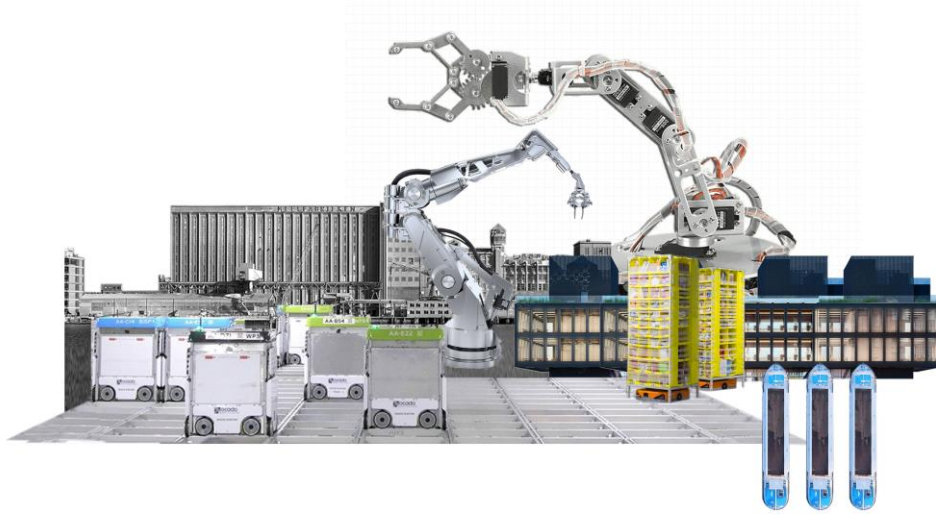


# AMBIDEXTROUS PORT

CP

Arda Ertan Yildiz



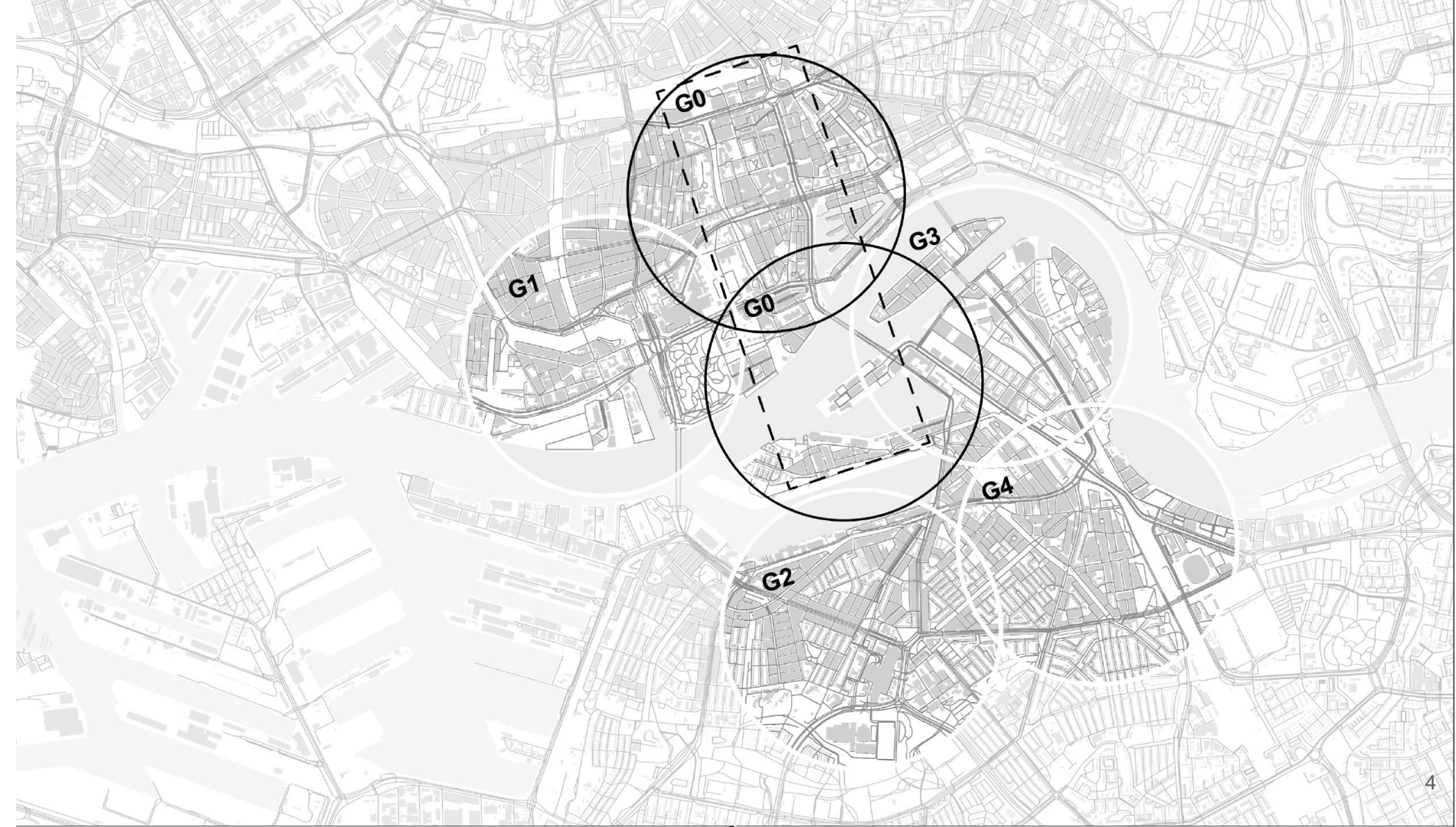
## **Logistics Hub for Goods and People**

**Warehouse, Distribution Center and Terminal**

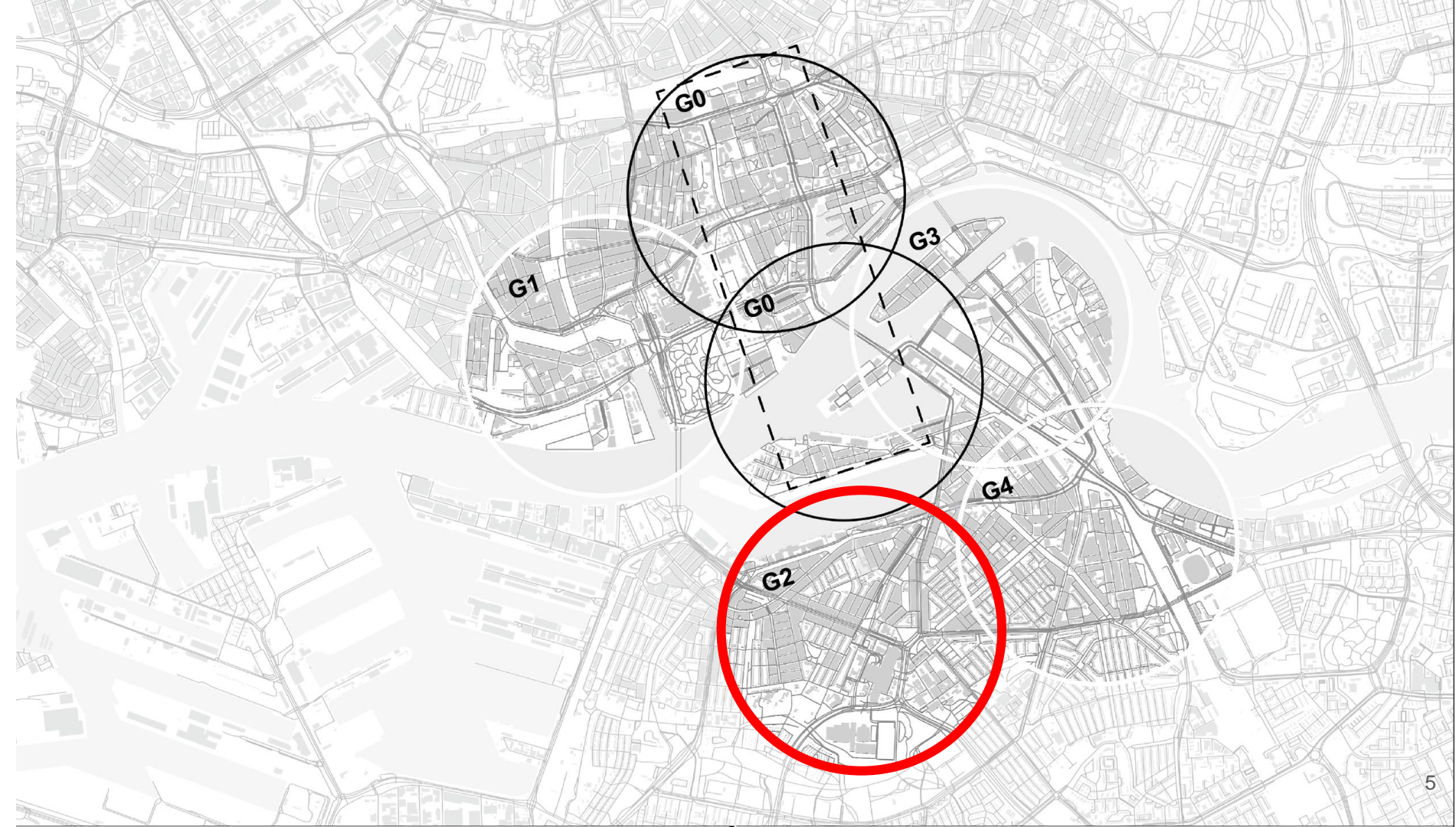
Utilizing inland waterways for efficient transportation









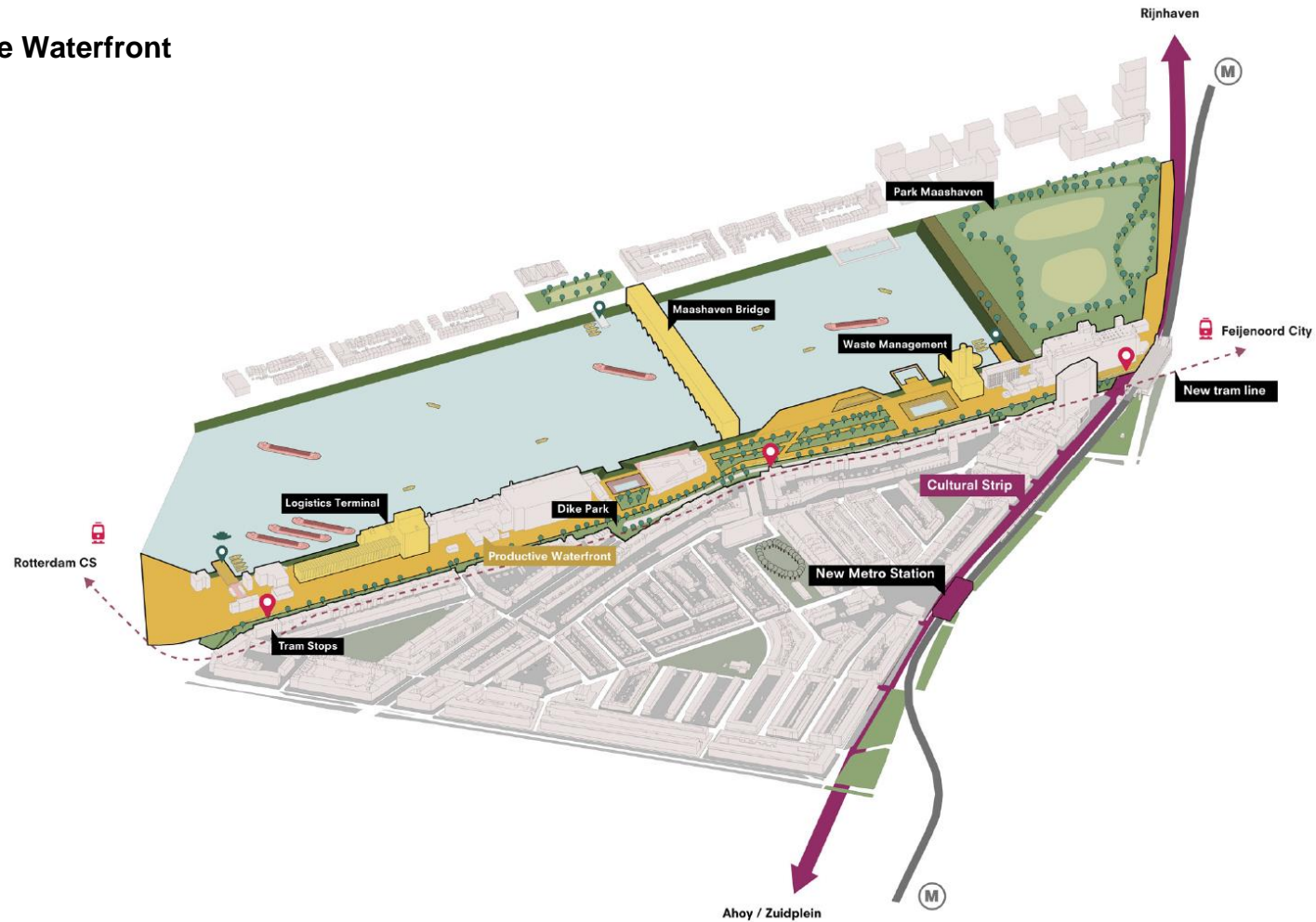




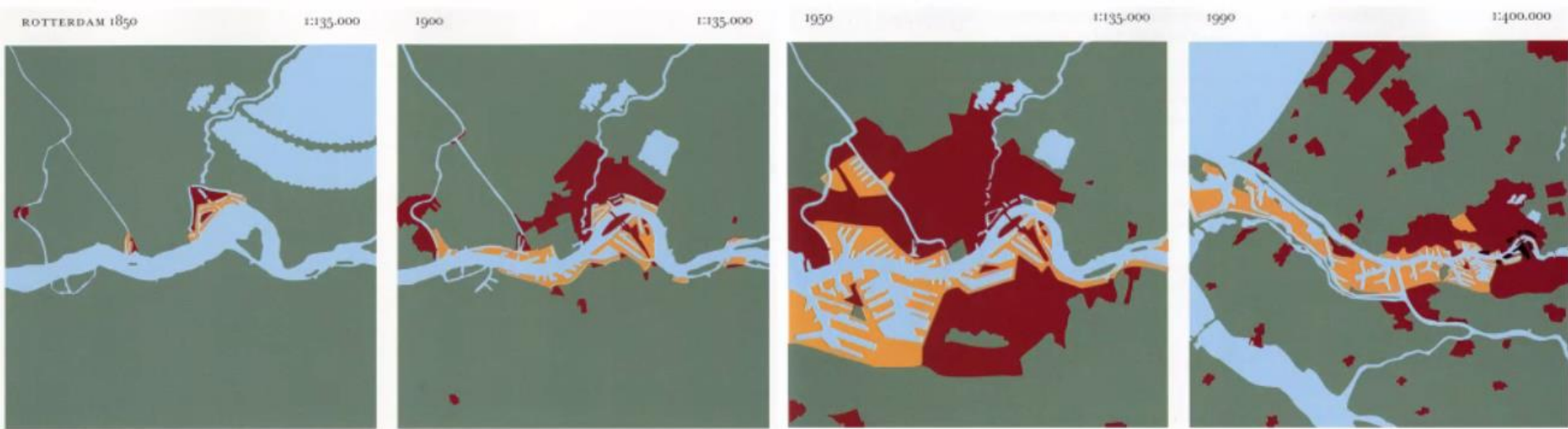


0 250 m 500 m

# Productive Waterfront







## FROM 19<sup>TH</sup> TO 21<sup>ST</sup> CENTURY

source: Han Meyer, City and Port (1999)

A photograph of a busy urban street. In the foreground, a dark grey station wagon is parked on the left. Behind it, a line of cars is visible, including a silver hatchback with license plate 'JNX-8'. To the right is a paved sidewalk with a grey utility box. In the background, a large concrete bridge spans the street. A yellow LIDL sign is mounted on a pole. The sky is blue with scattered white clouds. The text 'City Logistics & Mobility' is overlaid in white on a black rectangular background in the center of the image.

## City Logistics & Mobility



An aerial photograph of a large, bustling port city. The water is filled with numerous ships of various sizes, including cargo ships, tankers, and smaller vessels. The shoreline is lined with industrial buildings, warehouses, and docks. A large, green, rectangular area, possibly a park or a large industrial site, is visible in the upper left. The overall scene depicts a major center of maritime trade and transportation.

## 20. Century Port Activity

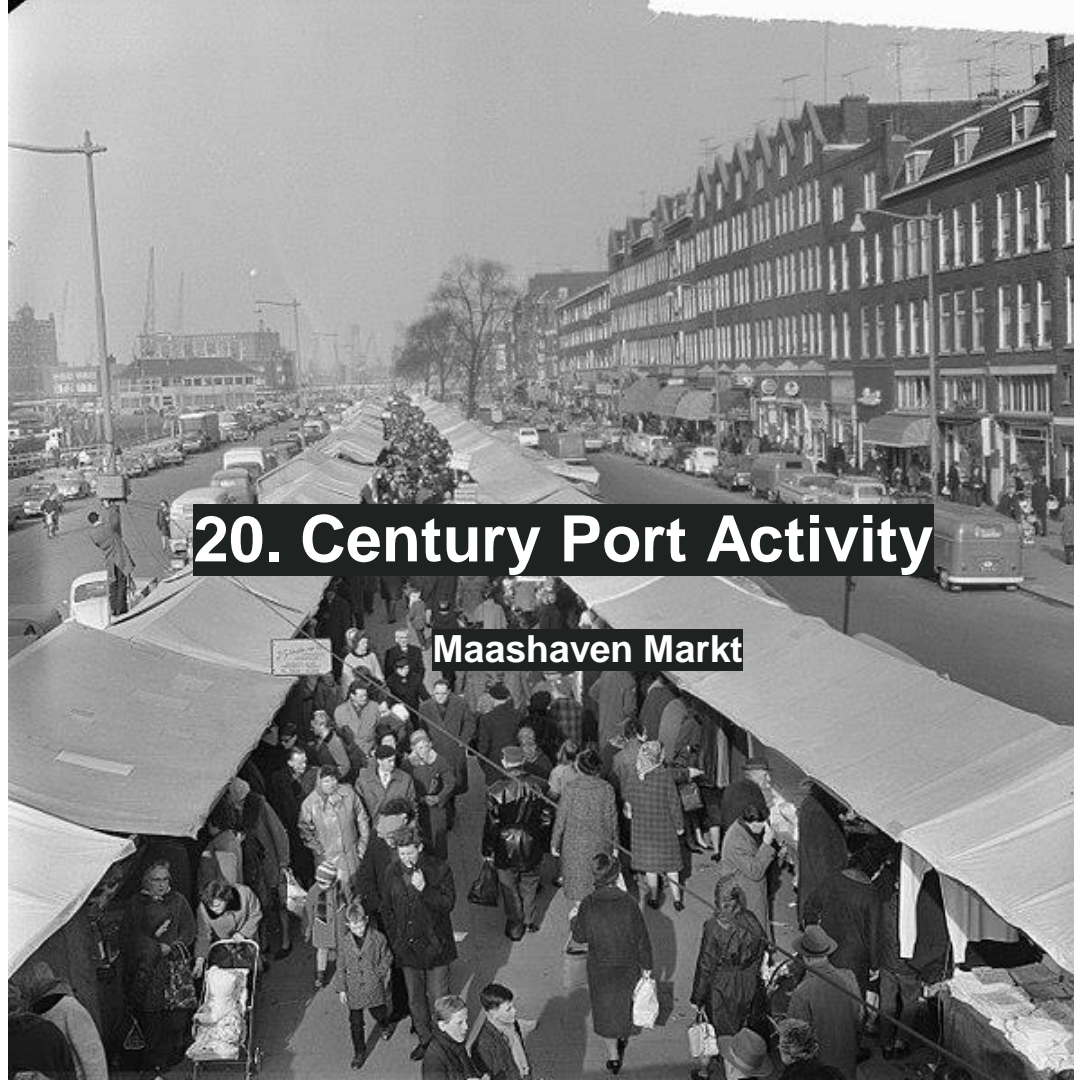
Transportation



An aerial, sepia-toned photograph of a busy port city. In the foreground, a long, straight pier or quay extends into the water, with numerous ships and boats moored alongside it. To the right of the pier, a wide street is filled with early 20th-century automobiles and horse-drawn carriages. Further back, a dense urban landscape is visible, featuring a mix of residential houses and larger commercial buildings. The overall scene depicts a thriving port area with significant maritime and land-based activity.

## 20. Century Port Activity

Maashaven Markt



## 20. Century Port Activity

Maashaven Markt





NOW

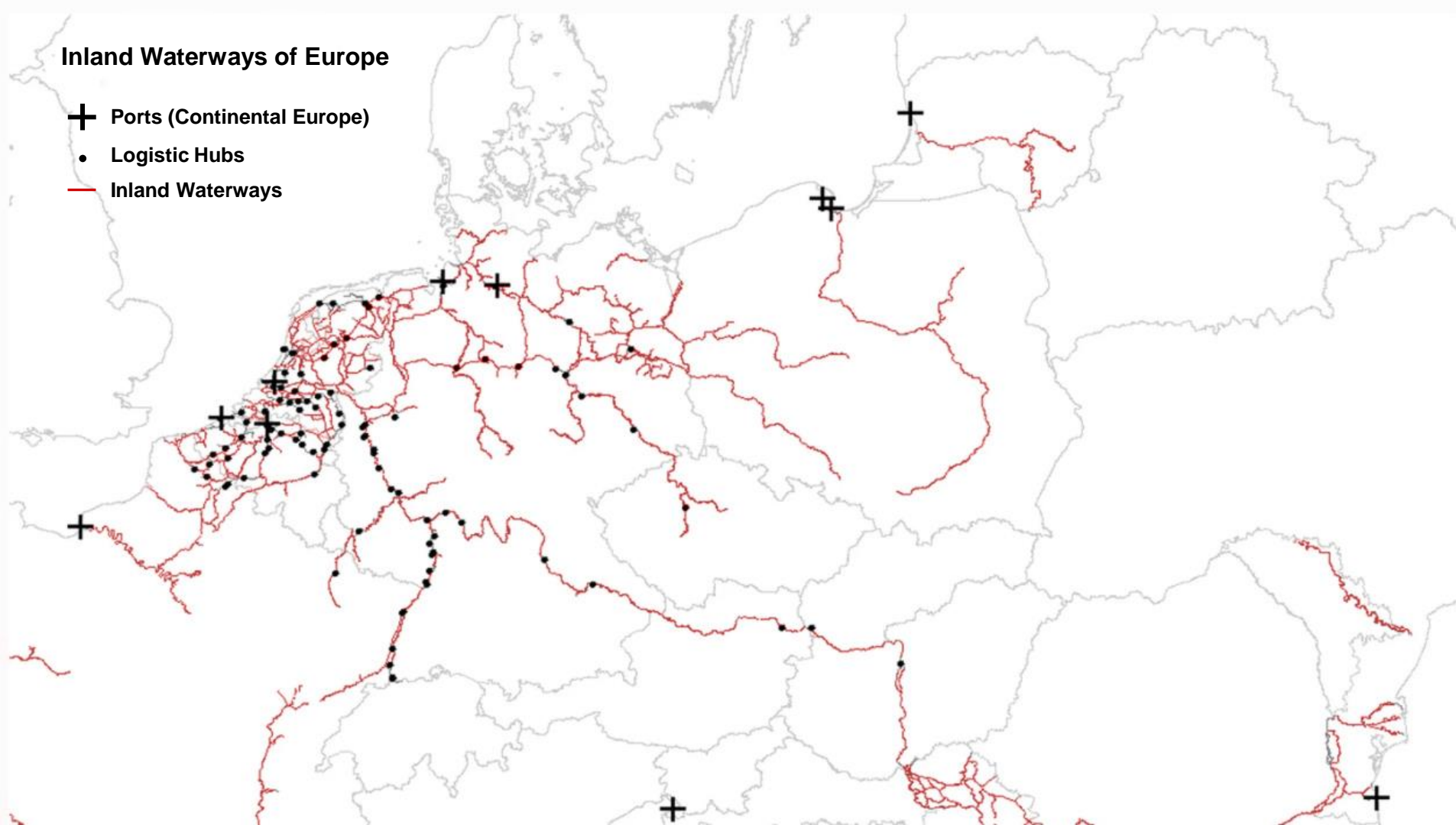


## Inland Waterways of Europe

✚ Ports (Continental Europe)

• Logistic Hubs

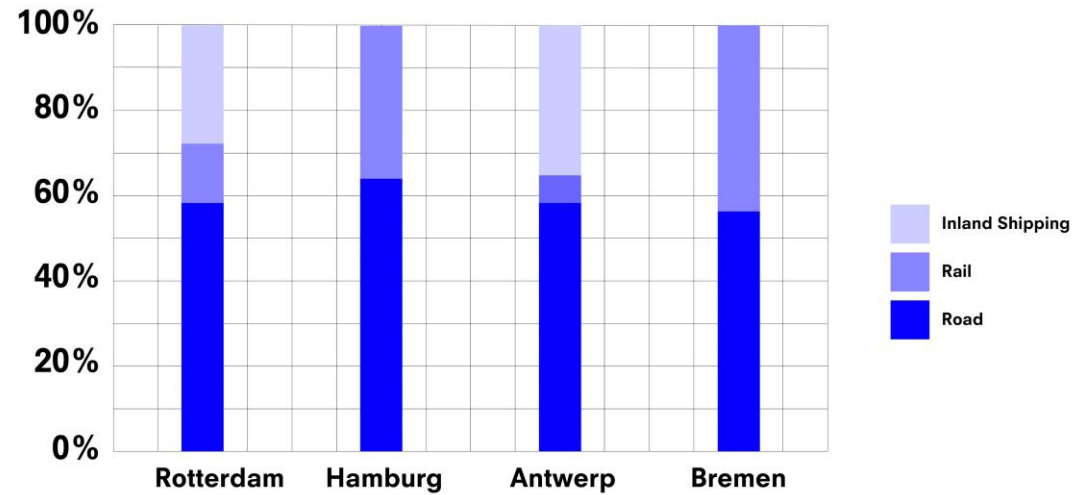
— Inland Waterways



## Inland Waterways of Netherlands

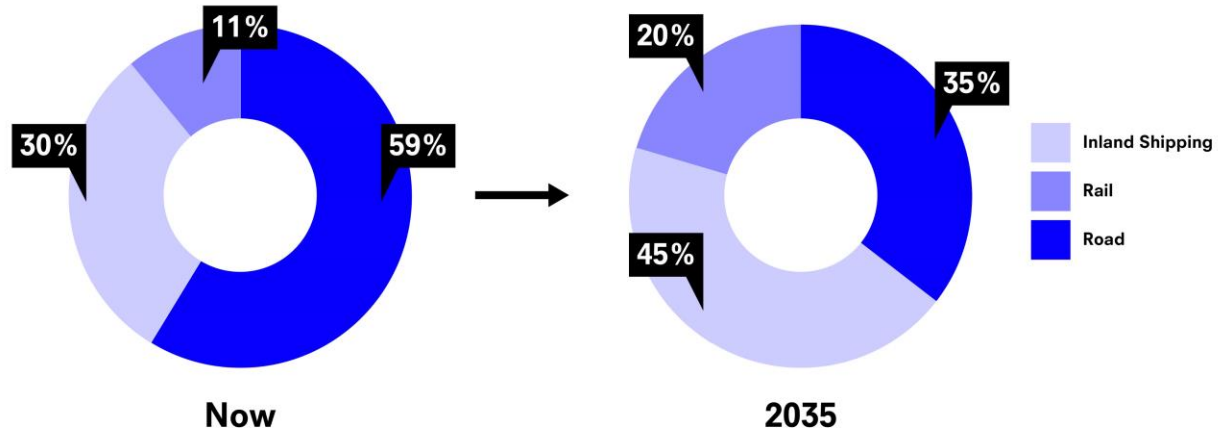


## Port of Rotterdam Modal Split





## Port of Rotterdam 2035 Aim



## Research Question

**How can we revitalize obsolete waterfront areas to incorporate flows of inland shipping and inland public transportation to improve city logistics?**



# **Logistics**





## Programme



## Programme





## Programme



**Logistics +**

## Programme



**Logistics +  
Workspaces +**

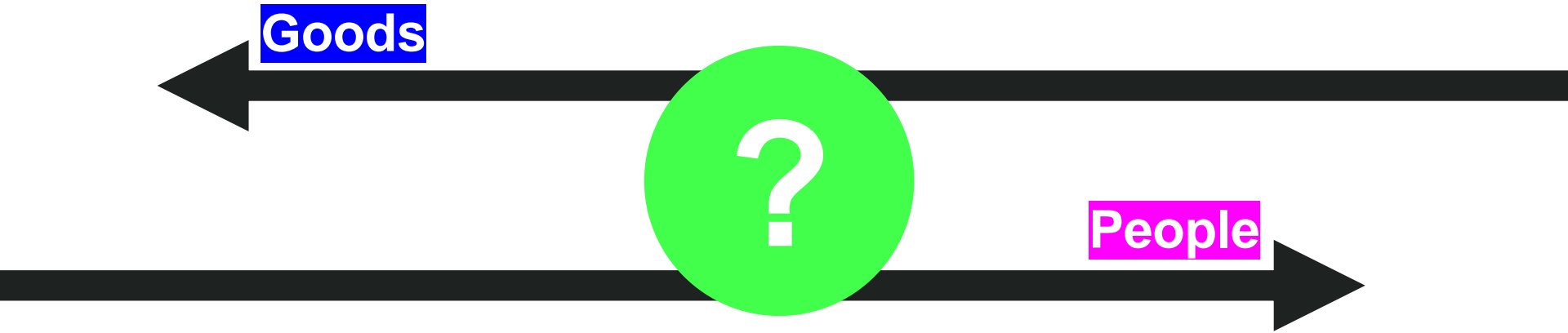


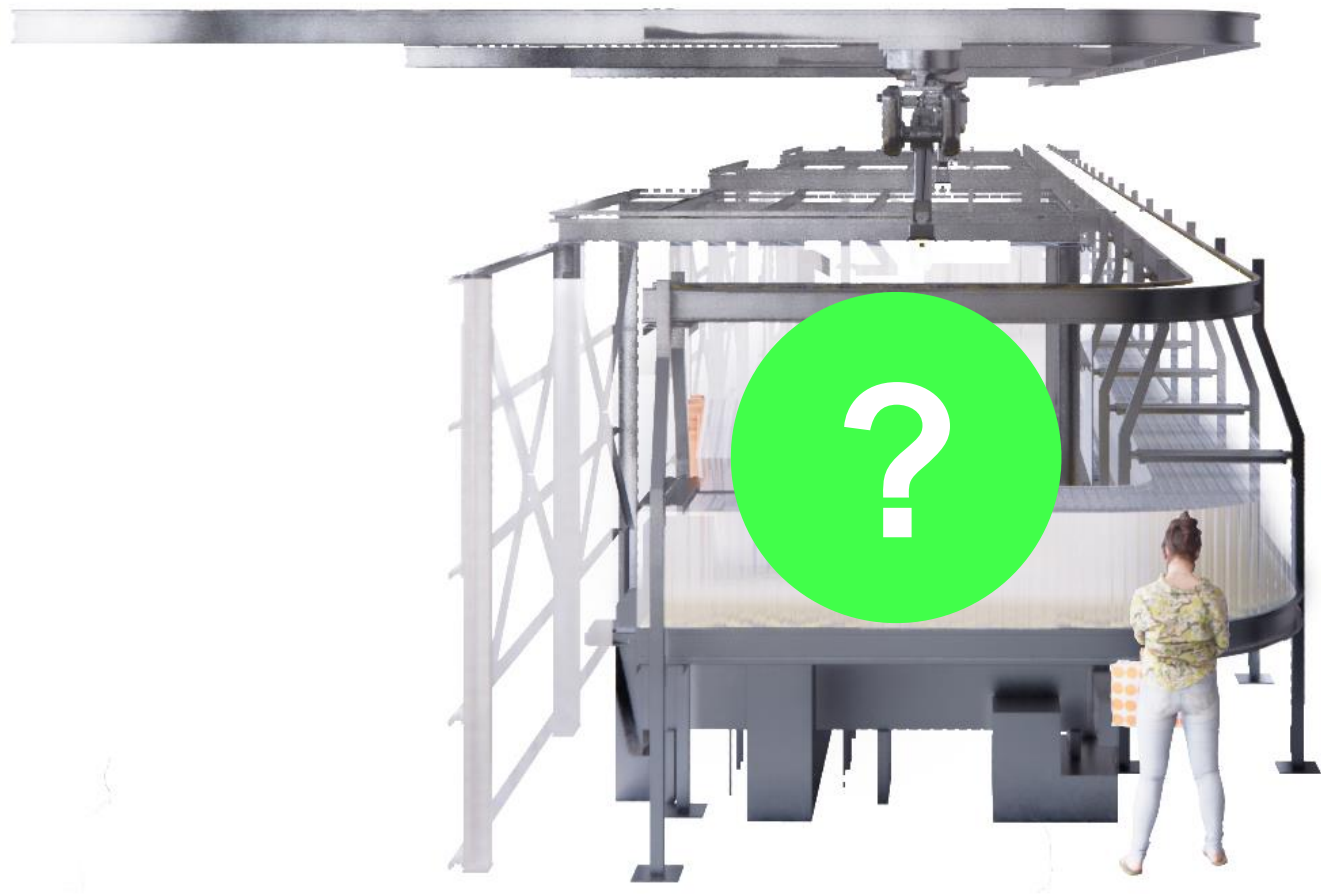
The diagram consists of two horizontal black arrows. The top arrow points to the left and has a blue box with the word 'Goods' in white text. The bottom arrow points to the right and has a magenta box with the word 'People' in white text.

**Goods**

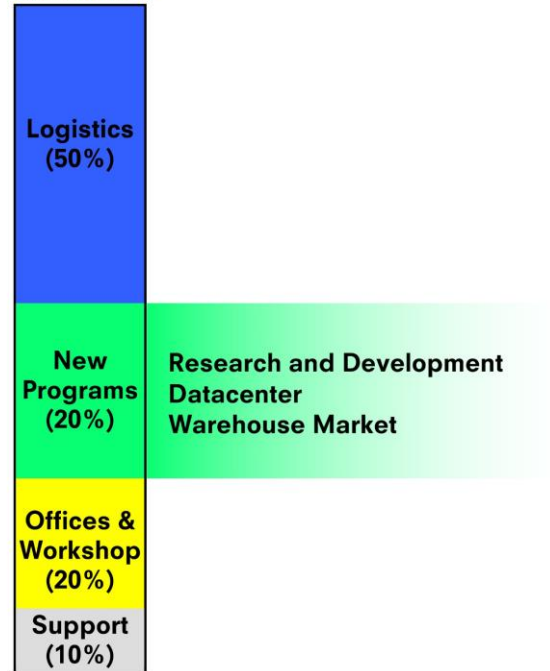
**People**







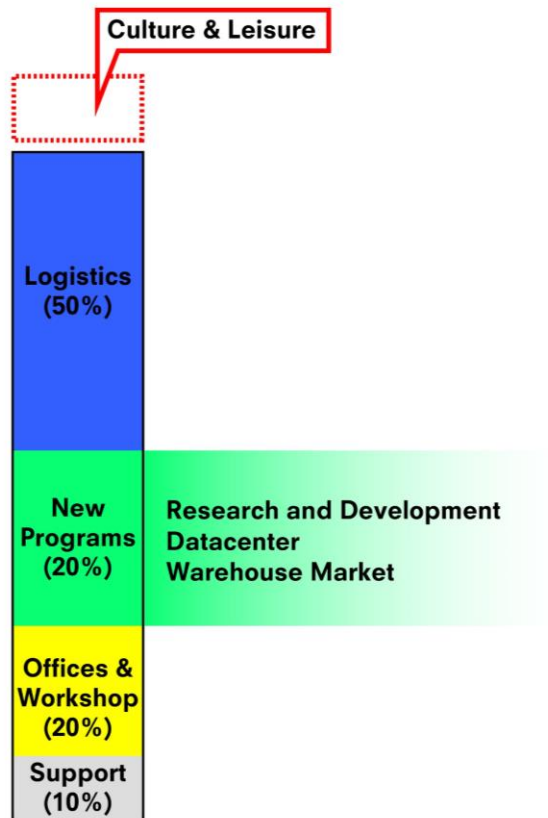
## Programme



**Logistics +  
Workspaces +  
New Program**

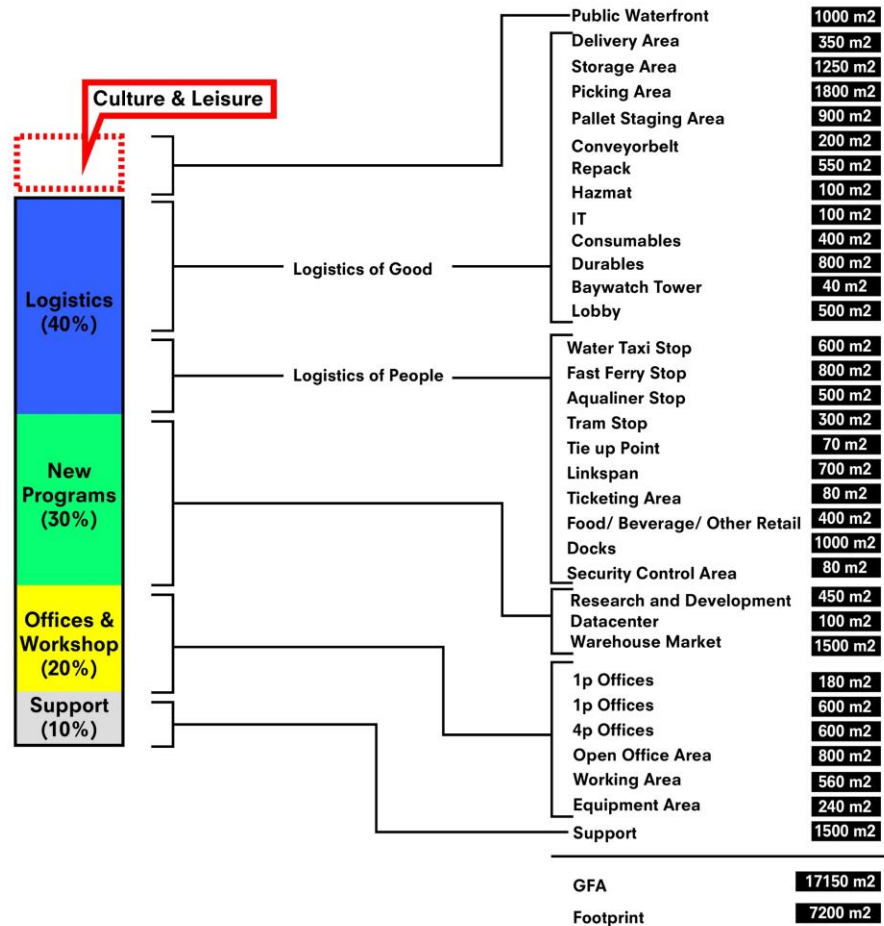


## Programme



**Logistics +  
Workspaces +  
New Program**

# Programme



# Transformation of Work

## **Conventional**

Product movement is performed by people and mobile equipment.





## Transformation of Work

### **Conventional**

Product movement is performed by people and mobile equipment.



### **Mechanized**

Product movement is assisted by mechanized conveyance and sortation systems.



## Transformation of Work

### Conventional

Product movement is performed by people and mobile equipment.



### Mechanized

Product movement is assisted by mechanized conveyance and sortation systems.



### Automated

Product movement is performed in partly or fully automated by equipment.









## Project Ambition

### Public Mobility

Increasing public water transportation

Boost site accessibility

Integrate and unify with other modes of transportation

### City Logistics

Improve inland water network  
In Netherlands and Europe

Decrease the emission of  
logistic flows

### Economy

Create high skilled job  
opportunities

Contribute to economy of  
neighbourhood by directly  
And by raising the regional and  
international visitors

## Project Ambition

### Public Mobility

Increasing public water transportation

Boost site accessibility

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## Project Ambition

### Public Mobility

Increasing public water transportation

Boost site accessibility

Integrate and unify with other modes of transportation

### City Logistics

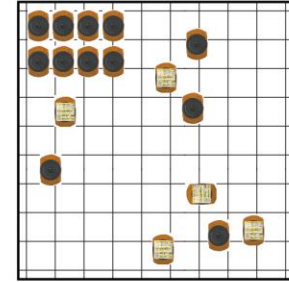
Improve inland water network In Netherlands and Europe

Decrease the emission of logistic flows

### Economy

Create high skilled job opportunities

Contribute to economy of neighbourhood by directly  
And by raising the regional and international visitors

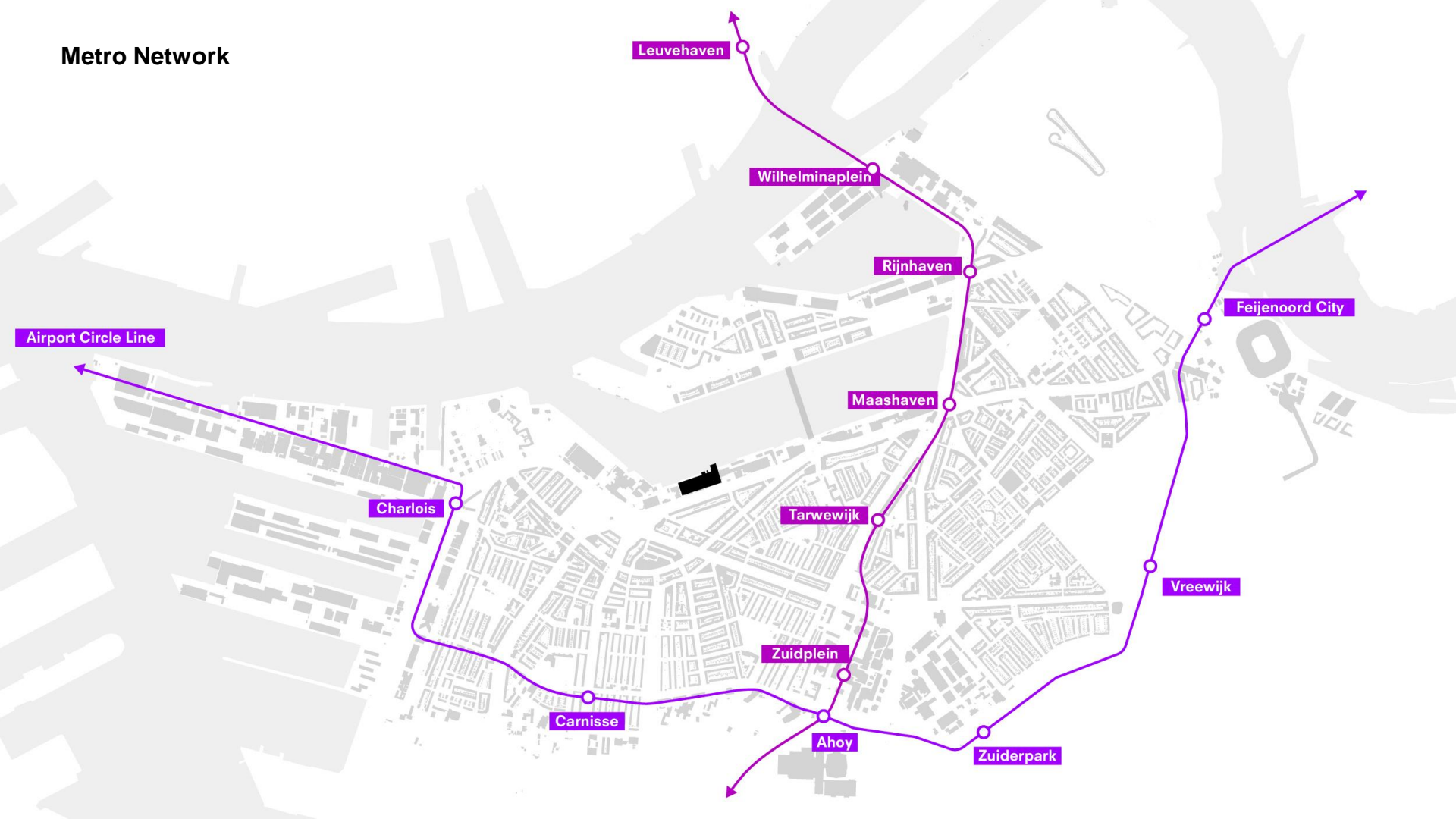


Site

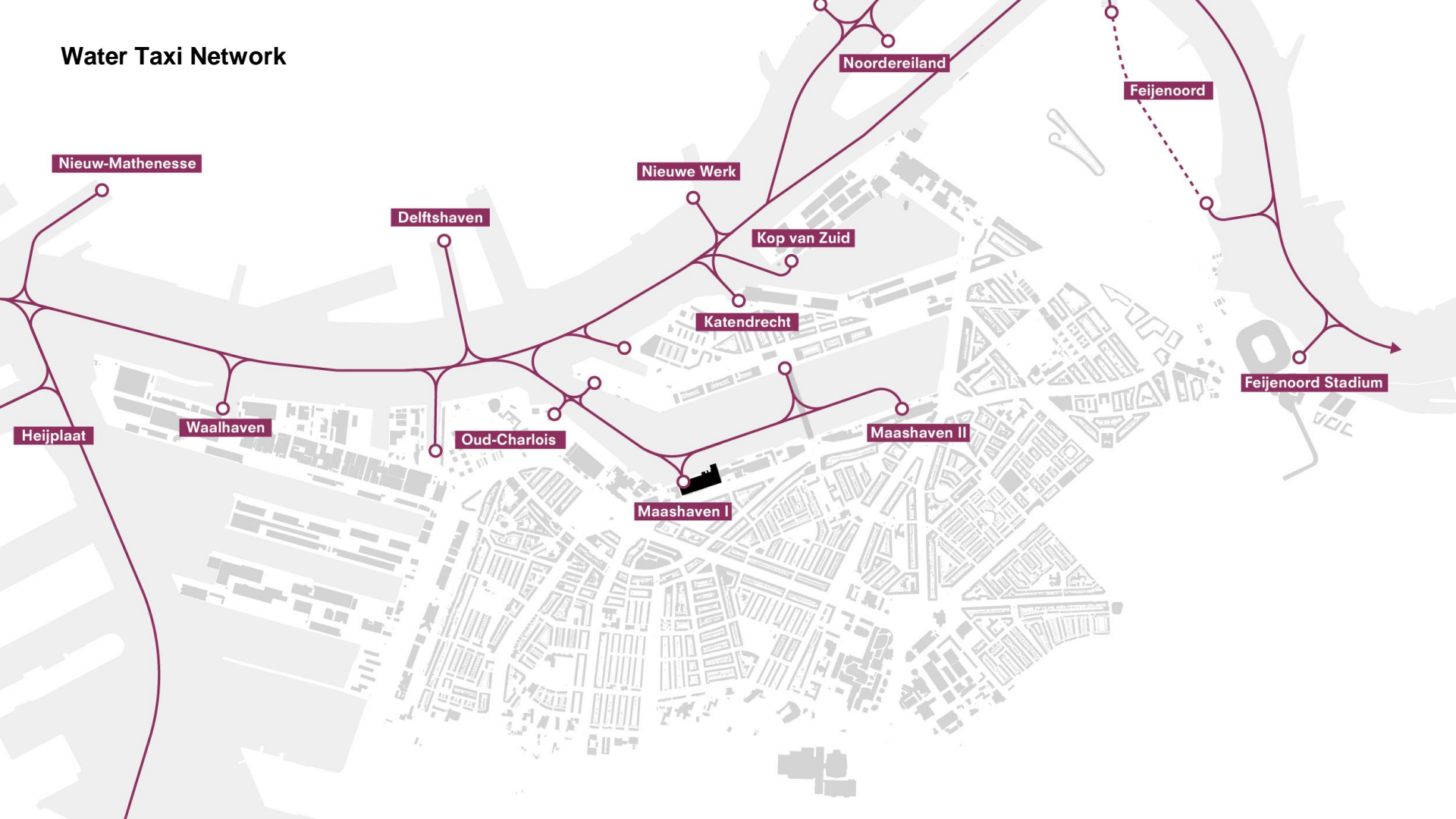




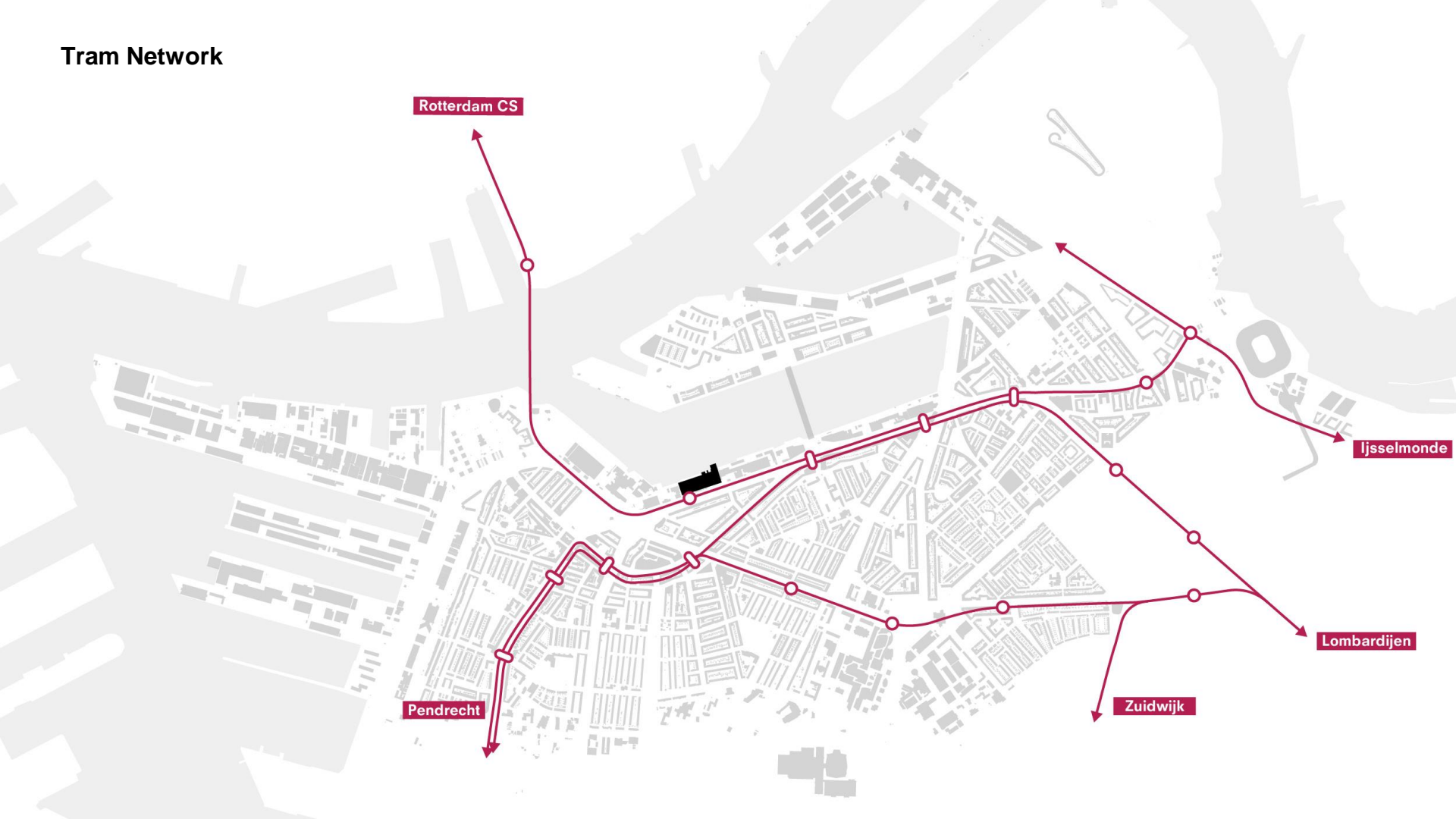
# Metro Network



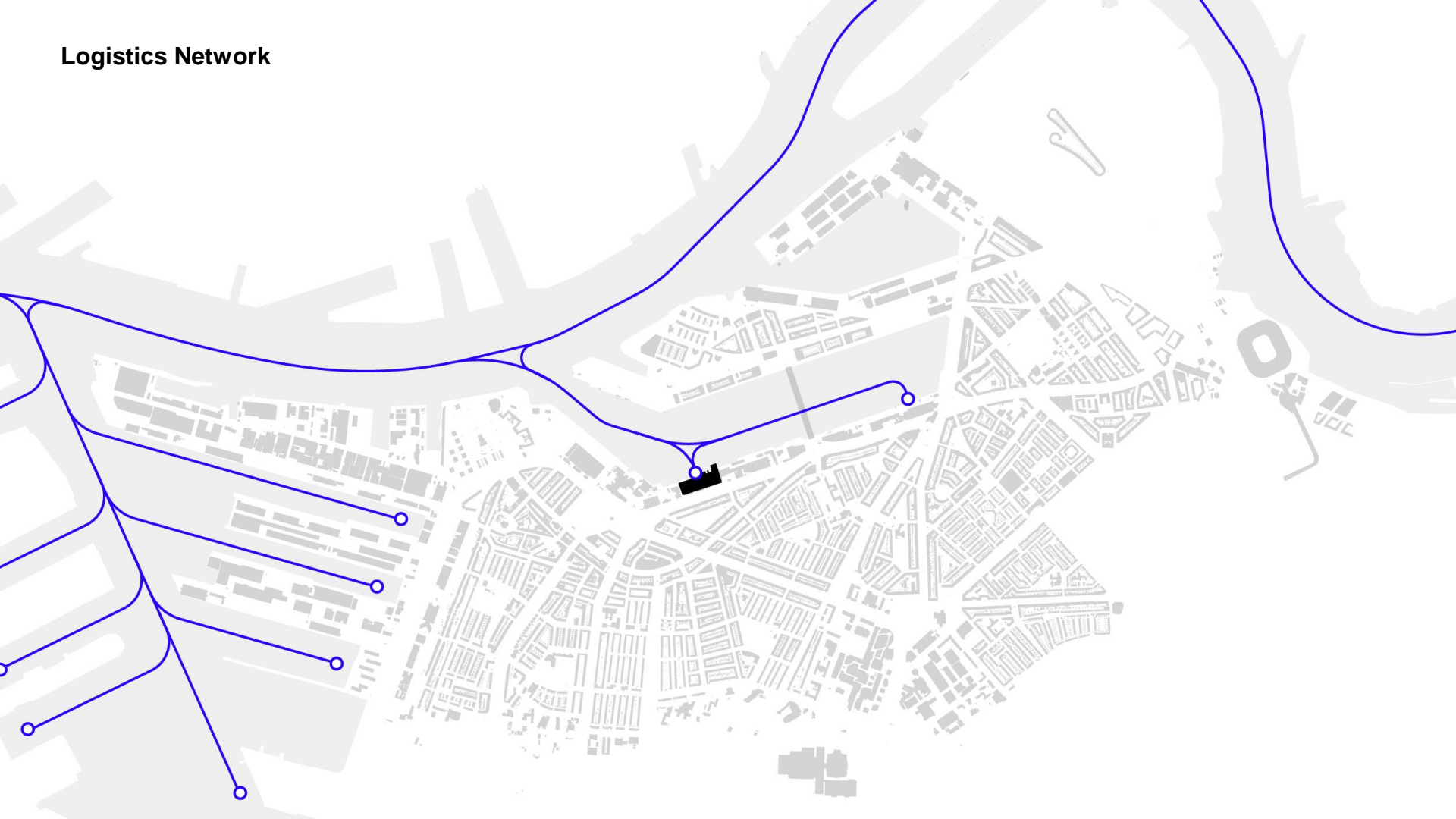
## Water Taxi Network



## Tram Network

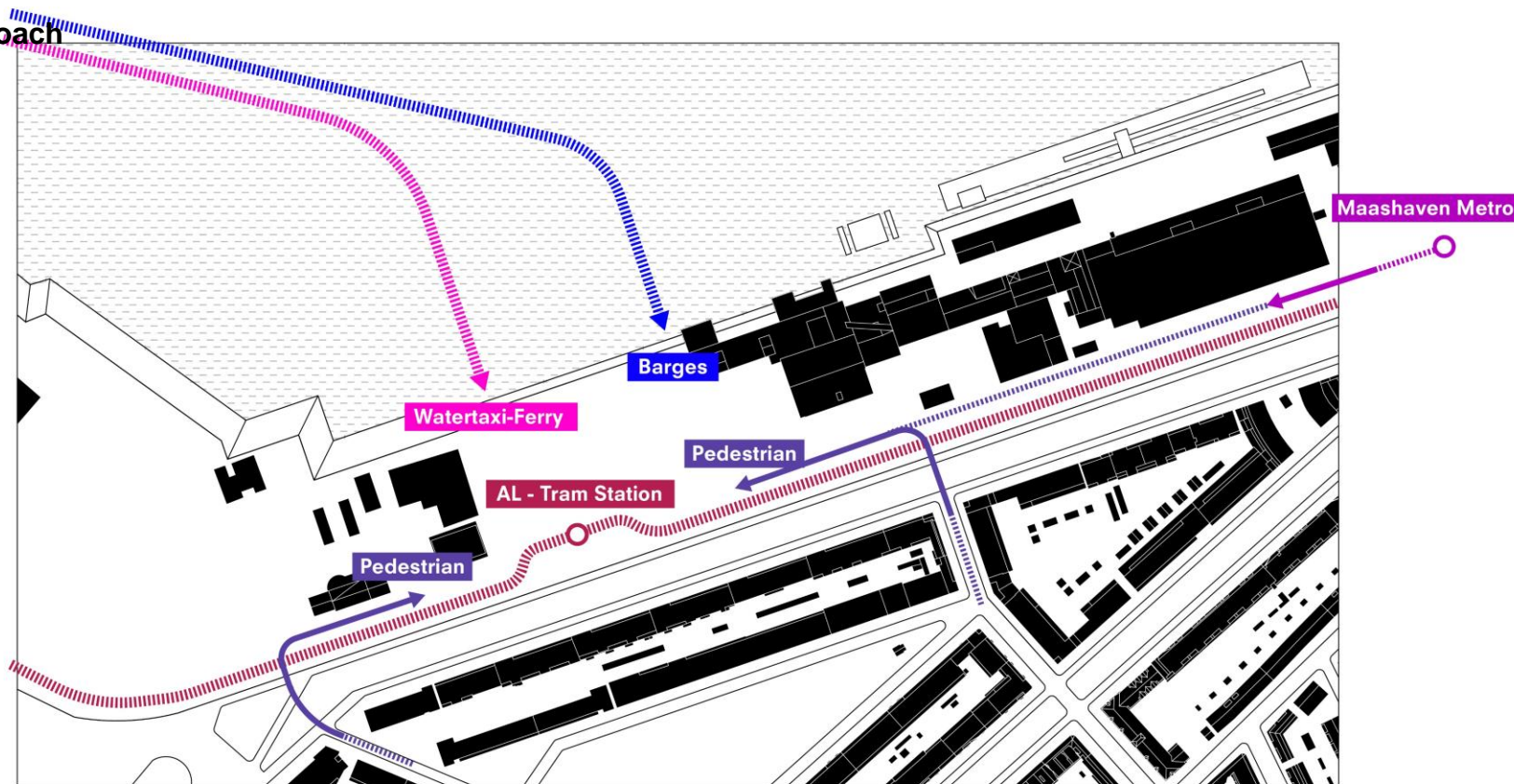


## Logistics Network





Approach



0 50 100 150 m

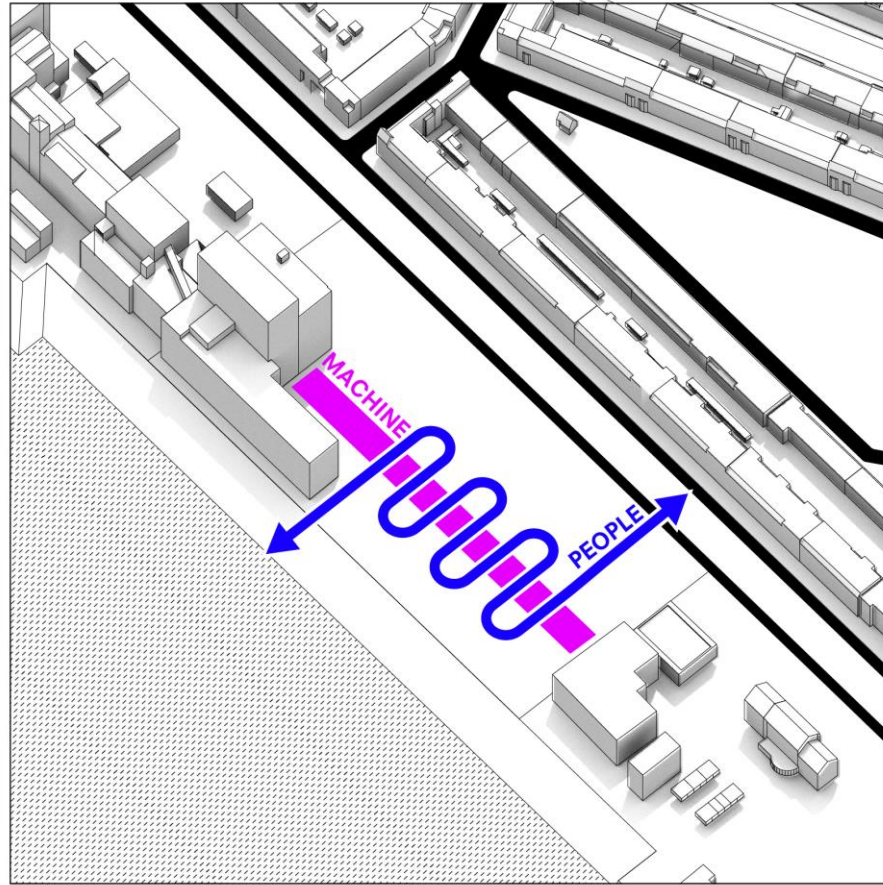
## Location – Meneba Factory



## Location – Meneba Factory



## Design Ambitions

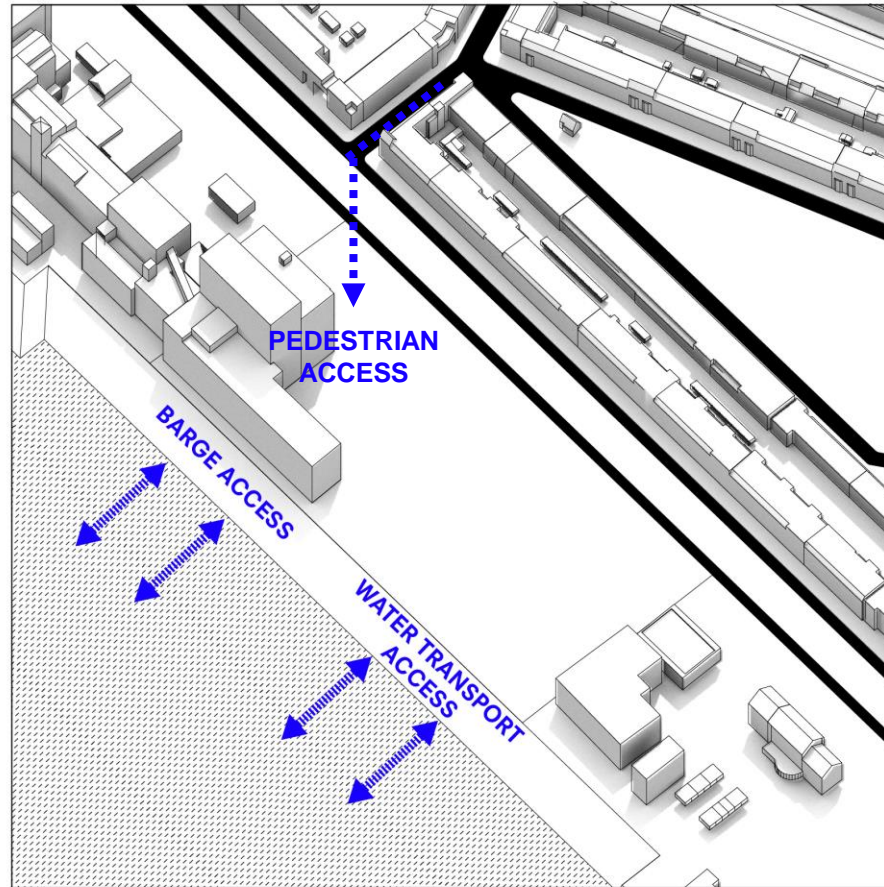


### Human-Machine Interaction

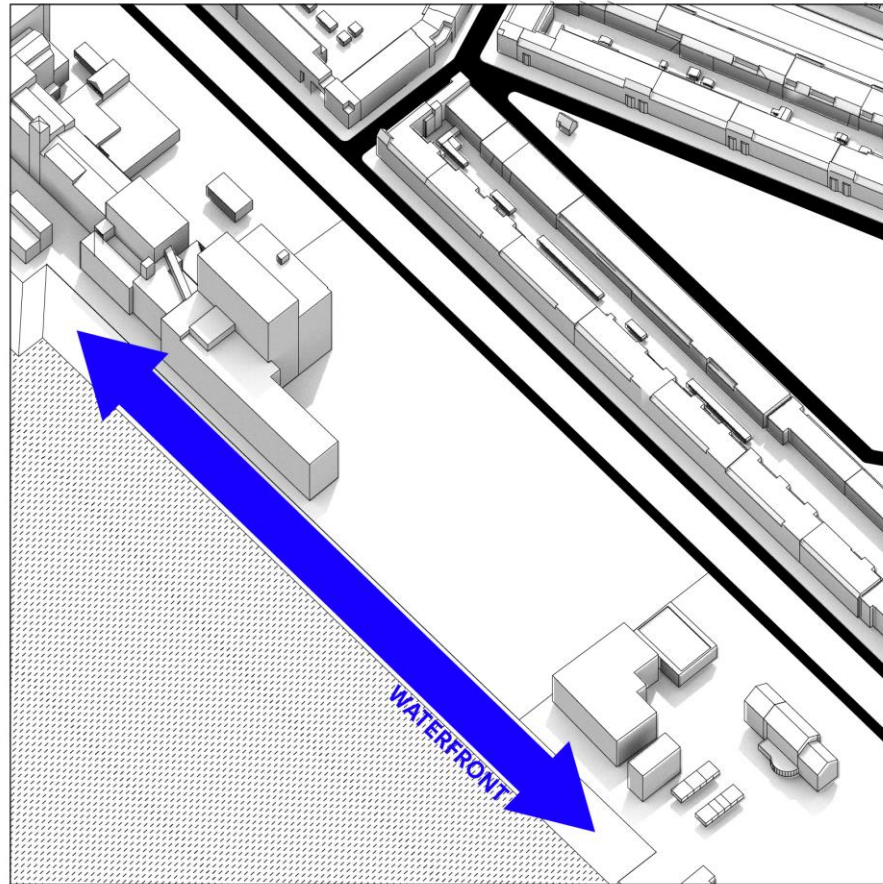
- Linking people to machine space
- Integrating white collar and blue collar workers



## Design Ambitions

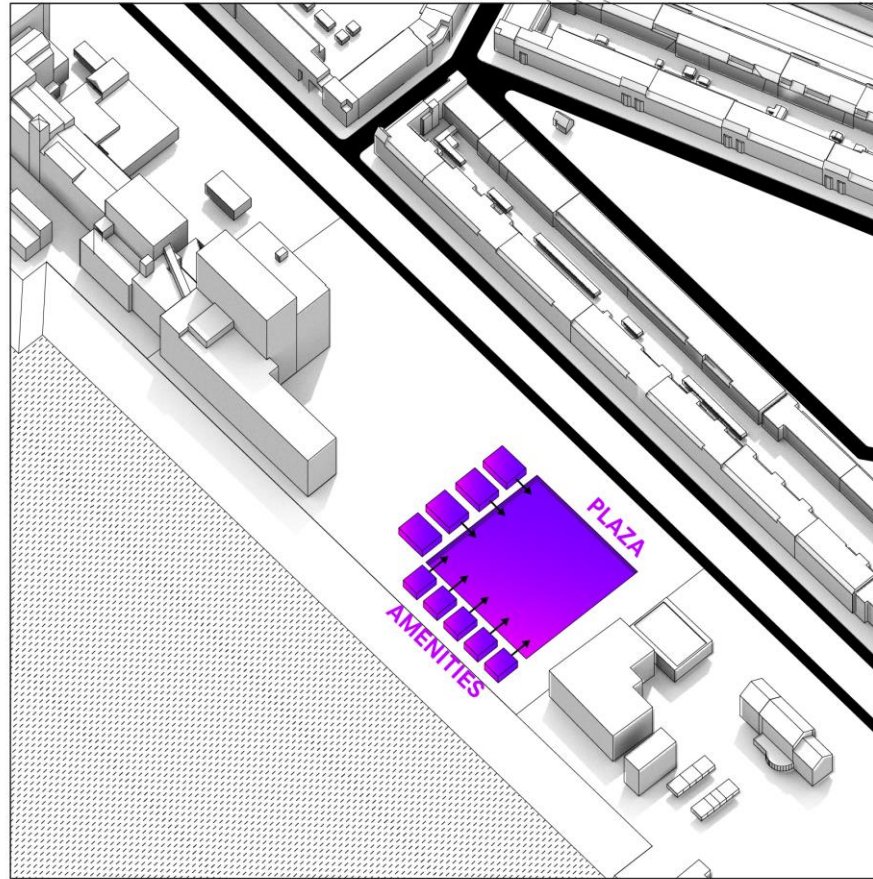


## Design Ambitions



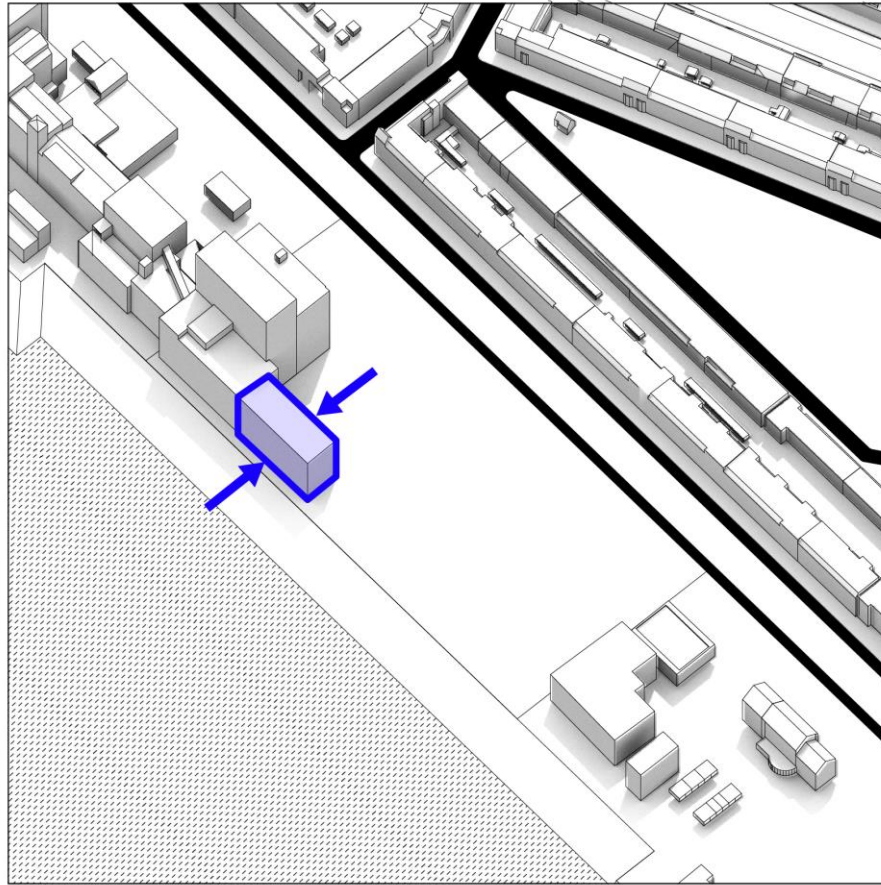
**Public Waterfront**

## Design Ambitions



**Creating Public Plaza with  
Amenities**

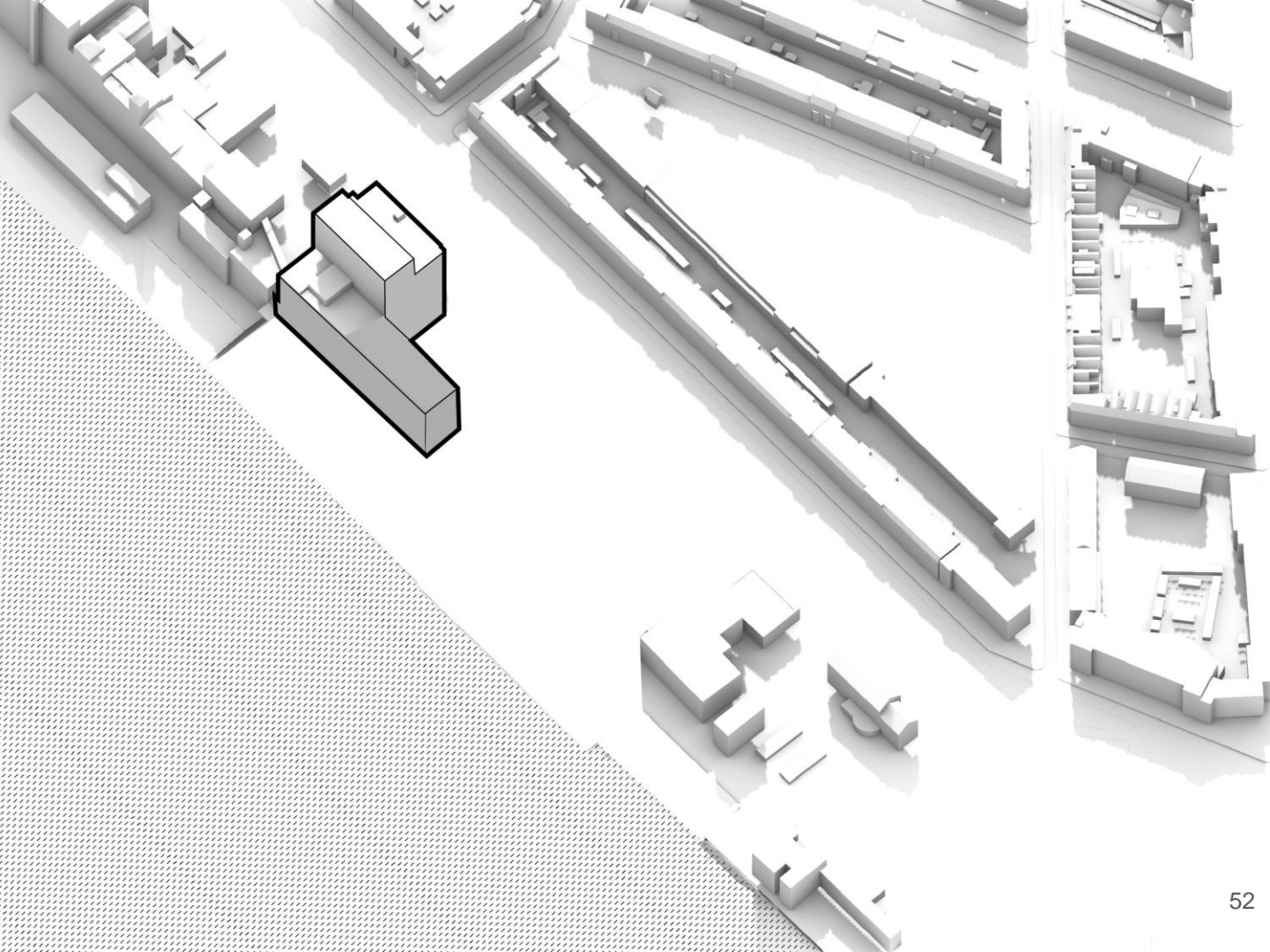
## Design Ambitions



**Intervene existing building  
Logistic function – Staging Area  
& Workshop**

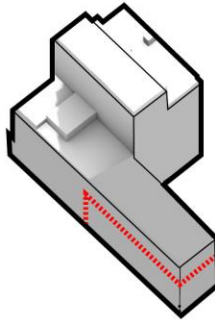


## Meneba Factory

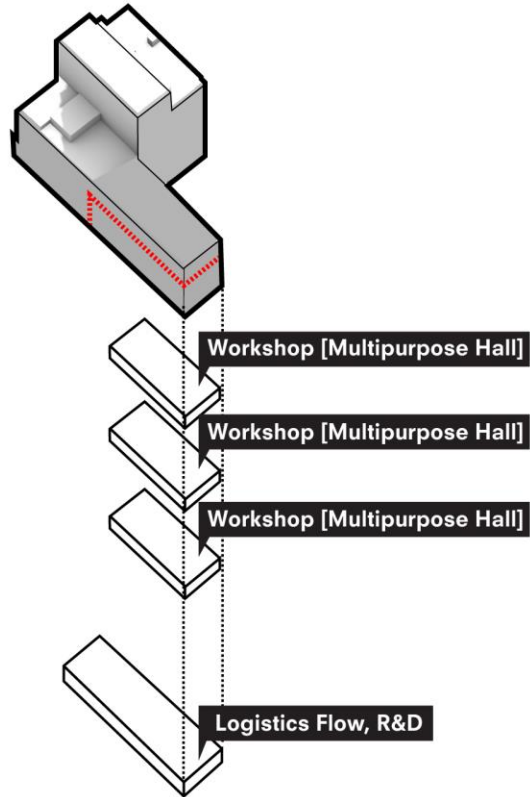




## Meneba Factory



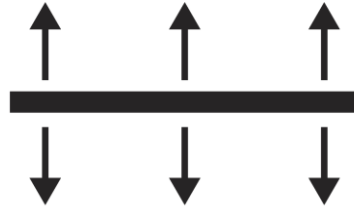
## Meneba Factory



## Organization



## Organization



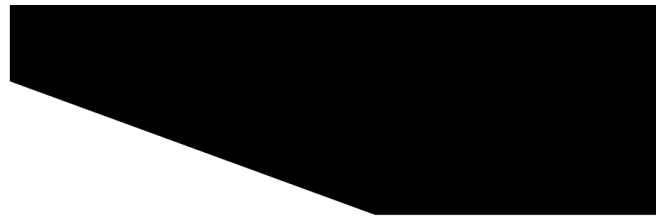
## Organization



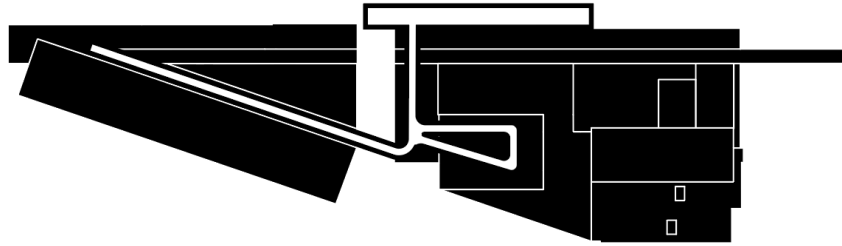
**EXTRAVERTED**



**Volume**



## Volume



FRAGMENTED

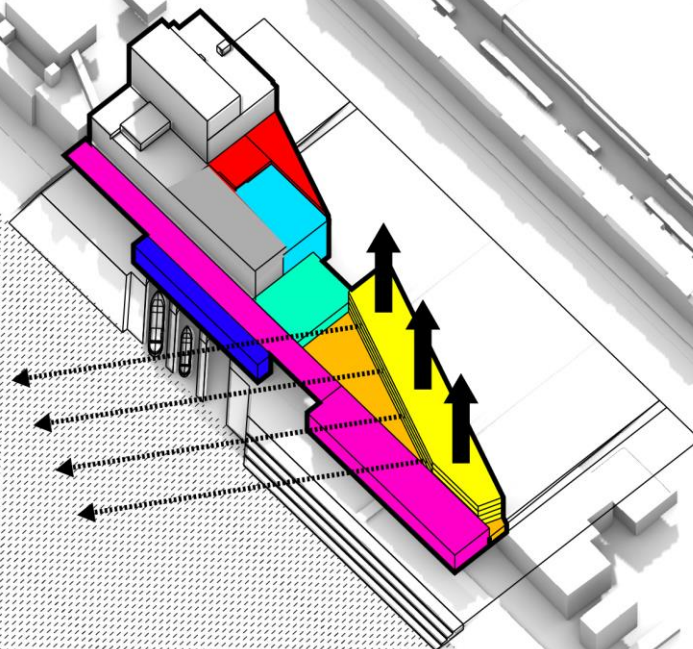
- 
- A 3D architectural rendering of a warehouse complex, viewed from an elevated perspective. The main building is composed of several interconnected rectangular volumes, each color-coded to represent a different functional area. The building is situated on a light gray, textured ground plane. Surrounding the main building are other white, untextured building models, suggesting an urban or industrial context. The color-coded areas include: a yellow section (Offices) at the rear right, a cyan section (Fulfillment) in the center, a magenta section (Amenities) at the front right, a blue section (Loading Area) on the left side, a red section (Warehouse Storage) at the rear left, and a green section (Research and Development) in the center-left. A small orange section (Warehouse Market) is also visible near the blue section. The overall layout is elongated and rectangular, with various internal courtyards and access points.
- Offices
  - Research and Development
  - Warehouse Market
  - Loading Area
  - Amenities
  - Warehouse Storage
  - Fulfillment



- 
- This 3D architectural rendering illustrates a proposed warehouse complex, color-coded by function. The complex is situated on a large, flat, textured plot of land, with existing grey-scale buildings and infrastructure visible in the background. The functional zones are as follows:
- Offices
  - Research and Development
  - Warehouse Market
  - Loading Area
  - Amenities
  - Warehouse Storage
  - Fulfillment
- Two black arrows indicate movement or flow: one points from the main complex towards the upper right, and another points from the 'Loading Area' towards the 'Fulfillment' zone.



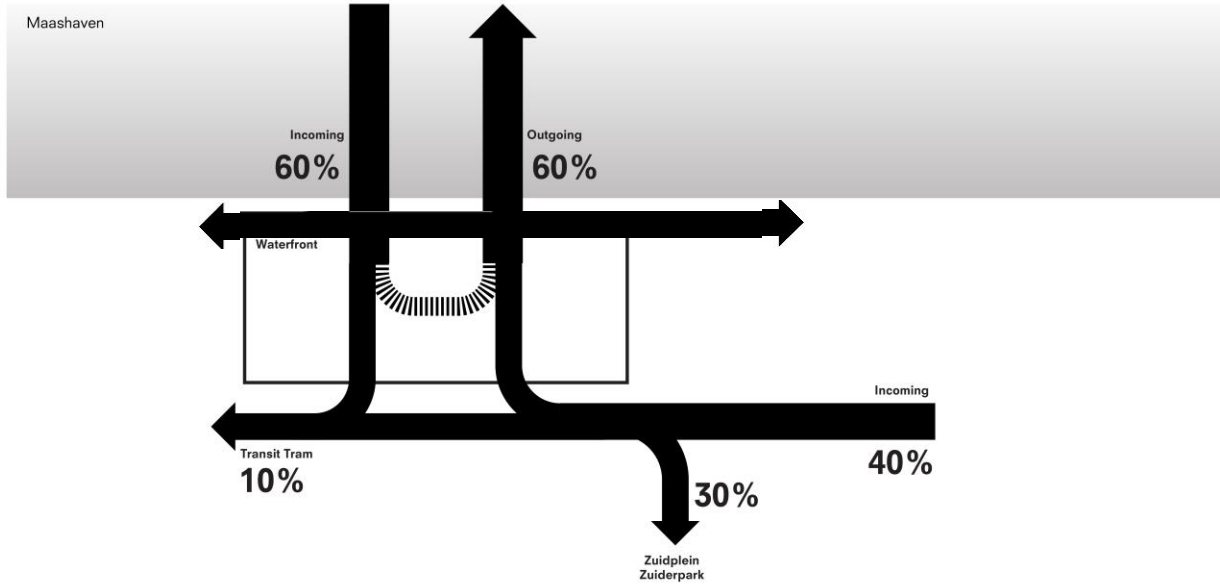
- Offices
- Research and Development
- Warehouse Market
- Loading Area
- Amenities
- Warehouse Storage
- Fulfillment



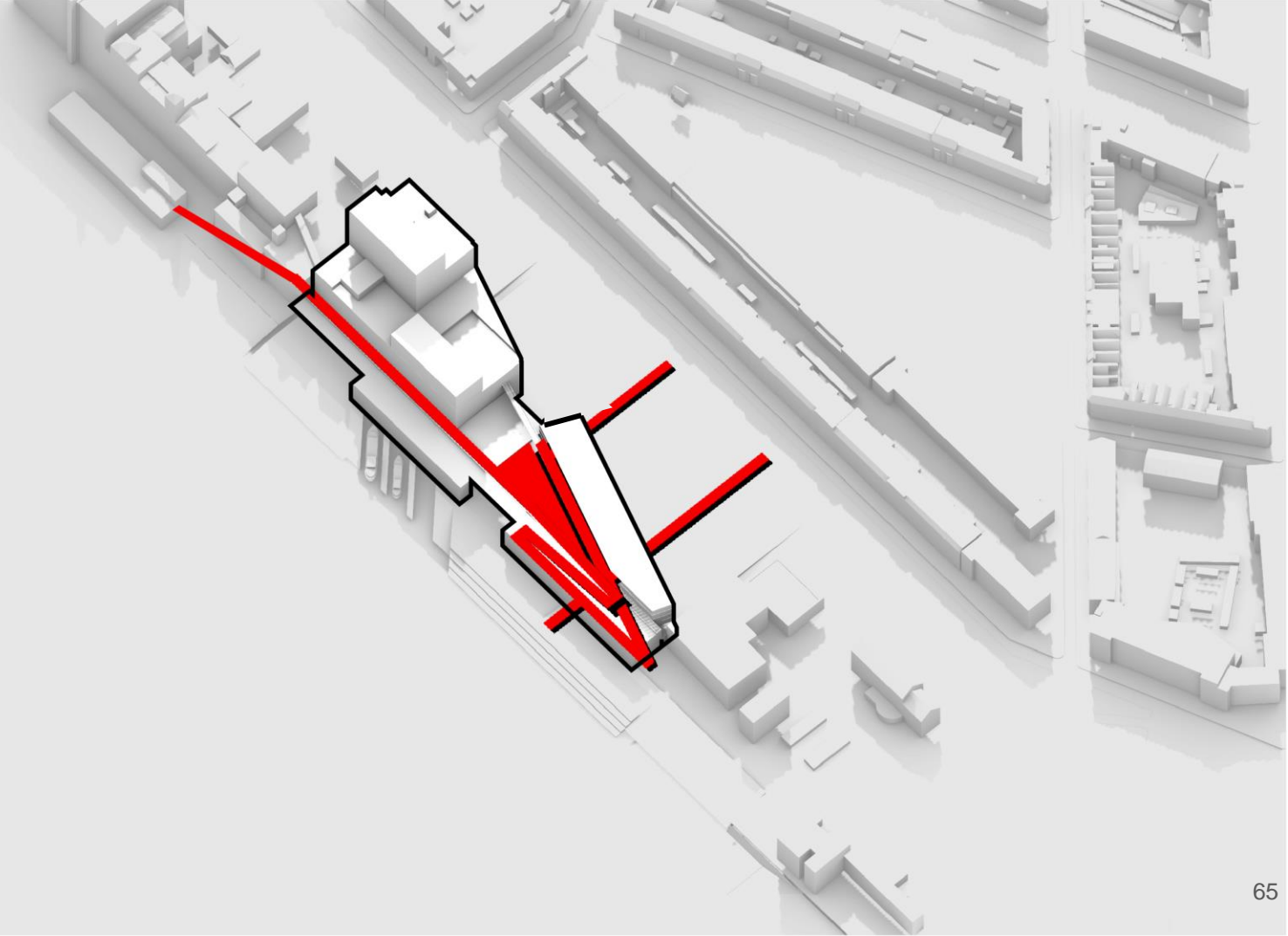


- 
- A 3D architectural rendering of a warehouse facility, viewed from an elevated perspective. The building is a long, rectangular structure with a flat roof. The interior is divided into several functional zones, each color-coded. A yellow zone (Offices) is located at the top left. A red zone (Warehouse Storage) is adjacent to it. A cyan zone (Fulfillment) is below the red zone. A blue zone (Loading Area) is at the bottom left. A magenta zone (Amenities) runs along the right side. A green zone (Research and Development) is in the center. An orange zone (Warehouse Market) is at the top right. A large yellow zone (Offices) is at the bottom right. The building is surrounded by a paved area and other industrial structures in the background.
- Offices
  - Research and Development
  - Warehouse Market
  - Loading Area
  - Amenities
  - Warehouse Storage
  - Fulfillment

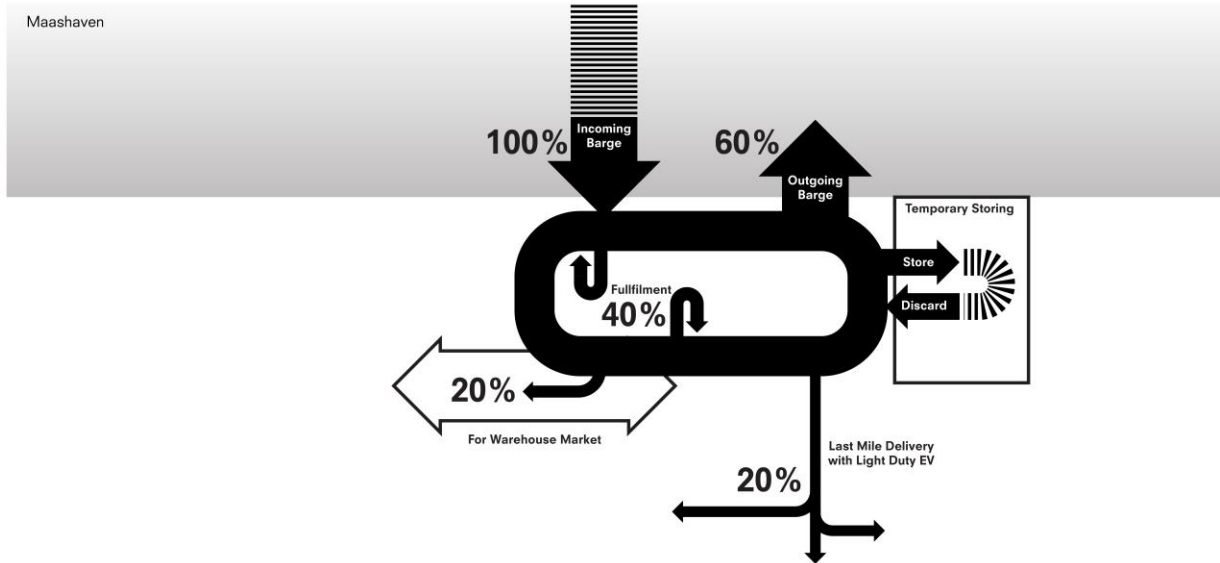
## Passenger Flows



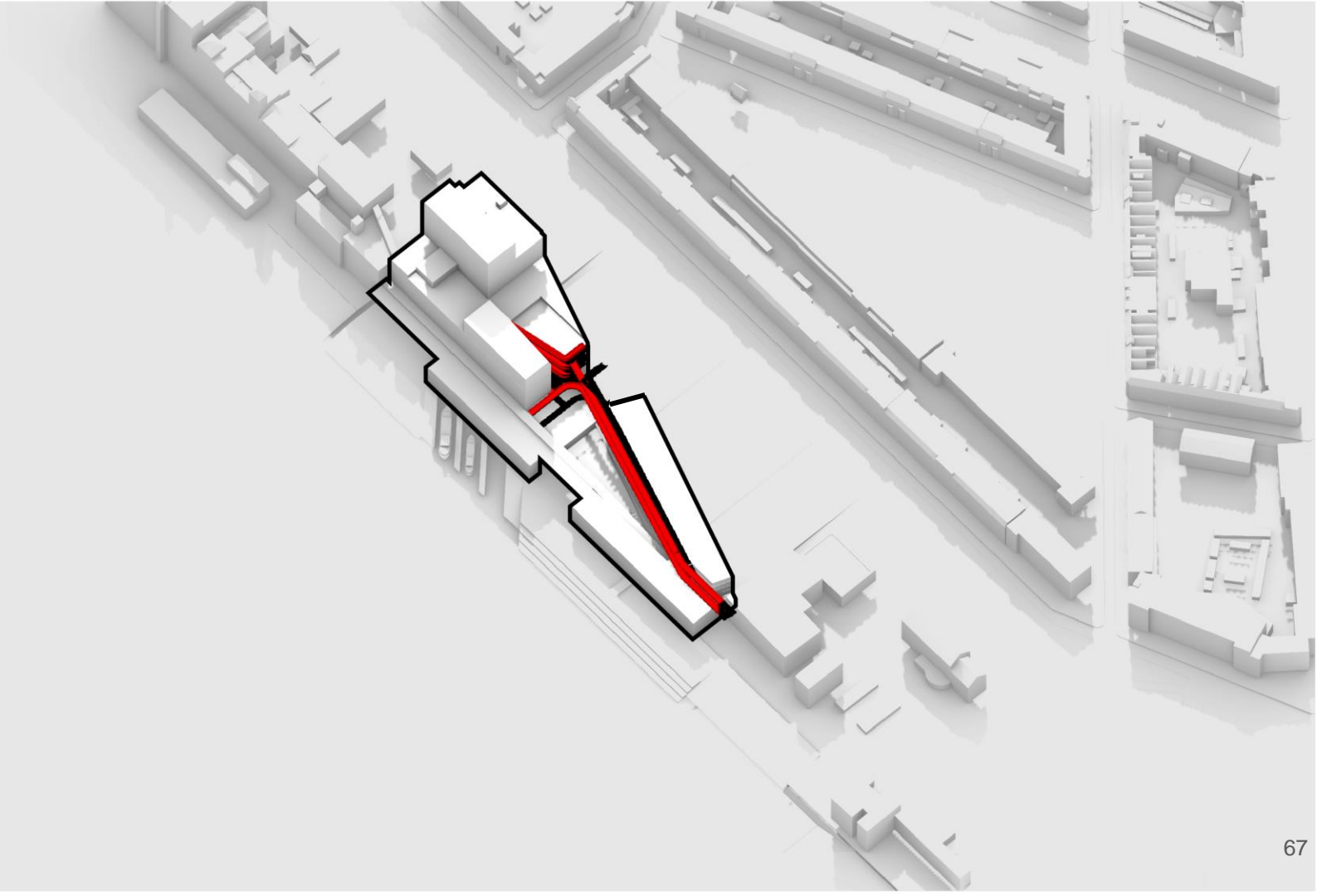
## Passenger Flows



## Goods Flow

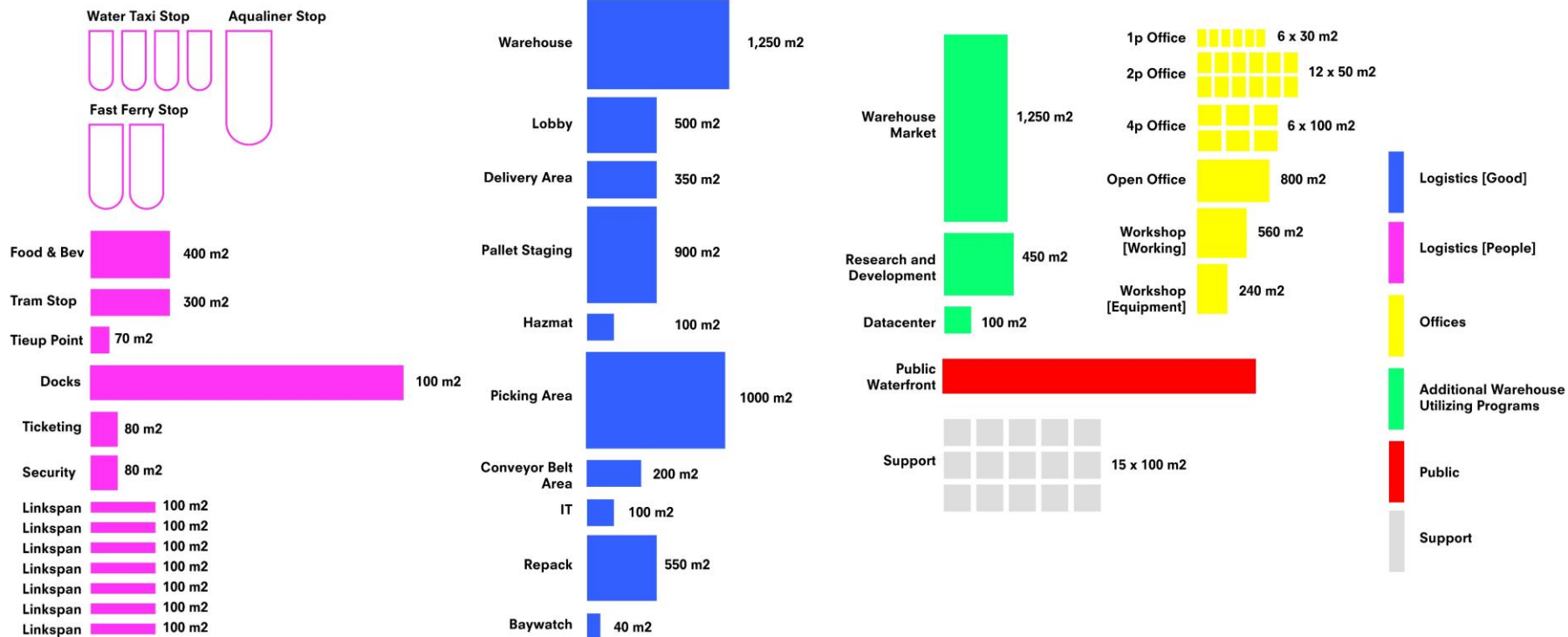


## Goods Flow

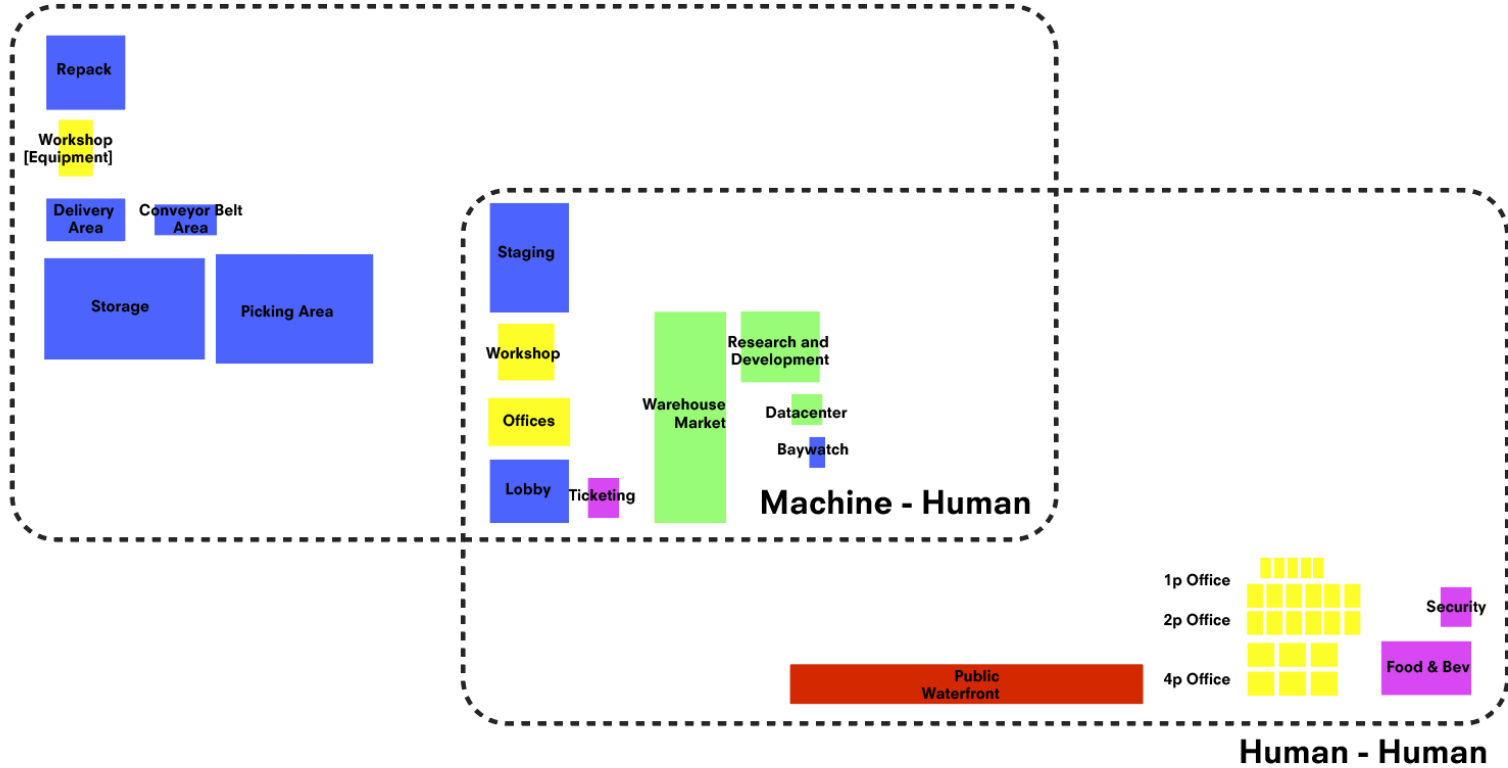




# Programme Distribution



## Machine - Machine



## Robotic Loop Interactions

### Machine-Machine



### Machine-Human

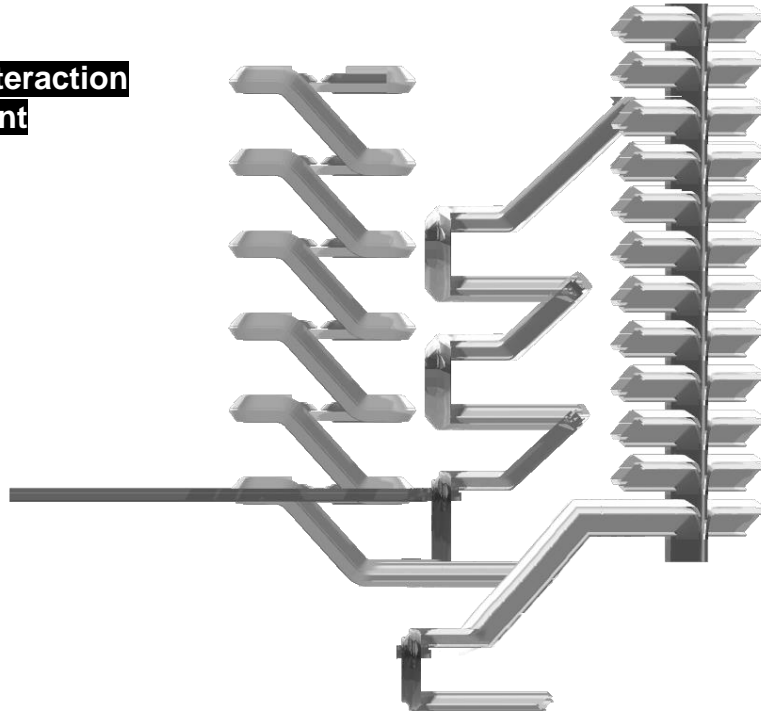


### Human-Human



## Robotic Loop Interactions

**Machine-Machine Interaction**  
**Automated Fullfilment**



## Robotic Loop Interactions

**Machine-Human Interaction**  
**Steady Shopping Experience**

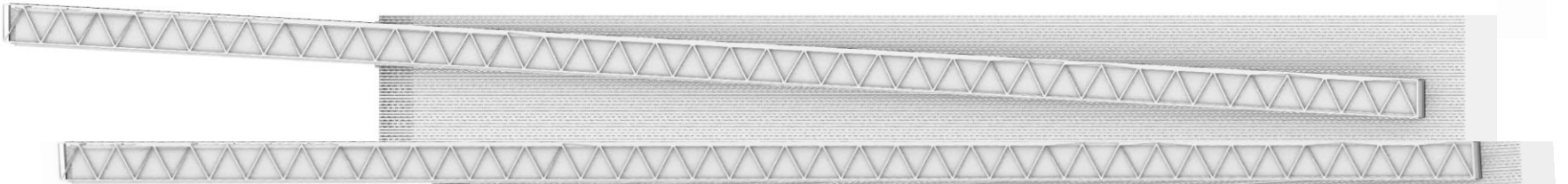


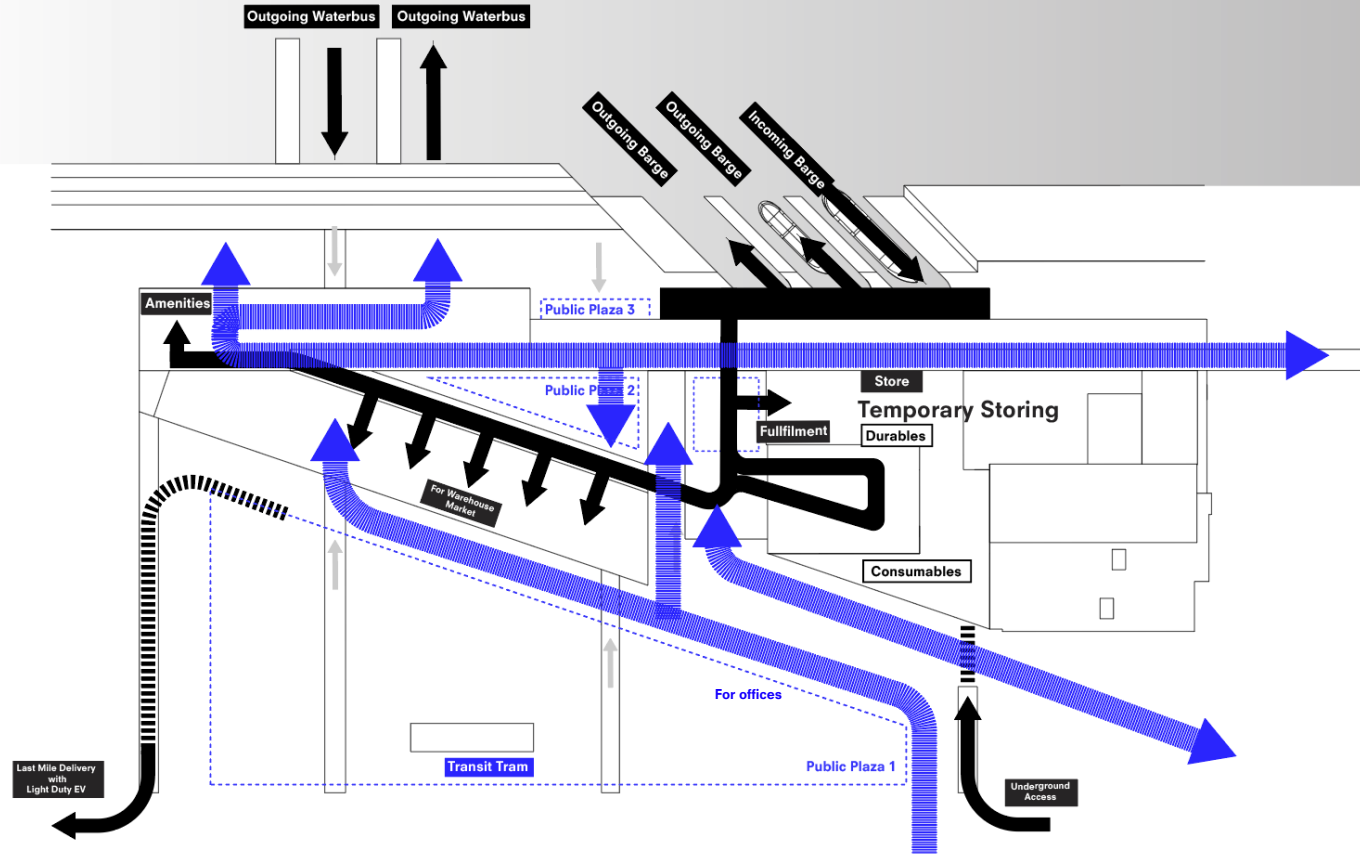


## Robotic Loop Interactions

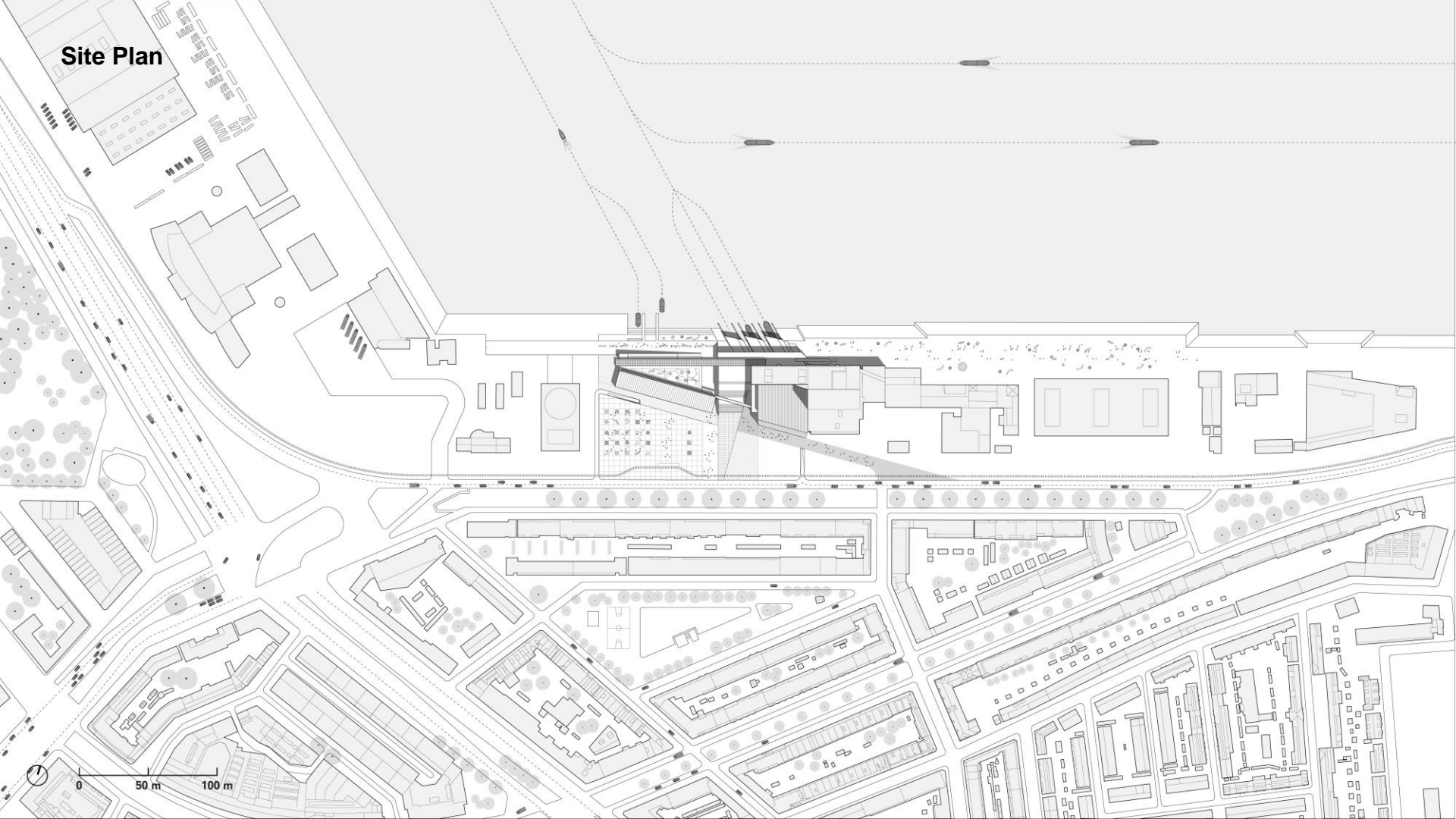
Human-Human Interaction

Visual Interaction



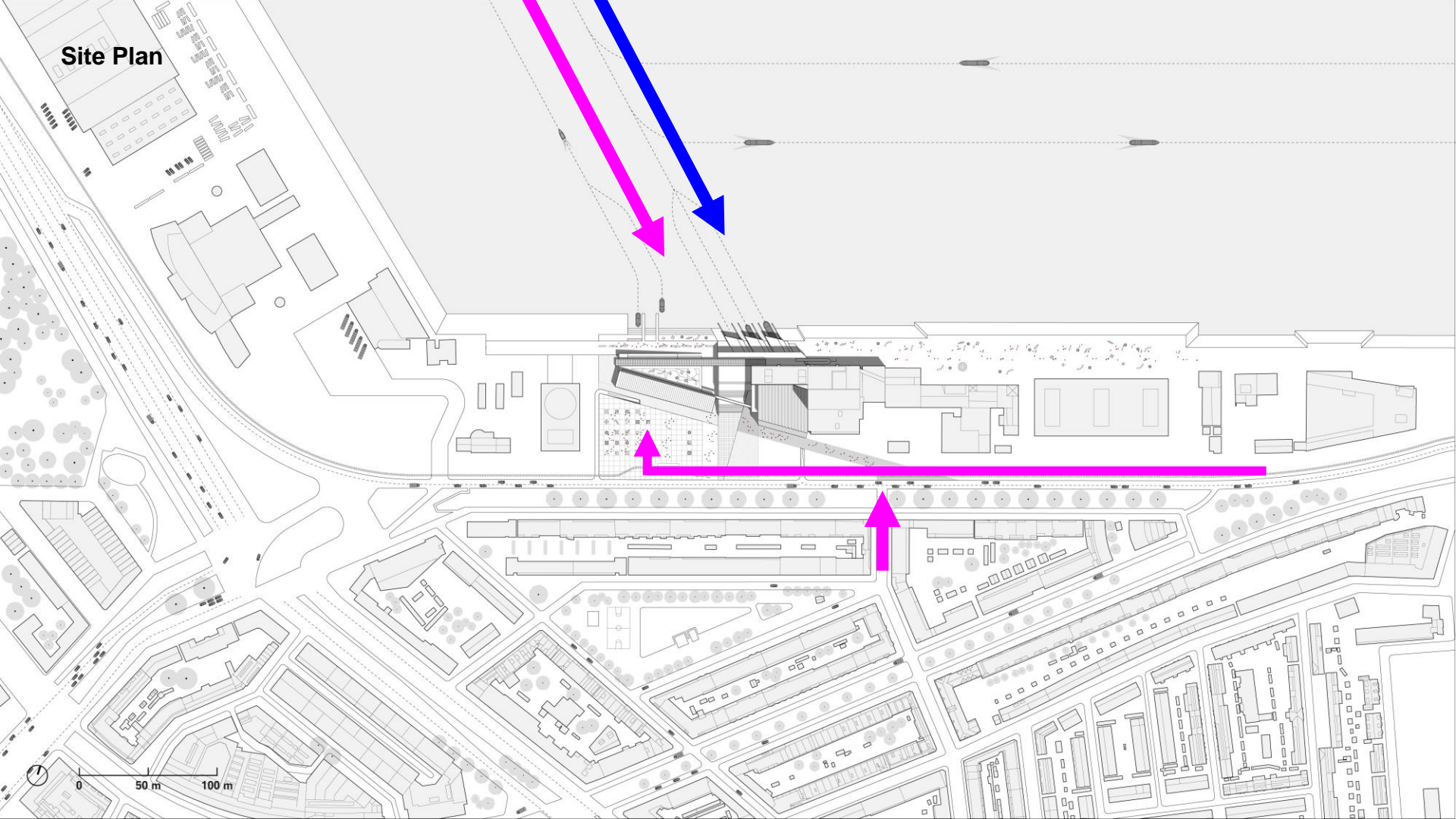


# Site Plan



**Site Plan**

This site plan illustrates the layout of the University of the Pacific campus. The plan includes a scale bar (0 to 100 meters) and a north arrow. The campus is divided into several distinct areas, including a central academic core, a large parking lot, and various residential and administrative buildings. The plan also shows the surrounding urban environment, including streets and other buildings. Three large arrows (blue, red, and green) are overlaid on the plan, indicating specific directions or paths. The blue arrow points towards the top right, the red arrow points towards the bottom right, and the green arrow points towards the bottom left.





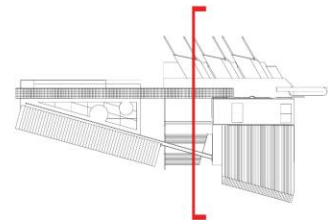
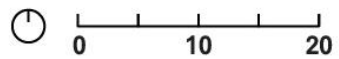
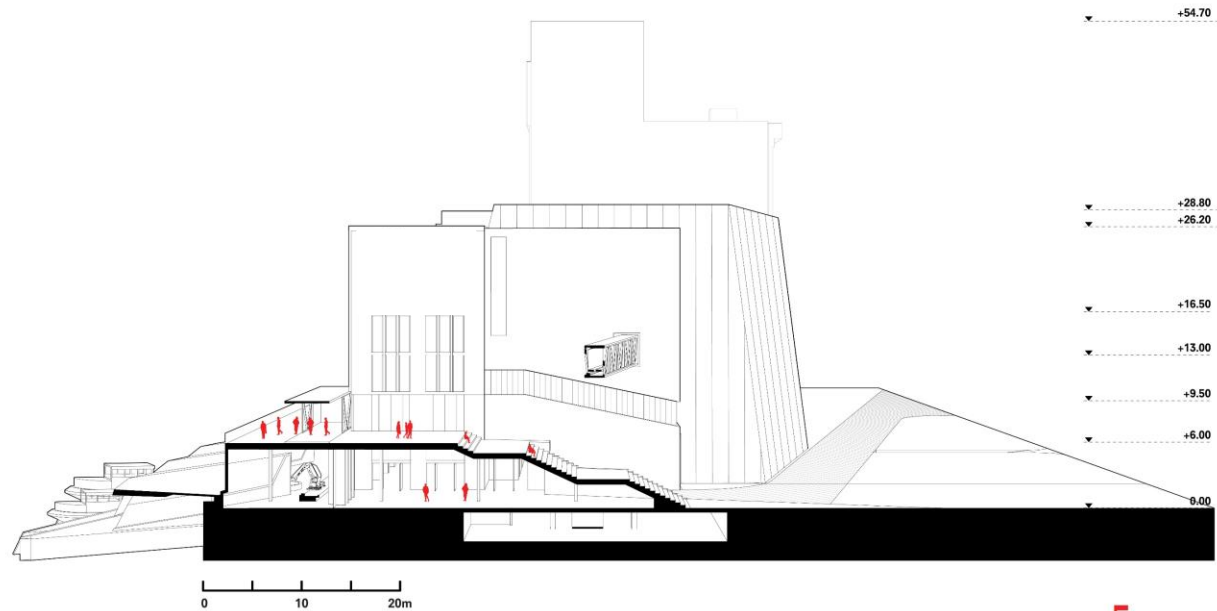
## Approach from Water Transportation

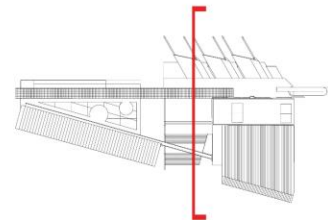
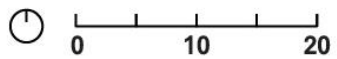
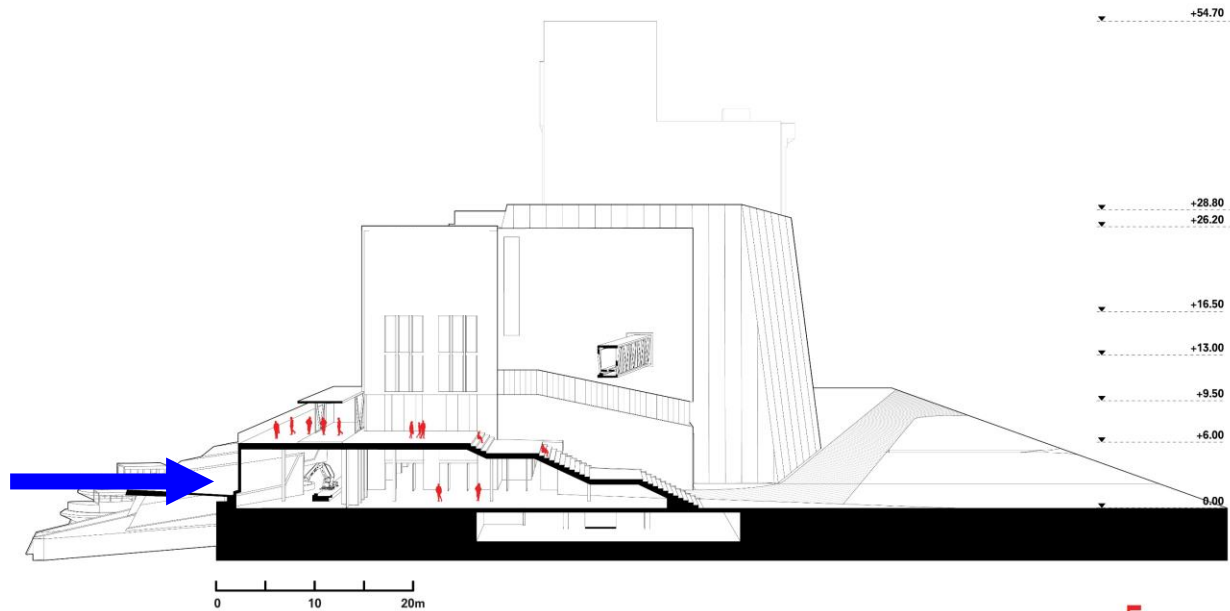




Approach from Tram





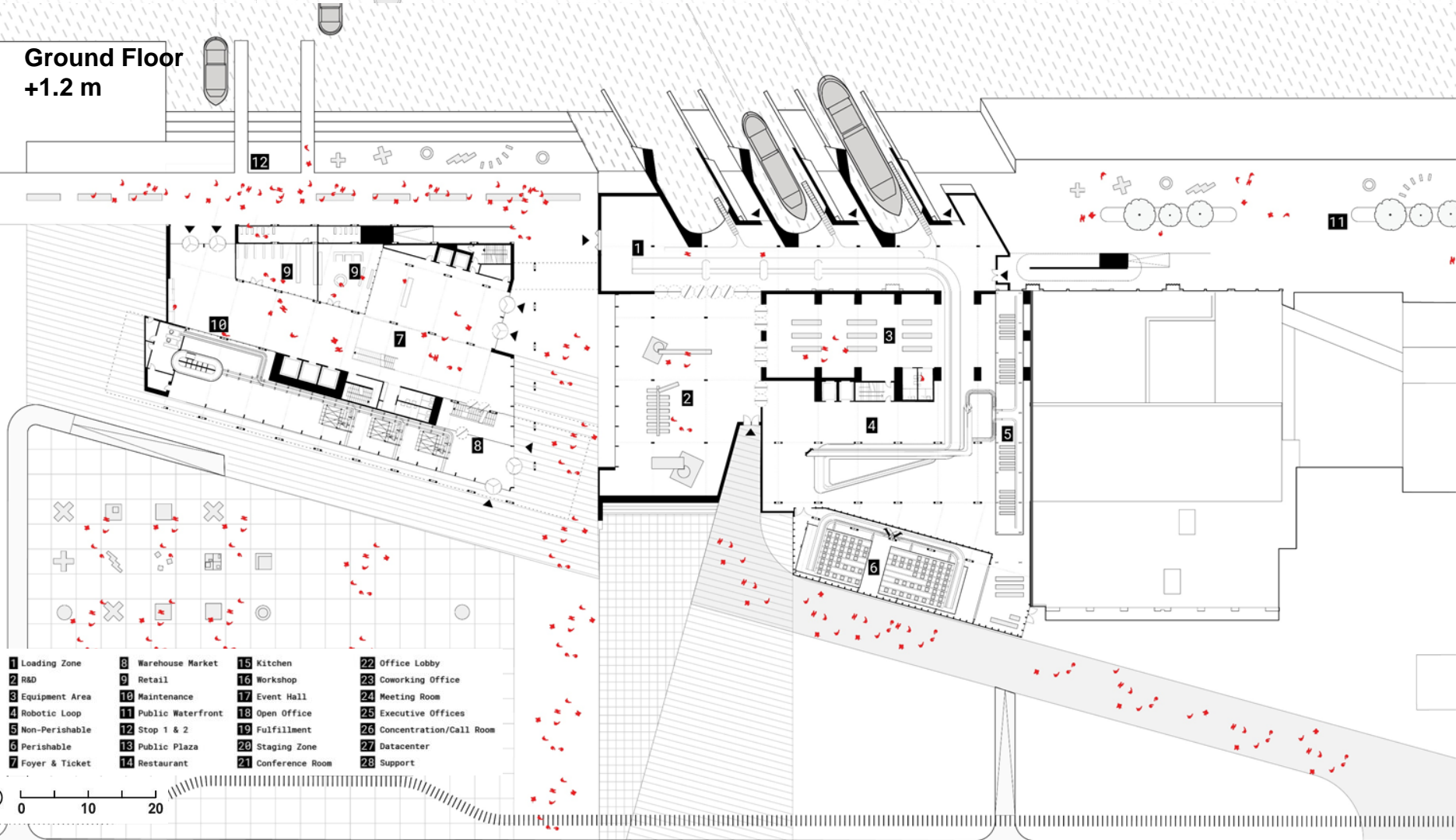




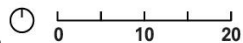
## Workshop & Maintenance



# Ground Floor +1.2 m

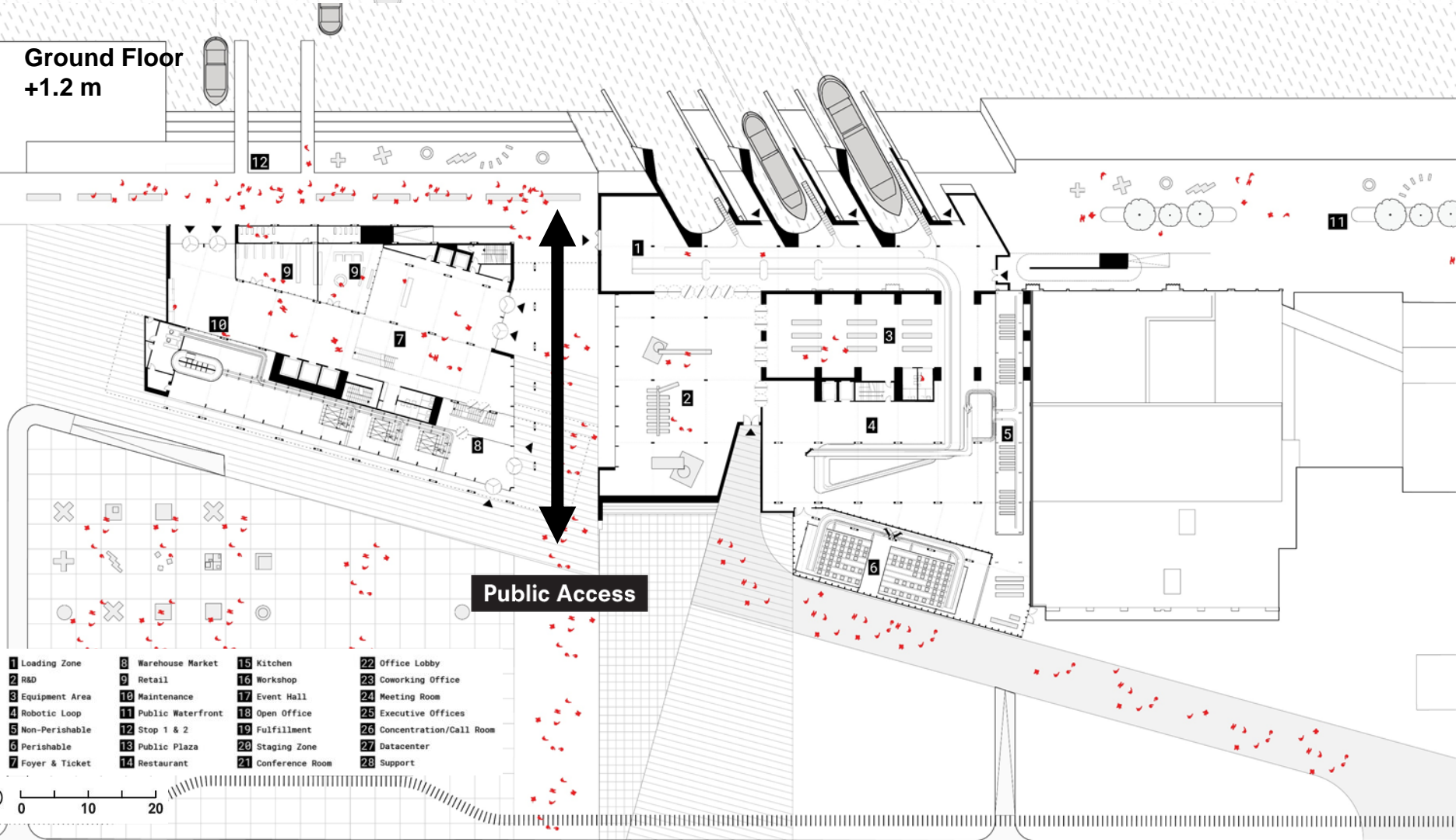


- |                  |                      |                    |                            |
|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |





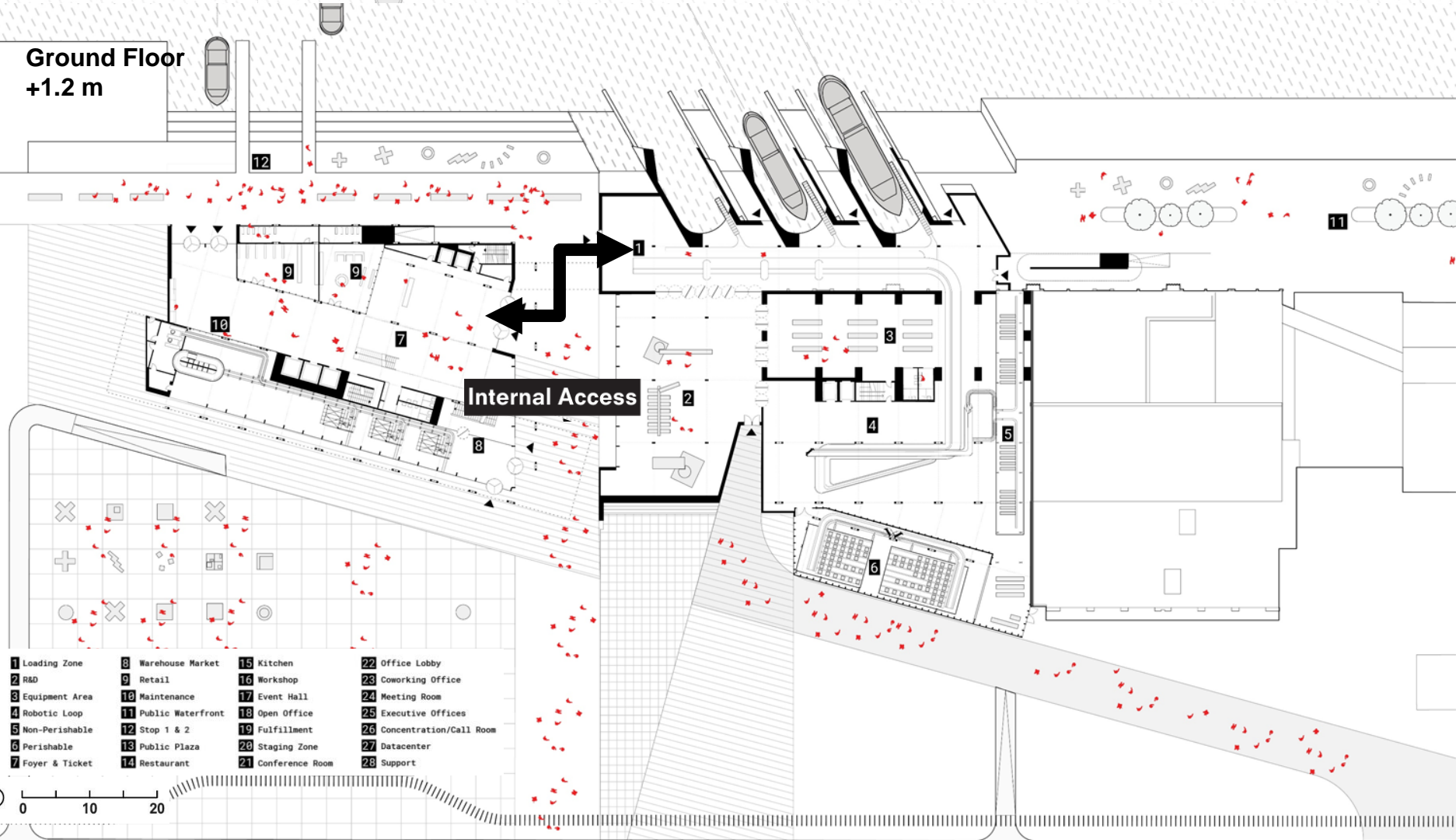
# Ground Floor +1.2 m



- |                  |                      |                    |                            |
|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
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| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |

0 10 20

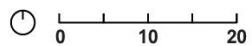
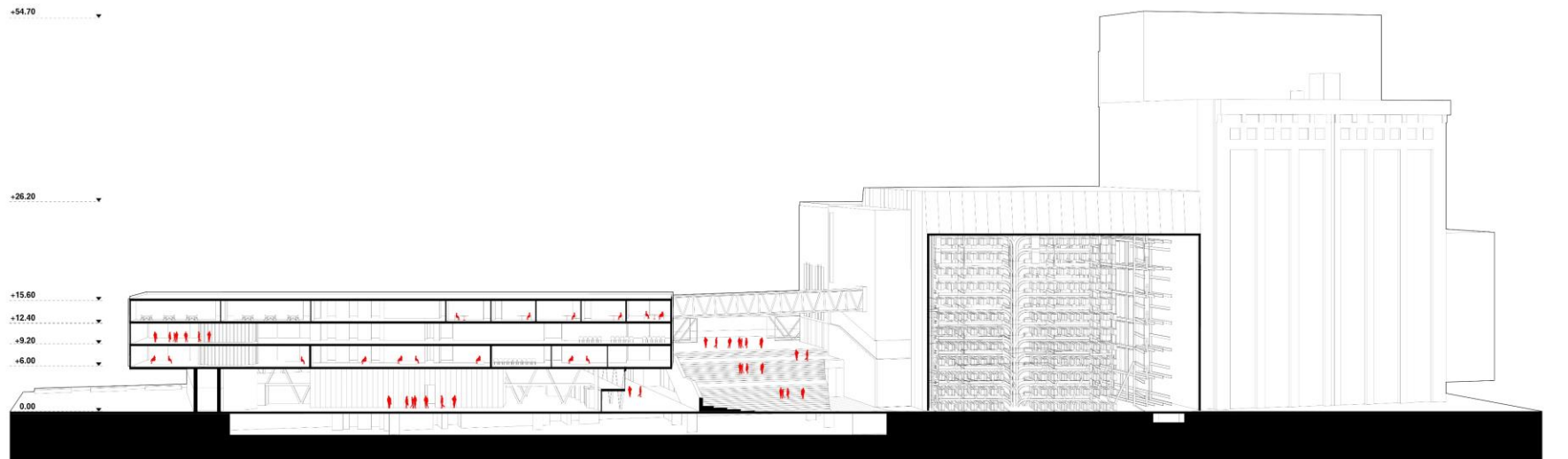
# Ground Floor +1.2 m

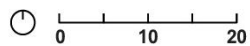
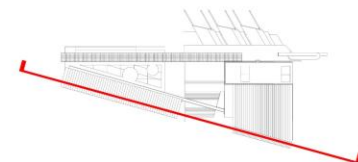
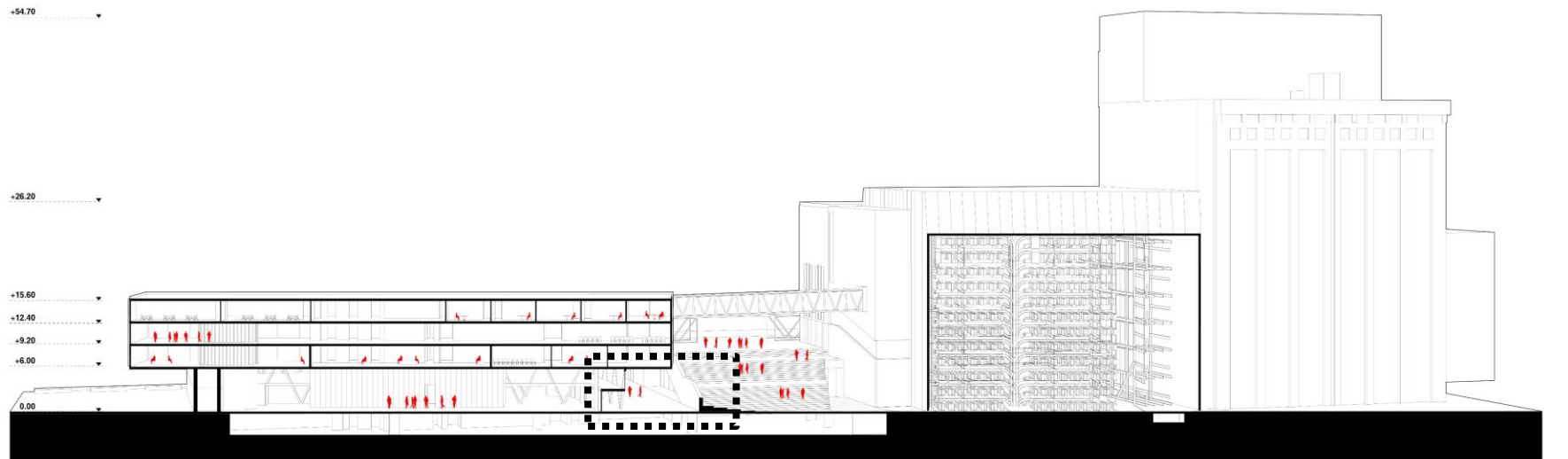


Internal Access

- |                  |                      |                    |                            |
|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |

0 10 20







Approaching





Foyer & Tickets

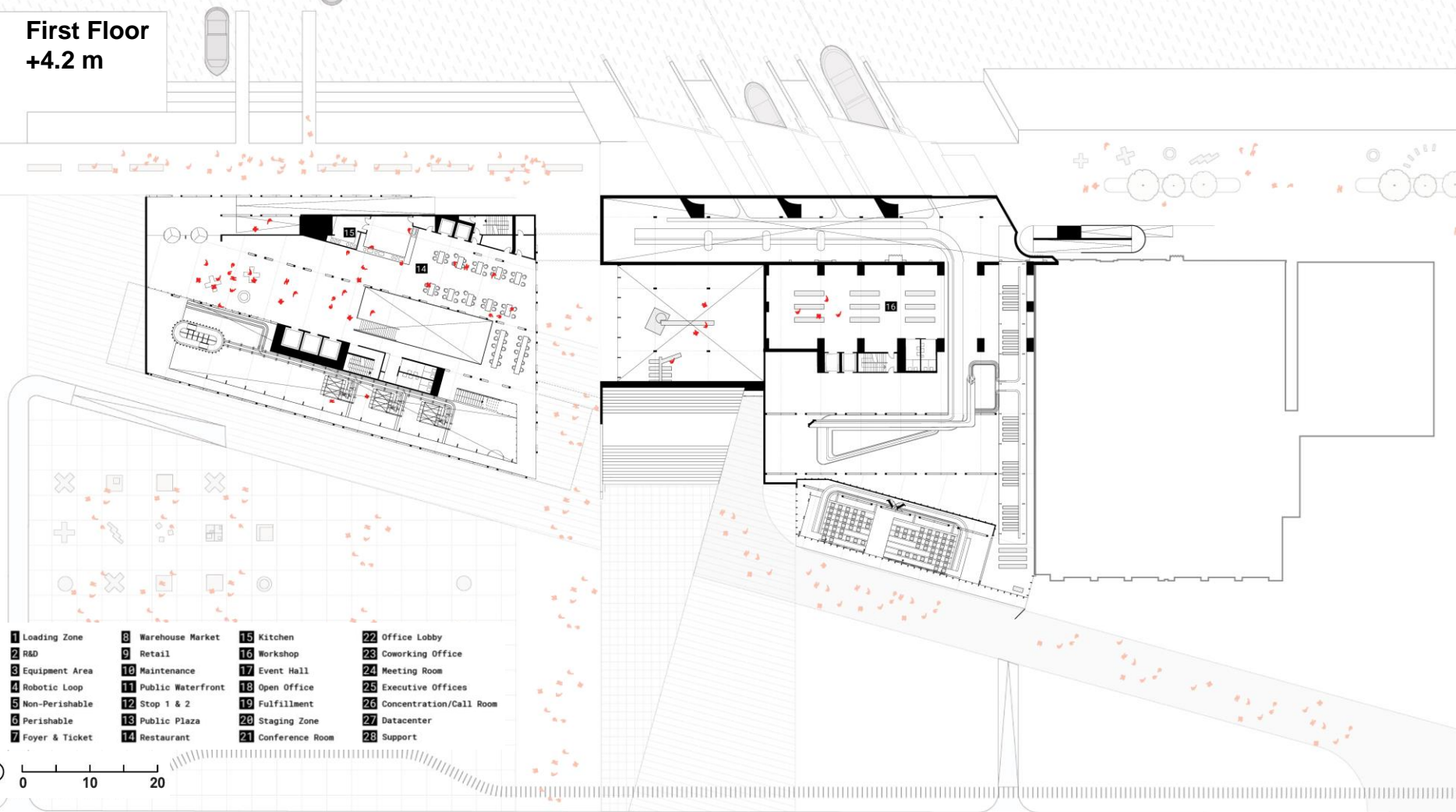


## Foyer & Tickets

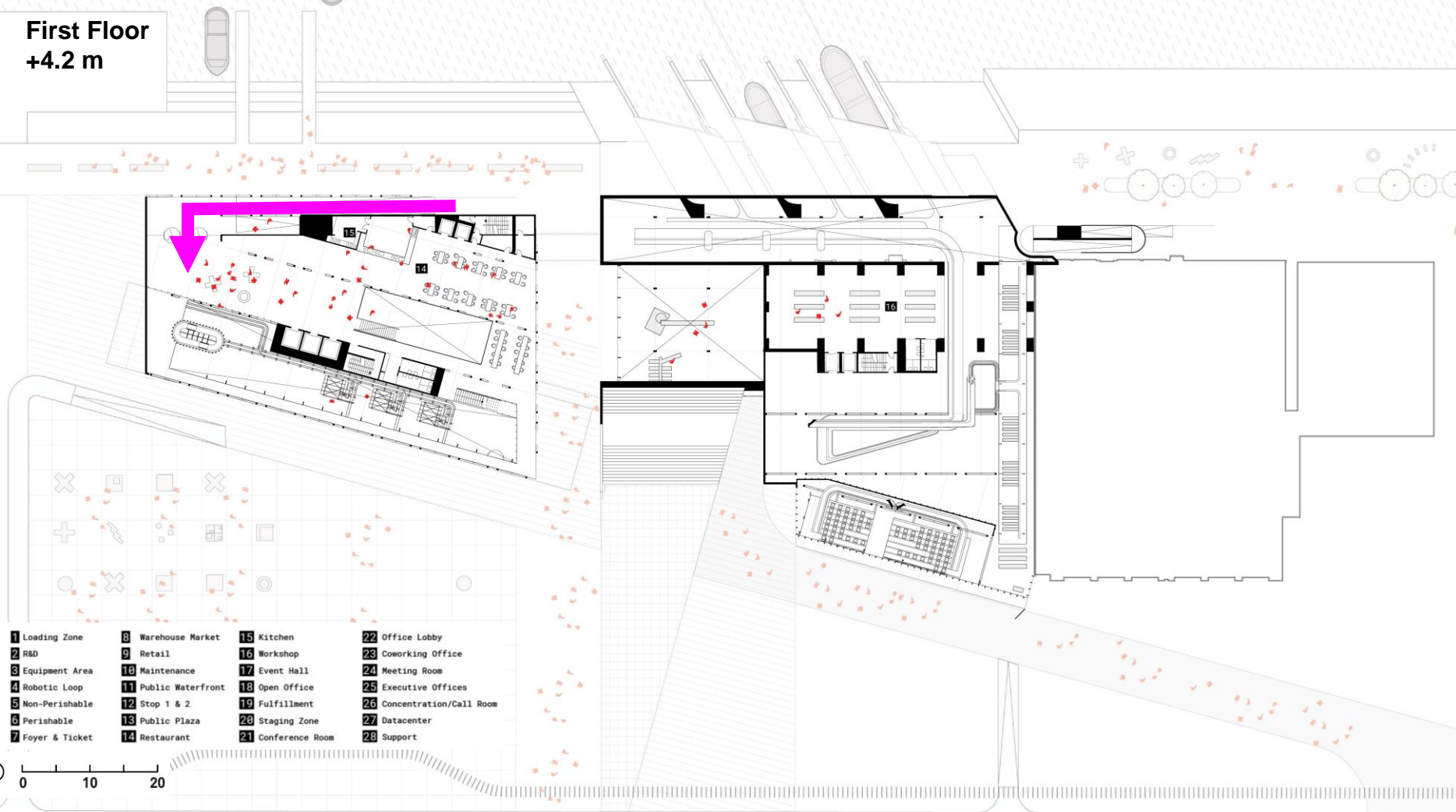




# First Floor +4.2 m



# First Floor +4.2 m



- |                  |                      |                    |                            |
|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |



Ramp

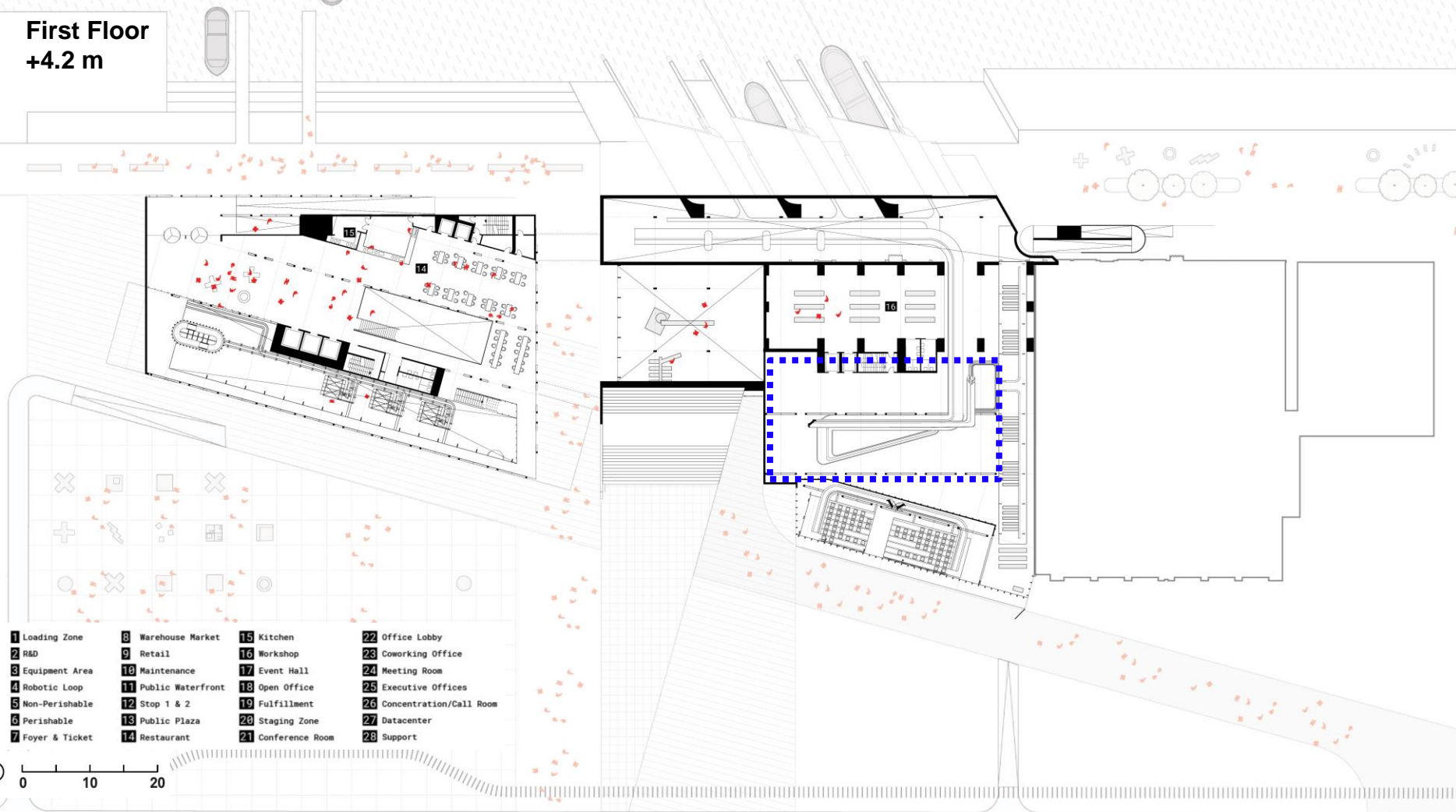




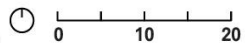
# Restaurant



# First Floor +4.2 m



- |                  |                      |                    |                            |
|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |

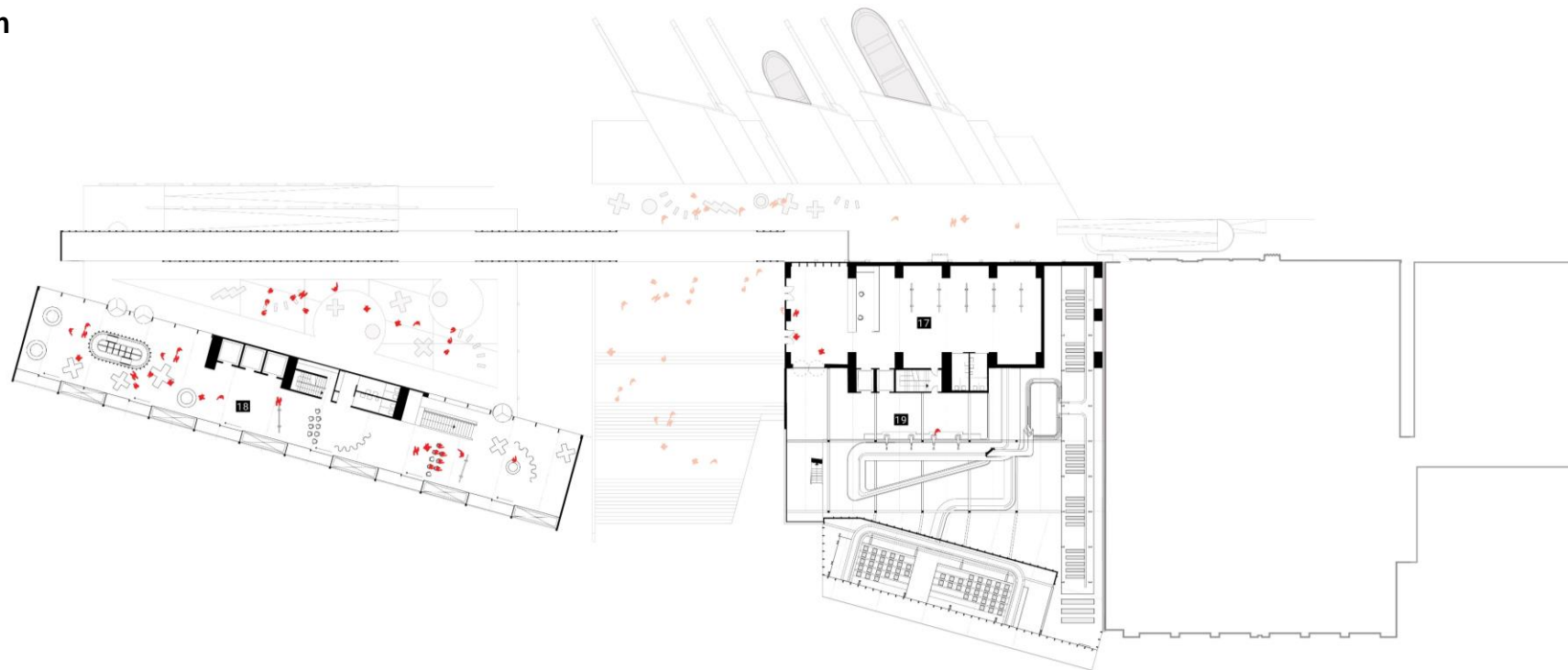


## Warehouse Storage - Robotic Loop





## Second Floor +7.2 m

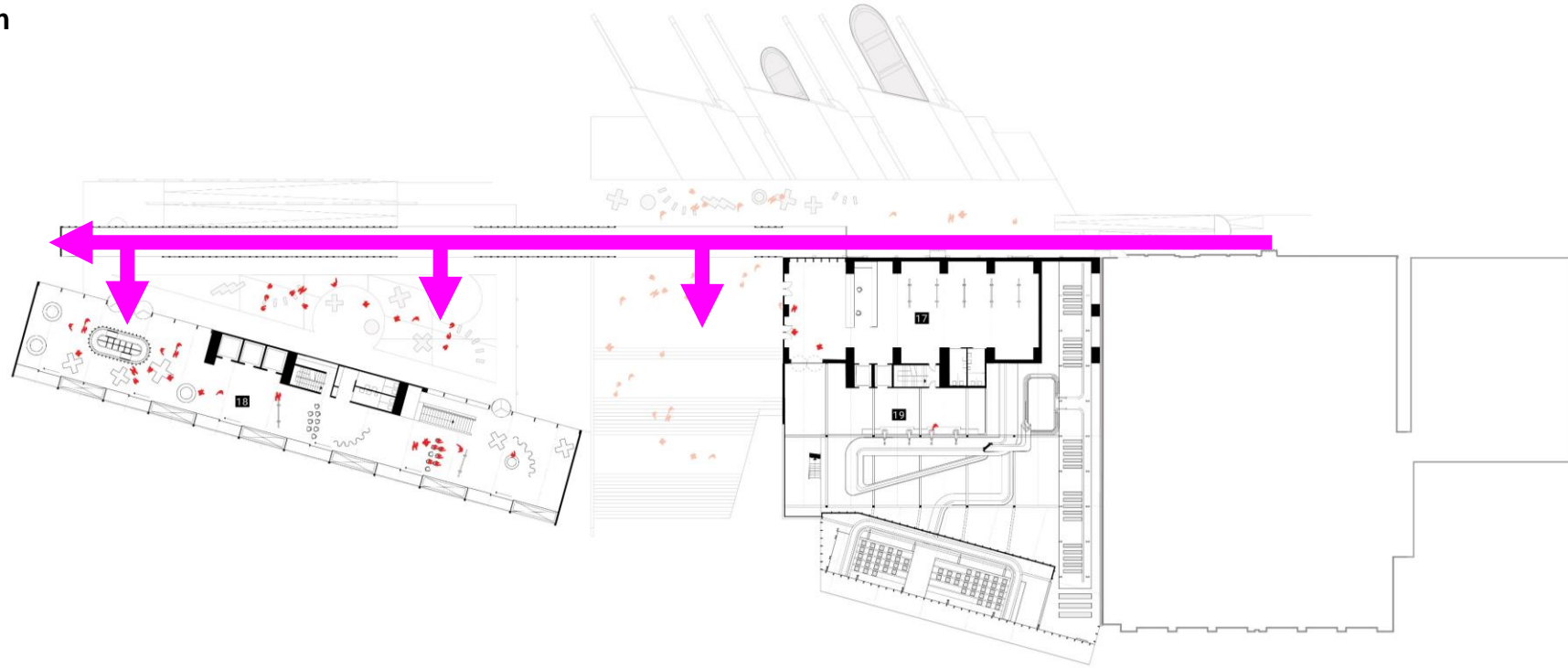


- |                  |                      |                    |                            |
|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |



0 10 20

## Second Floor +7.2 m

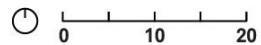
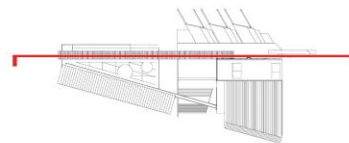
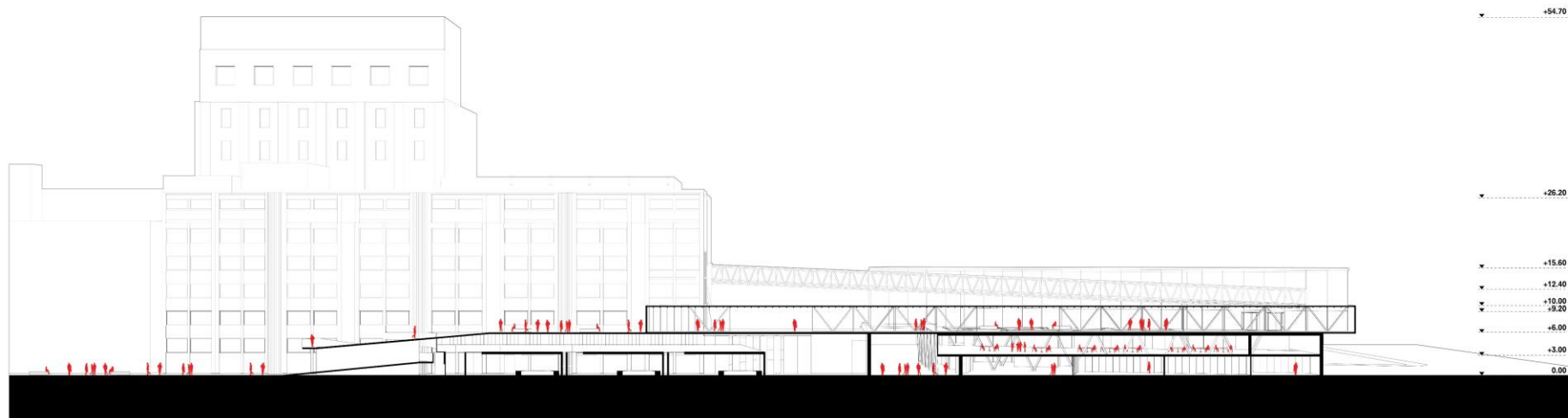


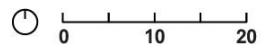
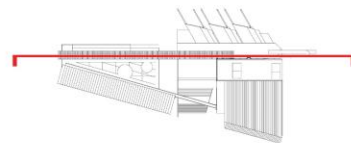
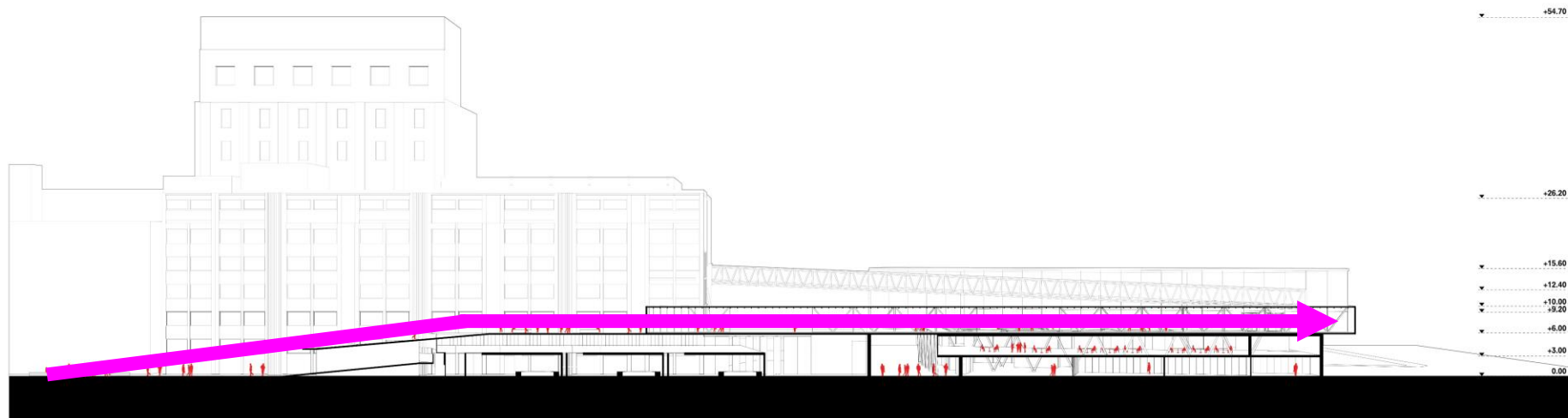
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|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |



0 10 20



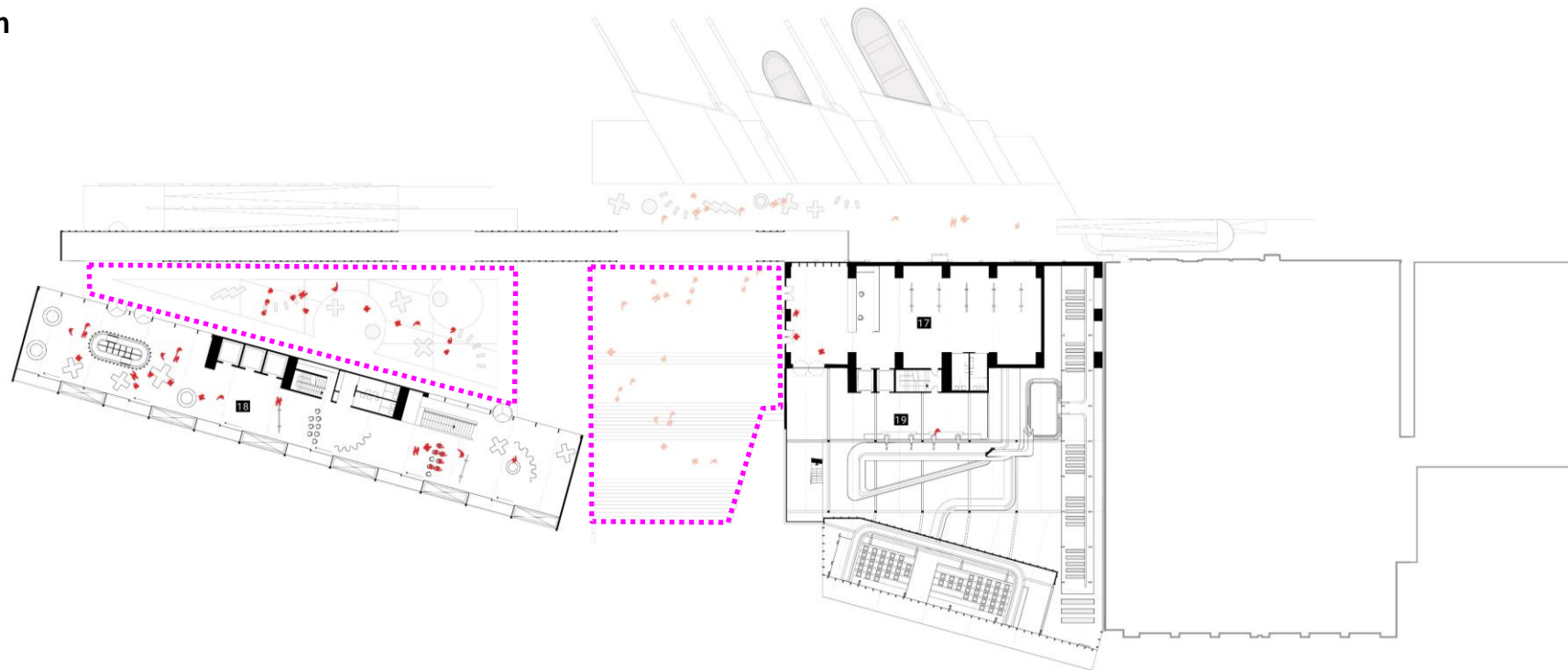




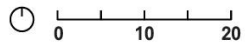
## Elevated Public Path



## Second Floor +7.2 m

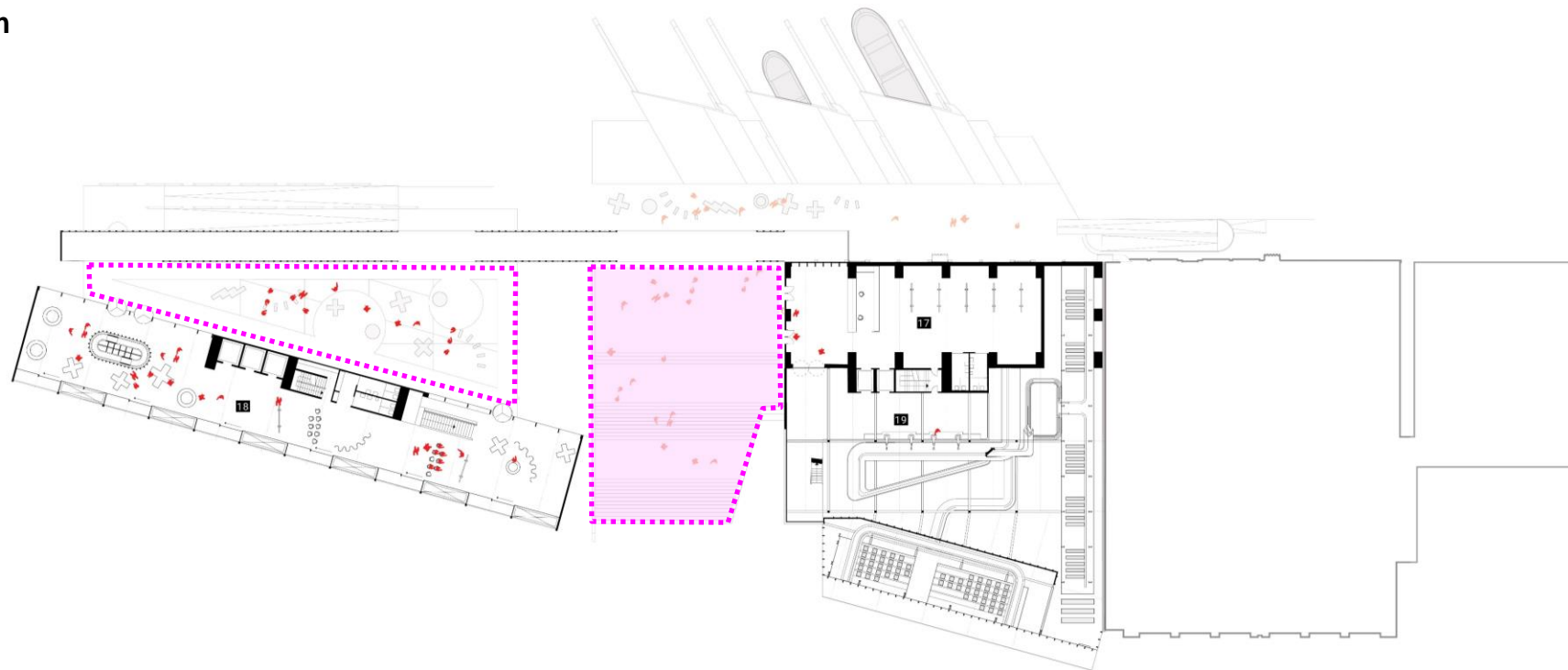


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|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |





## Second Floor +7.2 m

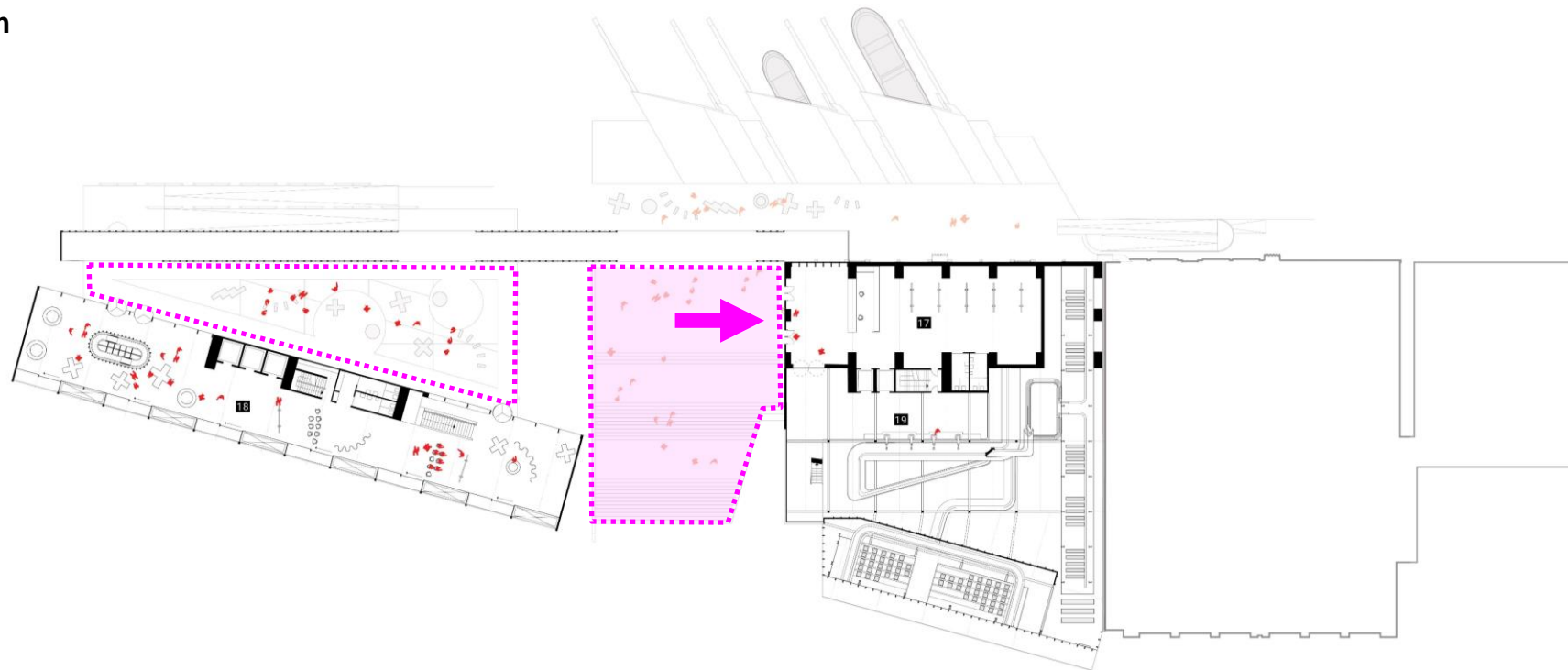


- |                  |                      |                    |                            |
|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |

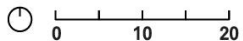


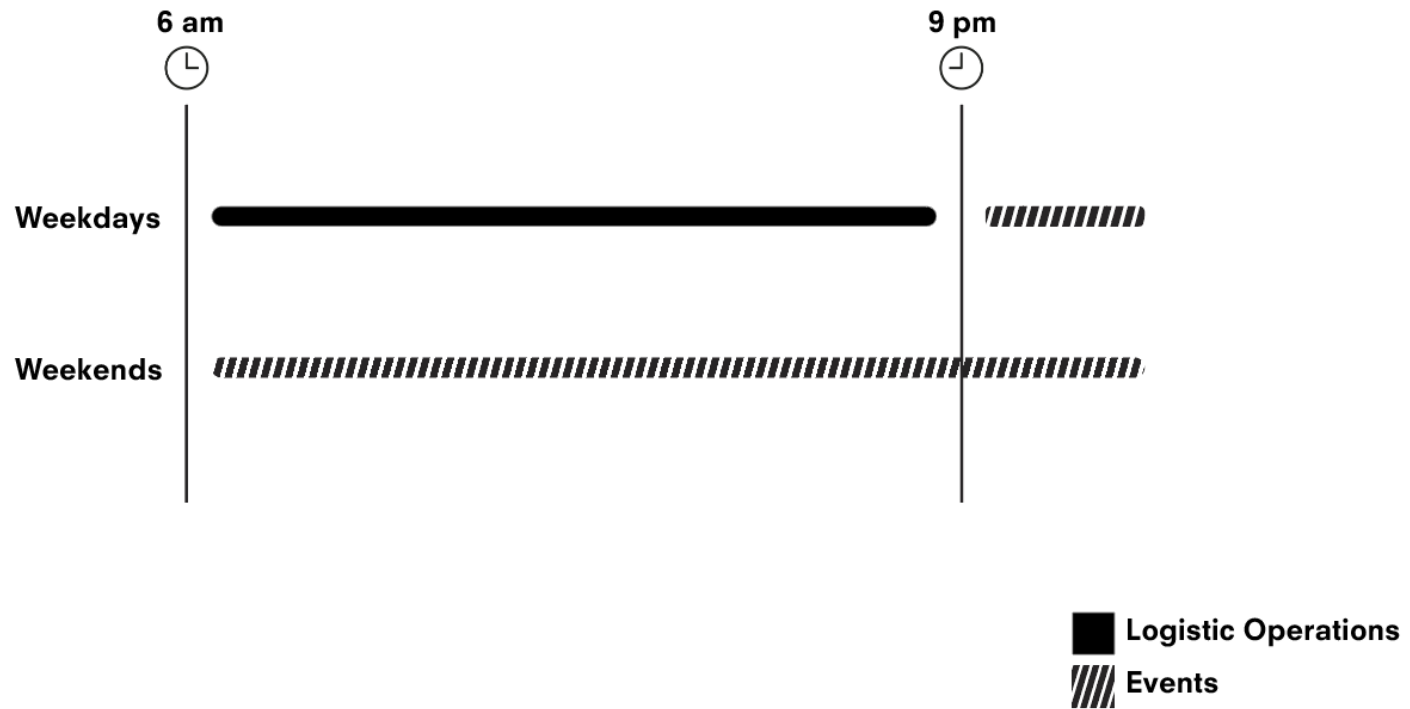
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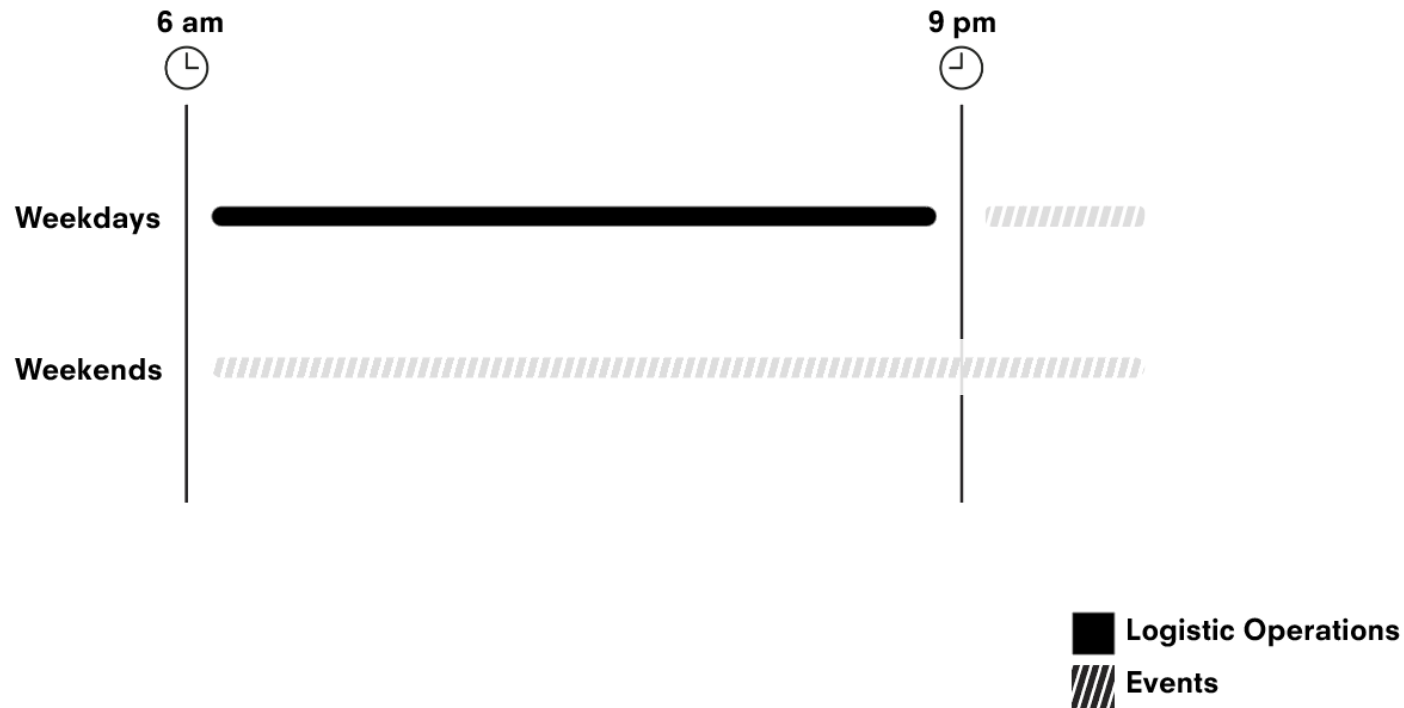
## Second Floor +7.2 m



- |                  |                      |                    |                            |
|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |



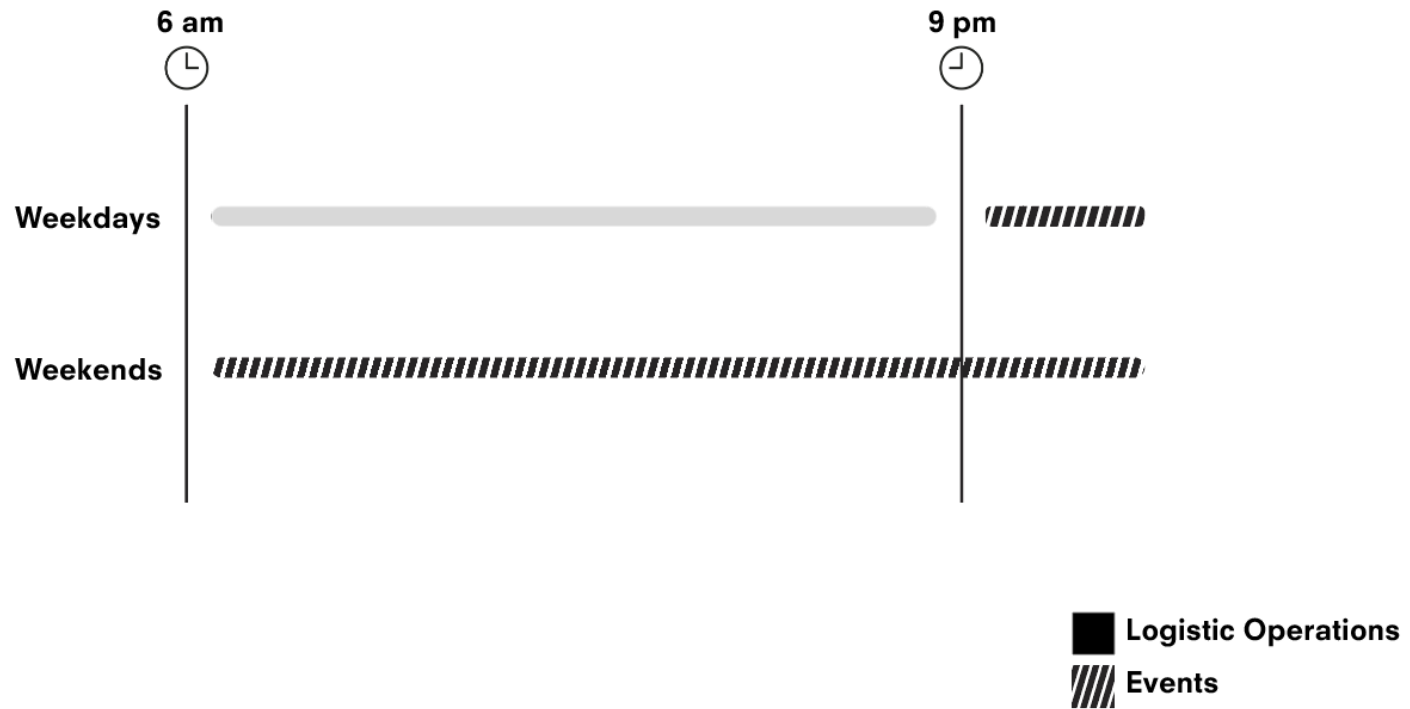






## Public Terrace I - Day





## Public Terrace I - Night



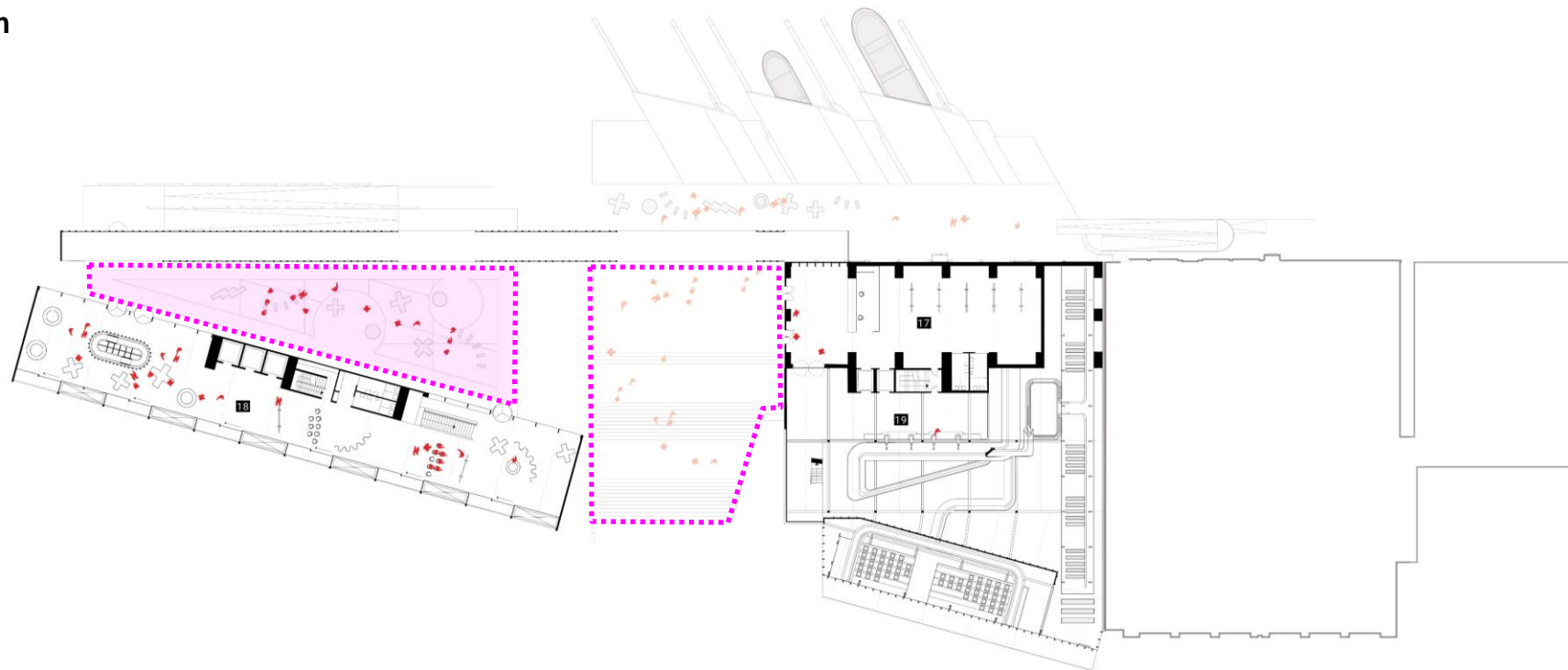


## Event Hall

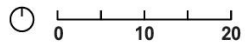




## Second Floor +7.2 m



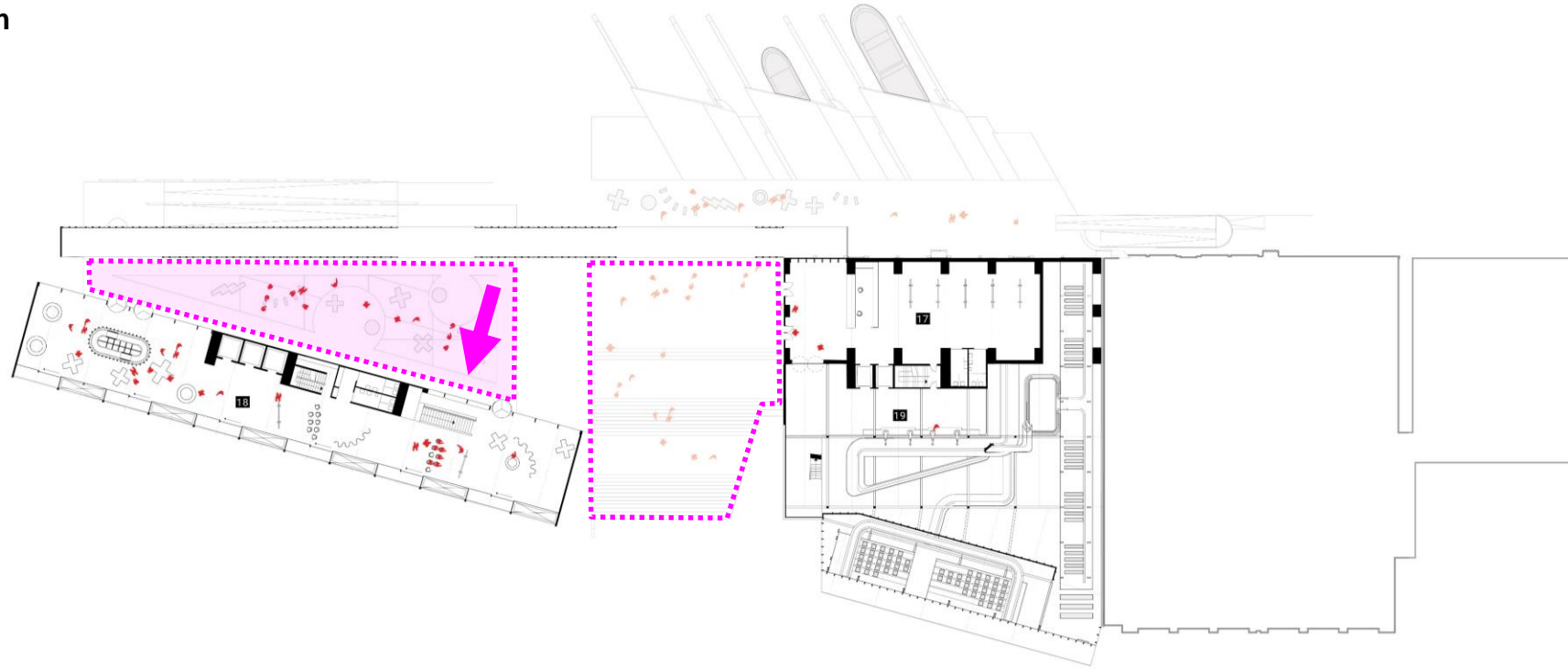
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|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |



## Public Terrace II



## Second Floor +7.2 m



- |                  |                      |                    |                            |
|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |



0 10 20

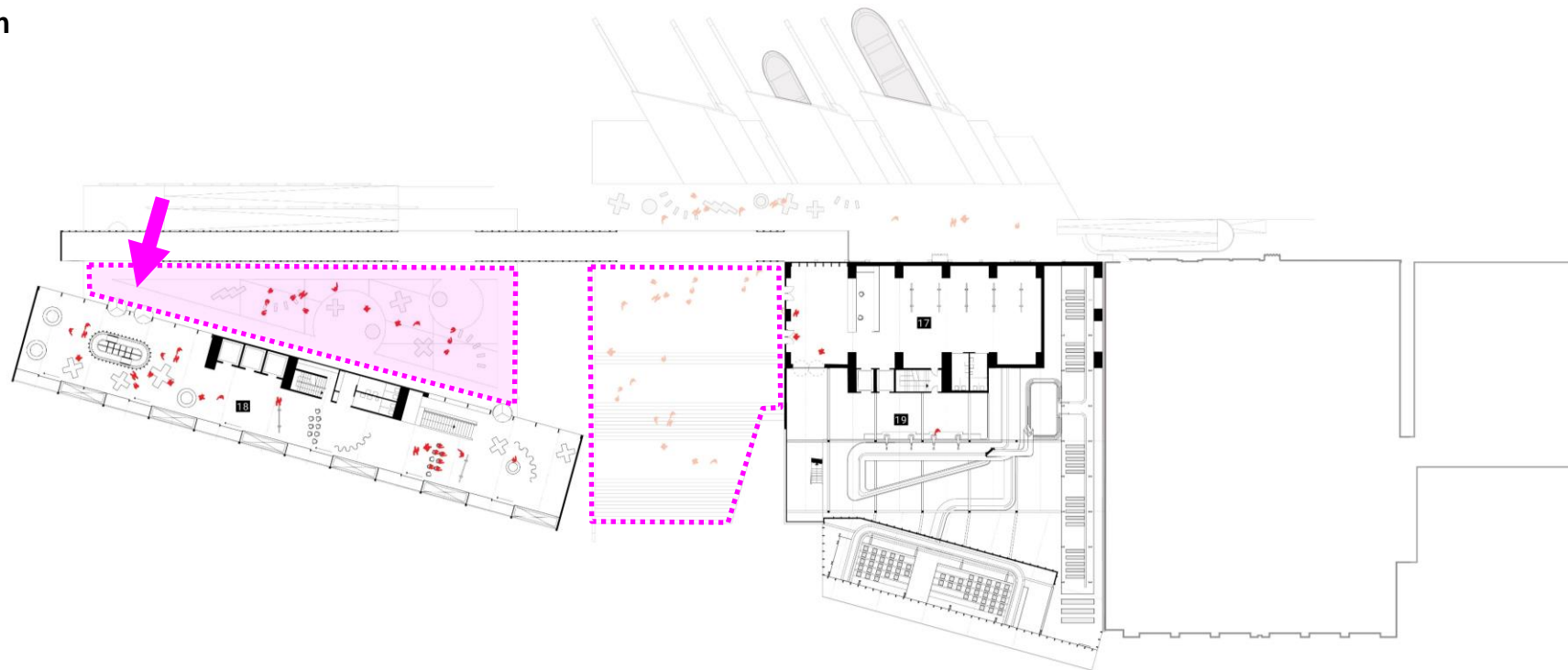


## Public Terrace II

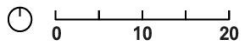




## Second Floor +7.2 m



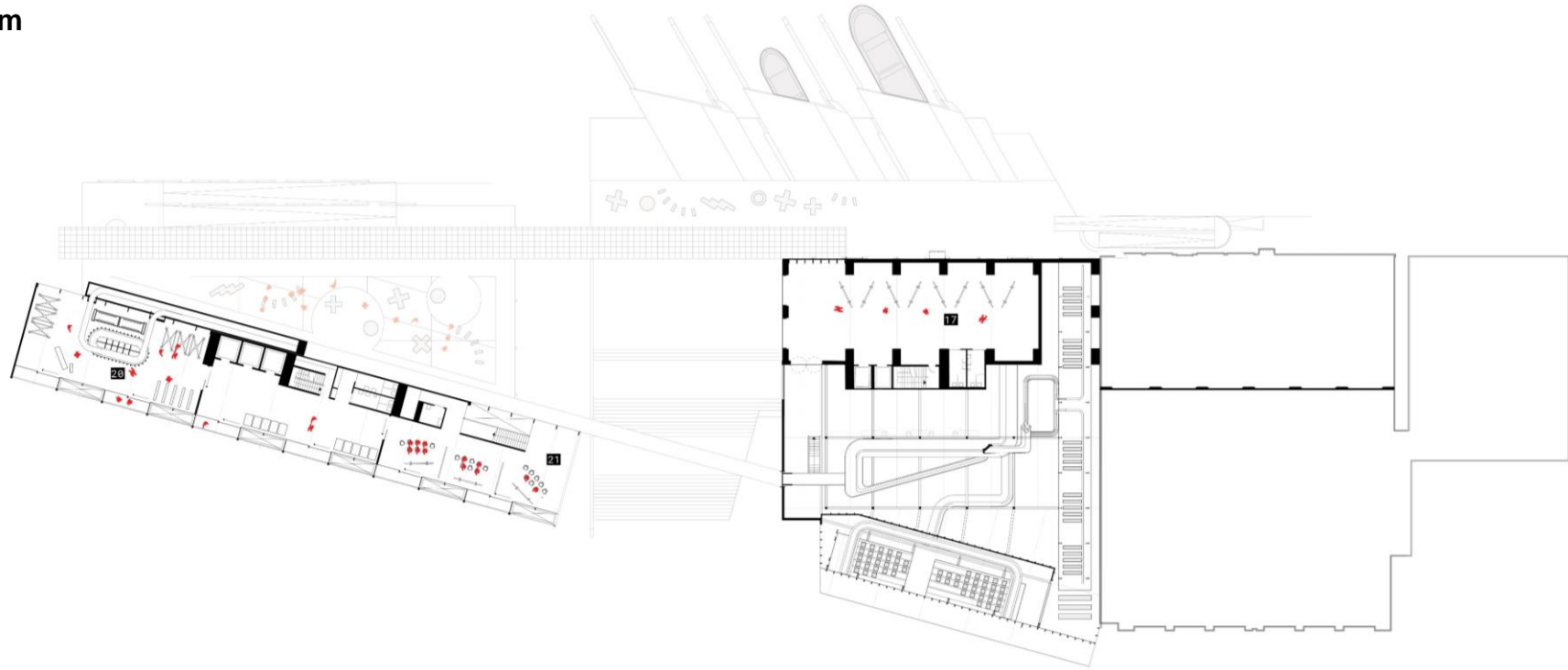
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|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |



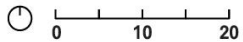
## Coworking Space



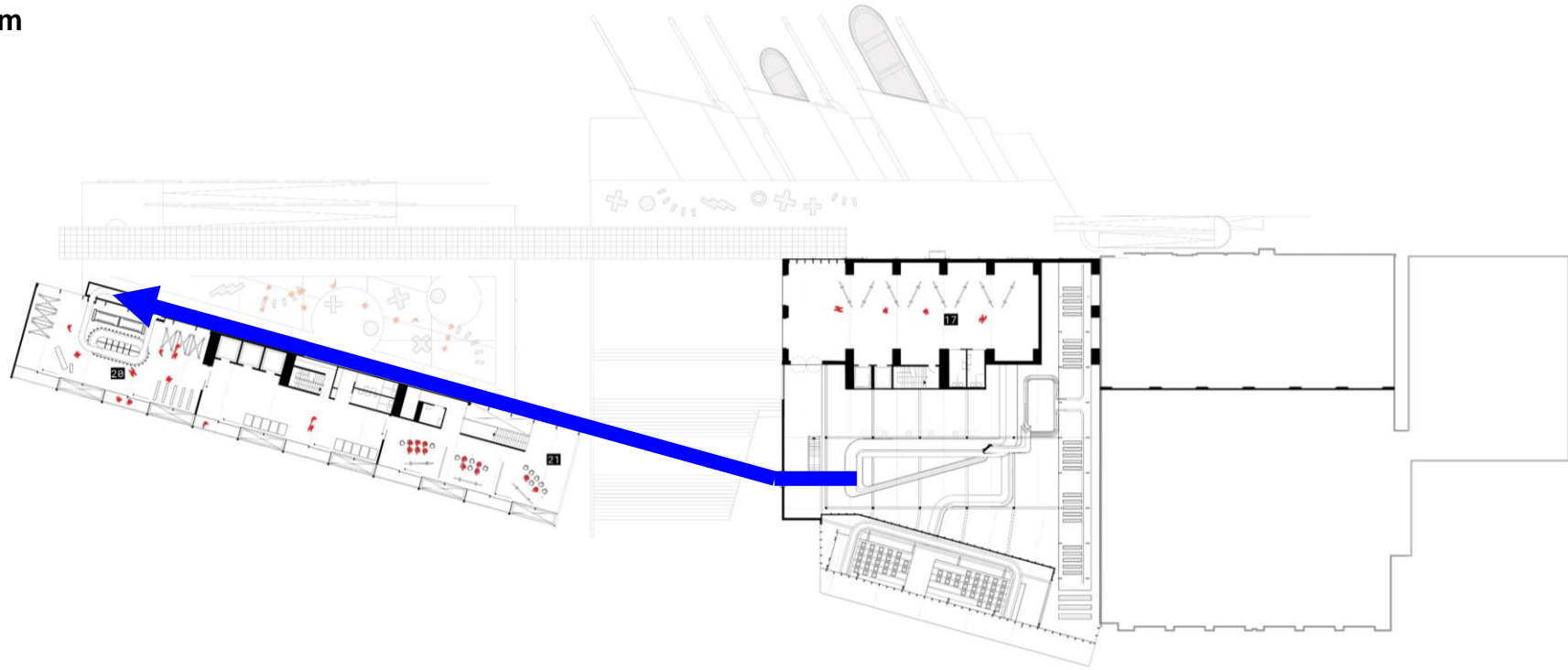
# Third Floor +10.4 m



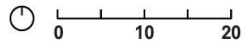
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|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |



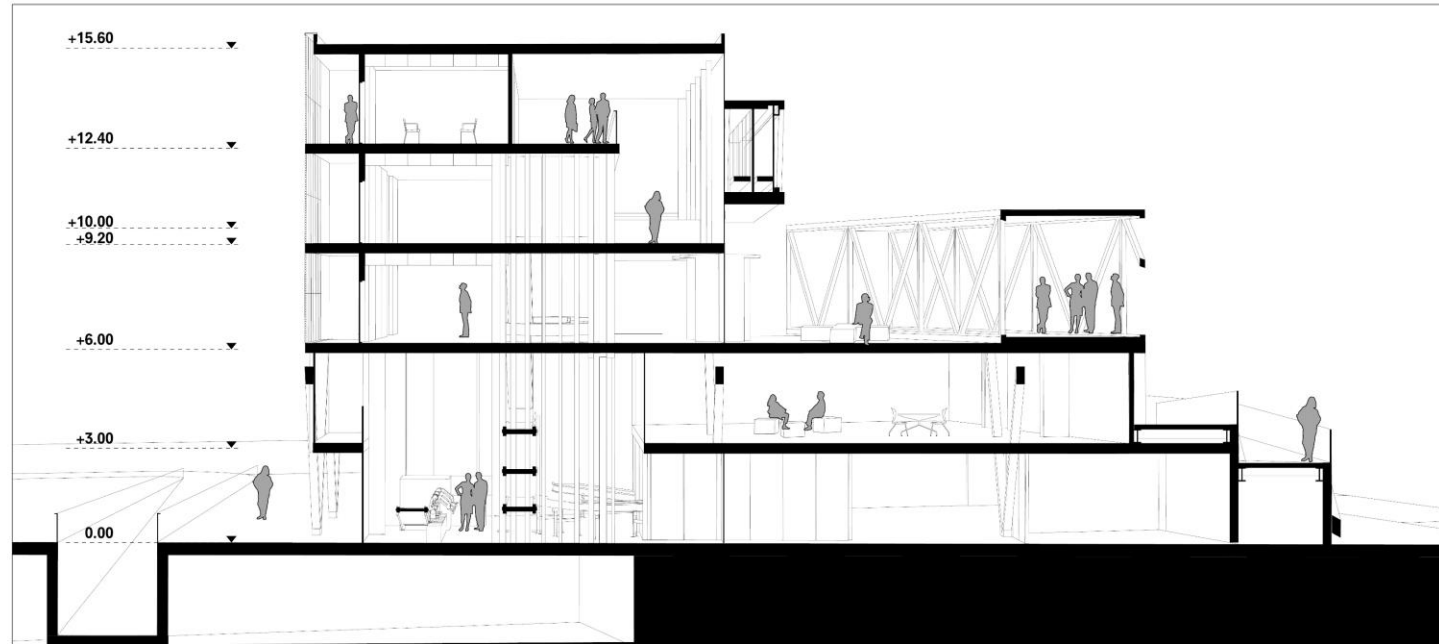
# Third Floor +10.4 m

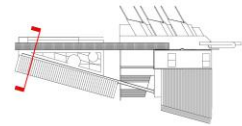
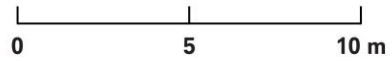
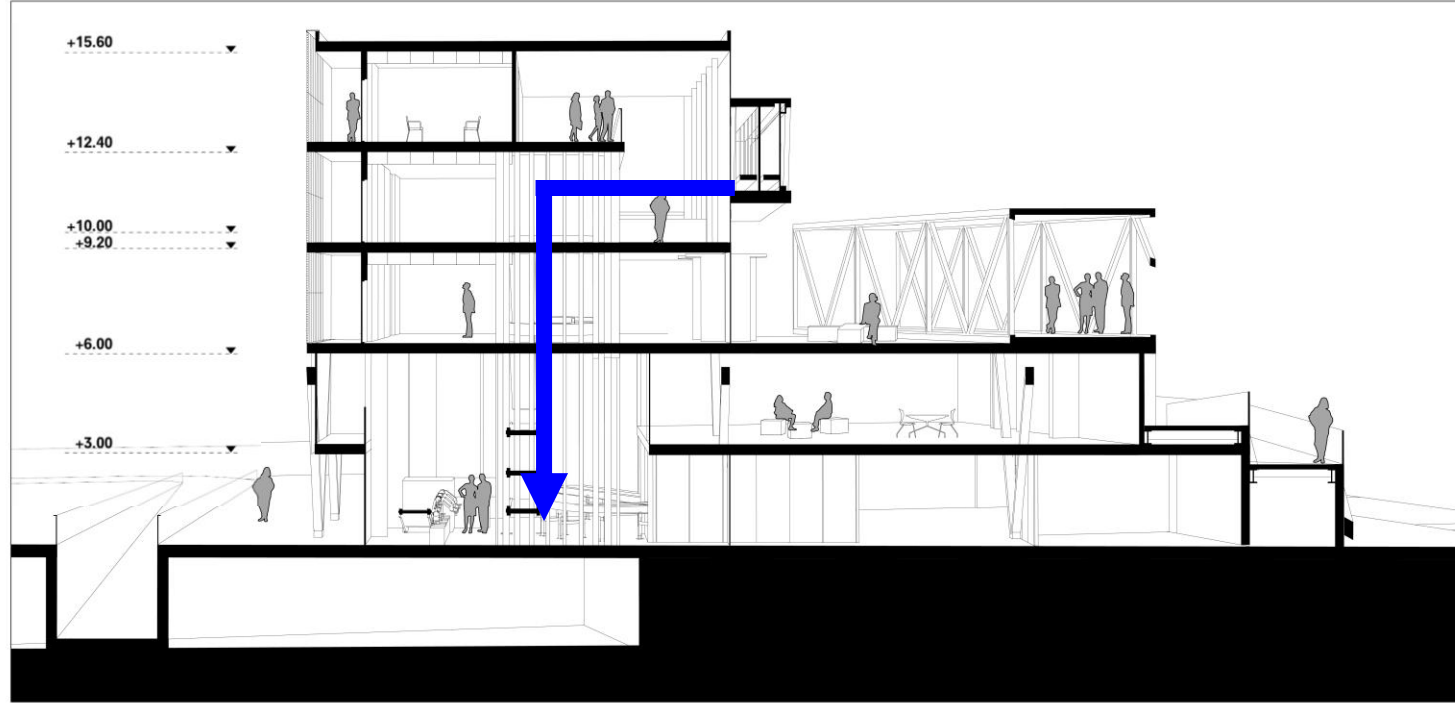


- |                  |                      |                    |                            |
|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |









# Warehouse Market



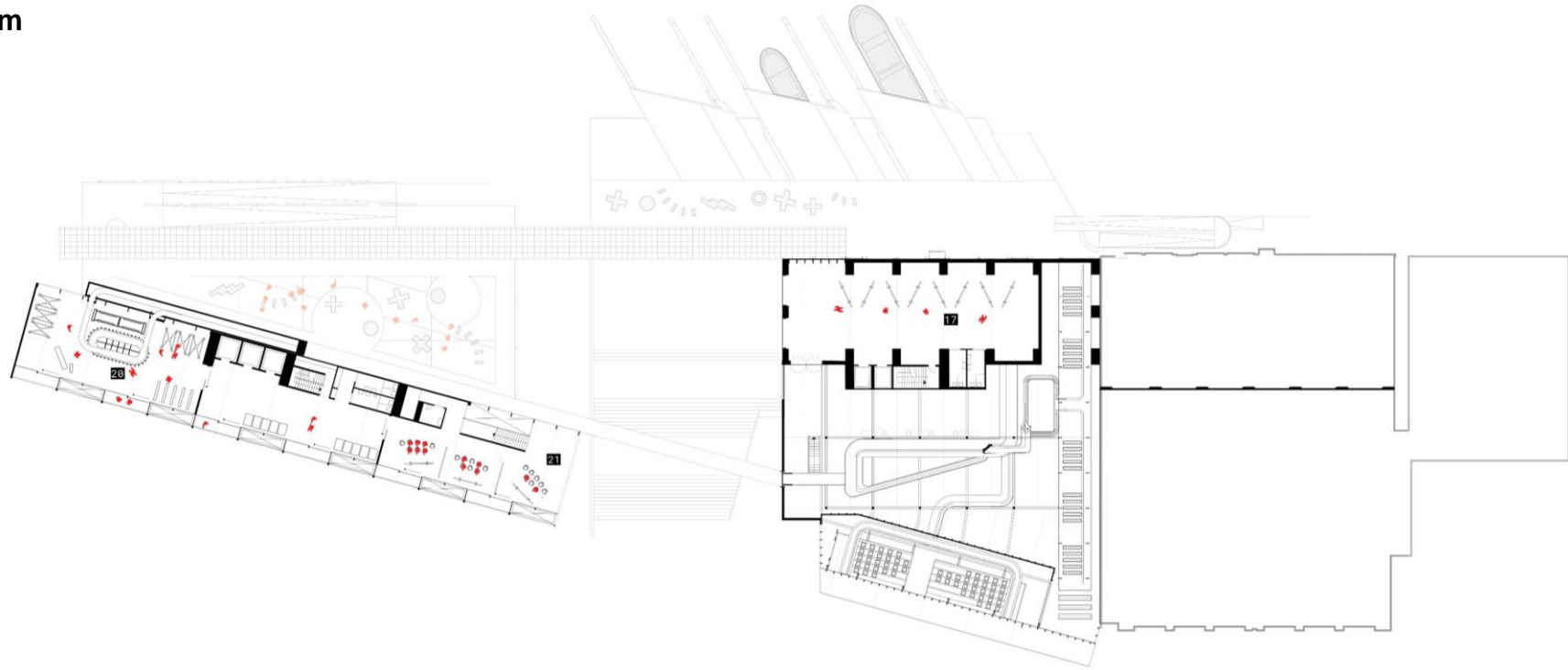


## Shopping Unit





# Third Floor +10.4 m

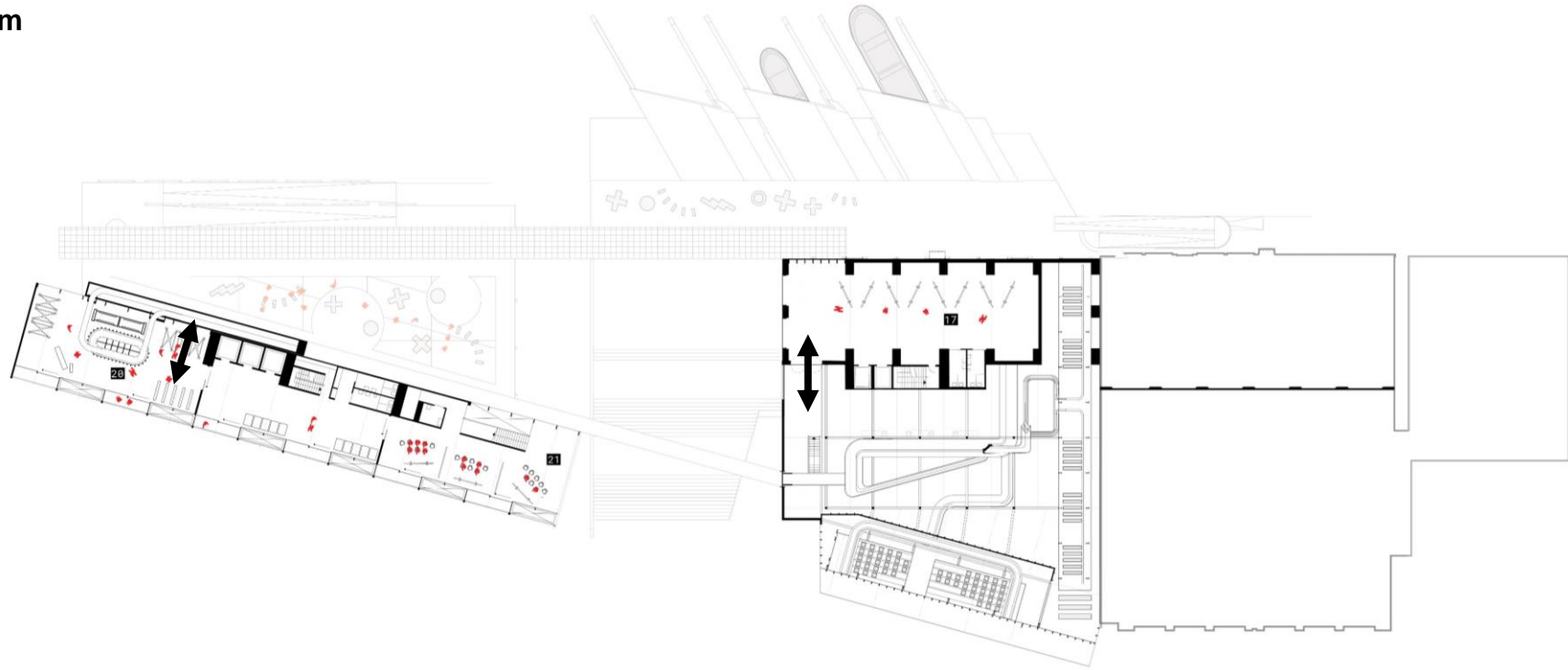


- |                  |                      |                    |                            |
|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
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| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |

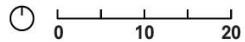


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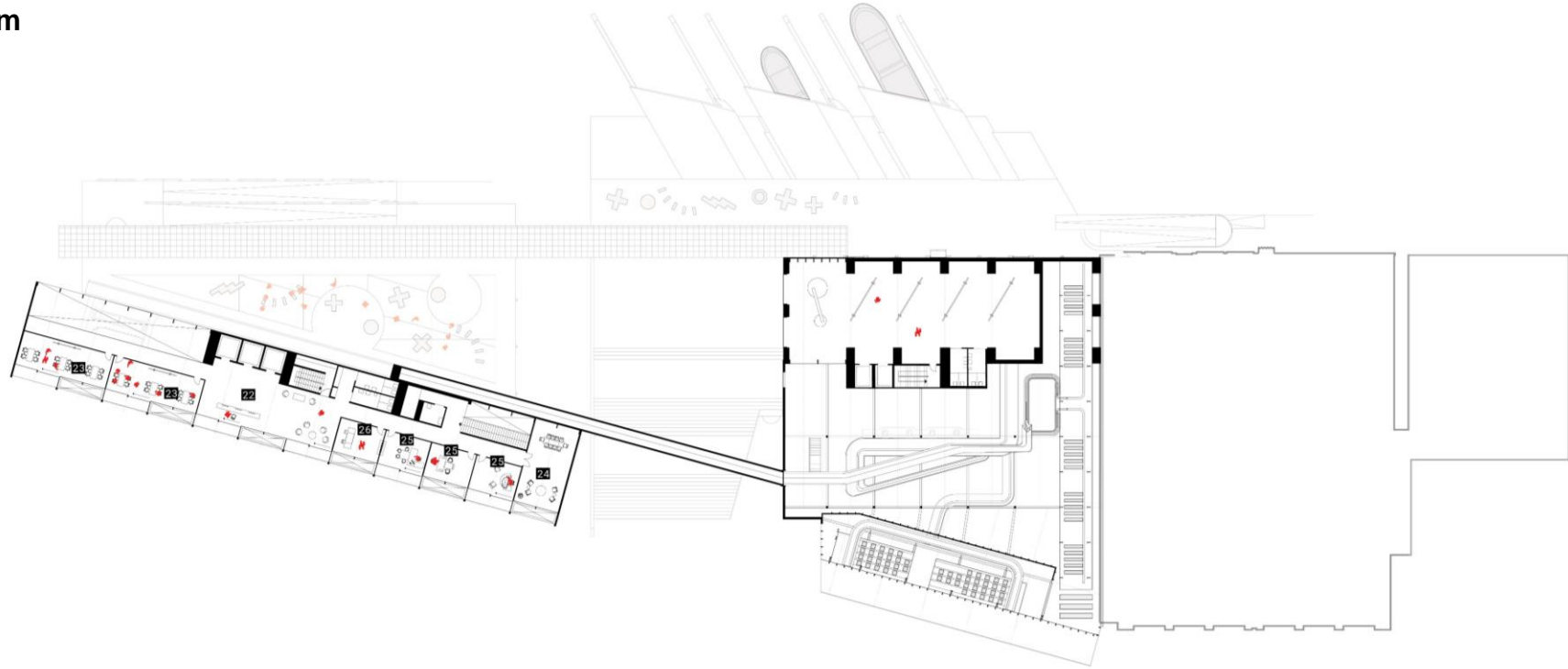
# Third Floor +10.4 m



- |                  |                      |                    |                            |
|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |



# Fourth Floor +13.6 m



- |                  |                      |                    |                            |
|------------------|----------------------|--------------------|----------------------------|
| 1 Loading Zone   | 8 Warehouse Market   | 15 Kitchen         | 22 Office Lobby            |
| 2 R&D            | 9 Retail             | 16 Workshop        | 23 Coworking Office        |
| 3 Equipment Area | 10 Maintenance       | 17 Event Hall      | 24 Meeting Room            |
| 4 Robotic Loop   | 11 Public Waterfront | 18 Open Office     | 25 Executive Offices       |
| 5 Non-Perishable | 12 Stop 1 & 2        | 19 Fulfillment     | 26 Concentration/Call Room |
| 6 Perishable     | 13 Public Plaza      | 20 Staging Zone    | 27 Datacenter              |
| 7 Foyer & Ticket | 14 Restaurant        | 21 Conference Room | 28 Support                 |



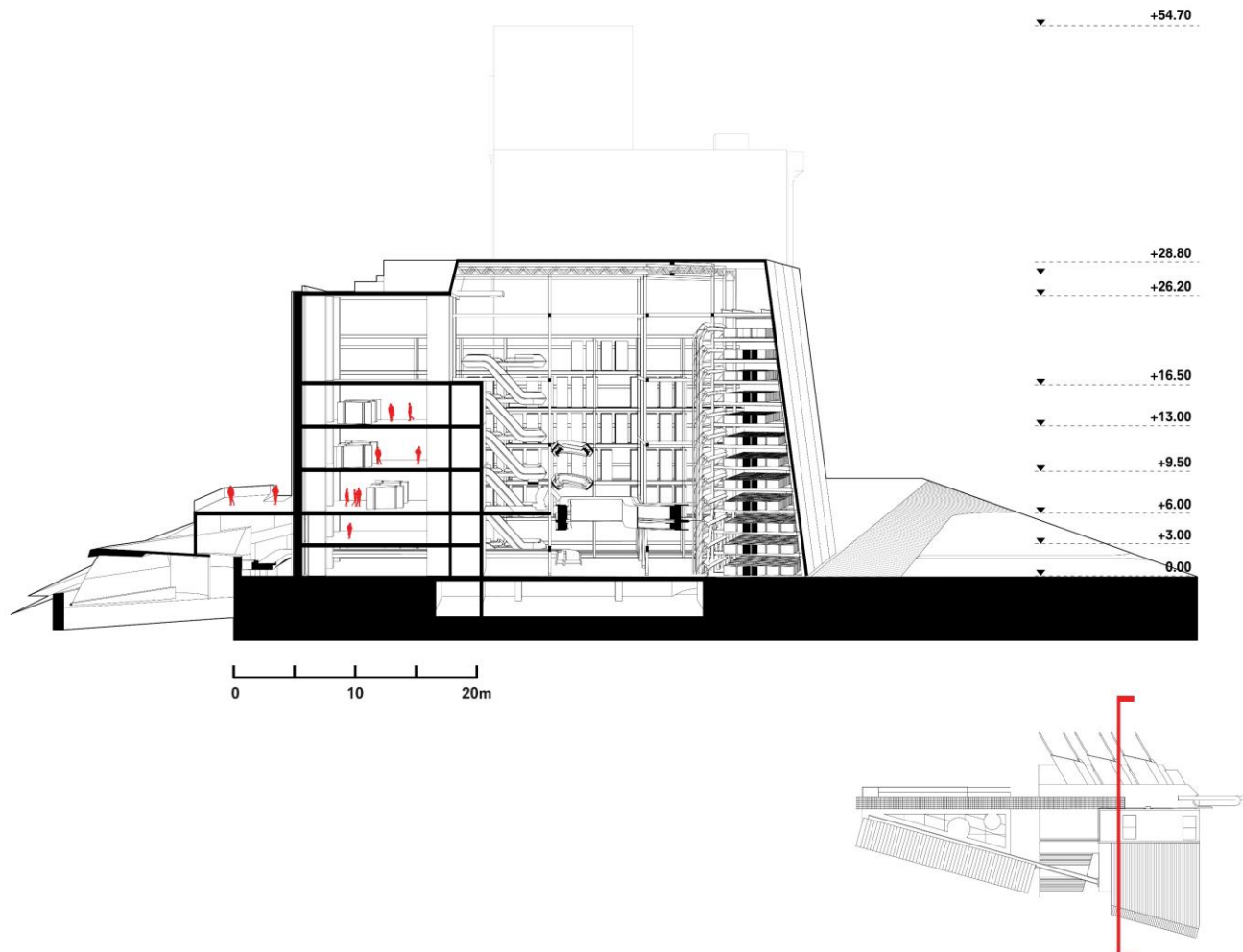
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Offices

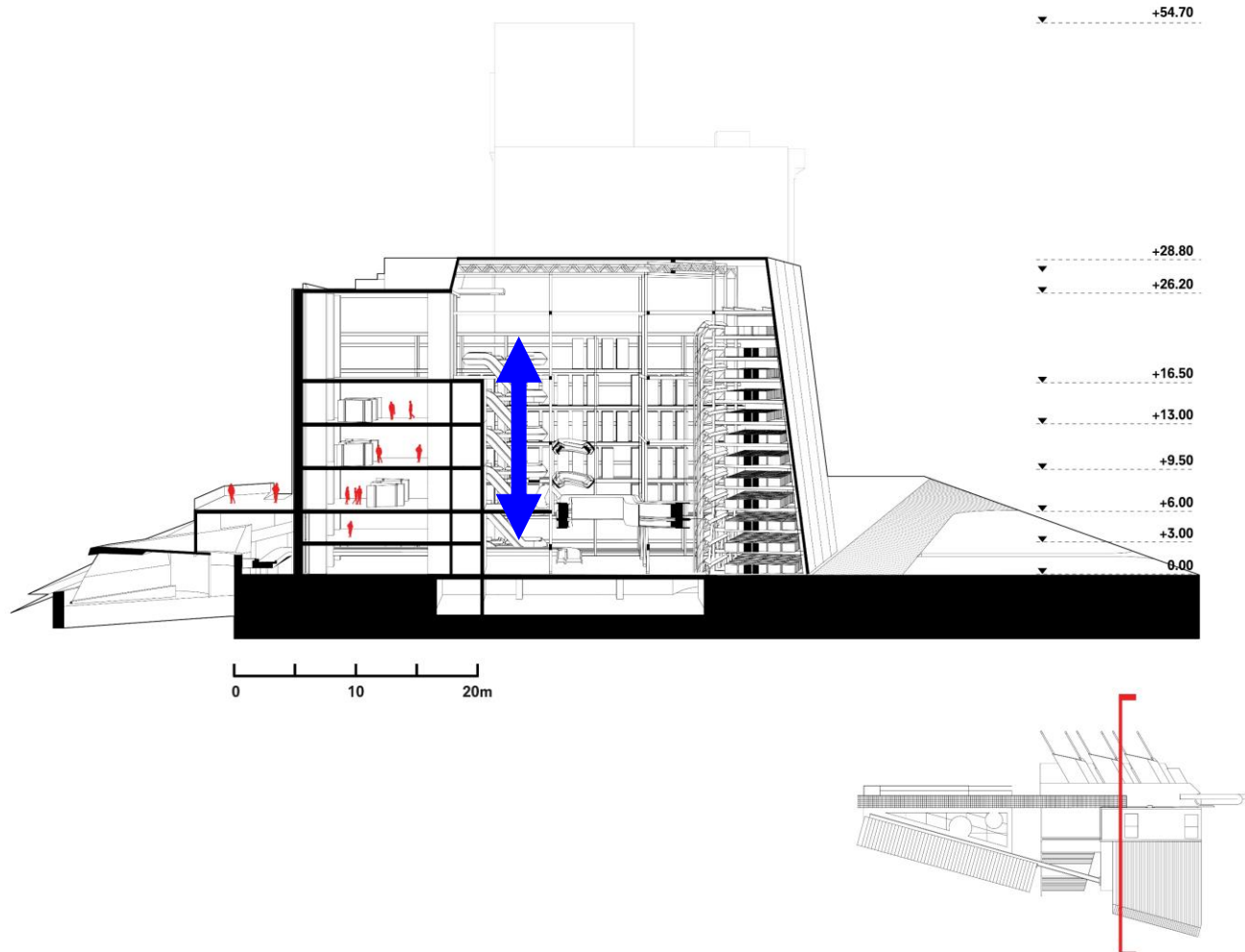




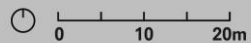
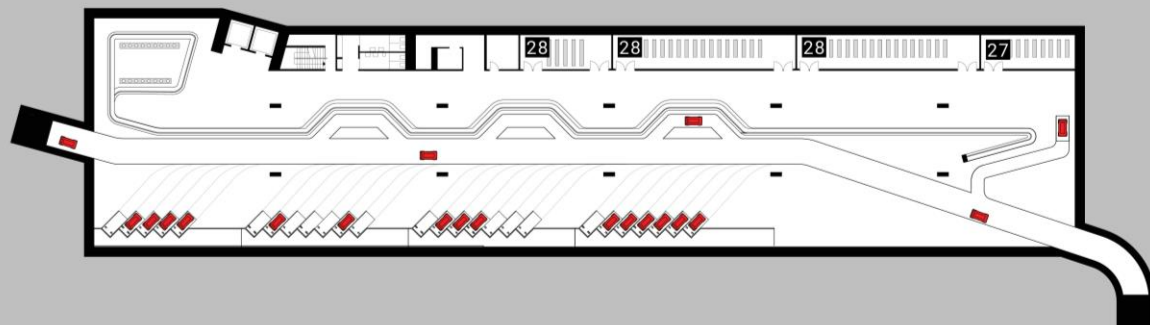
# East Section



# East Section

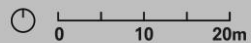
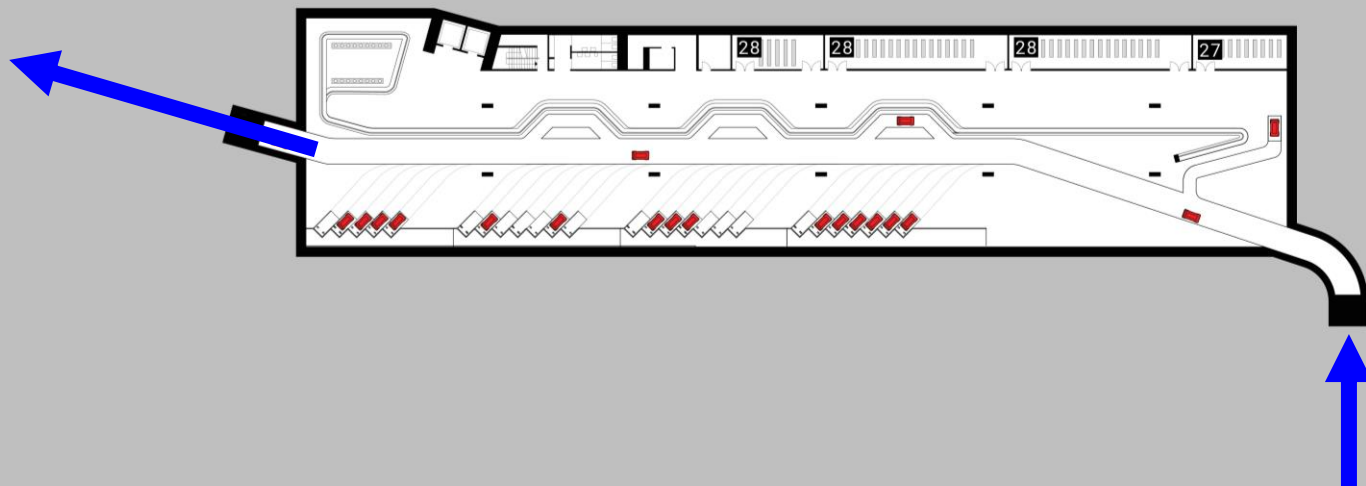


Fourth Floor  
+13.6 m



27 Datacenter  
28 Support

Fourth Floor  
+13.6 m



27 Datacenter  
28 Support



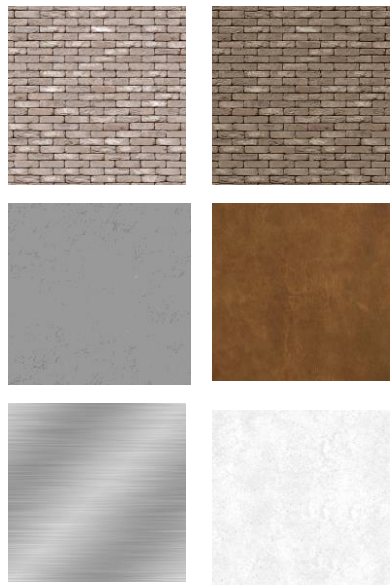
## Last Mile Delivery



## Materiality



# Materiality



Existing Materials



## Materiality

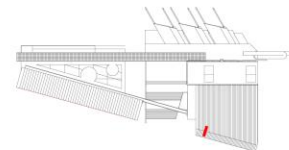
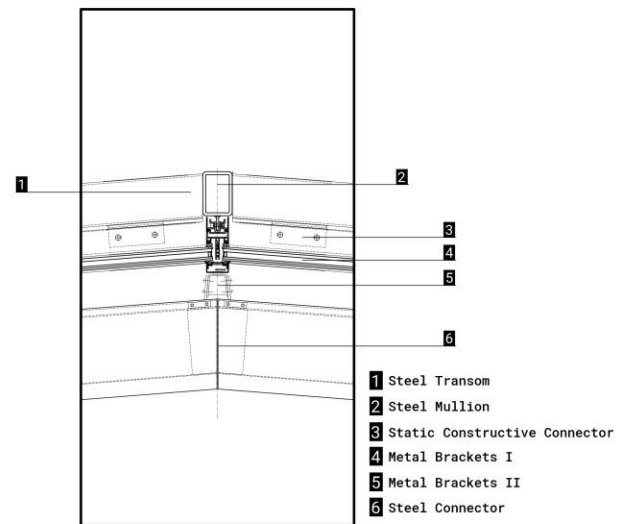


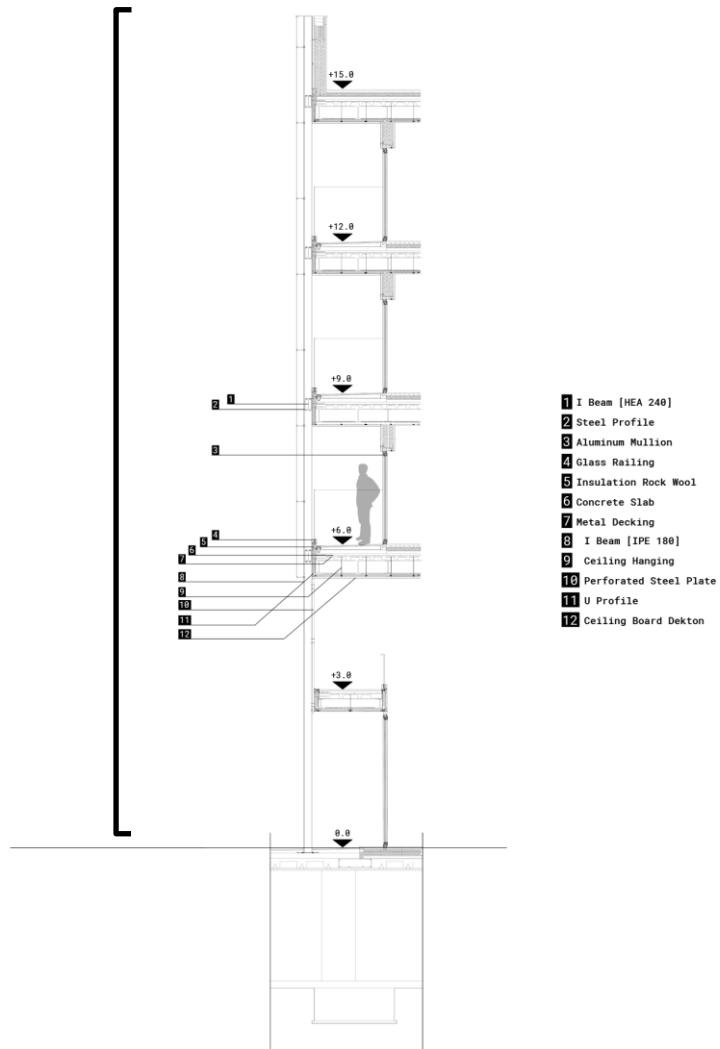


## Detail A1

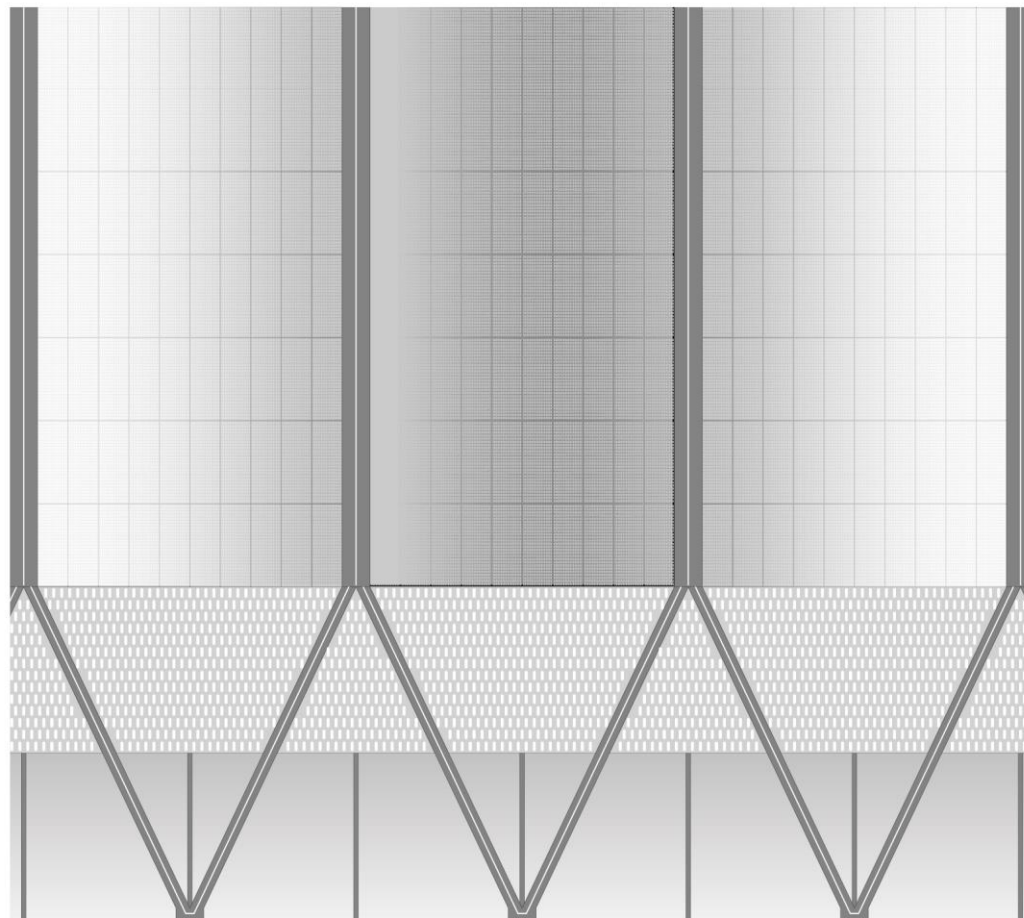


## Detail A1



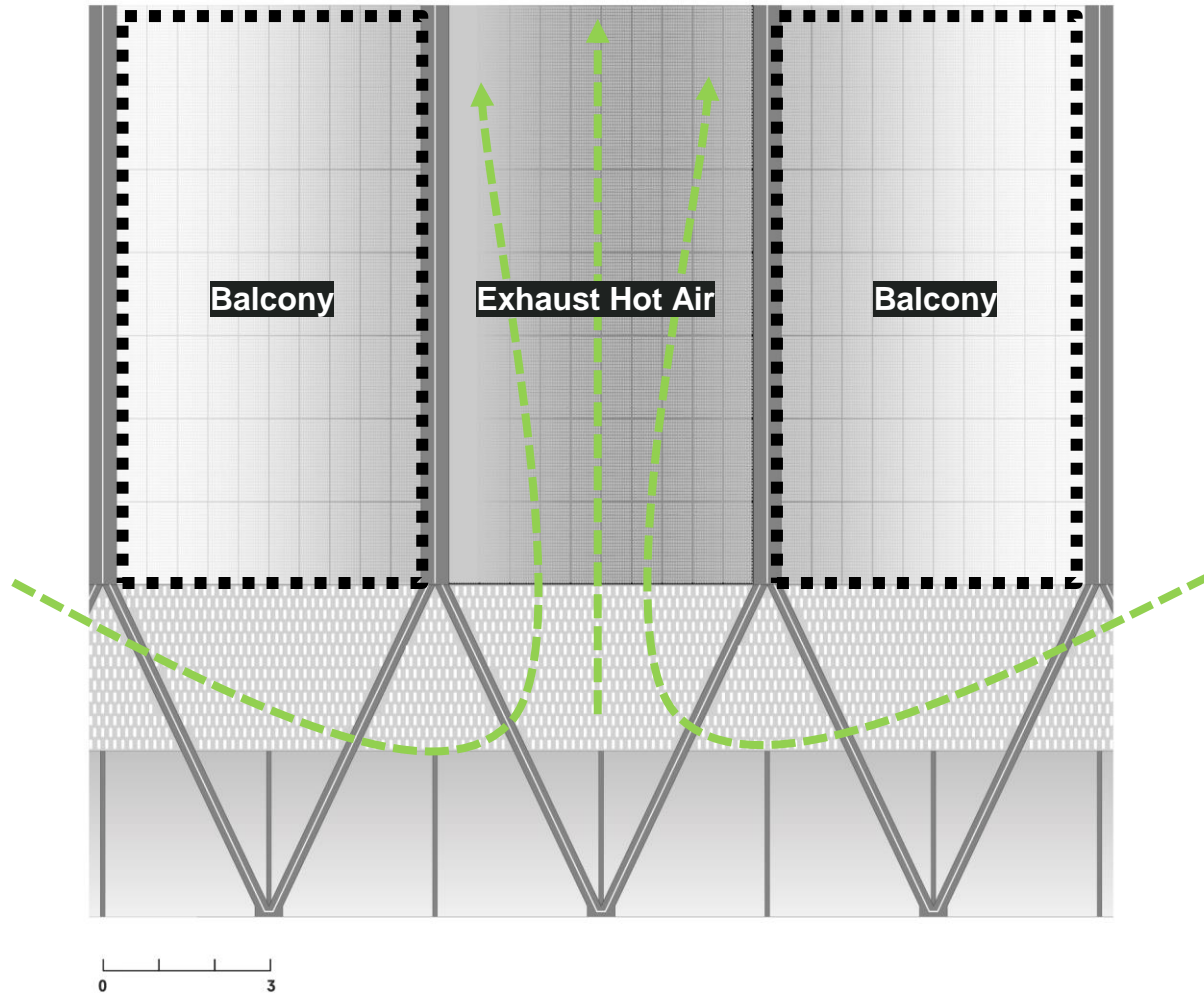


# Facade

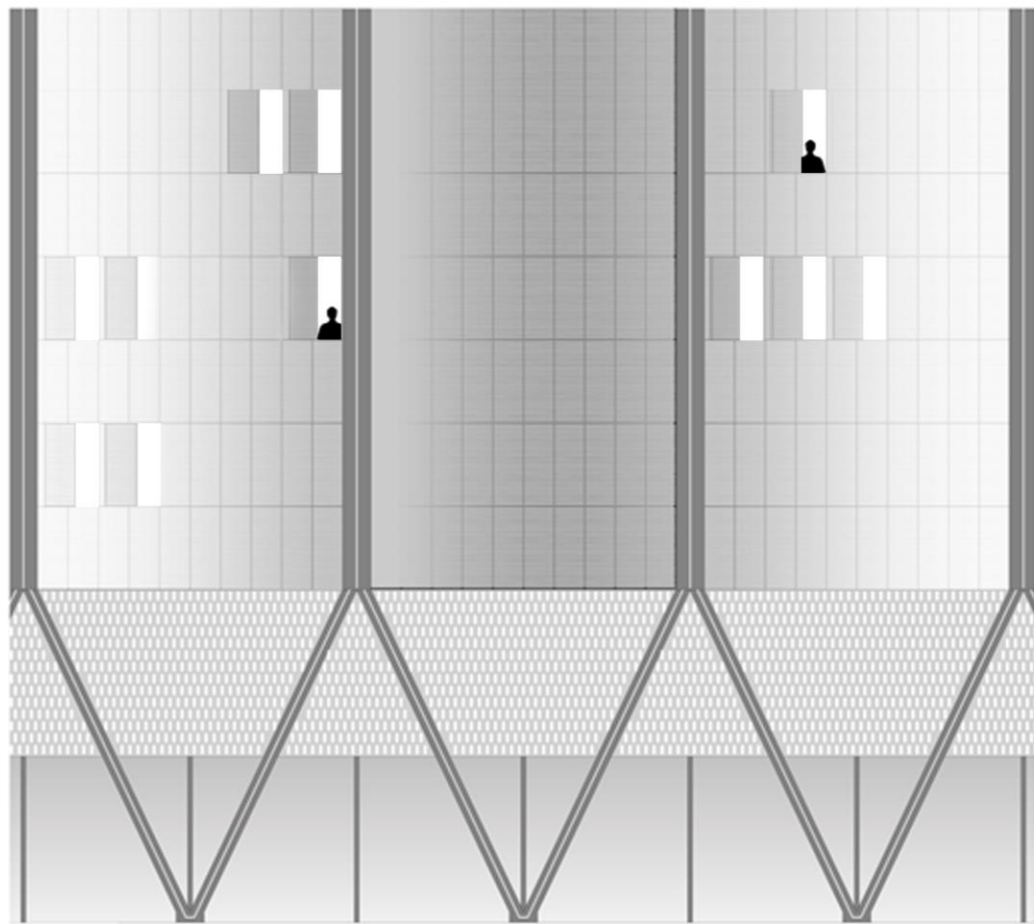




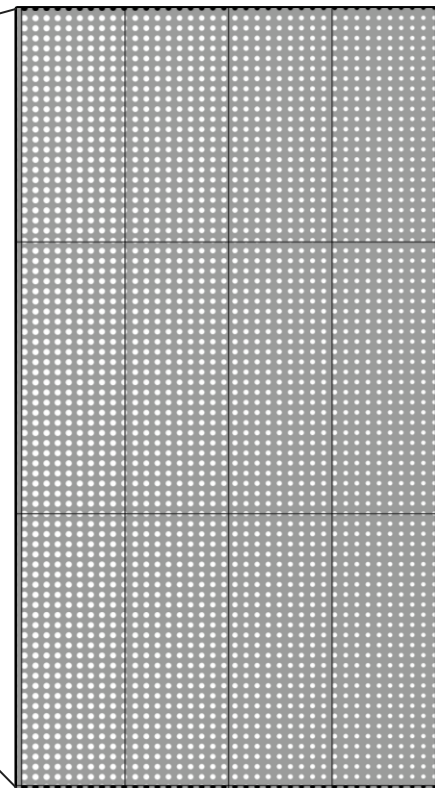
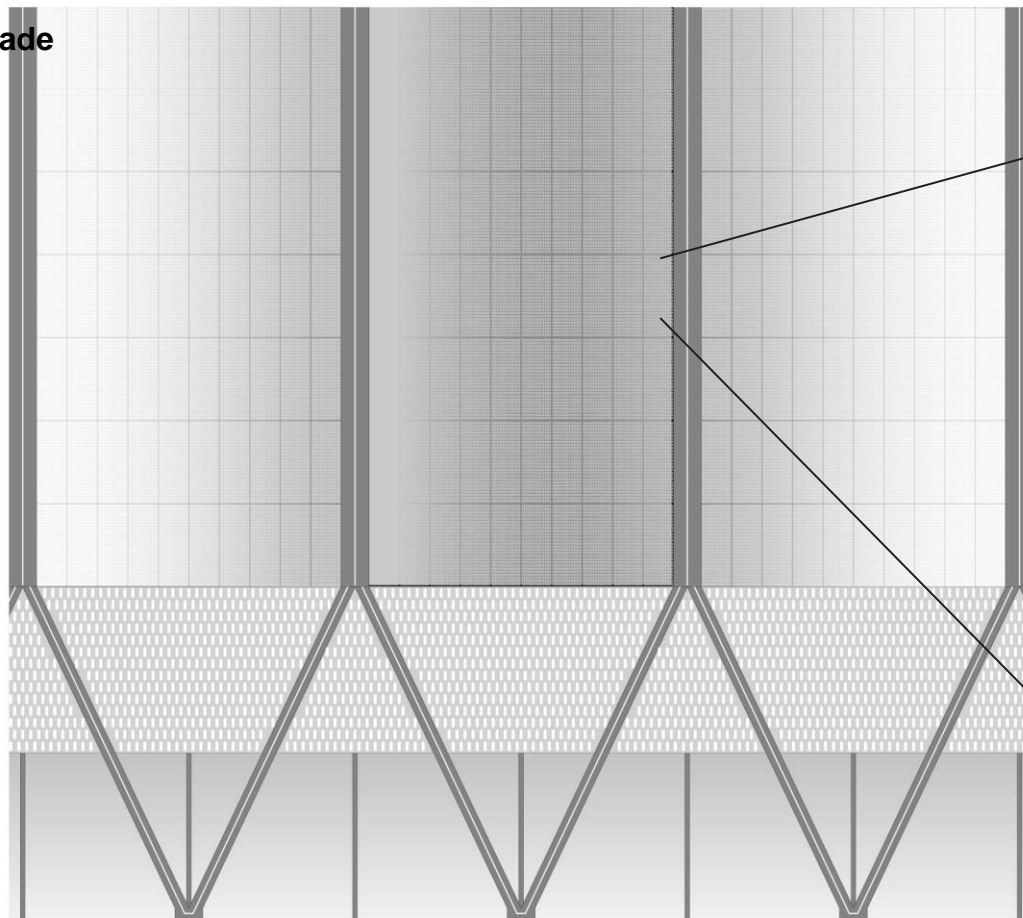
## Facade



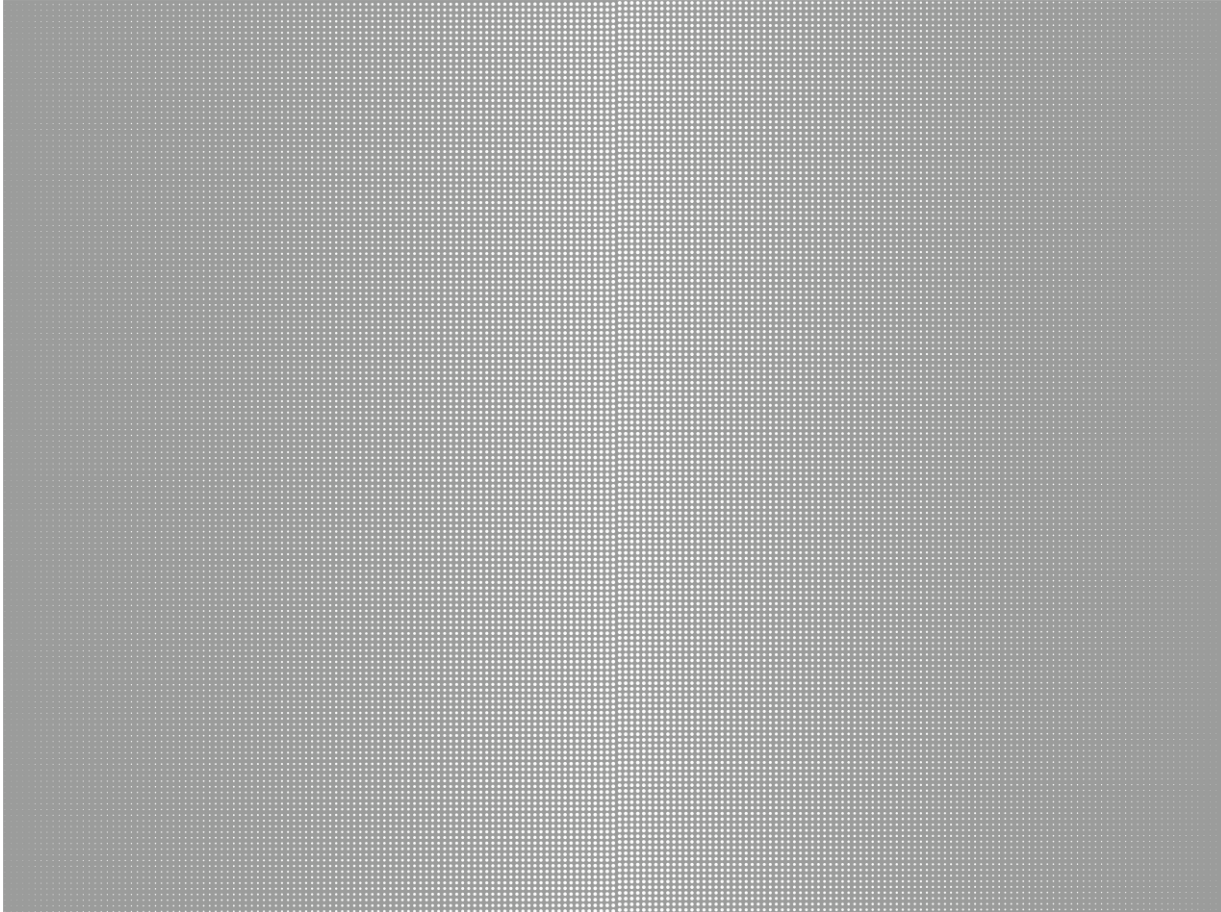
## Facade



# Facade

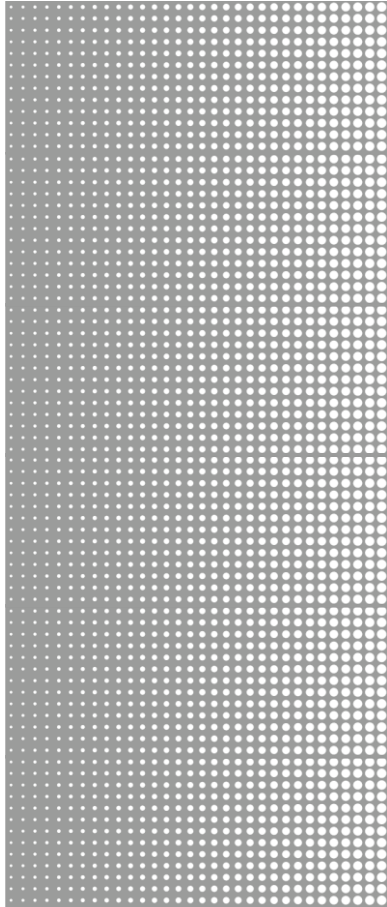


## Panels





## Panels



**%60 Permeability  
Offices**

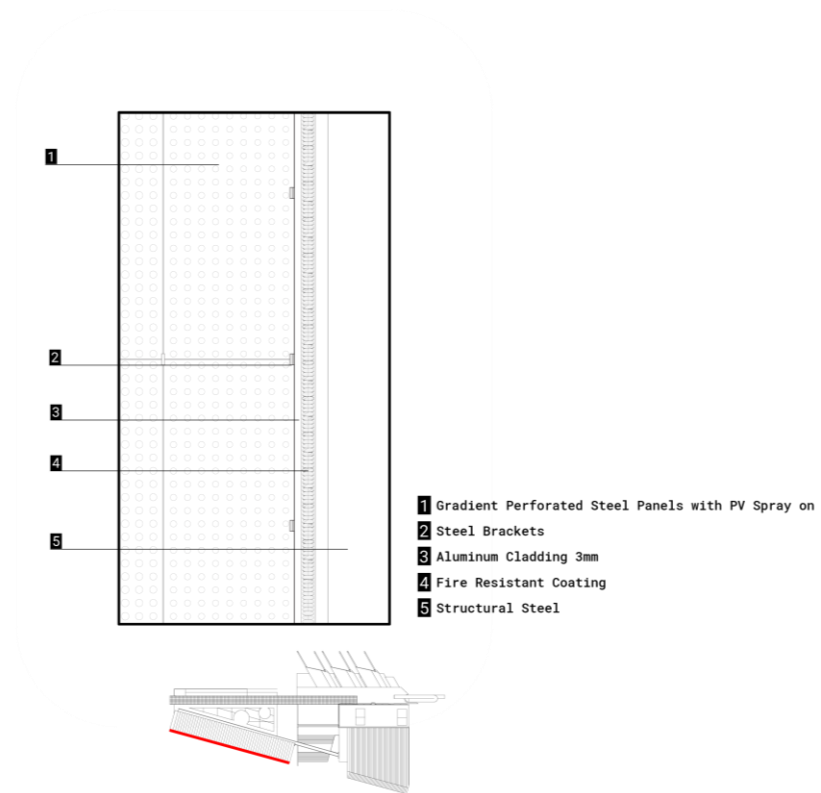


**%20 Permeability  
Exhaust Air**

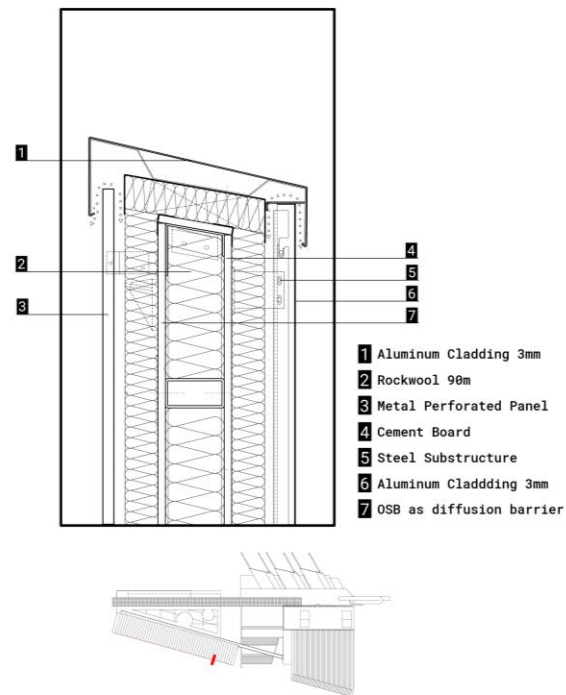
## Detail A2



## Detail A2



## Detail A3

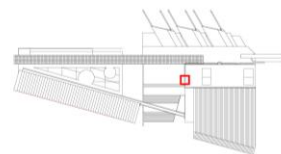
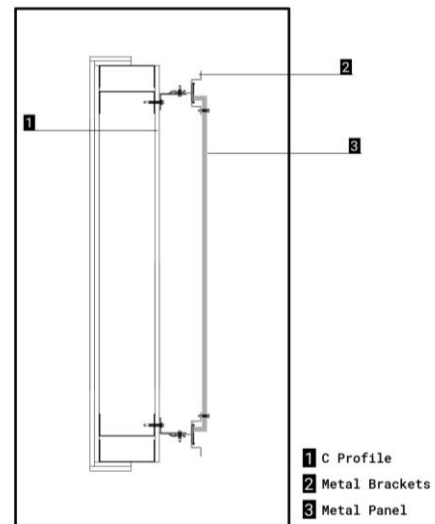




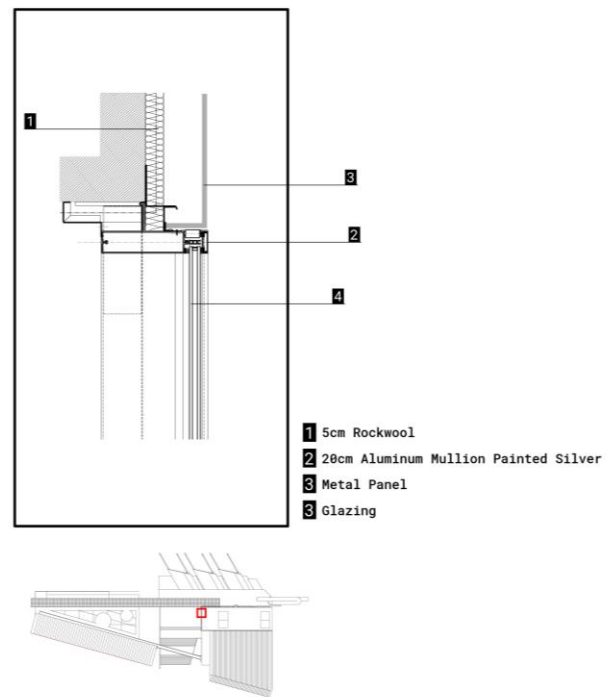
## Detail A4



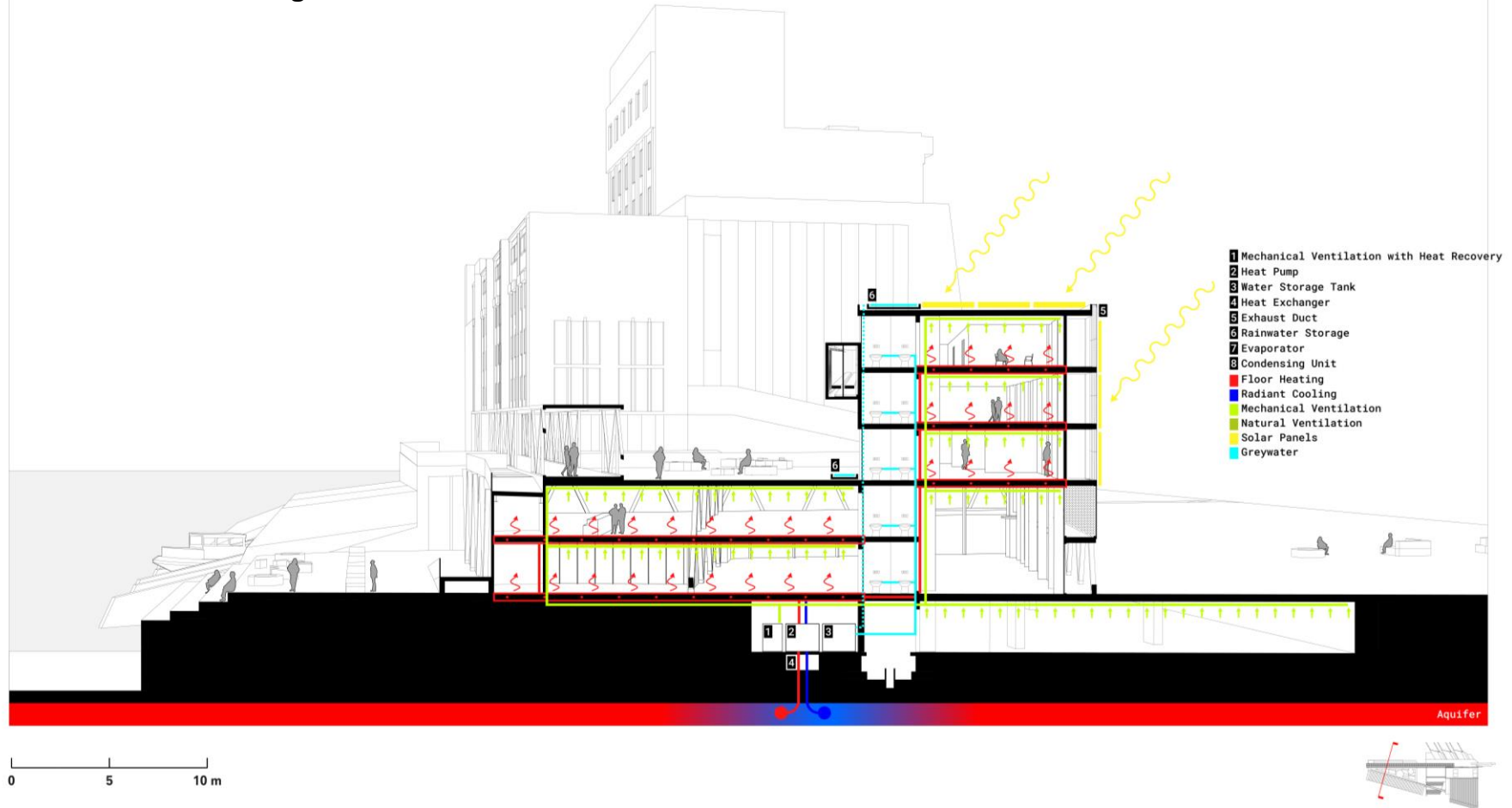
## Detail A4



## Detail A5

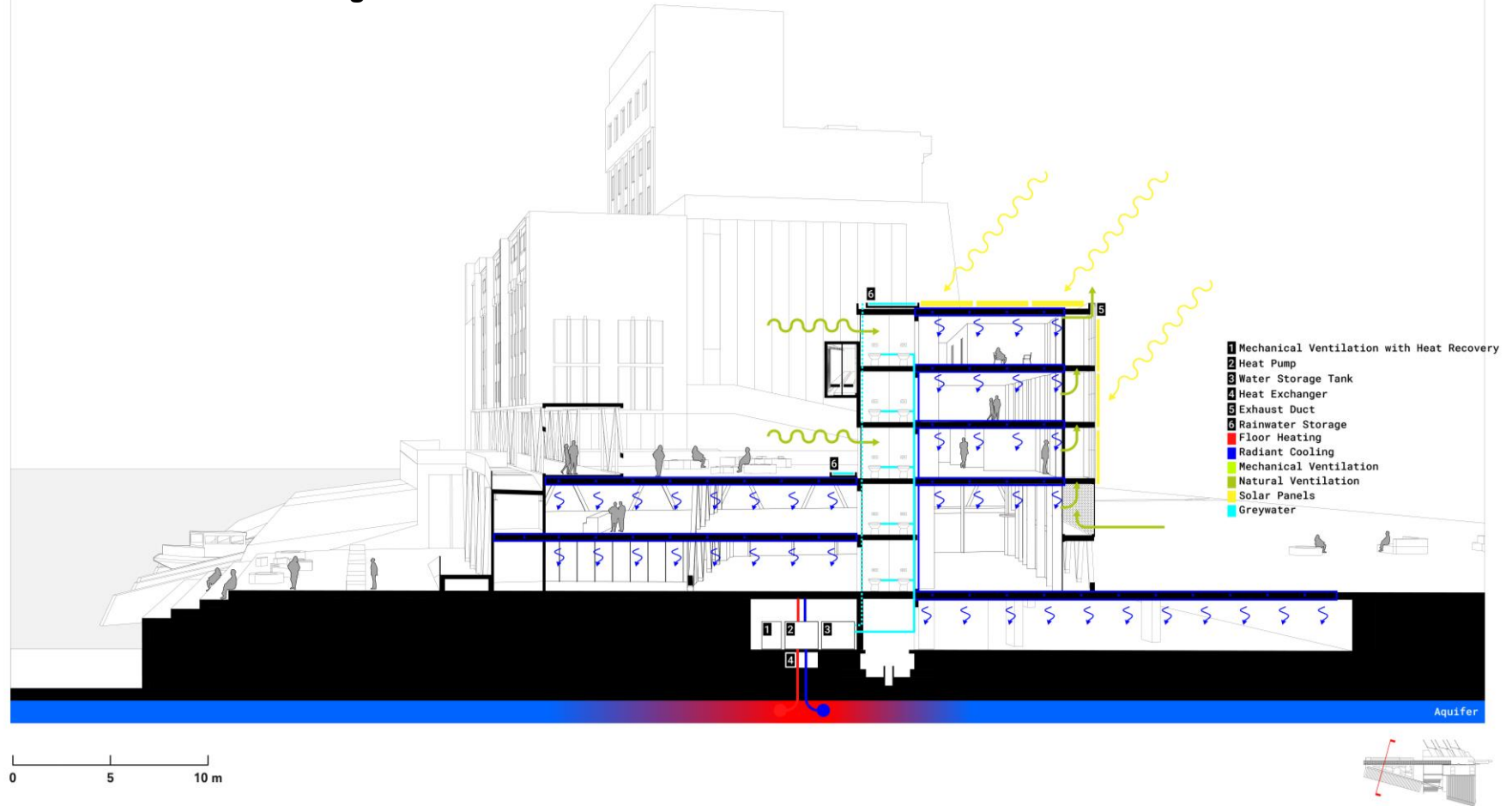


## Winter - Floor Heating

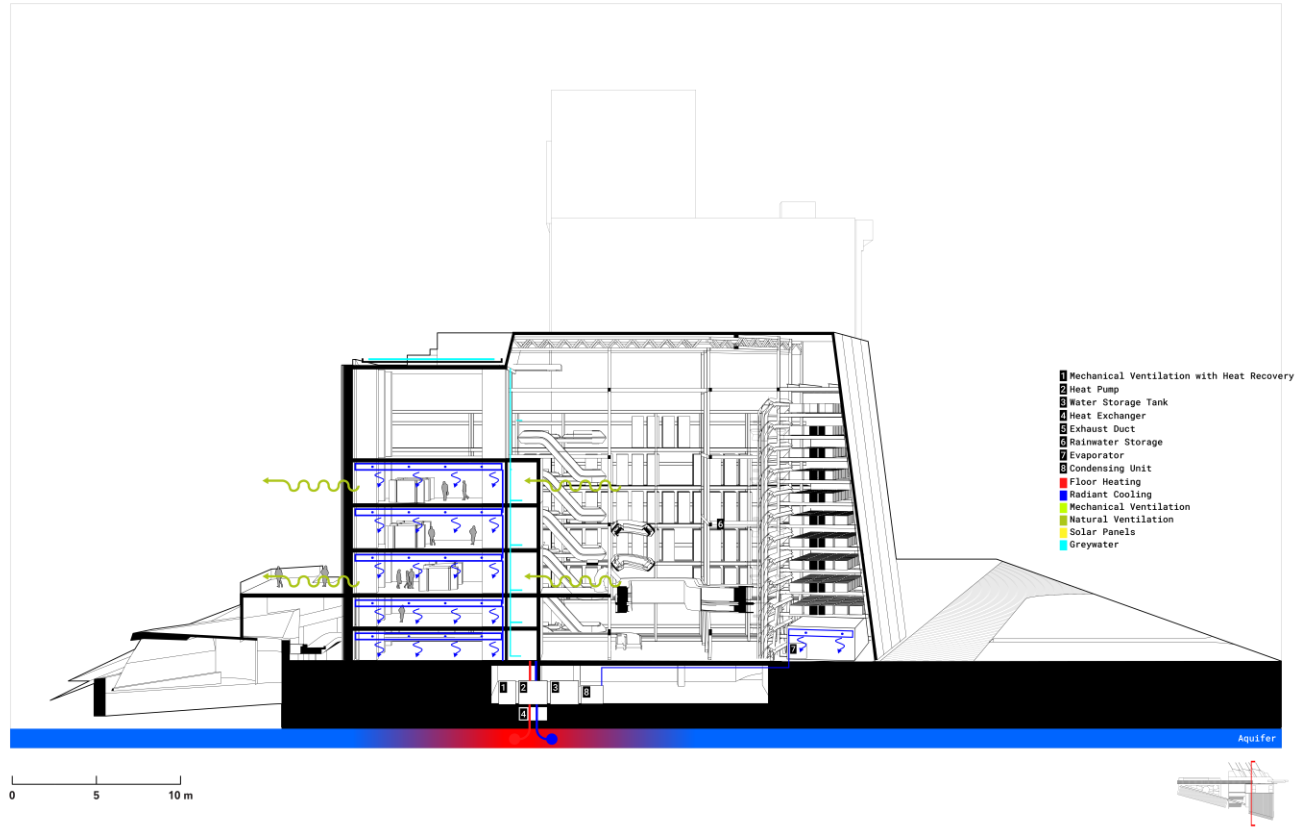




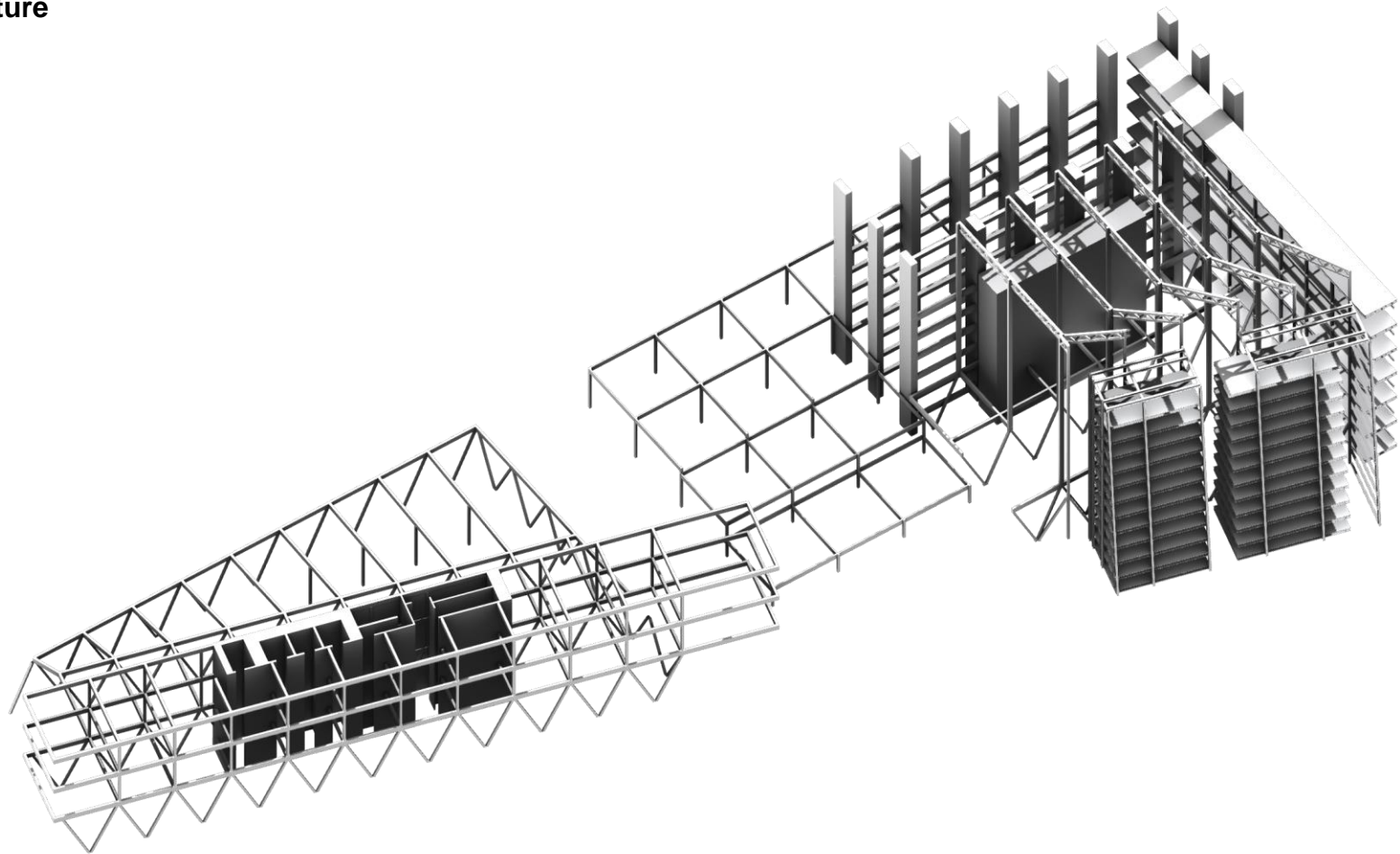
## Summer - Radiant Cooling



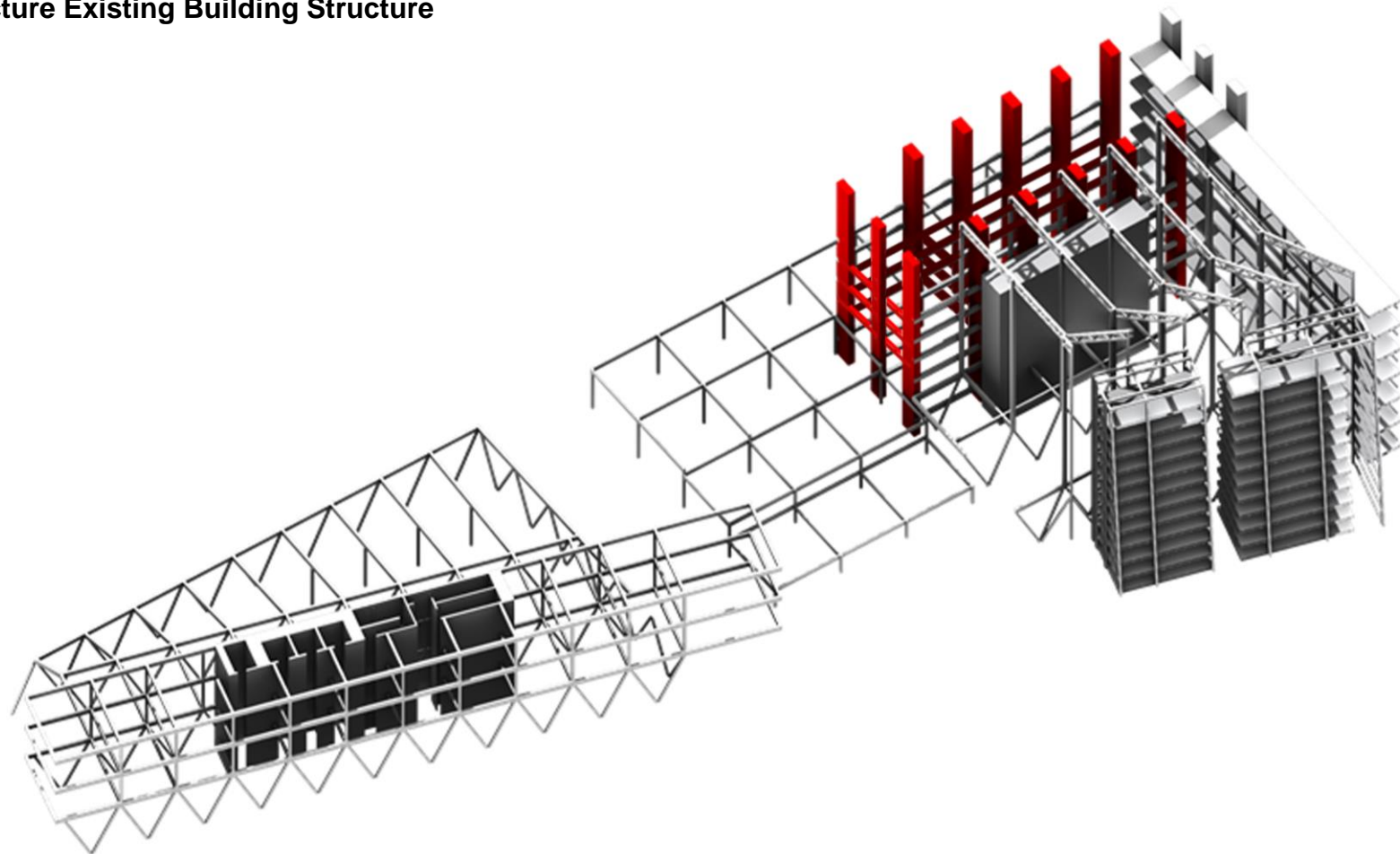
## Summer – Cold Storage



## Structure

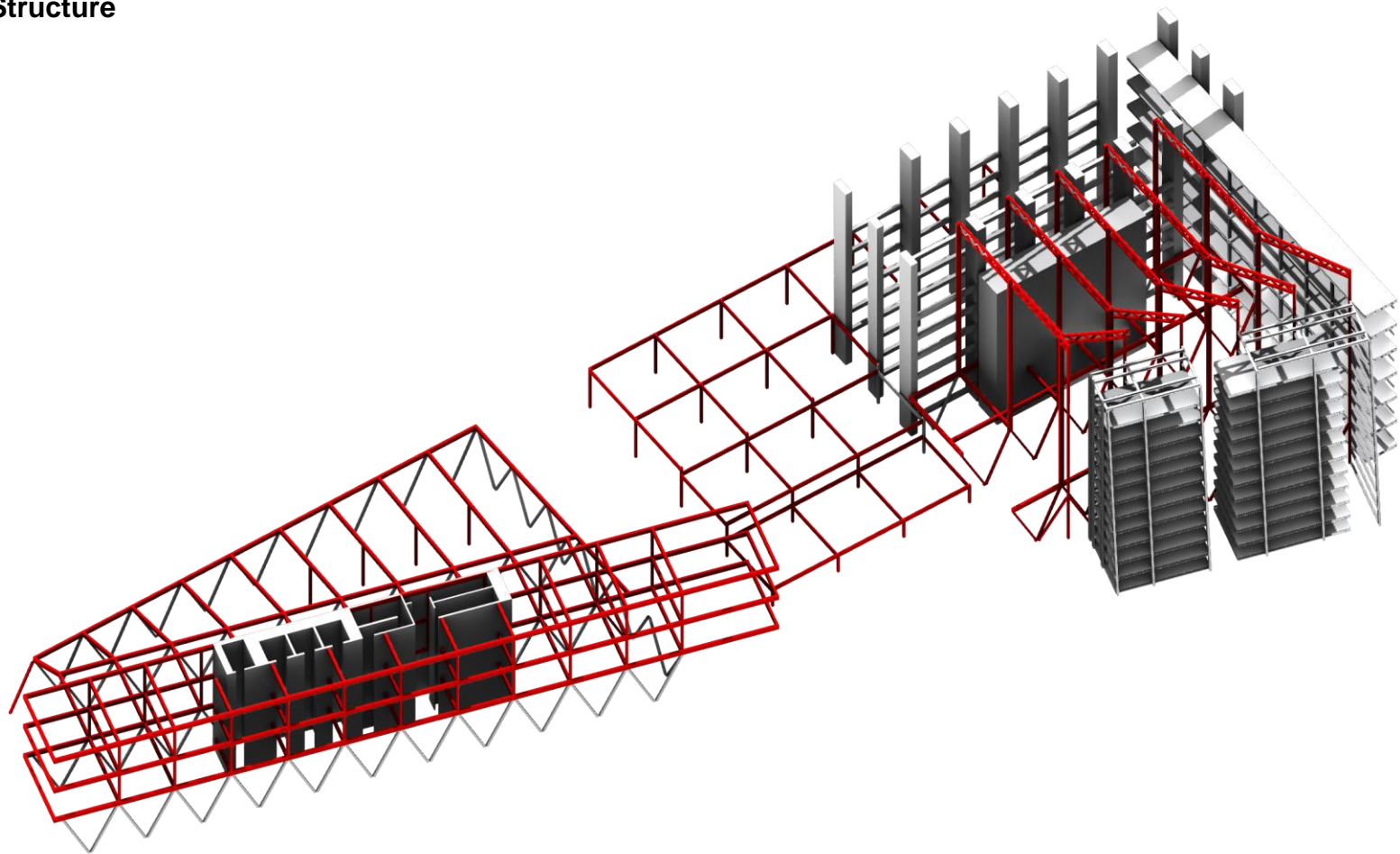


## Structure Existing Building Structure

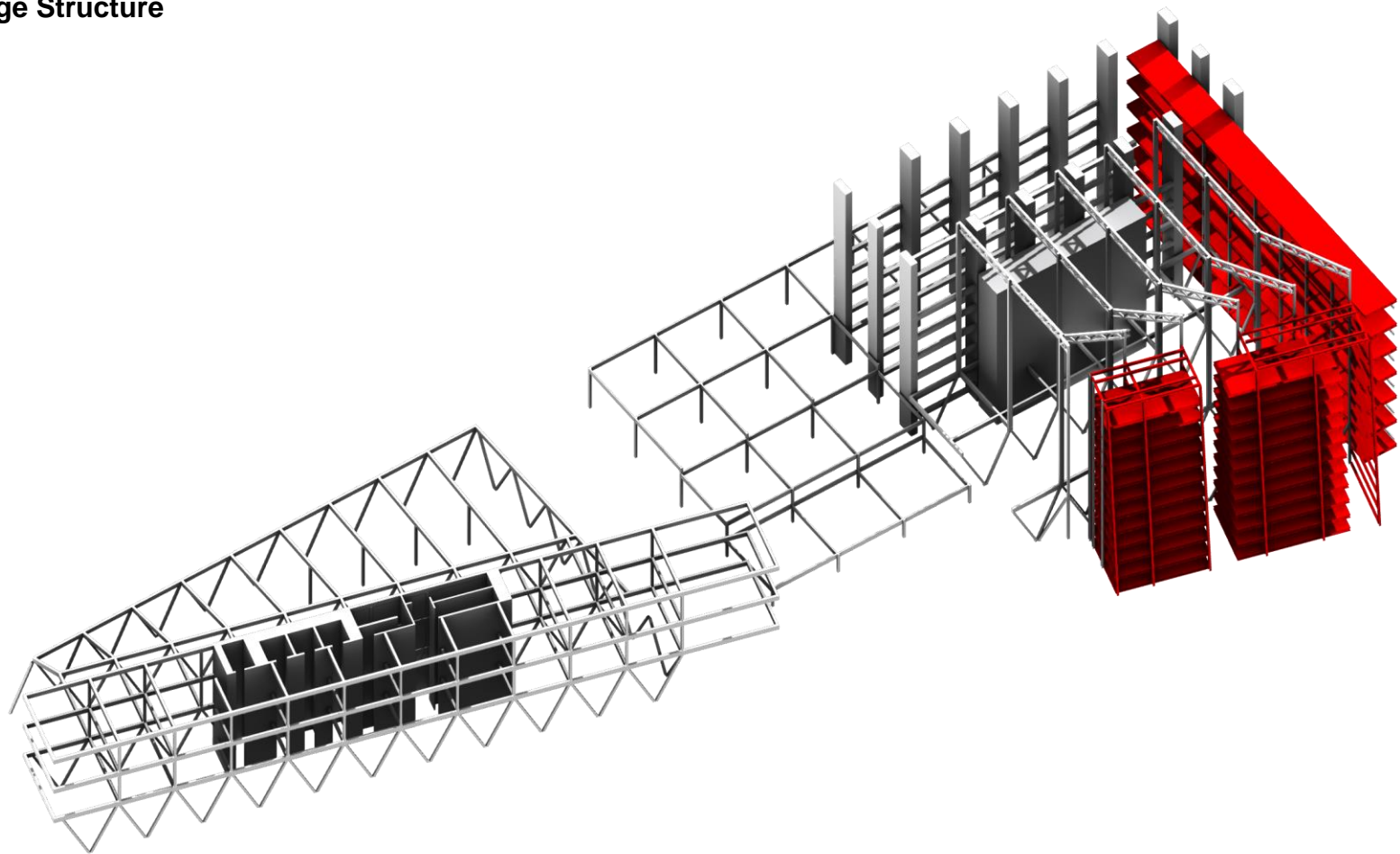




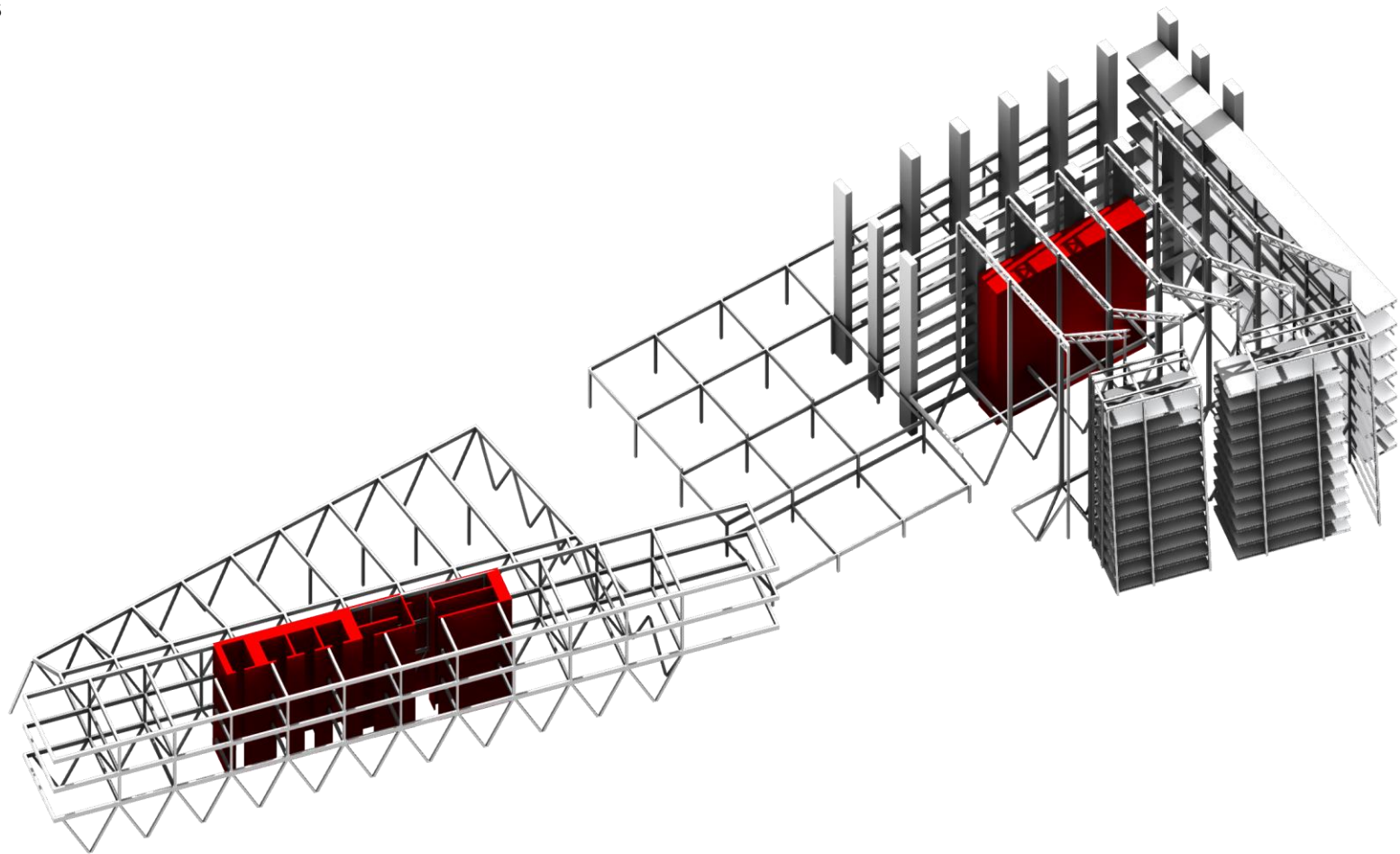
## New Structure



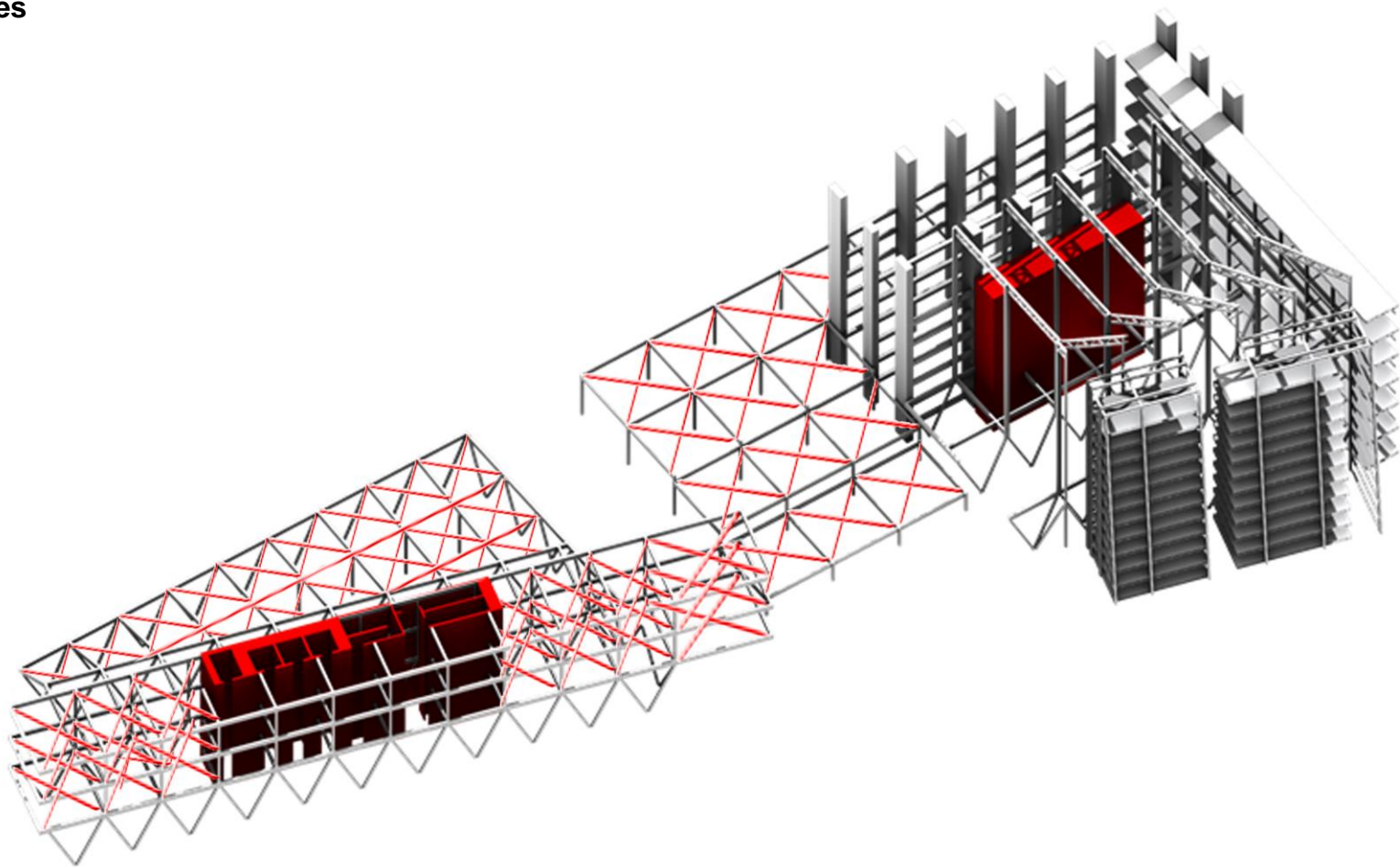
## Storage Structure



## Cores



## X Braces





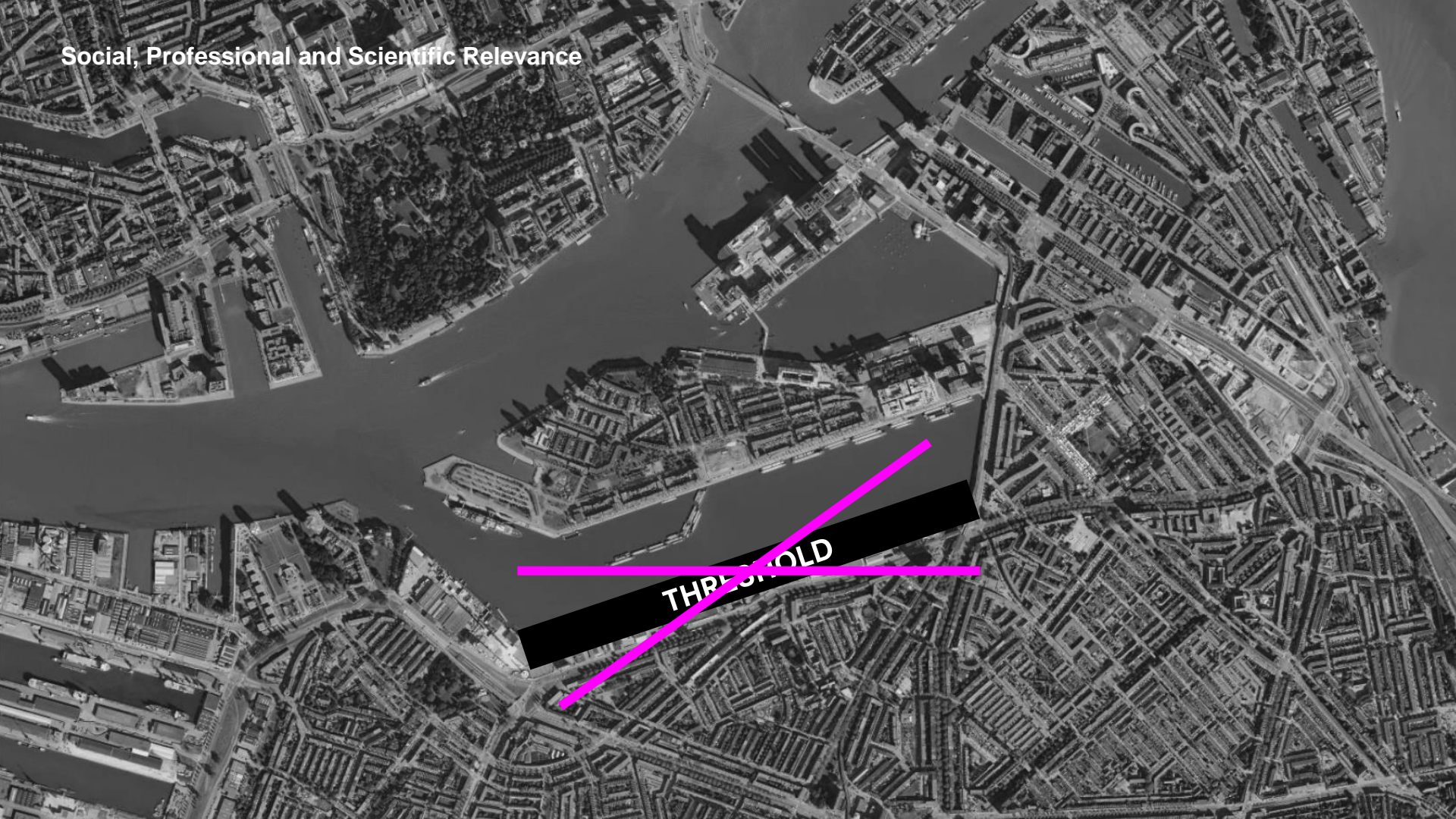
**How can we revitalize obsolete waterfront areas to incorporate flows of inland shipping and public transportation to improve city logistics?**

Social, Professional and Scientific Relevance

**THRESHOLD**

An aerial, black-and-white photograph of a city, likely New York City, showing a dense urban grid and a large body of water (the Hudson River) in the center. A thick black diagonal line, labeled 'THRESHOLD', runs from the bottom left towards the center, separating the city from the river. The text 'Social, Professional and Scientific Relevance' is in the top left corner.

Social, Professional and Scientific Relevance



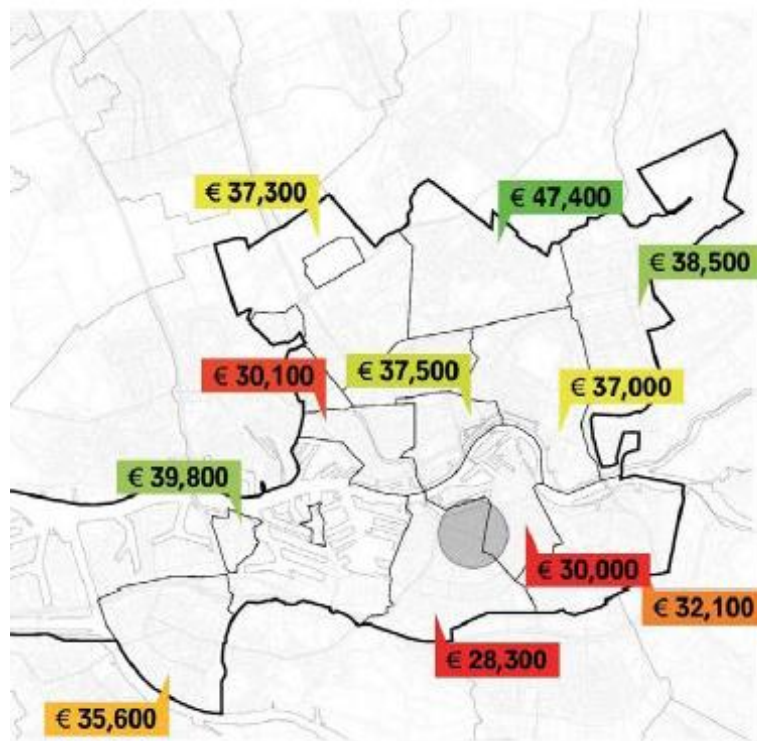


## Social, Professional and Scientific Relevance





## Social, Professional and Scientific Relevance

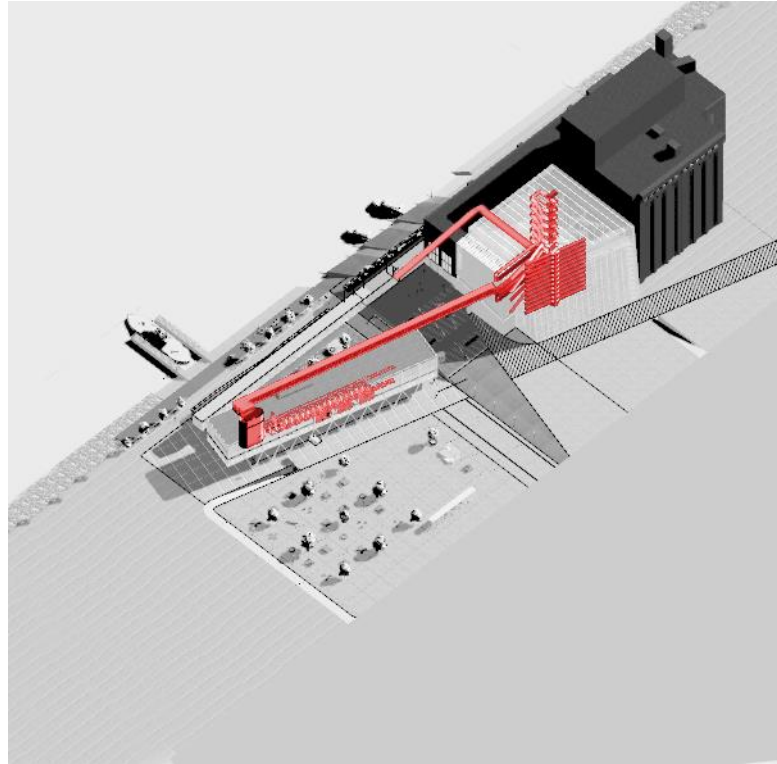


Average Household Income

## Social, Professional and Scientific Relevance



## Social, Professional and Scientific Relevance



**A strategy that can be multiplied..**

**ROTTERDAM**

**HAMBURG**

**ISTANBUL**

**TORONTO**

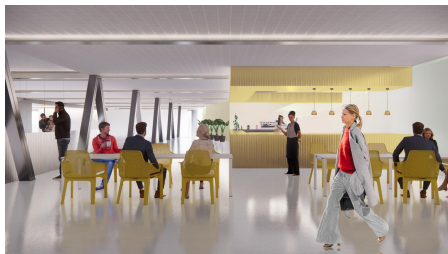
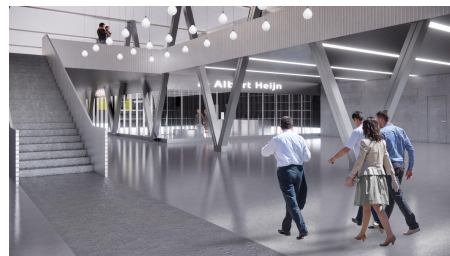
**ANTWERP**

**LONDON**



**A strategy that can be multiplied..**





Thank you!

