

*Re-thinking the
transition space*

An architectural project of consciousness, unconsciousness, perception and conception.

Sanne Sophie Hoogkamer.

/The beginning of the journey

*Walking in the drizzling rain, accompanied.
Unconsciously searching for that moment of arriving
surrounded by compositions of architectural elements,
some distracting, some attracting.
Played by the displacement.*

09-10-2019

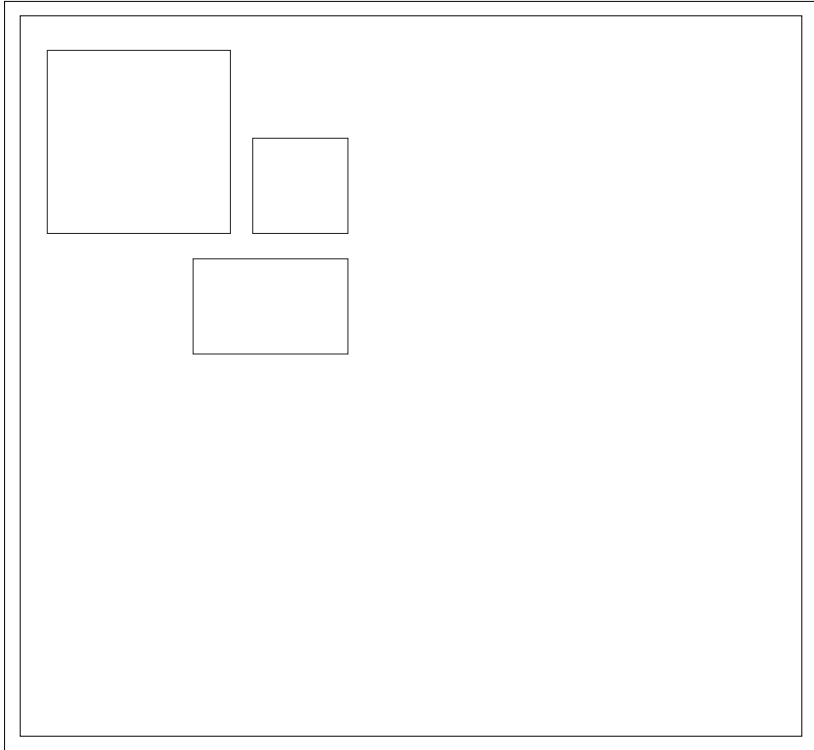
*The project proposes to restitute the loss of room for
imagination and experimentation in daily life – Architecture.*

Formalization as limitation
on the potential of being and becoming

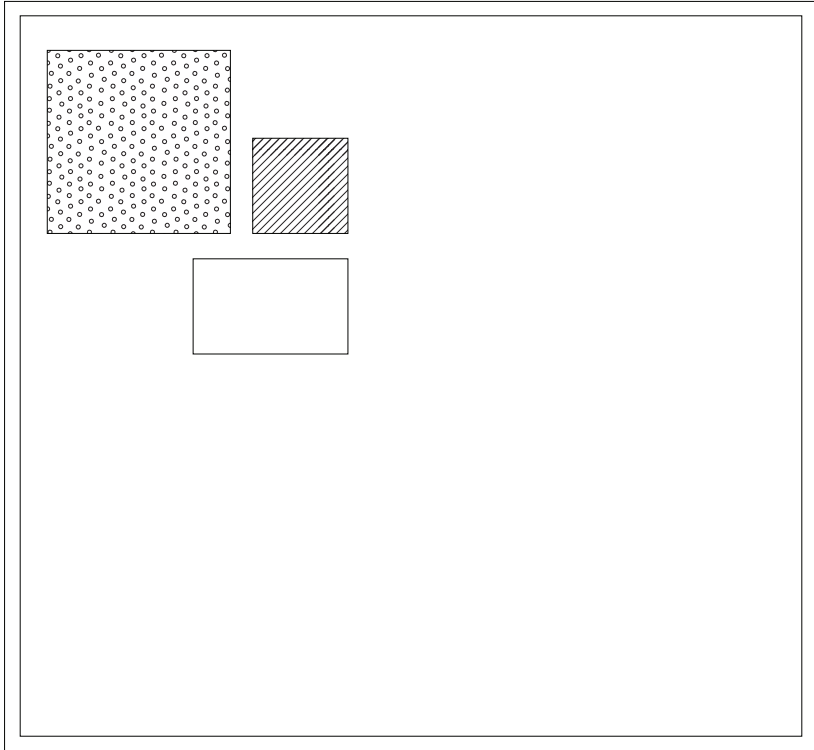


Source: Jacques Tati, *Playtime*, 1967

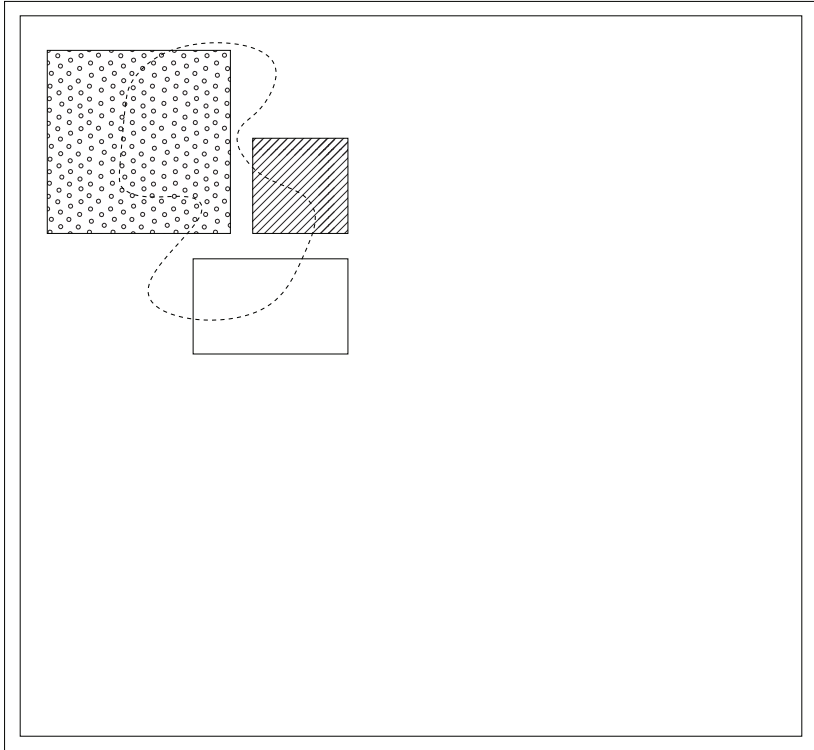
*The formalisation
in architecture*



We define spaces



We situate them



And define their mutual relationship

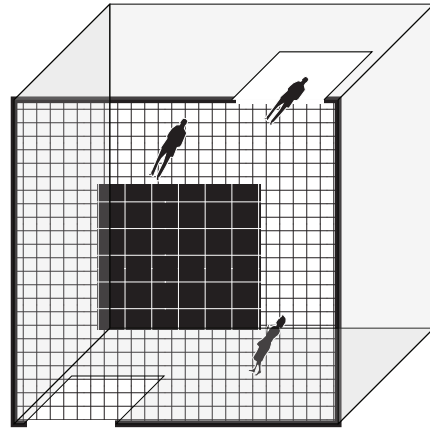
....by depriving these moments of temporal interpretation, dimensions and possibilities.

We have been made deaf to our environment...

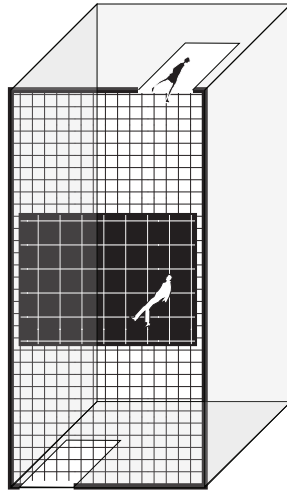


The Commonground by Miroslaw Balka

Learned affordances
the museum as behavioural system

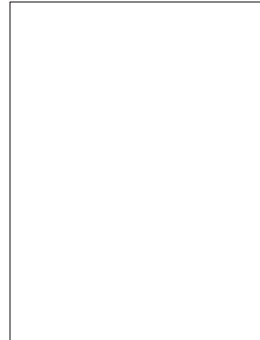
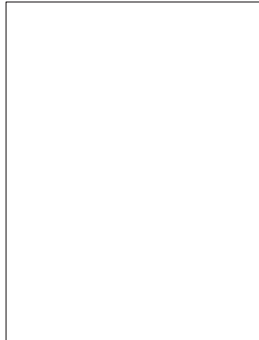
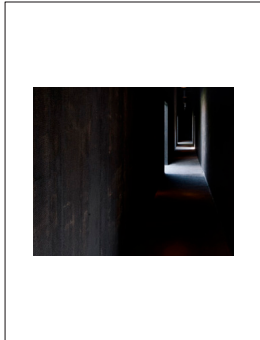
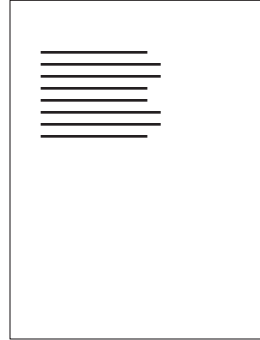
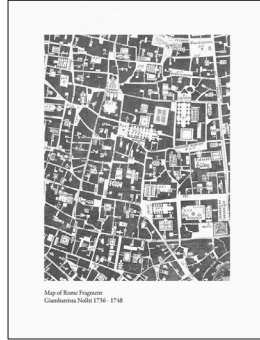
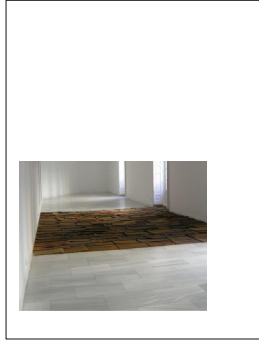
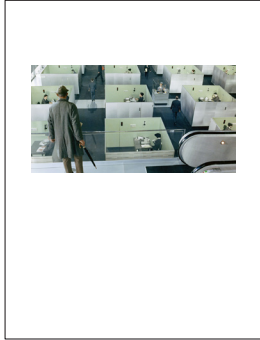


The Composition
the perception of the object



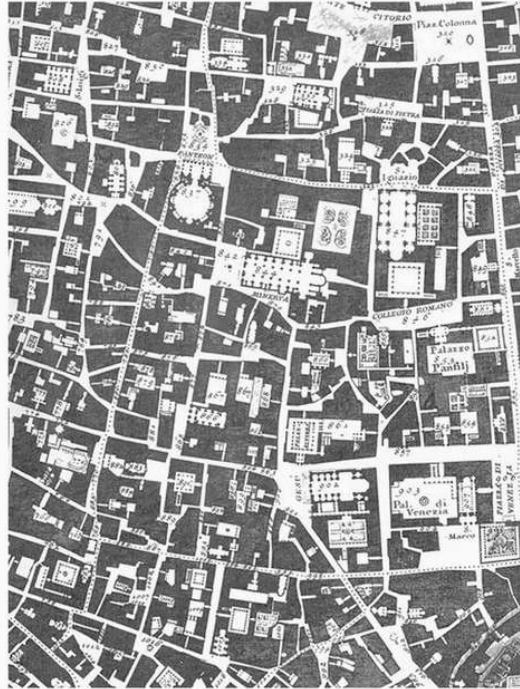
The Composition
changing the way we perceive and interact

September 2019



July, 2020

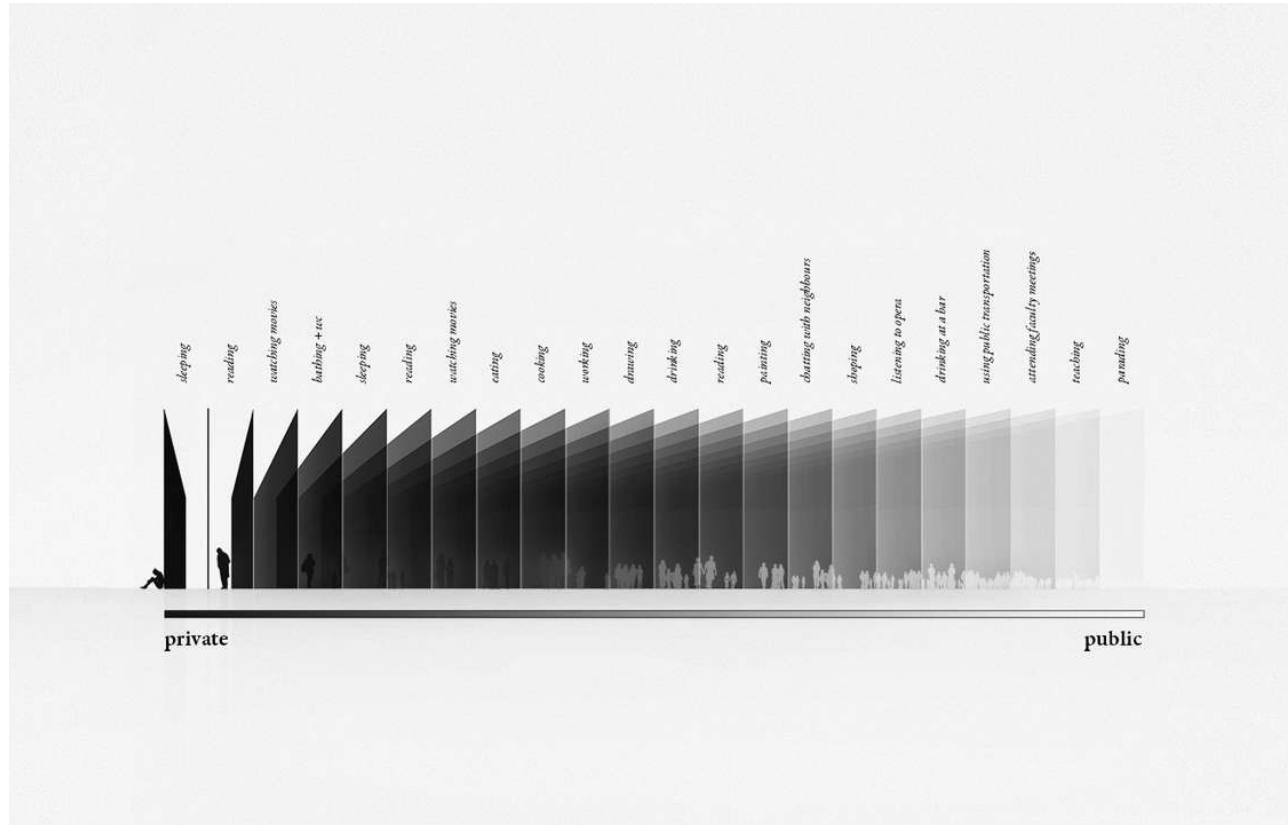
Personal frame of reference
The memory as a means and resource, keeping track



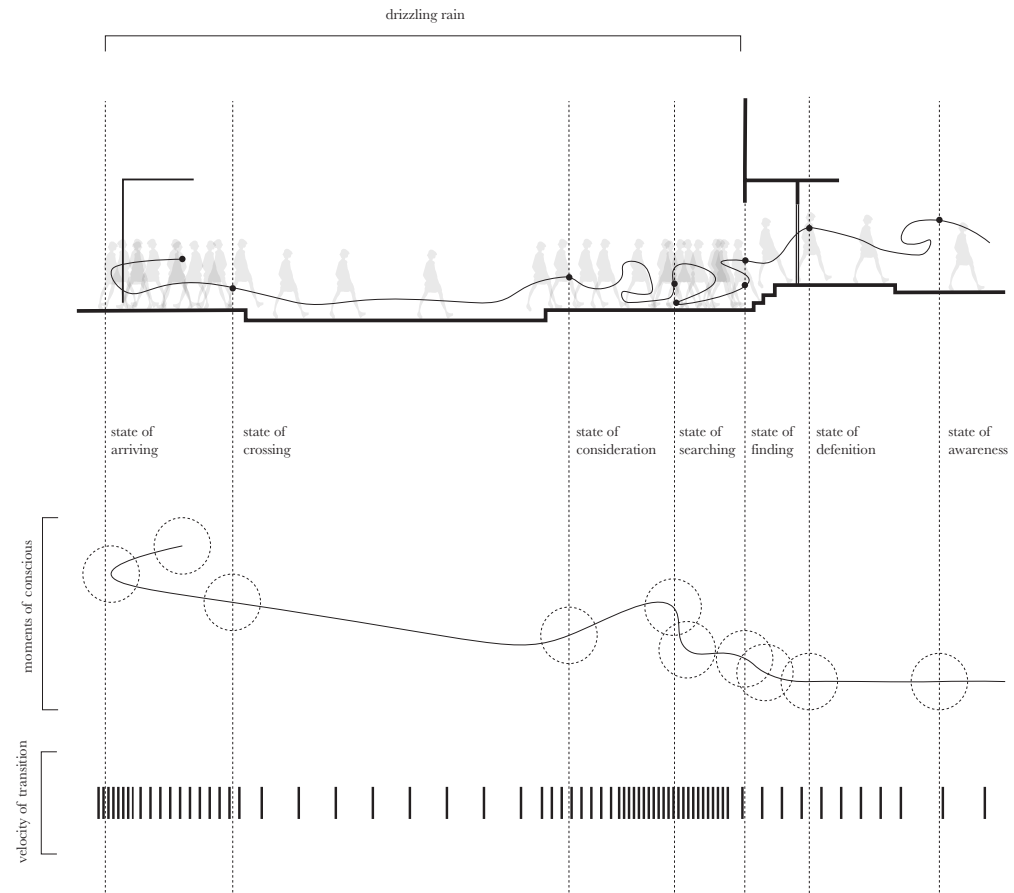
Map of Rome Fragment
Giambattista Nolli 1736 - 1748

Black and white

The concealed layer of an image/situation

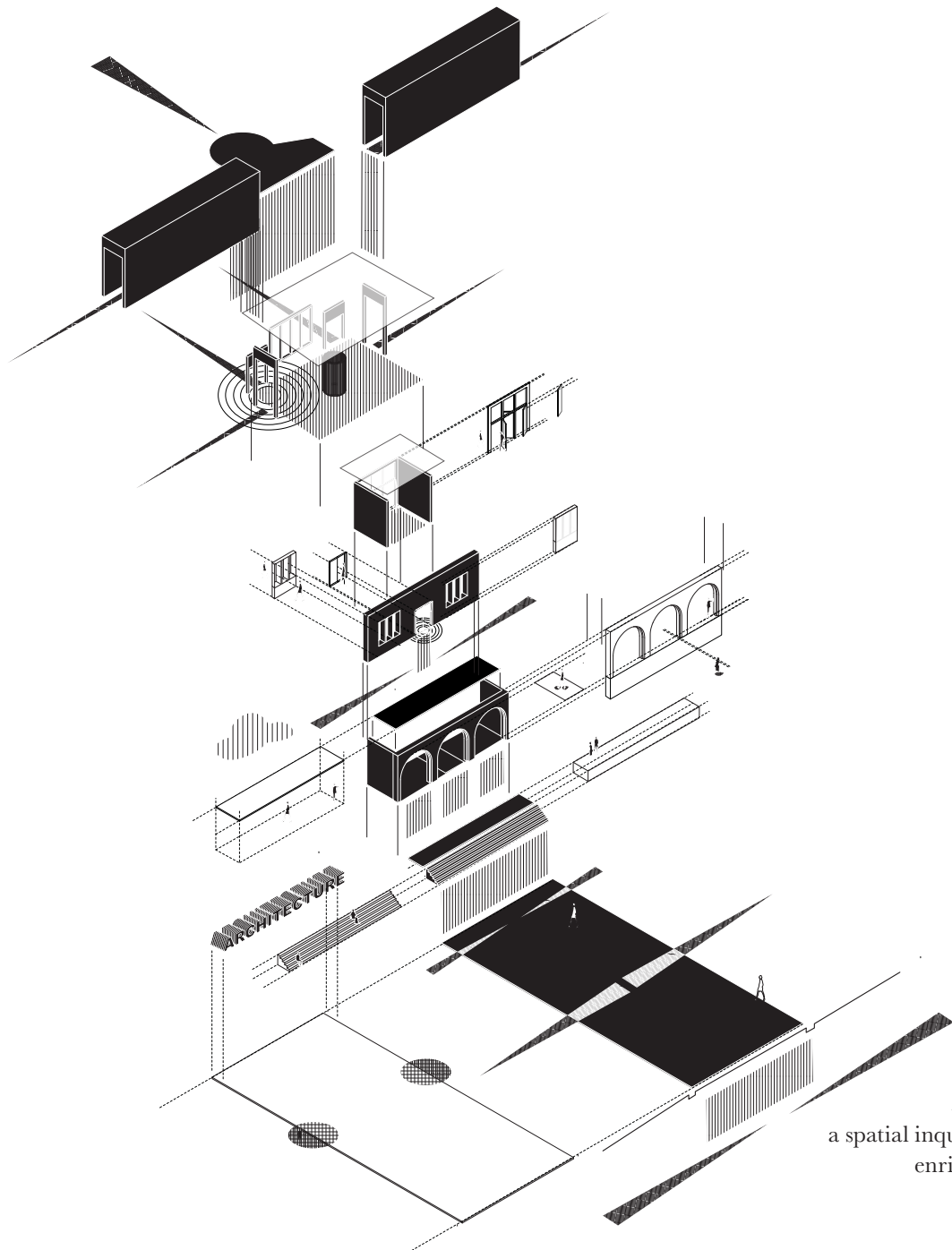


The threshold
as hidden layer of perception

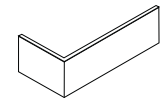


Close reading

an observation method, to discover, understand and become sensitive towards these in-between spaces



Architectural object



Relation with the object/
external condition



Diverging of people in transition



Converging of people in transition

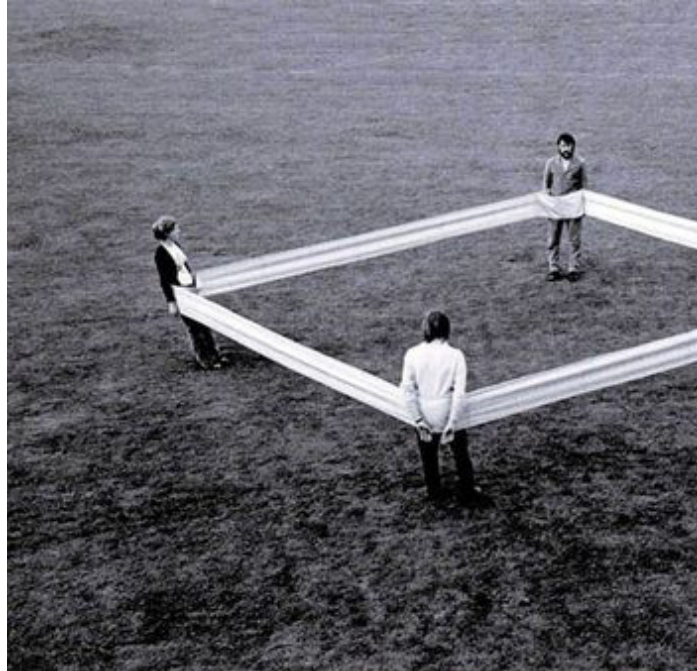


Threshold



Moments of Interaction

Inquiry/Notation
a spatial inquiry to create awareness and
enrich the perspectives



Study of the ordinary elements

The wall, roof, platform (floor) stairs and
their role in architecture



Everything takes place somewhere
we are always surrounded by elements

To show how architecture can contribute to the atmosphere,
the public space and the involved bodies

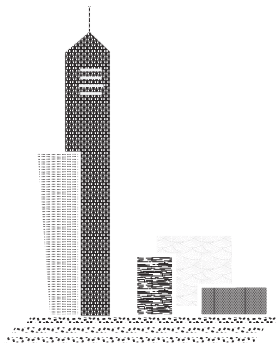
How we can relate to this anti-static objects and how
they became objects for use and broaden the
perception and conception

And how architecture itself can contribute to broadening the
richness of a place.

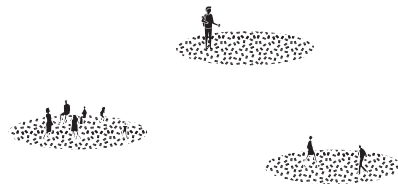
Project aim
Beyond the ordinary role of architecture

The context

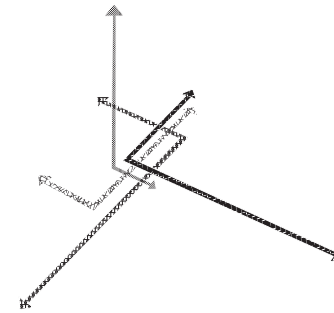
The case of “Kruisplein area” Rotterdam



Urban agglomeration

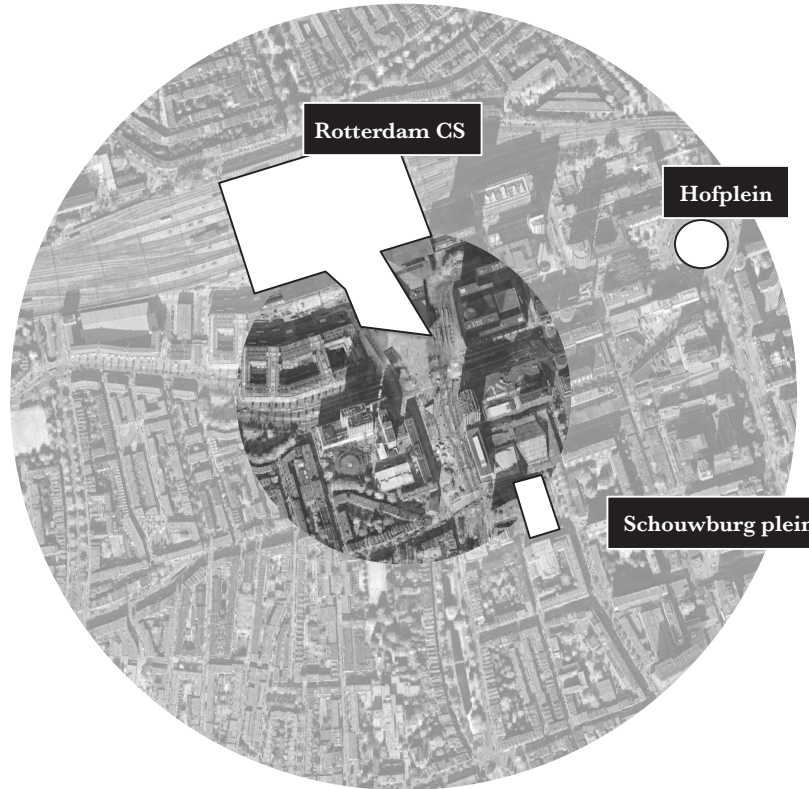


Variety of audience and relations

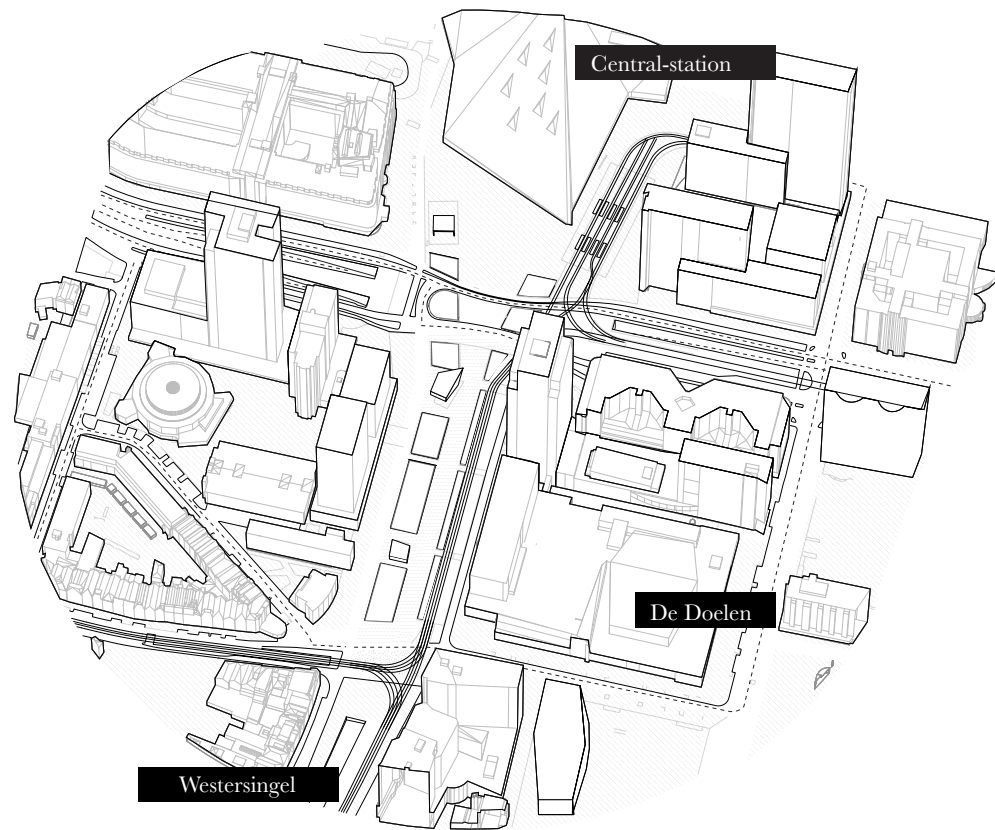


Daily rite of passage

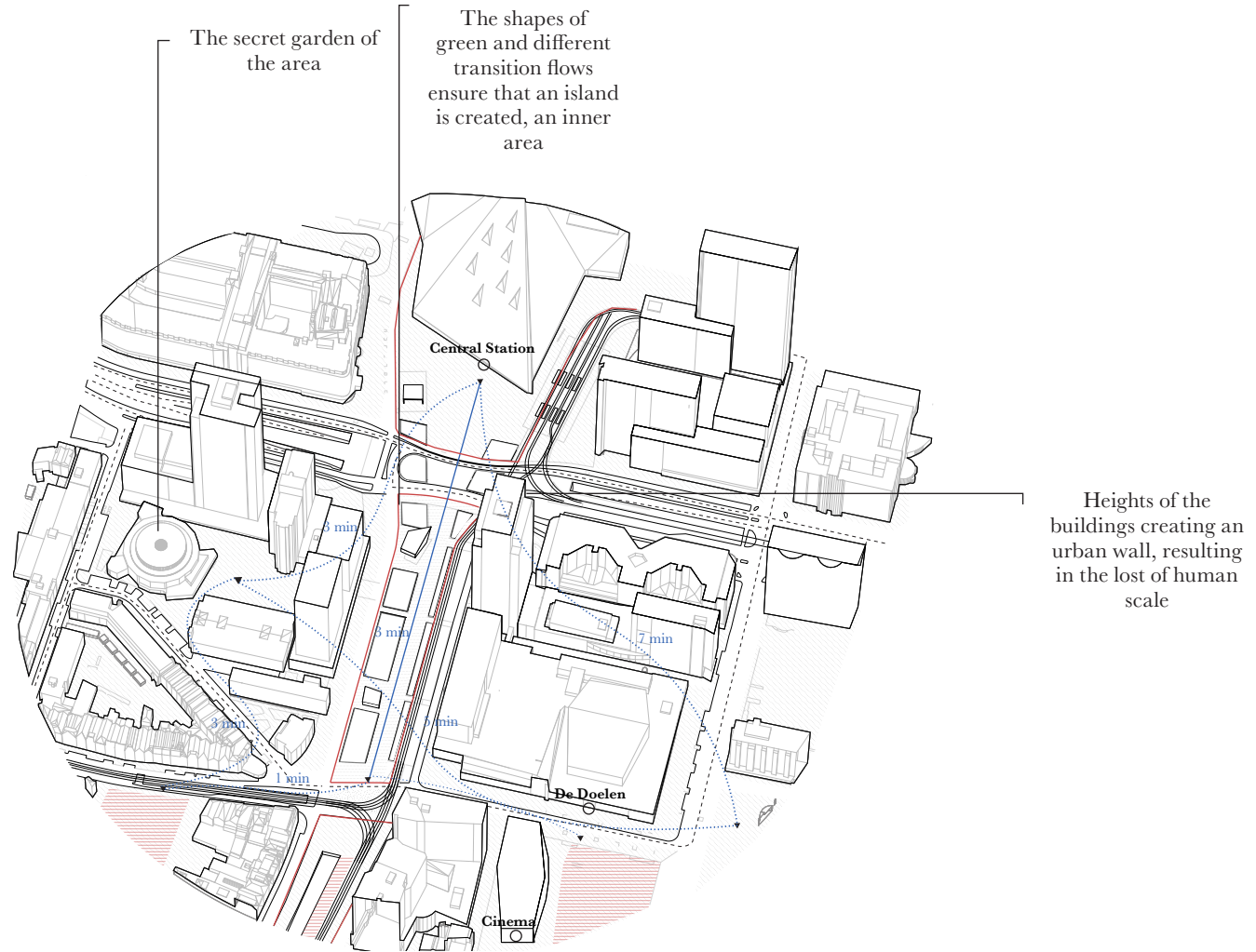
The context



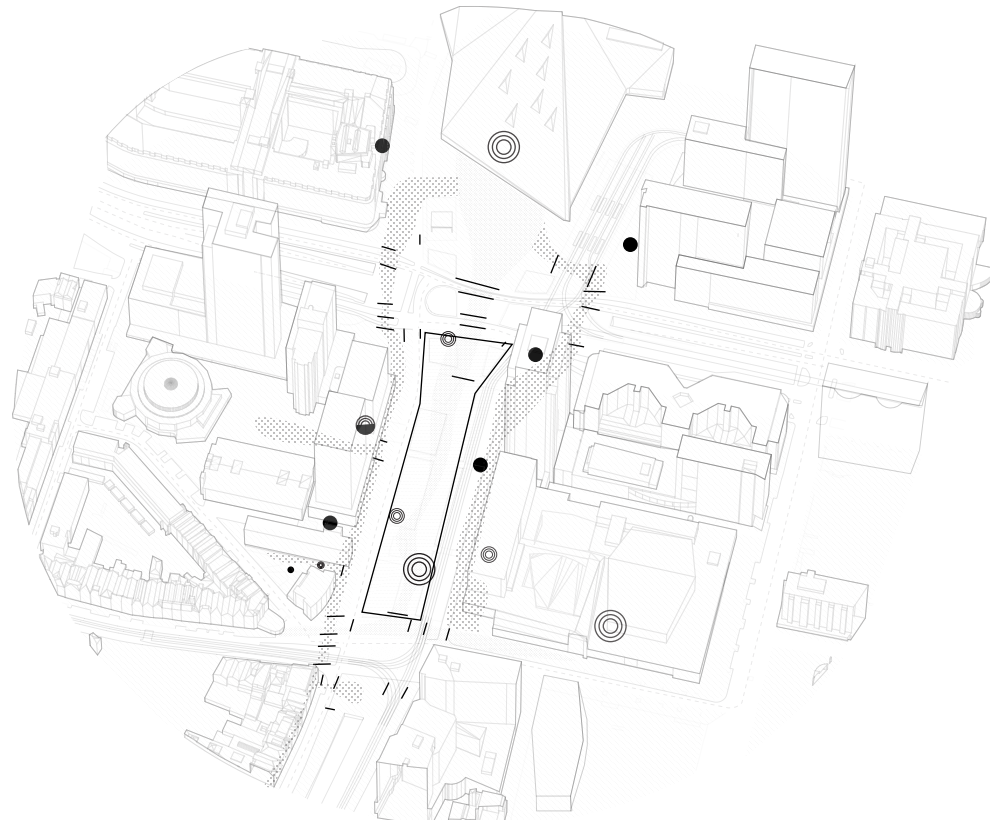
Rotterdam Central District
place of interruption



Rotterdam Central District
location of intervention



Rotterdam Central District
velocity



- Private entrance/function (uninviting entrances)
- ◎ Public entrance/function
- Framed inner area
- Thresholds in public space
- ⋯ Area of movement and flows

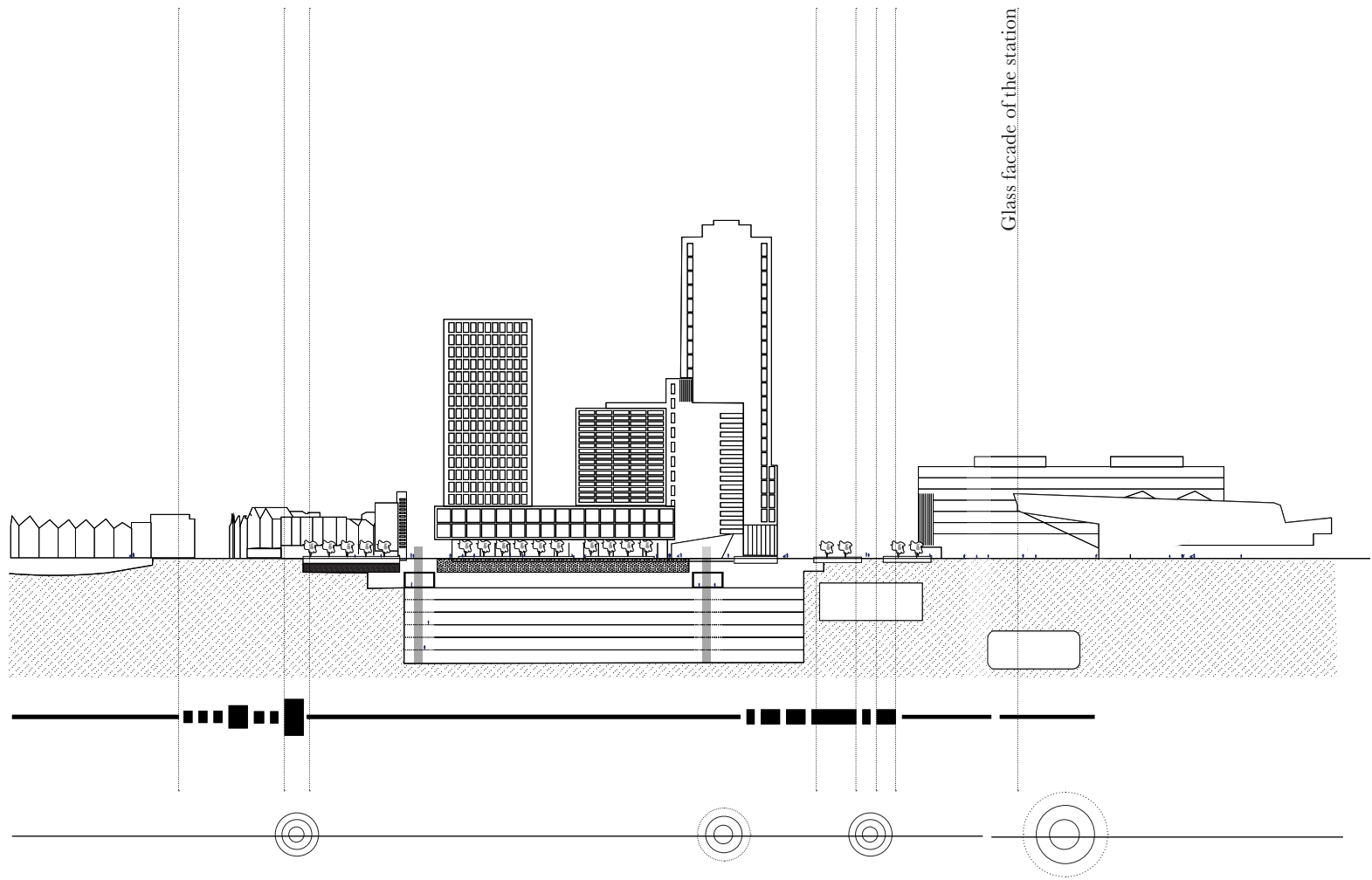
Rotterdam Central District
fast transition



Rotterdam Central District
current situation

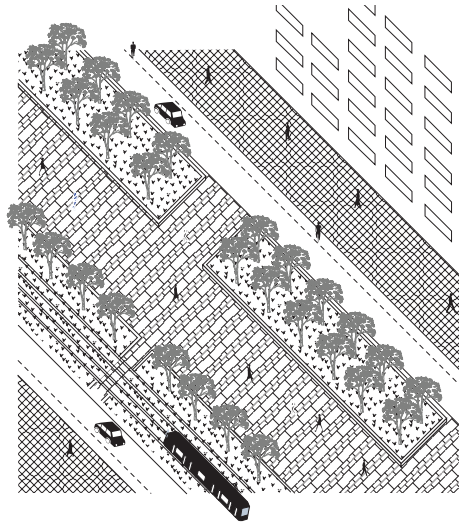


Rotterdam Central District
the area as entrance to Rotterdam

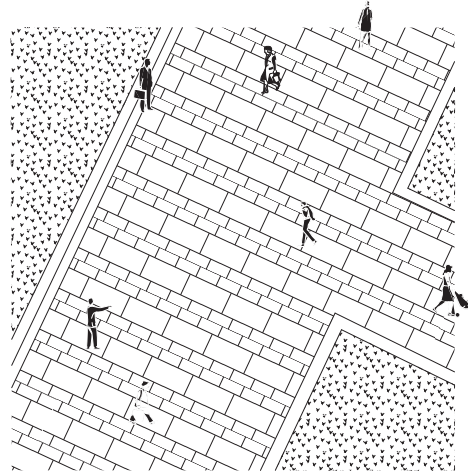


Glass facade of the station

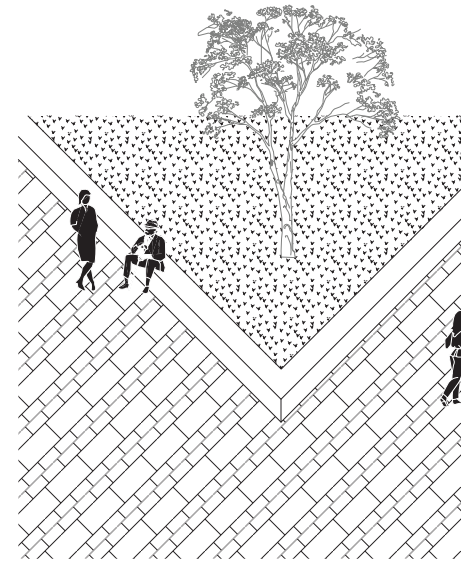
Existing thresholds
moments of interruption



Different (closed-off) **corridors** of transition



This space serves as a **transitional area**, rather than a
Interactive space



The boundaries offer moments of **potential rest**

Current "activity"
abundance of potential space

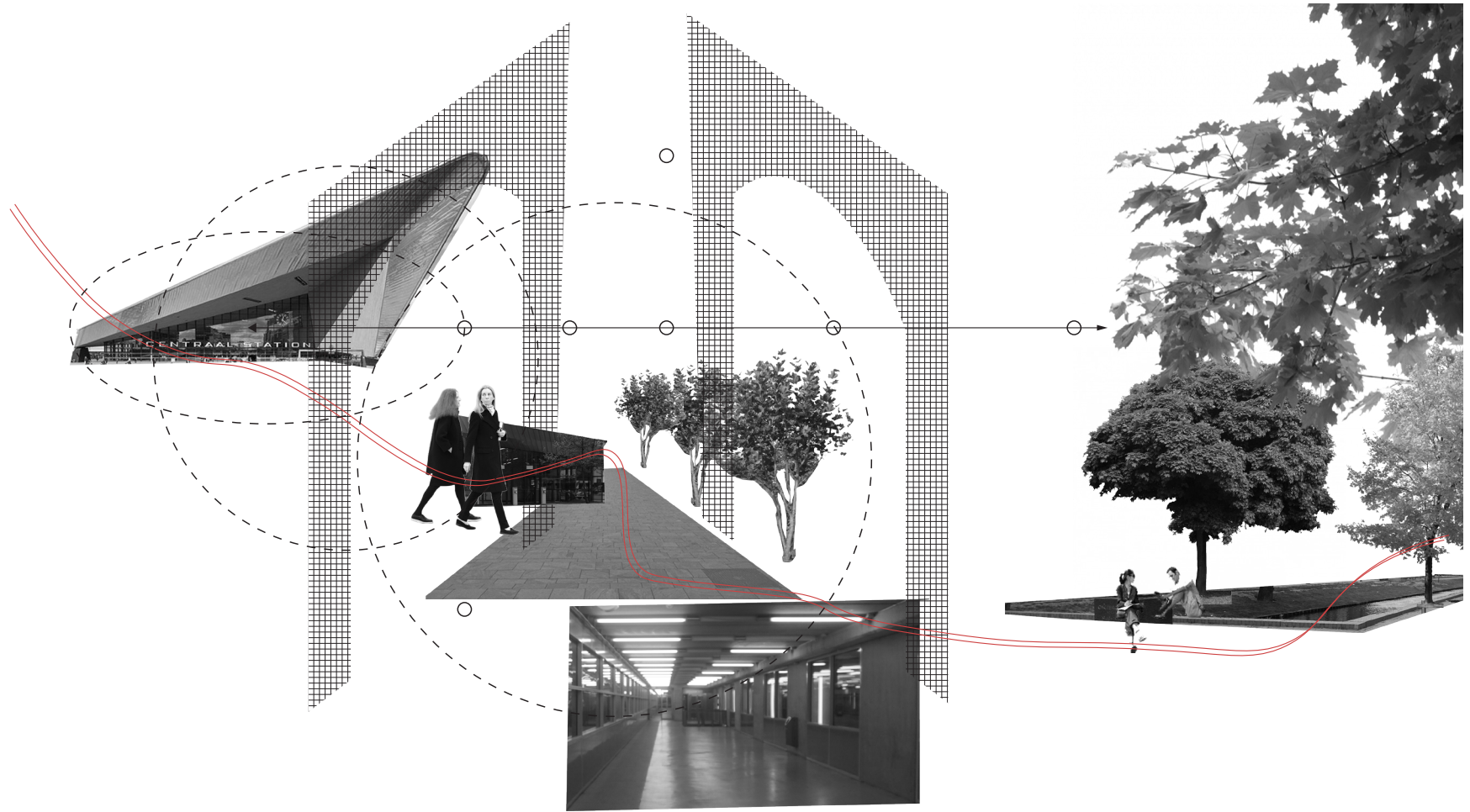


Image of the city



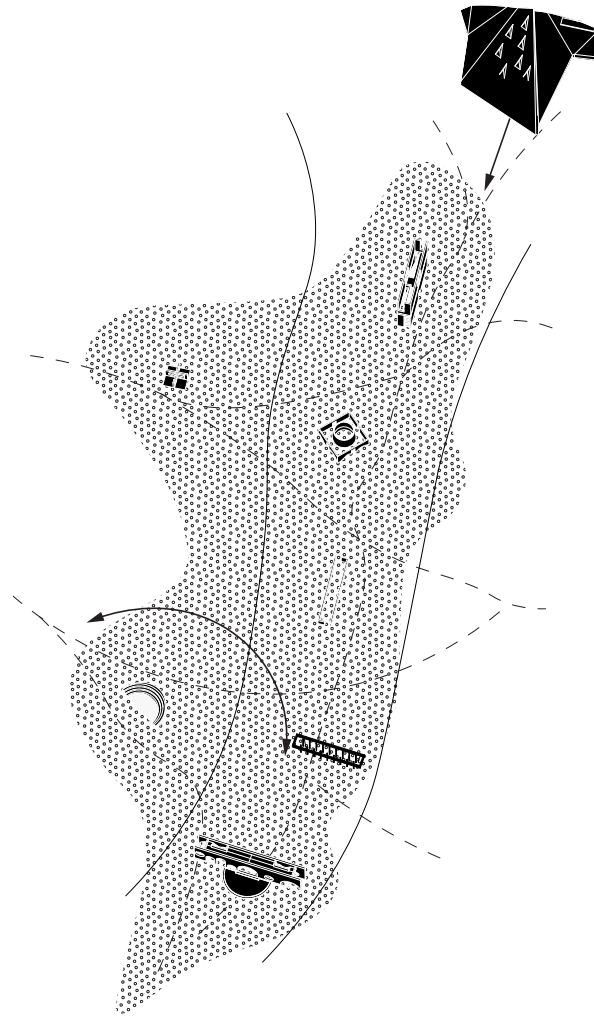
The area as entity
to blur the boundaries



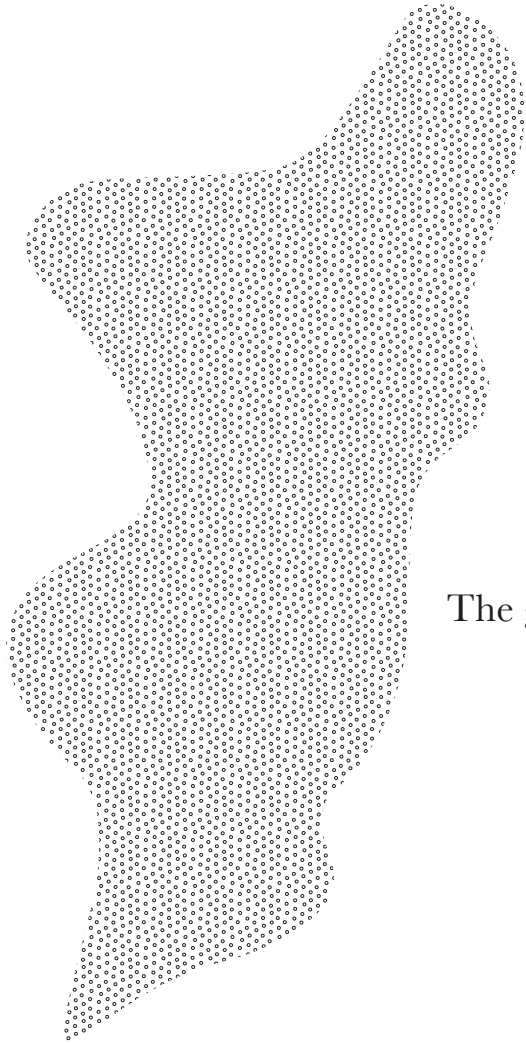
Moments of potential
by using the threshold as a tool

An urban strategy; *the ground undulation*, with punctuating interventions,
functioning as “*meditative rooms*” which encounter the
formalized and ordinary fast character of the surroundings

Design brief
the ground undulation & punctuations



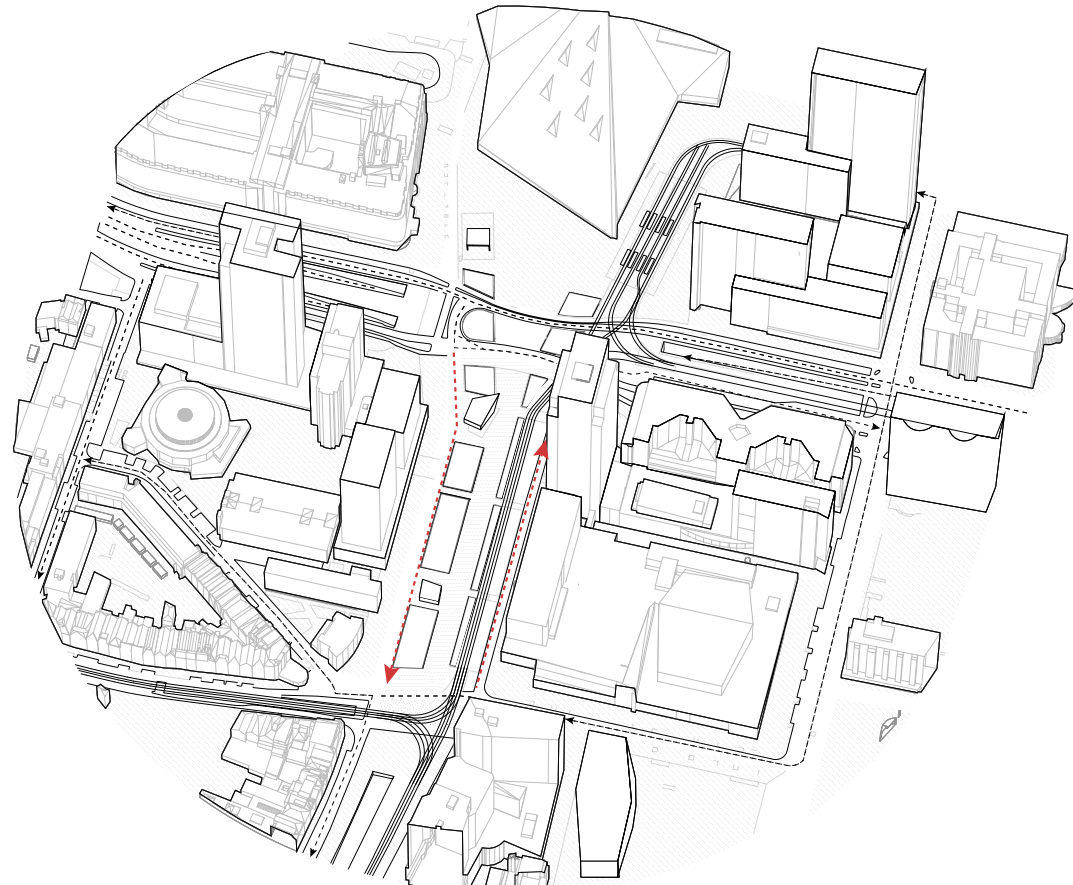
The architectural project
the ground undulation & punctuations



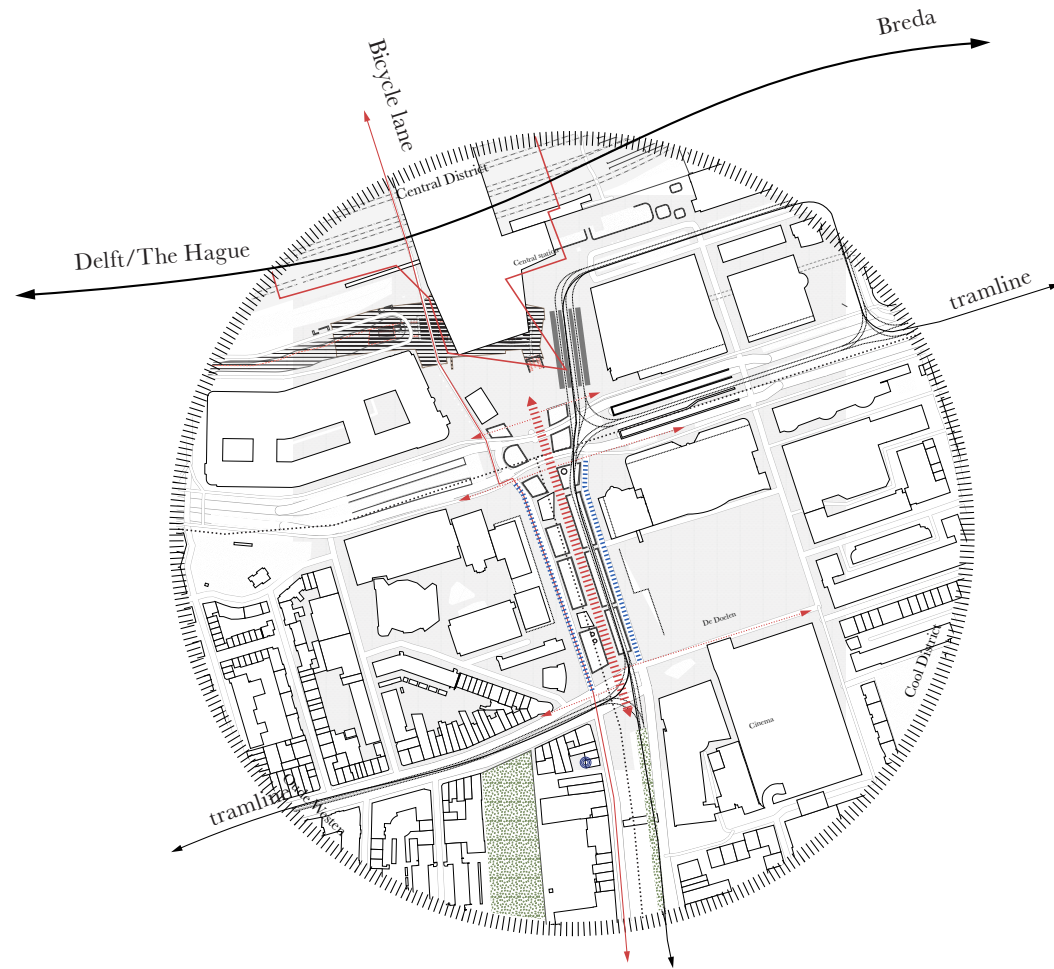
The ground undulation
Adjusting the tapestry



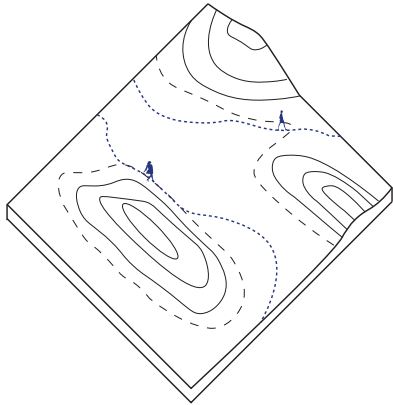
The floor as potential
the first layer of intervention, to stir up the area



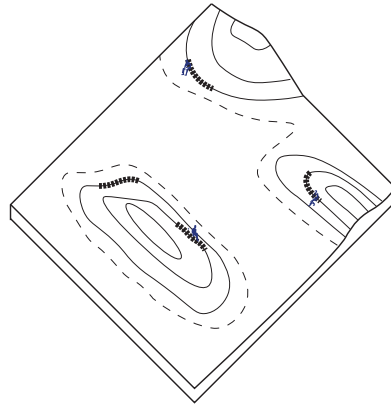
Elimination of the car
to reduce the fast flows and interruptions



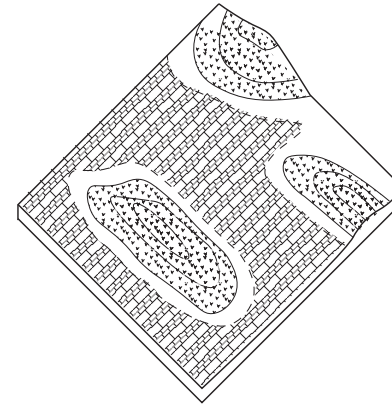
Elimination of the car
ensures more space for slow traffic flows



Play with the displacement



Folding the ground, create differences in heights

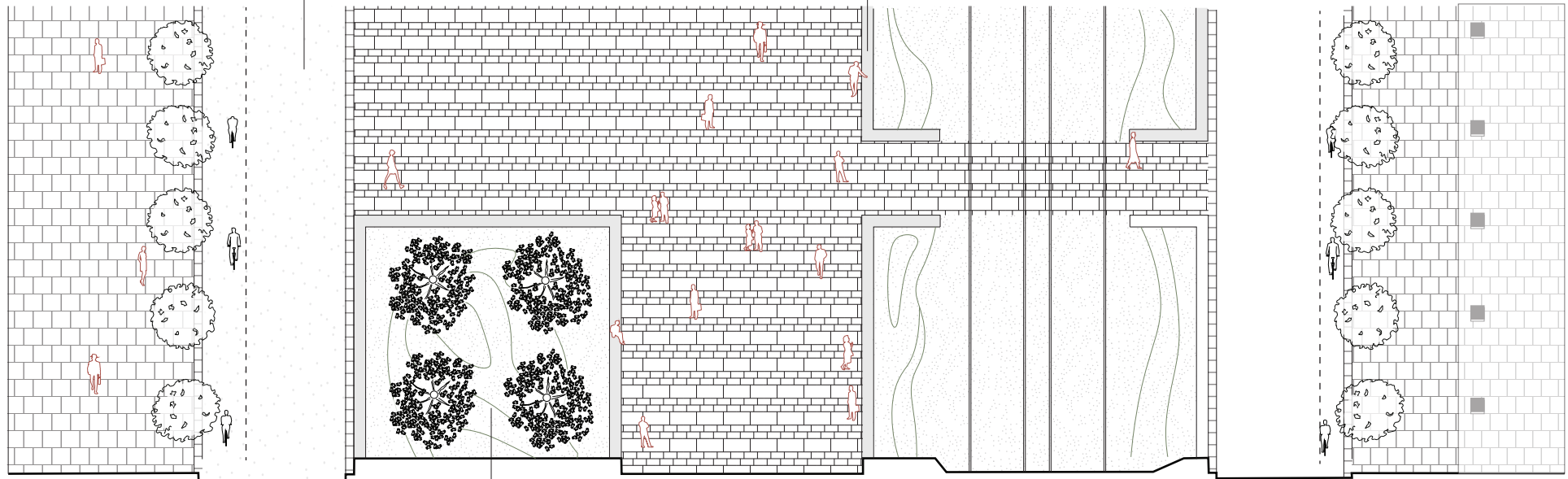


Using the pavement and green to blur the boundaries

Ground undulation
slowing down the user, places for rest

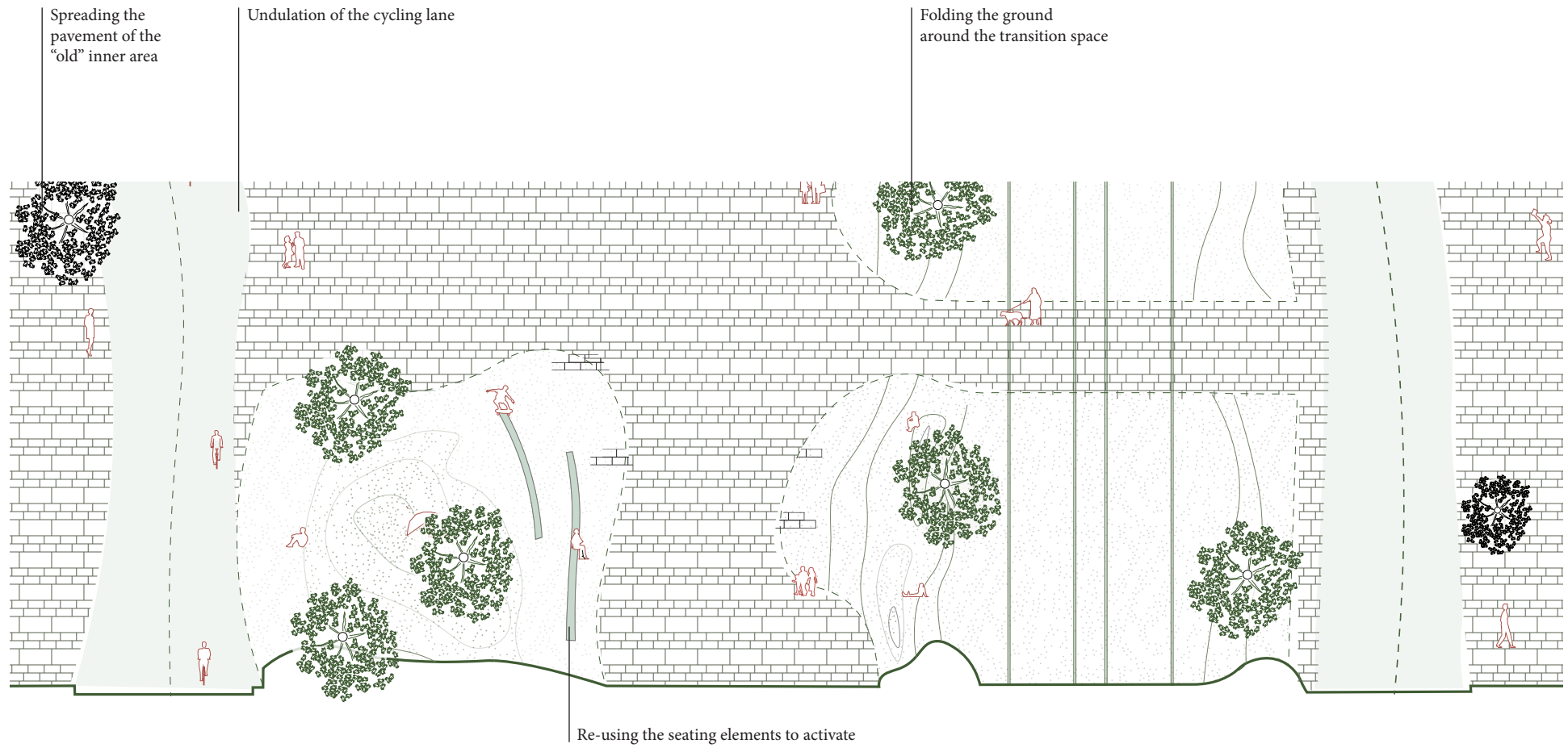
Elimination, less hard divisions of functions

Break through, the existing hard urban boundaries



Enlarge the urban structures and typography

Ground undulation
current situation

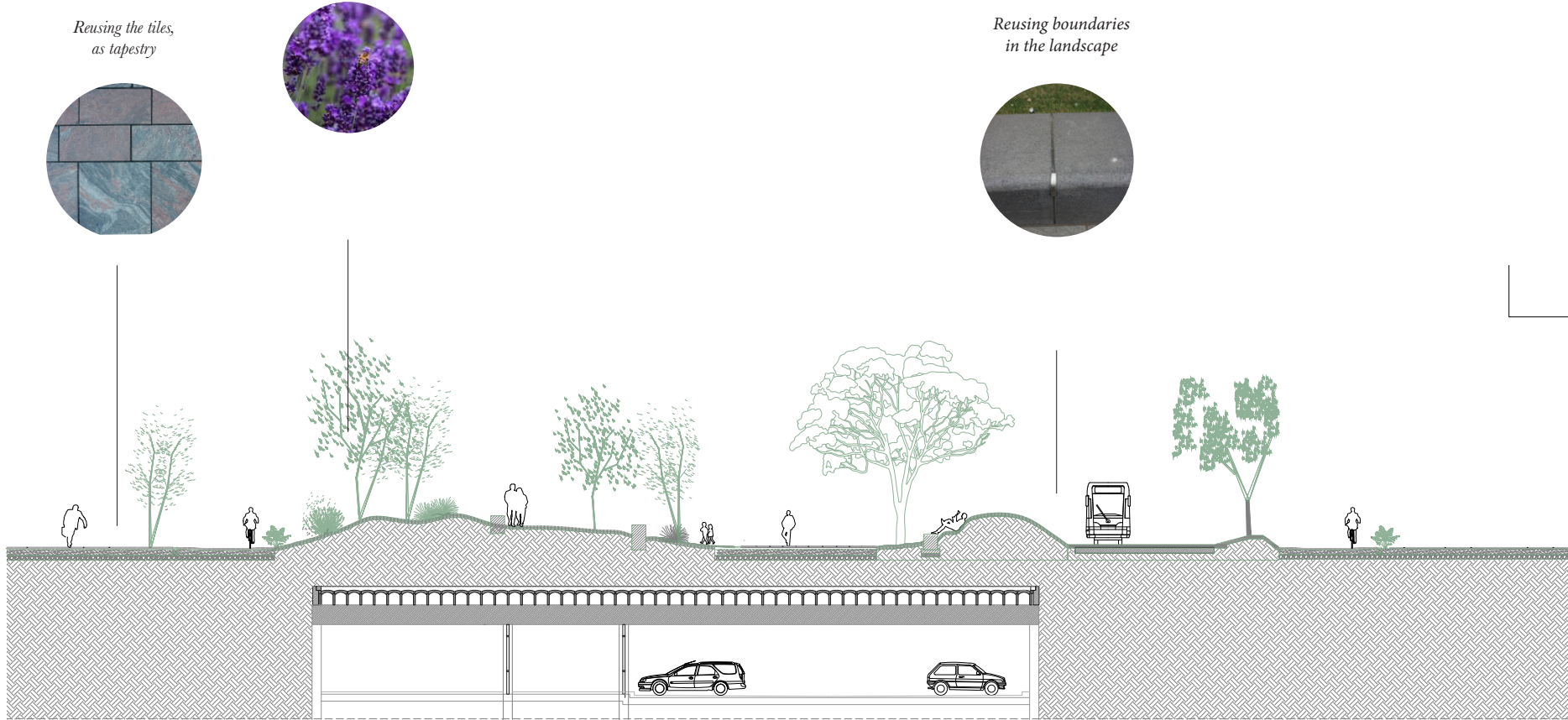


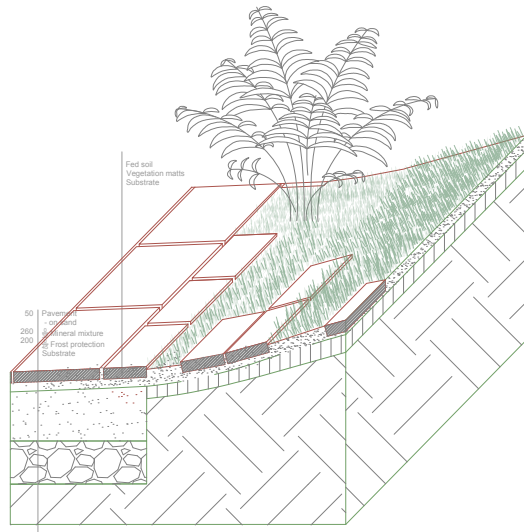
Ground undulation
the adjustment of the tapestry

*Variety of grasses bushes
and flowers*

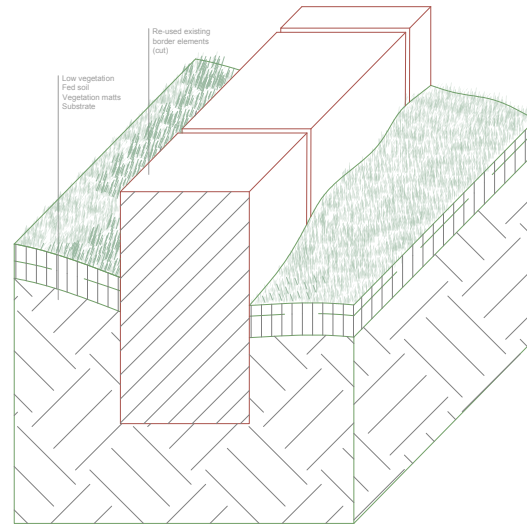
*Reusing the tiles,
as tapestry*

*Reusing boundaries
in the landscape*

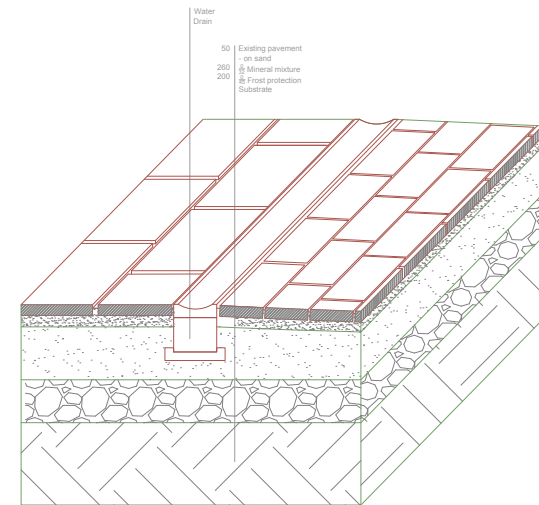




The Living pavement



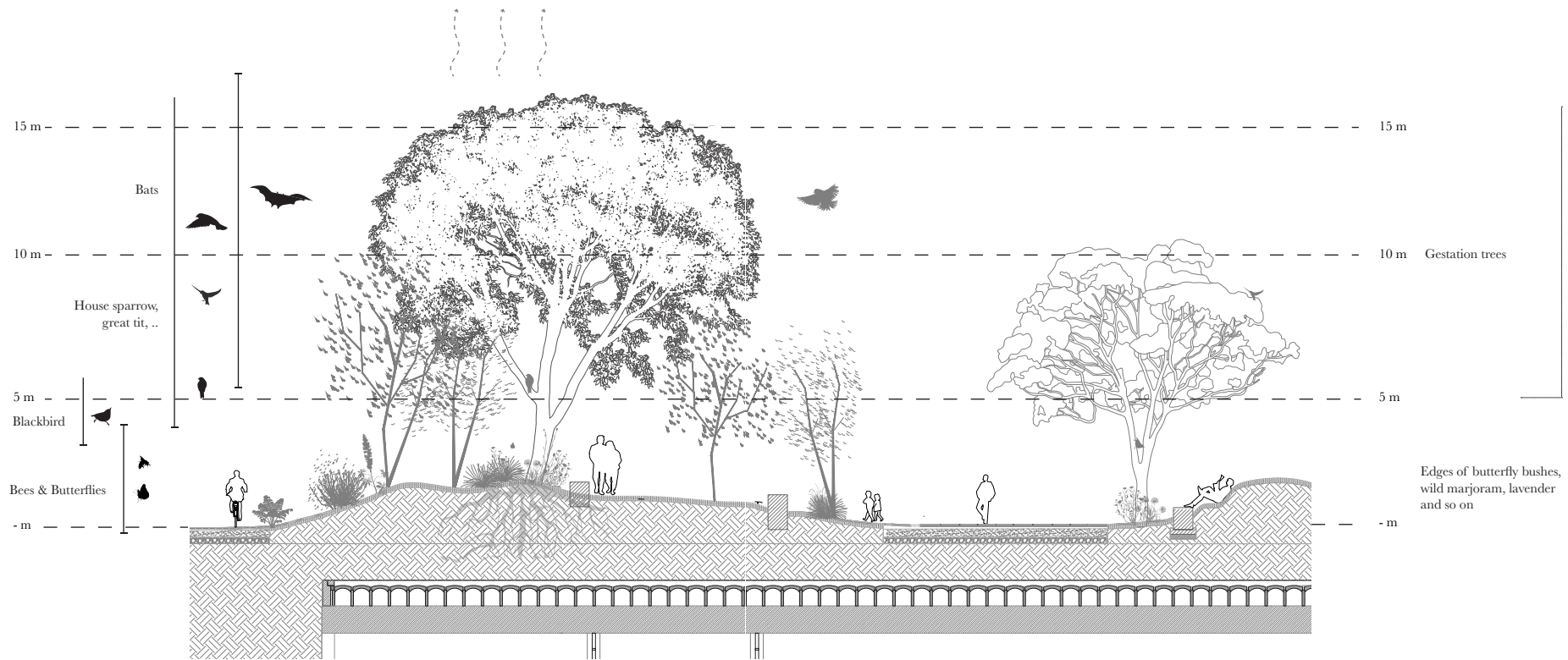
Reintroducing (using) the edges



The visible water elements

Urban Detail
refinement of the landscape

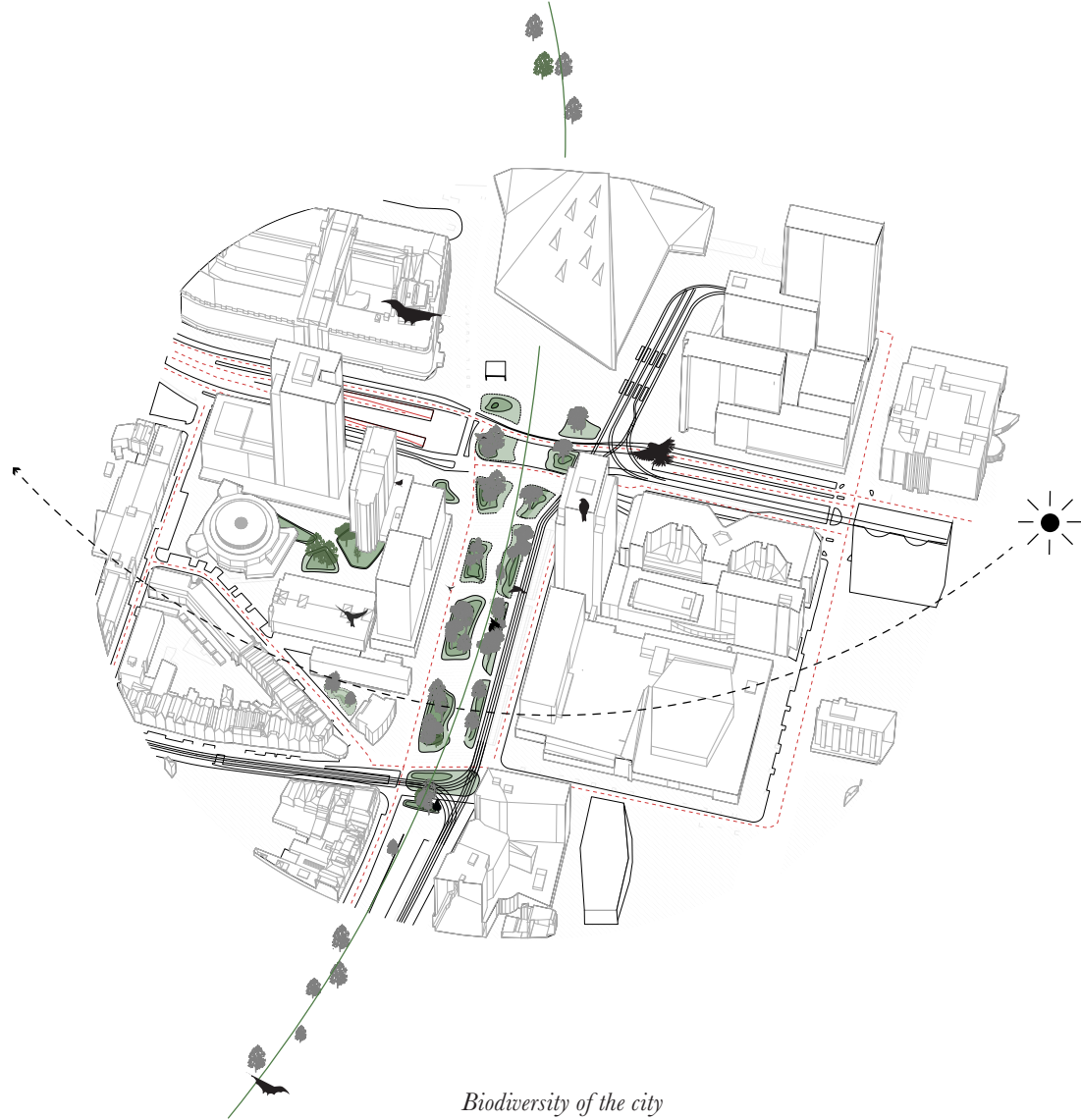
Positive Cooling effect



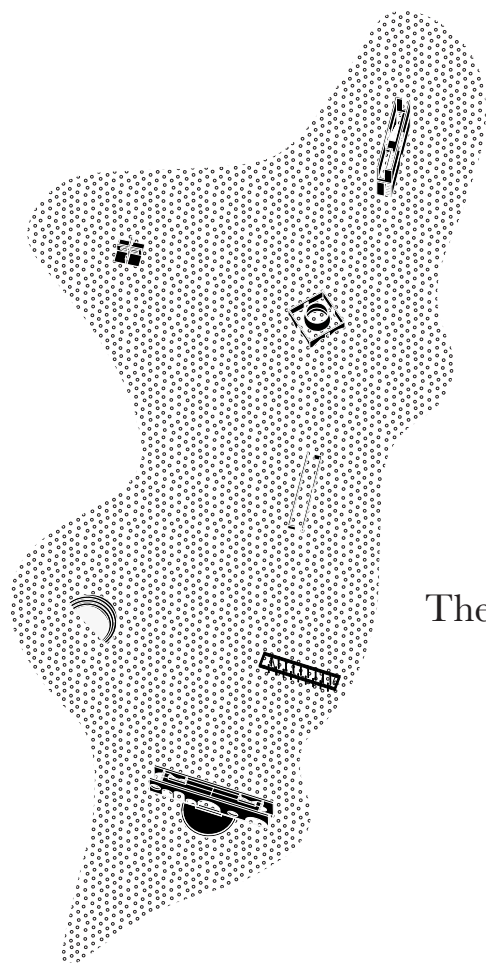
Places for the Animal

1st, 2nd, 3rd
Order of trees

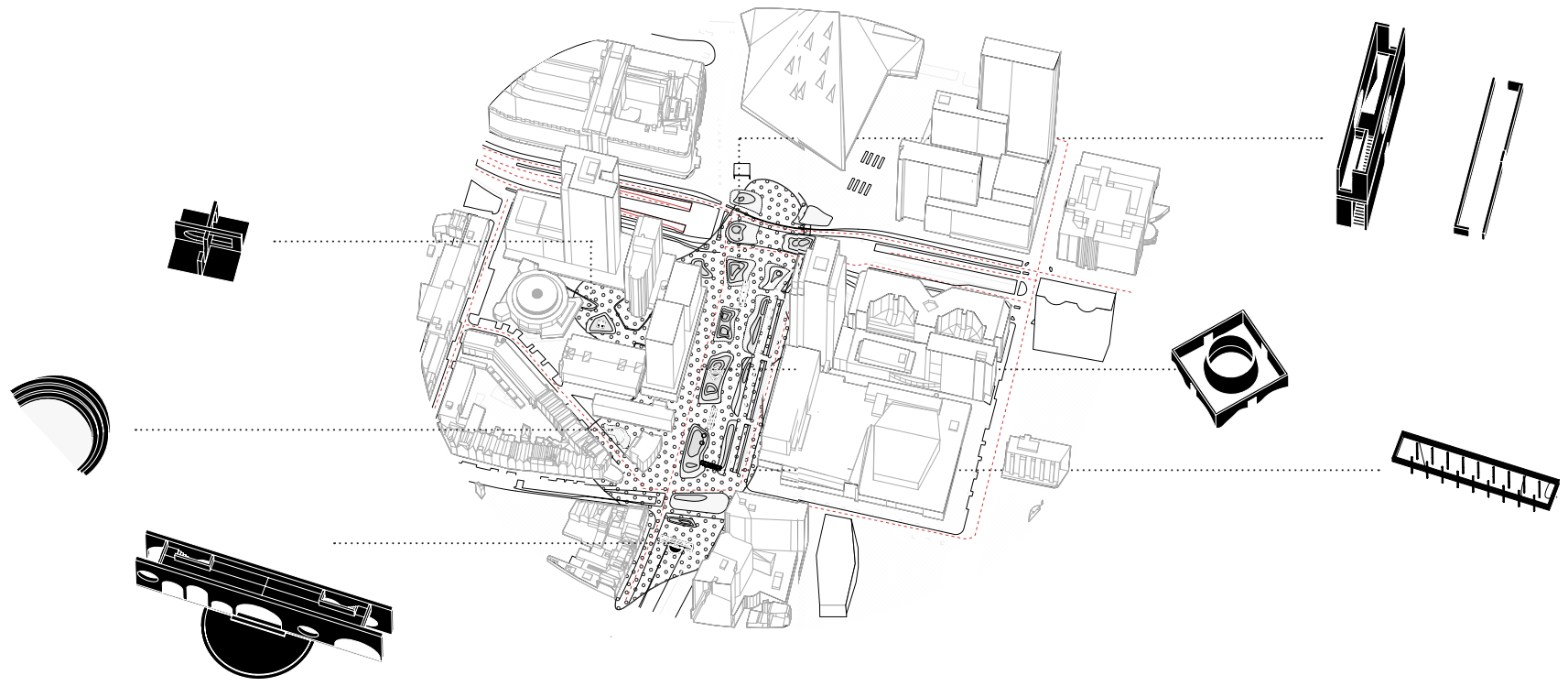
Biodiversity of the city
contributing towards a more diverse area



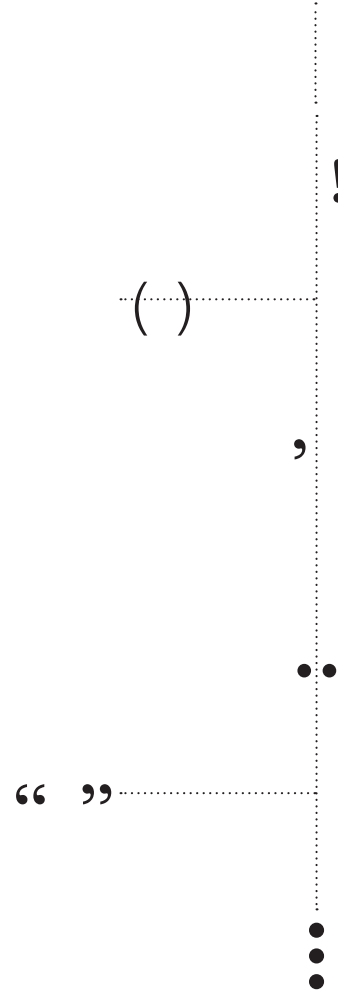
Biodiversity of the city
the influence on the cityscale



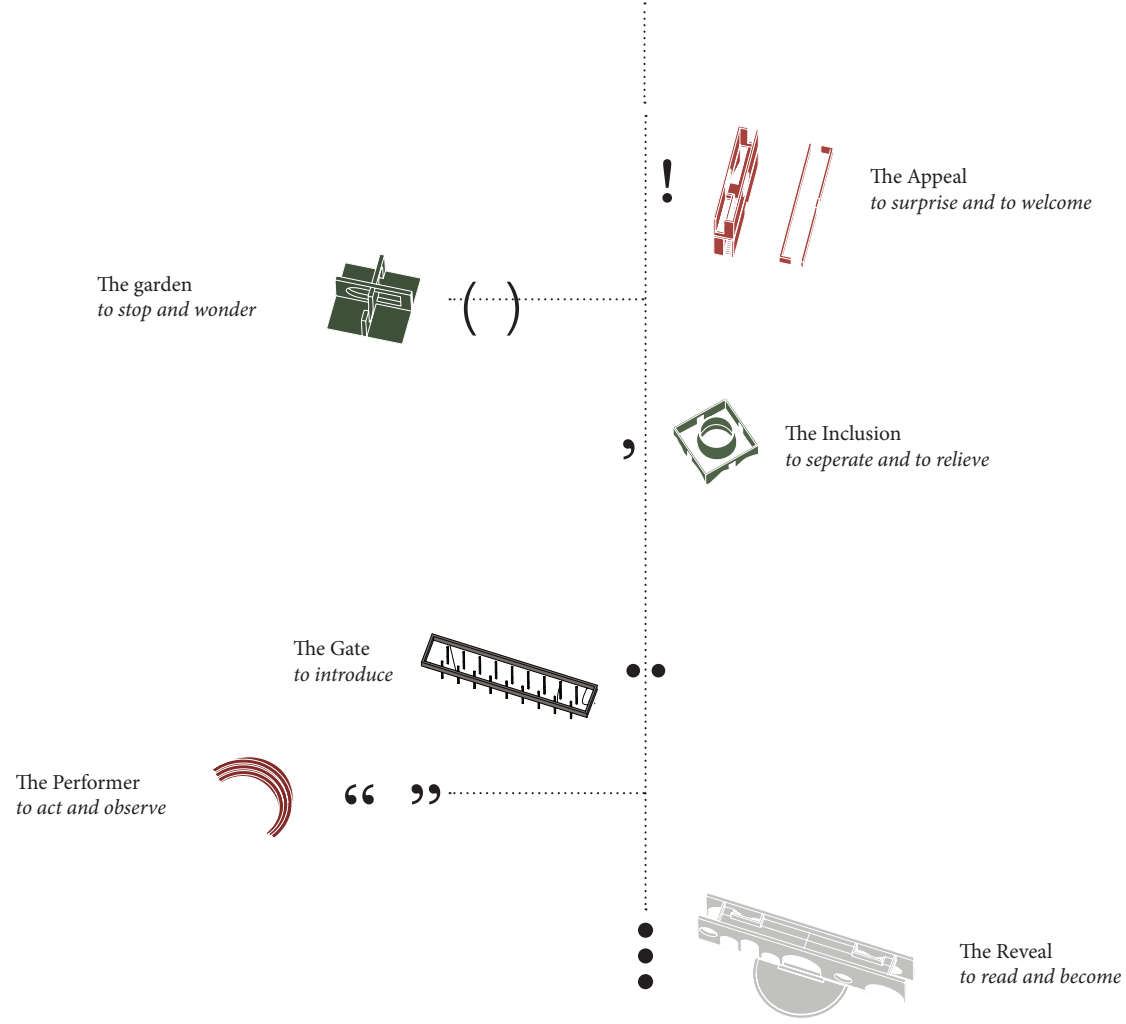
The mediative punctuations
penetrating the landscape



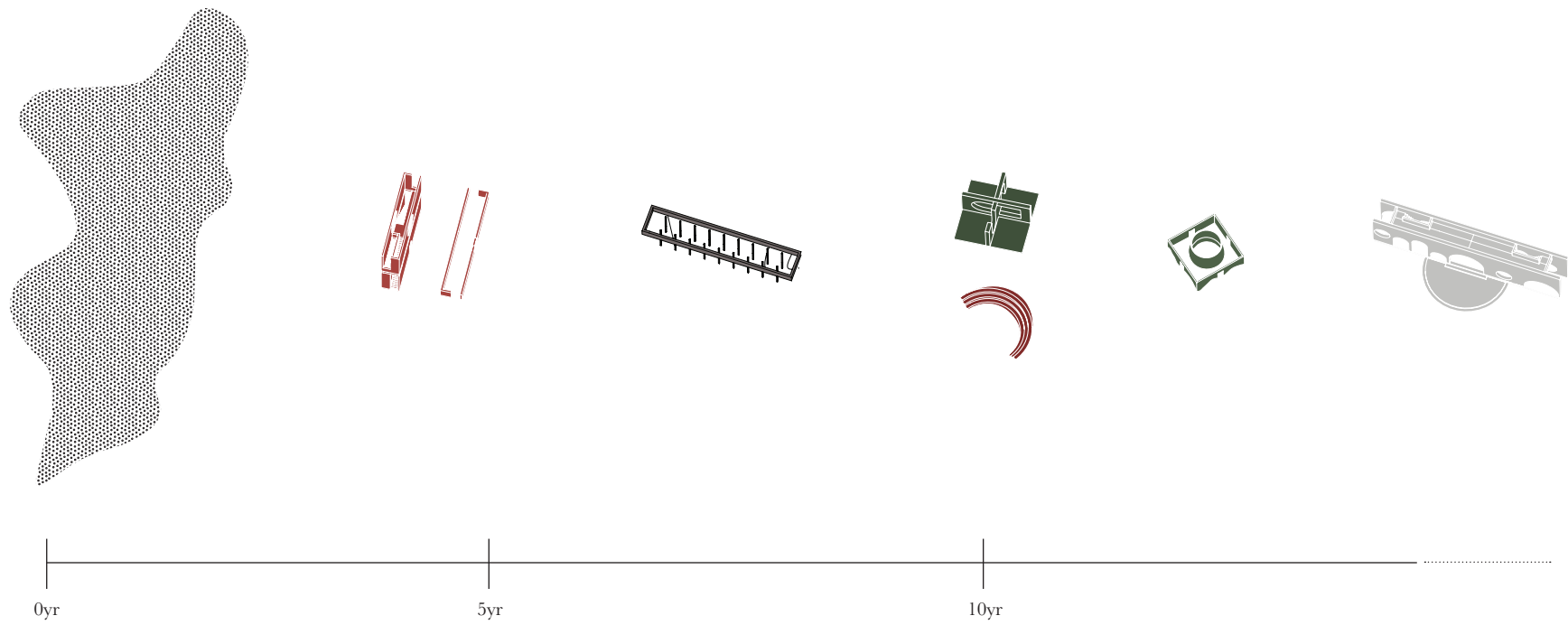
The Punctuations
as an example to show what architecture can do



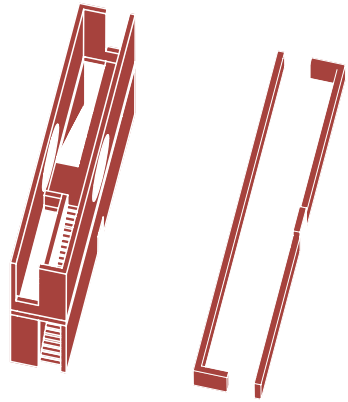
Their role (mediative/the surroundings)
intention to create new relations, to contribute differently
towards the environment



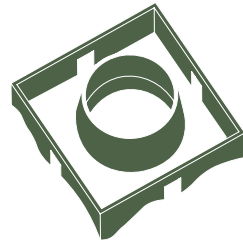
Place – Role – Performance



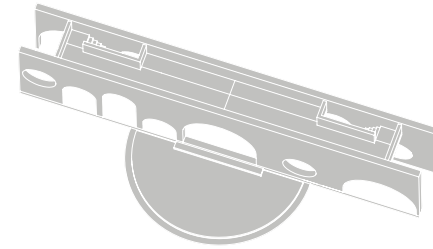
Their appearing
over about 15 years



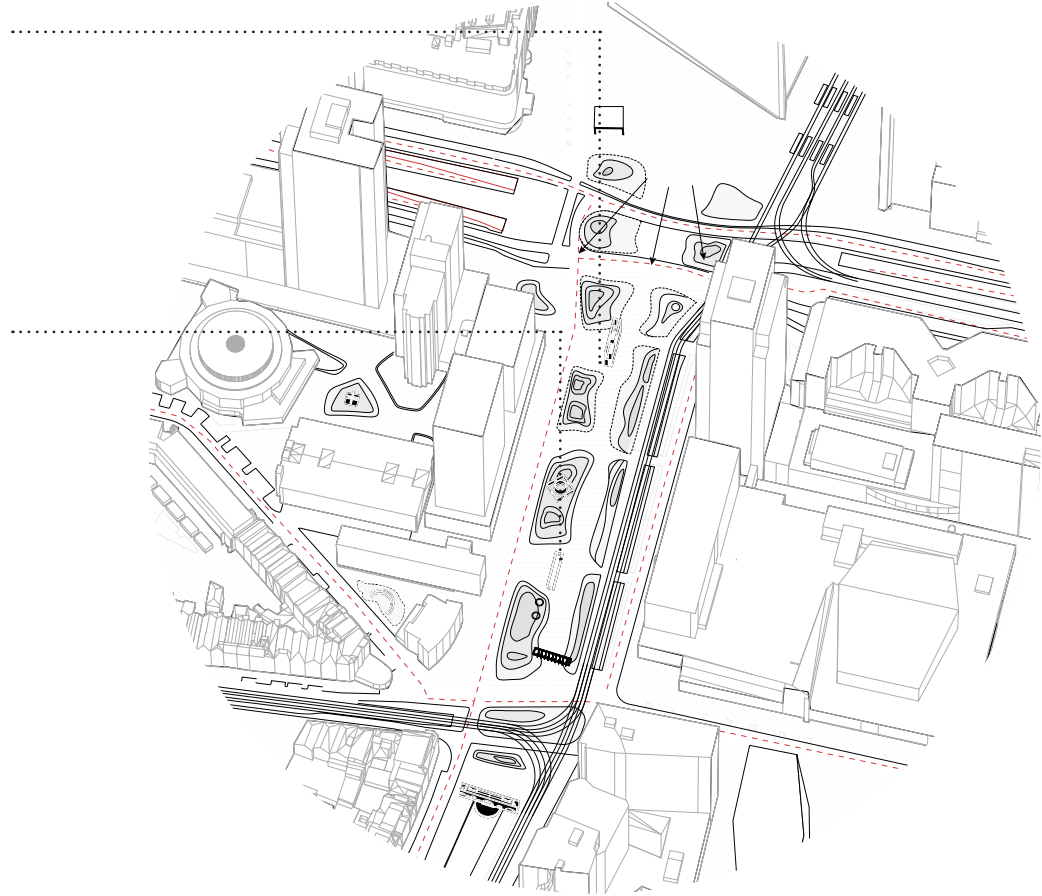
The Appeal



The Inclusion

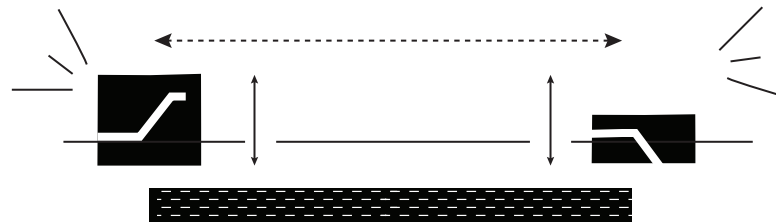


The Reveal



The Appeal
the settlement

*Shape the
cityscape, to appeal*



*Open-up the relation
vertically & horizontally*



The Appeal
the striking character will shape the cityscape



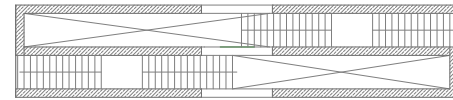
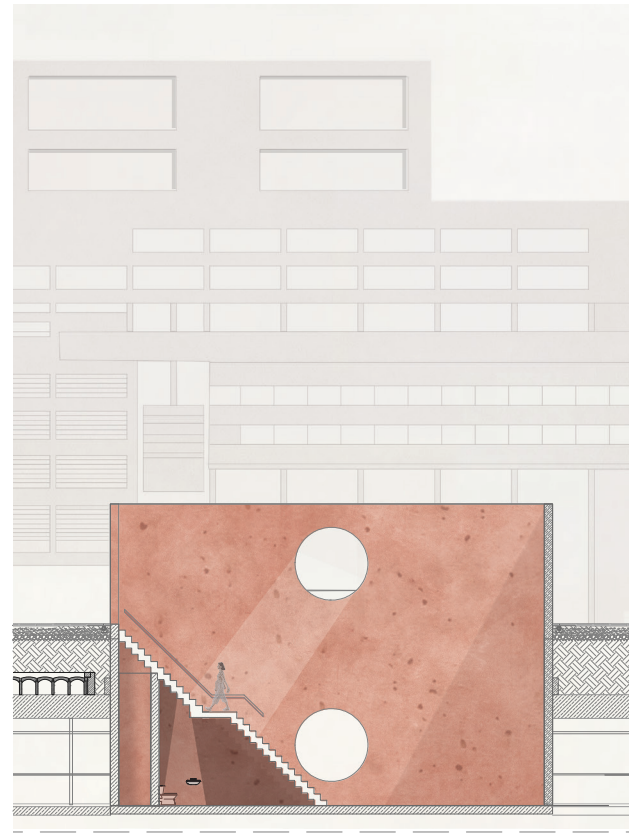
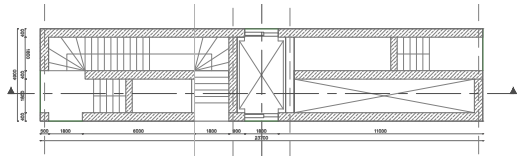
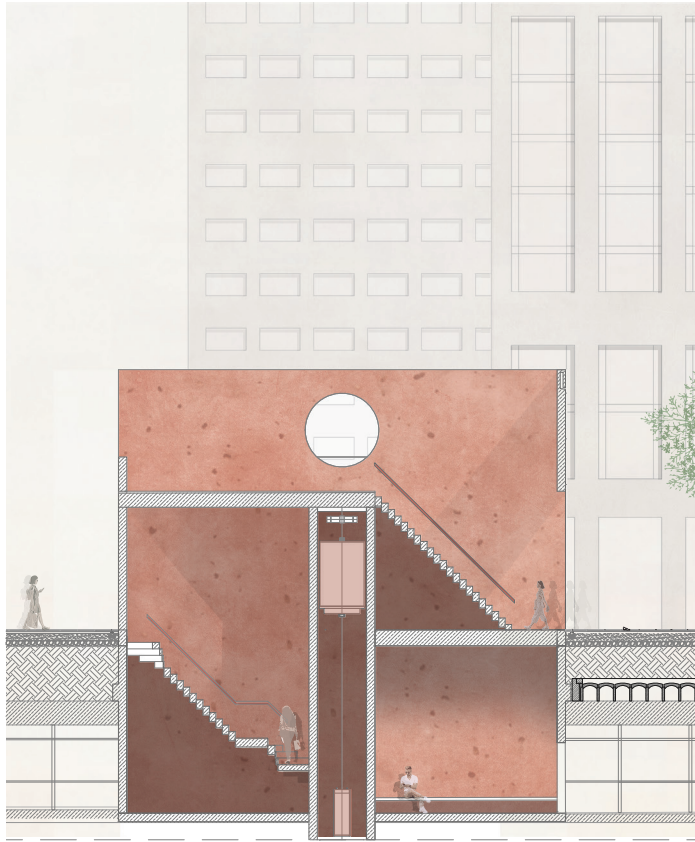
The Appeal
for a welcome and a farewell



The Appeal
the urban settlement



The Appeal
the urban settlement

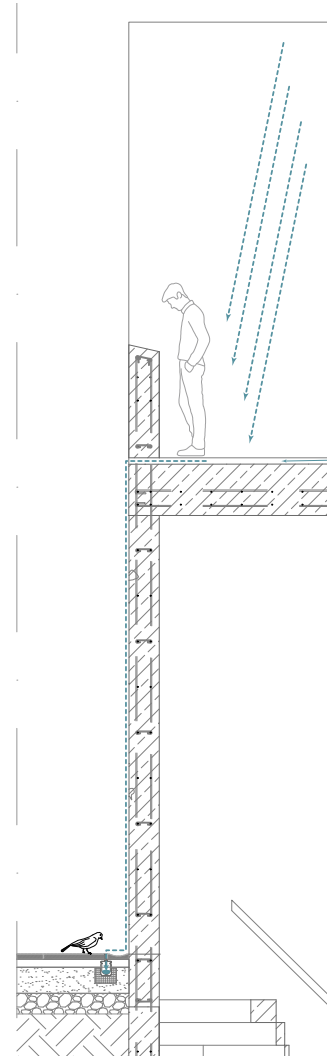


The vertical and horizontal relation
light as a trigger

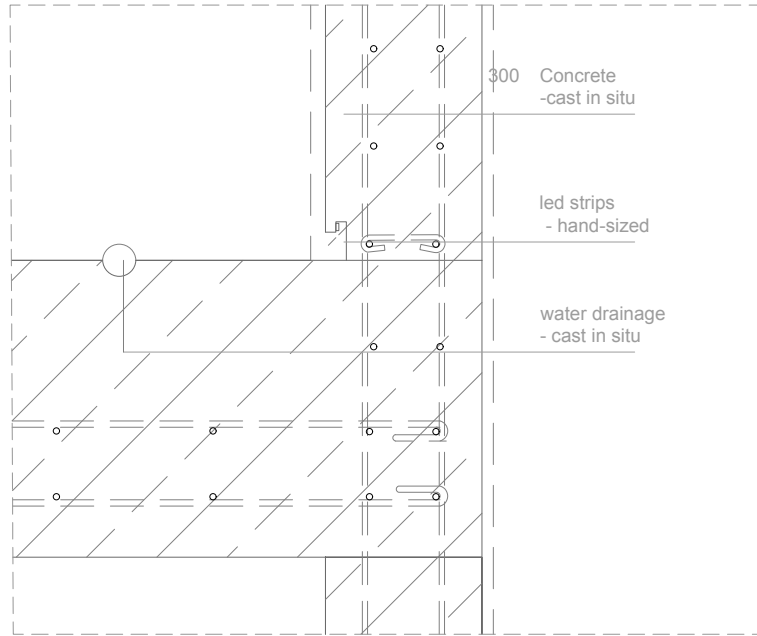


Moving by touching
the sound of the city will temporarily mute

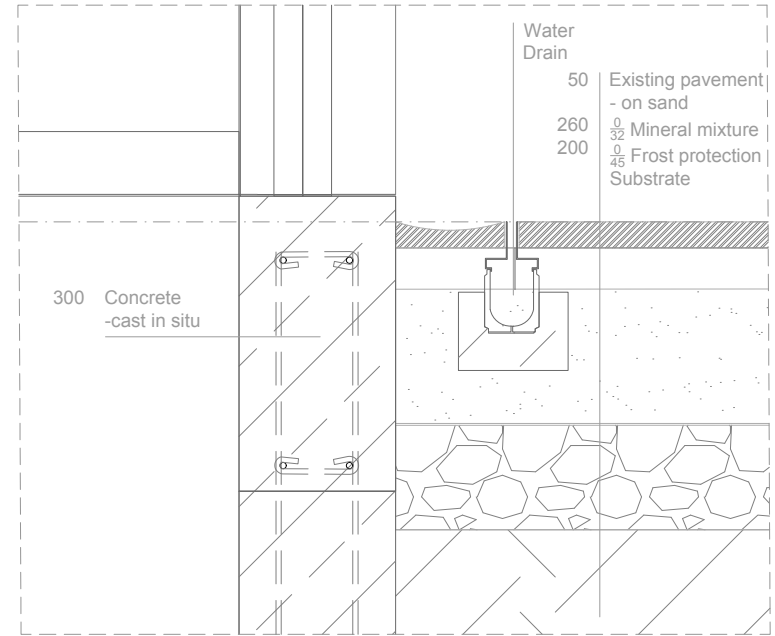




The water gradient
recessed watering elements |
over time the facade will discolour and change



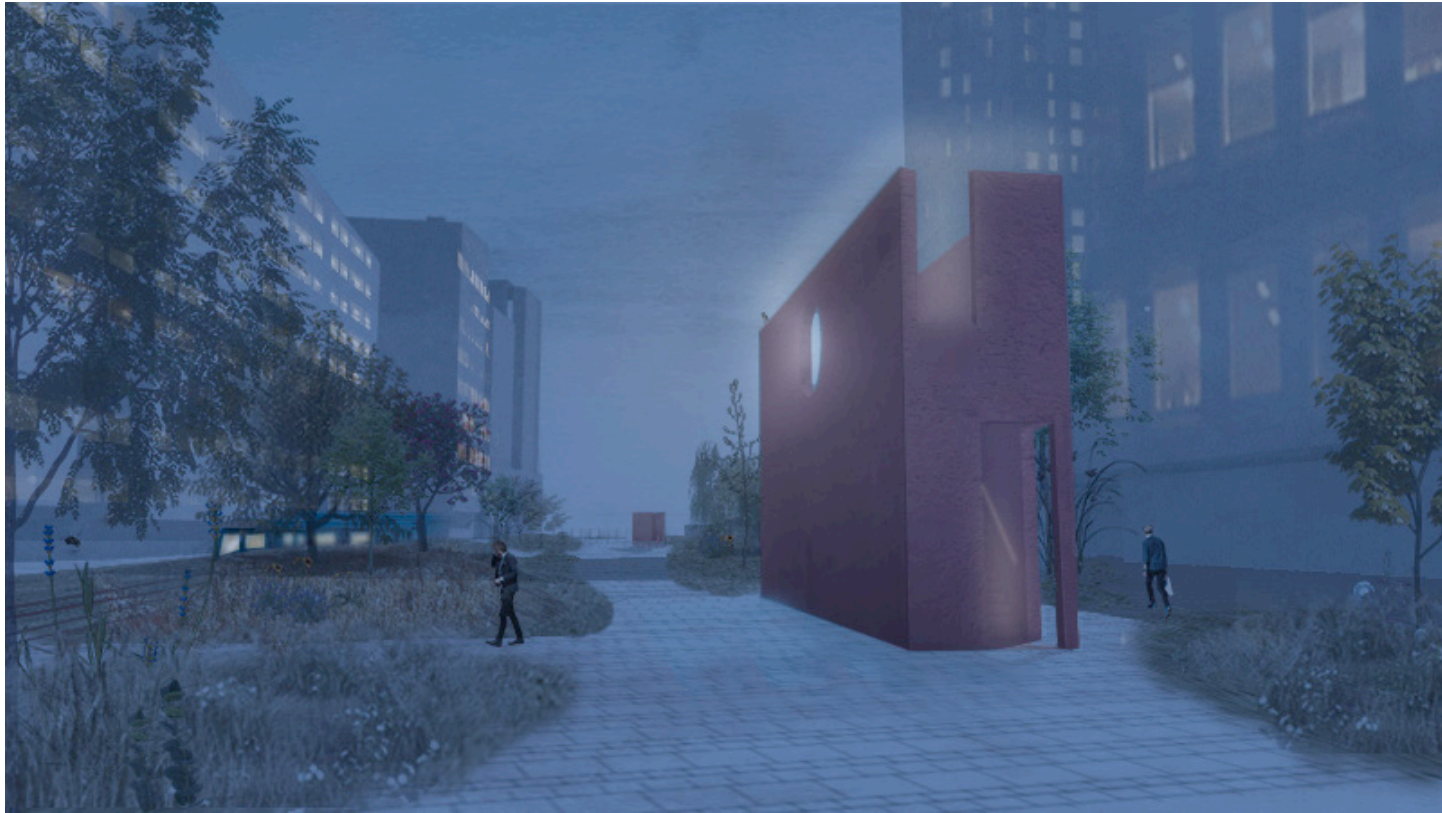
Floor/wall detail 1B



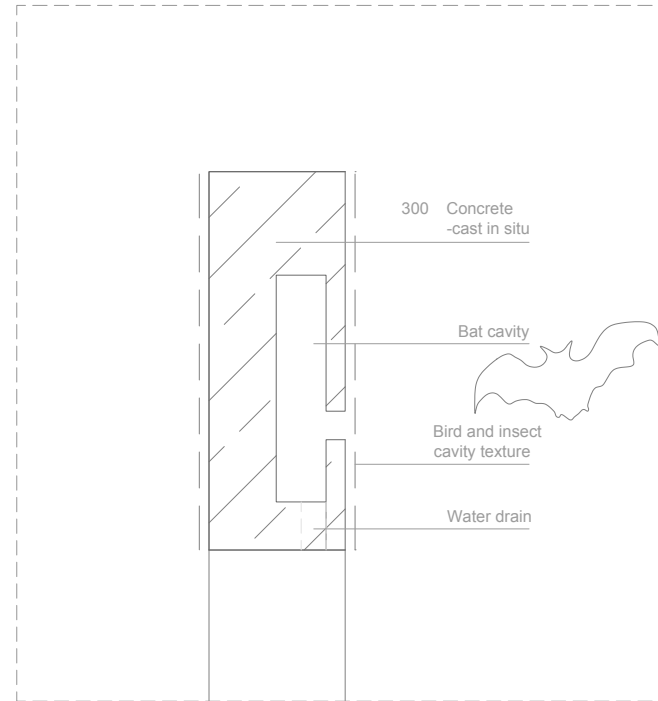
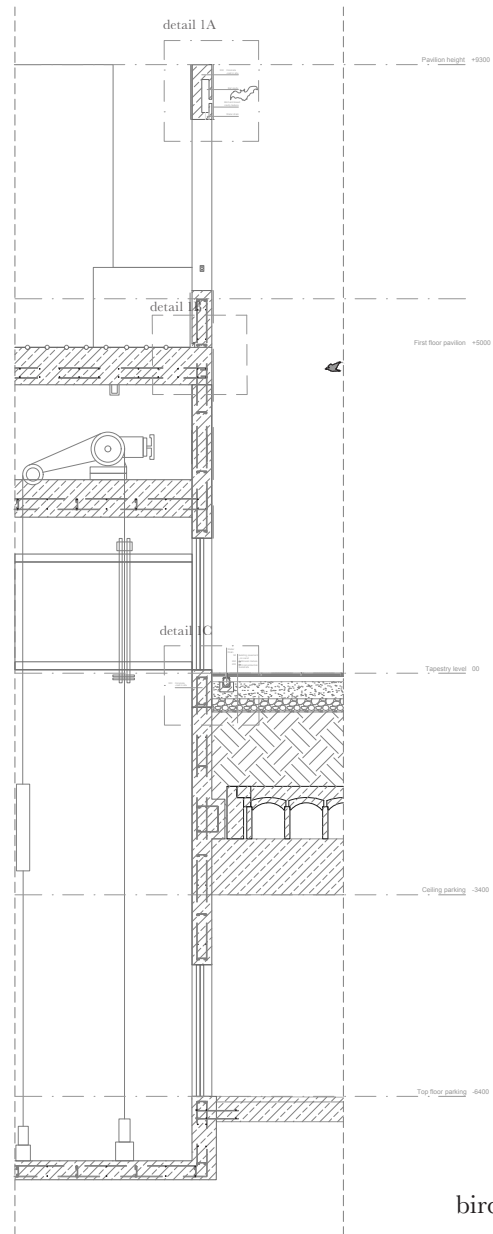
Floor/wall detail 1C

Details

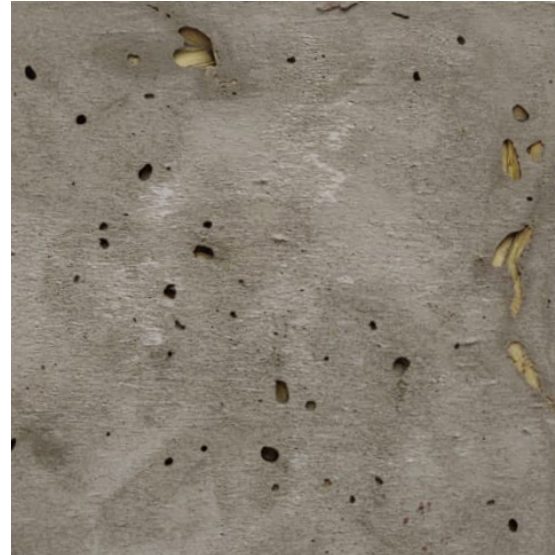
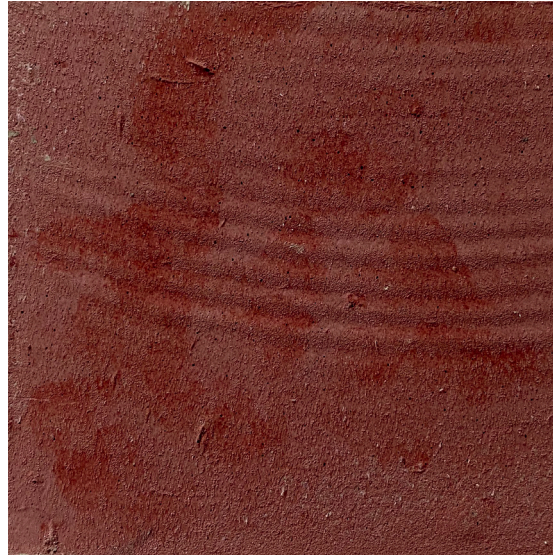
the alteration during different conditions



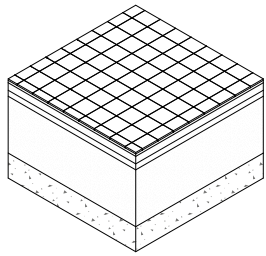
By Night
contributing towards a safer environment



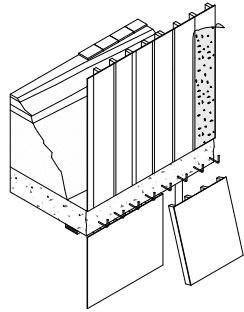
The facade and the Animal
birds and insects cavity texture



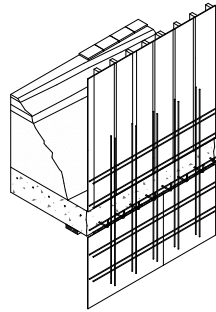
The facade materialisation
Birds and insects cavity texture, cast (pigmented)



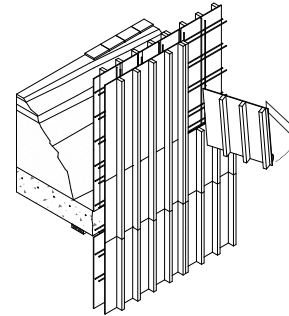
The base



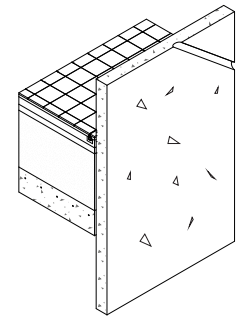
Formwork exterior
adding the textured mats



Reinforcing
connecting the existing and
new reinforcement

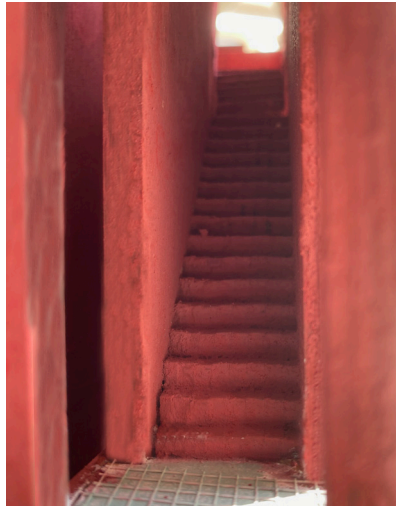


Formwork interior
finishing off the formwork, adding the
railing negative

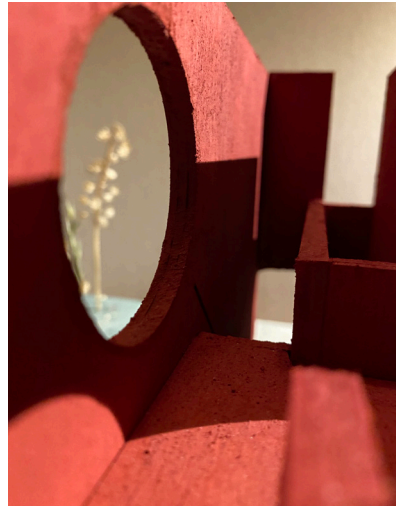


Finishing
adding the drainage system and pavement

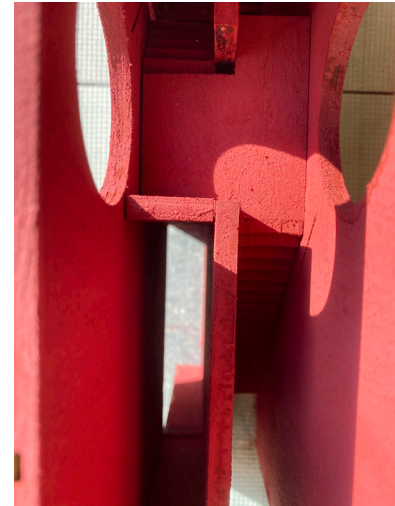
The facade and the Animal
birds and insects cavity texture



The Entrance



A moment of wonder

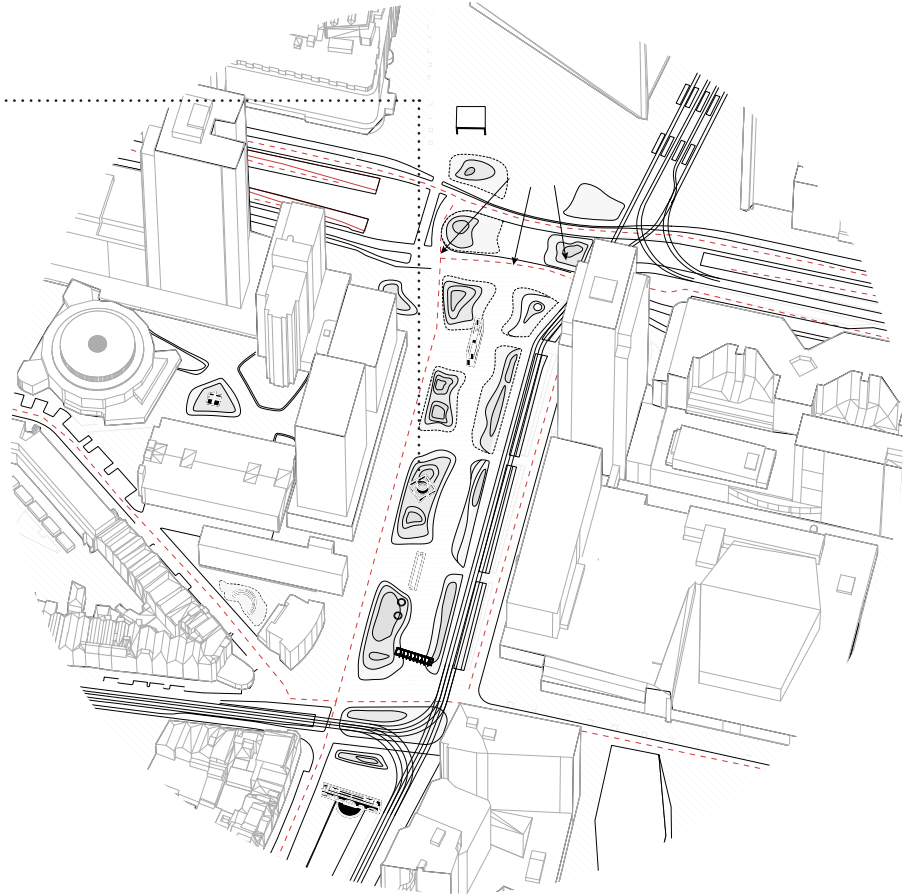
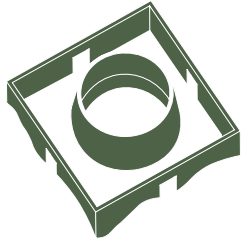


The vertical Relation

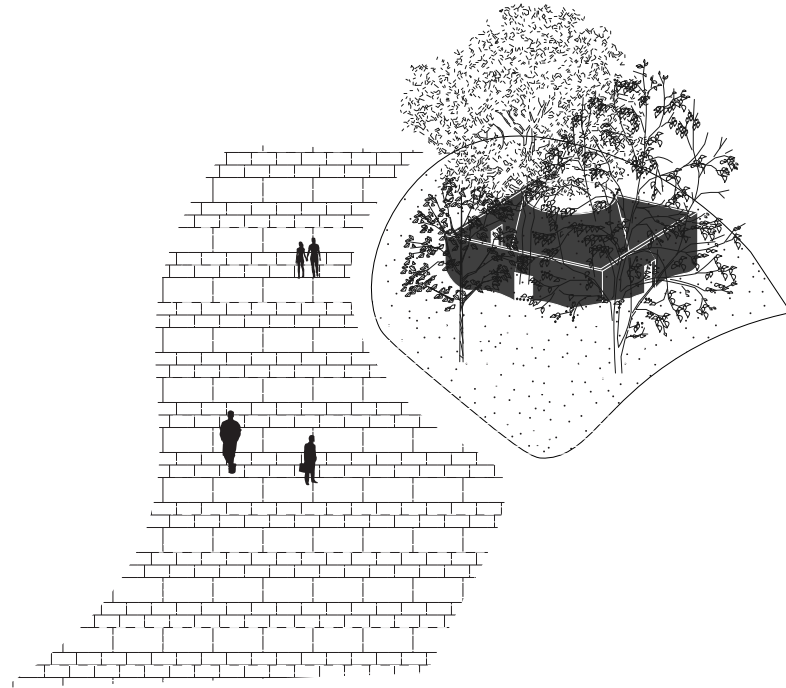


The unexpected meeting

The walk
A small sense and experience



*The Inclusion
to separate*



The Inclusion

searching for that moment of rest | curiosity as a method



The Inclusion
a moment to discover, reveal and rest

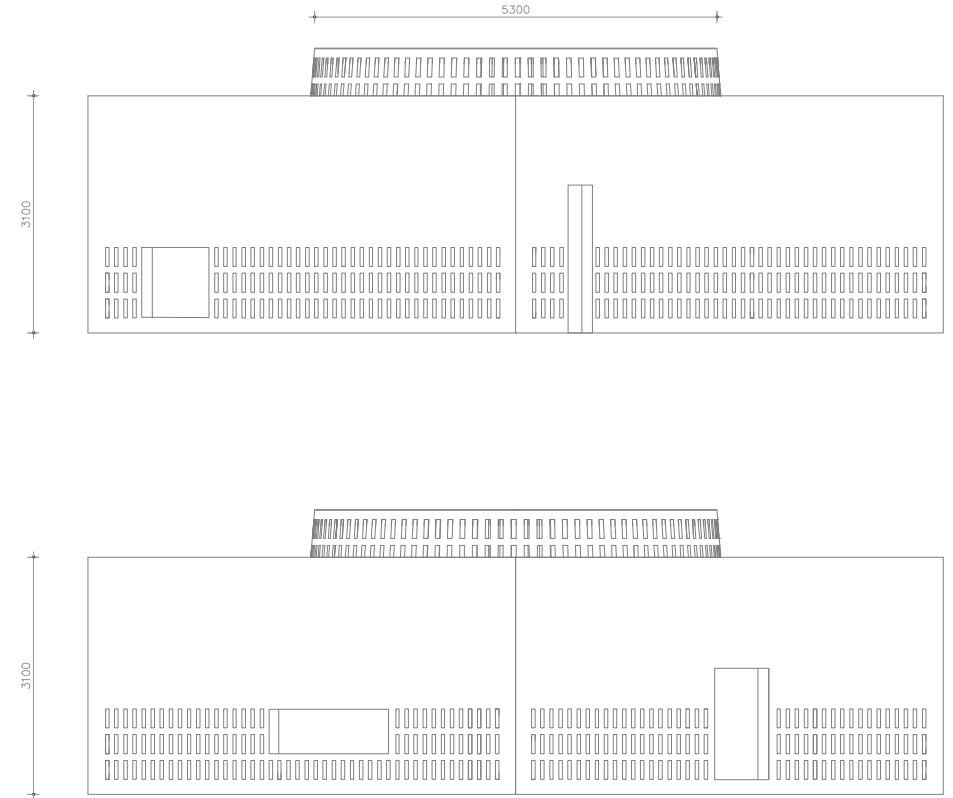
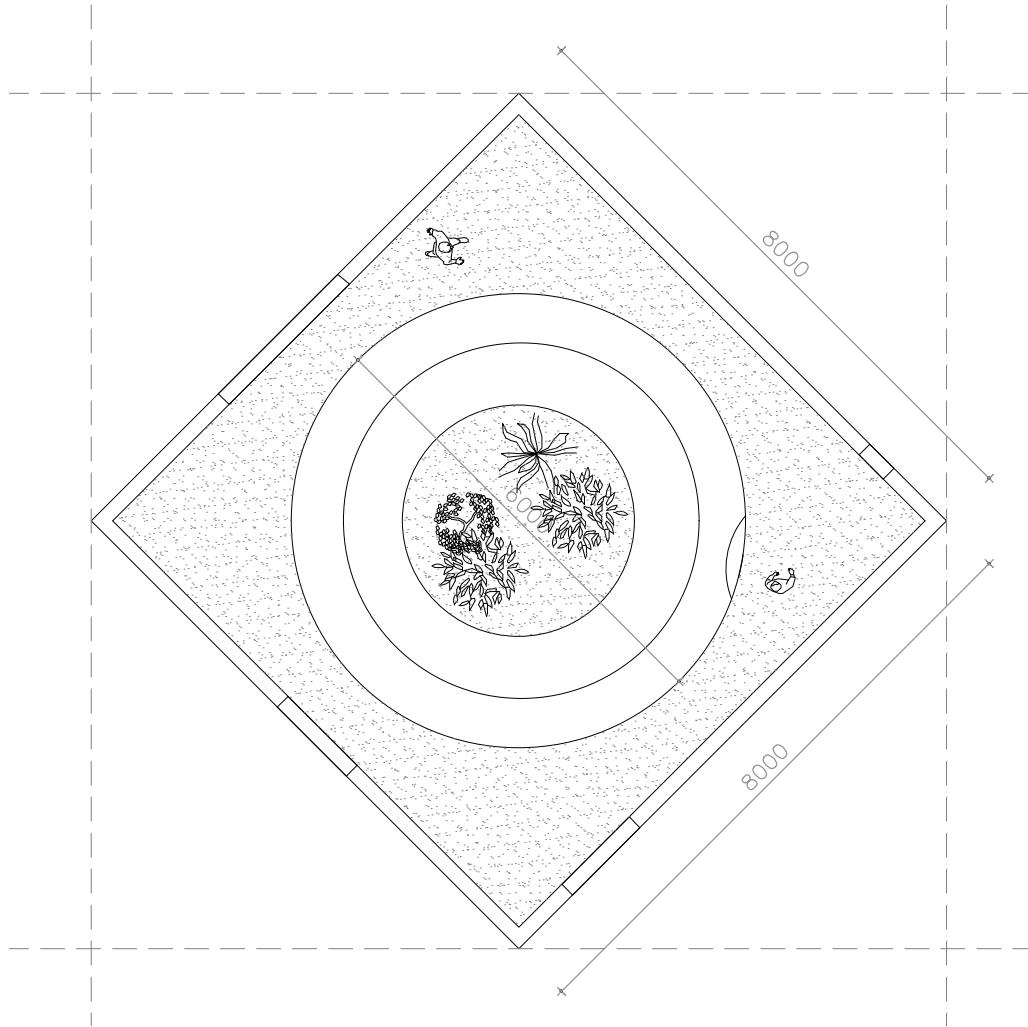


The Inclusion

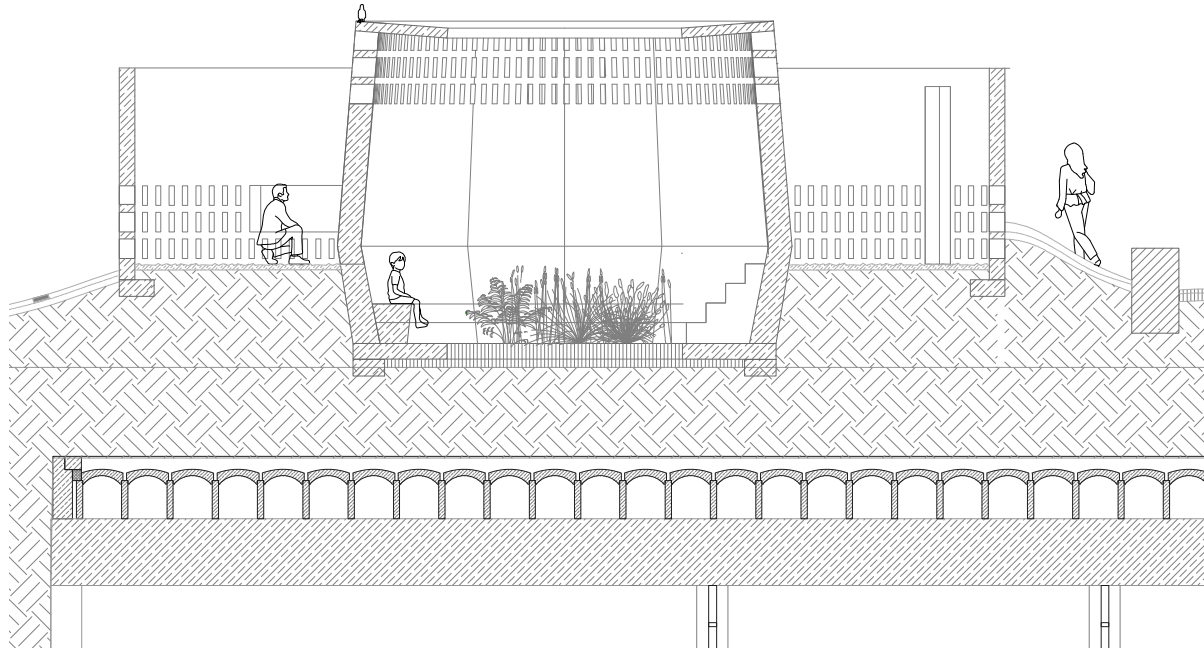
its hidden character gives the attentive body a moment



The Inclusion
the settlement in the landscape



The Floorplan & Elevations
 4 moments which offer the body to interact and to enter



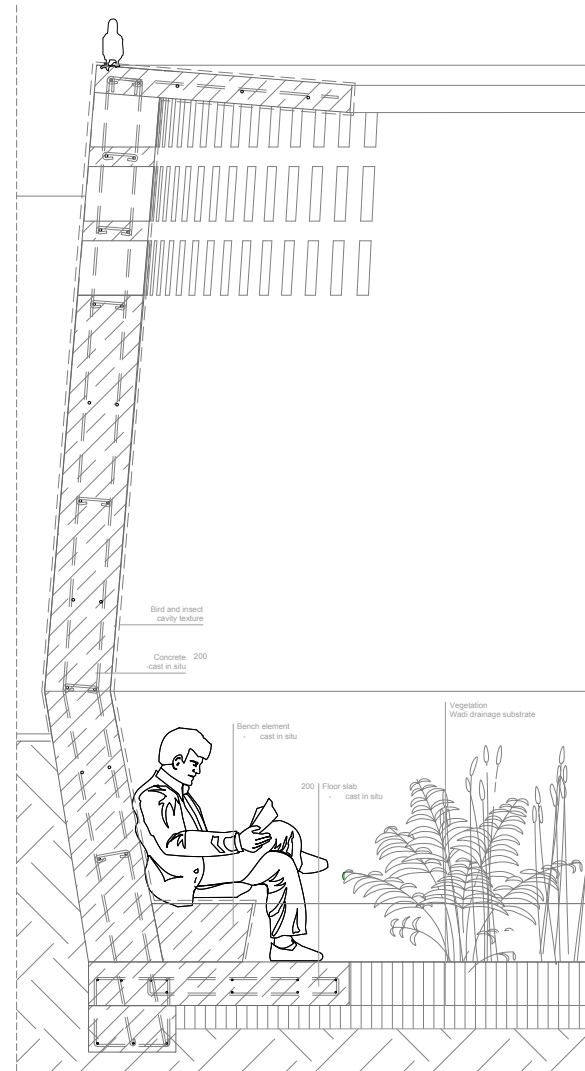
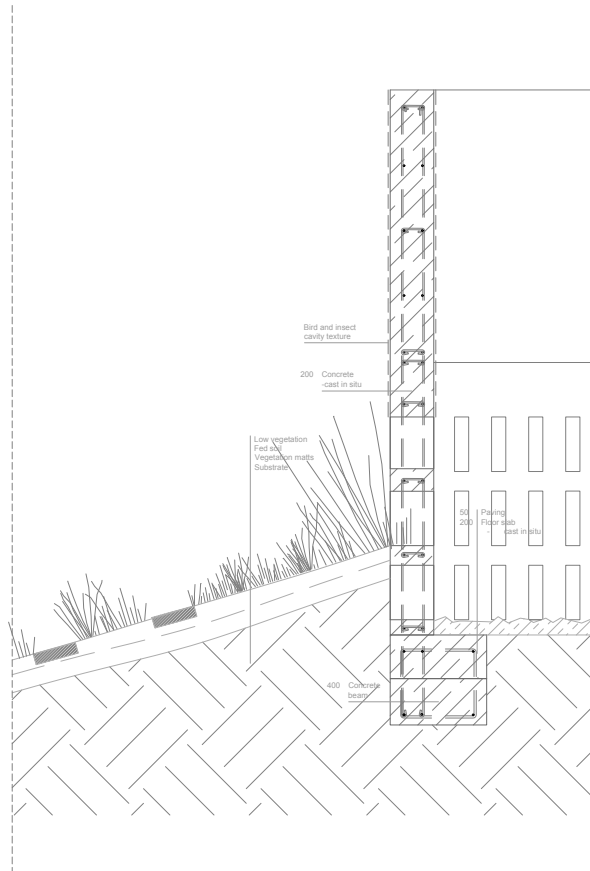
The Inclusion

the surrounding walls motivate the user, the second layer
motivates

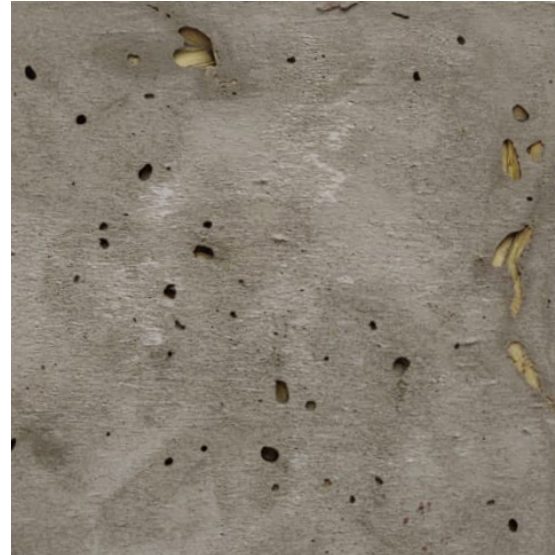
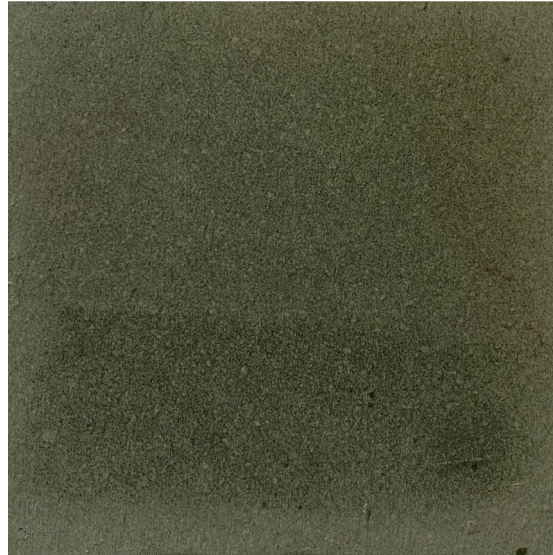


The hidden silence

a place of rest, enhanced by incidence of light and green



The section
the relation, its discovery and growth



The facade materialisation
birds and insects cavity texture, cast (pigmented)



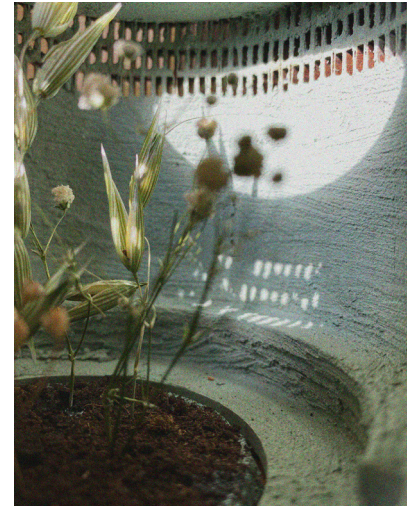
The landscape



Finding the enclosed

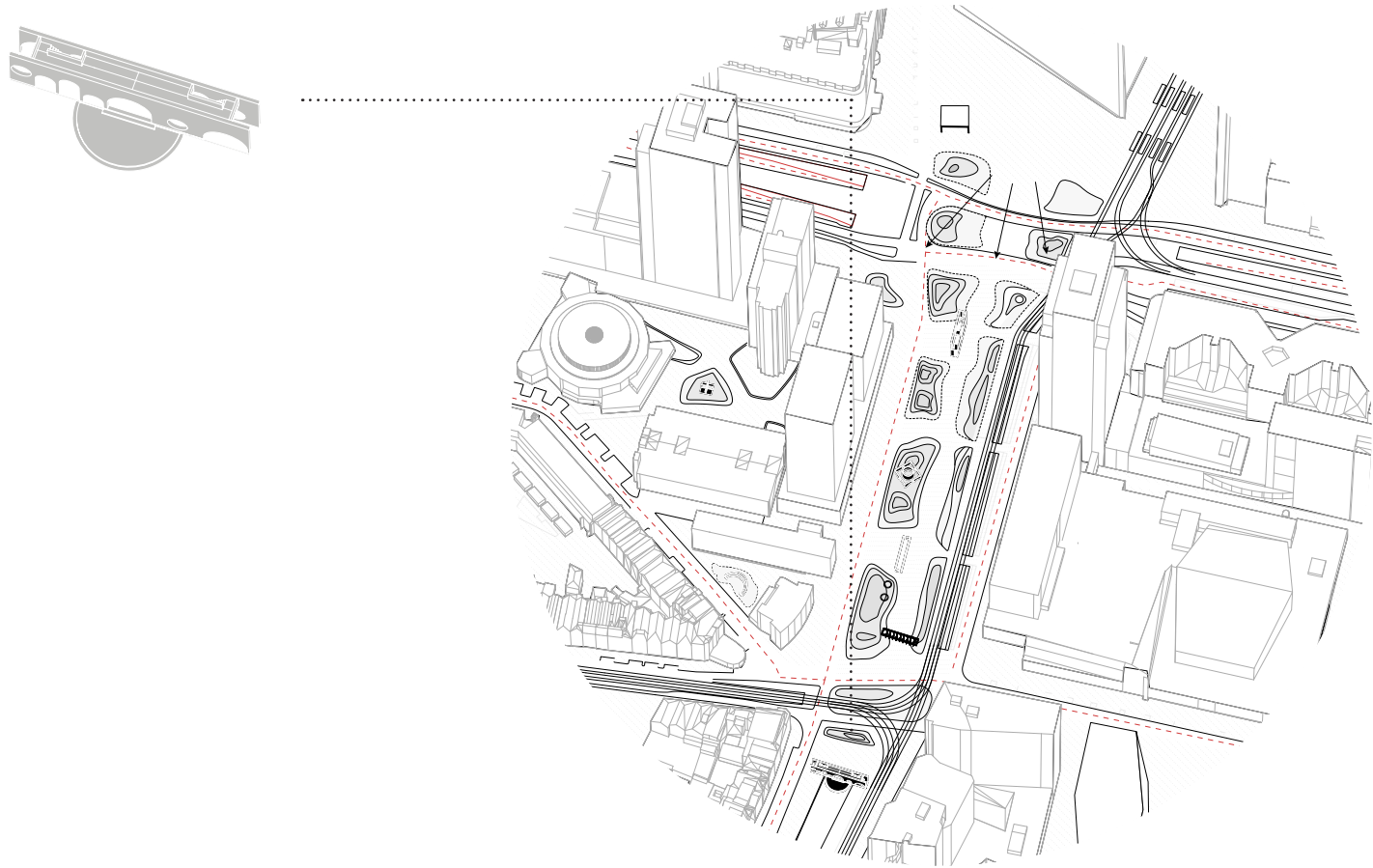


The entry of light



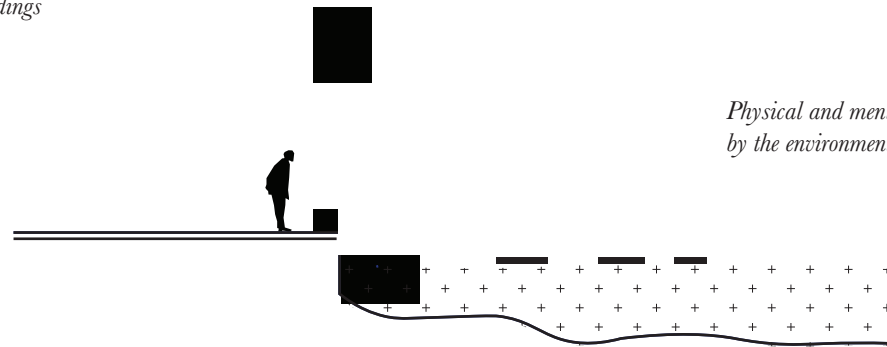
The unexpected finding

The walk
A small sense and experience



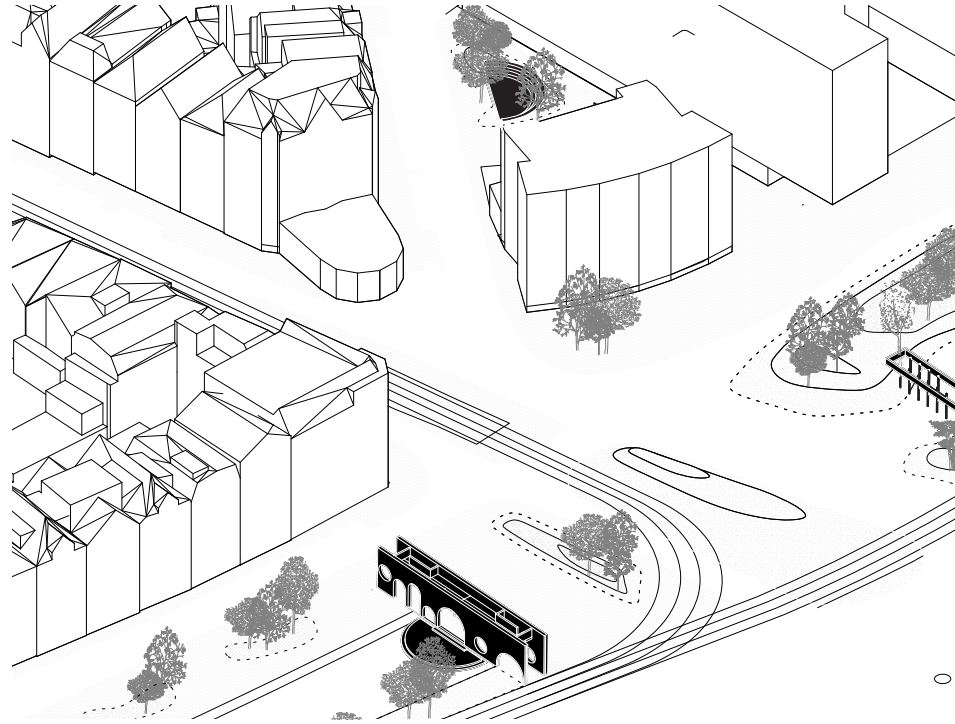
The Reveal
to find and to become, the close off

*Awareness of the
surroundings*



*Physical and mental activation
by the environment*

The Reveal
the reintroduction of the water

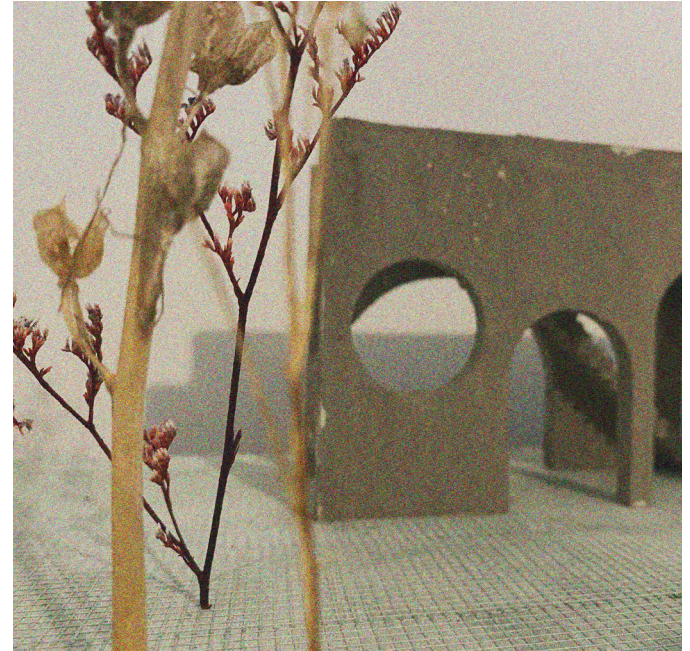
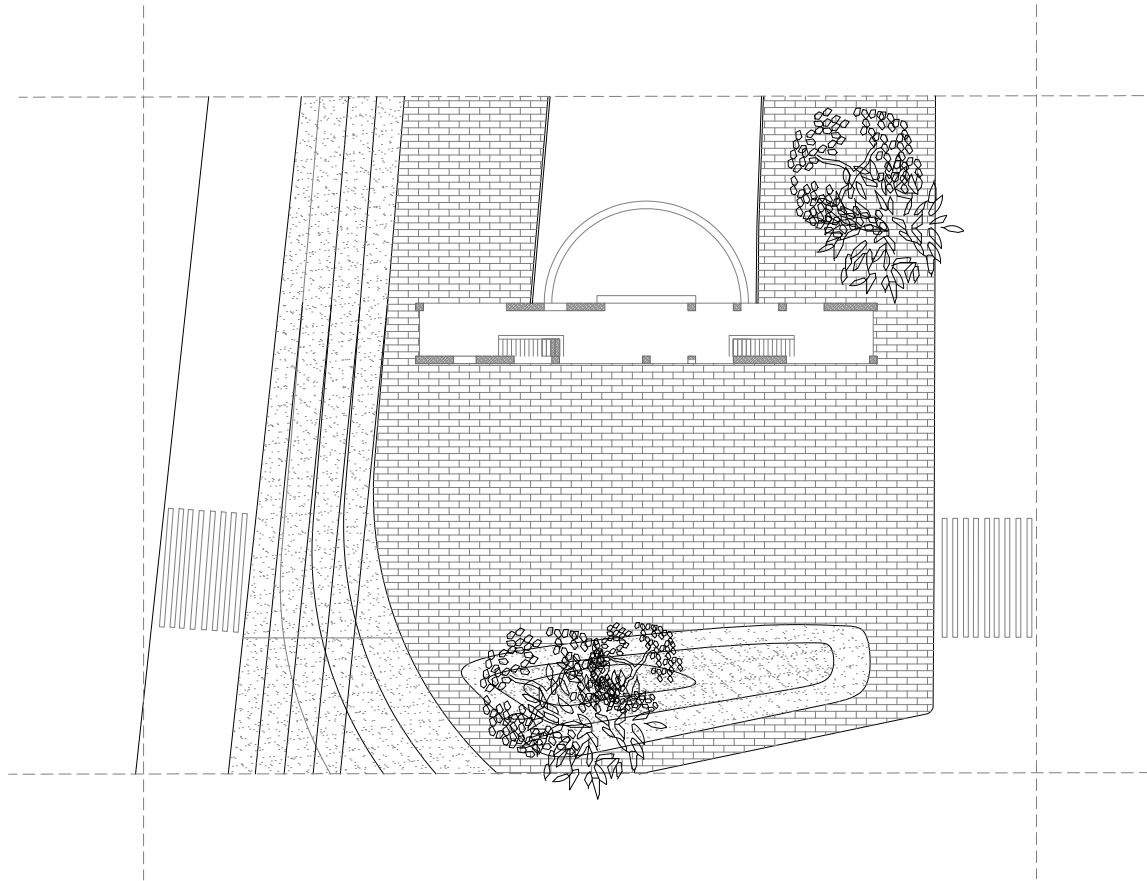


The Reveal
a wall and corridor



The Reveal

the wall separates and creates curiosity, introducing again

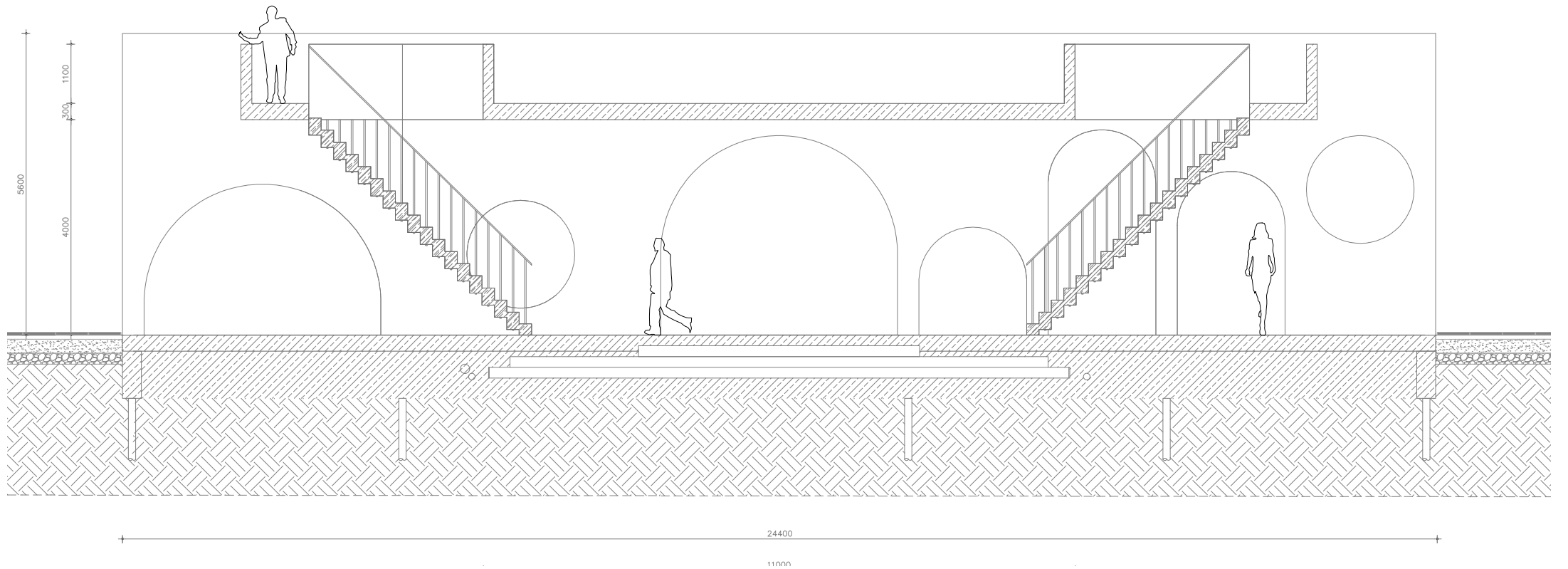


The Reveal
will interrupt the movement and attract by its welcoming forms

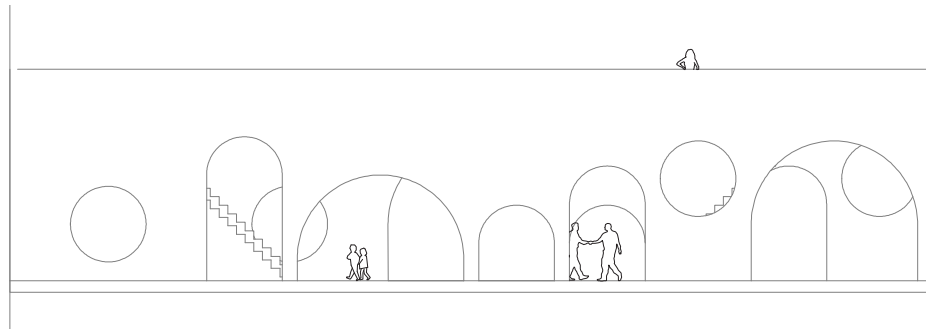
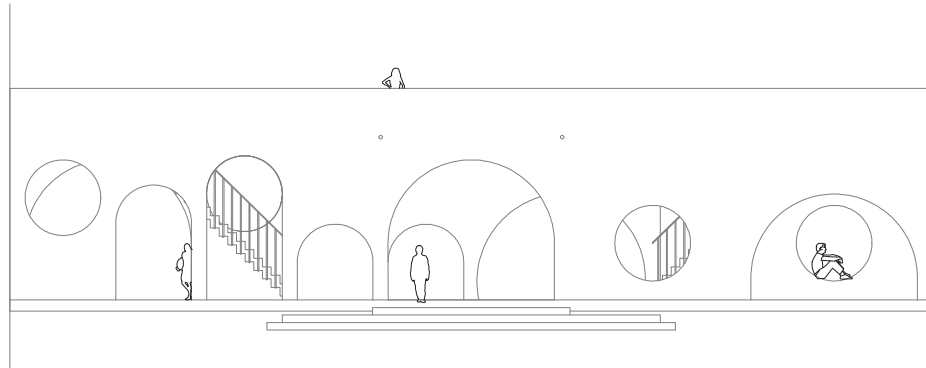


Elevation (front/back)

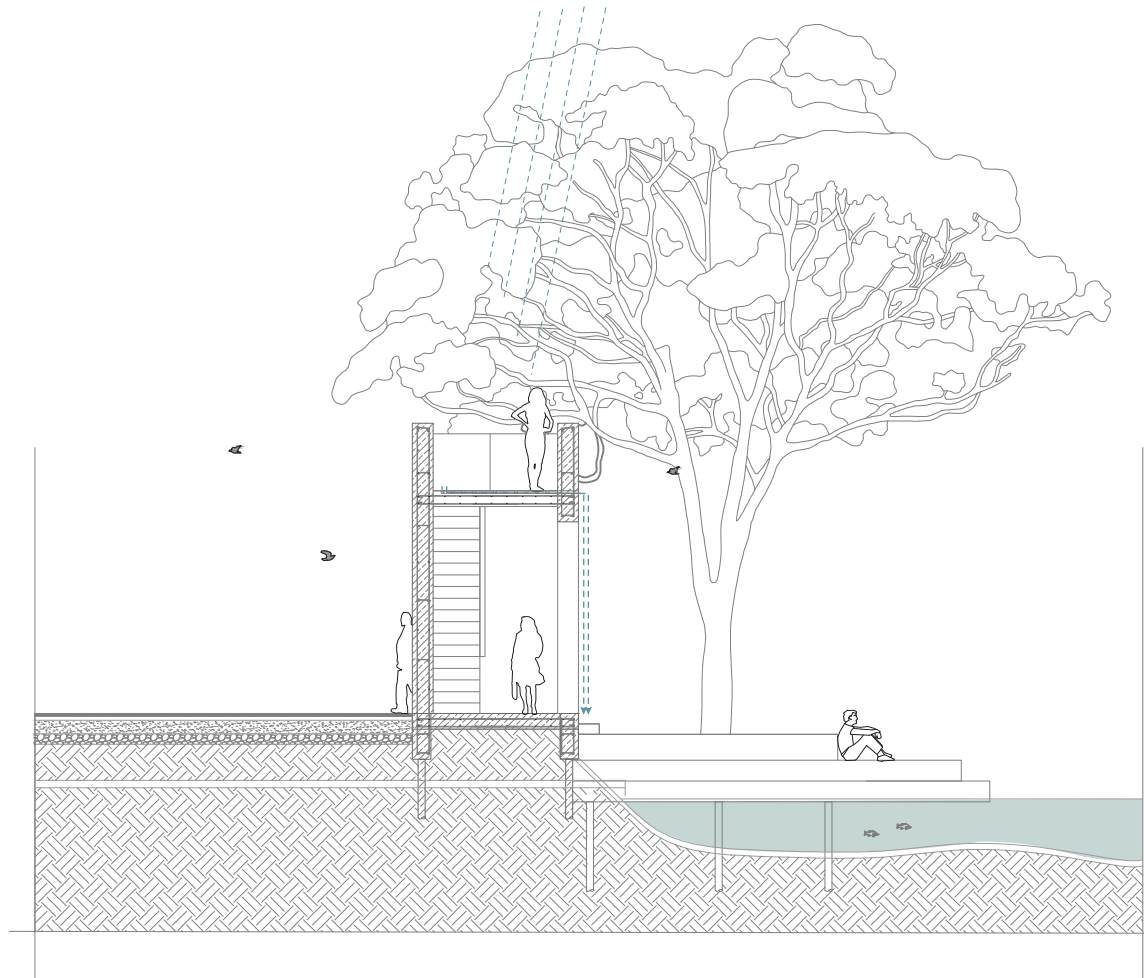
it's long character will connect the "Singel" with the inner area



Longitudinal section
the different perspectives



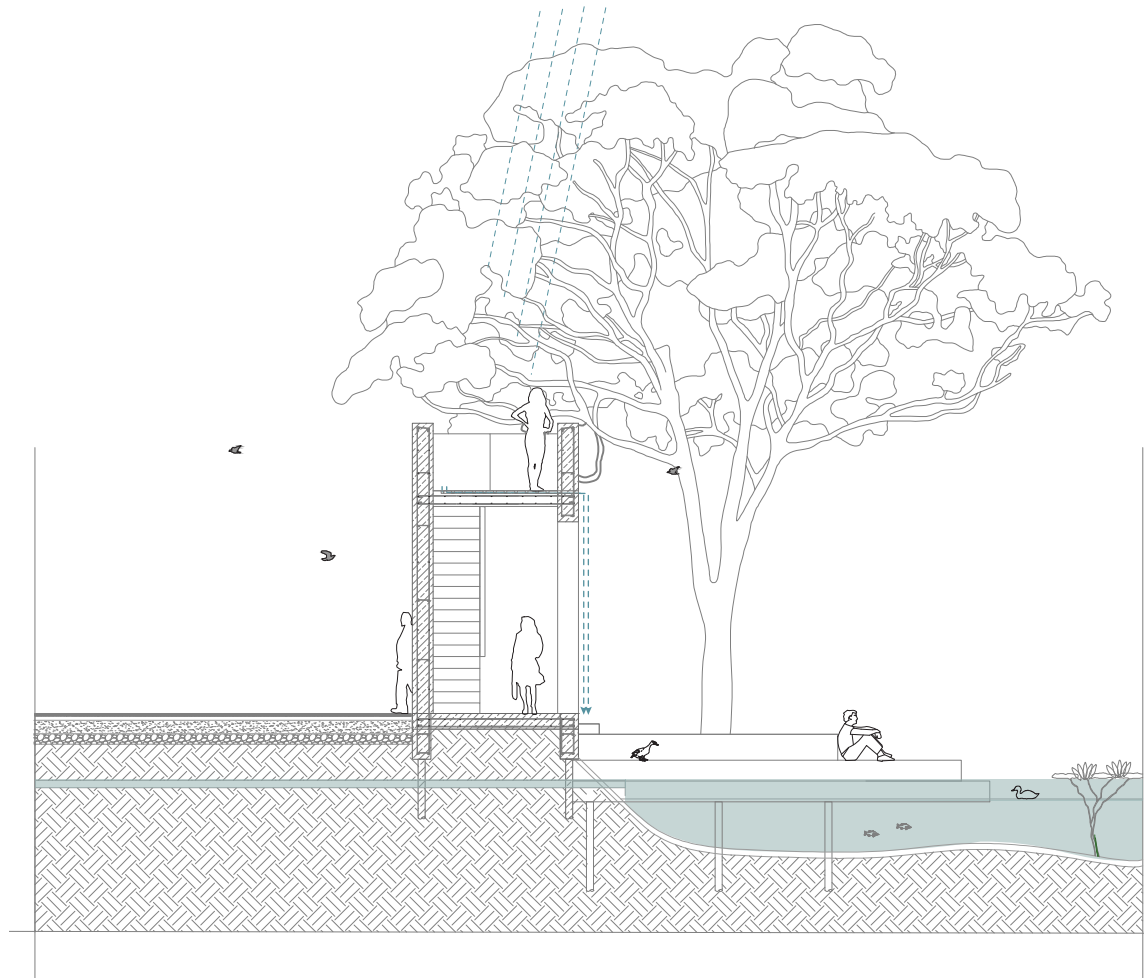
Elevations
the different layers of movement



The water drainage
daily situation, through the facade



The change of Condition
functioning as a temporary moment of shelter



The water drainage
at high tide, water drains to the basin (parking garage)



By Night
strengthen the shape by it's lighting



The facade materialisation
birds and insects cavity texture, cast



The moment of curiosity



The layer of transition

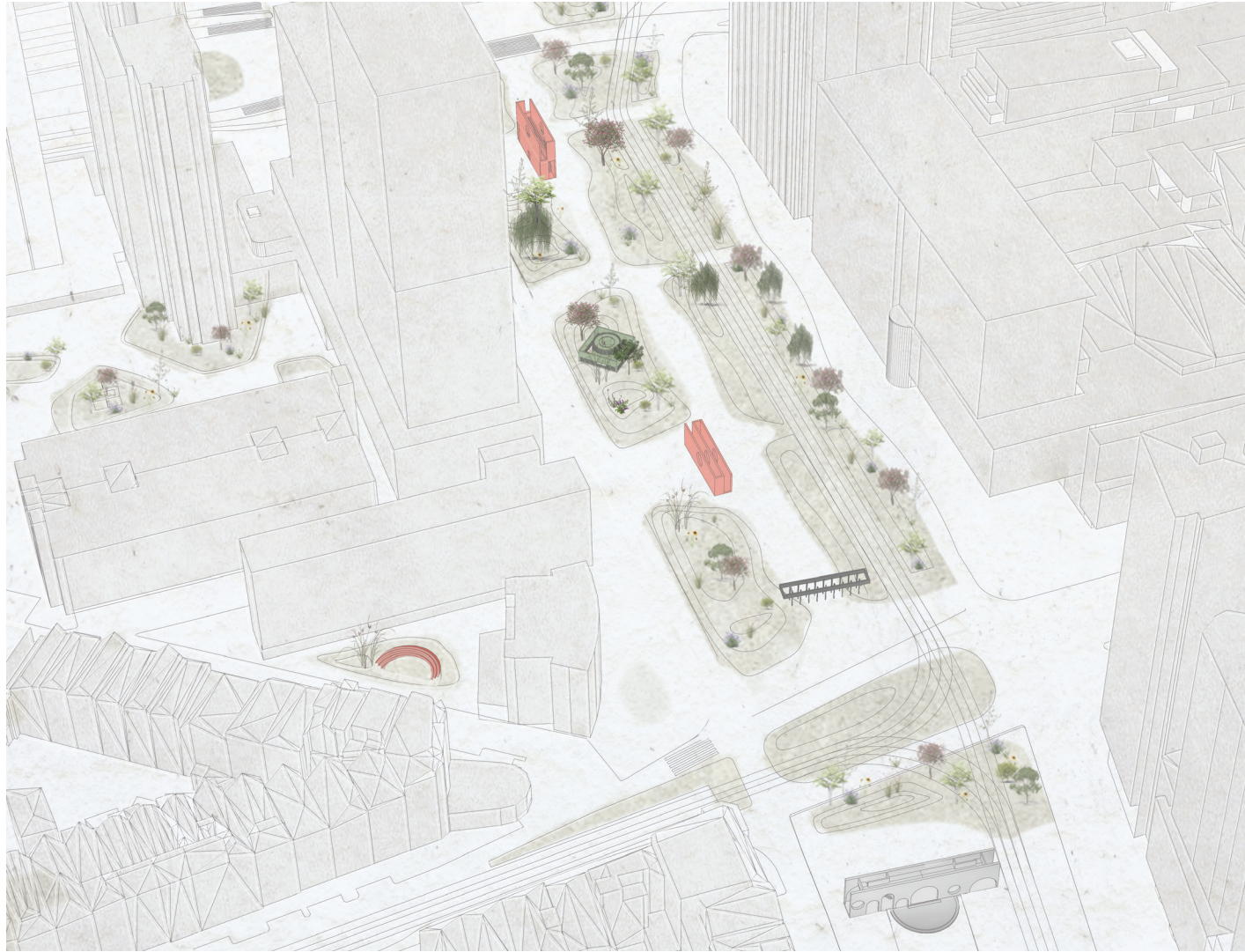


Its corridor with seating



The way up to the overview

*The walk
A small sense and experience*







Thank you