

"Implementing **urban mining** as a tool to **transform** vacant office buildings, **reusing** 100% of the existing **building components**."

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- Upcycle Amstel
- Urban mining
- Component reuse

### 2) Analysis

- Context
- Site
- Inventory

### 3) Design

- Goals & principles
- Proposal
- Future scenario

# SEARCH

### 1) Research

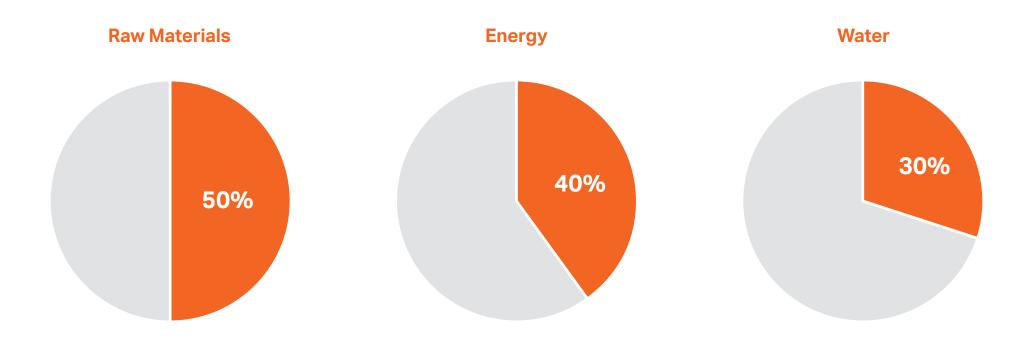
- Upcycle Amstel
- Urban mining
- Component reuse

## CYCLE AMSTEL

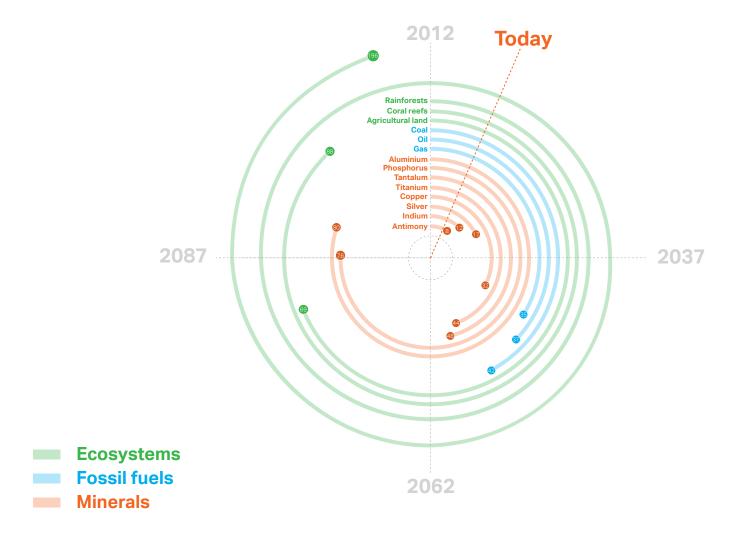
### **Initial studio brief**

"We will explore the **urban mining** of **construction waste streams** by mapping and analysing these waste streams in the **Amstel III** area. This will provide a palette of **resources** from which to **synthesize new architecture**."

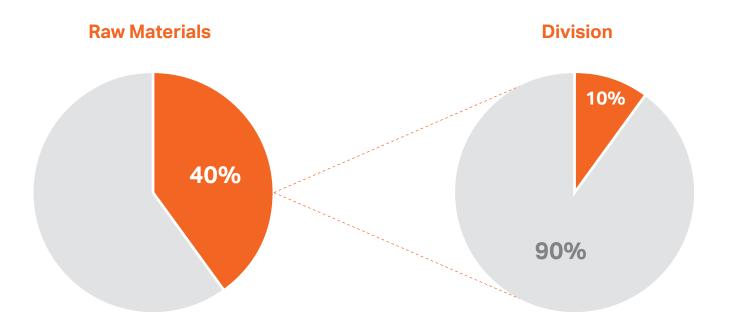
### Consumption

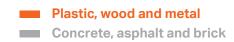


### **Material depletion**

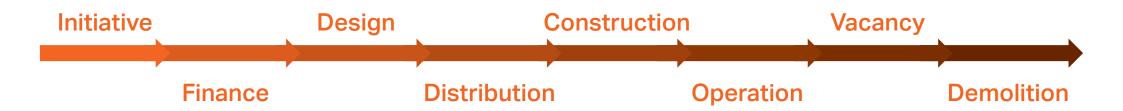


### **Construction waste**

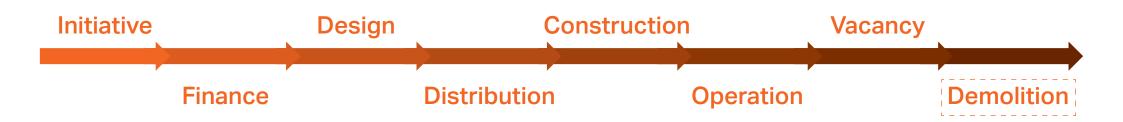




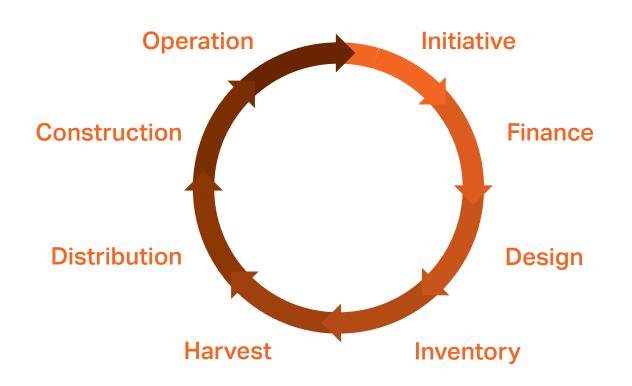
### **Linear building chain**



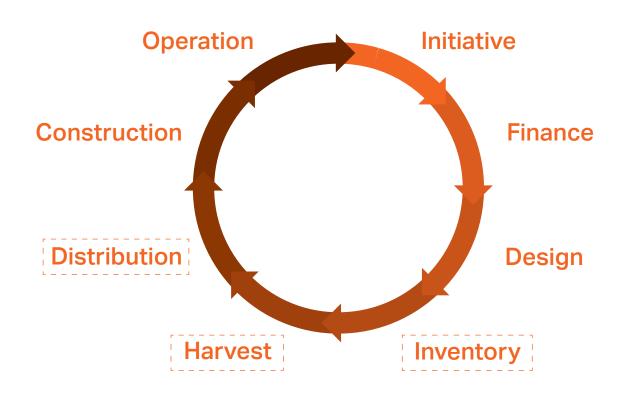
### **Linear building chain**



### **Circular building chain**



### **Urban mining**



# MINING





### **Phases**

### 1. Inventory



### **Phases**

1. Inventory



2. Harvest



### **Phases**

1. Inventory



2. Harvest



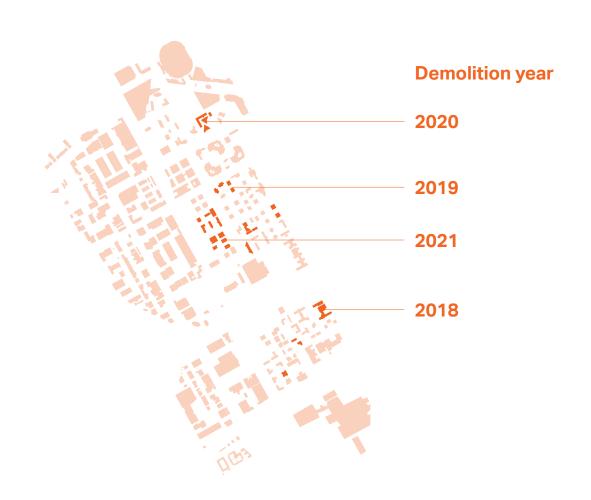
3. Distribution



### **Amstel III**



### Harvestmap



### PONENT



### **Component reuse**

### Prolong or reuse 1:1



### **Component reuse**

**Prolong or reuse 1:1** 



### **Refurbish or recondition**



### **Component reuse**

**Prolong or reuse 1:1** 



**Refurbish or recondition** 



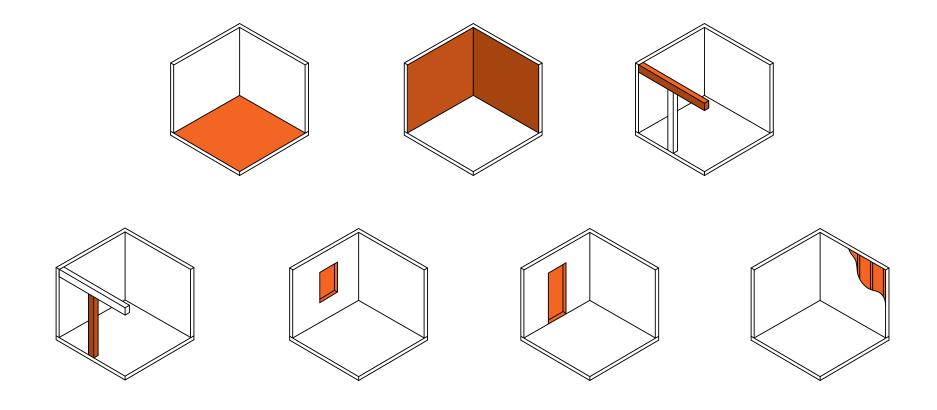
Recycle or downcycle



### 'Good' vs 'less bad'

- 1. Prolong
- 2. Reuse 1:1
- 3. Refurbish/remanufacture
- 4. Recycle
- 5. Downcycle

### **Frequently reused components**



### Influences

### Reusability



### Influences

Reusability



**Availability and demand** 



### Influences

Reusability



**Availability and demand** 



**Benefits** 



### **Conclusions**

1:1 reuse is most preferred



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1:1 reuse is most preferred



Information is vital for urban mining



### **Conclusions**

1:1 reuse is most preferred



Information is vital for urban mining



**Buildings today are not meant for reuse** 



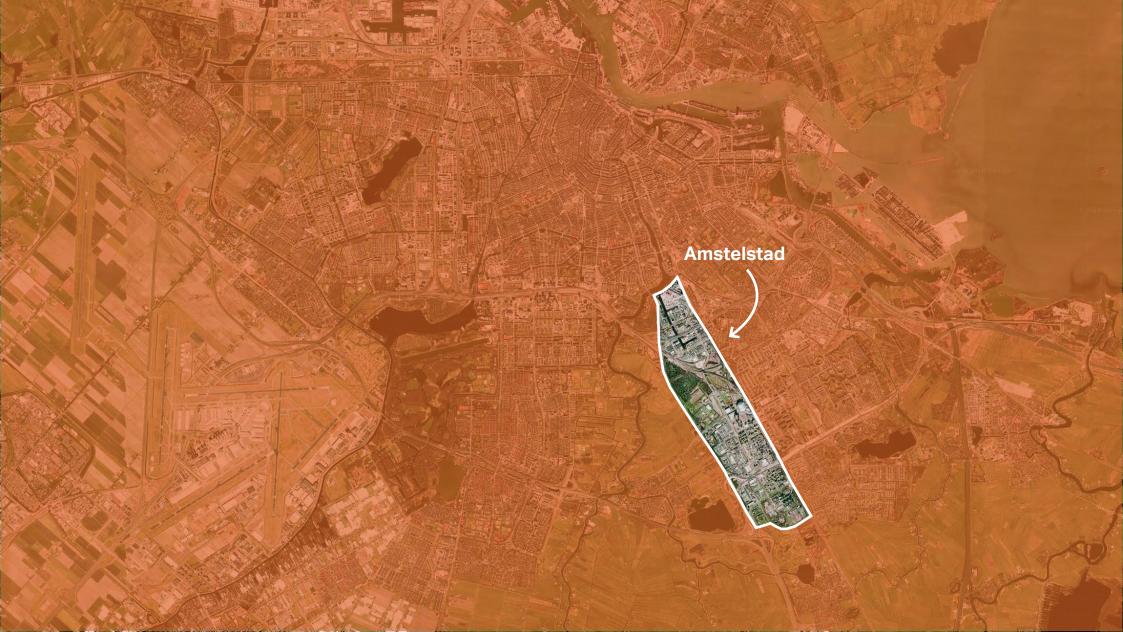
### 

### 2) Analysis

- Context
- Site
- Inventory

# 





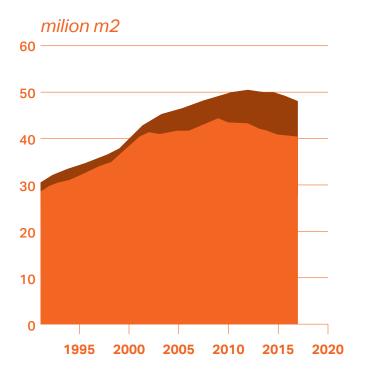




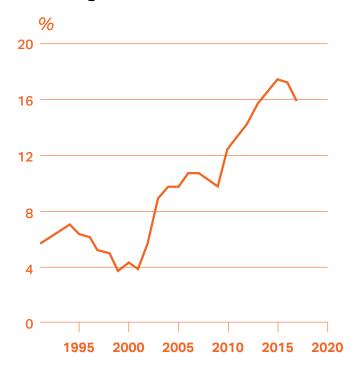


## Office vacancy

### **Total stock**



### Percentage vacant



### **Municipal goal**

"The goal is to make the area known as an **attractive** and **versatile** area of Amsterdam, where people **live** and **work**."

# **Facts and figures**

720.000 m<sup>2</sup> office space



**High density** 



+15.000 dwellings



40% social housing



**Circular transformation** 



**Larger dwellings** 



# 

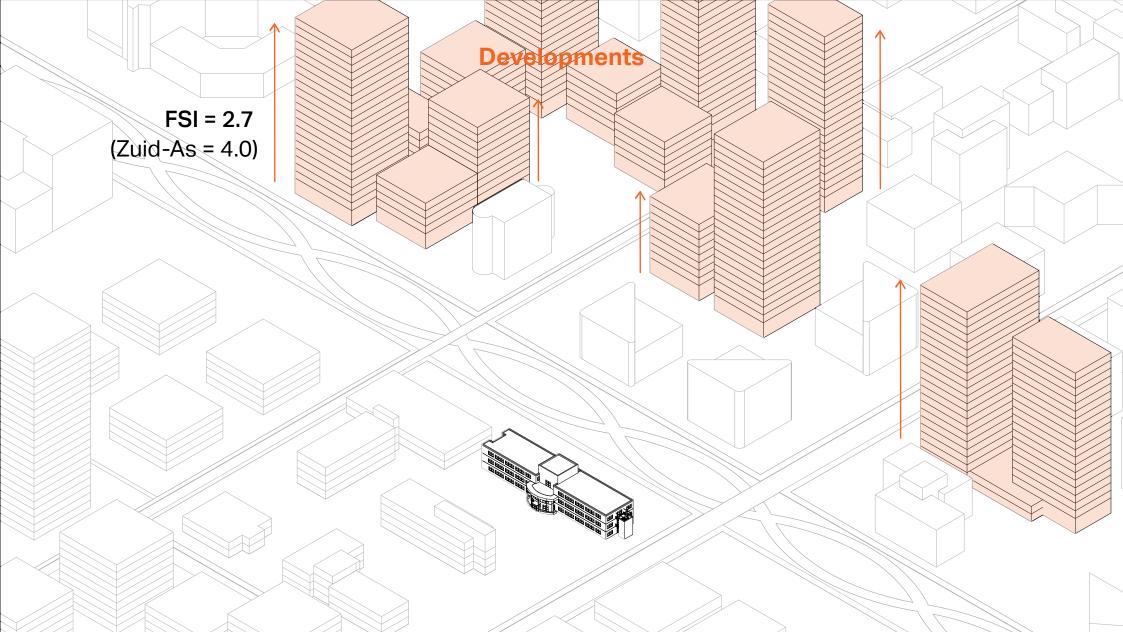


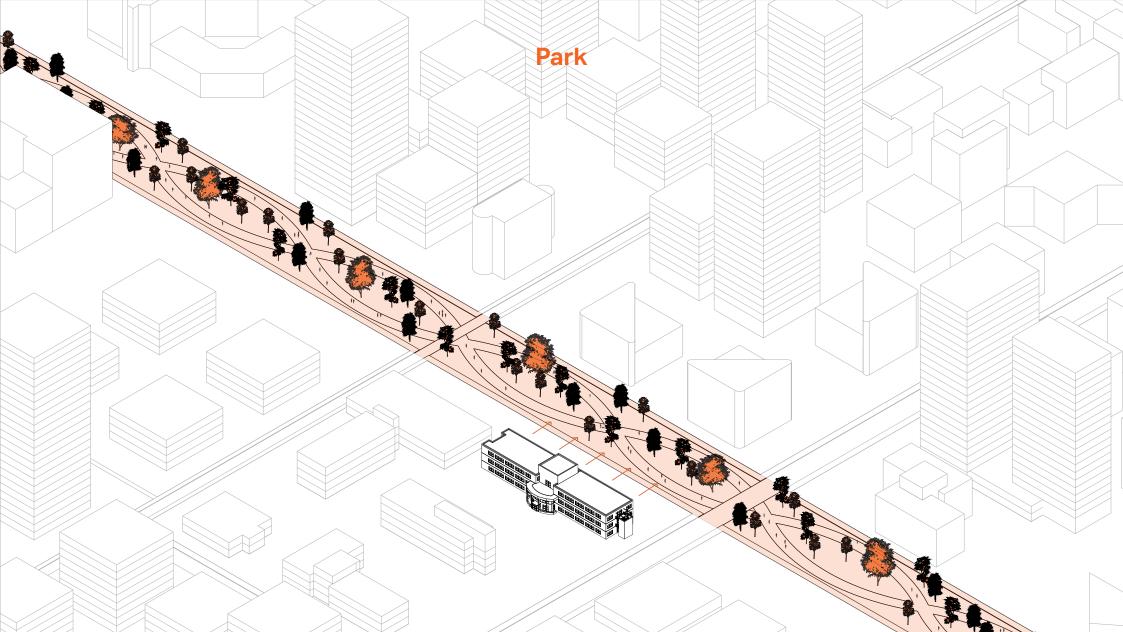
# **Harvest Locations**

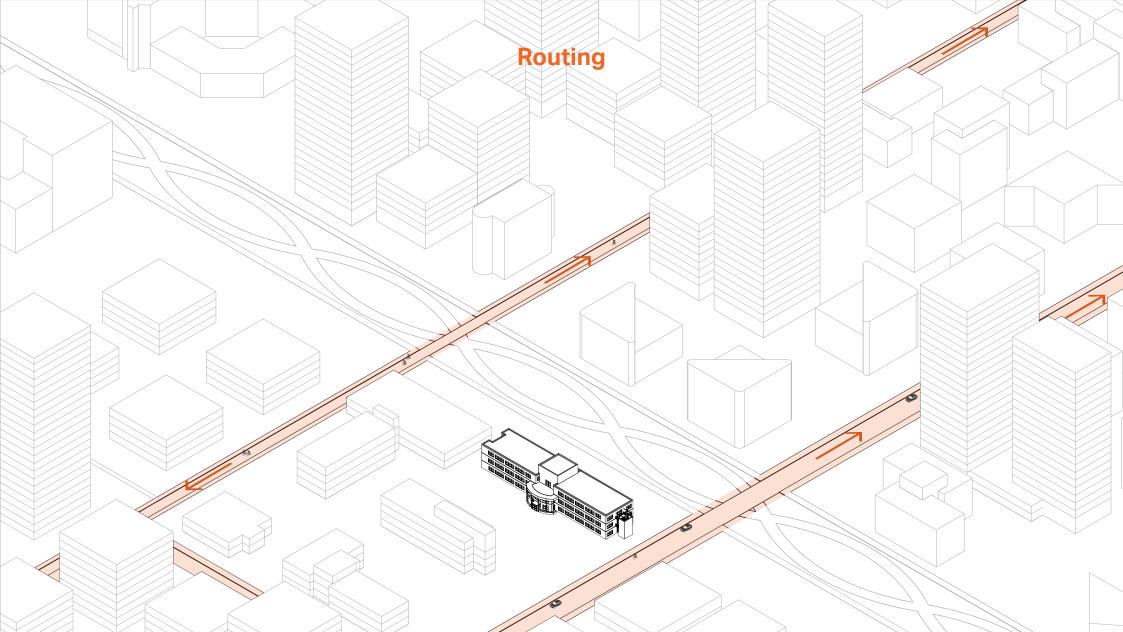






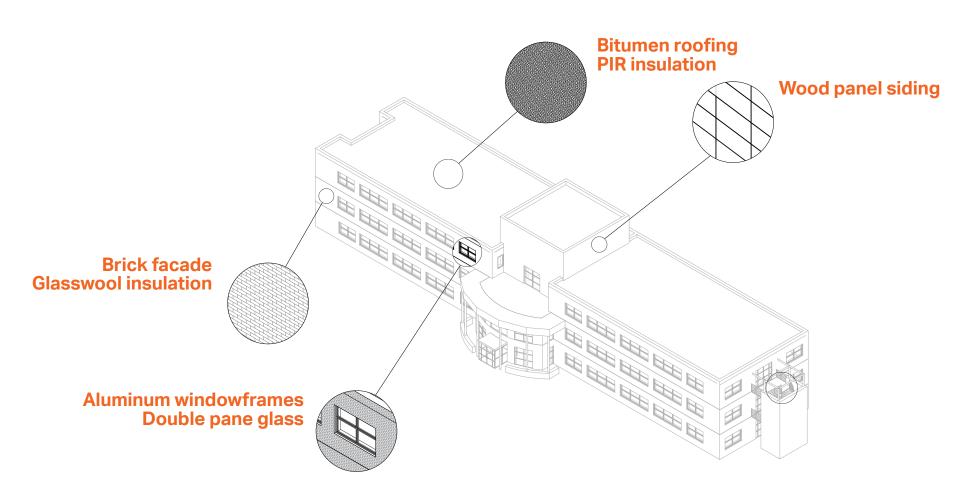




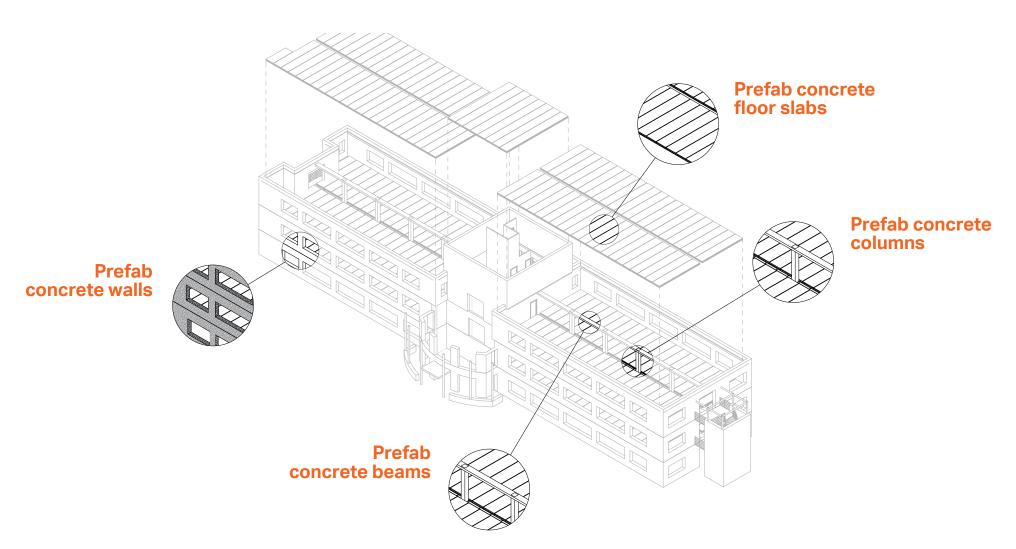


# TORY

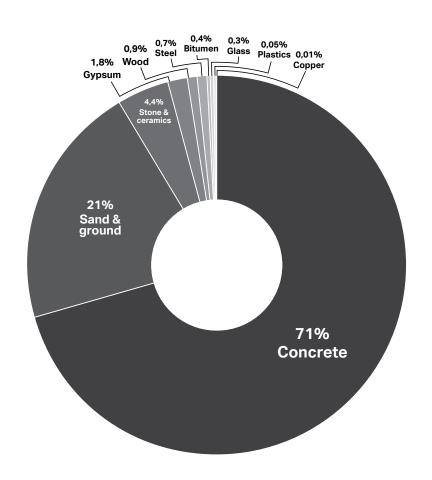
### **Facade**



### **Structure**



## **Material inventory**



### **Embodied Energy**

"Embodied energy is the **energy consumed** by **all** of the **processes** associated with the **production** of building."

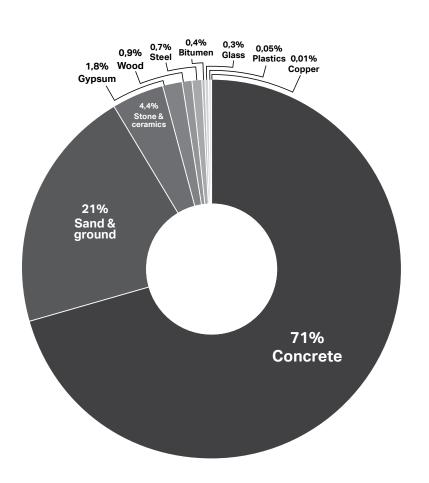
# **Embodied energy and carbon**

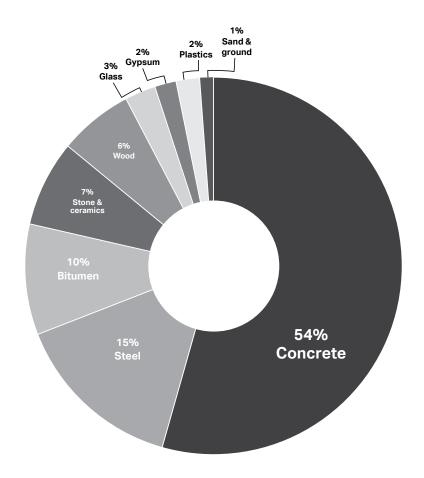
Component	Amount (tons)	Embodied energy (MJ)	Embodied carbon (kgCO <sub>2</sub> )	Life expectancy (years)
Concrete walls	3147	4.311.390	557.019	100+
Concrete floors				
Concrete columns				
Concrete beams				
Brick facade	195	585.000	42.900	100+
Wood panel siding	2	19.000	1.020	20-50
Aluminum windowframes	0,5	77.500	4.120	20-50
Double pane glass	14	210.000	11.900	20-50
Bitumen roofing	16	752.000	7.680	30
EPS insulation	1,4	124.040	3.500	100+
Glasswool insulation	2	56.000	2.700	100+

# **Embodied energy and carbon**

Component	Amount (tons)	Embodied energy (MJ)	Embodied carbon (kgCO <sub>2</sub> )	Life expectancy (years)
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### Material amounts vs embodied energy

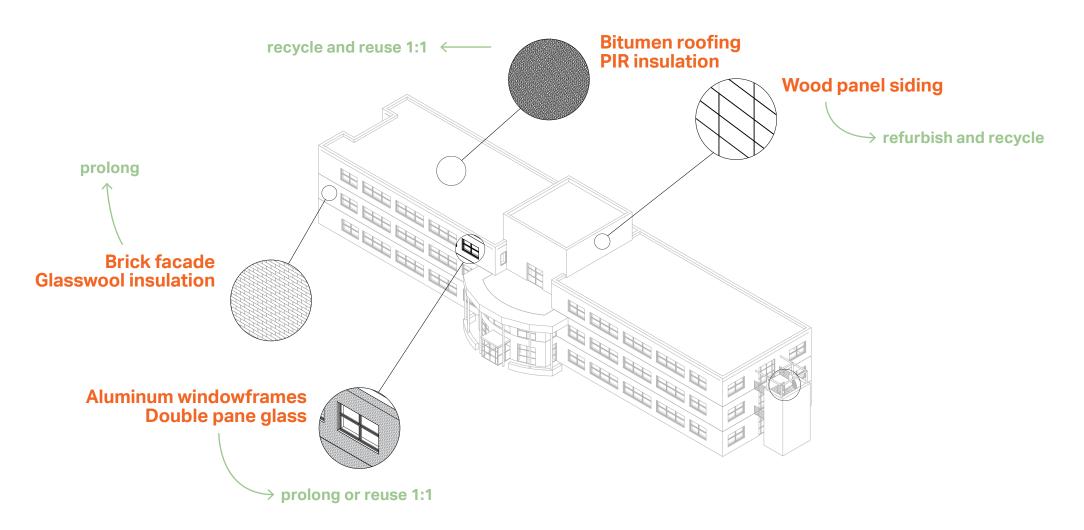




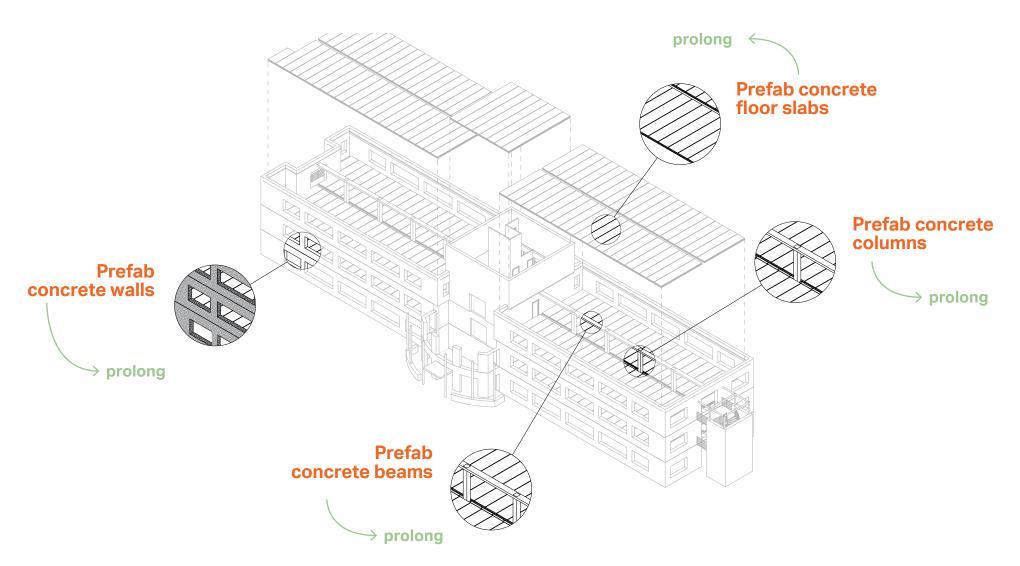
### **Conclusions**

- 1) Concrete and brick high quantity, high impact
- 2) Aluminum and insulation low quantity, high impact
- 3) Glass and bitumen medium quantity, high impact
- 4) Wood no significant impact

### **Conclusions**



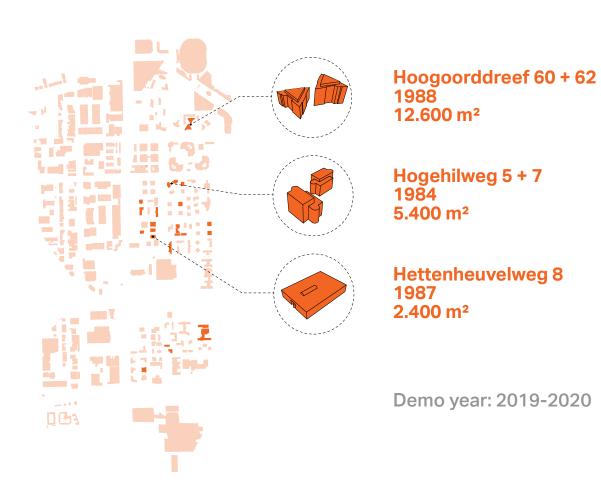
### **Conclusions**



### **Additional harvest locations**



### **Additional harvest locations**

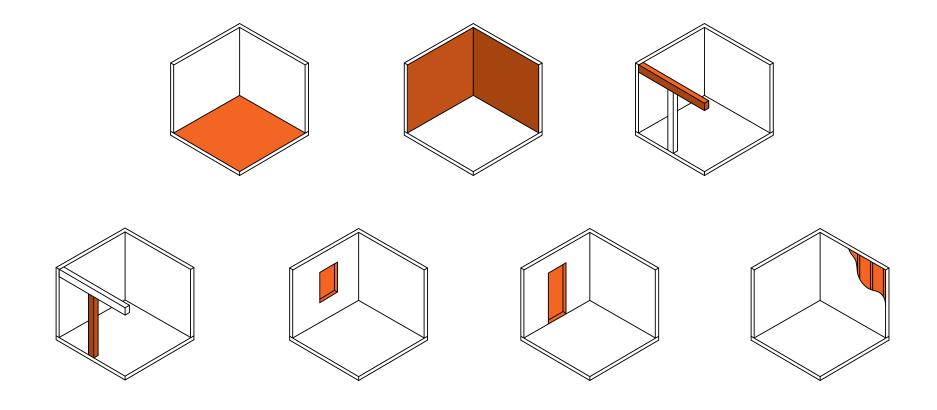




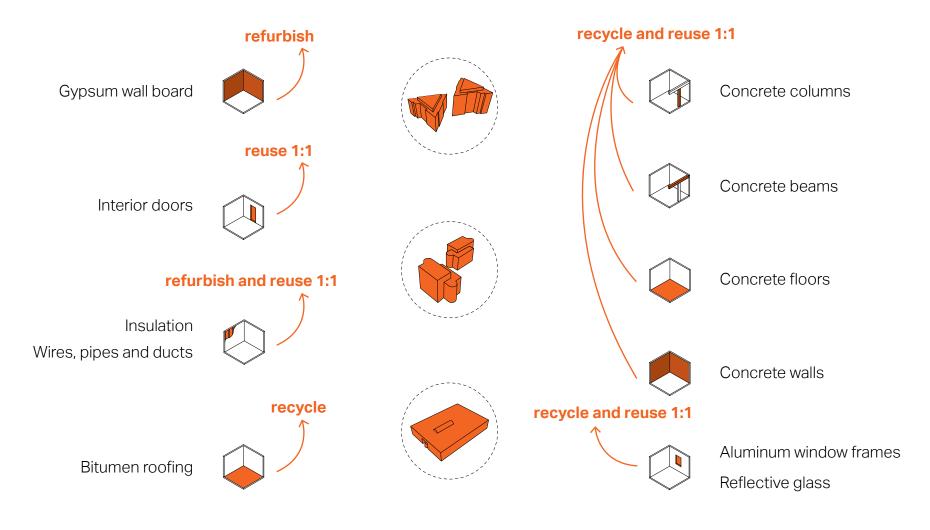




# **Building components**



### **Component reuse**



# SIGN

### 3) Design

- Goals & principles
- Proposal
- Scenario

### 

### **Goals**

**1.** The building will be transformed where the office spaces make place for dwellings and public functions.

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- **9** All existing building components shall be reused.

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- 1. The building will be transformed where the office spaces make place for dwellings and public functions.
- **9** All existing building components shall be reused in some way.

The process of urban mining shall be used as a tool to make the reuse of components possible.

### **Design Principles**

Reuse existing building components for 100%



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Additional materials are to be harvested locally



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Reuse existing building components for 100%



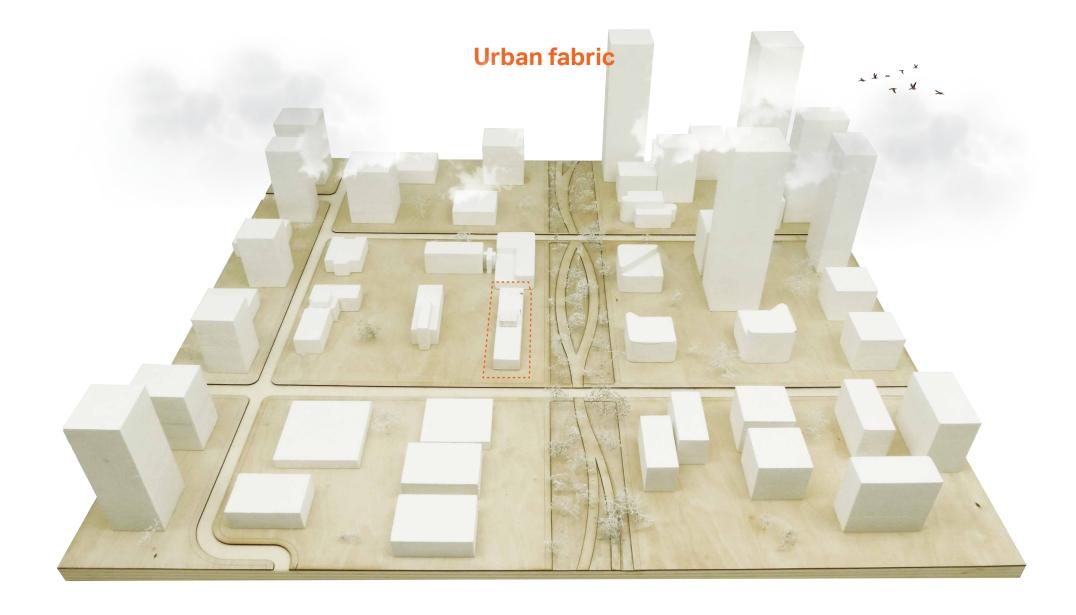
Additional materials are to be harvested locally

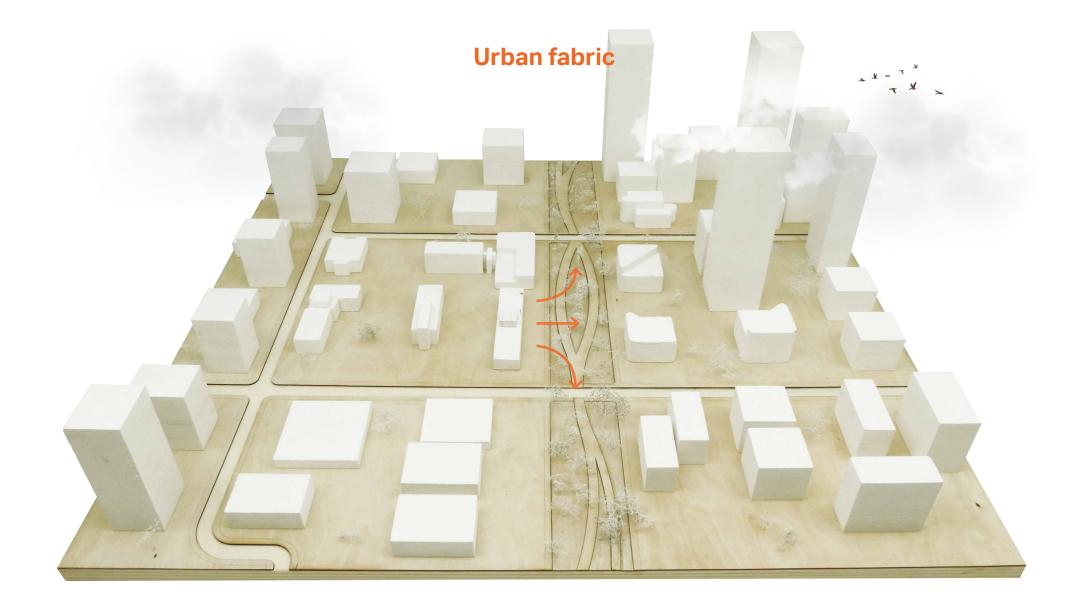


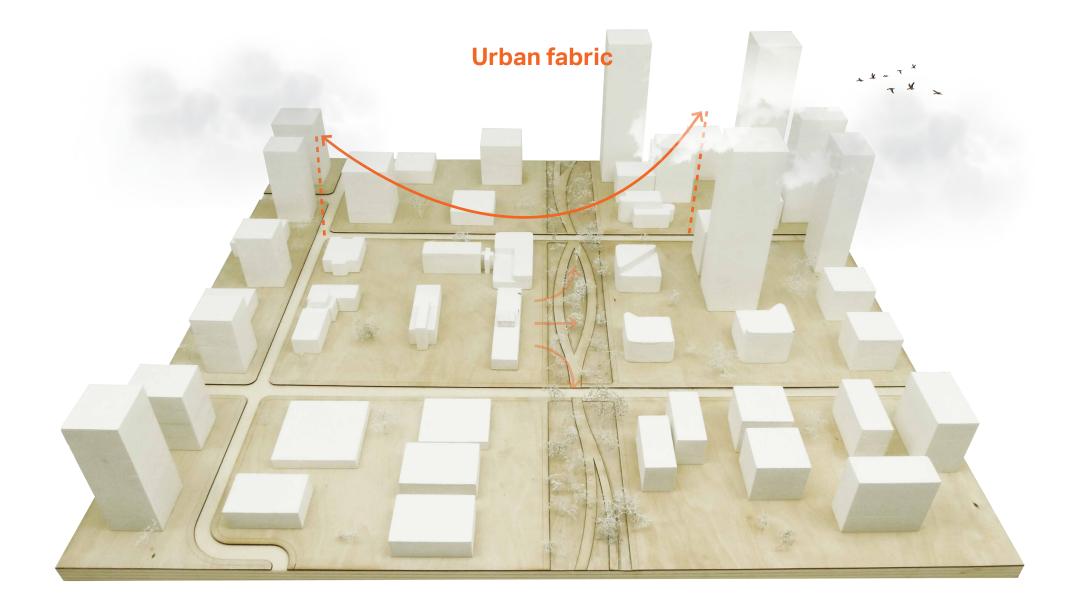
Design for disassembly

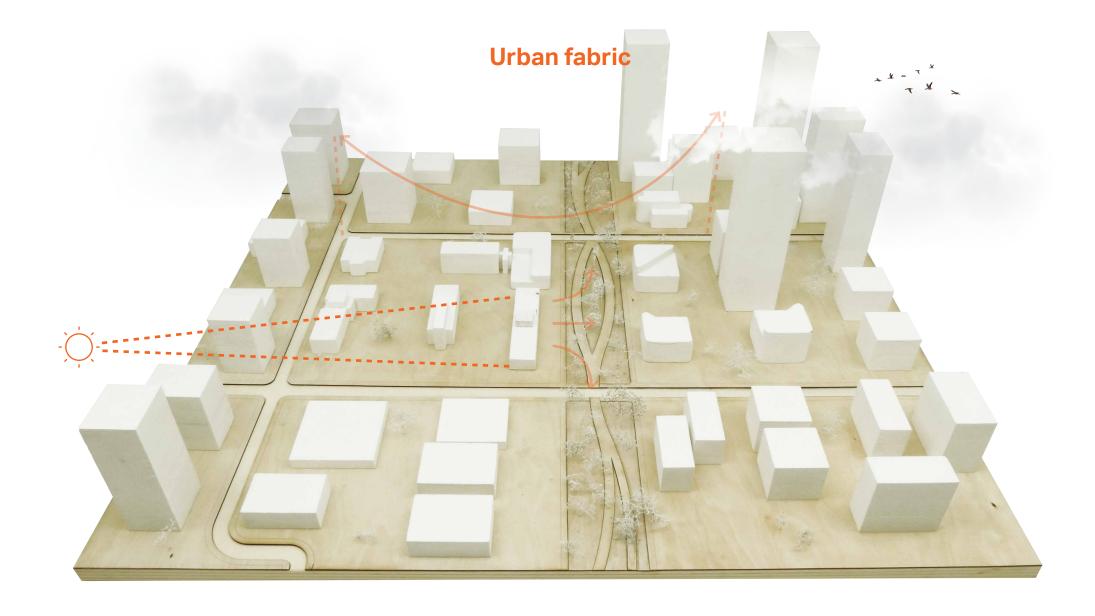


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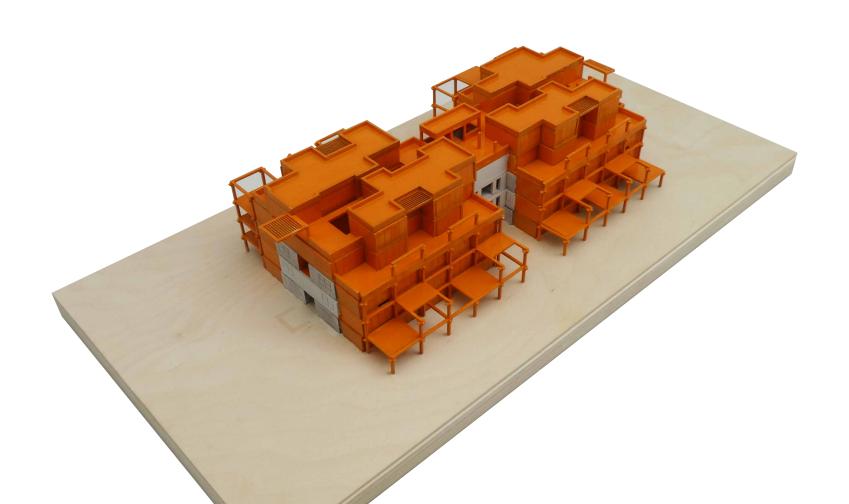




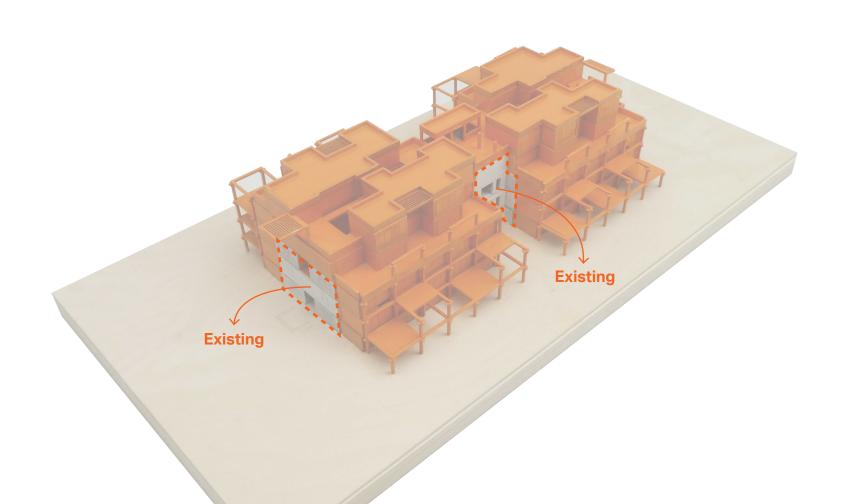




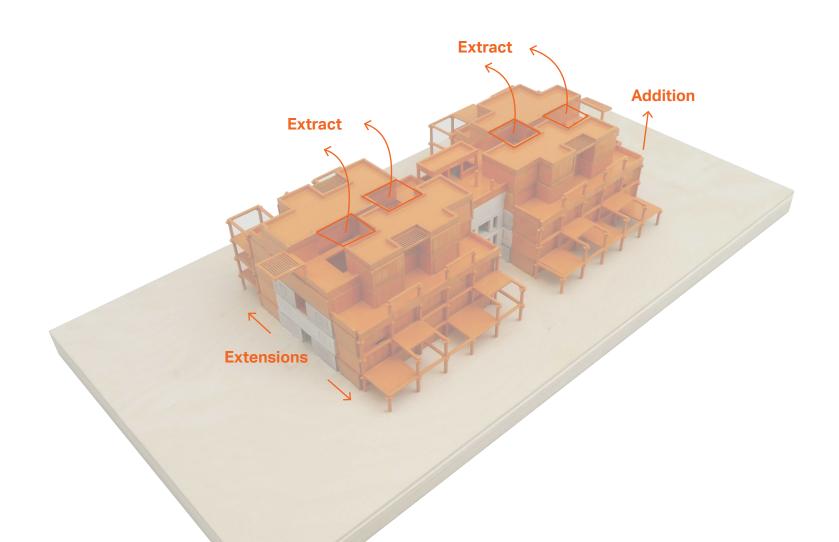
### **Existing and proposed**



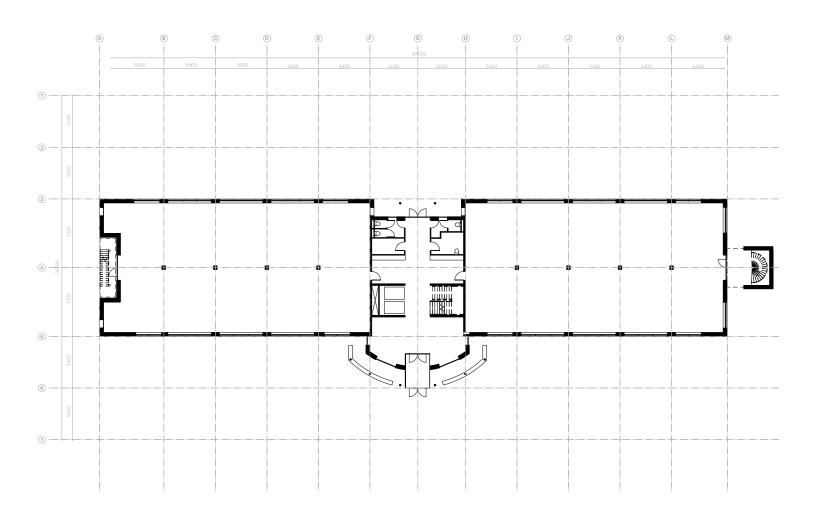
### **Existing and proposed**



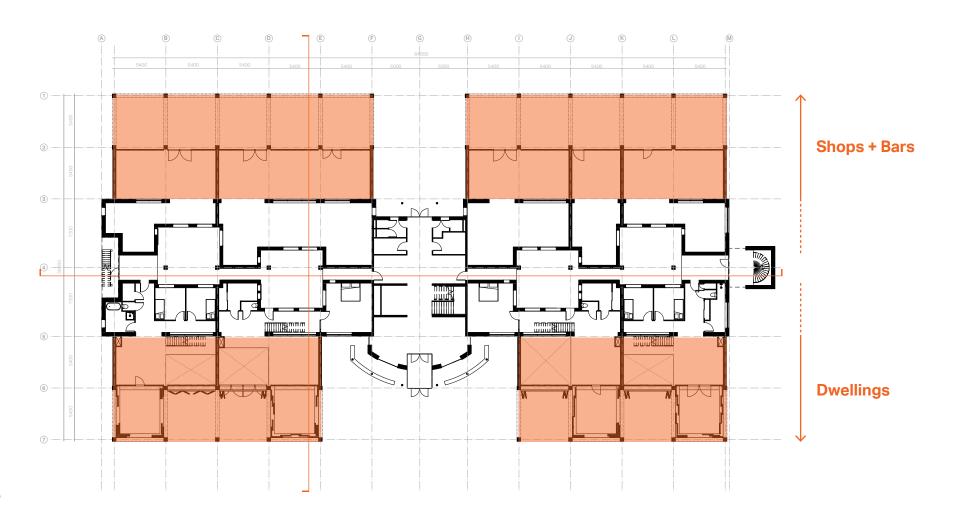
### **Existing and proposed**



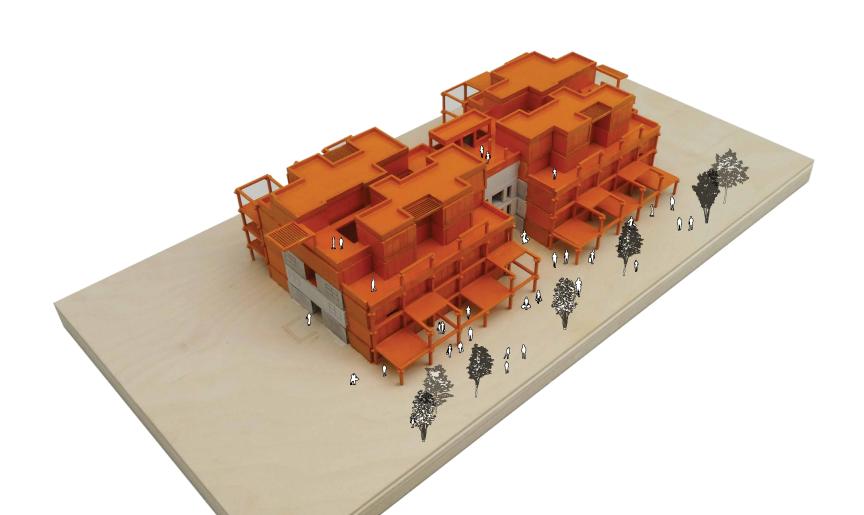
### **Existing situation**



### **Extensions**



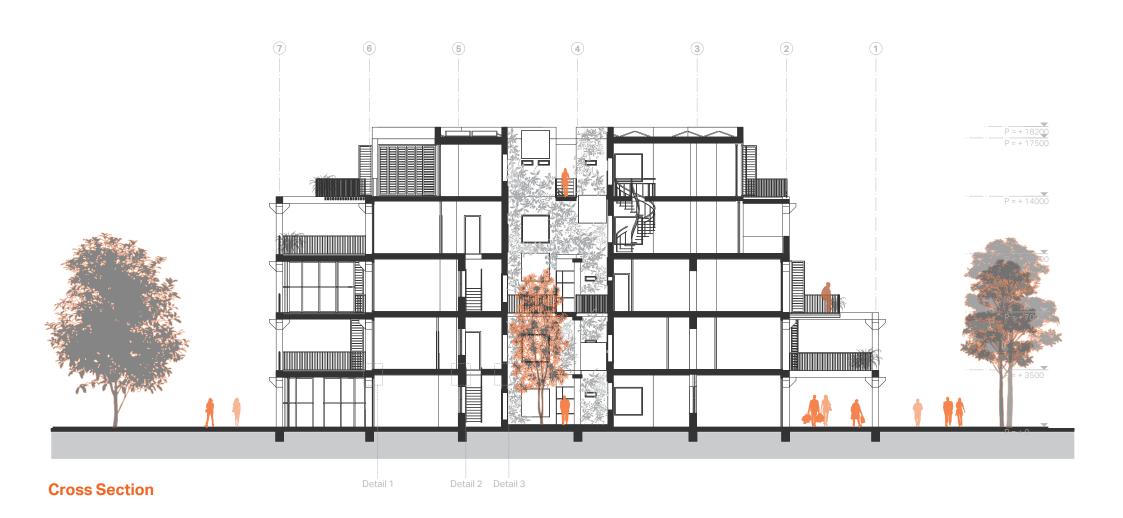
### Public side



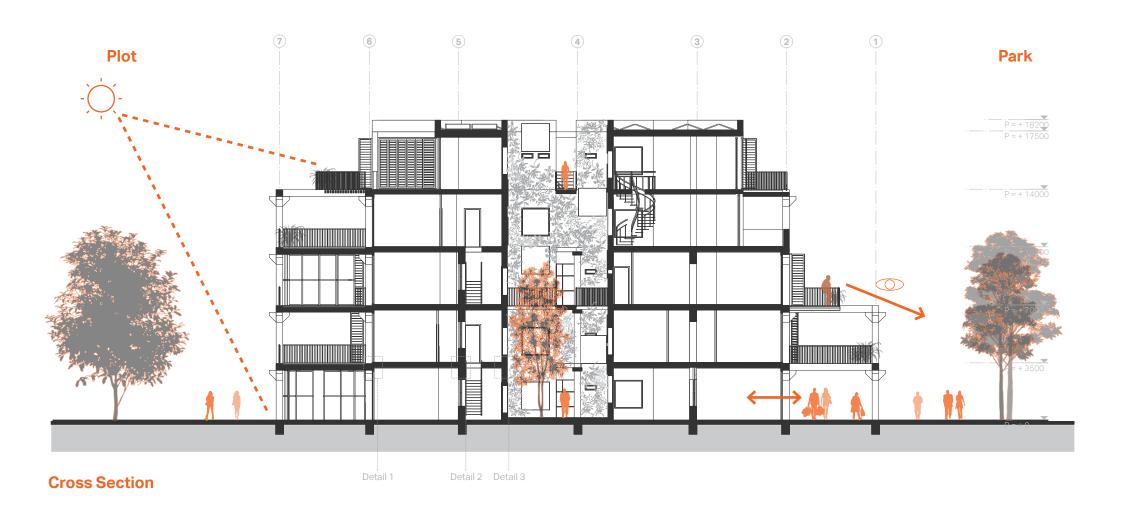
### **Private side**



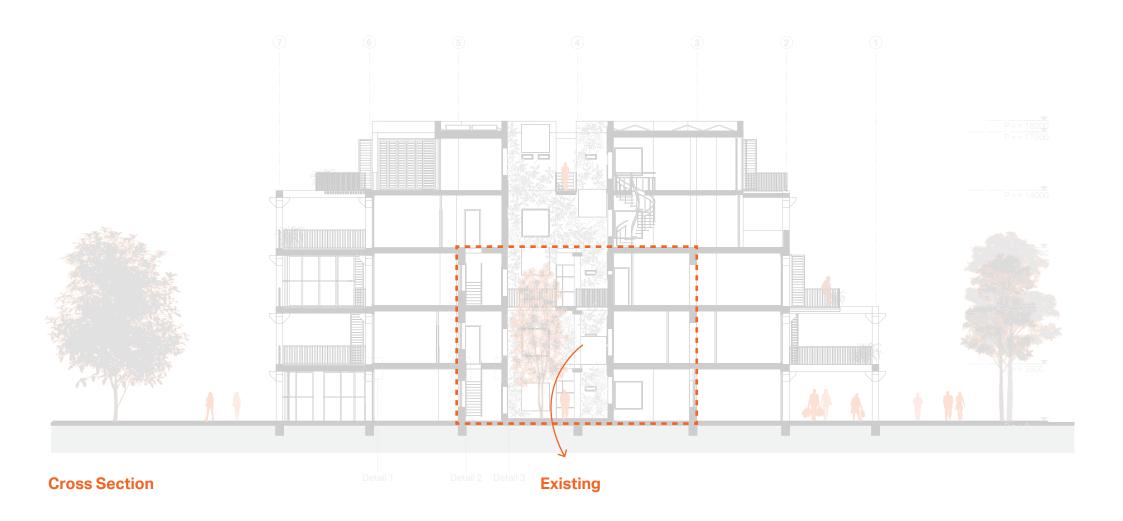
### **Section view**



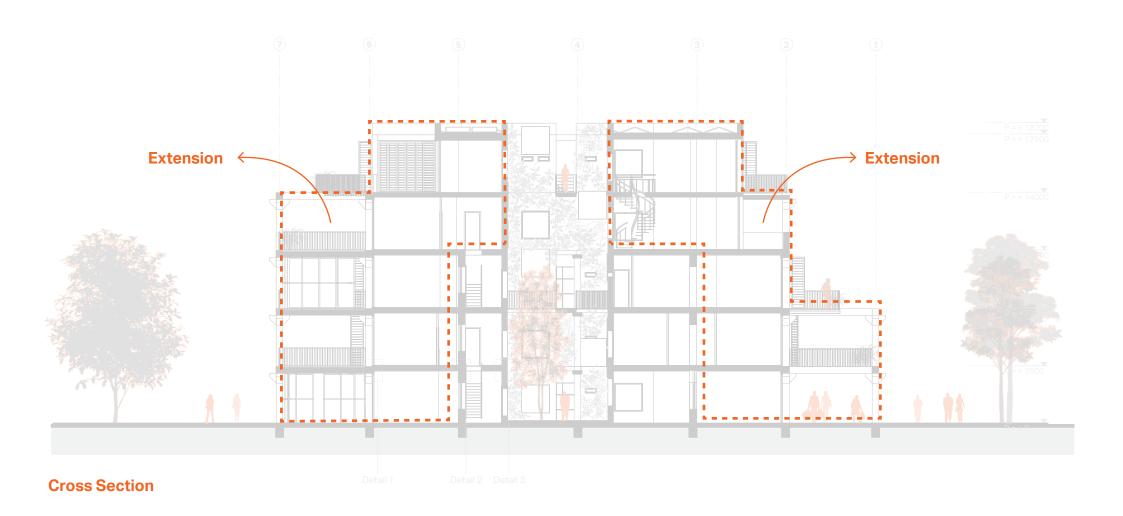
### Oriëntation



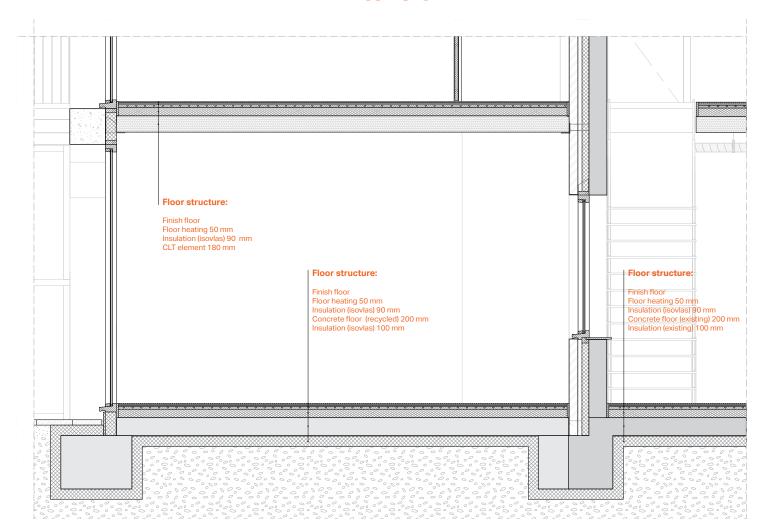
### **Interventions**



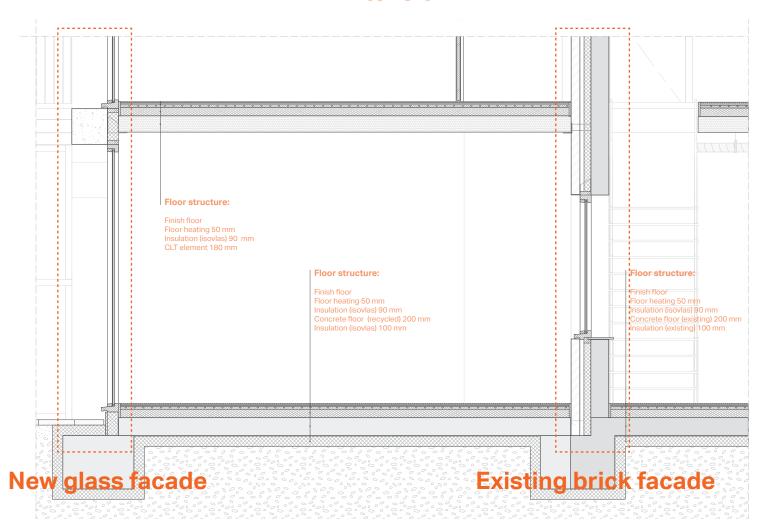
### **Interventions**



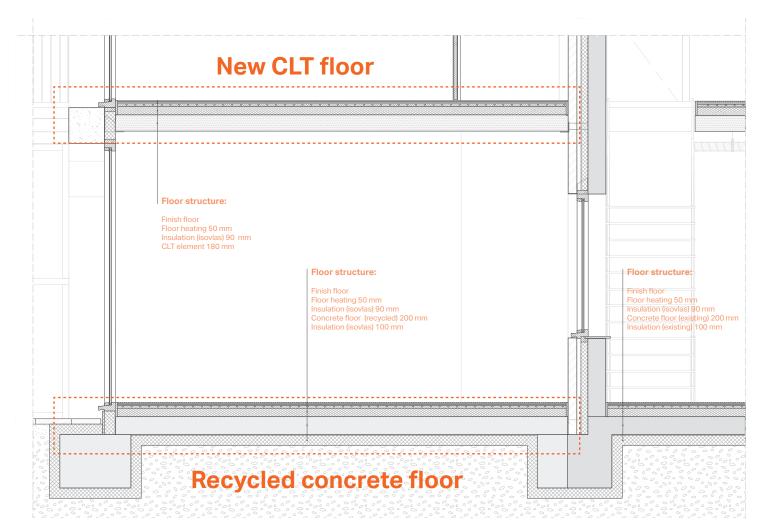
### **Extension**



### **Extension**



### **Extension**

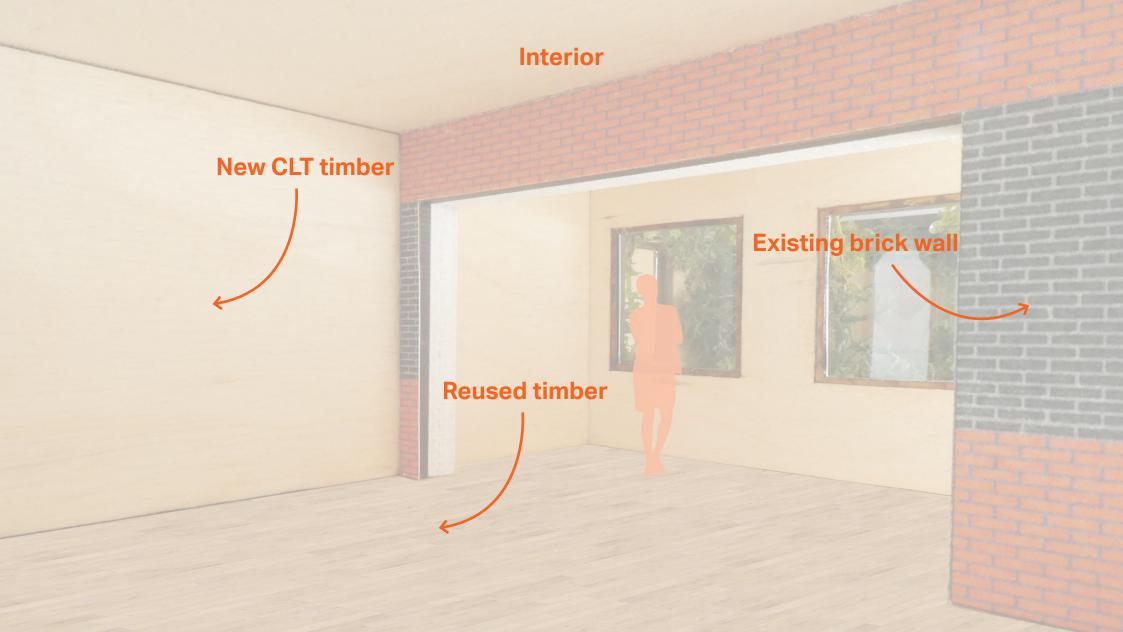


### **Section model**

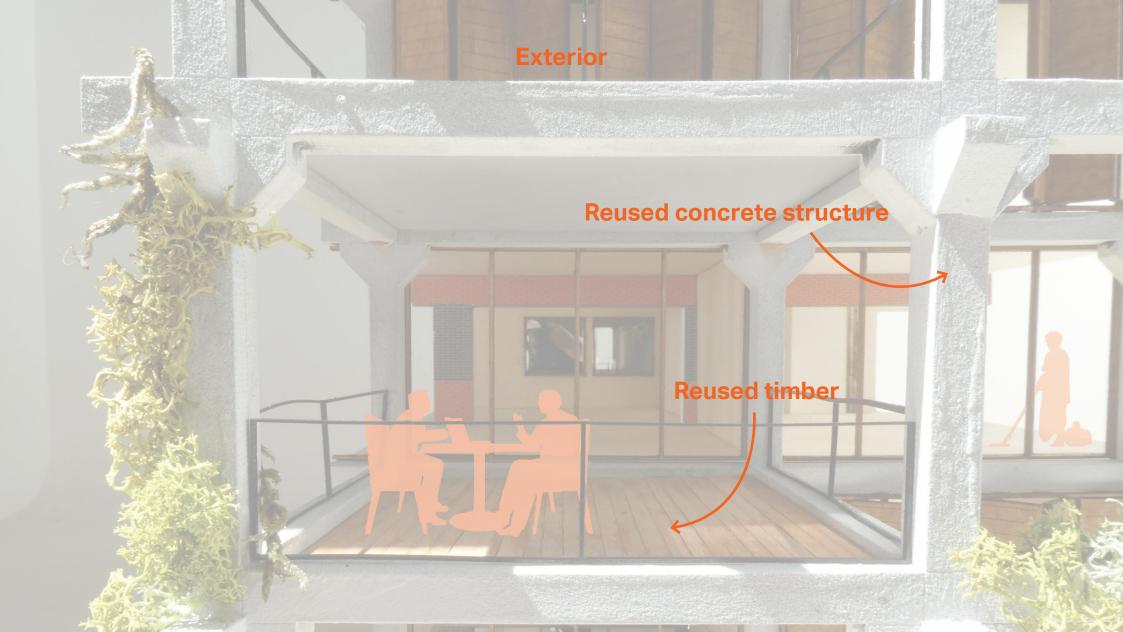






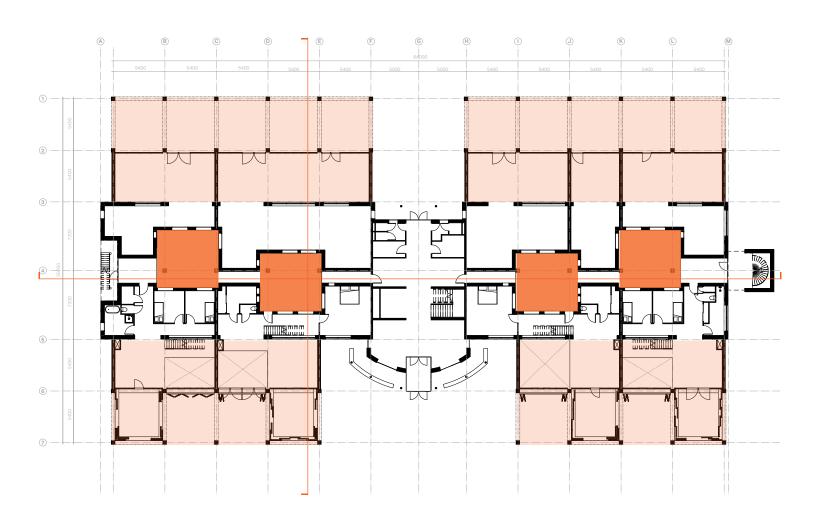








## **Extraction**



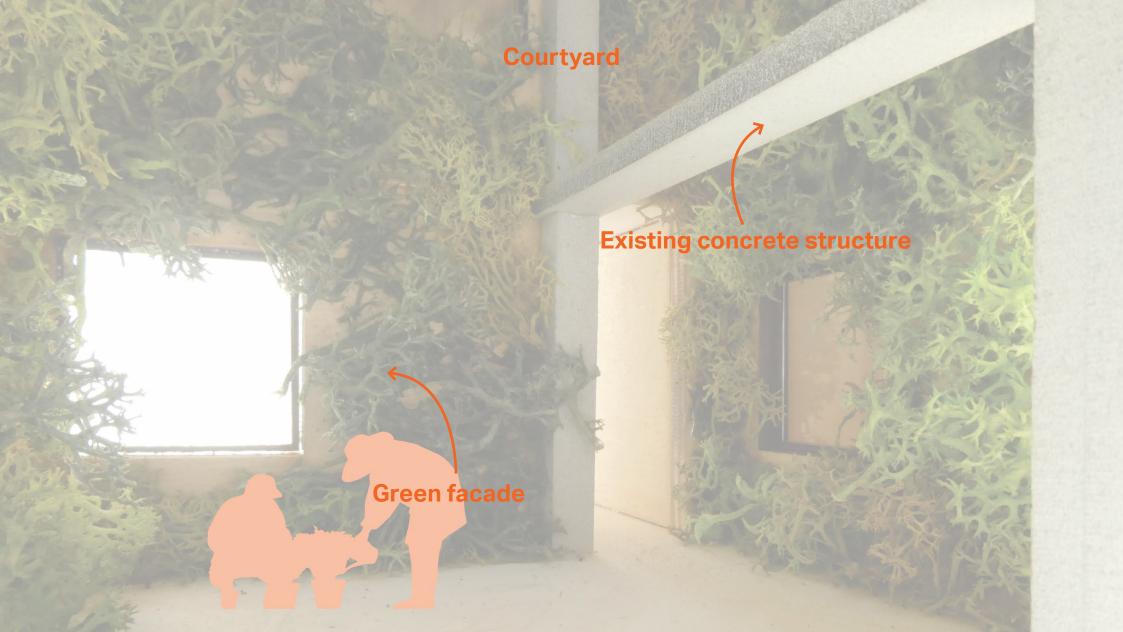
# Courtyard



# **Courtyard**









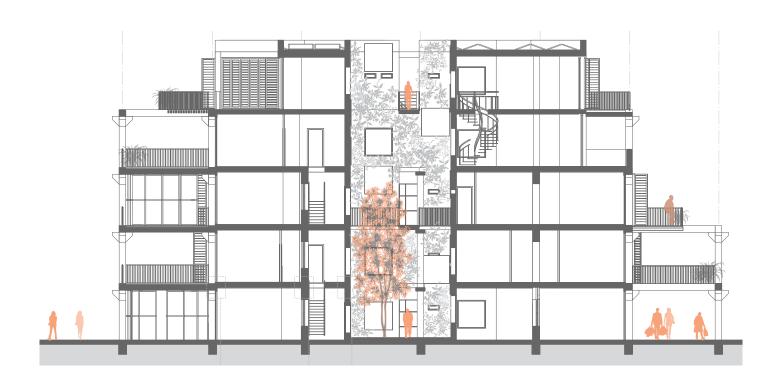


# Mirror glass

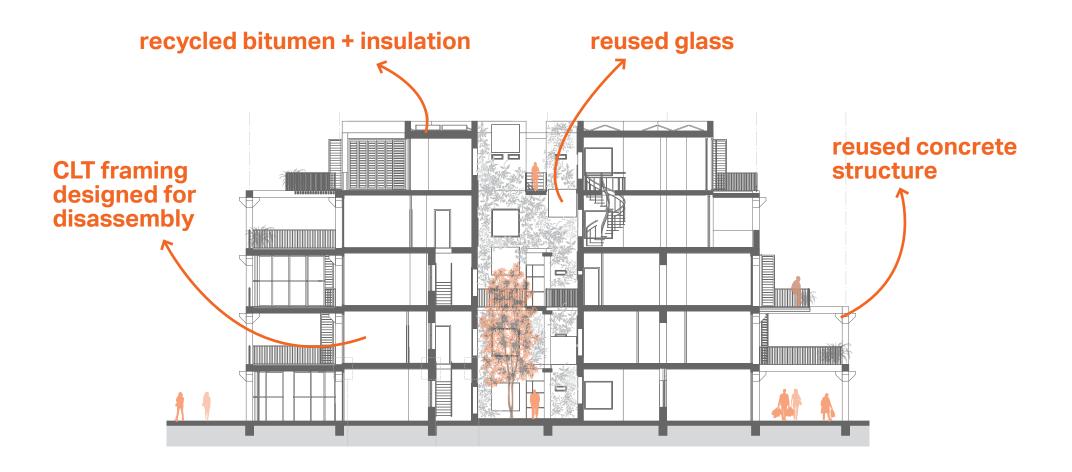




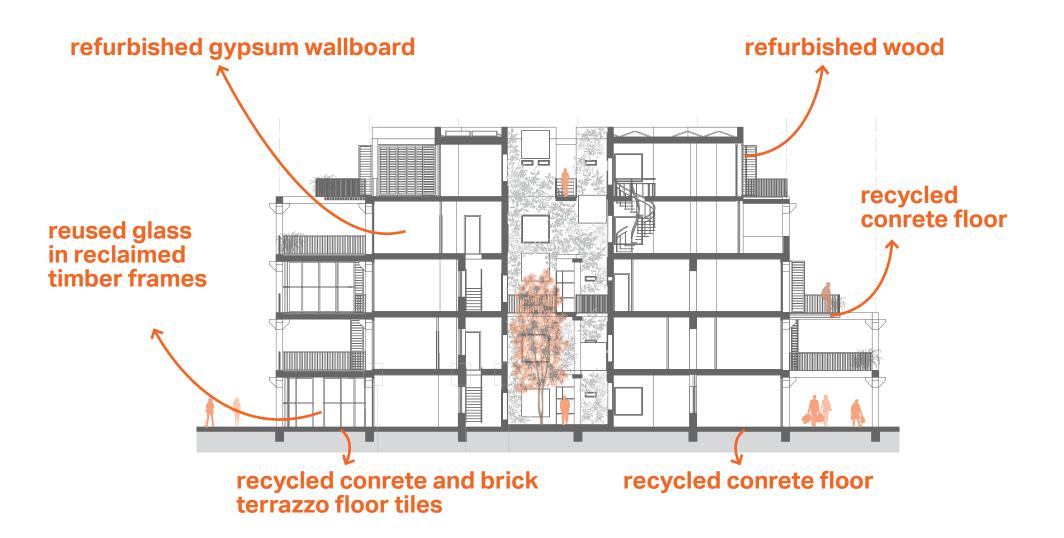
# **Overview**



### **Overview**



### **Overview**



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