

Never Finish

A plug-and-play institution building full-scale
repairs for Athens

Broken curb



Uneven and broken floor pavement



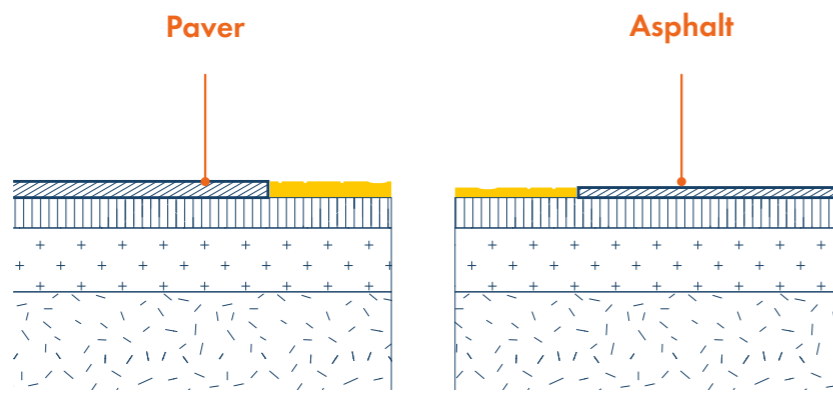
Bent railing



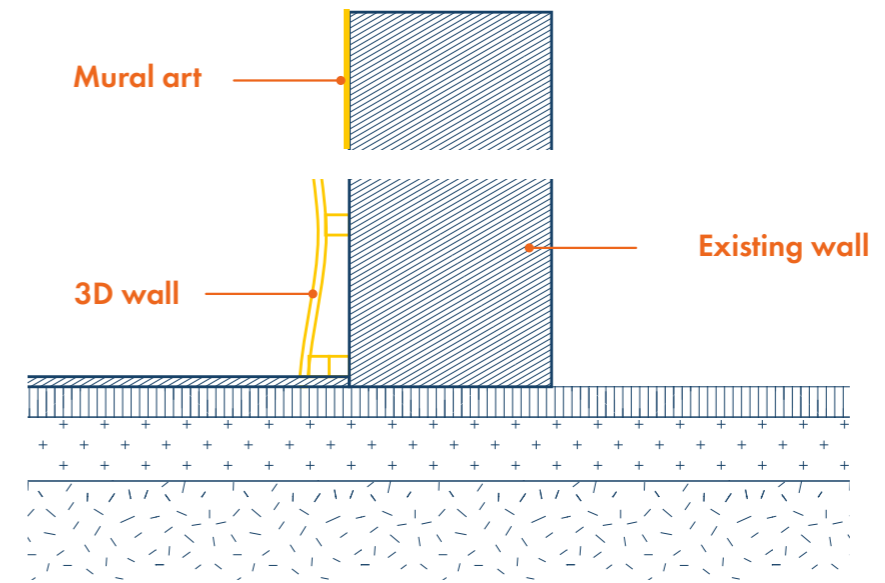


Sadly, our sidewalks look tired because government maintenance sticks to one boring playbook.

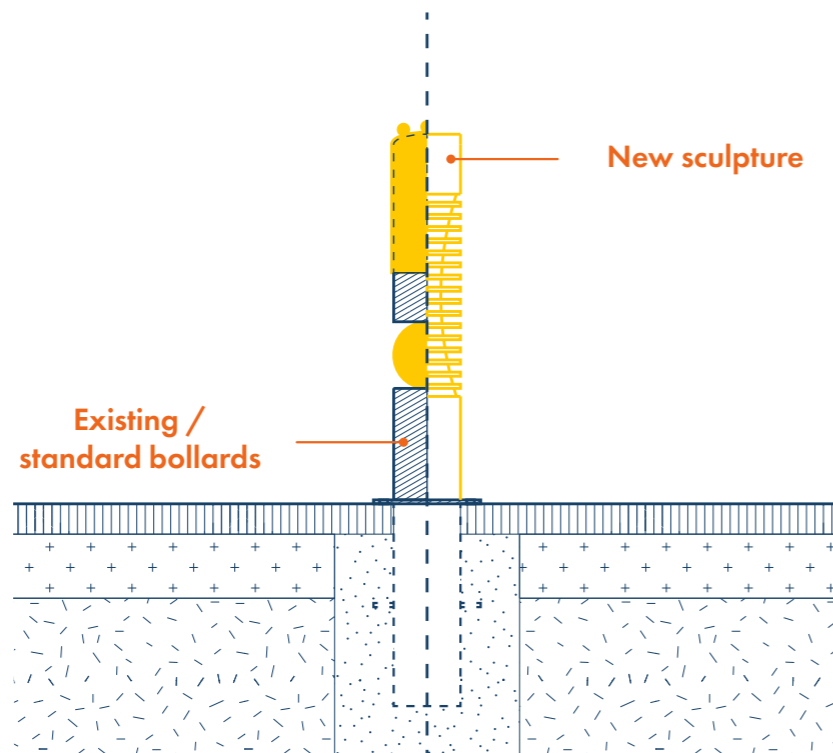
But what if maintenance became a playful, innovative process that blends art and craft, reshaping spaces so people can pitch in themselves and spaces invite touch, talk, and exploration?



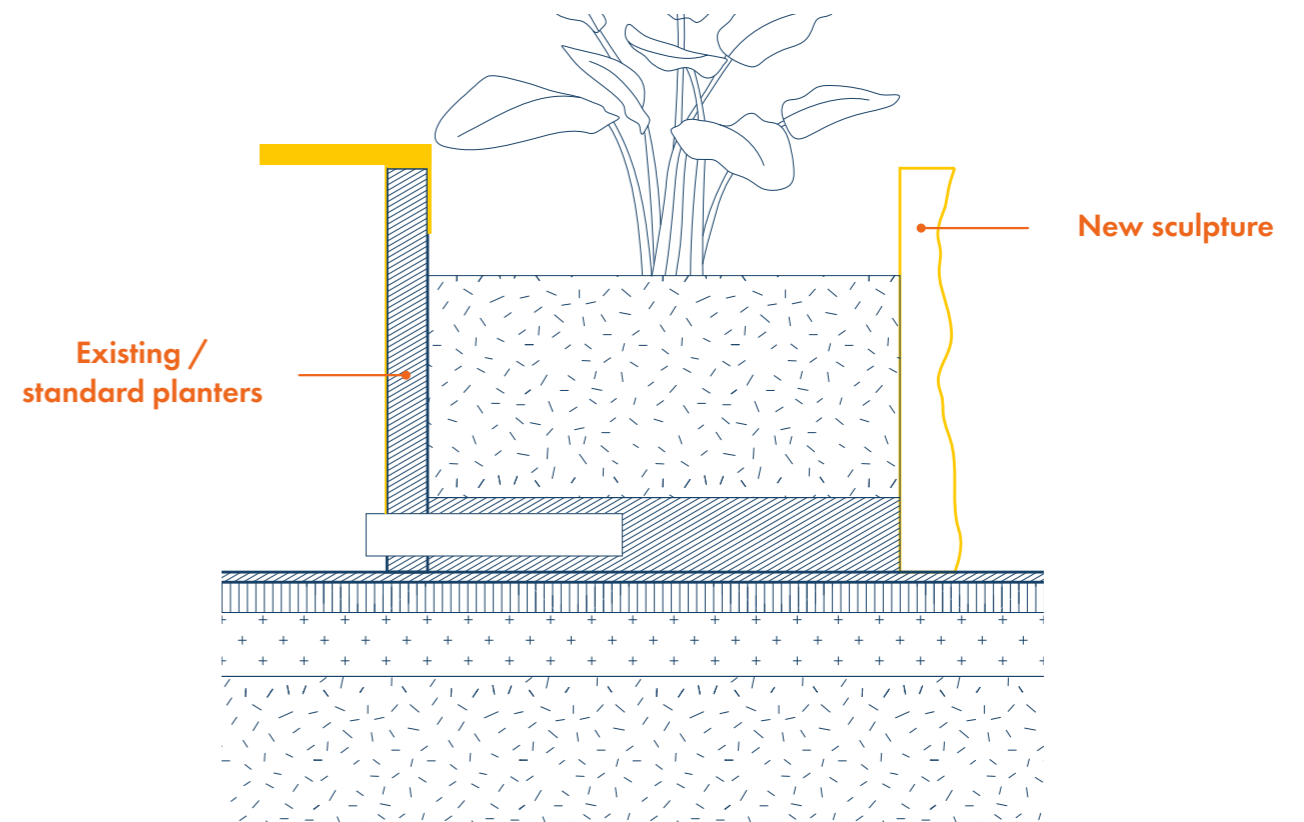
**Public works maintenance
(Surface material)**



Building maintenance



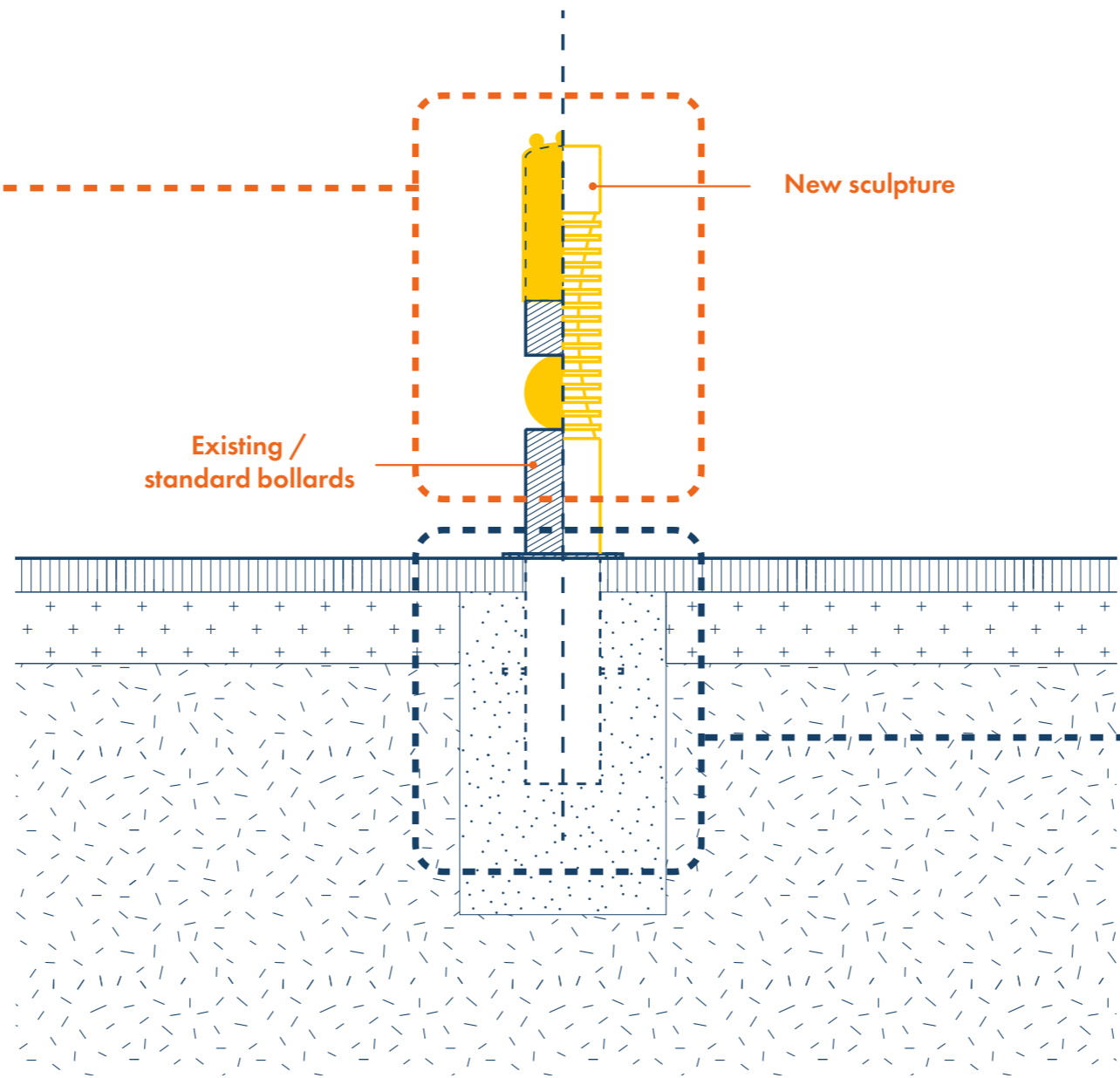
**Public works maintenance
(Street furniture)**



**Ground maintenance
(Park maintenance)**

Fabrication

Workshop	
Metal	Ceramic
Wood	Concrete



Installation

Building structure & finishes

Structure and finishes are on display to explain assembly installation and use

**Producing
Knowledge**

+

**Distributing
knowledge**

+

**Storing
knowledge**

Fabrication

Exhibition

Archive

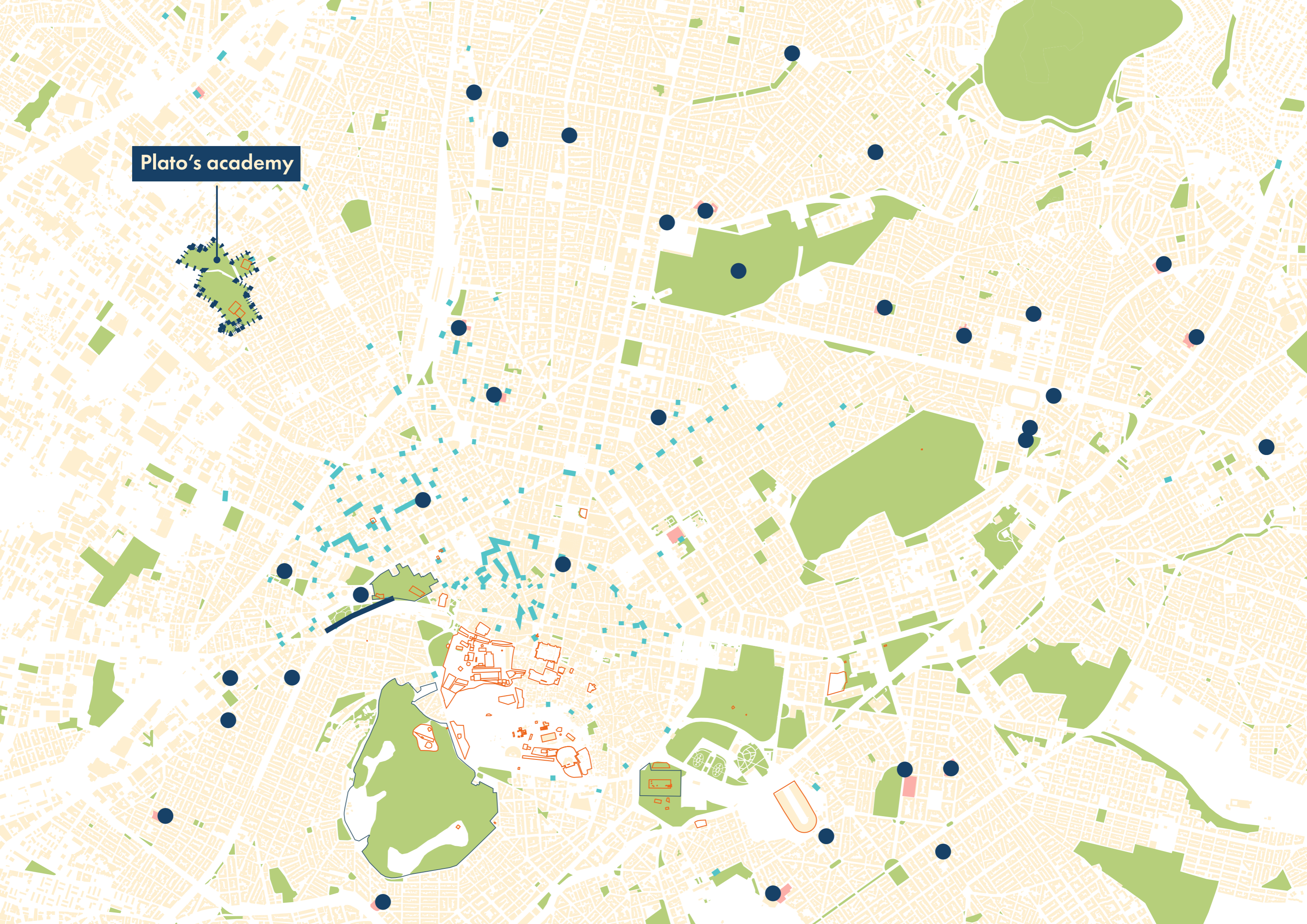
How can the building structure itself become the active lab? How can we combine creating, exhibiting, and learning all at the same time?

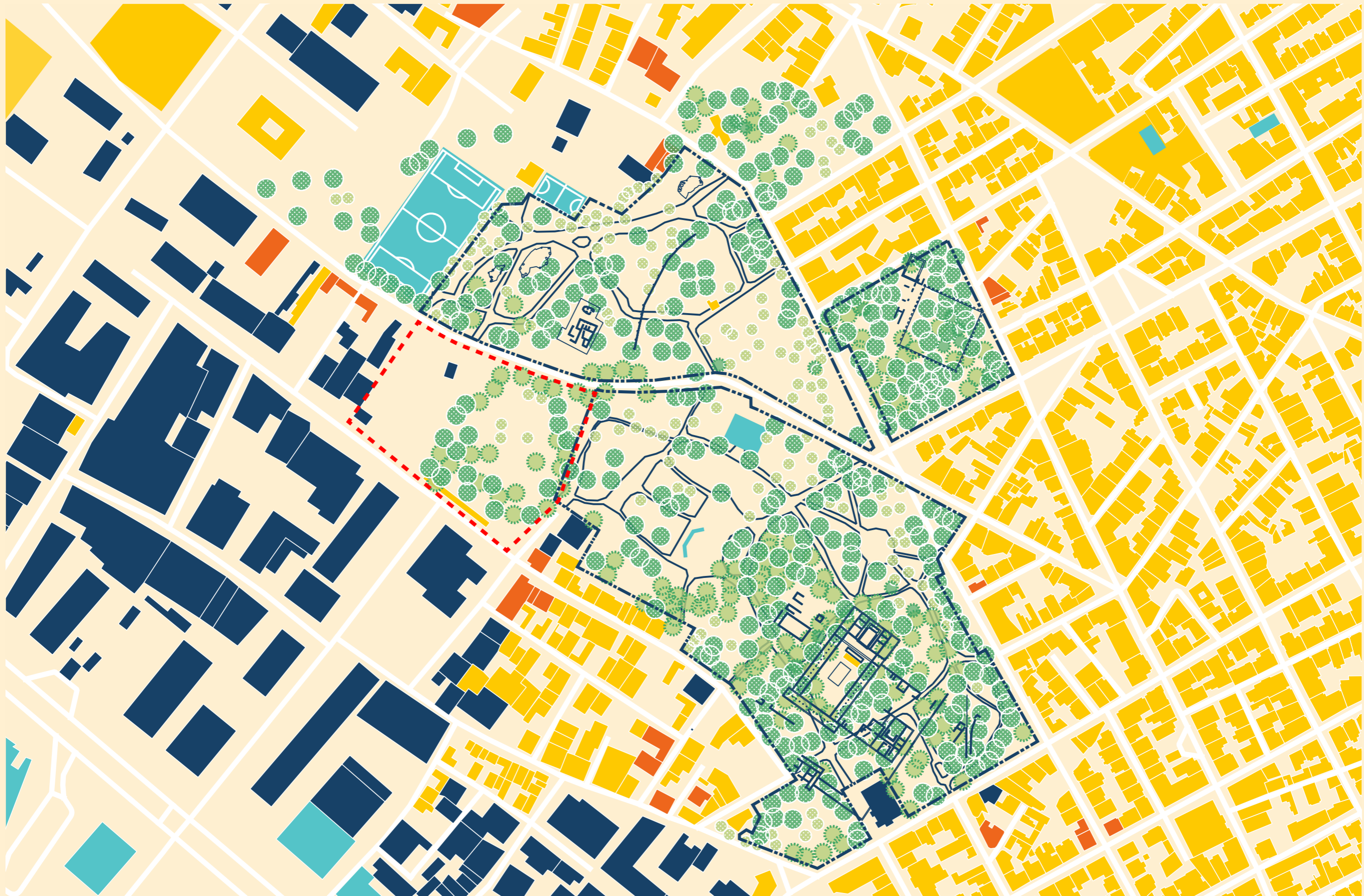
Design concept

“The skin of the city”

How can I integrate the essence of the Athens Street into the building while also expanding opportunities to display and demonstrate the artistic potential of civil maintenance?

Plato's academy





Municipality proposed museum location

Trees proposed for removal in the area

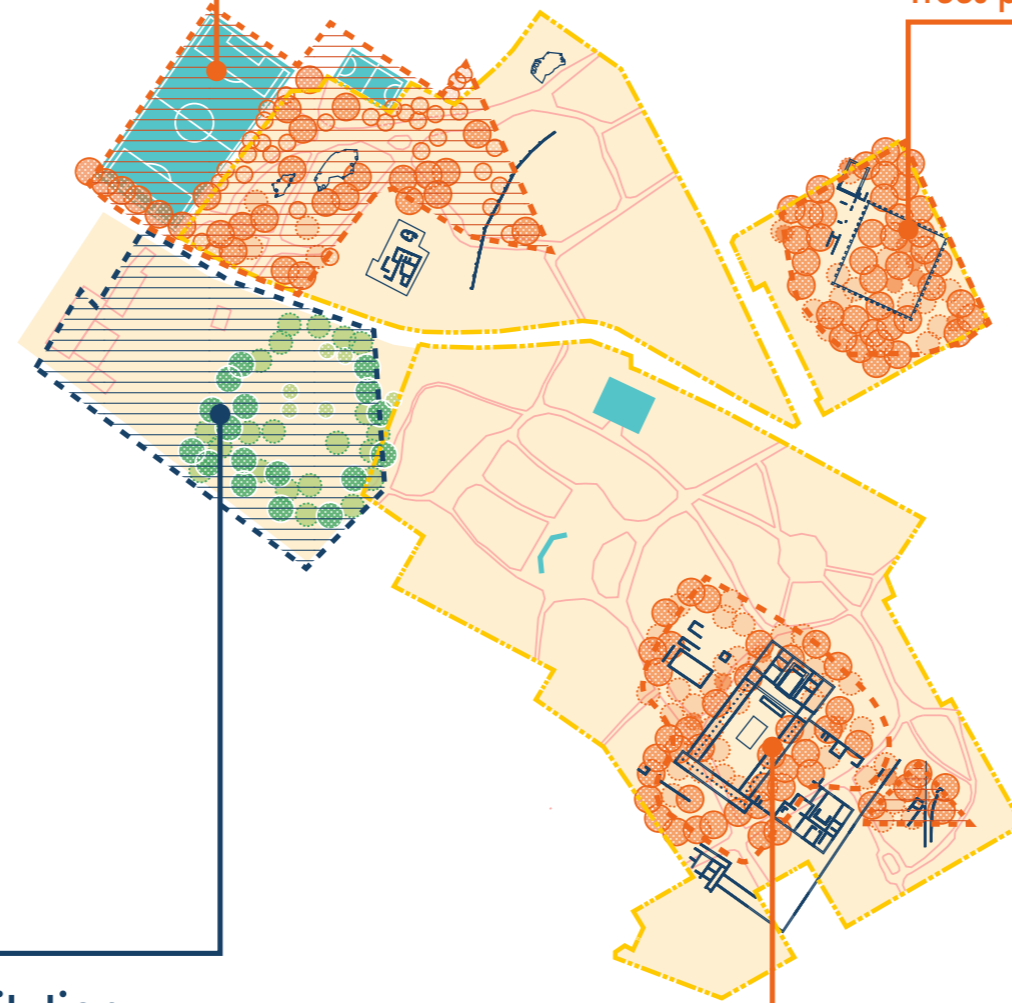
This place is such an important green lung for western Athens and one of the most significant archaeological sites we have.

Trees proposed for removal in the area

New proposed institution

- Abandoned buildings owned by the municipality to be demolished
- Low-impact construction to the neighborhood
- Limit tree removal

Did you see the competition proposal? If they implement it, we'll lose 30% of the park's free space and they'll cut down 580 large trees!



Design Principle 1

**Public Space and Craft on the Street,
Utility in the Core**

Design Principle 1

Public Space and Craft on the Street, Utility in the Core



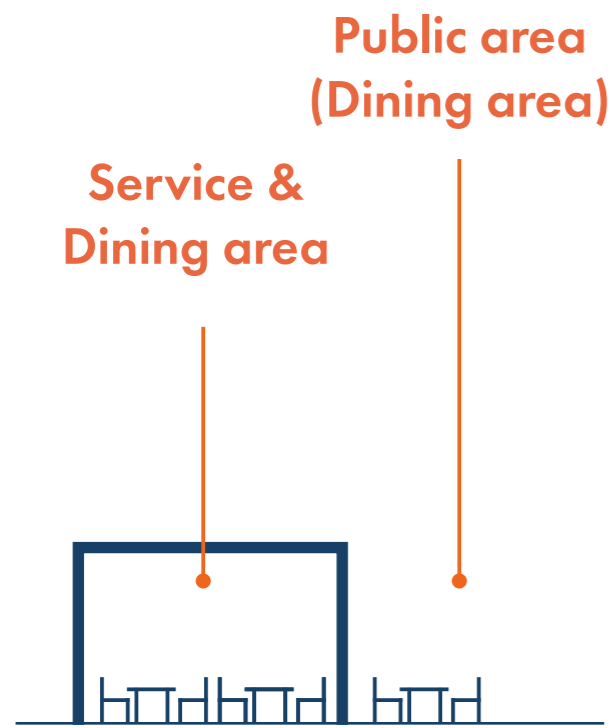
Shop & Dining area
(Private space)

Semi outdoor dining area
(Semi public space)



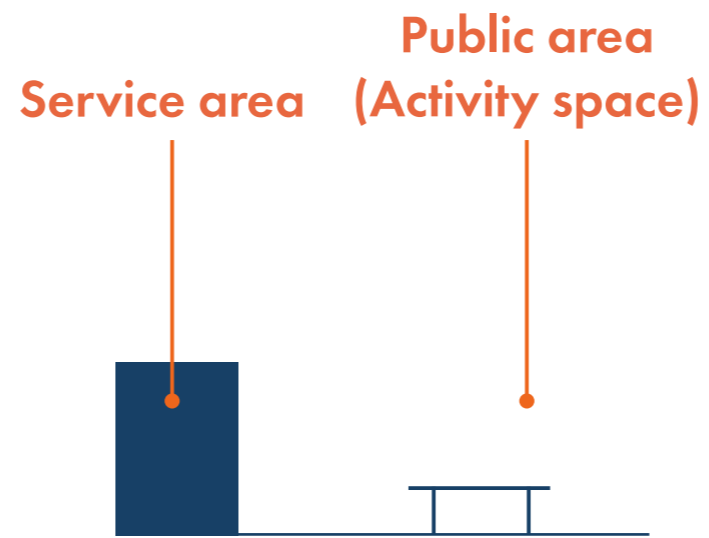
Shop & storage
(Private space)

Product display zone
(Semi public space)

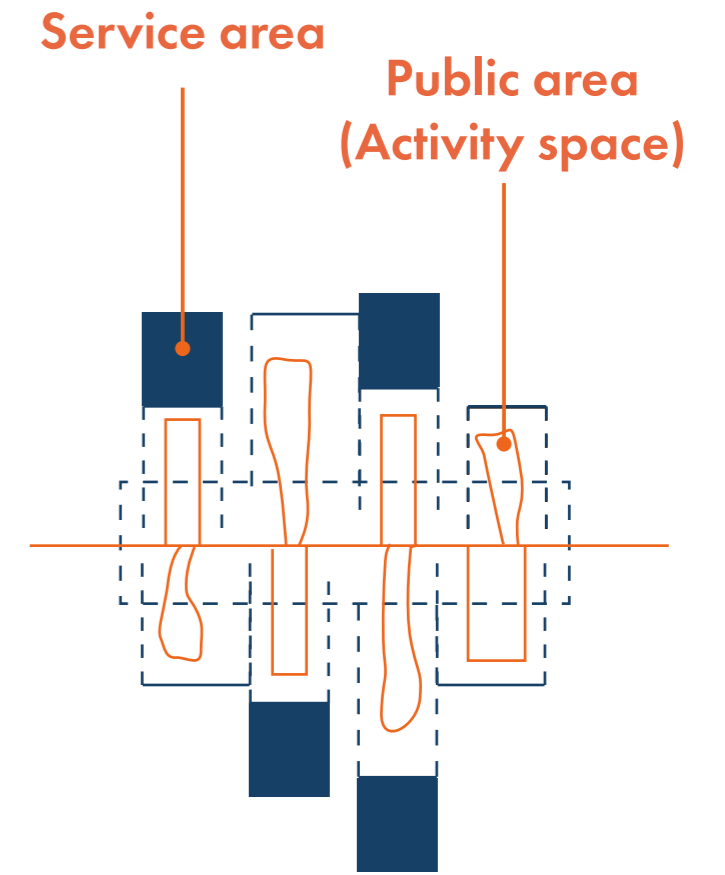


Athens

Street



Proposed street section



Proposed concept diagram



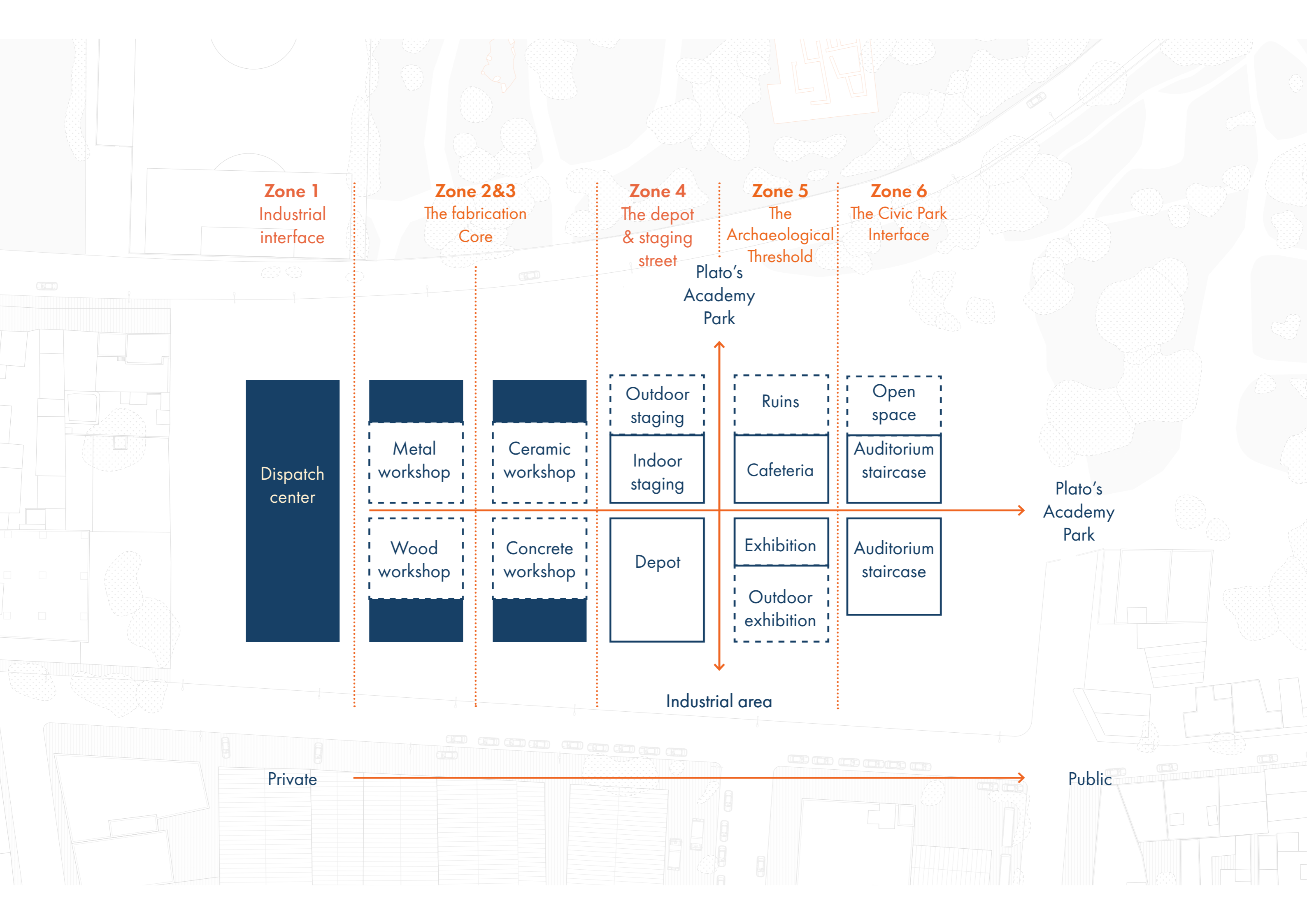
Plato's
Academy
Park

Plato's
Academy
Park

Industrial area

Private

Public



Zone 1
Industrial
interface

Zone 2&3
The fabrication
Core

Zone 4
The depot
& staging
street

Zone 5
The
Archaeological
Threshold

Zone 6
The Civic Park
Interface

Dispatch
center

Metal
workshop

Ceramic
workshop

Outdoor
staging
Indoor
staging

Ruins
Cafeteria

Open
space
Auditorium
staircase

Wood
workshop

Concrete
workshop

Depot

Exhibition
Outdoor
exhibition

Auditorium
staircase

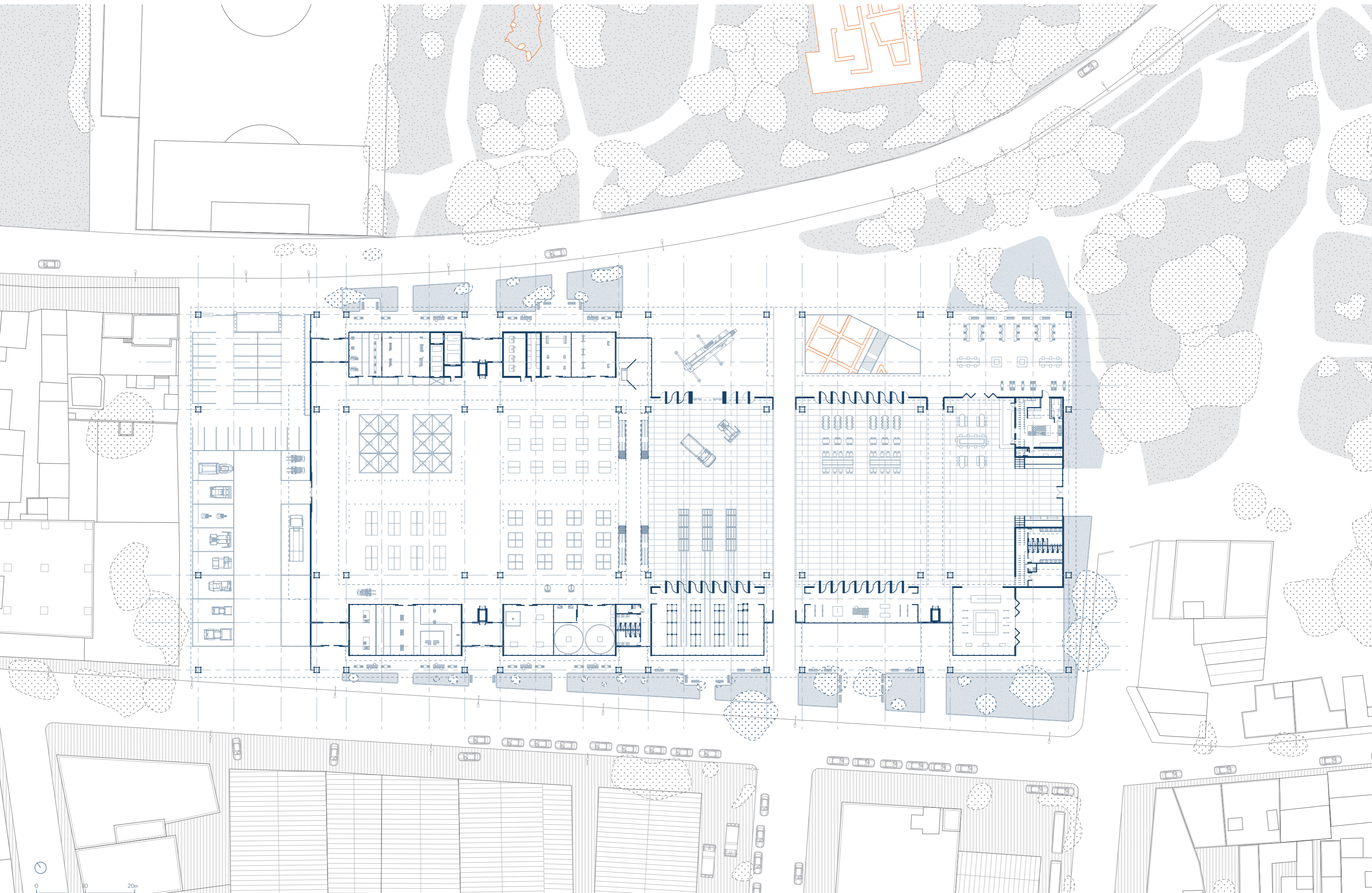
Plato's
Academy
Park

Industrial area

Plato's
Academy
Park

Private

Public



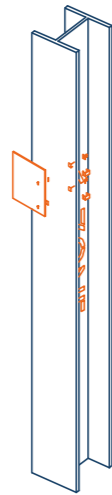
Ground floor plan

Design Principle 2

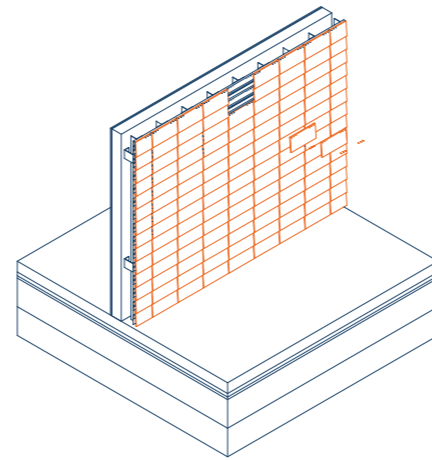
**The Building as a Living Tectonic
Archive**

Design Principles 2

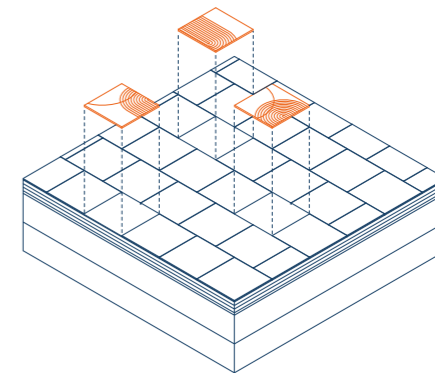
The Building as a Living Tectonic Archive



Column



Wall



Floor

Depatch center

Metal workshop

Wood workshop

Ceramic workshop

Concrete workshop

Outdoor staging

Indoor staging

Depot

Ruins

Cafeteria

Exhibition

Outdoor exhibition

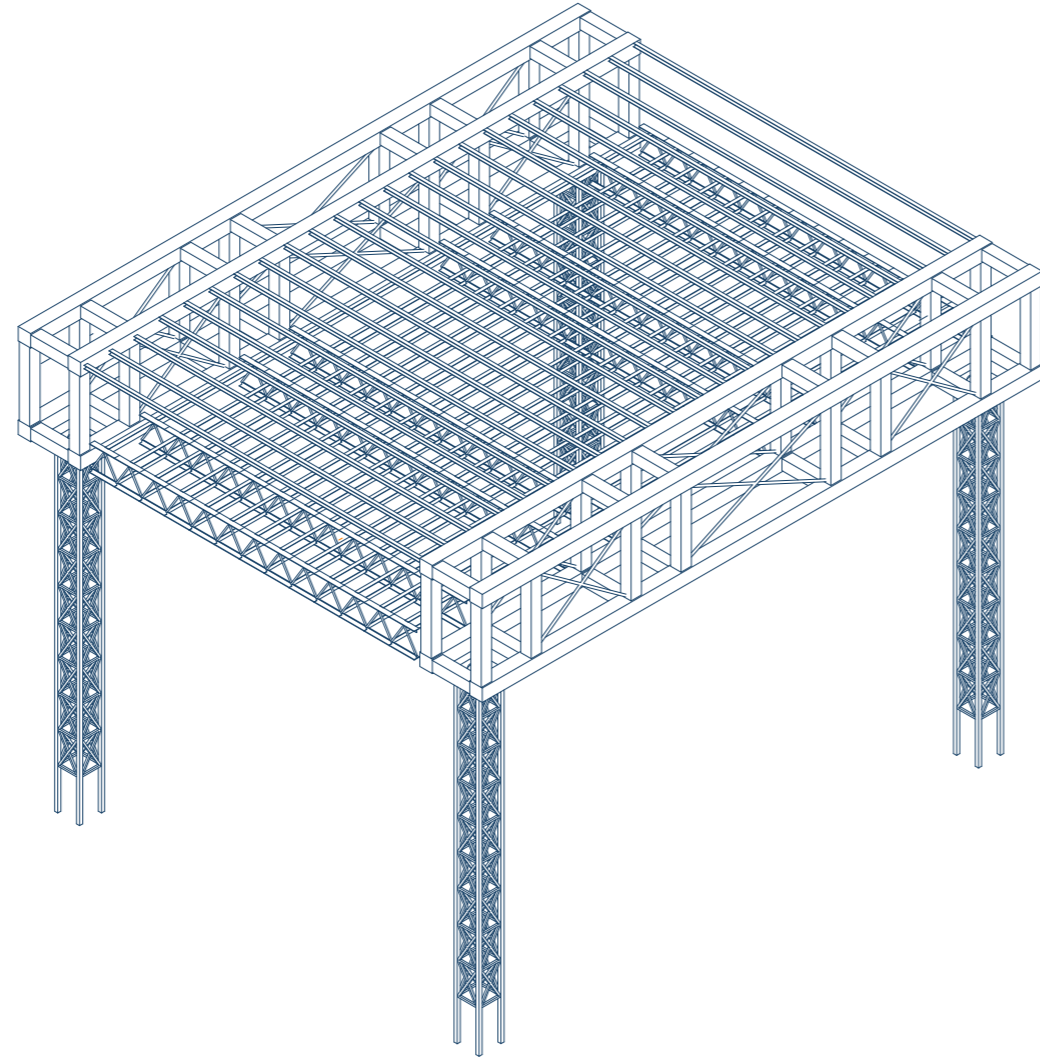
Open space

Auditorium staircase

Auditorium staircase

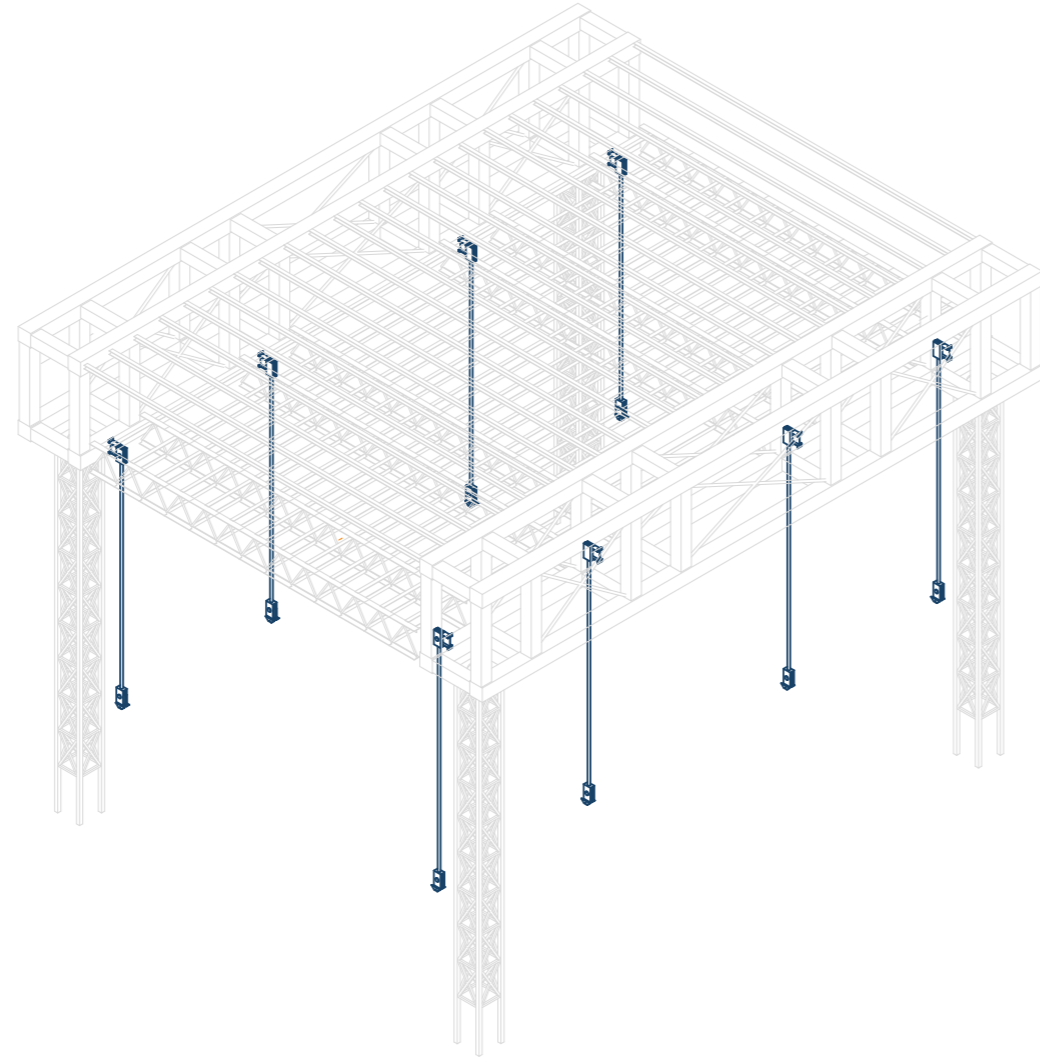
Design Principles 2

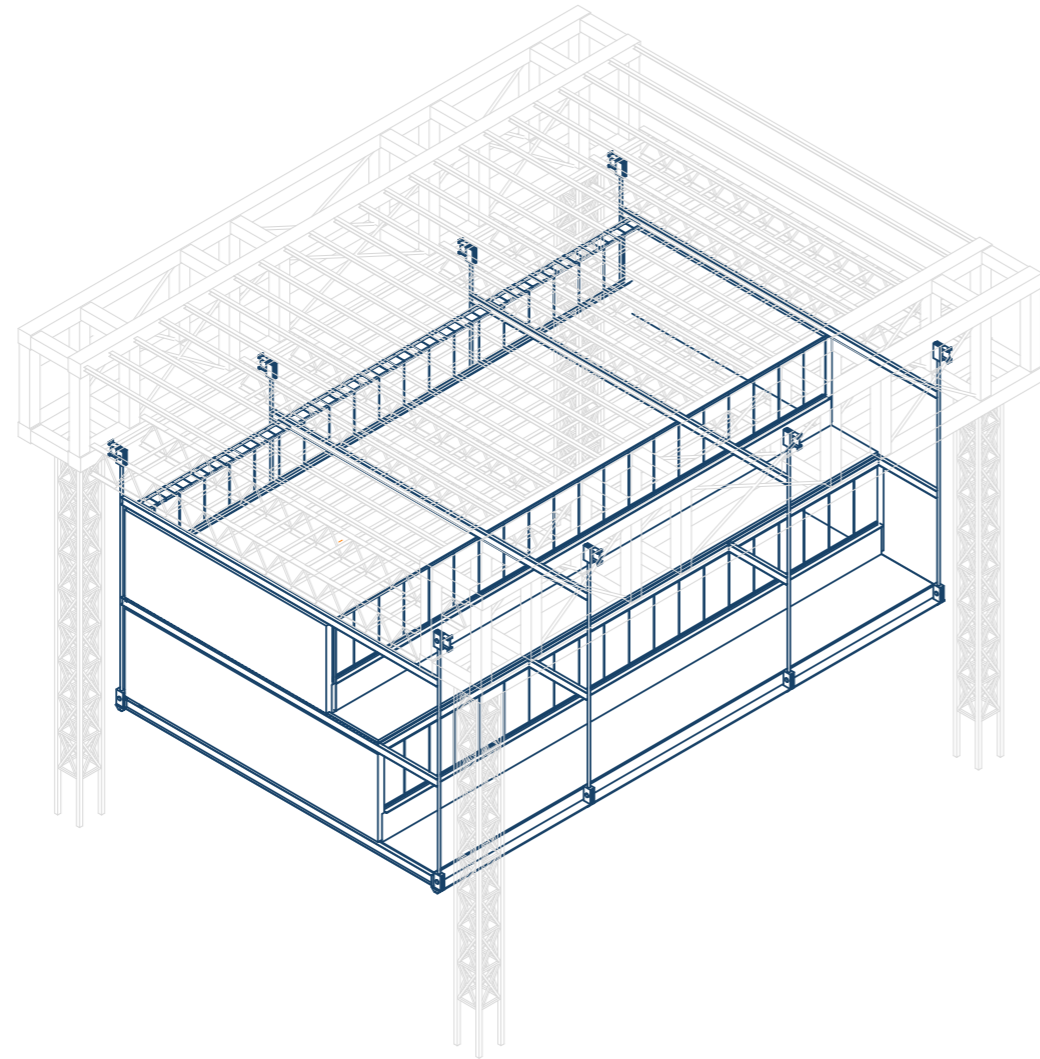
The Building as a Living Tectonic

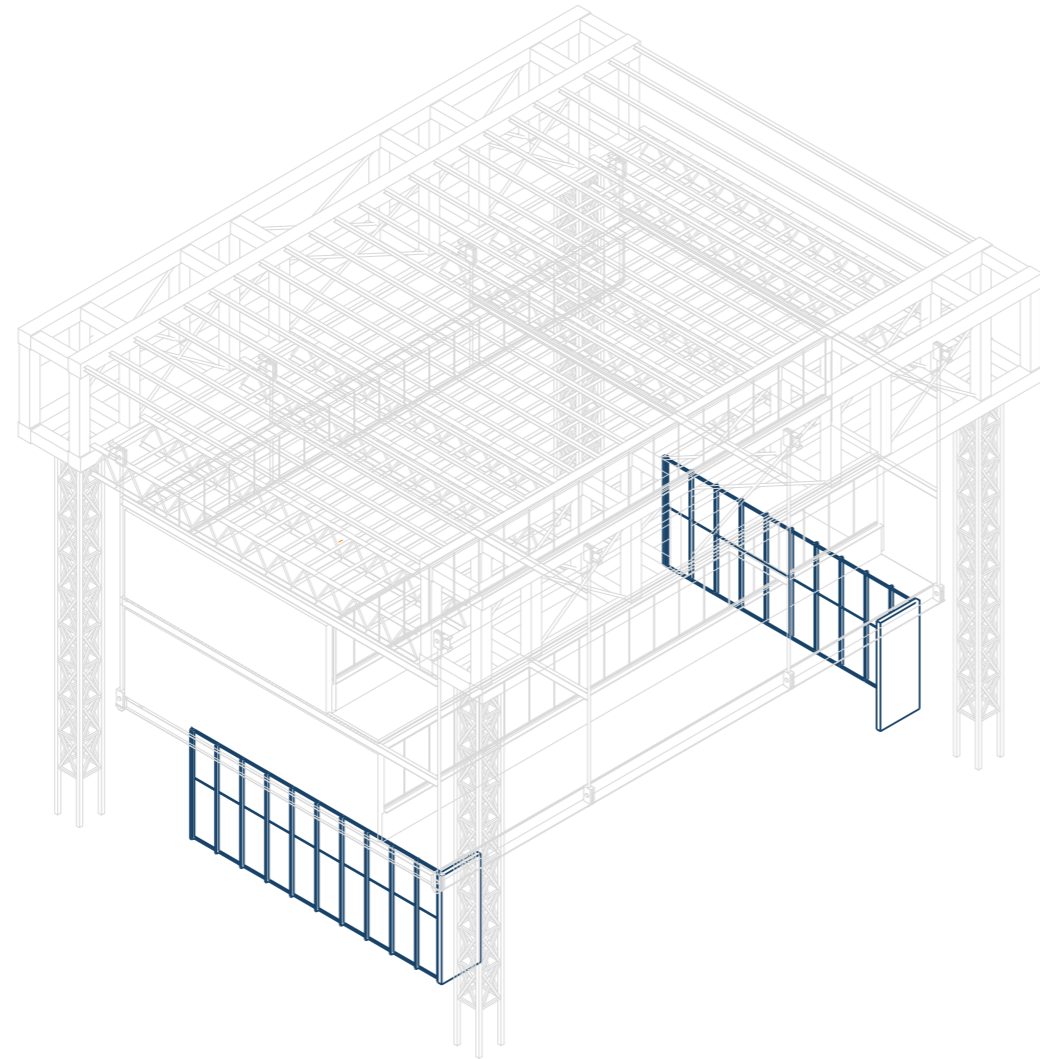


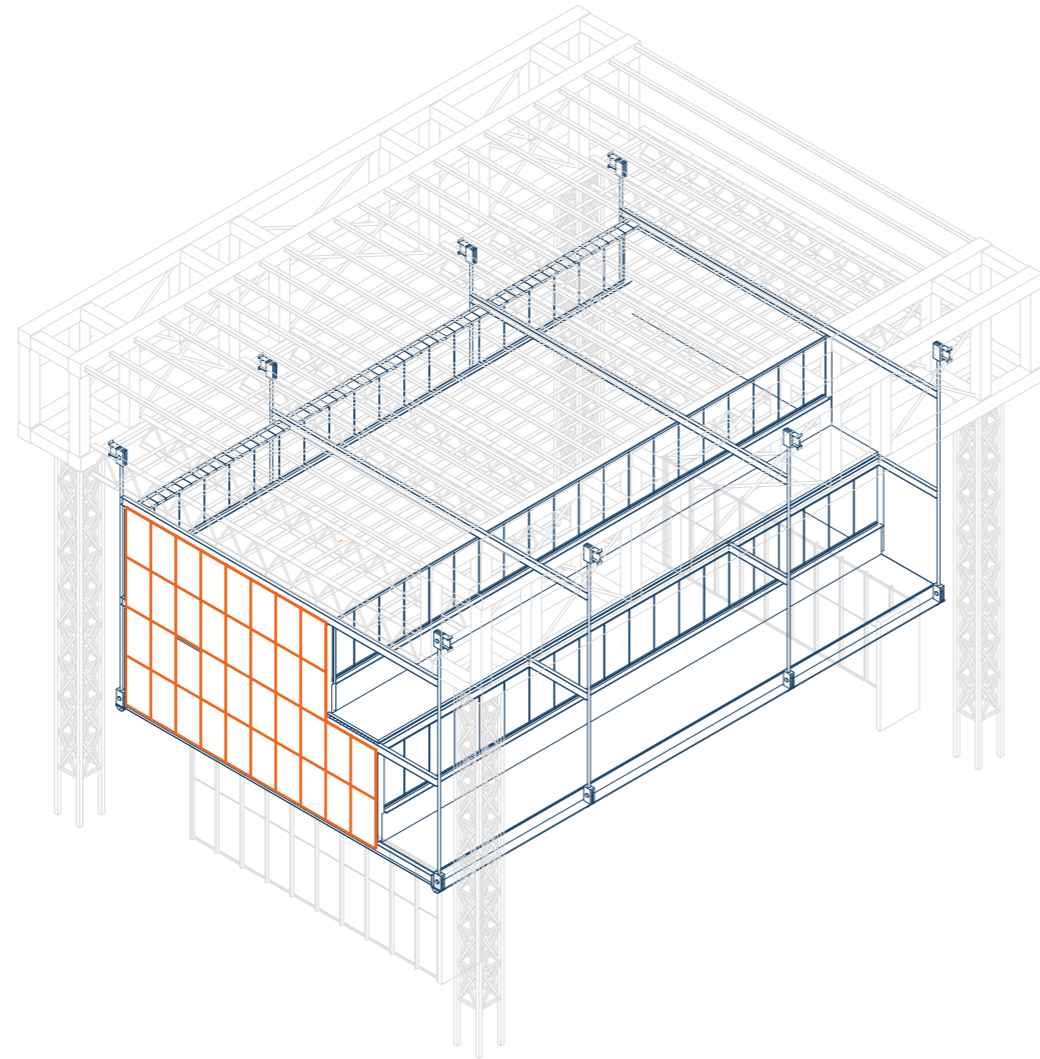
Design Principles 2

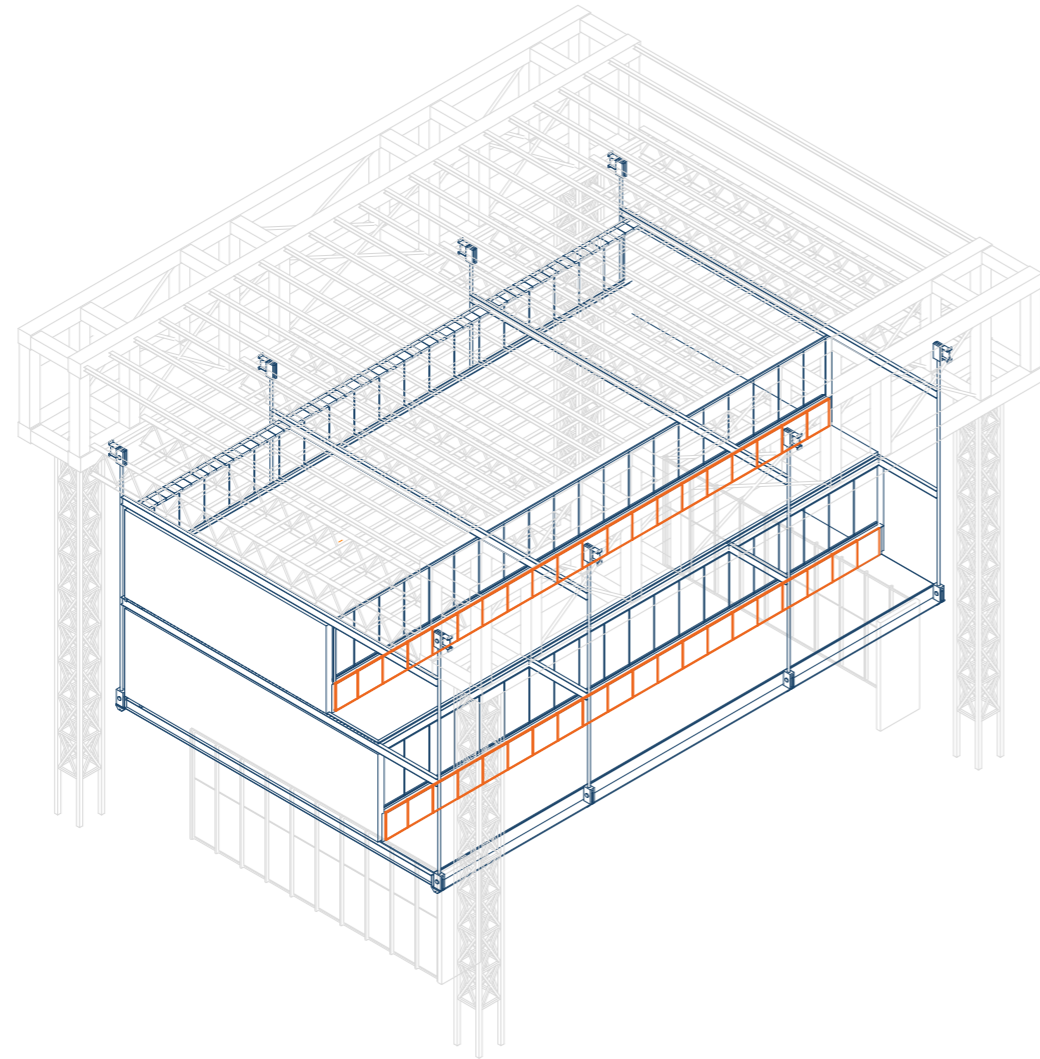
The Building as a Living Tectonic

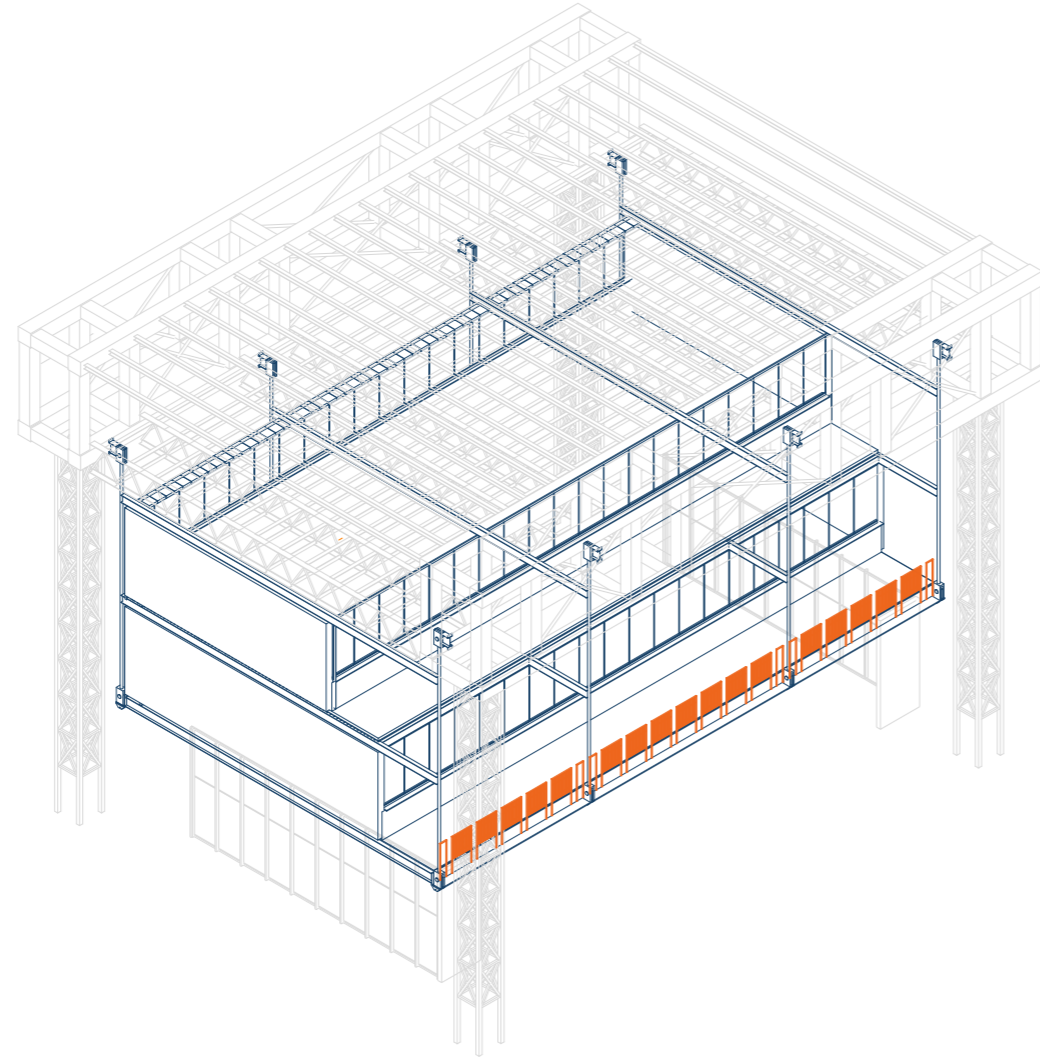


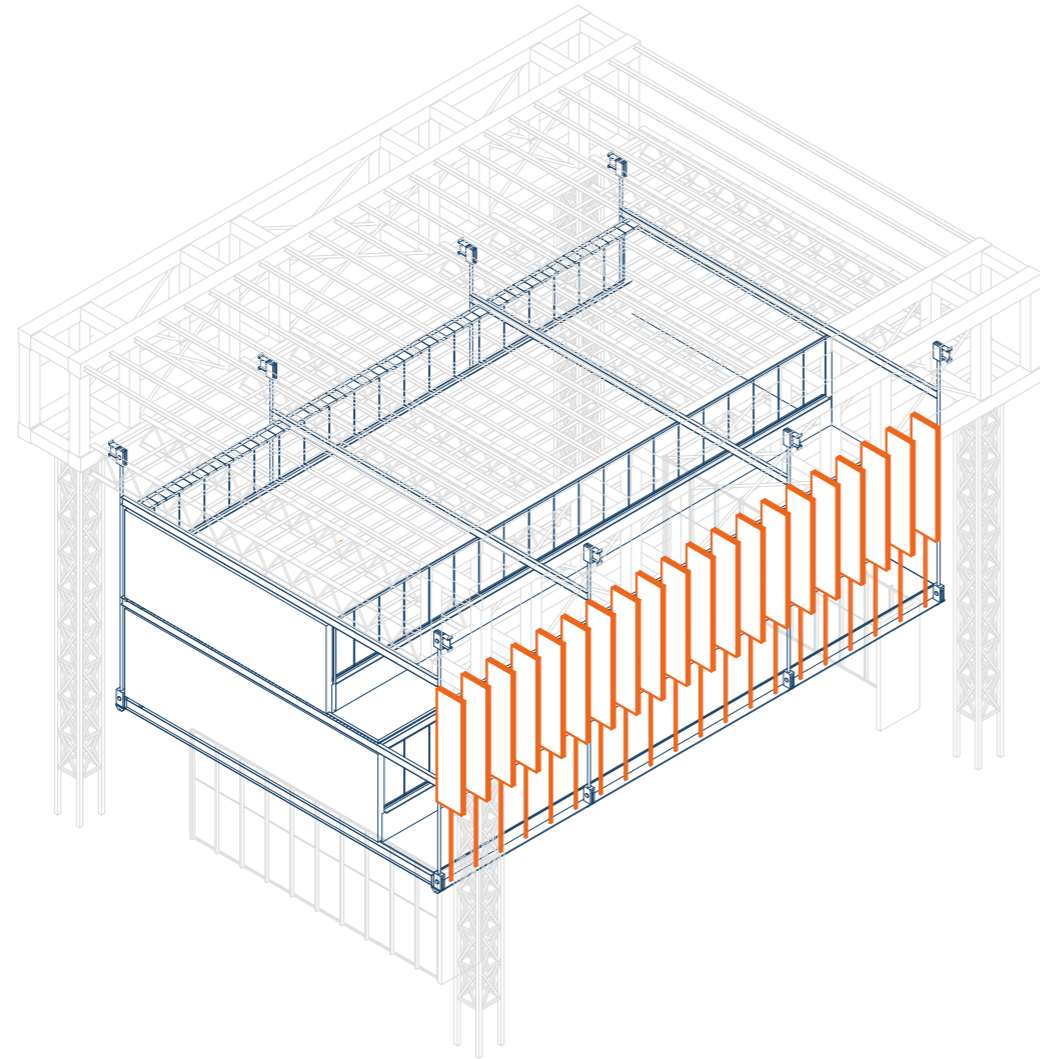


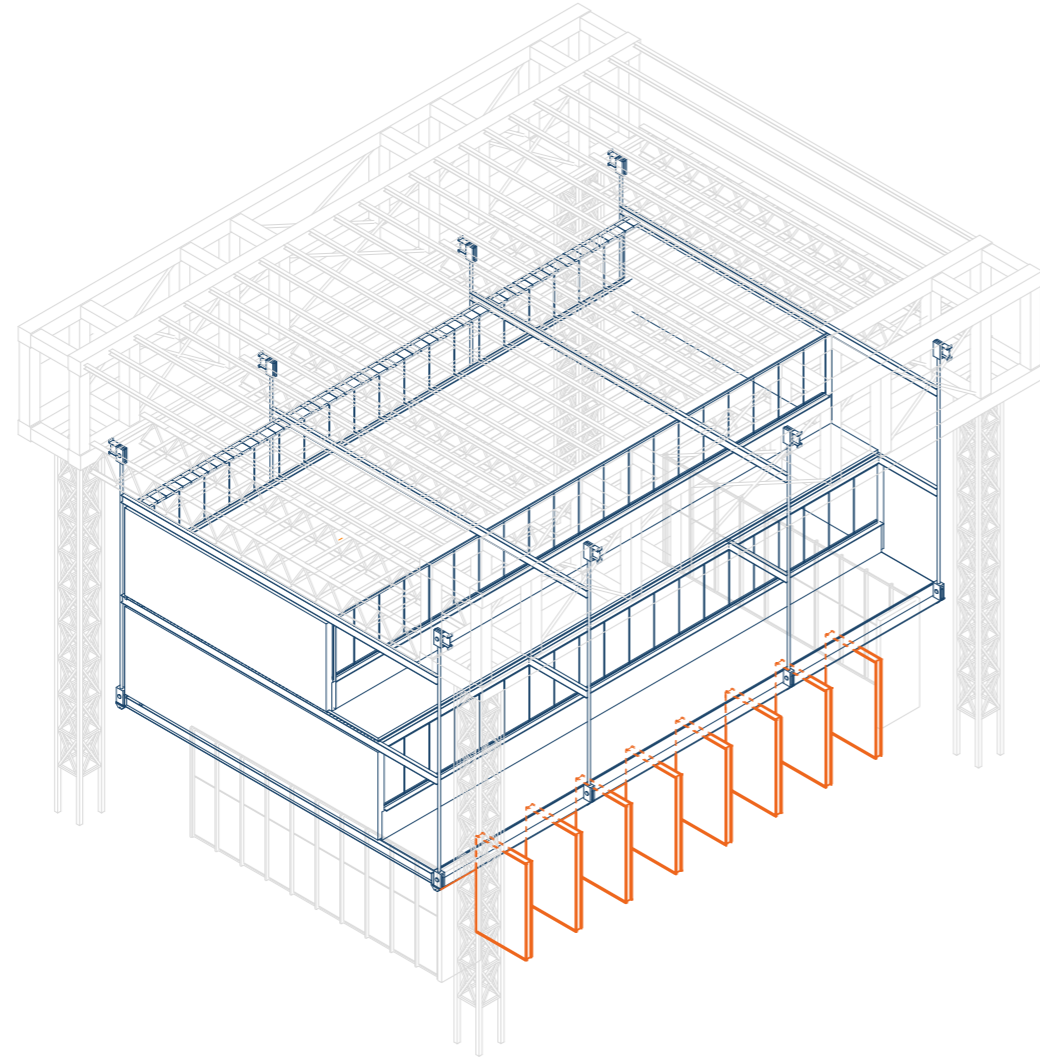


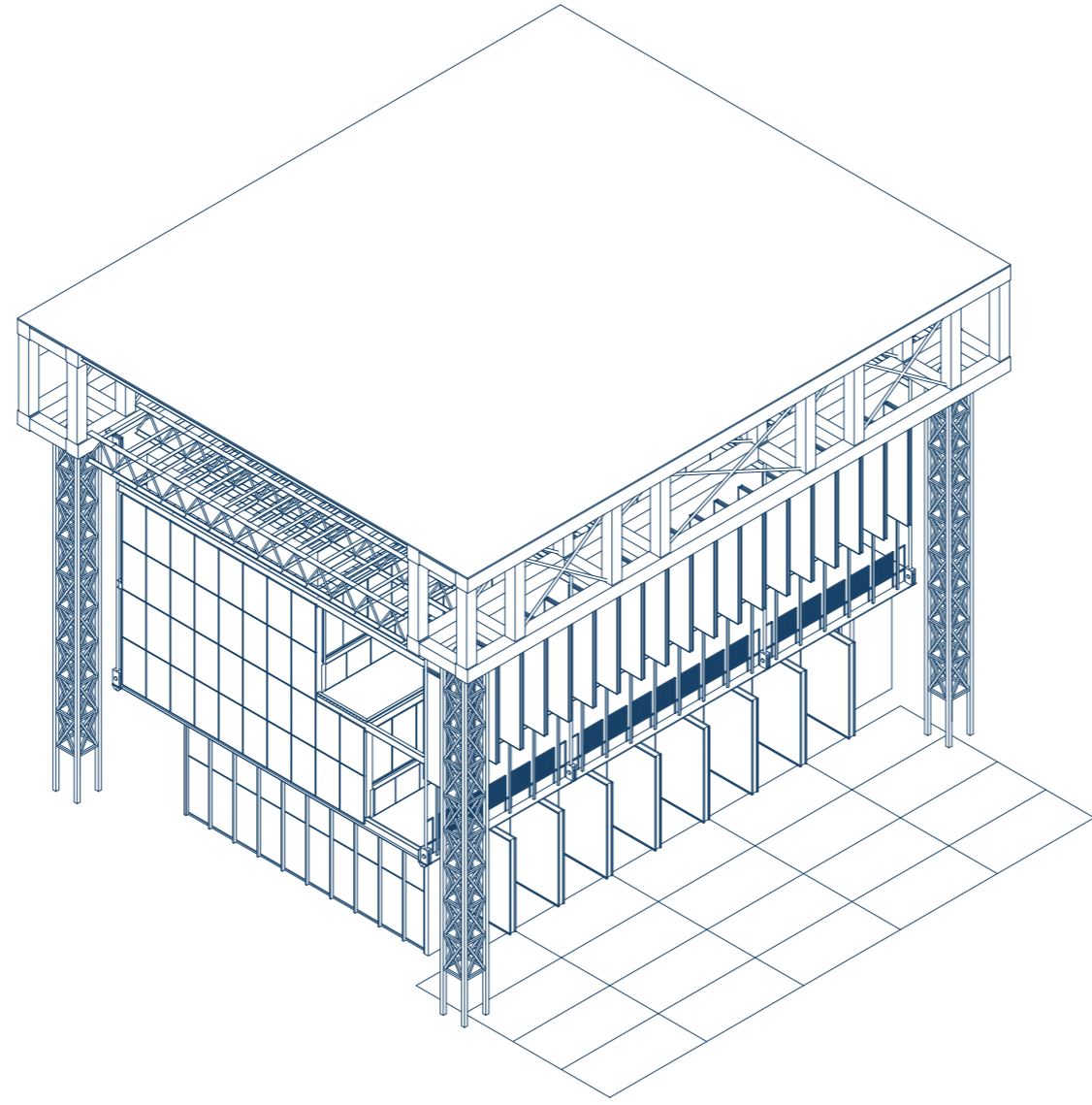


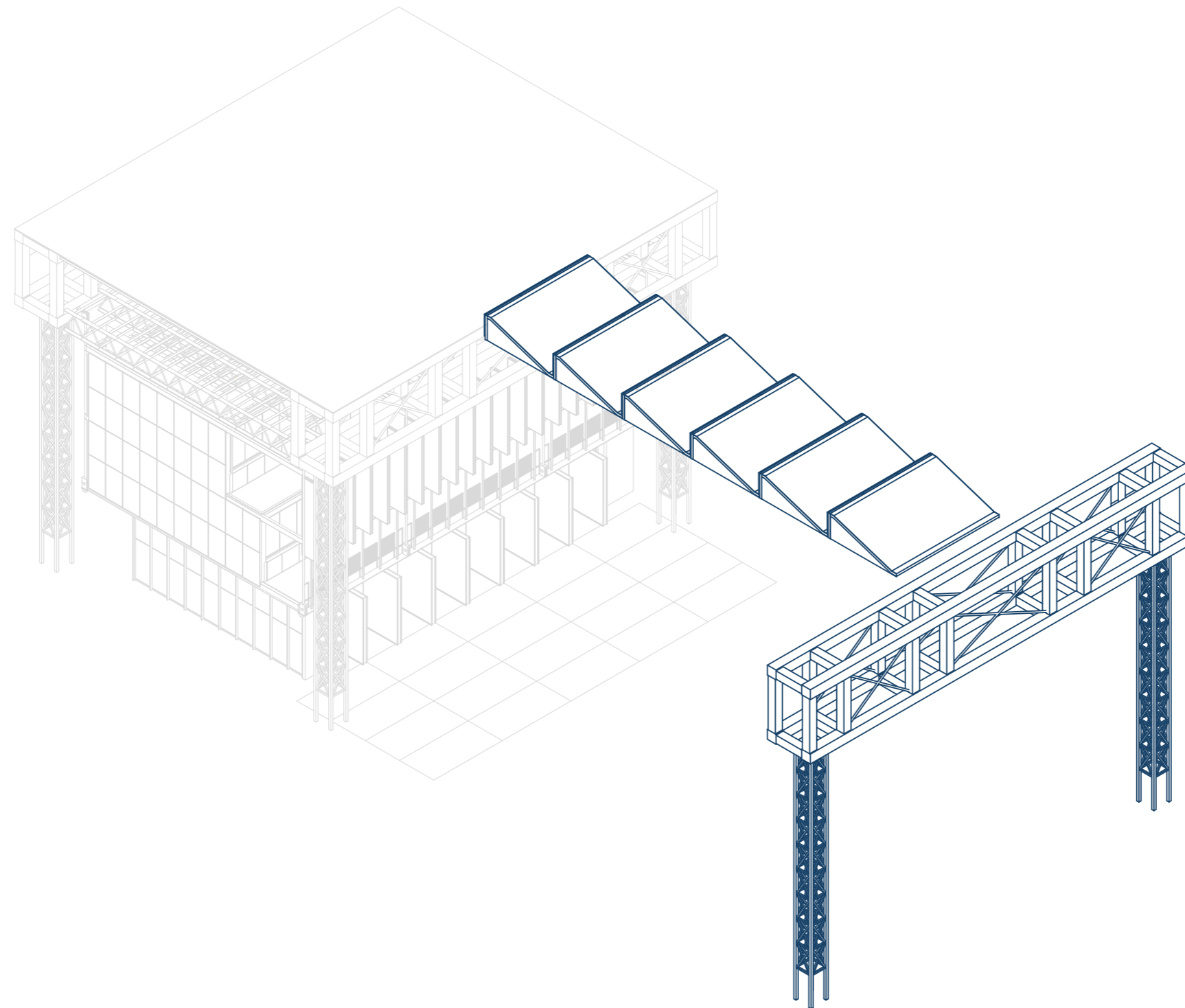


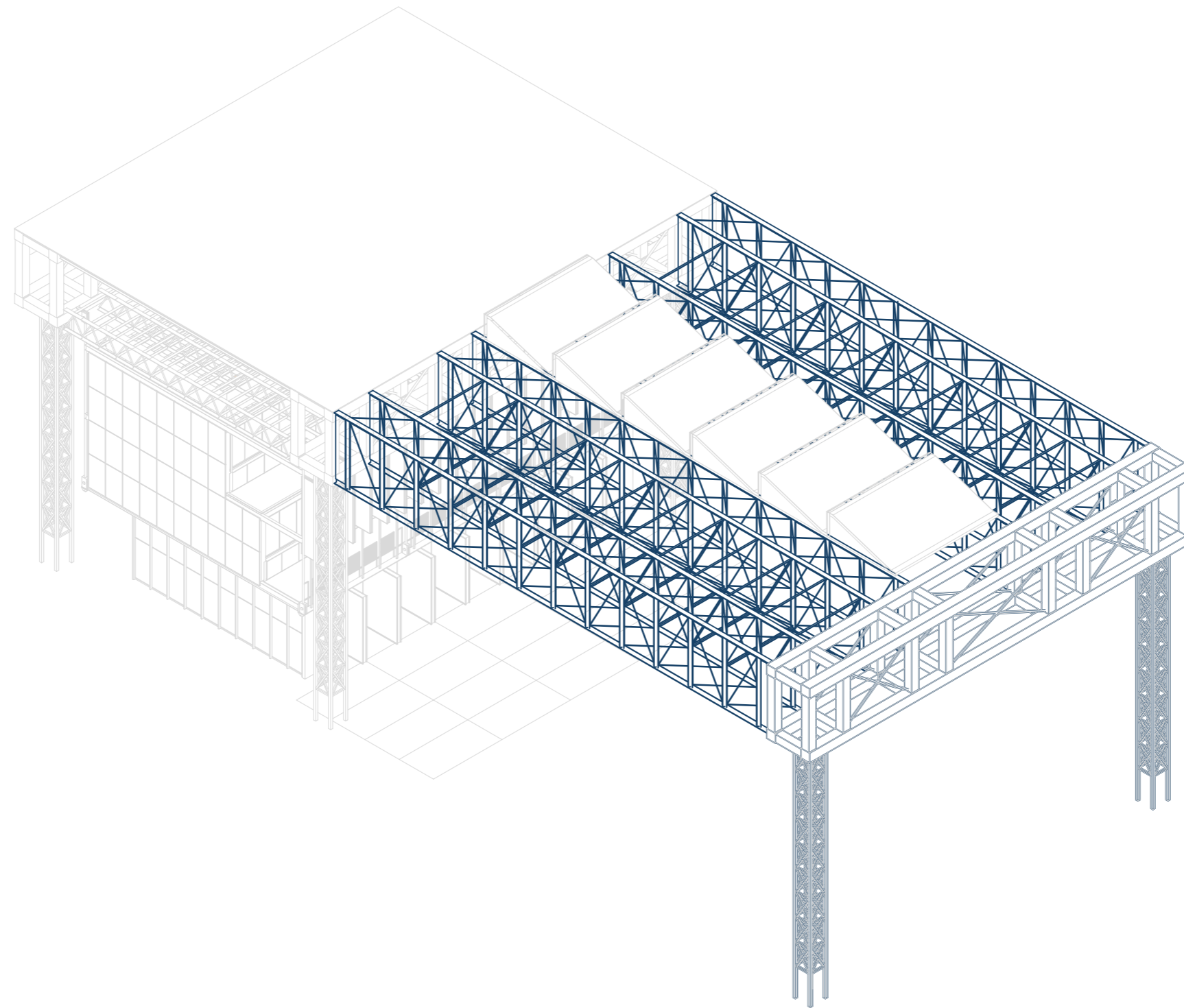


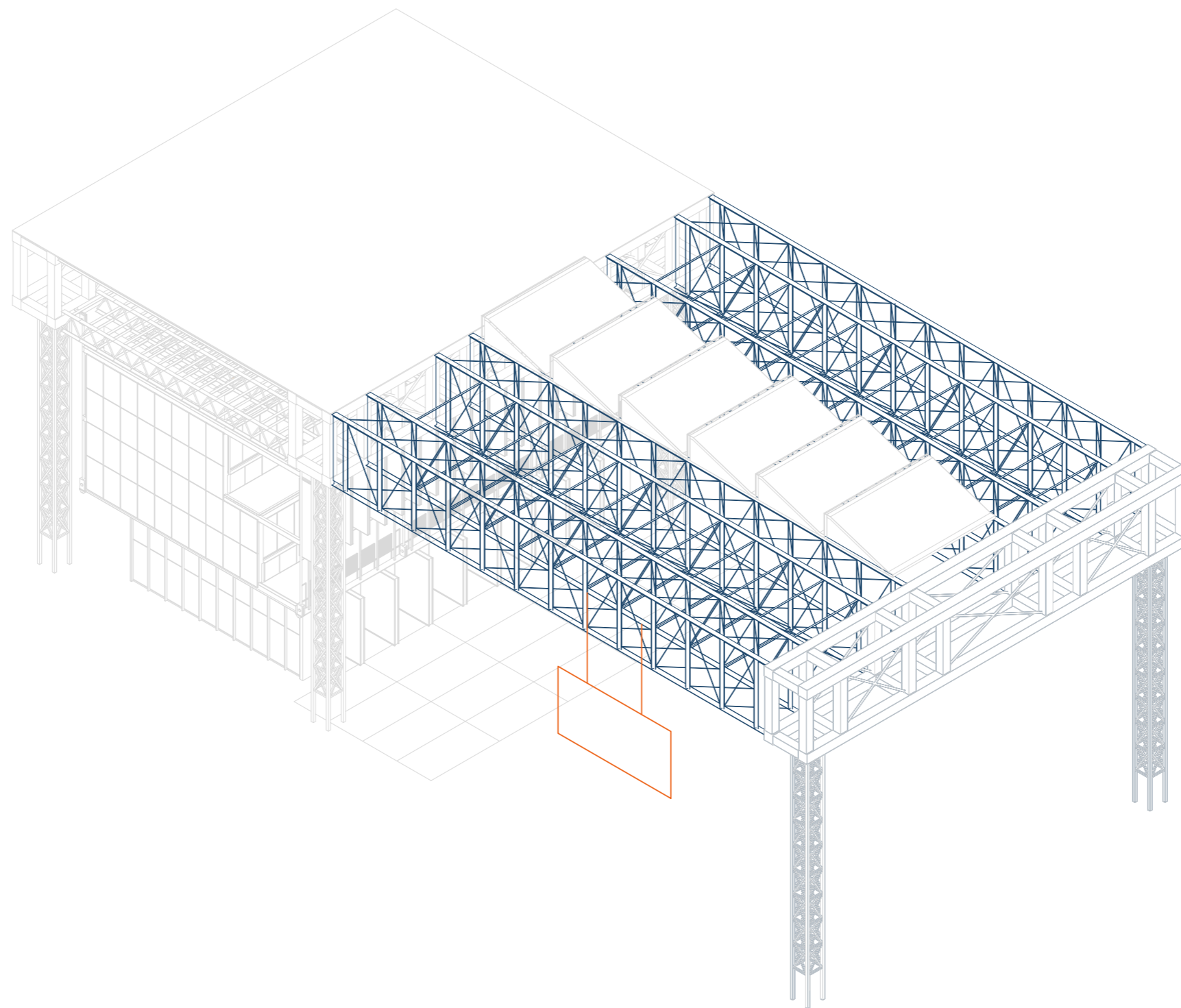


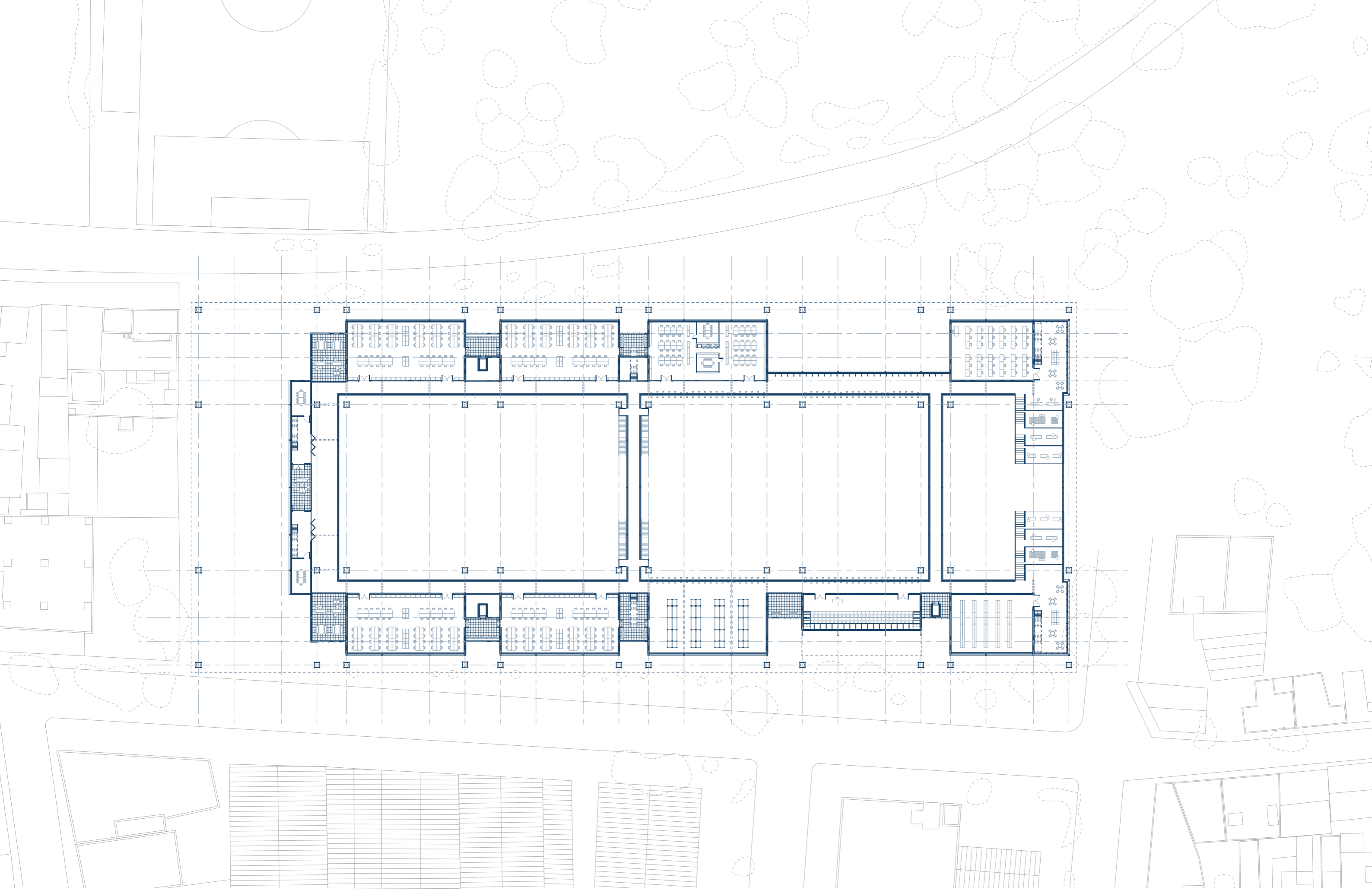






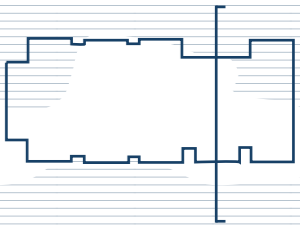






0 10 20m

Ground floor plan



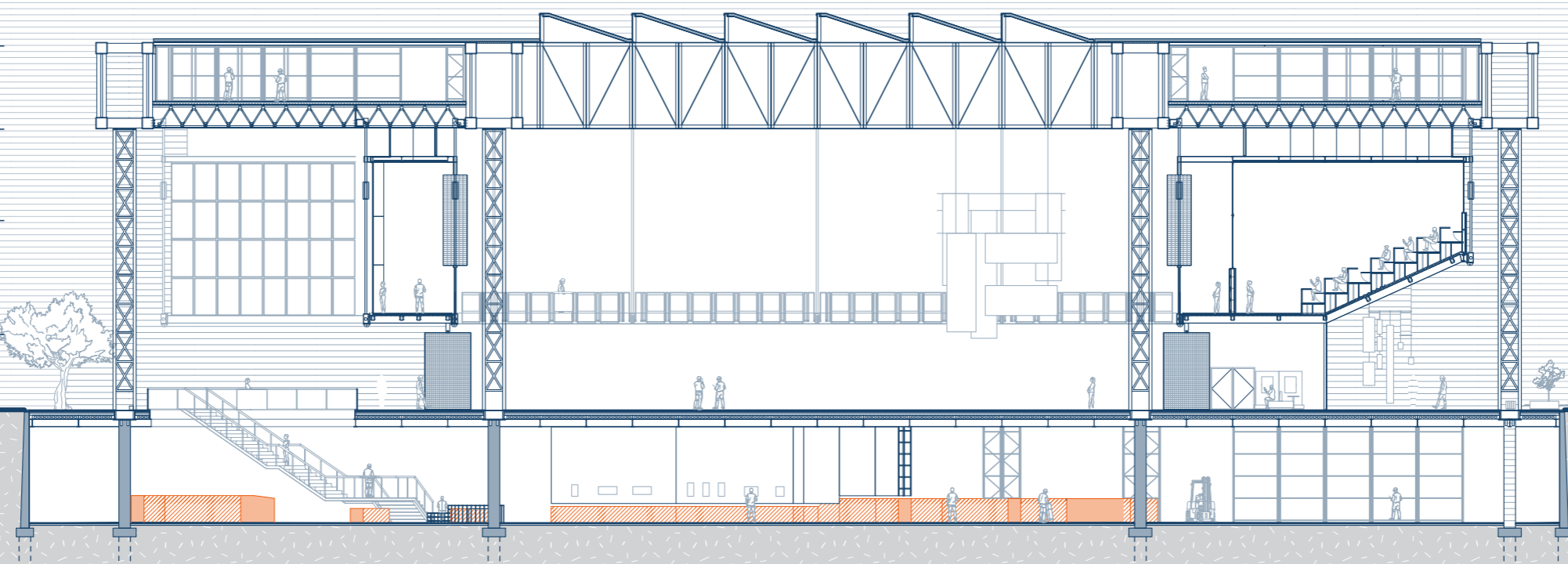
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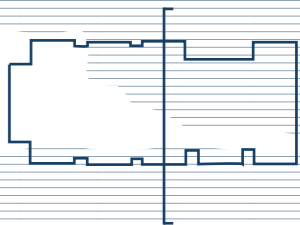
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0 5 10m

Section B



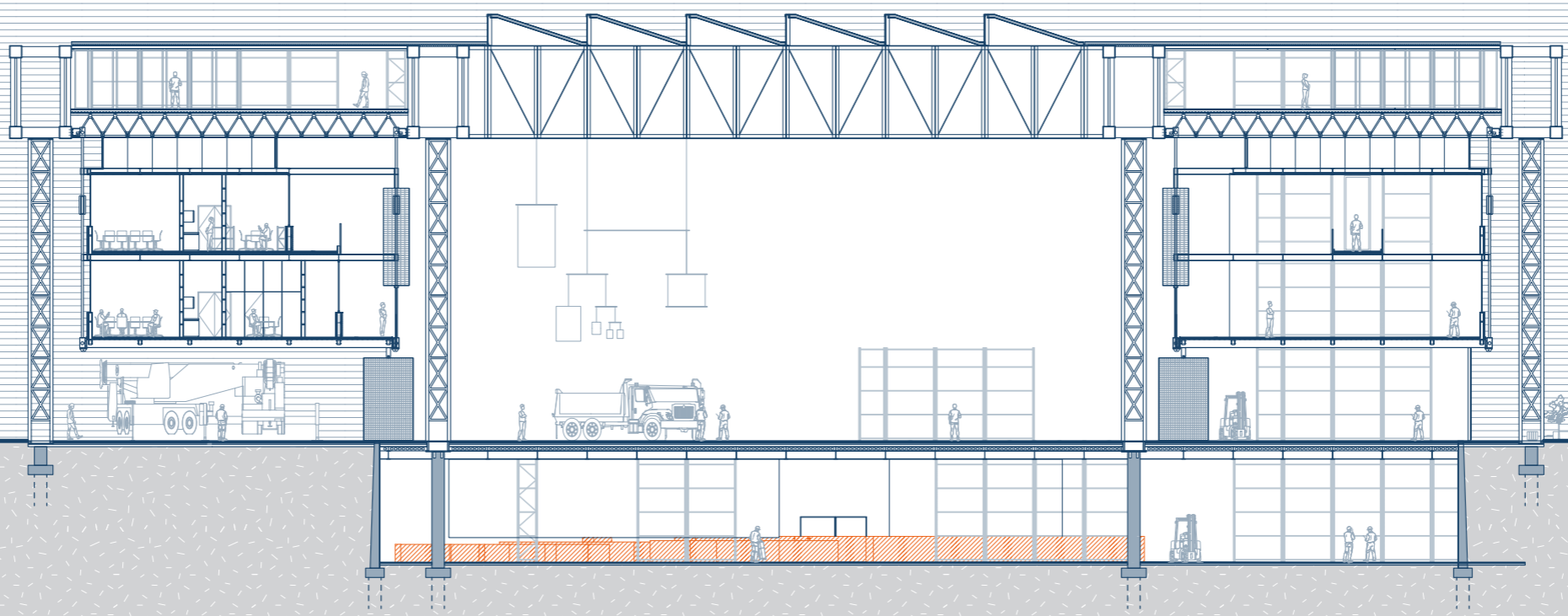
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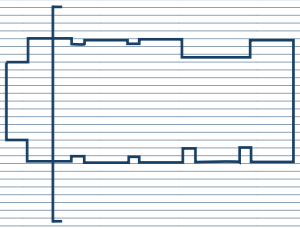
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Section B



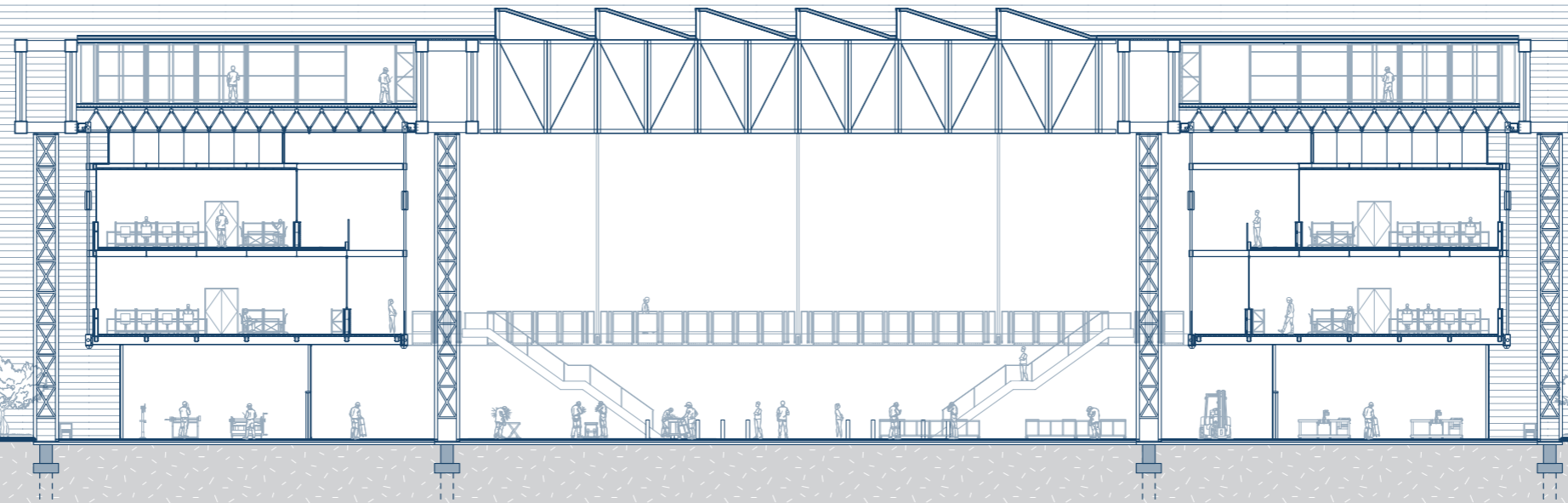
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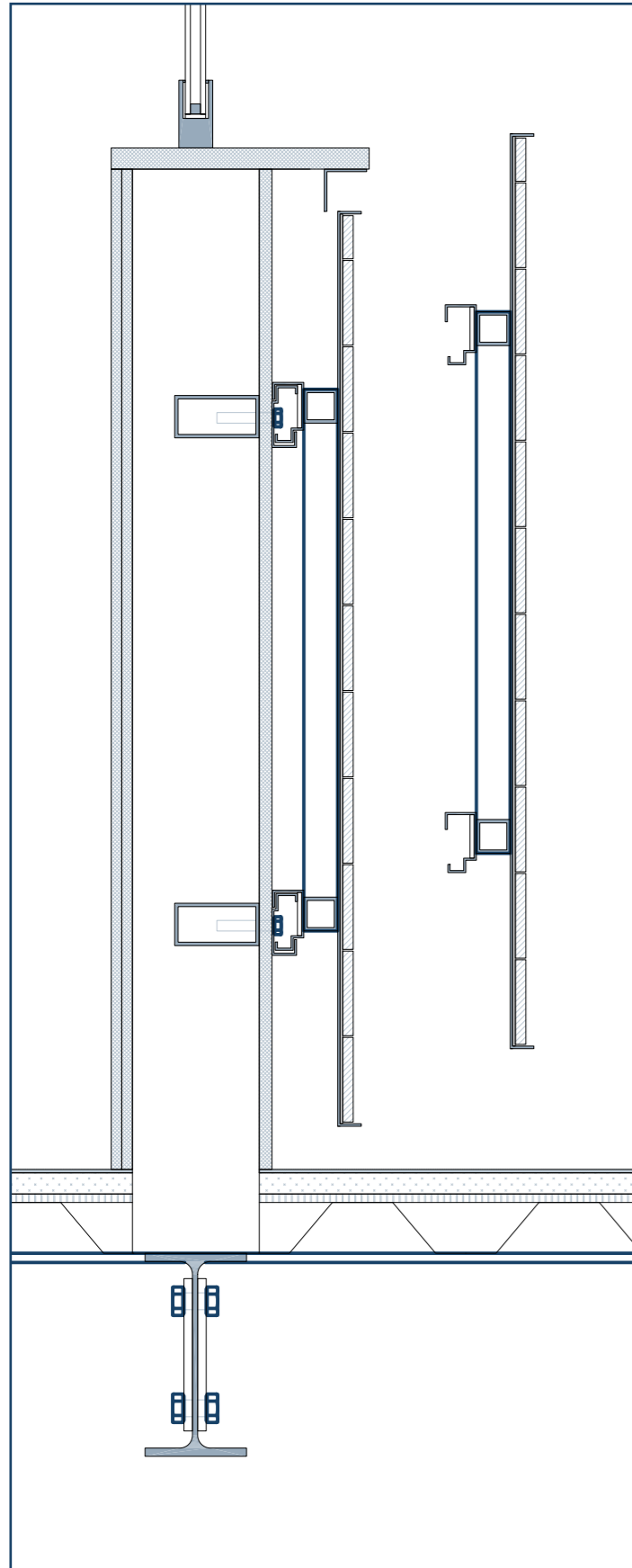
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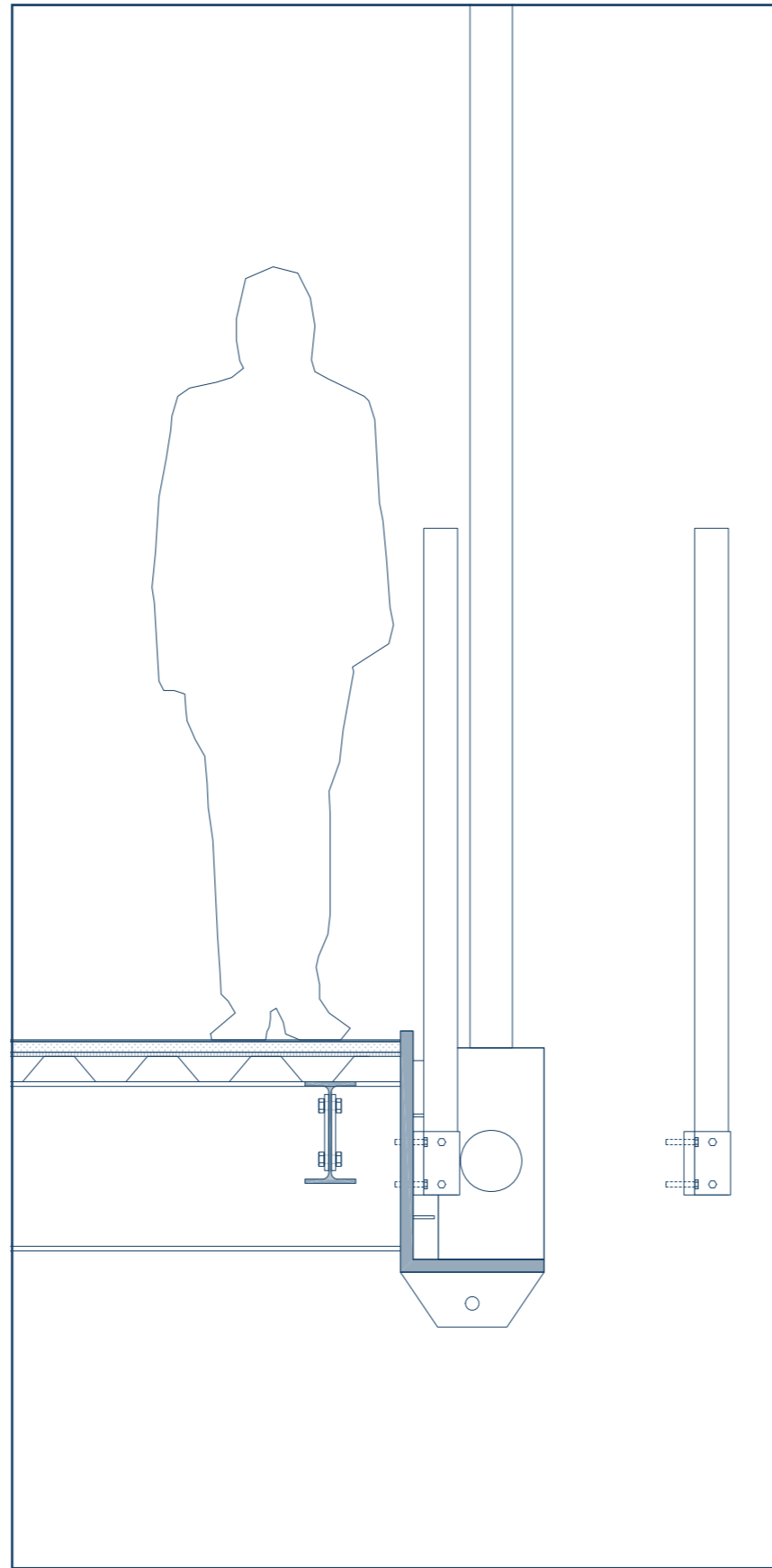


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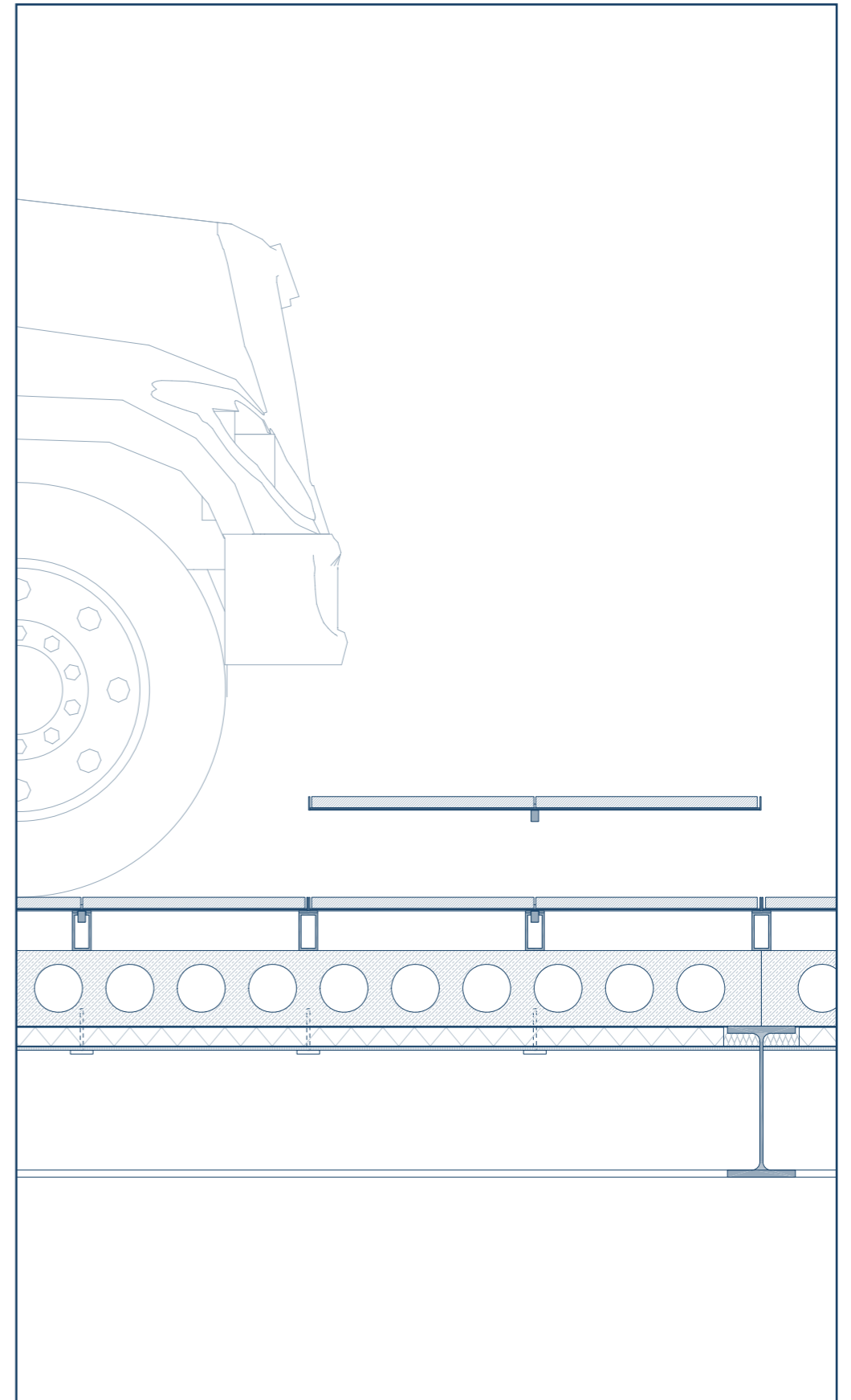
Section B



Rainscreen Cladding
Bracket System



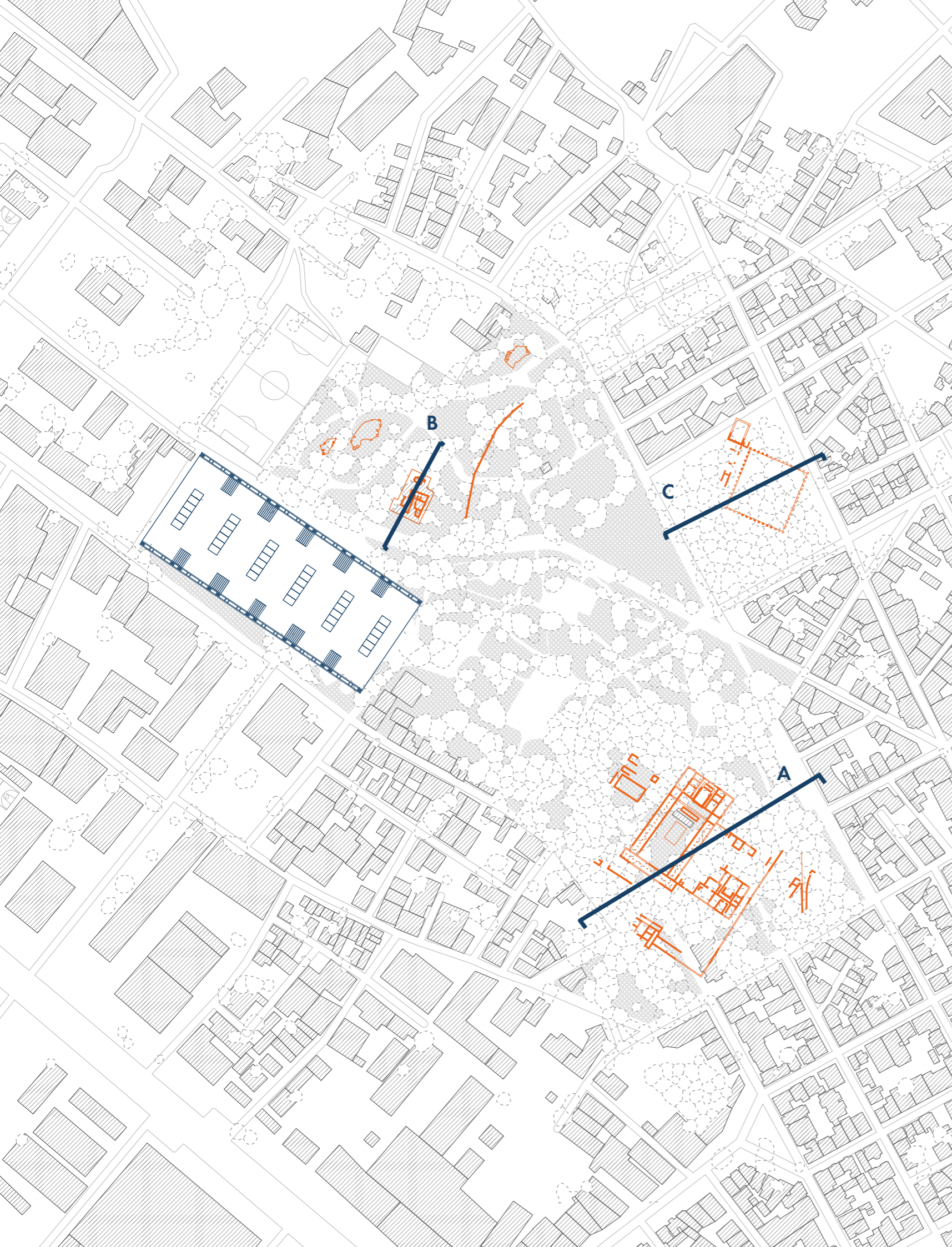
Dry-Demountable
Modular Railing



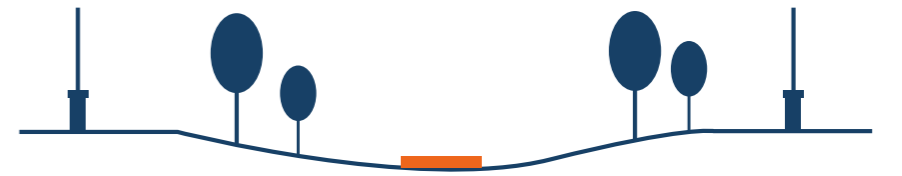
Heavy-Duty Dry-Demountable Modular Vehicle
Plenum Access Floor System

Design Principle 3

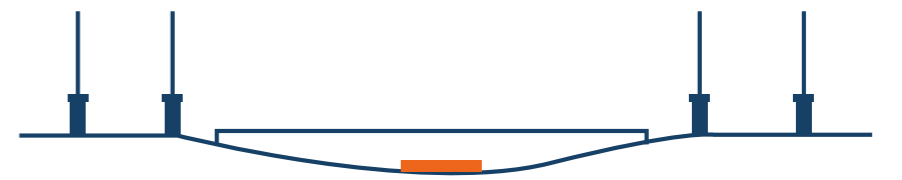
Reversible Heritage Activation



A



B

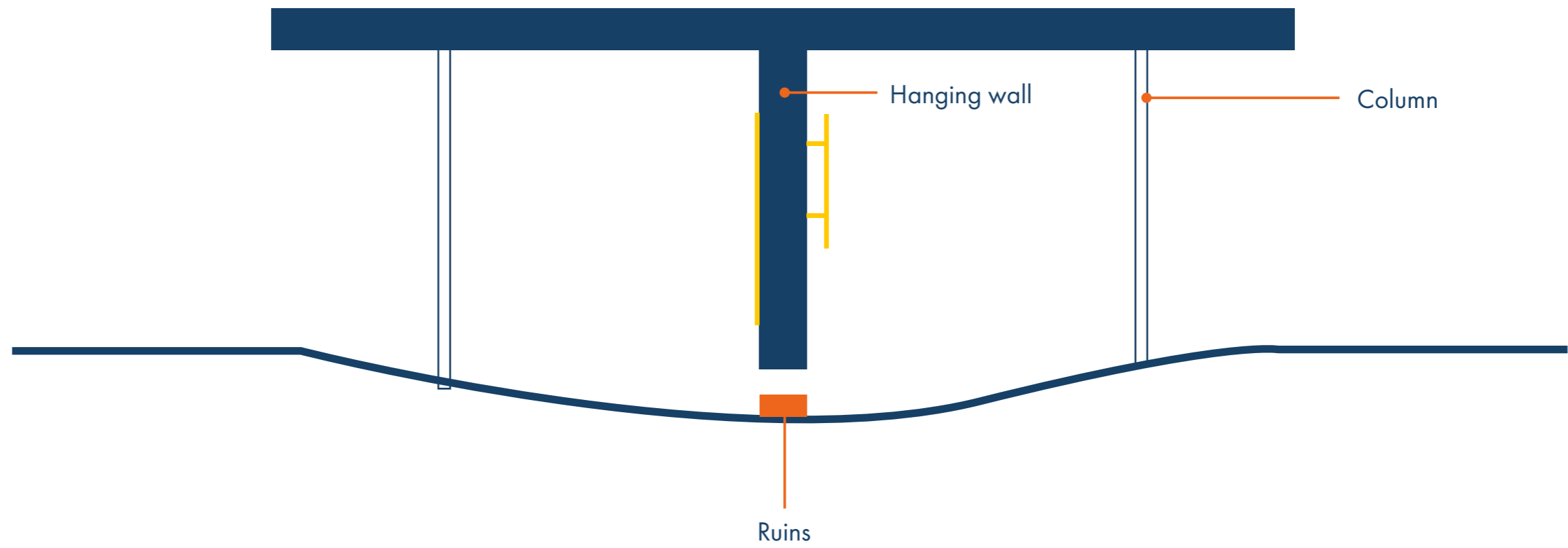


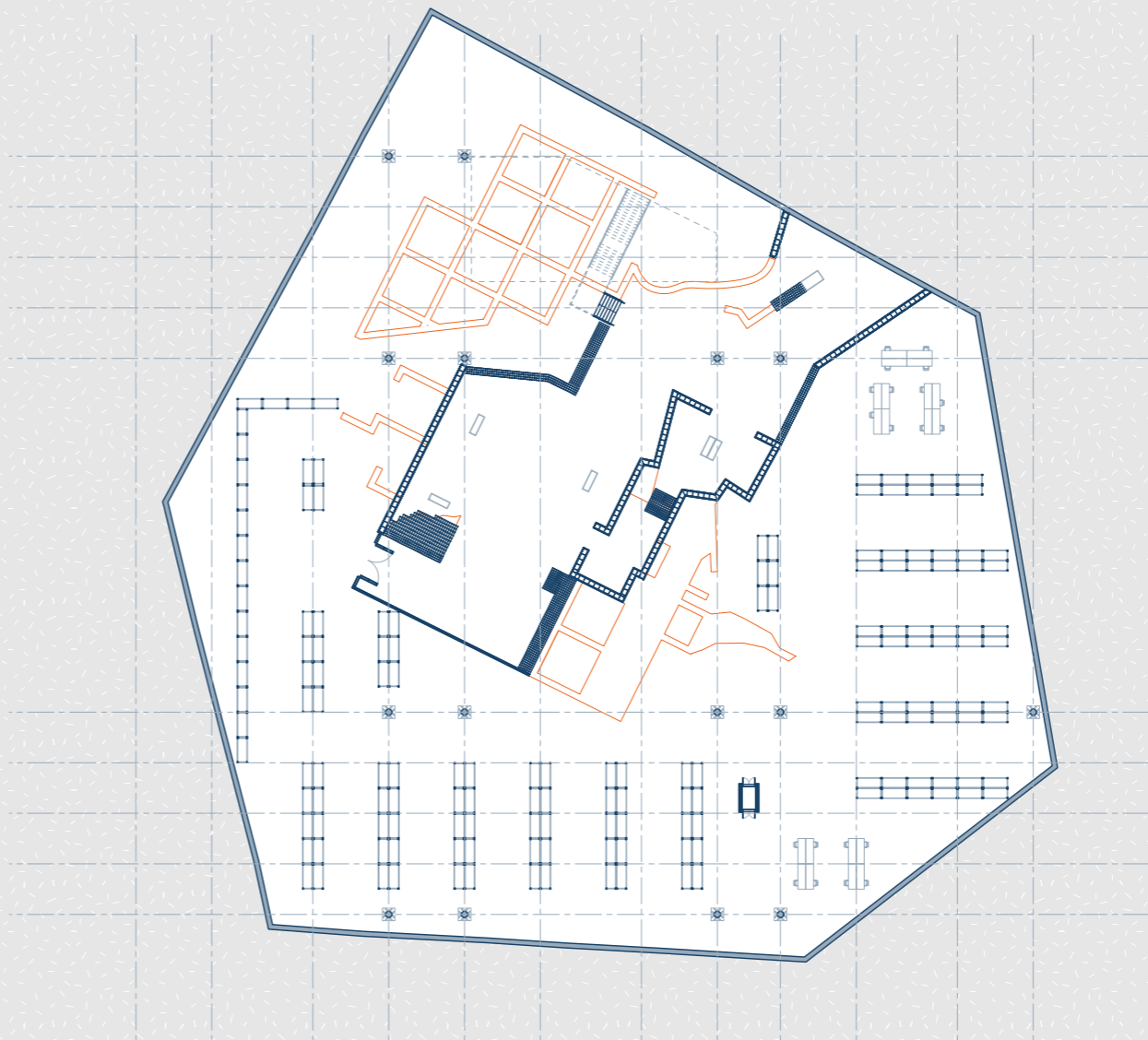
C



Design Principles 3

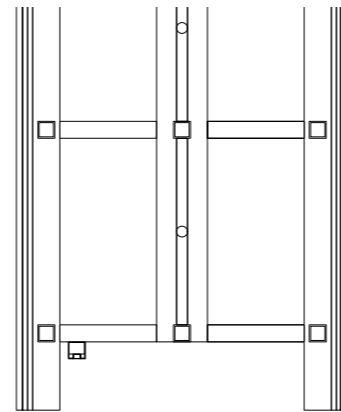
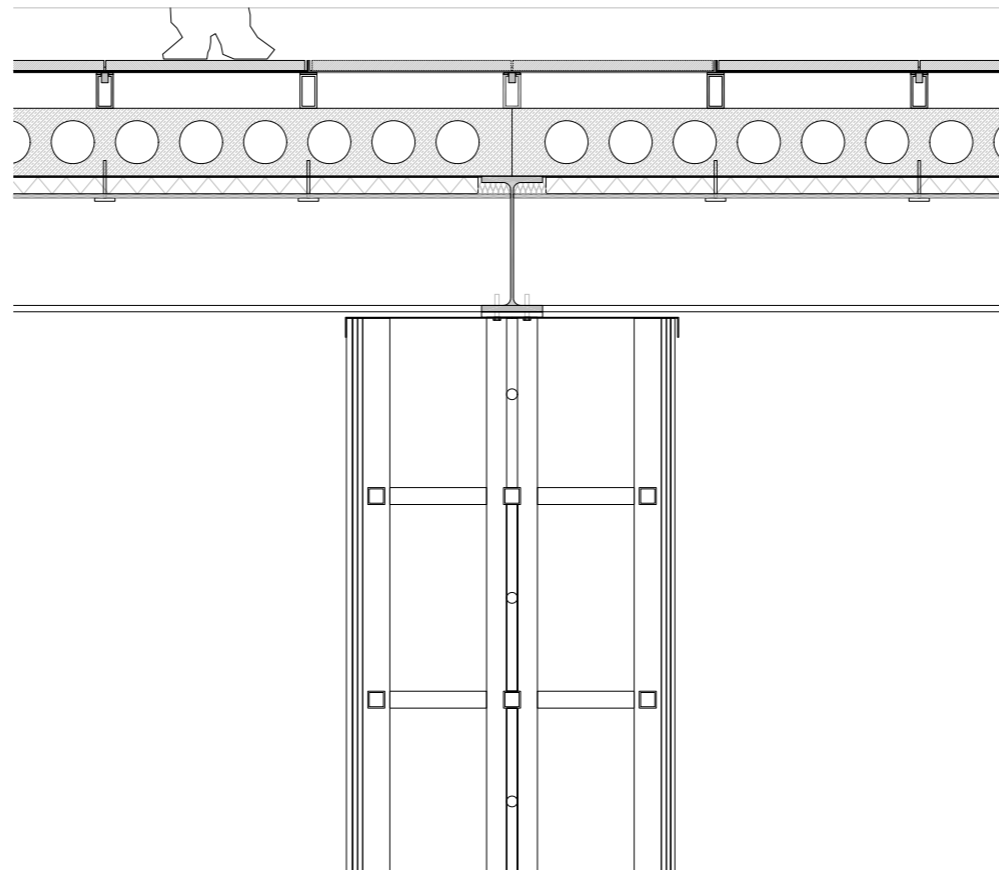
Reversible Heritage Activation





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Ground floor plan



Tension-Suspended
Exhibition Walls

