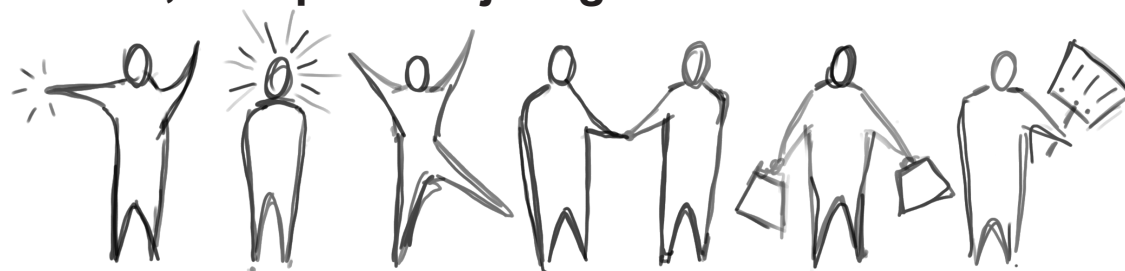


P4, Complex Project graduation studio



Anna Dobrawa Kicińska, 4748441

URBAN DELTA

LOCAL PLACE in Zuid-Oost, Amsterdam



Content

- 1 group masterplan
- 2 project proposal
- 3 local spaces analysis
- 4 project concept
- 5 design system
- 6 execution

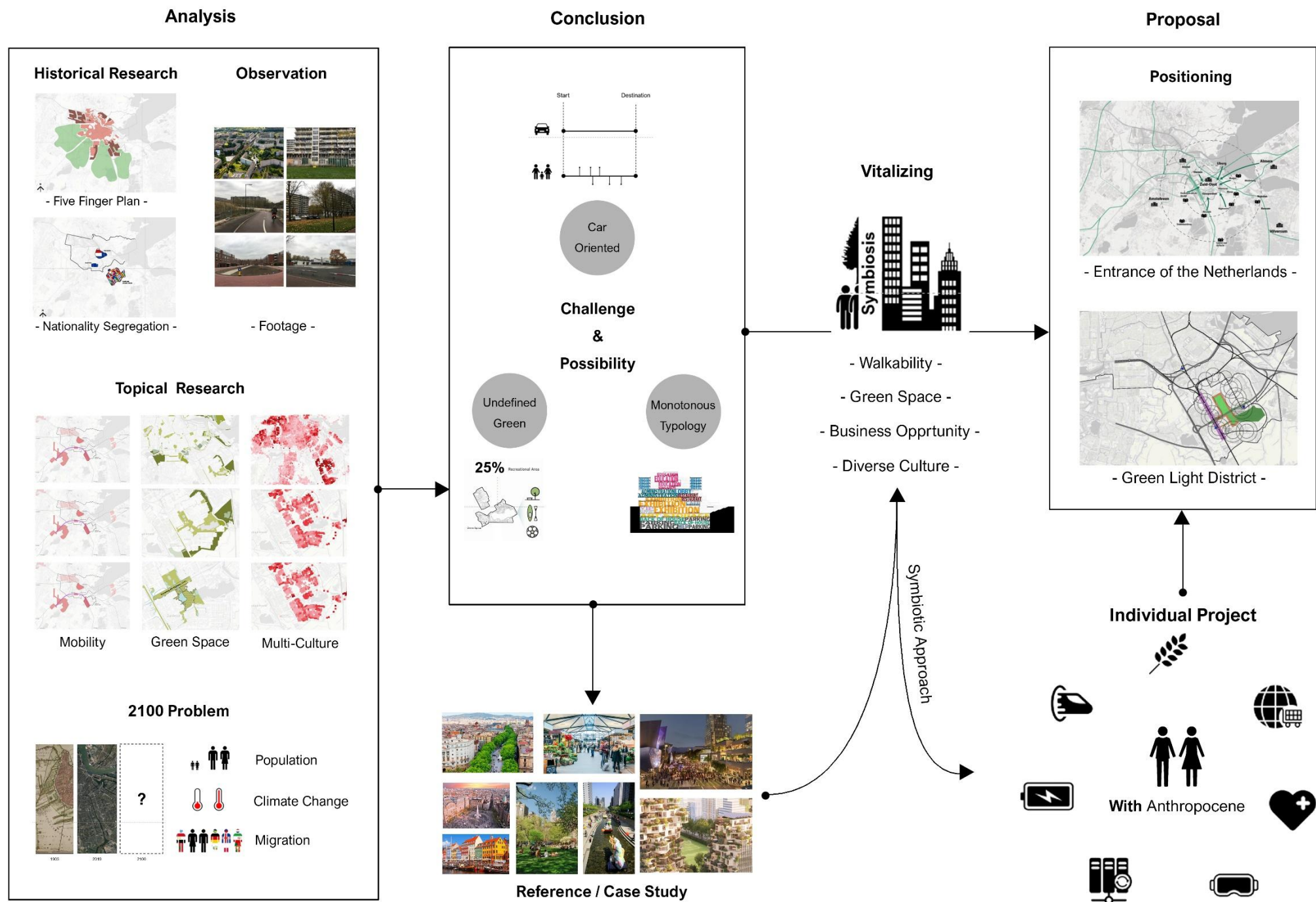
1 group masterplan

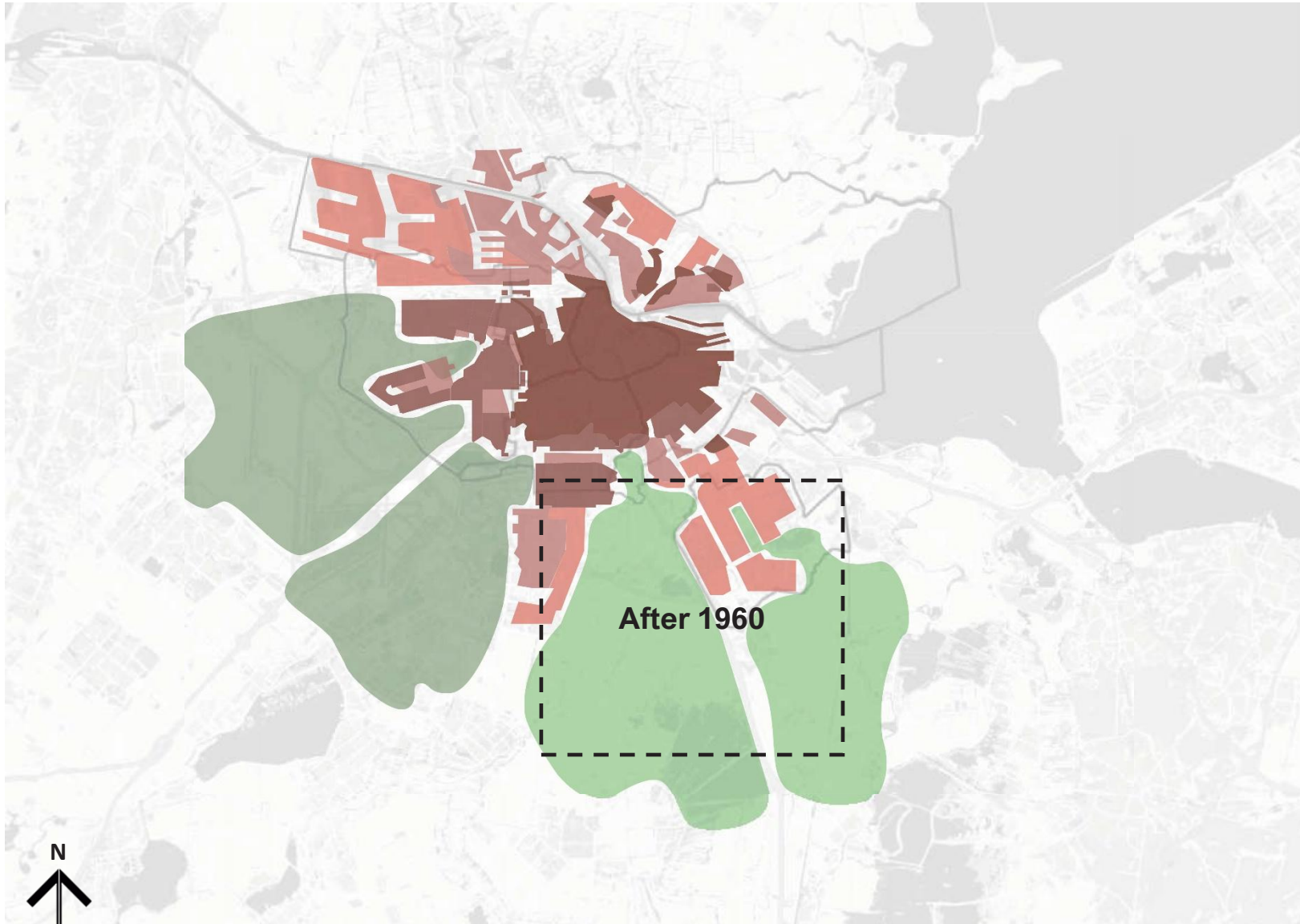


Complex Project

- AMS MID CITY 2100 -

Method Diagram





Urban Development in the Past (XL Analysis)



Controlling Urban Sprawl By Division

Van Eesteren's Finger plan (General Expansion Plan) is a basic principle of expansion of Amsterdam. The idea is to **control urban expansion** to avoid and secure green area while increasing **accessibility** to green space and Urban Area.

Segregation

Transition

New Identity

Bijlmermeer Project



1968

El Al Flight 1862



1992

1960s

1996

2012

2016

2018

2019

?

2100



Independence
1975



First Metro to Centraal
1977

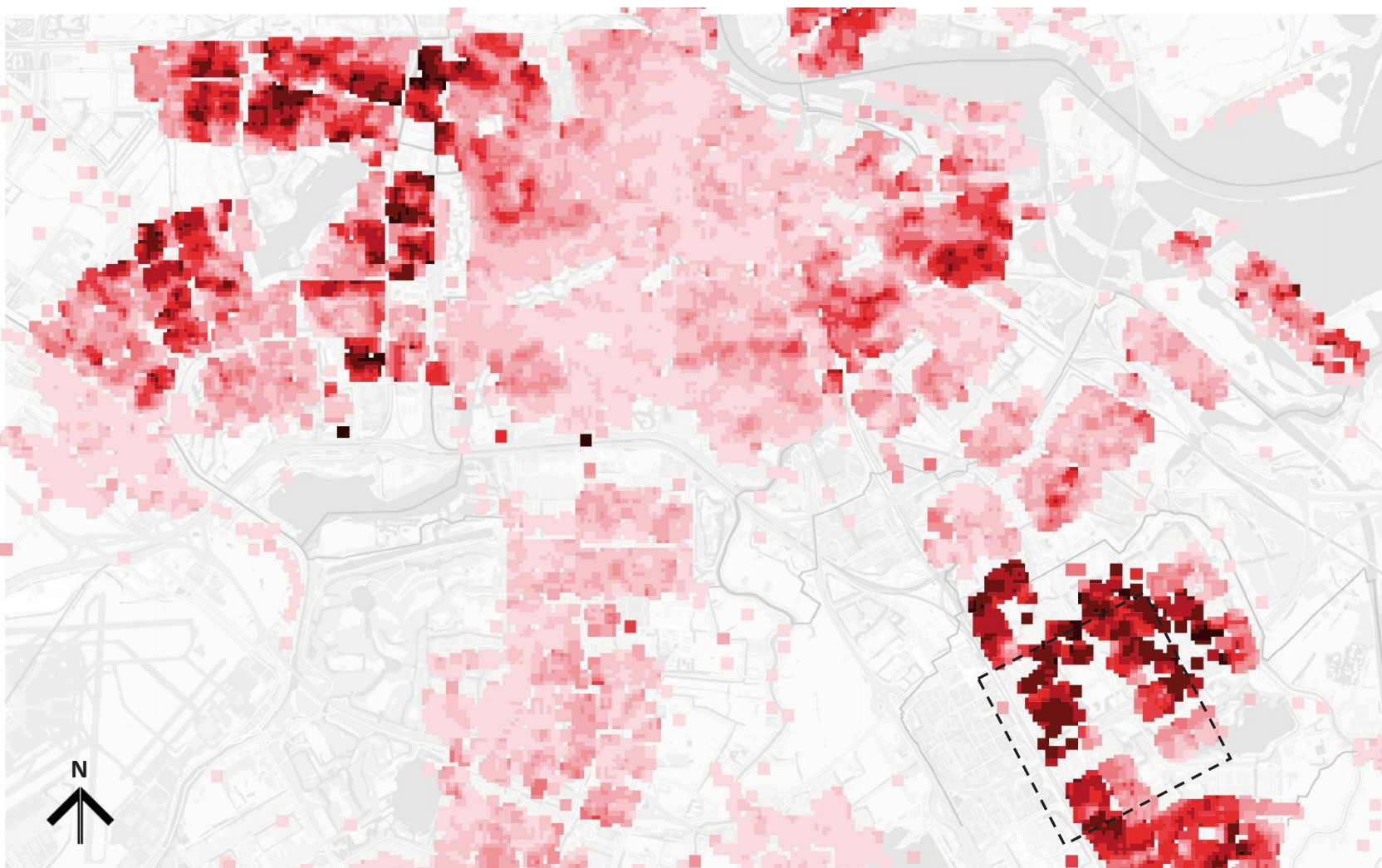


Marked as Disadvantaged Village
2007



Vitalization Investment

- Amsterdam Arena: 1996
- Ziggo Dome: 2012
- AFAS Live: 2016
- MVRDV's Masterplan : 2018



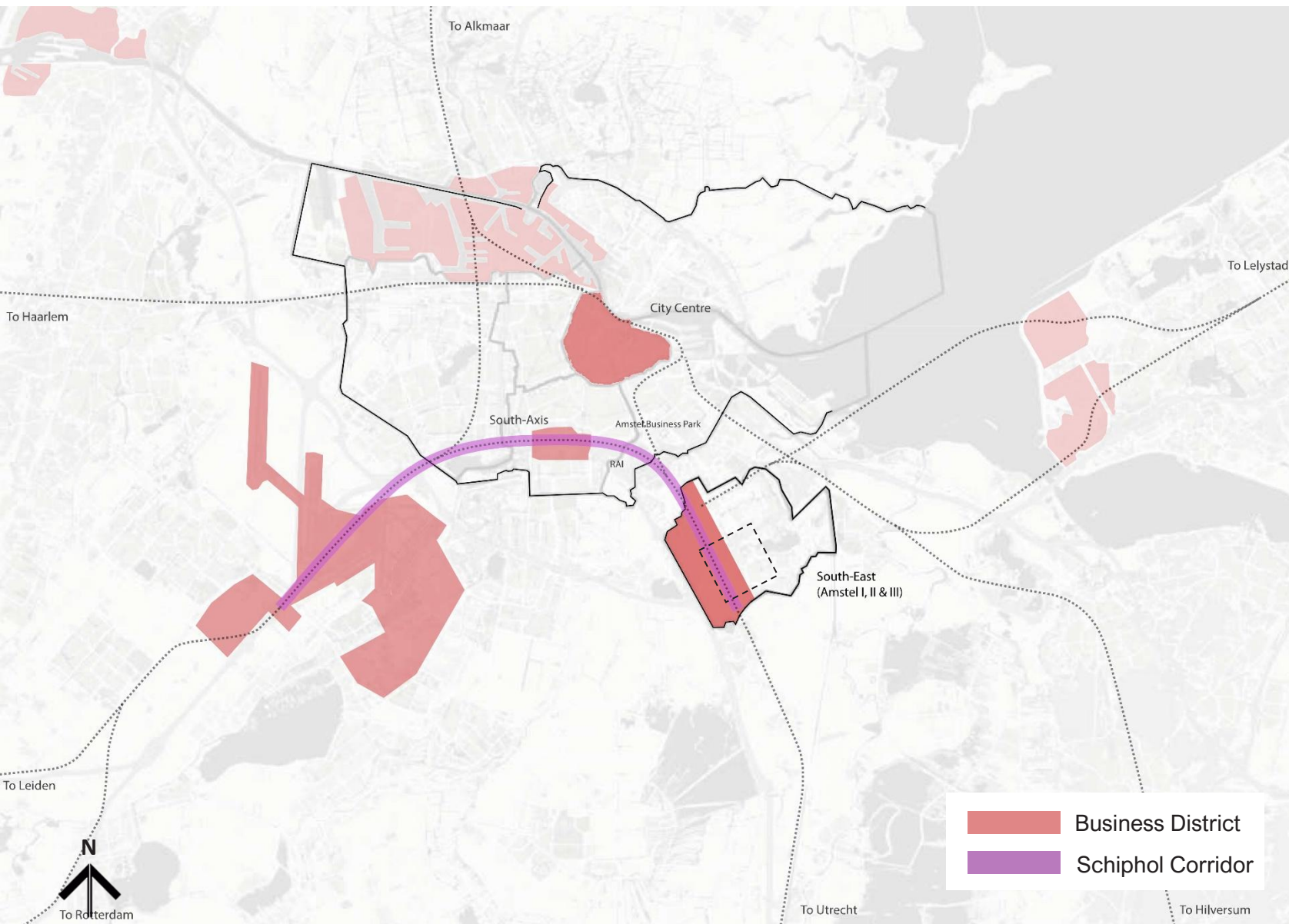
| Share of population with non-western background |

Social Segregation (Challenge)

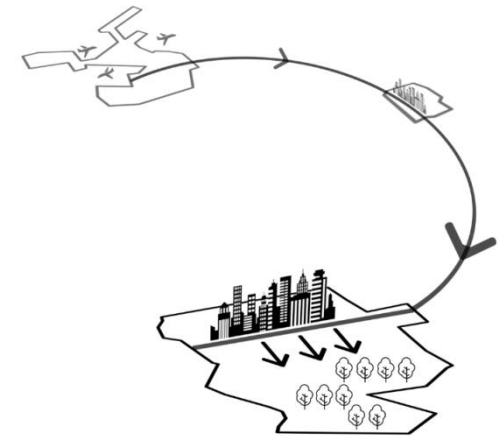


Segregated Cultural Diversity

In bigger scale, Amsterdam has high proportion of international population but in terms of small scale the segregation between Dutch and migrants is clear.



Geographical Importance (Possibility)



New Possibility for Expansion (Schiphol Corridor)

With Connections between the airport and Amsterdam Centre, Zuid-oost is one of the **promising region for further development in future** in terms of innovative business and as a livable city.



Current Situation

(Footage in Zuid-oost)



Segregating
People & Nature

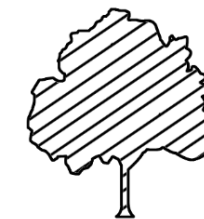


Green Space Analysis (Challenge)

New Green Area



Inactivated Green Area



Assigning Characters

Activating Green Area

Although the city has a lot of green space, there are still challenges here. Thanks to **A9 tunneling business** there will be new accessible green space and there are still **inactivated green space** where people are reluctant to use it.



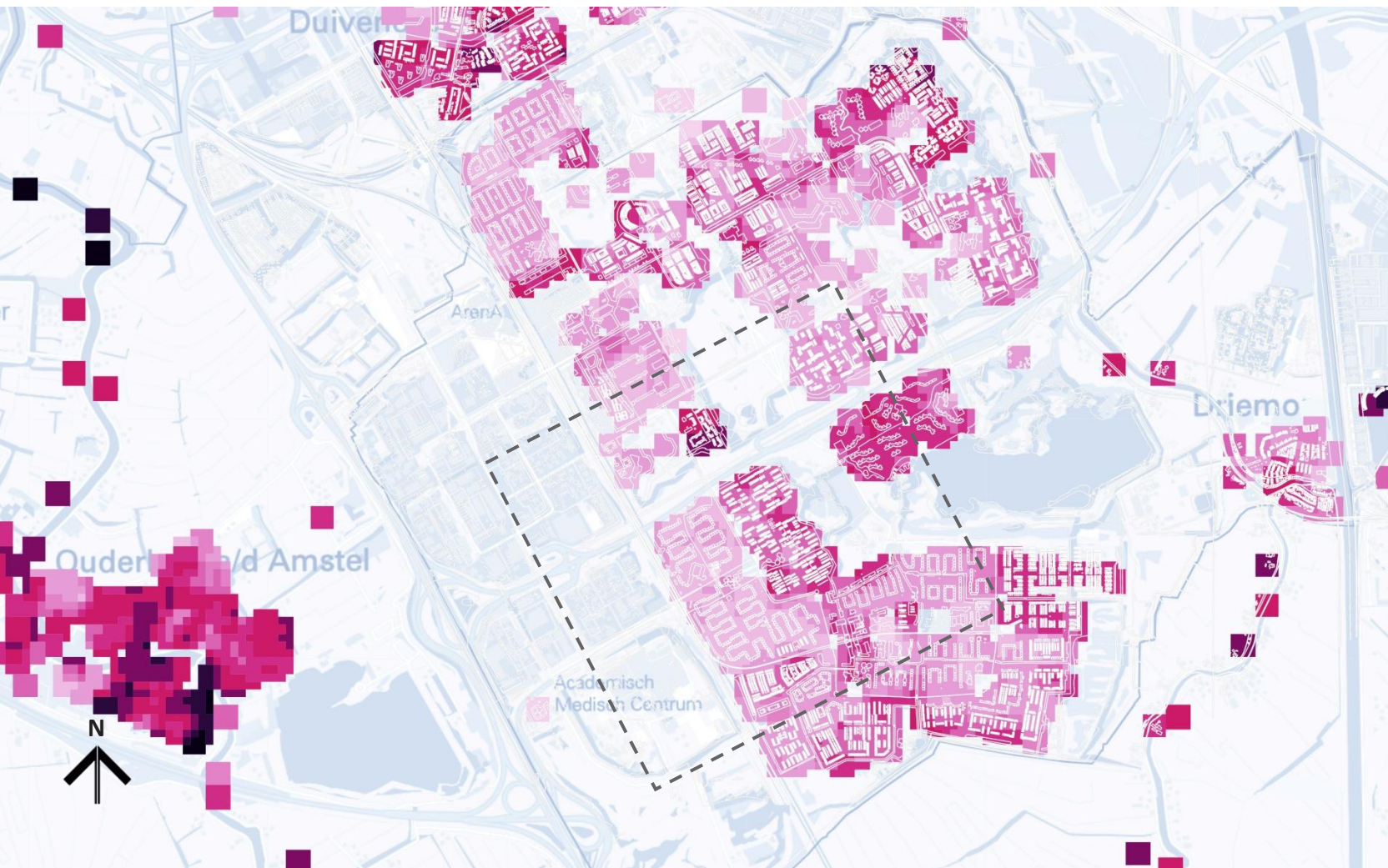
Current Situation

(Footage in Zuid-oost)

**Inactivated
yet vast
Green Space**

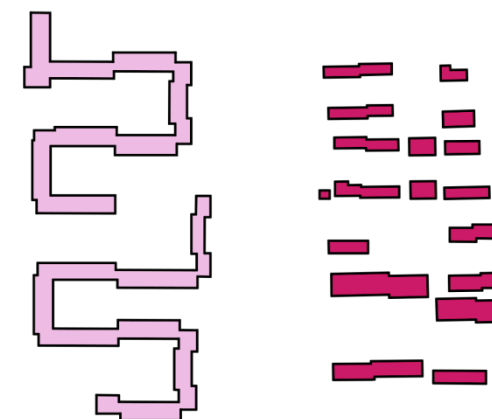


Unmined Gold



| Annual income |

Social Segregation (Challenge)



Typological Segregation

The segregation that is shown in nationalities and land price also can be found in different typology. Most of low-educated people are living in high-rising type of housing. While Dutch people living in mid, low rising housing type



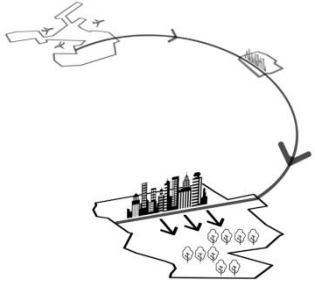
Current Situation
(Footage in Zuid-oost)

**Monotonous
Typology**



**Not Expressing
Diversity**

Possibility



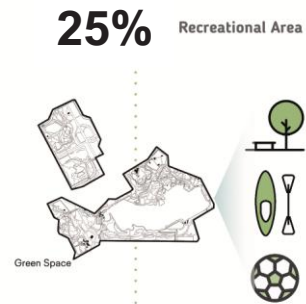
Business Opportunity



Connectivity / Accessibility

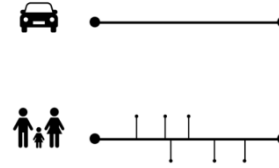


Immense Green Area

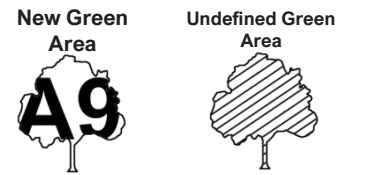


Usage of Green Area

Challenge



Walkability



Challenge of Green Area

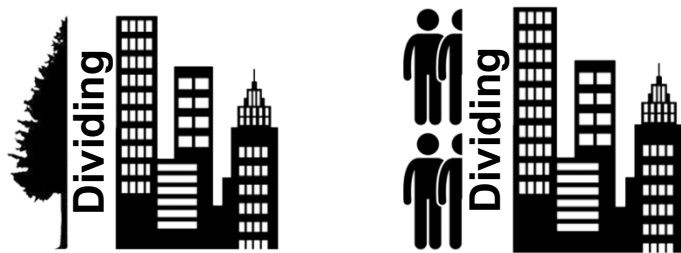


Gentrification

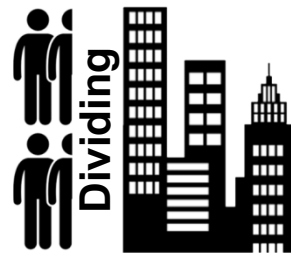


Social Segregation

Strategy & Goal



Division
- Current Situation -



Vitalizing Possibility

People + Cultural Activity + Green

City



Symbiotic Future
- Goal for 2100 -

Current Situation
(Challenge in Zuid-oost)

**Car Oriented
Environment**



**Segregating
People & Nature**



Current Situation
(Challenge in Zuid-oost)

**Undefined
Green Space**



Assigning Character



Current Situation
(Challenge in Zuid-oost)

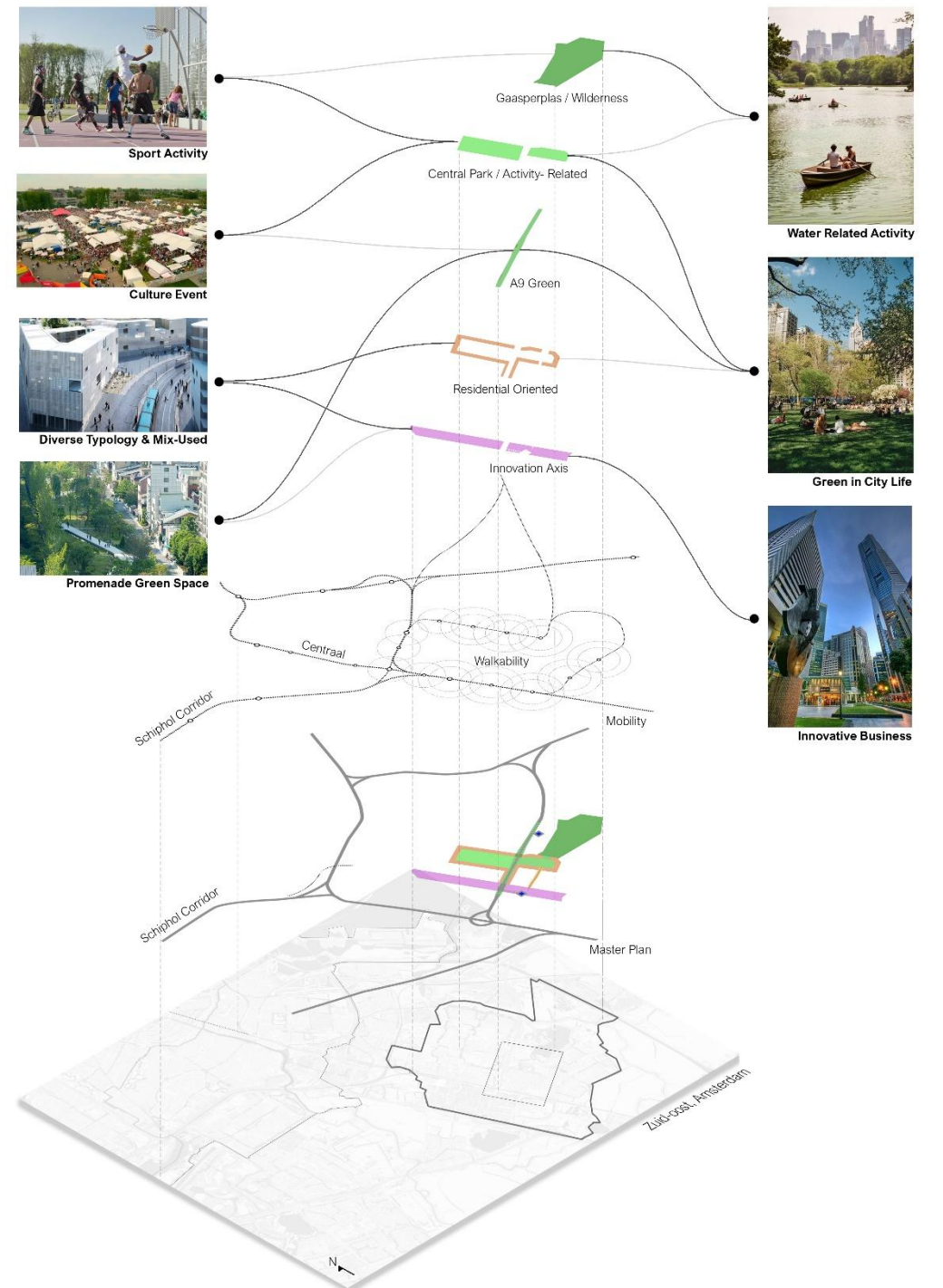
**Monotonous
Typology**

**Not Expressing
Diversity**





- Innovative Axis
- Residential Oriented Area
- Water-related Event Park
- Activity & Event Park
- Promenade Park
- Railway
- Motorway





- Innovative Axis
- Residential Oriented Area
- Water-related Event Park
- Activity & Event Park
- Promenade Park
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- Innovative Axis
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- Innovative Axis
- Residential Oriented Area
- Water-related Event Park
- Activity & Event Park
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- Railway
- Motorway



2 project proposal



Culture

The possible impact of architecture

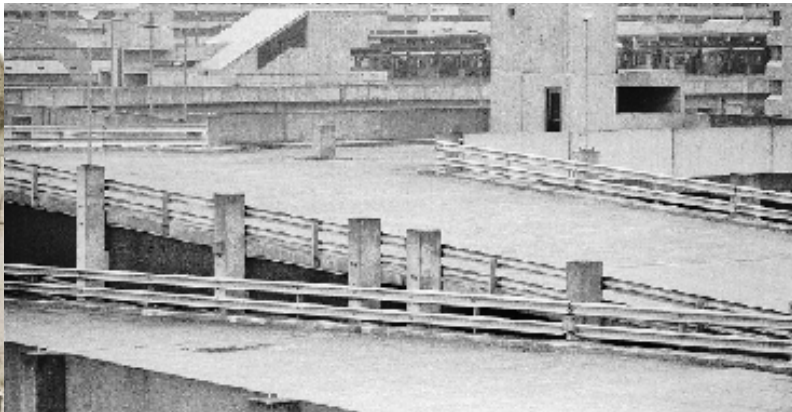
*Any comparative sociology of the 'new' urban poverty in advanced societies must begin with **the powerful stigma attached to residence** in the bounded and segregated spaces, the 'neighbourhoods of exile' to which the populations **marginalized or condemned to redundancy** (...) are increasingly being relegated.*

(Loic Wacquant, 1993)



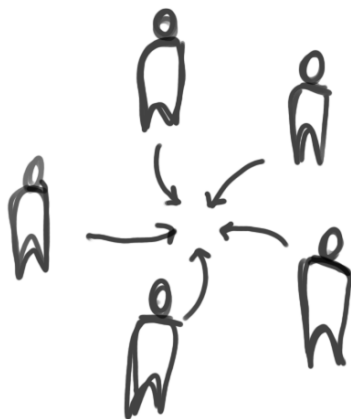
Public space

Undefined spaces



- 3 main type of housing: high-rise, mid-rise and low-rise
- high amount of green spaces, a lot of them abandoned
- a lot of sports fields and playgrounds needing renovtion
- parking lots consittuting waste and replacing greenery

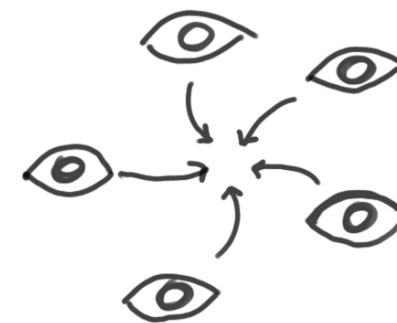
Goals
within the site



enable people from different backgrounds to
meet



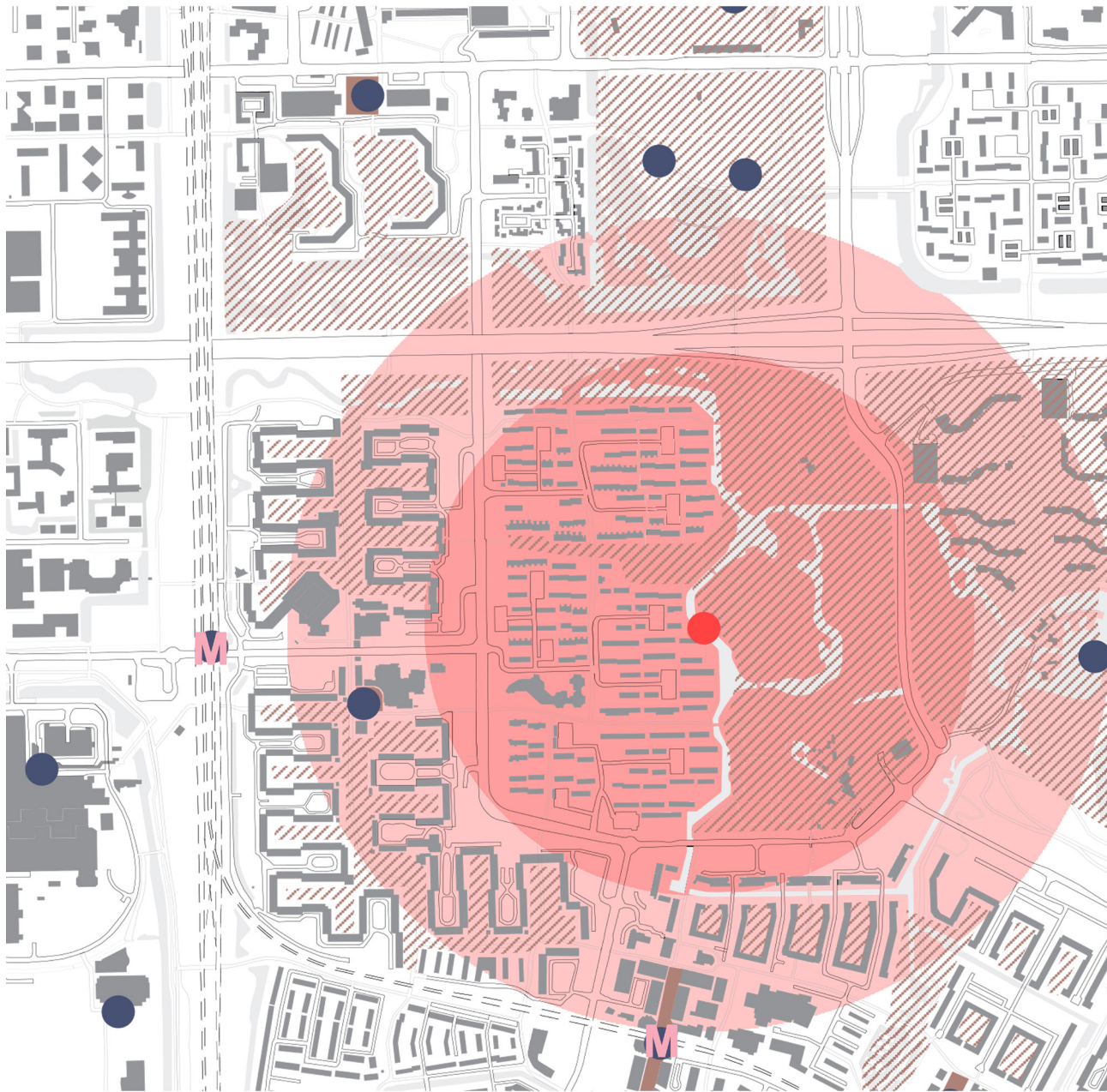
introduce mixed use



improve the feeling of security

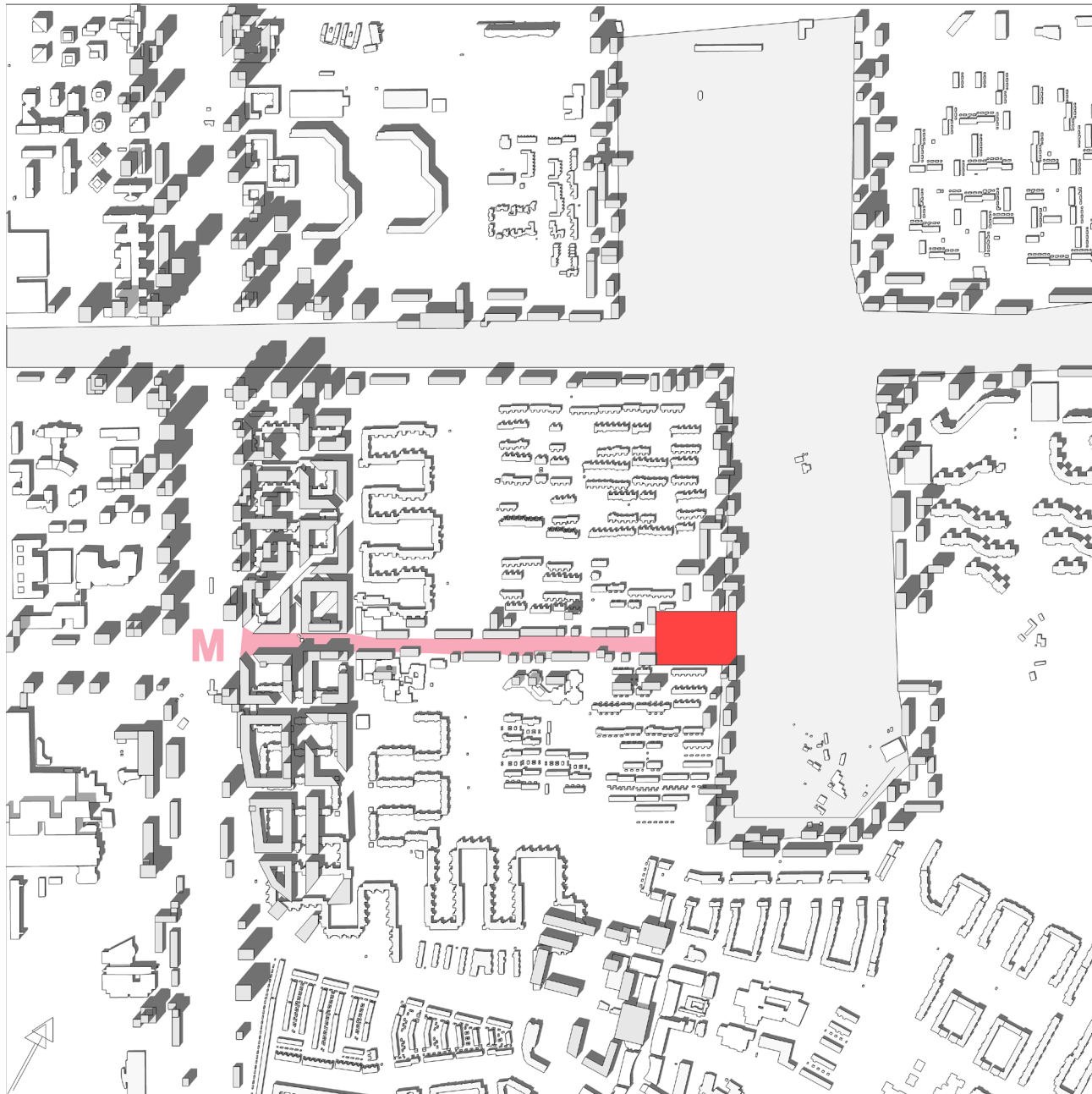
*create a space
with defined
identity*

Reasons for site selection
2019



Centre of the site

| Walkability from the site |



Reasons for site selection

2100



End of the the local street



Reasons for site selection

2100



Change of character



Reasons for site selection

2100



Change in buildings' height

Research question:

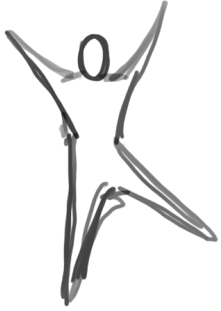
What would be the role, quality and form of local public space in Zuidoost in the 2100?

3 local spaces analysis



Public spaces in history

The benefits of public space



Improved health

- fresh air and opportunity to exercise
- good effects on mental health and well-being (partially by creating an opportunity for social interactions)



Learning opportunities

- opportunities to encounter people with different norms, behaviours and cultures
- practical knowledge



Conflict resolution, tolerance and solidarity

- close encounters with people of other ethnic backgrounds, religions, financial status
- building up a sense of solidarity with fellow citizens through encounter and organised events



Economic benefits

- retail
- establishing visitor (even tourist) attractions
- increase in property values



Urban security

- ,eyes on the street'
- number of users increase the success of ,witness, report, intervene' system



Strengthened democracy

- space to express solidarity
- space to protest
- space for pamphleteering and soapbox orations
- opportunity to celebrate nation and individuals through different scale

The essence of public space

providing with space where all people can gather freely and socialise

(celebrate their identity or culture and form a community)



Virtual reality

Threat to vitality of public space



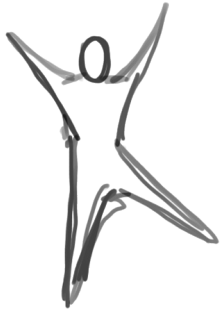


Augmented reality
Change in perception of public space



How would such local public space compete with virtual reality and interact with augmented reality?

The most relevant benefits of public space in 2100



Improved health

- fresh air and opportunity to exercise
- good effects on mental health and well-being (partially by creating an opportunity for social interactions)

Economic benefits

- retail
- establishing visitor (even tourist) attractions
- increase in property values

Learning opportunities

- opportunities to encounter people with different norms, behaviours and cultures
- practical knowledge

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- ,eyes on the street'
- number of users increase the success of ,witness, report, intervene' system



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Strengthened democracy

- space to express solidarity
- space to protest
- space for pamphleteering and soapbox orations
- opportunity to celebrate nation and individuals through different scale

Goals



encourages a healthy lifestyle by attracting people outside and promotes face-to-face interactions

create a space, that:

is open to everyone and safe, therefore brings together people of different backgrounds



enables to express solidarity or concerns and reflects the values of local people

Goals

create a space, that:

encourages a healthy lifestyle by attracting people outside and promotes face-to-face interactions

is open to everyone and safe, therefore brings together people of different backgrounds

enables to express solidarity or concerns and reflects the values of local people

*and is competing with VR by
relying on:*



Advantages of the ,real' reality

Need for collaboration and socialising



Advantages of the ,real' reality

Sensual experience



Advantages of the ,real' reality

Physical consequences



Advantages of the ,real' reality

Spiritual experience

Goals

create a space, that:

encourages a healthy lifestyle by attracting people outside and promotes face-to-face interactions

is open to everyone and safe, therefore brings together people of different backgrounds

enables to express solidarity or concerns and reflects the values of local people

*and is competing with VR by
relying on:*

social and spiritual needs of people

its physicality (sensual experiences and their long-term effect on the body)

Program

Spiritual/Sensual Needs	Gallery
	Auditorium
Collaboration Needs	Workshop
	Daycare
	Open working spaces
Social Needs	Restaurant
	Bar + Cafe
	Club
Physical Needs	Gym

Spiritual/Sensual Needs
Collaboration Needs
Social Needs
Physical Needs



Possibilities of the ,real' reality

Incorporating AR

Goals

create a space, that:

encourages a healthy lifestyle by attracting people outside and promotes face-to-face interactions

is open to everyone and safe, therefore brings together people of different backgrounds

enables to express solidarity or concerns and reflects the values of local people

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enables to express solidarity or concerns and reflects the values of local people

*and is competing with VR by
relying on:*

social and spiritual needs of people

its physicality (sensual experiences and their long-term effect on the body)

incorporating AR

Means by which that space is achieved:

create a space, that:

is a balanced mix between open and closed space

*and is competing with VR
by:*

**creating a good range of scale of spaces - from
intimate (3 people) to gathering**

**using materials and forms of different textures,
colours, smell, and sound properties**

**being compatible with spaces in different
locations or realities**

5 project concept



The site



River analogy





Delta analogy

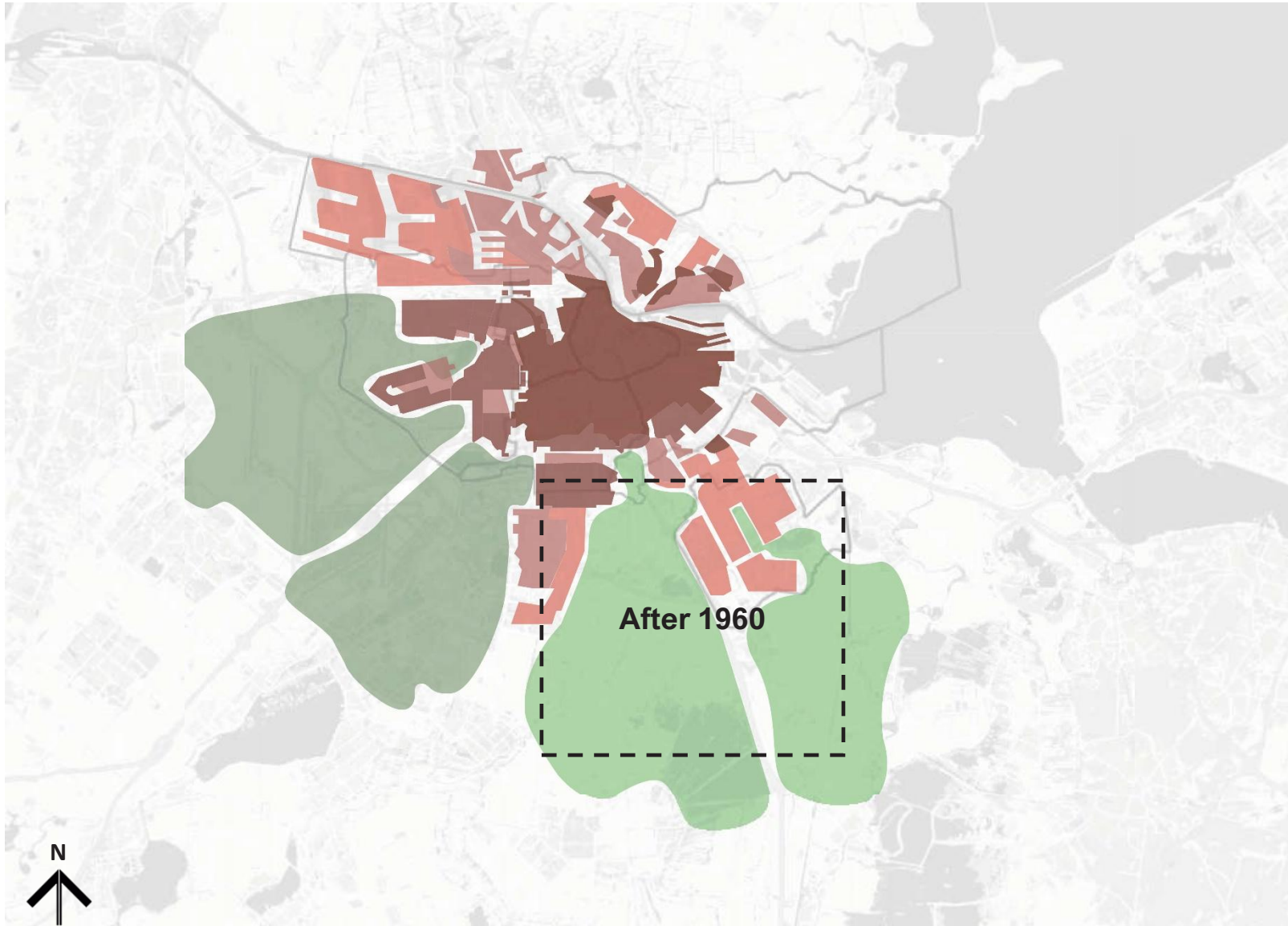


Inverse delta analogy



Inverse urban delta

History





**Greenery as equally crucial part of
urban structure**

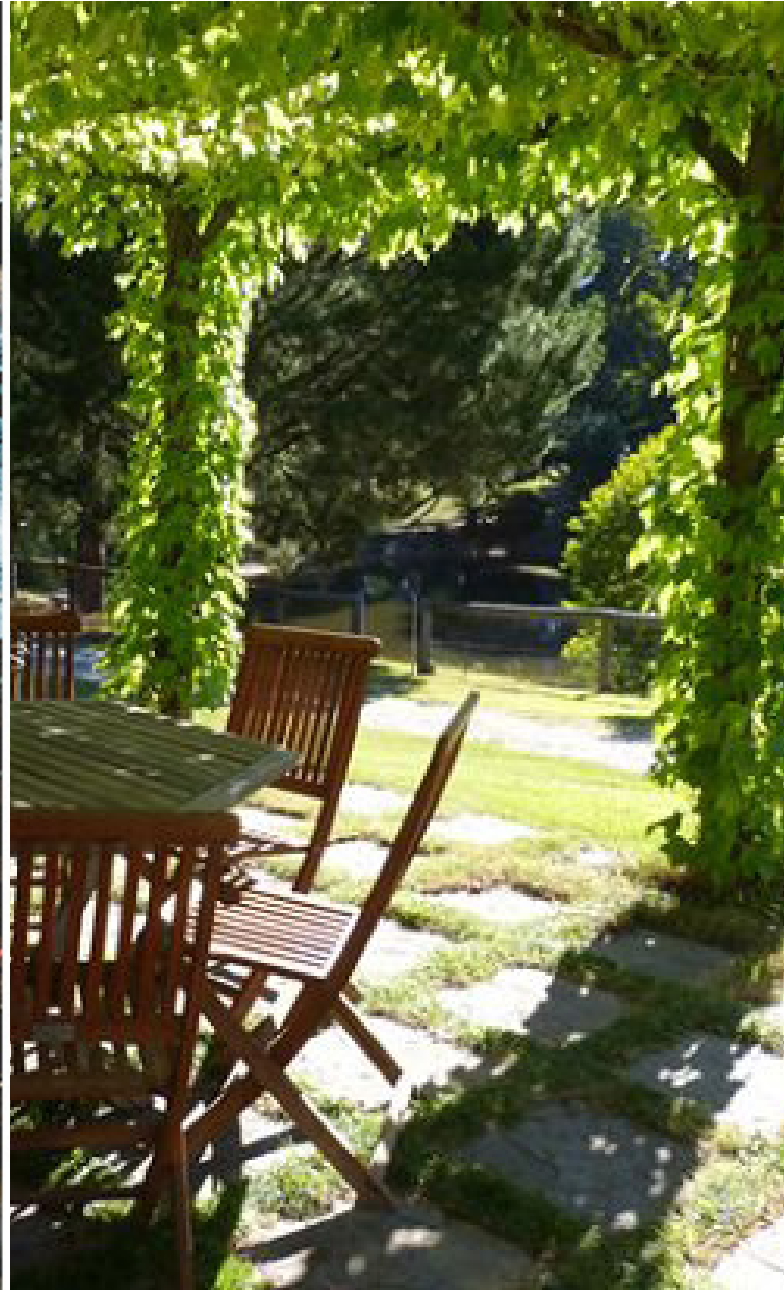
Current Situation
(Challenge in Zuid-oost)

**Undefined
Green Space**

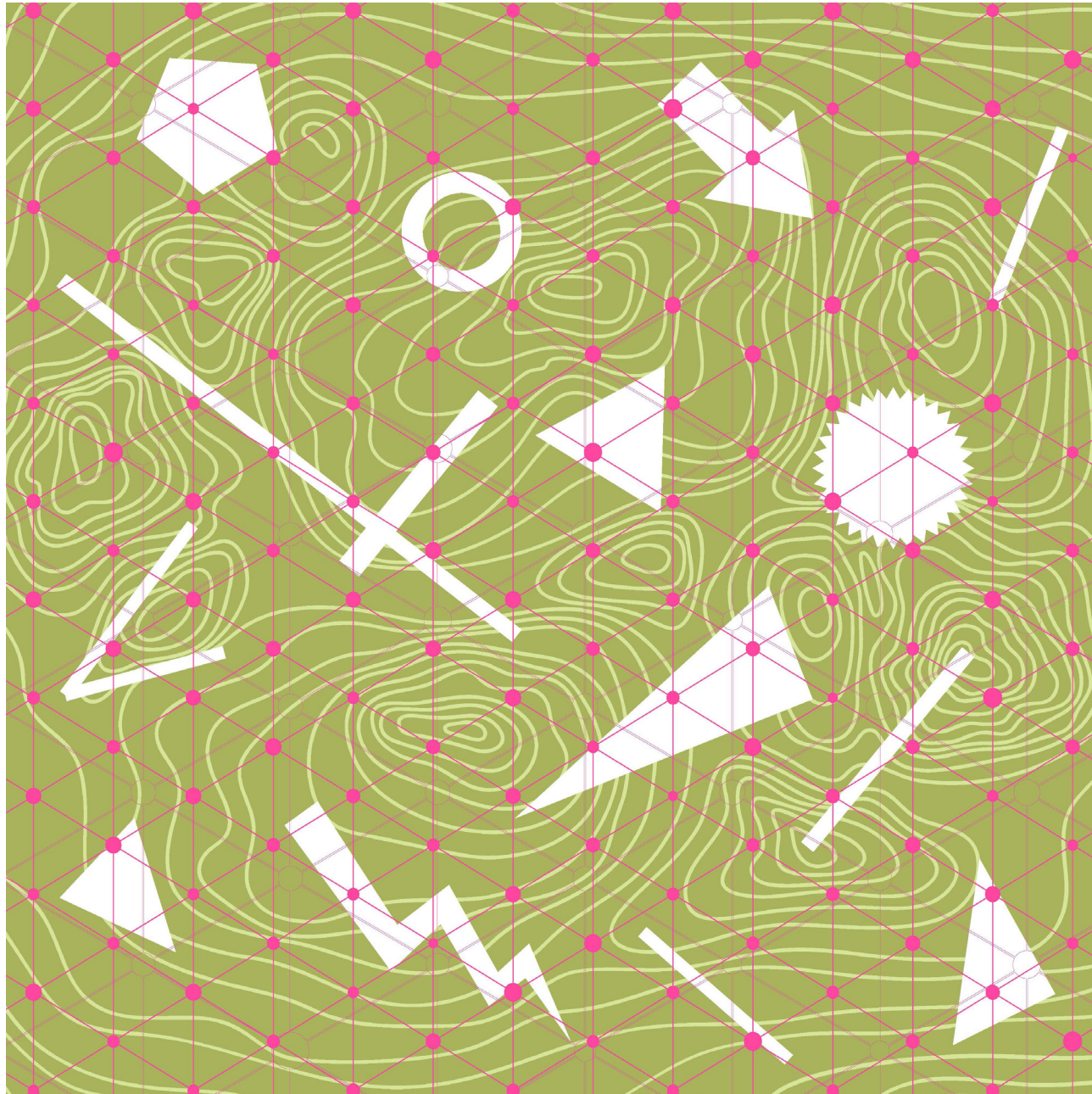


Assigning Character



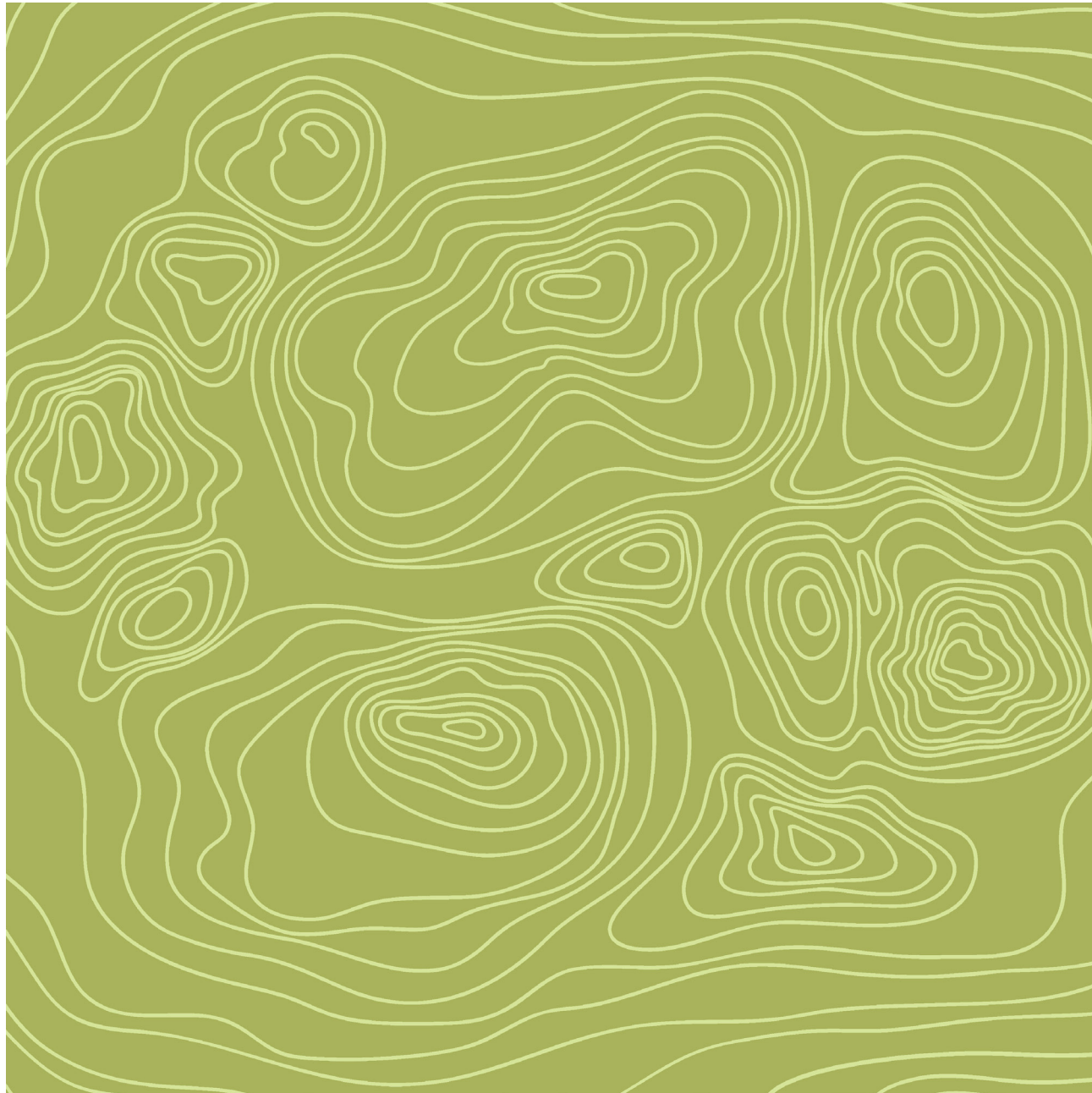


Greenery as equally crucial part of urban structure



Design concept

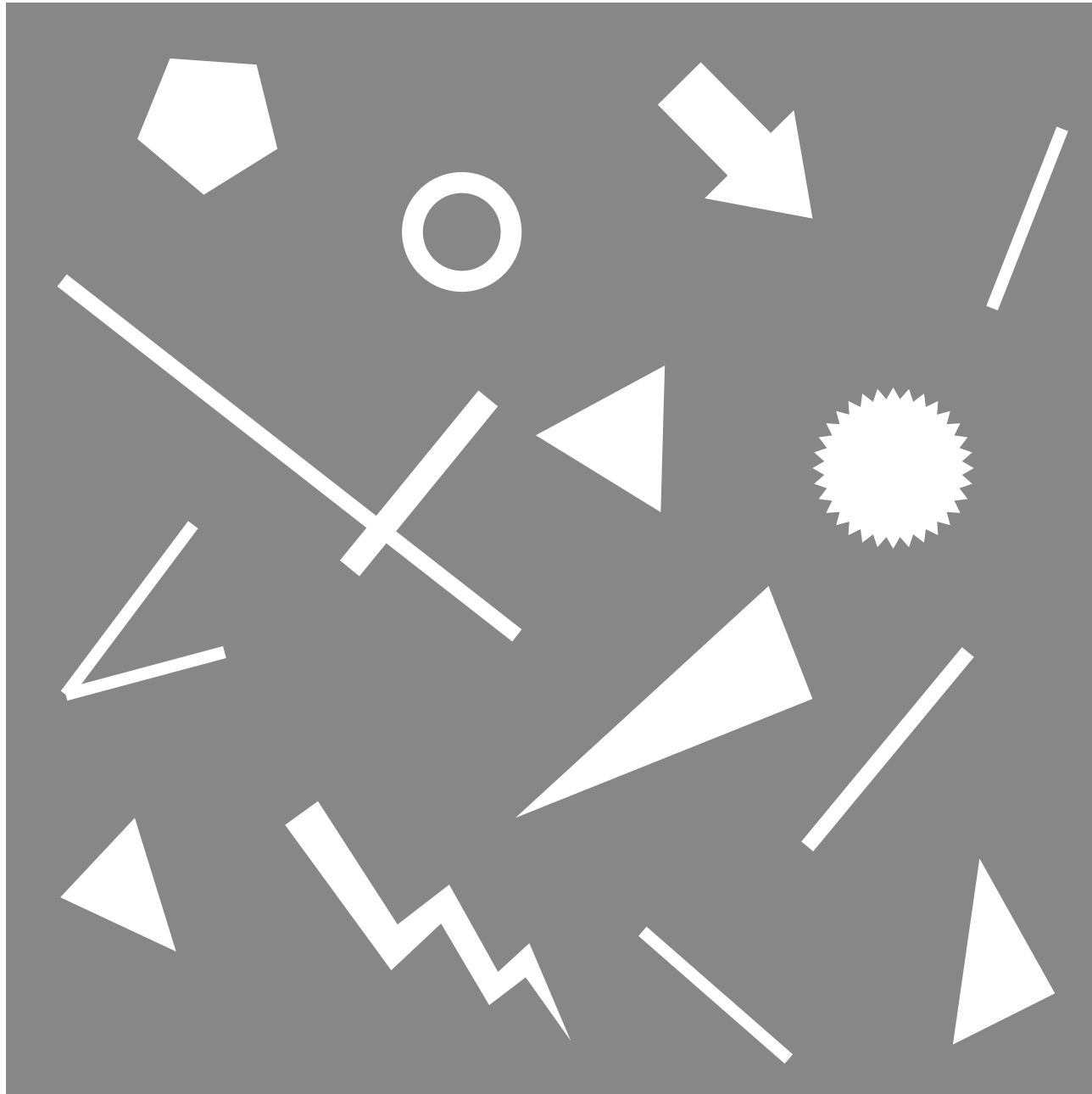
Three layers of different characteristics



Design concept



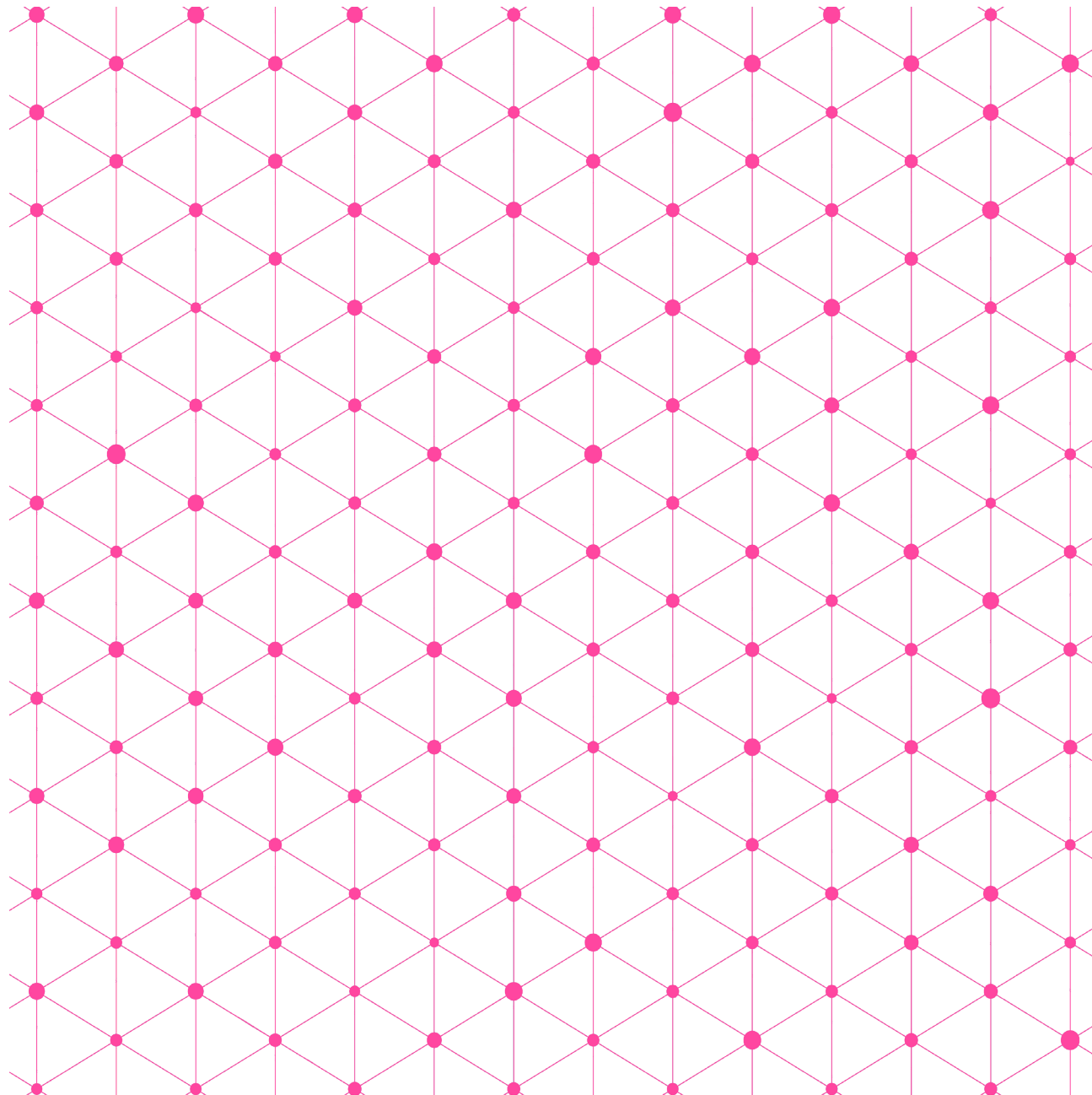
Nature



Design concept



Architecture



Design concept

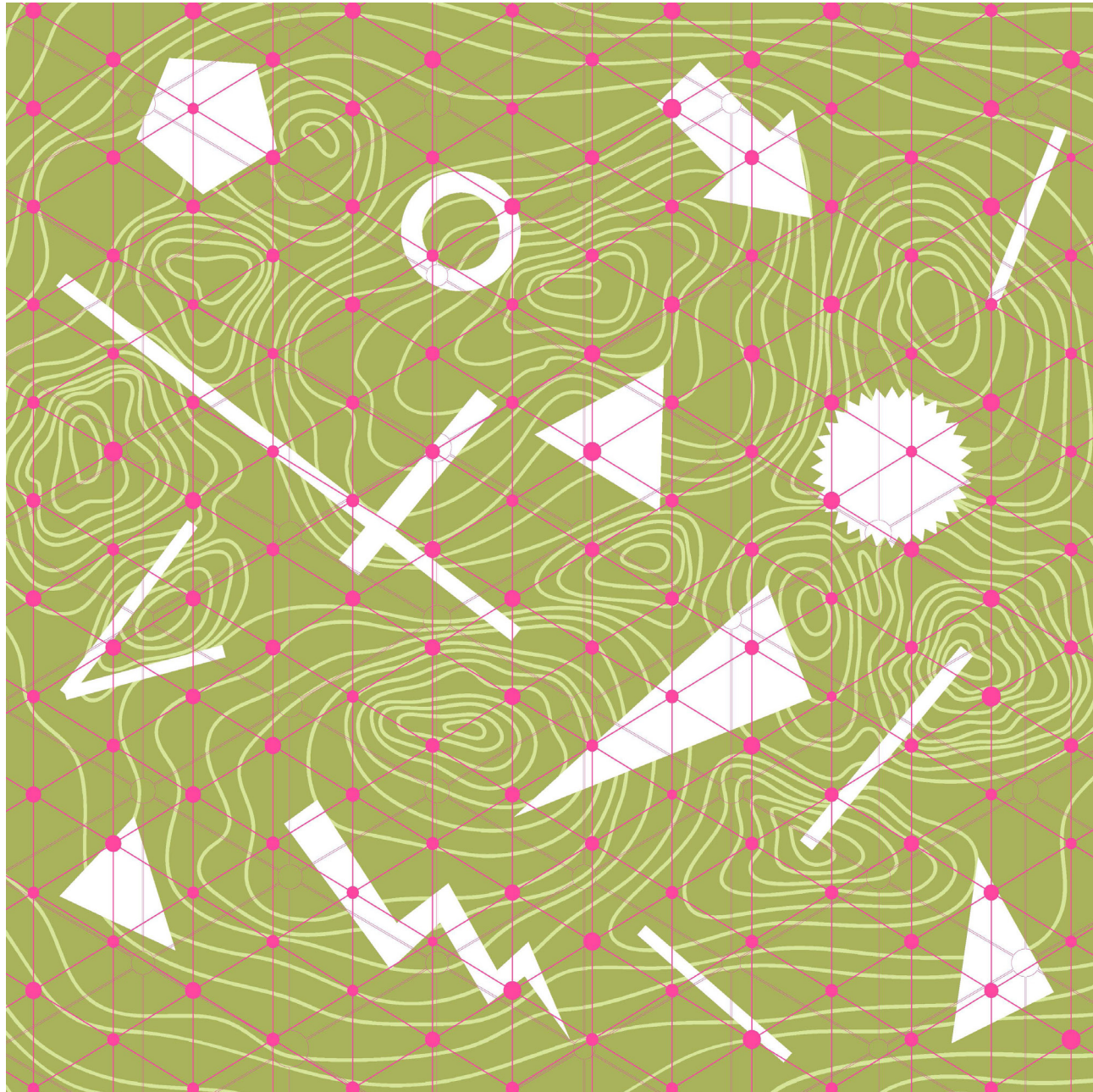


Virtual realm



Design concept

Virtual realm

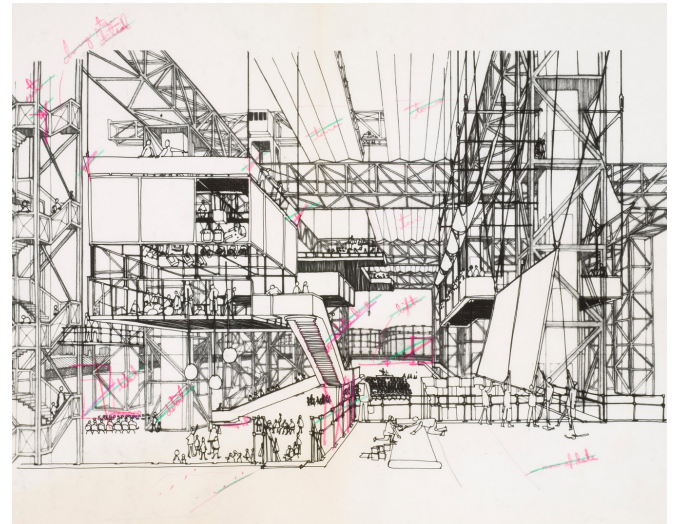
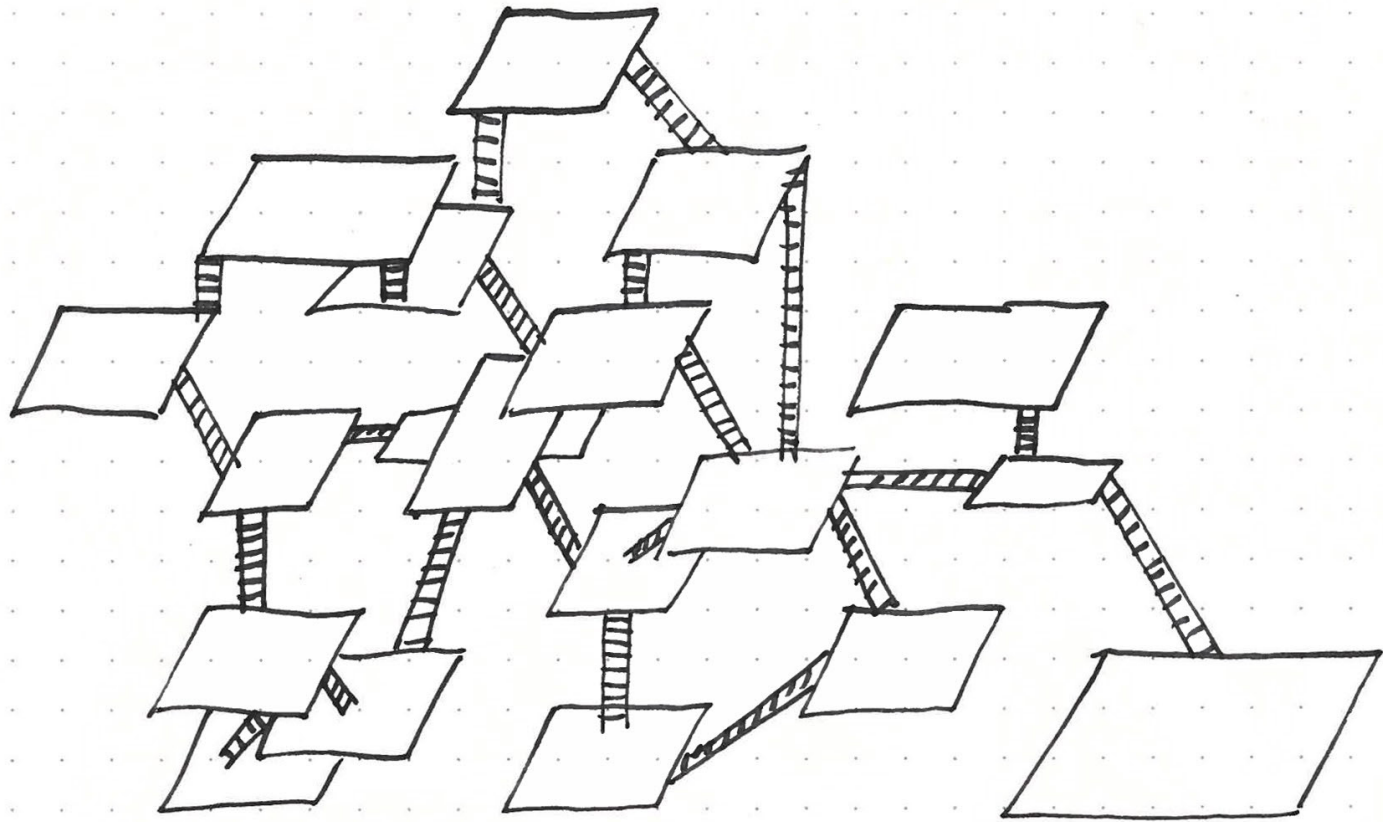


Design concept



Design concept

Design systems

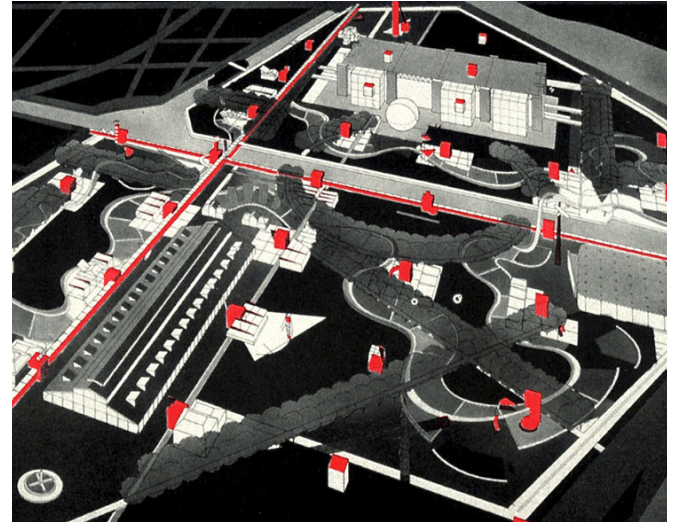
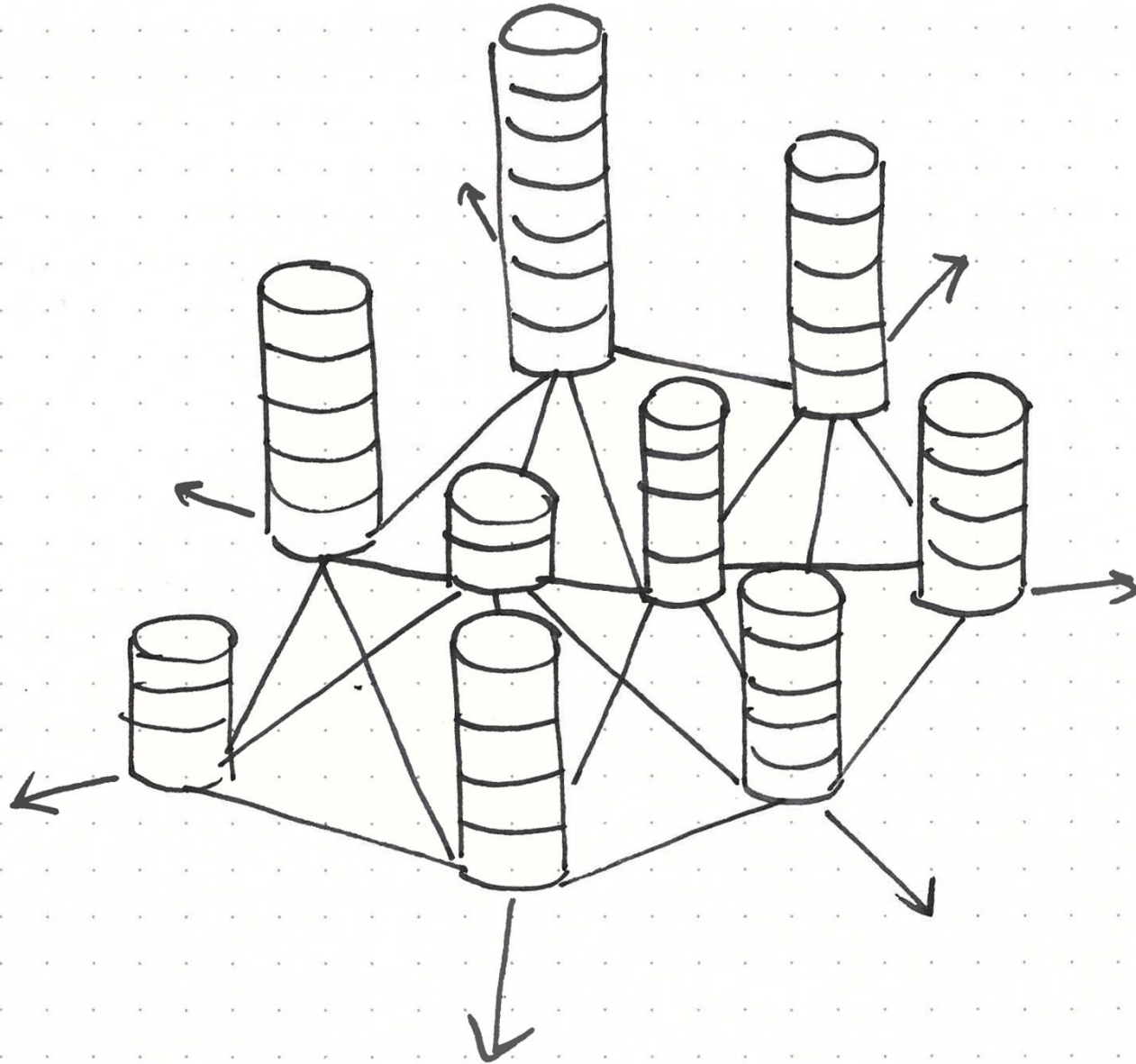


interconnected, yet self-sufficient planes

A collection of hand-drawn letters and symbols on dot paper. The letters include 'C', 'L', 'S', 'Z', 'O', 'V', 'X', and a heart symbol. Each letter is filled with dense, parallel black lines. The 'C' is a simple curve. The 'L' and 'Z' are angular. The 'S' is a continuous curve. The 'O' is a circle. The 'V' is a triangle. The 'X' is formed by two intersecting lines. The heart symbol is composed of two overlapping circles.



Design systems



deriving qualities from surrounding

6 design system

Design



Design



Architecture



Design logic

Interior program



Spiritual/Sensual Needs

Gallery

Auditorium



Collaboration/Social Needs

Workshop

Daycare

Open working spaces

Restaurant

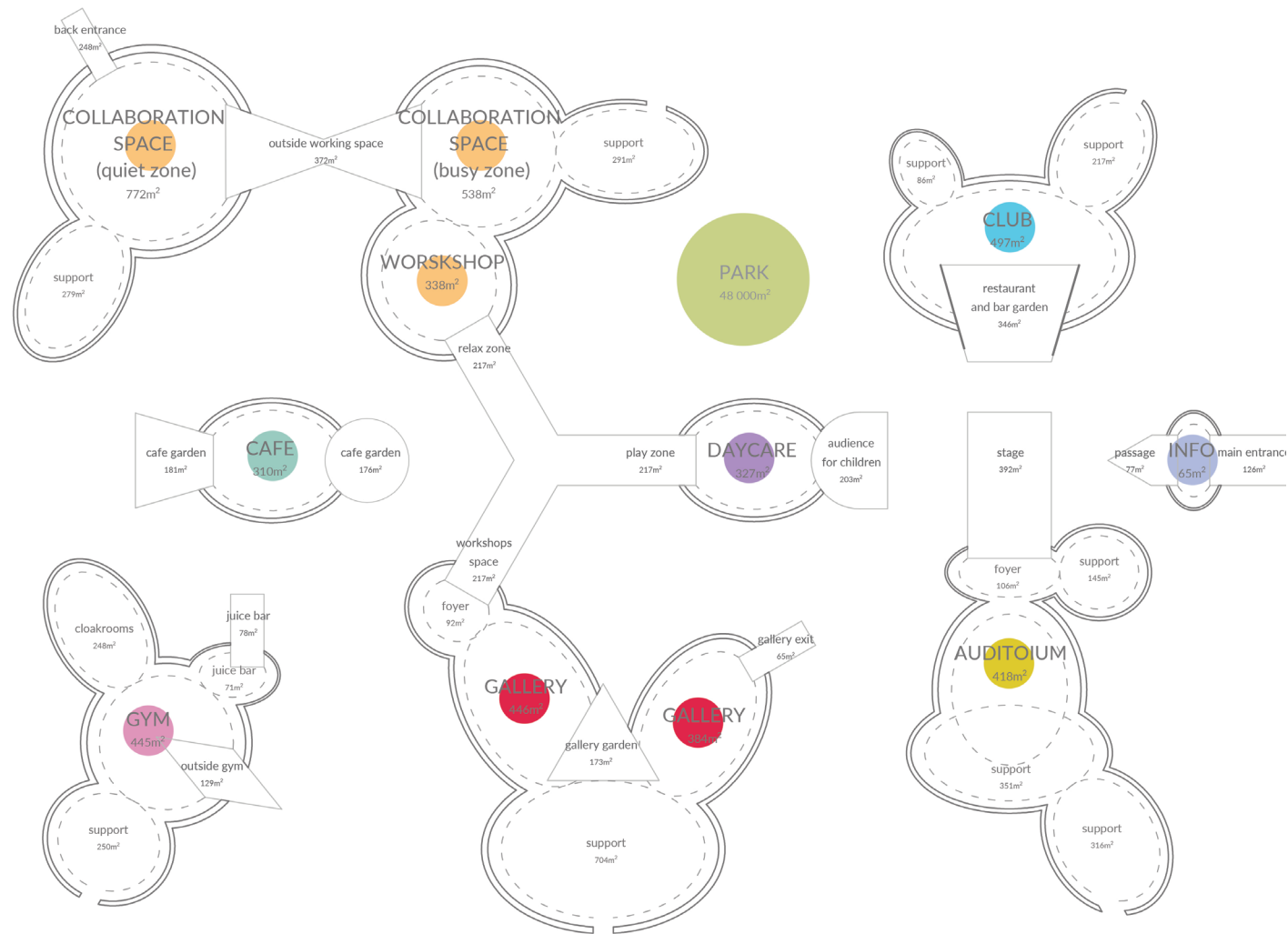
Club



Physical Needs

Gym

Program

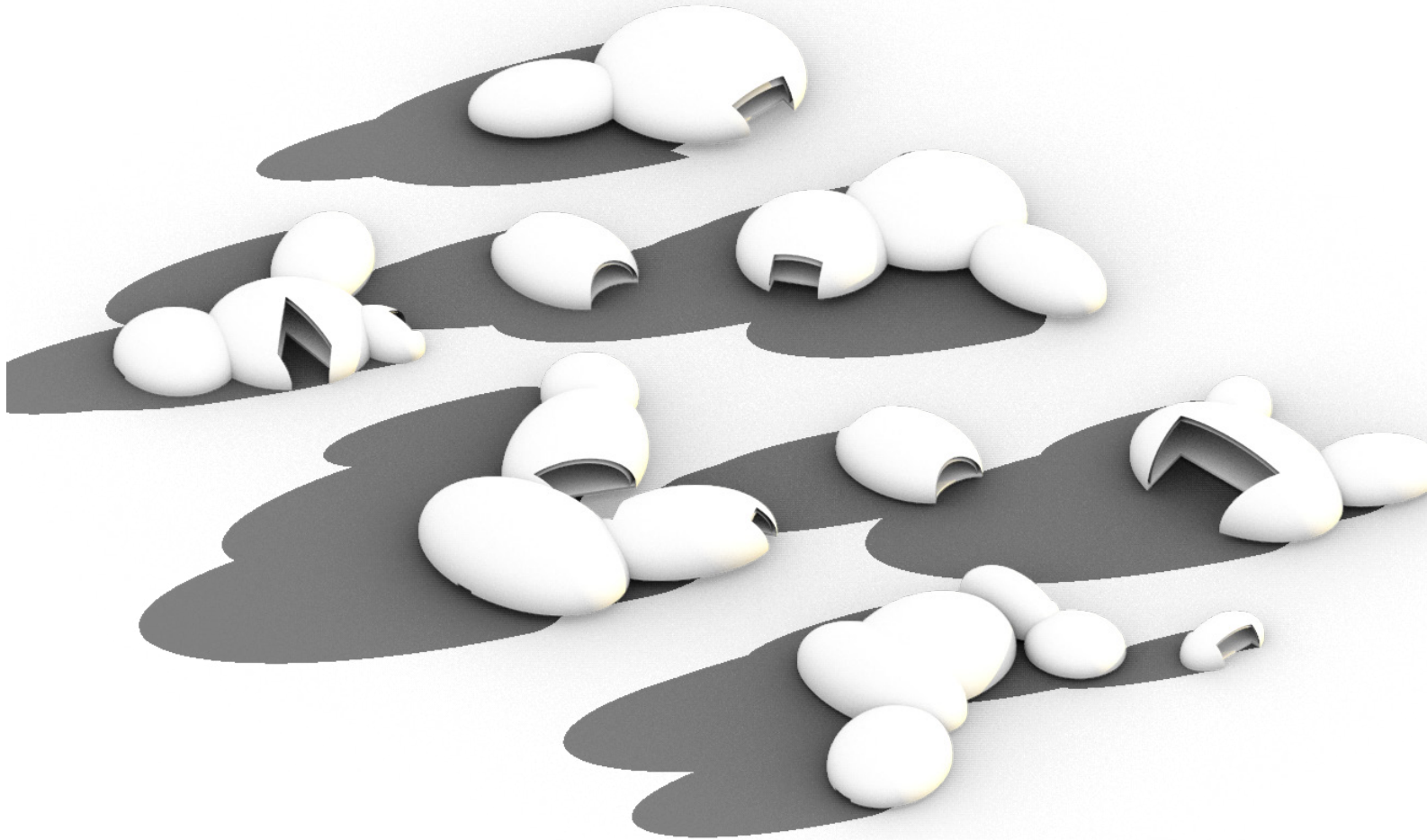


Design logic

program	subprogram	number of people	size of the used area	entire area	minimum height	minimum window size	minimum window lenght in plan	ground level	elipsoid height	actual lenght radius	r1	r2	construction thickness
CAFE	-	50,00	100,00	173,80	3,00	12,50	4,17	0,00	6,00	13,88	10,33	450,44	1,03
DAYCARE	-	50,00	150,00	201,20	3,00	18,75	6,25	1,05	6,03	13,90	10,17	444,10	1,02
CLUB	RESTAURANT	75,00	130,00						0,00				0,00
	BAR	75,00	150,00	430,00	4,00	53,75	13,44	1,40	8,75	21,37	13,52	907,68	1,35
	CLUB	100,00	150,00						0,00				0,00
	BATHROOMS		29,00	29,00	2,50	3,63	1,45	1,40	4,06	7,90	5,60	138,98	0,56
	BACK		100,00	155,90	3,00	12,50	4,17	1,40	5,48	11,87	8,35	311,38	0,84
AUDITORIUM	FOYER	250,00	100,00	100,00	4,00	12,50	3,13	1,05	6,75	11,11	5,59	195,11	0,56
	AUDITORIUM	250,00	300,00	300,00	5,00	37,50	7,50	1,05	8,38	16,68	13,05	683,84	1,31
	BATHROOMS		65,00	65,00	2,50	8,13	3,25	1,05	4,27	9,71	8,00	244,04	0,80
	BACK ARTISTS		300,00	300,00	3,00	37,50	12,50	1,05	5,90	13,40	10,11	425,60	1,01
	BACK		200,00	296,50	4,00	25,00	6,25	1,05	7,79	17,63	9,98	552,76	1,00
GALLERY	D	0.32	50,00	50,00	4,00	6,25	1,56	2,00	5,50	8,73	8,09	221,88	0,81
	G1	100,00	400,00	400,00	4,00	50,00	12,50	2,00	8,00	18,49	11,58	672,66	1,16
	G2	50,00	200,00	200,00	4,00	25,00	6,25	2,00	7,50	16,56	10,62	552,50	1,06
	BACK		225,00	312,50	4,00	28,13	7,03	2,00	8,56	20,67	13,95	905,87	1,40
GYM	JUICE BAR		50,00	50,00	3,00	6,25	2,08	0,00	4,50	8,08	5,34	135,55	0,53
	CLOAKROOMS		135,00	135,00	3,00	16,88	5,63	0,00	5,82	13,14	8,18	337,67	0,82
	GYM	120,00	240,00	240,00	3,50	30,00	8,57	0,00	6,50	14,20	14,20	633,47	1,42
	BACK		100,00	152,50	3,00	12,50	4,17	0,00	5,32	11,20	10,35	364,17	1,04
WORK1	WORKSHOP	32,00	120,00	240,00	4,00	15,00	3,75	2,00	6,75	13,62	12,63	540,42	1,26
	COLLAB	150,00	450,00	450,00	3,00	56,25	18,75	2,00	6,38	15,34	15,34	739,27	1,53
	BATHROOMS		50,00	124,00	3,00	6,25	2,08	2,00	6,10	14,14	8,61	382,47	0,86
WORK2	INDIVIDUAL	150,00	600,00	600,00	3,00	75,00	25,00	2,00	7,00	17,70	17,70	984,23	1,77
	BATHROOMS		42,00	106,20	3,00	5,25	1,75	2,00	5,97	13,74	8,68	374,68	0,87
ENTRANCE	-		60,00	66,00	3,00	7,50	2,50	0,00	4,63	8,51	5,24	140,09	0,52

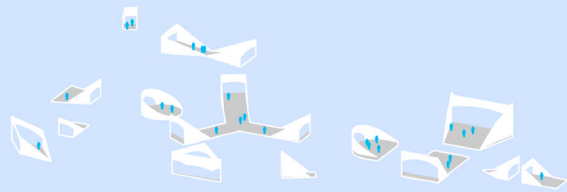
Calculation system

Design logic



Interior program

Design logic



The ,cuts' - squares

Design logic



The ,cuts' - squares

Design logic

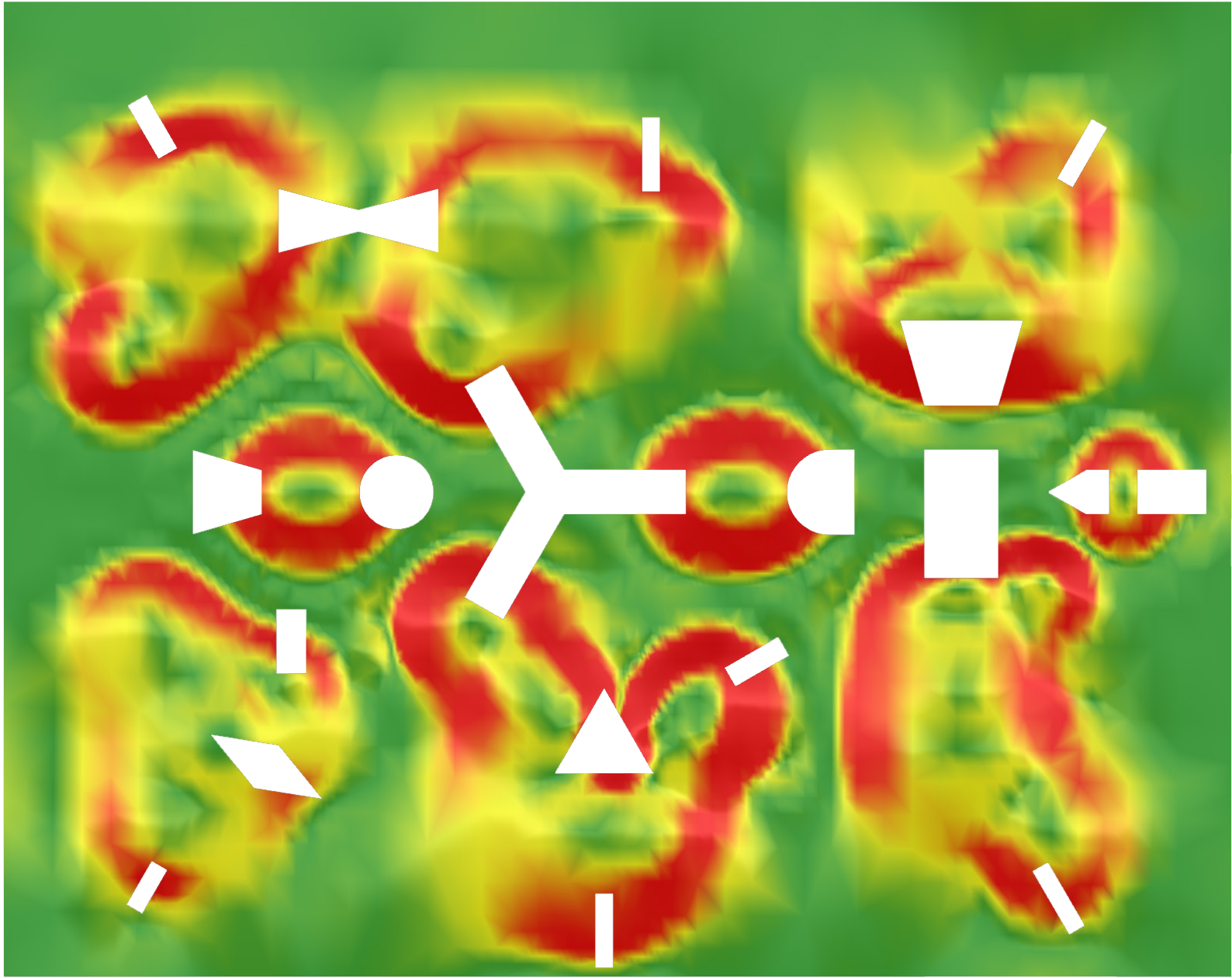


The landscape



Design logic

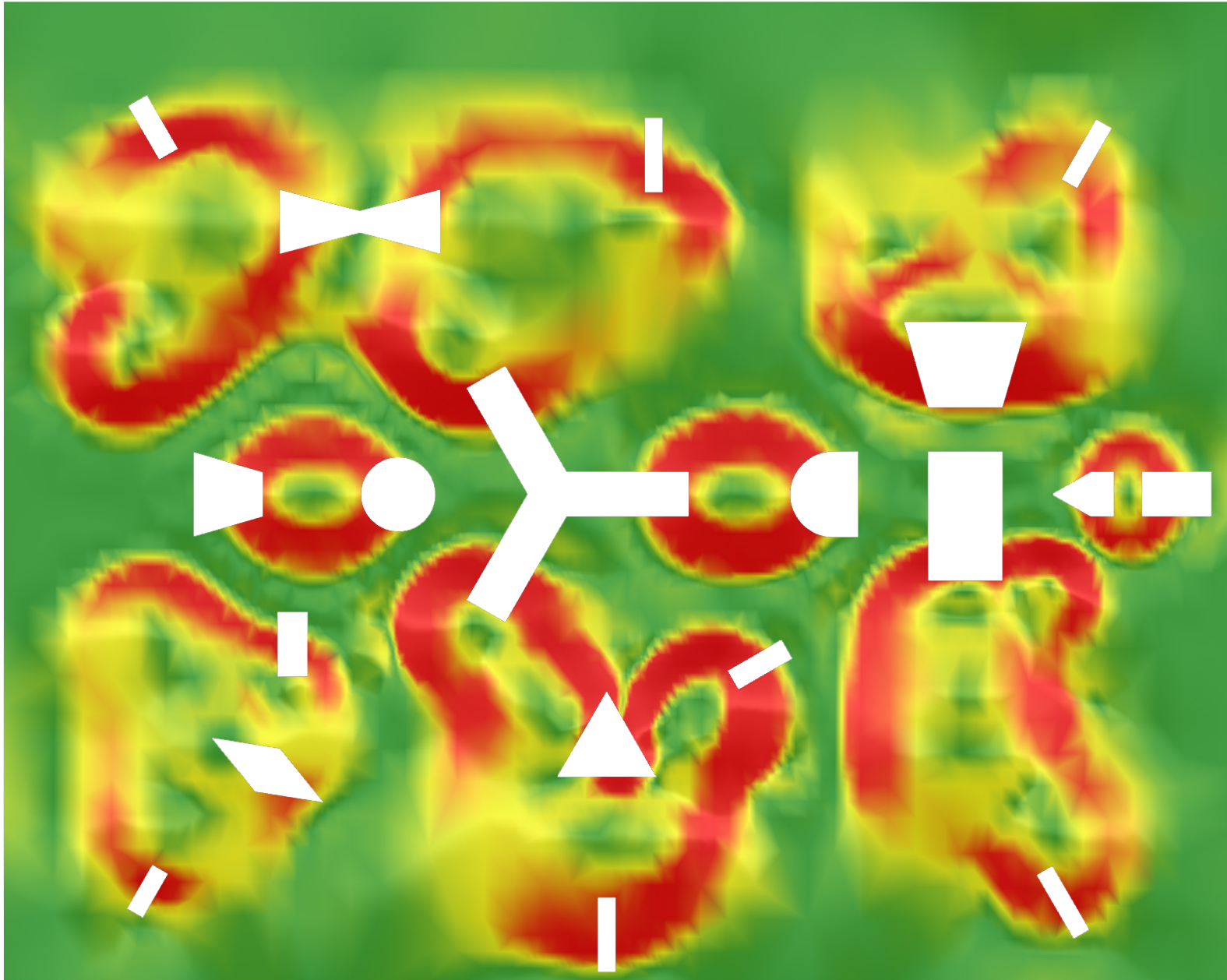
Shaping landscape



Design logic



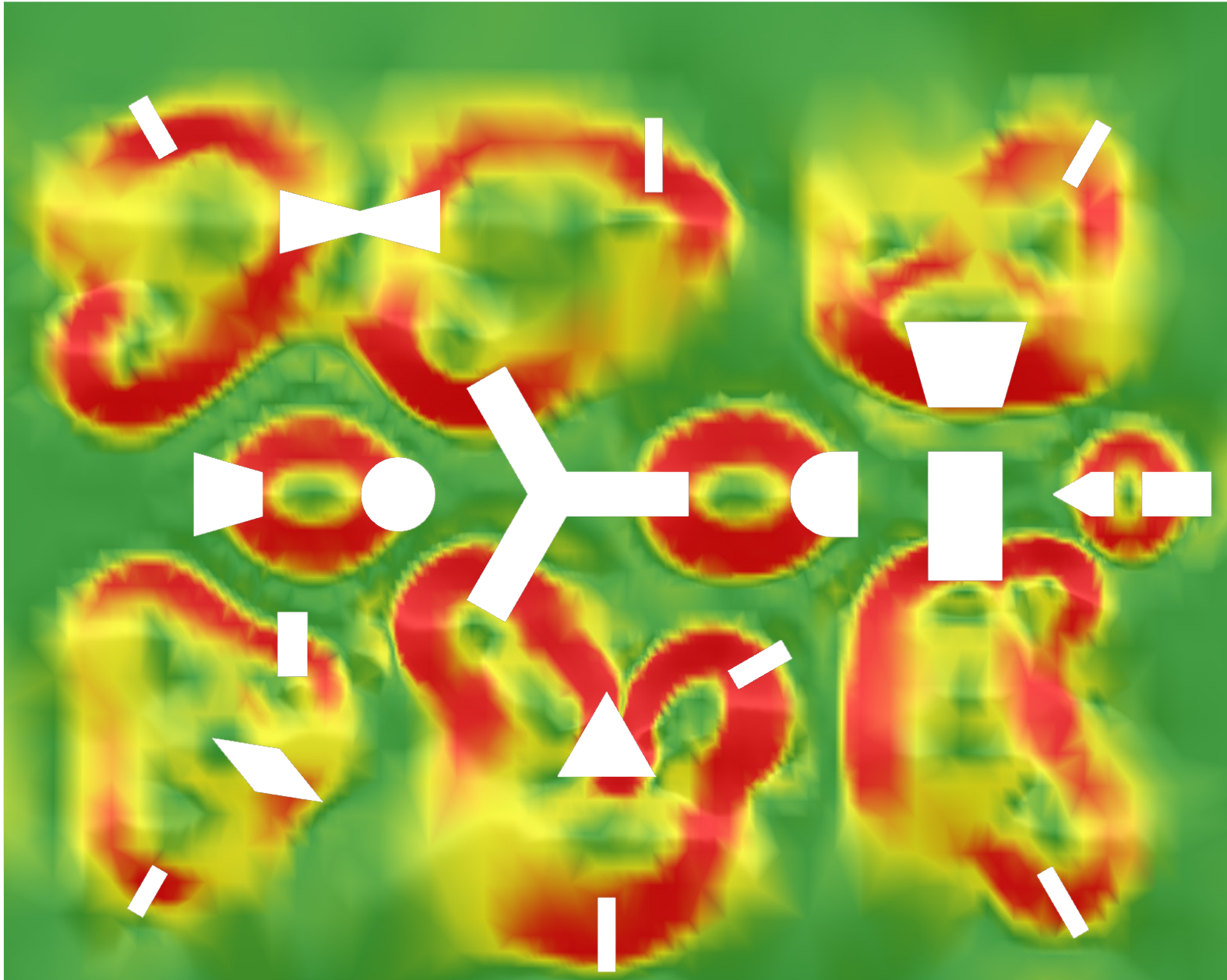
Shaping landscape



Design logic



Shaping landscape

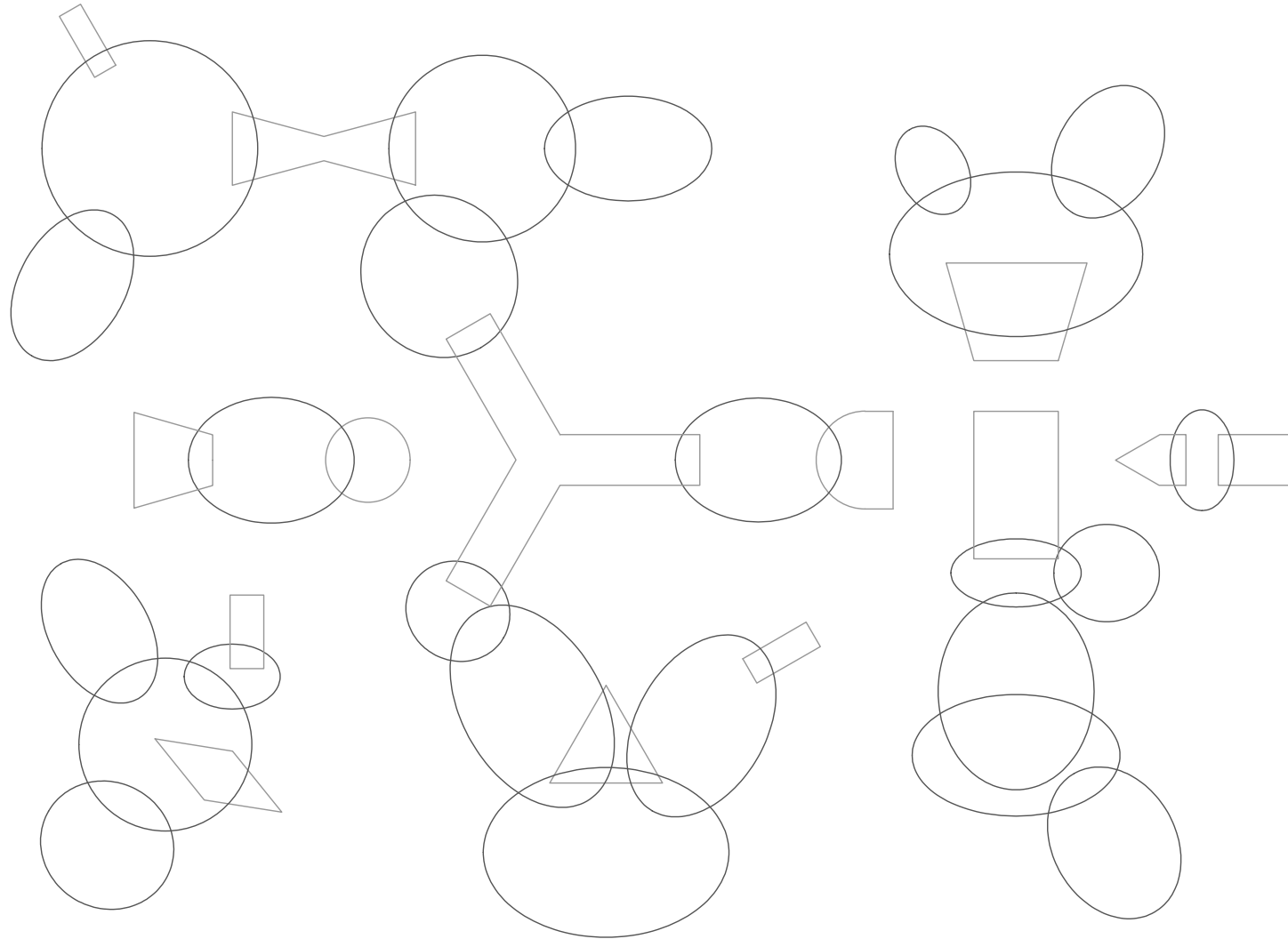


Design logic



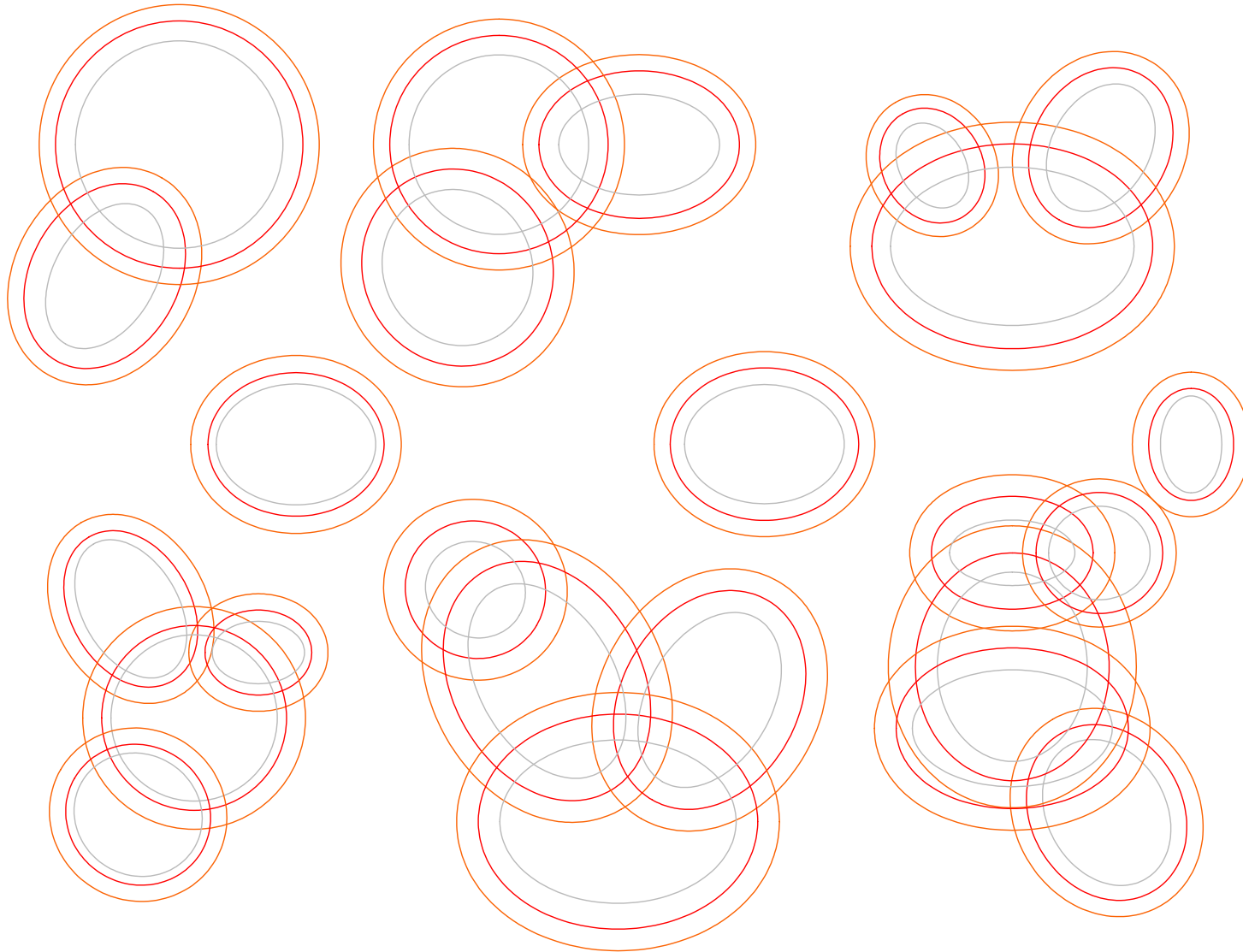
Shaping landscape

Design logic

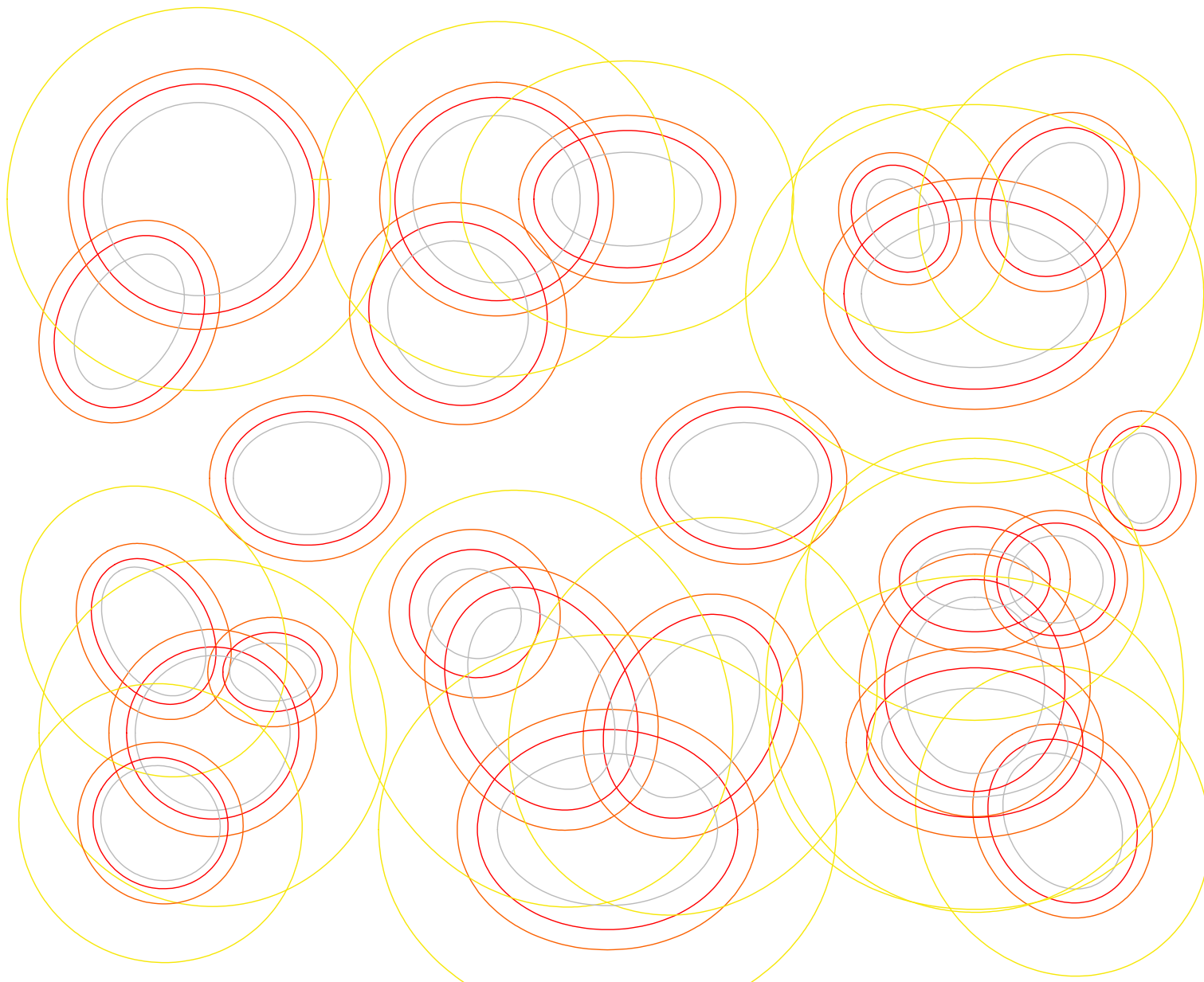


Shaping landscape

Design logic



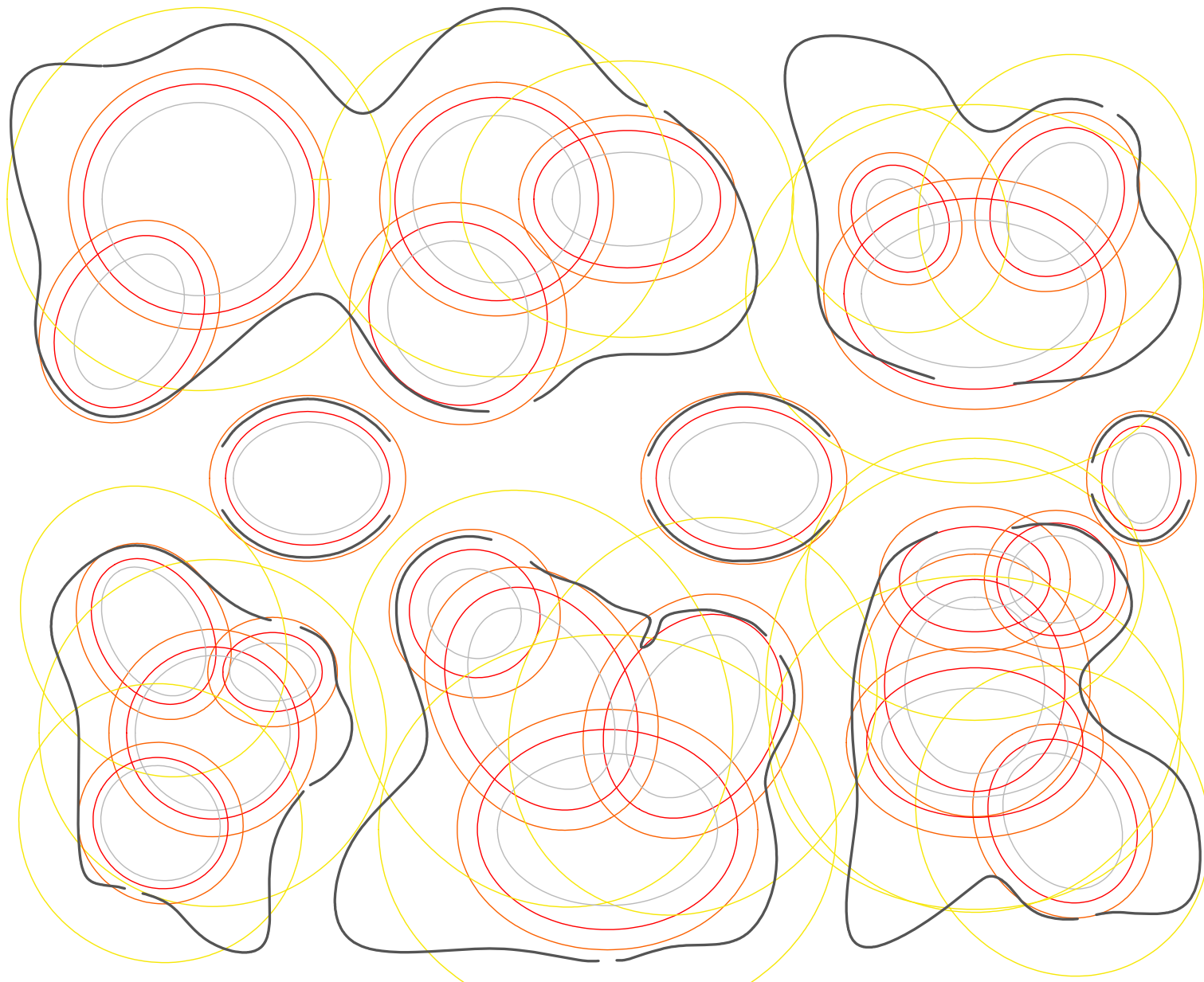
100%, 50%



Design logic

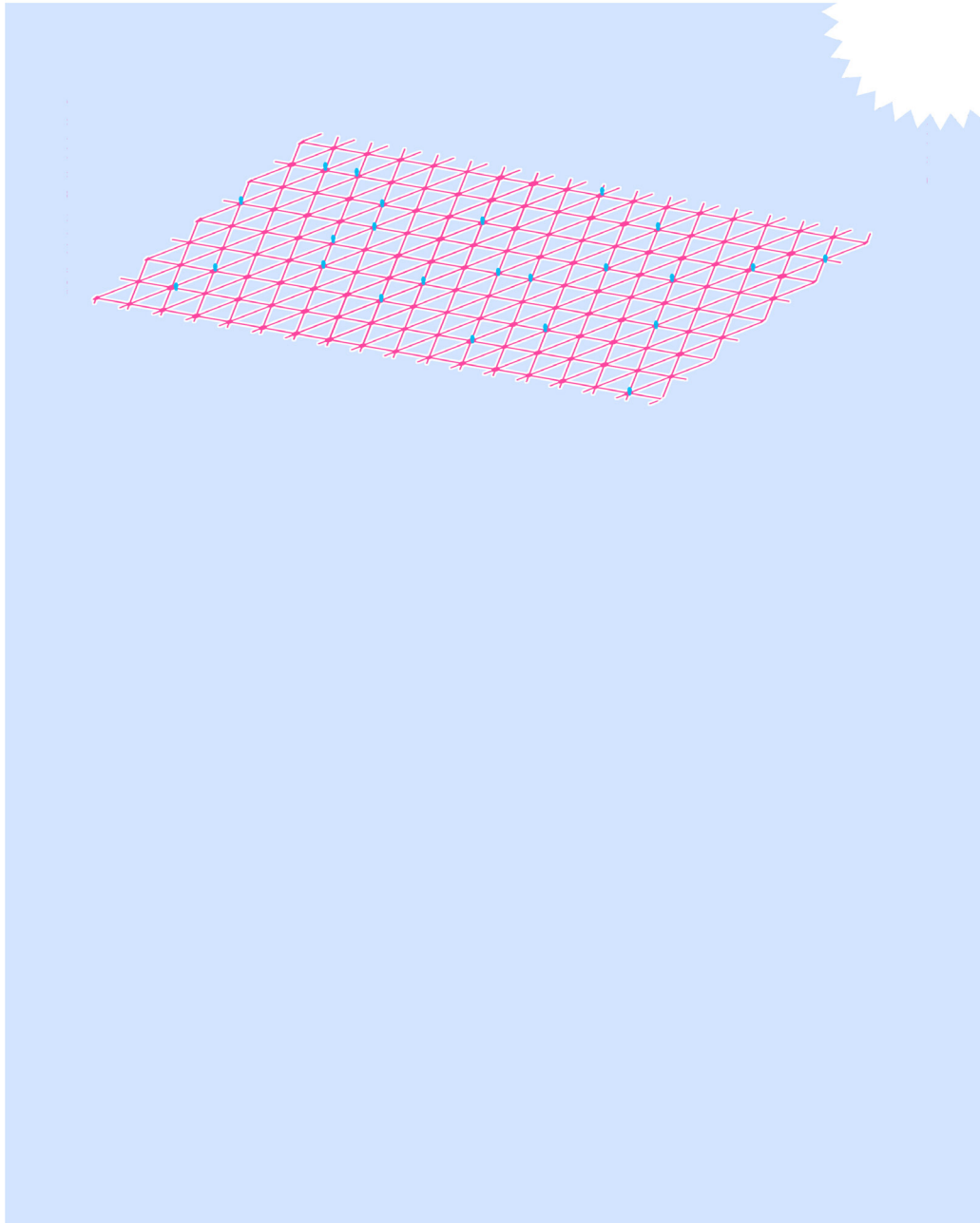


20%



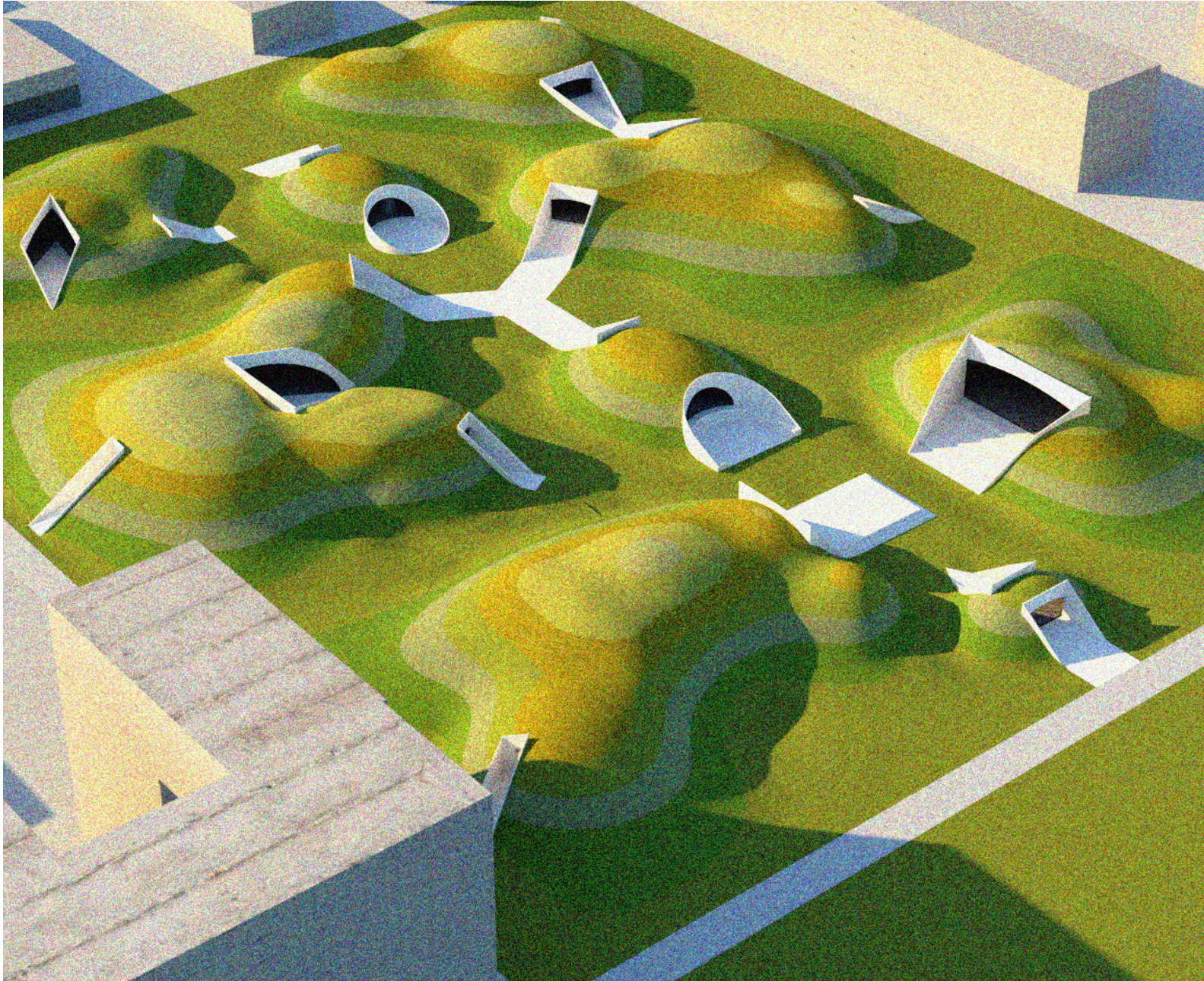
Design logic

Shaping landscape



Design logic

Augmented reality

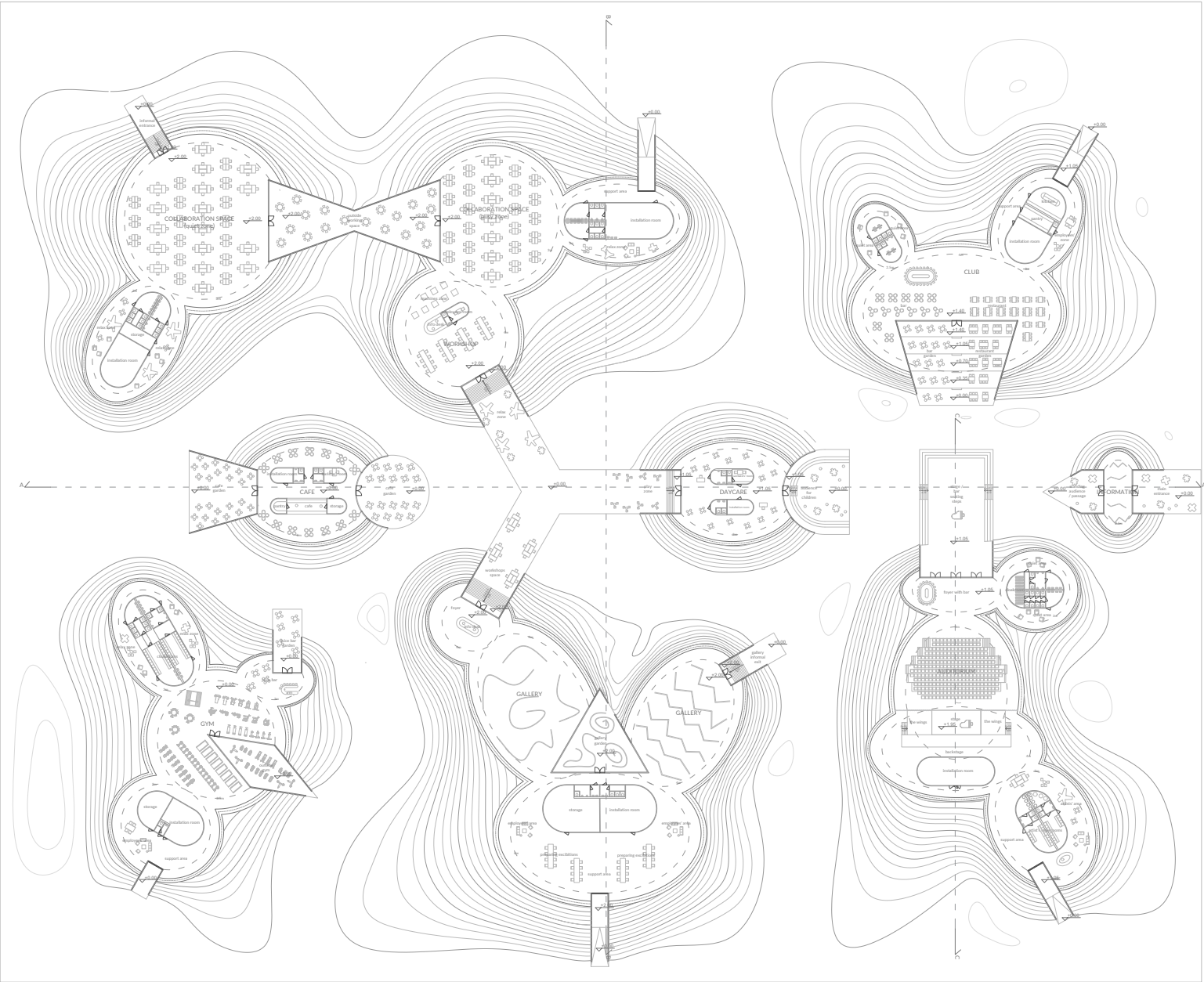


Design logic

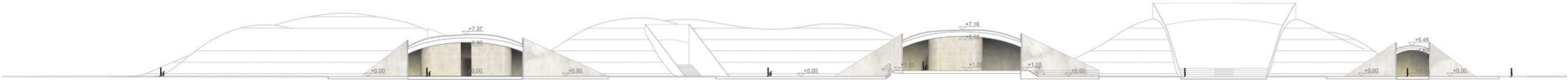
Canvas for augmented reality

6 execution

Relationship with the surrounding

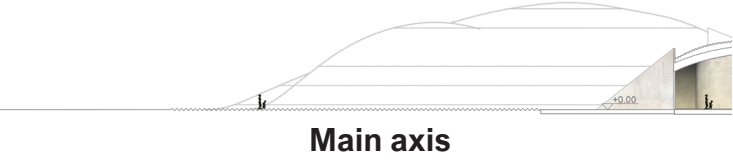
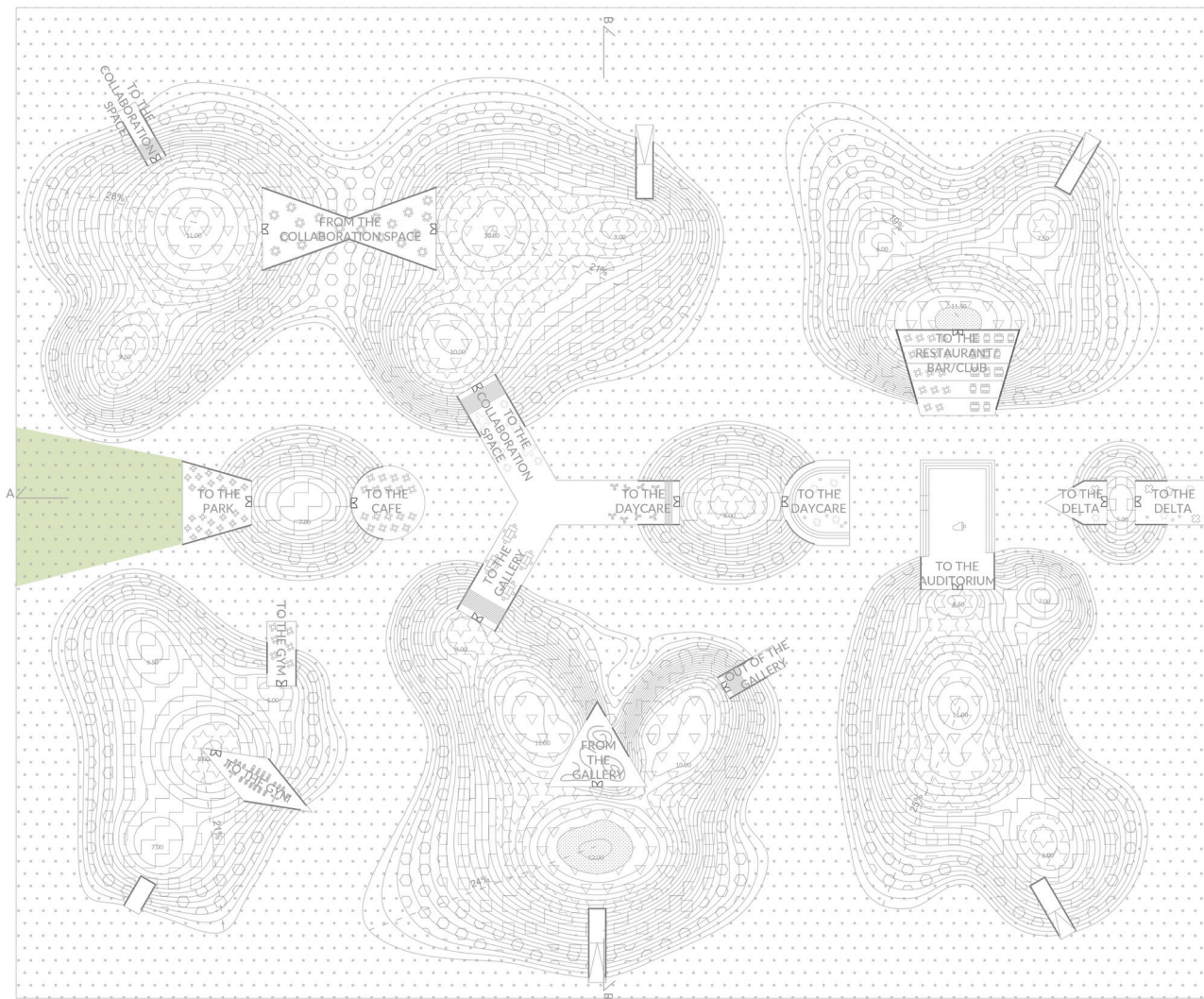


Relationship with the surrounding

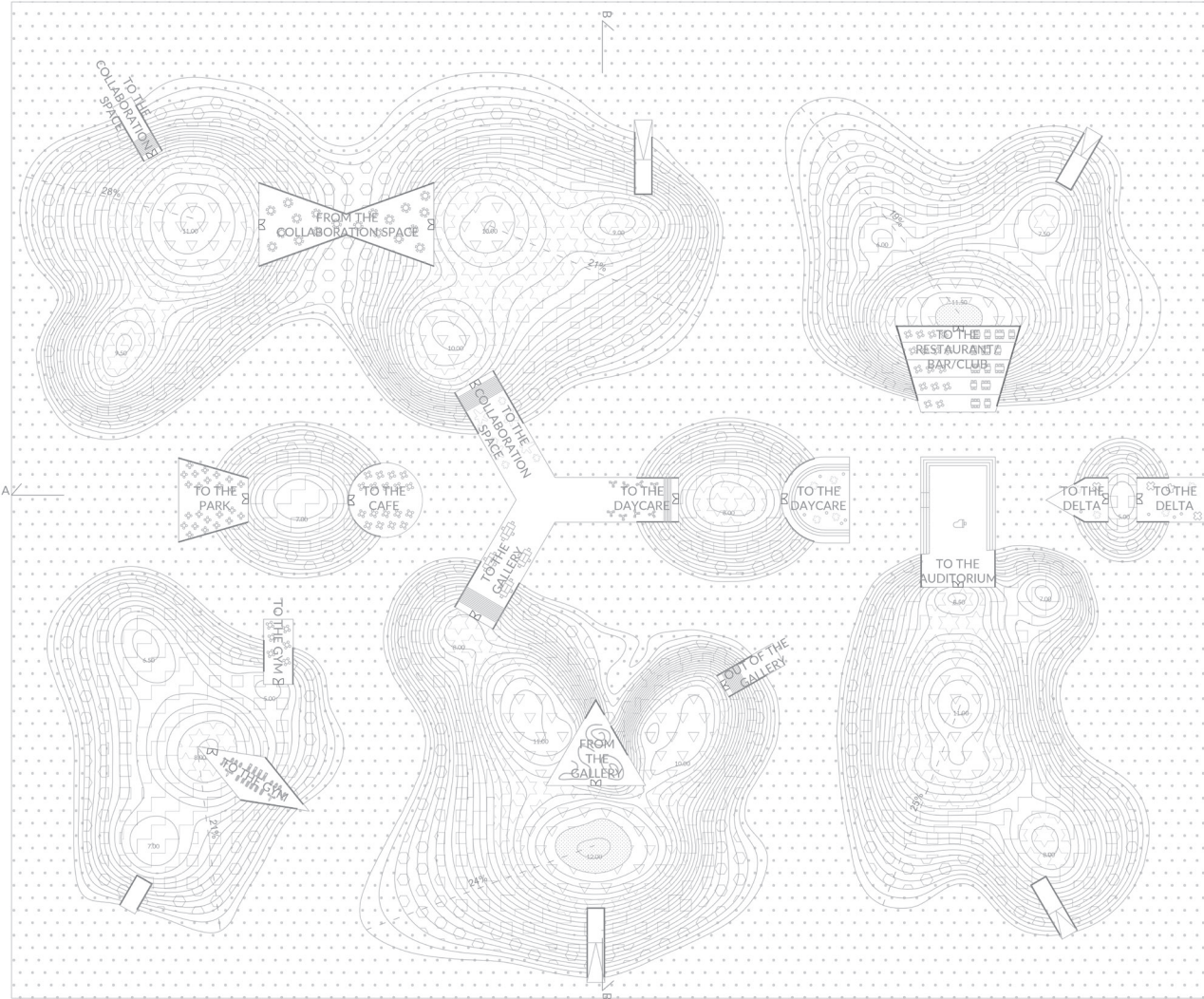


Main axis

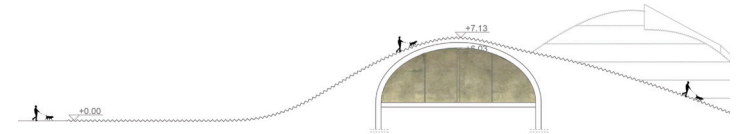
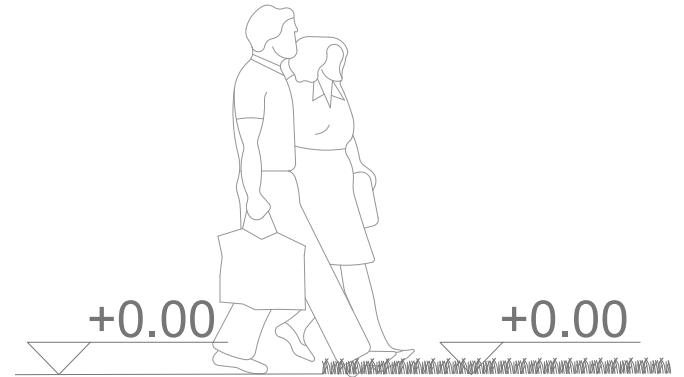
Relationship with the surrounding



A technical cross-section diagram of a bridge structure. The diagram shows a central archway with a height of +5.45. The base of the arch is at +0.00. The ground level is indicated by a dashed line with a small figure of a person for scale. The text "Main axis" is written below the diagram.



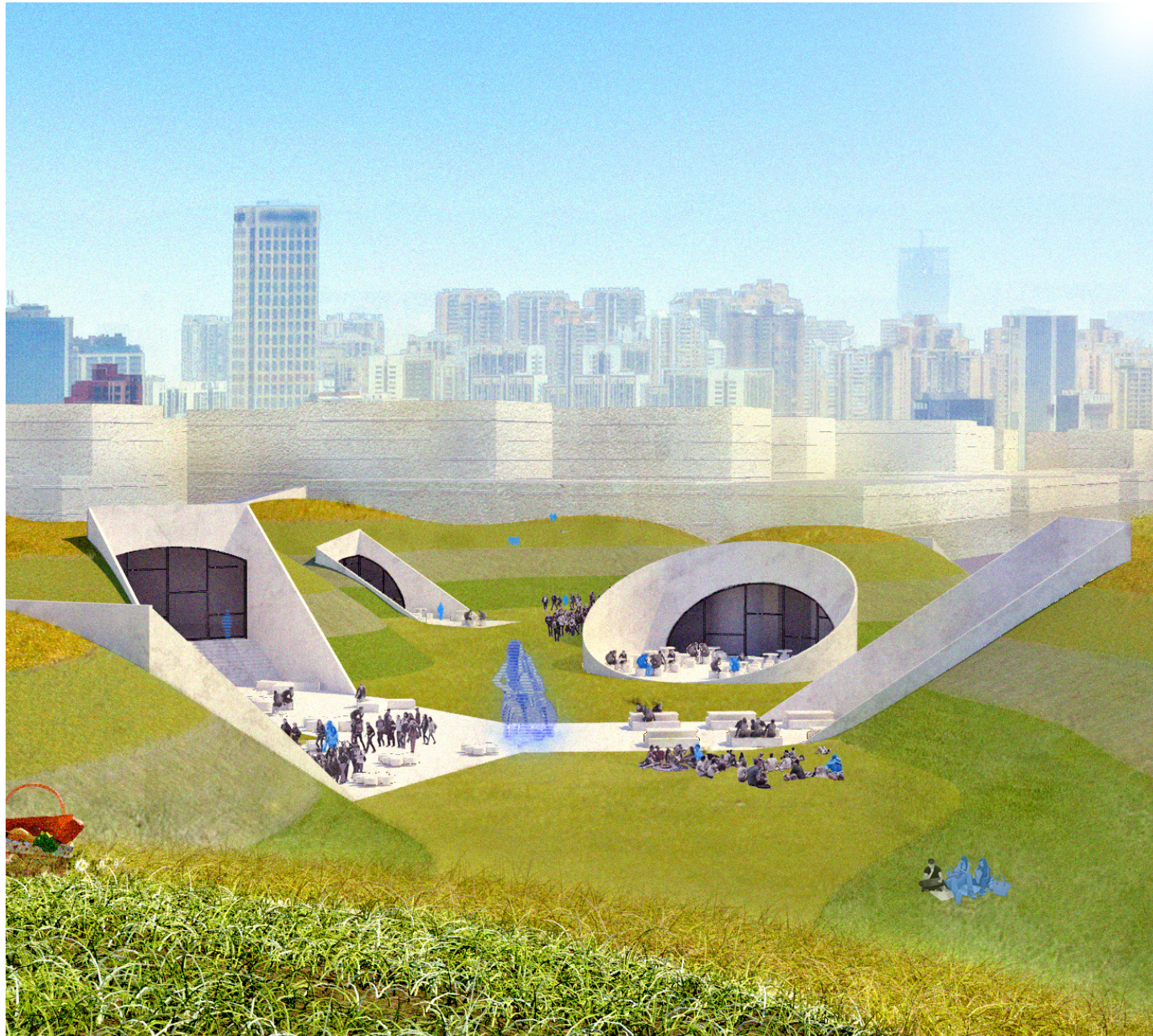
Relationship with the surrounding



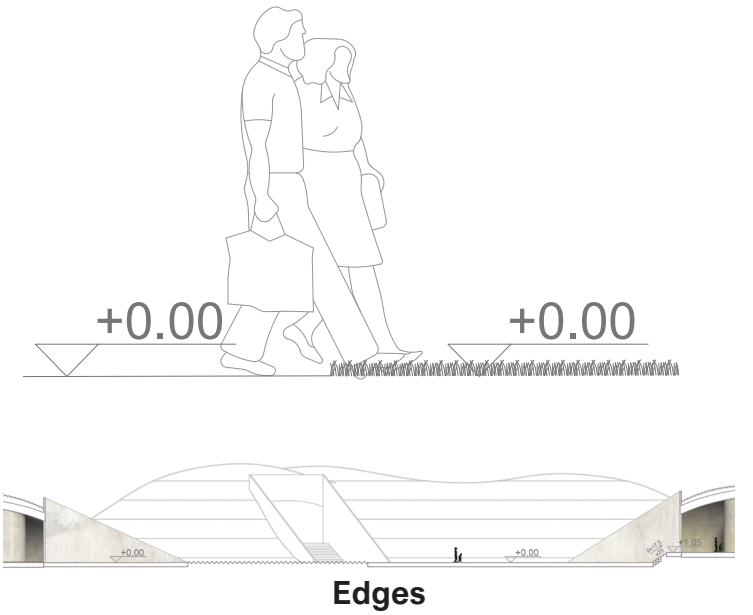
Edges

Relationship with the surrounding

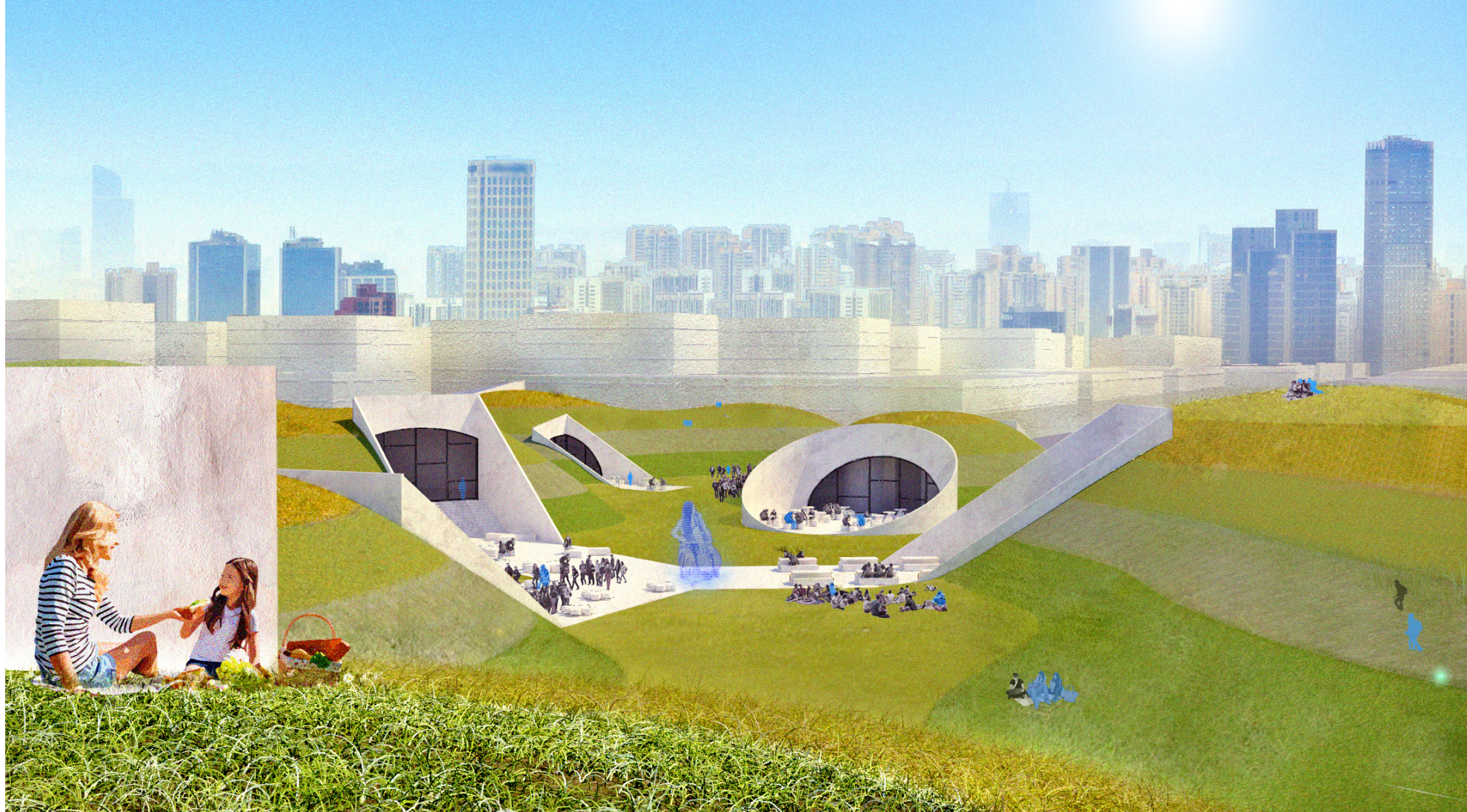




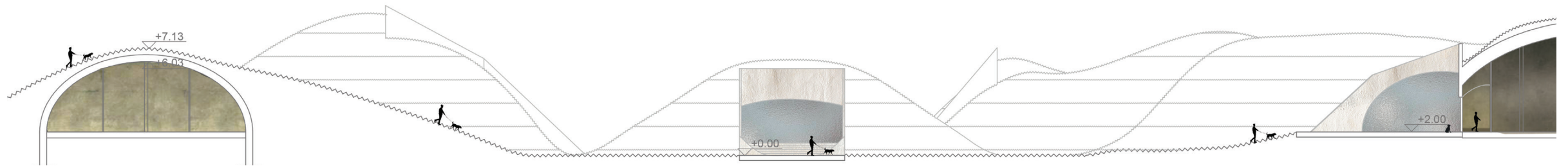
The ,cuts'



The ,cuts'



The ,cuts'

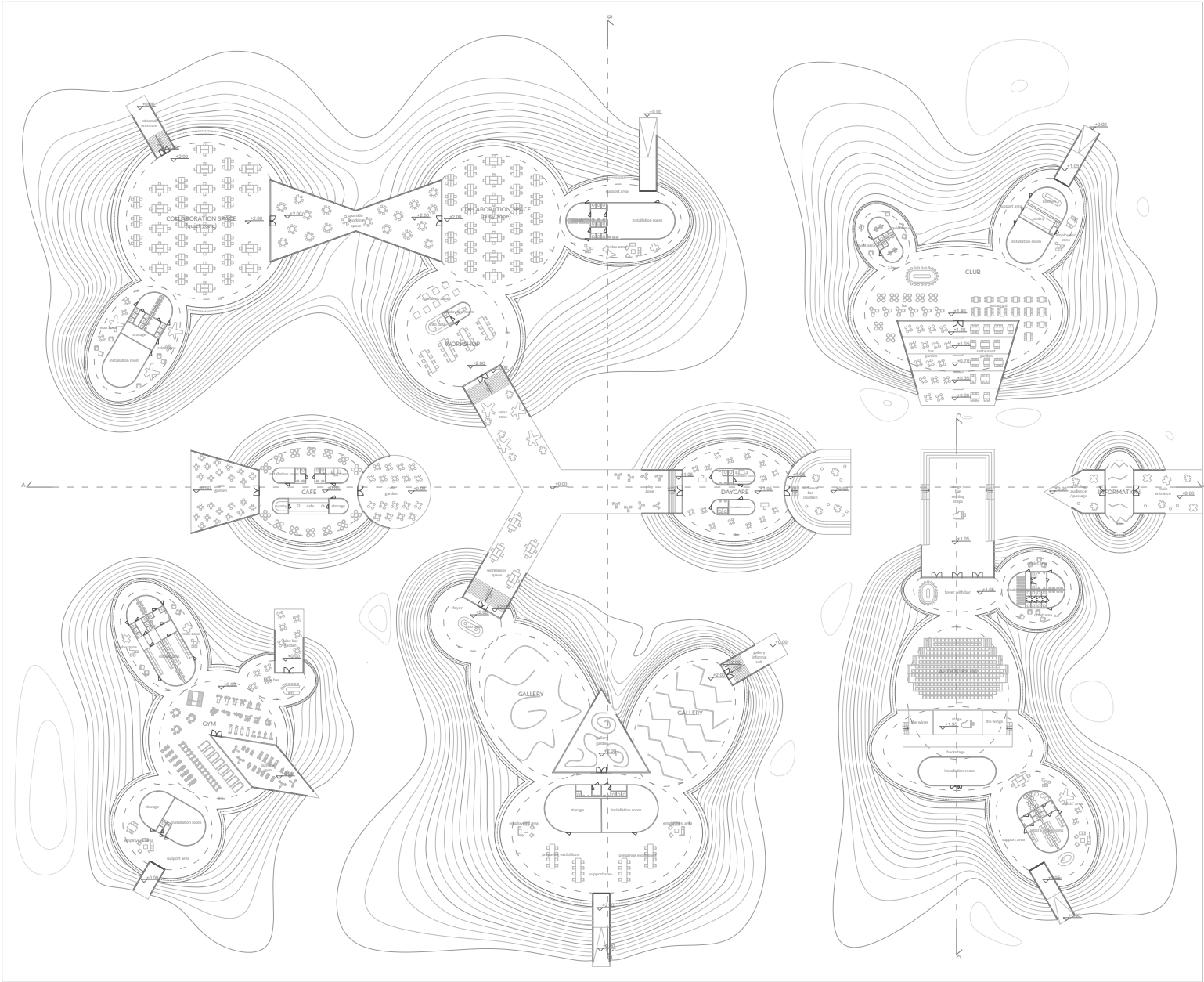


Open/hidden spaces

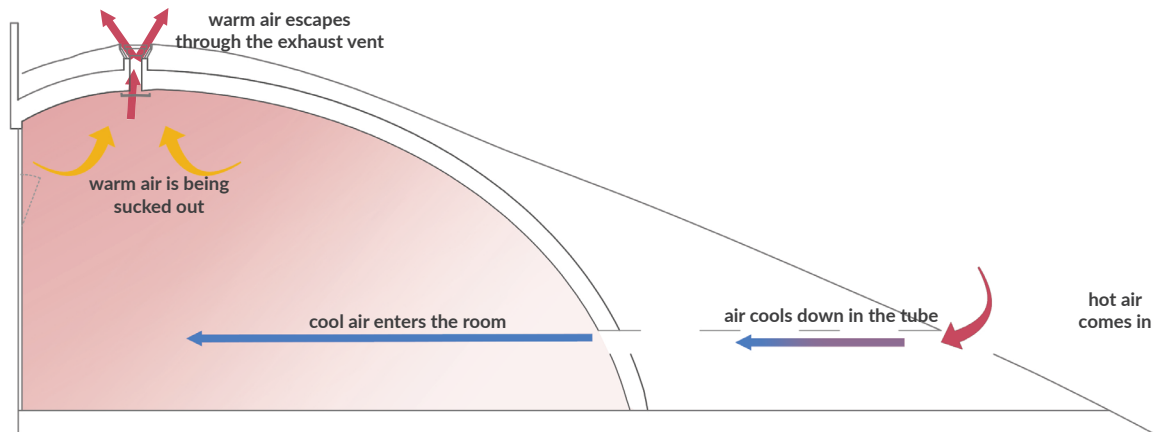
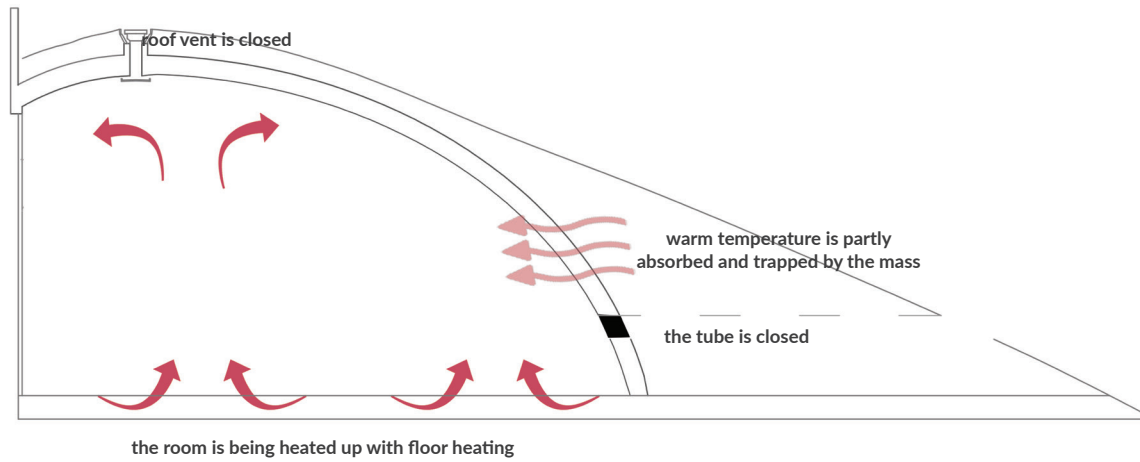
The ,cuts'



Interior

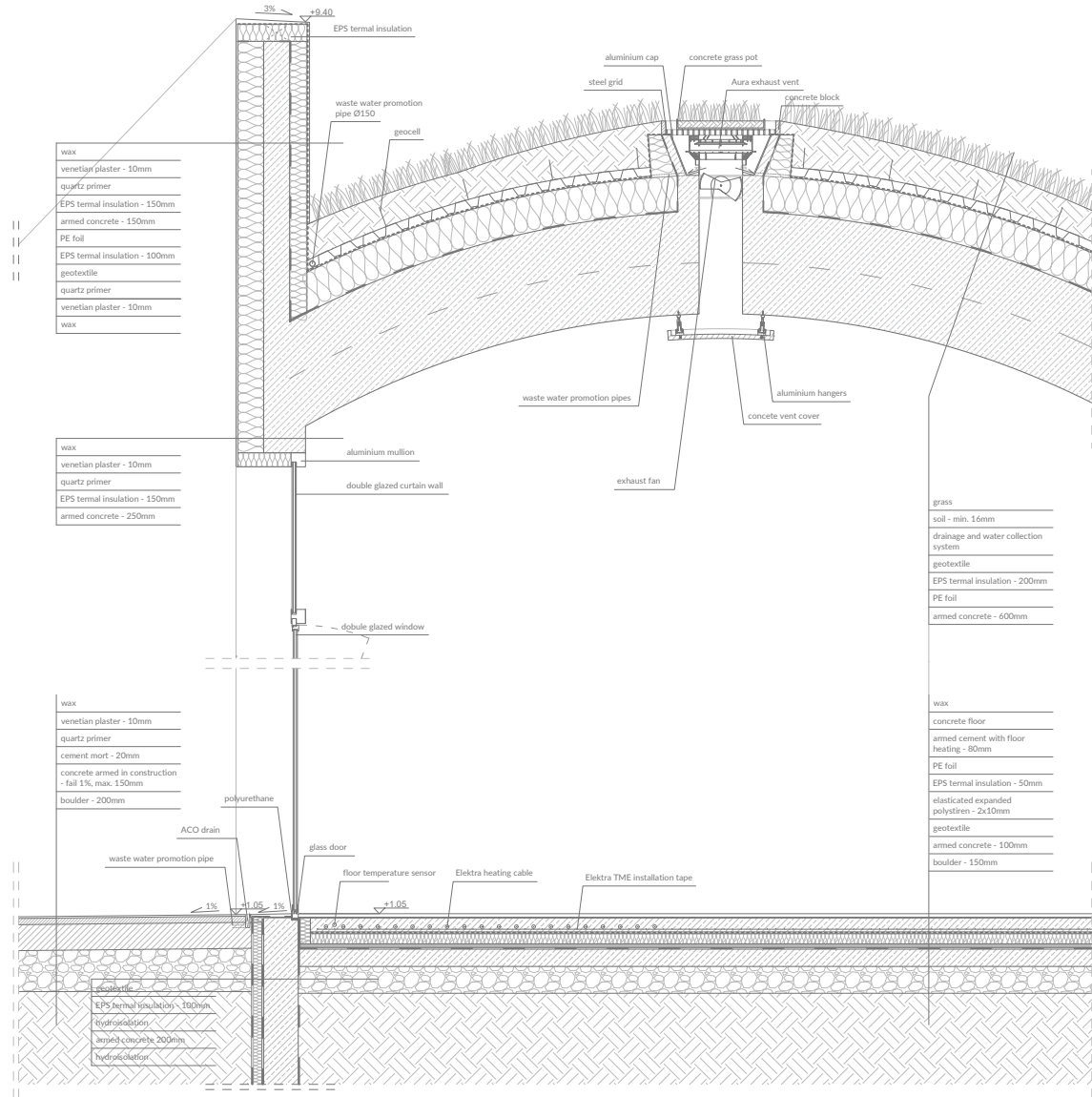


Designing for the future

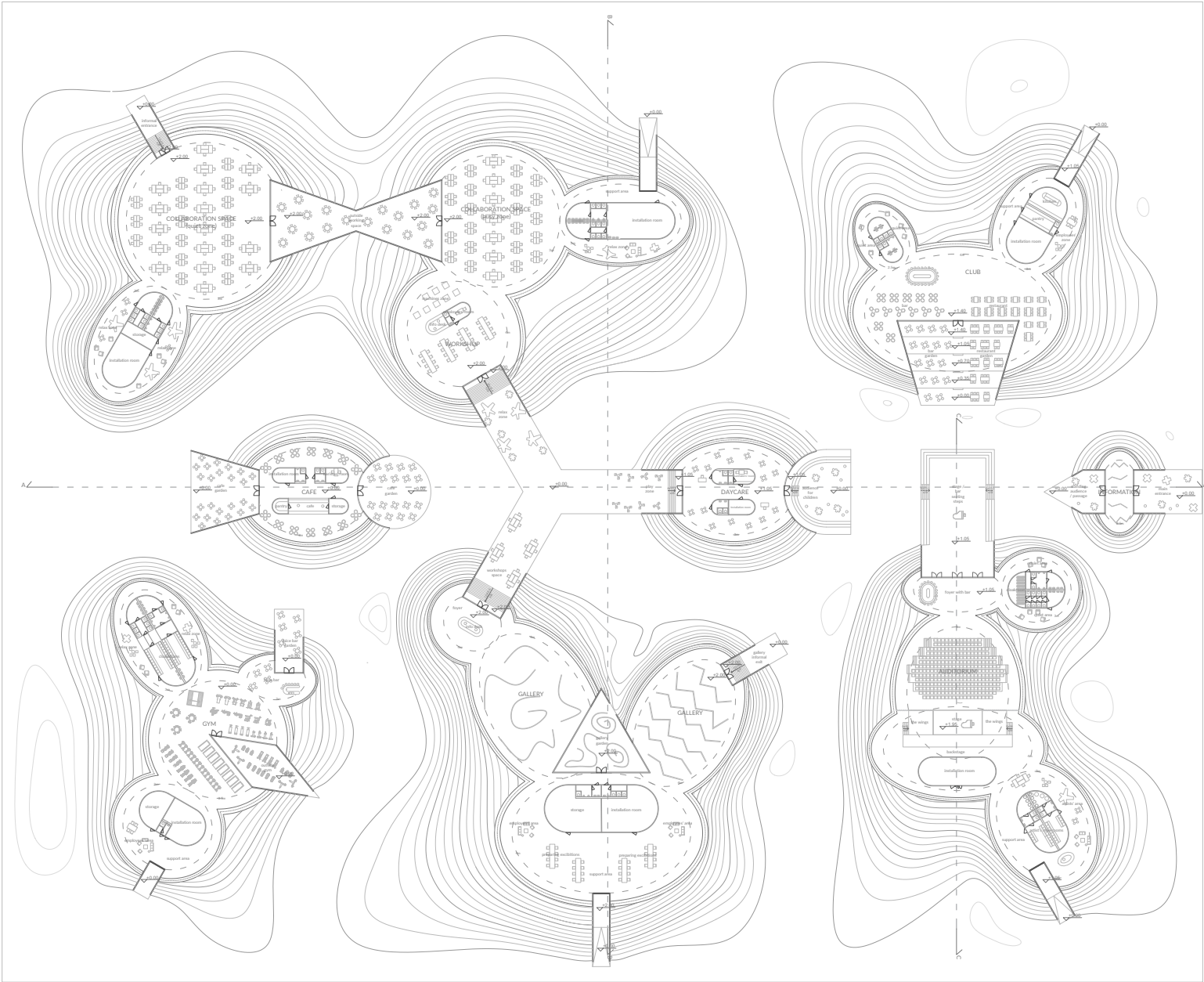


Winter/Summer climate diagrams

Details

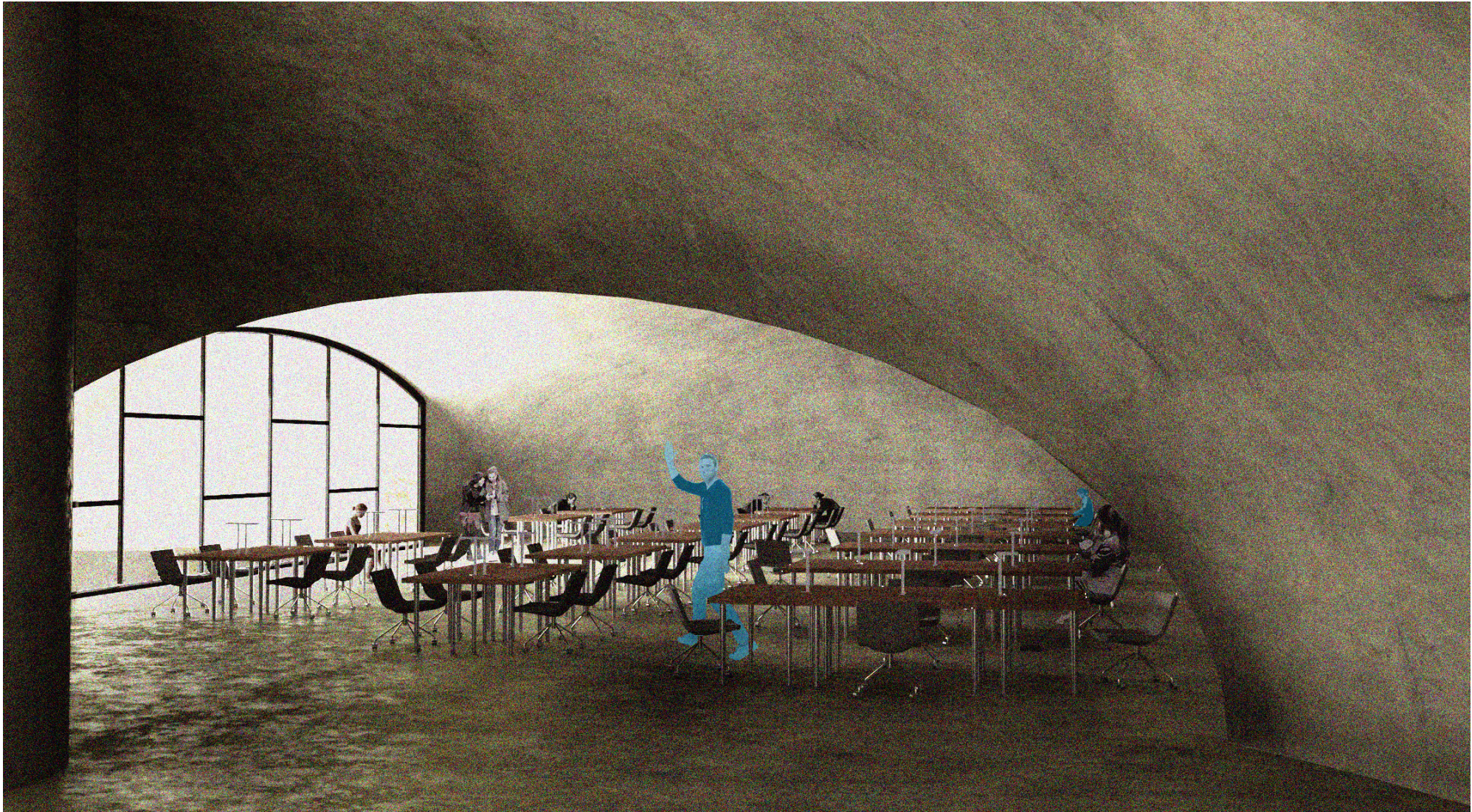


Interior



Flexibility of the program

Interior

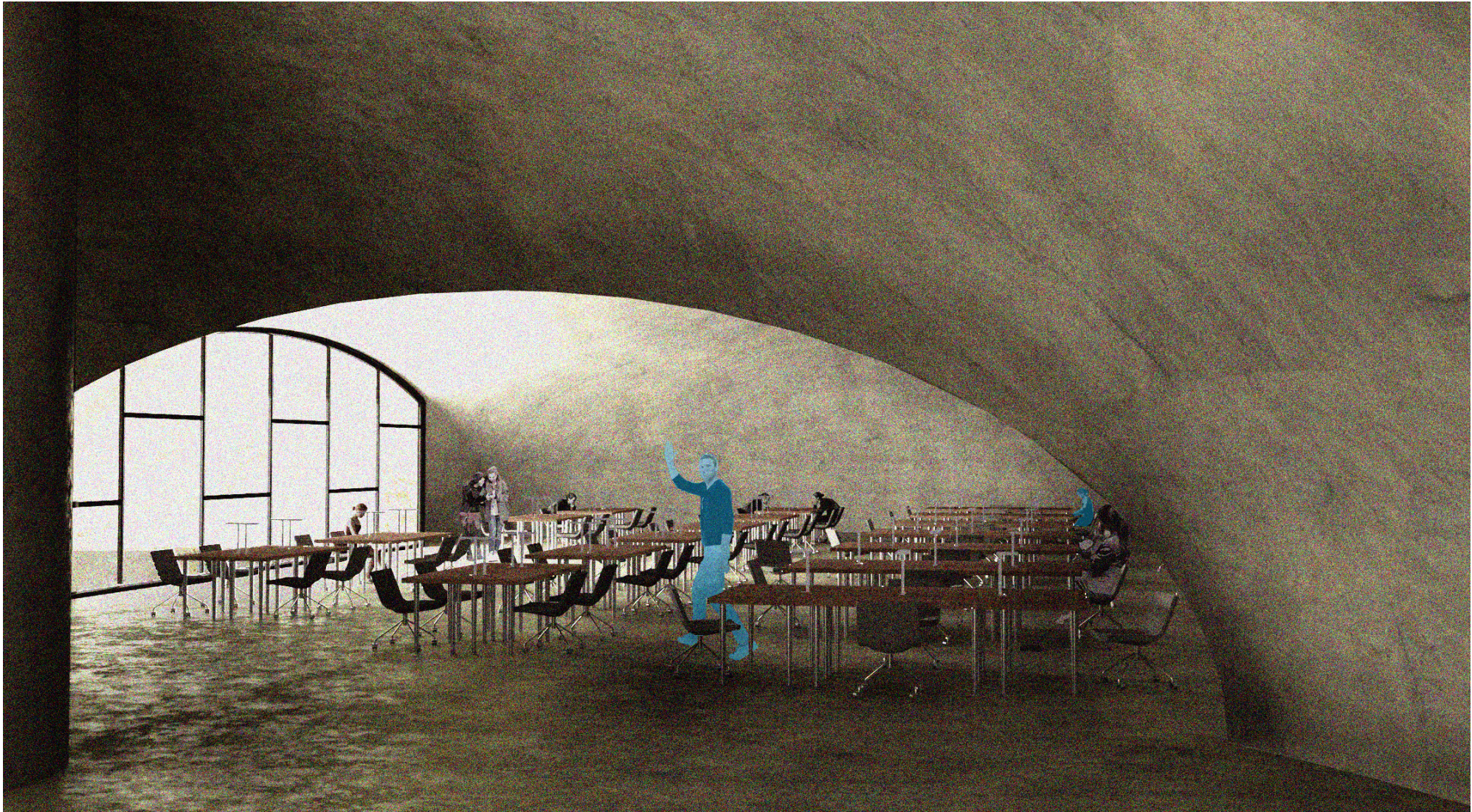


Interior



Flexibility of the program

Interior



Interior



Materials



Materials



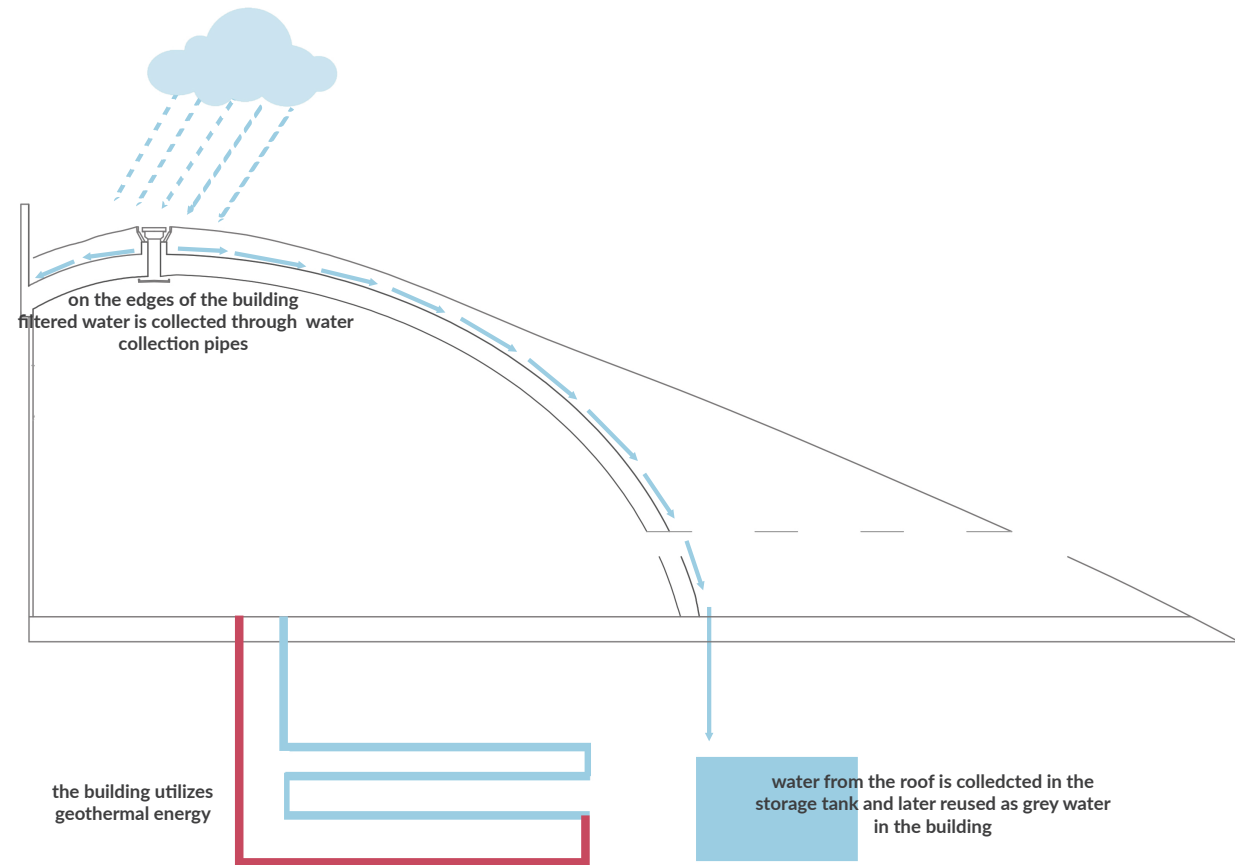


Materials

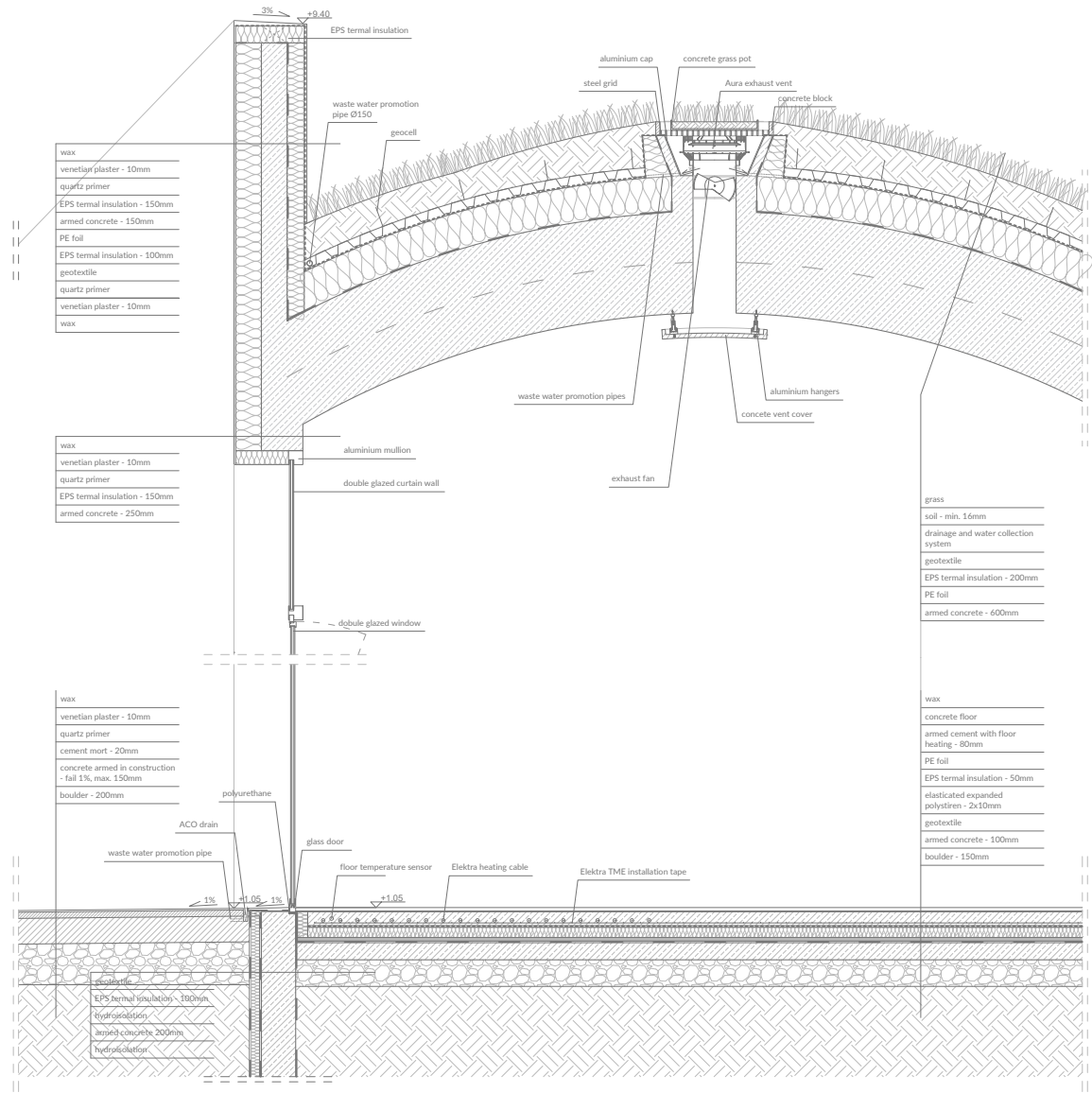
Materials



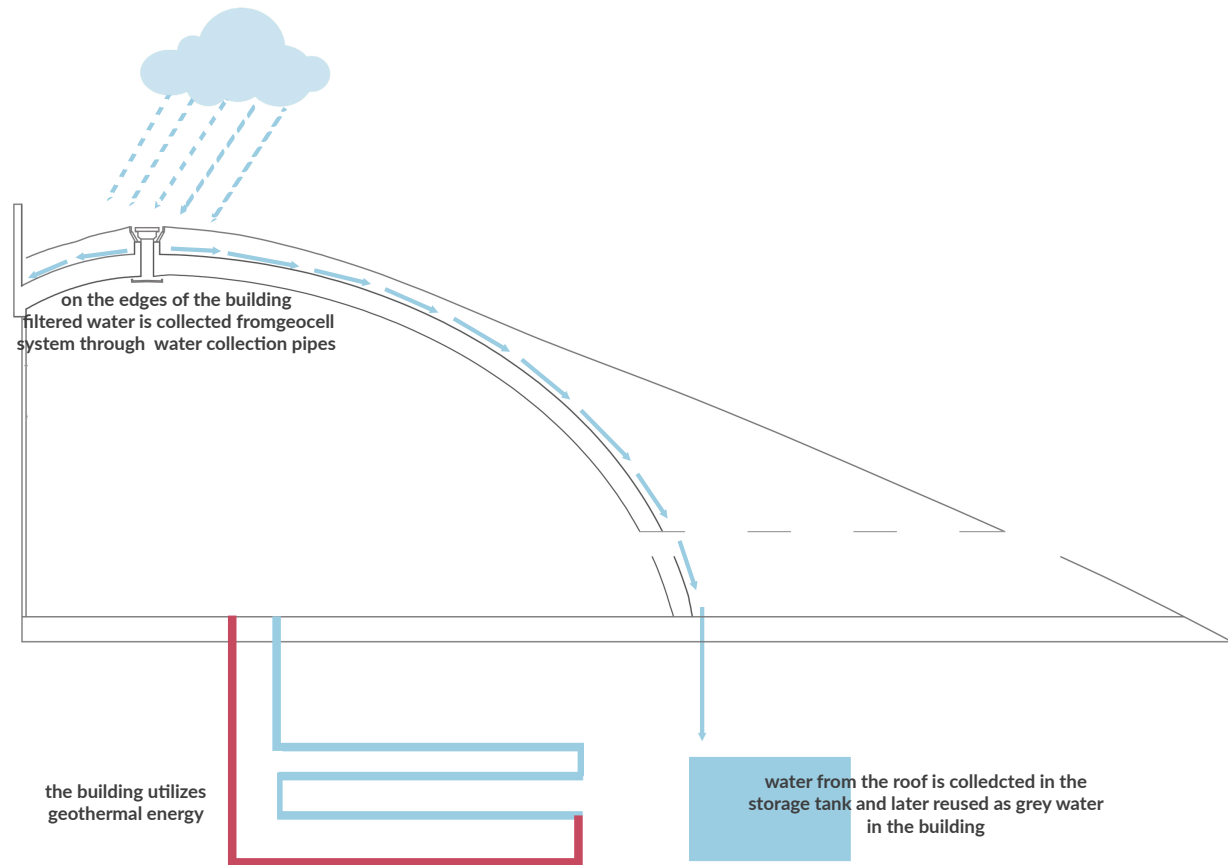
Rainwater collection



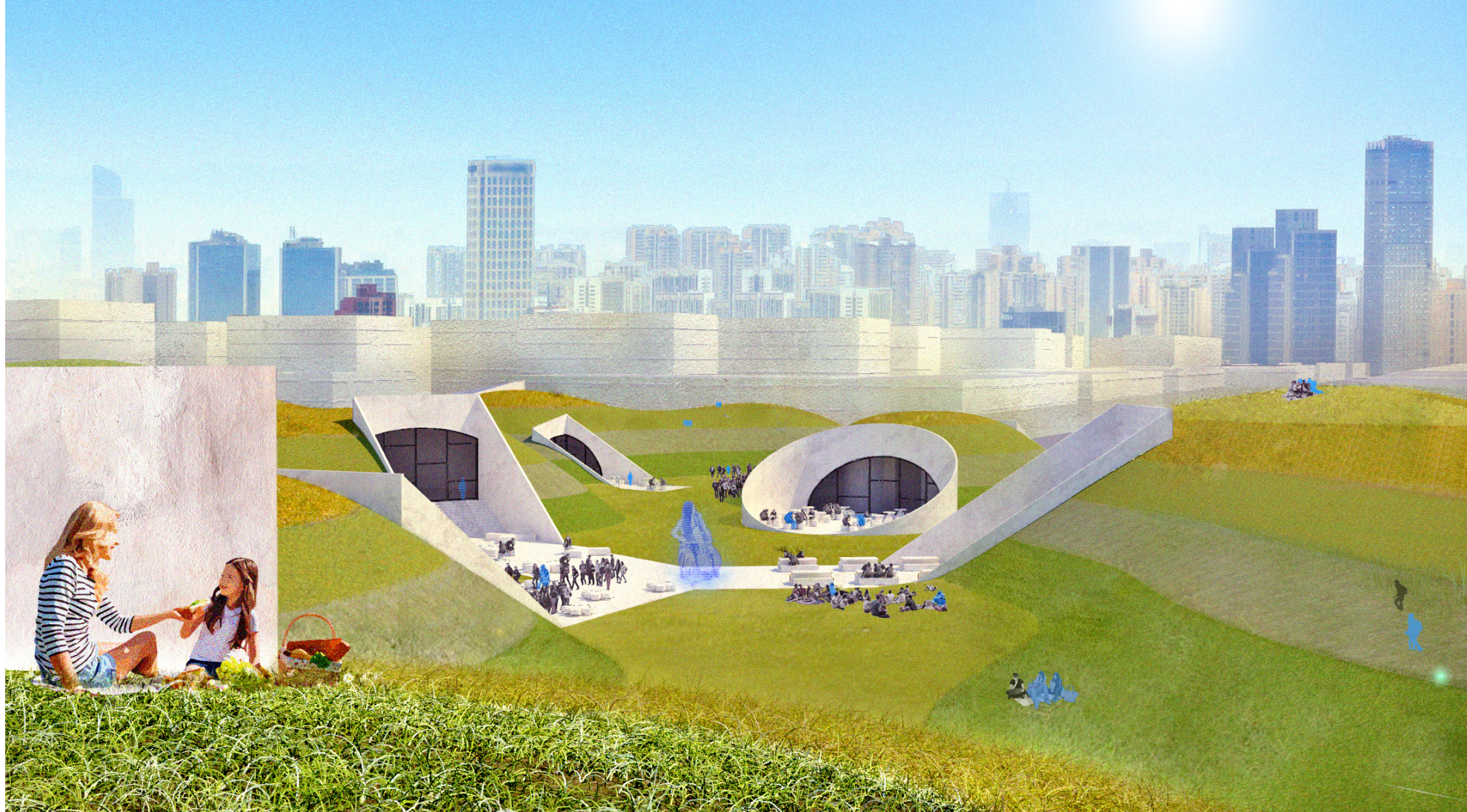
Details



Rainwater collection



Designing for future





Tha



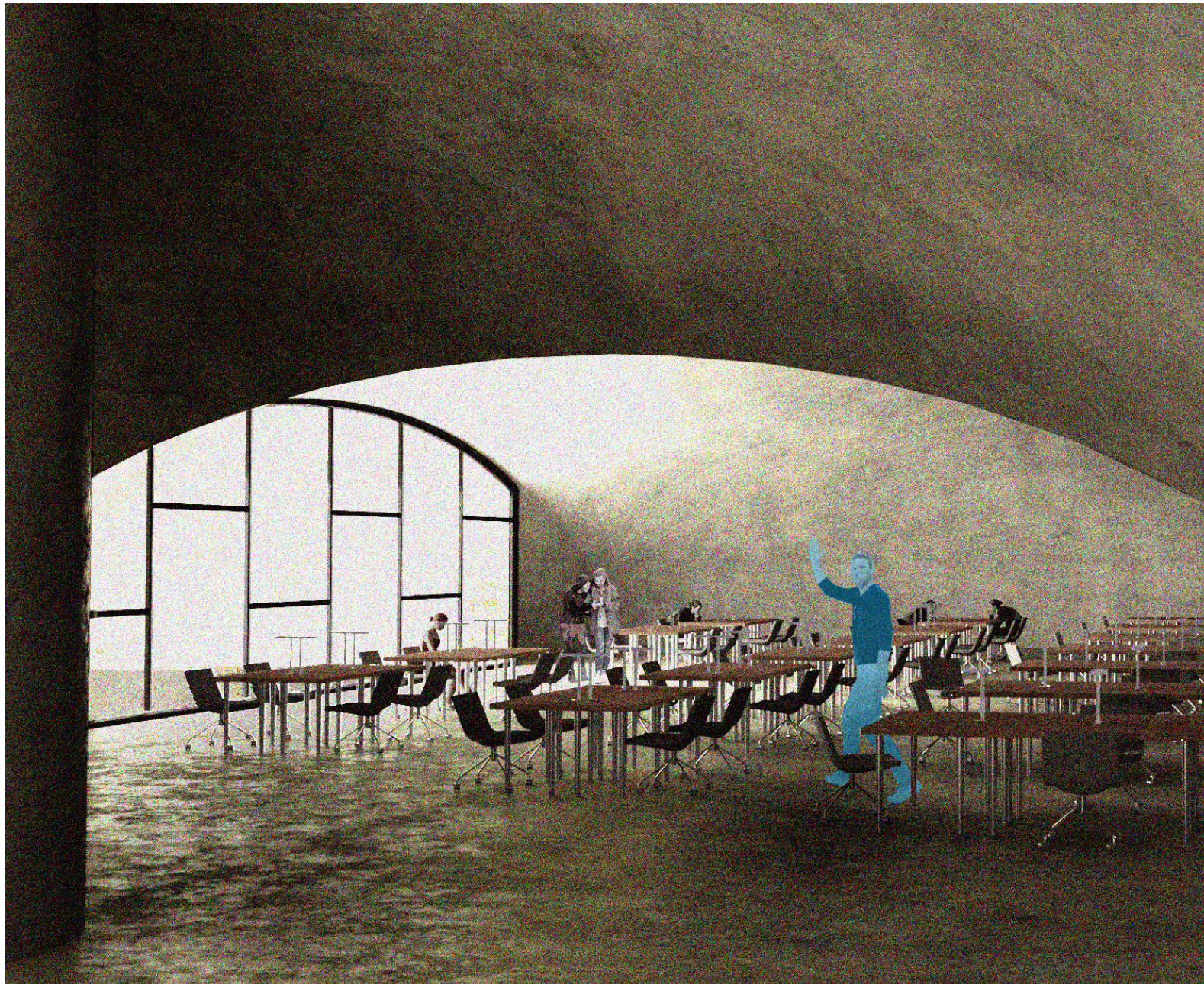
**is a balanced mix between open and closed
space that encourages a healthy lifestyle**



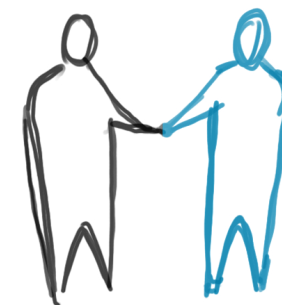
creates a good range of scale of spaces - from intimate to gathering



**uses materials and forms of different textures,
colours, smell, and sound properties**

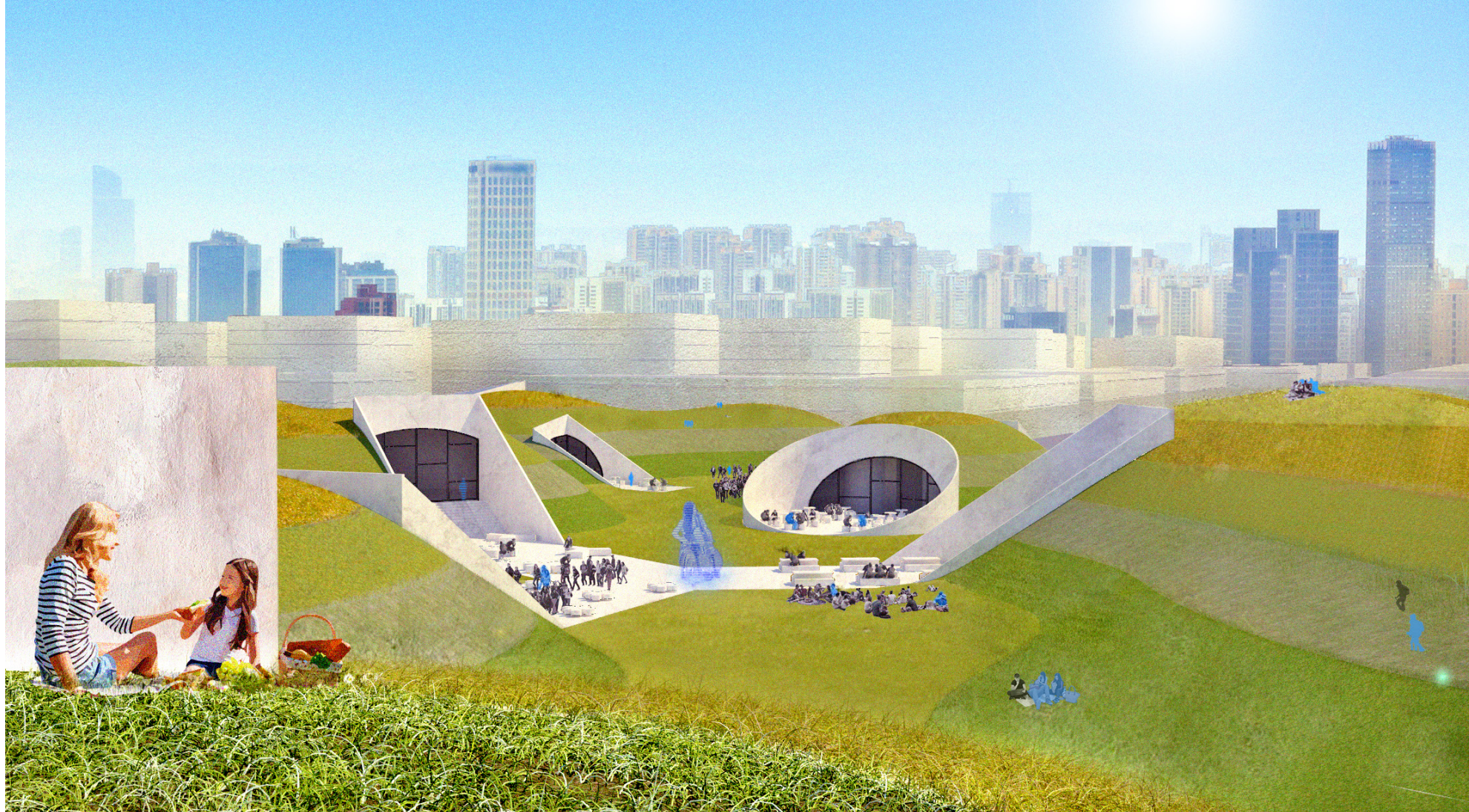


Urban Delta



**is compatible with spaces in different locations
or realities**

URBAN DELTA
local place in Zuid-Oost

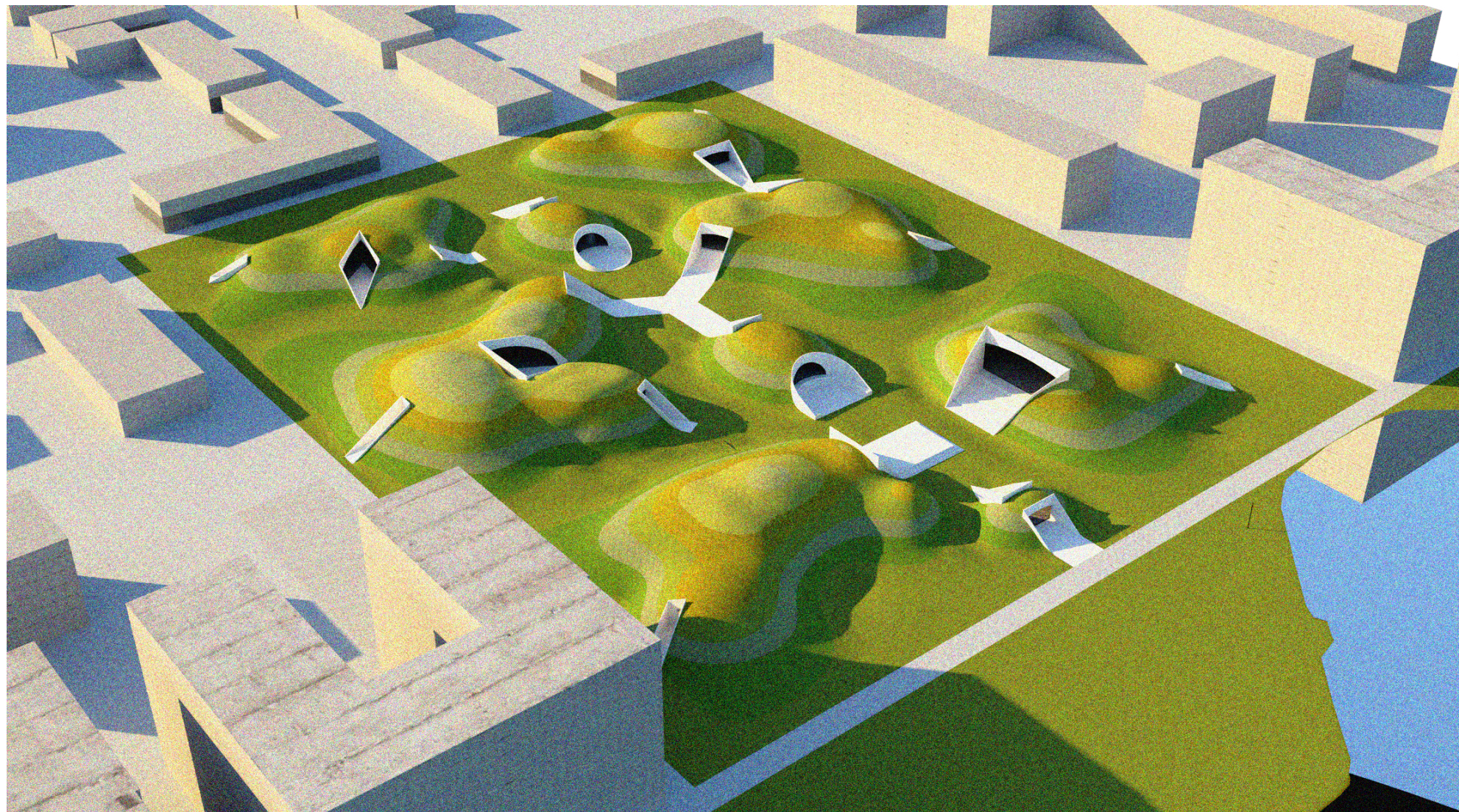


thank you!

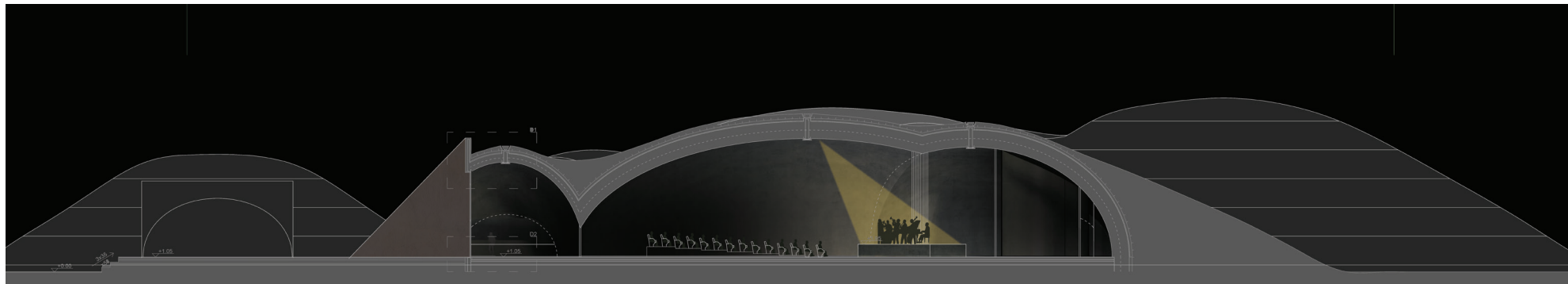
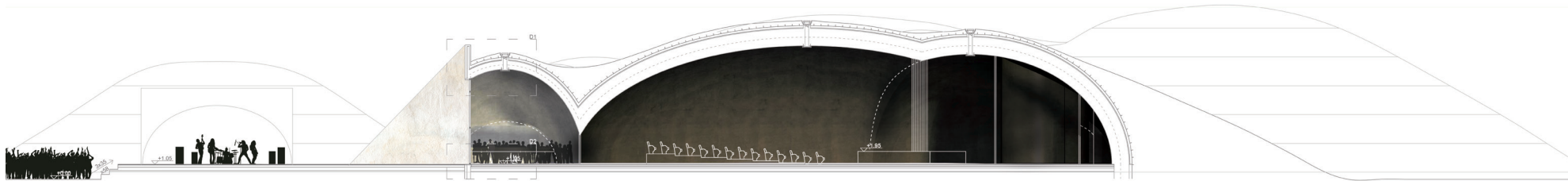
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Urban Delta



Day and night



The project



Construction

