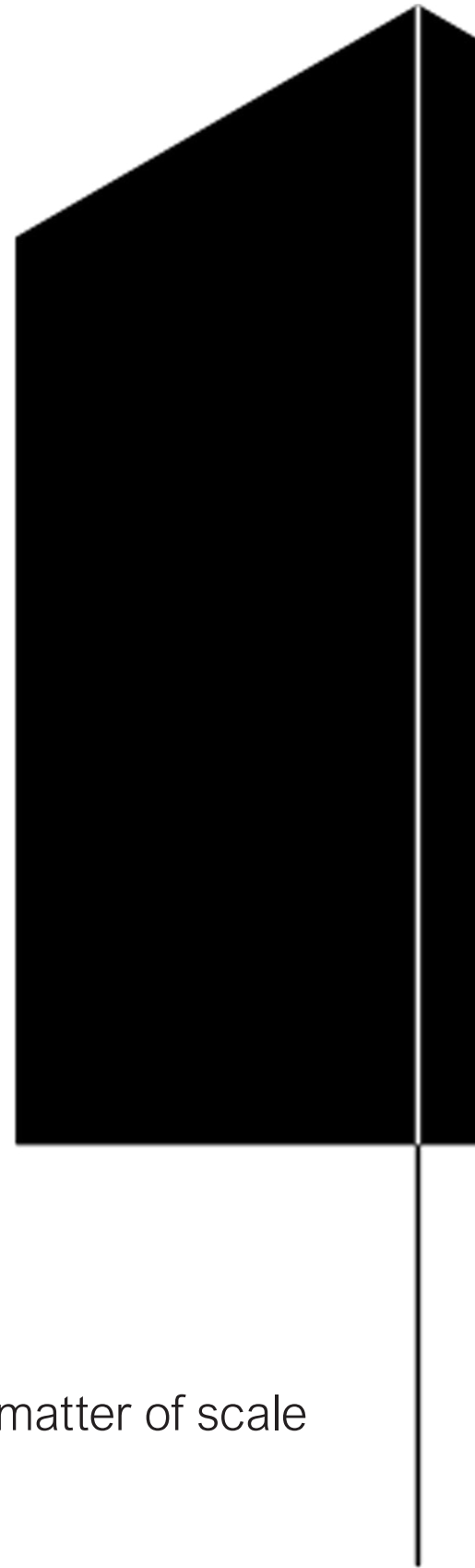


Synergy in paradox

P5 presentation

Methods of analysis and imagination / A matter of scale

Bart de Jong / 25-06-2025



Arrival to Tallinn

Arrival to Tallinn
Research
Part 1

Synergy in paradox
Concept development
Part 2

Gateway/Walkway/Raceway Tallinn
Design
Part 3

Arrival to Tallinn

Research

Part 1

Tallinn

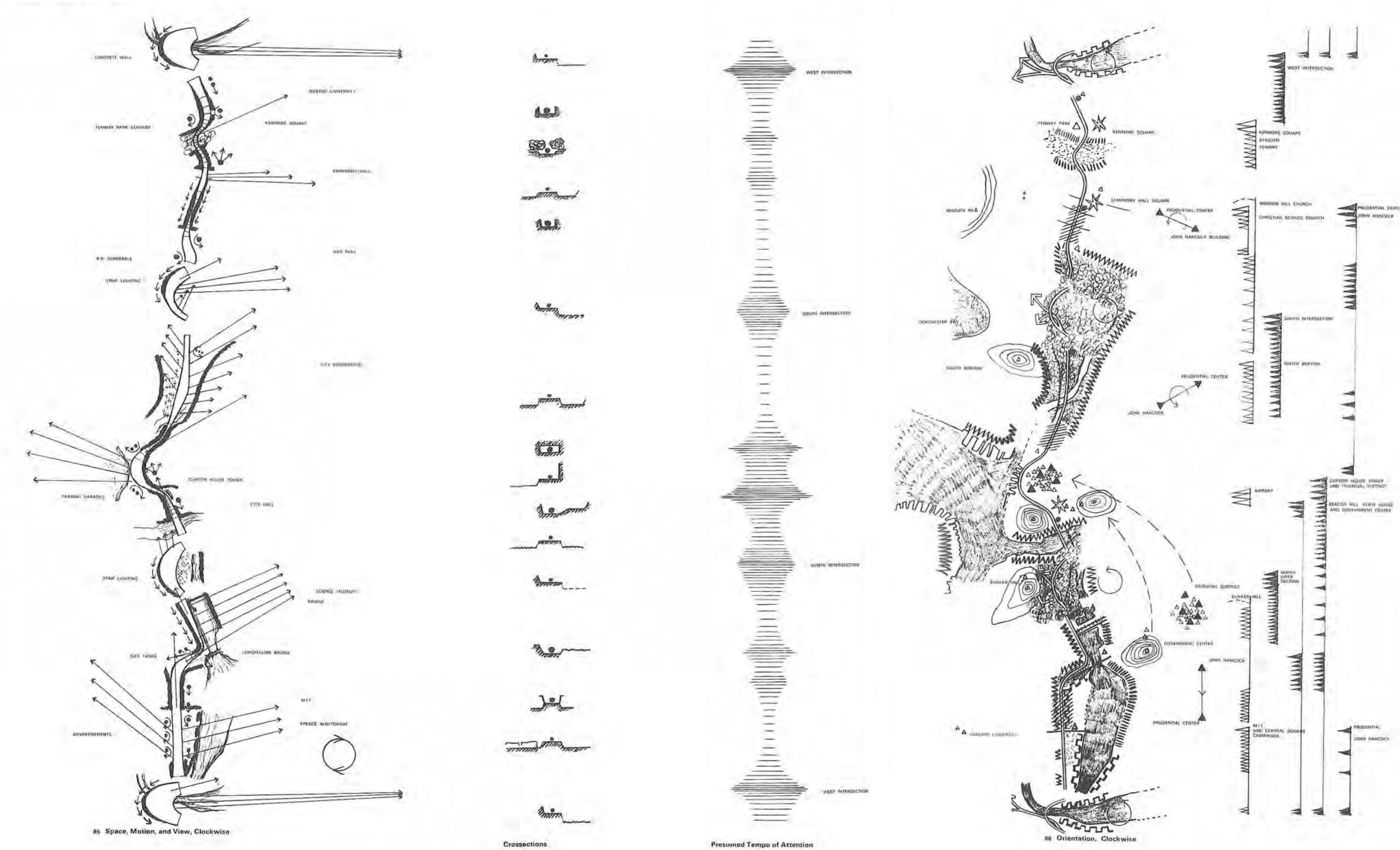


Arrival to Tallinn Routes



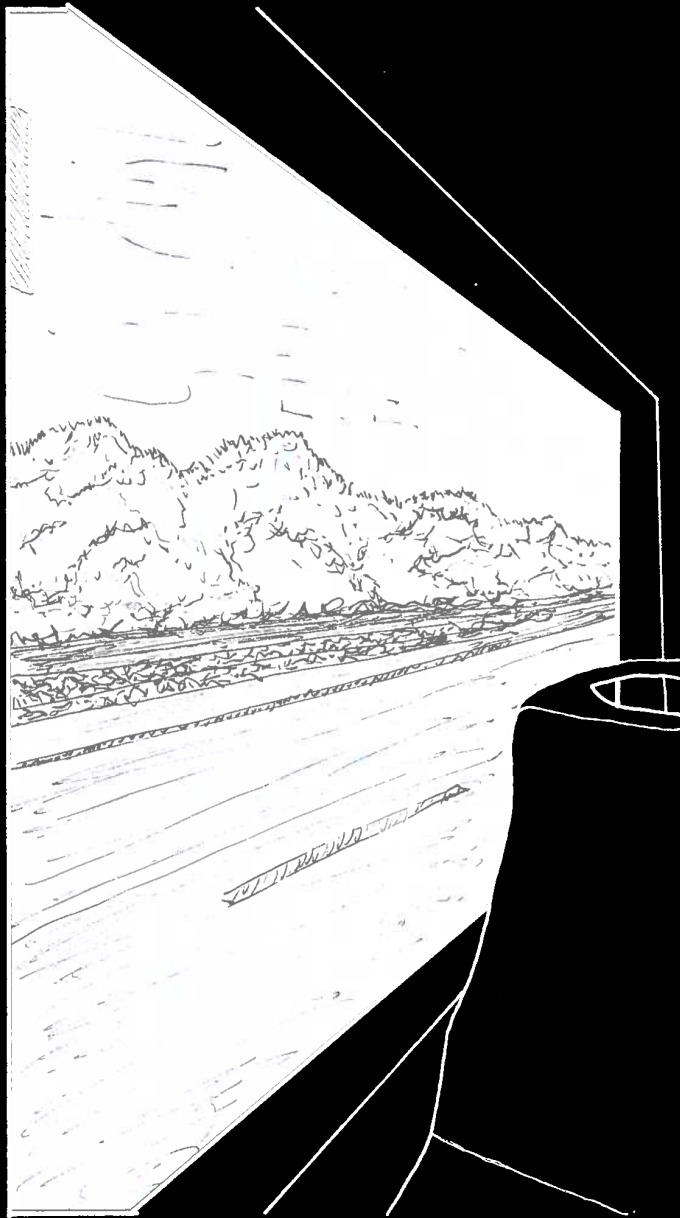
Arrival to Tallinn
Literature study

The view from the road / by David Appleyard, Kevin Lynch, John Myer



Arrival to Tallinn
Contextual analysis

Scale of speed
Conclusion



Monolith



Gestural



Complex

Scale of speed
Conclusion

Synergy in paradox

Concept development

Part 2

Arrival to Terminal A

Site analysis

Underwhelming entrance



Hallway



Disorientation

Arrival to Terminal A
Site analysis



Arrival to Terminal A
Site analysis



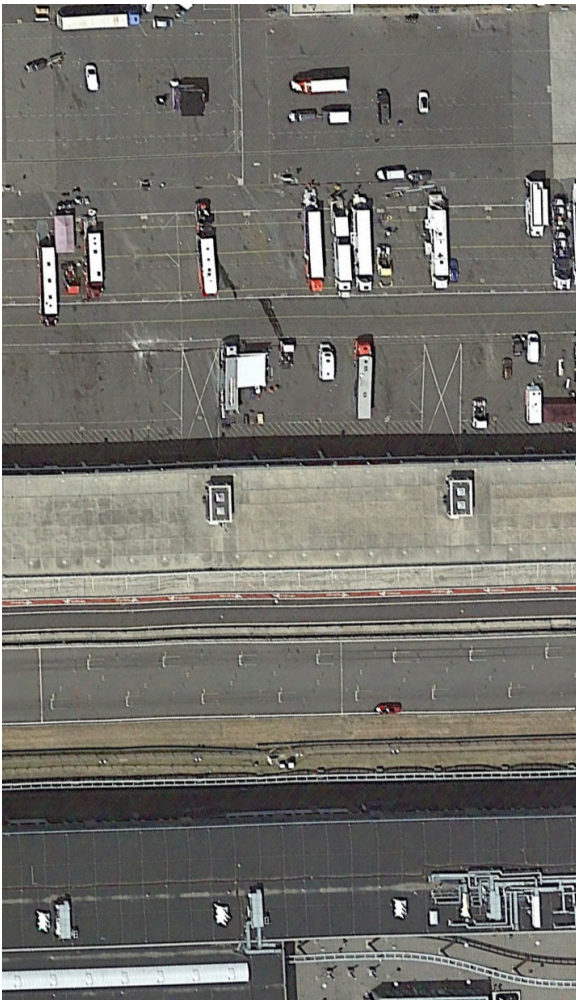
Arrival to Terminal A
Site analysis
Inaccessible coast



Arrival to Terminal A

Site analysis

Observations

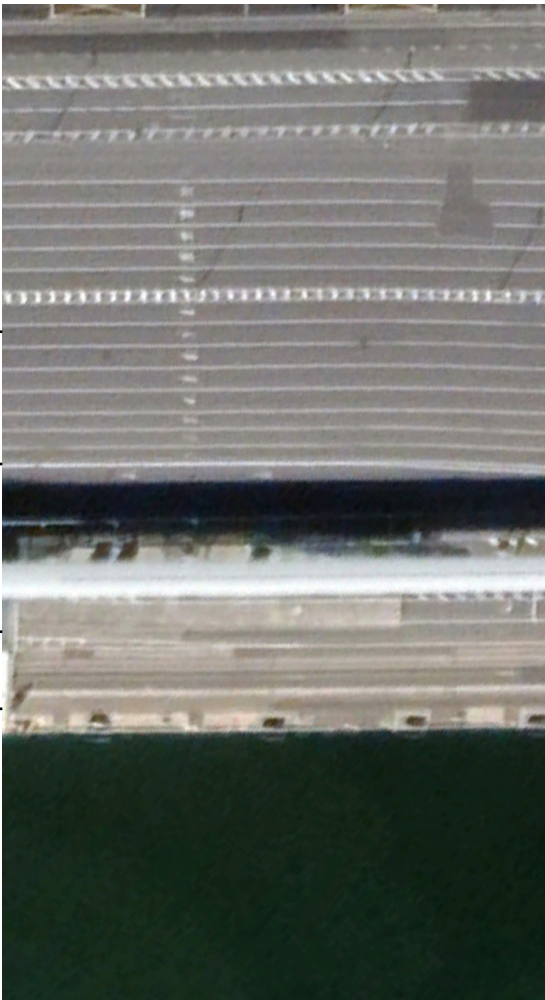


Staging area

Building

Road

Nürburgring

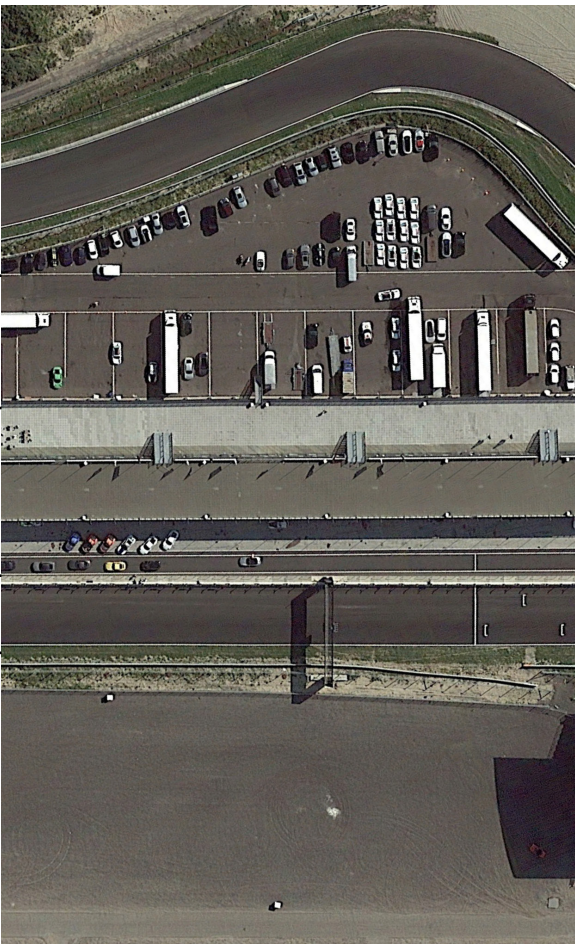


Staging area

Building

Road

Tallinn

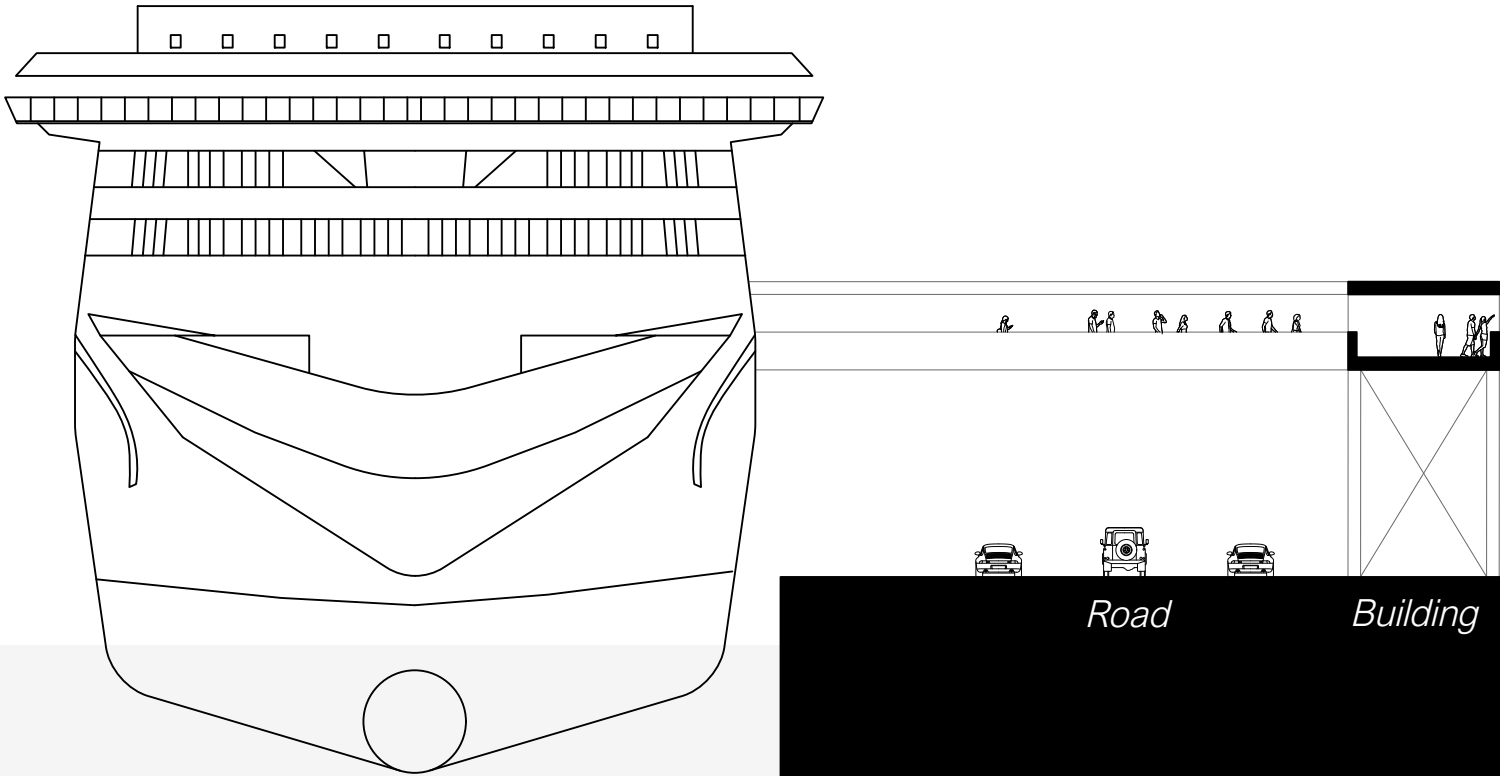


Zandvoort

Arrival to Terminal A

Site analysis

Observations



Underwhelming entrance

Inaccessible coast

Road

Building

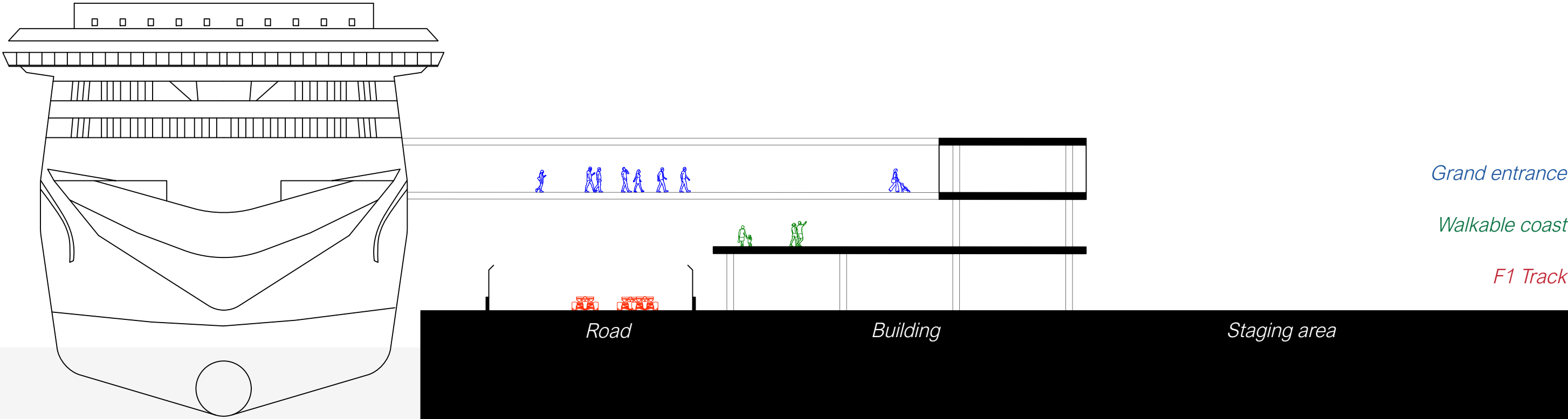
Staging area

Typology

Arrival to Terminal A

Site analysis

Objectives



Synergy in paradox
Concept development

Grand entrance

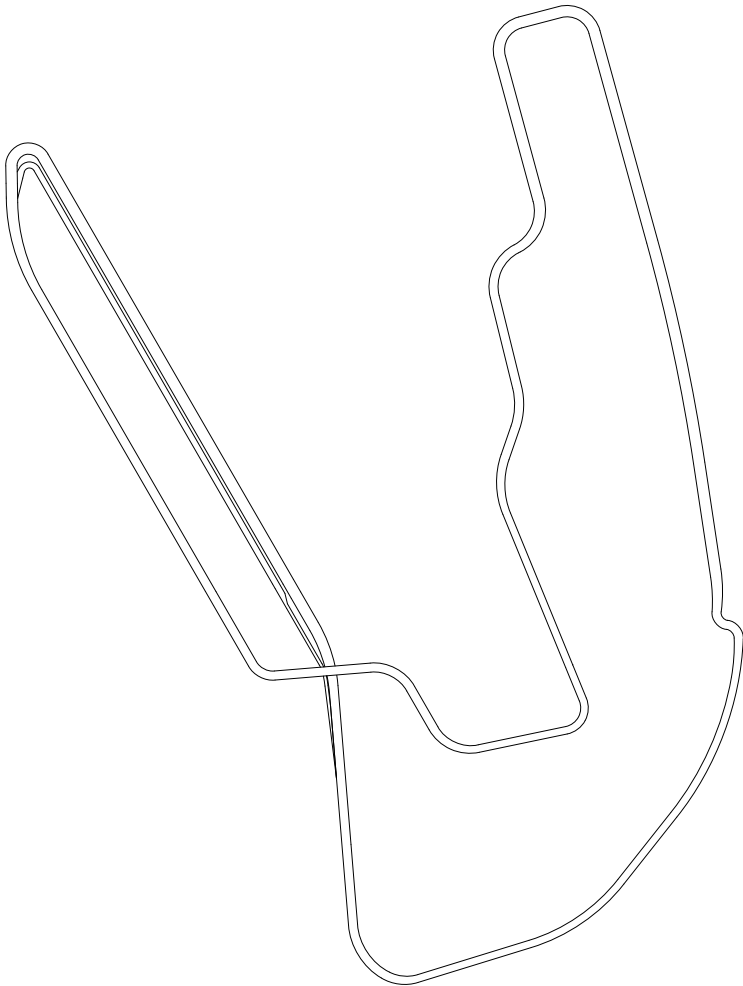
F1 Track

Walkable coast

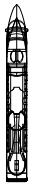
Objectives

Operators

Operators
Scale
One scale



Race track
Scale: 1:10.000



Ferry
Scale: 1:10.000

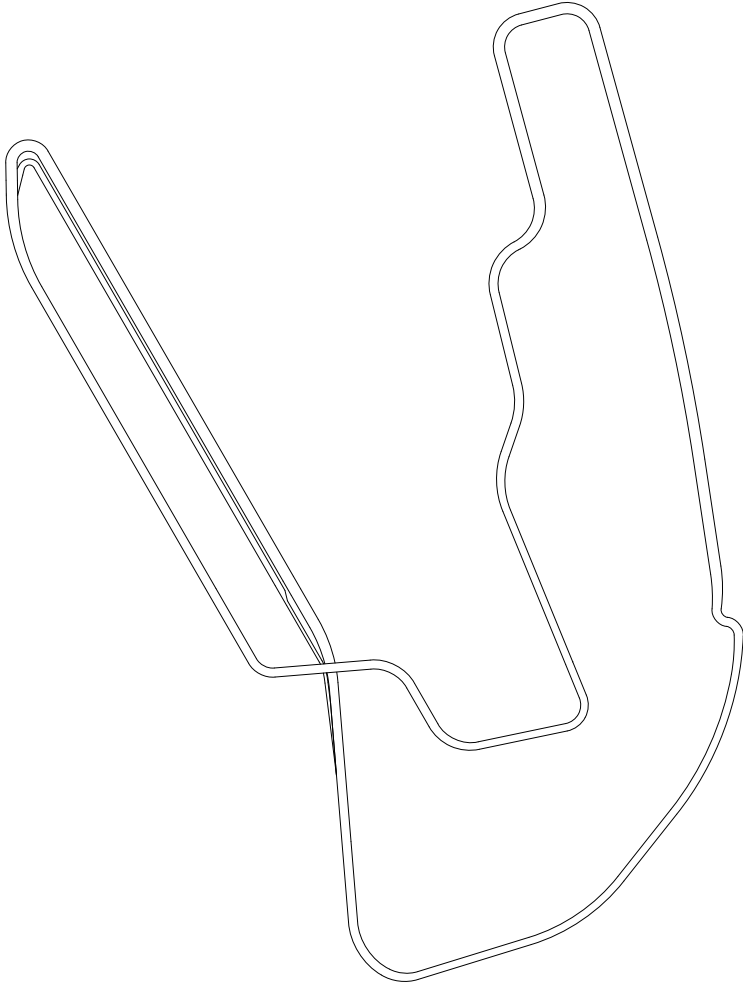


Car
Scale: 1:10.000

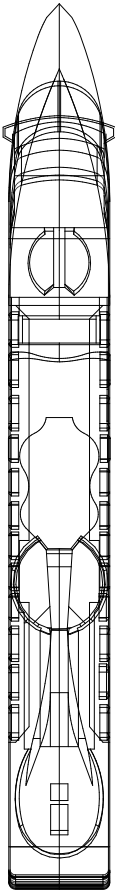


Human
Scale: 1:10.000

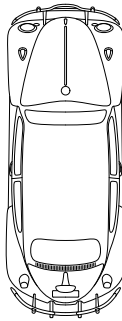
Operators
Scale
On scale



Race track
Scale: 1:10.000



Ferry
Scale: 1:2000



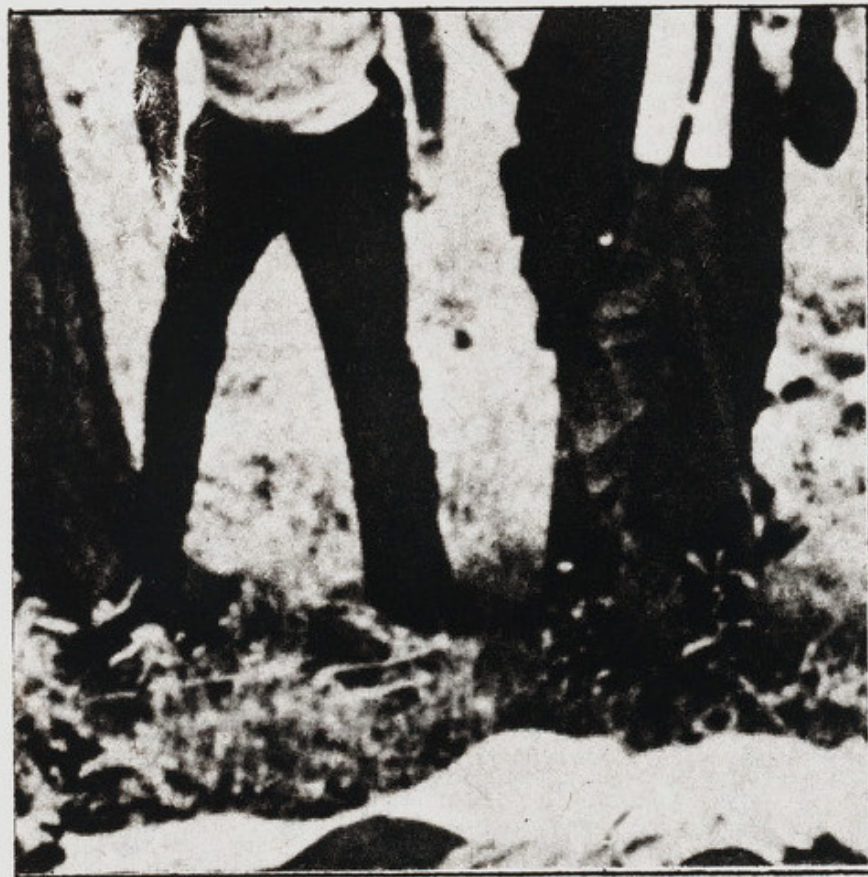
Car
Scale: 1:100



Human
Scale: 1:50

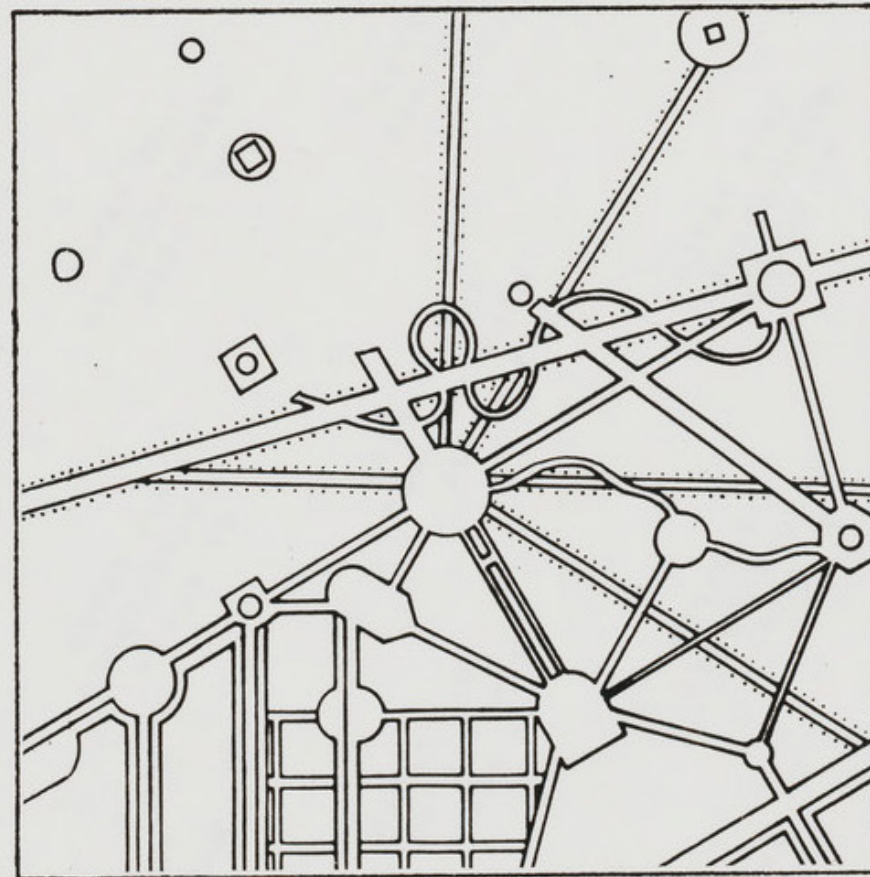
Operators Sequence

Manhattan transcripts / by Bernard Tschumi



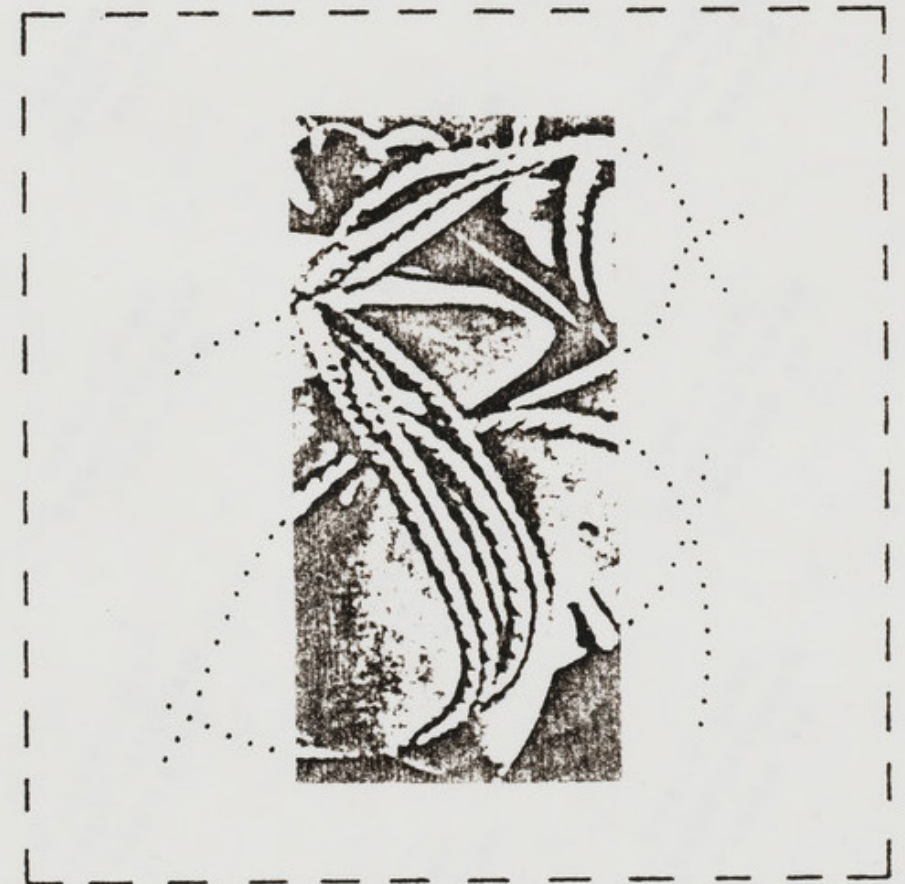
1

Event



2

Space

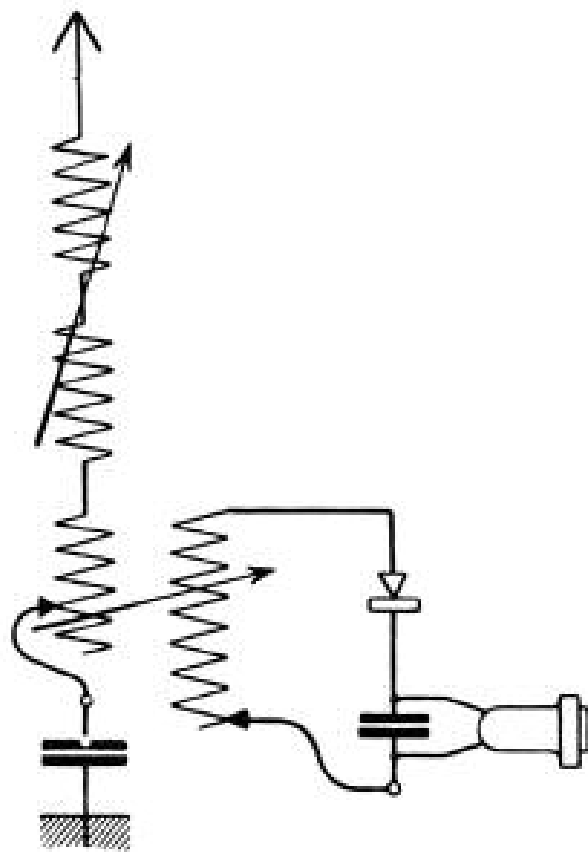


3

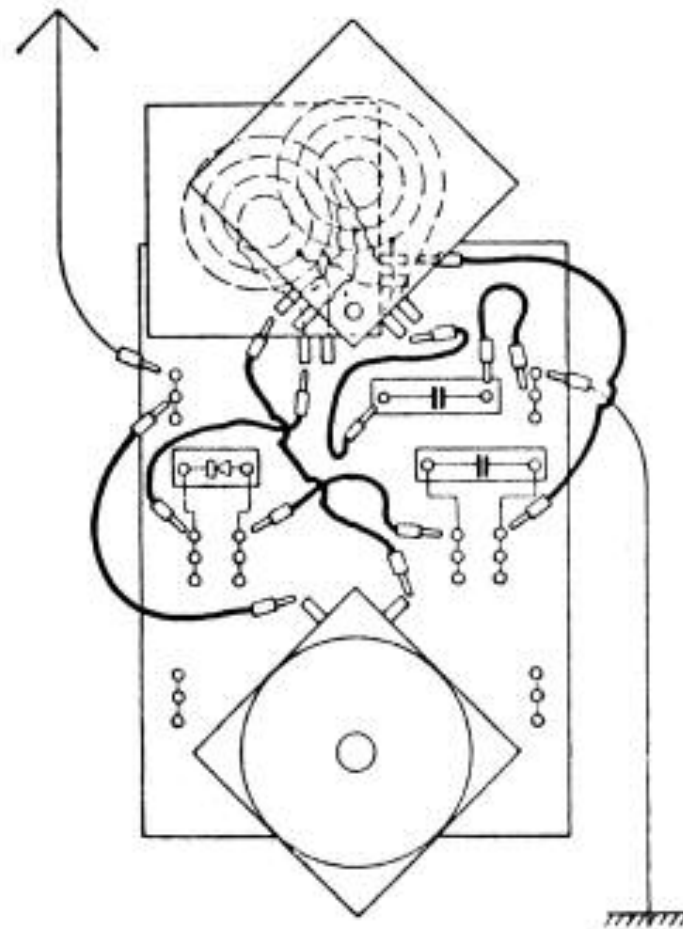
Movement

Operators System

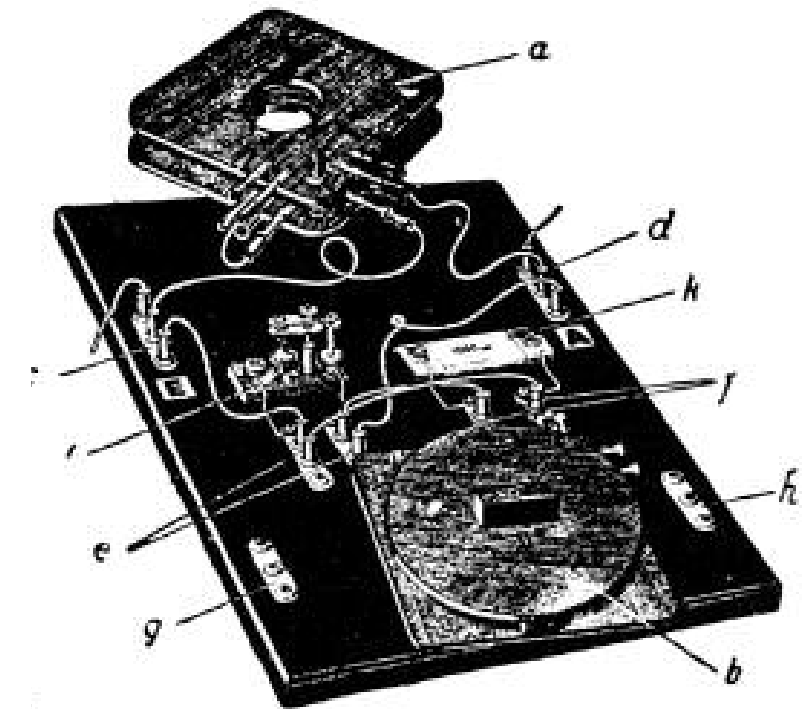
Machinelezen / by Dick Raaijmakers (1978)



Scheme



Construction plan

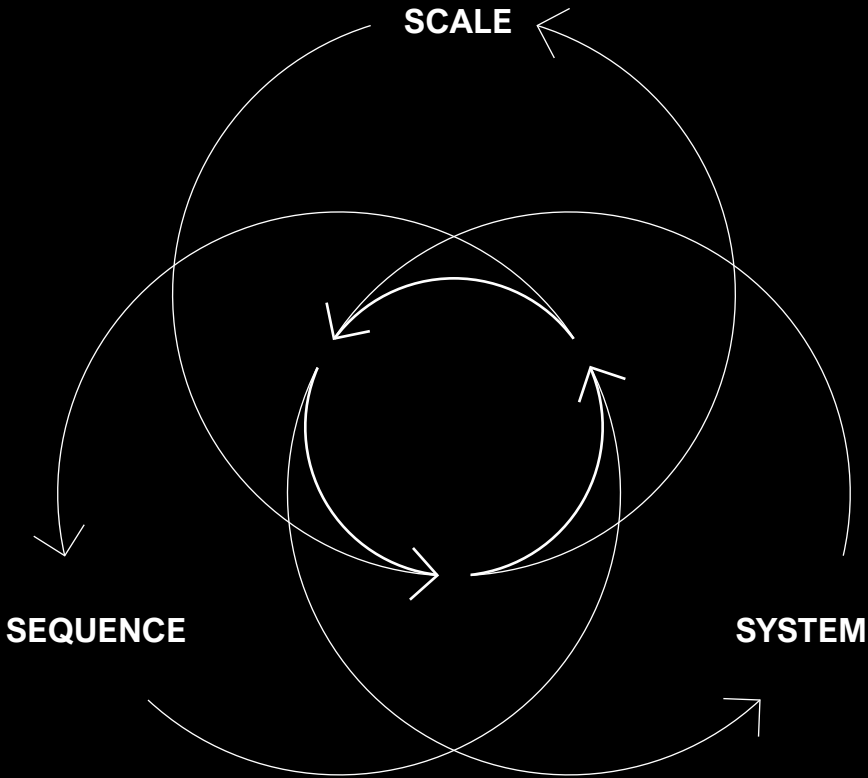


Exploded view

Grand entrance

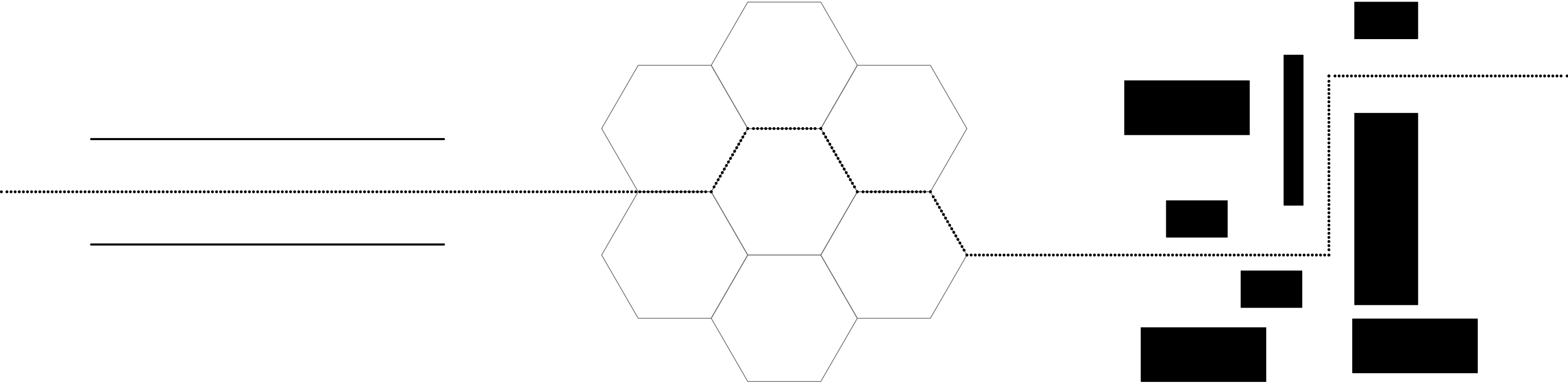
F1 Track

Walkable coast



How do **sequence**, **system** and **scale** operate as design strategy at the Tallinn waterfront?

Intermediary
Sequence

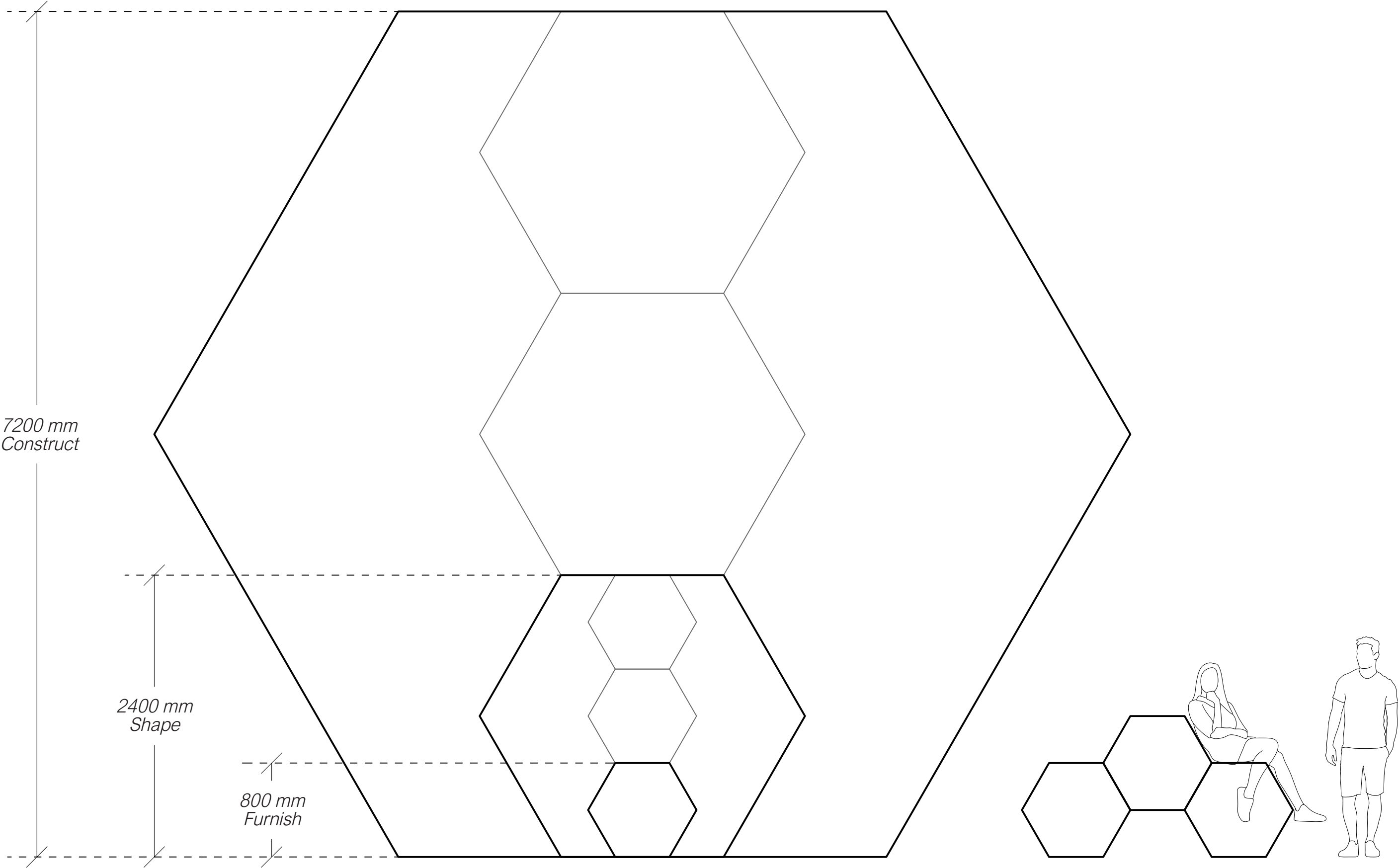


Orthogonal infrastructure

Hexagonal transition

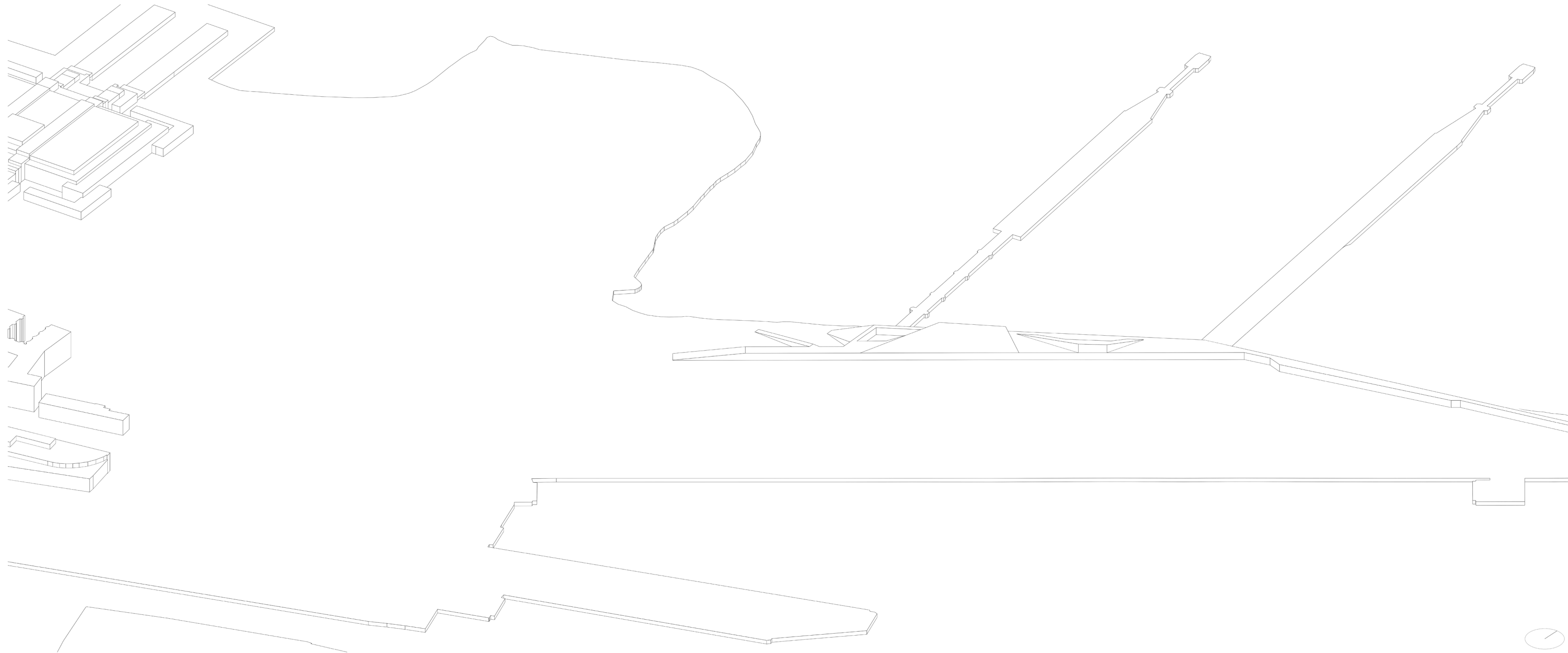
Dense cityscape

Intermediary
Scale



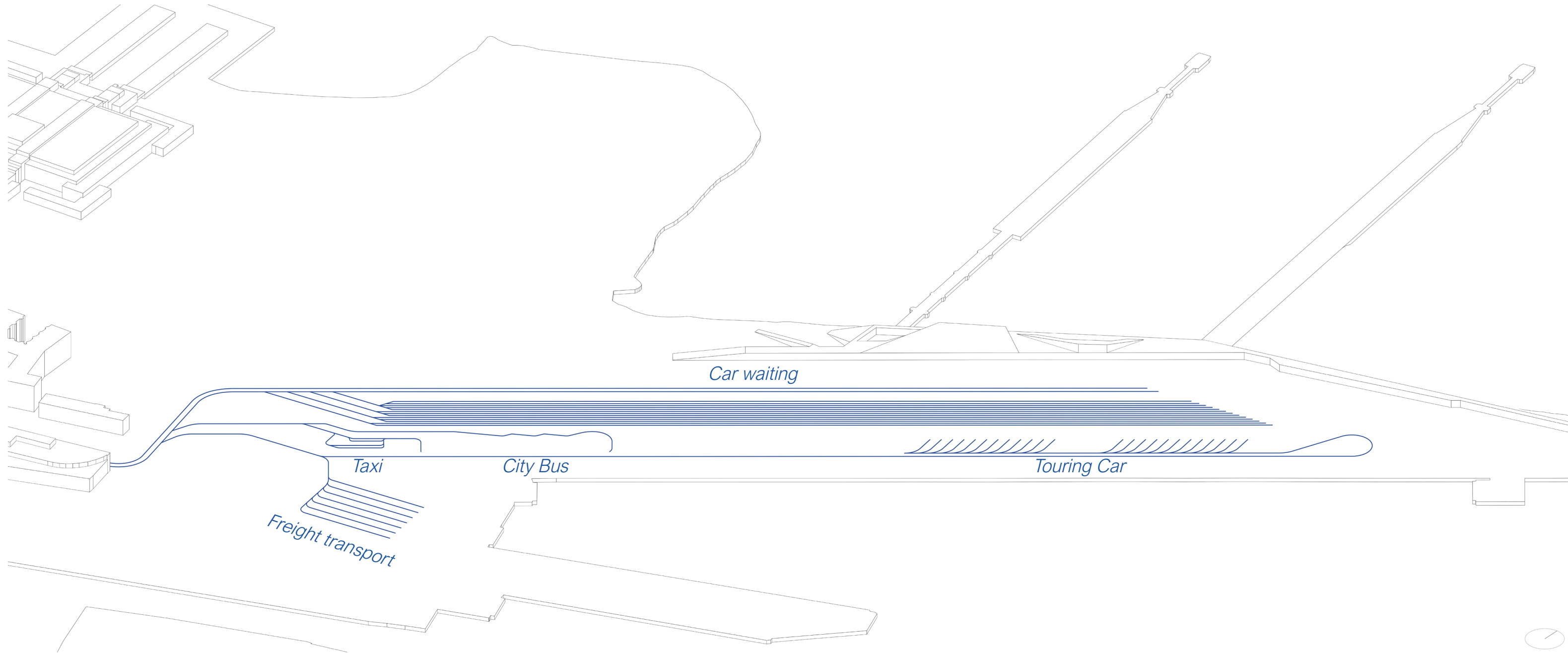
Intermediary System

Site



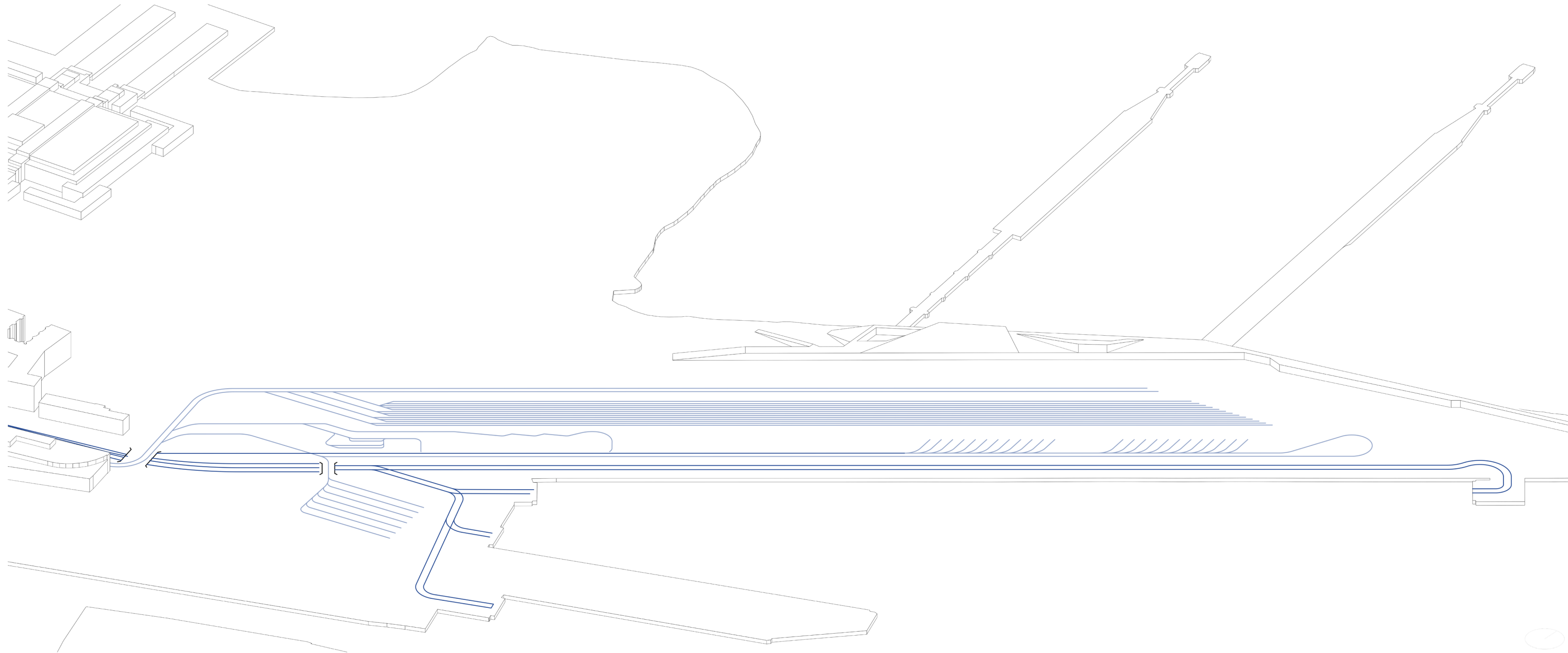
Intermediary System

Departure flow



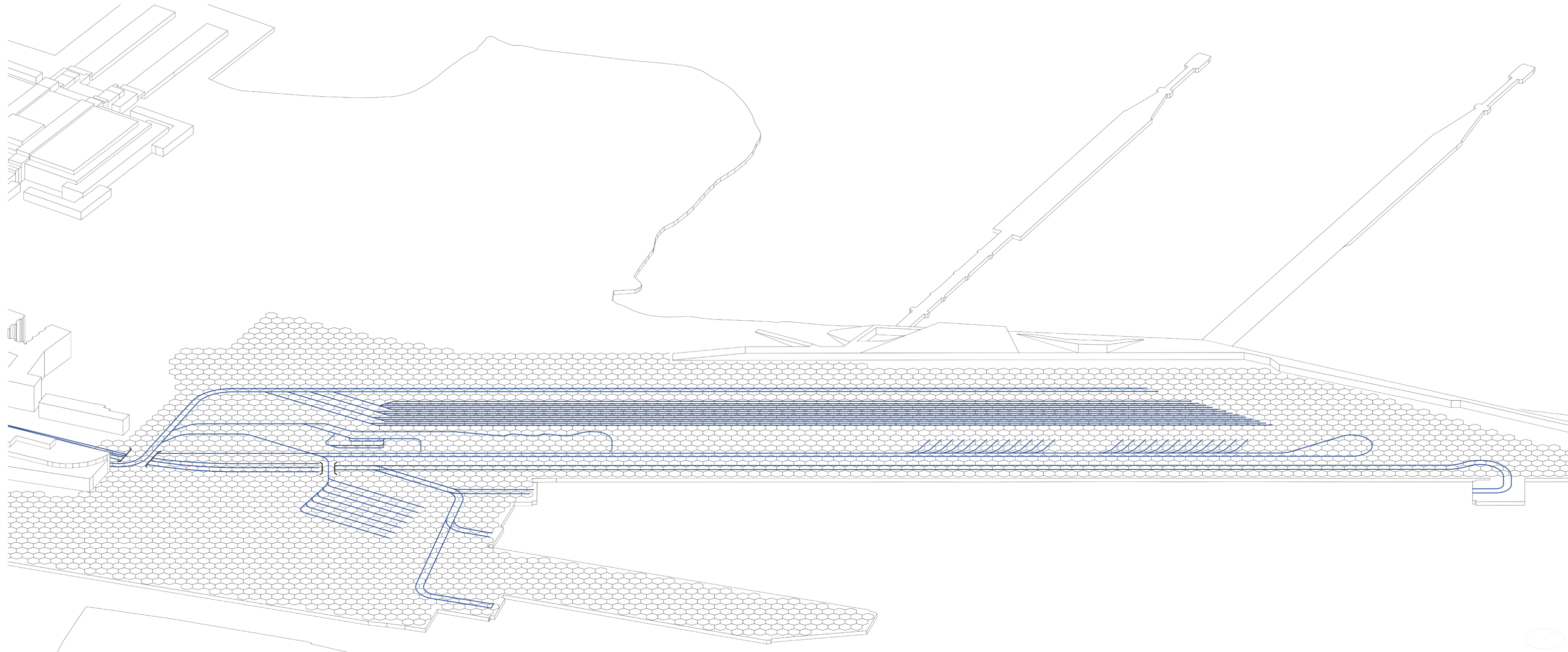
Intermediary System

Arrival flow



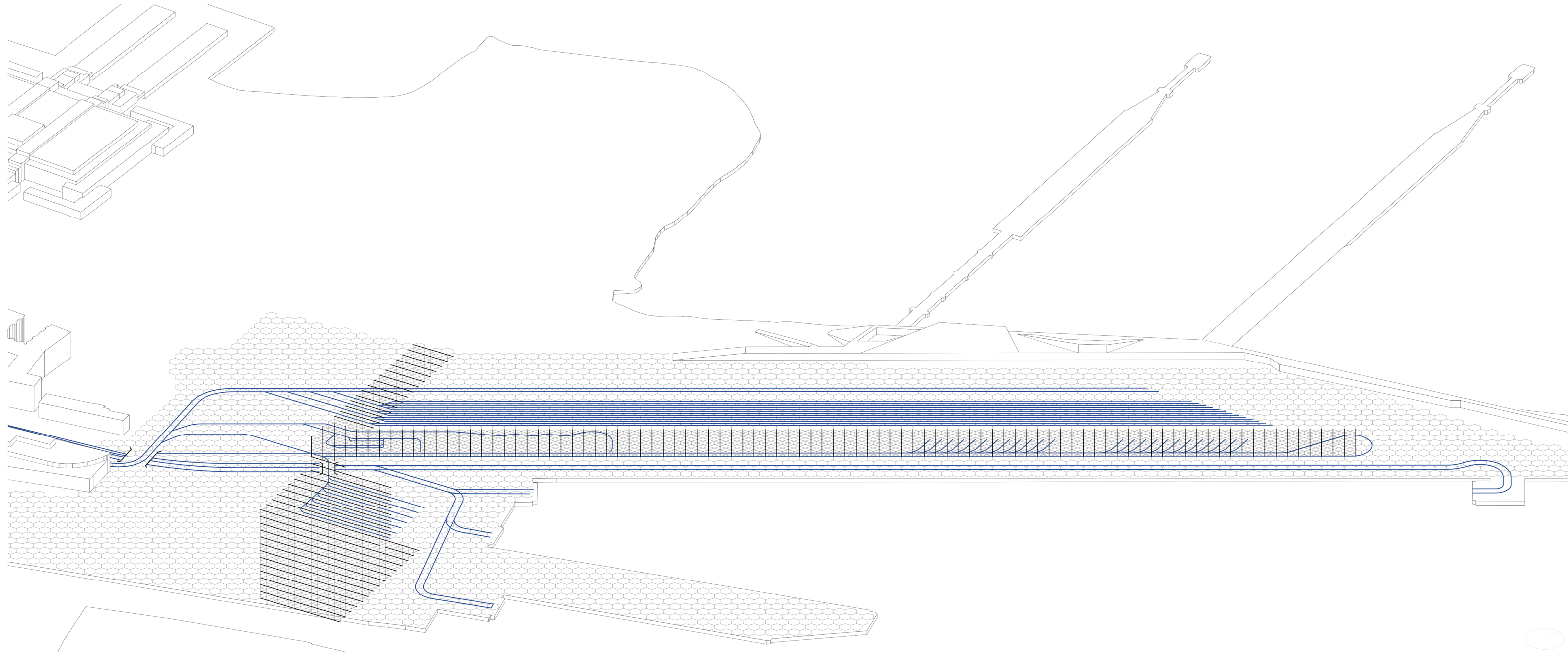
Intermediary System

7200 hexagon grid



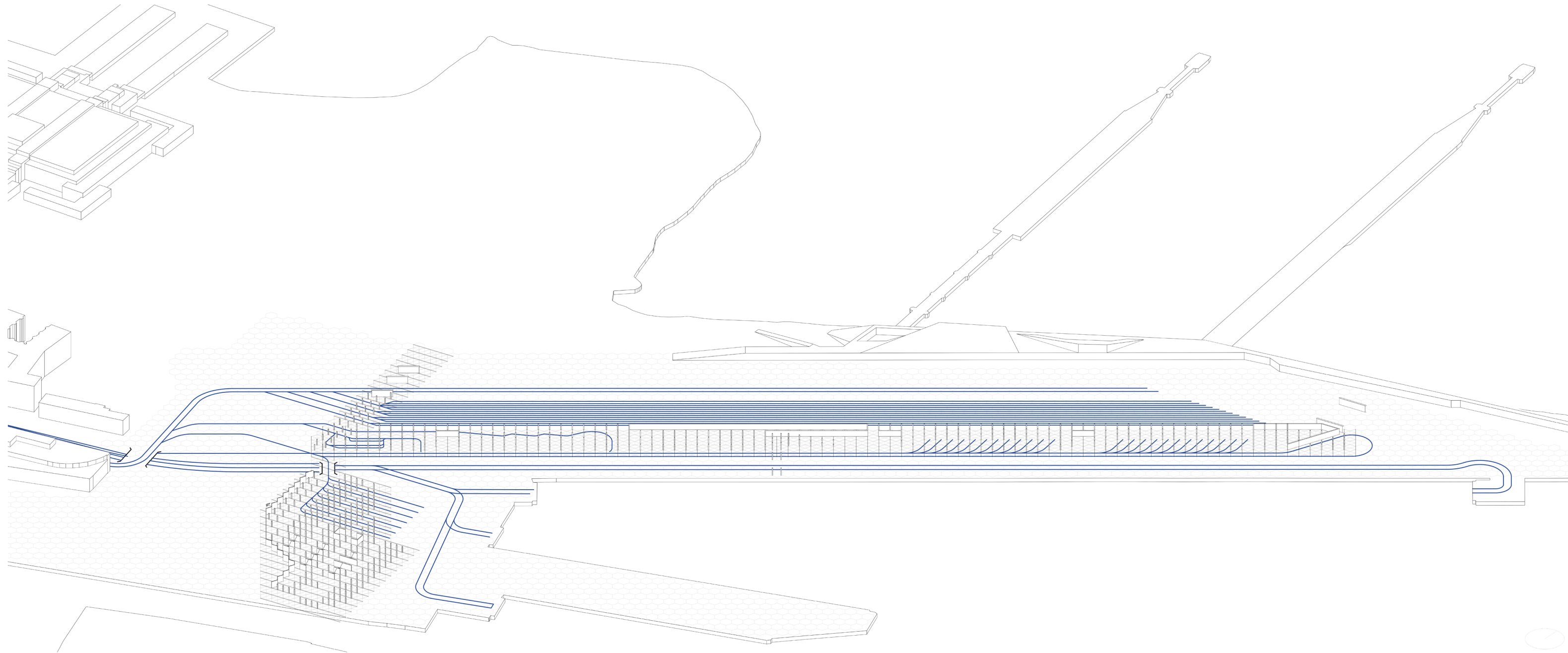
Intermediary System

Construction grid



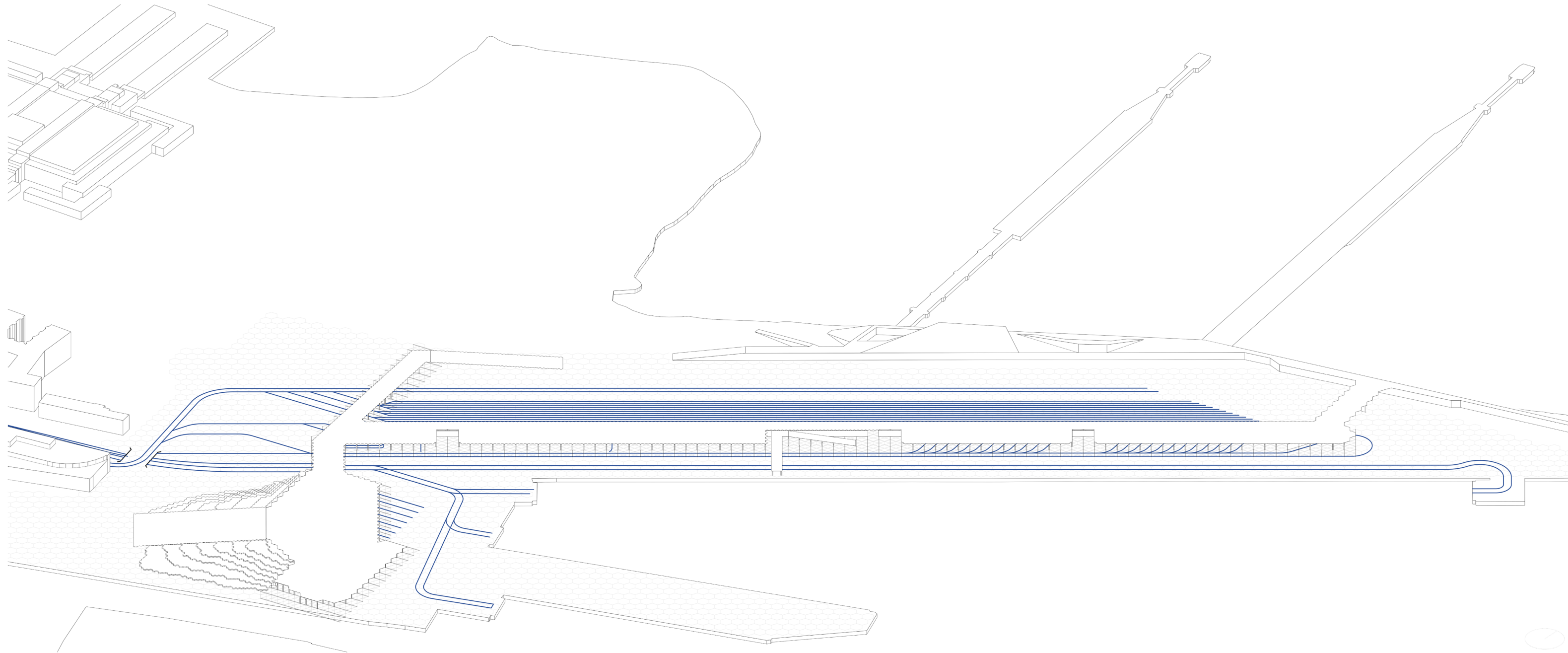
Intermediary System

Construction



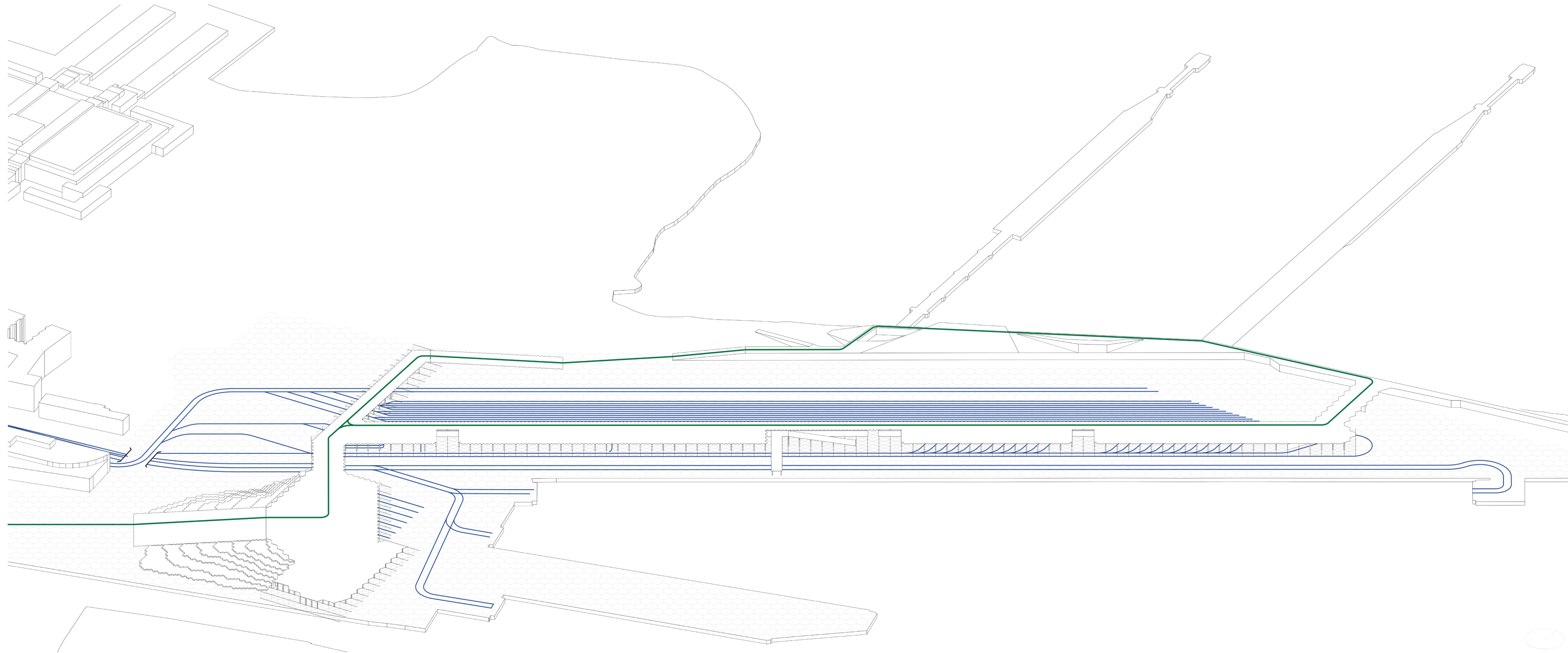
Intermediary System

Elevated walkway



Intermediary System

Walkable coast

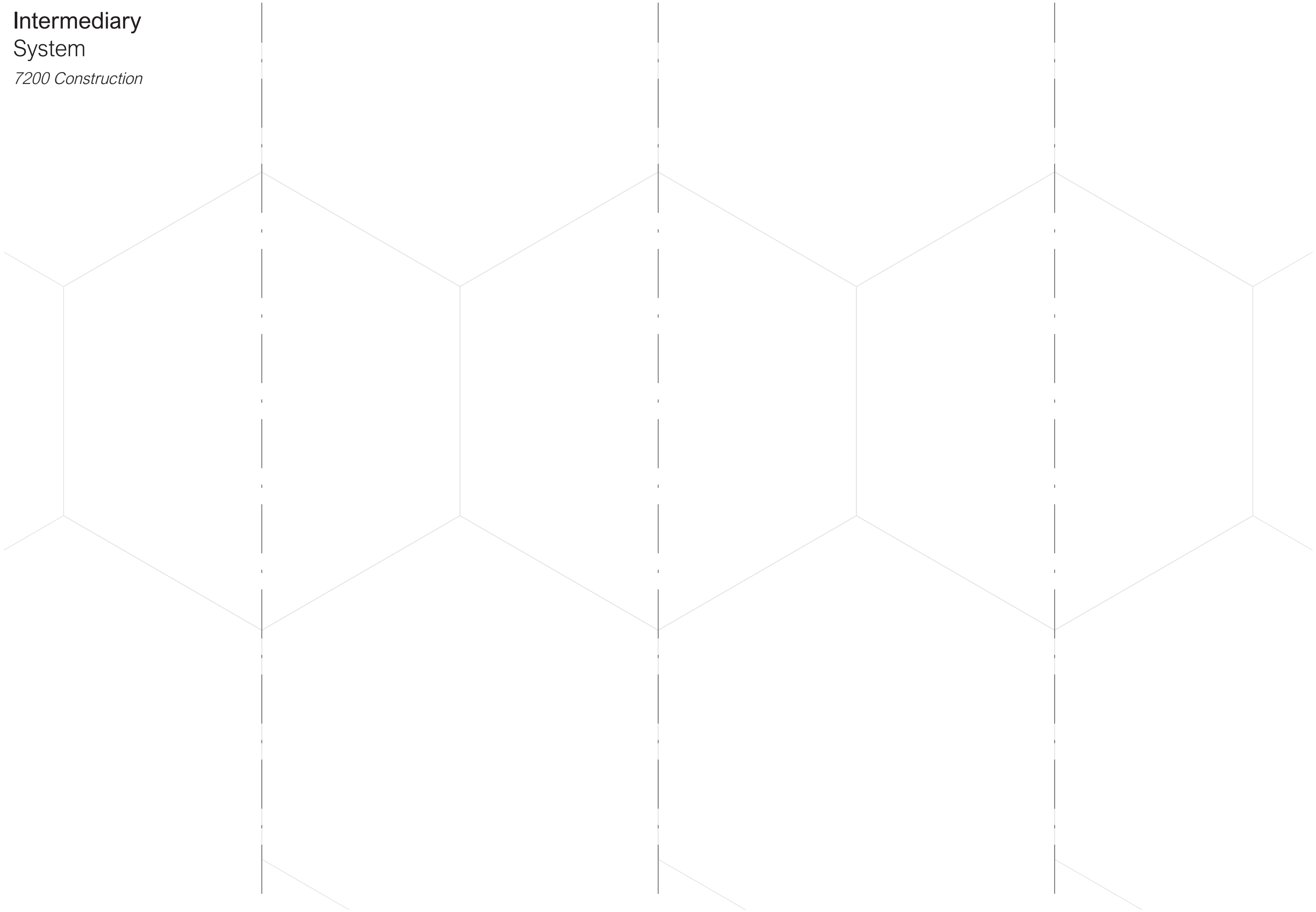


Intermediary
System
7200 Grid

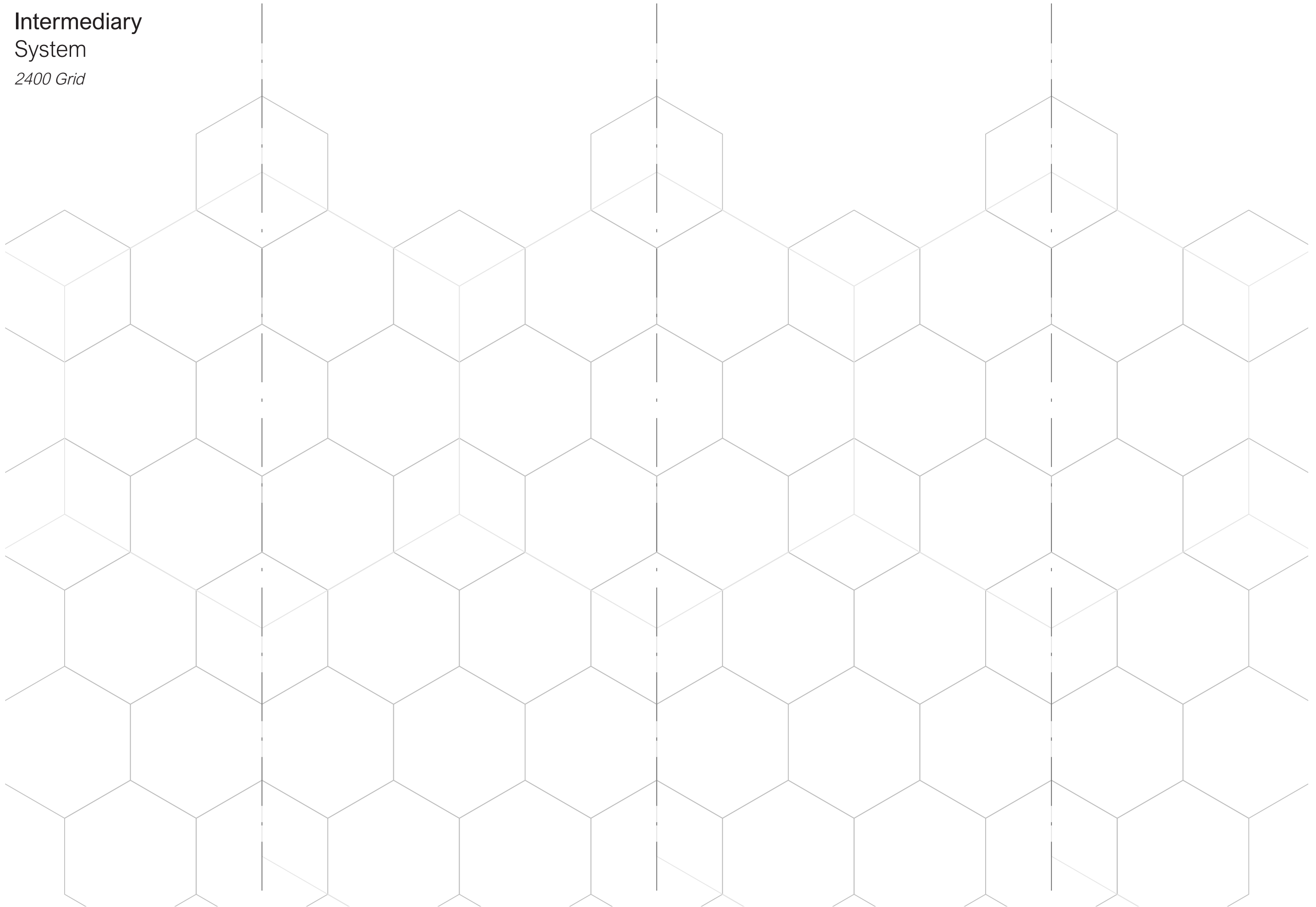


Intermediary
System

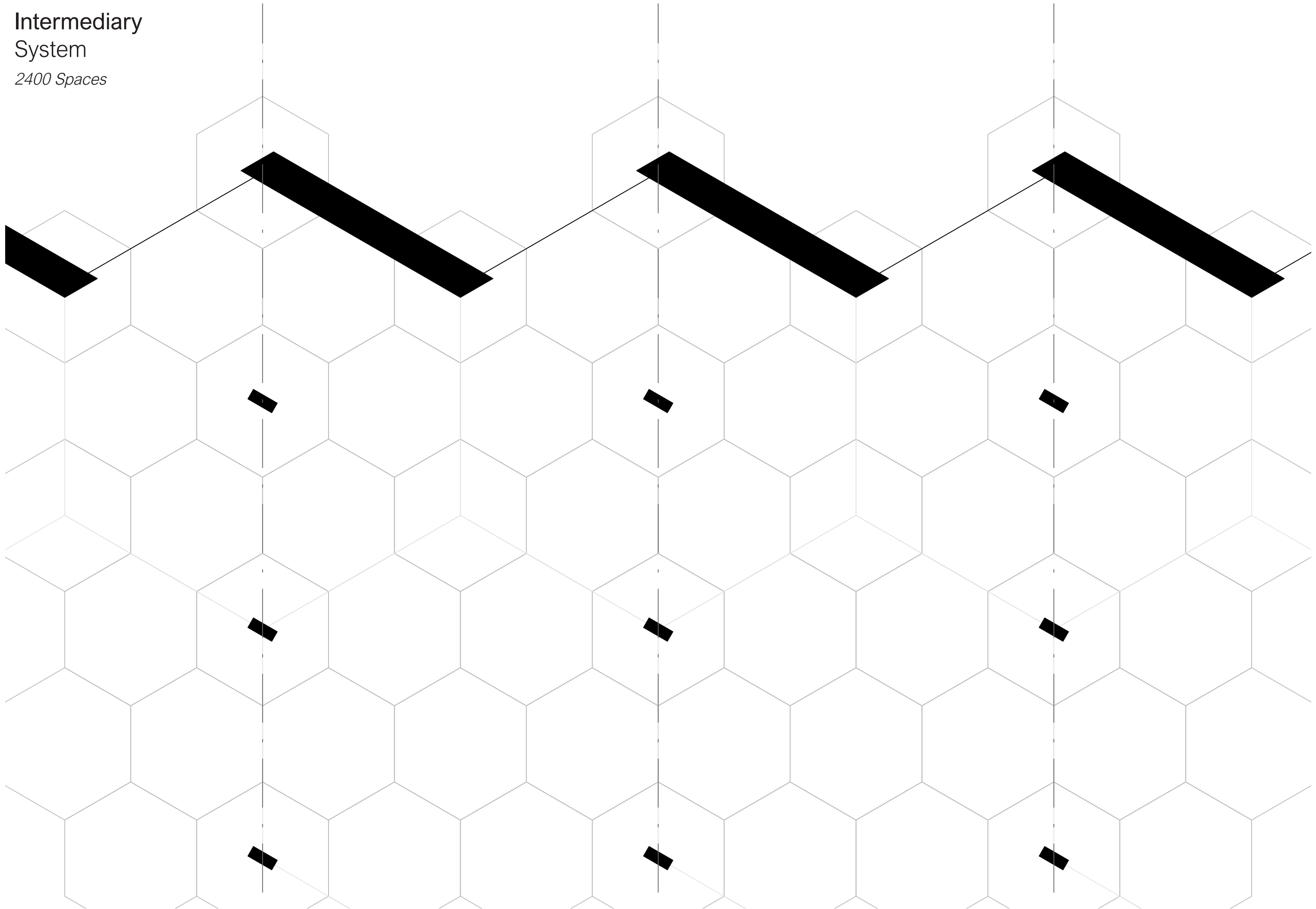
7200 Construction



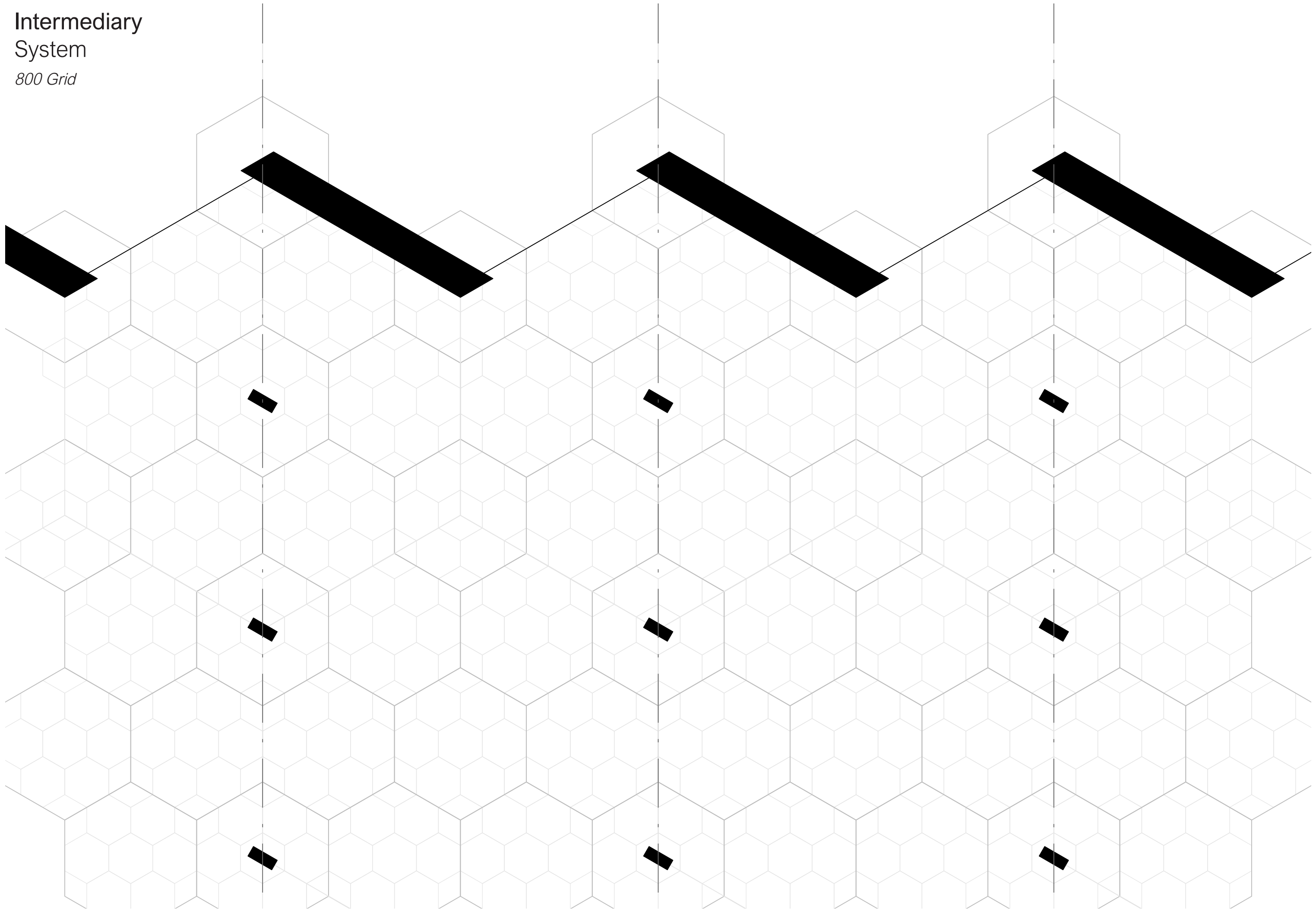
Intermediary
System
2400 Grid



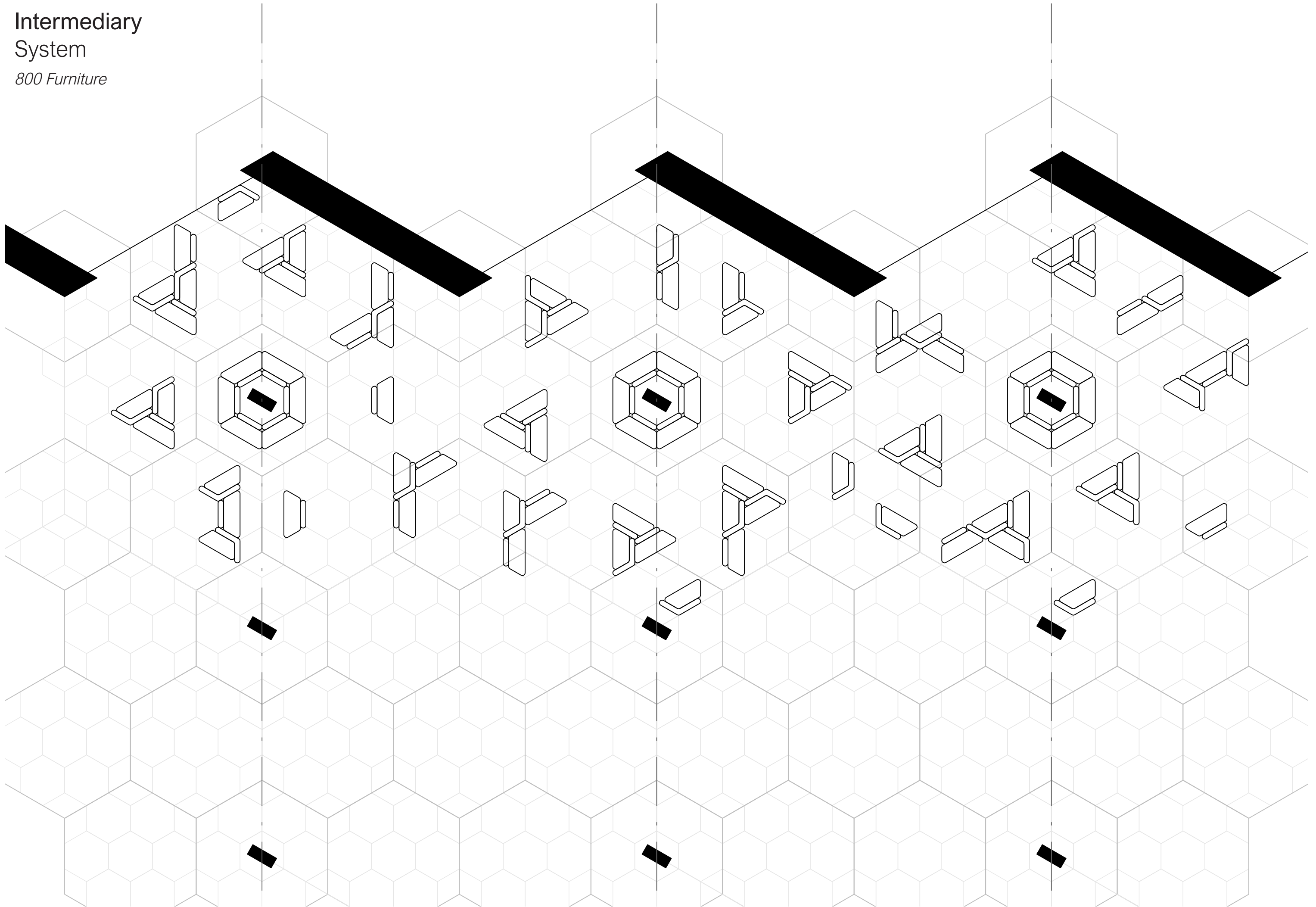
Intermediary
System
2400 Spaces



Intermediary
System
800 Grid



Intermediary
System
800 Furniture

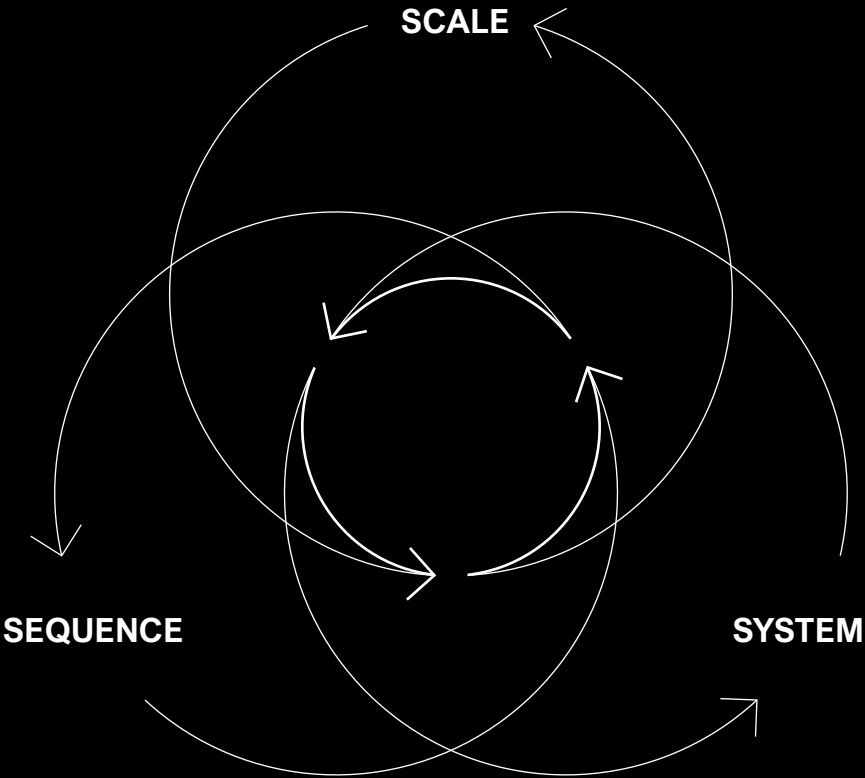


Grand entrance

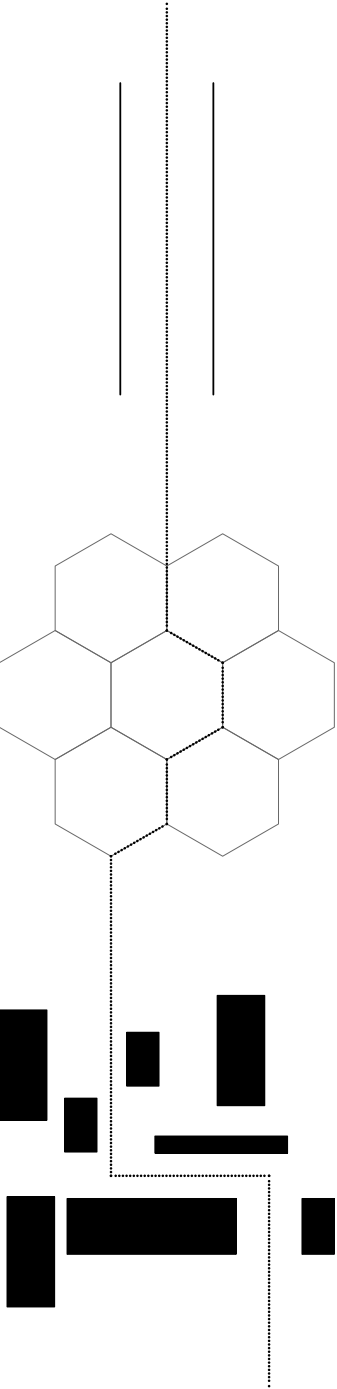
F1 Track

Walkable coast

Objectives



Operators



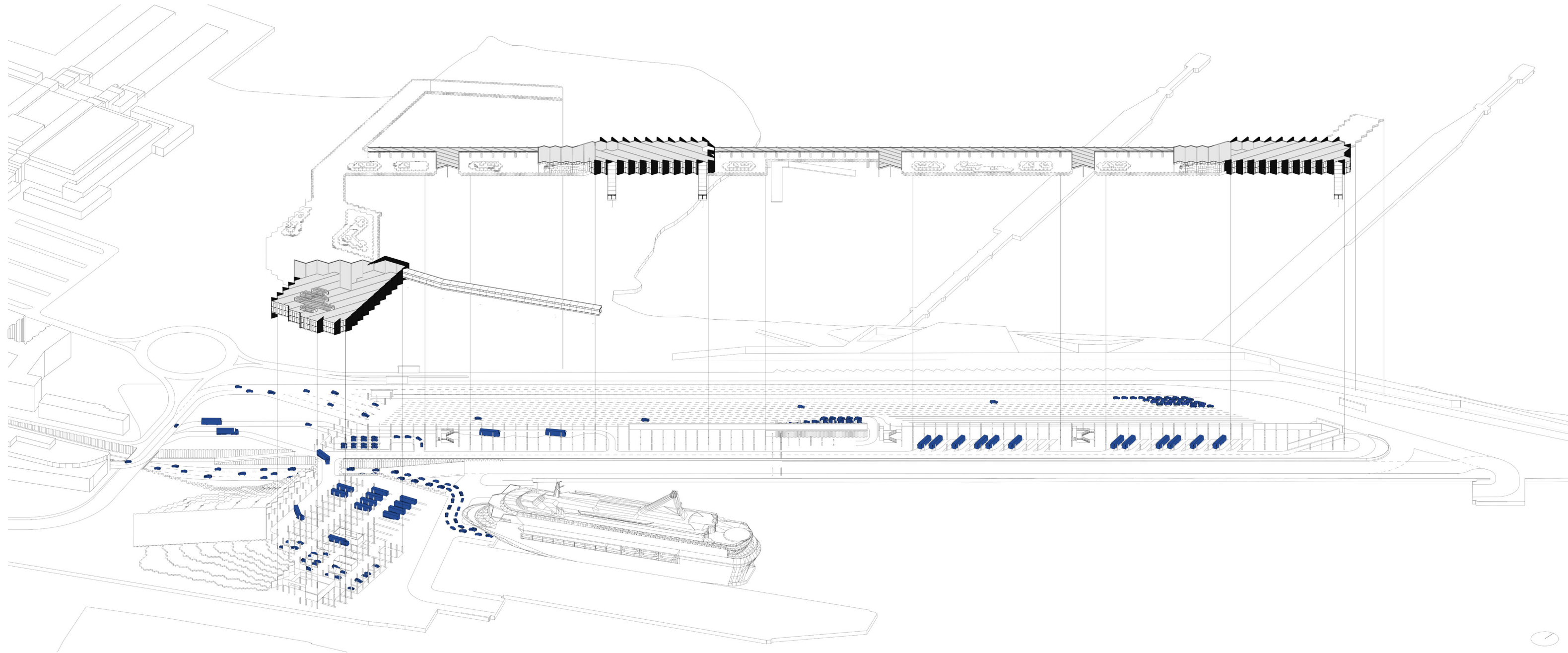
Intermediary

GATEWAY
WALKWAY
RACEWAY

TALLINN

Design
Part 3

Site plan
Gateway Tallinn
Grand entrance



Scale: 1:500

Grand entrance

Arrival pedestrian

Departure pedestrian

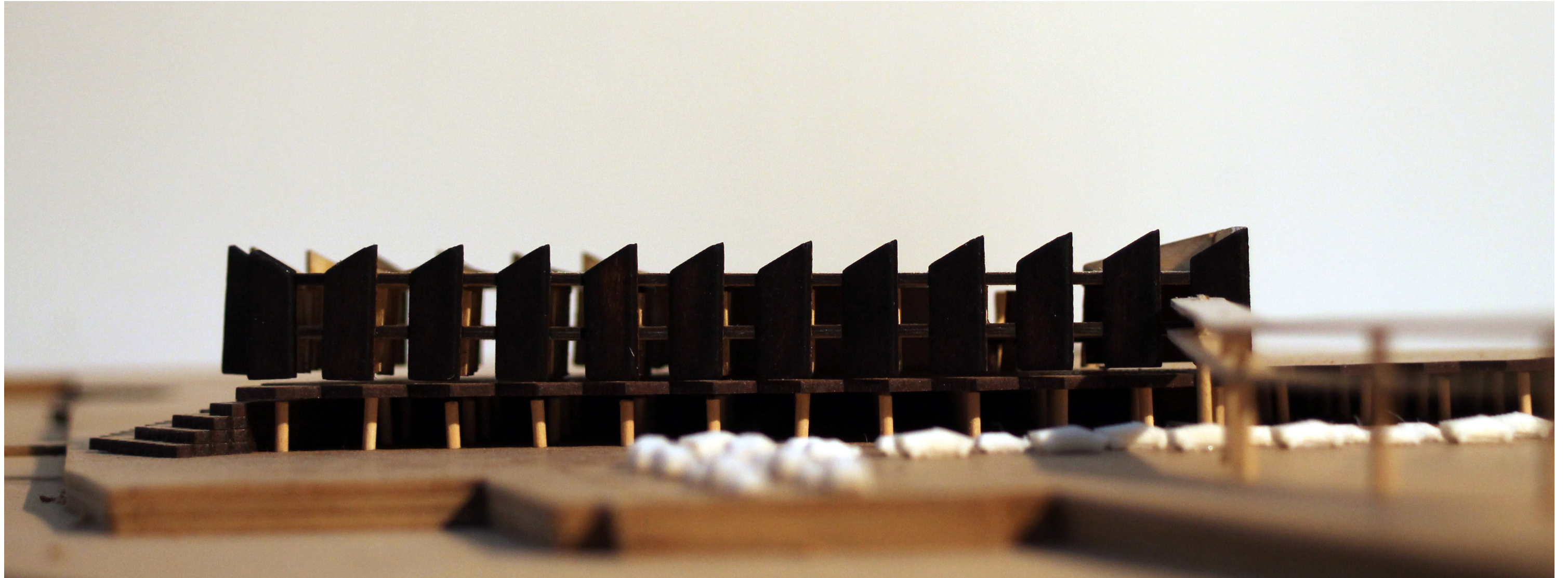
Arrival by car

Walkable coast

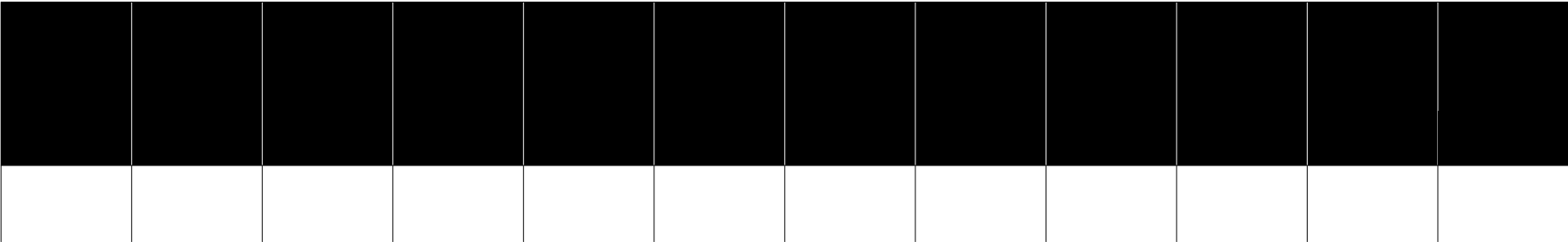
F1 track

Grand entrance

Arrival pedestrian



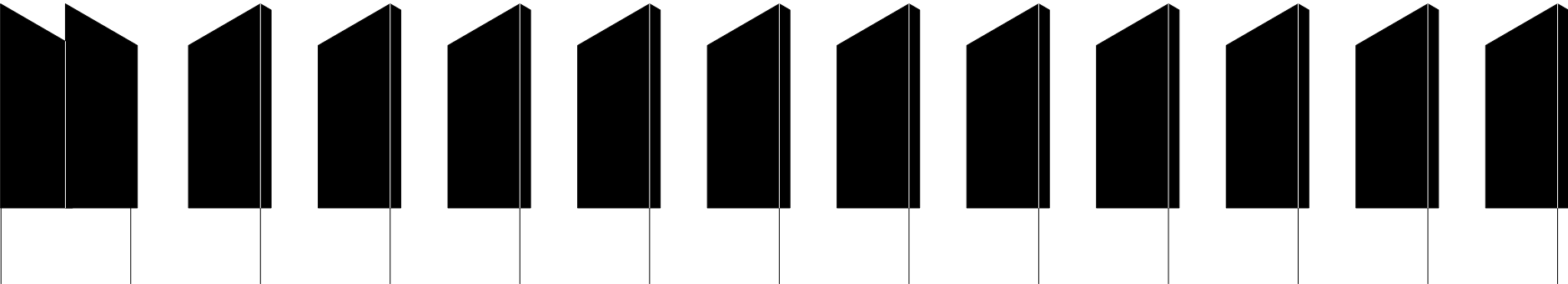
Facade study
Monolith
Pedestrian arrival



Facade study

Open up

Pedestrian arrival



Facade model

Terminal A1

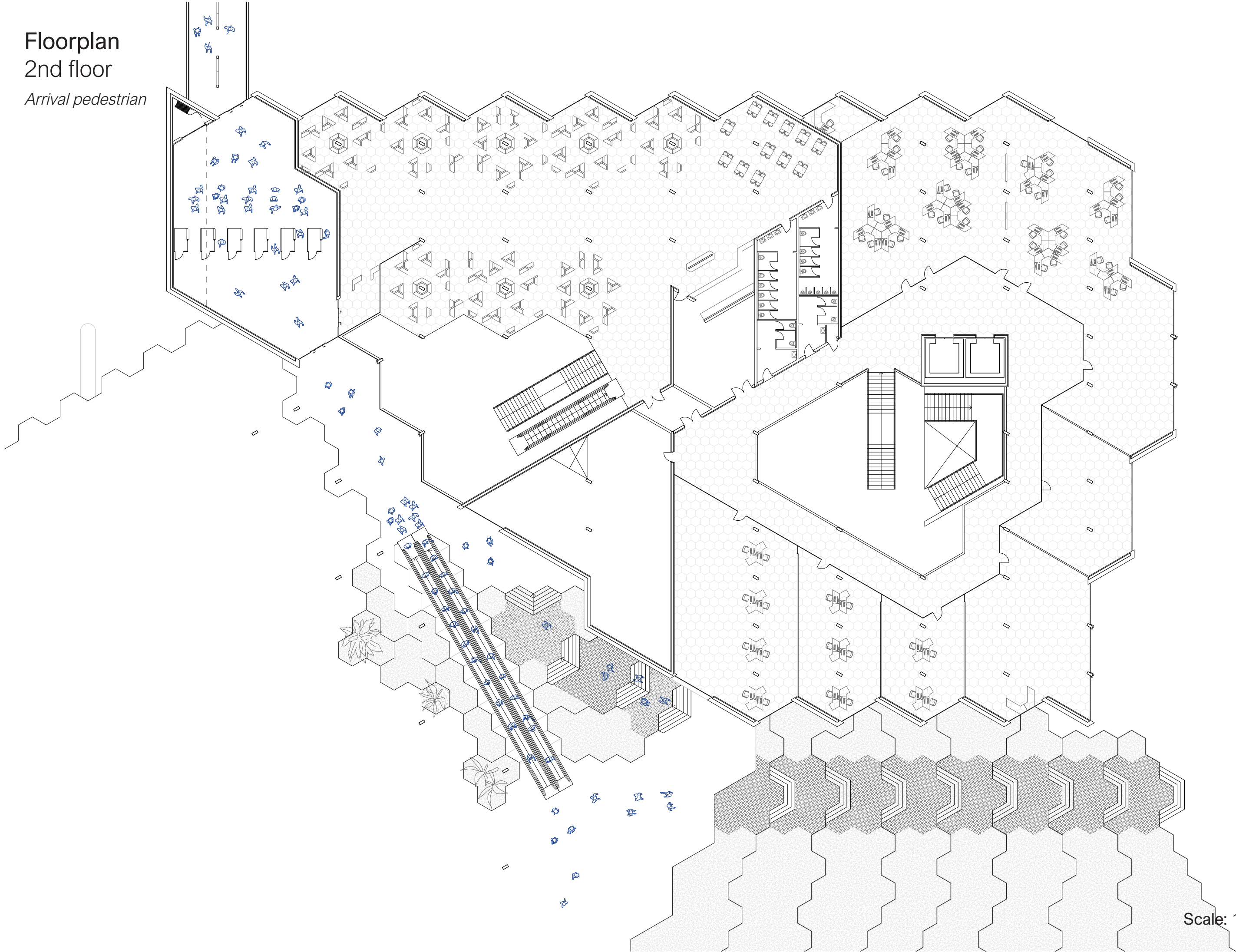
Pedestrian arrival



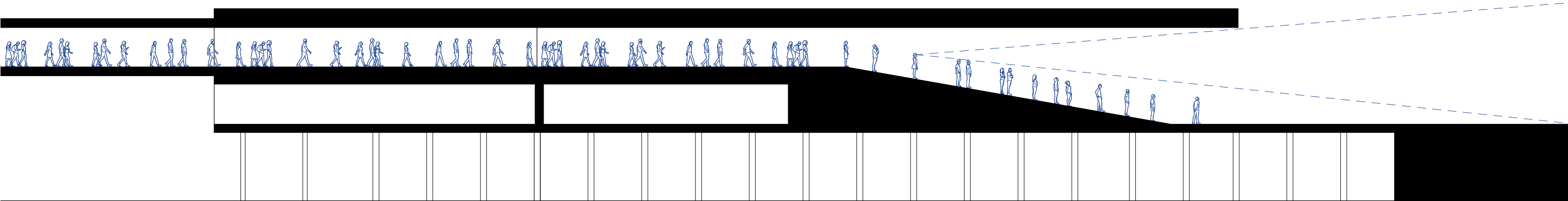
Impression

Pedestrian arrival

Floorplan
2nd floor
Arrival pedestrian



Section
Arrival
Arrival pedestrian



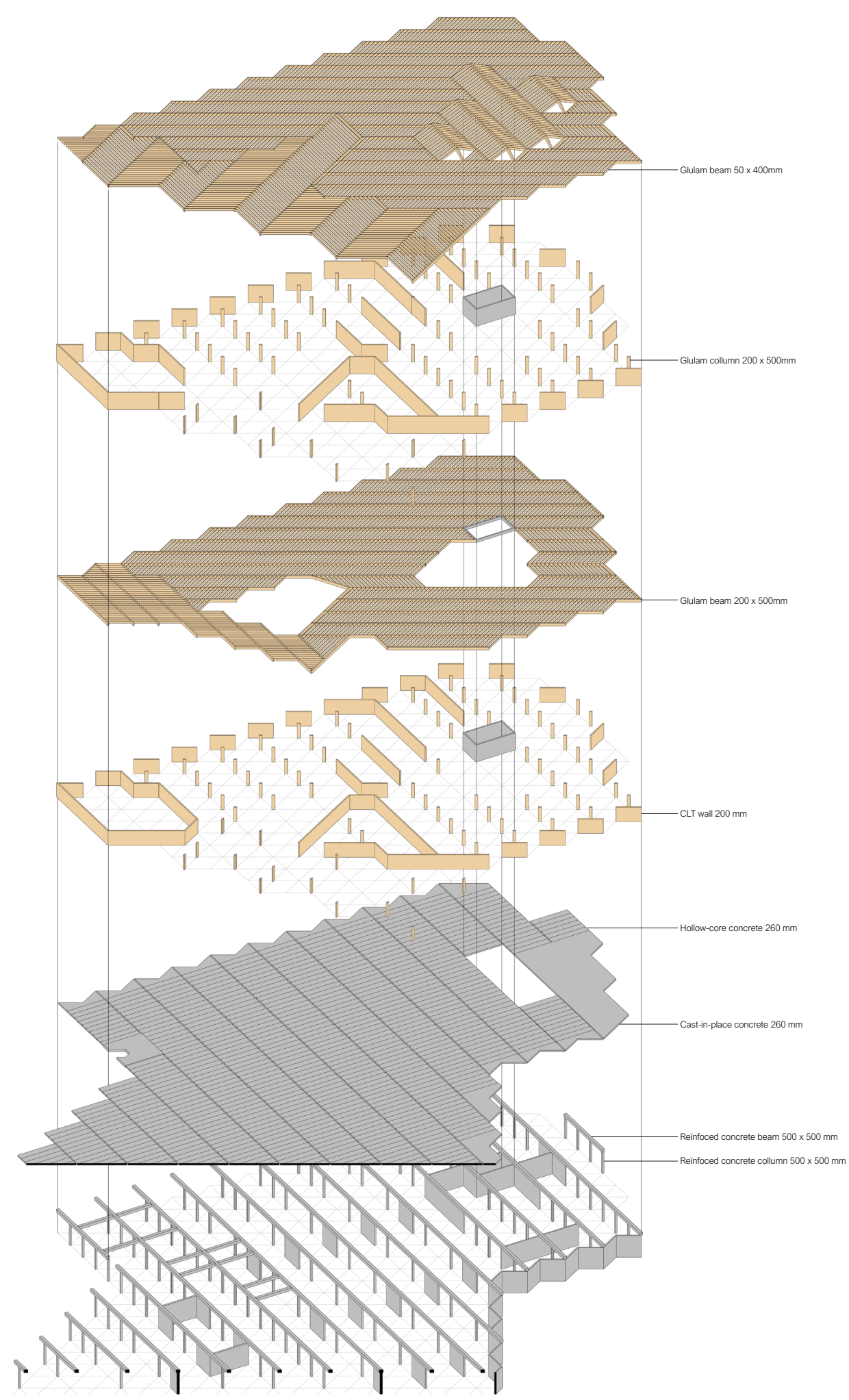
Construction model

Terminal A1

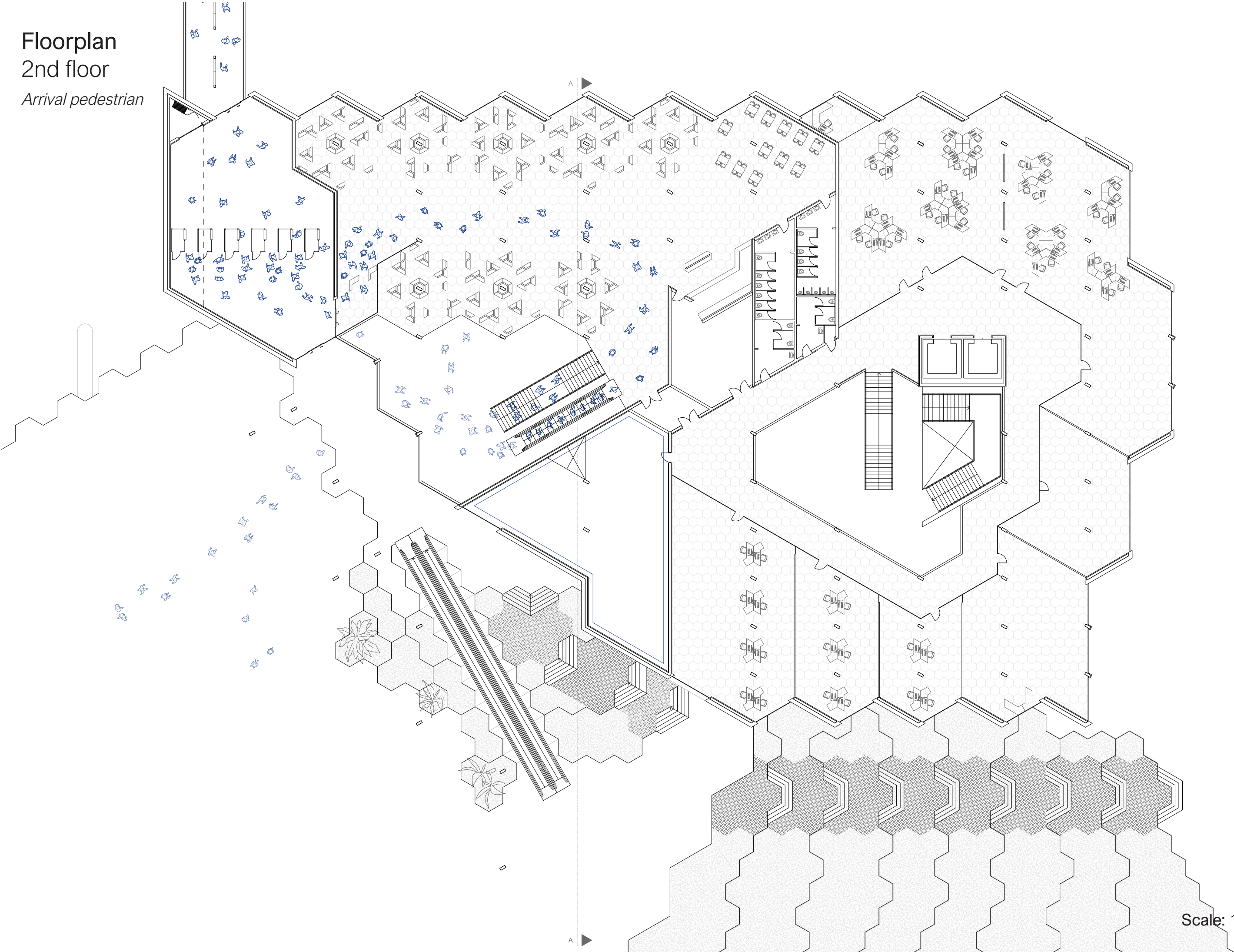
Pedestrian Arrival



Isometric construction
Terminal A1
Pedestrian arrival



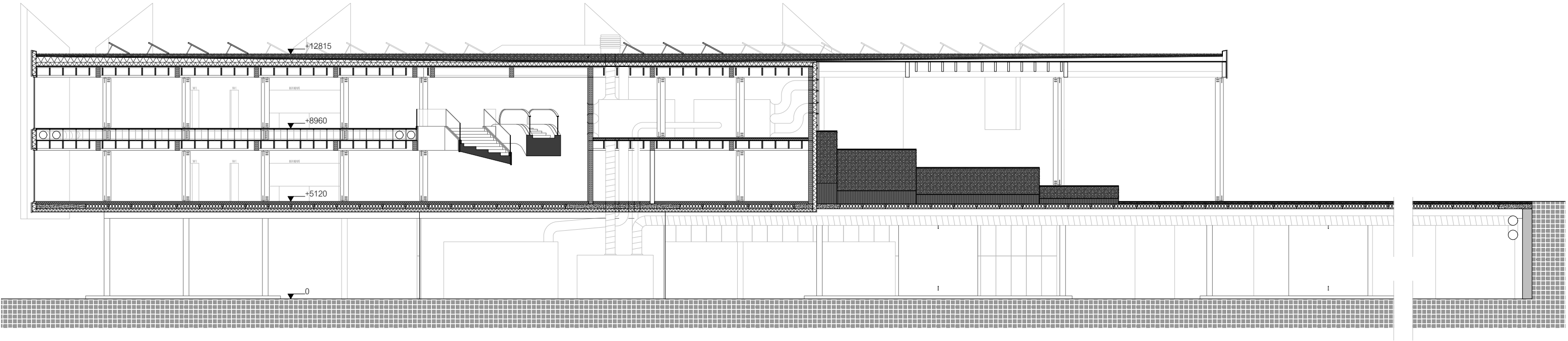
Floorplan
2nd floor
Arrival pedestrian



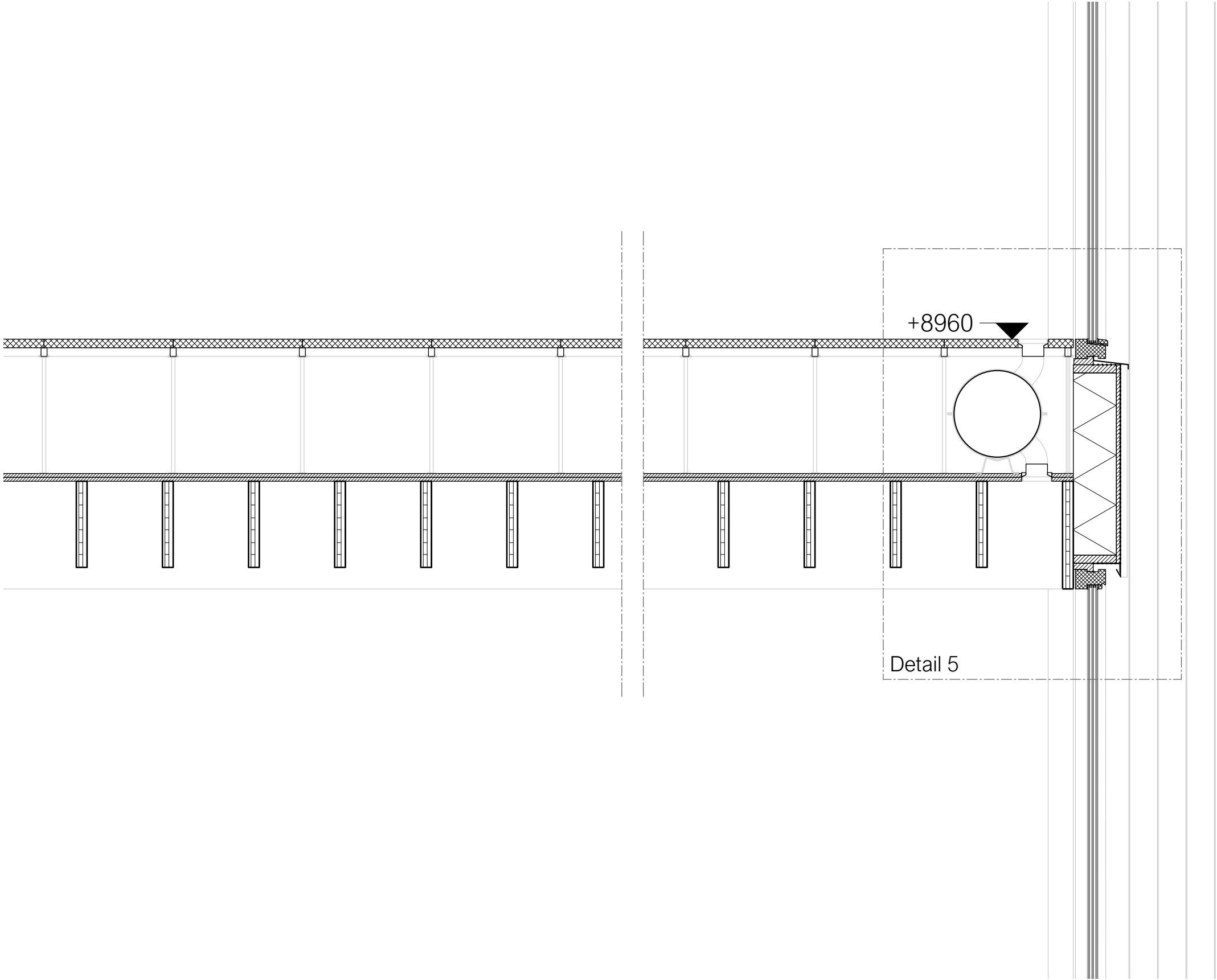
Scale: 1:200



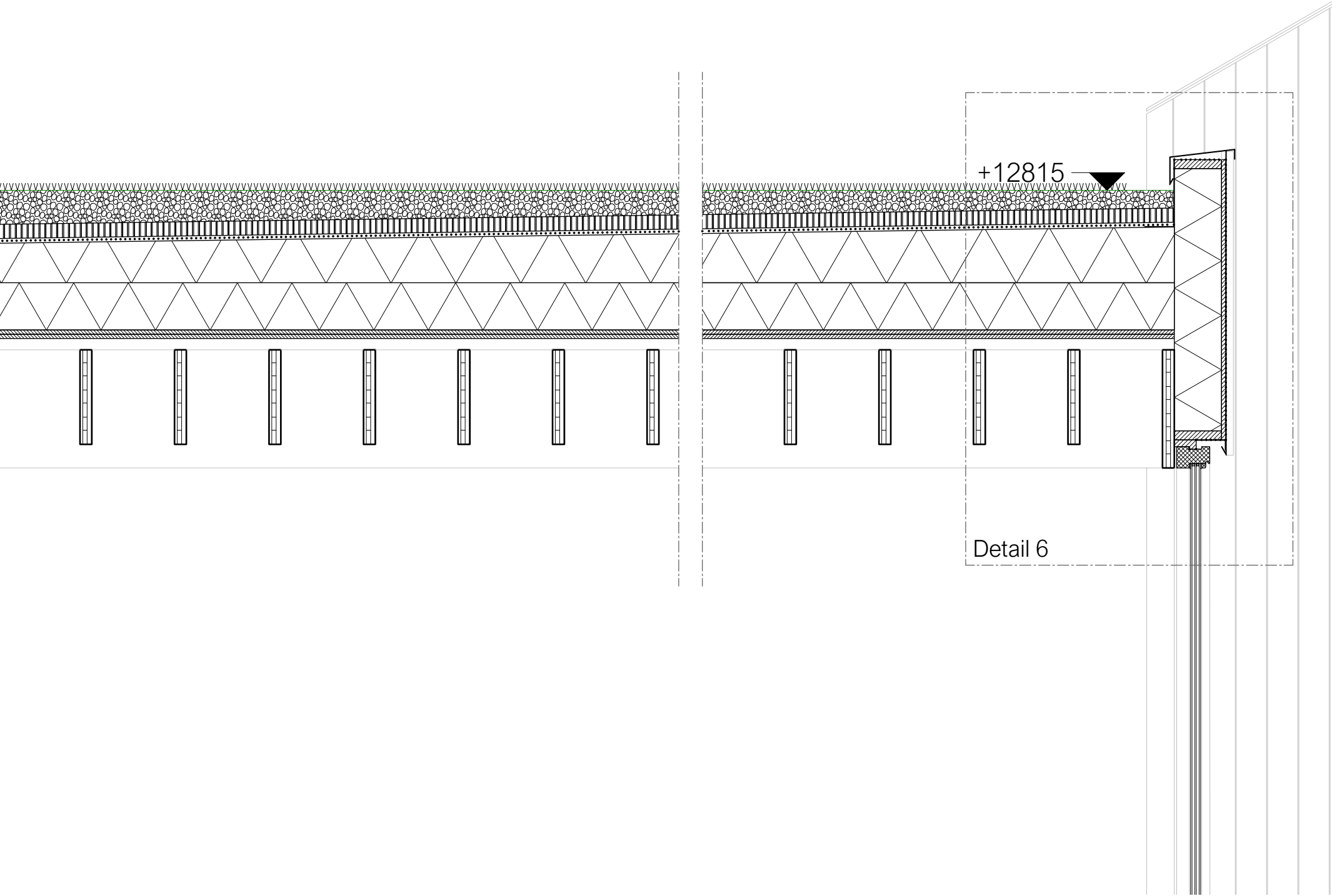
Section
A-A
Arrival pedestrian



Section
1st floor
Pedestrian arrival

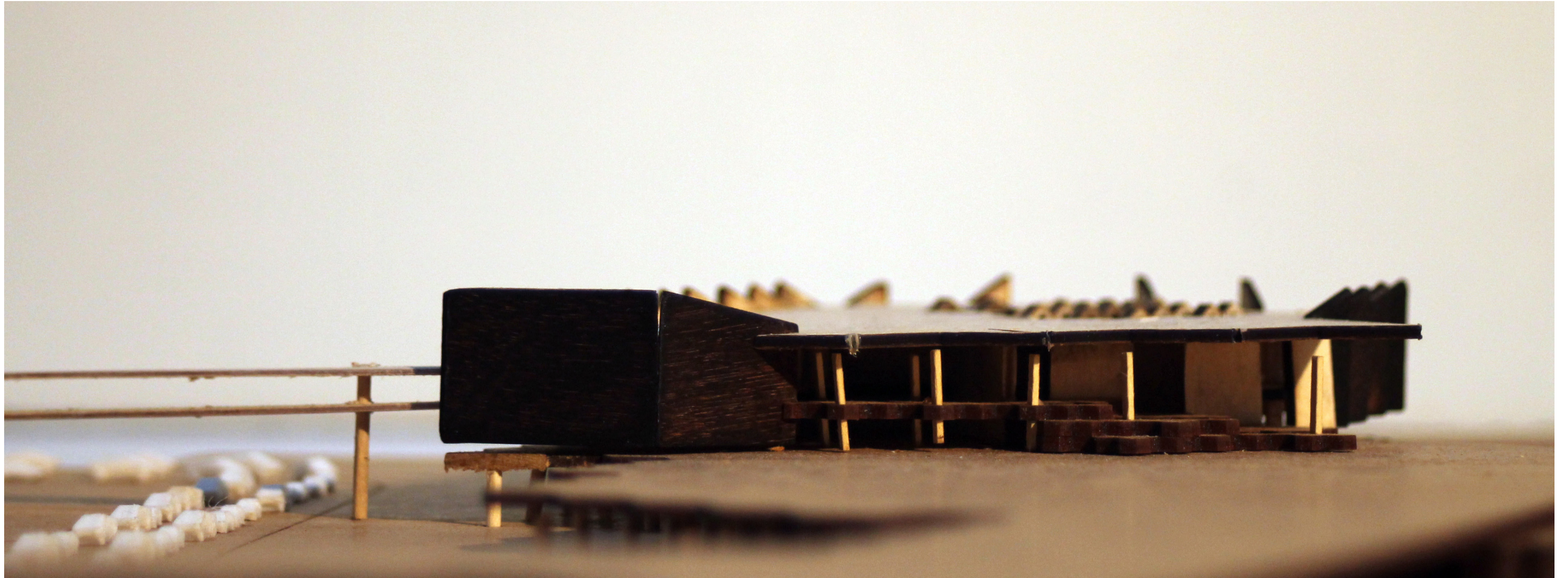


Section fragment - 1:20



Grand entrance

Departure pedestrian

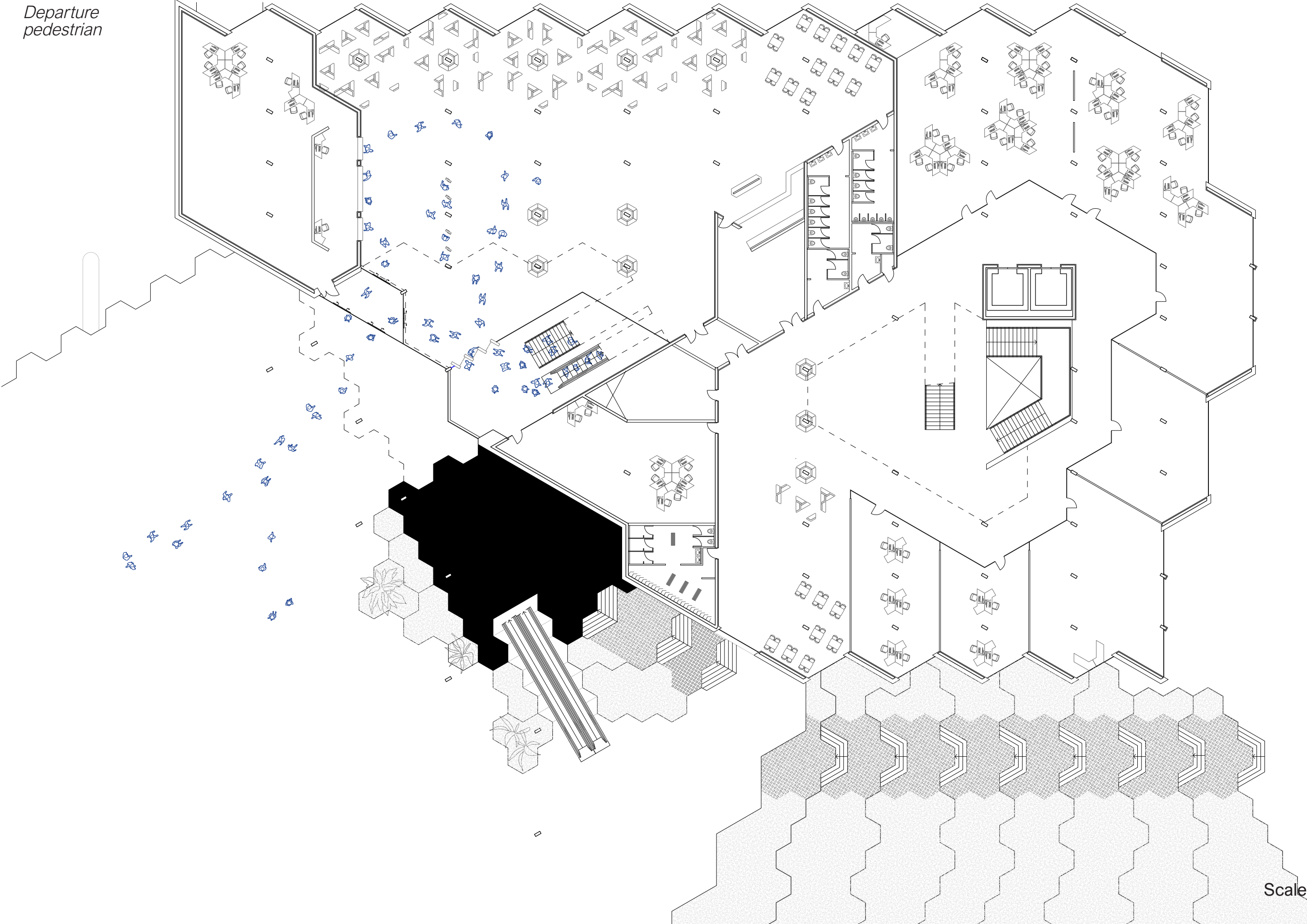


Impression

Pedestrian departure

Floorplan
1st floor

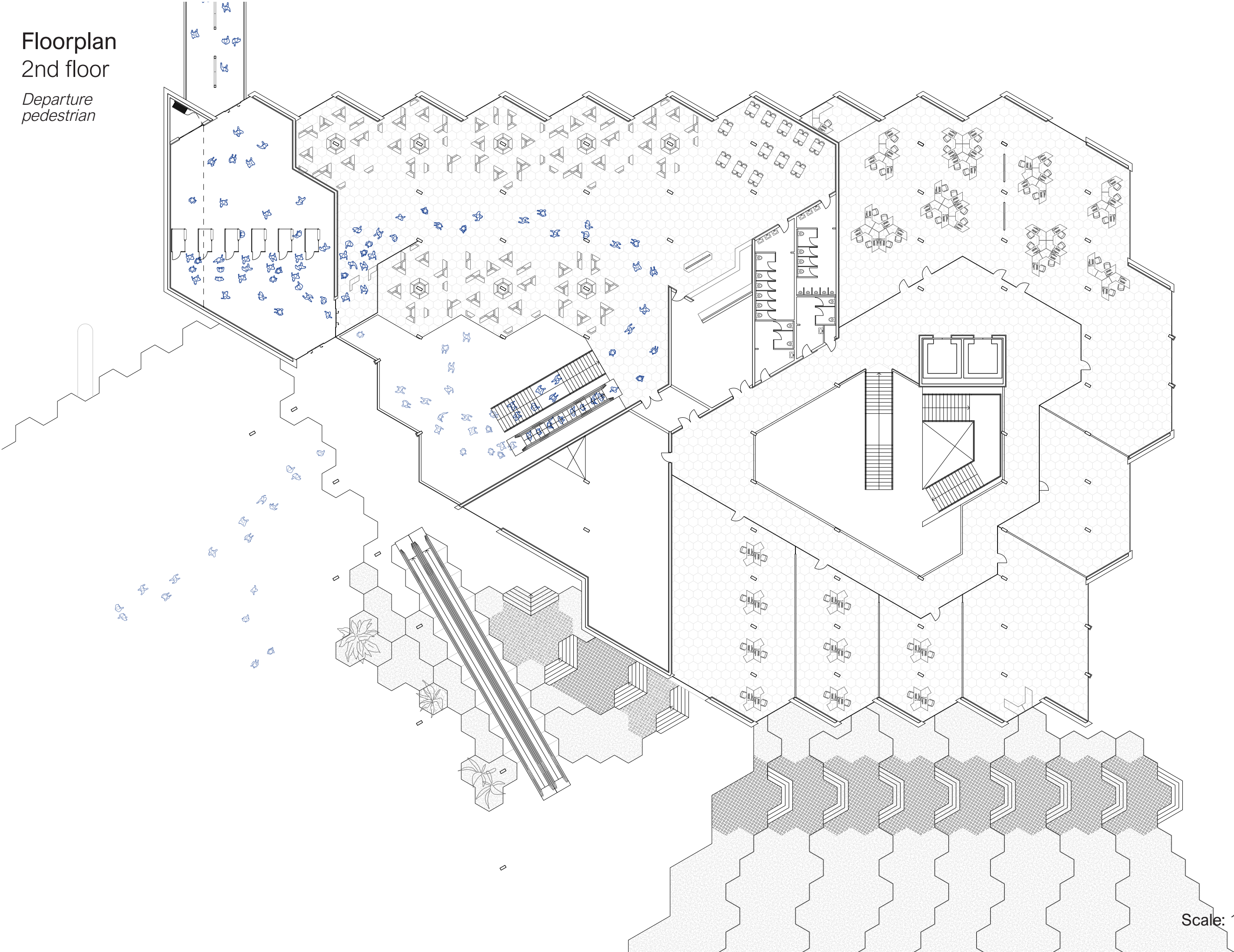
*Departure
pedestrian*



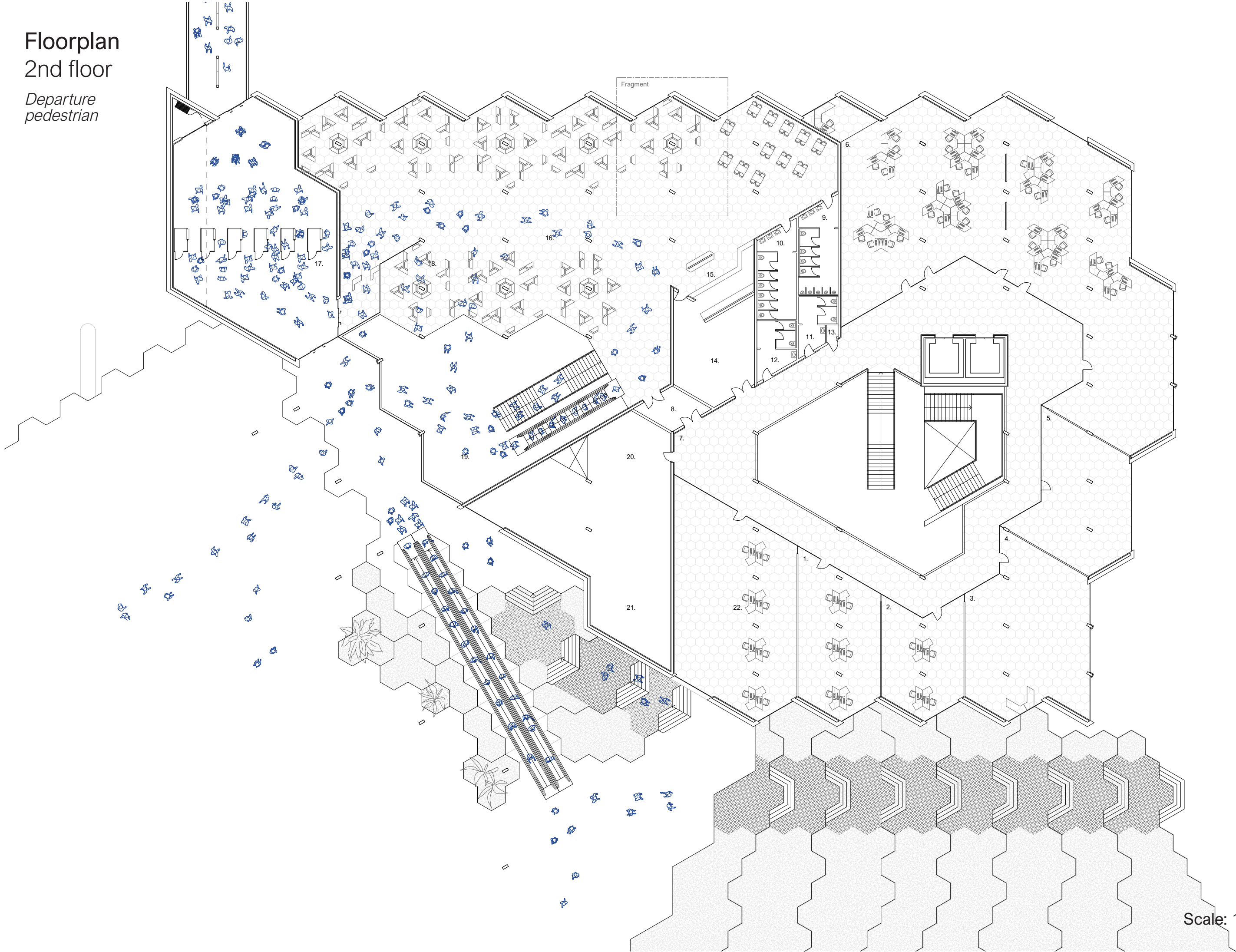
Scale: 1:200



Floorplan
2nd floor
*Departure
pedestrian*

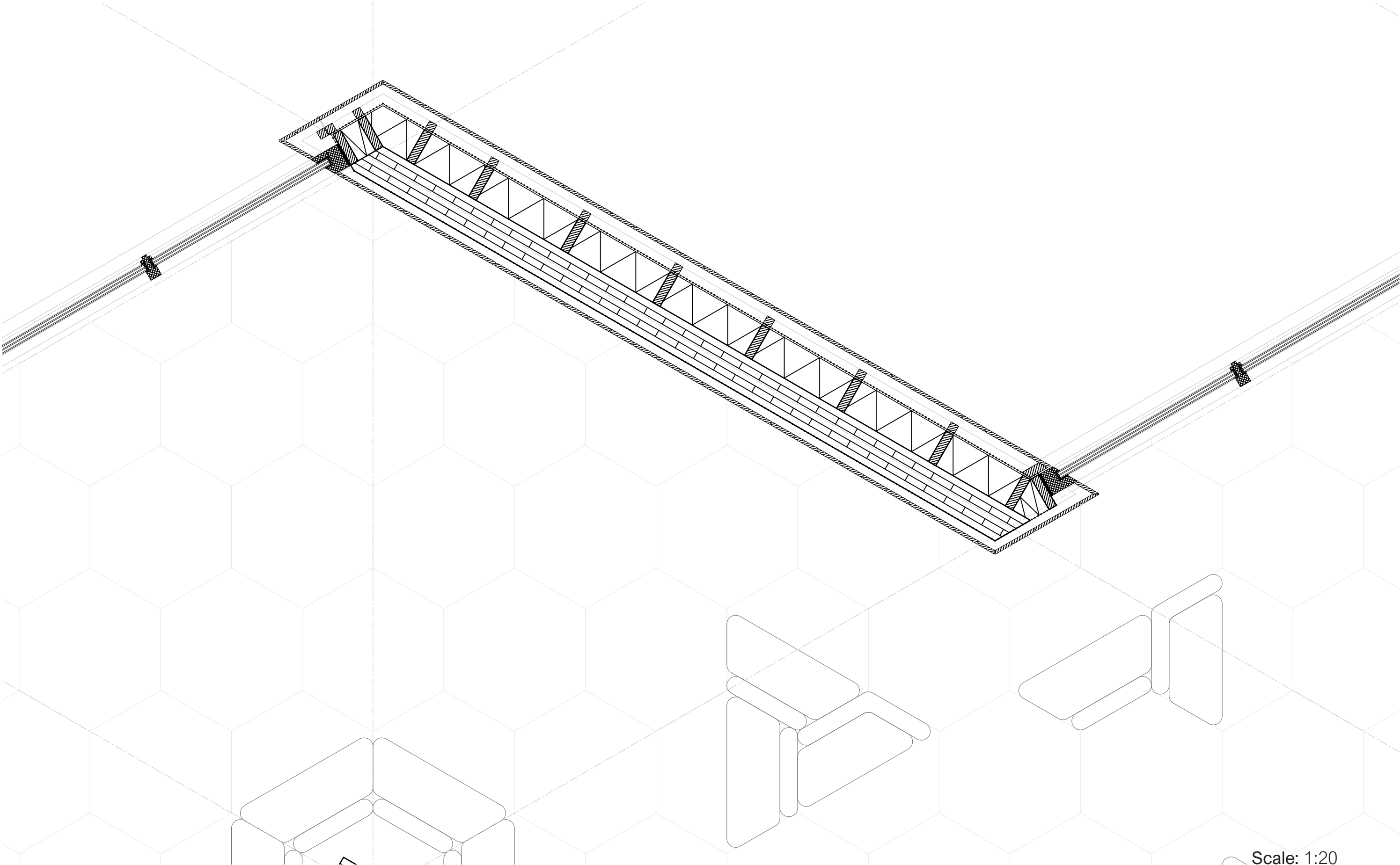


Floorplan
2nd floor
*Departure
pedestrian*



Floorplan
Fragment

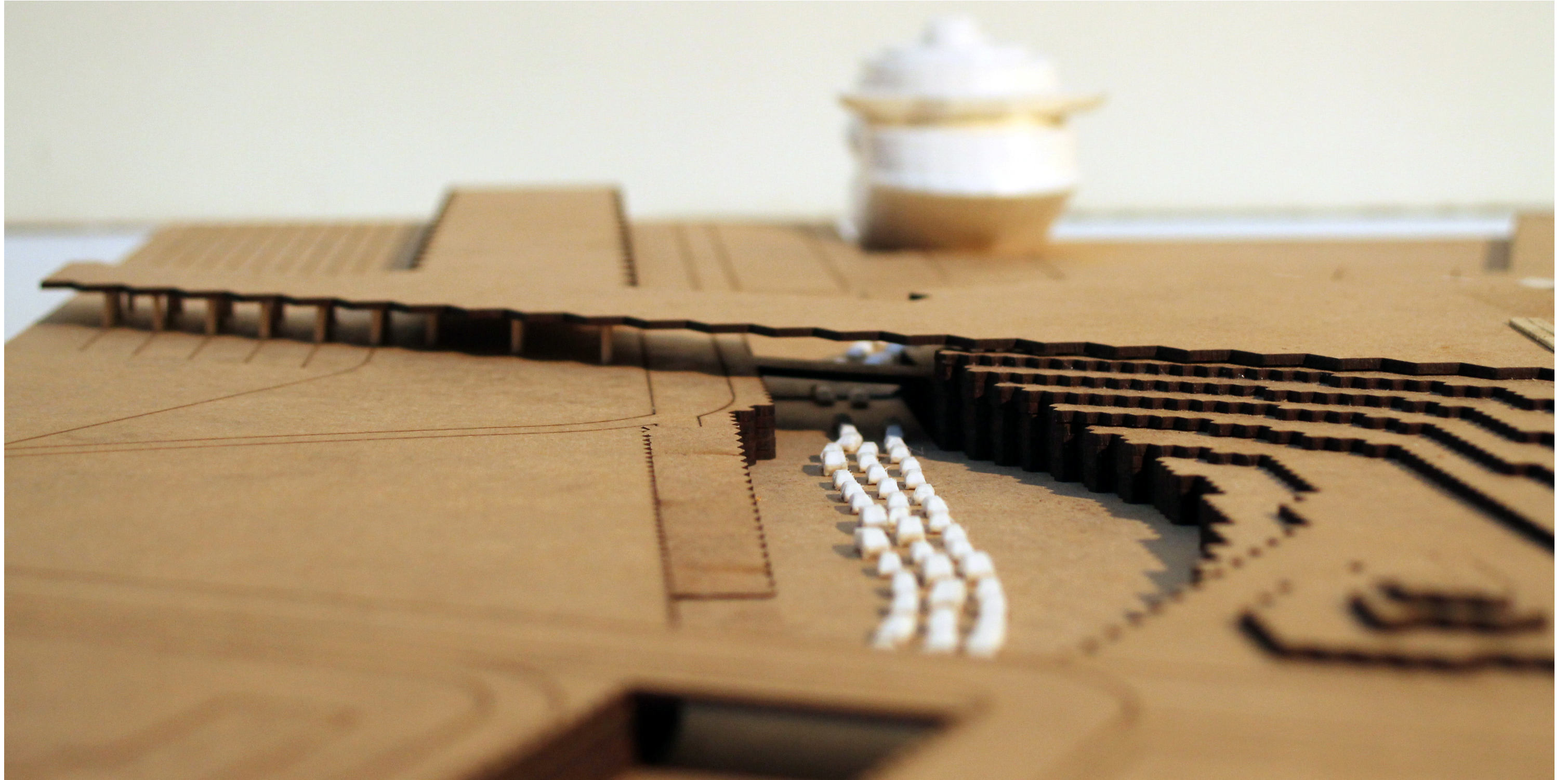
Pedestrian departure



Scale: 1:20

Grand entrance

Arrival by car

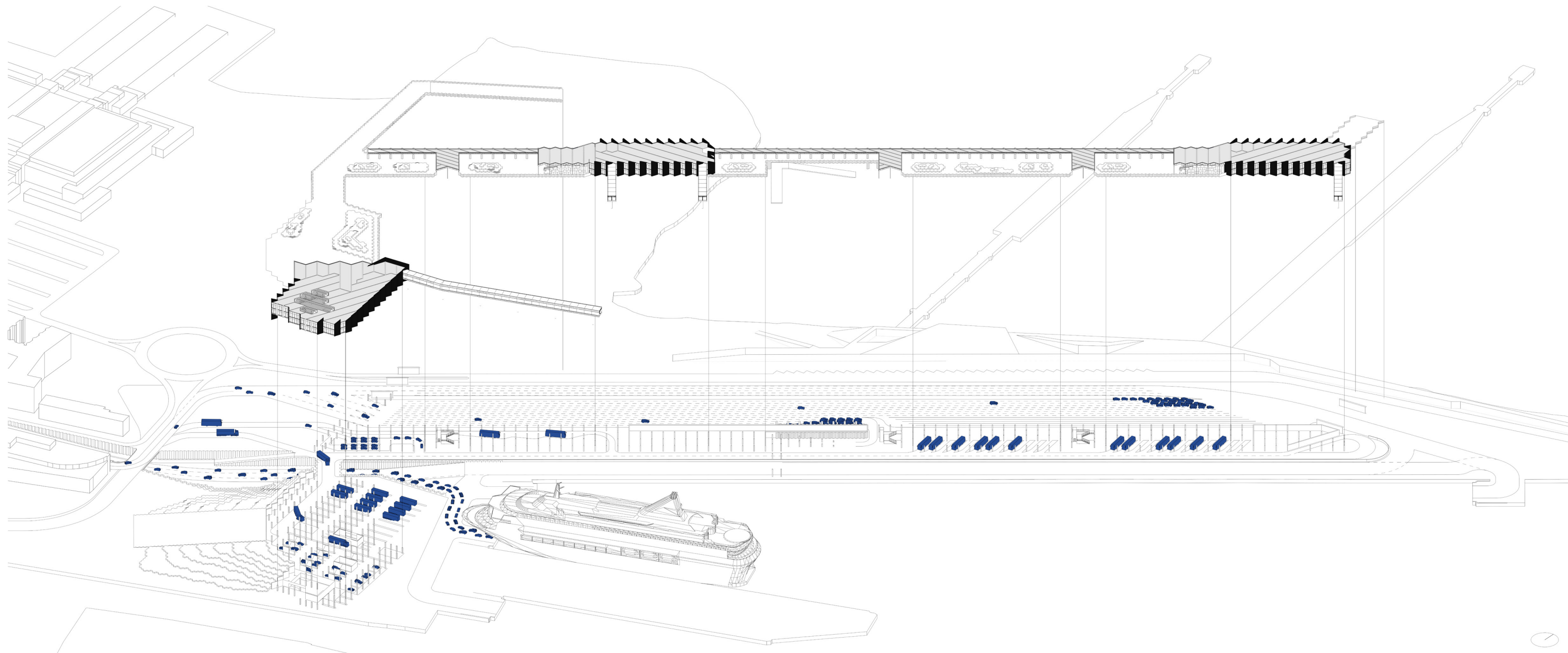


Impression

Arrival by car

AXO

Arrival by car

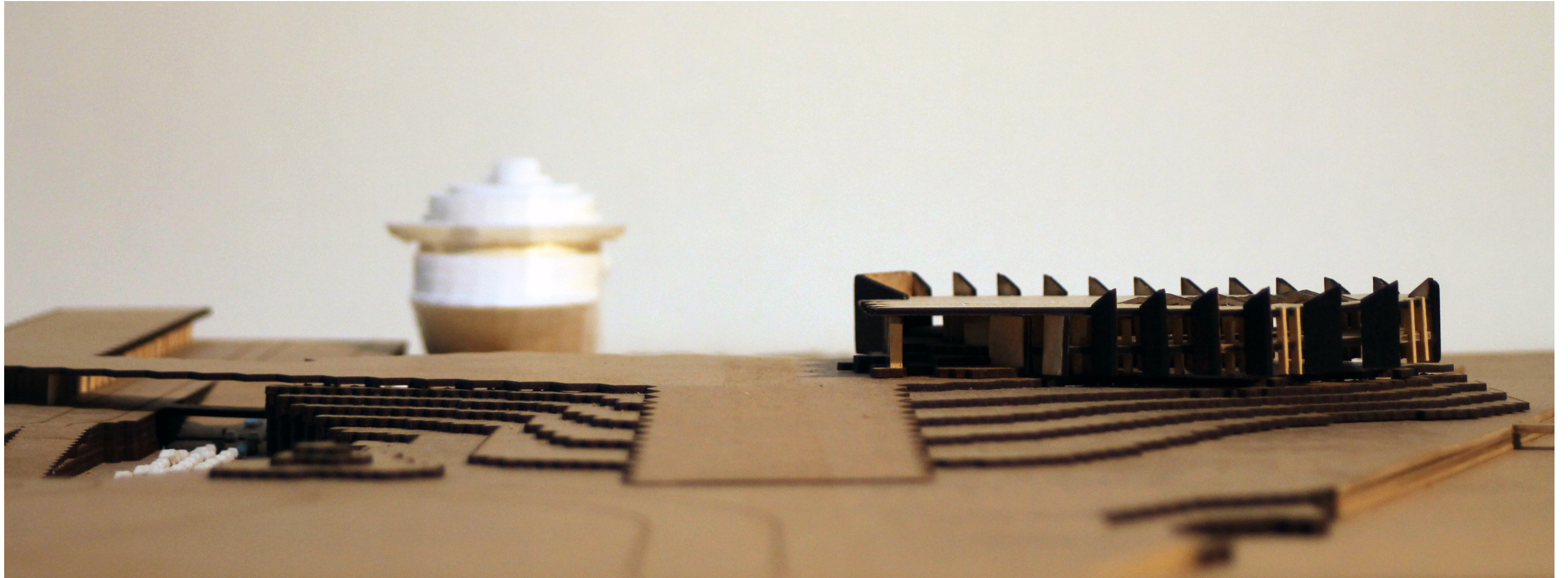


Moving elevation

Main straight

Arrival by car

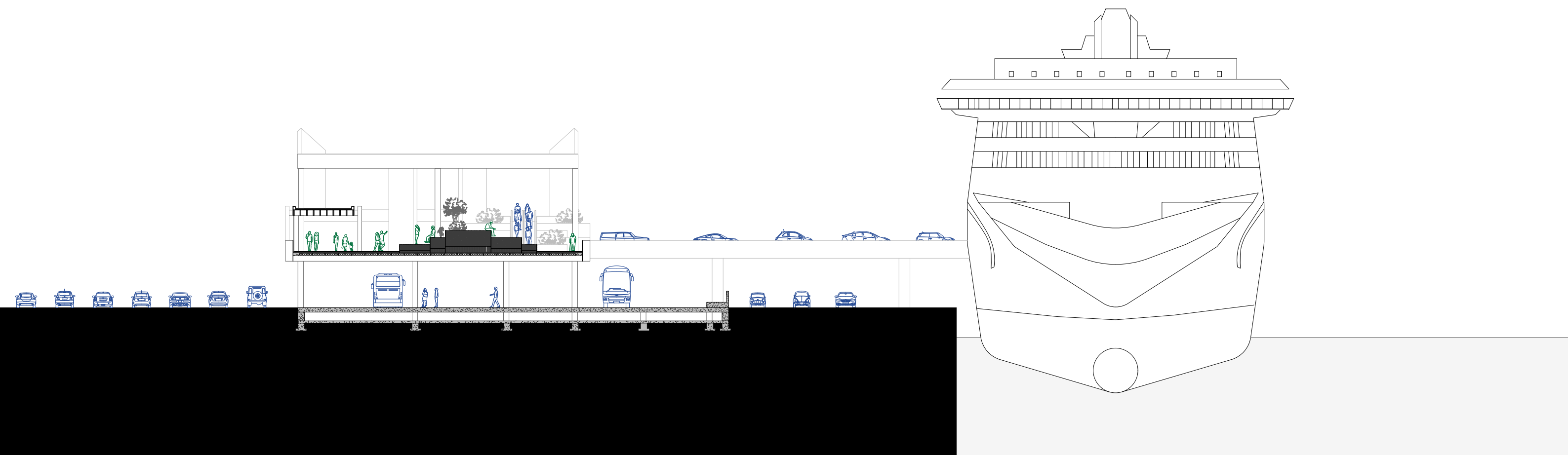
Walkable coast



Impression

Walkable coast

Section
Elevated walkway
Walkable coast



Reference

Sheet pile wall

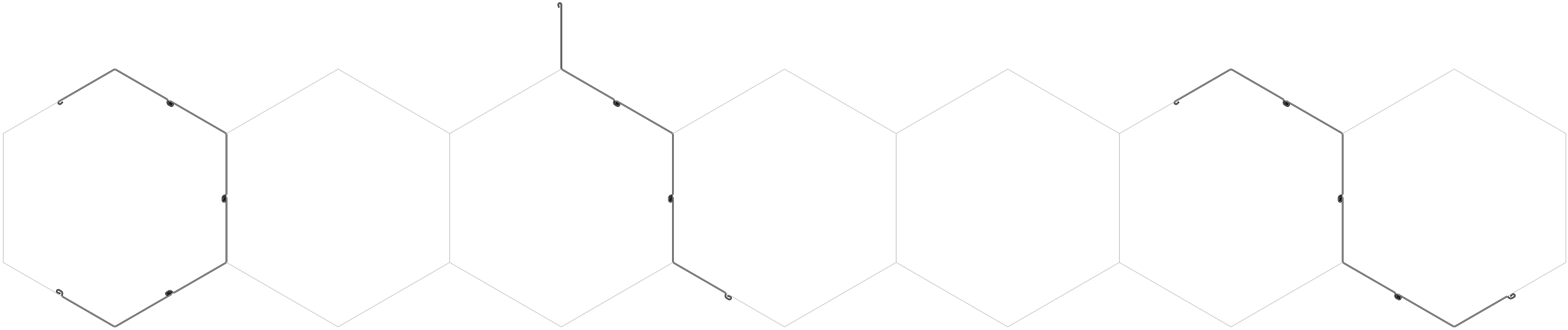
Archaeological Museum and Park Kalkriese / by Gigon Guyer Partner Architekten



Custom sheet pile profile

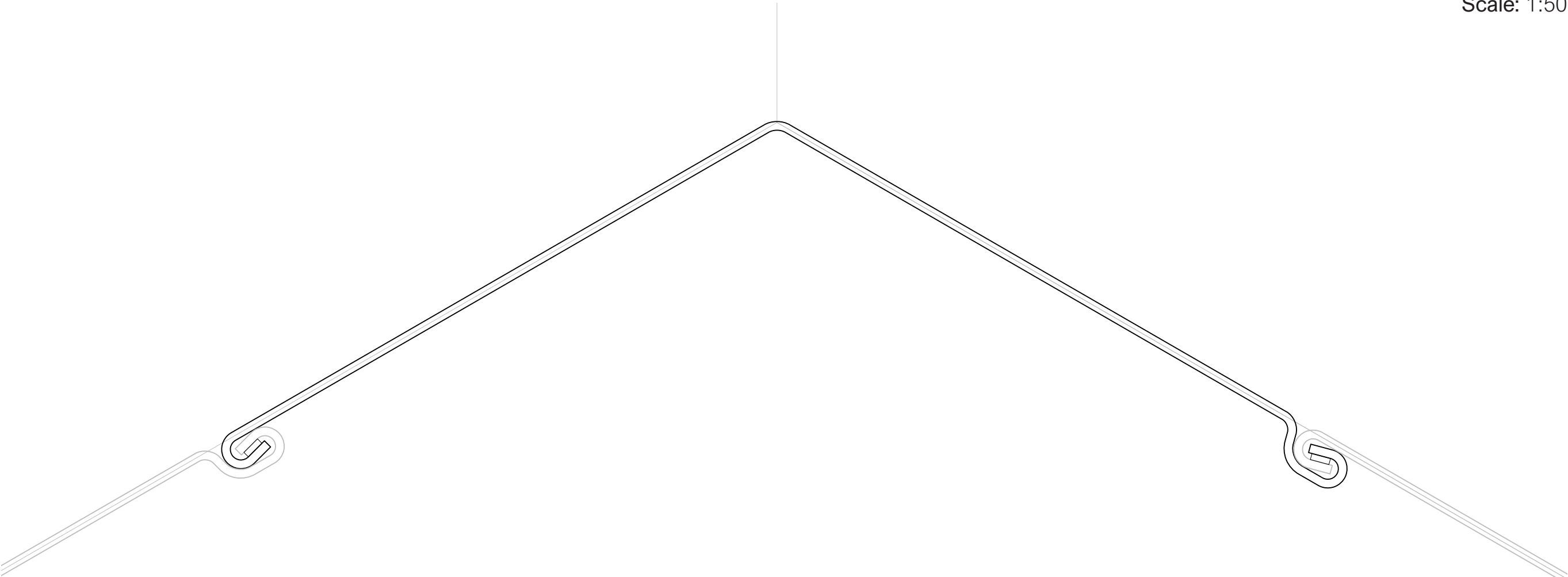
Structure

Walkable coast



Scale: 1:50

Detail



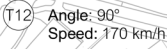
Scale: 1:5

F1 track

Impression

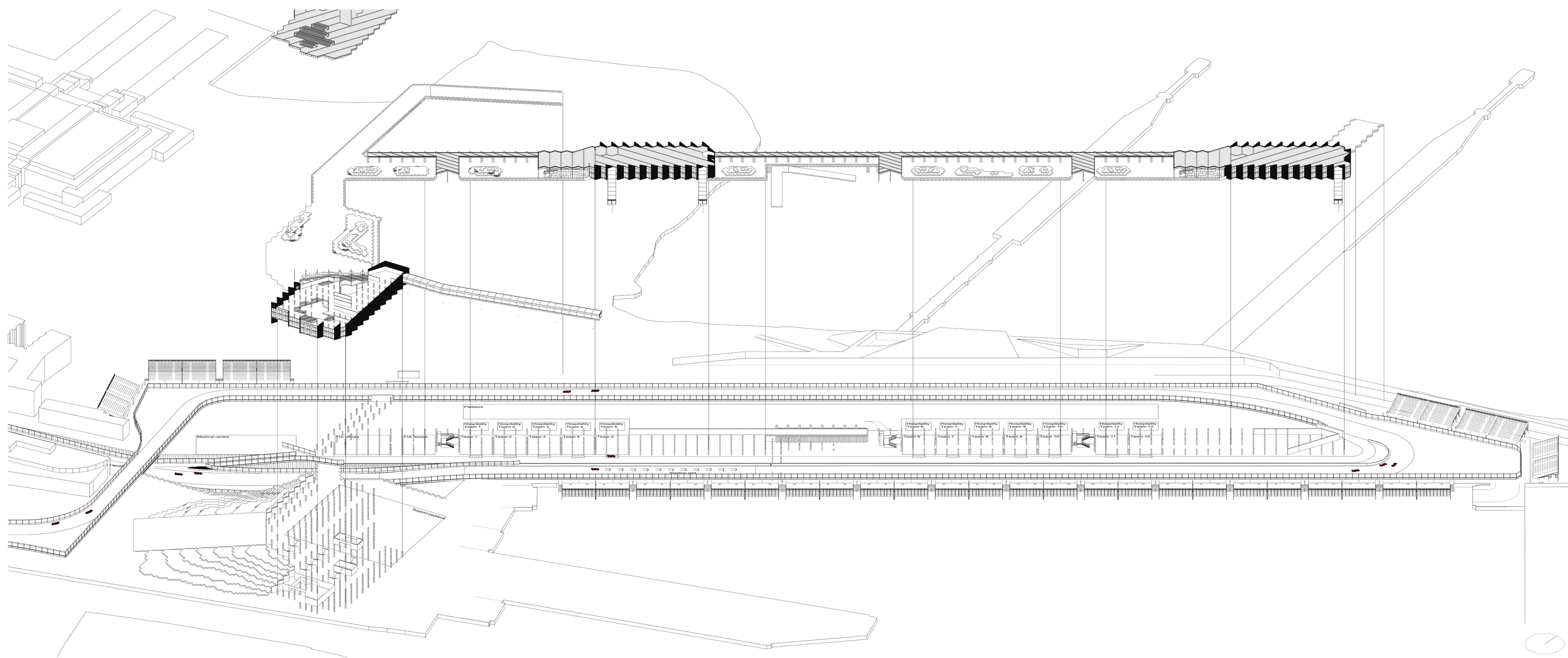
F1 Track

F1 Track

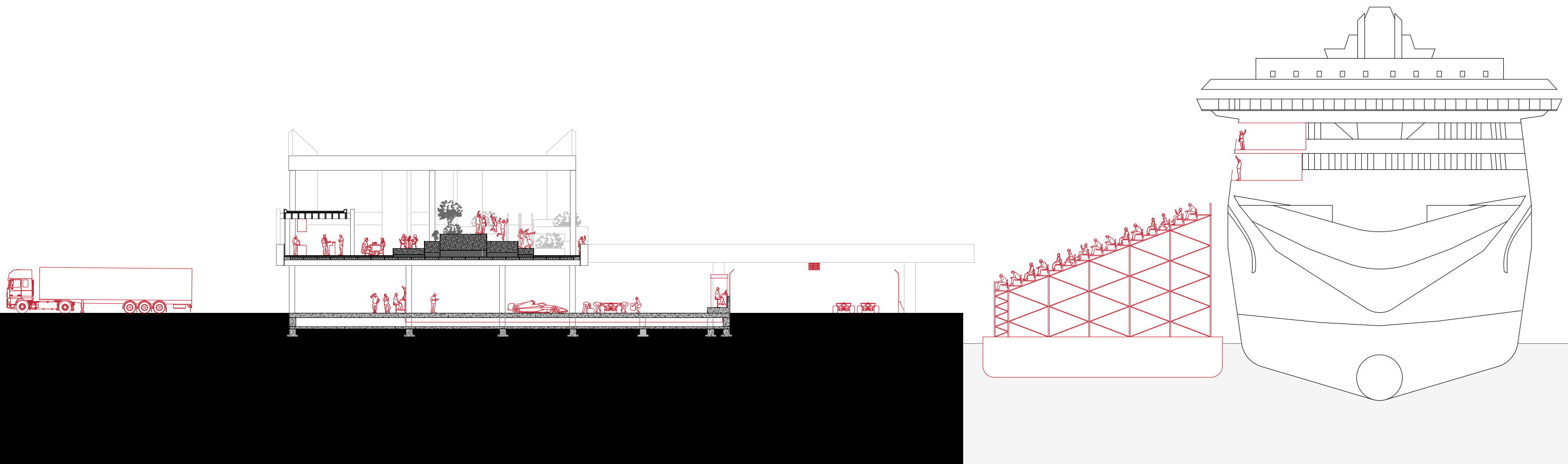


AXO

F1 track



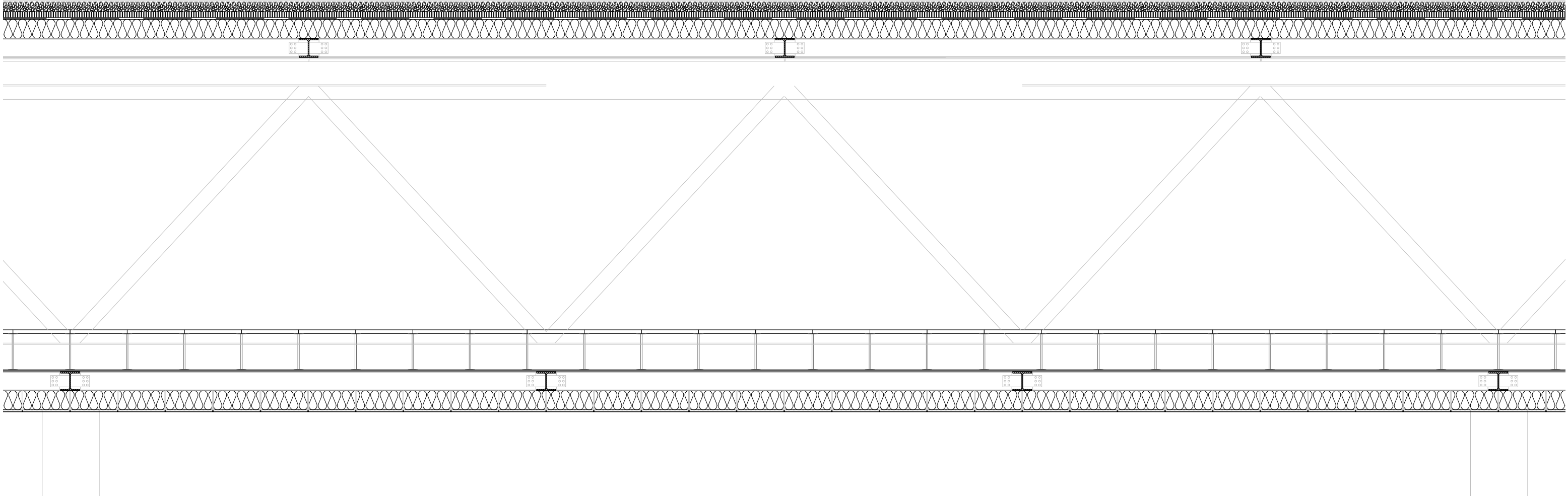
Section
Elevated walkway
F1 track



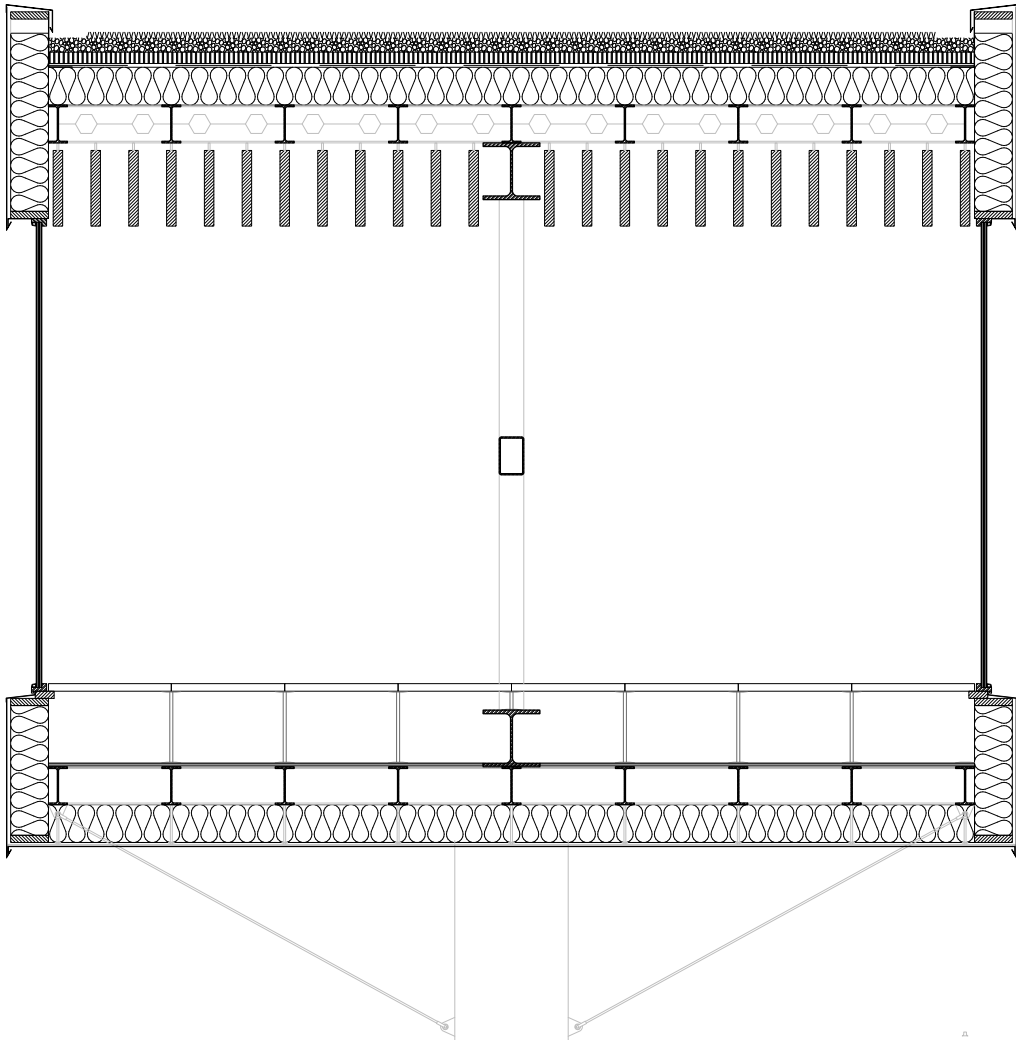
Scale: 1:100

Thank you!

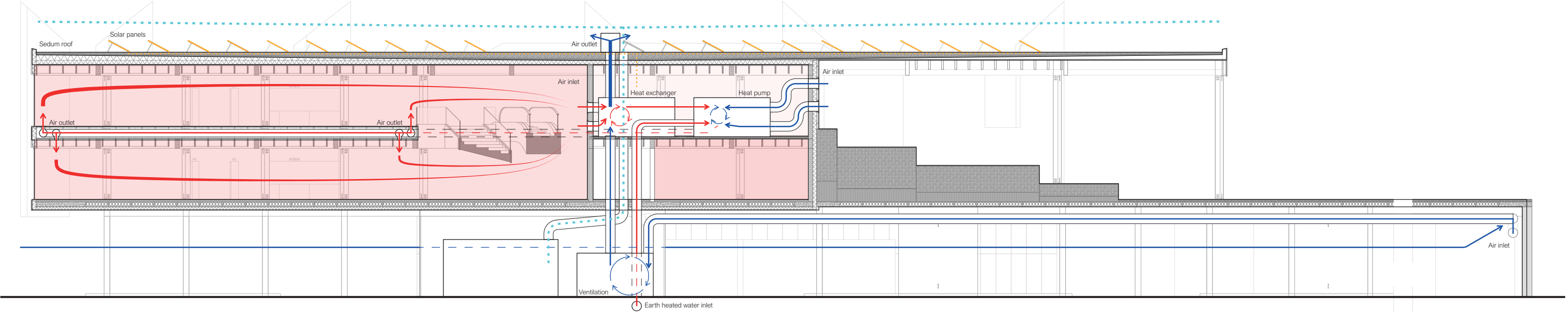
Gate
longitudinal section



Gate
Transversal section



Climate schedule
Section AA



Climate schedule
Section BB

