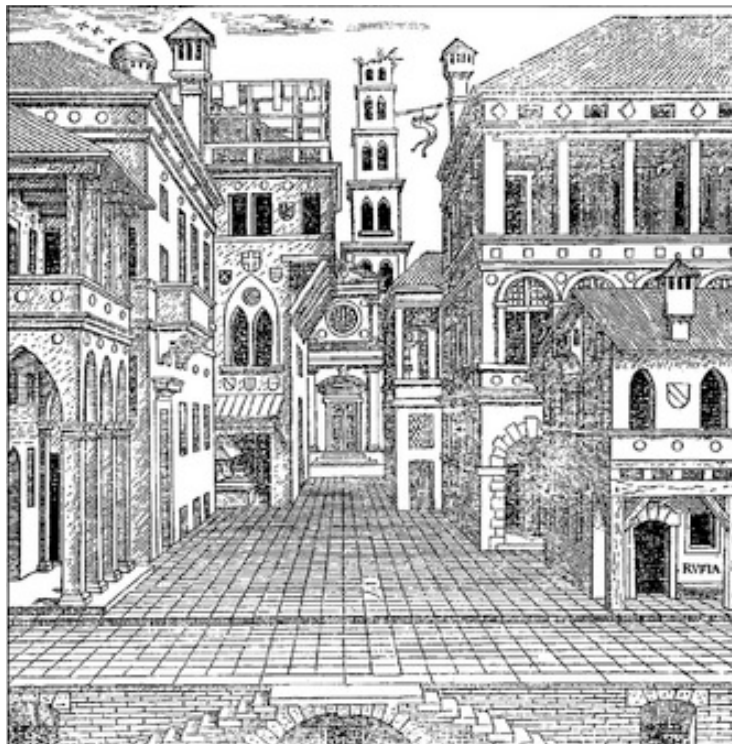




THE FESTIVE CITY - 'AFTER THE PARTY'

THE MAASTRICHT DISTILLERY
AND NIGHTCLUB

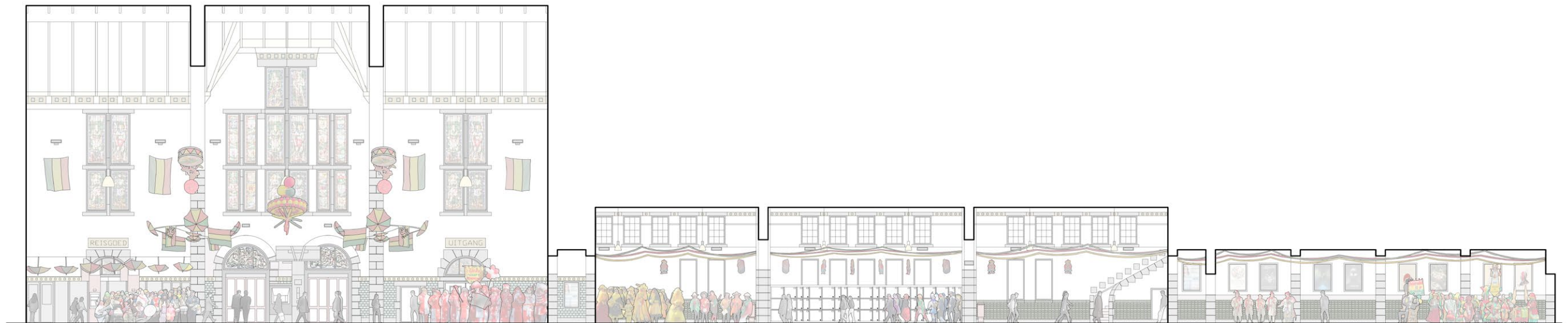
MATT GRIMSHAW



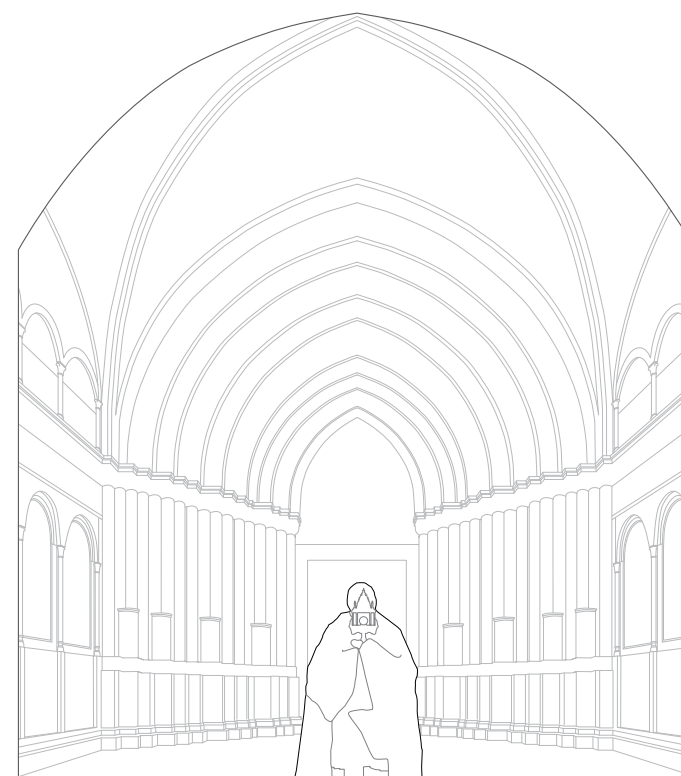
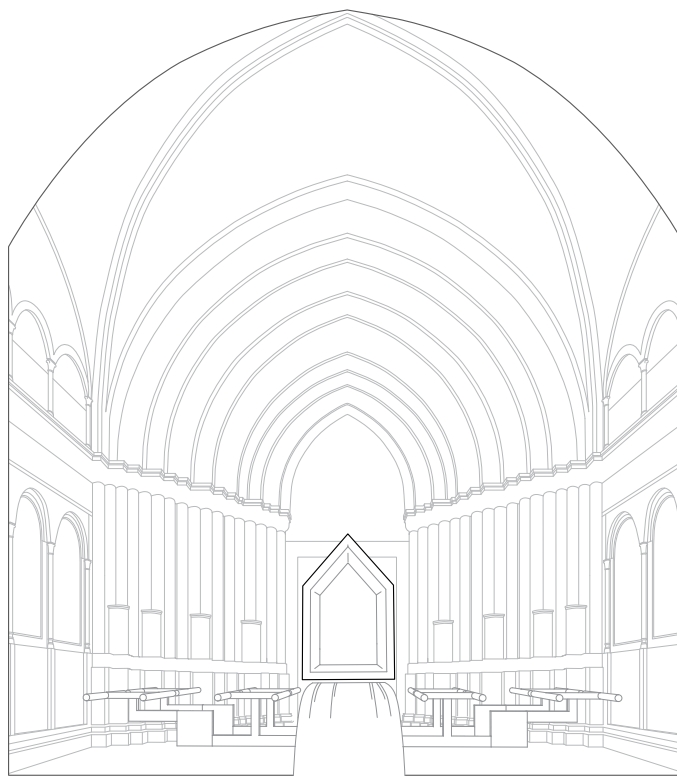
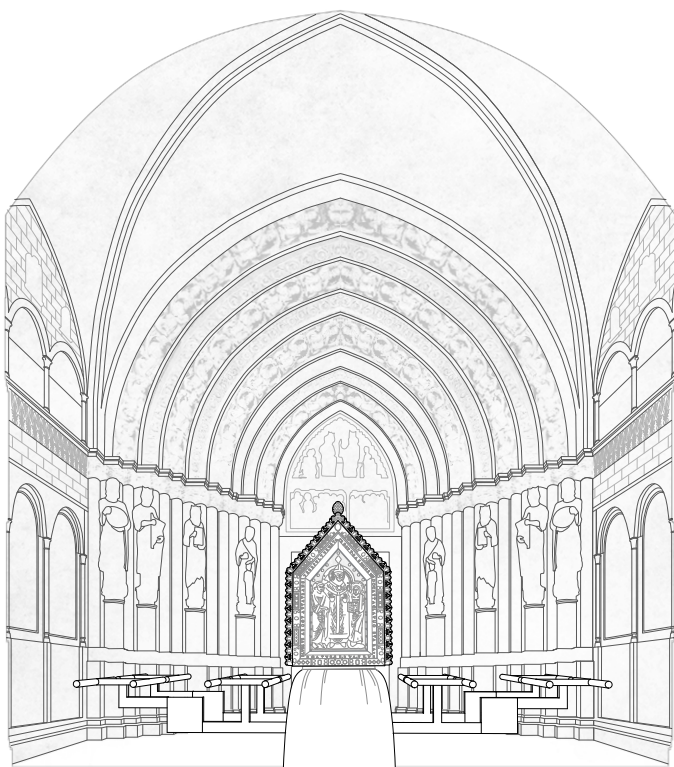
Architecture creating the festive
 Serlio scenes - Comic - Tragic - Satirical



Architecture occupying the festive



Architecture occupying the festive - Maastricht Station



Architecture creating the festive

Drawing by Edwin Yu



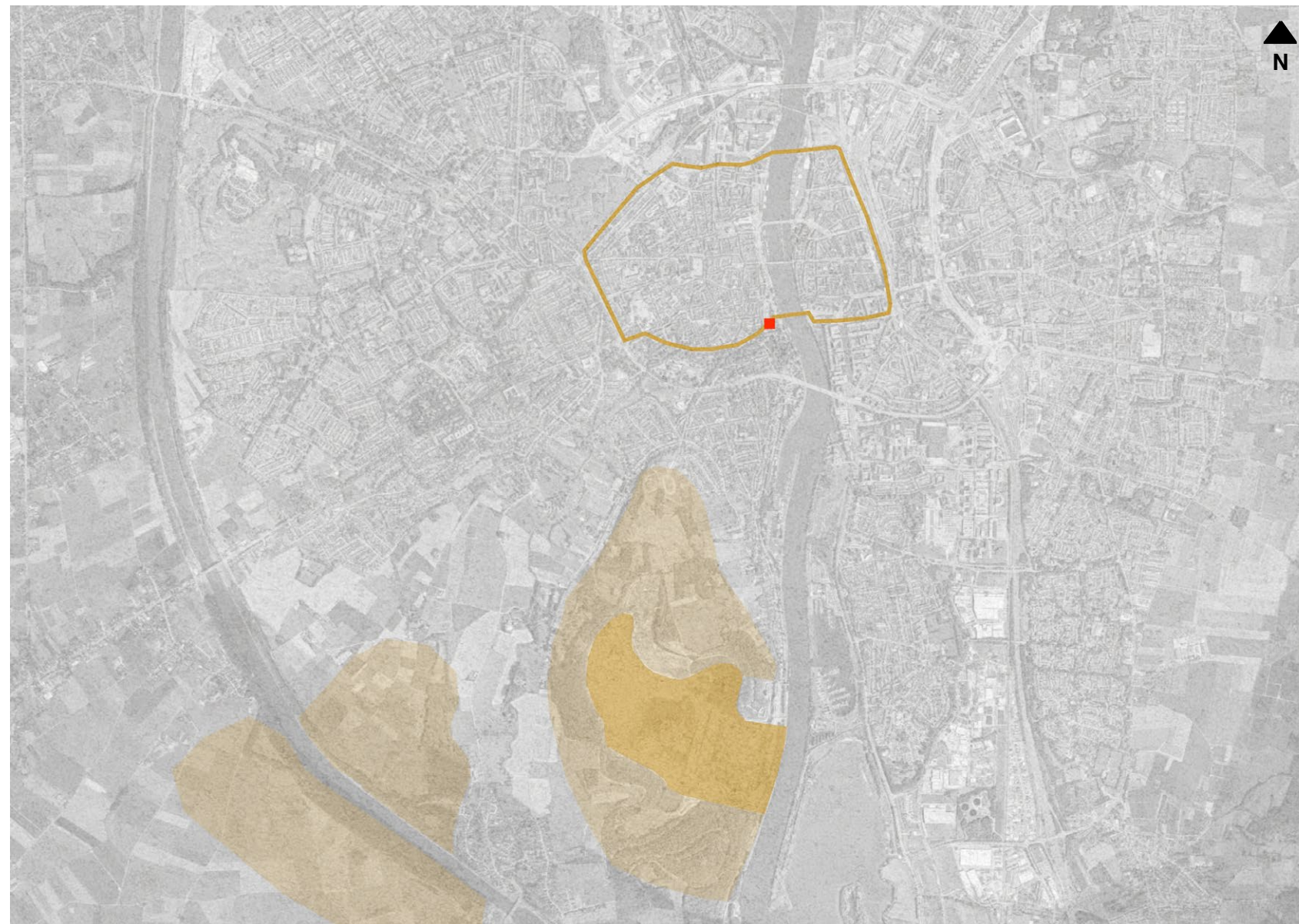
Liberties fascination



Galerie de Bois - Day / Night



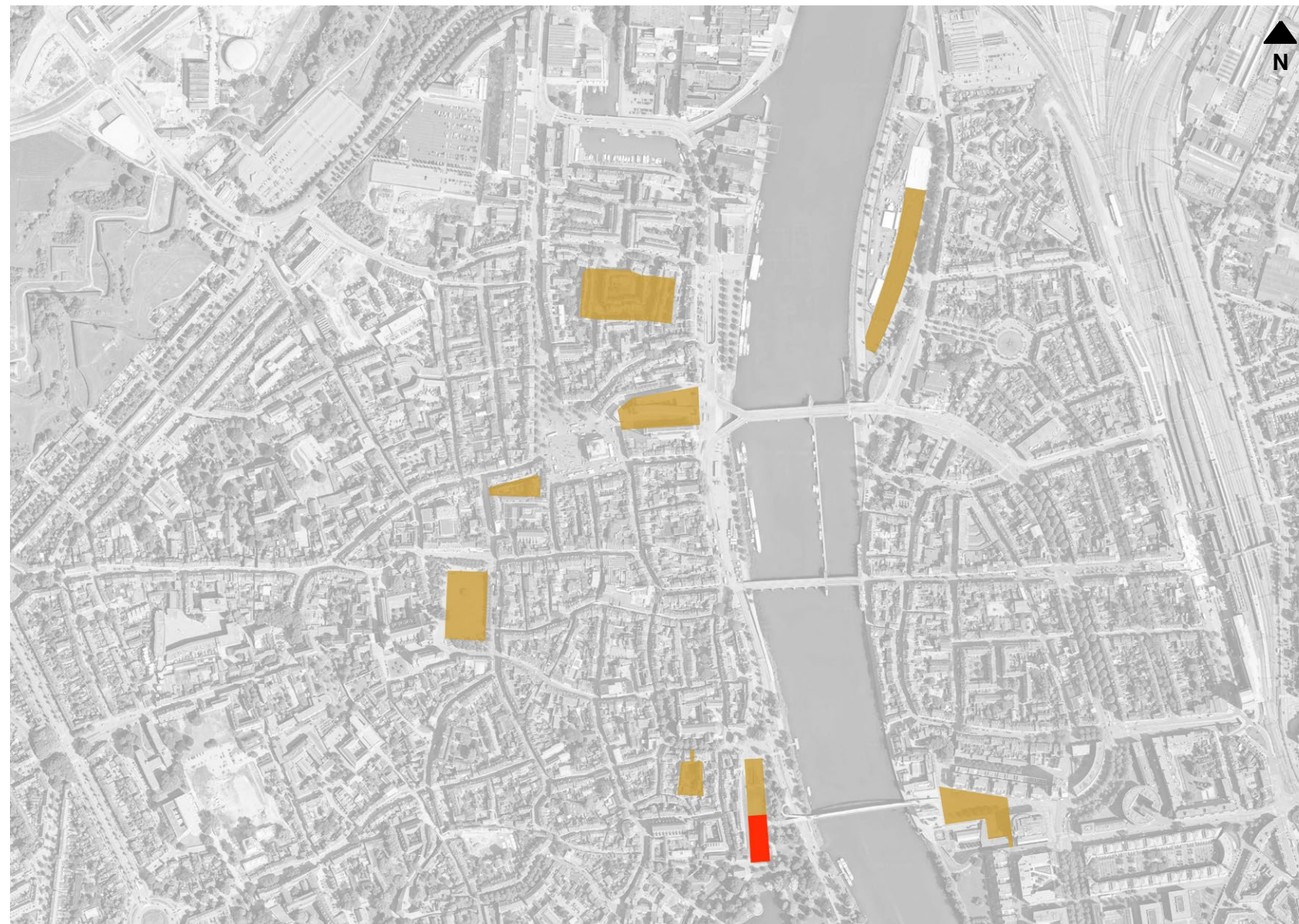
Liberties in Maastricht



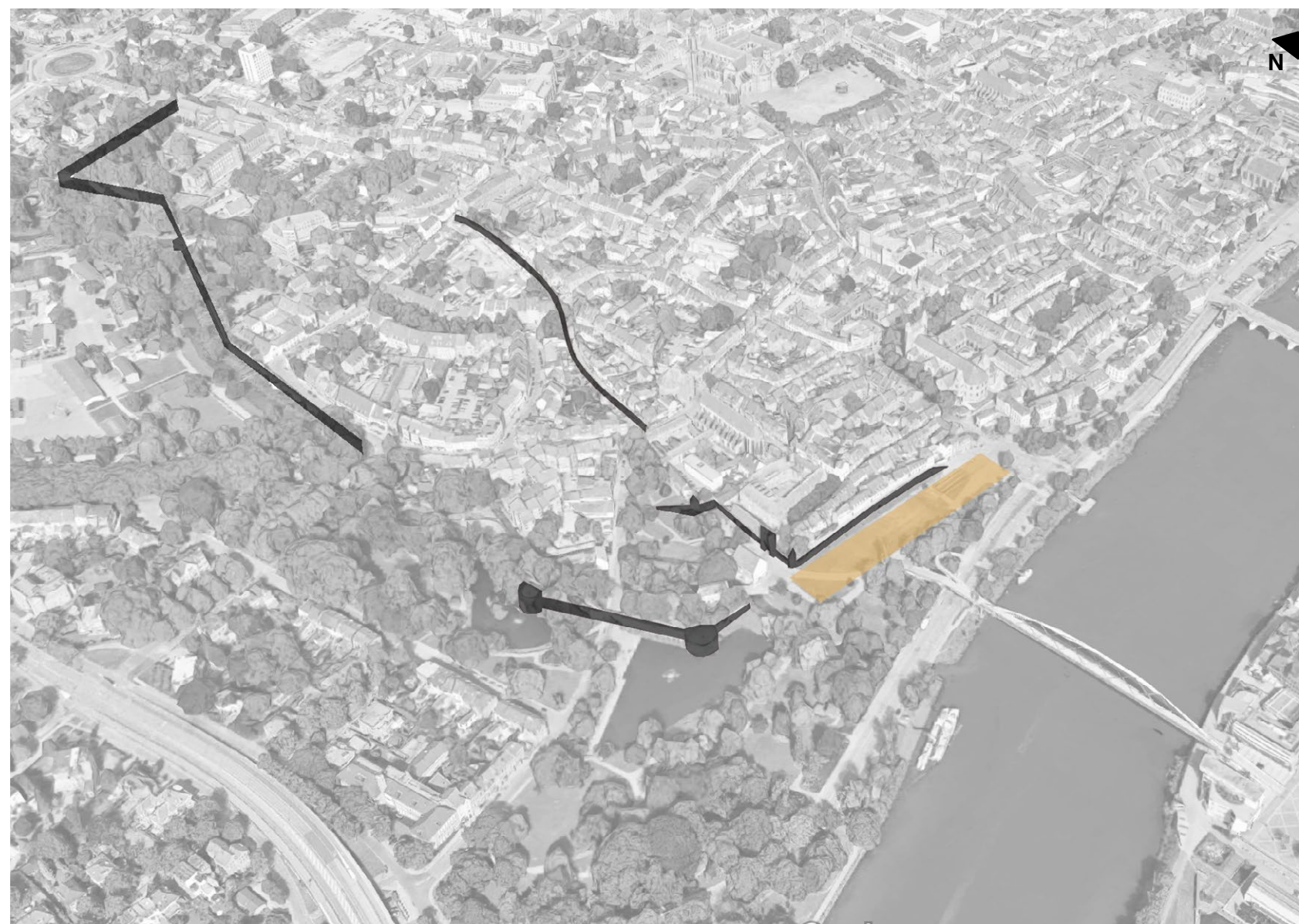
Underground fascination



Underground fascination



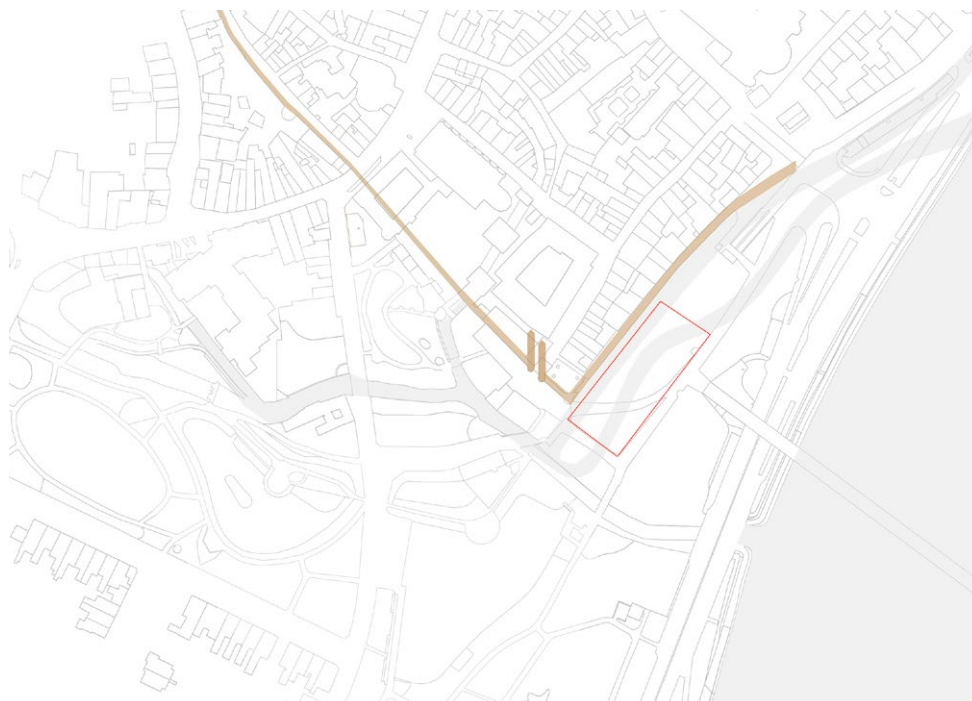
Underground car parks



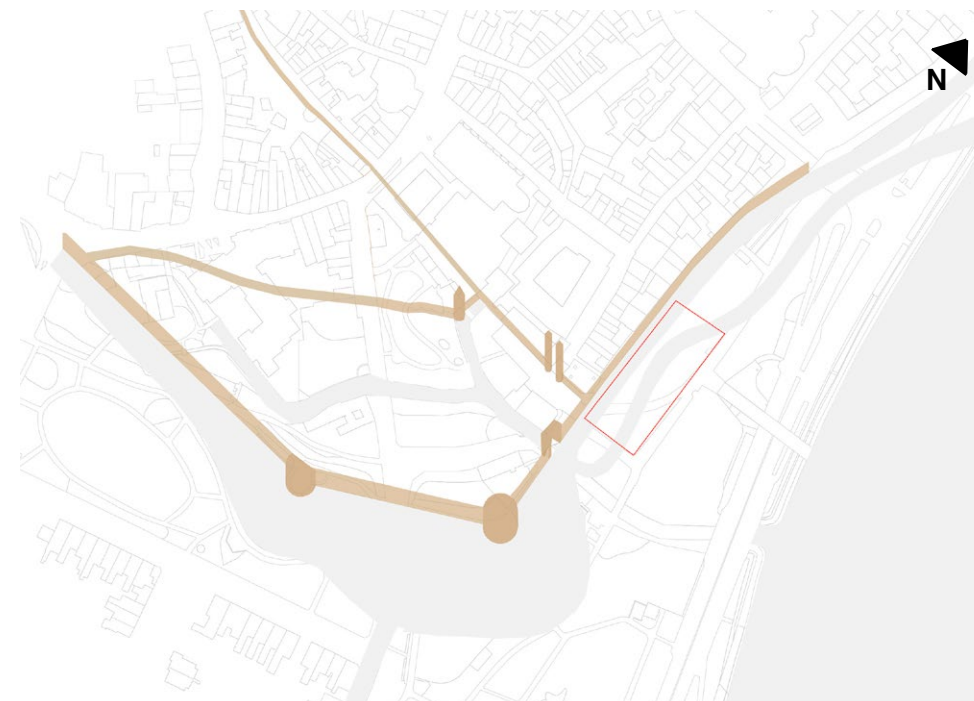
Car park / City walls



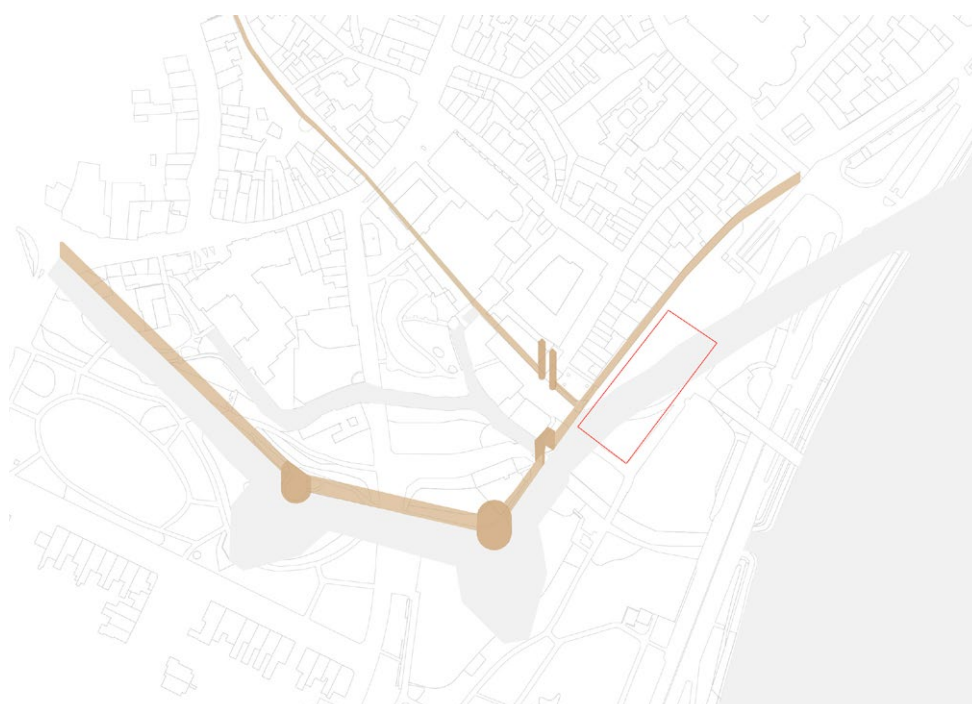
City walls



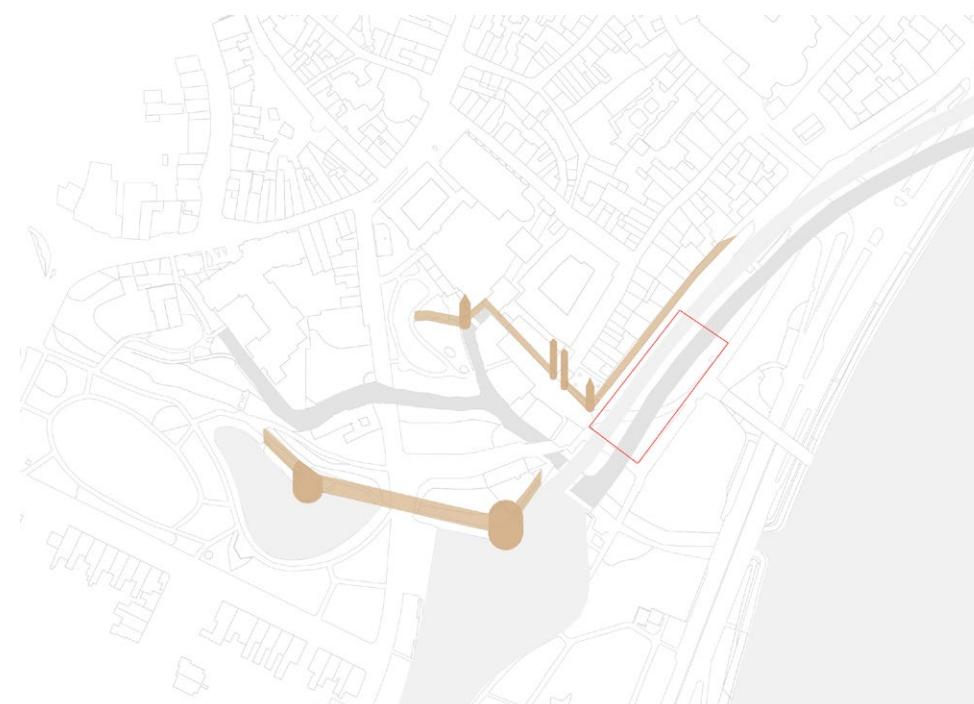
1200's



1600's



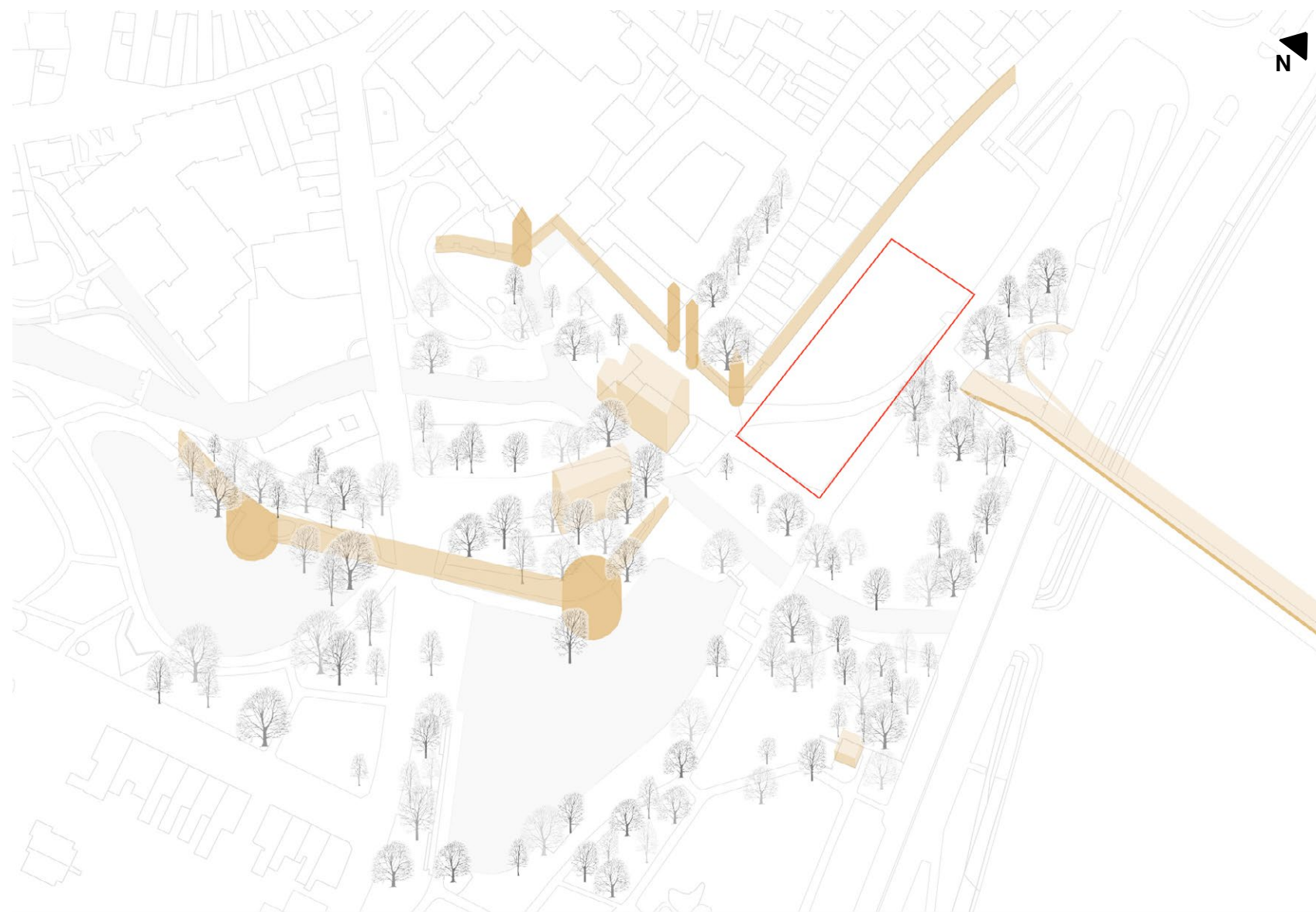
1400's



1900's - 1960



Canal 1961

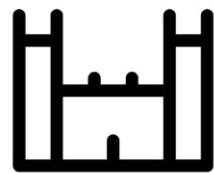


Current Site



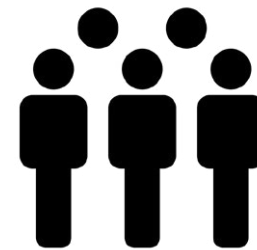
Current Site

FORMING BRIEF



Tourism

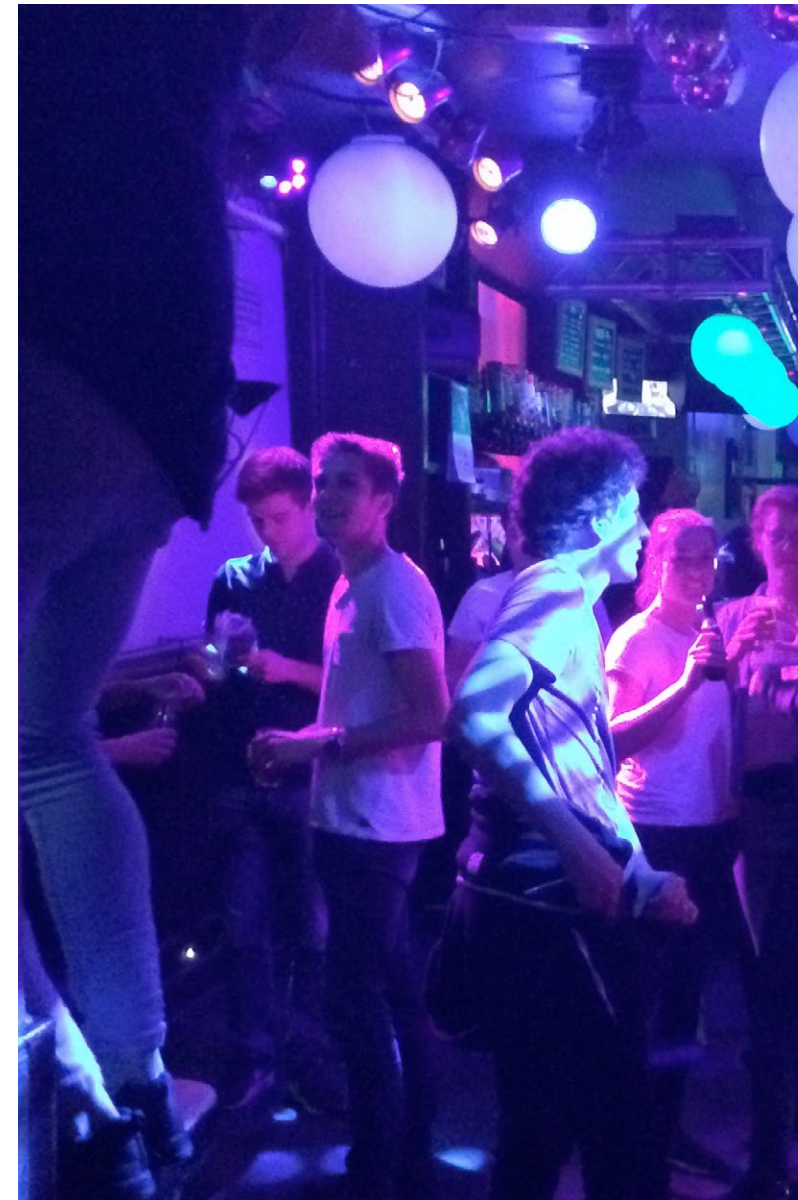
4th in Netherlands



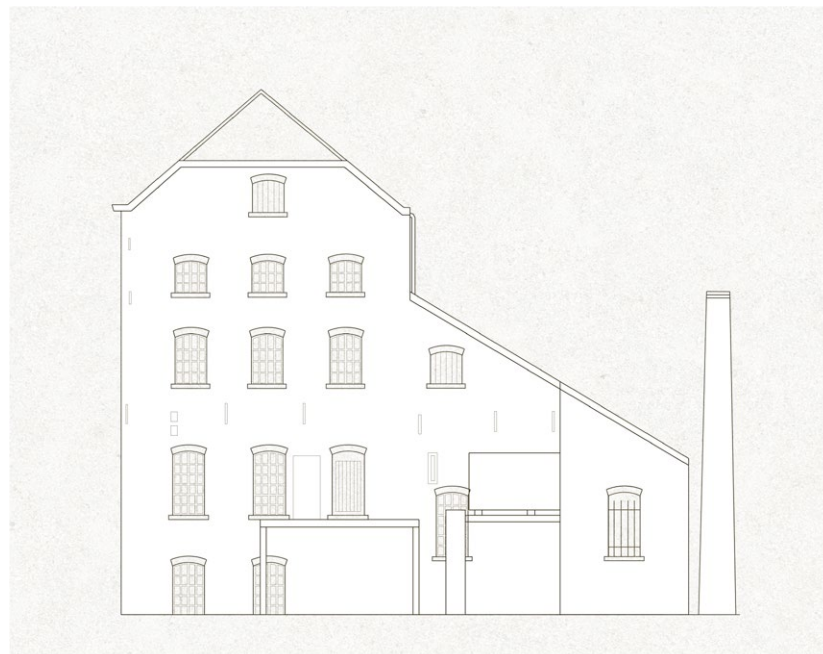
20 - 25%
students

Population: 122,400

19th in Netherlands



Attitudes to drinking by different generations



Brewery & Distillery Wilderen 1642



Stoombierbrouwerij De Keyzer
N,A Bosch 1885



Brewery De Ridder 1920

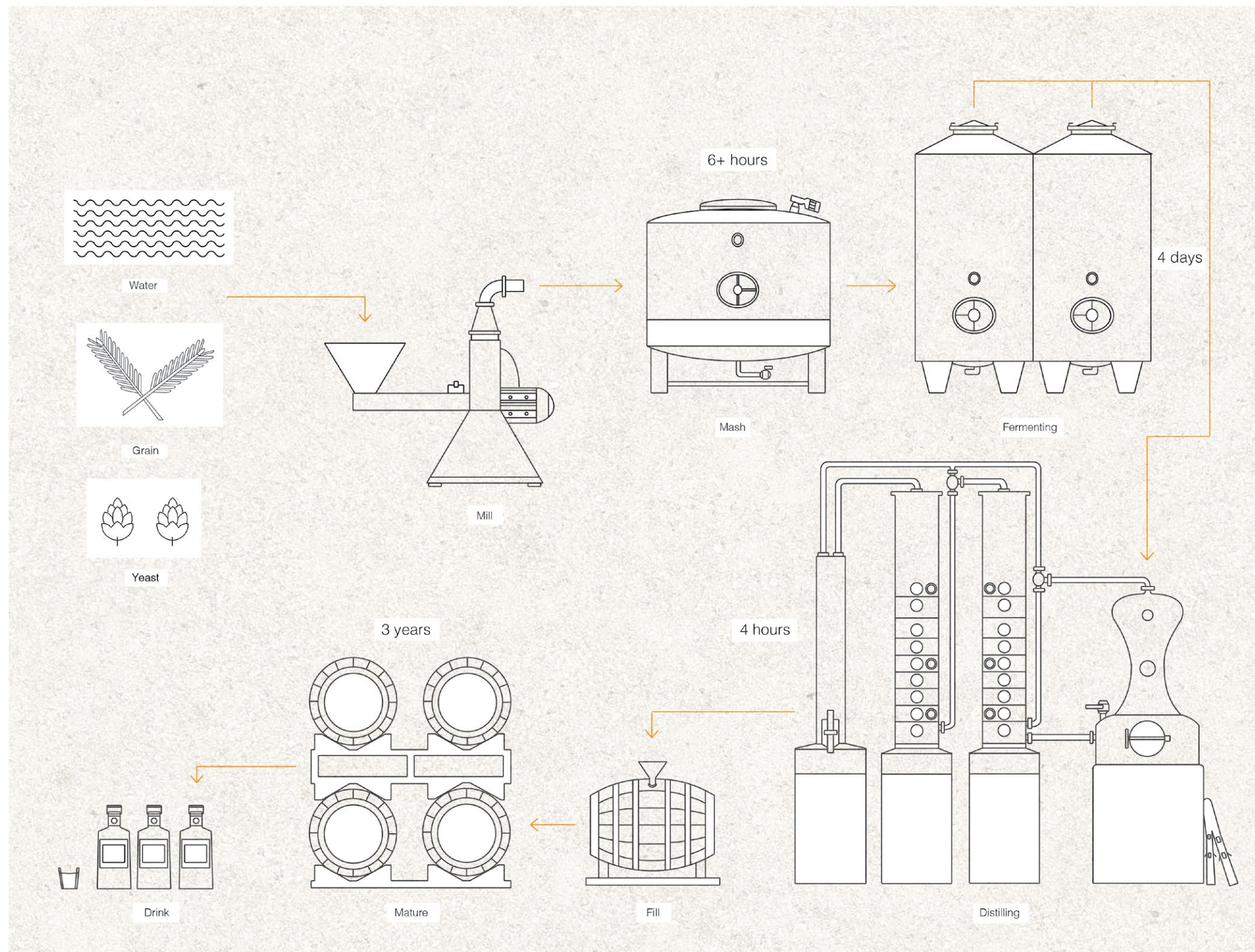


Brewery History

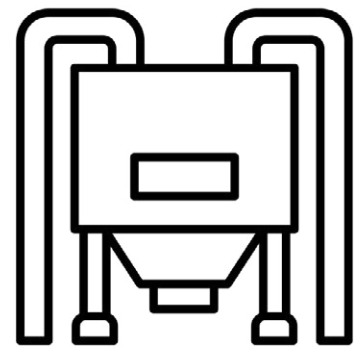
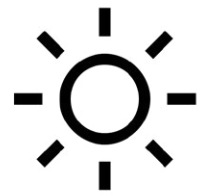


[Link to Festive](#)

CHALLENGES AND AMBITIONS



Program Complexity



Program Balance



Dealing with layers of site



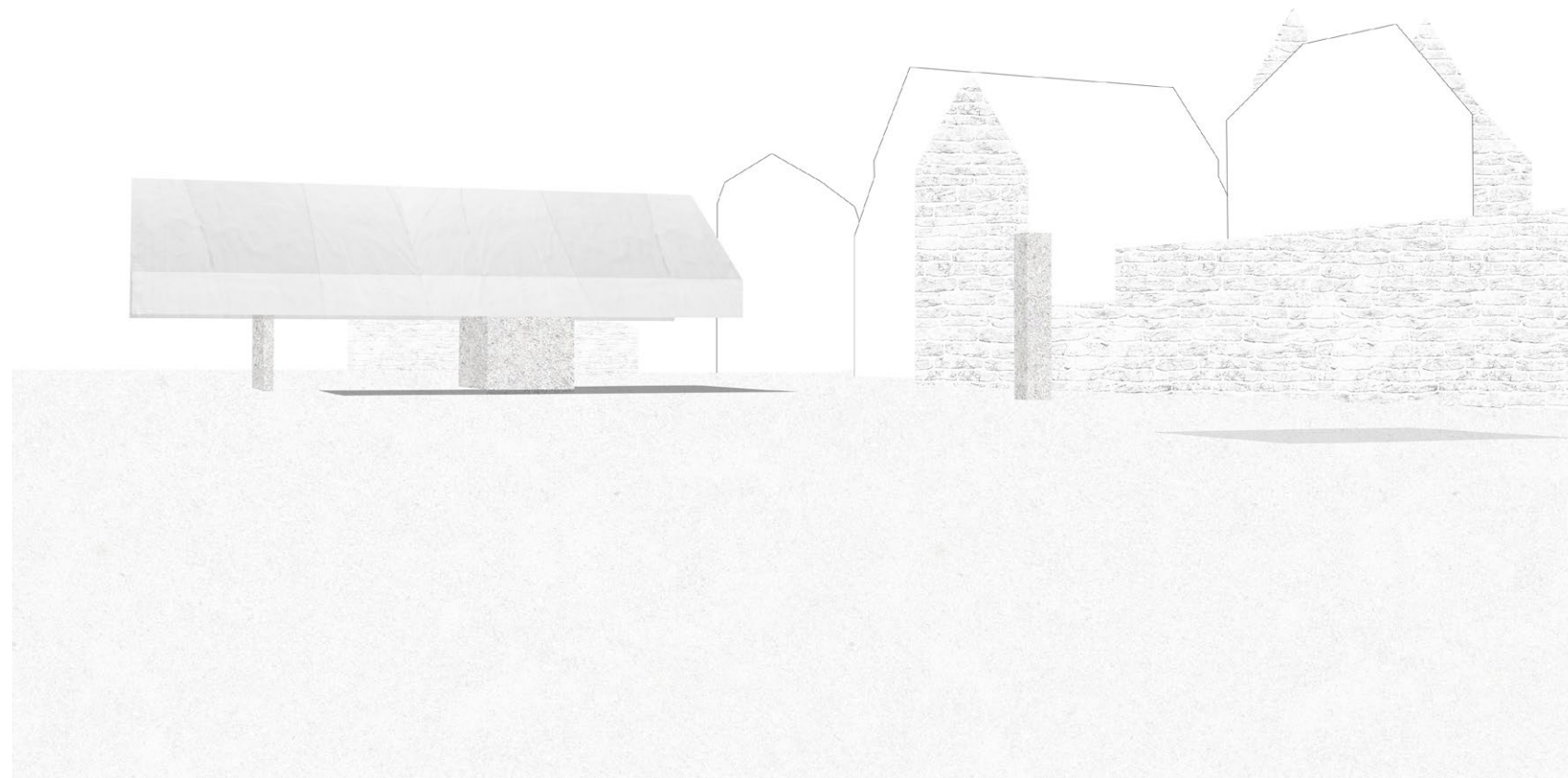
Cross Section model

Dealing with the existing underground

RESPONSE



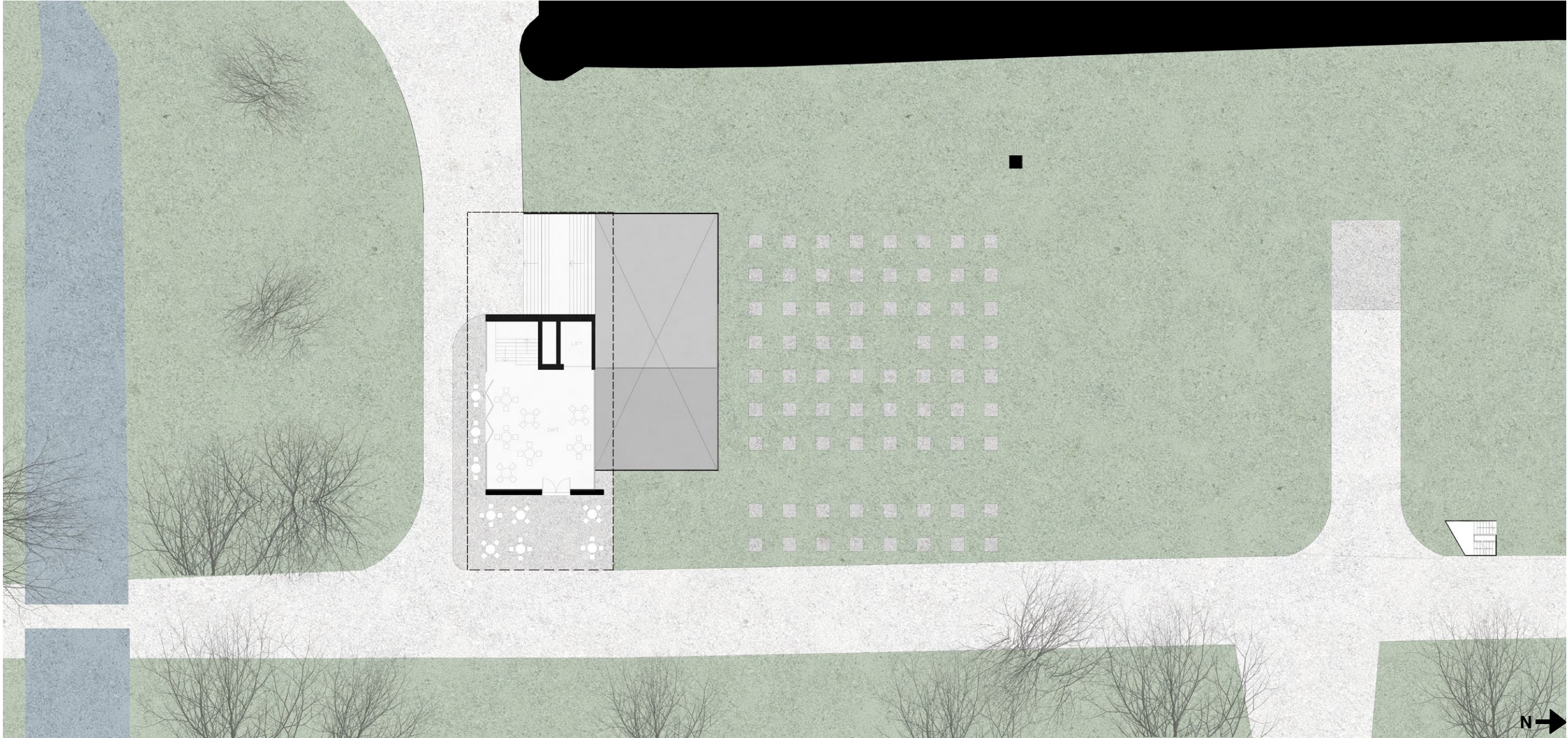
Urban form



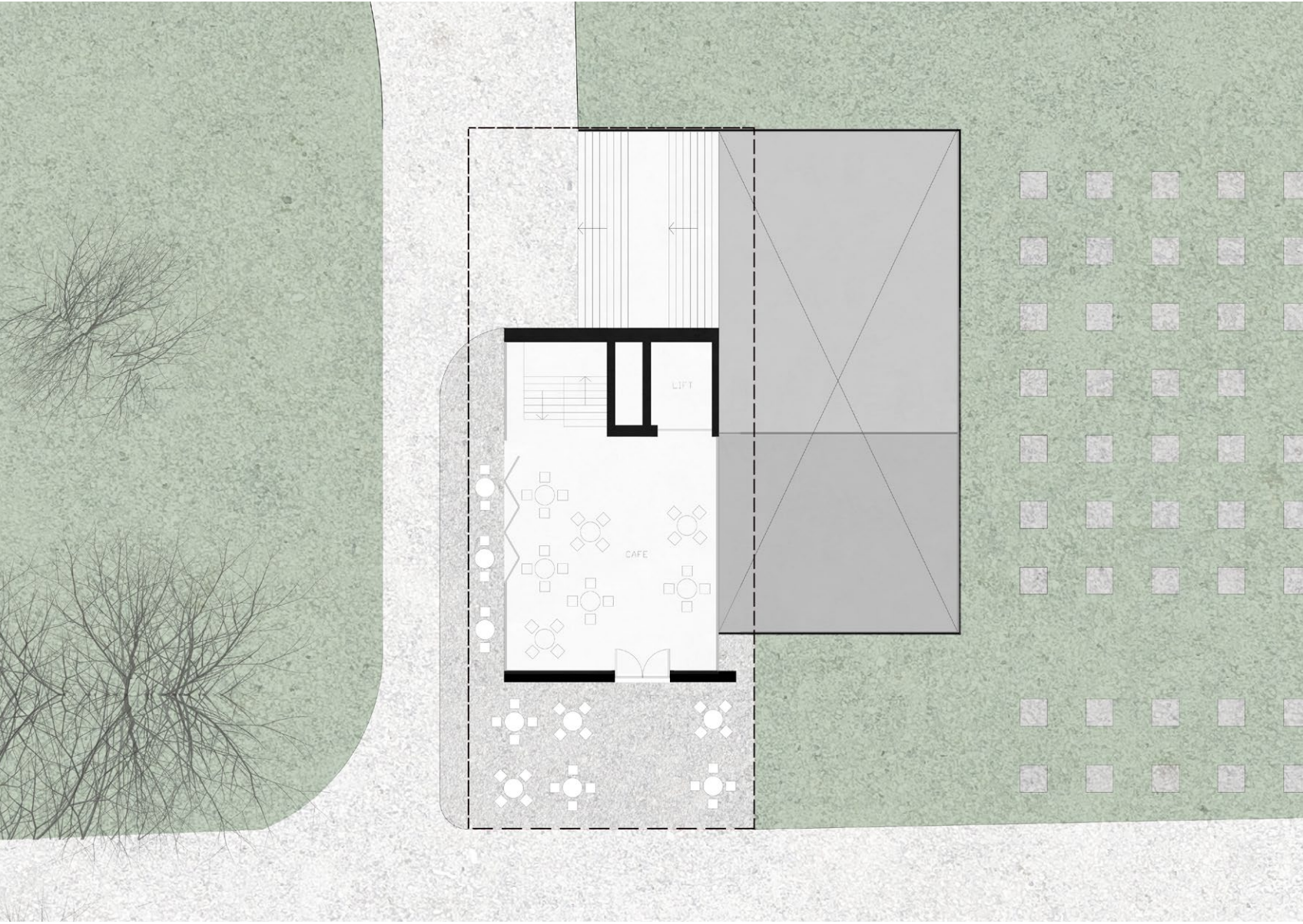
Shed Typology



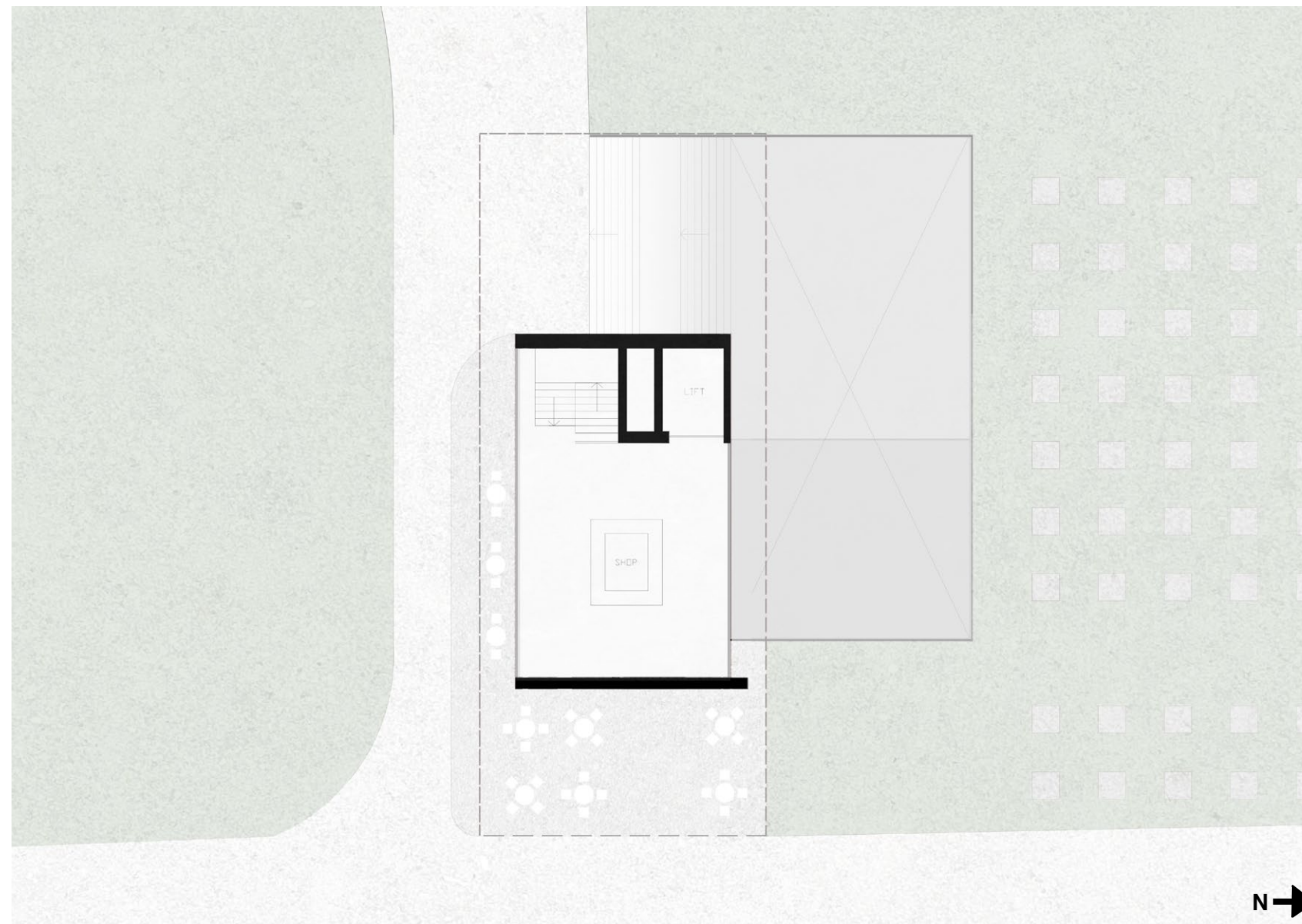
Existing Site



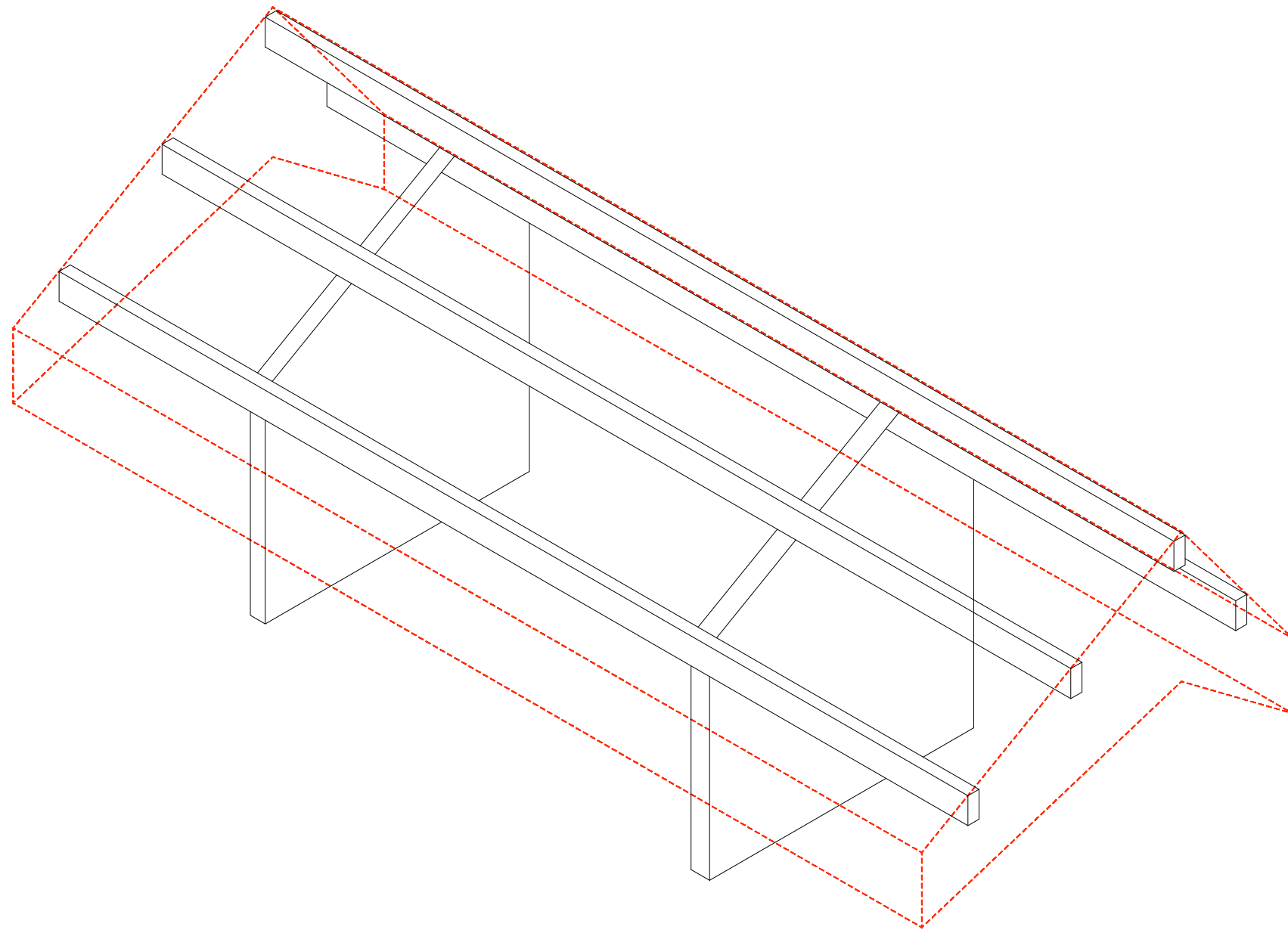
Site



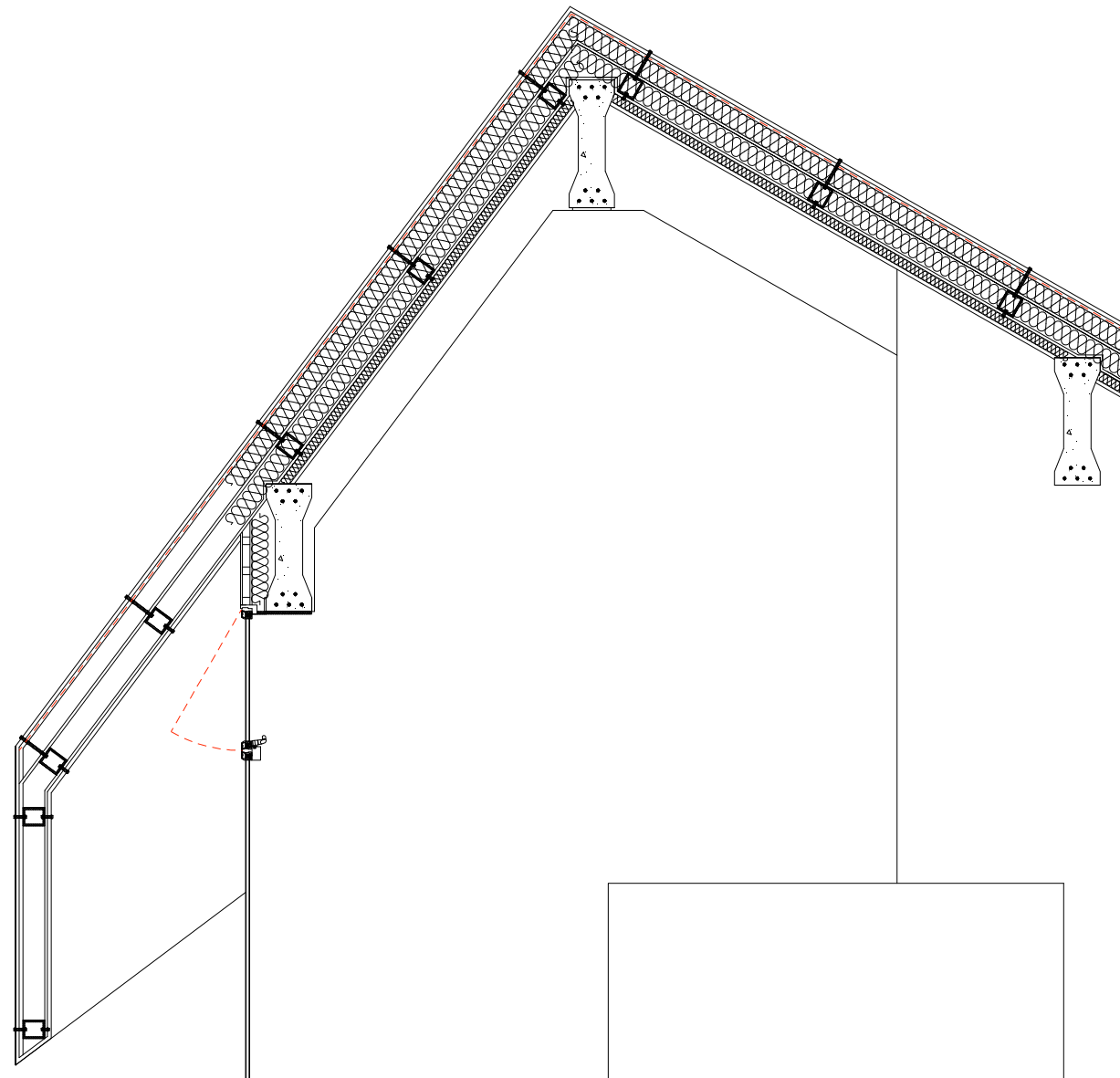
Ground Floor



First Floor



Relationship between structure and skin



Relationship between structure and skin



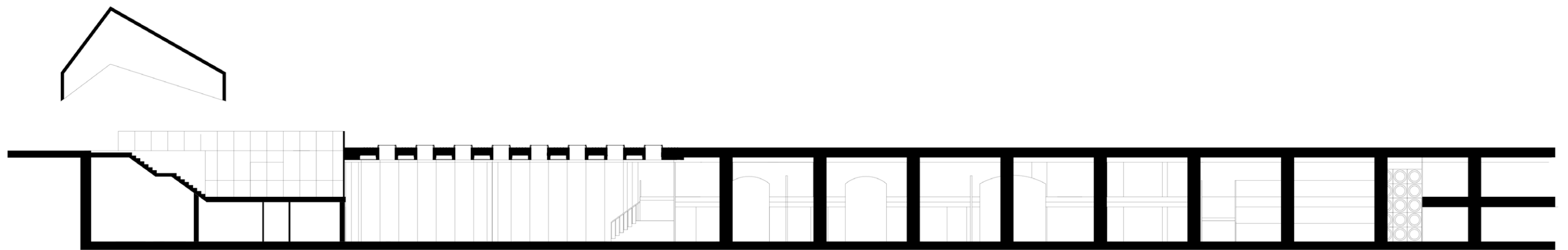
Relationship between structure and skin



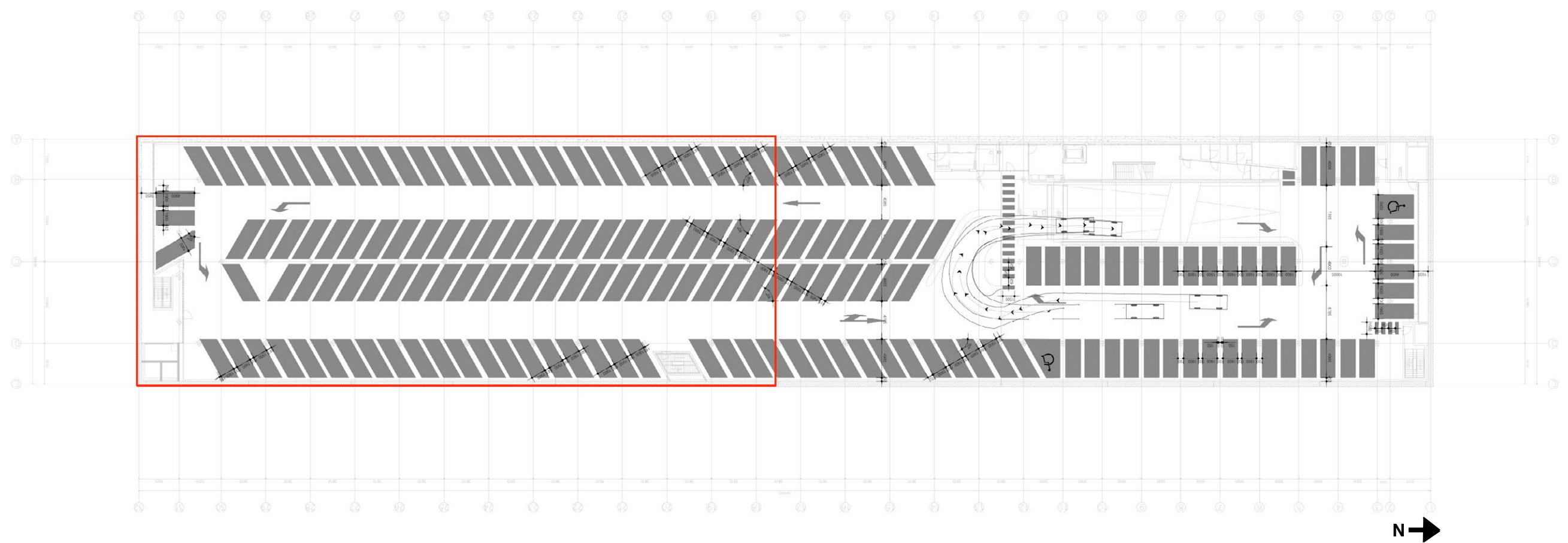
Day Scene



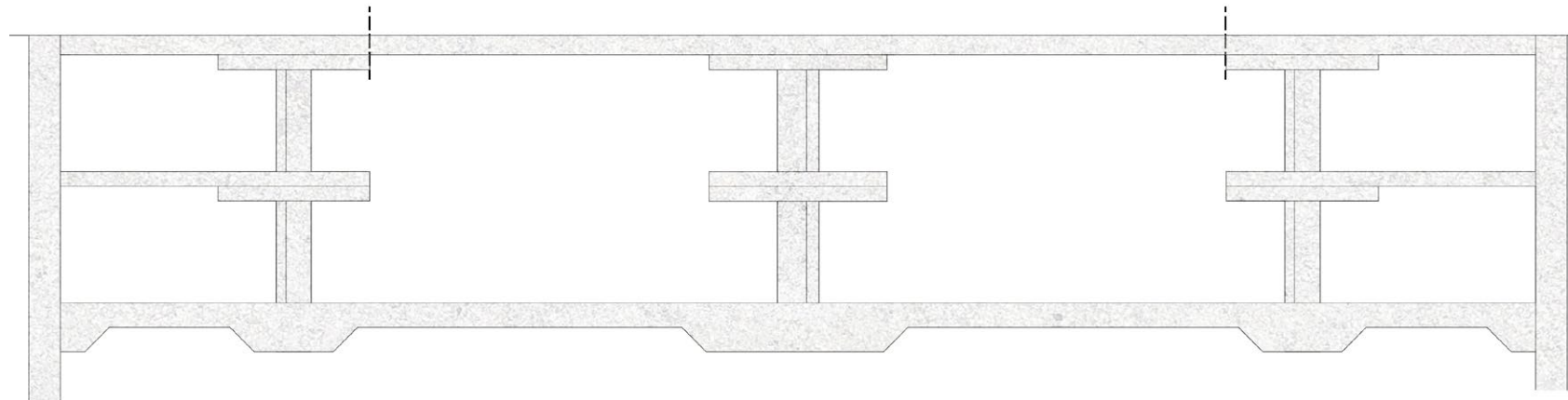
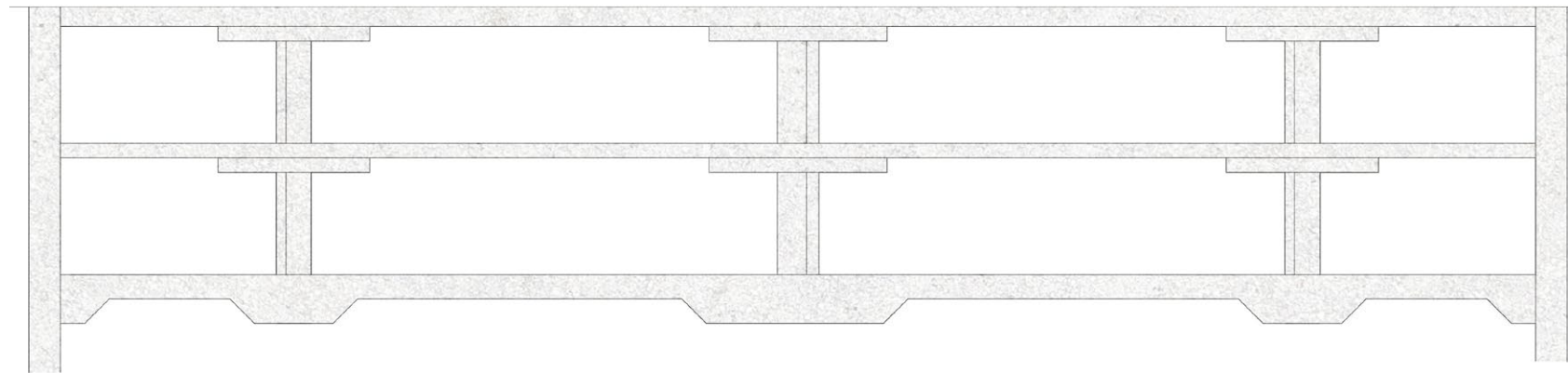
Night Scene



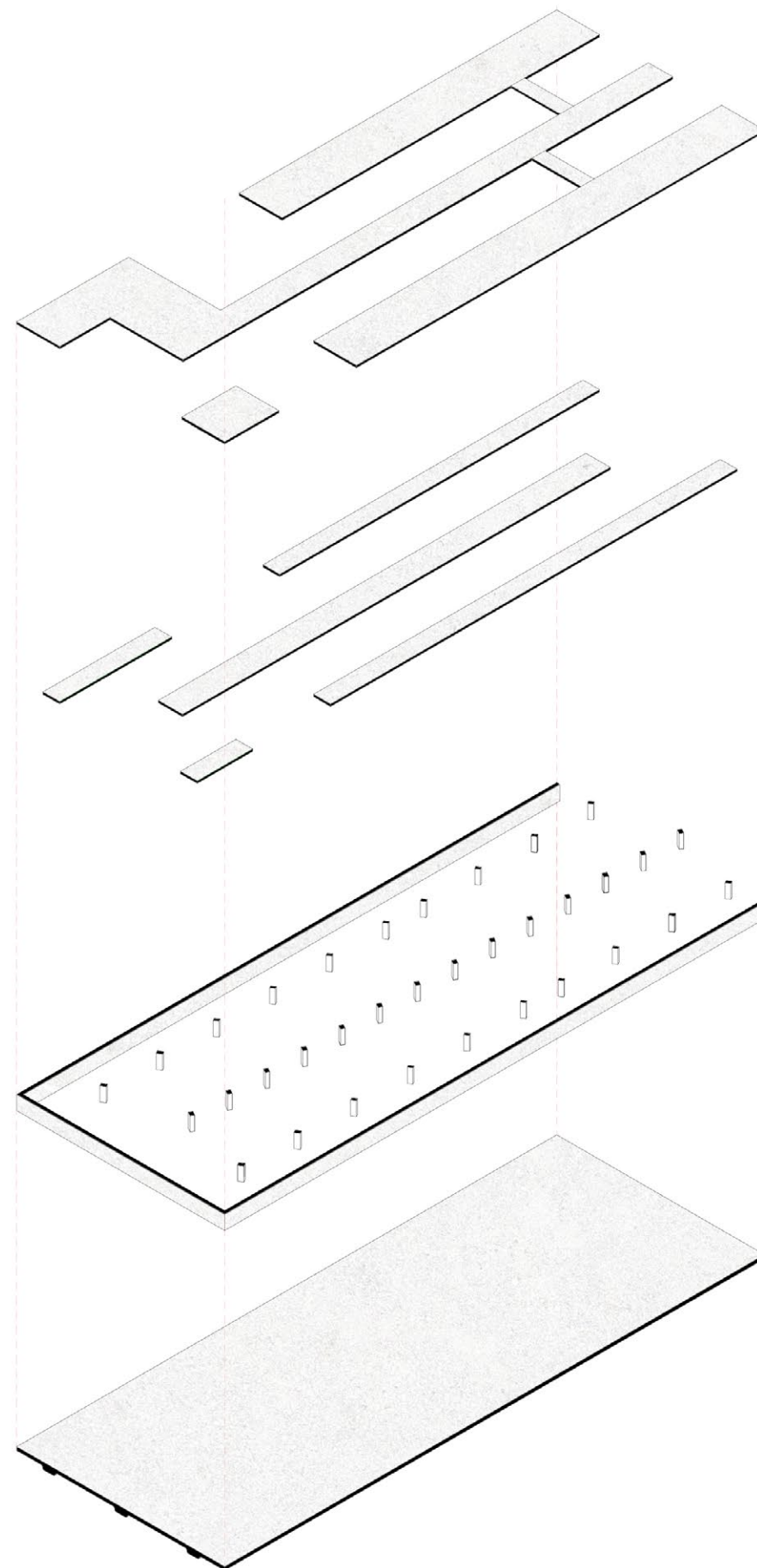
Relationship between roof & void



Existing Car park plan



Dealing with heights

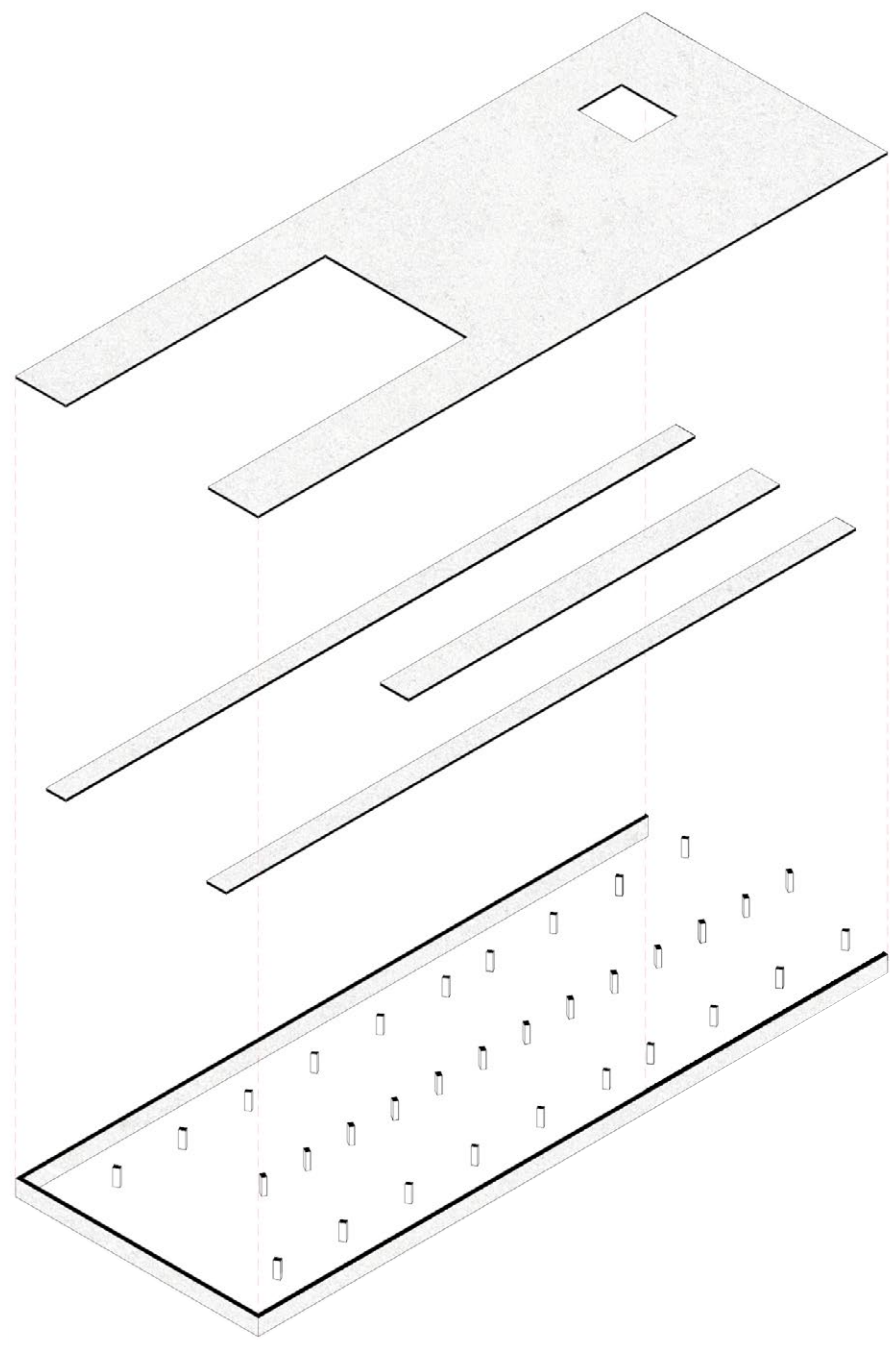


-1 Floor Slab

-1 Floor Beams

--2 Columns

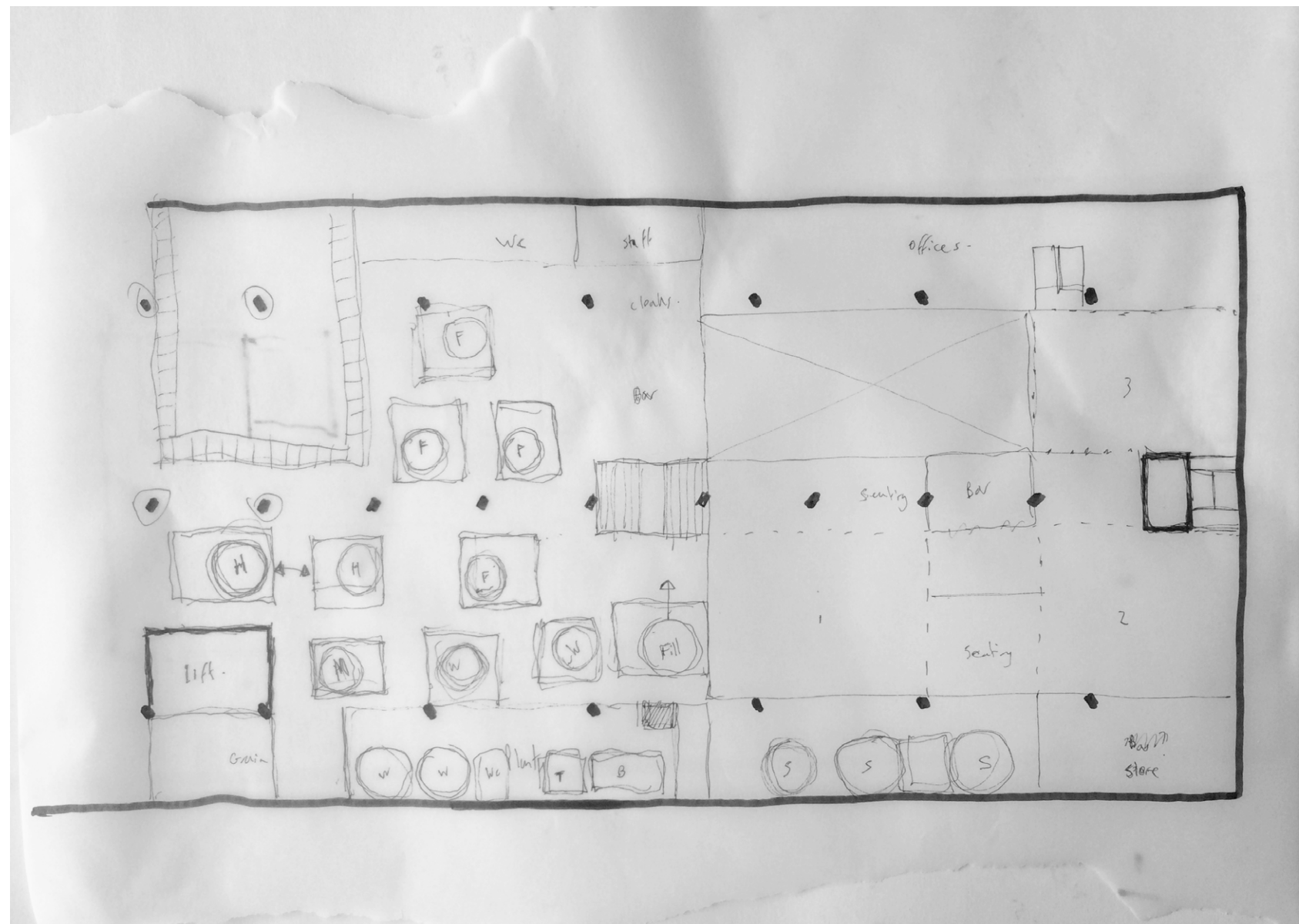
--2 Floor Slab



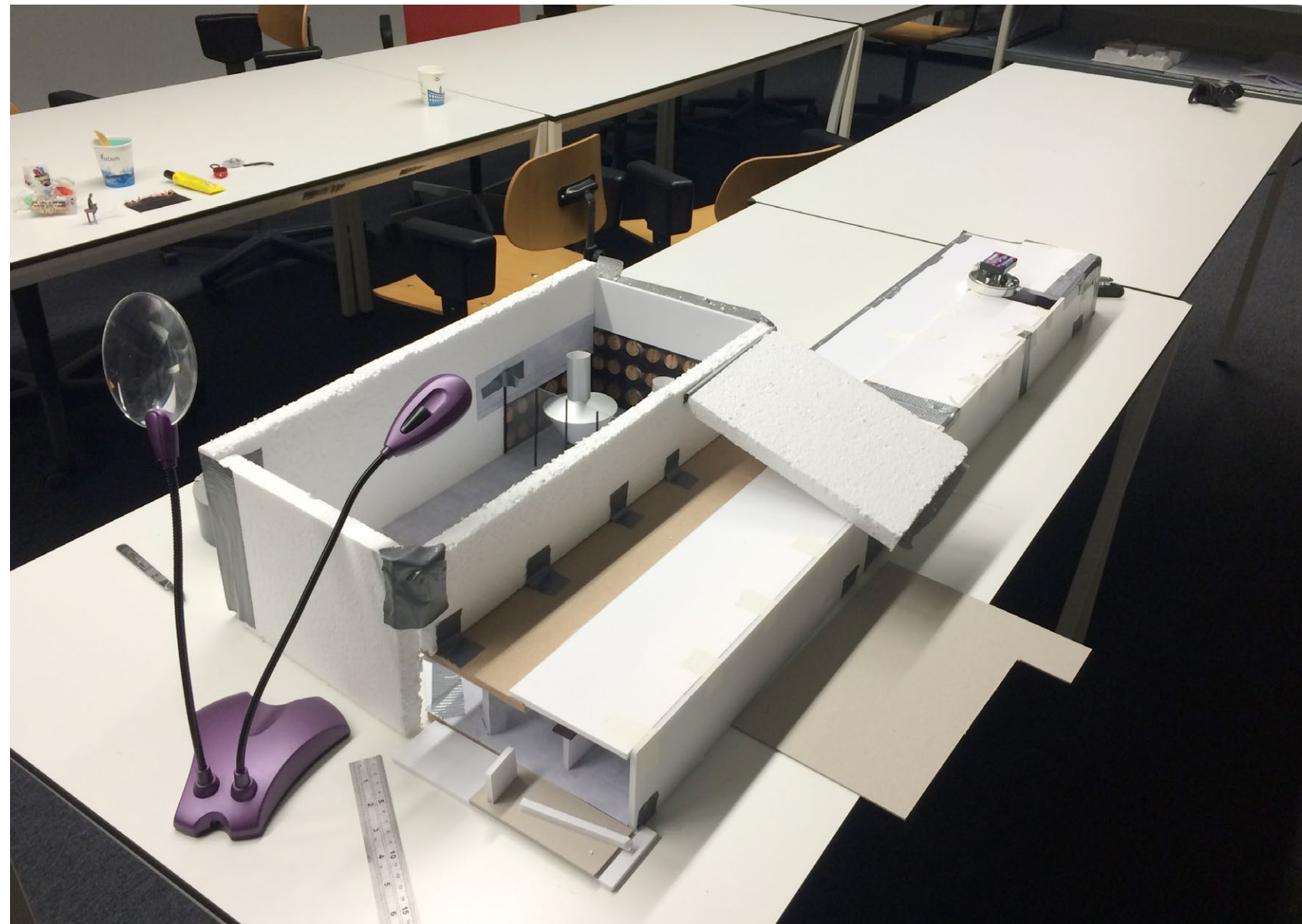
Ground Floor Slab

Ground Floor Beam

-1 Columns



Plan making

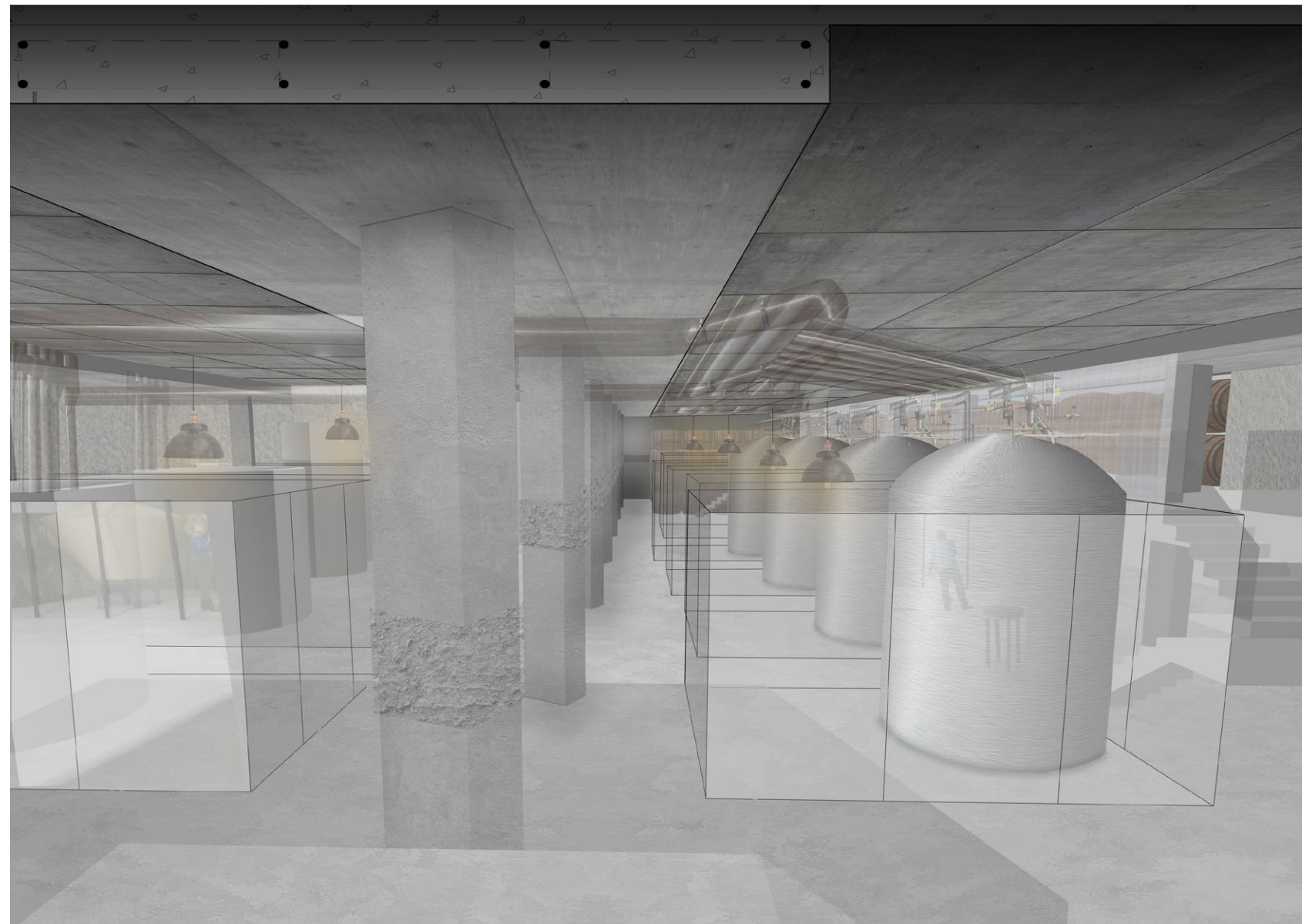


Model Making

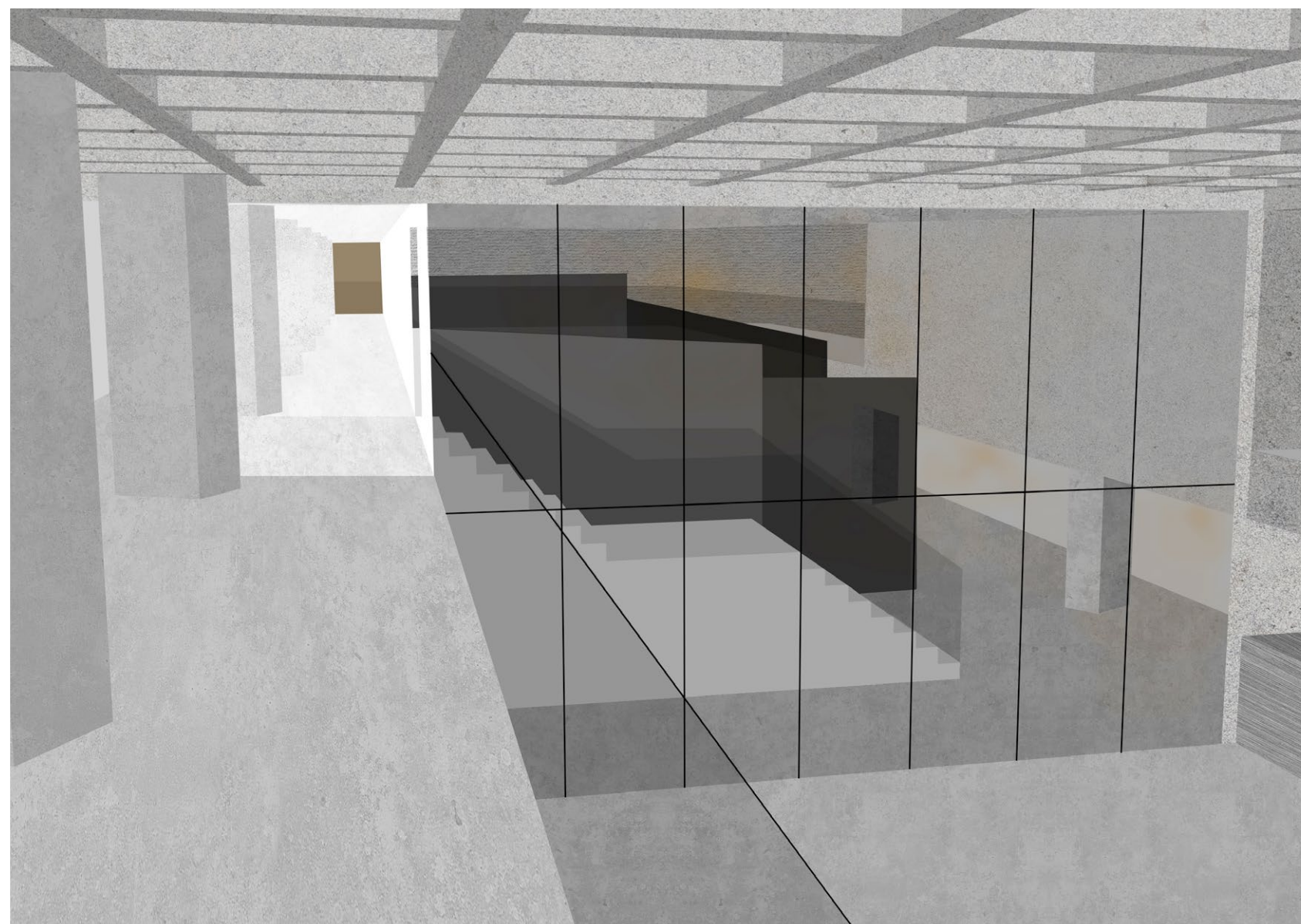




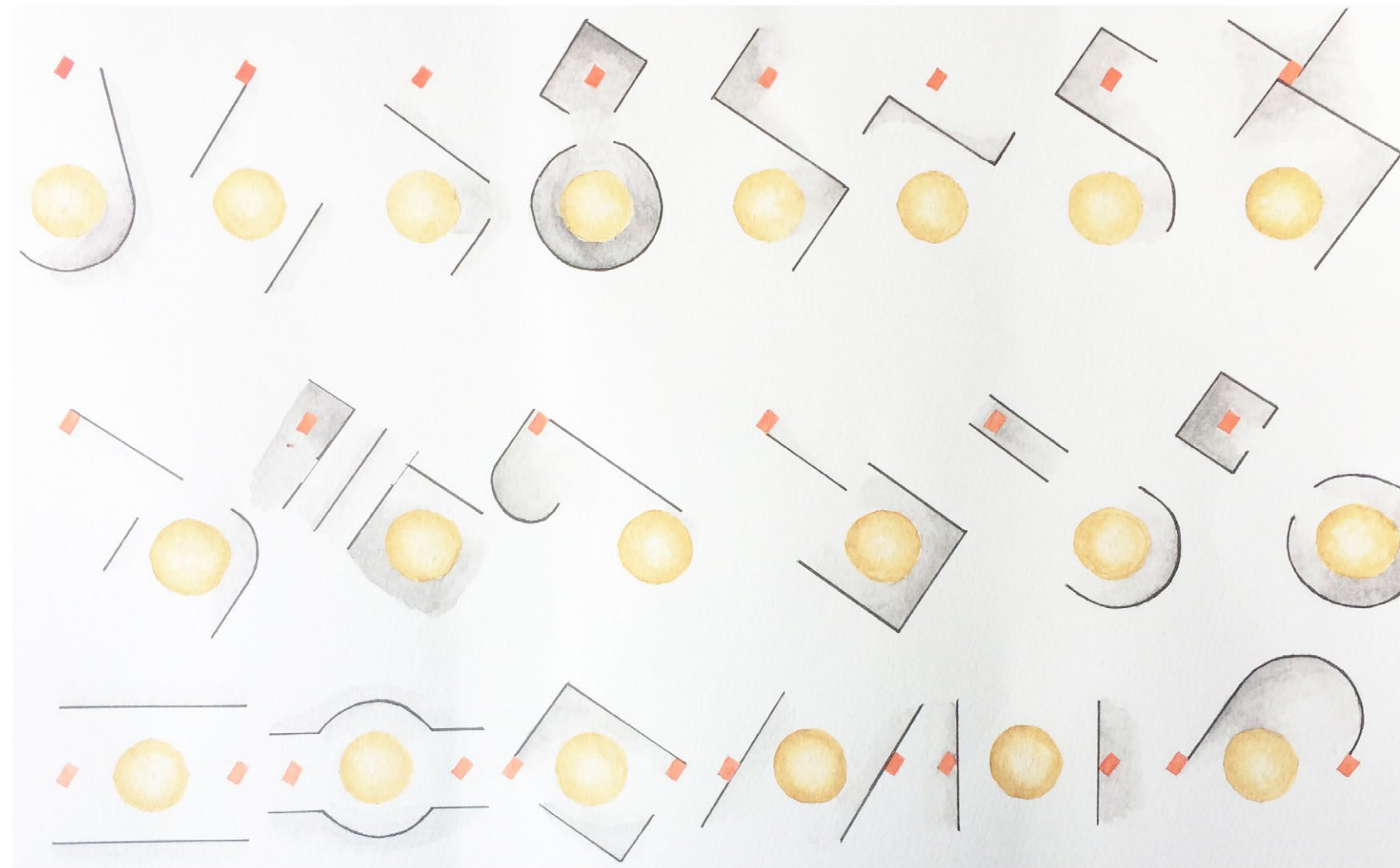
Atmospheres



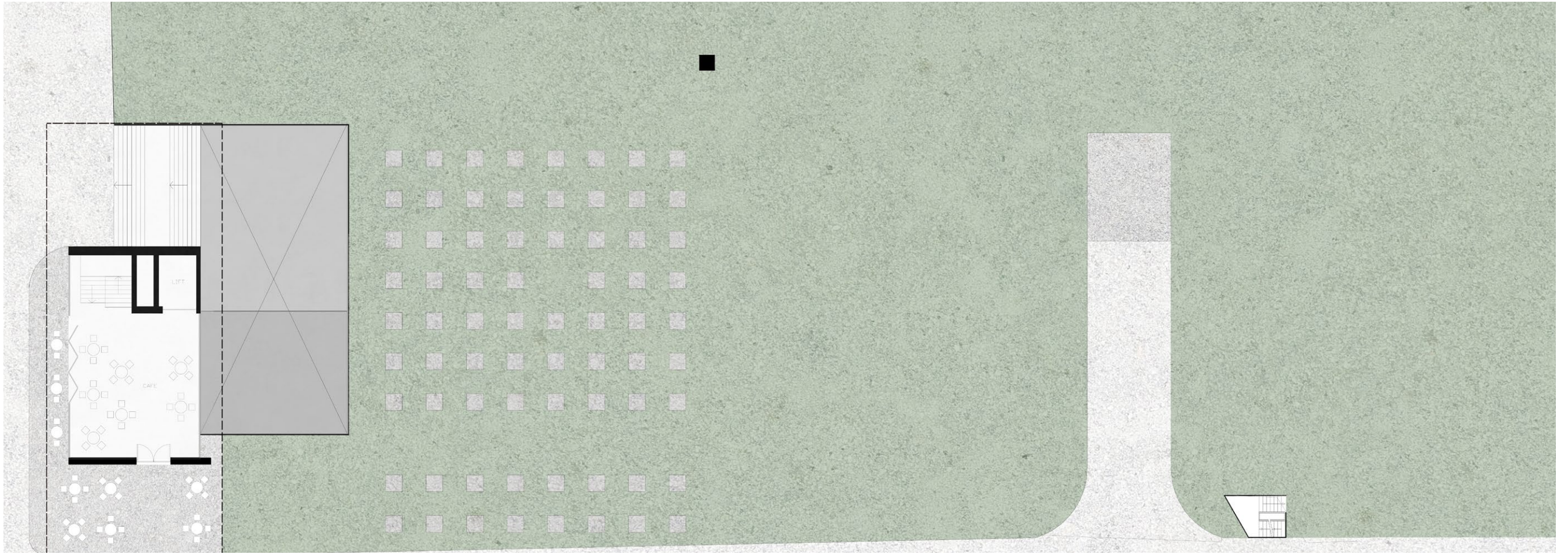
Exploring Perspective



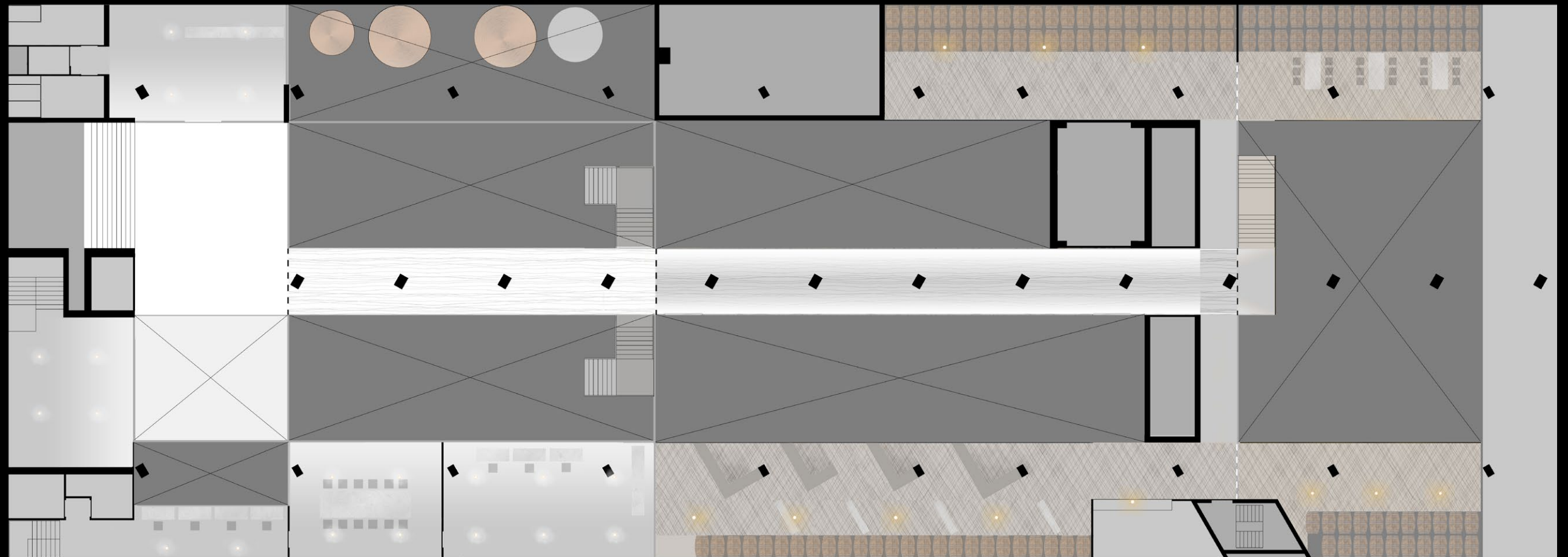
Exploring Perspective



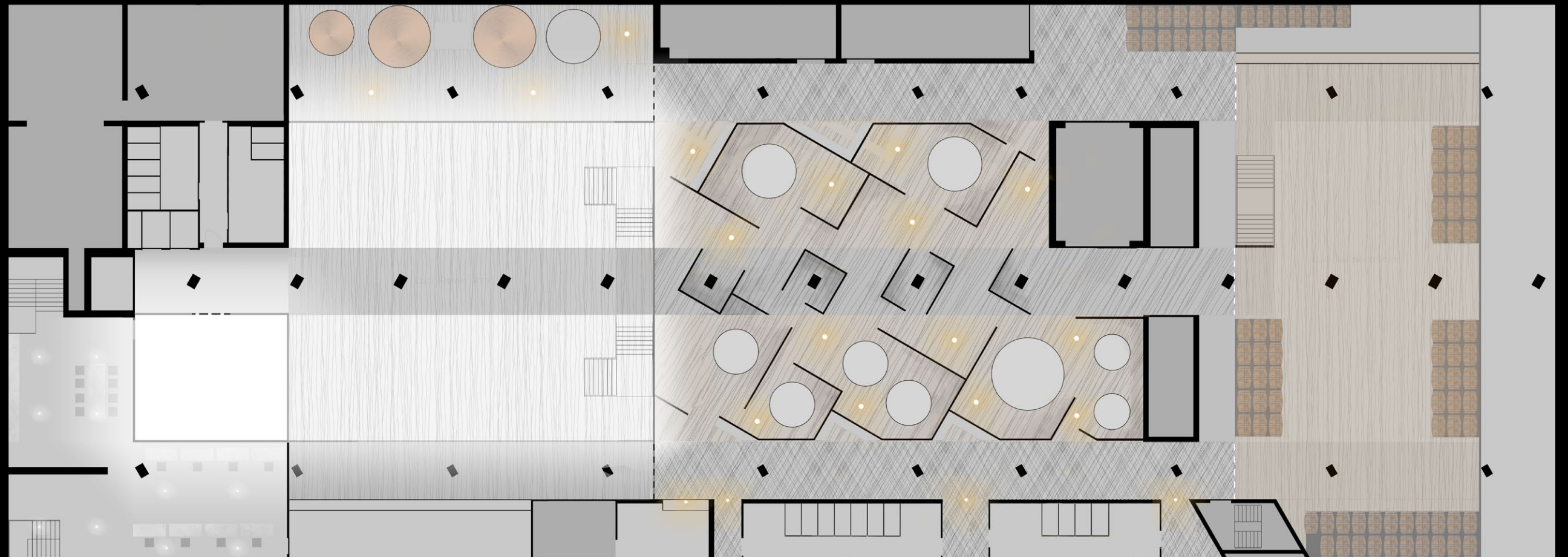
Dealing with column, machine, surface



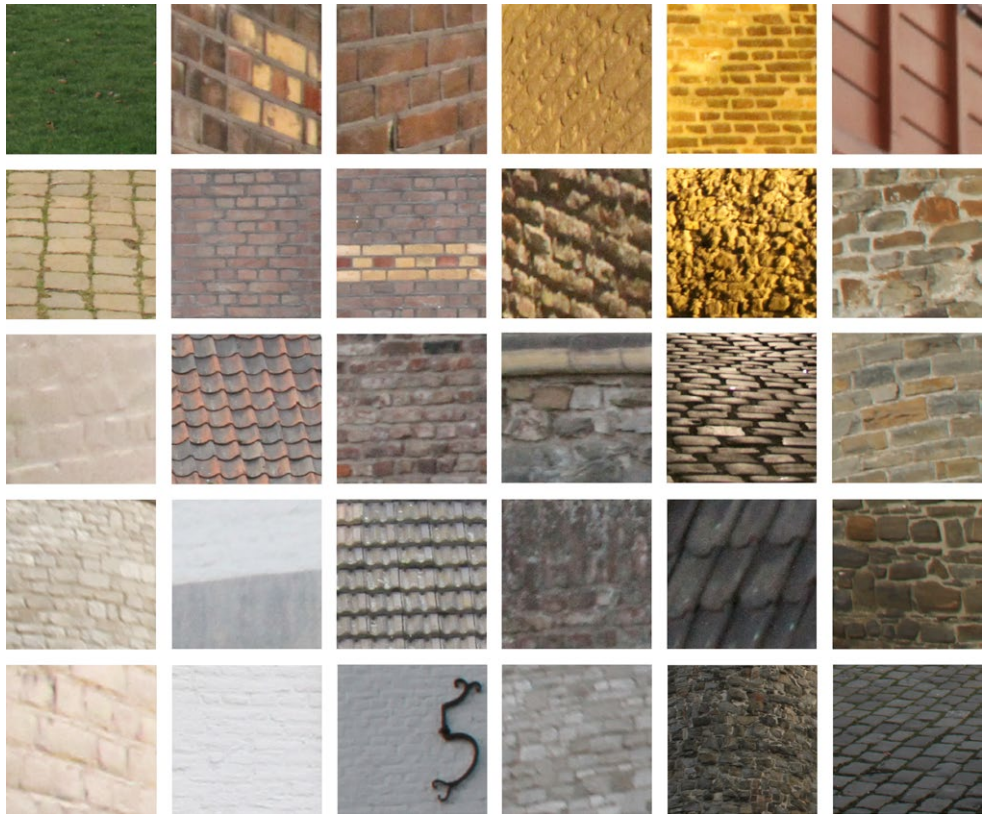
Ground Floor



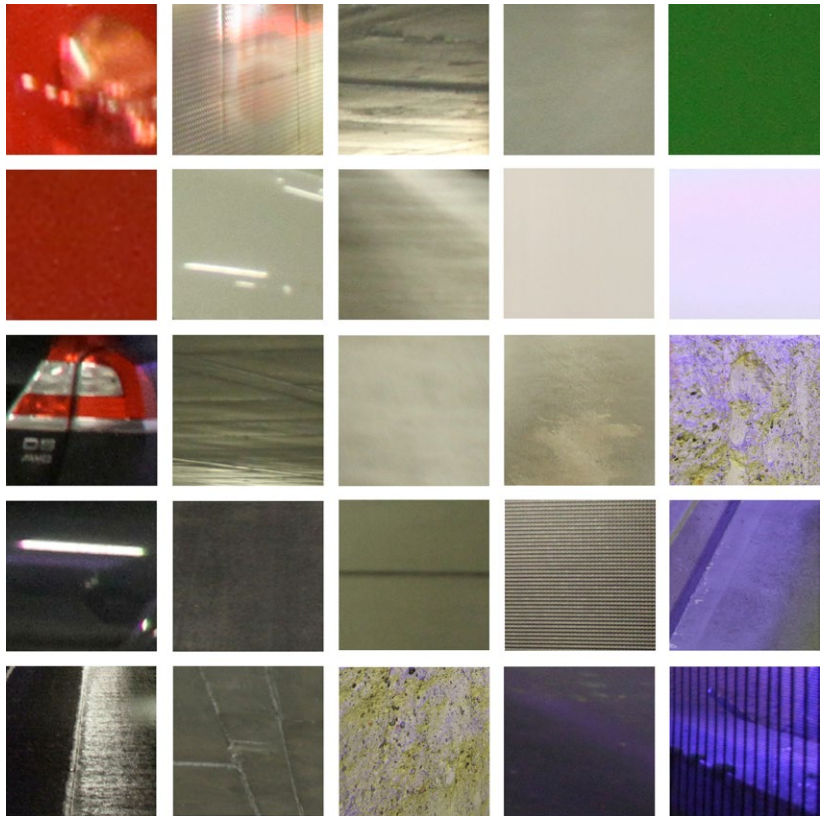
Level -1



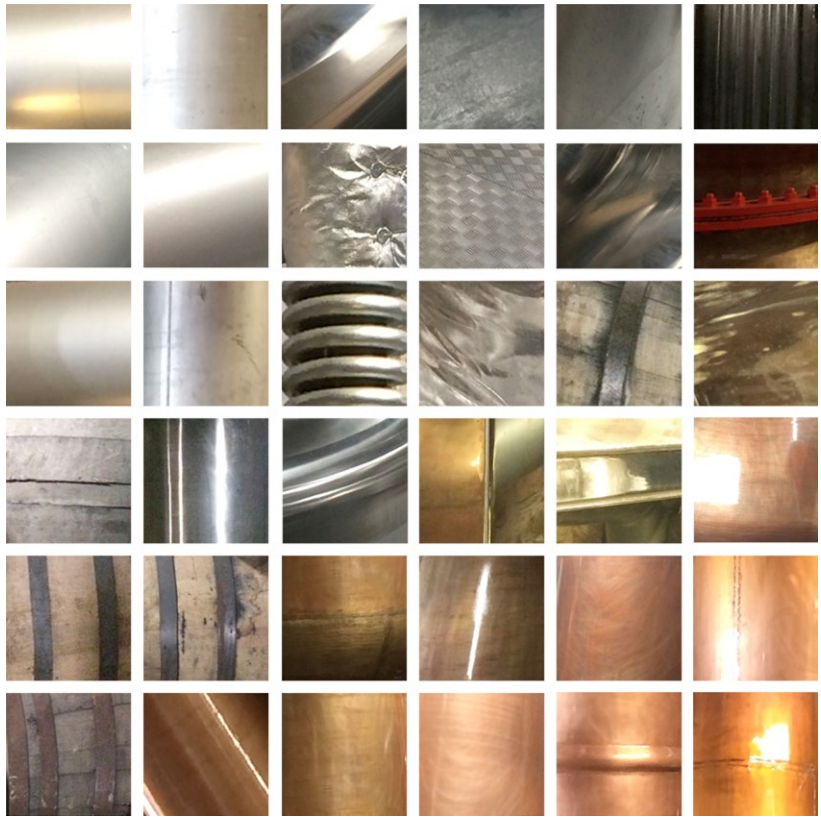
Level -2



Site textures



Underground textures



Distillery textures



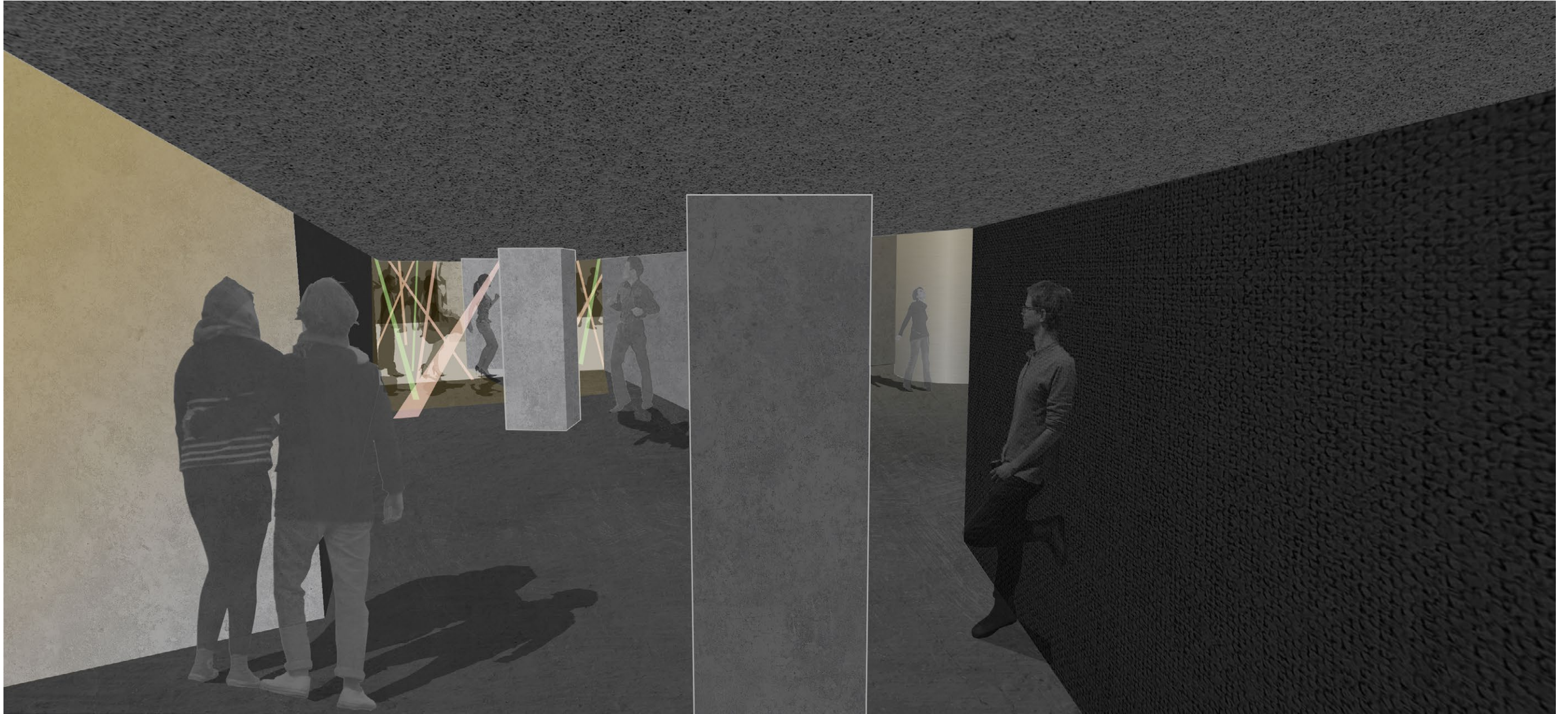
Dealing with columns



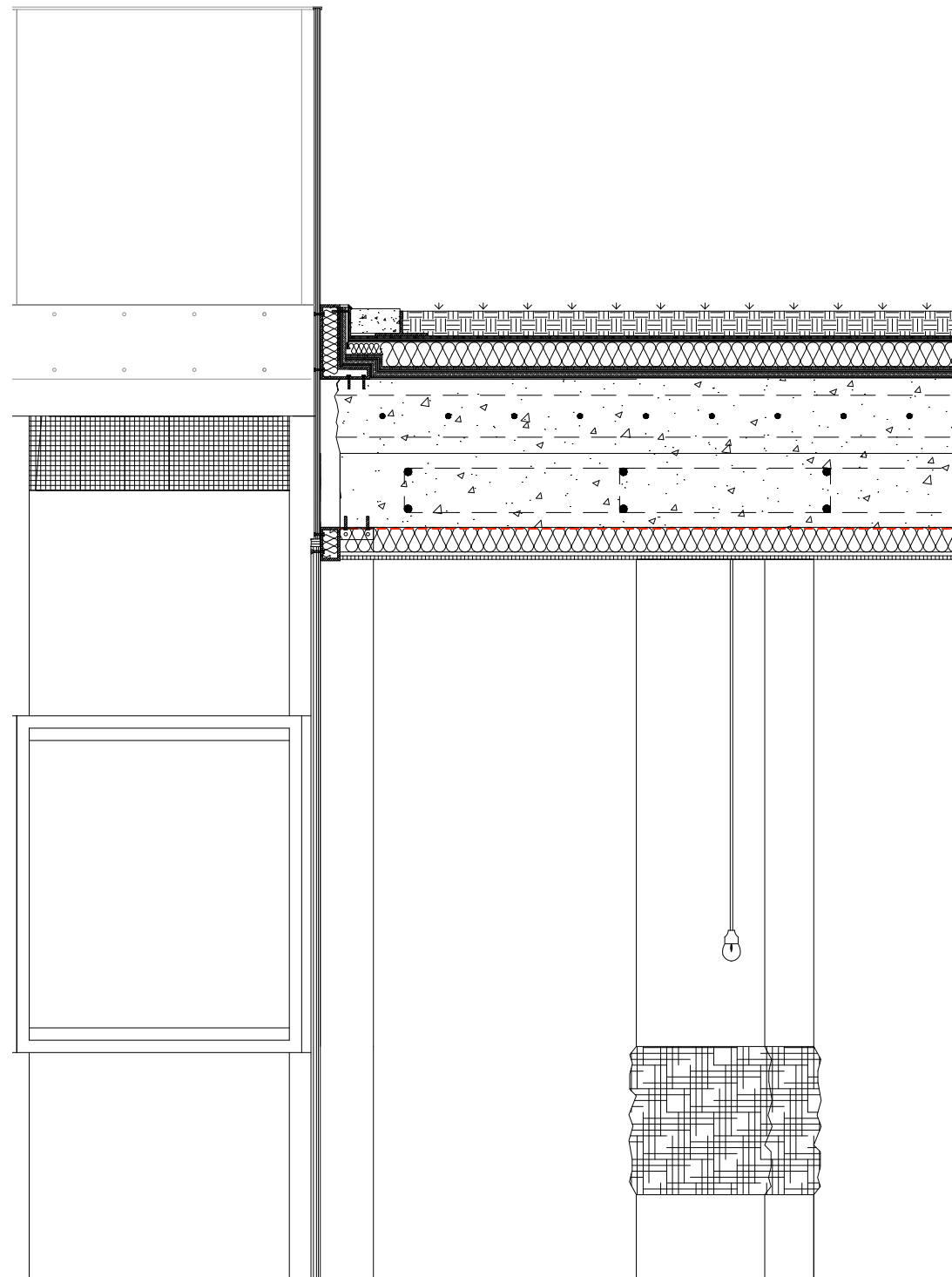
Dealing with columns



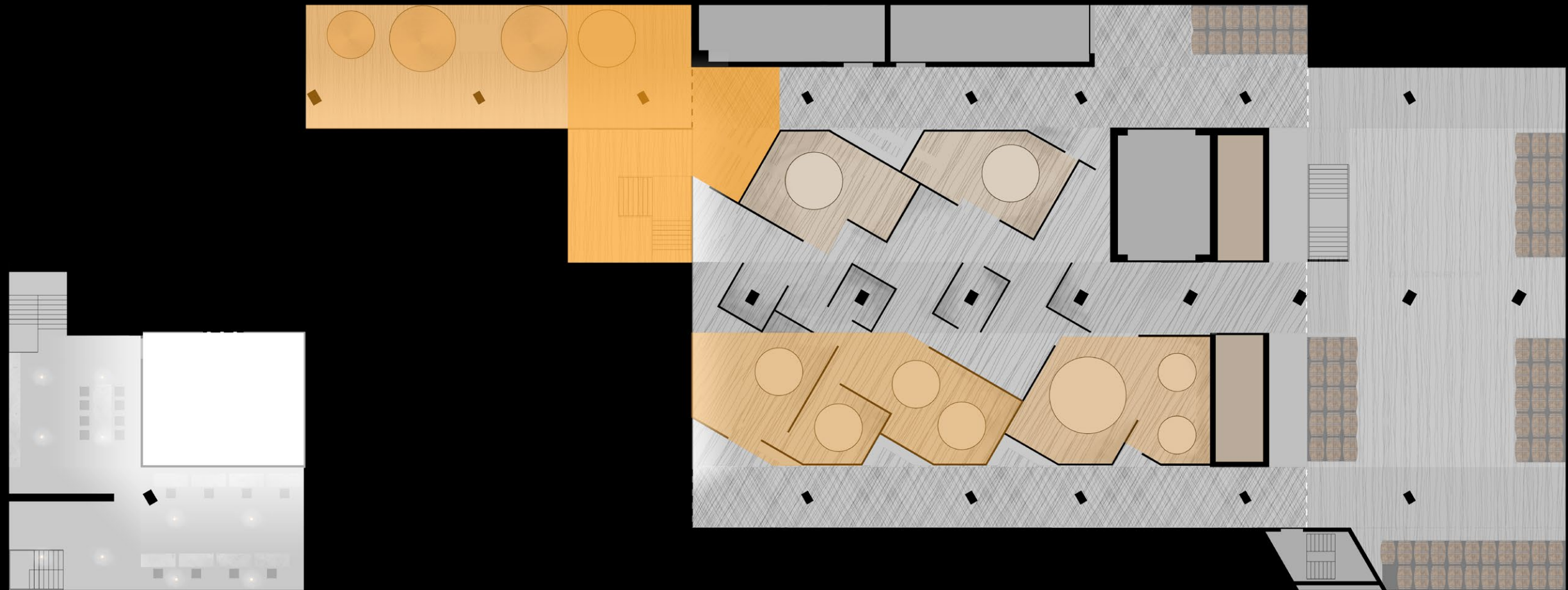
Dealing with columns



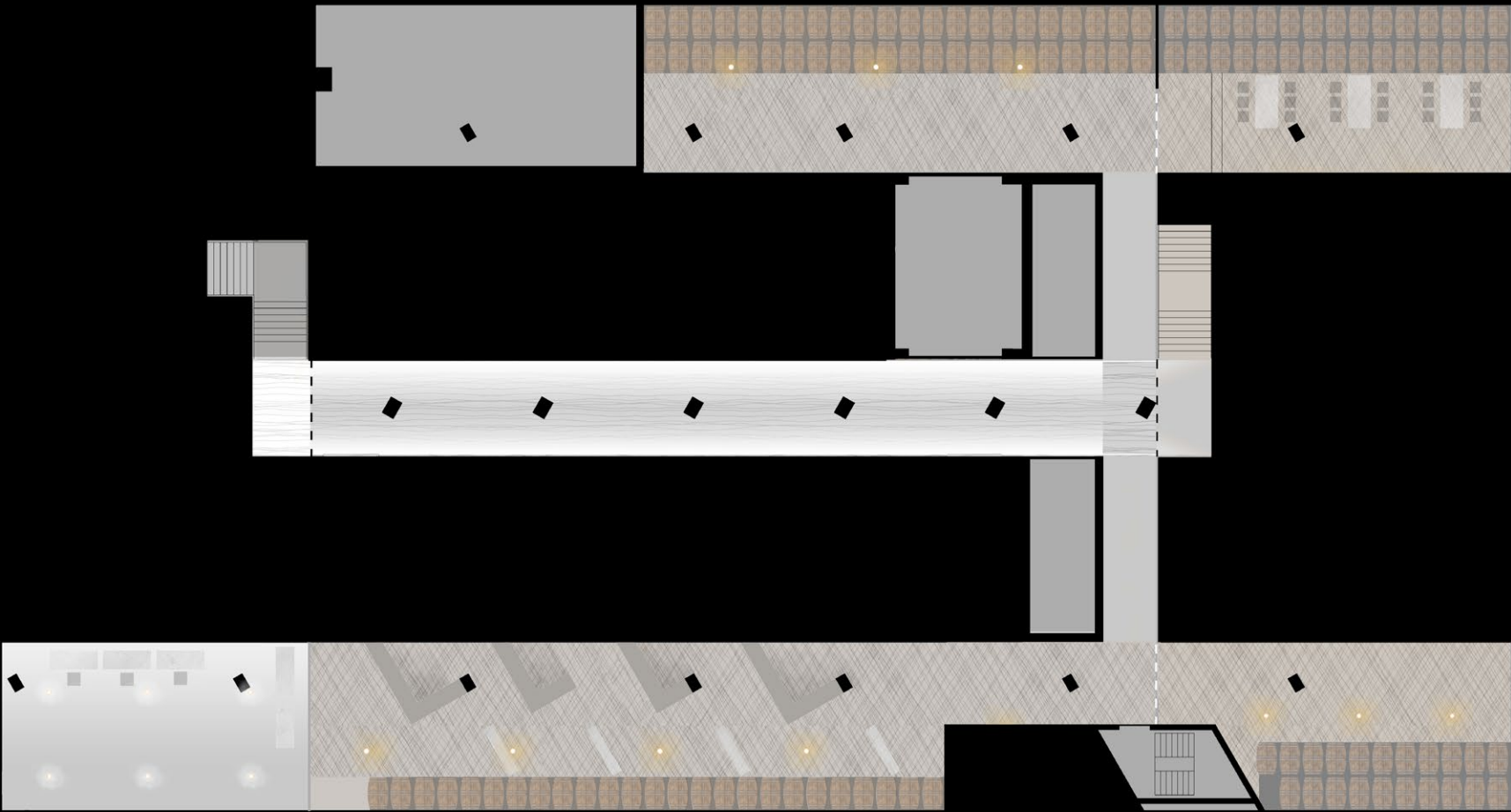
Dealing with columns



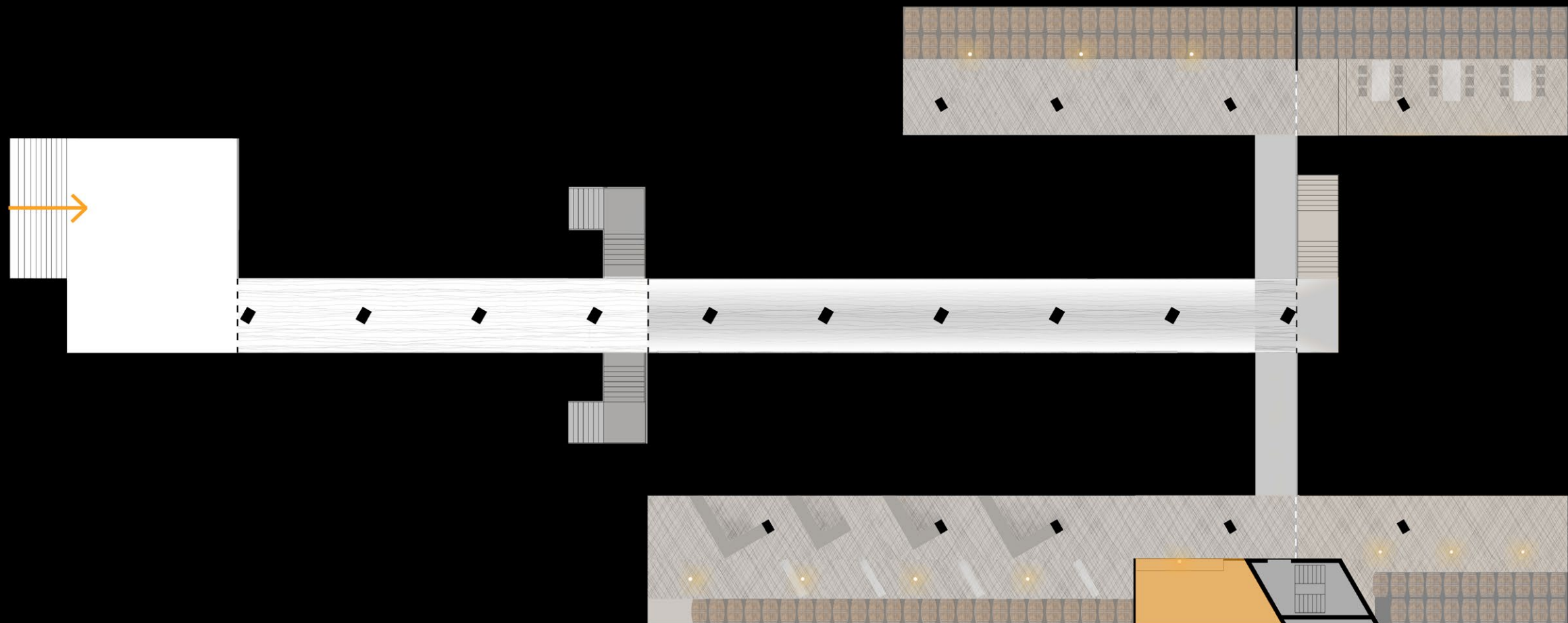
Dealing with the column & slab



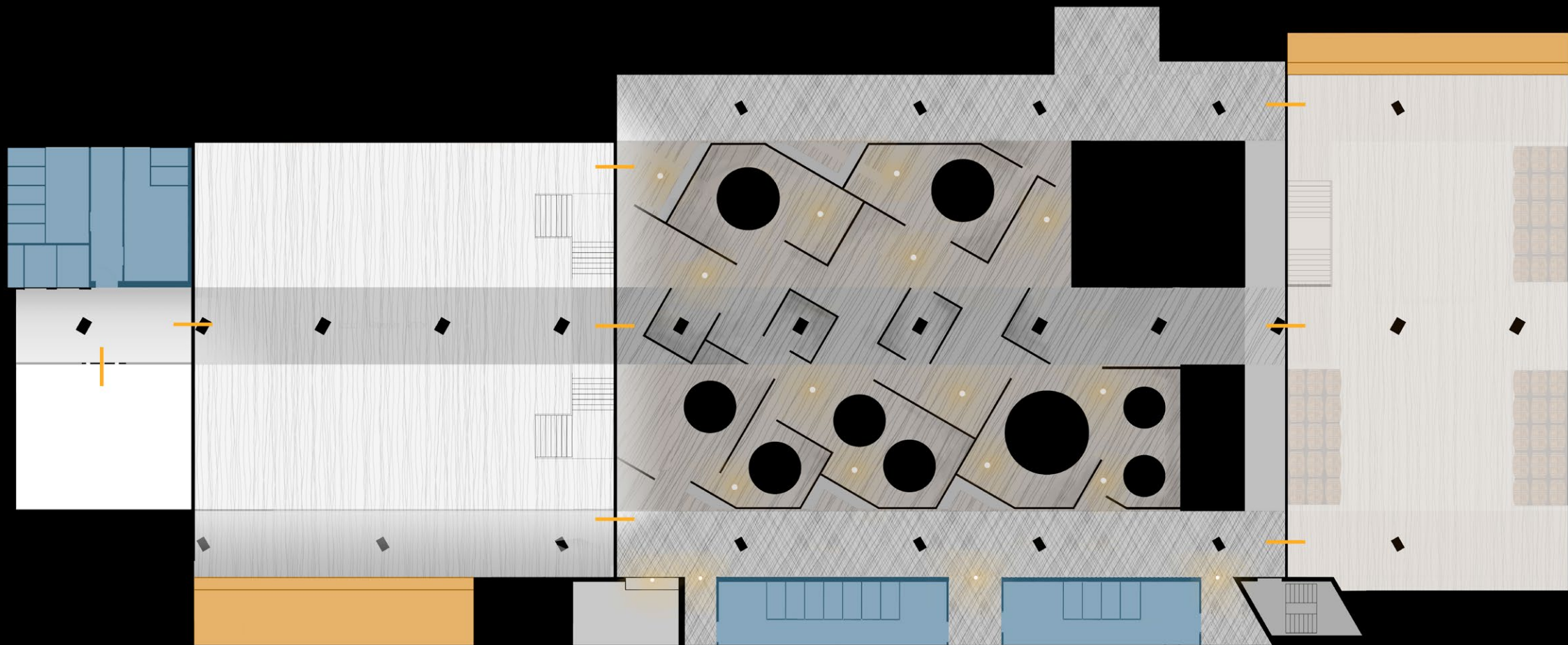
-2 Distillery



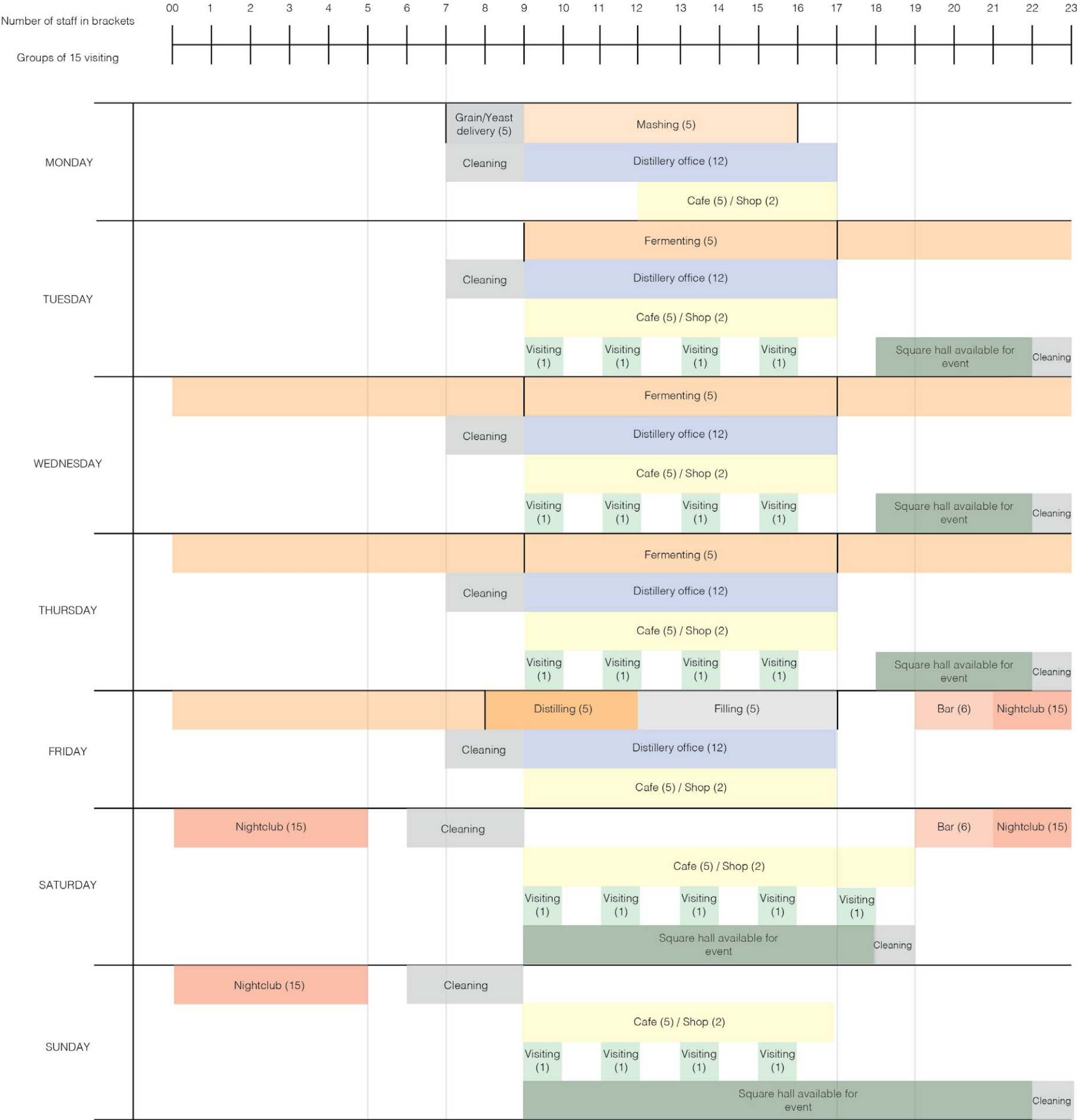
-1 Distillery

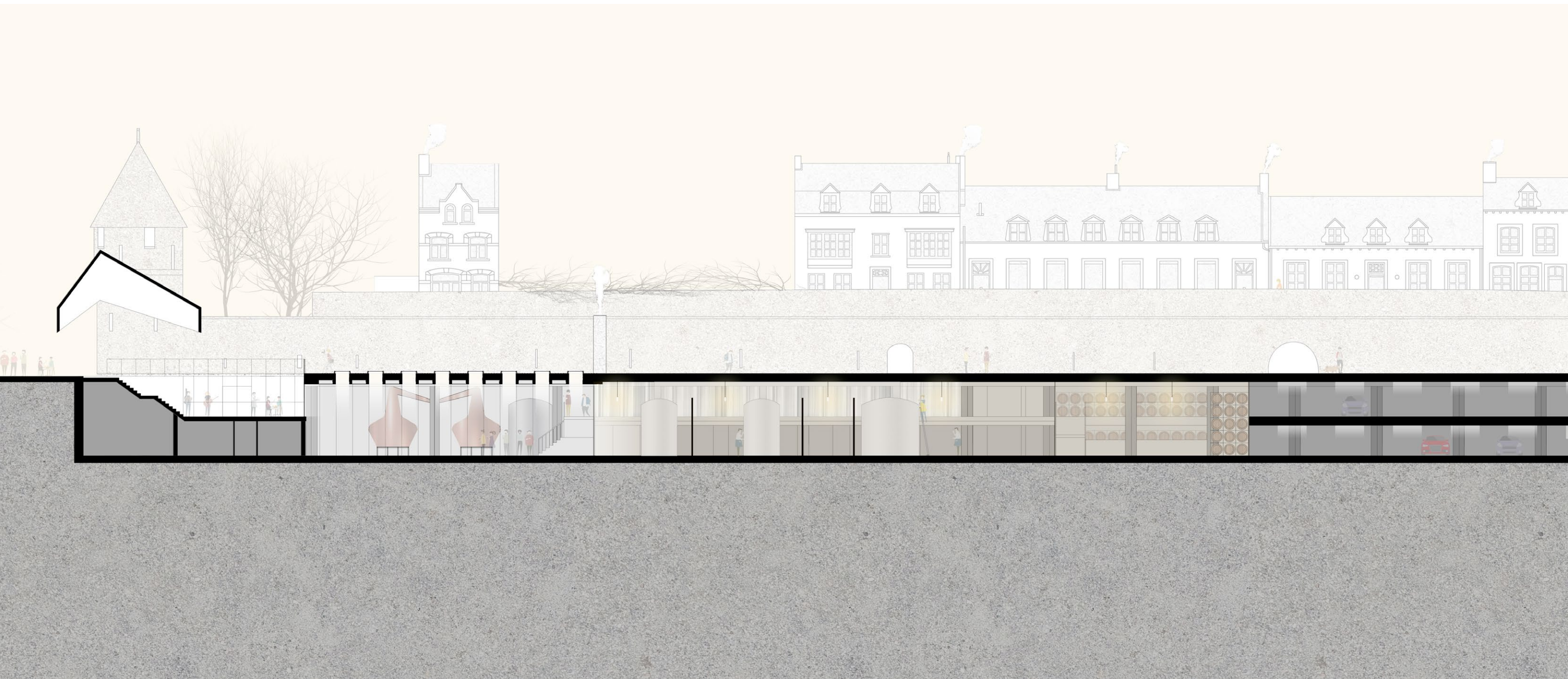


-1 Nightclub



-2 Nightclub





Long Section - Distillery scene



Long Section - Nightclub scene

