



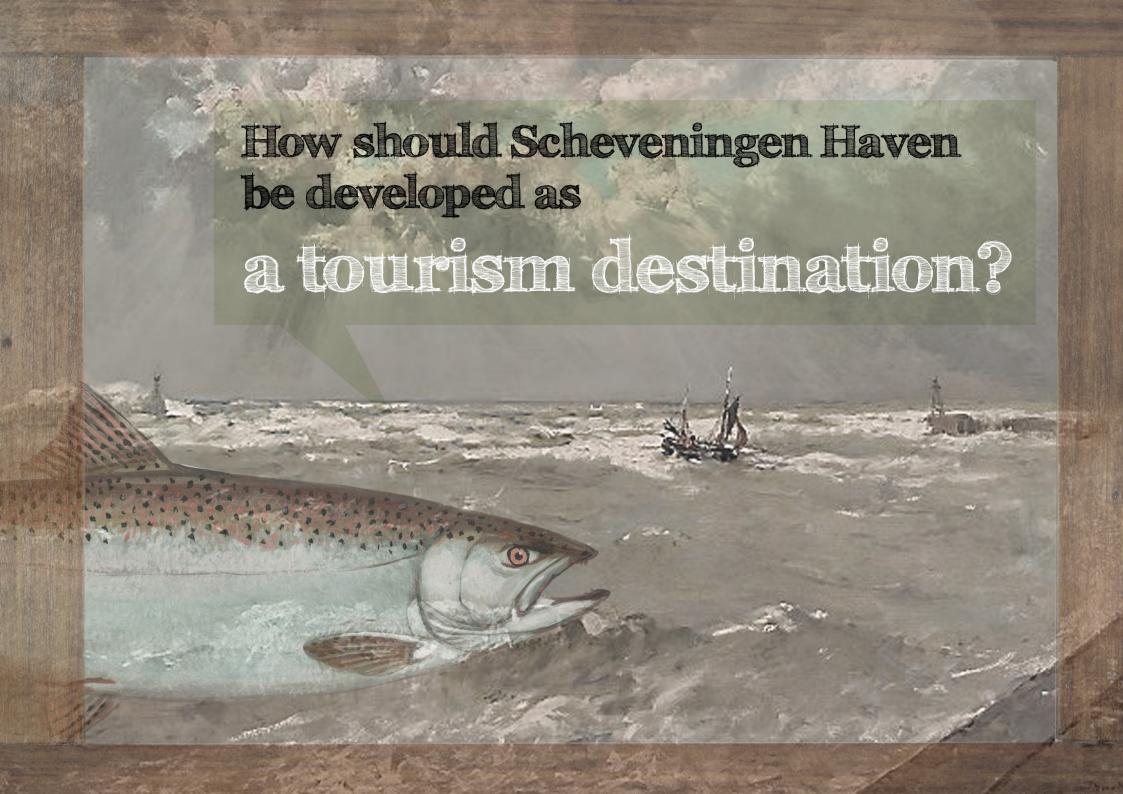
INTROduction STRAtegy

STRAtegy

DEsign

CONclusion

INTRODUCTION





































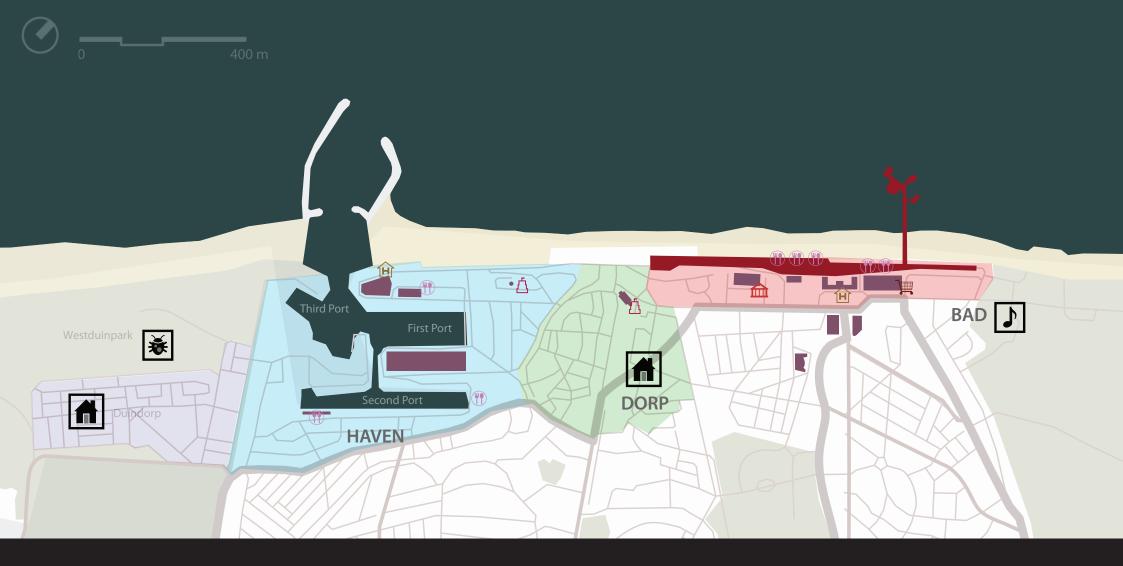








diverse PROGRAMS



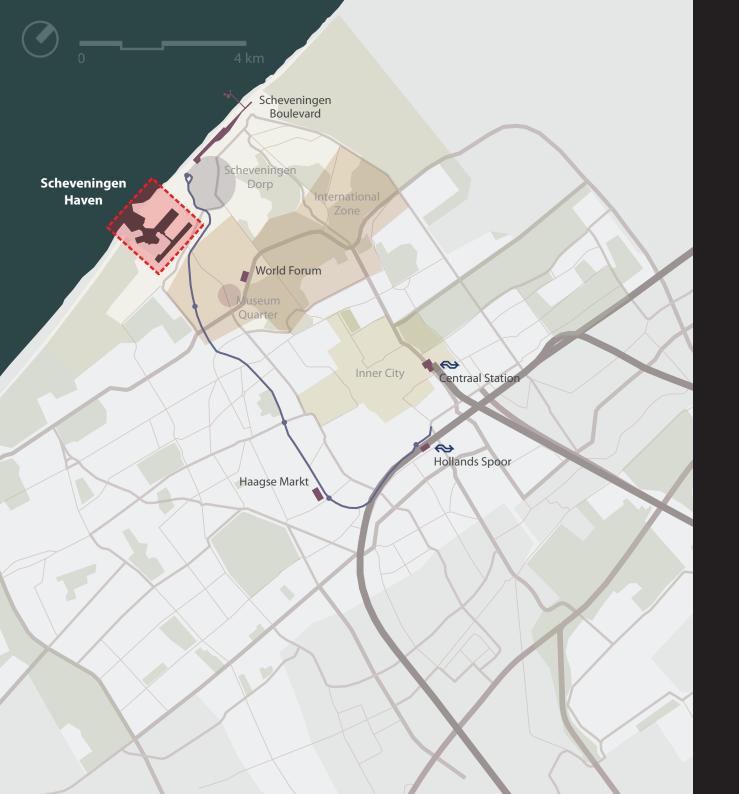
next to DORP & BAD



AFVOER KANAAL & TRAM 11

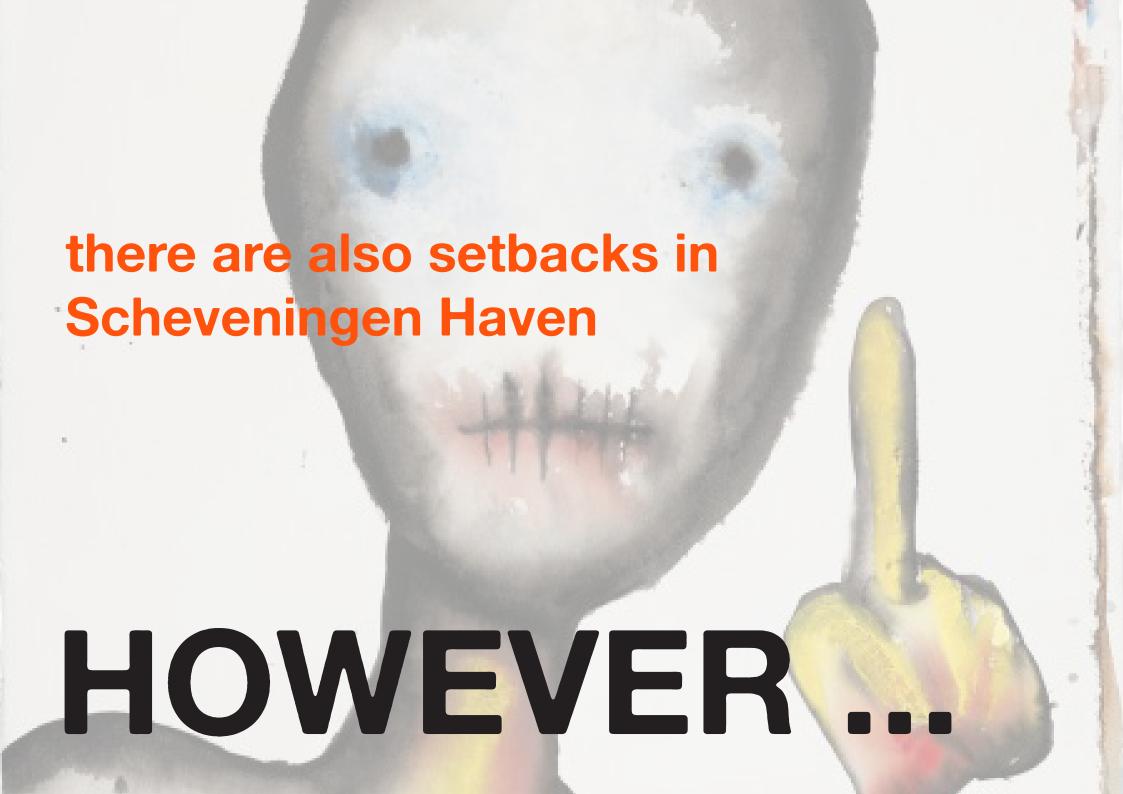
1895













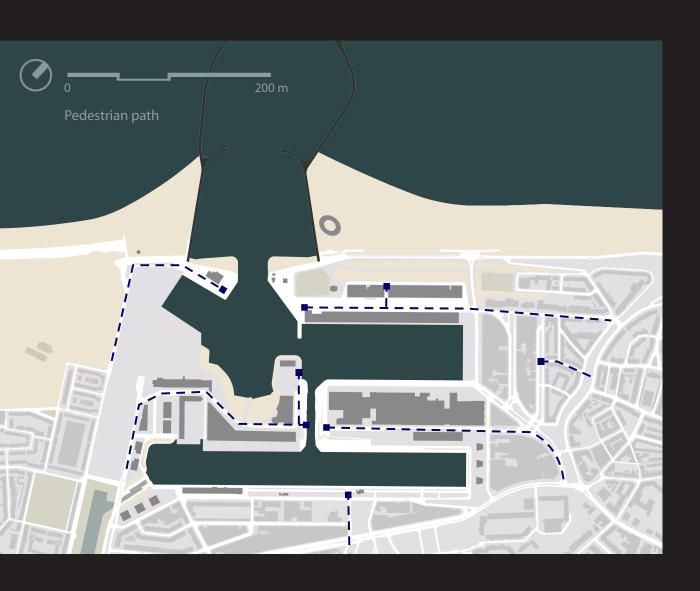
WATER DEFENCE

located on the outer dike area



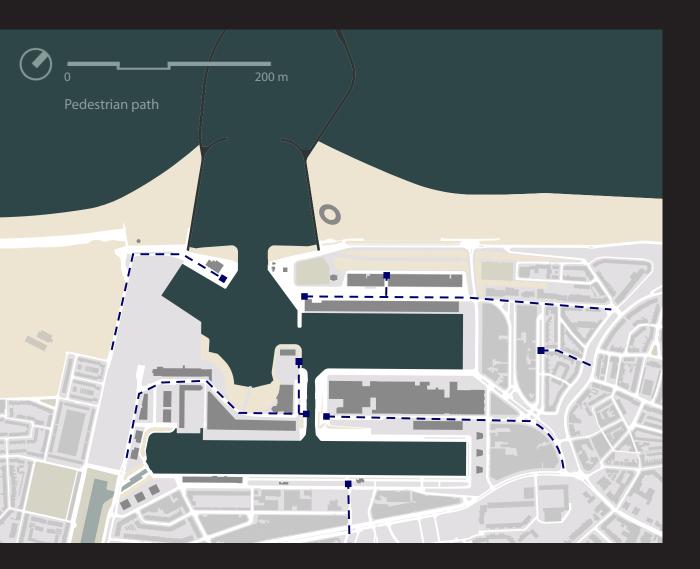
ACCESS IBILITY

out of public transport stops' optimal walking radius



ACCESS IBILITY

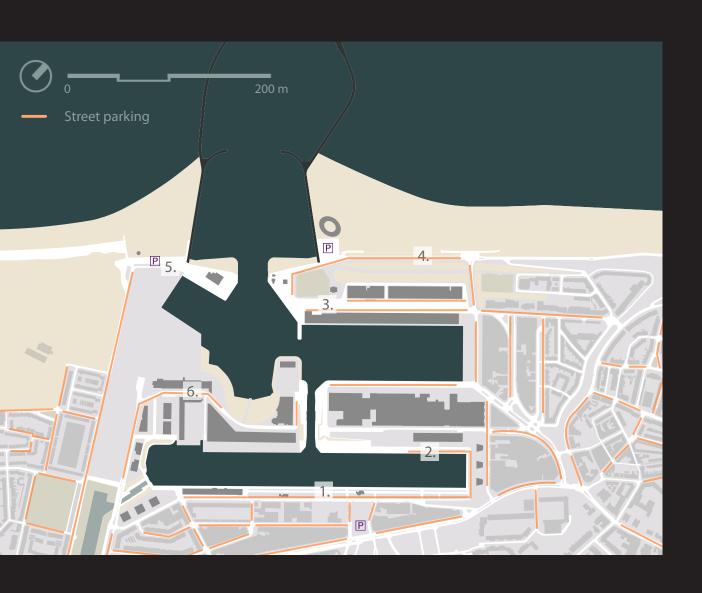
many dead ends











SPATIAL QUALITY

strong car presence

















DESIGN SCHEVENINGEN HAVEN AS



STRATEGY



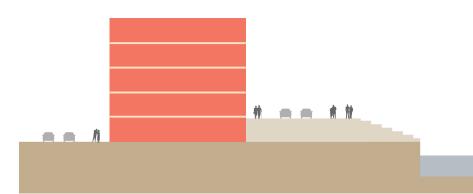


STORM SURGE BARRIER

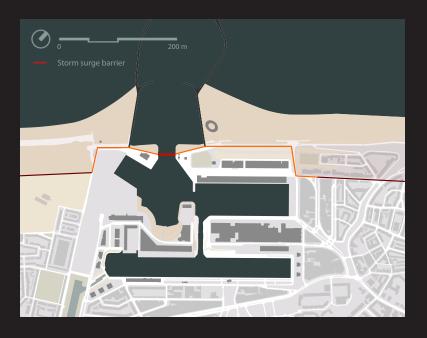


QUAY WALLS





STORM SURGE BARRIER



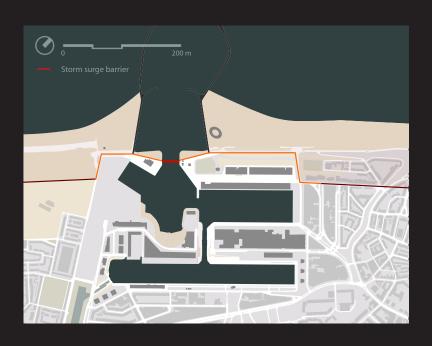


QUAY WALLS



- major area reconstruction
- inflexible
- weak land water connection

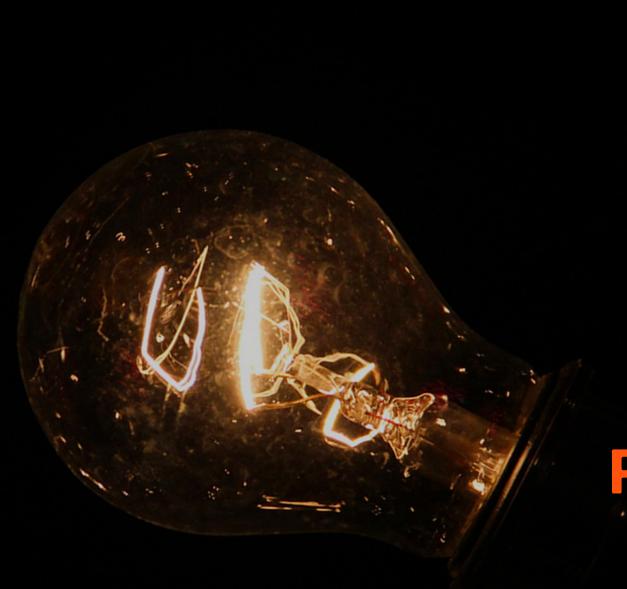
STORM SURGE BARRIER



new landmark and tourism attraction

flexible

strong land - water connection



PRESERVING THE PLACE IDENTITY





INDUSTRY ST

preserved identity

limited nuisance

no envircamenta dan age

The Third Port tree or development





INDUSTRY STAYS

preserved identity

limited nuisance

no environmental damage

The Third Port is free for development



INDUSTRY MOVED

weakened identity

expanded nuisance

great environmental damage

The Third Port is occupied by industries



INDUSTRY MOVED

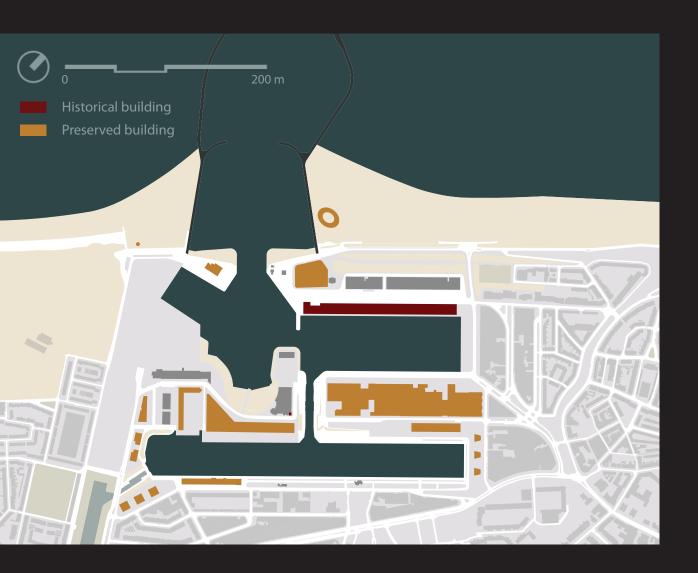
disrupted identity

expanded nuisance

great environmental damage

The Third Port is occupied by industries









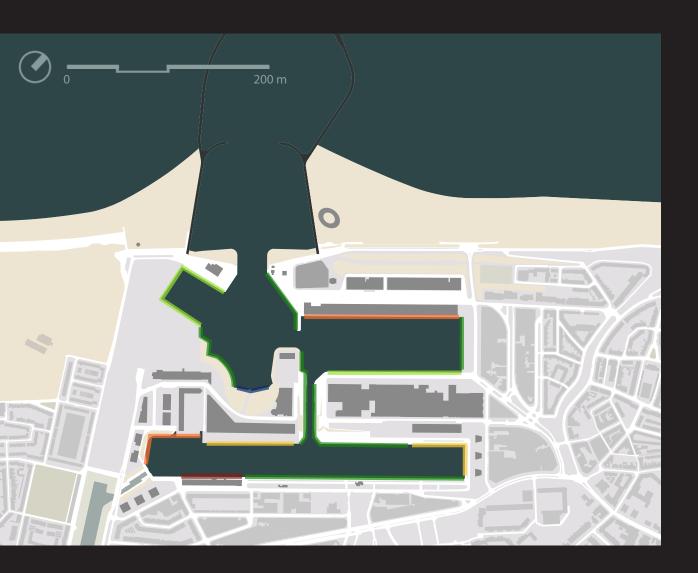








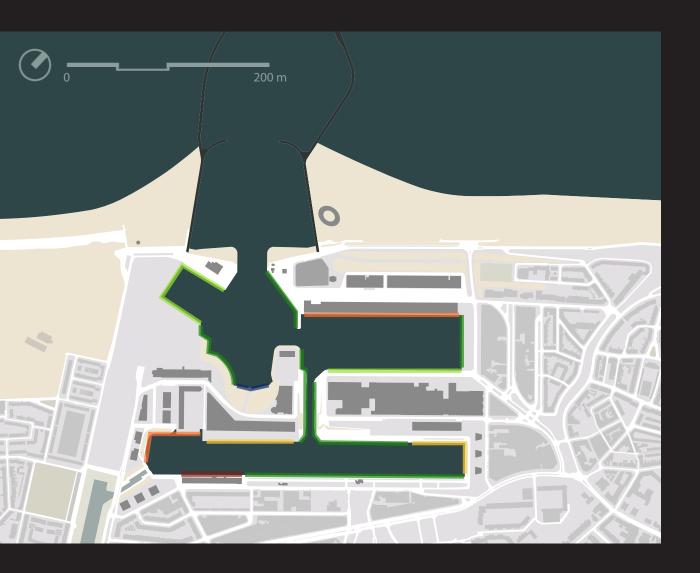






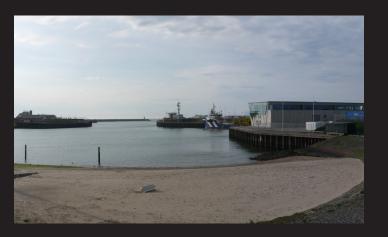






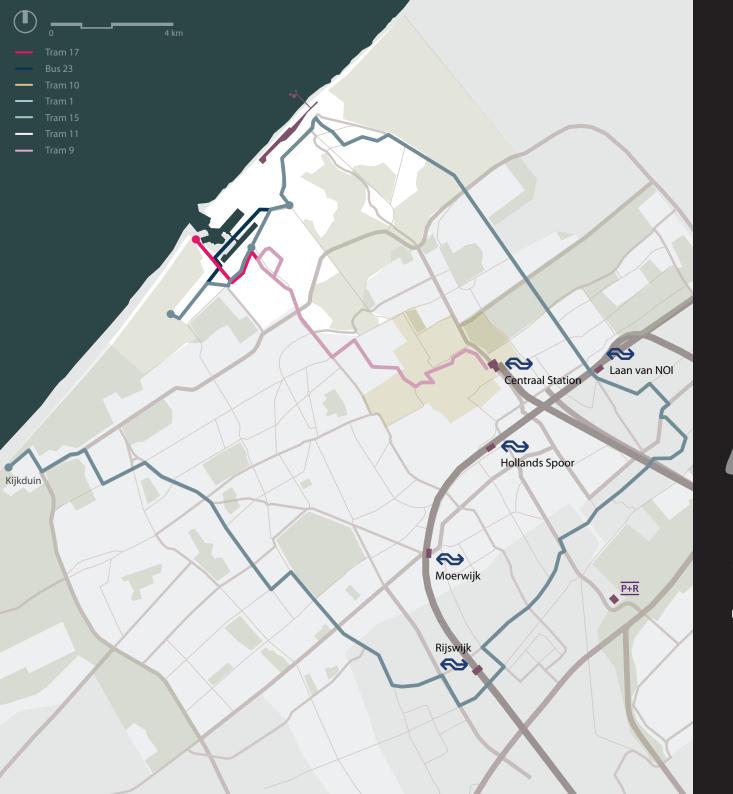






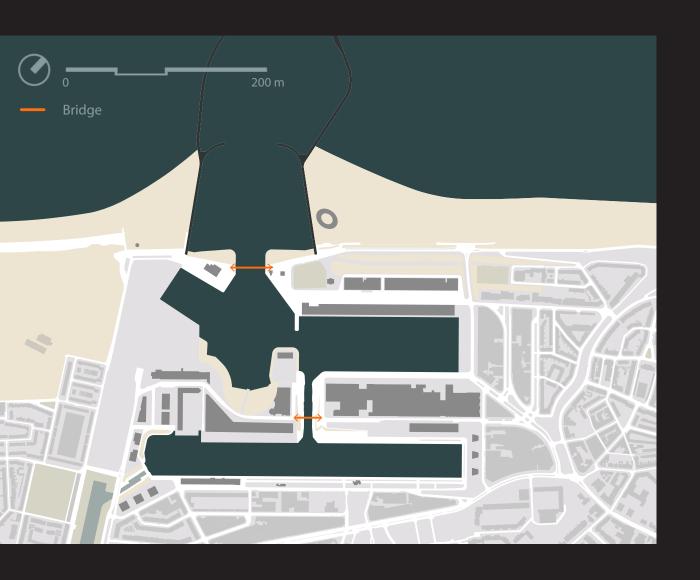




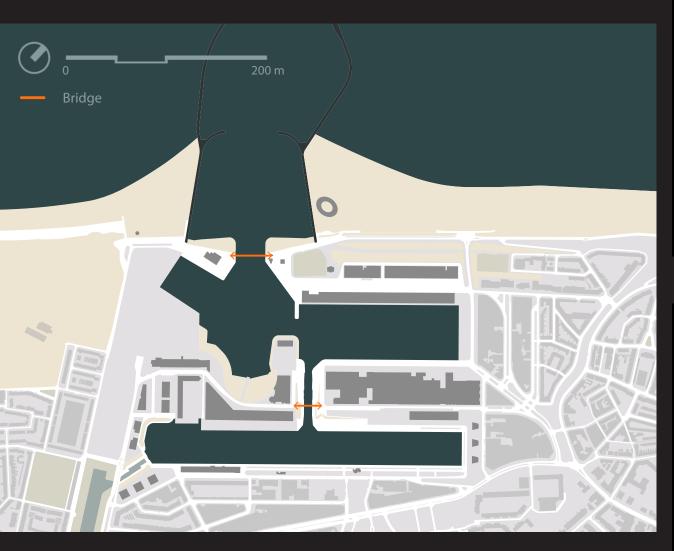


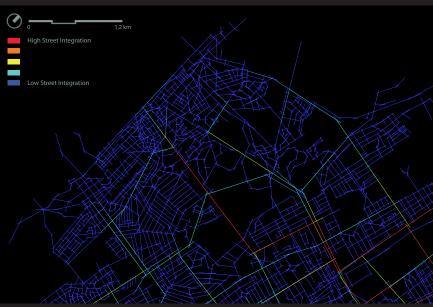


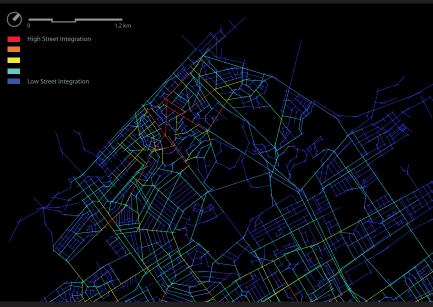
alter
TRAM 17
& BUS 23



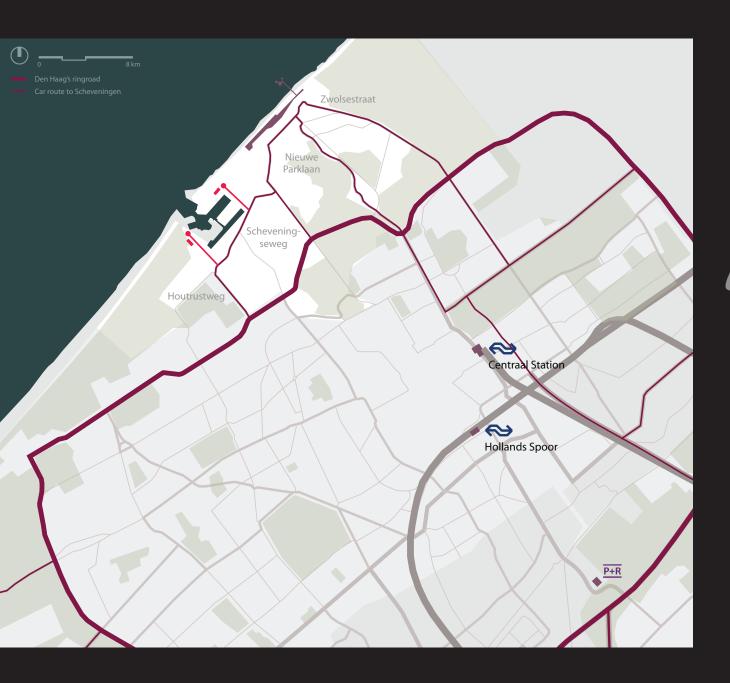
build NEW BRIDGES







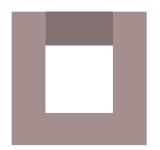


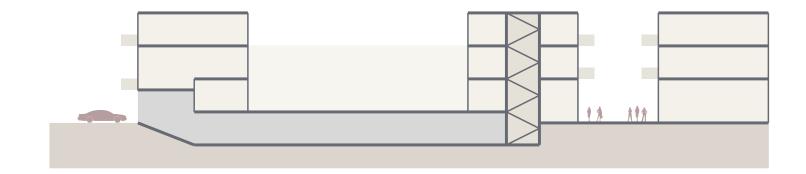




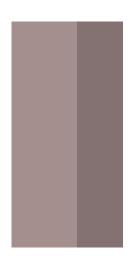
construct
NEW
PARKING
GARAGES

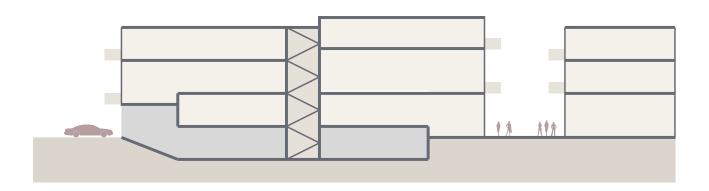
Closed block

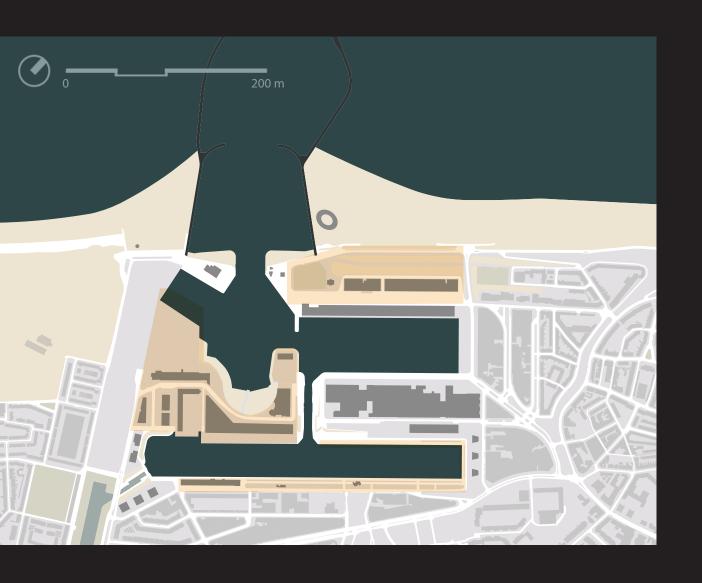




Linear block



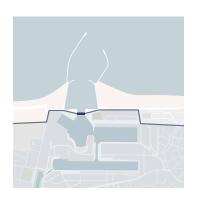




assign
WOON
ERFAREA

IN SUMMARY ...





Storm Surge Barrier





Bus 23 Alteration



Tram 17
Alteration





Parking Garage on the Entrance Area





Bridges





The Afvoerkanaal Revival



Existing Buildings and Waterfront Varieties Preservation



DESIGN



This project designs not only the final vision, but also the steps of realizing it. Therefore, it will be explained based on the timeline.

12.3.4.

high priority and feasibility

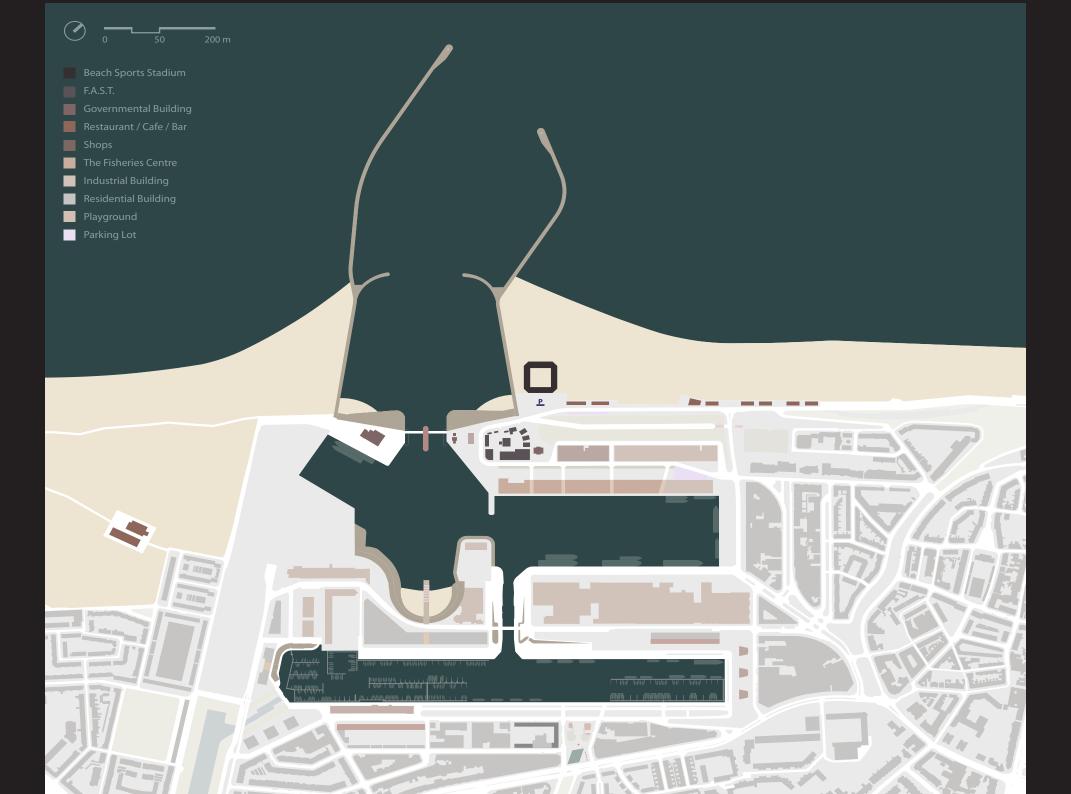
high priority low feasibility

medium priority

low priority

EXPLORATION PHASE





THE NEW ENTRANCE SQUARE



REVIVAL PHASE 0 15 30 YRS







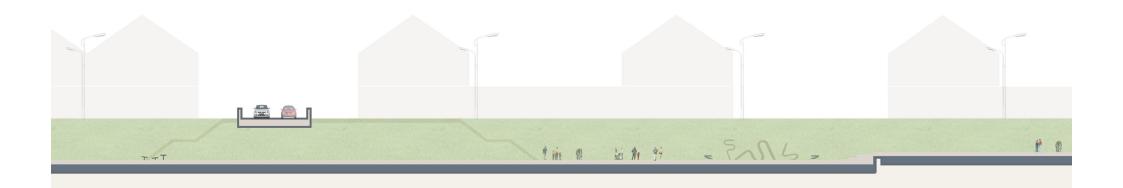














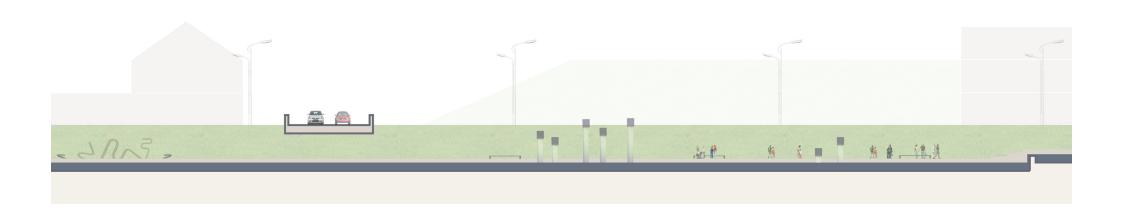


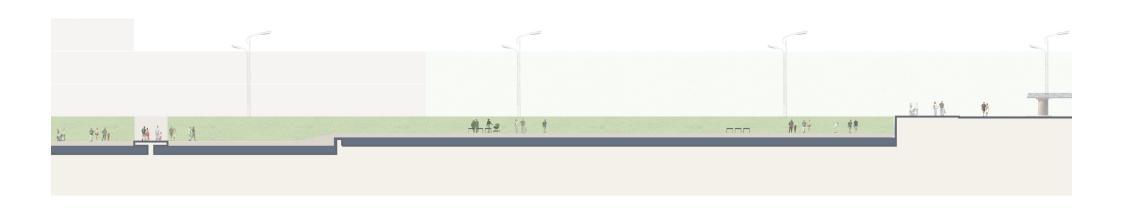












THE AFVOERKANAAL EXTENSION















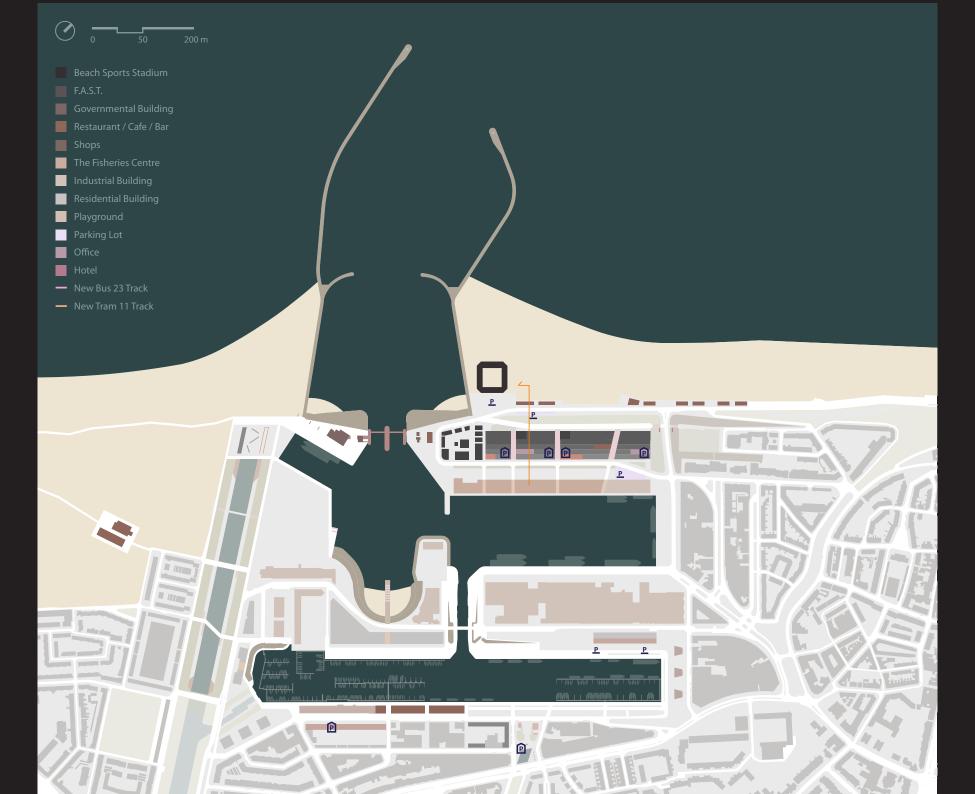


THE AFVOERKANAAL SQUARE



PROTECTION & REGENERATION PHASE











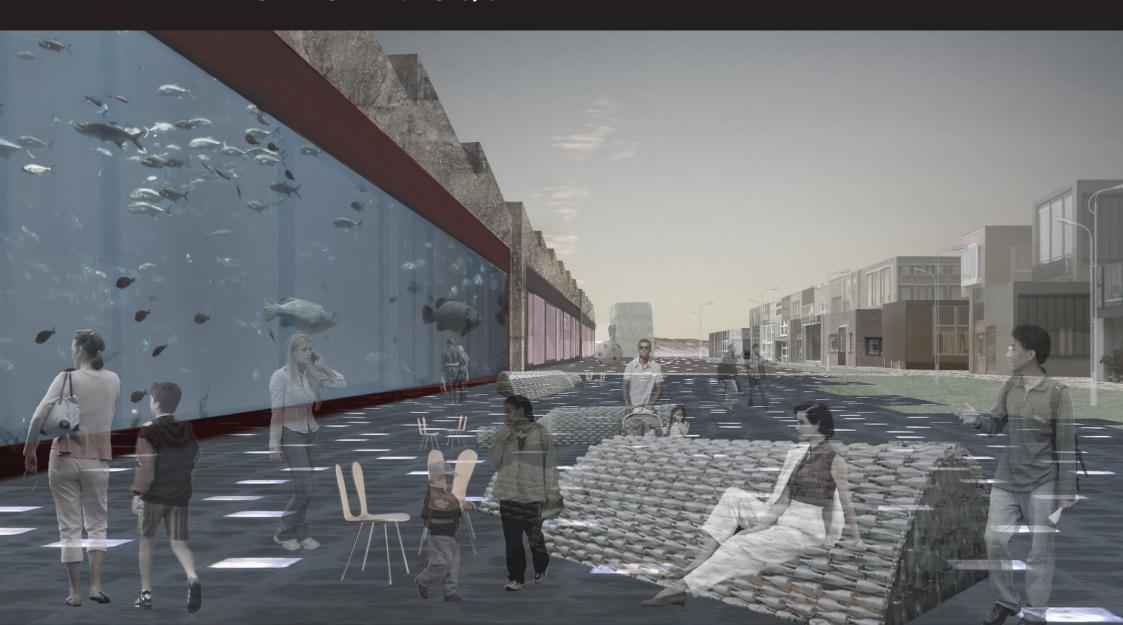








THE NEW VISAFSLAG SQUARE





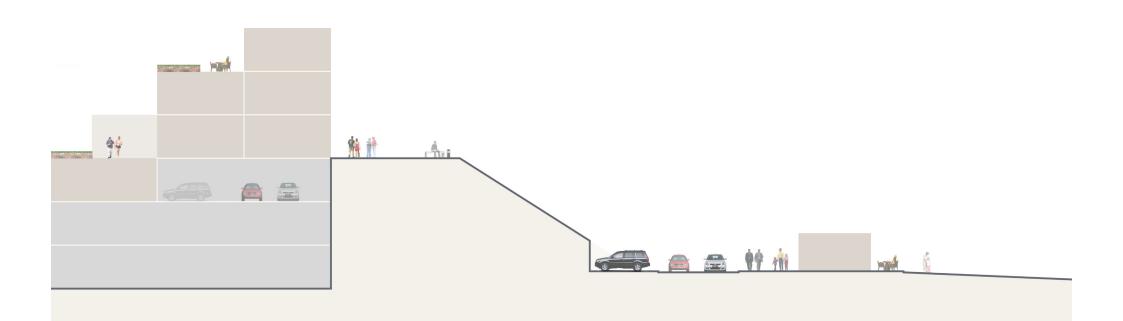












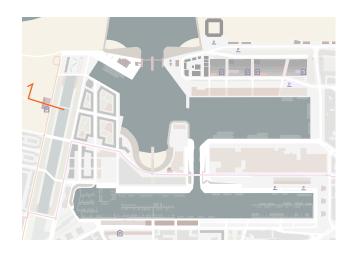
THE NEW SEA DIKE

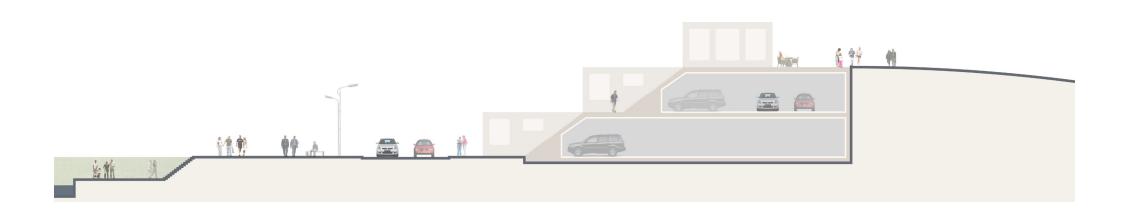




THE NEIGHBOURHOOD SQUARE







THE DUNES HOTEL



OPTIONAL DEVELOPMENT PHASE



industrial area

industrial harbour

yacht harbour harbour bay







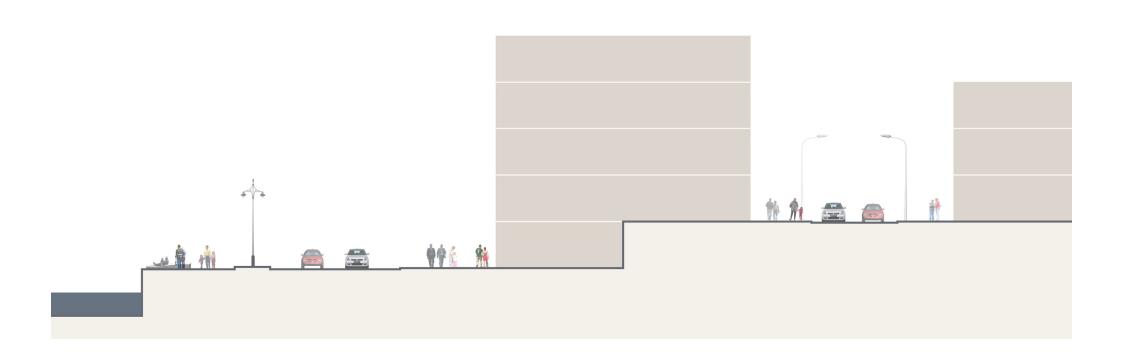












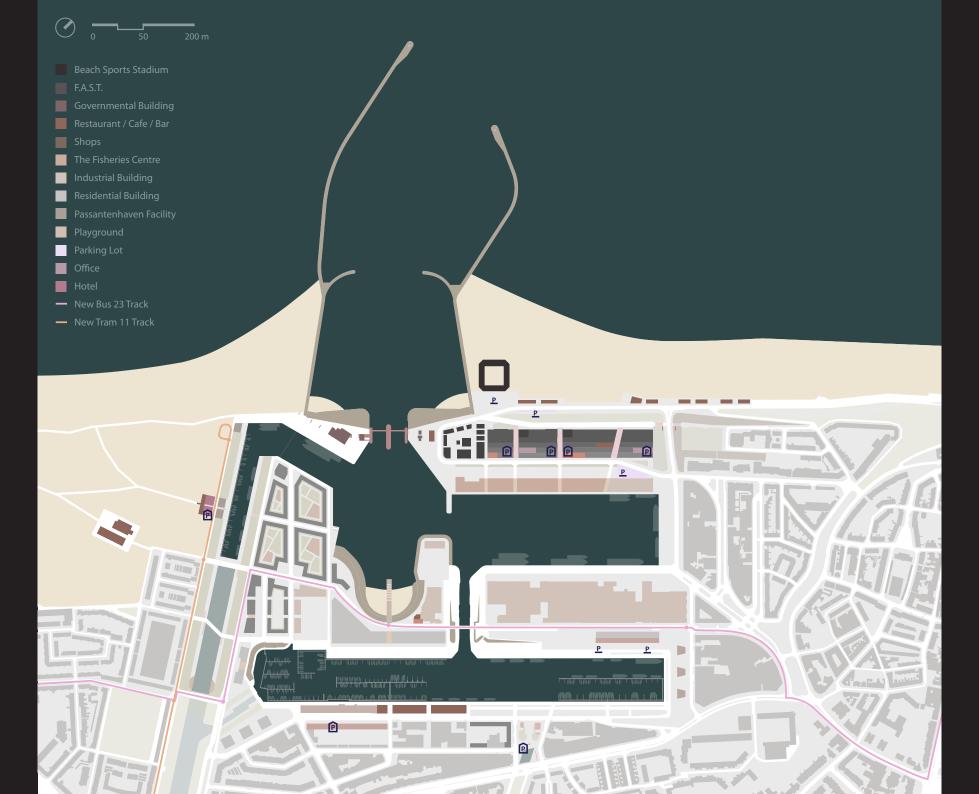


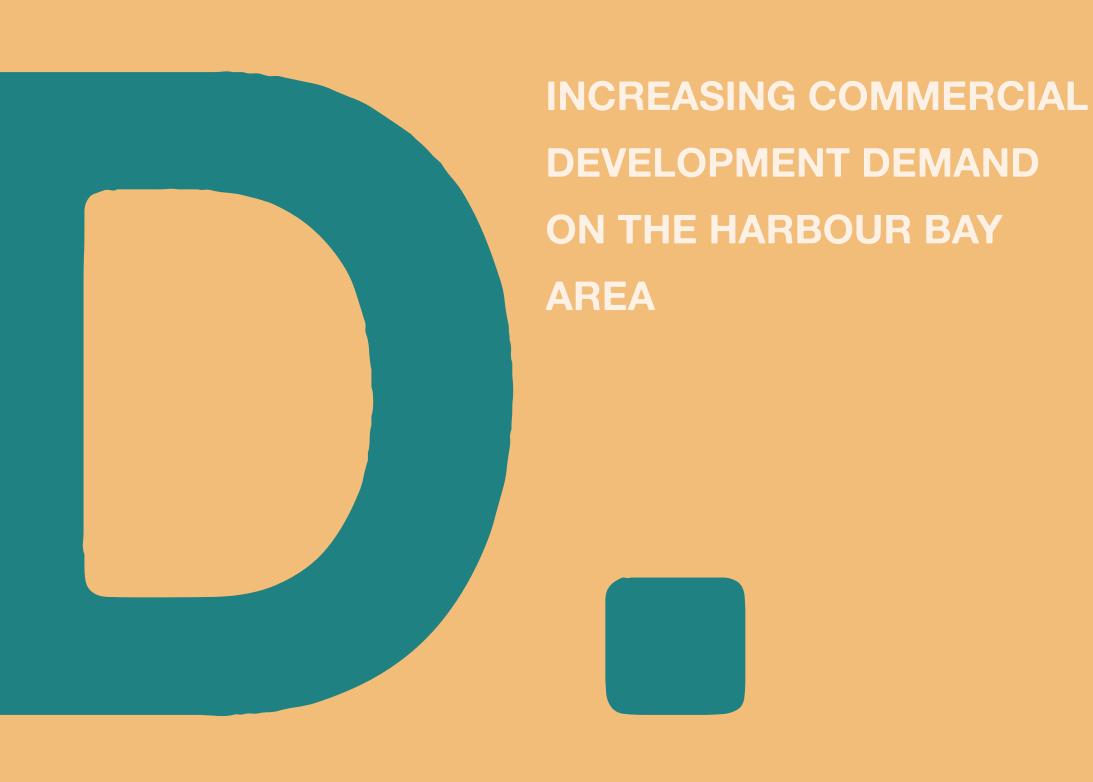
A NEED TO EXPAND THE INDUSTRIAL HARBOUR





A NEED TO EXPAND THE YACHT MARINA









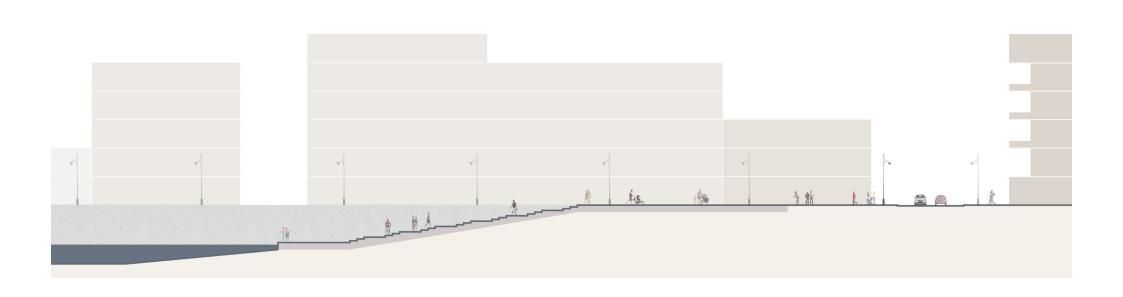




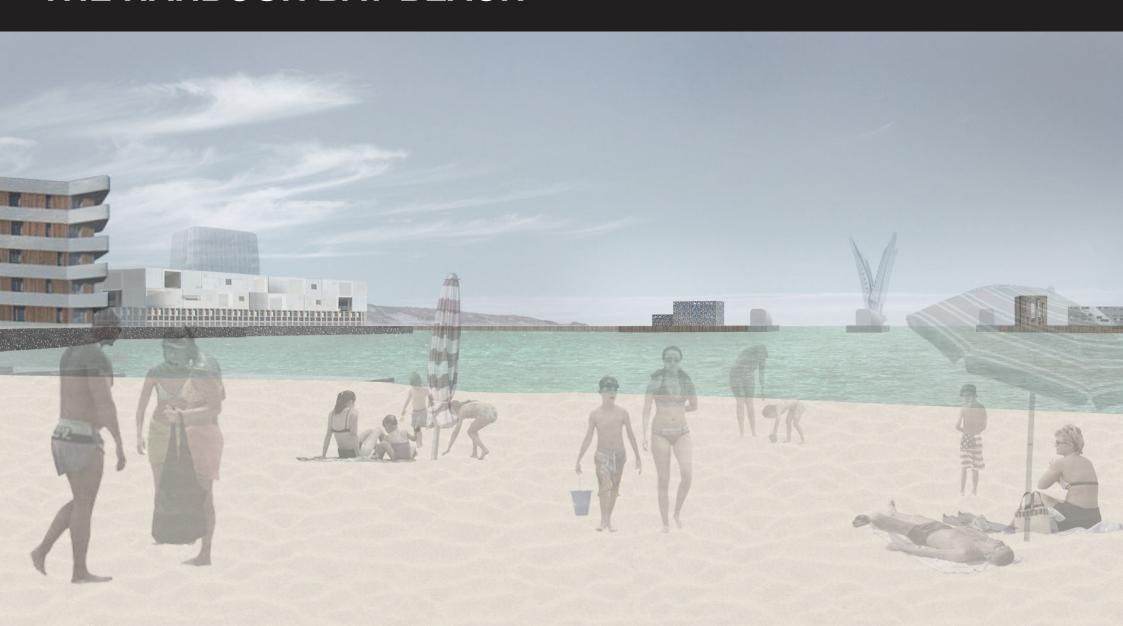






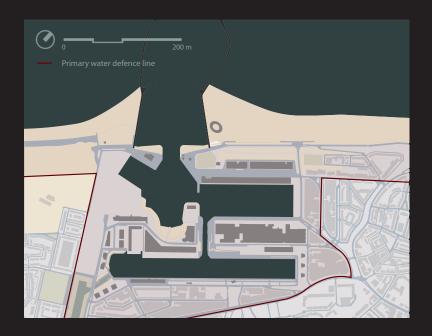


THE HARBOUR BAY BEACH



CONCLUSION





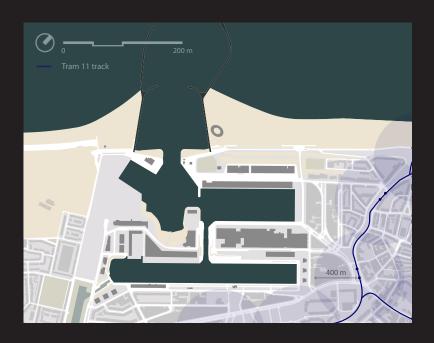
outer dike area

AFTER



inner dike area



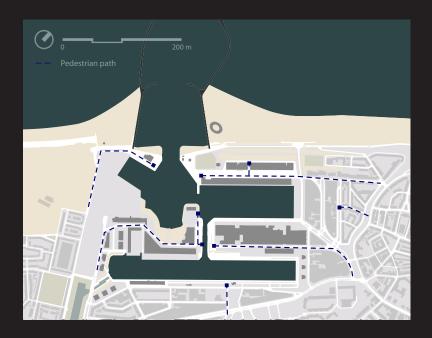


low public transport coverage

AFTER

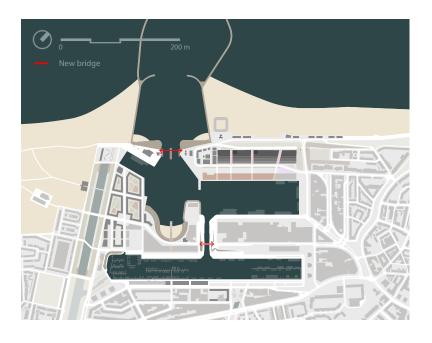


high public transport coverage



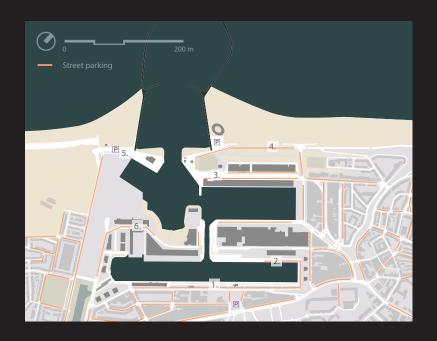
low pedestrian connectivity

AFTER



high pedestrian connectivity





car-oriented area

AFTER



pedestrian-oriented area







ACCESSIBILITY



SPATIAL QUALITY

