

synergy in paradox



## Foreword

This reflection is divided into four parts, matching the four presentation moments. Reflections have been written the week following the presentation moments capturing the reflection on the project on that particular moment during the process.

This report captures conclusions from these moments during the process; an overall reflection of the project prior to the P4 presentation; and a prospect towards p5.

## P1 - Research results in guiding themes

The contextual and disciplinary analysis resulted in conclusions which presented themes used during the remainder of the project.

The contextual analysis consisted of research into arrival. During the research we discovered the relationship between speed and scale which was very intriguing. Therefore, we developed multiple methods to study this relation. the use of this variety of methods proved very effective. It really strengthened our understanding of the topic, but it also helped to present it in an appealing way. One of the conclusions of P1 was to continue working using multiple methods at the same time in order to develop multiple aspects of research or design in the most effective way.

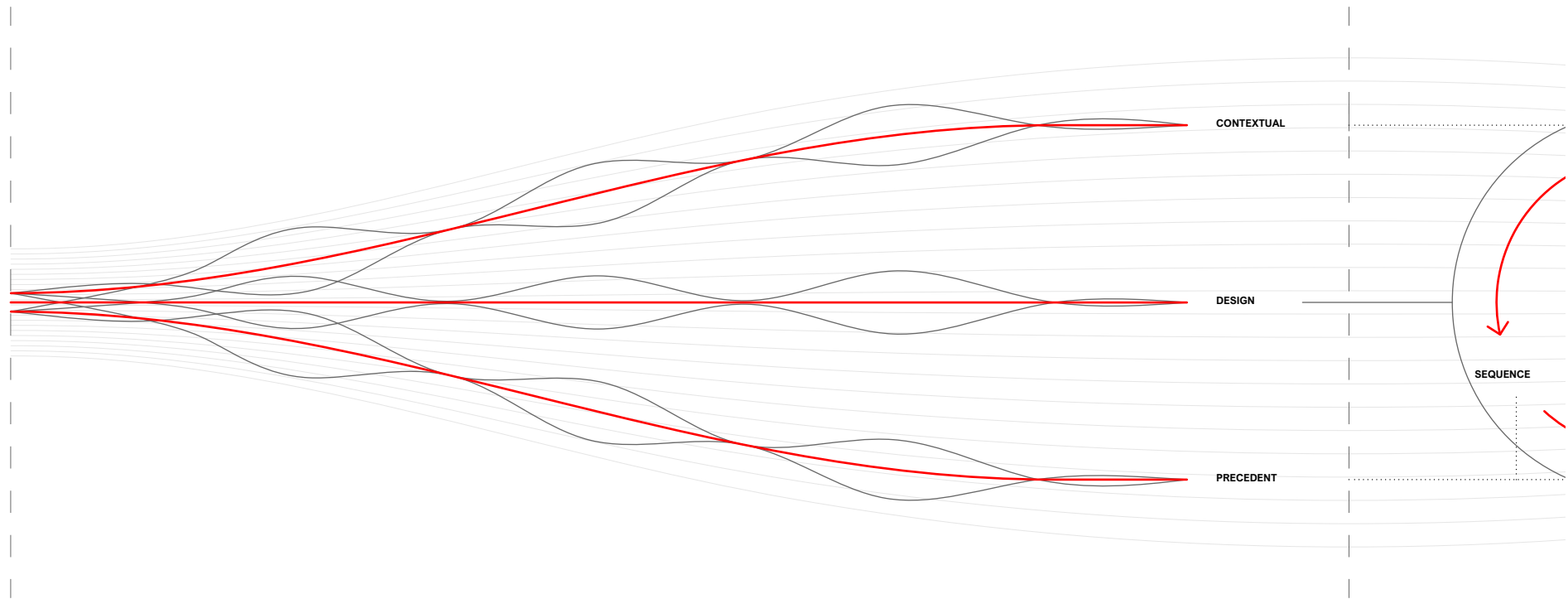
Besides this, the effect of speed on scale adds richness to the traditional scales. This result in combination with the large scale of the project makes scale one of the topics of my project directly related to the studio topic: A matter of scale.

As for the disciplinary analysis, the most relevant finding was the distinction between perceptual and technical sequences used within a building. Literature study into this topic, in combination with applying it directly in the case study, provided an interesting insight how to perceive buildings.

By providing the topics: Scale, system and sequence the research conducted during P1 formed the foundation of the project.

P0

P1



## P2 - Interrelating guiding themes

During the development of the design proposal the relation between guiding themes formed a method which structured the process.

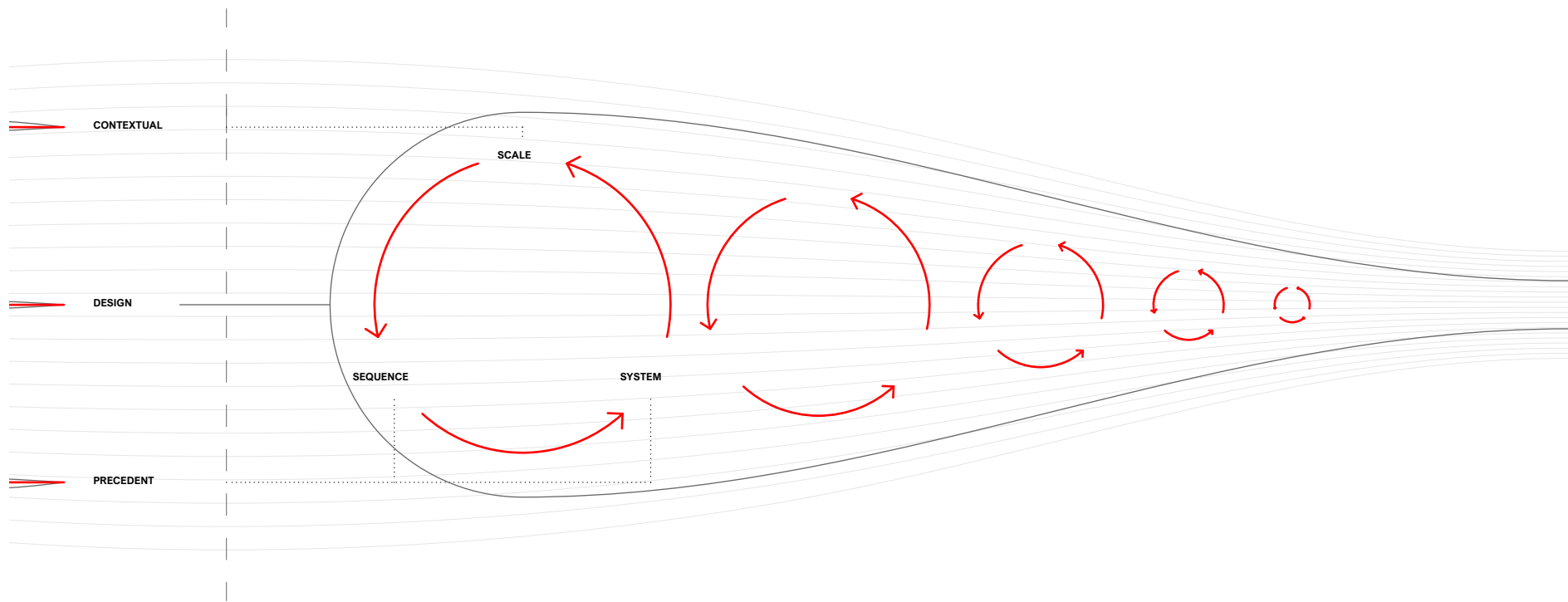
During the P1 reflection I did not only look back. At the same time, I tried to look forward envisioning a structure towards the P2 presentation. The approach followed the materials to produce. This meant it existed from: Precedent studies, Urban design and architectural design. This envisaged structure lacked the richness which the project does hold. Therefore, during the process the structure started to shift towards a more methodical approach, in which the conclusions of the analyses started during P1, actually constituted the foundation for the design process. Looking back, recognizing the relation between system, sequence and scale and developing a method around this, was the most valuable outcome from P2.

Besides this, another lesson taken from this is to use the review moments after the presentations to make a clear connection between conclusions and the structure moving forward. On the one hand this enabled me to use created work as efficiently as possible, on the other hand it offered a well-informed direction to follow.

The value of this reflection is to reflect on the overarching process rather than the work itself. Of course, these are always related to each other, but the work is reviewed every other week. Therefore, the focus of this exercise is to monitor the progress. This ensures that it becomes a more active learning process with more awareness about taking direction.

P1

P2



### P3 - Scale, system and sequence as operators

Defining the relation between scale, system and sequence as operators in the process of designing my project provided a clear distinction between objective and operator.

Taking time to reflect and conclude after P2 has resulted in a more accurate hypothesis of objectives during this period. The sequences of the design have been informed, enlarged and increased; Systems have been specified and tested, and the overall design has been projected over a broader range of scales, mainly diving deeper into the detail of the project. During the process of detailing the project, sometimes the bigger scale felt disregarded. Therefore it was difficult to present this well during P3, however it was always in the back of my head.

Considering the process, the main achievement of P3 was to define the position of scale, system and sequence in relation to the design. After P2 the relation between those three was formulated, though this was not enough to structure the entire process. During the process scale, system and sequence almost became goals themselves. Though, the goal of the project is to create synergies in the form of a Grand entrance to Tallinn, a walkable coast and a Grand prix track. This led to a changed research question:

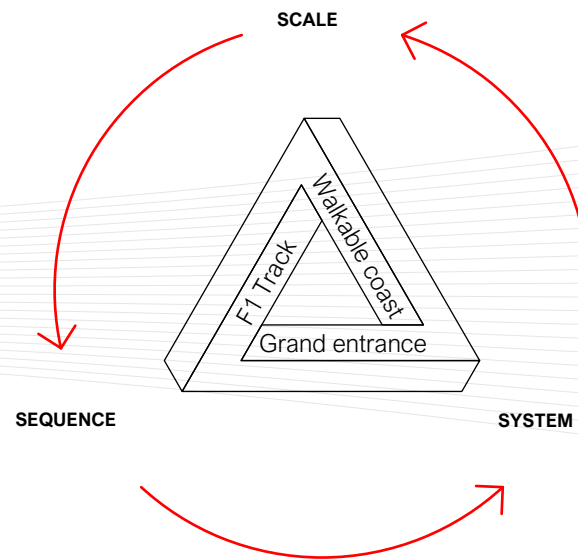
*How does the development of architecture using sequence, system and scale as operators inform and enlarge understanding of creating synergy in paradox at the Tallinn waterfront?*

This definitive research question addresses the guiding themes but simultaneously keeps a clear distinction between objective and operator. By designing using these operators, synergies can emerge. In this project, these synergies are directly linked to the operators, but the way of working can be applied in all types of projects to bring out synergies.



**P2**

**P3**



## P4 - Reflection on project

With a length of 680 meters housing 3 terminals a transfer HUB and facilities to house a race through the city of Tallinn, it can be described as invasive interception. Considering this, it is relevant to question what leads to a project of this calibre and what justifies it.

The analysis of arrival in Tallinn by ferry underlies this project. The underwelming arrival in tallinn aroused interest in this area. Further analysis in the systems of this location revealed the invasive nature of the ferry terminals.

Instead of fighting this invasive nature, I chose to accept this element and instead celebrate it, finding synergies within it. In this way, this invasive infrastructure also becomes an impressive experience.

Heading towards P4, the focus has been on designing the building and the situation. Towards P5, the focus shifts to making the intended impressive experience alive.

