



SPORT AND LEISURE CENTRE

DESIGN FOR HUMAN SCALE IN AN LARGE SCALE AREA

INDEX

- P I CONTECT & SITE
- P II CONNECTION & ORGANIZATION
- P III DESIGN & TECHNICAL ASPECTS
- P IV EXPERIENCE

TALLINN

CITY OF LARGE SCALE STRUCTURES

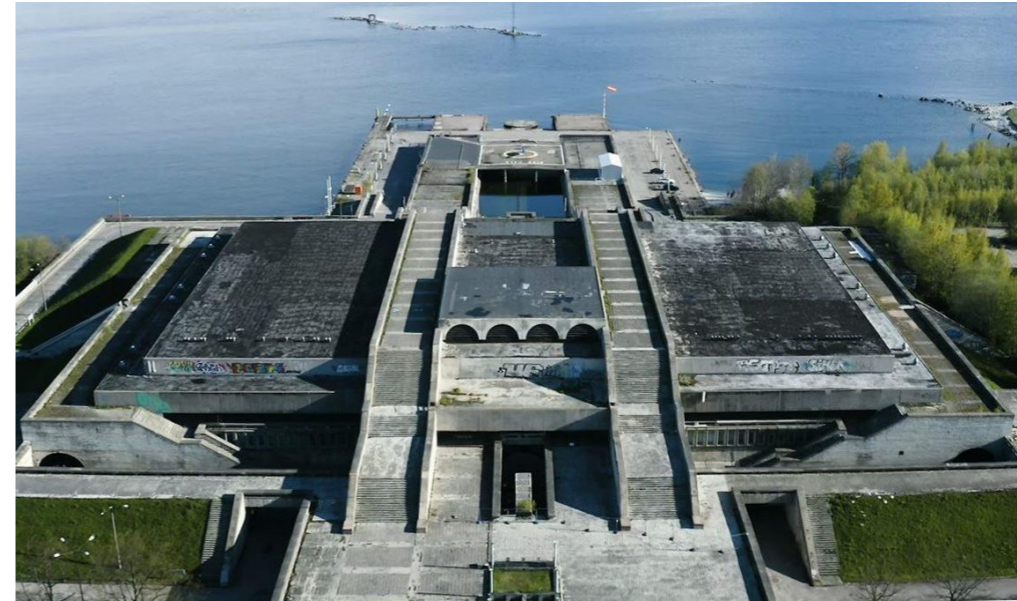


TALLINN

CITY OF LARGE SCALE STRUCTURES



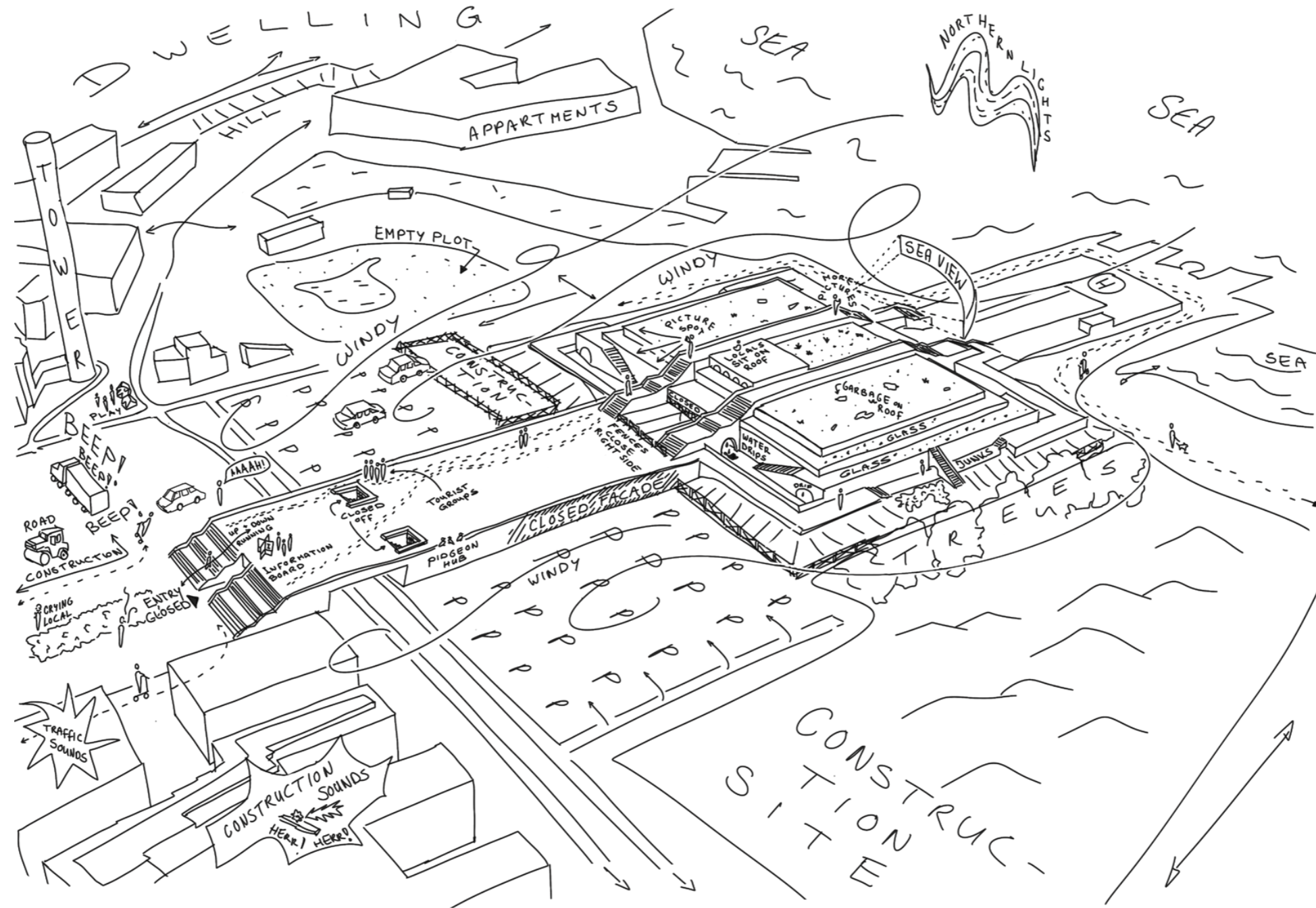
SOVJET PRISON



LINNAHAL

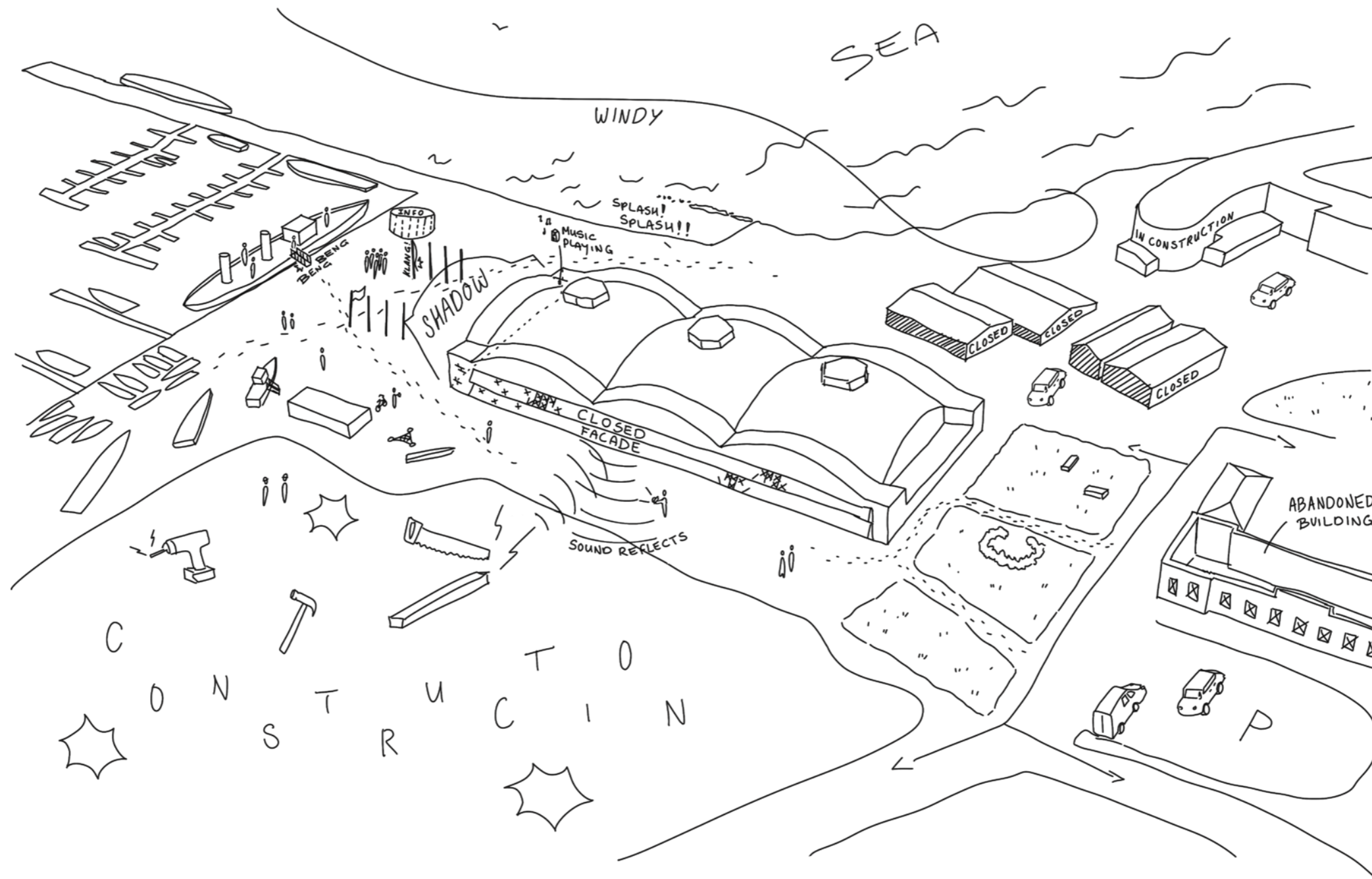
ANALYSIS

WHAT HAPPENS IN BETWEEN



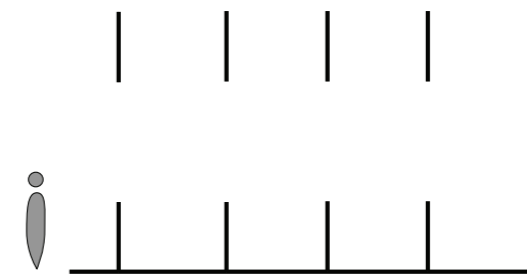
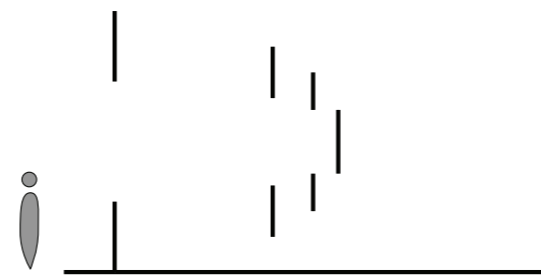
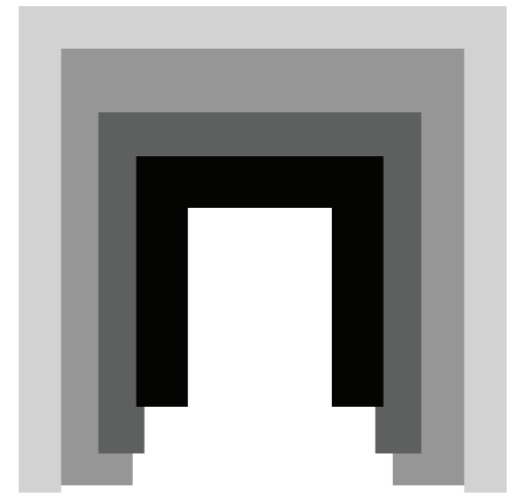
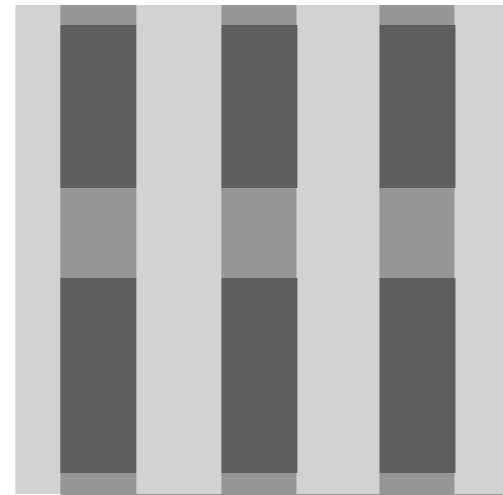
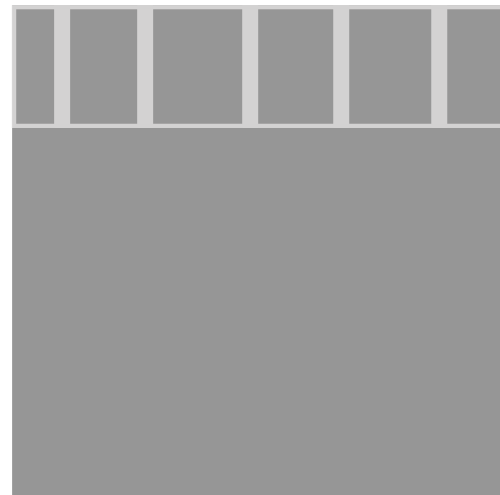
ANALYSIS

WHAT HAPPENS IN BETWEEN



A MATTER OF DEPTH

FACADE DEPTH INFLUENCING HUMAN ACTIVITY



HUMAN SCALE

DEFINITION & KEY FACTORS

DESIGN THAT CONSIDERS HUMAN MEASUREMENTS, PROPORTION, USE AND (EMOTIONAL) EXPERIENCE

- OWN DEFINITION BASED ON LITERATURE

TEST CASE

MEASURING HUMAN SCALE



TEST CASE

MEASURING HUMAN SCALE



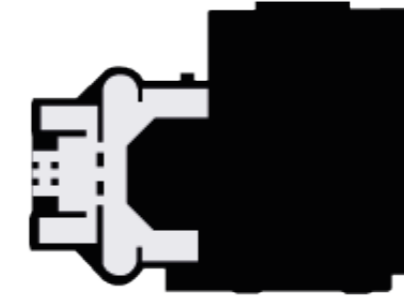
Placement in urban tissue



Navigation



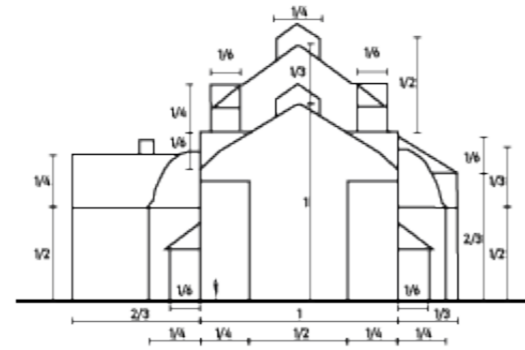
Use



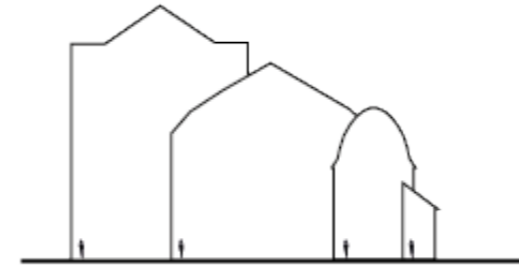
Public space



Relation to human height



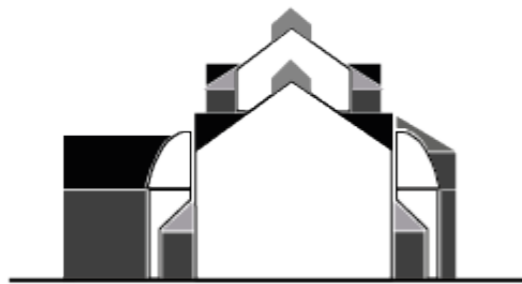
System of proportion



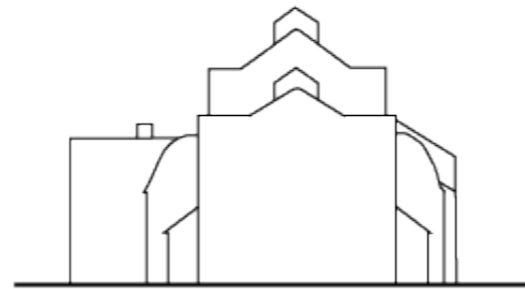
Ordering of elements



Transition in scales



Unique to repetitive



Fragmentation



Depth



Details

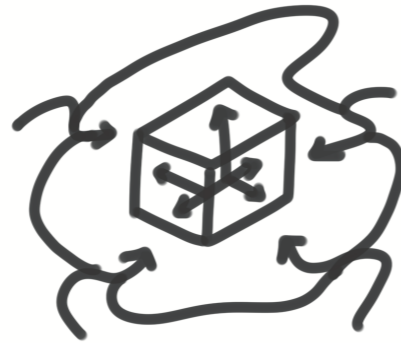
KEY FACTORS

HUMAN SCALE

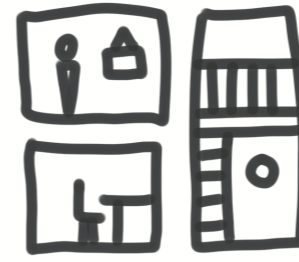
HUMAN CONNECTION



Placement in urban tissue



Navigation

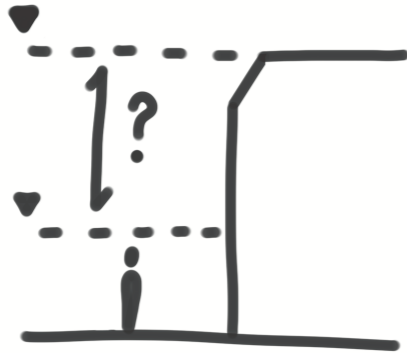


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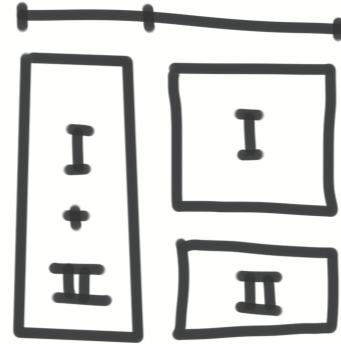


Publicly accesible

PROPORTION



Relation to human height



System of proportion

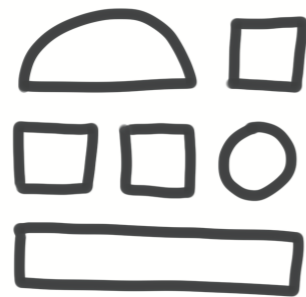


Ordering of elements



Transition in scales

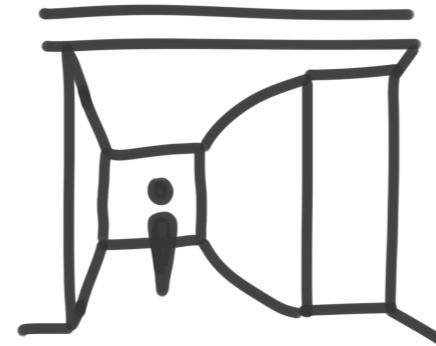
UNIFORMITY



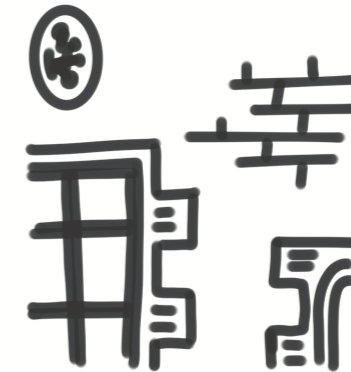
Unique to repetitive



fragmentation



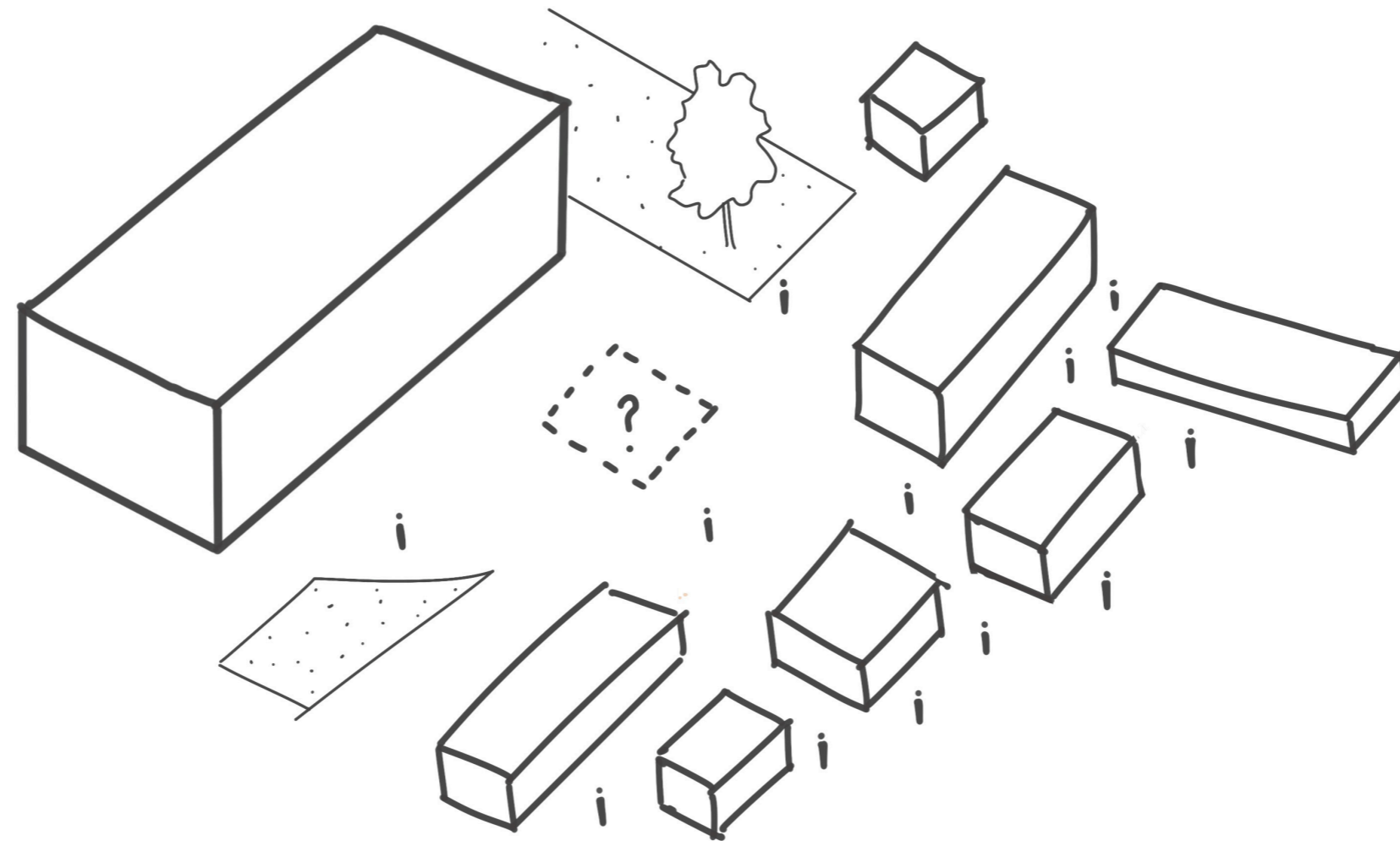
Depth



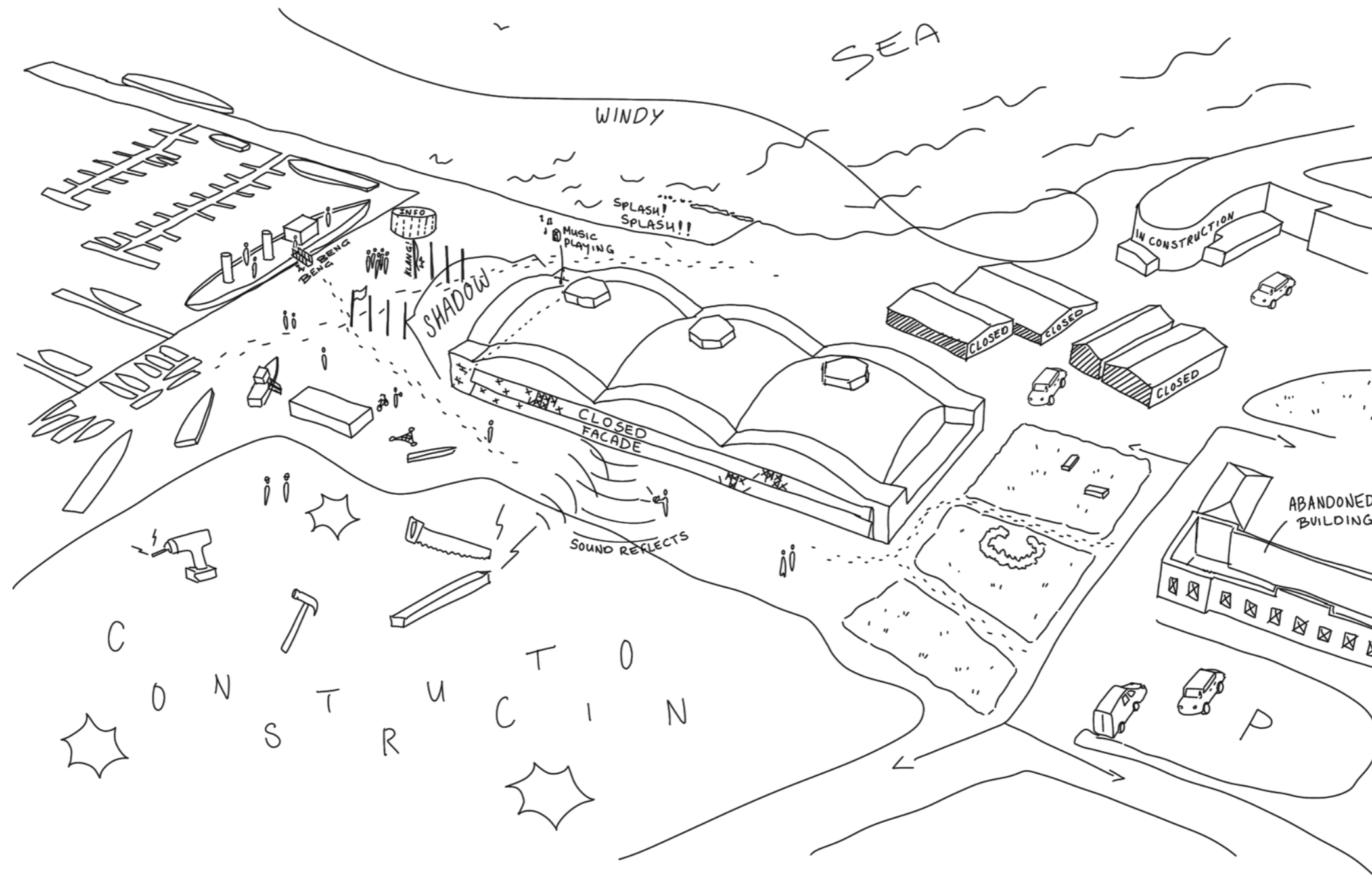
Detail

RESEARCH QUESTION

HOW CAN WE (RE)BUILD IN AN ISOLATED LARGE SCALE AREA WHERE HUMAN ACTIVITY IS LOST?



EXISTING STRUCTURE SITE



FORMER STAFF BUILDING

HARBOUR INDUSTRY



GIFTS OF THE AREA

SITE



KALAMAJA NEIGHBOURHOOD

SMALL & MID SCALE HOUSING



HERITAGE

RE-PURPOSED SEAPLANE HANGAR & SOVJET PRISON



SEA CONNECTION

VISUAL & WALKABLE



FUTURE PLANS

HOUSING & CULTURAL DISTRICT

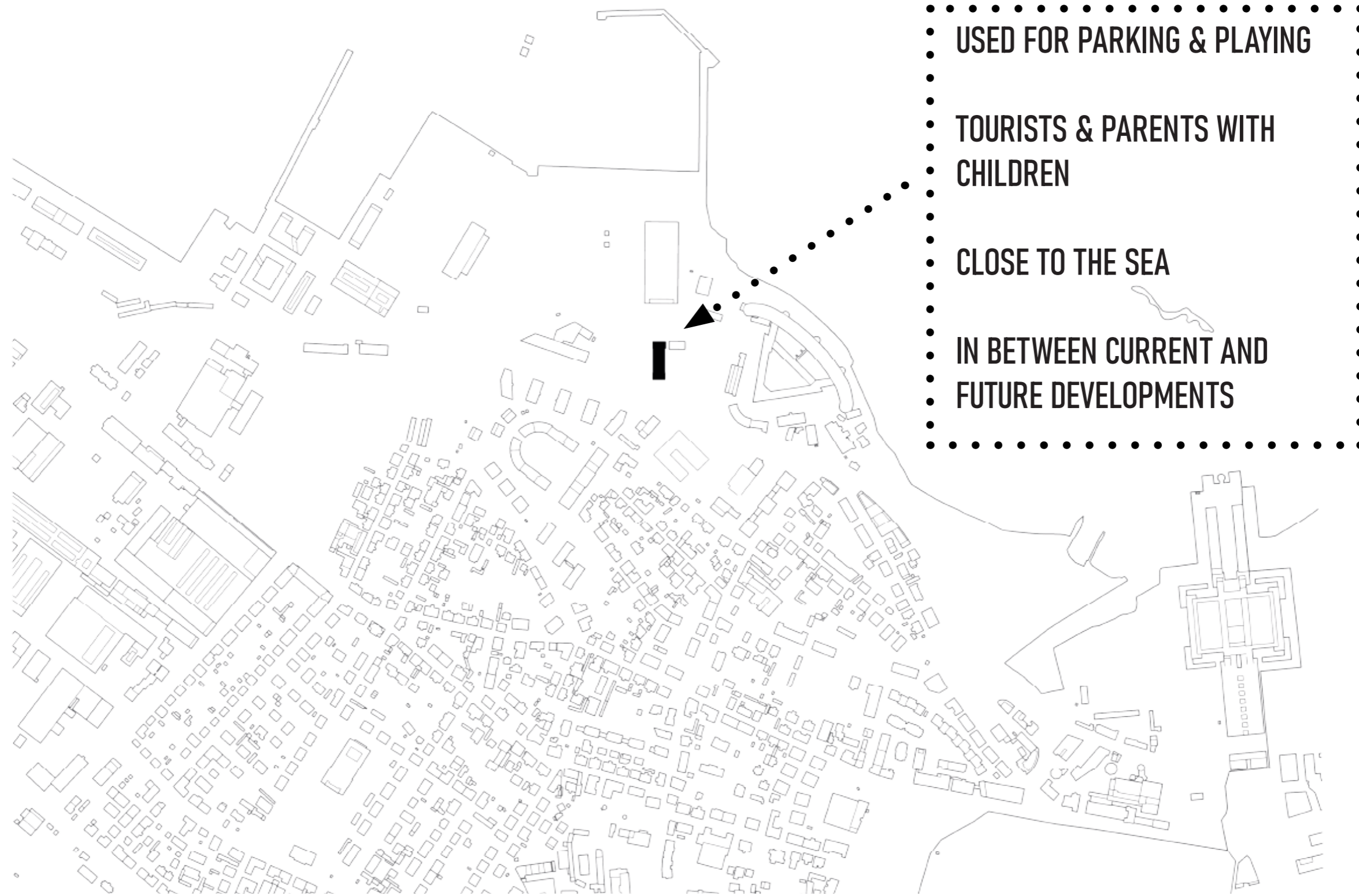


GREEN STRUCTURE PARK



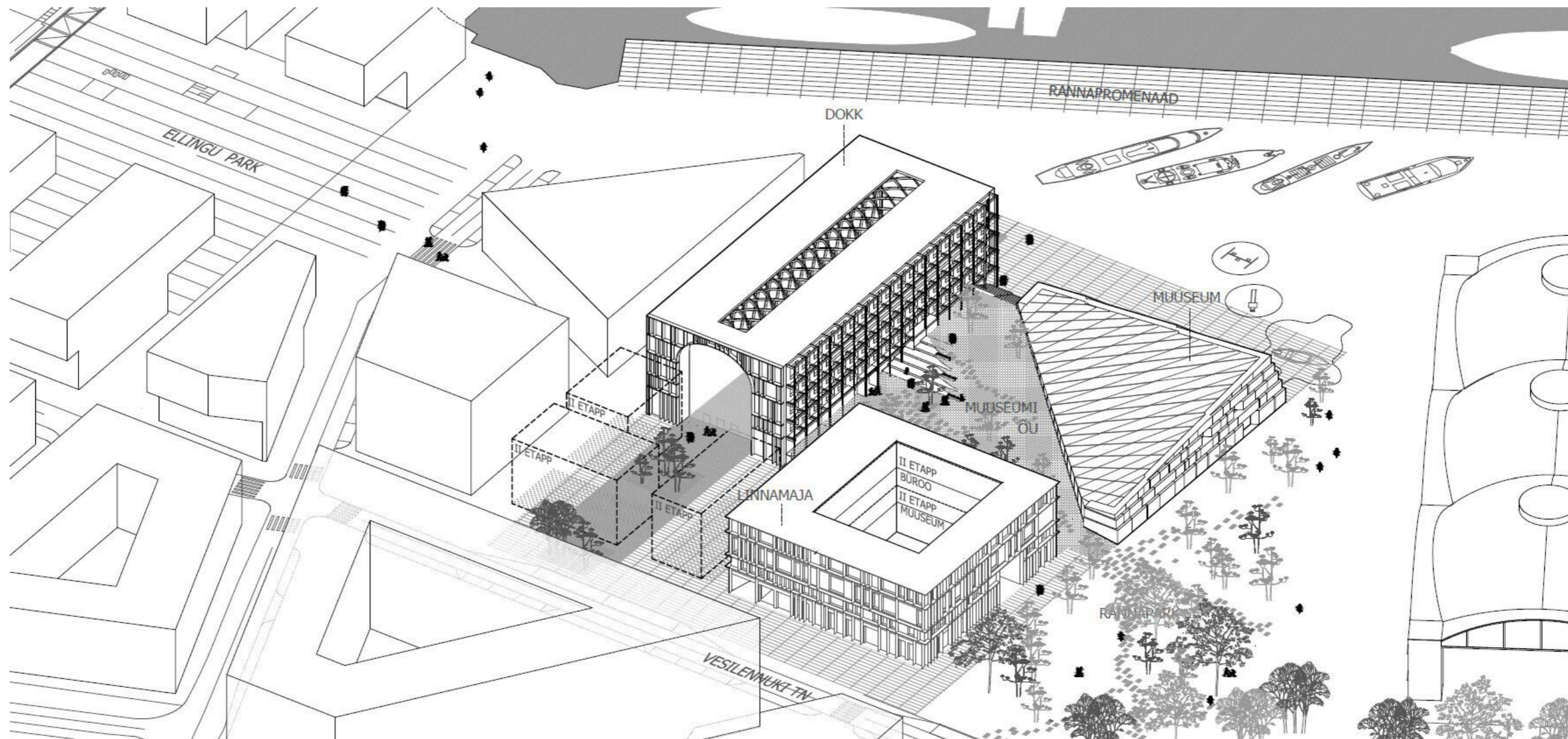
SITE WEAK POINTS & OPPORTUNITIES

SUMMARY



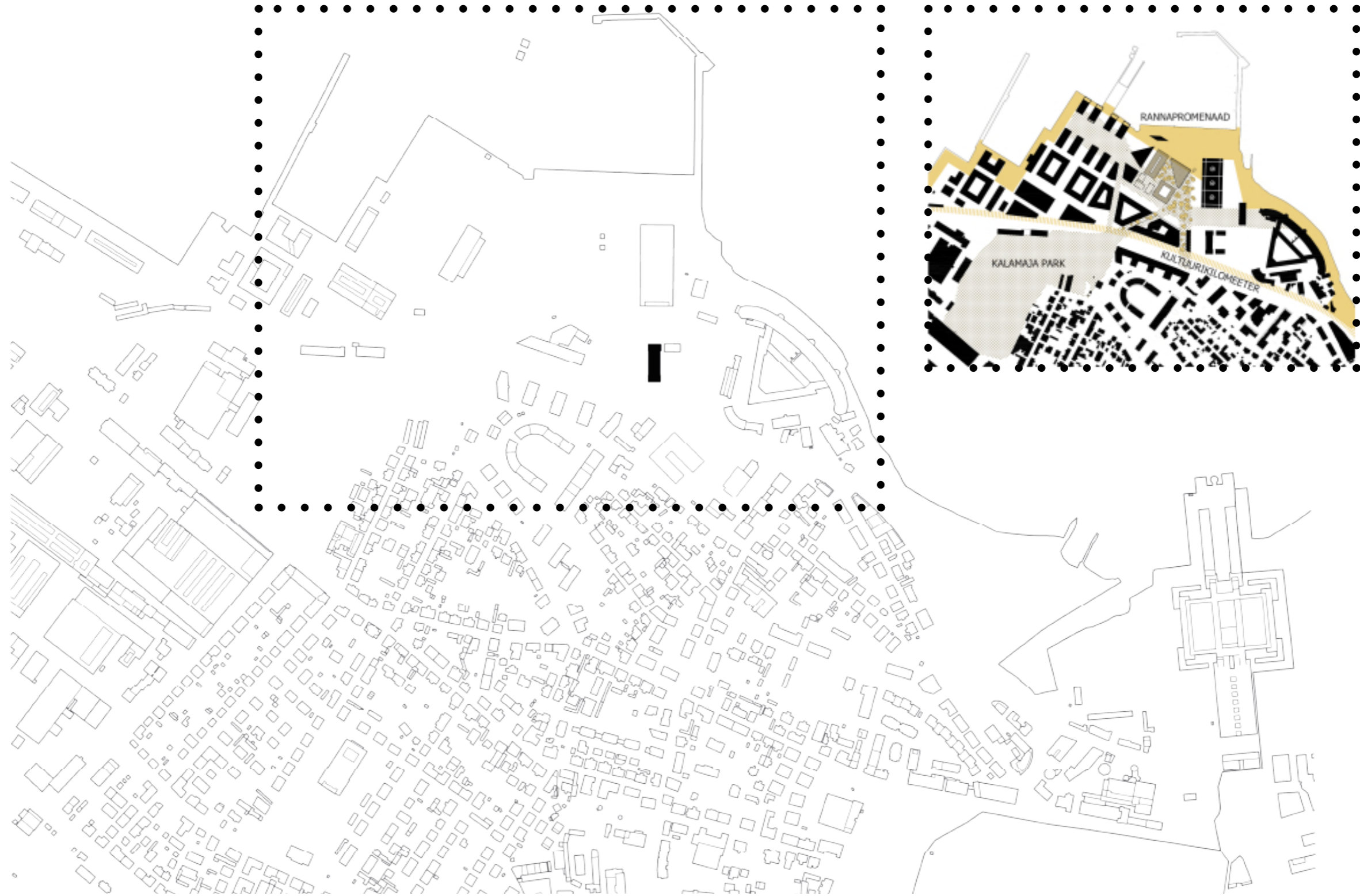
CURRENT AND FUTURE DEVELOPMENTS

MUSEUMS & SUSTAINABILITY CENTRE



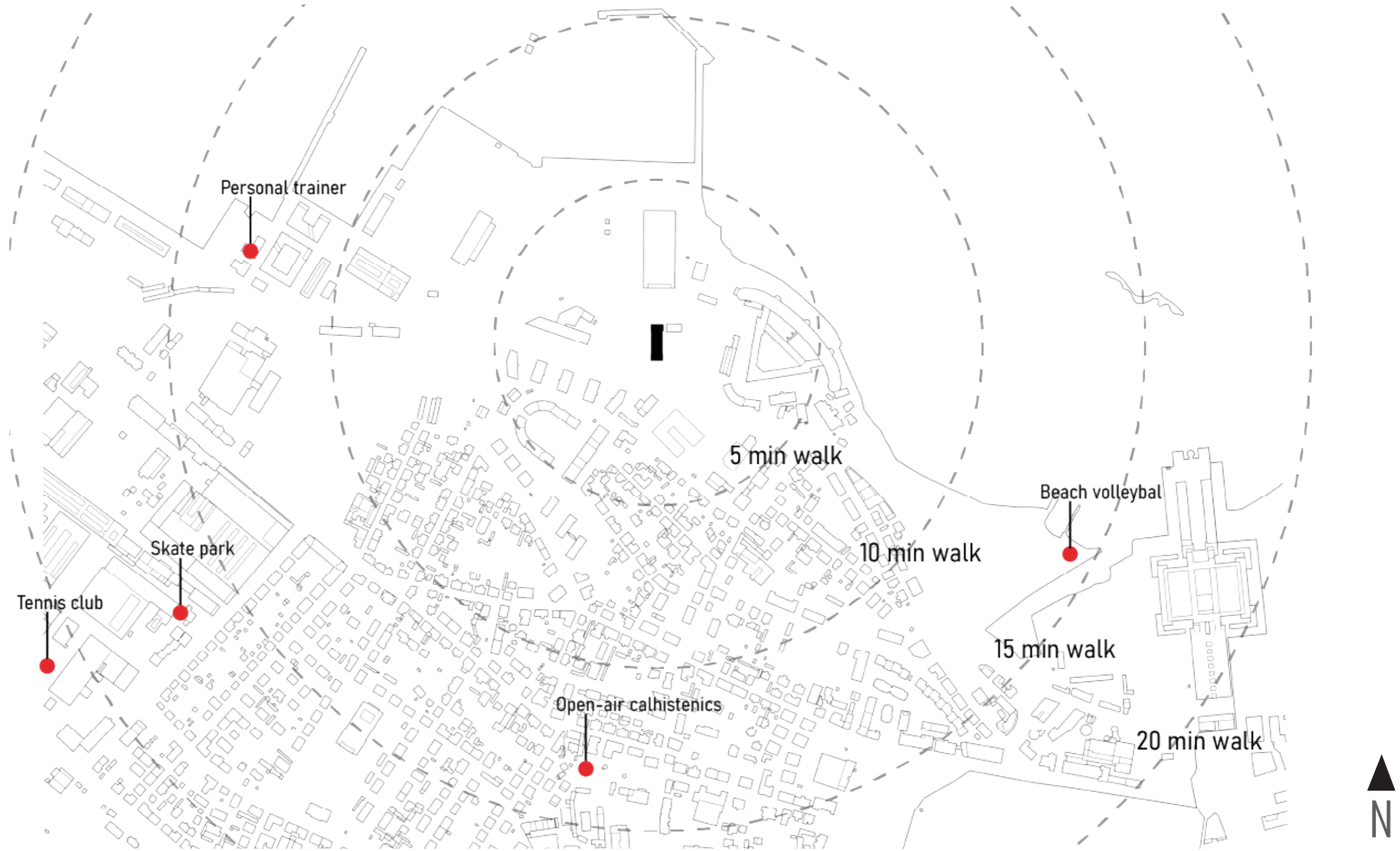
TITEL

ONDERTITEL

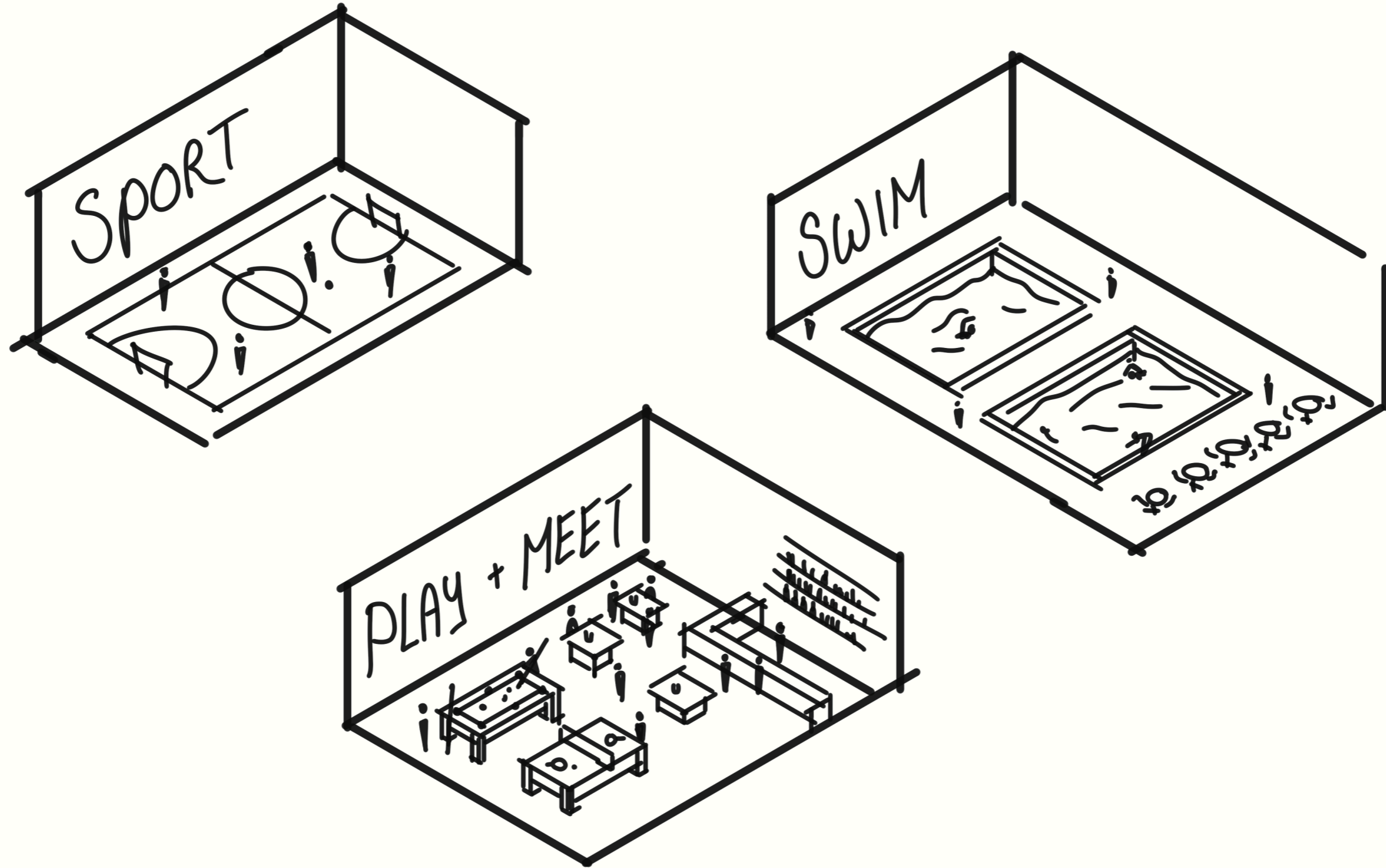


SPORTS FACILITIES

USE

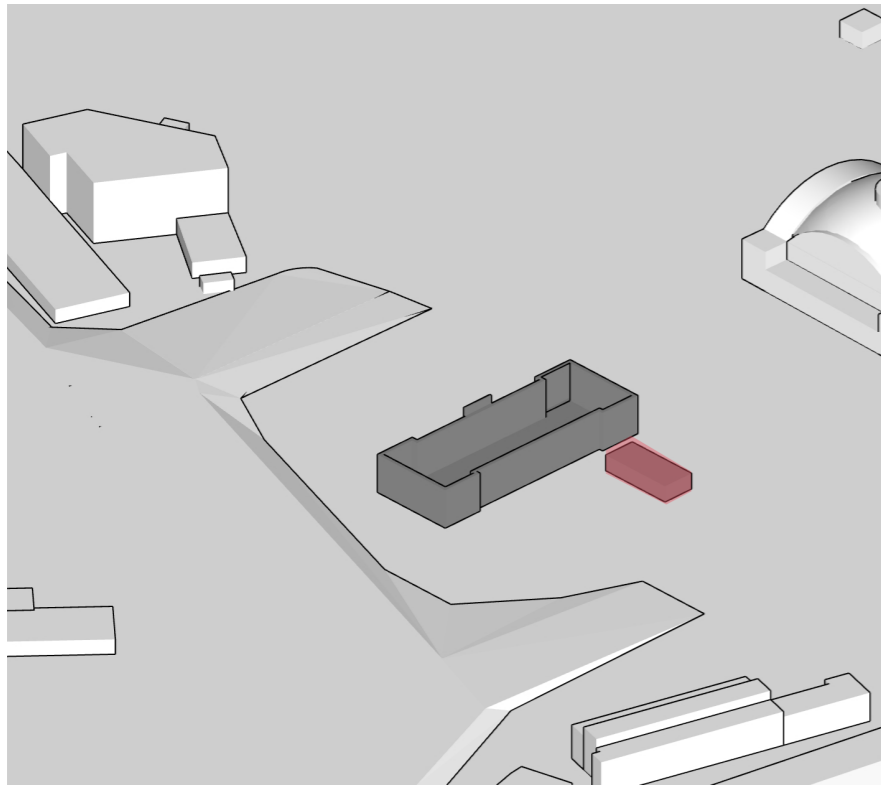


TITEL
ONDERTITEL

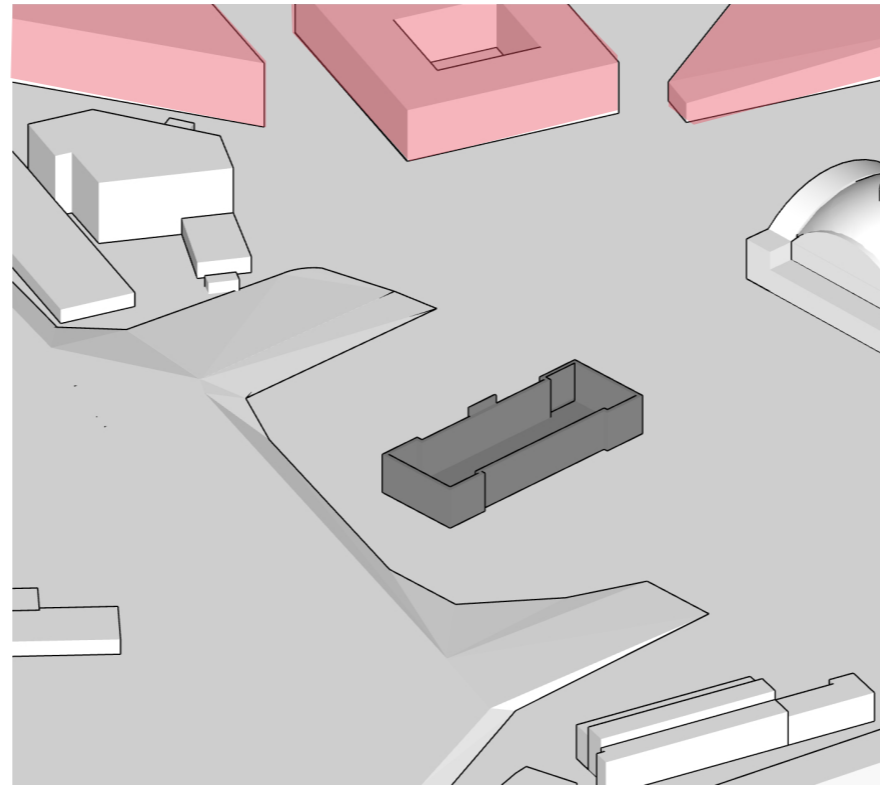


SUMMARY

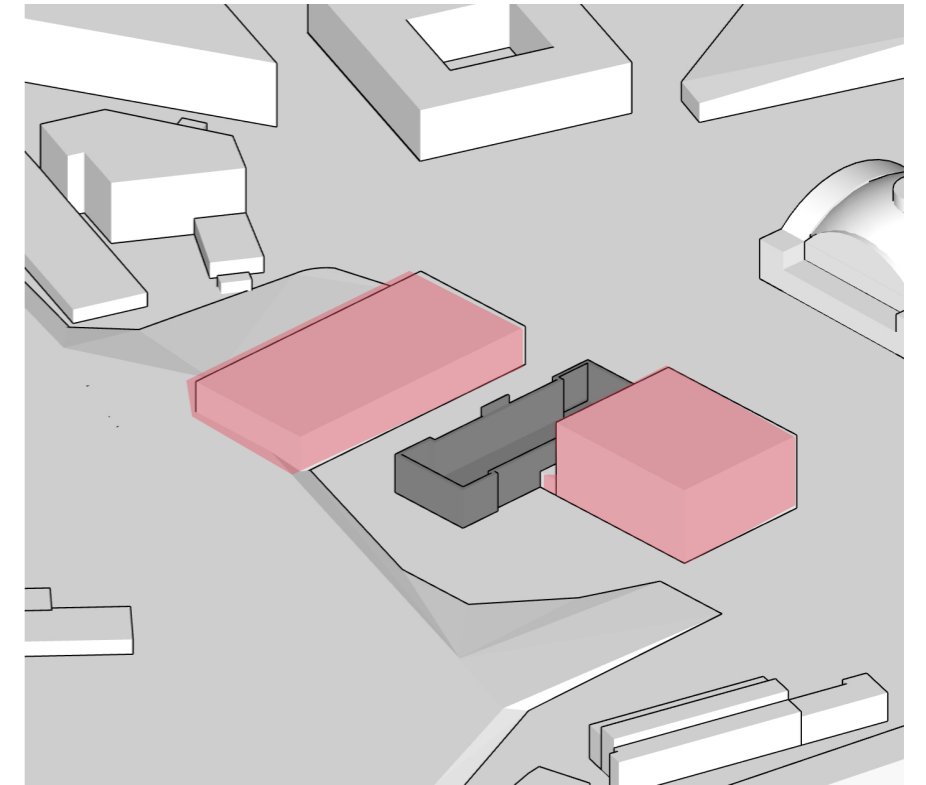
SITE AND CONTEXT



REMOVE OBSTRUCTIONS



INCLUDE FUTURE PLANS



ADD NEW VOLUMES

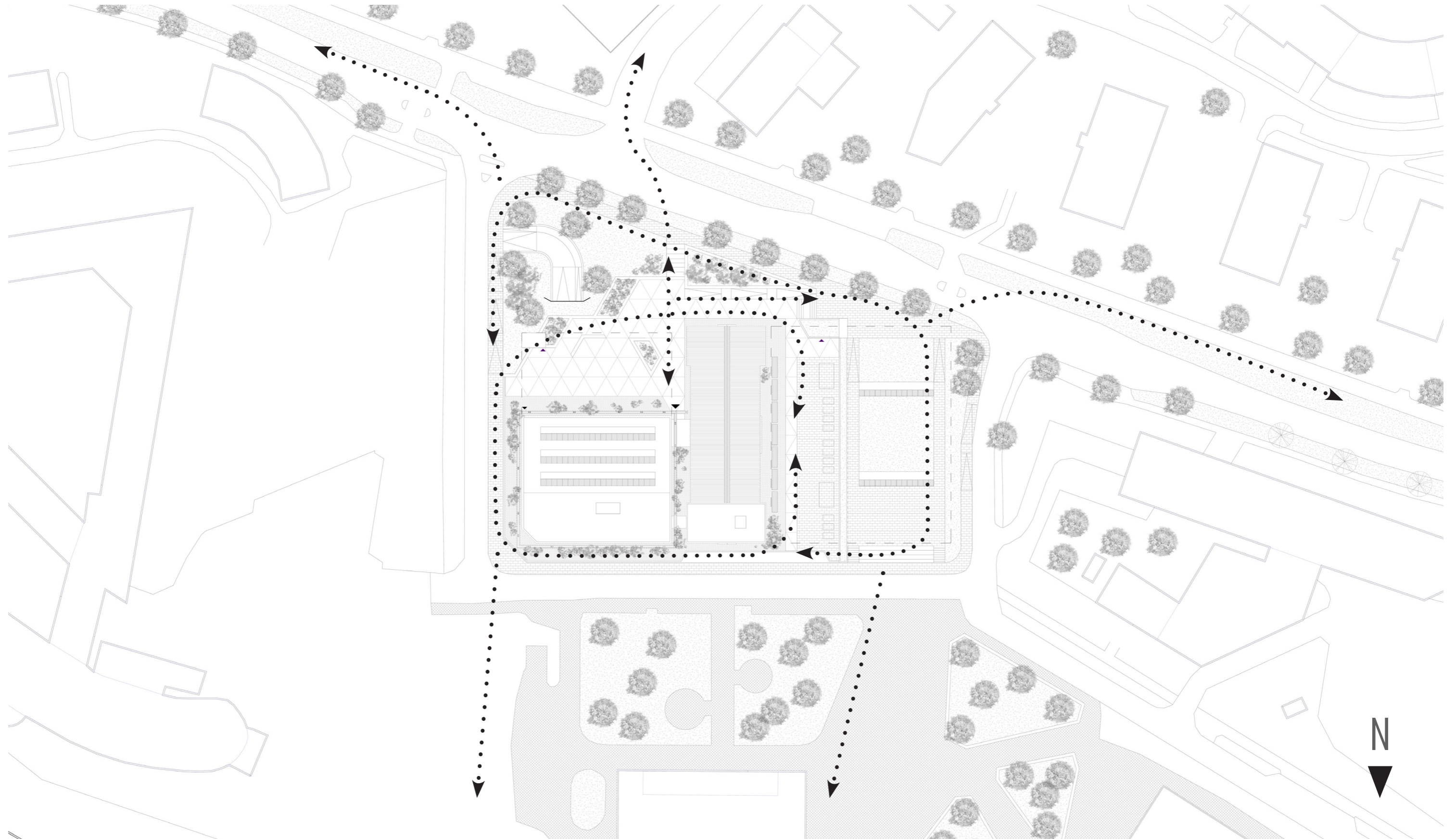
ORGANIZATION & CONNECTION

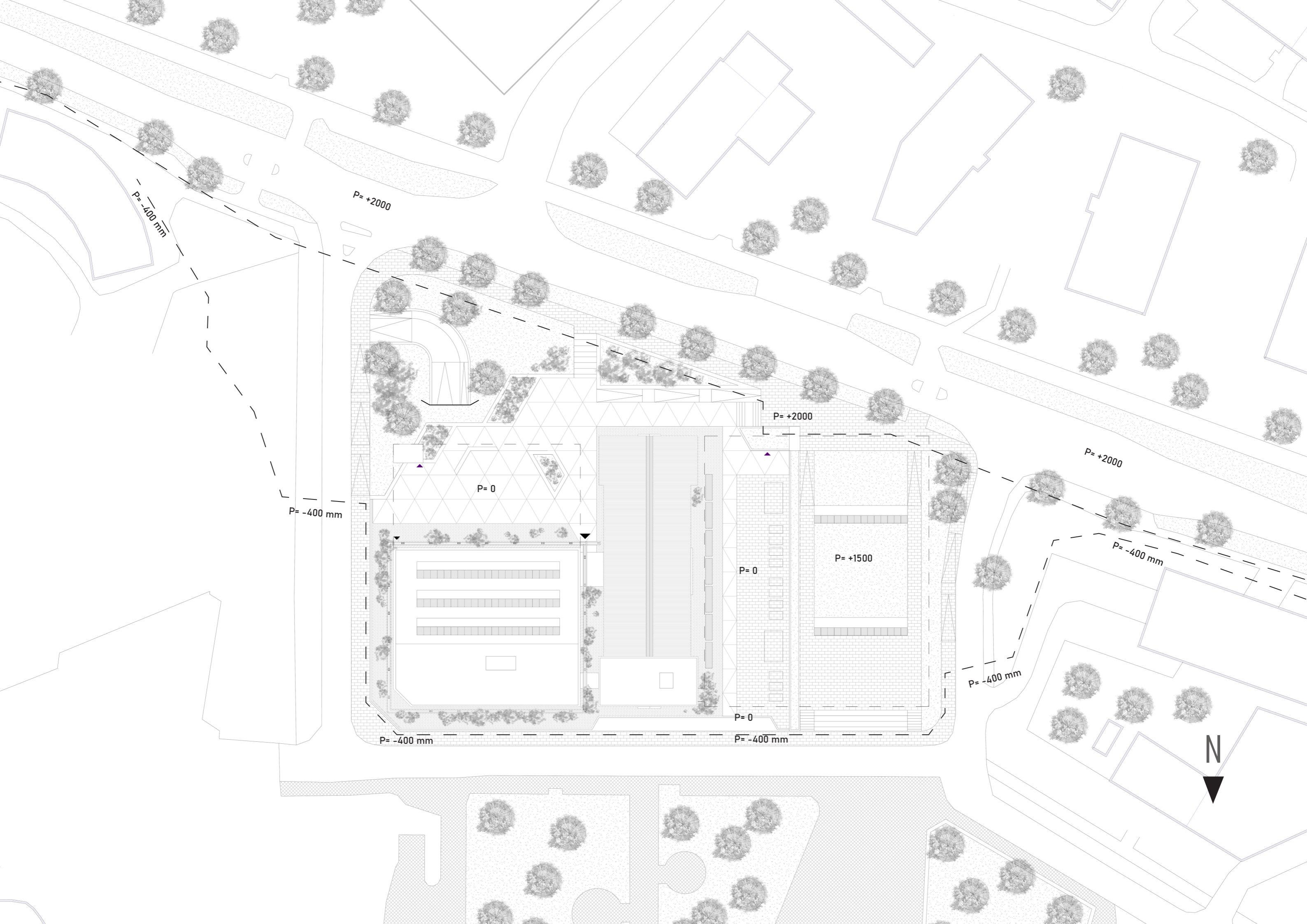
P II



CONNECTION TO URBAN TISSUE

SITE PLAN





CENTERED CIRCULATION

PRECEDENT STUDY I

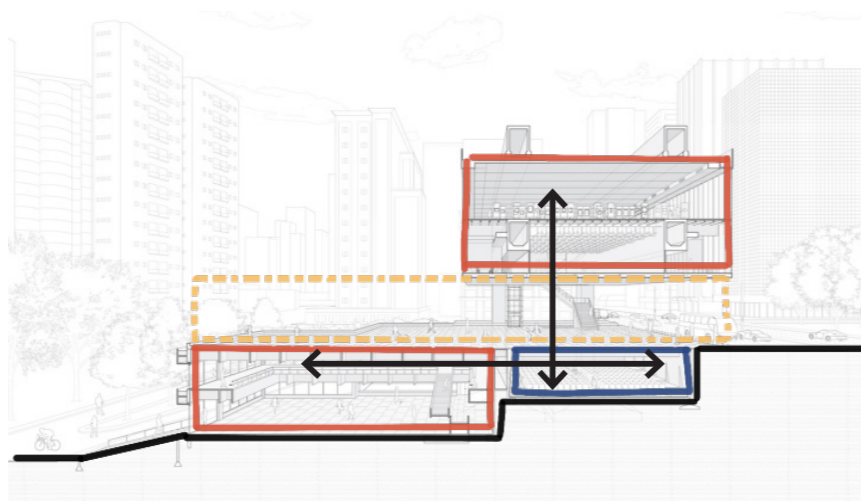
SESC POMPEIA SPORT



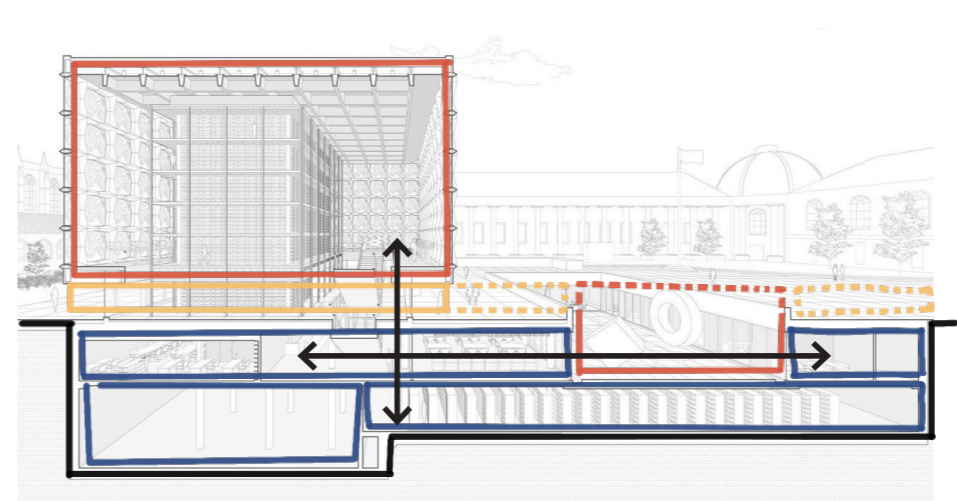
DISTRIBUTION OF LARGER VOLUMES

PRECEDENT STUDY II

MASP - LINA BO BARDI



BEINECKE LIBRARY - GORDON BUNSHAFT

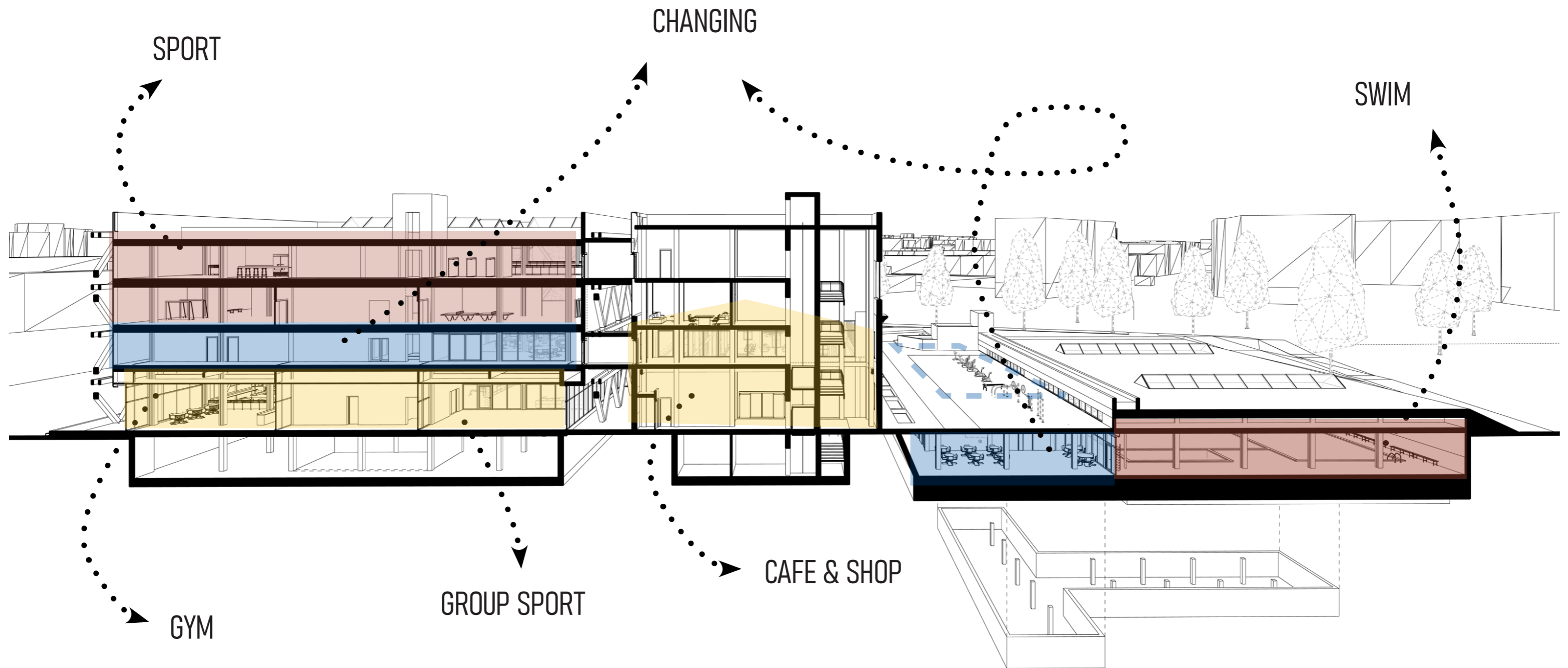


ZONING & RELATION TO OUTSIDE

SPORT

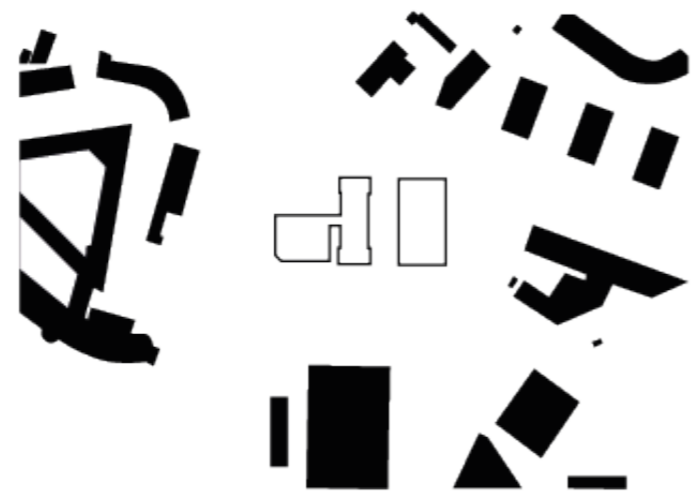


SWIM

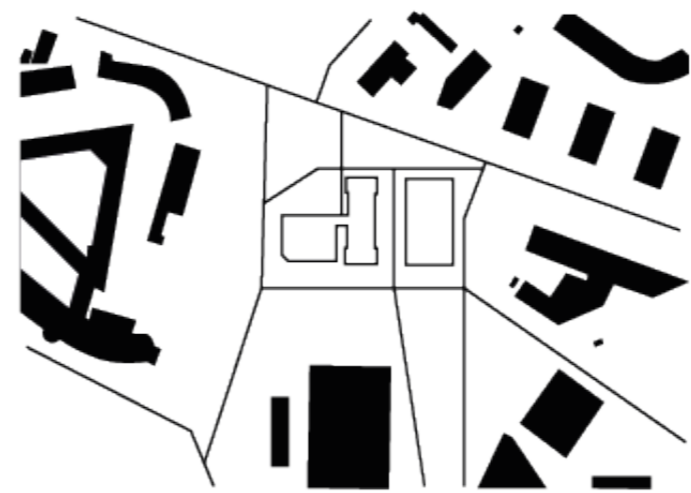


HUMAN CONNECTION

TESTING HUMAN SCALE



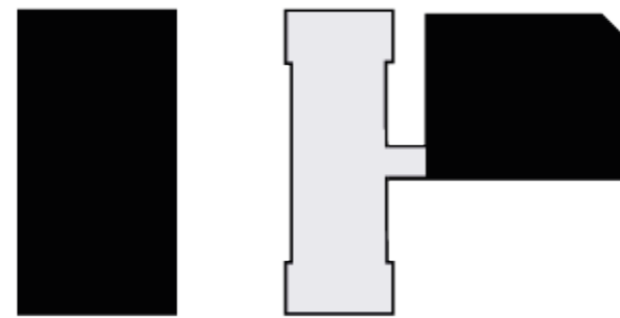
Placement in urban tissue



Navigation



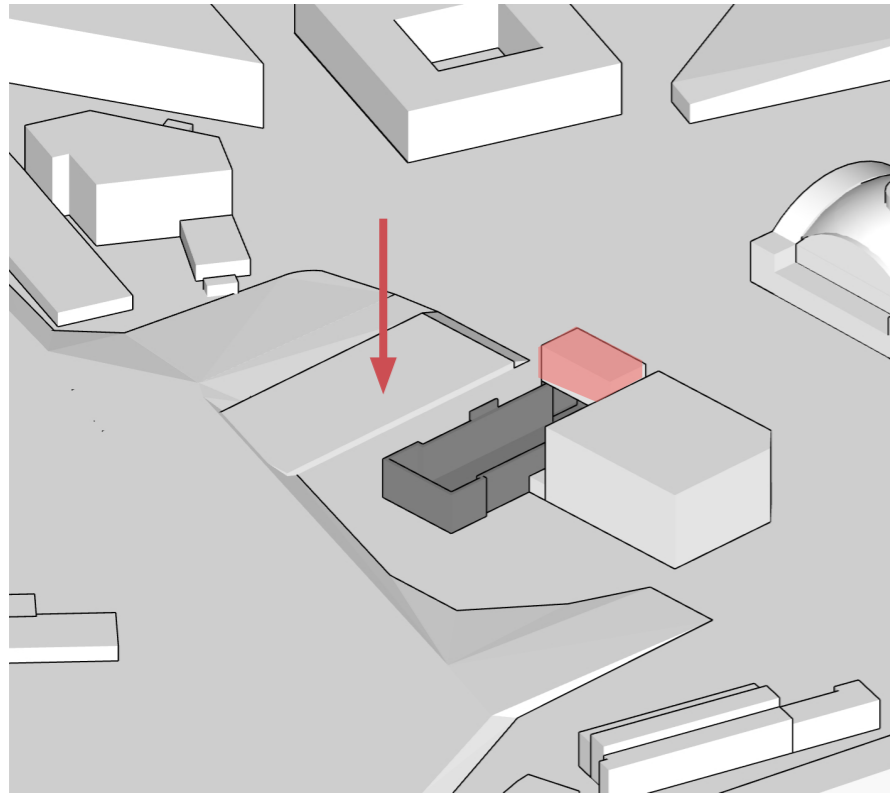
Use



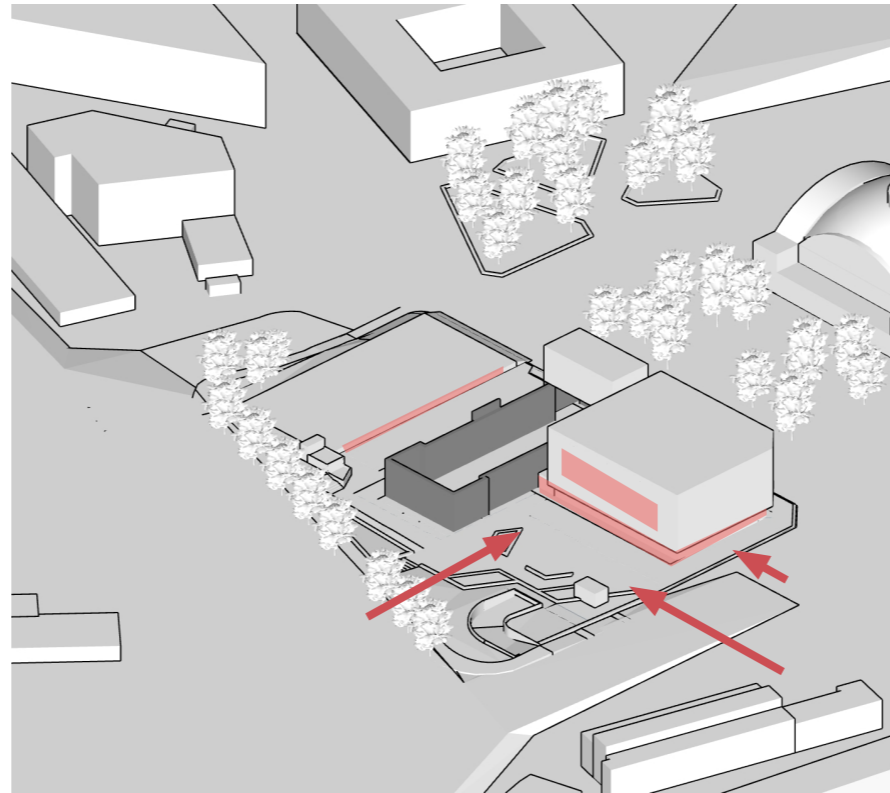
Public space

ORGANIZATION & CONNECTION

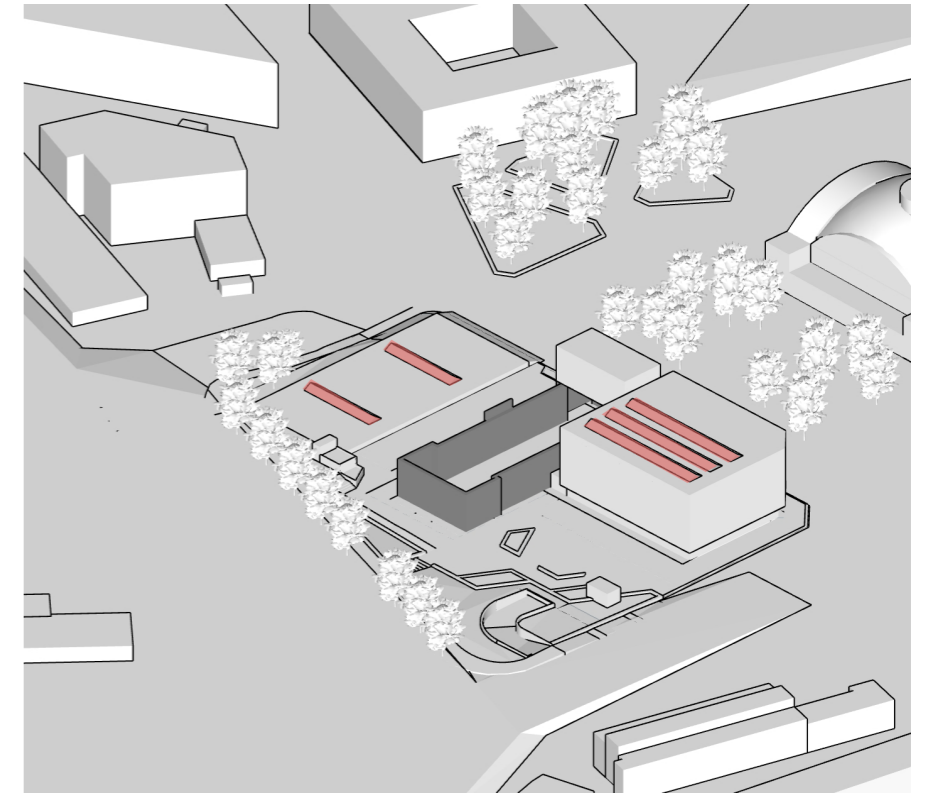
SUMMARY PII



Connect



Invite



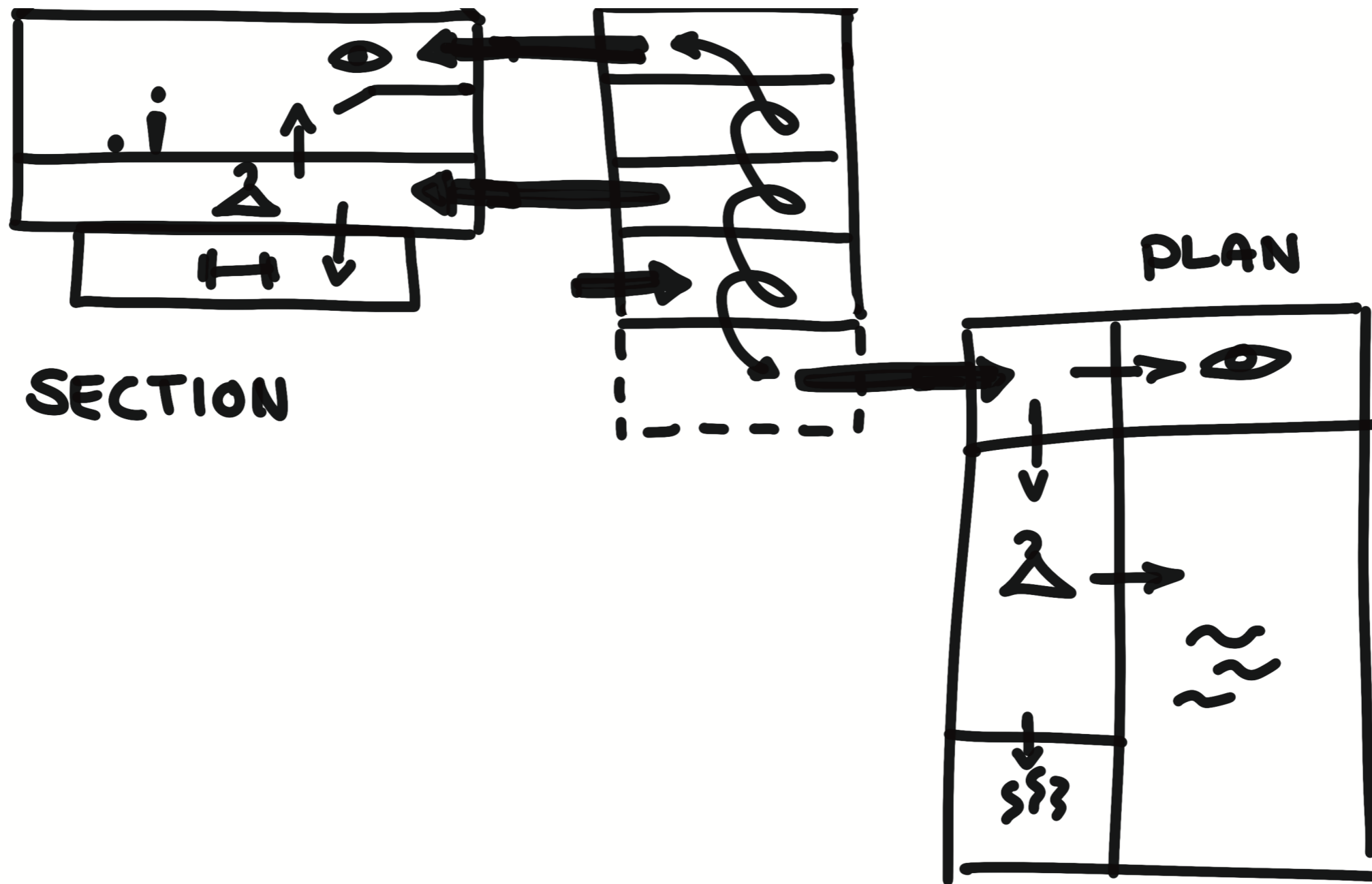
Daylight

DESIGN

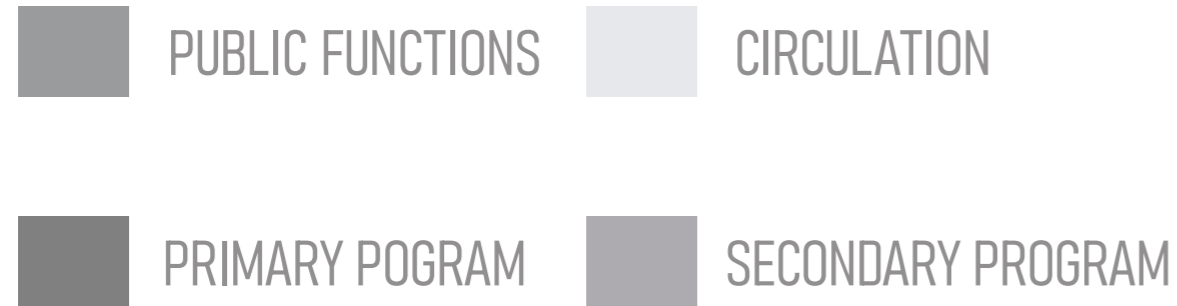
P111



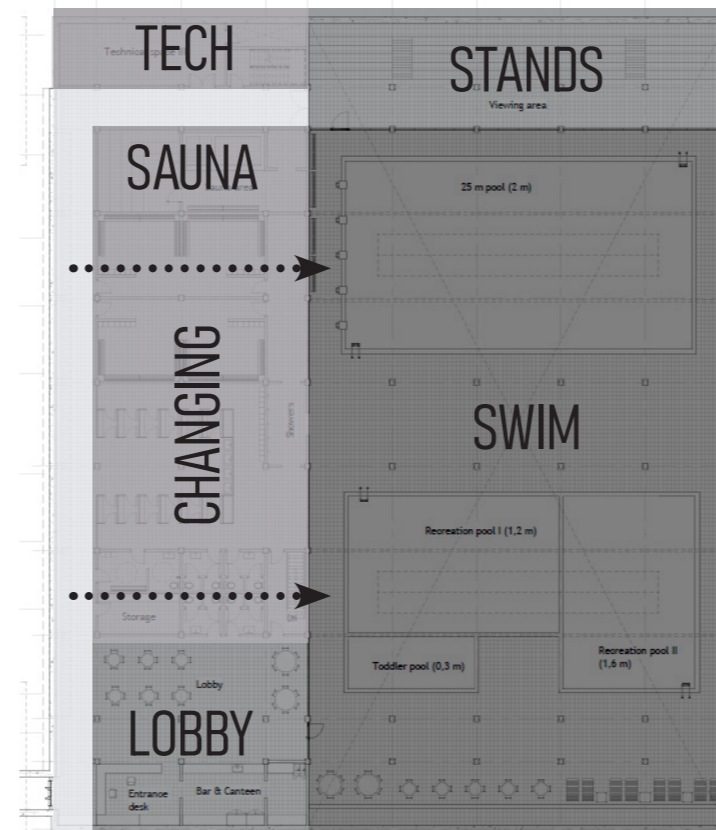
CONFIGURATION DIAGRAM



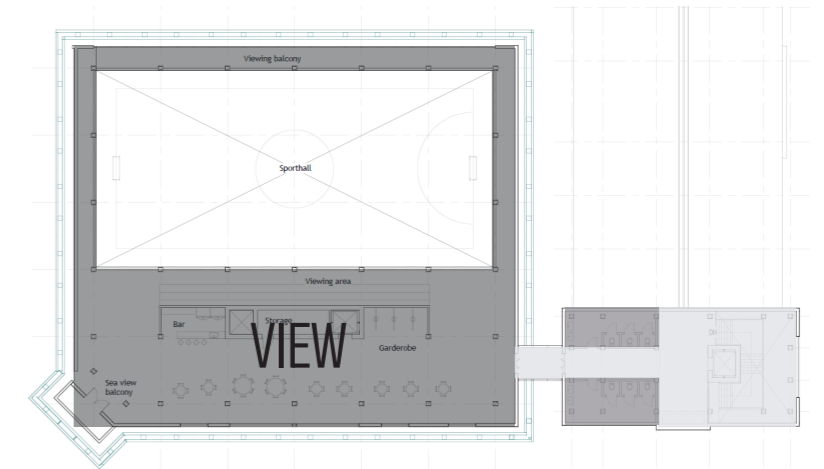
CONFIGURATION PLANS



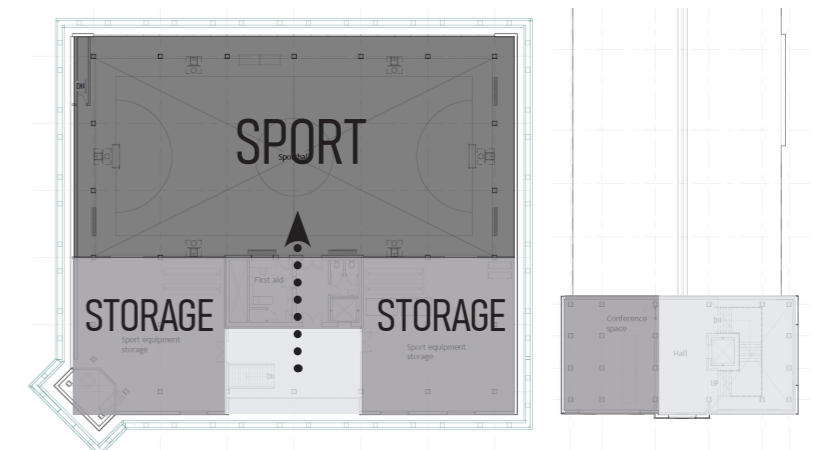
LEVEL 0



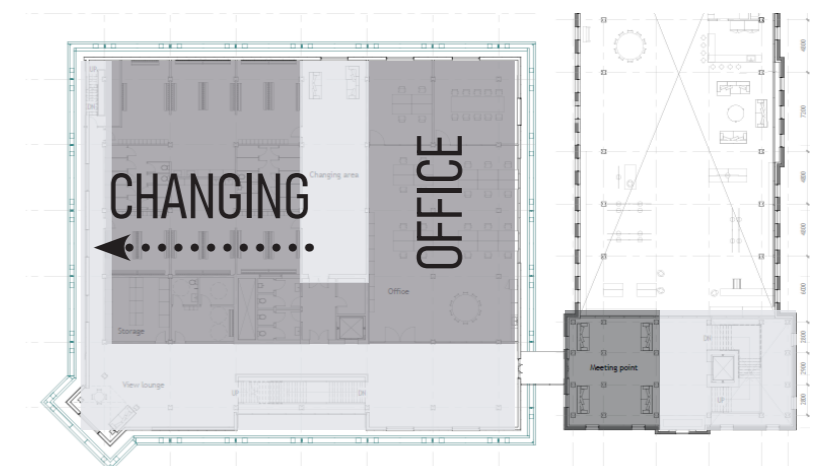
LEVEL -1



LEVEL 3

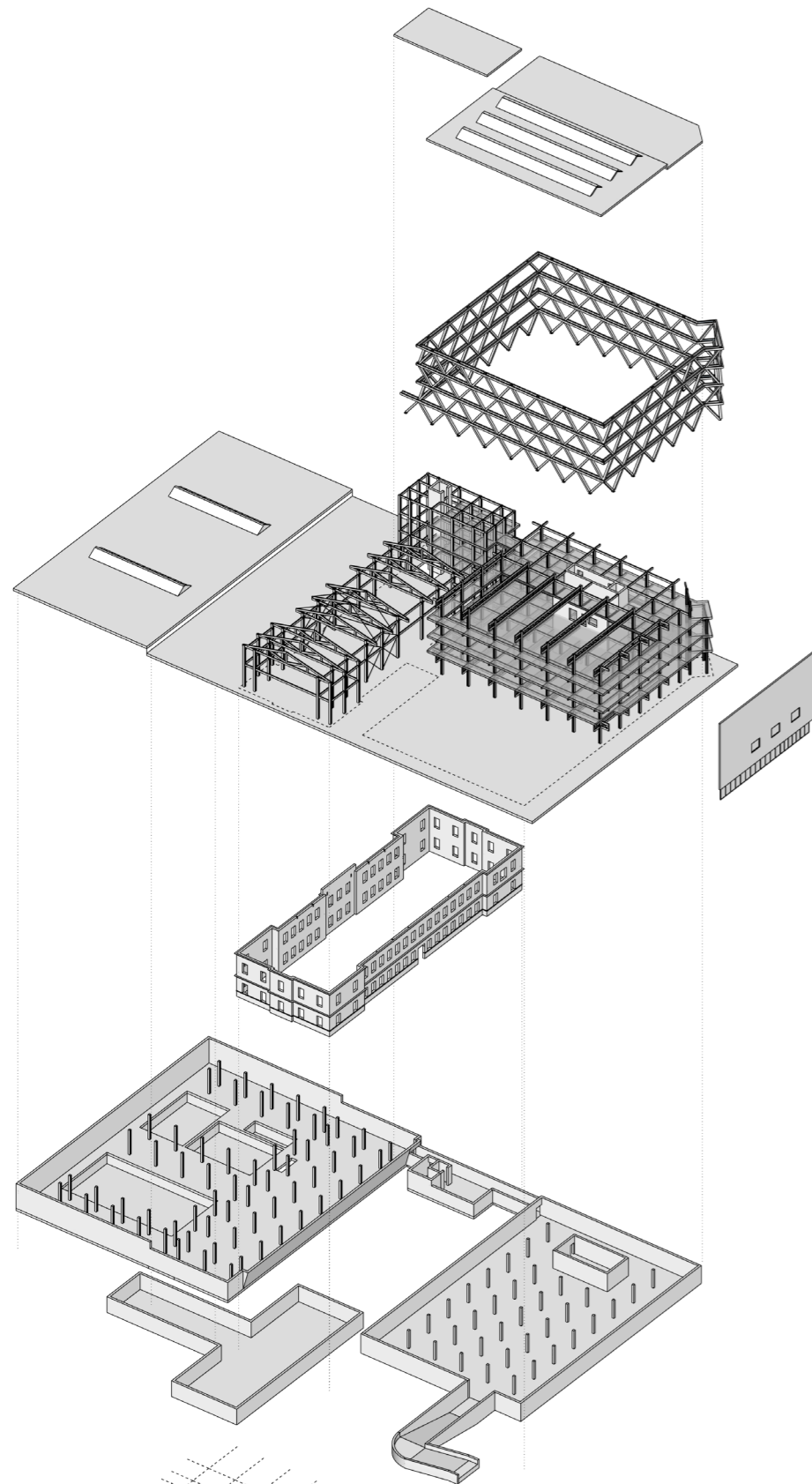


LEVEL 2



LEVEL 1

STRUCTURE



ROOF LIGHTS

GLULEM EXOSKELETON FOR STABILITY

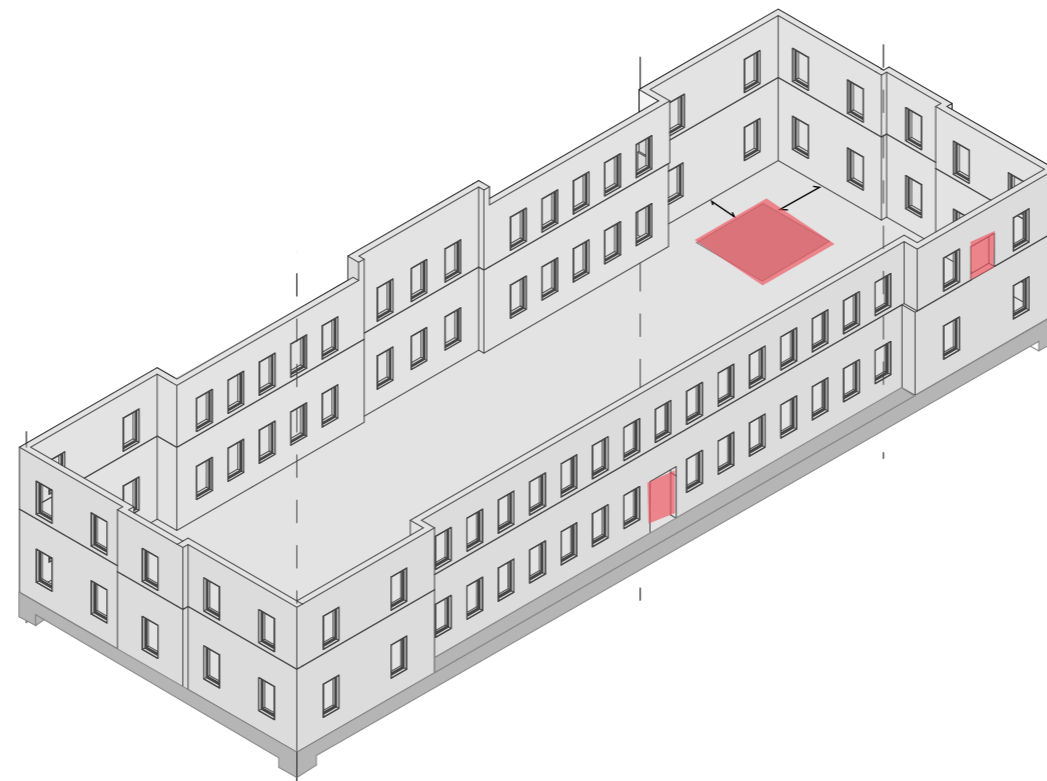
GLULEM & CLT STRUCTURE (BIRCH)

GAP IN EXISTING FOUNDATION

CONCRETE BASE

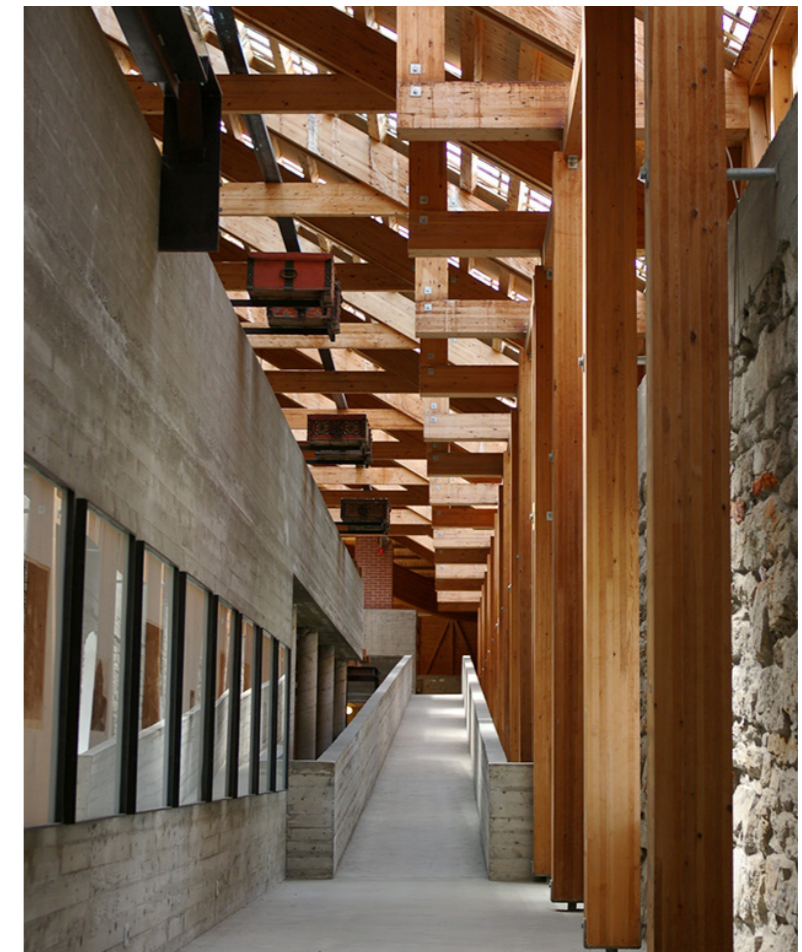
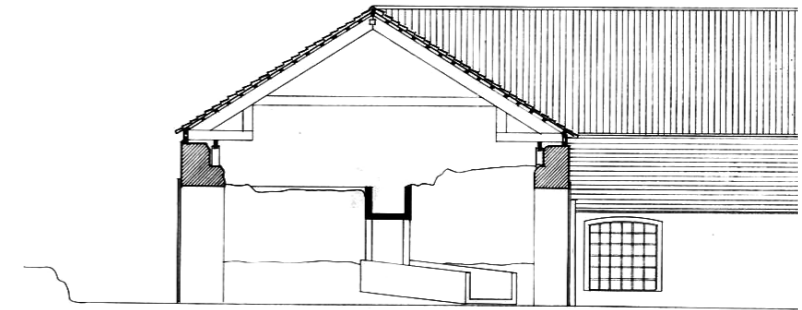
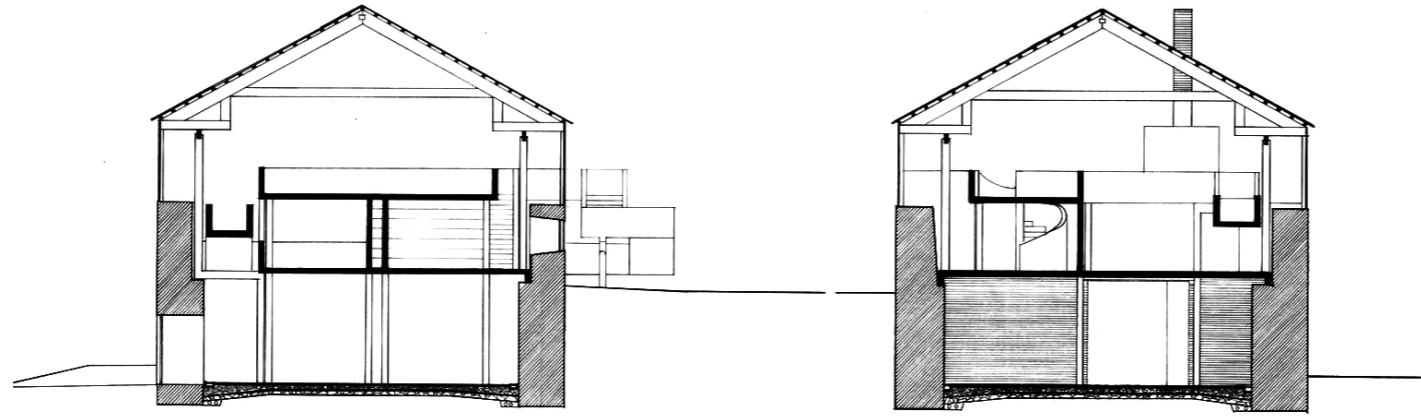
EXISTING AND CHANGES

STRUCTURE II



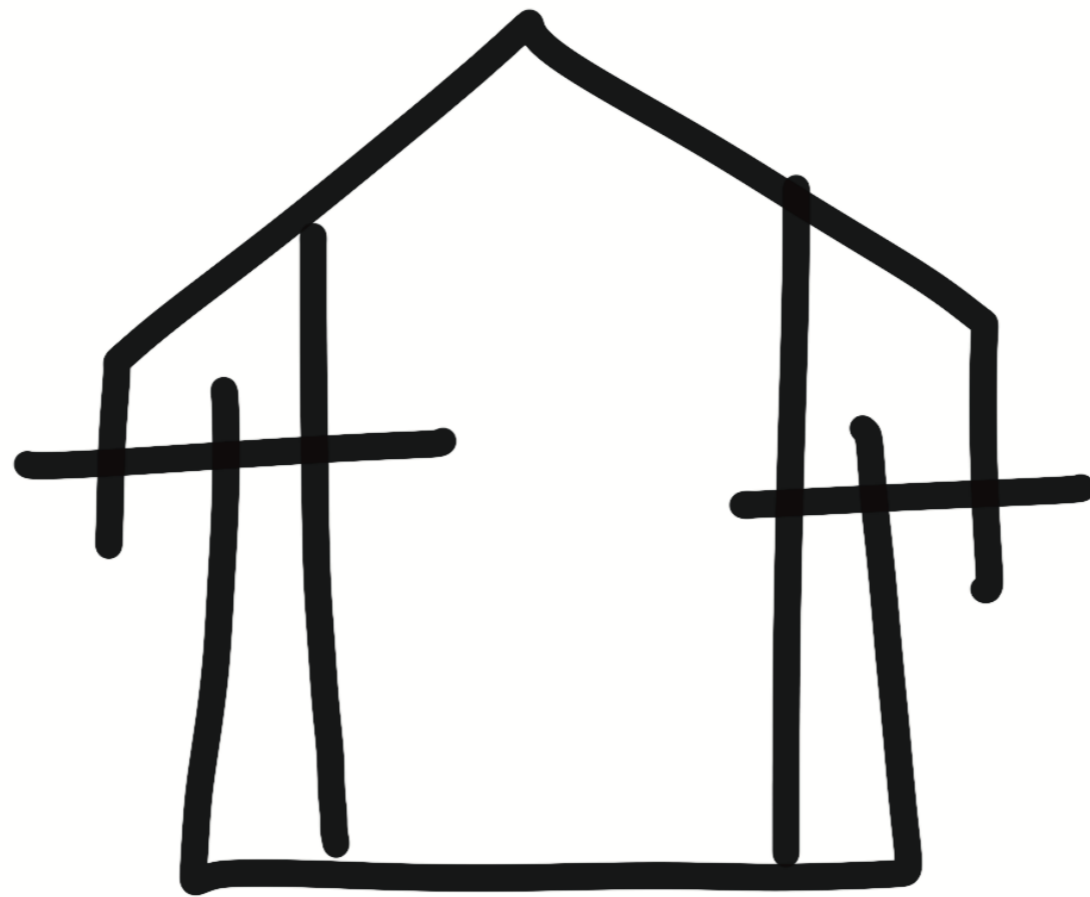
RE-USE OF EXISTING STRUCTURE

HEDMARK MUSEUM



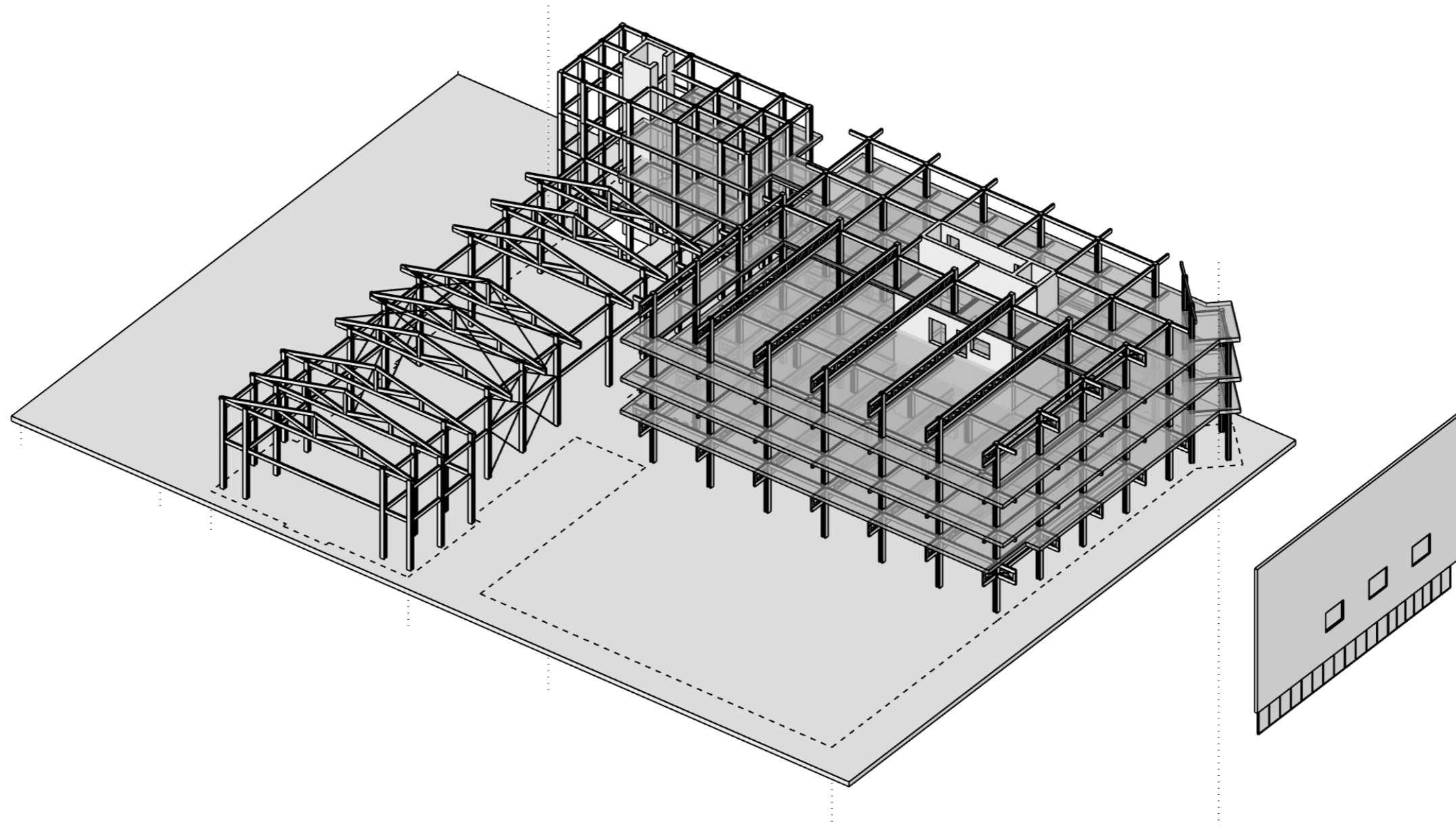
FRAME IN A SHELL

STRUCTURE II



GLULEM CONSTRUCTION

COMBINATED COLUMNS



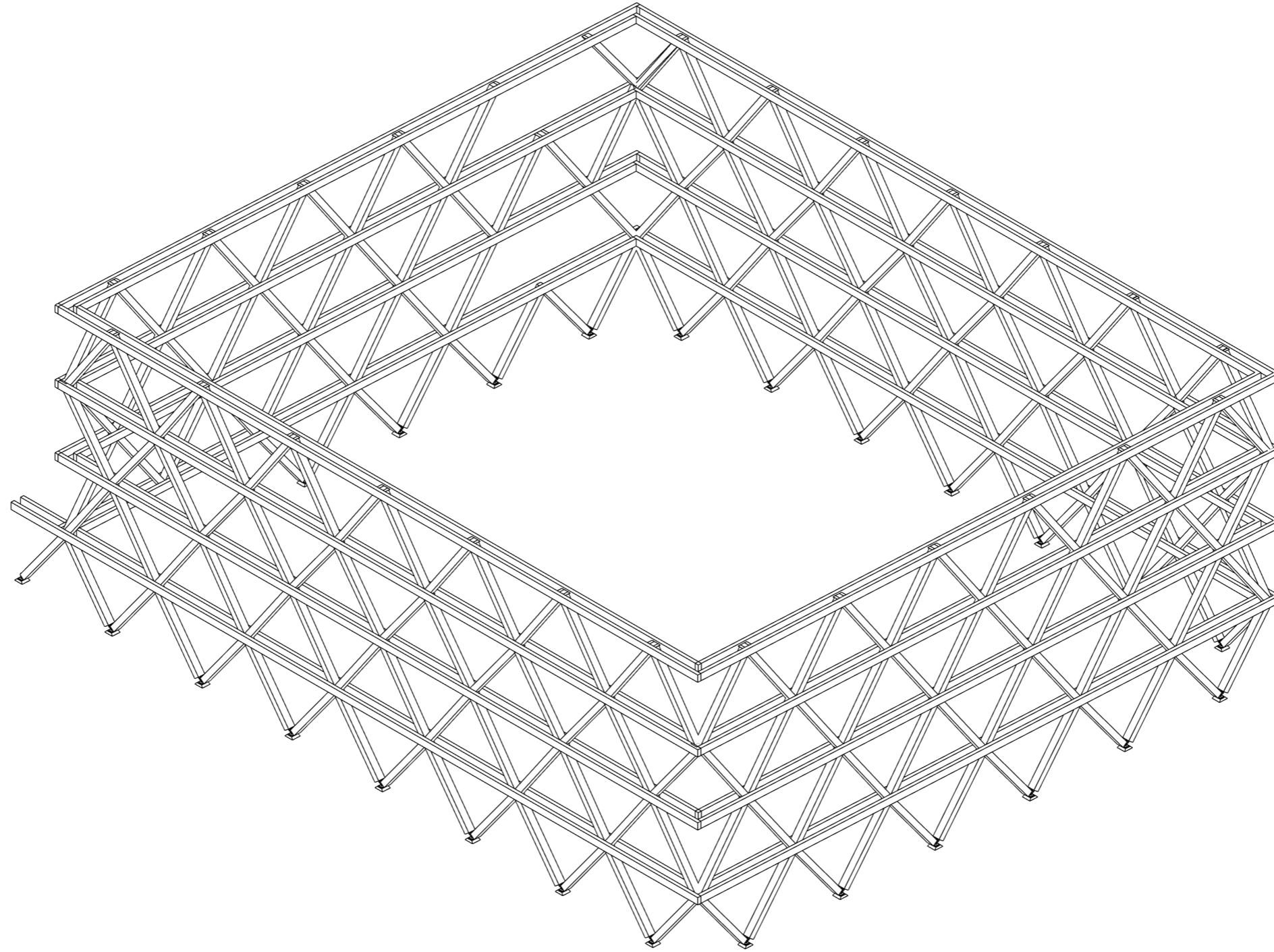
GLULEM CONSTRUCTION

COMBINATED COLUMNS

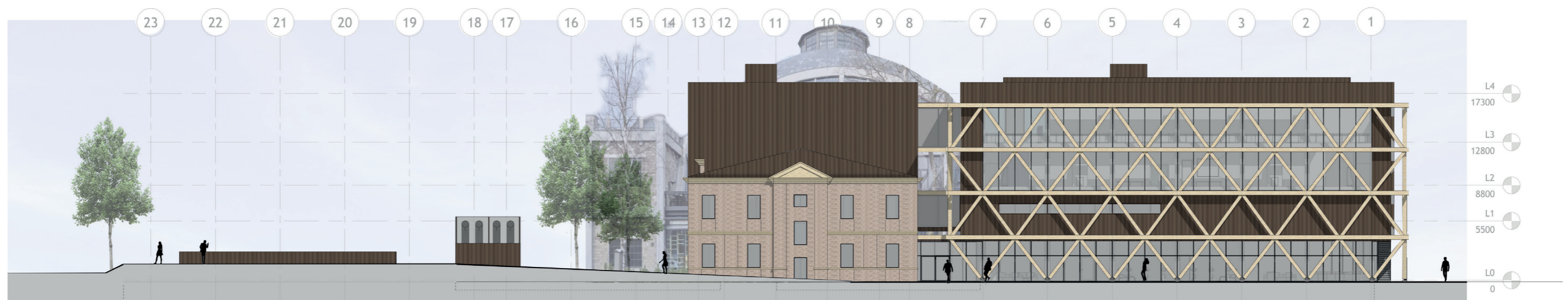


STRUCTURE IV EXOSKELTON

ONDERTITEL



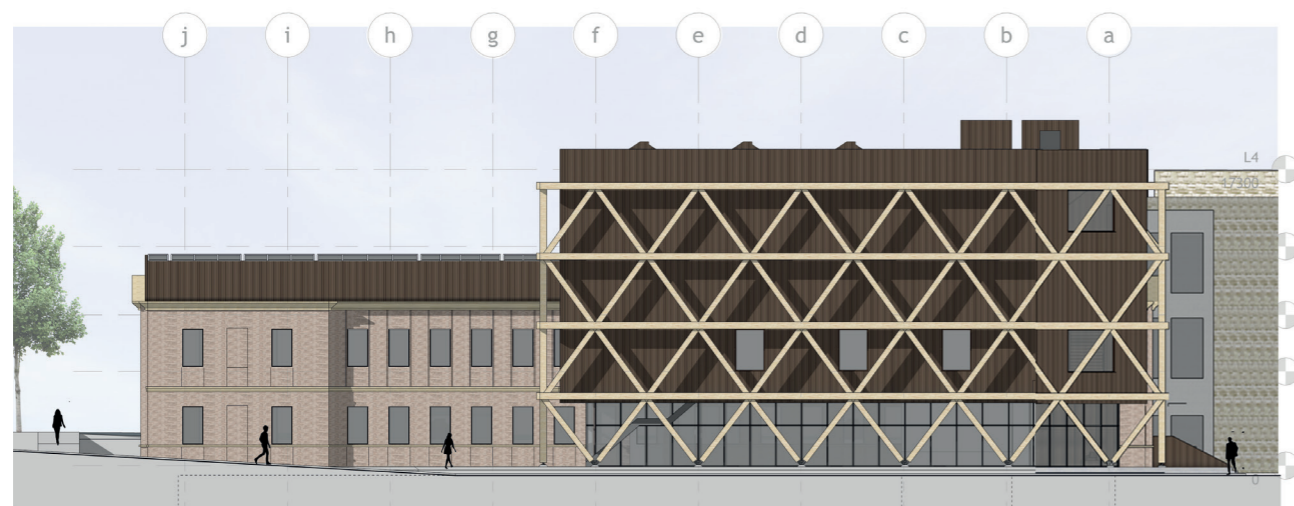
ELEVATIONS



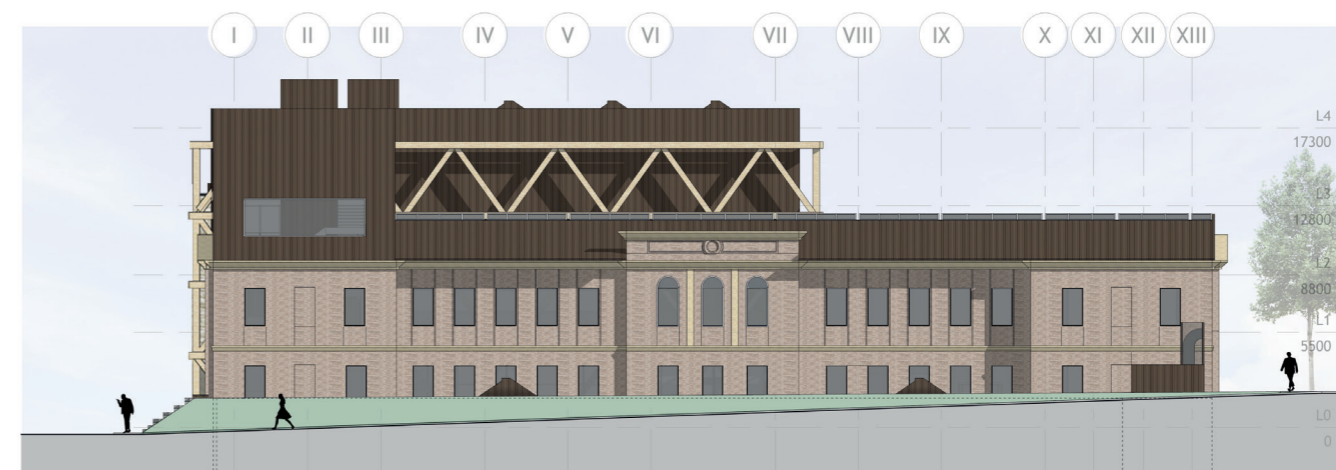
SOUTH



NORTH



EAST



WEST

ELEVATIONS



NORTH

EXISTING WALL (SANDED)



CHARRED BROWN LARCH



IROKO FRAMES

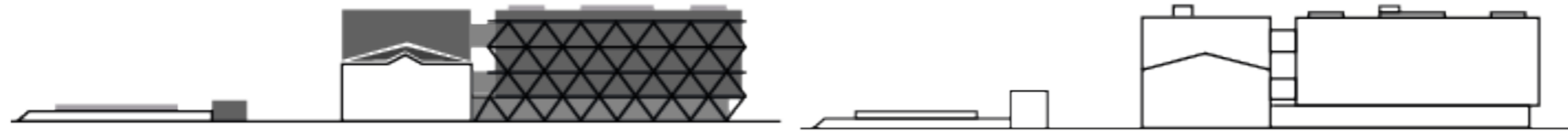


GLULEM BIRCH



UNIFORMITY

MEASURE HUMAN SCALE



Unique to repetitive

Fragmentation

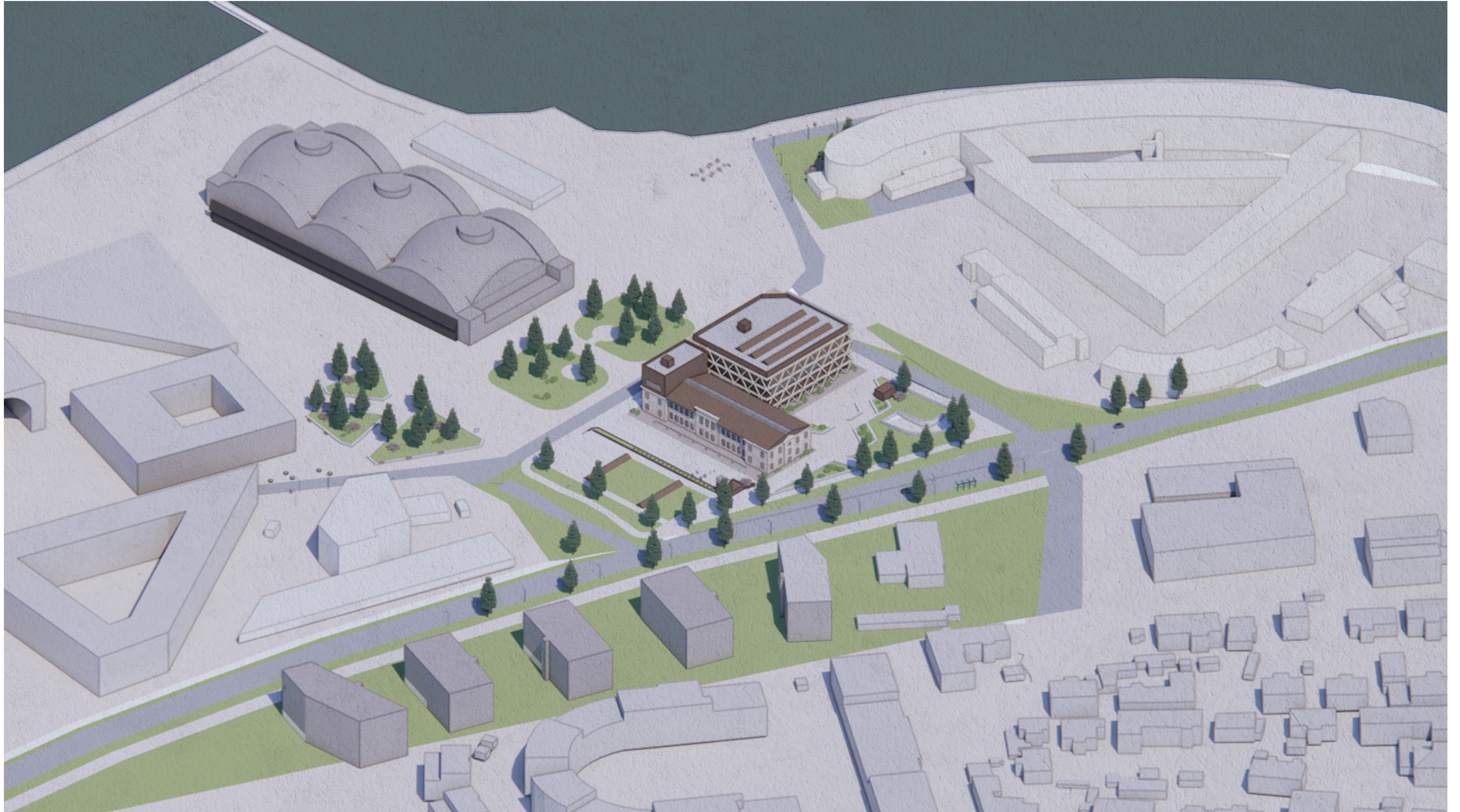


Depth

Details

AXONOMETRY

PLAY OF CHARACTERS



EXPERIENCE

P IV



NICE TO MEET

LUKE



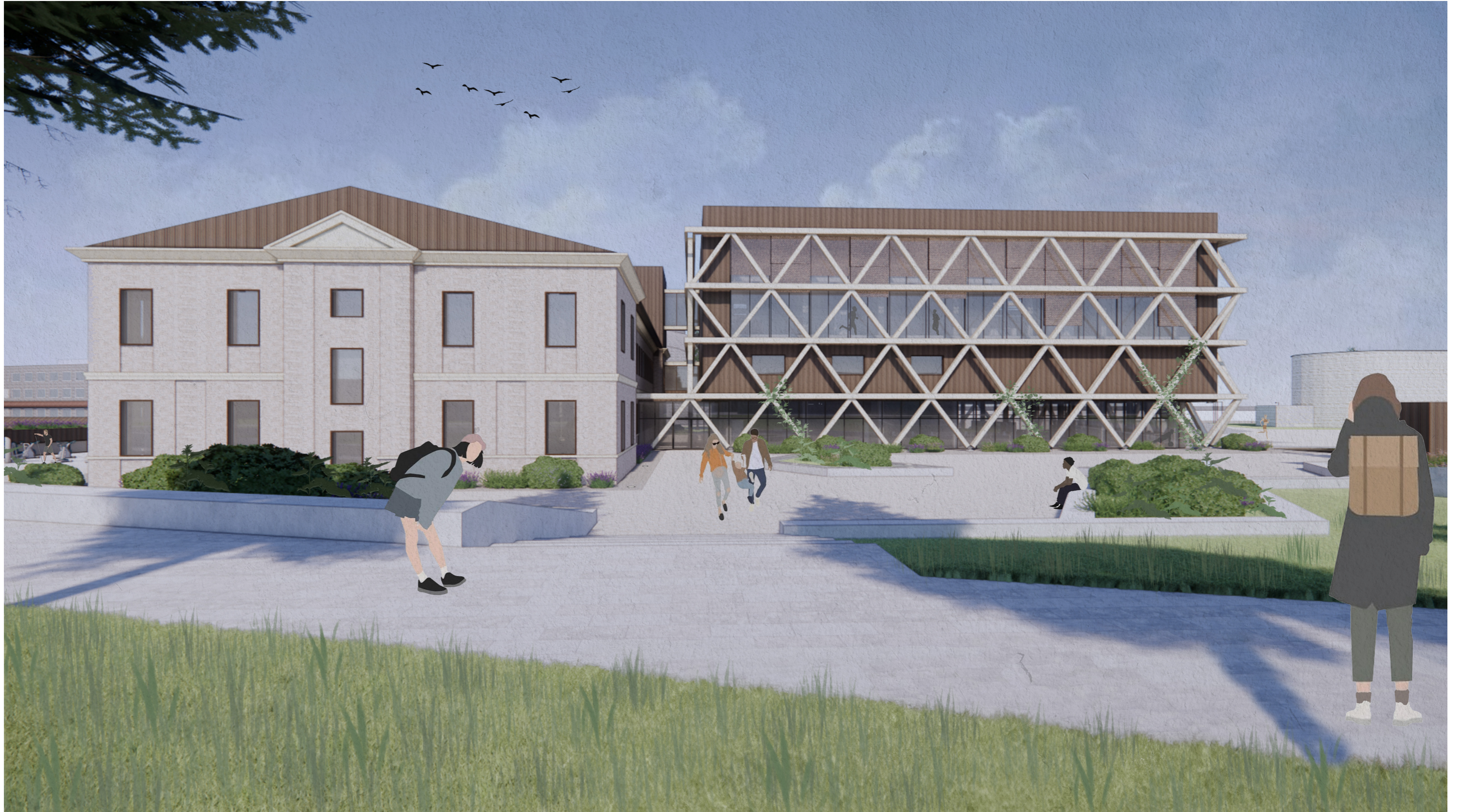
NICE TO MEET

LUKE



NICE TO MEET

INDY



NICE TO MEET

GEORGE



NICE TO MEET

CATHY

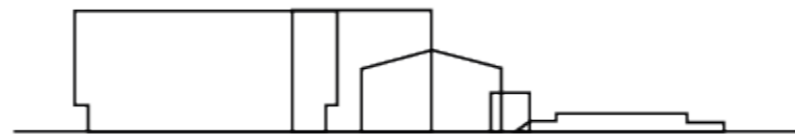


PROPORTION

MEASURE HUMAN SCALE

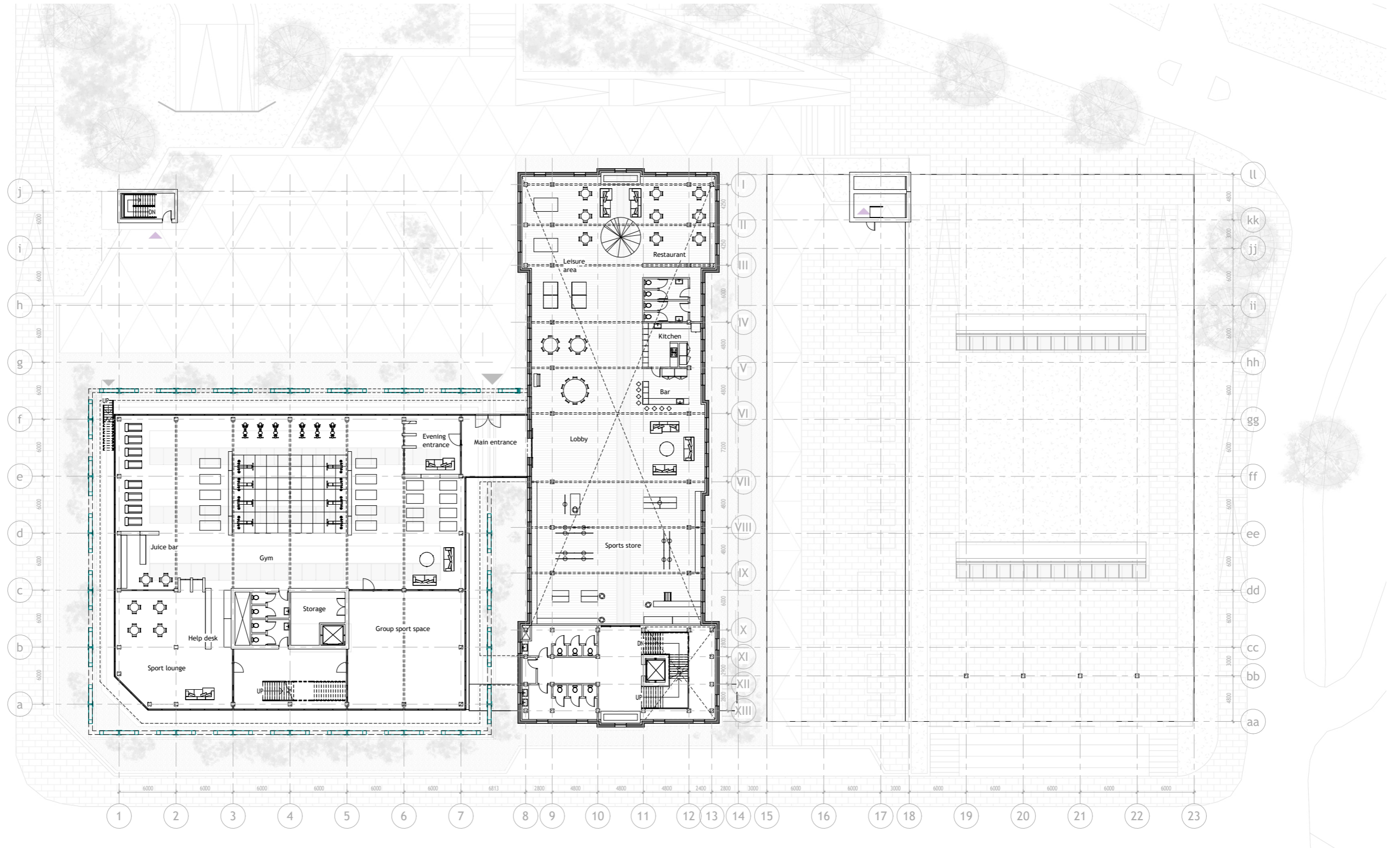


Relation to human height

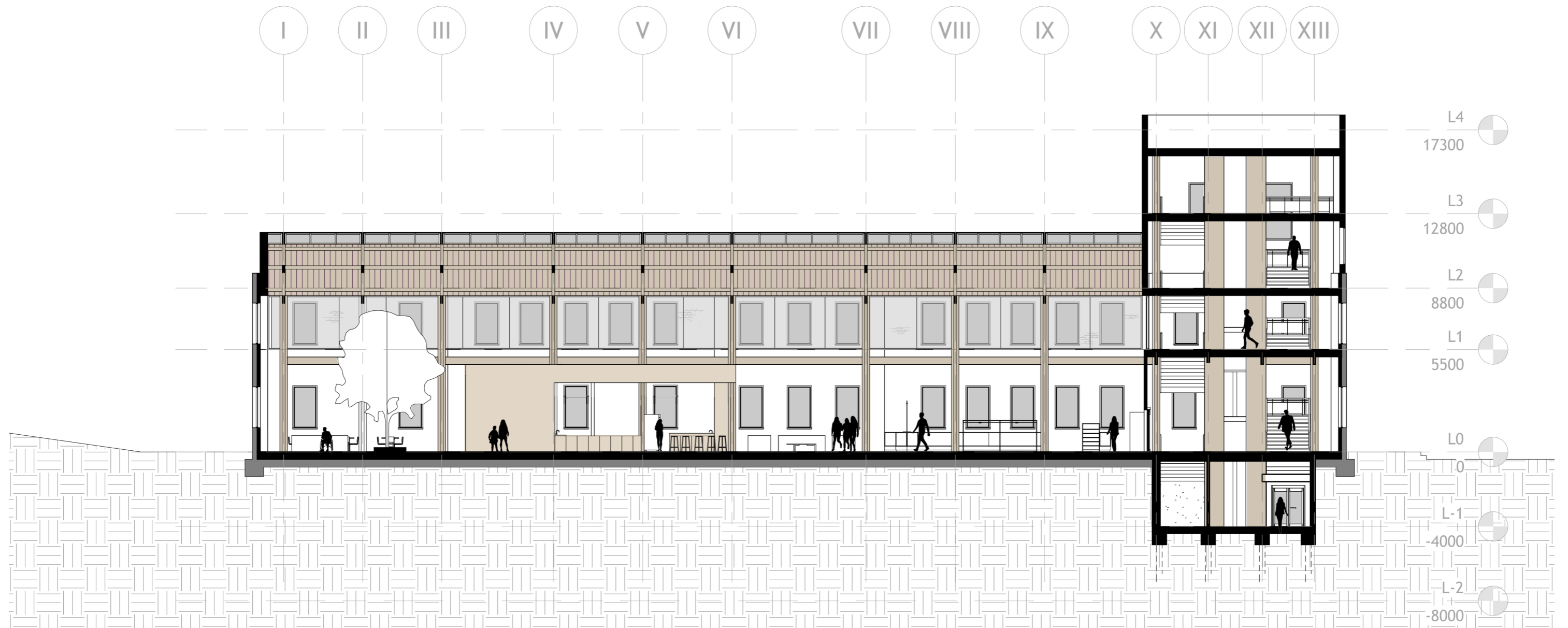


Transition of elements

GROUND FLOOR



SECTION MAIN HALL

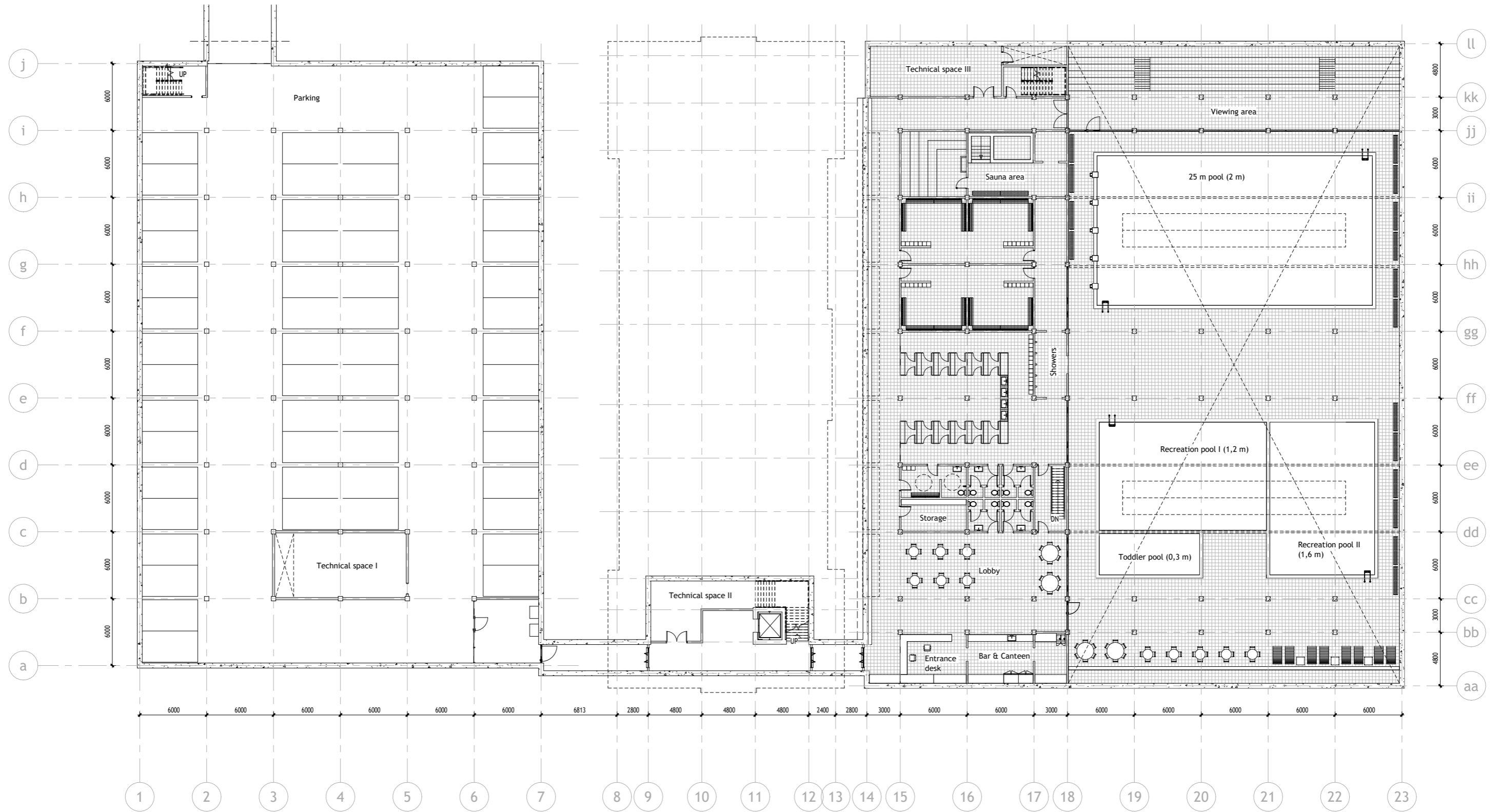


RENDER MAIN HALL

CATHY IS CHATTING



LEVEL -1



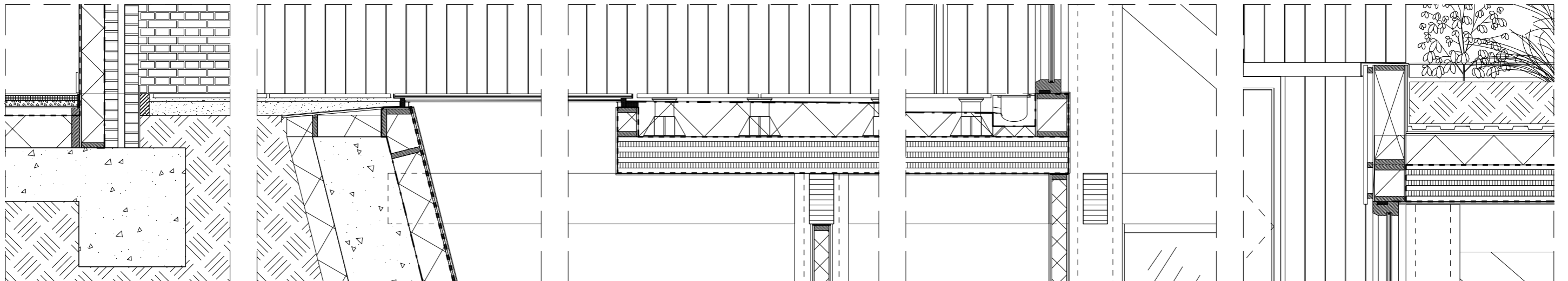
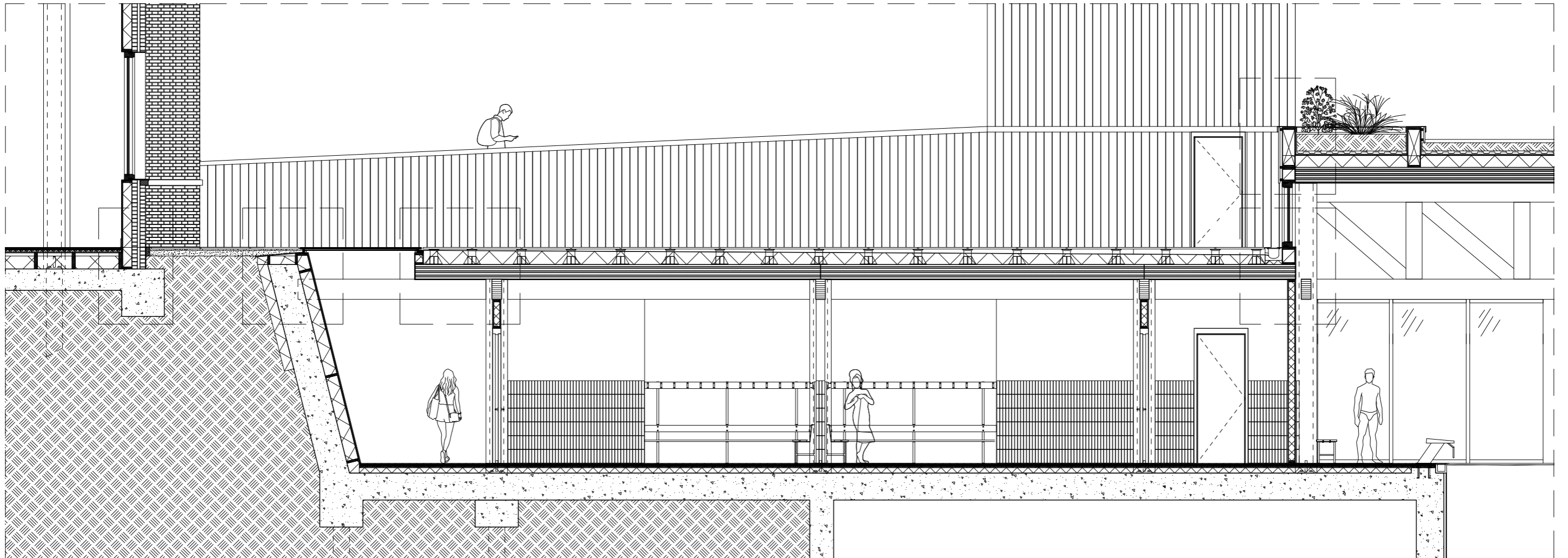
RENDER LOBBY SWIMPOOL

INDY SEES THE POOL ALREADY



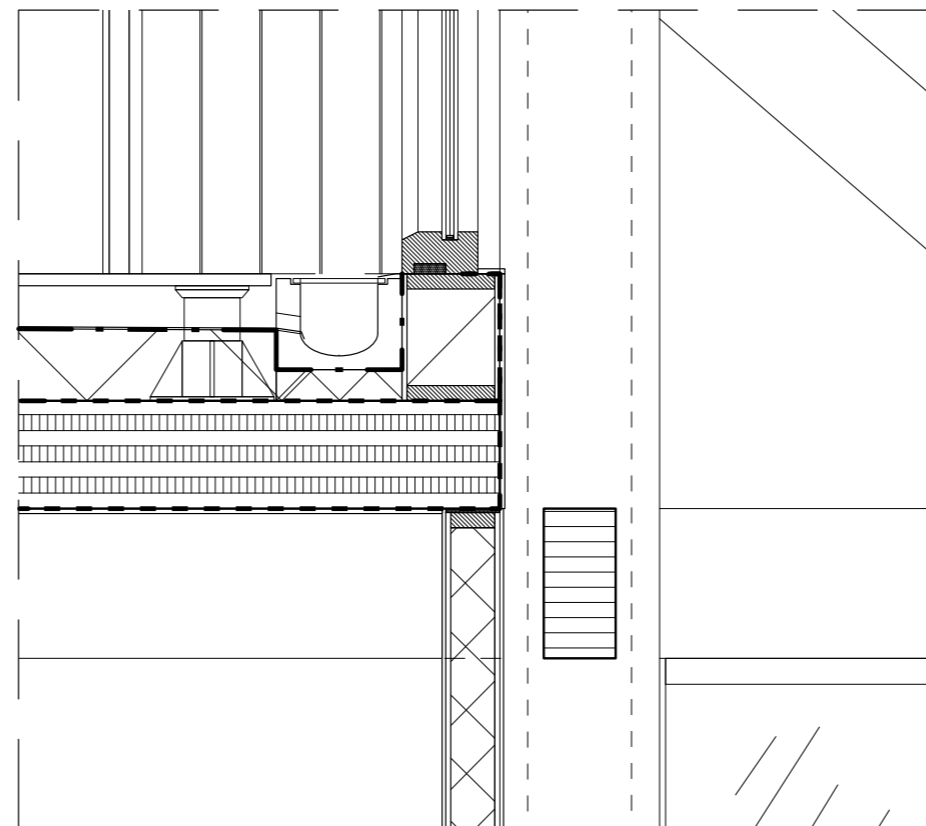
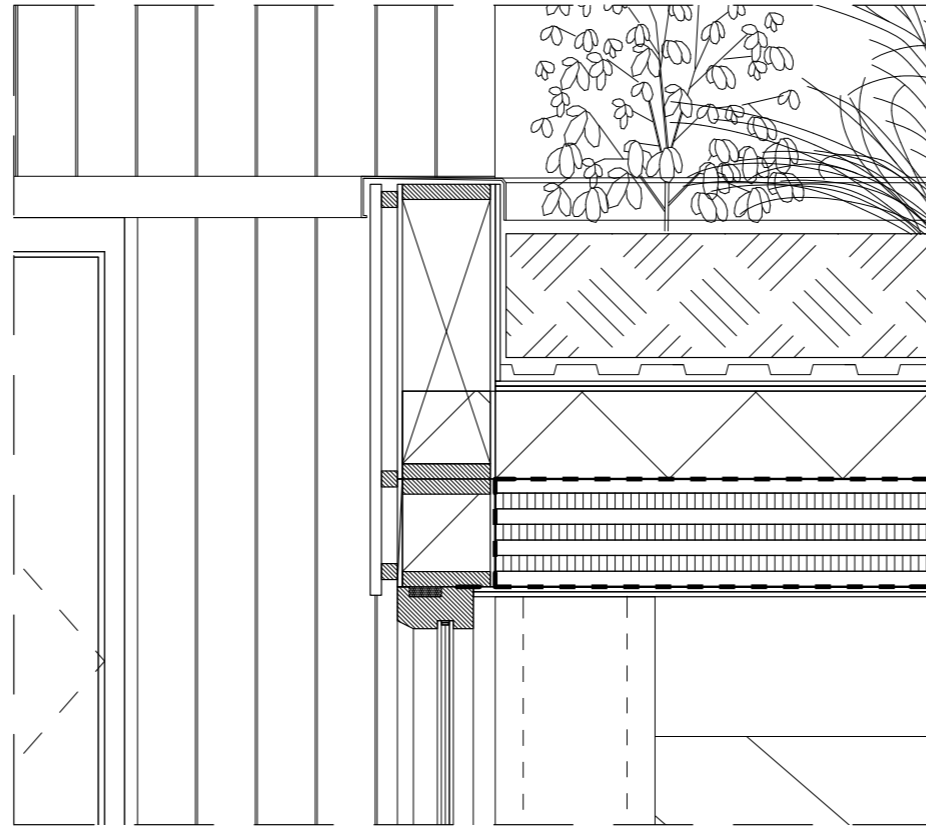
FRAGMENT SWIMPOOL

DETAIL



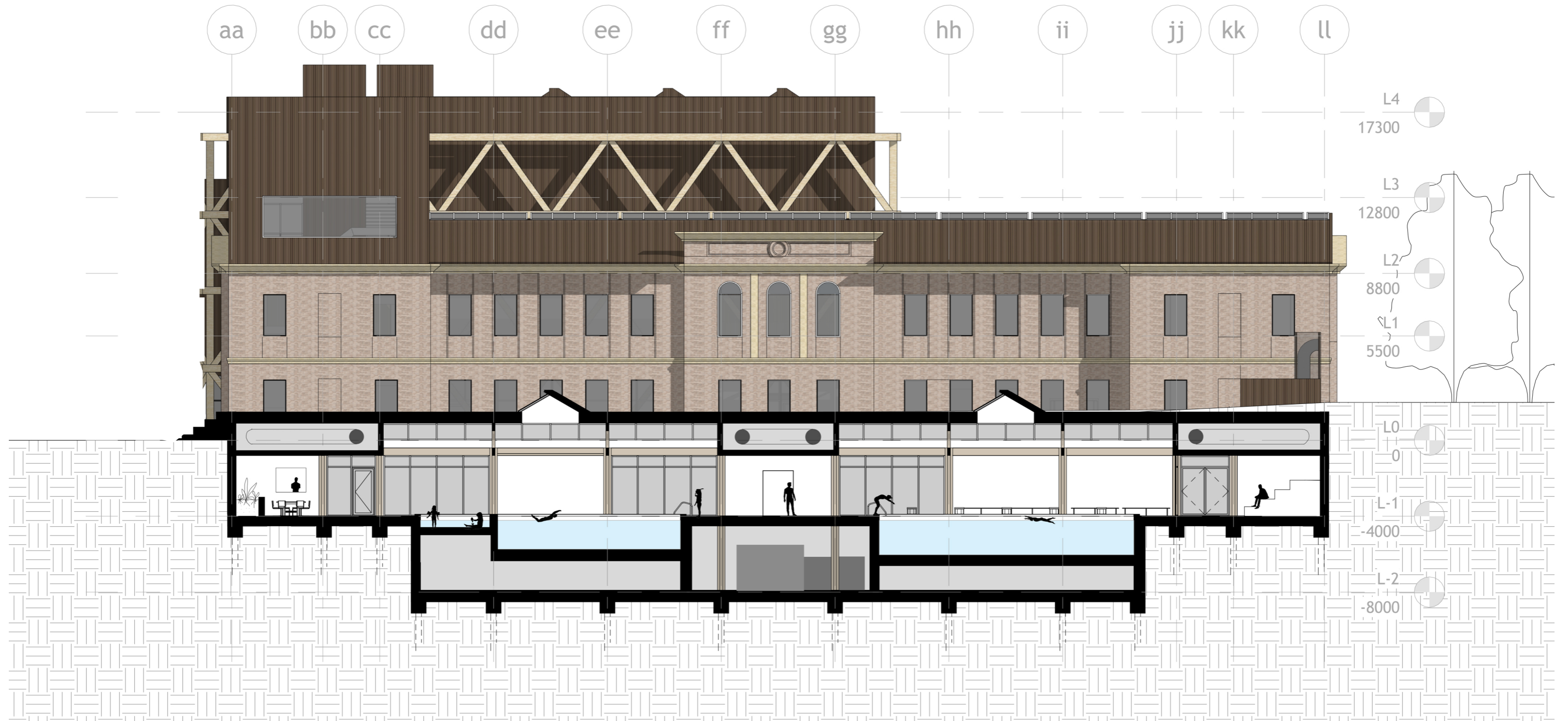
FRAGMENT SWIMPOOL

DETAIL



SECTION POOL

ONE SPACE DIVIDED

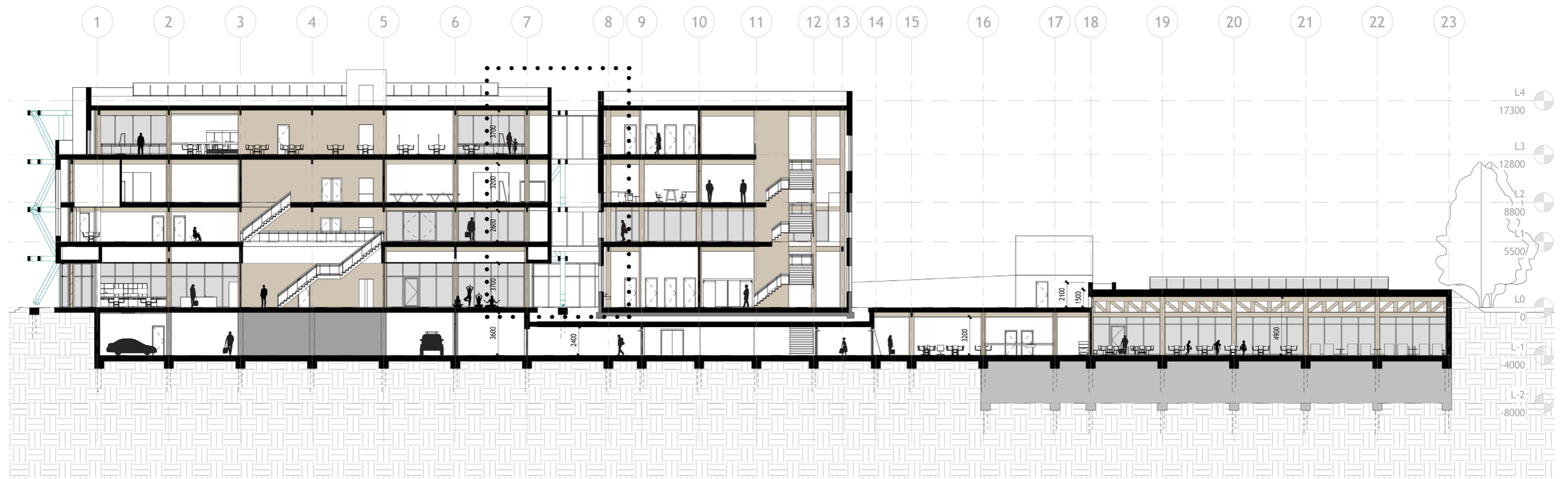


IMPRESSION POOL

INDY IS SWIMMING

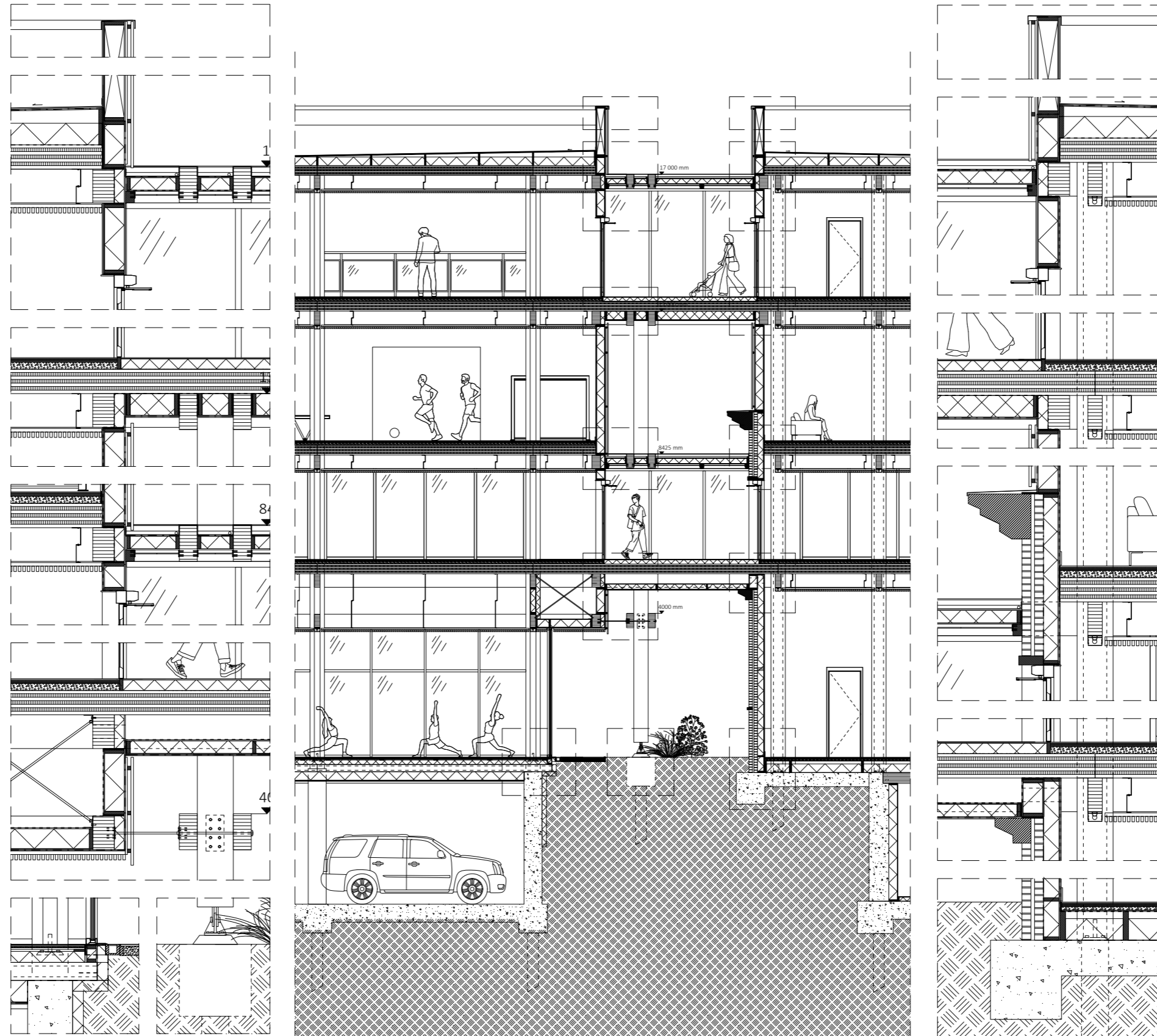


LONG SECTION



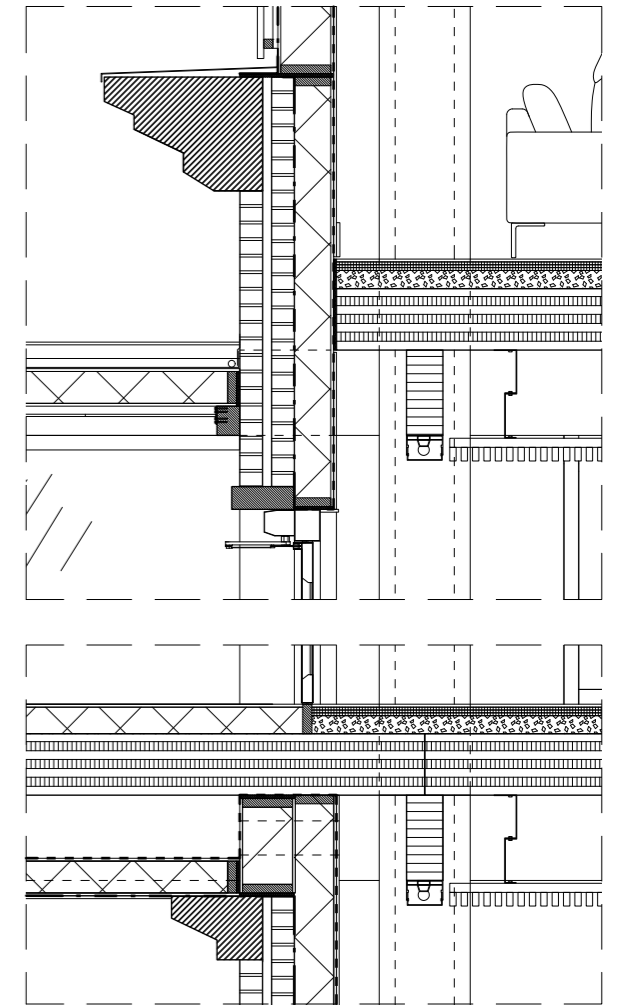
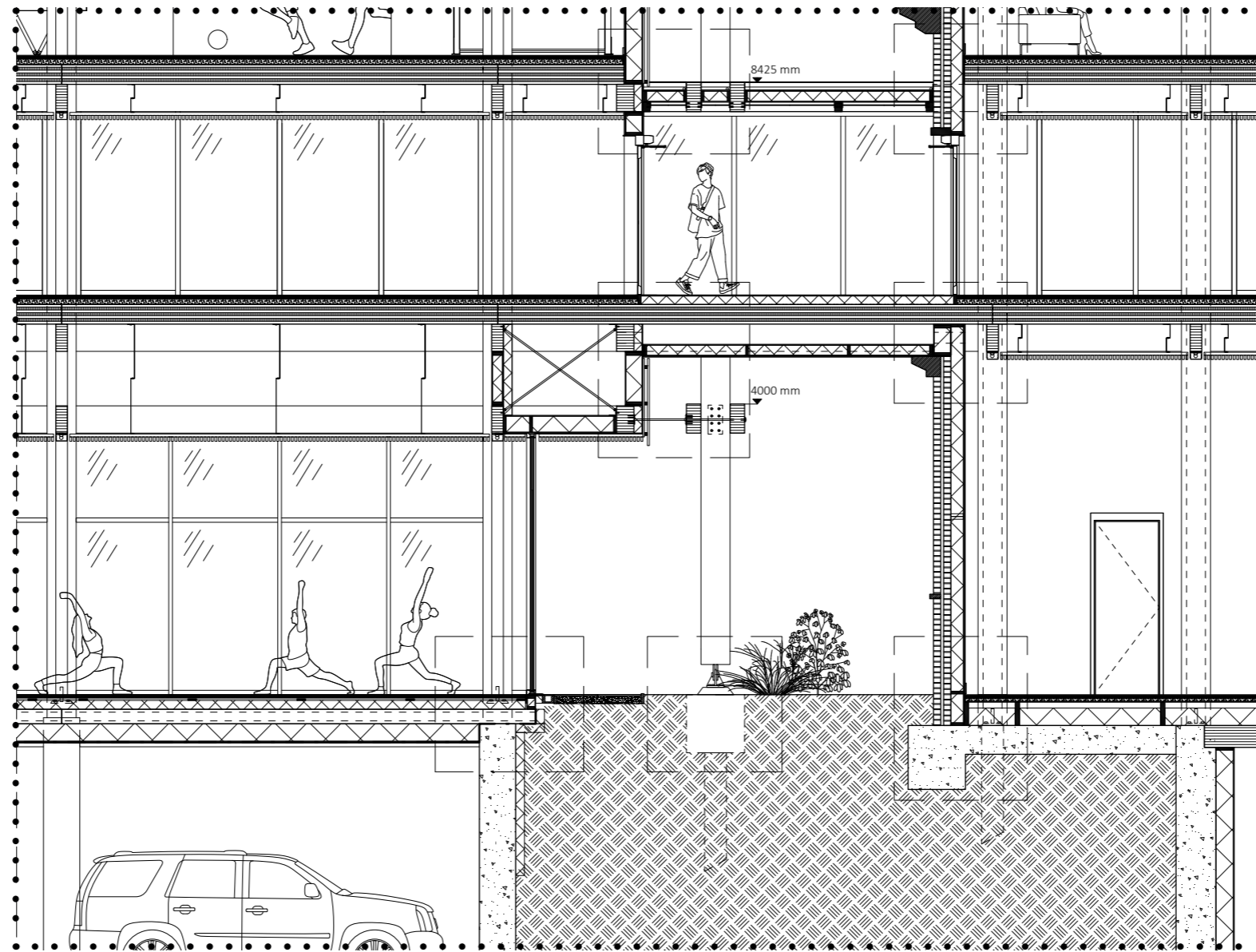
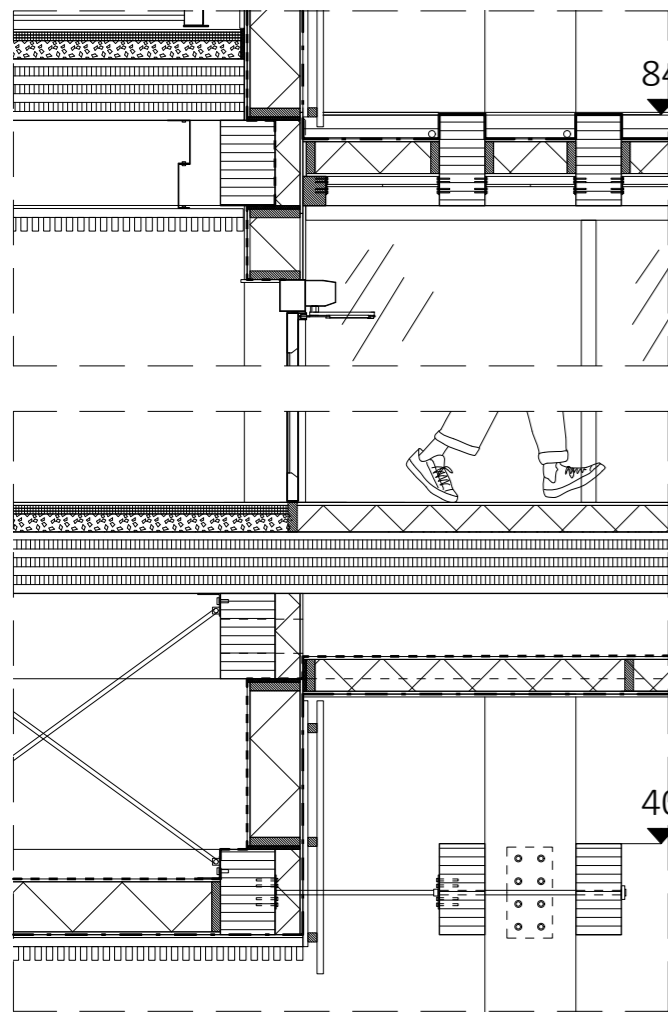
FRAGMENT BRIDGES

TRANSITION BETWEEN VOLUMES

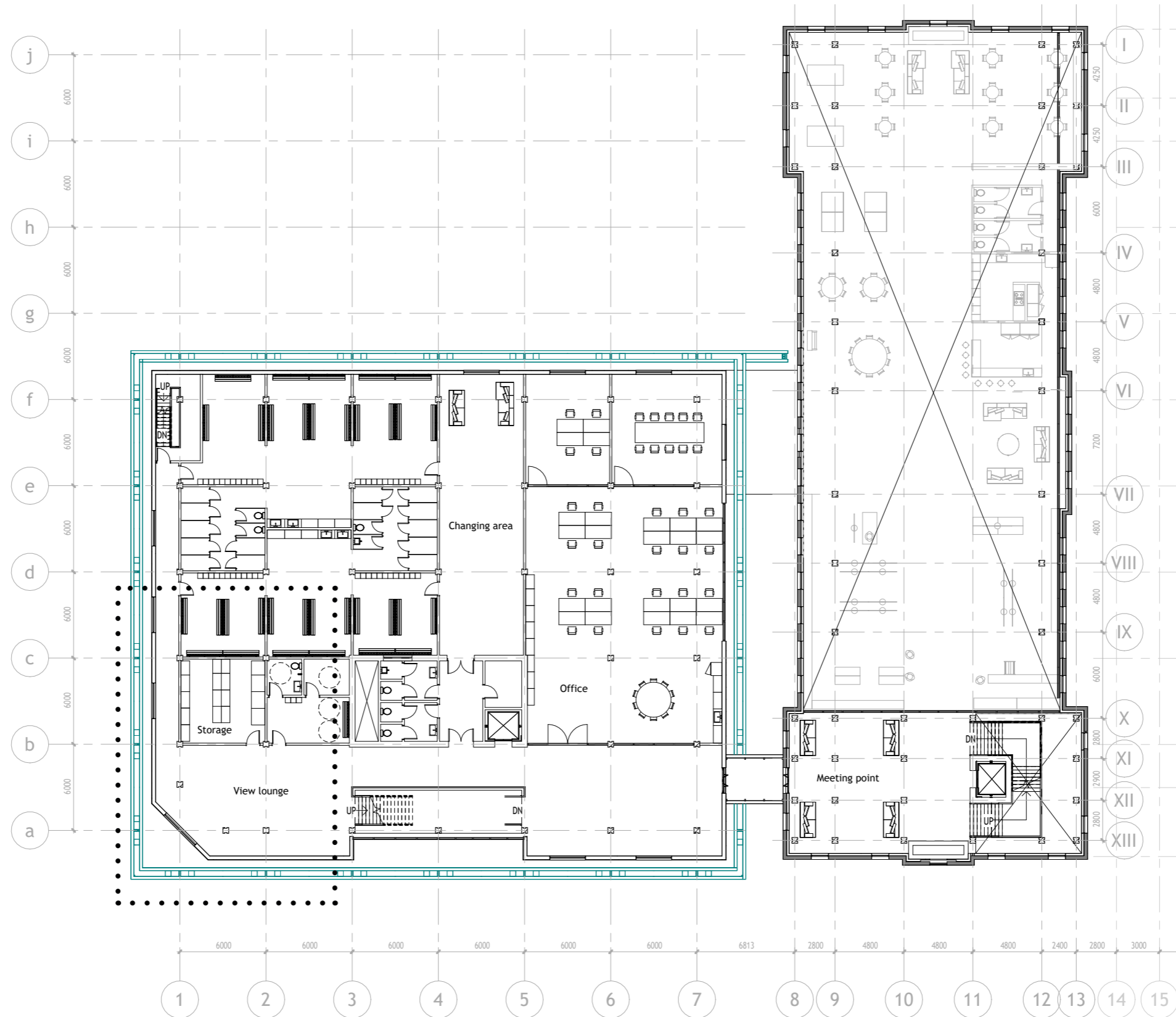


FRAGMENT BRIDGES

TRANSITION BETWEEN VOLUMES



FIRST FLOOR

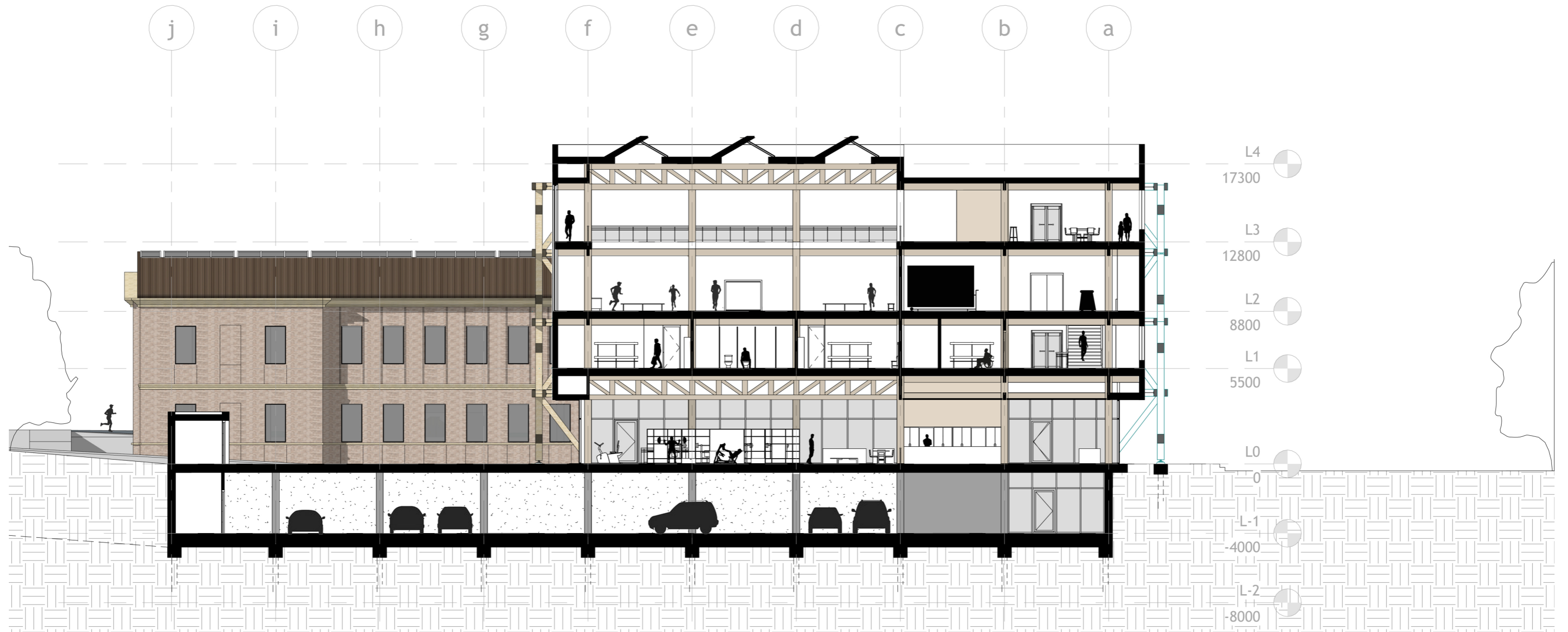


IMPRESSION CHANGINGROOMS



SECTION SPORT BUILDING

GYM AND SPORTHALL



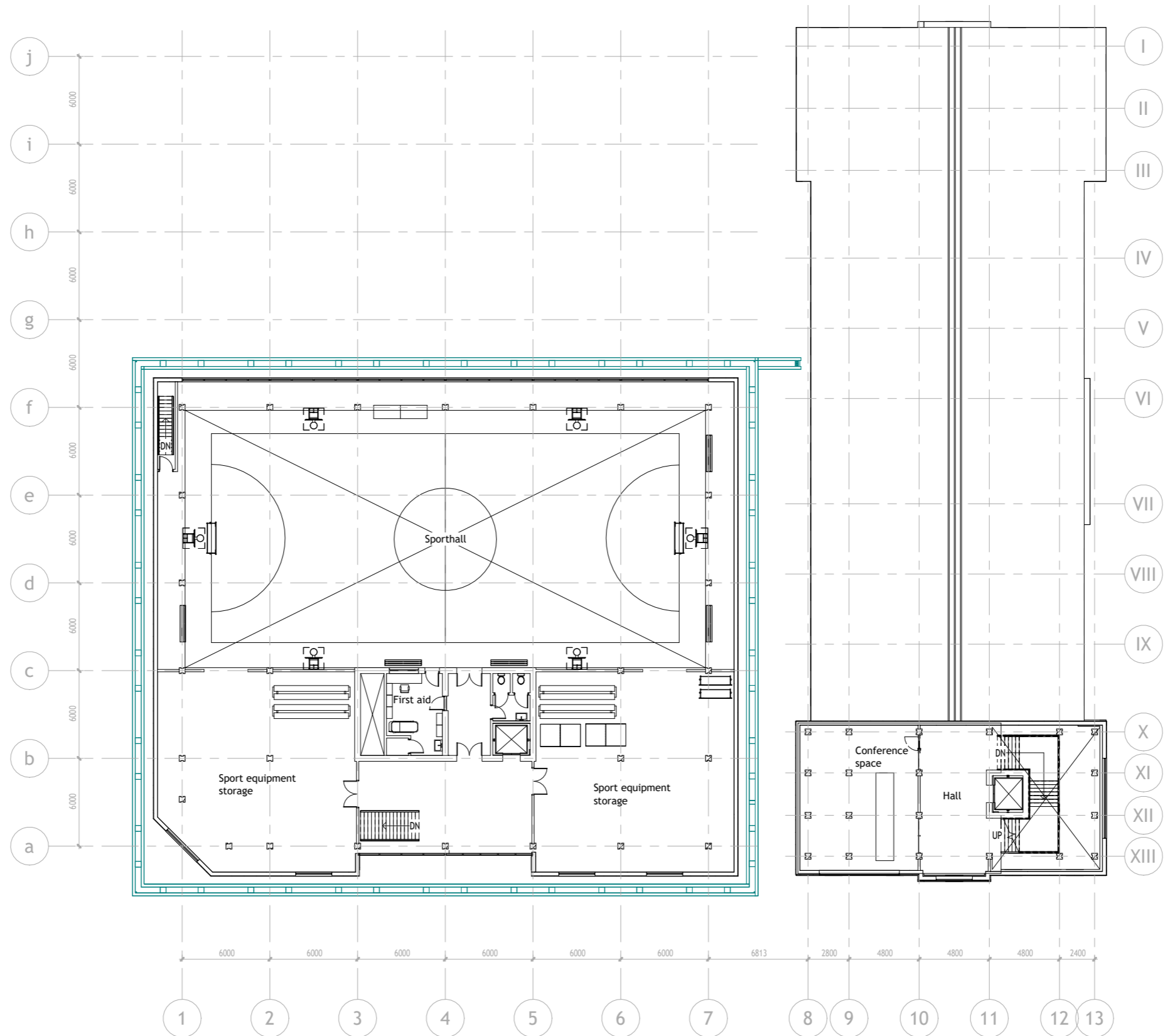
IMPRESSION GROUND FLOOR

HIDING BELOW



SECOND FLOOR

SPORTHALL



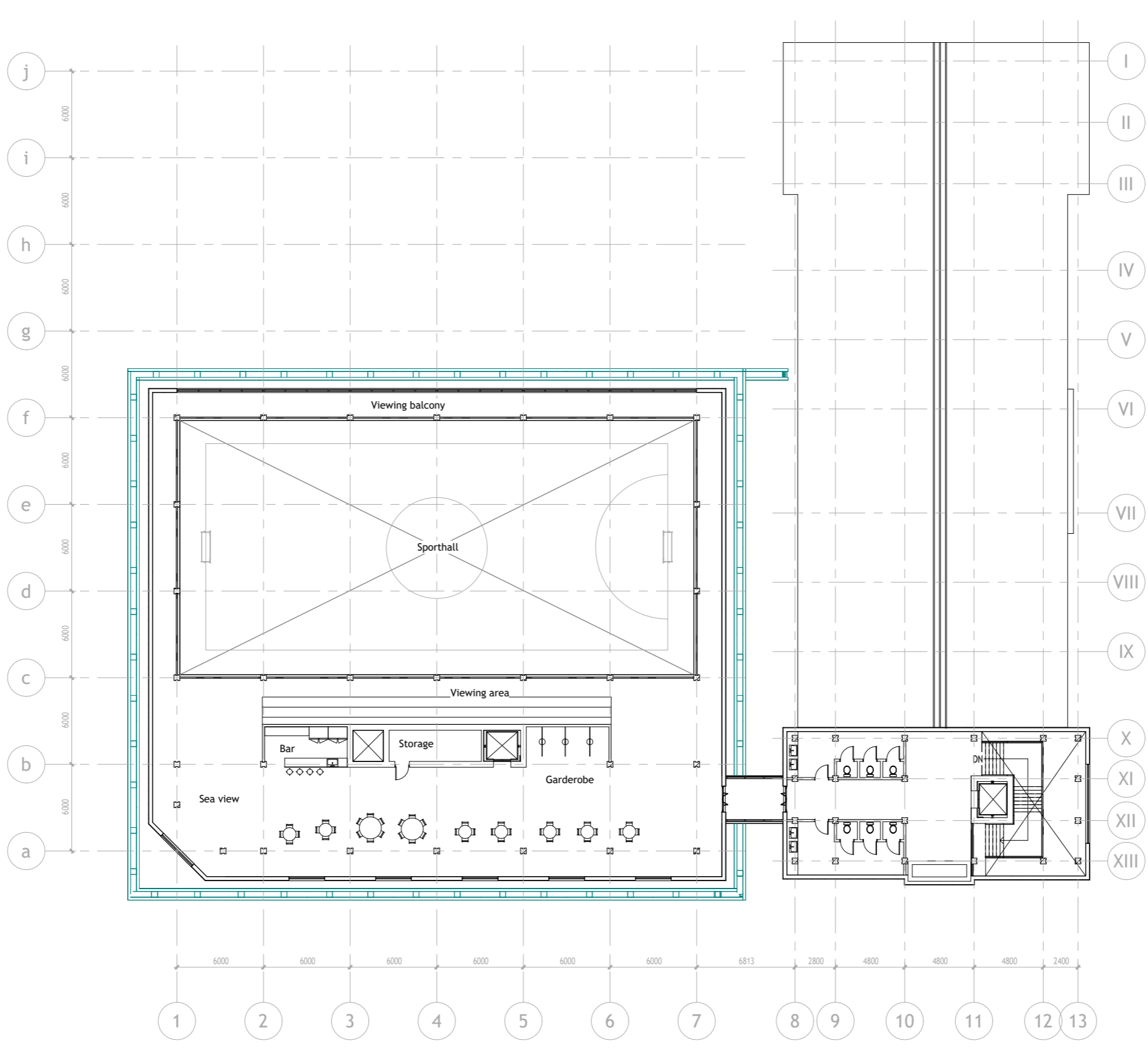
RENDER SPORTHAL

GEORGE IS TIRED



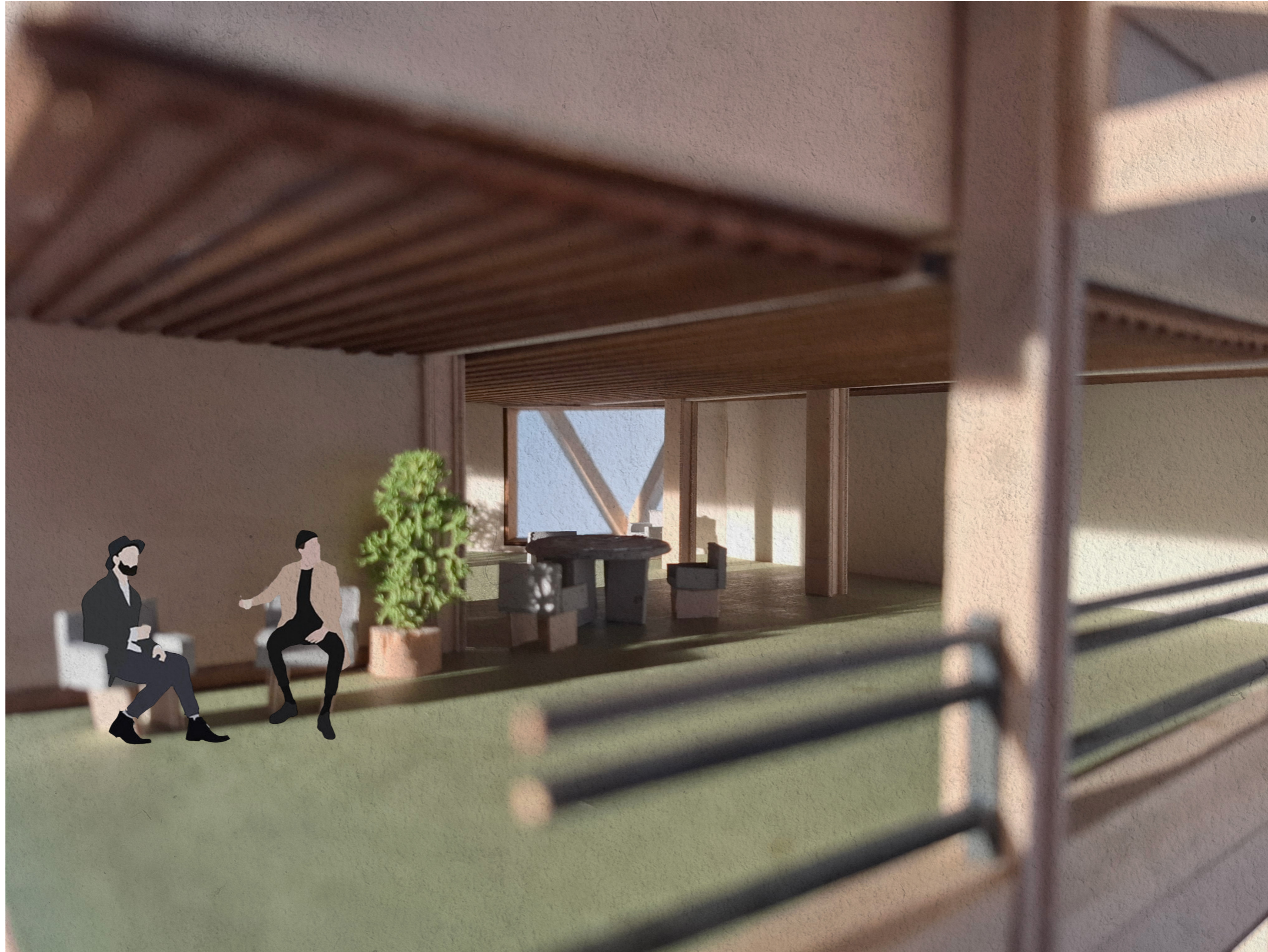
THIRD FLOOR

VIEWING AREA



PUBLIC VIEW AREA

LUKE IS SOCIALIZING



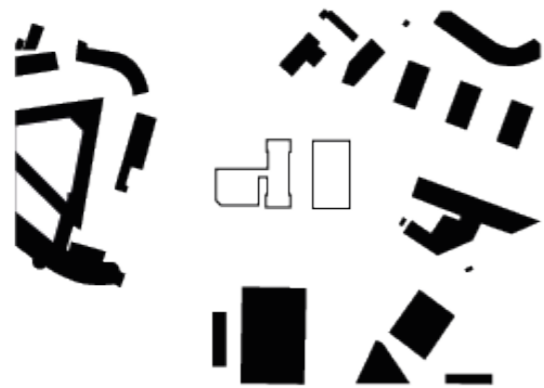
REFLECTION & CONCLUSION

DESIGN THAT CONSIDERS HUMAN MEASUREMENTS, PROPORTION, USE AND (EMOTIONAL) EXPERIENCE

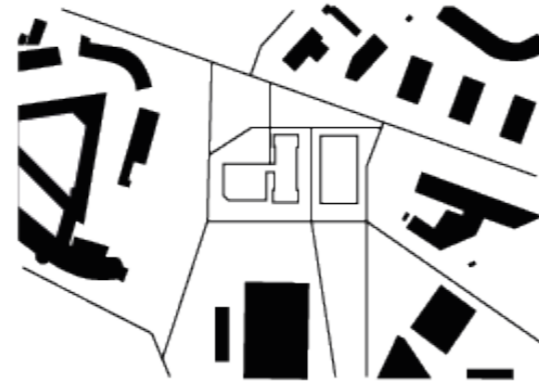


REFLECTION & CONCLUSION

Human connection



Placement in urban tissue



Navigation



Use



Public space

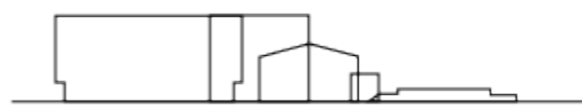
Proportion



Relation to human height



System of proportion

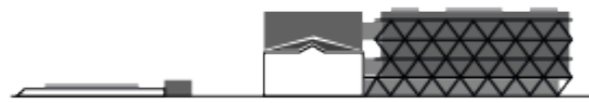


Transition of elements

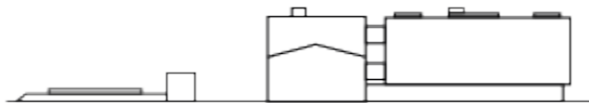


Transition in scales

Uniformity



Unique to repetitive



Fragmentation



Depth



Details