

Statt Sofa

*Closing the Gap between the
Urban and the Domestic in
Friedrichshain, Berlin*

Public Condenser New Urban Lounge & Commons

Jochem van Westing
4572912

22 June 2023

Tutors:

Stefan Witteman - Project Design
Florian Eckardt - Technical Building Design
Stefano Corbo - Theory & Delineation

Nathalie de Vries - Responsible Instructor
Paul Kuitenbrouwer - Course Coordinator



**Statt Sofa**

*Closing the Gap between the Urban and
the Domestic in Friedrichshain, Berlin*

Public Condenser
New Urban Lounge & Commons

Jochem van Westing

4572912

22 June 2023

Tutors:

Stefan Witteman - Project Design
Florian Eckardt - Technical Building
Design
Stefano Corbo - Theory & Delineation

Nathalie de Vries - Responsible Instructor
Paul Kuitenbrouwer - Course Coordinator

Table of Contents

4	A. Graduation Plan
12	B. Theory & Delineation
24	C. Design Brief
28	D. Process Documentation
60	E. Schematic Design
86	F. Process Documentation P3
92	G. Process Documentation P4
142	H. Process Documentation P5
204	I. Reflection
208	X. Appendix

A large, light gray, stylized letter 'A' serves as a background element on the left side of the page. It is a simple, bold outline with a triangular cutout in the center.

Graduation Plan

Table of Contents

6	Graduation Plan
---	-----------------

Graduation Plan

Personal information

Name Jochem van Westing
Student number 4572912

Studio

Name/Theme AR3AP100 Public Building Graduation Studio
– Public Condenser – New Urban Lounge & Commons
Main mentor Stefan Witteman - Project Design
Second mentor Florian Eckhard - Technical Building Design
Third mentor Stefano Corbo - Theory & Delineation

Argumentation of choice Society is getting more inclusive by the day. Both in terms of race as well as gender, sexuality, religion and so on. This trend of inclusion should find physical correspondence in the design of public spaces that are more accessible to a wider audience with different lifestyles and cultures. The studio of Public Building offers a platform to dive deeper into this subject and to create a prototype to facilitate this important trend. By designing a public condenser people will be brought together that may normally not have crossed paths with each other. The design process will be guided through four thematic pillars: multiplicity, hybridity, resilience, and sustainability. These pillars will pave a way to a new form of public building. A public building that will stand the test of time and serve as an example for future projects.

These public buildings are important to the neighborhood and even the whole city as they can be the heart of communities. A safe space where people of all ages can go to and meet each other, learn from each other, and play with each other. A building that will regenerate its neighborhood and the social life of its inhabitants. Without such buildings these interactions between citizens would be greatly inhibited. The building will, next to the four pillars, be a form of Commons as a way of creating a

Argumentation of choice
(continuation)

building that is more inclusive for people, moments and cultures. This way of stimulating social interaction made me finally choose this studio.

Graduation project

Title

Sofas in the City

Closing the Gap between the Urban and the Domestic in Friedrichshain, Berlin

Location

Friedrichshain, Berlin

Posed problem

In contemporary cities the contrast between the peaceful ambiance in one's home and the overwhelming urban setting enclosing these personal spaces are hard to miss. High buildings in city centers generally create more impersonal relationships. When looking at such buildings you need to stand back at such a distance that small details disappear and you lose part of the connection with the building and the functions inside (Gehl et al., 2006).

"The development of society and the attendant development of architectural ideals have created an urban architecture where meaningful close encounters between city and buildings and between people inside and out have disappeared almost automatically." ^[1]

If there is little to no connection between the inside and outside of buildings, people are less likely to visit that building. And because the urban setting is so impersonal, people are less likely to interact with each other in public spaces as well. This is corroborated by a study done by Glaeser and Sacerdote (2000) where it was found that large apartment buildings might bring neighbors closer to each other but it furthers the distance between people's homes and the urban surroundings.

Posed problem (continuation) This means there is a lack of social interaction in cities with high buildings, which is important since social interaction is vital for creating positive effects on both your mental health as well as your physical health (Antonovsky, 1987).

The step in scale between private and public spaces is currently too big to facilitate these social interactions. To fill this gap between scales and boost social encounters an in-between space is necessary. A place where there it is easy to connect to from both the small private scale and the big urban scale.

“The intermediate-size building is marked by a gradual transition from the private to the public domain, while maintaining its autonomy through a balanced relationship between the whole and its parts.” [2]

In this project that gradual transition between the private and public domain will be explored via a new form of public building in Friedrichshain, Berlin. This location is chosen because of the way the neighborhood is constructed. The buildings in the area are mainly tall and monofunctional with a closed façade. The infrastructure has a high presence and breaks the neighborhood into smaller islands. And the green public spaces have little to no quality other than to look at, resulting in a lack of public gathering spaces where people can socialize.

Notes

[1] Bijlsma, L., & Schreurs, E. (2019). Over de stad en de kleine korrel: Collectieve architectuur tussen ideaal en praktijk. *OverHolland*, 12(20), 177–186. <https://doi.org/10.7480/overholland.2019.20.4148>

Posed problem (continuation) [2] Gehl, J., Kaefer, L. J. & Reigstad, S. (2006). Close encounters with buildings. *URBAN DESIGN International*, 11(1), 29–47. <https://doi.org/10.1057/palgrave.udi.9000162>

For other references see “Literature and general practical preference”

Research questions In what way can a public building facilitate the gradual transition between the private and public domain in Friedrichshain, Berlin?

How can architecture rethink the boundaries between public and private?

How can a public condenser act as a multi-scale entity within the urban fabric of Berlin?

How can notions of density and multiplicity inform the design of a public condenser?

Using the notion of Commons, how can a public building be more inclusive?

Design assignment The design will be a prototype for a public condenser in the neighborhood of Friedrichshain. This public condenser will explore the aforementioned transition by implementing the programmatic elements in a gradience of scale based on different themes. The building will start with a base program existing out of for example a daycare and a restaurant, a program that will bring people to the building regardless of its location. The complementing program is based on the site of the building. Out of a long list of possible program, rated on how public or private they are, some are picked based on what was missing in the location and what focus group will be targeted.

Design assignment (continuation) Because a lot of buildings in the surrounding areas are monofunctional, they are abandoned for large chunks of the day. To make the location livelier and safer the program is more spread out over the day. With most parts of the building being open between 9:00 and 18:00, there will be parts that focus more on the evening and the night. That way there will always be people there creating more eyes on the street.

The design will go on by exploring the placement of the programmatic elements in relation to each other and the urban surroundings to create a public interior. This public interior will, as Pimlott (2018) describes, be a space that reflects values of society and relations between citizens themselves and the city. In this way, the prototype will be a way to lower social thresholds and bring the private and the urban closer to each other.

Process

Method description Just like any studio this studio started in the first quarter of the year with some general research about the location. This was followed by an excursion to Berlin, where research on location was done through photography and interviews. After the excursion further research and positioning was done which eventually led to a P1 presentation with conclusions in the form of definitions, maps, location comparisons, program, sections, and a general concept.

But what set this quarter apart from other studios was the parallel course of Theory & Delineation. Through a series of lectures and design exercises this course explored different design techniques and tools to help filter information, position yourself and/or create a design concept. The techniques used were a collage and montage, diagrams, psychogeography, assemblage

Method description (continuation) and digital modelling. At the end of the five exercises of Theory & Delineation you now had a step by step visual research by design process of your design concept. This course let you go deeper into relationships between elements and made you think in different ways about a problem statement and eventual design concept.

The second quarter of the year started again like any other studio with more research about the design location, a further analysis of the program and a search for references. It quickly went deeper through a final design exercise from Theory & Delineation, the Re-mix. This final exercise opened the door to more realistic design research by making you think more about programmatic relationships, spatial relationships, sequences, hierarchies, scales, and routing. These elements would be tested through the use of a site plan, floorplans, and sections and will be complemented by elevations, axonometric drawings, and relational schemes in P2 to represent a schematic design.

The third quarter will be used to translate the schematic design into a preliminary design. During this period the floorplans and routing will be finalized, taking the P2 feedback into account. The scale of products will change as well. In the second quarter the main focus was on products of scale 1:1000 or 1:500, in the third quarter the focus will change more to products of scale 1:200 to 1:50. This will mean decisions on the following subjects: position and materiality of main structure and design elements, circulation, and a façade design. The preliminary design will be presented in P3.

The fourth quarter will be used to translate this preliminary design into a final design. This means a final step in scale. Decisions will have to be made on all

Method description (continuation)	materialization, all buildings systems, sustainability, and connection between elements. This will be presented in P4 after which adjustments will be made to finalize products and models for the final presentation of P5.	Literature and general practical preference (continuation)	<p>Glaeser, E. & Sacerdote, B. (2000). The Social Consequences of Housing. NBER Working Paper Series, 8034. https://doi.org/10.3386/w8034</p> <p>Neufert, E., & Neufert, P. (2012). Architects Data (4de editie) [Pdf]. Wiley. https://byarchlens.com/wp-content/uploads/2020/11/Neufert-4th-edition.pdf</p> <p>Pimlott, M. (2018). Interiority and The Conditions of Interior. Interiority, 1(1), 5–20. https://doi.org/10.7454/in.v1i1.5</p>
Literature and general practical preference	<p>Since the main focus of the studio is on research by design, the references that will be used in the project will not only be literary references but examples of buildings as well.</p> <ul style="list-style-type: none"> - Kunstmin Theatre (2014), Dordrecht, Netherlands - De Kom Theatre and Arts Center (2012), Nieuwegein, Netherlands - Ku.Be House of Culture and Movement (2016), Frederiksberg, Denmark - Casa da Música (2005), Porto, Portugal - Taipei Performing Arts Center (2022), Taipei, Taiwan - The Roy and Diana Vagelos Education Center (2016), New York, United States - Prior Performing Arts Center (2022), Worcester, United States <p>Antonovsky, A. (1987). Unraveling the Mystery of Health: How People Manage Stress and Stay Well. Wiley.</p> <p>Bijlsma, L., & Schreurs, E. (2019). Over de stad en de kleine korrel: Collectieve architectuur tussen ideaal en praktijk. OverHolland, 12(20), 177–186. https://doi.org/10.7480/overholland.2019.20.4148</p> <p>Gehl, J., Kaefer, L. J. & Reigstad, S. (2006). Close encounters with buildings. URBAN DESIGN International, 11(1), 29–47. https://doi.org/10.1057/palgrave.udi.9000162</p>		

Reflection

What is the relation between your graduation (project) topic, the studio topic (if applicable), your master track (A,U,BT,LA,MBE), and your master programme (MSc AUBS)?

The relationship between the MSc1 studio of Architectural Engineering and the current studio of Public Building is in this phase of the project not very strong yet. The themes of the MSc1 studio were more focussed on technical elements and was exploring a way to slow down or solve the Urban Heat Island Effect. In the coming semester the connection between the two is expected to grow as the semester will dive deeper into sustainability and technical aspects.

The relationship between the MSc2 studio of High-Rise Culture, a multidisciplinary studio from the chairs of Public Building, Dwelling and Form Studies, and the current studio of Public Building however is way stronger. The themes of the MSc2 studio were more in line with the current studio as it explored how dwellings could be combined with public space and a (semi-) public program. Where it differs between the two is the scale of the project and the depth of the research into social thresholds. The MSc2 studio was combining three high-rise towers of housing with a public plinth, whilst the current studio only focusses on the public part of the program with only a fraction of the floor space. This leads to the fact that the graduation studio is diving deeper into the subject of public program, thresholds, and social interactions than the MSc2 studio was doing.

What is the relevance of your graduation work in the larger social, professional, and scientific framework?

The problem of the scale gap between private space and the urban surroundings are not one specifically bound to Friedrichshain or even Berlin. In almost every big city you can find the same problem. With this graduation project a solution will emerge that can either solve or soften this problem with the use of a public building. In this way the project can be used as either a baseline or a reference to projects in other cities dealing with the same problem.

A large, light gray, sans-serif capital letter 'B' is positioned on the left side of the slide, serving as a background element for the title.

Theory & Delineation

Table of Contents

14	Assignment 1
15	Assignment 1.2
16	Assignment 1.3
17	Assignment 2
18	Assignment 3
19	Assignment 3.2
20	Assignment 4
21	Assignment 5
22	Assignment 6
23	Assignment 7

Assignment 1

Status:

scrapped and remade



Assignment 1.2

Status:

scrapped and remade



Assignment 1.3

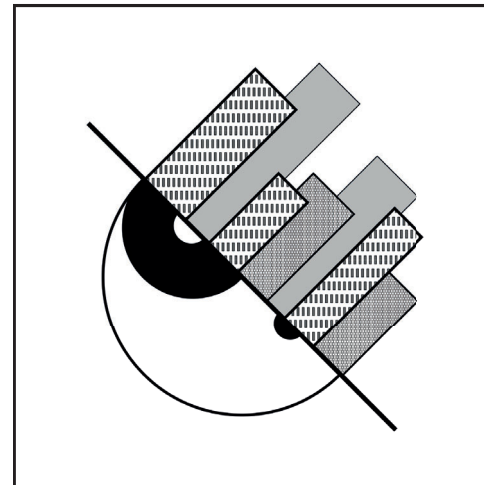
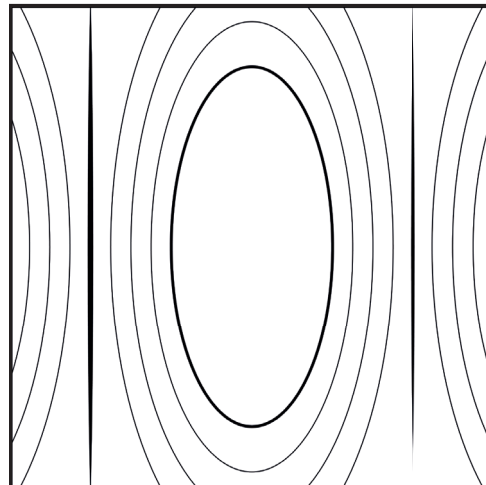
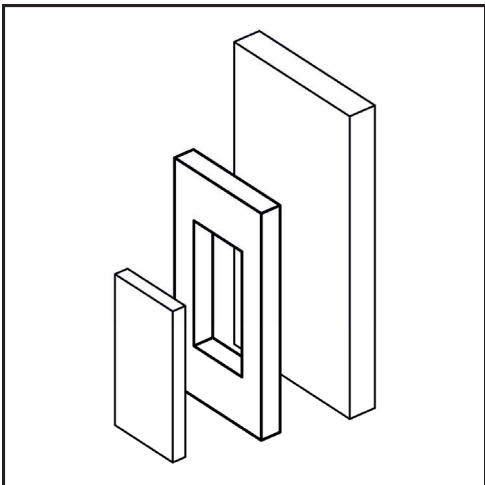
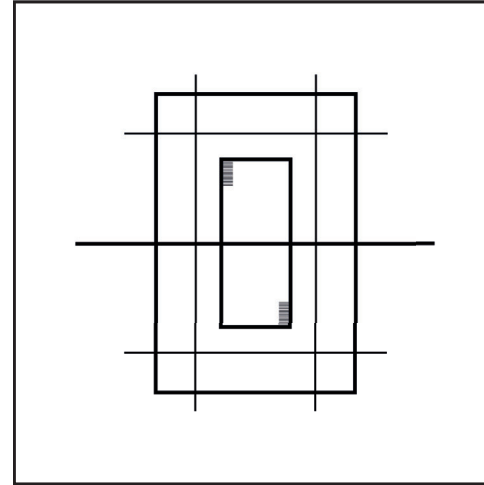
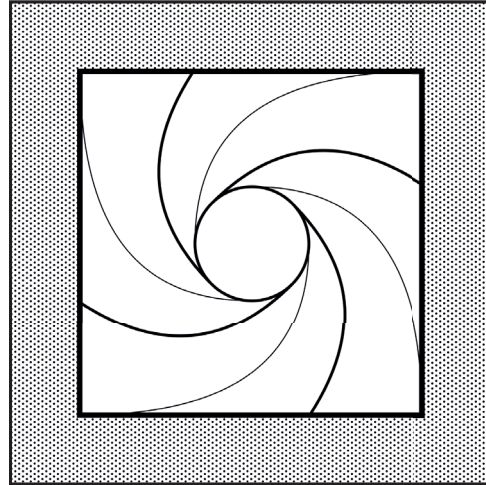
Status:

final version



Assignment 2

Status:
scrapped



Assignment 3

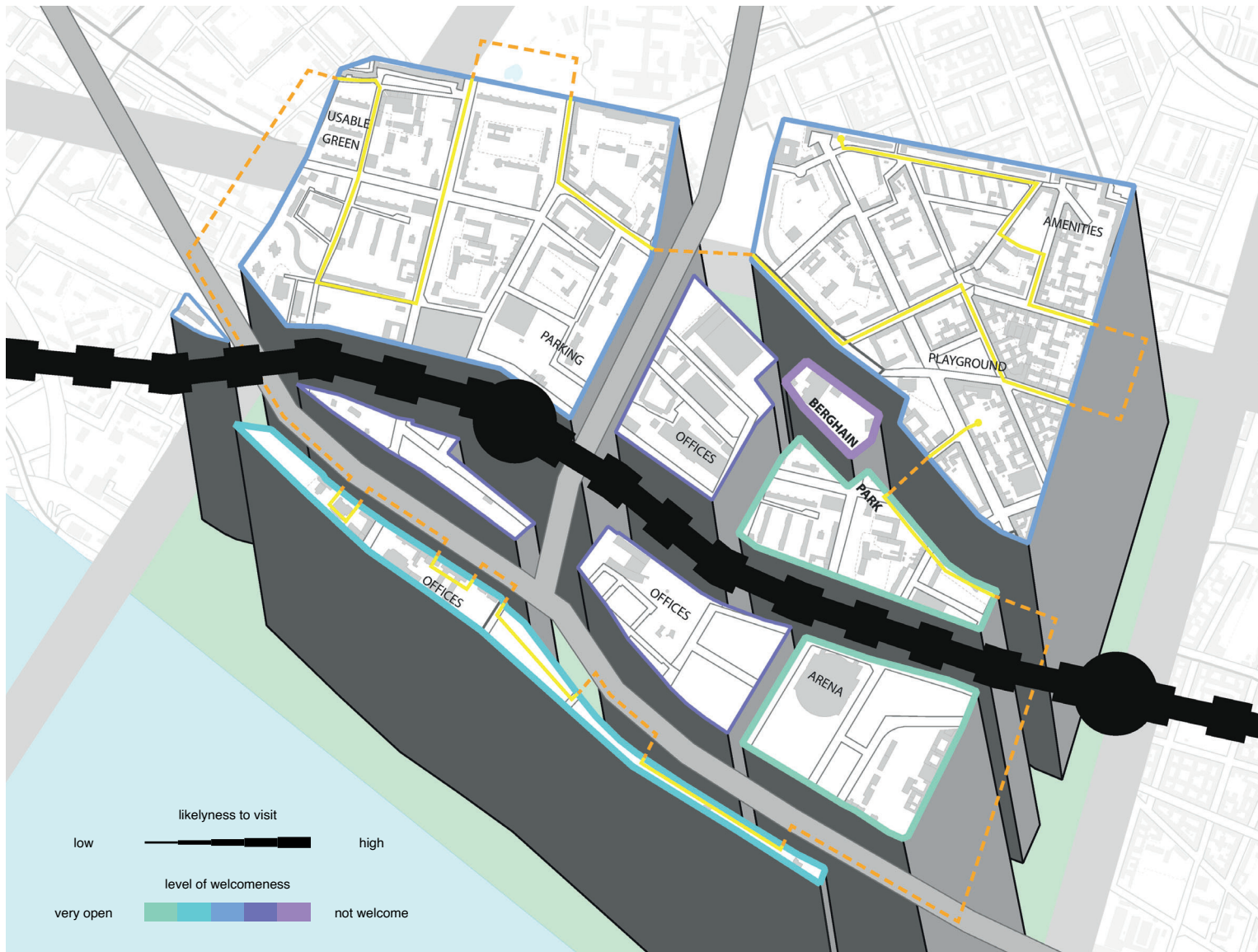
Status:

scrapped and remade



Assignment 3.2

Status:
final version



Assignment 4

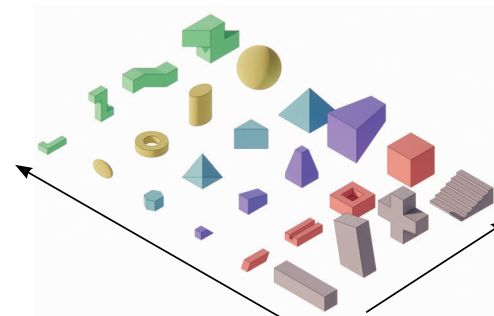
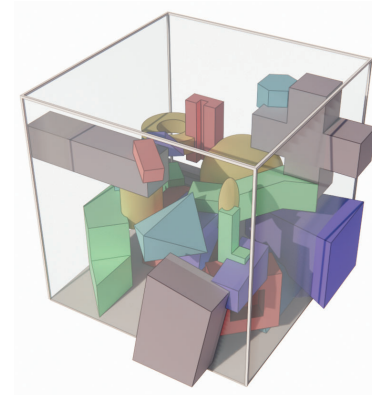
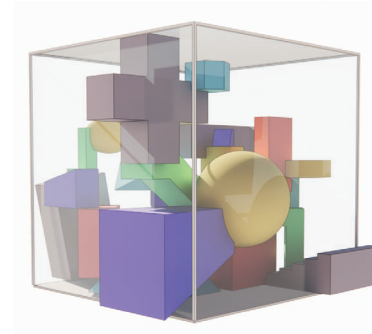
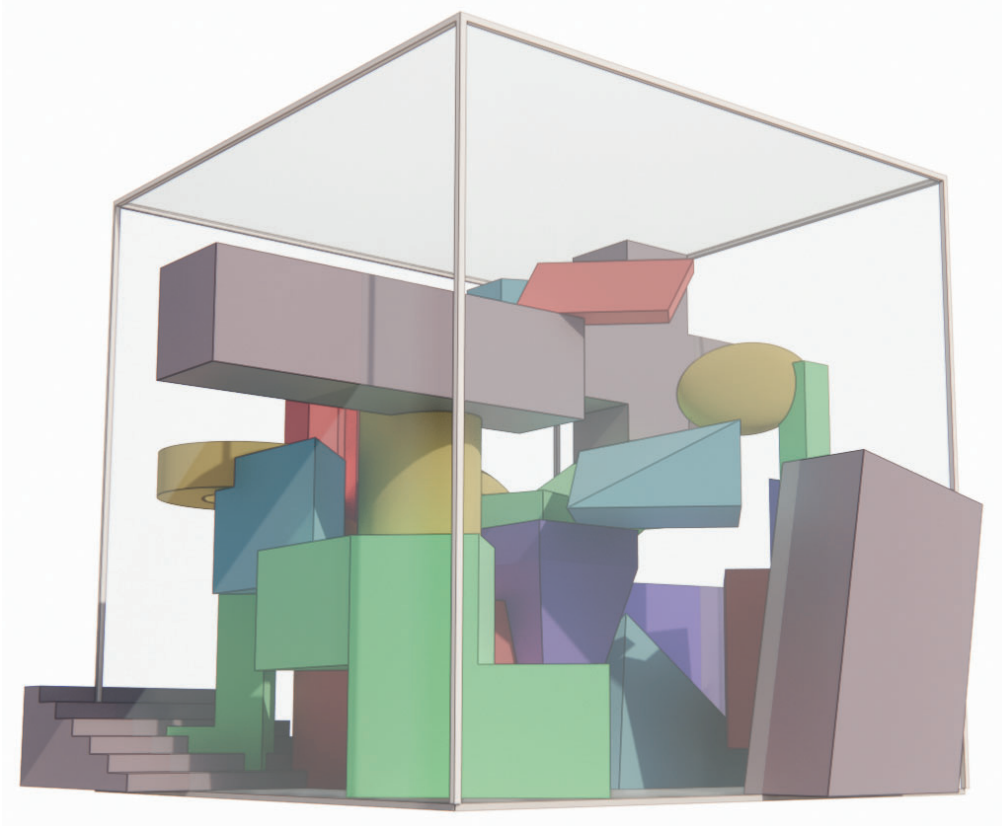
Status:

final version



Assignment 5

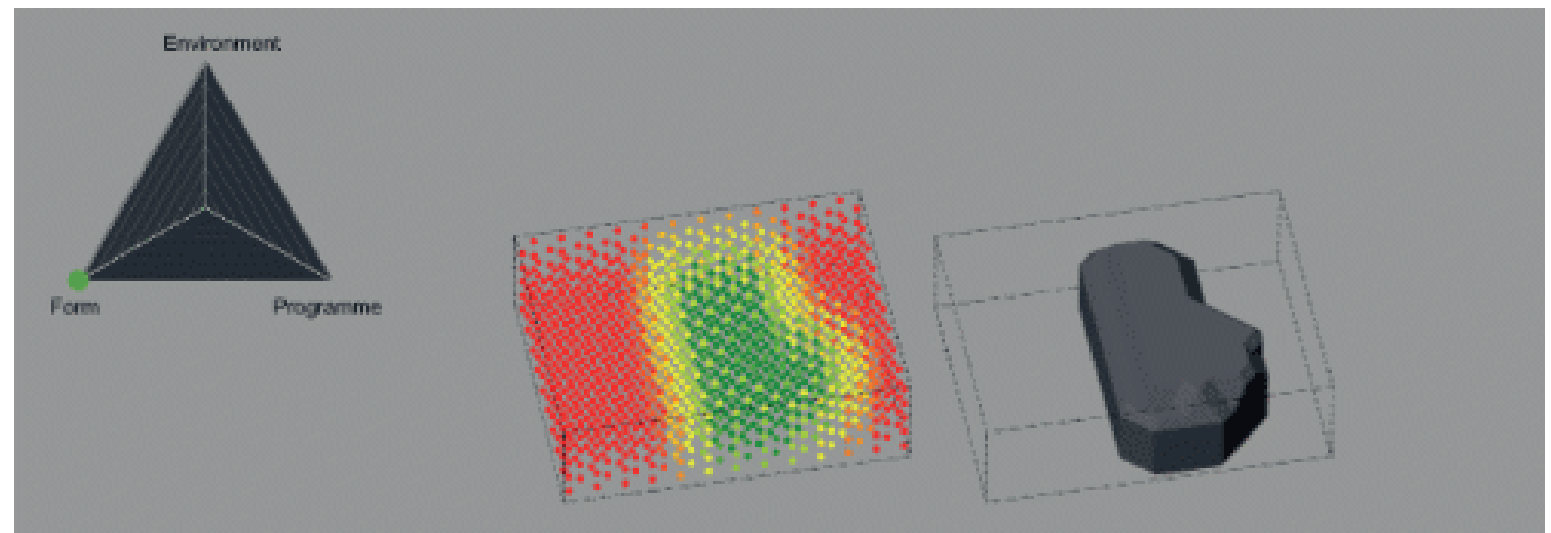
Status:
final version



Assignment 6

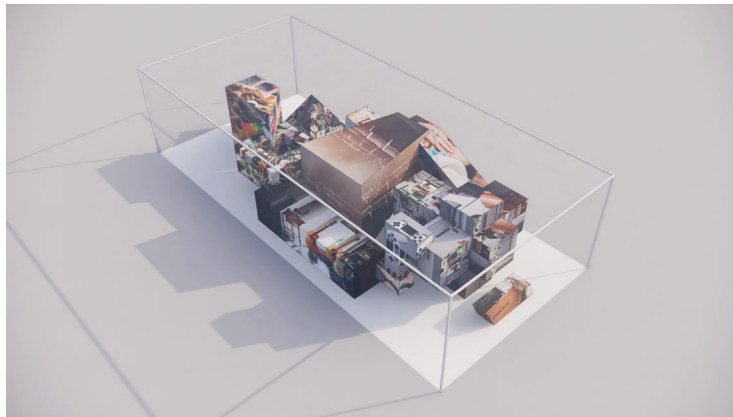
Status:

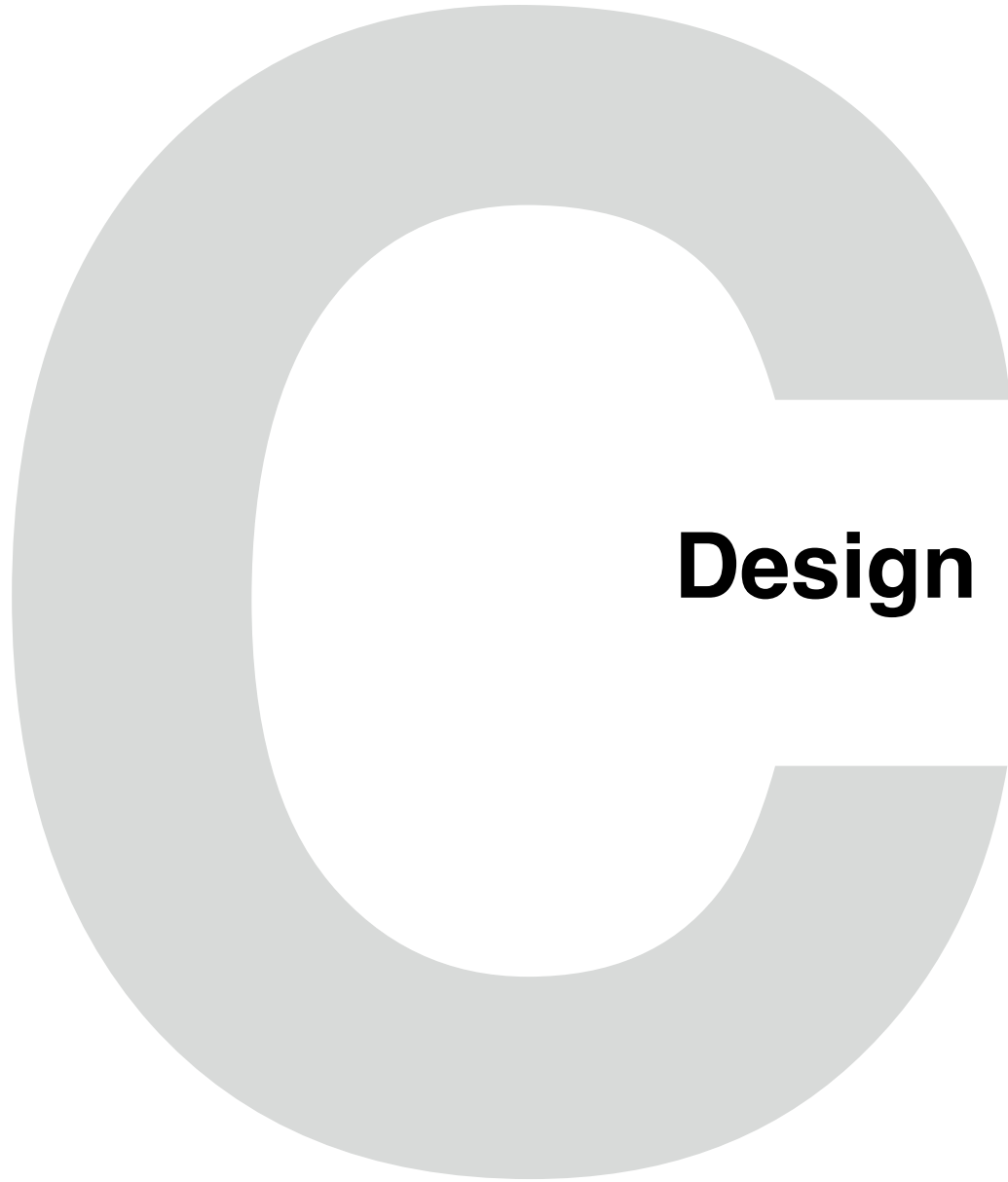
final version



Assignment 7

Status:
final version





Design Brief

Table of Contents

26 **Program** - *Distribution*

27 **Themes** - *Visualisation*

Program

Distribution

Basement					
Mechanical rooms				360	
Hallway				28	
				388	388
Ground Floor					
Restaurant	191				
Kitchen	118				
Storage cool	11				
Theatre		297			
Changing rooms		34			
Foyer		97			
Bicycle storage			123		
Entrance			122		
Back office			7		
Toilets			44		
Hallways			55		
	320	428		351	1099
First floor					
Bar	216				
Foyer		107			
Wardrobe		24			
Comedy club		128			
Wardrobe		8			
Changing room		12			
Storage		10			
Recital hall			111		
Fitness			95		
Changing rooms			48		
Workshop space			118		
Toilets				14	
Hallways				163	
	216	289	254	118	1054

Second floor					
Game room	118				
Yoga dance studio		148			
Changing rooms		48			
Community center			110		
Storage			24		
Daycare			164		
Computer room			95		
Toilets				14	
Hallways				335	
	118	196	298	95	349
Third floor					
Mediatheque			744		
Print room			9		
Quiet rooms			108		
Toilets				28	
Hallways				40	
			861	68	929
Total m2					
No. Functions	654 3x	717 4x	450 3x	298 2x	1074 4x
	SOCIAL	EXPERIENCE	PRACTICE	COMMUNITY	LEARNING
					BASICS
					1333
					-
					4526

Themes

Visualisation

To create the gradience between urban and domestic the program will be divided into five themes.

A social theme, that will host the more public spaces with collective identities. Like a restaurant and bar.

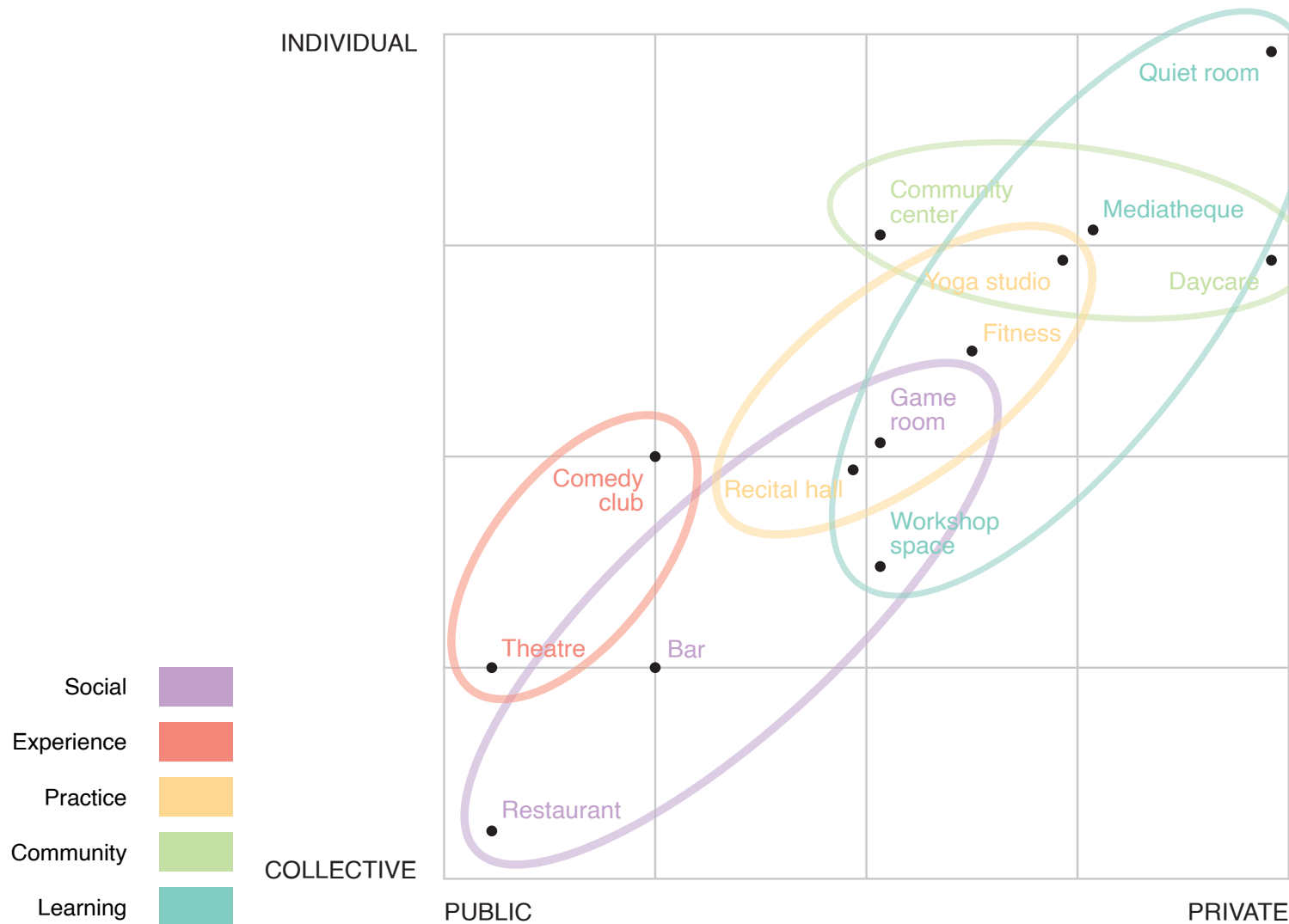
A theme based on experience to stimulate the more cultural side of the city. Like a theatre and a comedy club.

A theme about practice, where one can focus on hobbies and mental health. Like a recital hall and a yoga studio.

A theme about community, where the locals can come together and feel safe enough to leave their child. Like a community center and a daycare.

And finally a theme about learning, where the focus lies more on the individual in a more private atmosphere. Like a mediatheque and quiet rooms.

The themes together span the transition between the more urban, collective, public side of a building to the more domestic, individual, private side.



A large, light gray capital letter 'D' is positioned on the left side of the slide, serving as a background element for the title.

Process Documentation

Table of Contents

30	Project Abstract - <i>Research Plan</i>
31	General Research - <i>Three Neighborhoods</i>
40	Excursion - <i>Friedrichshain</i>
42	Location Analysis - <i>Section, Volumes & Sun</i>
47	Presentation 1 - <i>Slides</i>
58	Conclusion - <i>Location and Concept</i>

Project Abstract

Research Plan

In this project I want to address the gap in scales between private space and the urban surroundings and how public buildings might fill in that gap. In big cities the contrast between the peaceful ambiance in one's home and the overwhelming urban setting enclosing these personal spaces are hard to miss.

High buildings in city centers generally create more impersonal relationships. When looking at such buildings you need to stand back at such a distance that small details disappear and you lose part of the connection with the building and the functions inside (Gehl et al., 2006).

"The development of society and the attendant development of architectural ideals have created an urban architecture where meaningful close encounters between city and buildings and between people inside and out have disappeared almost automatically." (Gehl et al., 2006)

If there is little to no connection between the inside and outside of buildings, people are less likely to visit that building. And because the urban setting is so impersonal, people are less likely to interact with each other in public spaces as well. This is corroborated by a study done by Glaeser and Sacerdote (2000) where it was found that large apartment buildings might bring neighbors closer to each other but it furthers the distance

between people's homes and the urban surroundings.

This means there is a lack of social interaction in cities with high buildings, which is important since social interaction is vital for creating positive effects on both your mental health as well as your physical health (Antonovsky, 1987).

The step in scale between private and public spaces is currently too big to facilitate these social interactions. To fill this gap between scales and boost social encounters an in-between space is necessary. A place where there it is easy to connect to from both the small private scale and the big urban scale.

"The intermediate-size building is marked by a gradual transition from the private to the public domain, while maintaining its autonomy through a balanced relationship between the whole and its parts." (Bijlsma & Schreurs, 2019)

In this project I want to explore that gradual transition between the private and public domain and explore what role a public building can play in this transition. The research will be done through a research by design case study in Berlin. The design will be a prototype for a public condenser located in the city part of Friedrichshain. The public condenser will explore this transition by implementing the

programmatic elements in a gradience of scale based on different themes. It will go on by exploring the placement of these elements in relation to each other and the urban surroundings to create a public interior. This public interior will, as Pimlott (2018) describes, be a space that reflects values of society and relations between citizens themselves and the city. In this way, the prototype will be a way to lower social thresholds and bring the private and the urban closer to each other.

Bibliography

Antonovsky, A. (1987). *Unraveling the Mystery of Health: How People Manage Stress and Stay Well*. Wiley.

Bijlsma, L., & Schreurs, E. (2019). Over de stad en de kleine korrel: Collectieve architectuur tussen ideaal en praktijk. *OverHolland*, 12(20), 177–186. <https://doi.org/10.7480/overholland.2019.20.4148>

Gehl, J., Kaefer, L. J. & Reigstad, S. (2006). Close encounters with buildings. *URBAN DESIGN International*, 11(1), 29–47. <https://doi.org/10.1057/palgrave.udi.9000162>

Glaeser, E. & Sacerdote, B. (2000). The Social Consequences of Housing. *NBER Working Paper Series*, 8034. <https://doi.org/10.3386/w8034>

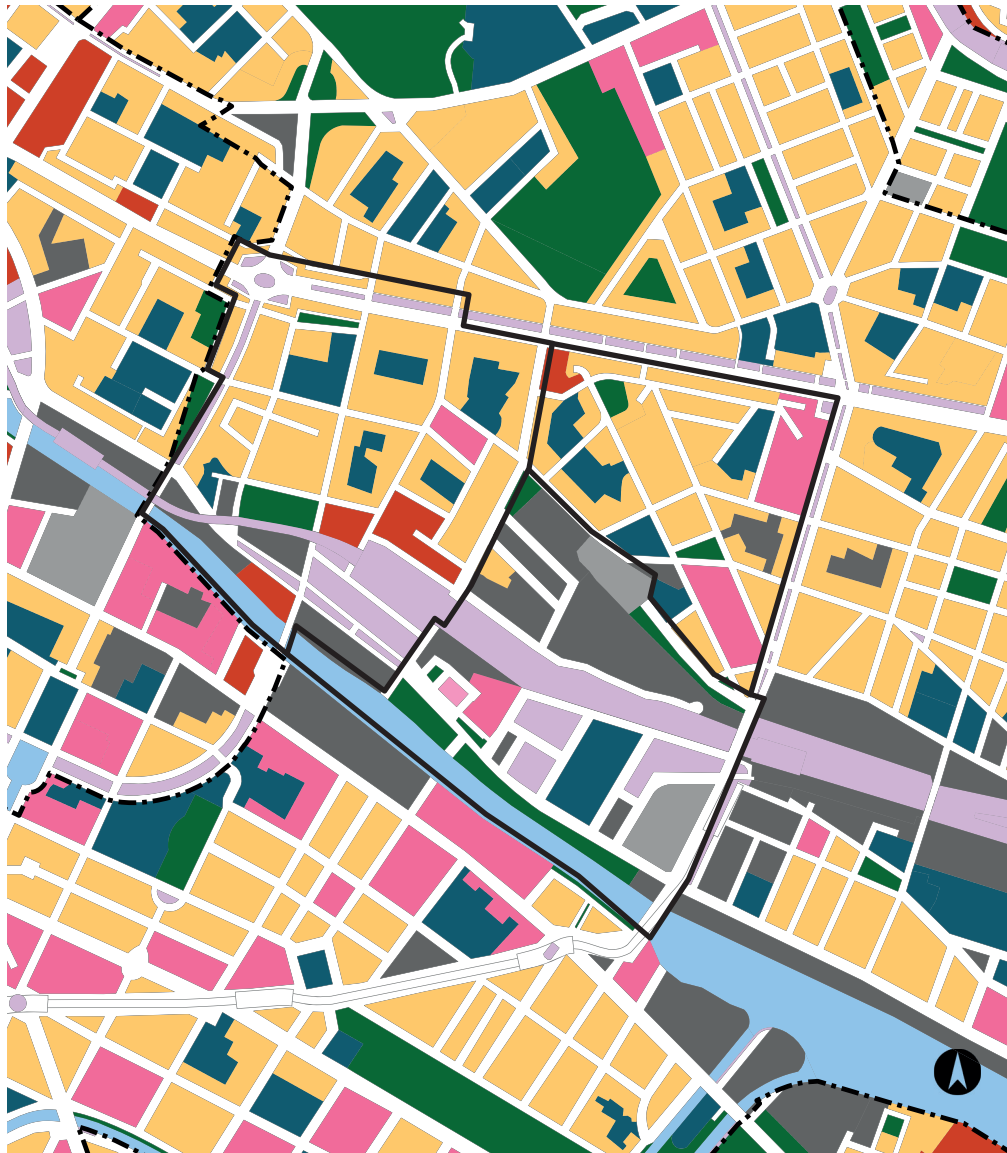
Pimlott, M. (2018). Interiority and The Conditions of Interior. *Interiority*, 1(1), 5–20. <https://doi.org/10.7454/in.v1i1.5>

General Research

Program

In the neighborhoods of our scope there is a clear subdivide between program. On the north side of the tracks the program is mainly residential with every so often a building of public use sprinkled in between. While on the south side of the tracks the area mainly has commercial and industrial use.

This divide is also visible in the neighborhoods themselves. Weberwiese is mainly residential, Wriezener BHF is mainly commercial and Andreasviertel is a mix of both.

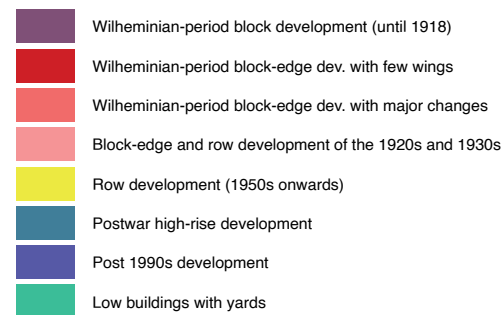


Scale 1 : 7.500

General Research

Housing Typologies

In the housing typologies there is a clear divide as well. Andreasviertel exists mainly out of postwar high-rise development. Weberwiese is slightly older with most housing typologies being from the Wilhelminian period. Wriezener BHF has so few housing, the housing in the area is not very representative for the whole neighborhood.



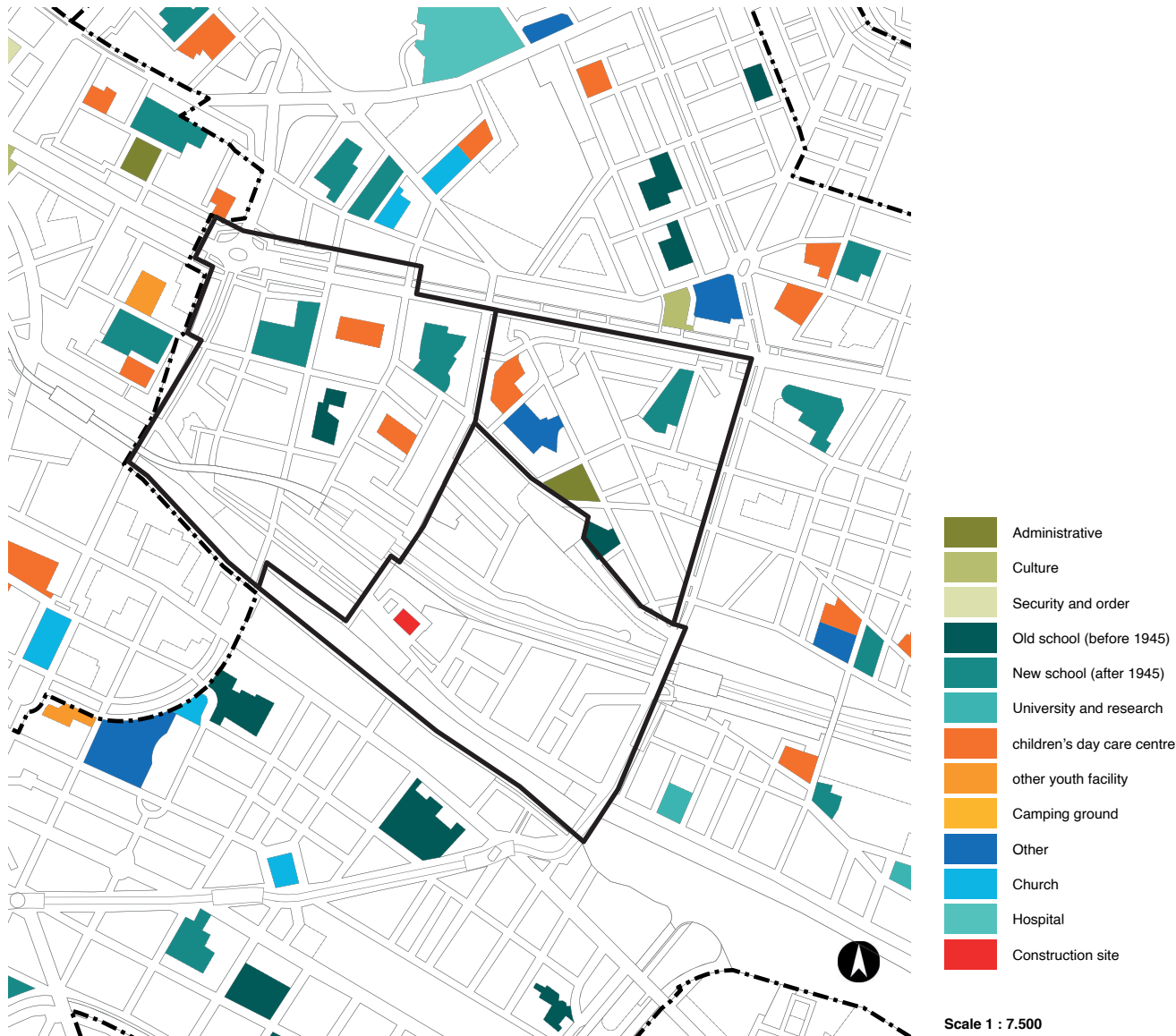
Scale 1 : 7.500



General Research

Public Services

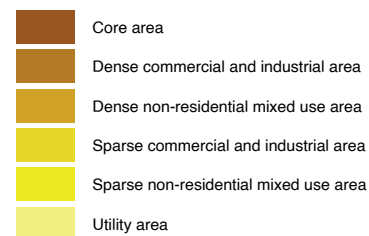
There are not a lot of public service buildings in the area of our scope. In Andreasviertel the buildings that are present are mainly schools and daycares. In Weberwiese there is a bit more variety with, next to schools and daycares, a church and a police station. Wriezener BHF exists mainly out of office buildings and the railway station, but other than that there are not really any public service buildings in the area.



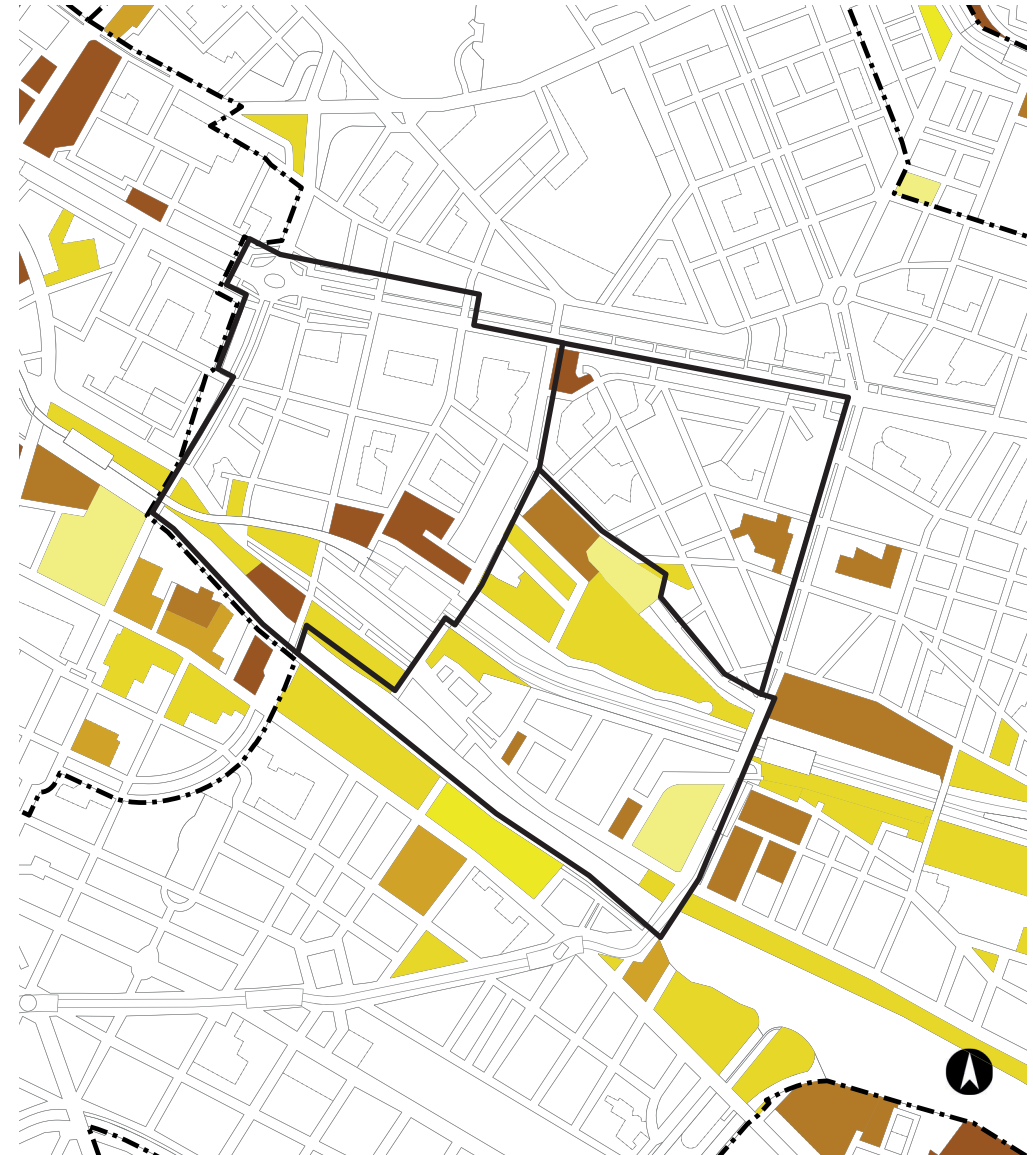
General Research

Commercial & Industry

As mentioned before the main commercial and industrial areas are in the neighborhood of Wriezener BHF. Nearly all of the areas surround the railway tracks or the water of the Spree. In Andreasviertel there are no other commercial or industrial areas than the ones surrounding the tracks. Weberwiese does have two small clusters with some shops.



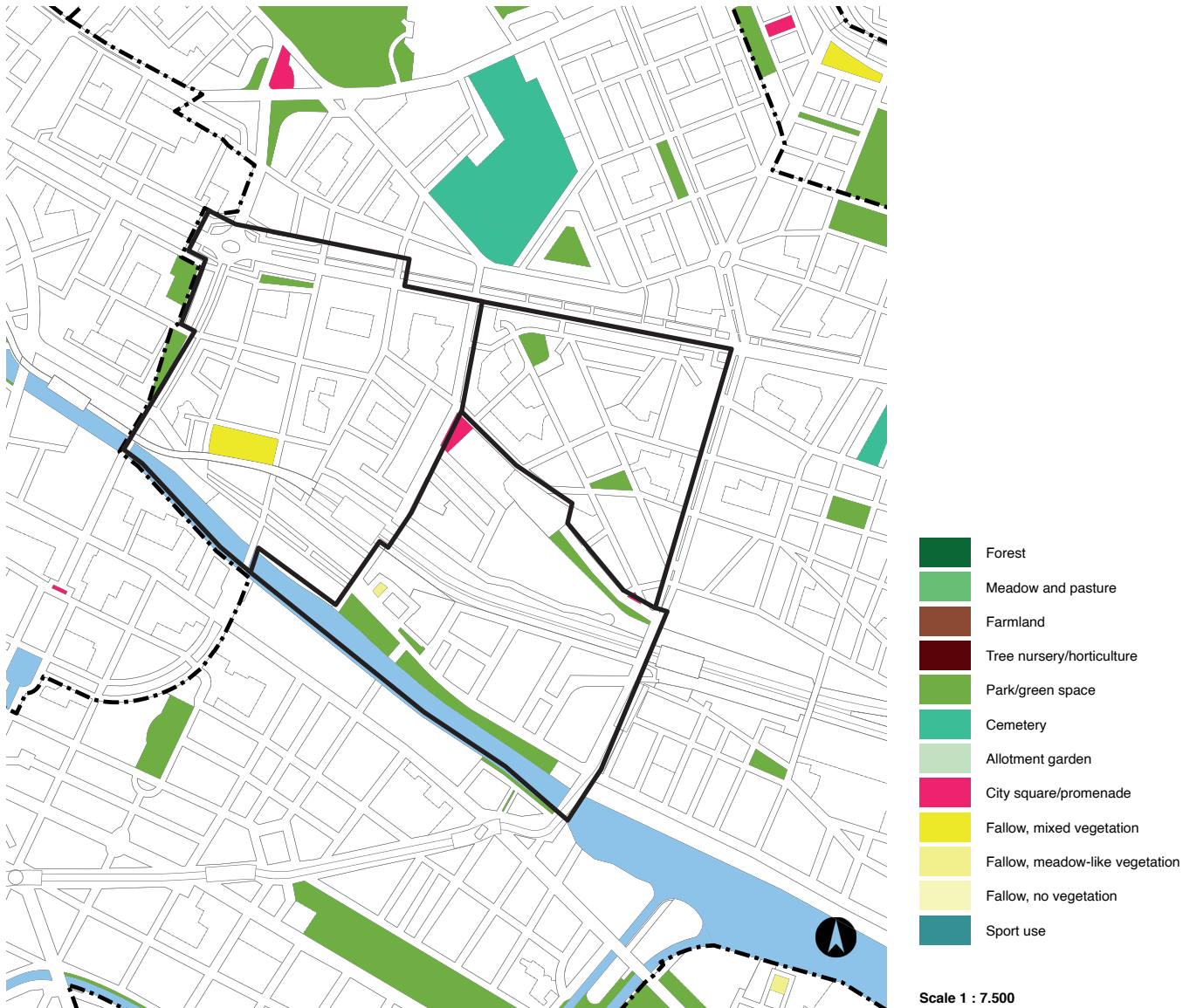
Scale 1 : 7.500



General Research

Green Spaces

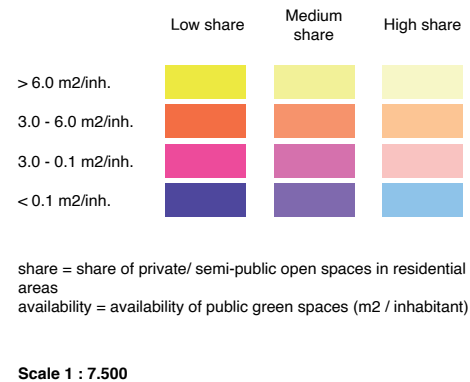
In the area there seem to be very little green spaces where people can gather. There is a long stretch of green near the water and a long stretch near Berghain in Wriezener BHF. But other than those two there are only two small parks in Weberwiese and a plot of fallow land in Andreasviertel.



General Research

Availability to Green

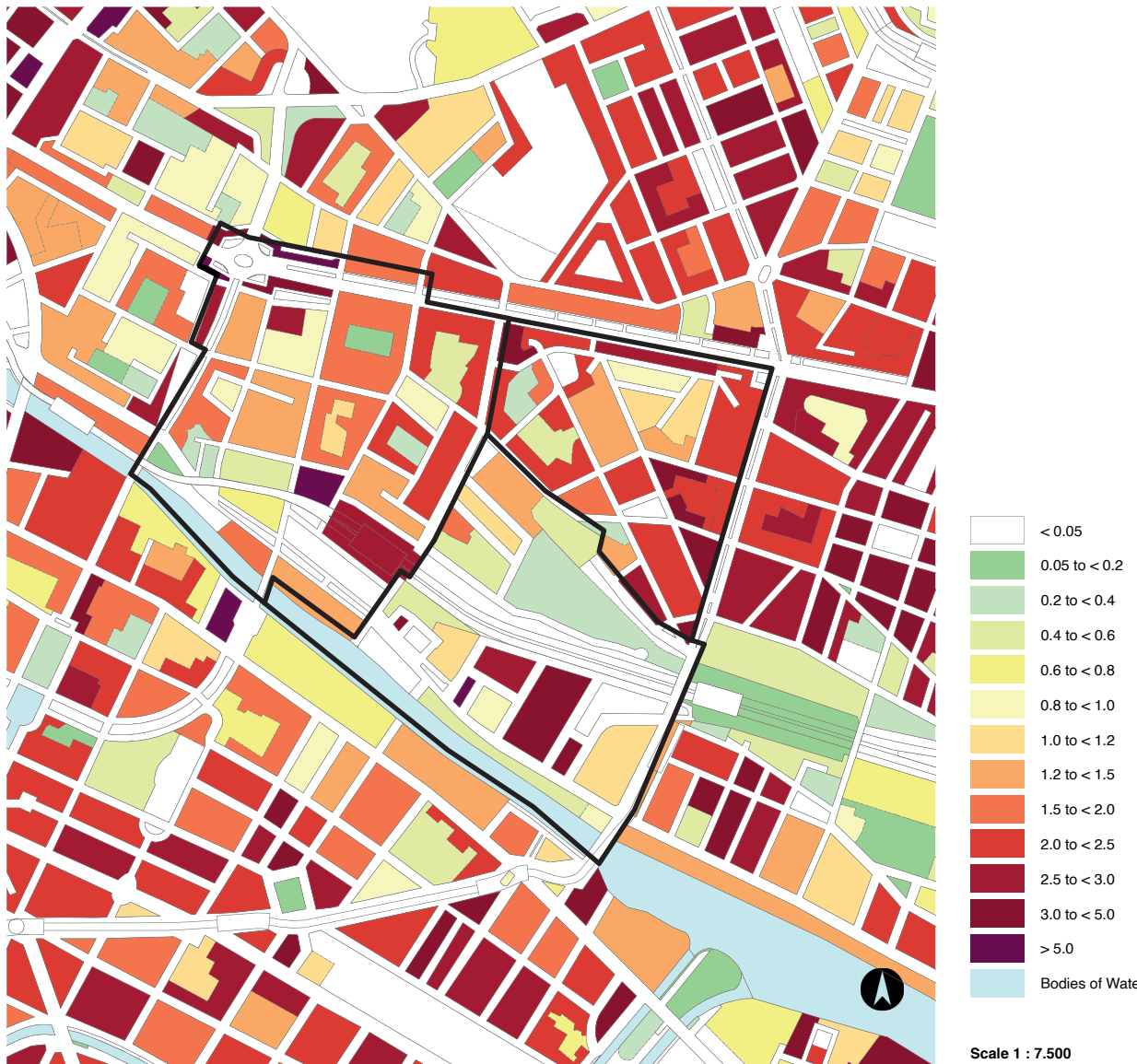
Connecting to the previous topic is the availability to green quite poor in the area. There are not a lot of green spaces in the area and the ones that are have to be shared with a lot of people. The only parts of the three neighborhoods that have a high availability to green are around the long stretches of green near the water of the Spree and Berghain. The bigger green gathering spaces are outside of the neighborhoods.



General Research

Floor Area Ratio

The floor area ratio in the neighborhoods is not great either. The ratio shows the total floor area of a building in relation to the the plot of land it is built upon. In all three neighborhoods the ratio is quite high. The highest ratio is in Weberwiese, because there are a lot of buildings built closely to each other. Other dark patches are in the office area of Wriezener BHF. That is mainly because the buildings there are quite high. The lowest ratio of the three nieghborhoods can be found in Andreasviertel. That is mainly because that area of Berlin is built postwar with open building blocks, meaning there is a lot more space in between the buildings than the other two neighborhoods lowering the ratio.



General Research

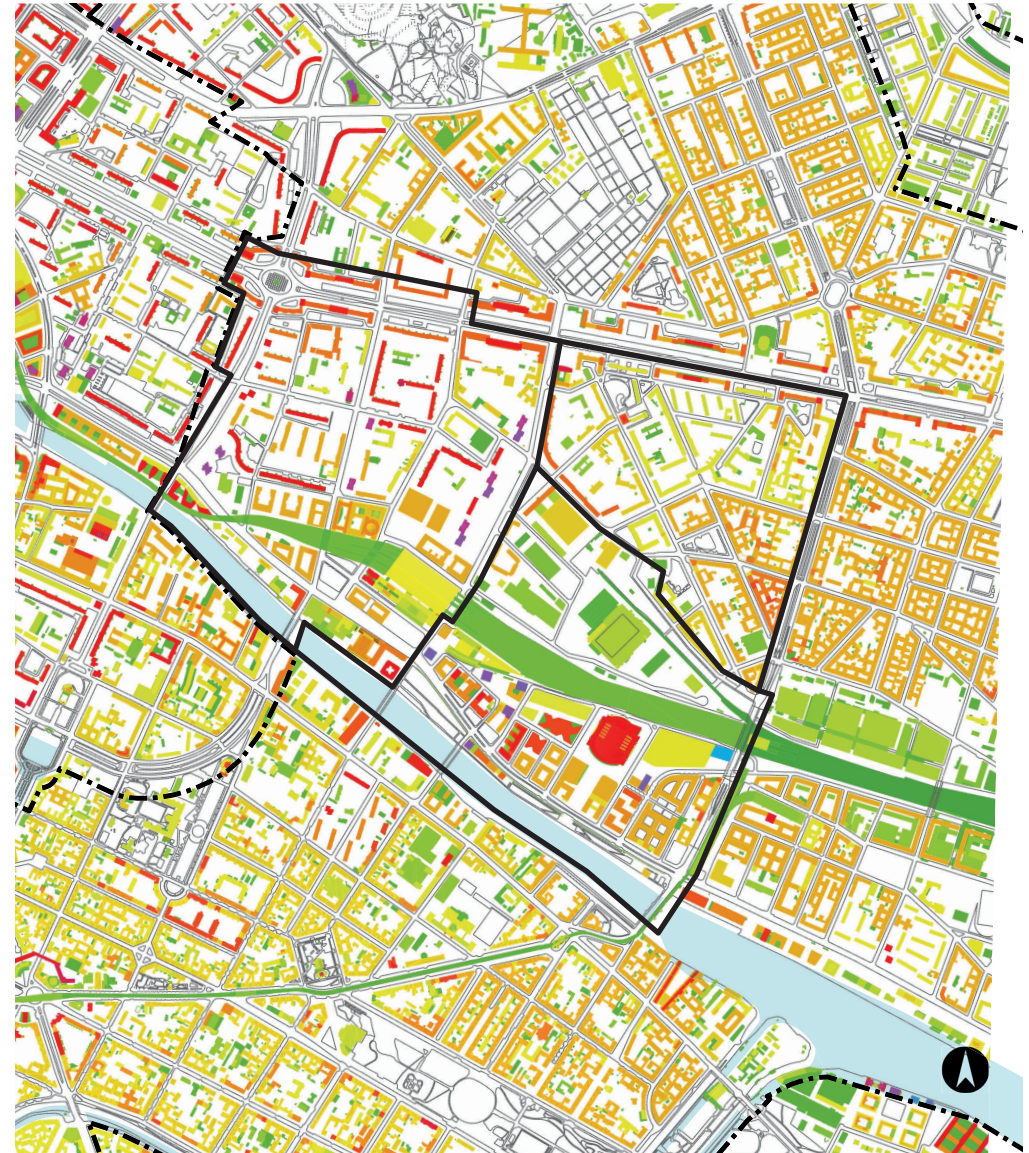
Building Heights

One of the first things that catches the eye is the railway tracks. These are elevated and form a wall of about eight meters high straight through the neighborhoods.

In Weberwiese the building heights are reasonably low compared to the other two neighborhoods with an average height of about twenty meters. Wriezener bahnhof has a combination of high and low buildings. North of the railway tracks there are mainly lower buildings, while south of the tracks there are the highest buildings of the whole three neighborhoods. This is mainly because the plot sizes are smaller there and the buildings are big offices and an arena. The somewhat more height consistent neighborhood is Andreasviertel. Buildings in this area are on average about forty meters high, with some buildings near the Str. der Pariser Kommune reaching even seventy meters.



Scale 1 : 7.500



General Research

Conclusion

General research

The Program in the area is not very diverse. It mainly consists out of housing north of the tracks and office buildings south of the tracks.

Each neighborhood has their own main housing typology. There is a clear divide in the prewar closed Wilhemian typology of Weberwiese and the postwar open high-rise of Andreasviertel.

The main public services in the area are schools and daycares showing that the focus in the neighborhood lies mainly on families with children.

The main commercial and industrial areas are surrounding the railway station of Ost Bahnhof and the water of the Spree.

There are not a lot of green spaces in the area for people to gather at. Apart from two big stretches of green near the water of the Spree and Berghain, the rest of the neighborhood is mainly built upon.

Since there are not a lot of green spaces in the area the availability to these green spaces is quite low. The few green spaces that are present have to be shared by a lot of people.

All neighborhoods have a floor area ratio that is quite high, be it from small plots, tall buildings or both. The lowest ratio can be found in Andreasviertel due to the open building block typology used.

Almost every building in the neighborhoods is taller than twenty metres. The more taller buildings are the apartment buildings in Andreasviertel and the office buildings in Wriezener BHF.

Excursion

During the excursion I will be looking at how the program reflects on the public areas in the neighborhoods. Is there a lot of diversity visible of people or buildings or will it feel like one big building block? Are the buildings used for public services integrated into the neighborhoods or are they standing out? Are there gathering spaces that did not show up on the maps? Is there more green in the area or are the few stretches of green the only ones? How does the street life react to the tall buildings?

The analysis of these questions will be done using the method of photography and interviews of local people.

Excursion

Friedrichshain

Buildings

As visible in the top three photos are the buildings found in the three neighborhoods not very diverse. The facades are usually plastered in sombre colors with hardly any relief. There is a lot of repetition of elements as well, making the facades quite boring and flat. The plinth is not much better. Usually the plinth has slightly more relief but stays in the same sombre color scheme. The facades are quite closed as well making the building quite uninviting. This all creates no to little connection between the building and its surroundings. The program is quite onesided as well with a lot of buildings being monofunctional apartment complexes.



Infrastructure

As visible in the middle three photos are the streets dominated by the existing infrastructure. In every neighborhood in between almost all building blocks are wide streets with a lot of traffic. These streets break up the neighborhood and constantly produce noise. The biggest barrier however is the train tracks. With on its widest point being a hundred meters wide, being around eight meters up in the air the tracks and with only a few places to pass to the other side the tracks form a very hard barrier breaking up the neighborhoods.





Green spaces

As visible in the bottom three photos are the green spaces in the area not of very high quality. All the green is planned leaving no to little room for your own interpretation. The green is mostly fenced in and apart from a few small parks, the green has no function other than for looking at. The few parks that do have more quality are all partly used for children's playgrounds. But with almost all public green spaces being either inaccessible or just a grass field there is hardly any place in all three neighborhoods where people can gather and socialize.



Location Analysis

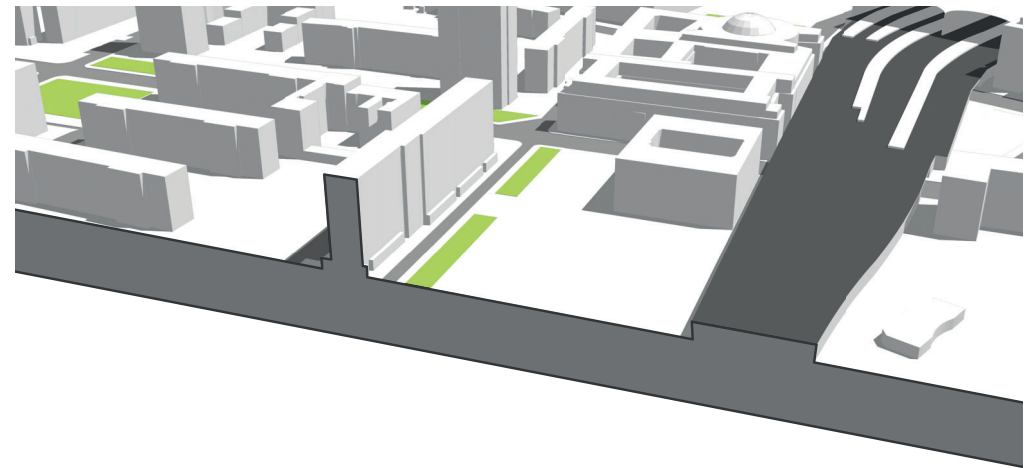
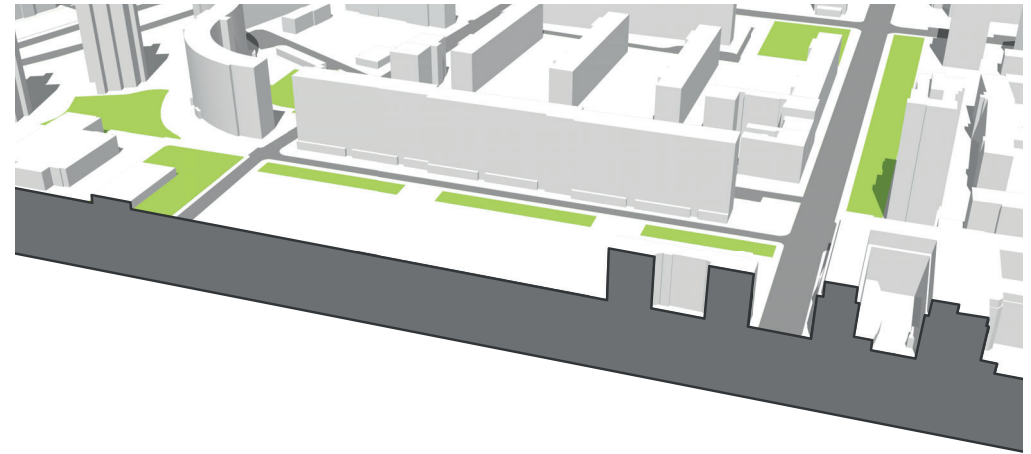
Sections

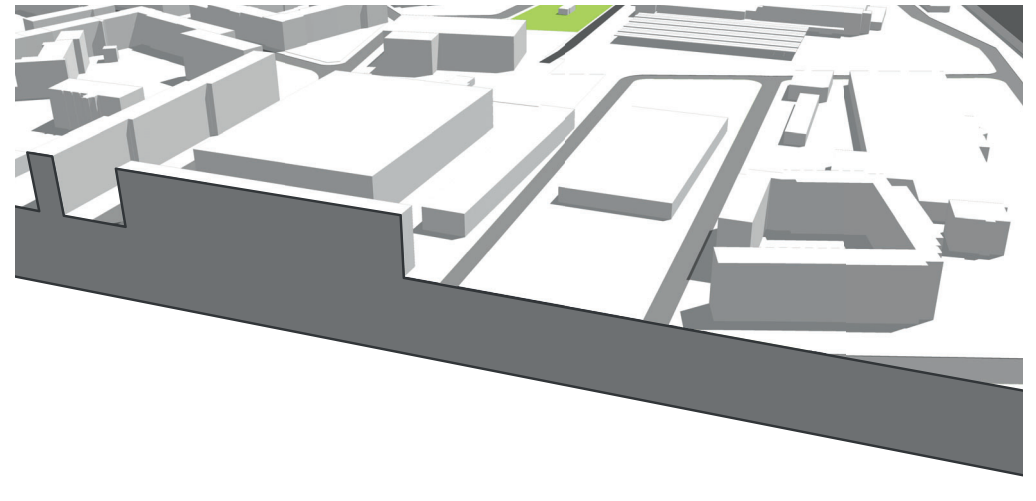
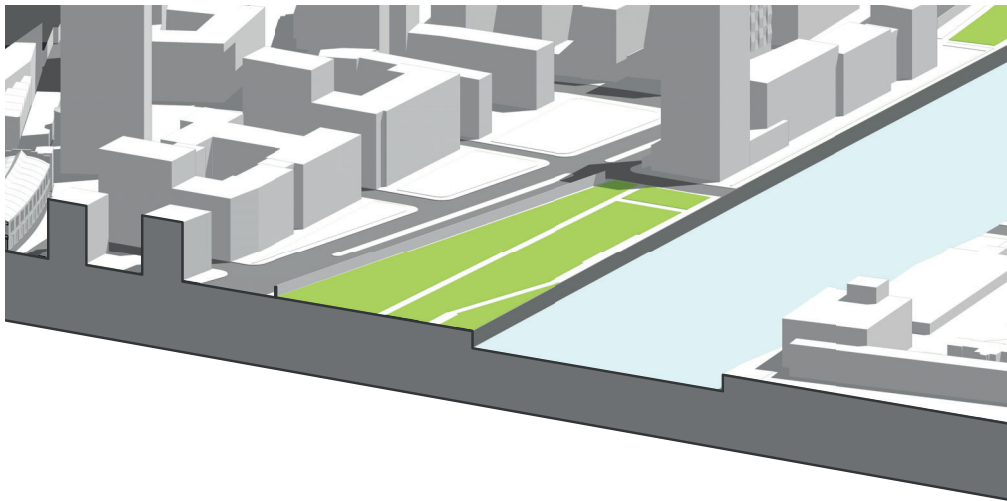
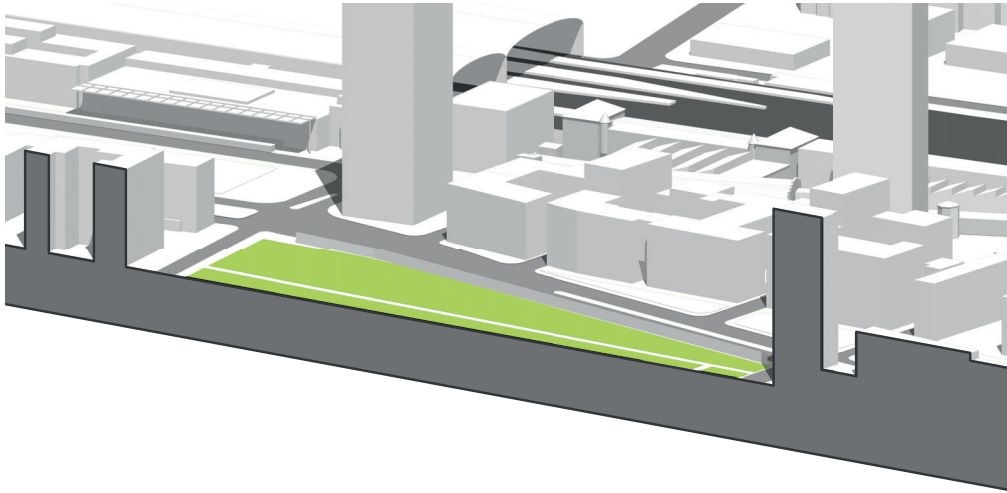
When walking around Friedrichshain I started looking for possible design locations. Specifically for locations that were currently being underused and that had possible different focus groups. I landed on the following three sites:

Location 1 (left two sections) is a location near the Ost Bahnhof station. The plot is currently vacant and only surrounded with a few fences. The only big elements on this location are the office building on the east side and the residential apartment building to the north side of the plot. Since the location of the plot is in a more residential area the focus group would be on local users.

Location 2 (middle two sections) is a location at the waterfront near the Ost Bahnhof station as well. Currently it is a park called Park and der Spree and lies in between the water of the river Spree and the popular East Side Gallery. The focus group would therefore be more on tourism.

Location 3 (right two sections) is a location next to the Neues Deutschland building. Currently there are two buildings there, but they are already being demolished. Since its location is quite central and on the border between neighborhoods the focus group would therefore be a combination of local users and tourists.





Location Analysis

Volume Studies

To compare plot sizes I projected three volumes on each site. The volume represents 4.000 m² of program. Volume 1 spreads this program out over one continuous floor, volume 2 divides the program over 2 floors of both 2.000 m² and finally volume 3 divides the program into four floors of 1.000 m². This way lengths, widths and heights can be compared to the existing surrounding volumes.

Location 1

This location is after comparing to the surroundings quite big. The placed volume is very small even when it is divided over four floors. For this program to fit right in you either need more program or divide the program in for example an ensemble. On the other hand the large chunks of the plot that are not being use by the building can be an opportunity for a large outdoor program.

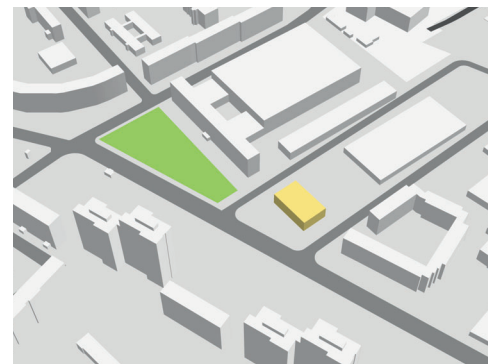
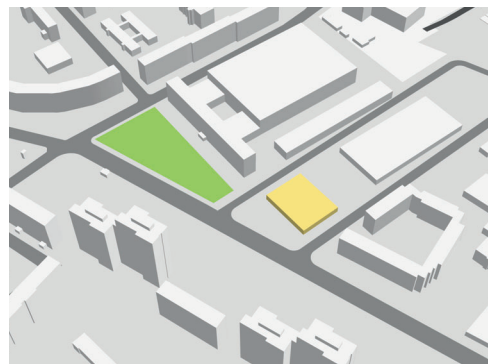
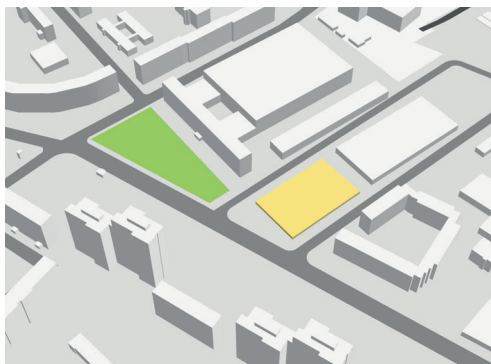
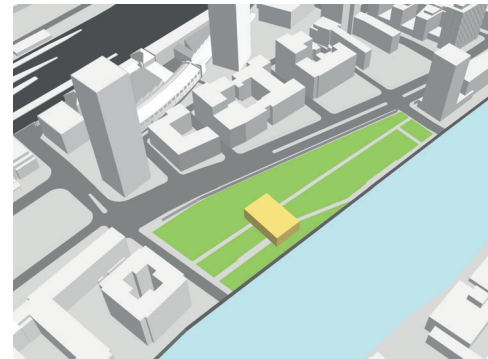
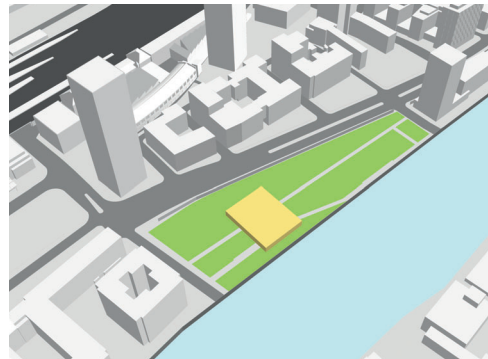
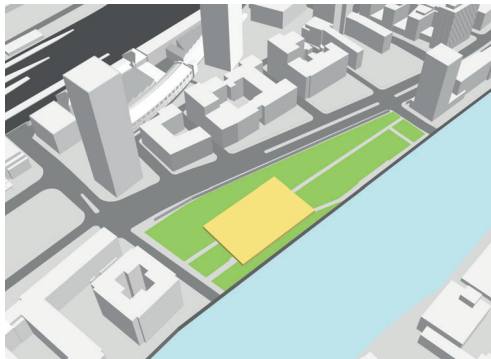
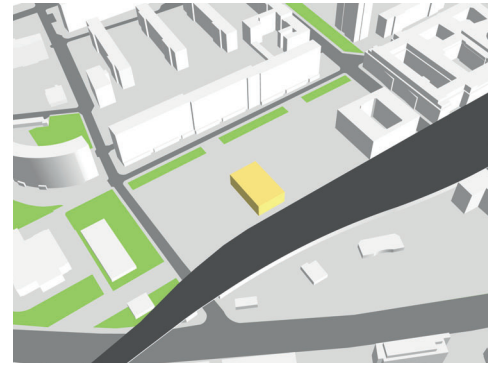
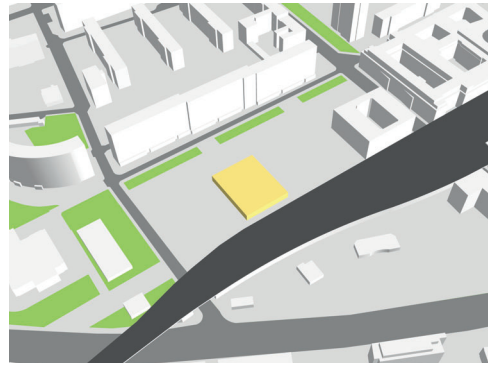
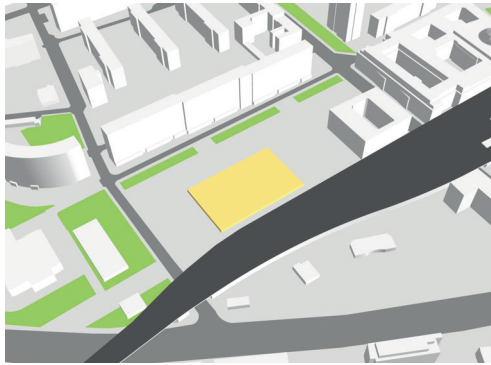
Location 2

This location is quite big as well after comparing to the surroundings. Because the park is so big, the volume floats around slightly. To fit in this location the middle volume might be the best way. This has the closest footprint compared to the surrounding blocks and buildings. And since the towers are way too high for the program, you will never get the inbetween height with either volume. The placement of the volume can create an

opportunity to divide the park into smaller more manageable parts than the large open field that it currently is.

Location 3

Of the three locations this one fits the program the best. It can either follow the more spread out lower volume of the entertainment centre to the east or the more elongated higher volumes of the buildings to the north and south of the plot. The latter option would also provide the opportunity to divide the plot into different outdoor spaces. One focused more as a square in front of the building and one more protected on the backside of the building.



4.000 m2 divided over 1 floor of 4.000 m2

4.000 m2 divided over 2 floors of 2.000 m2

4.000 m2 divided over 4 floors of 1.000 m2

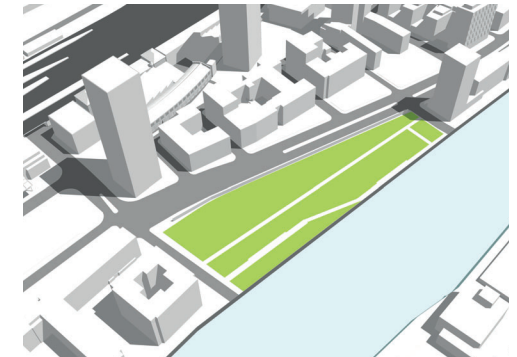
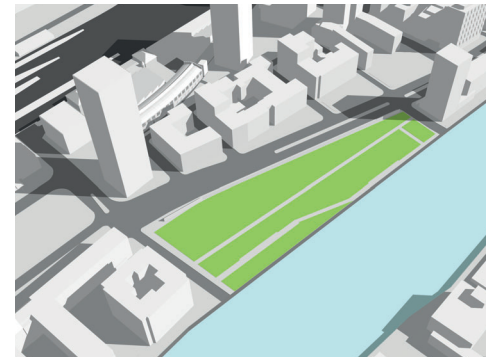
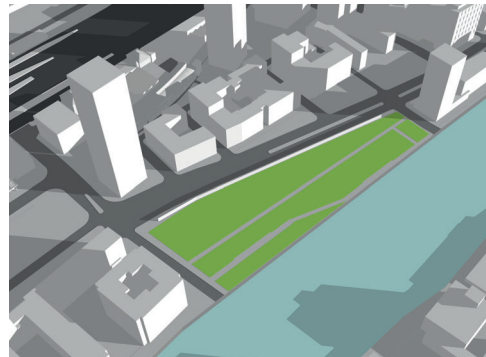
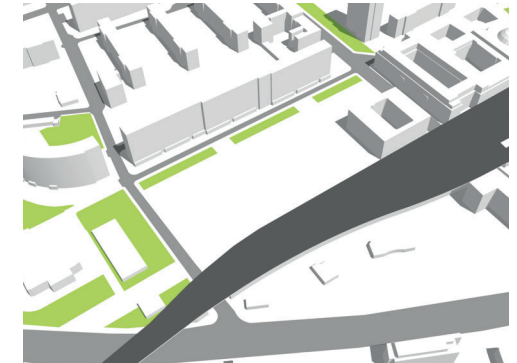
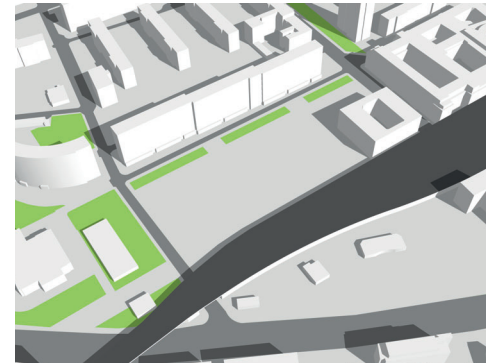
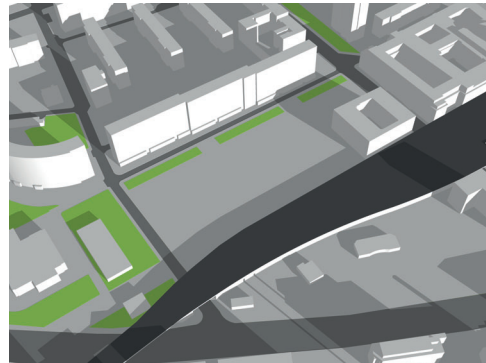
Location Analysis

3D Sun Analysis

Location 1 (top three images) is mainly oriented to the south. The railway is the only element there and creates only in the winter a shadow worth mentioning. The office building to the east only casts a noteworthy shadow on the smaller part of the plot north of the building. And the tall apartment building to the north has no influence on casting shadows on the plot at all.

Location 2 (middle three images) is also oriented to the south. Lying on the waterfront there are no elements that would cast shadows from that side. On the east and west side of the plot there are two tall apartment buildings that cast shadows, but only at the ends of the day and mainly during winter.

Location 3 (bottom three images) is oriented to the west. To the east of the plot is an event hall that barely casts a shadow on the location. To the south the apartment buildings only cast shadows on the plot at the ends of the day during winter. And the apartment complexes on the west side of the plot are too far away to cast shadows apart from the very end of the day.



December 21 - 12:00

March 21 - 12:00

June 21 - 12:00

Presentation 1

What is a Public Building?

A contemporary public building for me is a big open space that houses clusters of program.

With a somewhat neutral sturdy base it's the clusters of program that stand out and pull you off your path. The program itself should be diverse and account for both the quick visitor as well as the longer stay. For both the social user as well as the lonesome individual. A place where there is a place for everyone.

Finally, the building has to have a good connection to the surrounding infrastructure as well.

It should function as a station between the scale of your home and the scale of the whole city.



Presentation 1

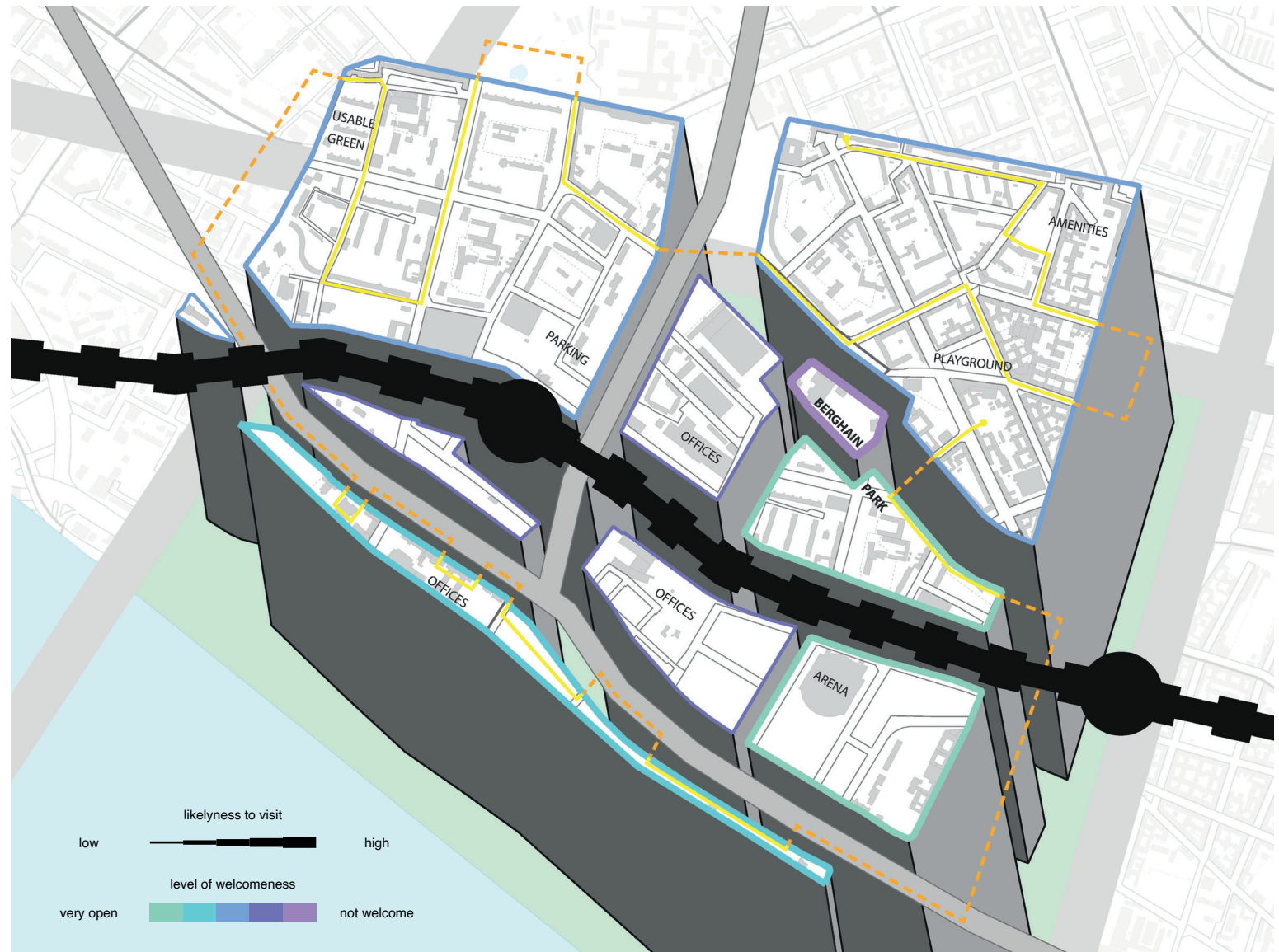
Experience of Friedrichshain

The first thing that became clear to me when visiting Friedrichshain was the heavy presence of infrastructure. It starts at the railway tracks that form a hard barrier breaking up the neighborhood into two parts. One above the tracks and one below. The roads in the area break up the neighborhood into even smaller islands. Per island there was a different vibe, a different level of welcomeness.

On the map I made a distinction between how likely it was for someone to visit that area and how welcome they were or how well they fitted in in that part of the neighborhood.

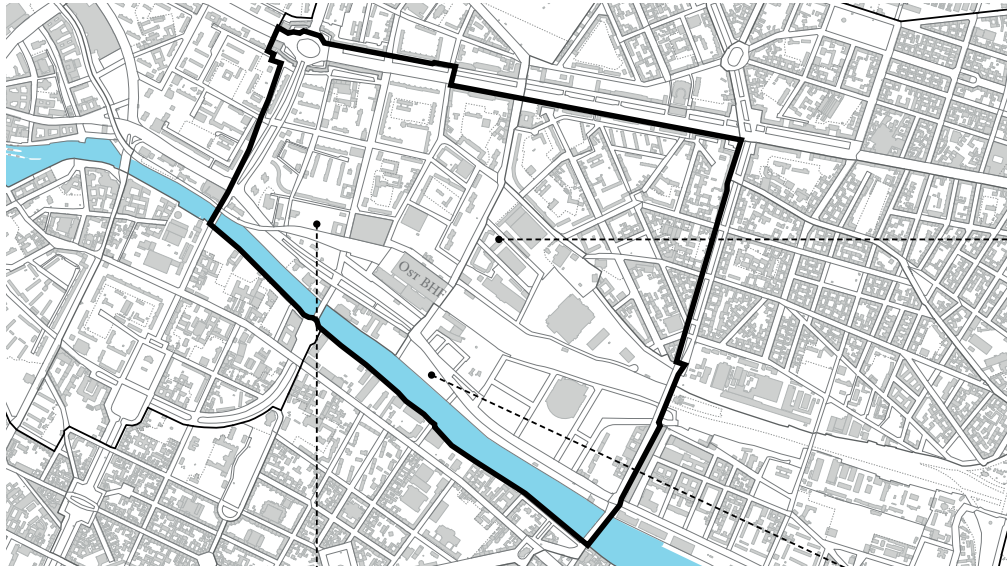
I projected this on giant grey blocks, representing the plattenbau and other buildings in the area. Since almost every building was taller than 20 meters and had flat plastered sombre facades, the overall feeling when walking around wasn't very inviting.

The tall uninviting buildings in combination with the infrastructure gave off a disconnect between scales. Once you stepped out of a building into the streets there was little human scale left to relate to.

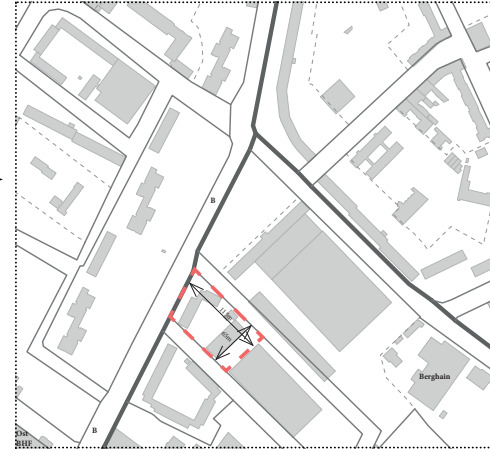


Presentation 1

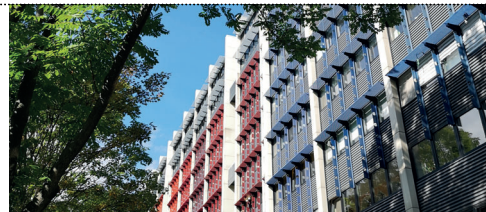
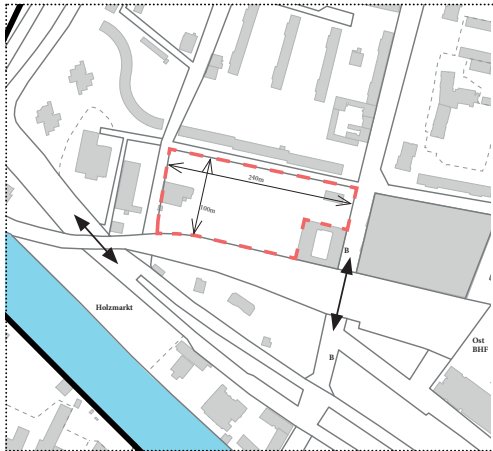
Locations



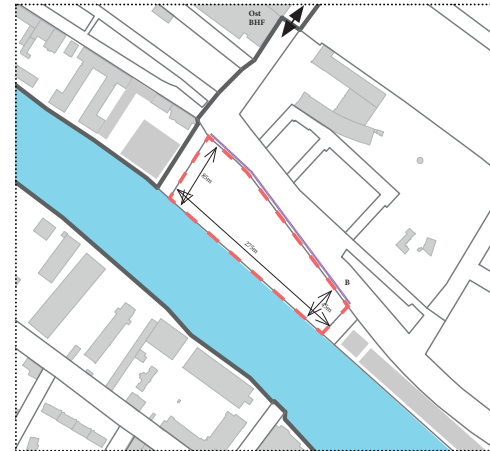
Location 3



Location 1



Location 2



Presentation 1

Location 1

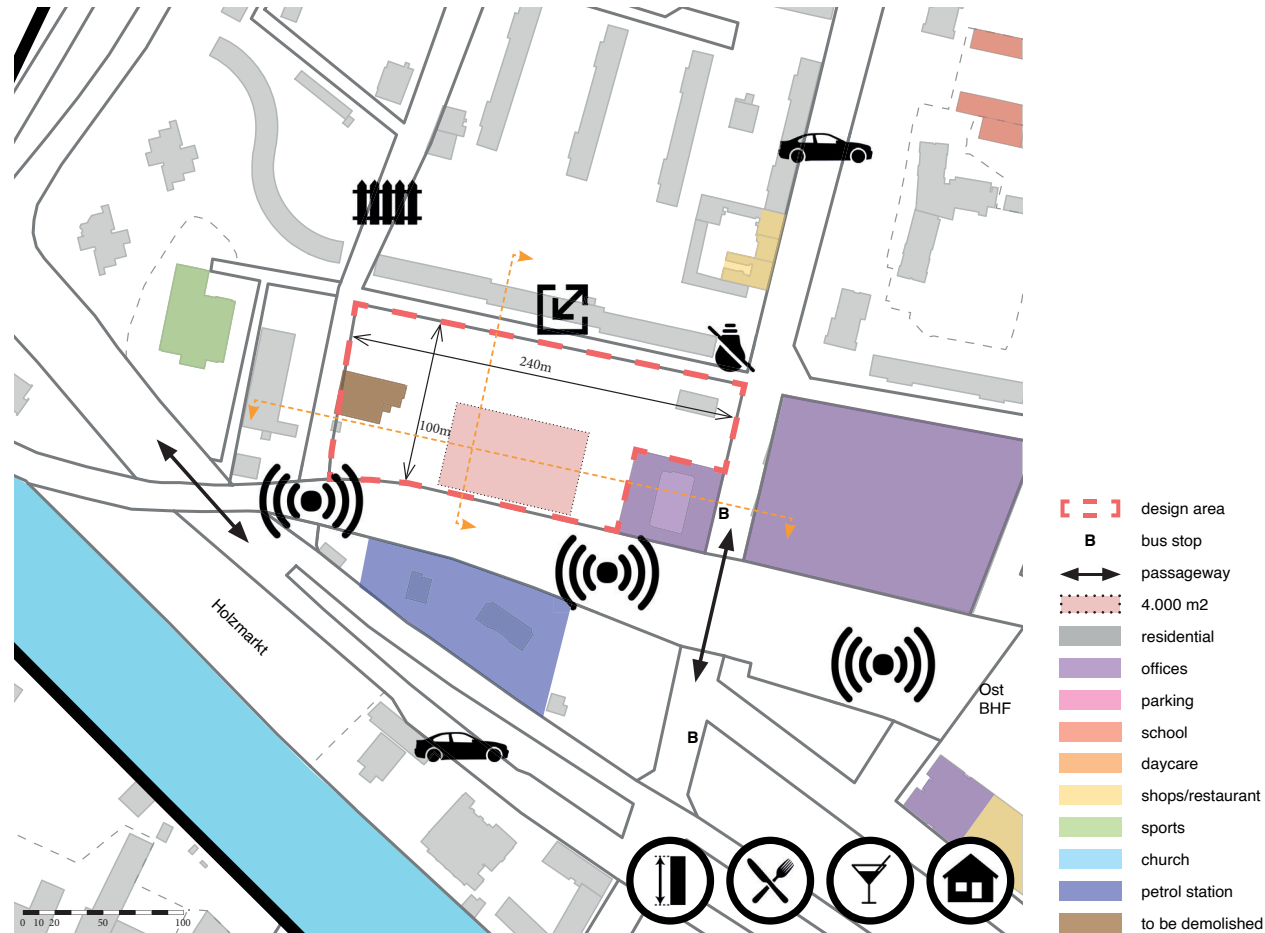
Location 1 lies next to the railway tracks where passing trains are making quite some noise. On the upside public transport is nearby, making the site very accessible.

Furthermore is the street lighting at night quite bad. There are enough dark spots to not feel completely safe. A public building could solve this problem by generating more eyes on the street.

North of the plot there is a very tall apartment building, showing again the gap in scale in the neighborhood.

When looking at program, the area itself is mainly residential with a few office buildings to the side.

Therefore location 1 will be more focused on local user groups. It will stimulate mental health with a combination of activities and learning. I split the program into four different themes: Experience, Health, Bringing together and Learning. One part of the program to highlight would be a gymnasium where local children can sport. The plot itself is quite big, which gives the opportunity to create a big outdoor program as well like sport fields. Finally, since the plot is currently vacant, building a public condenser there should be a quick building process.

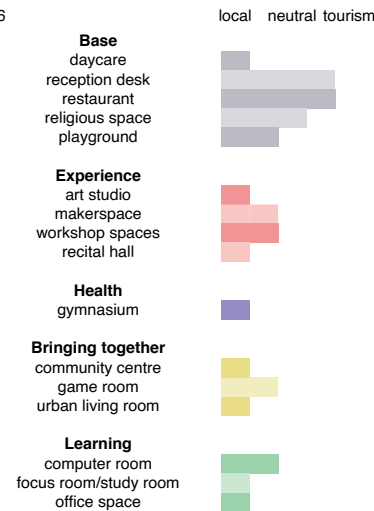
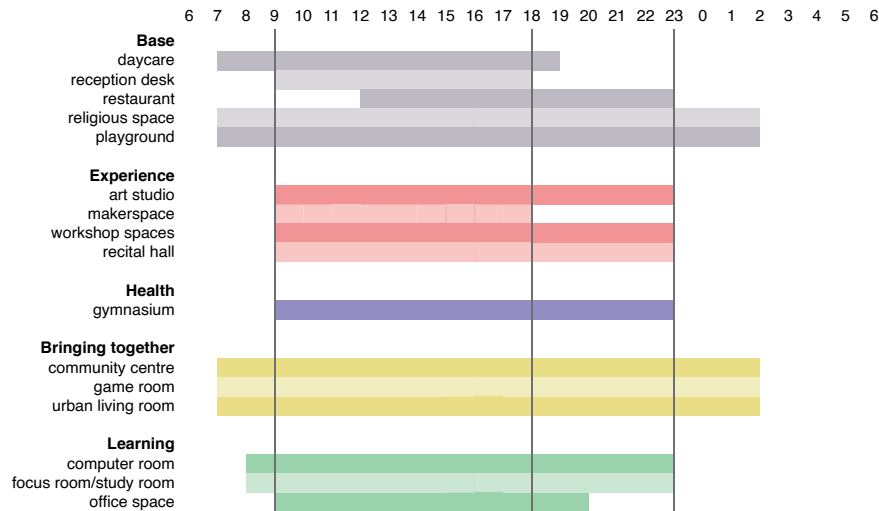


locals	<div style="width: 100%; height: 10px; background-color: #ccc;"></div>
tourists	<div style="width: 10%; height: 10px; background-color: #ccc;"></div>



Presentation 1

Location 1 - Program



Base	
daycare	200 m2
reception desk	10 m2
restaurant	250 m2
religious space	50 m2
playground	-
Experience	
art studio	50 m2
makerspace	150 m2
workshop spaces	150 m2
recital hall	100 m2
Health	
gymnasium	300 m2
Bringing together	
community centre	200 m2
game room	100 m2
urban living room	200 m2
Learning	
computer room	60 m2
focus room/study room	150 m2
office space	150 m2
Entry	300 m2
Public Service	200 m2
Administration and services	250 m2
SUBTOTAL	2.870 m2
Storage (10%)	287 m2
Mech. utilities (10%)	287 m2
Circulation (30%)	861 m2
TOTAL	4.305 m2

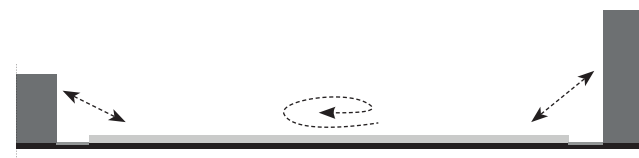
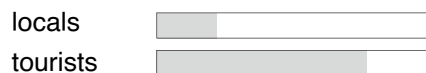
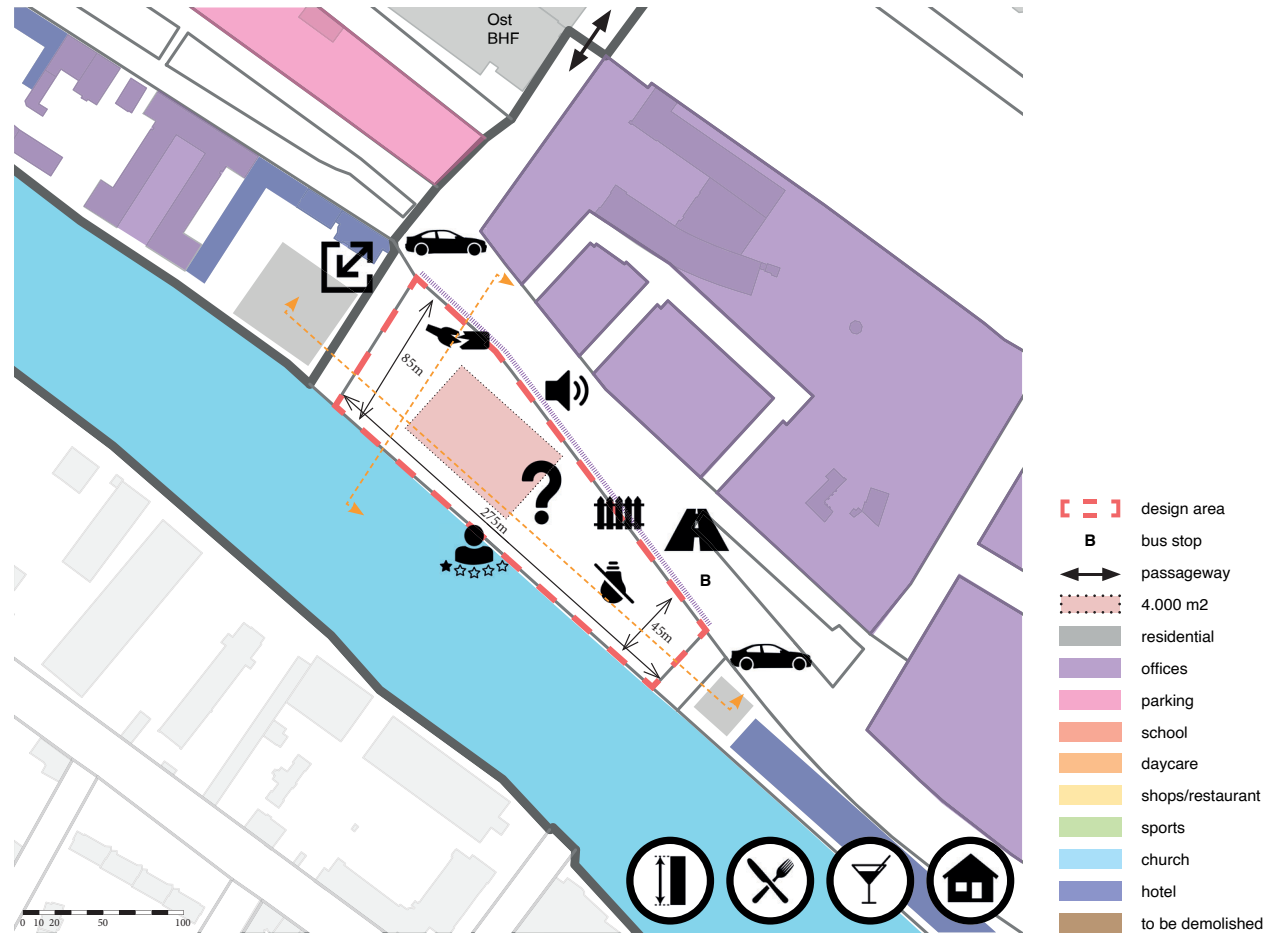
The program is constructed in the following way. First I made a list of all possible programs I could think of regardless of location. I grouped these functions into the 5 different themes: Experience, Health, Tasting, Bringing together and Learning. Furthermore I rated each function on how local or tourist focused they are and looked then per location to what was missing and what the focus group was. Each location starts with a base of functions that will bring people to the building regardless of its location, like a daycare or a restaurant. Because most surrounding buildings are mono-functional, they are abandoned for large chunks of the day. To make the location livelier and safer I wanted to have a program more spread out over the day. I wanted to create a space where everybody is welcome and would feel safe, all times of the day. Therefore most parts of the program will be open between 9-18h, but there will also be parts that focus more on the evening and the night. So in that way, there will always be people there, till max. 2 o'clock, creating more eyes on the street and creating thus a safer environment.

Presentation 1

Location 2

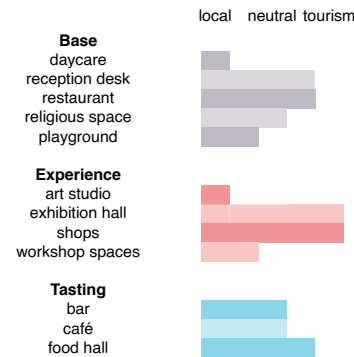
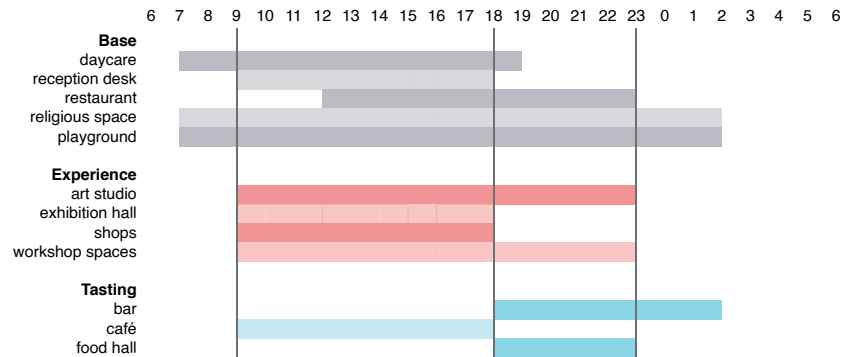
Location 2 is on the waterfront of the Spree. The area is quite closed off. On either side of the plot are very tall apartment buildings, whilst the rest of the buildings in the near vicinity are mainly tall office buildings. The area lies next to one of the main roads of the neighborhood as well, closing the site of even more. The only interesting element is that it lies next to the East Side Gallery. But the wall unfortunately closes off the plot almost completely. Because there are only two entrances and they are on either side of the plot. The plot itself is quite boring as well, it is basically just a grass field and doesn't really interact with the water of the Spree.

So the focus on this location would be mainly on tourism. On turning a profit and activating the waterfront. The program has two themes: Experience and Tasting. Parts of the program to highlight are the exhibition hall, to display art of local artists and the food hall as a way to pull in tourism and the hungry local office worker.



Presentation 1

Location 2 - Program



Base	
daycare	200 m2
reception desk	10 m2
restaurant	250 m2
religious space	50 m2
playground	-
Experience	
art studio	100 m2
exhibition hall	300 m2
shops	150 m2
workshop spaces	150 m2
Tasting	
bar	100 m2
café	100 m2
food hall	300 m2
Entry	300 m2
Public Service	200 m2
Administration and services	250 m2
SUBTOTAL	2.460 m2
Storage (10%)	246 m2
Mech. utilities (10%)	246 m2
Circulation (30%)	738 m2
TOTAL	3.690 m2

The program is constructed in the following way. First I made a list of all possible programs I could think of regardless of location. I grouped these functions into the 5 different themes: Experience, Health, Tasting, Bringing together and Learning. Furthermore I rated each function on how local or tourist focused they are and looked then per location to what was missing and what the focus group was. Each location starts with a base of functions that will bring people to the building regardless of its location, like a daycare or a restaurant. Because most surrounding buildings are mono-functional, they are abandoned for large chunks of the day. To make the location livelier and safer I wanted to have a program more spread out over the day. I wanted to create a space where everybody is welcome and would feel safe, all times of the day. Therefore most parts of the program will be open between 9-18h, but there will also be parts that focus more on the evening and the night. So in that way, there will always be people there, till max. 2 o'clock, creating more eyes on the street and creating thus a safer environment.

Presentation 1

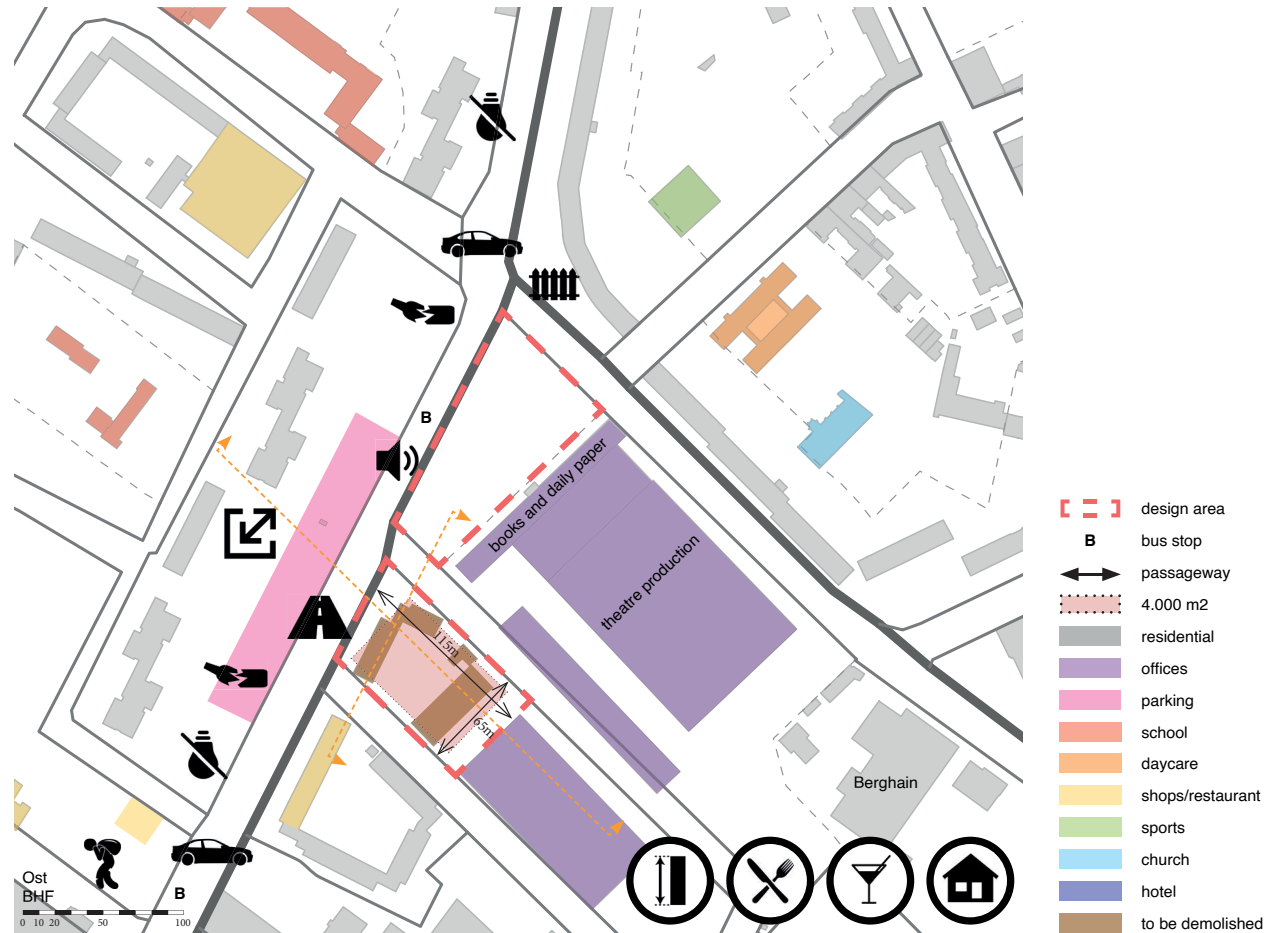
Location 3

Location 3 lies next to the Neues Deutschland building and one of the main roads in the area. This means that the traffic has a high presence on the plot, but it makes it well connected as well.

The lighting in the area is quite bad here as well and in combination with homeless people and a lot of broken glass in the area, the ambiance does not feel very safe. Again this could be solved or lessened by a public building, which would create more eyes on the street. Same as all the plots, the surrounding buildings are quite tall, underscoring the scale problem once again.

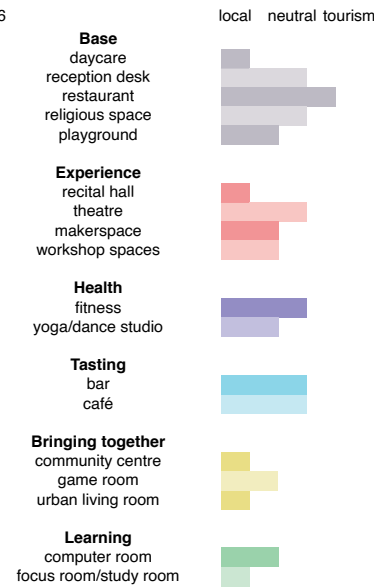
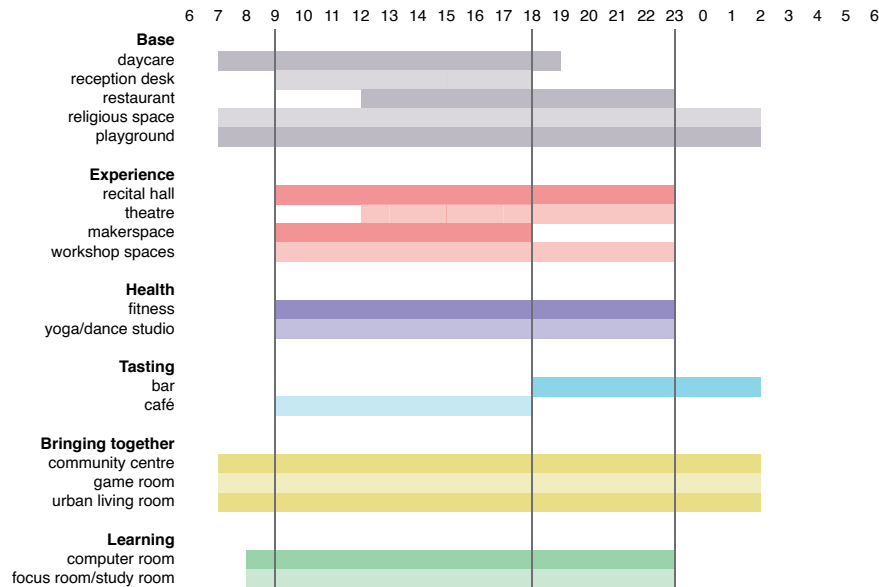
Because the plot lies on the border of neighborhoods the focus would be on both tourism and local user groups. This translates into the program as well, since it has a little bit of everything. With the different themes being Experience, Health, Tasting, Bringing together and Learning. This way it will both attract the local user and the non-local user. The biggest part of the program will be a theatre where there can be movie showings, music performances or musicals performed by the children of the surrounding schools. There might even be a collaboration possible between the building and the neighboring theatre production company.

locals	<div style="width: 100%; height: 10px; background-color: #ccc;"></div>
tourists	<div style="width: 100%; height: 10px; background-color: #ccc;"></div>



Presentation 1

Location 3 - Program



Base	
daycare	200 m2
reception desk	10 m2
restaurant	250 m2
religious space	50 m2
playground	-
Experience	
recital hall	80 m2
theatre	500 m2
makerspace	100 m2
workshop spaces	100 m2
Health	
fitness	80 m2
yoga/dance studio	80 m2
Tasting	
bar	100 m2
café	100 m2
Bringing together	
community centre	100 m2
game room	80 m2
urban living room	200 m2
Learning	
computer room	60 m2
focus room/study room	150 m2
Entry	300 m2
Public Service	200 m2
Administration and services	250 m2
SUBTOTAL	2.990 m2
Storage (10%)	299 m2
Mech. utilities (10%)	299 m2
Circulation (30%)	897 m2
TOTAL	4.485 m2

The program is constructed in the following way. First I made a list of all possible programs I could think of regardless of location. I grouped these functions into the 5 different themes: Experience, Health, Tasting, Bringing together and Learning. Furthermore I rated each function on how local or tourist focused they are and looked then per location to what was missing and what the focus group was. Each location starts with a base of functions that will bring people to the building regardless of its location, like a daycare or a restaurant. Because most surrounding buildings are mono-functional, they are abandoned for large chunks of the day. To make the location livelier and safer I wanted to have a program more spread out over the day. I wanted to create a space where everybody is welcome and would feel safe, all times of the day. Therefore most parts of the program will be open between 9-18h, but there will also be parts that focus more on the evening and the night. So in that way, there will always be people there, till max. 2 o'clock, creating more eyes on the street and creating thus a safer environment.

Presentation 1

Physical Representation

For me a public building is basically one big box that houses different functions. To attract people to make use of it, that building needs regardless of its location a few cornerstones as program. Functions that will always bring people to your building.

Since people can't experience the whole building at once, people can find their own way once they are inside the building. They have the choice and freedom to experience the parts they are interested in. But they are brought together in a central part of the building. A place where streams of people cross without them having the same destination. Lowering the threshold for socializing.

The physical model to the left represents this concept in the following way. The plexiglass depicts a (semi)-transparent façade to pull people in or at least to make them curious about what is going on inside of the building. The fixed elements are the cornerstones of program that pull you into the building regardless of its location. The loose elements are the flexible parts of the program. They can change per location or even over time, but they have less of a consistent pull of users. Finally, the rice grains stand for the people that got pulled into the building and at the same time let you discover parts of the program you didn't see at first sight, since you can't experience everything at once.



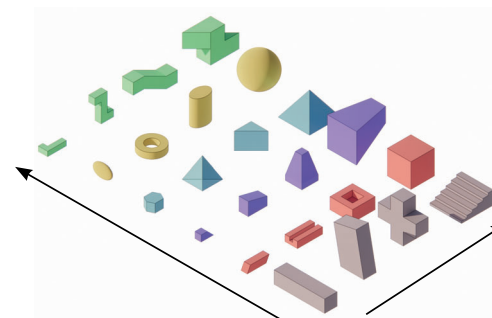
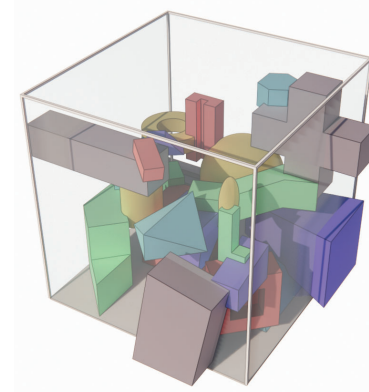
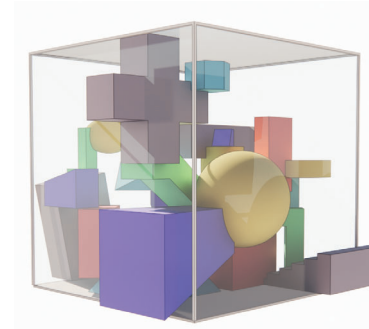
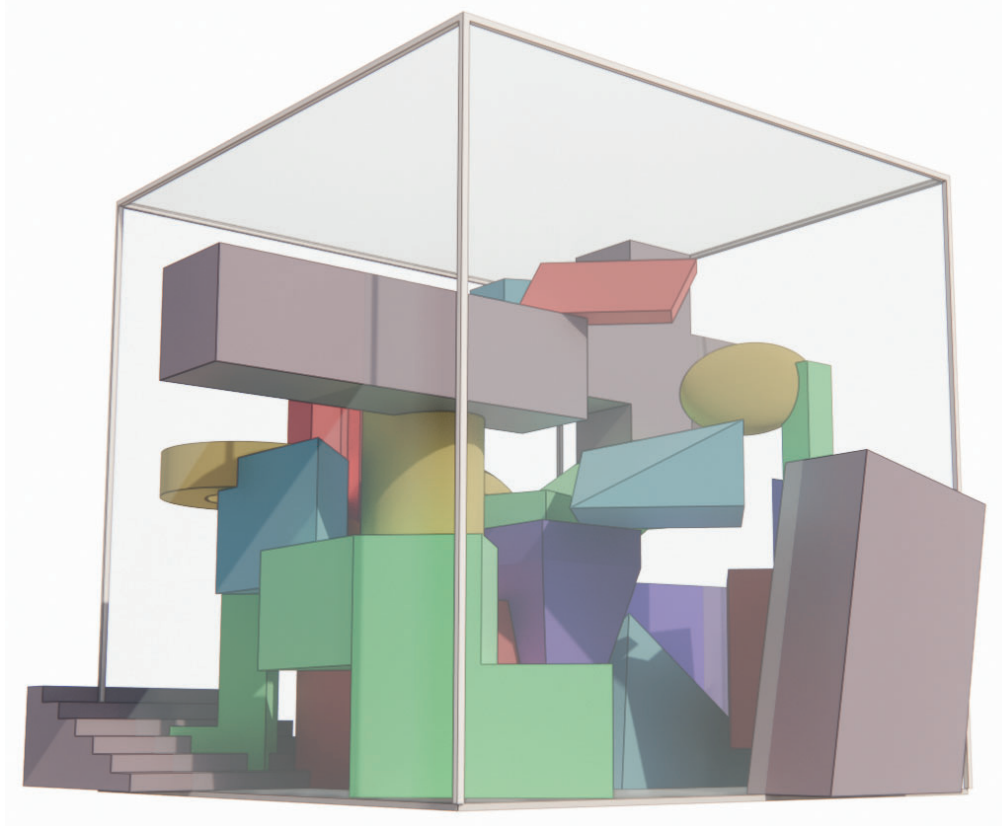
Presentation 1

Digital Representation

The physical model can be translated to a slightly more realistic digital representation of my concept.

As I explained before, the program exists out of different elements each divided into different themes. Each theme has its own color. Per theme the program is created in a gradience of scale, from small elements focused on more individual users to the larger elements that will focus more on bigger groups of users. Again there is a base program that pulls you of the street or at least makes you curious about what is going on inside the building.

The program is constructed in such a way that the big elements are more focused on the ground floor whilst the smaller elements are higher up in the building. This creates a gradience in program placement as well. The elements interconnect with each other creating different interactions between themes and creating a non-static route for people to explore. All to finally make a building that functions as the missing step between scales in the neighborhood.



Conclusion

Location and Concept

Location

For picking right spot for the research by design case study three locations have been compared with each other on different aspects with all locations having their ups and downs.

Location 1 is currently vacant and offers a space to create a large outdoor program. Yet the program still feels a bit too small for its location compared to the surrounding building volumes. The program furthermore focuses only on one user group in the area, making the program slightly more timid. Therefore I would not recommend this site for further exploration of the prototype.

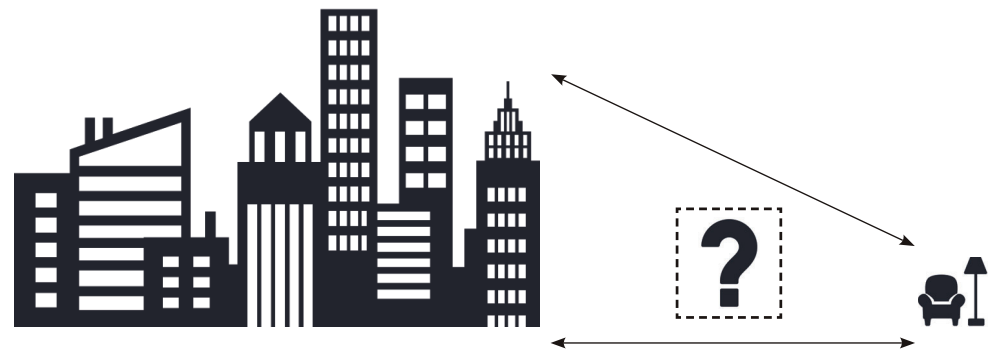
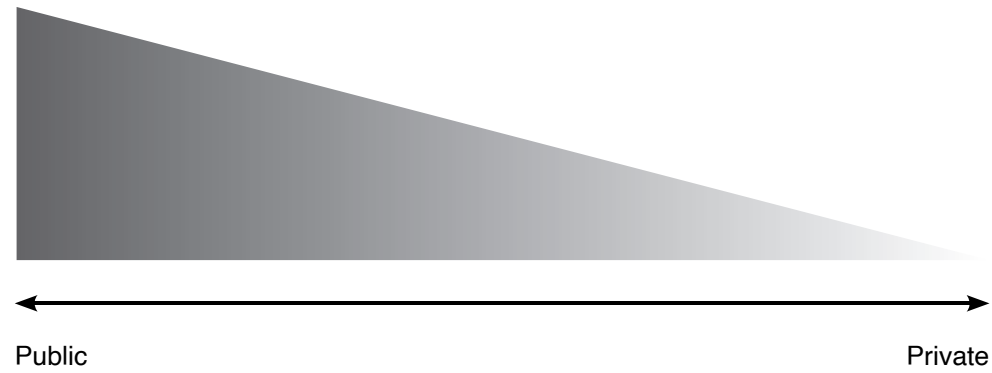
Location 2 is currently a park and is slightly too big for the program as well. It does give the opportunity to make the park more interesting and manageable than the large open field that it currently is. But because the user will be mainly accidental since the plot is very hidden away due to the wall, that you can't really move or make another gap in, I would not choose this site. Next to that is the site way too historically sensitive to justify building a public condenser.

Location 3 is currently being occupied by two buildings that are being demolished. It offers a location on the border of two neighborhoods next to one of the main roads, making for a great tension between scales. The program also fits this location the best looking at the surrounding volumes and offers the most diverse program. It also provides an opportunity to divide the plot into different outdoor spaces. Therefore, my recommendation would be to continue the research by design on Location 3.

Concept

The main focus for the coming period will be on figuring out how a public building can play a role in creating a gradual transition between the private and public domain.

This will be researched by designing a prototype for a public condenser on the chosen location. It will explore this transitional role by implementing the programmatic elements in a gradience of scale based on different themes. The placement of these elements within the building will be explored as well as what relations these elements can have to each other and to the urban surroundings. In this way, the prototype will be a way to lower social thresholds and bring the private and the urban closer to each other and fill the missing step between scales in the neighborhood.



A large, light gray, stylized letter 'E' graphic that serves as a background element on the left side of the slide. It has a thick vertical stem and three horizontal bars of equal length.

Schematic Design

Table of Contents

62	Recap - <i>Problem Statement</i>	72	Two Sides - <i>Impression</i>
63	Site Introduction - <i>Str. der Pariser Kommune 20D</i>	73	Site Comparison - <i>Old vs. New</i>
64	Research Questions - <i>Objectives</i>	74	Reuse - <i>Existing Buildings</i>
65	Design - <i>Introduction</i>	75	Site Plan - <i>Accessibility</i>
66	Program - <i>Distribution</i>	76	Routing - <i>Axonomic</i>
67	Themes - <i>Visualisation</i>	77	Floorplans - <i>Basement - Level 3</i>
68	Relations - <i>Sectional Diagram</i>	82	Sections - <i>Broadwise & Longwise</i>
69	Diagrams of Shape - <i>Evolution</i>	84	Facade Diagram - <i>Elevation West</i>
70	Placement on Site - <i>Isometric View</i>	85	Conclusion - <i>Final Statement</i>
71	Sections - <i>Urban</i>		

Recap

Problem Statement

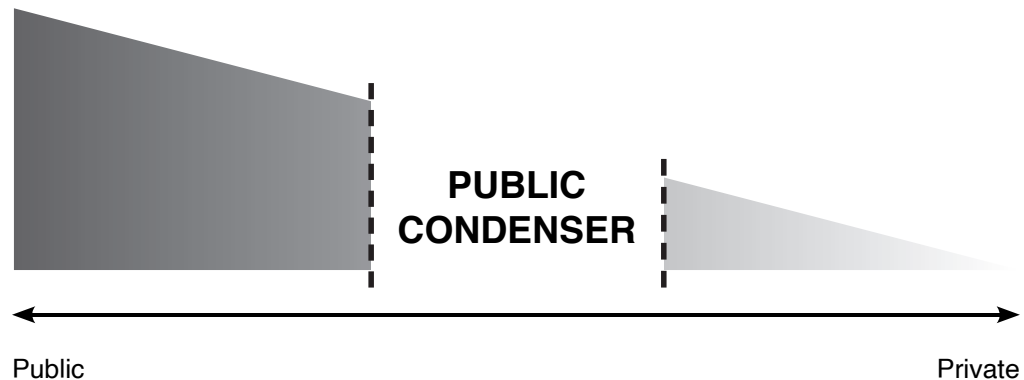
With little to no connection between the inside and the outside of buildings the urban setting in the three neighborhoods is very impersonal. The contrast between the peaceful ambiance of one's home and the overwhelming urban setting are hard to miss.

What this means is that people are less likely to interact with each other in public spaces. Yet social interaction is vital as it creates positive effects on both your mental and physical health.

The step in scale between private and public spaces is currently too big to facilitate meaningful social interactions. To fill this gap between scales and boost social encounters an in-between space is necessary. A place where there it is easy to connect to from both the small private scale and the big urban scale.

This in-between space will be filled by a public condenser. It will not only condense the city into a single building, but it will densify the missing elements of the neighborhood, create missing opportunities and boost social interactions.

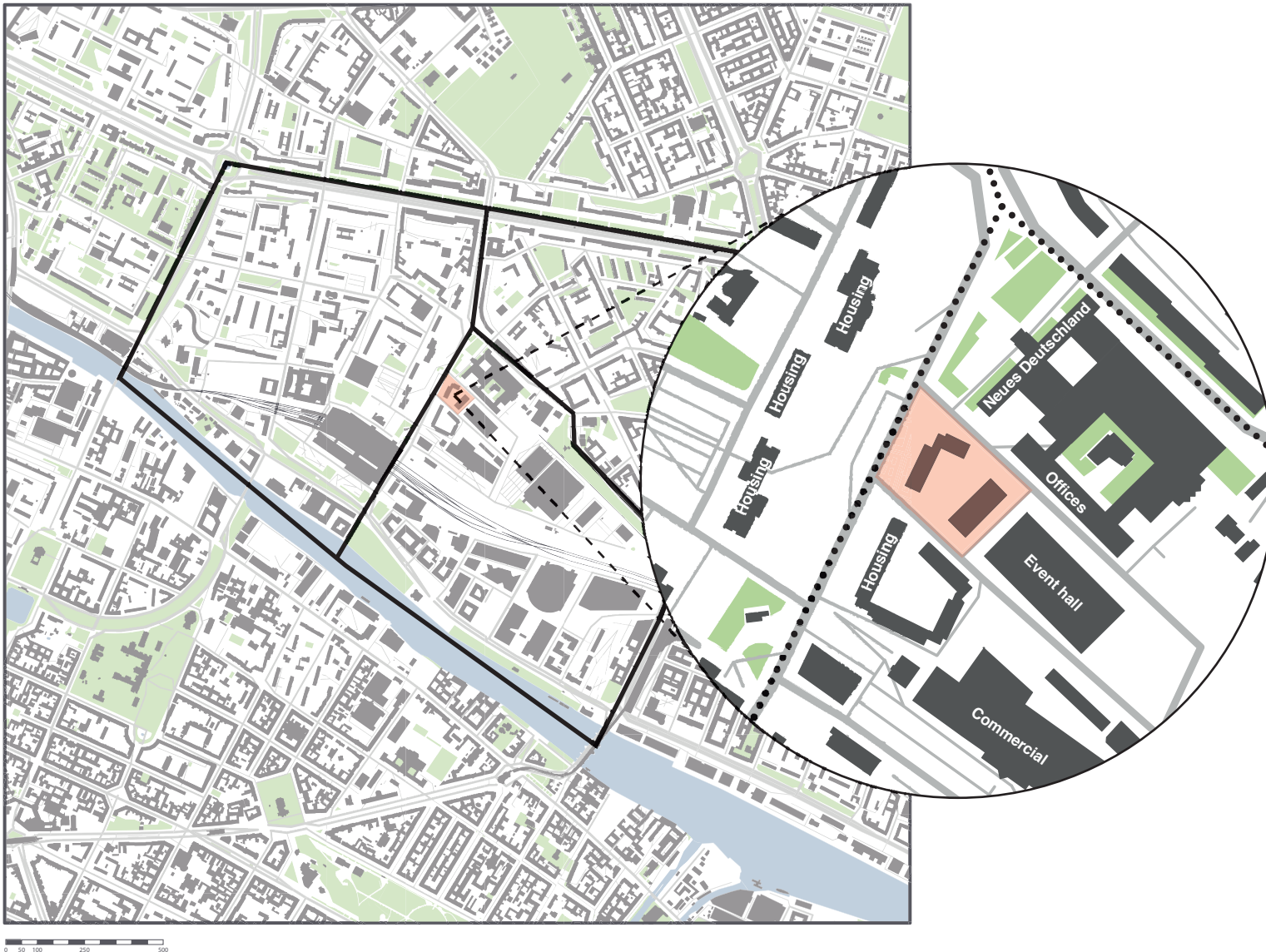
“The step in scale between private and public spaces is currently too big to facilitate meaningful social interactions.”



Site Introduction

Str. der Pariser Kommune 20D

To go deeper into the problem a site was chosen within the three neighborhoods. The chosen site is a plot next to the Neues Deutschland Building on the Str. der Pariser Kommune, one of the main streets of the area. Currently there are two buildings there, but they are in the process of being demolished. The site is quite centrally positioned within the three neighborhoods. It even lies on the border between two of them. This site was chosen because of its location next to a busy road with both commercial, office and housing area bordering the plot. Making for a great tension between scales.



Scale 1:5.000



Research Questions

Objectives

But what is this project going to research specifically on this site?

The main question being:

In what way can a public building facilitate the gradual transition between the private and public domain in Friedrichshain, Berlin?

Other aspects will be how architecture can rethink boundaries between public and private, how density can inform the design of a public condenser and how the notion of commons can make a public building more inclusive.

Let me first explain what the word commons means to me:

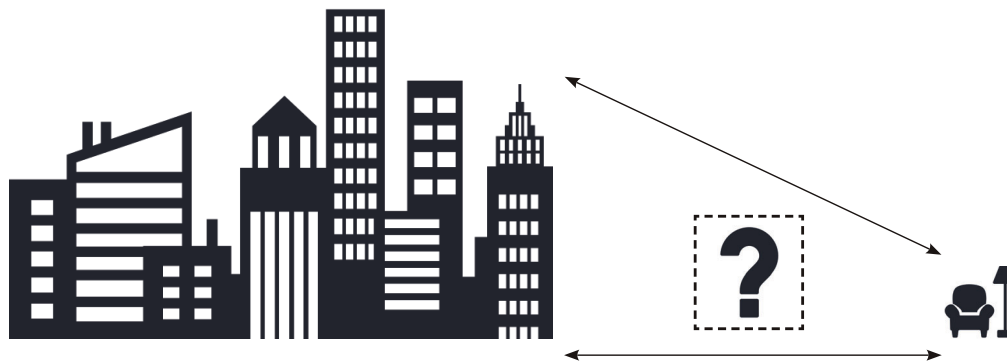
The notion of commons in short means that the place has a common use. That it is accessible to all members of society. But it is more than just a public space as it is more inclusive. More inclusive in the way of not only people but moments and cultures as well. It also has a touch of hybridity in it as the place of commons will need to change functions over time to tend to the people's needs.

In what way can a public building facilitate the gradual transition between the private and public domain in Friedrichshain, Berlin?

How can architecture rethink boundaries between public and private?

How can density inform the design of a public condenser?

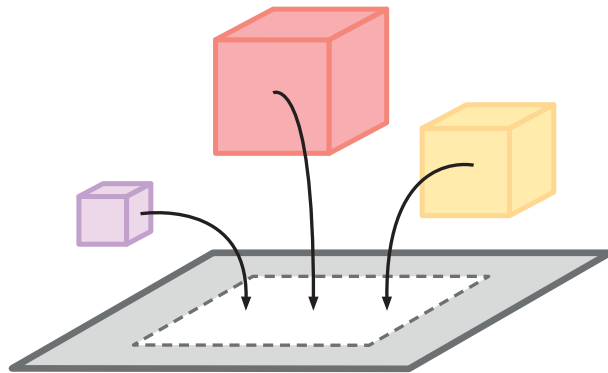
*How can the notion of **commons** make a public building more inclusive?*



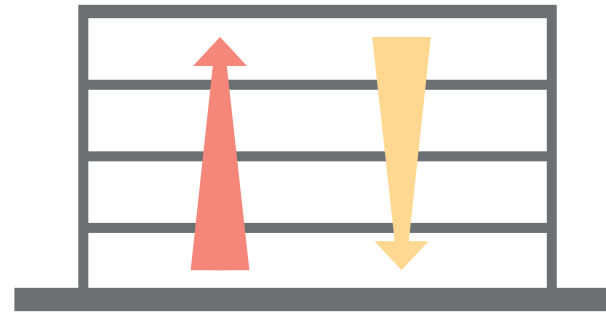
Design

Introduction

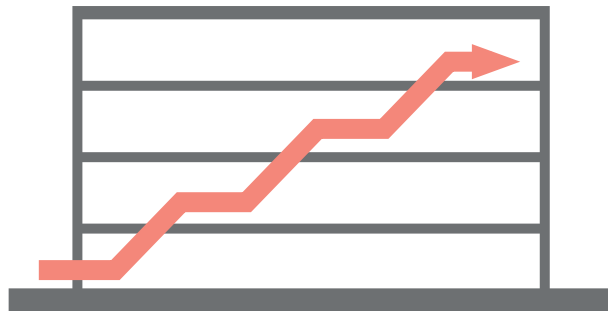
The design will be a prototype for a public condenser. It will explore the transition between the urban and the domestic by implementing programmatic elements based on different themes in a gradient of scale. The more you go up into the building the programs gets less urban and more domestic. The program is based on what is missing in the surrounding areas. As you enter the building you will be taken on a journey to a more domestic atmosphere through a guided route provided by a continuing staircase that will take you to all floors. On the floors itself you will find a mix of both permanent program and flexible spaces. This is done to facilitate for changing needs of its visitors and will reflect the relations between citizens themselves and the city.



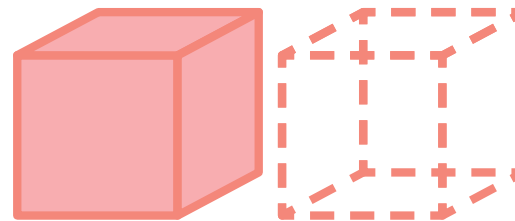
Missing program



Urban vs. Domestic



Guided route



Mix of permanent and flexible

Program

Distribution

Basement					
Mechanical rooms				360	
Hallway				28	
				388	388
Ground Floor					
Restaurant	191				
<i>Kitchen</i>	118				
<i>Storage cool</i>	11				
Theatre		297			
<i>Changing rooms</i>		34			
Foyer		97			
Bicycle storage			123		
Entrance			122		
Back office			7		
Toilets			44		
Hallways			55		
	320	428		351	1099
First floor					
Bar	216				
Foyer		107			
<i>Wardrobe</i>		24			
Comedy club		128			
<i>Wardrobe</i>		8			
<i>Changing room</i>		12			
<i>Storage</i>		10			
Recital hall			111		
Fitness			95		
<i>Changing rooms</i>			48		
Workshop space			118		
Toilets				14	
Hallways				163	
	216	289	254	118	1054

Second floor					
Game room	118				
Yoga dance studio		148			
<i>Changing rooms</i>		48			
Community center			110		
<i>Storage</i>			24		
Daycare			164		
Computer room			95		
Toilets				14	
Hallways				335	
	118	196	298	95	349
Third floor					
Mediatheque			744		
<i>Print room</i>			9		
Quiet rooms			108		
Toilets				28	
Hallways				40	
			861	68	929
Total m2					
No. Functions	654 3x	717 4x	450 3x	298 2x	1074 4x
	SOCIAL	EXPERIENCE	PRACTICE	COMMUNITY	LEARNING
					BASICS
					1333
					-
					4526

Themes

Visualisation

To create the gradience between urban and domestic the program will be divided into five themes.

A social theme, that will host the more public spaces with collective identities. Like a restaurant and bar.

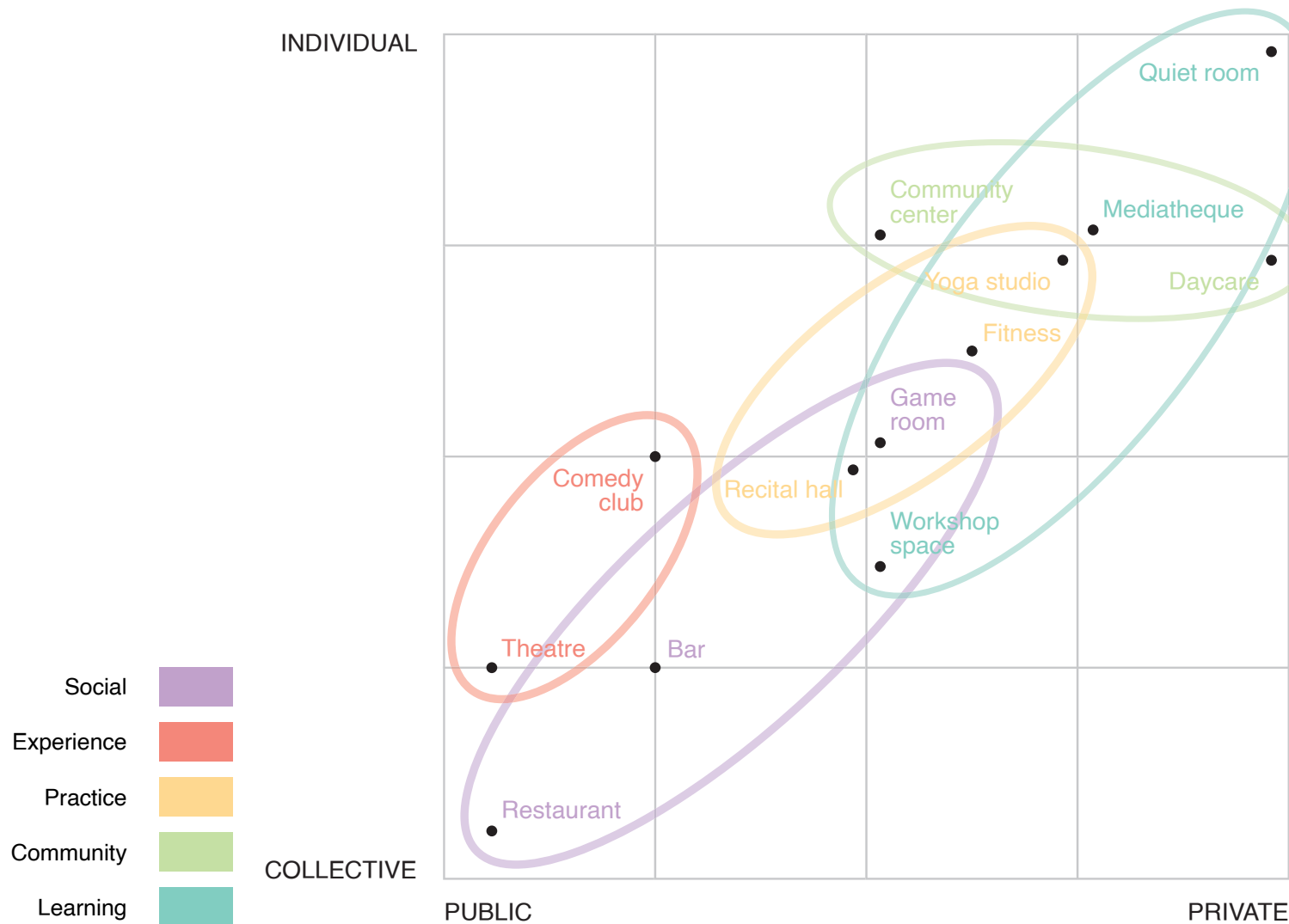
A theme based on experience to stimulate the more cultural side of the city. Like a theatre and a comedy club.

A theme about practice, where one can focus on hobbies and mental health. Like a recital hall and a yoga studio.

A theme about community, where the locals can come together and feel safe enough to leave their child. Like a community center and a daycare.

And finally a theme about learning, where the focus lies more on the individual in a more private atmosphere. Like a mediatheque and quiet rooms.

The themes together span the transition between the more urban, collective, public side of a building to the more domestic, individual, private side.



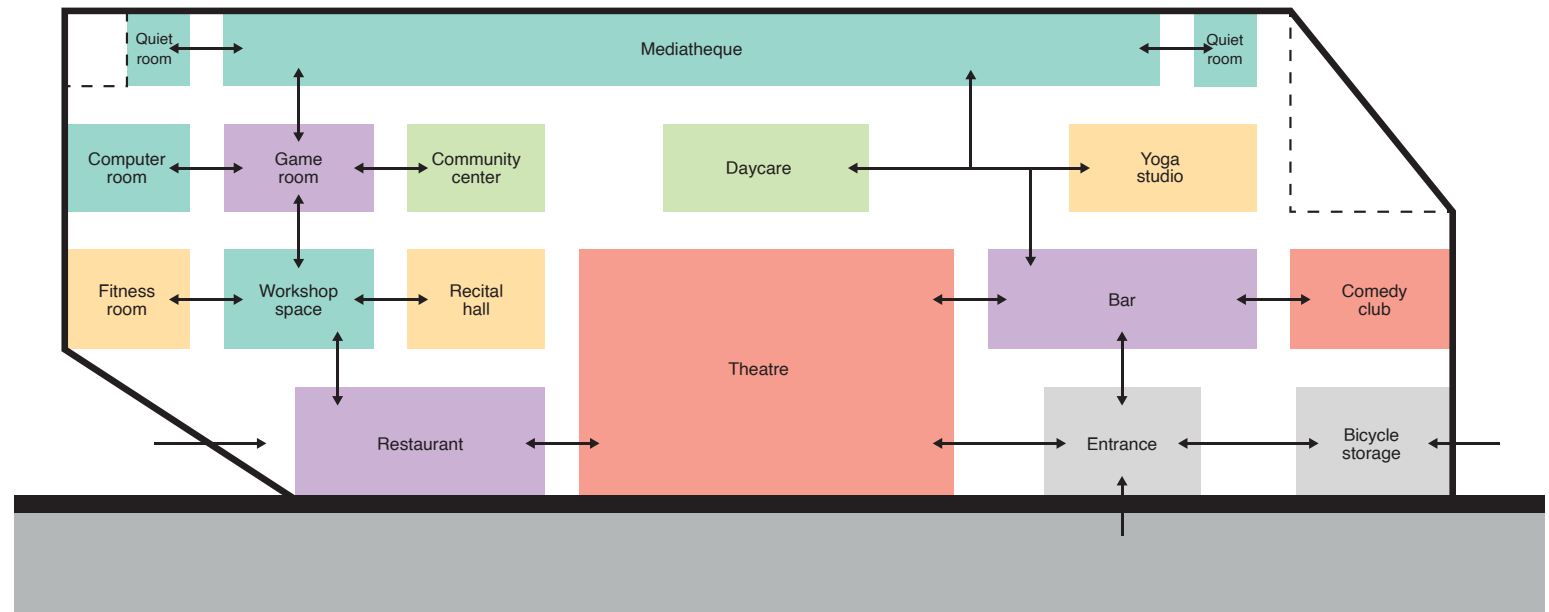
Relations

Sectional diagram

As pure numbers might not say much about the spatial configuration of the program, this sectional diagram will show exactly that. Based on size and height, this diagrammatic section shows where the program is located in the building and what relationships there are between different parts of the main program.

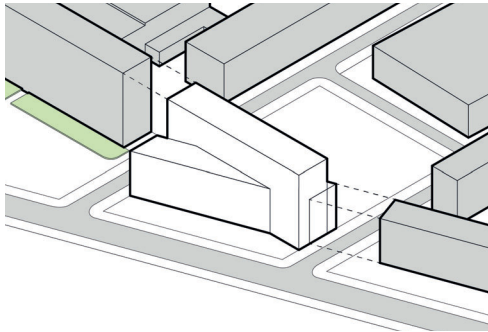
There are a few things to point out. Firstly the placement of themed functions. To create a gradient you have to let themes merge throughout the building. That is why the themes are not just located on their own floor.

Secondly the placement of the biggest part of the program. Both the mediatheque and the theatre take up the biggest part of the building. Both are centered in the building and form together with the daycare the core of the building. A core of functions that will bring people to your building regardless of its location.

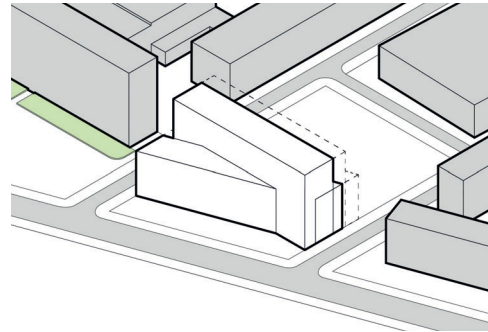


Diagrams of Shape Evolution

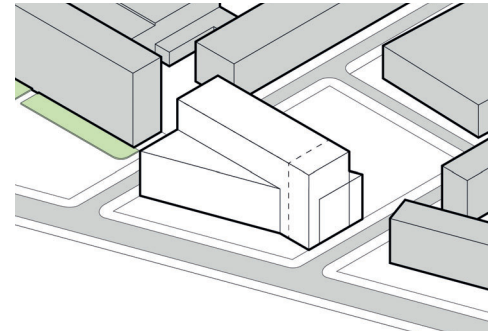
The program works off course in a three dimensional matter. Which means the program needs a shape to work in. Following the steps of the evolution of the shape you will see that the volume is mainly based on its specific site. It is both being shaped by its surroundings as well as it shapes its surroundings around it by creating new sight lines and new routes. It is both an extension of the same existing volumes as well as an improvement of the urban identity of the site.



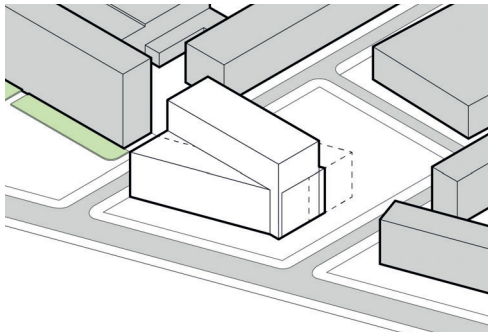
1. extend existing buildings



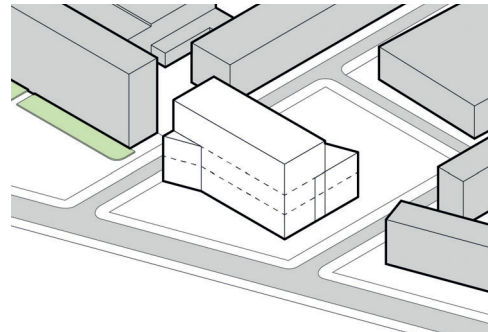
2. widen shape for program



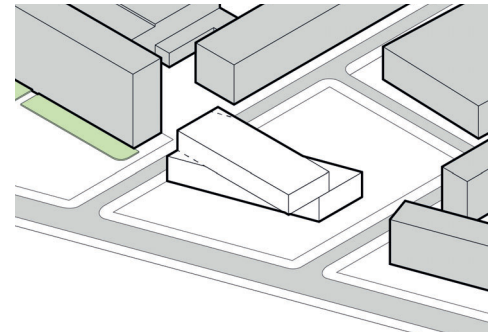
3. cut for outdoor routing



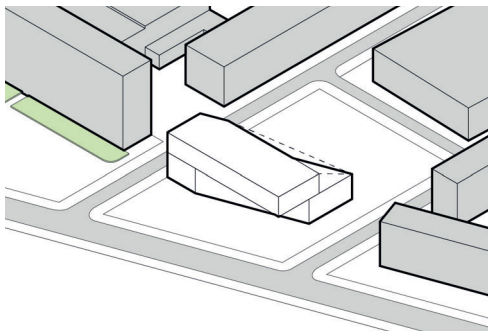
4. move for sight lines



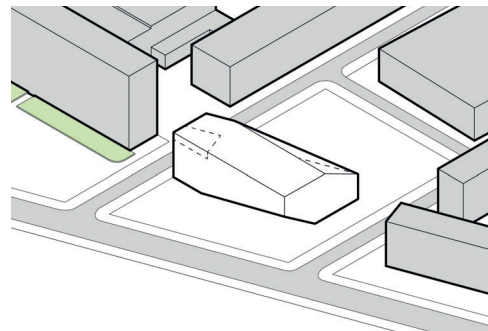
5. push in for logical floor heights



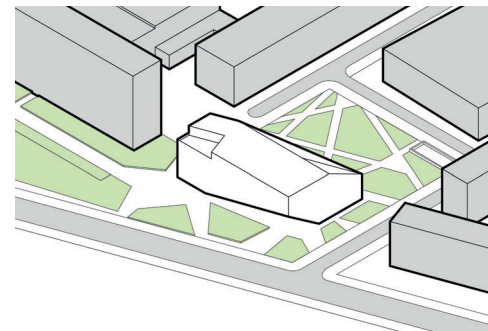
6. cut for dynamic shape



7. connect corners for full shape



8. cut out parts for outdoor program

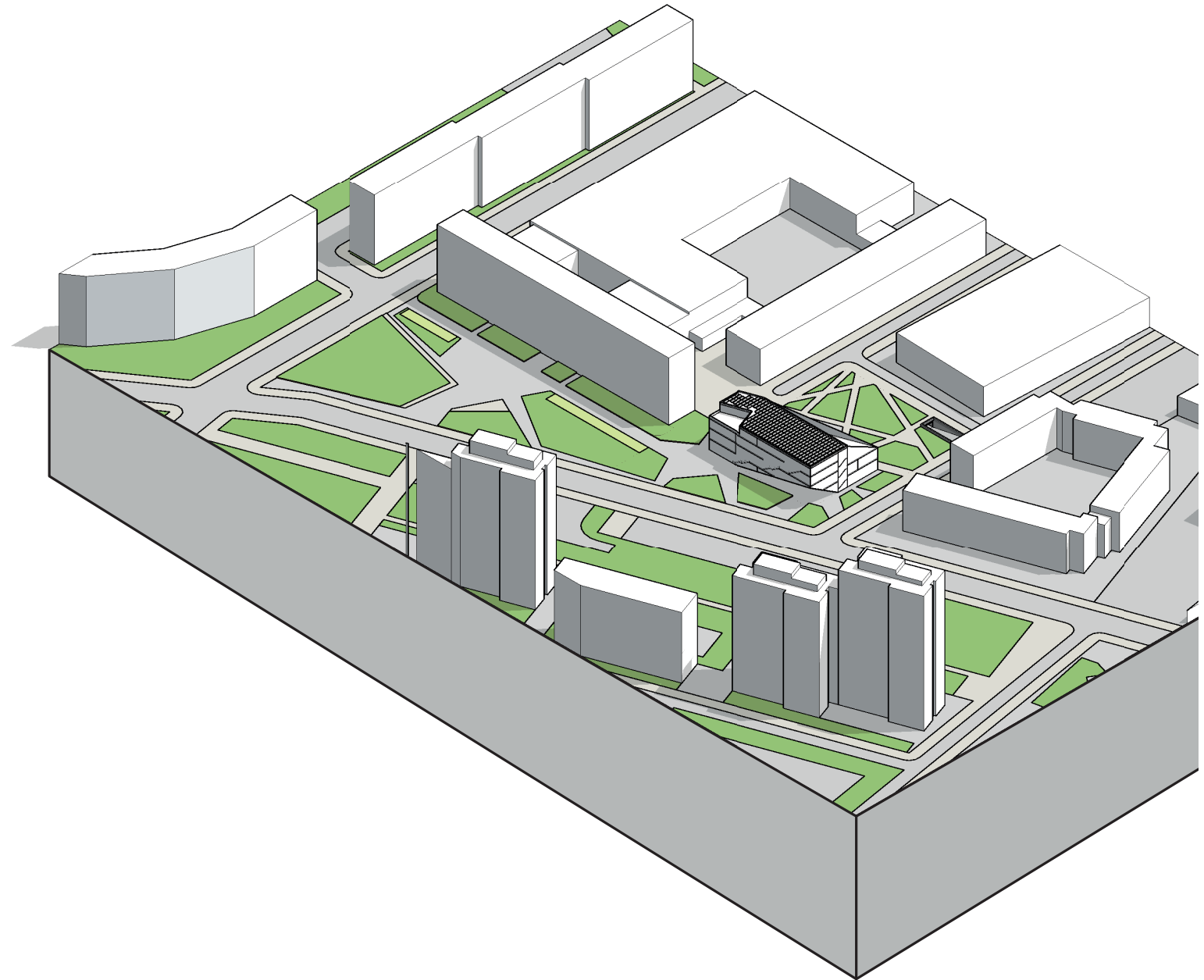


9. add outdoor program

Placement on Site

Isometric view

If you combine the complete program into a single building shape it will look like this. The volume fits in with the surrounding volumes. The height of the building is lower than most buildings as the program is more horizontally spread to not create too big of a distance between the urban parts of the project and the domestic parts. Because the program is spread out more horizontally the building is slightly wider than most surrounding buildings. The building basically forms an in-between state, between the smaller, taller residential buildings and the wider, lower event hall and commercial buildings.

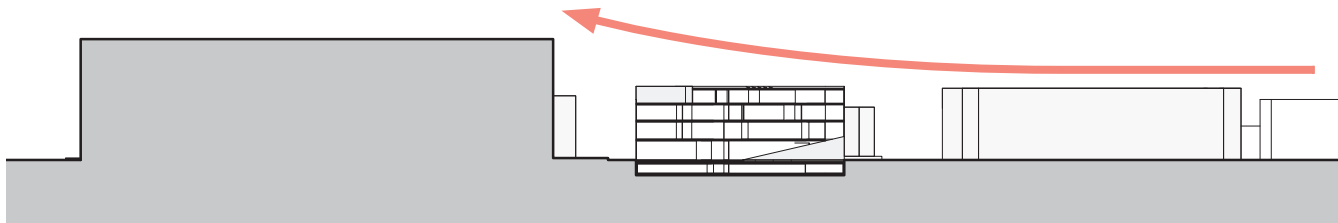
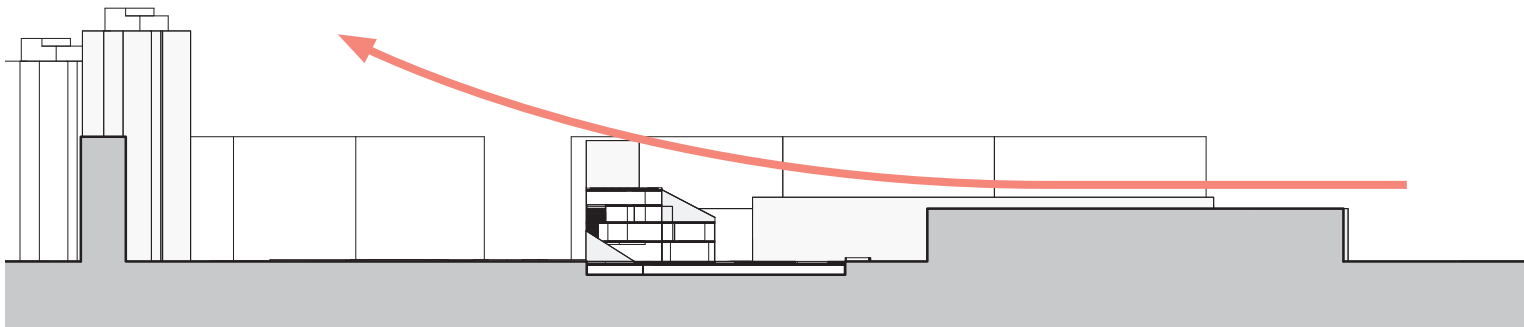


Sections

Urban

You can see this in-between volume more clearly in the urban sections.

The volume is part of an inclining line that spans from the event hall on the right to the tall apartment buildings on the left. Yet it does not stick out of the context as you can see in the lower section as it follows the same height as the apartment building to the right.

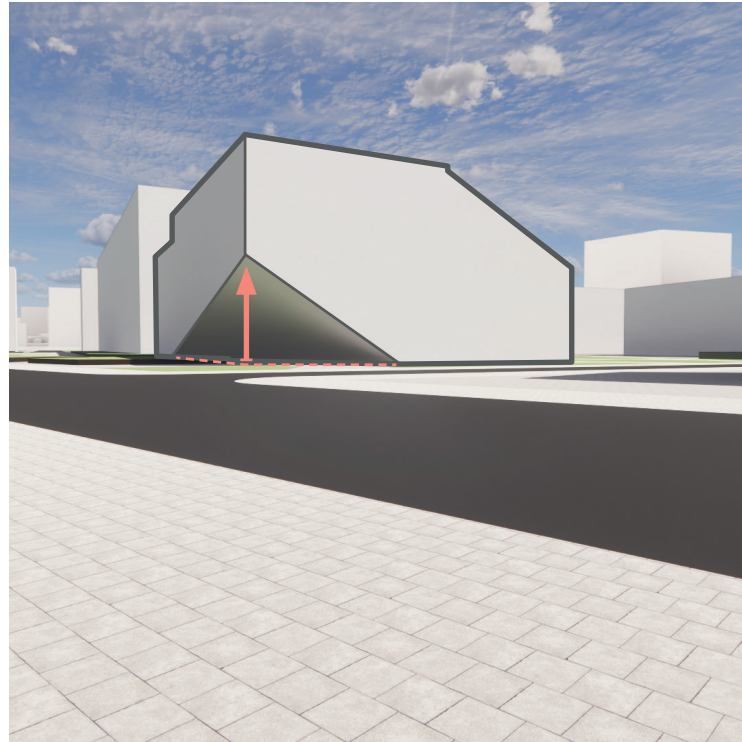


Scale 1:2.000

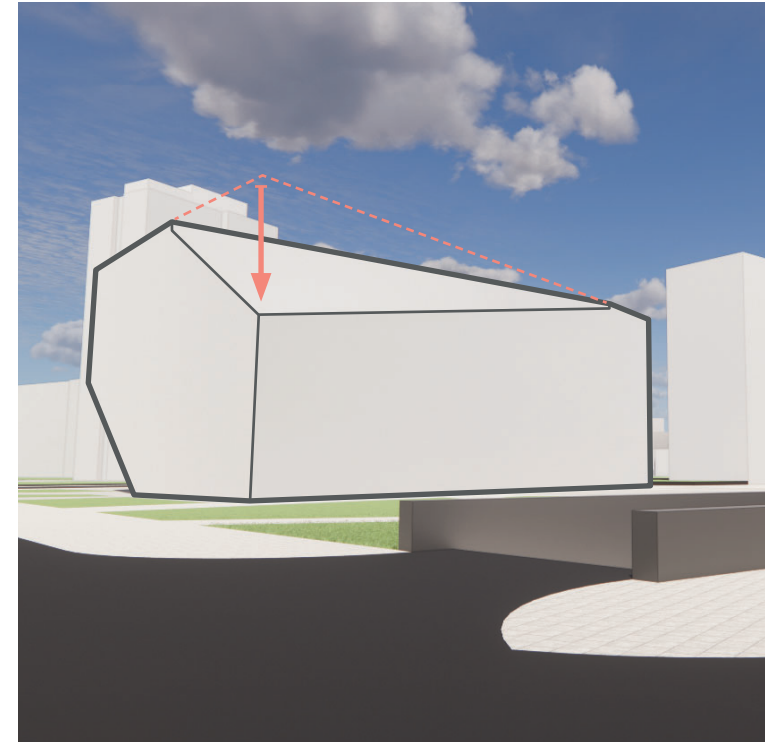
Two Sides

Impression

The building reacts to its direct environment as well. The building has two distinctive sides. The first side, more focused on the main road opens itself up by lifting one of the corners two floors up. This way a natural entrance is born where you instinctively know where to go to enter the building. Yet it stands tall like the surrounding buildings, claiming its spot in the city. The other side however is on the calmer side of the site. The volume reacts to this as well by lowering one of the corners in the same way you would lower your guard if you trust a place. This creates a calmer, more relaxed atmosphere. The two sides together are a representation of the static urban and the calmer domestic environments.



Urban side

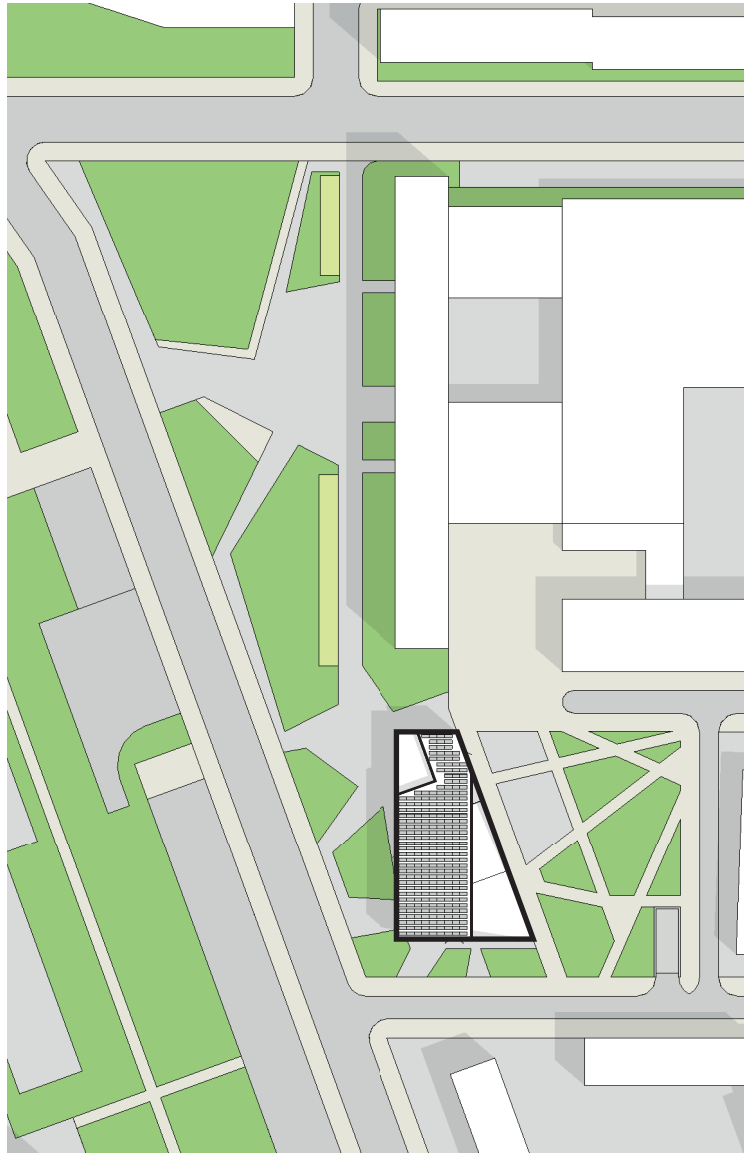
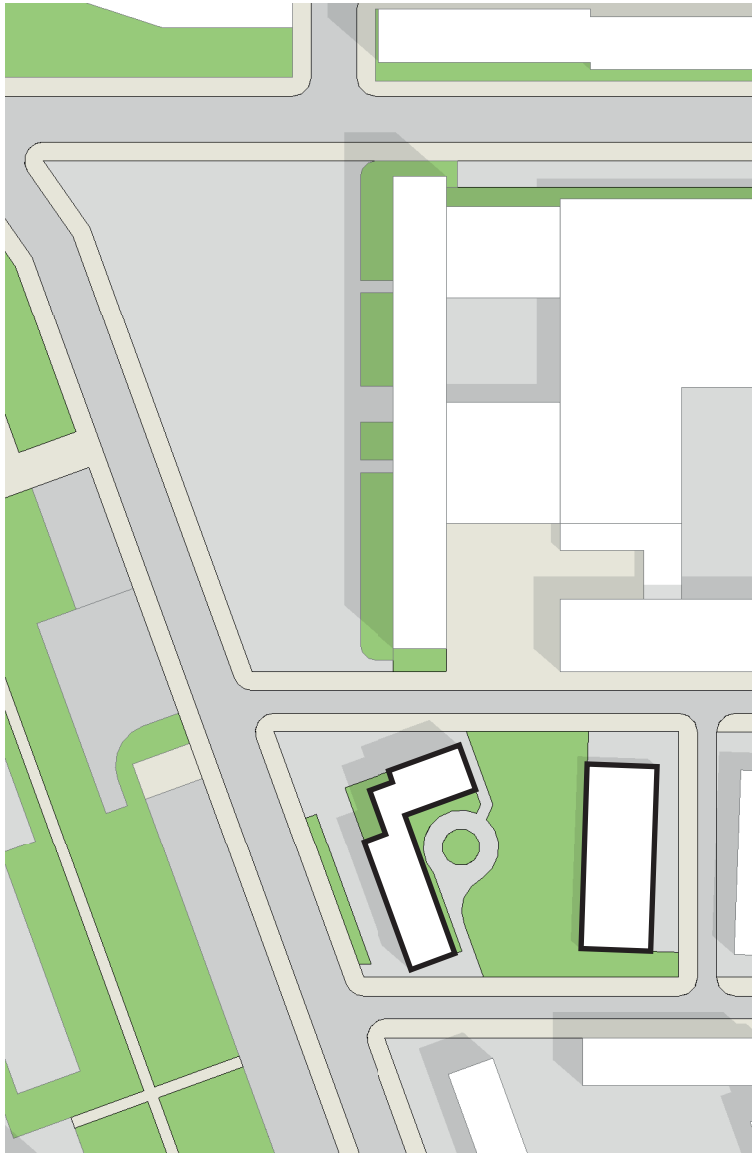


Domestic side

Site Comparison

Old vs. New

This project is however not only just the design of a building, but the design of public space as well. If you compare the old situation with the new situation four major things will change. The first thing that will change is the demolition of the old buildings. This makes room for the public condenser. The second thing will be the addition of a parking garage. As the old buildings are being demolished, the ground is already being opened, making it less expensive and difficult to put in a new parking garage. This will have the goal of taking the car more off the street and put the focus more on slow traffic. The third thing that will change is the stopping of one of the streets to stimulate foot traffic between the two urban islands. The fourth and final adjustment will be the continuation of the garden pattern in front of the Neues Deutschland building as a way of merging the public space into one big park.



Scale 1:2.000



Reuse

Existing Buildings

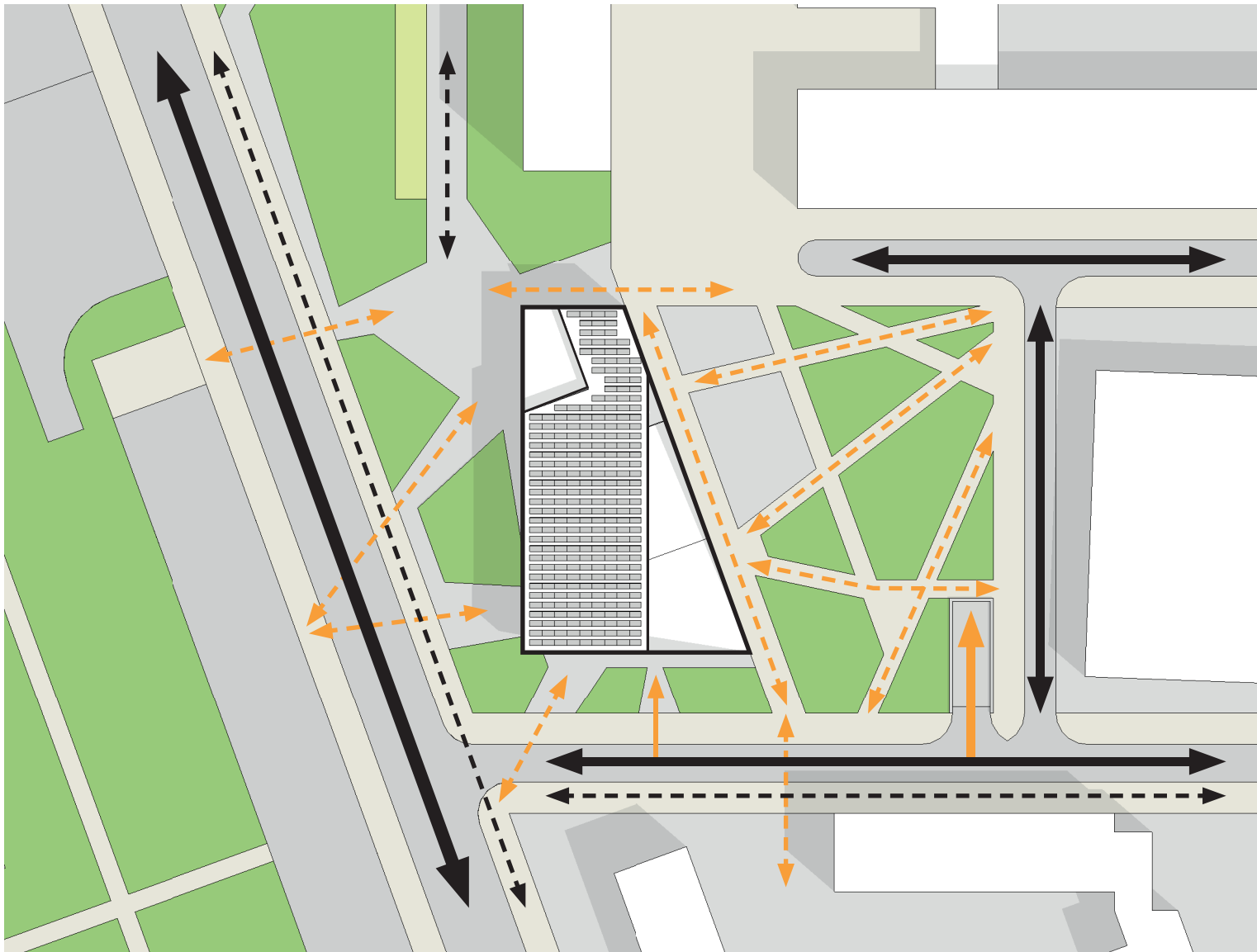
On the plot are currently two buildings in the process of being demolished. Both have buildings parts that can be reused in the new building. From the first building the concrete panels will be reused. Either as whole panels acting as wall covering or as base for the parking garage, based on the state of the panels. The second building is slightly more mysterious as there is not a lot known about it only that it looks like to have a steel construction. This steel will be reused or recycled for the construction of the new building.



Site Plan

Accessibility

The new public outdoor program in combination with the volume of the building itself is created in such a way to stimulate accessibility and create new routes. As seen in orange are the newly created routes that allow for the traffic to flow more smoothly. New sight lines are created and the accessibility of not only the site but the surroundings as well are greatly improved. For example the east side of the plot is designed in such a way that the paths follow the most likely routes people will take if the public space was completely empty.



- — — — — New route
- - - - - Pedestrian route
- ↔ ↔ Car route secondary
- ↔ ↔ Car route primary

Scale 1:1.000



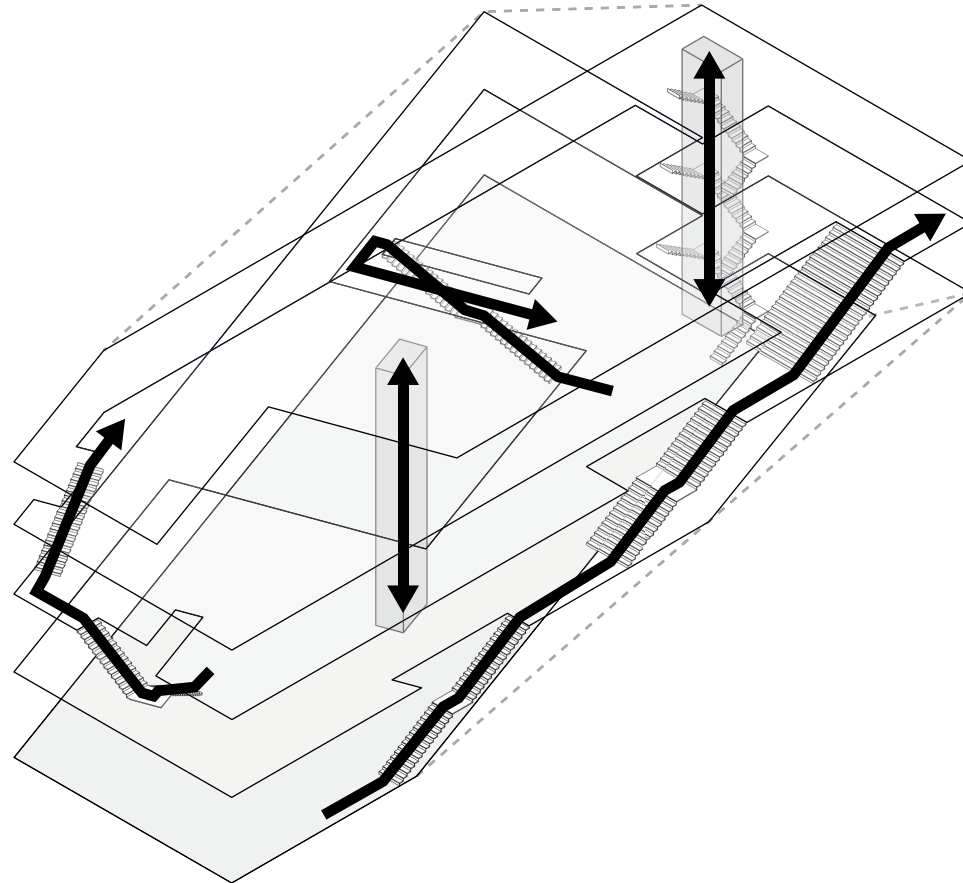
Routing

Axonometric

The routing not only takes place on the outside of the building but on the inside as well.

As you enter the building from the ground floor there are two centrally positioned elevators that can bring you quickly to the floor of your desire. But the main route that takes you throughout the building is the big stairway to the west of the building. This route provides a visual that lets you see through the building and acts like a thread through the different themes. The stairs start small, reflecting the more cramped urban identity, and with each floor becomes wider, as it allows you more and more to have your own personal space when it brings you to the more free and domestic functions on the top floor.

Next to the main routes are a two sub routes that take you on a more personal journey as they are slightly more hidden on the floors.



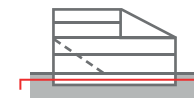
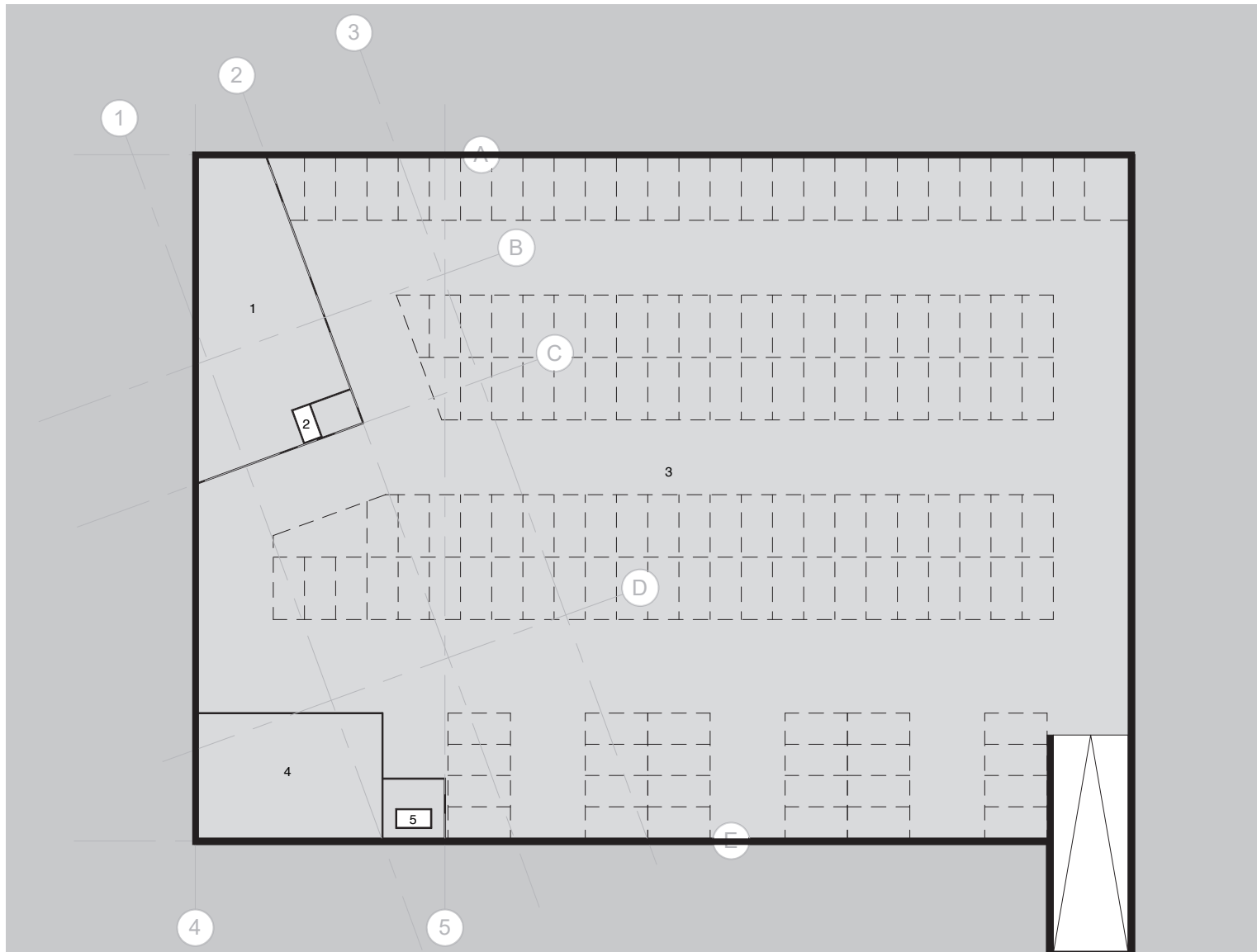
Floorplans

Basement

The floorplan of this floor is quite simple. Through the east side you enter the parking garage.

This plan shows a concept lay-out for parking spaces. There is room for about 114 cars. Furthermore is this floor the base of installations with two mechanical rooms.

1. Mechanical room
2. Elevator
3. Parking garage
4. Mechanical room
5. Elevator and stairs



Scale 1:500

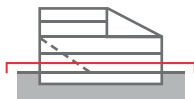


Floorplans

Ground Floor

To enter the building on the ground floor you can use one of the two main entrances on the west side of the building. Furthermore, there are two additional side entrances on the east side of the building with one additional more on the south side where you enter the bicycle storage. One part of the program to highlight here is the theatre. This will be designed with a retractable tribune, so the space can be used for functions like musicals and concerts as well as functions like corporate drinks or art exhibitions.

1. Restaurant
2. Kitchen
3. Toilets men
4. Toilets women
5. Storage cool
6. Elevator
7. Changing room 1
8. Hallway
9. Changing room 2
10. Foyer
- 11. Theatre**
12. Entrance
13. Service desk
14. Back office
15. Toilets men
16. Toilets women
17. Elevator and stairs
18. Bicycle storage



Kunstmin Theatre - Dordrecht - NL



De Kom Theatre - Nieuwegein - NL

Scale 1:500



Floorplans

Level 1

To get to this floor you can either take the elevator, take the main staircase or take the secondary staircase which takes you straight to the foyer. This foyer acts for both the top entrance for the theatre as well as for the comedy club. This foyer transitions into a bar with a view of the public park outside. One part from this floor to highlight is the comedy club. This room is mainly aimed at performances of a smaller scale and brings a more homey atmosphere to the building.



Jamel Comedy Club - Paris - FR



Club Haug - Rotterdam - NL



1. Fitness room
2. Workshop space
3. Toilets men
4. Toilets women
5. Elevator
6. Recital hall
7. Waiting area
8. Changing room men
9. Changing room women
10. Wardrobe
11. Theatre (back entrance)
12. Bar
13. Foyer
14. Elevator and stairs
15. Wardrobe
16. Storage
17. Changing room
- 18. Comedy club**



Scale 1:500

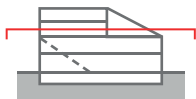


Floorplans

Level 2

To get to this floor you can again take the main staircase or start the secondary route on the north side of the building. The program on this floor is more focused on the local community. One part to highlight here is the roof garden on the south side of the building. This garden is perfectly oriented to catch the sun and relax and is divided into a public part and a cordoned off section for the daycare.

1. Computer room
2. Game room
3. Waiting area
4. Toilets men
5. Toilets women
6. Elevator
7. Community center
8. Storage
9. Changing room men
10. Changing room women
11. Daycare
12. Roof garden daycare
13. Hallway
14. Yoga dance studio
15. Hallway
16. Elevator and stairs
- 17. Roof garden**



The Highline - New York - US



Bolwerk Sint Jan - 's Hertogenbosch - NL

Scale 1:500



Floorplans

Level 3

If we move to the last floor you enter the freest floor of the building. This is the floor of the mediatheque. This function will create study spaces where you can focus on yourself in combination with small area where you can calm your mind in a sofa. This is the floor with the lowest height as well creating a domestic atmosphere.

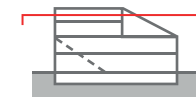
1. Roof garden
2. Study space
3. Quiet room
4. Hallway
5. Toilets men
6. Toilets women
7. Elevator
8. Printing room
- 9. Mediatheque**
10. Quiet room
11. Study space
12. Elevator and stairs



Rozet - Arnhem - NL



Médiathèque Bayonne - Bayonne - FR



Scale 1:500



Sections

Broadwise

As you can see in the section are the floors decreasing in height the higher you come into the building. Starting with a public 4,5 meter going all the way down to the more domestic 3 meter on the top floor.

Furthermore is the theatre designed with openable doors and a see through façade to form a connection with the outdoor program and to pull you into the building.



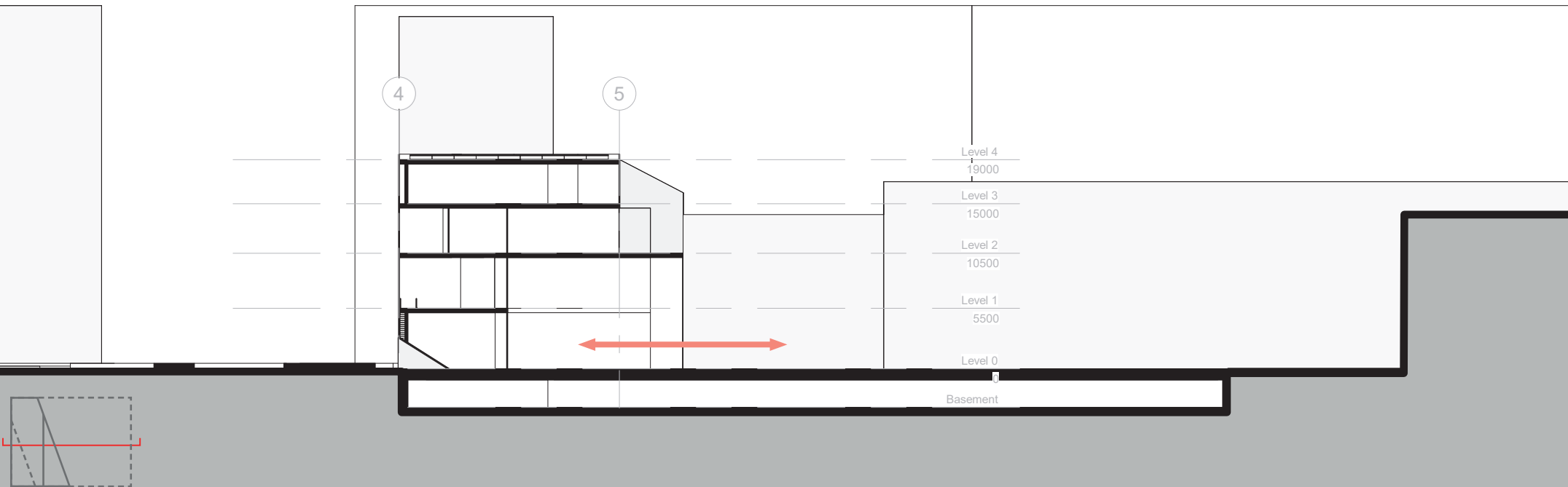
Continuation of Park Structure



Wyly Theatre - Dallas - US



Mekelpark - Delft - NL



Scale 1:500

Sections

Longwise

As you can see for a final time in this section the guided route that takes you from the urban setting into the more domestic top floor. On the corner of the north part of the building on the third floor is a final roof terrace created as a balcony that looks over the public green on the ground floor.

Since the roof itself is flat it lends itself perfectly for solar panels to generate energy for the building.



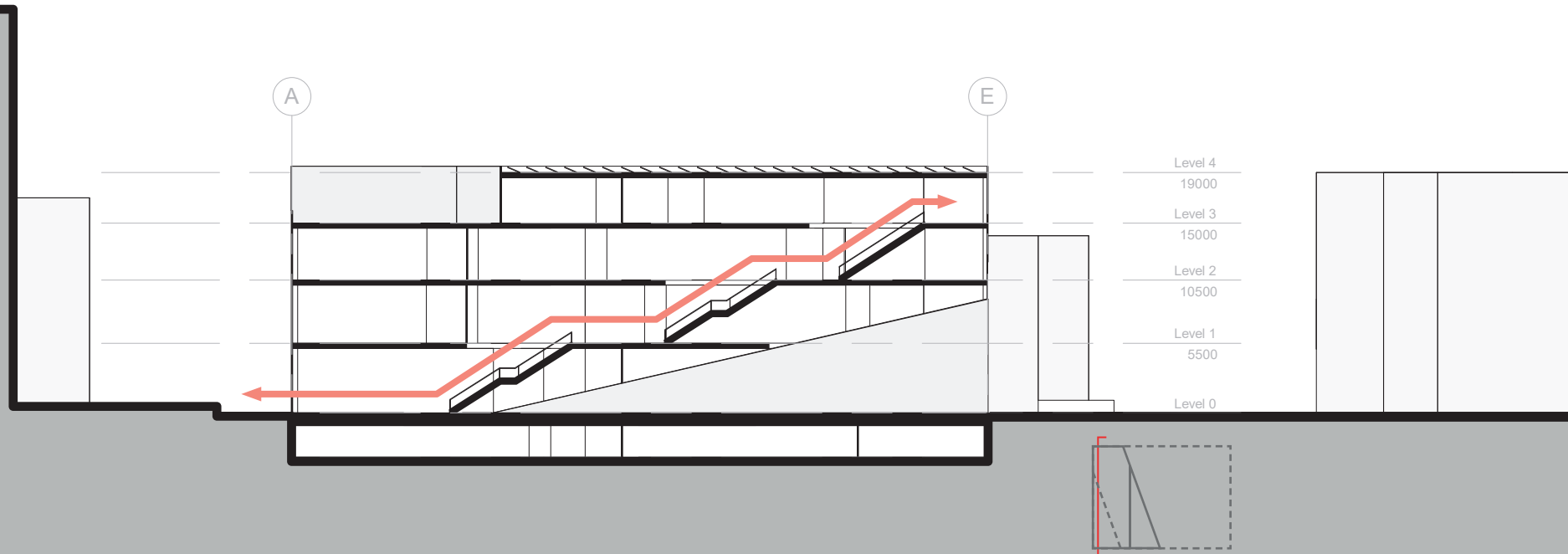
Roof Terrace



Rozet - Arnhem - NL



Solar Panels on Roof



Scale 1:500

Facade Diagram

Elevation West

If we take a step back again, you can look at the first ideas about the façade. The main idea right now is to create a glass façade to enhance transparency to the city and create a bigger connection between the inside and outside. The precise pattern the windows will follow is yet to be determined, but the references show possible next steps.



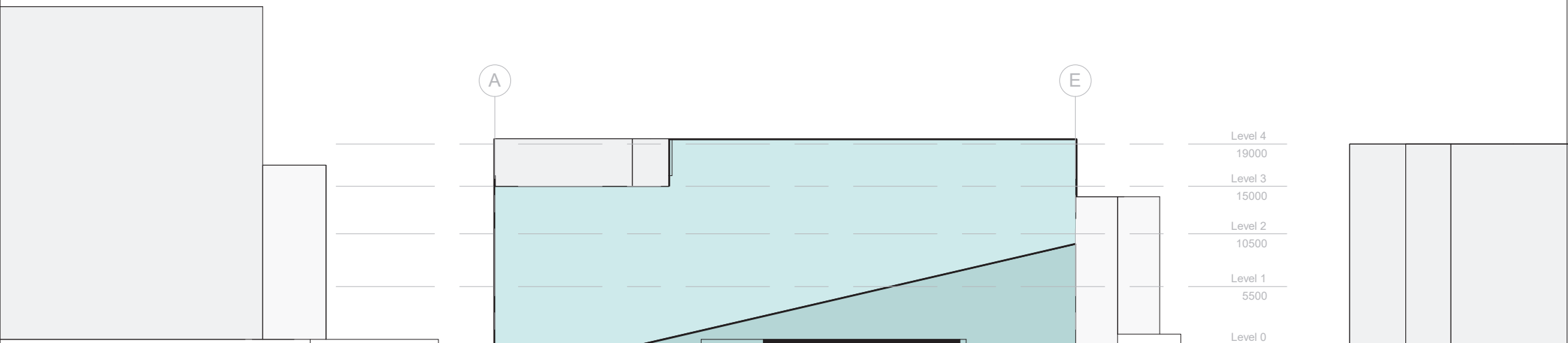
The Diamond - Sheffield - UK



Seattle Library - Seattle - US



Prada Aoyama - Tokyo - JP



Scale 1:500

Conclusion

Final Statement

To conclude, by using a gradience of elements divided in different themes based on identity and openness this projects creates a public condenser that acts as an in-between space that will create opportunities and boosts social interactions for its users. And will form the gradual transition between the private and public domain.



A large, light gray, stylized letter 'F' graphic that serves as a background element on the left side of the slide. It has a thick vertical stem and two horizontal bars of equal length.

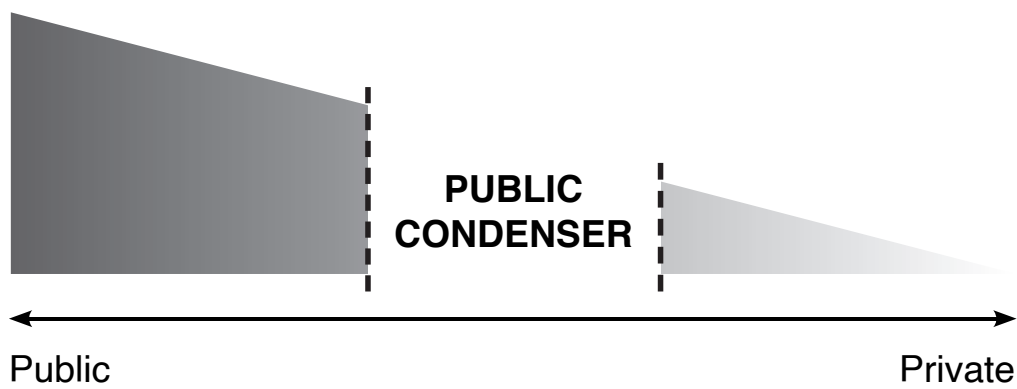
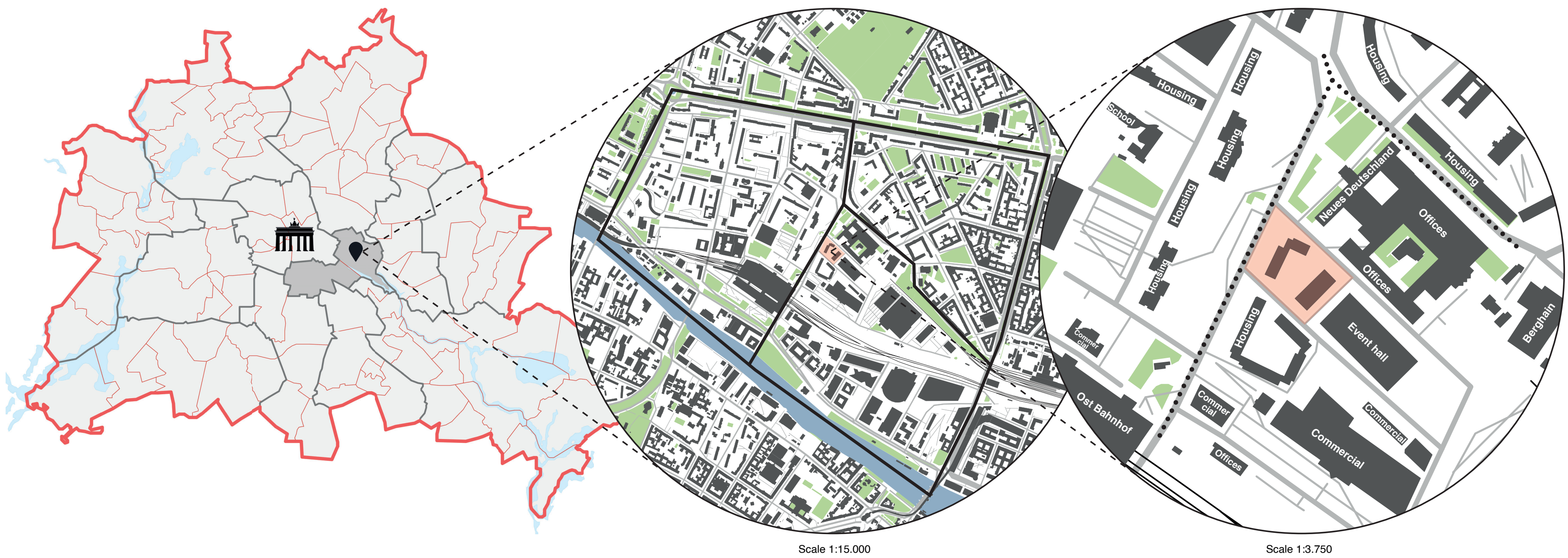
Proces Documentation P3

Table of Contents

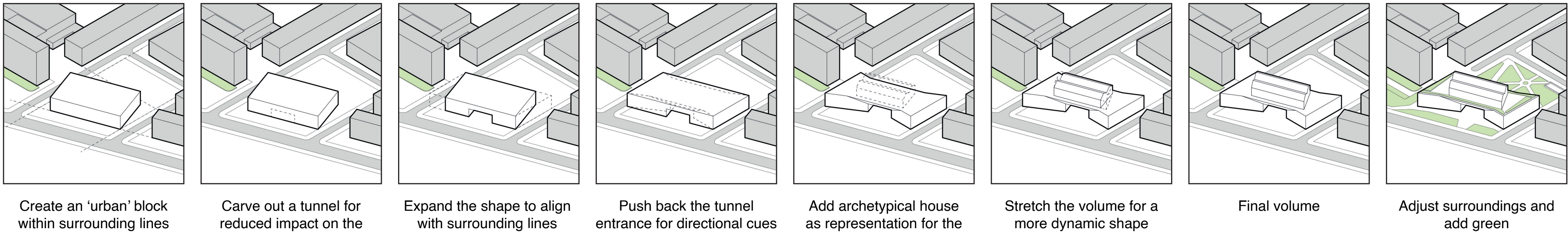
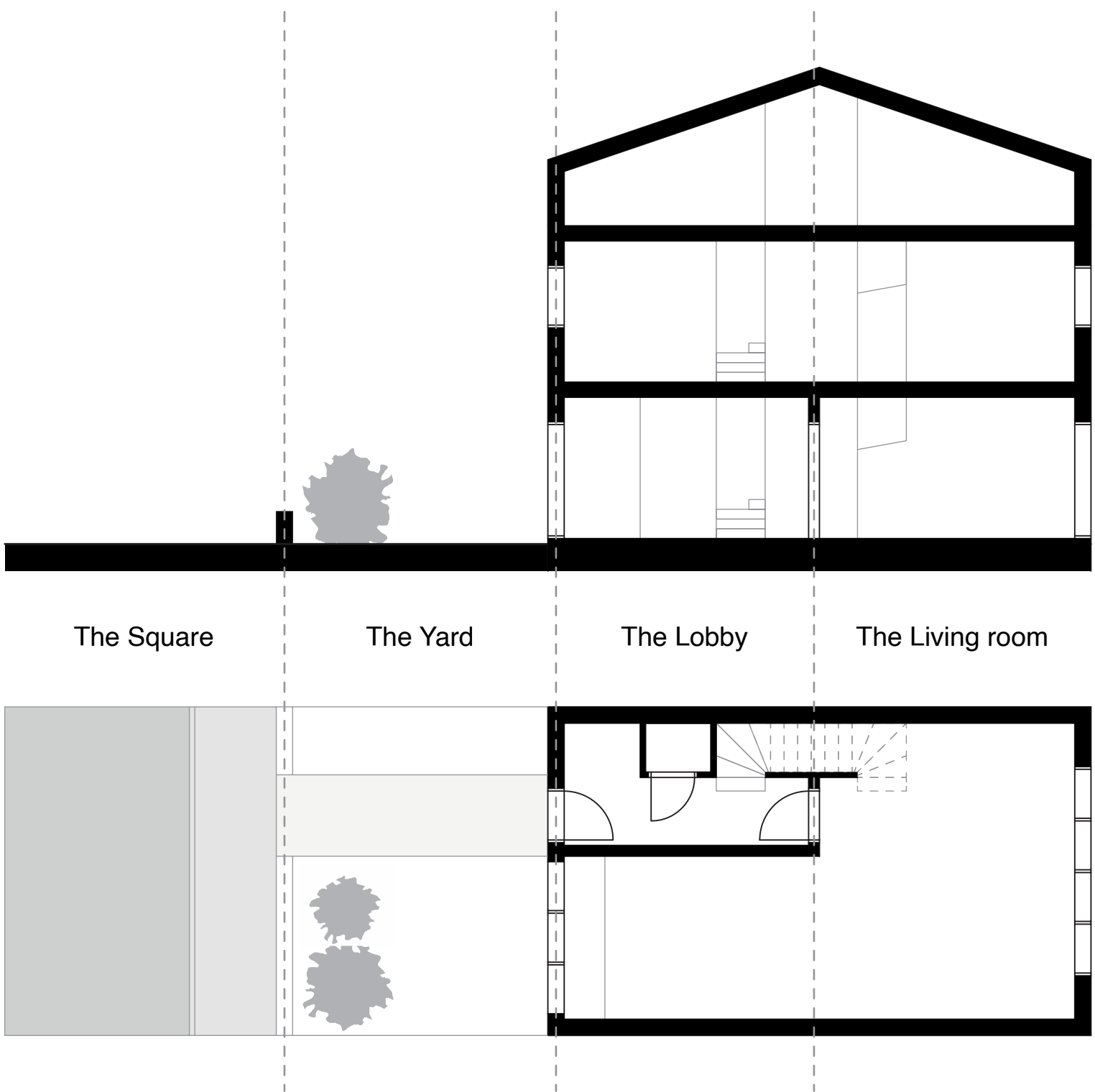
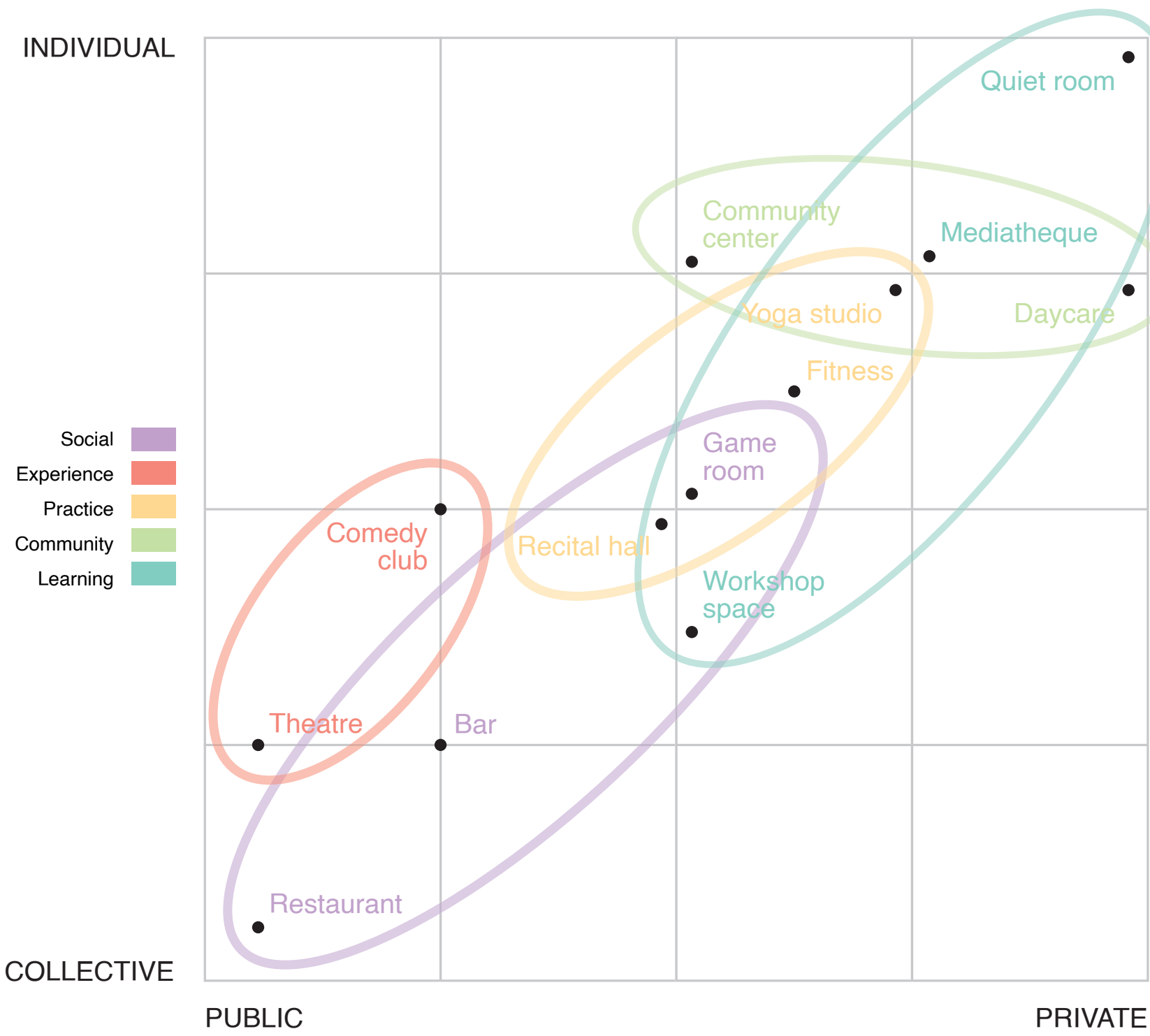
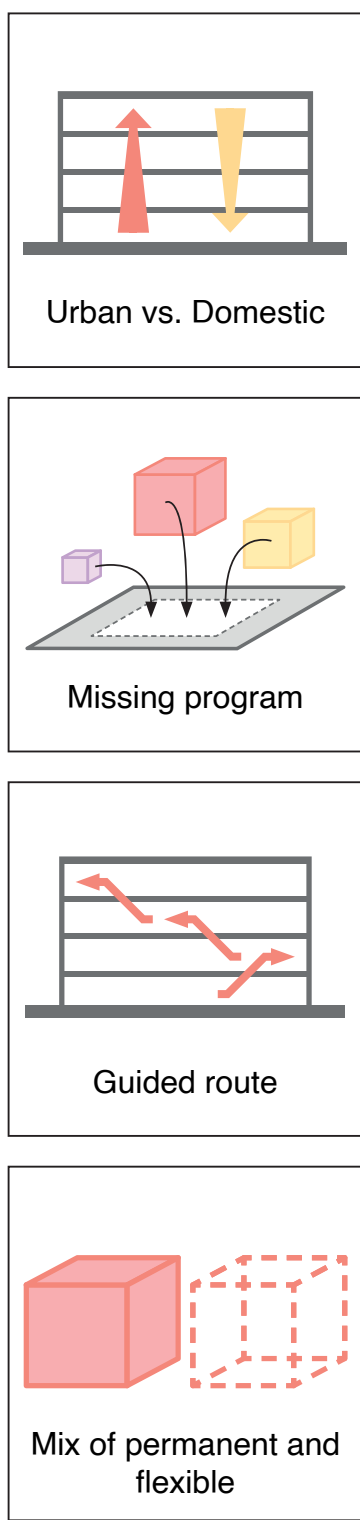
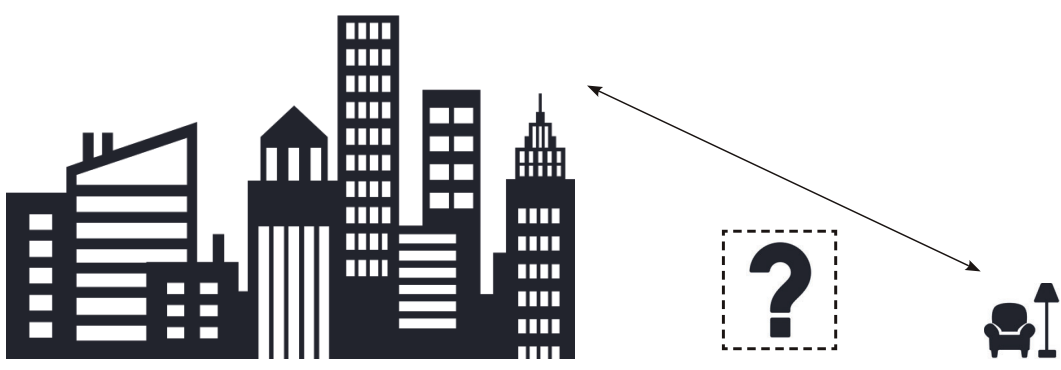
88 **Presentation 3 - *Posters***

Sofas in the City

Closing the Gap between the Urban and the Domestic in Friedrichshain, Berlin



"The step in scale between private and public spaces is currently too big to facilitate meaningful social interactions"



Sofas in the City

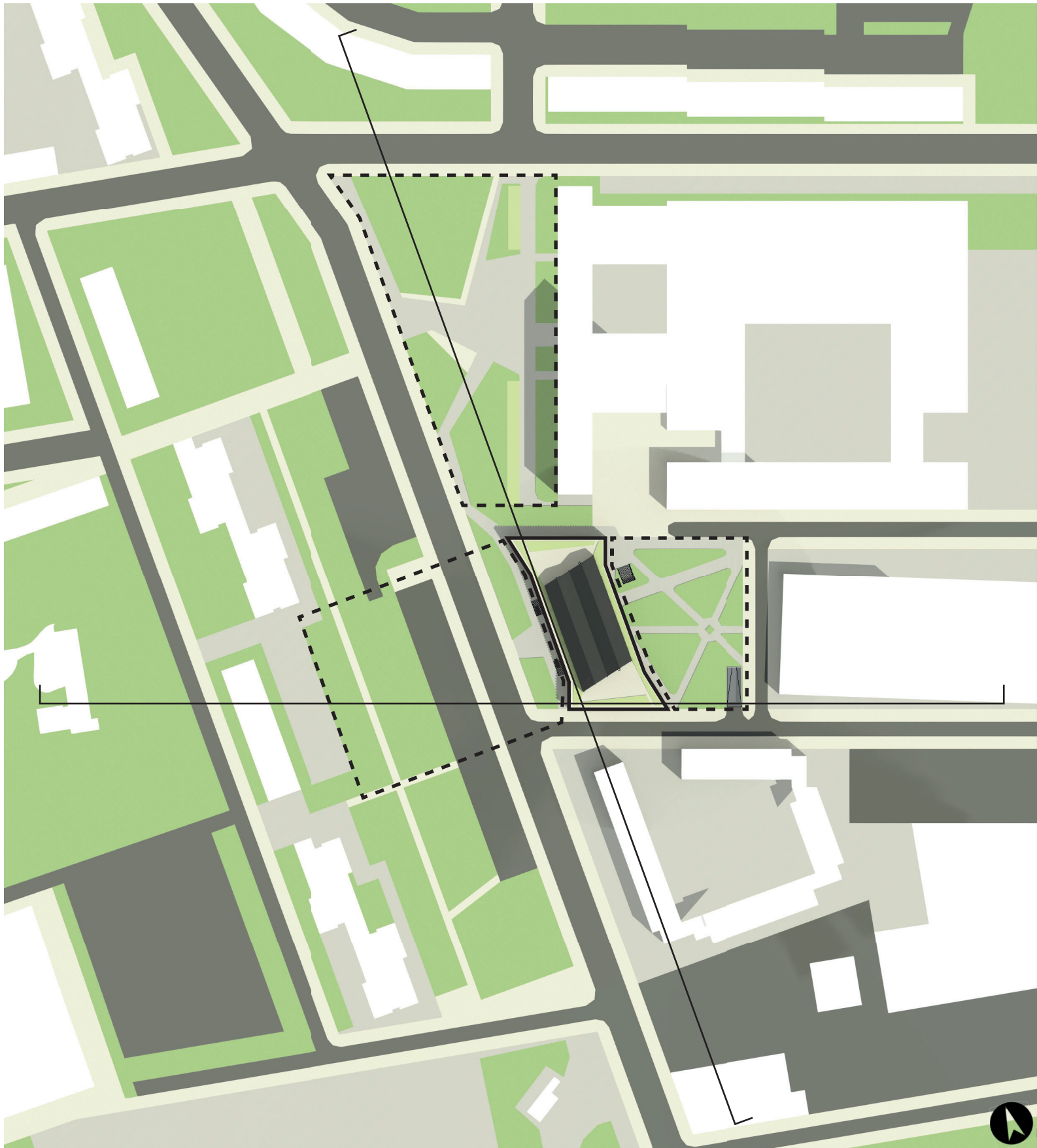
Closing the Gap between the Urban and the Domestic in Friedrichshain, Berlin



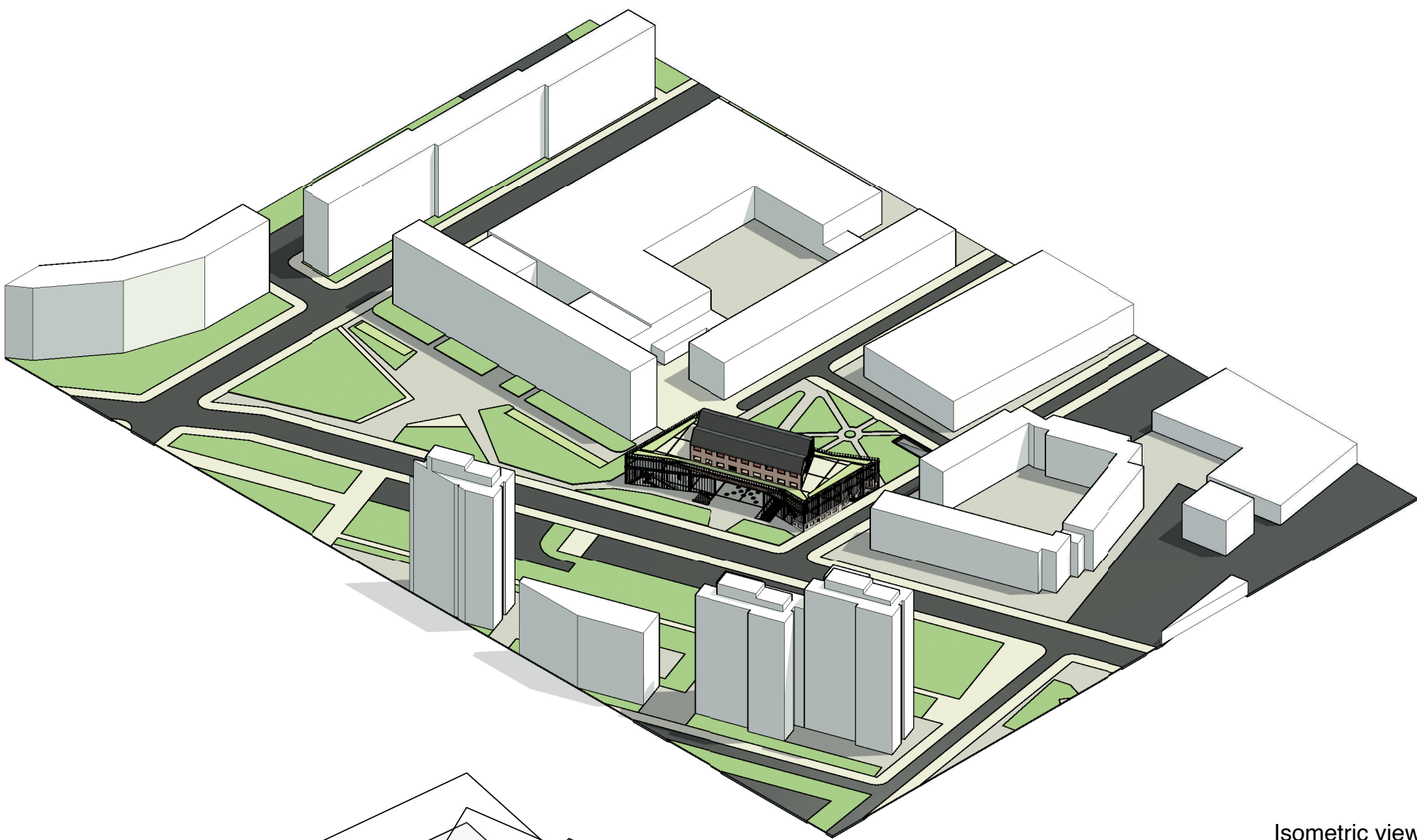
Situation plan current 1:2.000



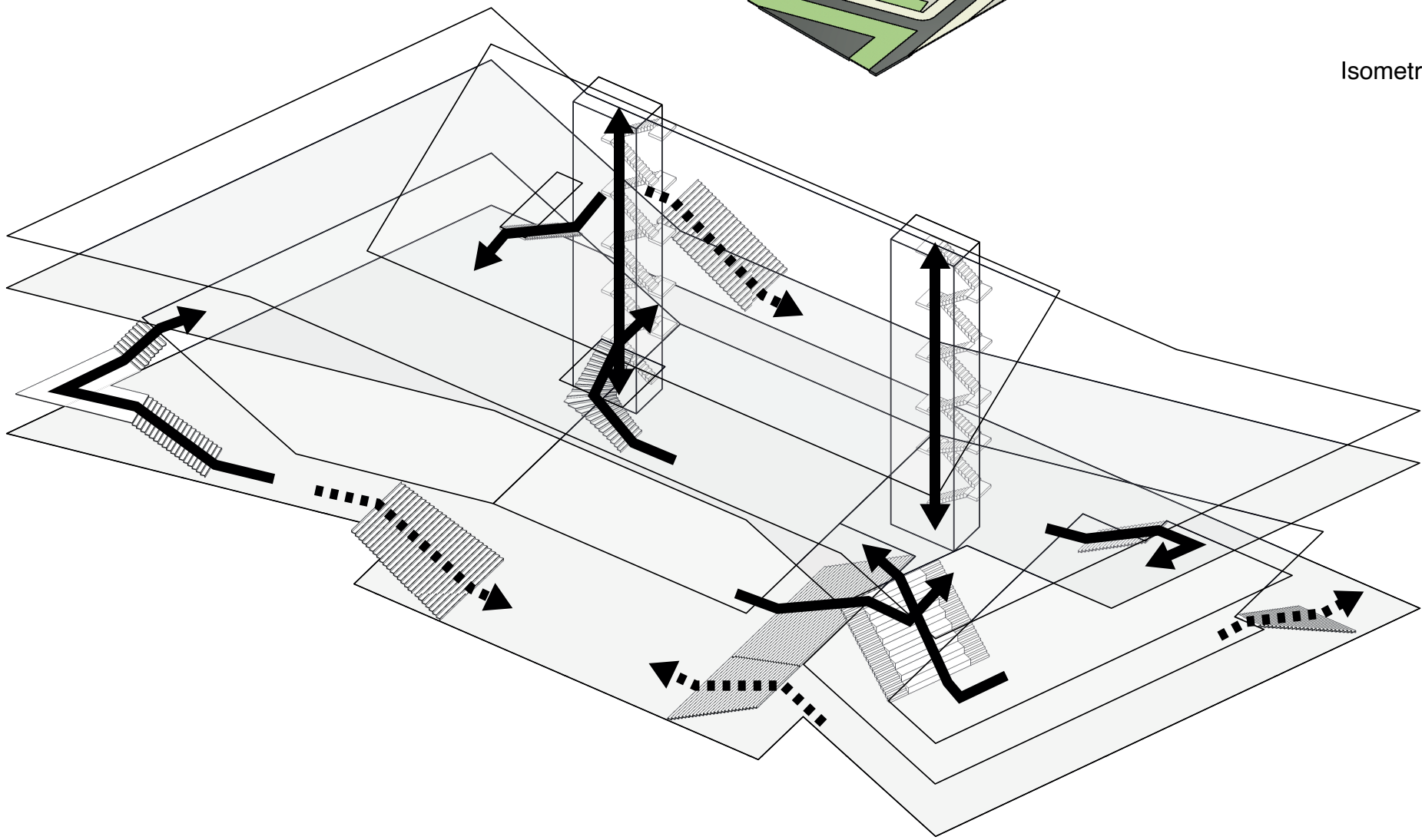
Situation plan new 1:2.000



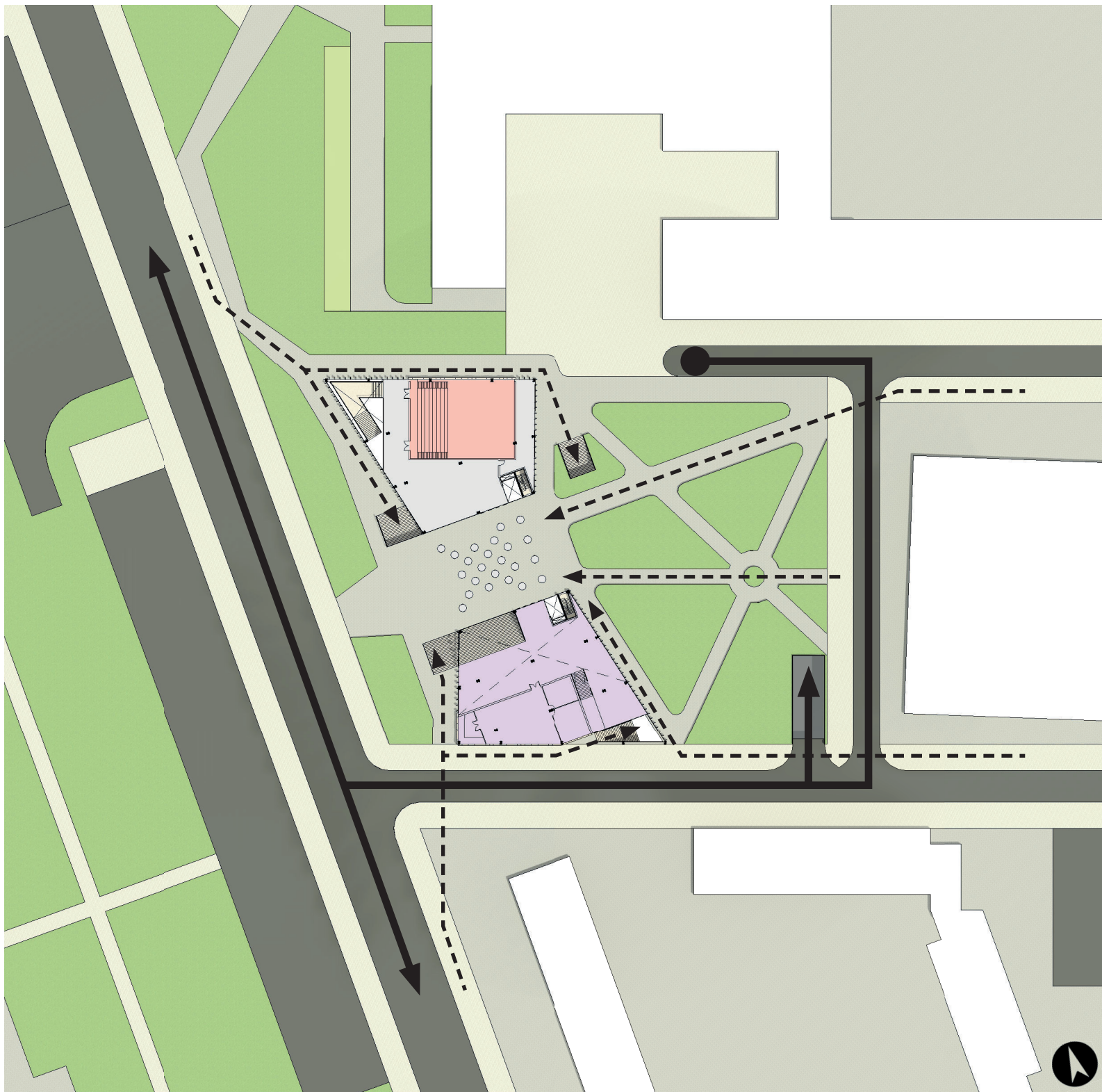
Situation plan areas 1:2.000



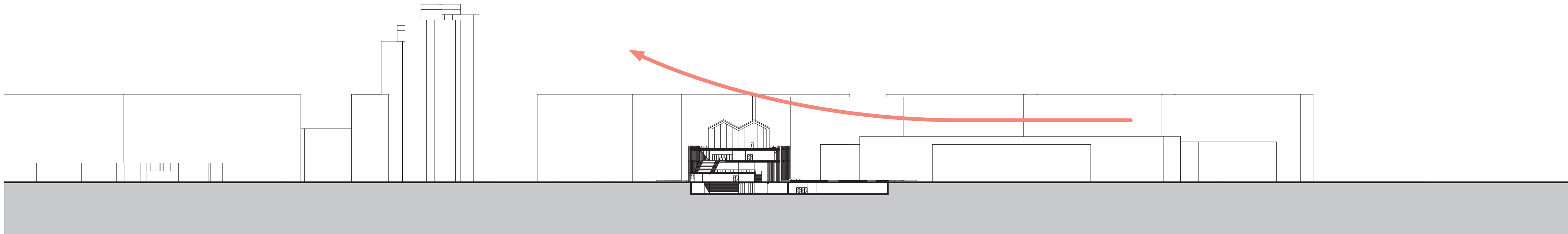
Isometric view



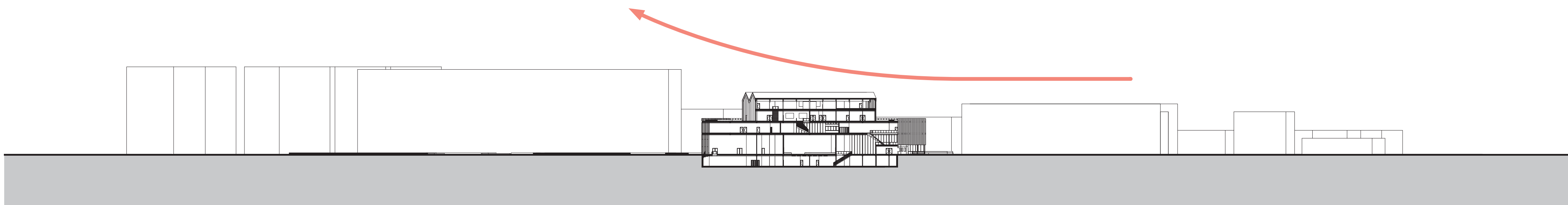
Axonometric view of routing



Situation plan Ground floor 1:1.000



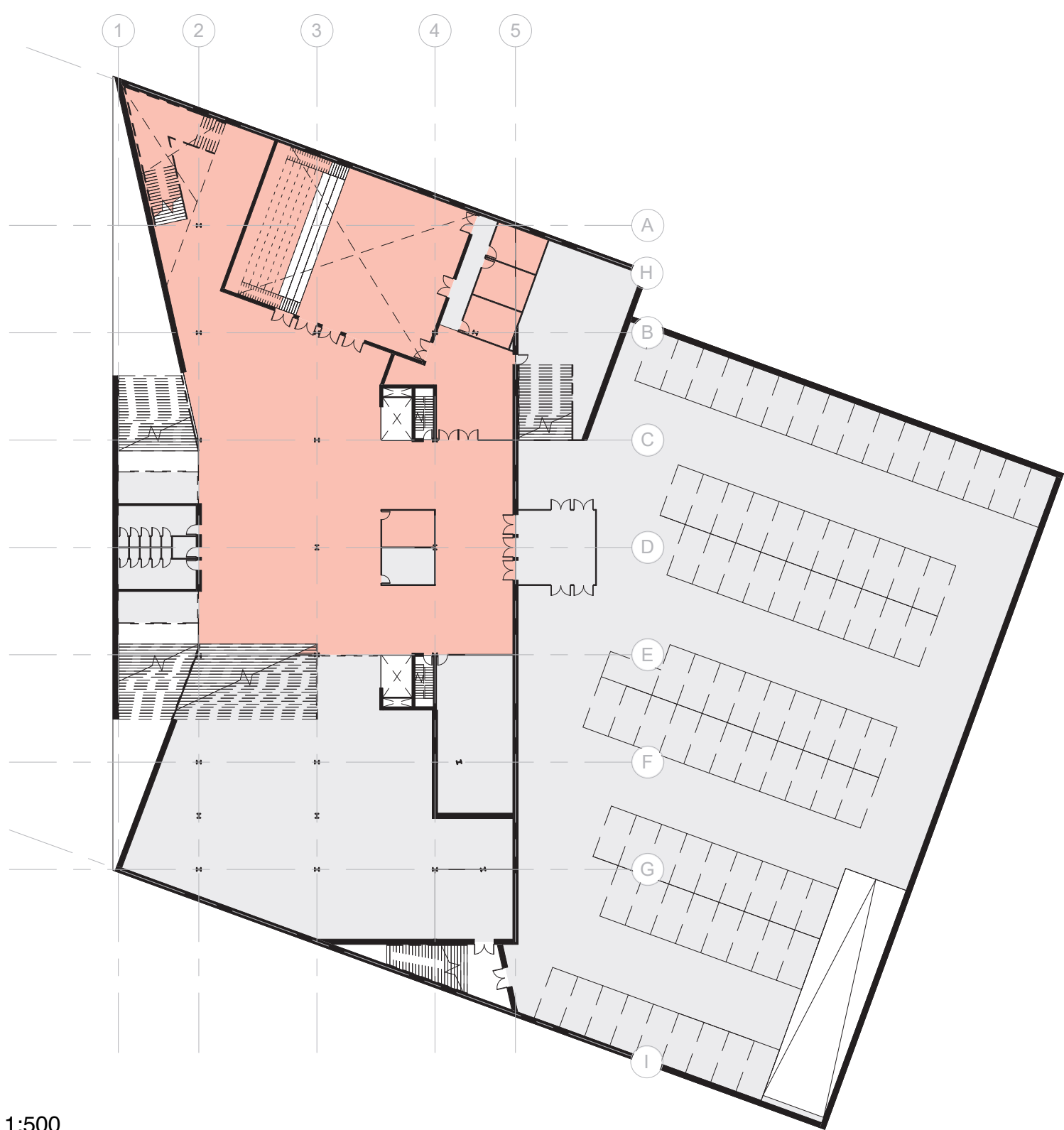
Urban section 1:1.000



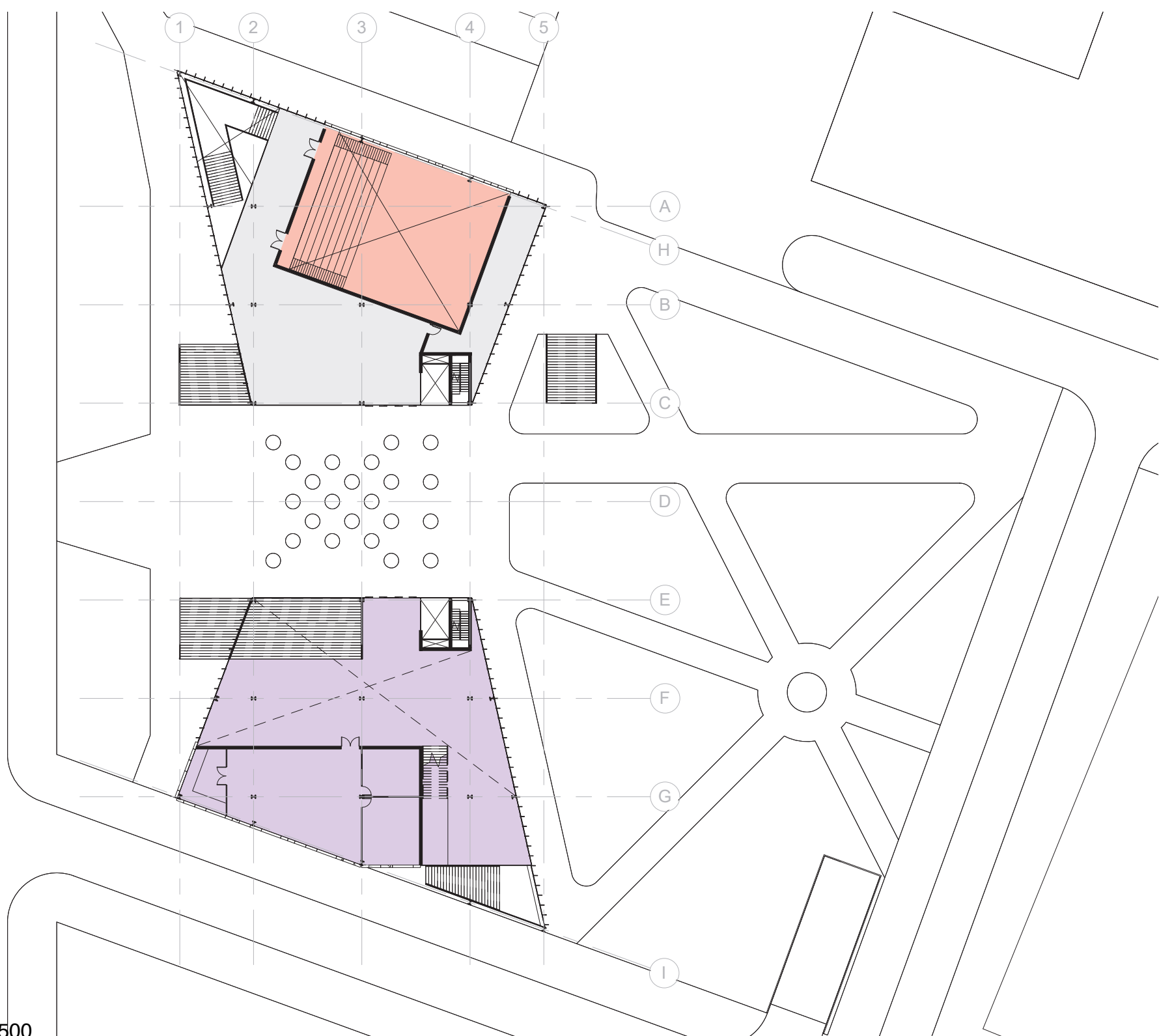
Urban section 1:1.000

Sofas in the City

Closing the Gap between the Urban and the Domestic in Friedrichshain, Berlin



Basement plan 1:500



Ground floor plan 1:500

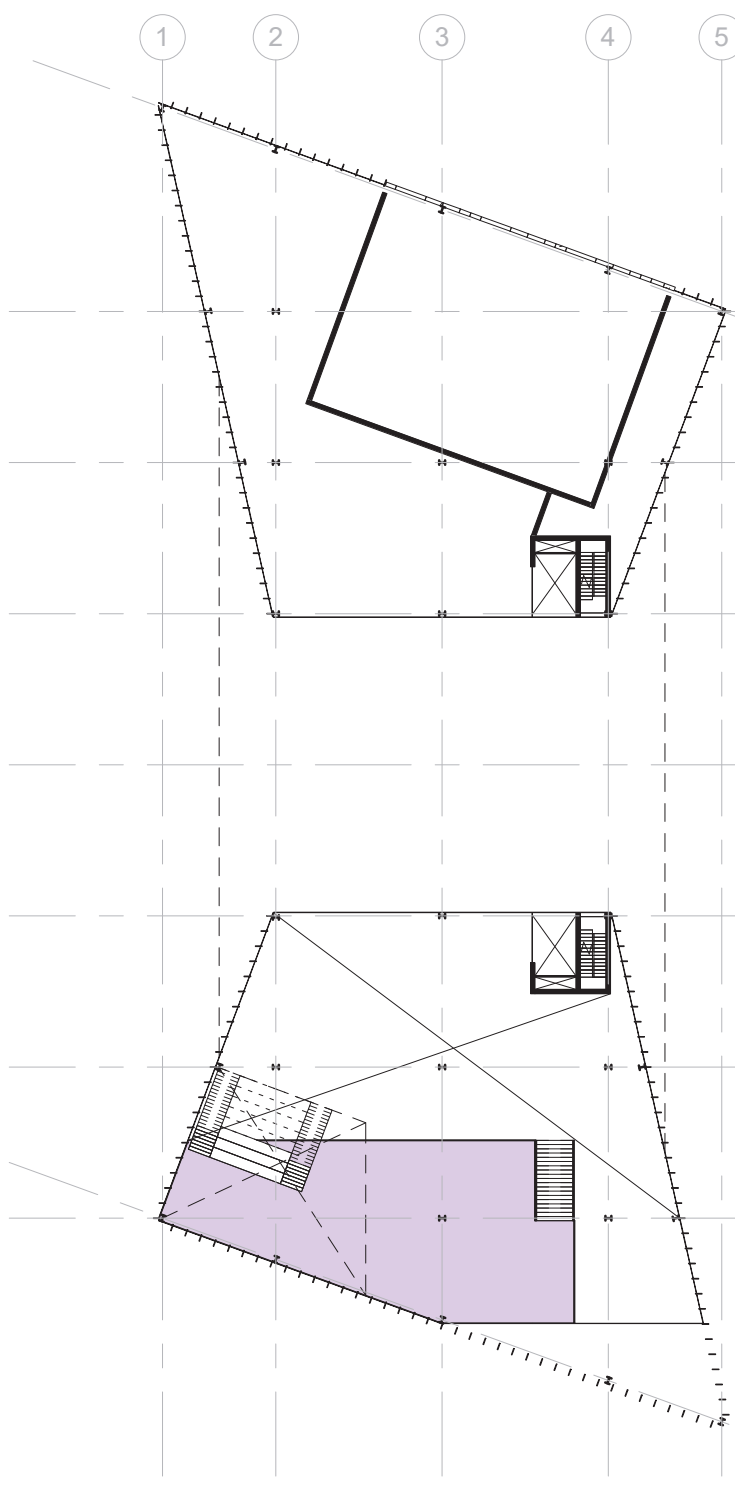


Foyer	920 m2	Entrance	22 m2
Theatre	288 m2	Toilets women	25 m2
Hallway	20 m2	MIVA	4 m2
Changing room	17 m2	Toilets men	25 m2
Changing room	18 m2	Entrance	22 m2
Changing room	18 m2	Wardrobe	17 m2
Storage	79 m2	Back office	17 m2
Mechanical room	146 m2	Entrance	50 m2

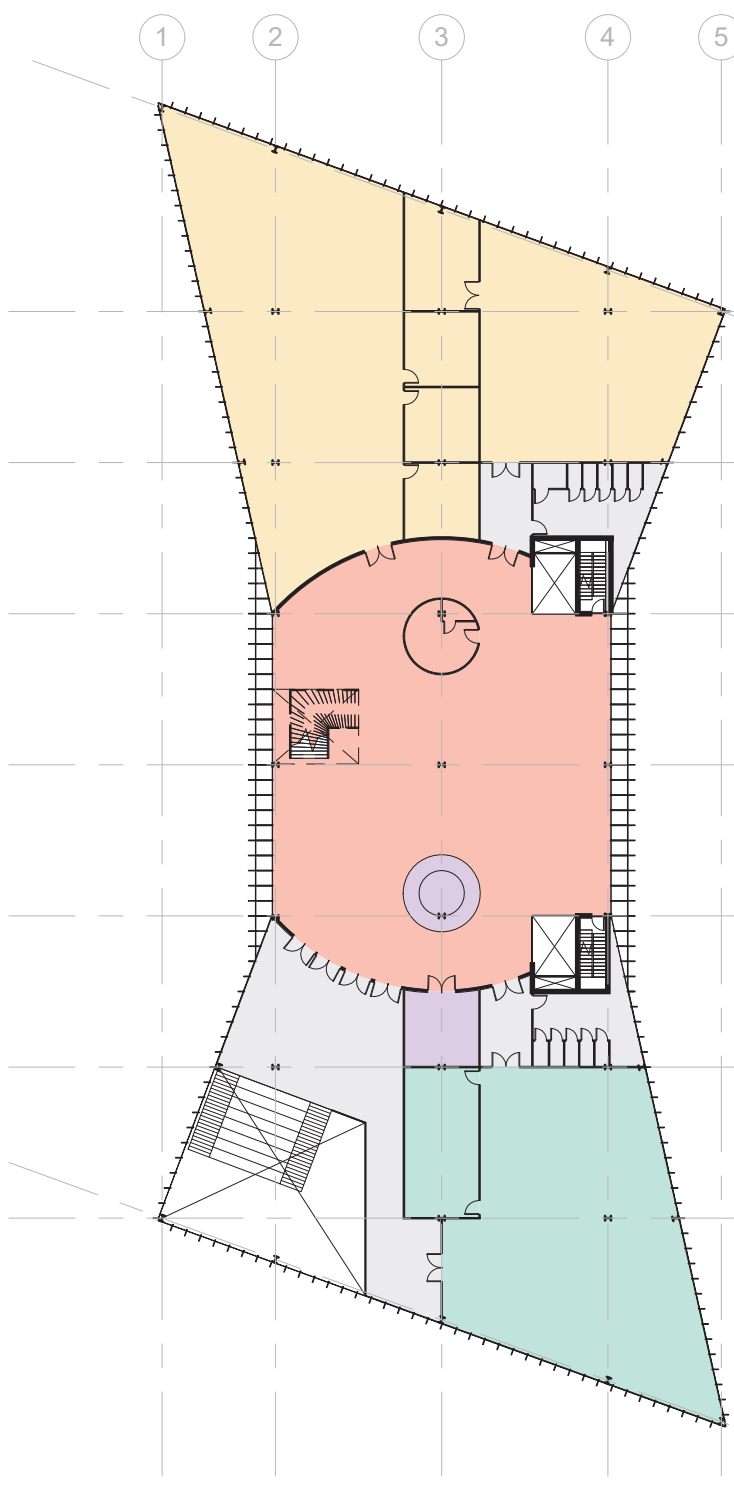
Bicycle Storage	694 m2
Mechanical room	103 m2
Parking garage	2.511 m2

Hallway	303 m2
Hallway	72 m2
Restaurant	417 m2
Kitchen outdoor	24 m2
Kitchen	127 m2
Storage cool	28 m2
Storage	40 m2

Hallway	303 m2
Hallway	72 m2
Restaurant	417 m2
Kitchen outdoor	24 m2
Kitchen	127 m2
Storage cool	28 m2
Storage	40 m2



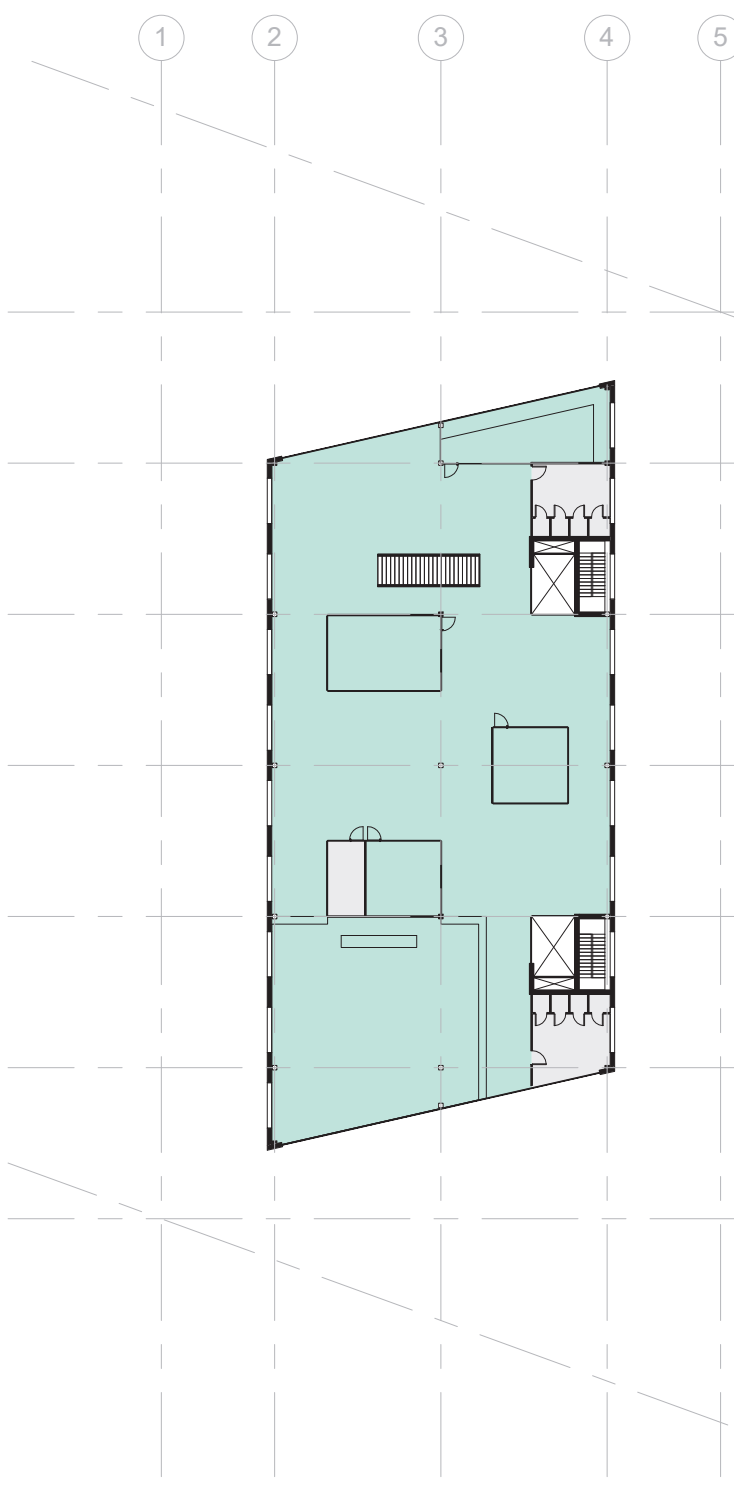
Level 1 plan 1:500



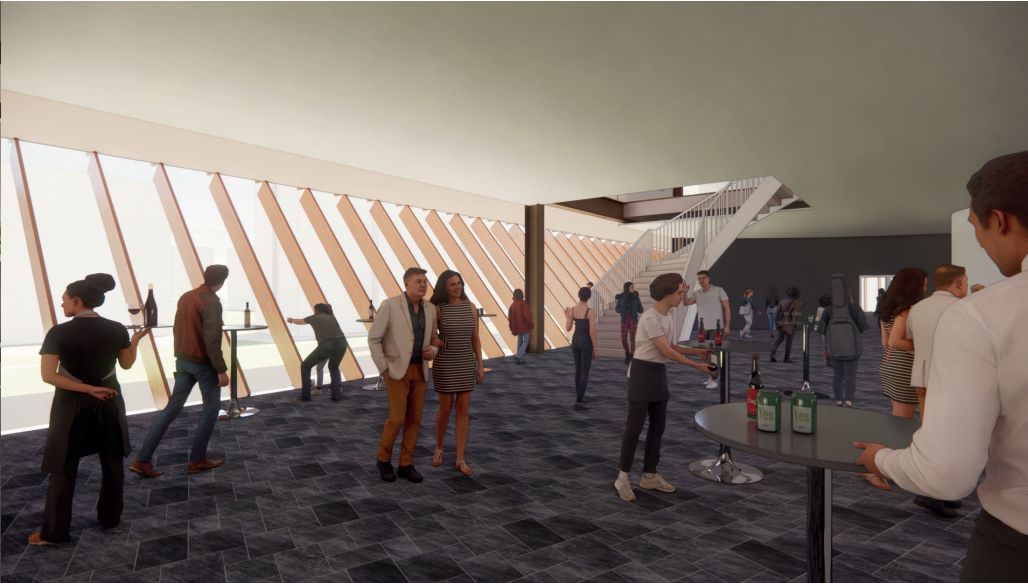
Level 2 plan 1:500



Level 3 plan 1:500



Level 4 plan 1:500



Restaurant	249 m2
Fitness room	345 m2
Storage	34 m2
Changing room	24 m2
Changing room	24 m2
Storage	24 m2
Recital Hall	192 m2
Hallway	19 m2
MIVA	4 m2
Toilets men	38 m2
Changing room	19 m2

Comedy club / bar	535 m2
Bar	19 m2
Hallway	151 m2
Storage	24 m2
Storage	24 m2
Hallway	49 m2
Toilets women	19 m2
Toilets women	35 m2
Workshop space	292 m2

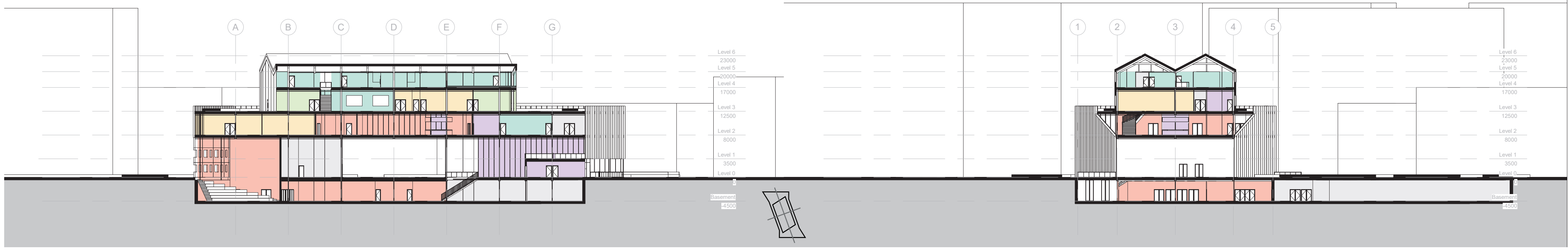
Community center	133 m2
Hallway	23 m2
Storage	24 m2
Toilets men	24 m2
Toilets women	12 m2
Computer room	177 m2
Hallway	70 m2
Game area	103 m2
Yoga dance studio	171 m2
Storage	11 m2

Changing room	17 m2
Changing room	17 m2
Kitchen	16 m2
Back office	16 m2
Daycare	91 m2
Hallway	16 m2
Toilets daycare	28 m2
Quiet room	44 m2
Toilets men	24 m2
Study room	37 m2
Mediatheque	553 m2
Study room	25 m2
Print room	12 m2
Study room	24 m2
Library	193 m2
Toilets women	28 m2



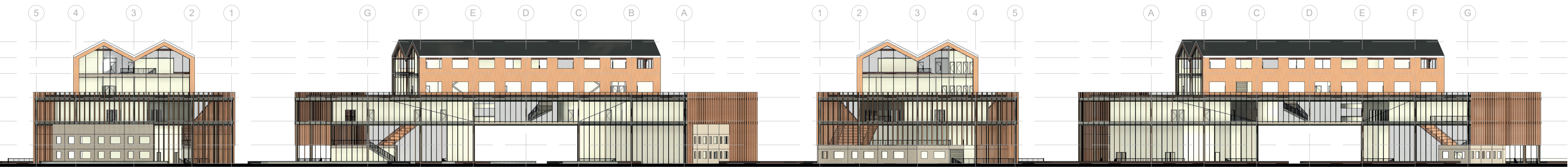
Sofas in the City

Closing the Gap between the Urban and the Domestic in Friedrichshain, Berlin



Section 1:500

Section 1:500

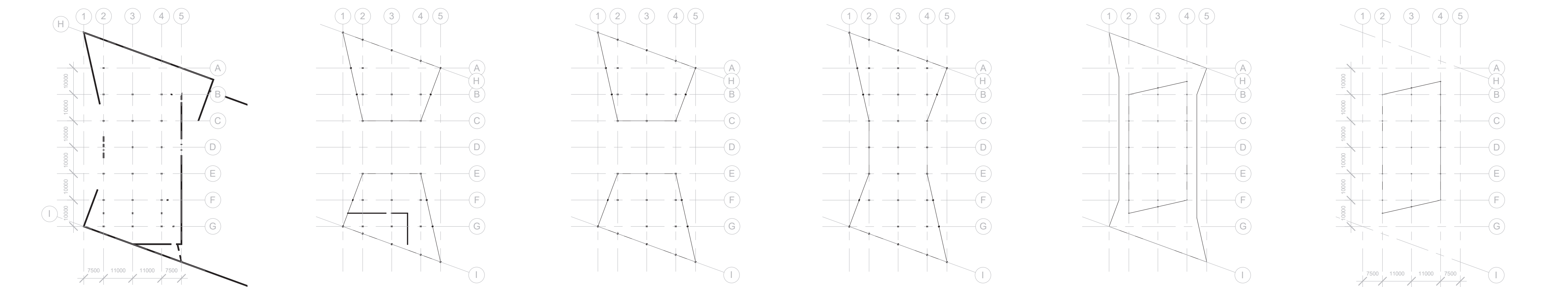


Elevation North 1:500

Elevation East 1:500

Elevation South 1:500

Elevation West 1:500



Construction plan Basement 1:1.000

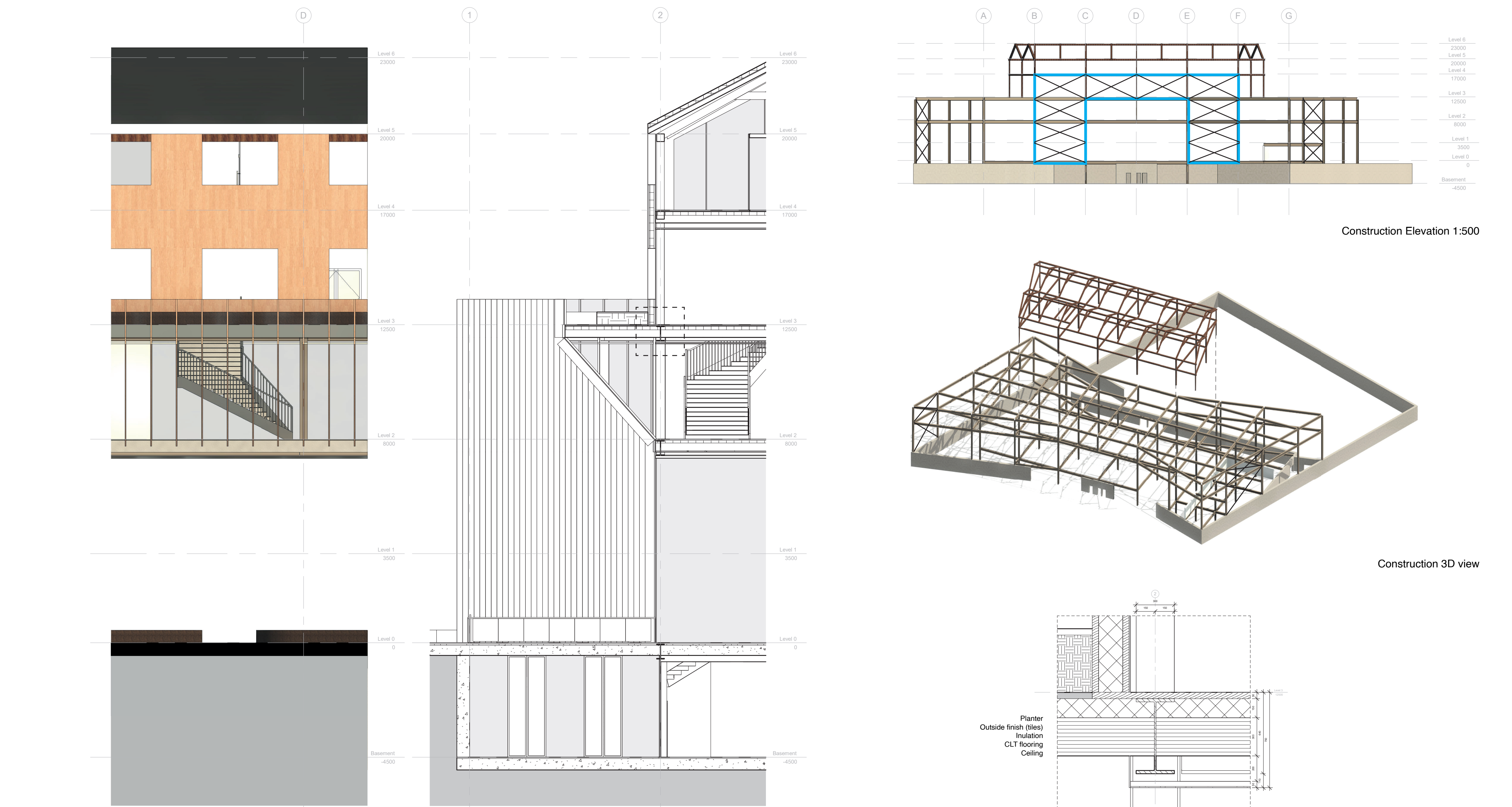
Construction plan Ground Floor 1:1.000

Construction plan Level 1 1:1.000

Construction plan Level 2 1:1.000

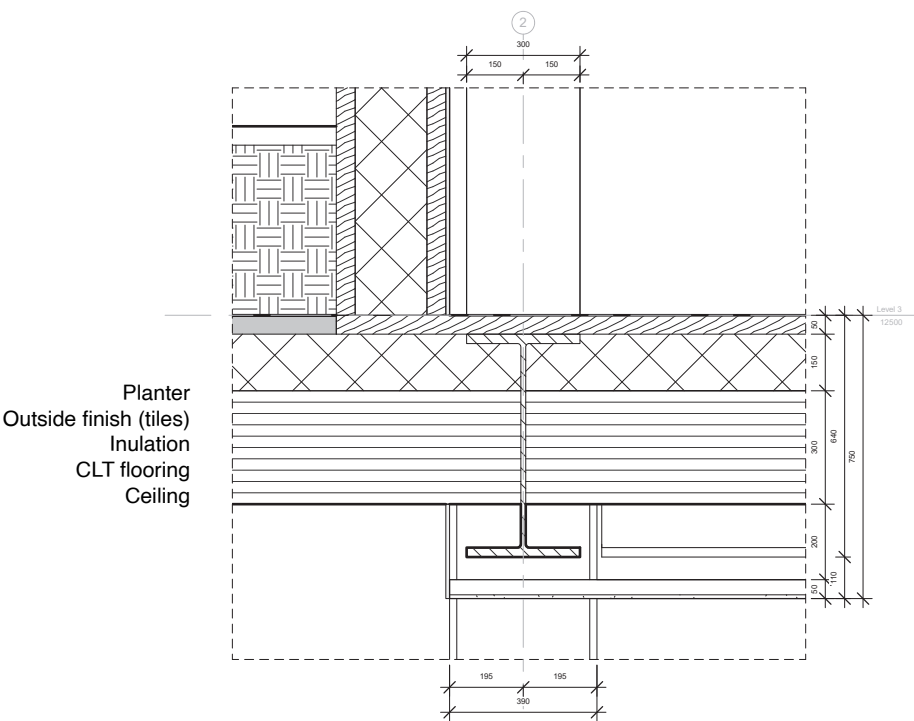
Construction plan Level 3 1:1.000

Construction plan Level 4 1:1.000



Facade section 1:100

Construction 3D view



Detail 1:10



Process Documentation P4

Table of Contents

94	Commons - <i>Elaboration</i>	108	Routing - <i>Axometric</i>
95	Design - <i>Introduction</i>	109	Zone 1 - <i>The Square</i>
96	Themes - <i>Visualisation</i>	117	Zone 2 - <i>The Yard</i>
98	Zones - <i>Coming Home Scenario</i>	121	Zone 3 - <i>The Lobby</i>
99	Diagrams of Shape - <i>Evolution</i>	125	Zone 4 - <i>The Living Room</i>
100	Division - <i>Urban vs. Domestic</i>	128	Themes - <i>Distribution</i>
101	Site Comparison - <i>Old vs. New</i>	129	Section - <i>Broadwise & Longwise</i>
102	Placement on Site - <i>Size Comparison</i>	131	Climate - <i>Section</i>
103	Placement on Site - <i>Isometric View</i>	132	Elevation - <i>South and West Facade</i>
104	Sections - <i>Urban</i>	133	Reuse - <i>Existing Building Parts</i>
105	Site Plan - <i>Accessibility</i>	134	Construction - <i>Exploded View & Sections</i>
106	Building Approach - <i>From Station & Berghain</i>	136	Facade - <i>Fragment & Details</i>

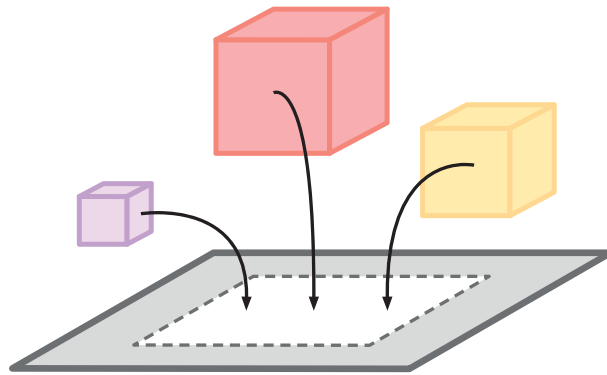
Commons

Elaboration

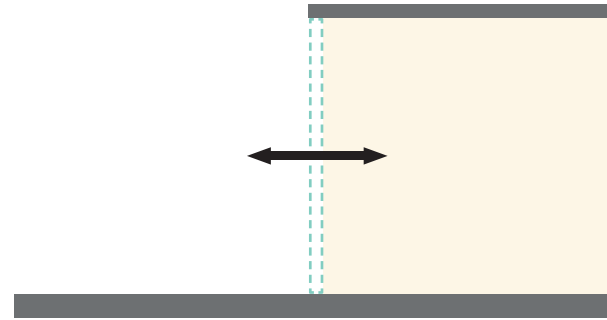
“The notion of commons in short means that the place has a common use. That it is accessible to all members of society. But it is more than just a public space as it is more inclusive. More inclusive in the way of not only people but moments and cultures as well. It also has a touch of hybridity in it as the place of commons will need to change functions over time to tend to the people’s needs.”

Design

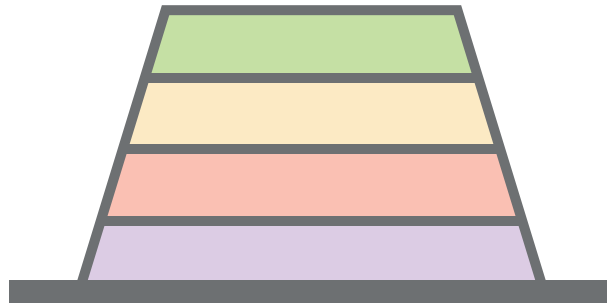
Introduction



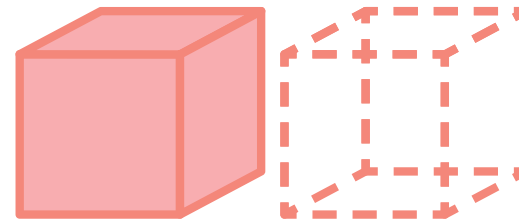
Missing program



Enhancing transparency



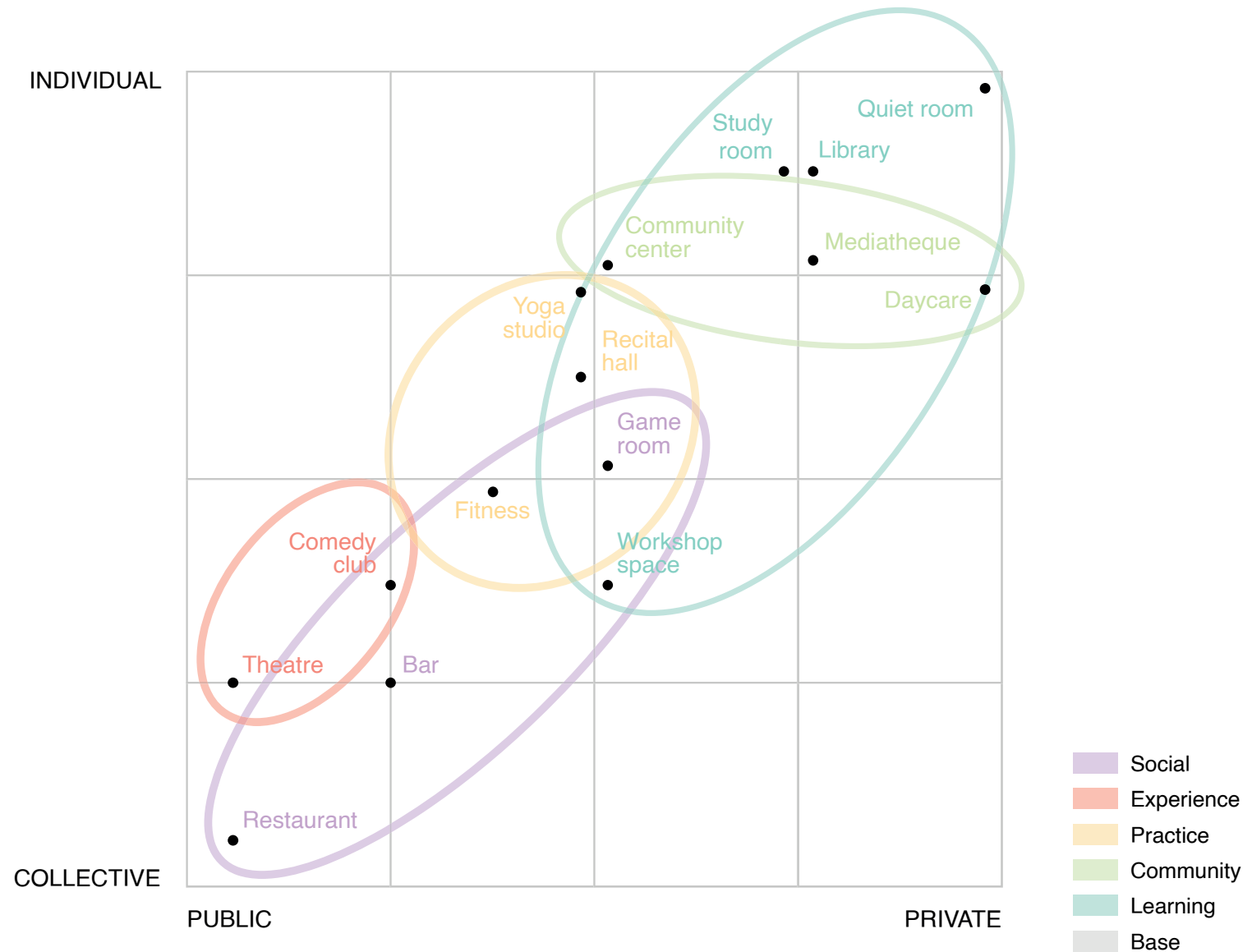
Themed floors create gradient



Mix of permanent and flexible

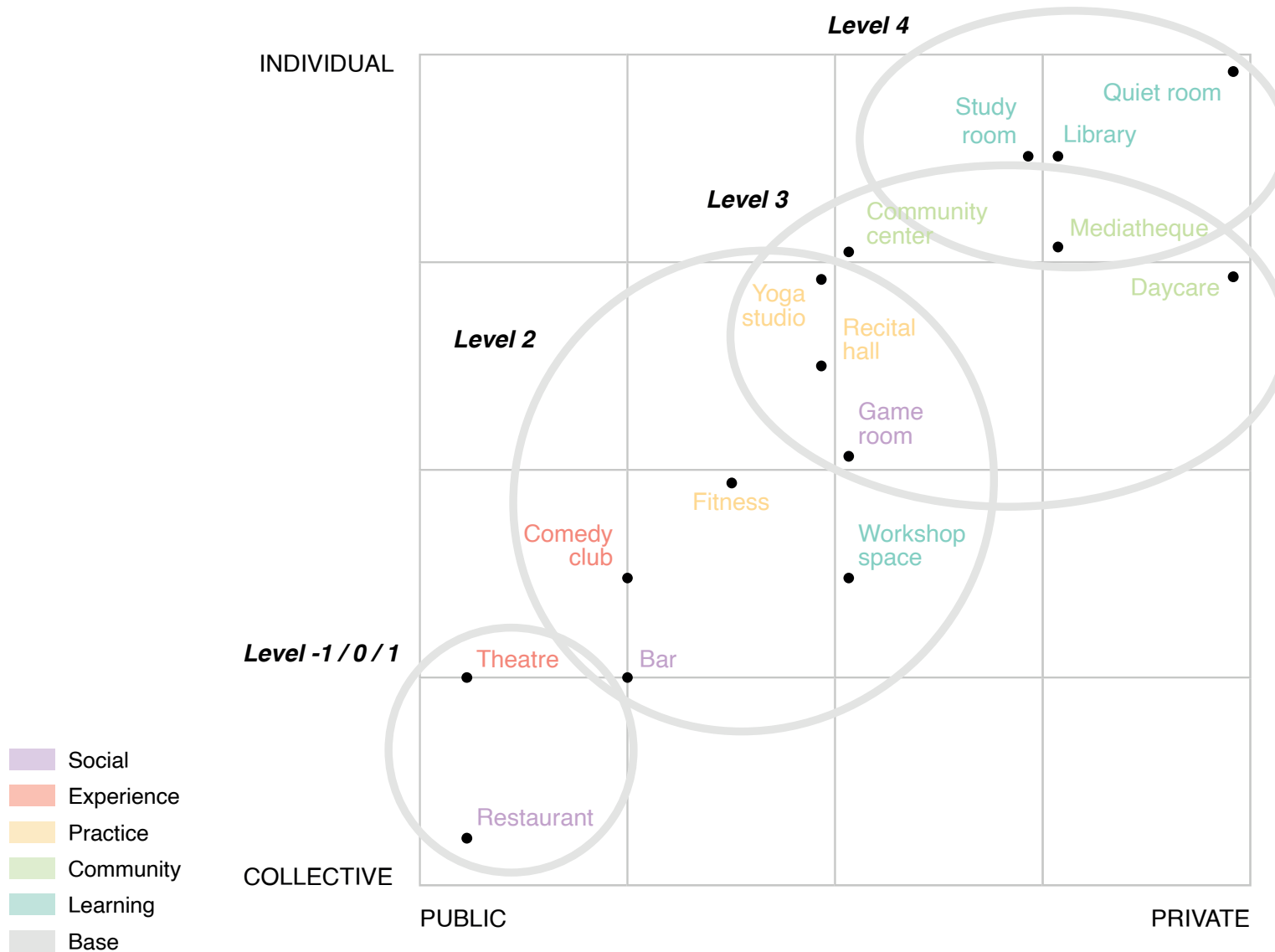
Themes

Visualisation



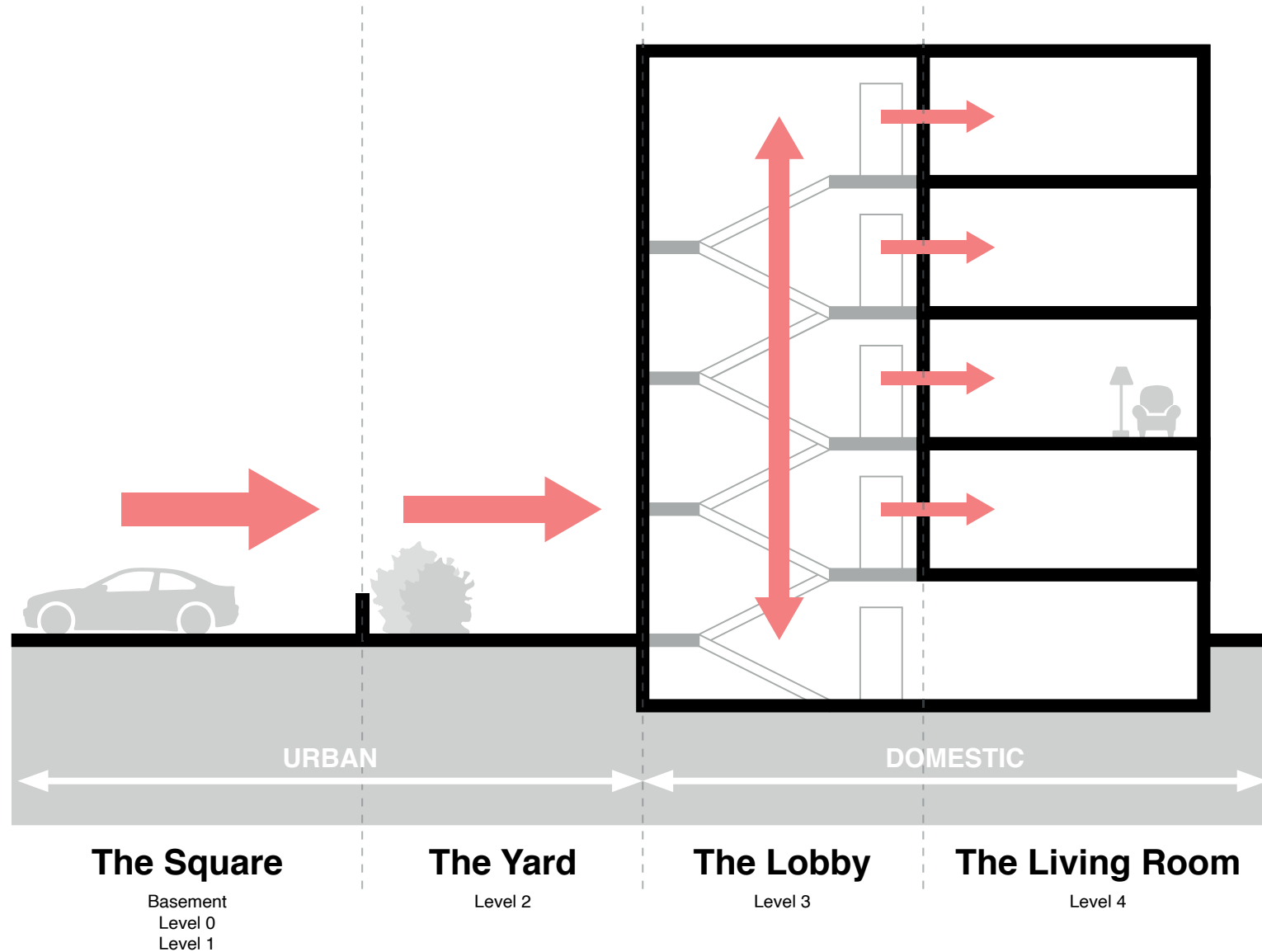
Themes

Visualisation



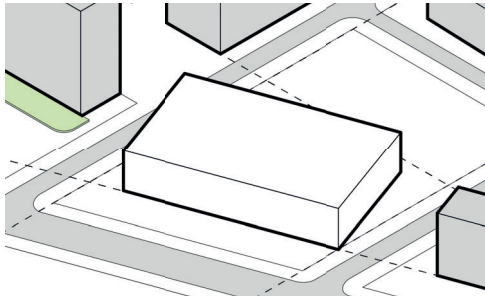
Zones

Coming Home Scenario

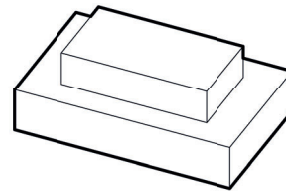


Diagrams of Shape

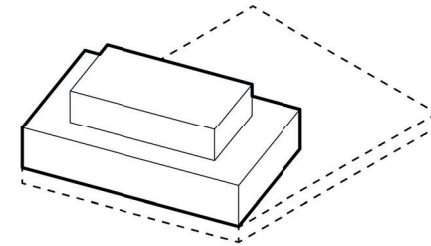
Evolution



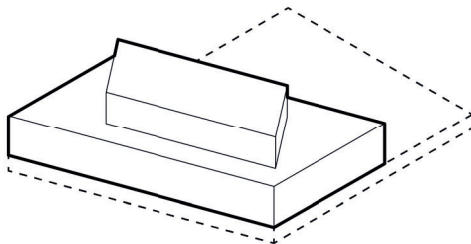
1. Create an urban block from existing lines in the surroundings



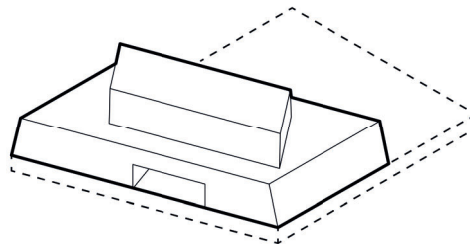
2. Add a domestic block in the same style as the urban block



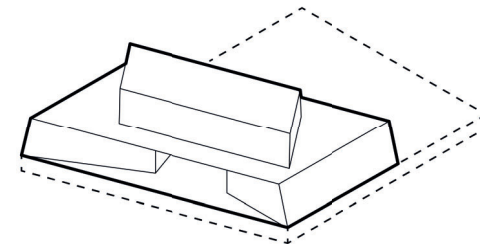
3. Extend the urban block into the ground and add a parking garage



4. Stretch the volumes to fit better within the urban surroundings



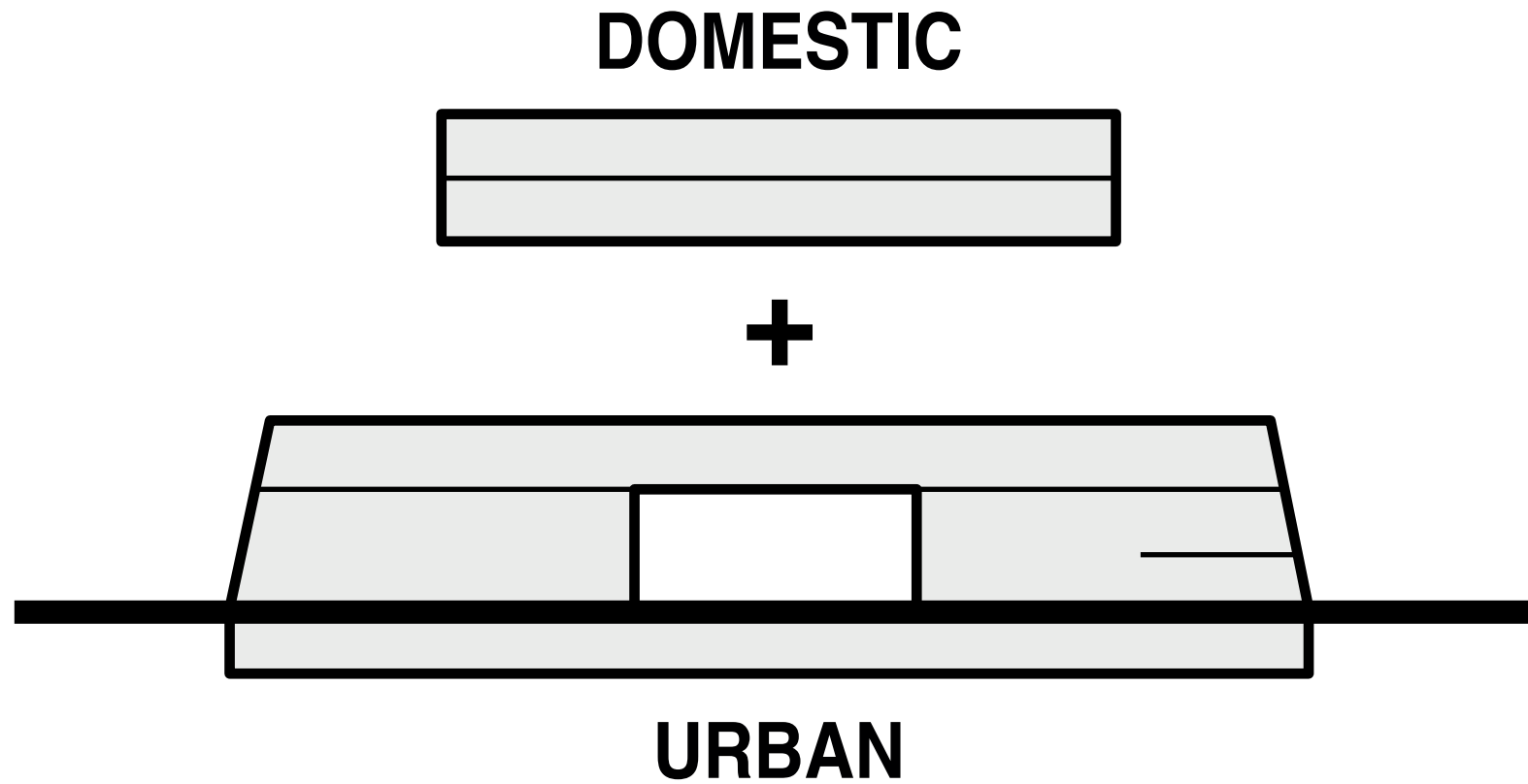
5. Lessen the impact on the walkable floors by adjusting the facades



6. Add directional cues to the volume to pull in users from the surroundings

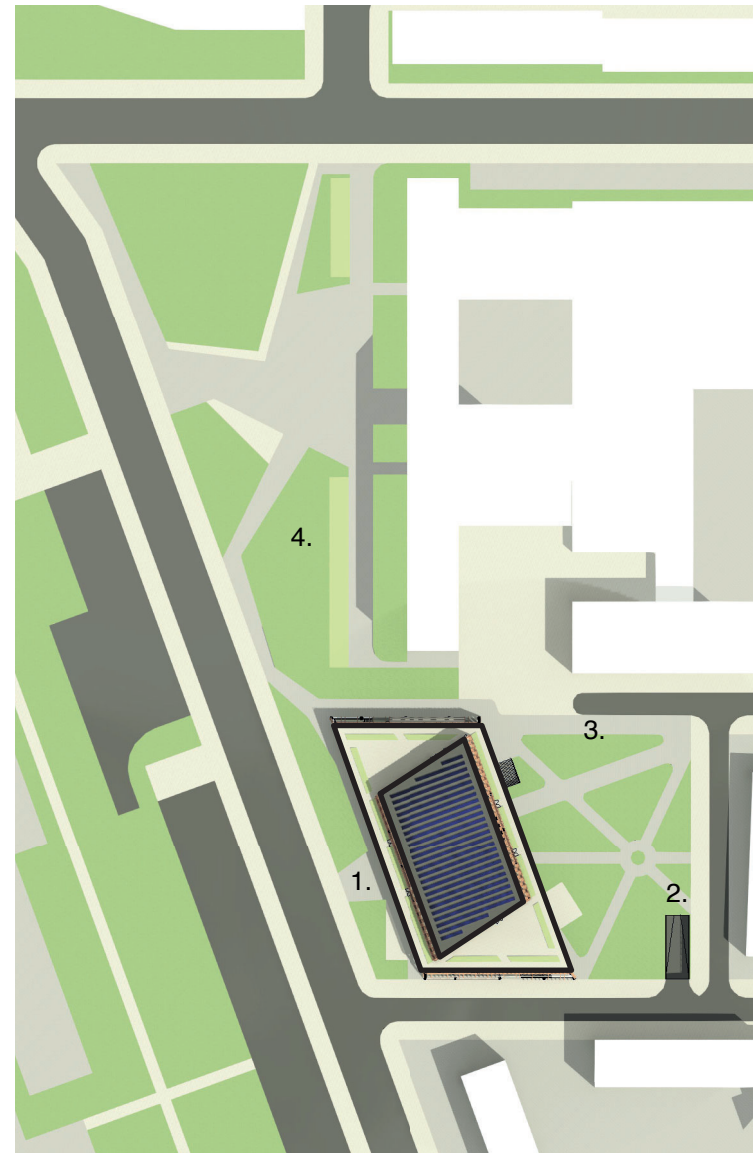
Division

Urban vs. Domestic



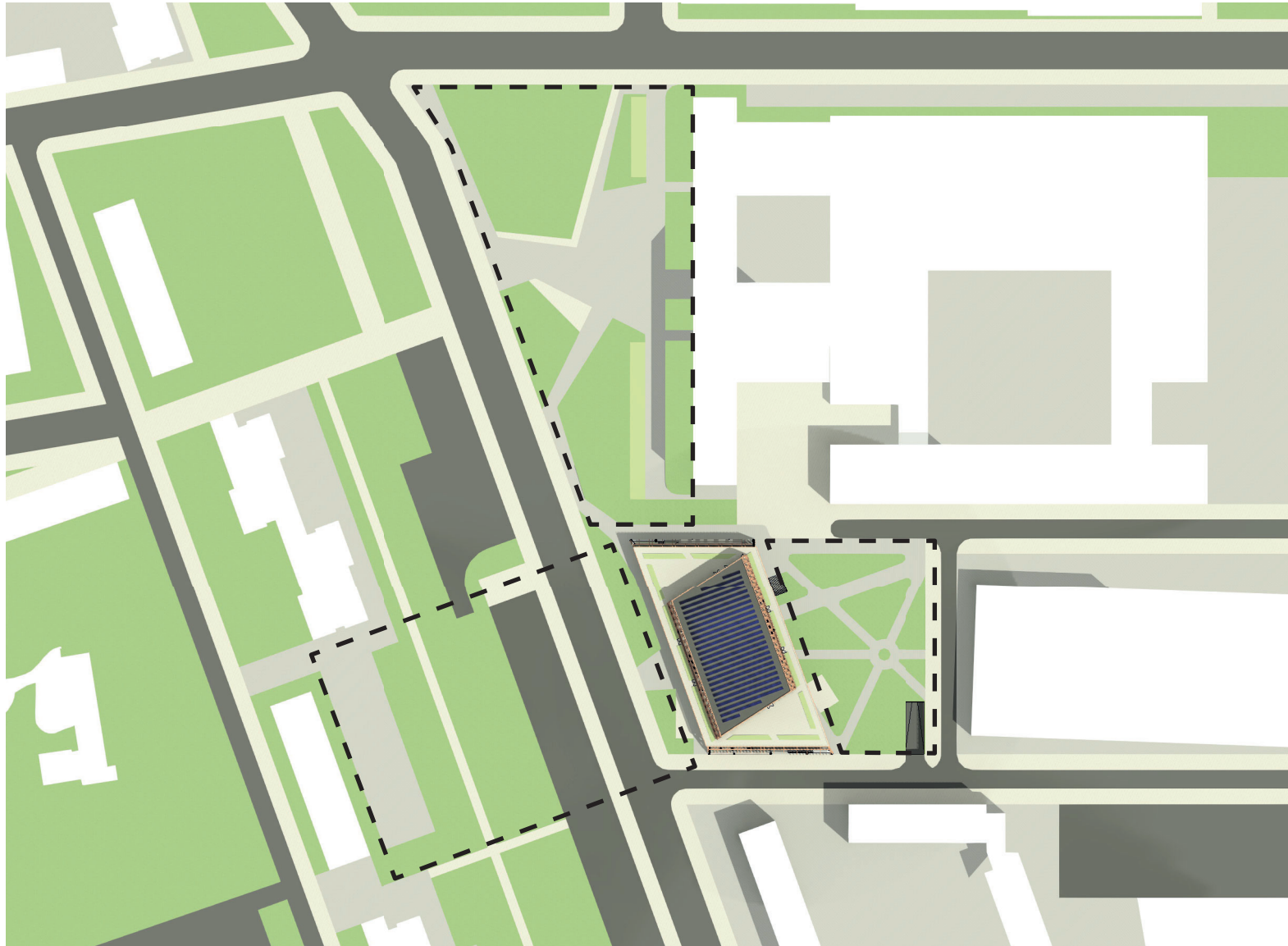
Site Comparison

Old vs. New 1:2.000



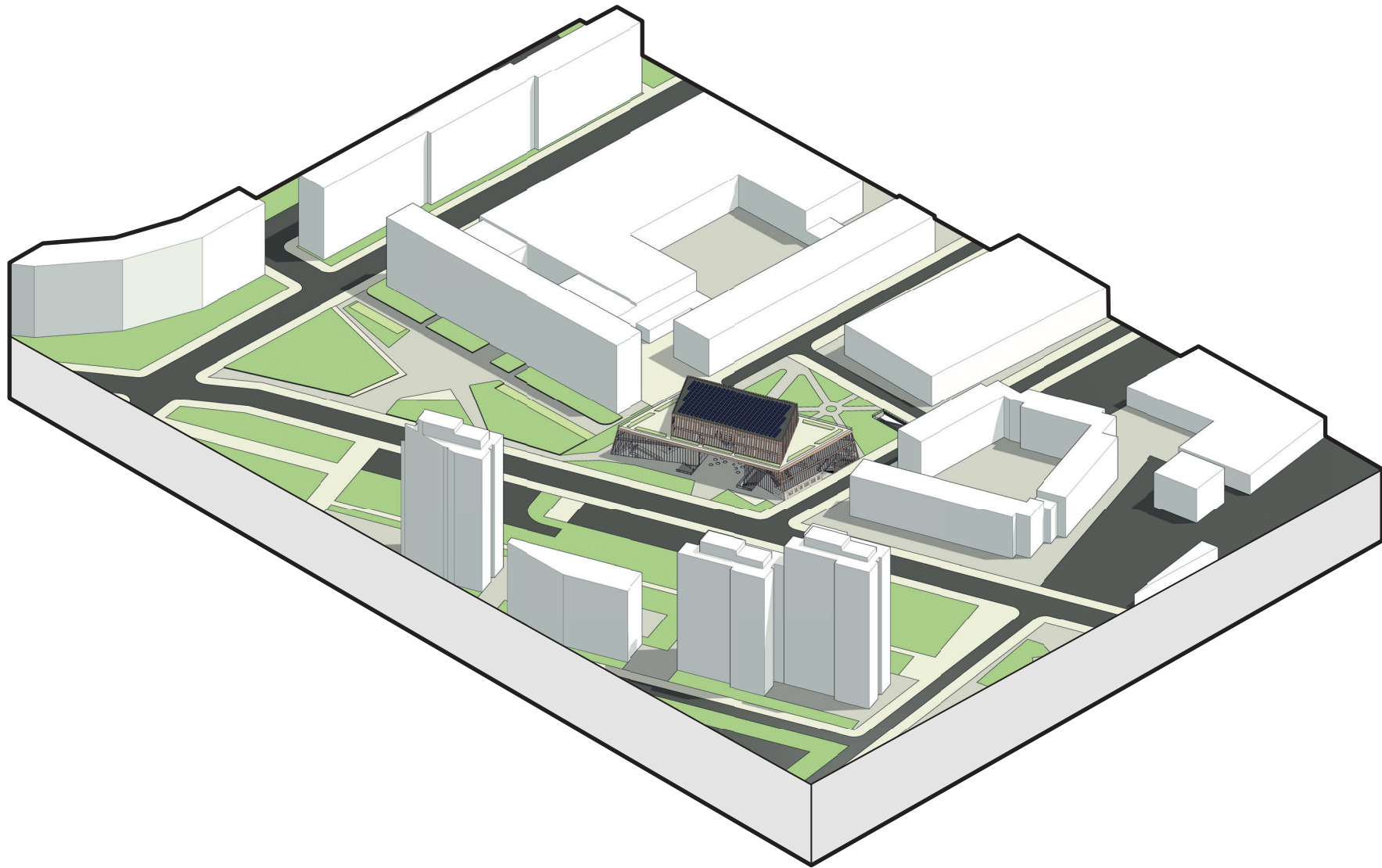
Placement on Site

Size Comparison 1:2.000



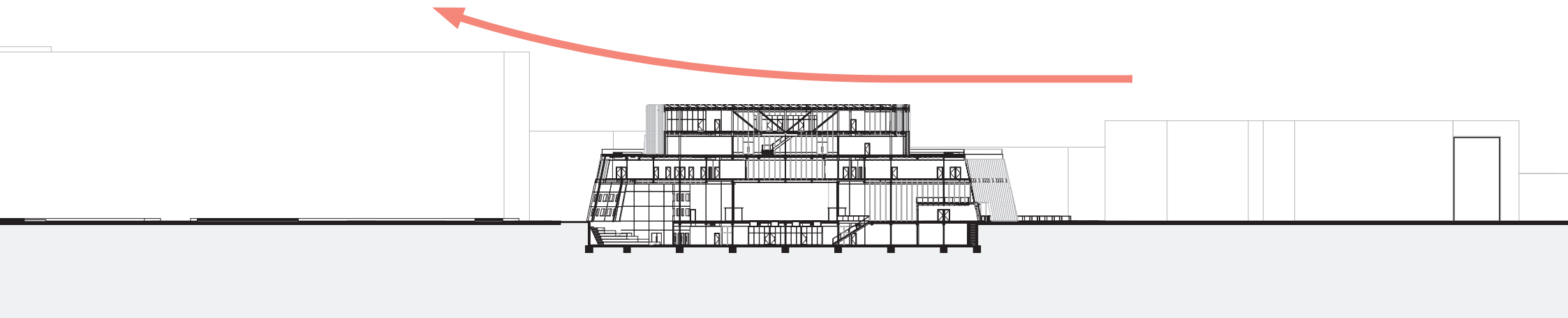
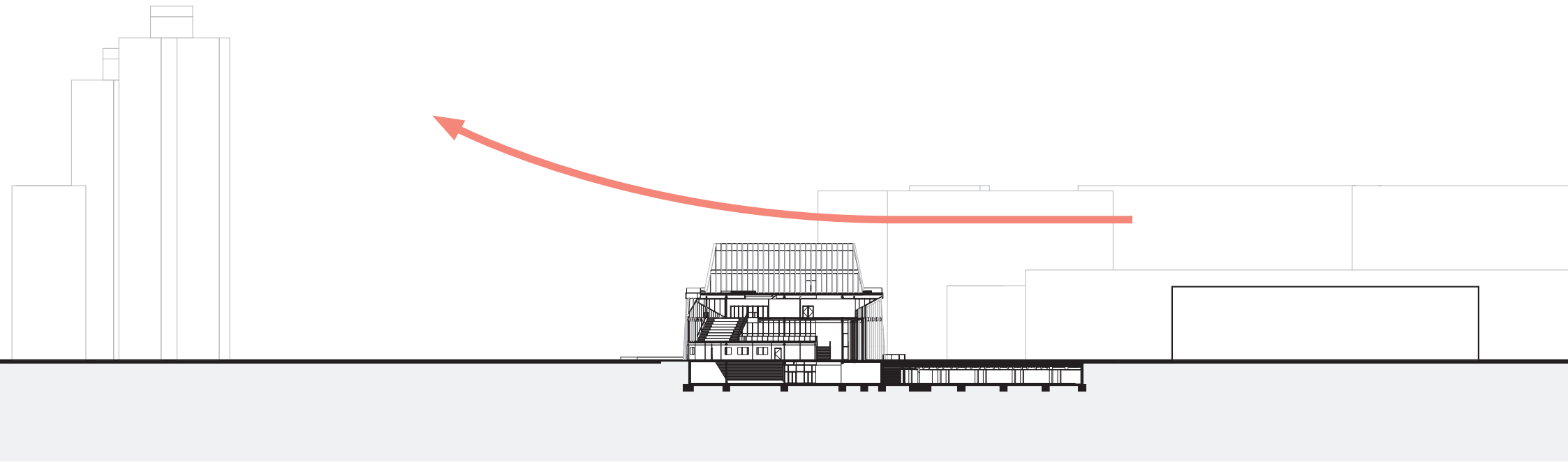
Placement on Site

Isometric view








Sections

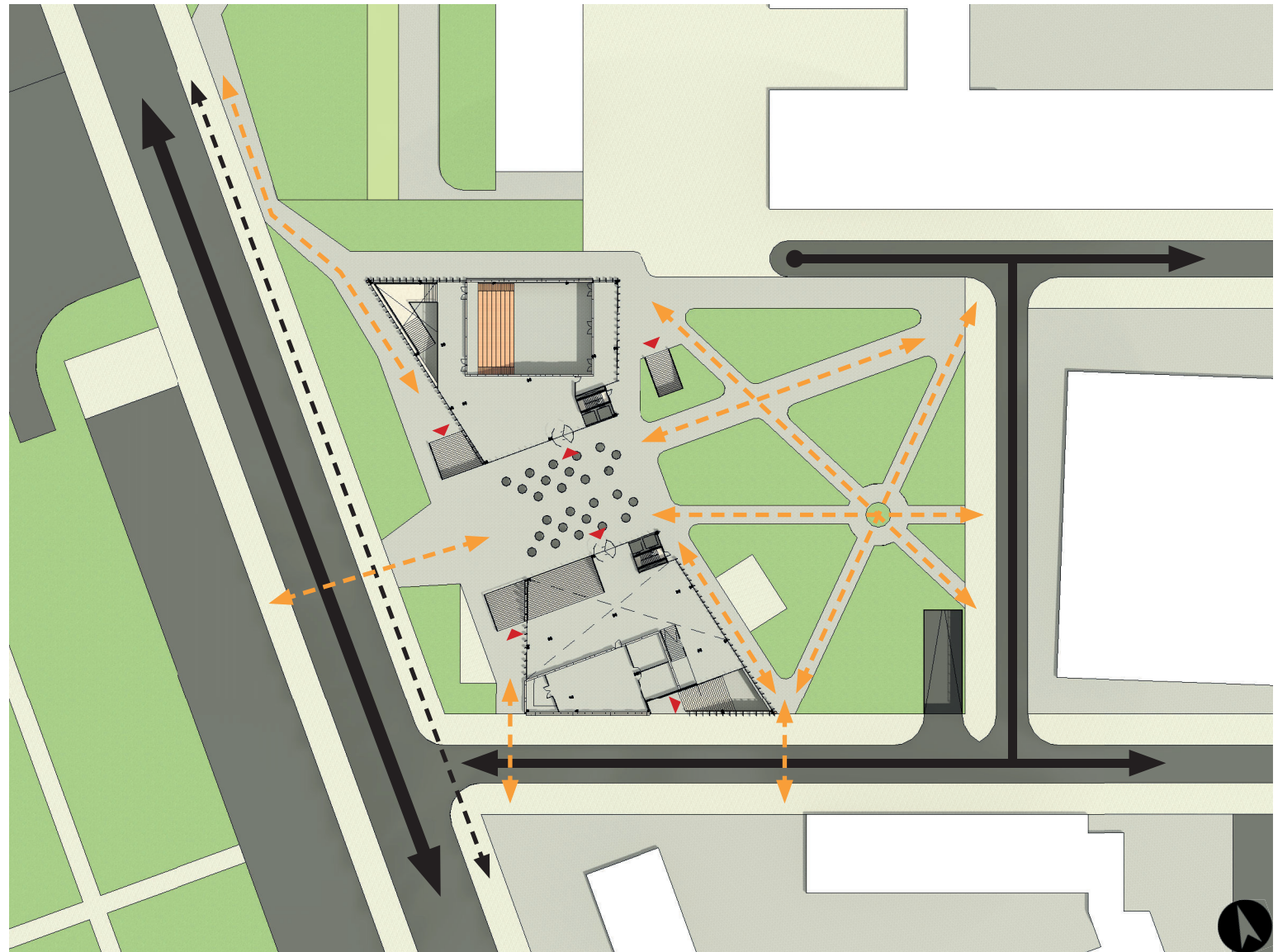
Urban 1:1.000



Site Plan

Accessibility 1:1.000

- Building Access Point 
- New route 
- Pedestrian route 
- Car route secondary 
- Car route primary 



Building Approach

From Station



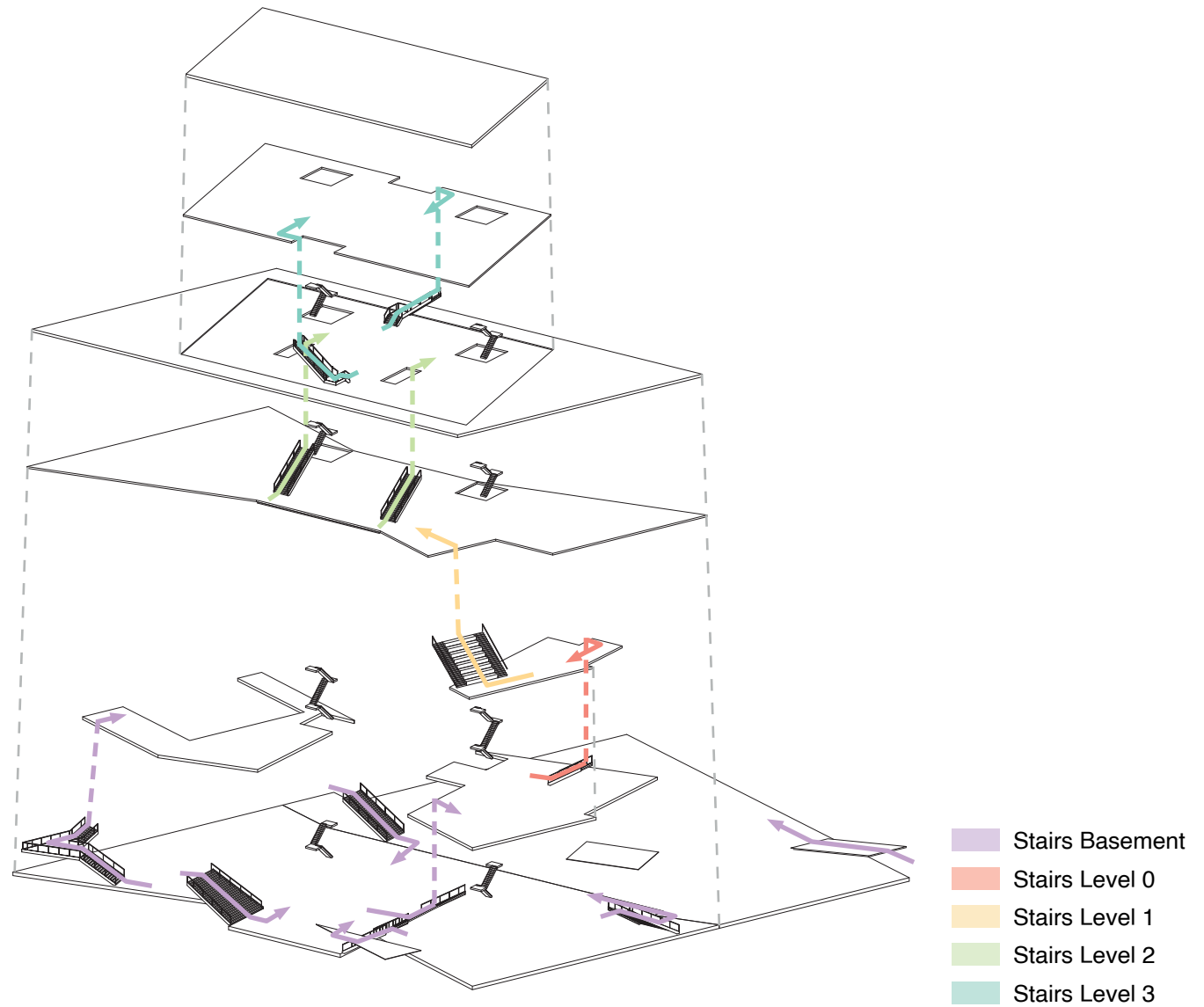
Building Approach

From Berghain



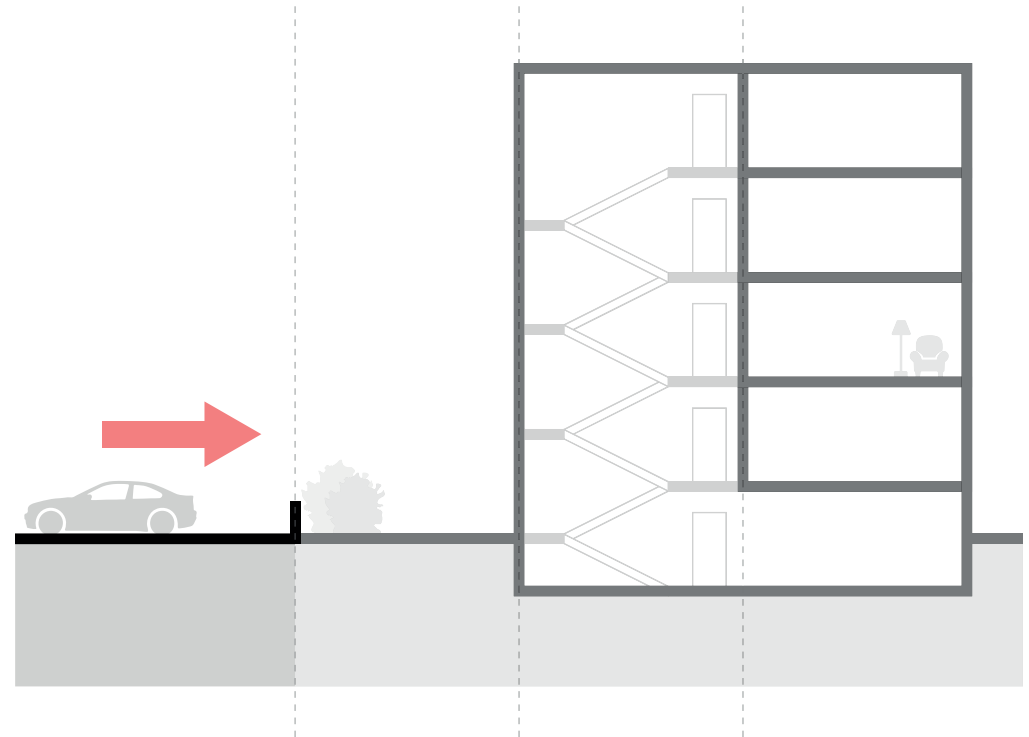
Routing

Axonometric



ZONE 1: THE SQUARE

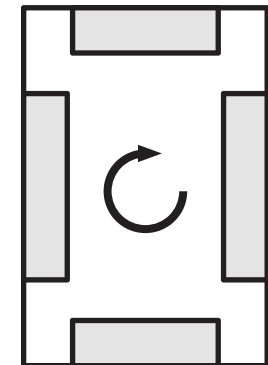
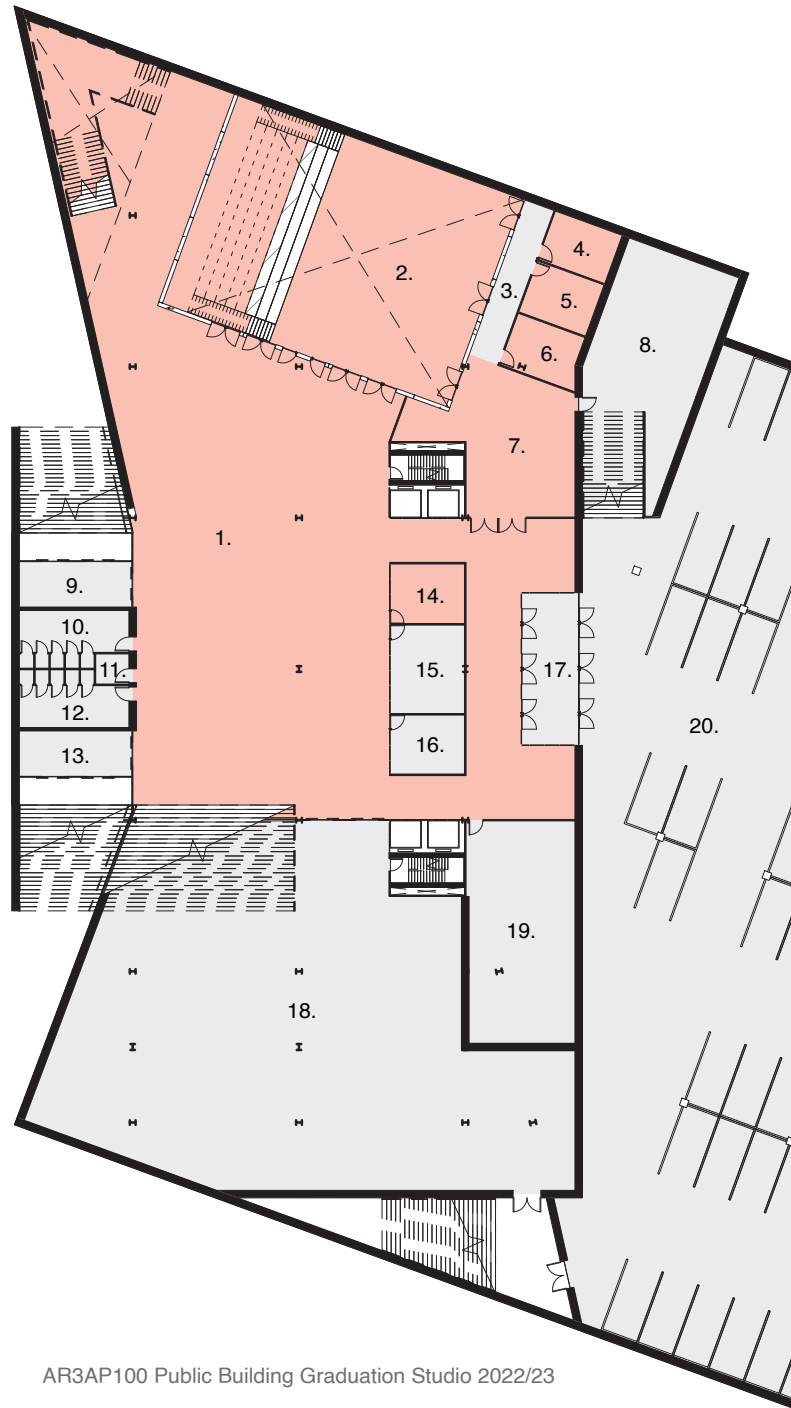
Basement
Ground Floor
Level 1



Basement

Floorplan 1:500

1. Foyer	852 m ²
2. Theatre	296 m ²
3. Hallway	22 m ²
4. Changing room	16 m ²
5. Changing room	17 m ²
6. Changing room	17 m ²
7. Storage	82 m ²
8. Mechanical room	123 m ²
9. Entrance	23 m ²
10. Toilets women	25 m ²
11. Disabled toilet	4 m ²
12. Toilets men	25 m ²
13. Entrance	23 m ²
14. Cloakroom	20 m ²
15. Back office	29 m ²
16. Storage	19 m ²
17. Entrance	38 m ²
18. Bicycle storage	649 m ²
19. Mechanical room	104 m ²
20. Parking (88 spaces)	2.472 m ²



- Social
- Experience
- Practice
- Community
- Learning
- Base



Basement

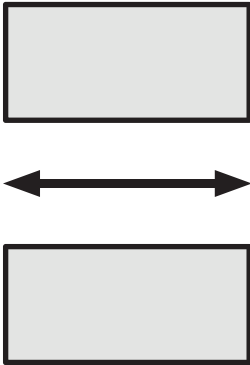
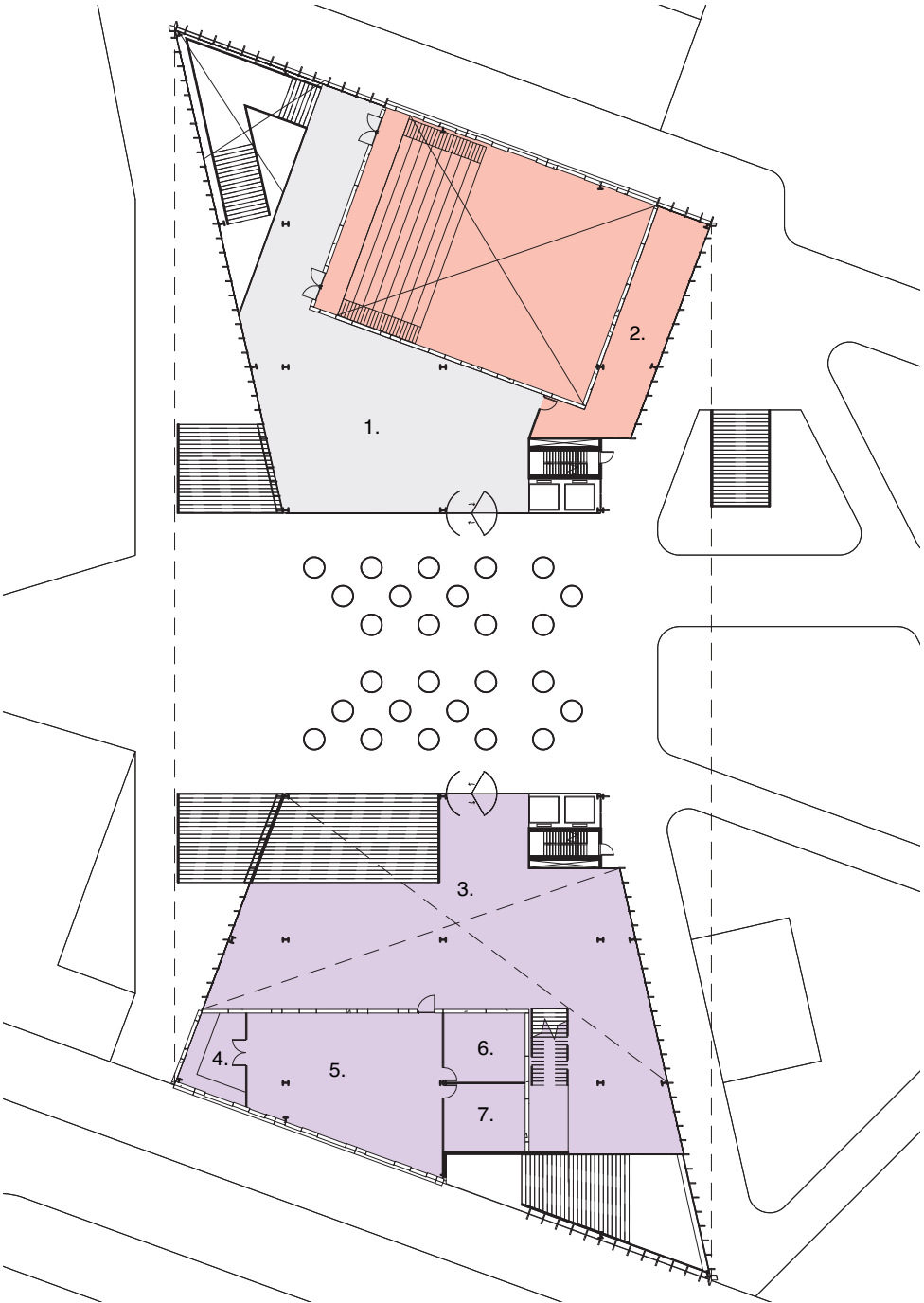
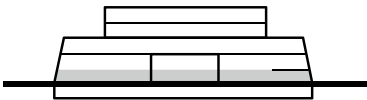
Impression



Ground Floor

Floorplan 1:500

- 1. Hallway 306 m²
- 2. Exhibition space 72 m²
- 3. Restaurant 405 m²
- 4. Kitchen outdoor 24 m²
- 5. Kitchen 127 m²
- 6. Storage cool 27 m²
- 7. Storage 27 m²



- Social
- Experience
- Practice
- Community
- Learning
- Base



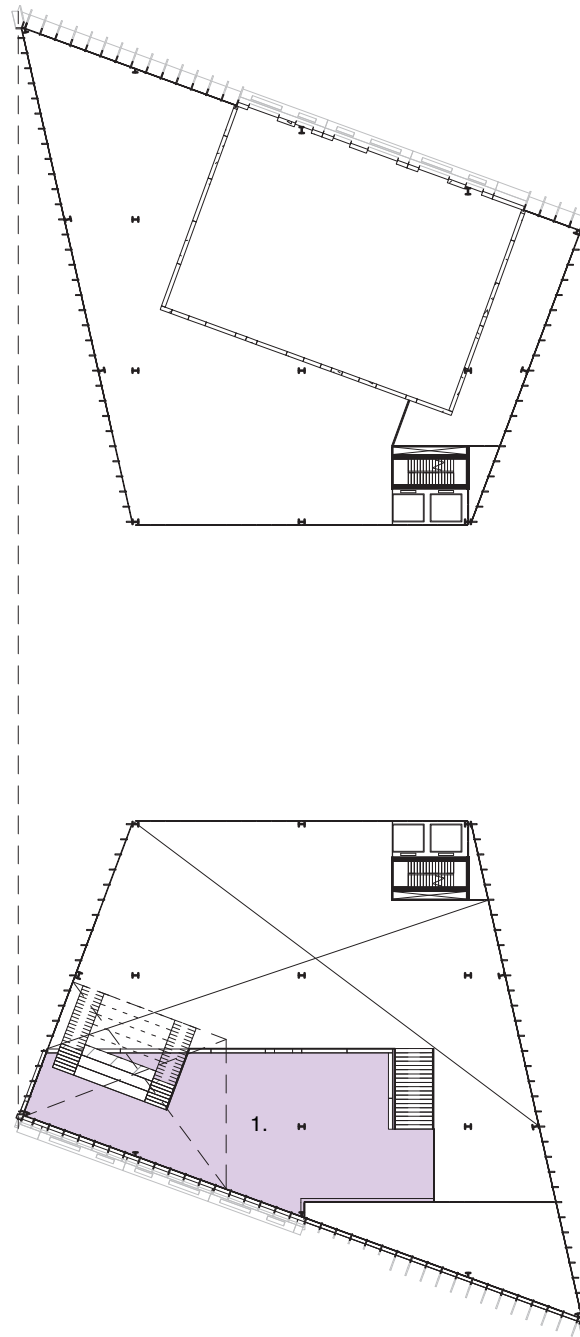
Ground Floor

Impression

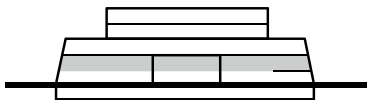


Level 1

Floorplan 1:500



1. Restaurant 219 m²



- Social
- Experience
- Practice
- Community
- Learning
- Base



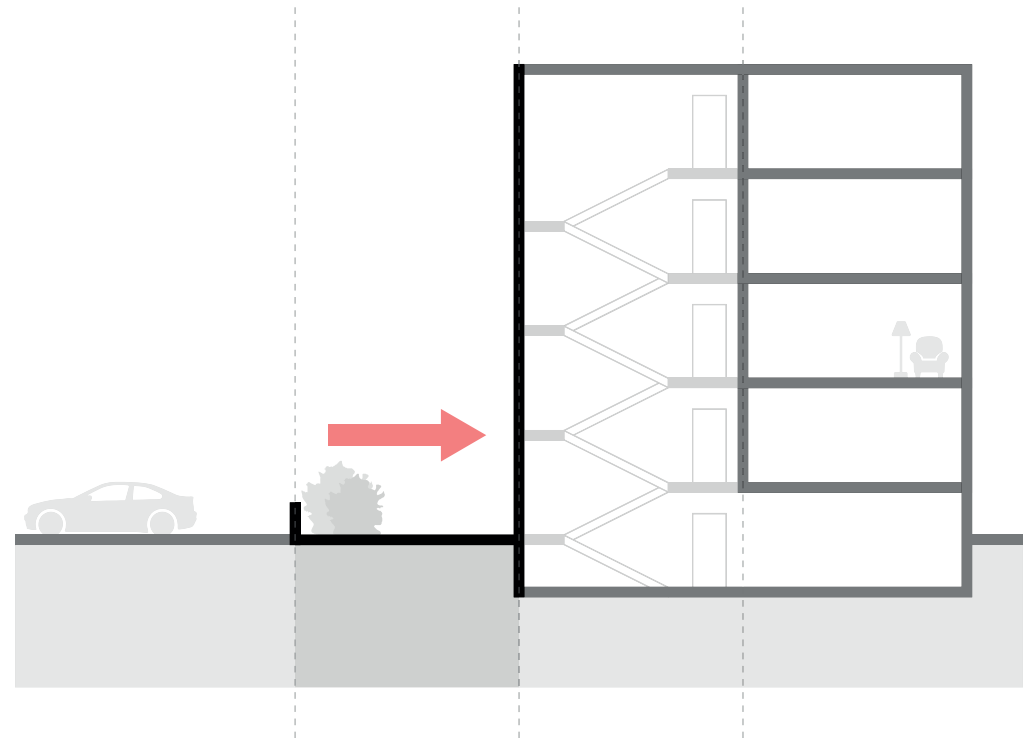
Level 1

Impression



ZONE 2: THE YARD

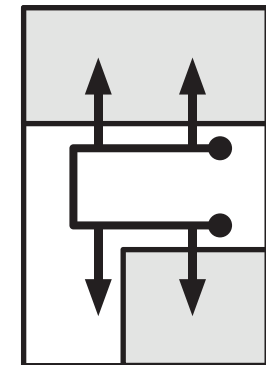
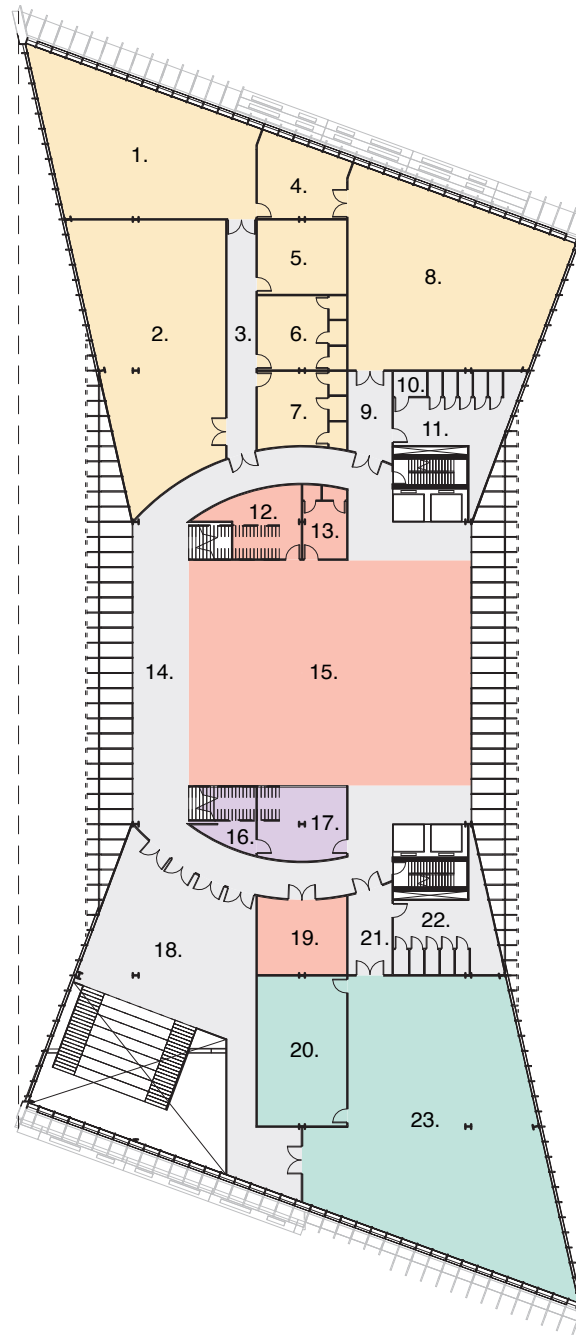
Level 2



Level 2

Floorplan 1:500

1. Yoga dance studio	124 m ²
2. Fitness room	152 m ²
3. Hallway	29 m ²
4. Storage	31 m ²
5. Storage	29 m ²
6. Changing room	29 m ²
7. Changing room	29 m ²
8. Recital hall	157 m ²
9. Hallway	16 m ²
10. Disabled toilet	4 m ²
11. Toilets men	40 m ²
12. Cloakroom	23 m ²
13. Changing room	14 m ²
14. Hallway	205 m ²
15. Comedy club	279 m ²
16. Storage	16 m ²
17. Bar	28 m ²
18. Hallway	140 m ²
19. Storage	16 m ²
20. Storage	29 m ²
21. Hallway	58 m ²
22. Toilets women	36 m ²
23. Workshop space	256 m ²



- Social
- Experience
- Practice
- Community
- Learning
- Base



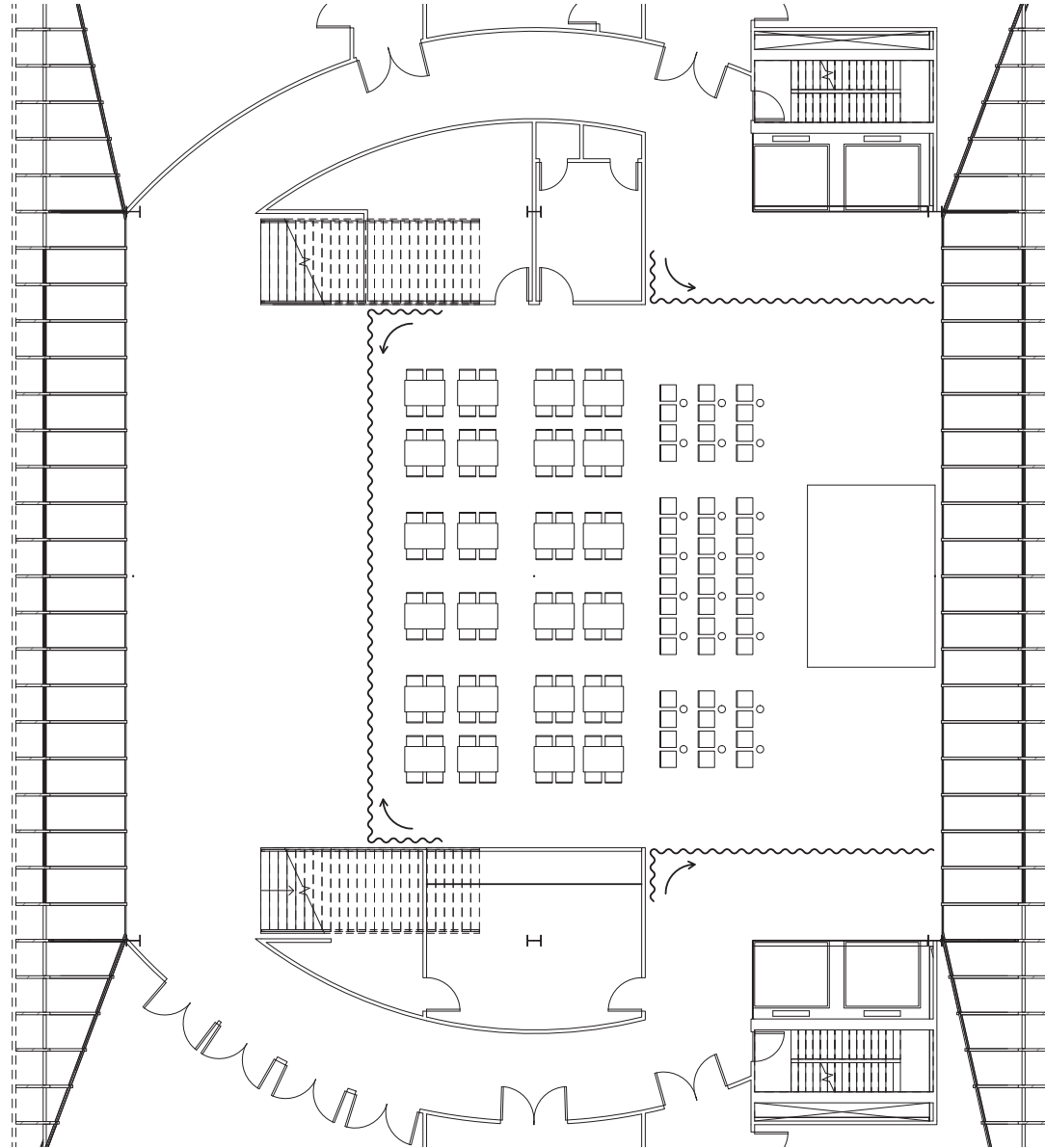
Level 2

Impression



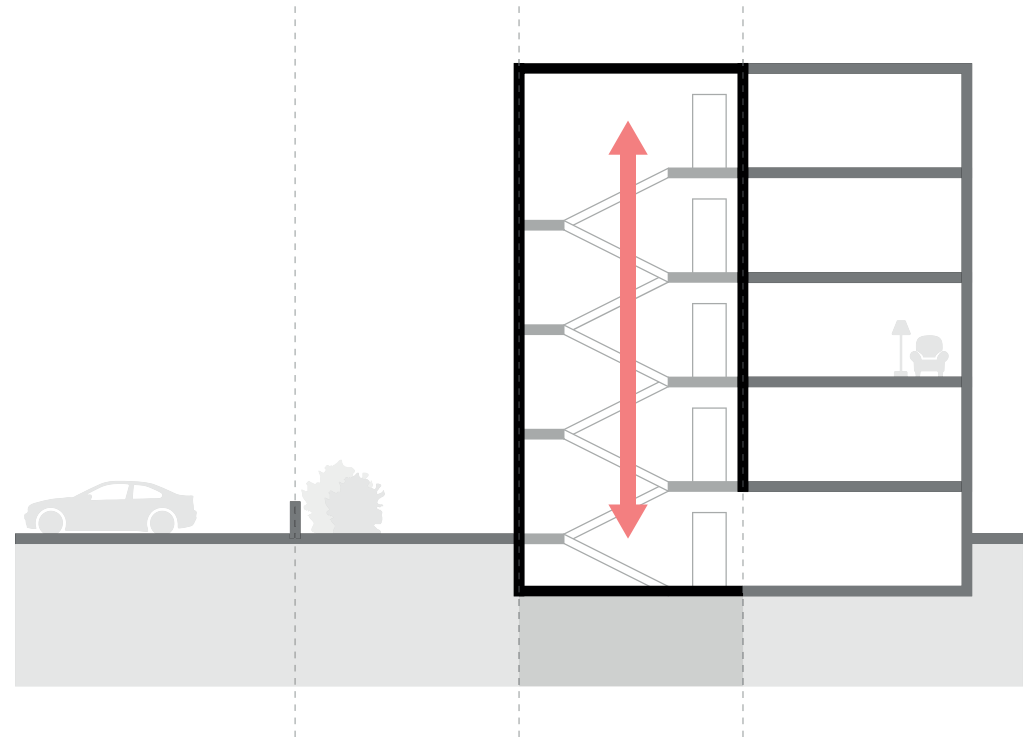
Level 2

Floorplan Zoom-in



ZONE 3: THE LOBBY

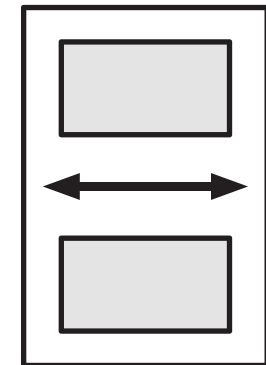
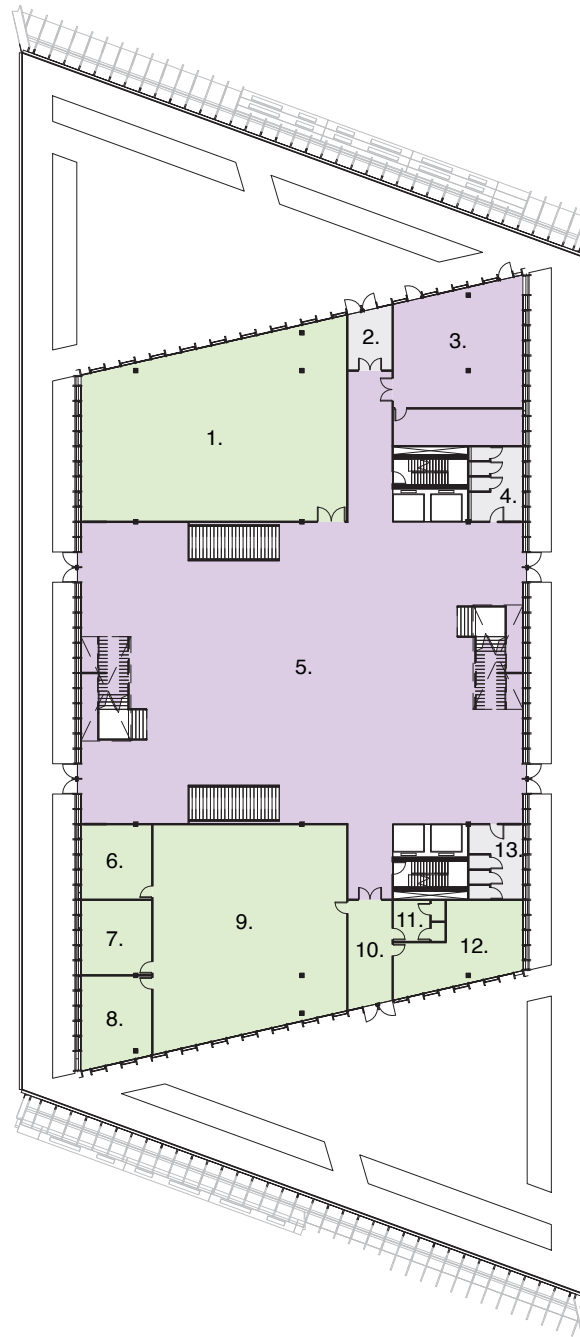
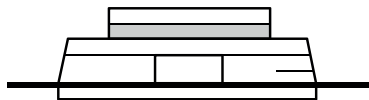
Level 3



Level 3

Floorplan 1:500

1. Community center	206 m ²
2. Hallway	12 m ²
3. Coffee corner	91 m ²
4. Toilets men	18 m ²
5. Computer and Game area	635 m ²
6. Storage	24 m ²
7. Kitchen	24 m ²
8. Back office	28 m ²
9. Daycare	176 m ²
10. Hallway	20 m ²
11. Toilets daycare	9 m ²
12. Daycare bedroom	39 m ²
13. Toilets women	18 m ²



- Social
- Experience
- Practice
- Community
- Learning
- Base



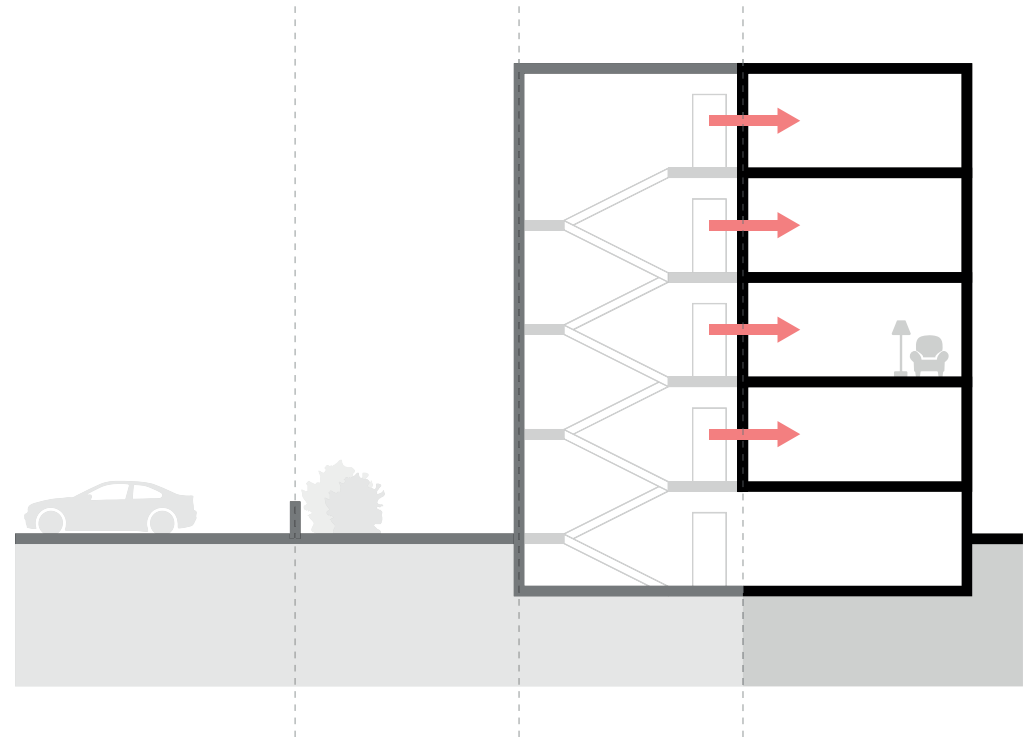
Level 3

Impression



ZONE 4: THE LIVING ROOM

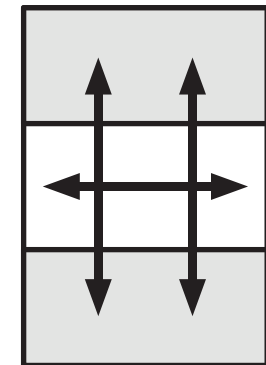
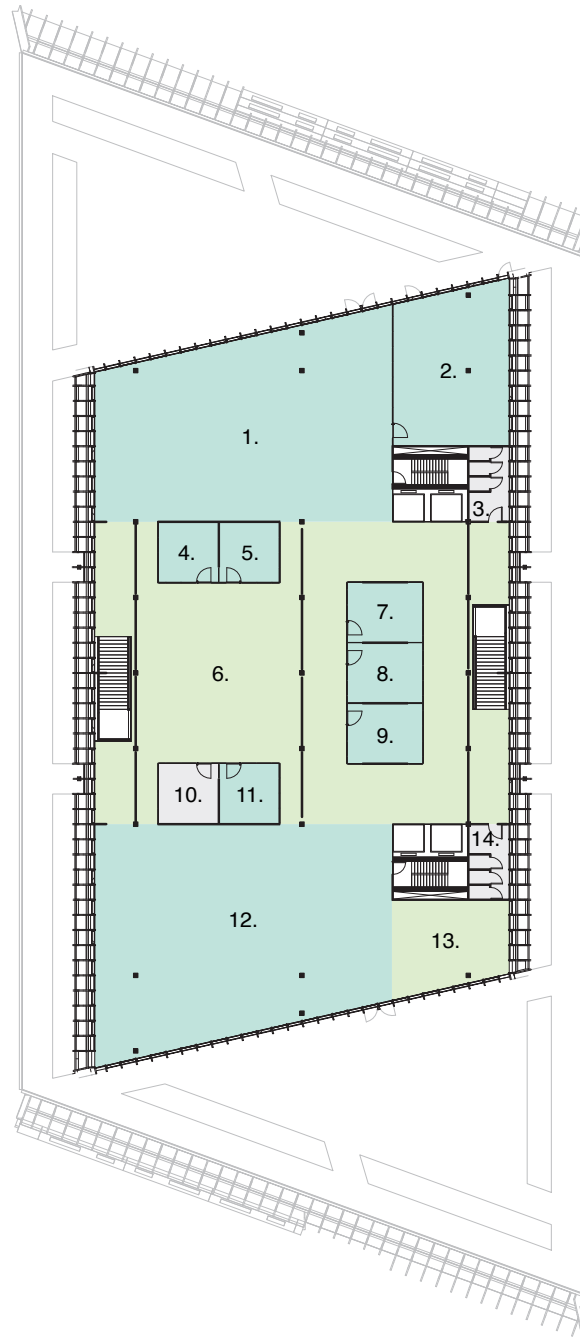
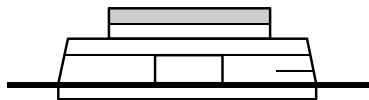
Level 4



Level 4

Floorplan 1:500

1. Study room	240 m ²
2. Quiet room	81 m ²
3. Toilets men	14 m ²
4. Meeting room	16 m ²
5. Meeting room	16 m ²
6. Mediatheque	395 m ²
7. Meeting room	20 m ²
8. Meeting room	20 m ²
9. Meeting room	20 m ²
10. Print room	16 m ²
11. Meeting room	16 m ²
12. Library	276 m ²
13. Cozy corner	46 m ²
14. Toilets women	14 m ²



- Social
- Experience
- Practice
- Community
- Learning
- Base



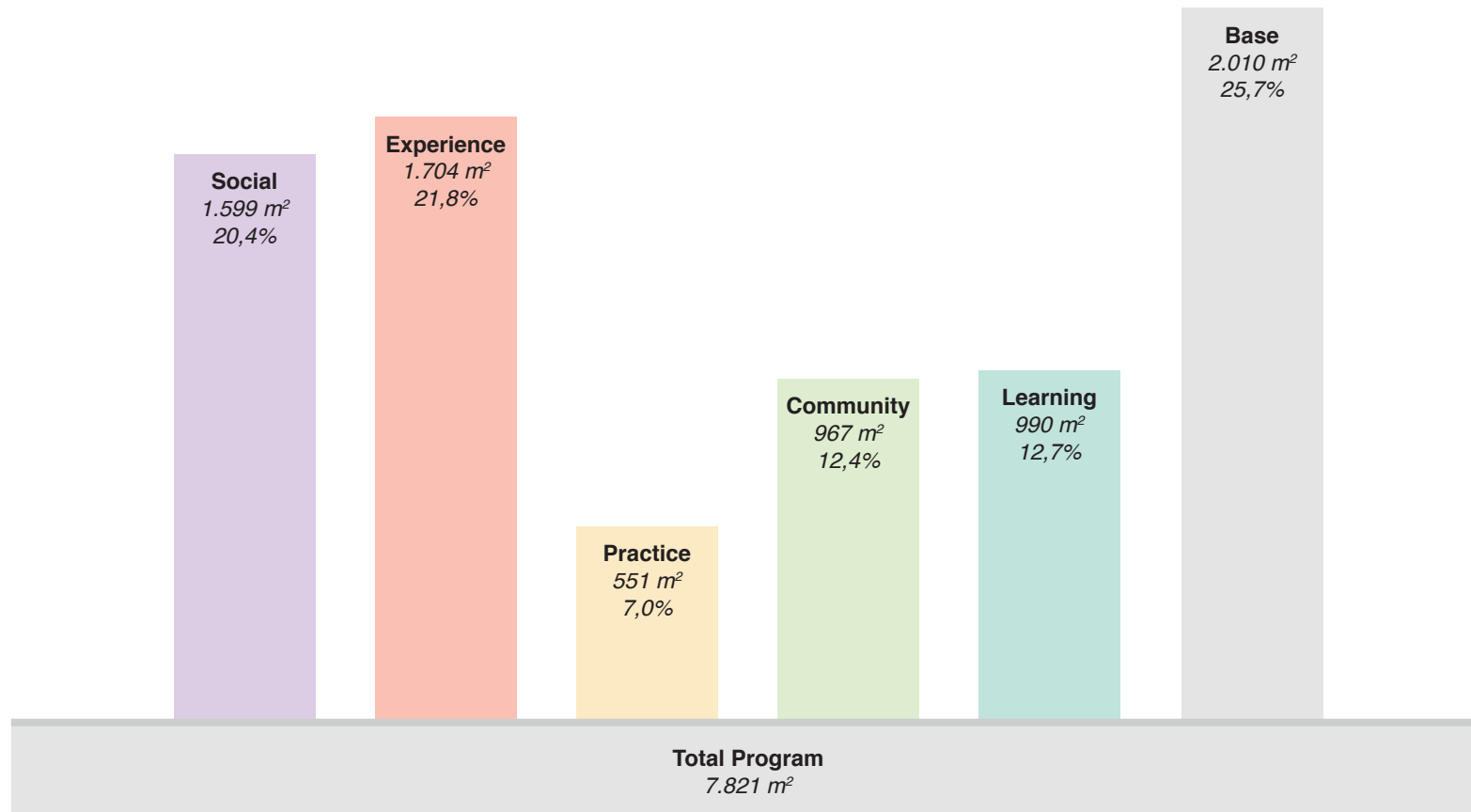
Level 4

Impression



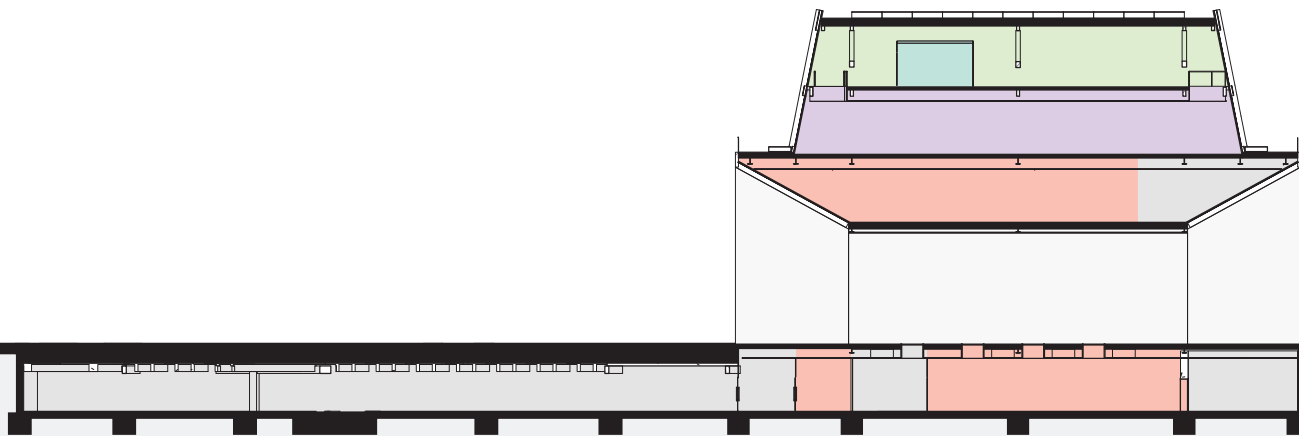
Themes

Distribution



Section

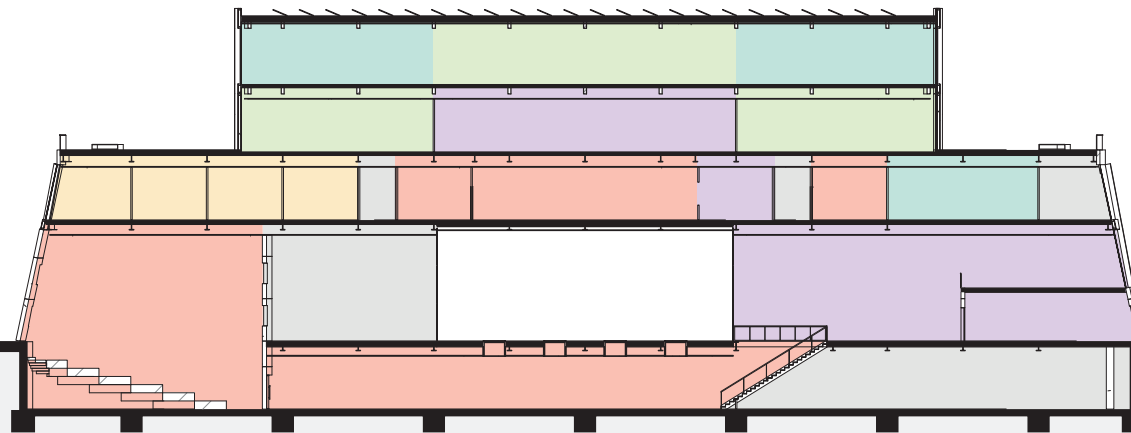
Broadwise 1:500



■ Social ■ Experience ■ Practice ■ Community ■ Learning ■ Base

Section

Longwise 1:500

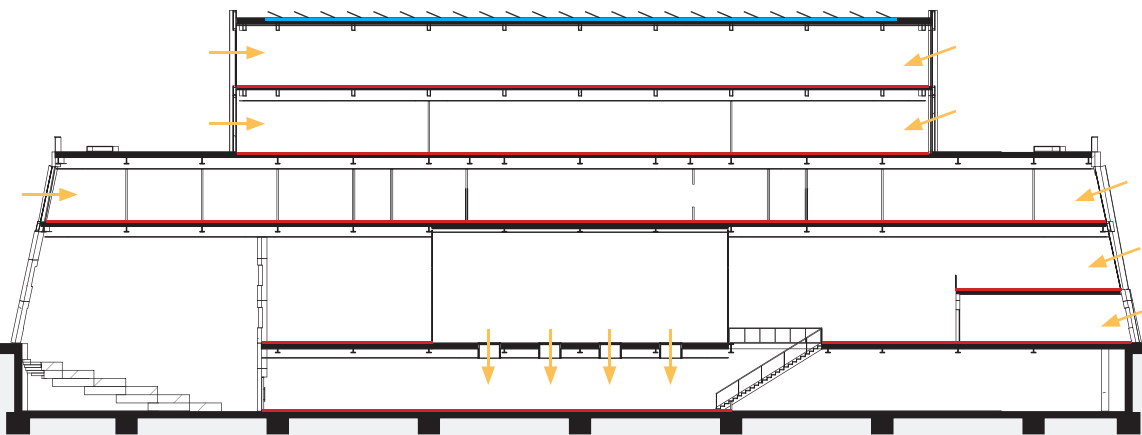
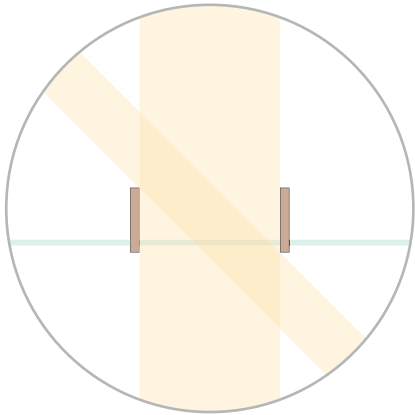


■ Social ■ Experience ■ Practice ■ Community ■ Learning ■ Base

Climate

Section 1:500

- Solar panels
- Material use and reuse
- Heat recovery system
- Water reuse/rainwater collection
- Floor heating
- Facade fins as passive sunshade
- Natural daylight
- Passive floorplan



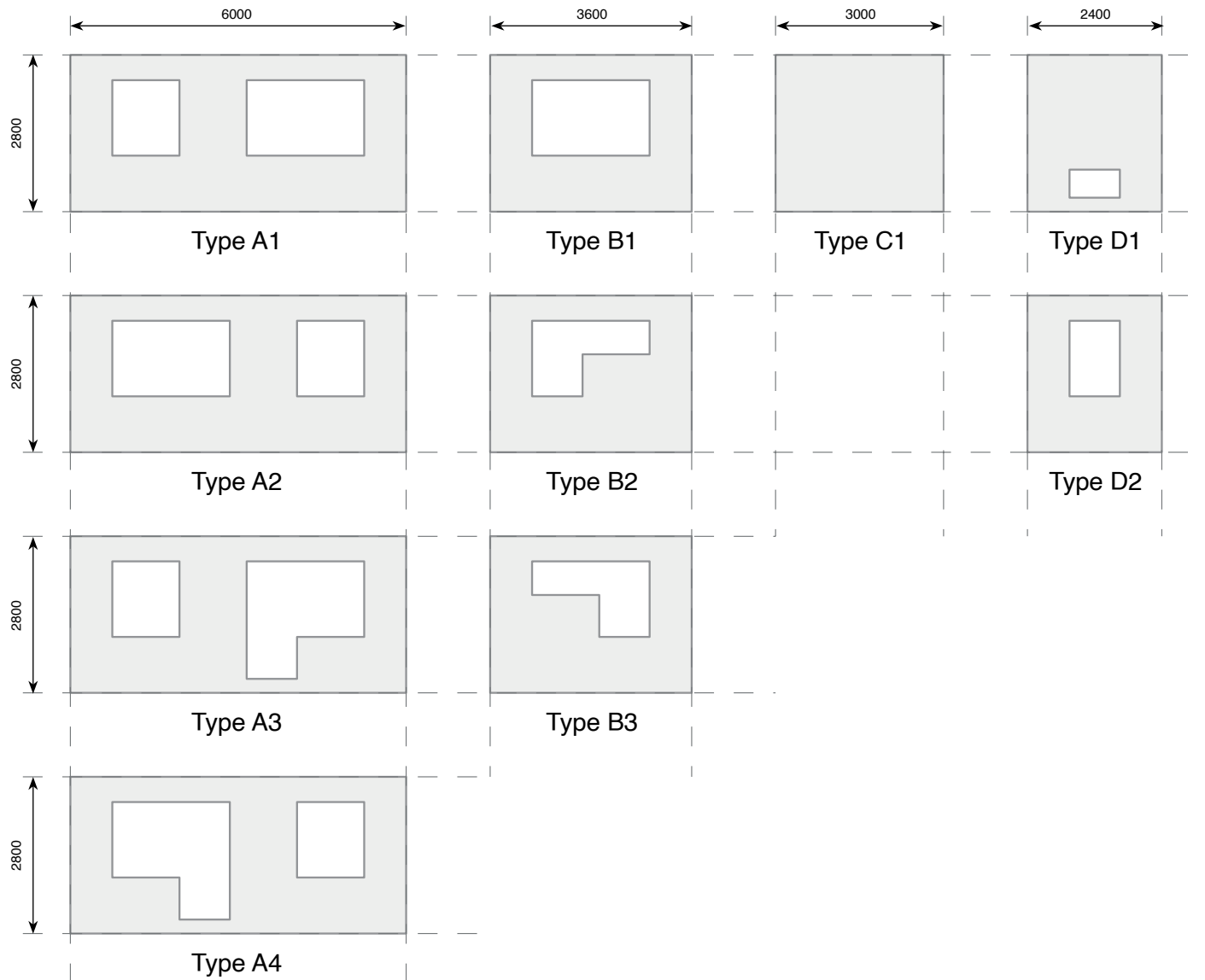
Elevation

South and West Facade 1:500



Reuse

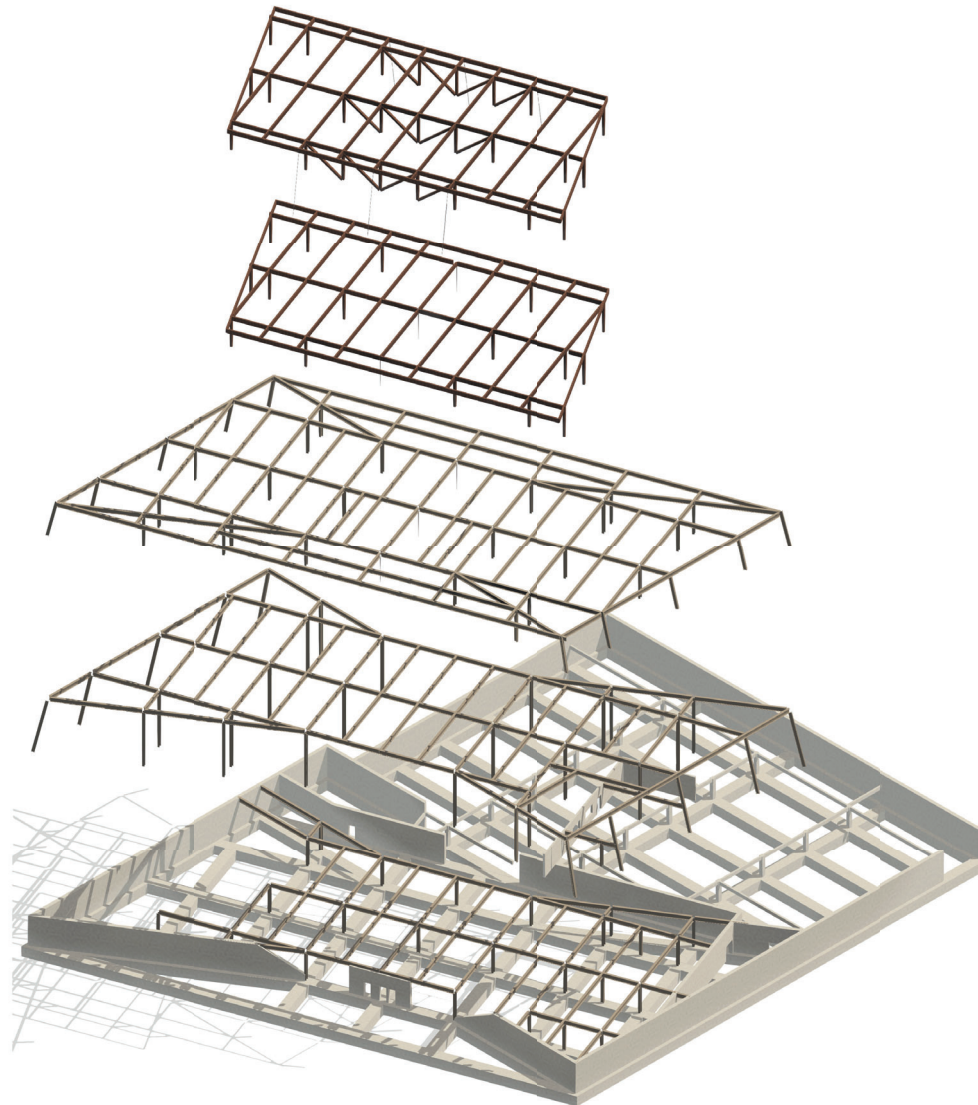
Existing Building Parts



Type	Existing	Reusing
A1	30	10
A2	6	6
A3	24	0
A4	18	0
B1	6	2
B2	18	0
B3	18	0
C1	78	27
D1	30	0
D2	30	0
Floorplate (12x6m)	80	80

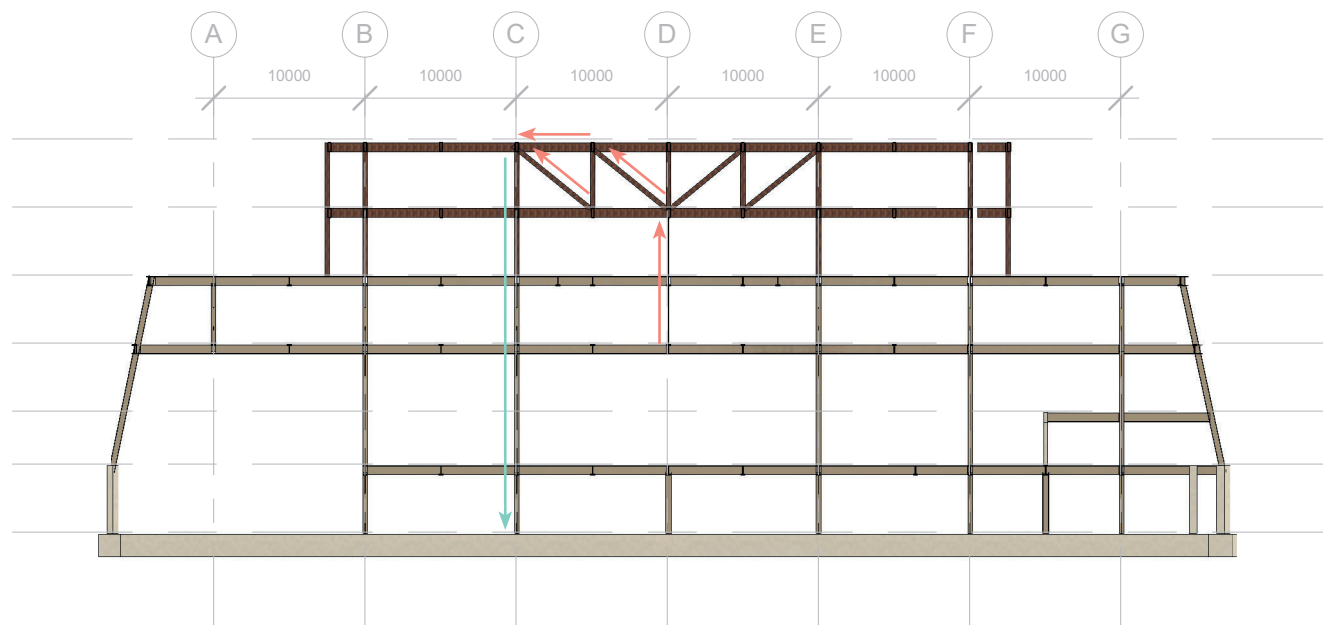
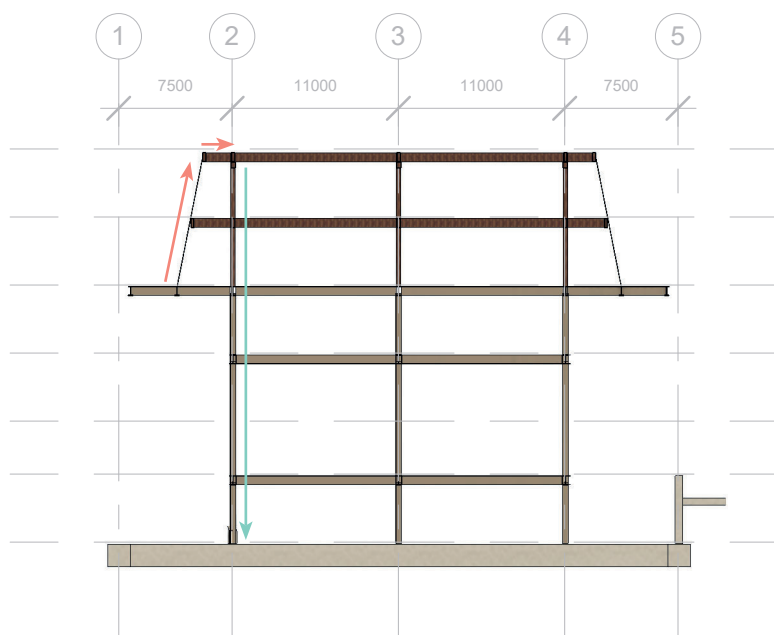
Construction

Exploded view



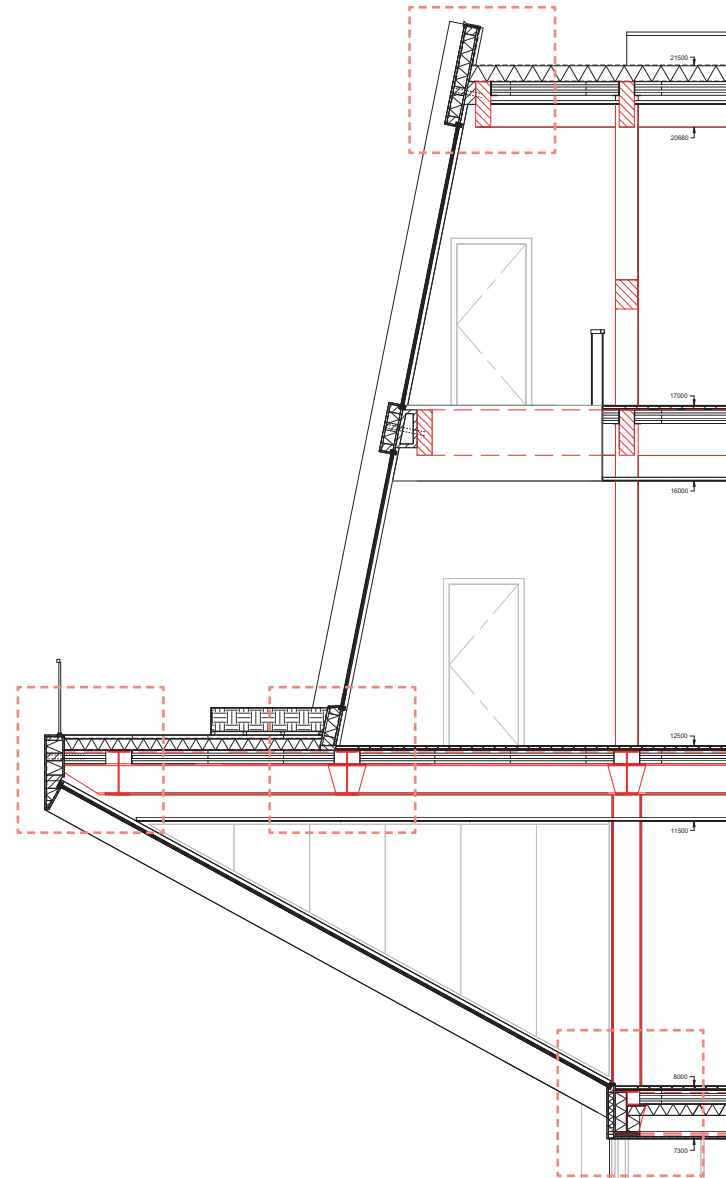
Construction

Section 1:500



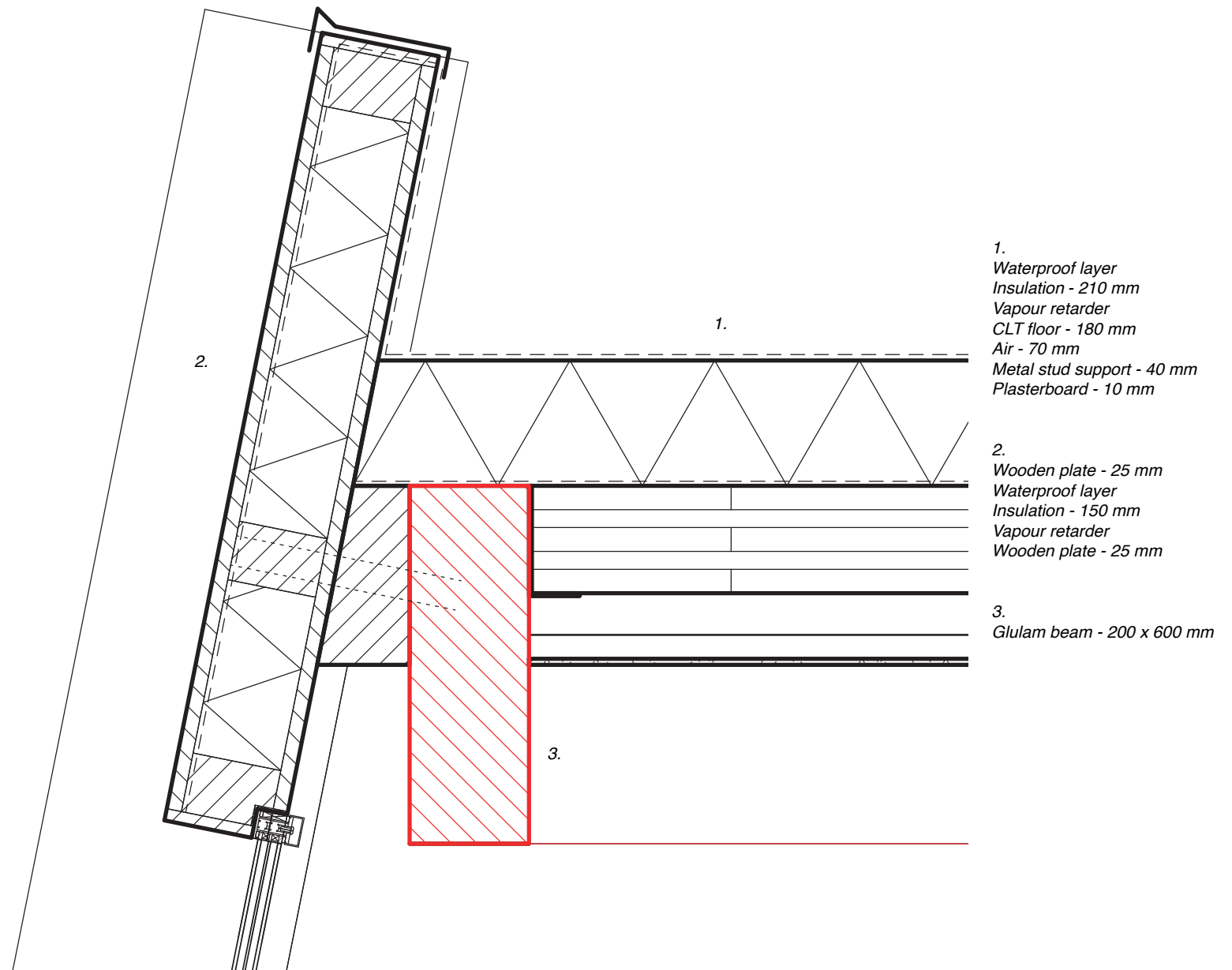
Facade

Fragment 1:100



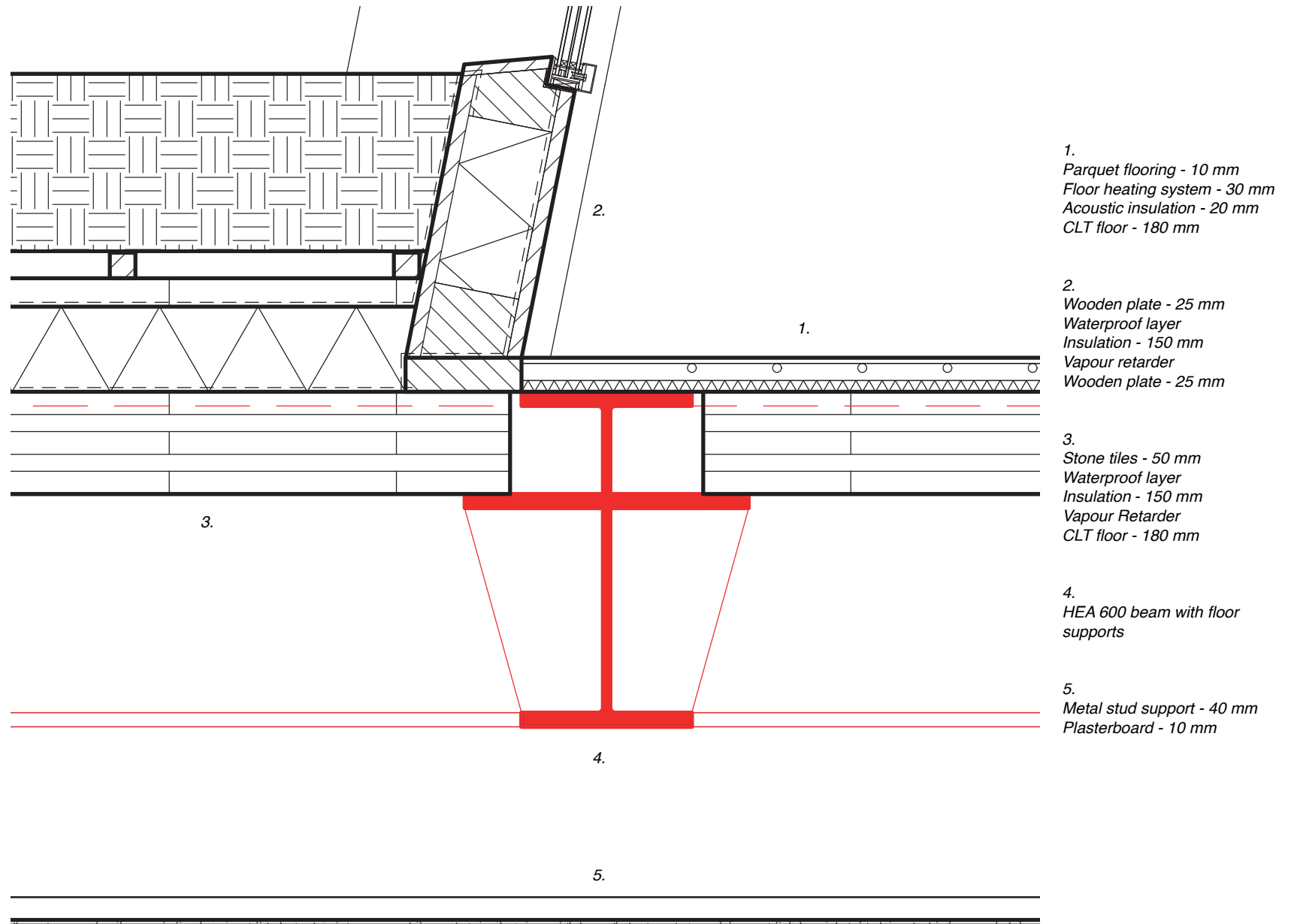
Detail

Roof to Facade 1:10



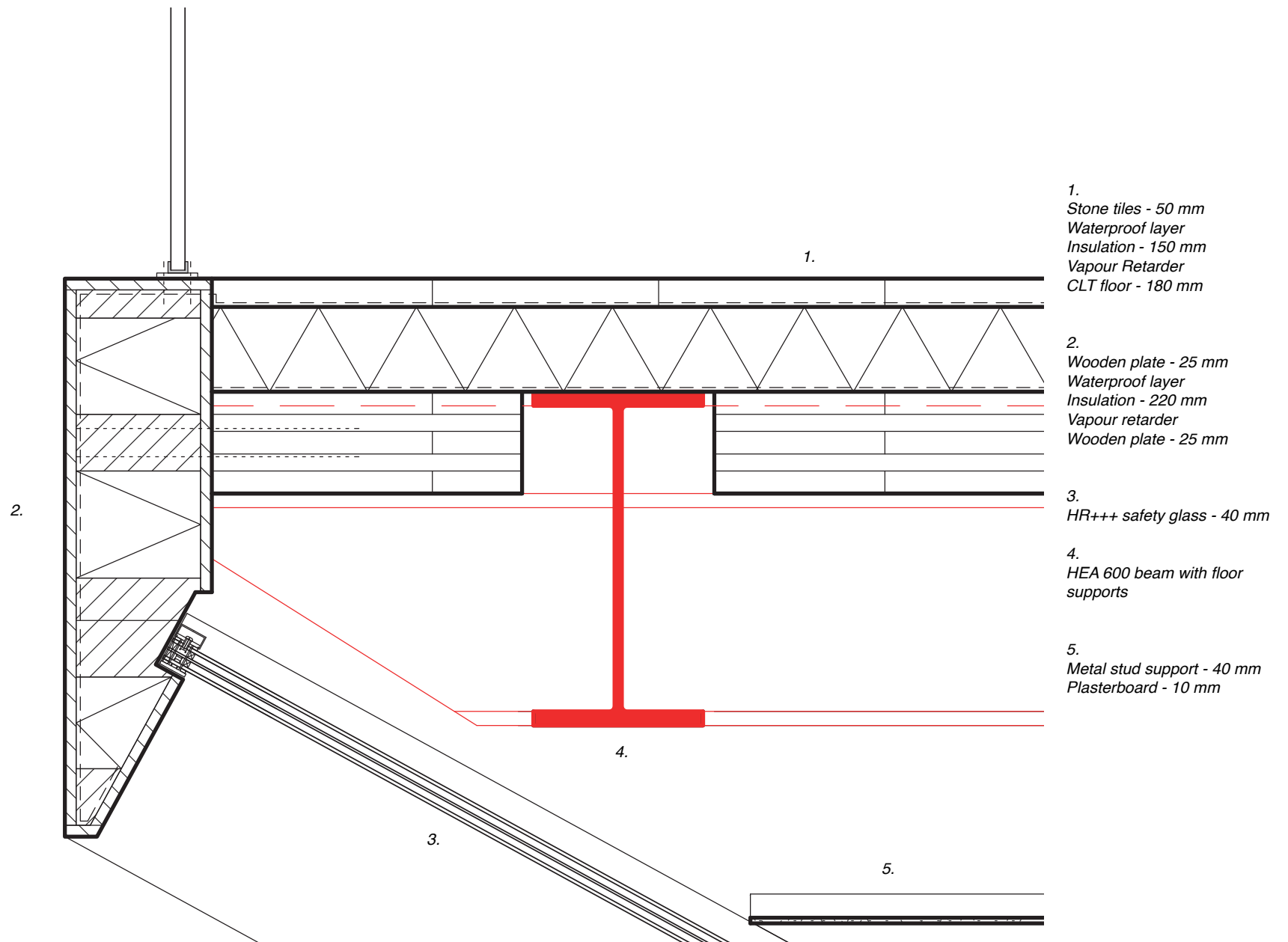
Detail

Terrace floor to Interior Floor 1:10



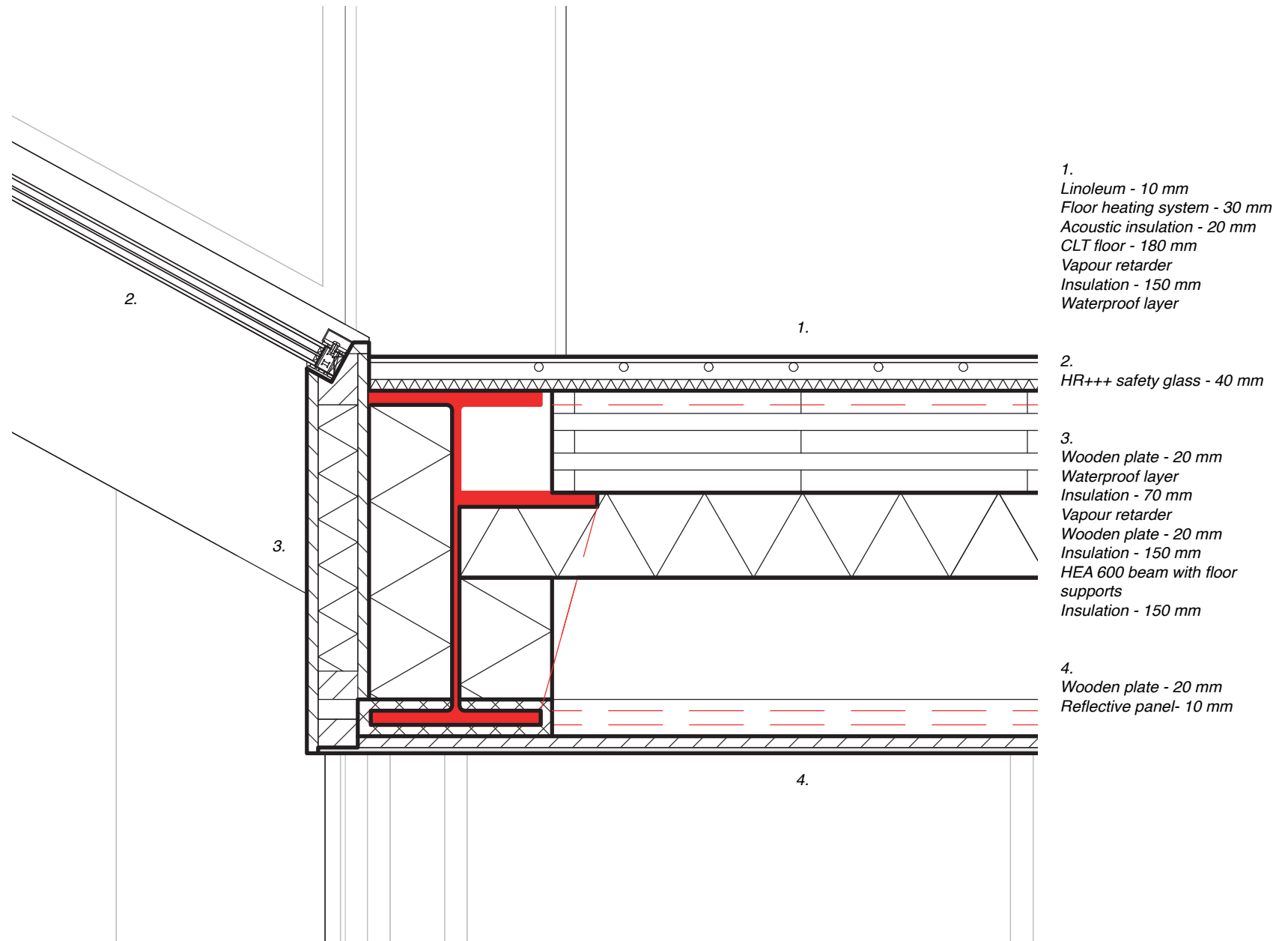
Detail

Terrace floor to Facade 1:10



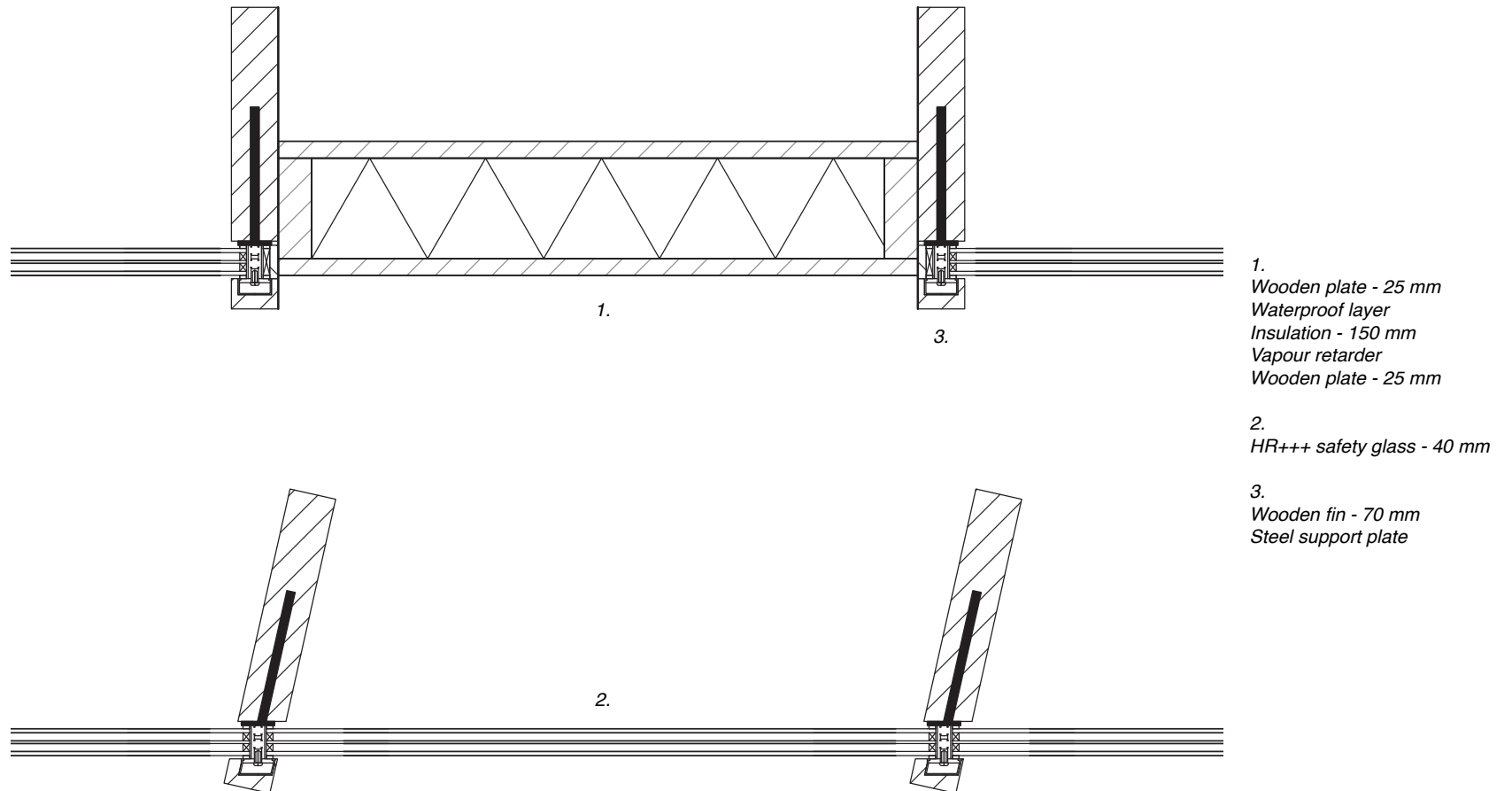
Detail

Facade to Tunnel Floor 1:10



Detail

Horizontal Facade Options 1:10





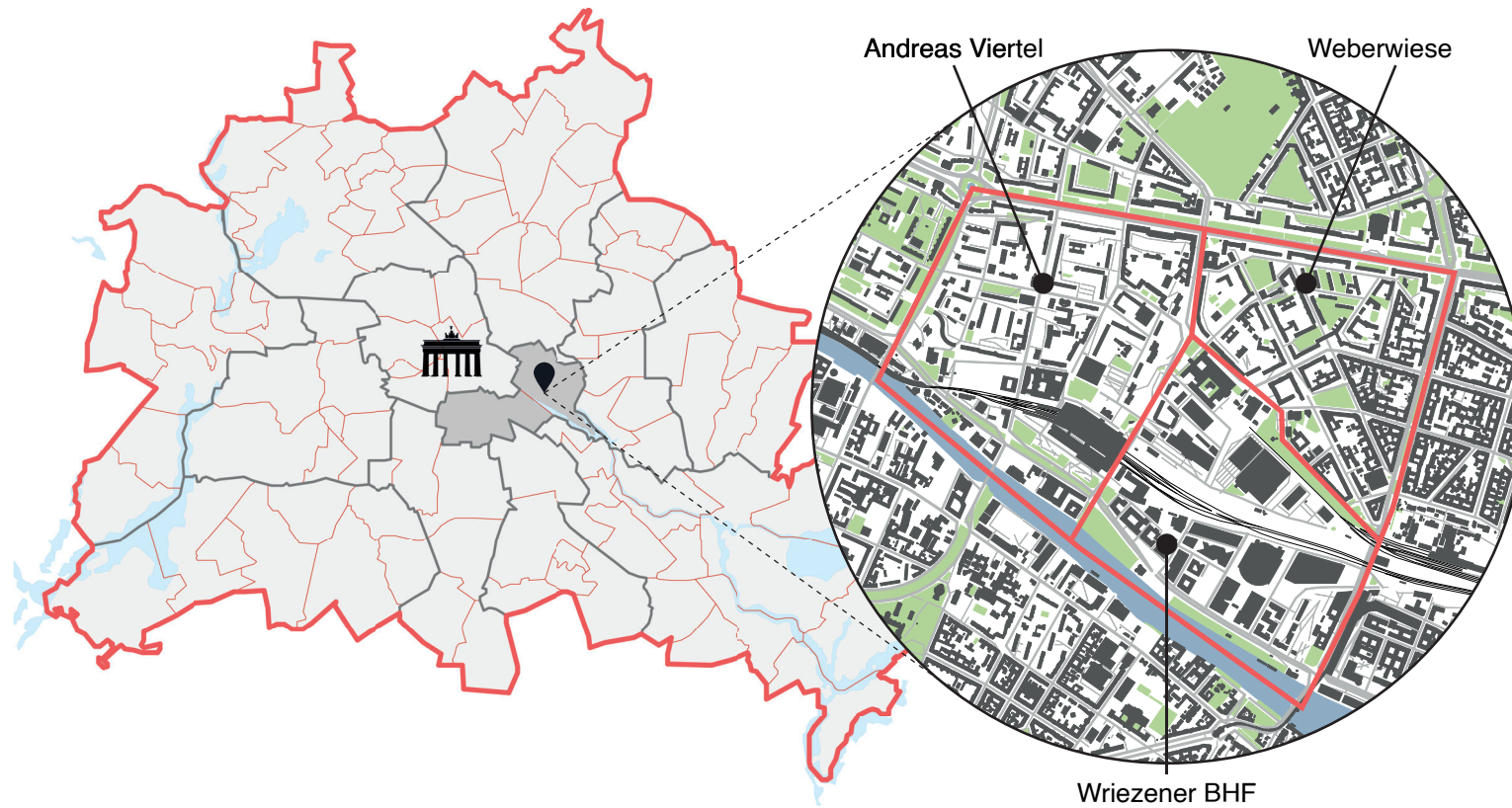
Process Documentation P5

Table of Contents

144	Introduction - <i>Berlin to Friedrichshain</i>	156	Site Comparison - <i>Old vs. New</i>	186	Themes - <i>Distribution</i>
145	Recap - <i>Location Analysis</i>	157	Placement on Site - <i>Size Comparison</i>	187	Zones - <i>Overview</i>
146	Conclusion - <i>Problem Statement</i>	158	Placement on Site - <i>Isometric View</i>	188	Section - <i>Broadwise & Longwise</i>
147	Site Introduction - <i>Str. der Pariser Kommune 20D</i>	159	Sections - <i>Urban</i>	190	Climate - <i>Section</i>
148	Research Questions - <i>Objectives</i>	160	Site Plan - <i>Accessibility</i>	191	Elevation - <i>South and West Facade</i>
149	Commons - <i>Elaboration</i>	161	Building Approach - <i>From Station & Berghain</i>	192	Climate - <i>Facade Shades</i>
150	Design - <i>Introduction</i>	163	Routing - <i>Axonometric</i>	194	Reuse - <i>Existing Building Parts</i>
151	Themes - <i>Visualisation</i>	164	Zone 1 - <i>The Square</i>	195	Construction - <i>Exploded View & Sections</i>
153	Zones - <i>Coming Home Scenario</i>	172	Zone 2 - <i>The Yard</i>	196	Facade - <i>Fragment & Details</i>
154	Diagrams of Shape - <i>Evolution</i>	176	Zone 3 - <i>The Lobby</i>		
155	Division - <i>Urban vs. Domestic</i>	182	Zone 4 - <i>The Living Room</i>		

Introduction

Berlin to Friedrichshain



Recap

Location Analysis



Buildings

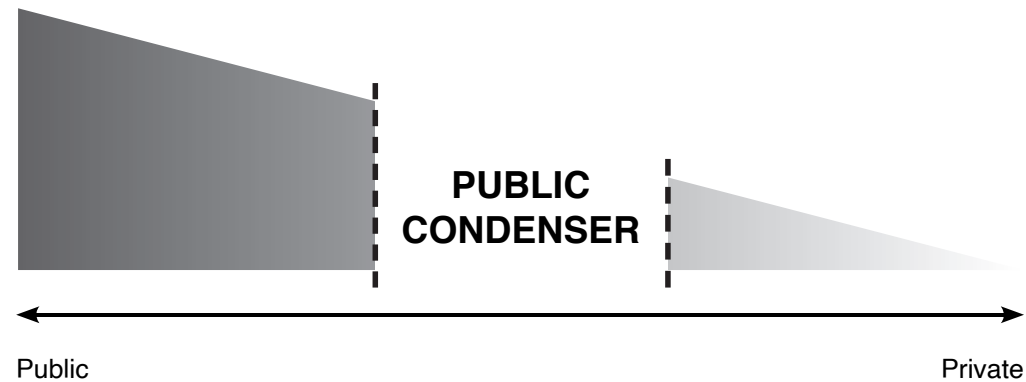
Infrastructure

Green

Conclusion

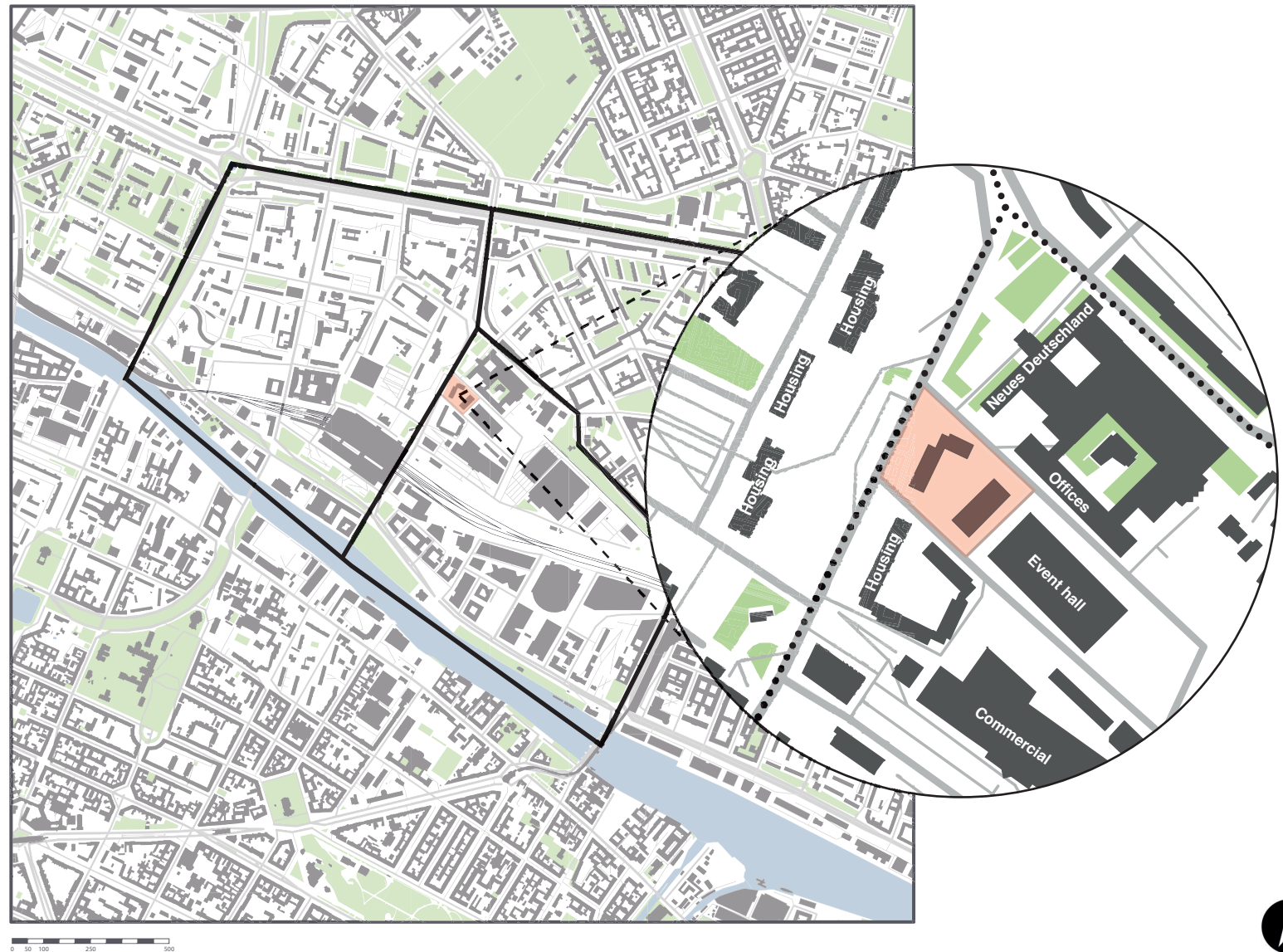
Problem Statement

“The step in scale between private and public spaces is currently too big to facilitate meaningful social interactions.”



Site Introduction

Str. der Pariser Kommune 20D



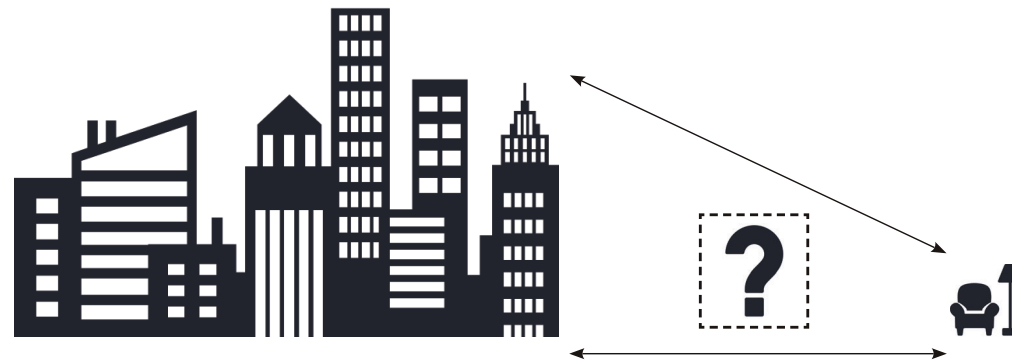
Research Questions

Objectives

In what way can a public building facilitate the gradual transition between the private and public domain in Friedrichshain, Berlin?

How can architecture rethink boundaries between public and private?

*How can the notion of **commons** make a public building more inclusive?*



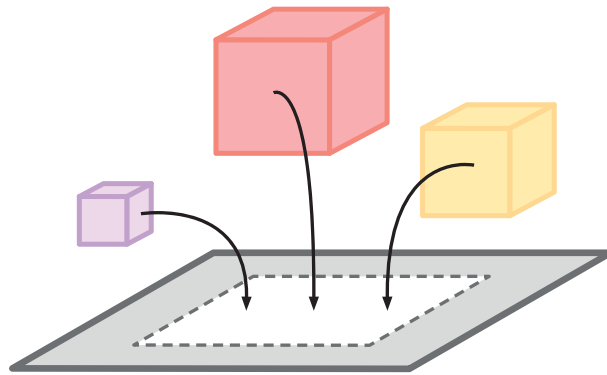
Commons

Elaboration

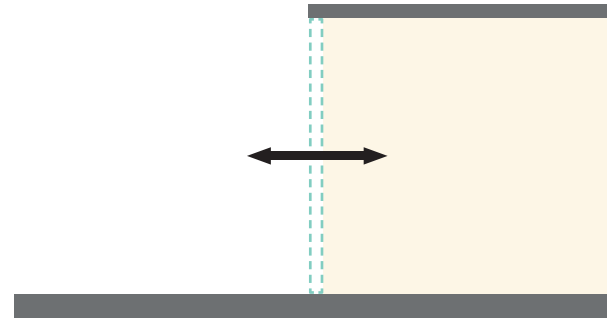
“The notion of commons in short means that the place has a common use. That it is accessible to all members of society. But it is more than just a public space as it is more inclusive. More inclusive in the way of not only people but moments and cultures as well. It also has a touch of hybridity in it as the place of commons will need to change functions over time to tend to the people’s needs.”

Design

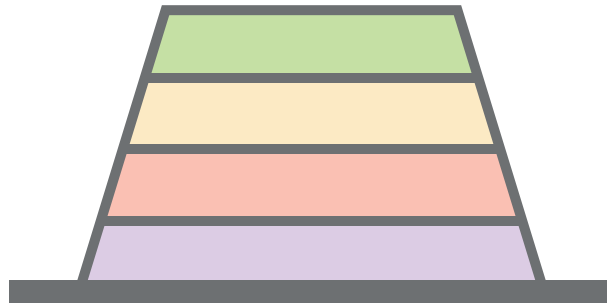
Introduction



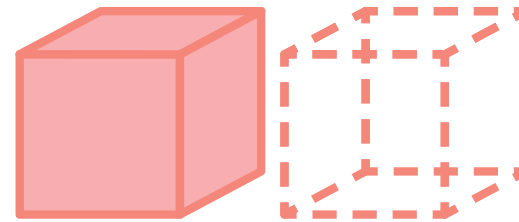
Missing program



Enhancing transparency



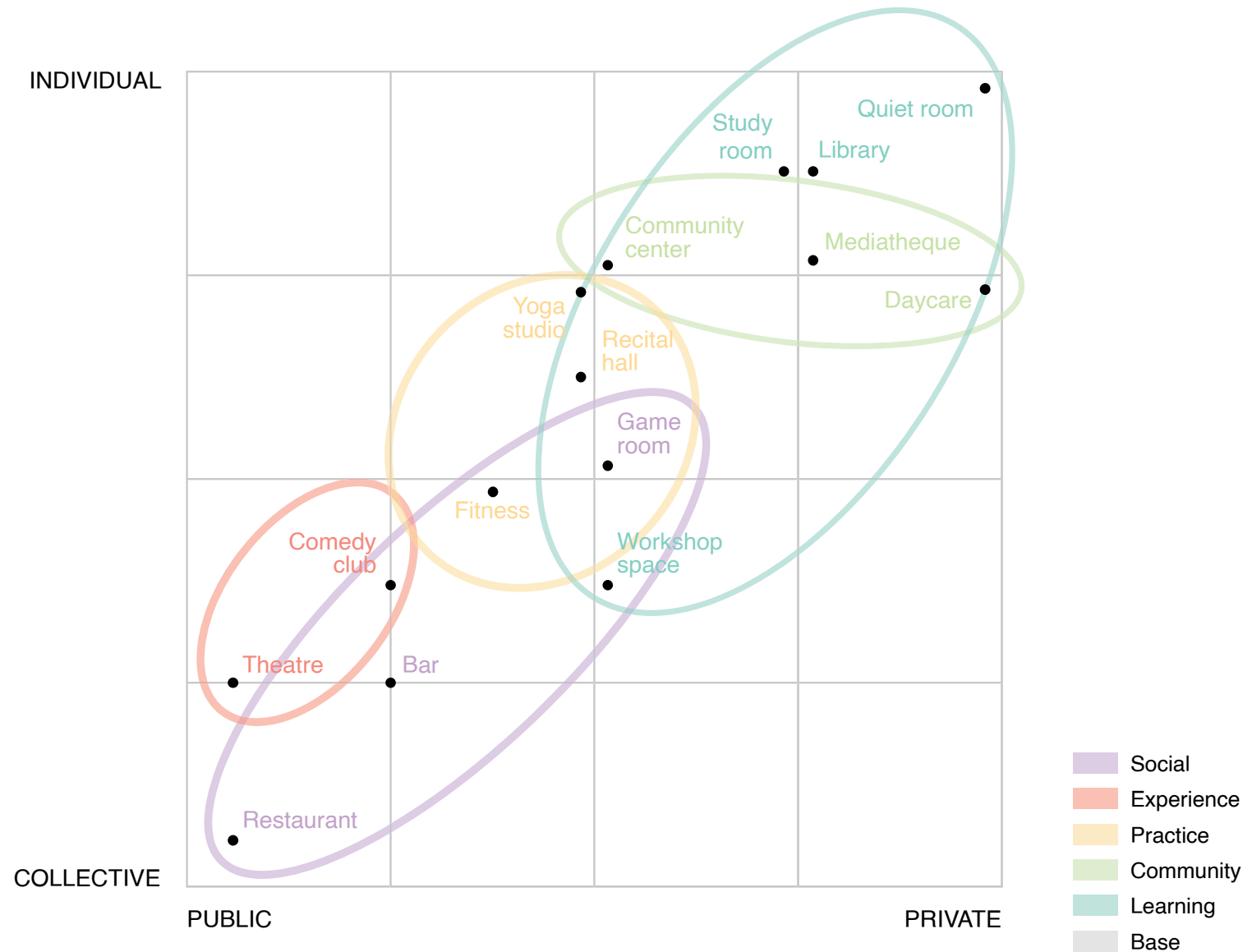
Themed floors create gradient



Mix of permanent and flexible

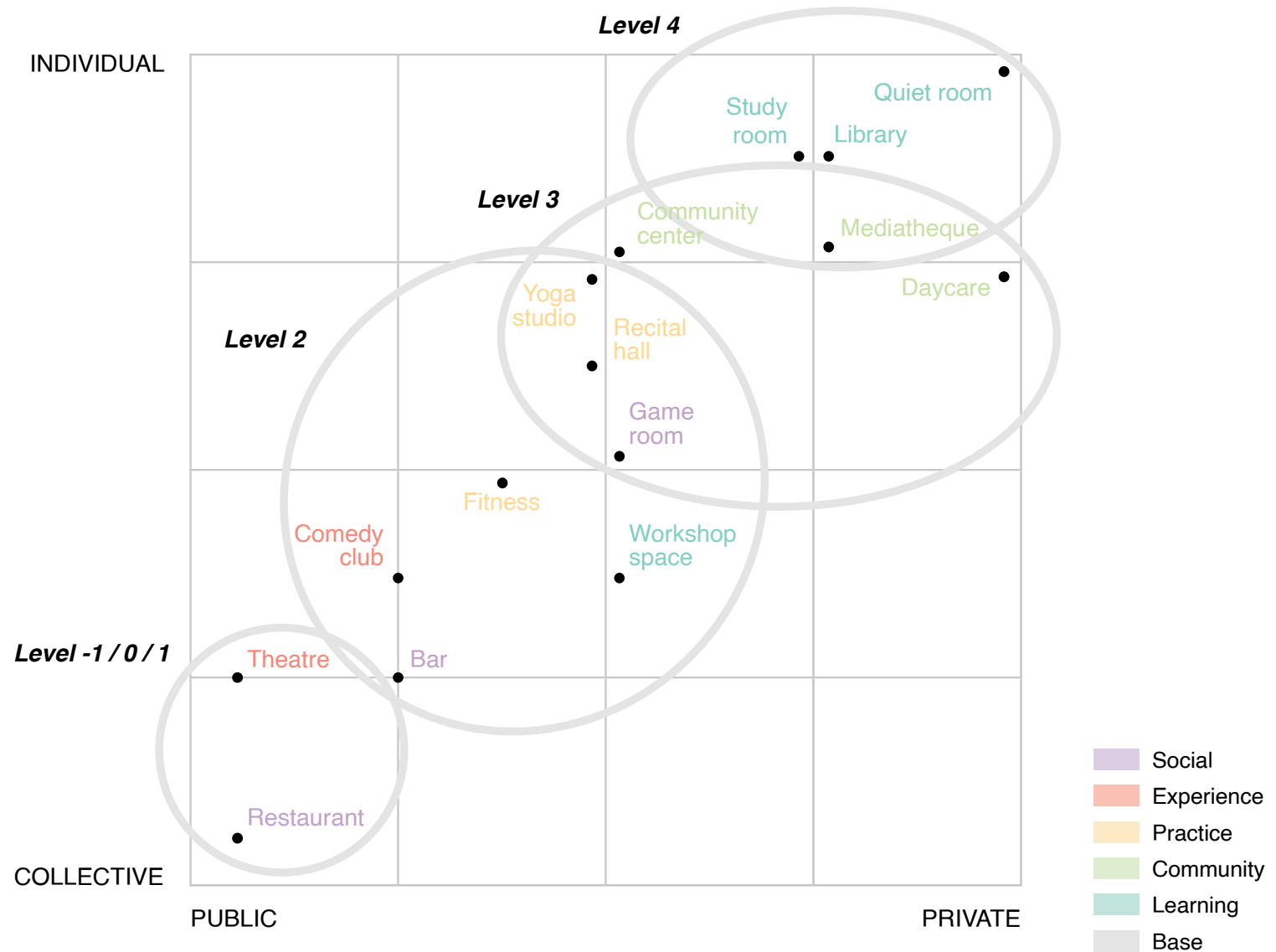
Themes

Visualisation



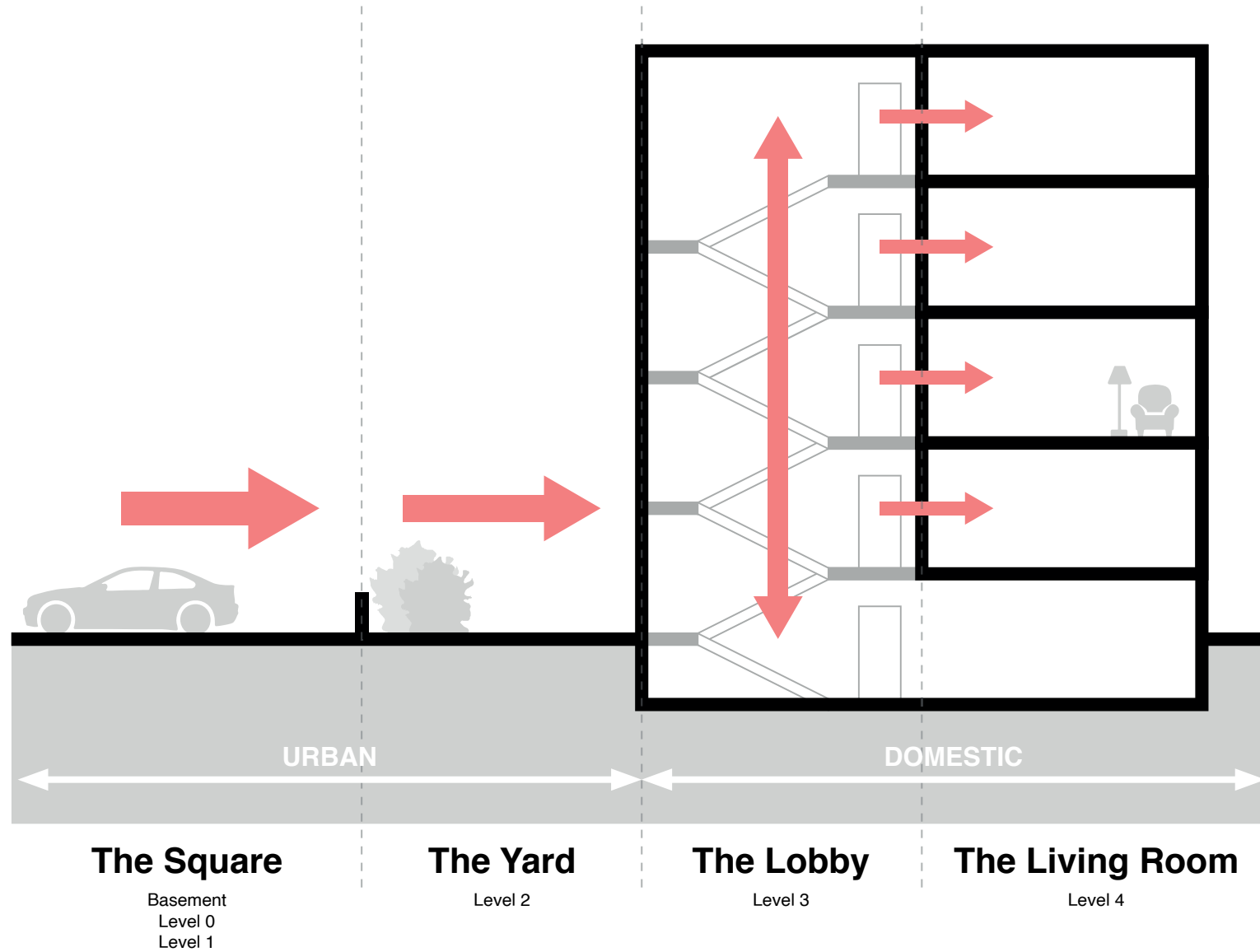
Themes

Visualisation



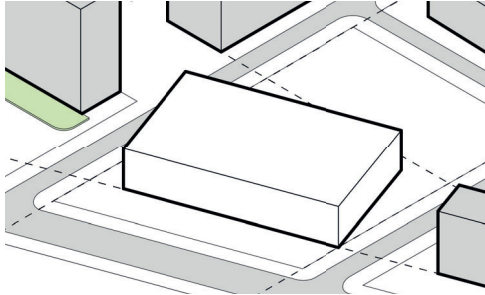
Zones

Coming Home Scenario

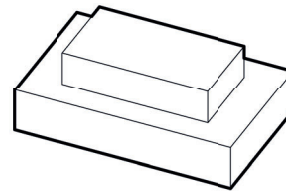


Diagrams of Shape

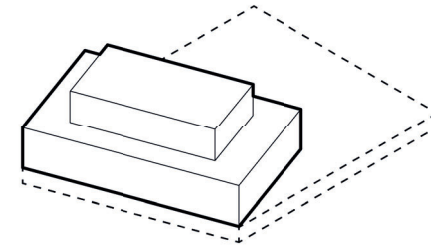
Evolution



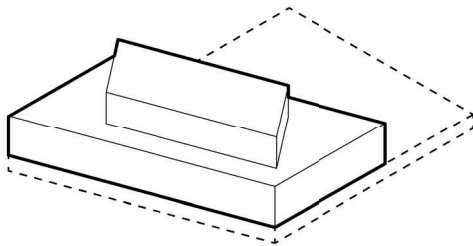
1. Create an urban block from existing lines in the surroundings



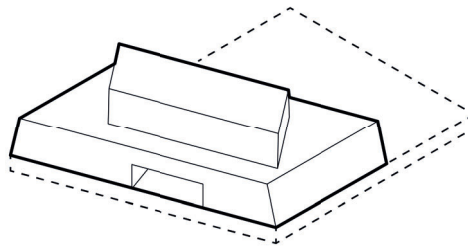
2. Add a domestic block in the same style as the urban block



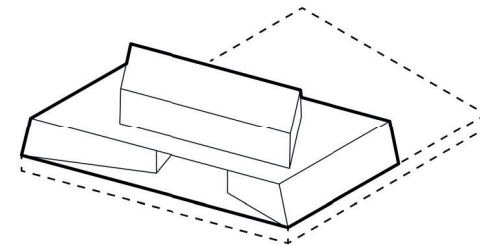
3. Extend the urban block into the ground and add a parking garage



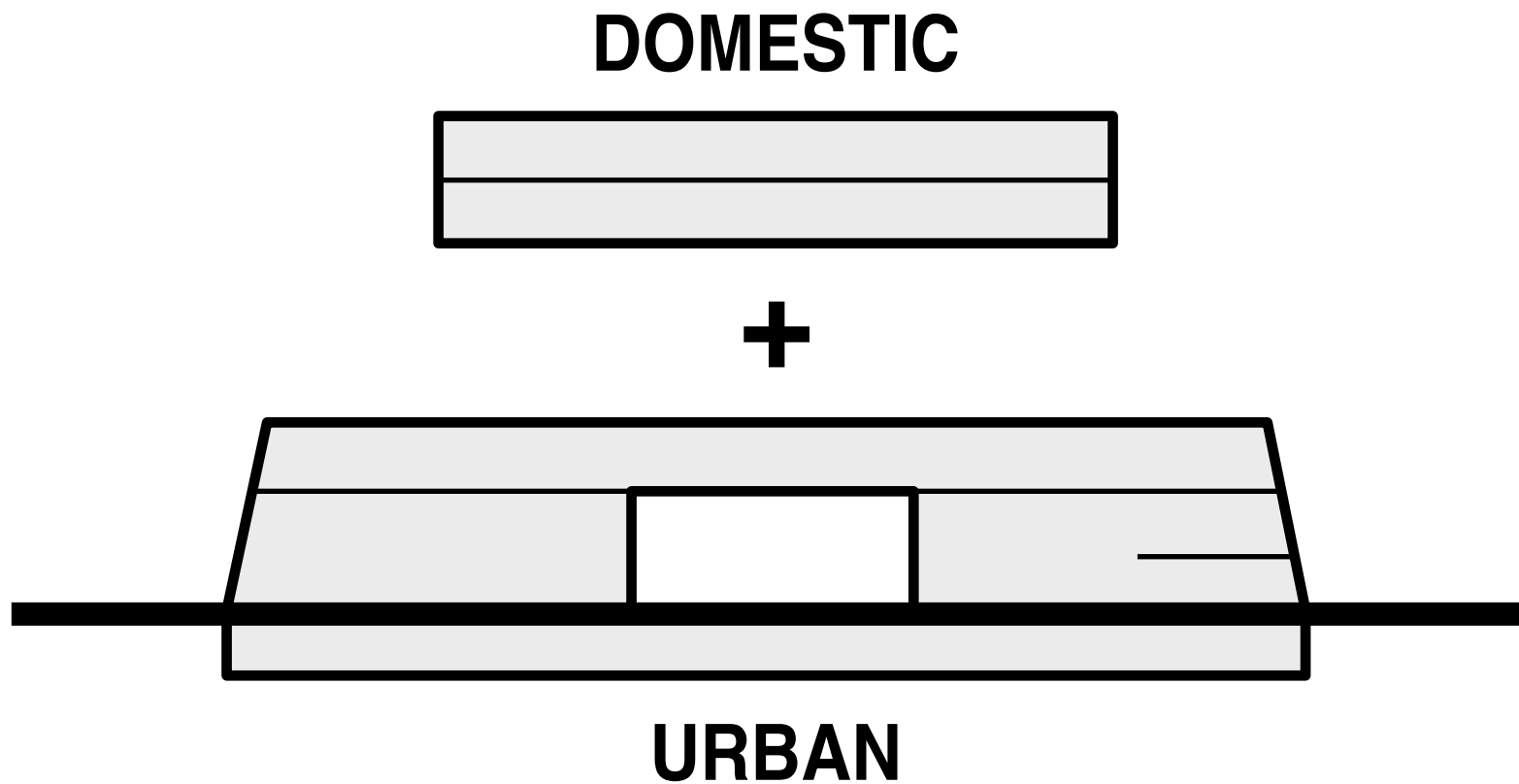
4. Stretch the volumes to fit better within the urban surroundings



5. Lessen the impact on the walkable floors by adjusting the facades

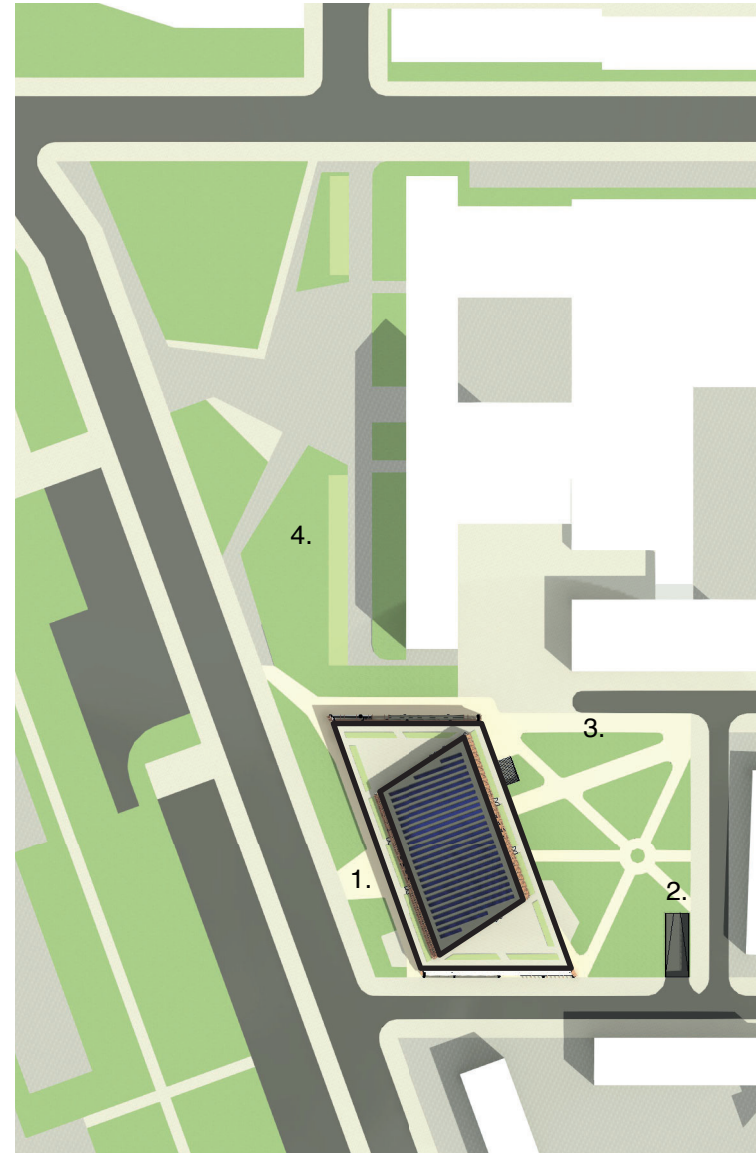
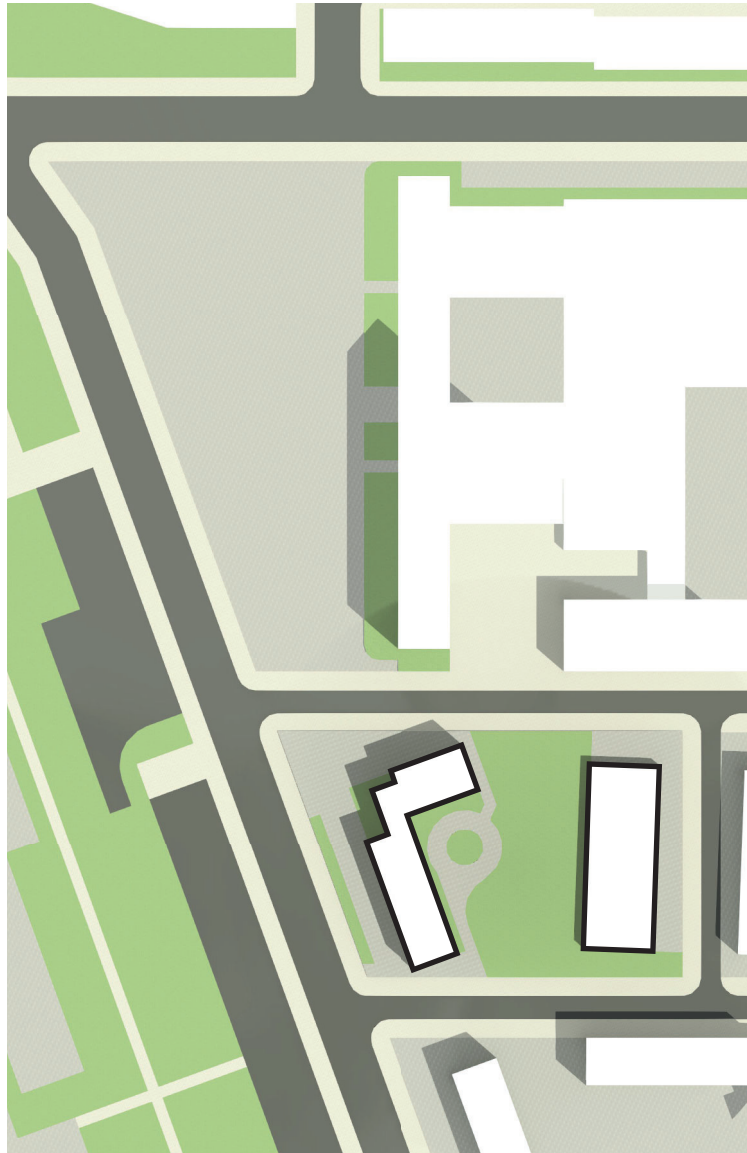


6. Add directional cues to the volume to pull in users from the surroundings



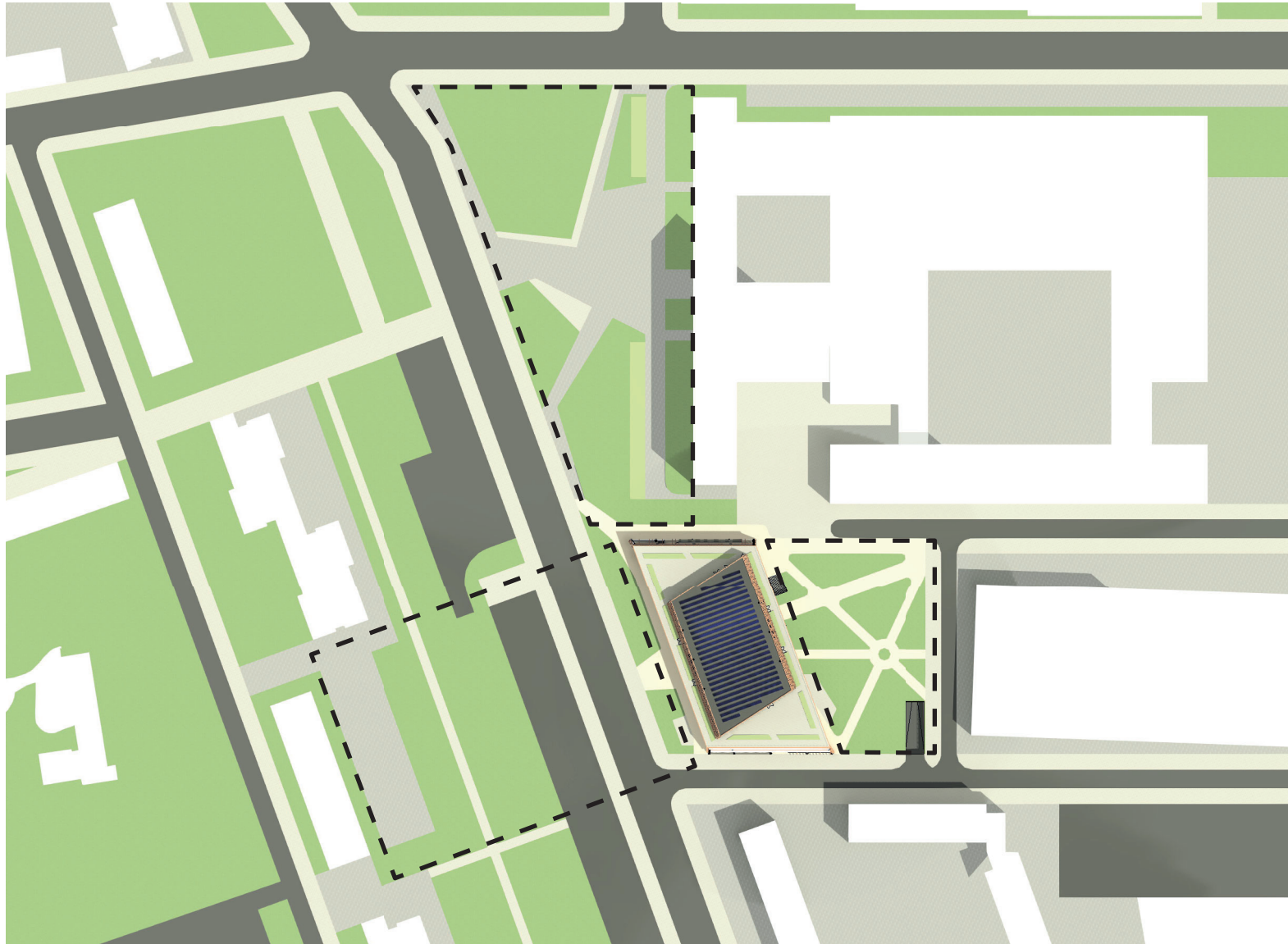
Site Comparison

Old vs. New 1:2.000



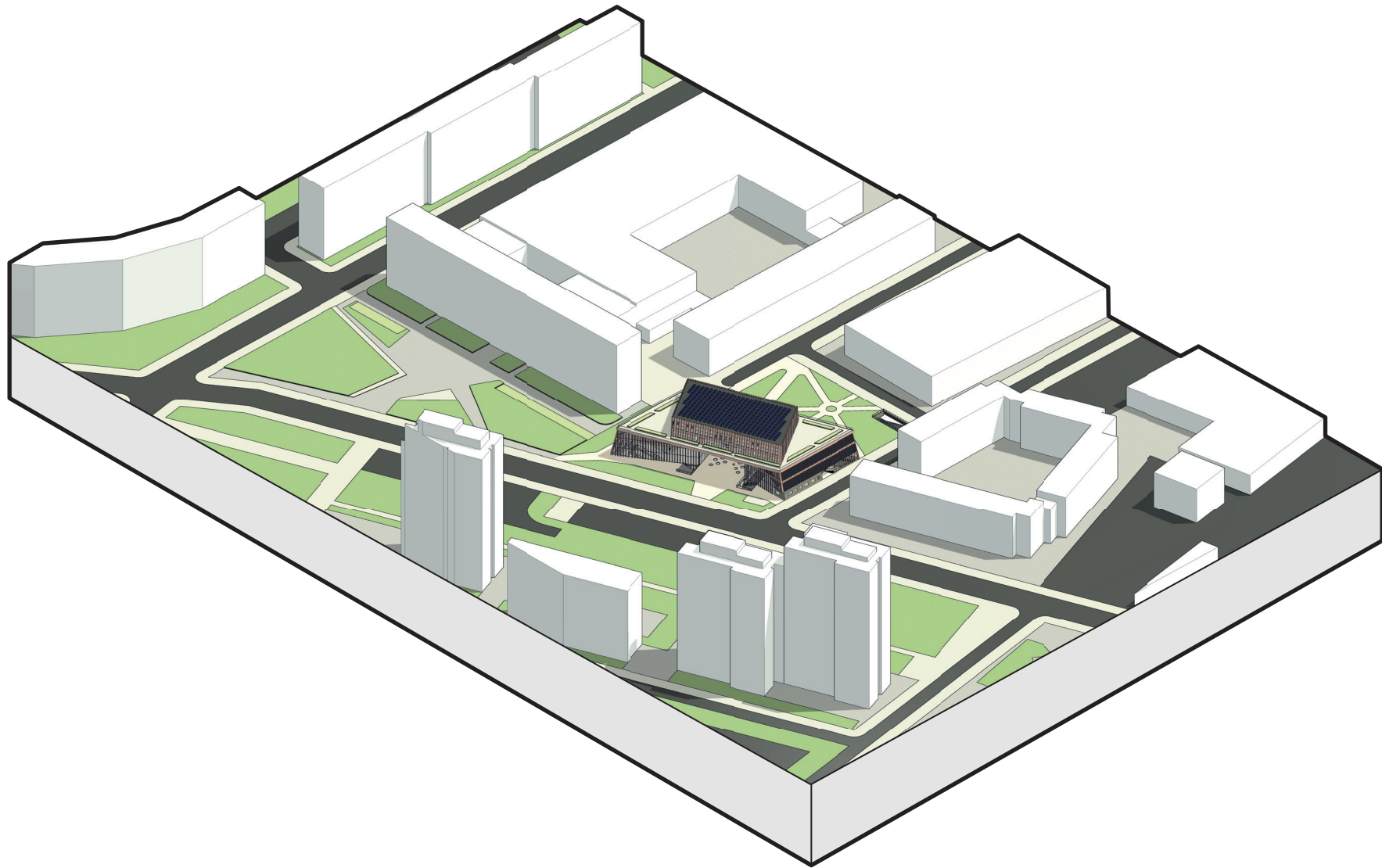
Placement on Site

Size Comparison 1:2.000



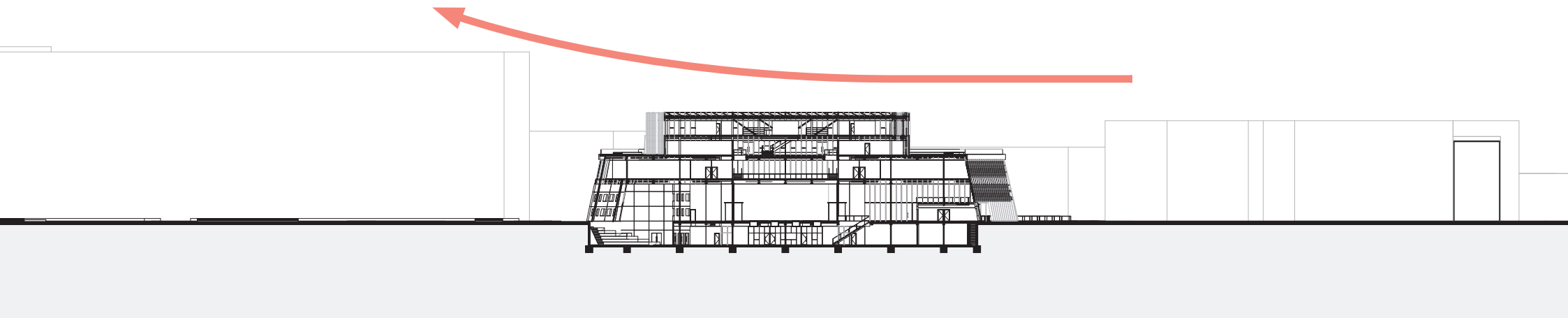
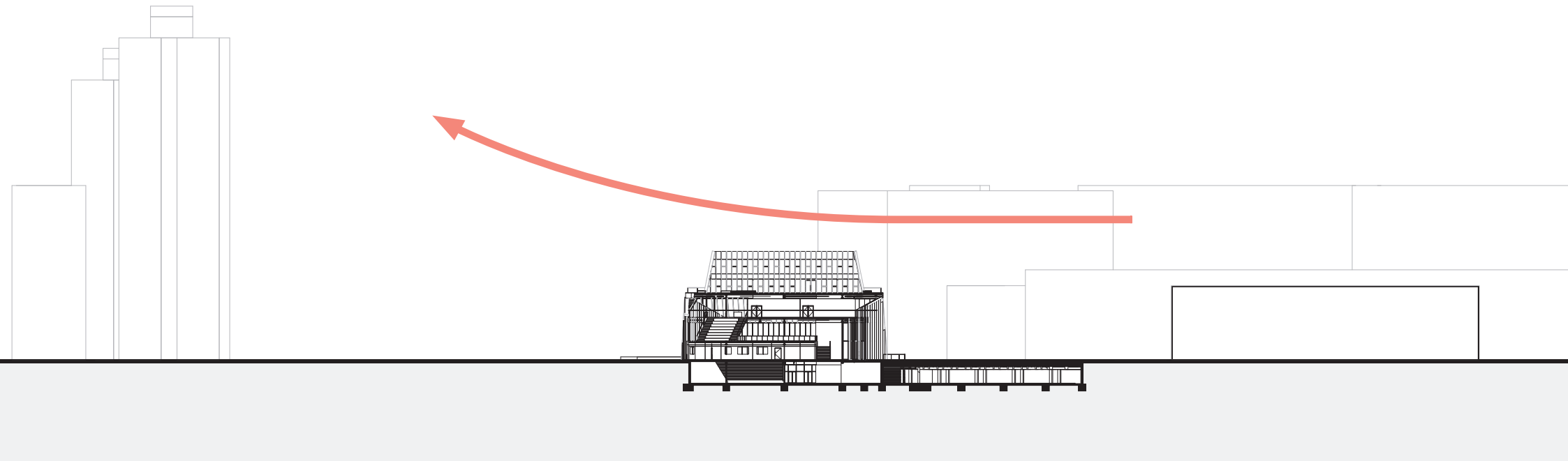
Placement on Site

Isometric view



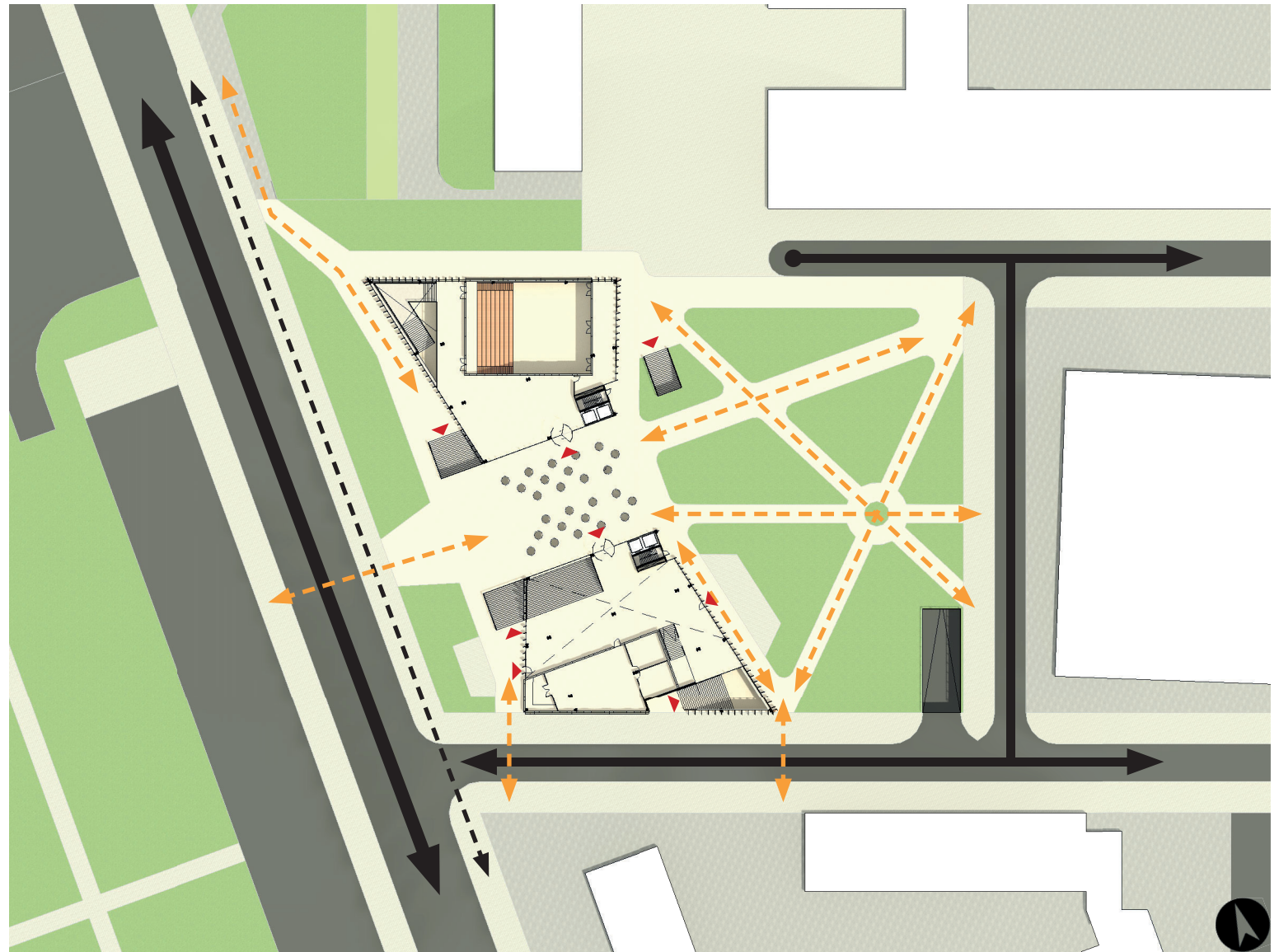
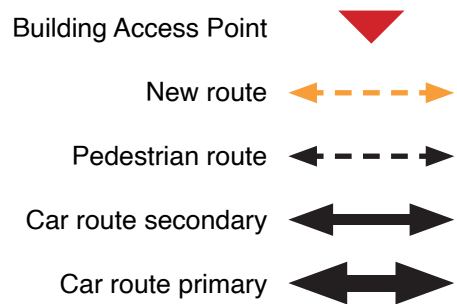
Sections

Urban 1:1.000



Site Plan

Accessibility 1:1.000



Building Approach

From Station



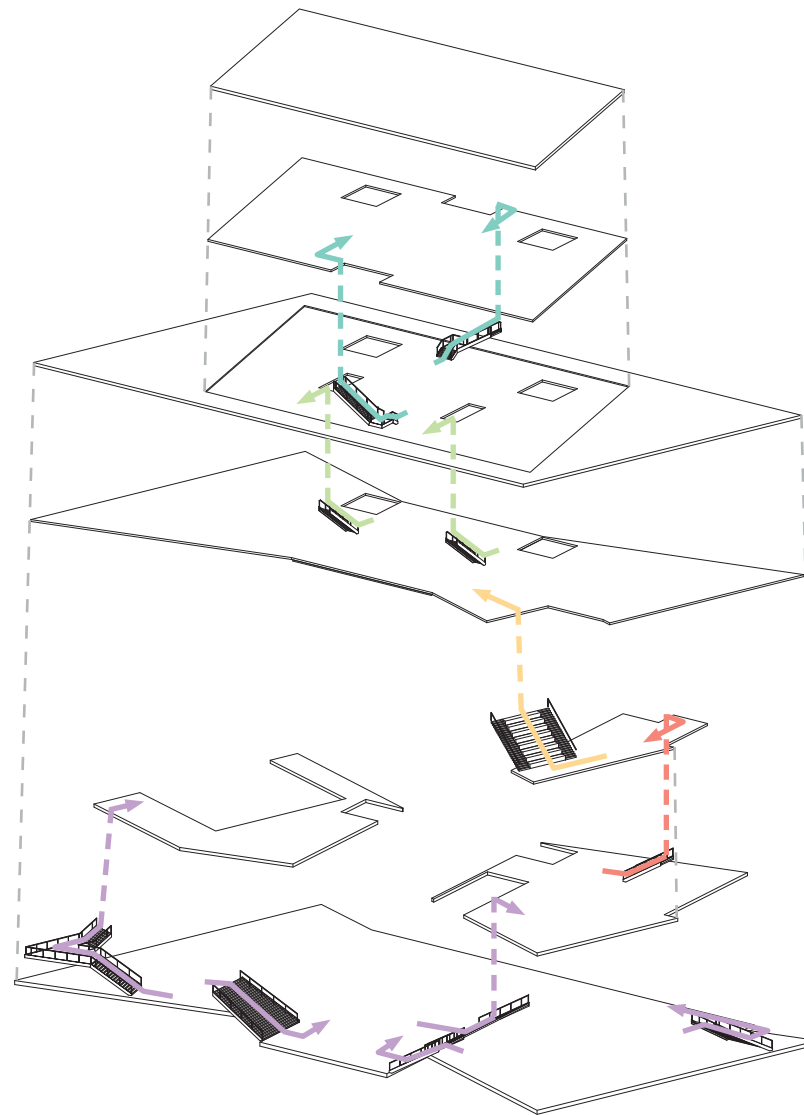
Building Approach

From Berghain



Routing

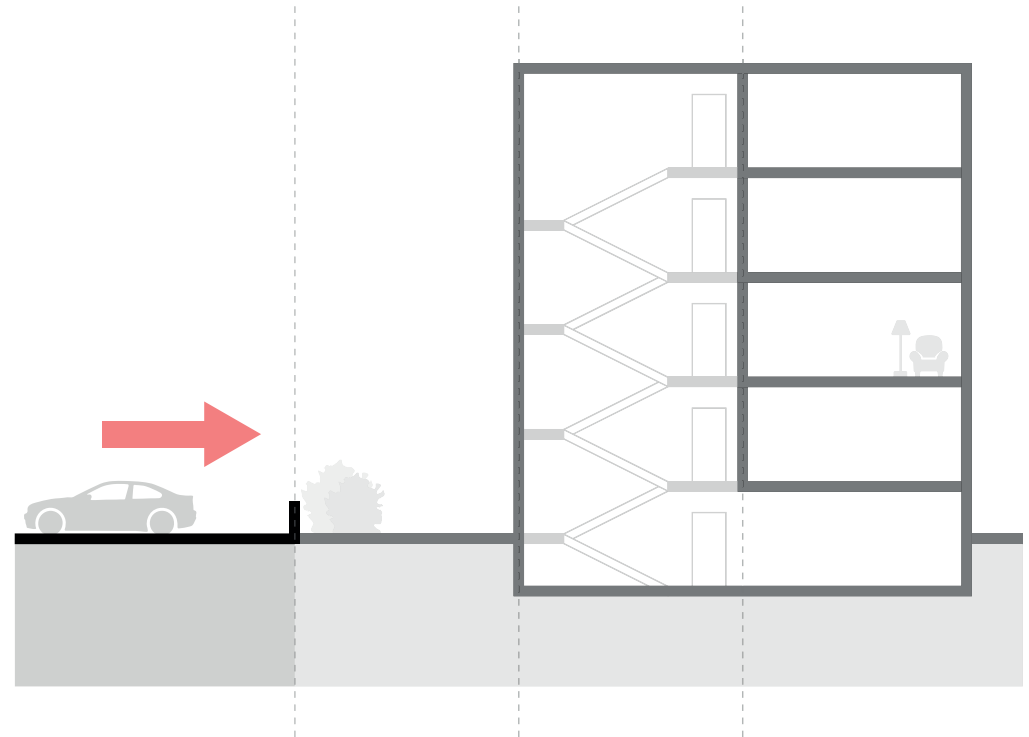
Axonomic



- Stairs Basement
- Stairs Level 0
- Stairs Level 1
- Stairs Level 2
- Stairs Level 3

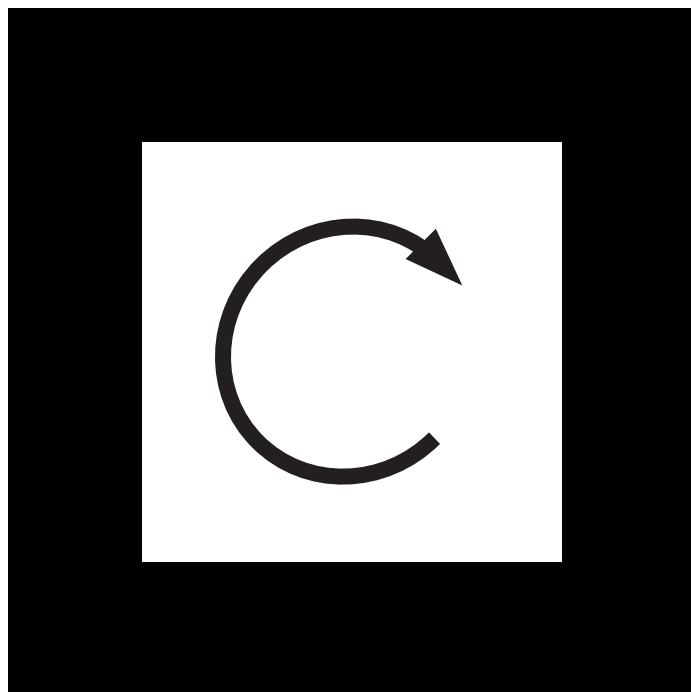
ZONE 1: THE SQUARE

Basement
Ground Floor
Level 1



Zone 1

Profile



Base elements:

<i>Realm:</i>	urban
<i>Construction material:</i>	steel
<i>Floor height:</i>	3500 mm
<i>Facade system:</i>	open-open
<i>Climate:</i>	mechanical

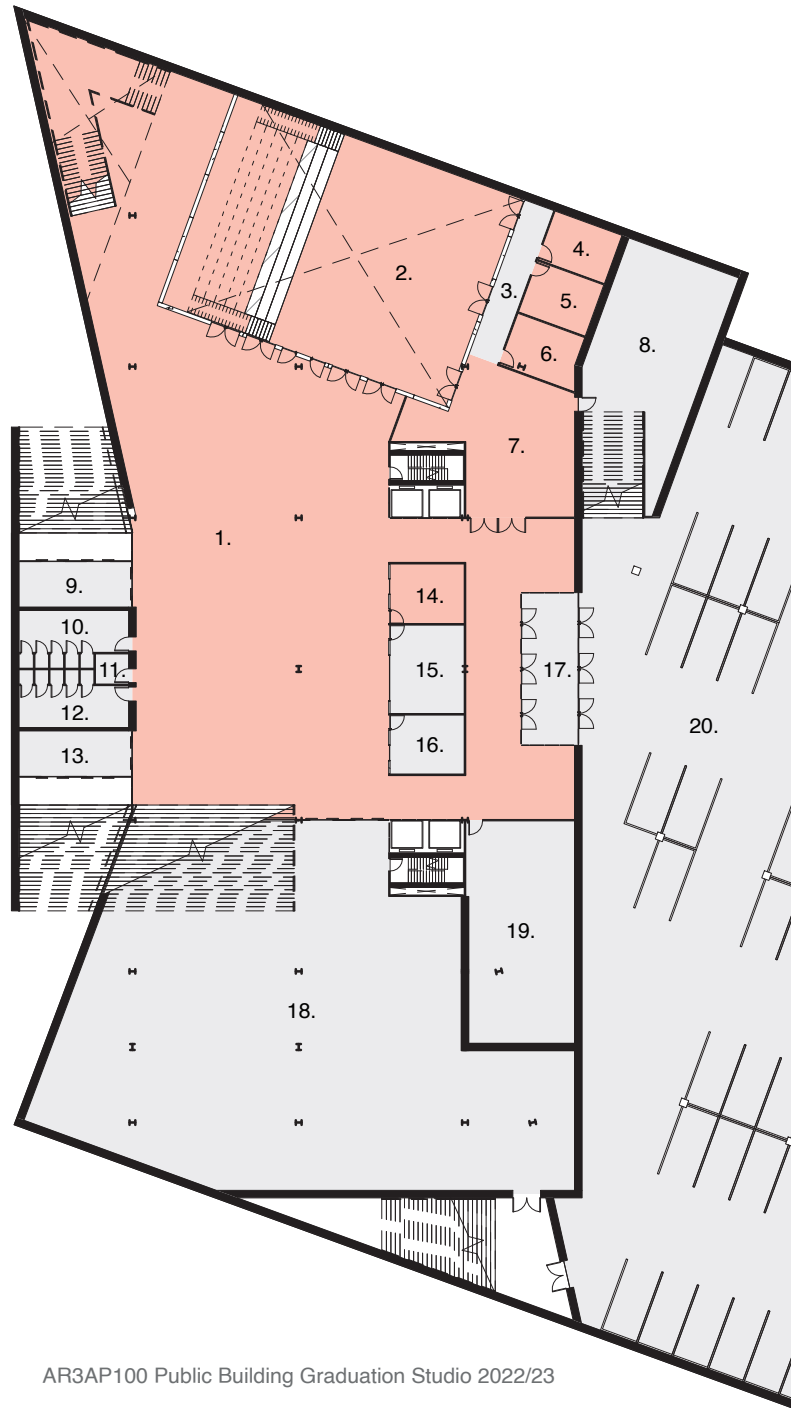
Interior:

<i>Identity:</i>	collective
<i>Openness:</i>	public
<i>Floor finish:</i>	clinkers
<i>Wall finish:</i>	concrete
<i>Layout:</i>	square

Basement

Floorplan 1:500

1. Foyer	852 m ²
2. Theatre	296 m ²
3. Hallway	22 m ²
4. Changing room	16 m ²
5. Changing room	17 m ²
6. Changing room	17 m ²
7. Storage	82 m ²
8. Mechanical room	123 m ²
9. Entrance	23 m ²
10. Toilets women	25 m ²
11. Disabled toilet	4 m ²
12. Toilets men	25 m ²
13. Entrance	23 m ²
14. Cloakroom	20 m ²
15. Back office	29 m ²
16. Storage	19 m ²
17. Entrance	38 m ²
18. Bicycle storage	649 m ²
19. Mechanical room	104 m ²
20. Parking (88 spaces)	2.472 m ²



- Social
- Experience
- Practice
- Community
- Learning
- Base



Basement

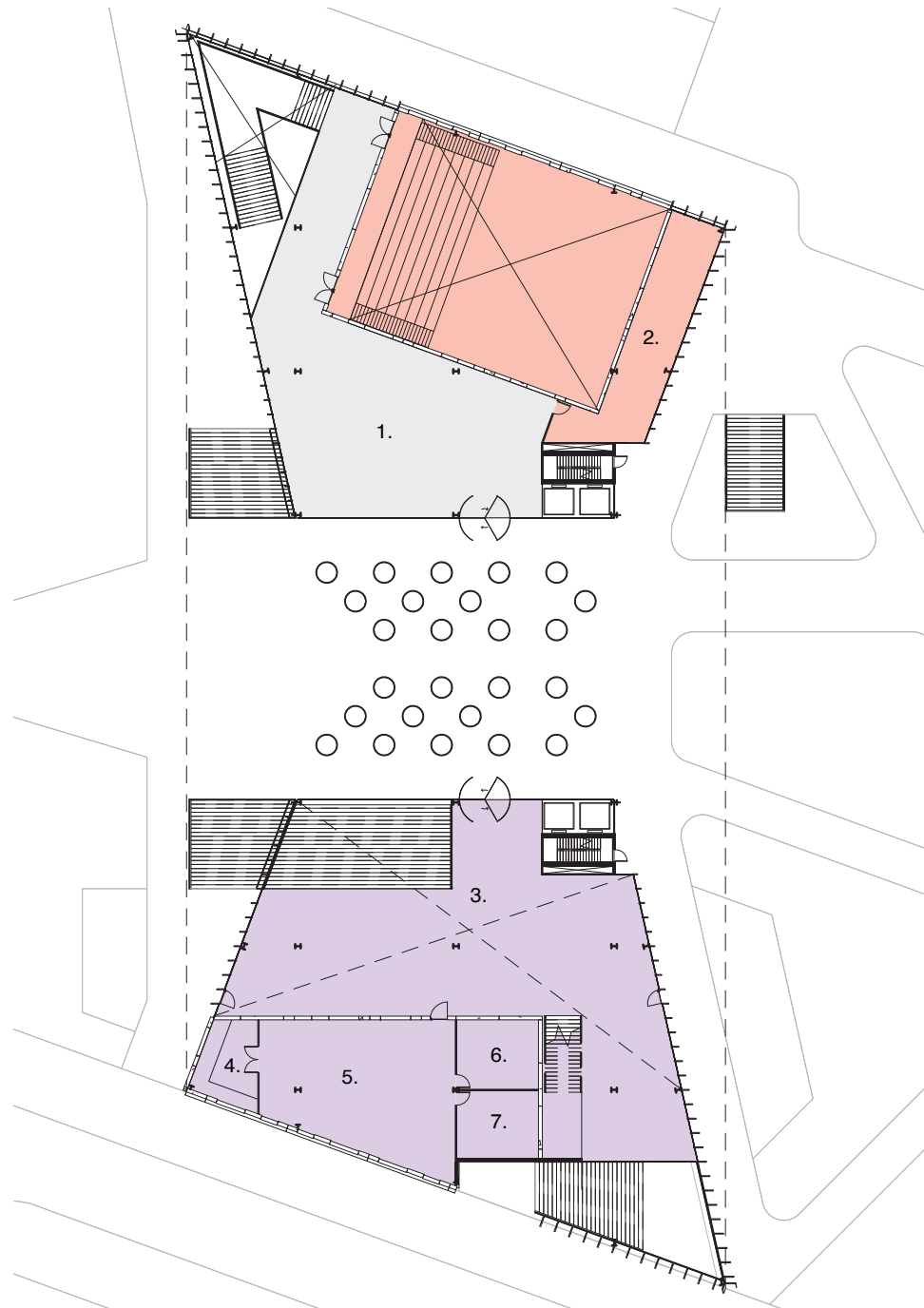
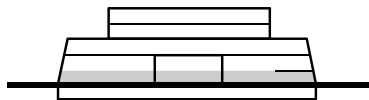
Impression



Ground Floor

Floorplan 1:500

1. Hallway	306 m ²
2. Exhibition space	72 m ²
3. Restaurant	405 m ²
4. Kitchen outdoor	24 m ²
5. Kitchen	127 m ²
6. Storage cool	27 m ²
7. Storage	27 m ²



- Social
- Experience
- Practice
- Community
- Learning
- Base



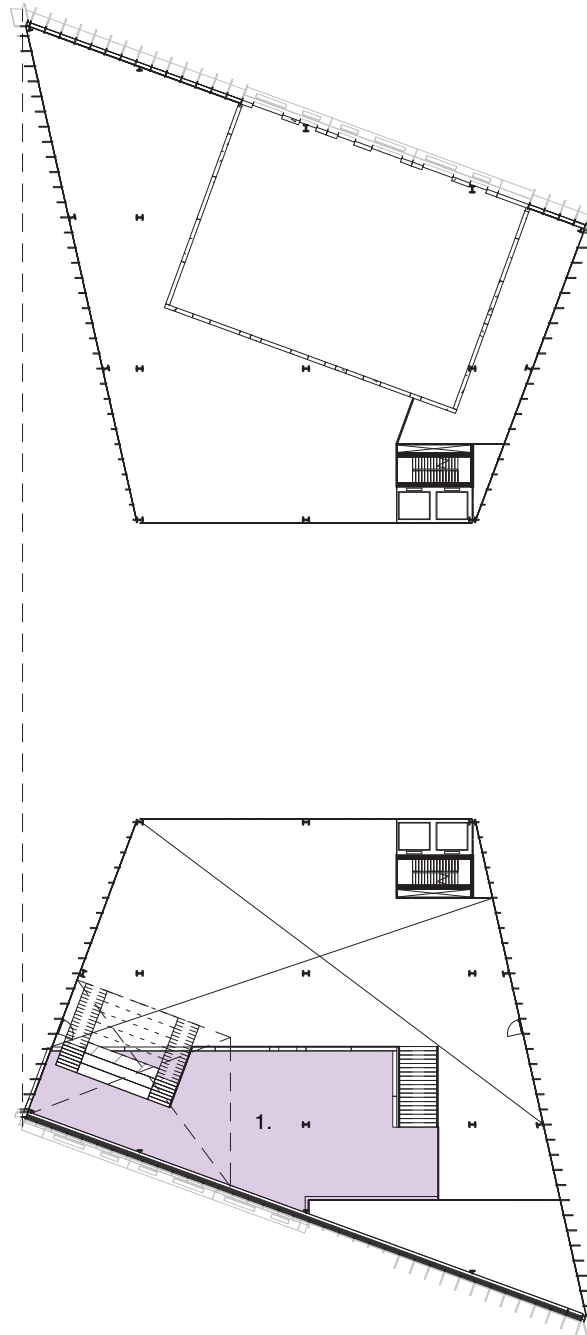
Ground Floor

Impression

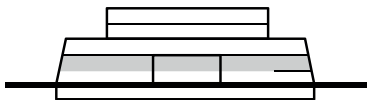


Level 1

Floorplan 1:500



1. Restaurant 219 m²



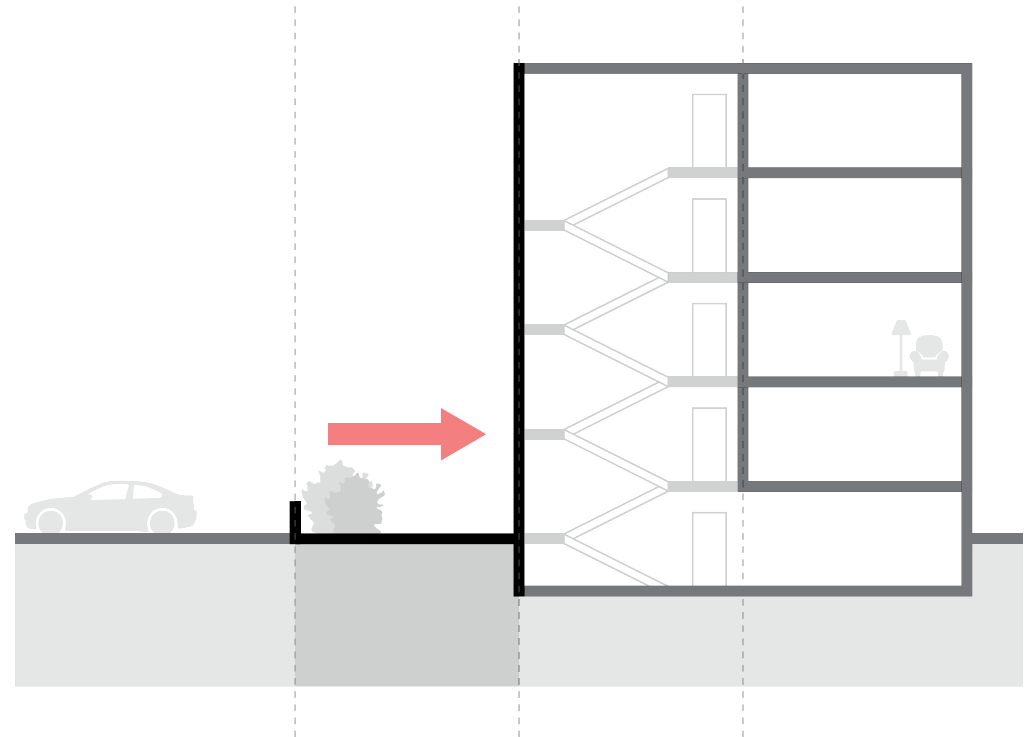
Level 1

Impression



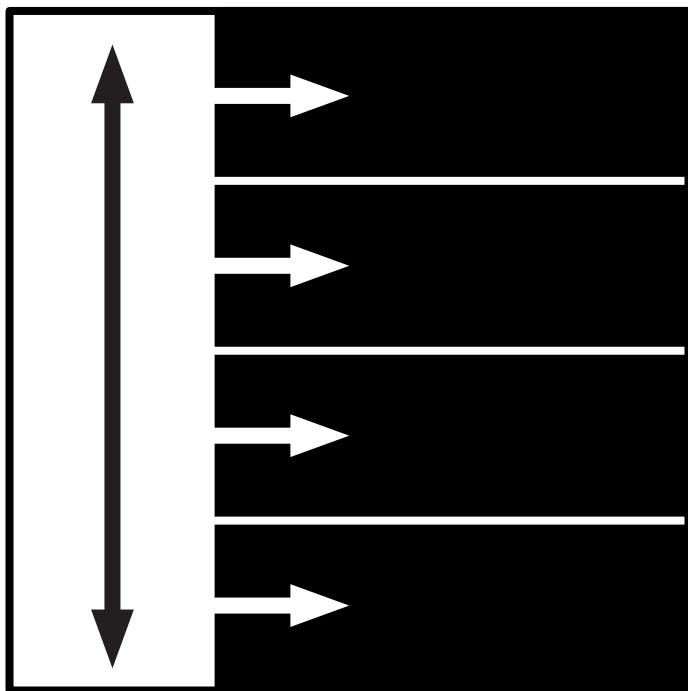
ZONE 2: THE YARD

Level 2



Zone 2

Profile



Base elements:

<i>Realm:</i>	urban
<i>Construction material:</i>	steel
<i>Floor height:</i>	3500 mm
<i>Facade system:</i>	open-open
<i>Climate:</i>	mechanical

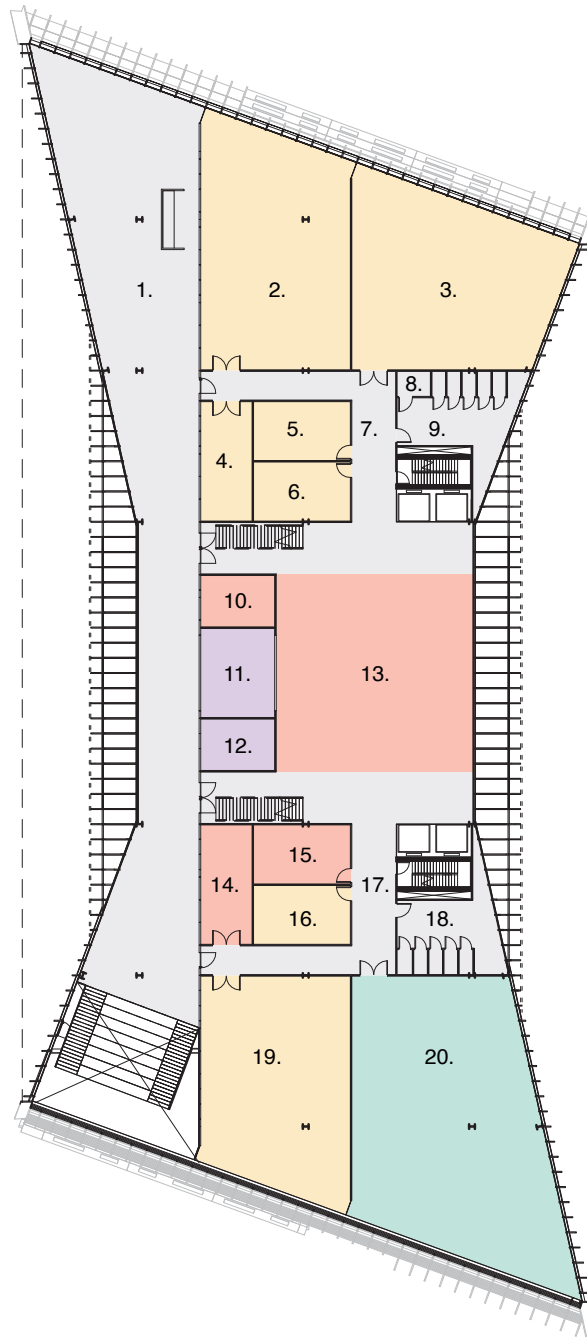
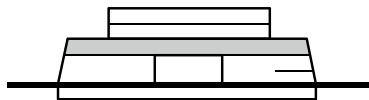
Interior:

<i>Identity:</i>	semi-collective
<i>Openness:</i>	semi-public
<i>Floor finish:</i>	linoleum
<i>Wall finish:</i>	wood & stone
<i>Layout:</i>	front yard

Level 2

Floorplan 1:500

1. Hallway	384 m ²
2. Fitness room	159 m ²
3. Yoga dance studio	157 m ²
4. Storage	27 m ²
5. Changing room	25 m ²
6. Changing room	25 m ²
7. Halway	110 m ²
8. Disabled toilet	4 m ²
9. Toilets men	40 m ²
10. Cloakroom	17 m ²
11. Bar	29 m ²
12. Storage	17 m ²
13. Comedy club	172 m ²
14. Storage	27 m ²
15. Changing room	25 m ²
16. Storage	25 m ²
17. Hallway	110 m ²
18. Toilets women	36 m ²
19. Recital hall	144 m ²
20. Workshop space	239 m ²



- Social
- Experience
- Practice
- Community
- Learning
- Base



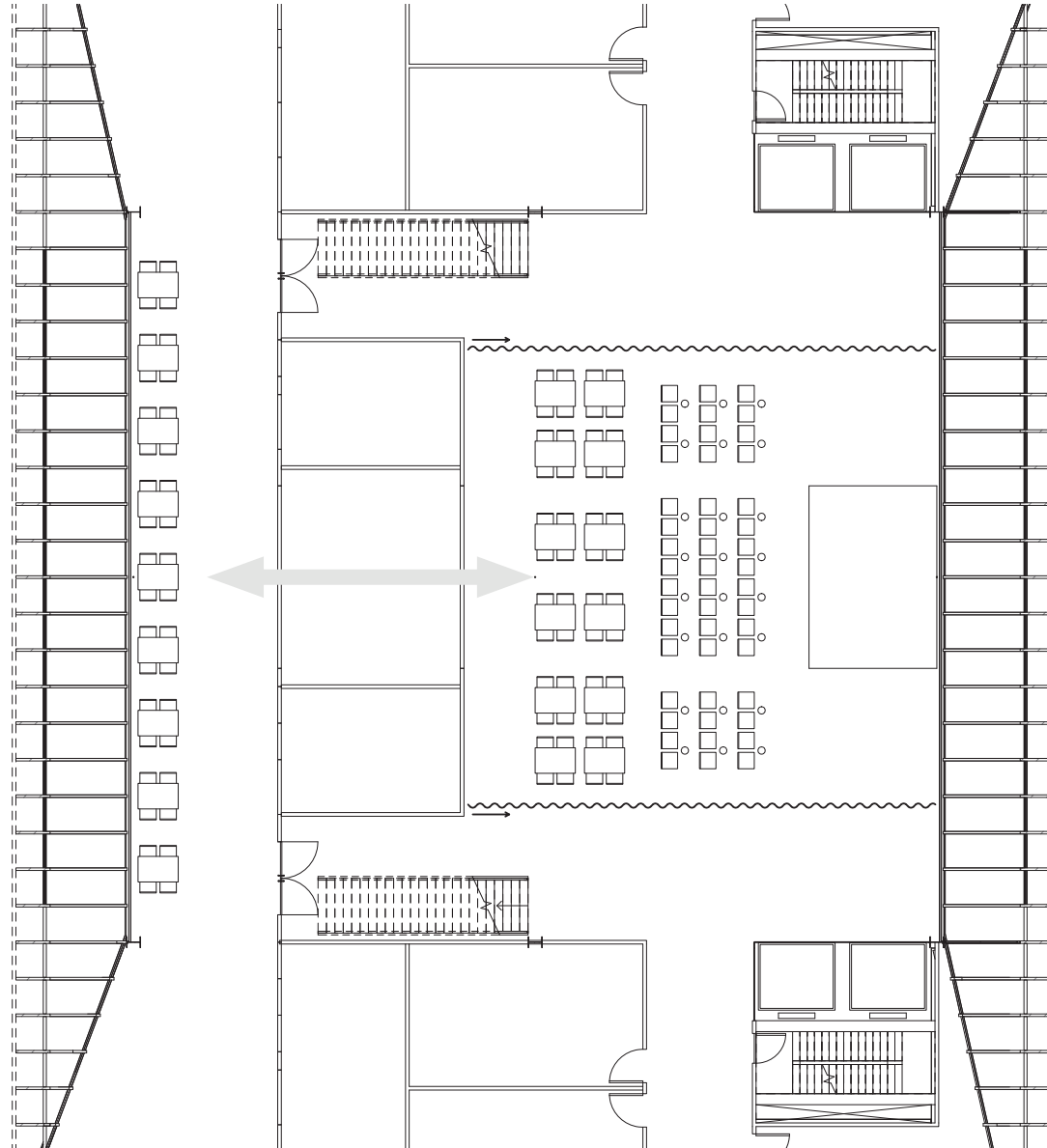
Level 2

Impression



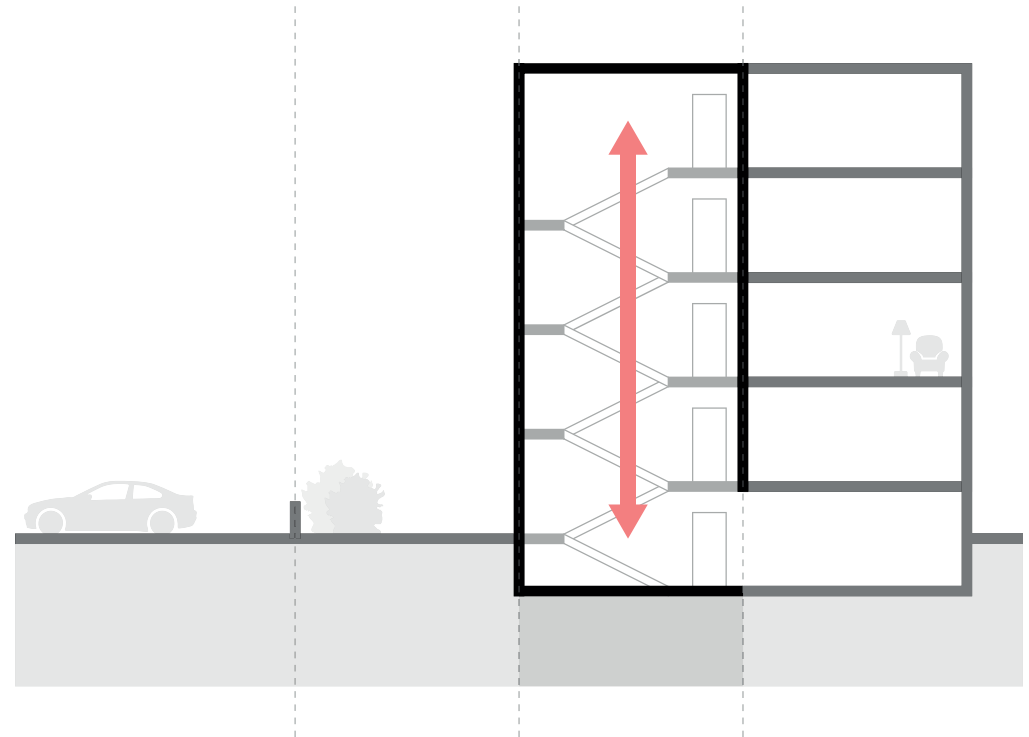
Level 2

Floorplan Zoom-in



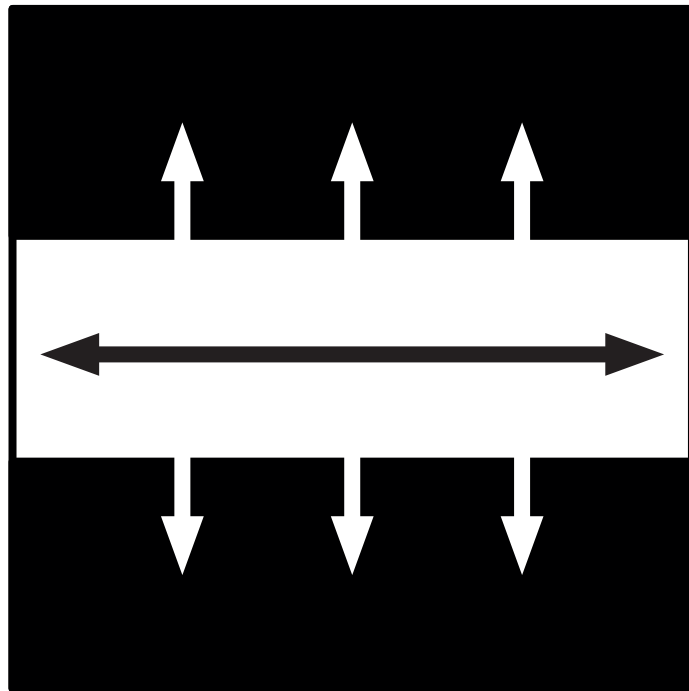
ZONE 3: THE LOBBY

Level 3



Zone 3

Profile



Base elements:

<i>Realm:</i>	domestic
<i>Construction material:</i>	glulam
<i>Floor height:</i>	2750 mm
<i>Facade system:</i>	open-closed
<i>Climate:</i>	openable windows

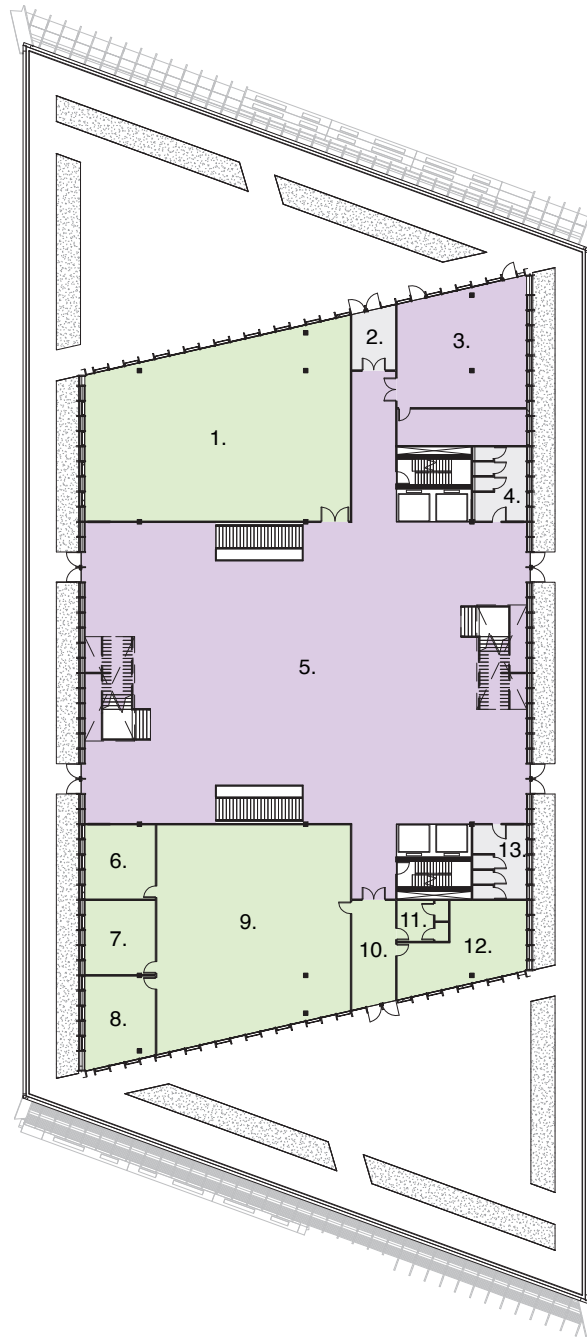
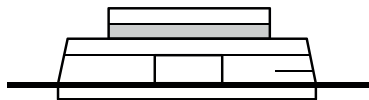
Interior:

<i>Identity:</i>	semi-individual
<i>Openness:</i>	semi-private
<i>Floor finish:</i>	parquet
<i>Wall finish:</i>	stucco
<i>Layout:</i>	street

Level 3

Floorplan 1:500

1. Community center	206 m ²
2. Hallway	12 m ²
3. Coffee corner	91 m ²
4. Toilets men	18 m ²
5. Computer and Game area	606 m ²
6. Storage	24 m ²
7. Kitchen	24 m ²
8. Back office	28 m ²
9. Daycare	176 m ²
10. Hallway	20 m ²
11. Toilets daycare	9 m ²
12. Daycare bedroom	39 m ²
13. Toilets women	18 m ²



- Social
- Experience
- Practice
- Community
- Learning
- Base



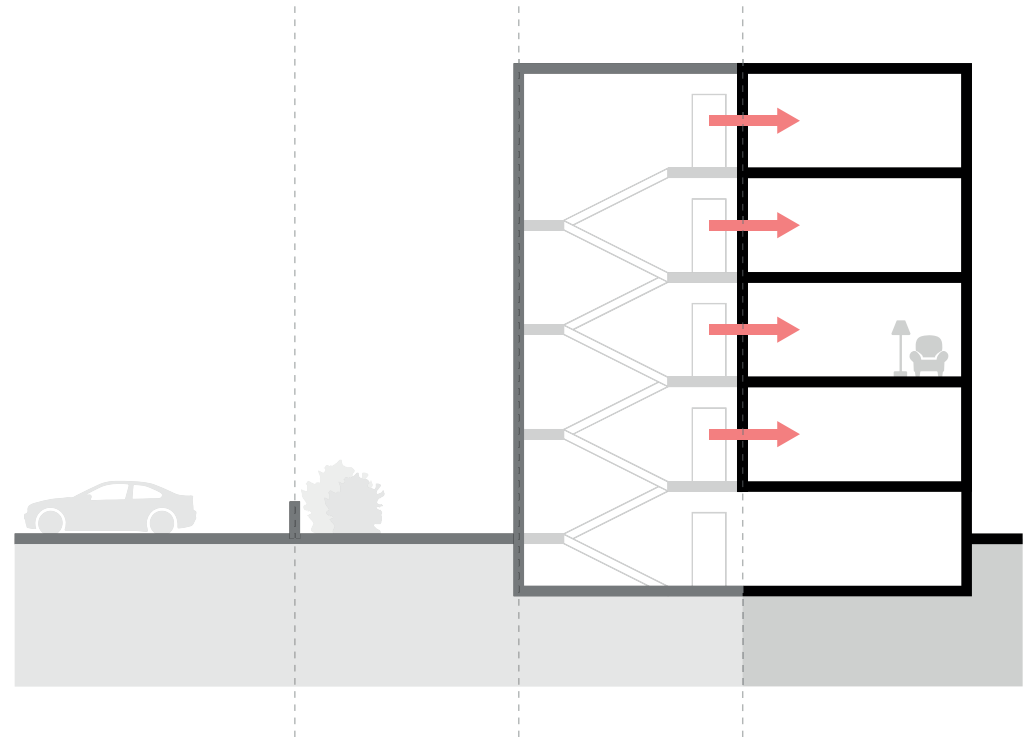
Level 3

Impression



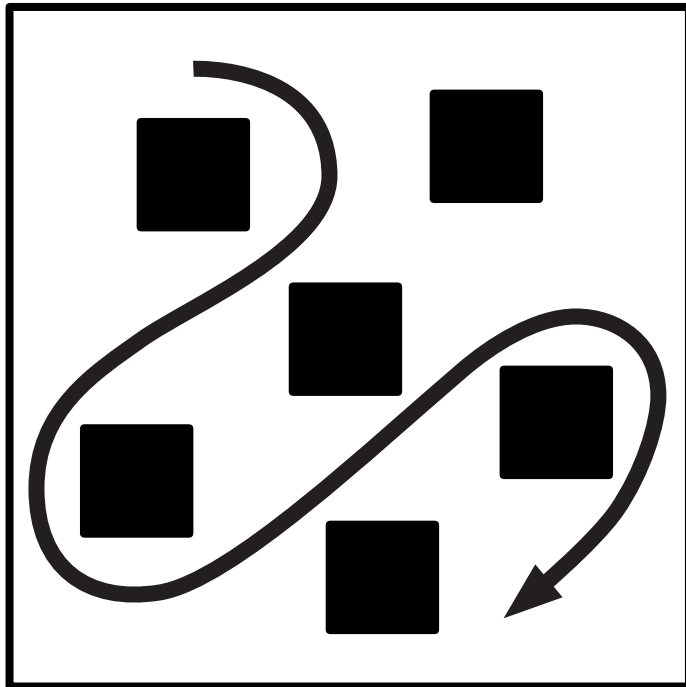
ZONE 4: THE LIVING ROOM

Level 4



Zone 4

Profile



Base elements:

<i>Realm:</i>	domestic
<i>Construction material:</i>	glulam
<i>Floor height:</i>	2750 mm
<i>Facade system:</i>	open-closed
<i>Climate:</i>	openable windows

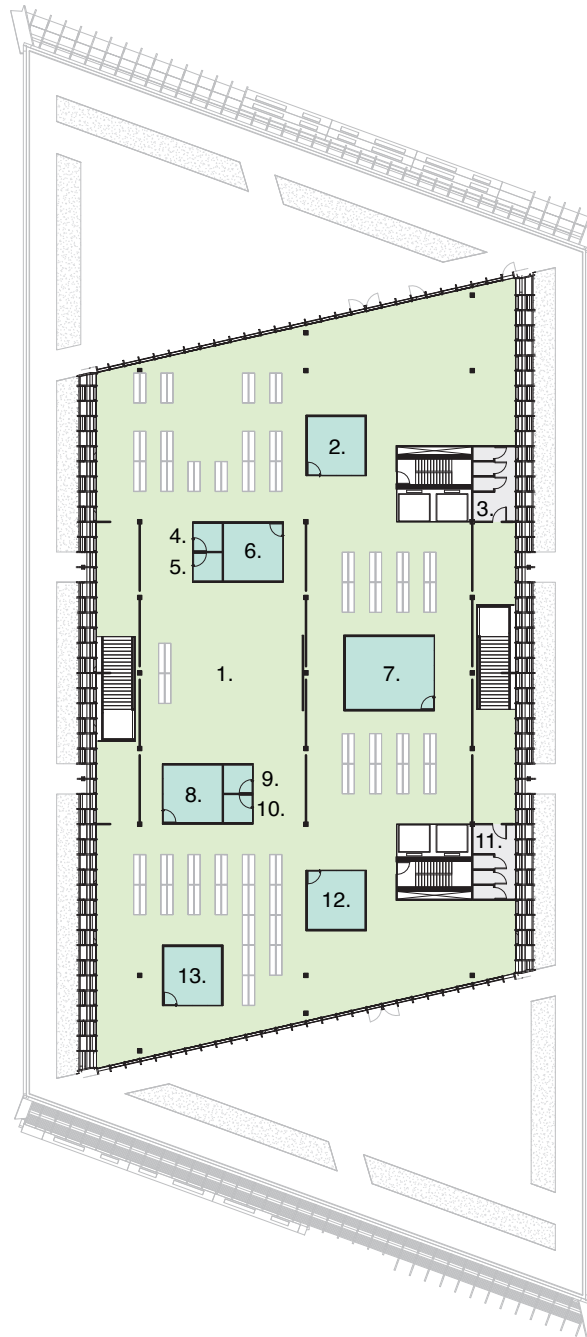
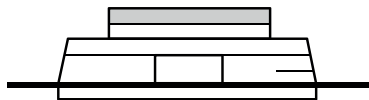
Interior:

<i>Identity:</i>	individual
<i>Openness:</i>	private
<i>Floor finish:</i>	carpet
<i>Wall finish:</i>	felt
<i>Layout:</i>	open floorplan

Level 4

Floorplan 1:500

1. Mediatheque	1049 m ²
2. Meeting room	15 m ²
3. Toilets men	15 m ²
4. Quiet room	4 m ²
5. Quiet room	4 m ²
6. Meeting room	15 m ²
7. Meeting room	28 m ²
8. Meeting room	15 m ²
9. Quiet room	4 m ²
10. Quiet room	4 m ²
11. Toilets women	15 m ²
12. Meeting room	15 m ²
13. Meeting room	15 m ²



- Social
- Experience
- Practice
- Community
- Learning
- Base



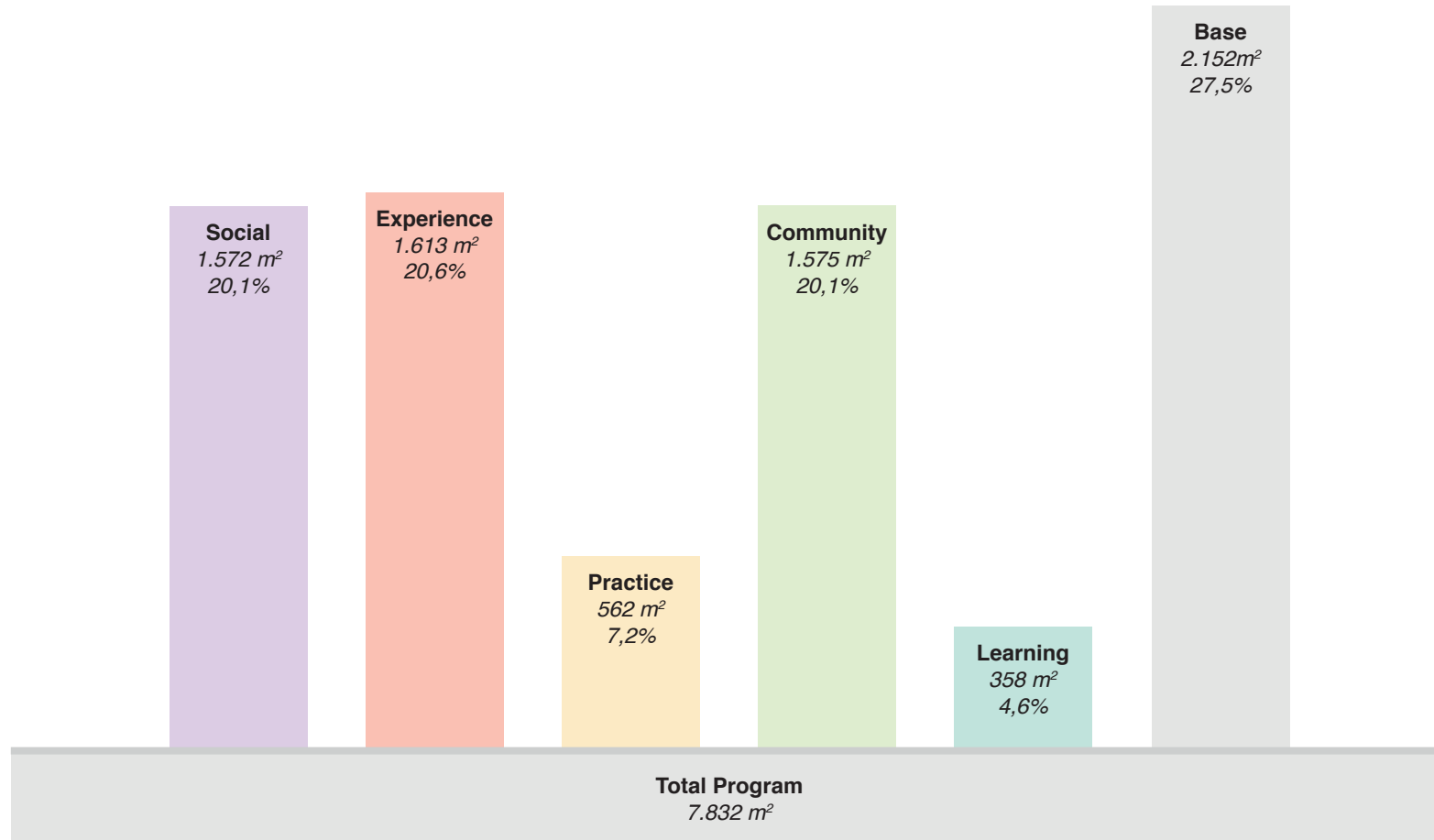
Level 4

Impression



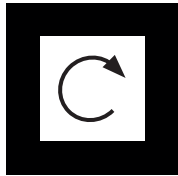
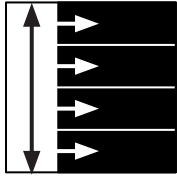
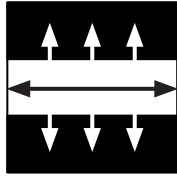
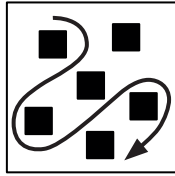
Themes

Distribution



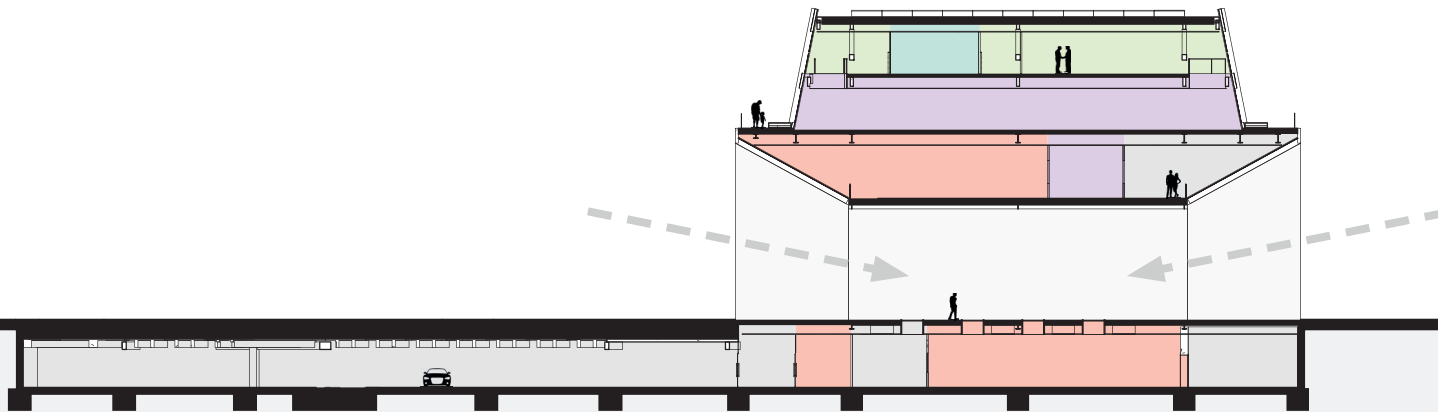
Zones

Overview

	SQUARE	YARD	LOBBY	LIVING ROOM
Base elements:				
<i>Realm:</i>	urban		domestic	
<i>Construction:</i>	steel		glulam	
<i>Floor height:</i>	3500 mm		2750 mm	
<i>Facade system:</i>	open-open		open-closed	
<i>Climate:</i>	mechanical		openable windows	
Interior:				
<i>Identity:</i>	collective	semi-collective	semi-individual	individual
<i>Openness:</i>	public	semi-public	semi-private	private
<i>Floor finish:</i>	clinkers	linoleum	parquet	carpet
<i>Wall finish:</i>	concrete	wood & stone	stucco	felt
<i>Layout:</i>	square	front yard	street	open floorplan
				

Section

Broadwise 1:500



■ Social

■ Experience

■ Practice

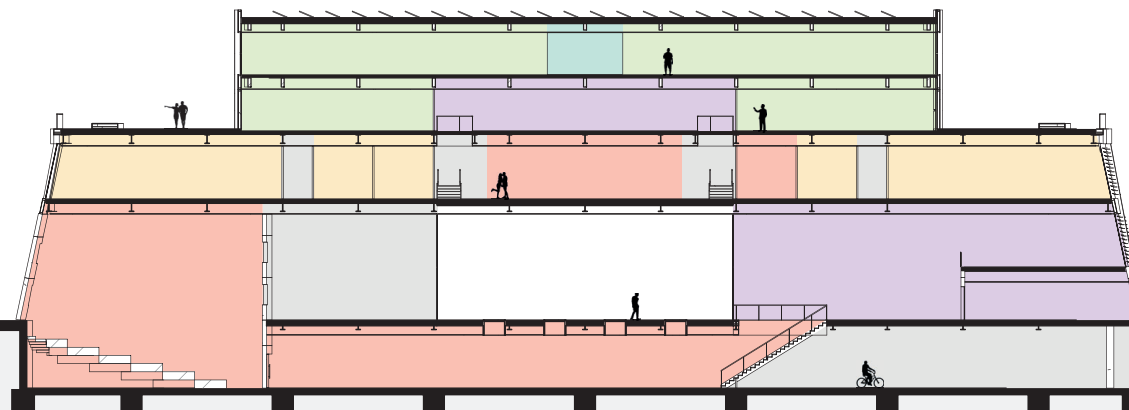
■ Community

■ Learning

■ Base

Section

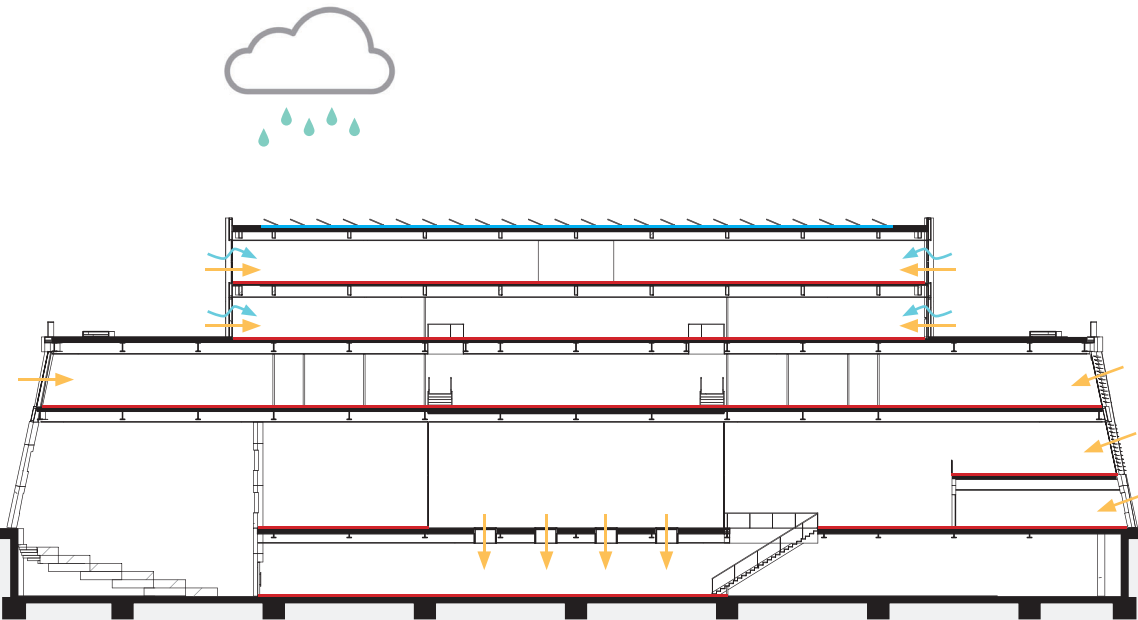
Longwise 1:500



■ Social ■ Experience ■ Practice ■ Community ■ Learning ■ Base

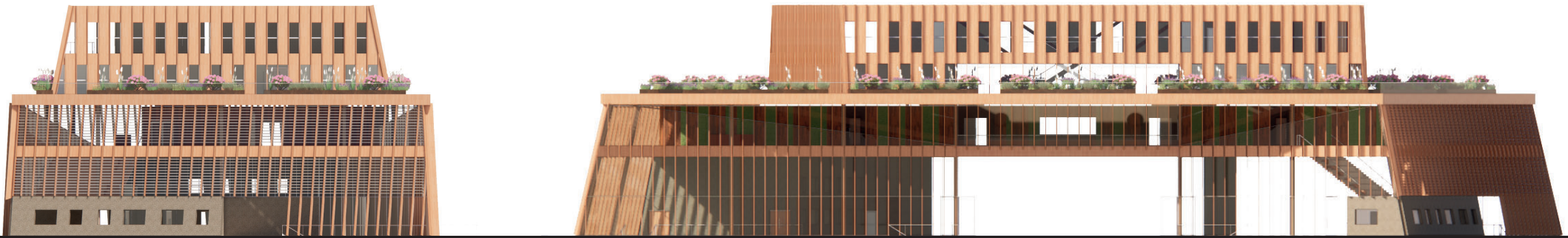
Climate

Section 1:500



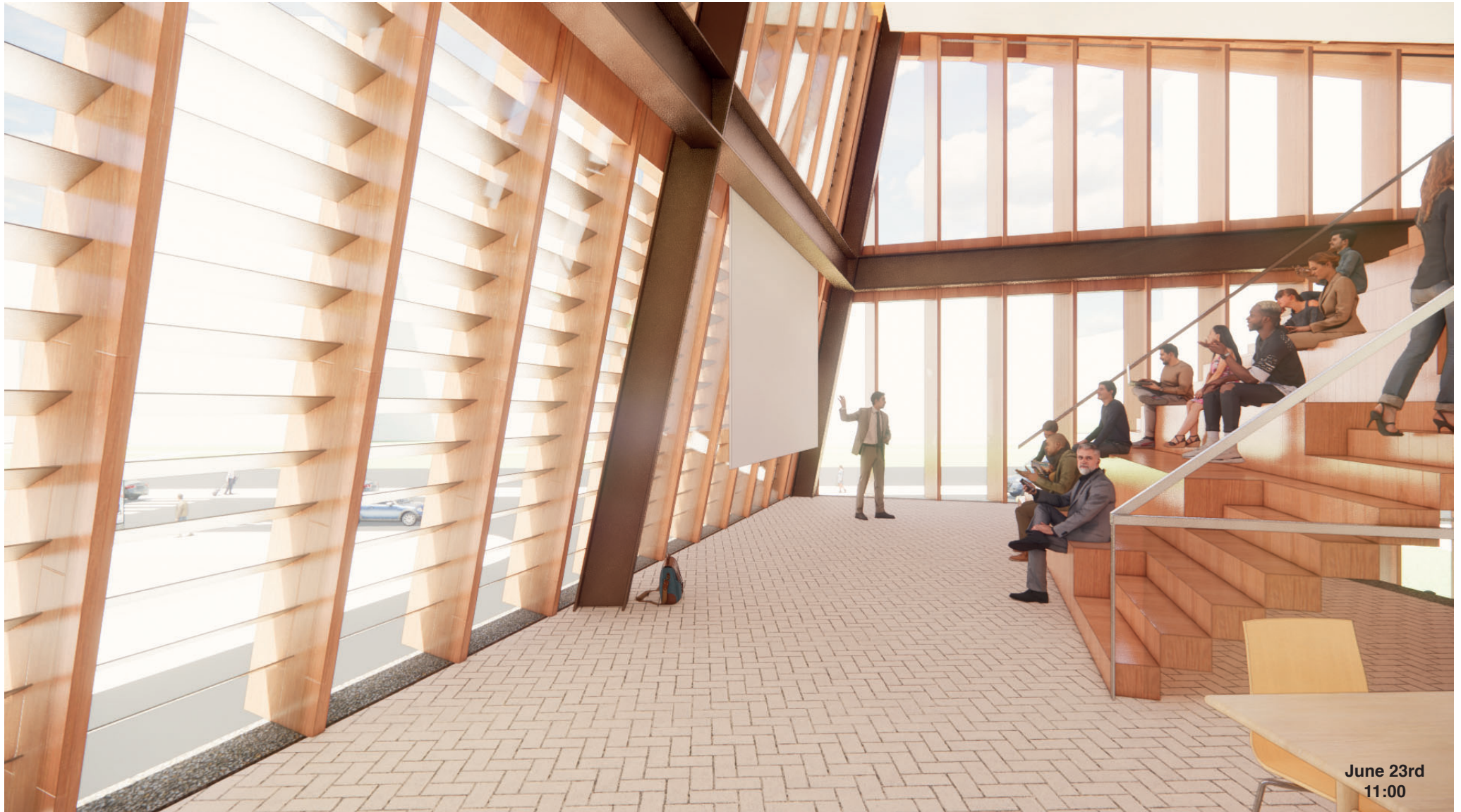
Elevation

South and West Facade 1:500



Climate

Facade with shades



June 23rd
11:00

Climate

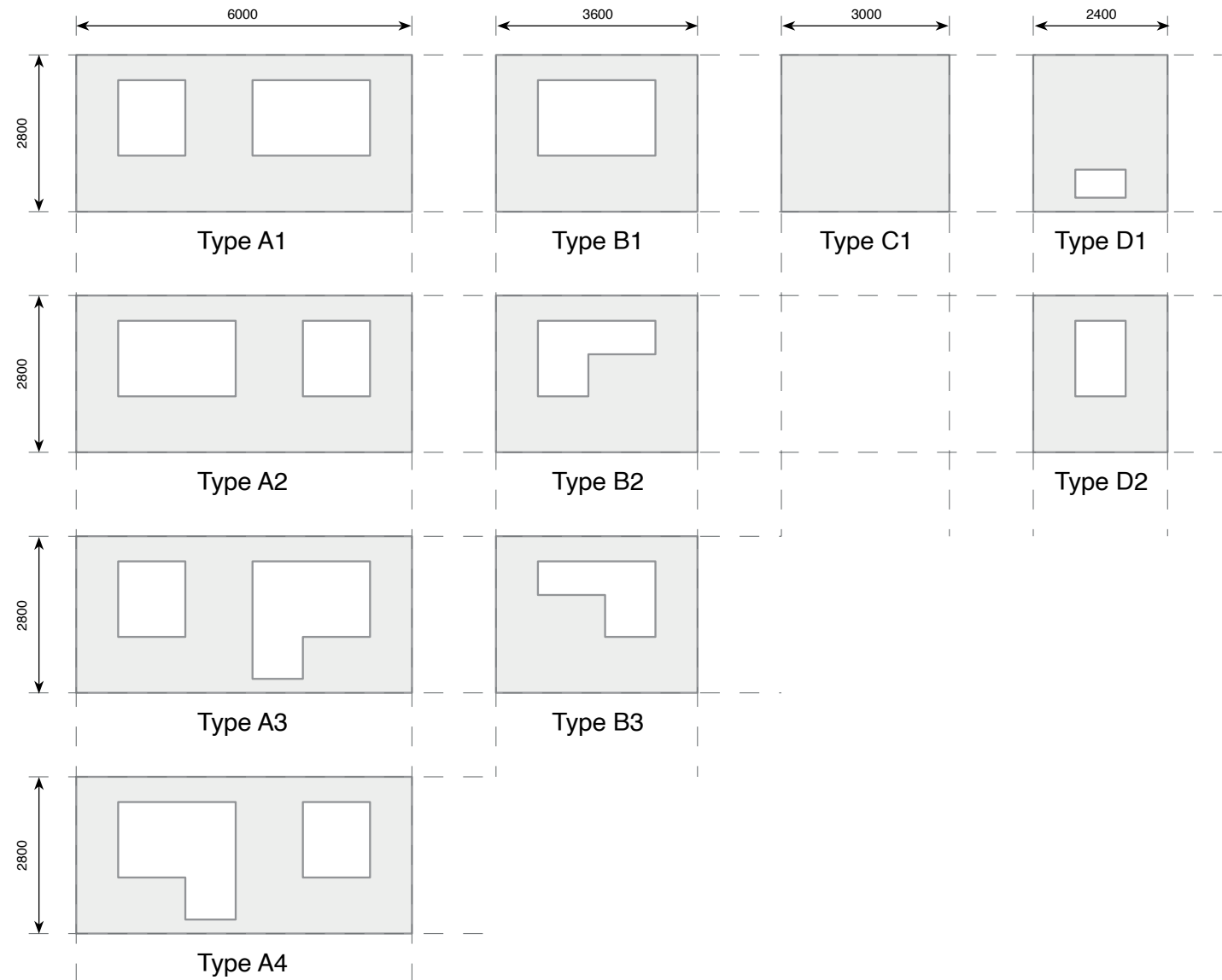
Facade without shades



Reuse

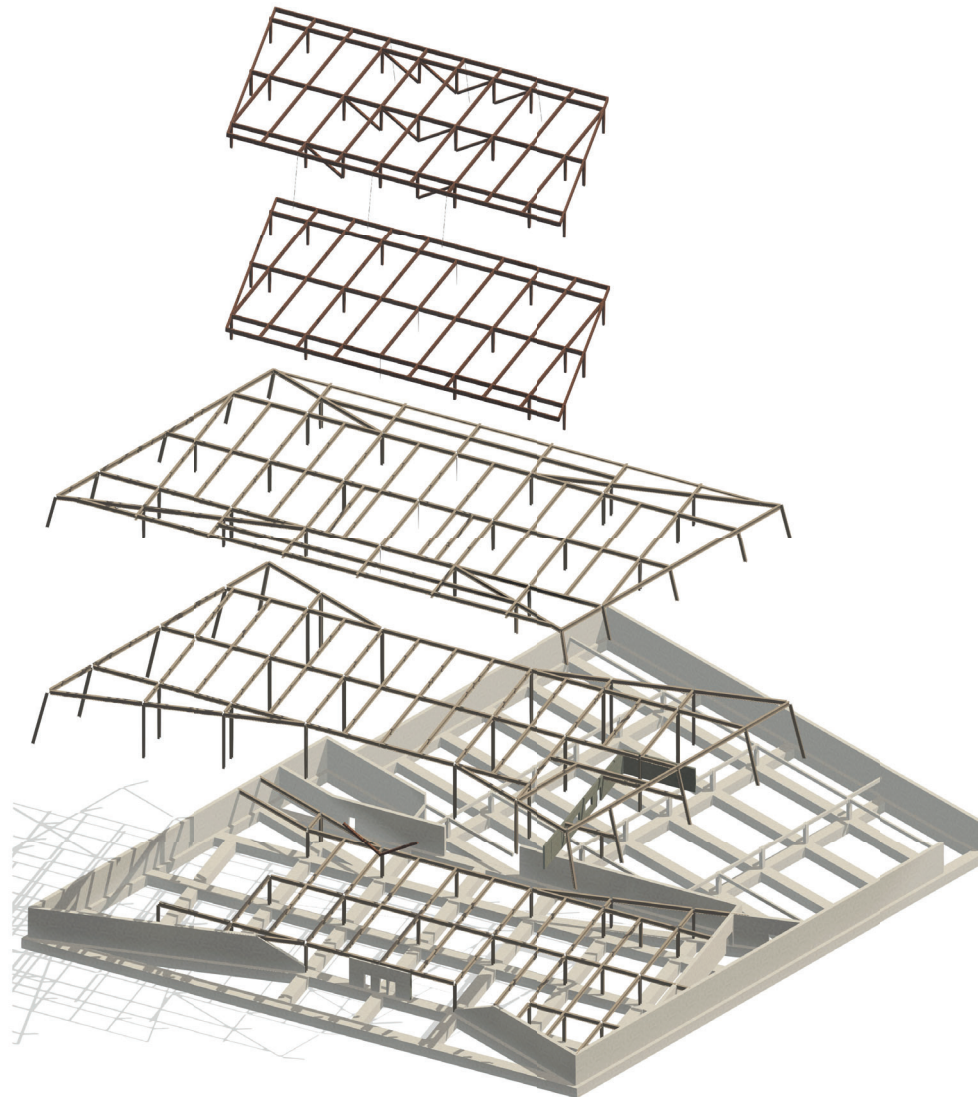
Existing Building Parts

Type	Existing	Reusing
A1	30	10
A2	6	6
A3	24	0
A4	18	0
B1	6	2
B2	18	0
B3	18	0
C1	78	27
D1	30	0
D2	30	0
Floorplate (12x6m)	80	80



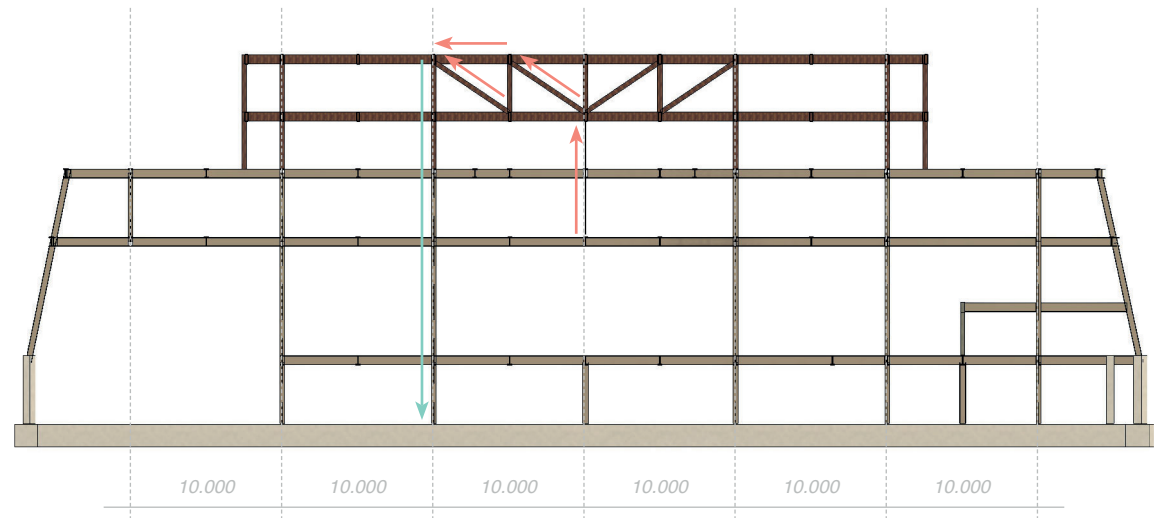
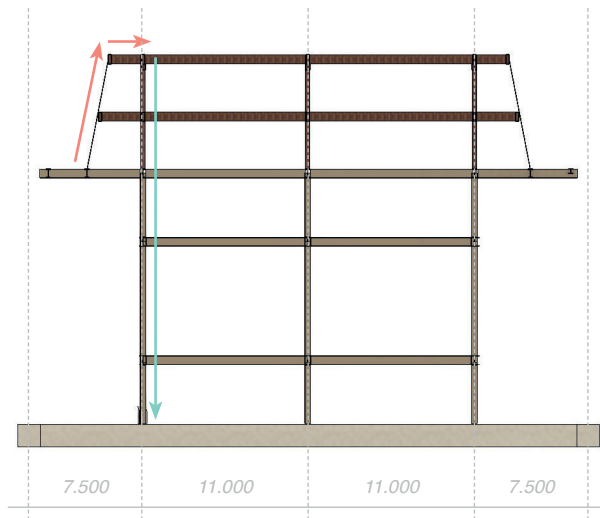
Construction

Exploded view



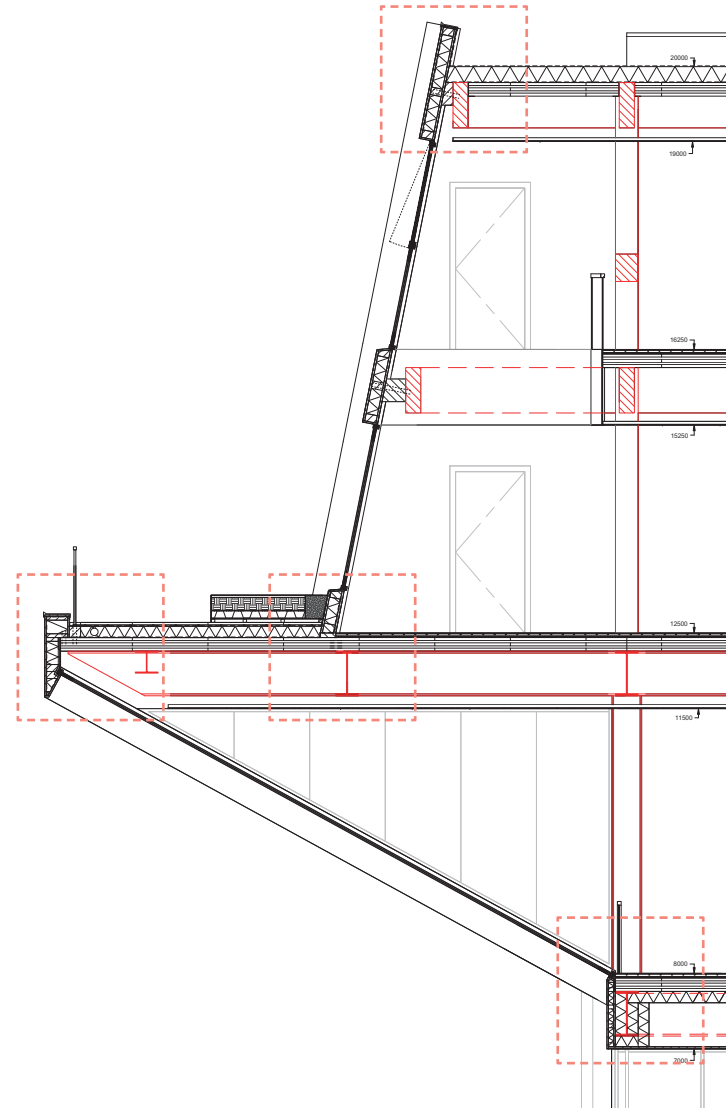
Construction

Section 1:500



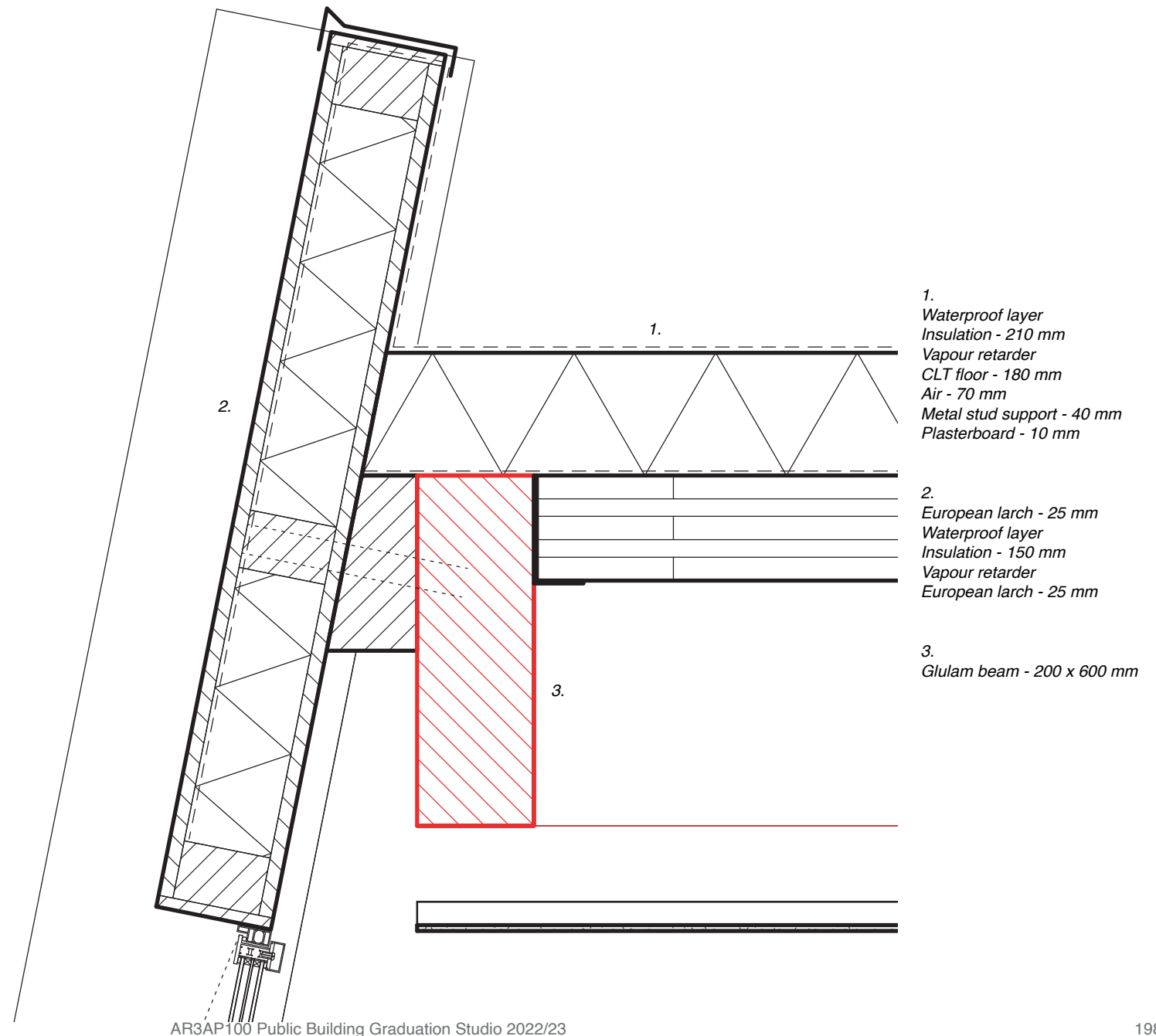
Facade

Fragment 1:100



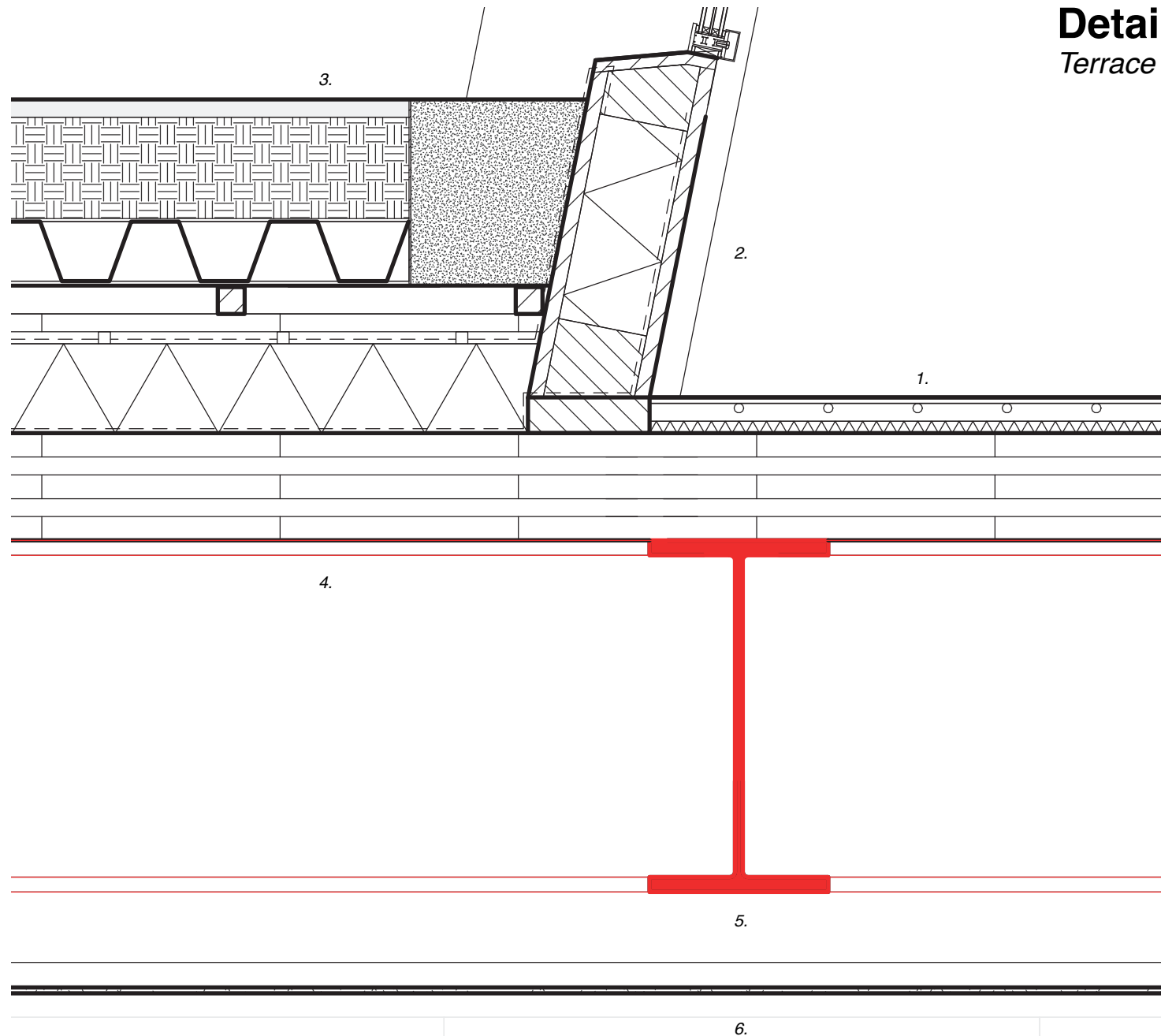
Detail

Roof to Facade 1:10



Detail

Terrace floor to Interior Floor 1:10



1.
Parquet flooring - 10 mm
Floor heating system - 30 mm
Acoustic insulation - 20 mm
CLT floor - 180 mm

2.
European larch - 25 mm
Waterproof layer
Insulation - 150 mm
Vapour retarder
European larch - 25 mm

3.
Vegetation - 30 mm
Soil - 180 mm
Filter layer
Drainage layer - 100 mm
Anti-root layer
Steel plate - 5 mm

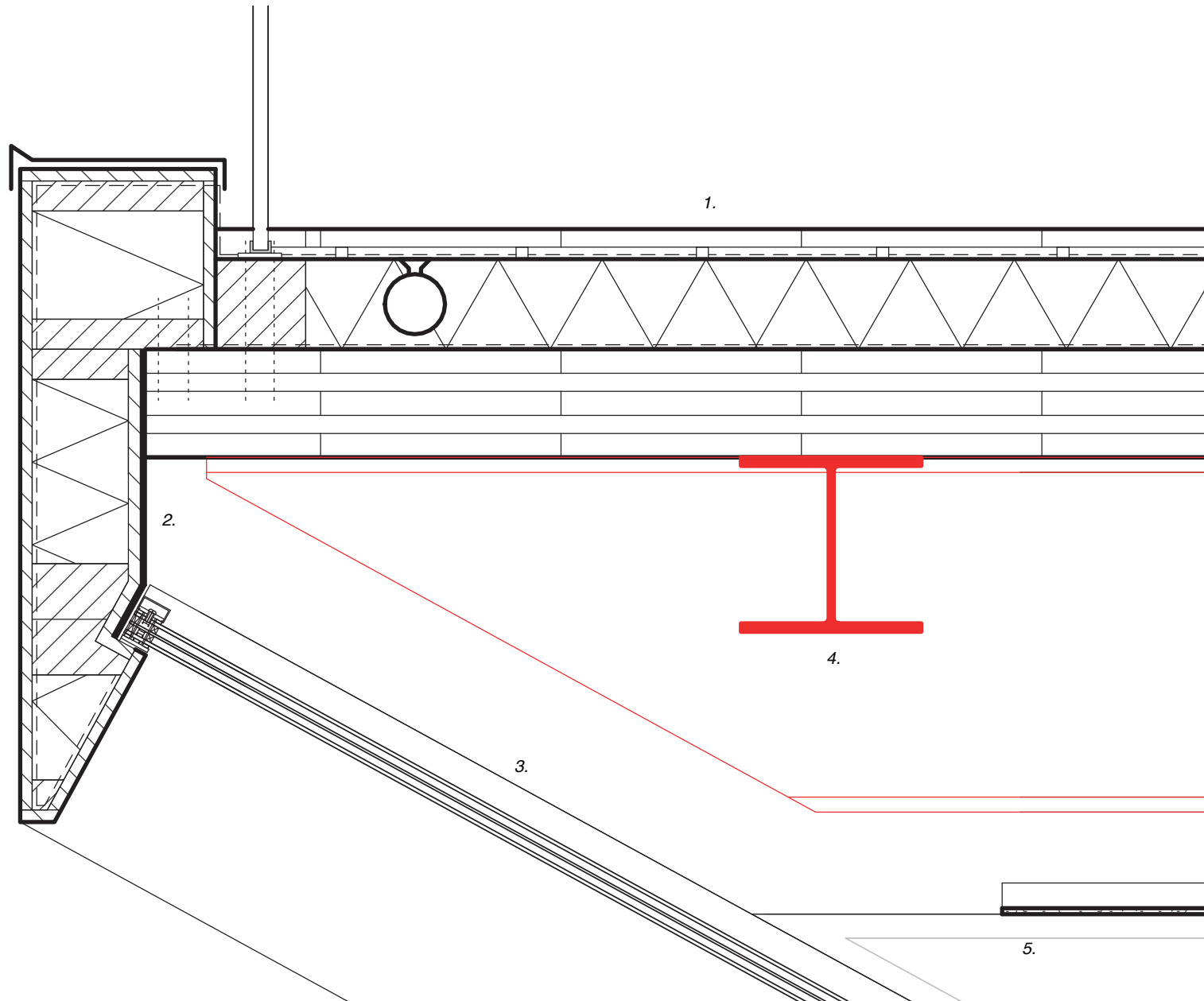
4.
Stone tiles - 50 mm
Waterproof layer
Insulation - 150 mm
Vapour Retarder
CLT floor - 180 mm

5.
HEA 600 beam

6.
Metal stud support - 40 mm
Plasterboard - 10 mm

Detail

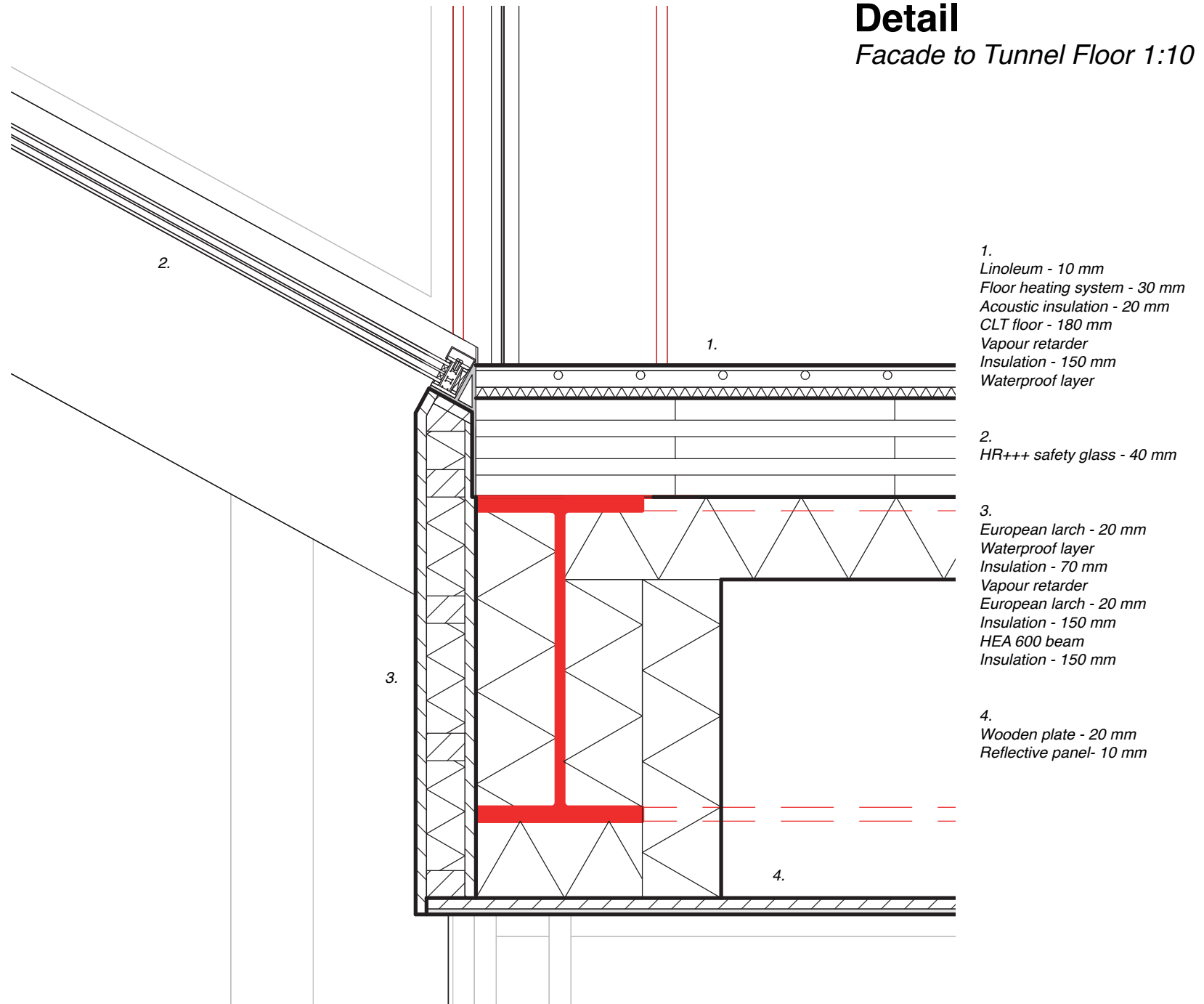
Terrace floor to Facade 1:10



1.
Stone tiles - 50 mm
Waterproof layer
Insulation - 150 mm
Vapour Retarder
CLT floor - 180 mm
2.
European larch - 25 mm
Waterproof layer
Insulation - 220 mm
Vapour retarder
European larch - 25 mm
3.
HR+++ safety glass - 40 mm
4.
HEA 300 beam
5.
Metal stud support - 40 mm
Plasterboard - 10 mm

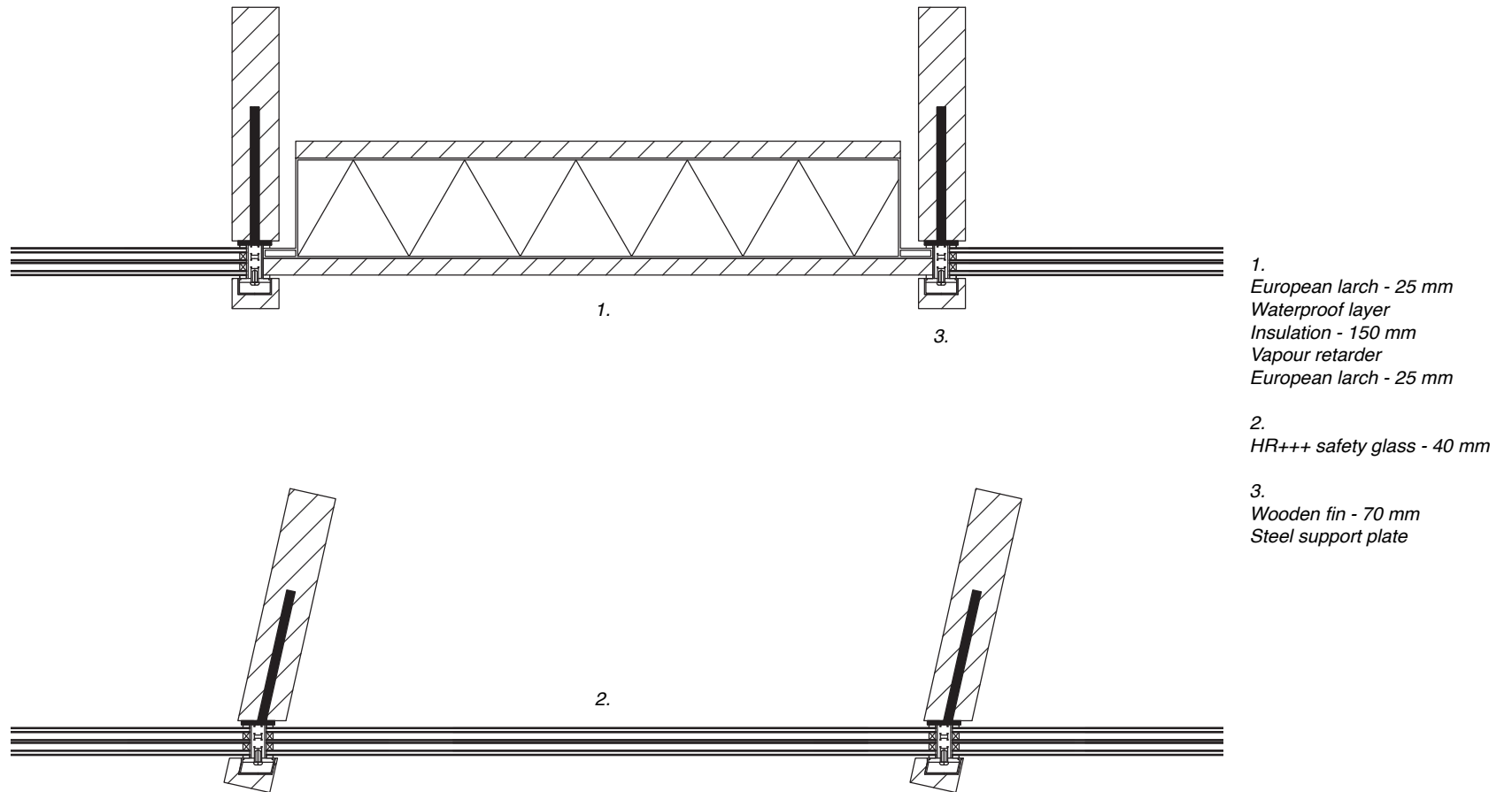
Detail

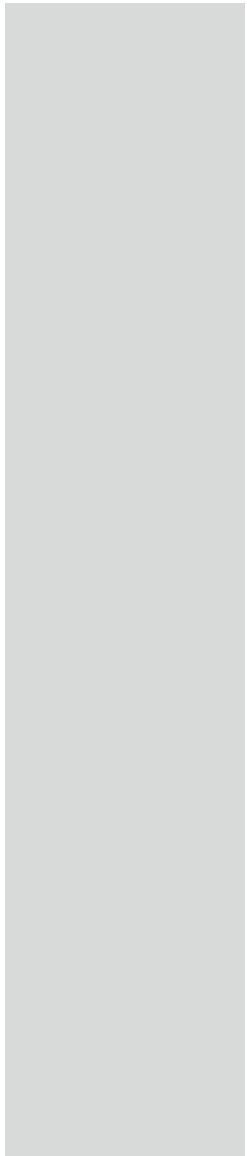
Facade to Tunnel Floor 1:10



Detail

Horizontal Facade Options 1:10





Reflection

Table of Contents

206 Reflection

Reflection

In the master's program of Architecture, the first year seemed to act as an extension of the bachelor's. The year was divided into two big semester subjects and two short electives. For all subjects there was the freedom to choose what aligned with your interests.

The first chosen studio was the MSc1 studio of Architectural Engineering. The theme of this studio was focused on finding a way to slow down or solve the problem of the Urban Heat Island Effect (UHIE). The relationship between this studio and the current Graduation Studio of Public Building has not been very strong throughout the design process. At Architectural Engineering the design was more focussed on technical elements, which only became a part of the Graduation Studio in the later stages. Moreover, these technical elements were focused on combatting the UHIE, whilst in the current studio that problem played hardly any part.

The relationship between the MSc2 studio of High-Rise Culture, a multidisciplinary studio from the chairs of Public Building, Dwelling and Form Studies, and the current studio of Public Building however is way stronger. The themes of the MSc2 studio were more in line with the current studio as it explored how dwellings could be combined with public space and a (semi-)public program. Where it

differs between the two is the scale of the project and the depth of the research into social thresholds. The MSc2 studio was combining three high-rise towers of housing with a public plinth, whilst the current studio only focusses on the public part of the program with only a fraction of the floor area. This resulted into the Graduation Studio diving deeper into the subject of public program, thresholds, construction, detailing and social interactions than the MSc2 studio was doing.

The Graduation Studio started in the first quarter of the year with some general research about the location. This was followed by an excursion to Berlin, where research on location was done through photography and interviews. After the excursion further research and positioning was done which eventually led to a P1 presentation with conclusions in the form of definitions, maps, location comparisons, program, sections, and a general concept.

What set this quarter apart from other studios was the parallel course of Theory & Delineation. Through a series of lectures and design exercises this course explored different design techniques and tools to help filter information, position yourself and/or create a design concept. The techniques used were a collage and montage, diagrams, psychogeography,

assemblage and digital modelling. At the end of the five exercises of Theory & Delineation you now had a step by step visual research by design process of your design concept. This course investigates the deeper relationships between elements and made you think in different ways about a problem statement and eventual design concept.

The second quarter of the year started again with research of the design location, a further analysis of the program and a search for references. It quickly went deeper through a final design exercise from Theory & Delineation, the Re-mix. This final exercise opened the door to more realistic design research by making you think about programmatic relationships, spatial relationships, sequences, hierarchies, scales, and routing. These elements would be tested through the use of a site plan, floorplans, and sections and were complemented by elevations, axonometric drawings, and relational schemes in P2 to represent a schematic design.

After the presentation there was a moment where the mentors could give feedback. The core of the feedback was two-sided. On the one hand was the structure of presenting quite clear and was the design concept a logical one that would fit the location well. On the other hand were a few aspects that had to

be changed. The routing of the building did not fit the concept and the façade design was lacking the intermediate level. Furthermore, the distinction between the private and public spaces was not big enough.

The third quarter then became the period to embrace the research by design strategy. By testing the design with both sketches and a virtual model these comments were used as guidelines to improve the building. This research method led to creating wide ranging options, where one or multiple of those options were further looked upon through variations. This approach differed from the usual strategy of picking one option and try to improve upon that. Which often leads to getting stuck or making a design that doesn't really work in the end. This method was new for me and helped me broaden my horizon. This made the design process more enjoyable as well.

At the end of the third quarter was another presentation that functioned as a testing point to see how things were standing. Following the comments from that presentation the feedback of the P2 presentation was mainly resolved as the routing was more in line with the concept and the distinction between zones was slightly improved. On the other hand were a few aspects of the design too literal. Taking these comments into account the

fourth quarter began where the research by design strategy continued.

Throughout the whole year the back-and-forth sessions between student and mentor resulted in answered questions, new references and feedback that could open your eyes into something you weren't aware of. In the end with the design exercises of Theory and Delineation, a series of lectures and the writing of a design manifesto I was nudged into making important decisions and creating a working concept.

By using the research by design method I opened myself up to a new way of design approach. Instead of sticking to my first design and trying to improve upon that, this new method gave me the opportunity to widen my scope. It taught me instead of clamping down on something to not be afraid of starting over. This was for example visible in the way the volume of the building was constructed. The shape of my building has changed several times, even in the later stages of the design process.

The strategy provided more freedom to elaborate the design of the different aspects of the new building.

Furthermore this design process taught me to not be afraid to ask for an outside perspective. By regularly talking with experts in the field of architecture and technical building design I was constantly

receiving feedback. And due to the fact that I sometimes get distracted into making something work physically or on a floorplan, I forget to stop, to think if that element would work in combination with the rest of the building. For example the routing of the first design was carefully positioned and resulted in a stairway that took you from the ground floor all the way to the top floor with a continuous stairway. Yet it did not fit my concept. This realization moment came only after the tutors commented on it.

So, by using more of the research by design strategy and asking for more feedback from outsiders I'm sure my coming projects will develop a lot smoother.

Society is getting more inclusive by the day. Both in terms of race as well as gender, sexuality, religion and so on. This trend of inclusion should find physical correspondence in the design of public spaces that are more accessible to a wider audience with different lifestyles and cultures. The studio of Public Building offered a platform to dive deeper into this subject and to create a prototype to facilitate this important trend. By designing a public condenser people will be brought together that may normally not have crossed paths with each other. These public buildings are important to the neighborhood and even the whole

city as they can become the heart of communities. A safe space where people of all ages can go to and meet each other, learn from each other, and play with each other. A building that will regenerate its neighborhood and the social life of its inhabitants. Without such buildings these interactions between citizens would be greatly inhibited.

The building uses a form of Commons as a way of creating a building that is more inclusive for people, moments, and cultures. It will be a way to lower social thresholds and bring the private and the urban closer to each other.

The problem of the scale gap between private space and the urban surroundings is not one specifically bound to Friedrichshain or even Berlin. In almost every big city you can find the same problem. With this graduation project a solution has emerged that can either solve or soften this problem with the use of a public building. In this way the project could be used as either a baseline or a reference to projects in other cities dealing with the same problem.

The project uses different strategies that can be directly used on other projects. Firstly, the approach to creating the building volume. This strategy focuses on creating a volume that would both fit within its context as well as influence

its surroundings. The resulting volume would be an in-between volume that makes the urban surroundings more readable to passers-by and lower the impact of the building on the ground floor. Secondly, the strategy to divide program based on identity and openness. This way a gradient of program can be implemented within the building in a simple way. Thirdly the strategy to use a homecoming scenario to divide the building into different zones based on a gradient. Fourthly, the strategy of reusing whole building parts as way to make a statement. This is both sustainable as well as it can help fit aspects within their context. And finally, the strategy of implementing missing elements in the area. This will attract people of a wide variety by not only focussing on one specific group of users, increasing opportunities for social encounters. This in combination with spaces with a flexible program will result in a building that can change functions over time to adjust to the changing need of its users.



Appendix

Table of Contents

PS1 **Presentation 2 - *Slides***

PP1 **Presentation 2 - *Posters***

Sofas in the City

*Closing the Gap between the
Urban and the Domestic in
Friedrichshain, Berlin*

Public Condenser New Urban Lounge & Commons

Jochem van Westing
4572912

03 February 2023

Tutors:

Stefan Witteman - Project Design
Florian Eckhardt - Technical Building Design
Stefano Corbo - Theory & Delineation

Nathalie de Vries - Responsible Instructor
Paul Kuitenbrouwer - Course Coordinator



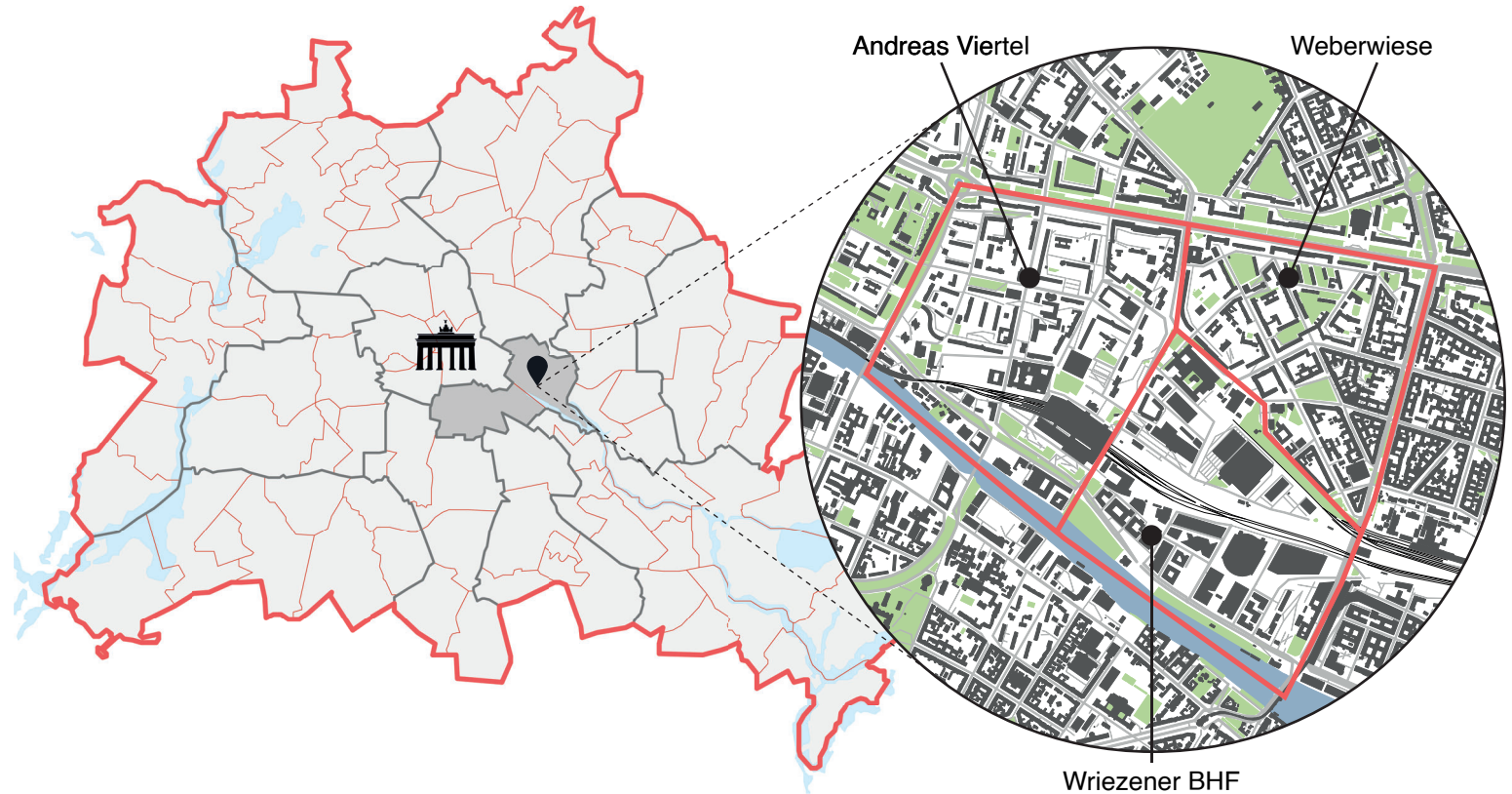
Introduction

Berlin to Friedrichshain

Friedrichshain
140.000 people over 10 km²

Three neighborhoods
Access to green well below average
Noise pollution well above average
Social disintegration

Public condenser

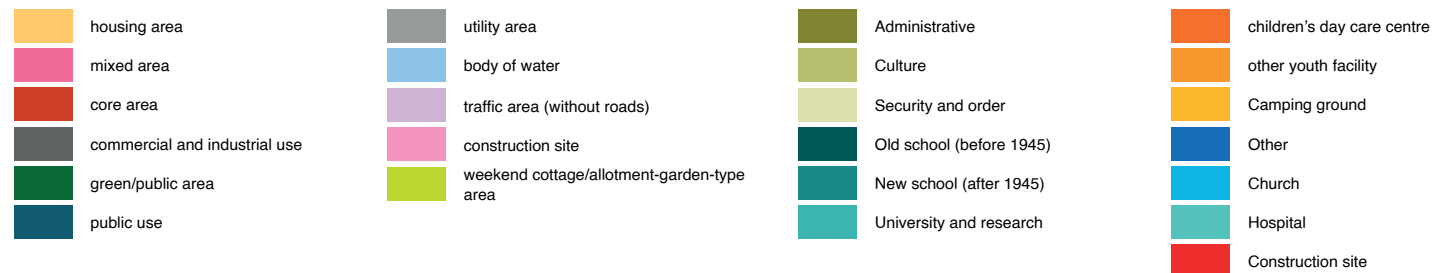
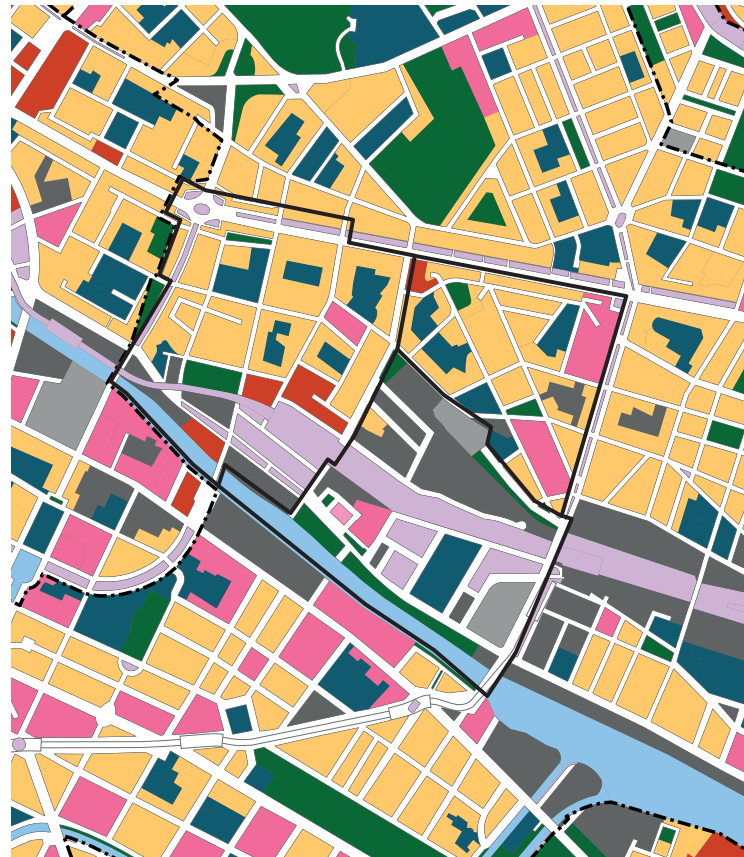


General Research

Friedrichshain

Program not diverse
Housing, office and commercial areas

Focus on youth

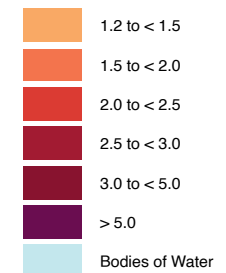
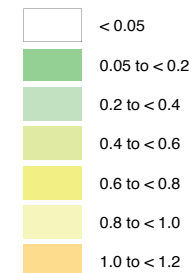
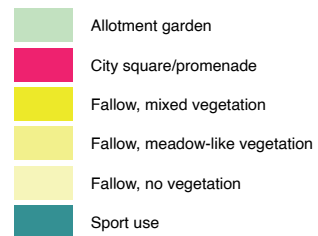
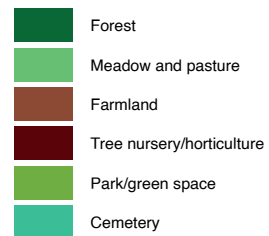
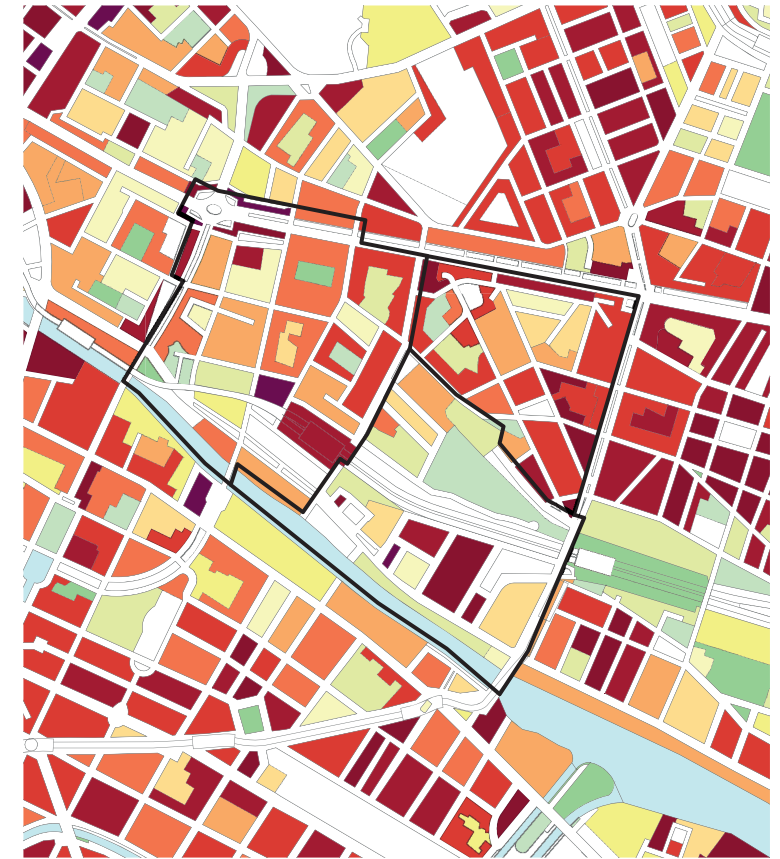
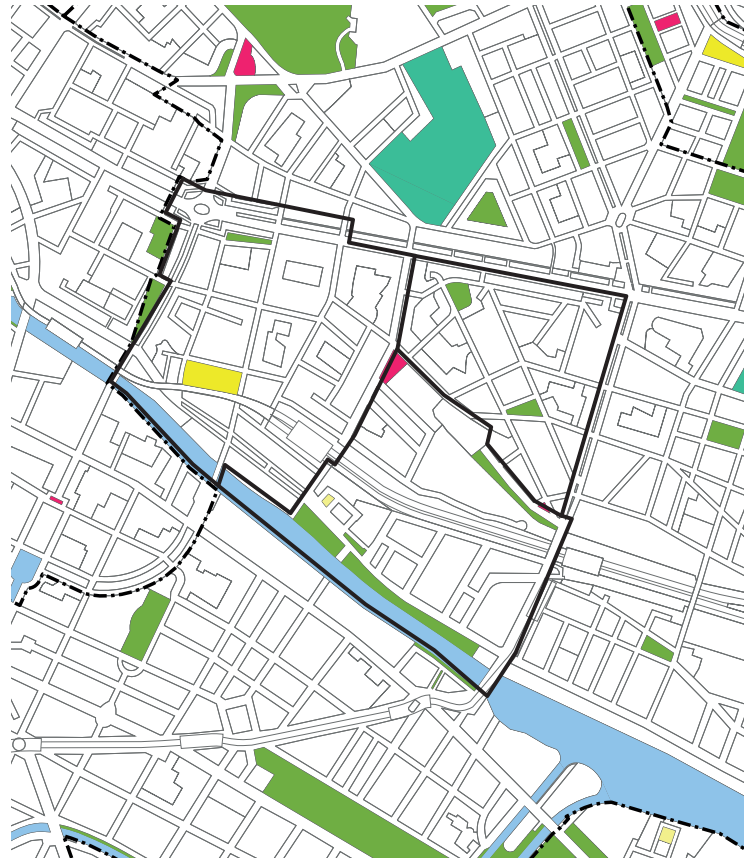


General Research

Friedrichshain

Hardly any green for socializing
Mainly built environment
Average green per inhabitant low

Floor area ratio high
Small plots
Tall buildings
Twenty meters or above



Location Analysis

Excursion

Buildings not diverse
Monofunctional
Closed facades
No connection to surroundings

Streets dominated by infrastructure
Traffic
Breaking up the neighborhood

Low quality green
Fenced in
Looking green
Hardly any place for gathering



Buildings

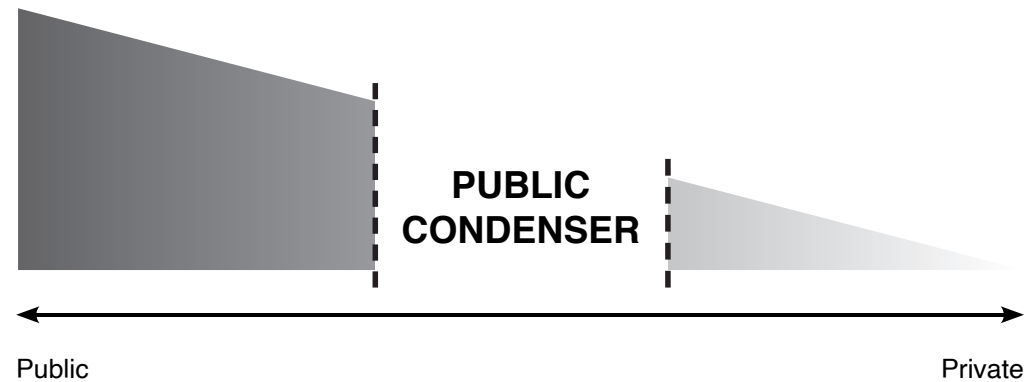
Infrastructure

Green

Conclusion

Problem Statement

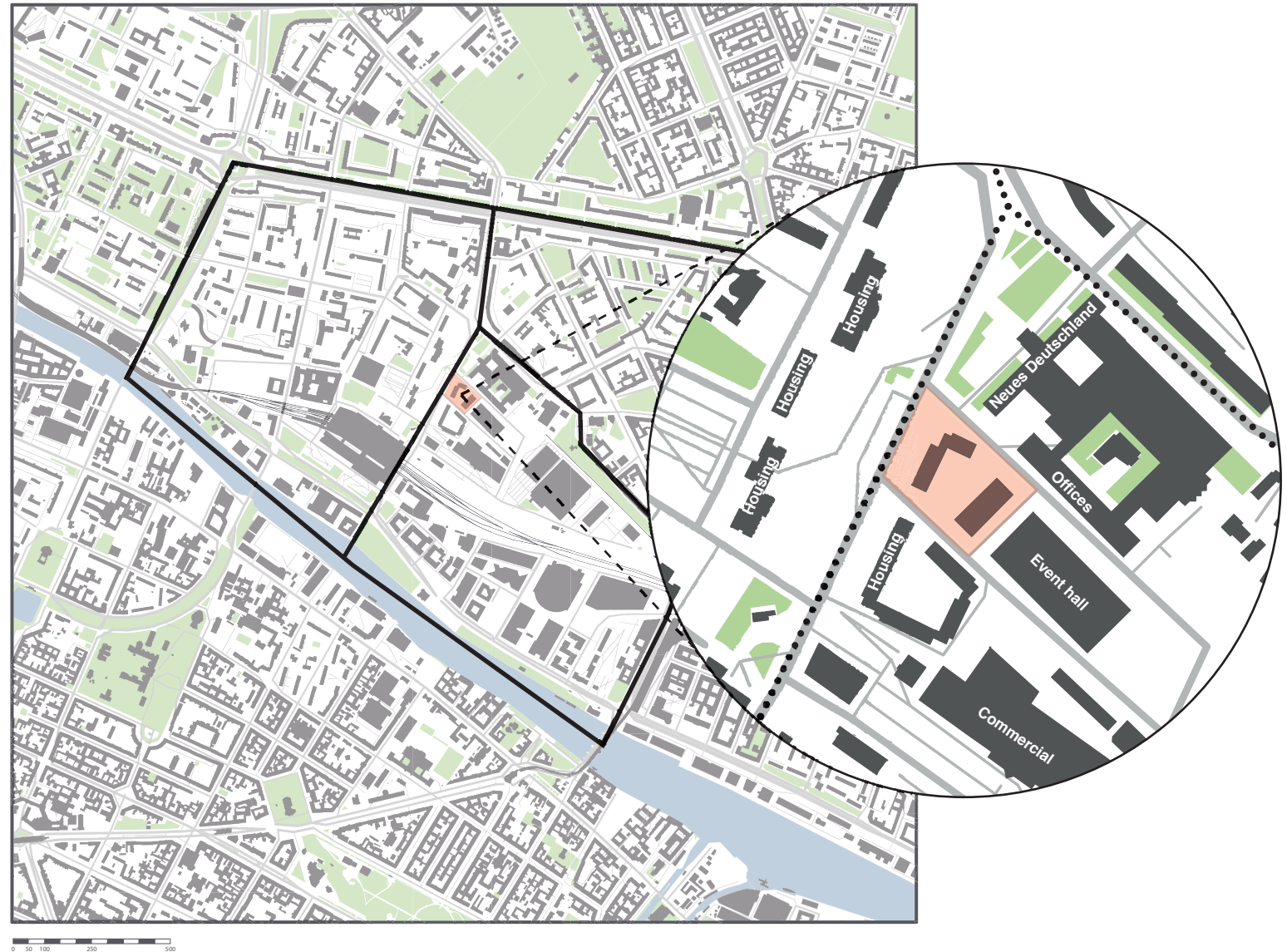
“The step in scale between private and public spaces is currently too big to facilitate meaningful social interactions.”



Site Introduction

Str. der Pariser Kommune 20D

Next to Neues Deutschland
On main street
Demolition of old buildings
Central position
Tension between scales



Scale 1:5.000



Research Questions

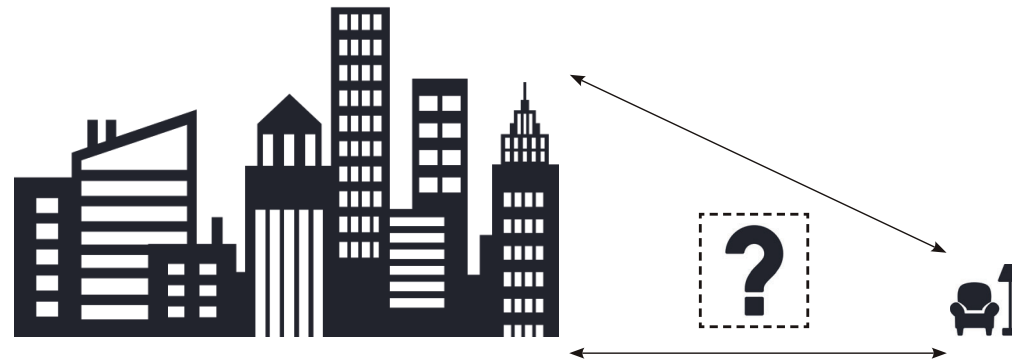
Objectives

In what way can a public building facilitate the gradual transition between the private and public domain in Friedrichshain, Berlin?

How can architecture rethink boundaries between public and private?

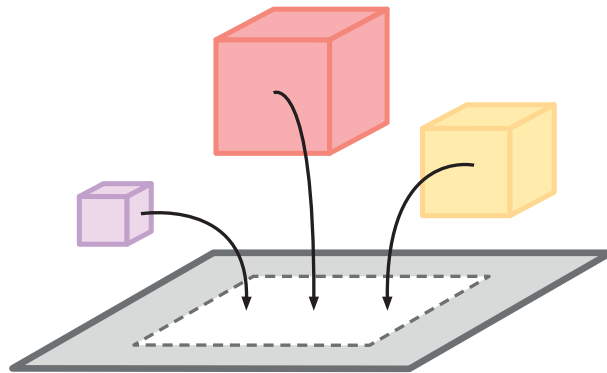
How can density inform the design of a public condenser?

*How can the notion of **commons** make a public building more inclusive?*

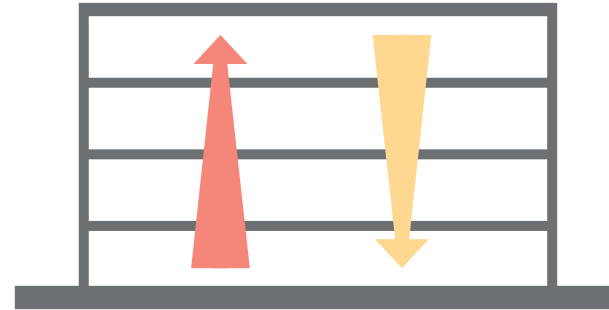


Design

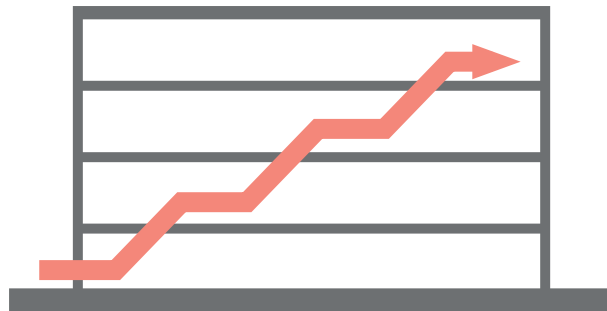
Introduction



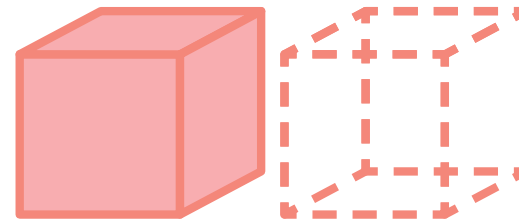
Missing program



Urban vs. Domestic



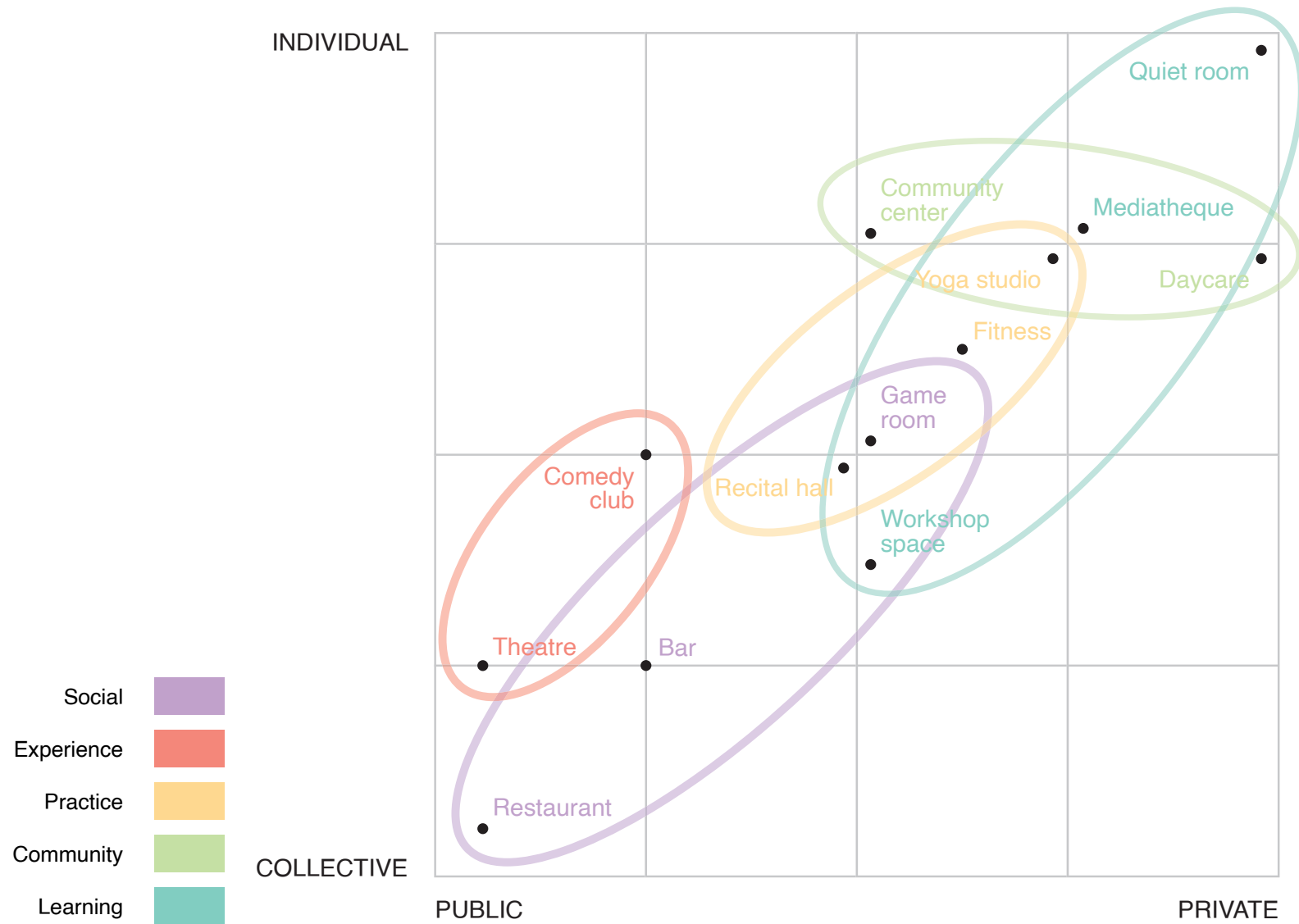
Guided route



Mix of permanent and flexible

Themes

Visualisation



Program

Distribution

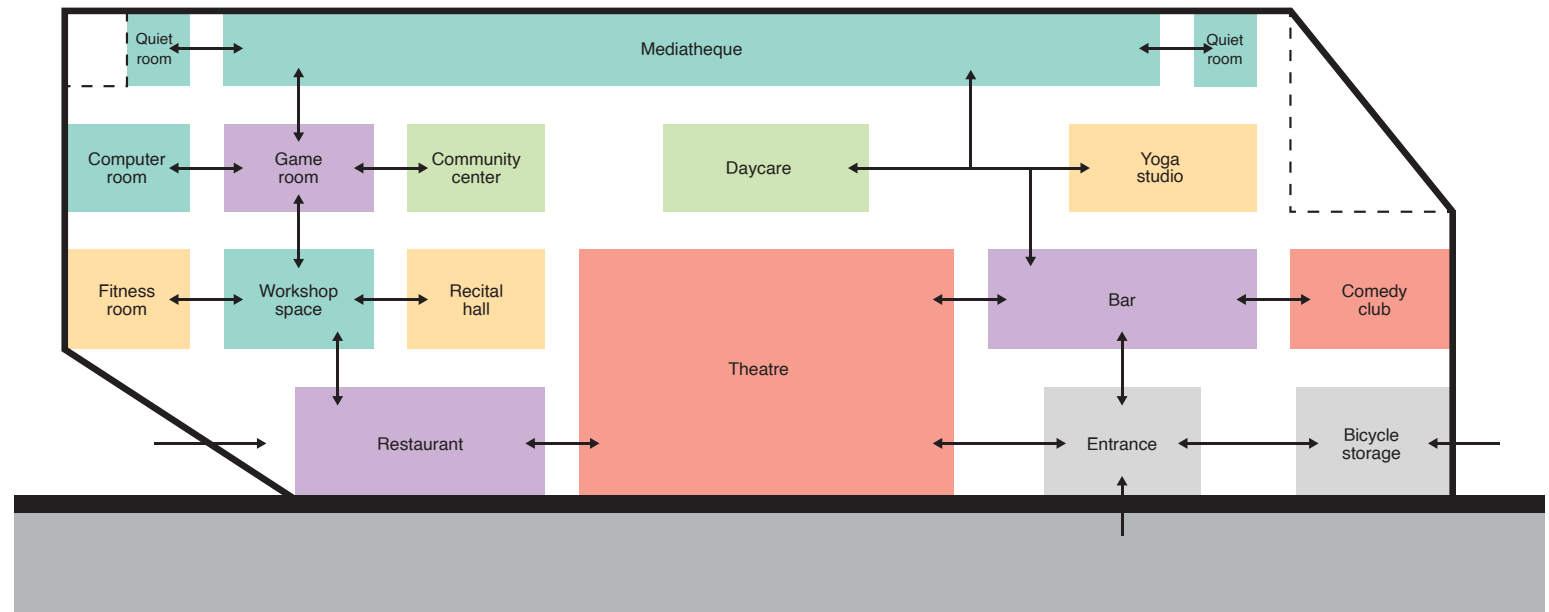
Basement					
Mechanical rooms				360	
Hallway				28	
				388	388
Ground Floor					
Restaurant	191				
<i>Kitchen</i>	118				
<i>Storage cool</i>	11				
Theatre		297			
<i>Changing rooms</i>		34			
Foyer		97			
Bicycle storage			123		
Entrance			122		
Back office			7		
Toilets			44		
Hallways			55		
	320	428		351	1099
First floor					
Bar	216				
Foyer		107			
<i>Wardrobe</i>		24			
Comedy club		128			
<i>Wardrobe</i>		8			
<i>Changing room</i>		12			
<i>Storage</i>		10			
Recital hall			111		
Fitness			95		
<i>Changing rooms</i>			48		
Workshop space			118		
Toilets				14	
Hallways				163	
	216	289	254	118	1054

Second floor					
Game room	118				
Yoga dance studio		148			
<i>Changing rooms</i>		48			
Community center			110		
<i>Storage</i>			24		
Daycare			164		
Computer room			95		
Toilets				14	
Hallways				335	
	118	196	298	95	349
Third floor					
Mediatheque			744		
<i>Print room</i>			9		
Quiet rooms			108		
Toilets				28	
Hallways				40	
			861	68	929
Total m2					
No. Functions	654 3x	717 4x	450 3x	298 2x	1074 4x
	SOCIAL	EXPERIENCE	PRACTICE	COMMUNITY	LEARNING
					BASICS
					1333
					-
					4526

Relations

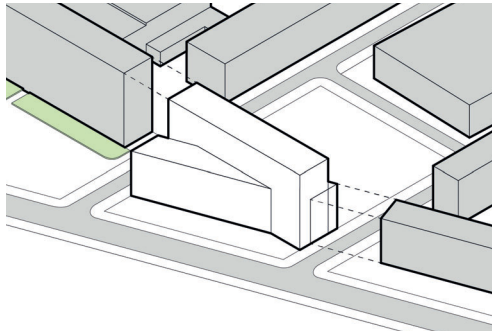
Sectional diagram

Location of program
Relations between elements
Gradient of themes
Central core of functions

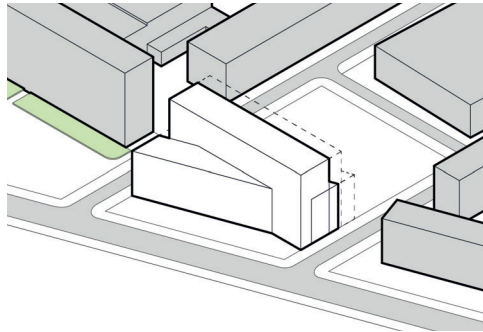


Diagrams of Shape

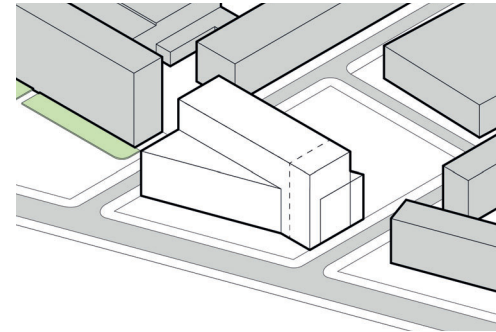
Evolution



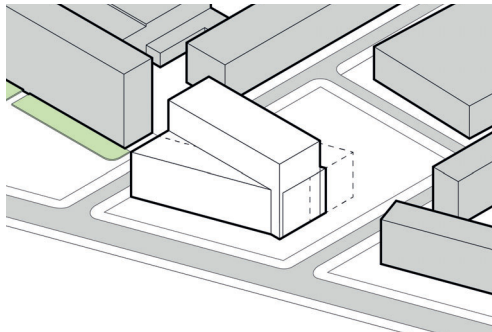
1. extend existing buildings



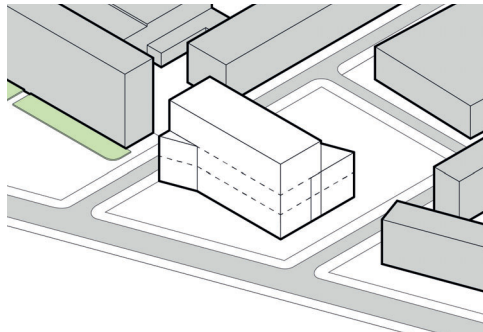
2. widen shape for program



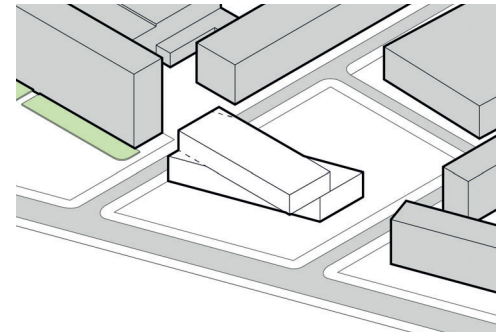
3. cut for outdoor routing



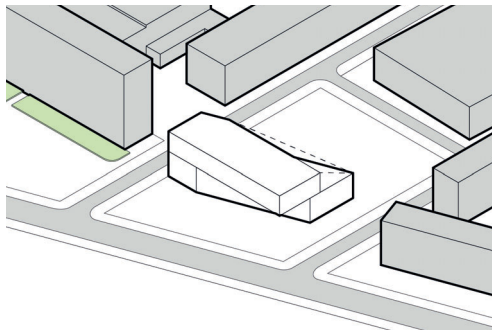
4. move for sight lines



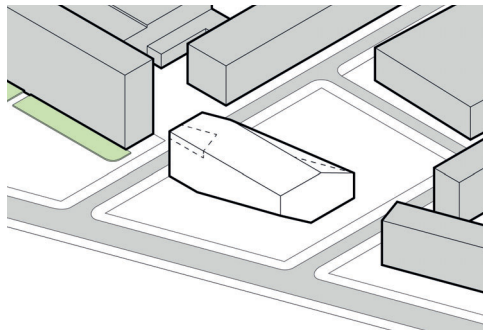
5. push in for logical floor heights



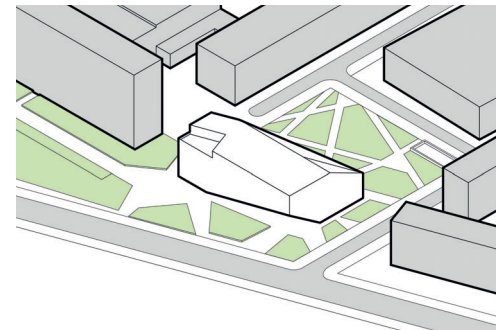
6. cut for dynamic shape



7. connect corners for full shape



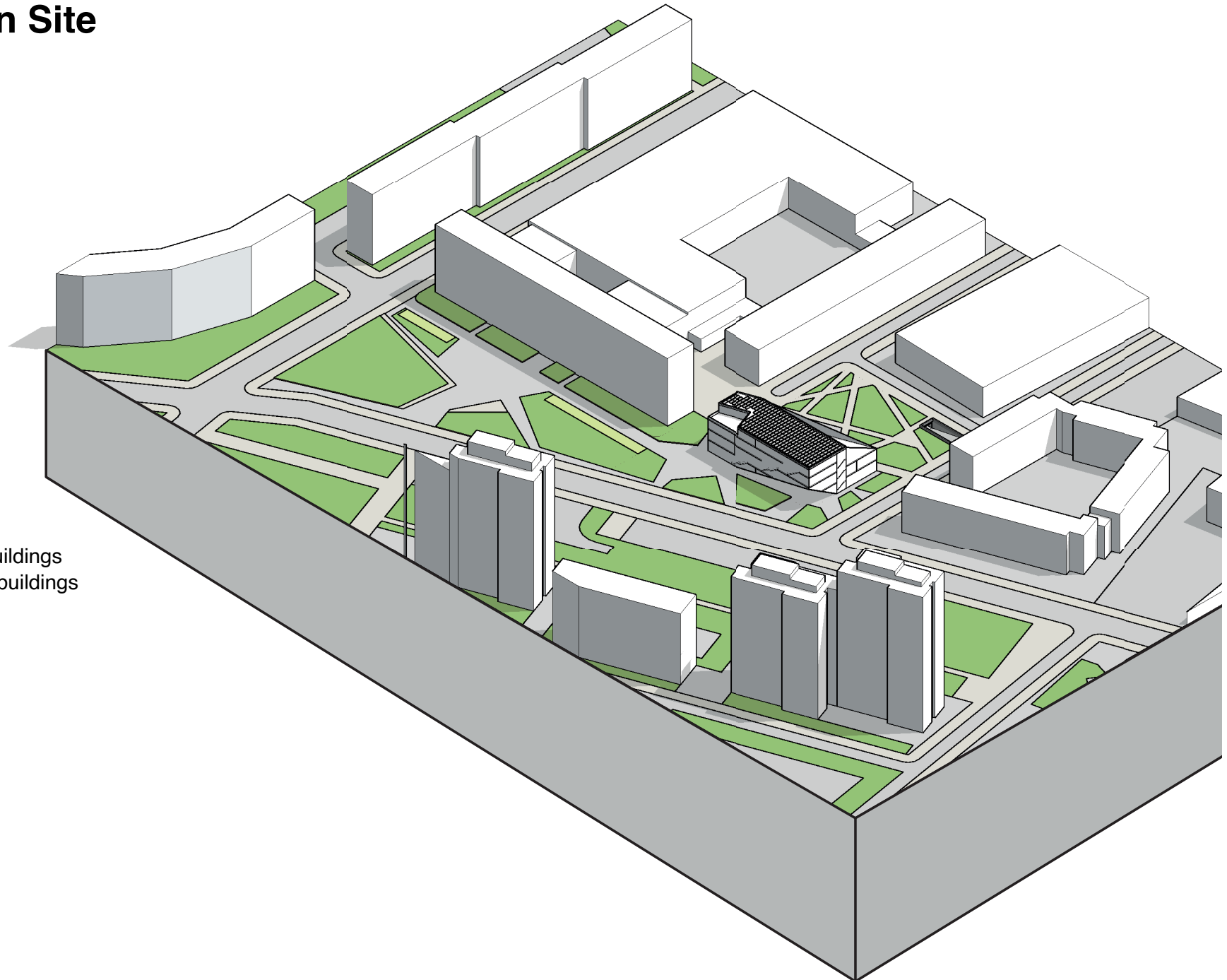
8. cut out parts for outdoor program



9. add outdoor program

Placement on Site

Isometric view



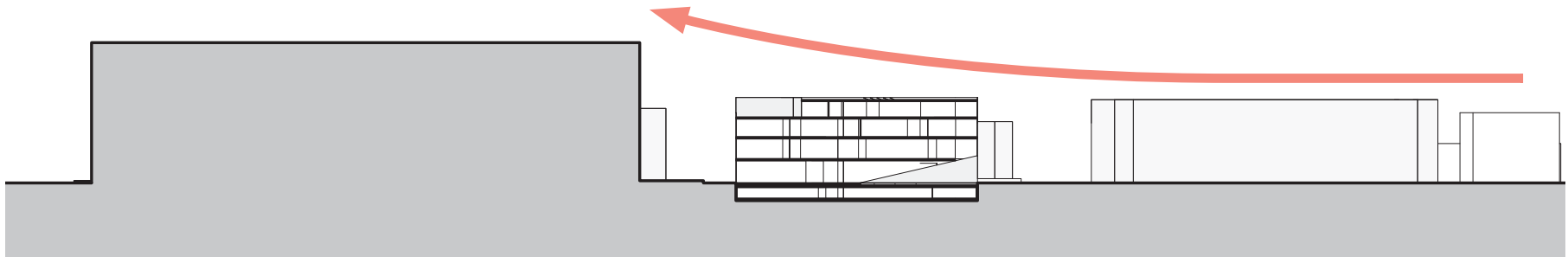
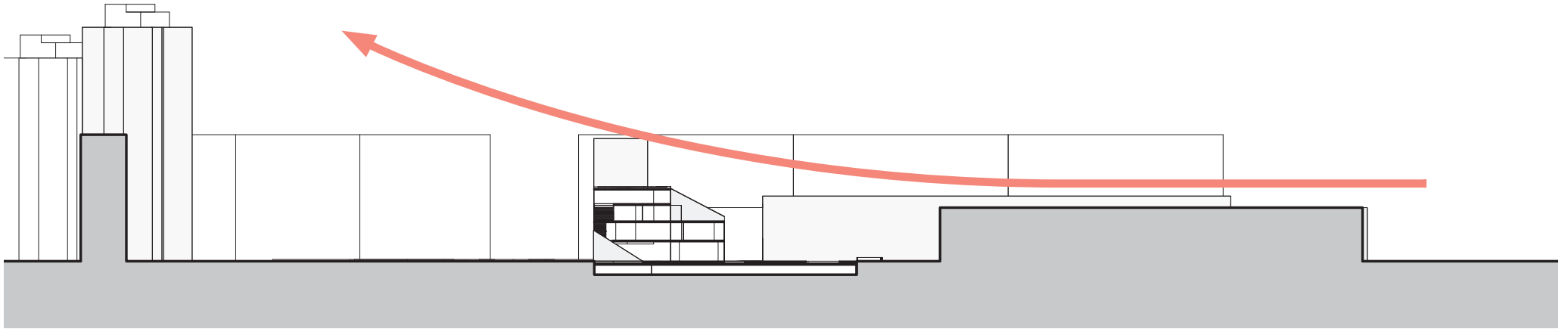
Fits in with surroundings

Lower than residential buildings
Higher than commercial buildings

In-between volume

Sections

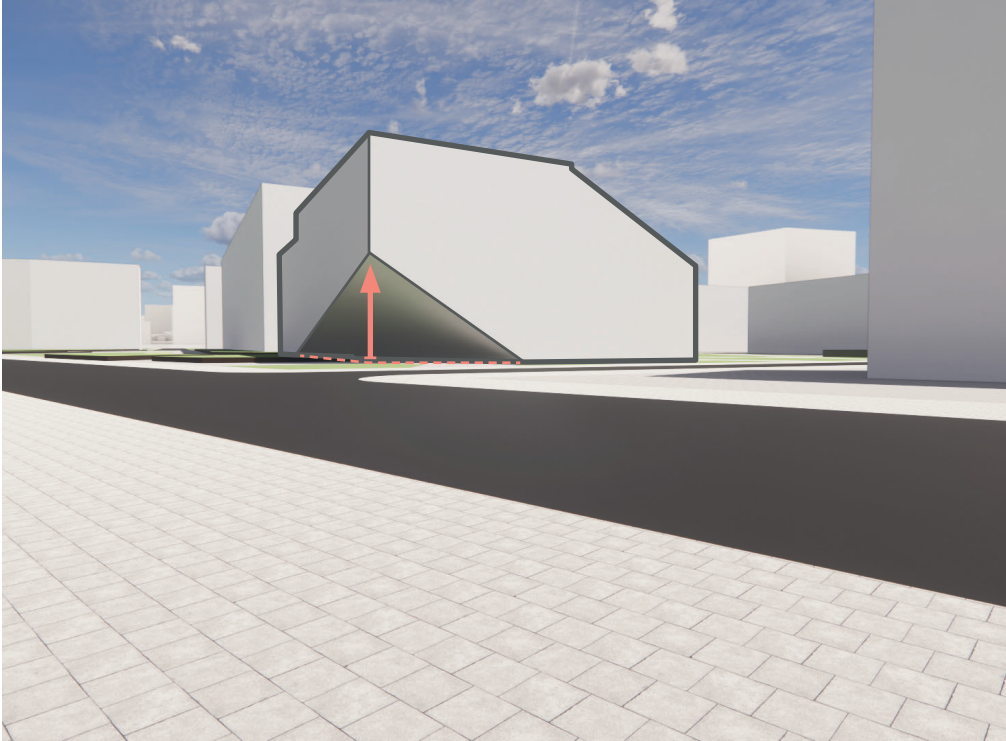
Urban



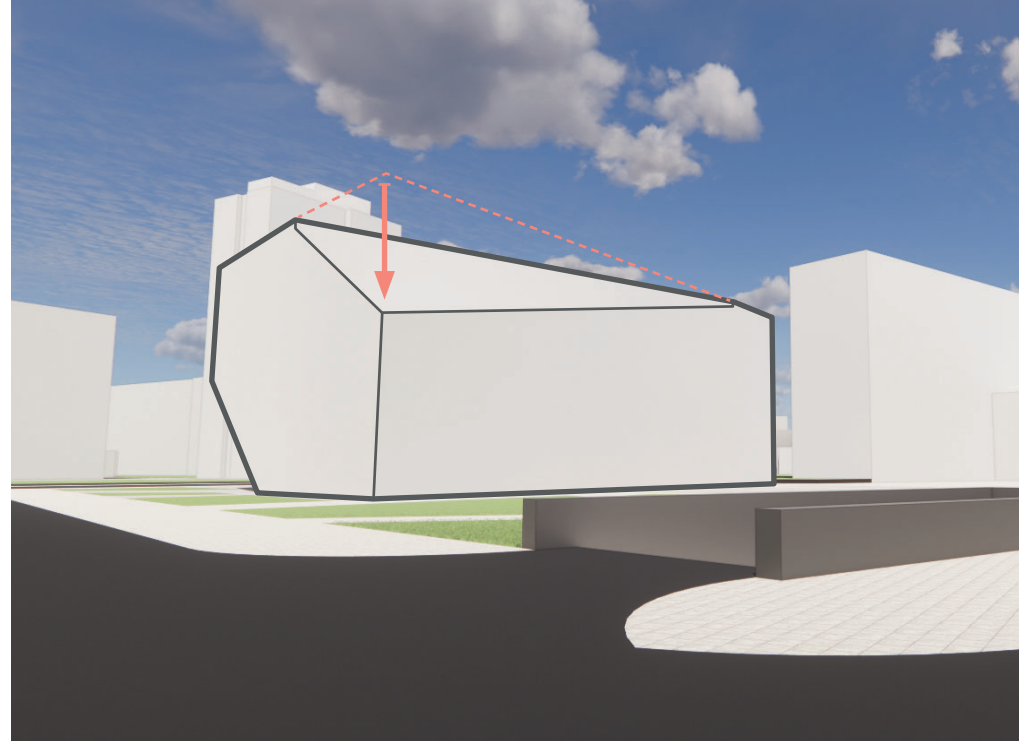
Scale 1:1.500

Two Sides

Impression



Urban side



Domestic side

Site Comparison

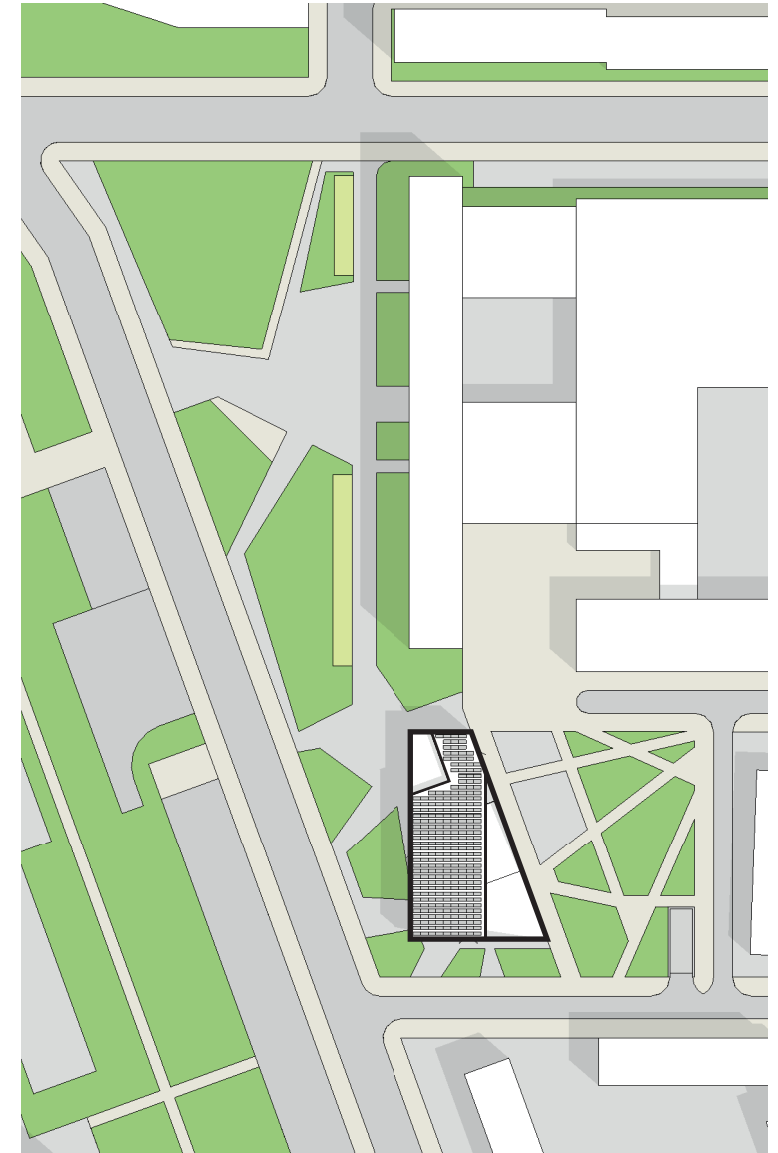
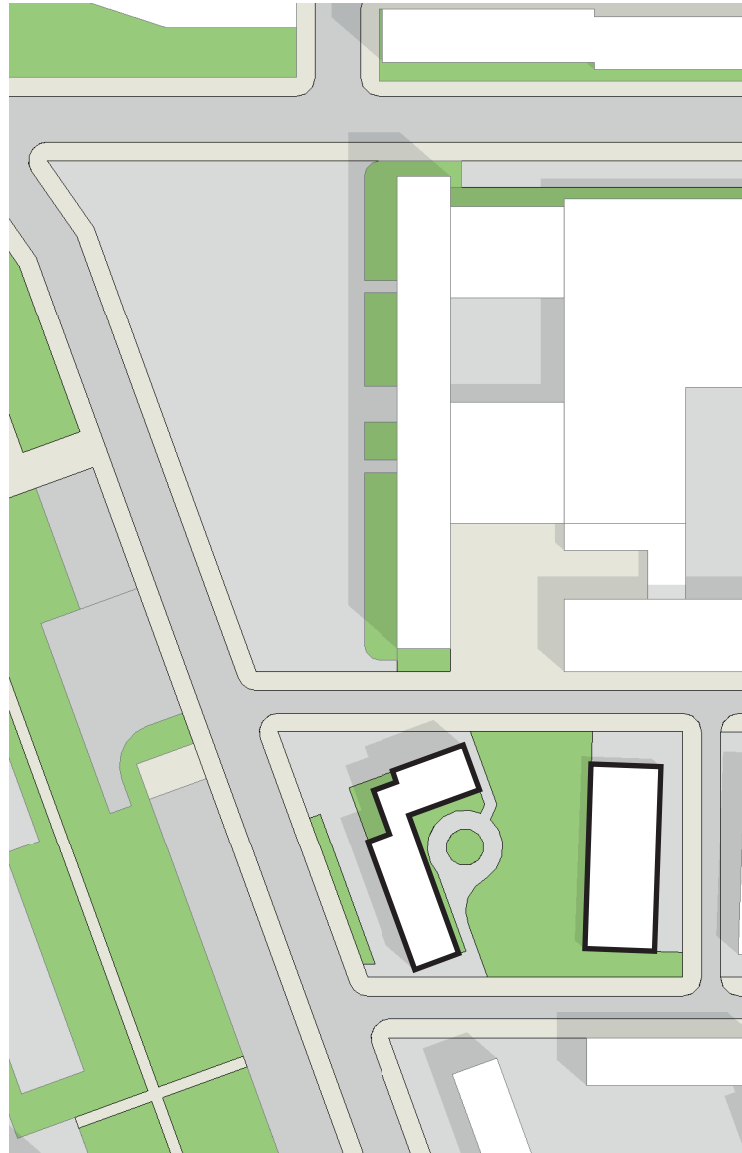
Old vs. New

Demolition of old buildings

Parking garage

Cutting of a street

Merging public space



Scale 1:2.000



Reuse

Existing Buildings



Whole panels reused as wall cover

Grounding up for parking garage



Not a lot known about this building





Steel reused/recycled for construction

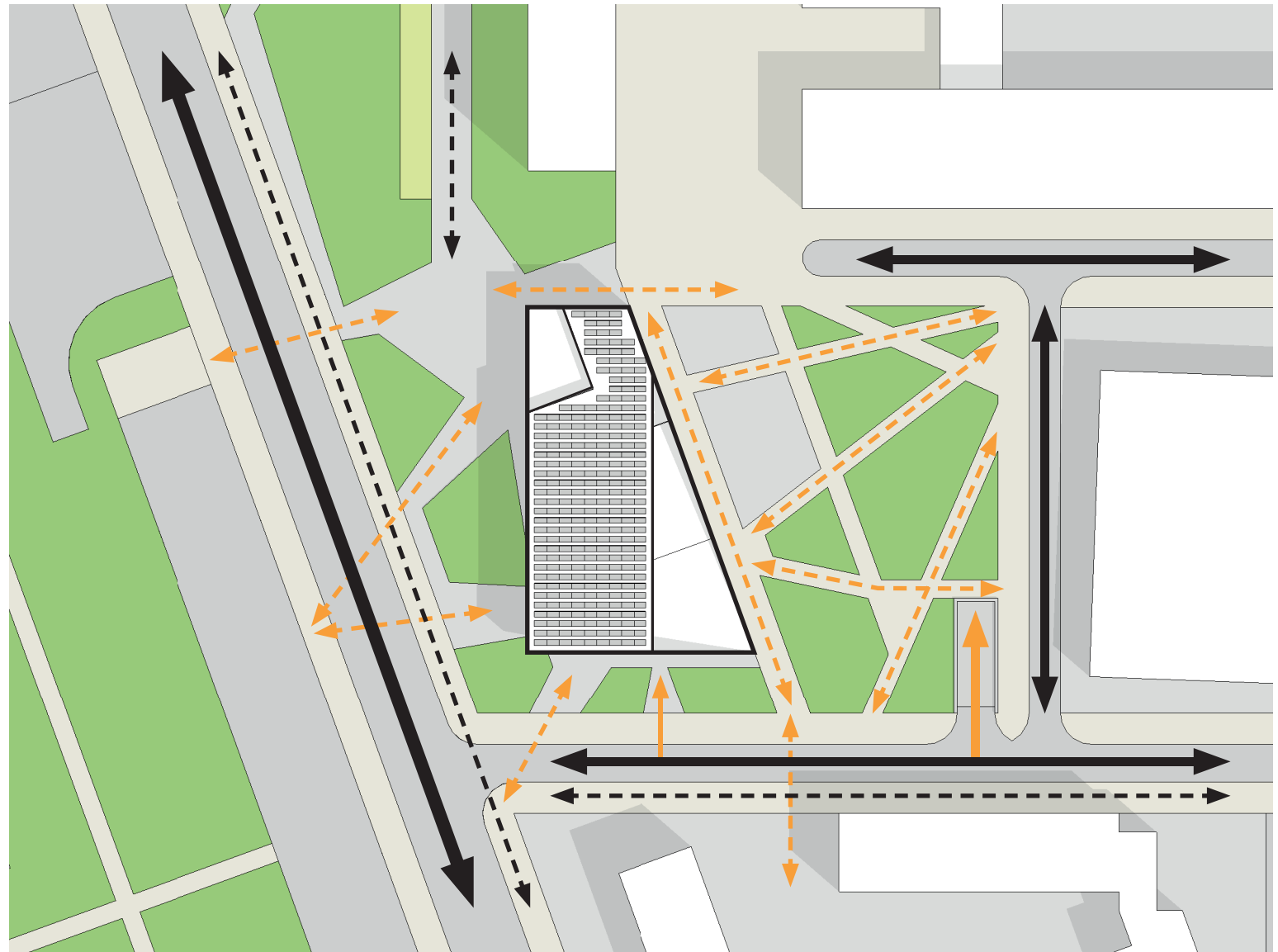
Site Plan

Accessibility

Stimulate accessibility
Creating new routes

Smooth traffic flow
Site and surroundings

- New route 
- Pedestrian route 
- Car route secondary 
- Car route primary 



Scale 1:1.000



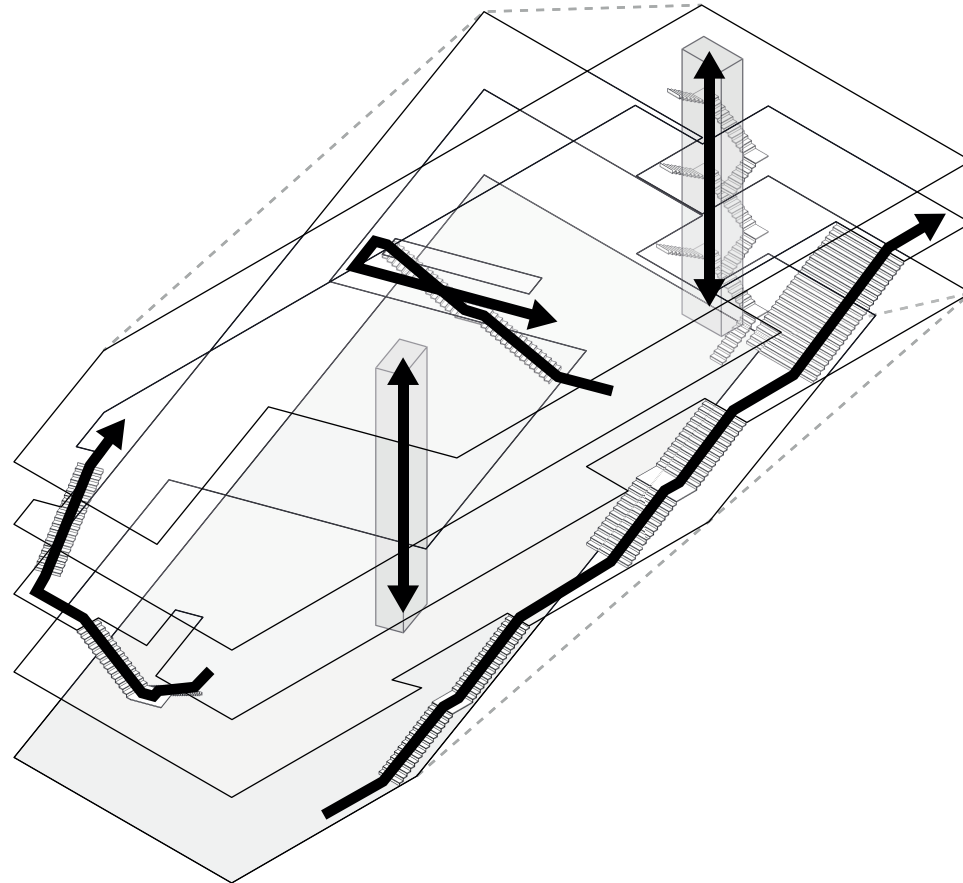
Routing

Axonometric

Two central elevators

Main route through staircase
Thread through themes
From urban to domestic

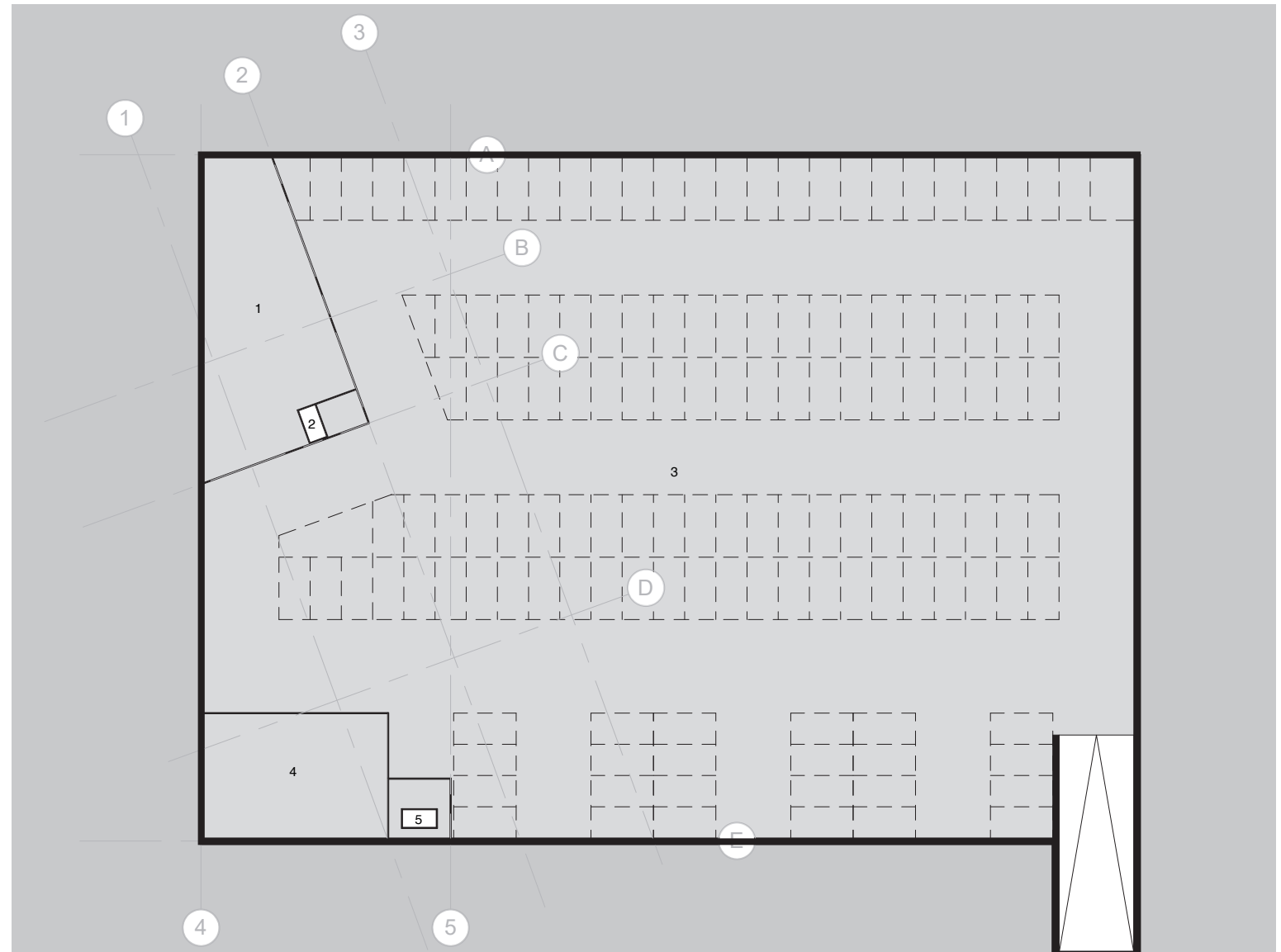
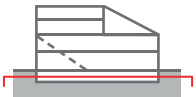
Two sub routes
More hidden



Floorplan

Basement

1. Mechanical room
2. Elevator
3. Parking garage
4. Mechanical room
5. Elevator and stairs



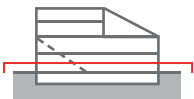
Scale 1:500



Floorplan

Ground Floor

1. Restaurant
2. Kitchen
3. Toilets men
4. Toilets women
5. Storage cool
6. Elevator
7. Changing room 1
8. Hallway
9. Changing room 2
10. Foyer
- 11. Theatre**
12. Entrance
13. Service desk
14. Back office
15. Toilets men
16. Toilets women
17. Elevator and stairs
18. Bicycle storage



Kunstmin Theatre - Dordrecht - NL



De Kom Theatre - Nieuwegein - NL

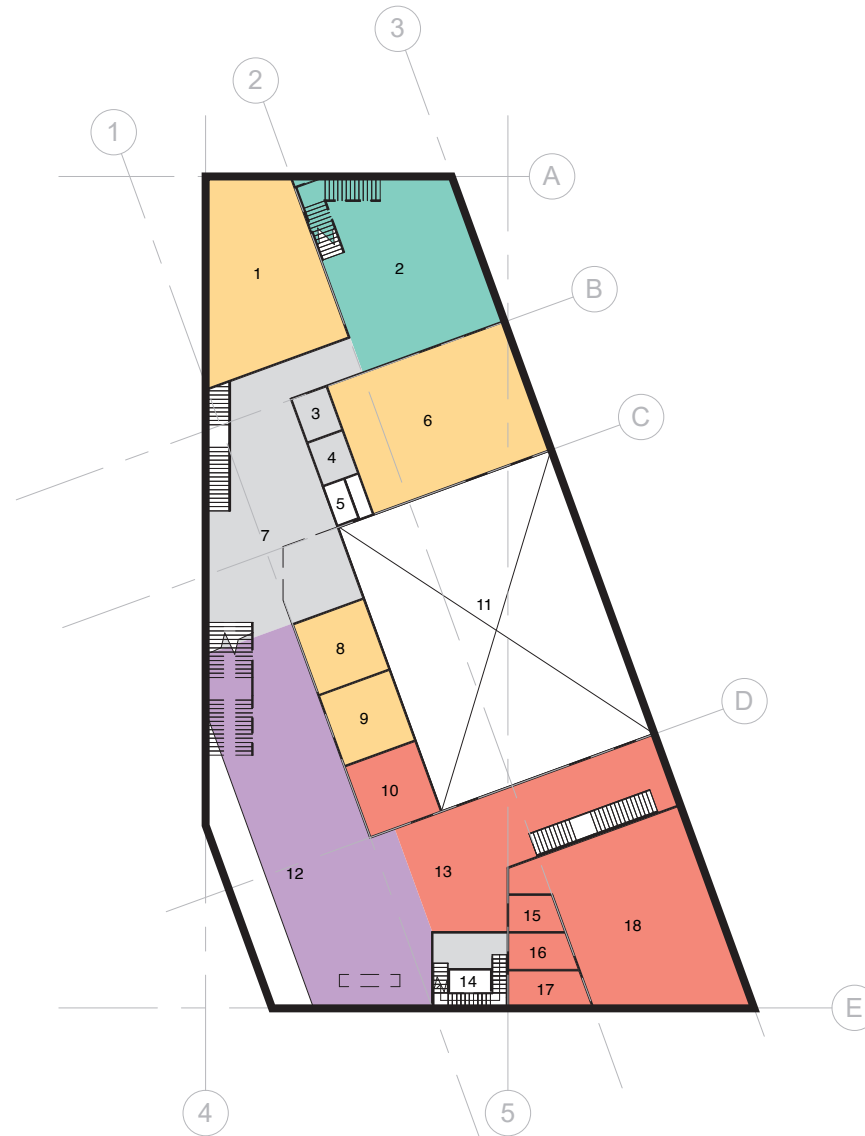
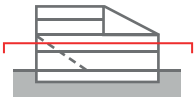
Scale 1:500



Floorplan

Level 1

1. Fitness room
2. Workshop space
3. Toilets men
4. Toilets women
5. Elevator
6. Recital hall
7. Waiting area
8. Changing room men
9. Changing room women
10. Wardrobe
11. Theatre (back entrance)
12. Bar
13. Foyer
14. Elevator and stairs
15. Wardrobe
16. Storage
17. Changing room
- 18. Comedy club**



Jamel Comedy Club - Paris - FR



Club Haug - Rotterdam - NL

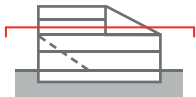
Scale 1:500



Floorplan

Level 2

1. Computer room
2. Game room
3. Waiting area
4. Toilets men
5. Toilets women
6. Elevator
7. Community center
8. Storage
9. Changing room men
10. Changing room women
11. Daycare
12. Roof garden daycare
13. Hallway
14. Yoga dance studio
15. Hallway
16. Elevator and stairs
- 17. Roof garden**



The Highline - New York - US



Bolwerk Sint Jan - 's Hertogenbosch - NL

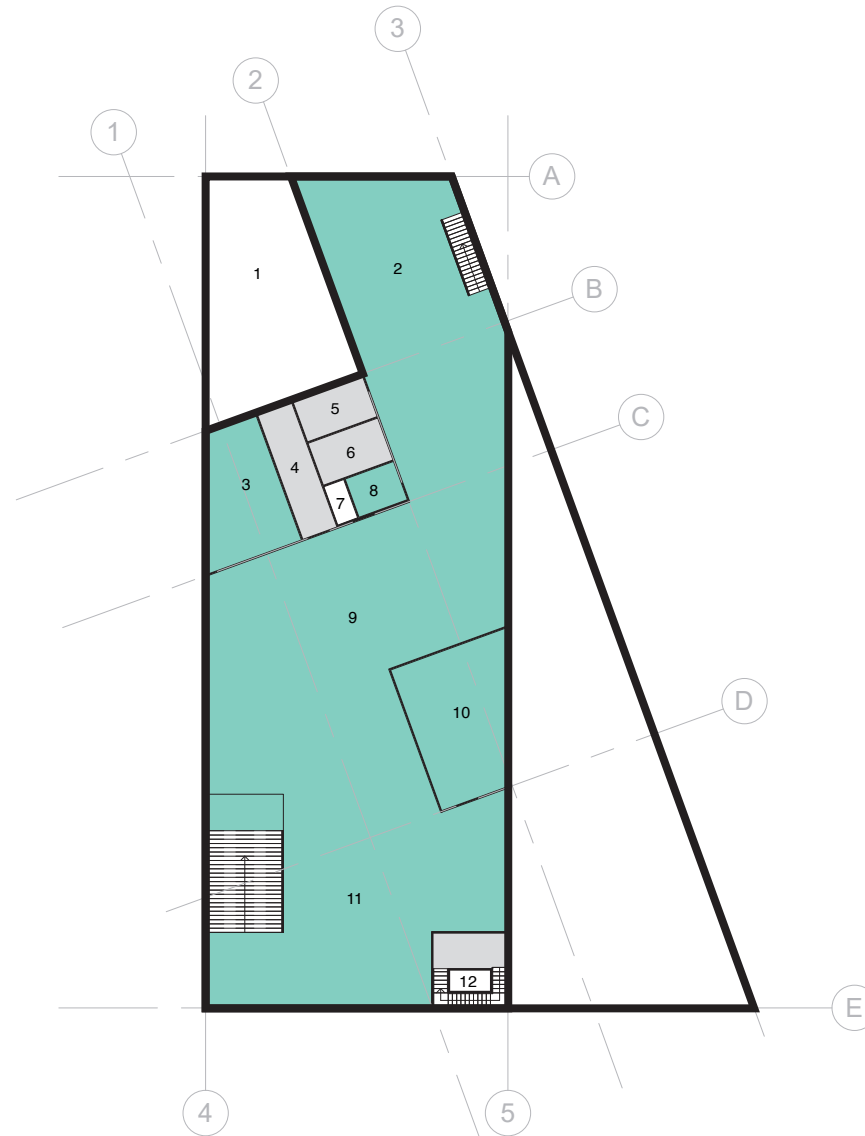
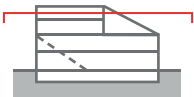
Scale 1:500



Floorplan

Level 3

1. Roof garden
2. Study space
3. Quiet room
4. Hallway
5. Toilets men
6. Toilets women
7. Elevator
8. Printing room
- 9. Mediatheque**
10. Quiet room
11. Study space
12. Elevator and stairs



Rozet - Arnhem - NL



Médiathèque Bayonne - Bayonne - FR

Scale 1:500



Section

Broadwise



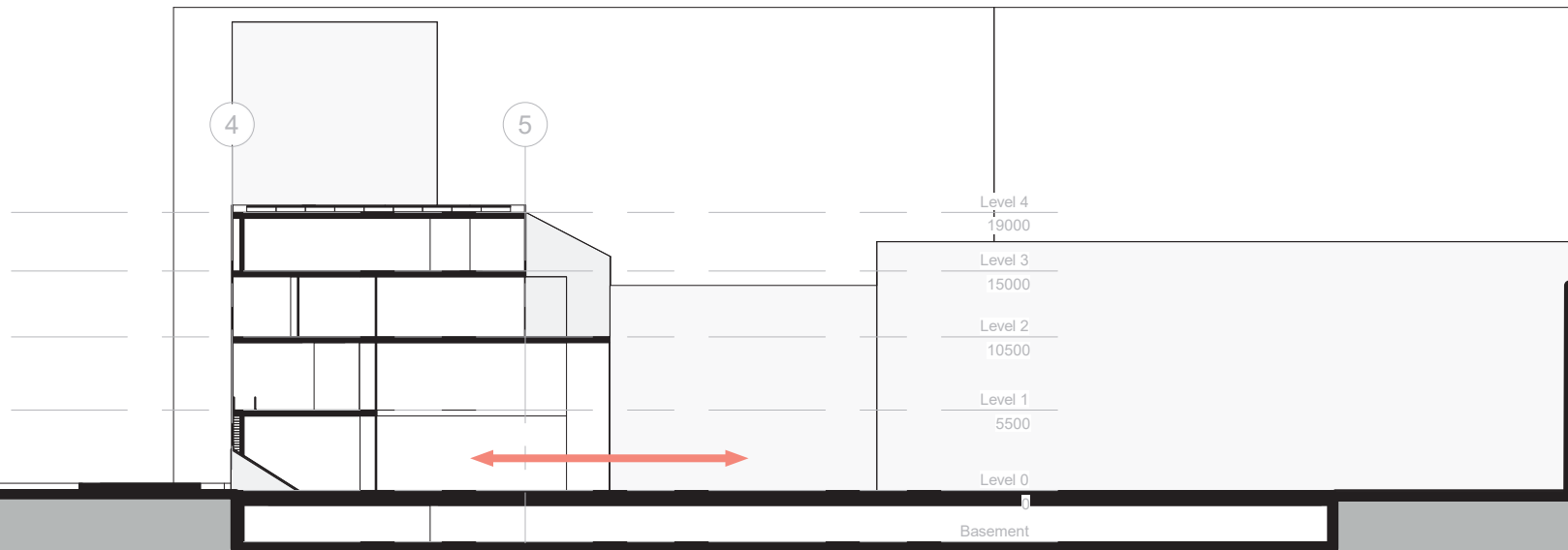
Continuation of Park Structure



Wyly Theatre - Dallas - US



Mekelpark - Delft - NL



Scale 1:500

Section

Longwise



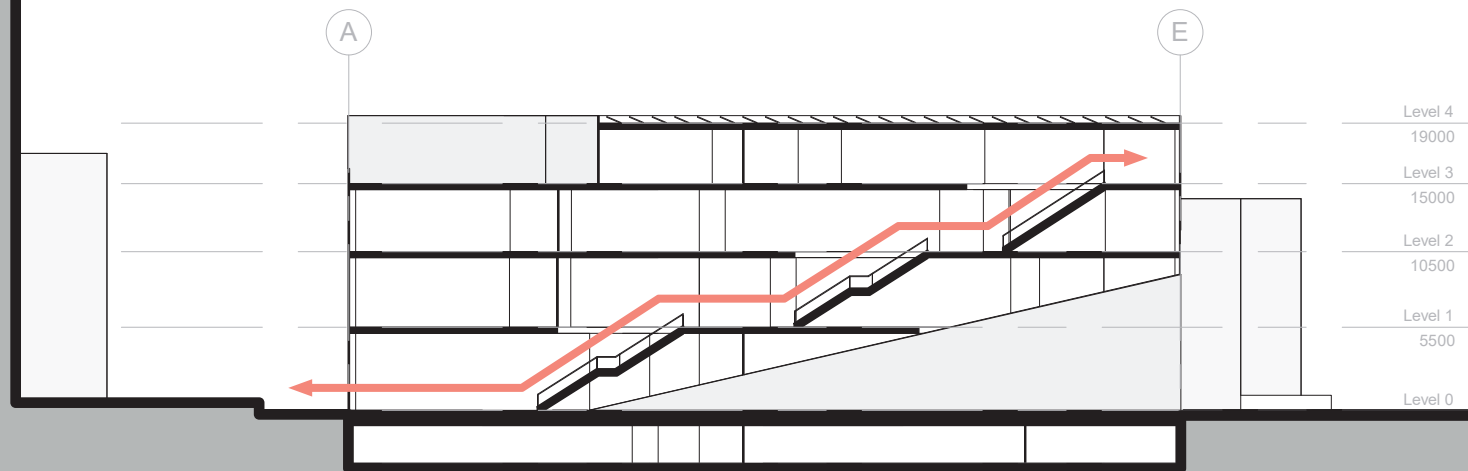
Roof Terrace



Rozet - Arnhem - NL



Solar Panels on Roof



Scale 1:500

Facade Diagram

Elevation West



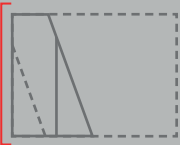
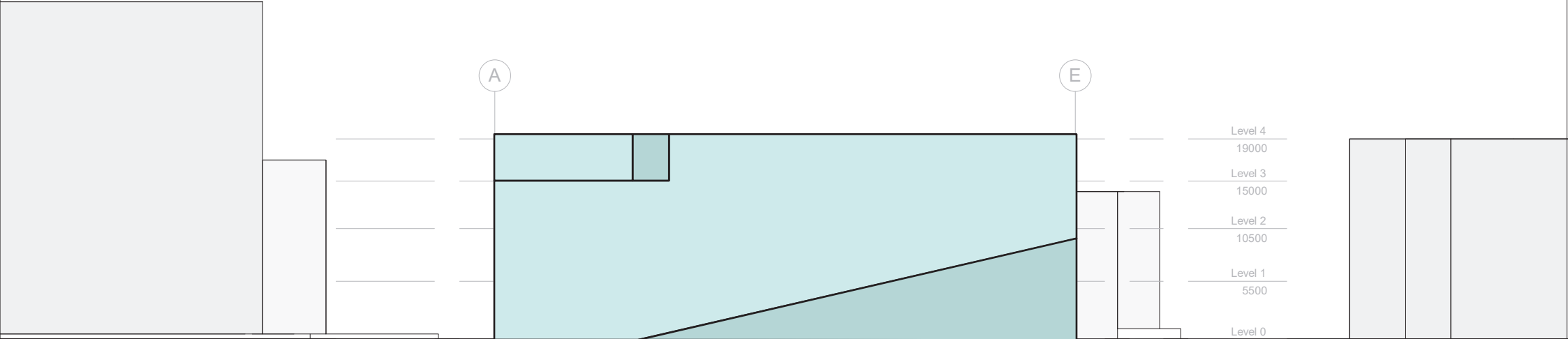
The Diamond - Sheffield - UK



Seattle Library - Seattle - US



Prada Aoyama - Tokyo - JP



Scale 1:500

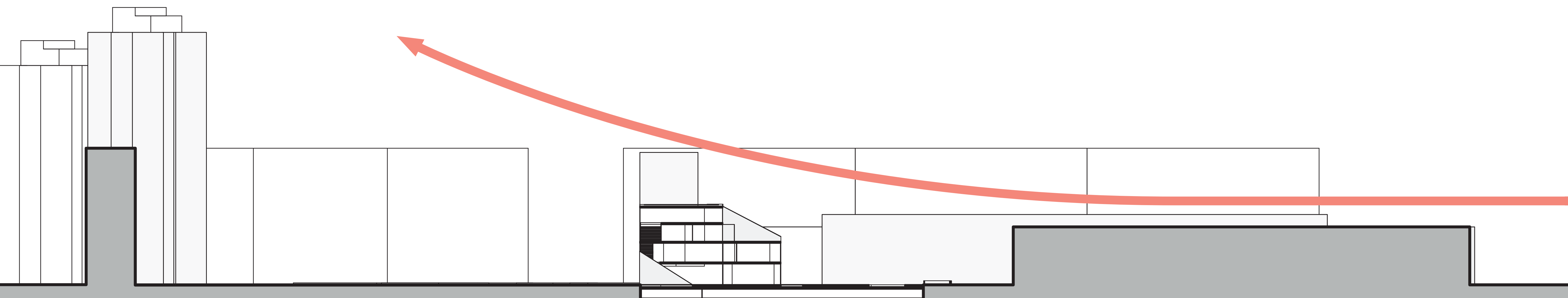
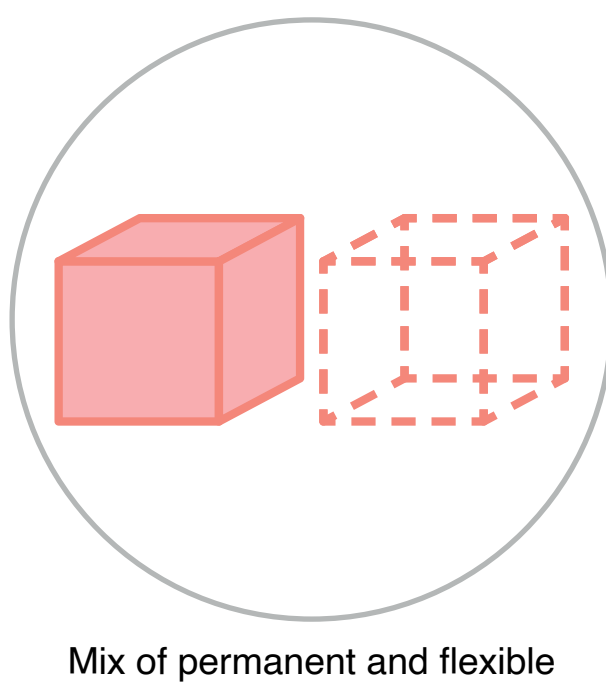
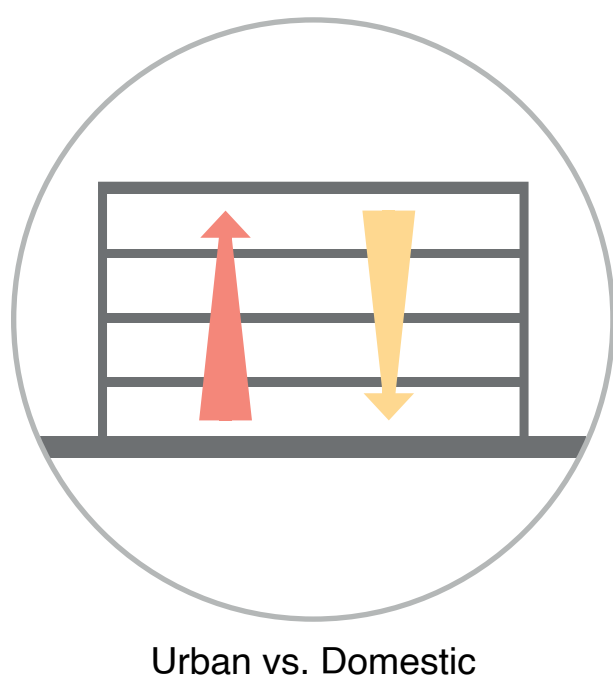
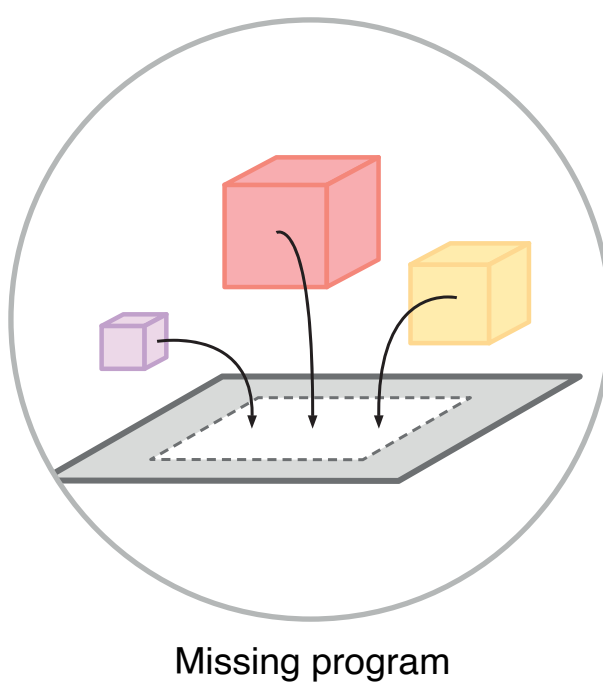
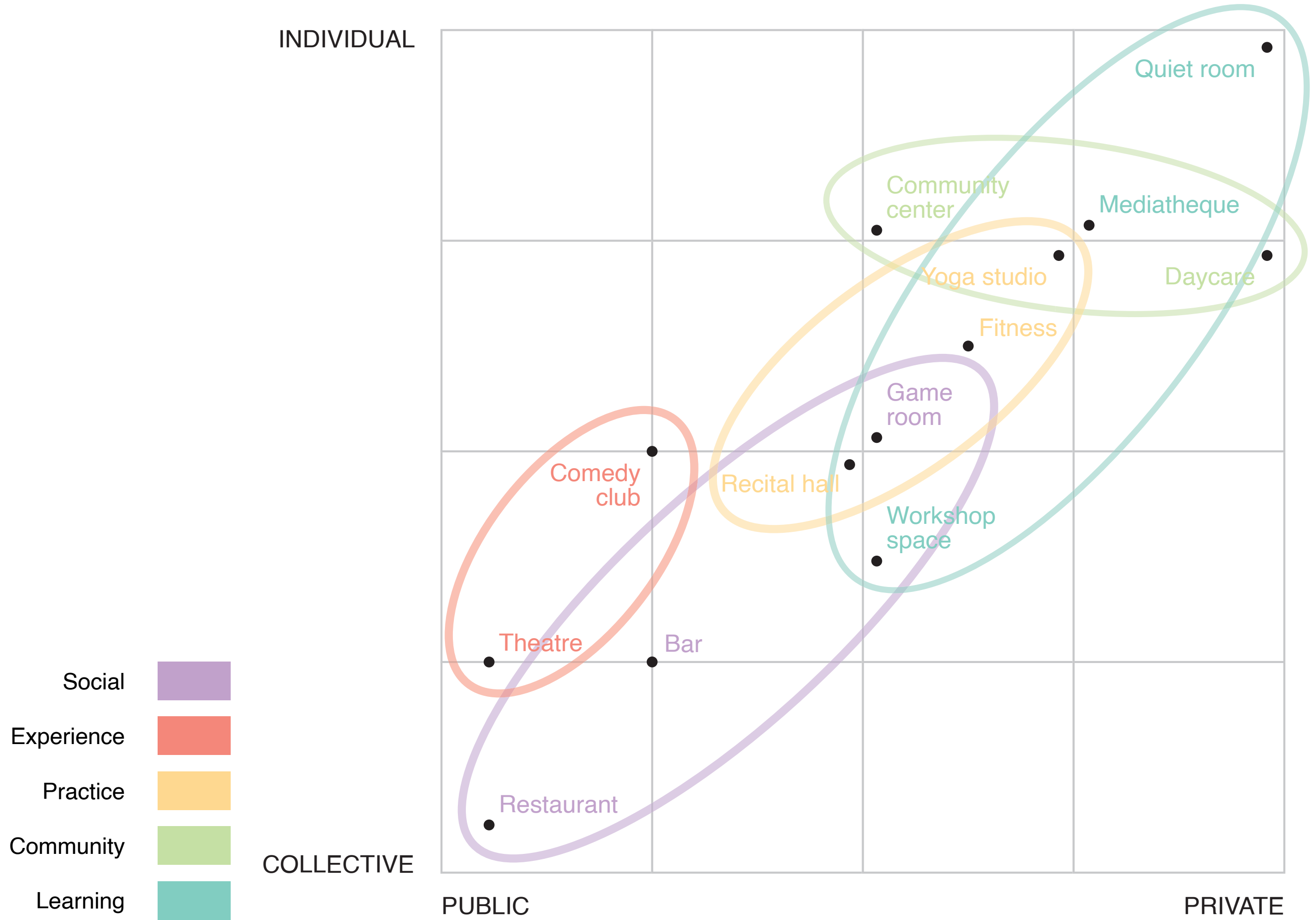
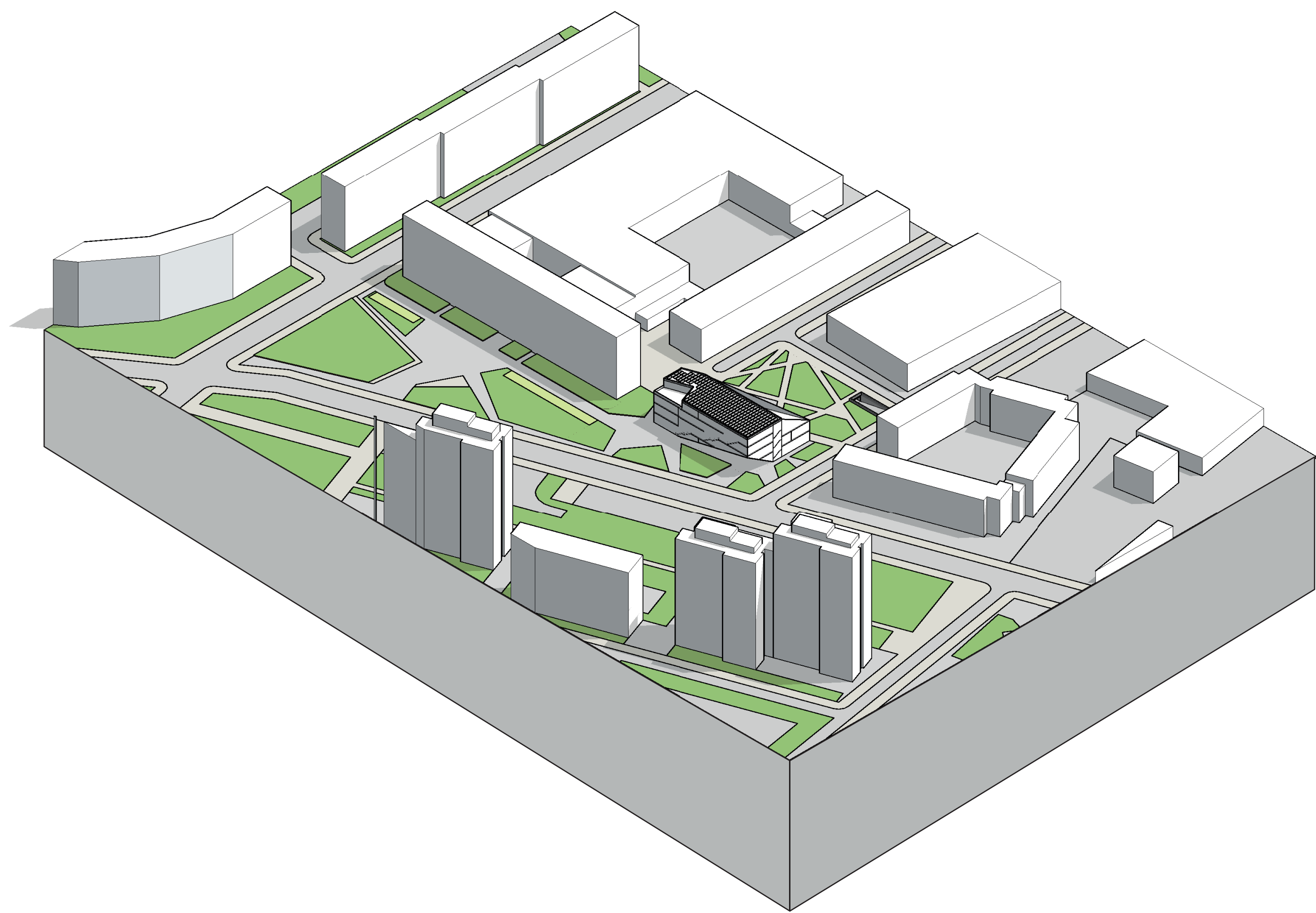
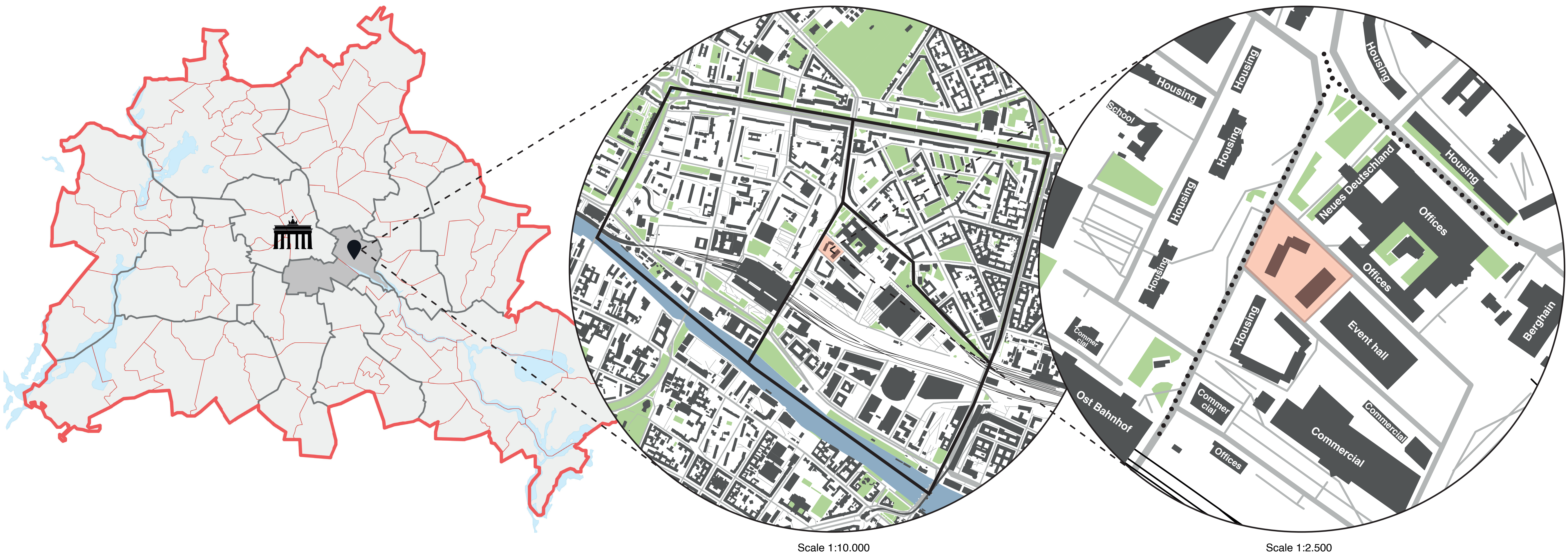
The End

Questions?



Sofas in the City

Closing the Gap between the Urban and the Domestic in Friedrichshain, Berlin



Scale 1:250

Sofas in the City

Closing the Gap between the Urban and the Domestic in Friedrichshain, Berlin

