
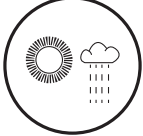








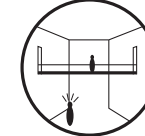
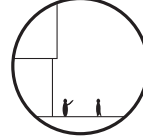
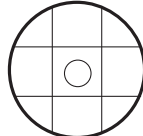
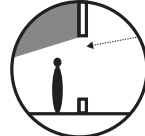

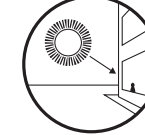
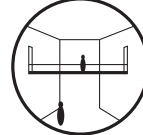

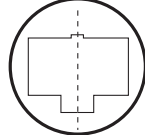



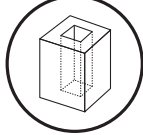
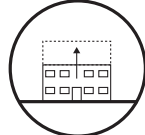

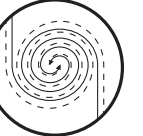










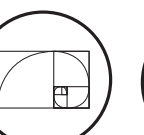
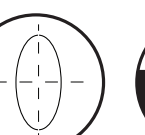


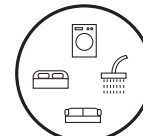



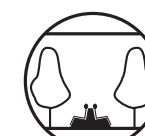

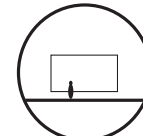




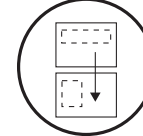

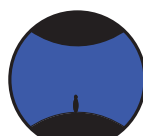


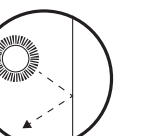

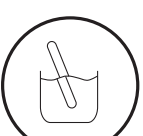

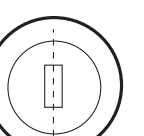
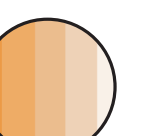


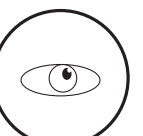
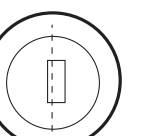


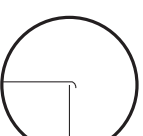

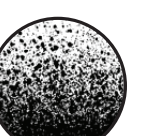




A new perspective on the architecture of psychiatric healing

P5 design booklet

Cernaianu Mihnea Ioan 5583616

Research findings

SCALES	HEALING ENVIRONMENTS	SPIRITUALITY
URBAN	 Controlled exposure  Emphasized natural conditions  Proximity to water  Proximity to nature  Natural landscape	 Scale  Separating the user from the environment  Using a remote location  Forest trails  Water
ARCHITECTURAL	 Reduced stimuli  Non-binding spaces  Corridors connected to the core  Daylight during winter  Low rise building  Natural daylight  Visibility  Fresh air & ventilation  Synthesized form  Non-labeling spaces  Water  Privacy  Atrium courtyards  Growing building	 Scale  Maze-like layout  Partial isolation  Abstract form  Spaces for reflection  Rounded walls hide small spaces  Natural daylight  Feeling lost  Comforting small environment  Praying room  Biomimicry  Botanical motifs  Ratio  Oval shapes  Mass vs void
INTERIOR	 No hard furniture  Apartments have all needed amenities  Active design  Physician's room  Raw materials  Interior garden  Interaction with animals  Large windows  Activity room  Customizable spaces  Stimulating spaces  Food is a great motivator  Flexible spaces  Spaces for autonomy	 Colors that expand the space  Material that hides the texture  Employing smell  Atmospheric feeling through light reflection  Curved walls feel enveloping  Water distorts objects  One surface multiple senses  Symmetry  Monochrome palette  Immersive spaces  Complementary colors  Focusing on one sense  Asymmetry  Focal point through light & darkness  Framing the view  Subtle details  Intimacy  Materials that absorb light  Simple design no distractions  Central light source

Design themes matrix

SCALES	HEALING ENVIRONMENTS					SPIRITUALITY				
	URBAN	ARCHITECTURAL	INTERIOR							
URBAN	 Controlled exposure	 Emphasized natural conditions	 Proximity to water	 Proximity to nature	 Natural landscape	 Scale	 Separating the user from the environment	 Using a remote location	 Forest trails	 Water
	 Reduced stimuli	 Non-binding spaces	 Corridors connected to the core	 Daylight during winter	 Low rise building	 Scale	 Maze-like layout	 Partial isolation	 Abstract form	 Spaces for reflection
	 Natural daylight	 Visibility	 Fresh air & ventilation	 Synthesized form	 Non-labeling spaces	 Rounded walls hide small spaces	 Controlled exposure	 Feeling lost	 Comforting small environment	 Praying room
ARCHITECTURAL	 Water	 Privacy	 Atrium courtyards	 Growing building		 Biomimicry	 Botanical motifs	 Ratio	 Oval shapes	 Mass vs void
	 No hard furniture	 Apartments have all needed amenities	 Active design	 Physician's room	 Raw materials	 Colors that expand the space	 Material that hides the texture	 Employing smell	 Atmospheric feeling through light reflection	 Curved walls feel enveloping
	 Interior garden	 Interaction with animals	 Large windows	 Activity room	 Customizable spaces	 Water distorts objects	 One surface multiple senses	 Symmetry	 Monochrome palette	 Immersive spaces
INTERIOR	 Stimulating spaces	 Food is a great motivator	 Flexible spaces	 Spaces for autonomy		 Complementary colors	 Focusing on one sense	 Asymmetry	 Focal point through light & darkness	 Framing the view
						 Subtle details	 Intimacy	 Materials that absorb light	 Simple design no distractions	 Central light source

VISUAL

SOUND

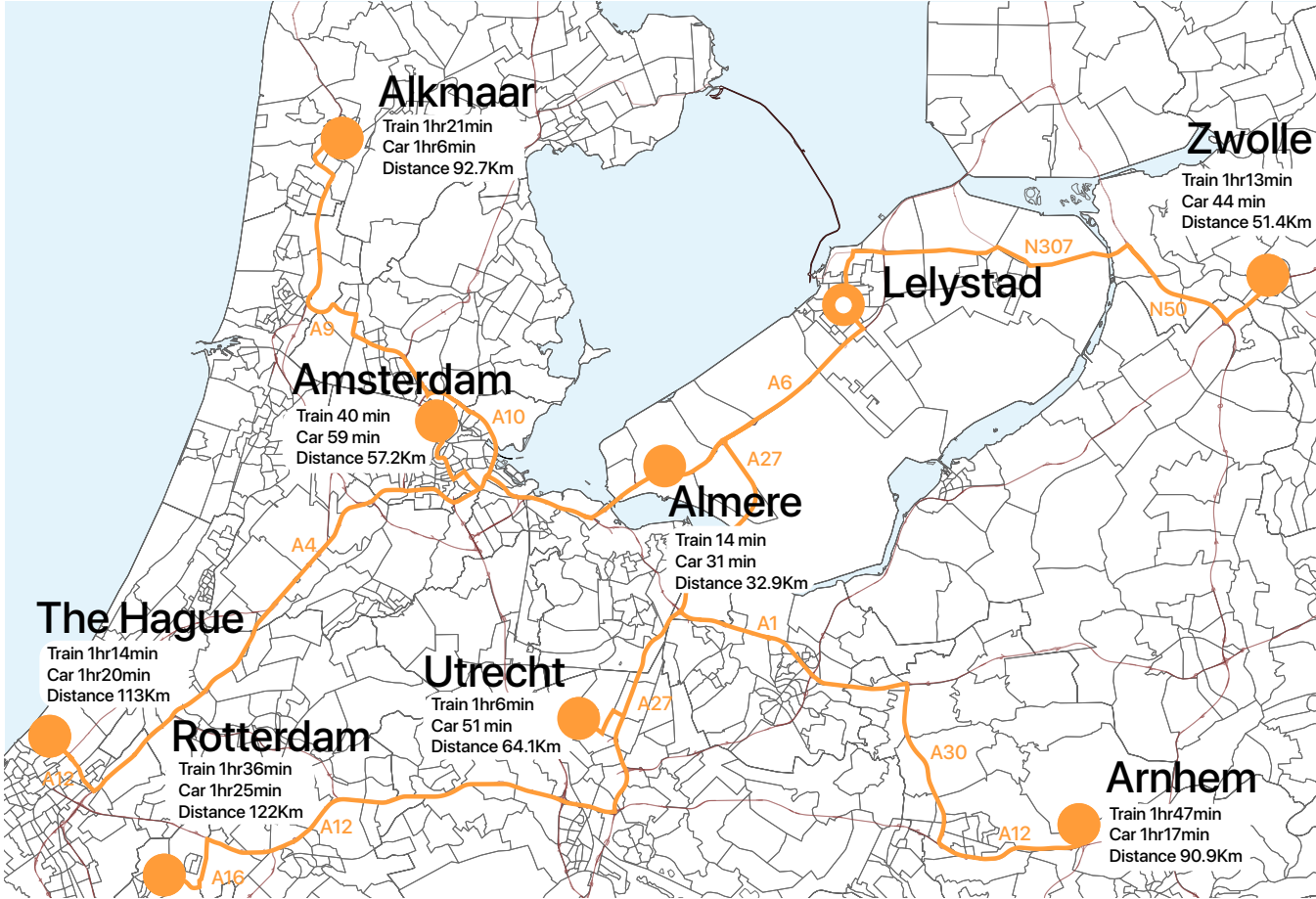
SMELL

TOUCH

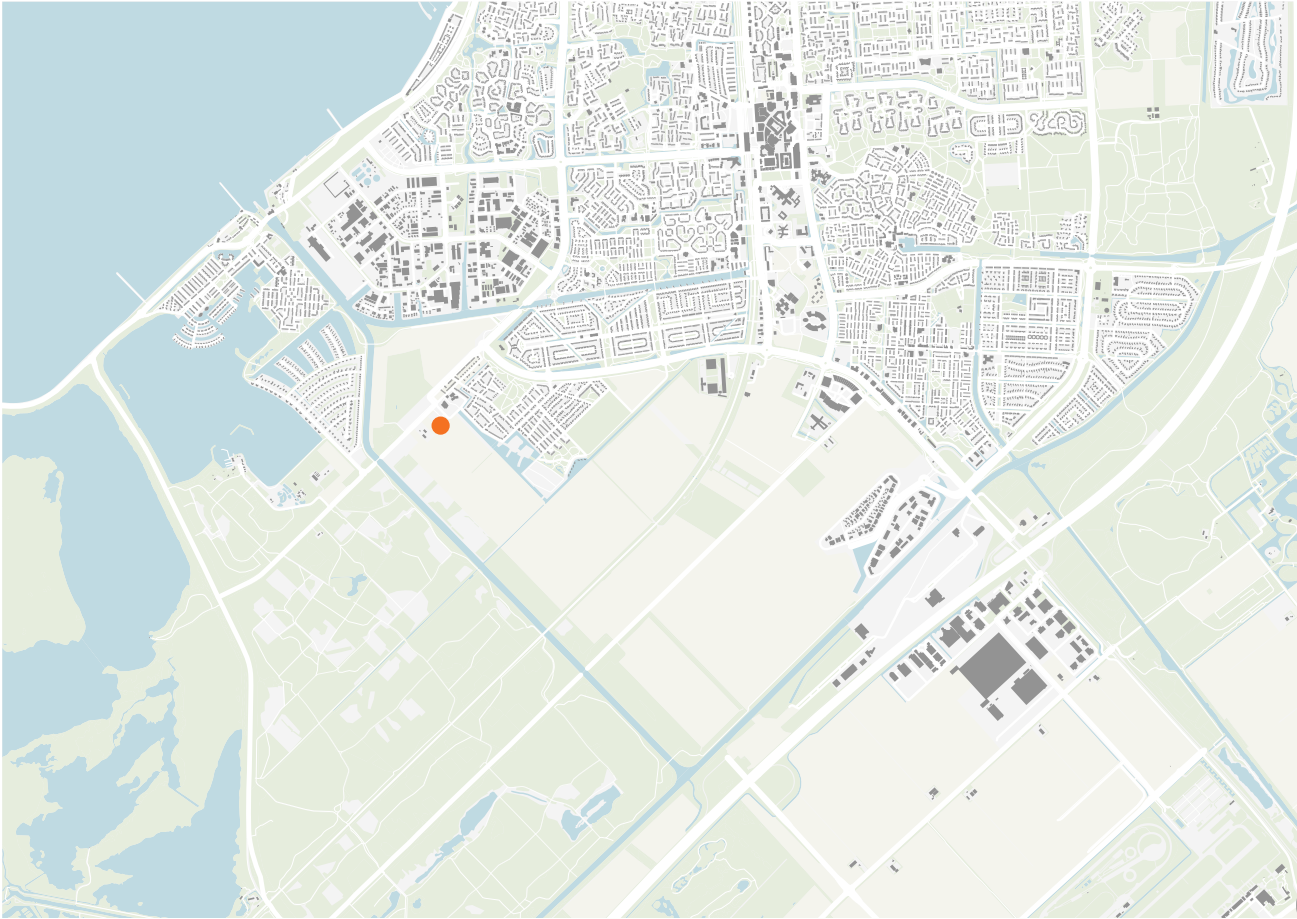
Design themes matrix recommendations

Urban scale

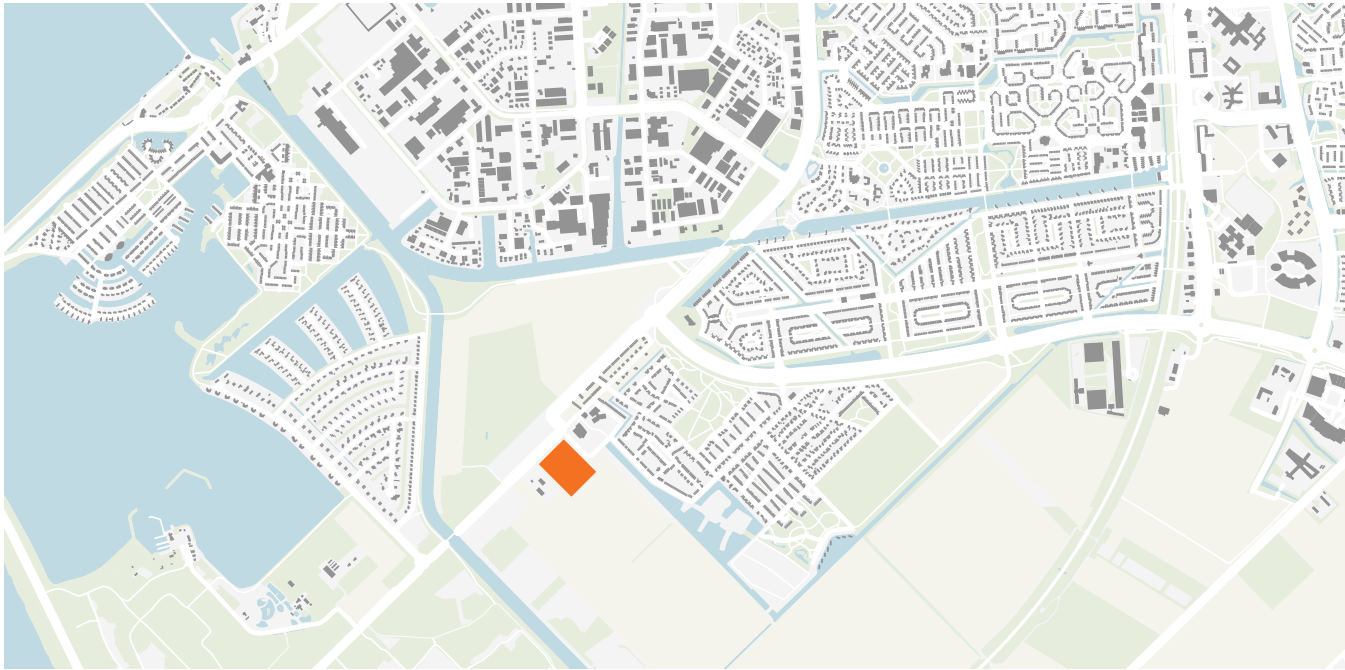
● Location – Lelystad



City



Neighborhood



Site



Plot

● Proximity map



Grocery store
Walking 4 min
Cycling 2 min
Distance 350 m

Water
Cycling 4 min
Distance 1.2 Km

Forest
Cycling 5 min
Distance 1.4 Km

Center
Bus 32 min
Cycling 13 min
Distance 3.9 Km

Scale
1:15000



0m

500m

1000m

● Function zoning map

Urban cores

Residential areas



● Opportunity map



● Masterplan



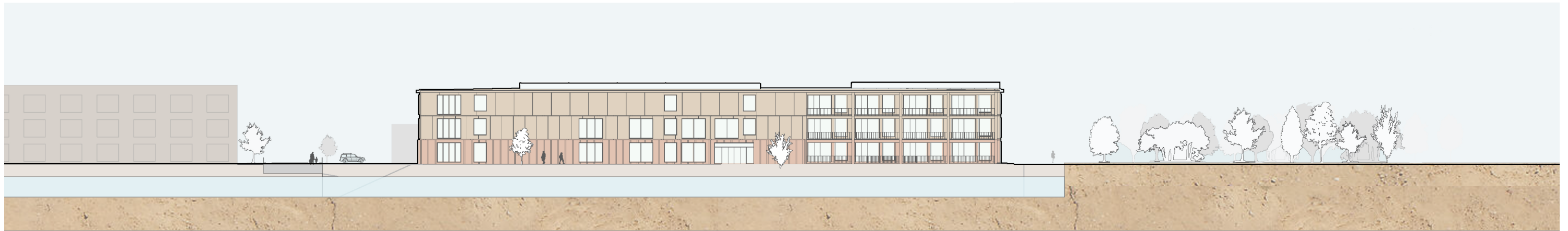
Masterplan neighborhood
Scale 1:2500

● Context plan



Ground floor context floorplan
Scale 1:500

● Urban sections



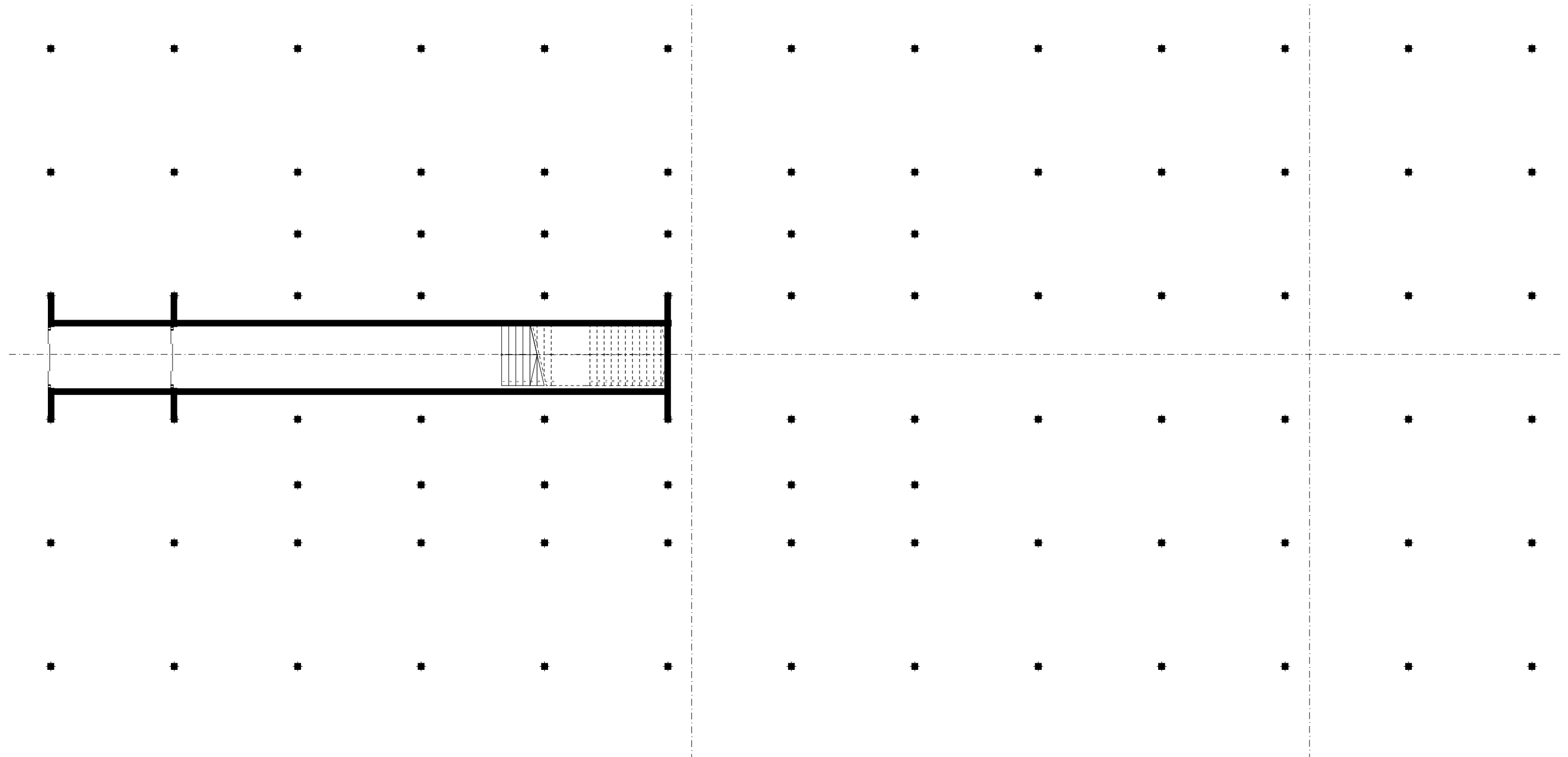
Urban longitudinal section
Scale 1:500



Urban cross section
Scale 1:500

Building scale

● Floorplans



Underground floor plan
Scale 1:200



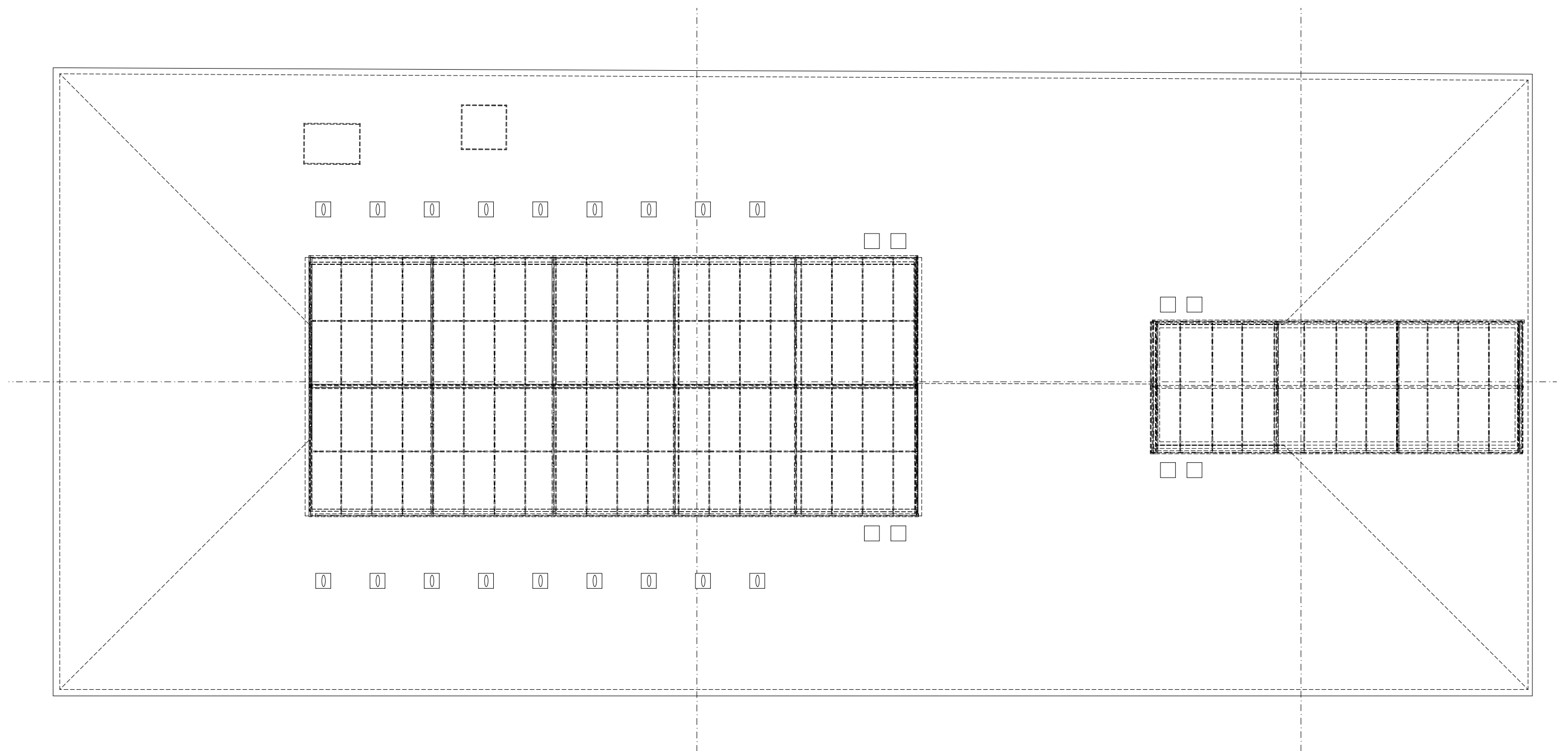
Ground floor plan
Scale 1:200



First floor plan
Scale 1:200



Second floor plan
Scale 1:200



Roof plan
Scale 1:200



East elevation
Scale 1:200



South elevation
Scale 1:200

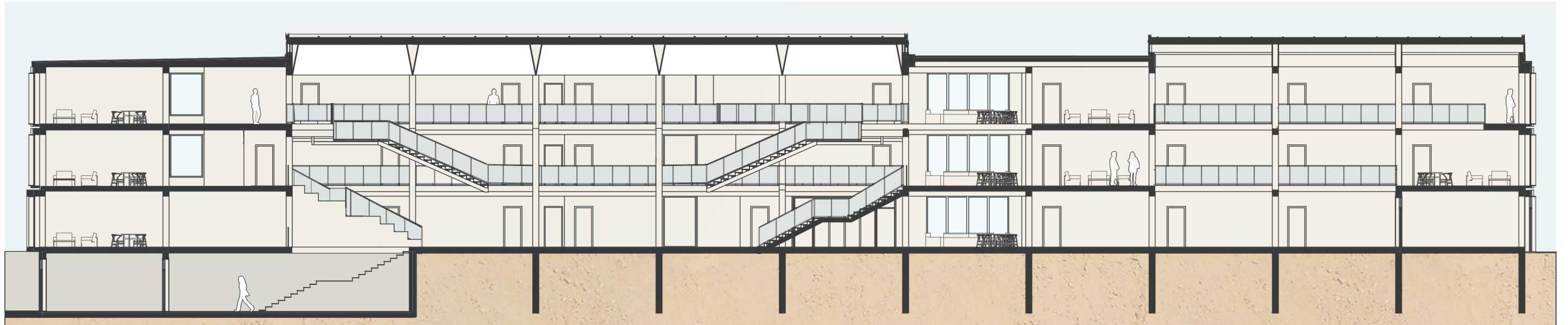


West elevation
Scale 1:200



North elevation
Scale 1:200

● Sections



Longitudinal section
Scale 1:200

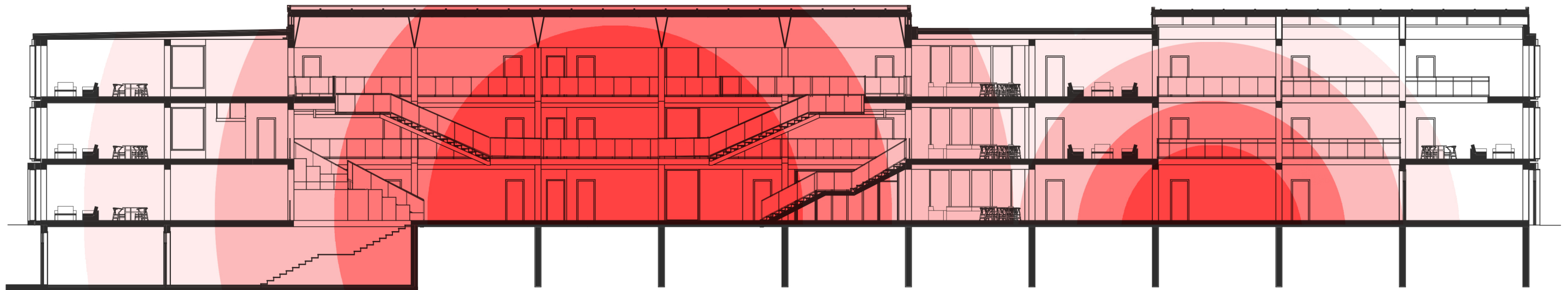
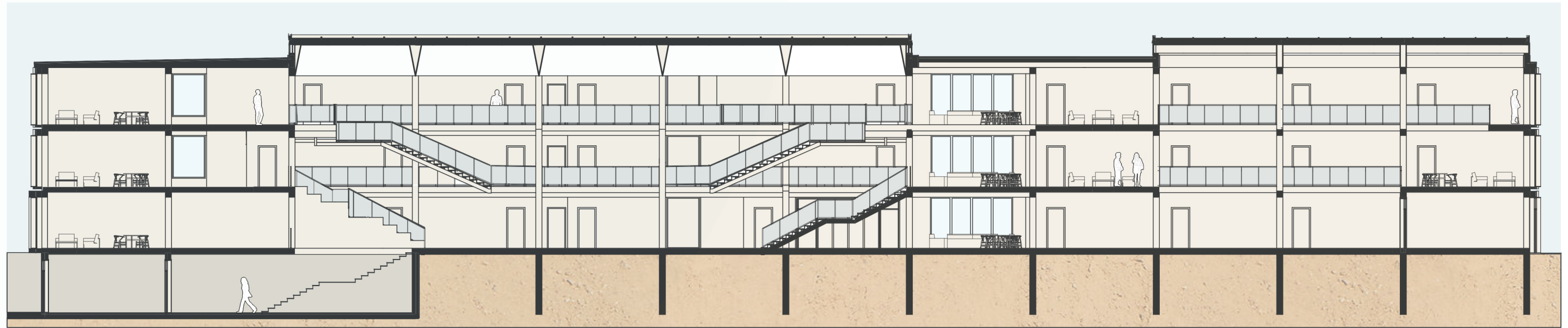


Cross section private
Scale 1:200



Cross section public
Scale 1:200

● The experience of the visitor



Sound propagation diagram



Entering the building



Walking through the underground corridor



Entering the building



Ground floor

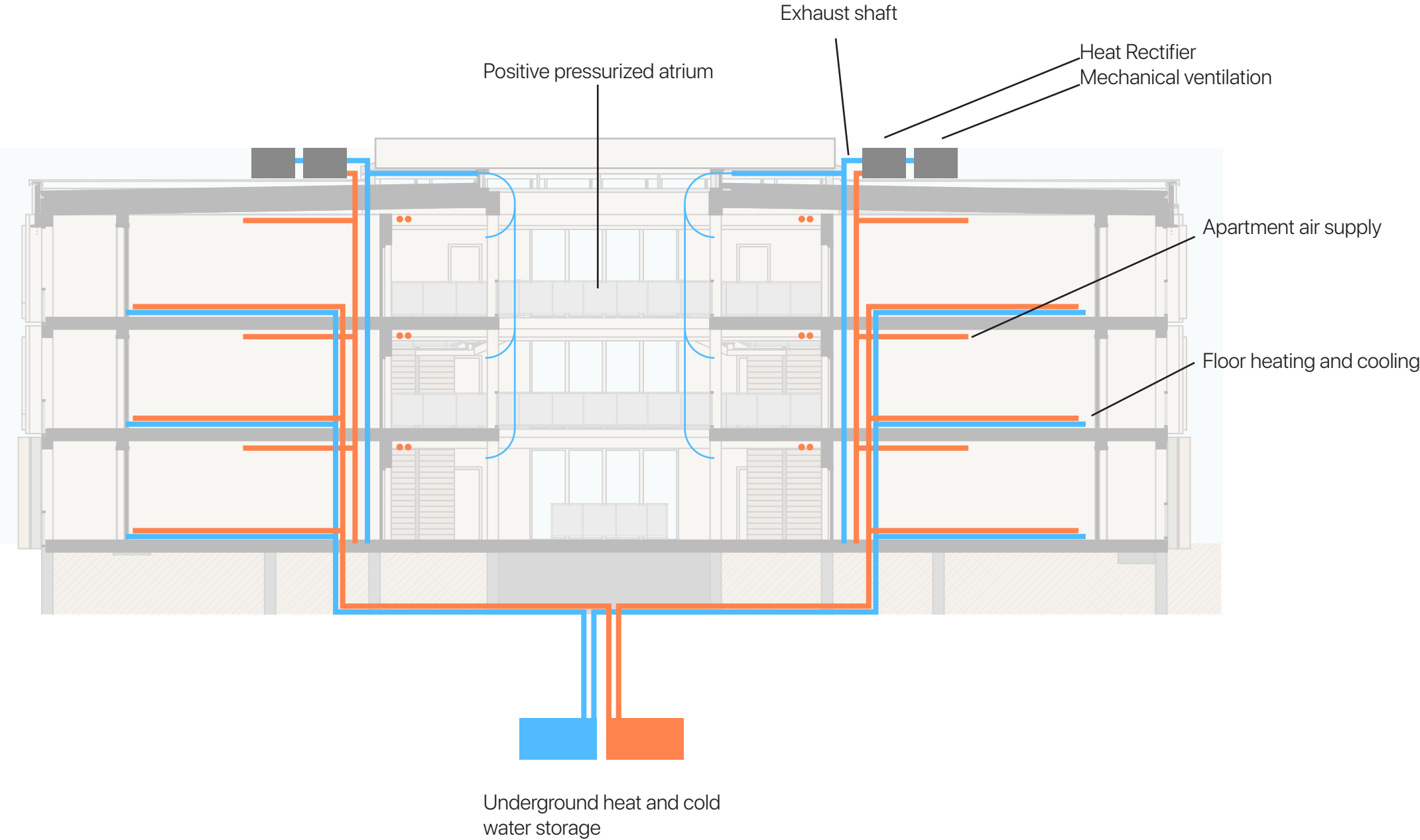


First floor







Second floor

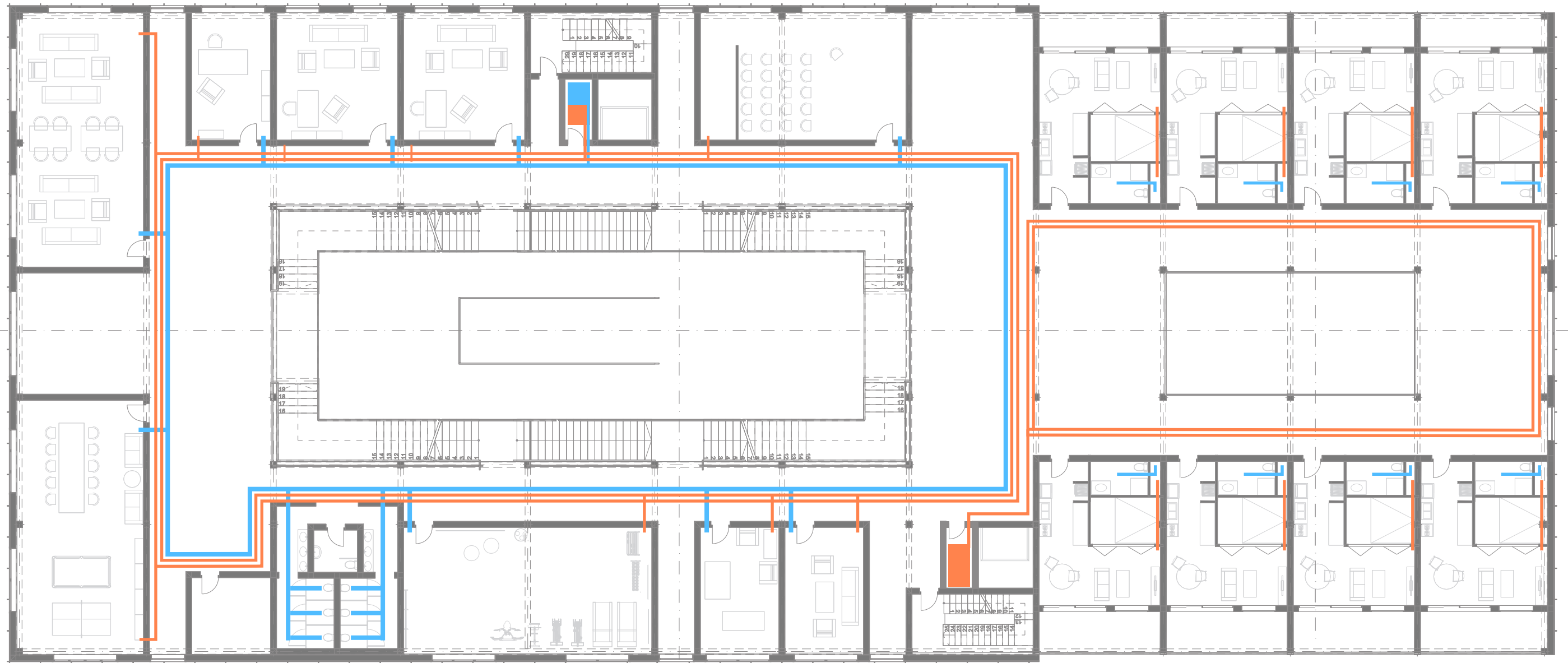
● Building technology aspects





Legend

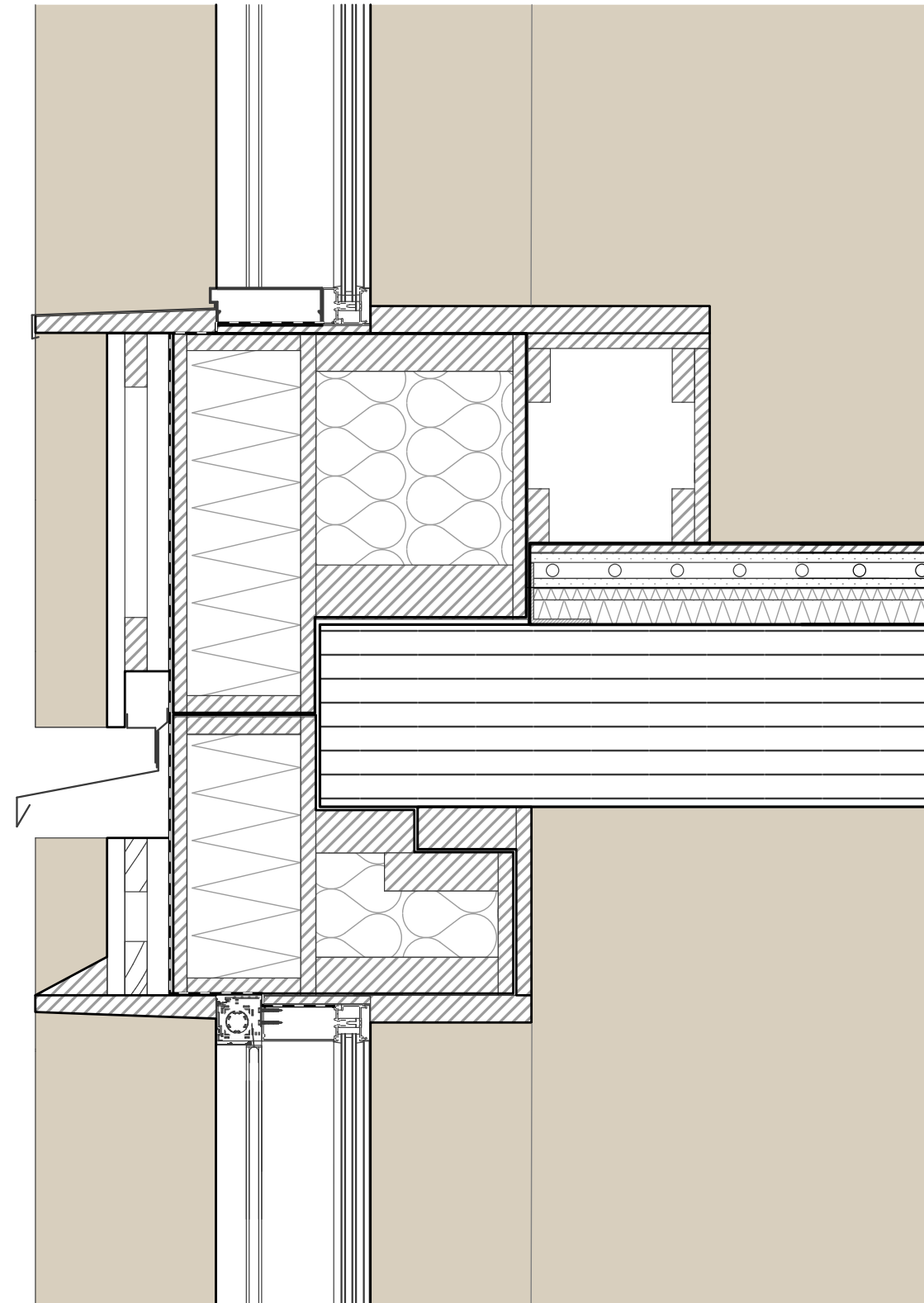
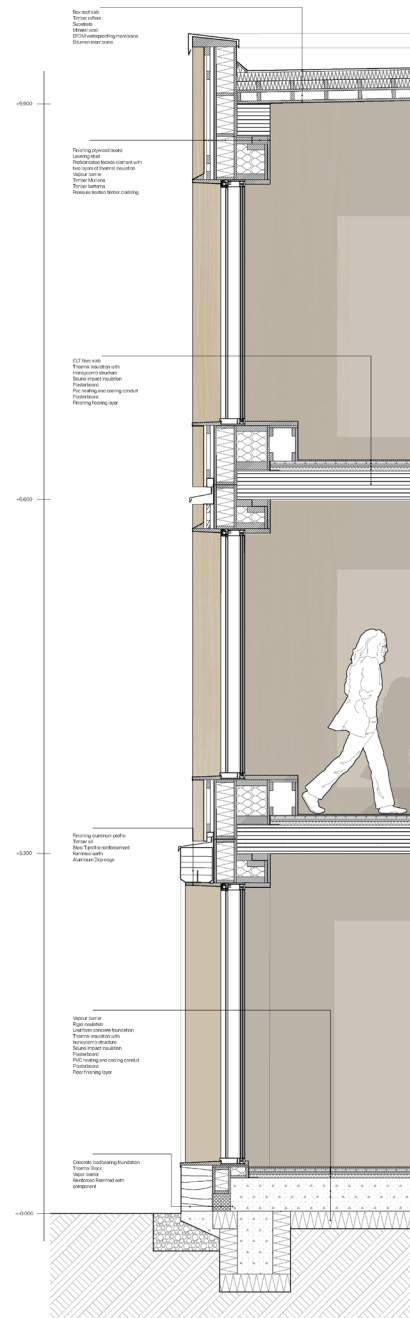
Supply air	
Exhaust air	
Cold water	
Warm water	

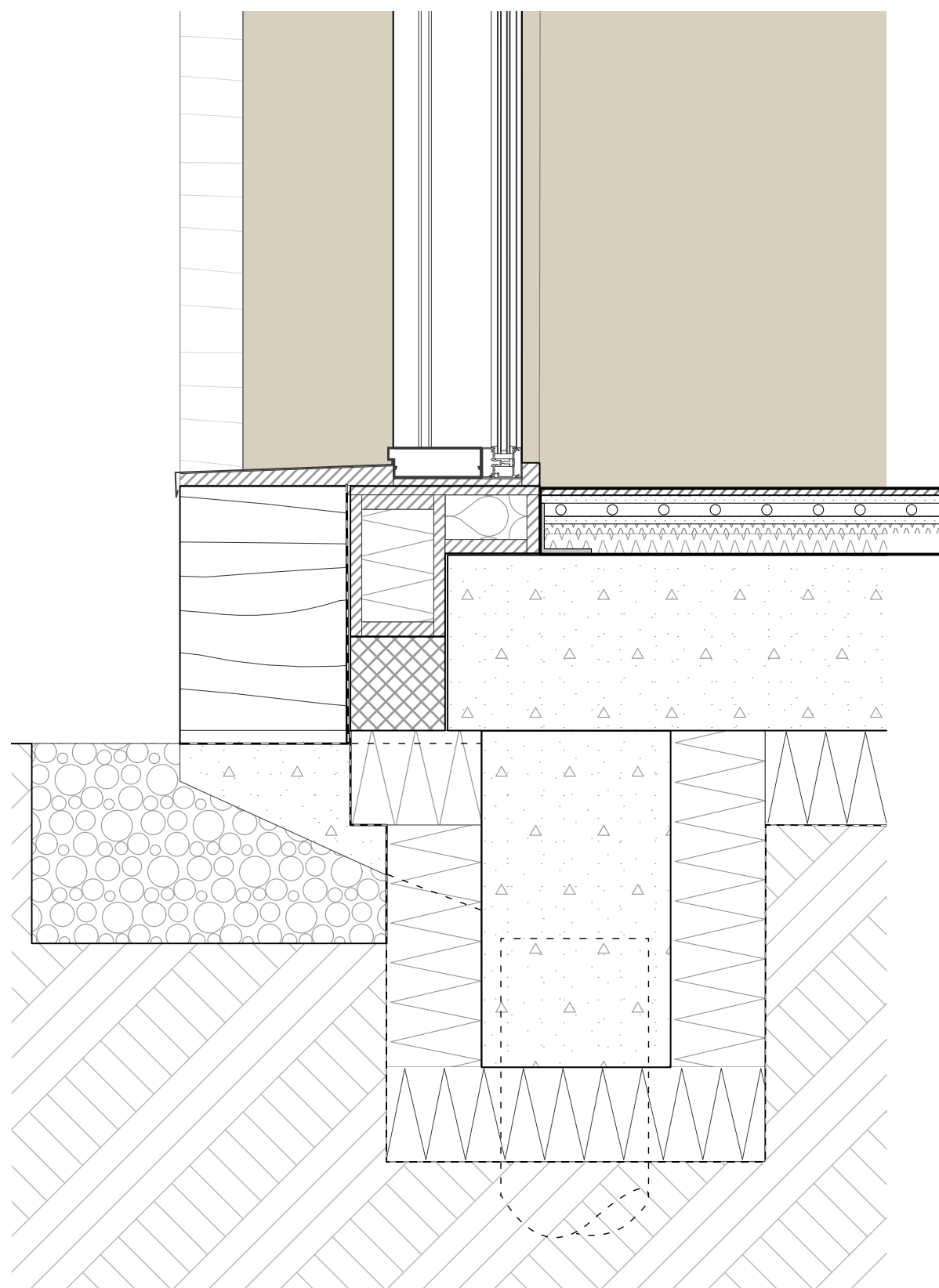
Ventilation diagram Section



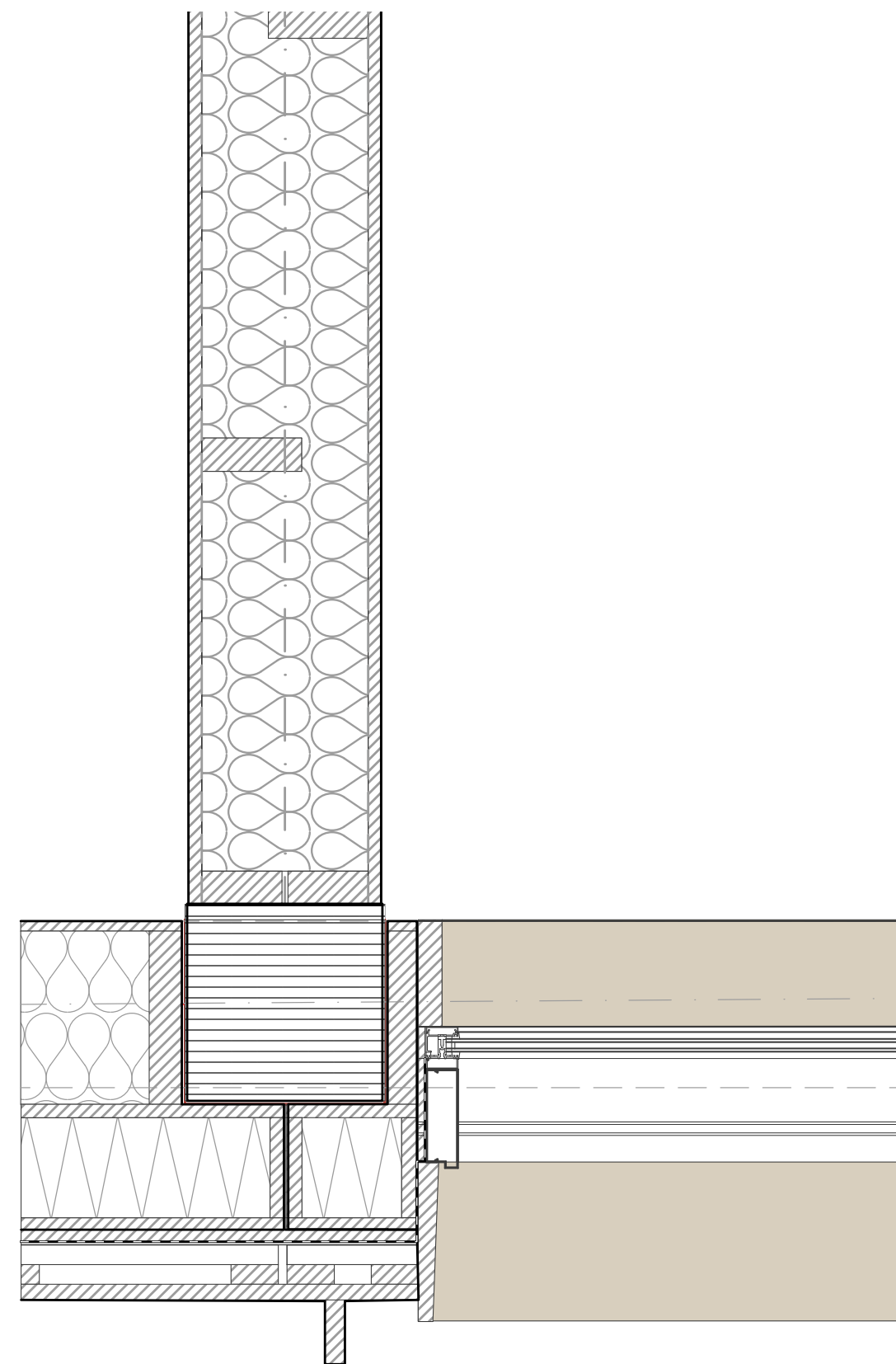
Ventilation diagram floorplan

Legend
 Supply air 
 Exhaust air 

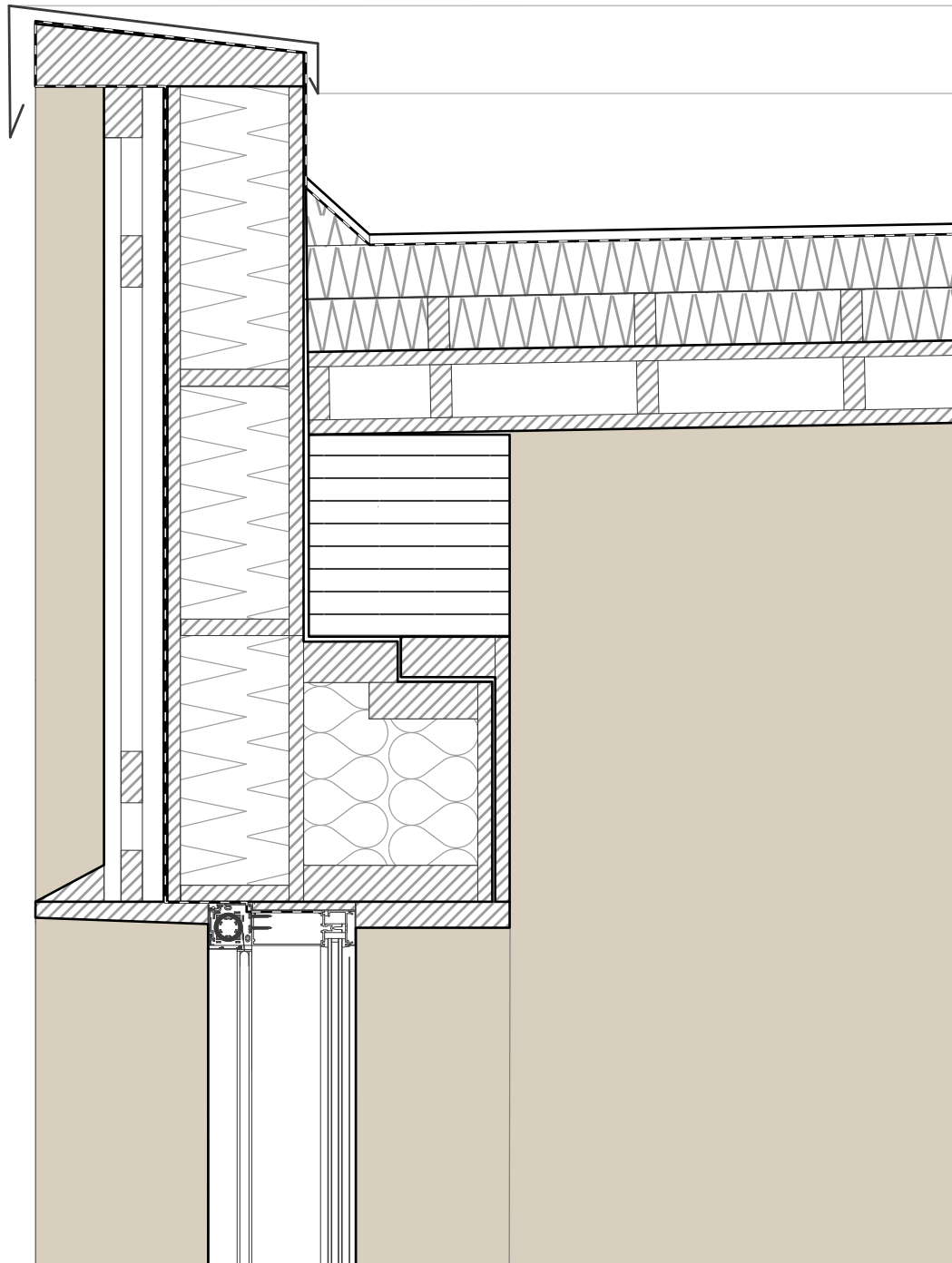




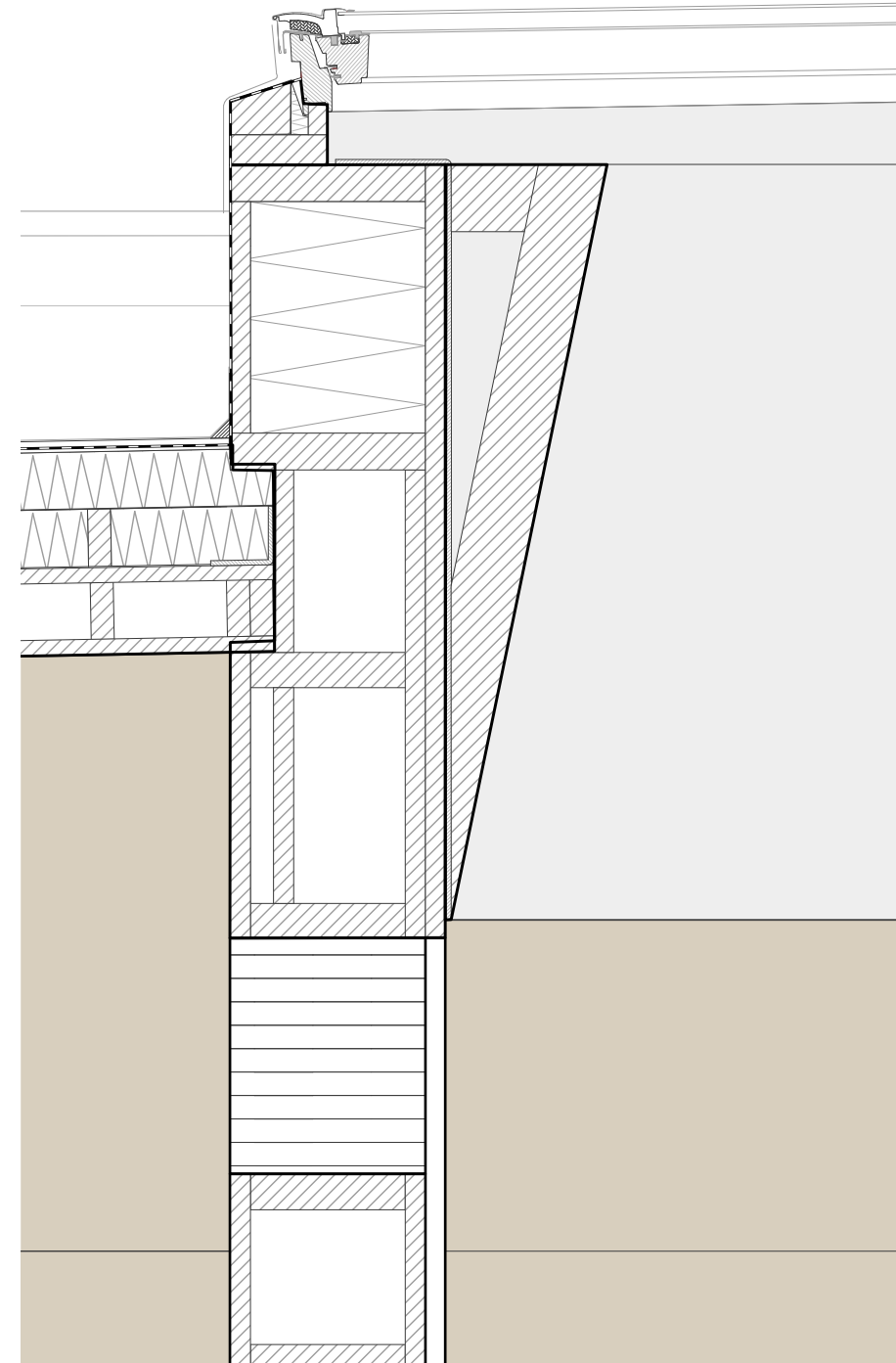
Foundation detail
1:10



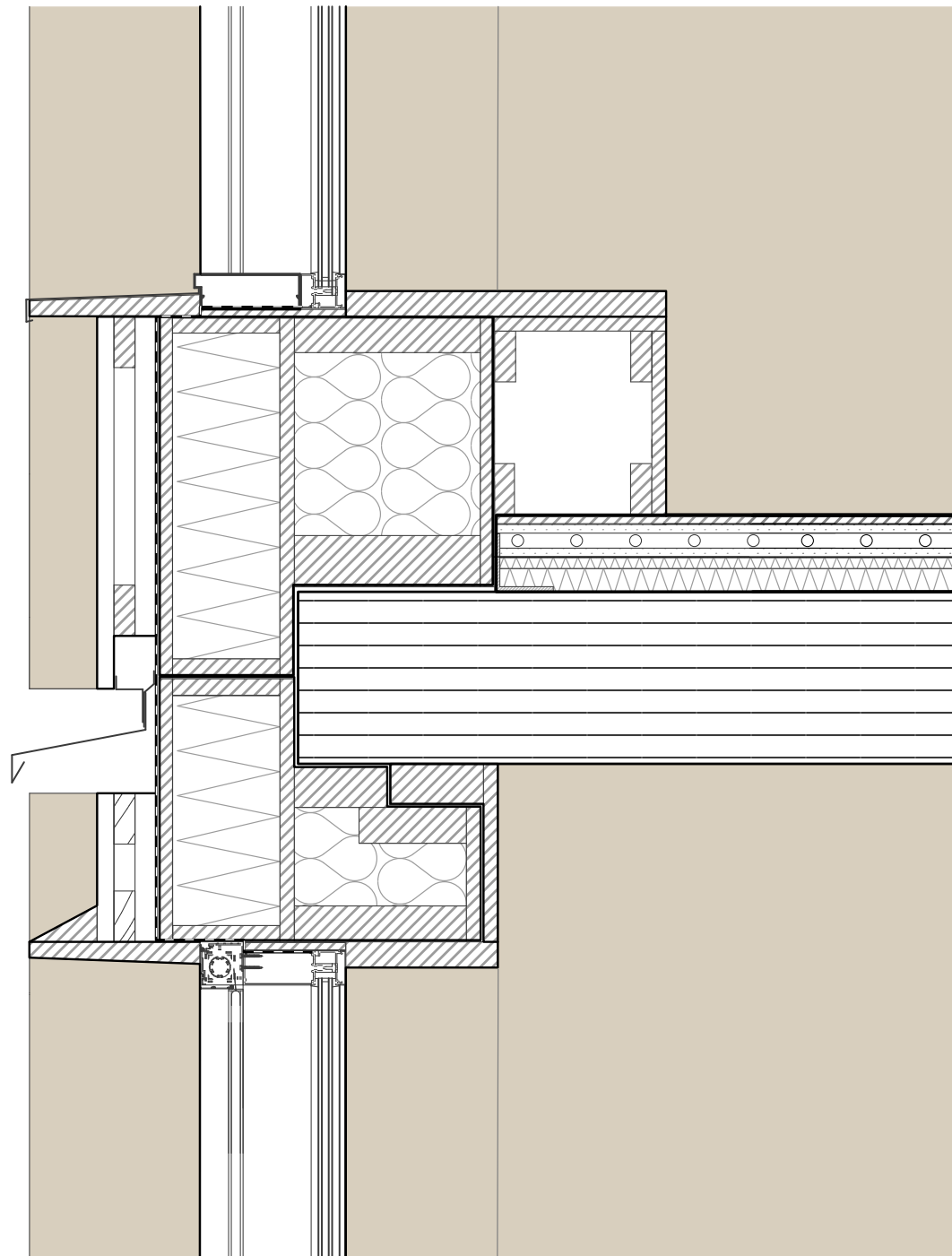
Floorplan detail
1:10



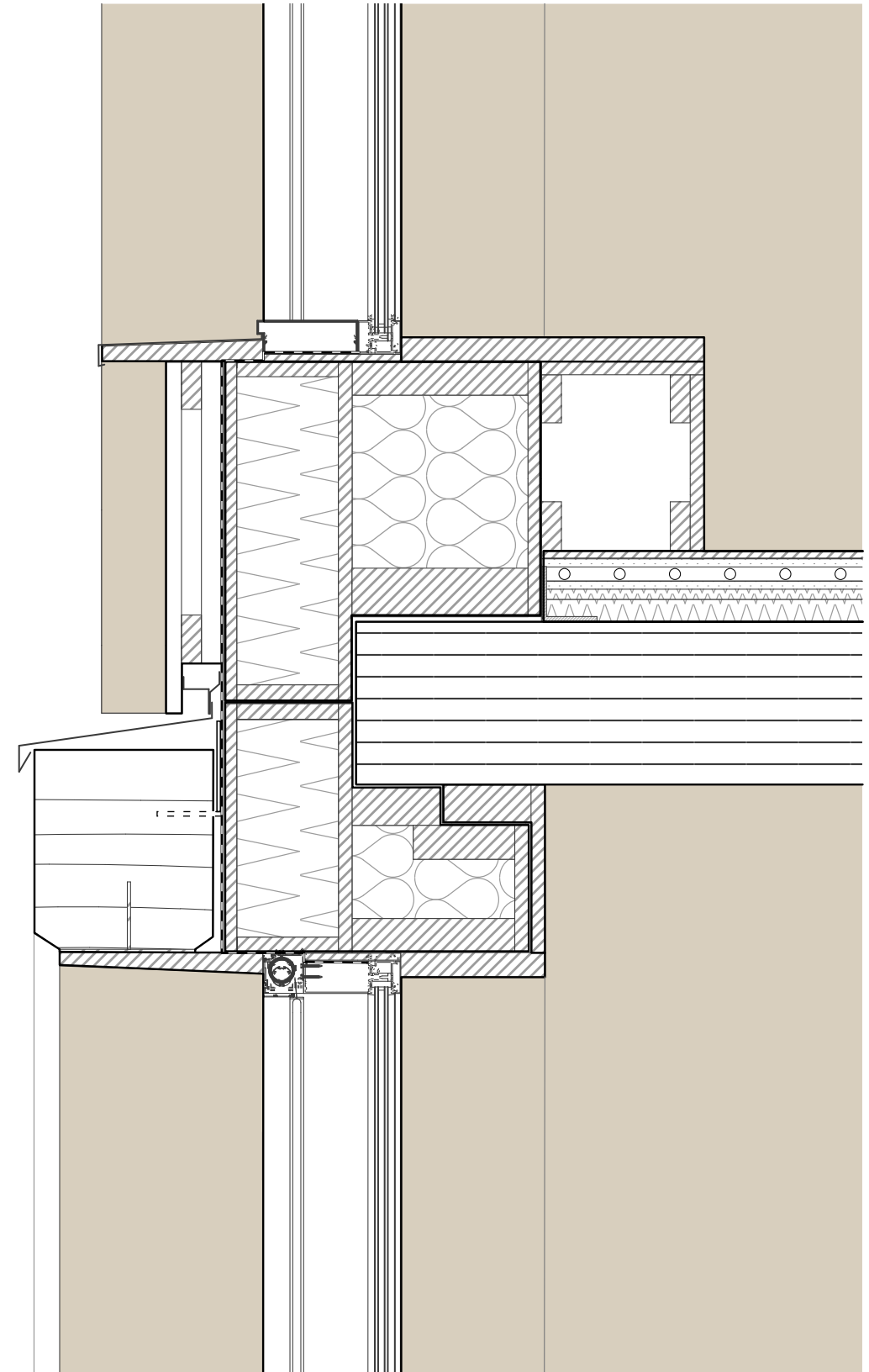
Roof detail
1:10



Atrium detail
1:10



Facade section detail 1
1:10



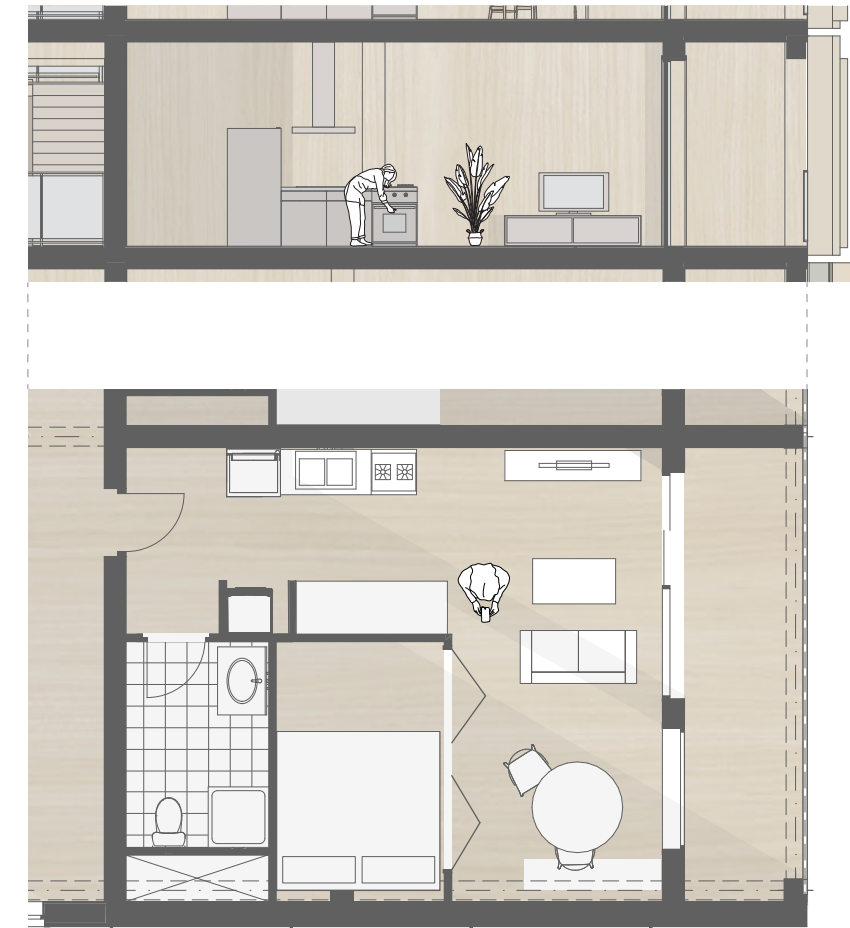
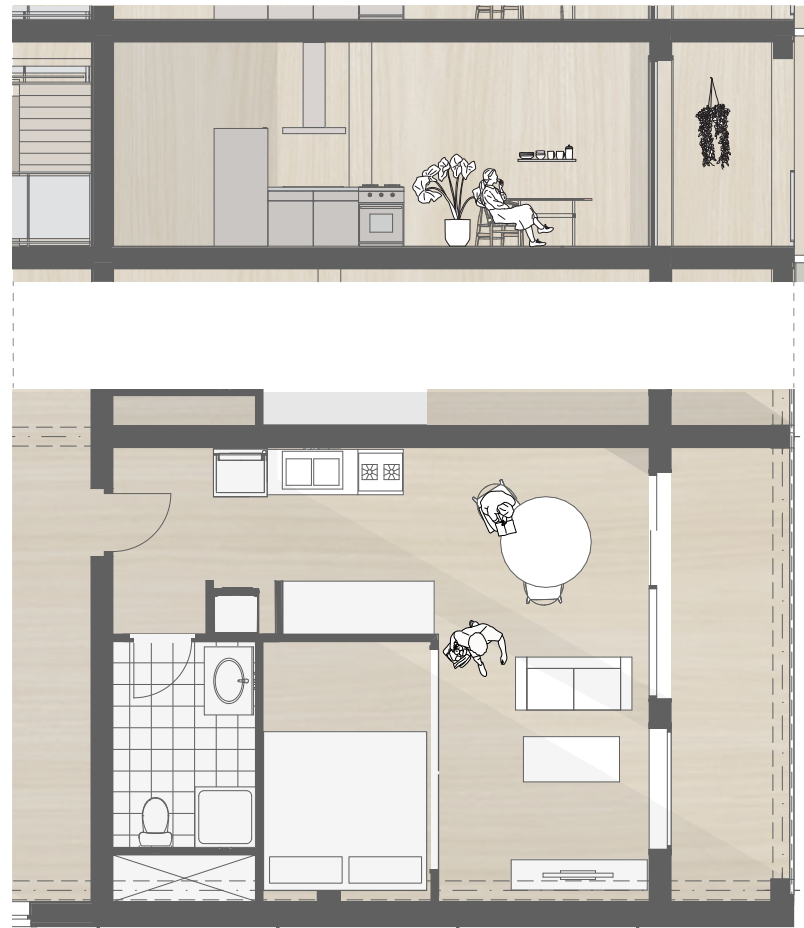
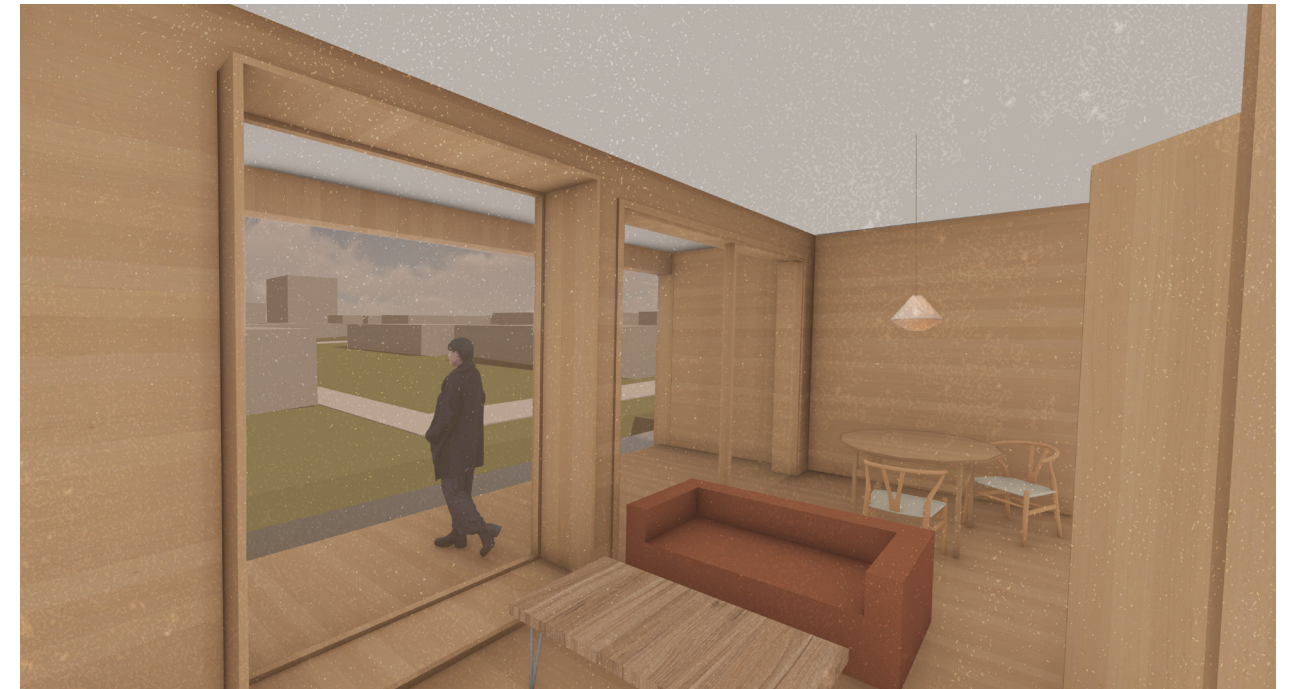
Facade section detail 2
1:10





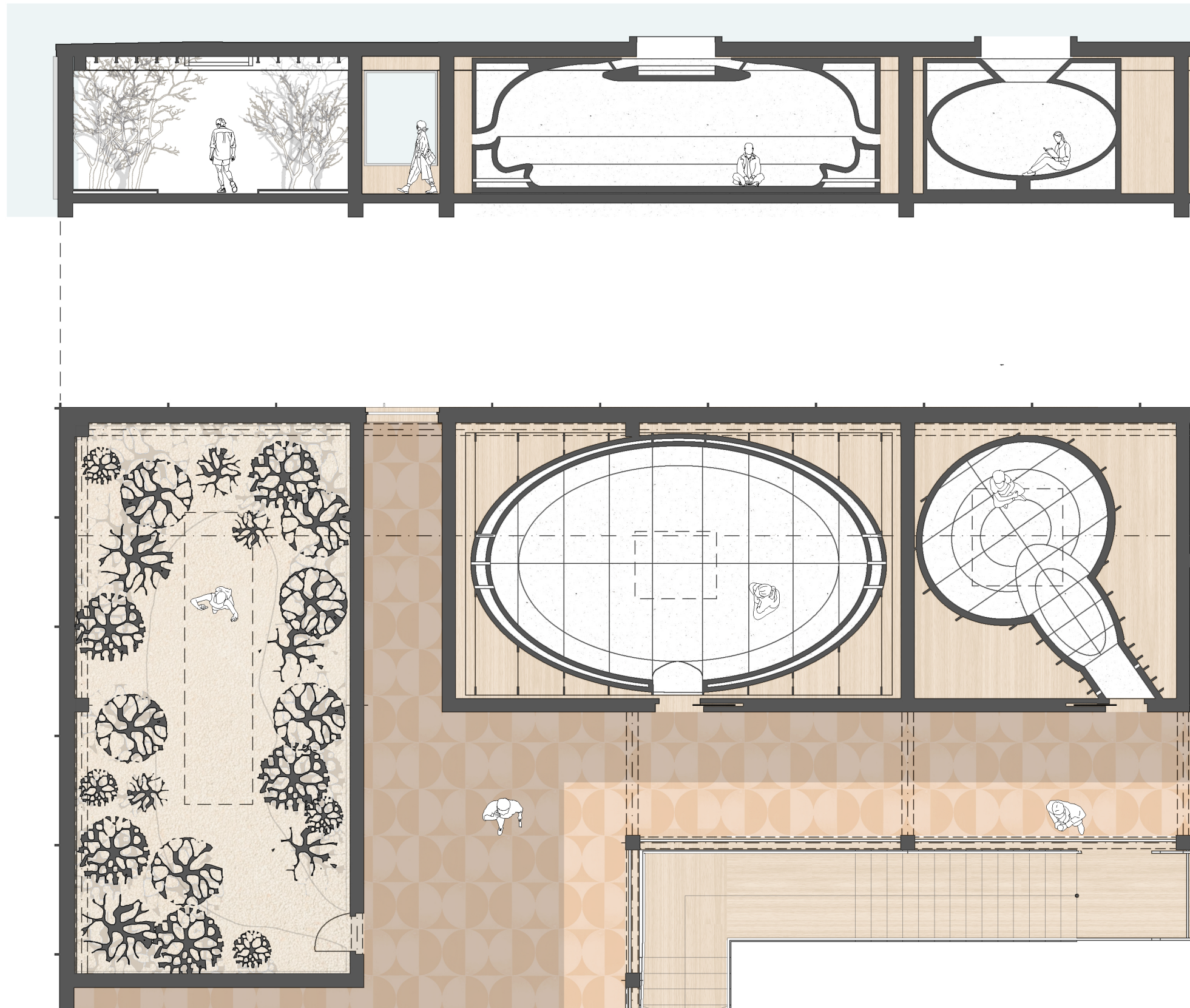
Room scale

● Apartments

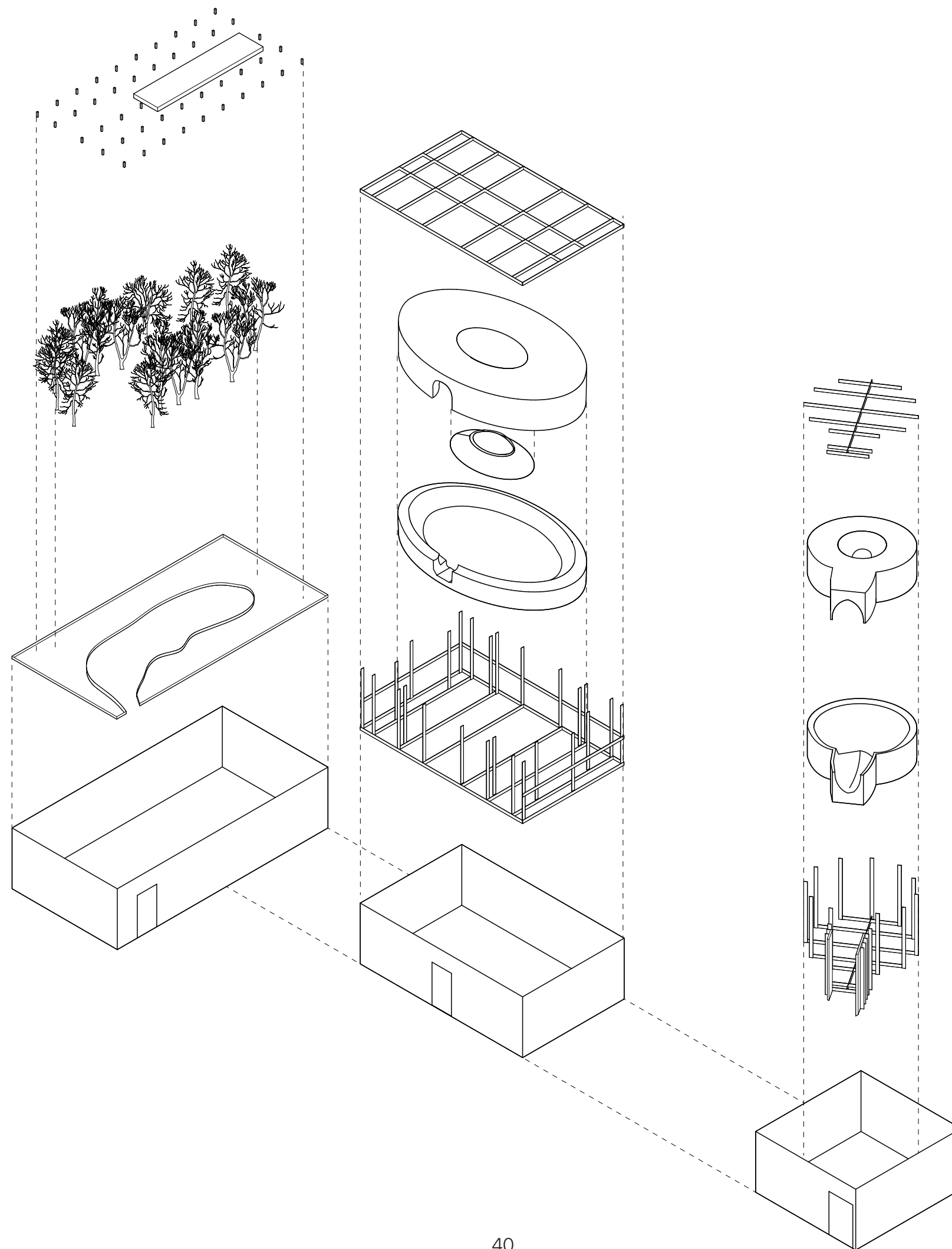


Apartment floorplan & section
Scale 1:100

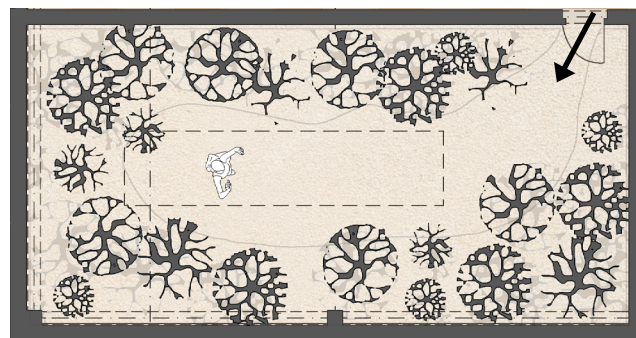
● Experiential rooms



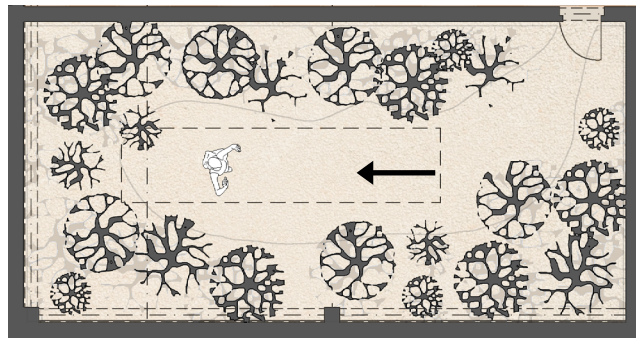
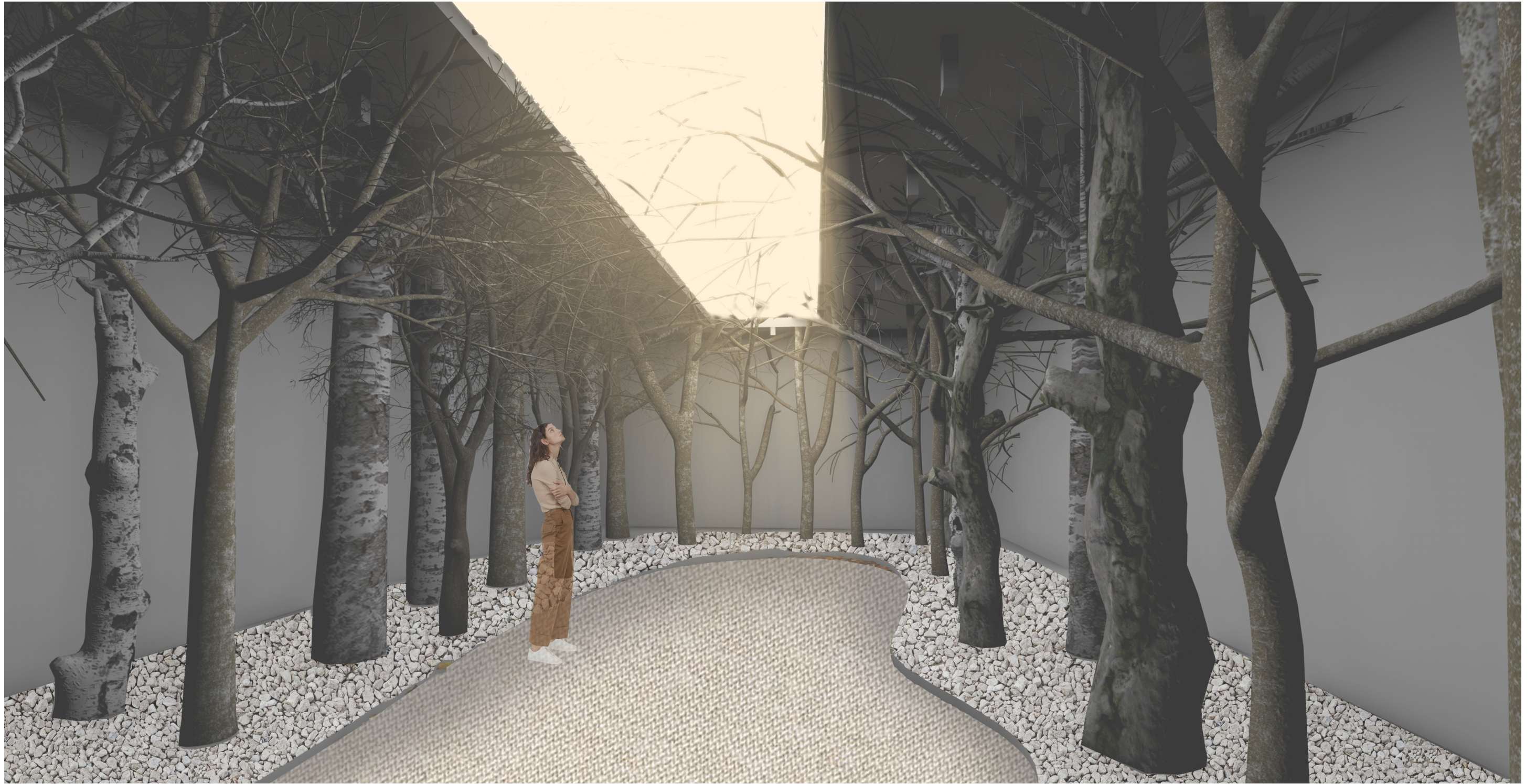
Experiential rooms floorplans & sections
Scale 1:100

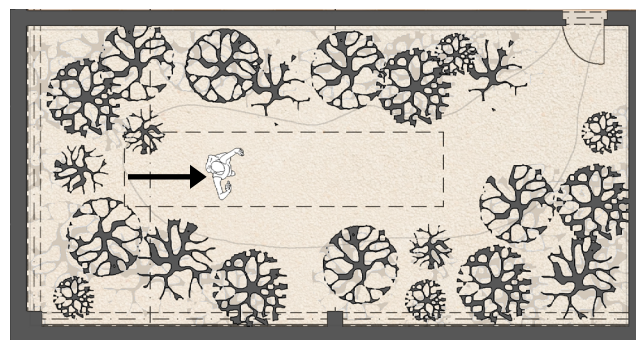
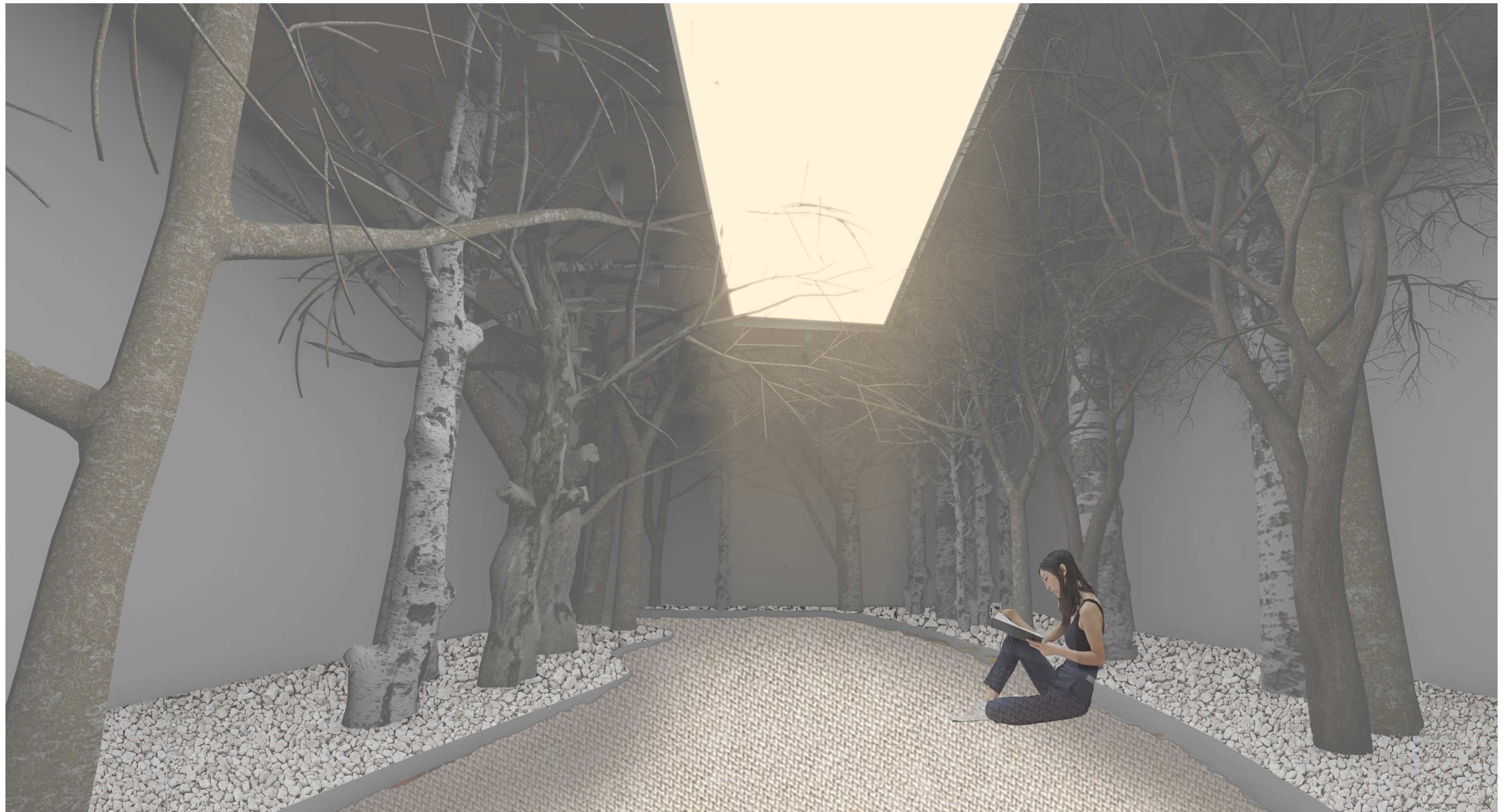


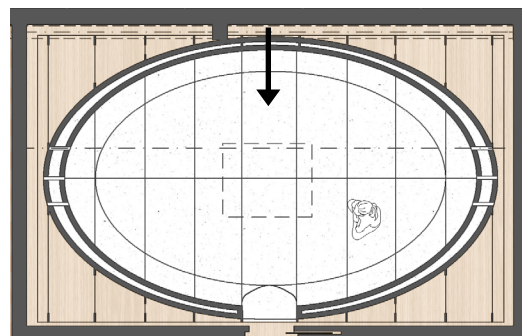
Exploded axonometric view of the experiential rooms



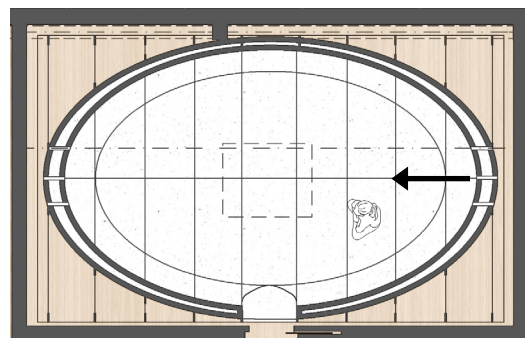
Multi sensory room

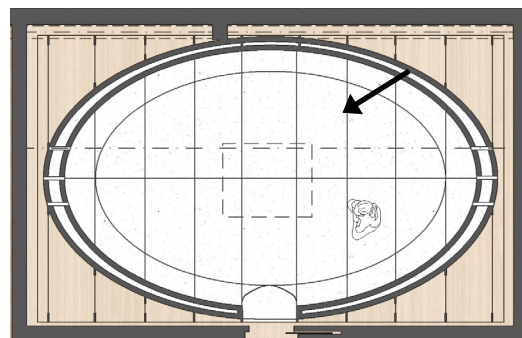


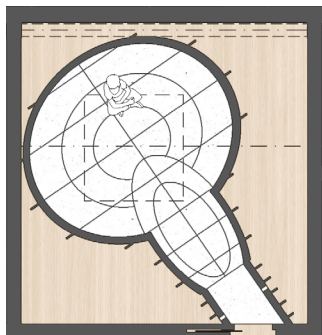




Group meditation room







Silence room

