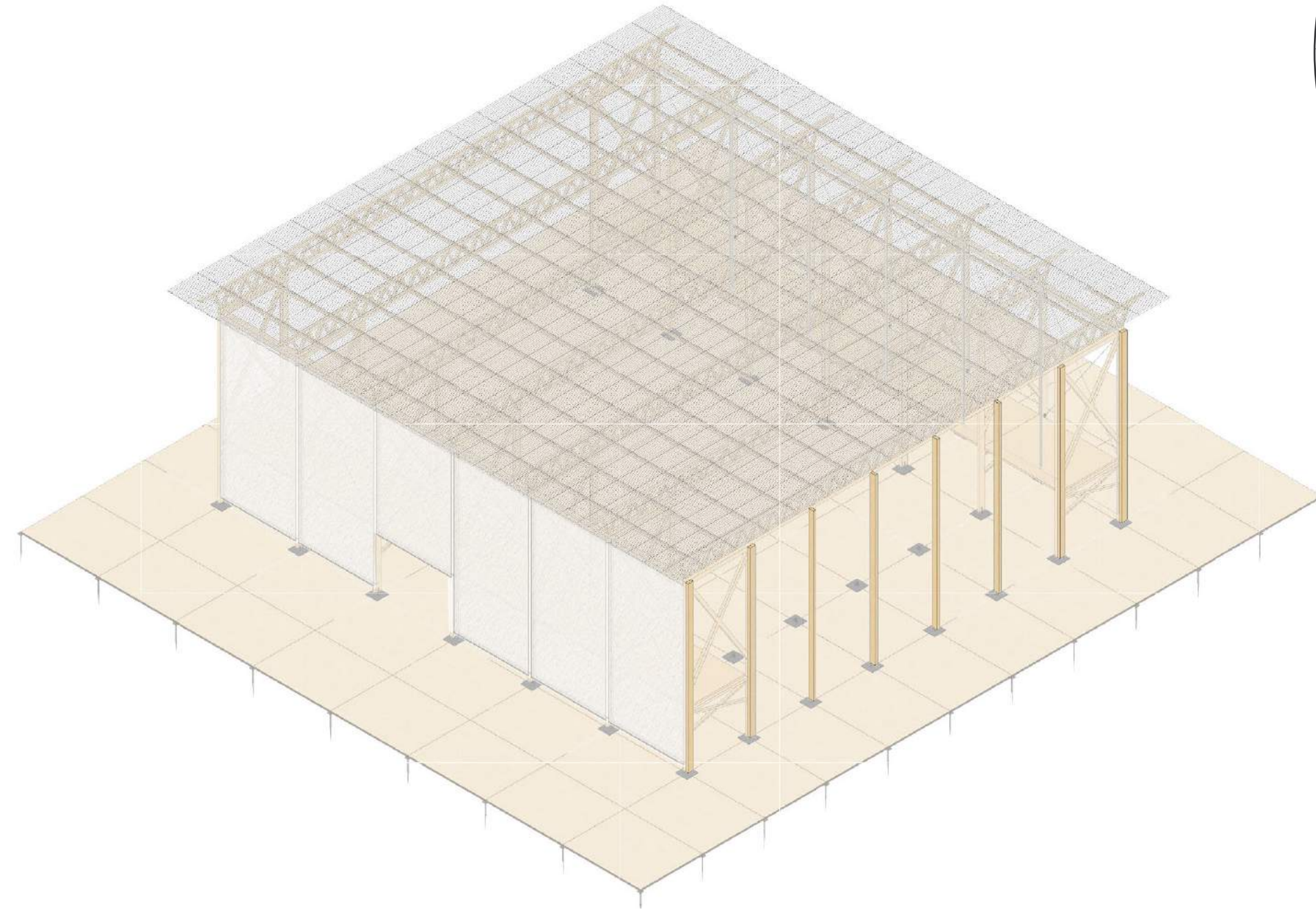
STEP 14



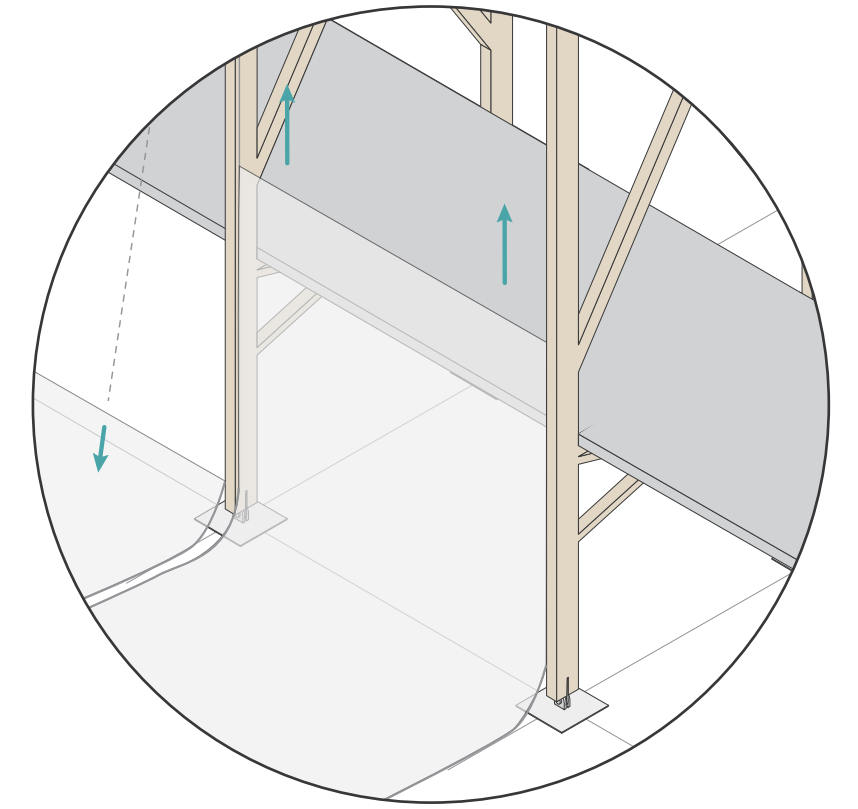
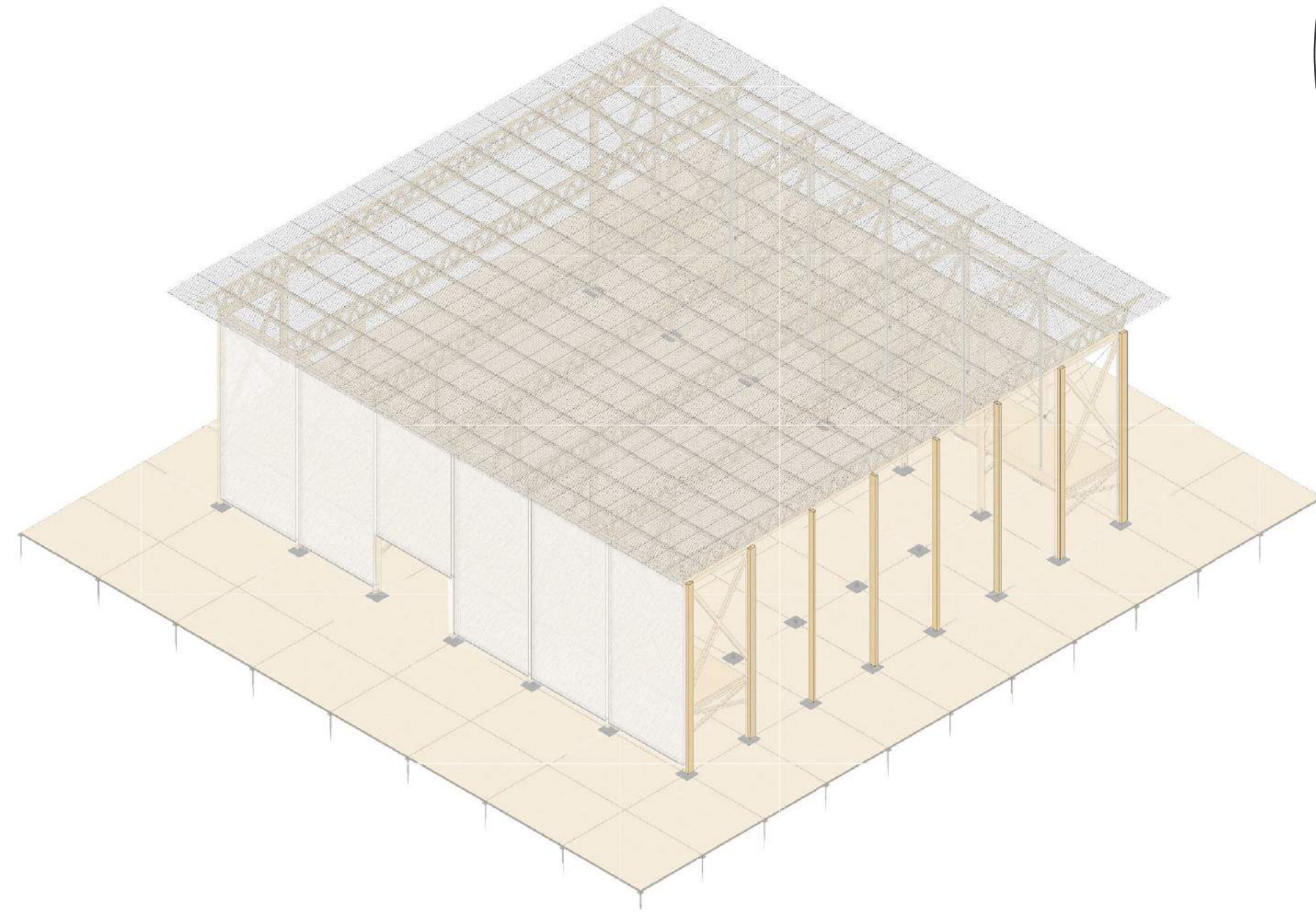
STEP 15



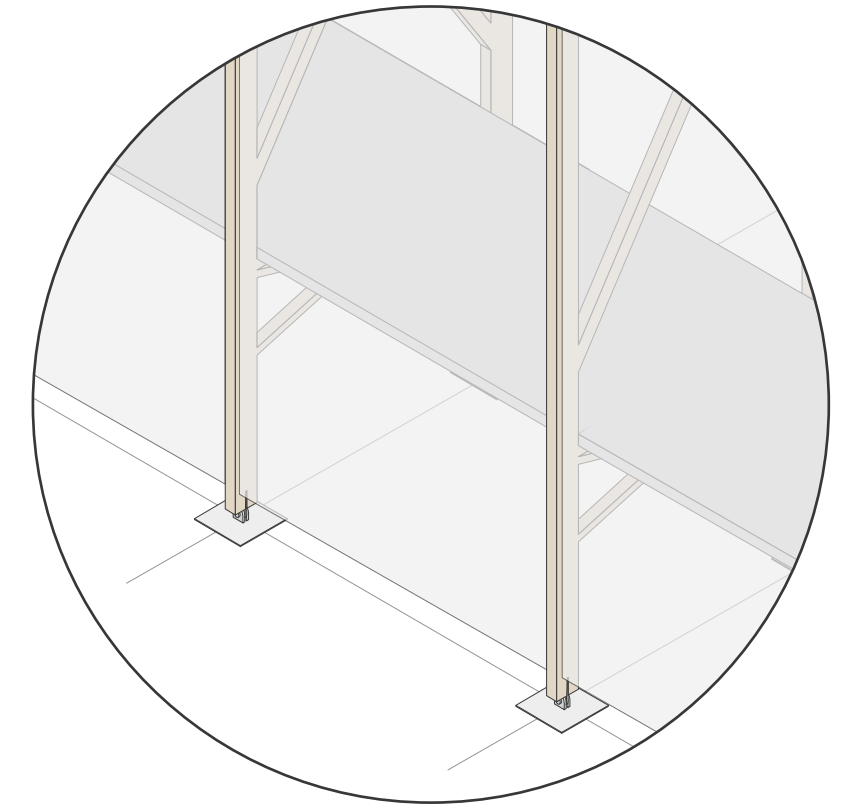
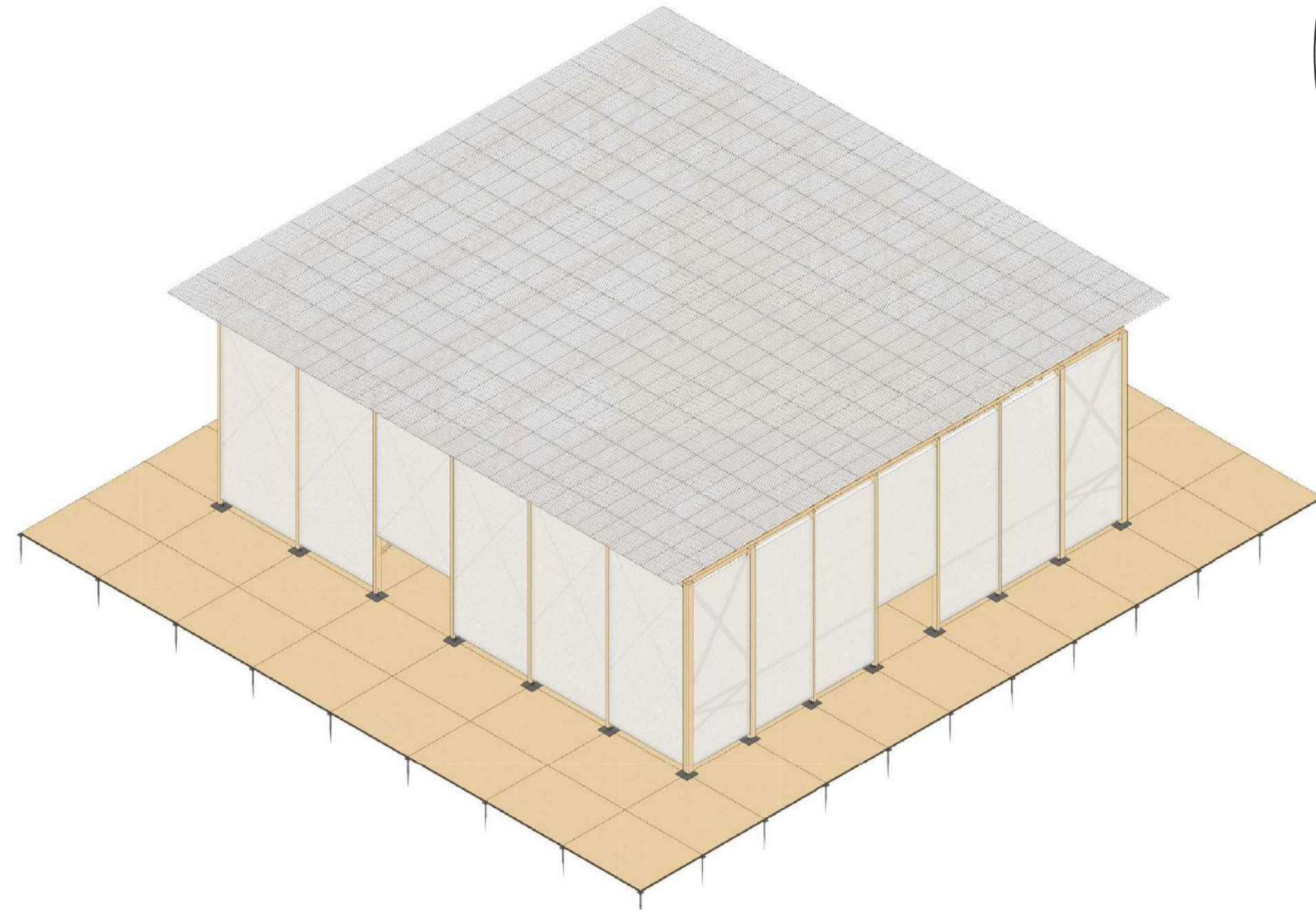
STEP 16



STEP 16



STEP 17



A wooden architectural model of a building's structure, featuring a central vertical column and several horizontal beams. Stylized human figures in various colors (blue, yellow, orange, red) are placed on different levels of the structure, suggesting a multi-story building. The background is a bright, overcast sky. The word "CONCLUSION" is centered in the middle of the image, flanked by two horizontal lines.

CONCLUSION

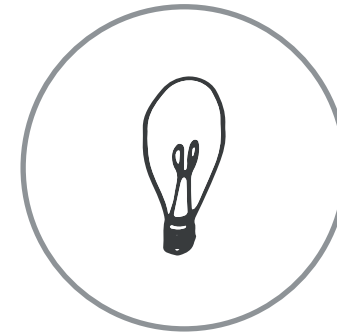
CONCLUSION



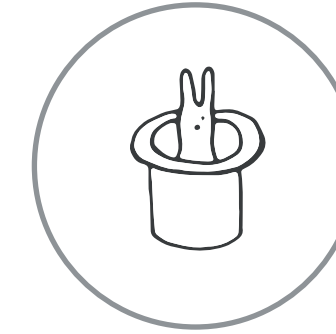
atmosphere



community



innovative



discover

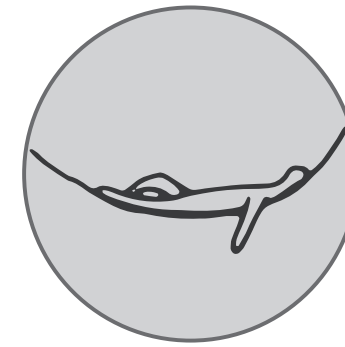
CONCLUSION



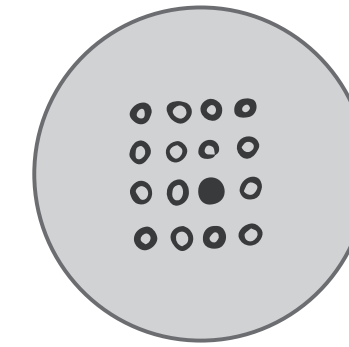
PART OF THE PERFORMANCE



SOUND QUALITY



CAREFREE

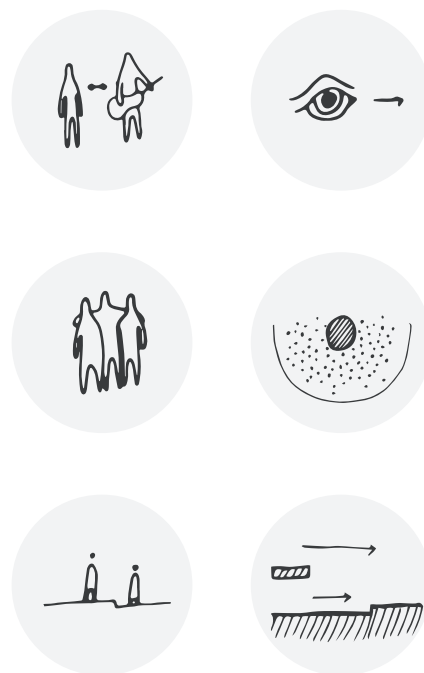


UNIQUENESS

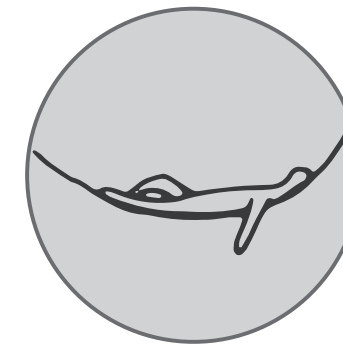
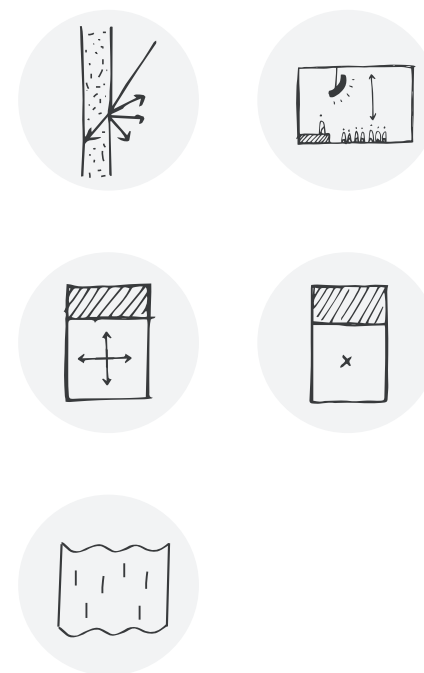
CONCLUSION



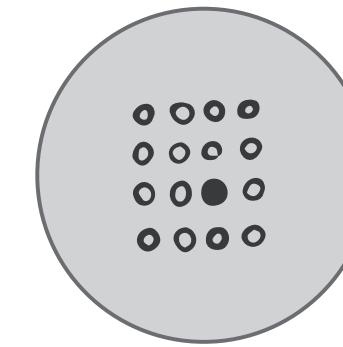
PART OF THE PERFORMANCE



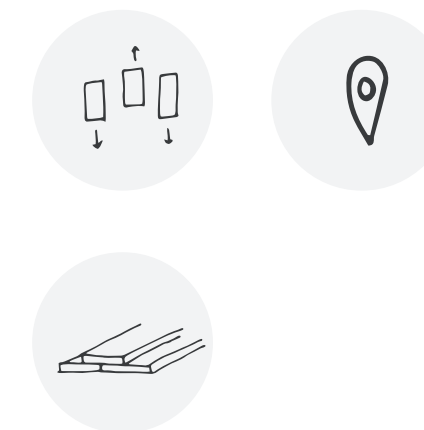
SOUND QUALITY



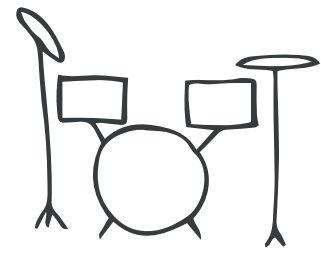
CAREFREE



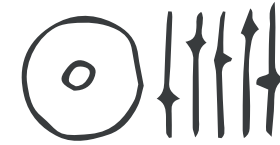
UNIQUENESS



MULTIPLE USES



pop music



dance



theatre



classical music



jazz



lecture

MUSEUMPLEIN - AMSTERDAM



OEROL - TERSCHELLING



MARKT - DELFT



THANK YOU

THANK YOU

QUESTIONS?

