



WOW-Quarter

Nolan van Haren - 5057248
P5 Presentation

Mentors
Design - Ir. A.C. de Ridder
Thesis - Dr. I. Nevzgodin
BT - Anèt Meijer

Dredging Museum

nationaal
BAGGER
MUSEUM



Historic



Outdated



Crammed

28

BAGGERMUSEUM
DREDGING MUSEUM

WOW-Keet



Not Connected

Too Small

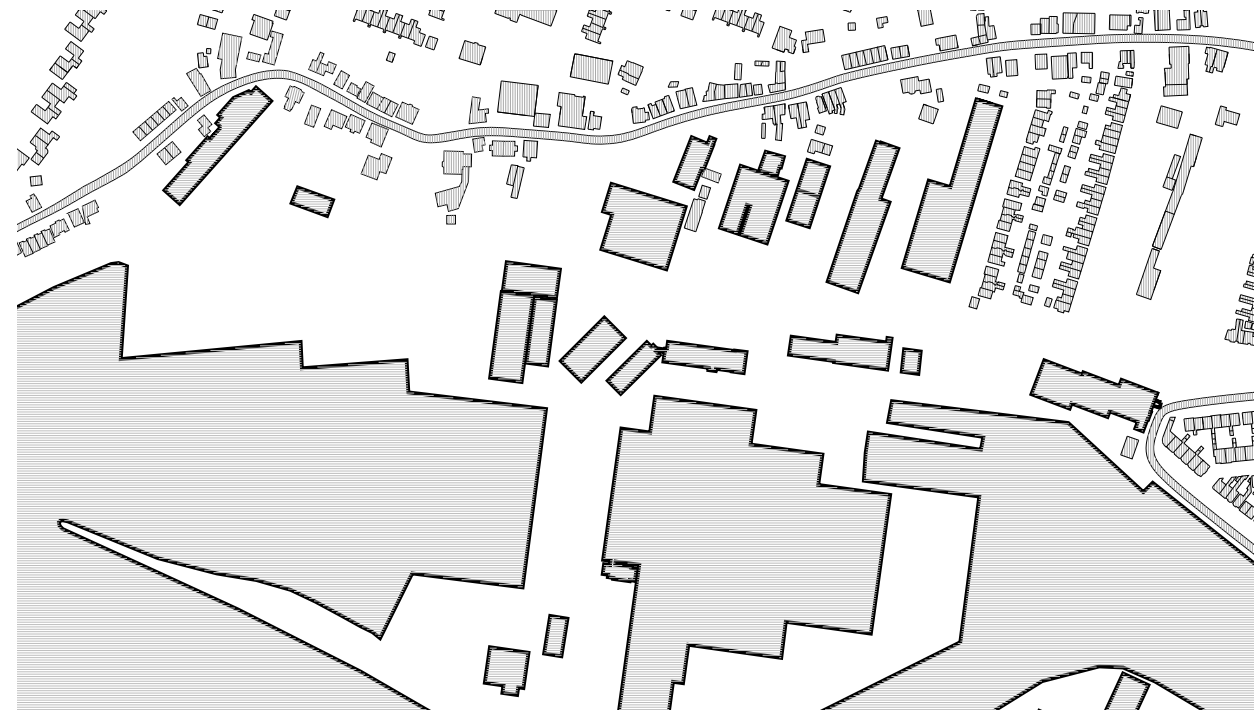
Site



Site



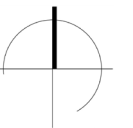
Surroundings Aspects



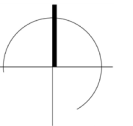
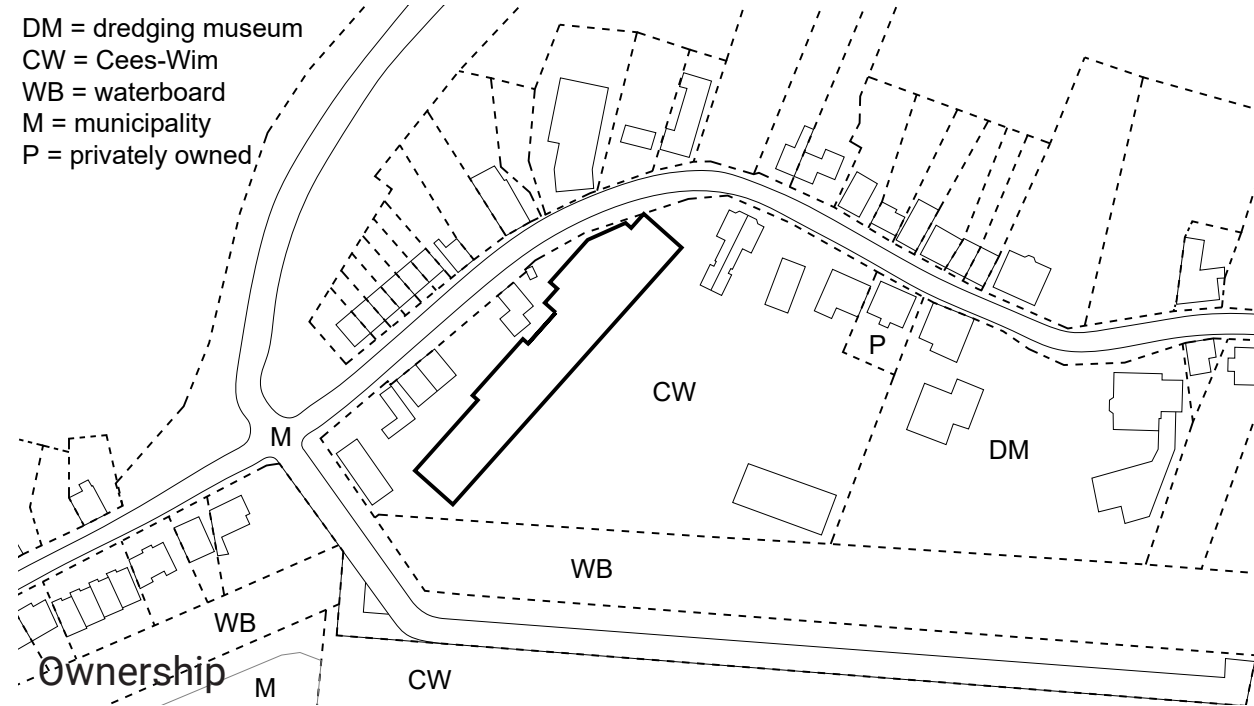
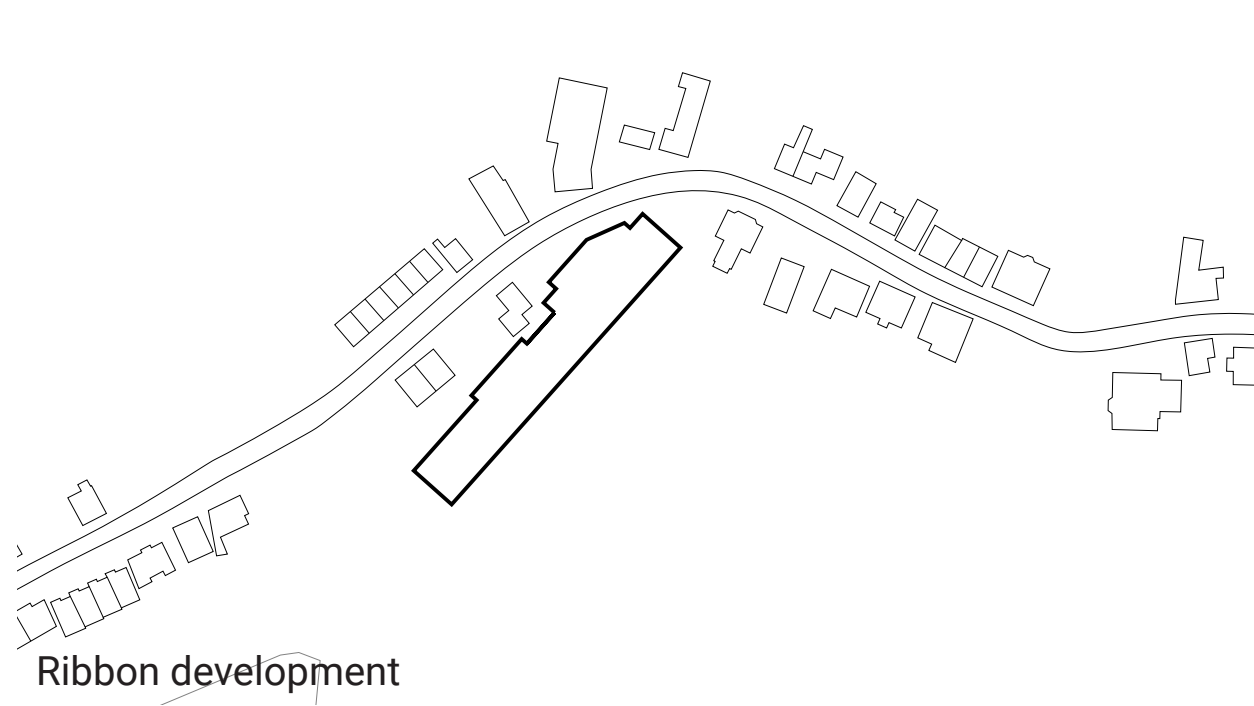
Mix of scales



Residential and work places



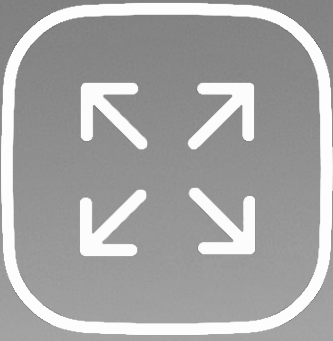
Surroundings Aspects



Van Eijk Hall



Historic



Spacious



Needs fixing



Main concept

WOW-Quarter

Museum Function

WOW-Experience



Main concept

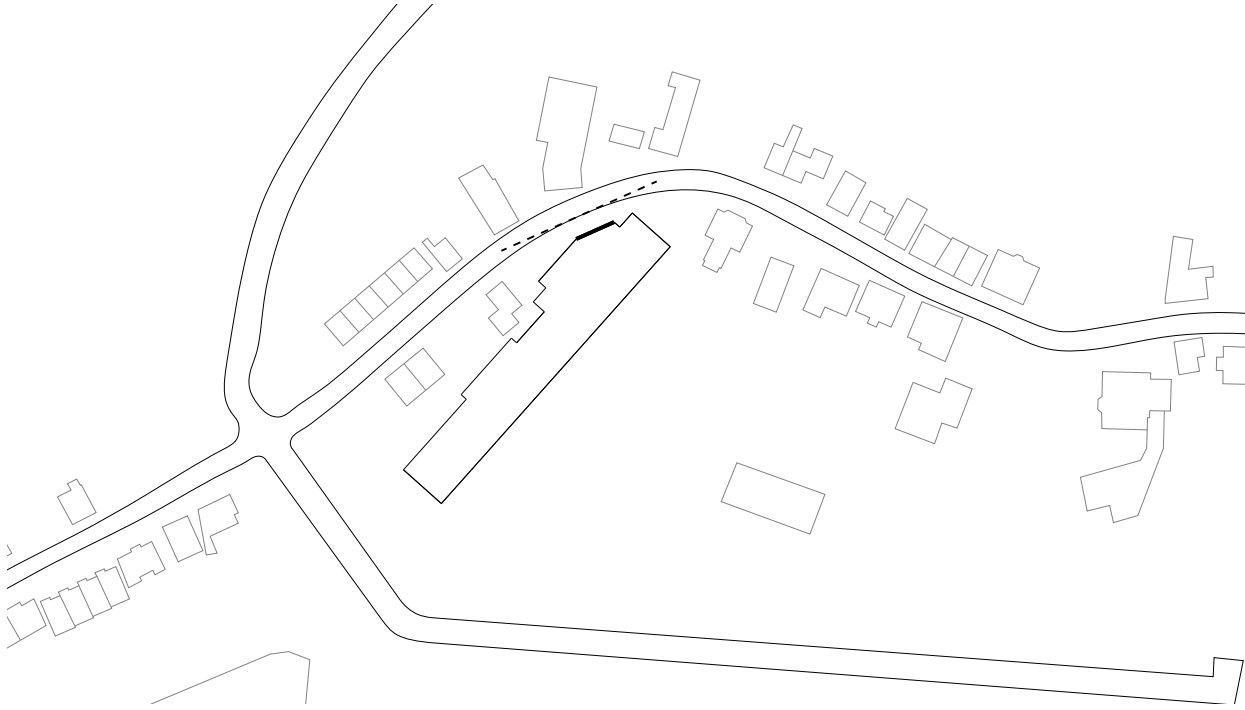
WOW-Quarter

'De Kombuis' Restaurant

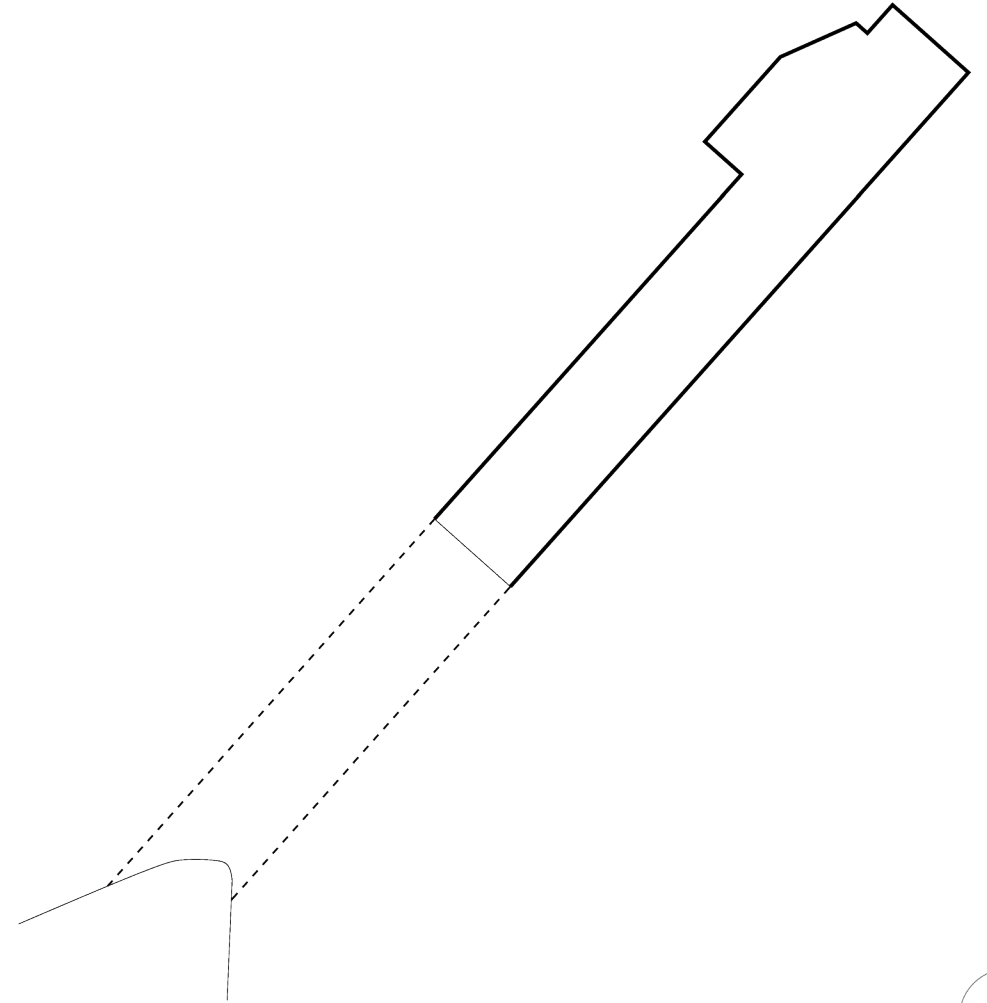
'De Kajuit' Community center



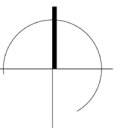
Close Surroundings Aspects



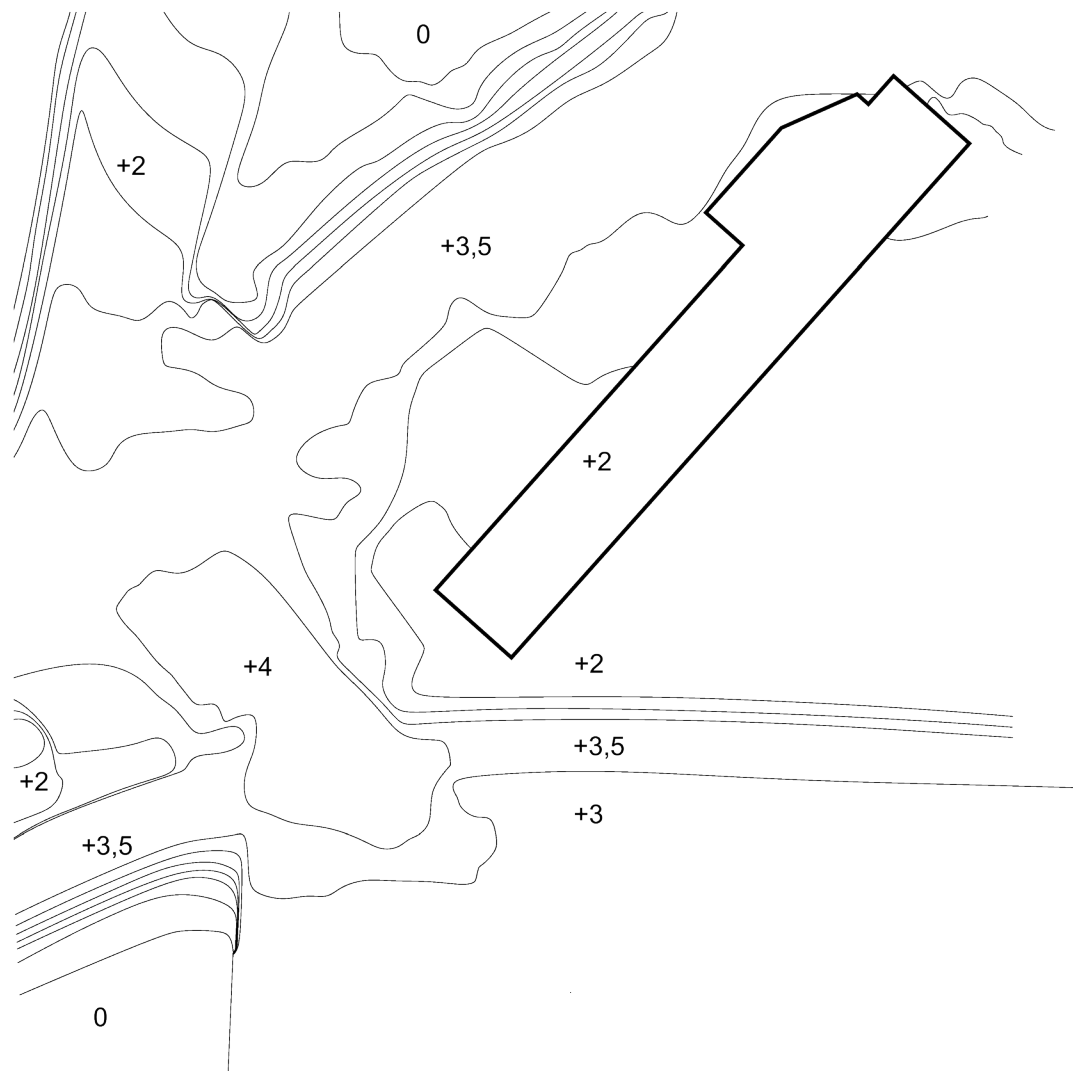
Road shaping building



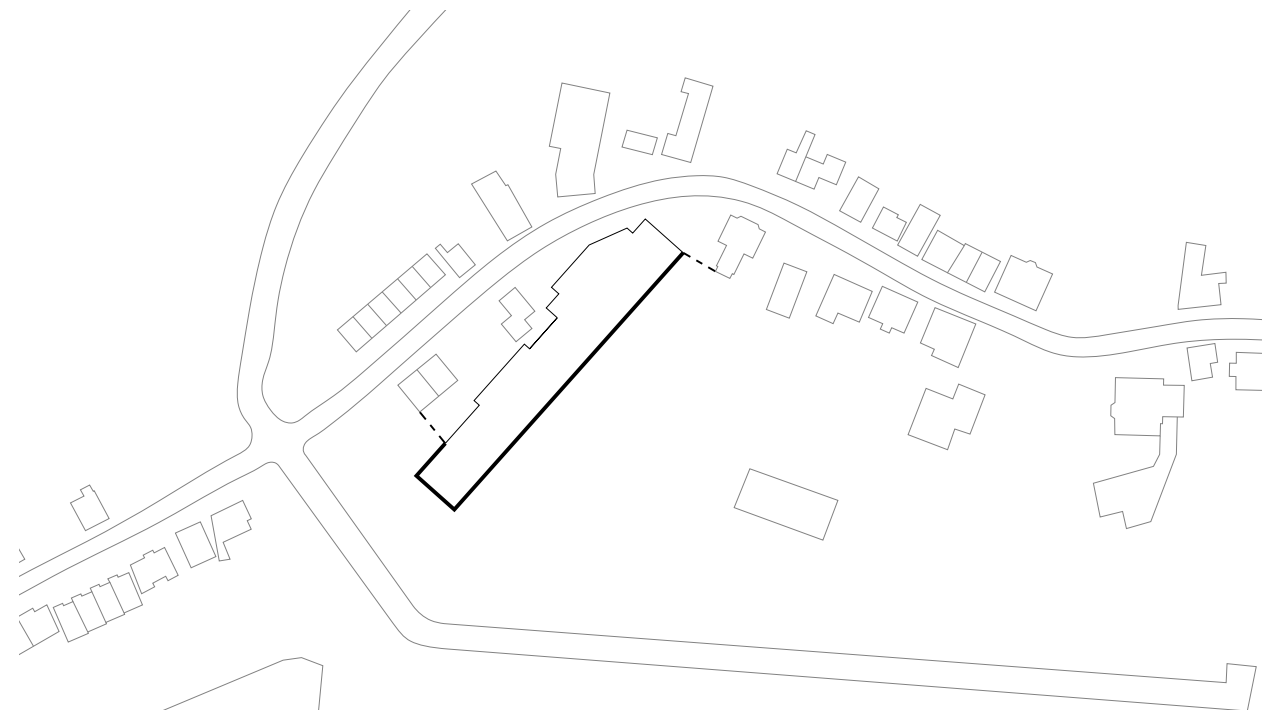
Previous relation with the water



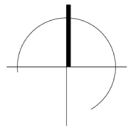
Close Surroundings Aspects



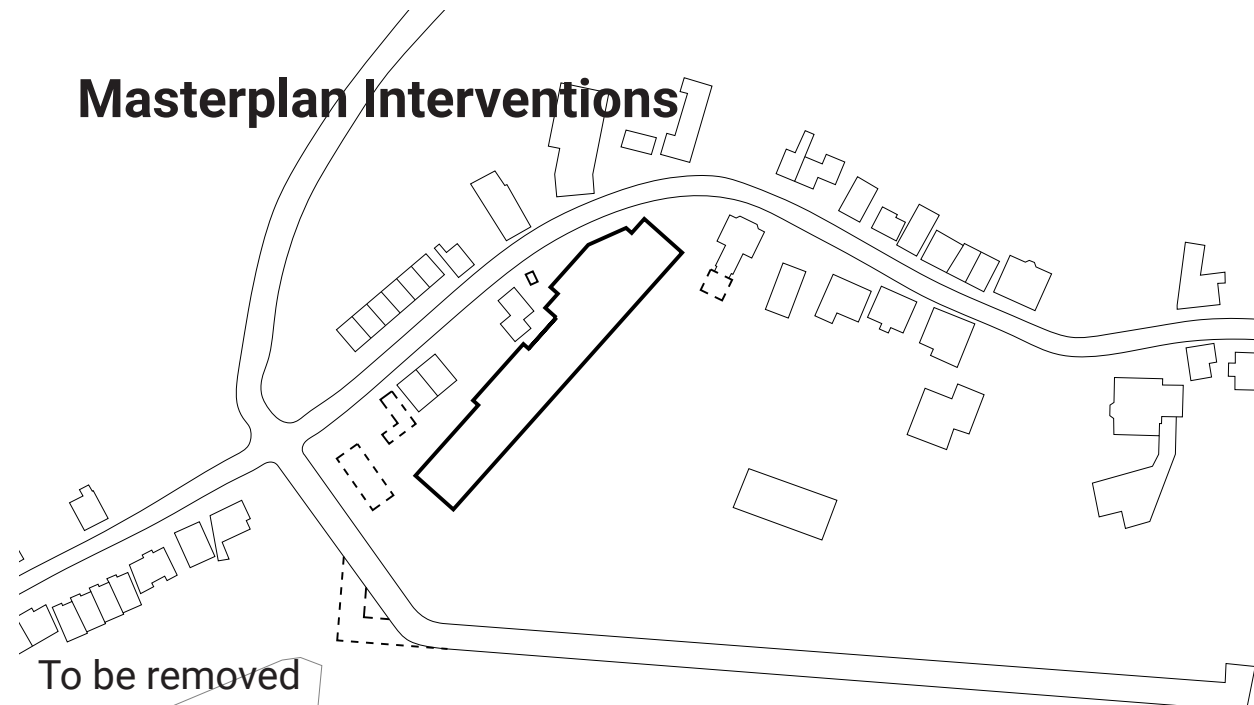
Height Lines



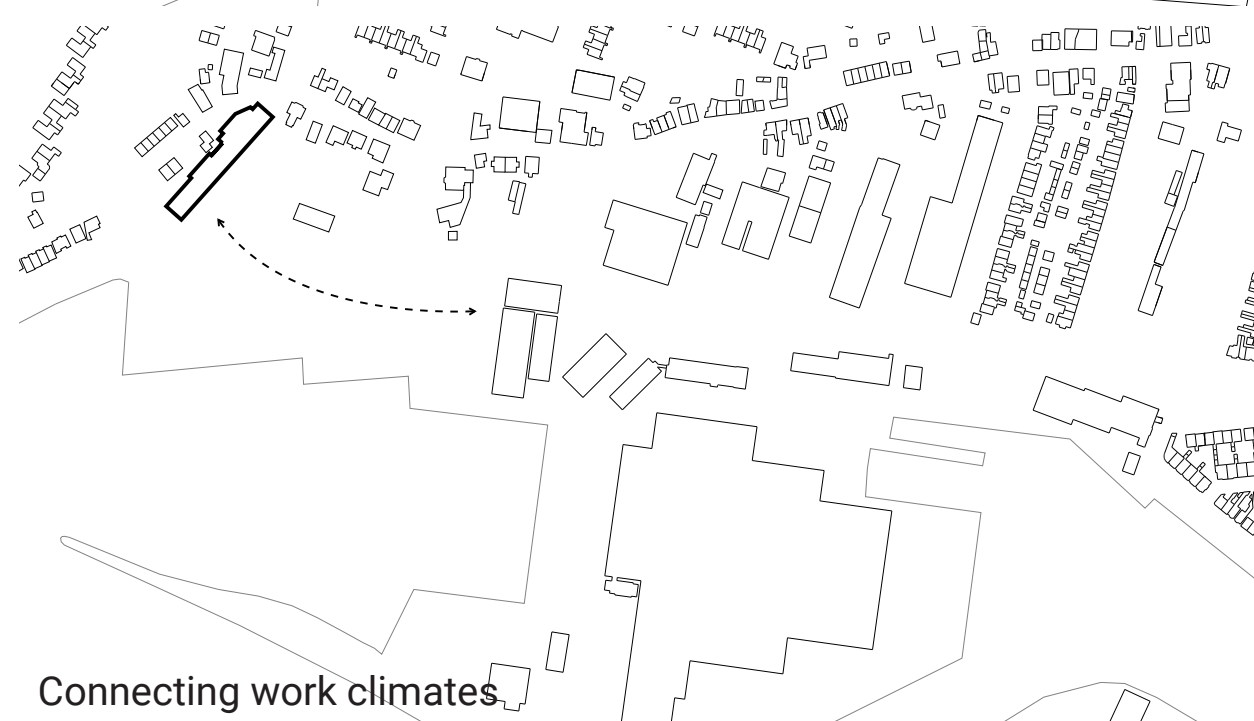
Unobstructed exterior



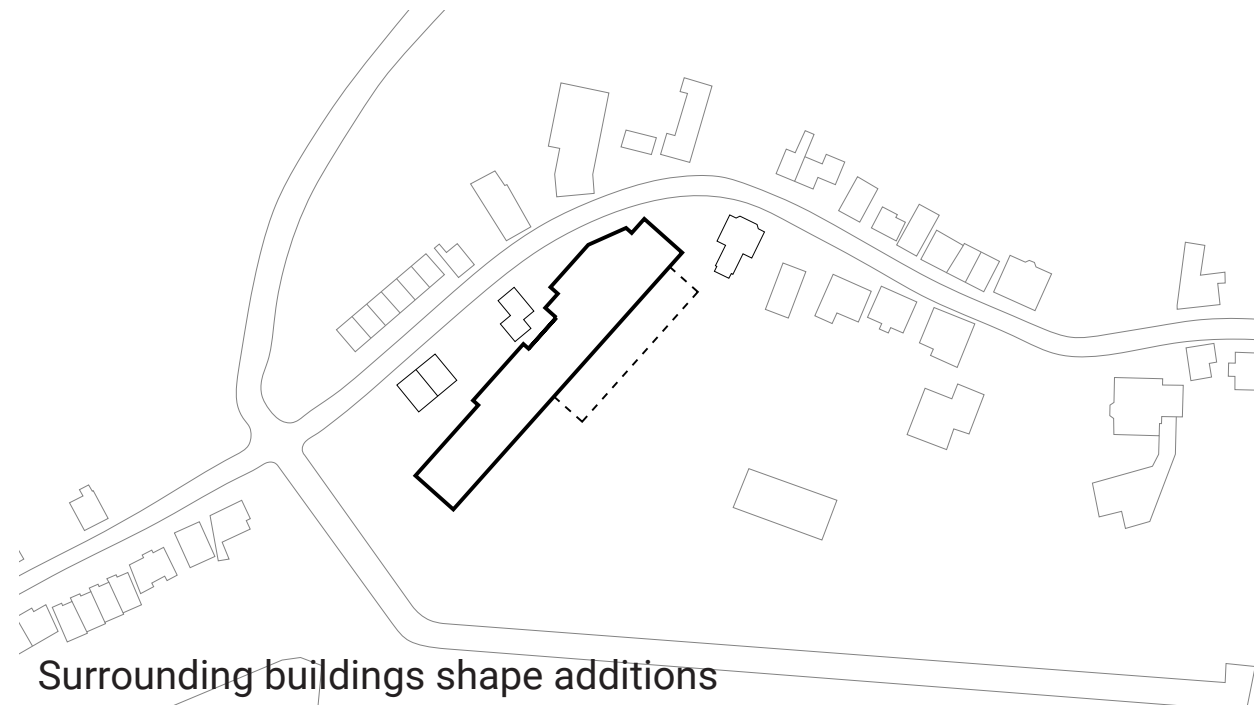
Masterplan Interventions



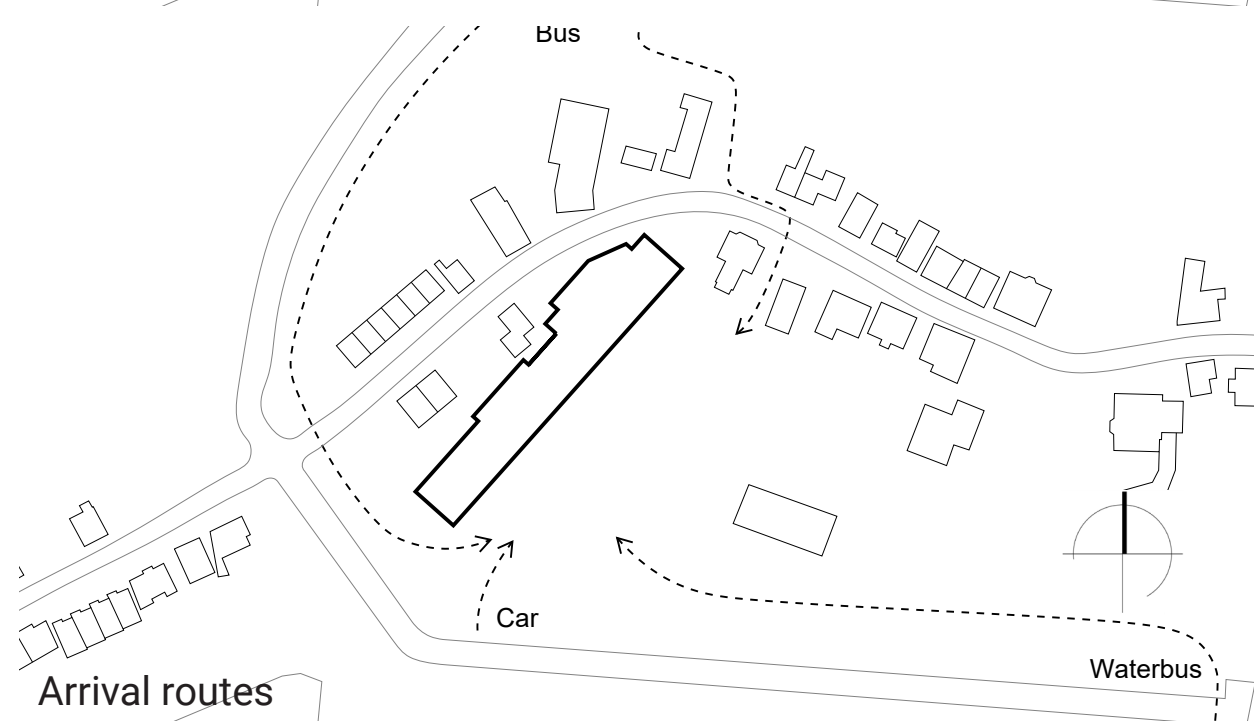
To be removed



Connecting work climates



Surrounding buildings shape additions

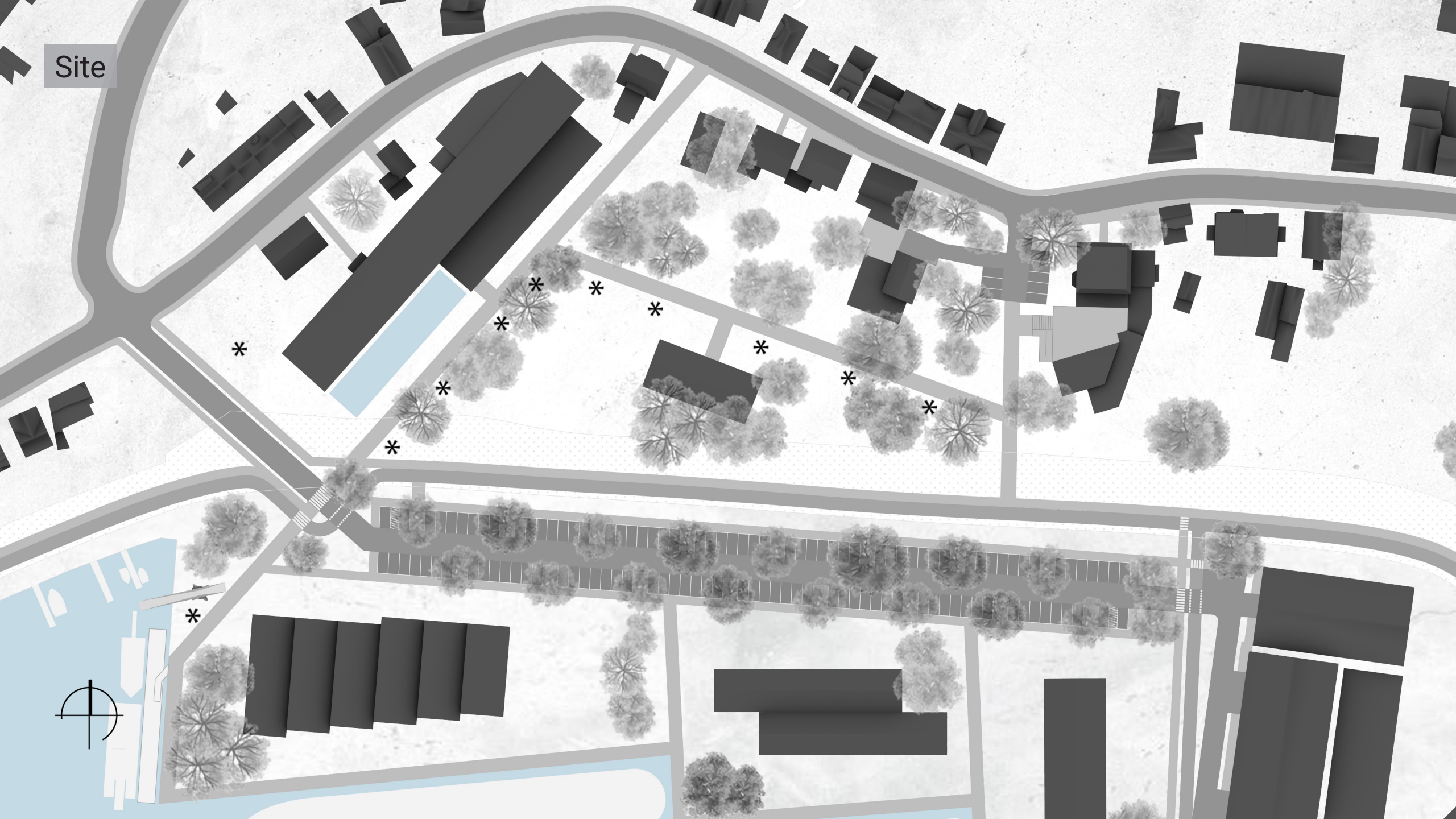


Arrival routes

Masterplan

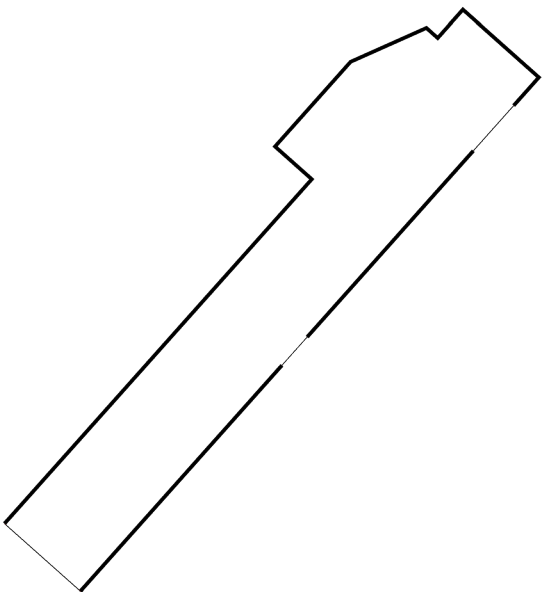


Site

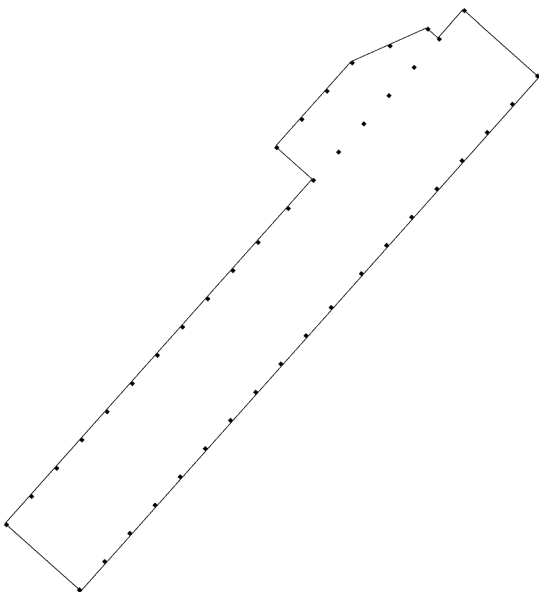


'Van Eijk' Hall Aspects

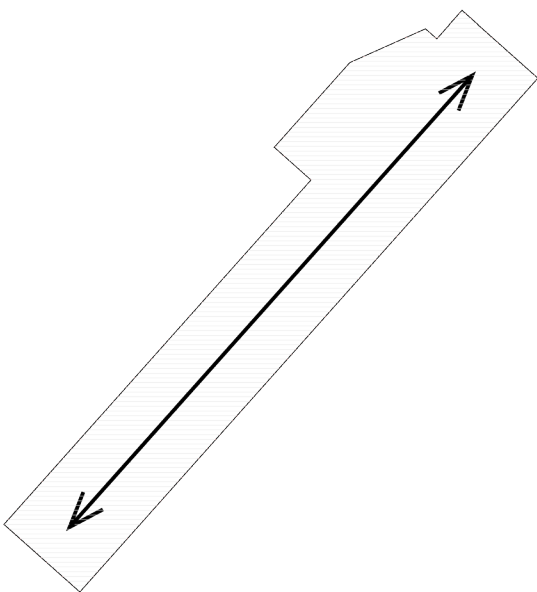
Bay Door Openings



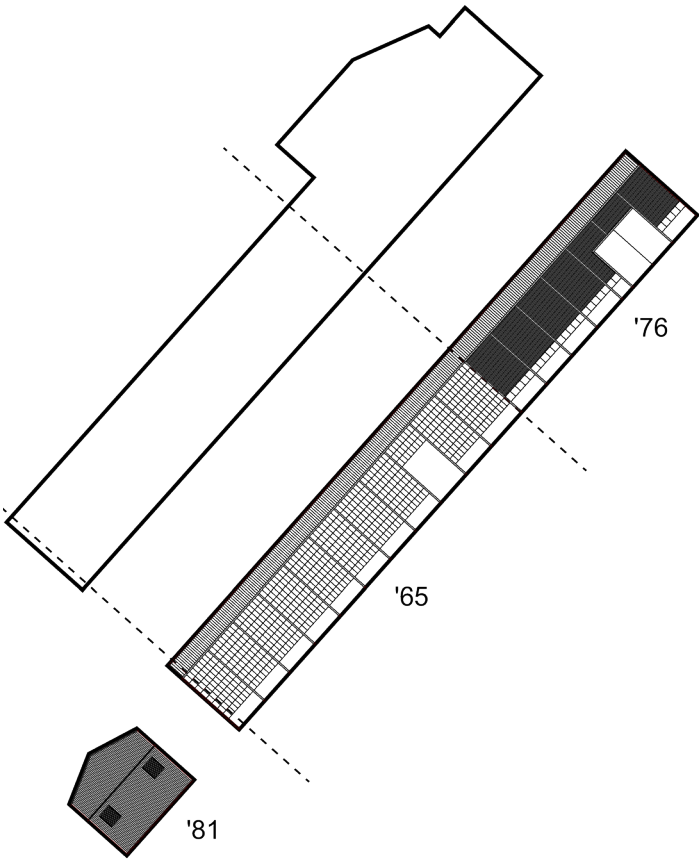
Support Structure



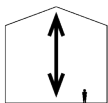
Long Open Space



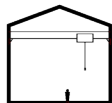
Build Years



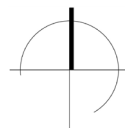
Height



Crane



Large Open Facade



'Van Eijk' Hall Main Qualities



Long open space

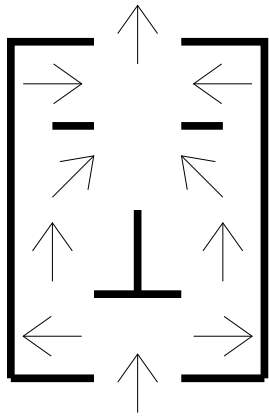


Crane

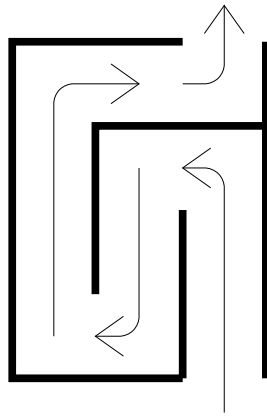


Rhythm in support structure

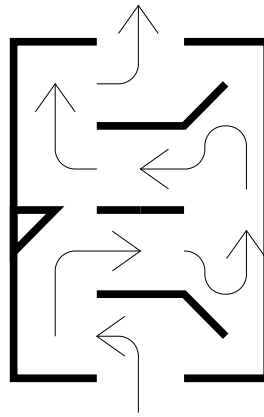
Research Findings



unstructured

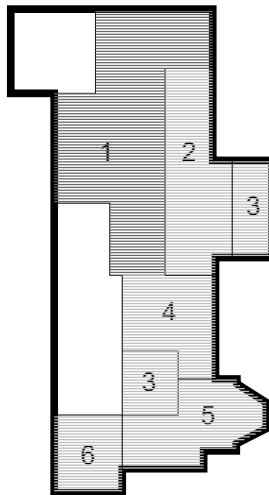


directed

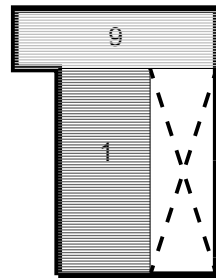
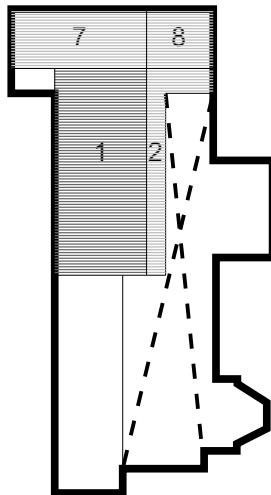


suggested

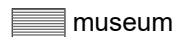
Traffic flow approaches



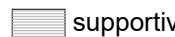
Schoenenkwartier Waalwijk



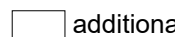
1. exhibition
2. experience centre
3. guest artist area
4. shop
5. cafe
6. workshops
7. library
8. theatre
9. temporary exhibition



museum

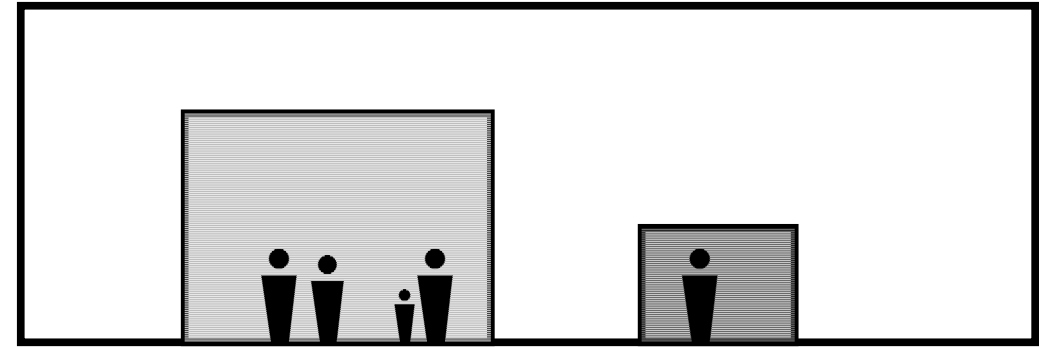


supportive museum functions



additional functions

supportive museum functions



large openings
light spaces

small openings
dark spaces

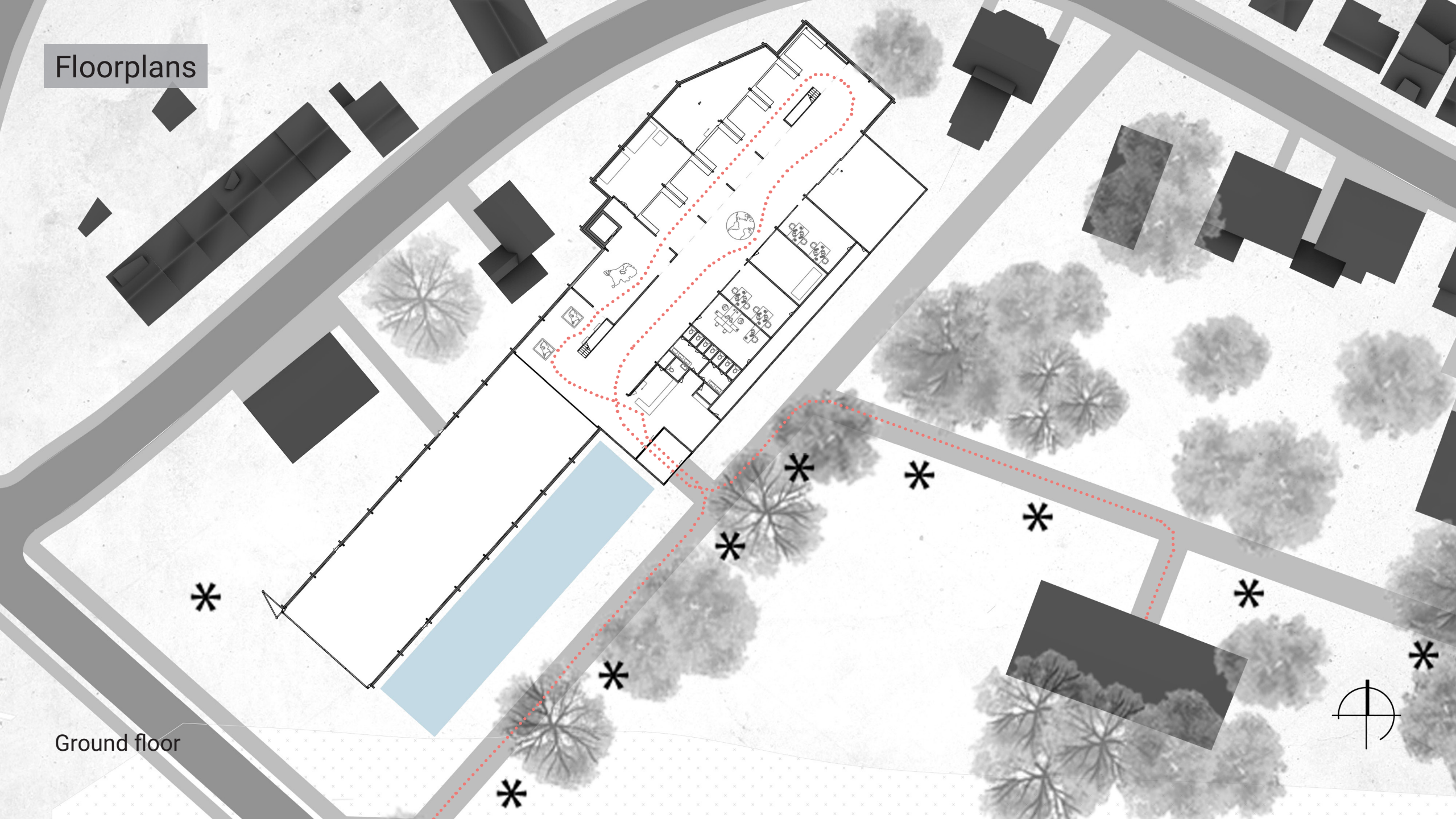
Openings & lighting



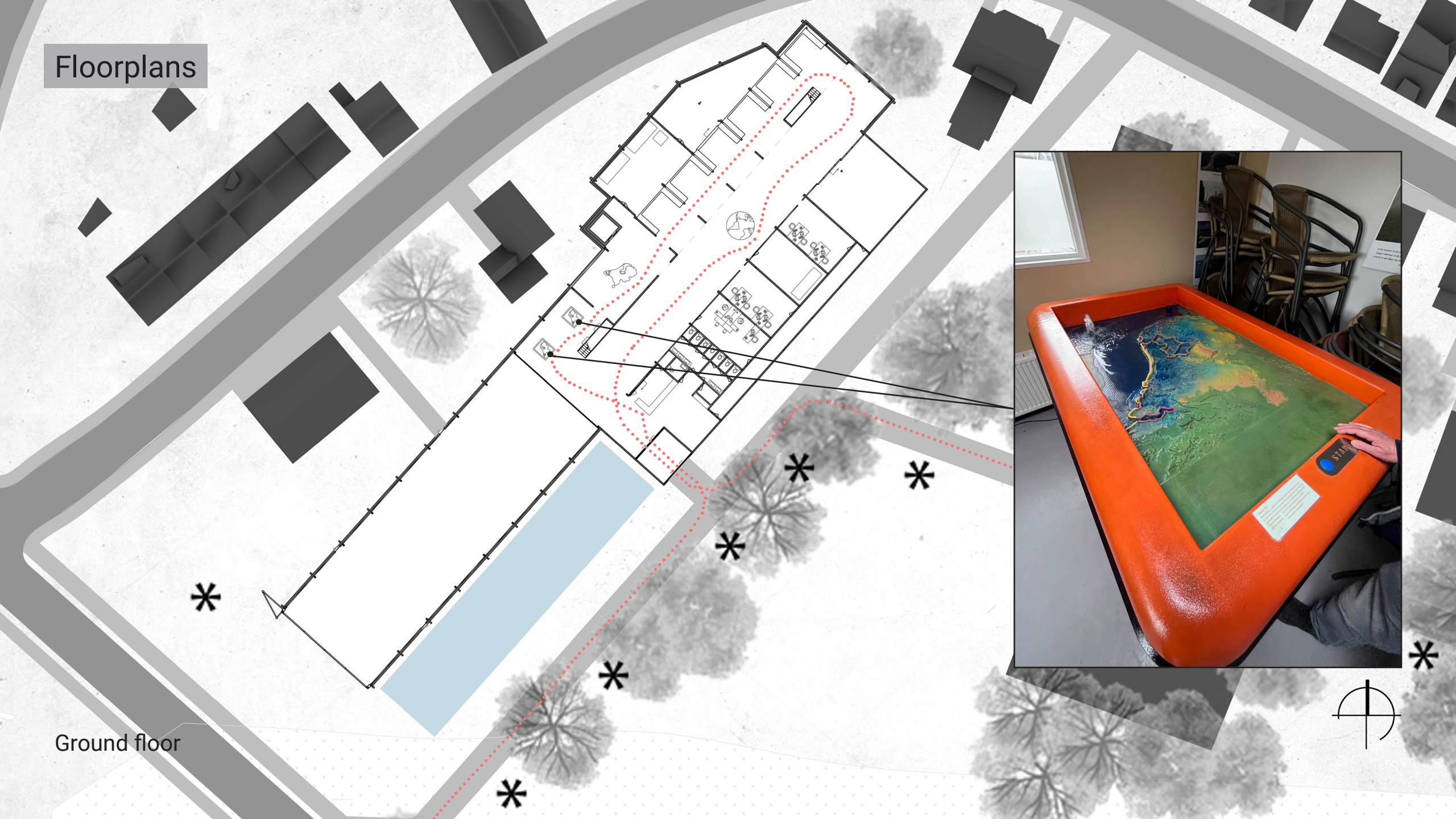
Interactive elements

Floorplans

Ground floor

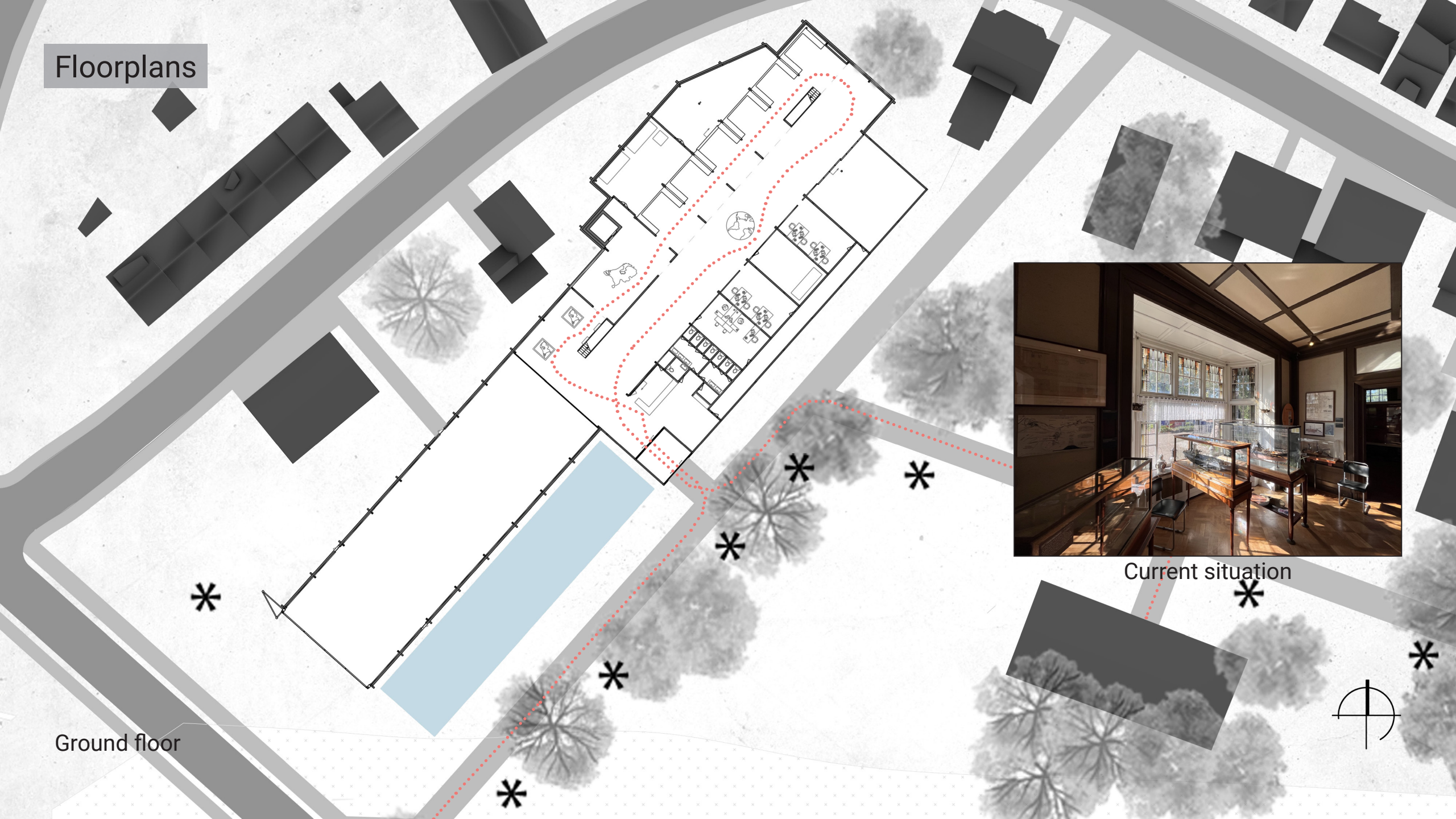


Floorplans



Ground floor

Floorplans



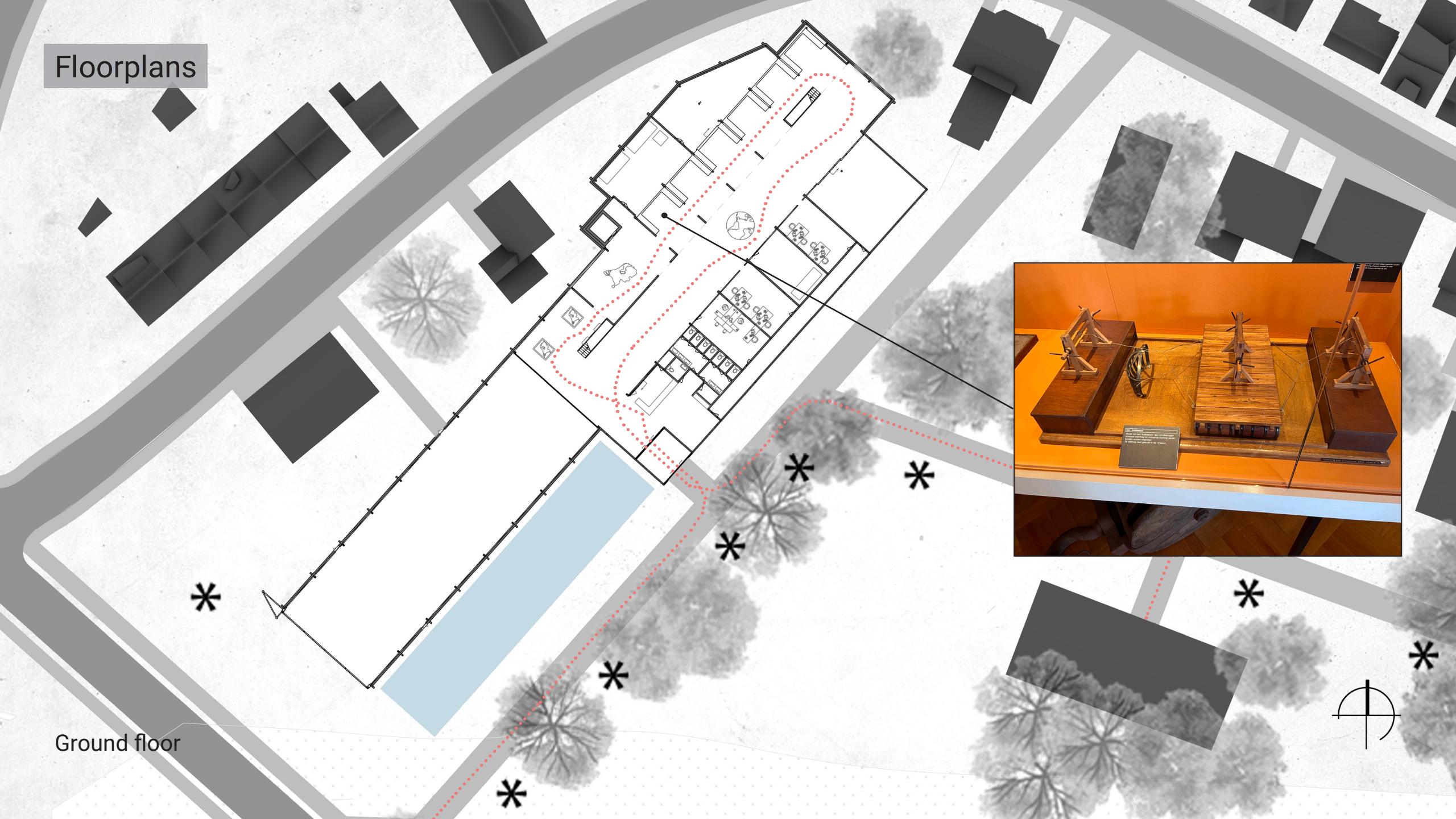
Ground floor



Current situation

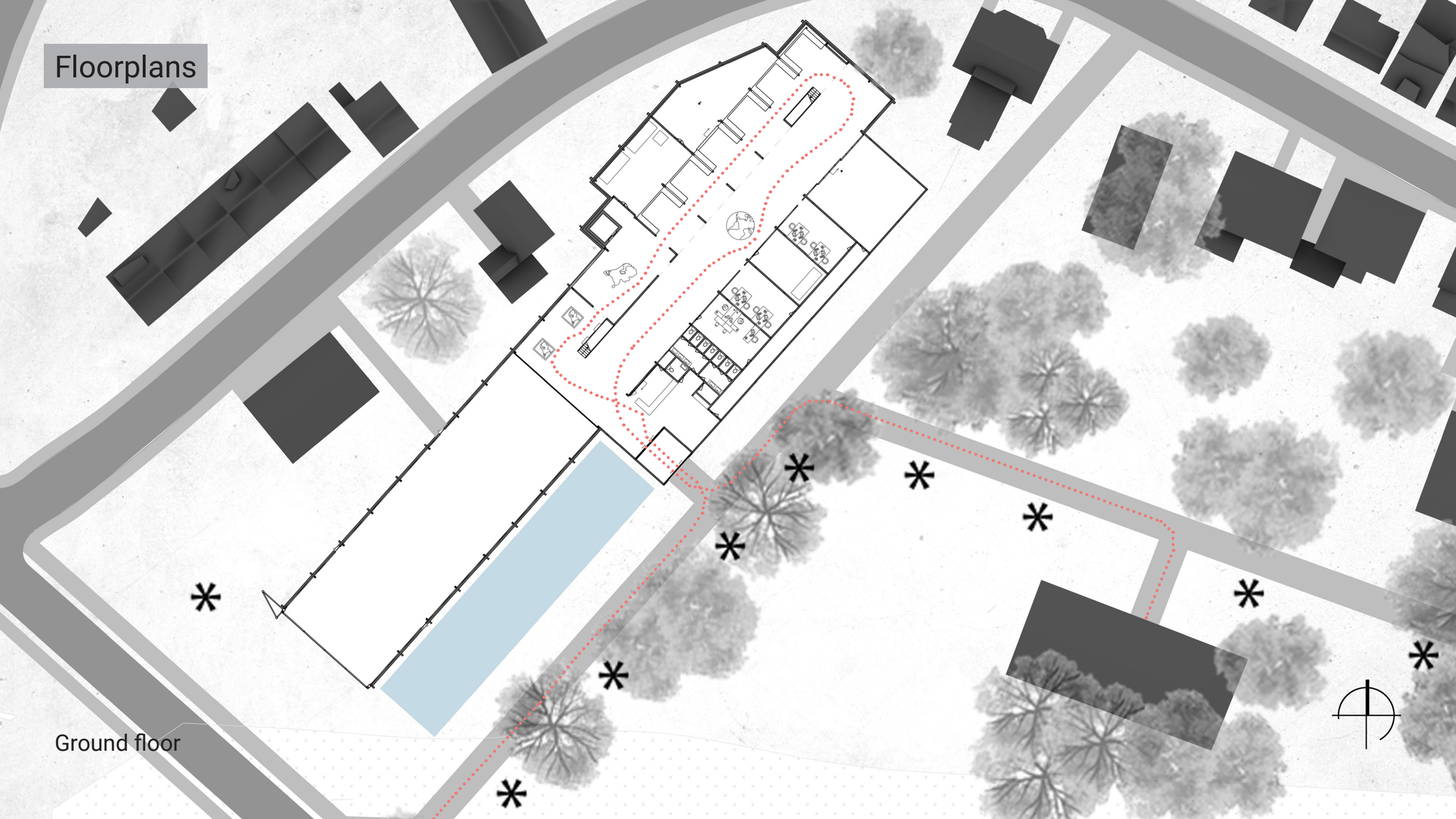
Floorplans

Ground floor



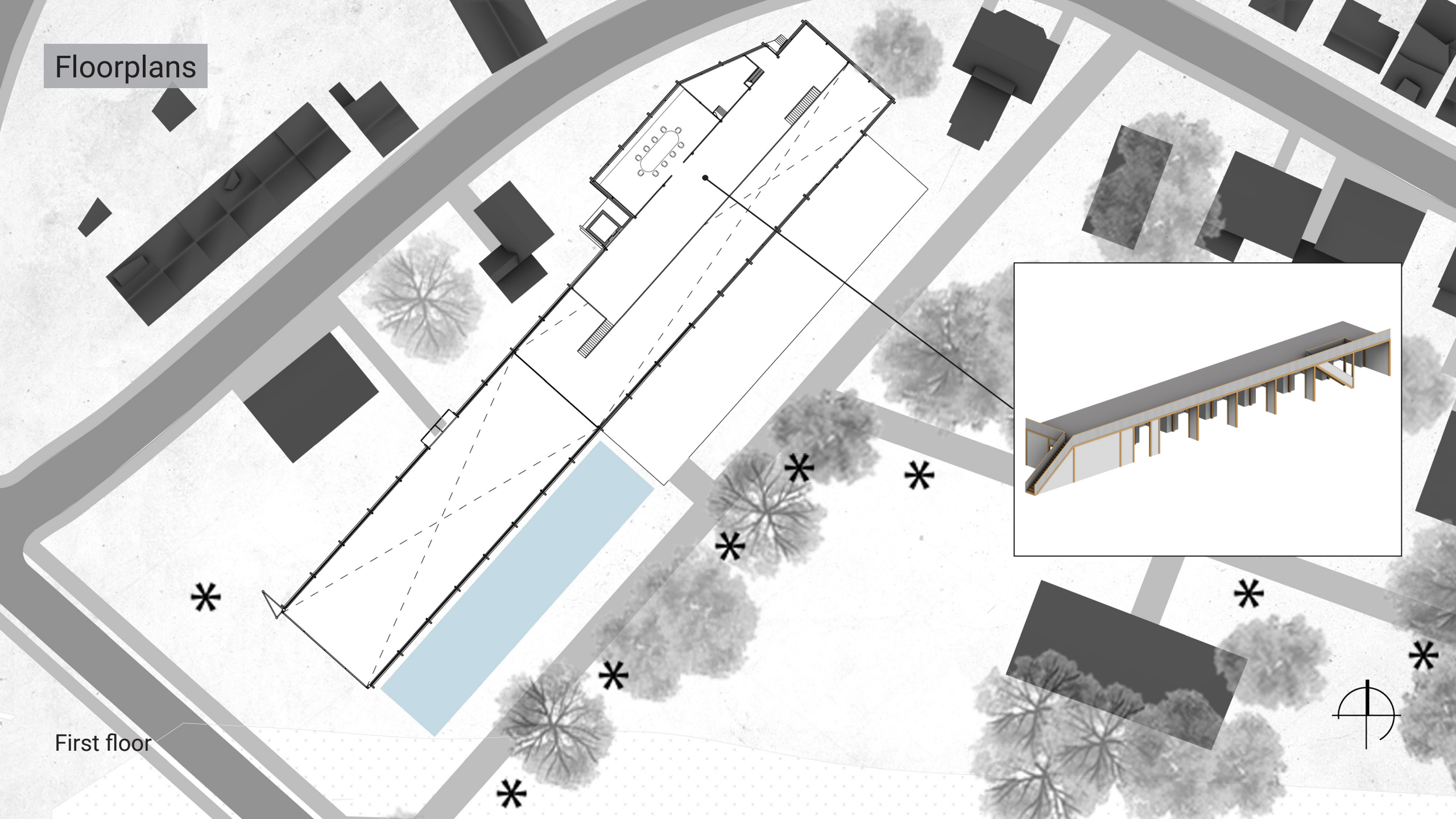
Floorplans

Ground floor



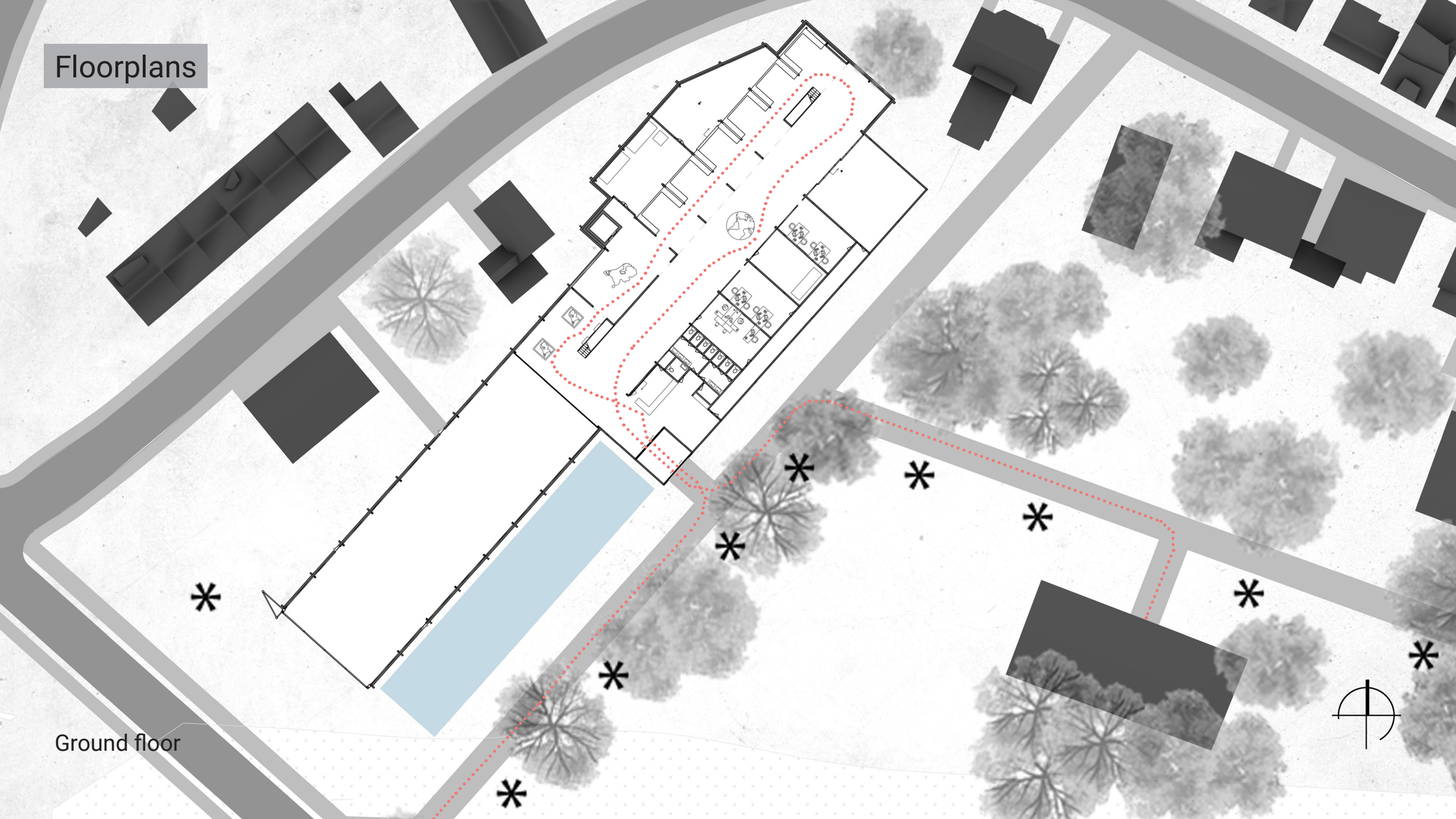
Floorplans

First floor



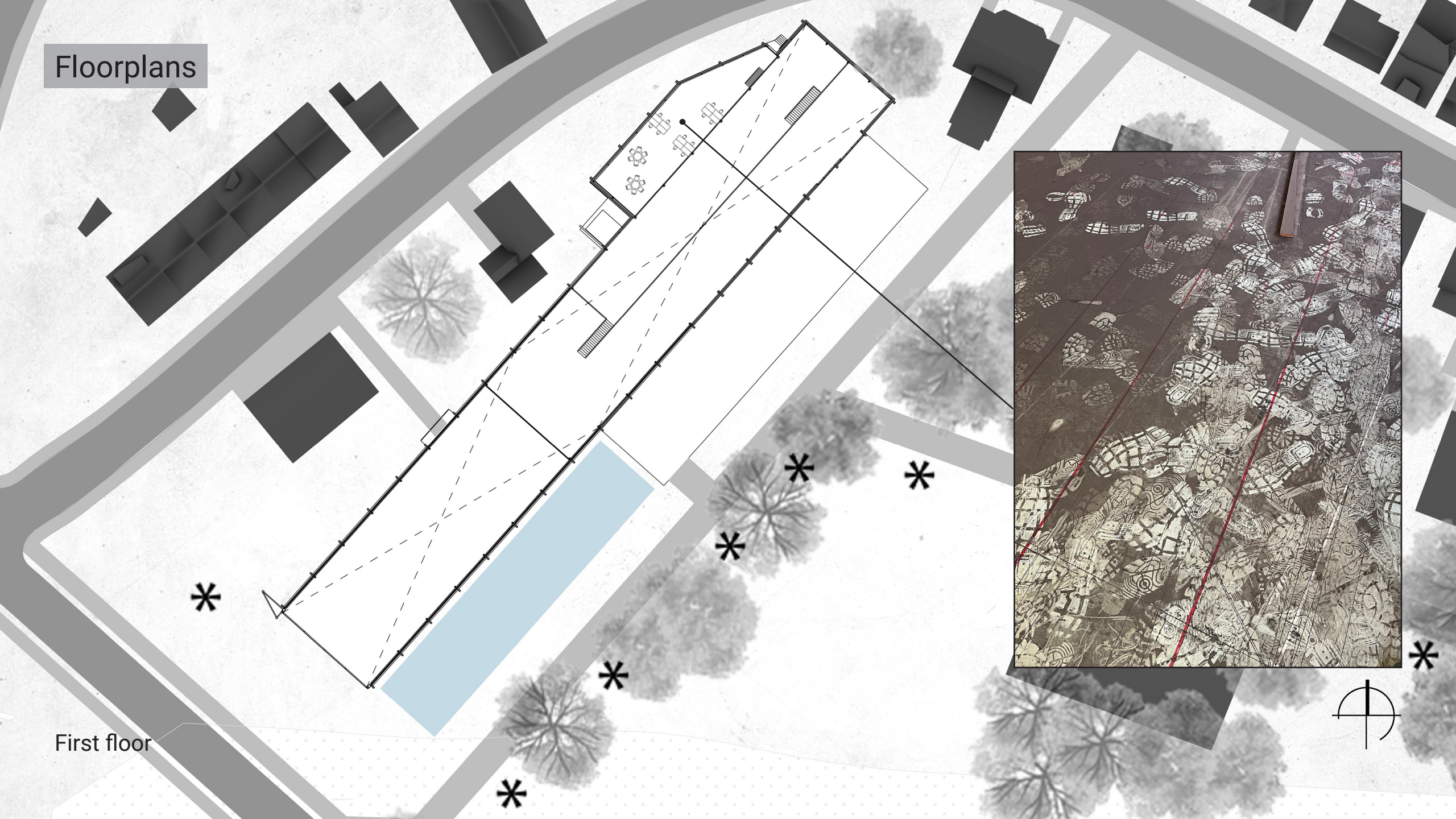
Floorplans

Ground floor



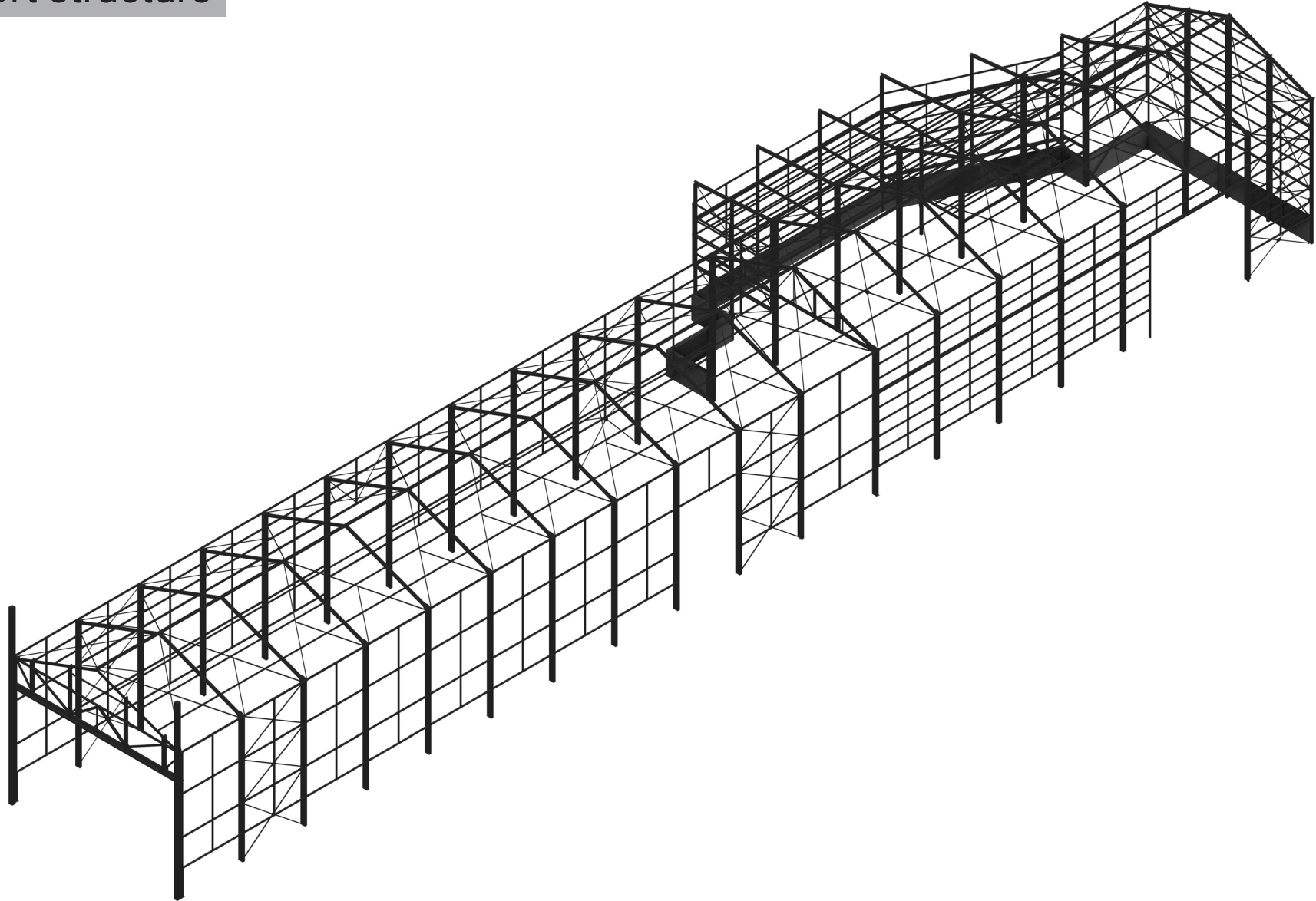
Floorplans

First floor

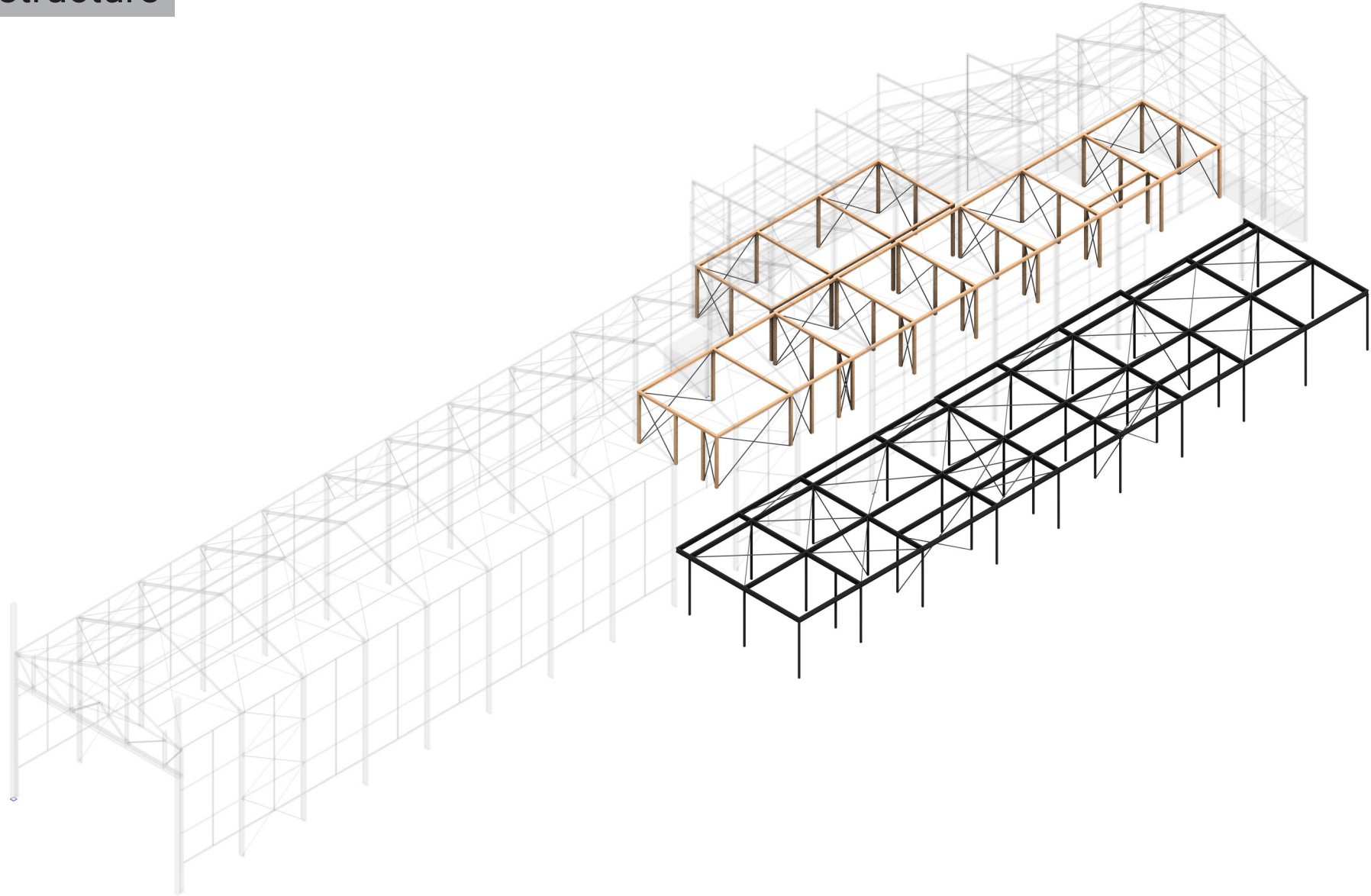


WOW - ~~Museum~~ Quarter

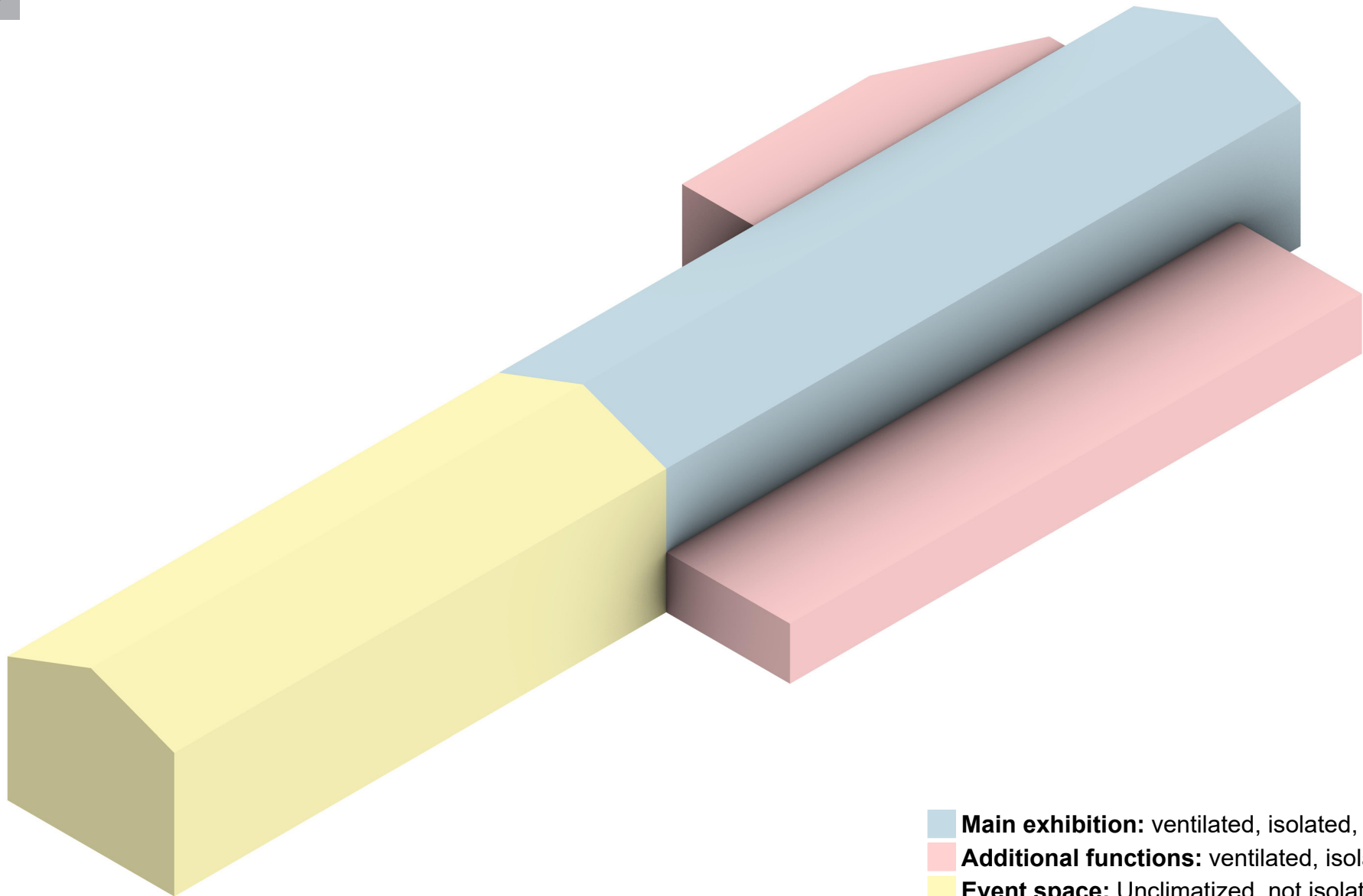
Current support structure



New support structure



Climate zones



- Main exhibition:** ventilated, isolated, floor heating
- Additional functions:** ventilated, isolated, LBK heating
- Event space:** Unclimatized, not isolated, not heated

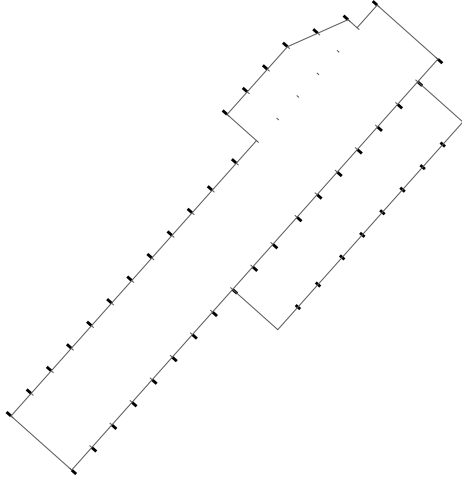
Exterior view



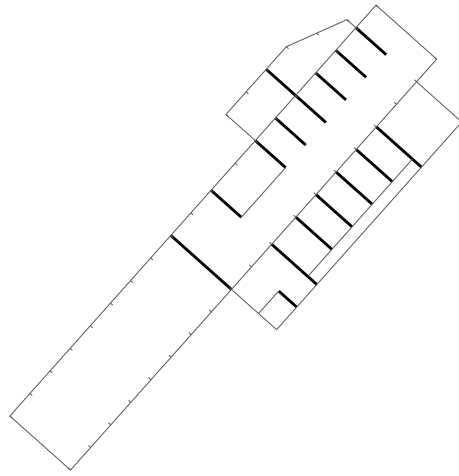
Exterior view



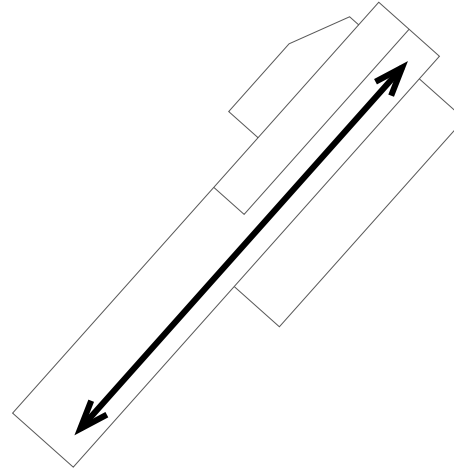
WOW-Quarter Aspects



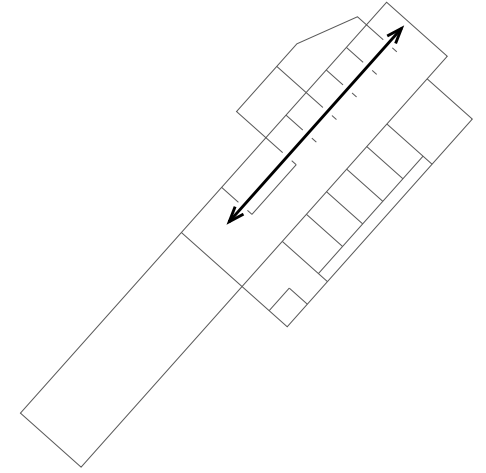
Exterior Rhythm



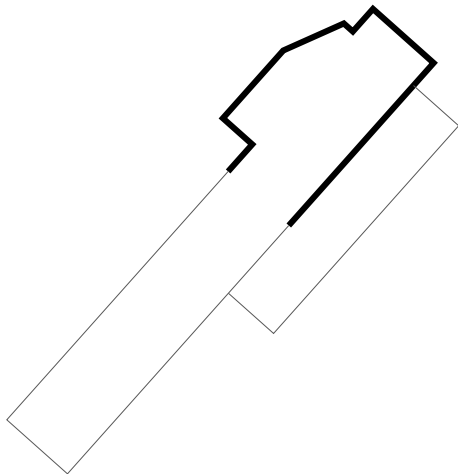
Interior Rhythm



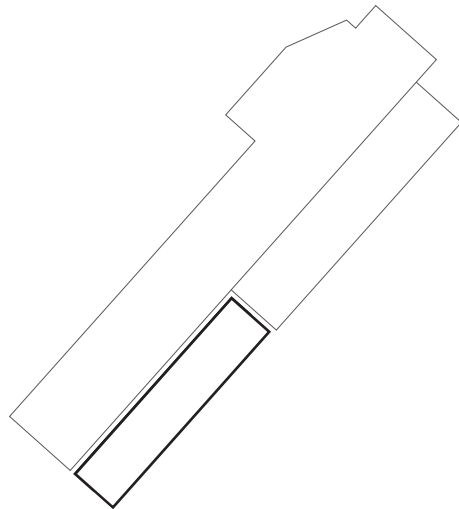
Long Open Space



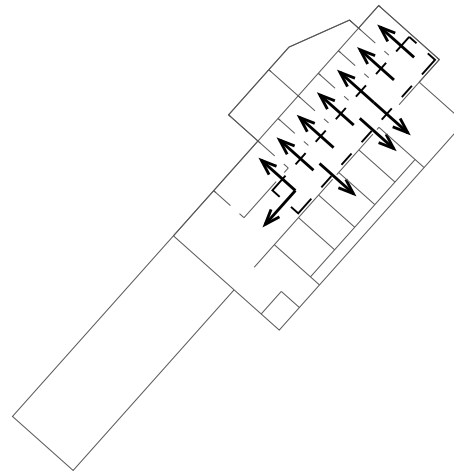
Enfilade



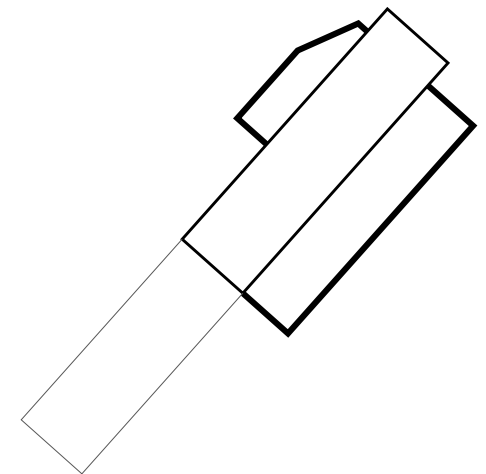
Light & Dark



Connection with Water



Connection



Climate Zones



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