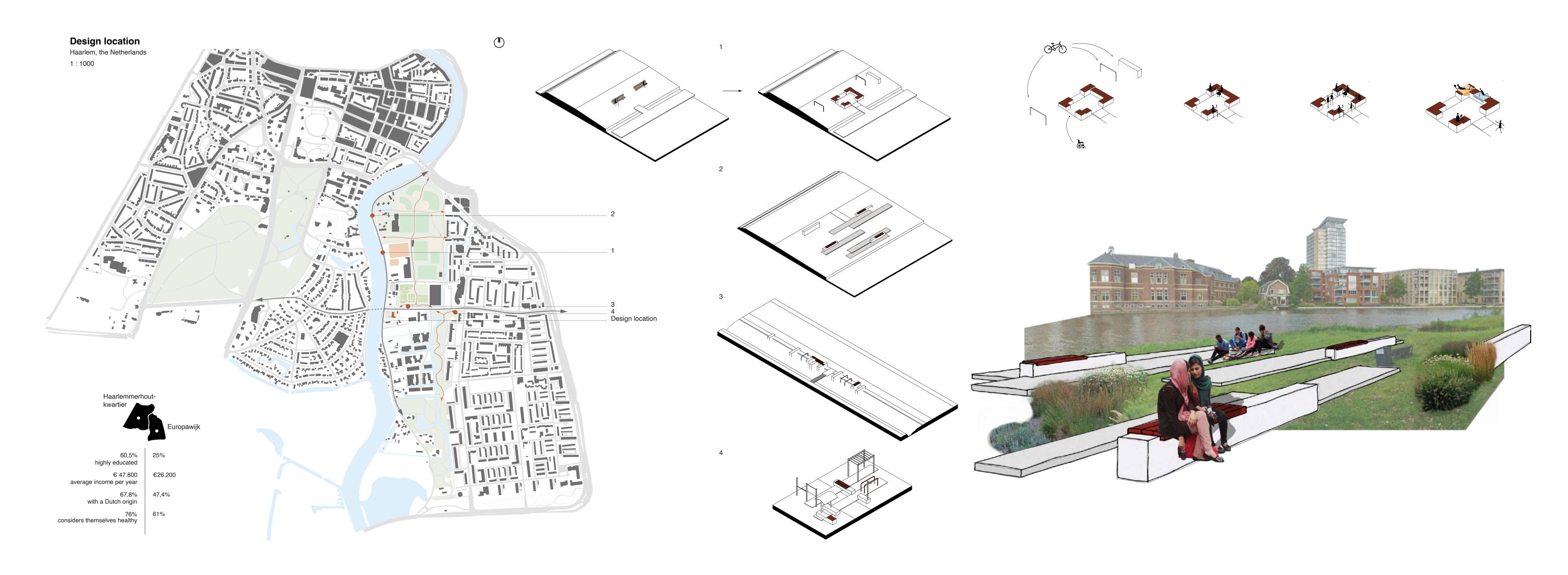
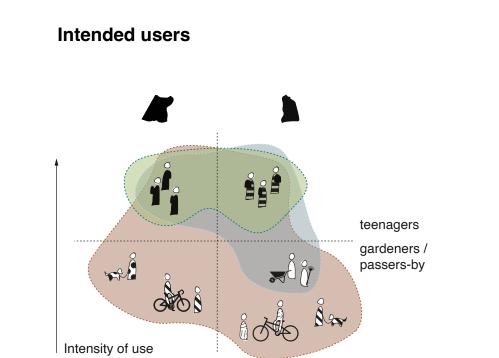
No Man's Land

Exploring common ground between two neighbourhoods



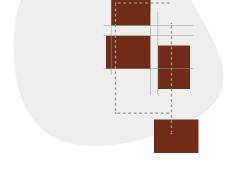




Chaotic interplay of different program



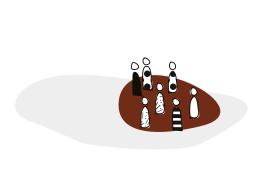
Flexible chaos / Rhythm and organisation



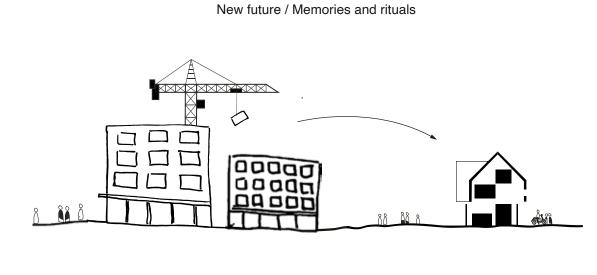
Smart organisation



Chaotic interplay of different program



Smart organisation

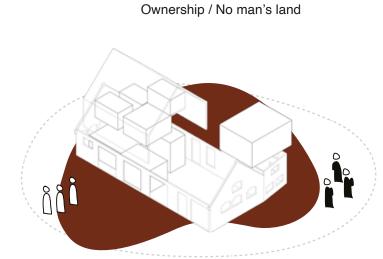


Re-use of materials

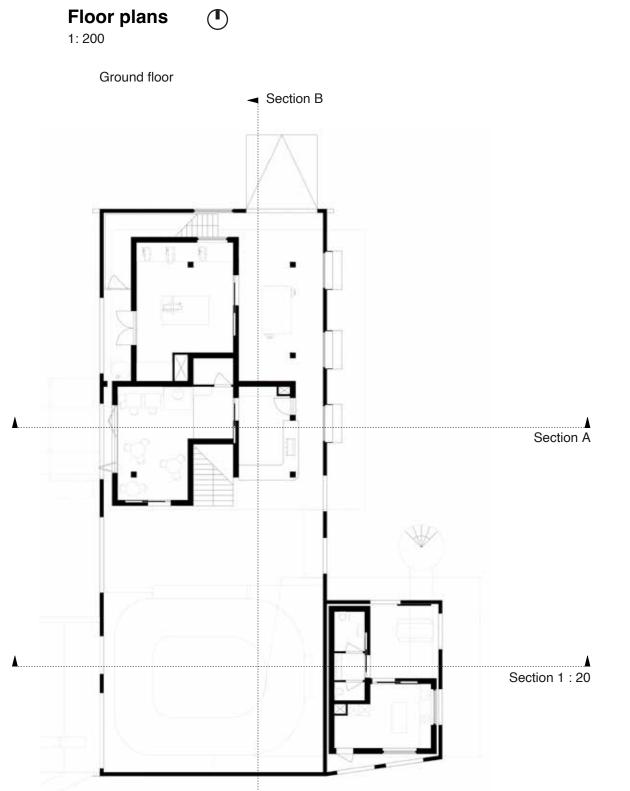
Third floor

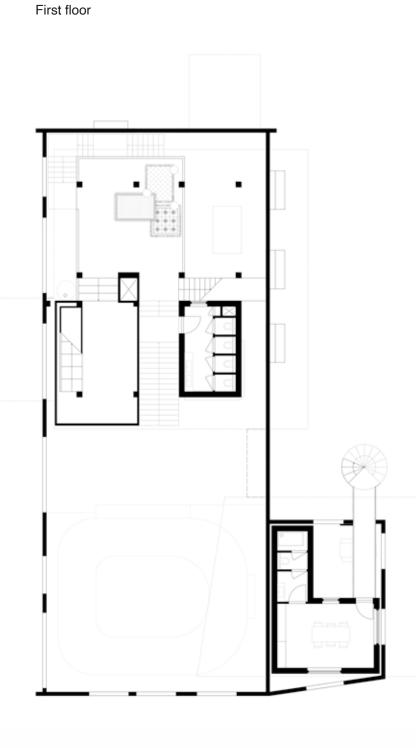
Demolitions in neighbourhood

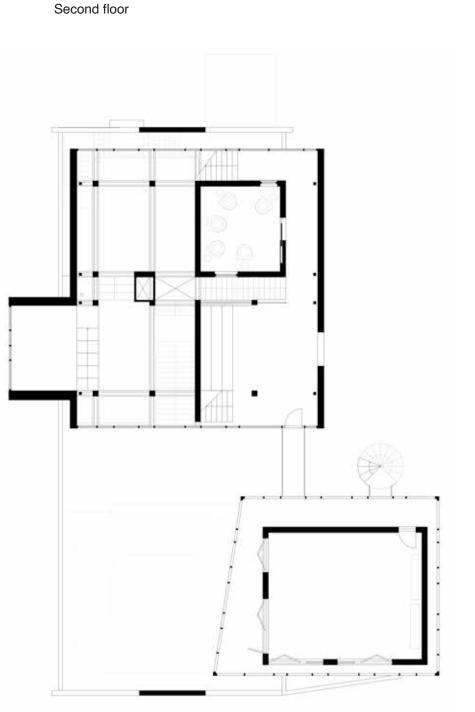
Second floor +

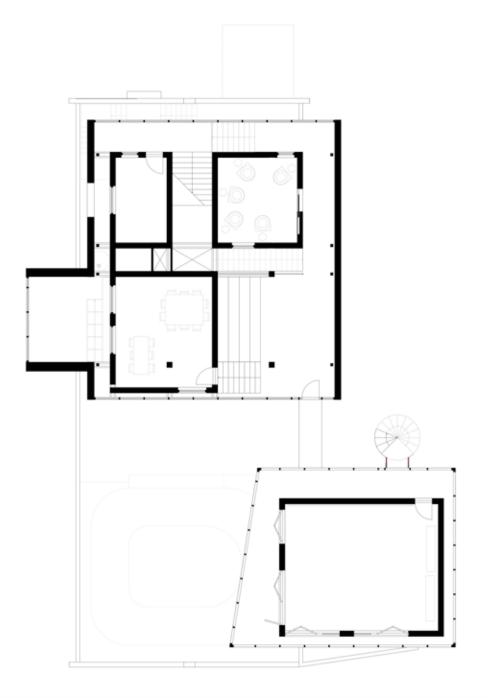


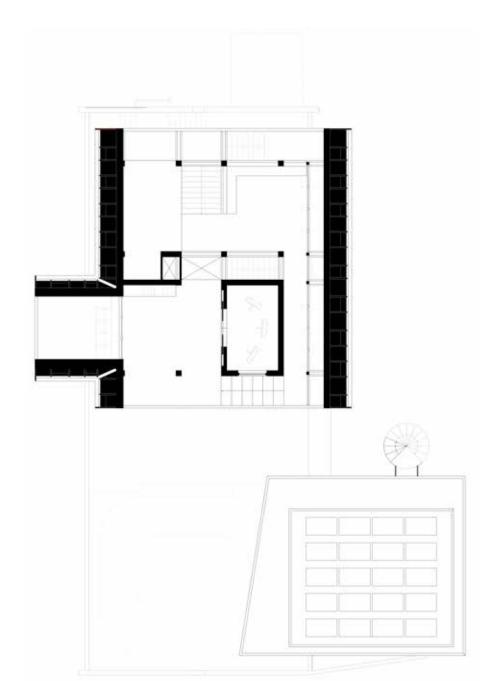
Finding common ground

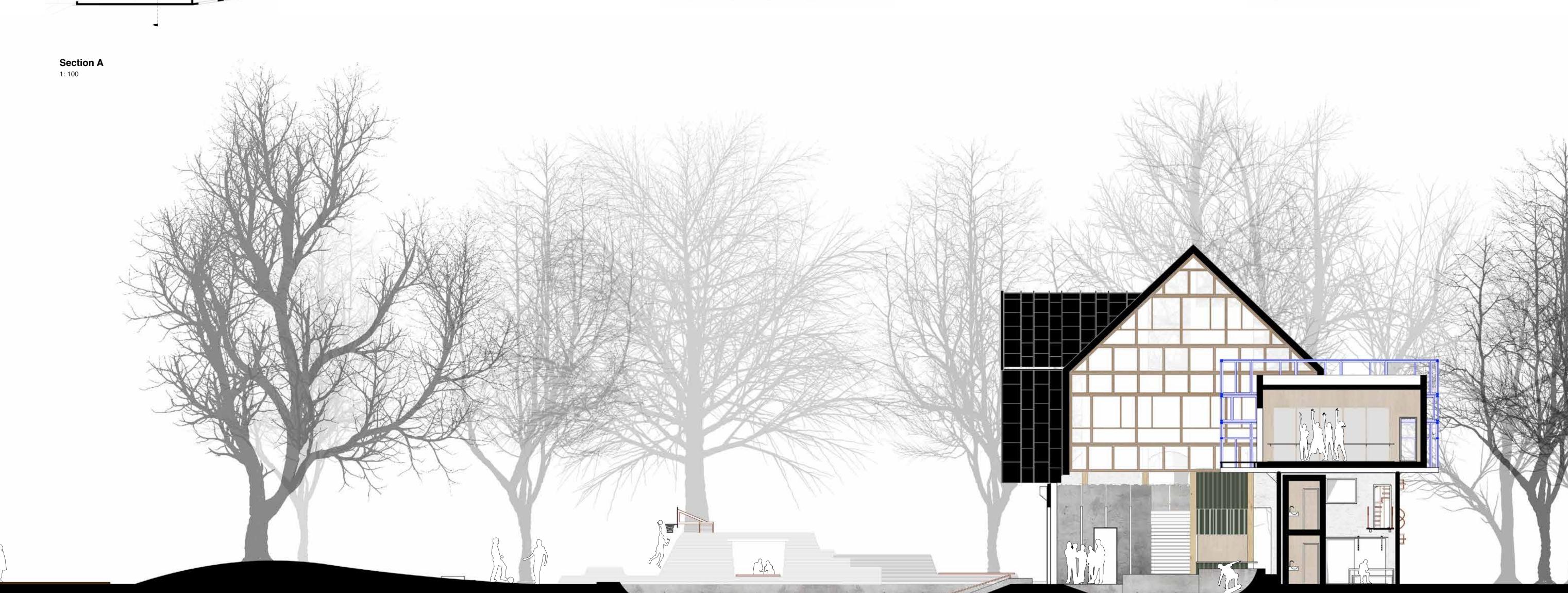


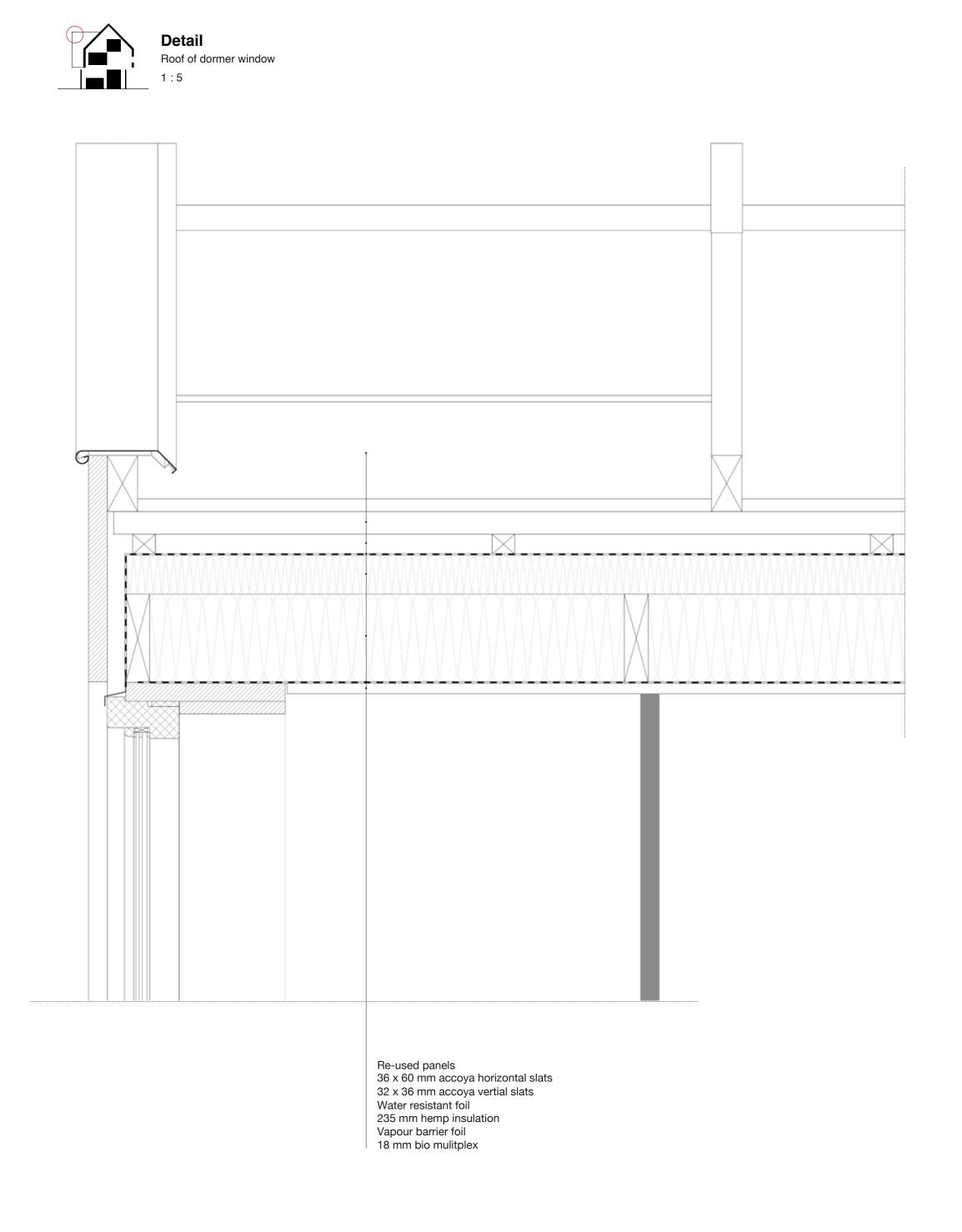


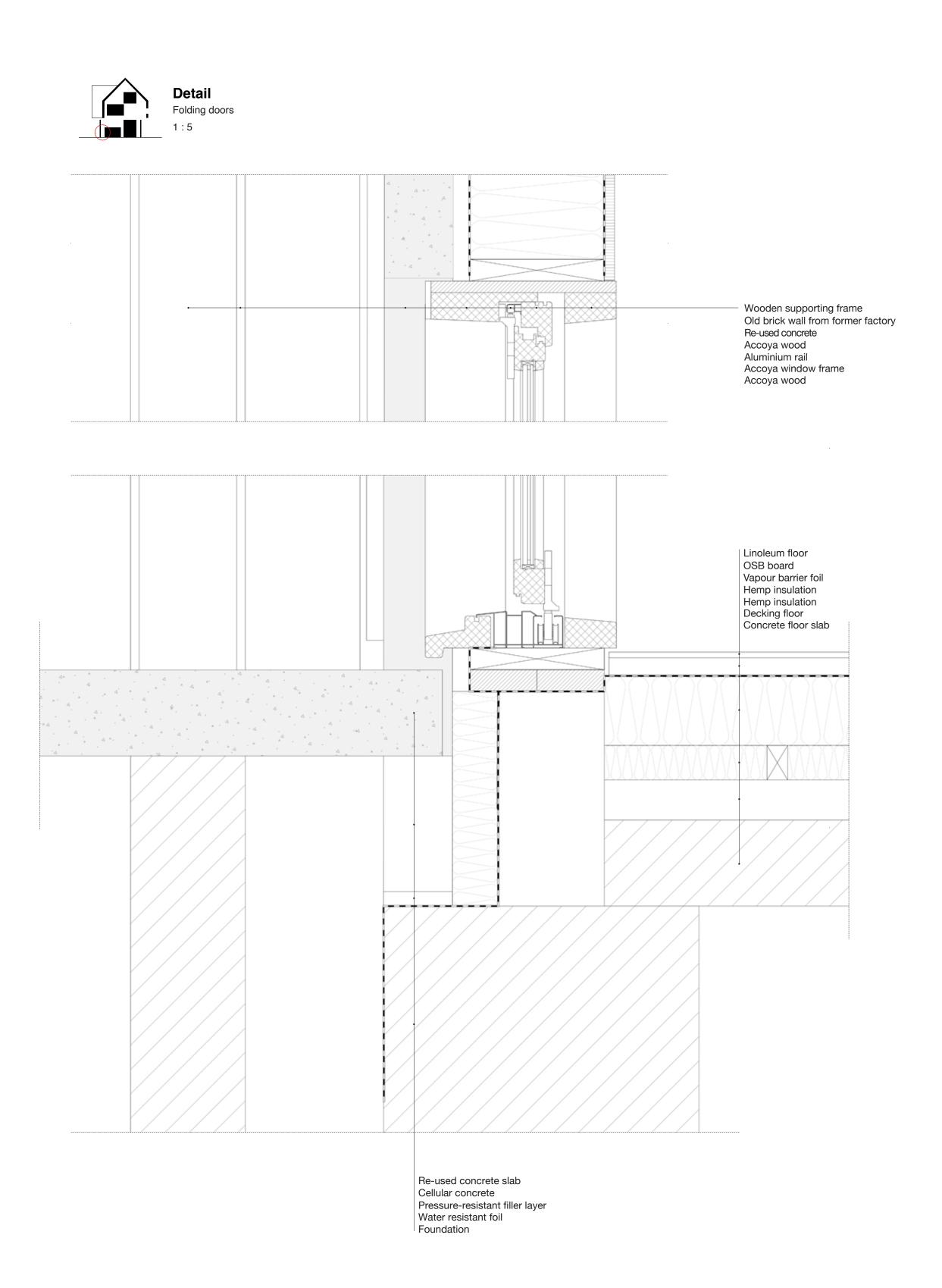


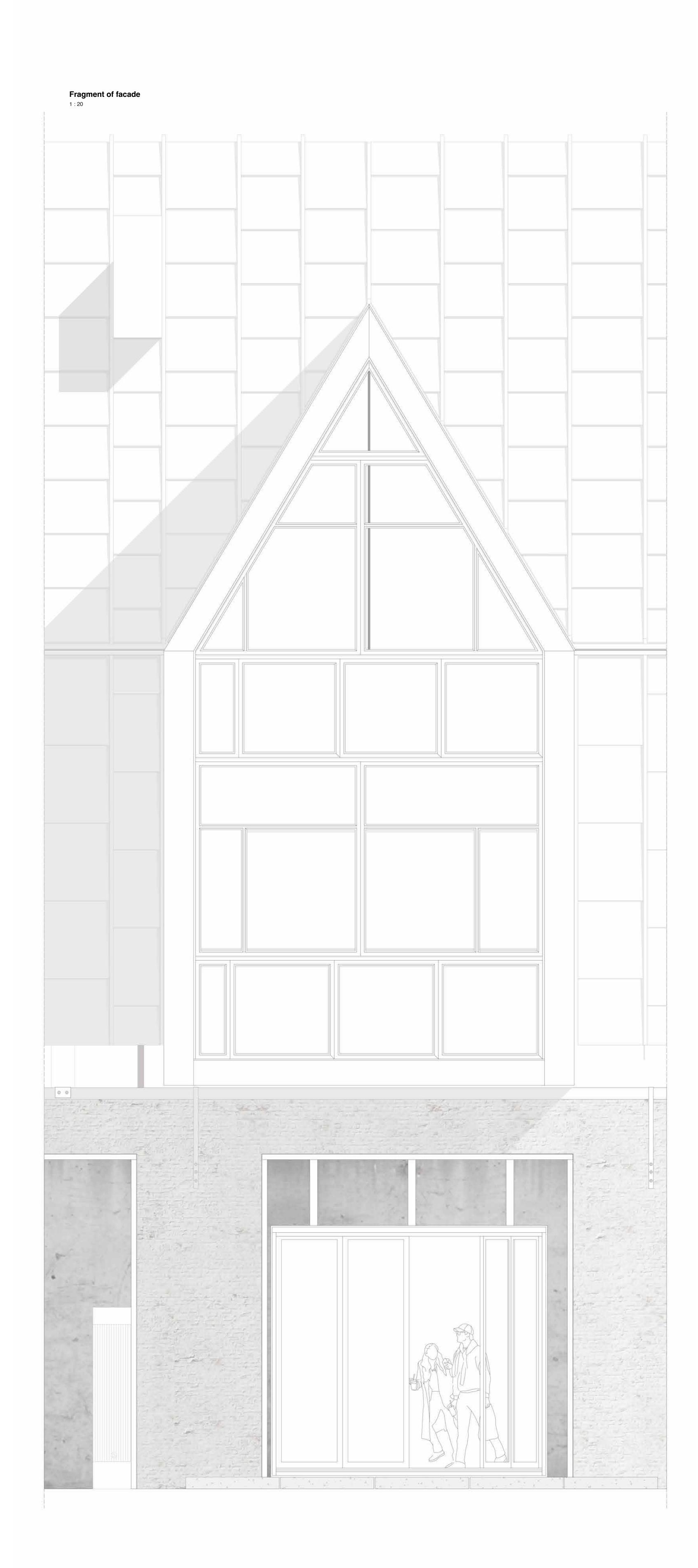


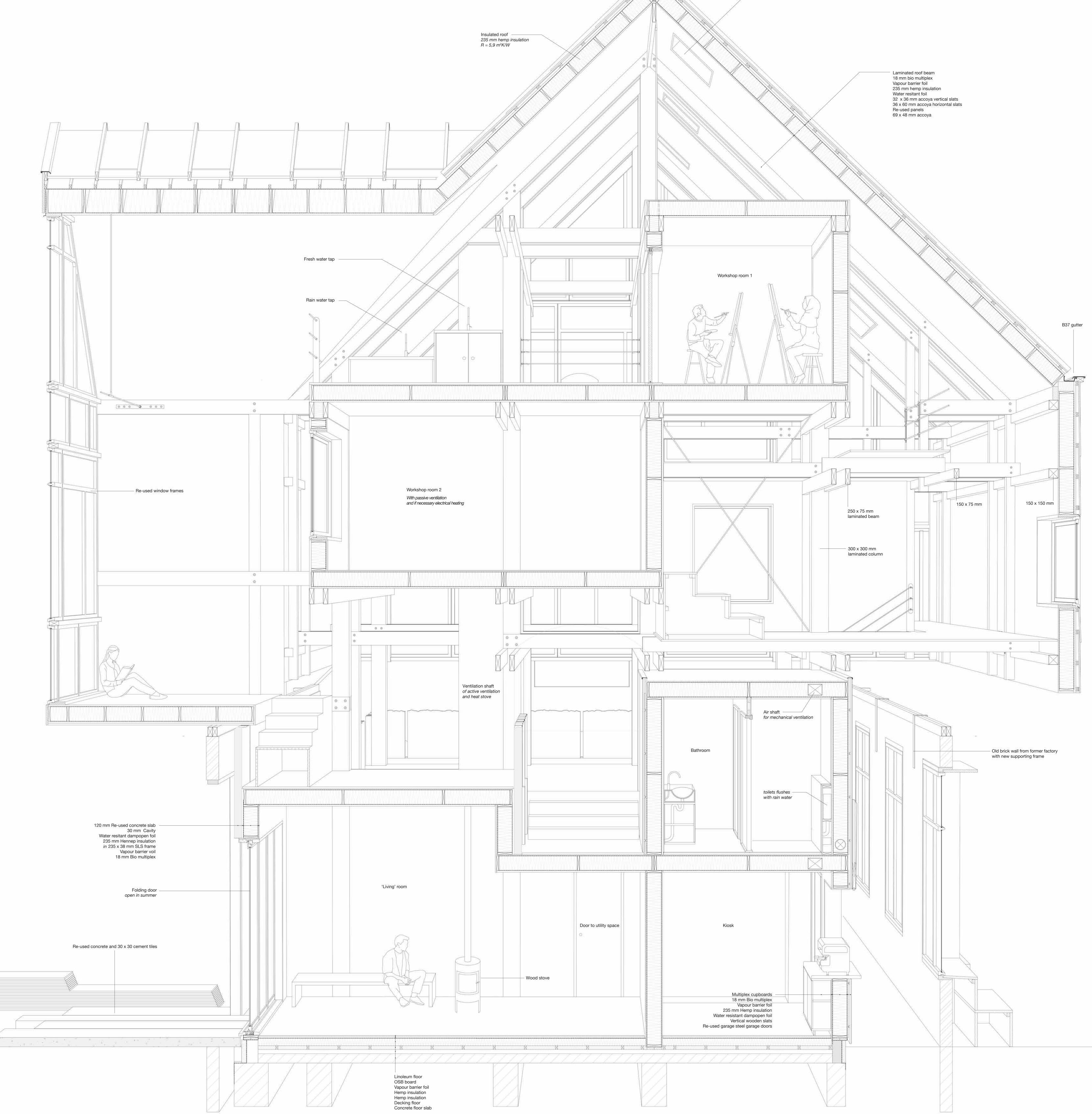


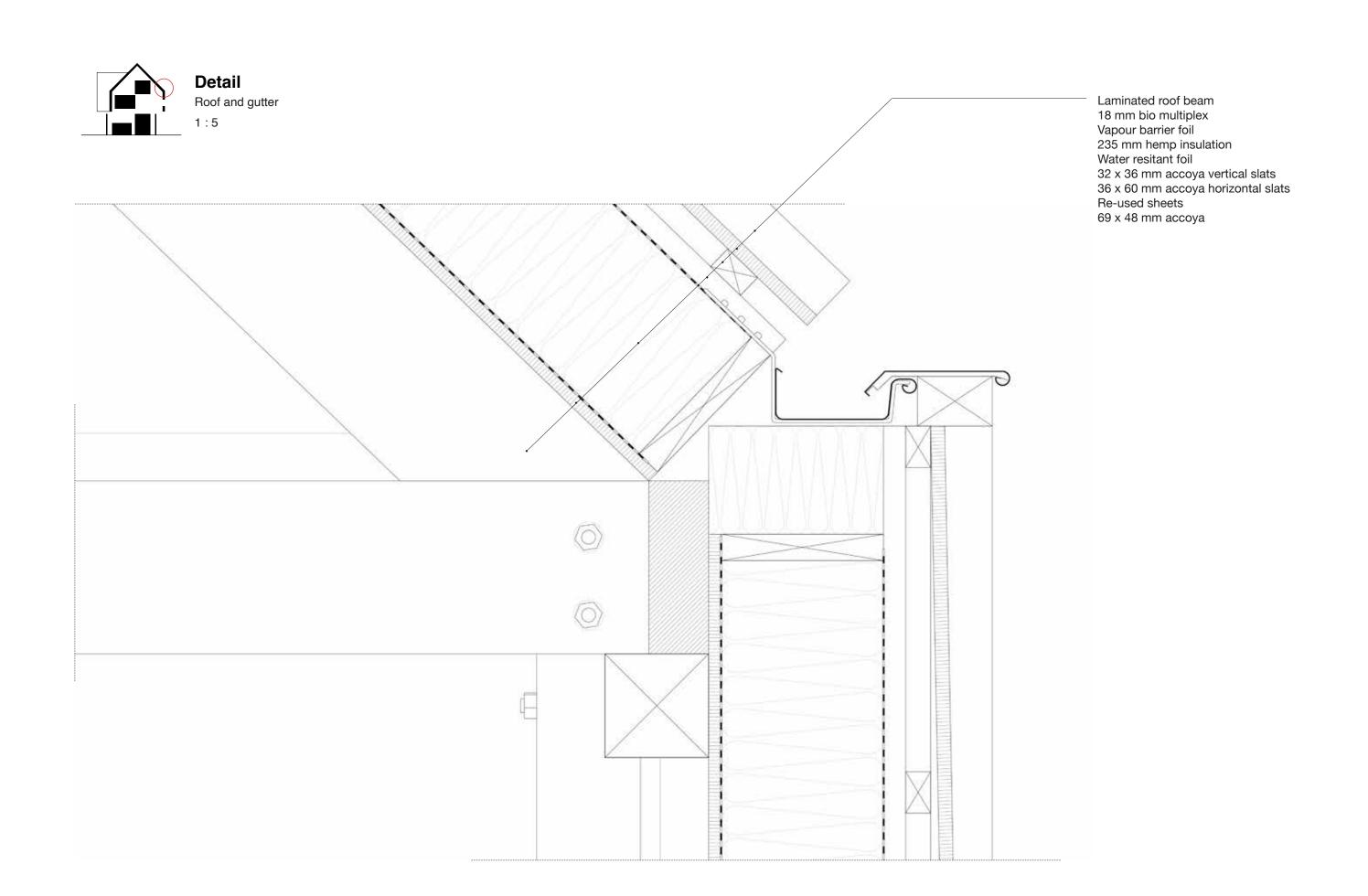






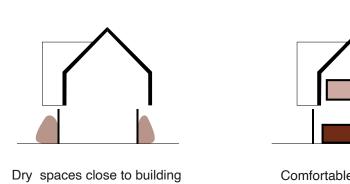




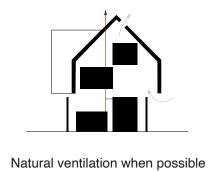




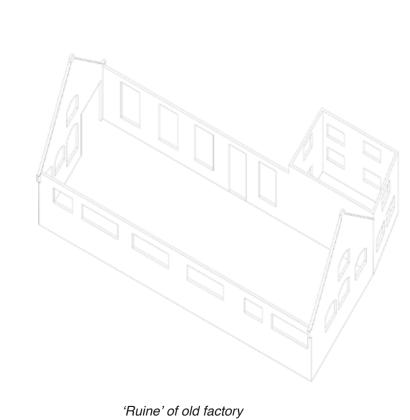


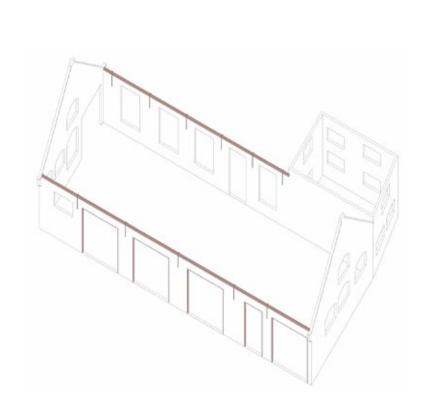




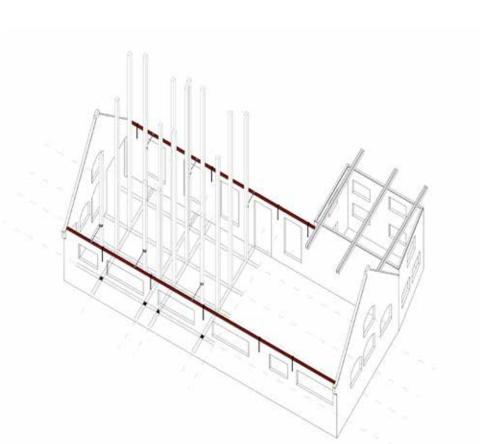


Construction
Connection between old and new





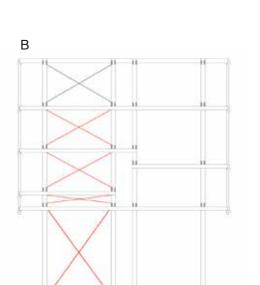
Manipulations to old factory

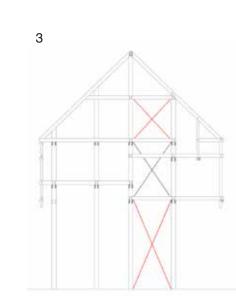


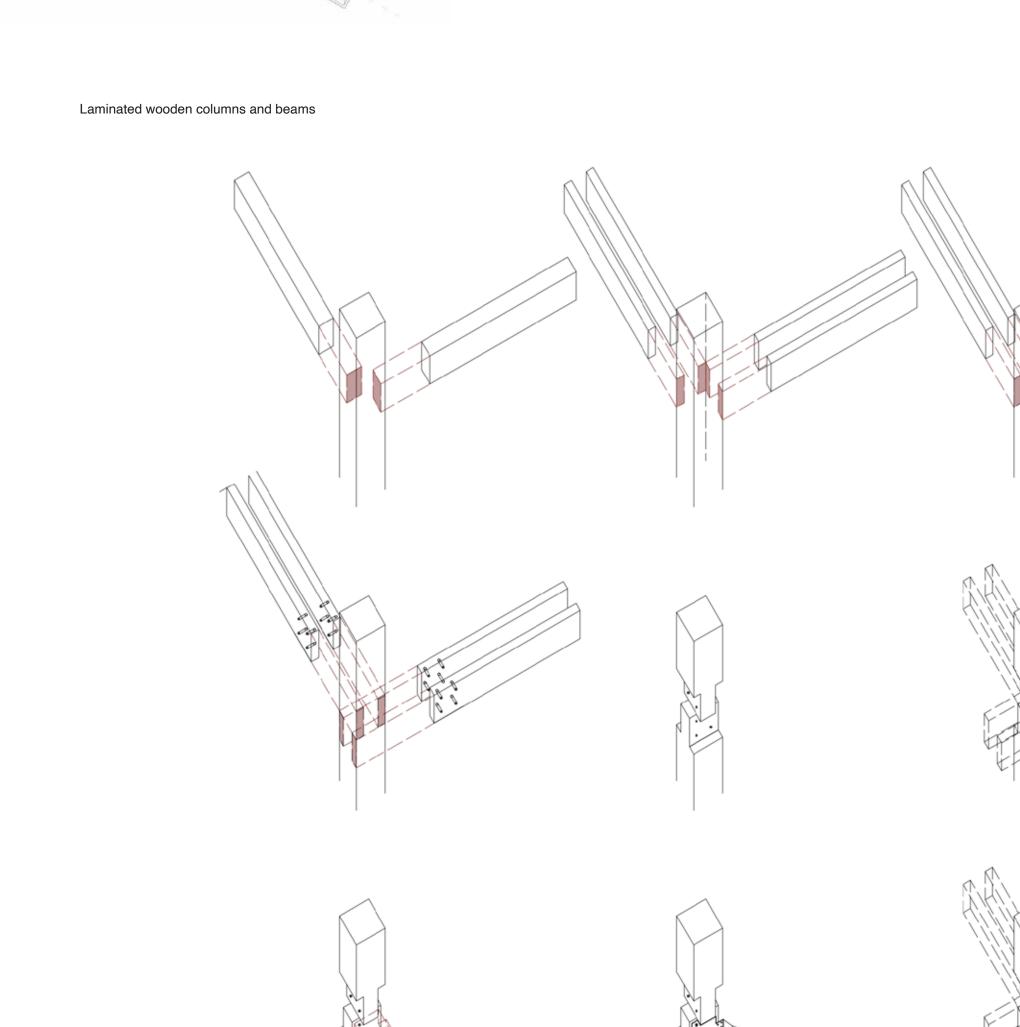
Connection between old factory and new building

Stability of new building

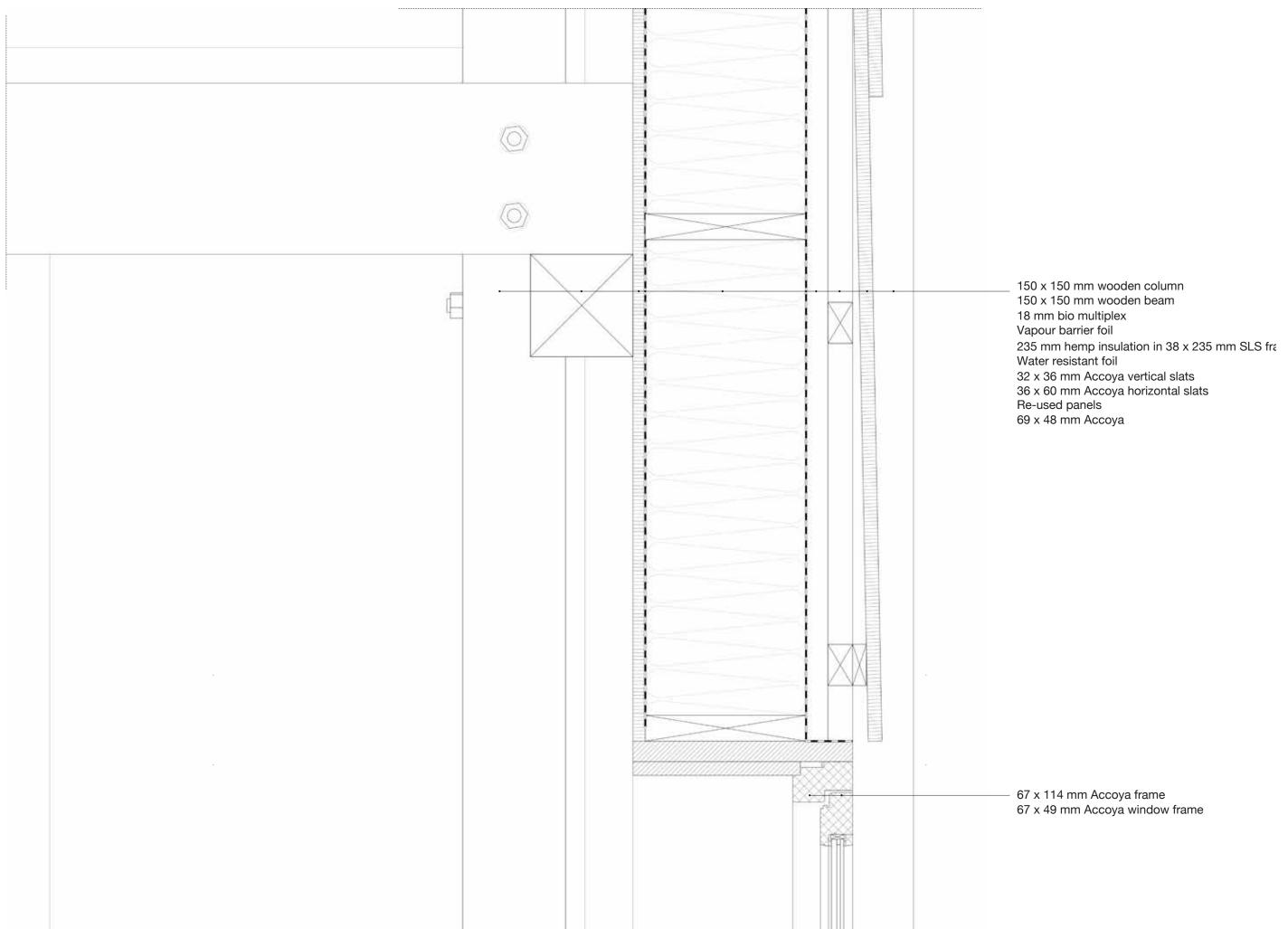
A C B 1 2 3 4

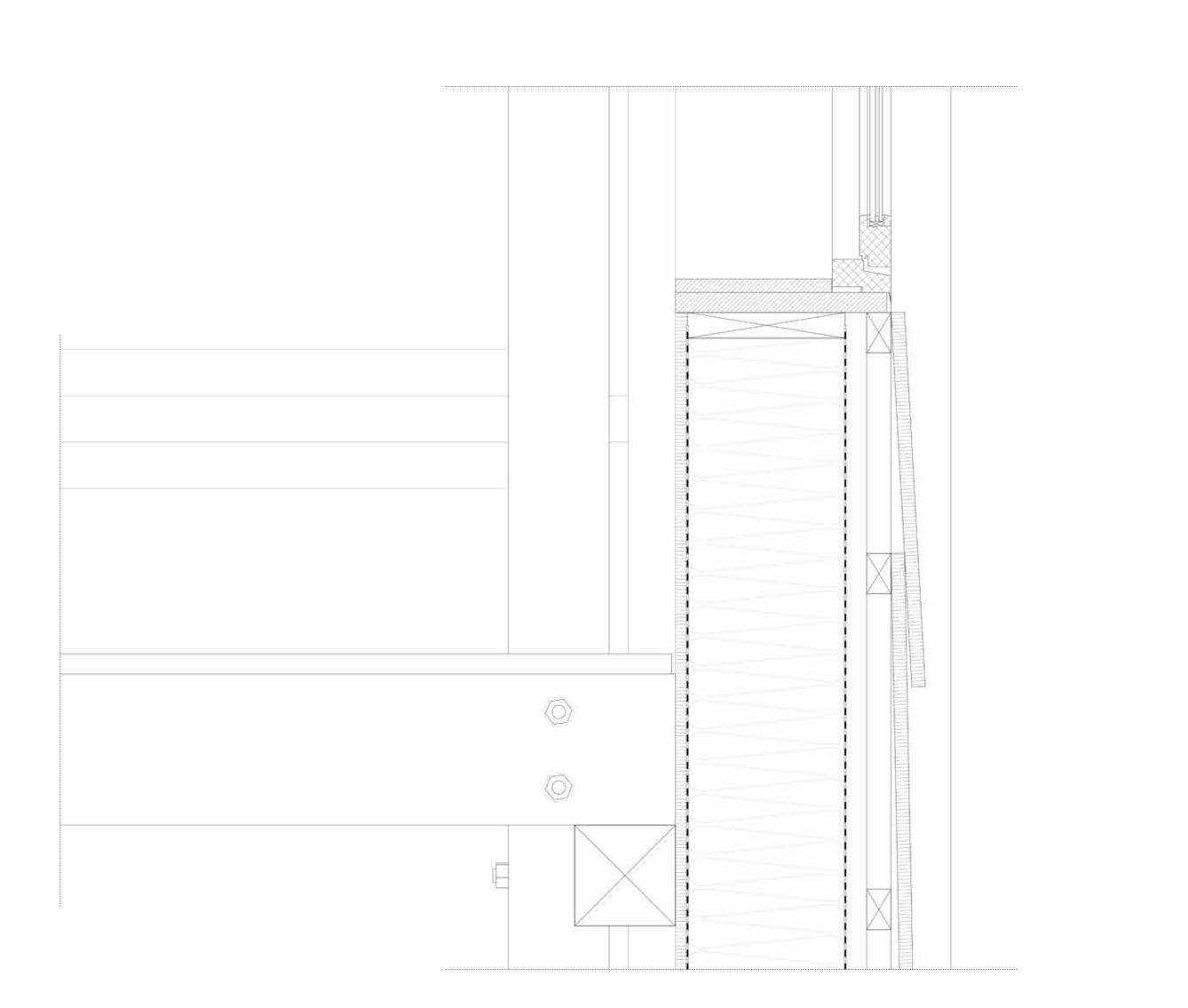


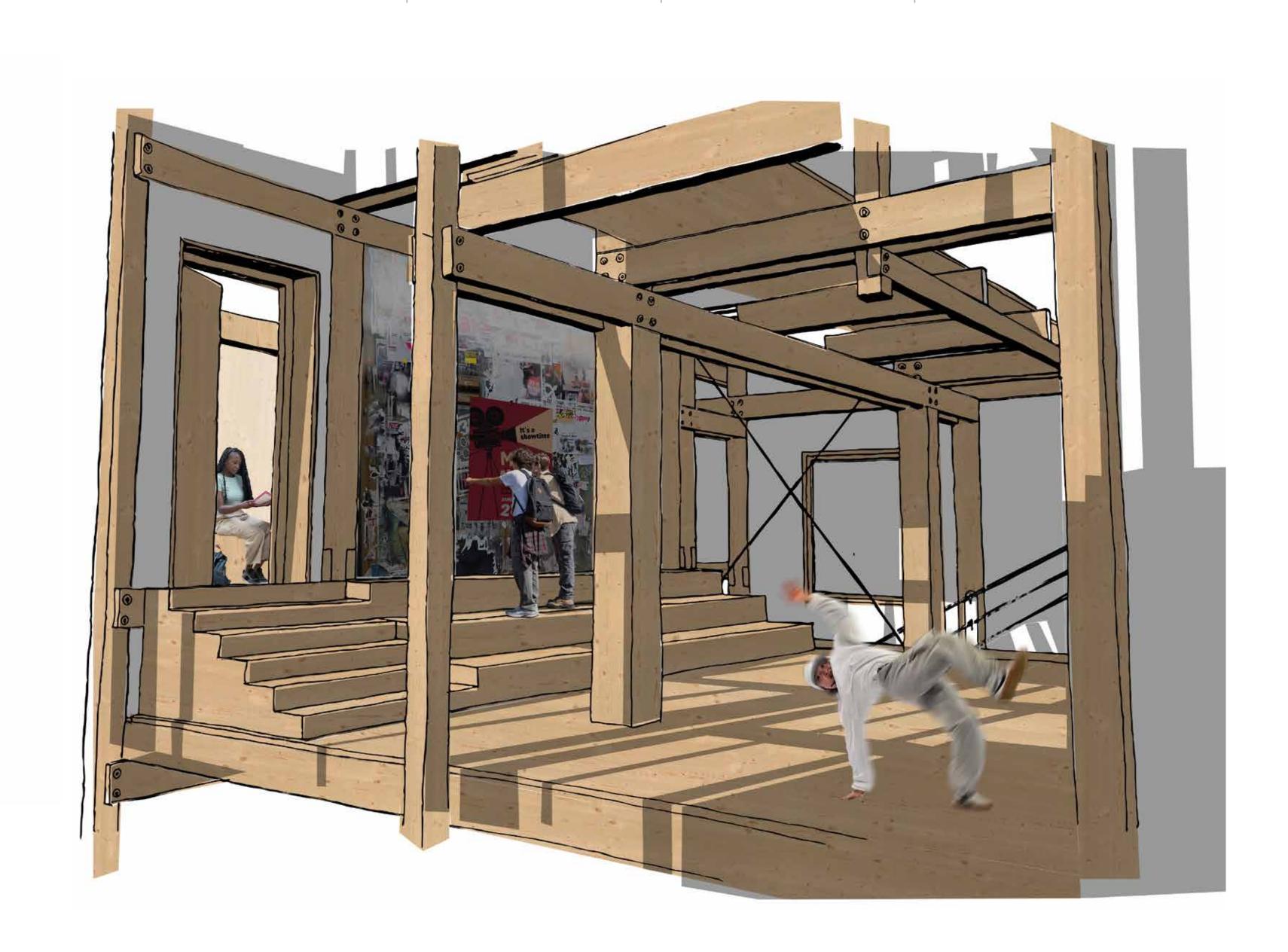












Facades 1:200



