

BORDERS&TERRITORIES
Emerging border conditions in Eurasia

RUSSIAN TERRAIN VAGUE

T H E D U S H A O F Y E K A T E R B U R G

Bas van Lenteren - P5 - TuDelft - 2021

***“EMPTY, abandoned space in which a series
of occurrences have taken place”***

Salá-Morales

EVENTS THAT CANNOT BE ERASED



Unexploded, Steve Mcqueen, 2017

THEORY AND RESEARCH

DESIGN

ARCHITECTURE

SYSTEMATIZATION

GROUND ZERO

***THEORY AND RESEARCH**
FINDING THE SOUL STATE IN ARCHITECTURE

EUROPE’S TERRAIN VAGUE



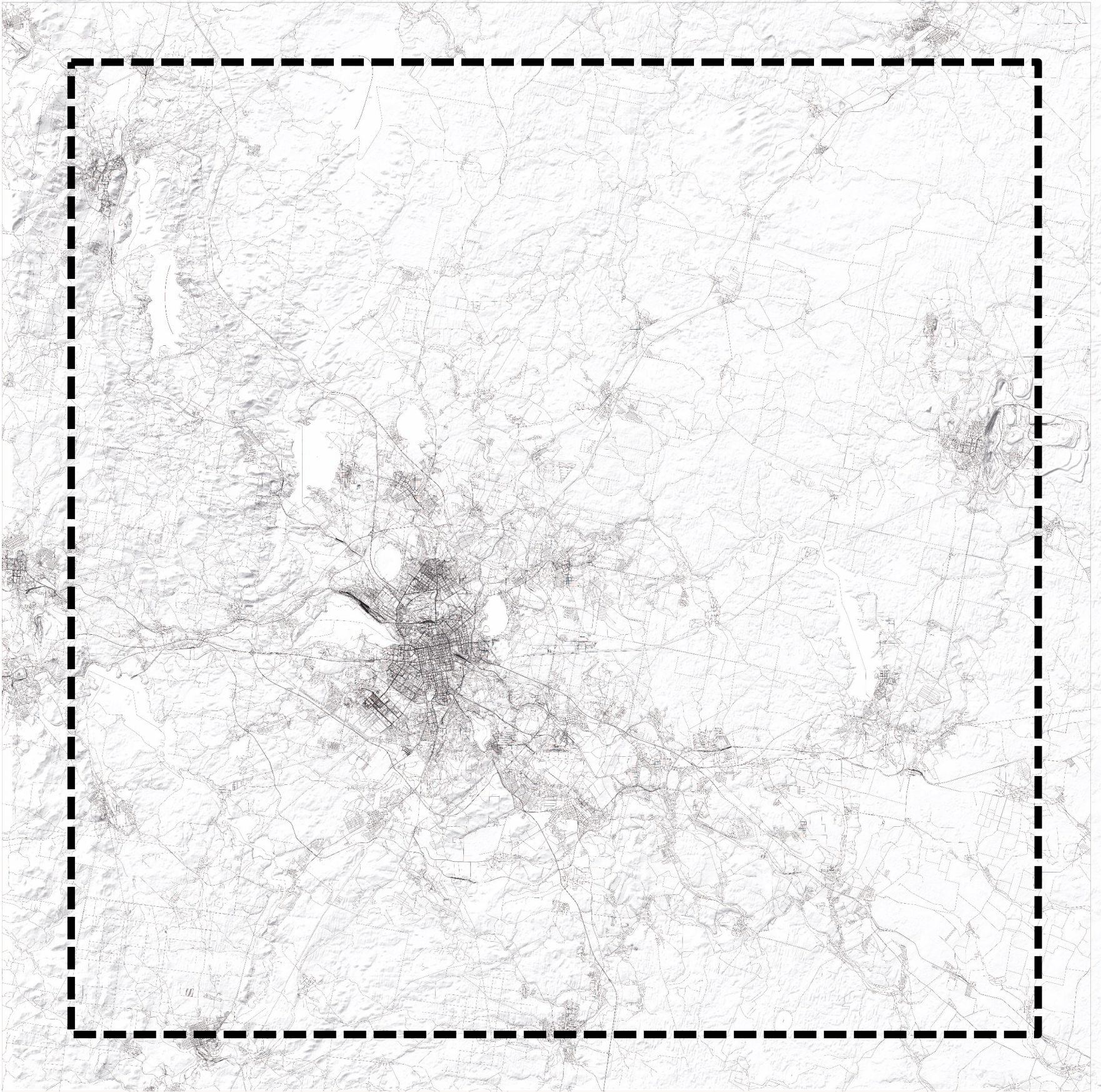
Manolo Laguillo - 1977-1987 - Spain

Bas van Lenteren - P5 - Russian Terrain vague

‘The complete antithesis of conscious landscape design, through clearly the work of humans; not a picturesque terrain with romantic ruins evoking beauty... but rather a ground zero of complete cultural and environmental annihilation in the age of the ‘Anthropocene’ characterized by severely eroded land often contaminated land.’

Girof 2016

YEKATERINBURG REGIONAL



YEKATERINBURG REGIONAL TERRAIN VAGUE



YEKATERIN BURG CITY



CITY'S TERRAIN VAGUE



CITY’S TERRAIN VAGUE



Bas van Lenteren - P5 - Russian Terrain vague

EUROPE ≠ RUSSIA



Manolo Laguillo - 1977-1987 - Spain

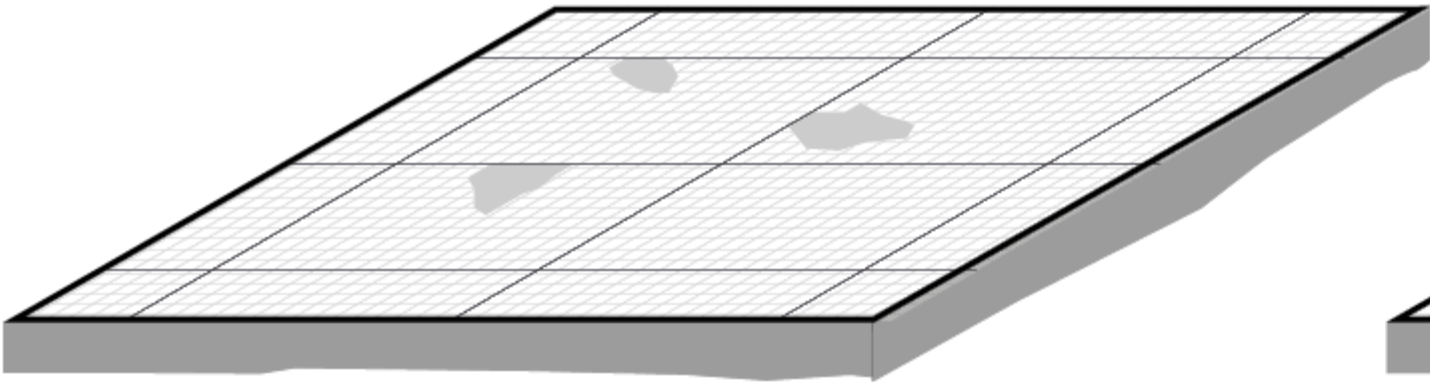


Yekaterinburg - 2020.

Bas van Lenteren - P5 - Russian Terrain vague

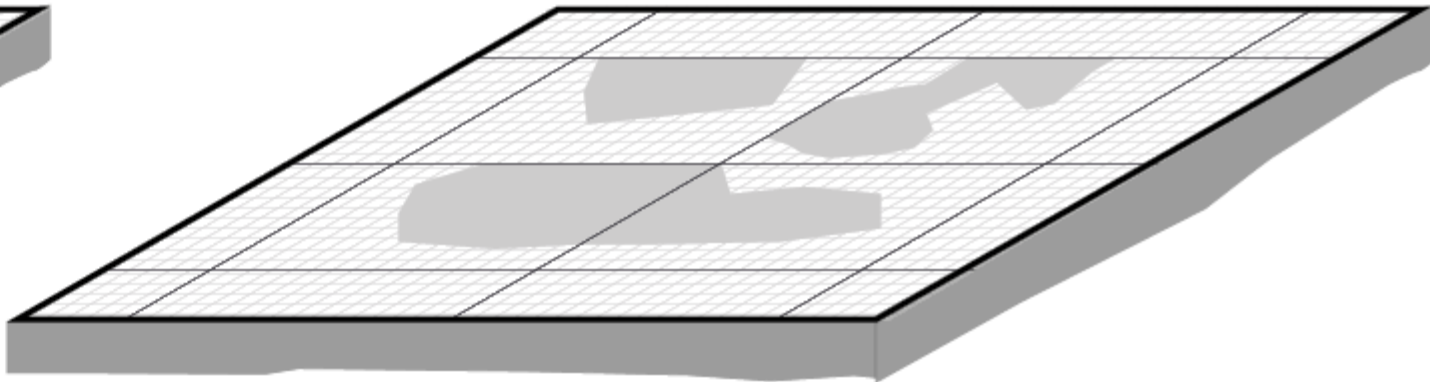
EUROPE ≠ RUSSIA

5% TERRAIN VAGUE



EUROPEAN CITY

95% TERRAIN VAGUE



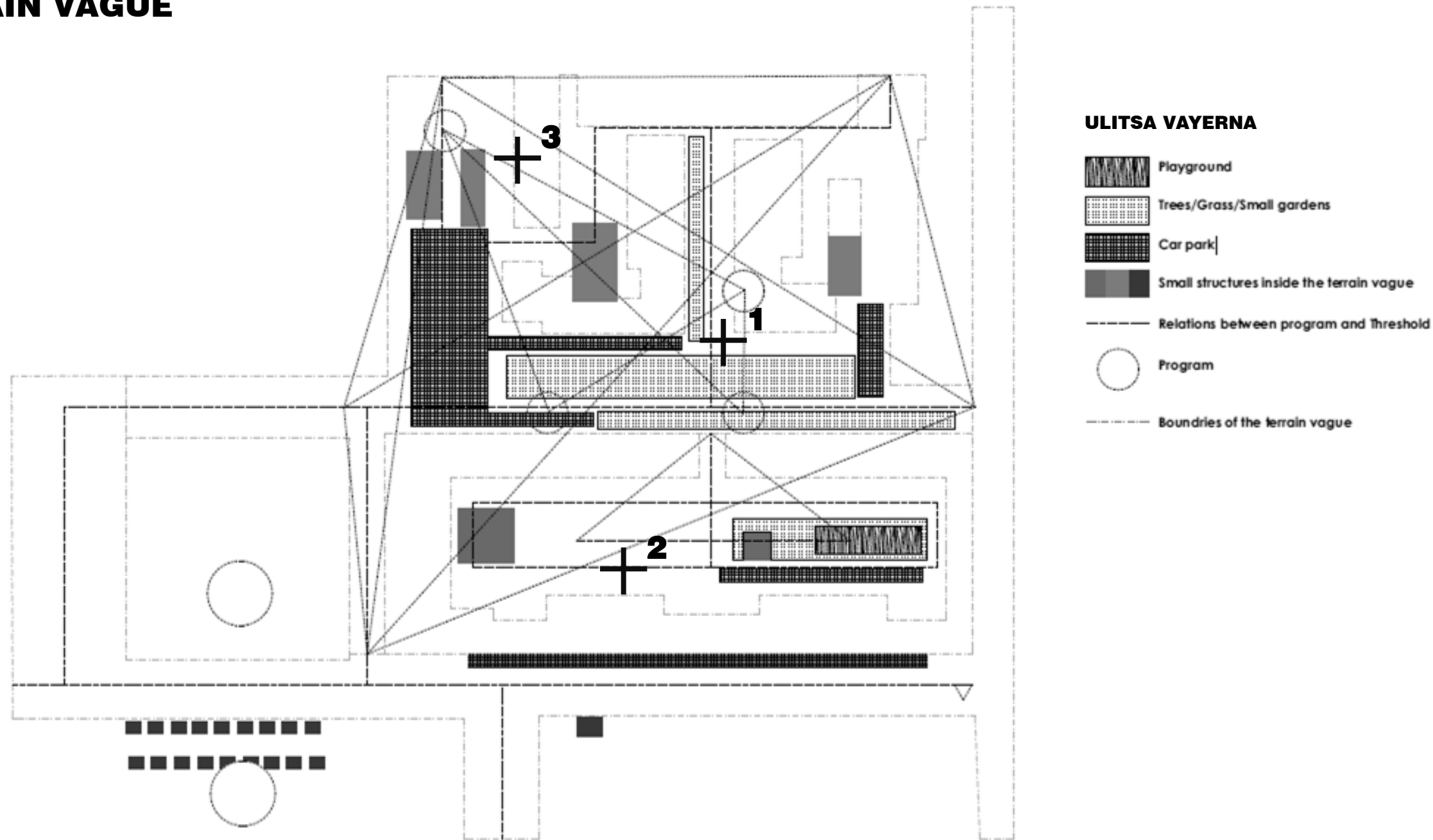
YEKATERINBURG

LOCAL TERRAIN VAGUE



Ulitza vayerna – Yekaterinburg

LOCAL TERRAIN VAGUE



1



2



3

***DESIGN APPROACH**

FINDING THE EVENTS

RUSSIA = REVERSED EUROPE



Yekaterinburg - 2020.



Manolo Laguillo - 1977-1987 - Spain

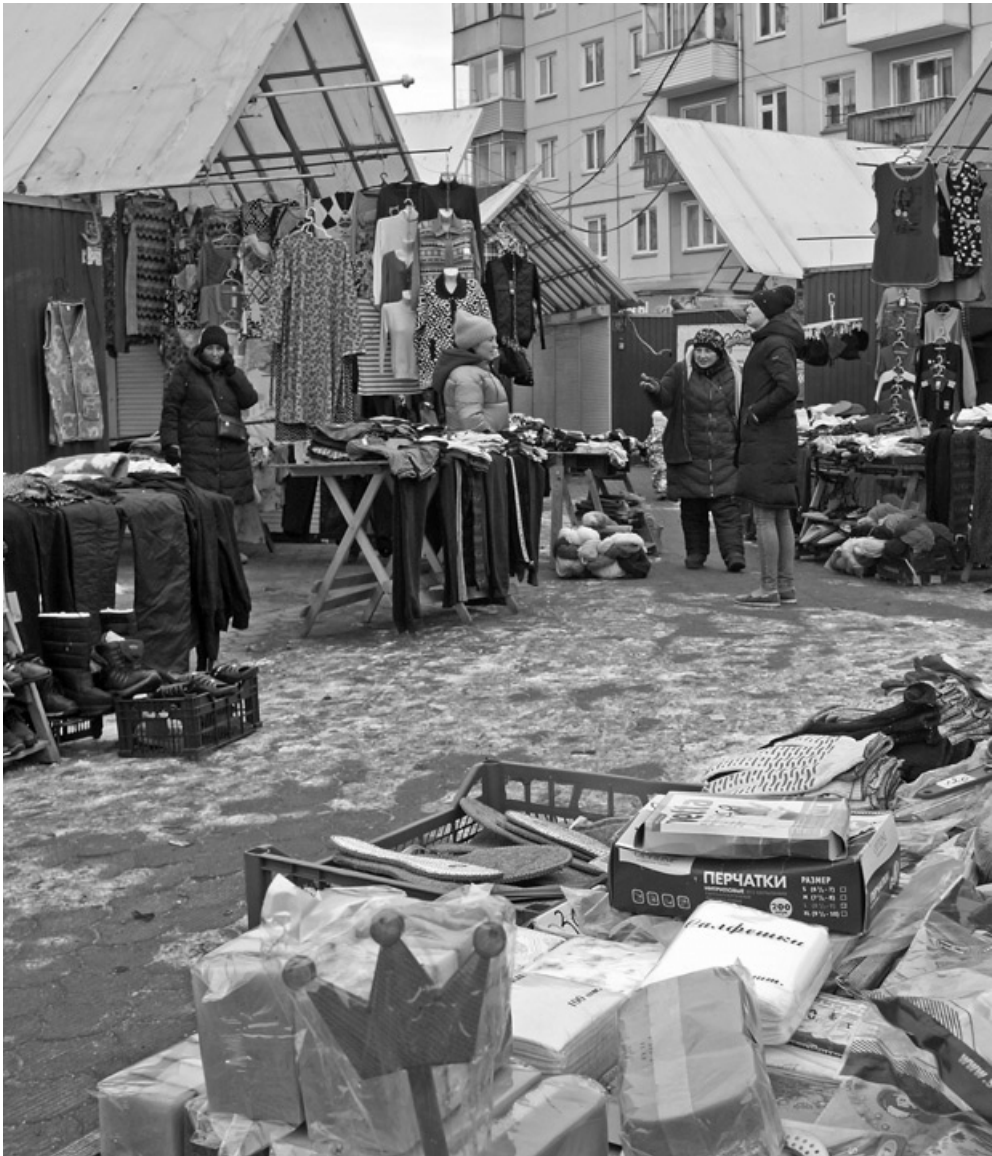
Bas van Lenteren - P5 - Russian Terrain vague



Rotterdam - 2020.



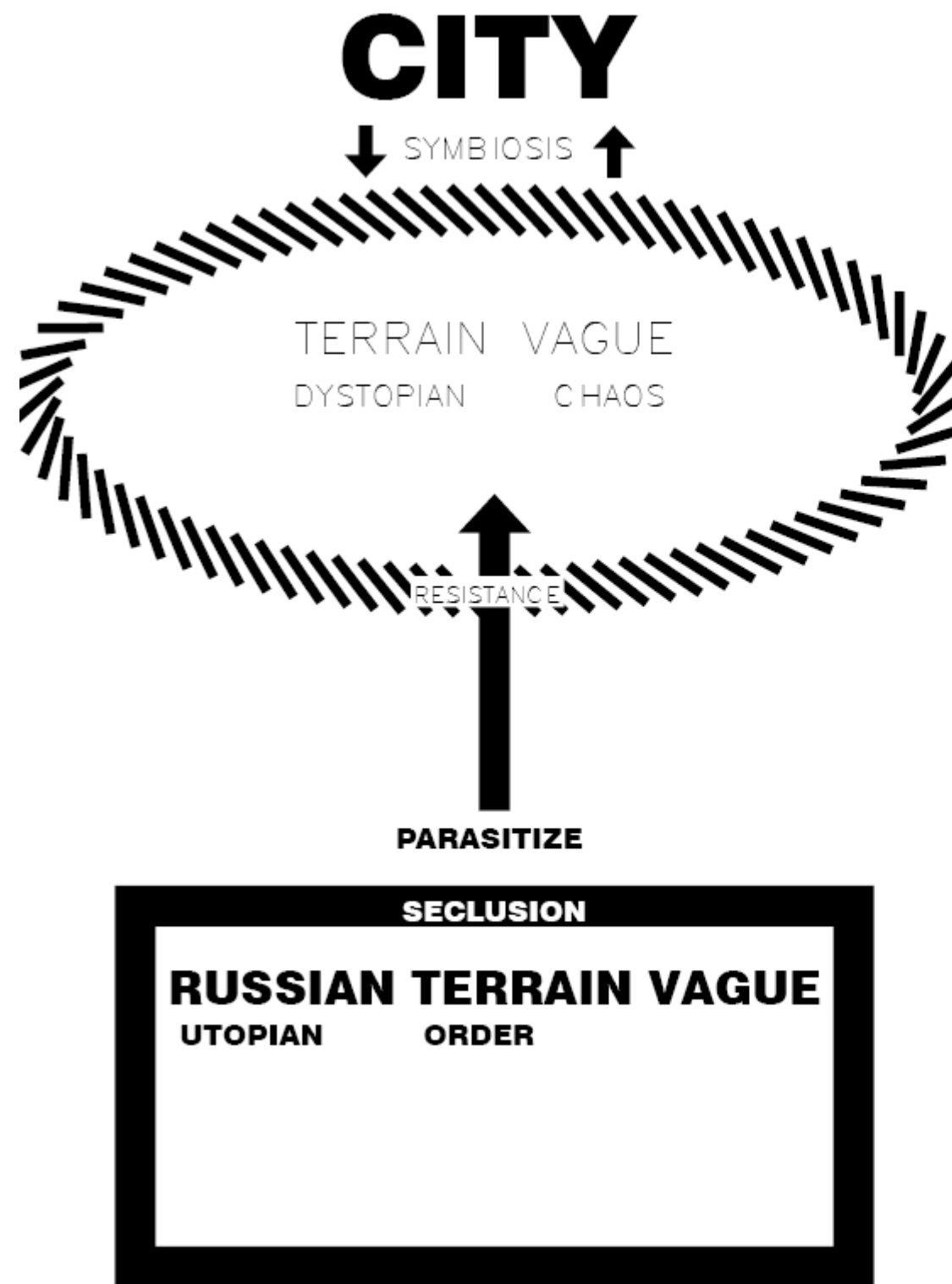
Rotterdam - 2020.



Yekaterinburg - 2020.



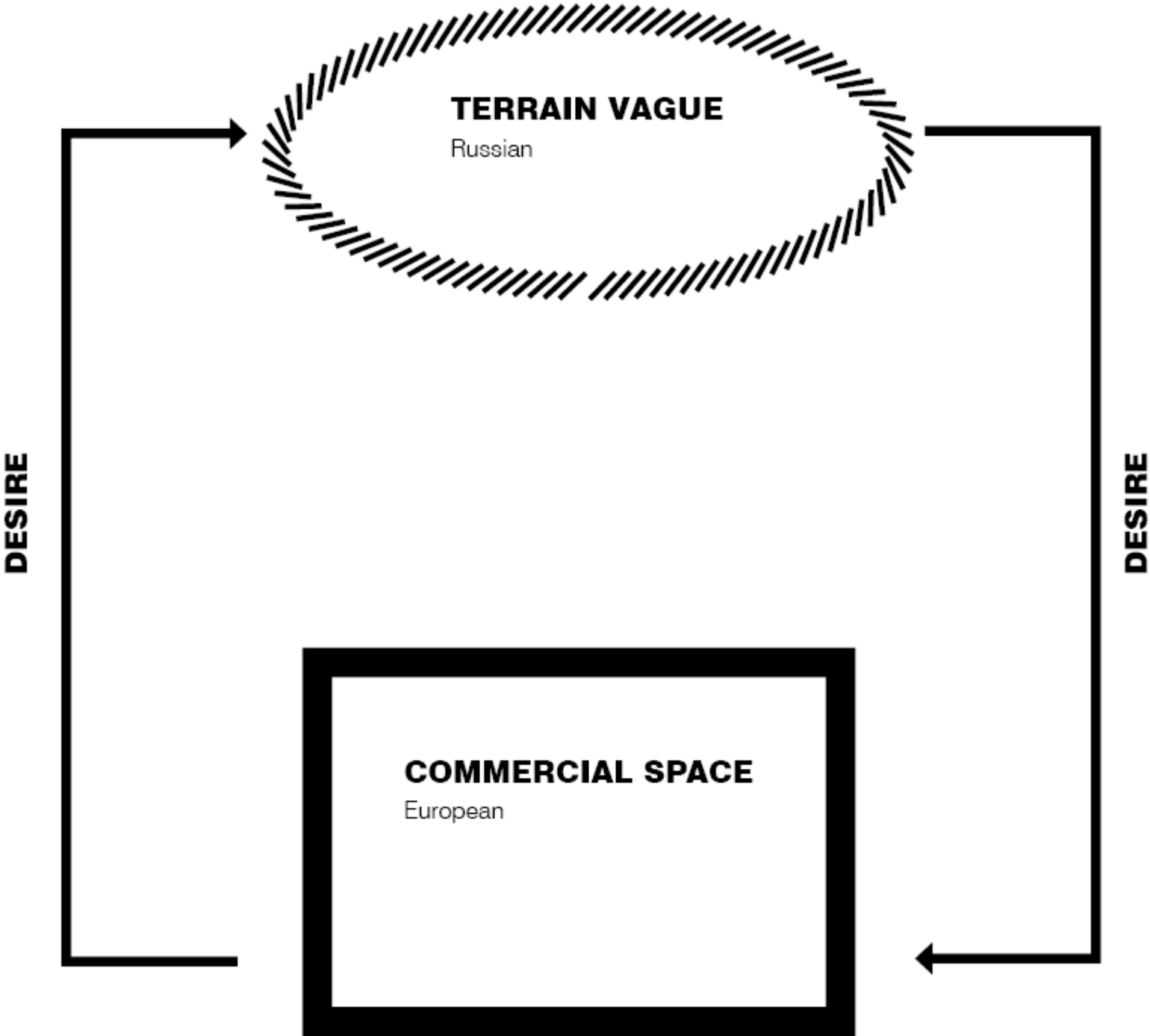
Yekaterinburg - 2021.



NORMALIZED
SITUATION
IN THE RUS-
SIAN CITY

INVERTED TO
AMPLIFY

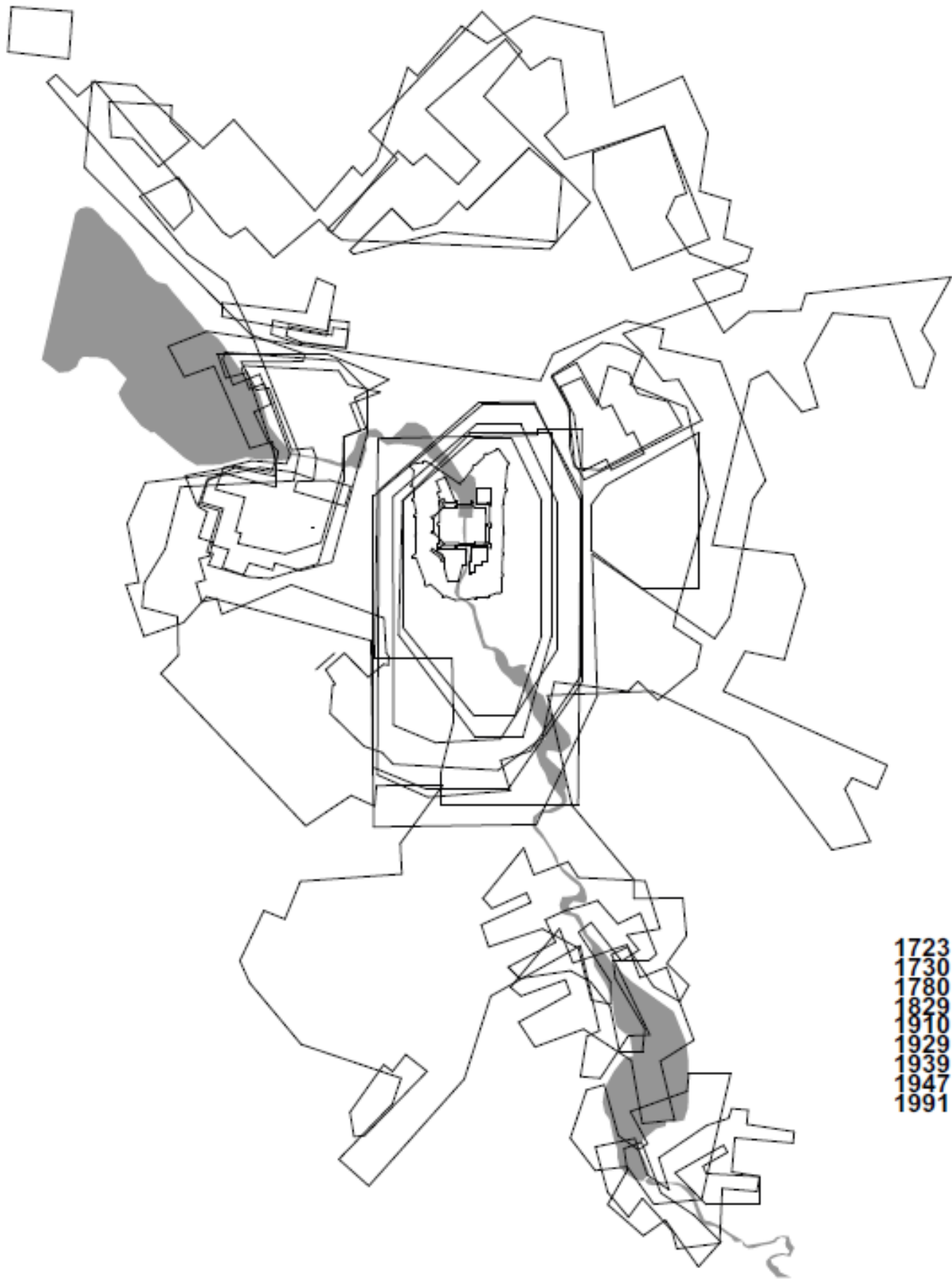
Ground zero of ‘Anthropocene’



‘Anthropocene’



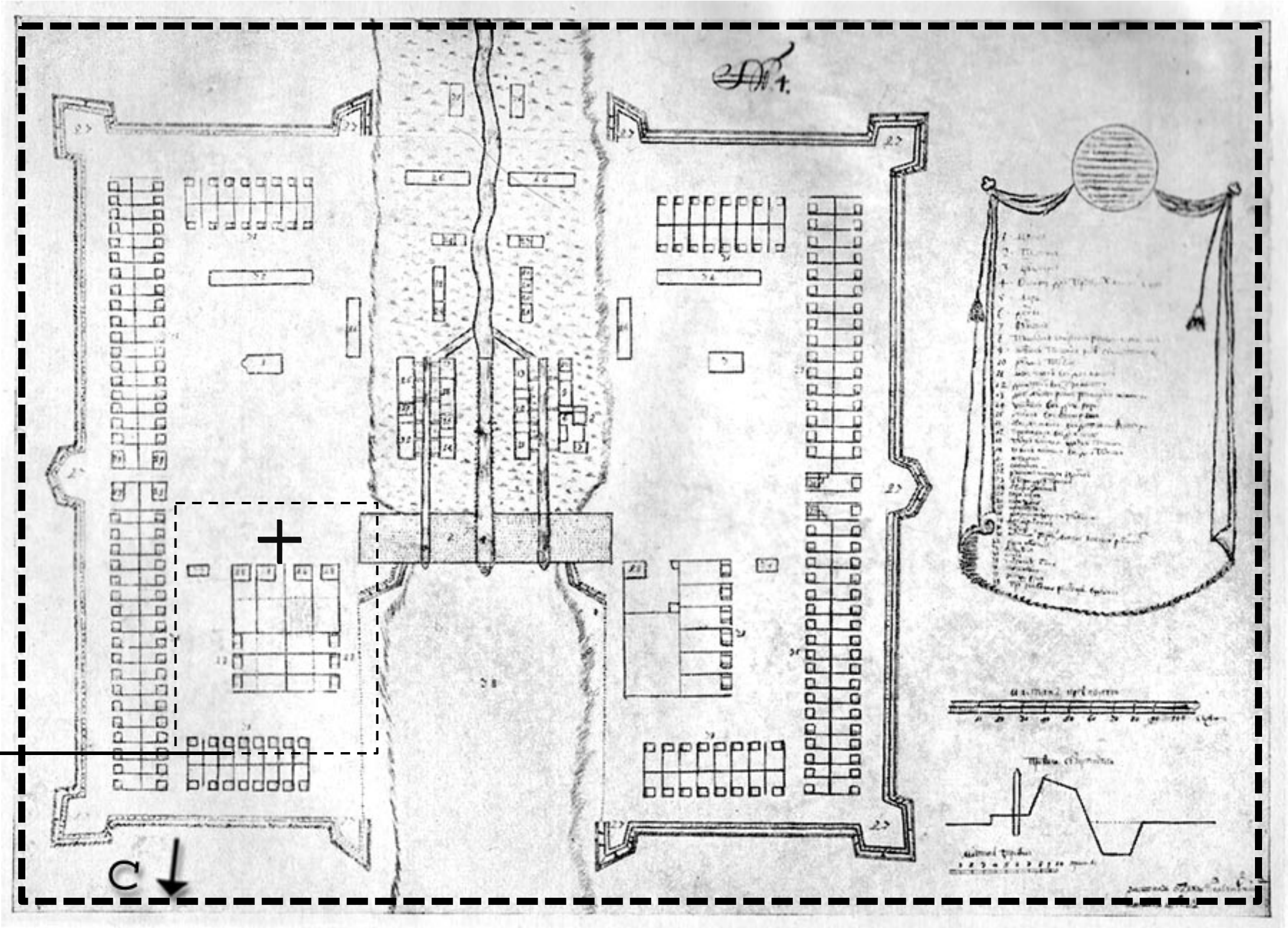
ANTHROPOCENE, URGE TO EXPAND



1723
1730
1780
1829
1910
1929
1939
1947
1991

MORE, MORE, MORE
*Expnesions through
the years of
yekaterinburg*

ANTHROPOCENE, URGE TO EXPAND



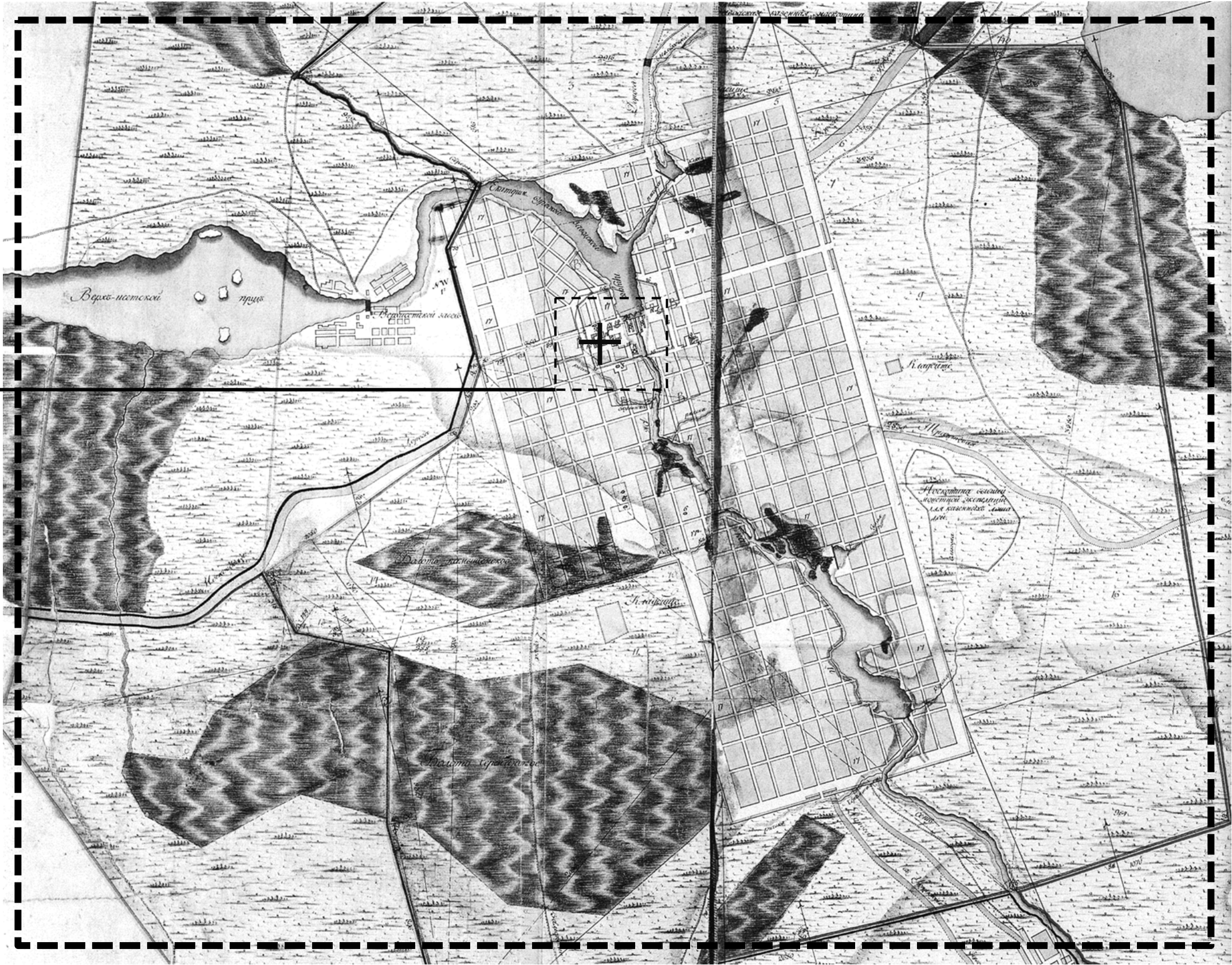
Улица Вайнера

Bas van Lenteren - P5 - Russian Terrain vague

1723

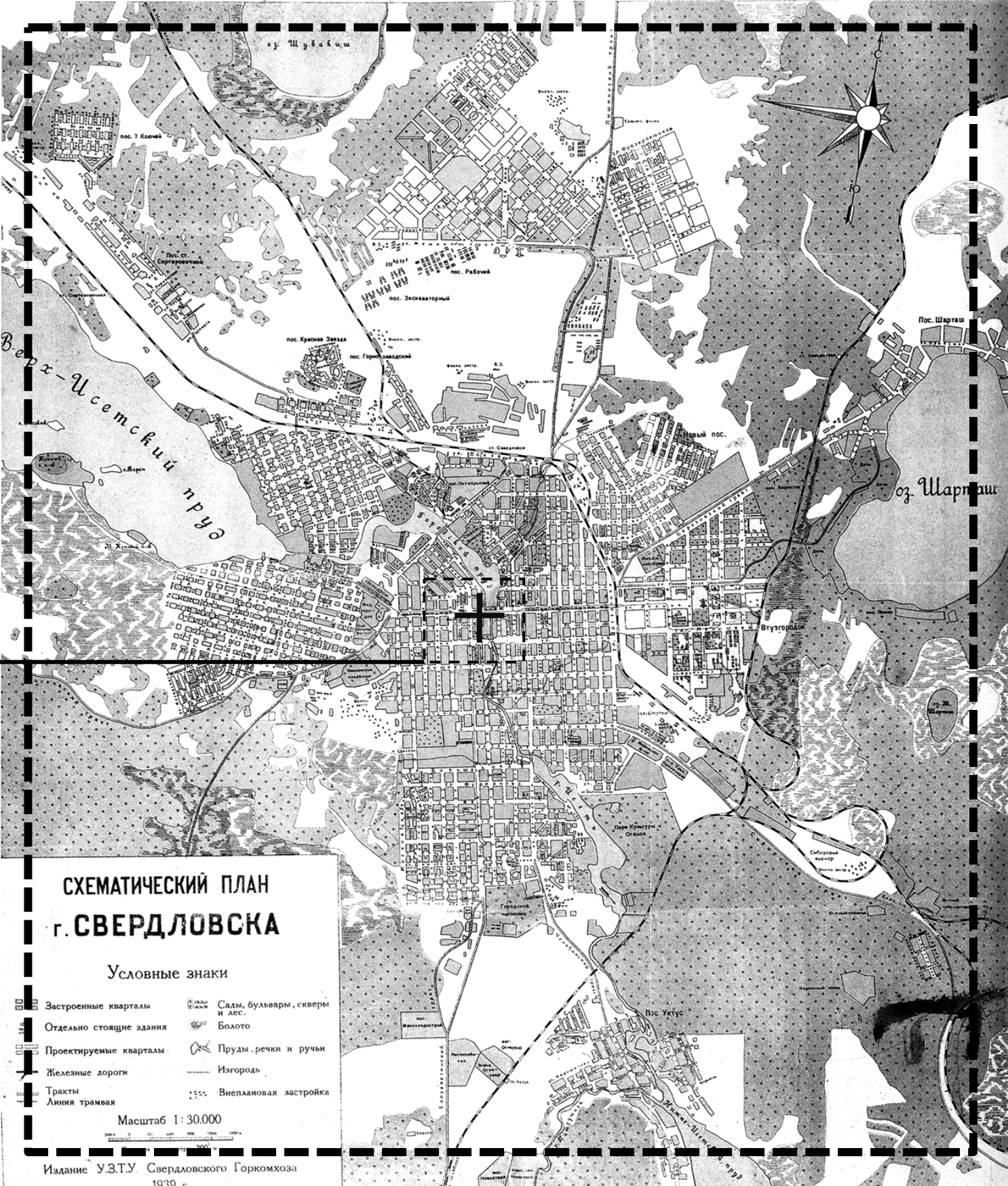
ANTHROPOCENE, URGE TO EXPAND

Улица Вайнера



1804

Улица Вайнера



1925

ANTHROPOCENE, URGE TO EXPAND



Ulitza vayerna – Yekaterinburg

GROUND ZERO

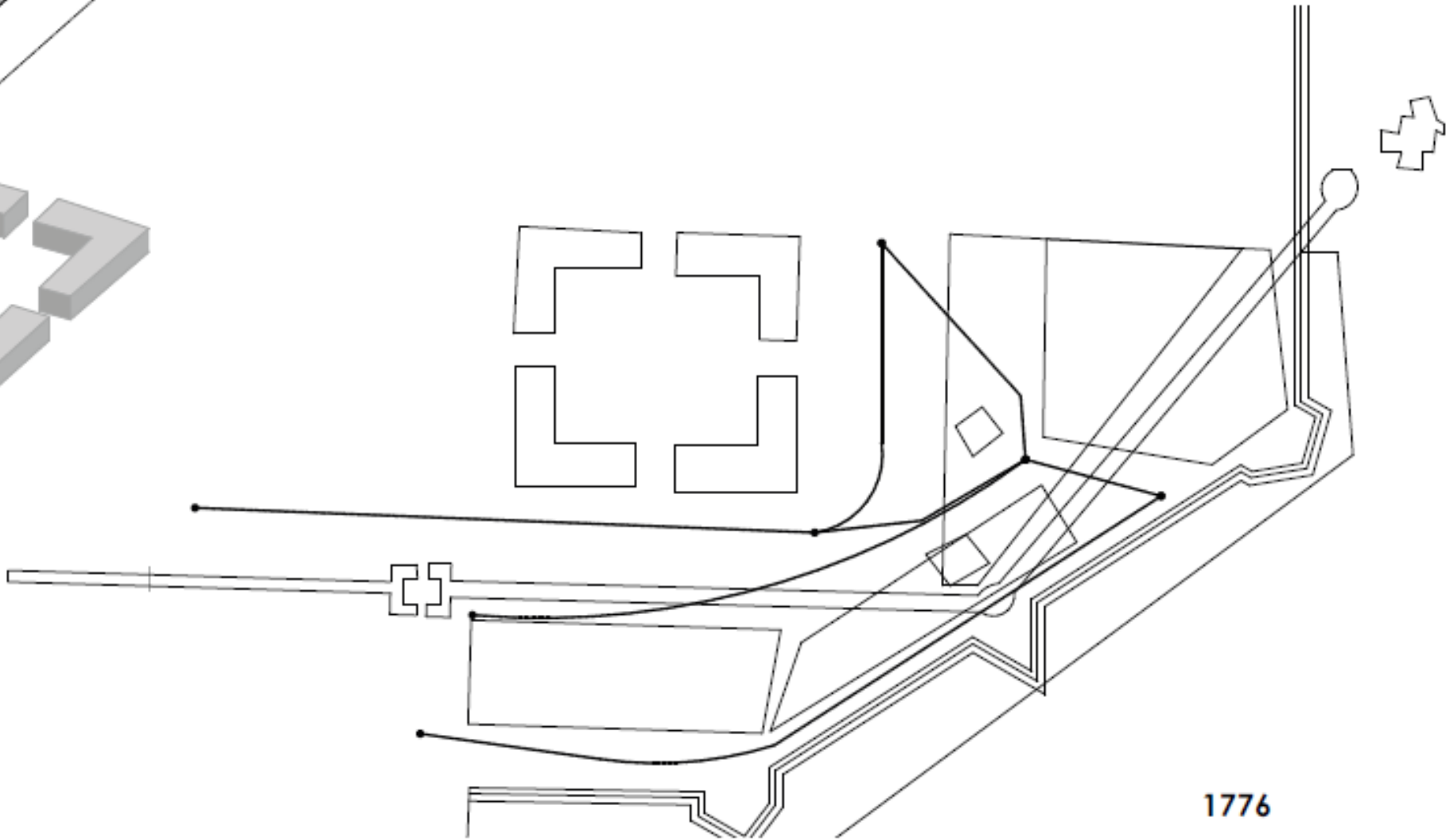
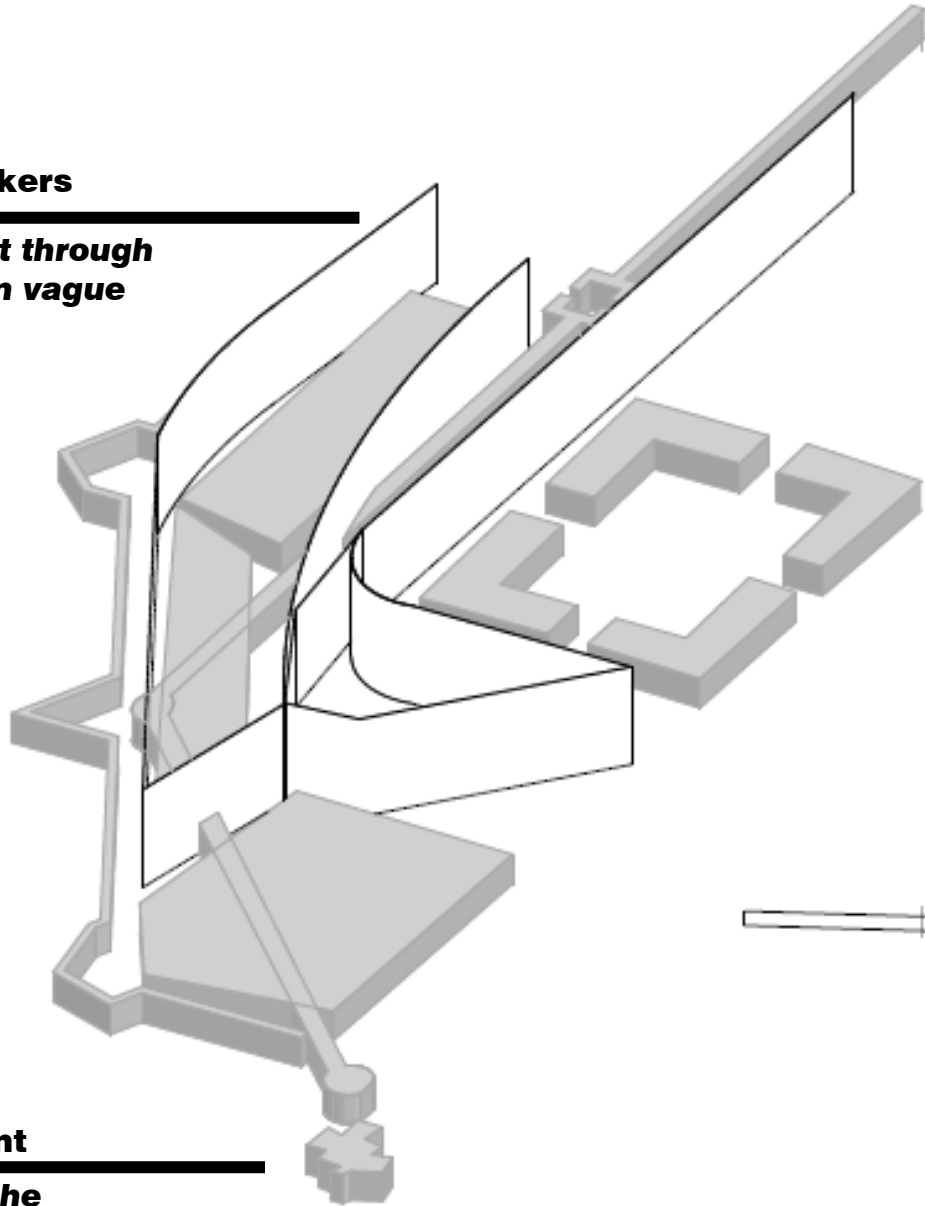
Yekaterinburg
City centre
Ulitsa Vayerna
1:2000



ANTHROPOCENE

Mine workers
Movement through
the terrain vague

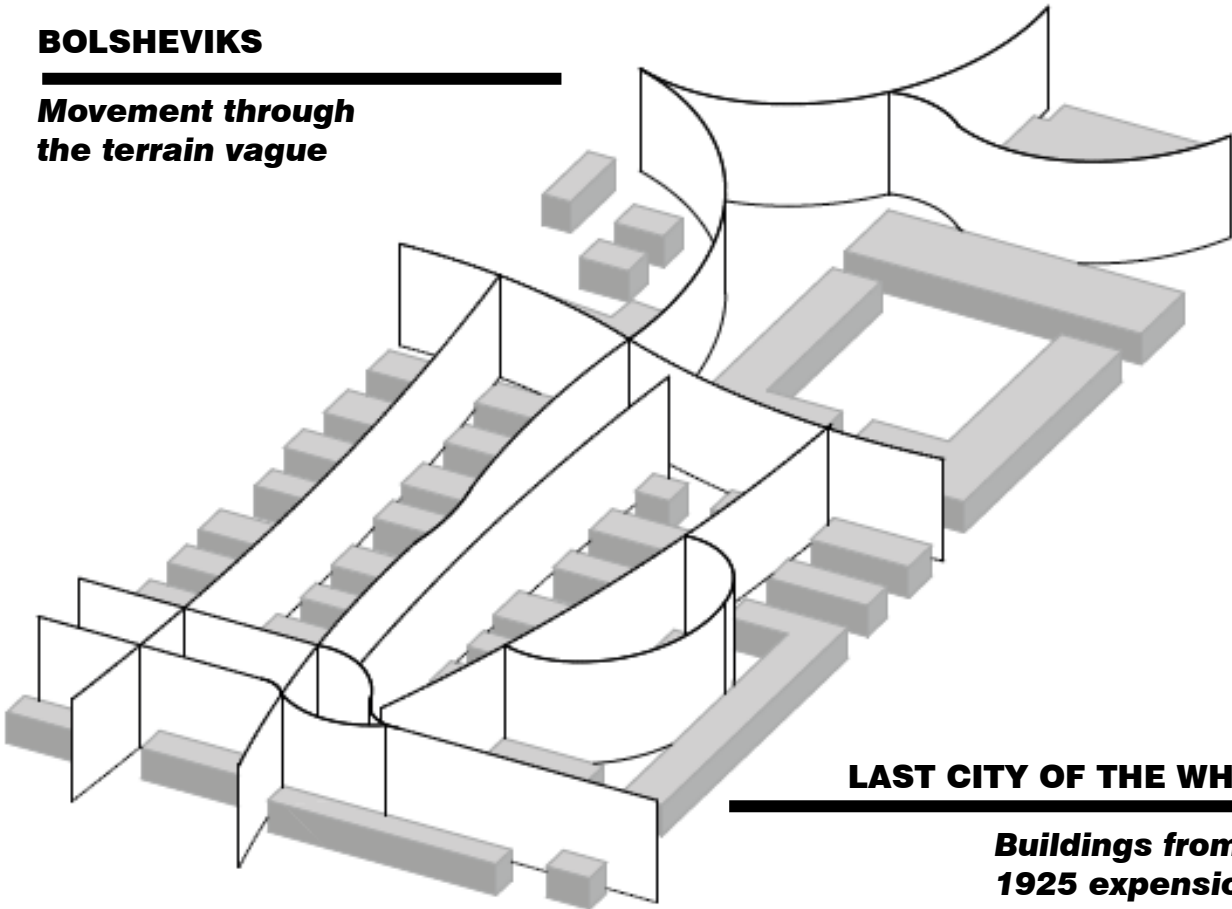
Mining settlement
Buildings from the
1776 expansion



ANTHROPOCENE

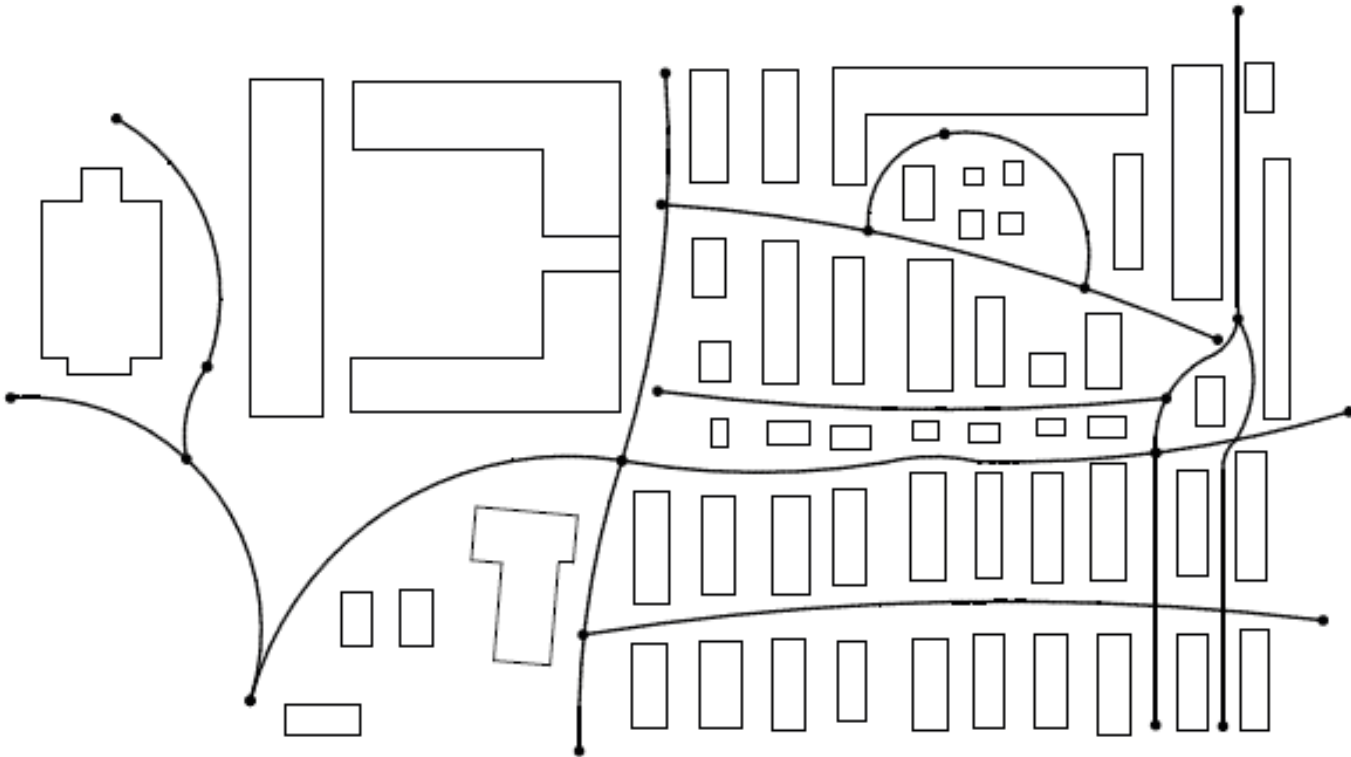
BOLSHEVIKS

*Movement through
the terrain vague*



LAST CITY OF THE WHITES

*Buildings from the
1925 expansion*



1925

GROUND ZERO

Yekaterinburg
City centre
Ulitsa Vayerna
1:2000



GROUND ZERO

Yekaterinburg
City centre
Ulitsa Vayerna
1:2000



GROUND ZERO

Yekaterinburg
City centre
Ulitsa Vayerna
1:2000



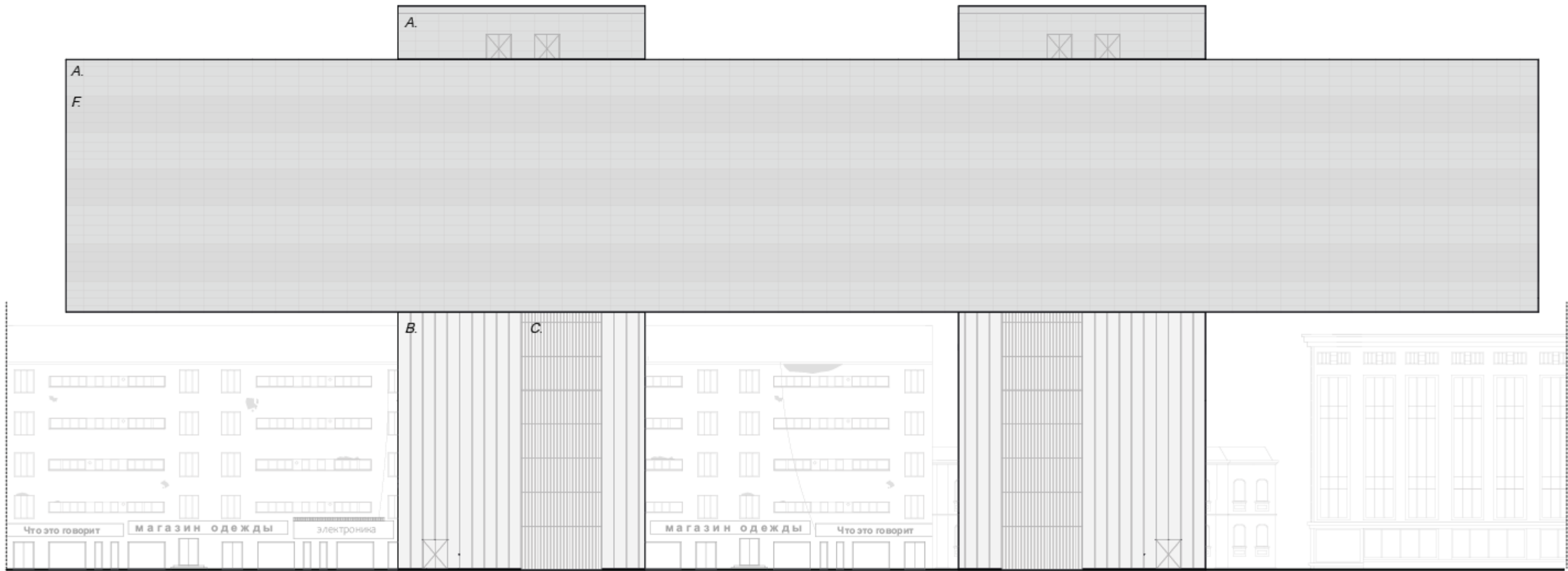
GROUND ZERO

Yekaterinburg
City centre
Ulitsa Vayerna
1:2000



***ARCHITECTURE**
THE MALL

APPROACHING THE MALL WEST



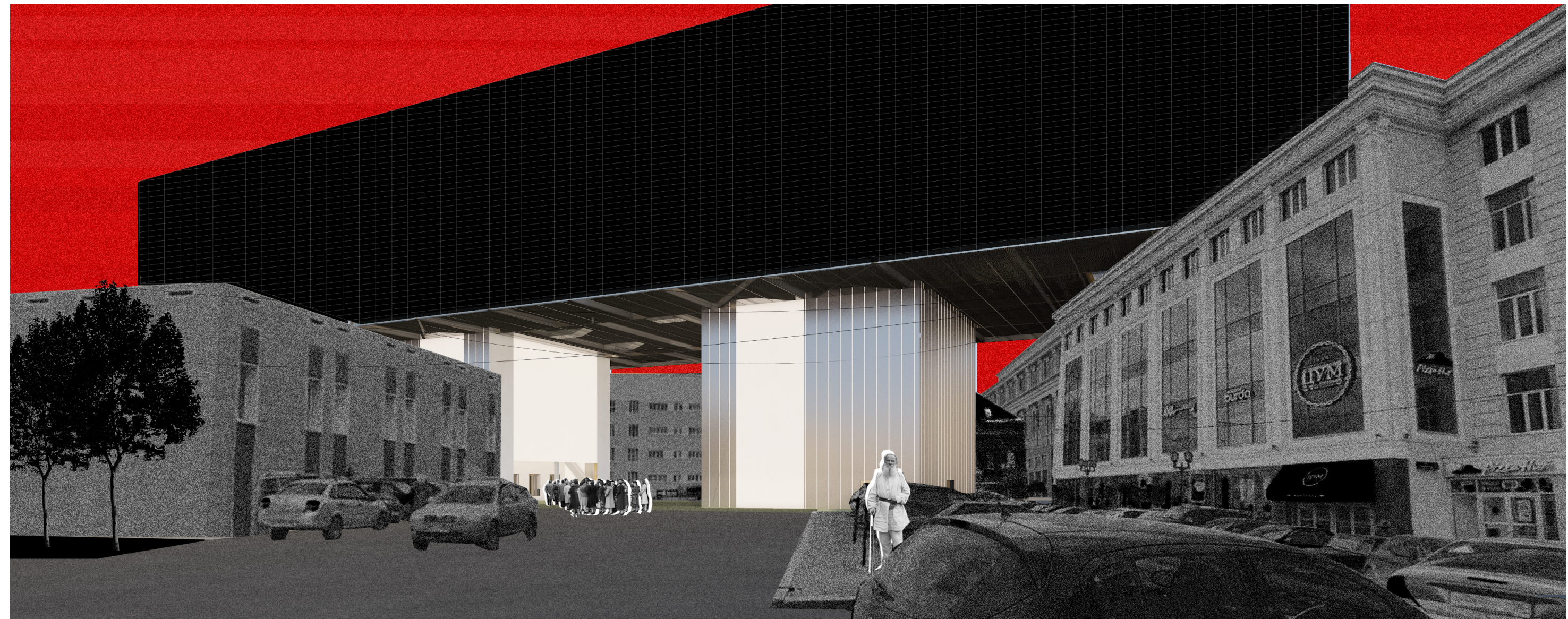
SHOPPING MALL

EAST FACADE 1:200

- A. Anodized aluminium black.
- B. Stainless steel mirror finish.
- C. Translucent plating.
- F. Black solar panels

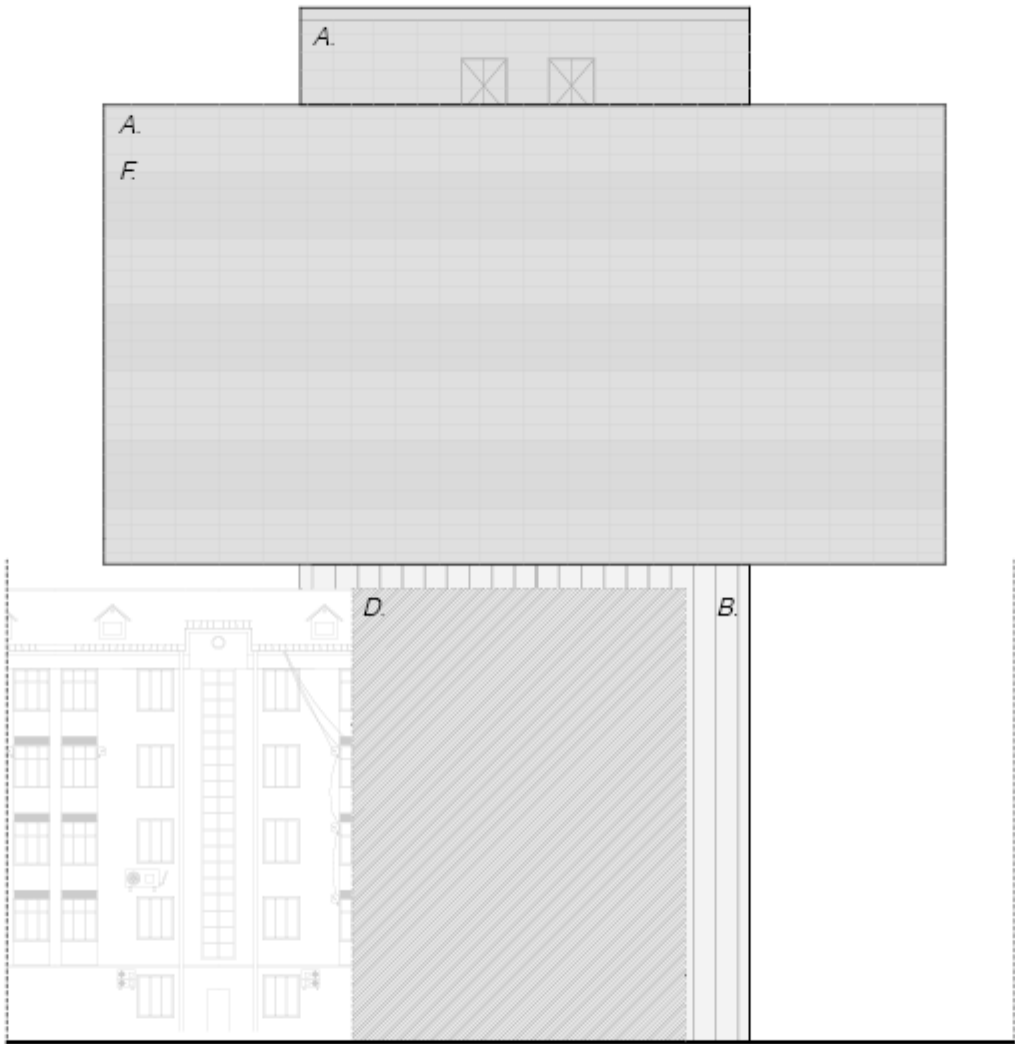
2m 7m 17m

APPROACHING THE MALL WEST



Bas van Lenteren - P5 - Russian Terrain vague

APPROACHING THE MALL SOUTH



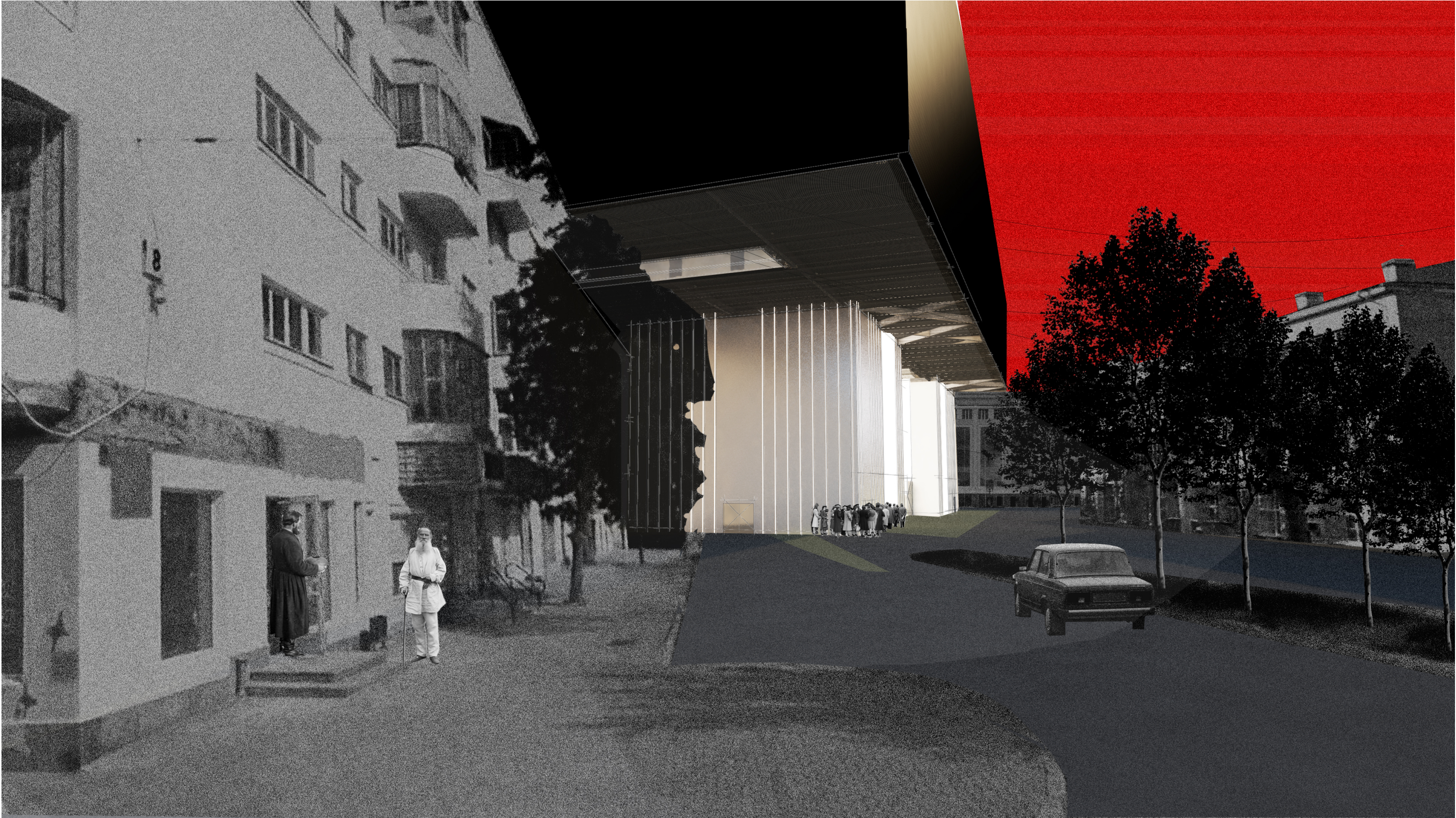
SHOPPING MALL

SOUTH FACADE 1:200

- A. Anodized aluminium black.
- B. Stainless steel mirror finish.
- C. Translucent plating.
- D. Existing buildings.
- F. Black solar panels



APPROACHING THE MALL SOUTH



Bas van Lenteren - P5 - Russian Terrain vague

APPROACHING THE MALL EAST



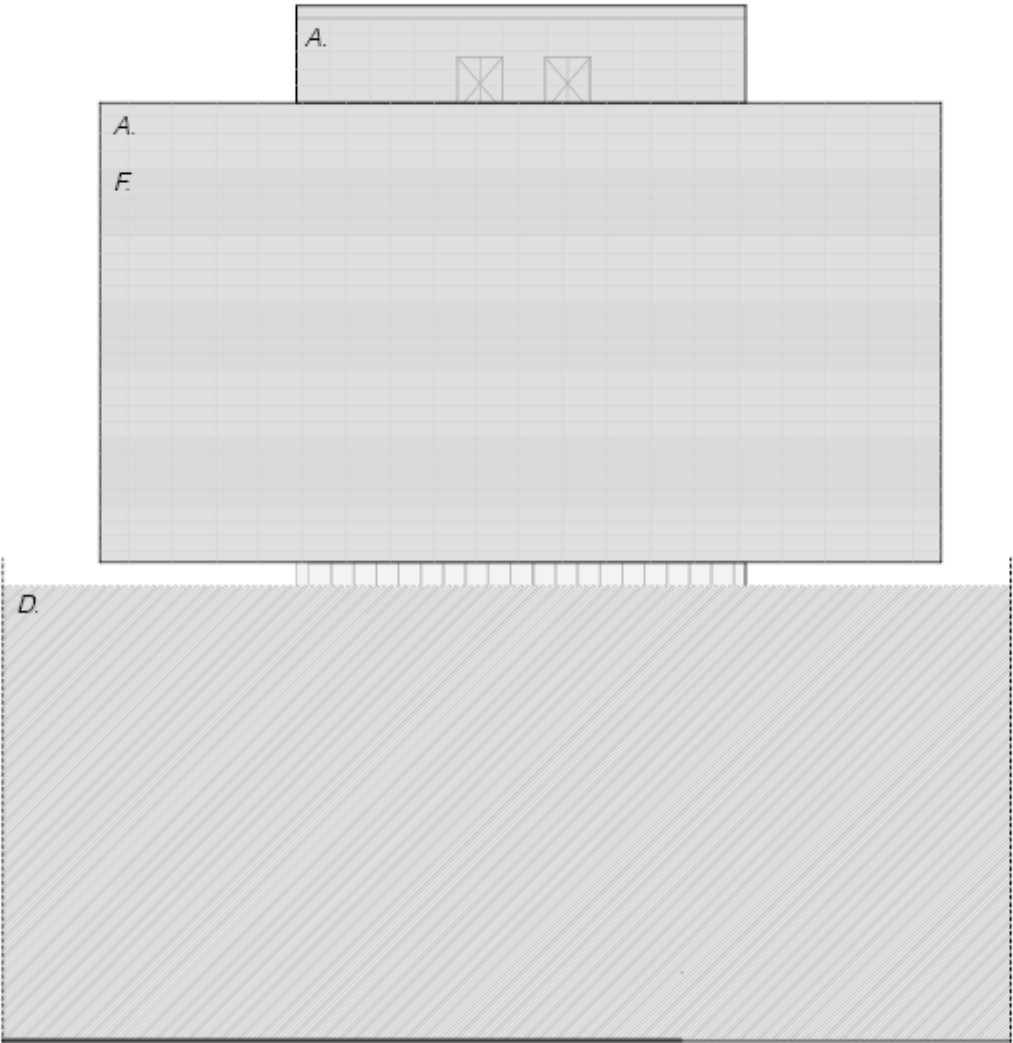
SHOPPING MALL

WEST FACADE 1:200

- A. Anodized aluminium black.
- B. Stainless steel mirror finish.
- C. Translucent plating.
- D. Existing buildings.
- F. Black solar panels

2m 7m 17m

APPROACHING THE MALL NORTH



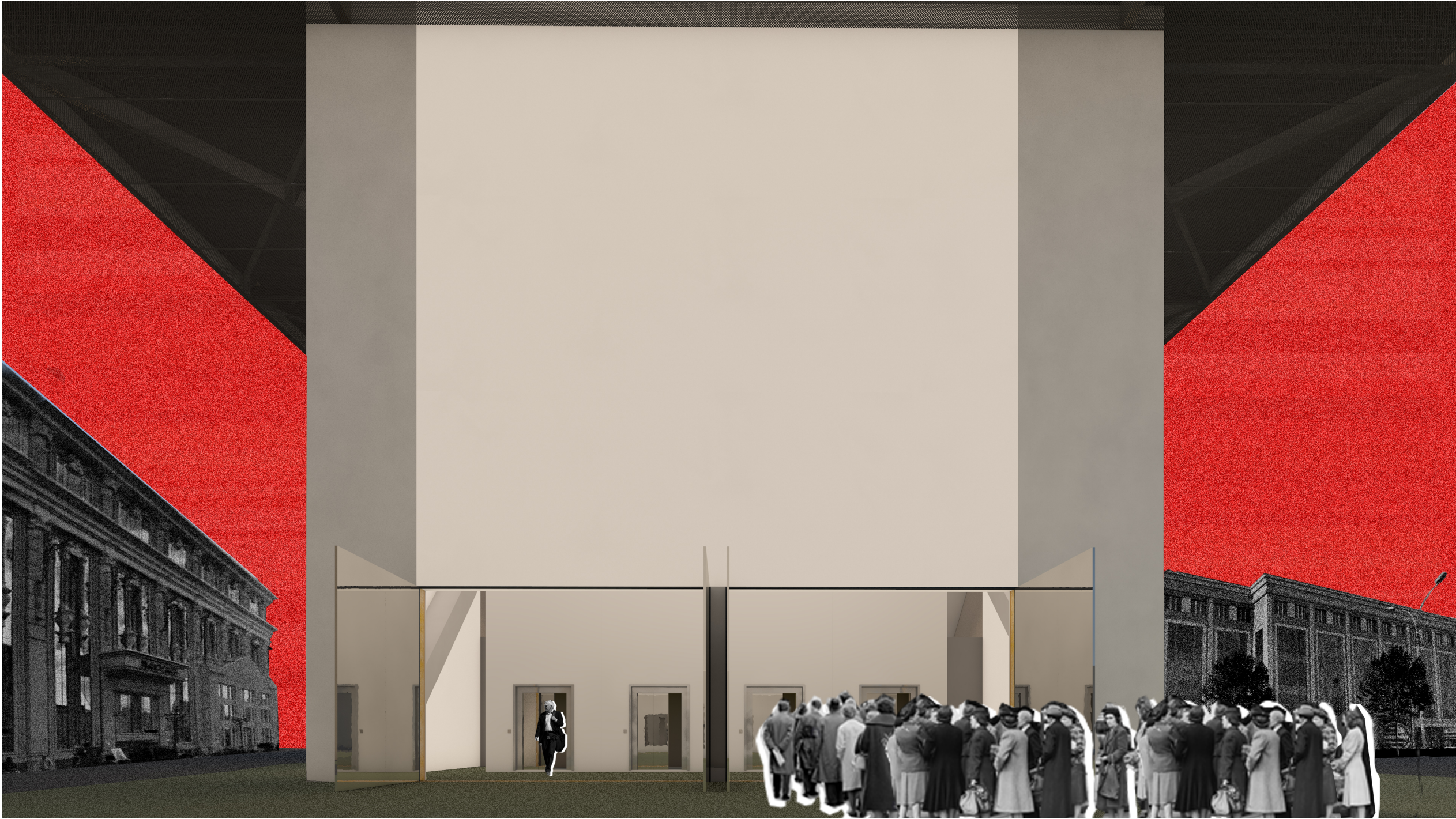
SHOPPING MALL

NORTH FACADE 1:200

A. Anodized aluminium black.
D. Existing buildings.
F. Black solar panels



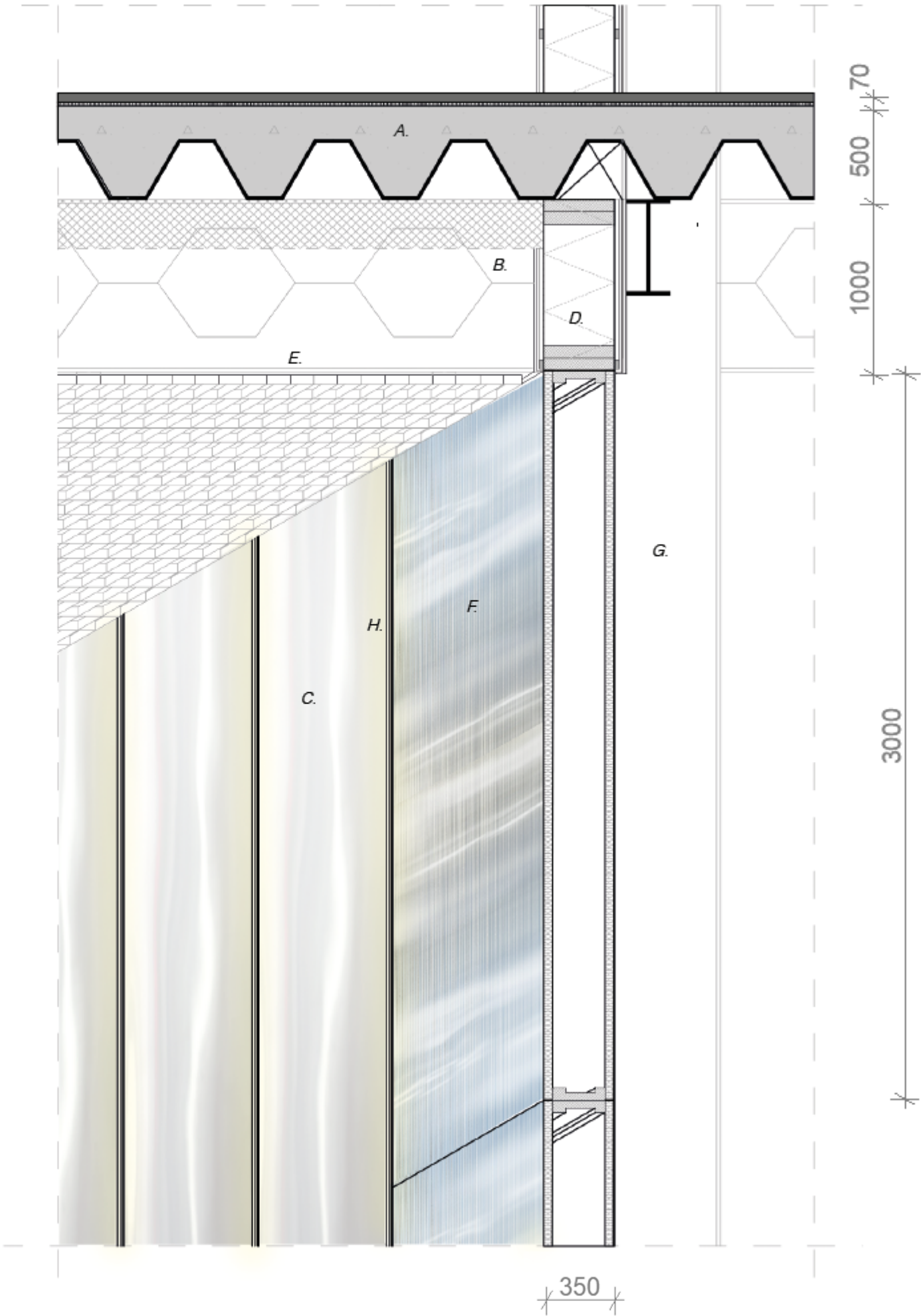
APPROACHING THE MALL



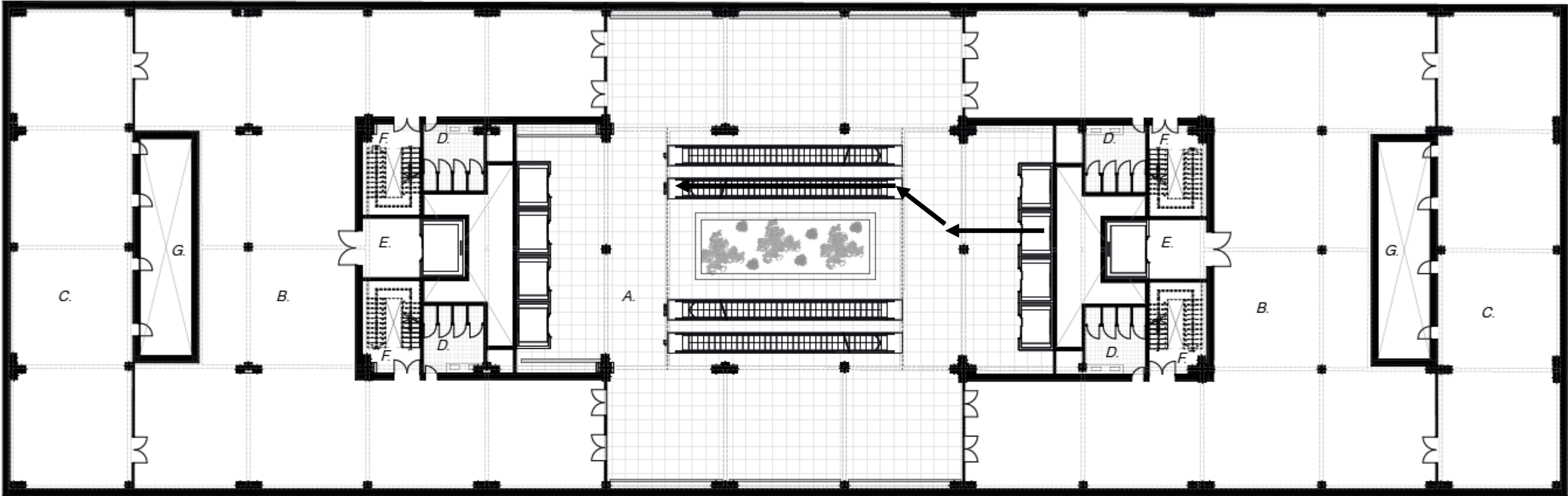
Bas van Lenteren - P5 - Russian Terrain vague

GOING UP THE MALL

- A. Corrugated steel with concrete floor 500mm.
- B. Honeycomb steel beam 500mm.
- C. Stainless steel mirror finish.
- D. Prefab wooden facade element.
- E. Steel mesh 200*100.
- F. Translucent polycarbonate panel.
- G. Steel structure.
- H. LED strips.



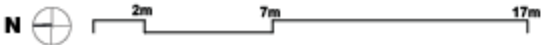
INSIDE THE MALL



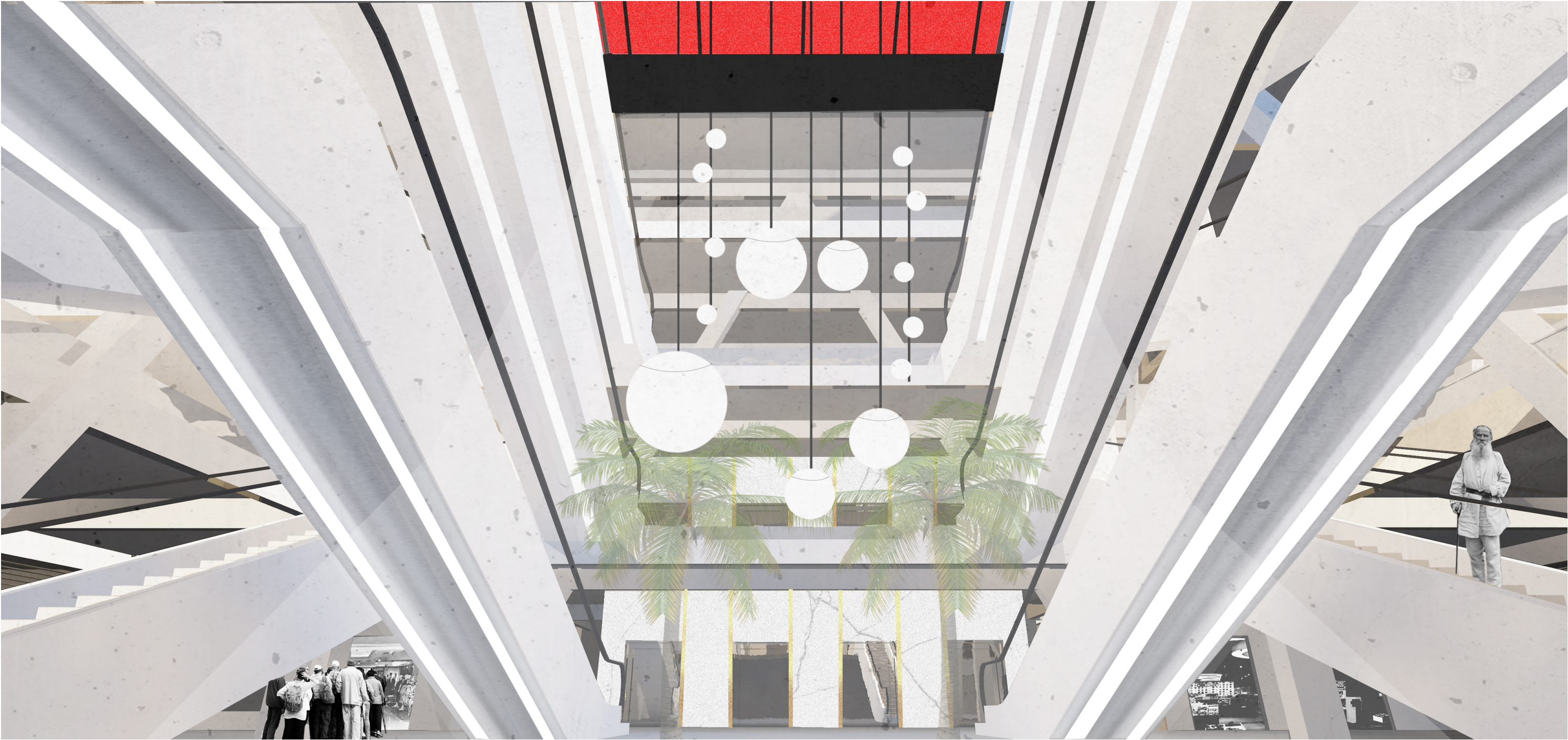
SHOPPING MALL

Level 01 1:200

- A. Atrium
- B. Commercial space
- C. Storage
- D. Toilets
- E. Transport elevator
- F. Fire escapes
- G. Garbage shaft

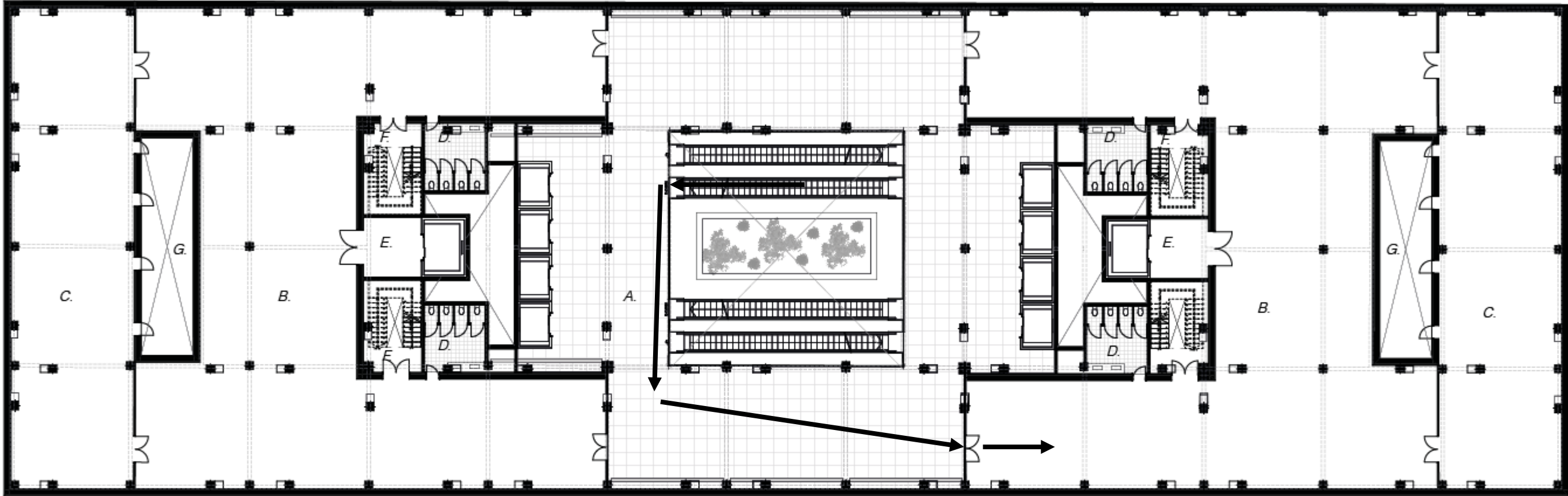


INSIDE THE MALL



Bas van Lenteren - P5 - Russian Terrain vague

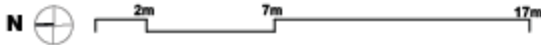
INSIDE THE MALL



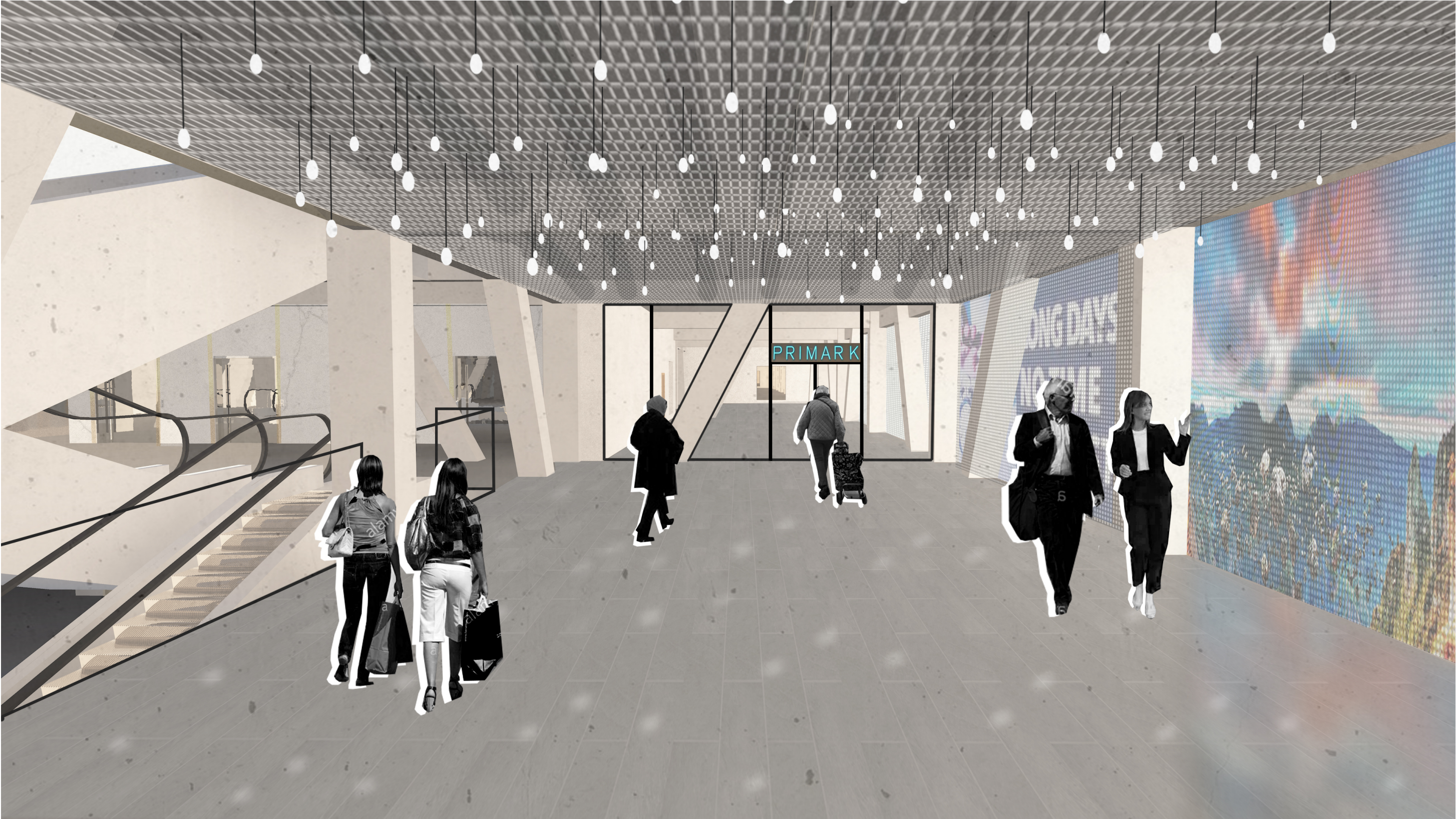
SHOPPING MALL

Level 02 1:200

- A. Atrium
- B. Commercial space
- C. Storage
- D. Toilets
- E. Transport elevator
- F. Fire escapes
- G. Garbage shaft



INSIDE THE MALL

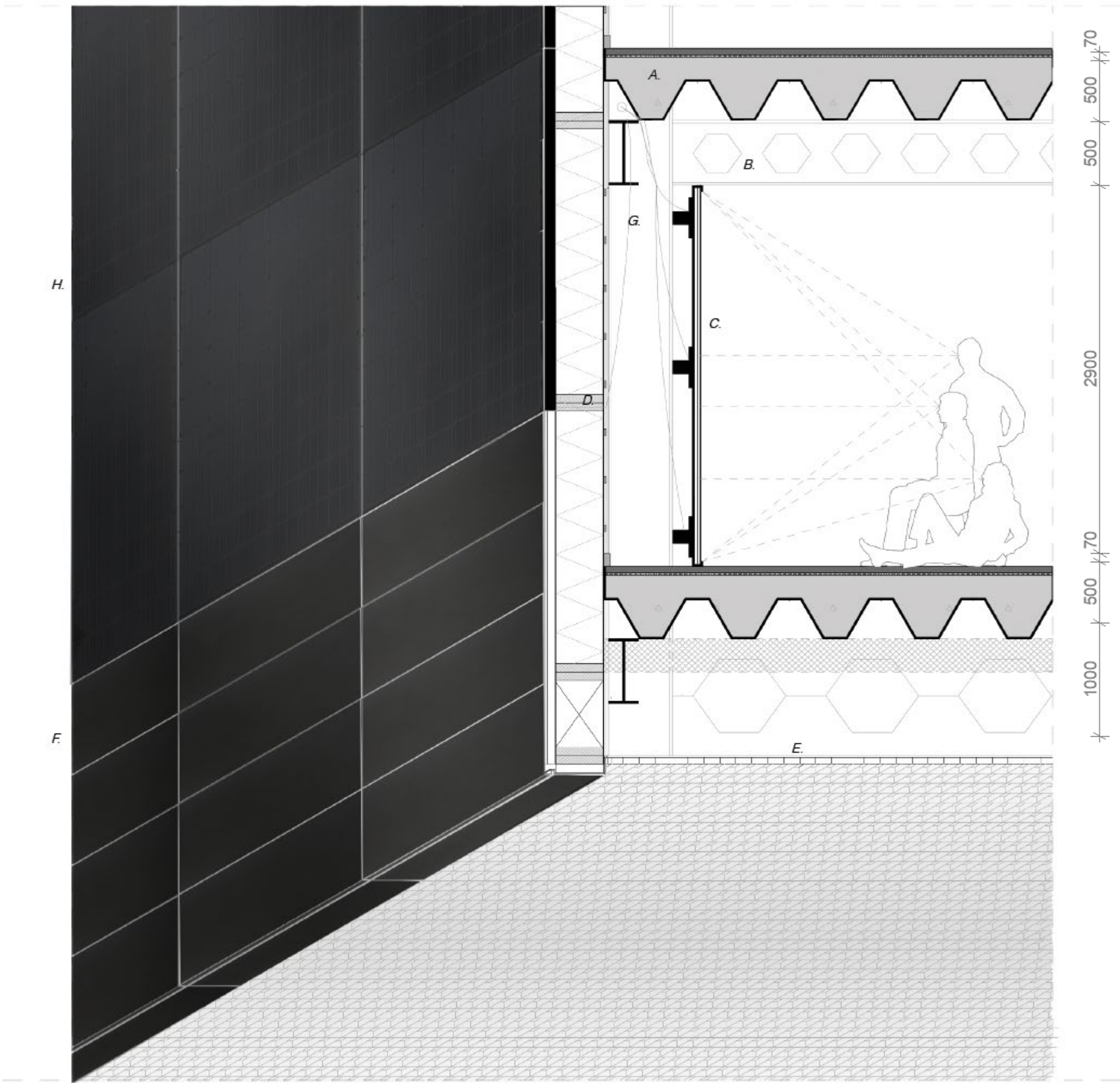


Bas van Lenteren - P5 - Russian Terrain vague

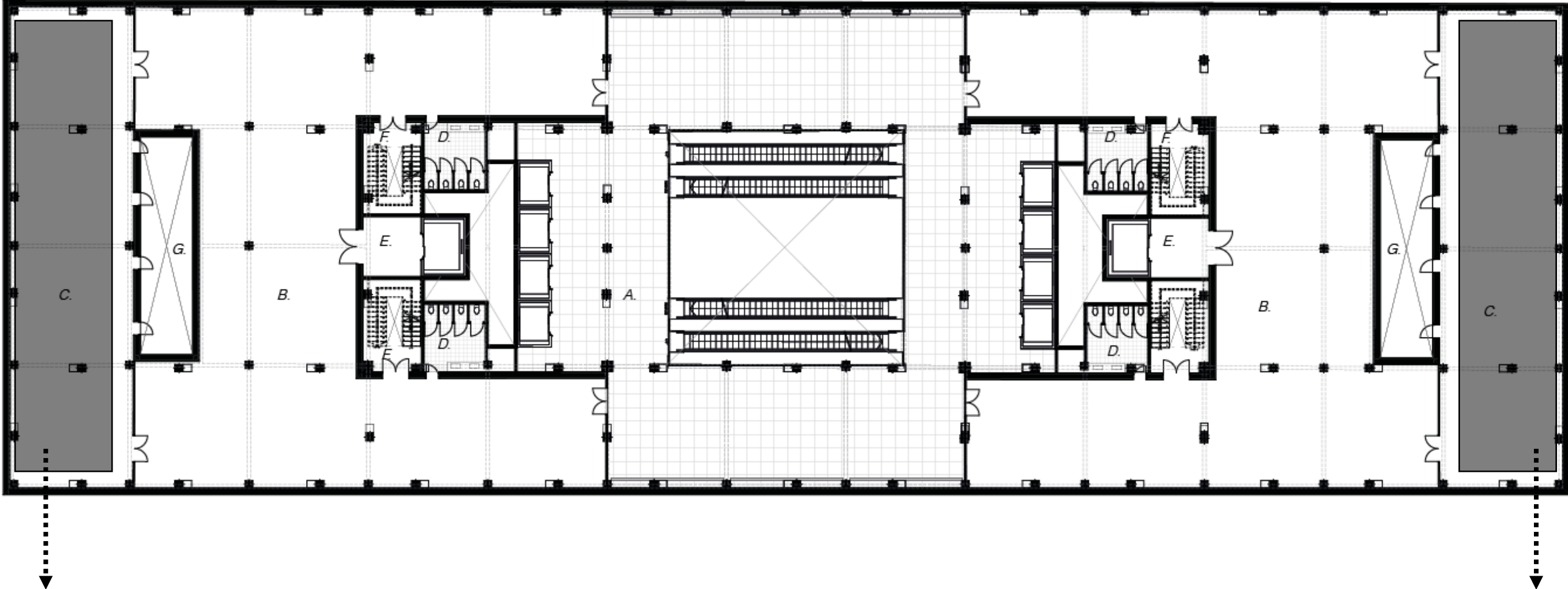
INSIDE THE MALL

FACADE FRAGMENT MALL 1:20

- A. Corrugated steel with concrete floor 500mm.
- B. Honeycomb steel beam 500mm.
- C. LED tv screen.
- D. Prefab wooden facade element.
- E. Steel mesh 200*100.
- F. Matt black anodized aluminum elements.
- G. Steel structure.
- H. Black solar panels



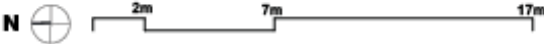
INSIDE THE MALL



SHOPPING MALL

Level 03 1:200

- A. Atrium
- B. Commercial space
- C. Storage
- D. Toilets
- E. Transport elevator
- F. Fire escapes
- G. Garbage shaft

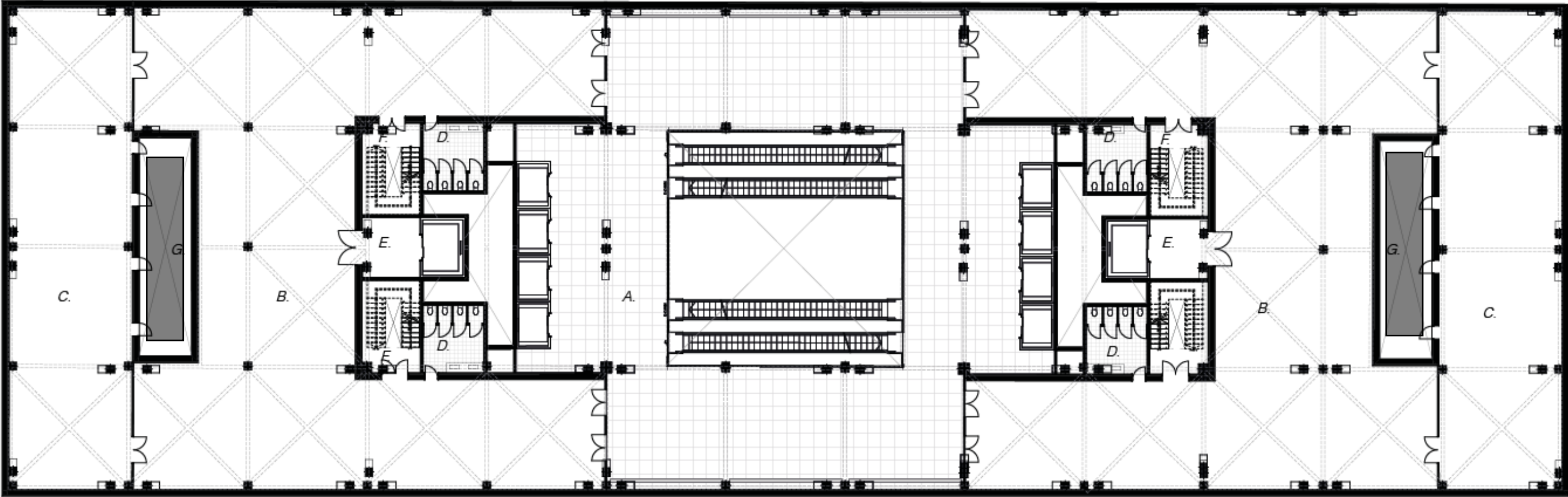


INSIDE THE MALL



Bas van Lenteren - P5 - Russian Terrain vague

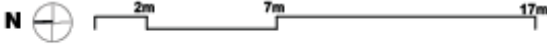
INSIDE THE MALL



SHOPPING MALL

Level 04 1:200

- A. Atrium
- B. Commercial space
- C. Storage
- D. Toilets
- E. Transport elevator
- F. Fire escapes
- G. Garbage shaft

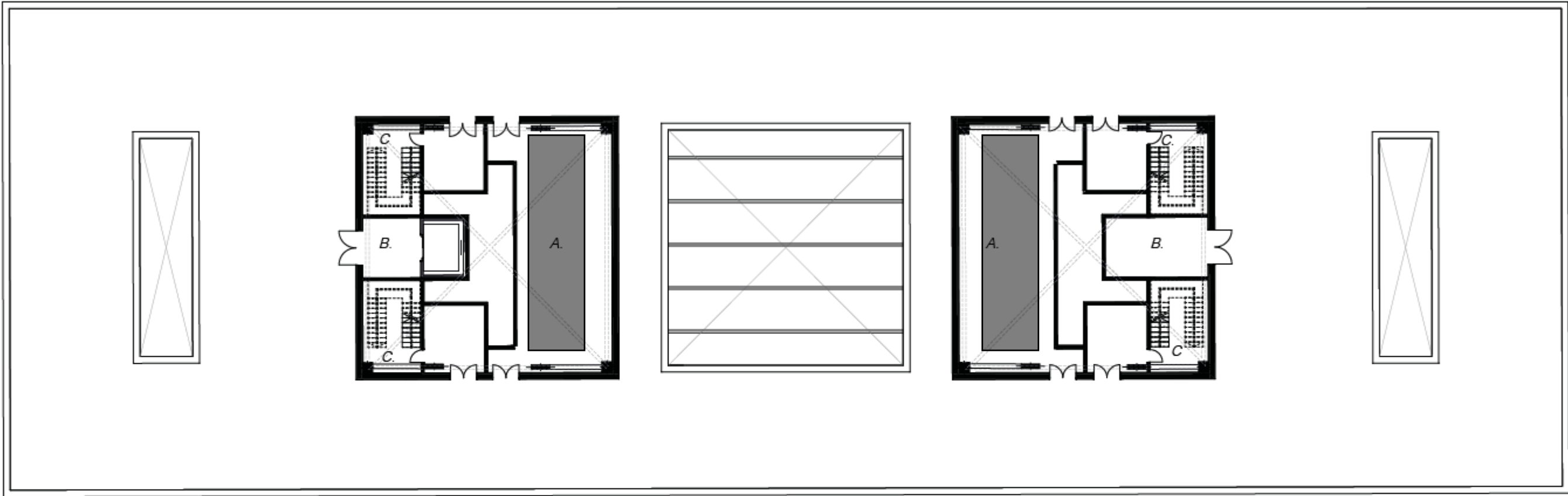


INSIDE THE MALL



Bas van Lenteren - P5 - Russian Terrain vague

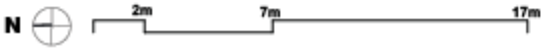
INSIDE THE MALL



SHOPPING MALL

Level Roof 1:200

- A. Installation space
- B. Transport elevator
- C. Fire escapes



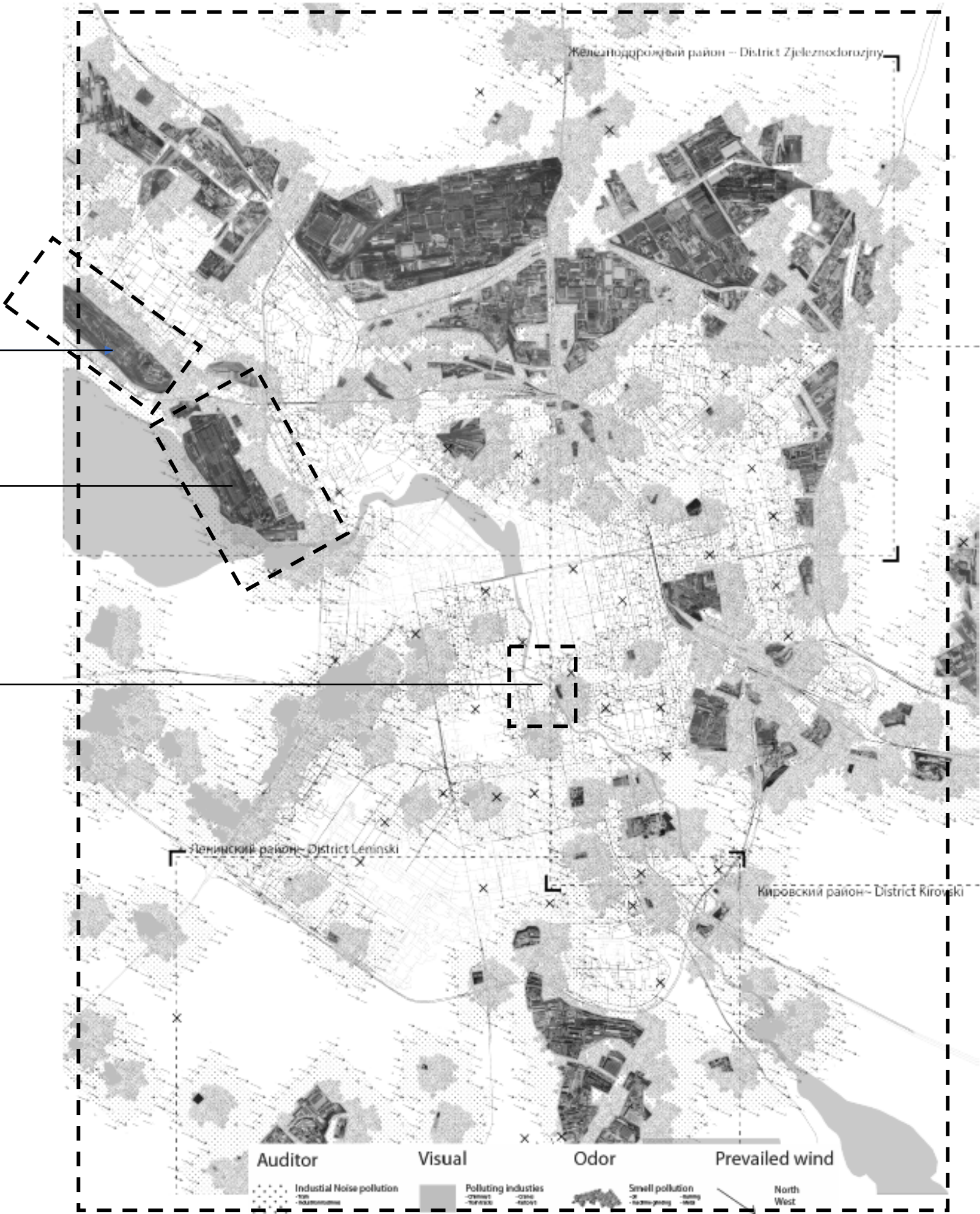
***SYSTEMATIZATION**
THE MALL

MATERIALS

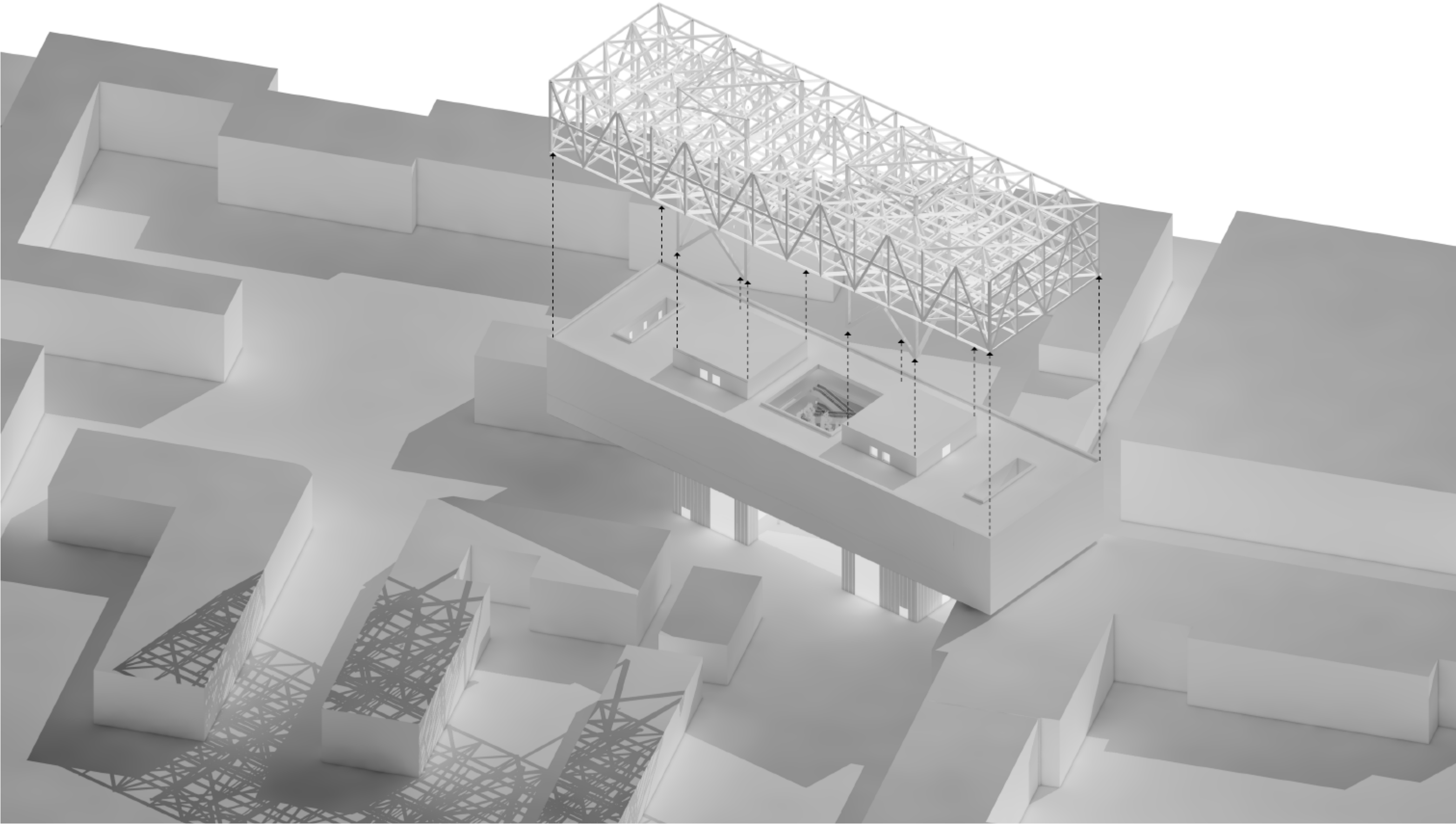
Industrial train depot
Materials: Alluminium, and other minerals.

Steel plant within the city
Materials: Steel

GROUND ZERO

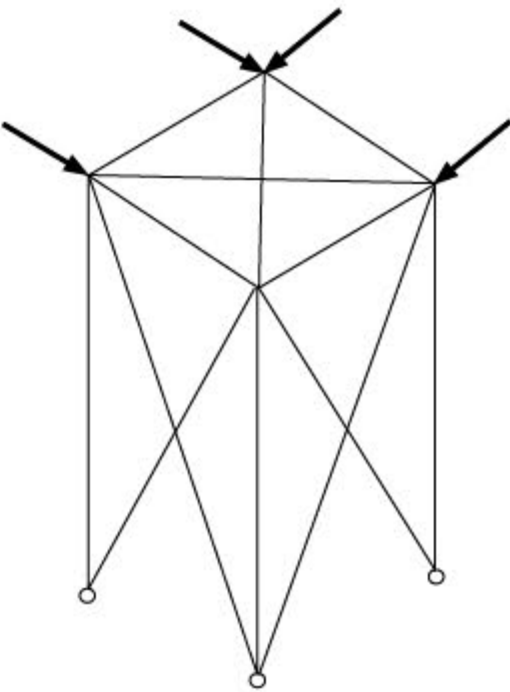
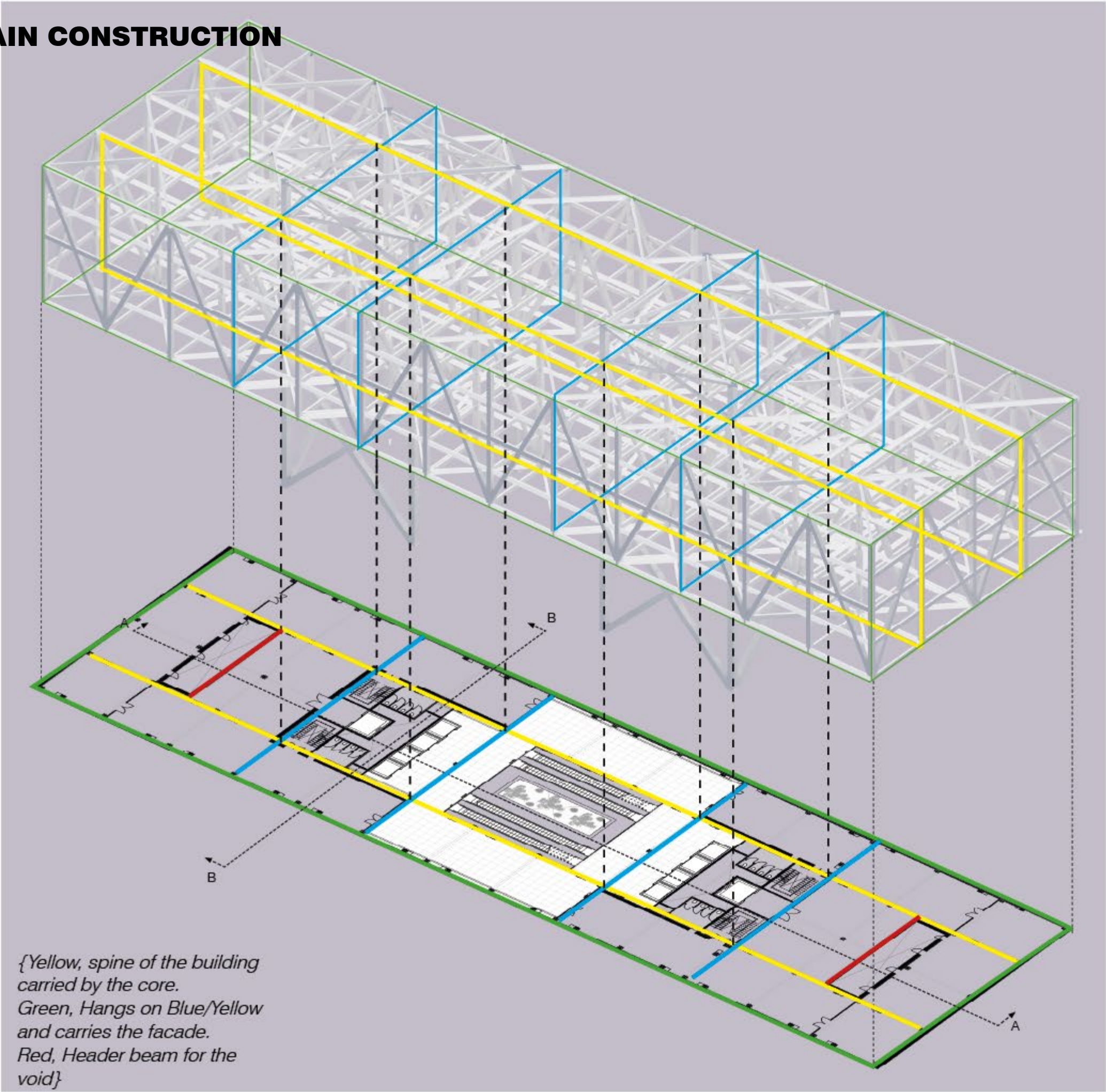


MAIN CONSTRUCTION

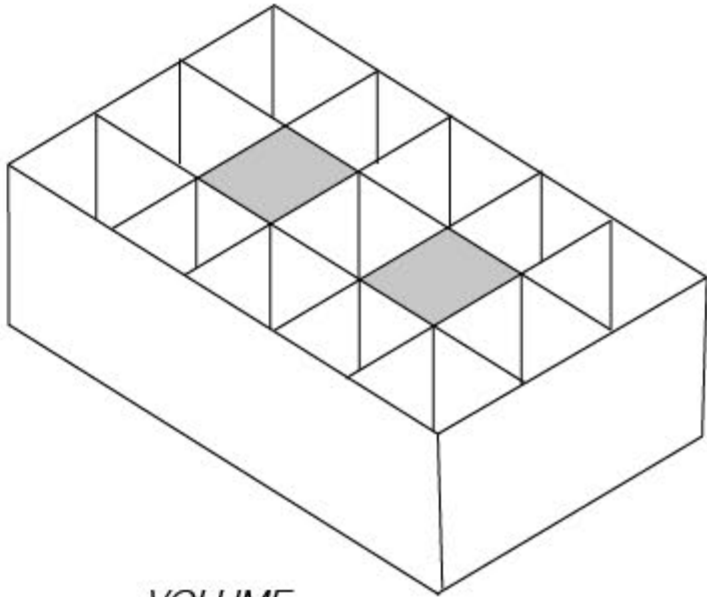


Bas van Lenteren - P5 - Russian Terrain vague

MAIN CONSTRUCTION

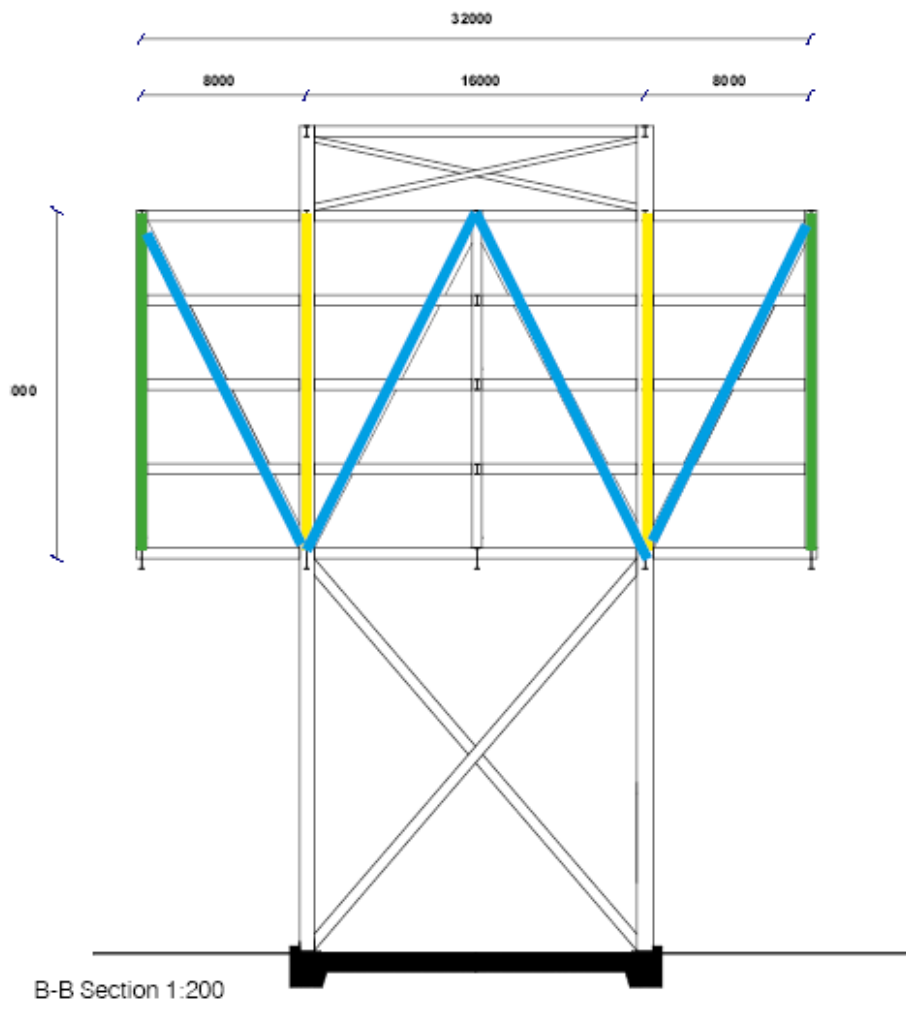
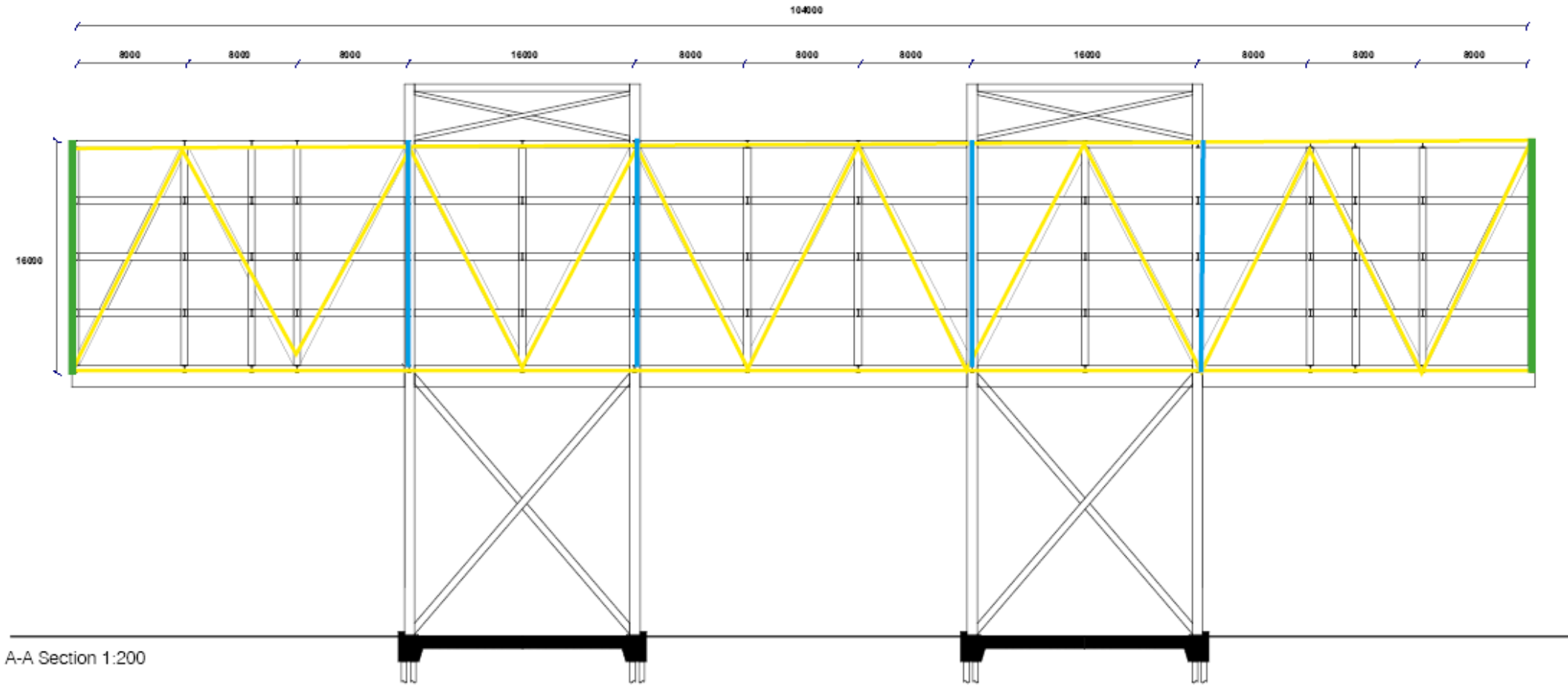


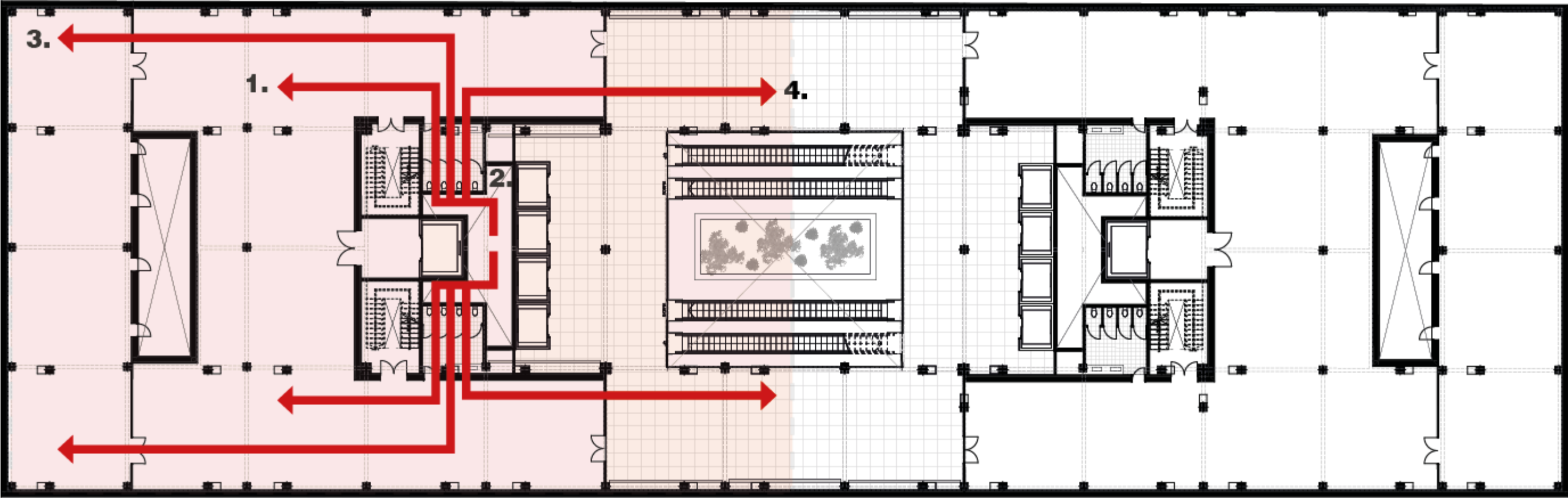
CORE



VOLUME

MAIN CONSTRUCTION



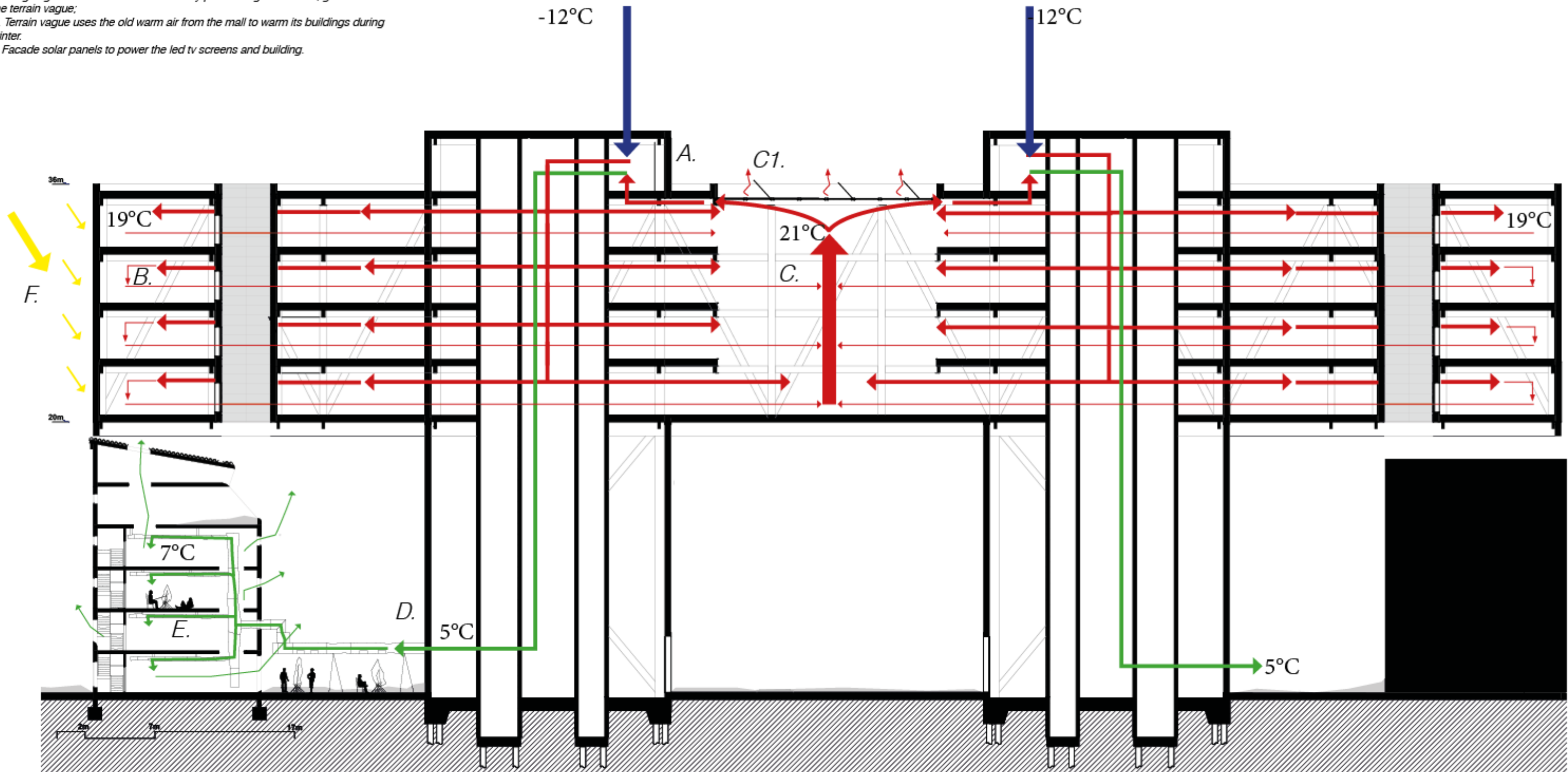


SECOND FLOOR MALL
HEATING AND VENTILATION 1:200

CLIMATE

CLIMATE SCHEME 1:200

- A. Cold air comes into the mall and gets pre-heated by outgoing air; (heat exchange installation)
- B. Warm air gets blown into the stores;
- C. Atrium collects all the air from the shops and heats it up; and in summer can let it go (C1)
- D. Outgoing air that lost most of its heat by pre-heating the cold air, gets blown into the terrain vague;
- E. Terrain vague uses the old warm air from the mall to warm its buildings during winter.
- F. Facade solar panels to power the led tv screens and building.



HEATING

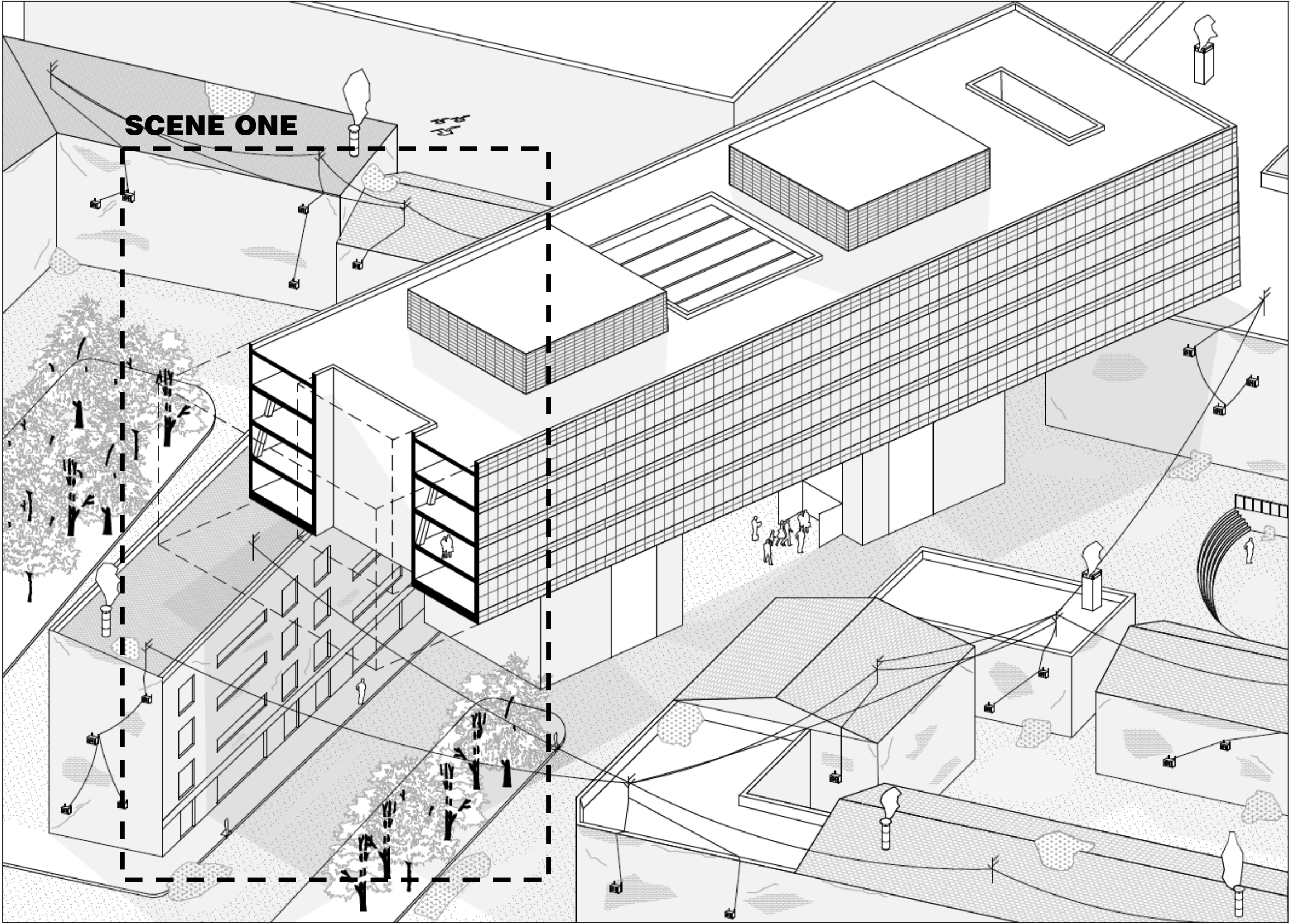
***GROUND ZERO**
THE MALL'S AFTER EFFECT

The powerline datcha

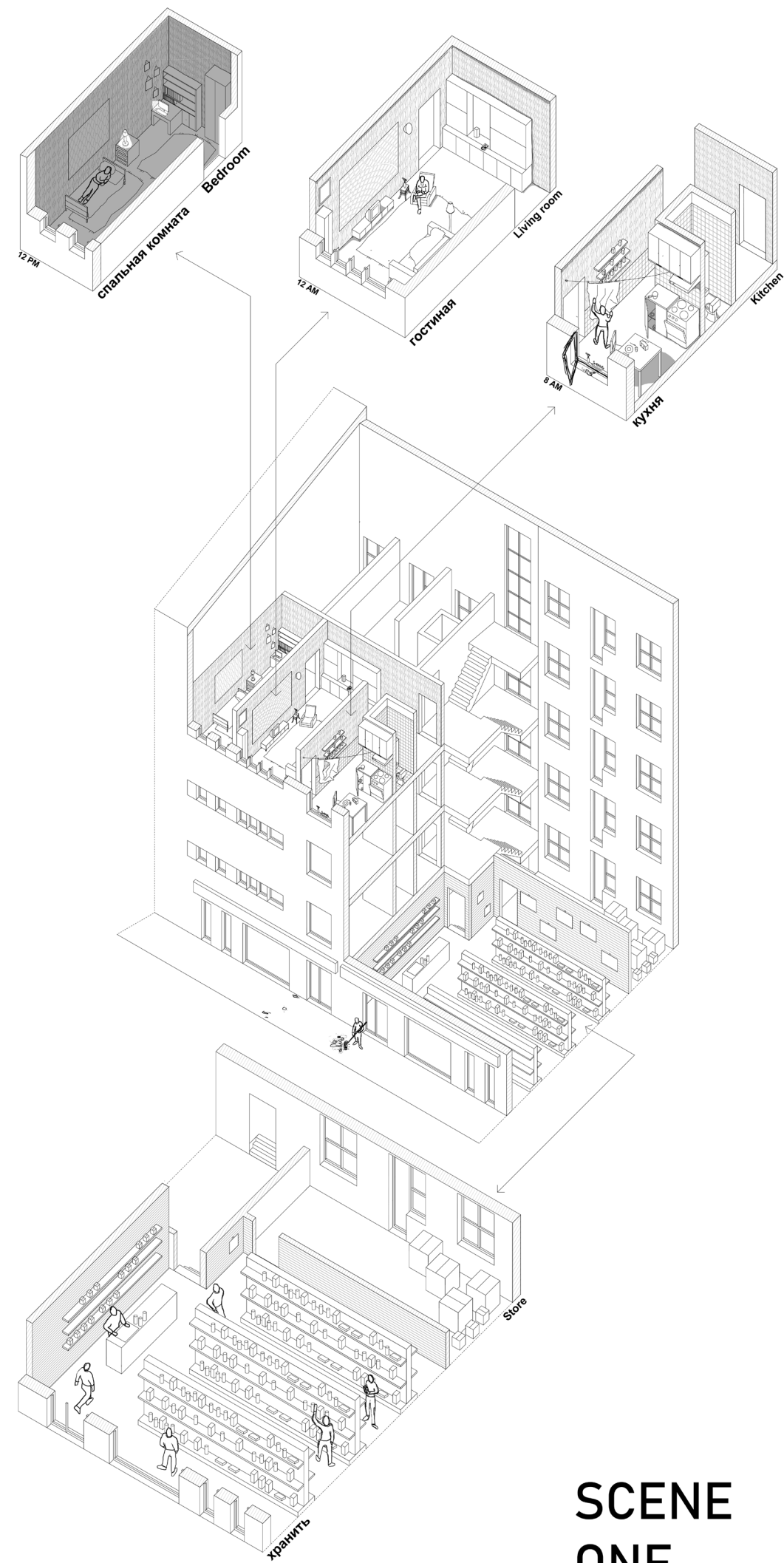


Bas van Lenteren - P5 - Russian Terrain vague

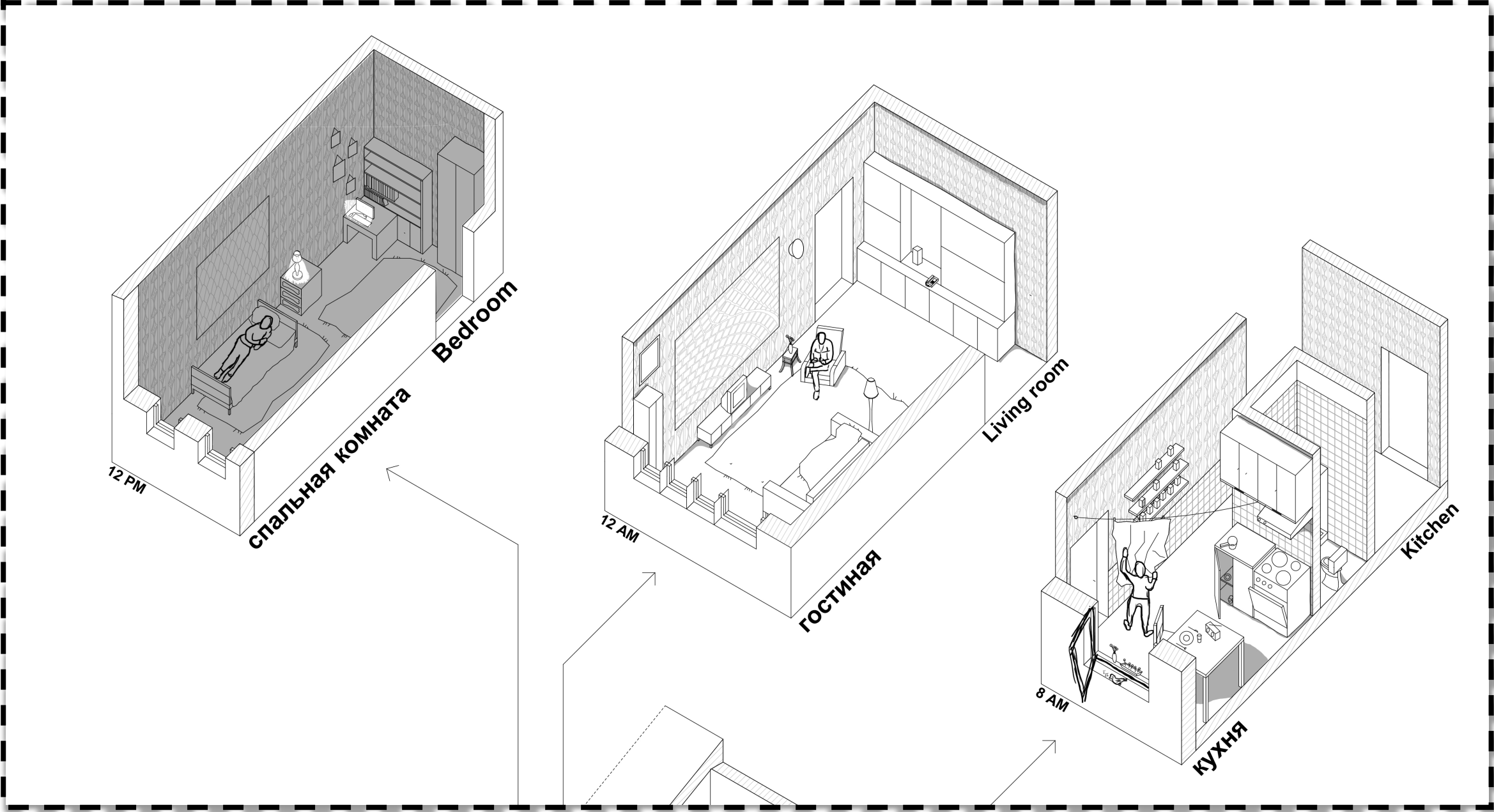
THE MALLS TERRAIN VAGUE



THE MALLS TERRAIN VAGUE

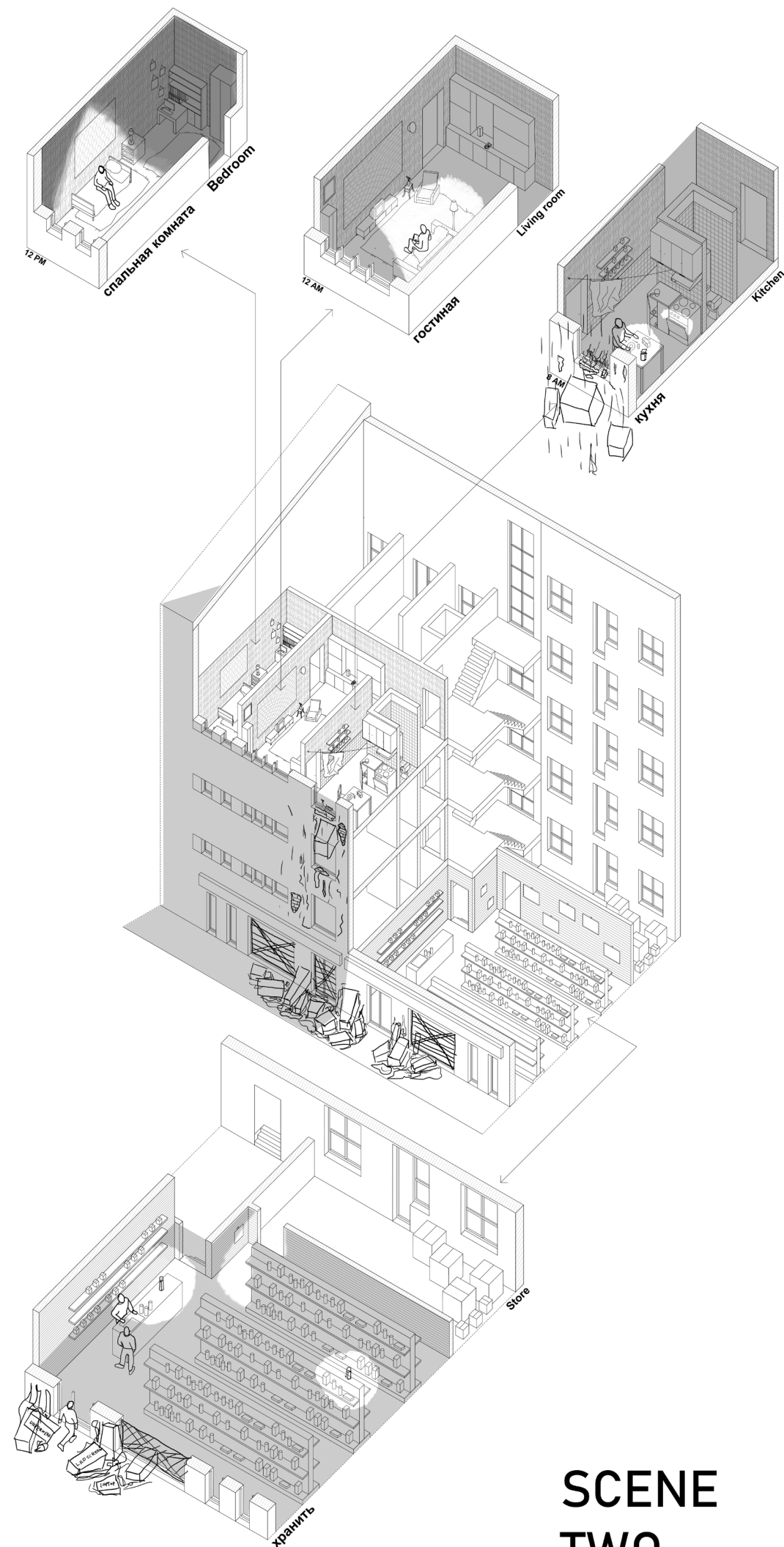


SCENE
ONE.

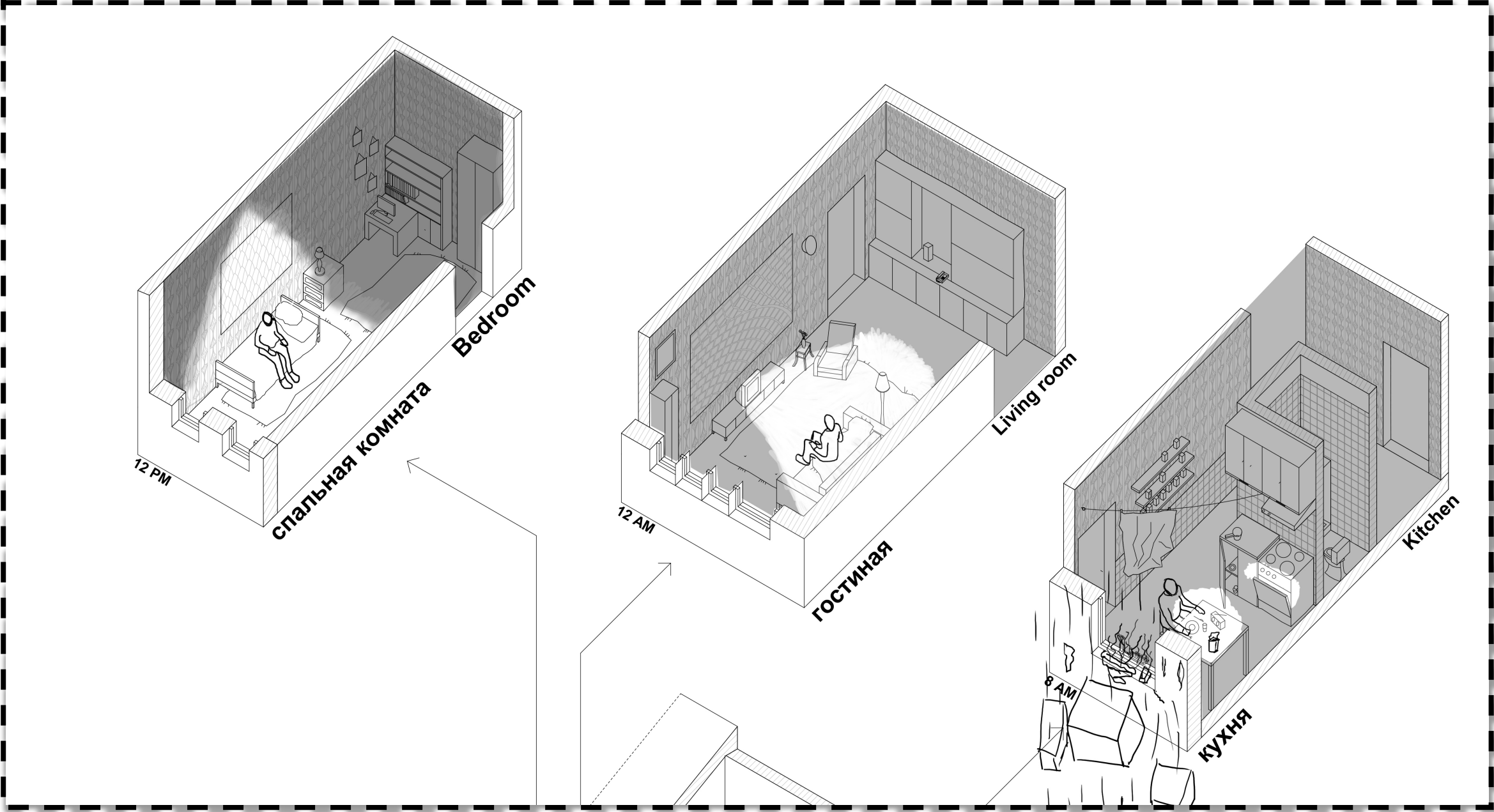


SCENE ONE

THE MALLS TERRAIN VAGUE

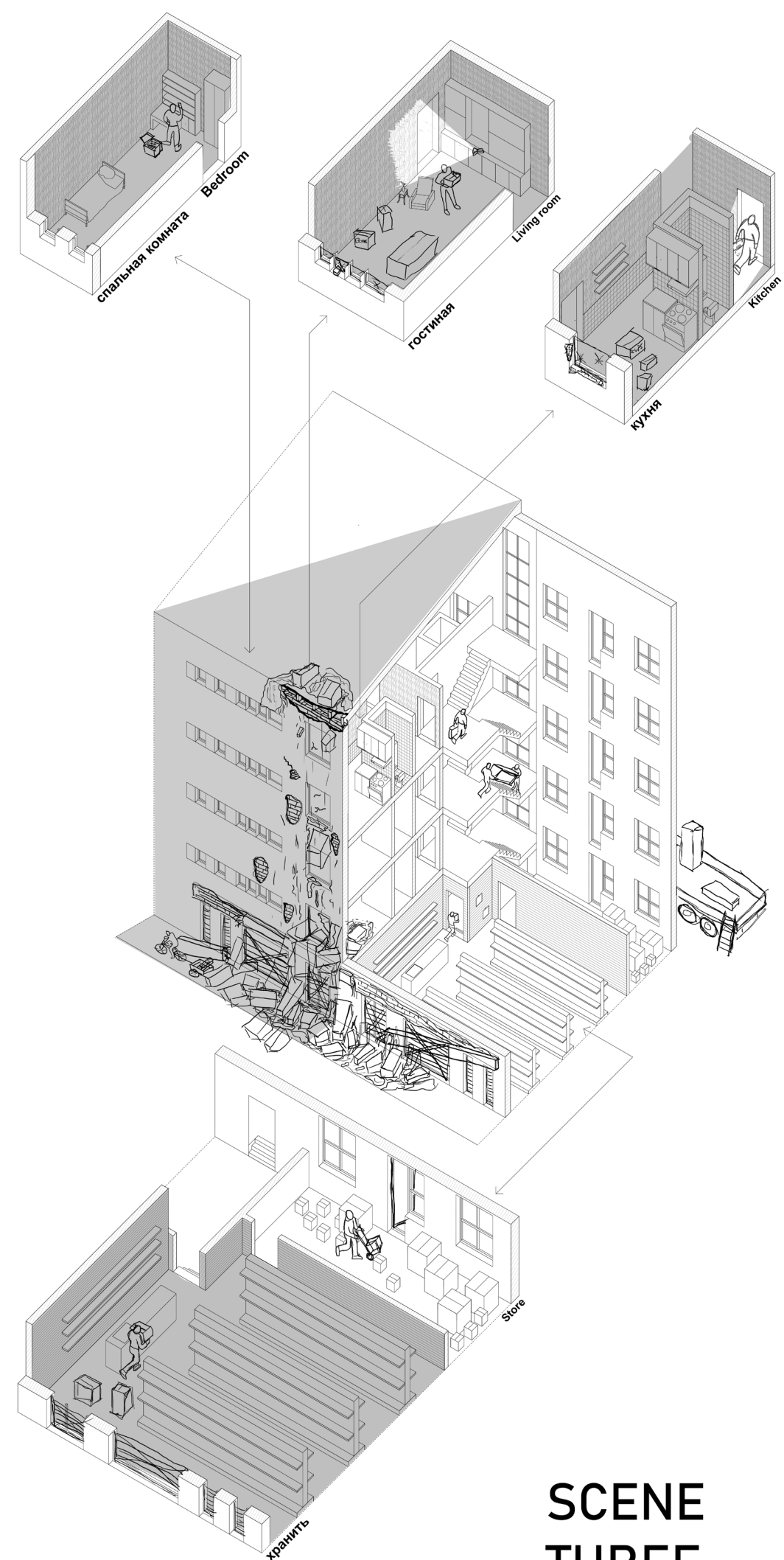


SCENE
TWO.



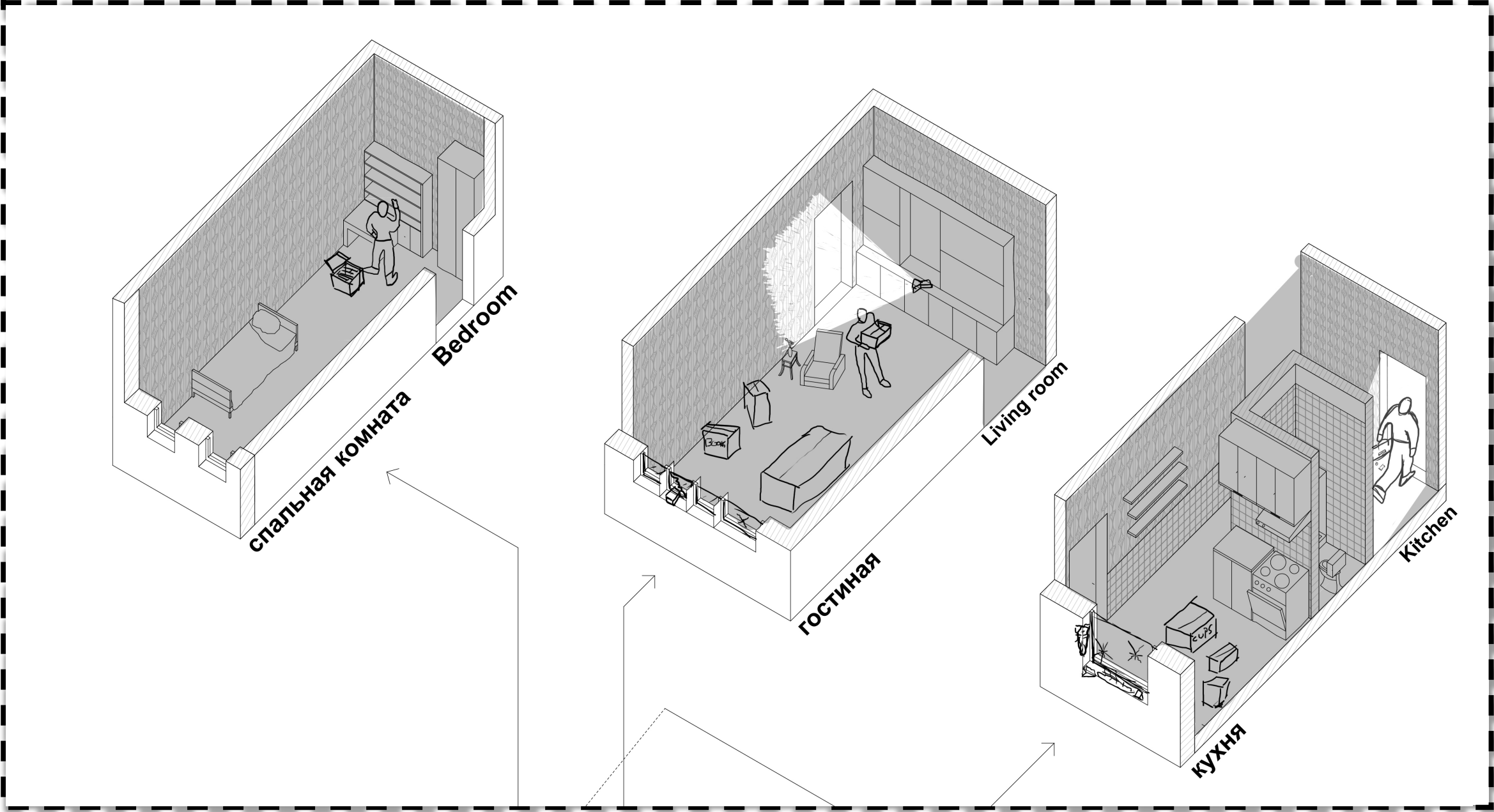
SCENE TWO

THE MALLS TERRAIN VAGUE



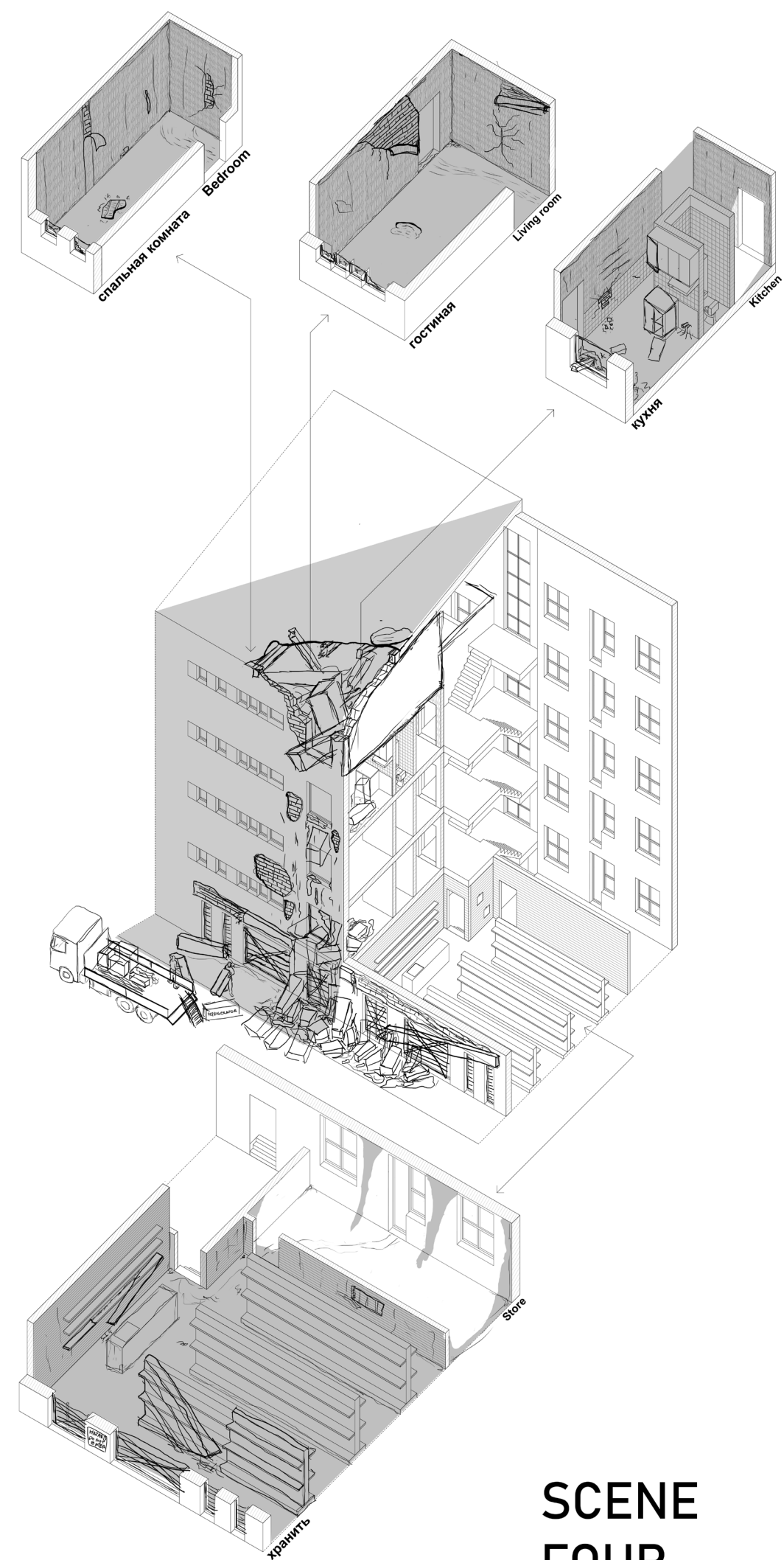
SCENE
THREE.

THE MALLS TERRAIN VAGUE



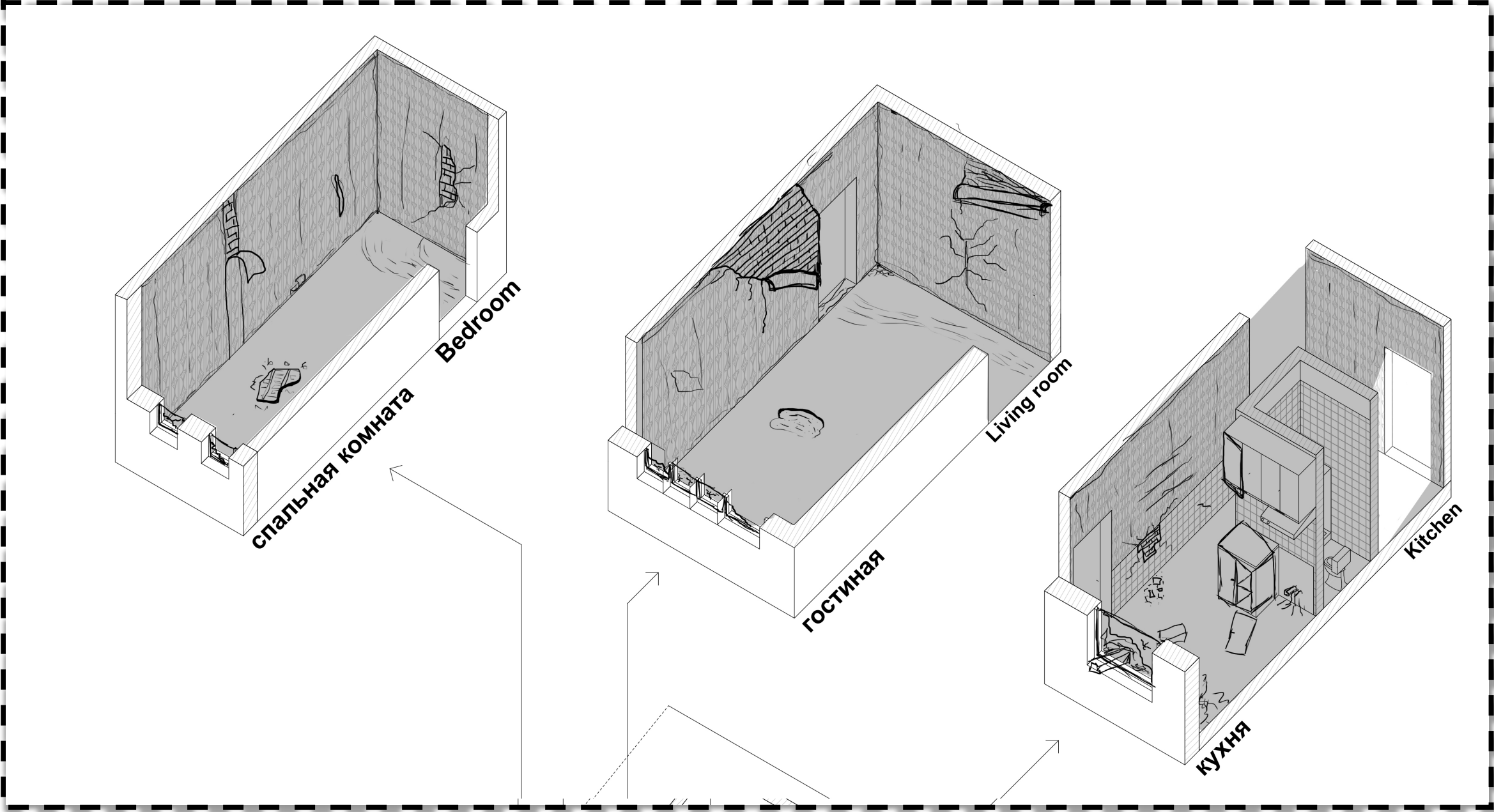
SCENE THREE

THE MALLS TERRAIN VAGUE



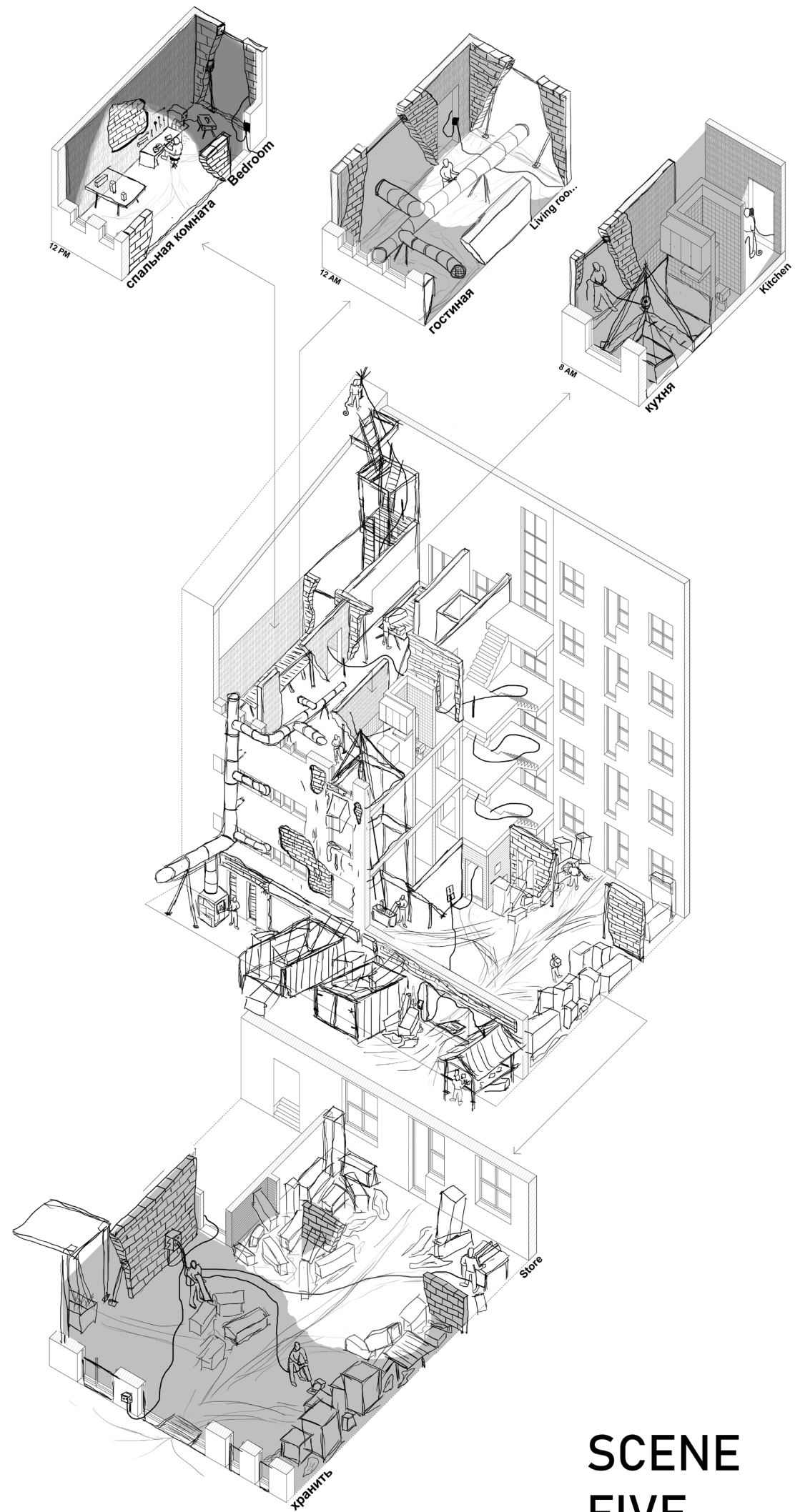
SCENE
FOUR.

THE MALLS TERRAIN VAGUE



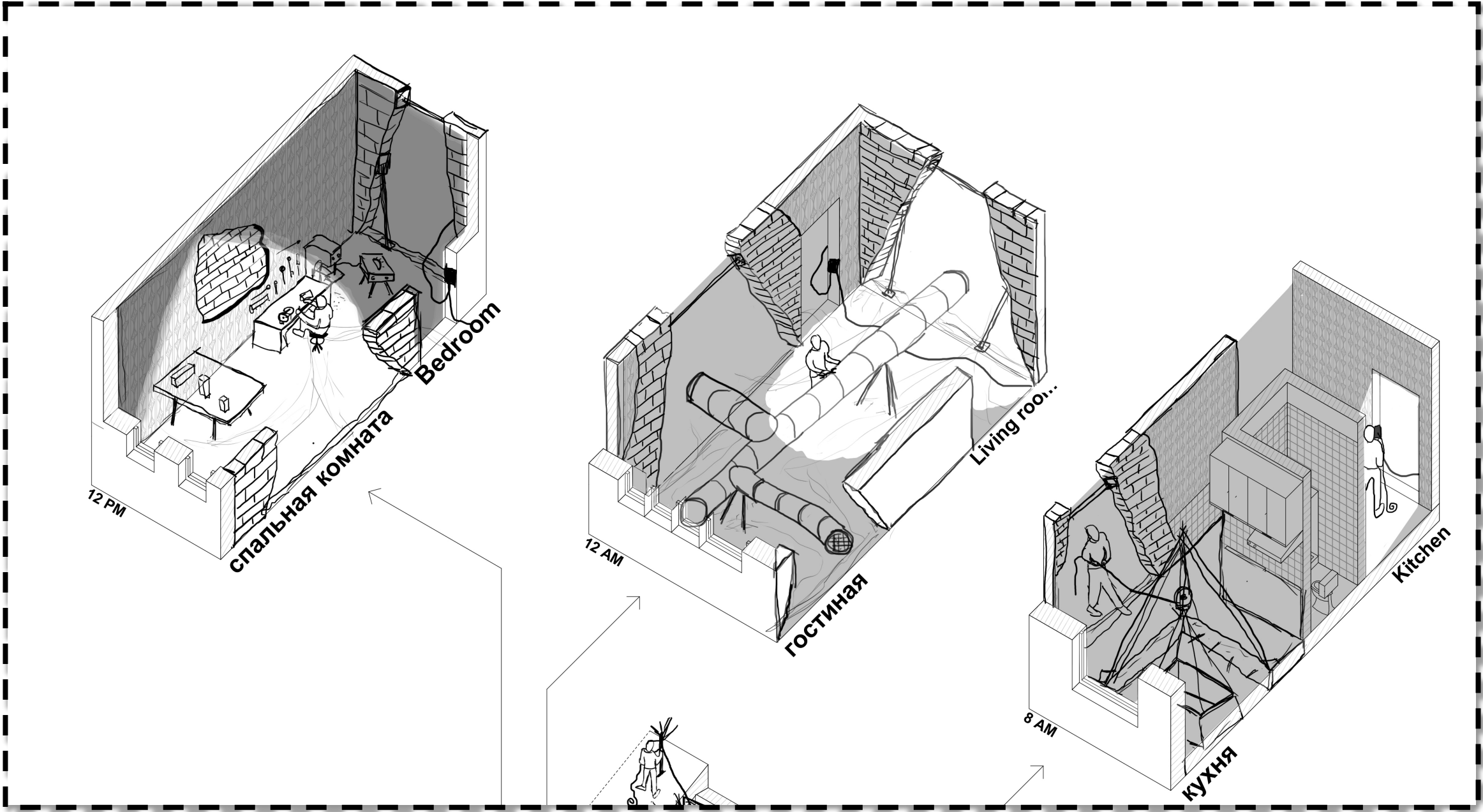
SCENE ONE

THE MALLS TERRAIN VAGUE



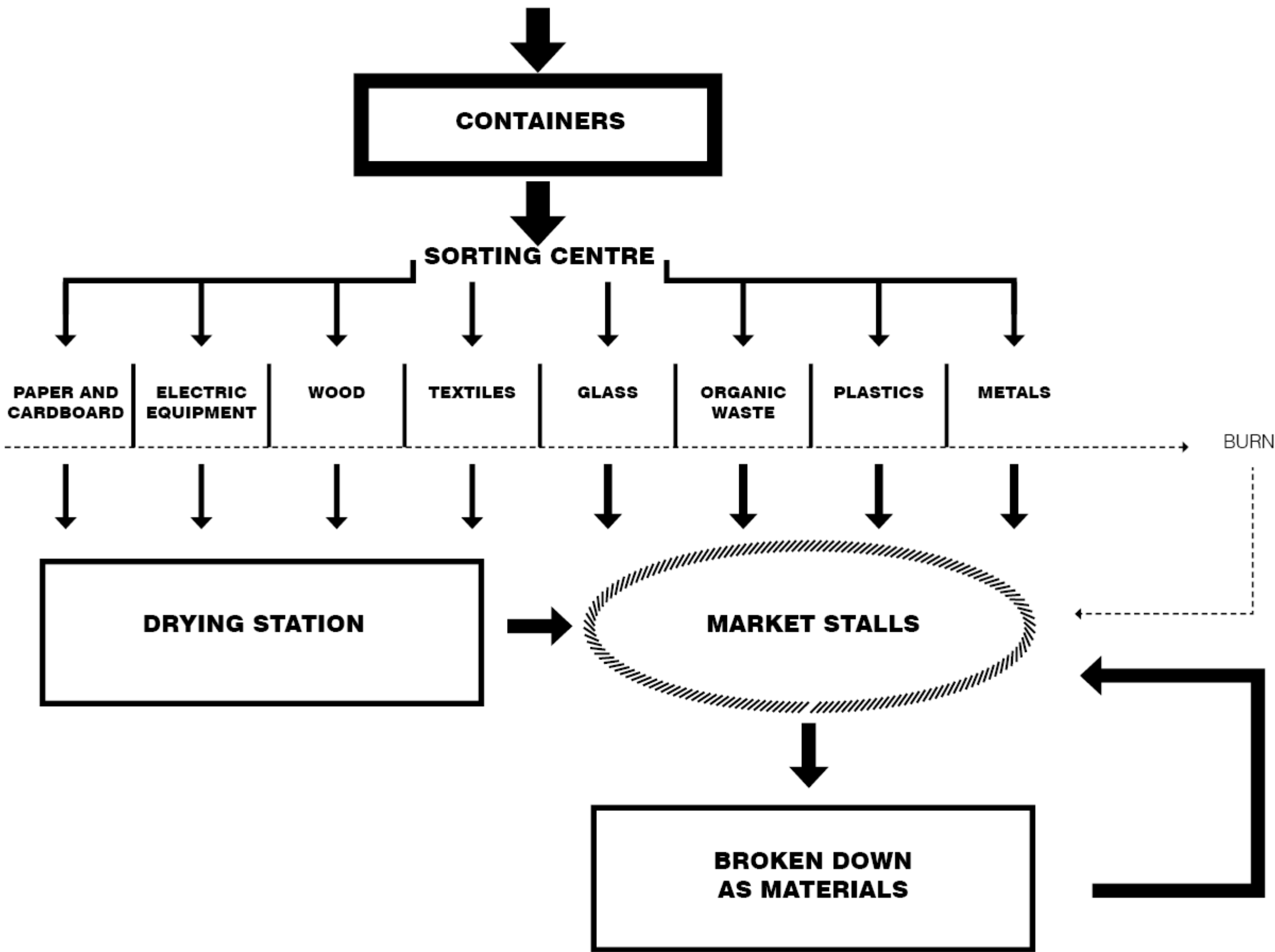
SCENE
FIVE.

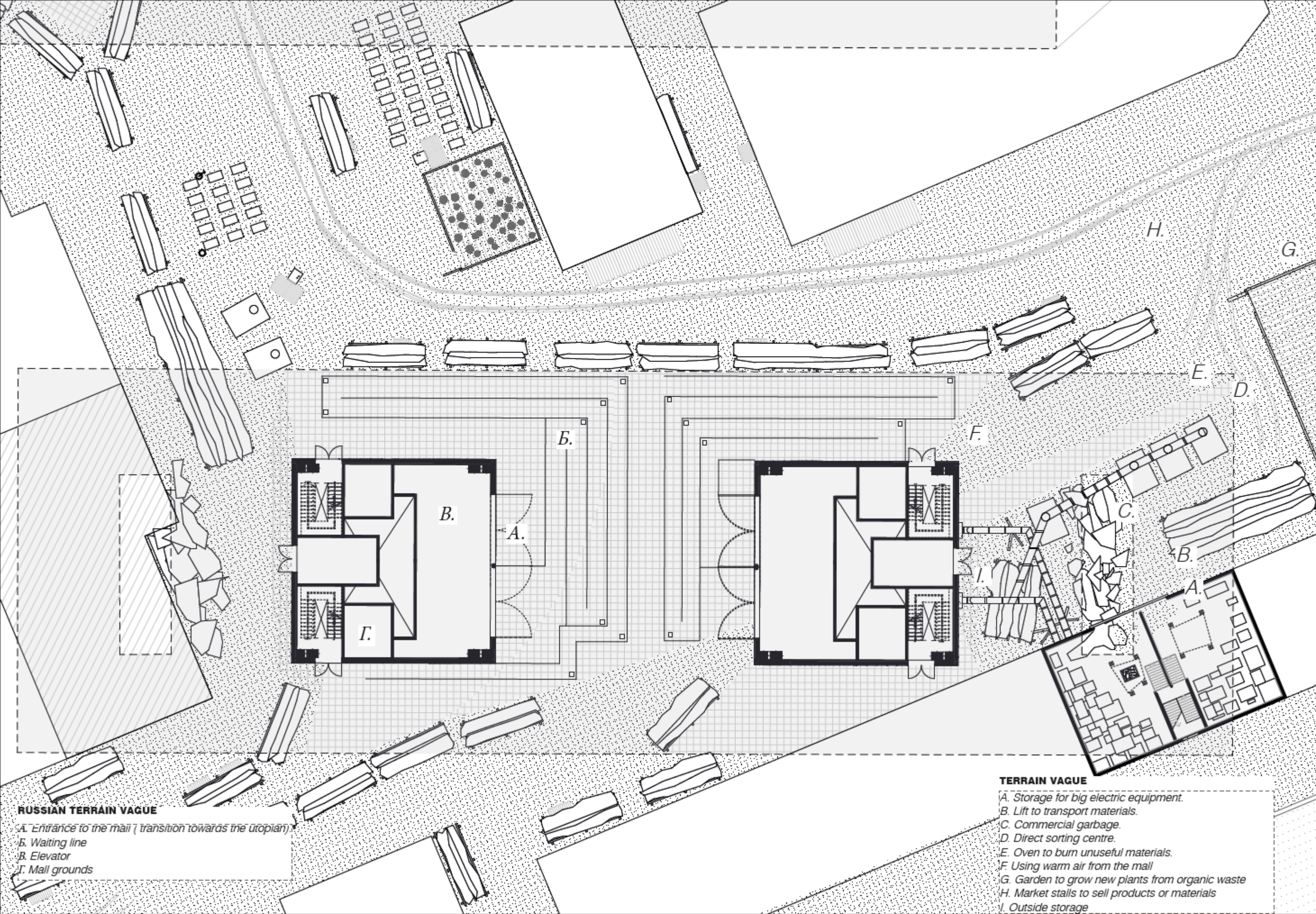
THE MALLS TERRAIN VAGUE

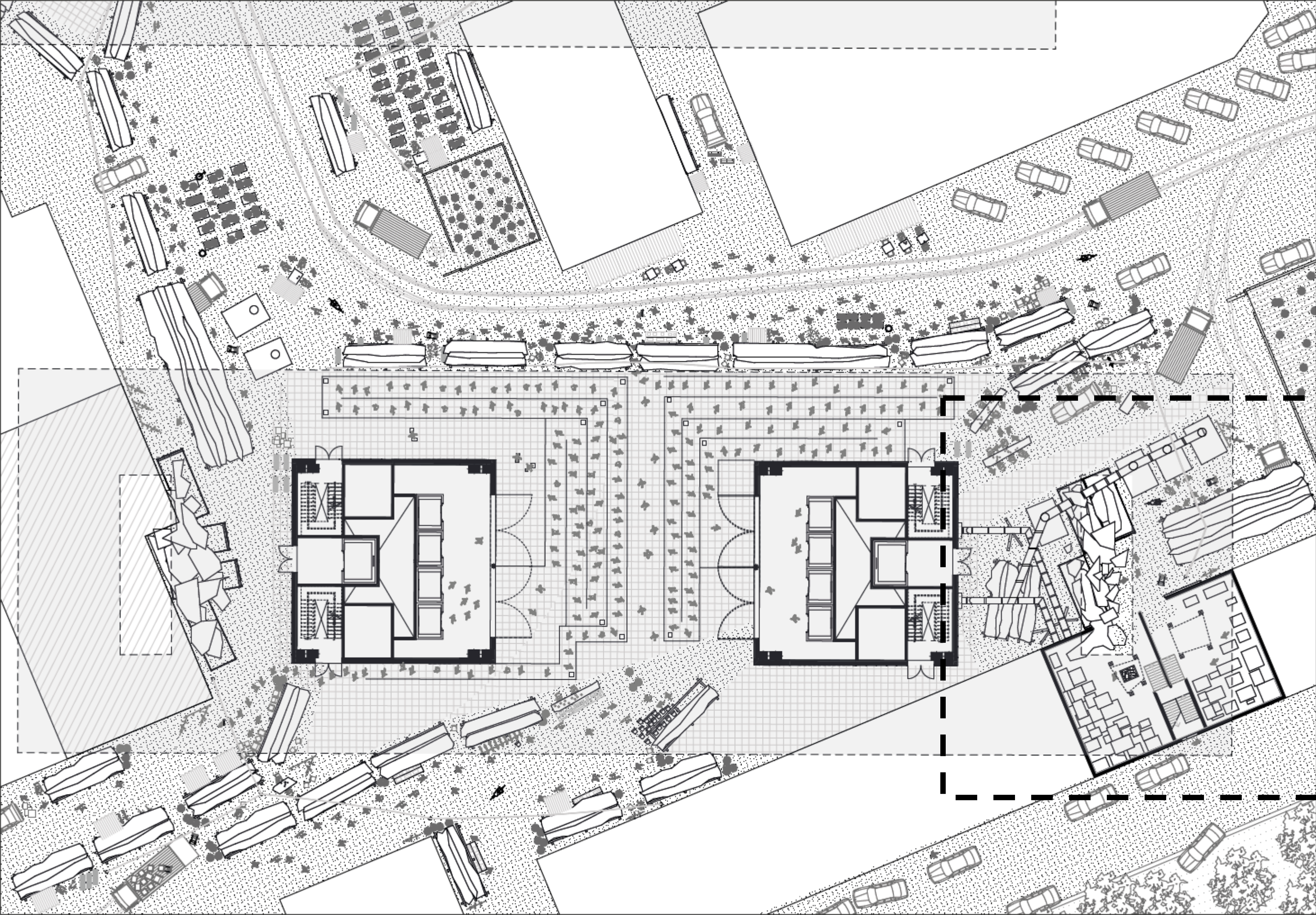


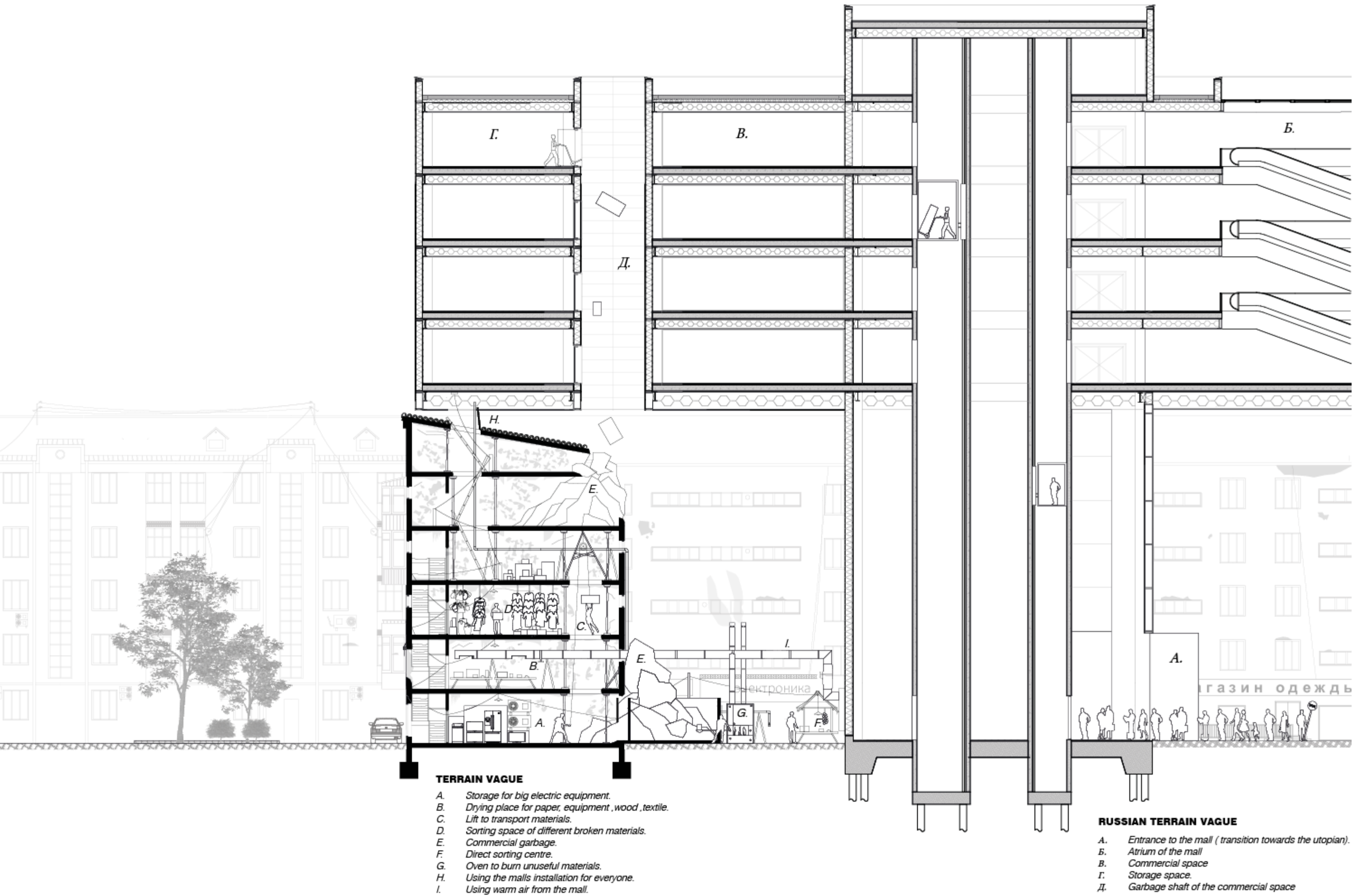
SCENE ONE

COMMERCIAL WASTE









**“How can the terrain vague not turn into aggressive
instruments of power or planned efficiently.
But in flows, the energies, rhythms, established by the
passing of time and the loss of limits.”**

Salá-Morales

THANK YOU FOR LISTENING