

HOUSE OF EUROPEAN HISTORY

**Graduation Presentation
Brussels Studio**

Student : Yuanyuan Chen
Tutors: Michiel Riedijk,
Hulb Plomp,
Niklaas Deboutte,
Alper Semih Alkan

[House of European History]

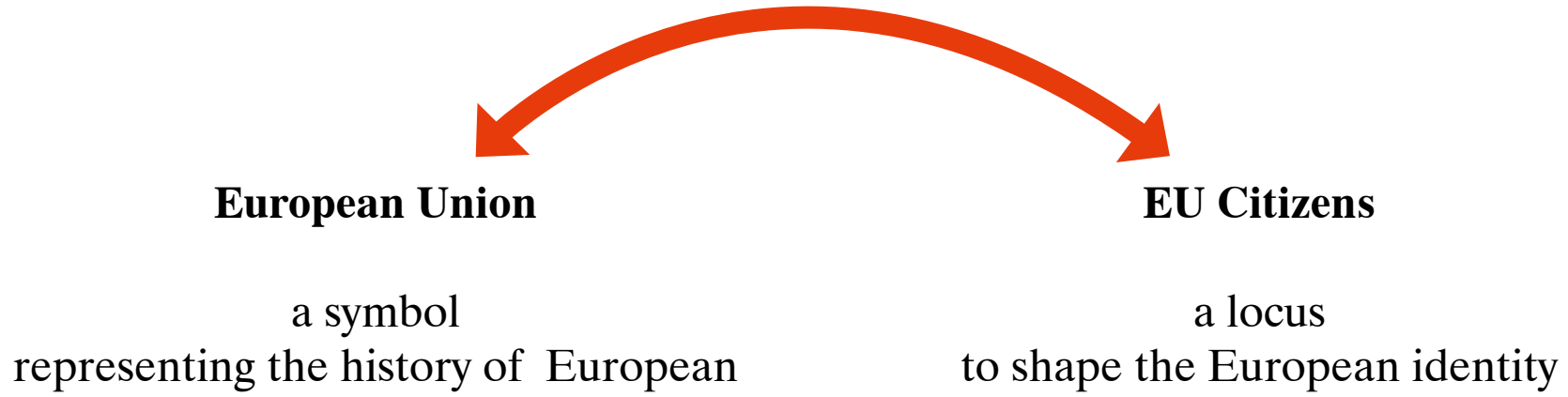
- 1 **Position**
- 2 **Situation**
- 3 **Hypothesis**
- 4 **Urban intervention**
- 5 **Architectural composition**
- 6 **Materialization**
- 7 **Building performance**



In 2008, the European Parliament released the idea to build a 'HOUSE OF EUROPEAN HISTORY', to 'place where a memory of European history and the work of European unification is jointly cultivated, and which at the same time is available as a locus for the European identity to go on being shaped by present and future citizens of the European Union'.

Introduction

1. Position



European Union

a symbol
representing the history of European



a legible typology / form

EU Citizens

a locus
to shape the European identity



a public realm for collective rituals

The Architectural Meaning

European Union

a symbol
representing the history of European

EU Citizens

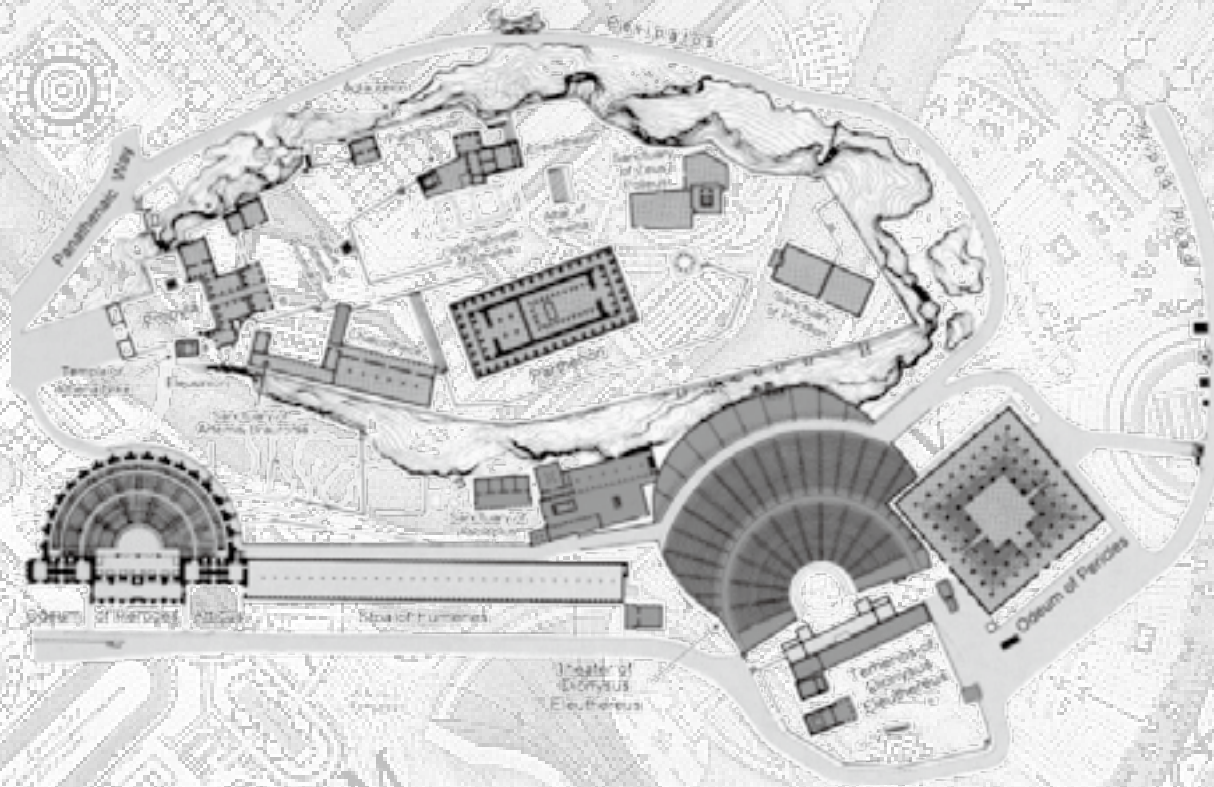
a locus
to shape the European identity

a legible typology / form

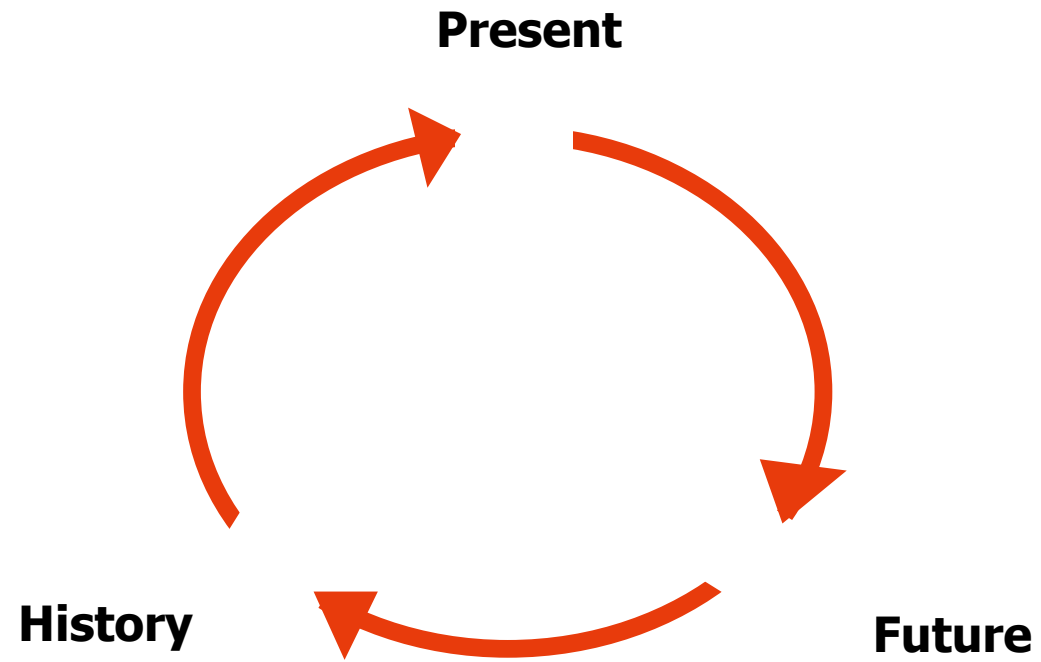
a public realm for collective rituals



When political space is constituted by the civic practice of citizenship, and consisting of the possibility of encounter, debate, and civic conflict, it becomes public.



Greek civilization, the cradle of Europe culture, had a physical structure of a constellation made of different islands - an archipelago. Its common identity of power and culture was nurtured by links to different colonies. Every Greek city spatially represented the socio-political system as a grouped pattern of distinct parts: the public spaces of the theatre, the Agora and the temples . These public buildings were the collective spaces for social confrontation and discussion, and for common imagination as well.



Unity and publicity are expressed in a looping way.

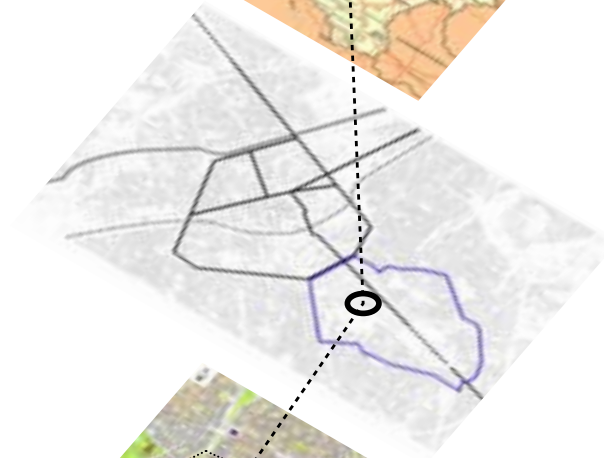
2. Situation



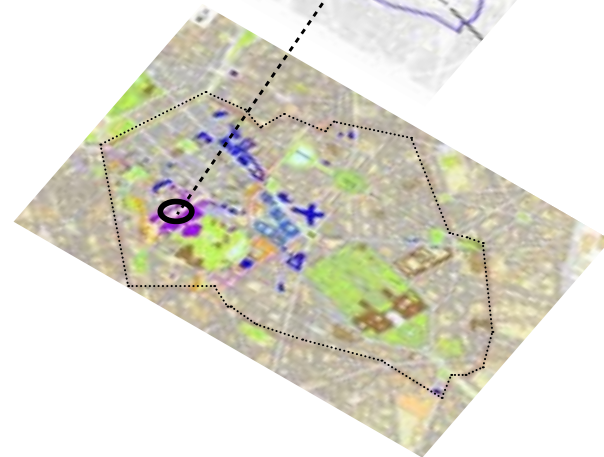
Global scale



National scale



Regional scale



Urban scale

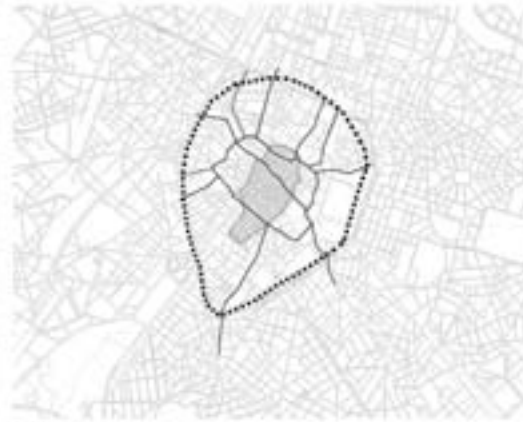
Brussels



+/- 1200
Middle Ages



+/- 1550
Middle Ages



1600 - 1713
17th century



1814 - 1870
around 1830



1835 - 1909
Leopold II



1919 - 1939
Between the World Wars



1945 - 1970
After the second World War



1970 - 2009
European capital



Brussels and the EU





EU Quarter Before

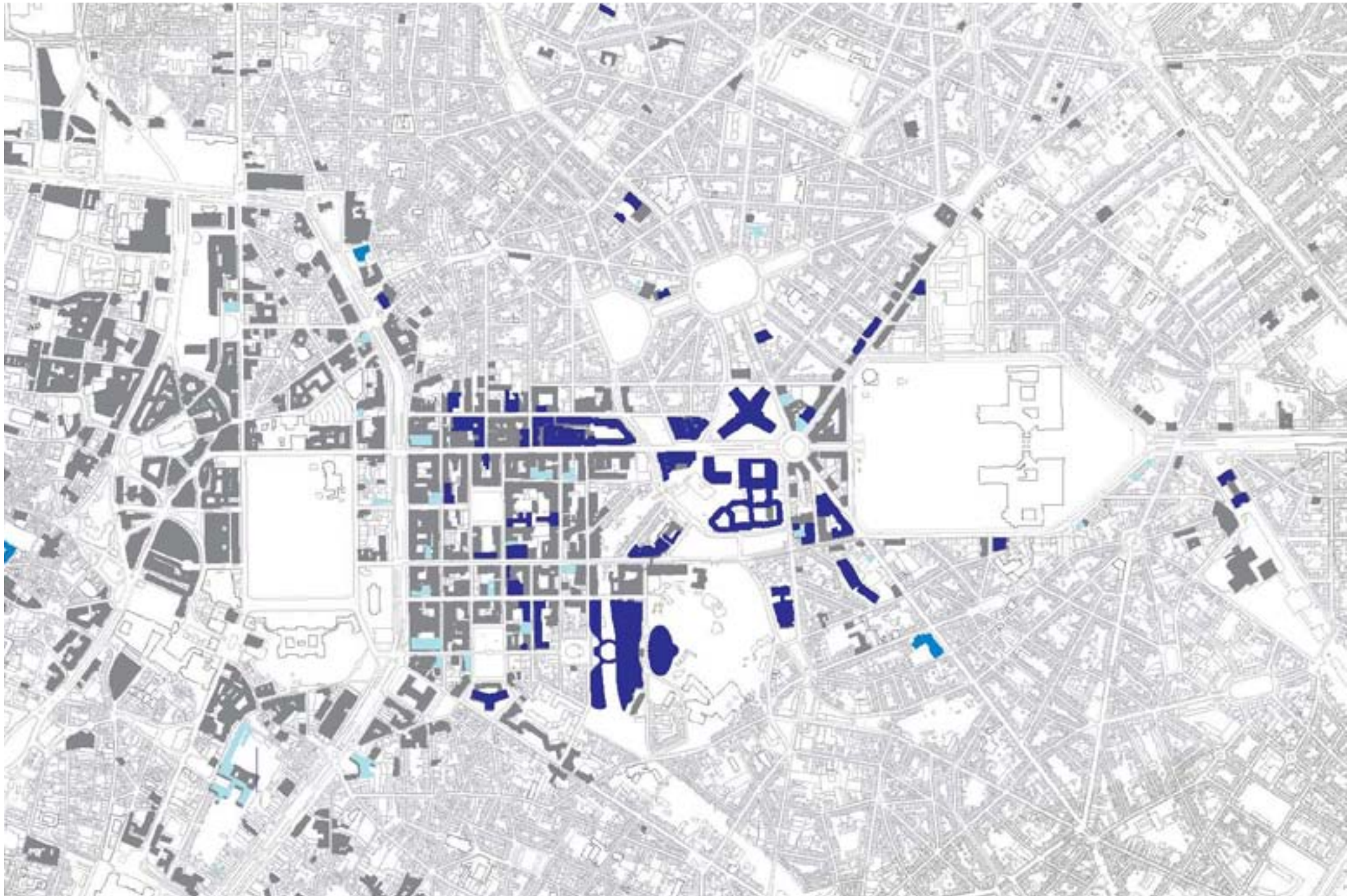
The area of the existing EU quarter was first planned according to an urban intervention for the further development for Brussels. The Quarter's early planning was on the design for the king Leopold's palace, which was used to be the low rise residential building blocks for high class people. The Weststraat-Avenue Tervueren axis was designed affect today's EU Quarter.

EU Quarter Today

Today, The EU Quarter became mainly office area used by the EU, embassy and other supporting professionals. High Office Building sitting in traditional residential grid seems too crowded and the mono program in the area is also pushing Brussels residents and tourists away.



Brussels and the EU



Office

The lack of public spaces and diversity of programs



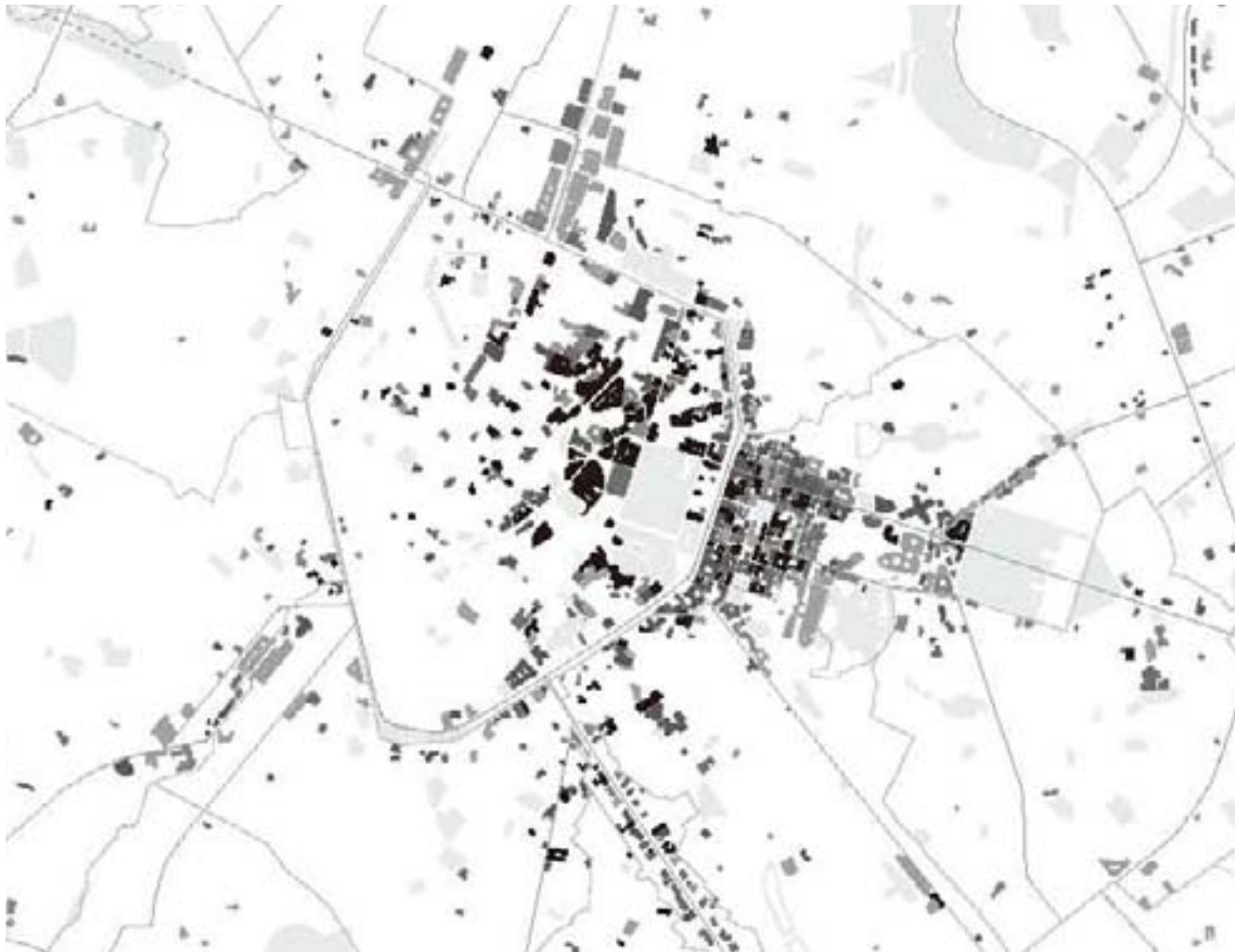
Monument

The lack of public spaces and diversity of programs



Residential and schools

The lack of public spaces and diversity of programs



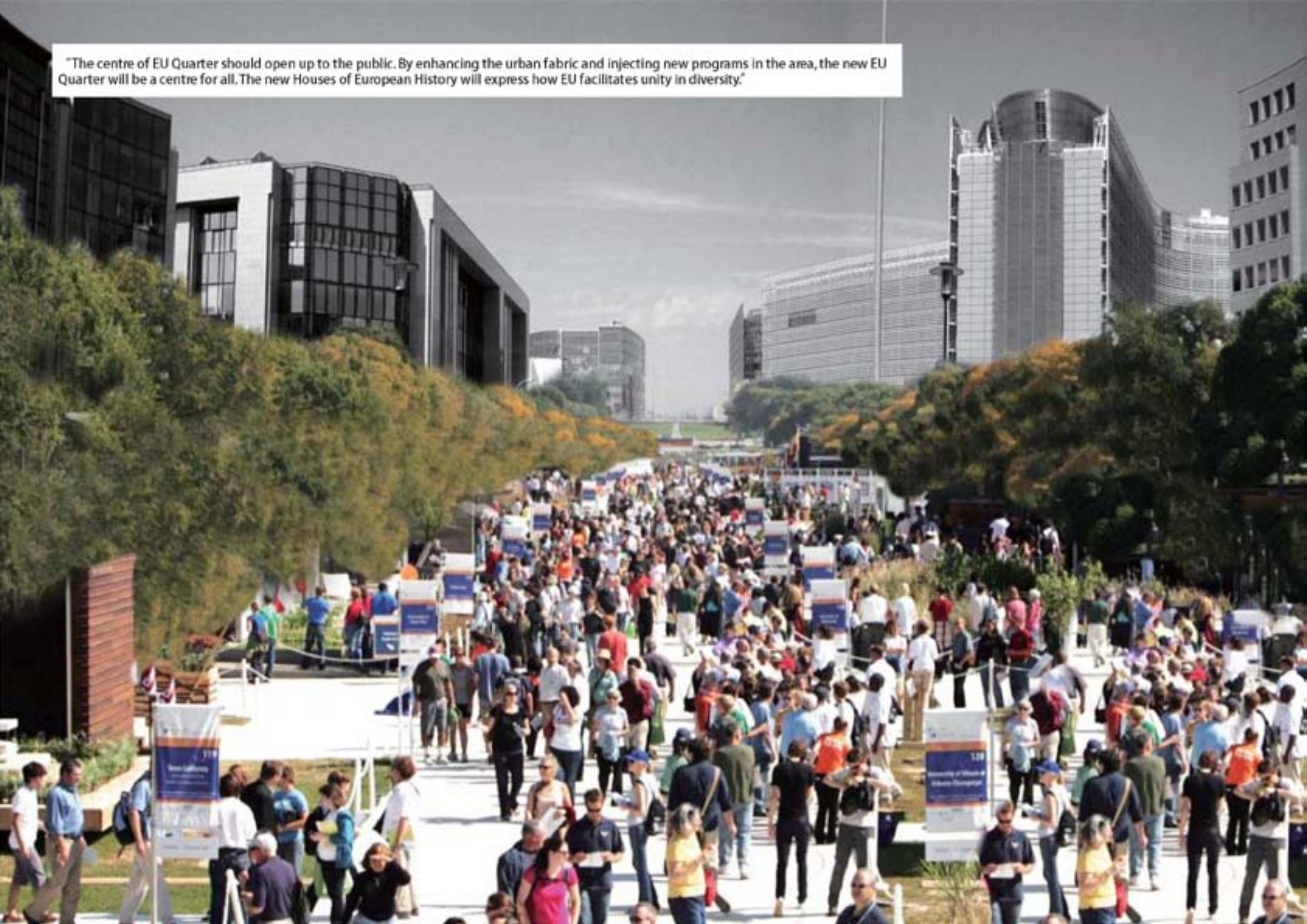
The Cancer of Bureaucracy -dispersal office space



To be demolished! (the present architecture of the EU)

3. Hypothesis

"The centre of EU Quarter should open up to the public. By enhancing the urban fabric and injecting new programs in the area, the new EU Quarter will be a centre for all. The new Houses of European History will express how EU facilitates unity in diversity."



EU identity



Democracy
Diversity



4. Urban Intervention



PENTAGON

EU QUARTER



Phase I

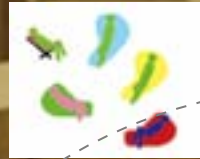
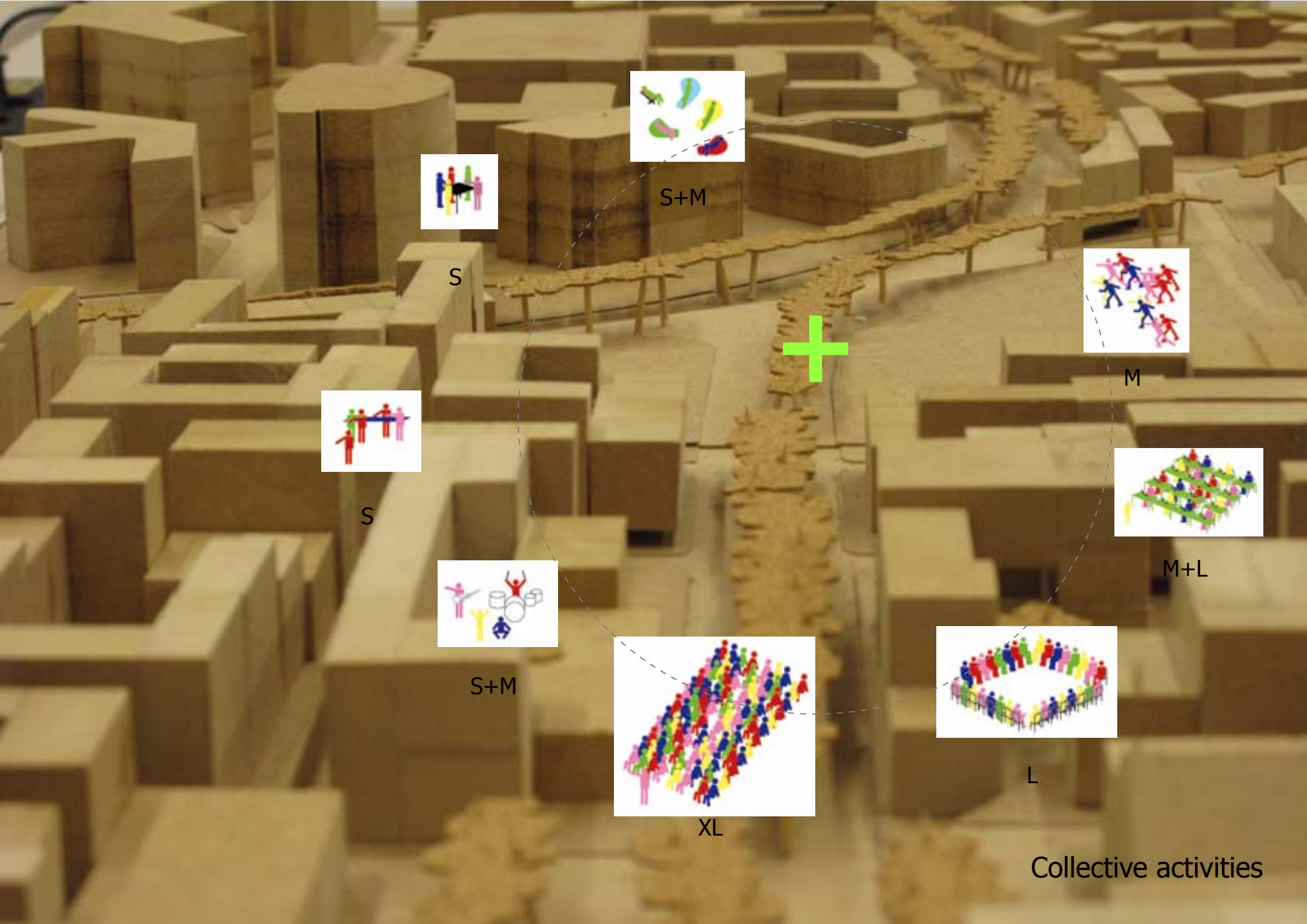


Phase II



Phase III





S+M



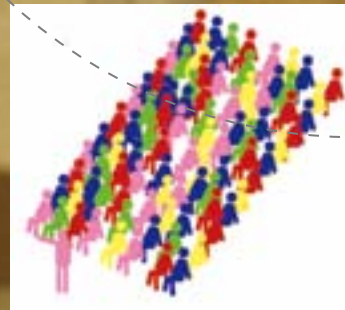
S



S



S+M



XL



M



M+L



L

Collective activities

I propose to build a theatre complex in the core of EU Quarter.



In both an ancient amphitheatre like the Dionysus and a premodern theater like the Scala, audiences are immersed in the event on stage.



In both an ancient amphitheatre like the Dionysus and a premodern theater like the Scala, audiences are immersed in the event on stage.

5. Architectural Composition

The Site



The site used to be a parking lot, is located in the center of EU Quarter.



Houses used to be in the core of EU Quarter

EU Walk



Site



Main road



Train station



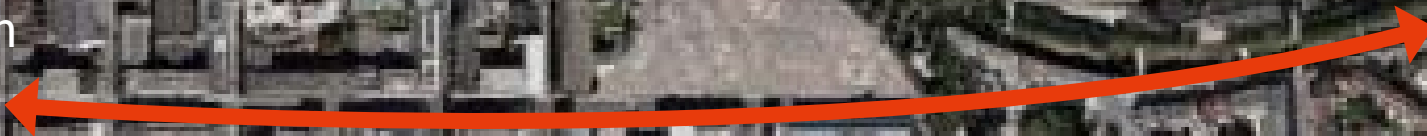
Tunnel of Main Road



Pentagon



Train station

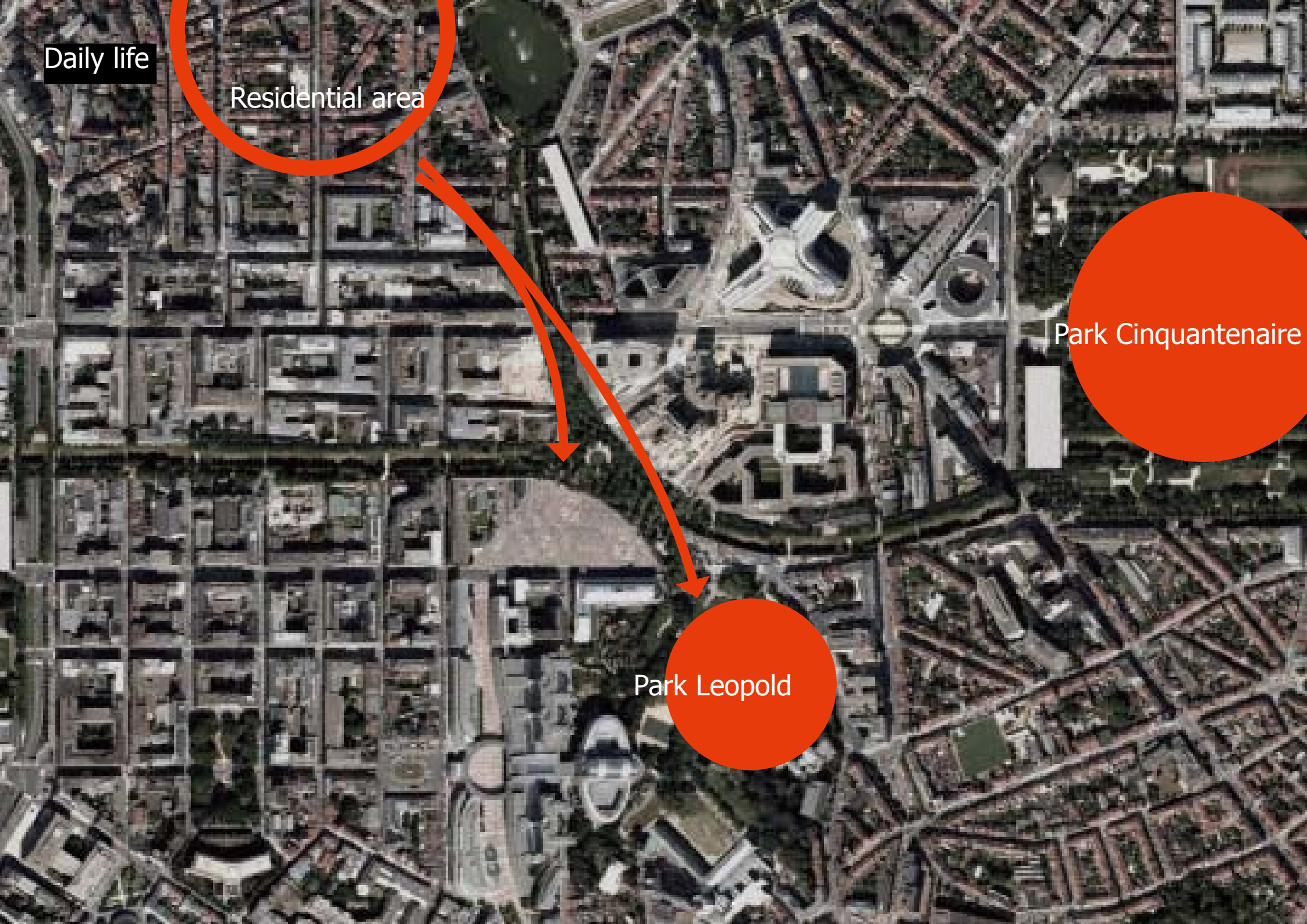


Daily life

Residential area

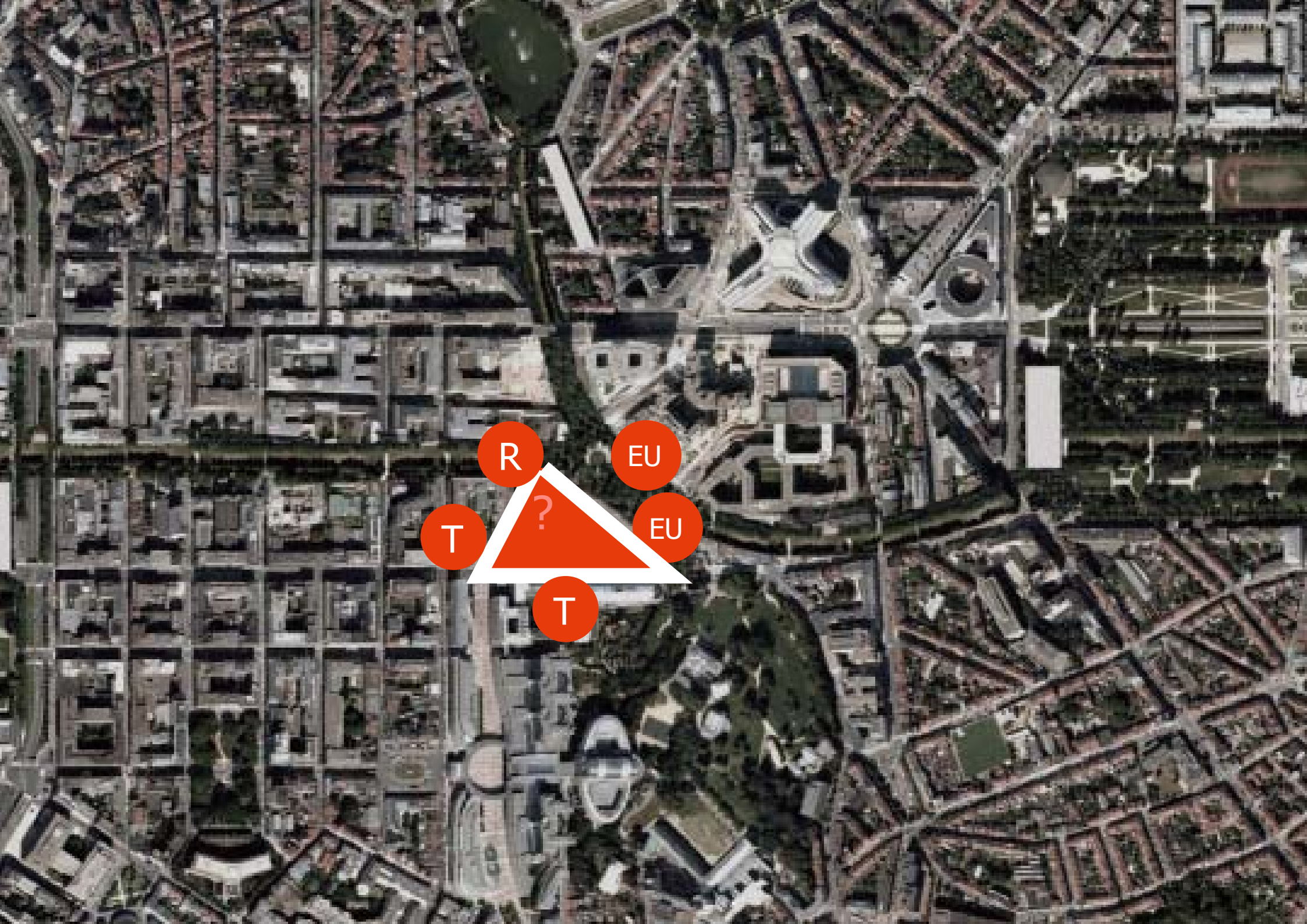
Park Cinquanteinaire

Park Leopold



Site





R

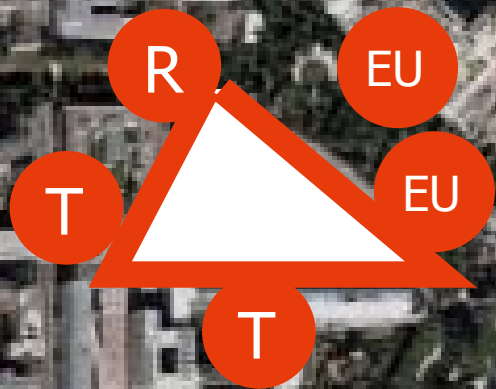
EU

EU

T

T

Existing



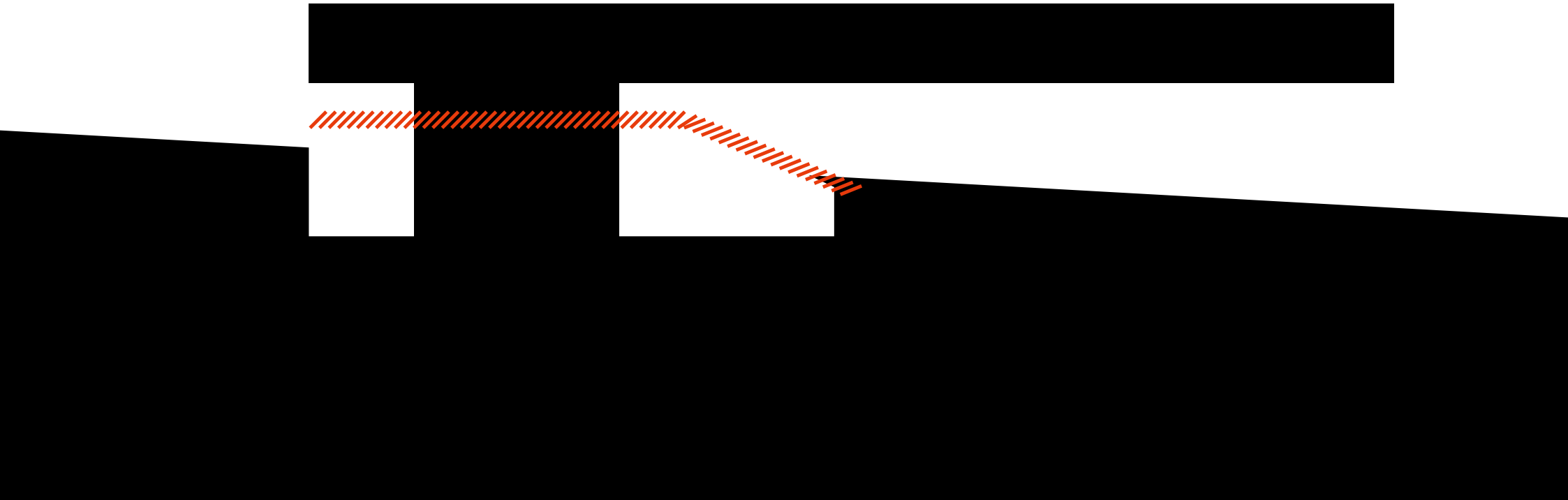
Composition

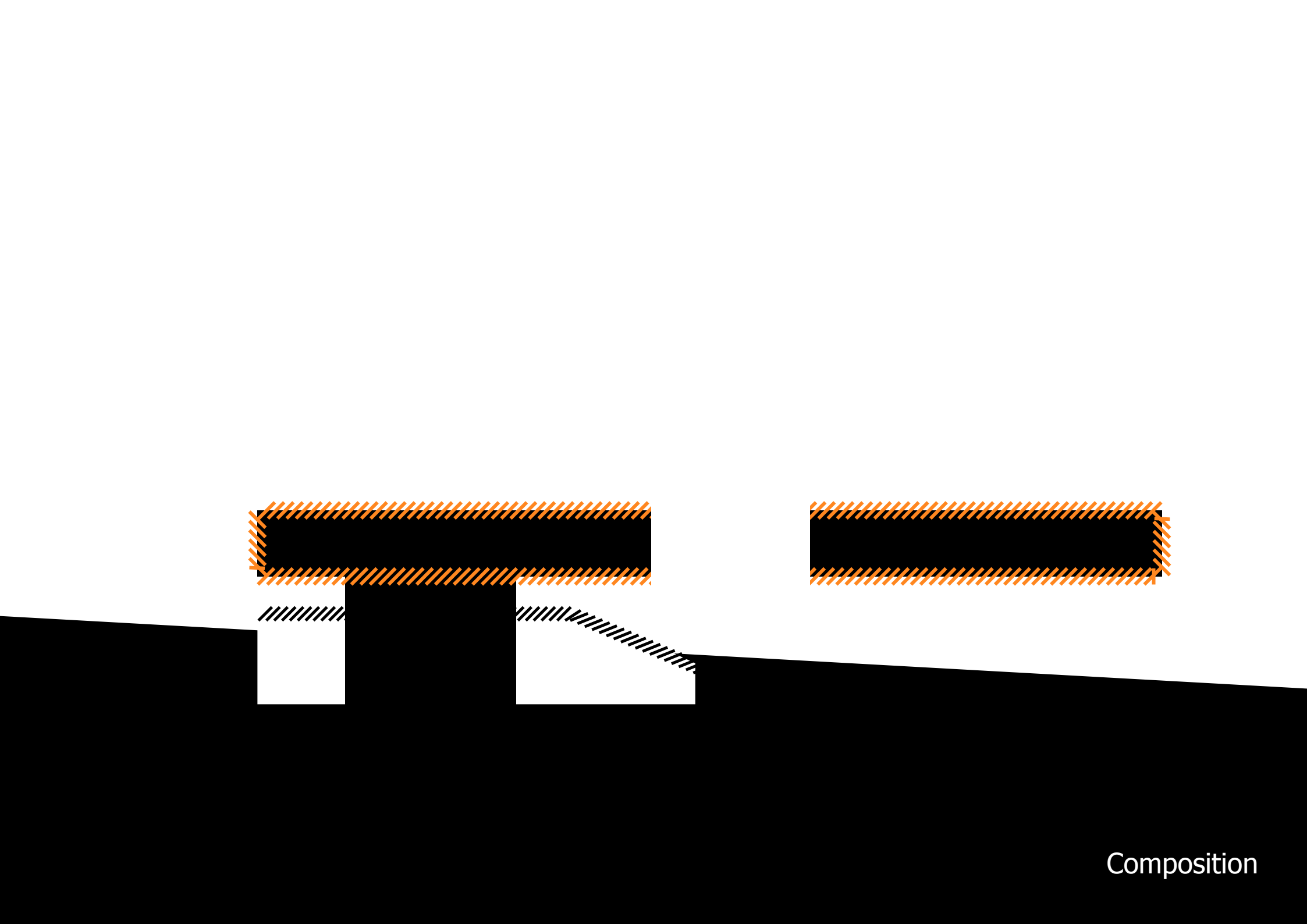


Composition



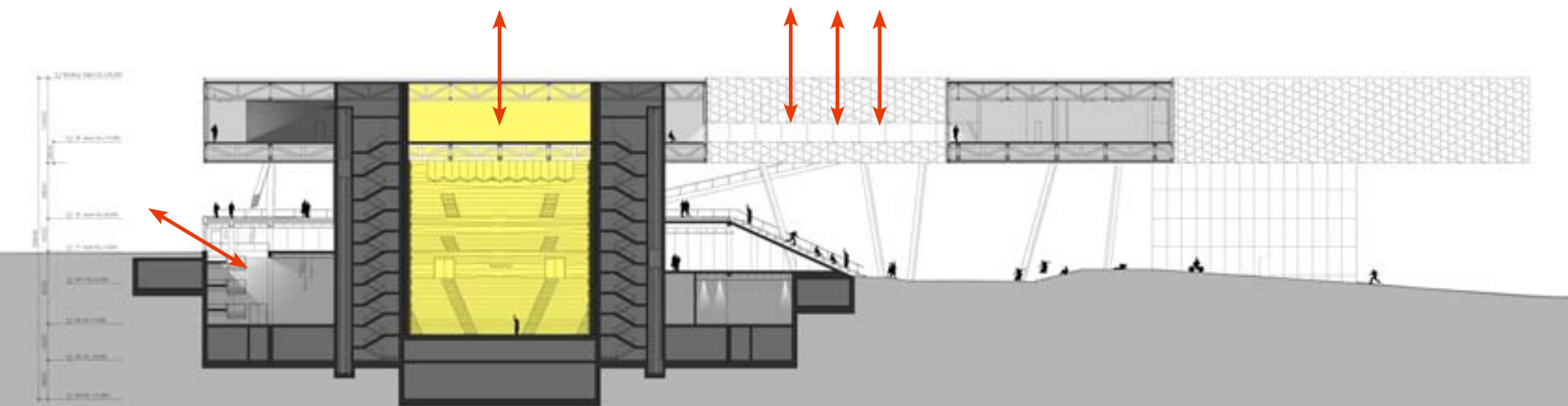
Composition





Composition

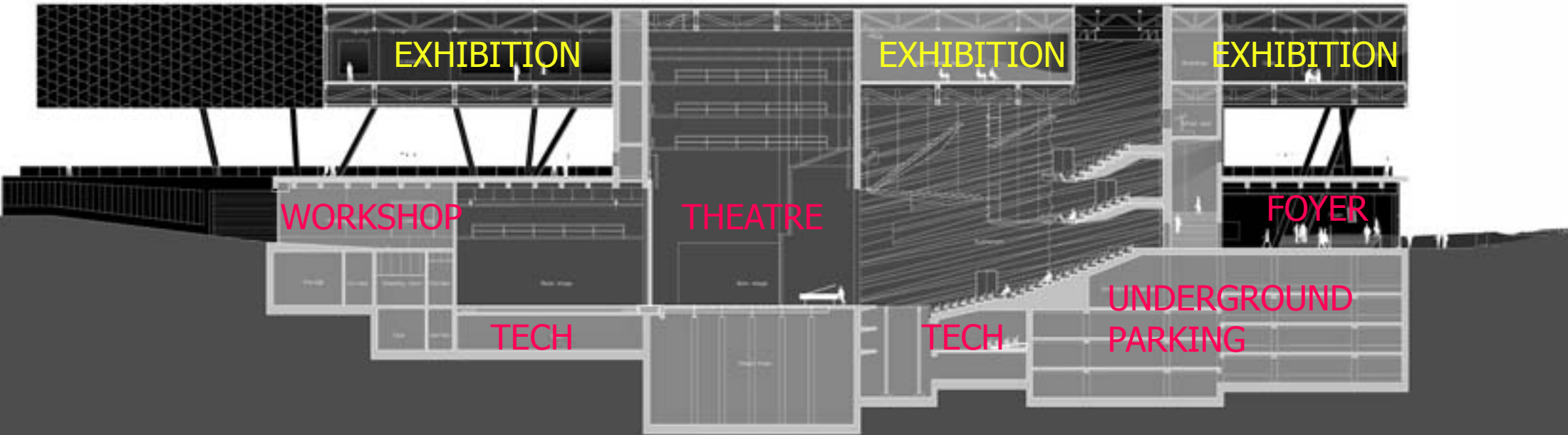
Section



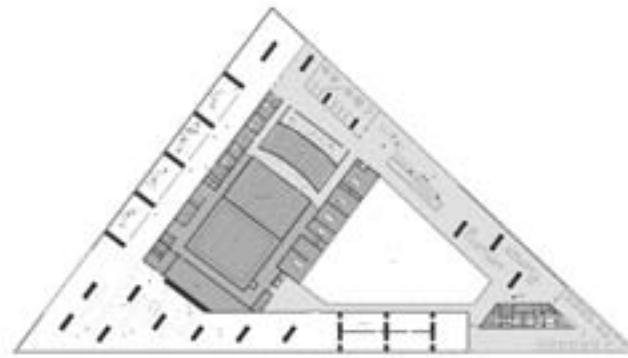
Section



Program Section



Plans



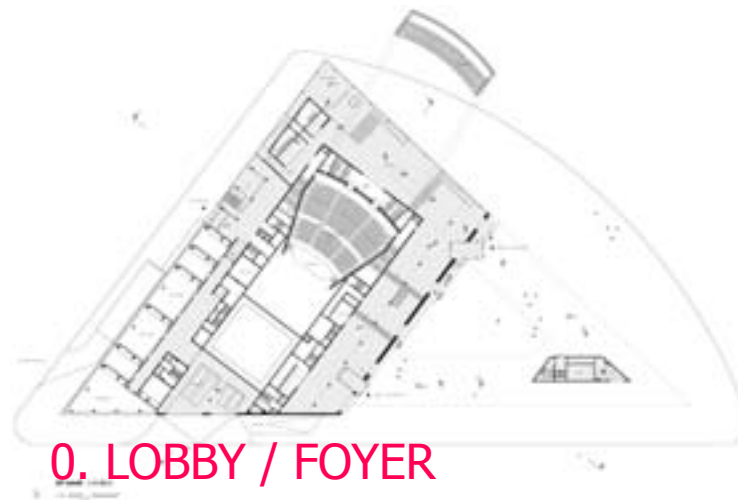
2. EXHIBITION



1. PLATFORM



-1. STAGE

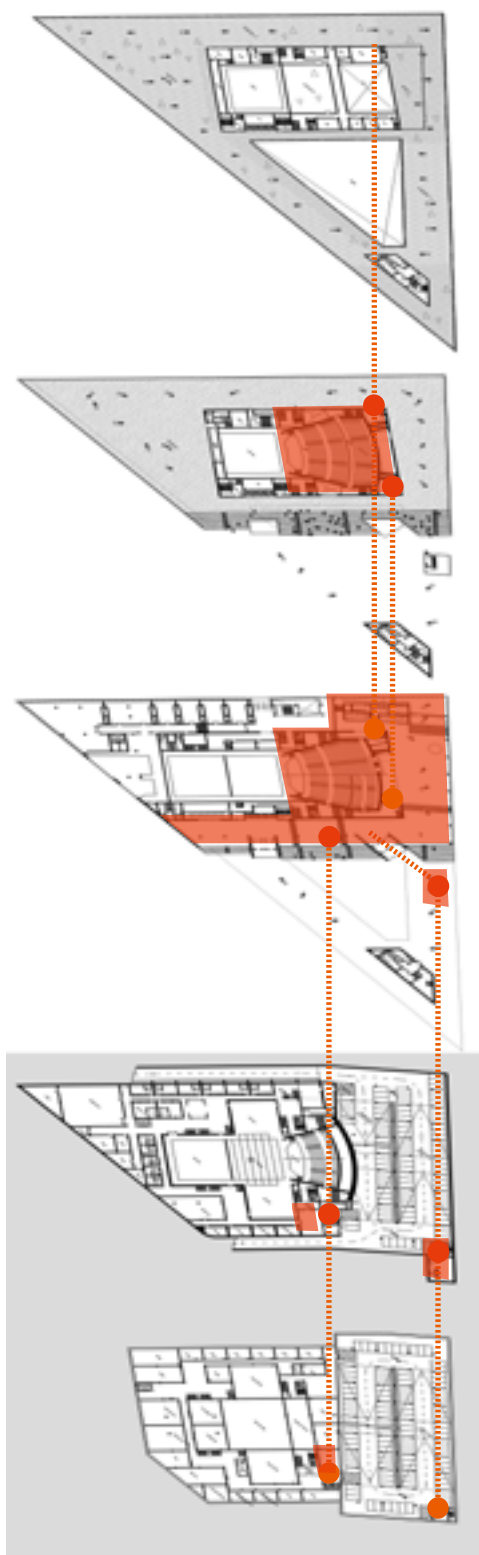


0. LOBBY / FOYER

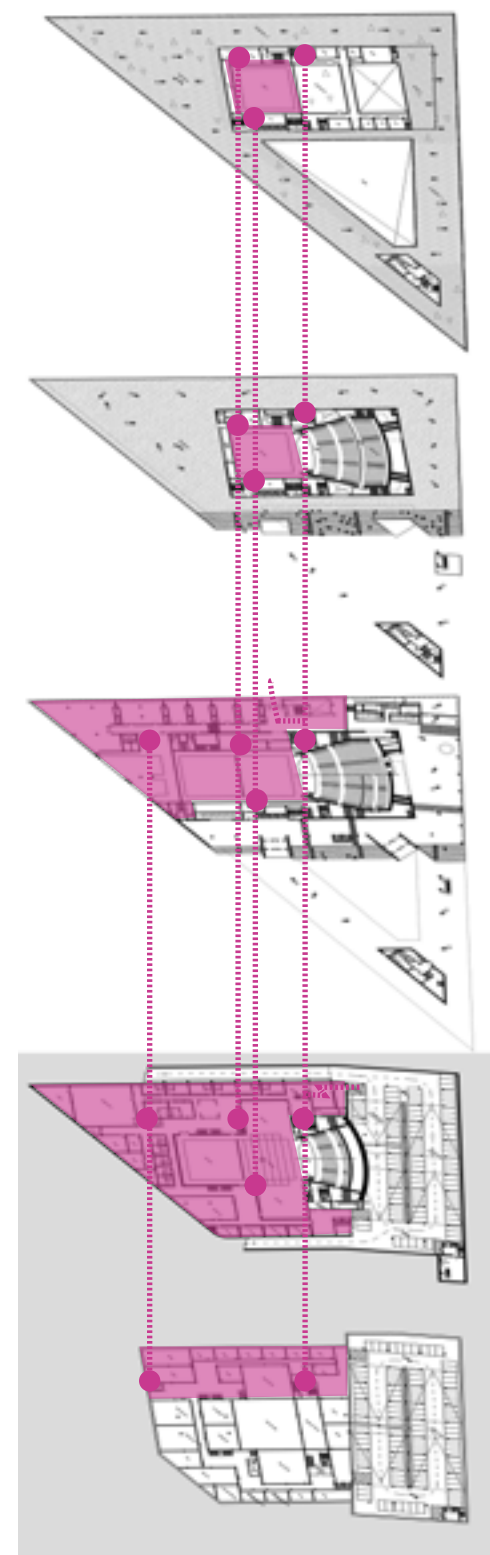


-1. TECH

Visitors



Staffs



General Arrangement



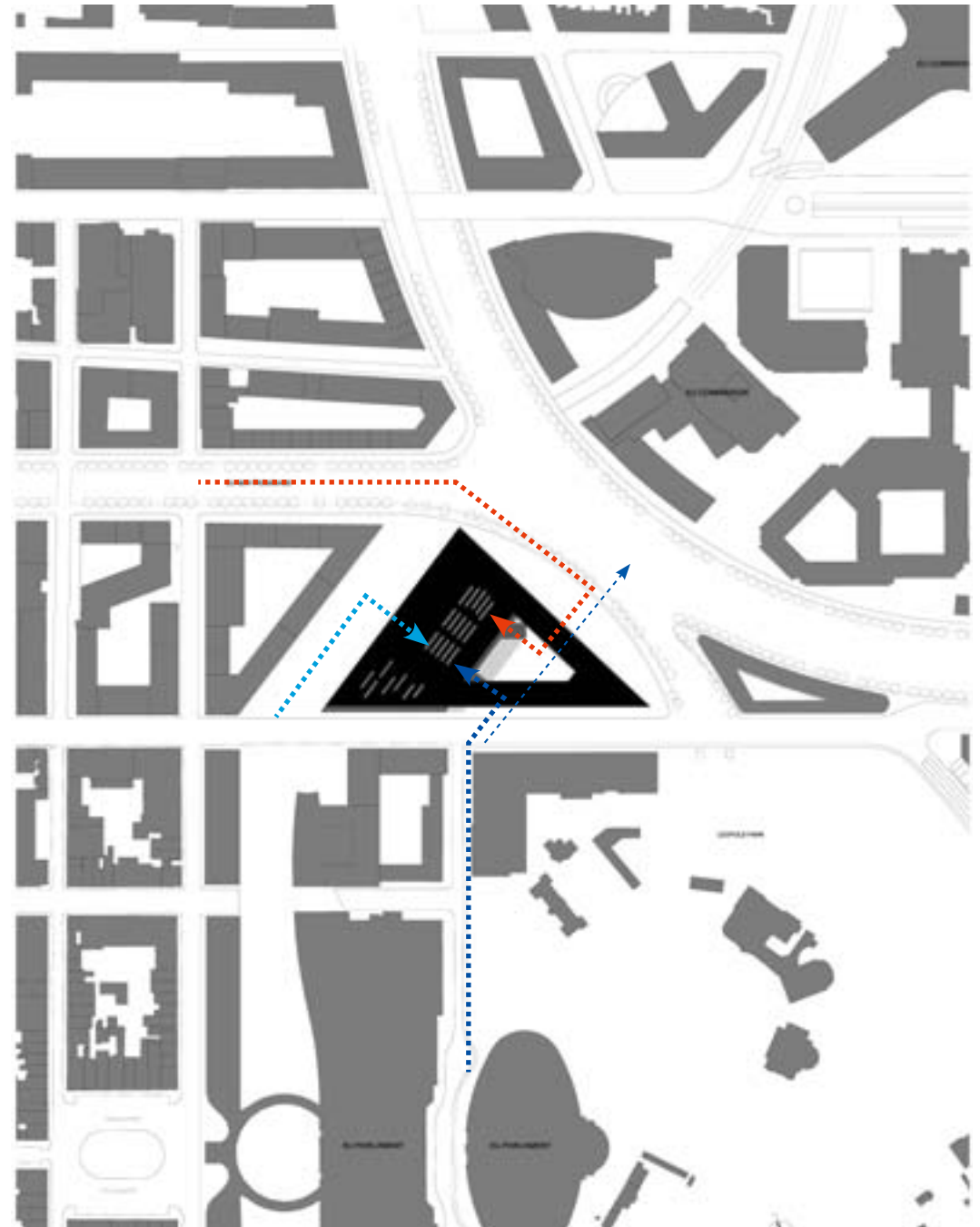
Visitors

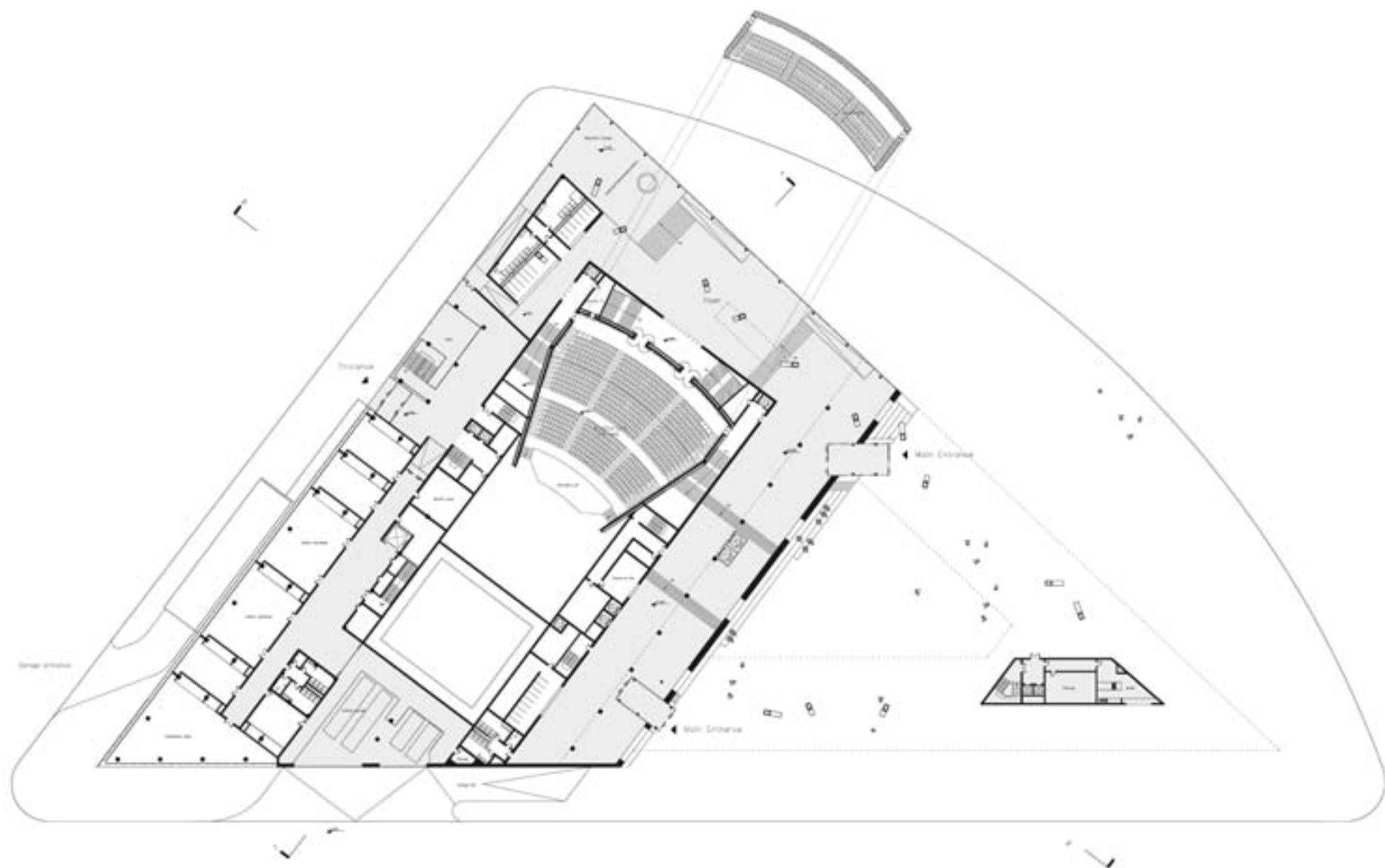


Theater staffs
Performers
VIP



Museum staffs







1. Entrance Hall

Grage entrance

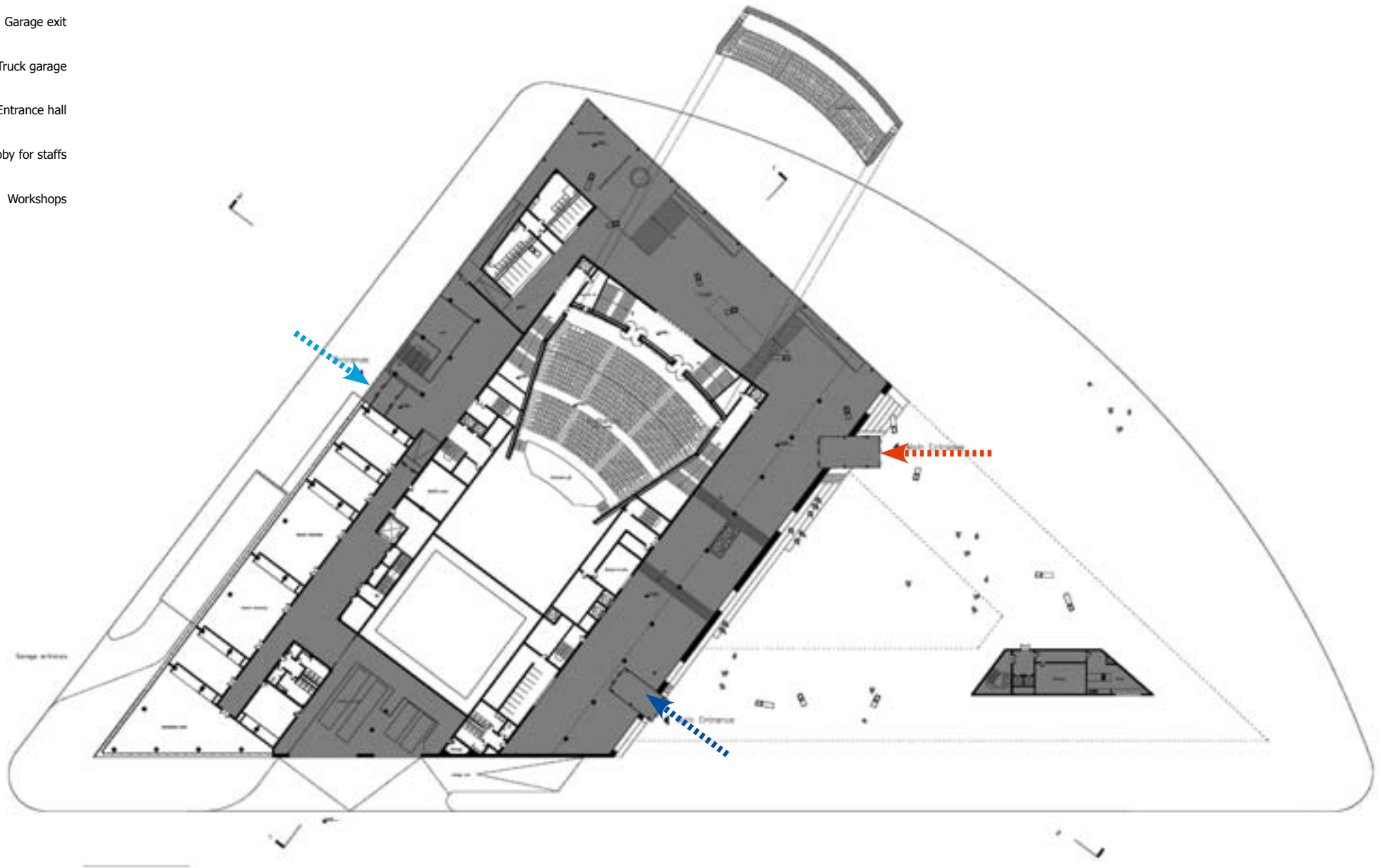
Garage exit

Truck garage




Entrance hall

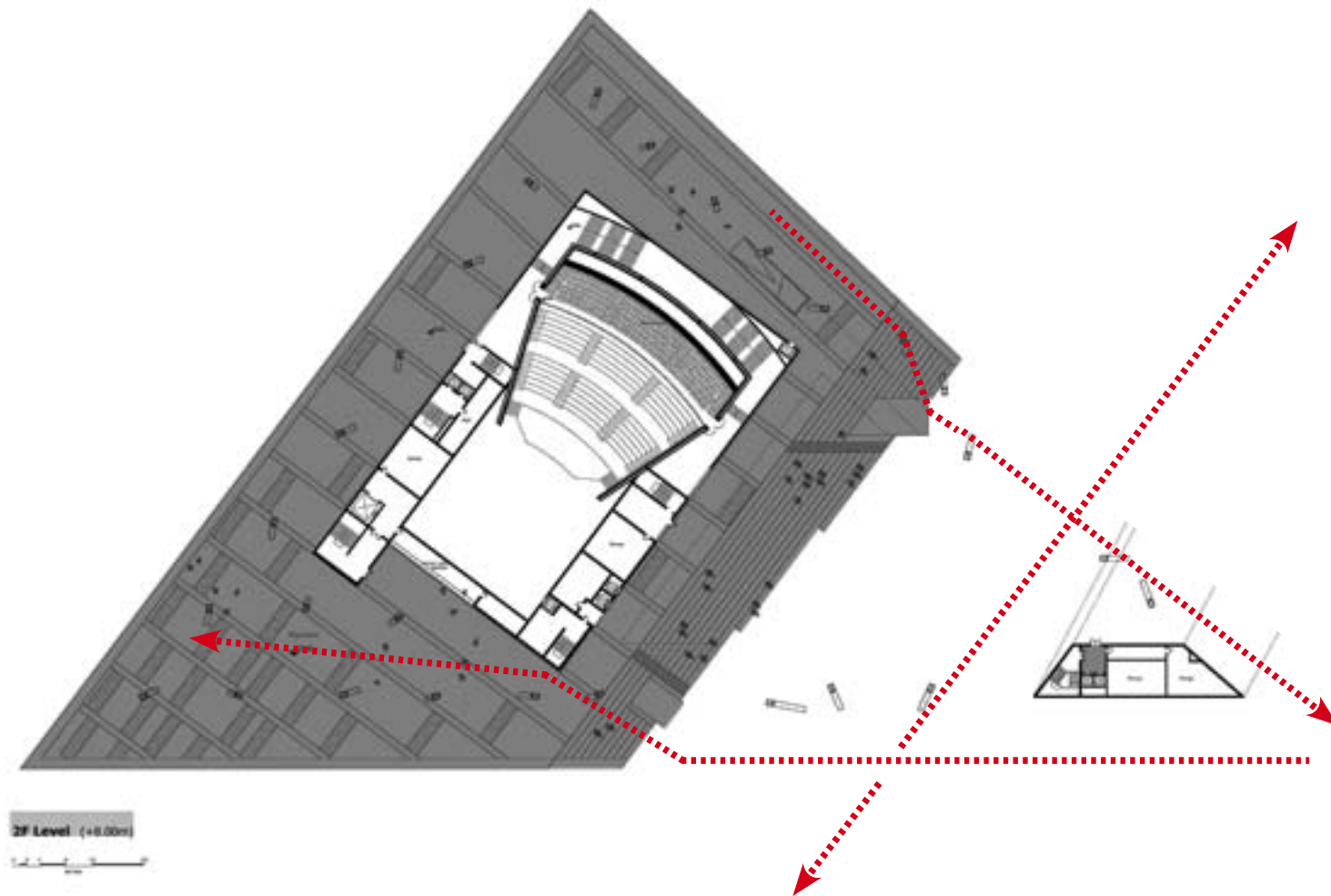
Lobby for staffs

Workshops



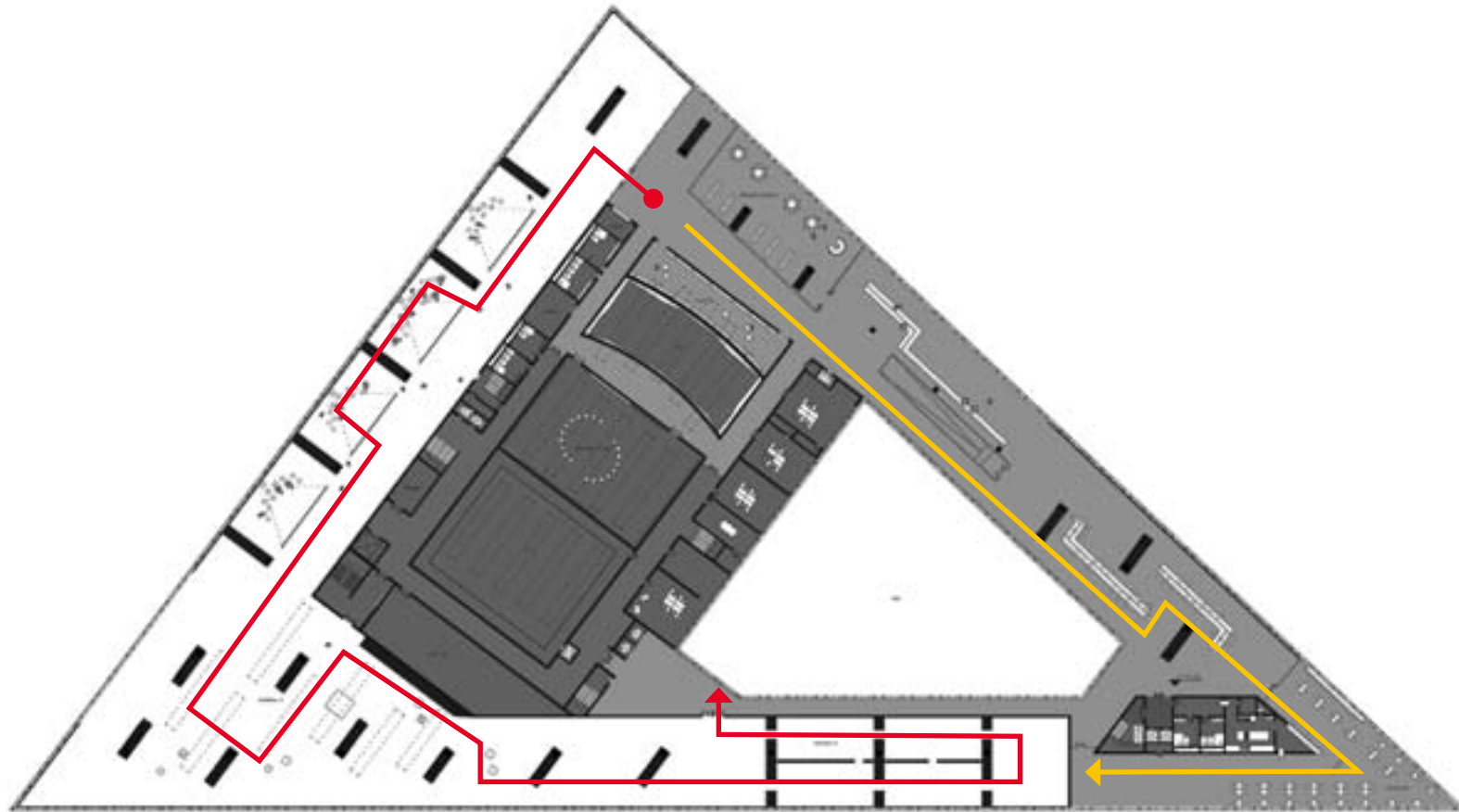
2. Platform

-  Pedestrian route
-  Outdoor platform
-  Indoor theatre



3. Exhibition space

- Exhibition intinery
- Adminisstration
- Exhibition space

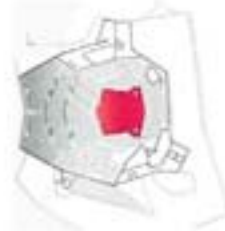
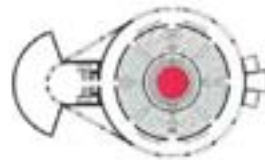




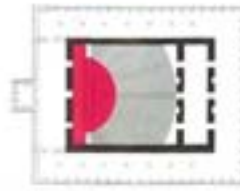
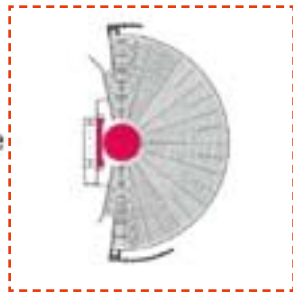


Theatre

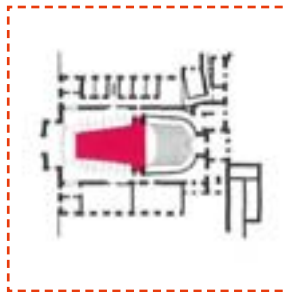
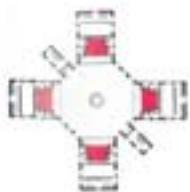
1. Arena - circular stage



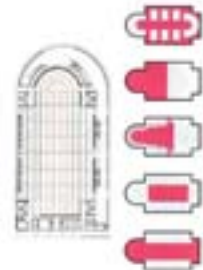
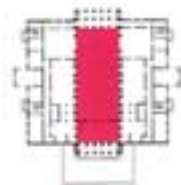
2. Theatron - proscenium stage

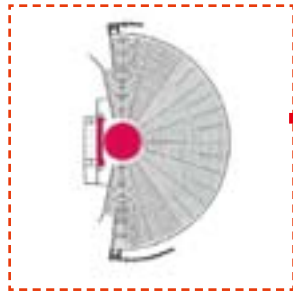


3. Proscenium - arch stage

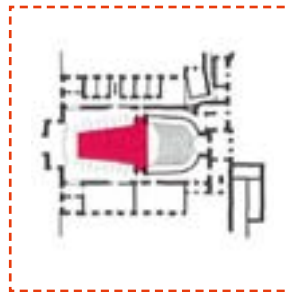


4. Spatial stage





Amphitheatre



Theatre

Conclusion



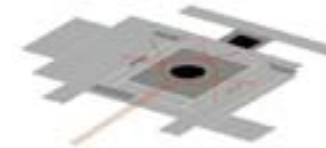
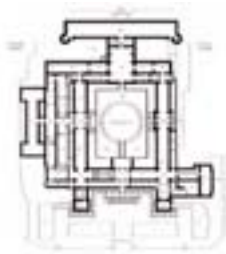


Exhibition

Preferred Exhibition Space in Precedent Museums



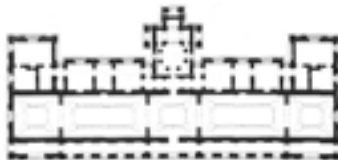
Prado Museum



British Museum



Rijksmuseum

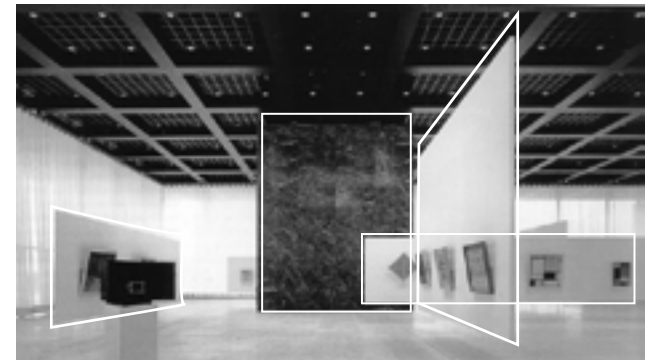


Dulwich Picture Gallery

Elements in the Exhibition Space



Continuous wall

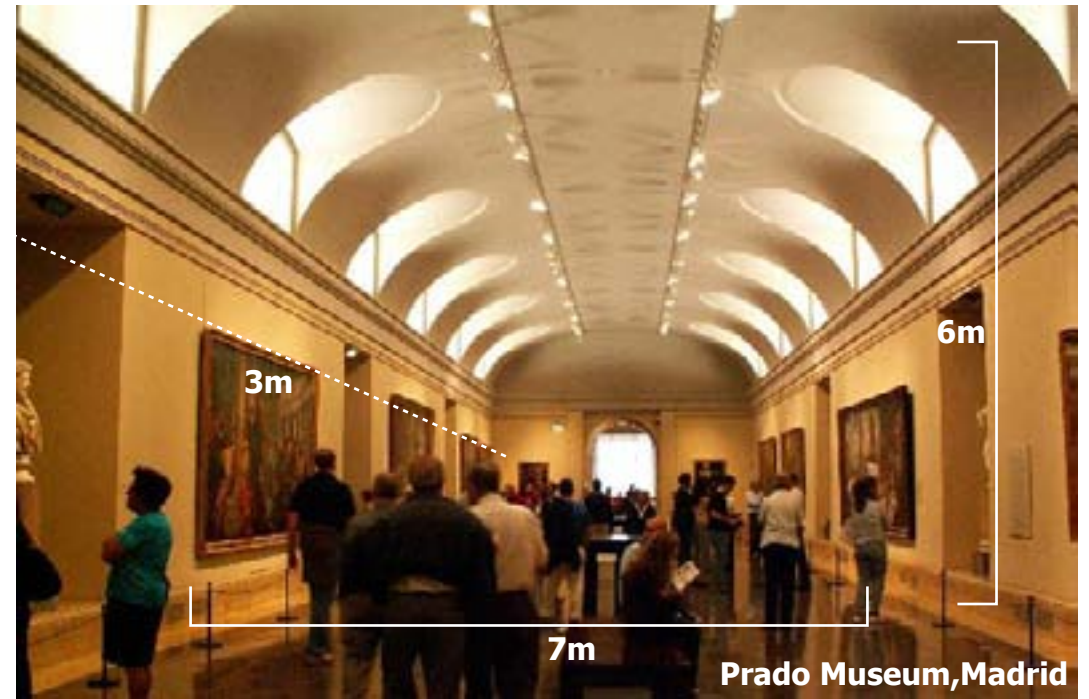


Exhibition Panel



Natural light

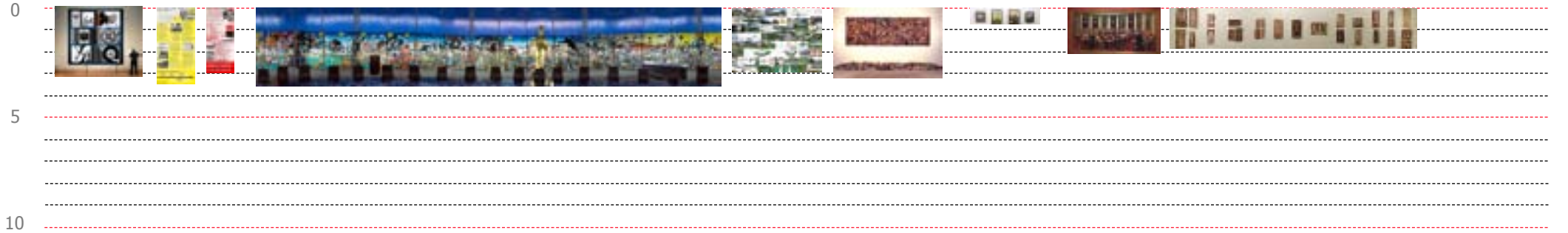
Dimensions in Preferred Museums



Dimensions of Collection samples



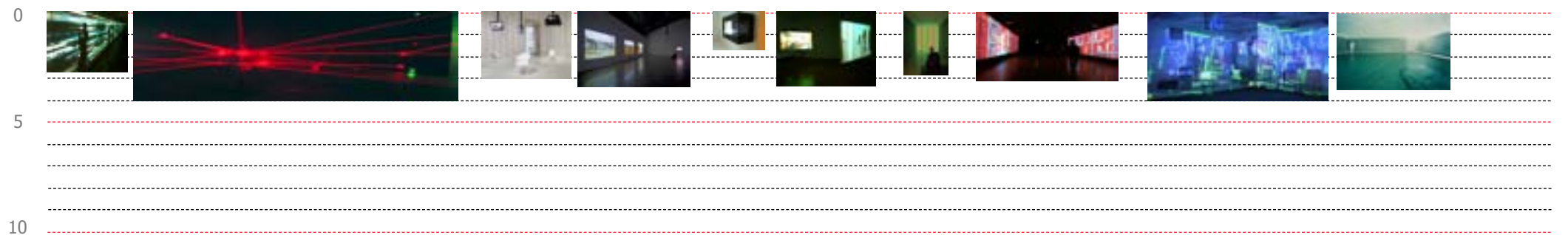
Painting / Panel / Photography

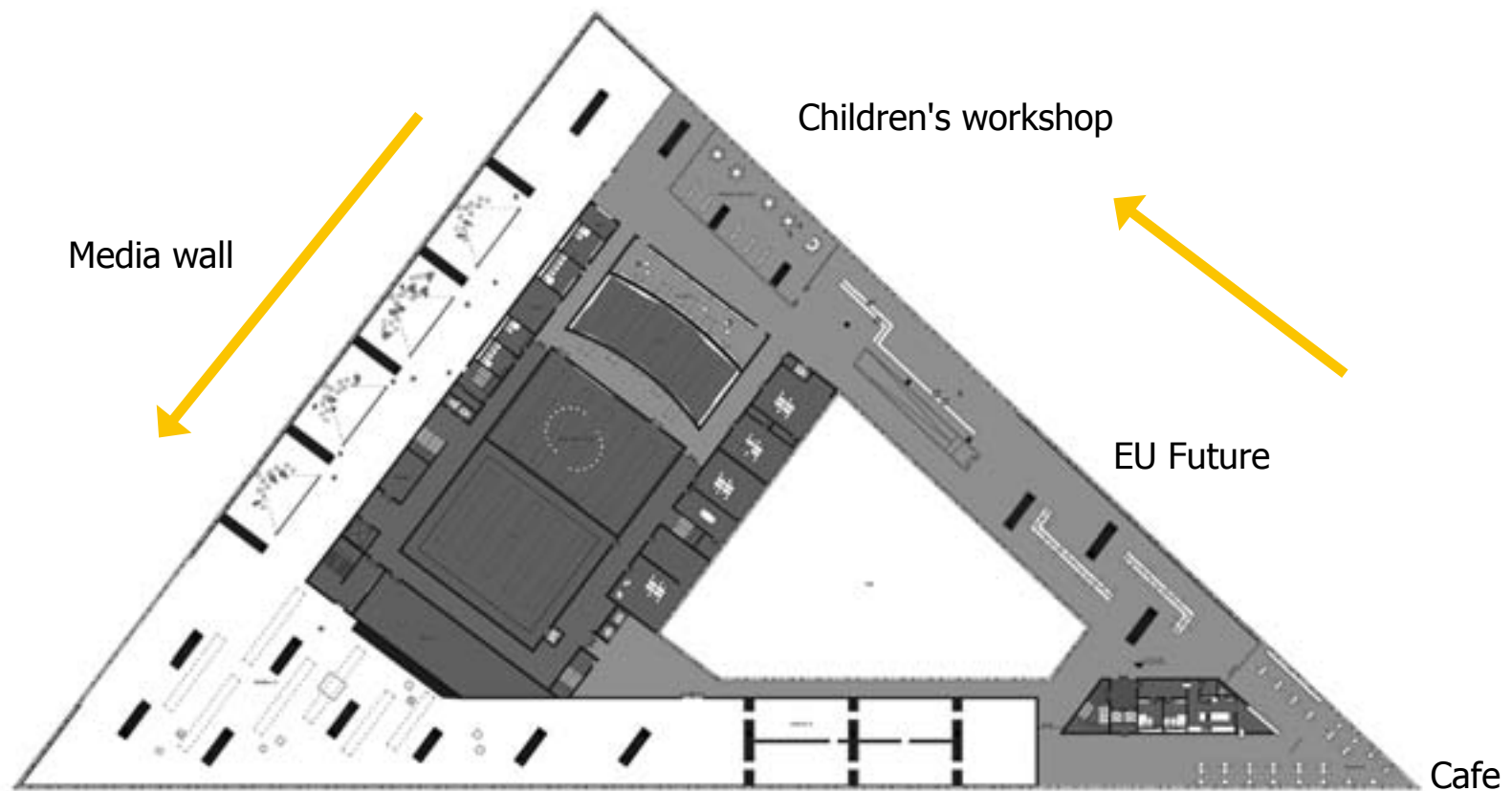


Sculpture / Model / Installation



Projection

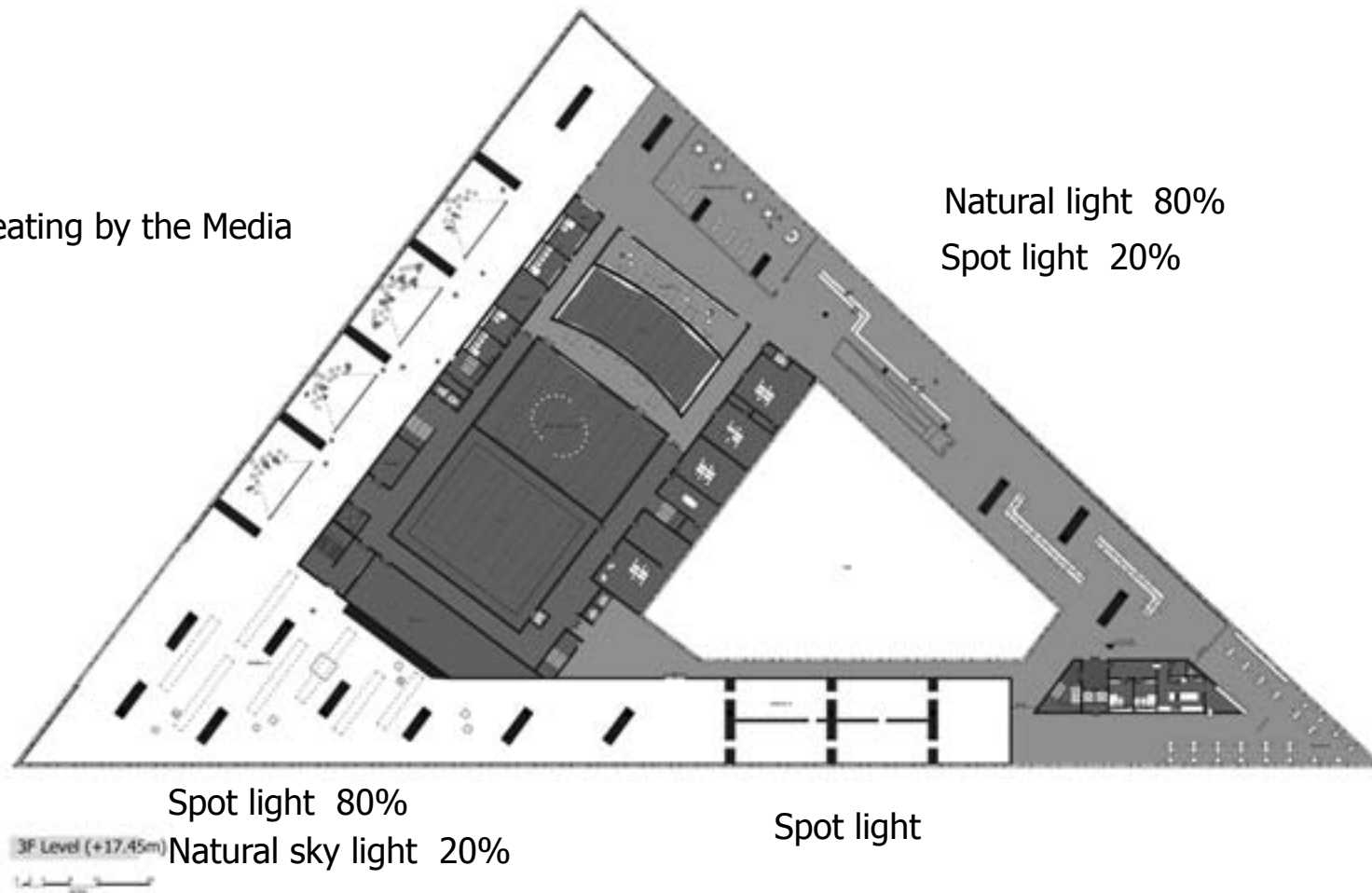




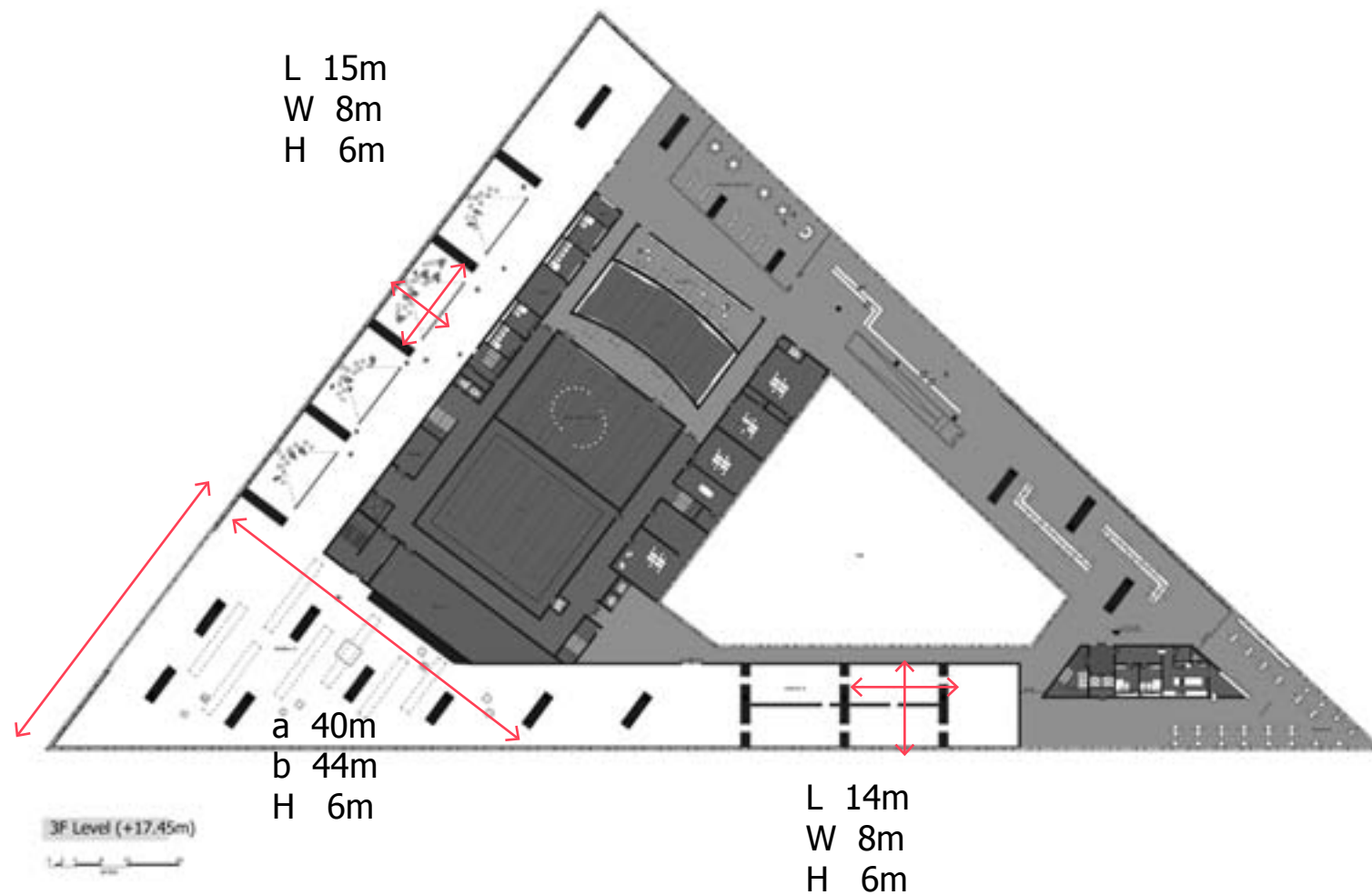
Theme

Beating by the Media

Natural light 80%
Spot light 20%



Lightening

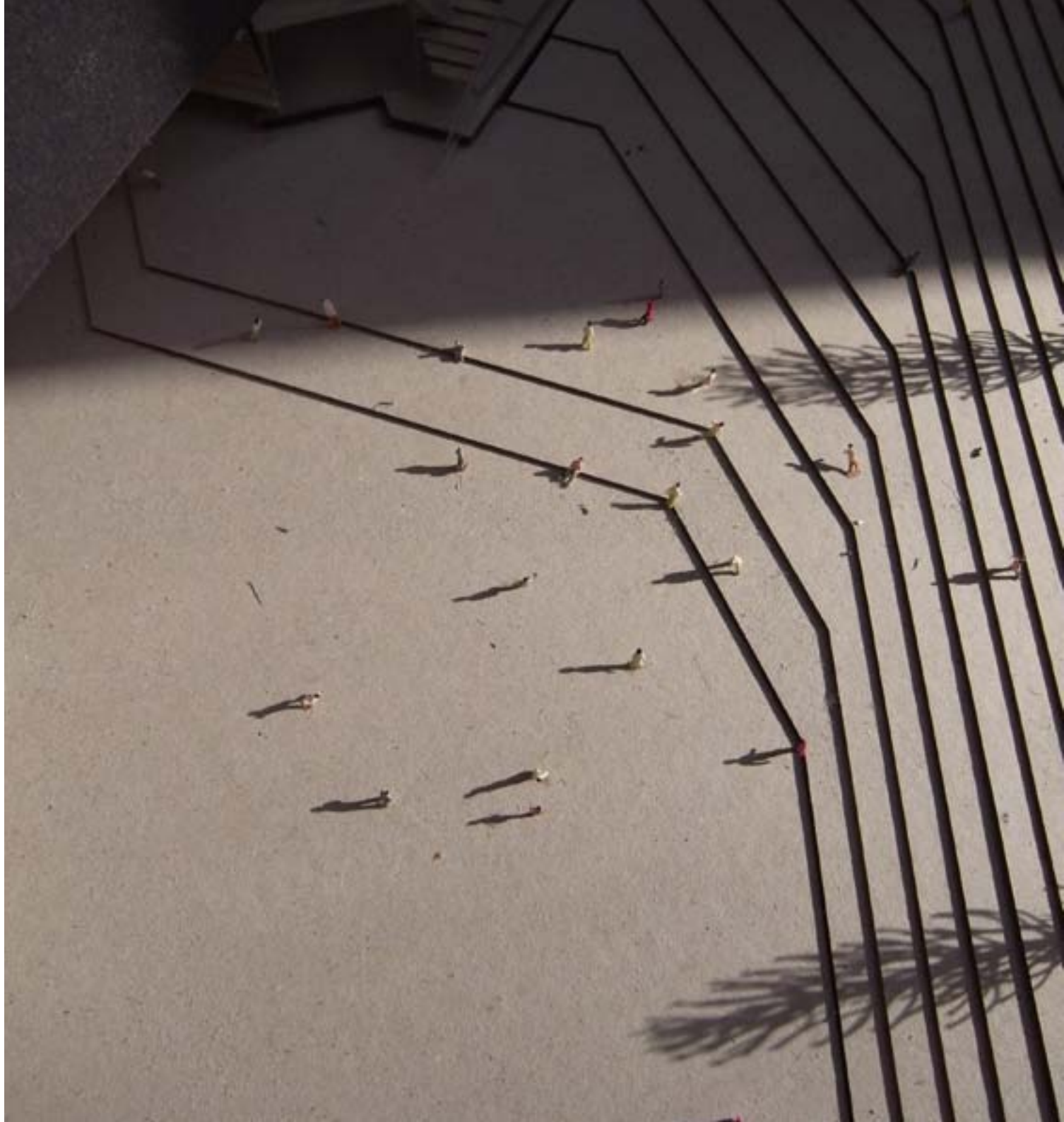


Dimensions

Architectural show box



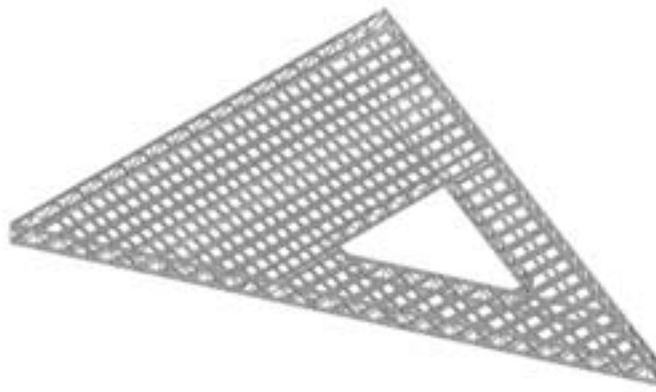
Amphitheatre







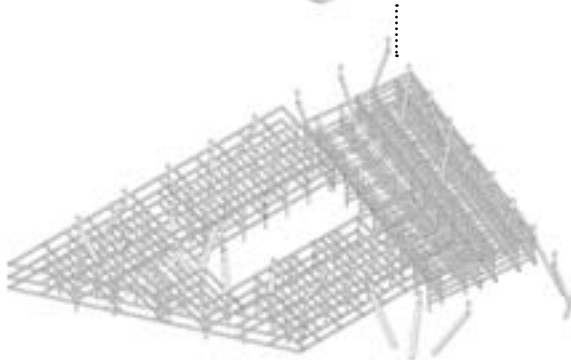
Structure



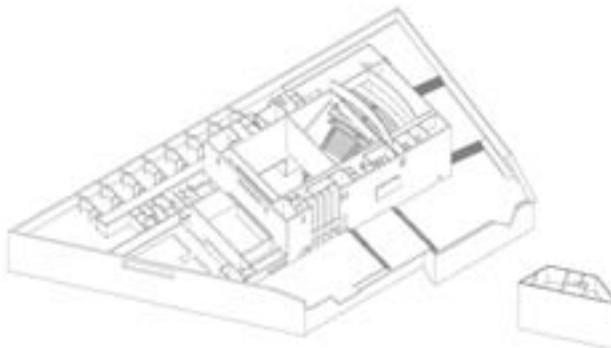
steel truss



concrete roof

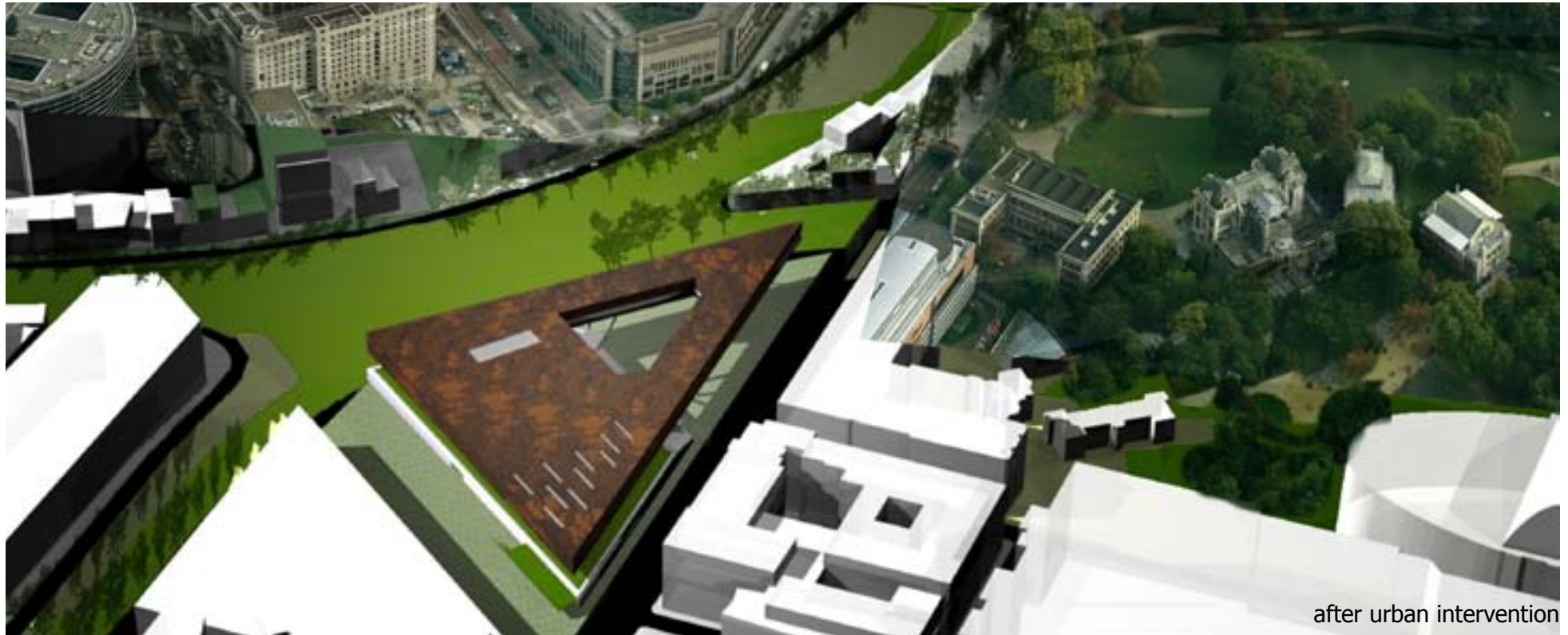


steel frame



concrete base / core

6. Materialization



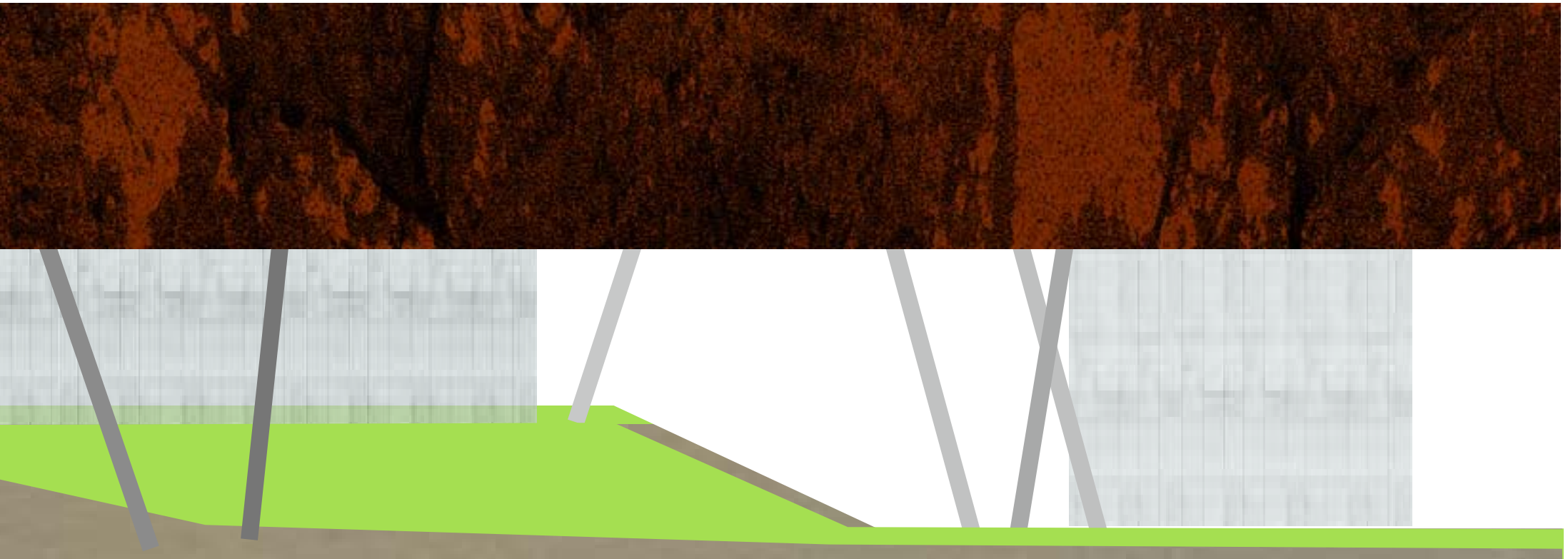
after urban intervention



before urban intervention

Facades of surrounding

The triangle body of the exhibition is clad with copper panels, while the tree pattern is reiterated in the ornaments of the auditorium and interim spaces.



Facade



South elevation



Concrete

Copper panel

Concrete

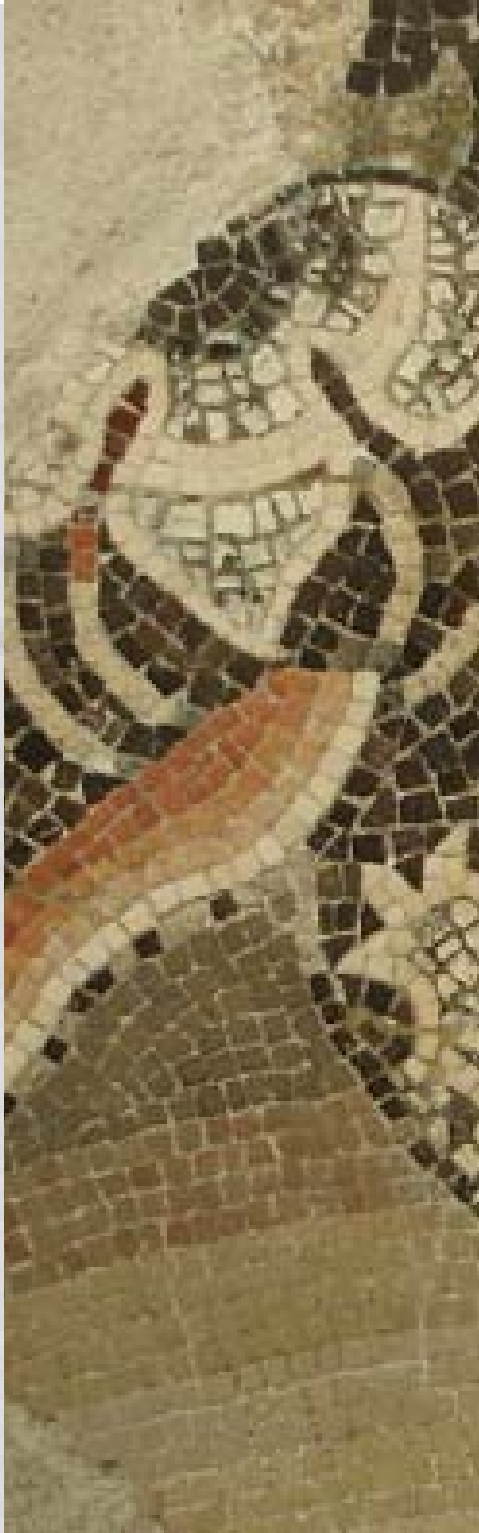
Glass

Interior facade





Paint



Mosaic



Wood



Concrete



Glass







The non-absorbing surface formed by the stone seats alters sound waves, filtering out some while accentuating others.







Wood wall panel

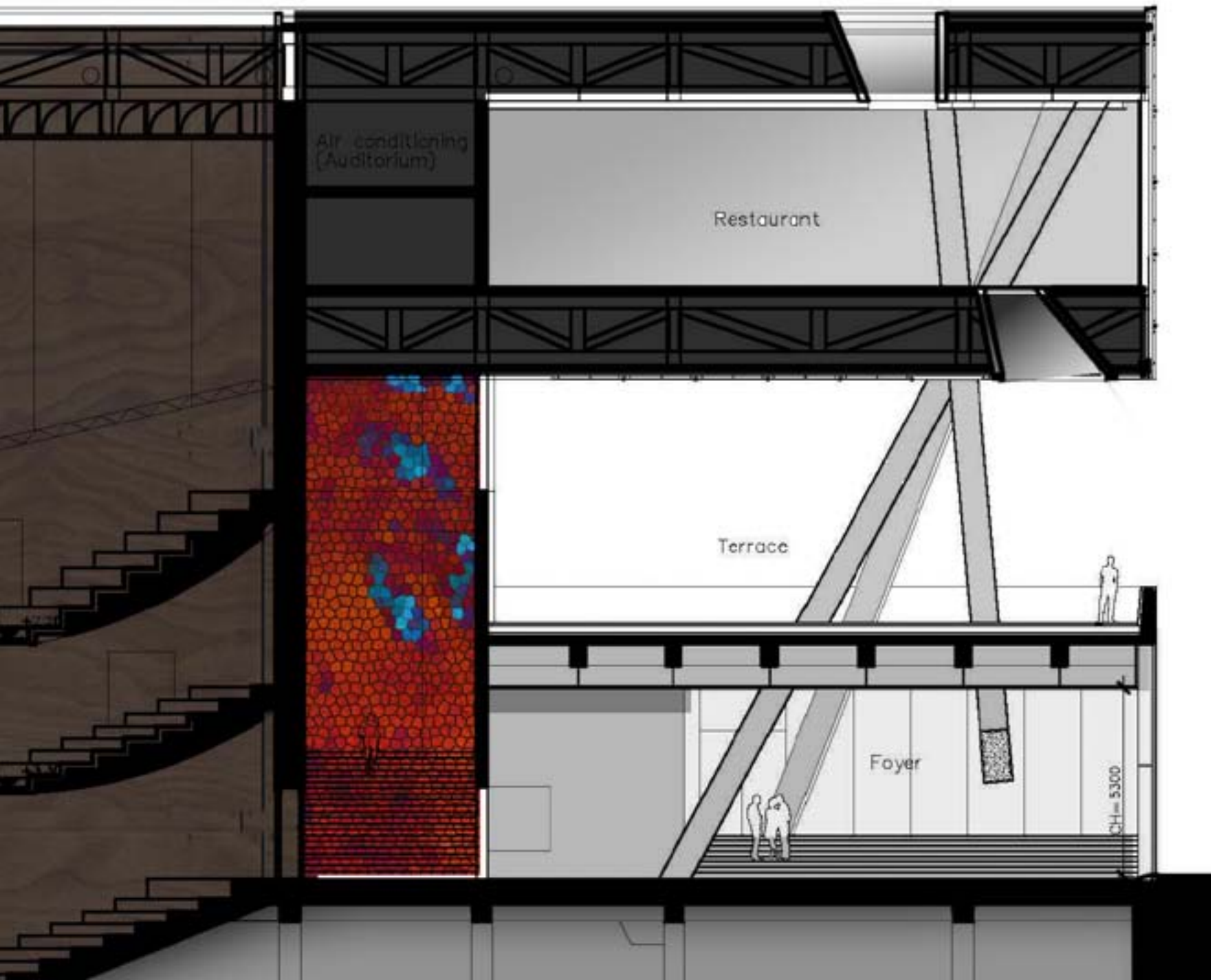


Wood floor

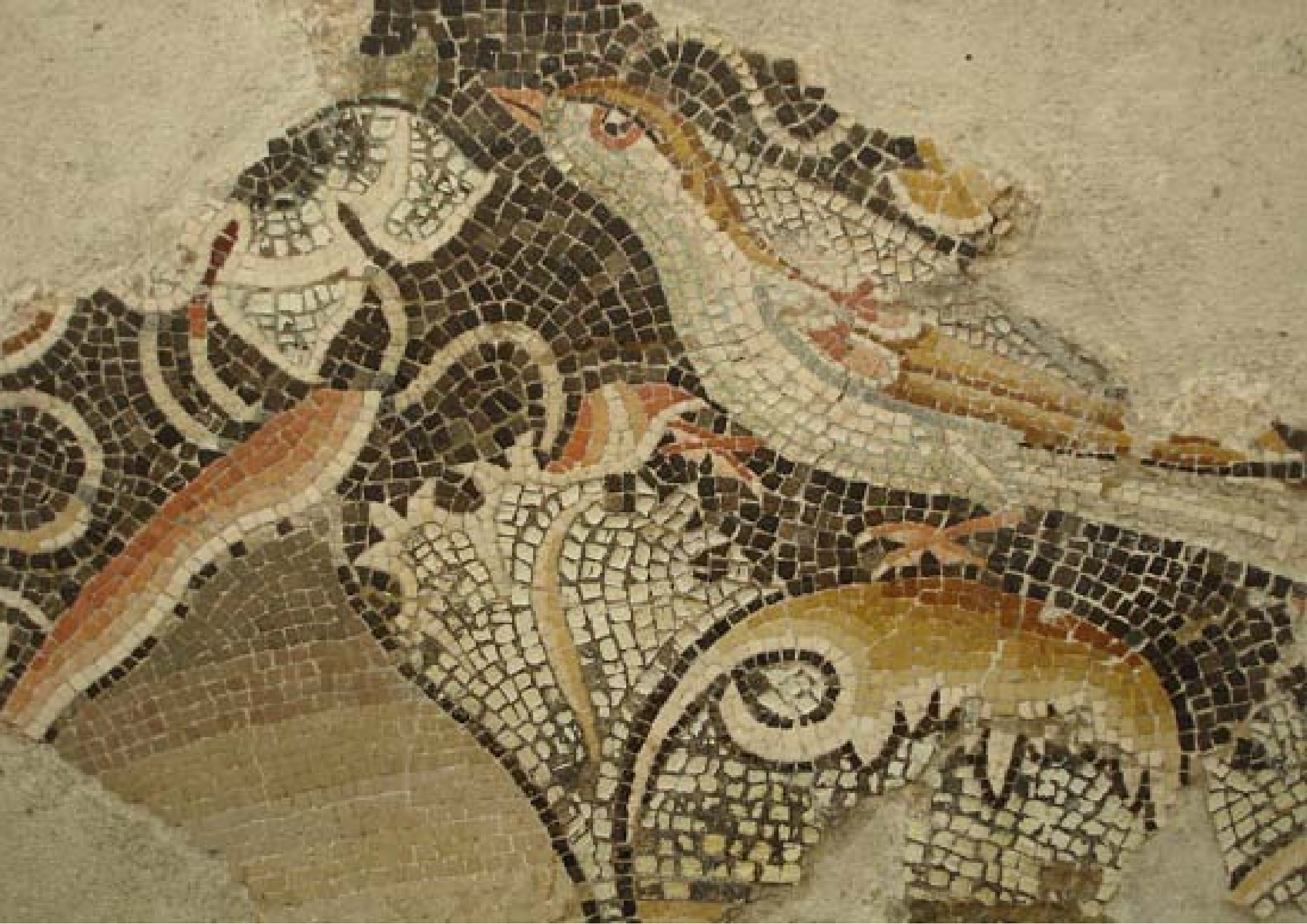


Chair

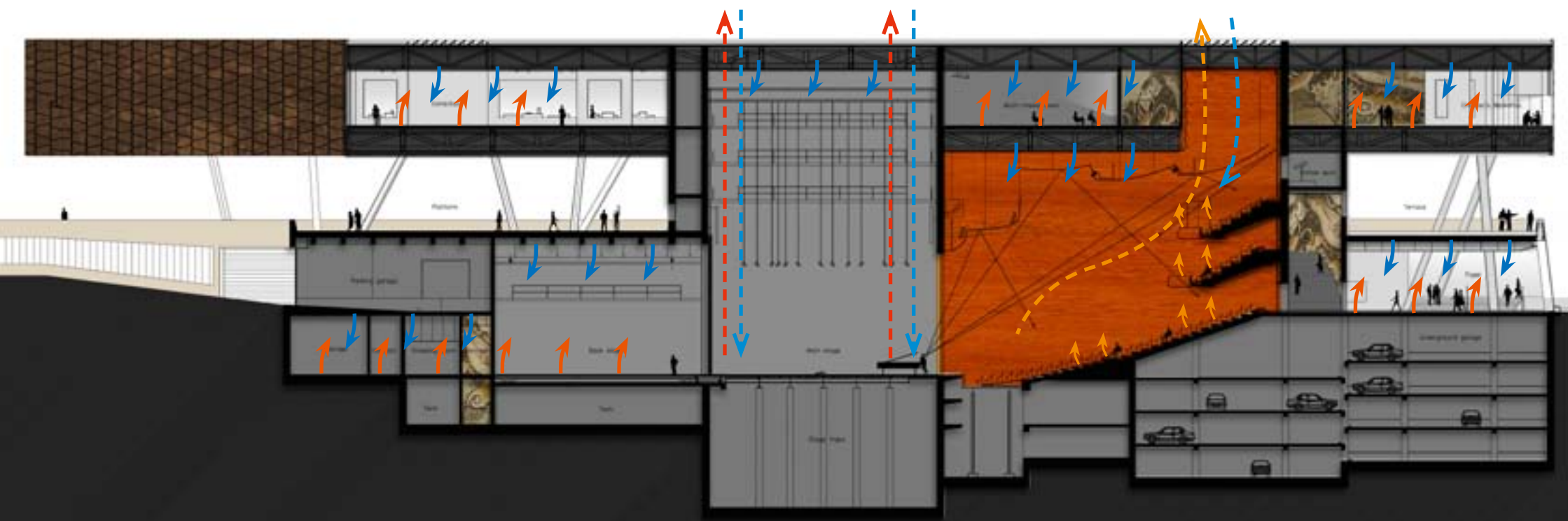
Ornamental design of the transition of the spaces



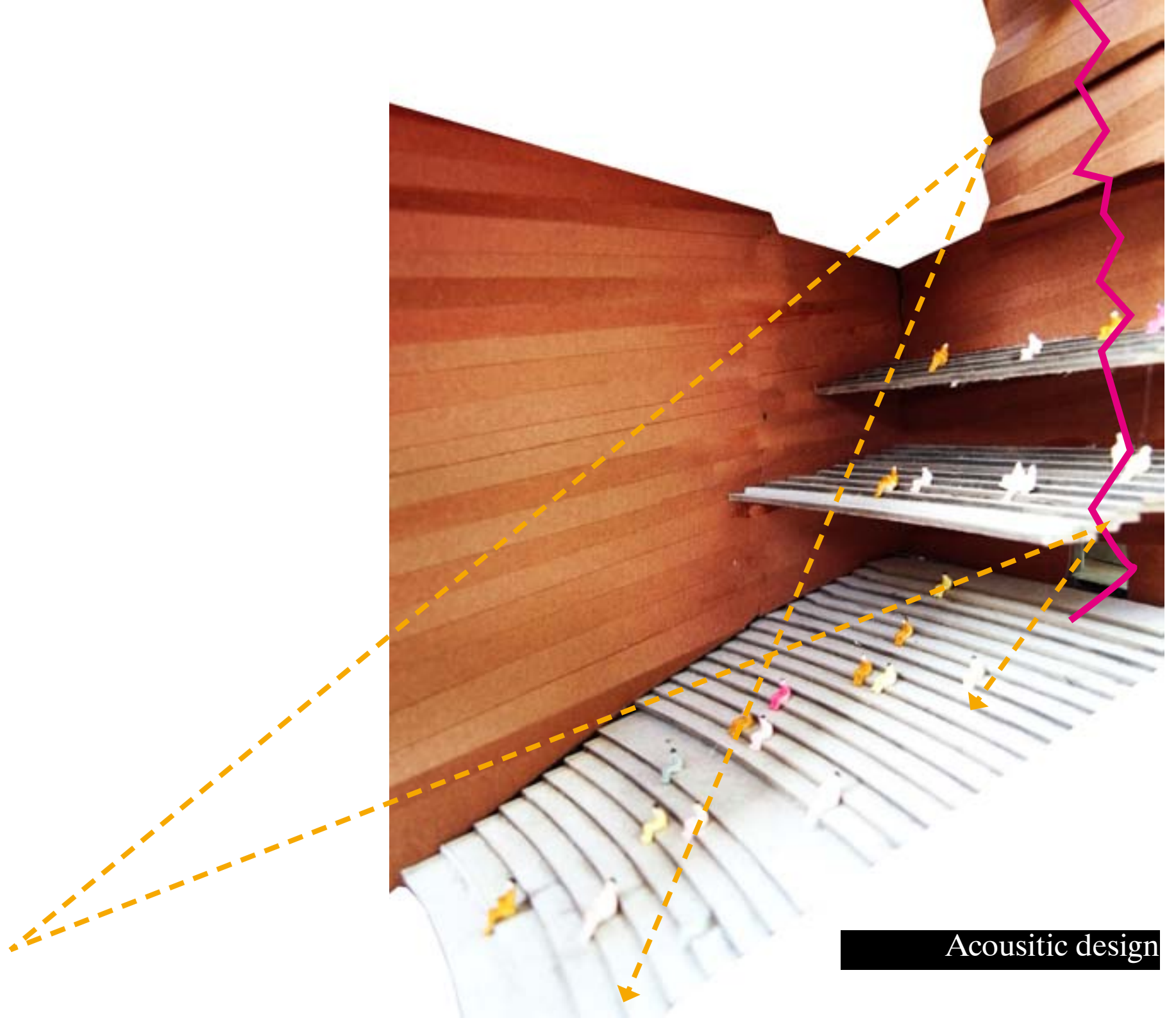




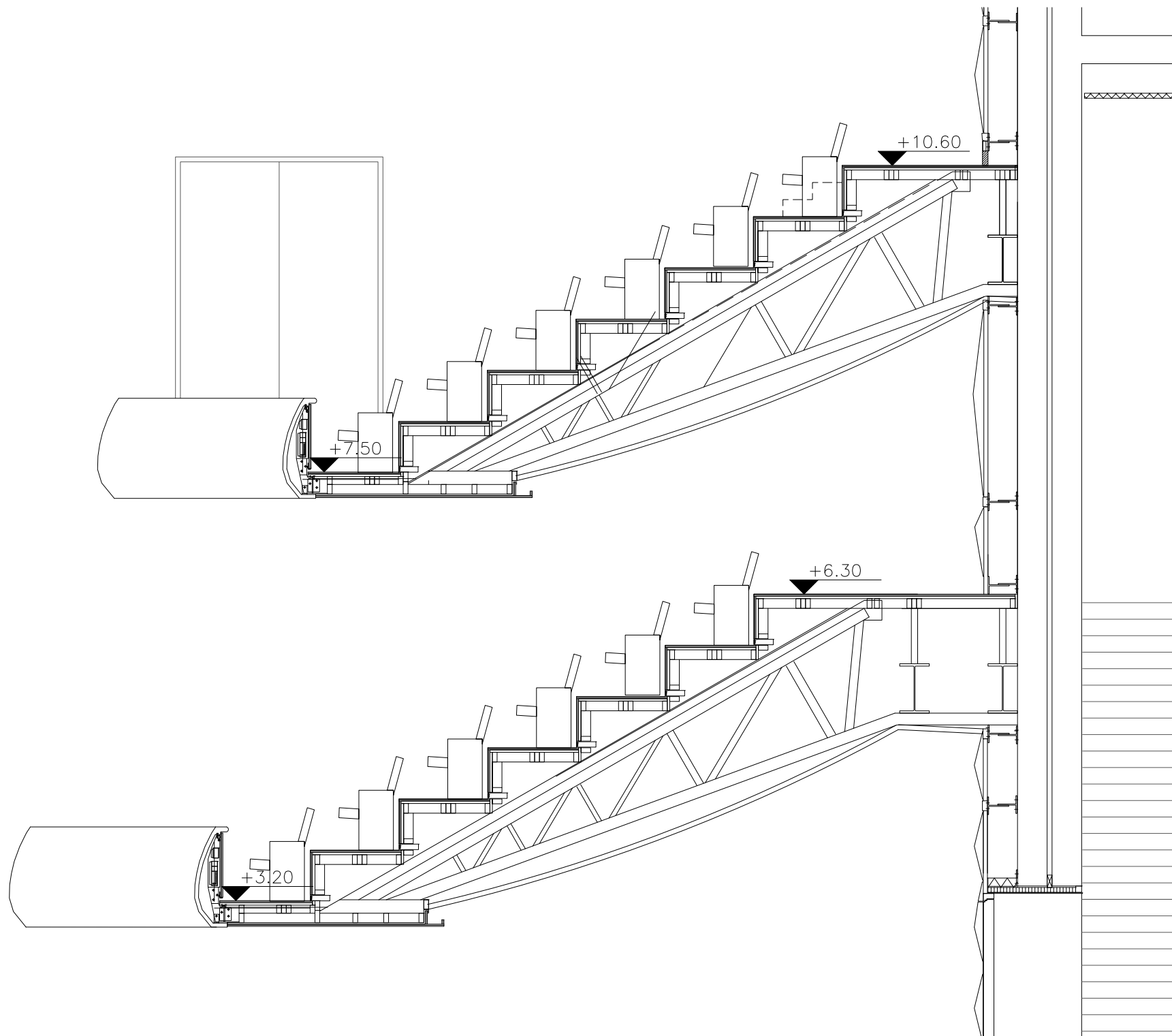
7. Building Performance



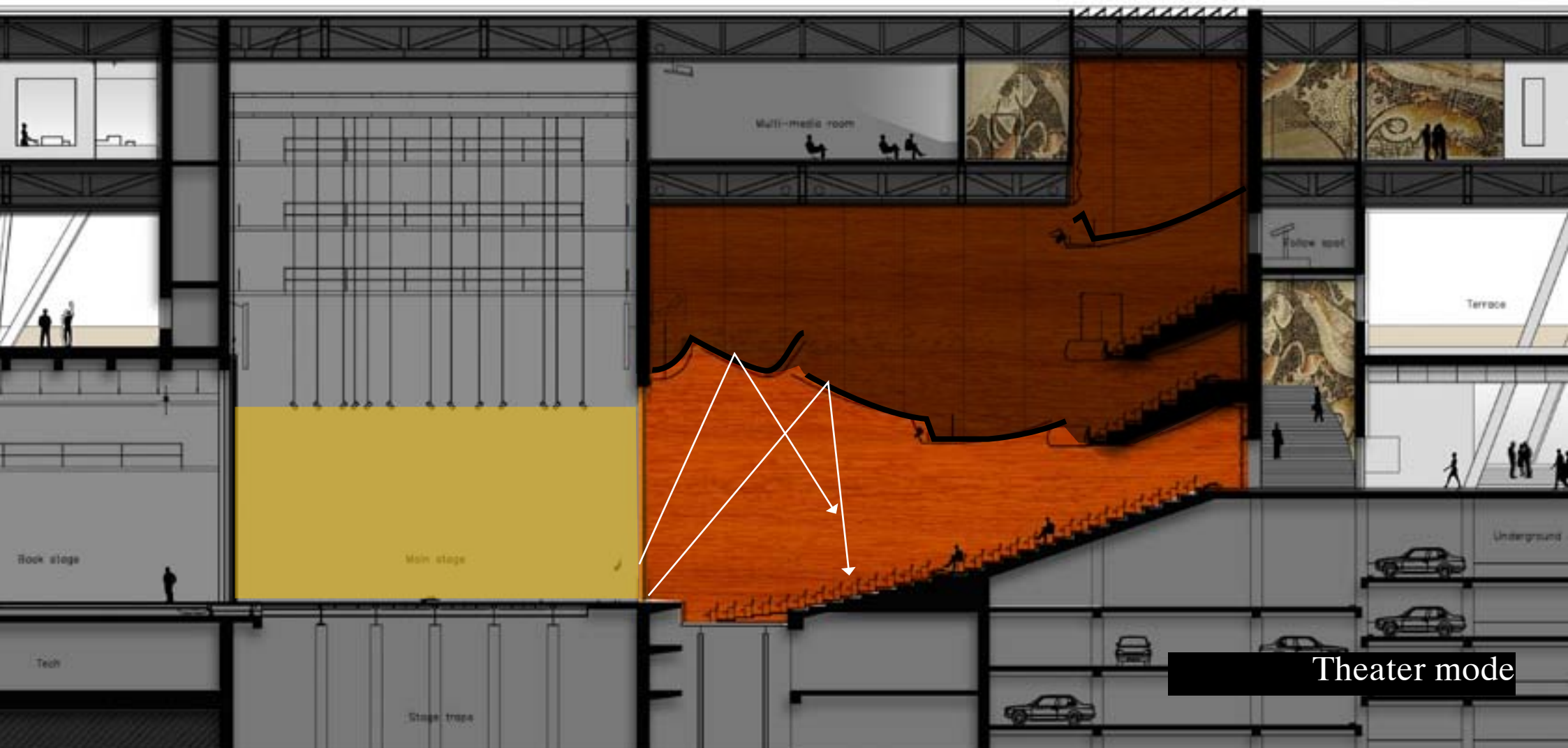
MEP concept



Acoustic design









Thank you.

