

BINCKS'
MUSIC
FACTORY



Public Building Graduation Studio

Multiplicity // **Music Marvel**

The Hague - Binckhorst

TUTORS:

Paul Kuitenbrouwer (Architecture)

Gilbert Koskamp (Building Technology)

Sang Lee (Research)

My Music Marvel

Context

Opportunities

Design Approach

Final design

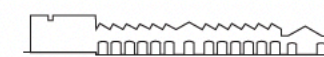
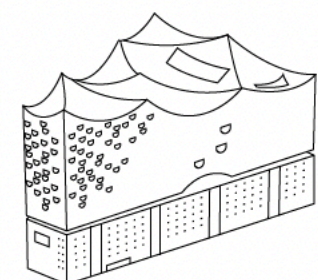
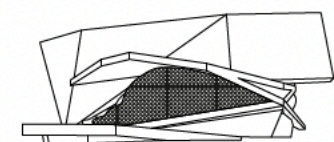
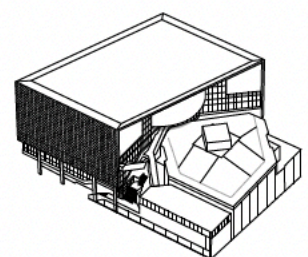
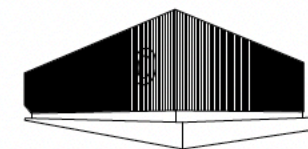
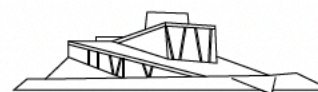
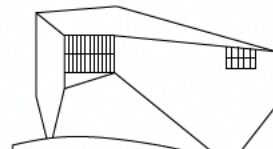
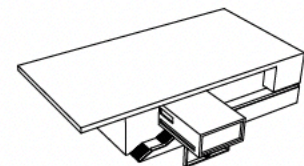
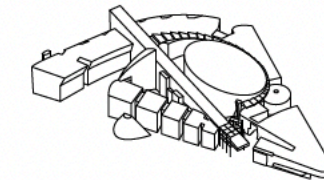
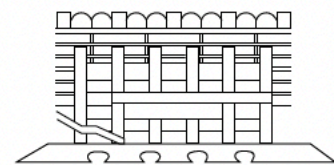
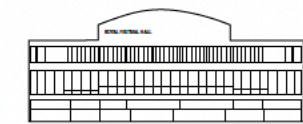
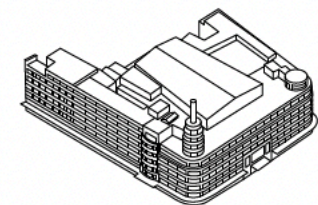
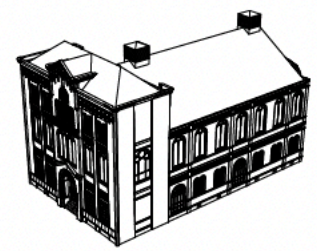
My Music Marvel

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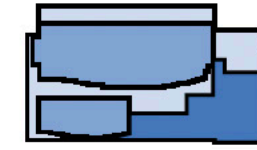
Final design



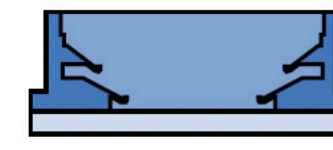




Teatro Oficina, Sao Paulo



Flagey Radio Broadcasting House, Brussels



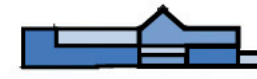
Ziggo Dome, Amsterdam



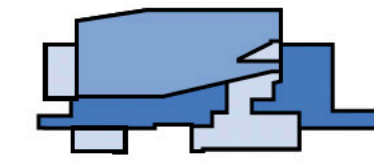
Paradiso, Amsterdam



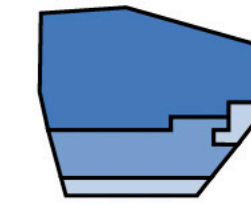
Barbican Centre, London



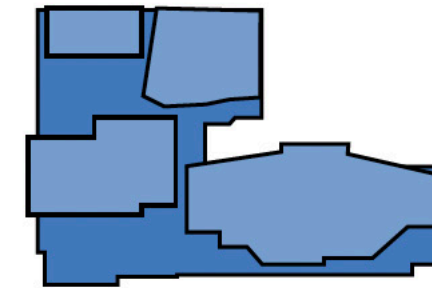
Melkweg, Amsterdam



Royal Festival Hall, London



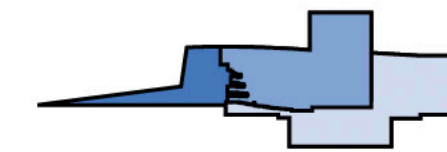
Casa da Musica, Porto



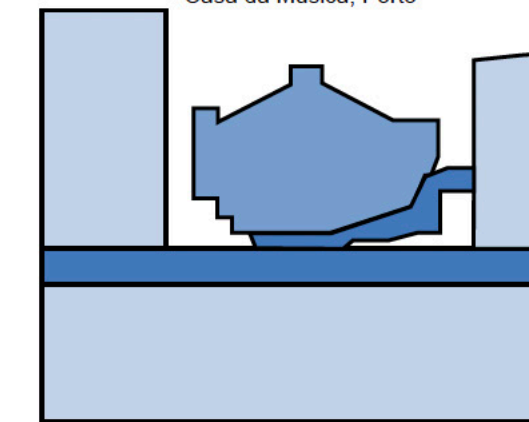
Tivolivredenburg, Utrecht



Philharmonie, Berlin



Oslo Opera House, Oslo



Elbphilharmonie, Hamburg



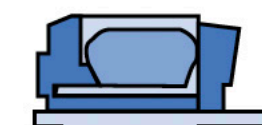
Muziekgebouj, Maastricht



Cité de la Musique, Paris

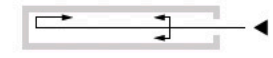


Muziekgebouw aan 't IJ, Amsterdam

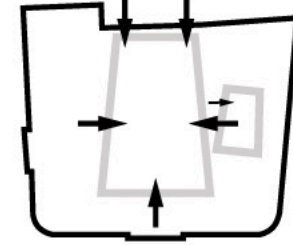


Philharmonie, Paris

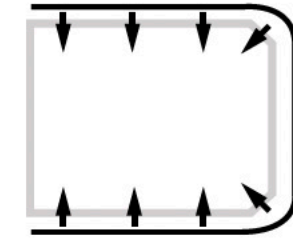
Music program



Teatro Oficina, Sao Paulo



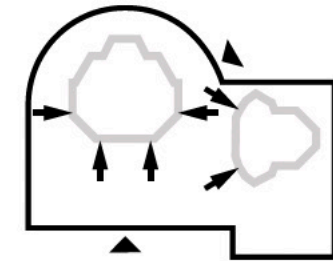
Flagey Radio Broadcasting House, Brussels



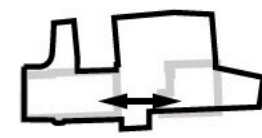
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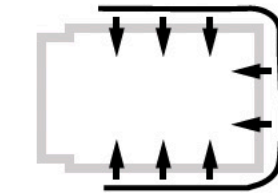
Paradiso, Amsterdam



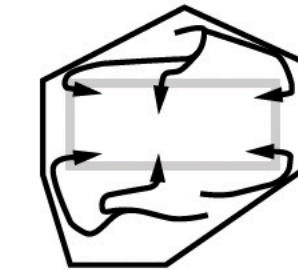
Barbican Centre, London



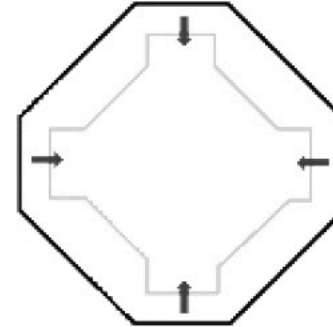
Melkweg, Amsterdam



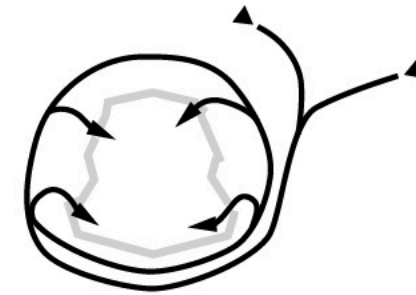
Royal Festival Hall, London



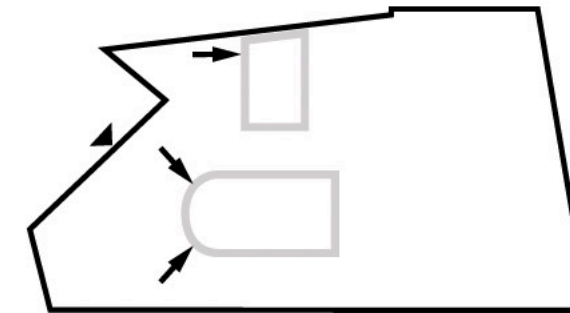
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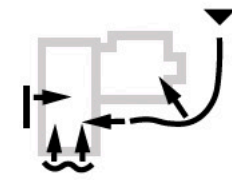
Philharmonie, Berlin



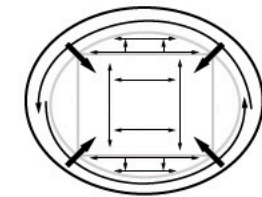
Oslo Opera House, Oslo



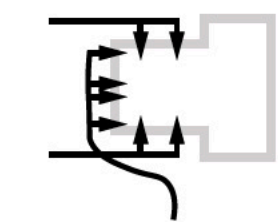
Elbphilharmonie, Hamburg



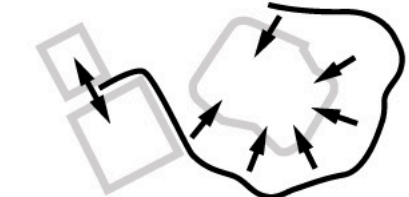
Muziekgebouwing, Maastricht



Cité de la Musique, Paris



Muziekgebouw aan 't IJ, Amsterdam



Philharmonie, Paris

Circulation



Time usage

What is a Music Marvel?



1. DE JEUGD VAN TEGENWOORDIG



2. MEROL



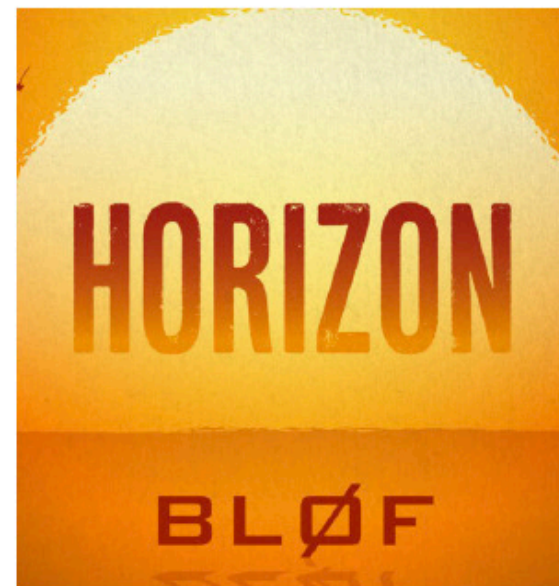
1. SLOPER



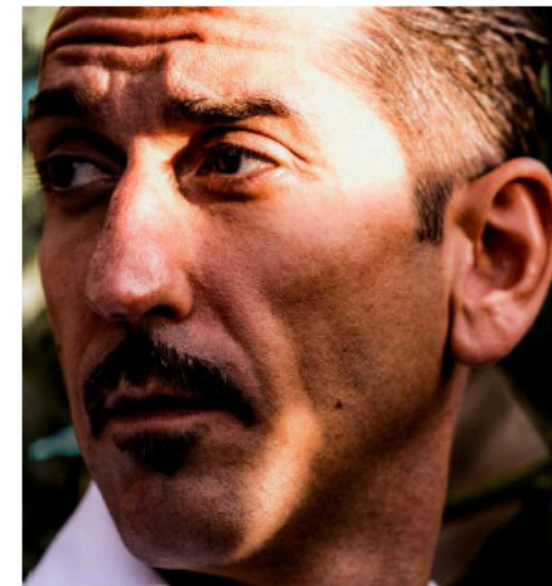
2. FUTURE ISLANDS



3. GOLDBAND



4. BLOF



3. DANNY VERA



4. DEUS



5. JETT REBEL



6. KRAANTJE PAPPJE



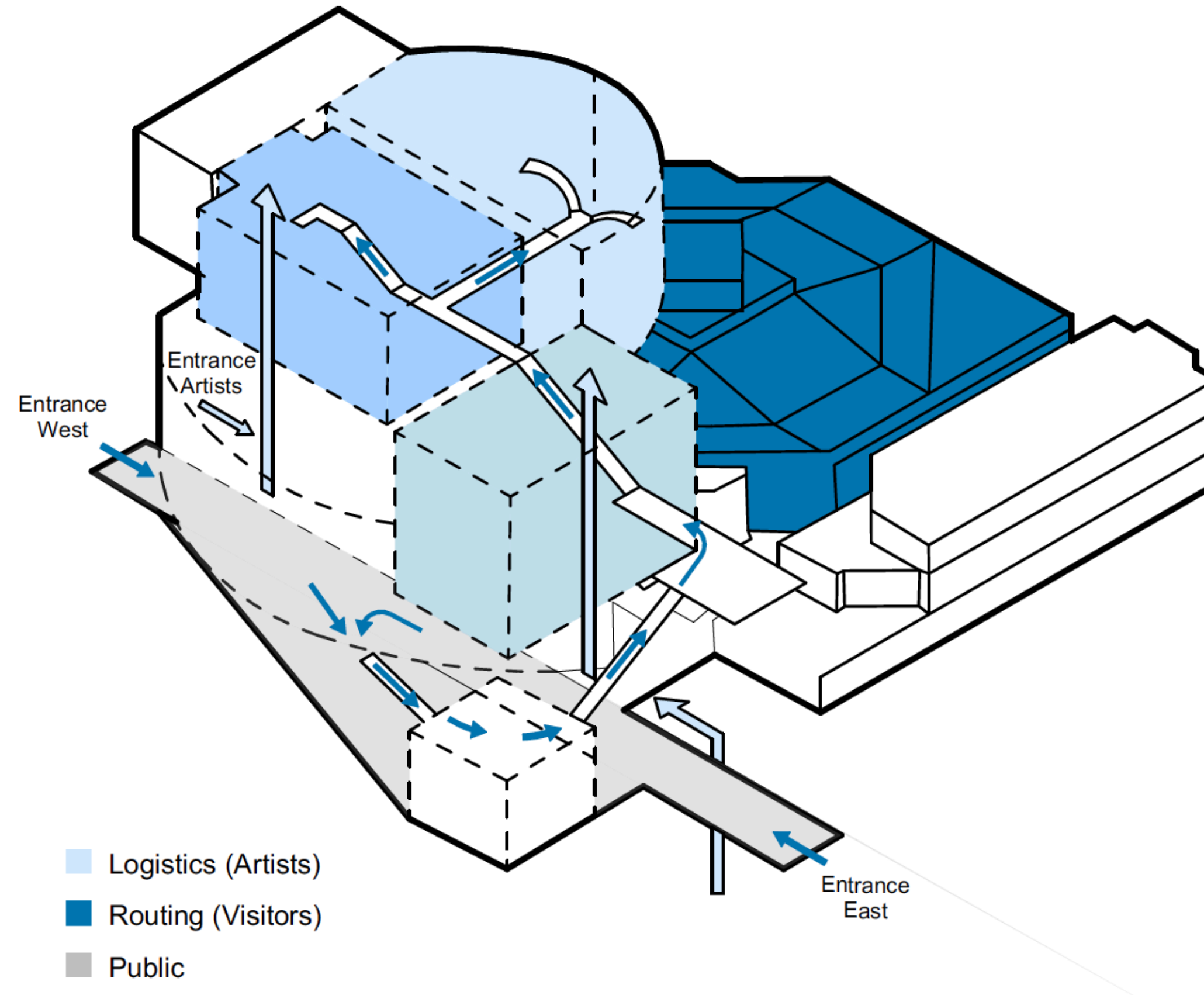
5. DE DIJK



6. RACoon

Different music genres

Tivoli Vredenburg



Public accessible

Tiny Desk



Learn music, play music and perform together

To what extent do the municipal authorities use music venues to boost the (local) subculture and thus profile their own place?

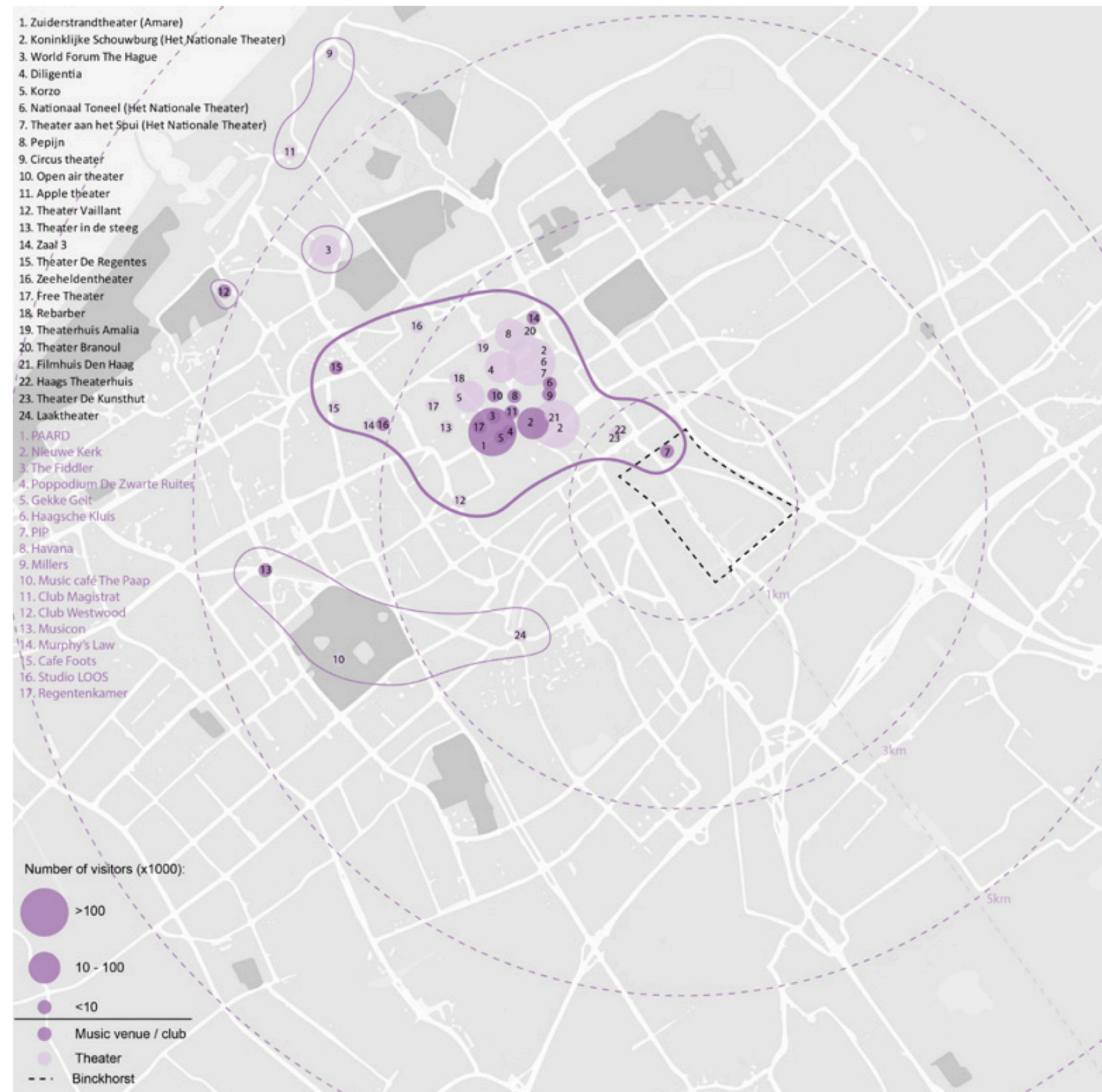
Mainstream



Subculture



vs.



Lack of incubation in the Hague

My Music Marvel

... A bricolage of different music venues and styles for diversity

... Subculture as the protagonist of the music venue to incubate the (local) subculture and thus profile their own place.

... Building open to the public during the day and in the evening

... A place where you can learn, play and listen to music

My Music Marvel

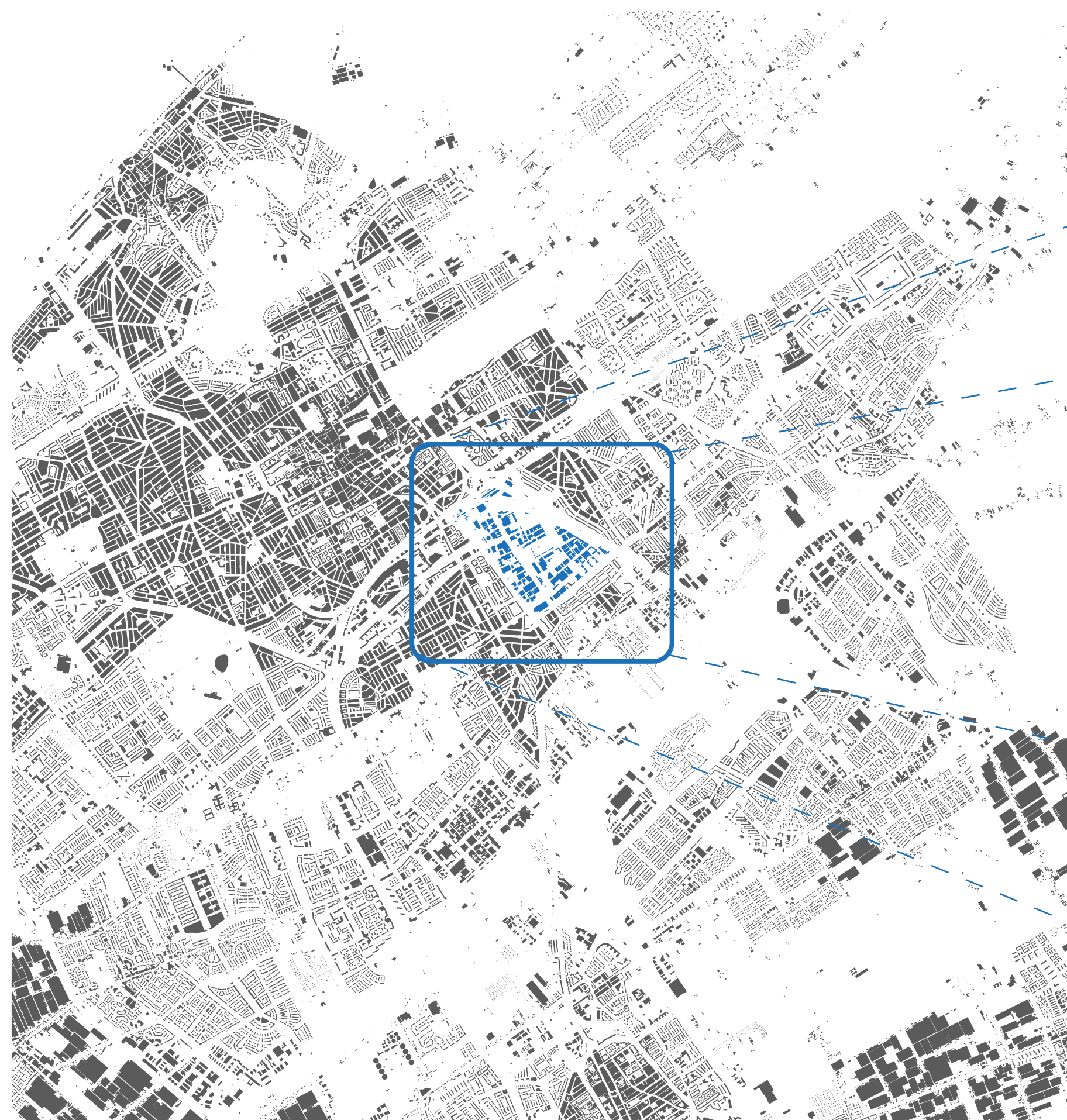
Context

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Final design

What is Binckhorst?





Now

21

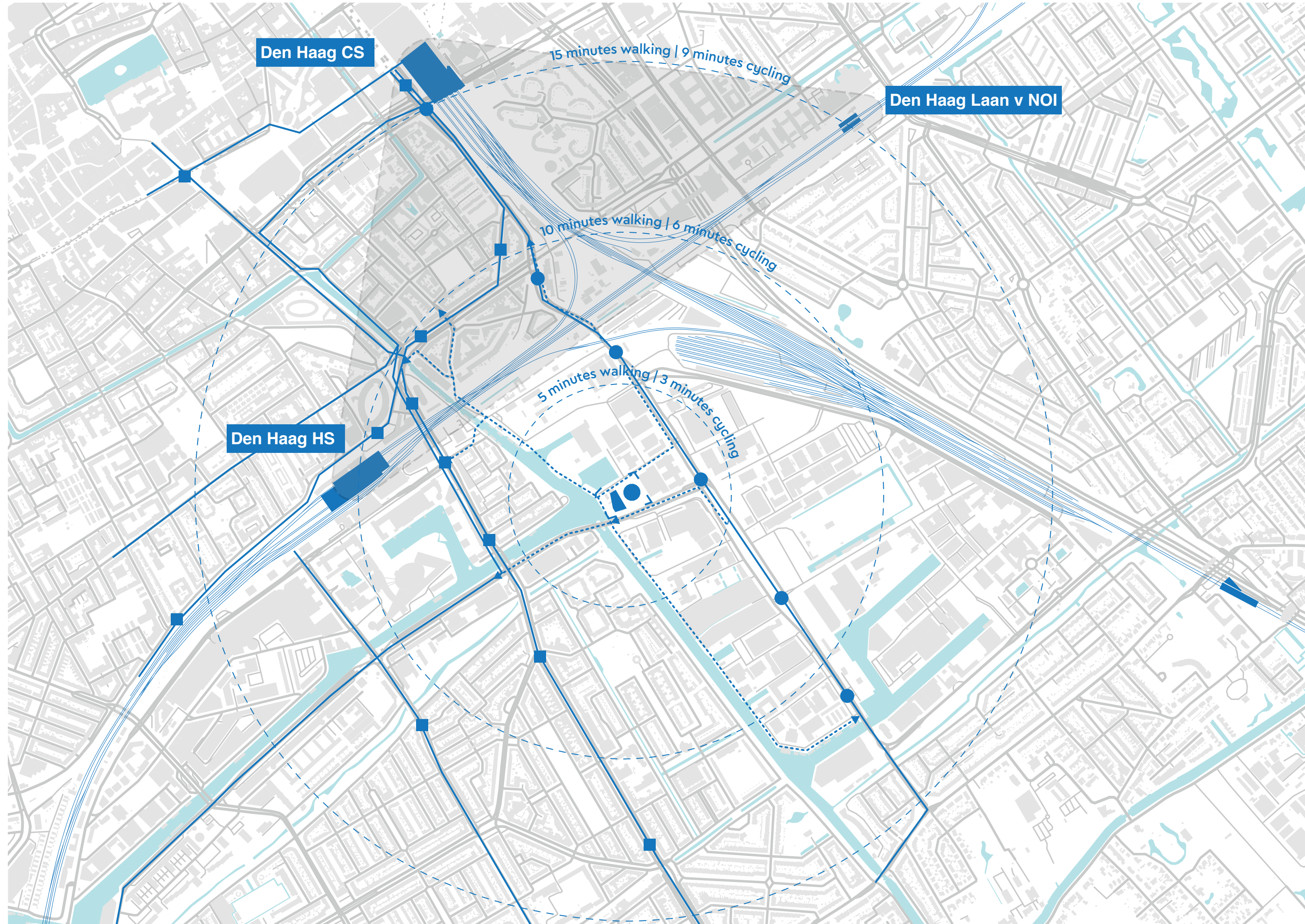


Future

**“Collection of static movements and activities
and experience is incomplete”**



Gasfabriek terrain



My Music Marvel

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How can a Music Marvel enhance interaction between different subcultures and contribute to the experience of music in Binckhorst?

Opportunities

... Subculture as a generator of urban activities

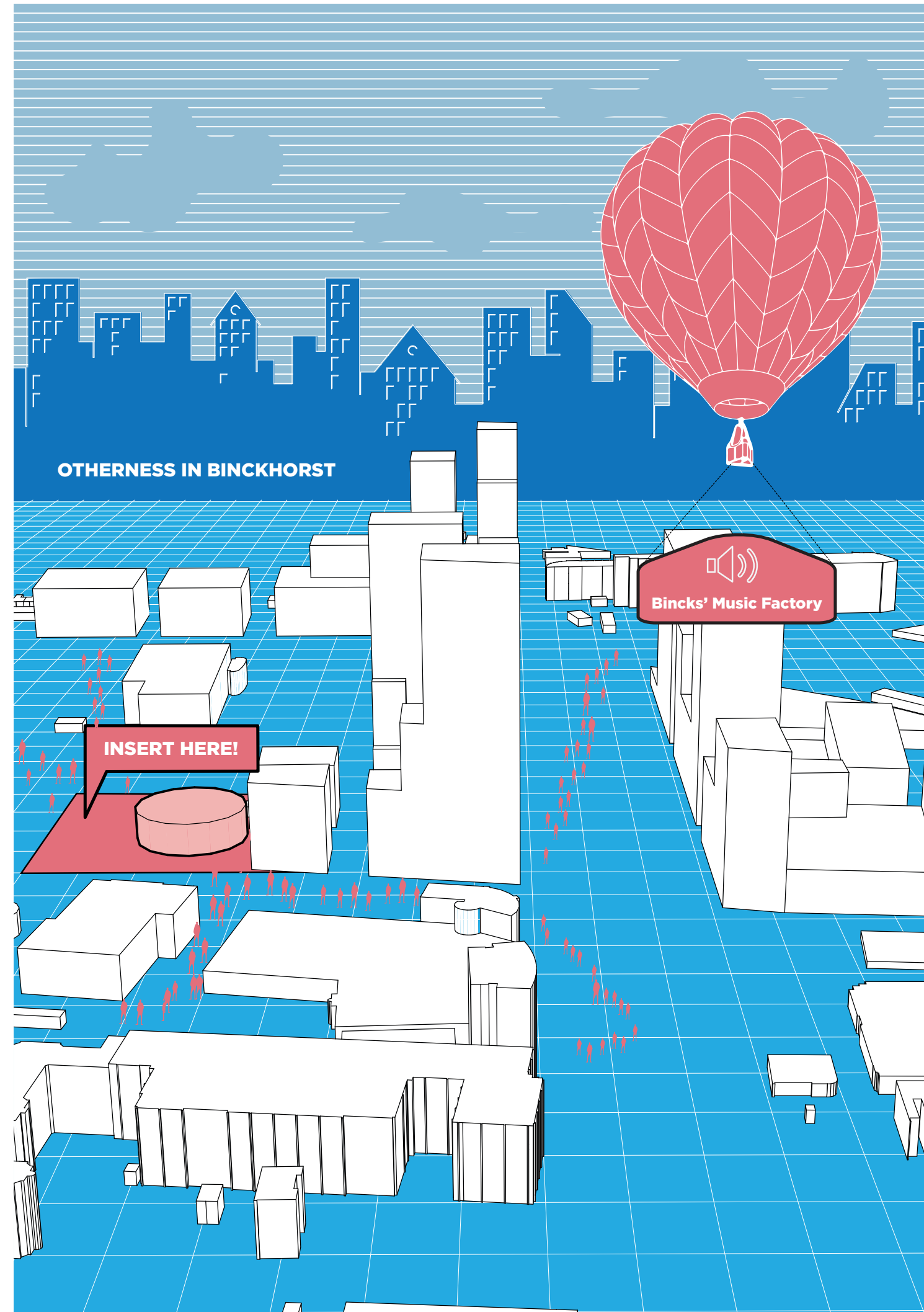
... Connecting subcultures

... Otherness in the city

... Autonomous zone for music

... Activation of the existing Gasholder

... Mixing music genres



My Music Marvel

Context

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Final design

Music spaces

Venue 1 - AMPLIFIED
Venue 2 - POP, ROCK, HIPHOP
Venue 3 - JAZZ

40%

Music space
Stage
Backstage
Side stage
Dressing rooms

Audience acces

24%

Entrance
Foyer
Cloakroom
Cassier
Restrooms
Audience lounge

Dedicated acces

13%

Broadcasting space
Practice rooms
(video) recording studio

Support

13%

Loading docks
Technical spaces

Amenities

10%

Restaurant
Bar/cafe
(backoffice)

Venue 1 - ALLEGRO



**Techno
House
Acid
Raw
Trance**

Venue 2 - AMPLIFIED

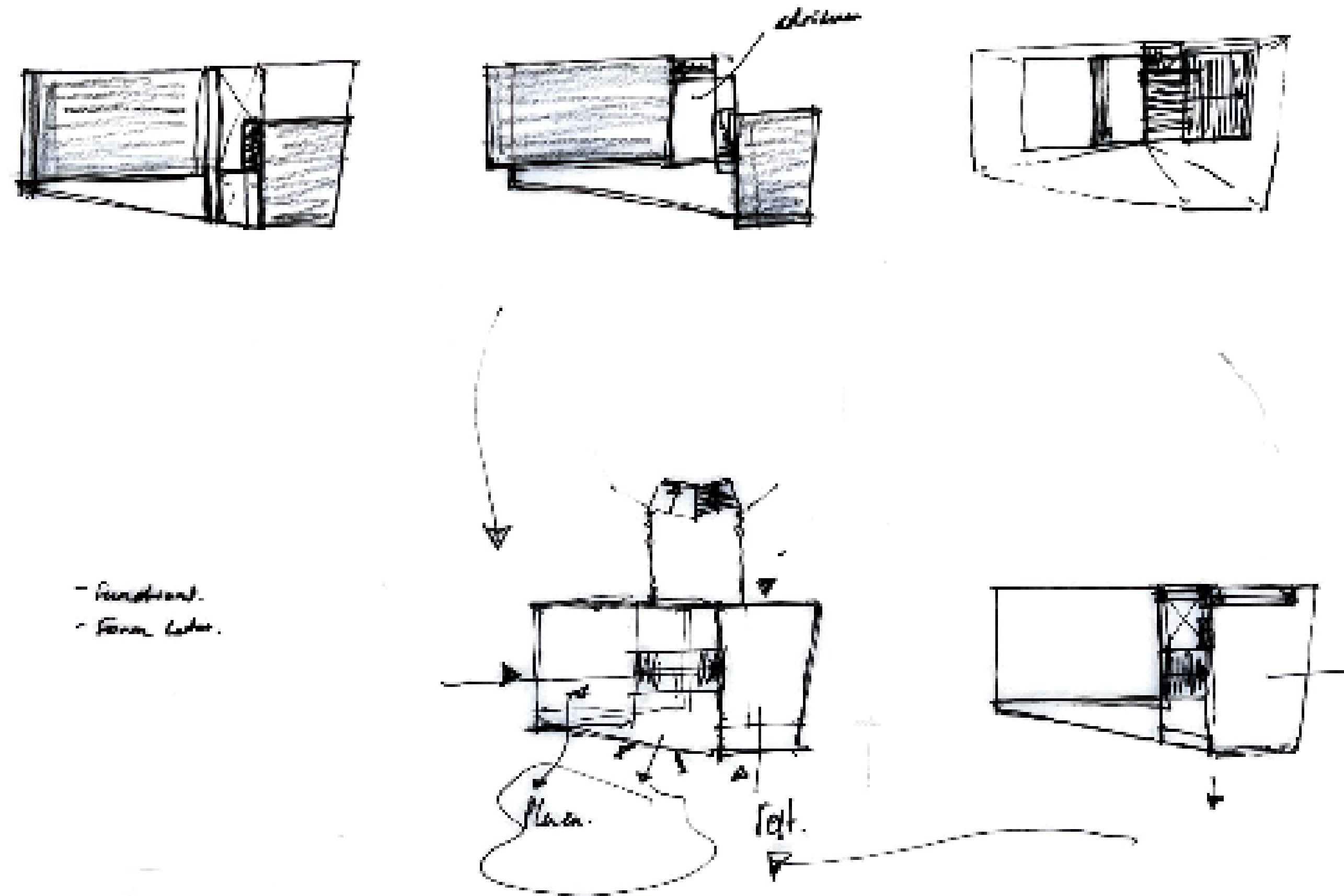


**Pop
Indie
Rock
HipHop
Urban**

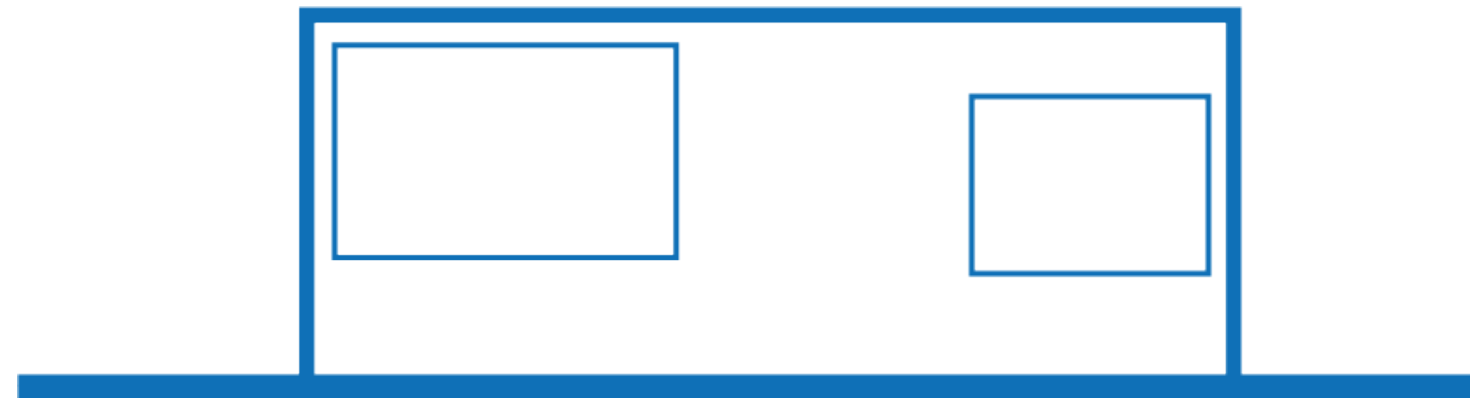
Venue 3 - DOLCE

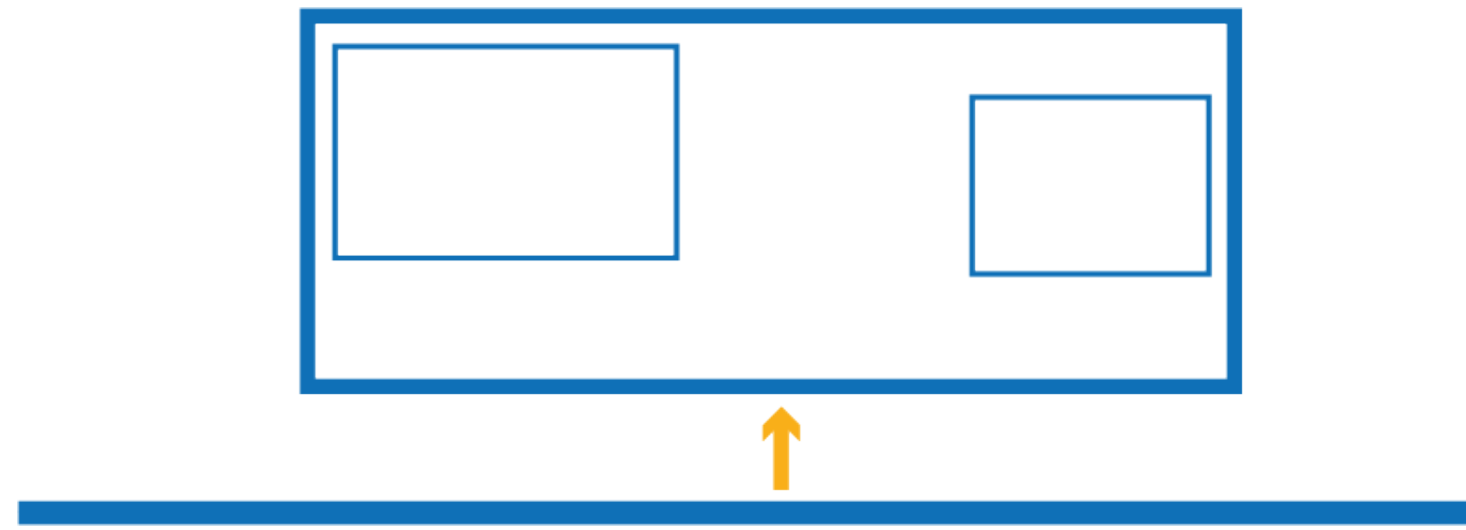


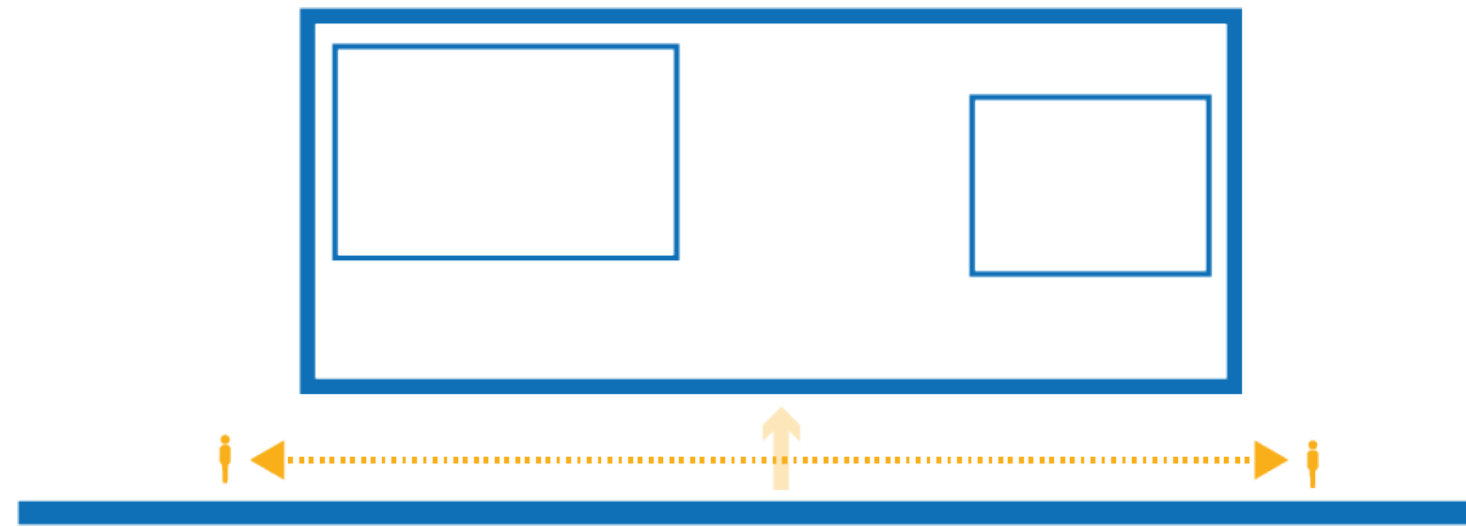
**Jazz
Recital
Alternative instrument**

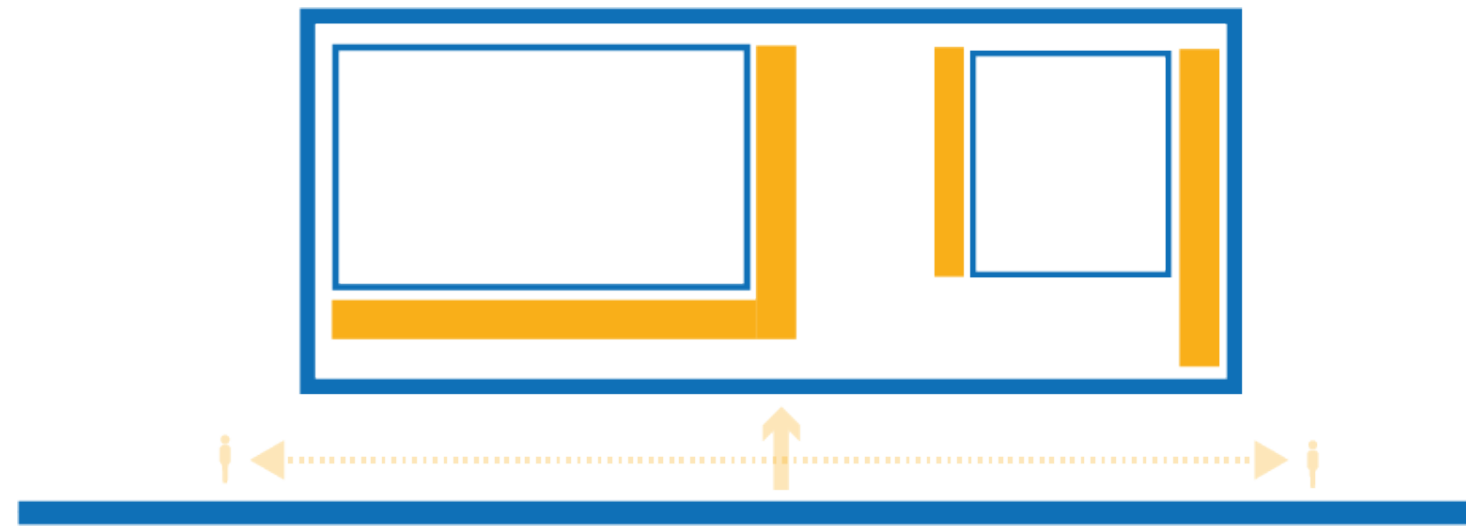


Concept Sketch

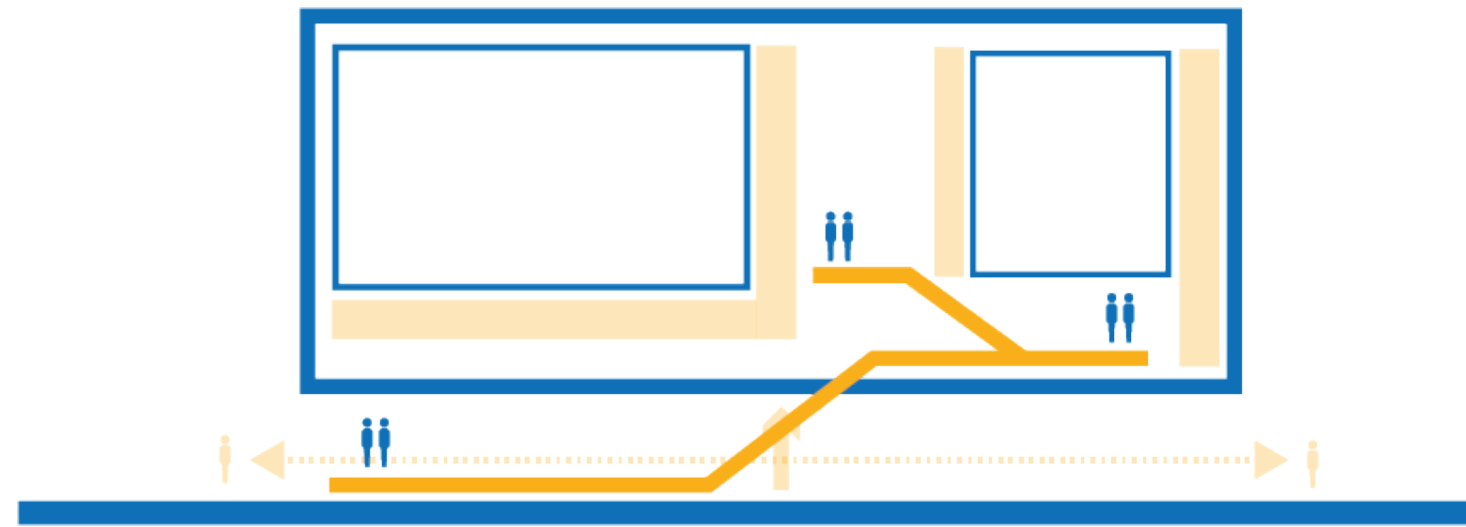


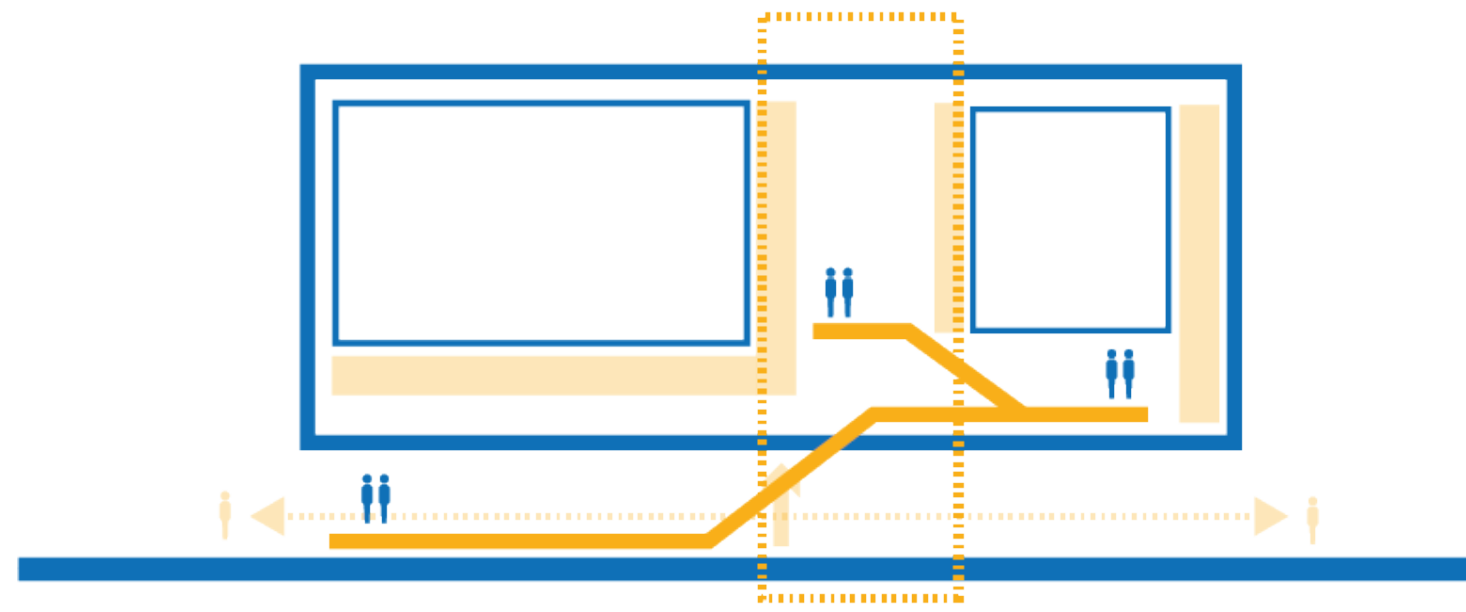


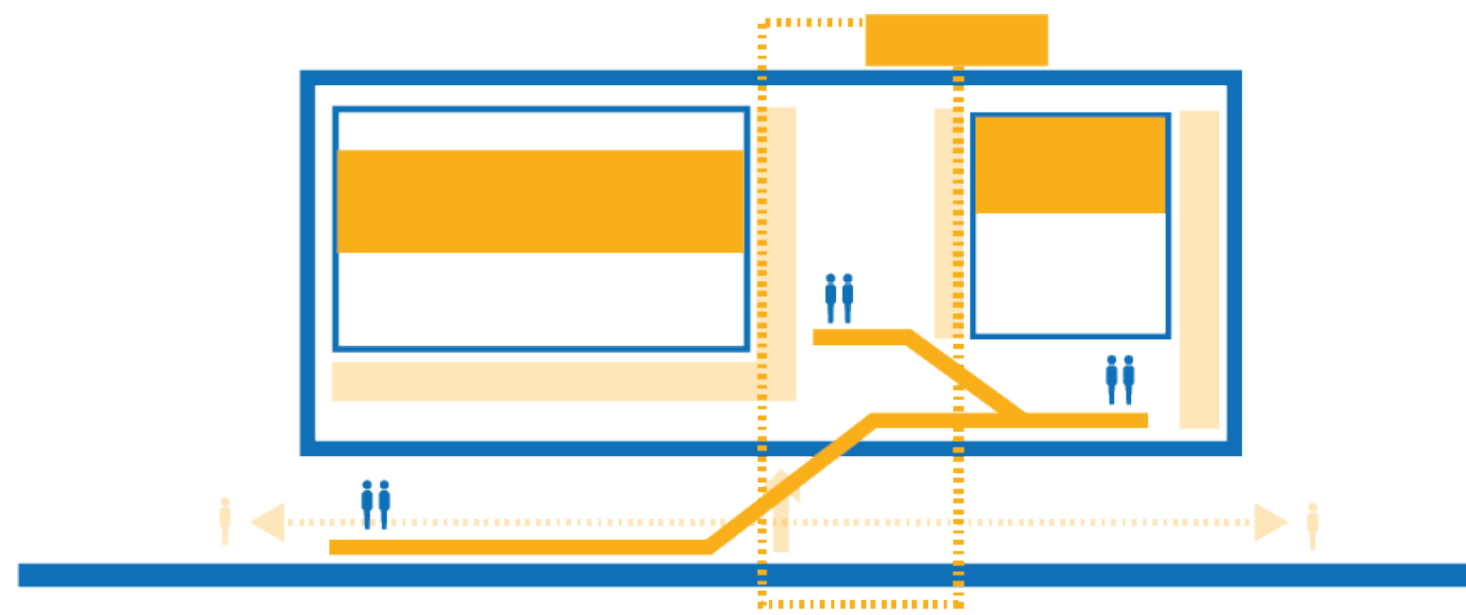


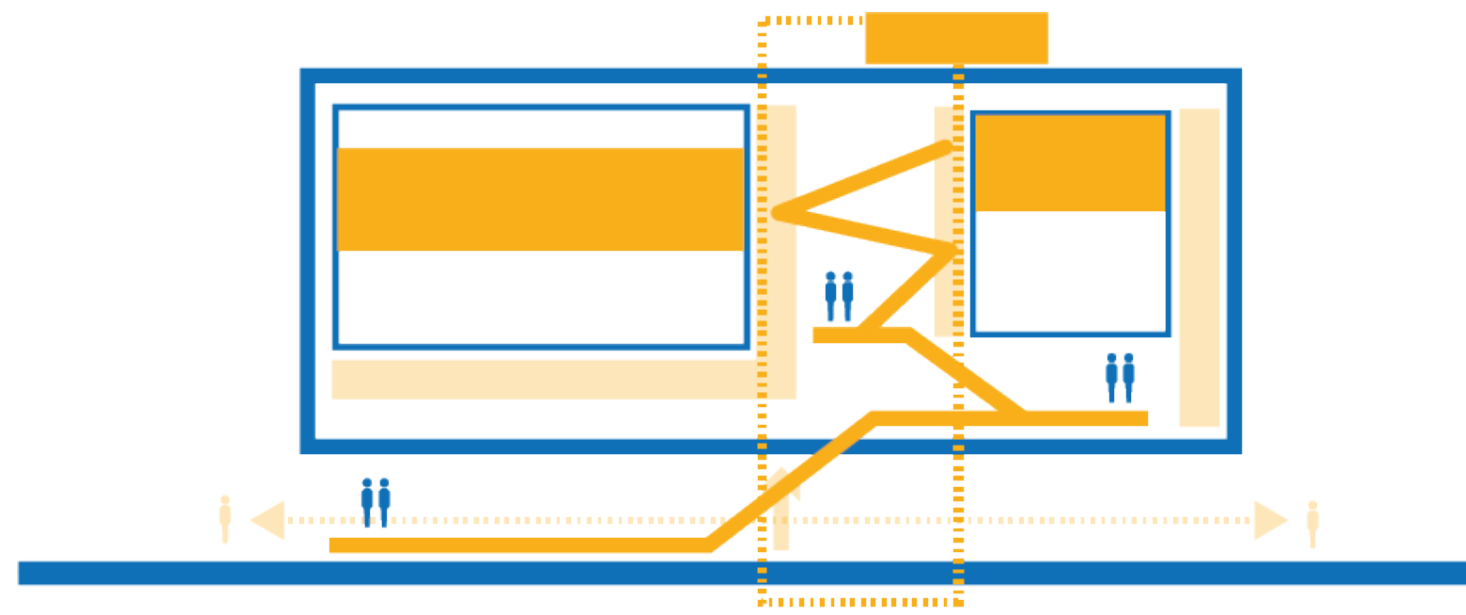


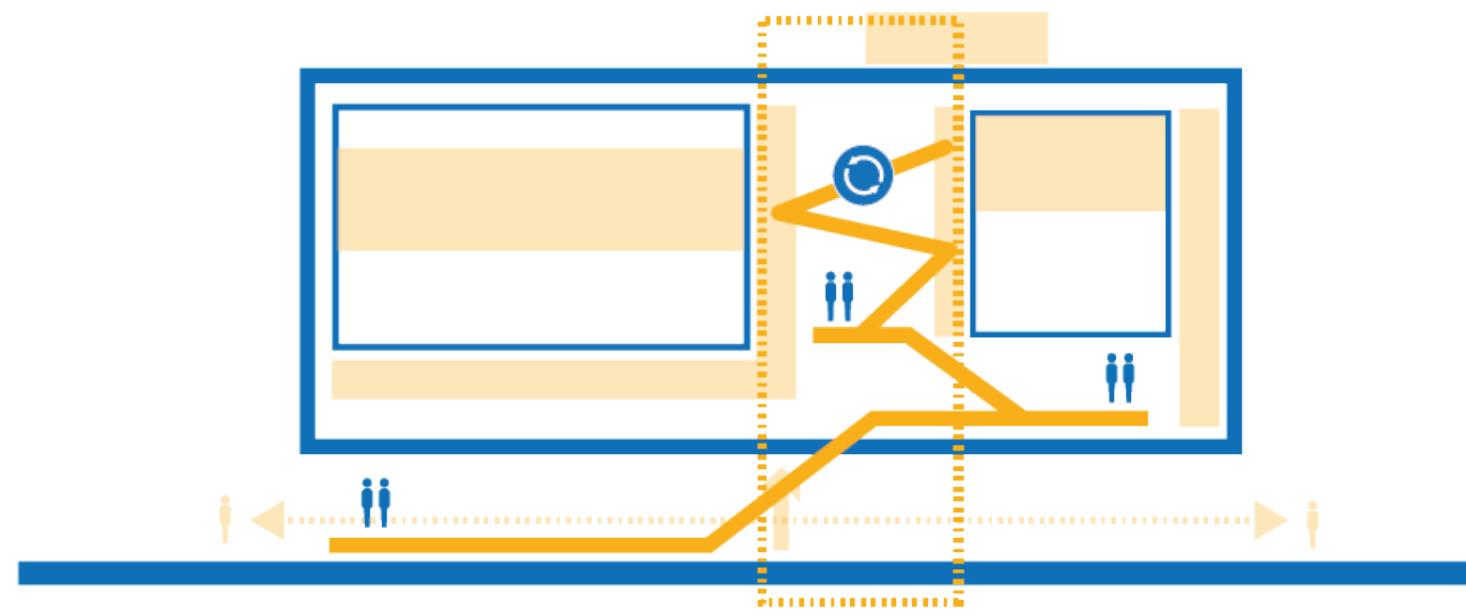
Concept

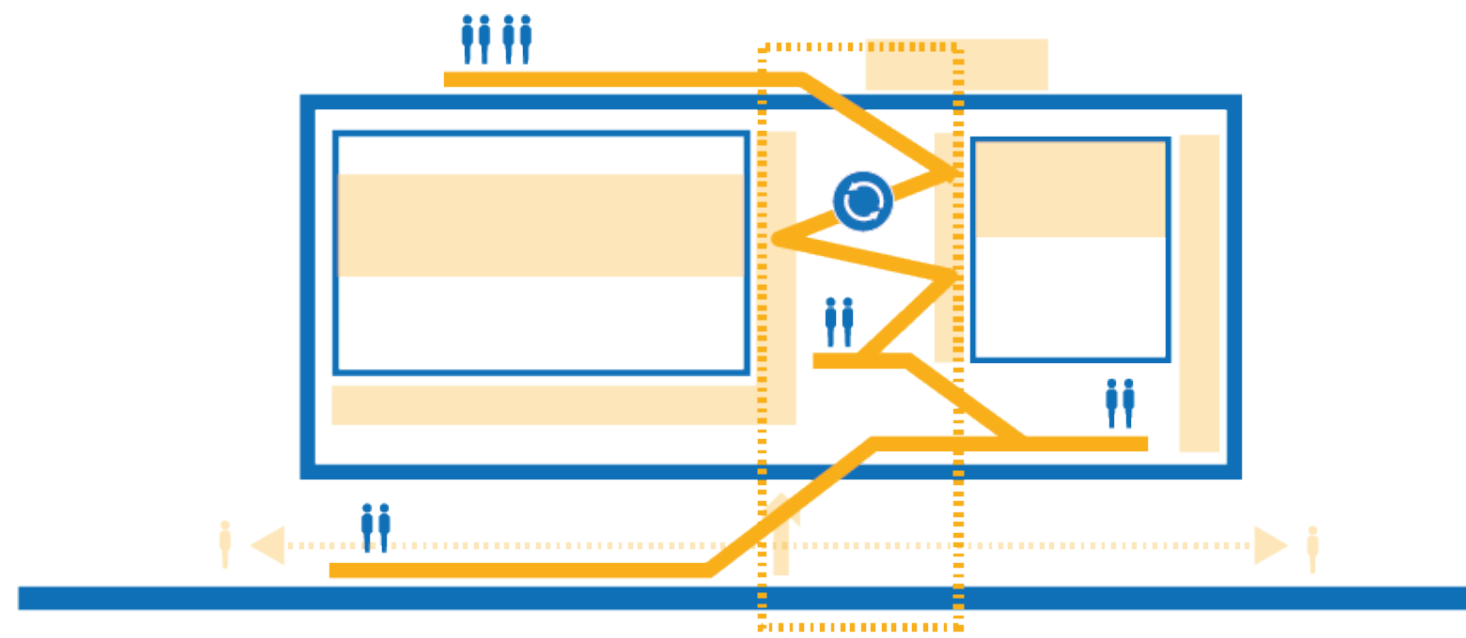


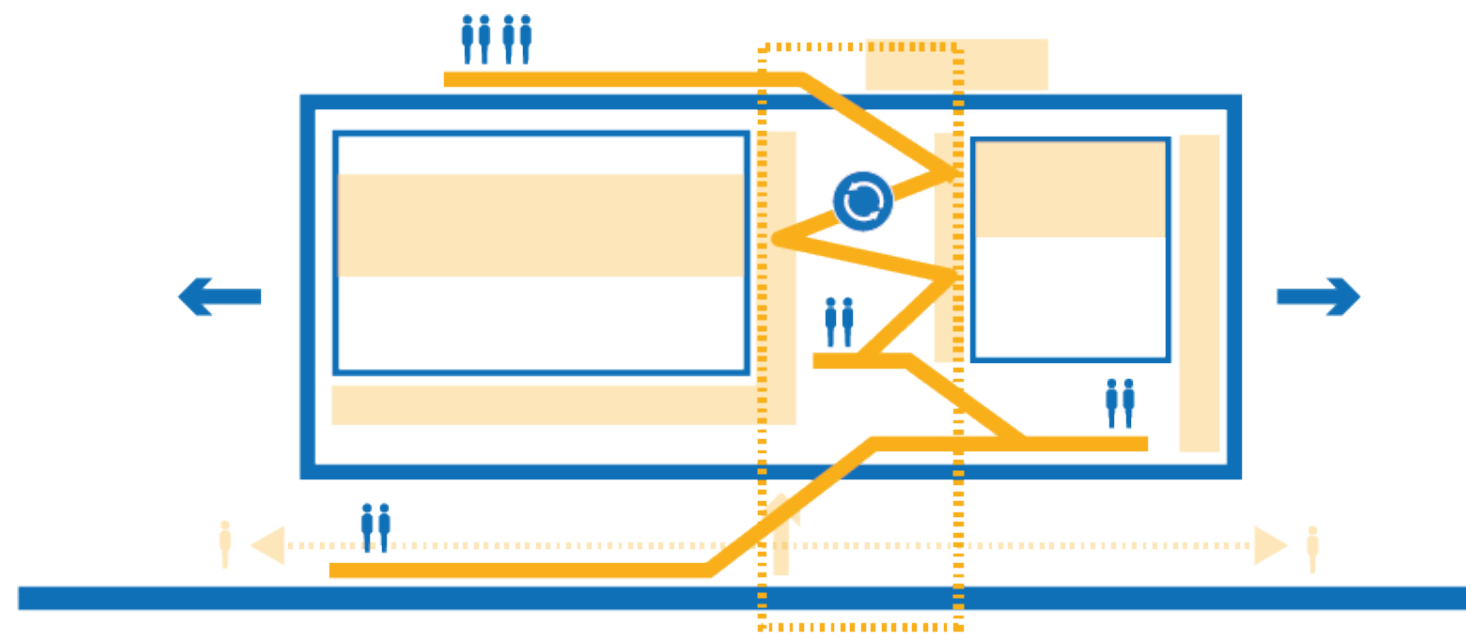


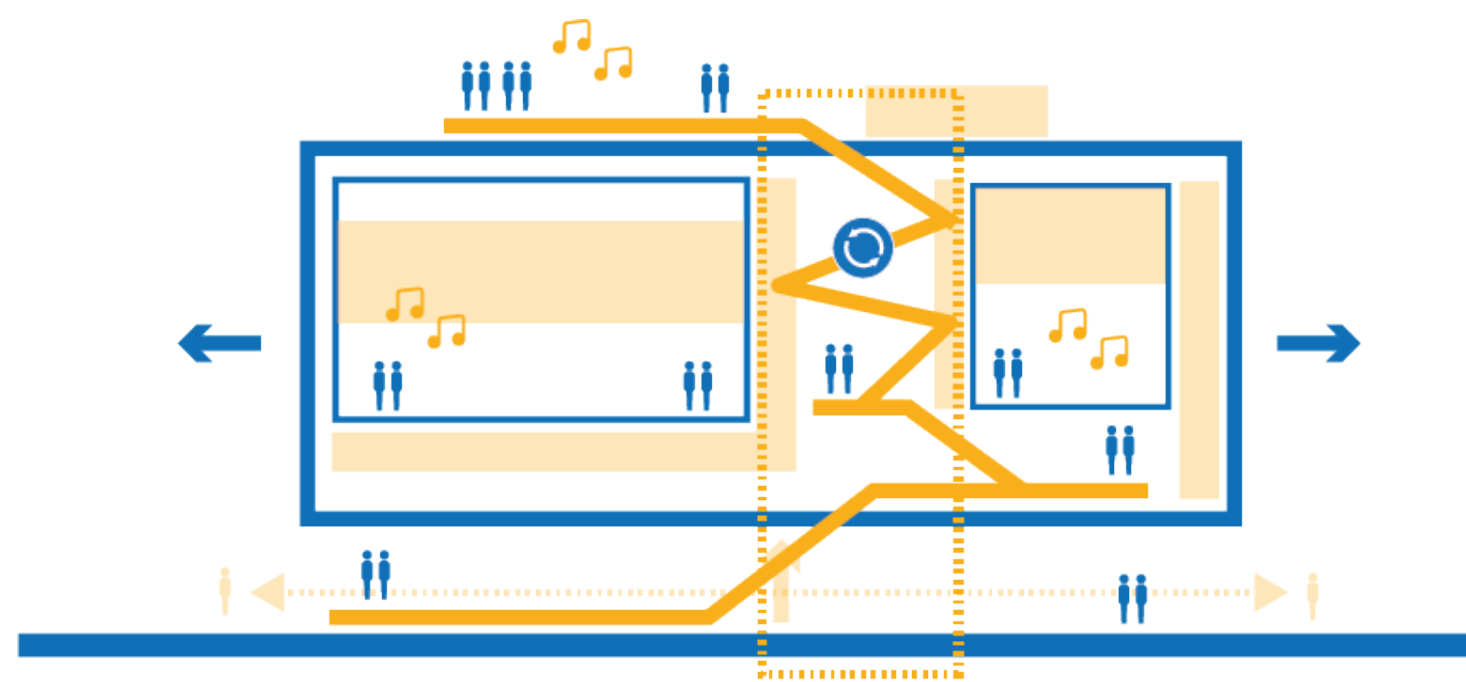


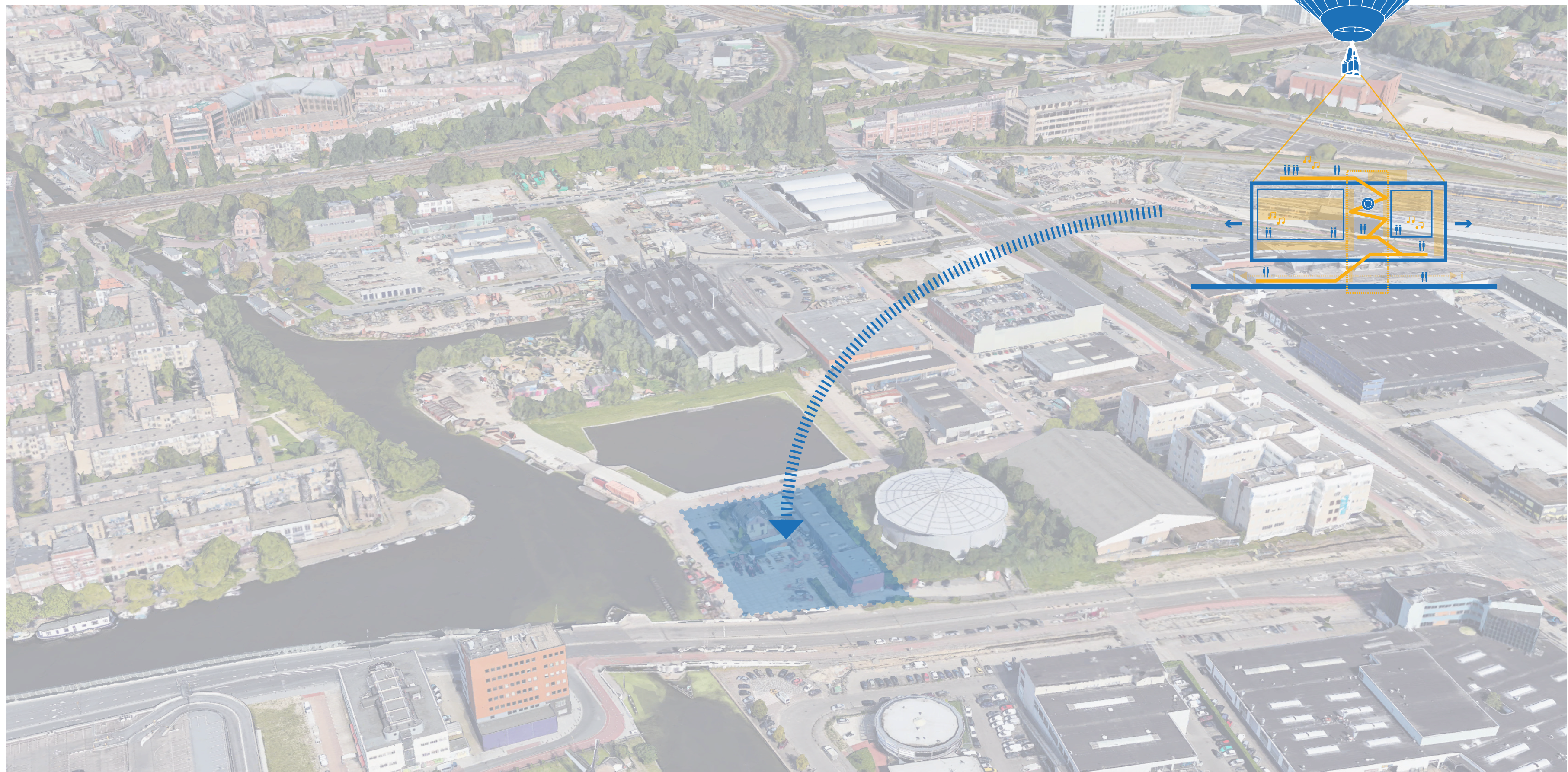












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Venue 1 - AMPLIFIED

Venue 2 - POP, ROCK,
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Venue 3 - JAZZ

Audience acces

Dedicated acces

Support

Amenities



40%

24%

13%

13%

10%

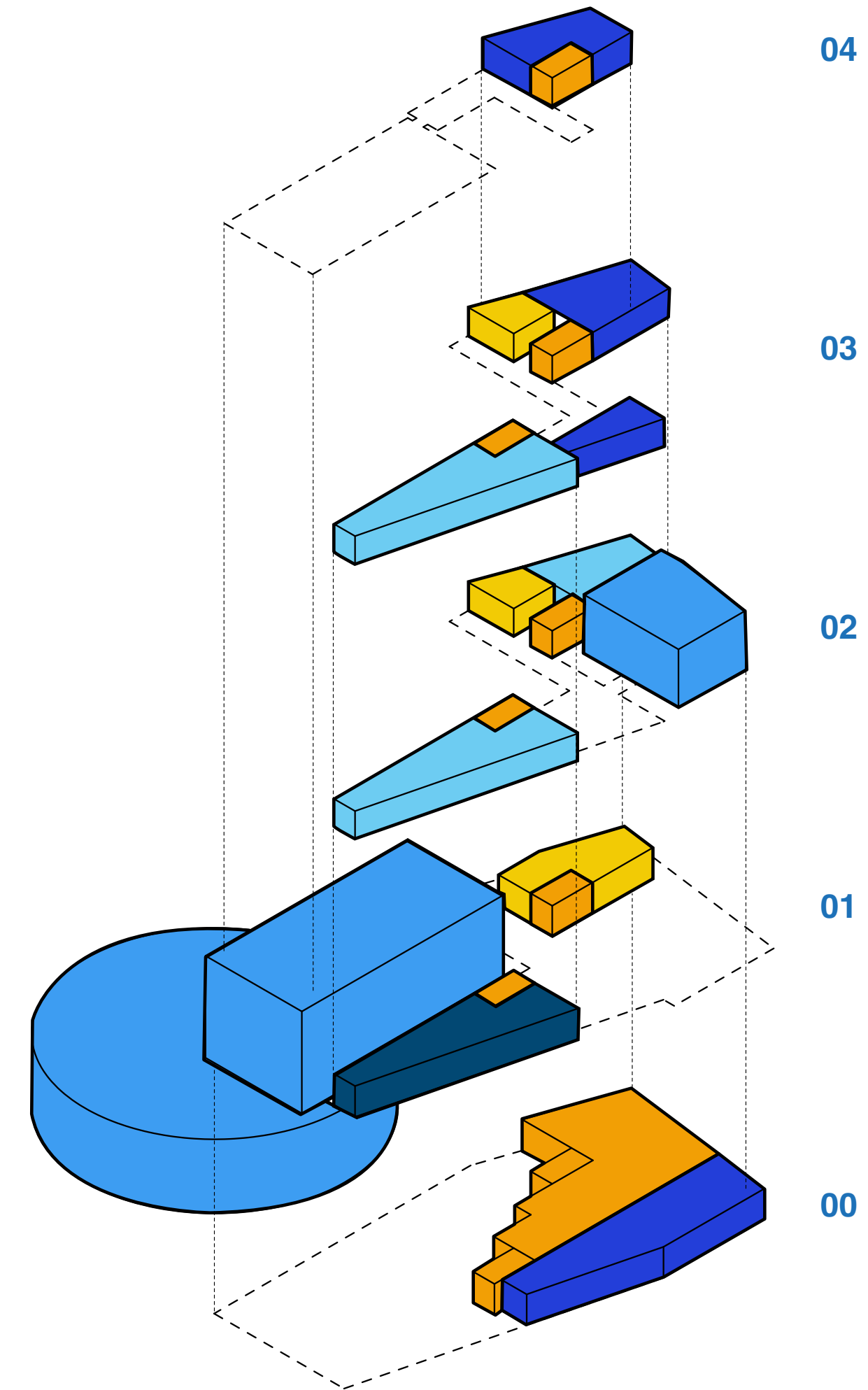
Music space
Stage
Backstage
Side stage
Dressing rooms

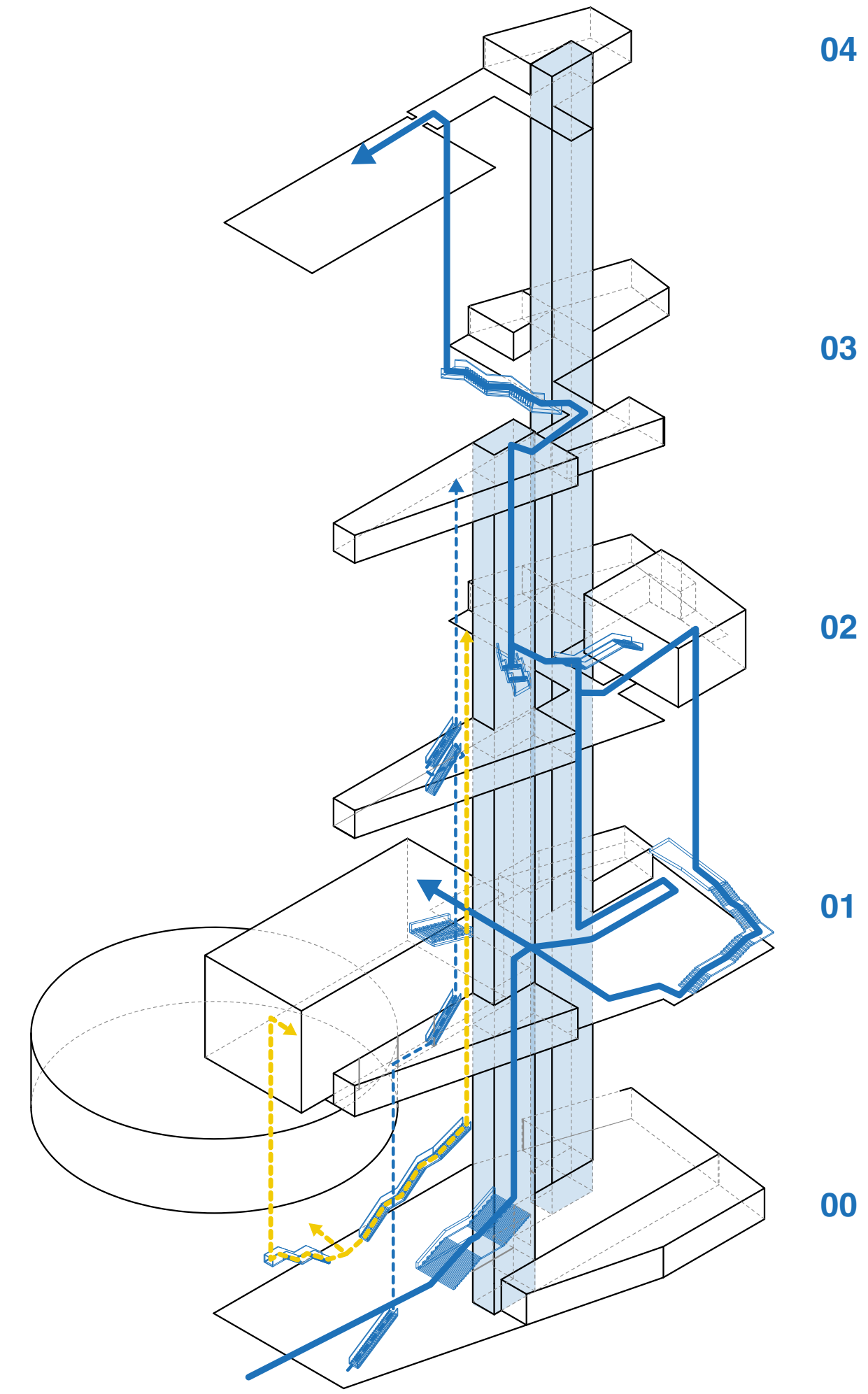
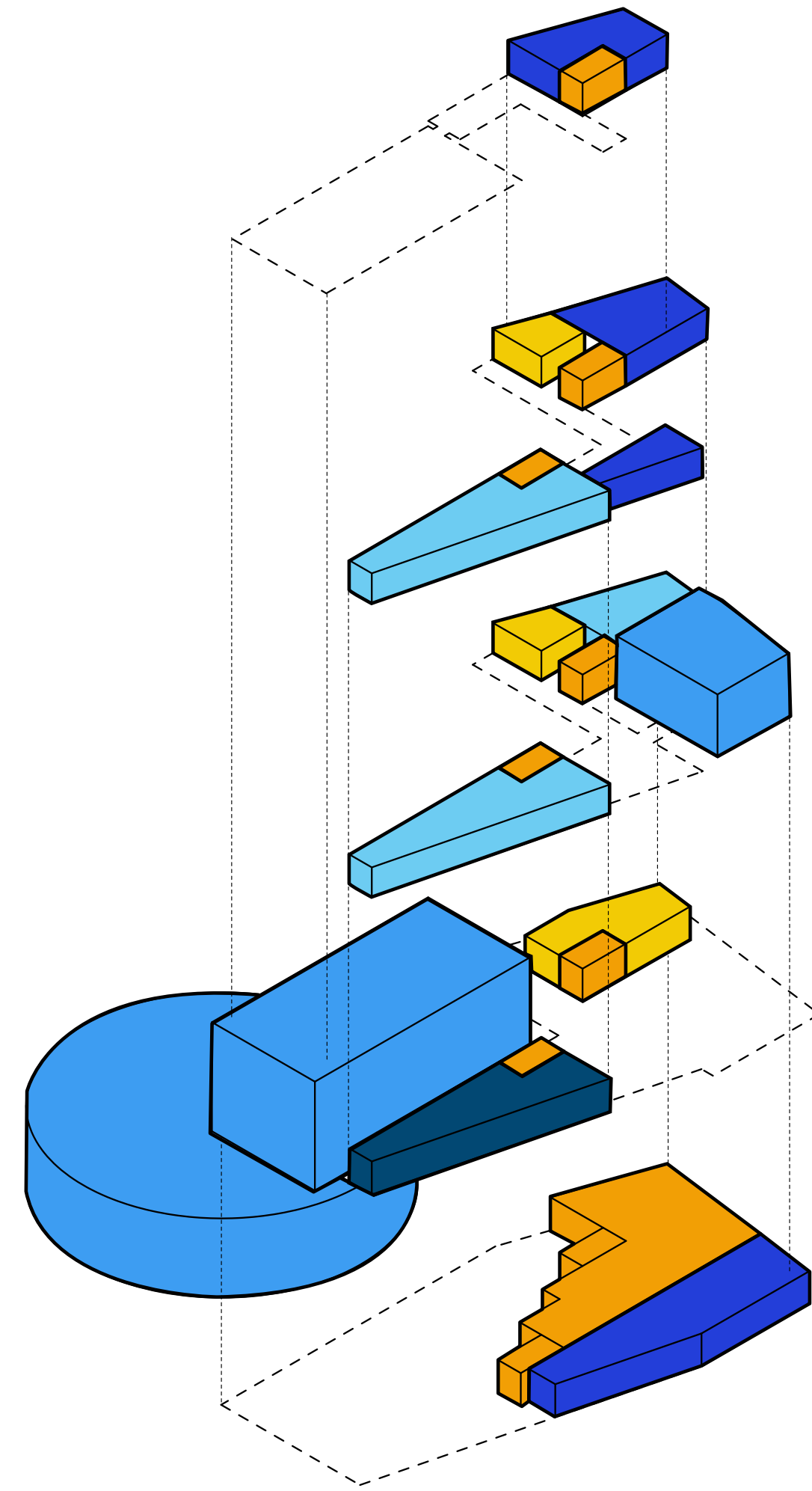
Entrance
Foyer
Cloakroom
Cassier
Restrooms
Audience lounge

Broadcasting space
Practice rooms
(video) recording studio

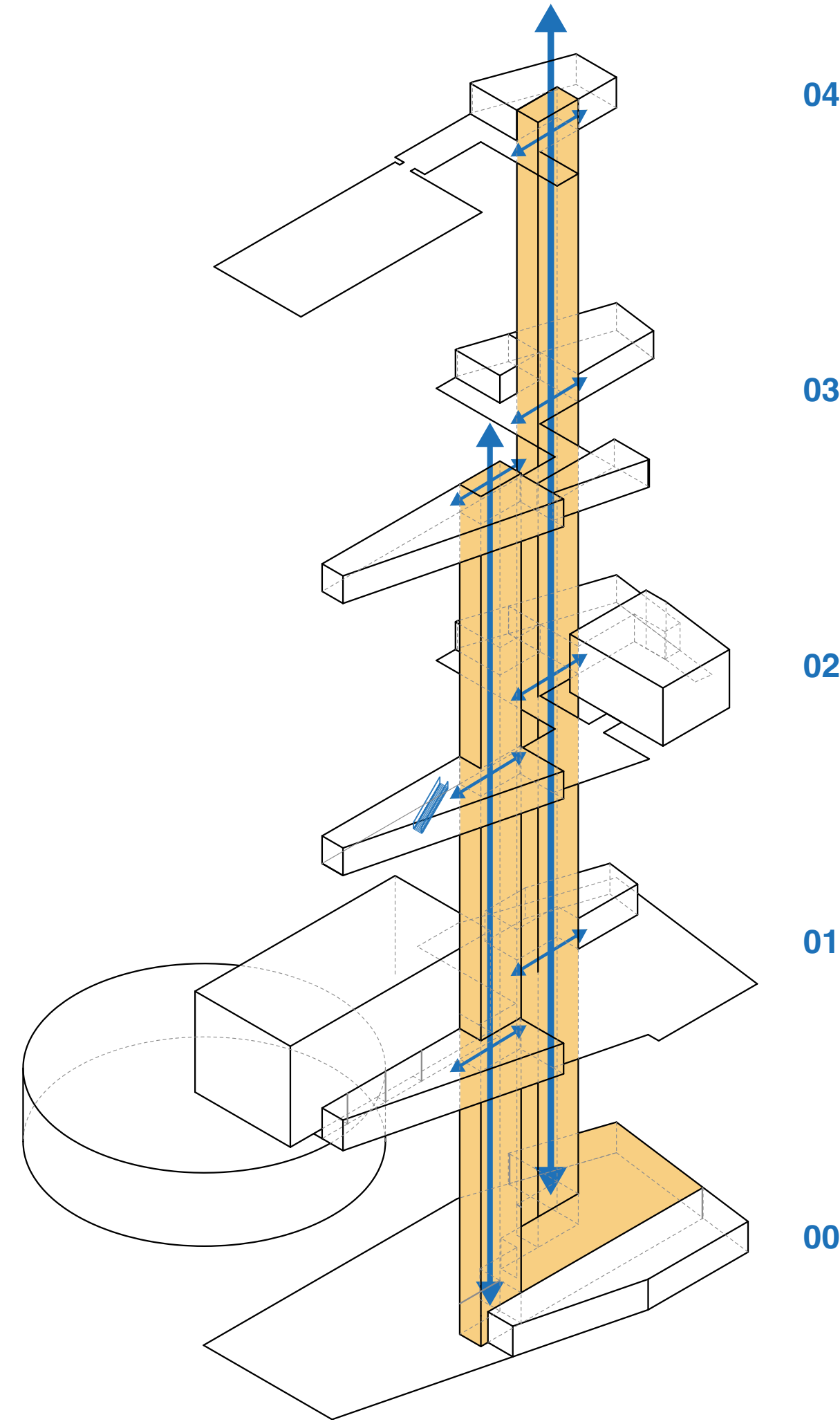
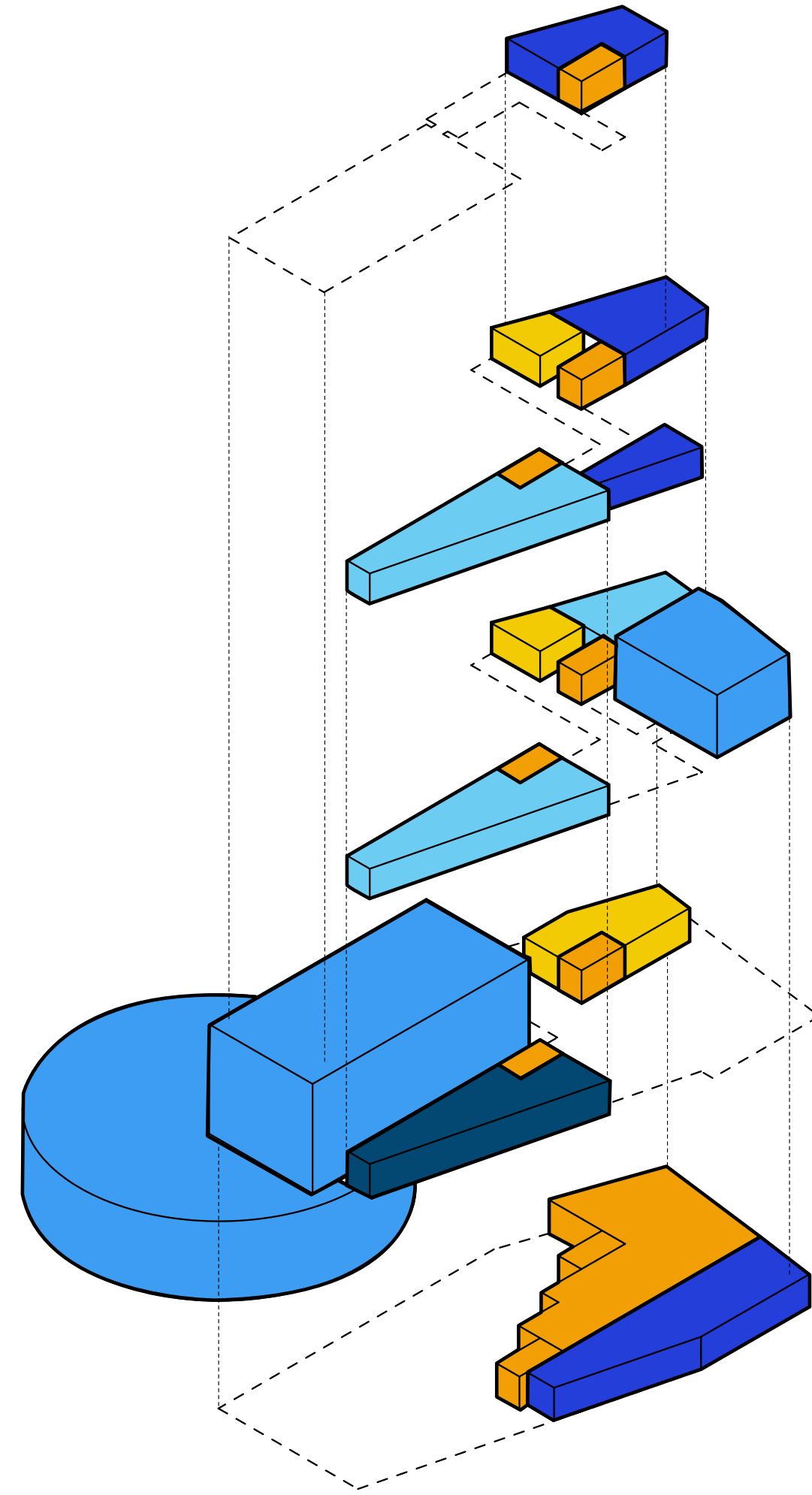
Loading docks
Technical spaces

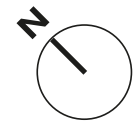
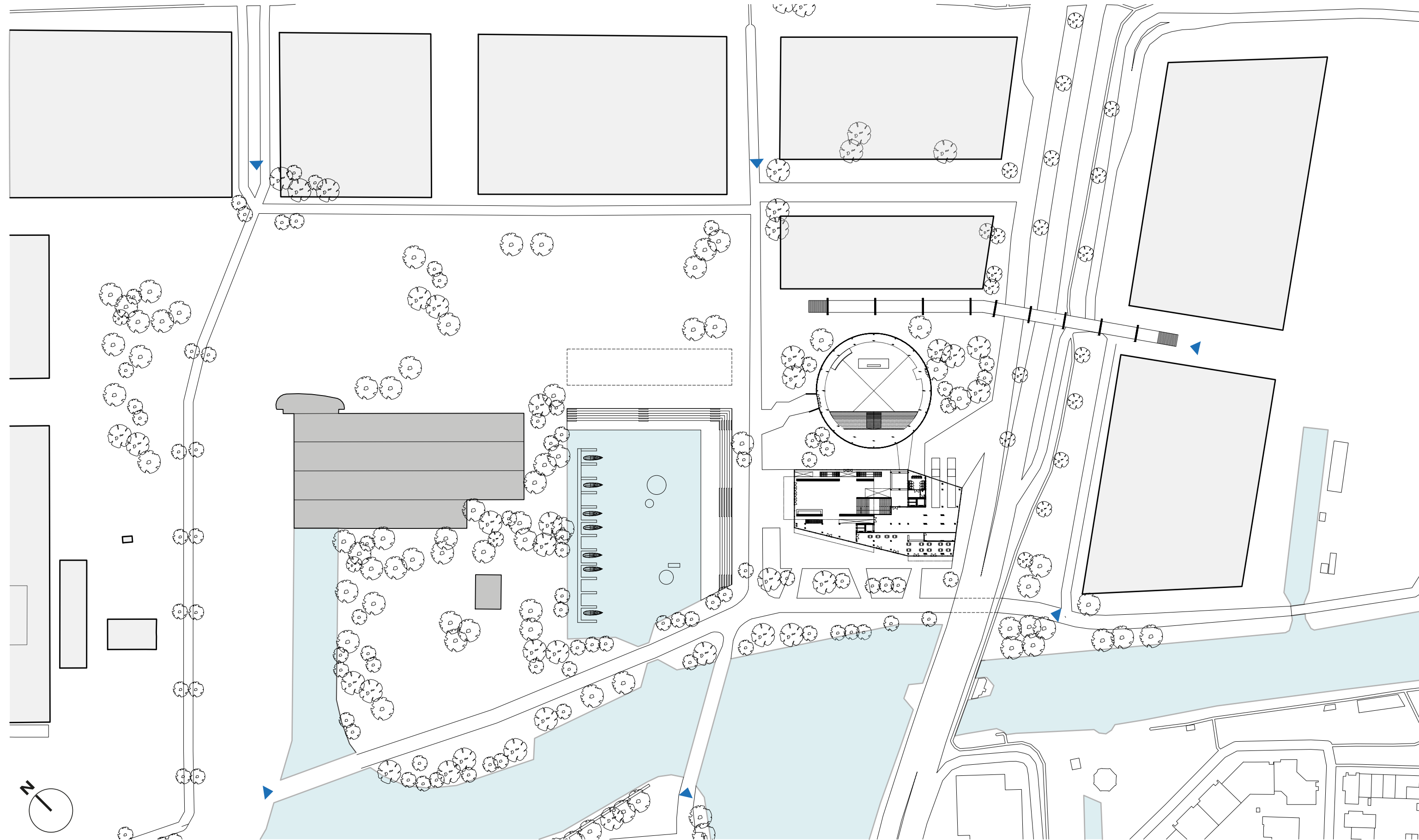
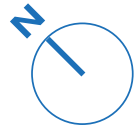
Restaurant
Bar/cafe
(backoffice)
Workshop space



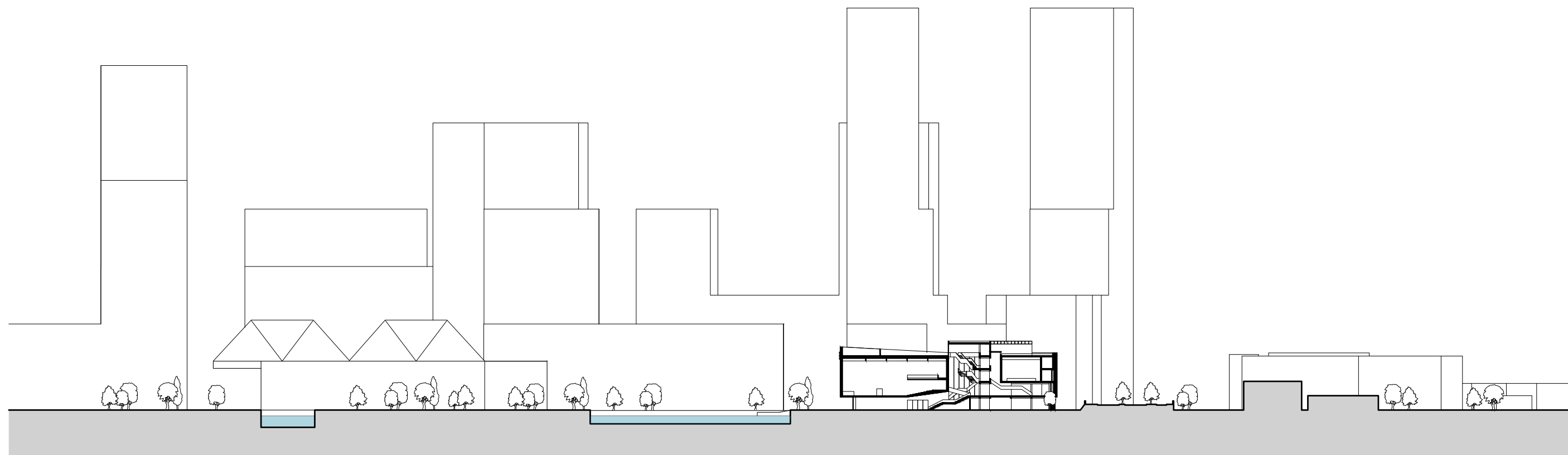
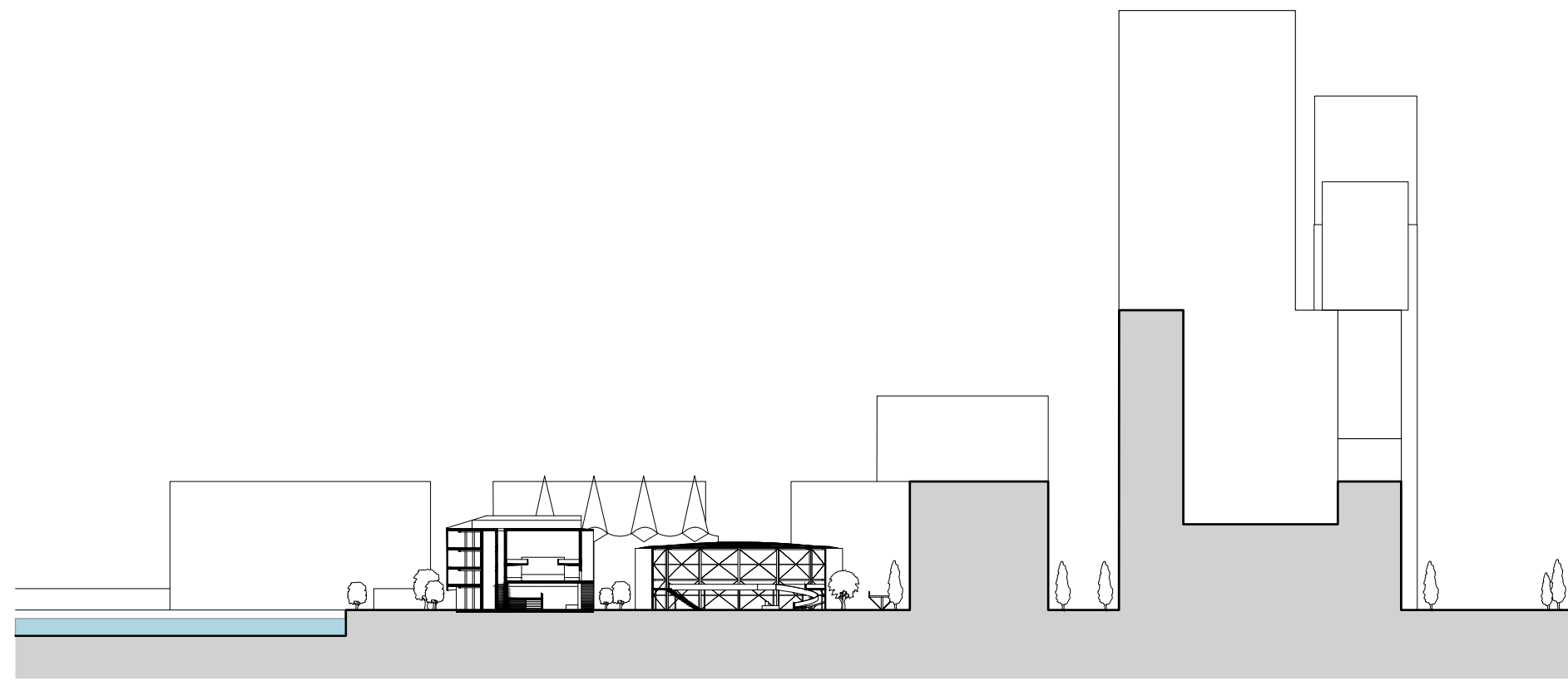


Vertical transport organisation



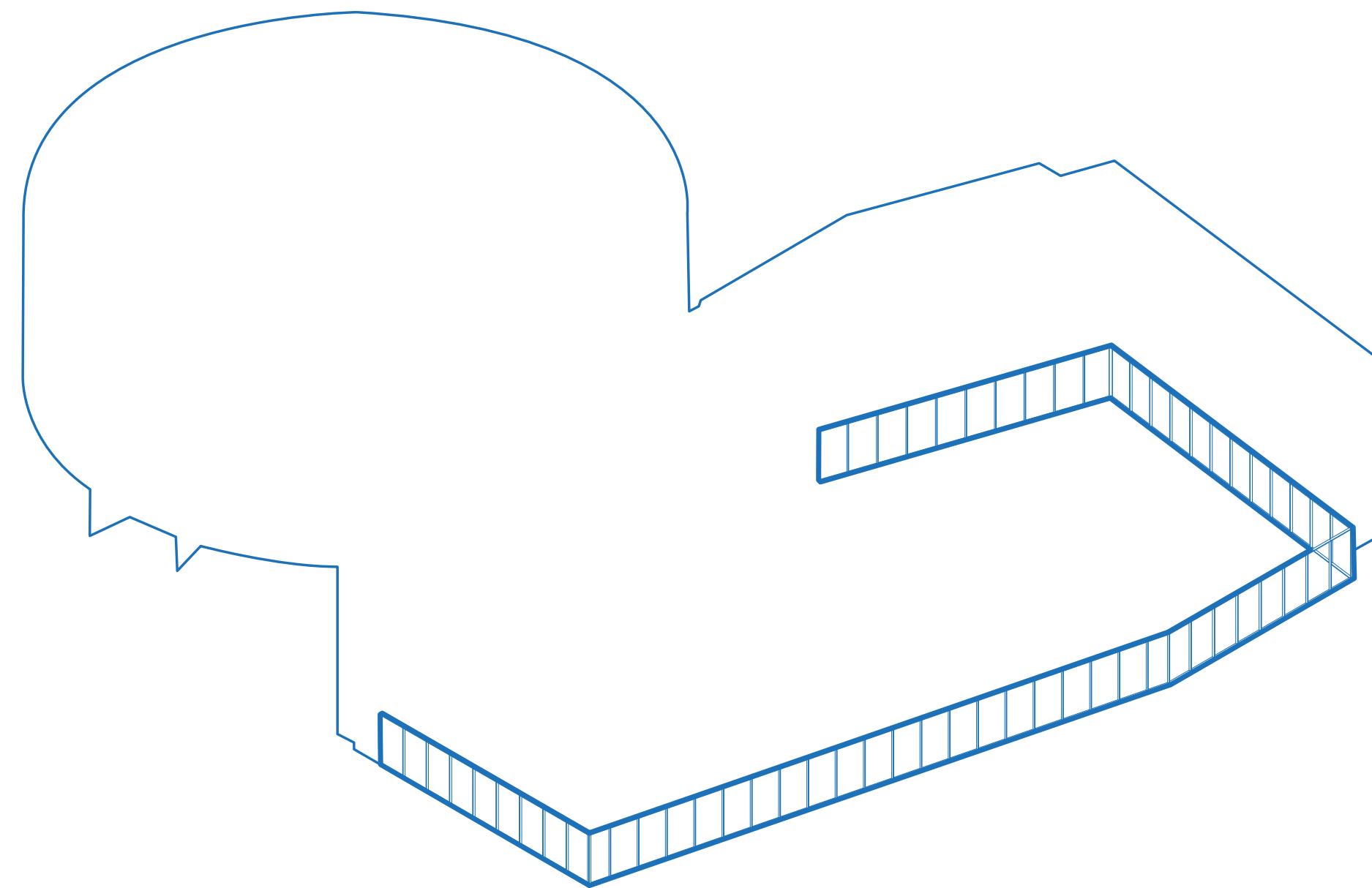


Urban frame

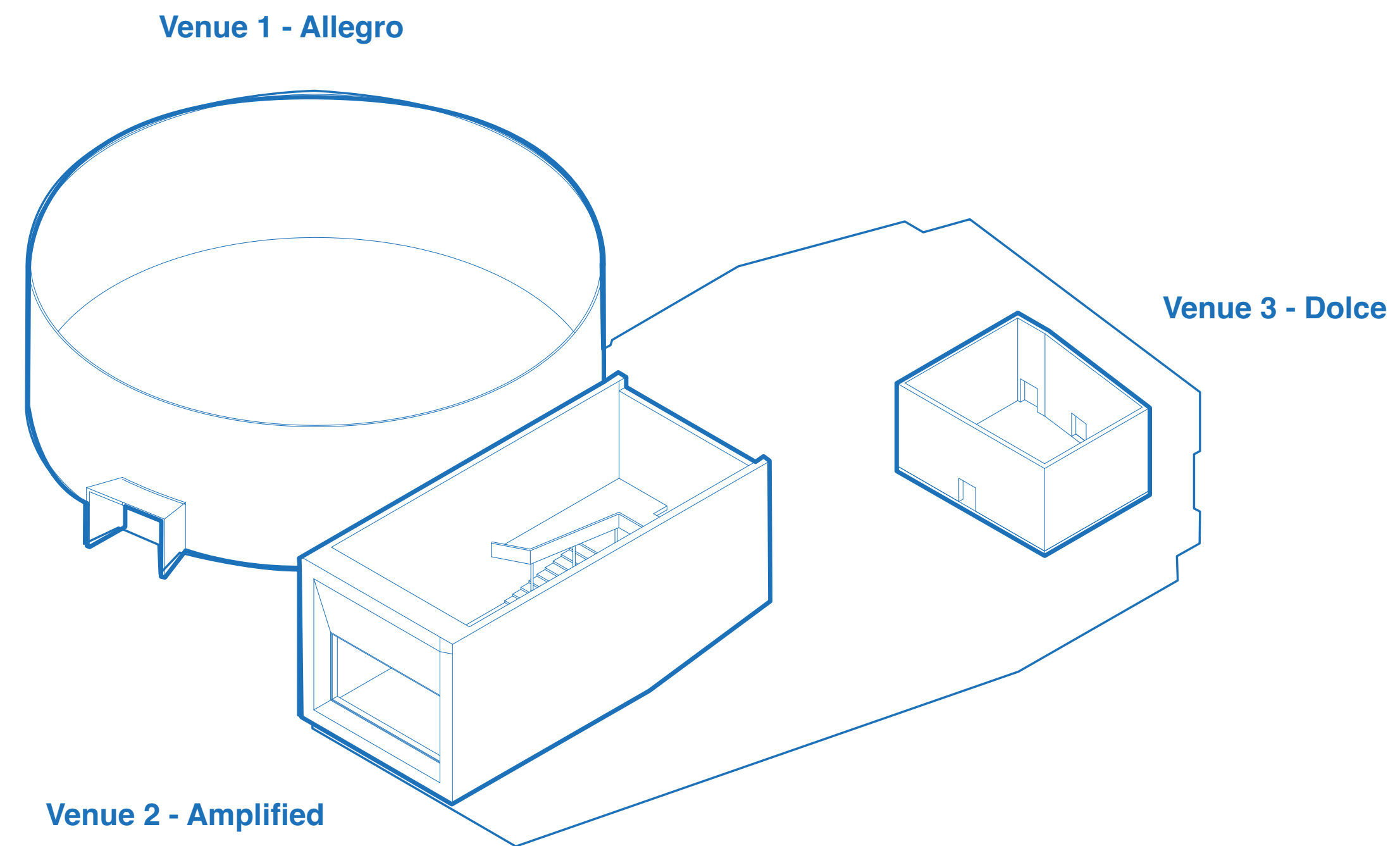


Urban Sections

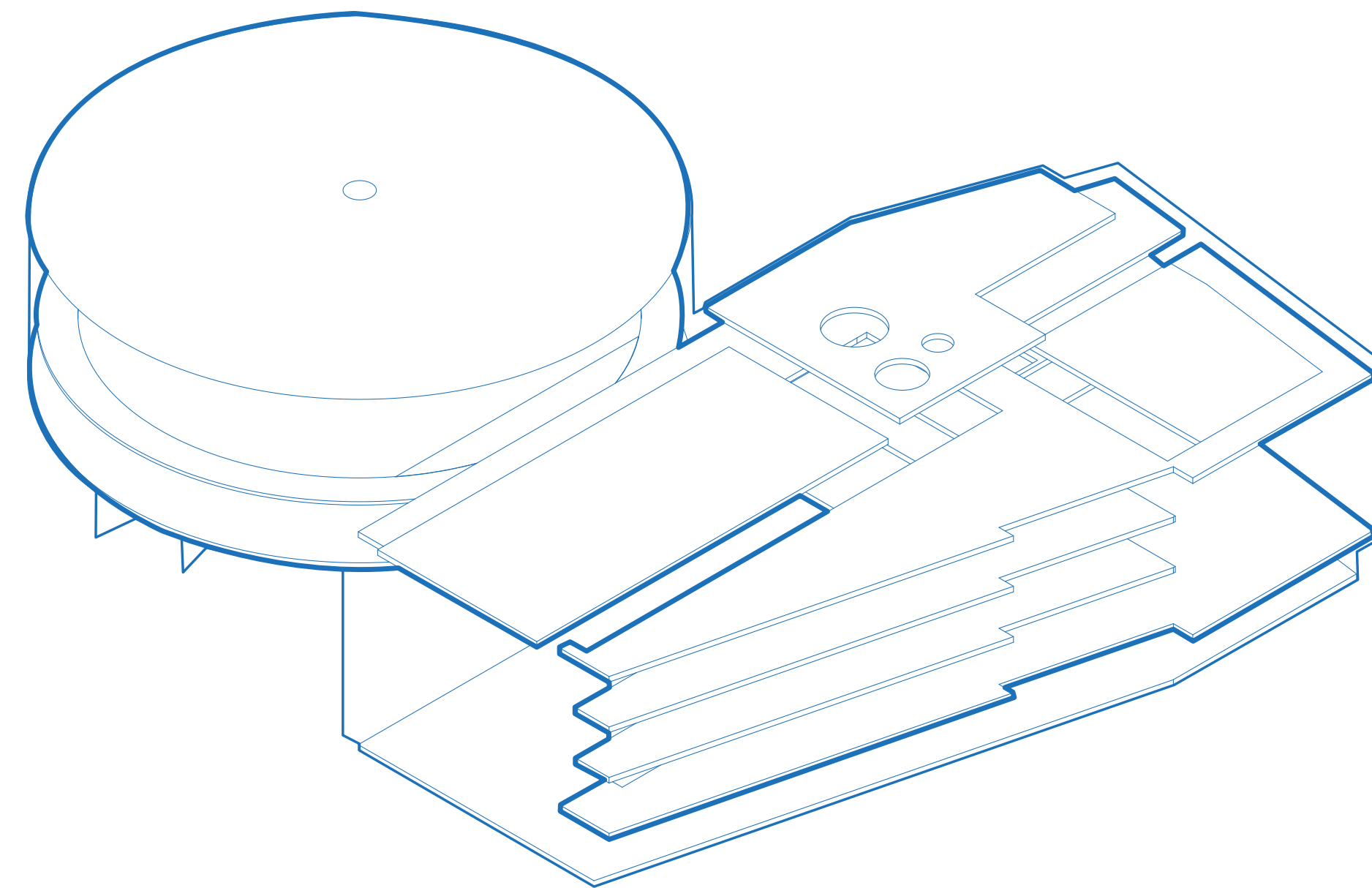
Open plinth



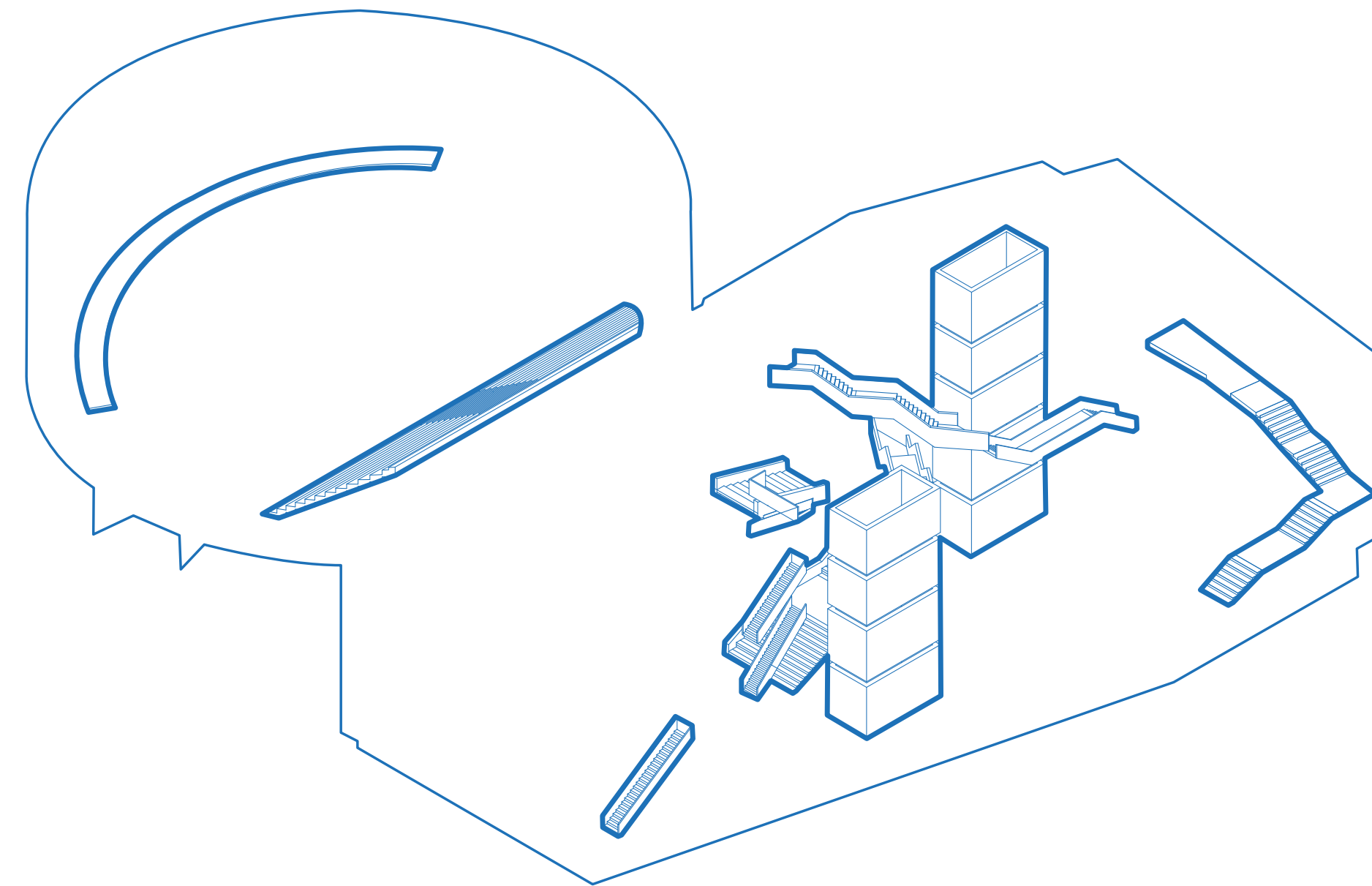
Music venues



Floors

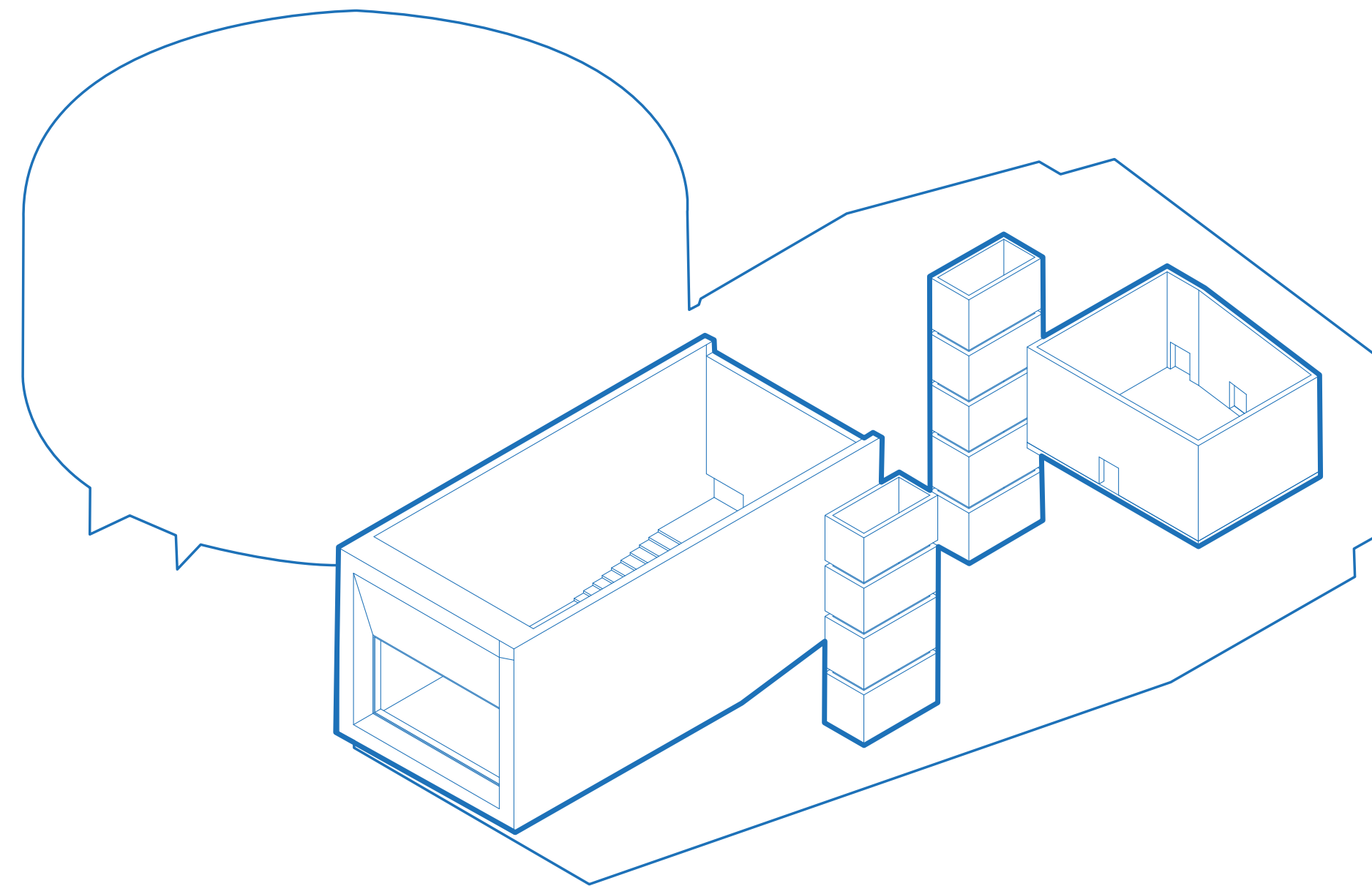


Vertical transport



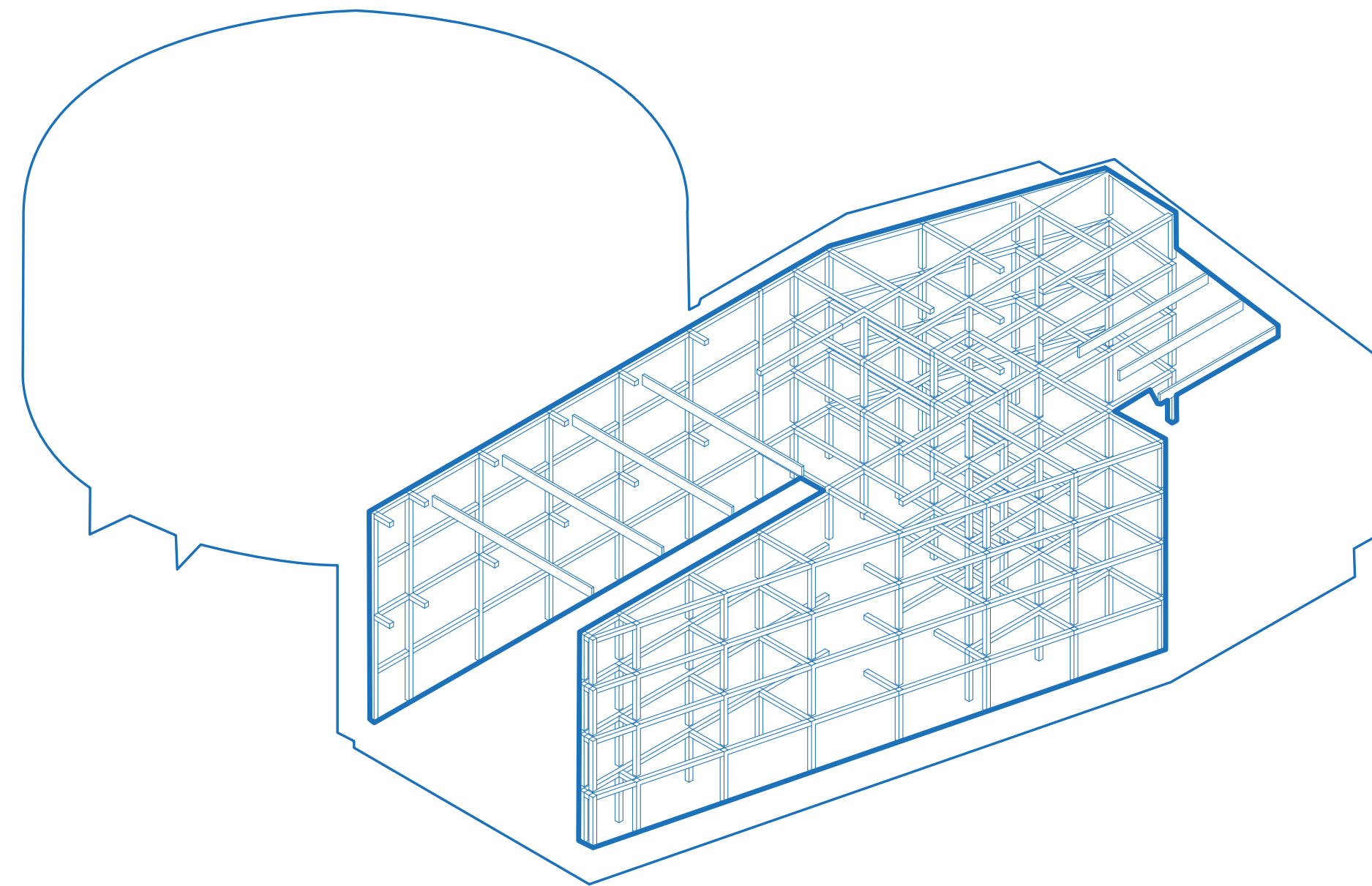
Architectural elements

Concrete construction



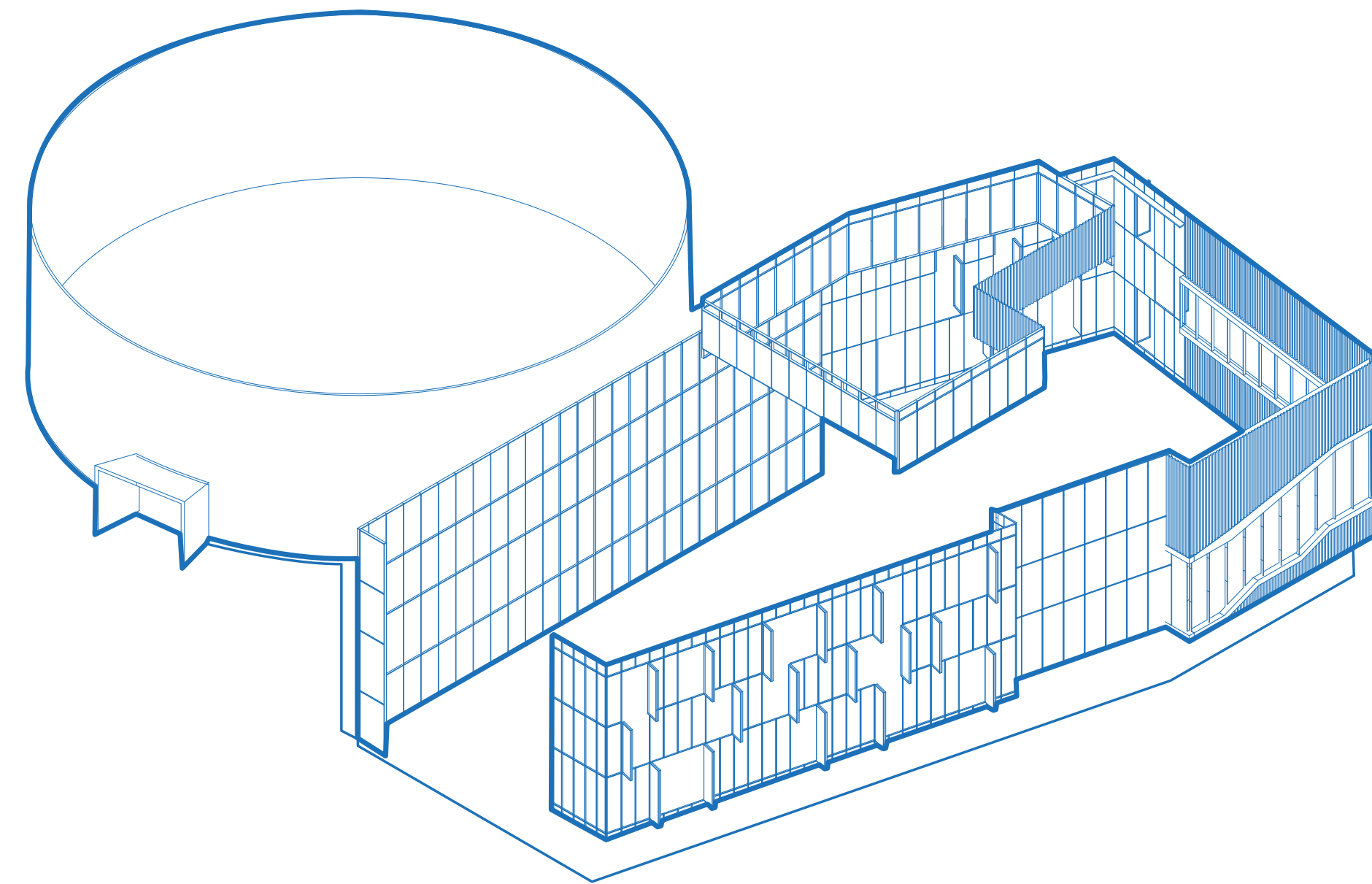
Architectural elements

Timber construction



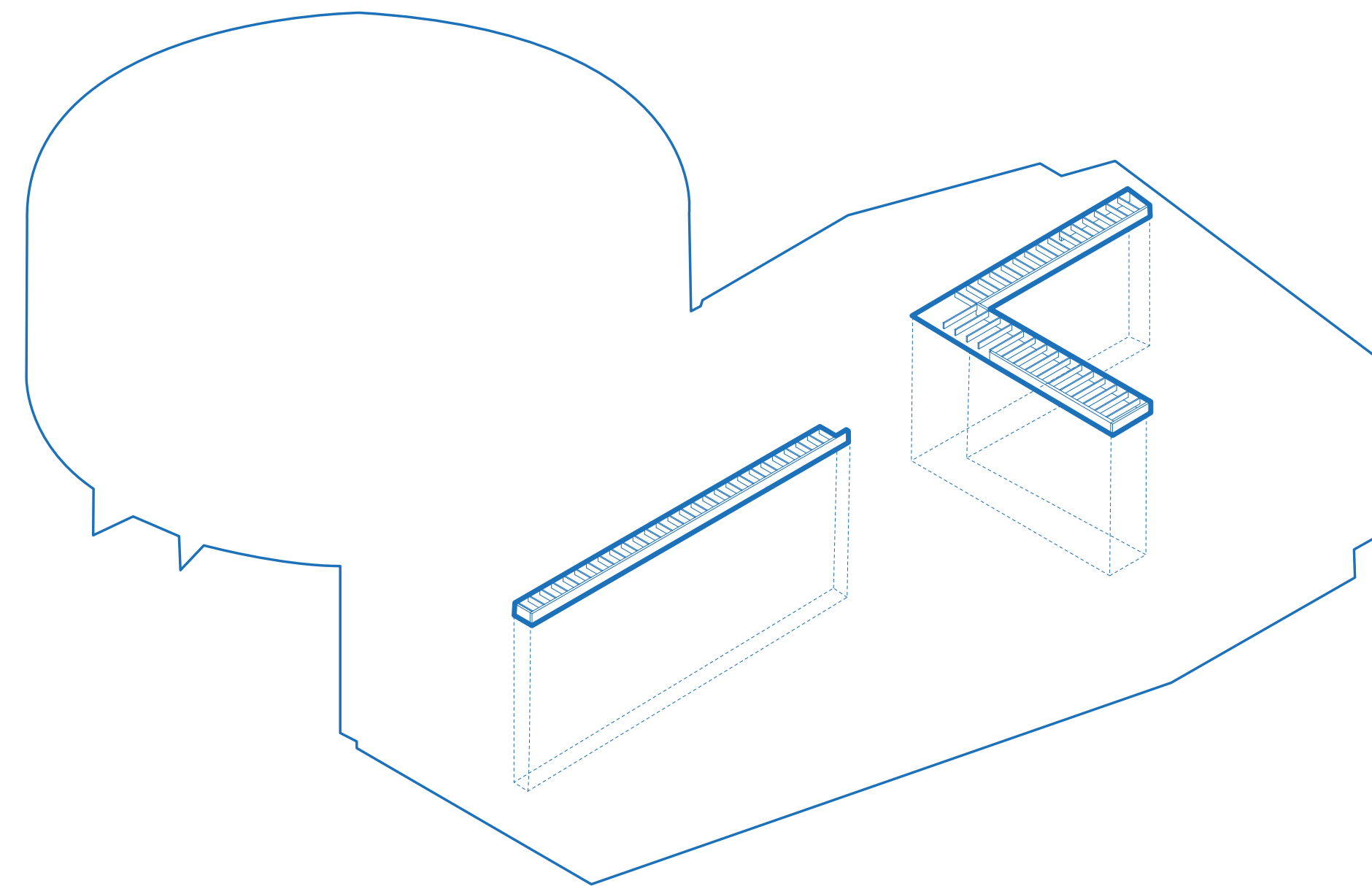
Architectural elements

Facade

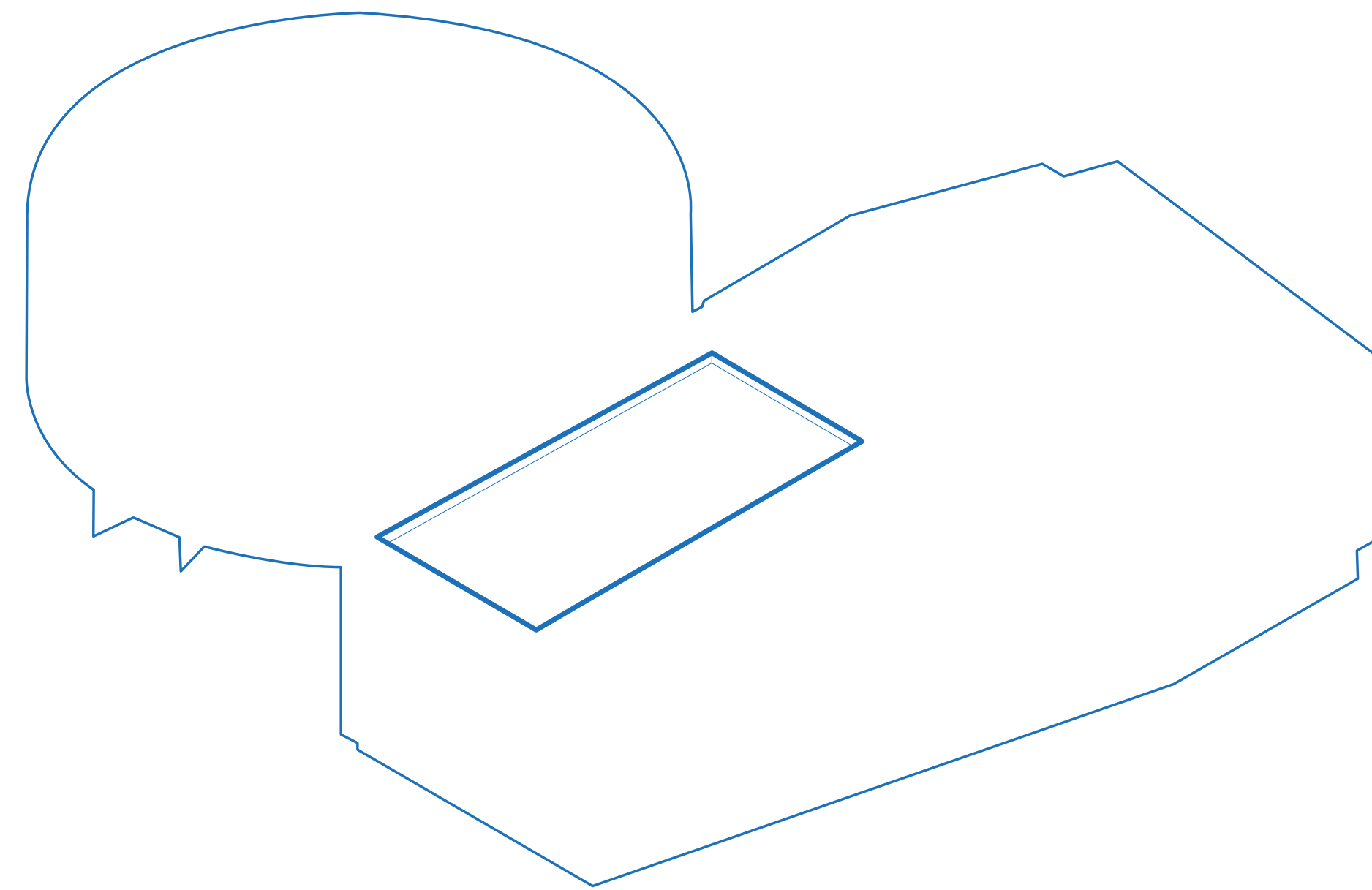


Architectural elements

Voids

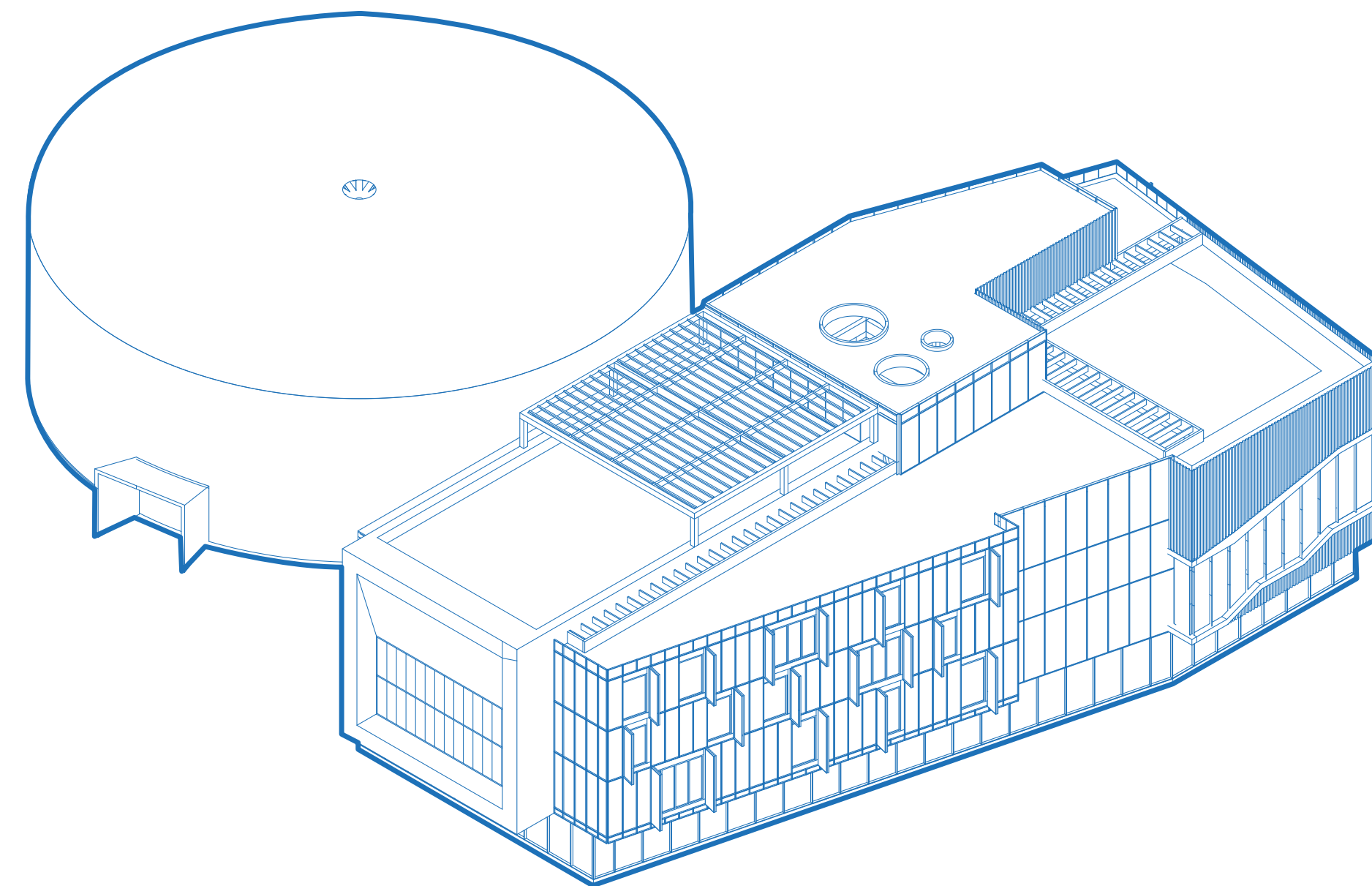


Public roof



Architectural elements

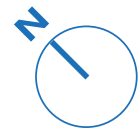
Overview



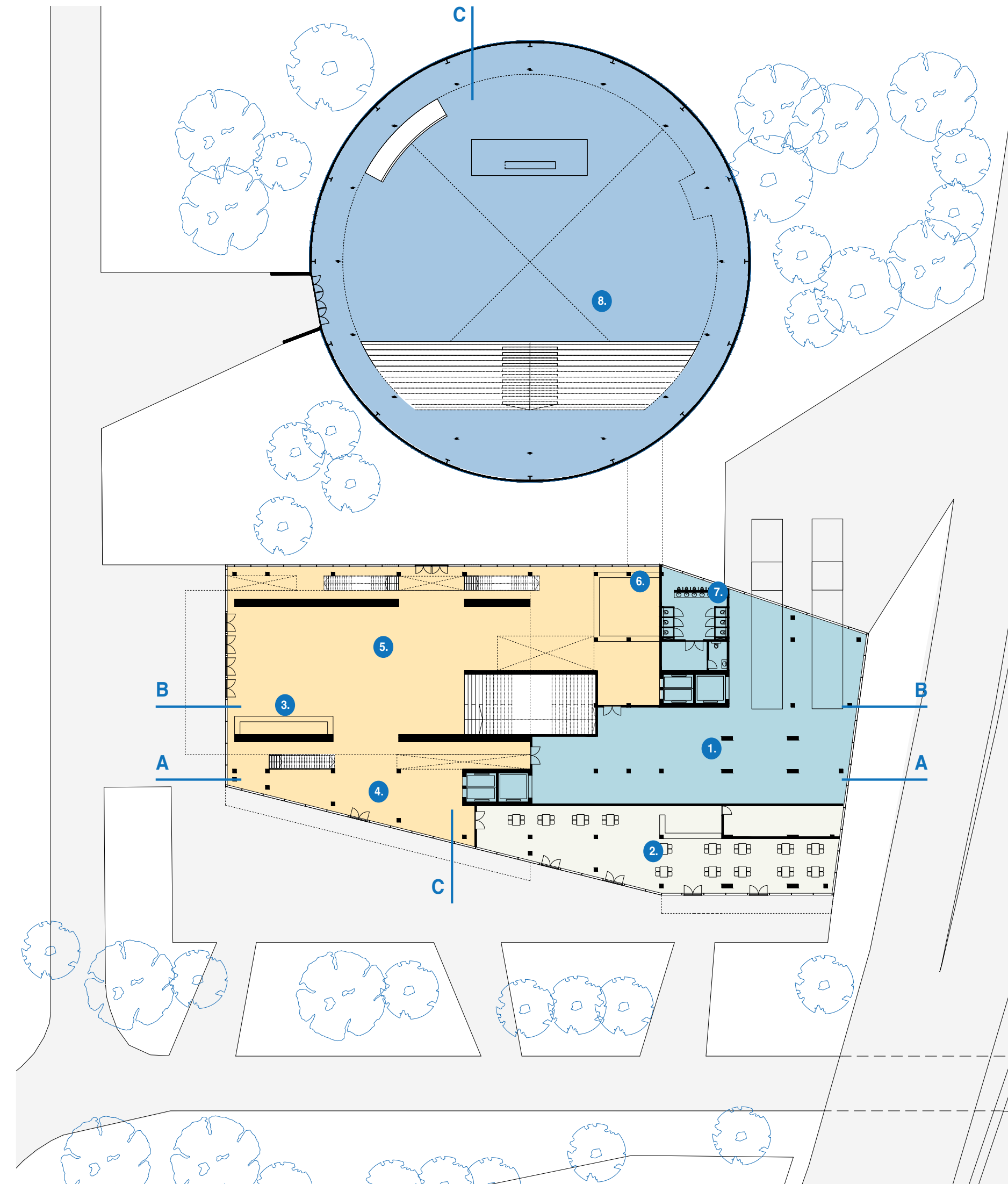
Architectural elements



Entrance



- Music spaces
- Audience Access
- Dedicated Access
- Support
- Amenities



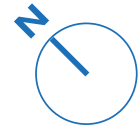
Program

1. Loading Dock
2. Restaurant
3. Tickets
4. Lounge
5. Entrance
6. Cloakroom
7. Toilets
8. AMPLIFIED VENUE

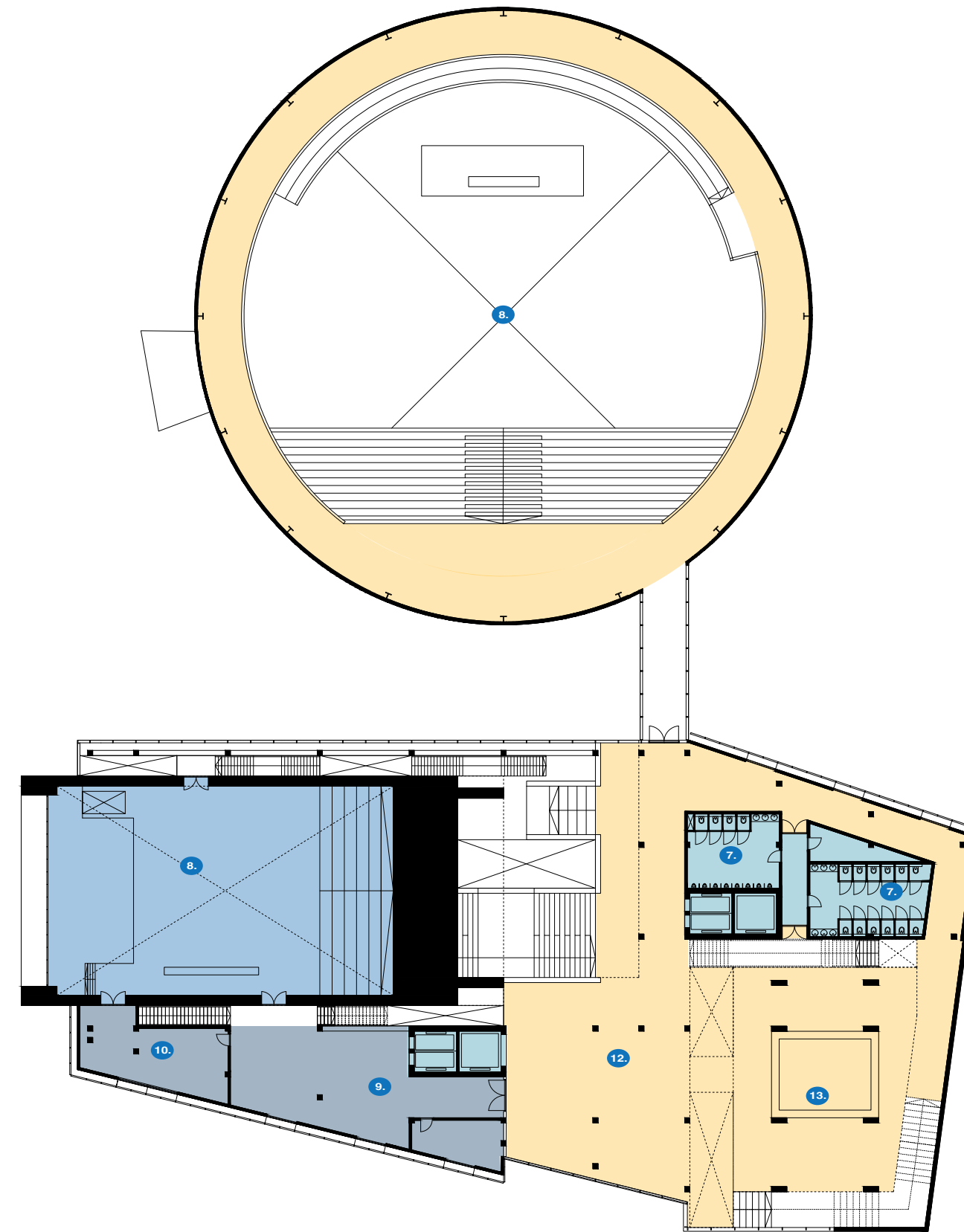
Groundfloor



Impression groundfloor



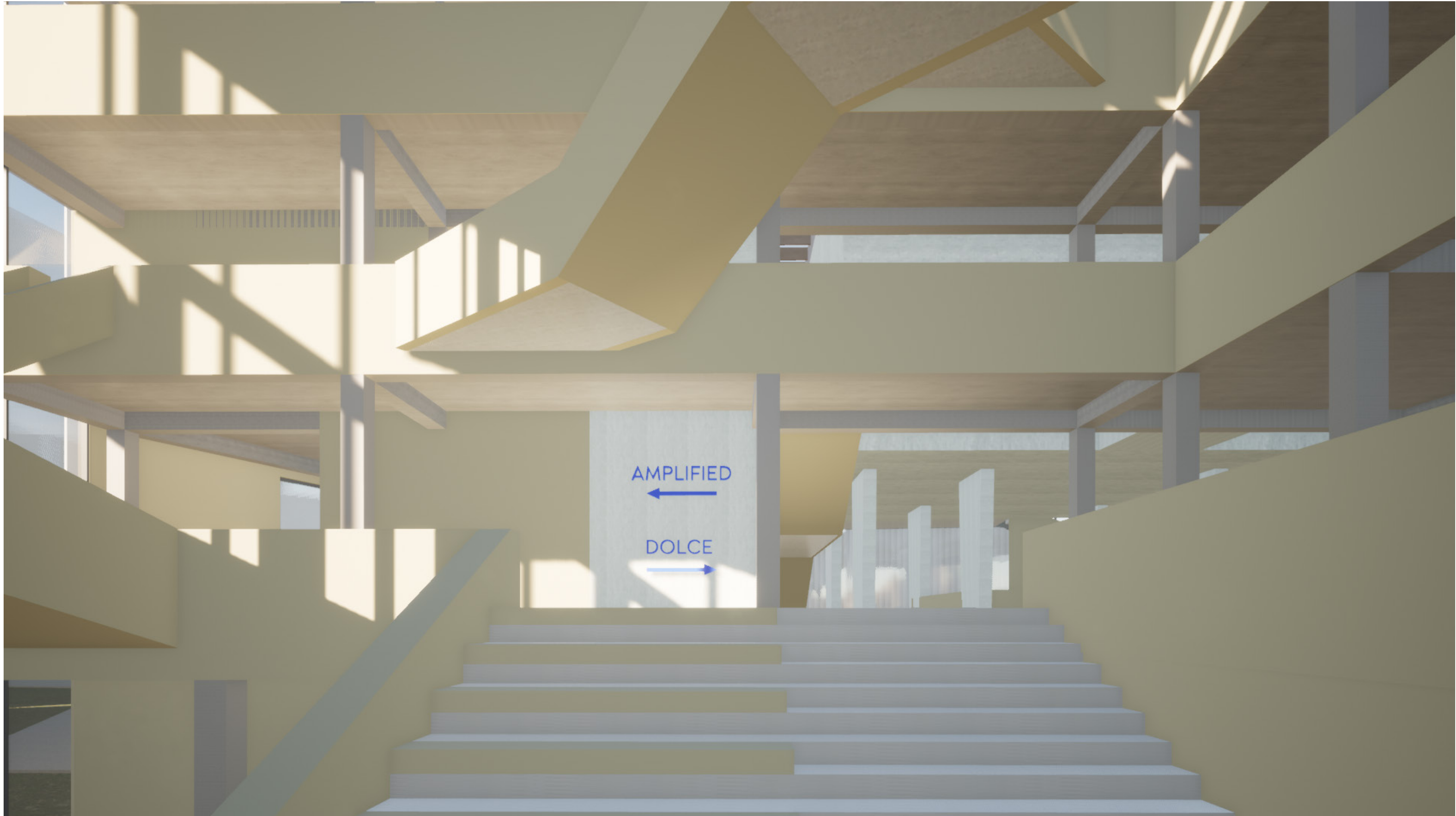
- Music spaces
- Audience Access
- Dedicated Access
- Support
- Amenities



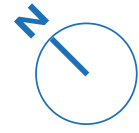
Program

- 7. Toilets
- 8. AMPLIFIED VENUE
- 9. Office
- 10. Backstage
- 11. AMPLIFIED
- 12. Foyer
- 13. Bar

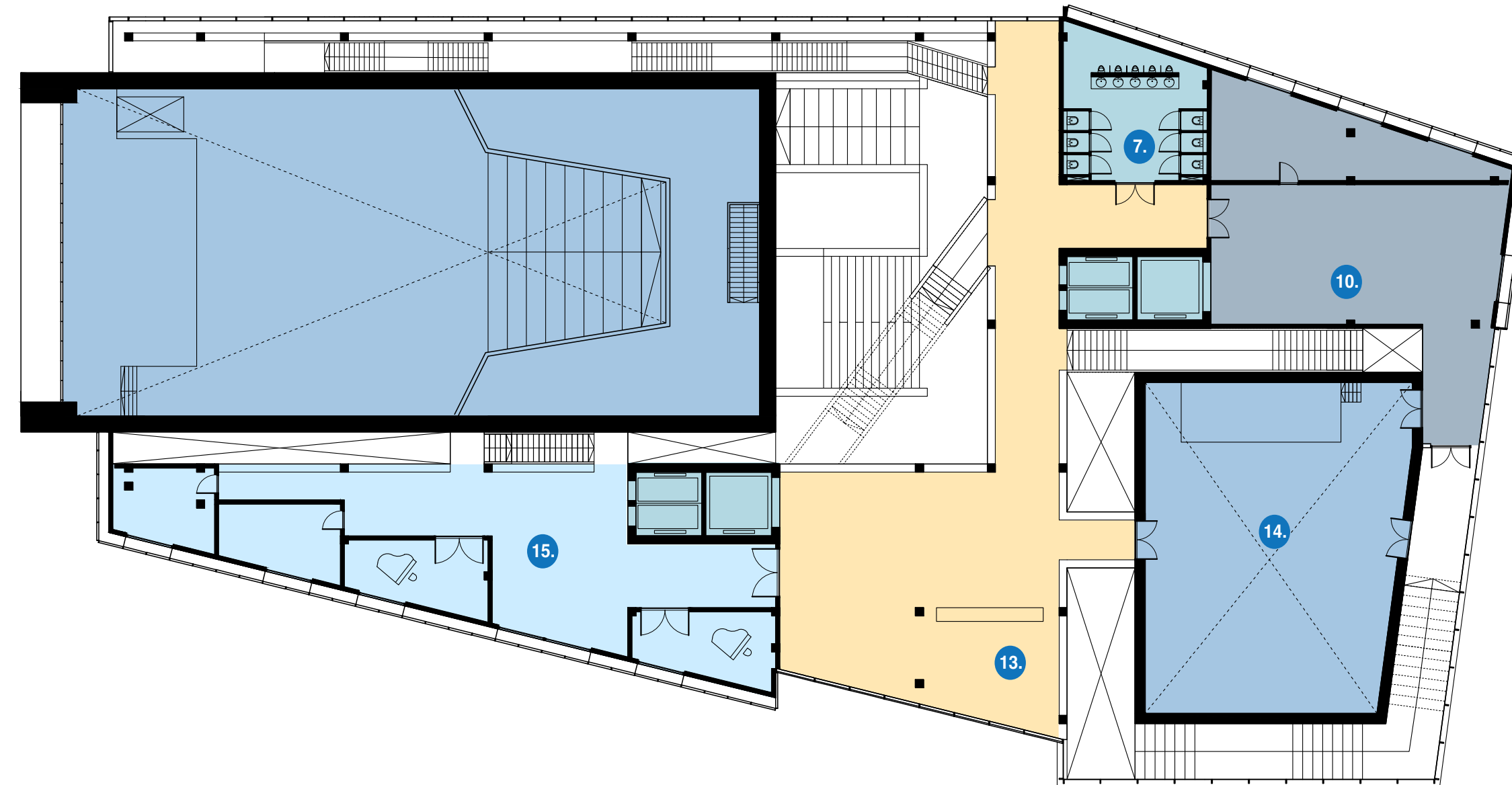
First floor



Impression Foyer

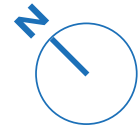


- Music spaces
- Audience Access
- Dedicated Access
- Support
- Amenities

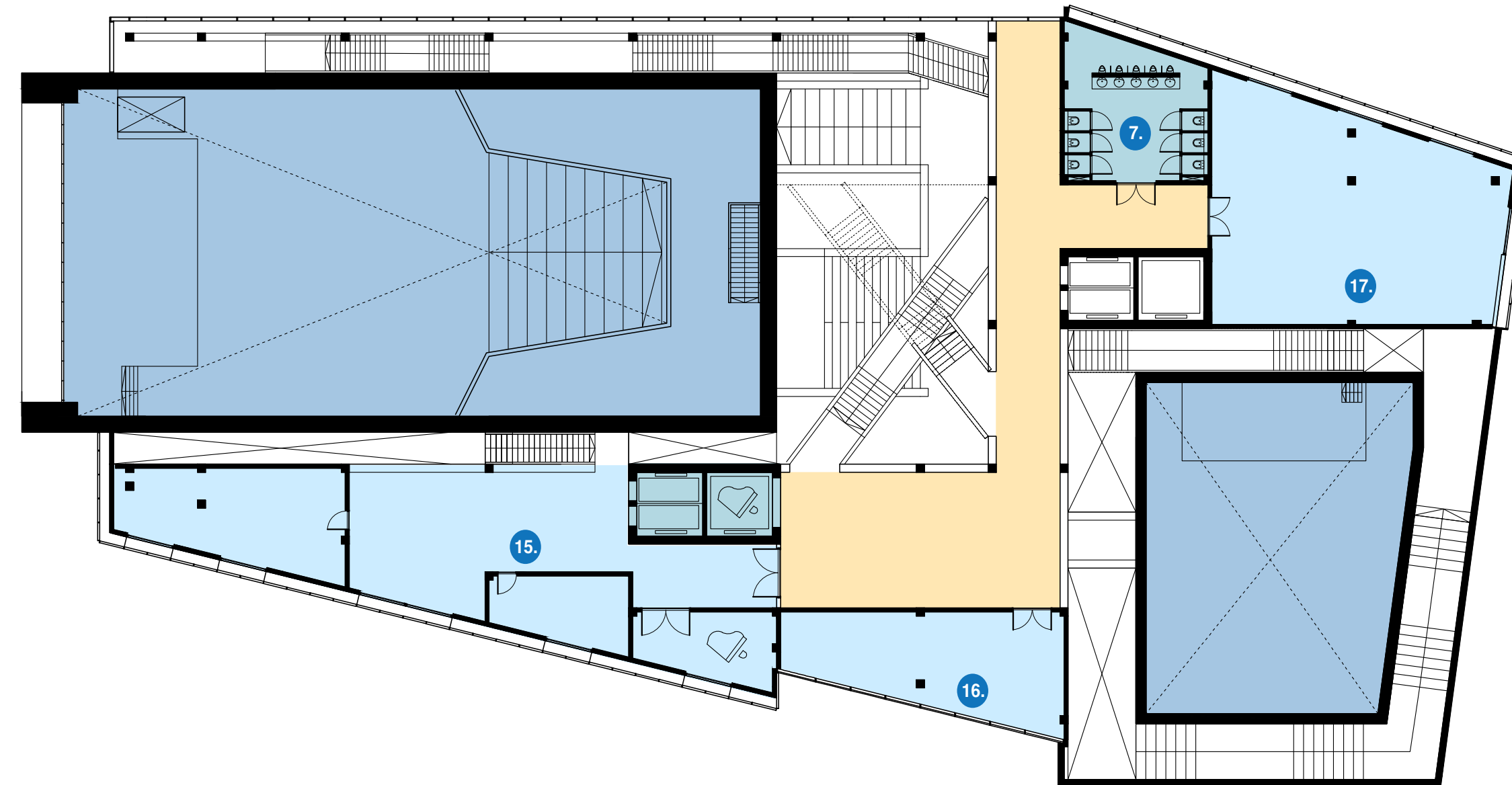


Program

- 7. Toilets
- 10. Backstage
- 13. Bar
- 14. DOLCE
- 15. Practice and recording rooms
- 16. Broadcasting room
- 17. Workshop space
- 18. Rooftop

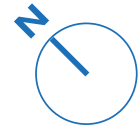


- Music spaces
- Audience Access
- Dedicated Access
- Support
- Amenities

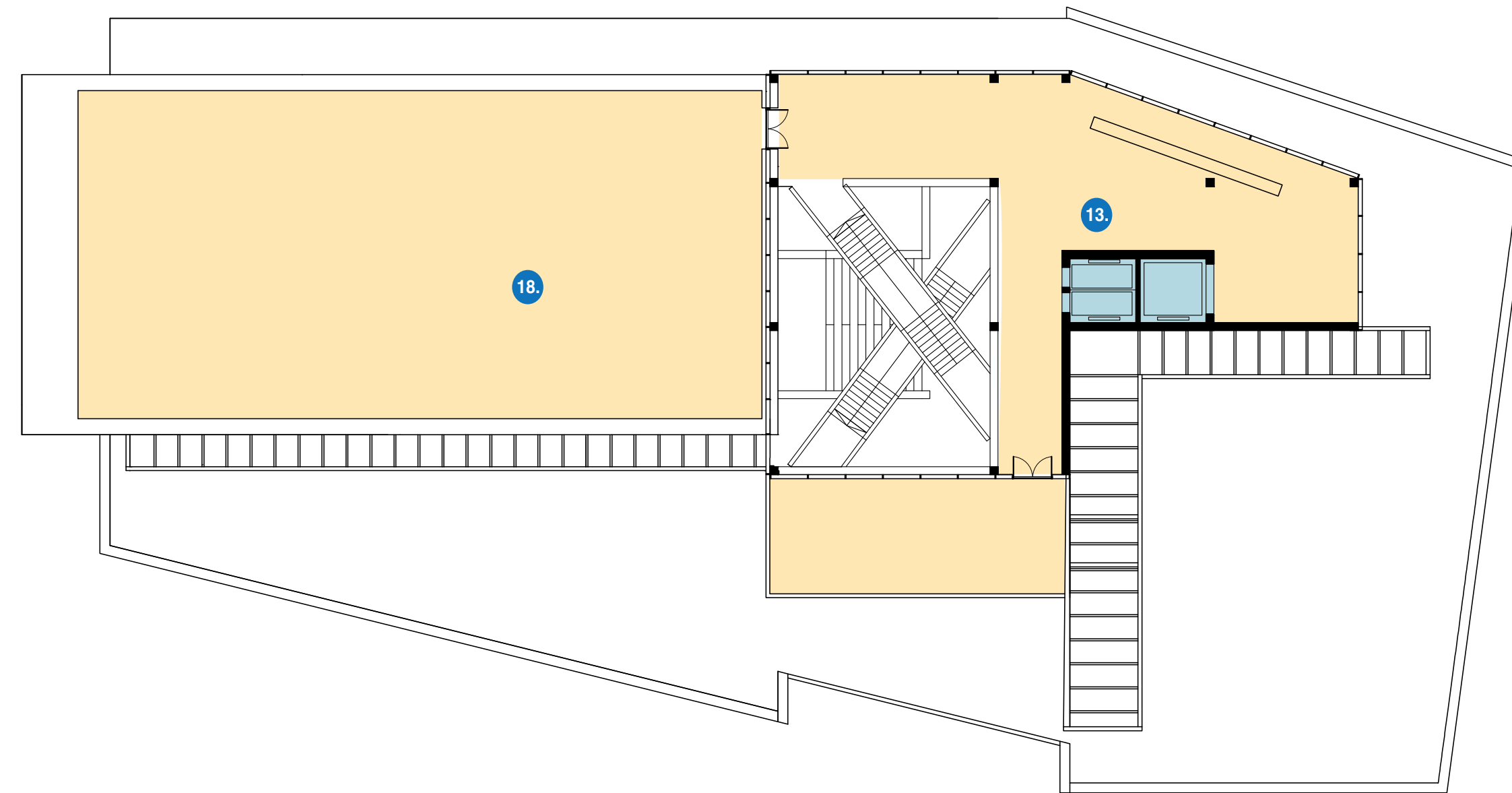


Program

- 7. Toilets
- 15. Practice and recording rooms
- 16. Broadcasting room
- 17. Workshop space
- 18. Rooftop

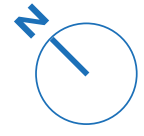


- Music spaces
- Audience Access
- Dedicated Access
- Support
- Amenities

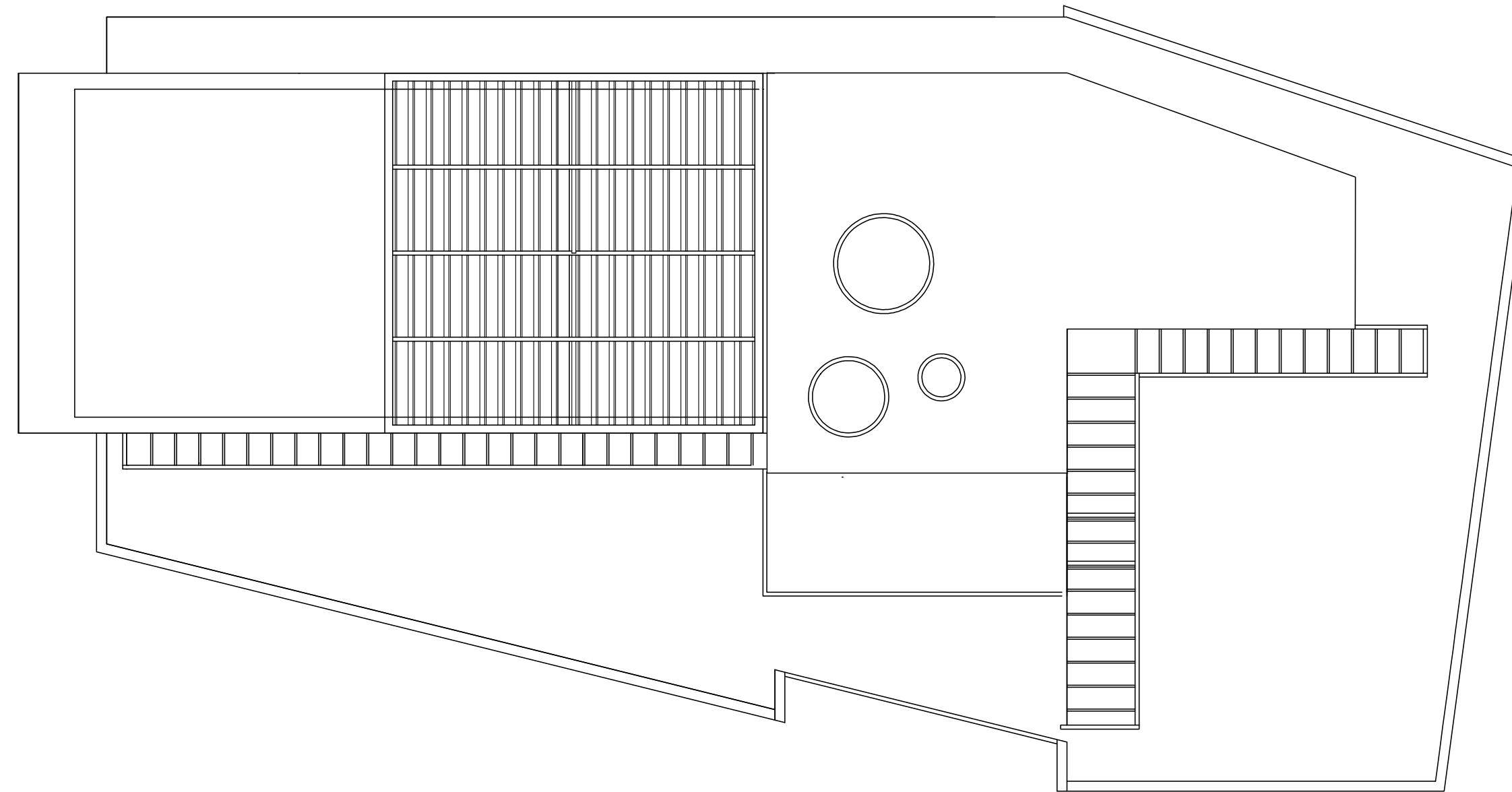


Program

- 13. Bar
- 18. Rooftop

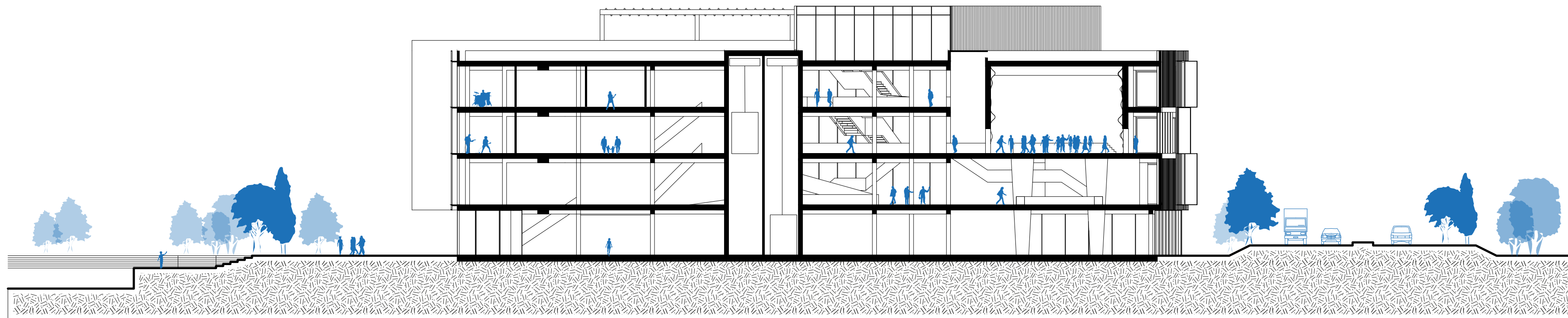
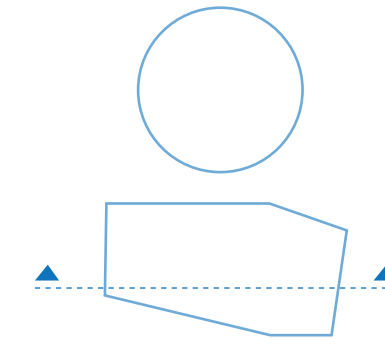


- Music spaces
- Audience Access
- Dedicated Access
- Support
- Amenities

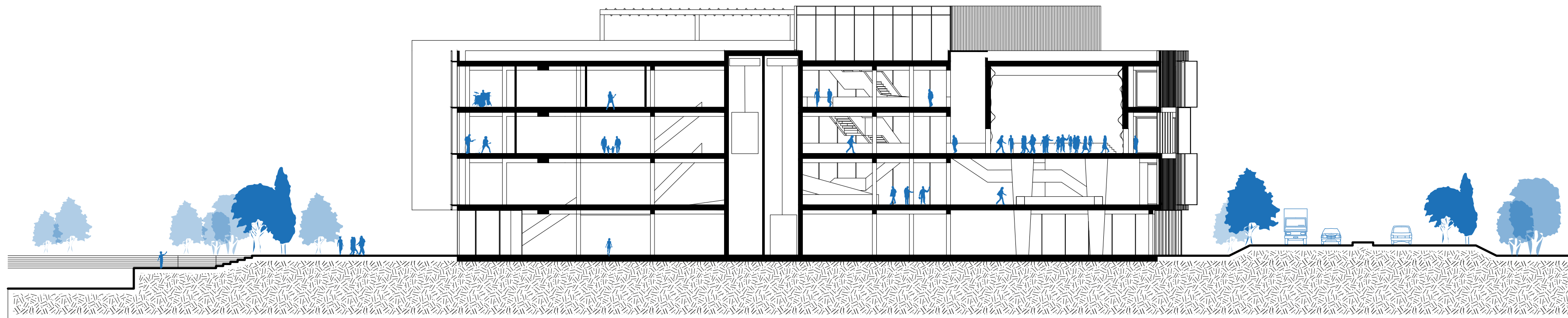
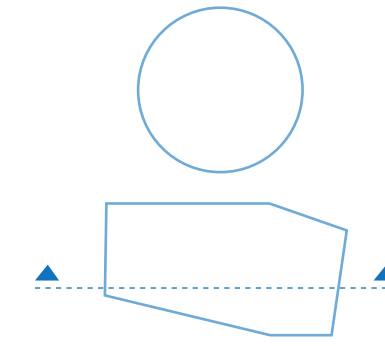




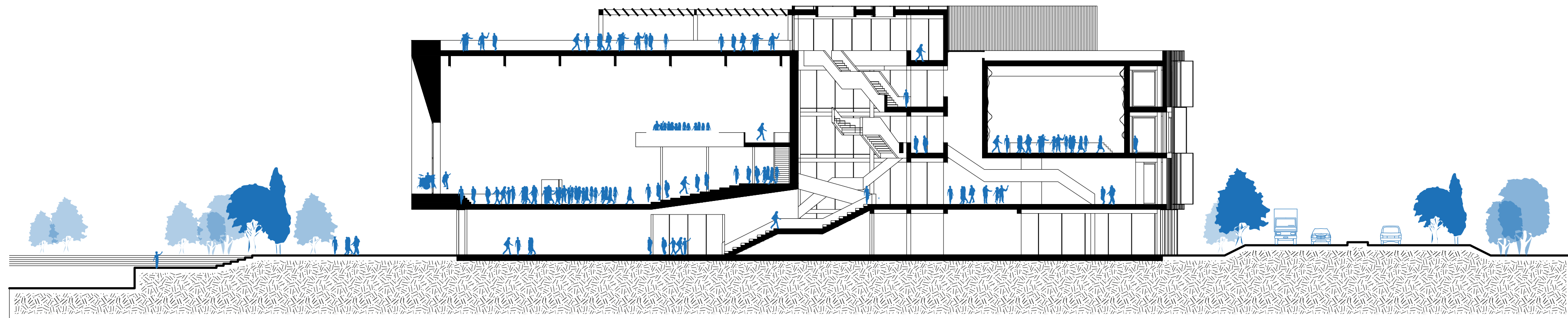
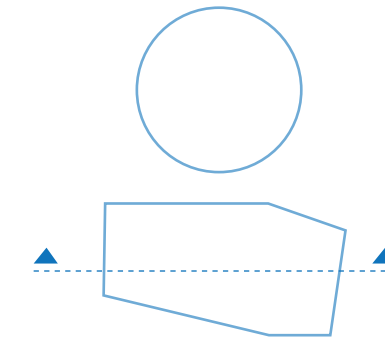
Impression rooftop



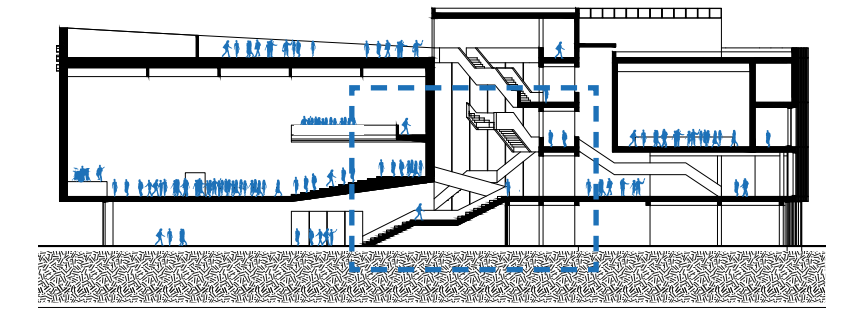
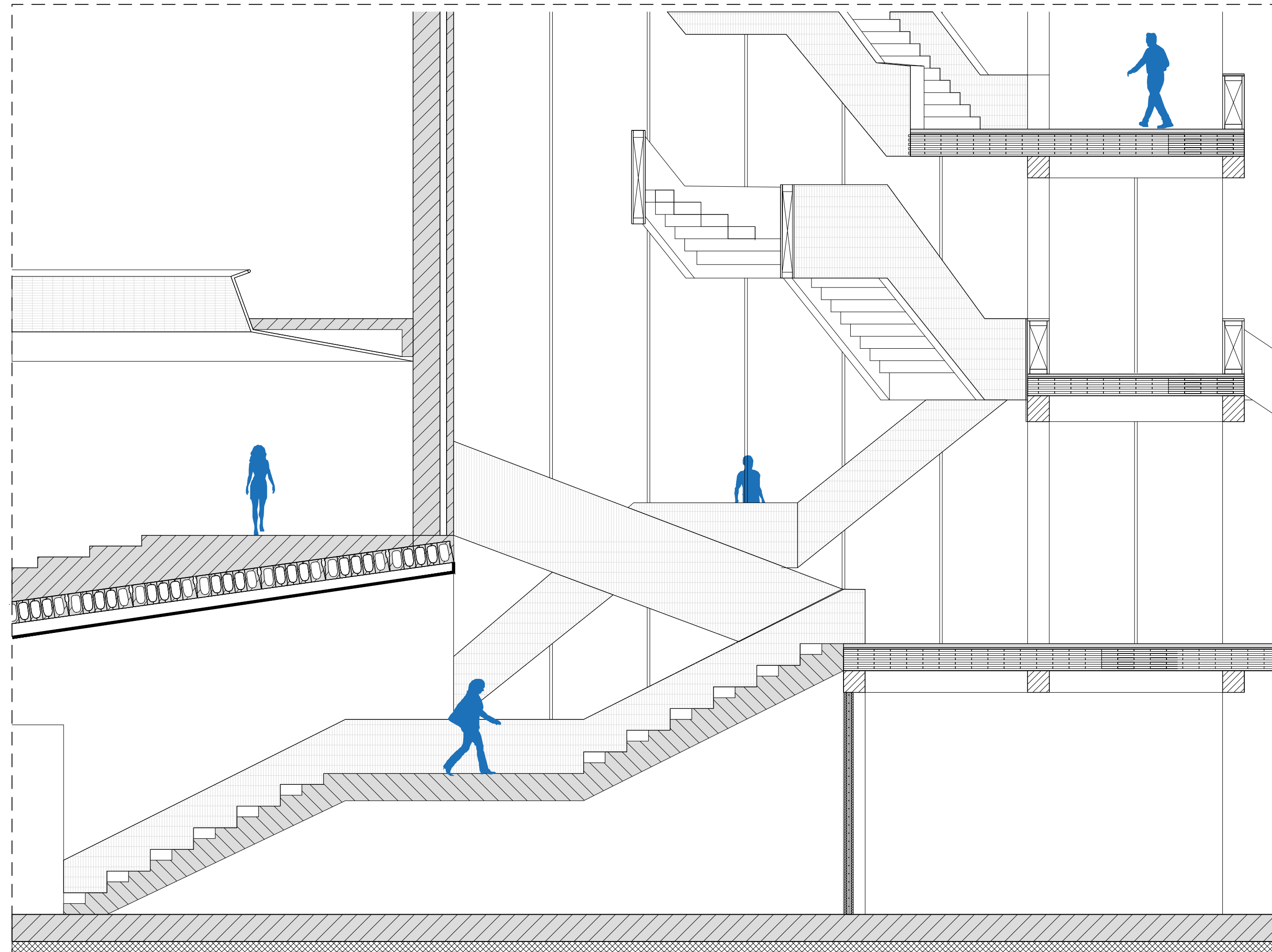
Section AA



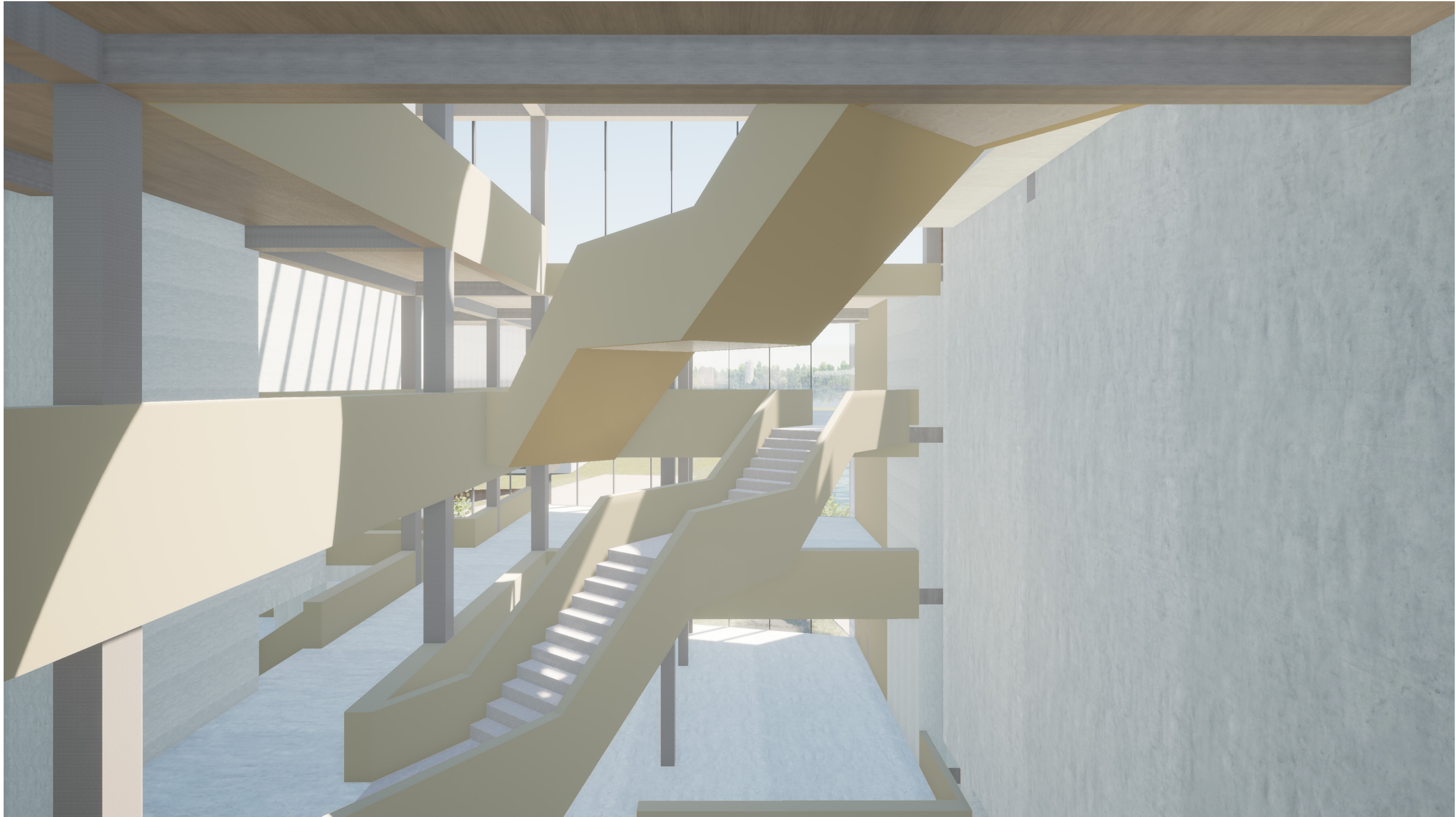
Section AA



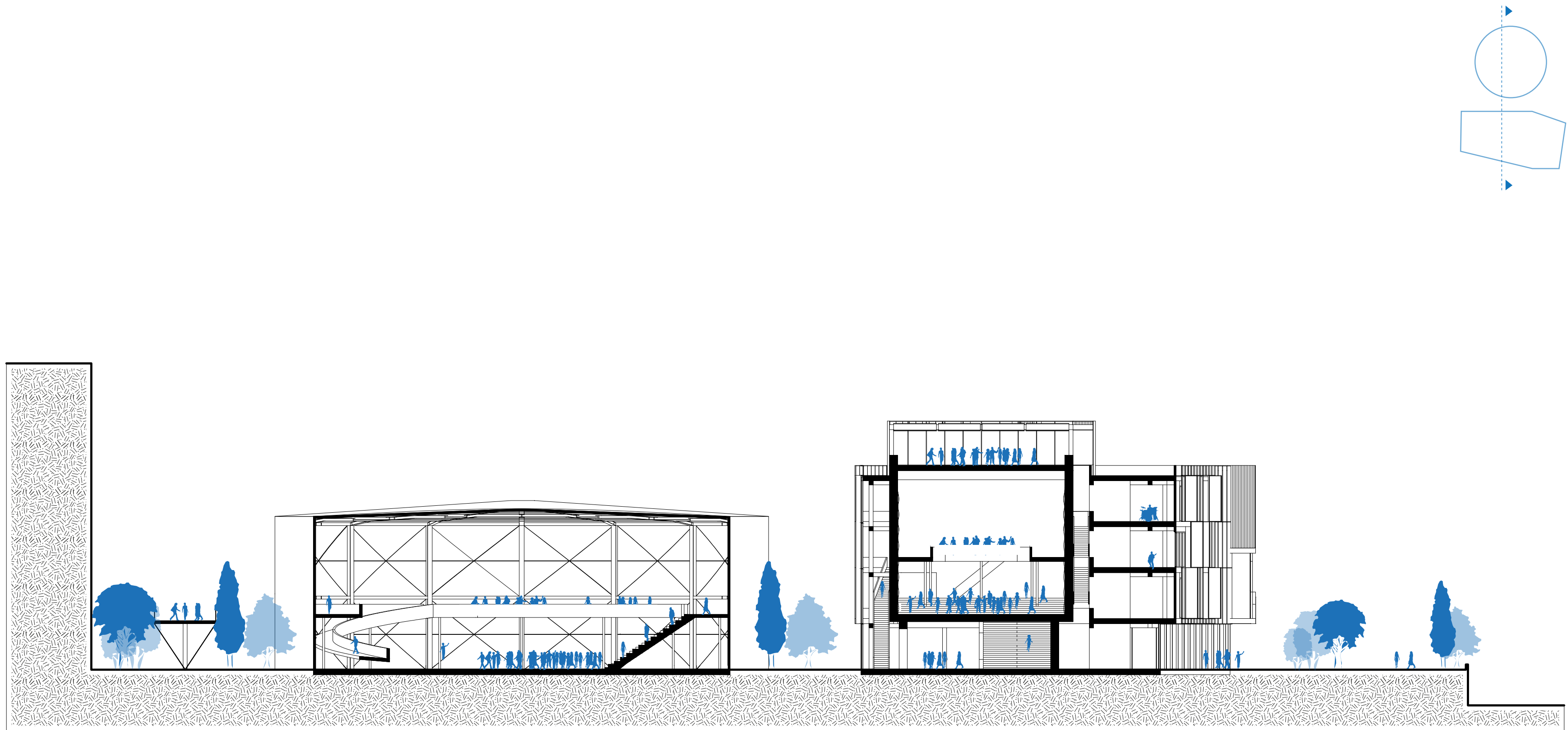
Section BB



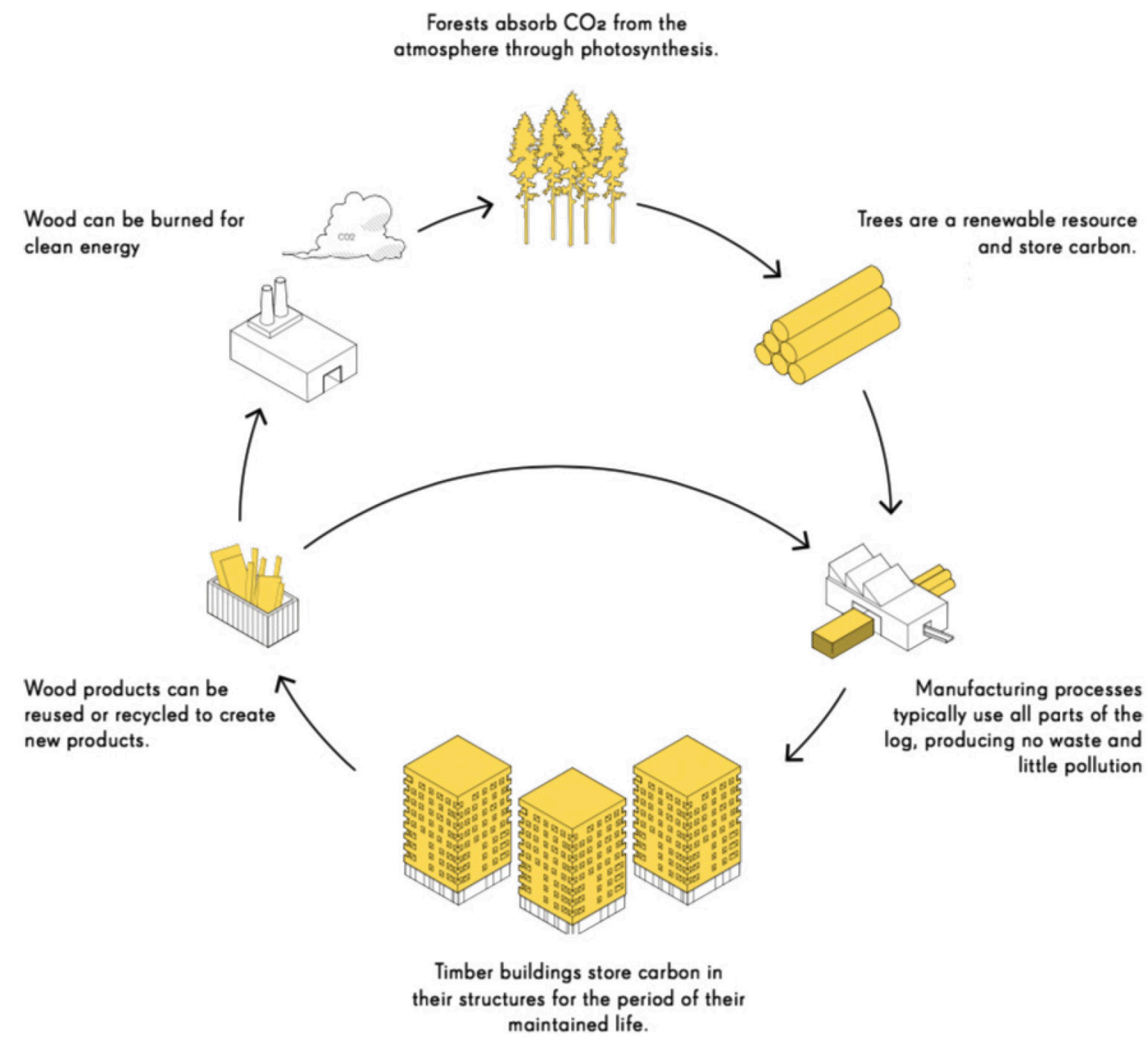
Zoom-in atrium



Impression atrium



Section CC



vs.

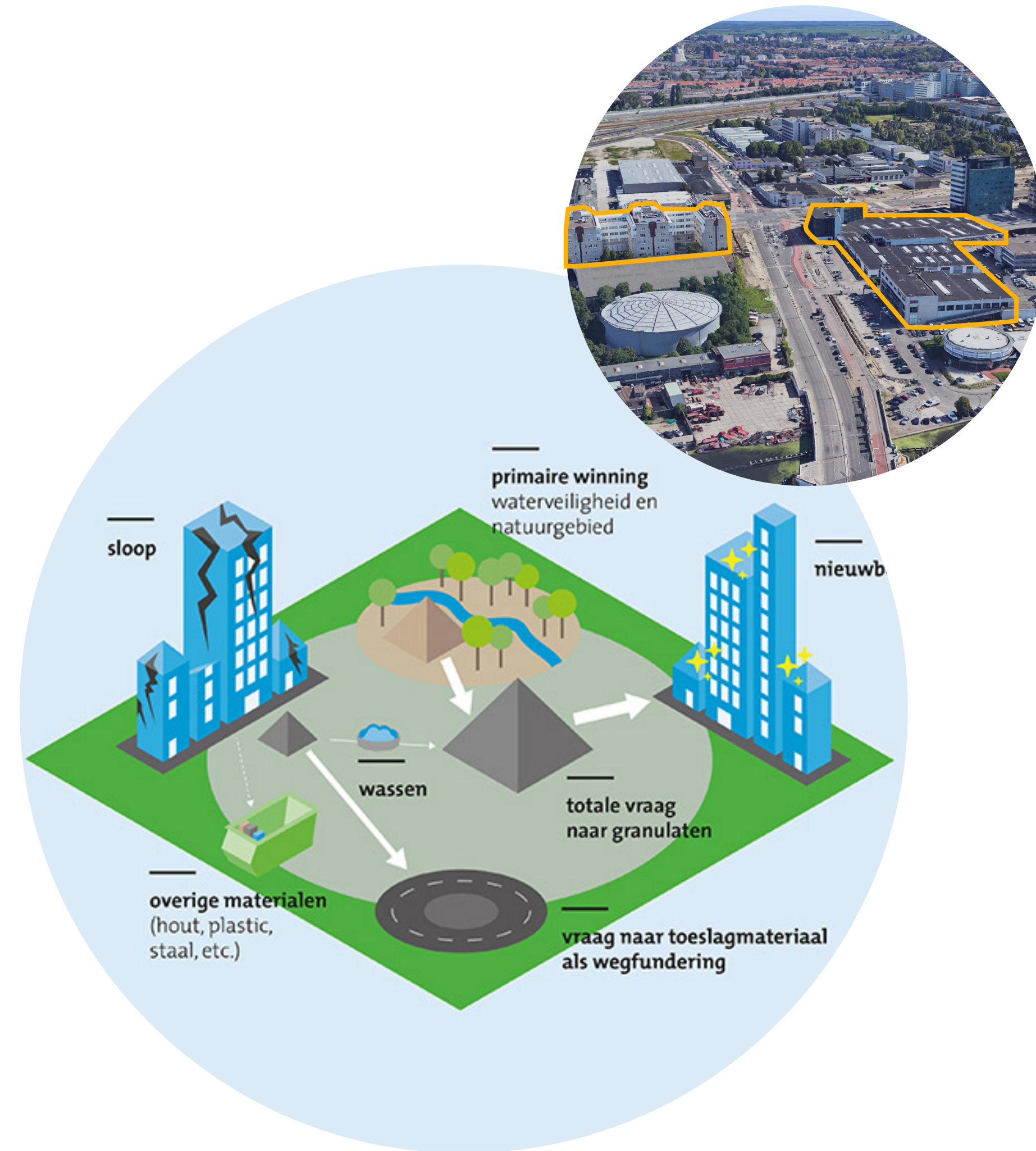
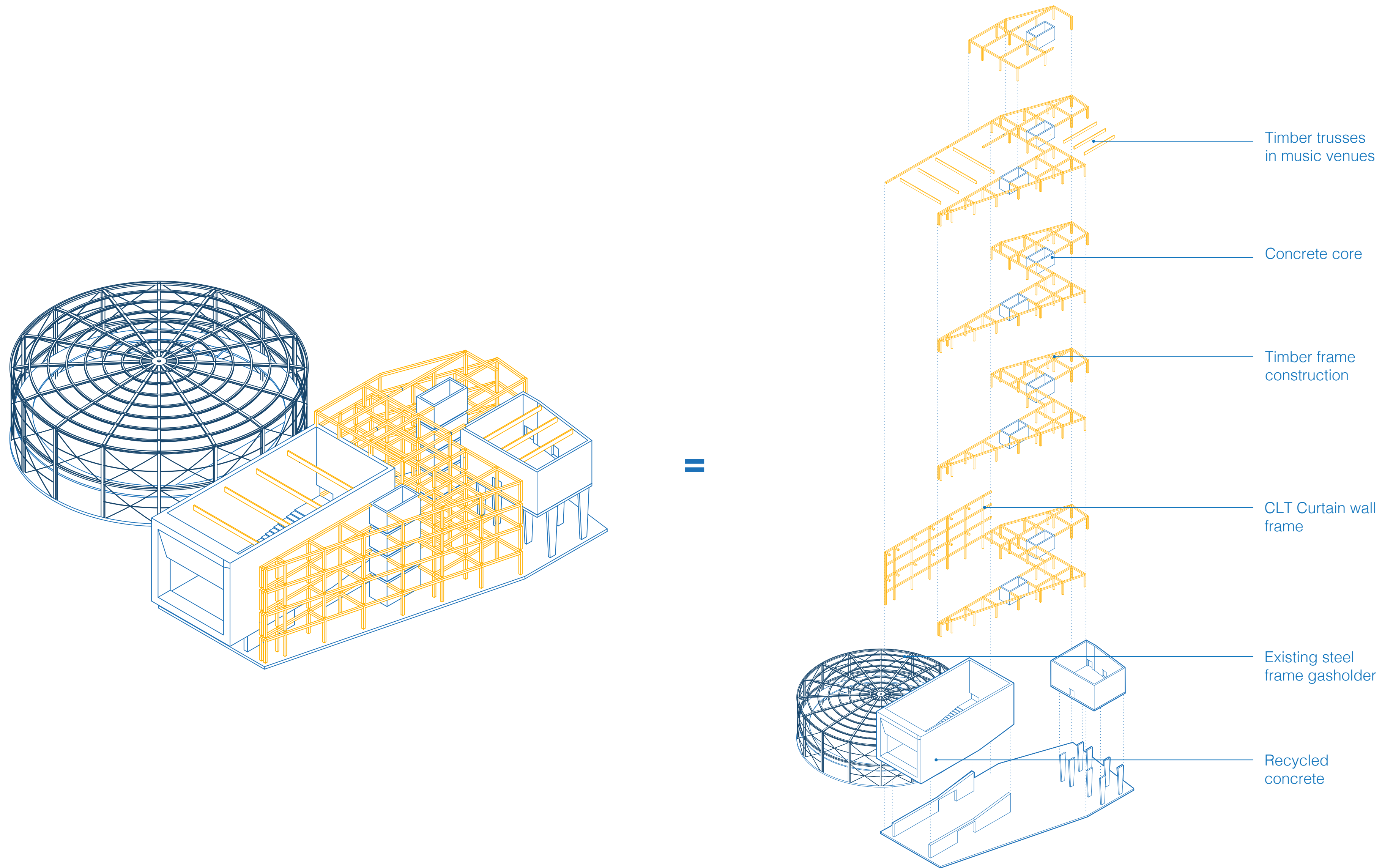
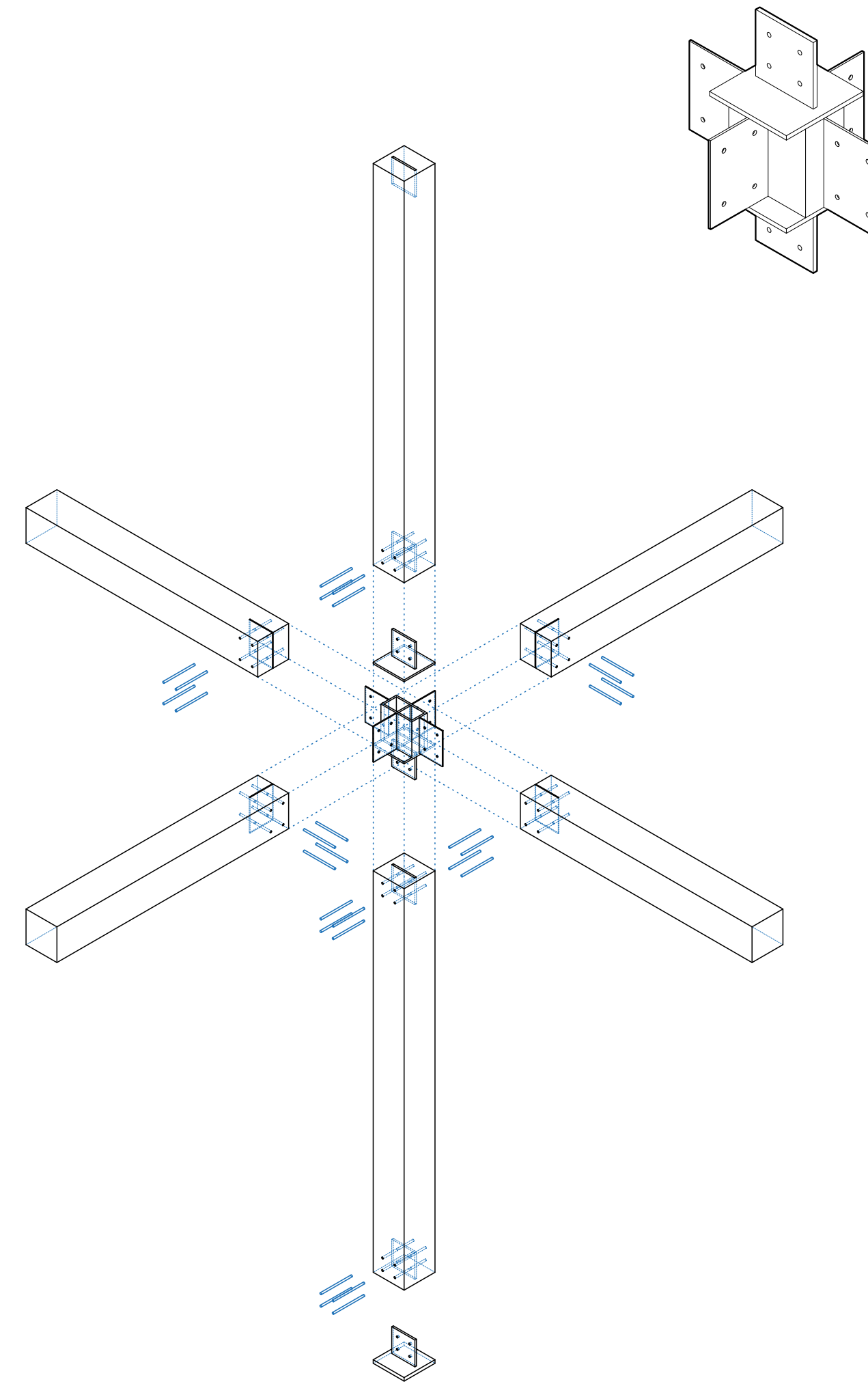
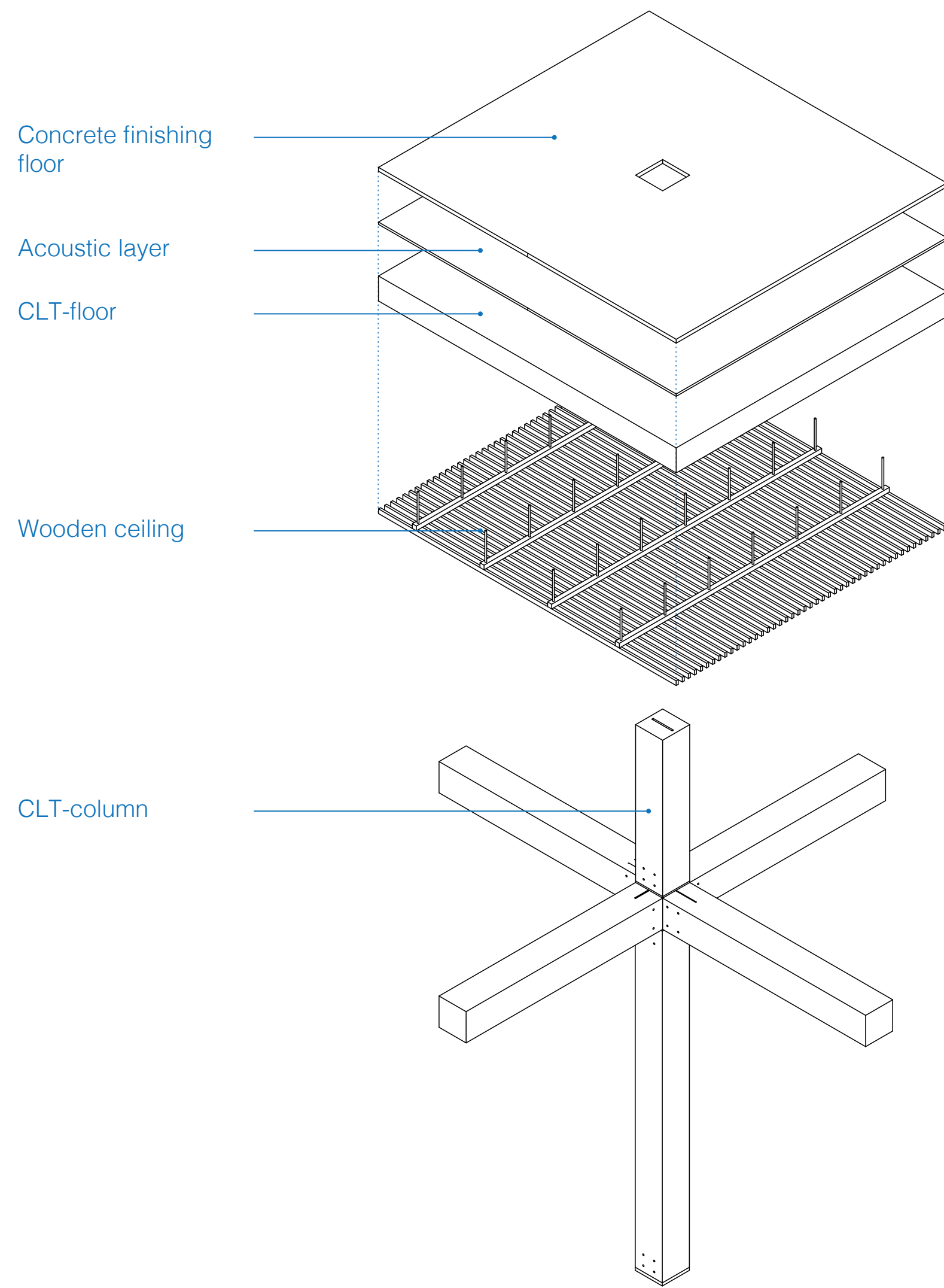


Image 1 is from Inbo
Image 2 is from Cascade

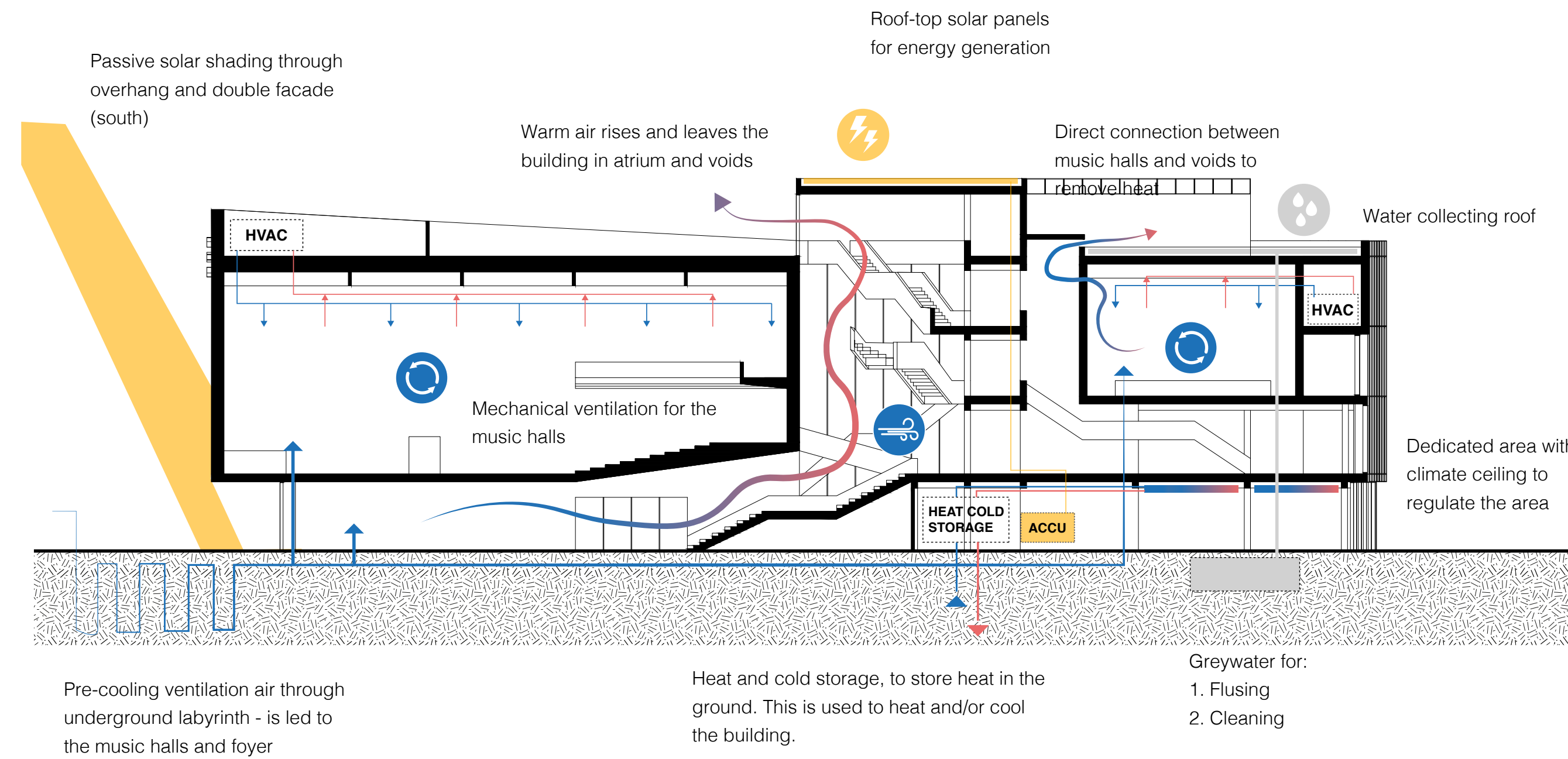
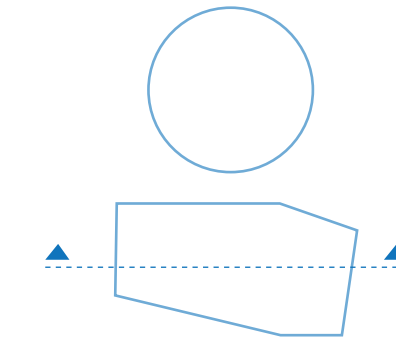
Used construction methodes



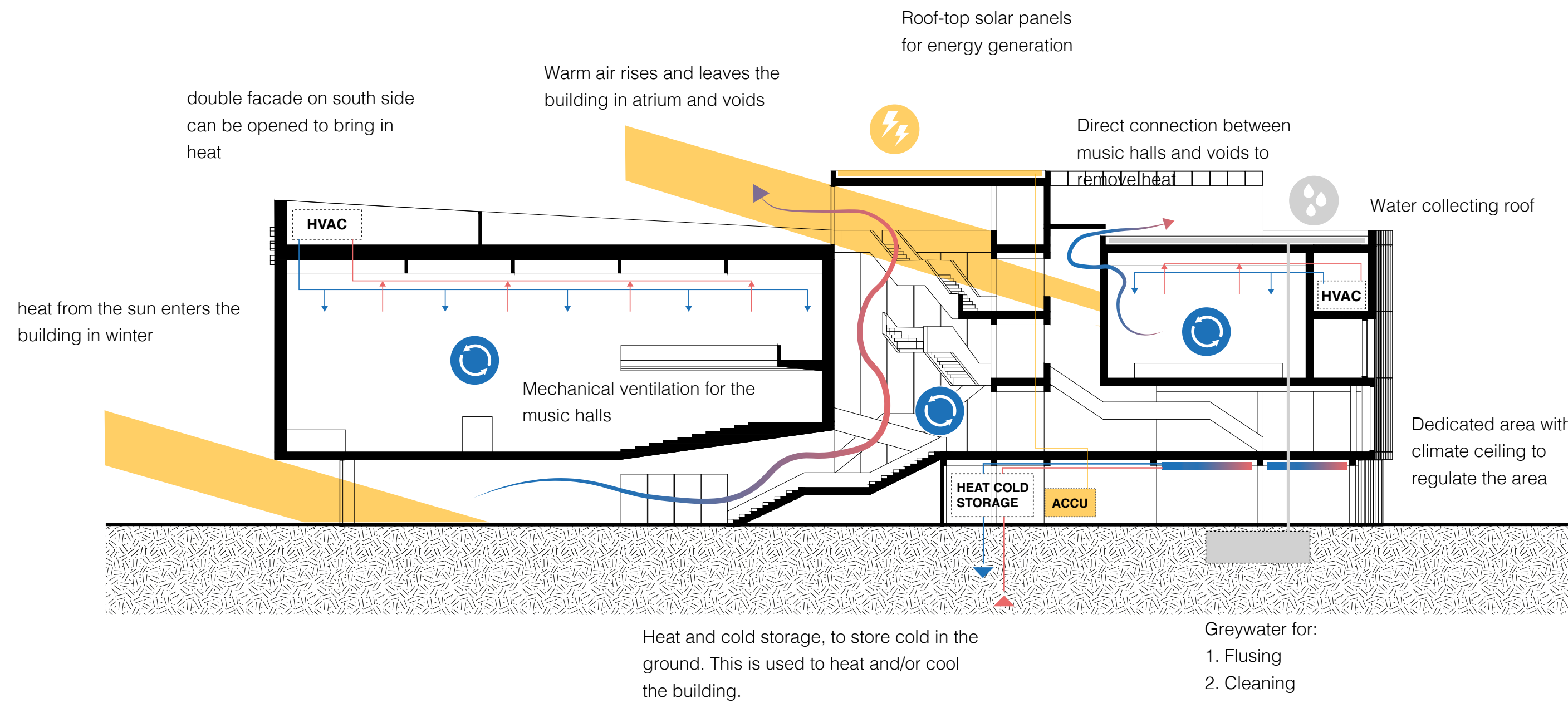
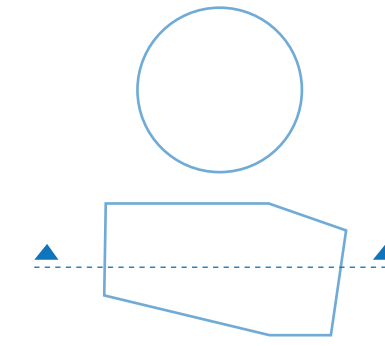
Hybrid construction



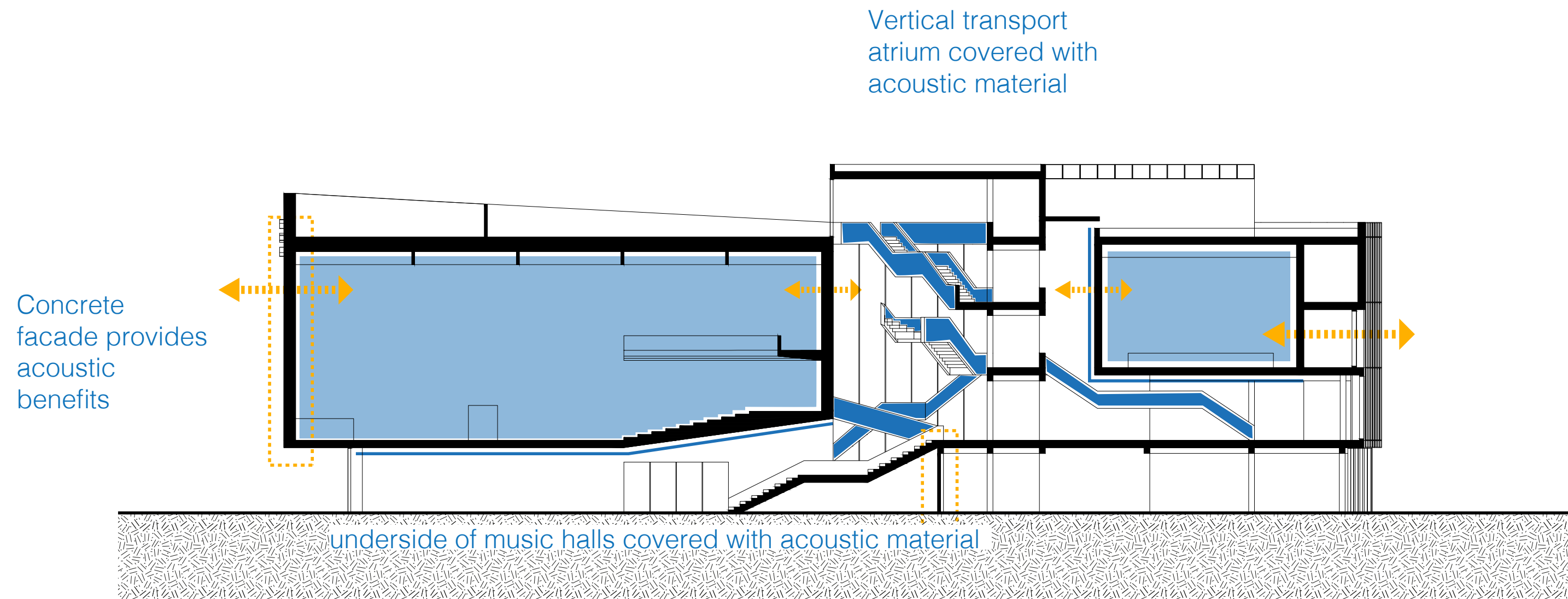
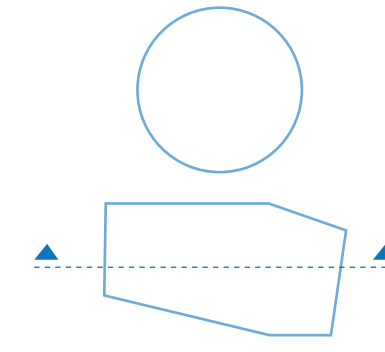
Timber connection

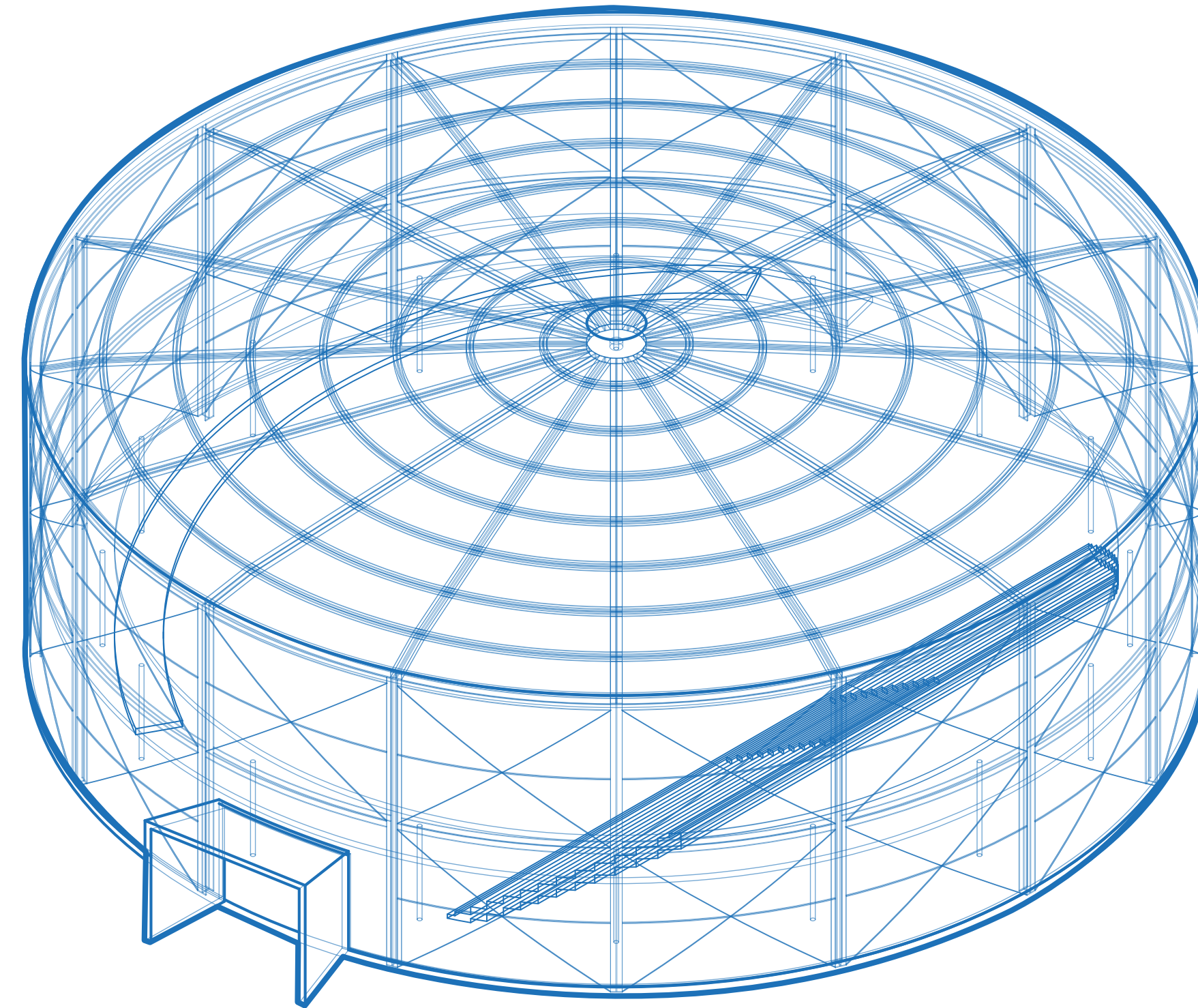


Climate concept - Summer



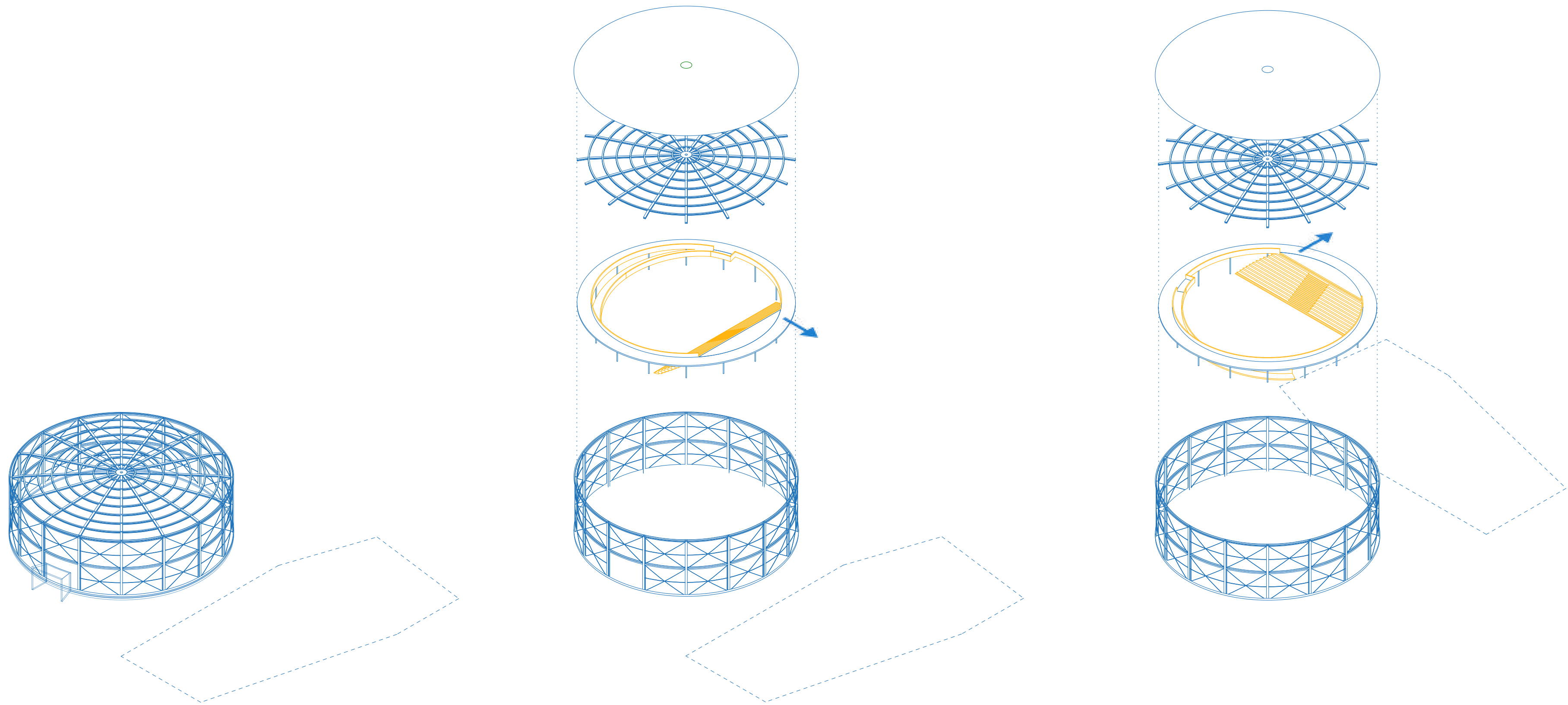
Climate concept - Winter

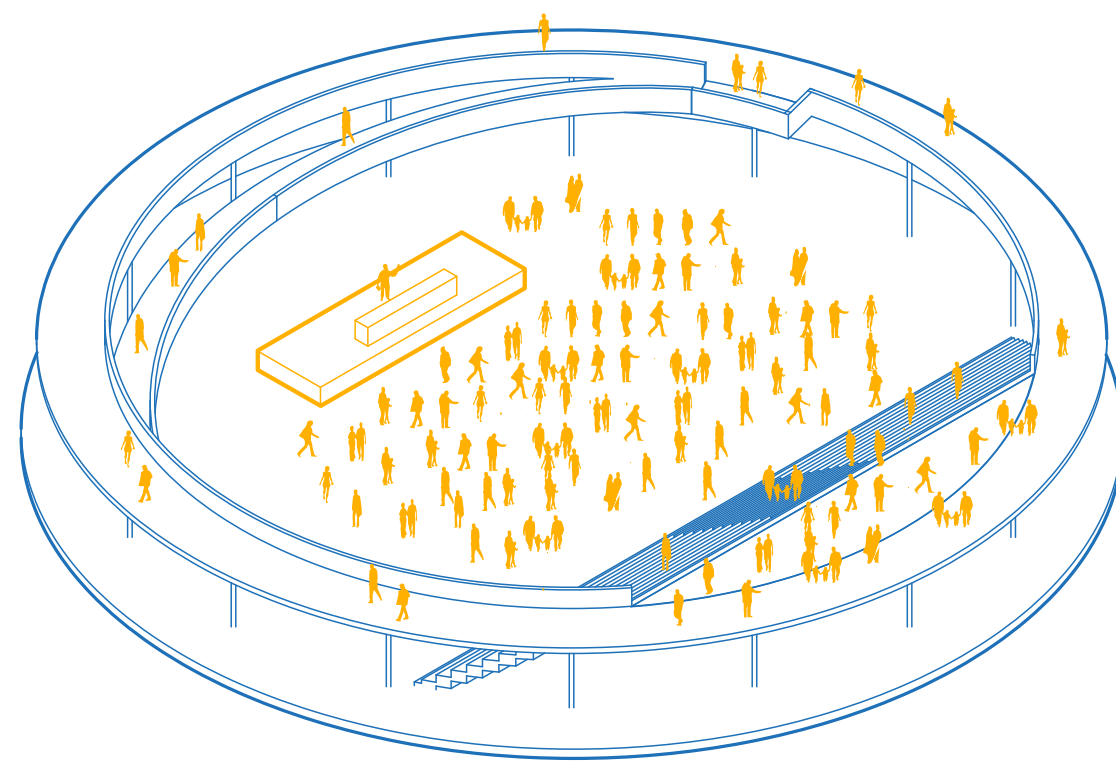




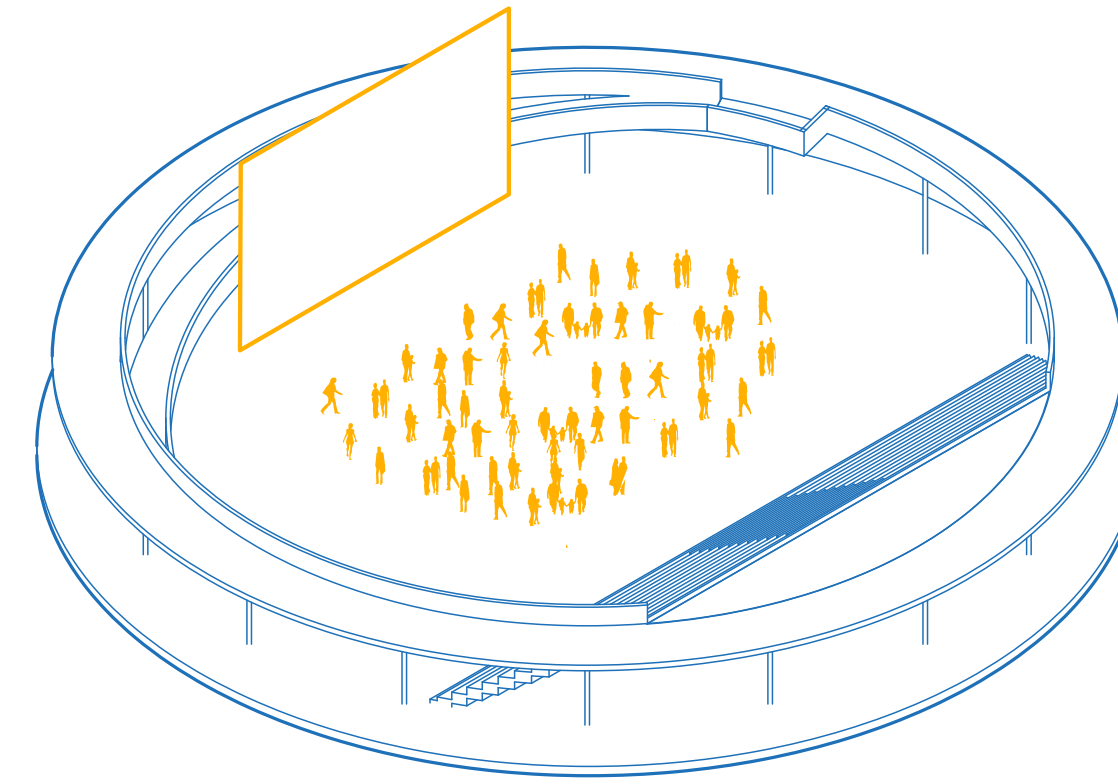
1100 m2 - 2000 people

Venue 1 - Allegro

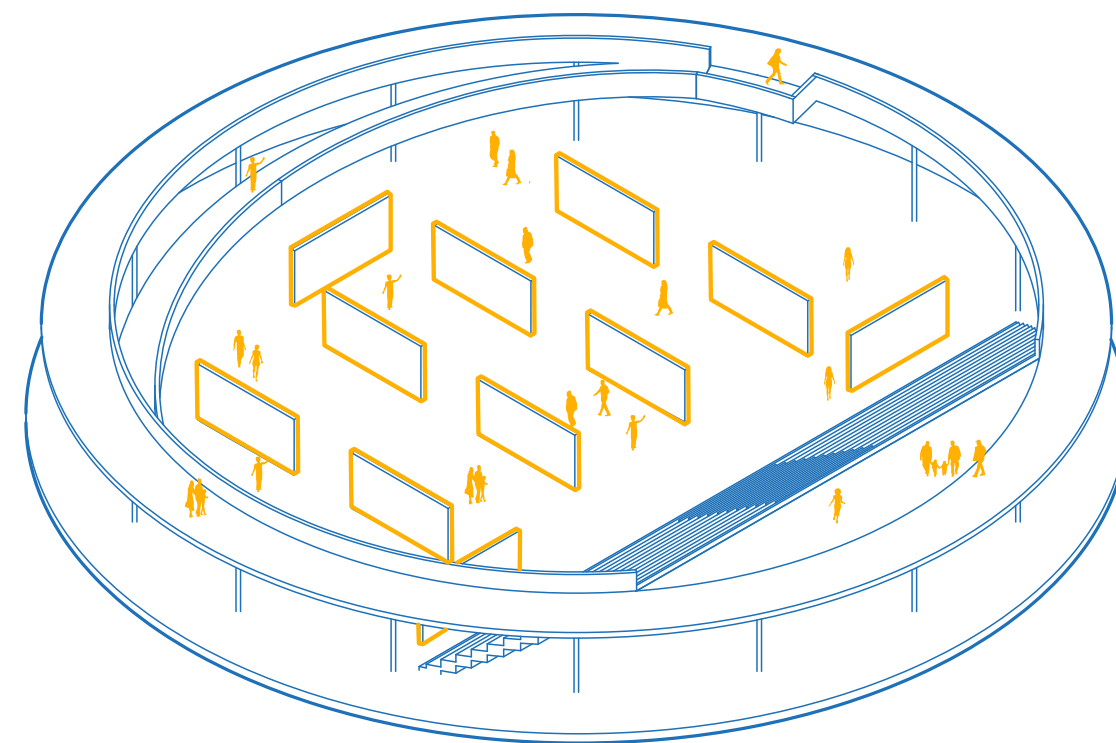




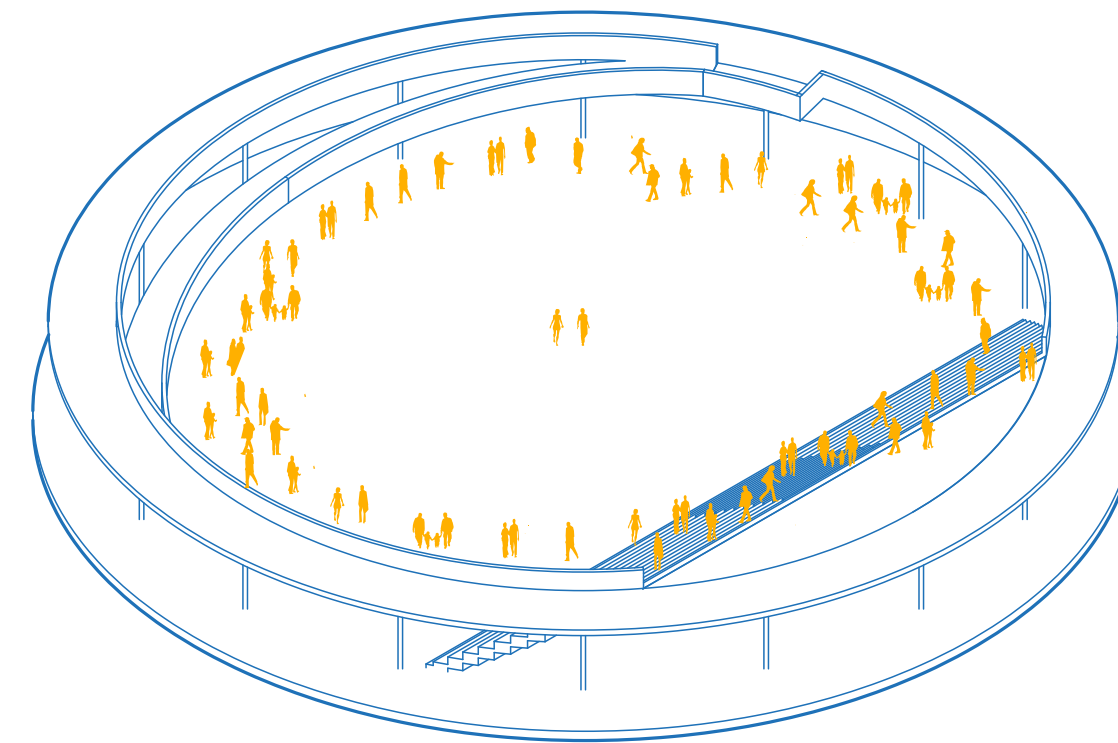
Music Venue



Movie theatre



Exhibition

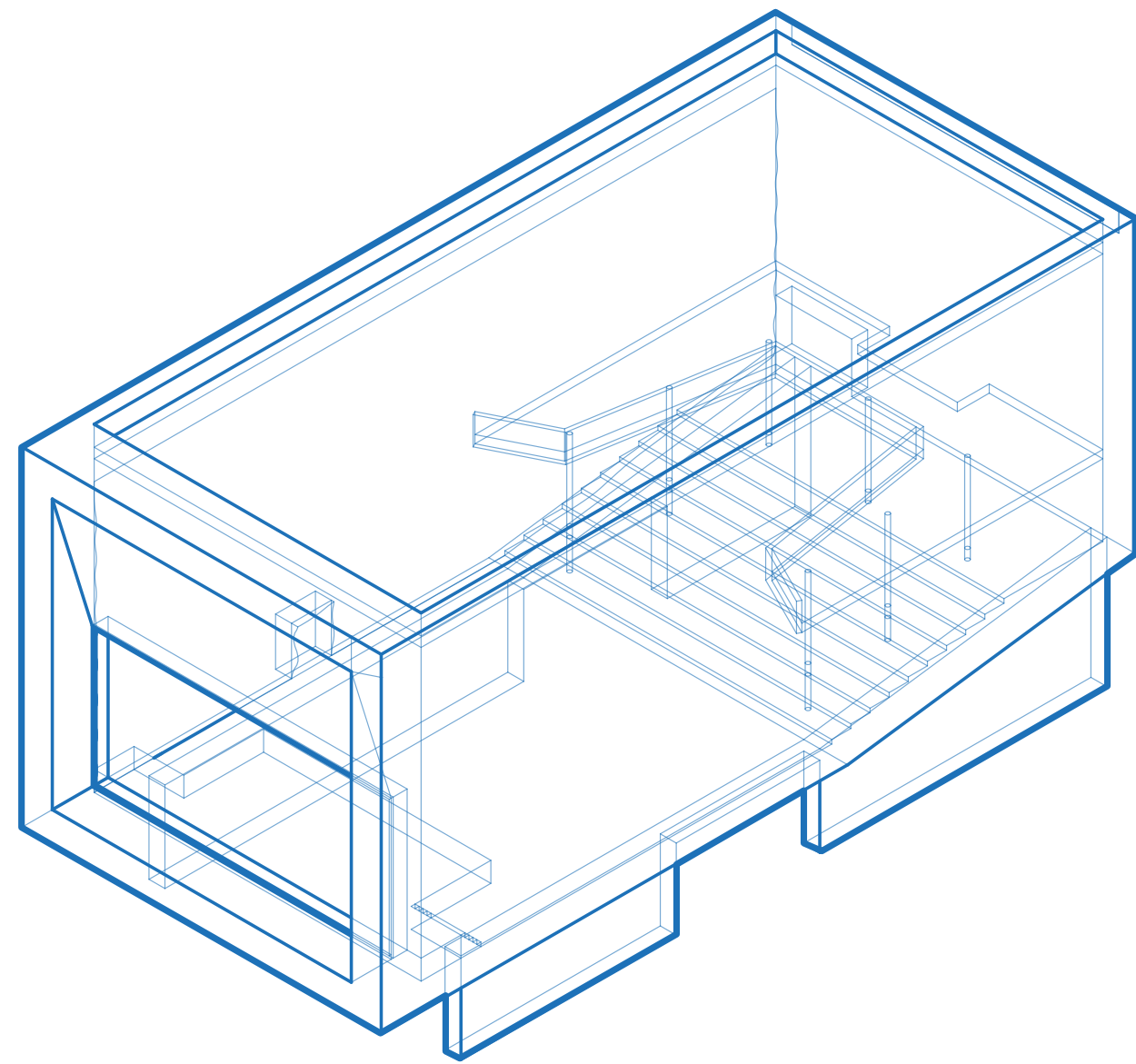


Performing arts

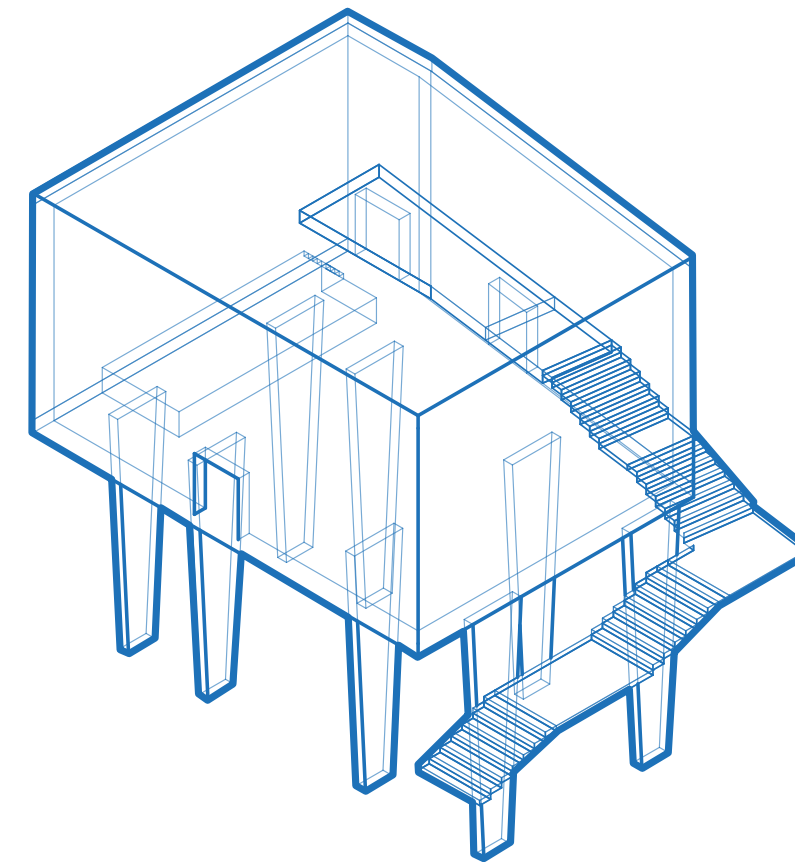
Multiplicity



Music performance



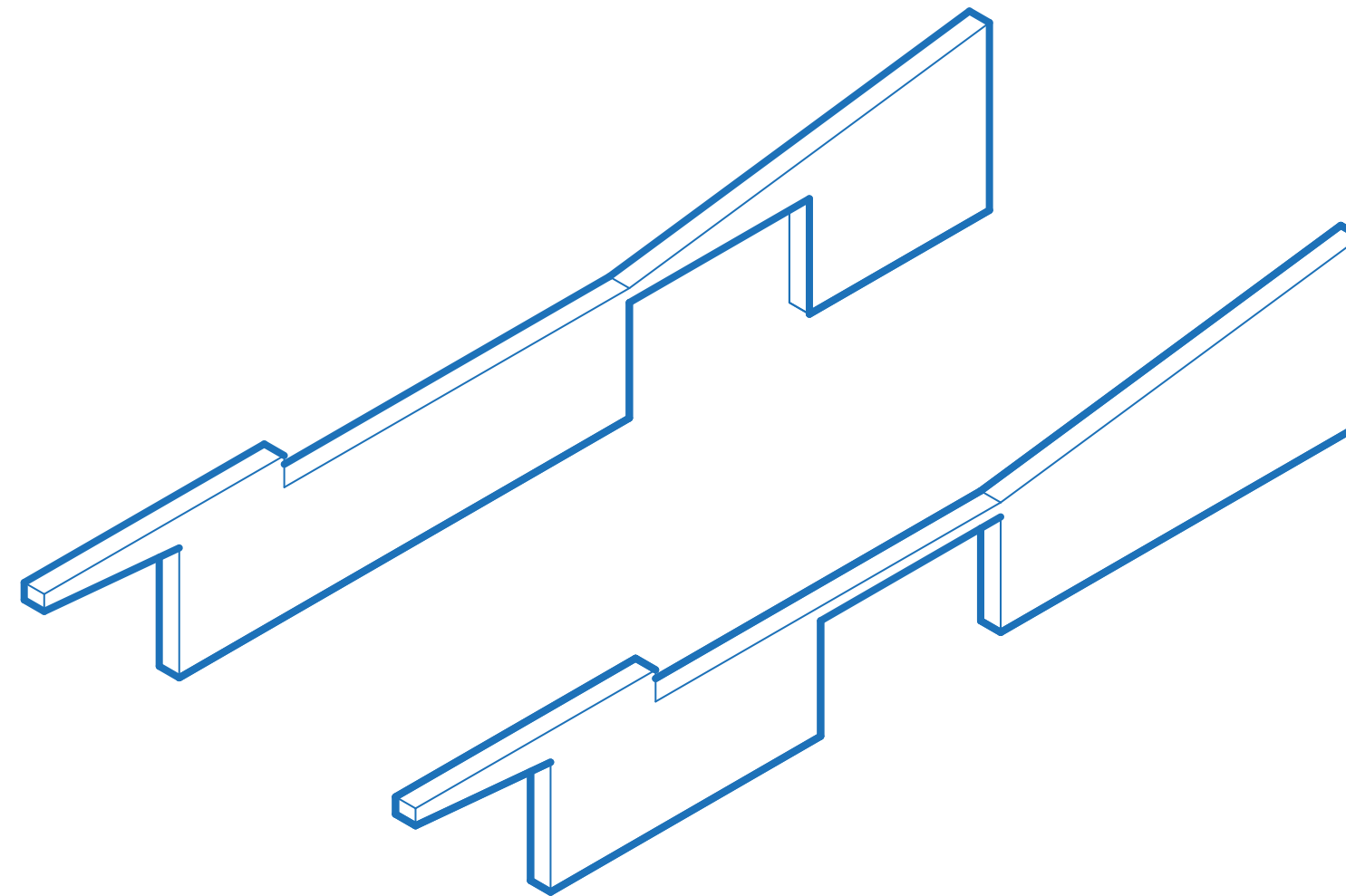
600 m2
1000 people



200 m2
350 people

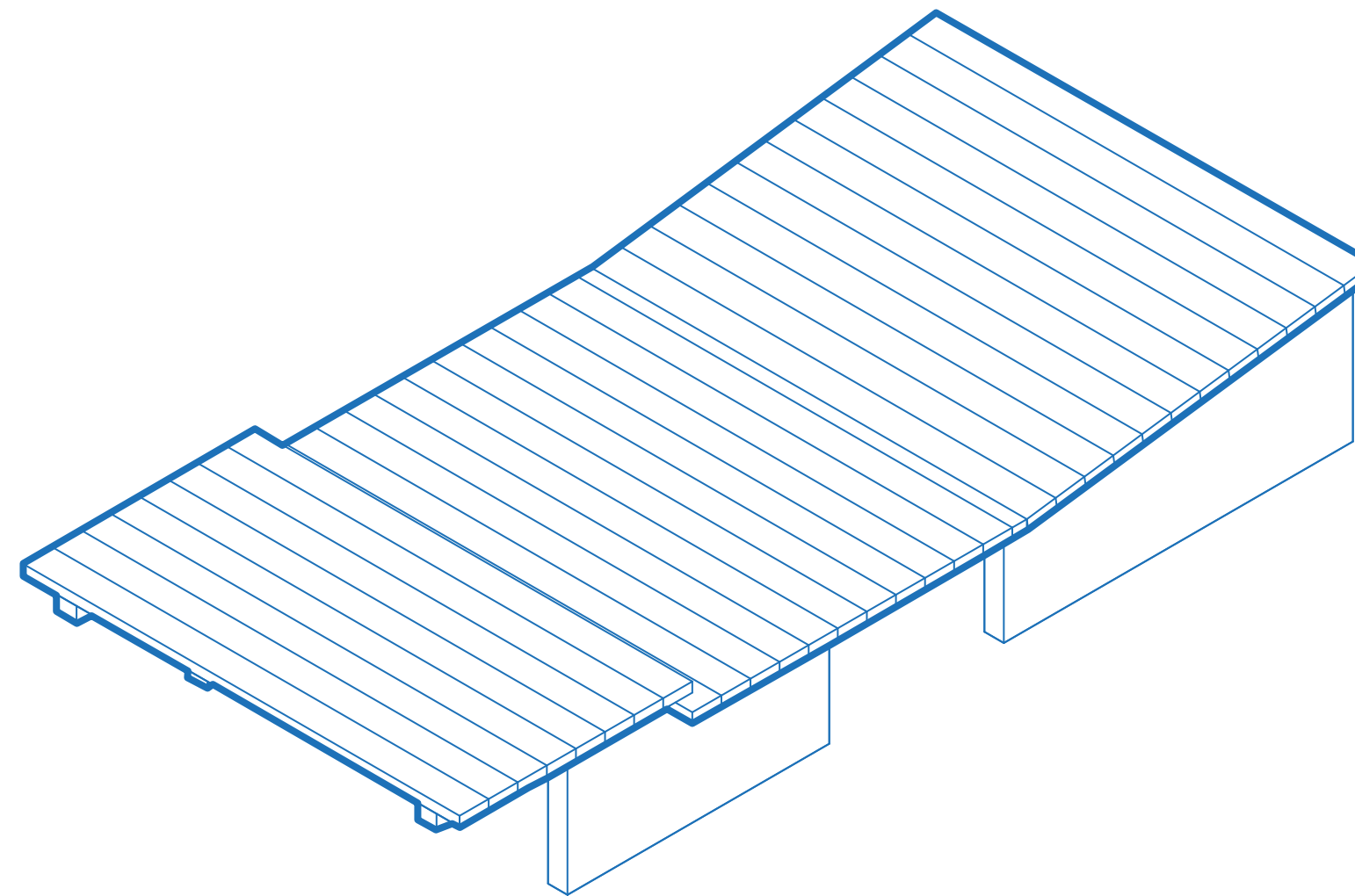
Venue 2 - Amplified | Venue 3 - Dolce

Pre cast Walls

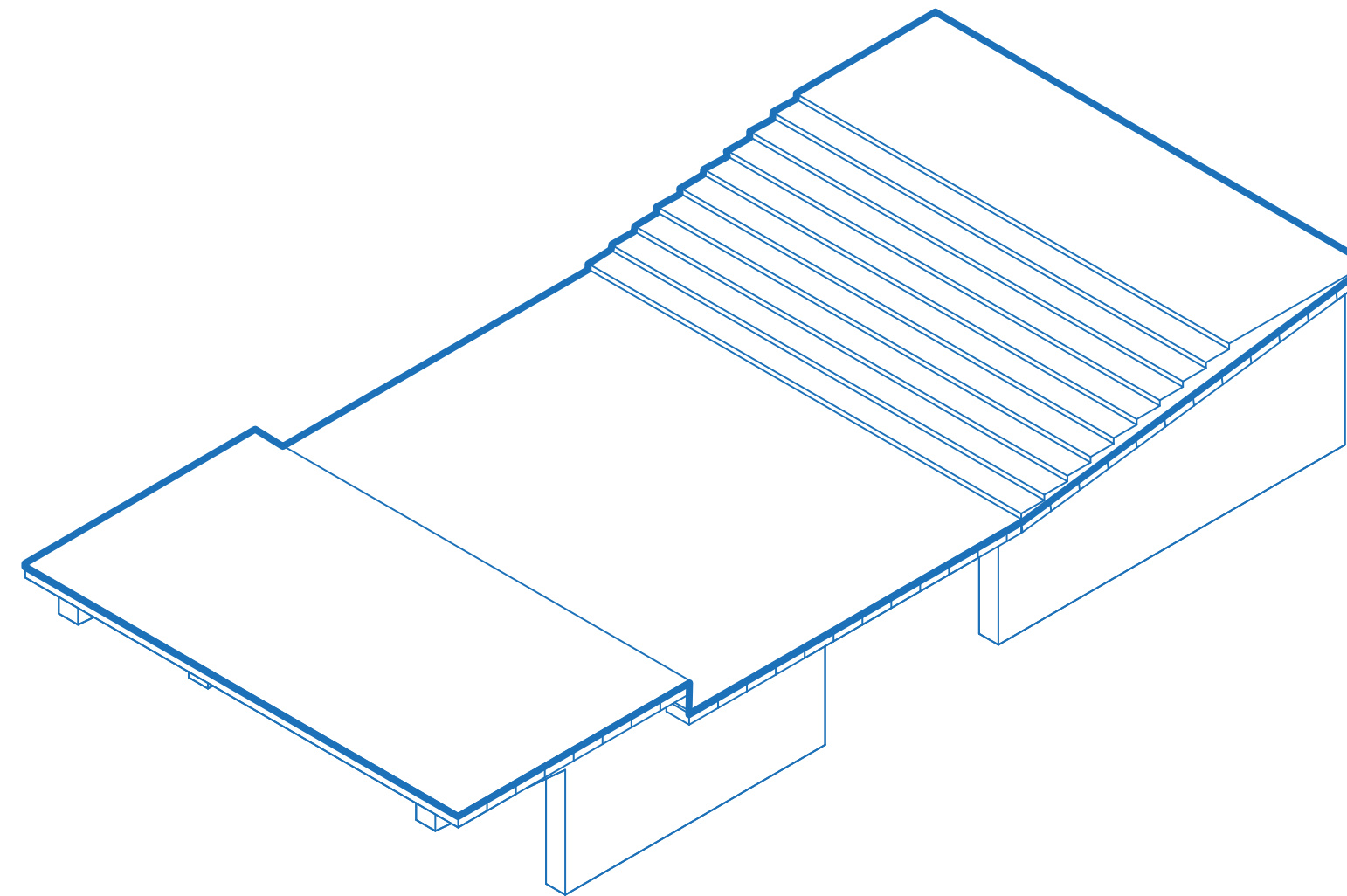


Build-up Venue 2

Hollow core slab

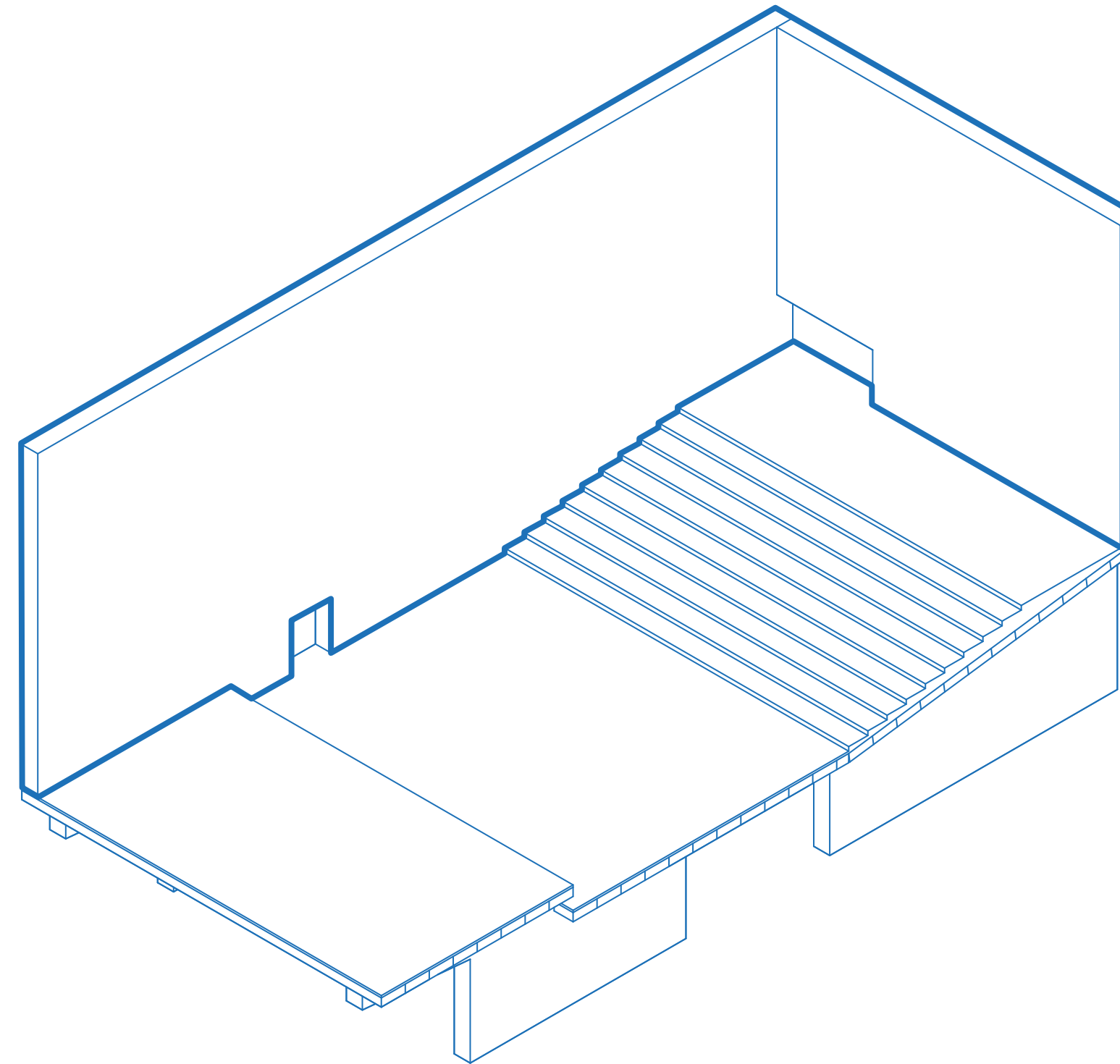


In-situ concrete



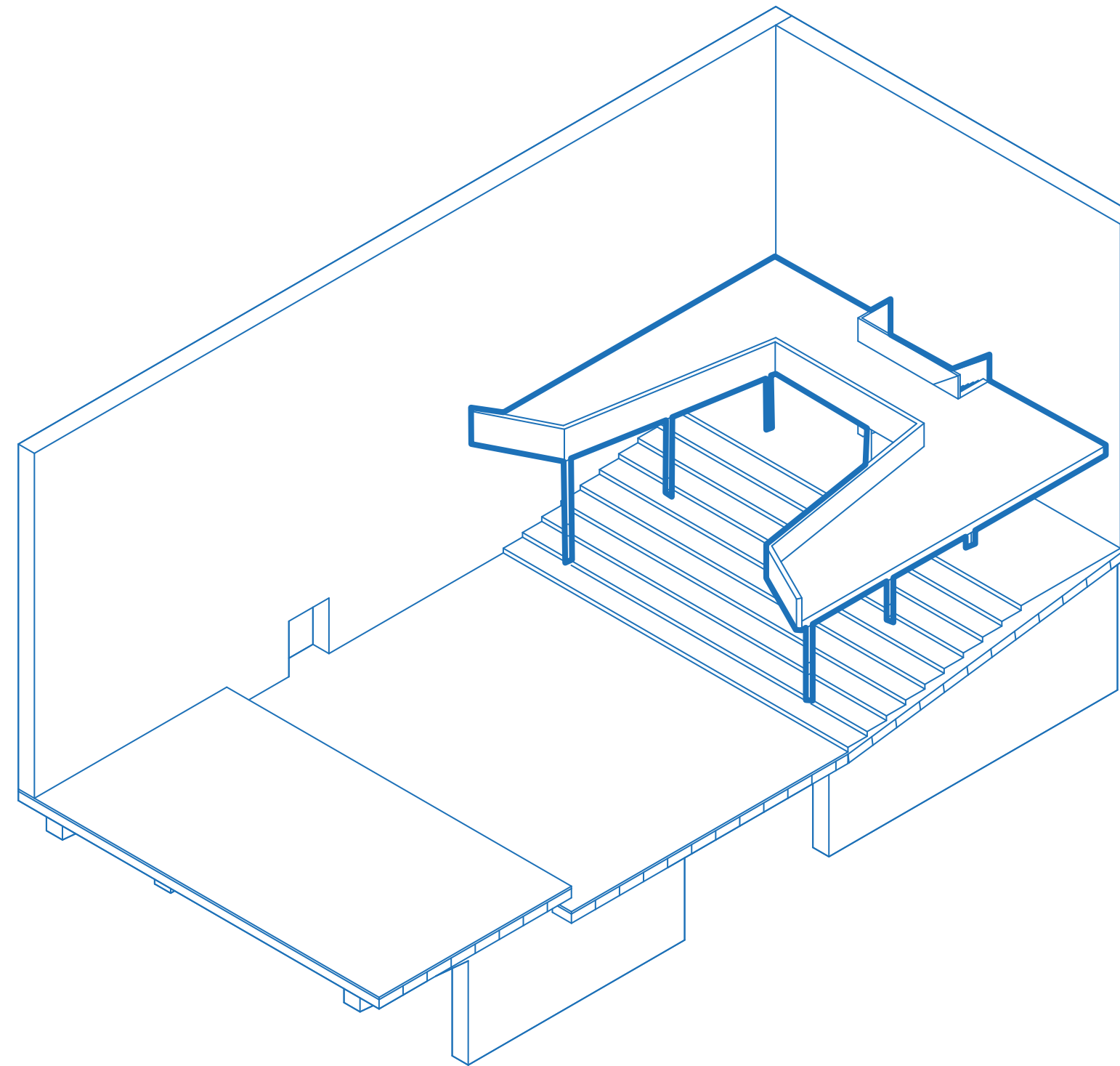
Build-up Venue 2

Pre cast Walls

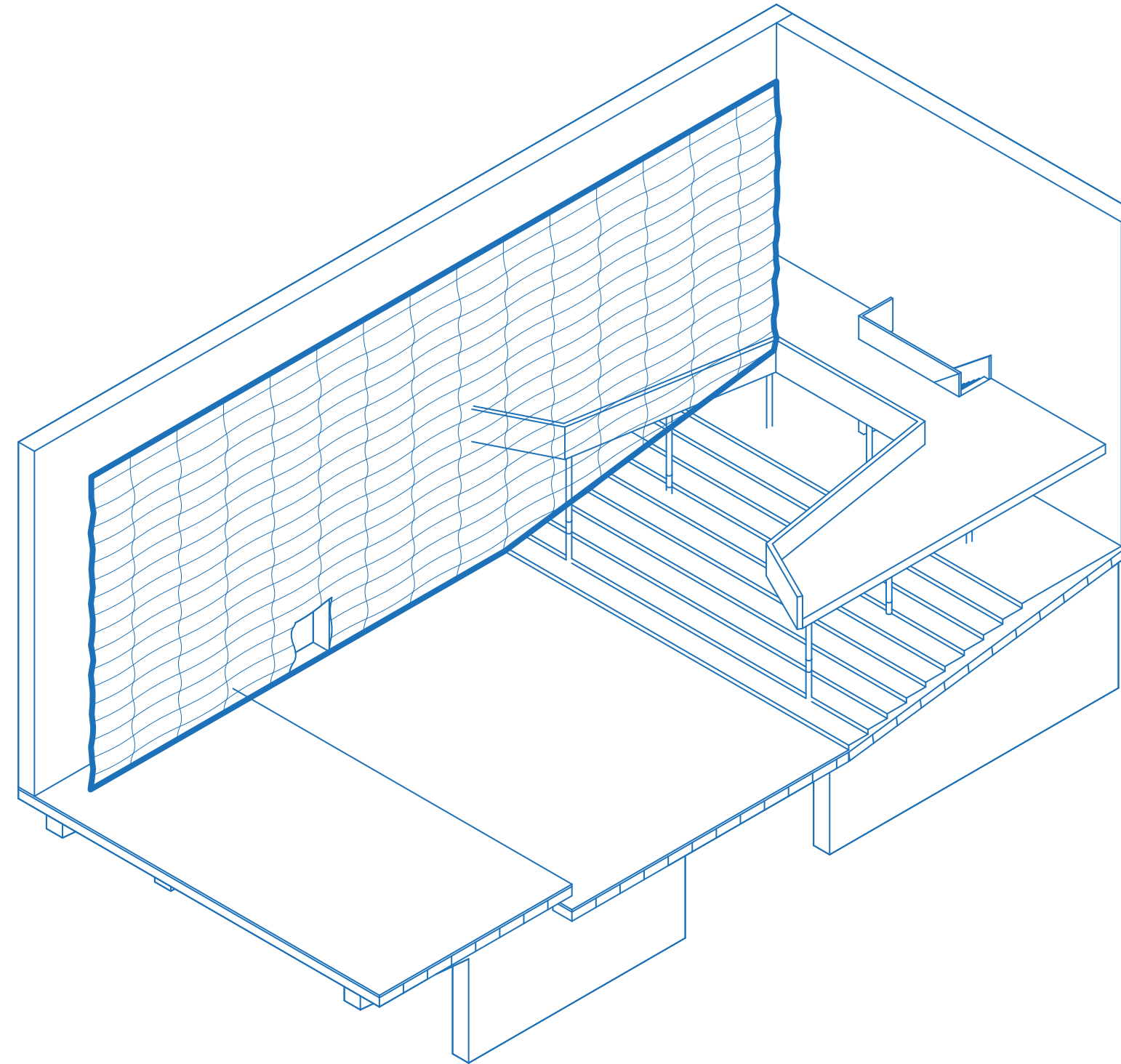


Build-up Venue 2

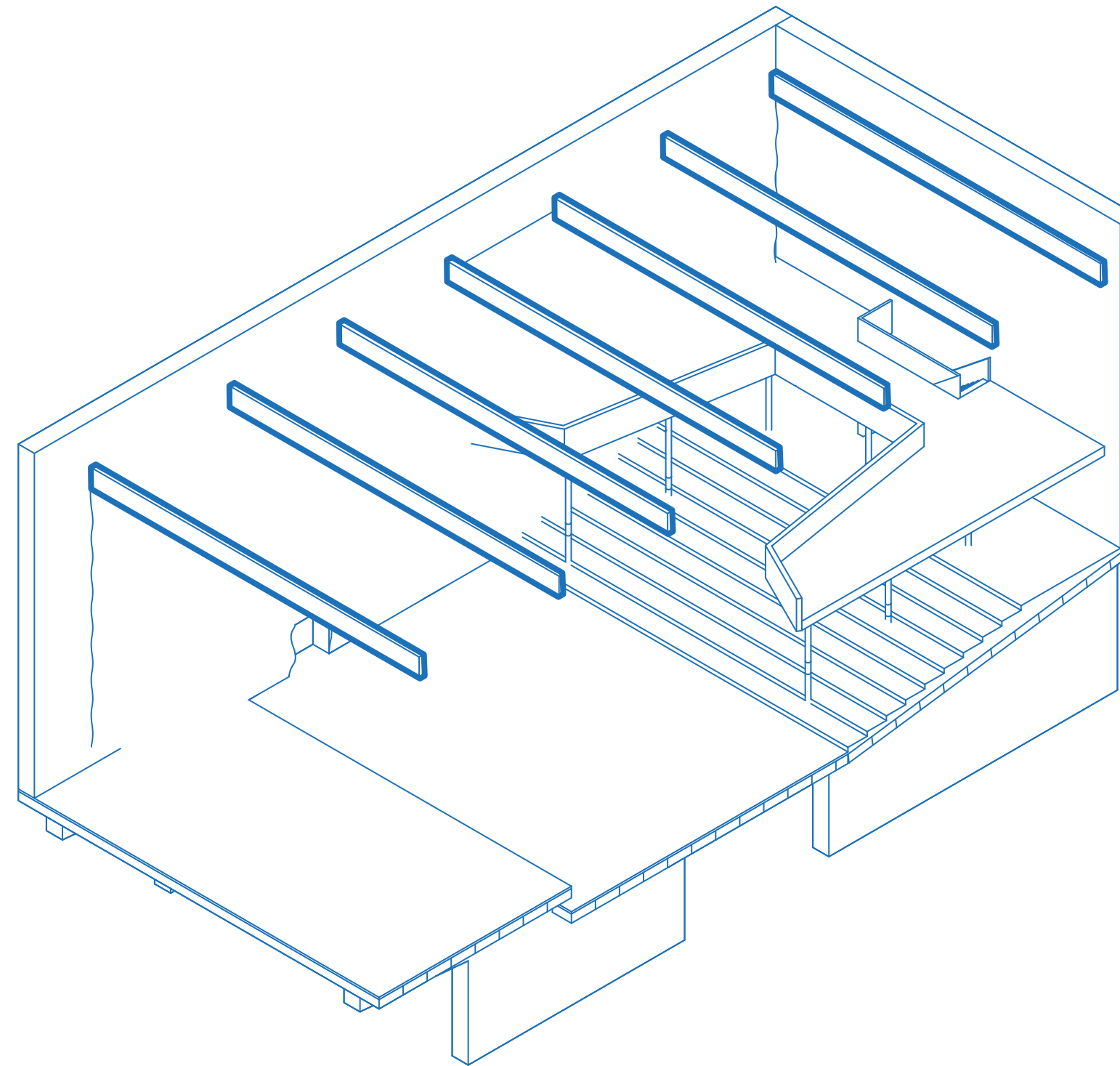
Balcony (steel construction)



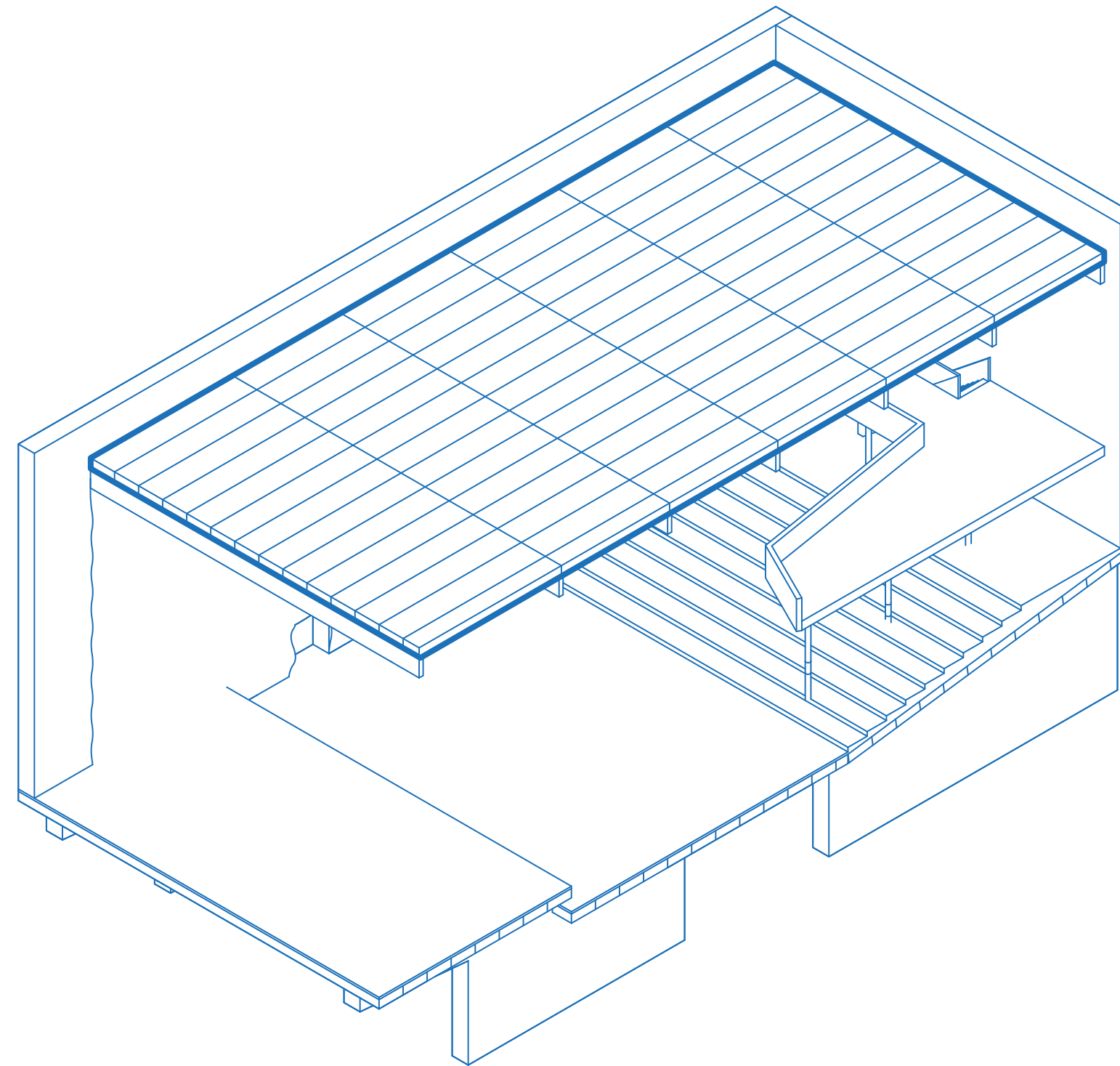
Acoustic wall design



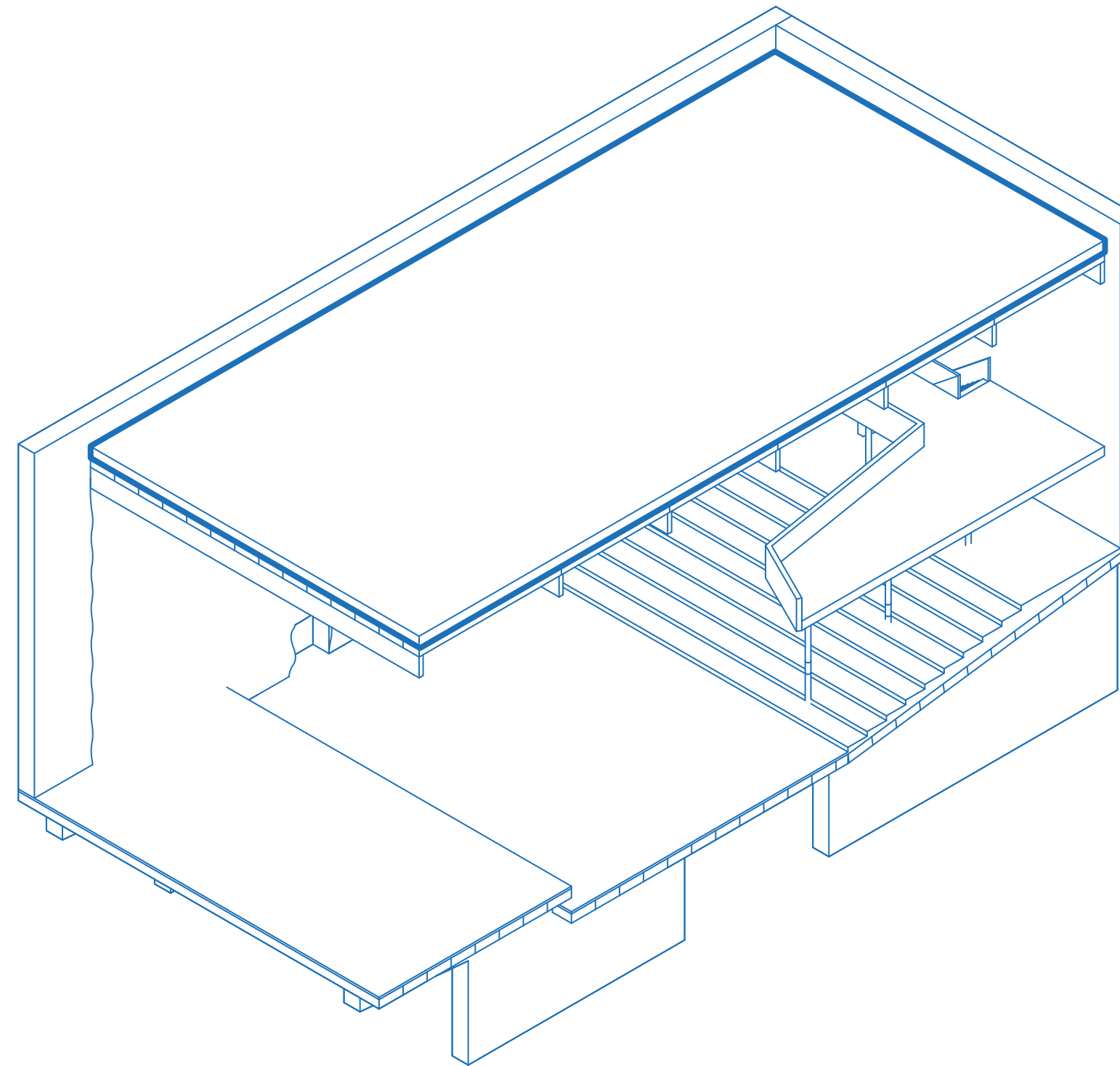
Timber trusses

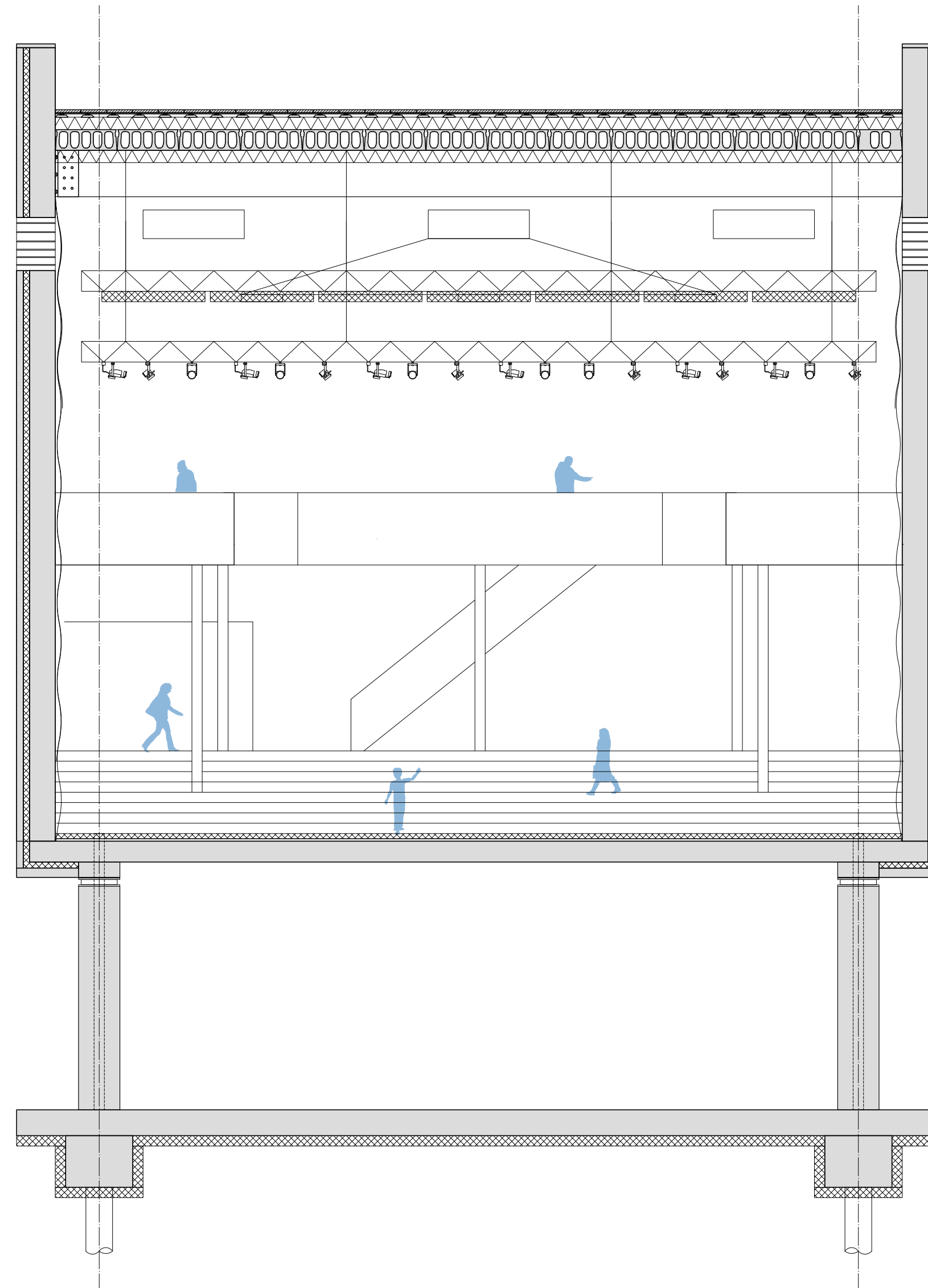


Hollow core roofslab

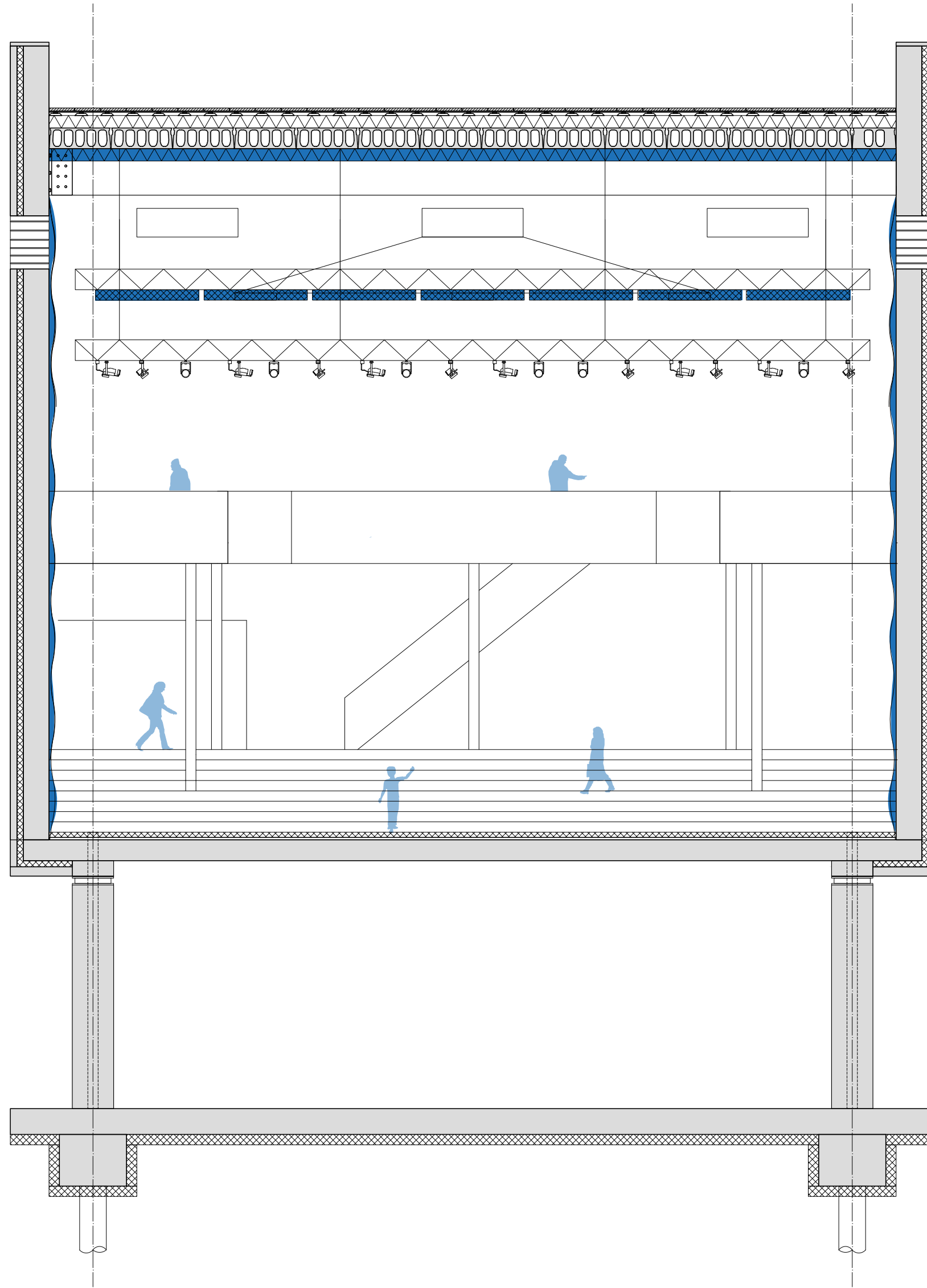


Public roof assembly

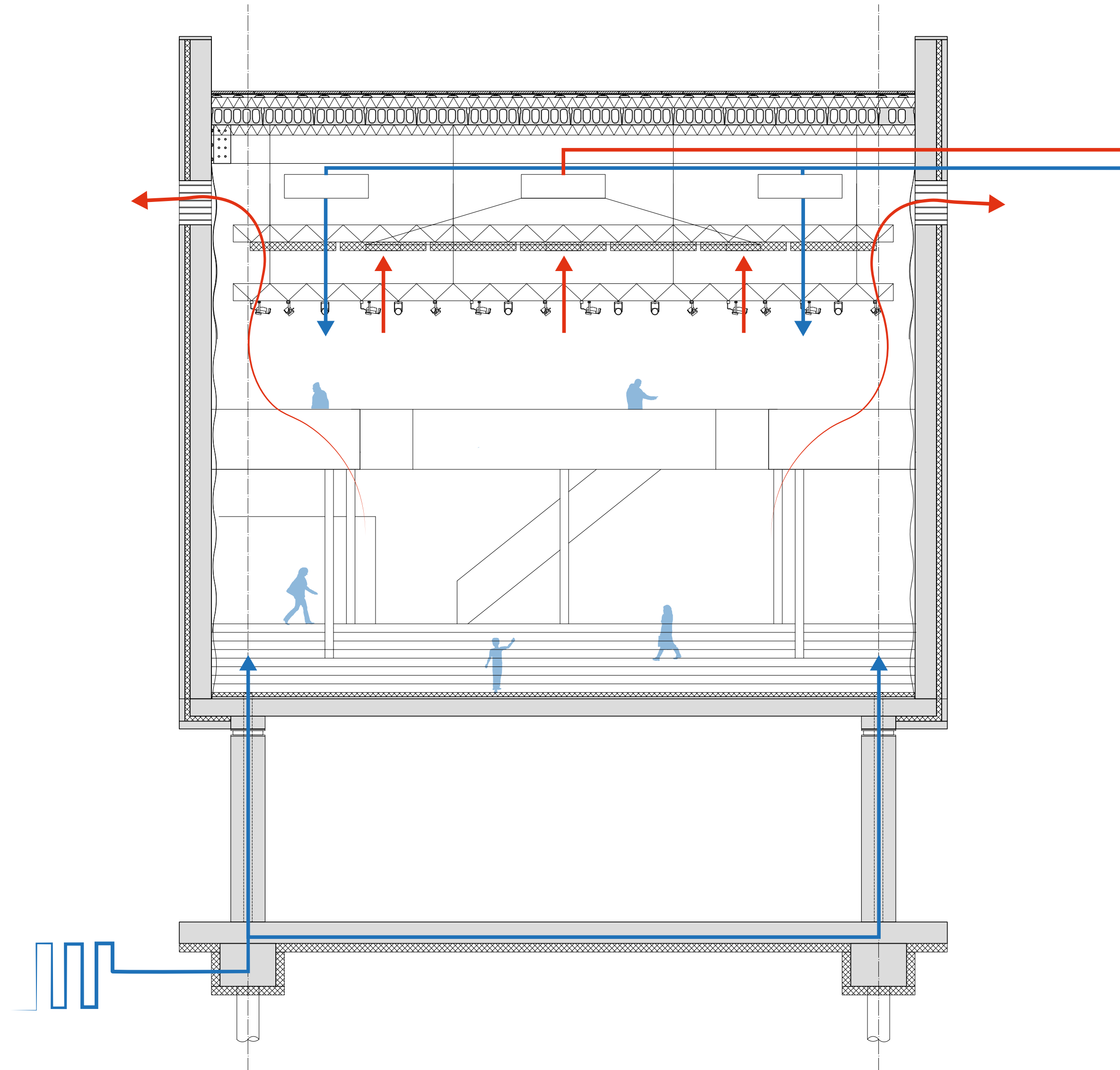




Cross-section Venue 2

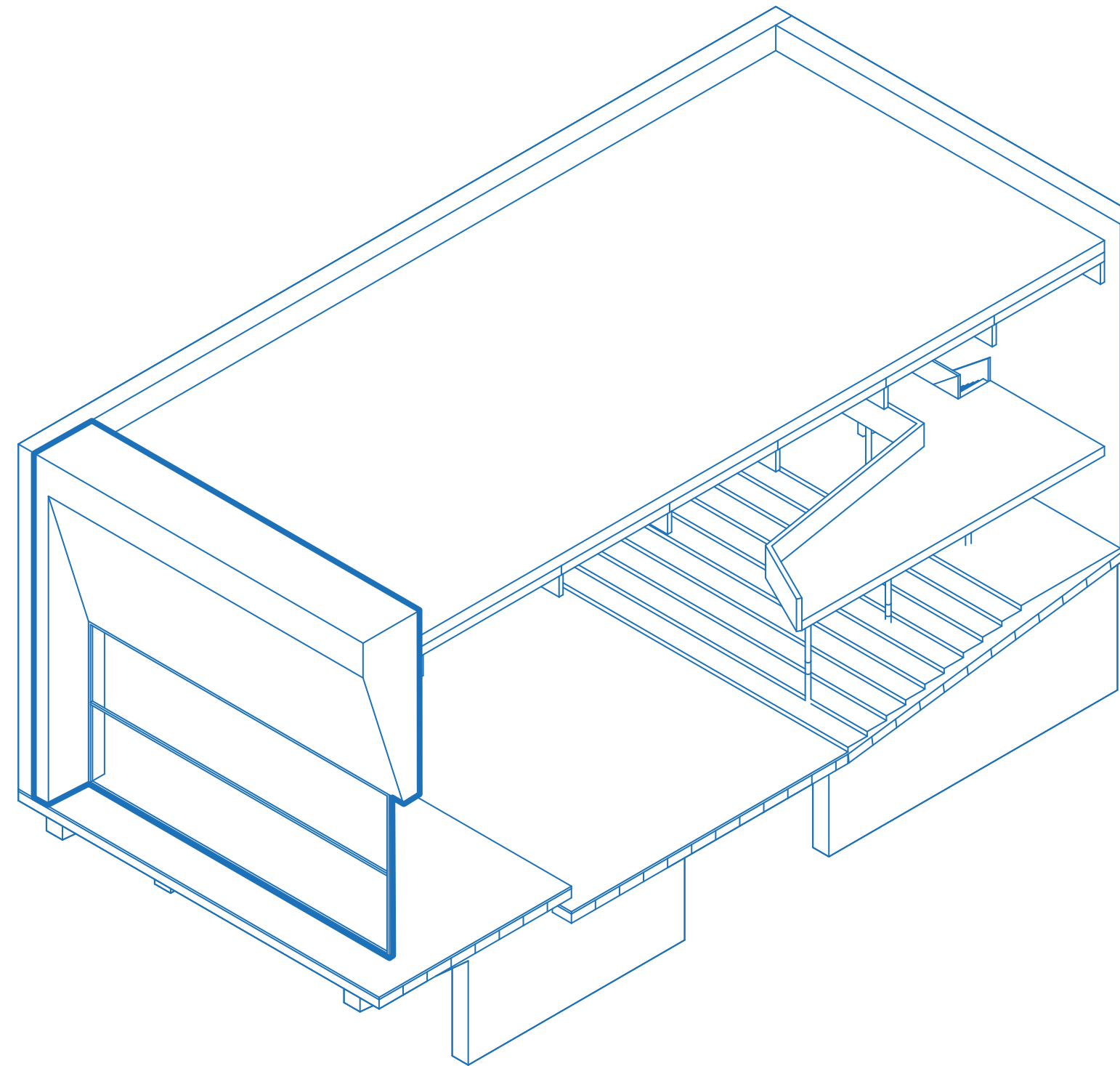


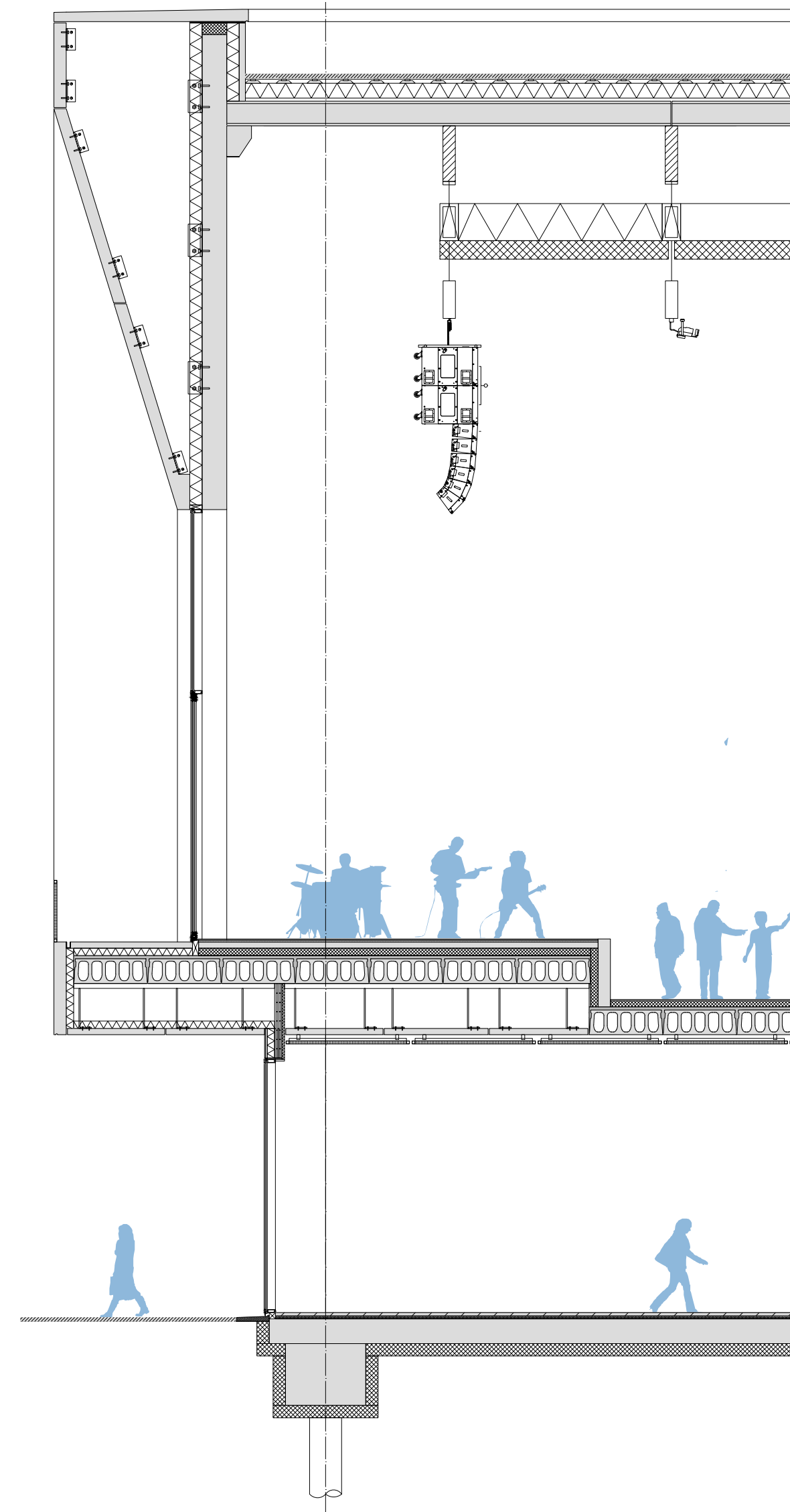
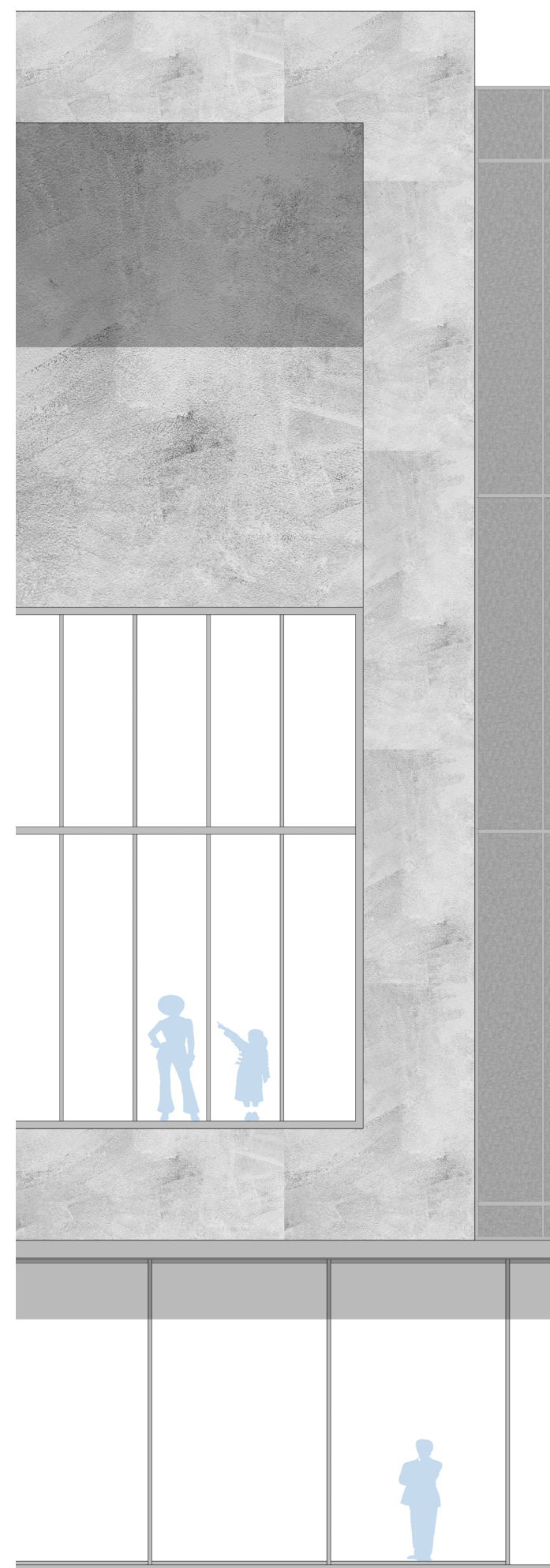
Acoustics Venue 2



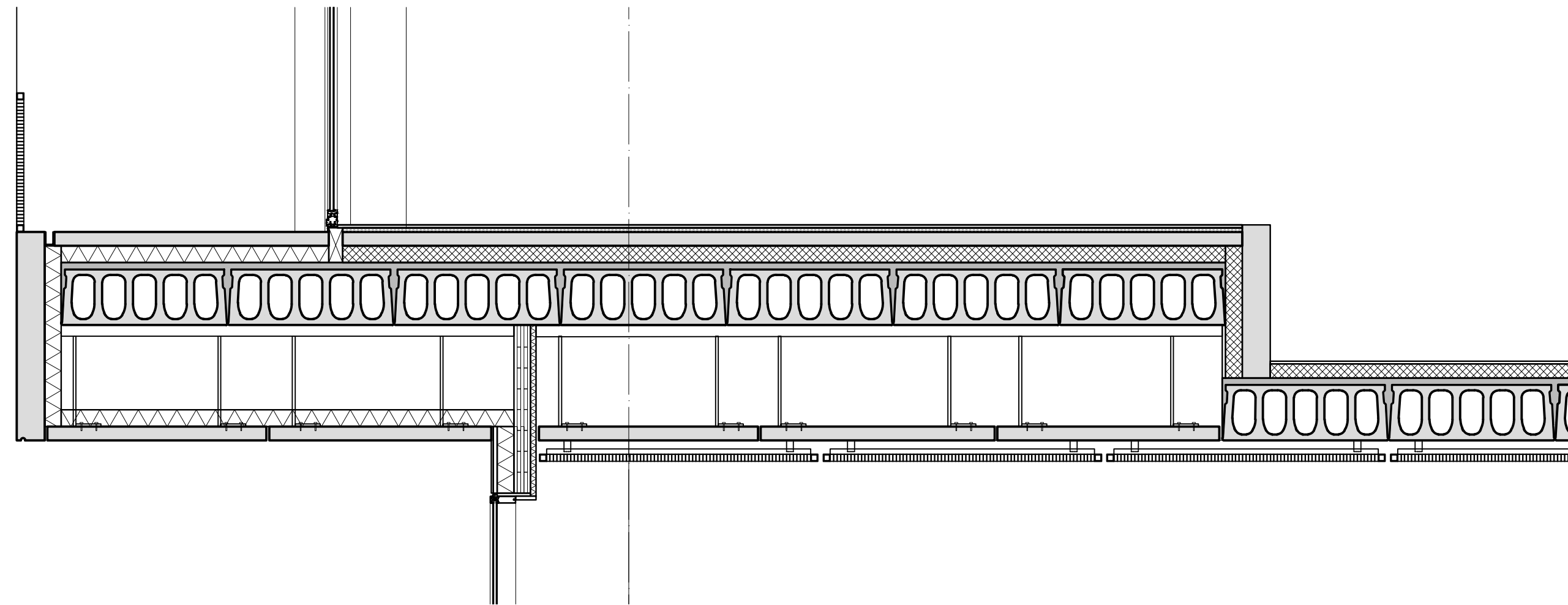
Climate Venue 2

Front wall element



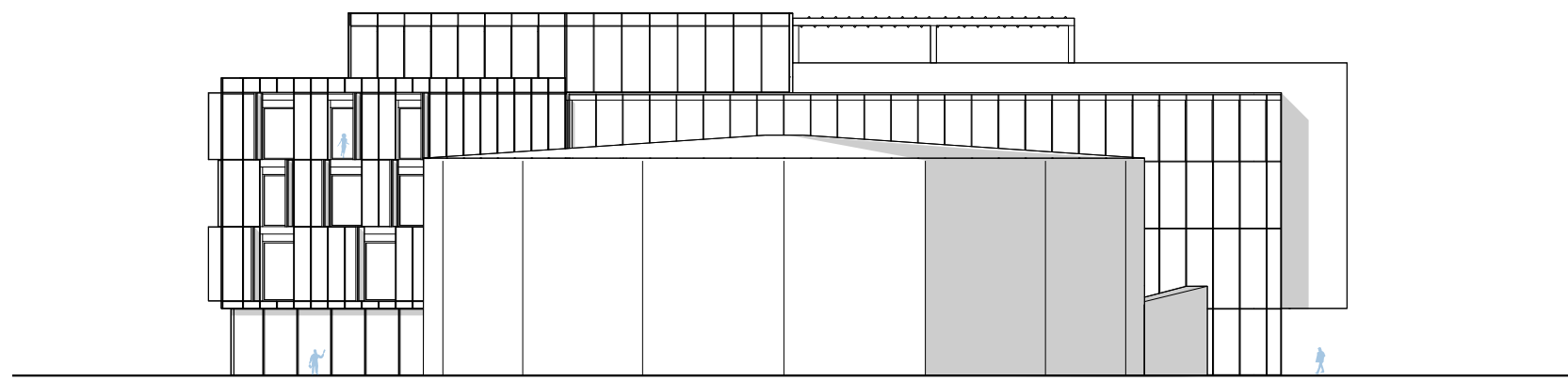


Fragment facade

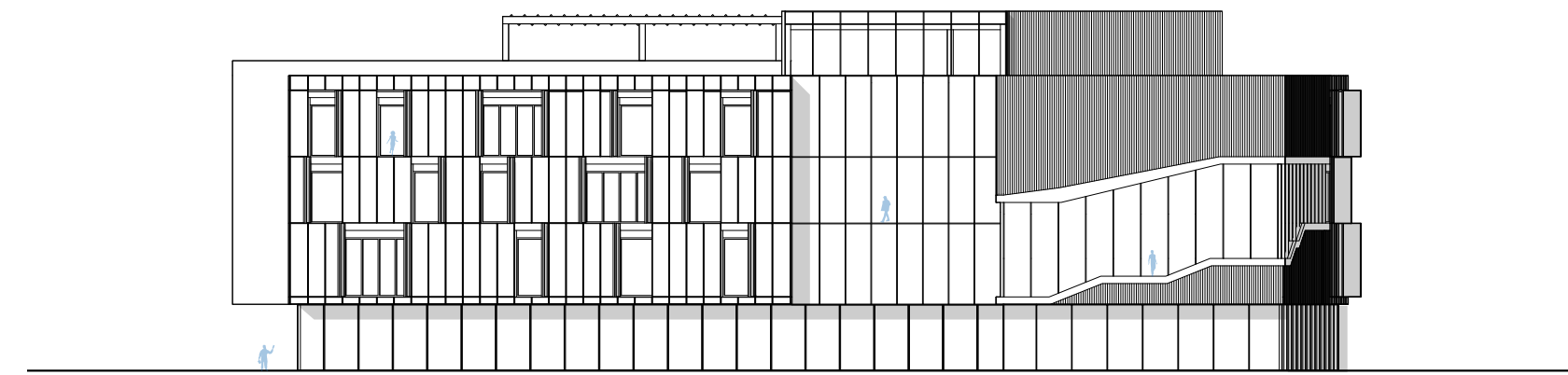




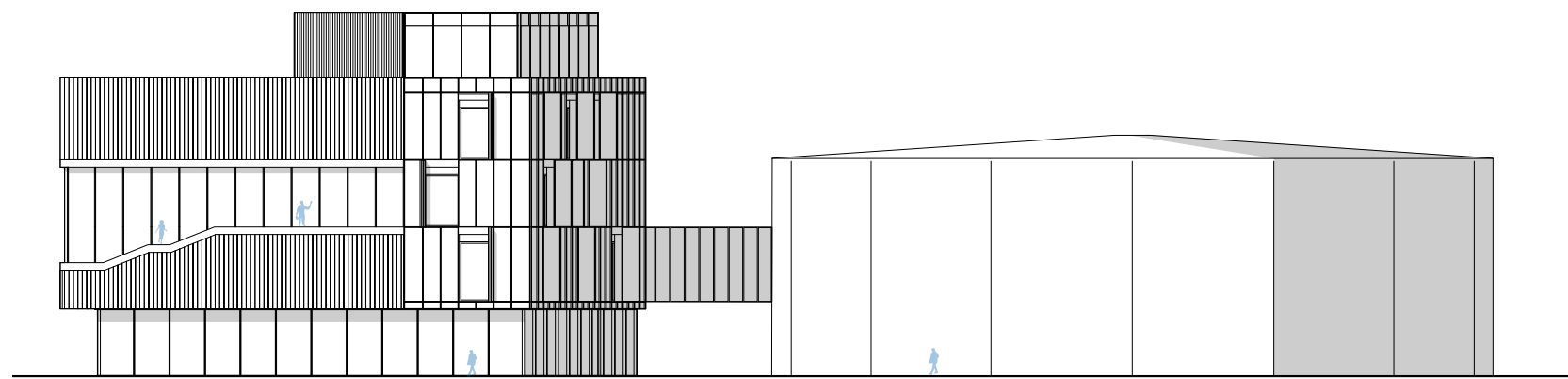
Impression music performance



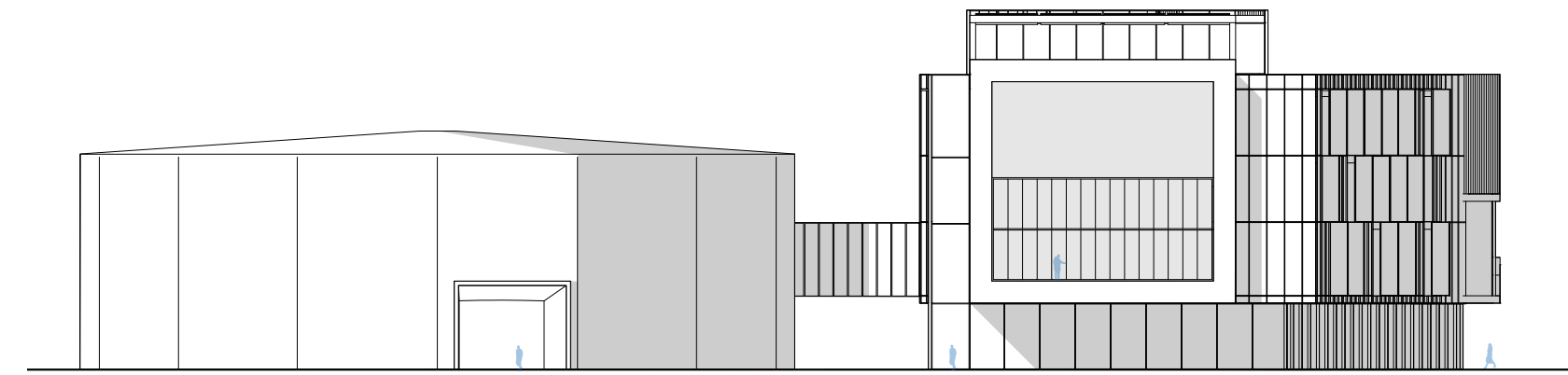
North elevation



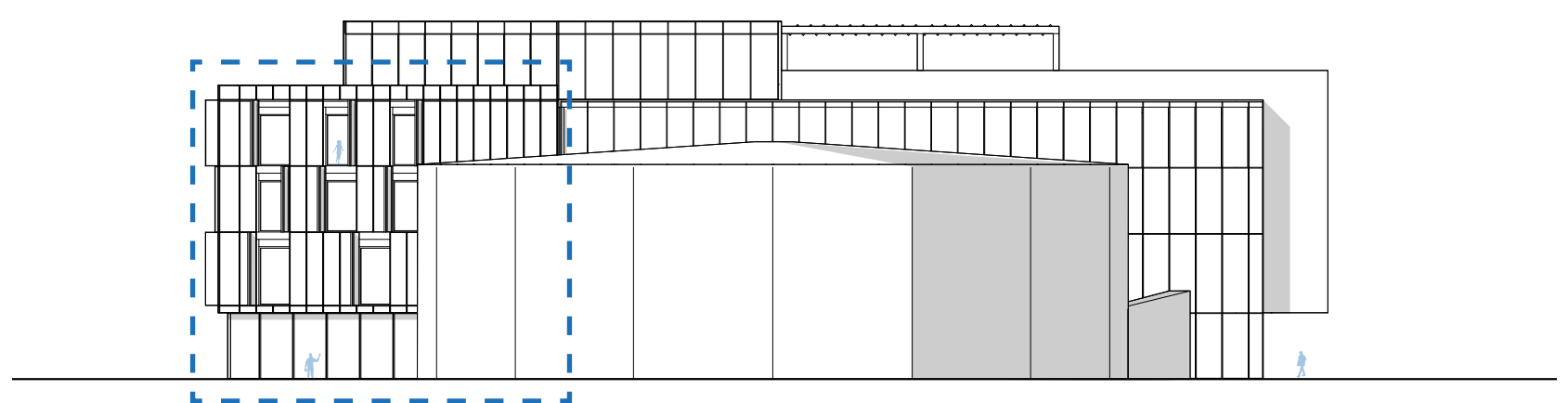
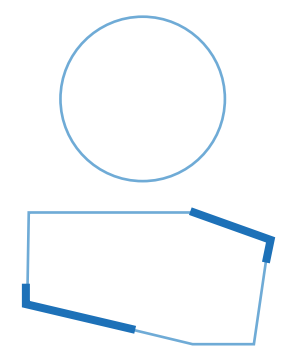
South elevation



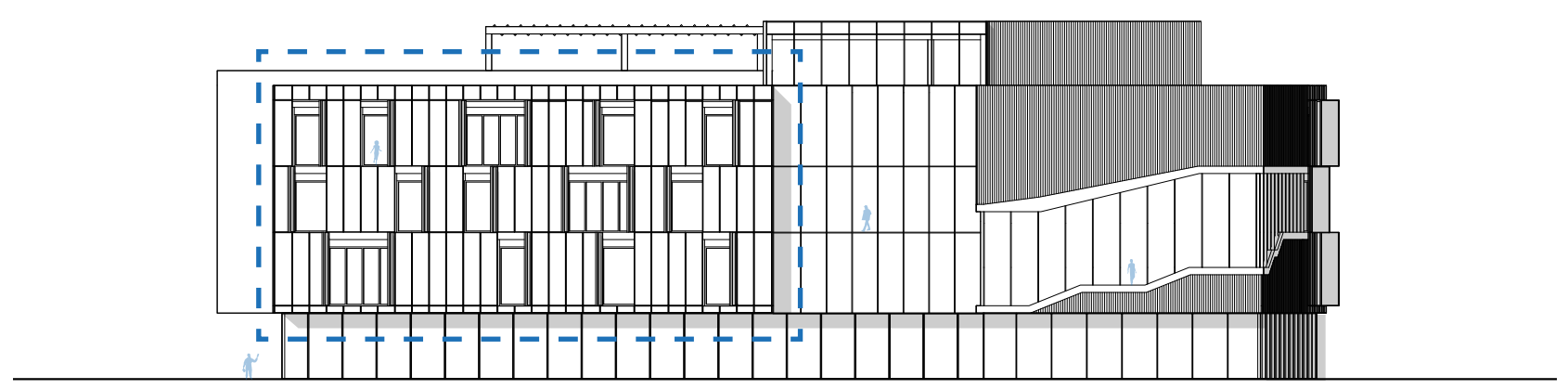
East elevation



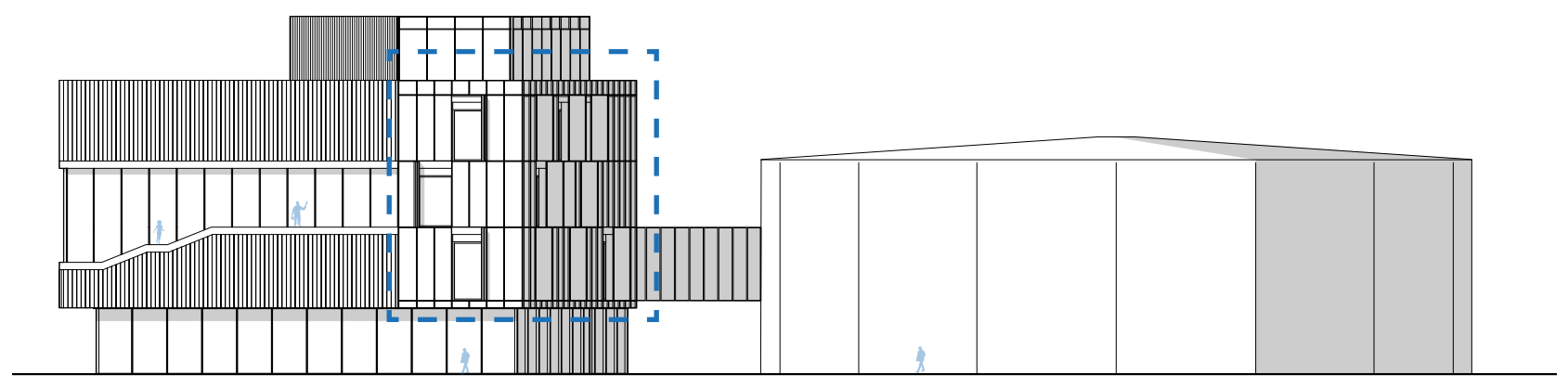
West elevation



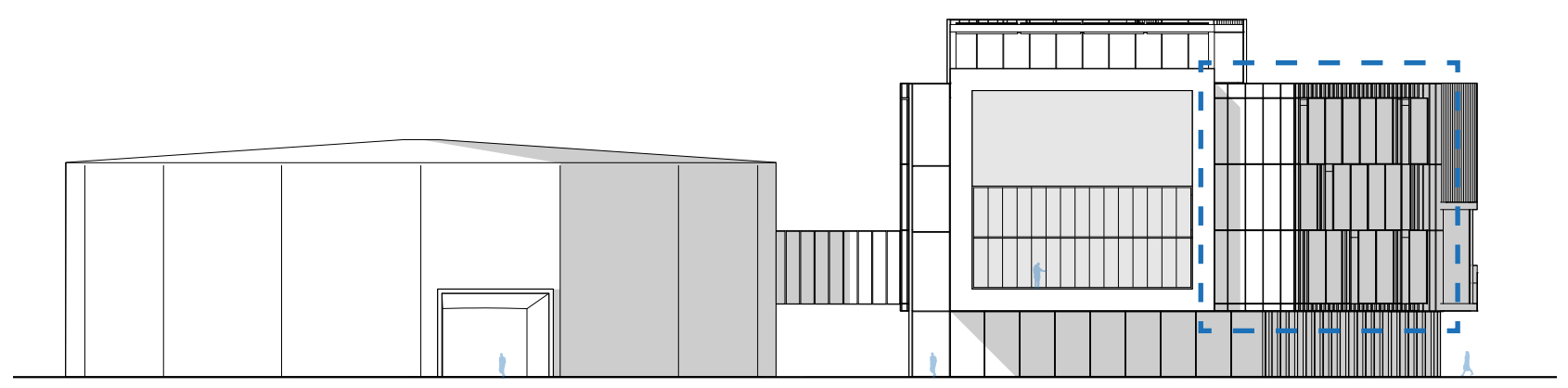
North elevation



South elevation

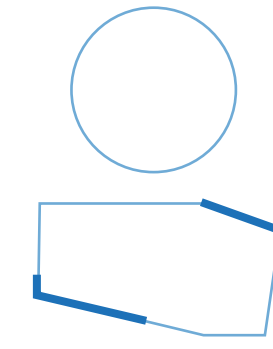
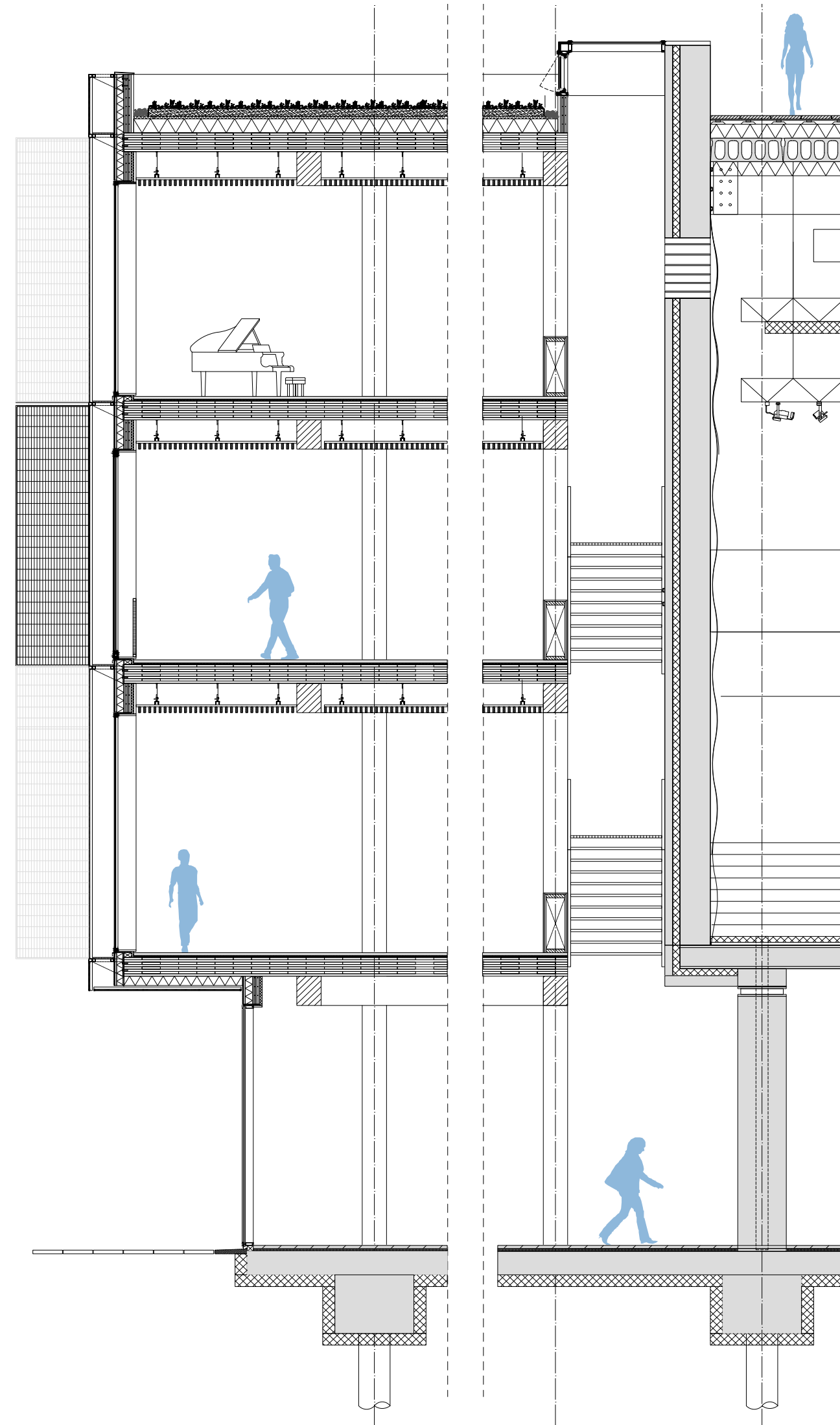
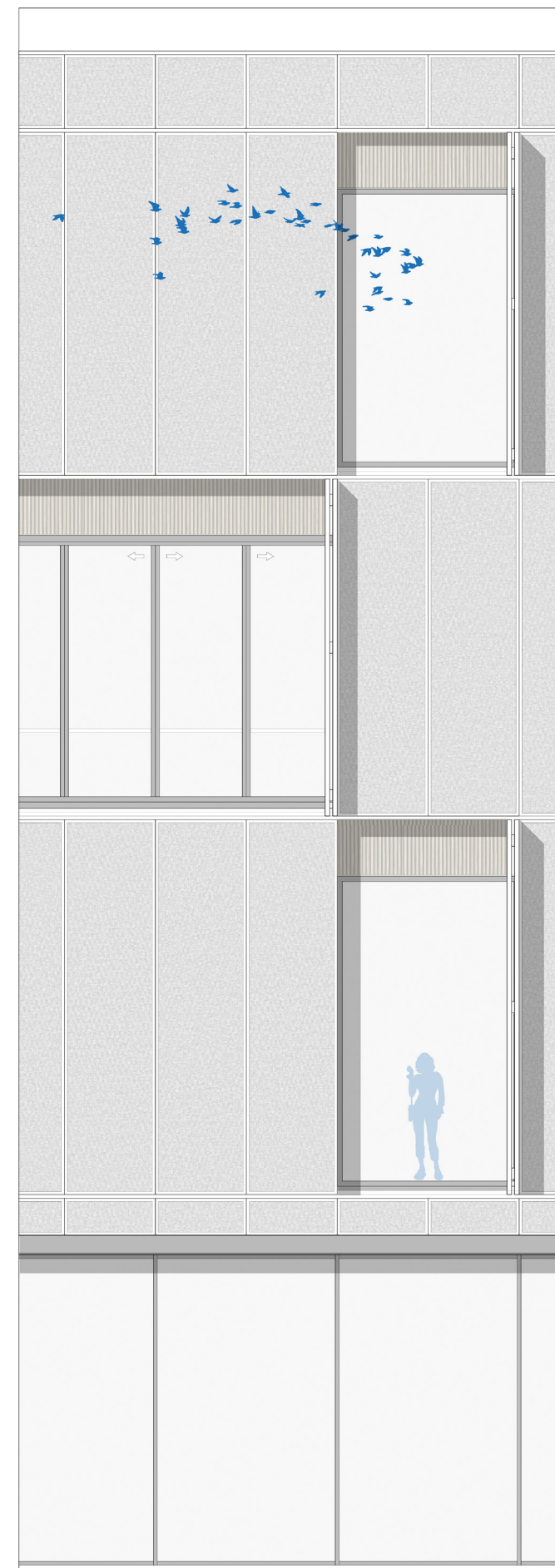


East elevation

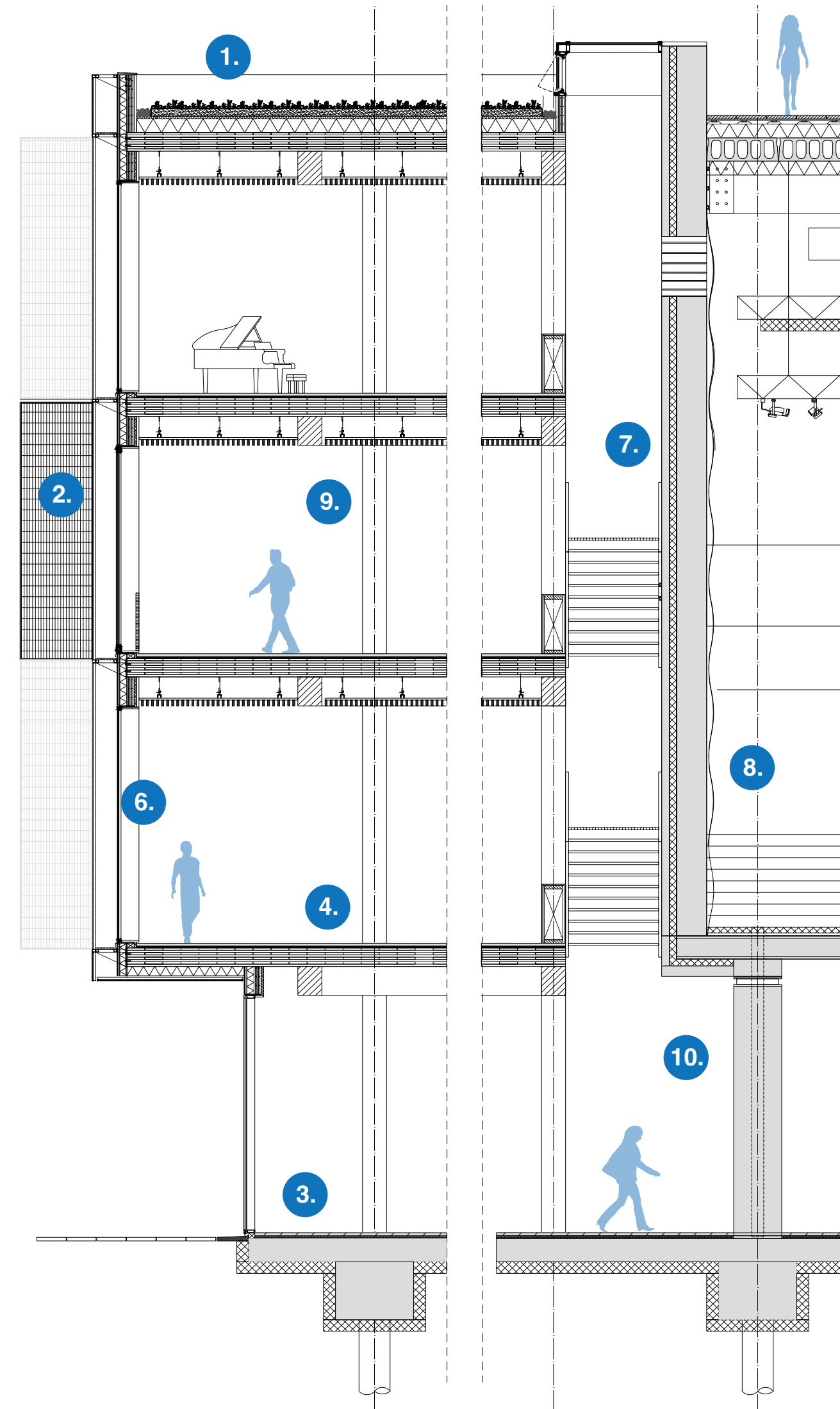
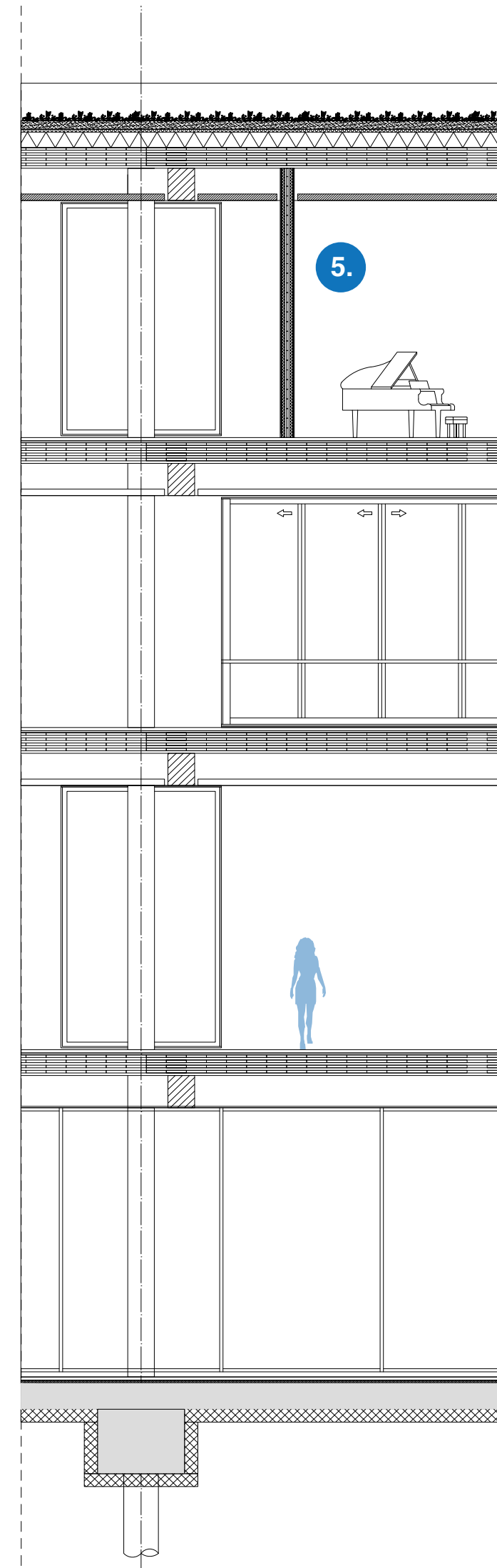
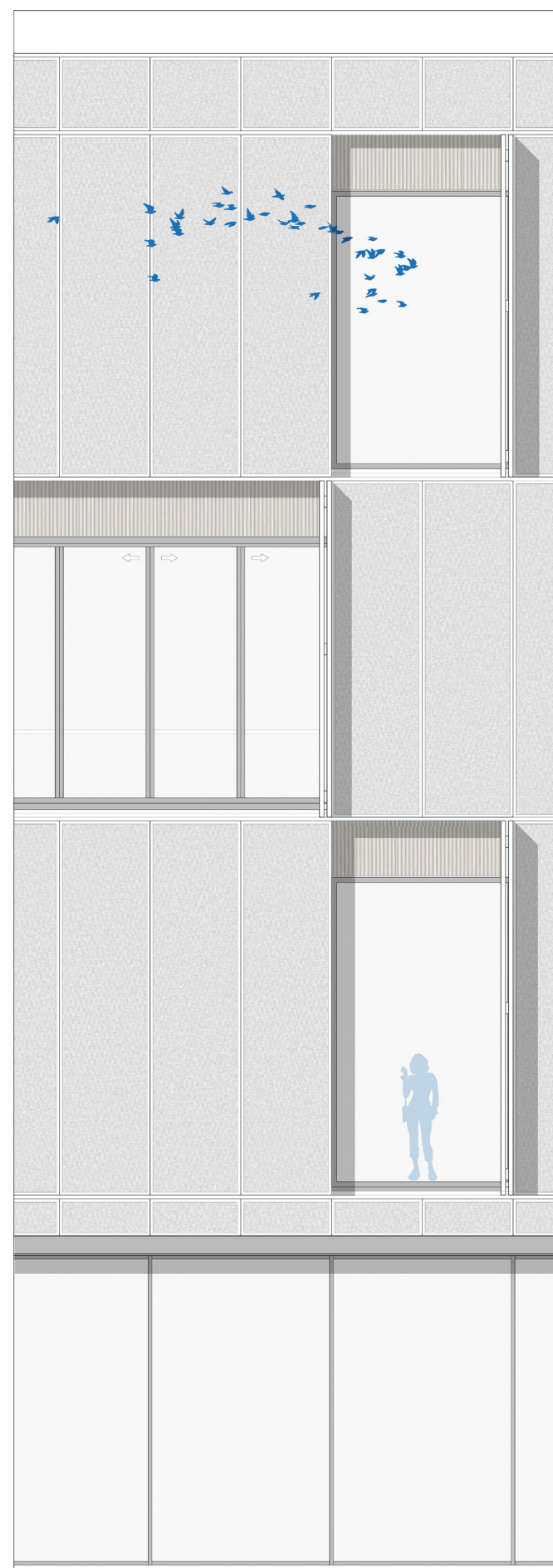


West elevation



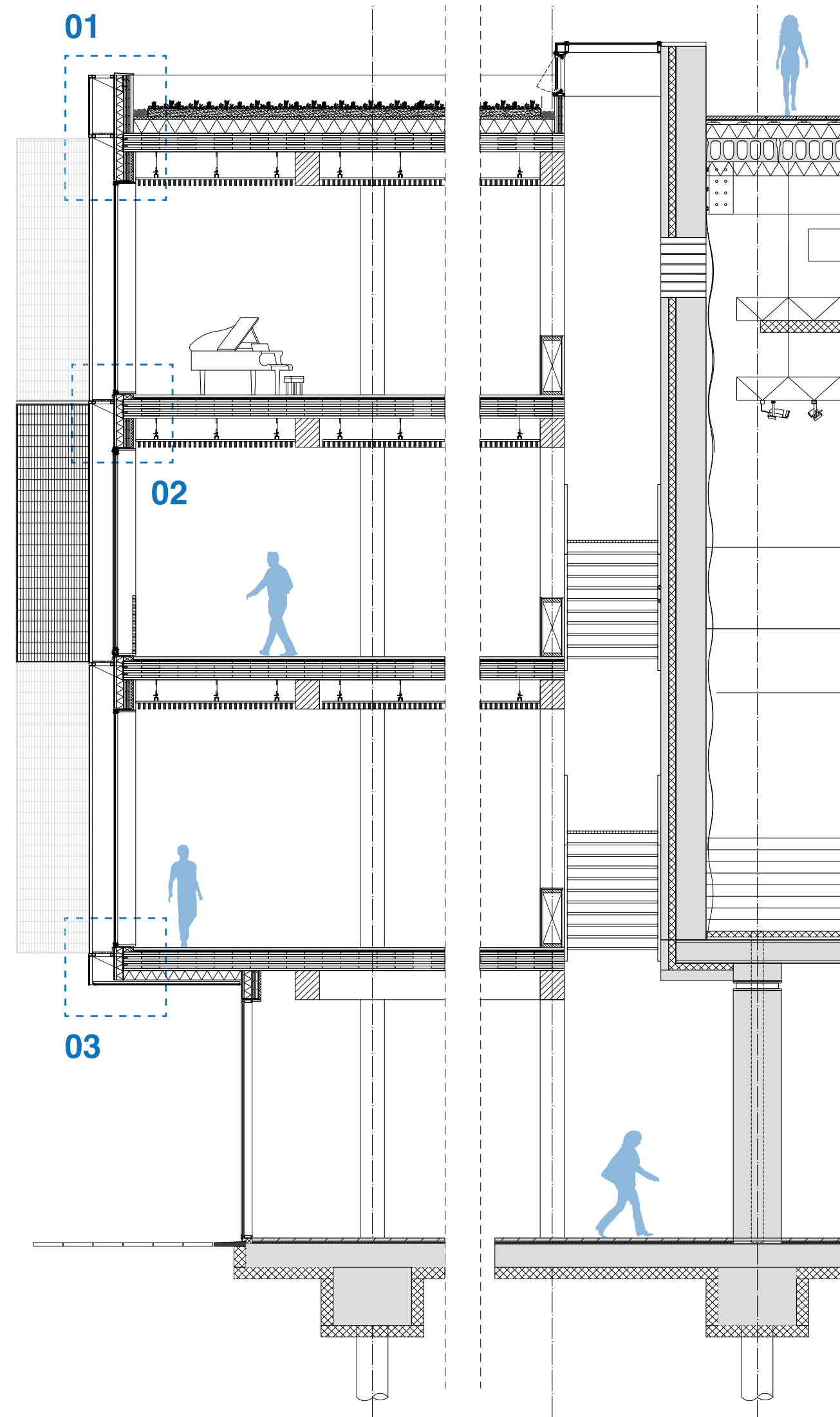
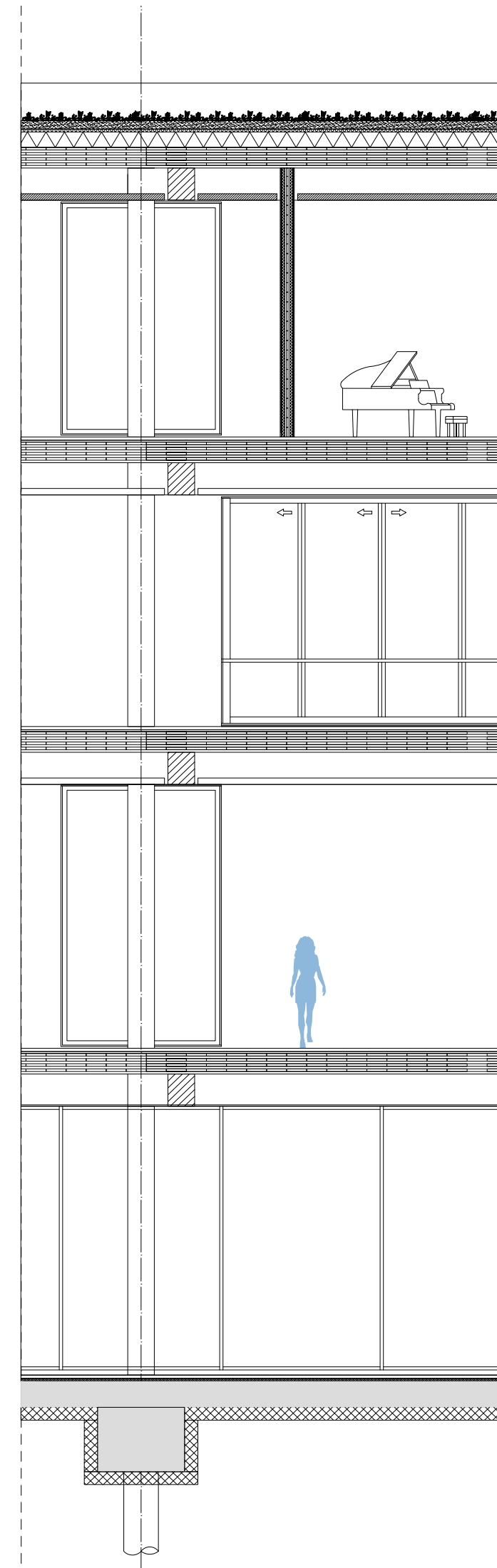
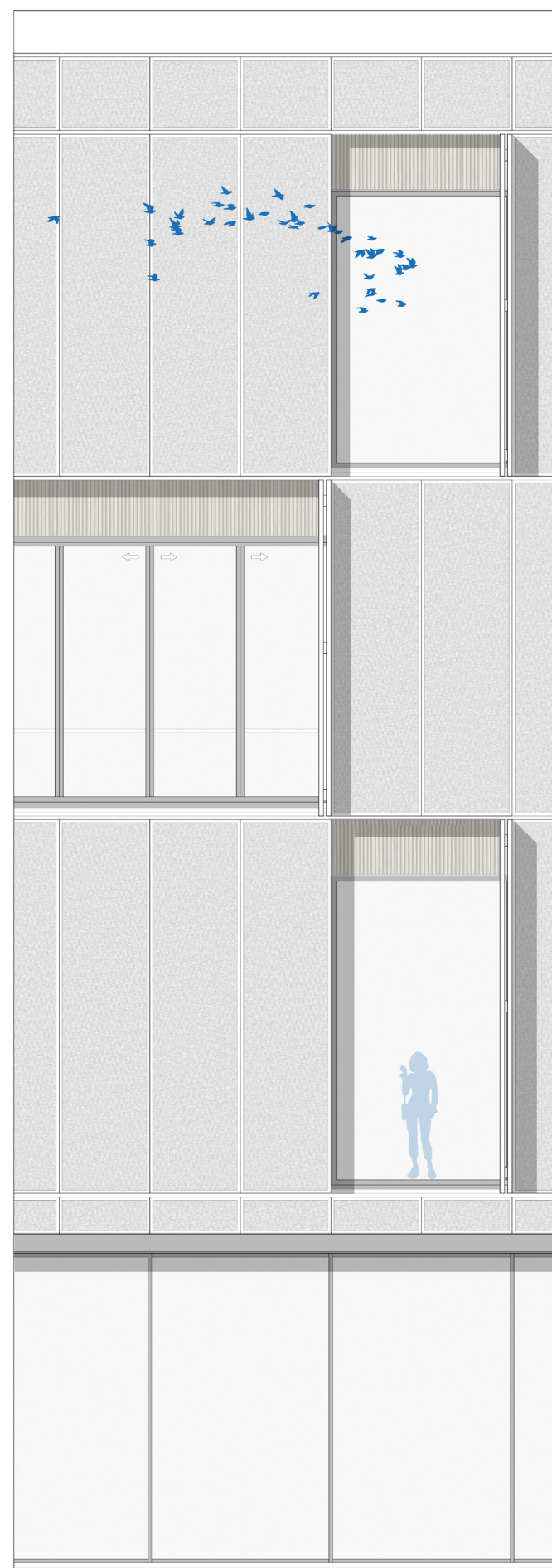


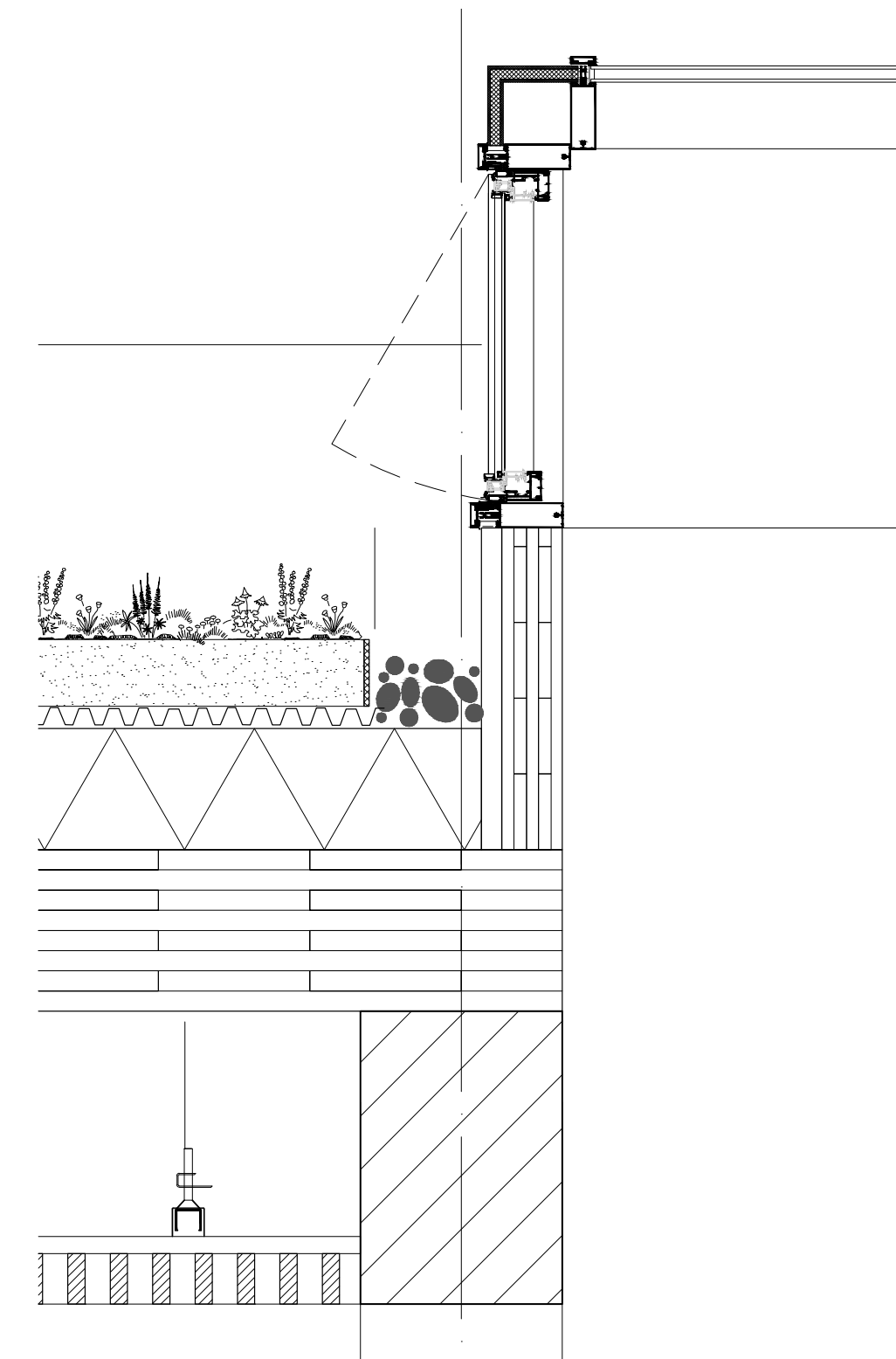
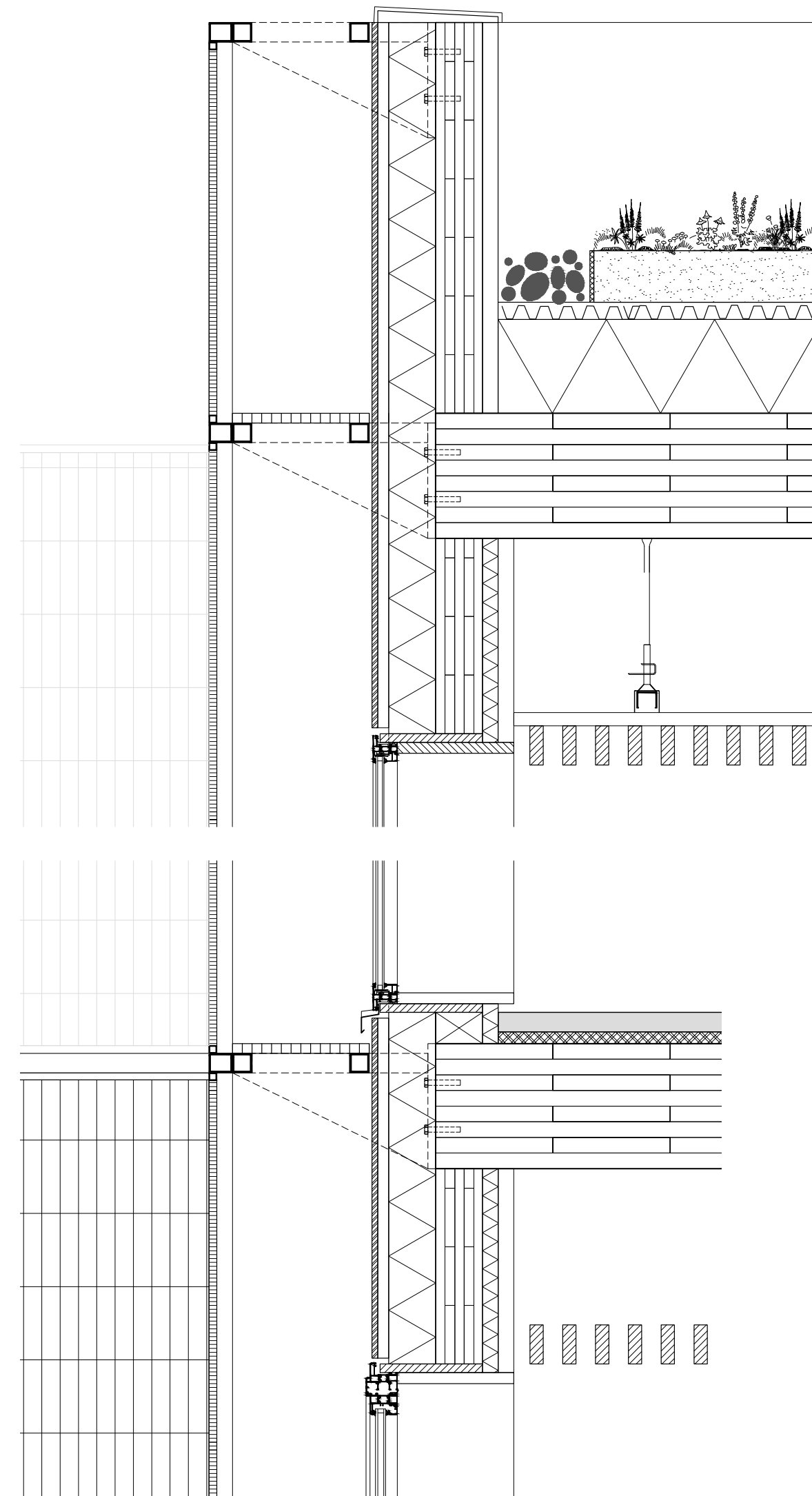
Facade view

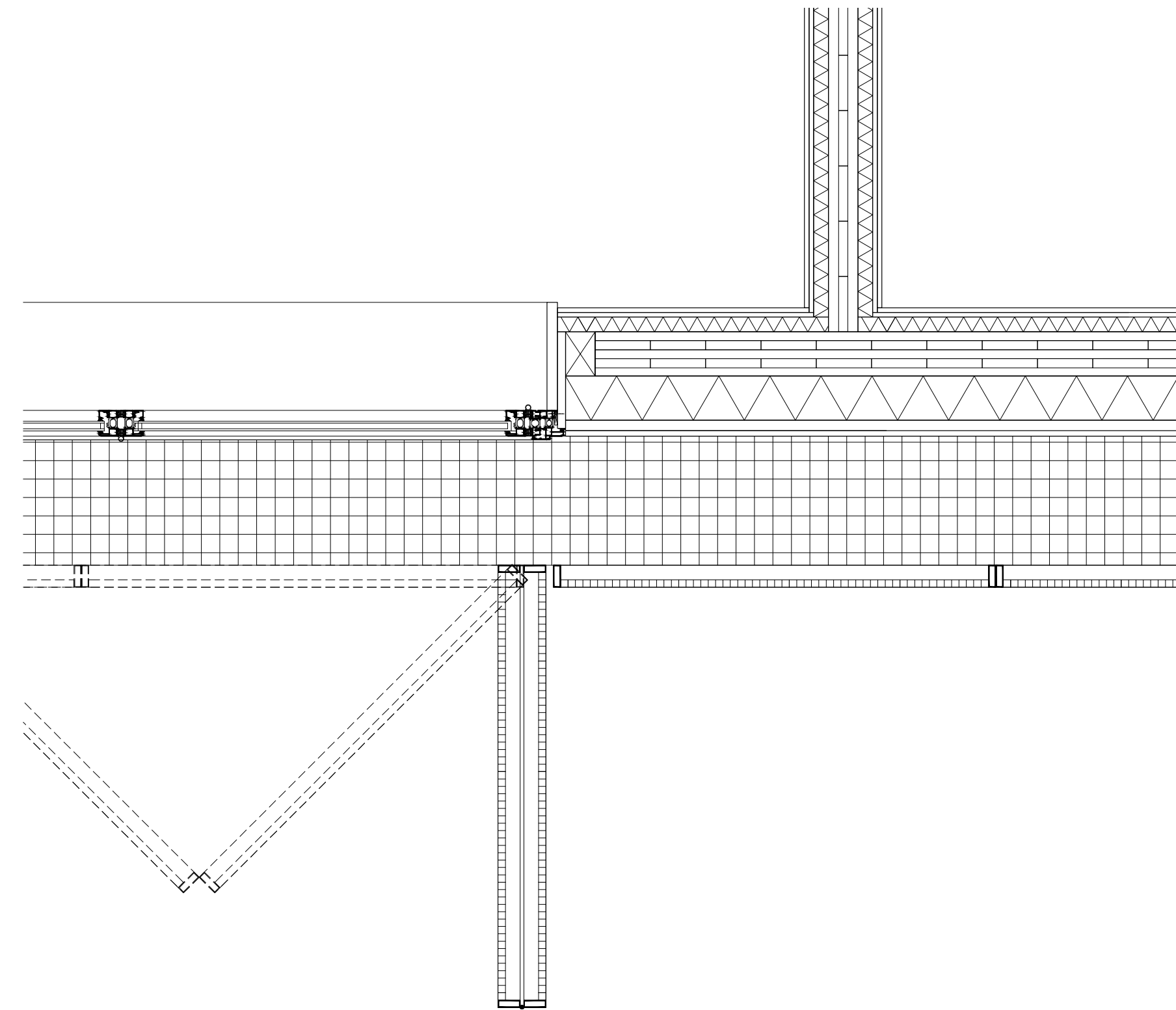


- 
- 1. Roof**
Green roof
Drain layer
Hard insulation
CLT floor
Acoustic ceiling
 - 2. Facade**
Textile panels
Biobased composite finishing
Biobased insulation
CLT wall
Biobased insulation
Plasterboard
 - 3. Ground floor**
Concrete floor finish
Acoustic layer
Concrete floor
Hard insulation
 - 5. Floor**
Concrete floor finish
Acoustic layer
Concrete floor
 - 5. Wall structure**
Plasterboard
Biobased insulation
CLT wall
Biobased insulation
Plasterboard
 - 6. Window frame**
Aluminium frame
HR ++ glass
 - 7. Precast concrete element**
 - 8. Acoustic element**
 - 9. CLT column**
 - 10. Prefab concrete wall with acoustic support**

Facade fragment







Detail opening panels



Thank you!