

# The (Re)valuation of Landscape through Architecture

## IV. Landscape and Architectural Design



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## 0. Introduction

The design phase is the final phase of the graduation project, in which all knowledge that is gathered previously is translated into a physical idea.

This booklet shows the design process, which steps were taken where and when and in what this resulted. In that sense it can be seen as a visual reflection on the process that needs to be understood in relation to the final products (posters, presentation, models) that are not included in this document.

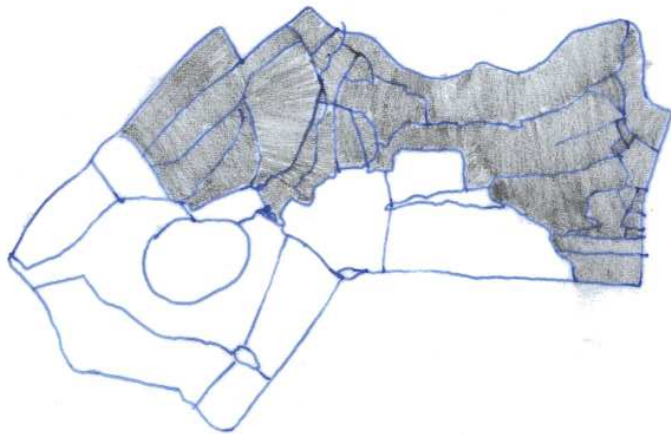
This design process is divided into four phases, that are again not a one on one representation of the design process, where phases easily merge or reappear at some points. The sequence that is followed is that of a typical design process: sketch, preliminary, and final design, but it is preceded by the landscape design which is indispensable for the architectural design.



# 1. Landscape Design

The landscape design was partly executed during the analysis, since the site was chosen because of its qualities and potential. The routes are designed with activities during each of the seasons in mind so that visitors can experience the landscape as good as possible throughout the year. Models were used to grasp the height differences and contrasts in landscape structures in order to design the routes and activities, as well as a first attempt to the places on the former mill locations.

peat reclamation  
 drooglegging van veen  
 slootjes graven, onbeperkte  
 lengte van kanalen



afgraven van veen  
 droogleggingen

Typical and future themes

- new nature
- water catchment
- urbanisation
- recreation







gellers woudseweg

naar parker bos

WAARDERING, voor een landschap

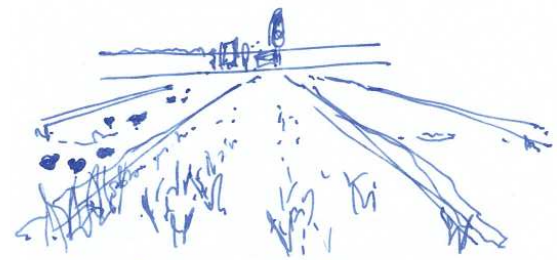
1. Snappen van een landschap

2. Ervaren van een landschap

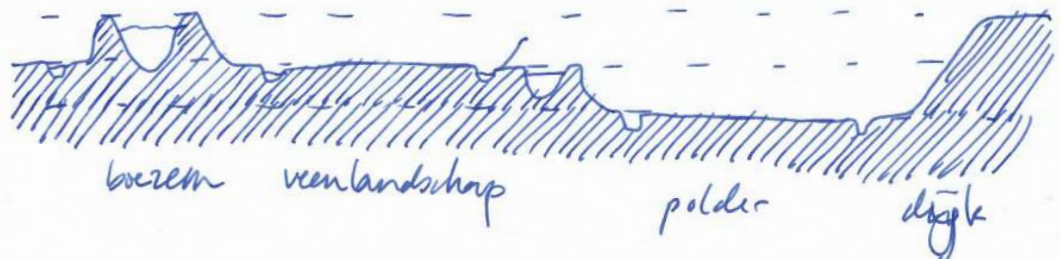
↳ zintuigen

↳ seizoenen

historie



door de droogmakerij

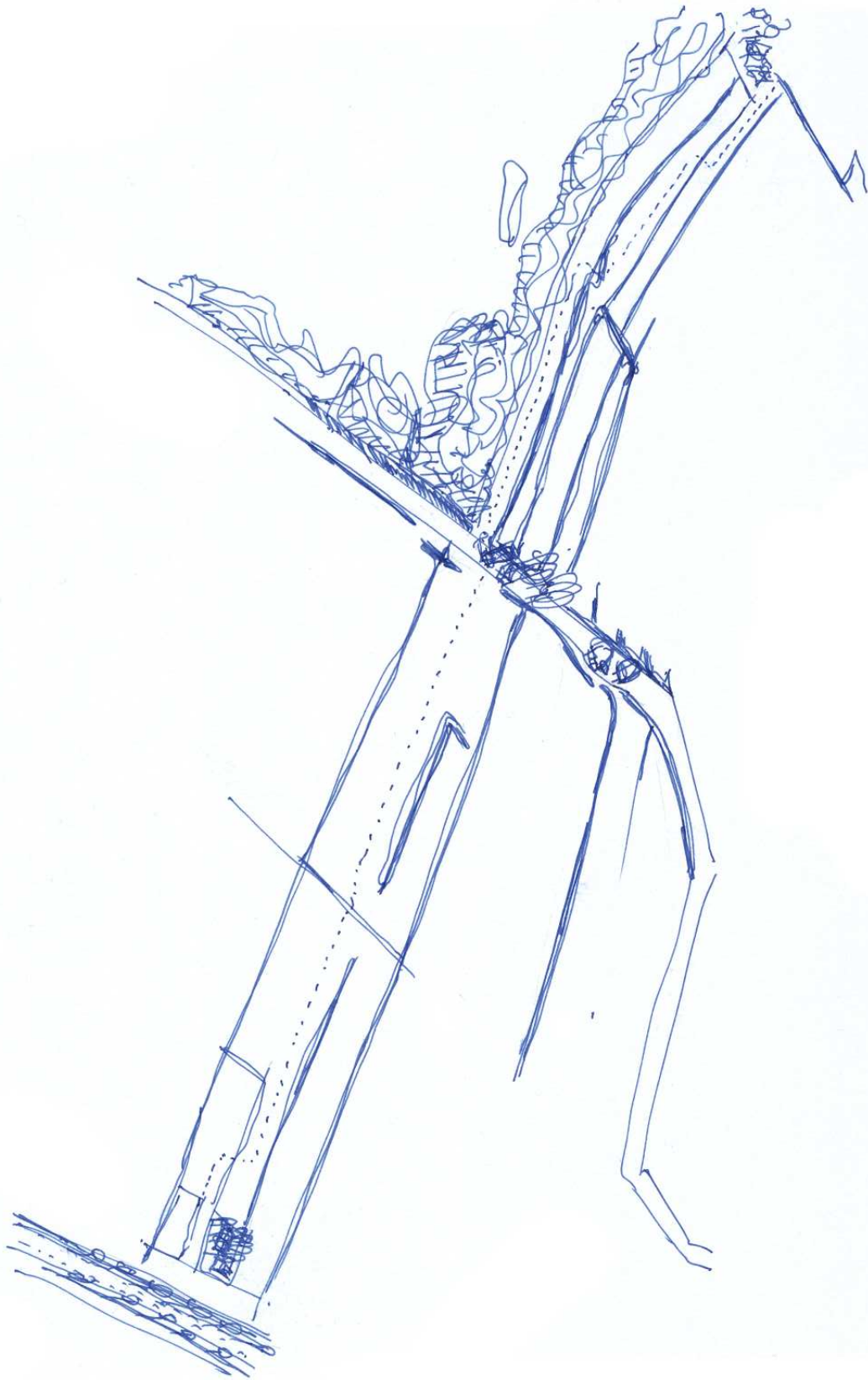


breem veenlandschap

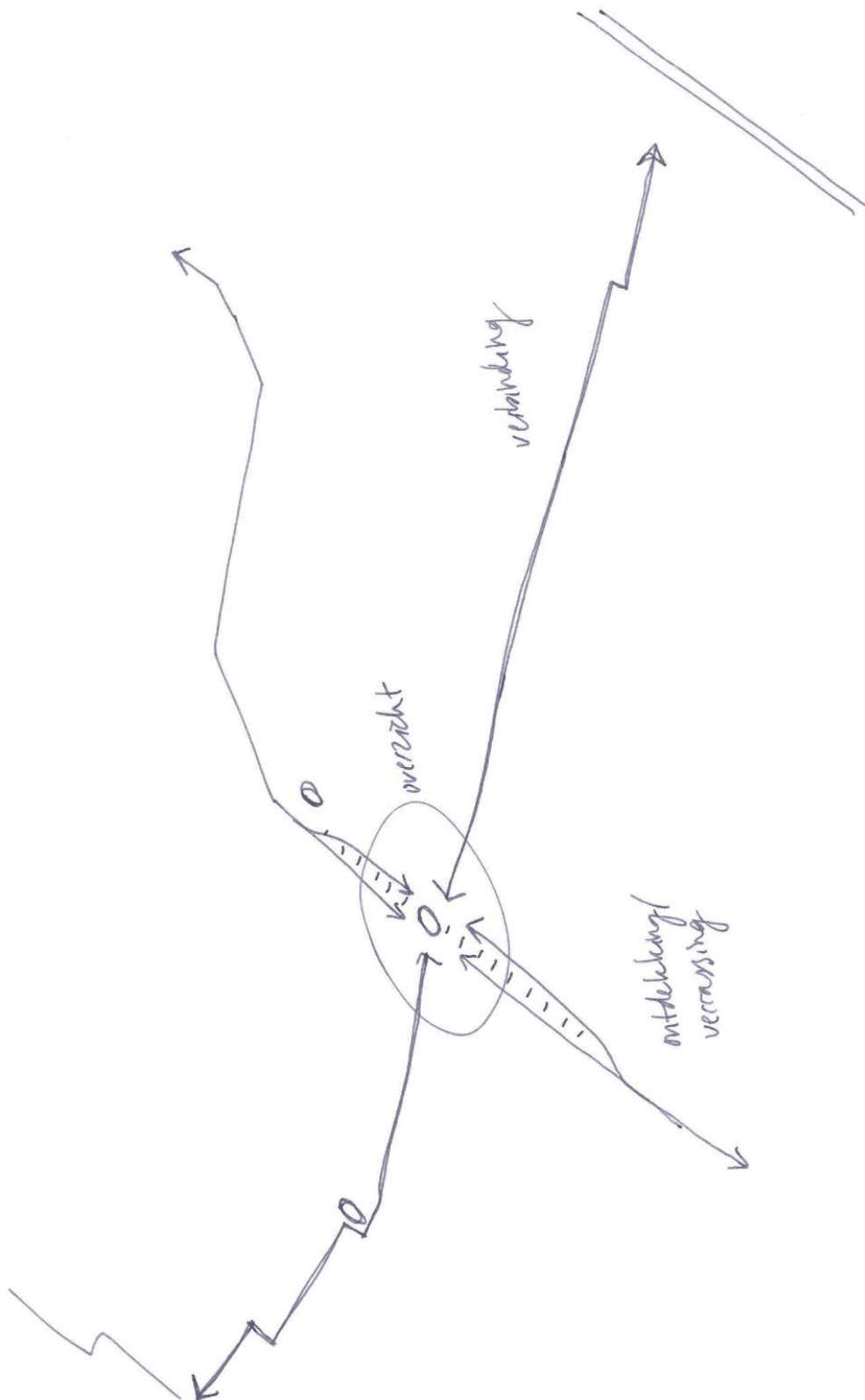
polder

dijk

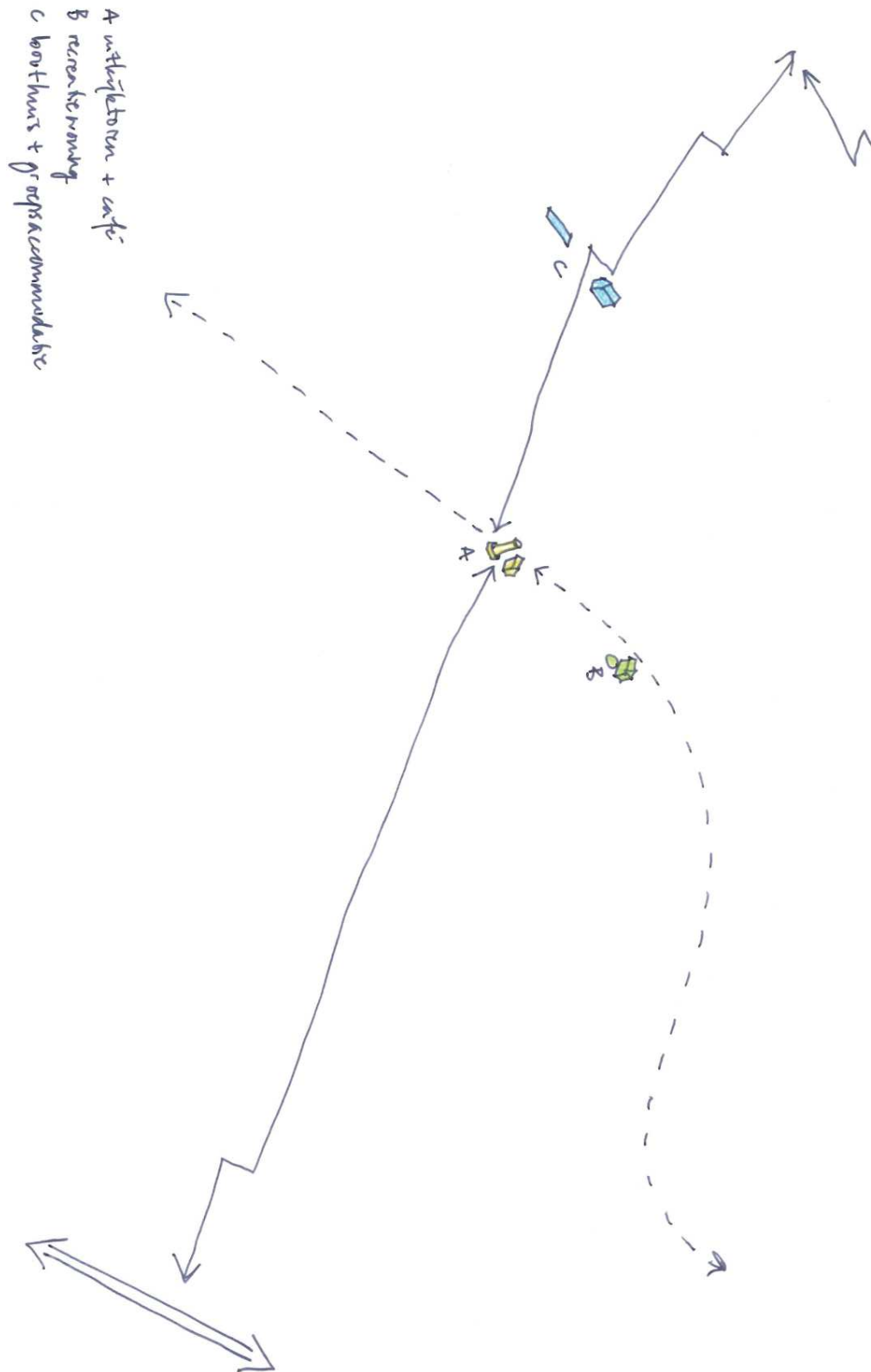
understanding the landscape structure



project area



new routes through area



three new places on former mill sites



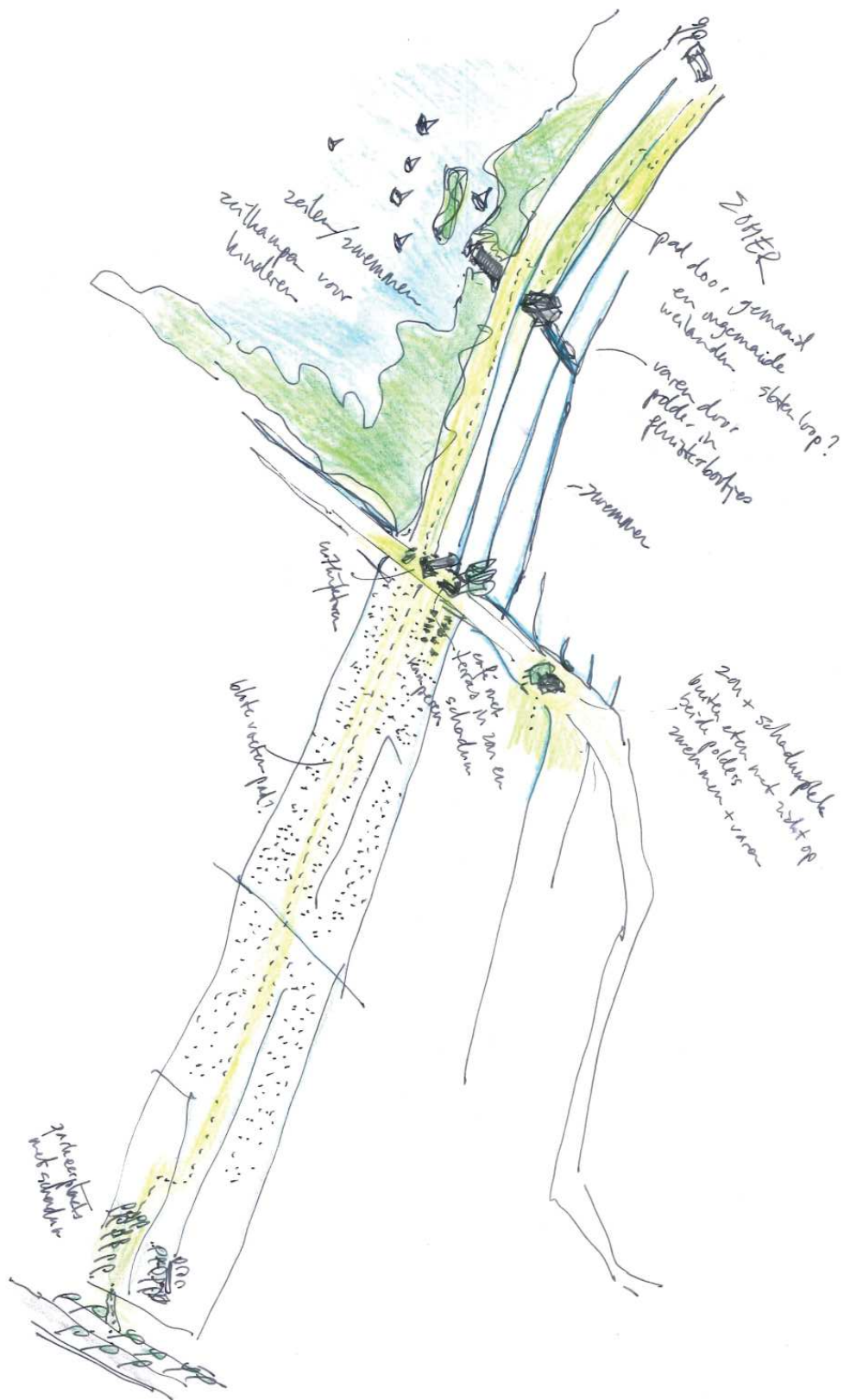
activities per season



winter





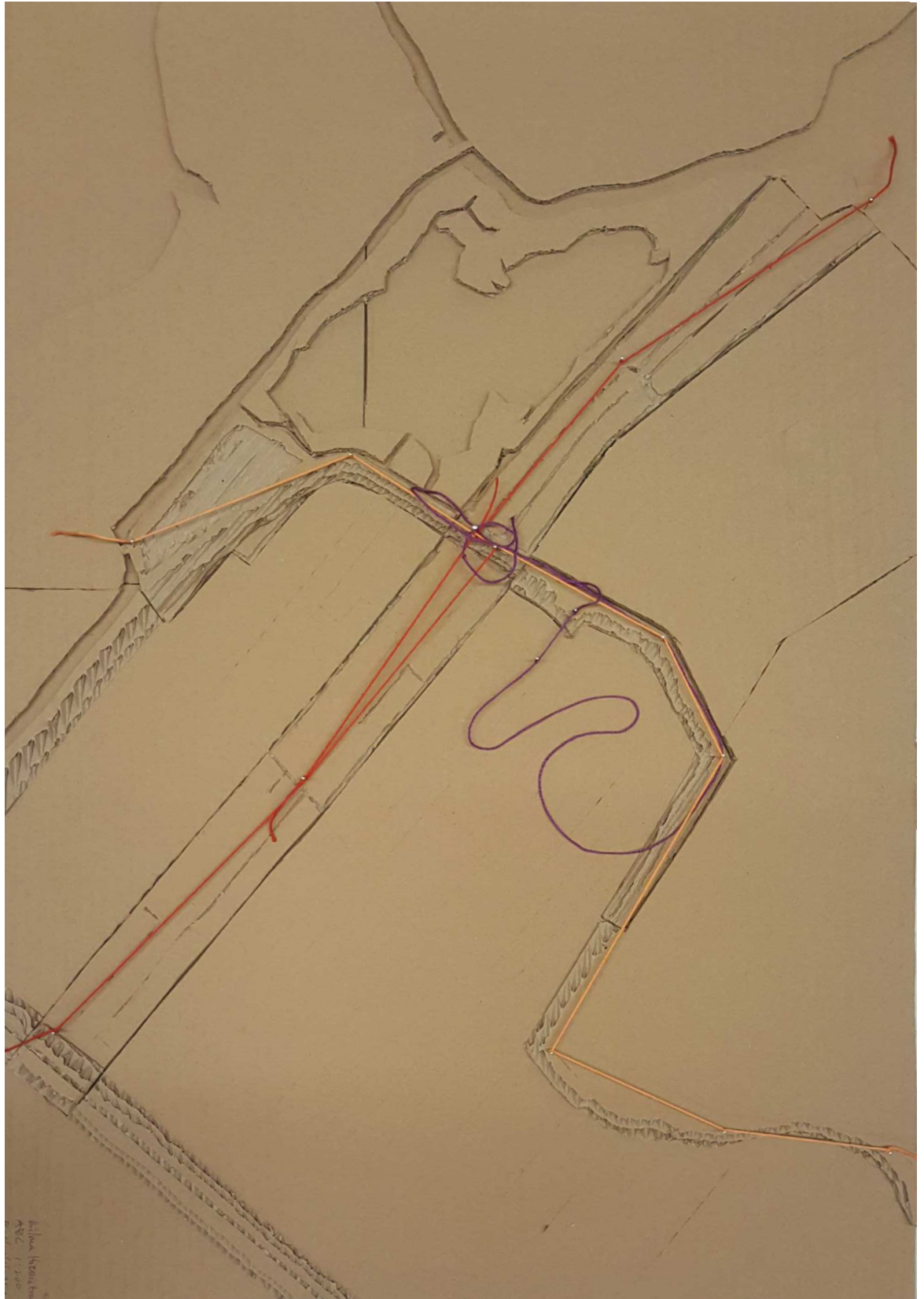




[illegible]

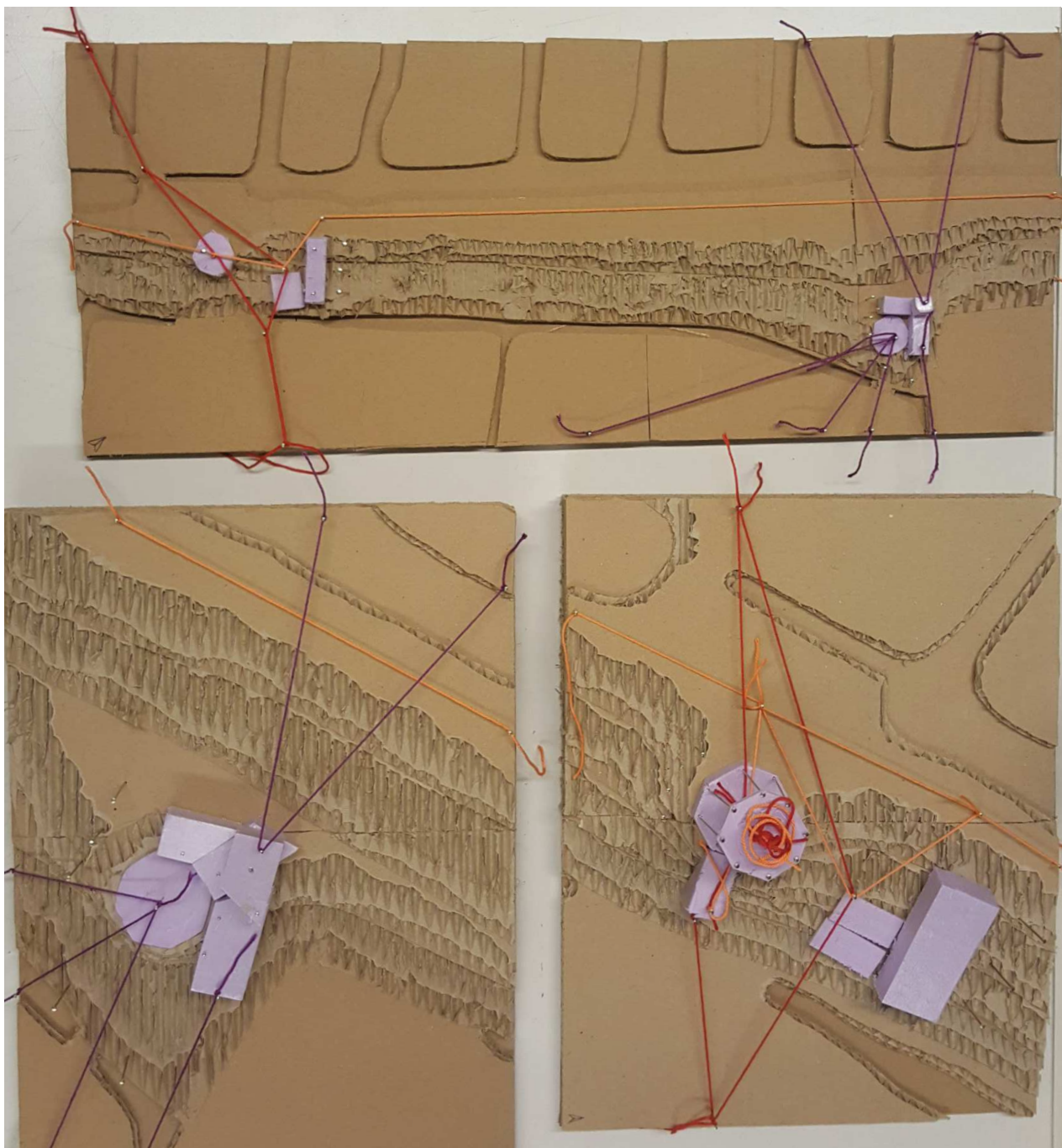


early sketch of three new places in area



landscape model 1:2000 with routes

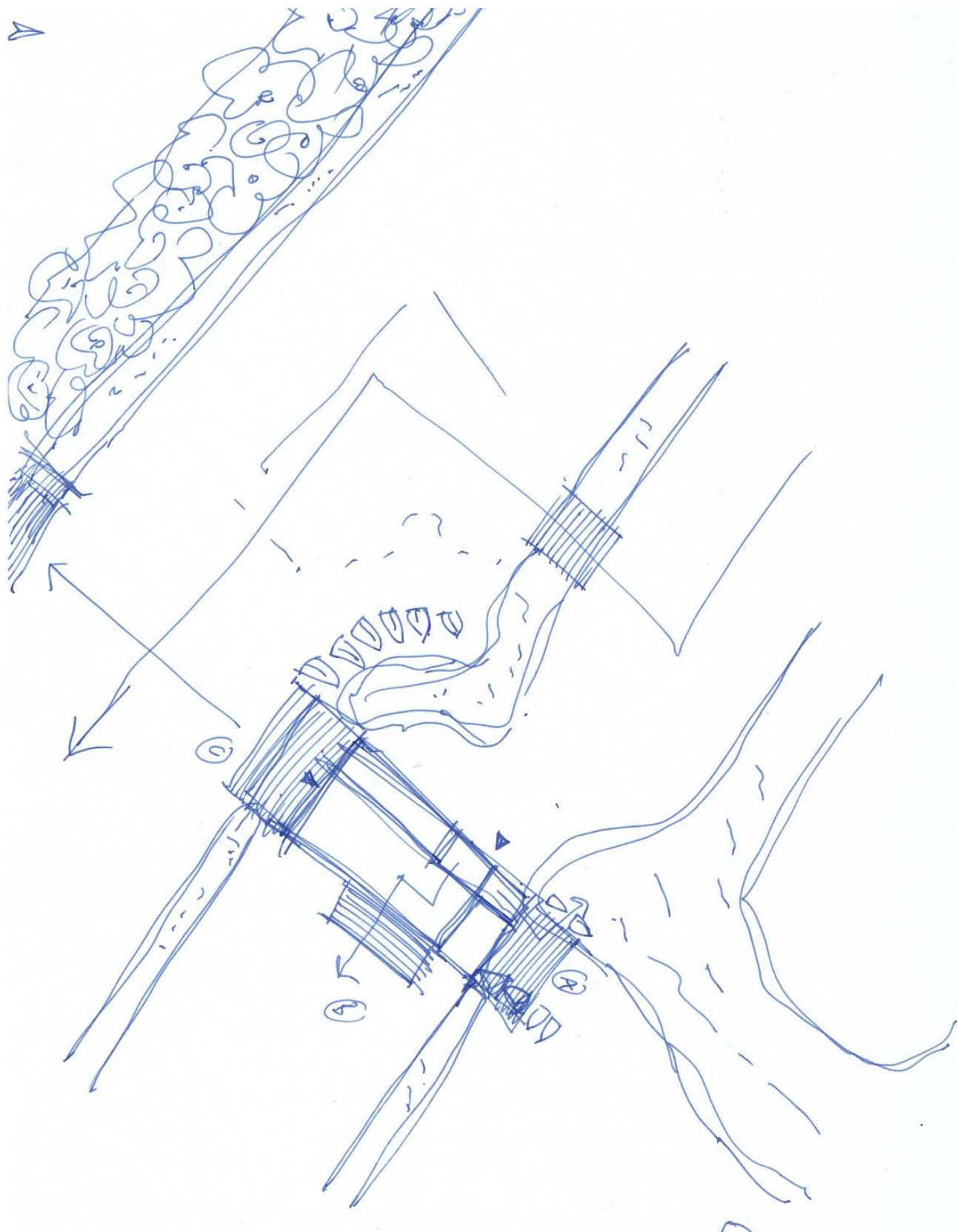




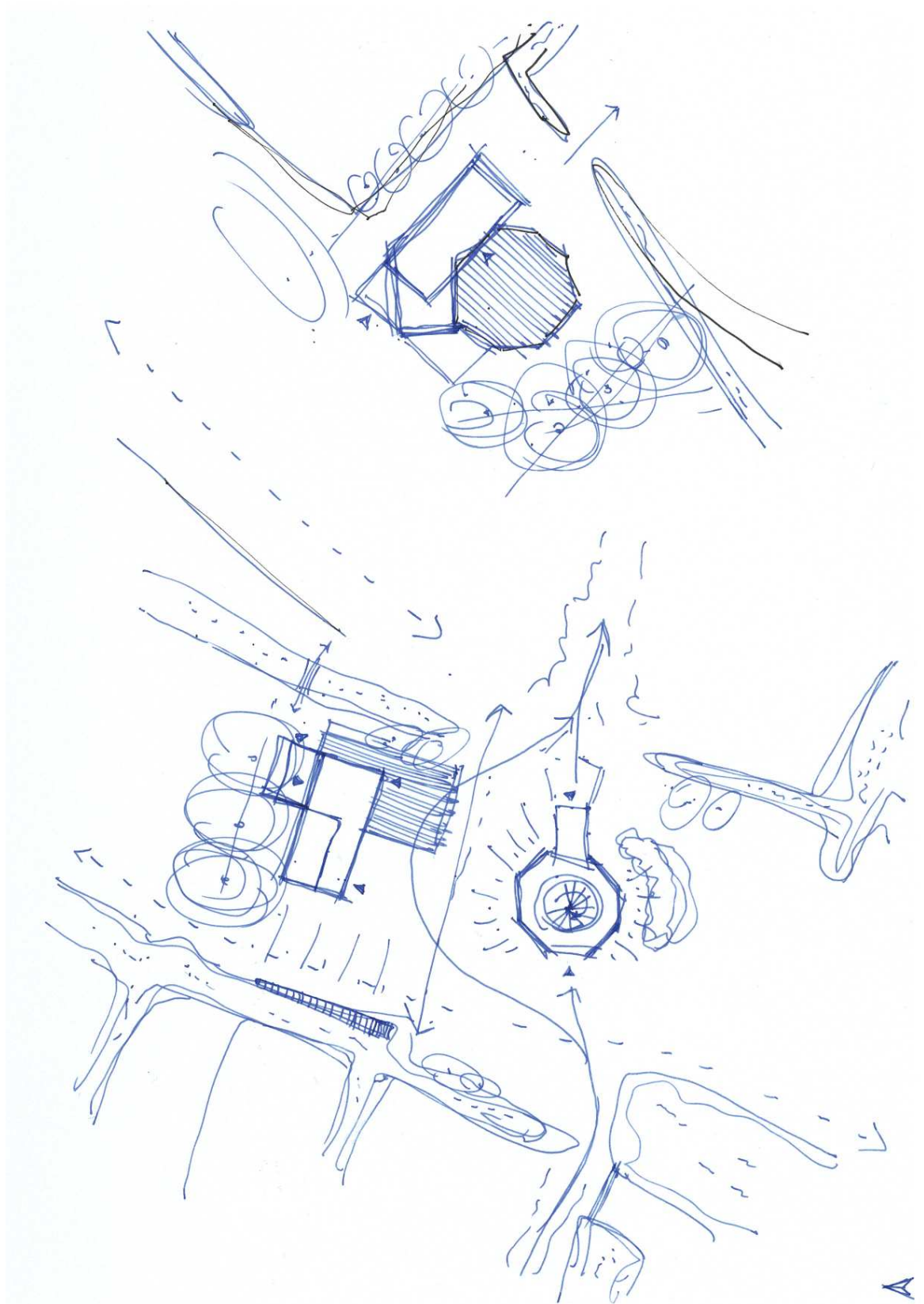
landscape and mass models 1:500 and 1:200

## 2. Sketch Design

The sketch design phase starts with shaping the three former mill locations into a new use. At the P3 one of the design locations is chosen to be elaborated: the holiday home on the lower mill location. A concept emerged fast, but the actual infill of it took some trial and error. The octagonal courtyard was a leading element, and after placing the functions around it according to orientation and privacy arguments, forms started emerging. These were tested in perspectives, and during these experiments the design guidelines crystallized. Shape-wise, the design was evolving to a bigger scale (1:50), also in models, but didn't prove satisfactory. By experimenting in 1:200, eventually a more appropriate scheme was found that was elaborated in the next phase.

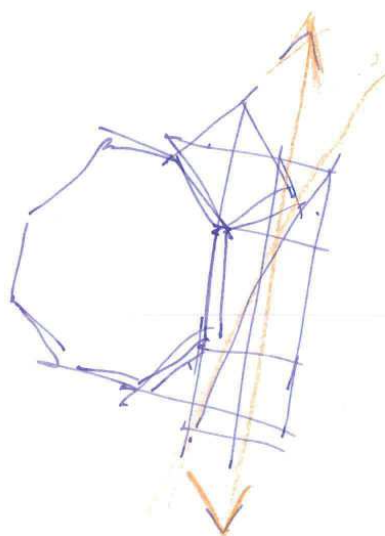
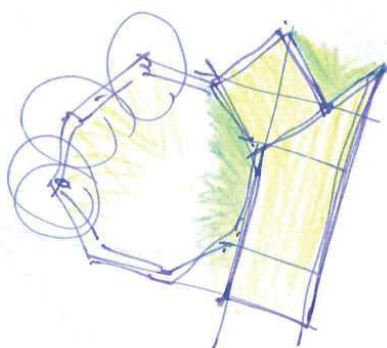
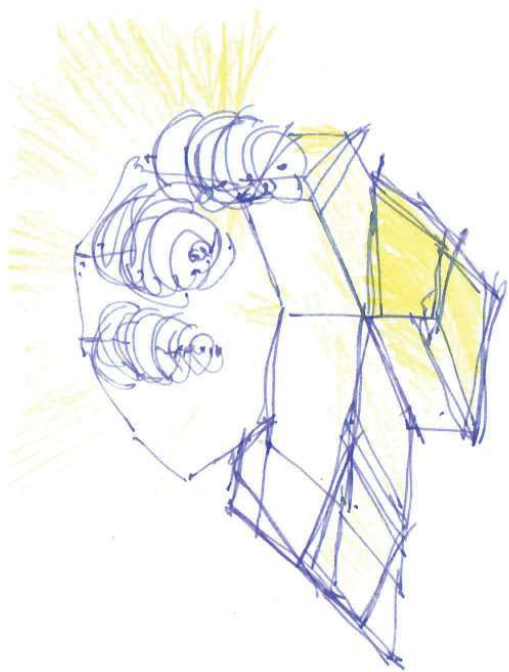


sketch for the group accomodation building



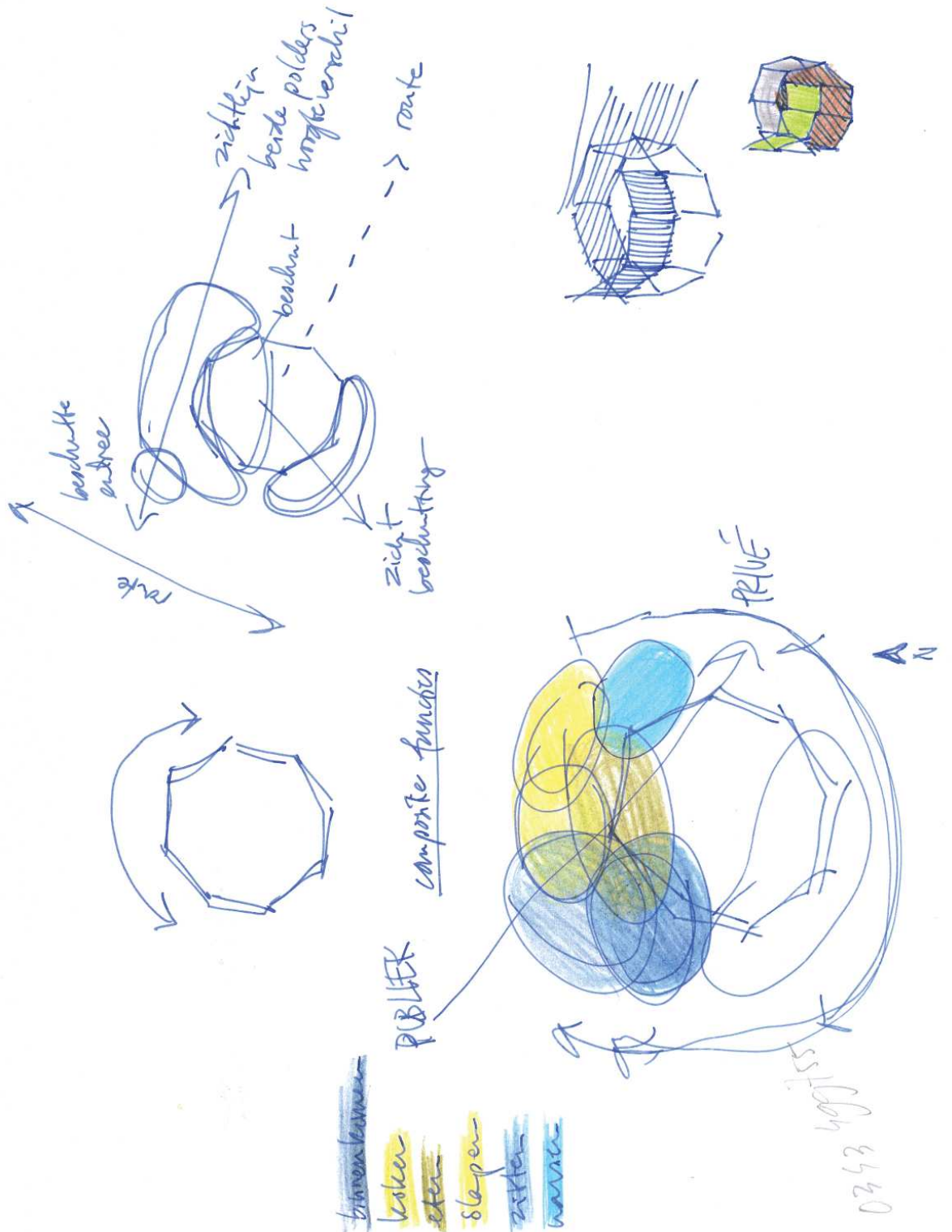
sketches for the upper and lower mill



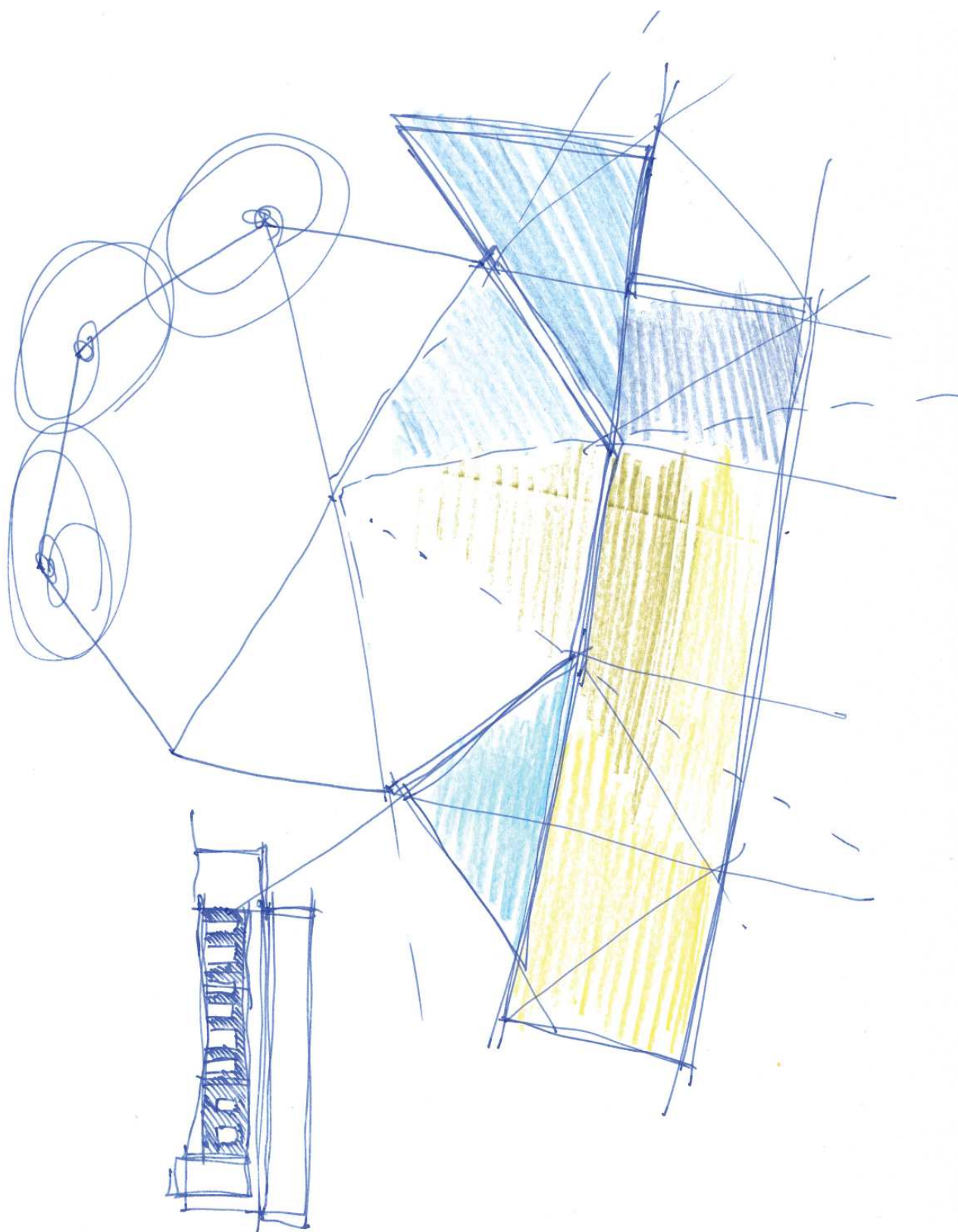


concept sketches for the lower mill location: the holiday home

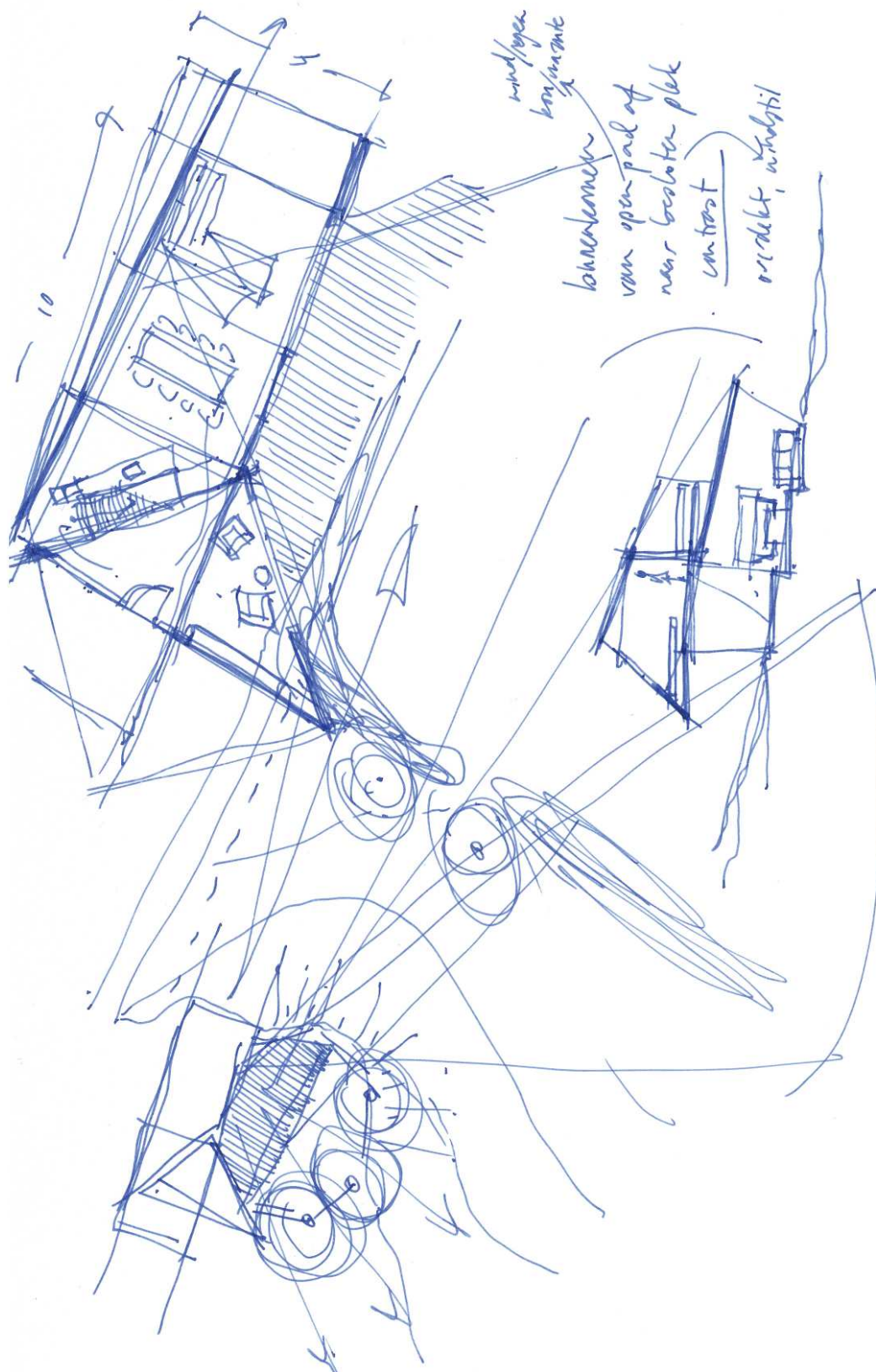




placing functions around the courtyard on private-public scale and orientation

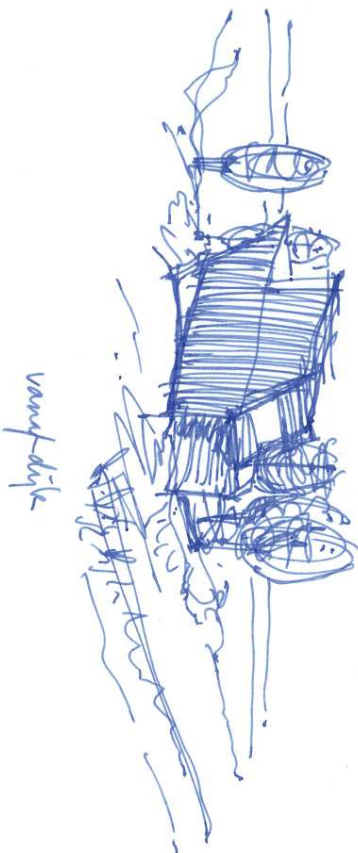
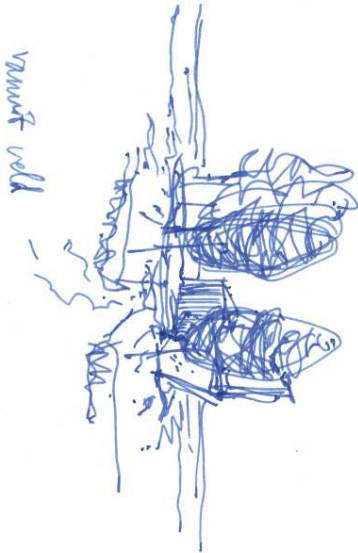
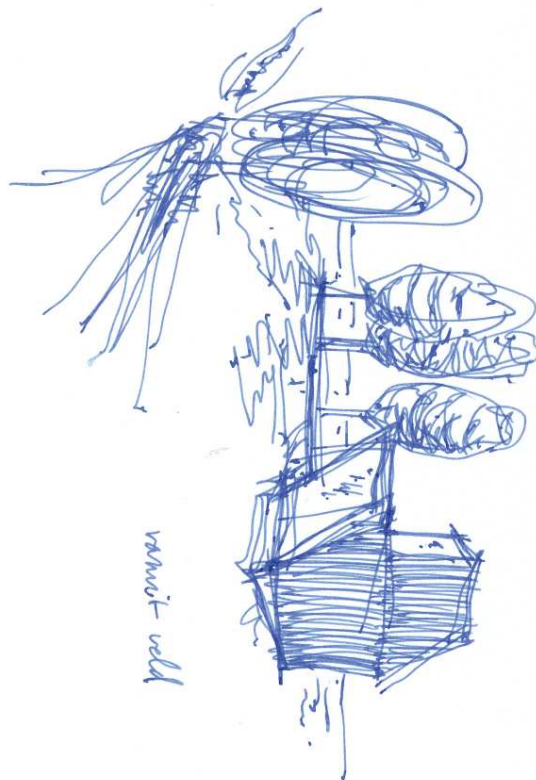
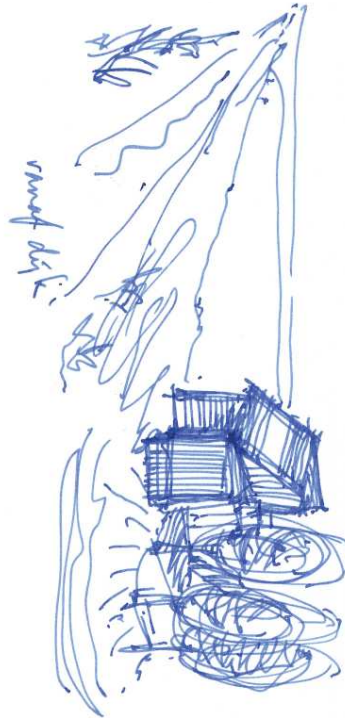


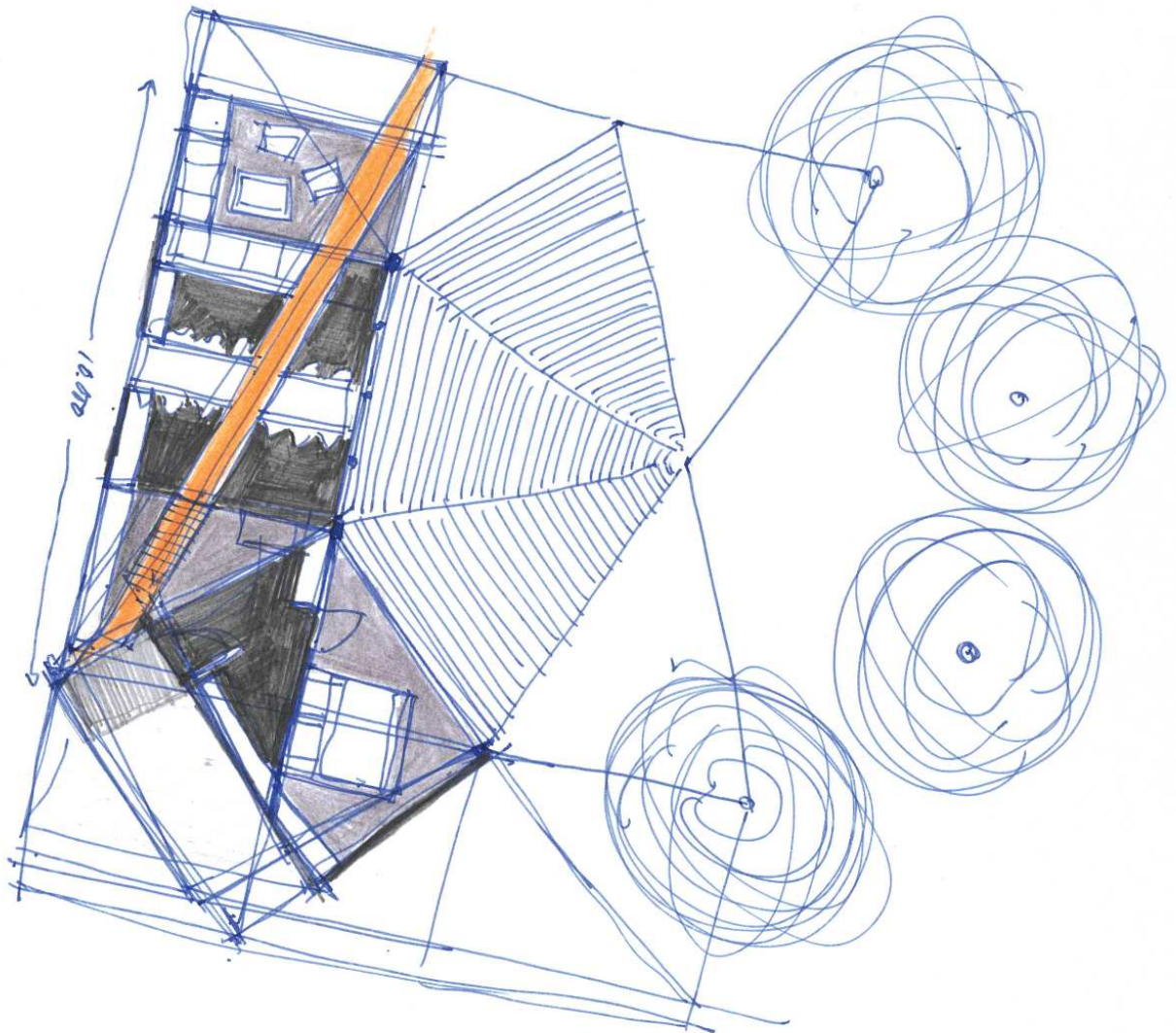
functions inside shape and courtyard facade



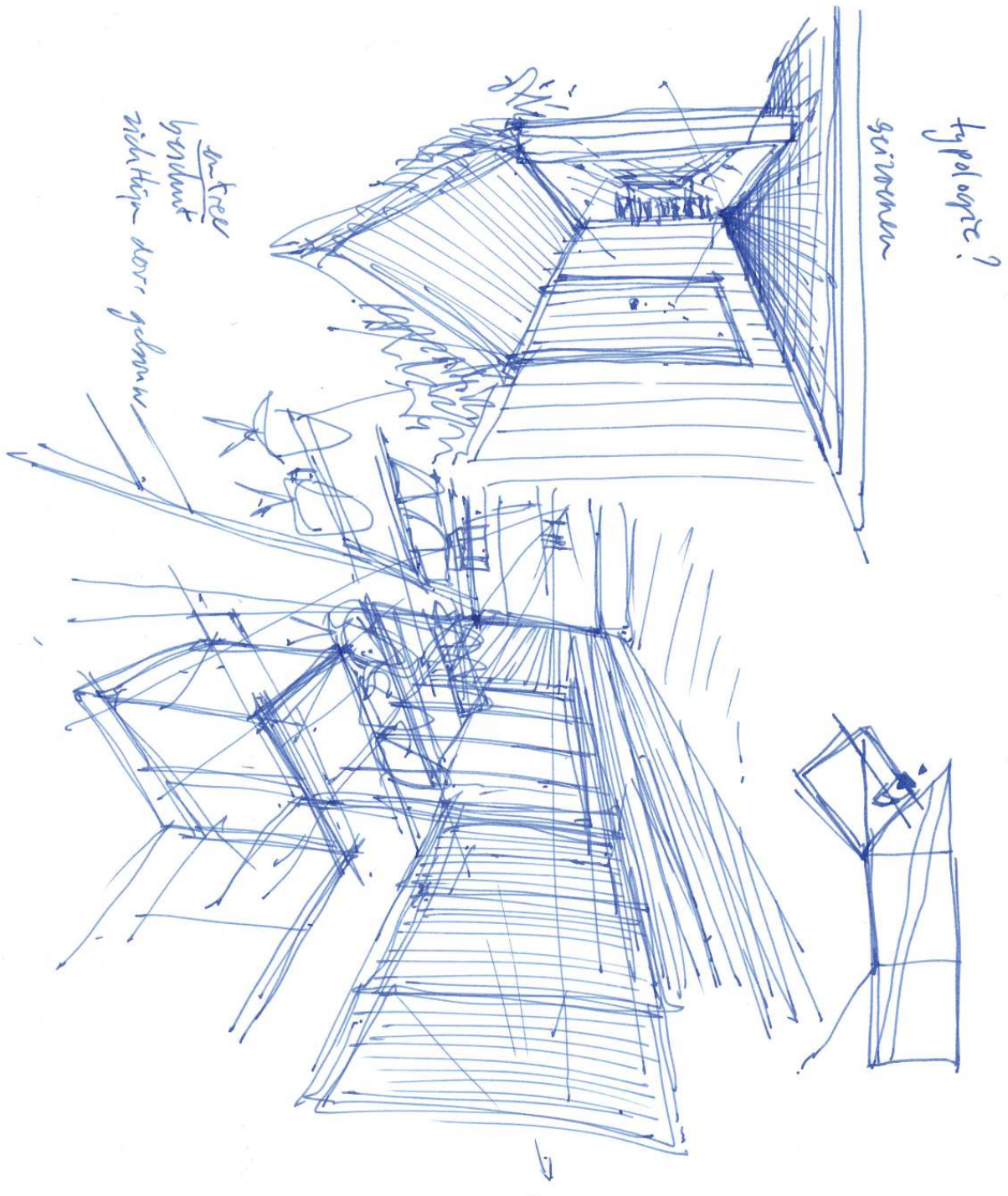
trying to create an enclosed entry from the "public" side







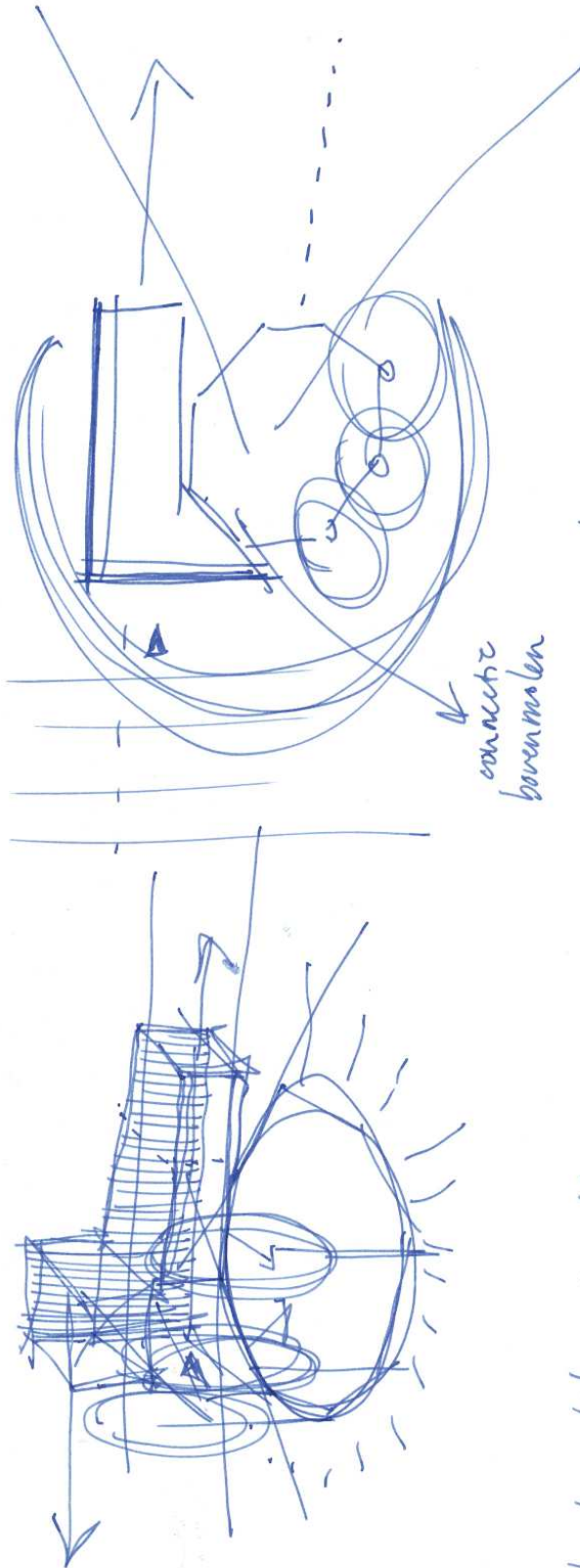
introducing a literal line that cuts through the floors that difer in height



seeing the line and the entrance in perspective



beschutting



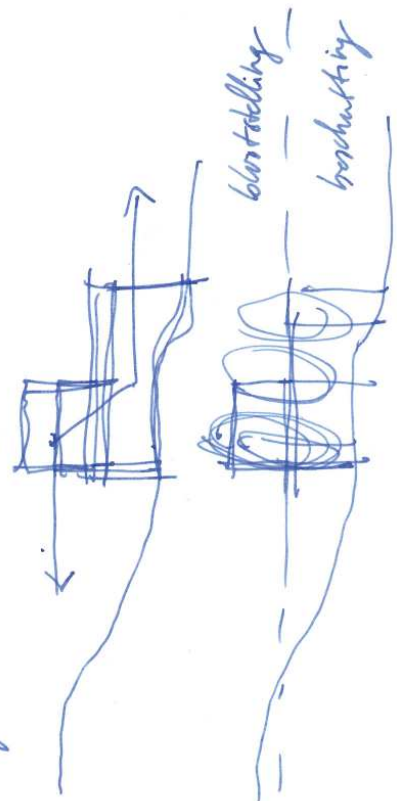
concrete  
bovenmolen

hoge verschild + roden polder

molen vorm

beschutting vs. blootstelling

hoge verschild → rechte?  
verschillende soorten polders



blootstelling

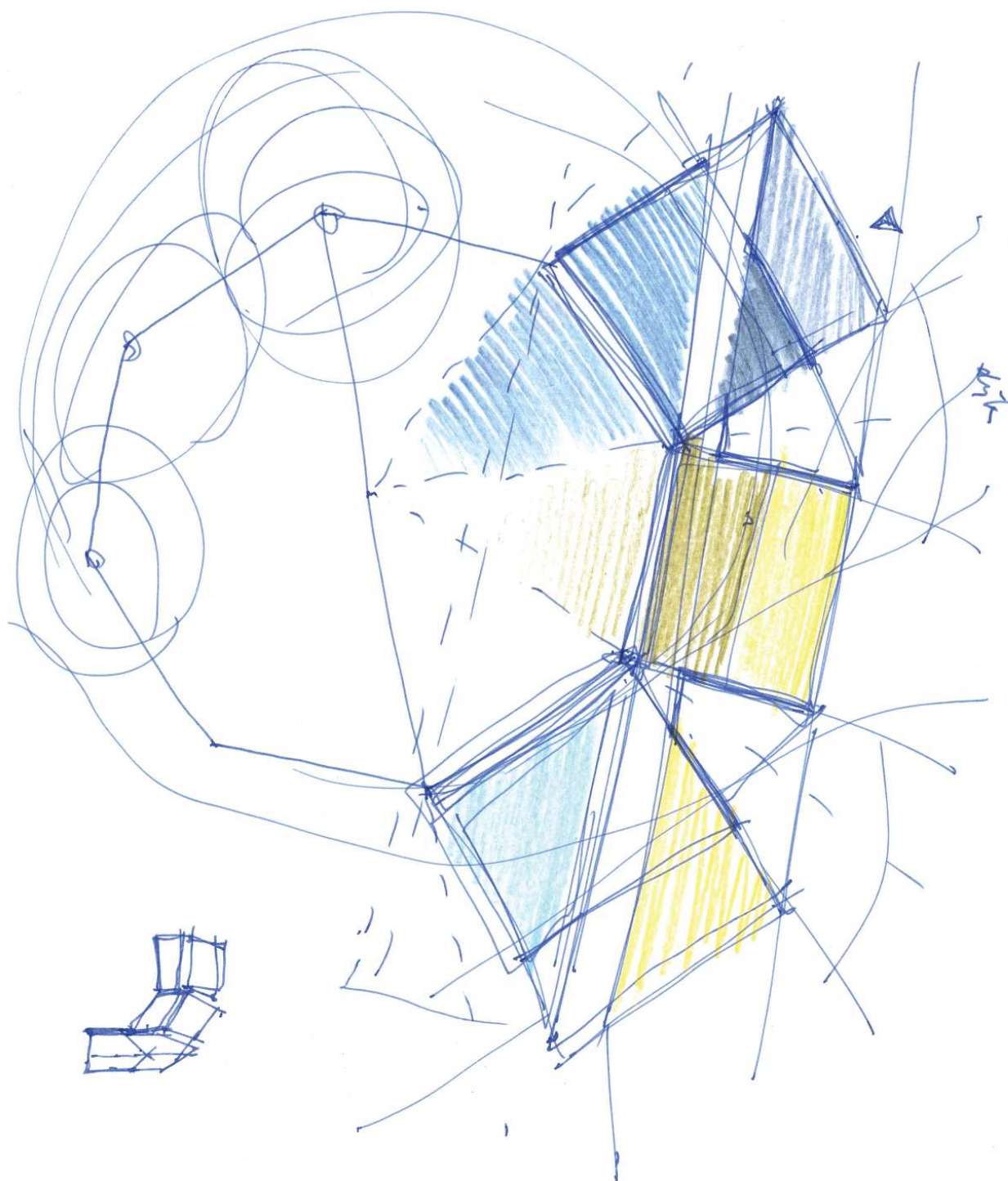
beschutting



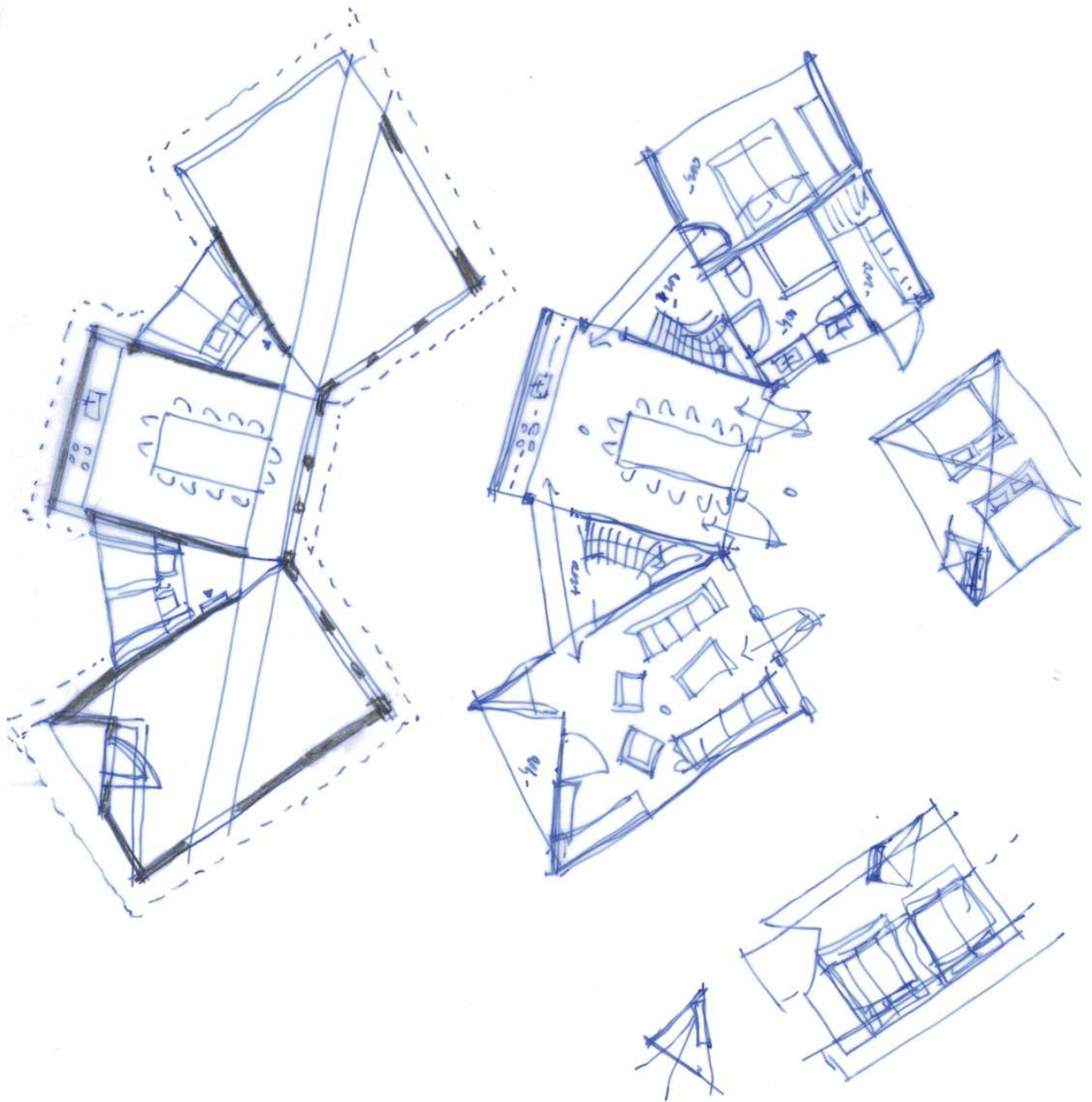


### 3. Preliminary Design

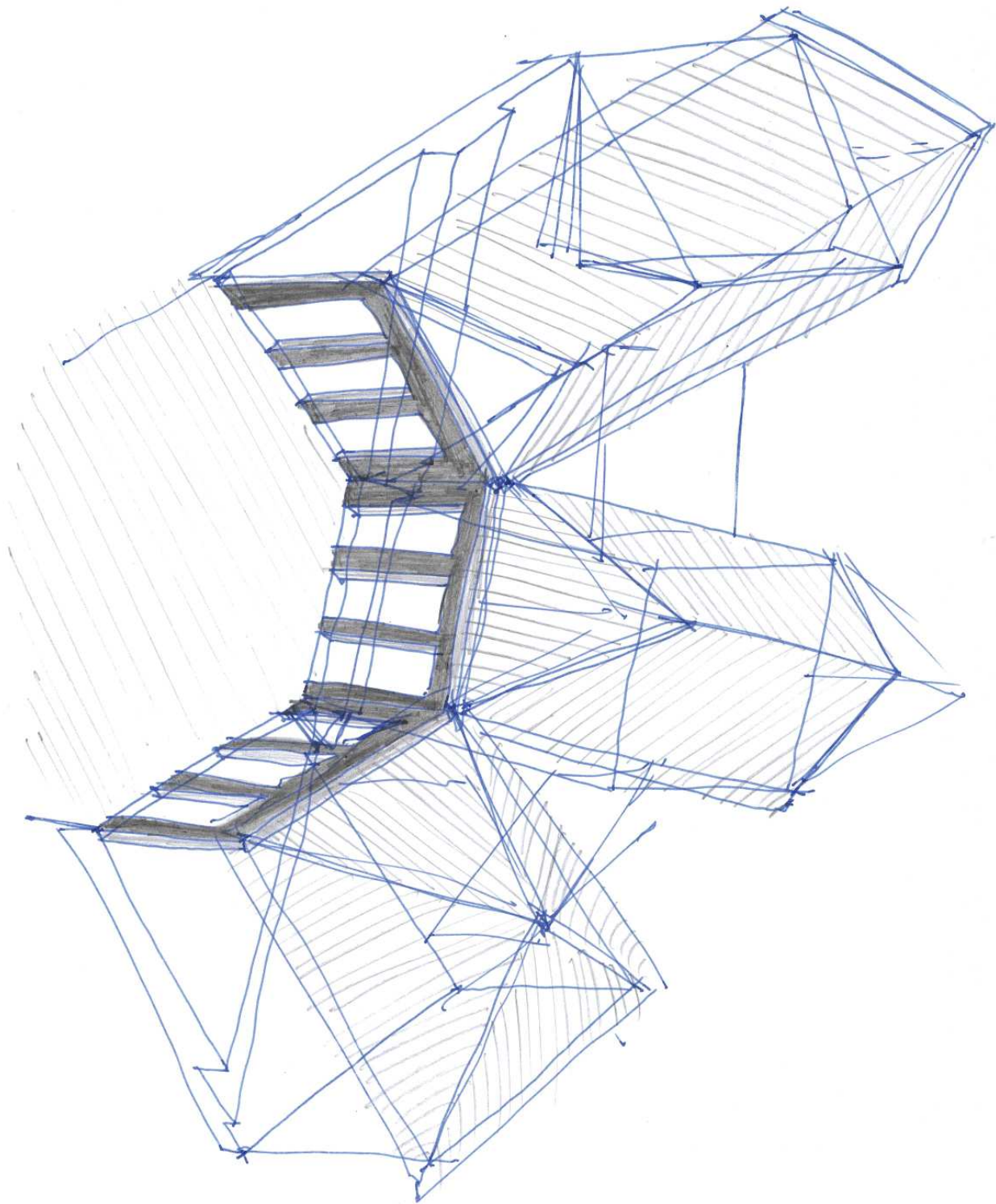
The start of this phase can be indicated as the moment where the three-unity of the barn volumes started appearing. The line that was a literal interior one started shifting outwards to the courtyard, where the thickness of it was experimented with until the outer corridor was decided upon as the best method of showing people the two polder types. Moreover, the lower volumes in between the barns were shaped in relation with the different routes per season. The height differences of all elements were adjusted to each other and the landscape. Constructional meaning was tested in relation to the volumes. Finally, an attempt to open up the courtyard to the landscape was done, but was further elaborated in the next phase.



three volumes on different heights with line through still intact

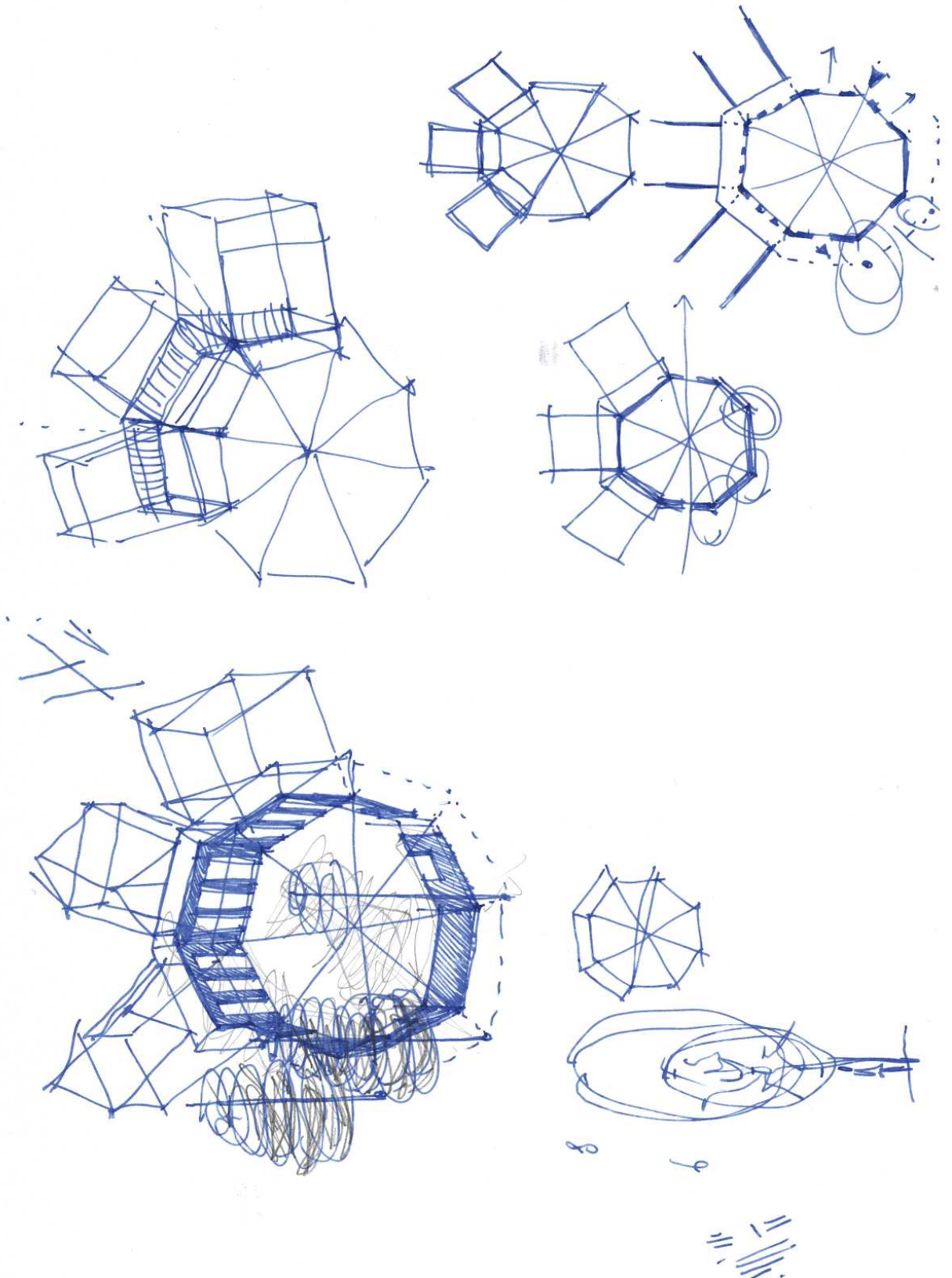


volumes in between appear

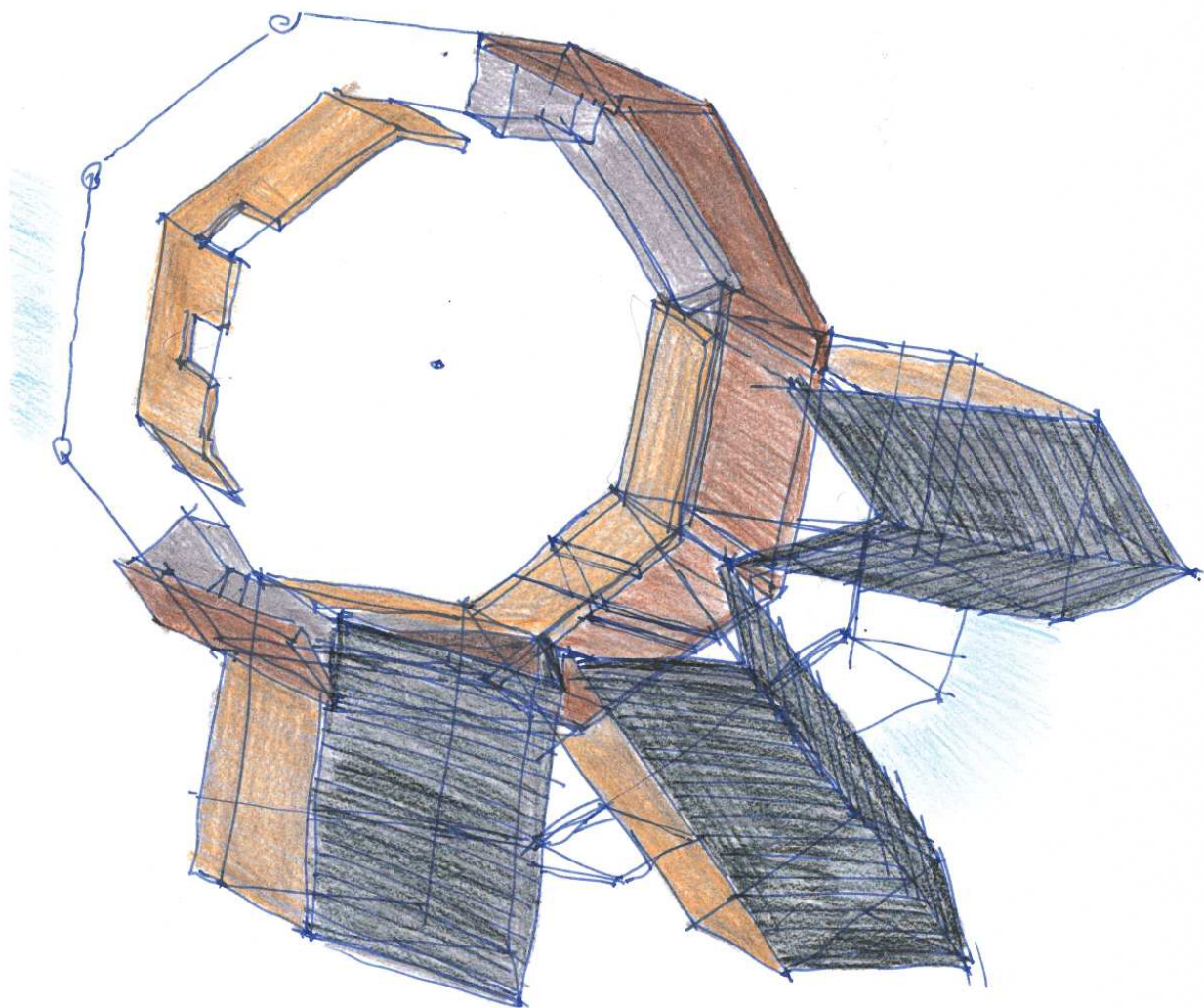


courtyard is explored



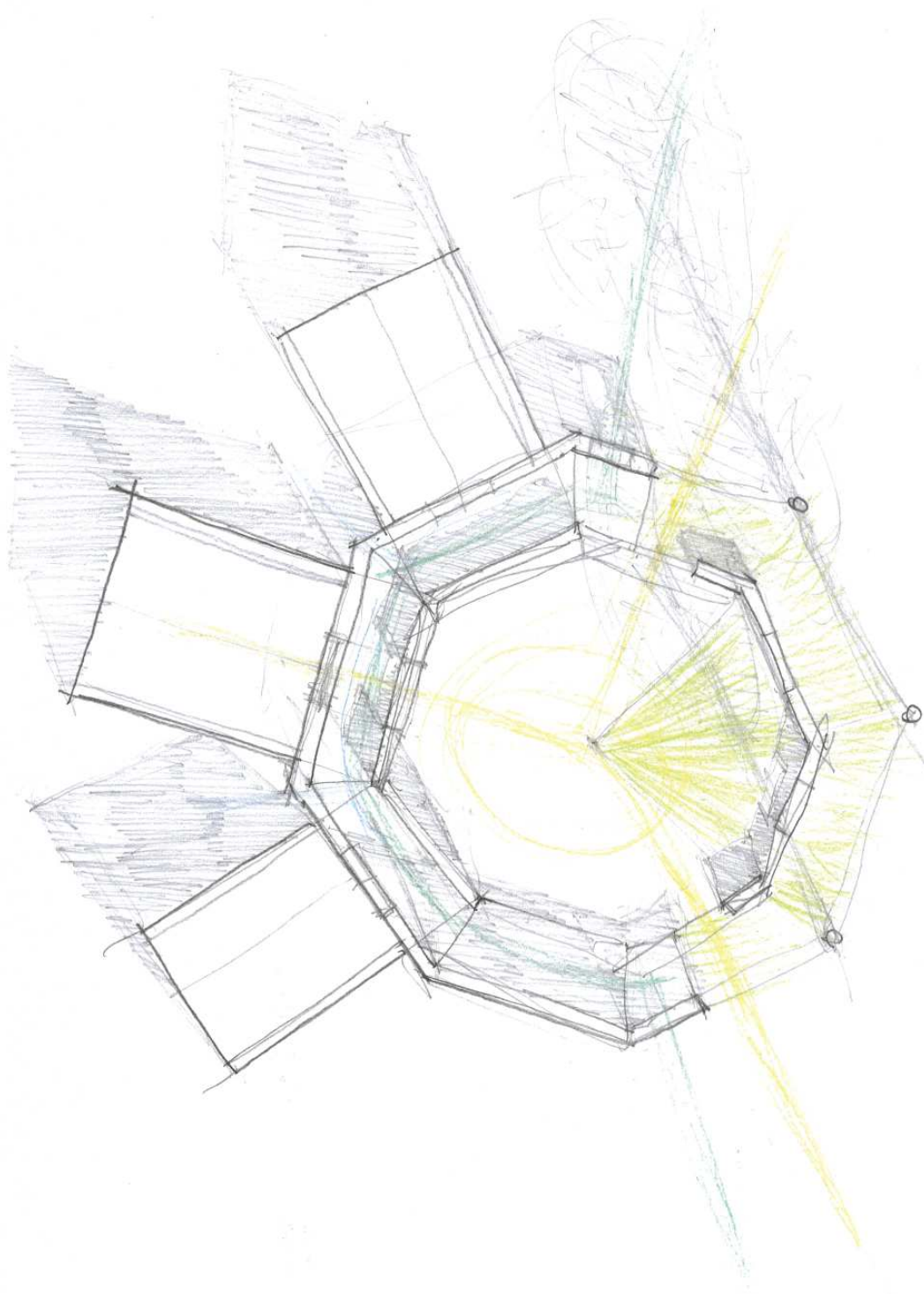


exploring thickness of courtyard wall



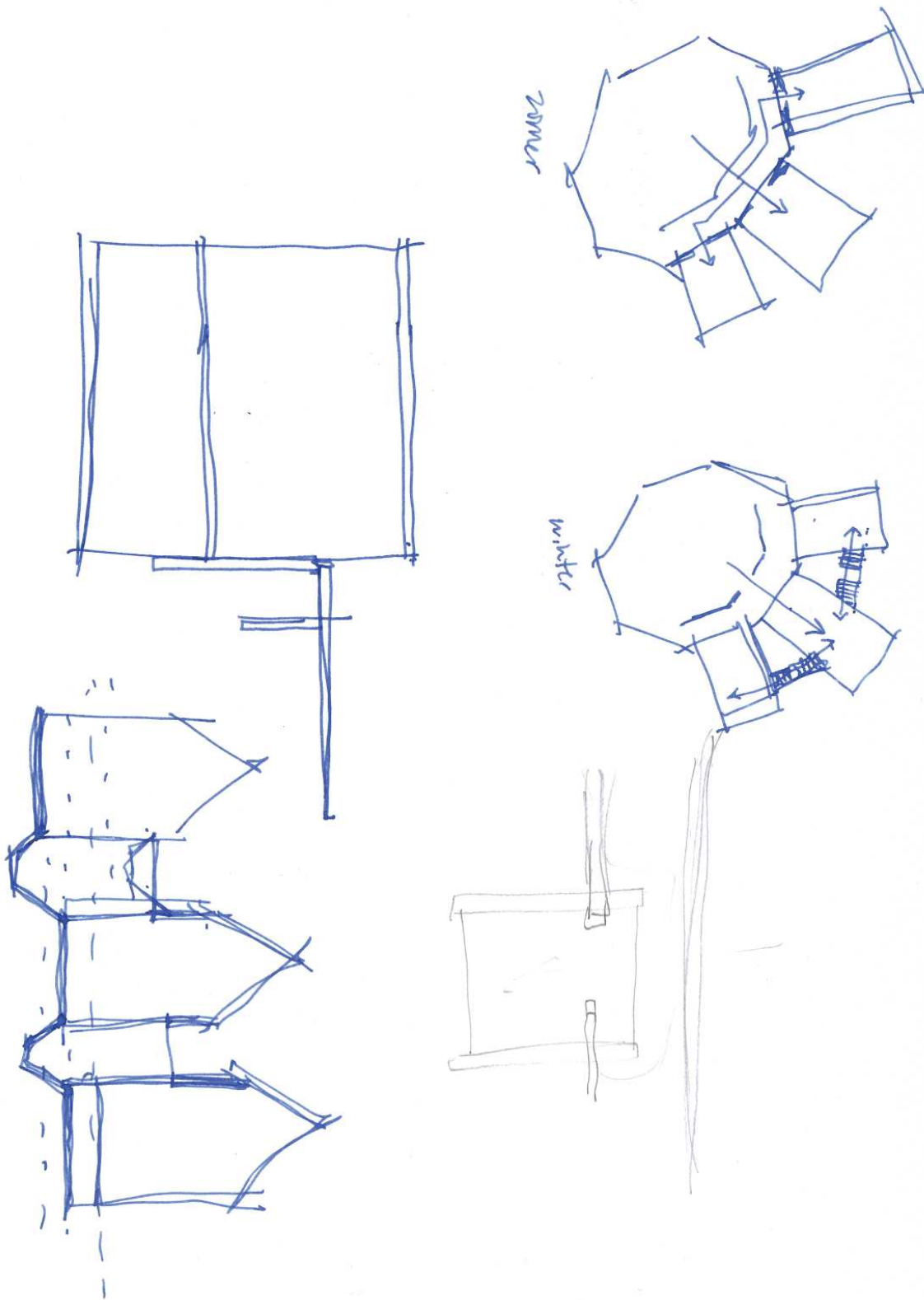
- deze volumes
- gevels vormen deel (s)
  - binnenste ing
  - hoge muur volgt
  - onregelmatige achterhoek
  - en doorbreekt volumes
  - binnen/buiten
  - binnen completeren
  - achterhoek inalen

outside corridor working together in ensemble



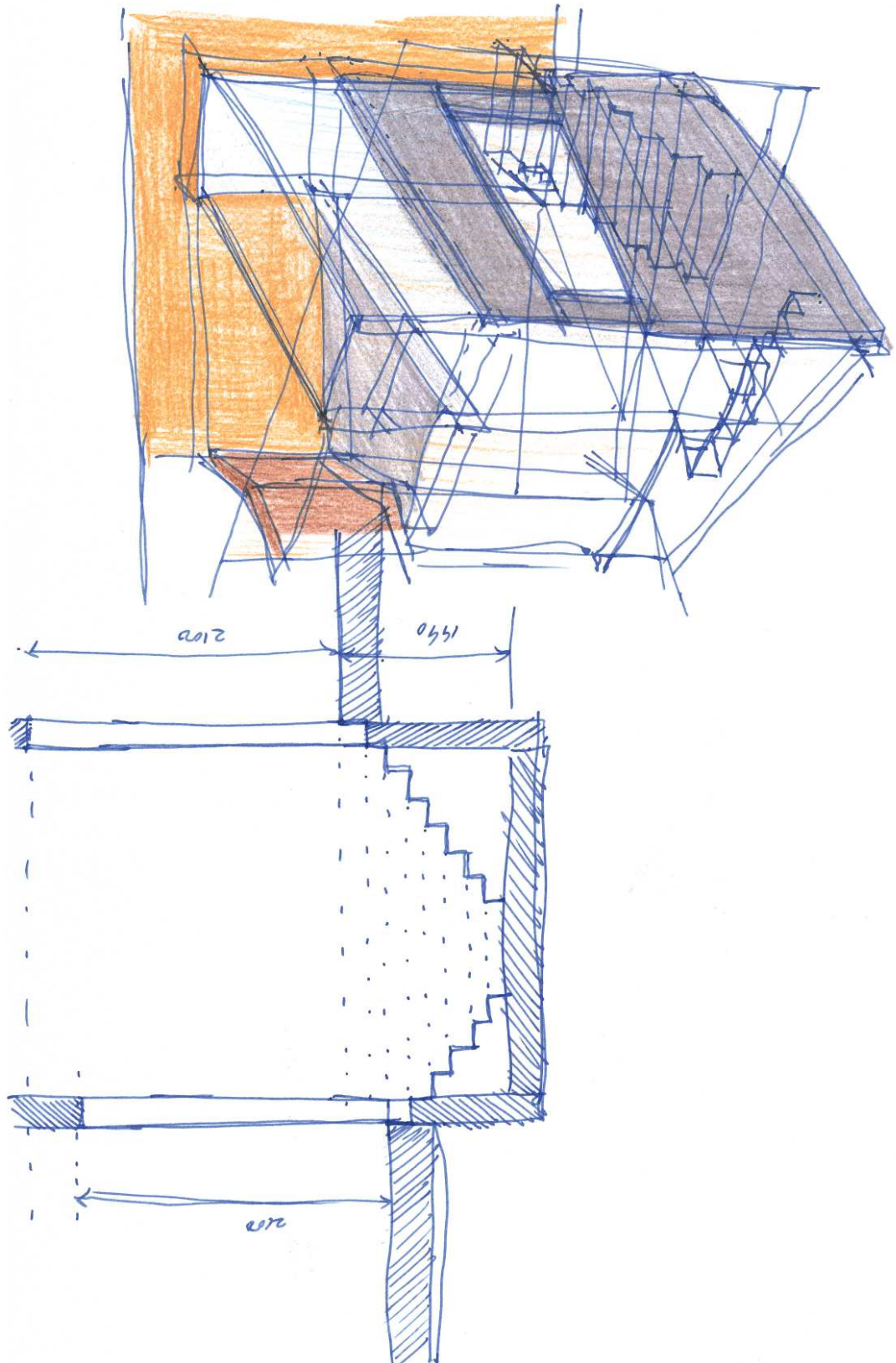
shadow and vision



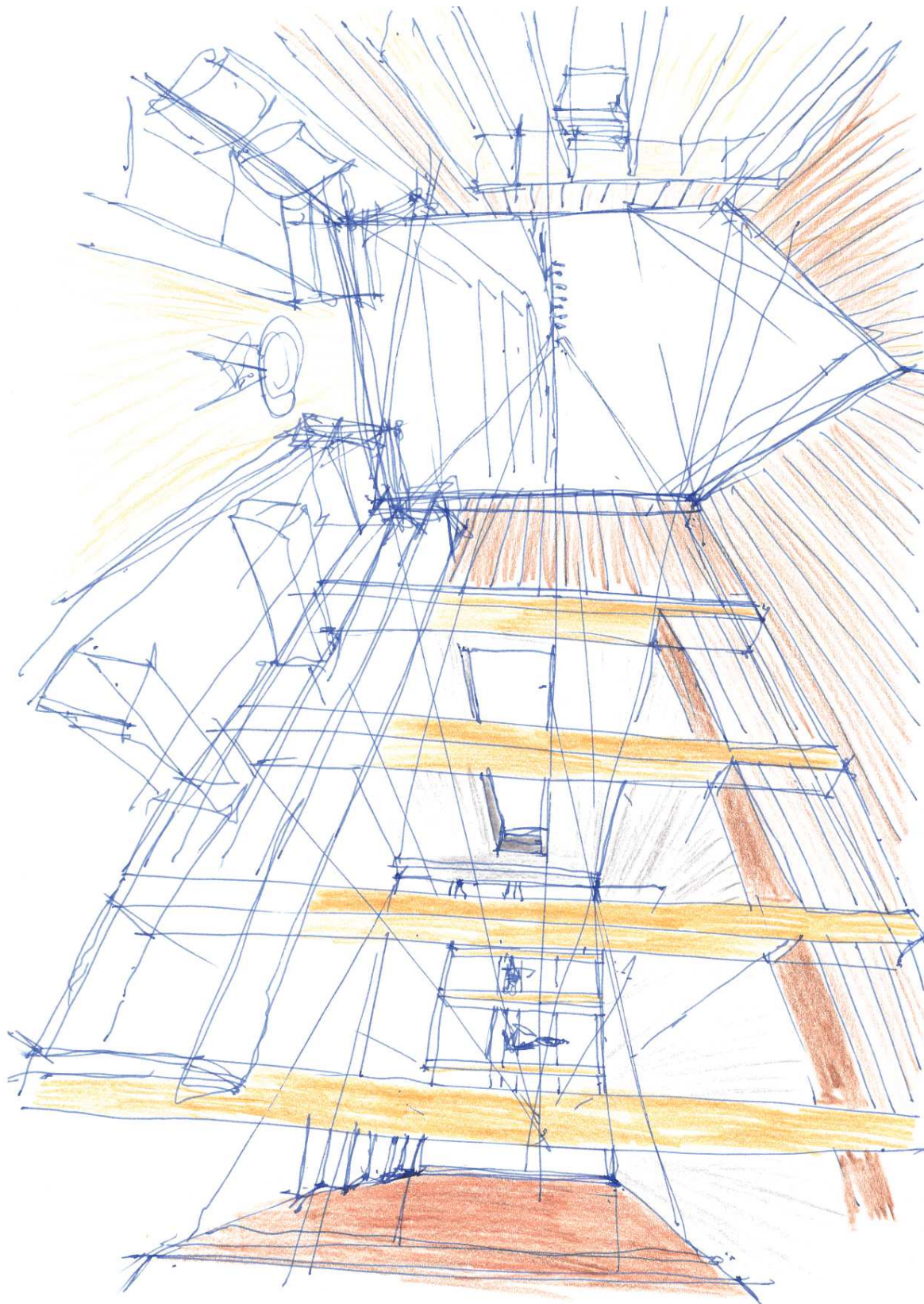


testing use of lower volumes for routing



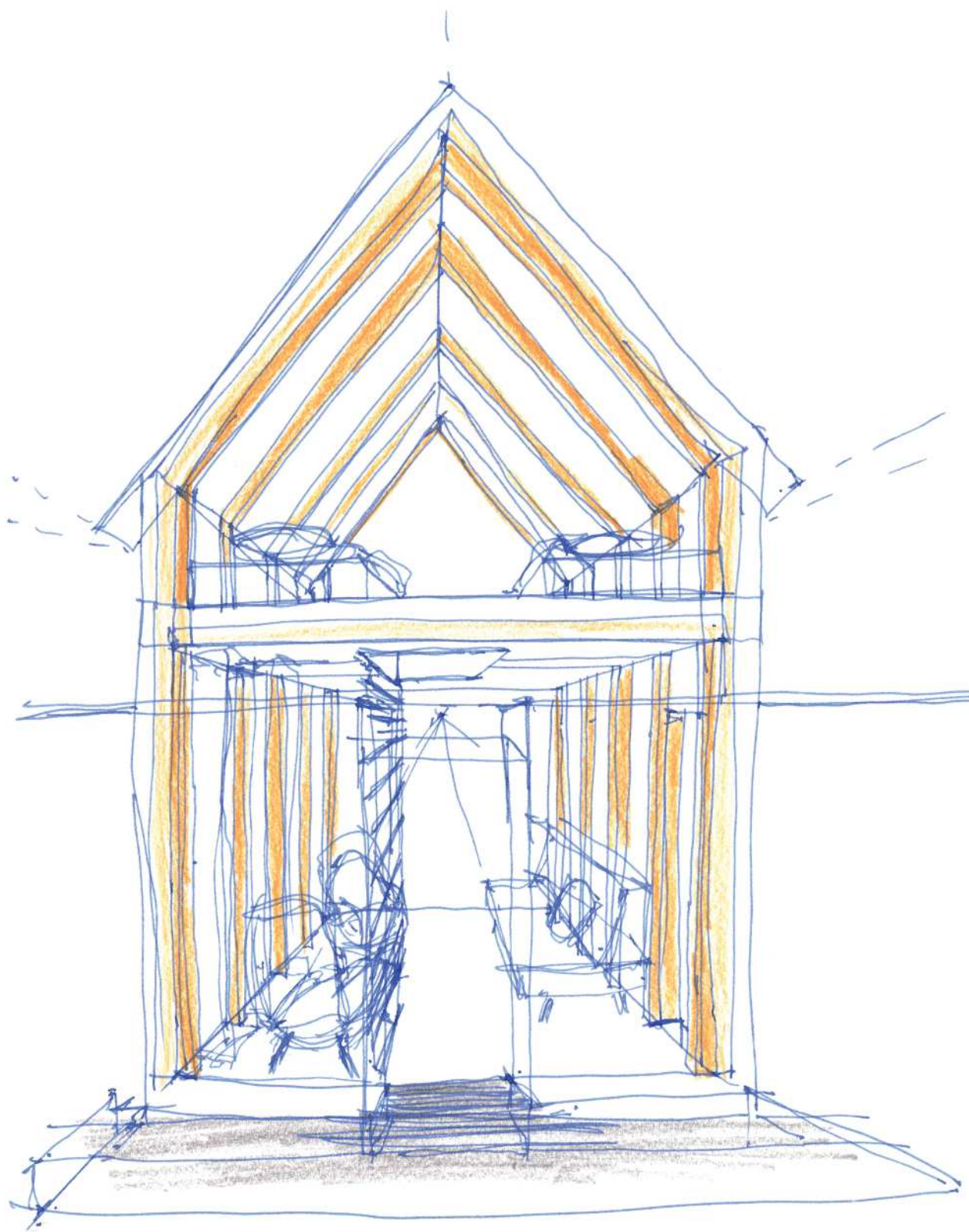


grasping functioning of lower volumes

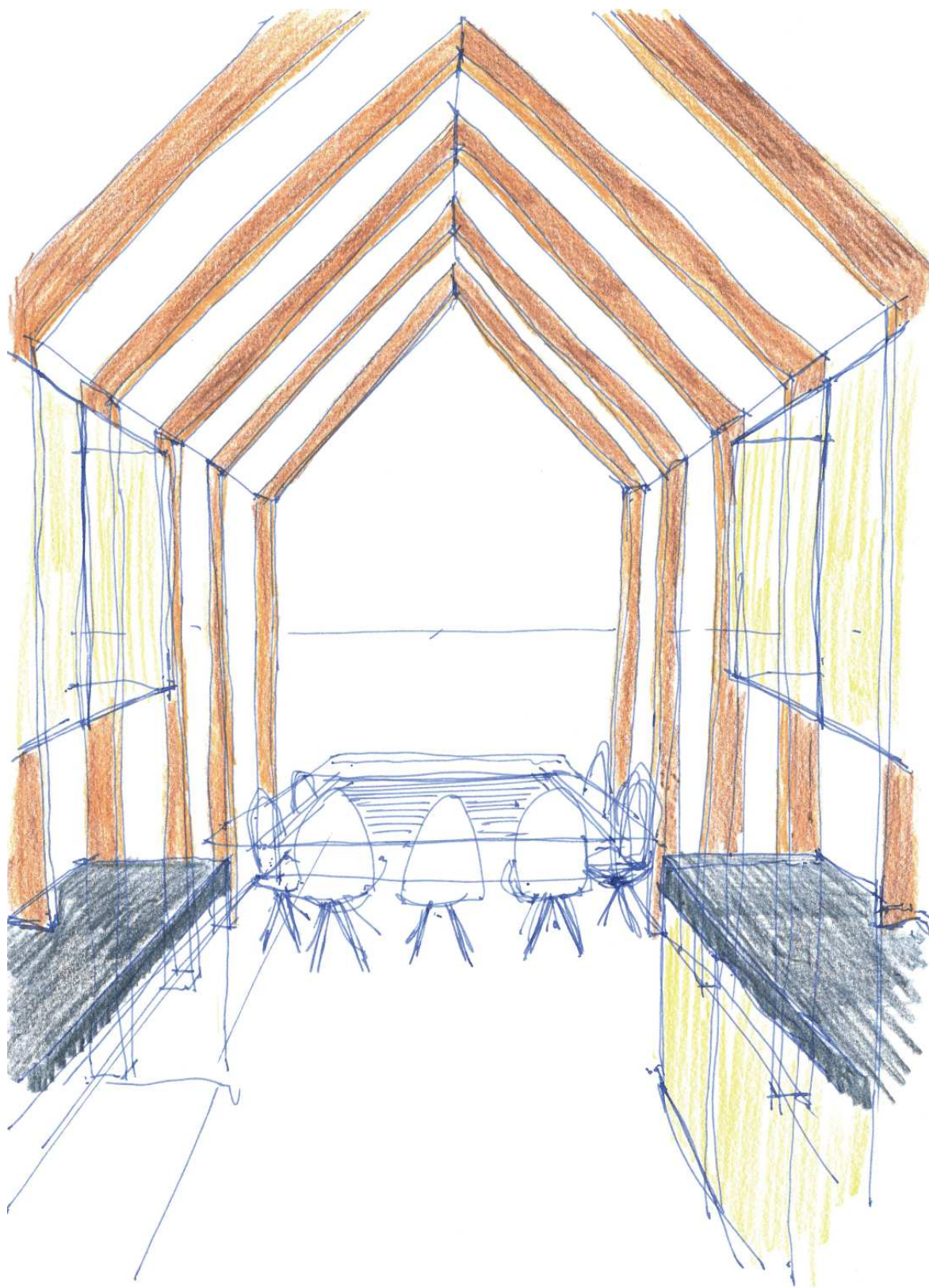


visualising relation barn volumes and lower volumes in relation to landscape



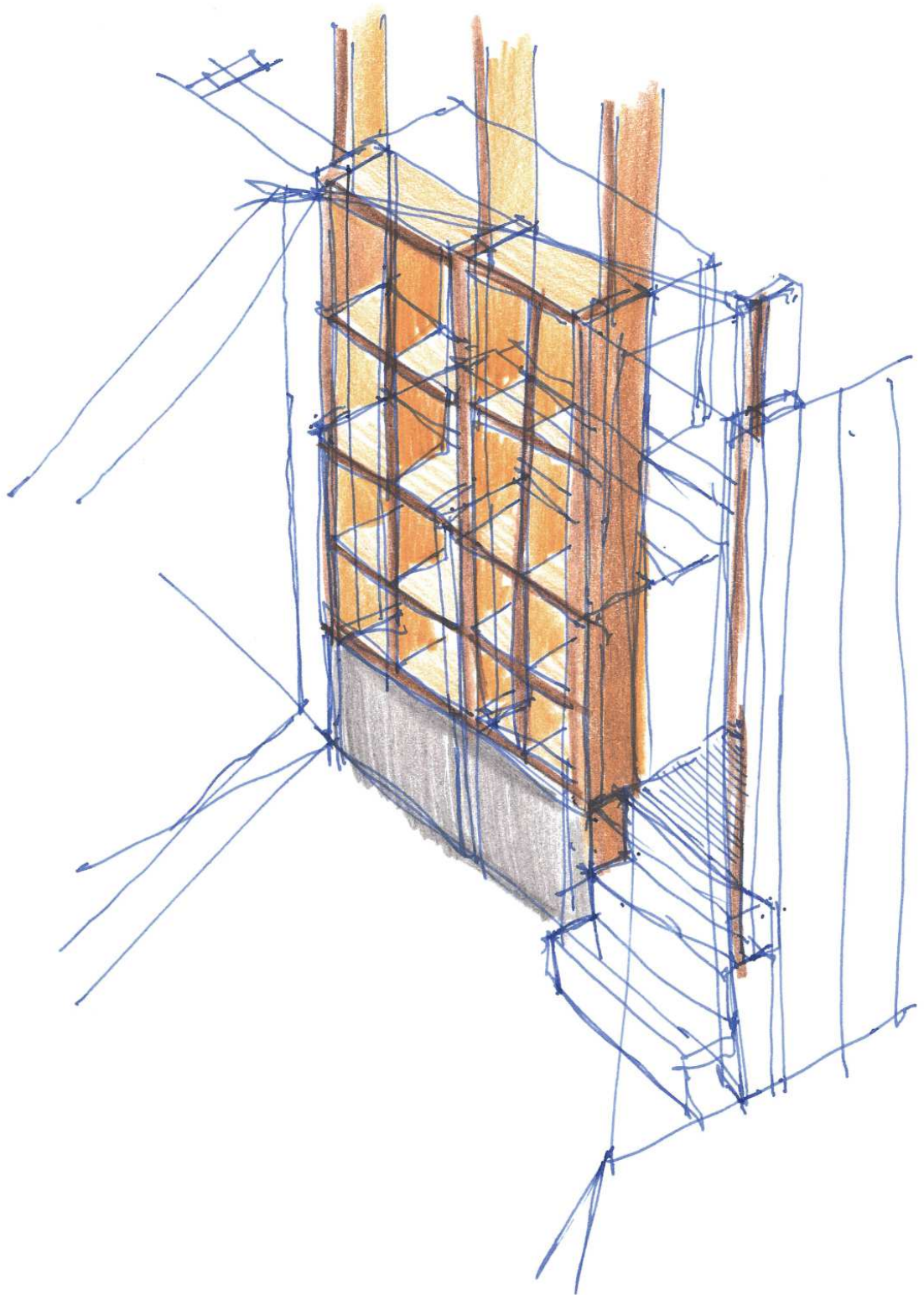


sketch one of the barns and the rhythm of the construction



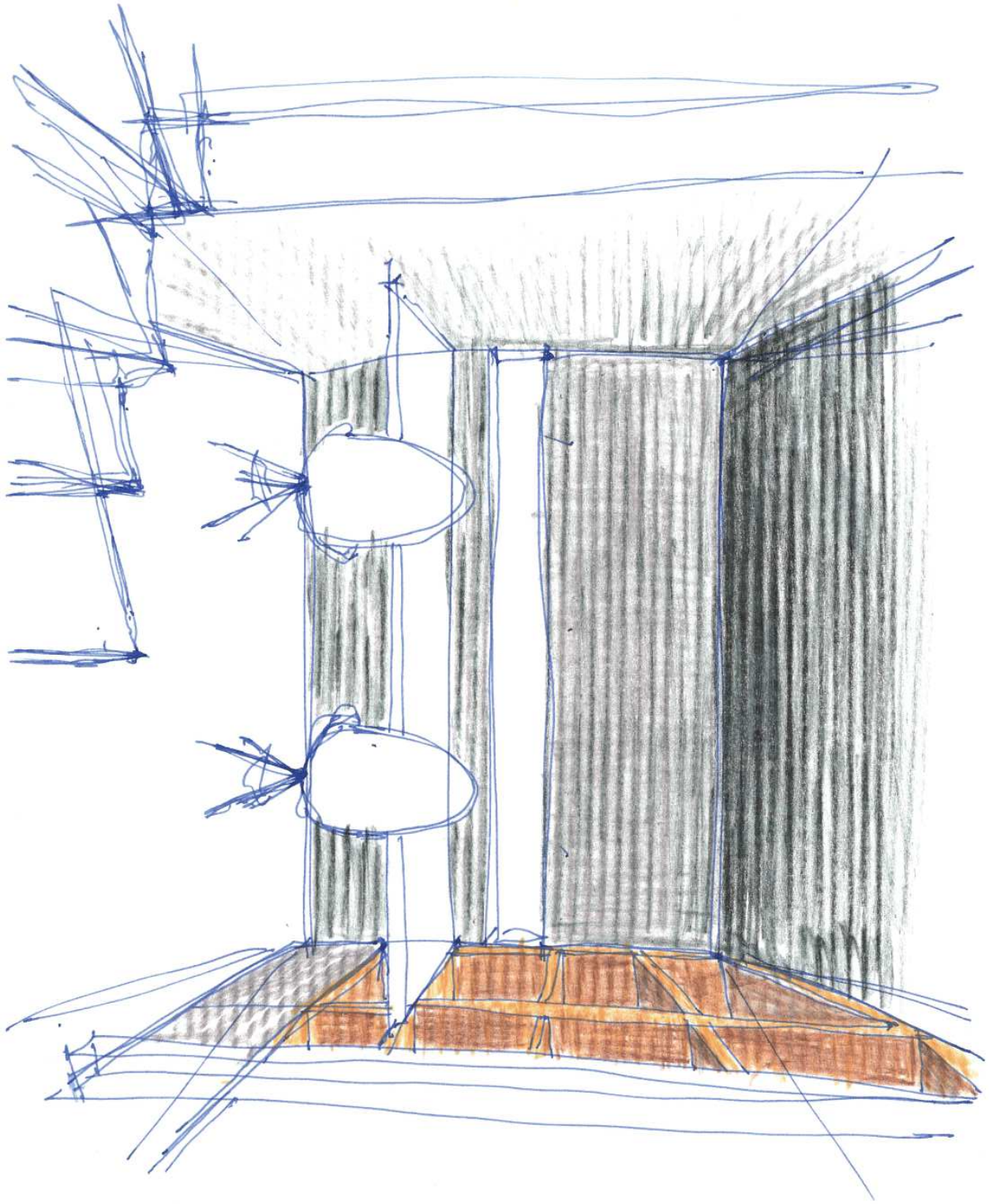
sketch of kitchen barn



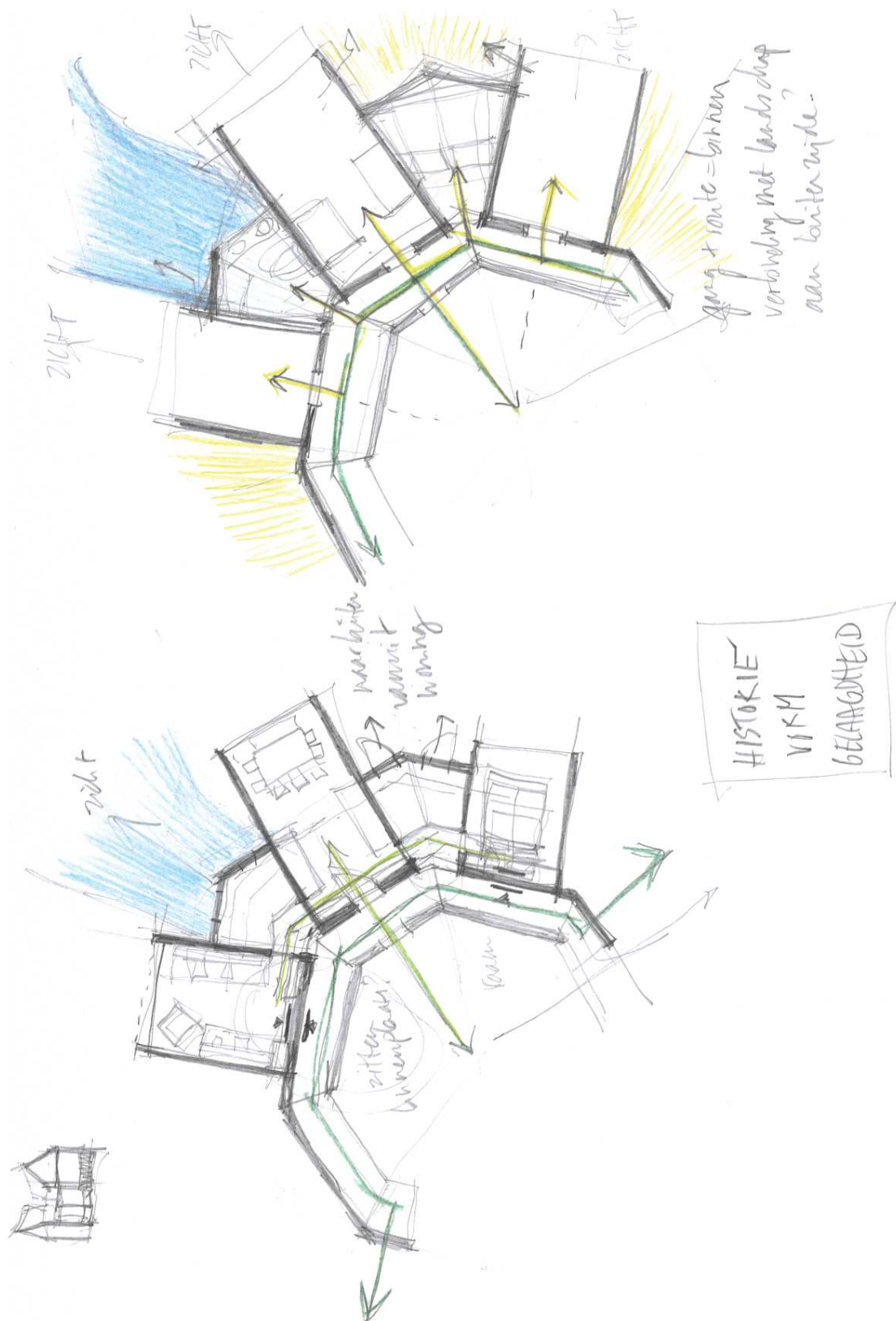


sketch of shelving in between kitchen and study



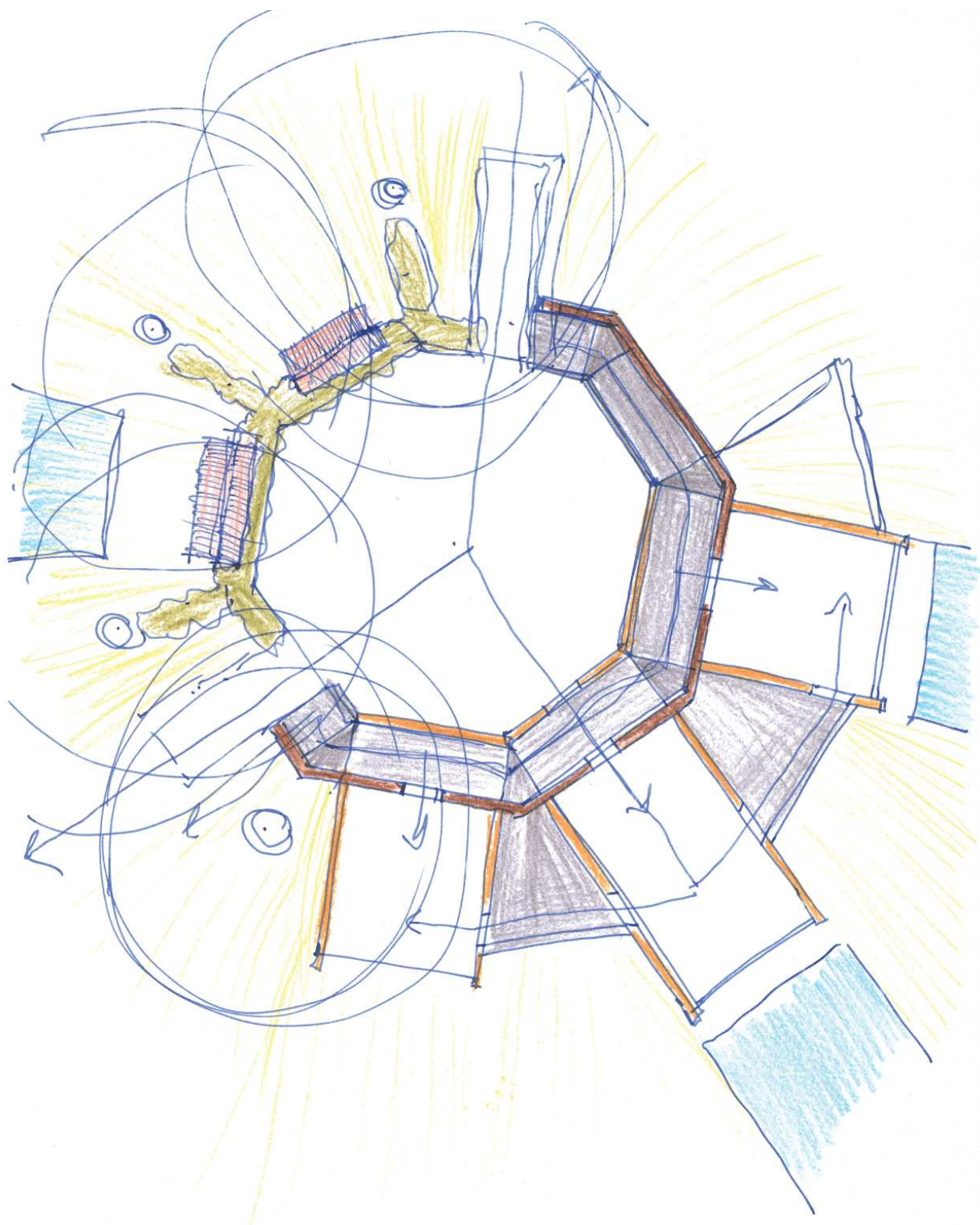


sketch of study in lower volume



further exploring routing in relation to seasons while adding the water element



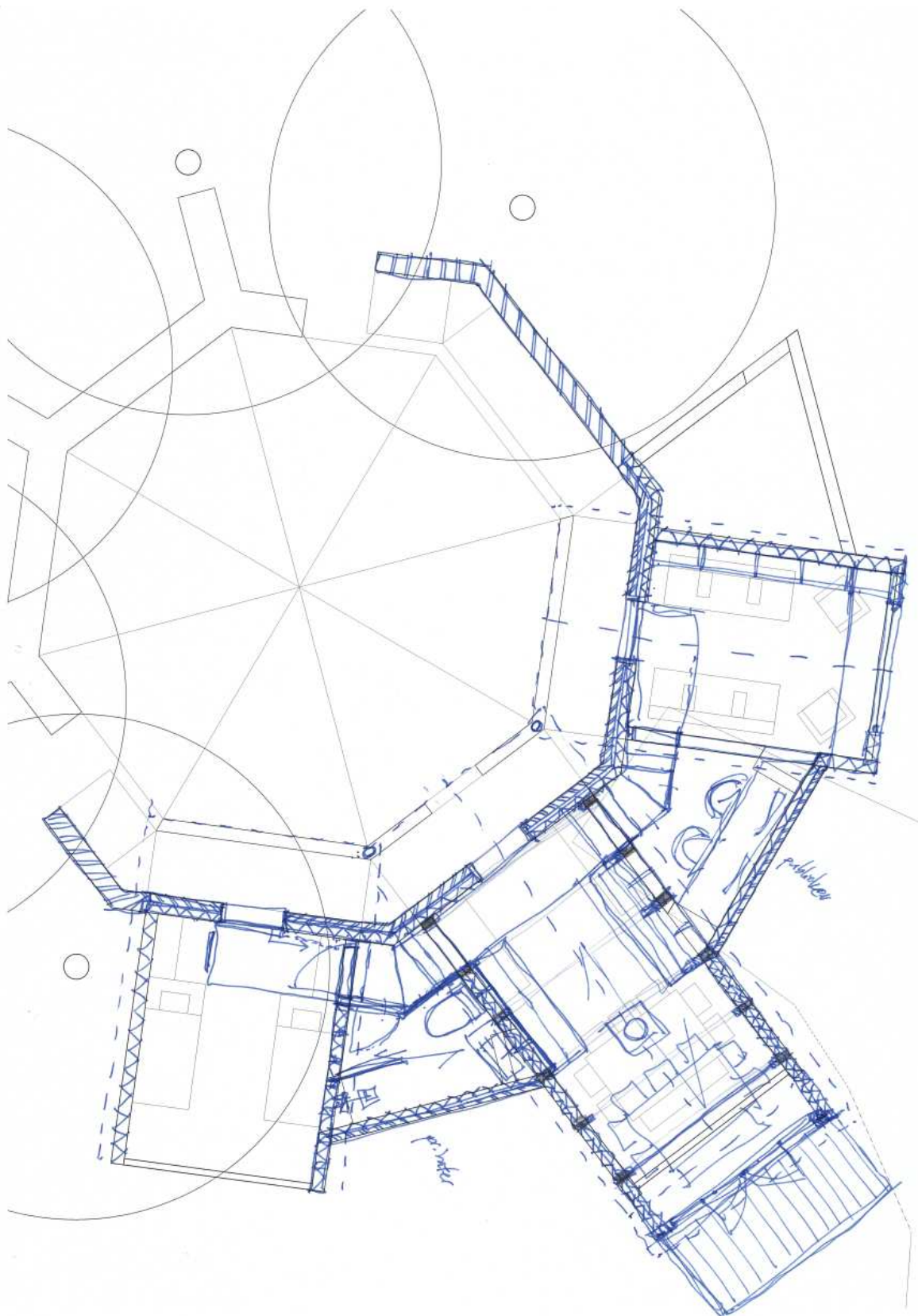


trying to complete the octagonal scheme in the courtyard

## 4. Final Design

The final design phase started as the building was elaborated on a 1:50 scale. Layers were drawn and had to be connected in 3D. At the same time, the infill of the courtyard and the relation it had with the surrounding landscape was changing. Time to let go of the powerful octagonal scheme.

The water scheme was reconsidered, in consultation with the meeting of the roofs over the outside corridor. Adding water bassins as transition from the architecture to the landscape seemed to be the last step, but it proved that stepping out of the 1:50 scale resulted in another late design step on a bigger scale. The 1:50 model was set up and used to make design decisions.



starting the 1:50 plan





37 d2 127

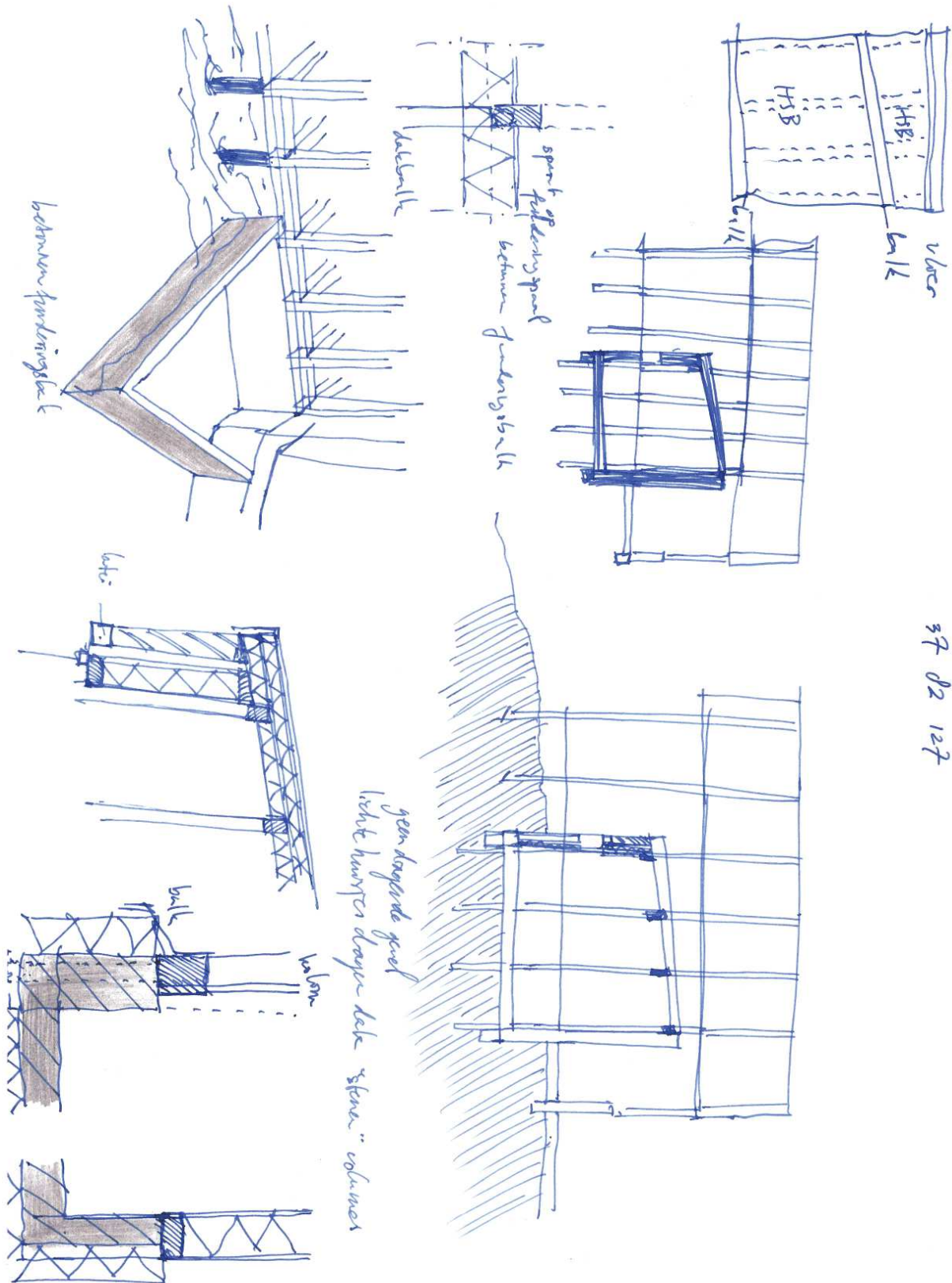
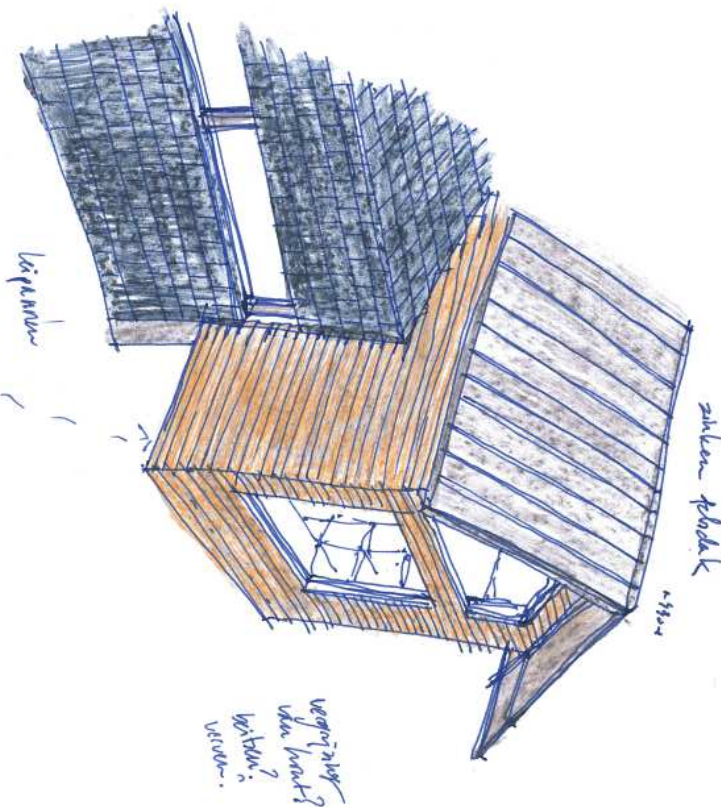
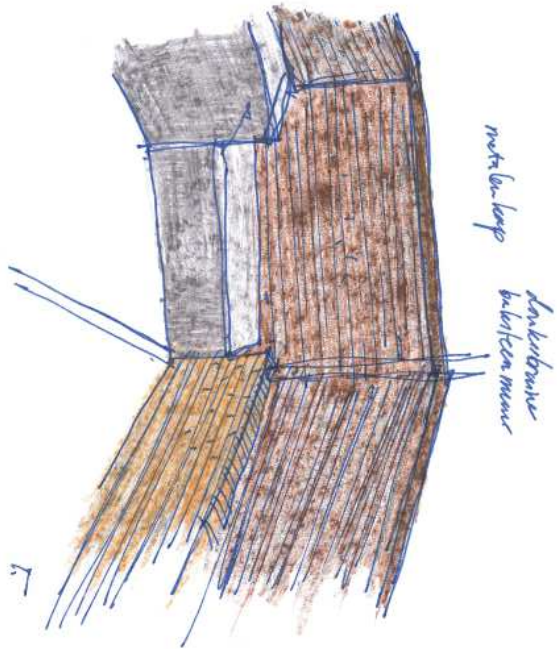
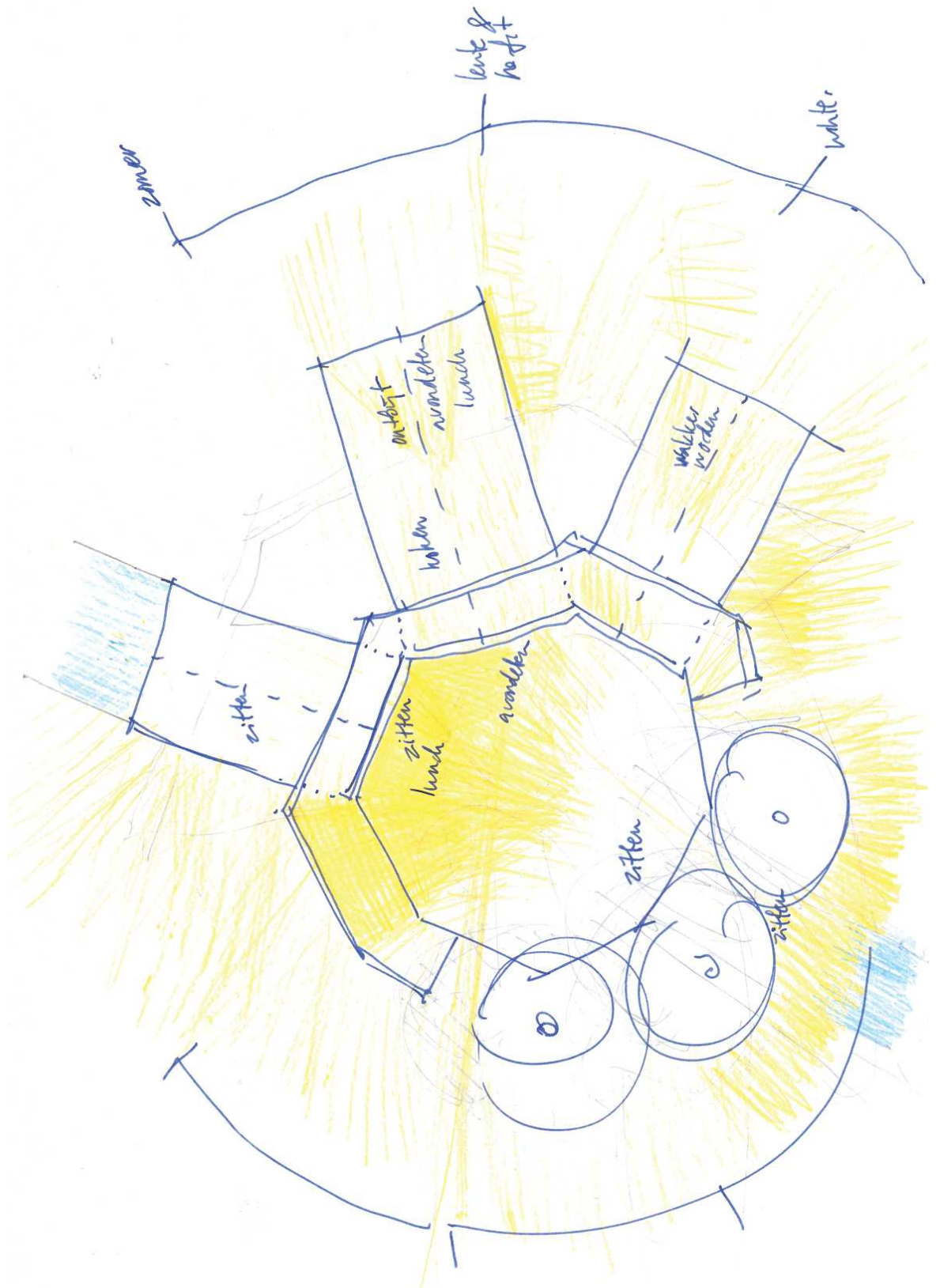


Figure 1 Figure 1 Figure 1 Figure 1 Figure 1 Figure 1 Figure 1 Figure 1



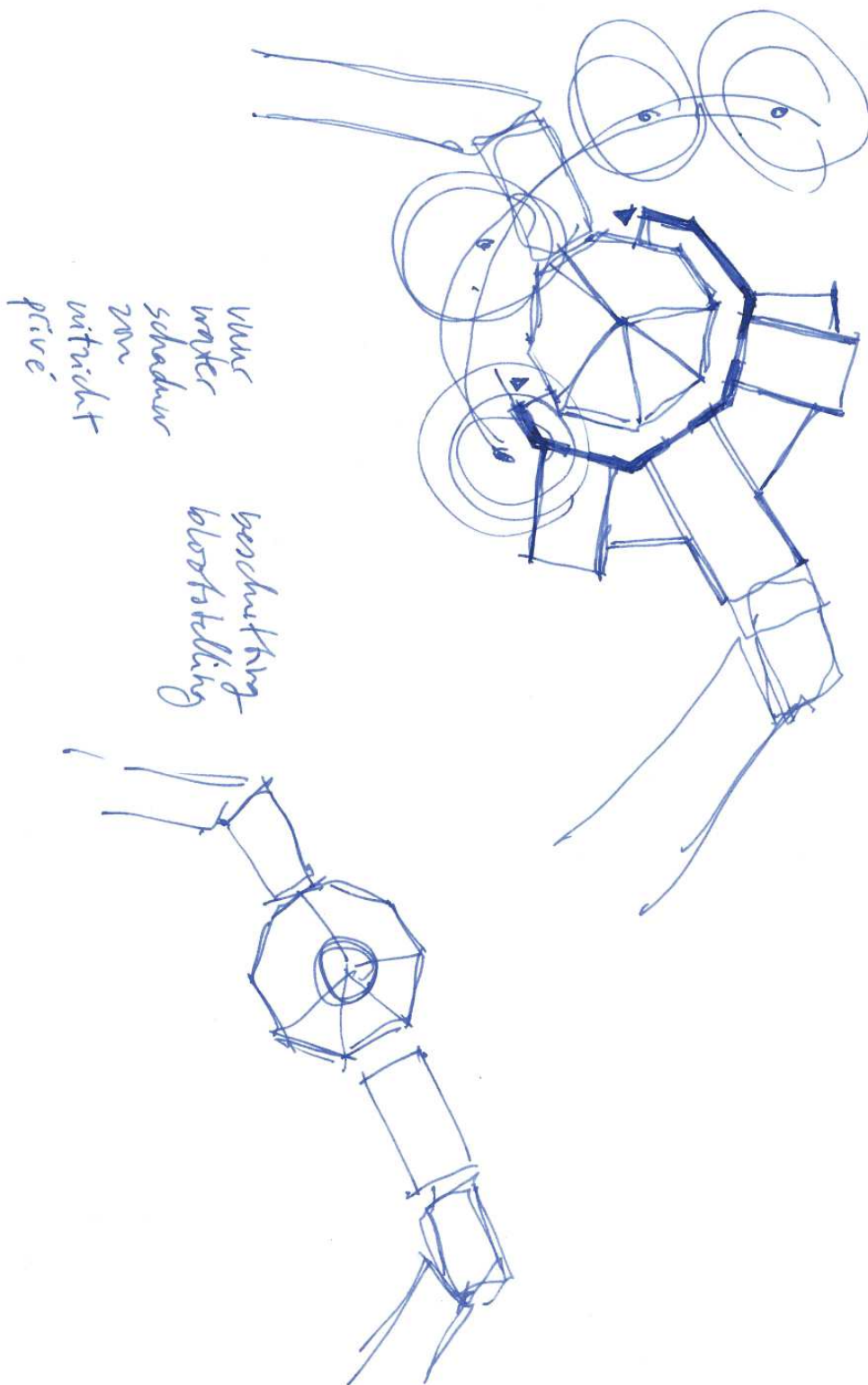


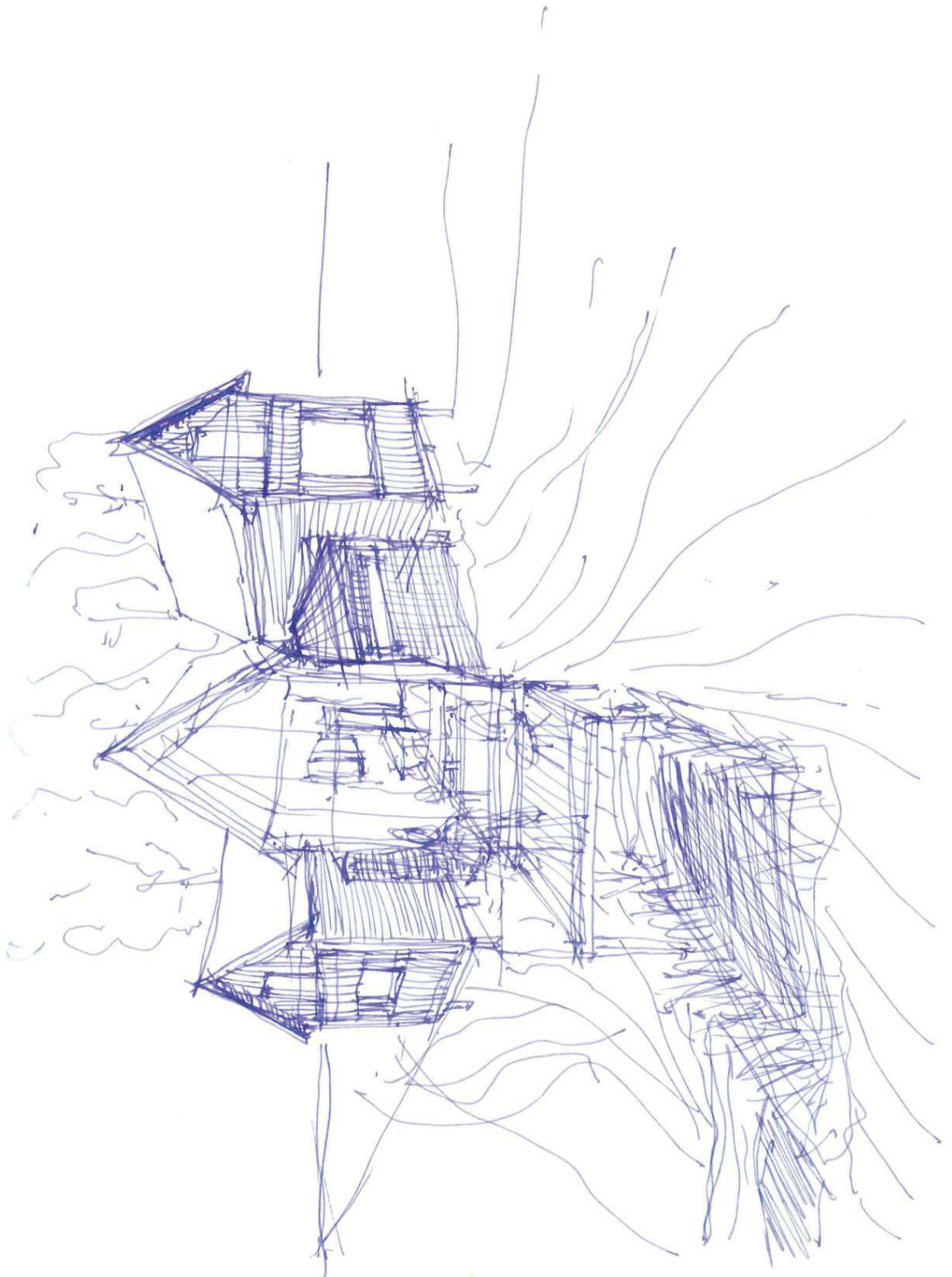




sun and shadow scheme

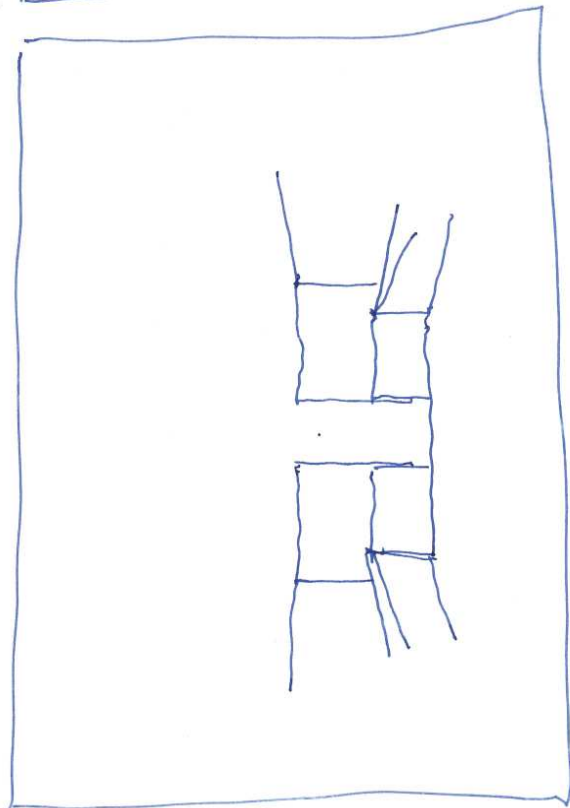
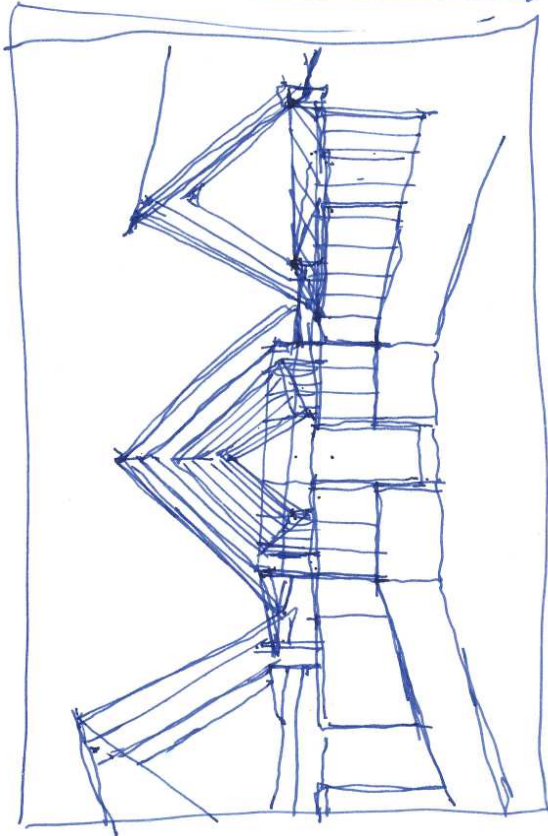
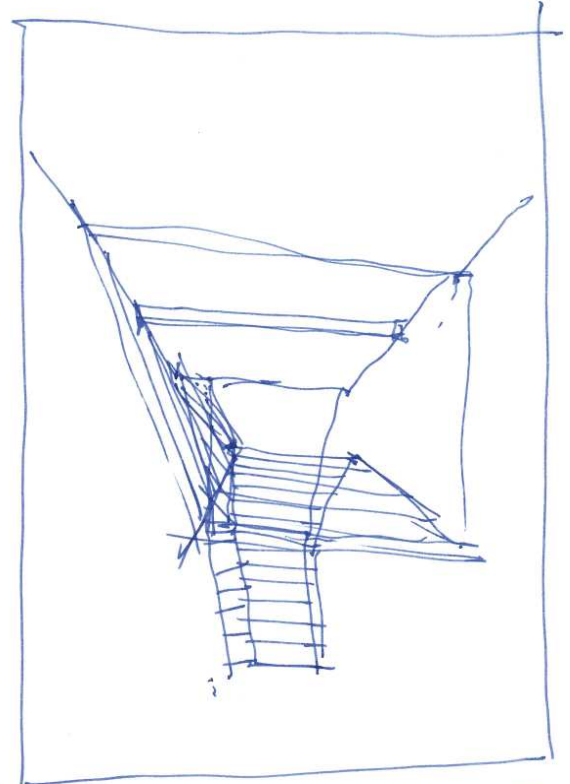
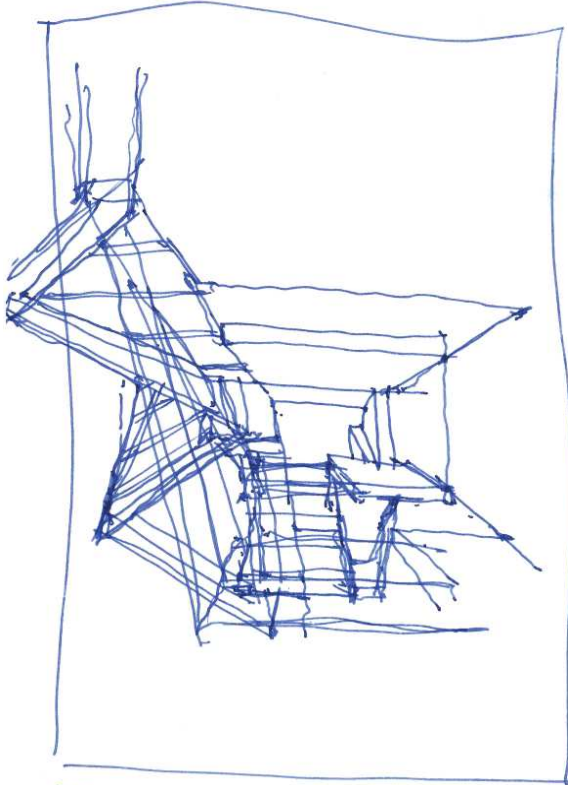






sketch of relation to water





pergola sketches

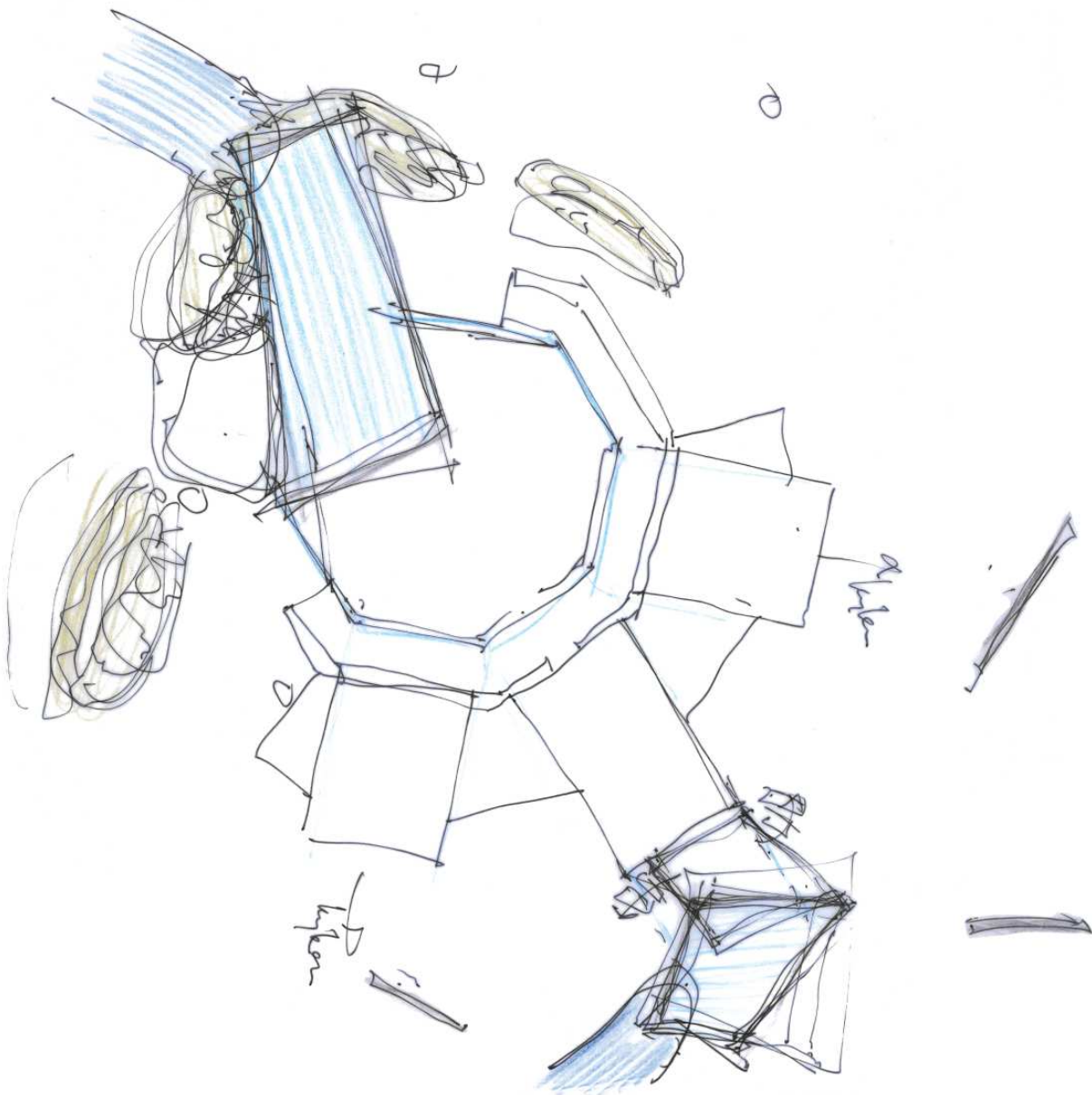




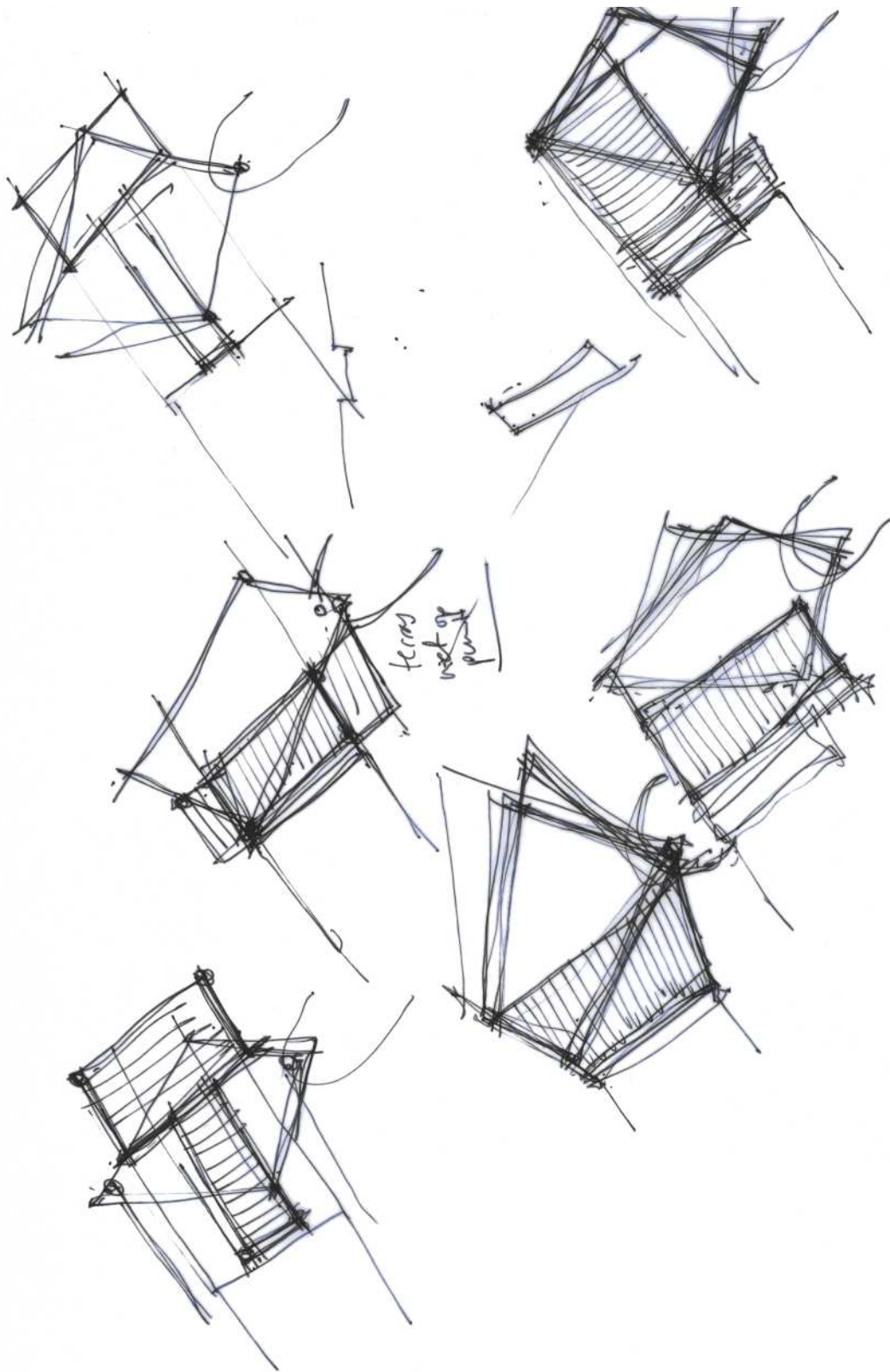




sketching water bassins in perspective on top of model photo

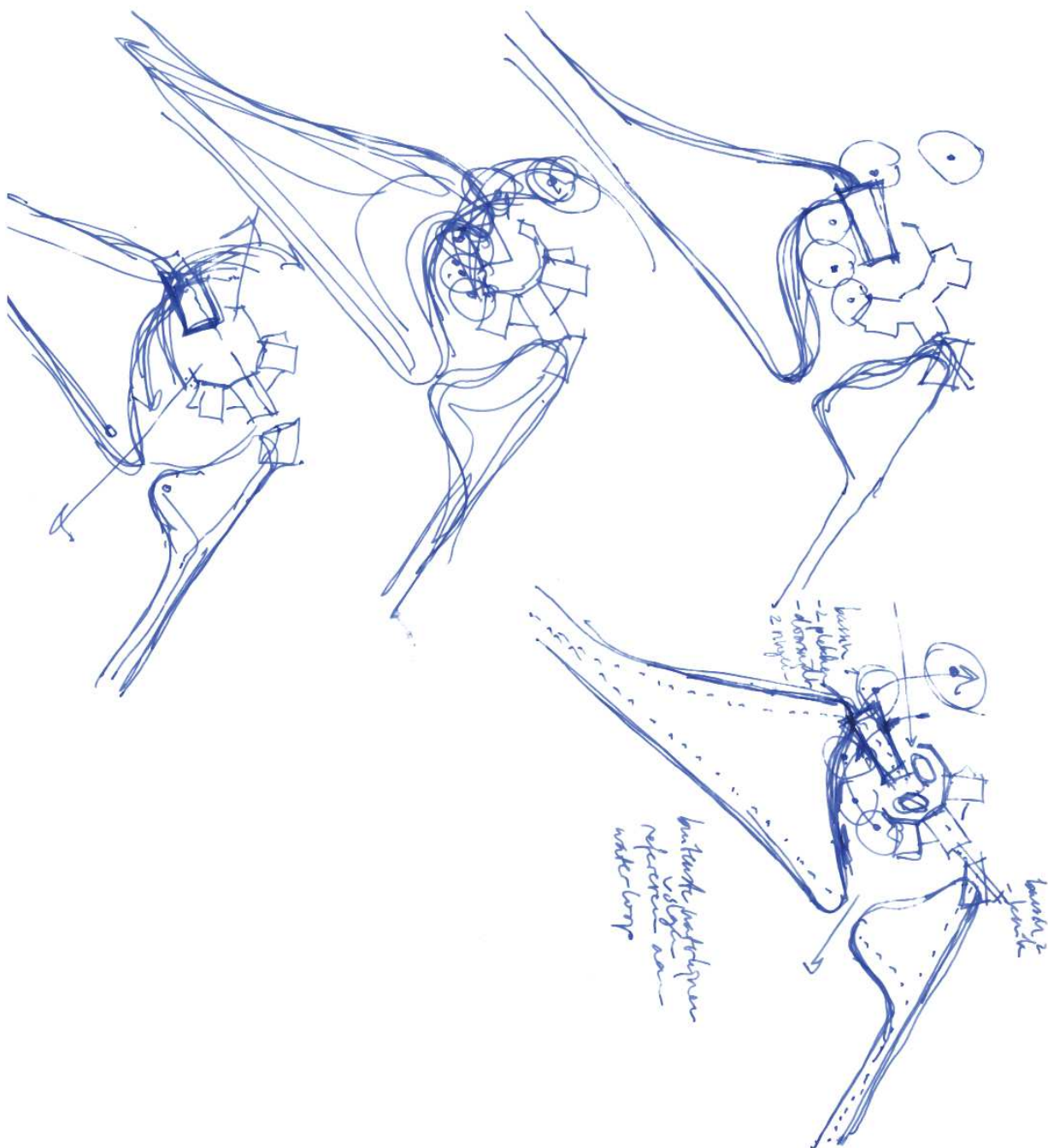


sketch placement of bassins



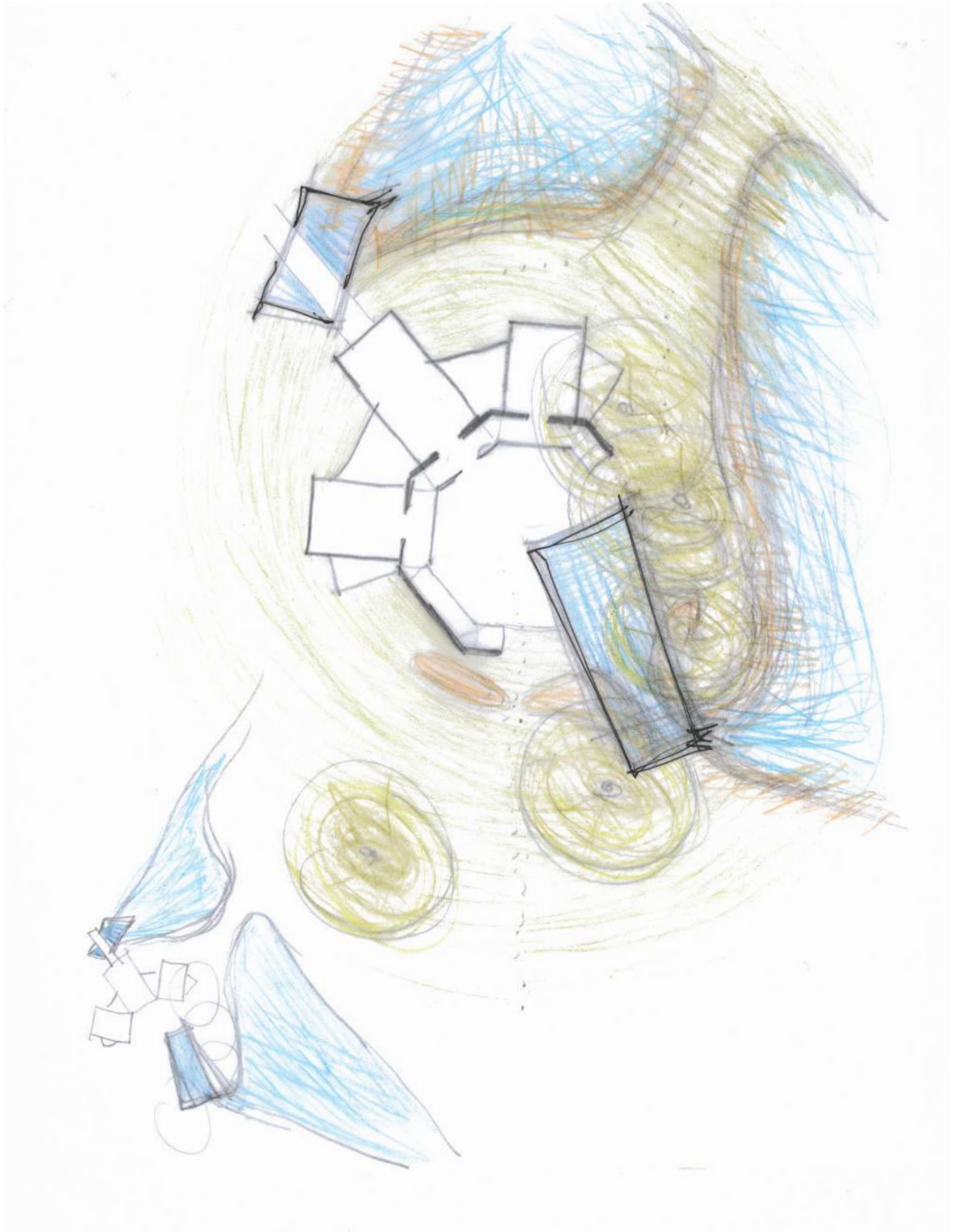
looking for the right terrace attached to the kitchen barn





exploring connecting new and old waterways -> new nature





filling in water idea

