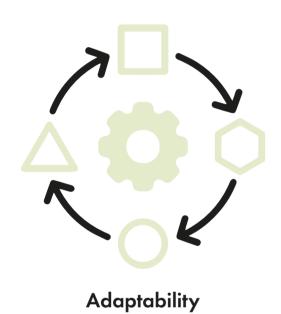
Proteus

A new building typology for the changing society.

The usage of modular architecture and mixed buildings to aid the Dutch housing shortage

By Anwar Lemnawar 4727576 AR3AD100 Advanced Housing Design, Ecologies of Inclusion MSc3

Design Ambitions









Research question

Problem statement 1

Pushing production out of the city takes too much space.



What are the benefits of mixing production with living?



What are the constraints of mixing production with living

Problem statement 2

The housing market is under pressure as it has become unable for the majority of starters and single-person households to aquire a home.



How can we help solve the housing crisis as architects/developers?



Tools as an architect/developer

Choose the target groups Choose the ownership type Design adaptable building



Context and design





Design goal

Create a building that allows the mix of production and living while creating affordable housing for a wide array of target groups. This building is a prototype for an adaptable typology that could be helpfull in combatting the housing crisis.

Design brief

Site area: 9.298 m2

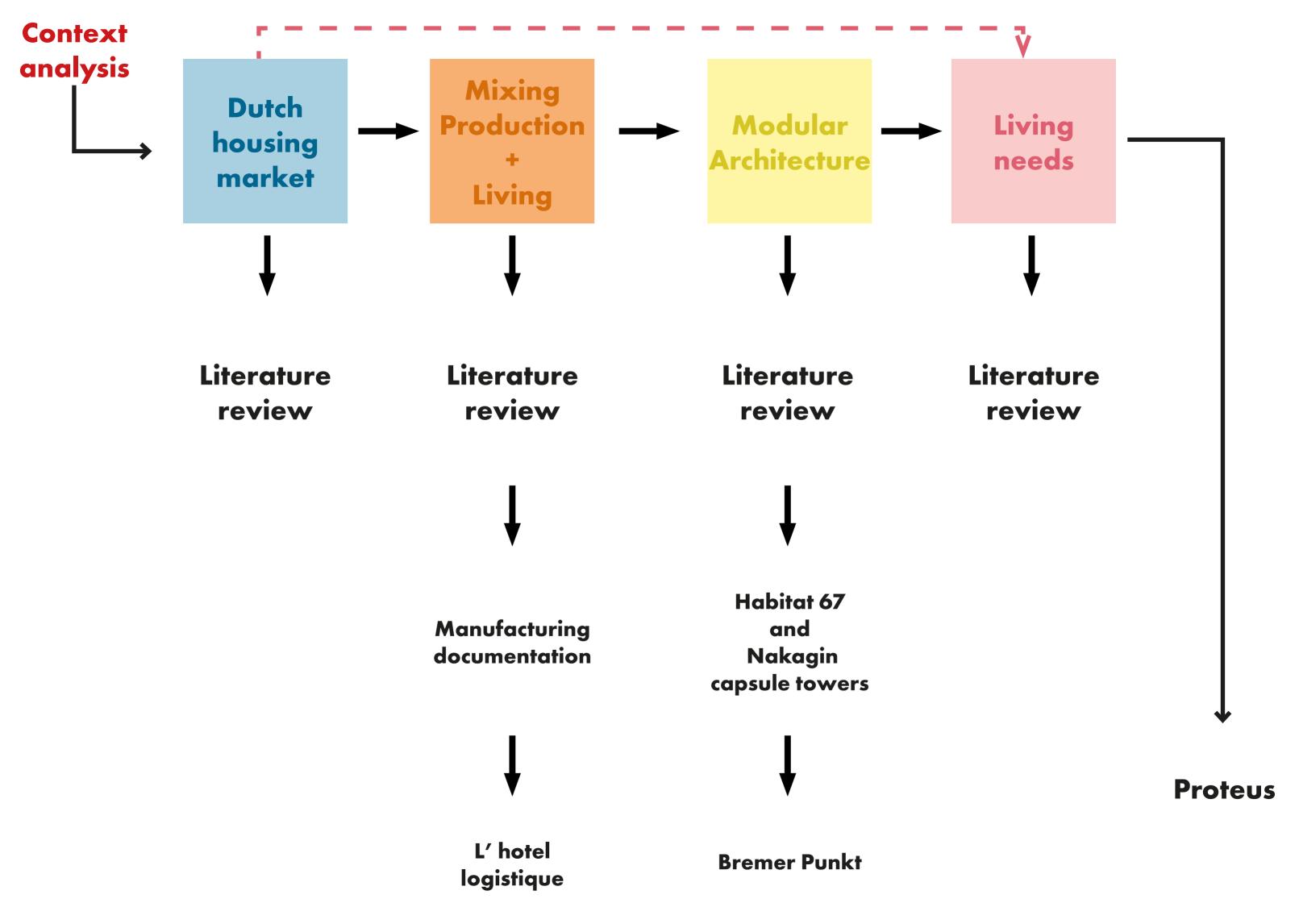
Plot area: 1.600m2

Production: 4600m2

Work spaces for approximately 308 people

Living: 4.400m2

80 Dwellings for approximately 150 people



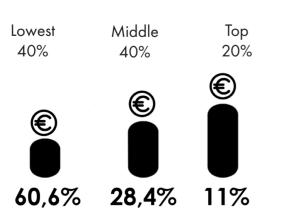
Key takeaways context analysis



Housing Prices Per Square Meter (Waterliving.com/nl)



Household structure



Income division



Housing Typology

Multiple family
Individual house house with an elevator

Multiple family house







Ownership structure

Social rent







Housing Age

Built before 2000 Built after 2000

90%

10%

Square meters per person in Rotterdam

1 Person

 70 m^2



48,25 m²



27,94 m²



Key takeaways context analysis



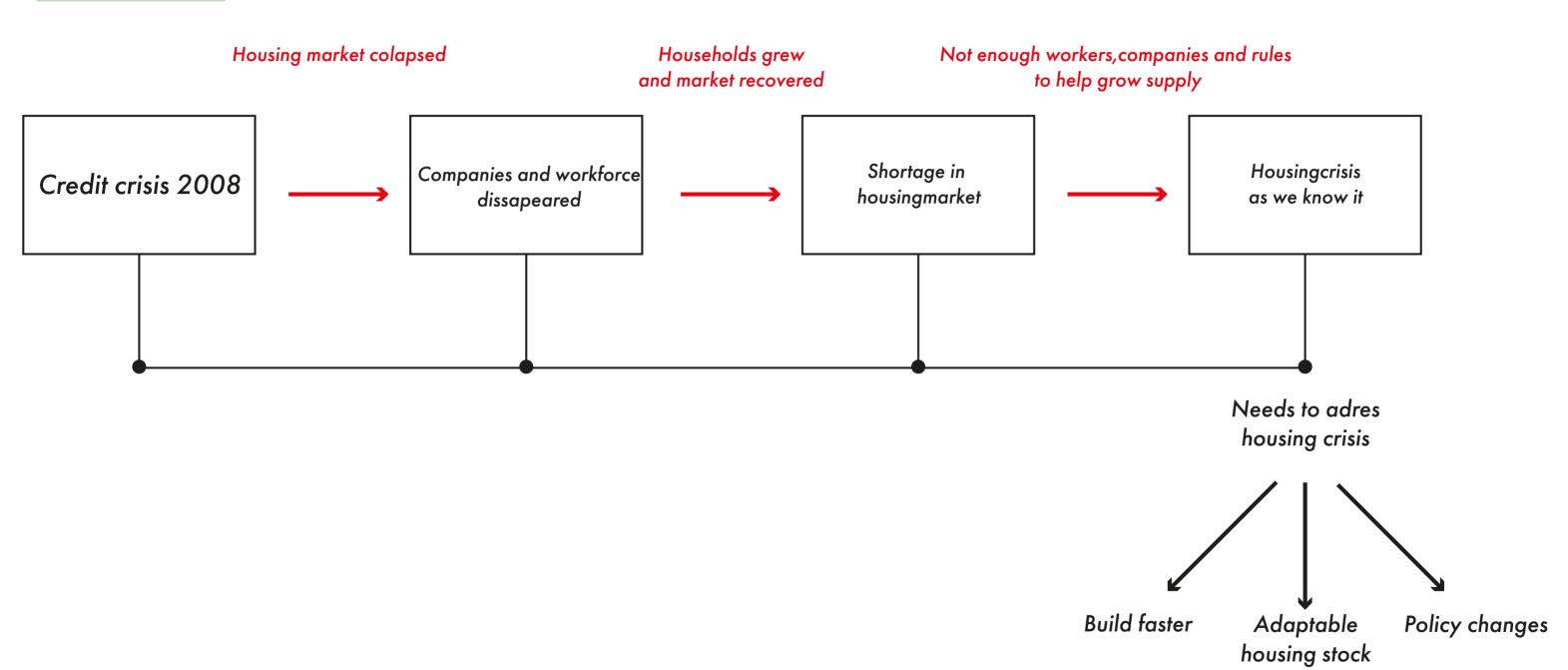
- 1 The lack of connection between the M4H area and the rest of the urban plan
- Dike, road and rail infrastructure presents permanent physical barrier to existing residential area.
- Multiple layers of transport infrastructure, primarily roadways, create physical barrier between M4H and Marconiplein.
- Shopping centre and Dakpark along Vierhavensstraat creates strong, impermeable street wall, blocking access between existing residential areas and M4H. Possible future connections between the urban tissues are implied by existing landscape design.
- Multi-lane road with very few crossings presents barrier between shopping centre and M4H.

 Opportunity to create a strong street wall along Vierhavensstrat to establish identity for M4H precinct.

Dutch housing market



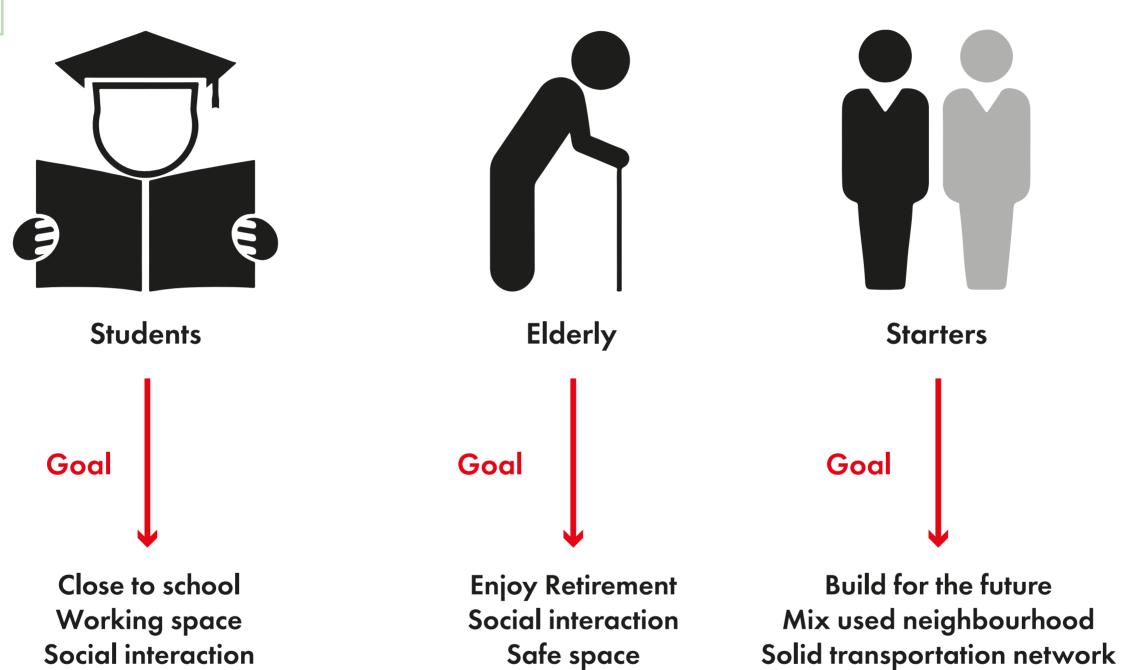
Dutch housing market





Green spaces

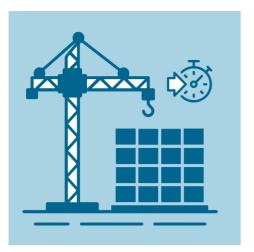
Contemporary Living needs



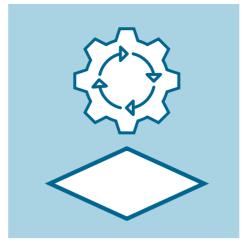
Hybrid working space



Design



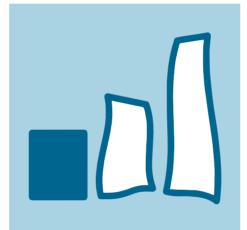
Speed up building process



Use land efficiently



Minimize m2 per person



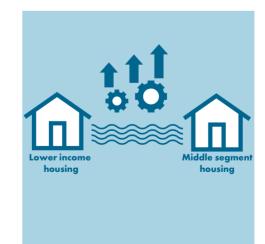
Create a flexible Housing market/ stock



Policy changes to accommodate a shared economy (i.e. cooperative)



Policy changes to reduce land costs for affordable housing



Improve flow from low income housing to mid income housing

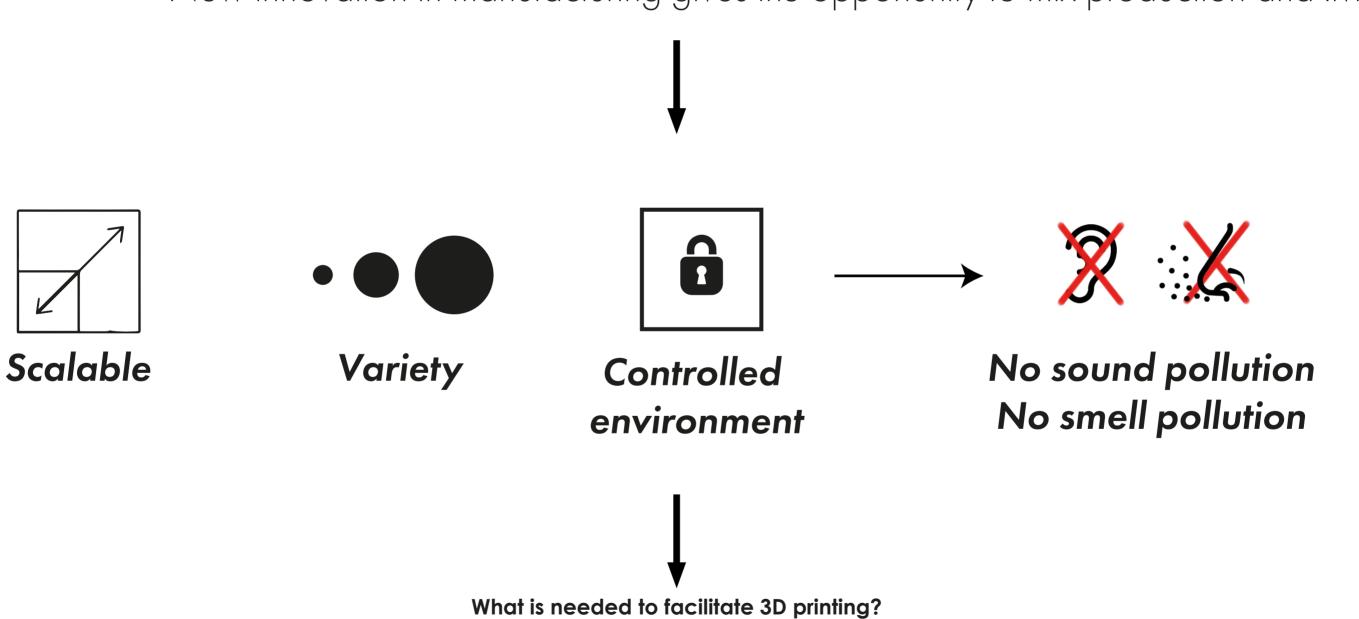
Regulation

Mixing Production Living

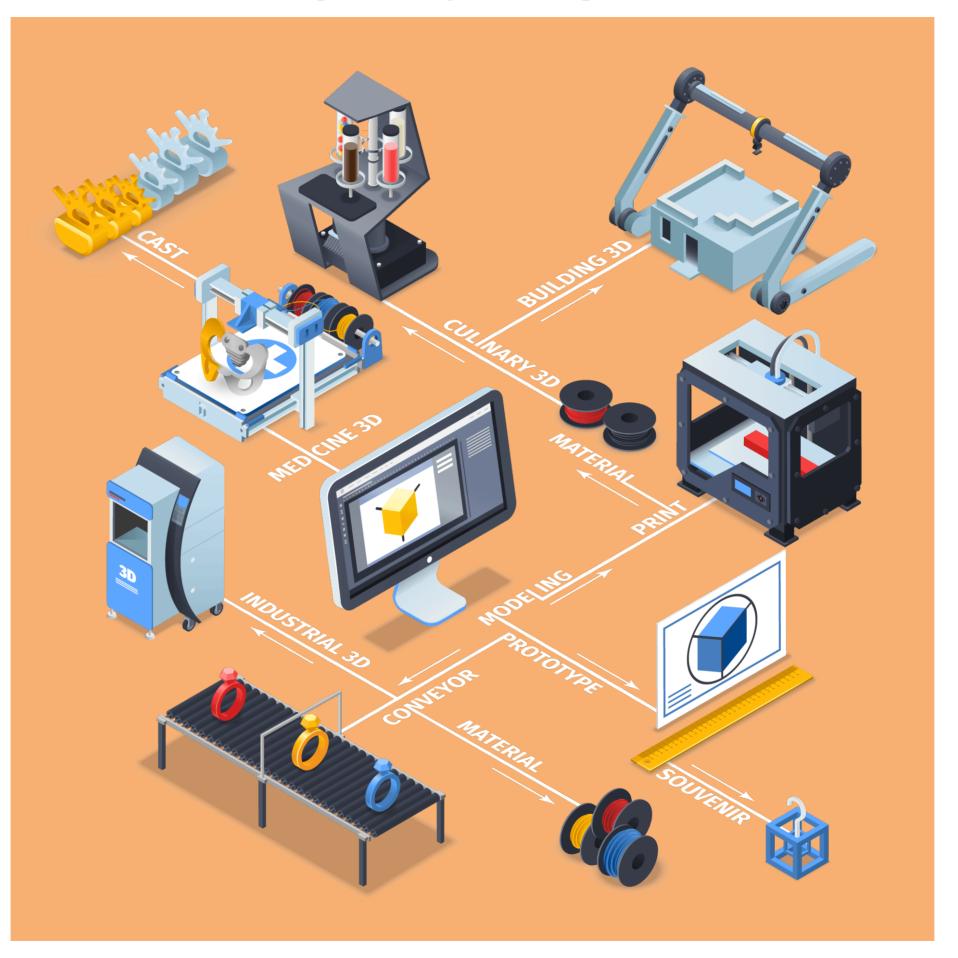


The need for a Hybrid factory

- Production was moved to urban borders due to health concerns and pollution
- Production needs clash with other function needs
- New innovation in manufacturing gives the opportunity to mix production and living

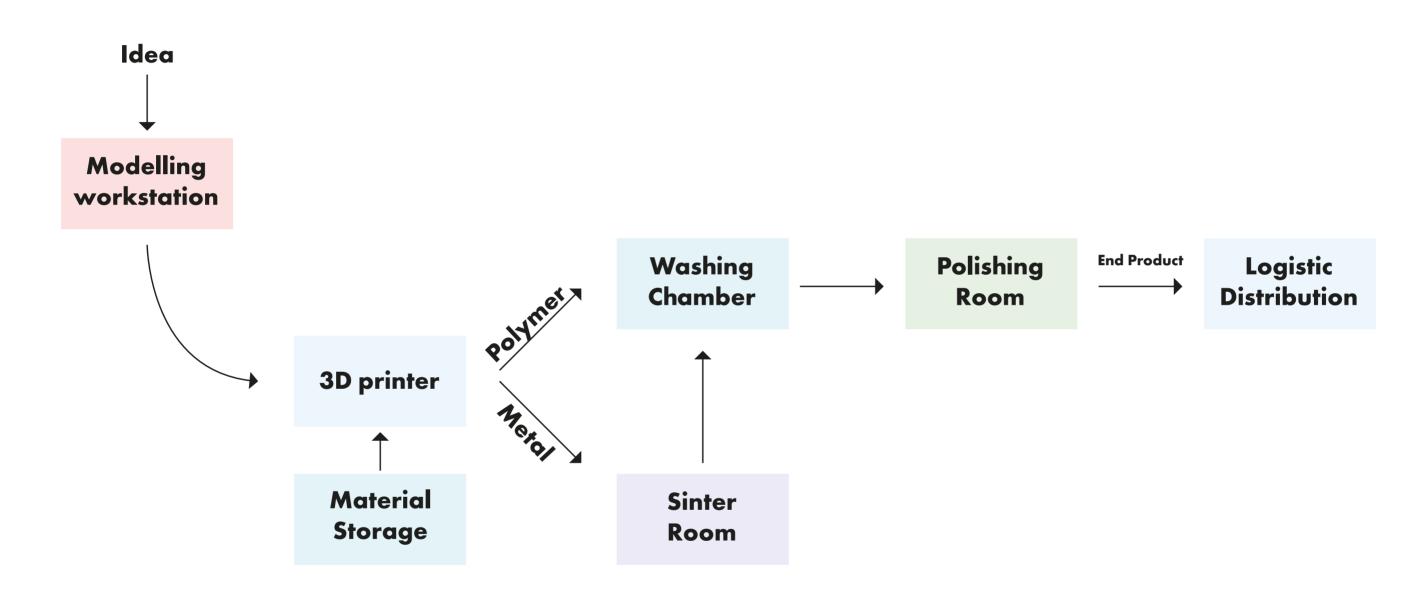


3D printing ECO-system





3D printing ECO-system





3D printing and actors

Residents

Ideas for products
Consuming product
Offering materials that can be reused

Help create a prototype
Waste reduction
Fullfill a need with print on demand
Education on new production methods

Create building materials by reusing materials
Provide building materials faster
tates interaction with residents and manufacturing

Building

Creates a space where 3d printing can take place rates transparancy and gives insight in production lexible space that can be adjusted to other needs

3D Print Factory

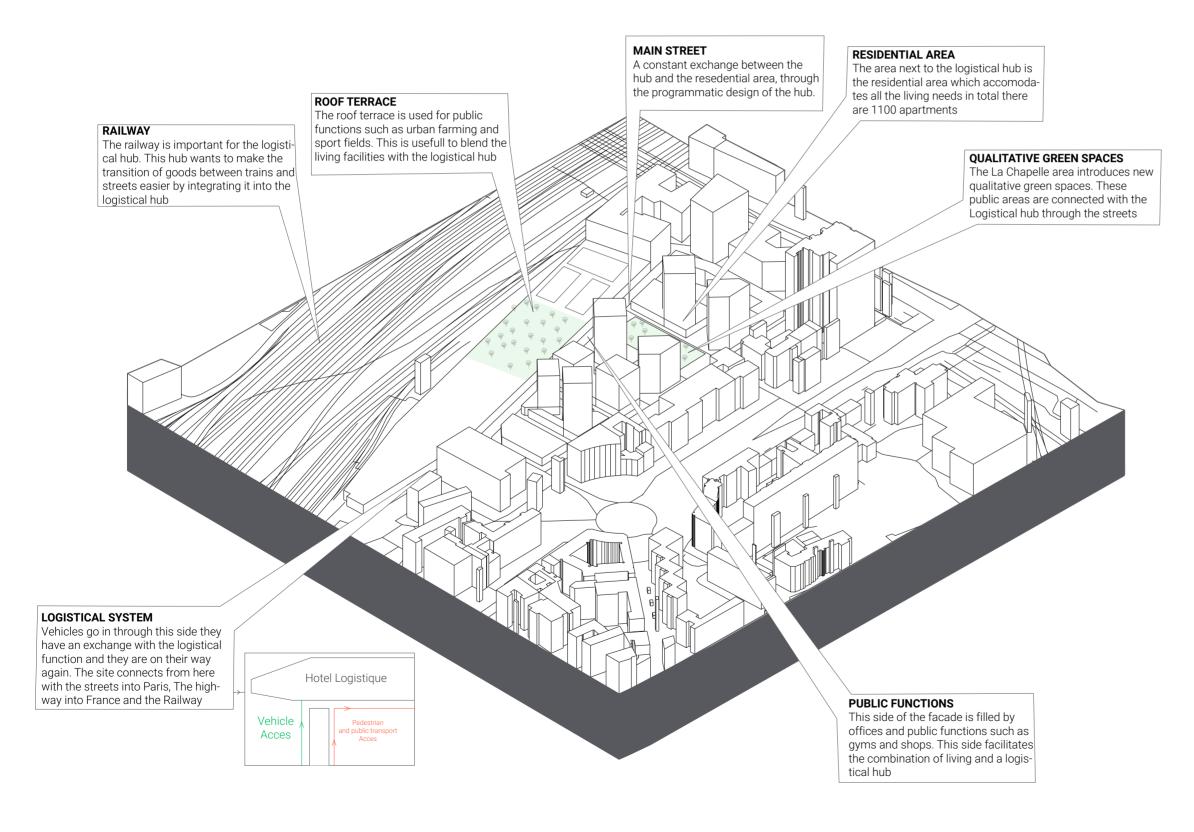
Material which can be reused(Lenas Building)
Port to connect with the rest of the world

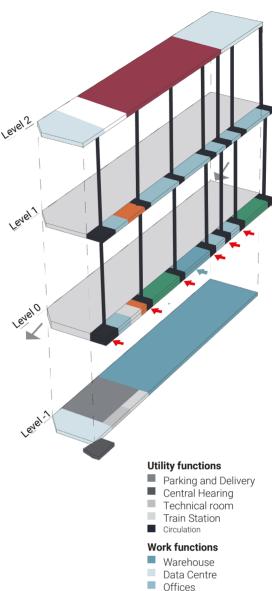
City

A breeding space for entrepreneurship
Attract international bussines
Manufacturing sutainable (PoD and recycling)
Use land efficiently for manufacturing
Typology easy to integrate in urban fabric



L'Hotel Logistique





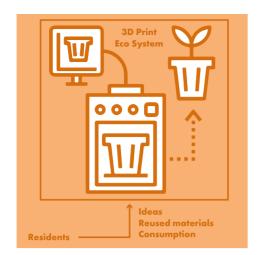
Offices

Public functions

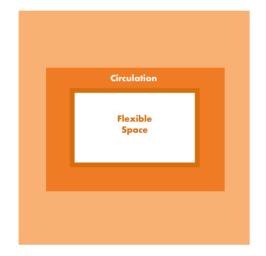
- Urban Farm Fitness Area
- School of Commerce Sporting Functions

Car/Truck entrance Train entrance and exit Pedestrian entrance

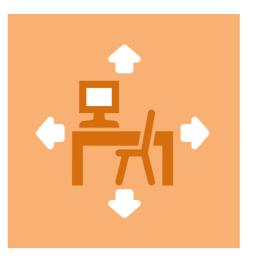




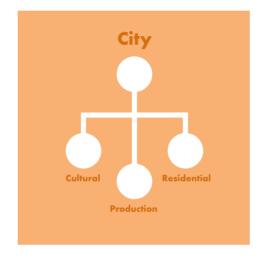
3D printing allows for a mix with interactive benefit



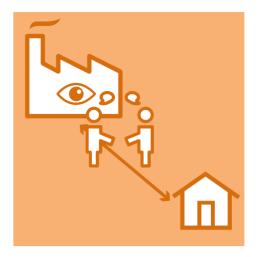
Place circulation around the flexible space to ensure its flexibility



Create flexible production spaces that can fit different functions



Design an infrastructure that works for all functions



Create a transparent production space and stimulate interaction

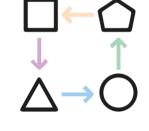
Modular Architecture



Definition

Modular architecture is an architecture that is built by using a modular building technique, this means that the building is composed of modules, components or elements which are built off-site.









Reduces cost to build



Ability to automate



Reduce Waste



Reduce time to build



How do you design modular dwelling that allows for flexibility?

- LIN Architects
- Bremer Punkt
- -14×14 meters
- 11 Appartments
- 4 stories
- Standardization
- variety
- Flexibility

LIN



Giulia Andi

Finn Gleipel

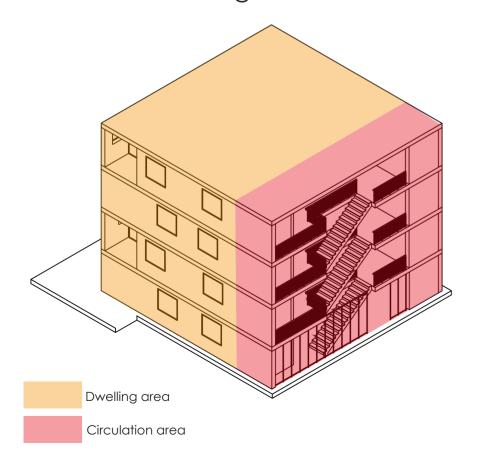
Figure 4: LIN Architects (german-architects.com, n.d.)

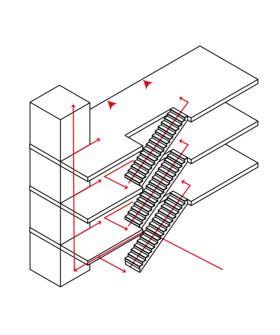


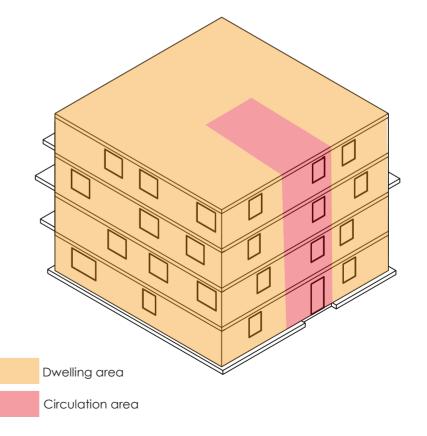
Figure 5: Bremer Punkt 1 the first prototype (LIN Architect, n.d.)

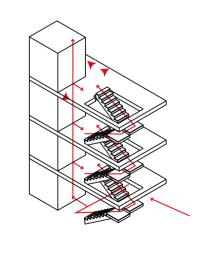
Circulation system stairs and elevator

- 2 forms of circulation space
- Optimised circulation space means more living space
- Circulation space is fixed everything around is flexible
- Functions that dont need light designed towards the core and that do need light designed towards the outside

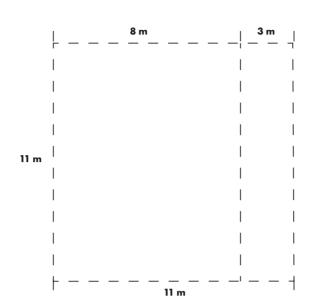


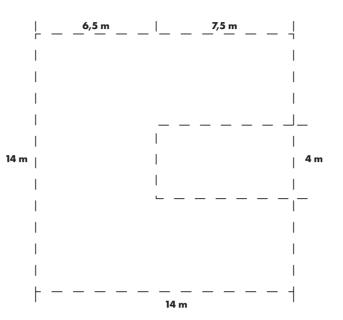


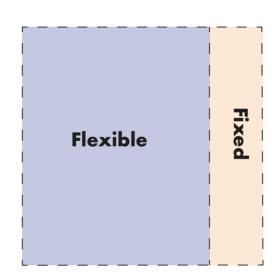


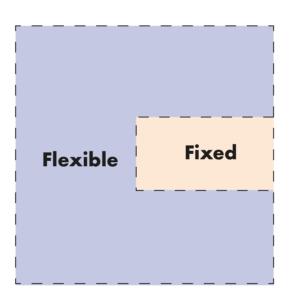


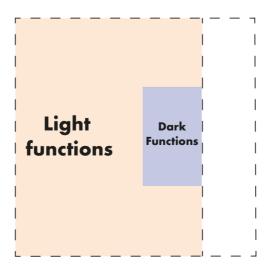


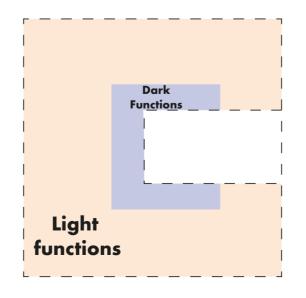






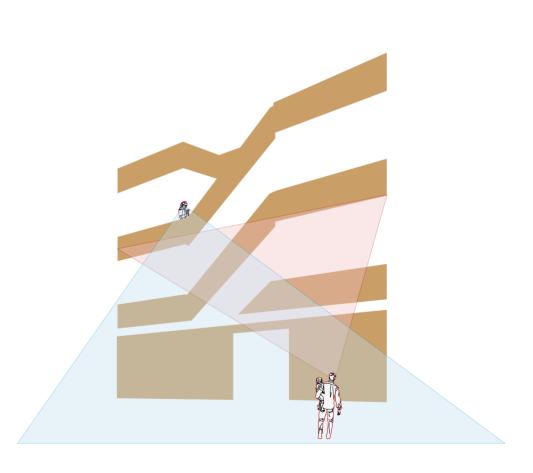




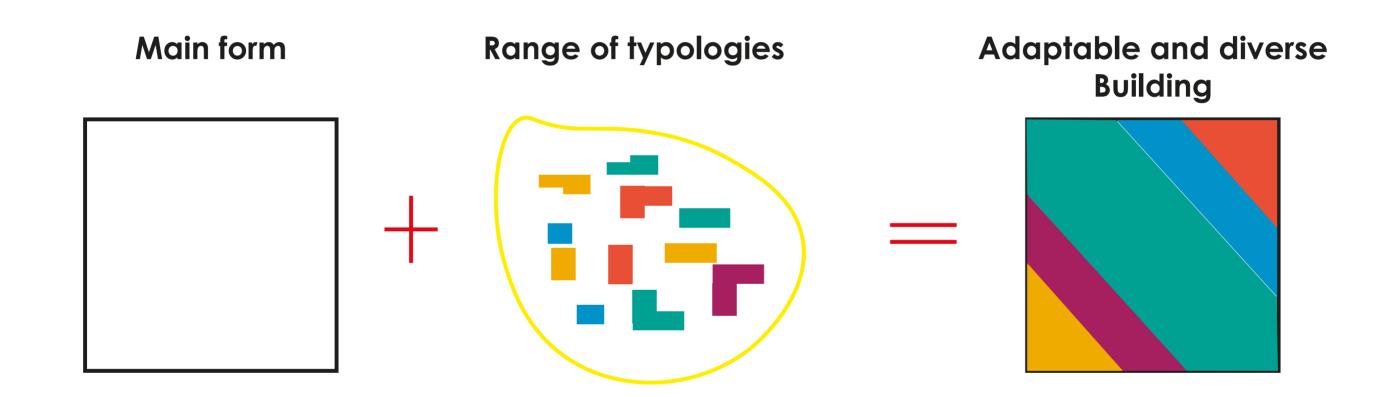






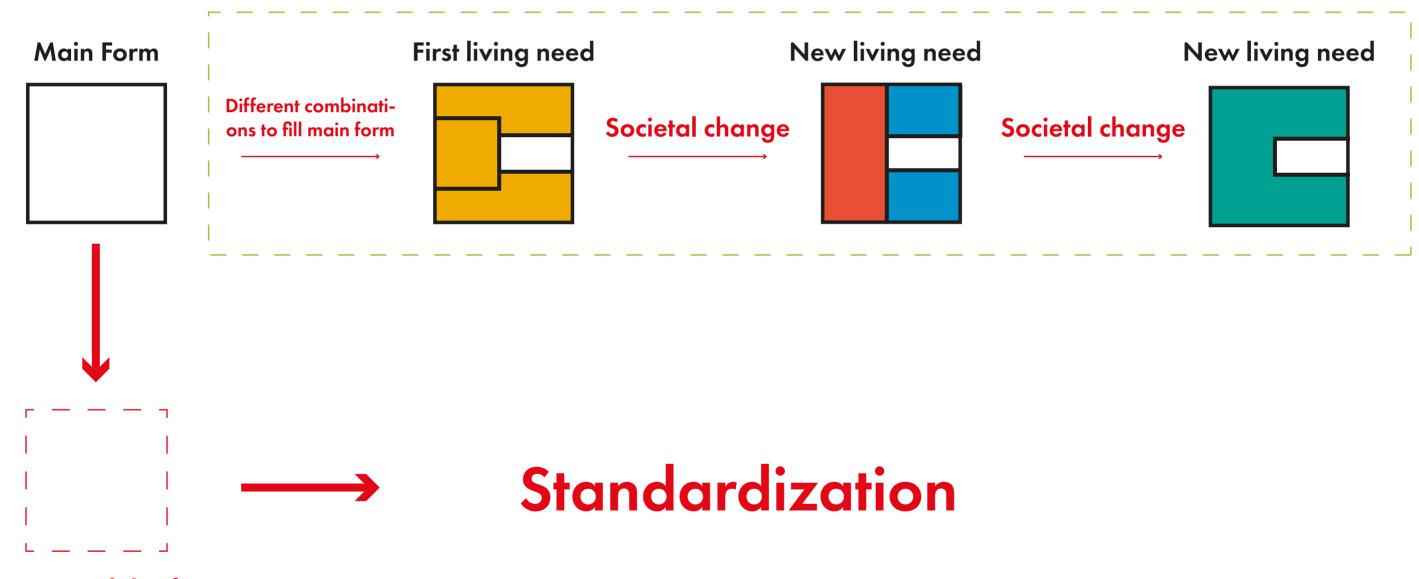






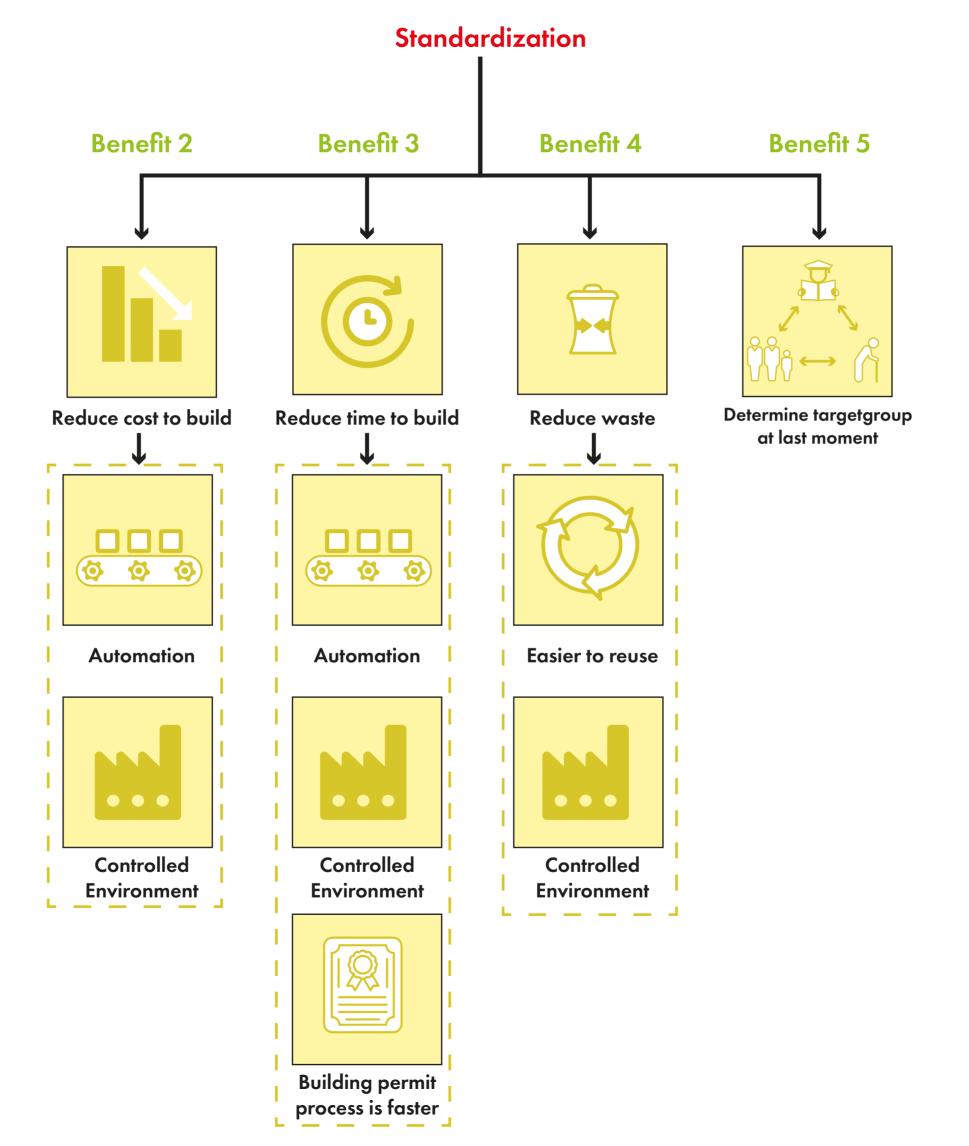


Benefit 1



Using modules for the facade







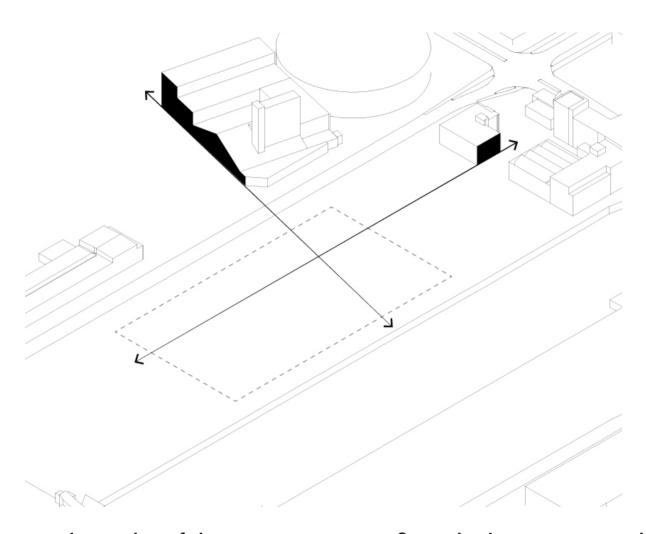
Urban Strategy

Aim Strategy

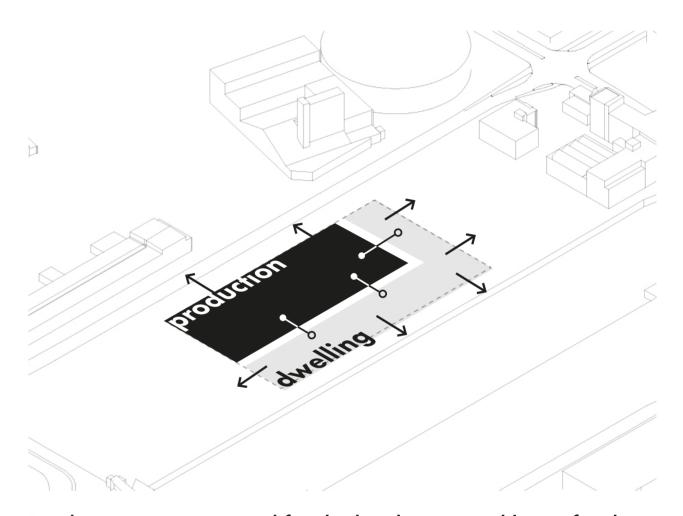
- Reduce loneliness and isolation —— Create spaces for interaction
- Create an inclusive neighbourhood —— Design for a wide variety of residents
- Affordable housing Standardization, cooperative ownership and large production companies.
- Future proof
 Adaptable and modular design
- Low impact building Passive design, Modular building techniques and natural materials



Urban Strategy



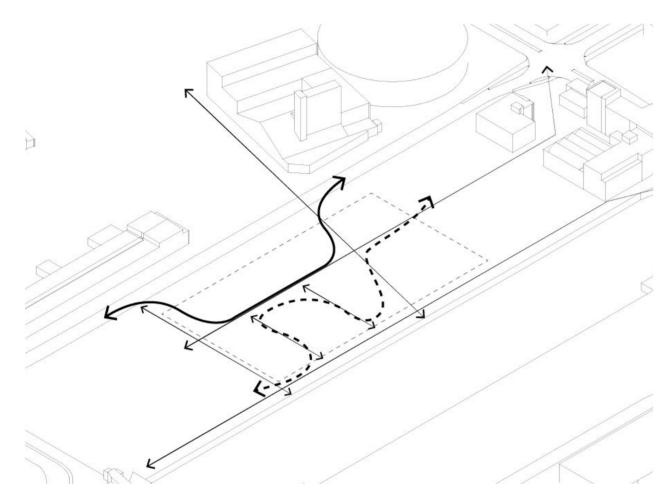
Relate urban fabric to existing significant built structures and streets.



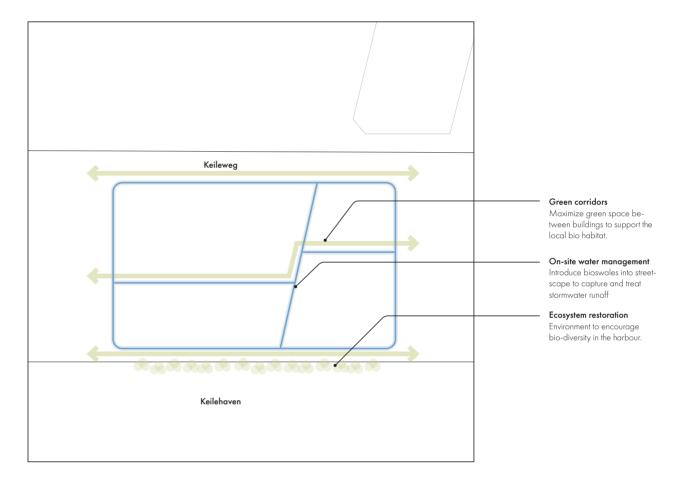
Production is more suited for the hard street and living for the waterfront.



Urban Strategy



Infrastructure designed for production and living.

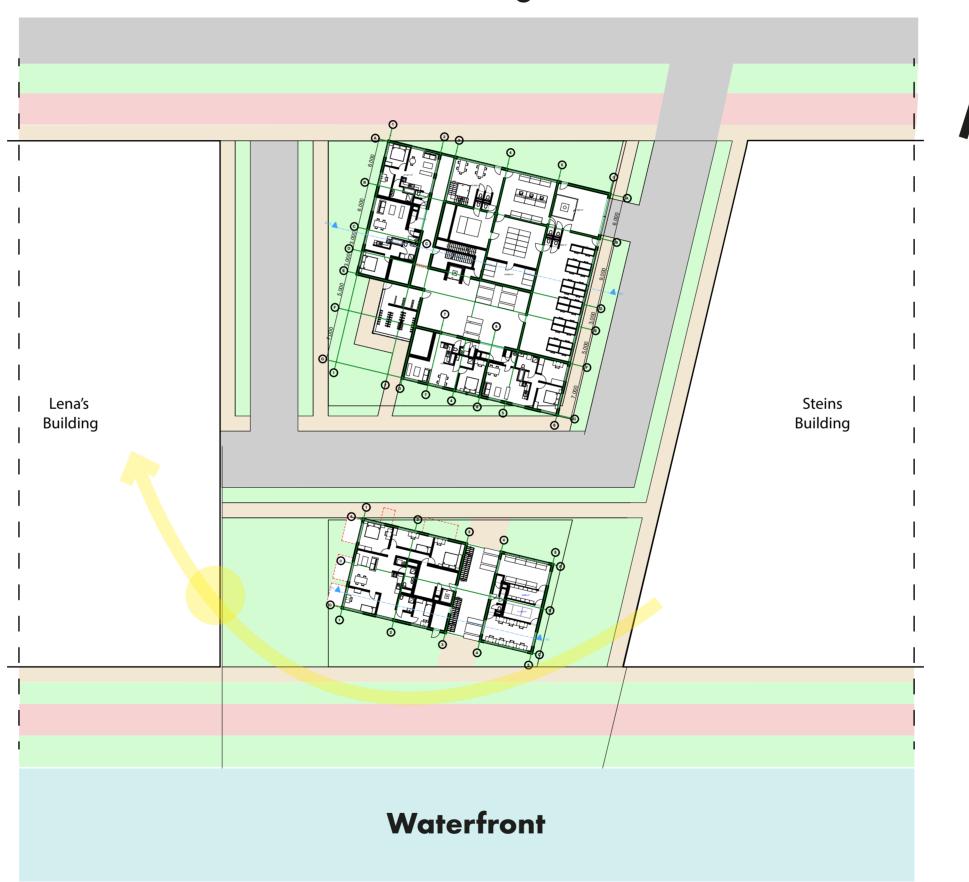


Green corridors that expand towards the water. Create an environment that encourages bio-diversity



Urban plan

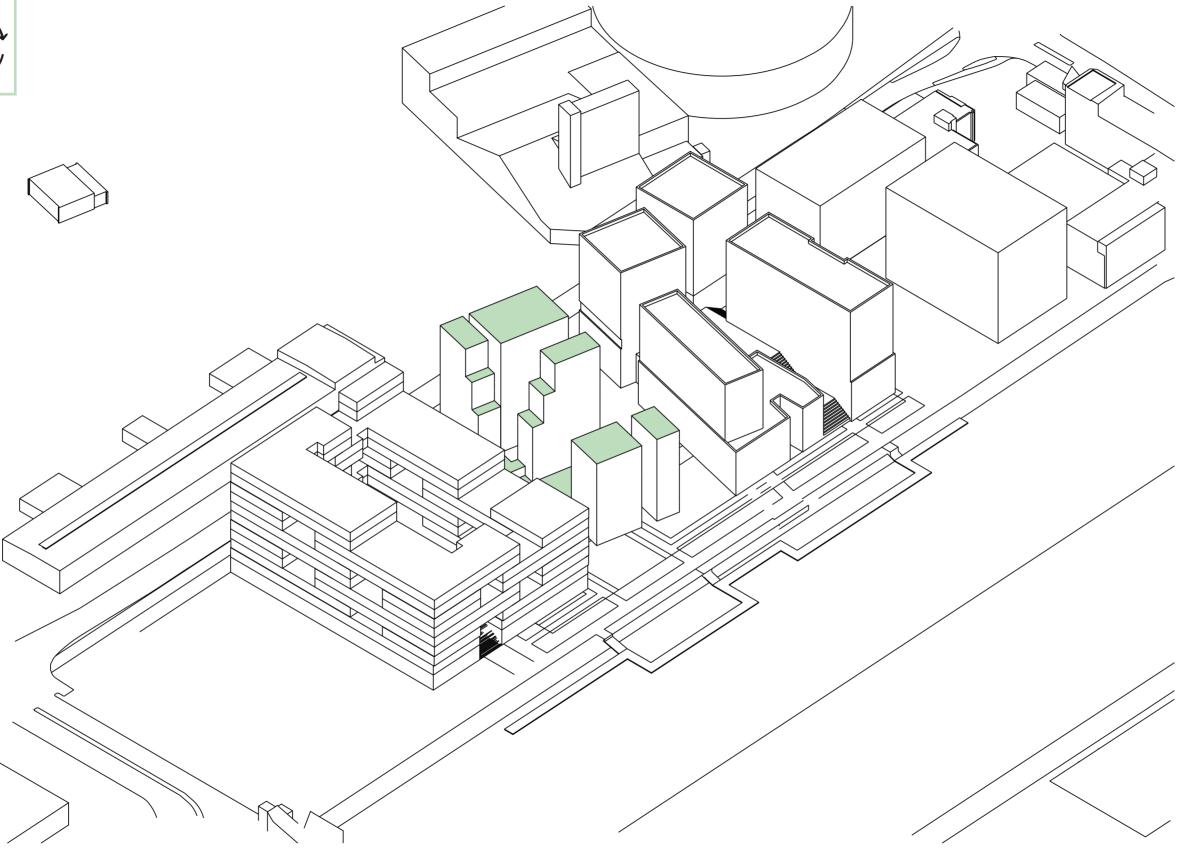
Keileweg





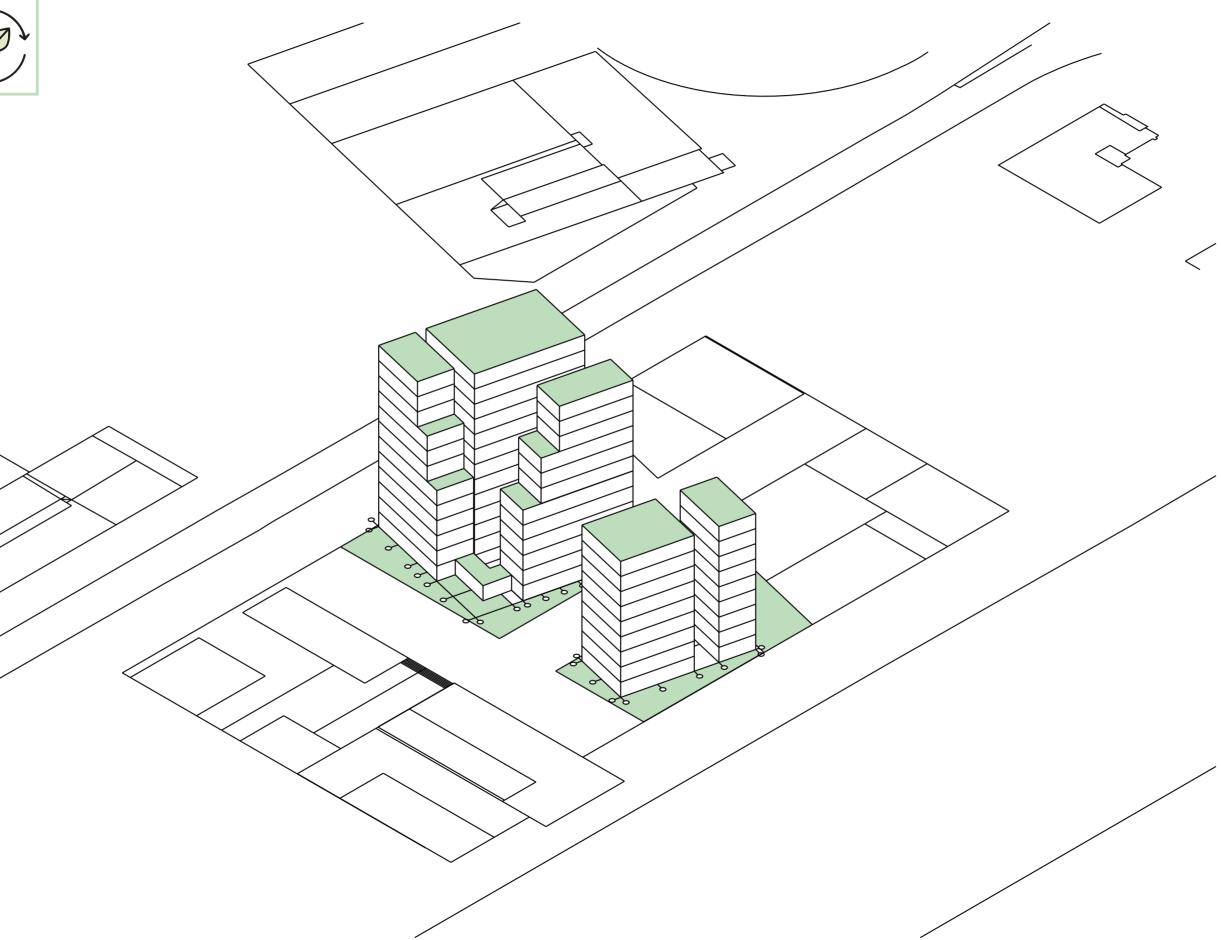


Urban plan



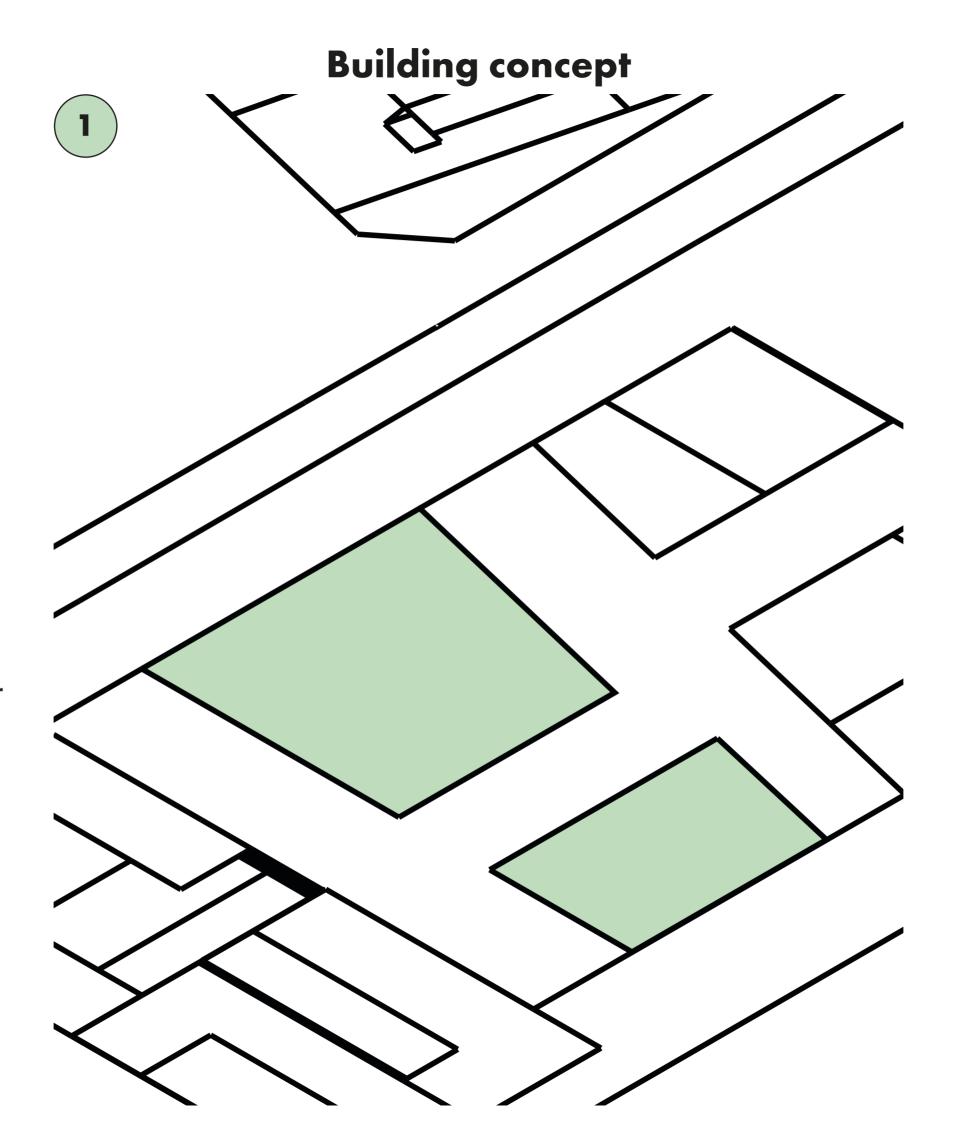


Urban plan



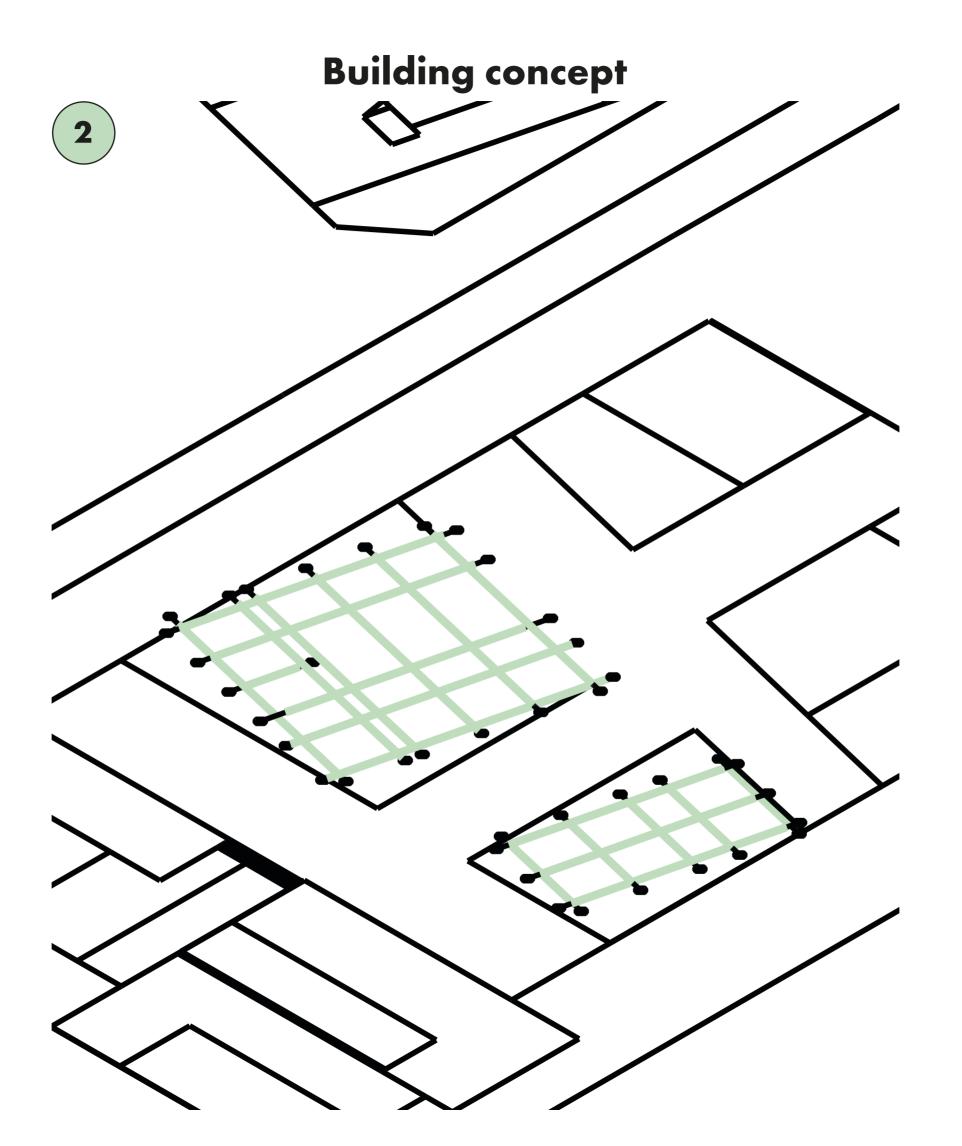


- 1 Establish plot
- 2 Create a grid for all functions
- Determine programming based on orientation and logistics
- Close plinth and create shared spaces
- 5 Build volume up and raise plinth
- 6 Adjust volume to solar orientation



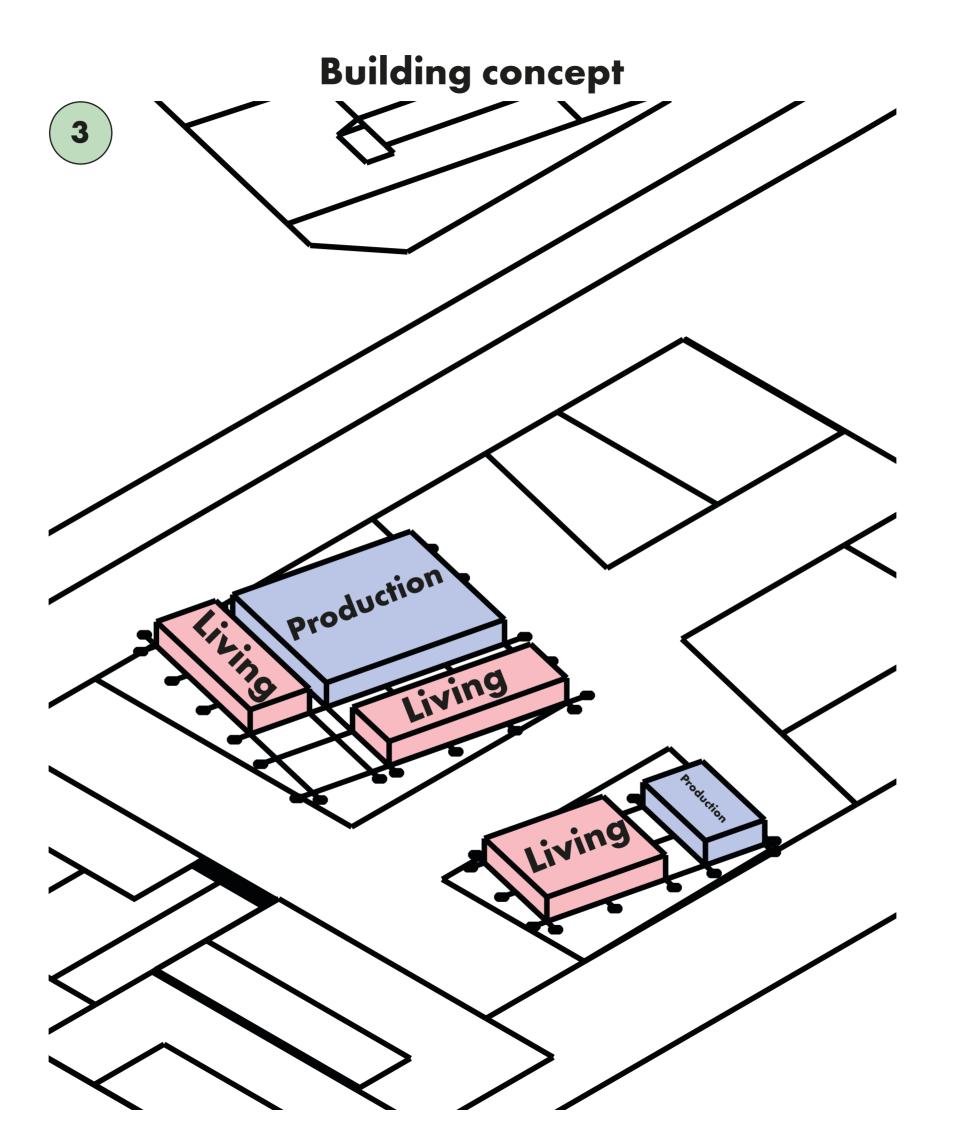


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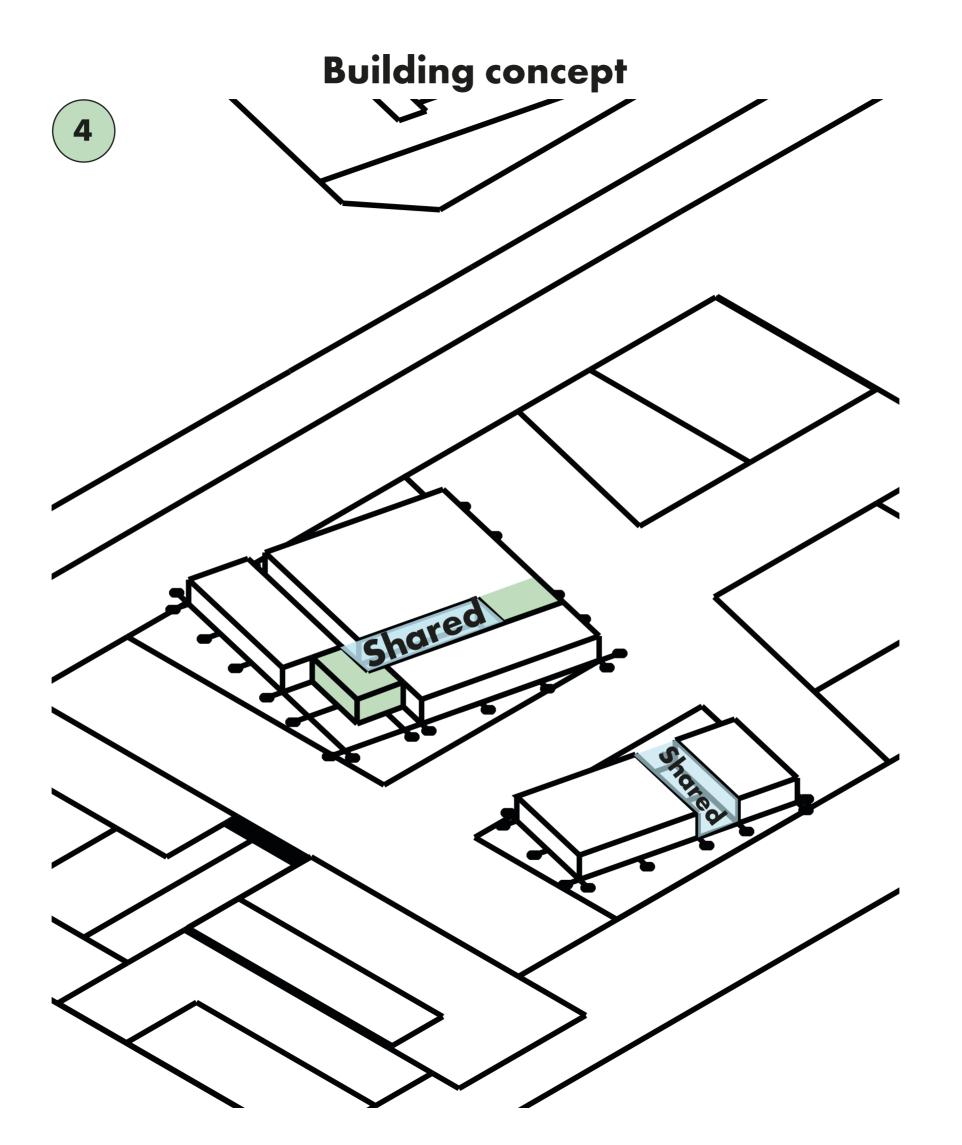


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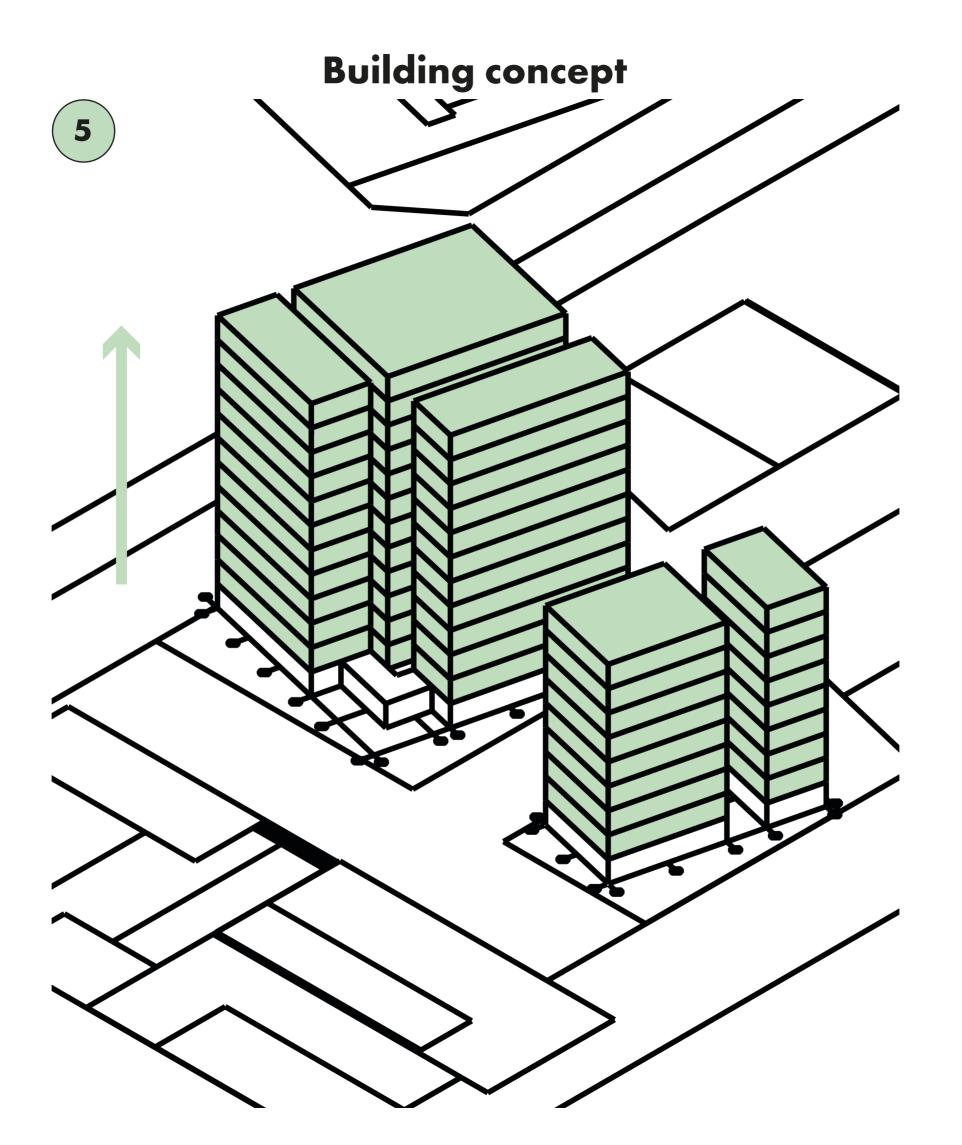


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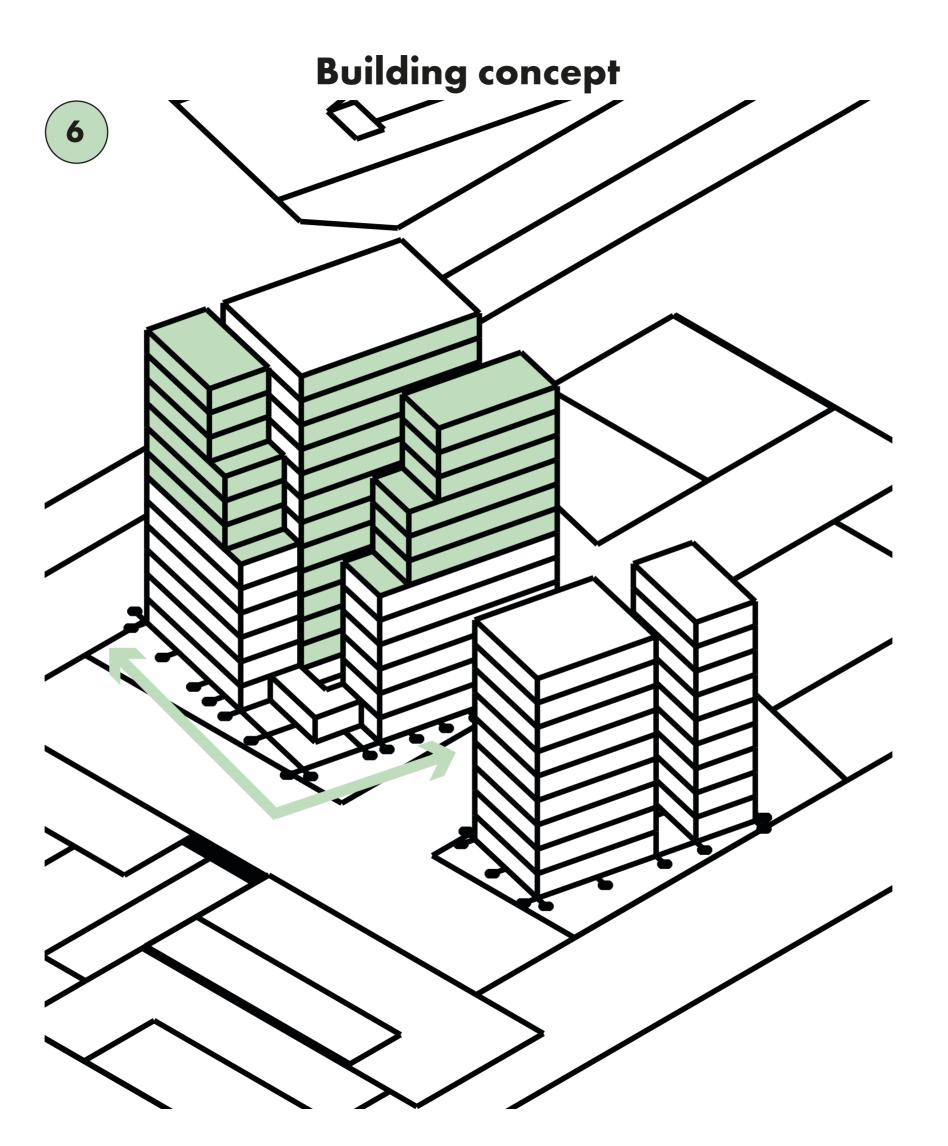


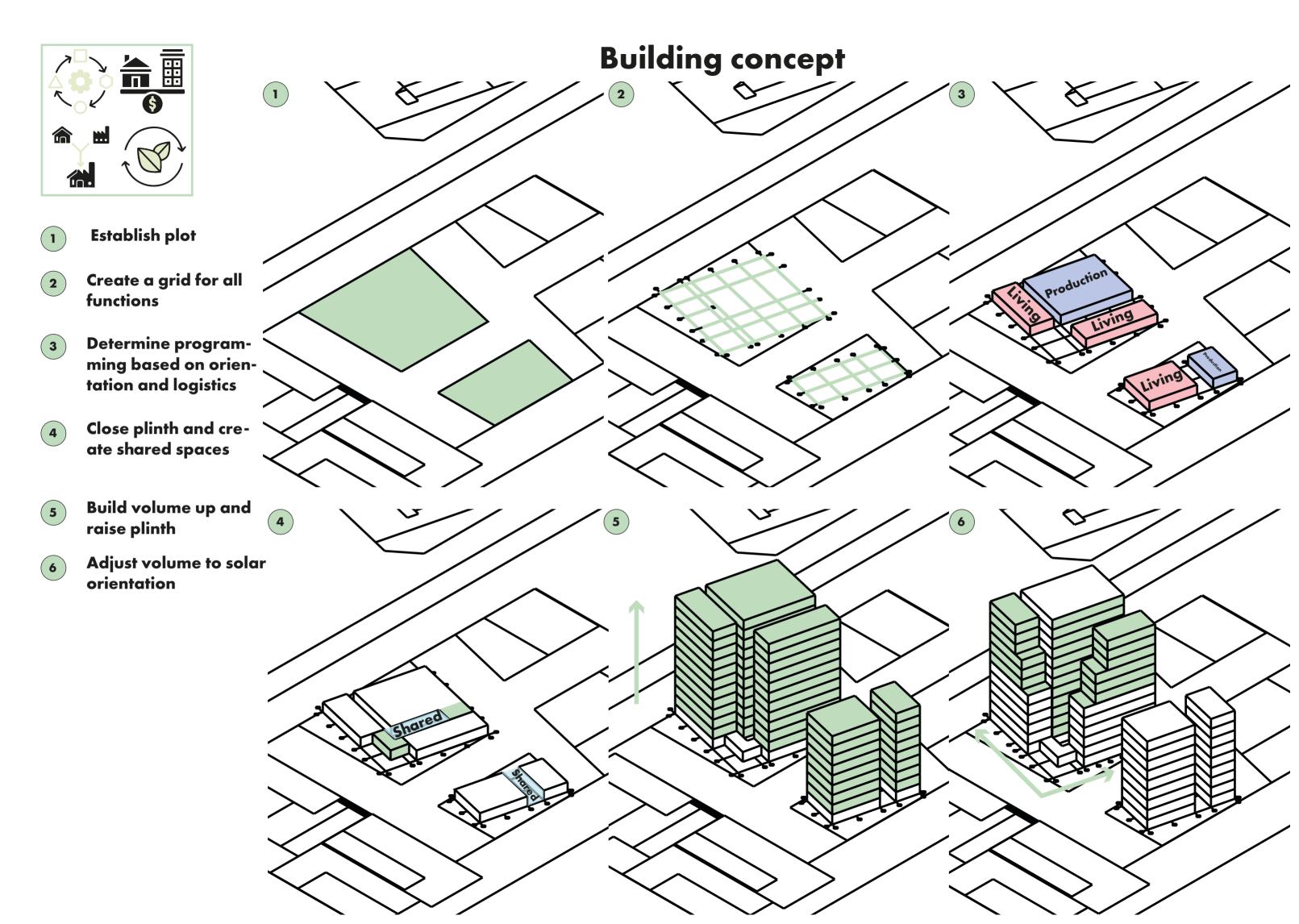
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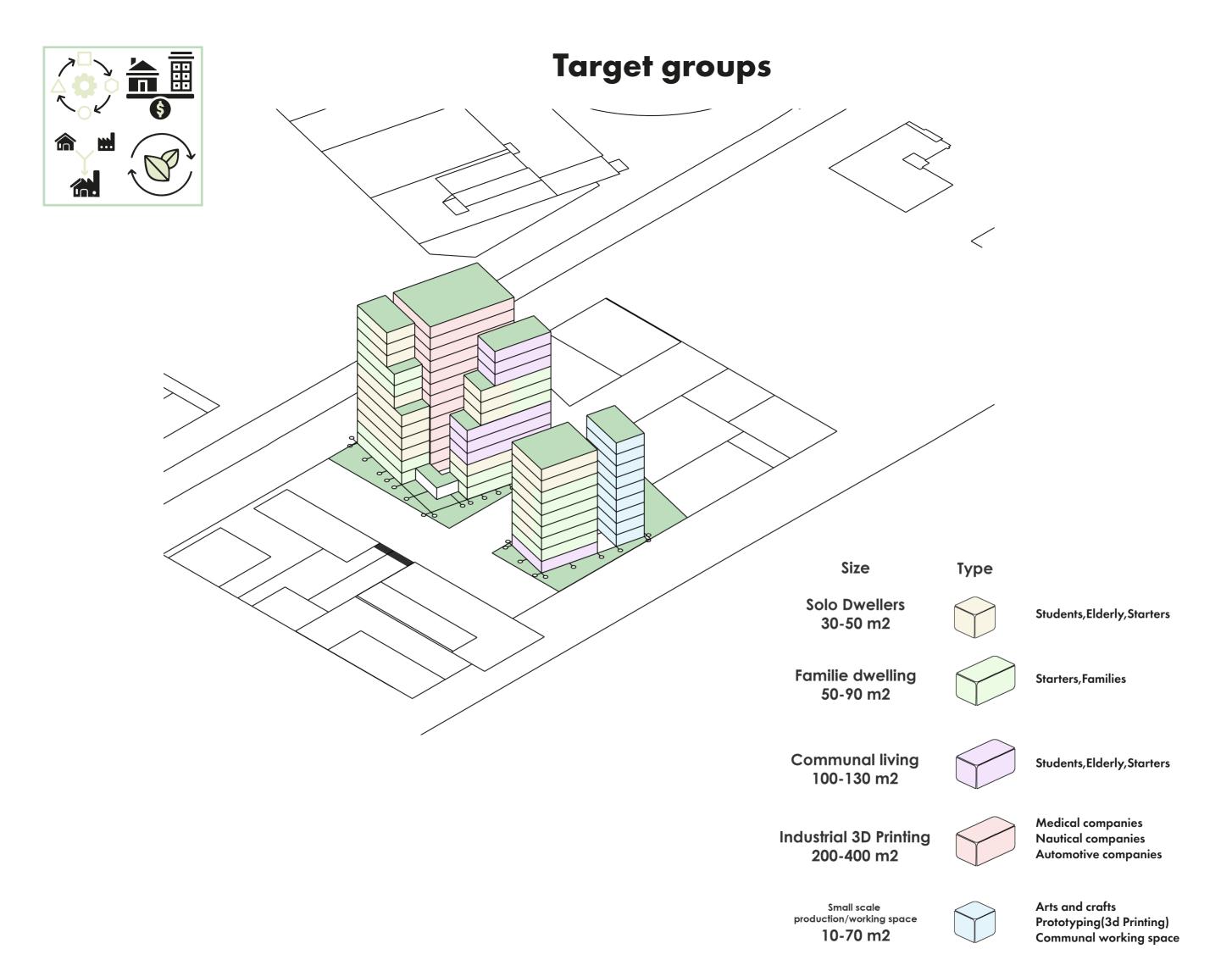




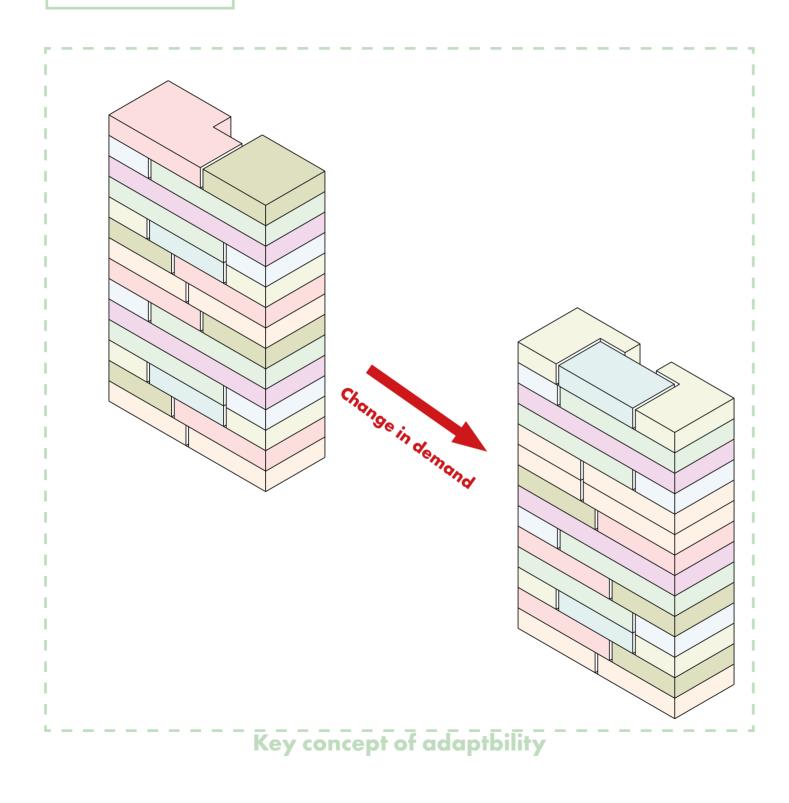
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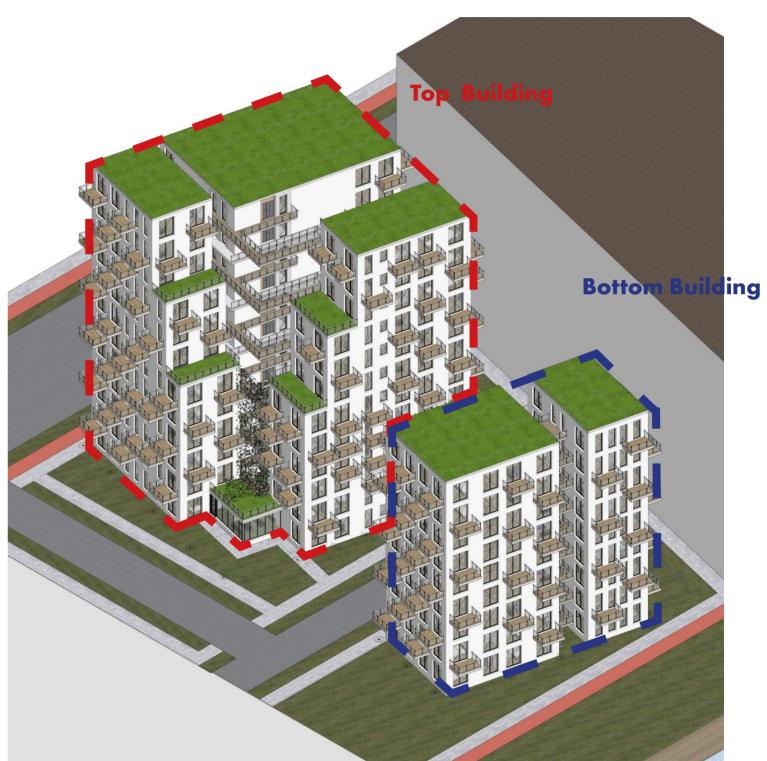


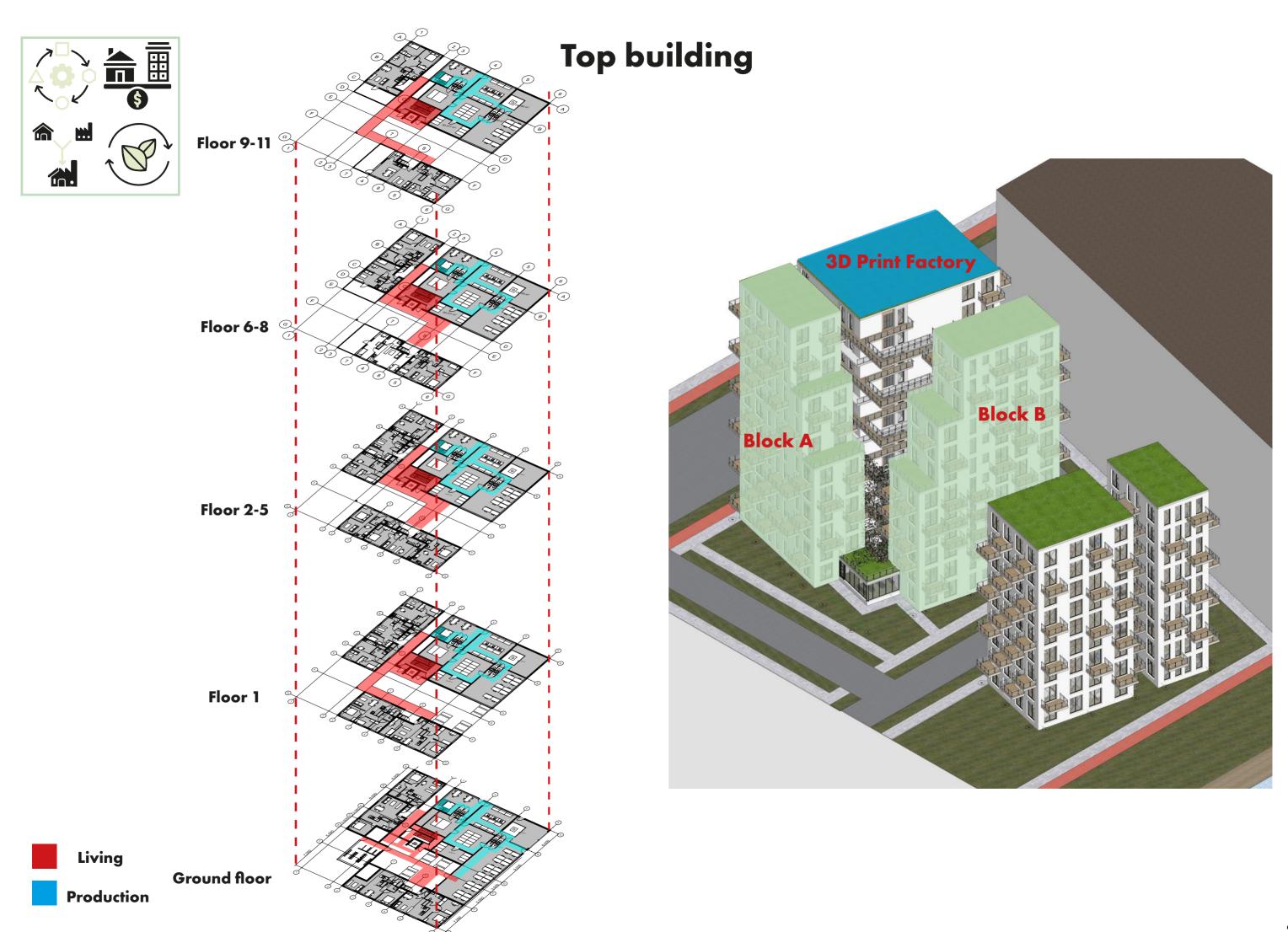




Building concept

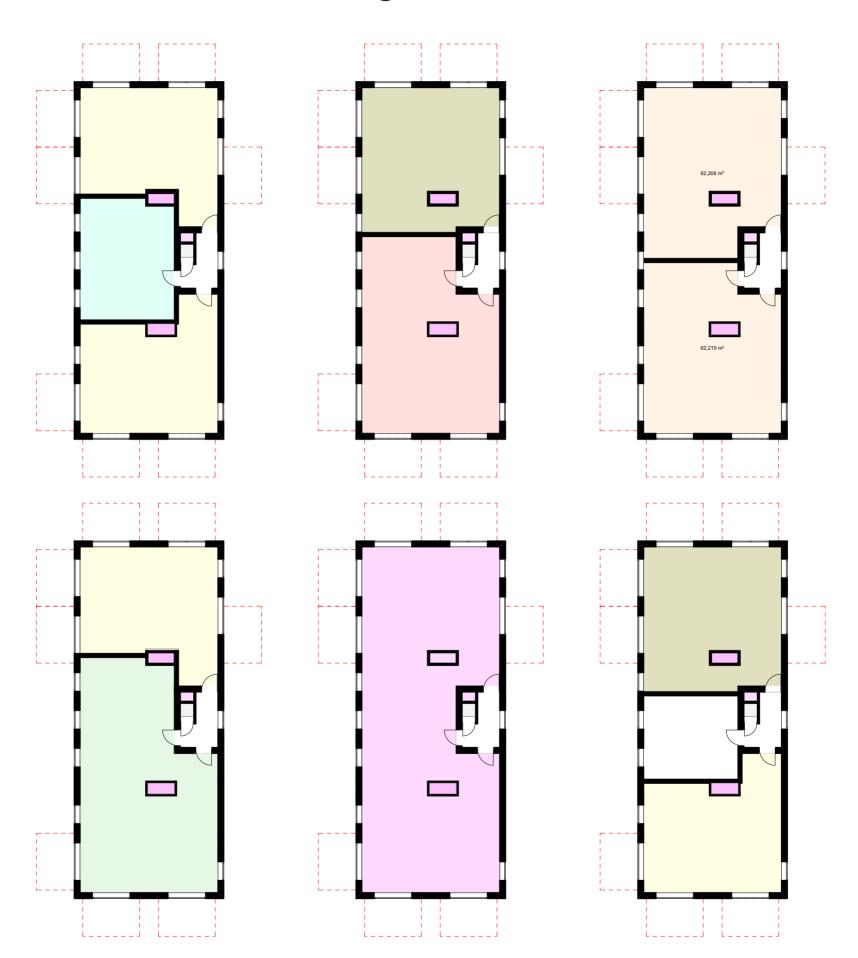








Living block A



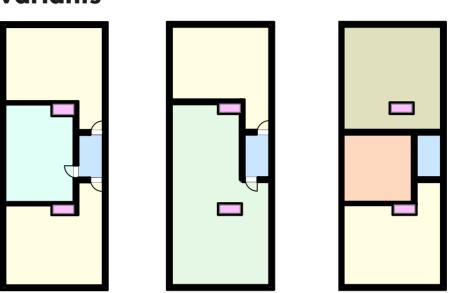




Type 1 Solo dwellers







Target group:
Solo Dwellers(Starters, Elderly and students)

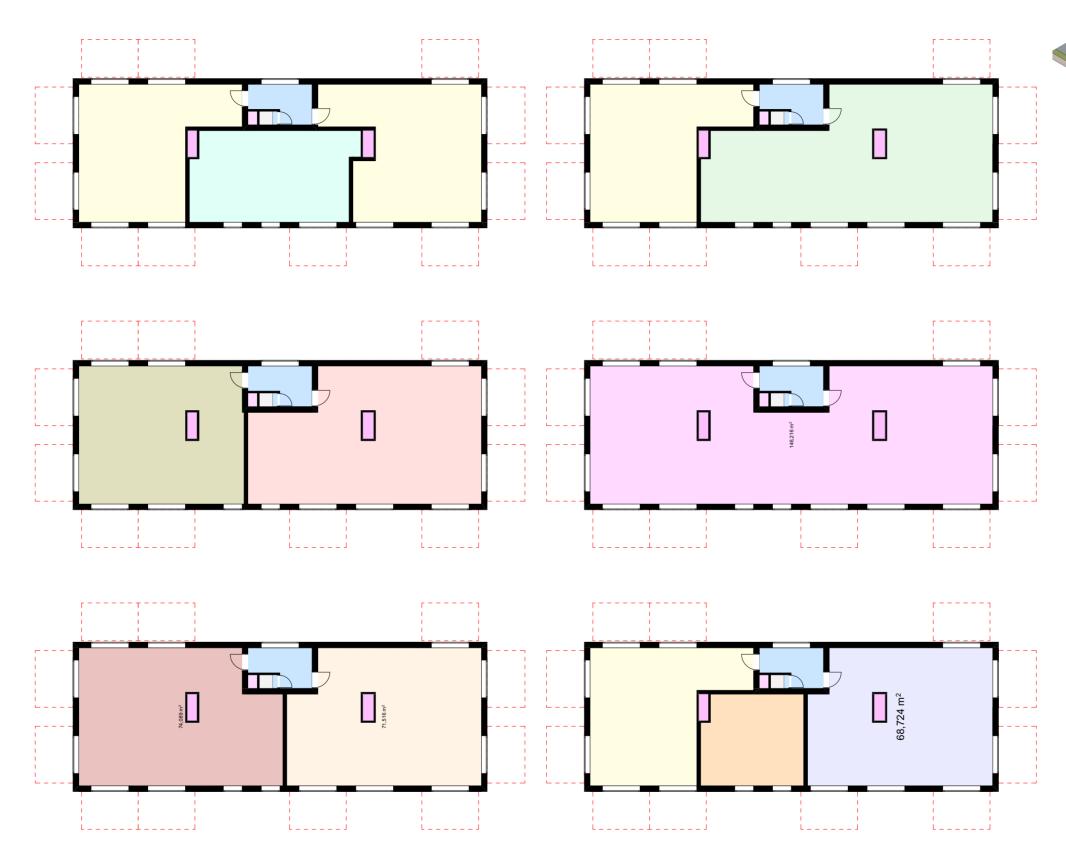
Size of appartment: 38 m²

M2 per person: 38m2

- 1 Bedroom
- 1 Living kitchen
- 1 Bathroom



Living block B







Type 2 Duo or Families





Target group:

2P households and families (Starters)

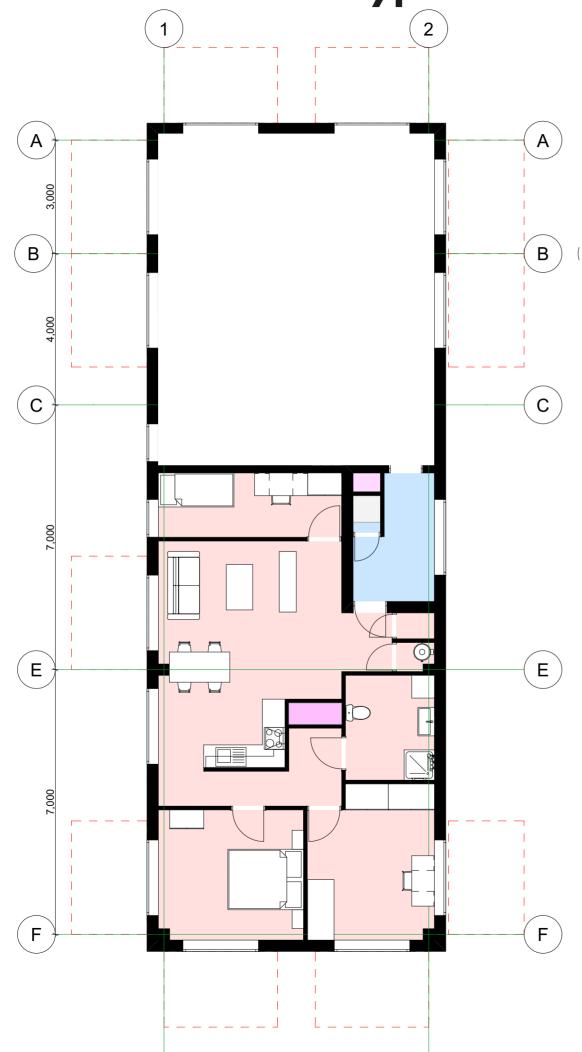
Size of appartment: 57 m2

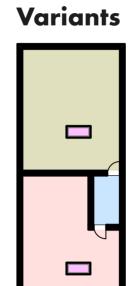
M2 per person: 19 m2

- 1 Living kitchen



Type 3 Starter Families





Target group: Families (Starters)

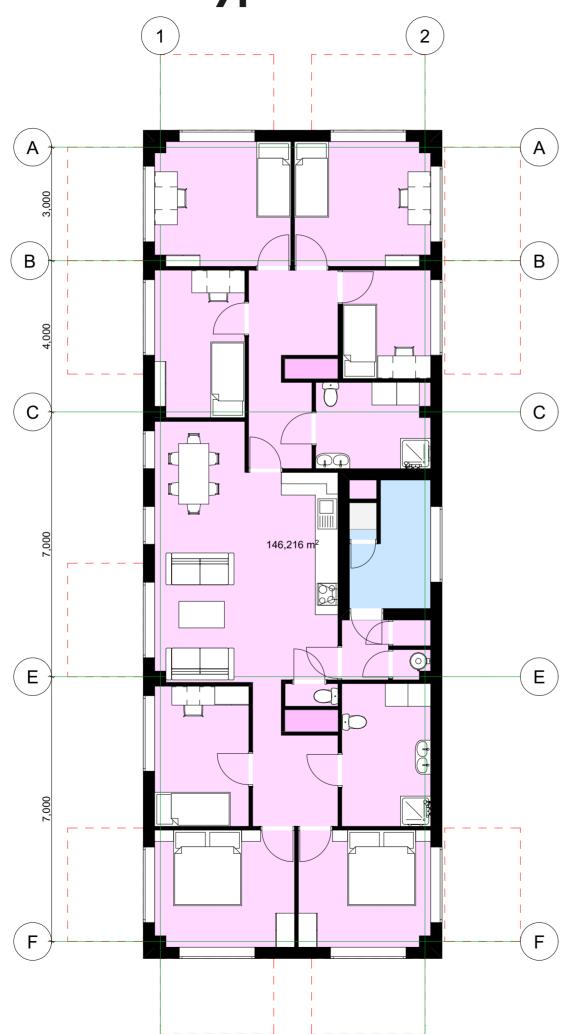
Size of appartment: 72 m2 M2 per person: 24 m2

- 2 Bedrooms
- 1 Living kitchen
- 1 Workingspace
- 1 Bathroom
- 2 Balconies

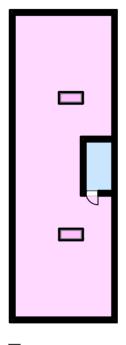




Type 4 Communal living of solo dwellers



Variants



Target group:
Solo Dwellers (Students, Elderly, Starters)

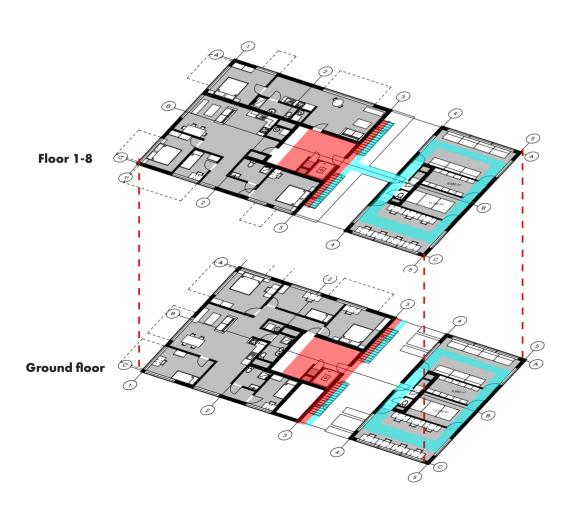
Size of type: 130 m²

M2 per person: 16,25-21,6 m2

- **6 Bedroom**
- 1 Shared Living kitchen
- 2 Bathroom
- **5** Balconies



Bottom Building





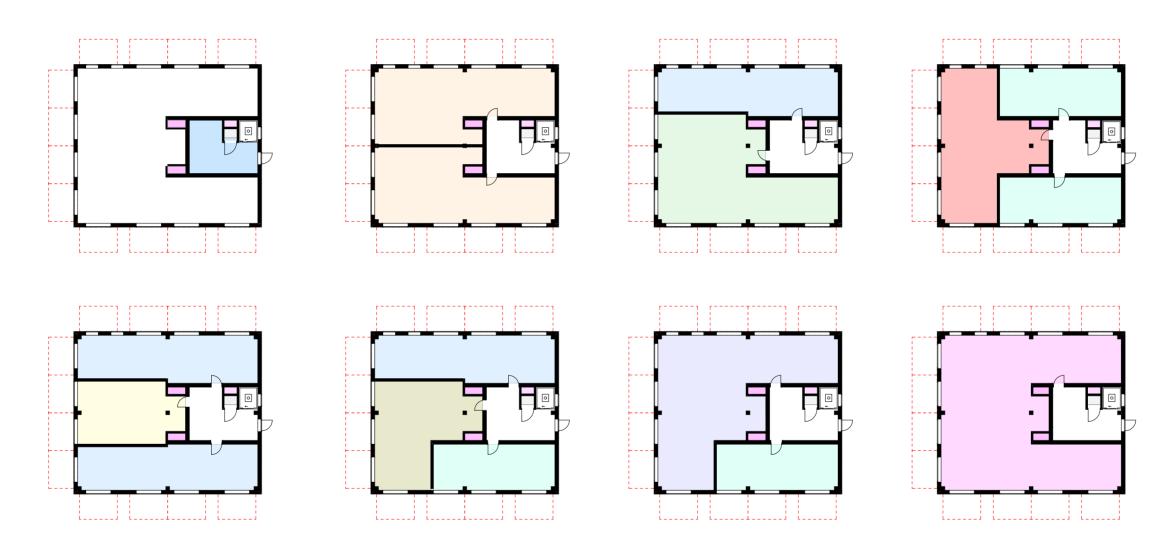


Production



Living block C

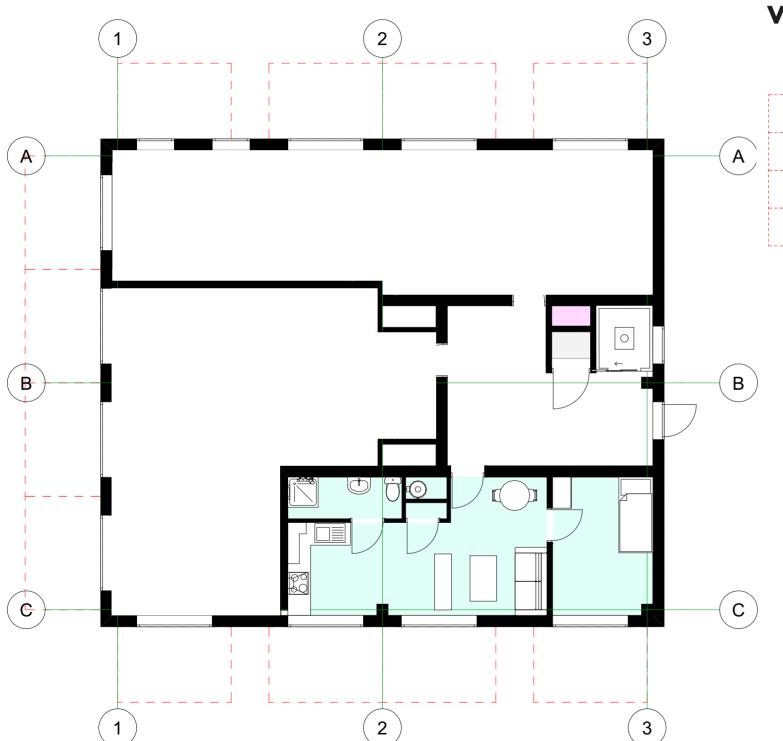




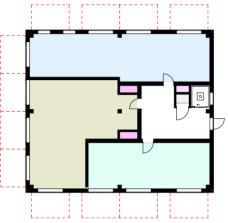


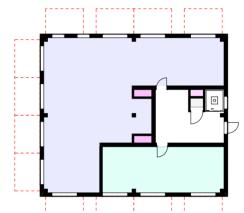
Type 5 Solodwellers

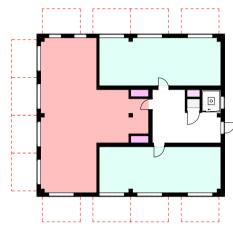












Target group:
Solo Dwellers (Students, Starters and Elderly)

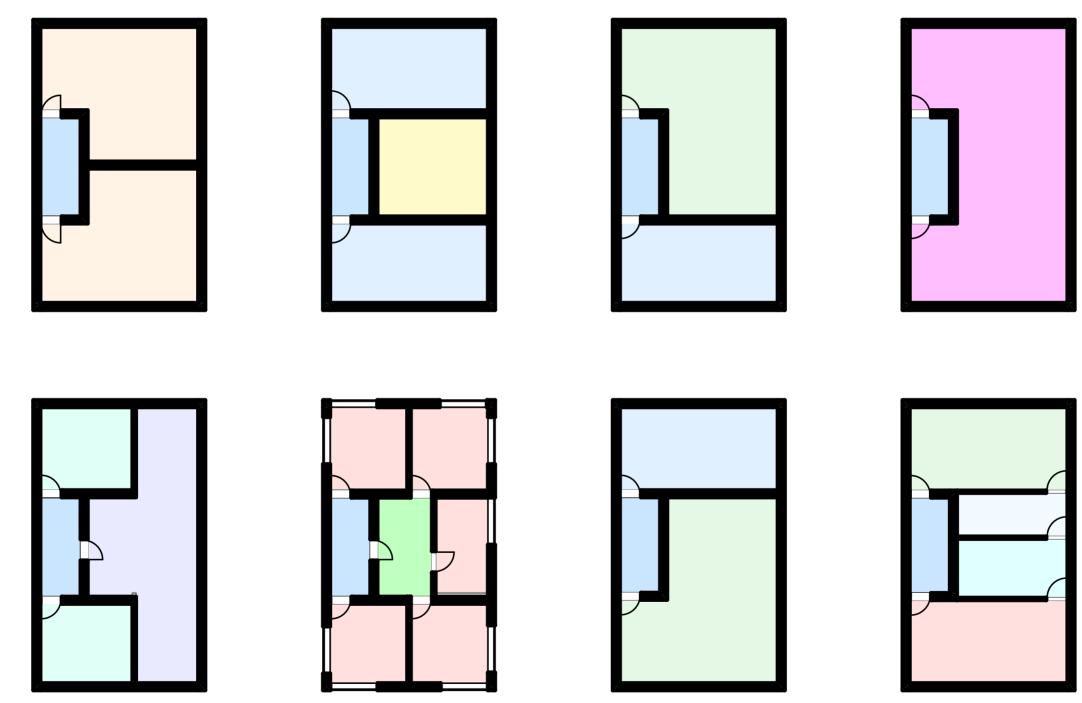
Size of type: 35 m2 M2 per person: 35 m2

- 1 Bedroom
- 1 Living kitchen
- 1 Bathroom
- 1 Balcony



Production Block E

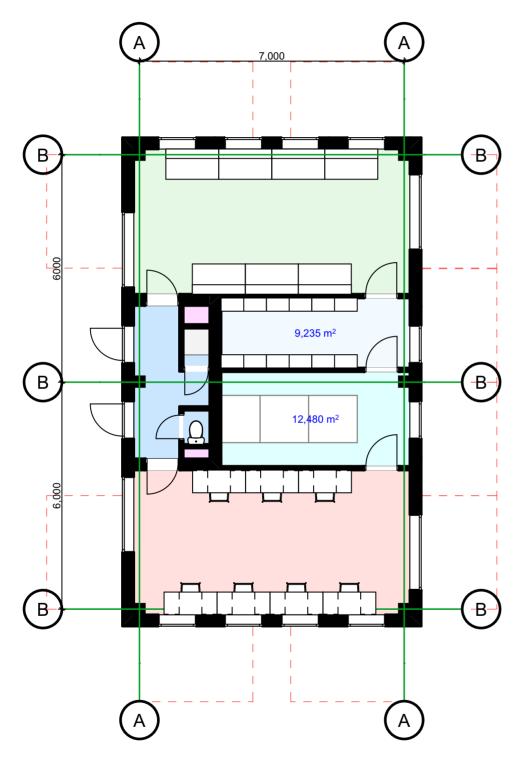






Type 1 SLS 3D printing factory





Target group:
Nautical, Automotive, Medical companies

Size of type: 70 m²

Modelling station

3D Printers

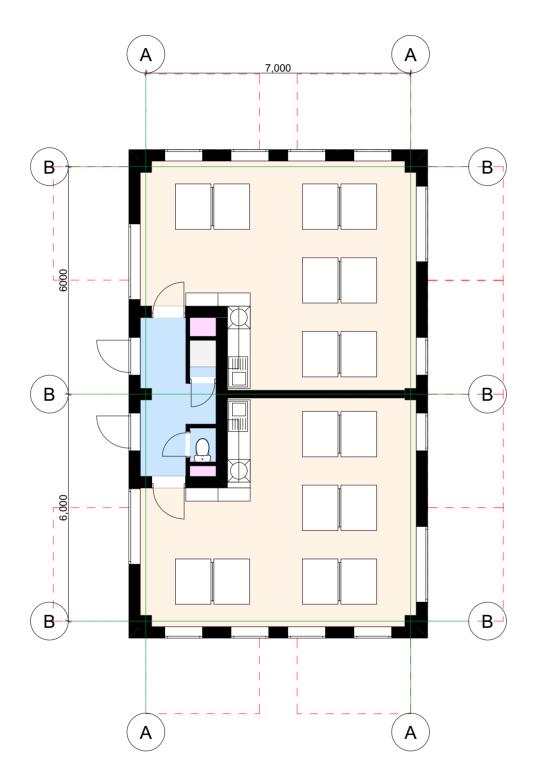
Storage

Polishing room



Type 2 Artist Workshop





Target group: Residents, Artists

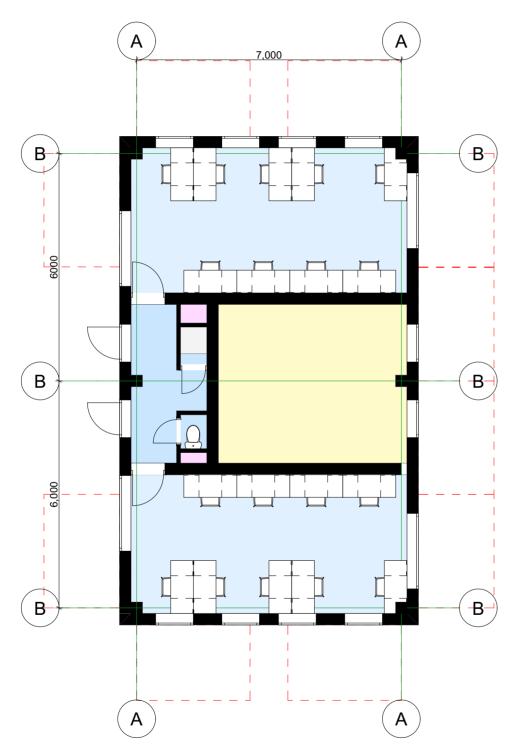
Size of type: 35 m²

Workspace meant for artists and residents who want to learn art.



Type 3 shared working spaces





Target group:
Nautical, Automotive, Medical companies

Size of type: 70 m²

Shared working spaces for the residents in the area. In the middle a Space that can be used for multiple facilities (Joker room)



Groundfloor 1:200







First Floor 1:200







Second Floor 1:200







6th - 8th Floor 1:200







9th - 11th Floor 1:200







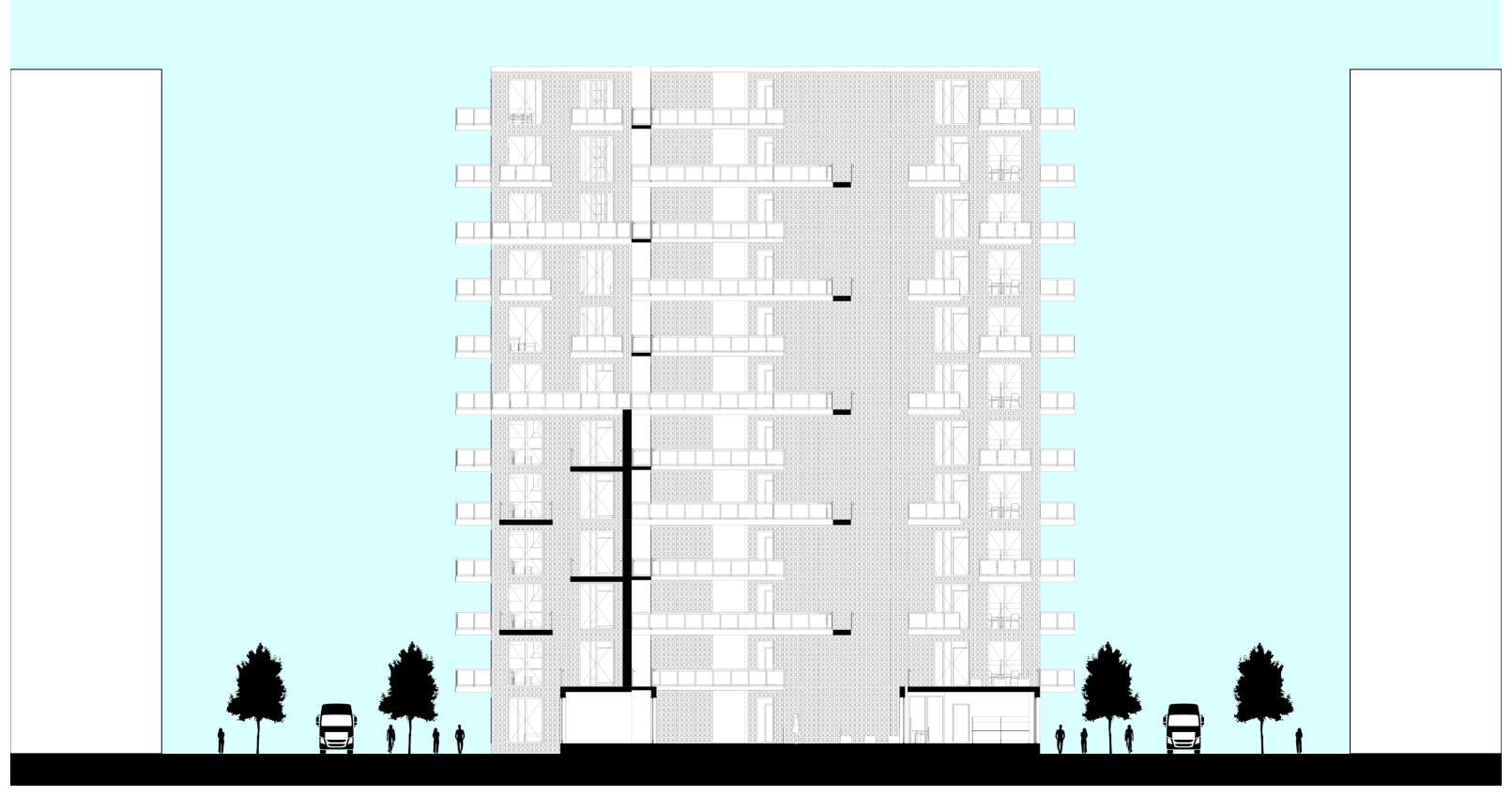








Section1:200

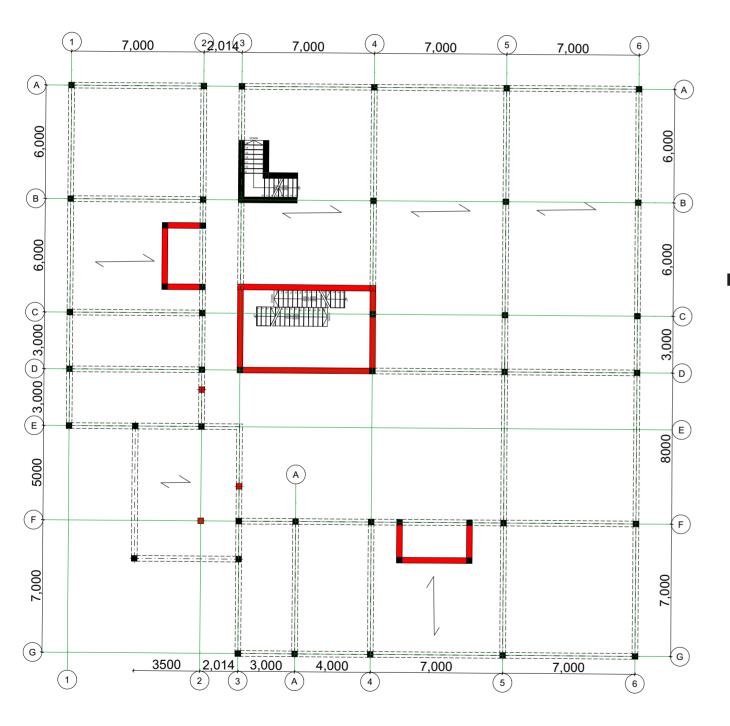




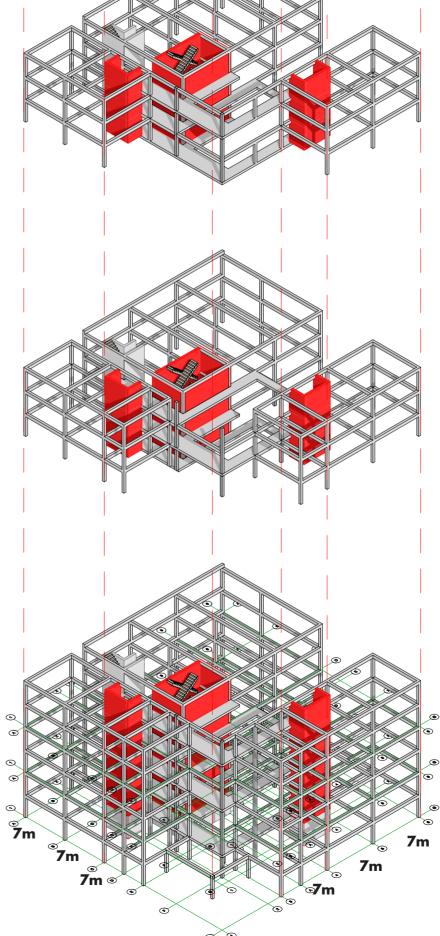
Loadbearing structure



Floor 9-11

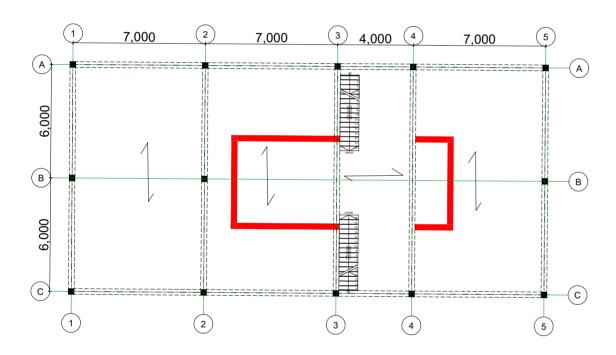


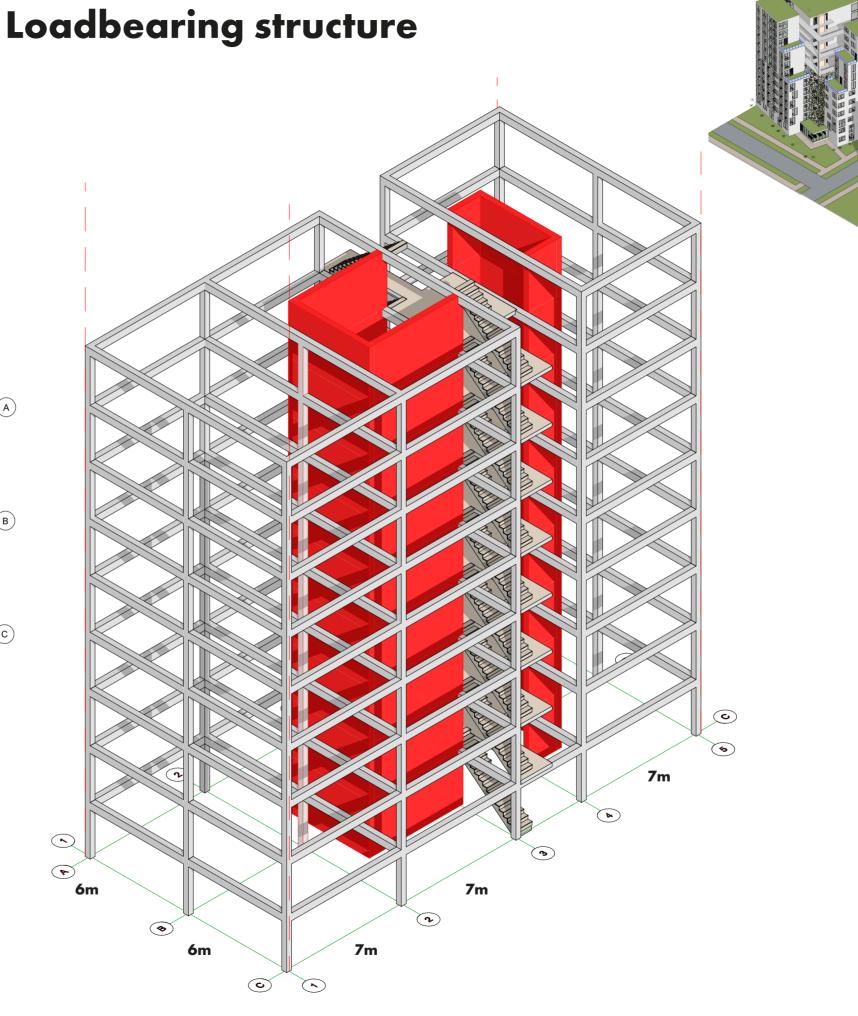
Floor 6-8



Floor 0-5







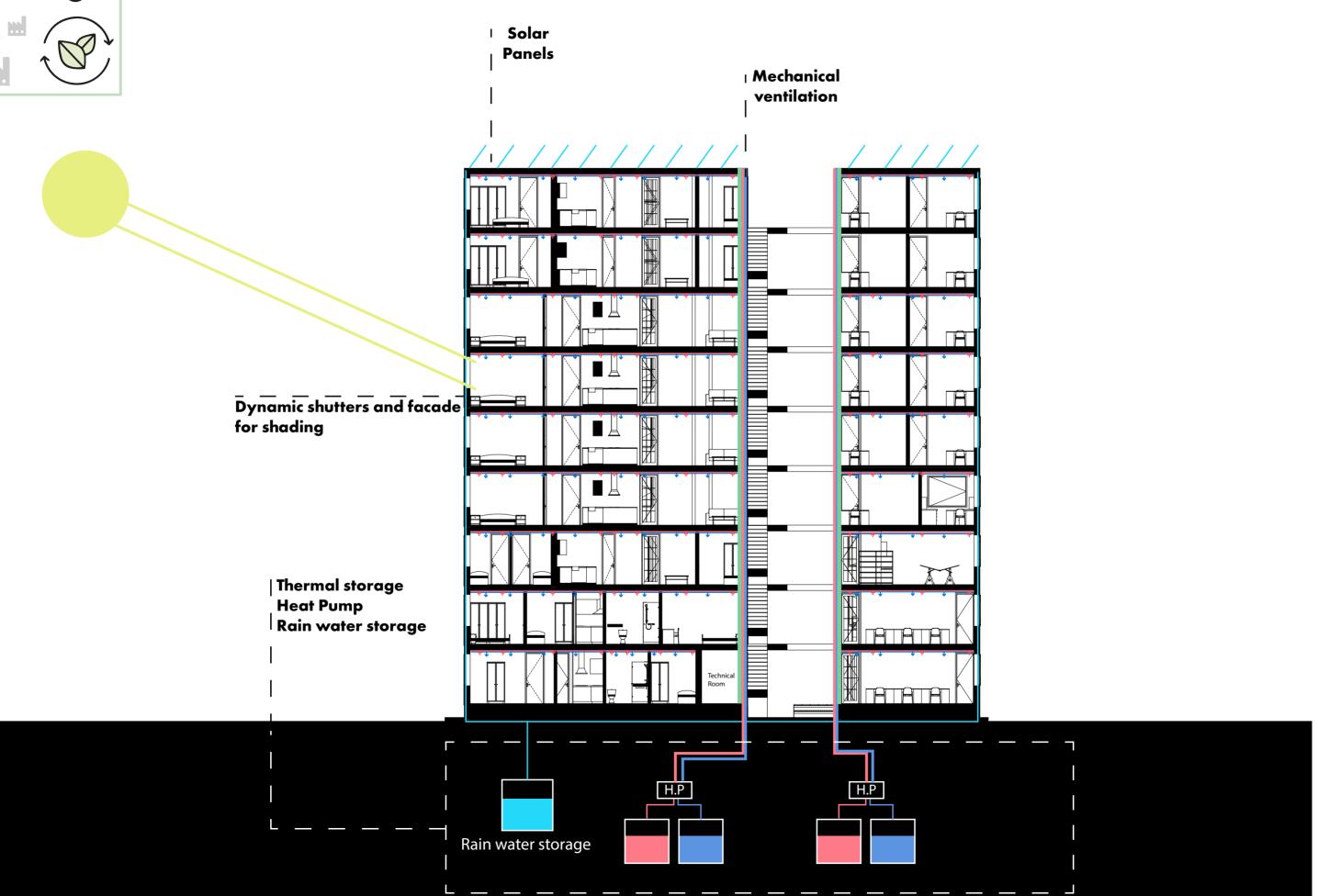


Climate principle

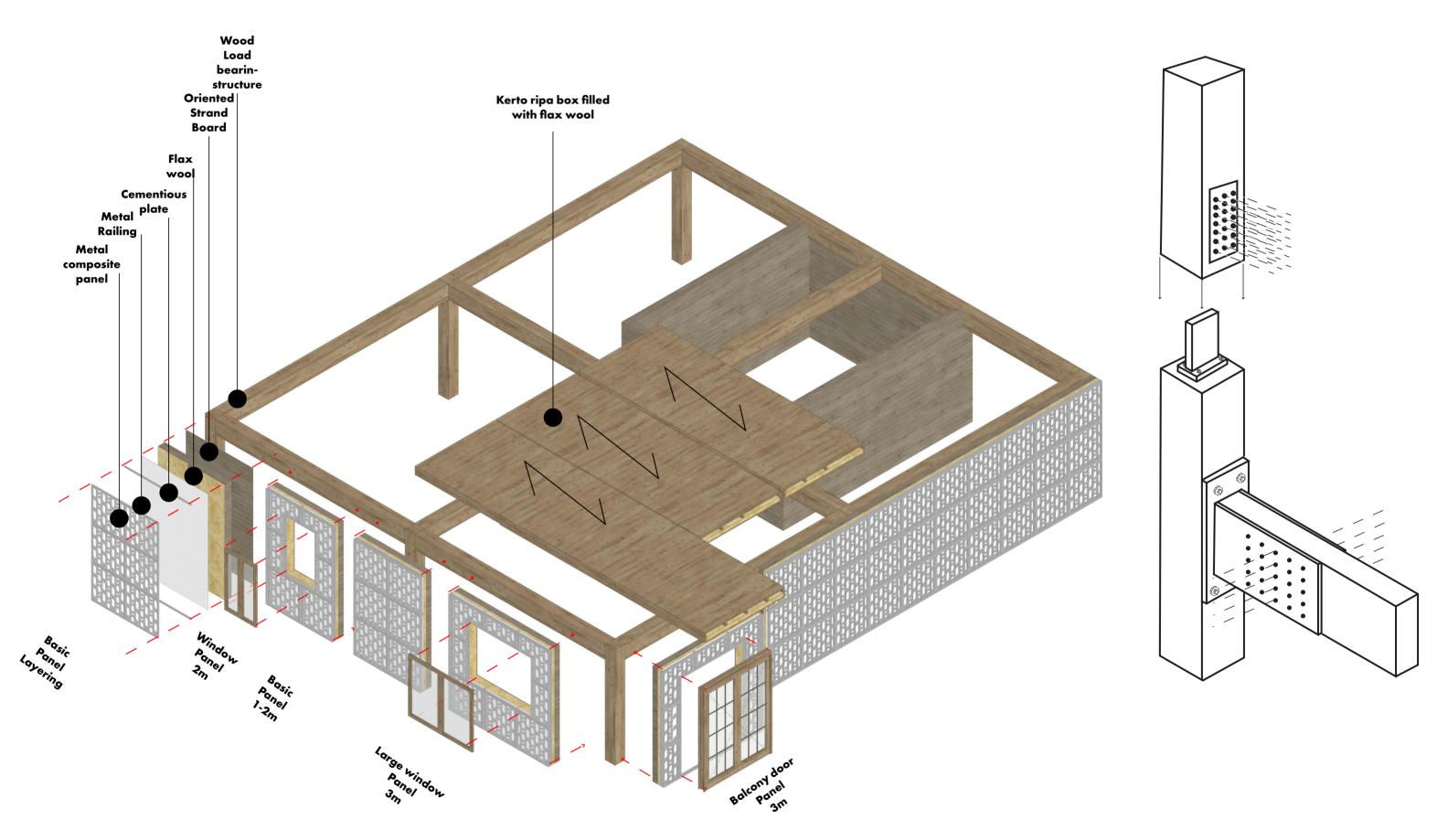




Climate principle



BT Principle



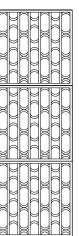
BT Principle





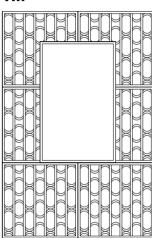






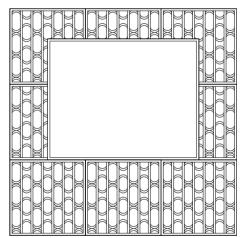
Panel Module

1m

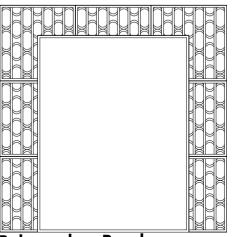


Window Panel

2m



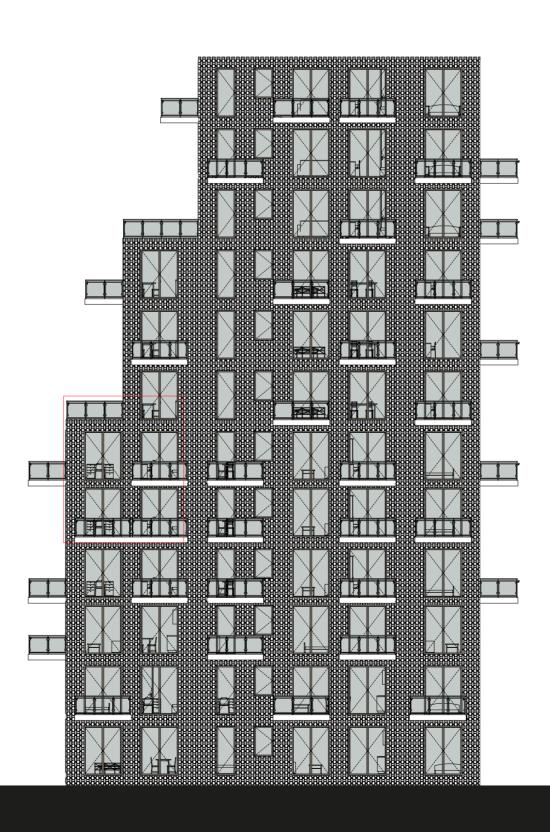
Large window Panel



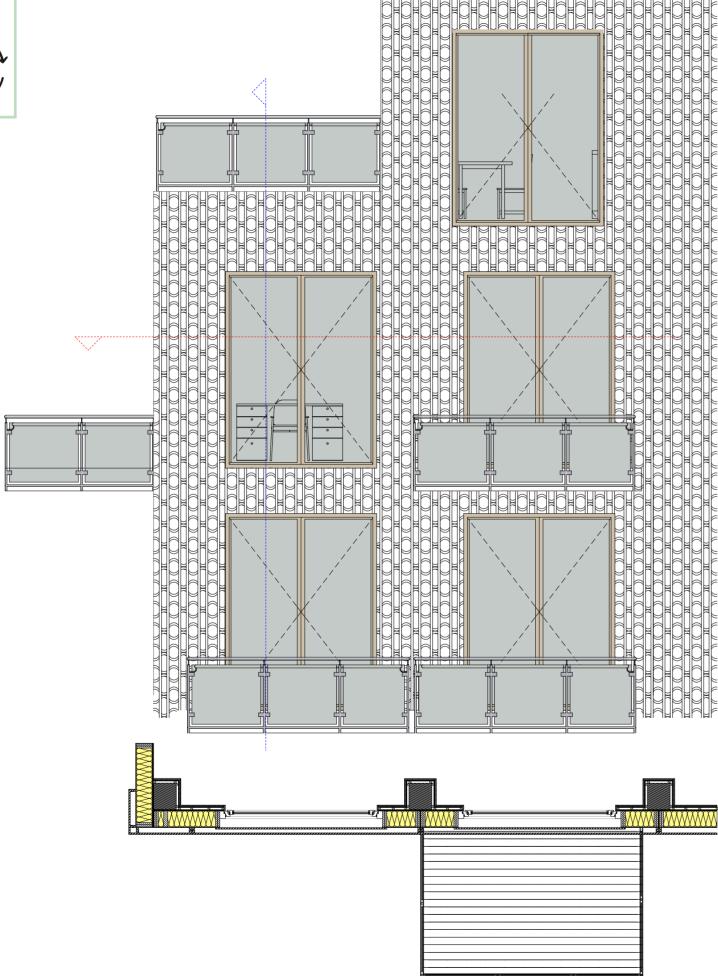
Balcony door Panel 3m

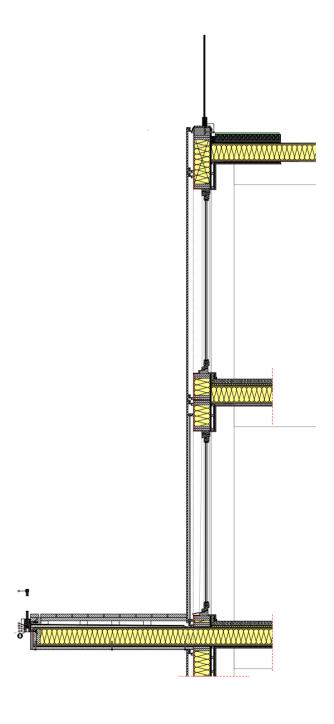


1: 20 Fragment



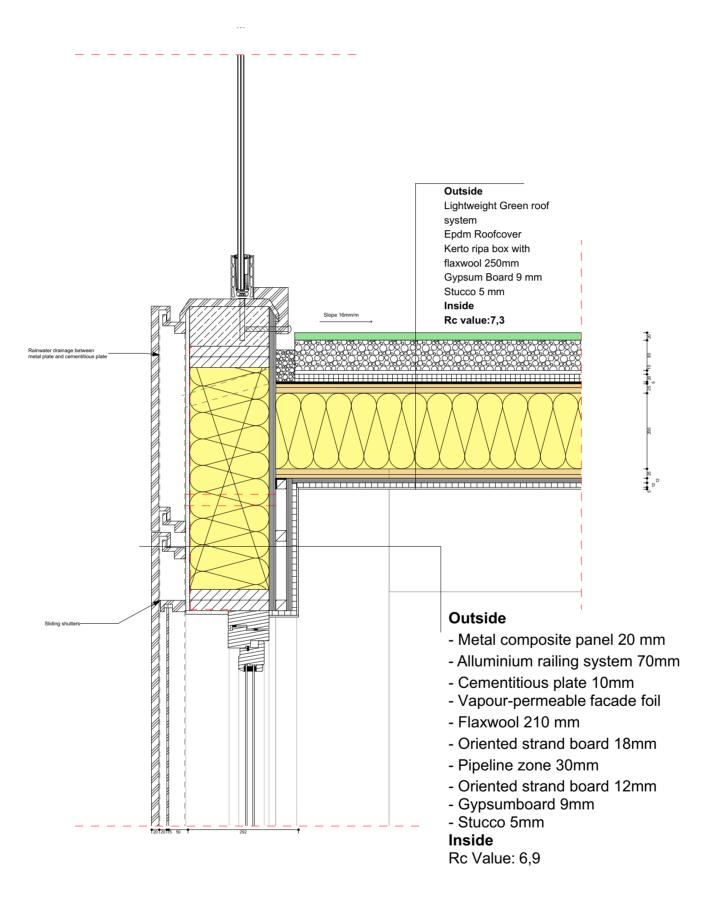
Facade Fragment





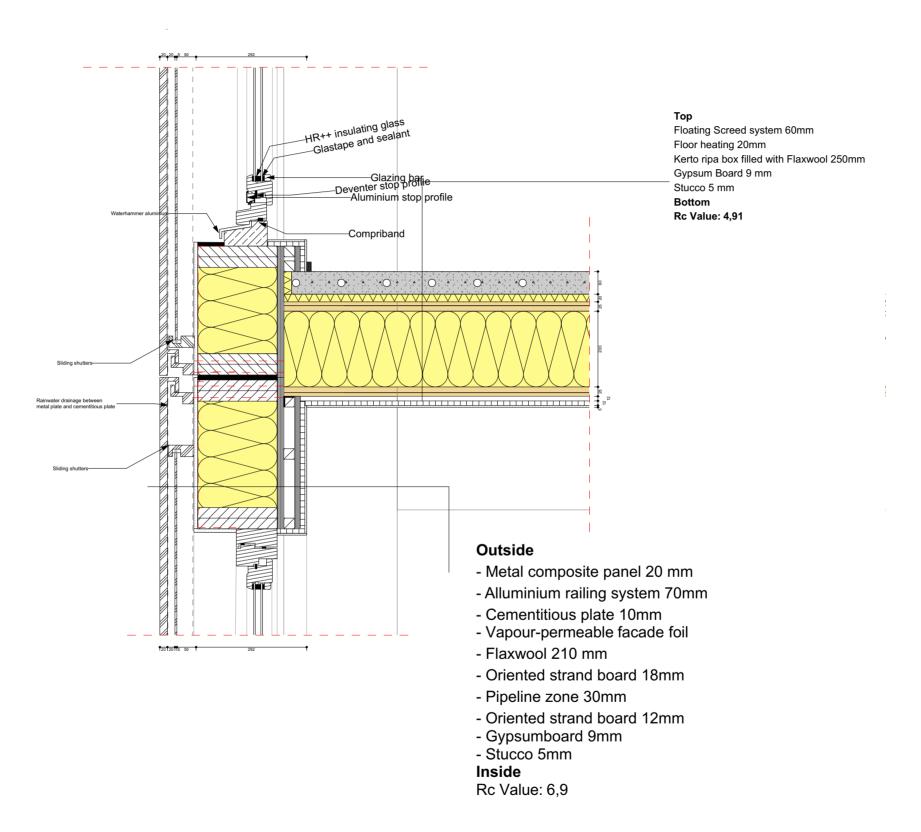


Details





Details





Details

