Luca Fontana

HAVEN

The public interlace for social inclusivity
in the post-renewal Copenhagen

Public Building Graduation Studio
2019 - 2020

Premise



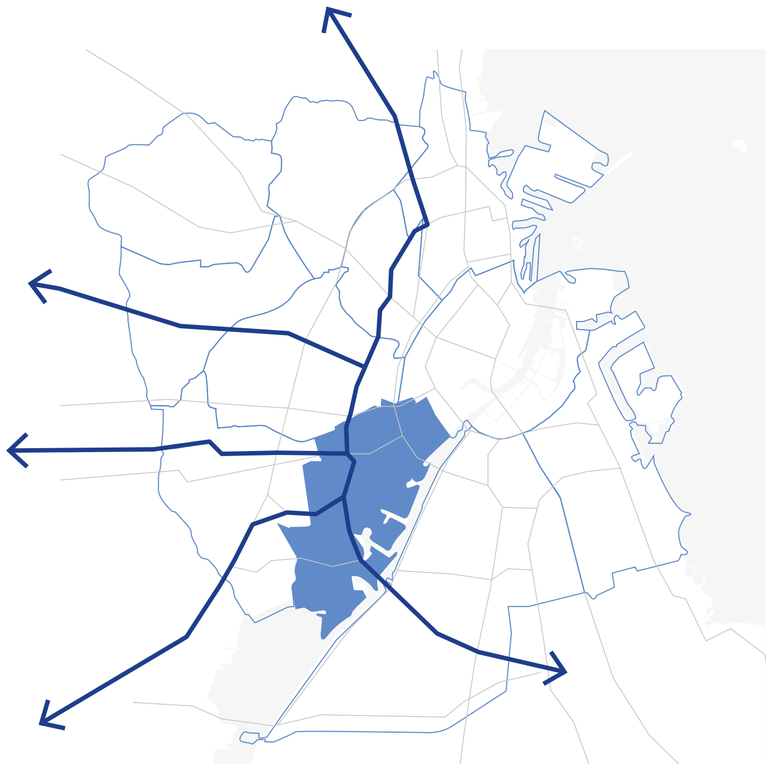
Residential Block in Copenhagen district, 1981

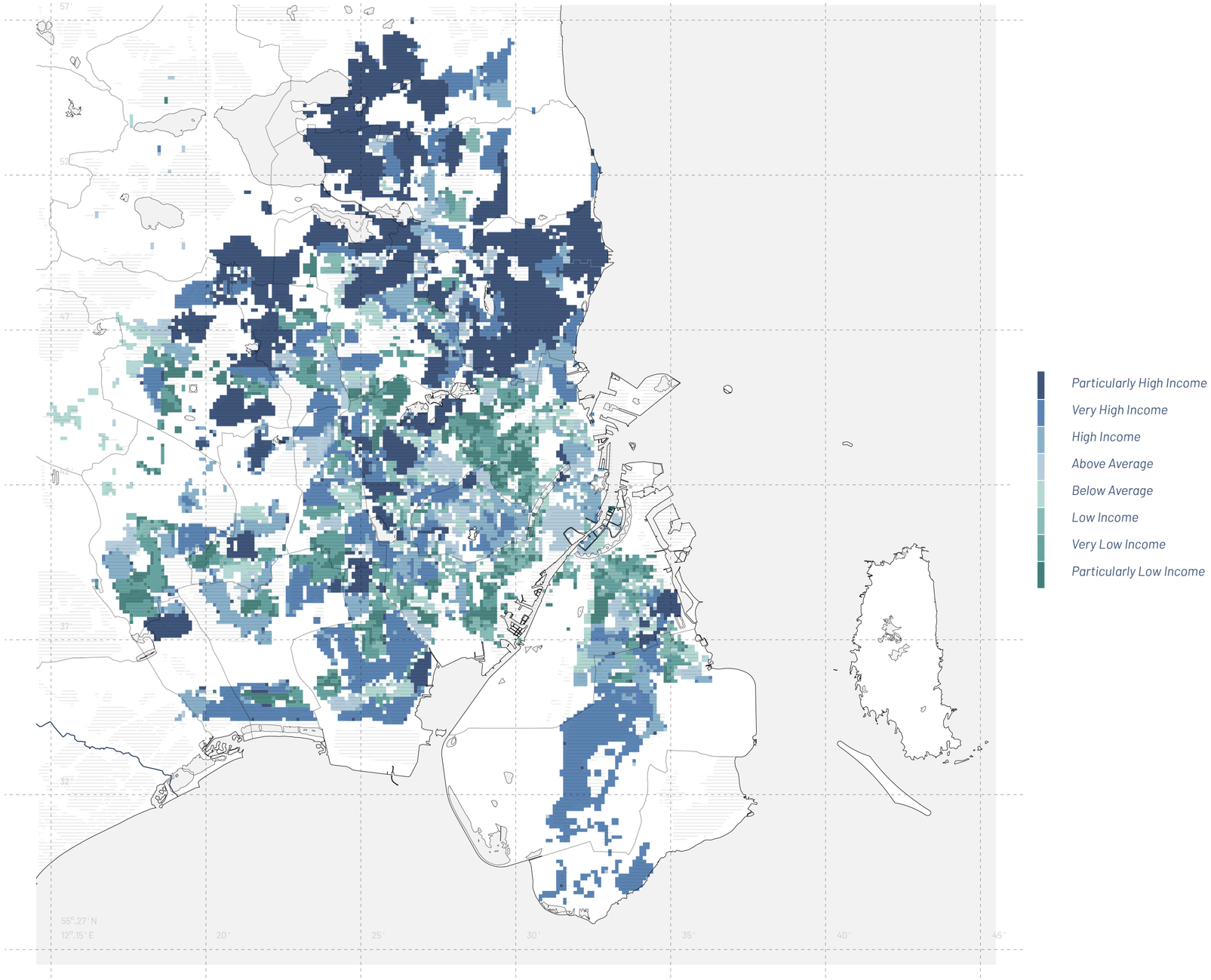
Old Kongevej from Codanhus, Vesterbro.



Demolitions between 1991 and 2005

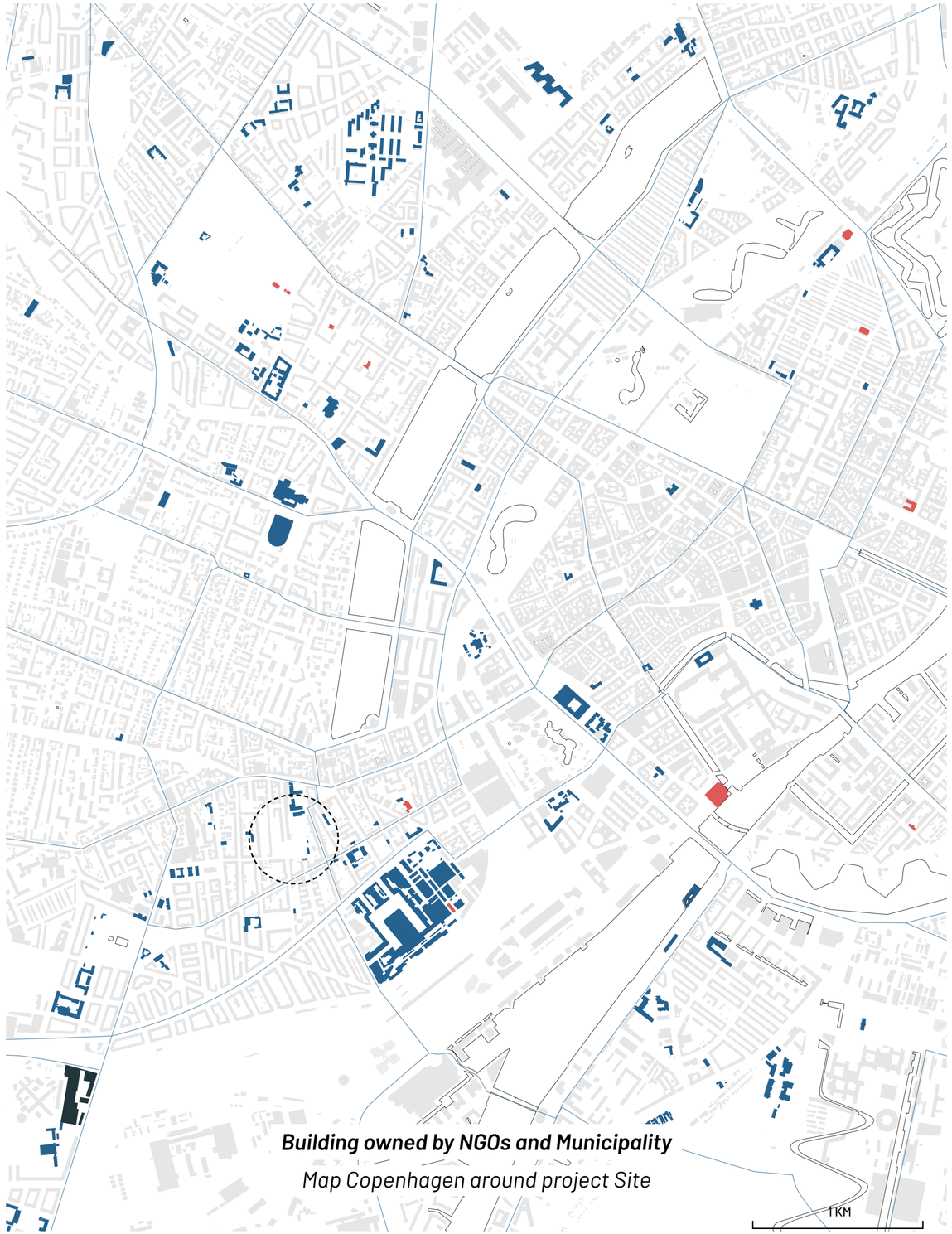
Vesterbro, Copenhagen.





Income Group Segregation, 2014

Ministry of Urban, Housing and Rural Affairs, Denmark.



Building owned by NGOs and Municipality

Map Copenhagen around project Site

USE THE CITY

CULTURE AND PROJECT SUPPORT

Get an overview of support opportunities for projects and cultural activities.

Music

Copenhagen has a thriving musical life. It is the municipality's policy to support live and active music.

Performing Arts

The City of Copenhagen wants an active and professional performing arts life in Copenhagen.

Realdania This is how we support projects Knowledge join in

This is how we support

We support projects aimed at improving the quality of life by preserving and developing the life that is lived in and between the houses throughout Denmark.



Game activities GAME Street Mecca houses playmaker News About GAME

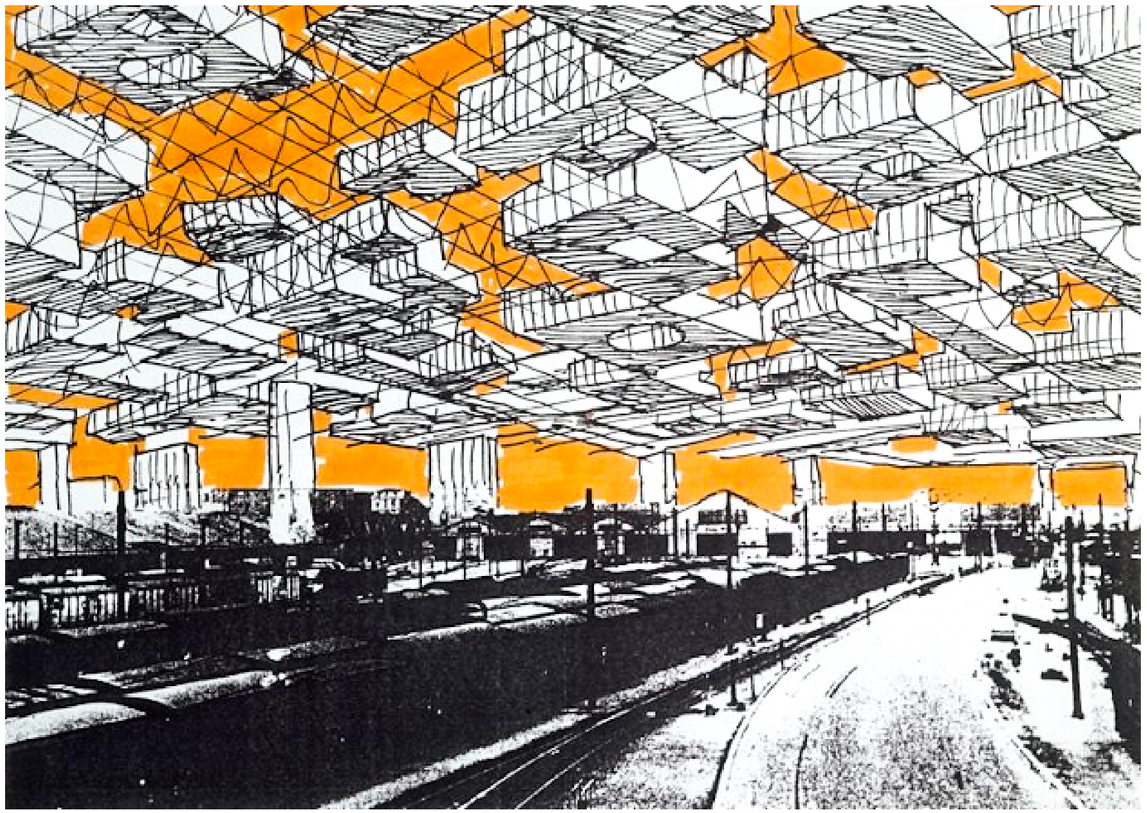
ABOUT GAME

GAME is a non-profit street sports organization, which since 2002 has worked to create lasting social change through street sports for children and young people. GAME establishes innovative facilities and educates young people for leaders and role models in street sports.

GAME arranges trainings and tournaments in street basketball, street football, dance and parkour for children and young people in exposed residential areas all over Denmark as well as in street sports houses in Copenhagen, Esbjerg, Aalborg and Viborg. It is young volunteer *GAME Playmakers* who run the local street events and trainings.

Non-profit organizations financing public spaces

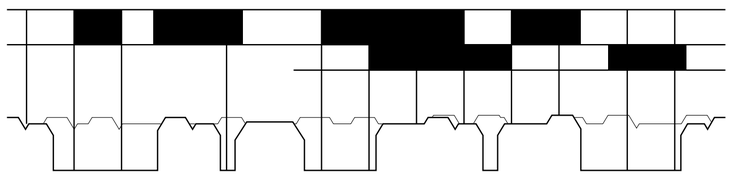
Copenhagen Municipality, Realdania and Game websites (2020)



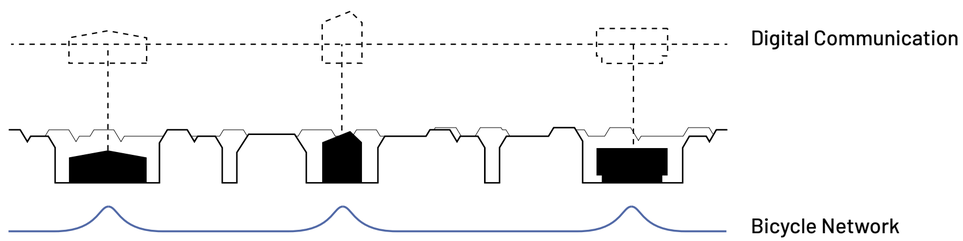
Spatial City, Yona Friedman, 1960.

Exit Utopia, 1956-1976. (Prestel, 2005)

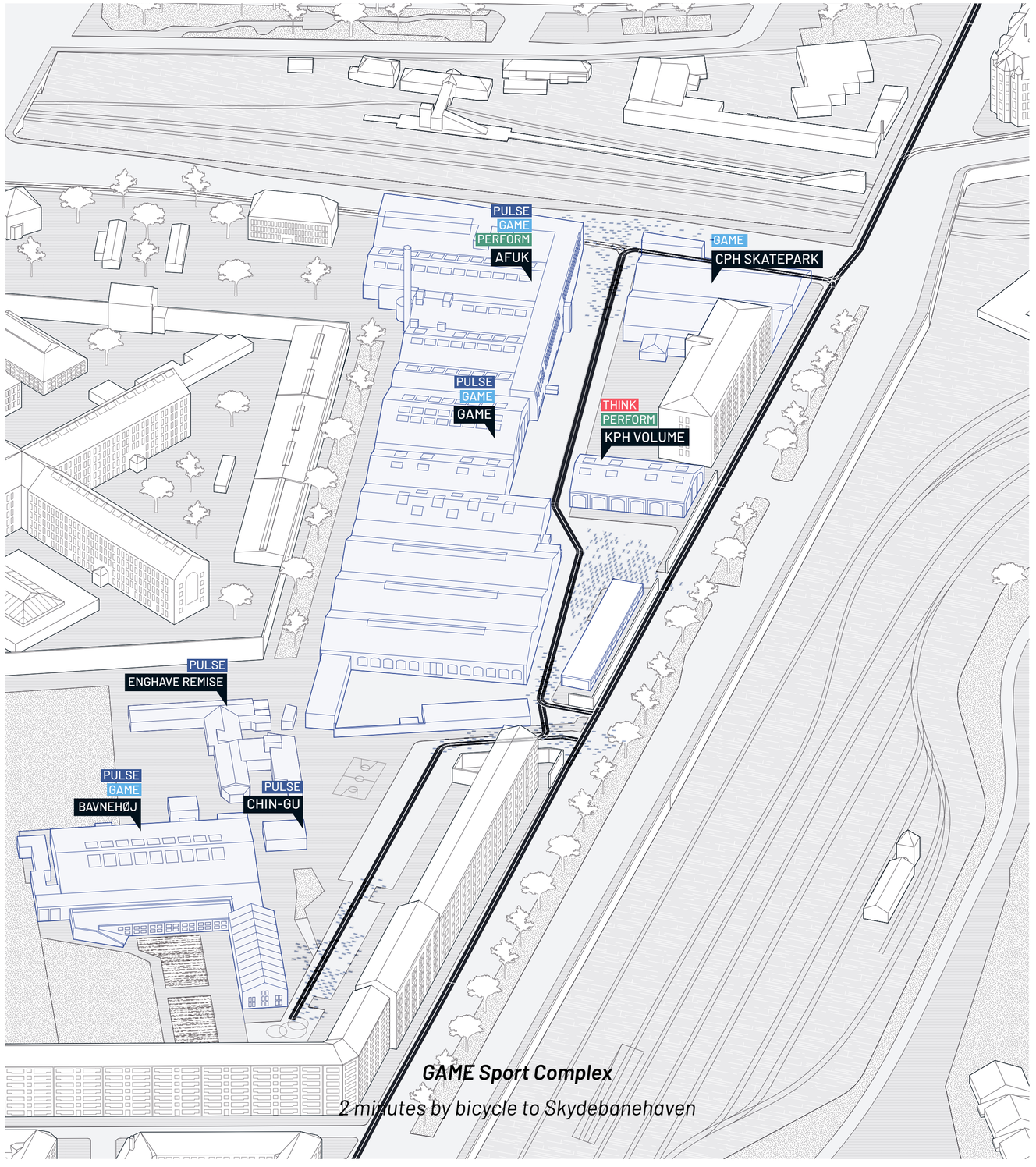




Spatial City (Y. Friedman)

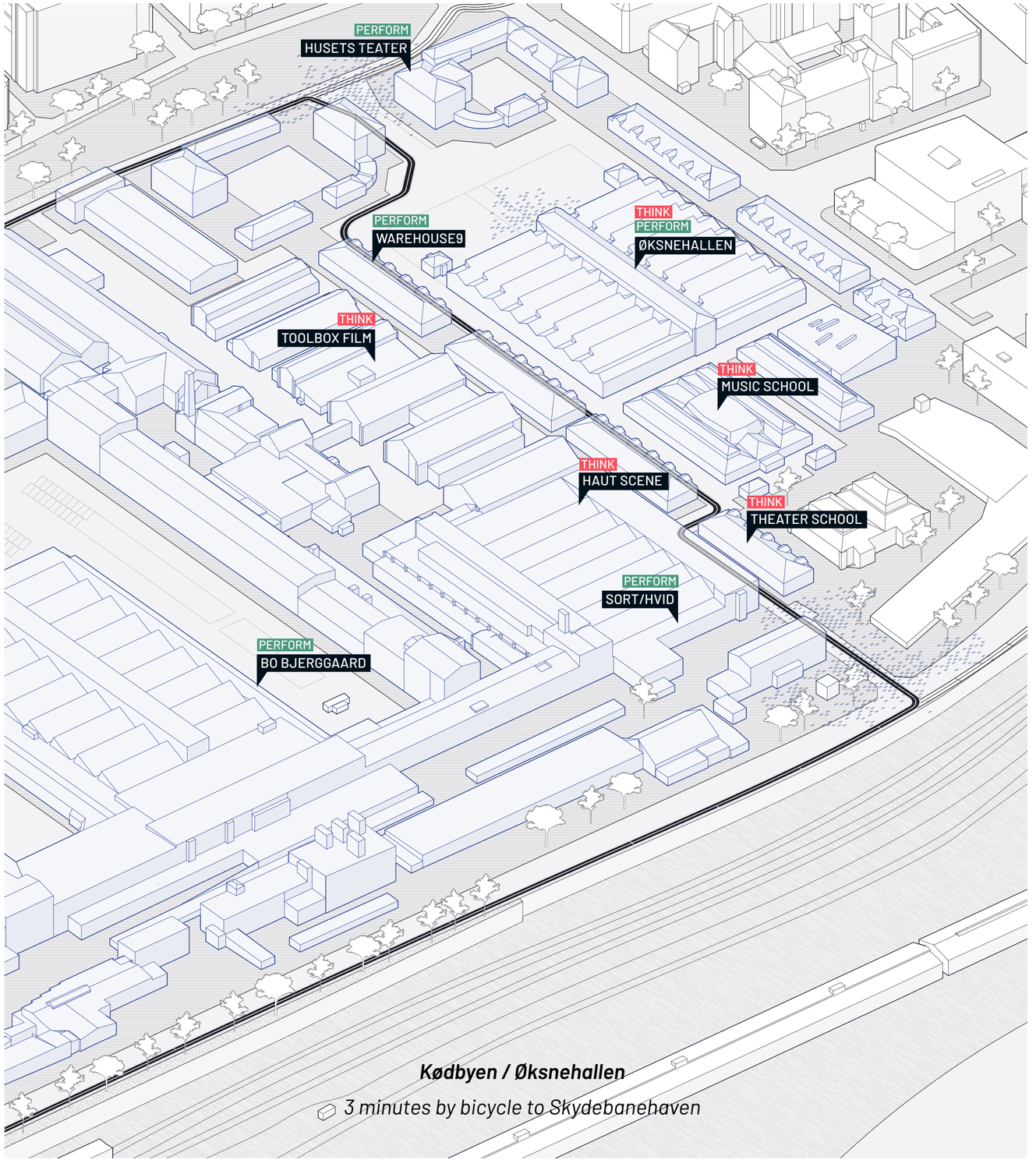


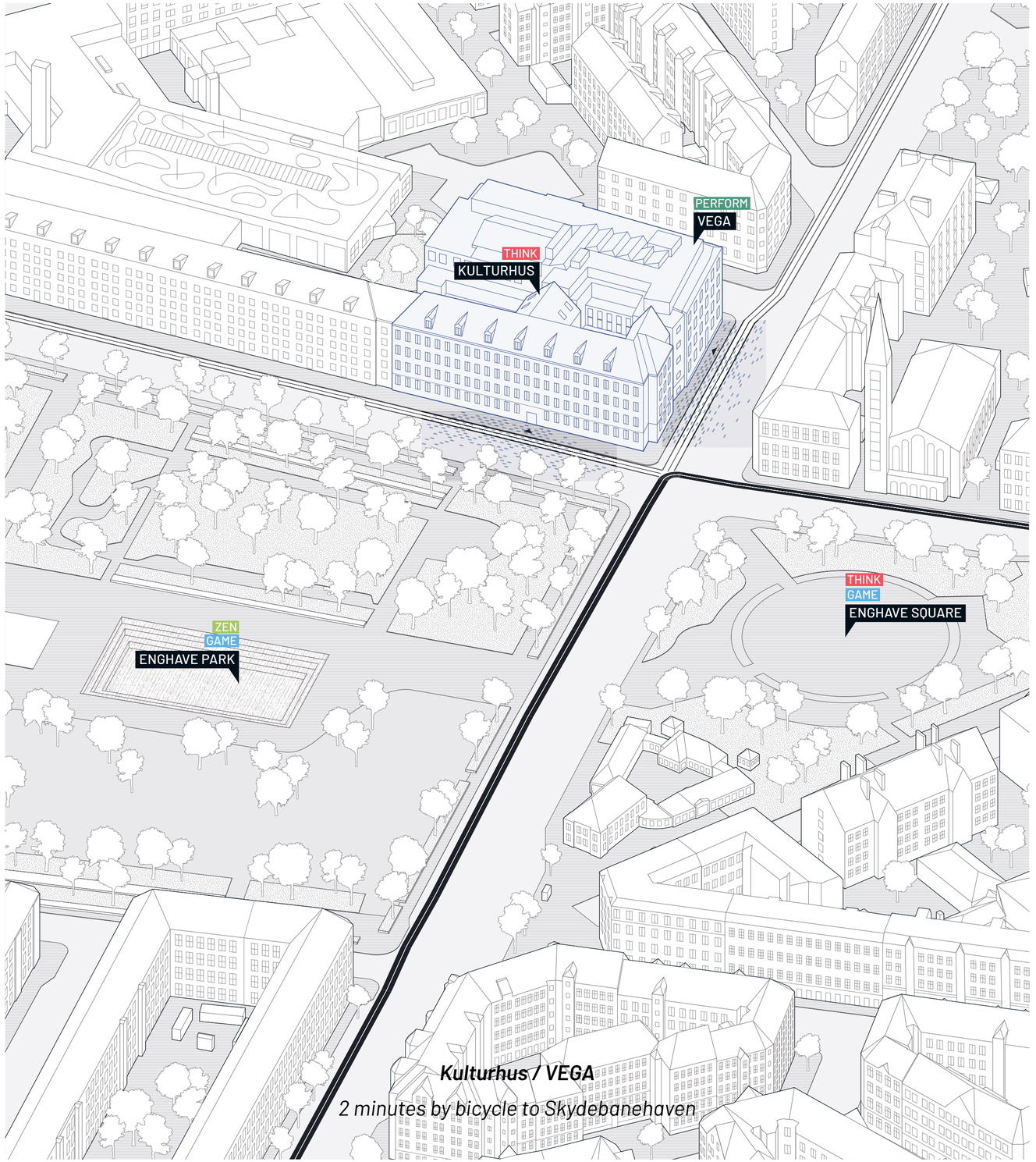
Public Intensified Network



GAME Sport Complex

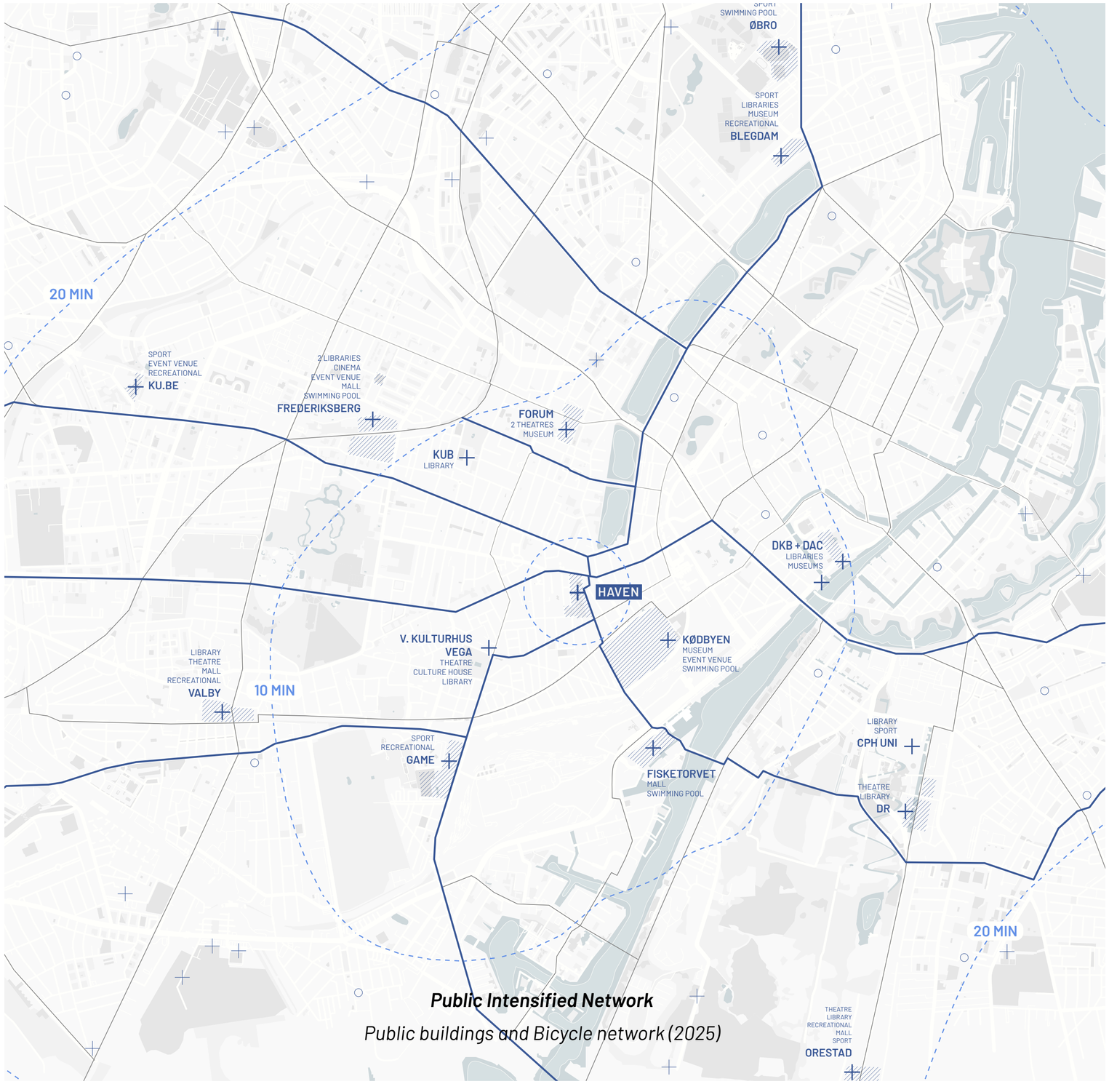
2 minutes by bicycle to Skydebanehaven


PERFORM
HUSETS TEATER
PERFORM
WAREHOUSE9
THINK
TOOLBOX FILM
THINK
PERFORM
ØKSNEHALLEN
THINK
MUSIC SCHOOL
THINK
HAUT SCENE
THINK
THEATER SCHOOL
PERFORM
SORT/HVID
PERFORM
BO BJERGGAARD
Kødbyen / Øksnehallen
3 minutes by bicycle to Skydebanehaven



Kulturhus / VEGA

2 minutes by bicycle to Skydebanehaven



Public Intensified Network

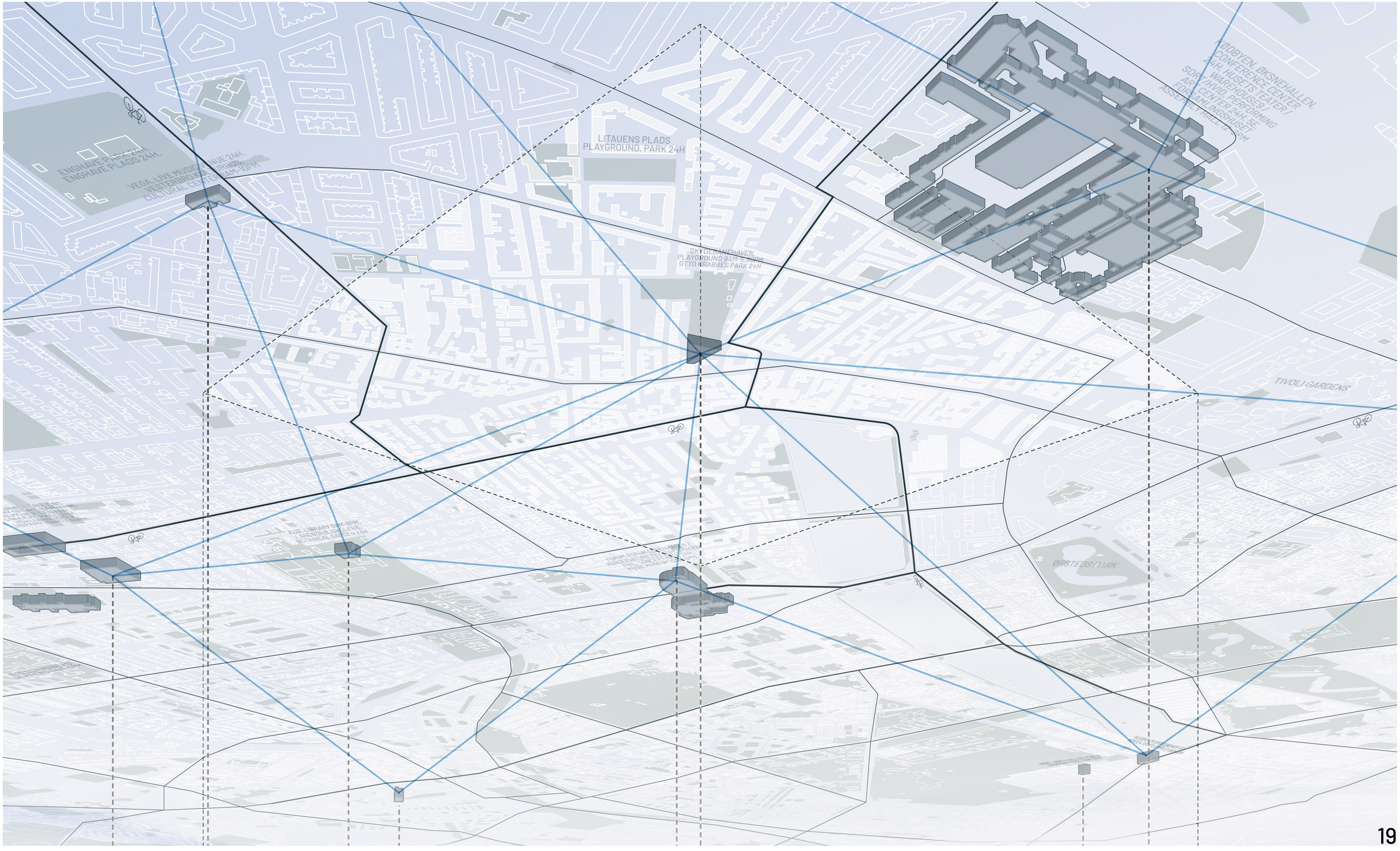
Public buildings and Bicycle network (2025)



Activators

Billboard, Smartphone, QR code, Beacon.


LITAUENS PLADS
PLAYGROUND, PARK 24H
TIVOLI FARBRICKS


LITAUENS PLADS
PLAYGROUND, PARK 24H
ENGHAVE PARK 24H.
ENGHAVE PLADS 24H.
VEGA LIVE MUSIC AVENUE 24H.
VESTERBRO KULTURHUS.
CULTURAL CENTER 8AM-10PM
SKYDEBANEHAVEN
PLAYGROUND 9AM-5:30PM
OTTO KRABBES PARK 24H
KUB-LIBRARY 8AM-8PM.
LANDSKRONA GADE 1-3.
BOTANICAL GARDEN 24H
TIVOLI GARDENS
ØRSTEDSPARK



The Site



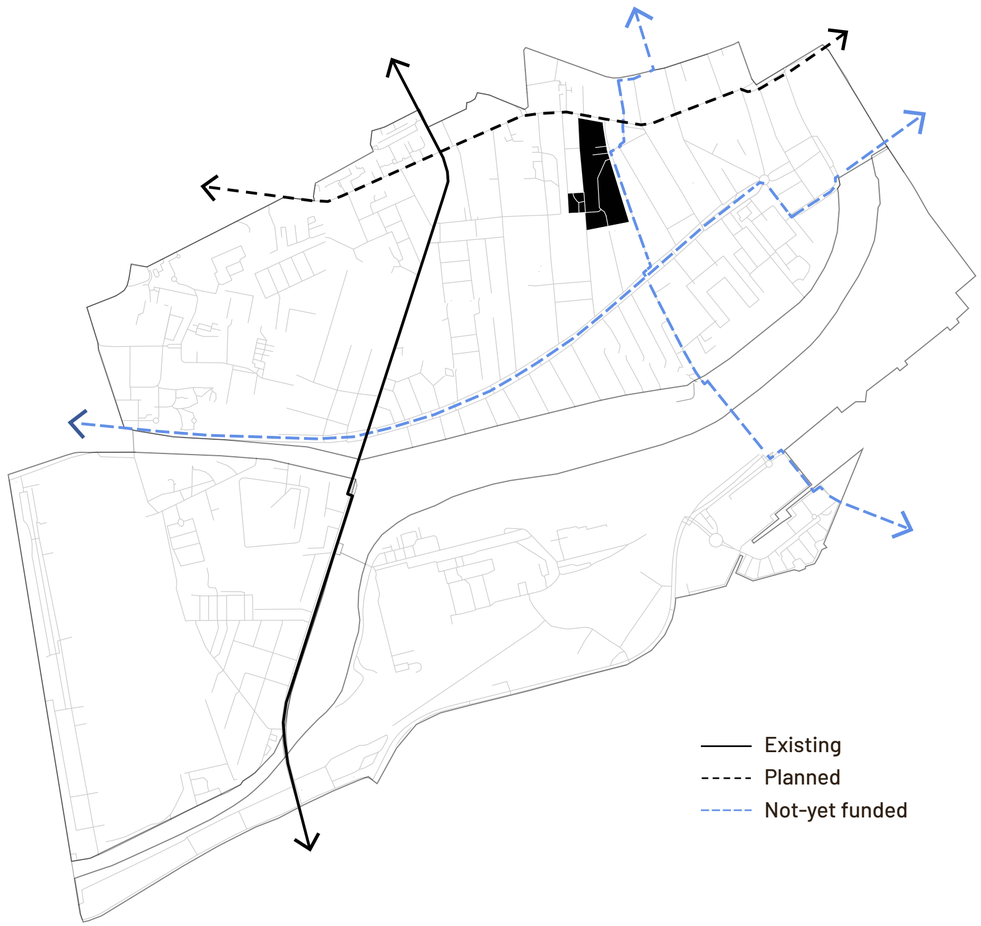
Skydebanehaven, Vesterbro, Copenhagen

Project Site



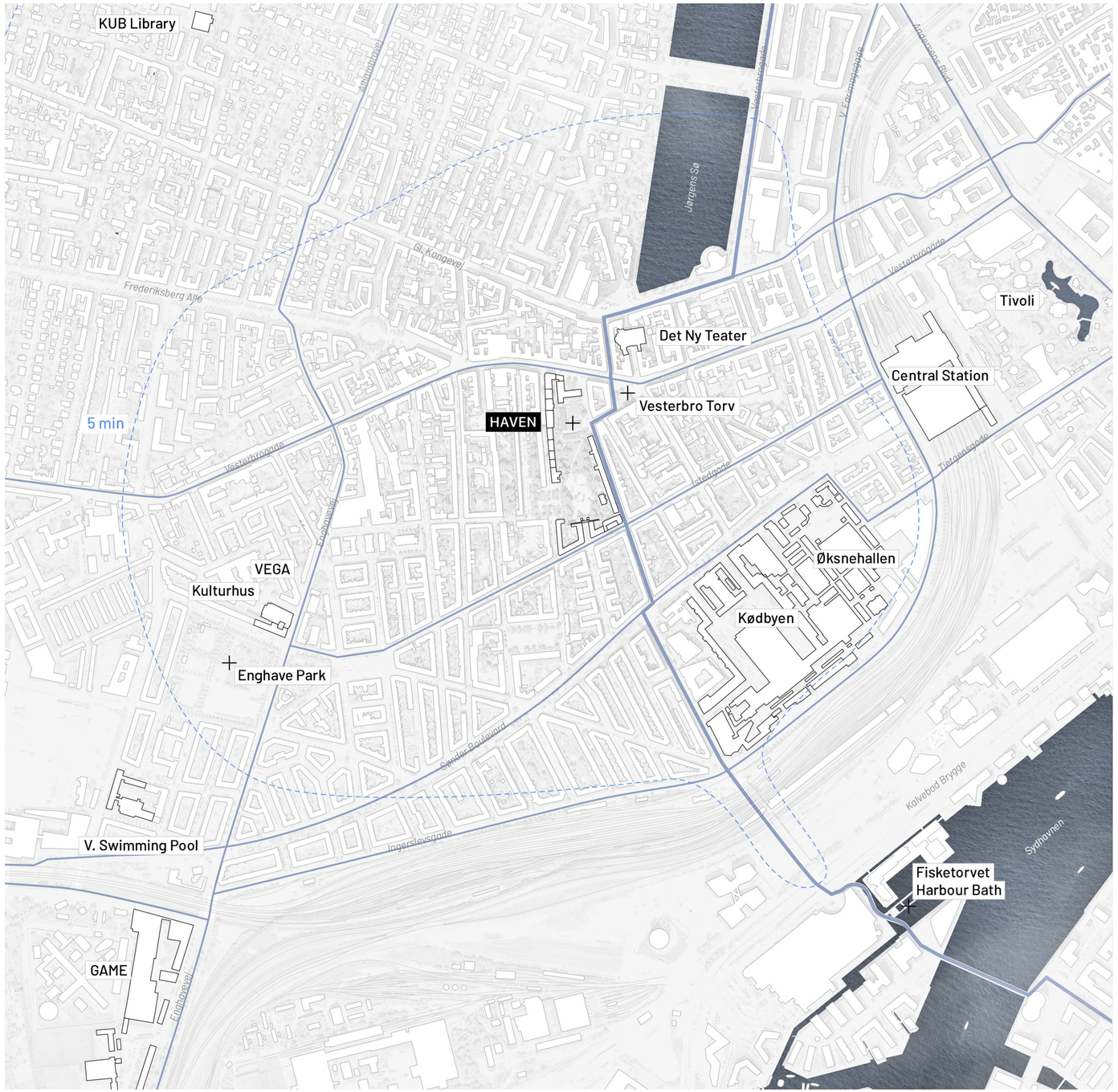
Public spaces around Skydebanehaven

Site Plan



New Super Bicycle Lanes for 2025

Supercykelstier Denmark Plan



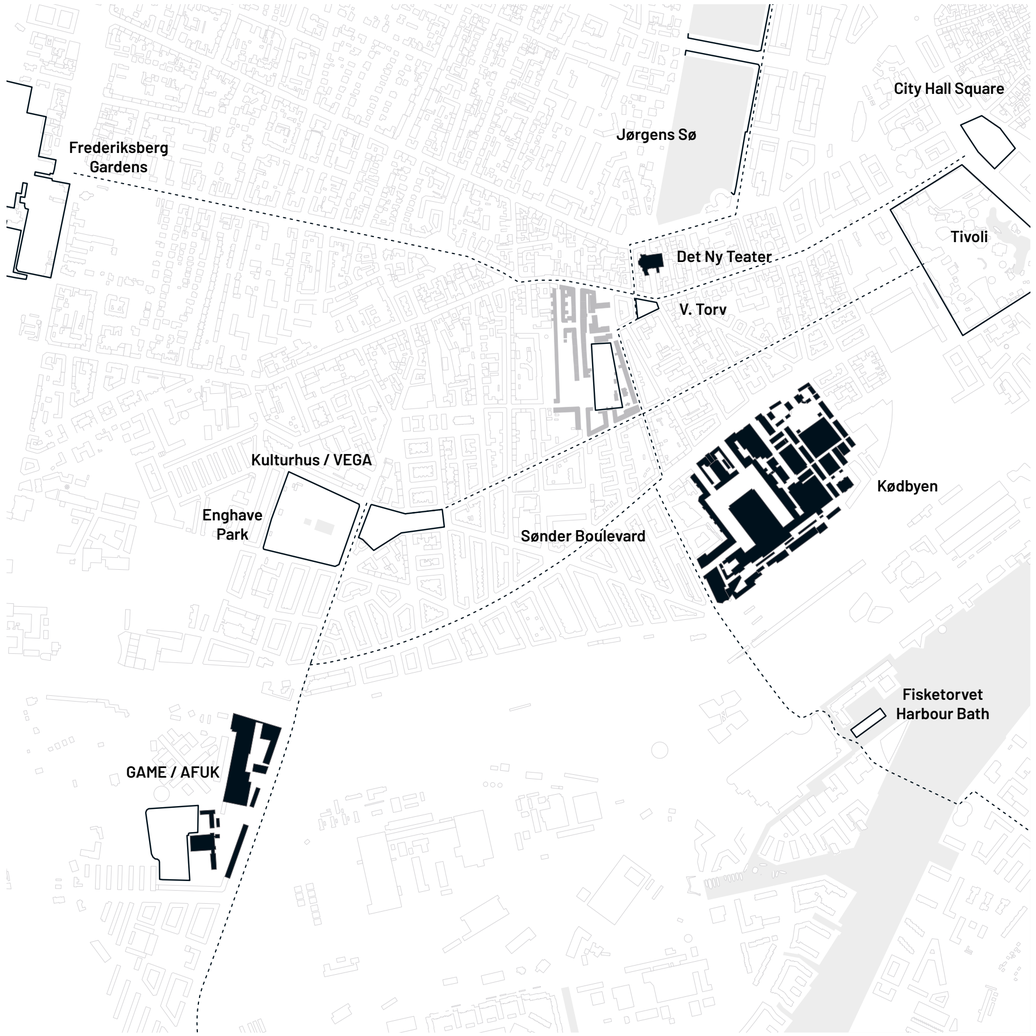
New Super Bicycle Lanes for 2025

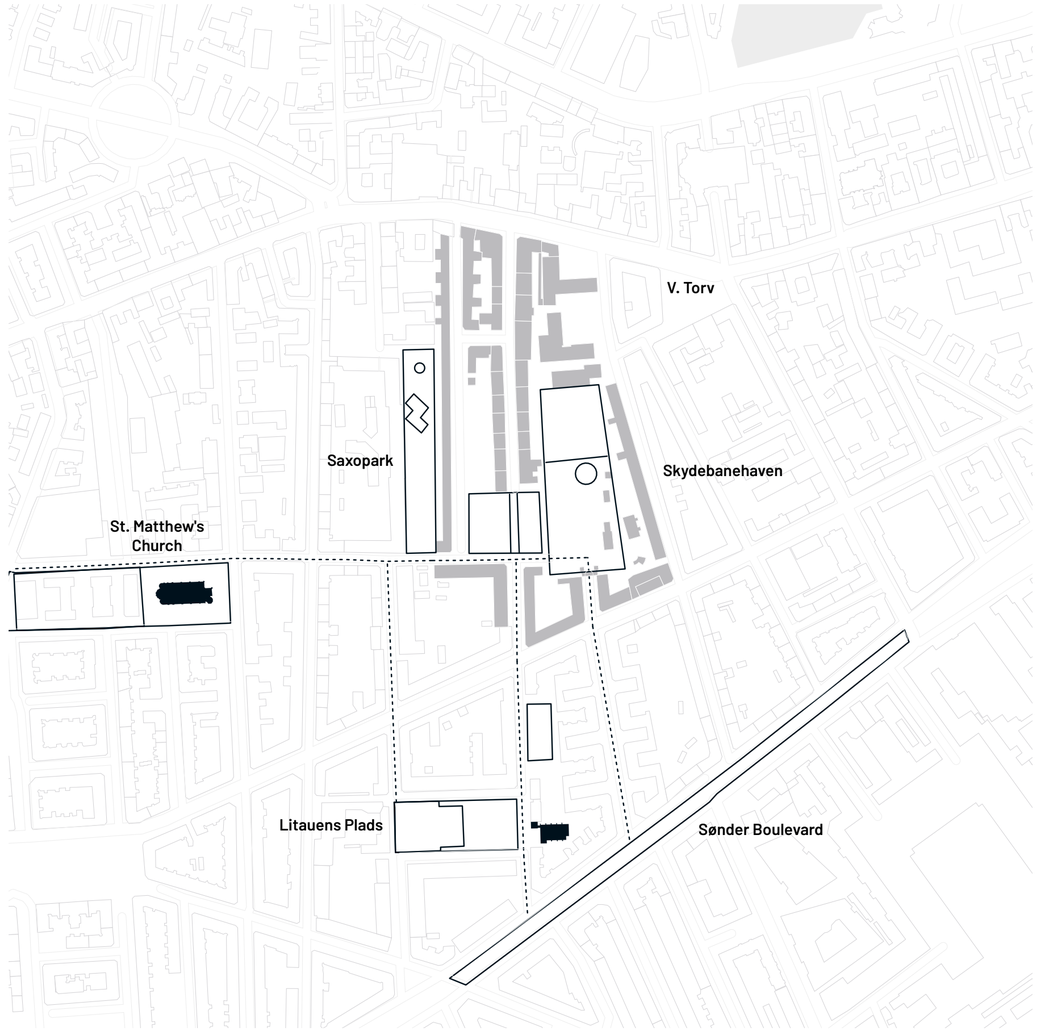
Site Plan



Skydebanehaven, Vesterbro, Copenhagen

Project Site

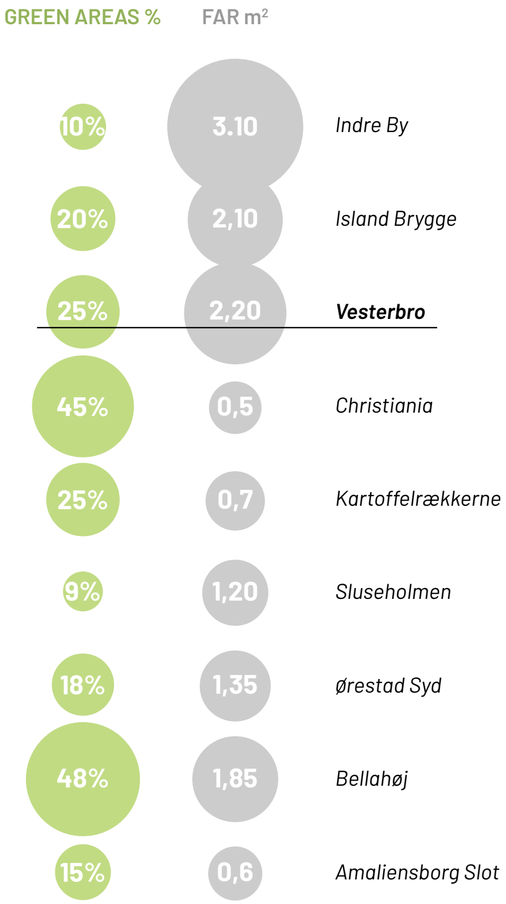




Urban vs Local

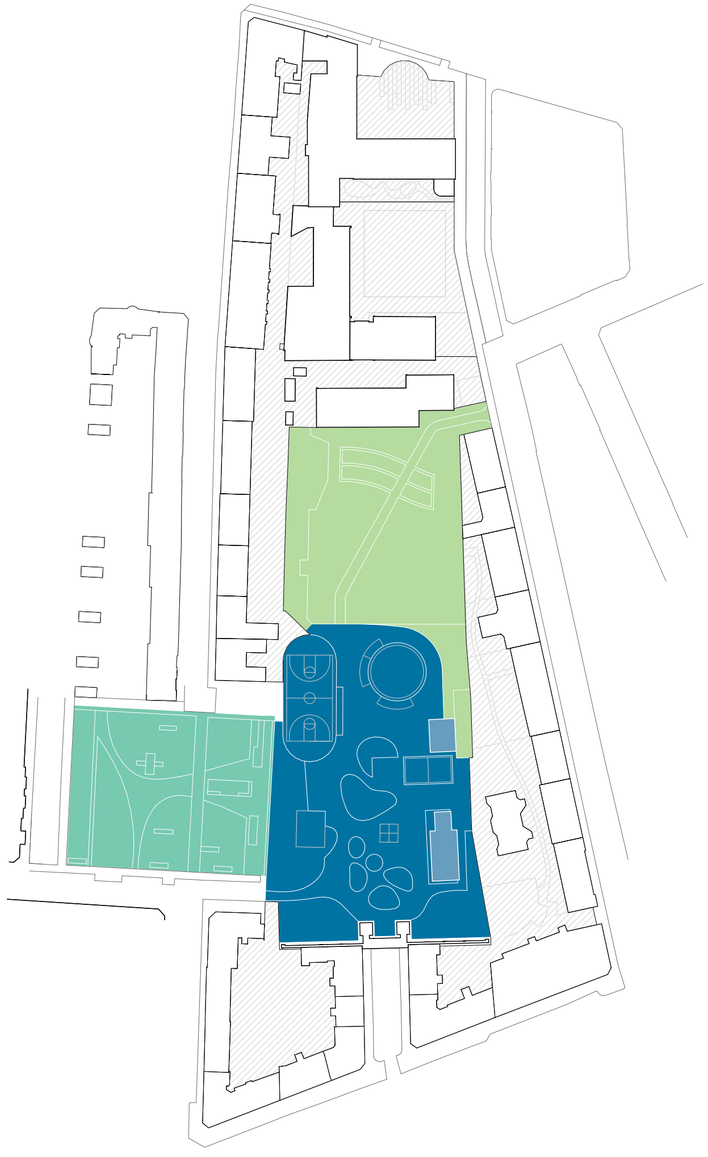
Public spaces around the site





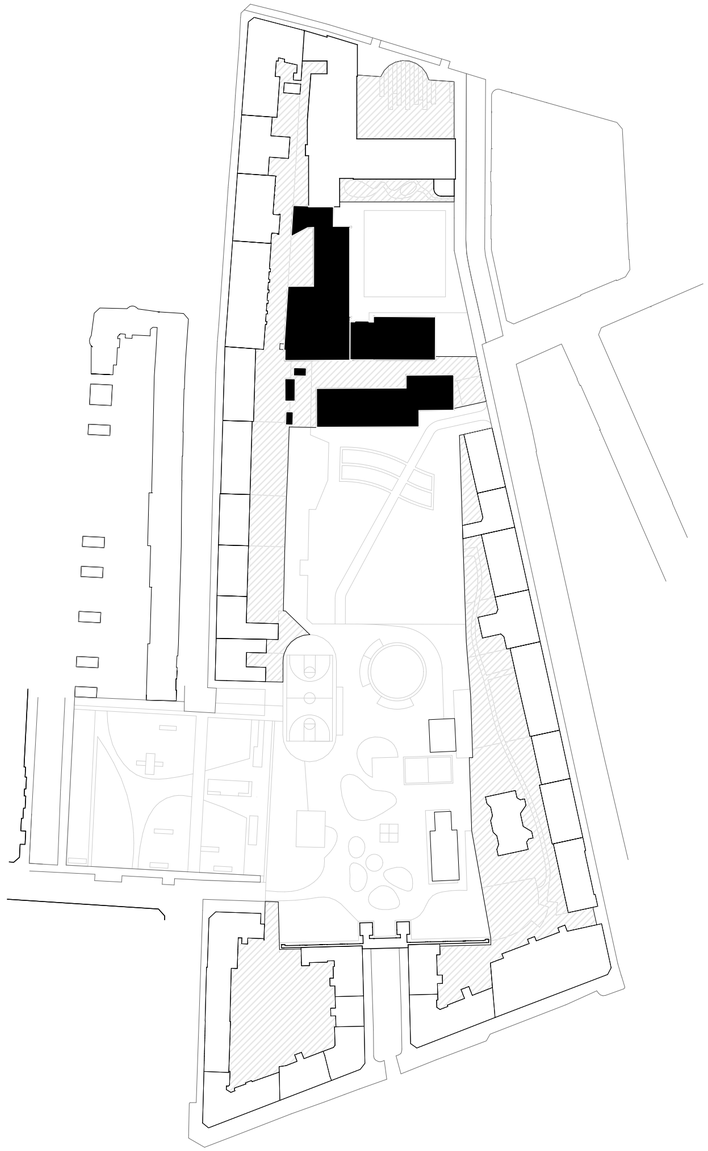
Precious Unbuilt

Skydebanehaven is the largest public court in high-density Vesterbro

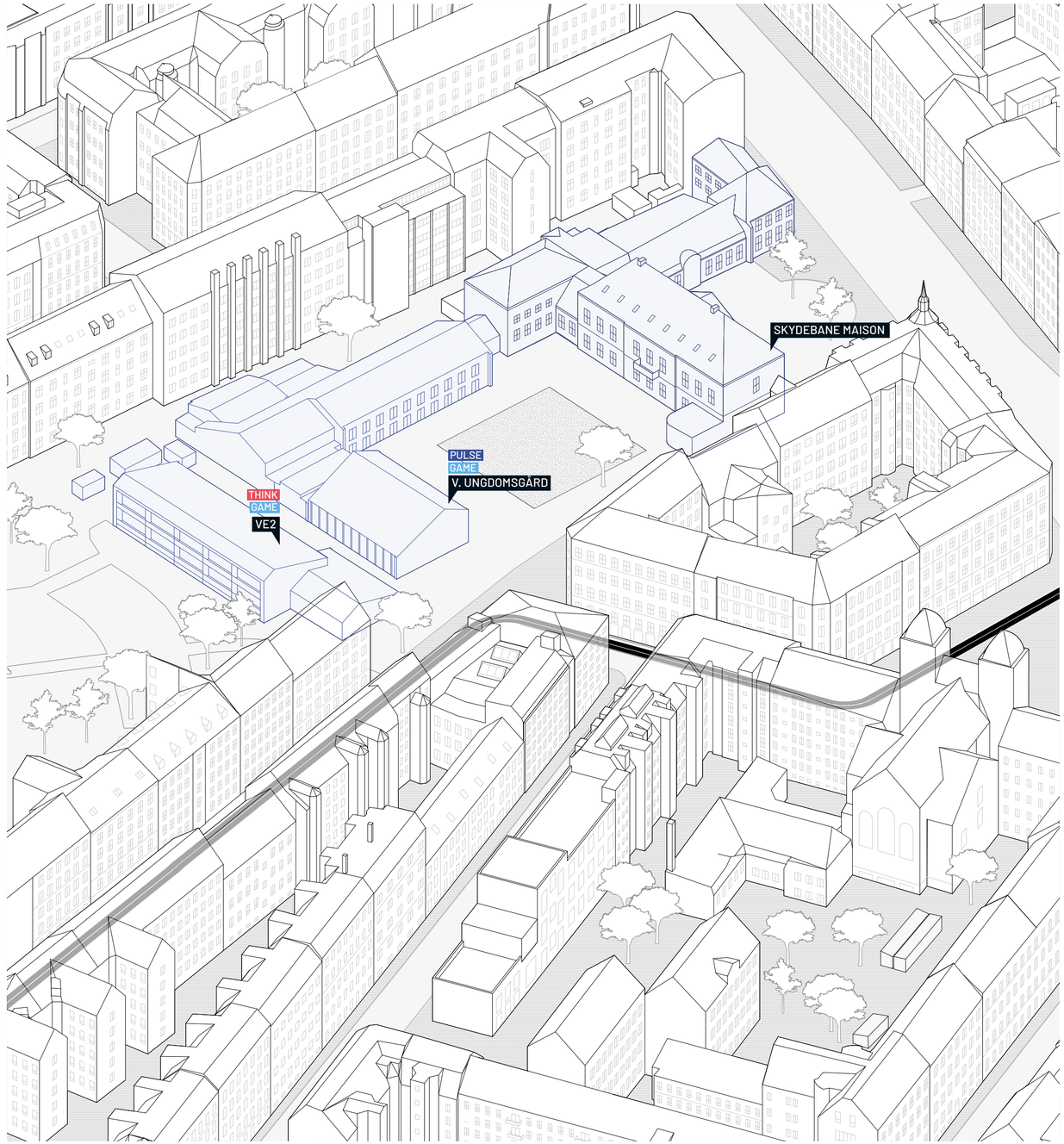


Precious Unbuilt

Otto Krabbes Plads *Garden* *Playground*

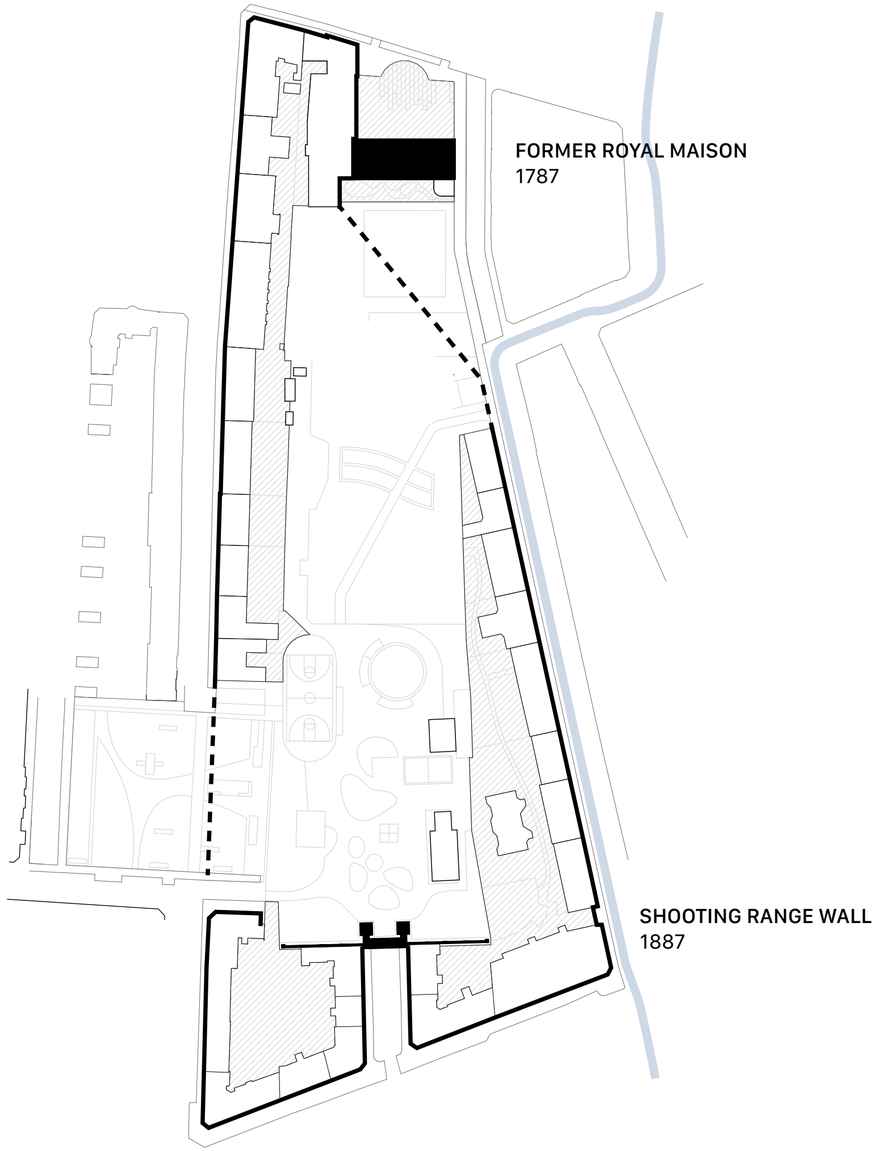


Replaced perimeter buildings



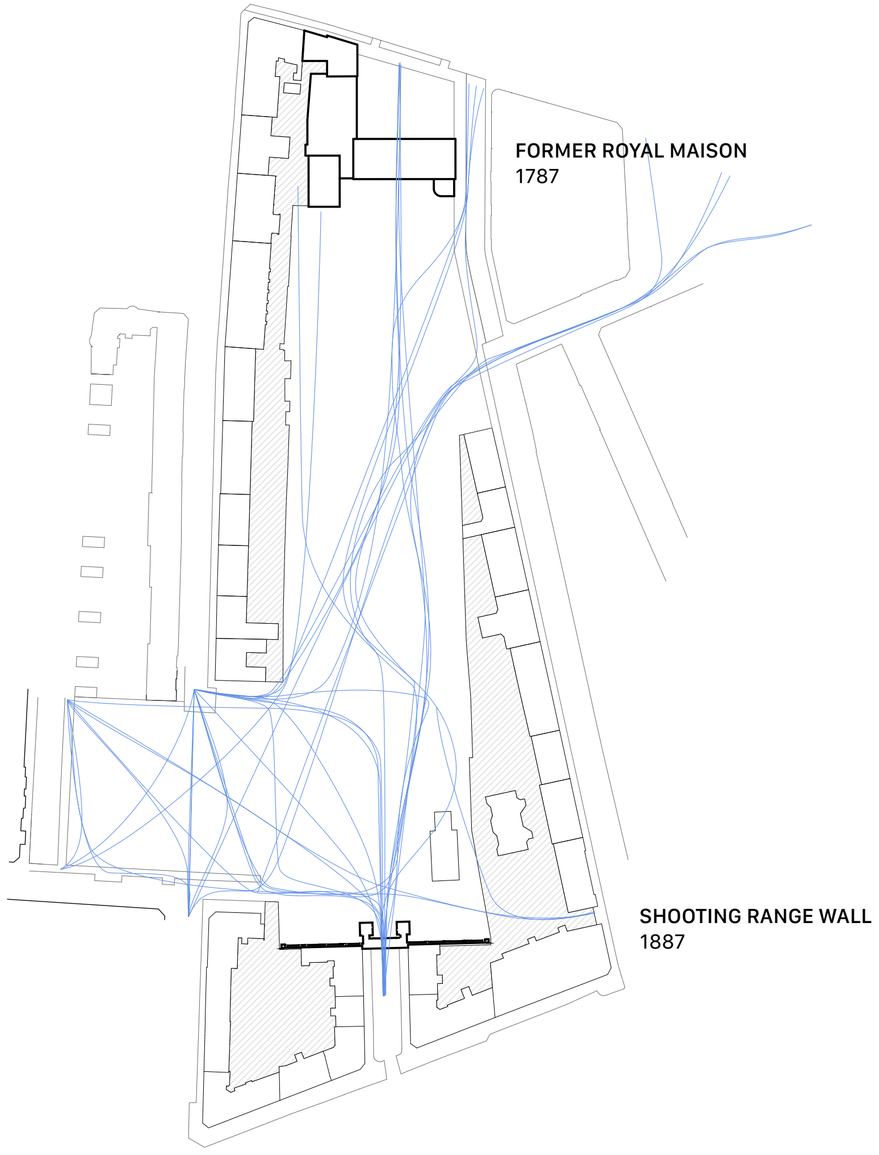
Replaced perimeter buildings

Absorbing their program



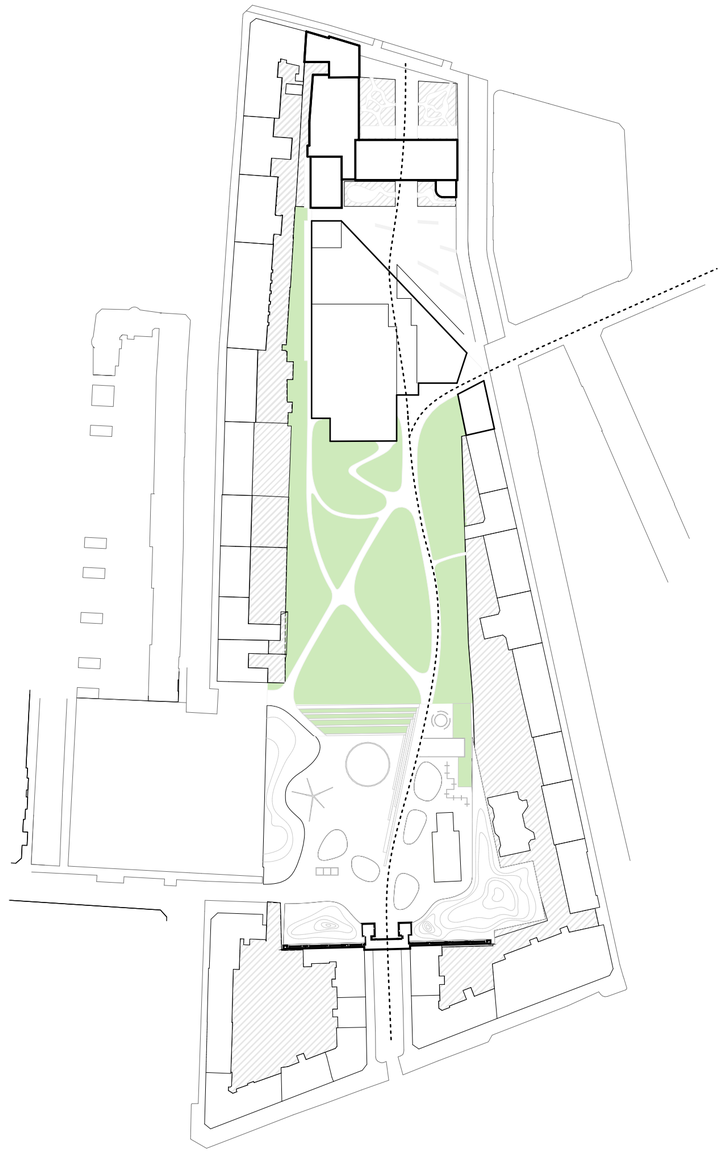
New Perimeter

Threshold between urban and local



New Continuity

People trajectories



New Continuity

Redesign of Skydebanehaven

Mix of Use = Social Mix

CULTURE

Theater
Auditorium
Performing arts center
Music Venue
Concert house
Cinema
Opera house
Dance hall
Amphitheater
Museum
Pavilion
Gallery
Exhibition center
Installation
Preservation Site
Acquarium
Planetarium
Watching Tower
Workshop
School
Makerspace
Hackerspace
Library
Learning center
Visitor center
Visual arts center
Science center
Youth center
Kindergarten
Office
Watching tower
Zoo
Aquarium
Interpretation Center
Planetarium

MOVEMENT

Playground
Sports Hall
Gymnasium
Swimming pool
Fitness club
Ski centre
Skatepark
Race Track
Running Track
Martial Art
Bouldring, Climbing
Interactive Game
Table Game
Spa
Sauna
Meditation room
Bath House
Massage Room
Therm
Hospital
Medical facilities
Rehabilitation center
Retirement
Asylum
Healthcare center
Clinic

COMMERCE

Market
Shopping Centre
Showroom
Grocery Store
Pharmacy
Temporary stores
Bicycle Store
Gas station
Charging Station

URBAN

Urban Farm
Botanical Garden
Herb Garden
Greenhouse
Community Garden
Park
Riverside
Lagoon
Cafeteria
Pub
Night club
RestaurantFast Food
Coffee Shop
Lounge Room
Dining Room
Square
Community Hall
Sidewalk
Street

Mix of Use = Social Mix

Program Definition

CULTURE

Theater
Auditorium
Performing arts center
Music Venue
Concert house
Cinema
Opera house
Dance hall
Amphitheater

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Pavilion
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Herb Garden
Greenhouse
Community Garden
Park
Riverside
Lagoon

Cafeteria
Pub
Night club
RestaurantFast Food
Coffee Shop
Lounge Room
Dining Room
Square
Community Hall
Sidewalk
Street

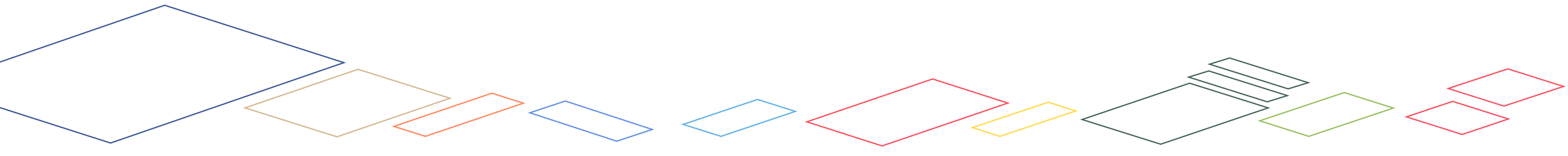
Mix of Use = Social Mix

Program Definition



Mix of Use = Social Mix

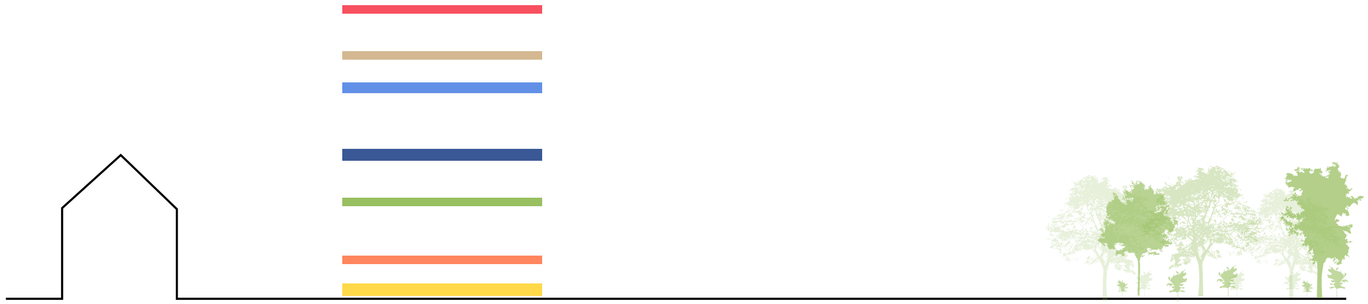
Program Definition



Move	Arrive	Learn	Meet	Live	Create	Make	Perform	Meditate	Think
Sports hall, Climb, Play and Exercise	Reception, Bar, Exhibition, Square	Special Classroom, Learning centre,	Play area, Gallery, Table Game.	Community Living Room, Cooking Class, Herb Garden	Art, Music Class, Dance Martial Arts Hall	Makerspace, Model Rooms, Co-working	Auditorium, Exhibition and more	Yoga Hall, Rehabilitation rooms	Library, Lounge, Library Garden

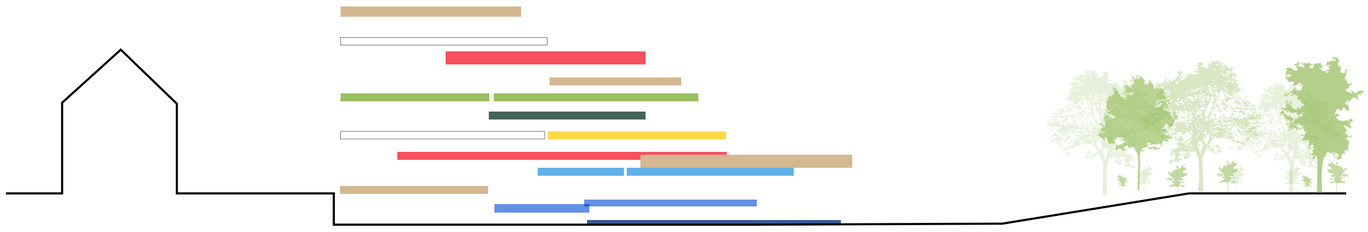
Mix of Use = Social Mix

Program Definition



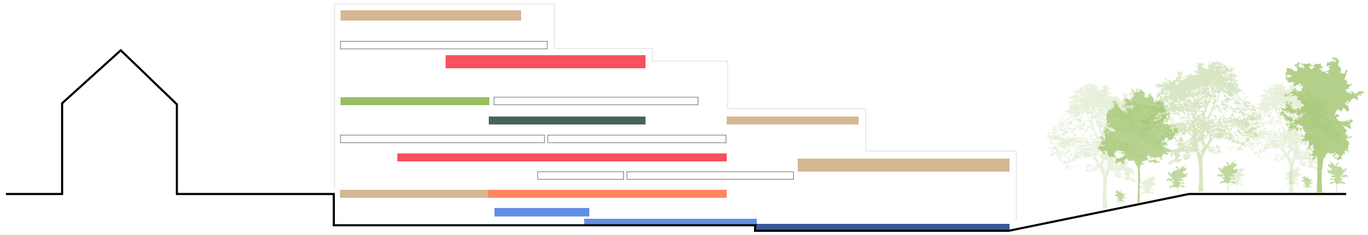
Former Royal Maison

Skydebanehaven



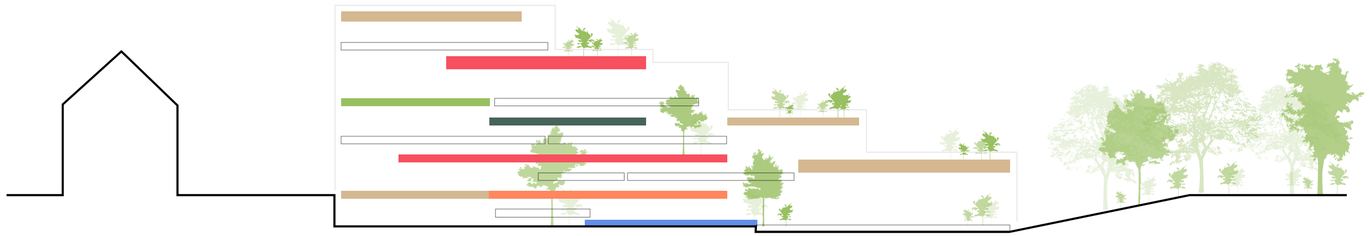
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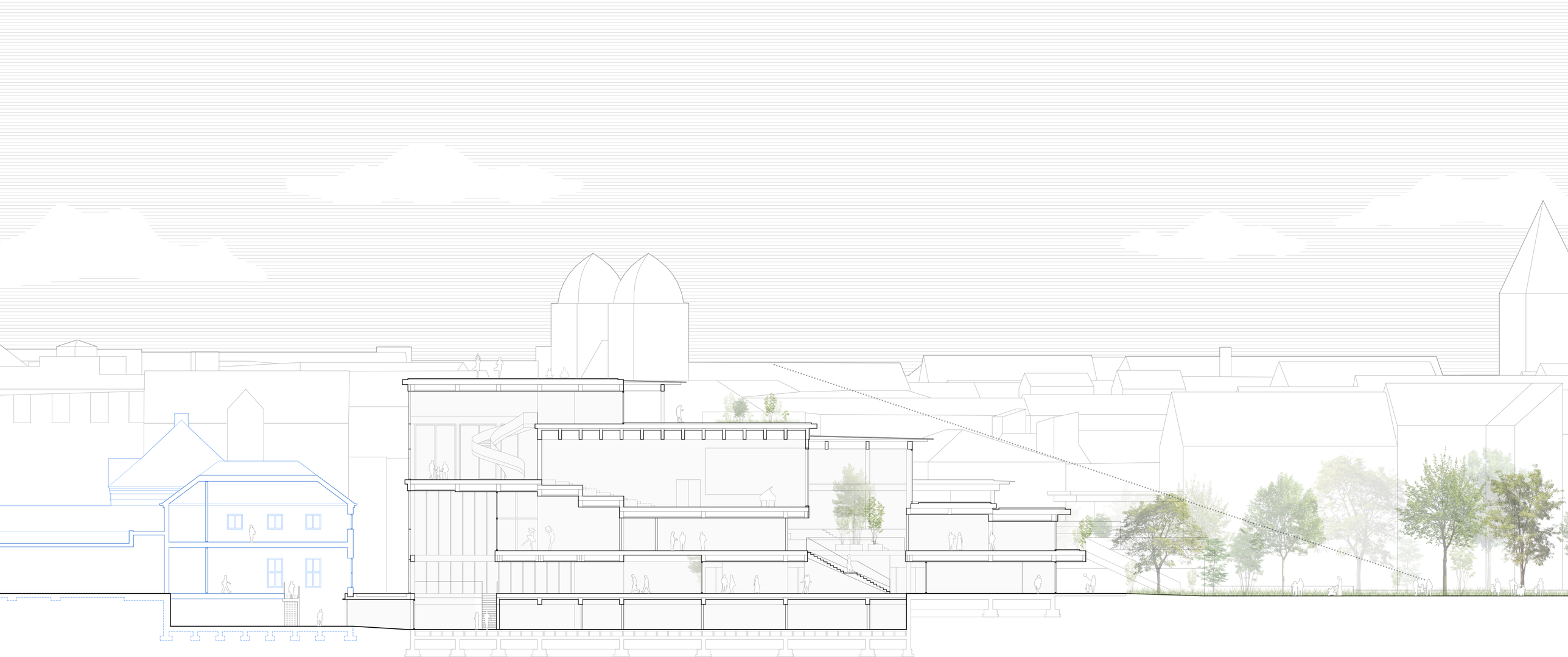
Former Royal Maison

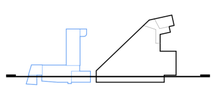
Skydebanehaven



Former Royal Maison

Skydebanehaven

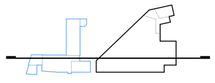




Double Perception

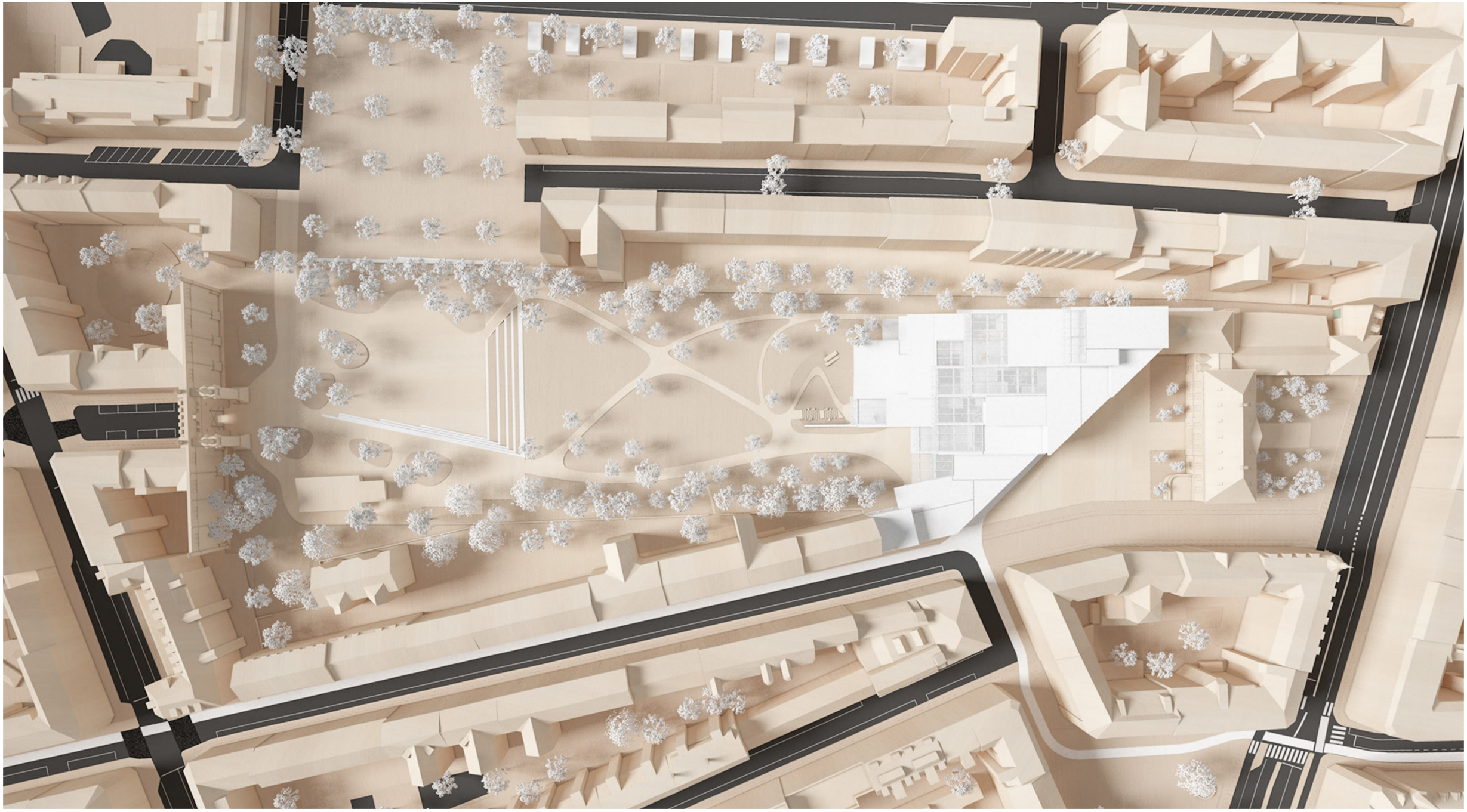
Long Section 1.200





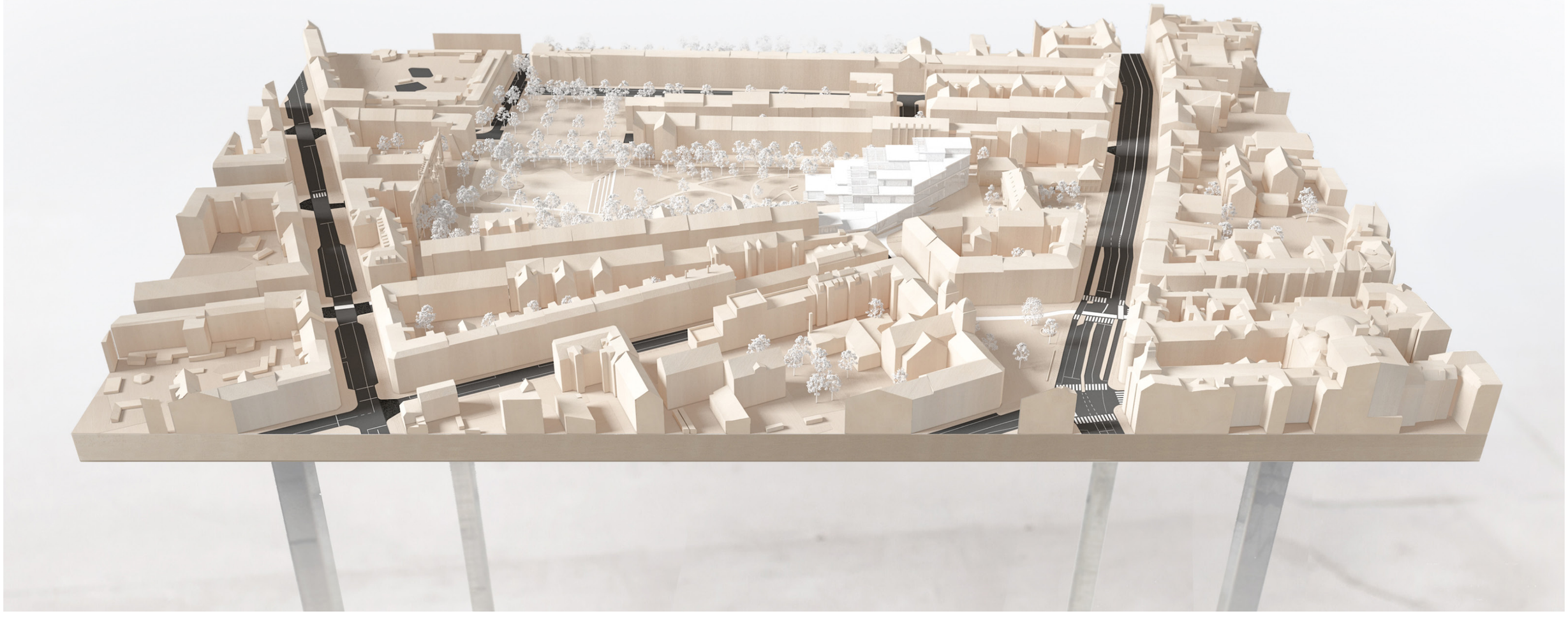
Double Perception

Long Section 1.200



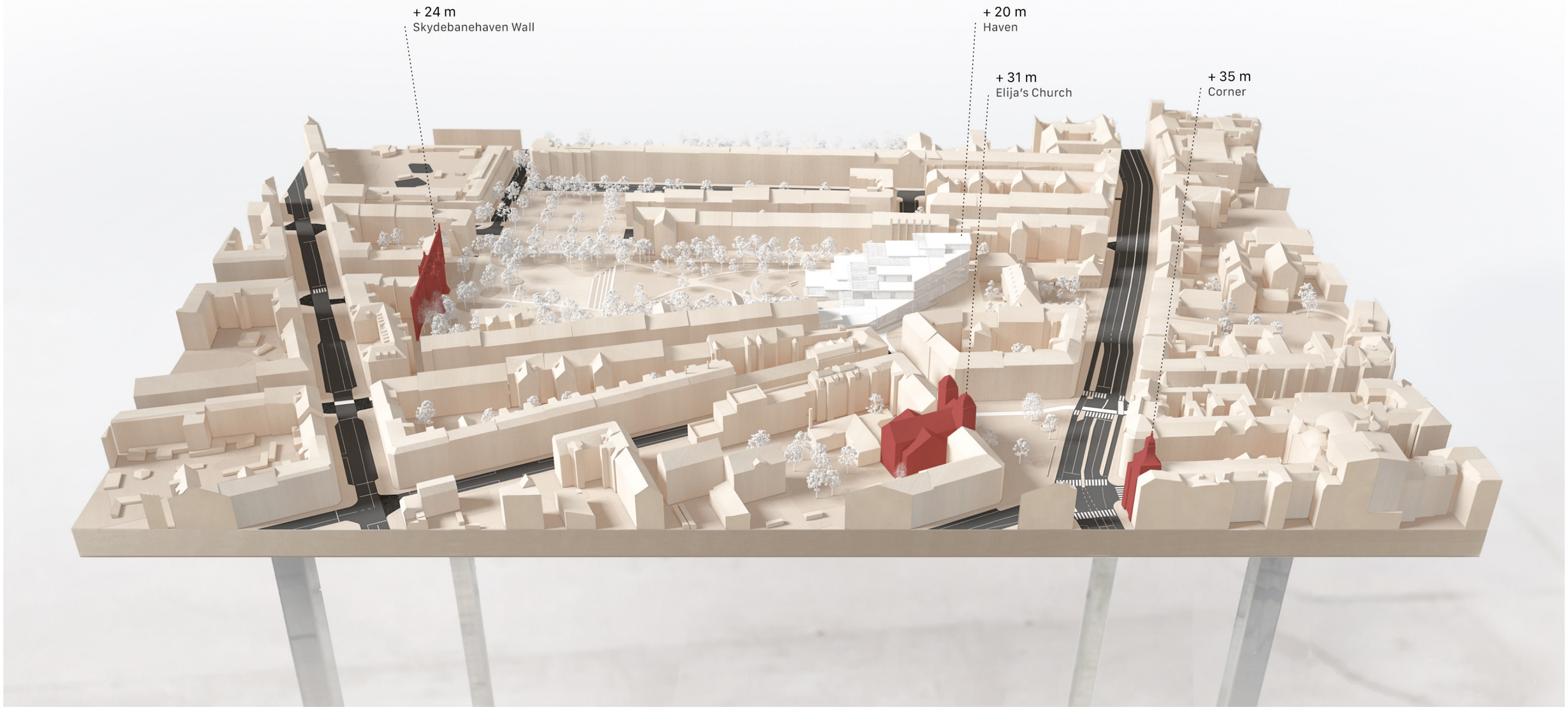
Limits of the volume

Contextual Model (Digital)



Limits of the volume

Contextual Model (Digital)



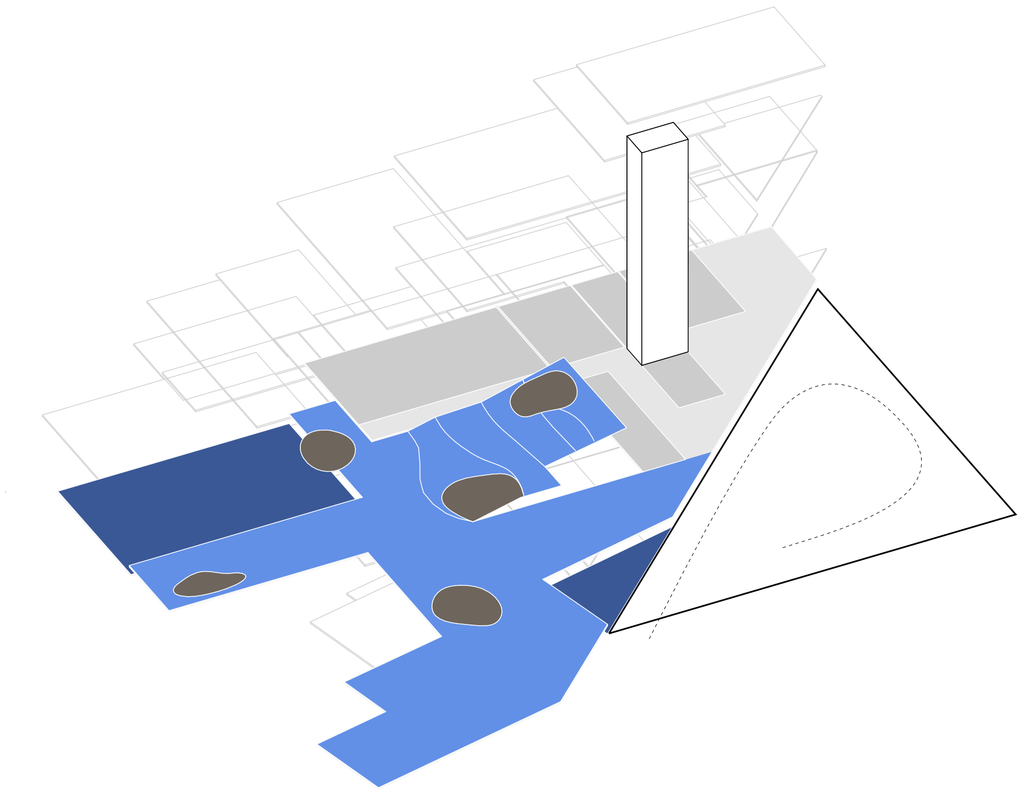
Limits of the volume

Contextual Model (Digital)



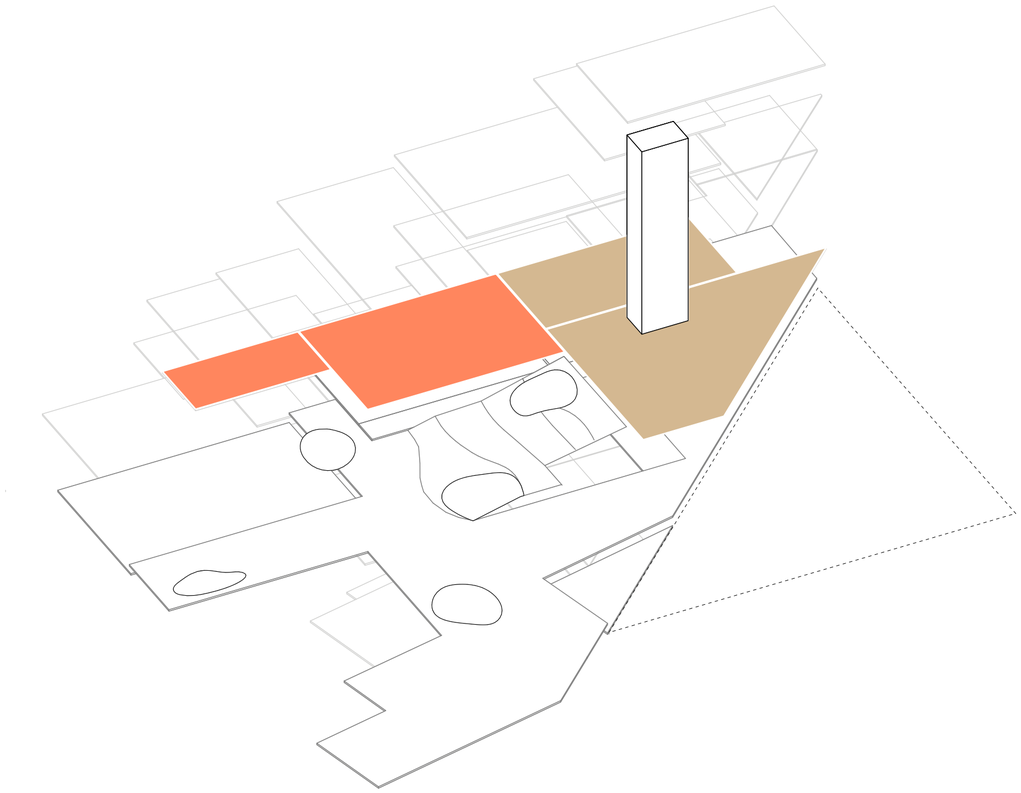
South Facade

View from Skydebanehaven



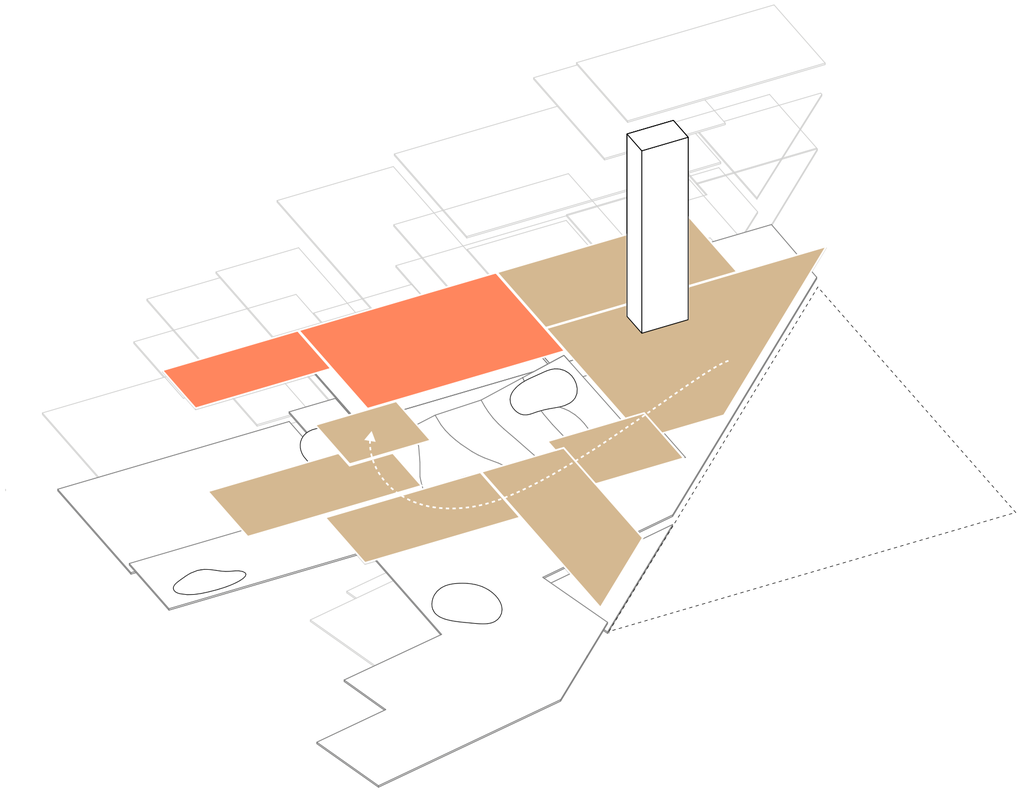
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Program Placement



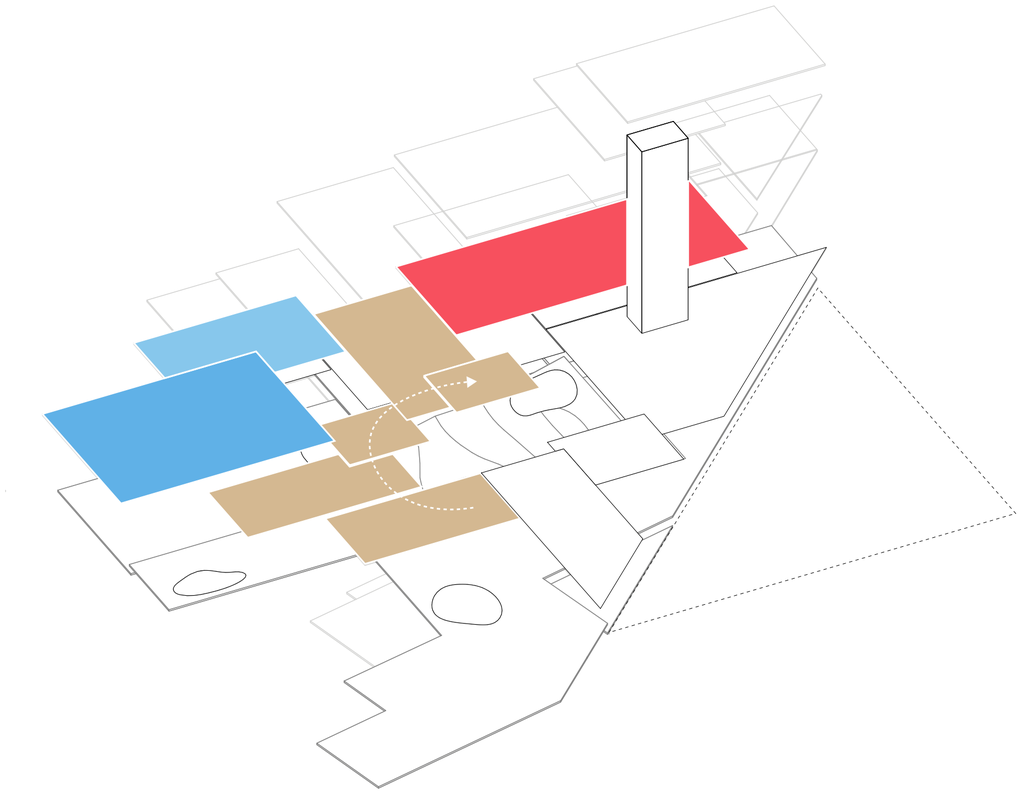
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Program Placement



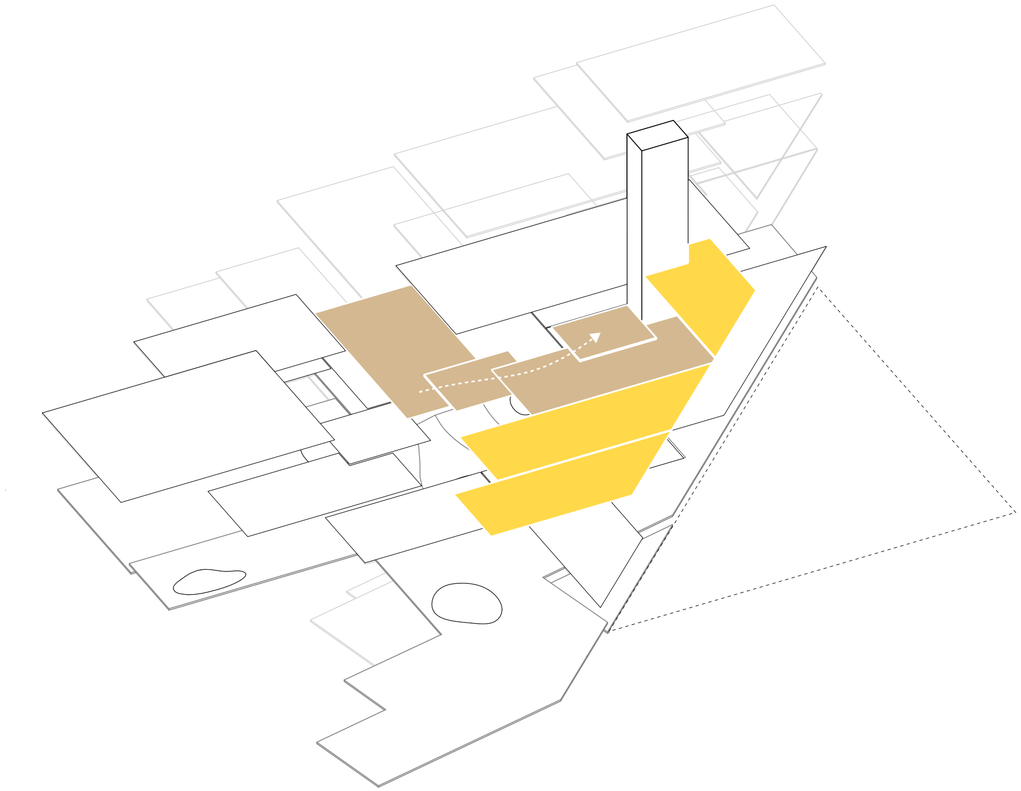
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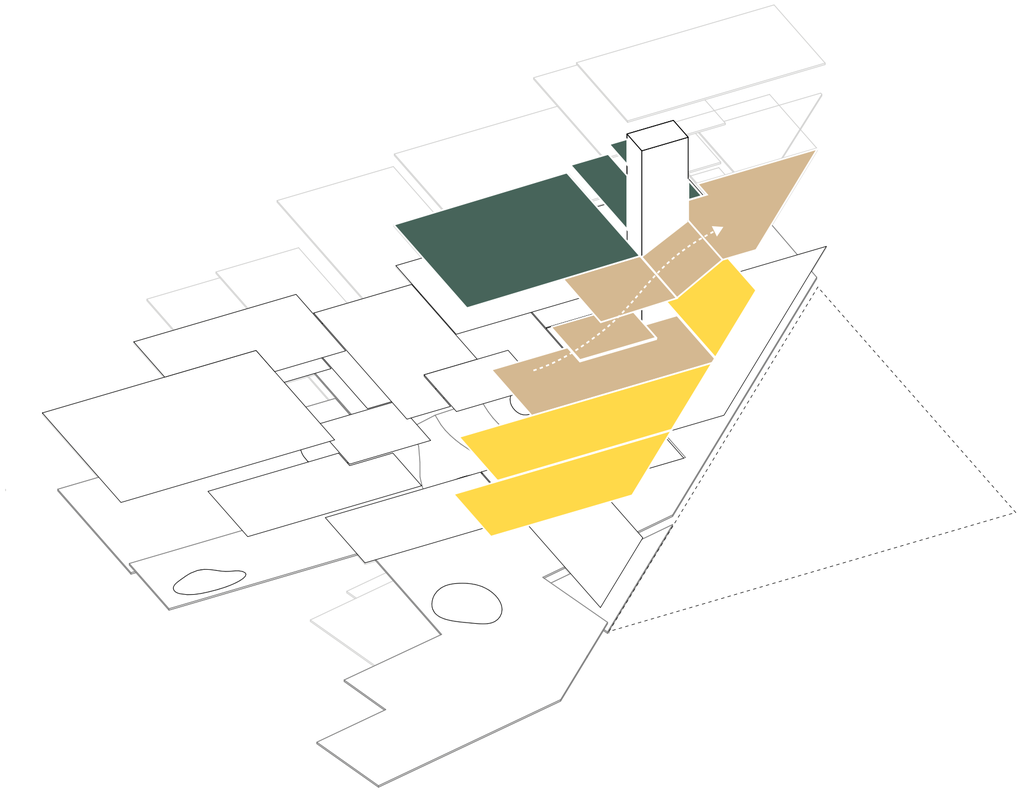
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Program Placement



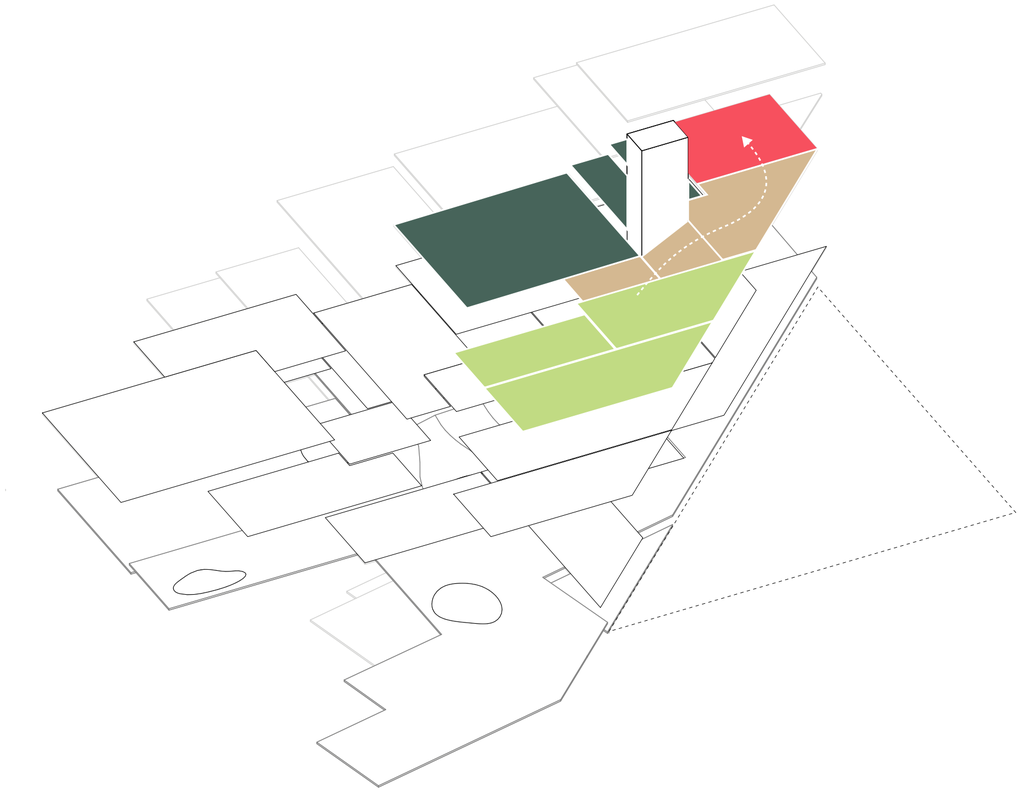
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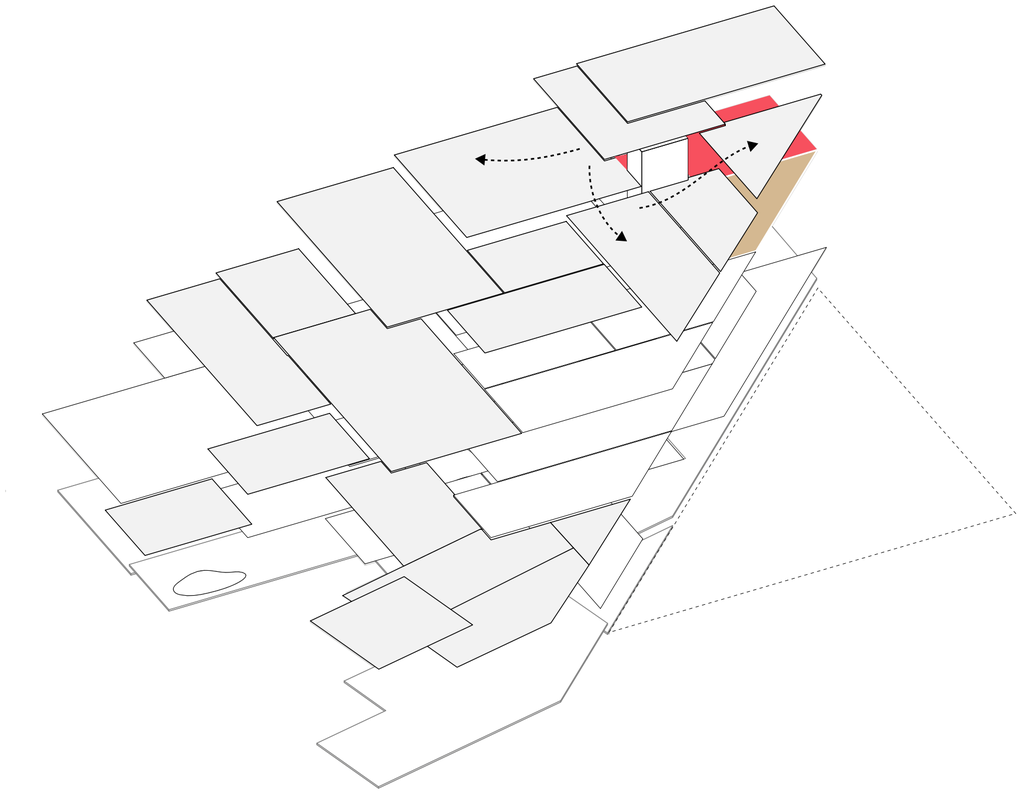
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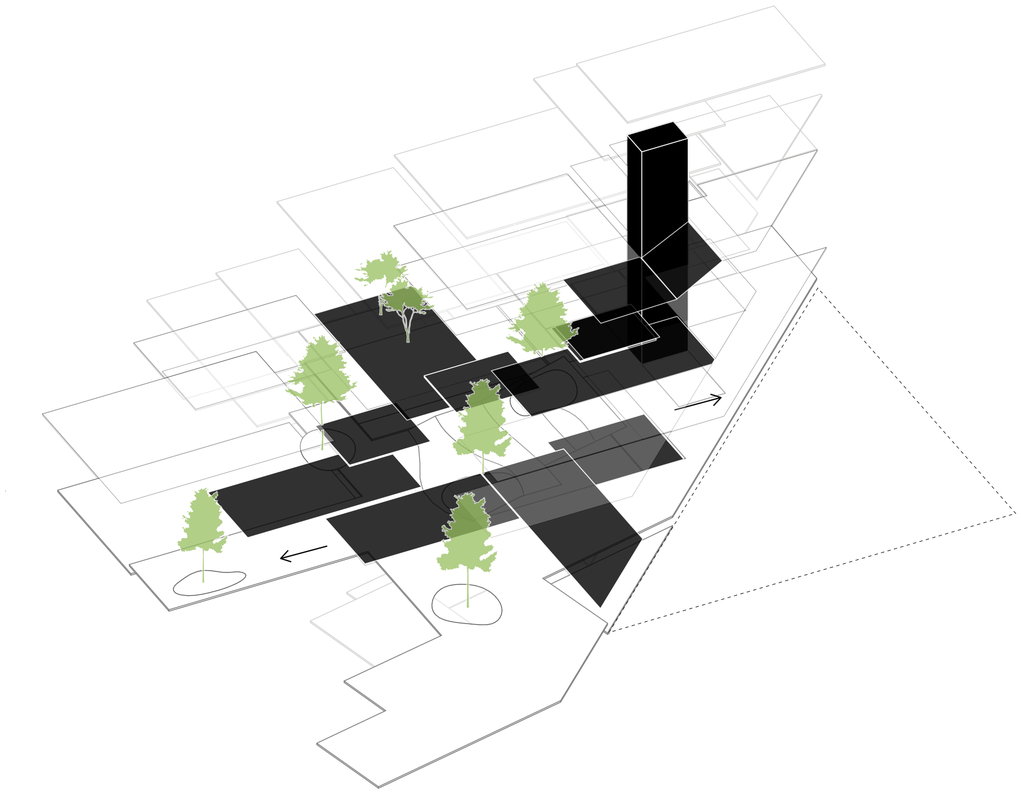
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Program Placement



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Program Placement



Sequence = Maximum accessibility

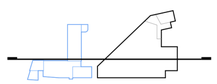
Interlace



Ascending Platforms

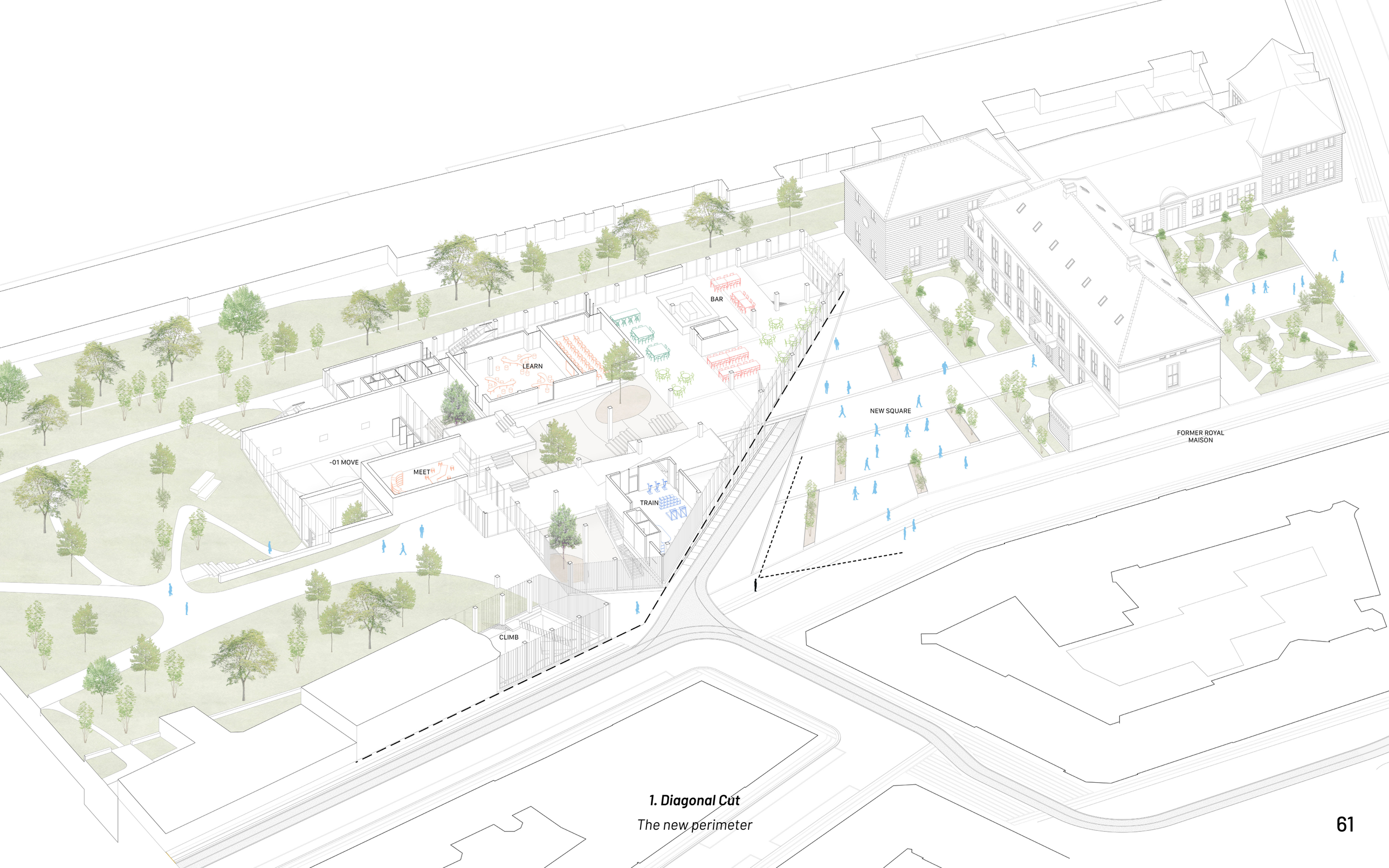
View from 00 Level





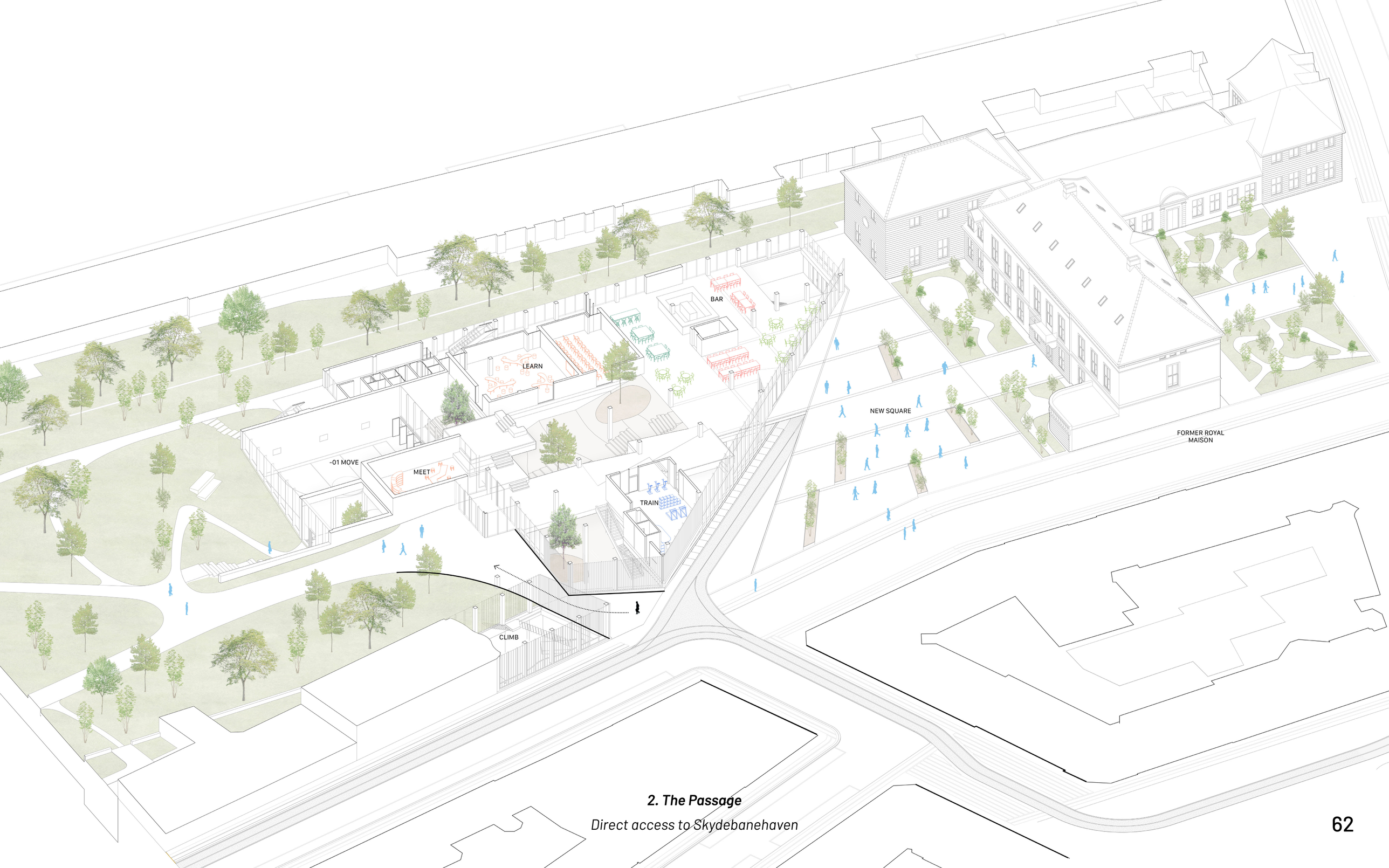
Ascending Platforms

Long Section 1.200



1. Diagonal Cut

The new perimeter



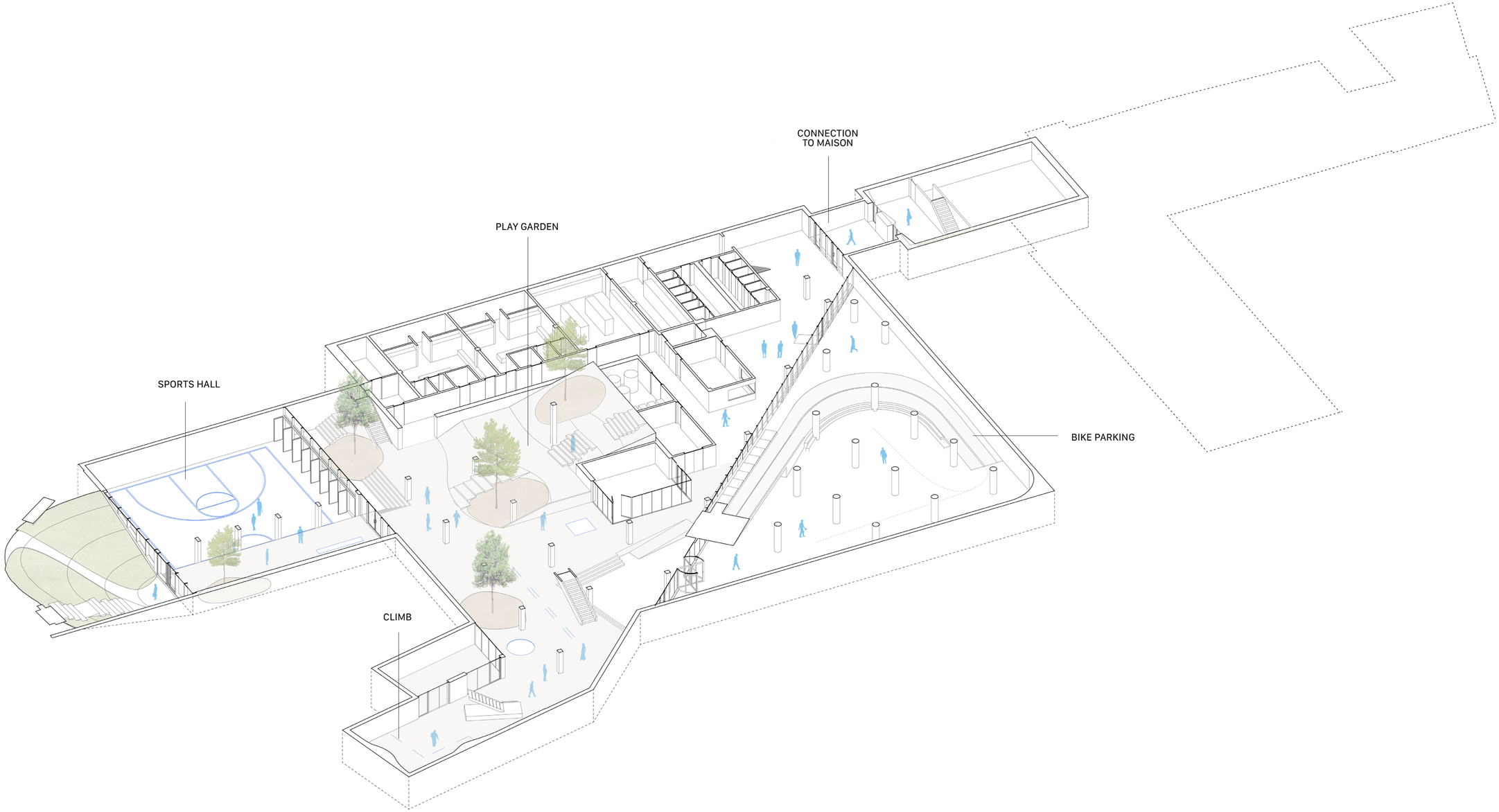
2. The Passage

Direct access to Skydebanehaven



3. The Continuity

Sequence of public areas



3. The Continuity

Bicycle Lane as Promenade



Passage to Skydebanehaven

View from Svendsgade



Passage to Skydebanehaven

View from Svendsgade



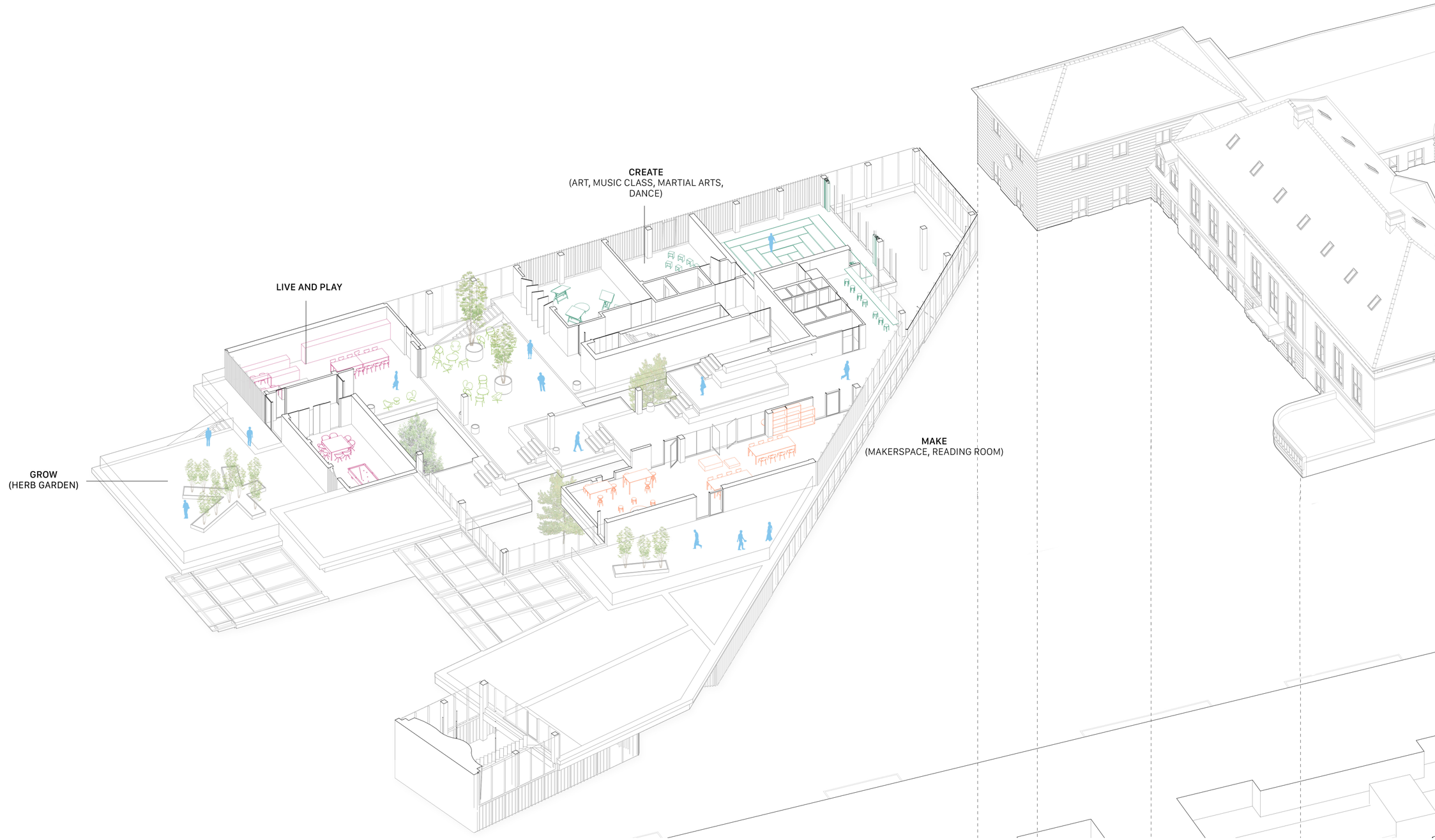
North Facade

View from Svendsgade



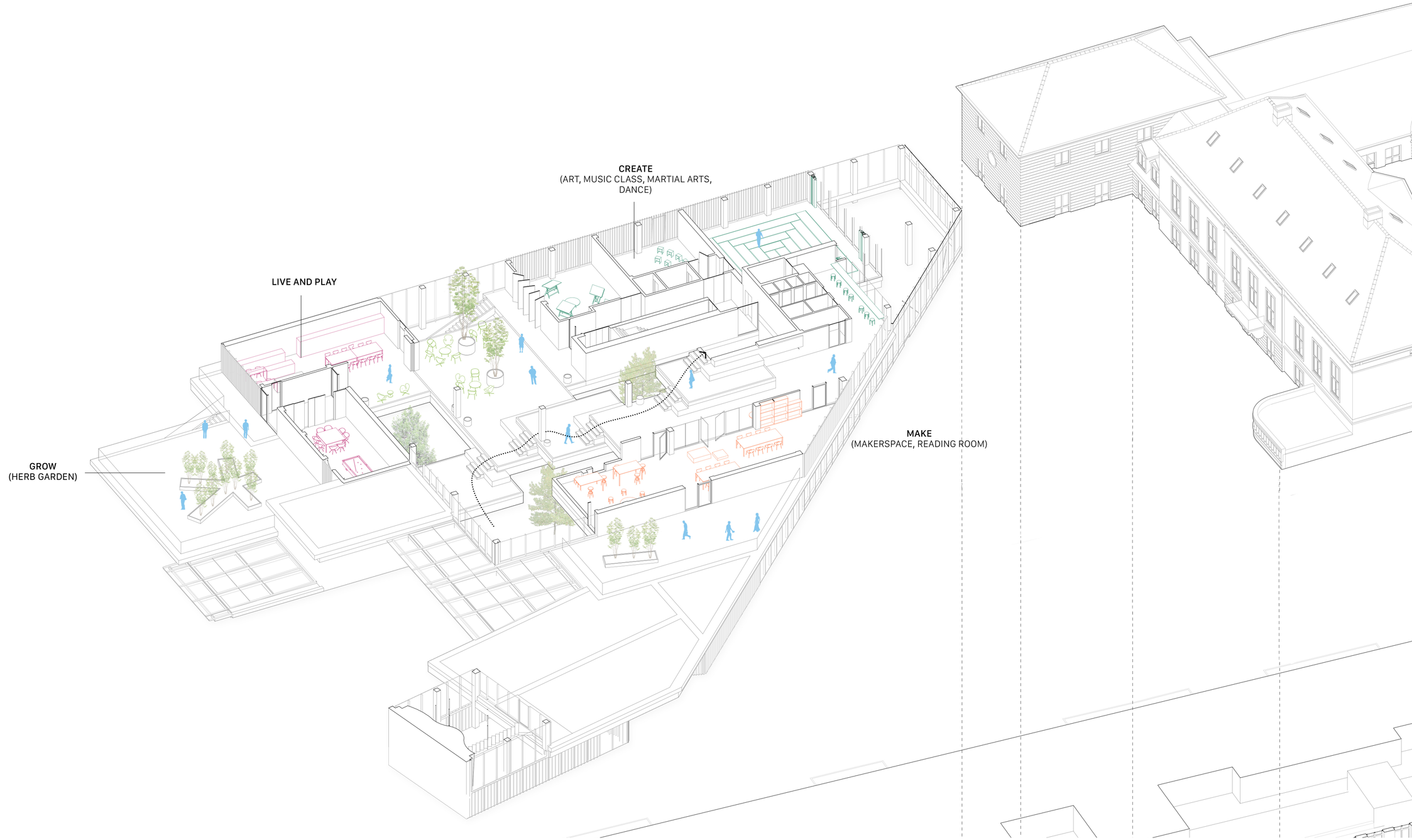
North Facade

View from Svendsgade



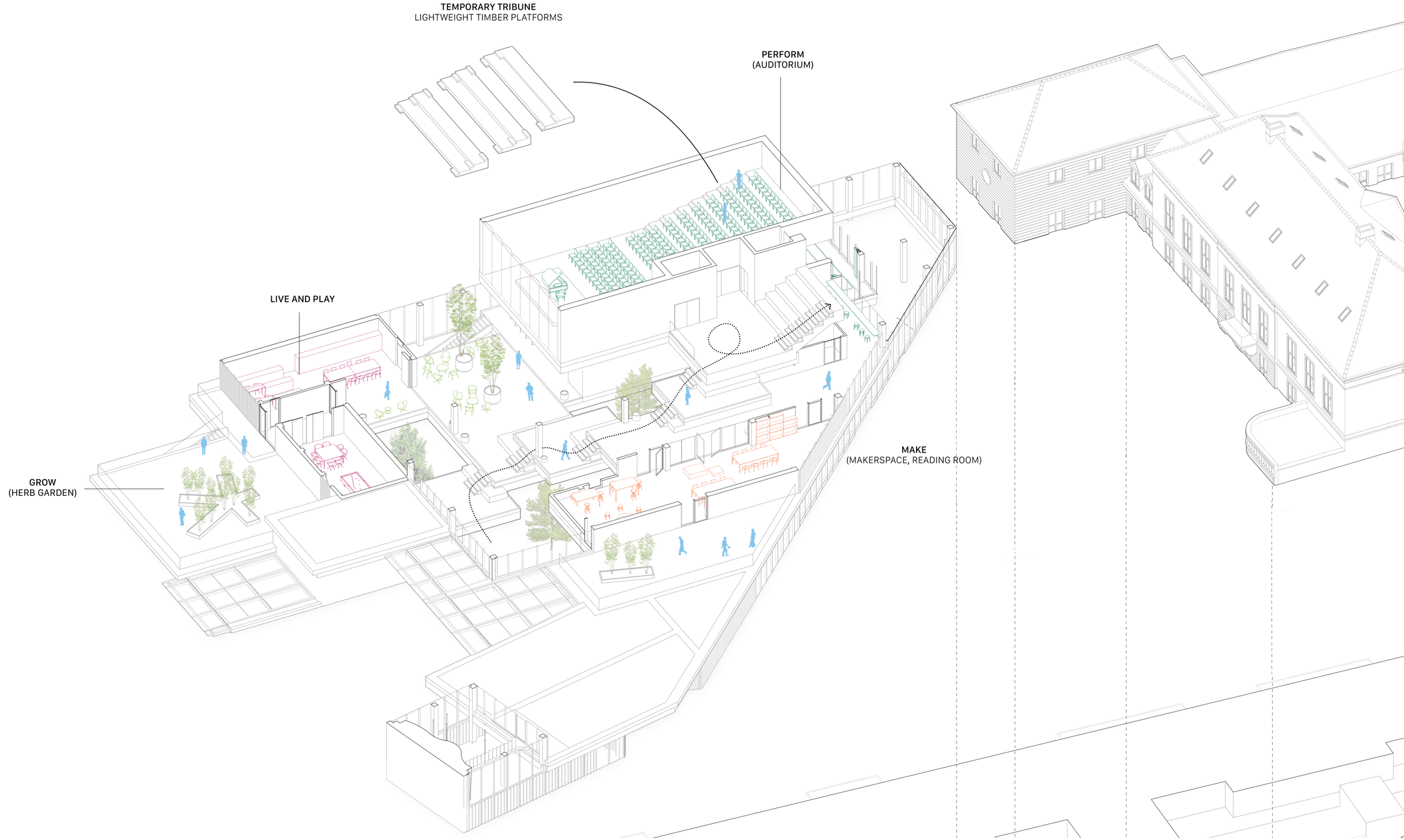
The Interlace

Axonometric 01 / 02 Level



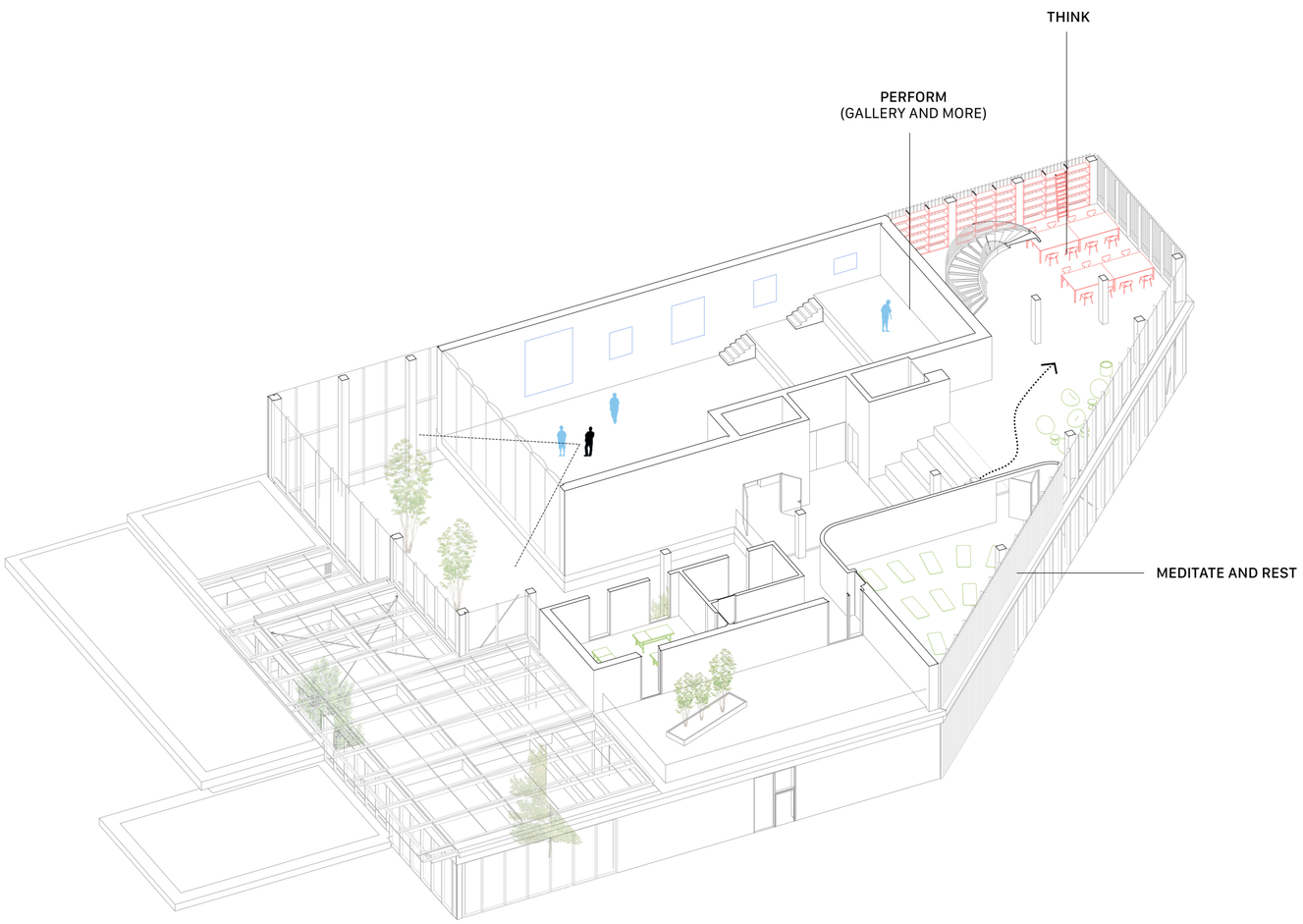
The Interlace

Axonometric 01 / 02 Level



The Interlace

Axonometric 02 / 03 Level



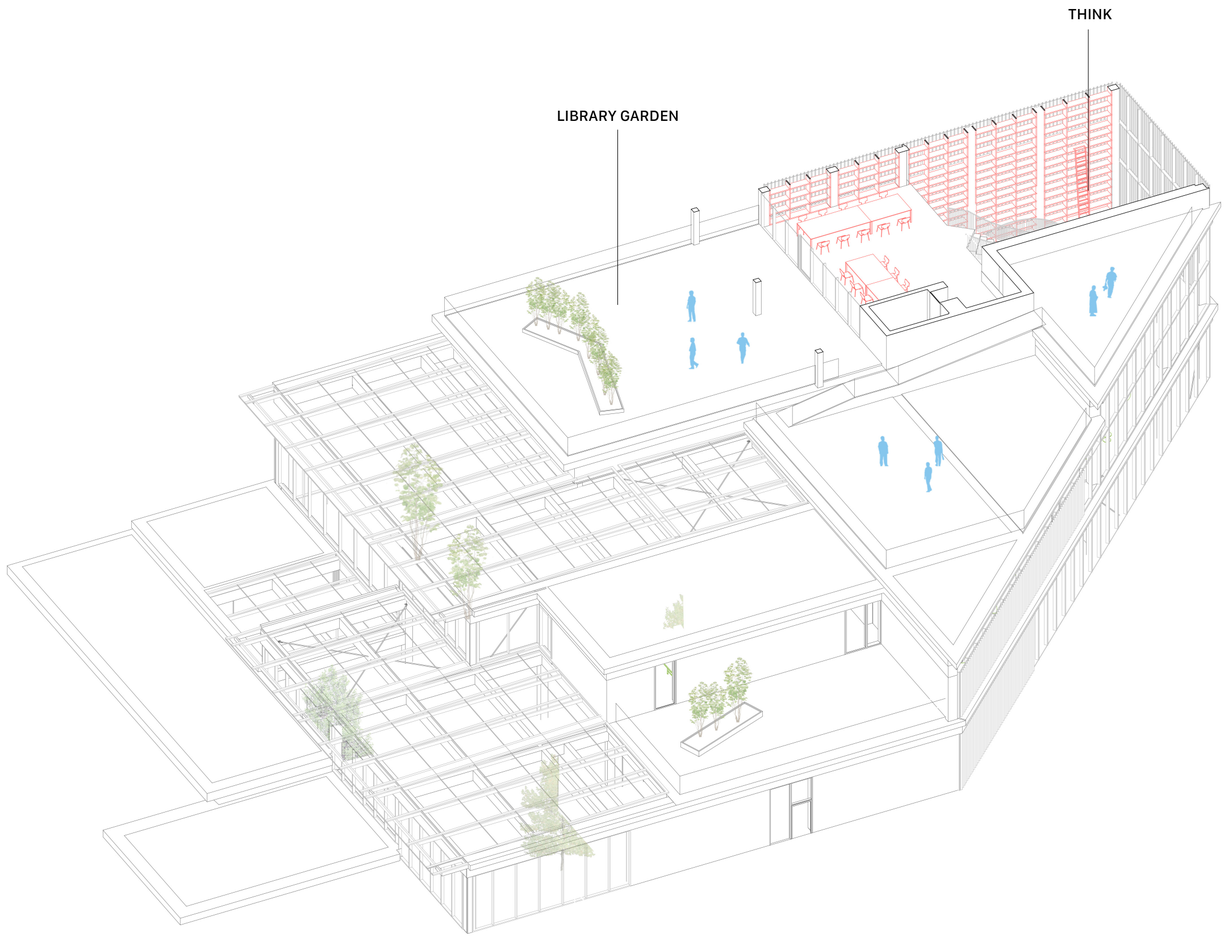
The Interlace

Axonometric 03 / 04 Level



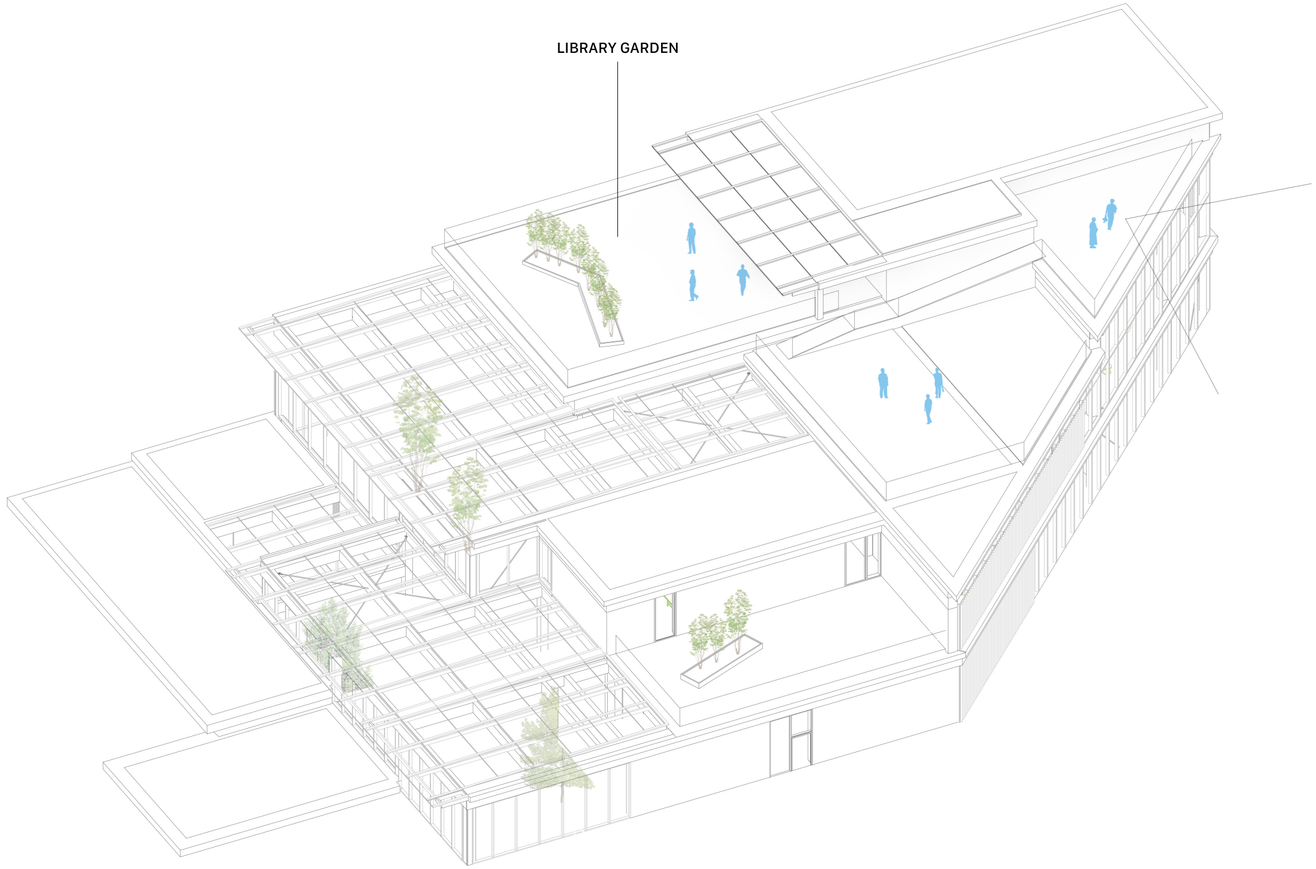
Large-span Halls for the view

Perform Hall as Auditorium



The Interlace

Axonometric 03 / 04 Level



The Interlace

Axonometric 03 / 04 Level



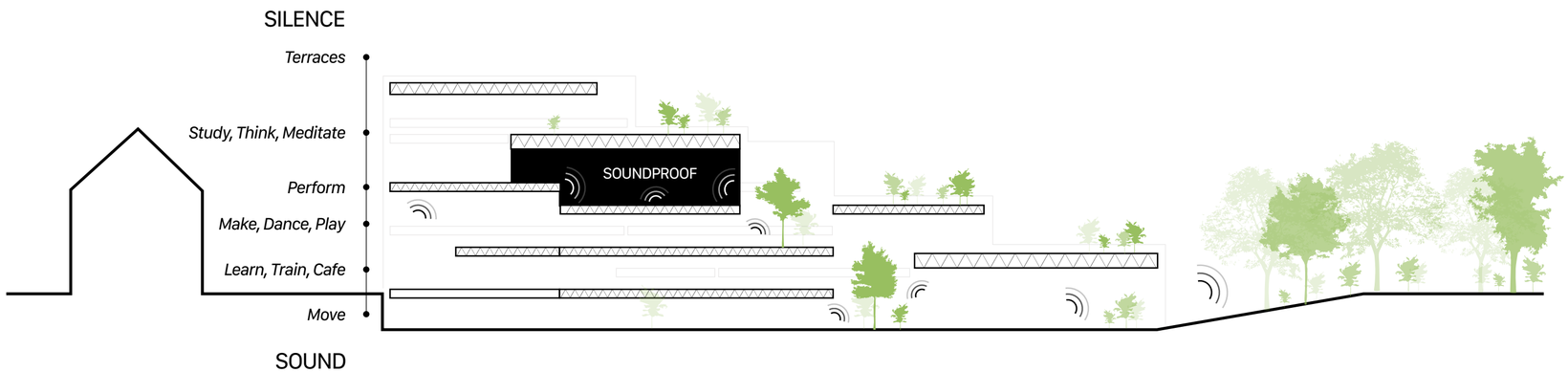
Height Variations

Think area, Library



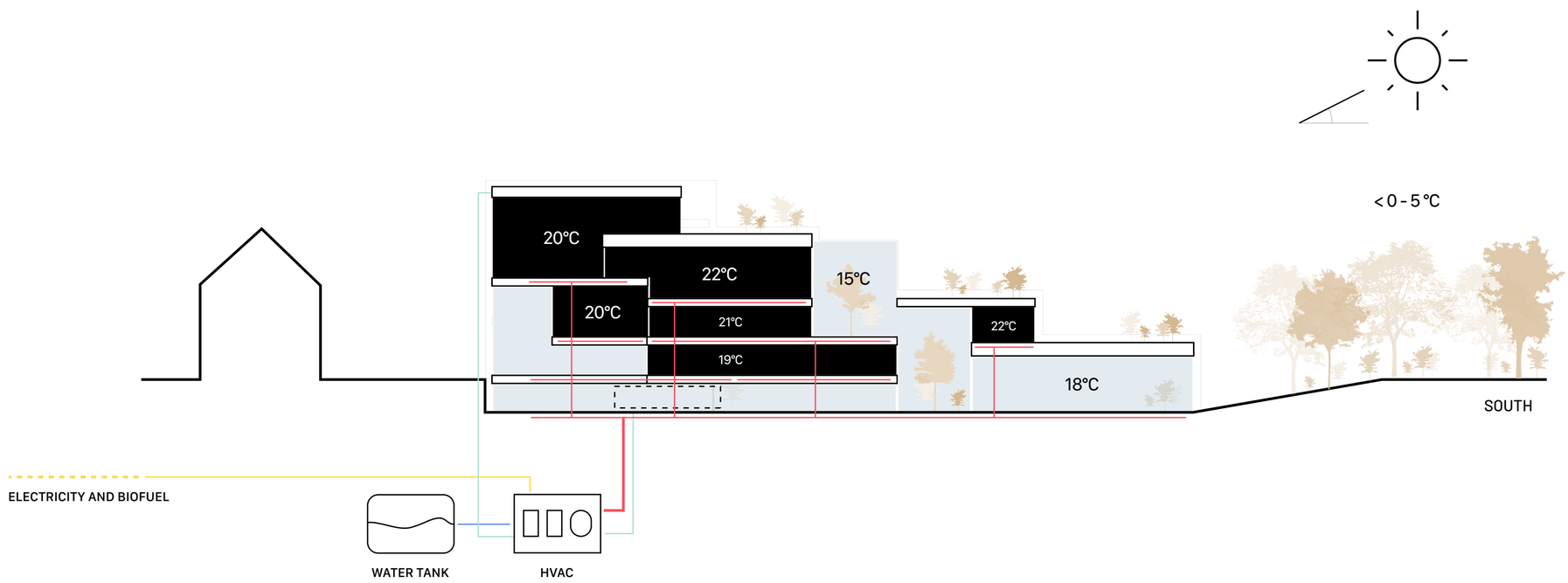
Height Variations

Create area: Dance, Martial Arts Hall



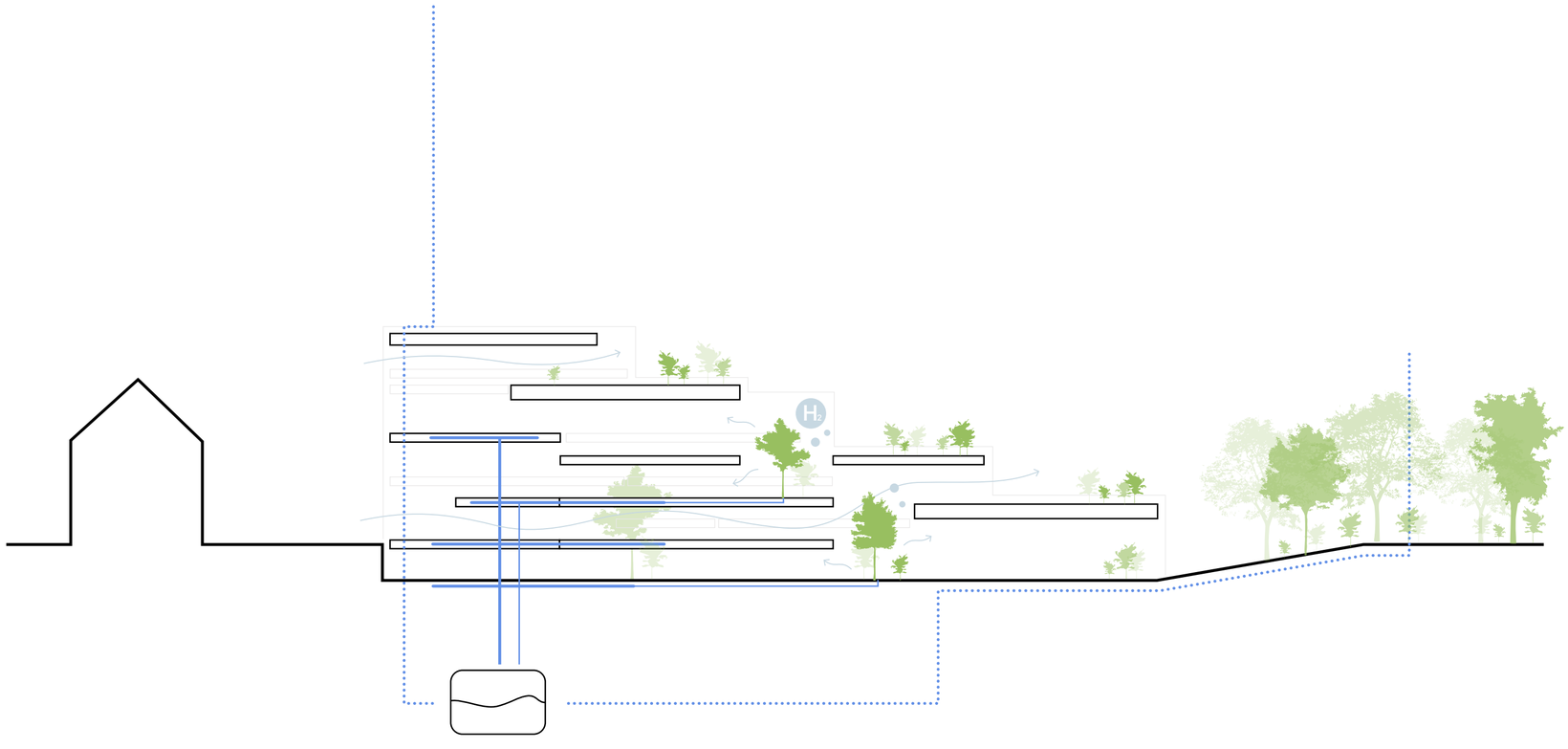
Strategies of Program

Gradient of Sound and Insulation



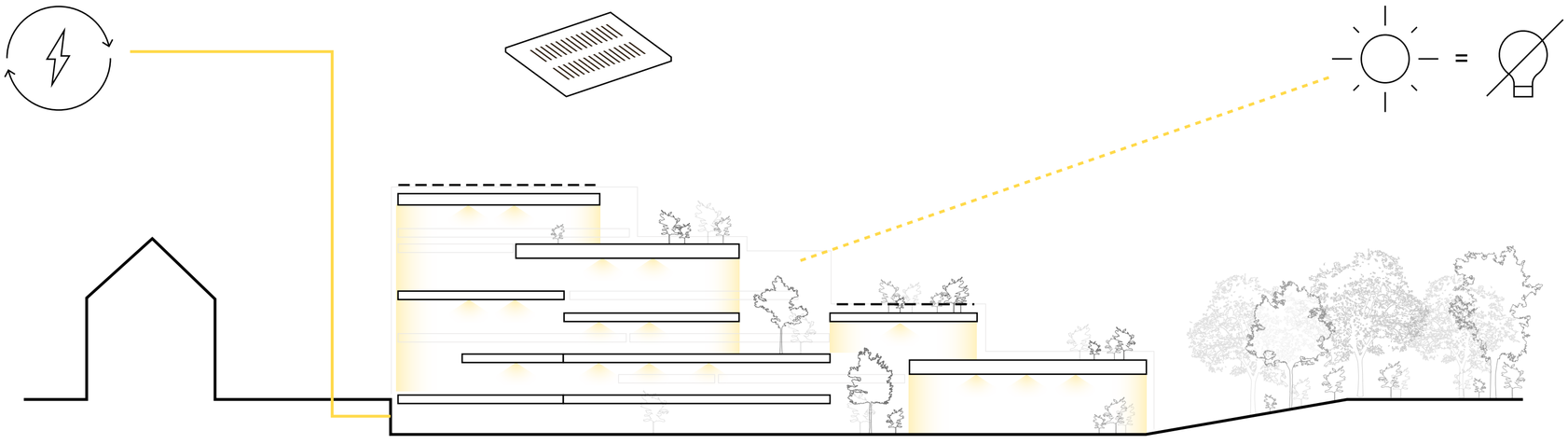
Strategies of Program

Dry Radiant Heating, Greenhouse Effect



Strategies of Program

Rainwater Collection, Natural Ventilation and Fresh Air



Strategies of Program

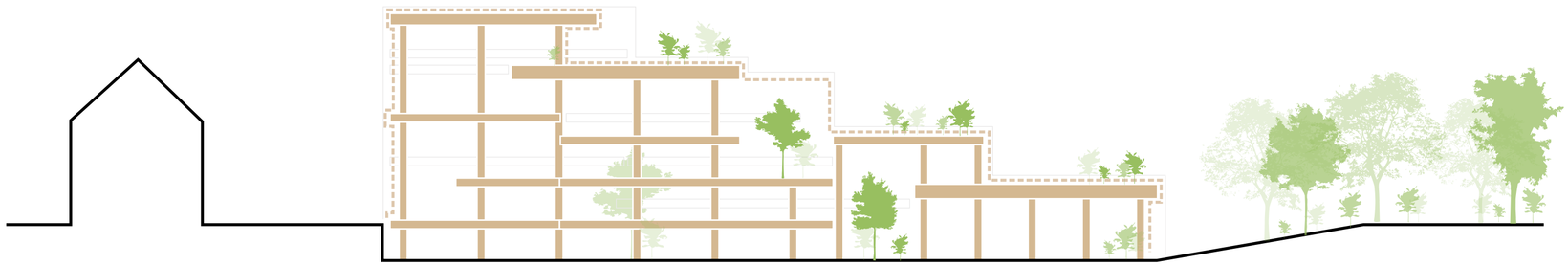
Sunlight Harvesting and Electricity Production

Envelope



South Facade

Aerial View



◄ N

Structure and Envelope

Laminated Timber



AV. HUMIDITY

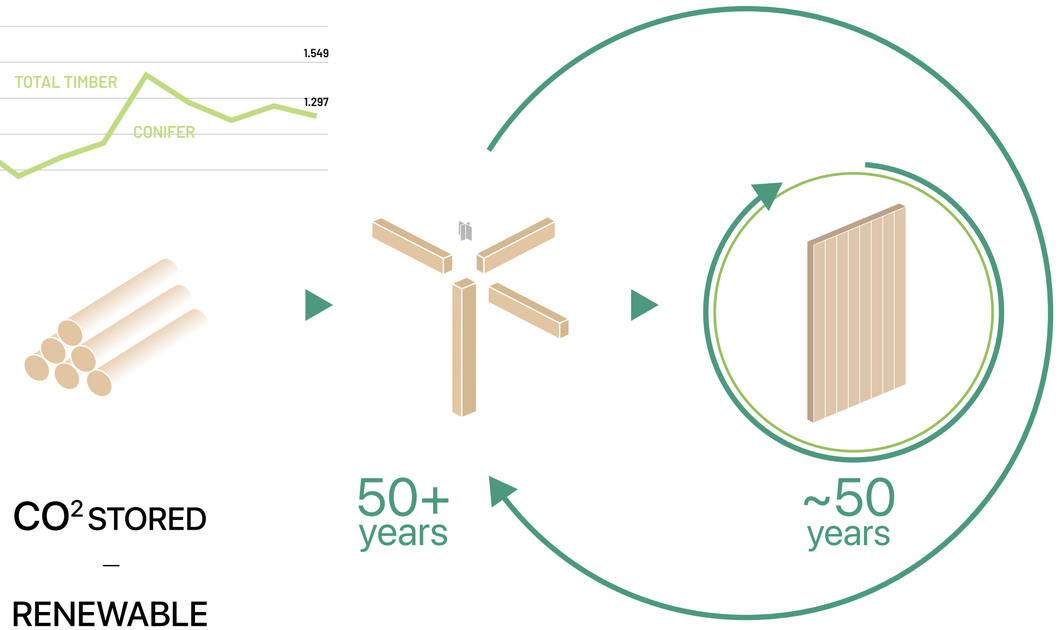
max 87% in December

79%

+ Intense Cloudburst
and around 157 rainfall days a year.

Comfortable

min 69% in May



CO^2 STORED
–
RENEWABLE
–
LOCAL

70 % Modular
Timber Structure

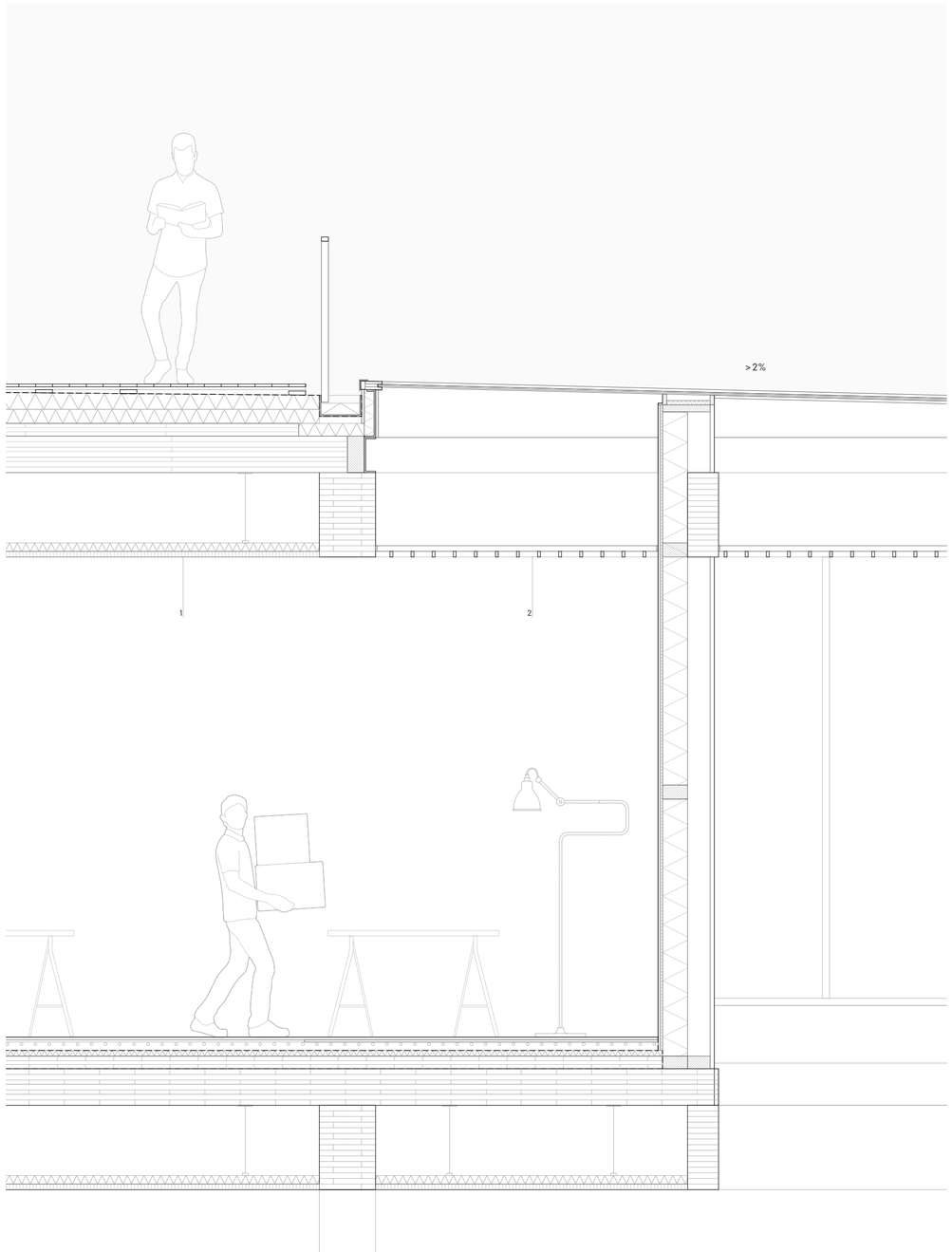
Prefab DLT Panel
Accoya Cladding

Glazed Units
Insulating Raincoat

Sustainability of Materials

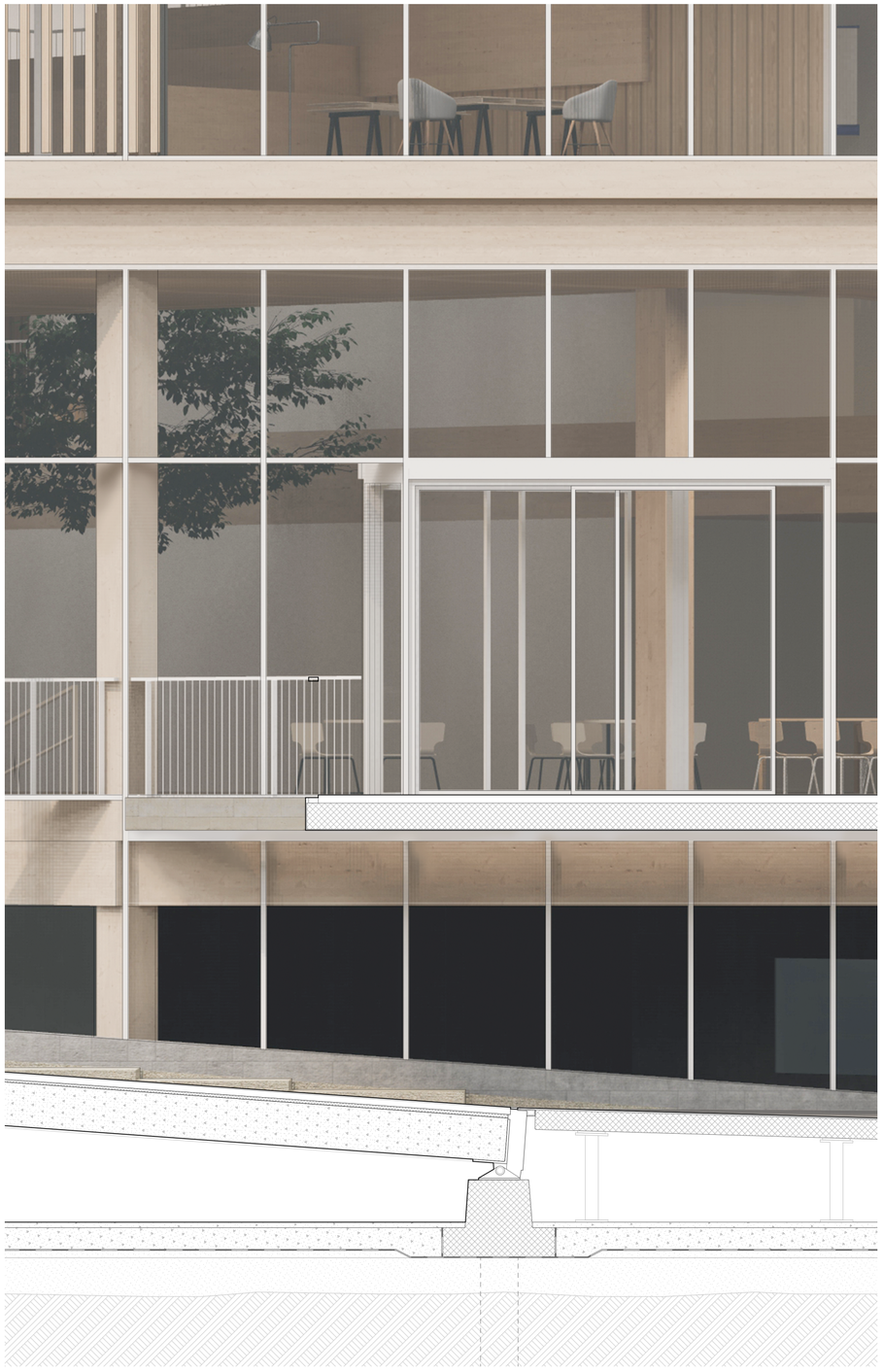
Durability

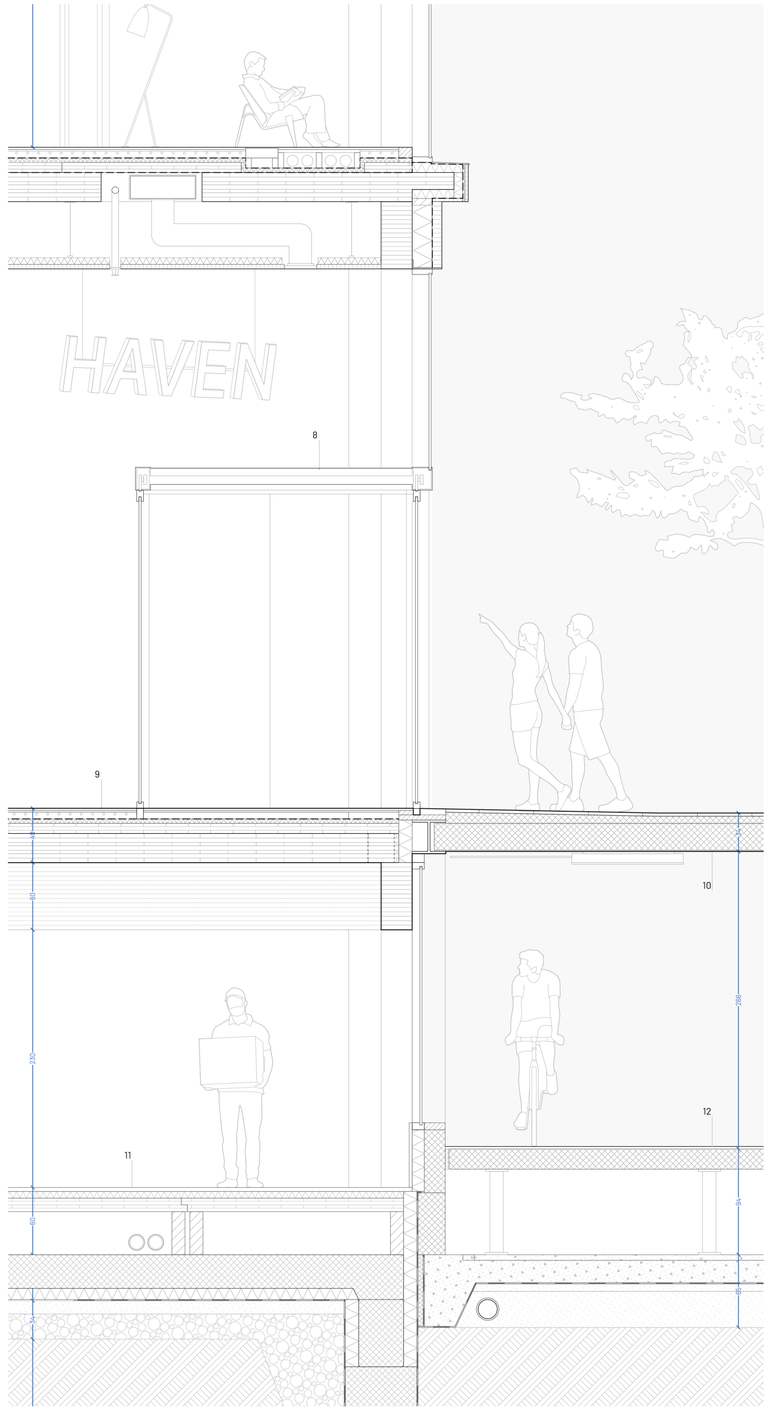


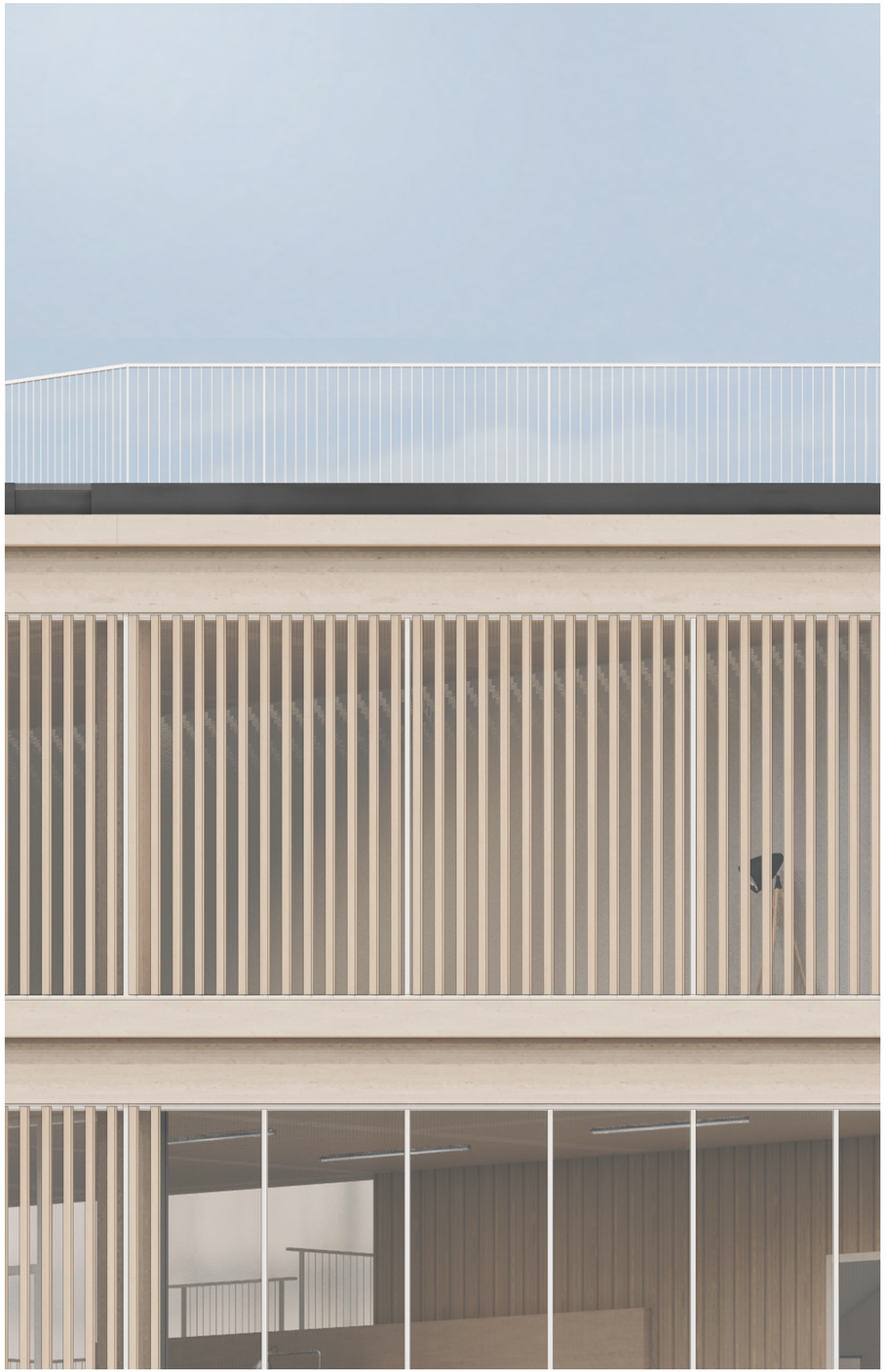


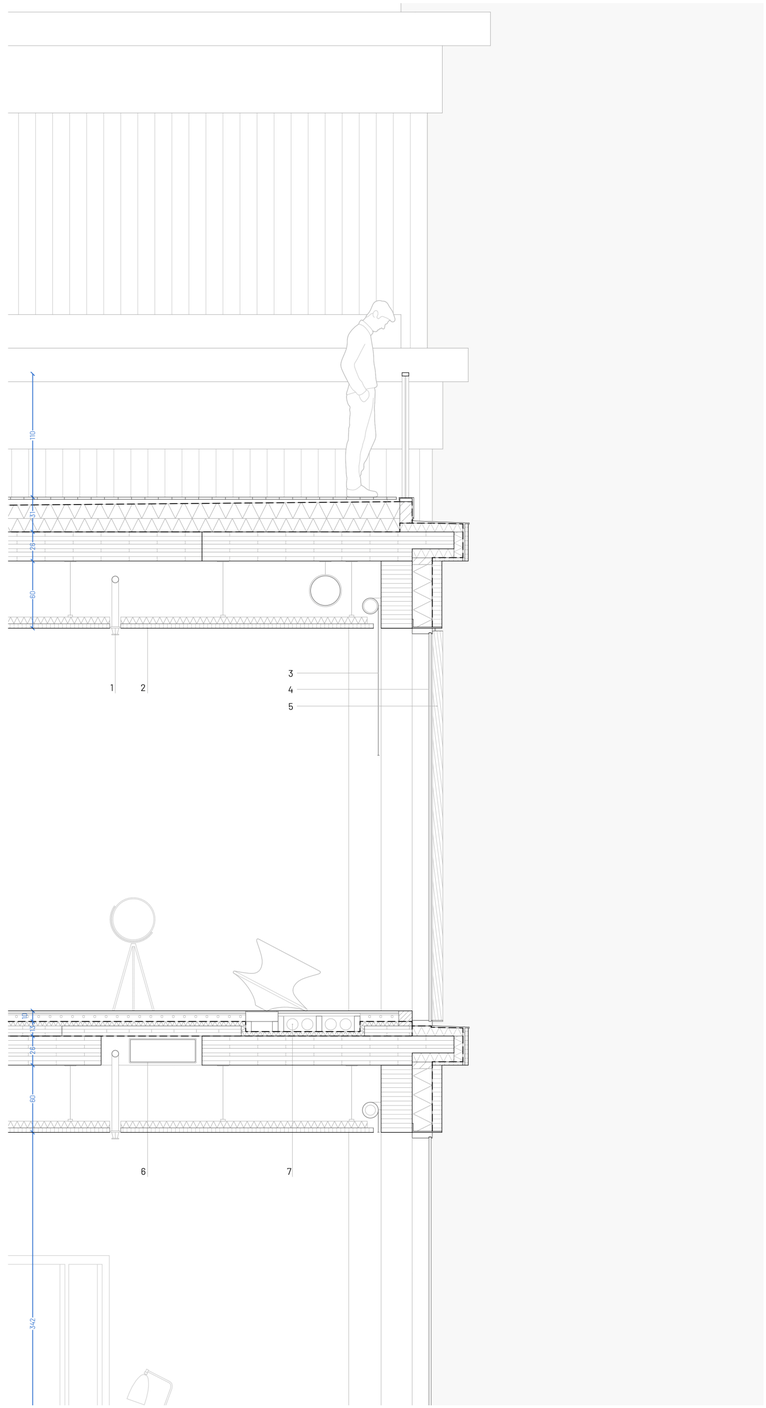
Translucent Roof

00 Level, Circulation, 1.30 Section




HAVEN
8
9
10
11
12
2400
2100
450
450
450
2700
2700
450

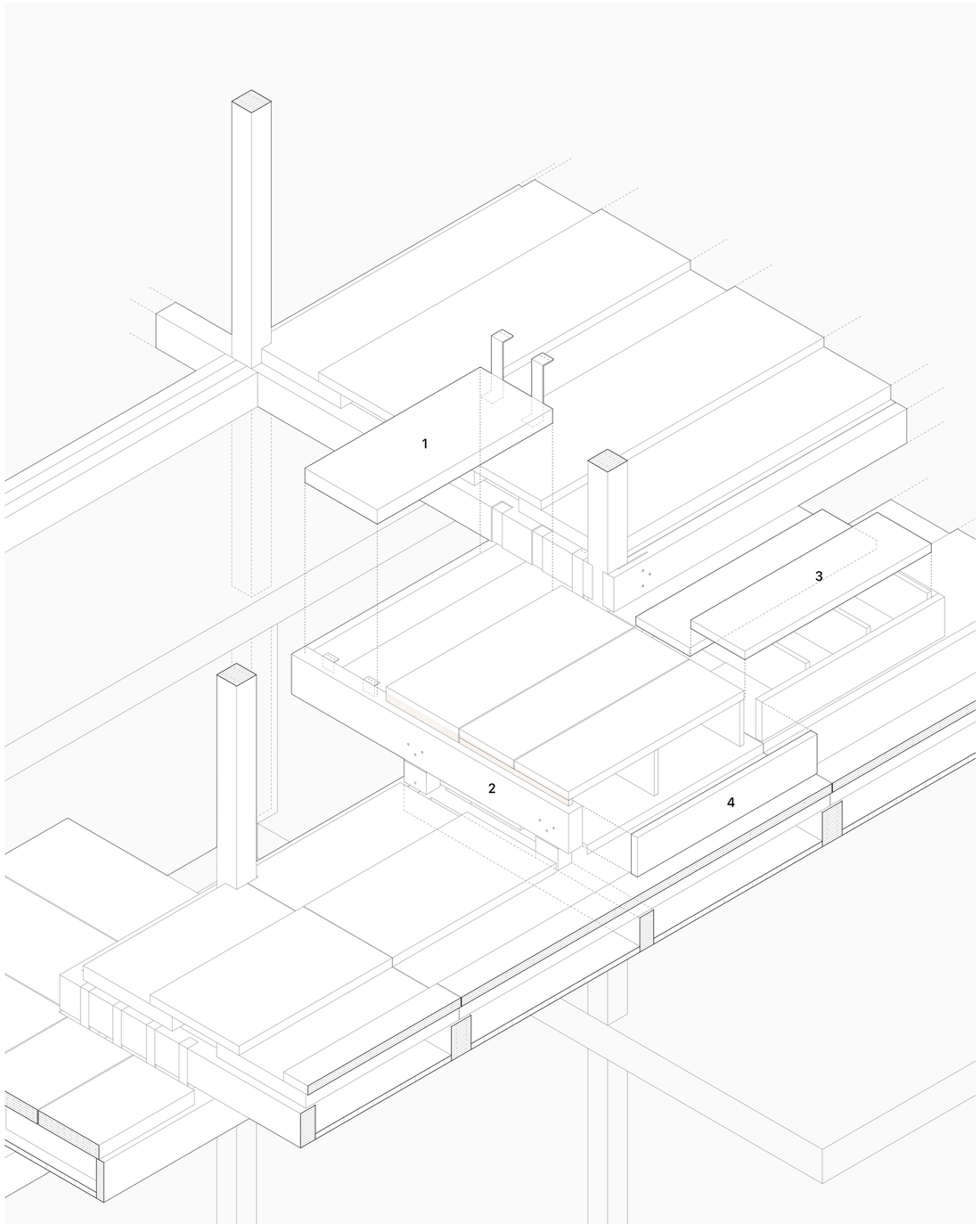


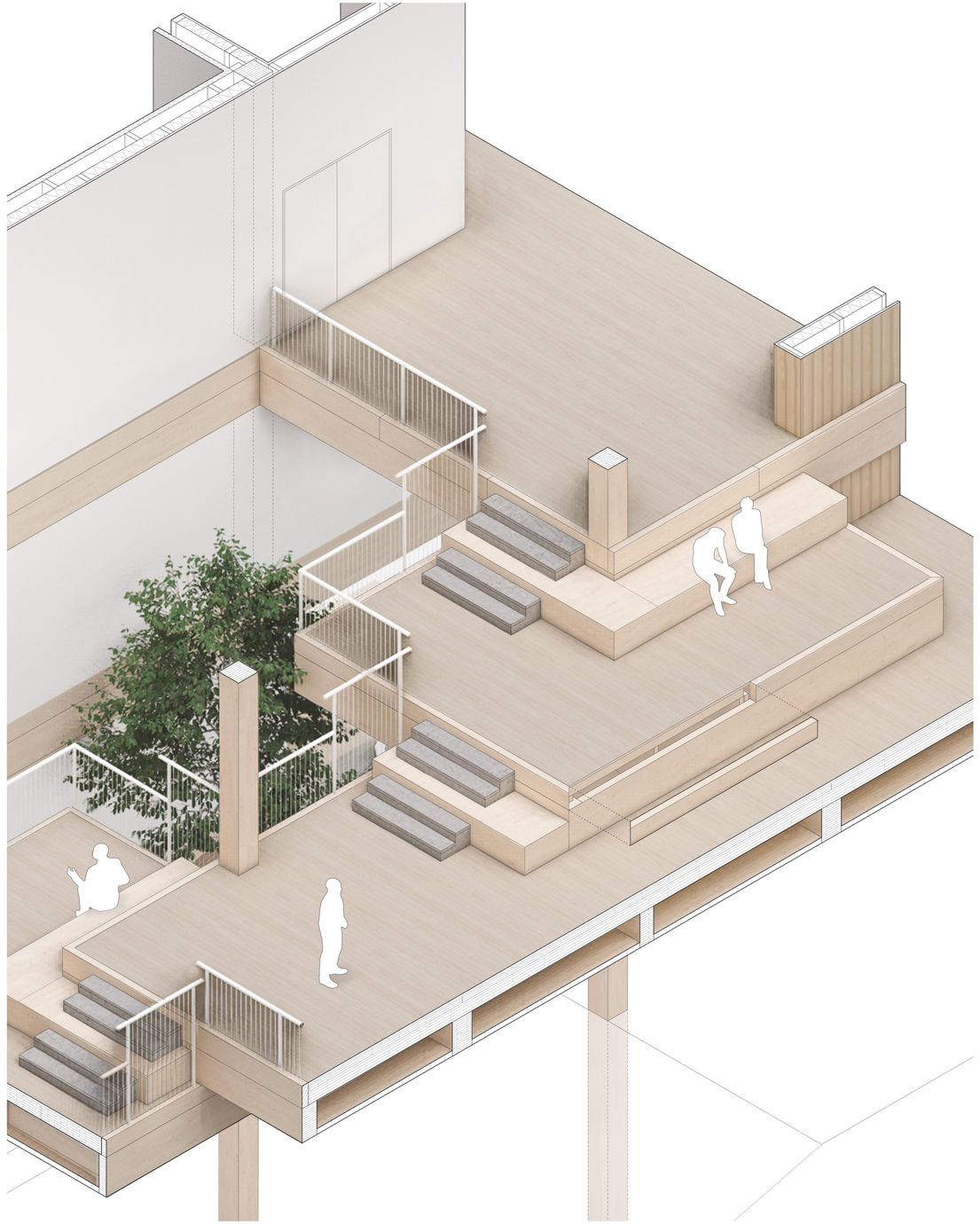

1
2
3
4
5
6
7



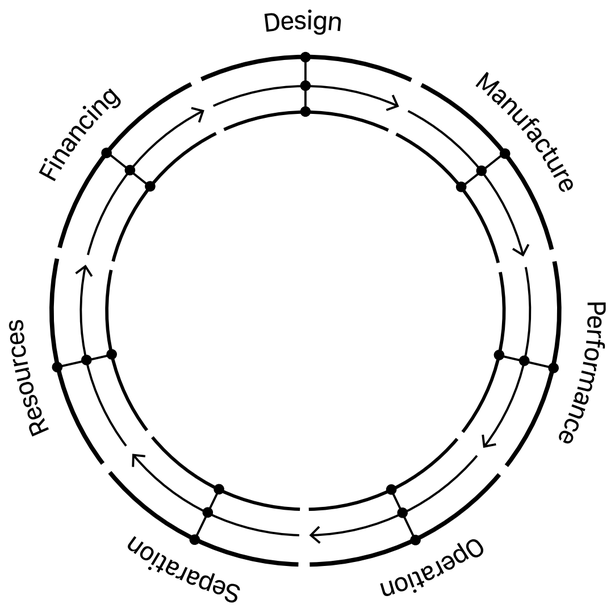
Filtered View

Create area: Music Class


1
2
3
4



Multiplicity



Sharing Platform

Circular economy model by Peter Lacy and Jacob Rutqvist' in Waste to Wealth' (2015).

Co-workers

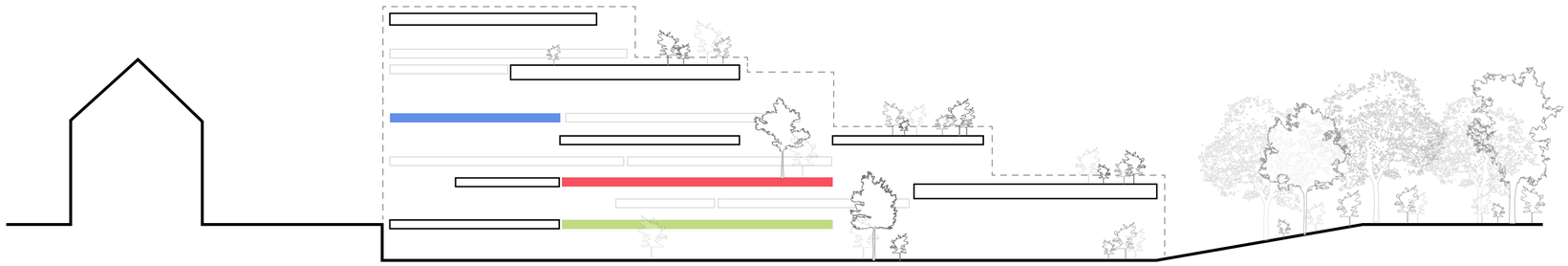


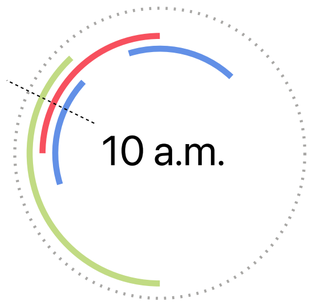
Community



School

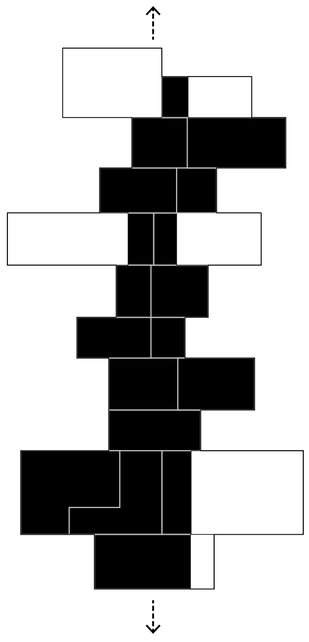




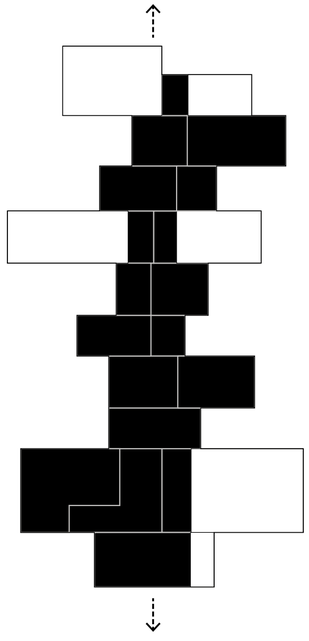


Sharing Platform

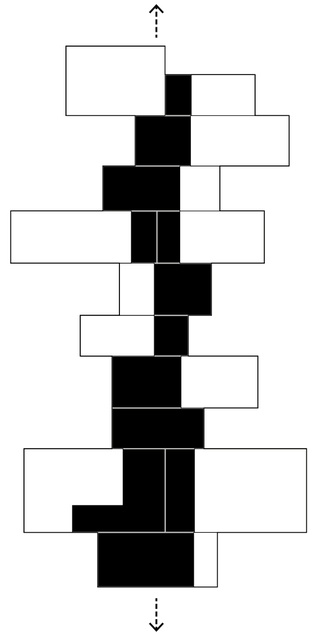
Dynamic users



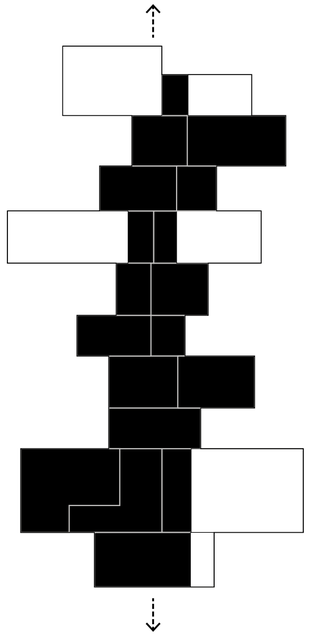
40% PROGRAM



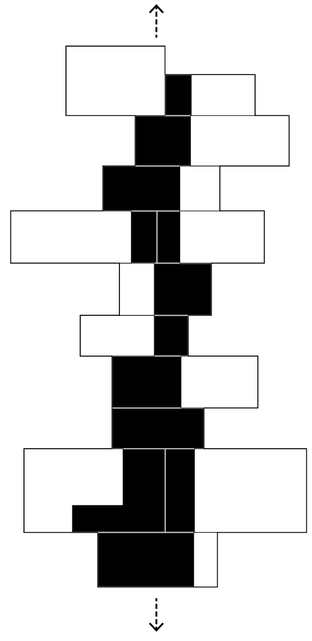
40% PROGRAM



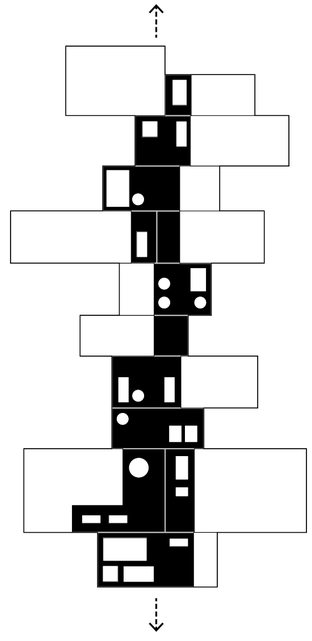
100% PROGRAM



40% PROGRAM



100% PROGRAM



200% PROGRAM



10:00 am

View from +02 Level



4:00 pm

View from +02 Level



10:00 pm

View from +02 Level

20:00
16:00 SEMI-OPEN
10:00

PLAY TABLE
CODE-7486
24H

B. TABLE
CODE 2742
12:00 - 16:00

CODE 73
8:00 -10:00

12 CHAIRS
CODE-3681
12:00 PRE-BOOK

CHAIR
CODE 178
FREE

MAKE DESK
CODE 8109
24H

EXHIBITION
CODE 542
WEEKEND

12:00
8:00 MAKERSPACE 0824
7:00

Public Interface Perspective inside Haven


KITCHEN UNIT
CODE 178
17:00 CLASS
14:00
13:00 LIVING OPEN
12:00
TROLLEY
CODE 73
8:00 -10:00
20:00
16:00 SEMI-OPEN
10:00
PLAY TABLE
CODE 2456
24H
B. TABLE
CODE 2742
12:00 - 16:00


EXHIBITION
CODE 542
WEEKEND
12:00
8:00 MAKERSPACE OPEN
7:30
STORAGE
CODE 53
15:00 CLASS
MAKE DESK
CODE 3008
24H


LITAUENS PLADS
PLAYGROUND, PARK 24H
TIVOLI FABRICKS


BOOK NOW
FOOTBALL PARK CLASS 3 MIN TO KOLDBYEN
KITCHENETTE
CHAIR
14:00
13:00 LIVING OPEN
TROLLEY
PLAY TABLE
B. TABLE
TO CHANGING
PERFORM STAGE
CODE 100
20U OUTDOW
CHAIR
TABLE
STORAGE
TODDLER
TO MIN
TO KB
VESTERBRO SCHOOL
COMPLEMENTARY
15 MIN
TO DAC
BOOK NOW
KOLDBYEN
COMPLEMENTARY


BOOK NOW
FOOTBALL PARK CLASS 3 MIN TO KOLDBYEN
KITCHENETTE
CHAIR
14:00
13:00 LIVING OPEN
TROLLEY
PLAY TABLE
B. TABLE
PERFORM STAGE
CHAIR
TO CHAIR
STORAGE
10 MIN
TO K13
VESTERBRO SCHOOL
COMPLEMENTARY
15 MIN
TO DAC
BOOK NOW
KOLDBYEN
COMPLEMENTARY

Thank you