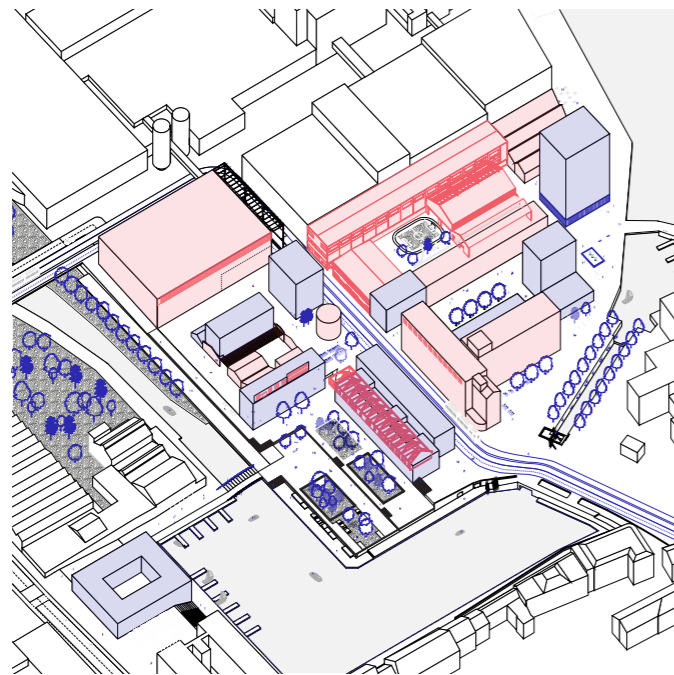


Finding social space

Annebel Formsma



PART I: the city

PART II: the buildings

PART III: the human scale

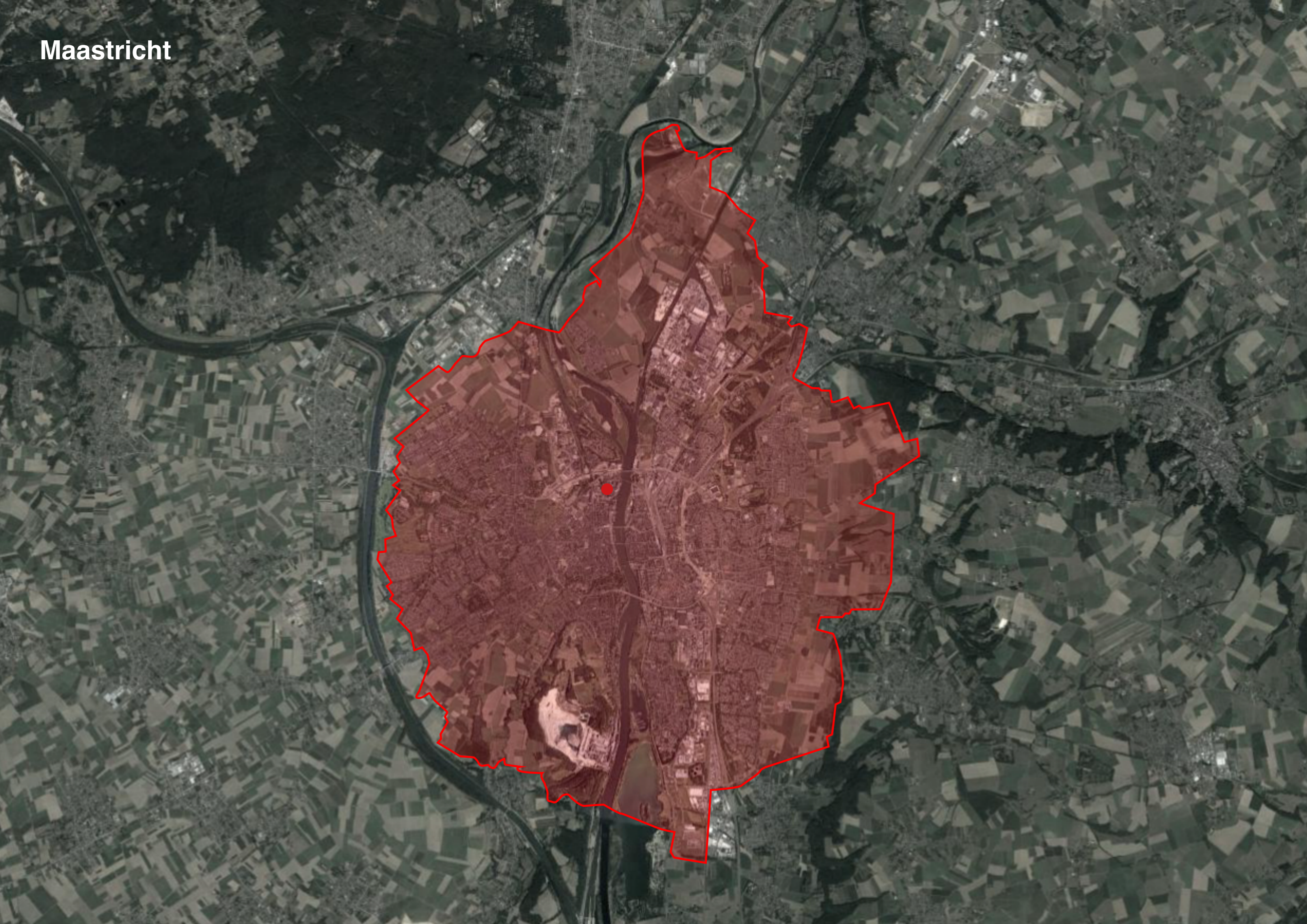
Glaneurs, glaneuses



PART I:

the city

Maastricht



Architectural histories of urban renewal



Stokstraat

renovation



Hoogfrankrijk

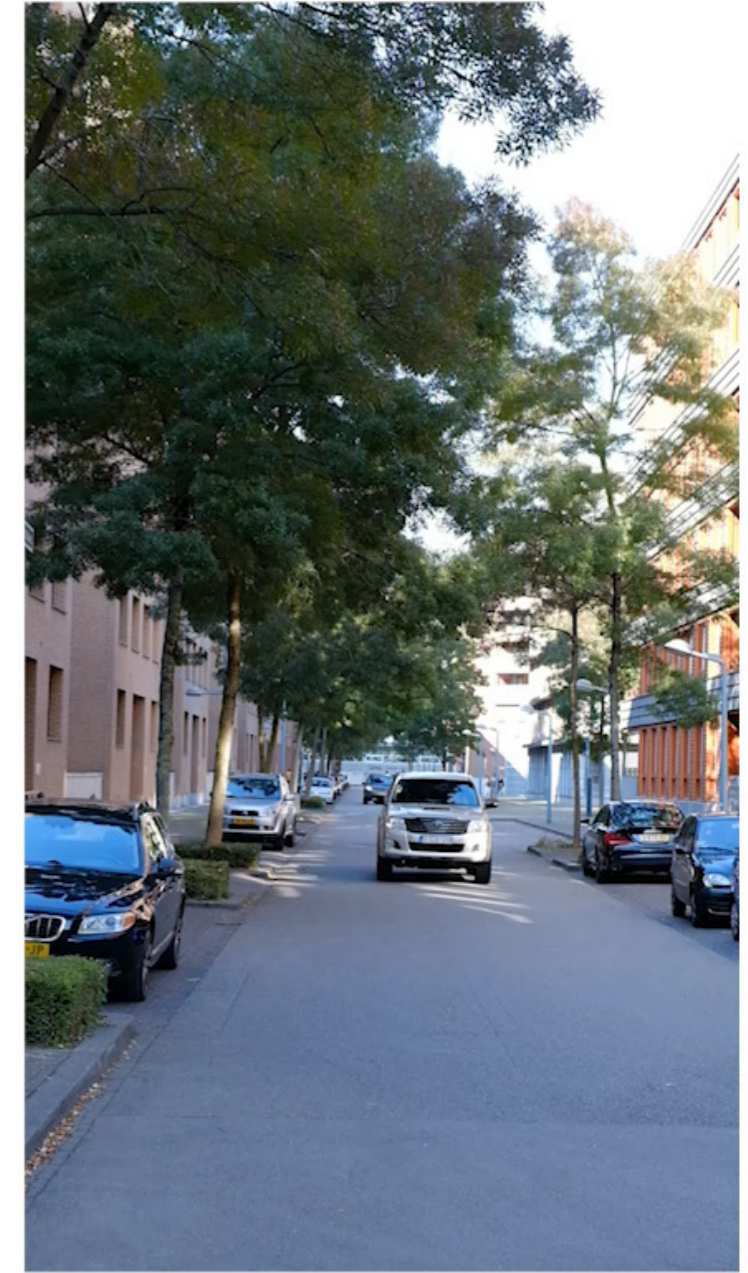
insertion



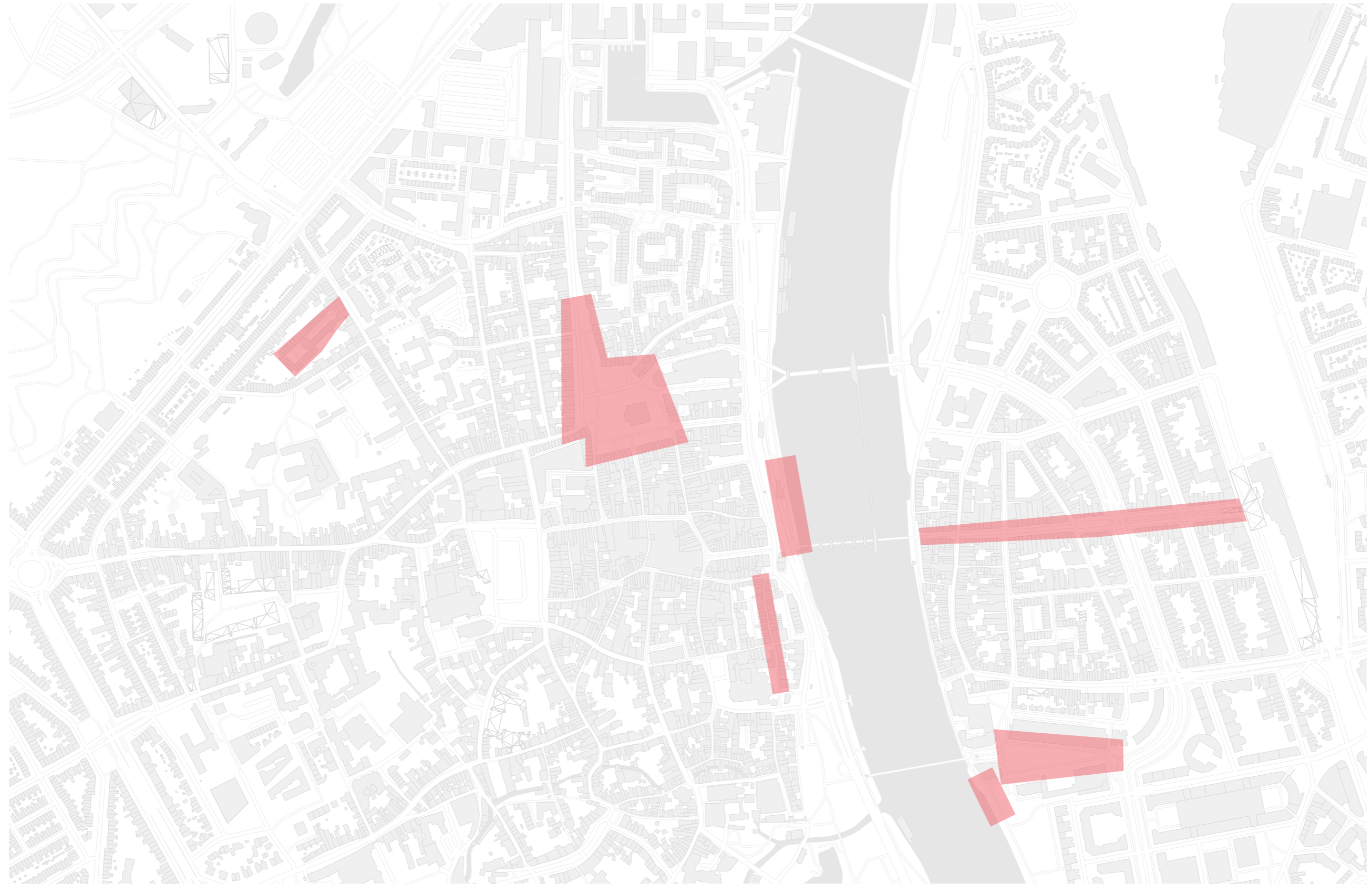
Stoa

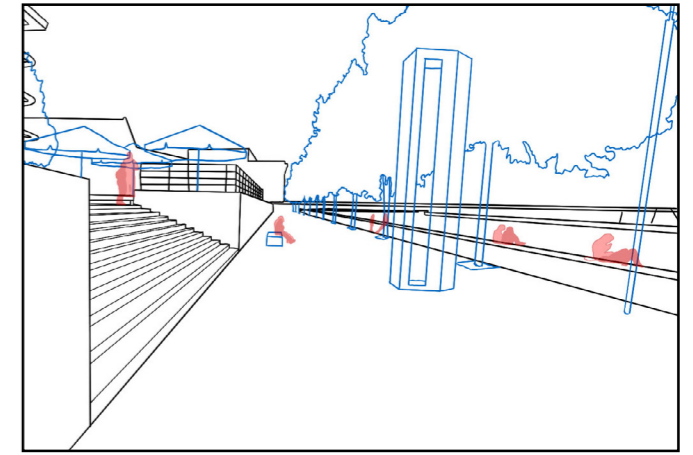
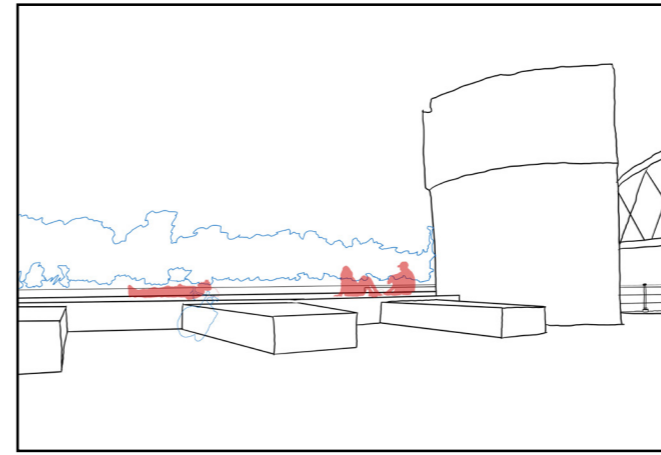
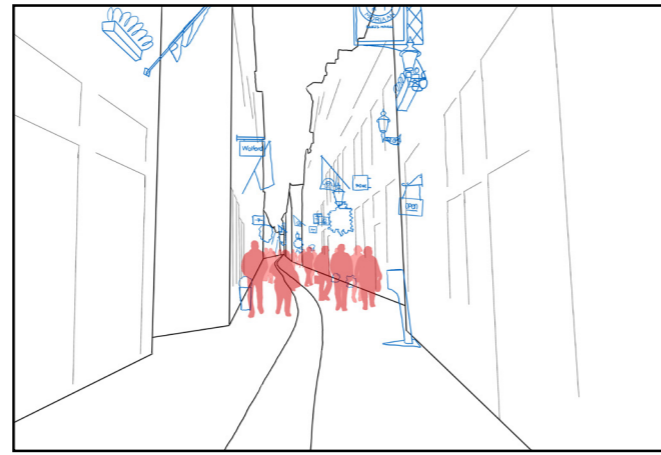
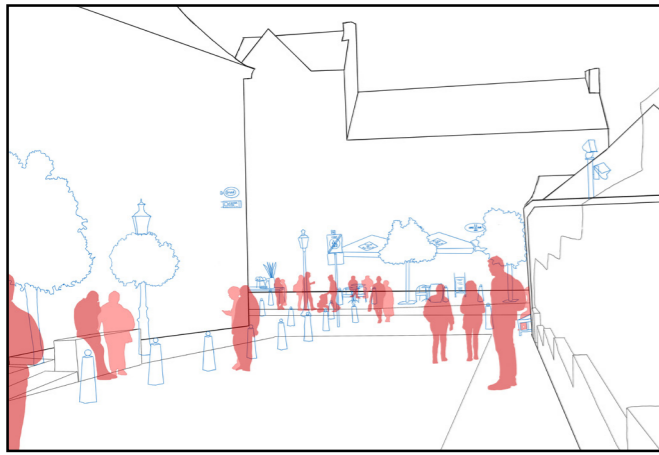
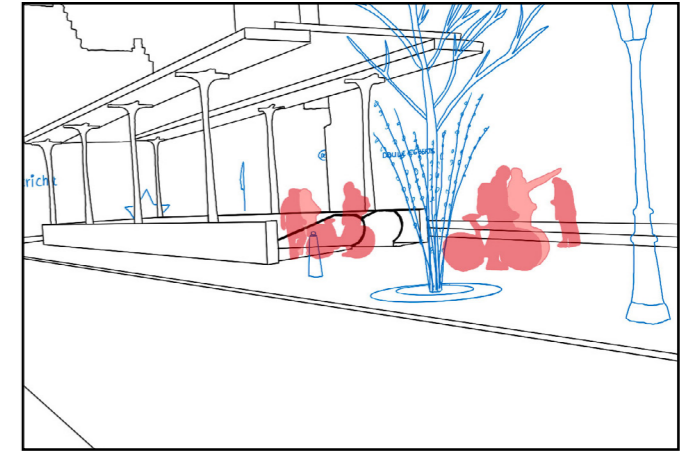
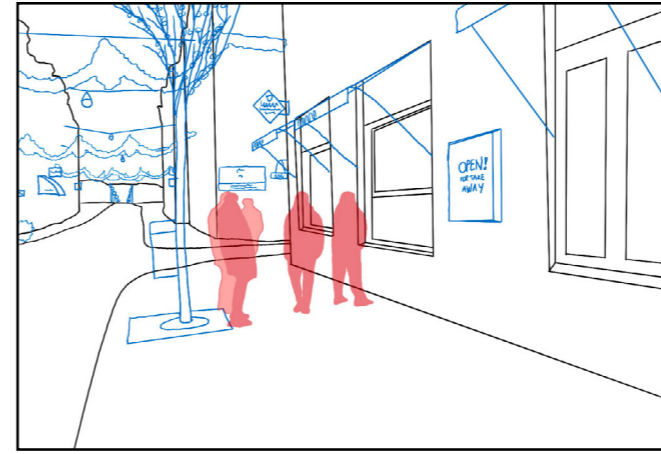
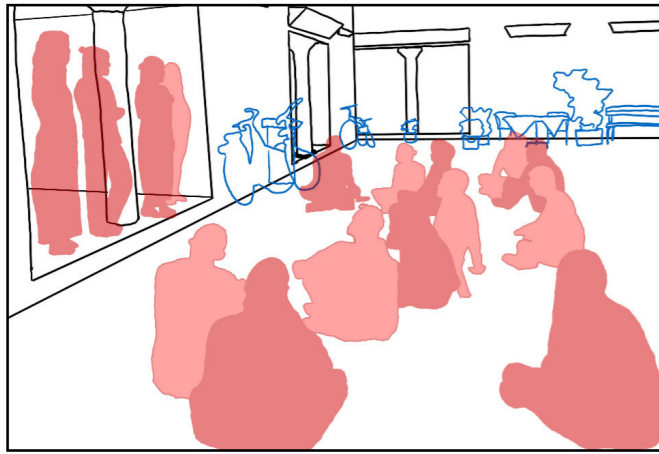
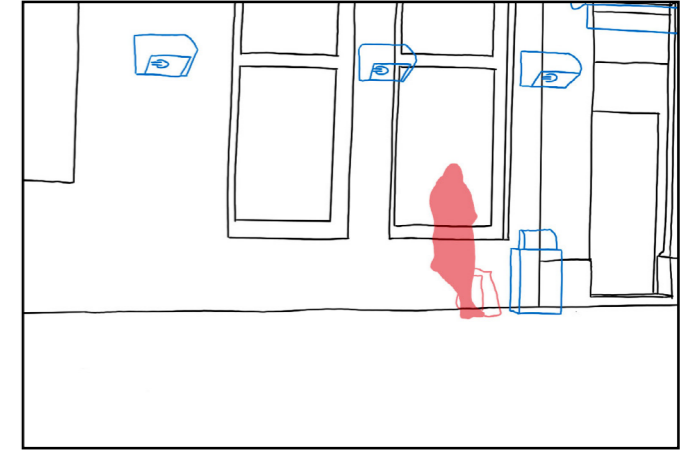
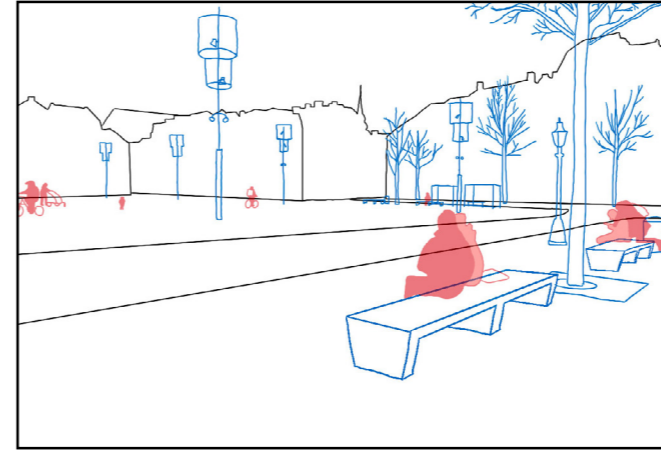
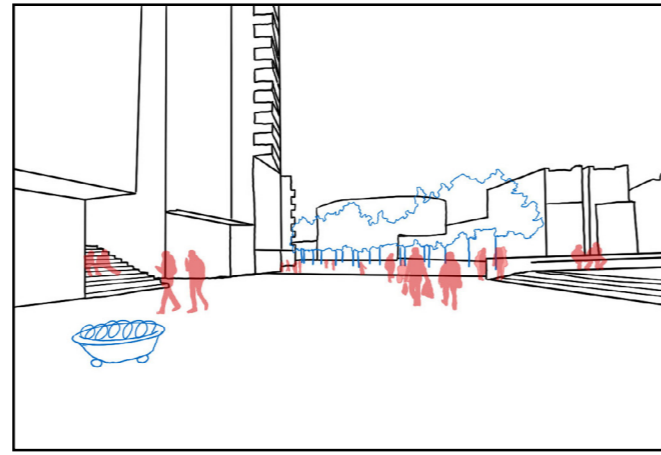
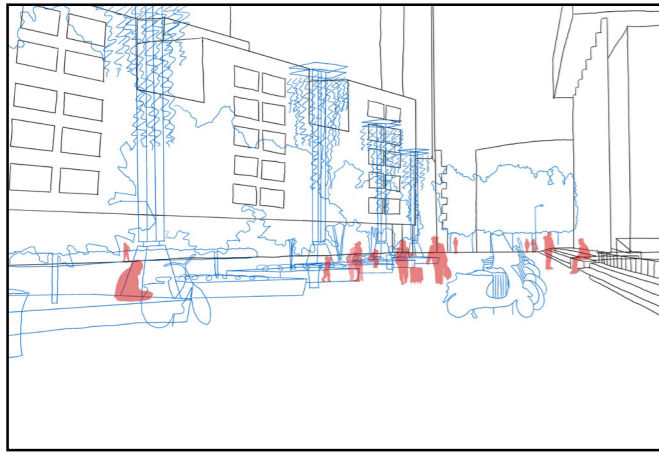
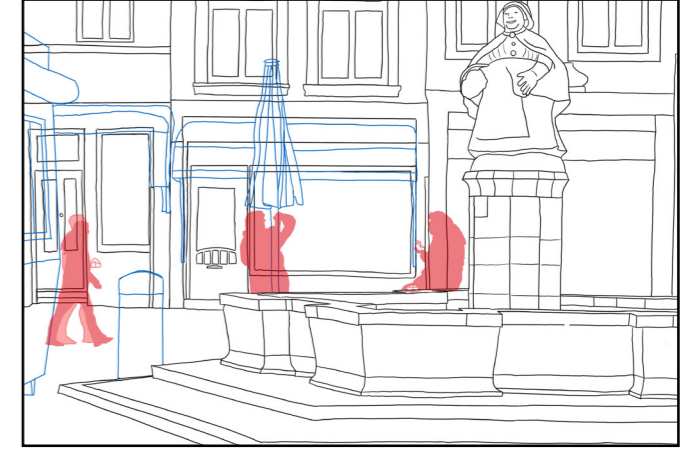
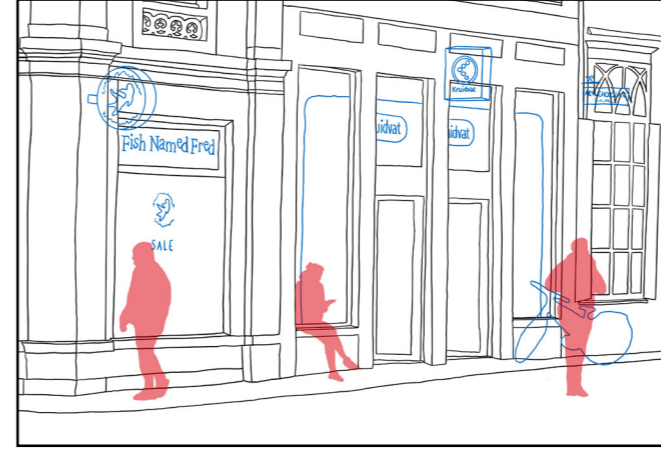
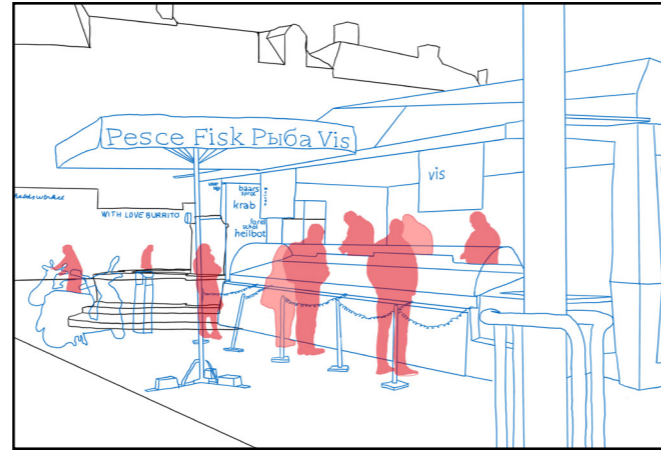
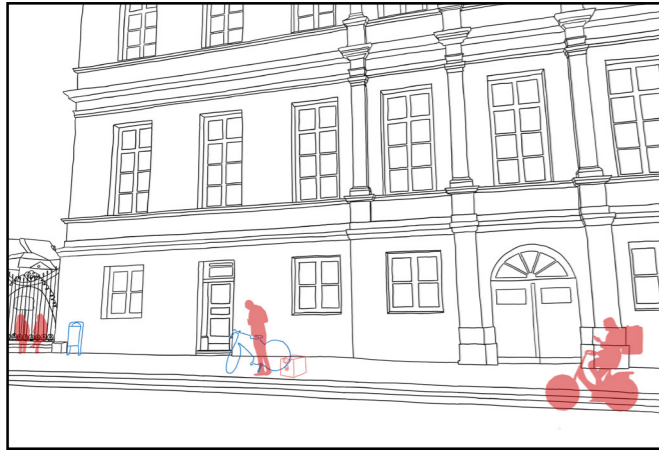
rebuilding

Architectural histories of urban renewal

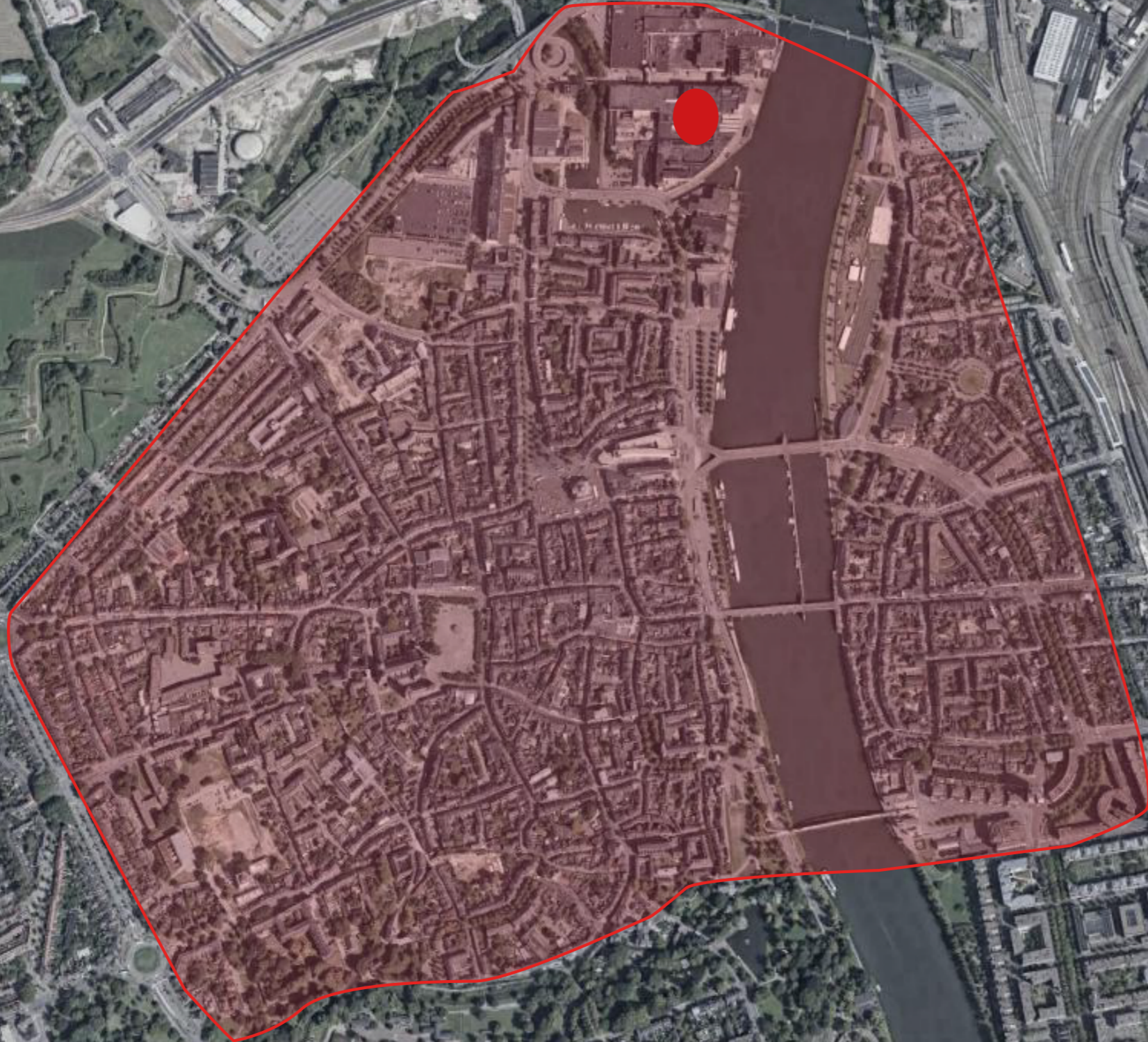


Which social and physical elements of the built environment stimulate social interaction and encounters in the public domain?





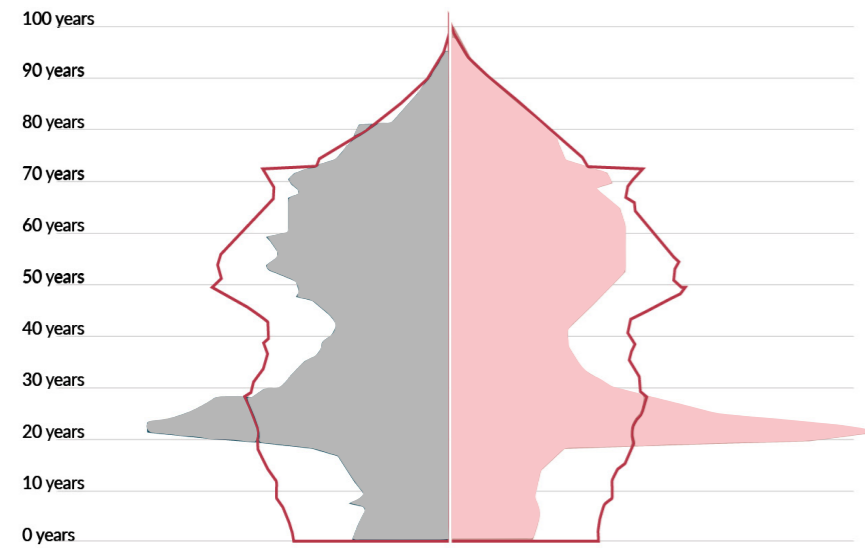
Center of Maastricht



Sappi site



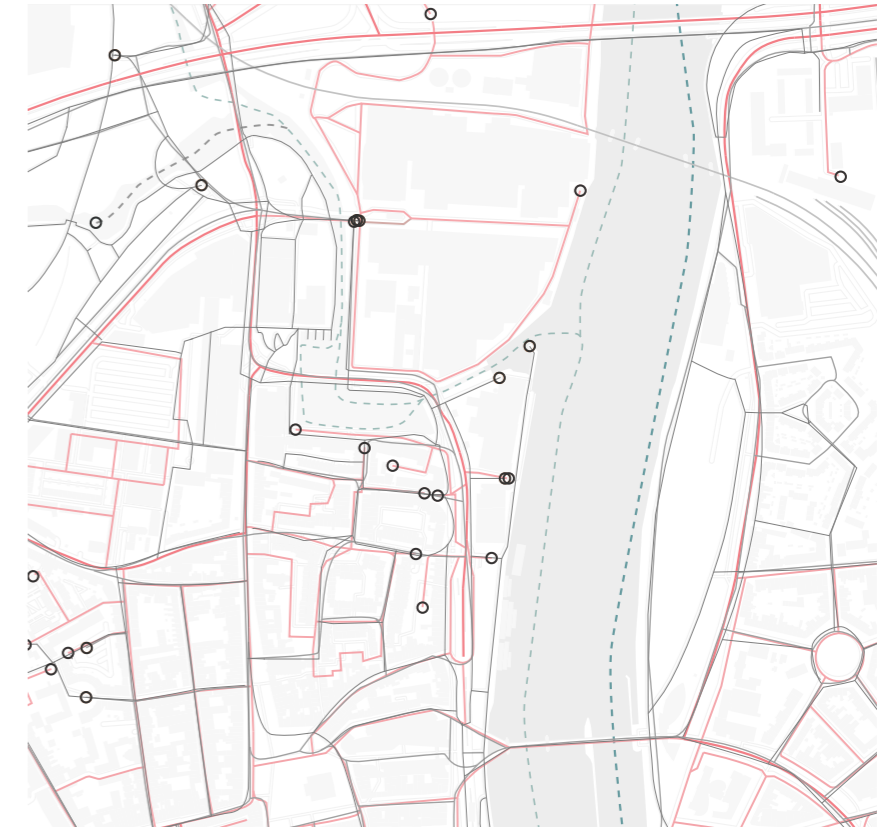
Urban analysis



- Legend**
- Men
 - Women
 - Curve in the Netherlands

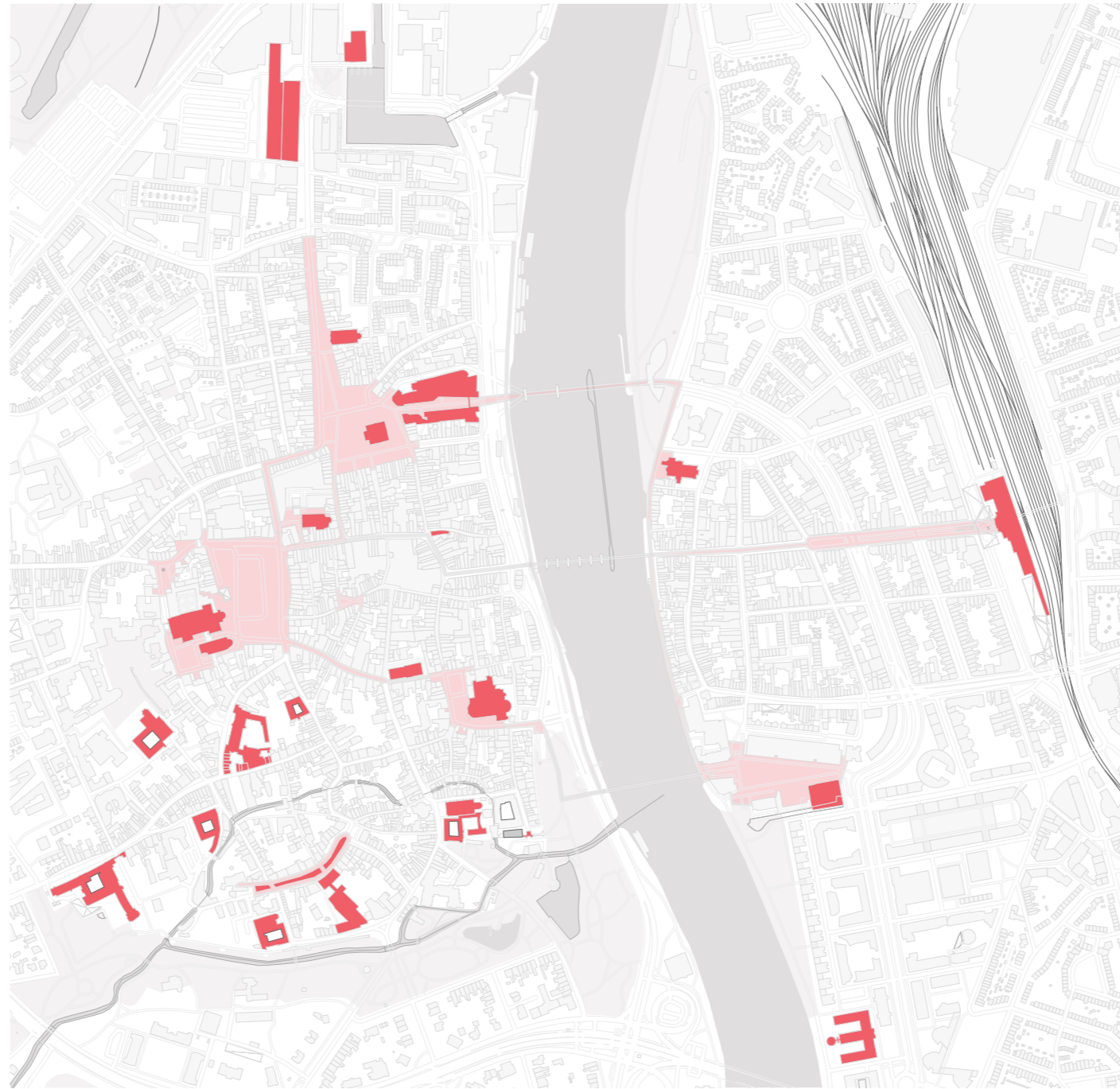


- Legend**
- Public function
 - Private function





- Legend**
- Pedestrians
 - Bicycles
 - Rail roads
 - Dead ends
 - Cars
 - Fast lane cars
 - Boats
 - Fast route boats

Connecting the public domain



Legend

-  Public space
-  Public building

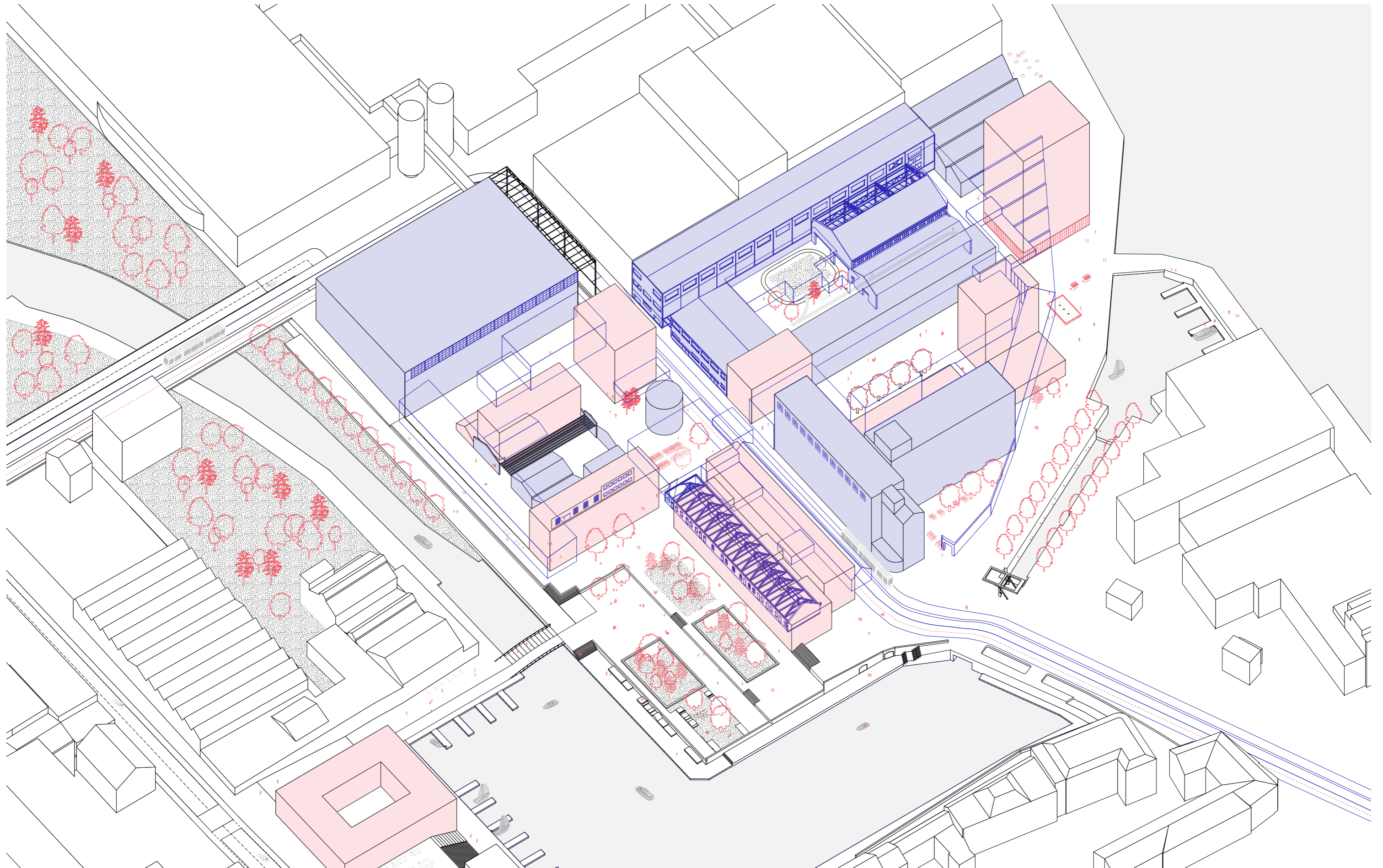
PART II:

the building

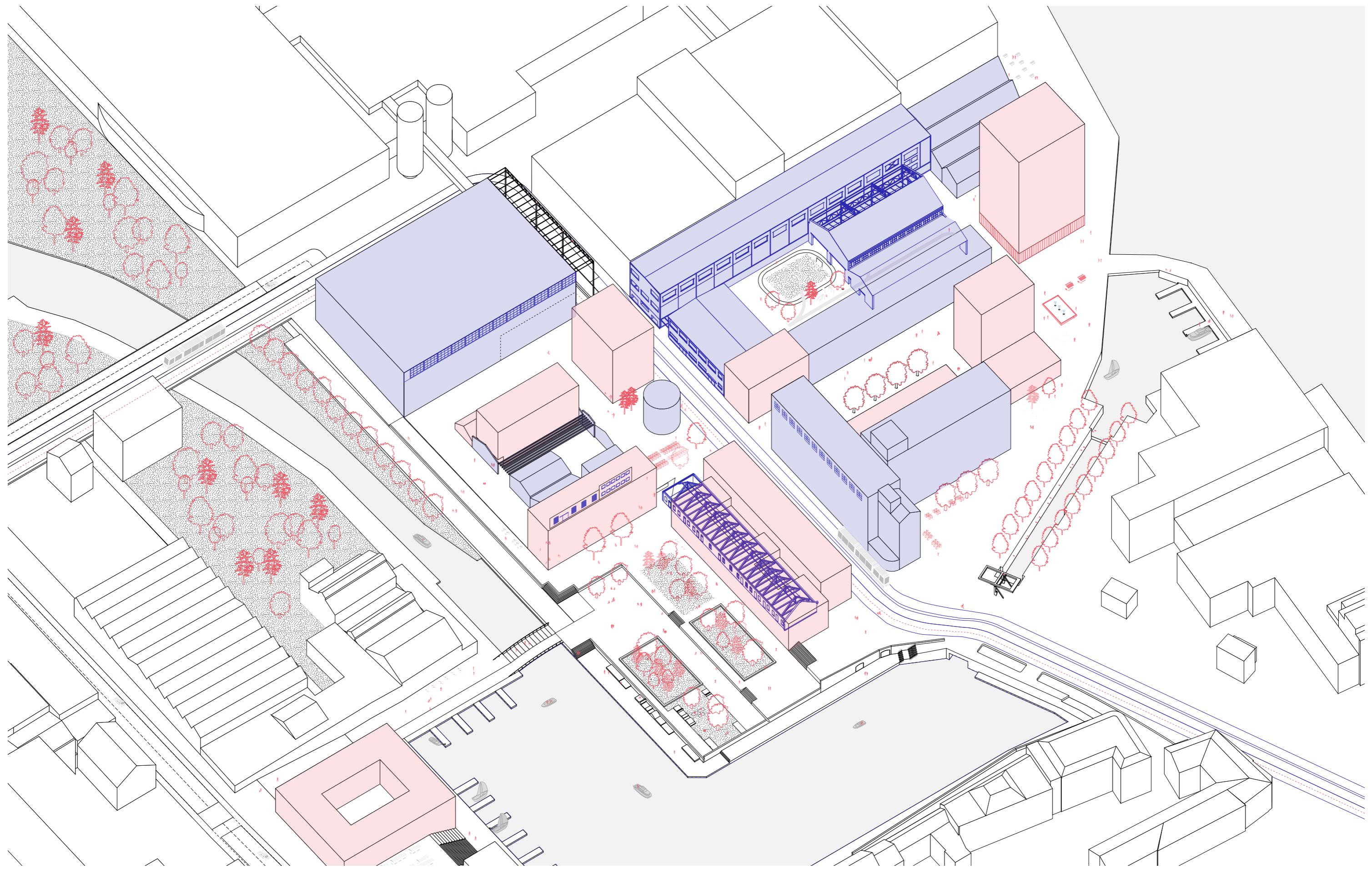
Urban proposal



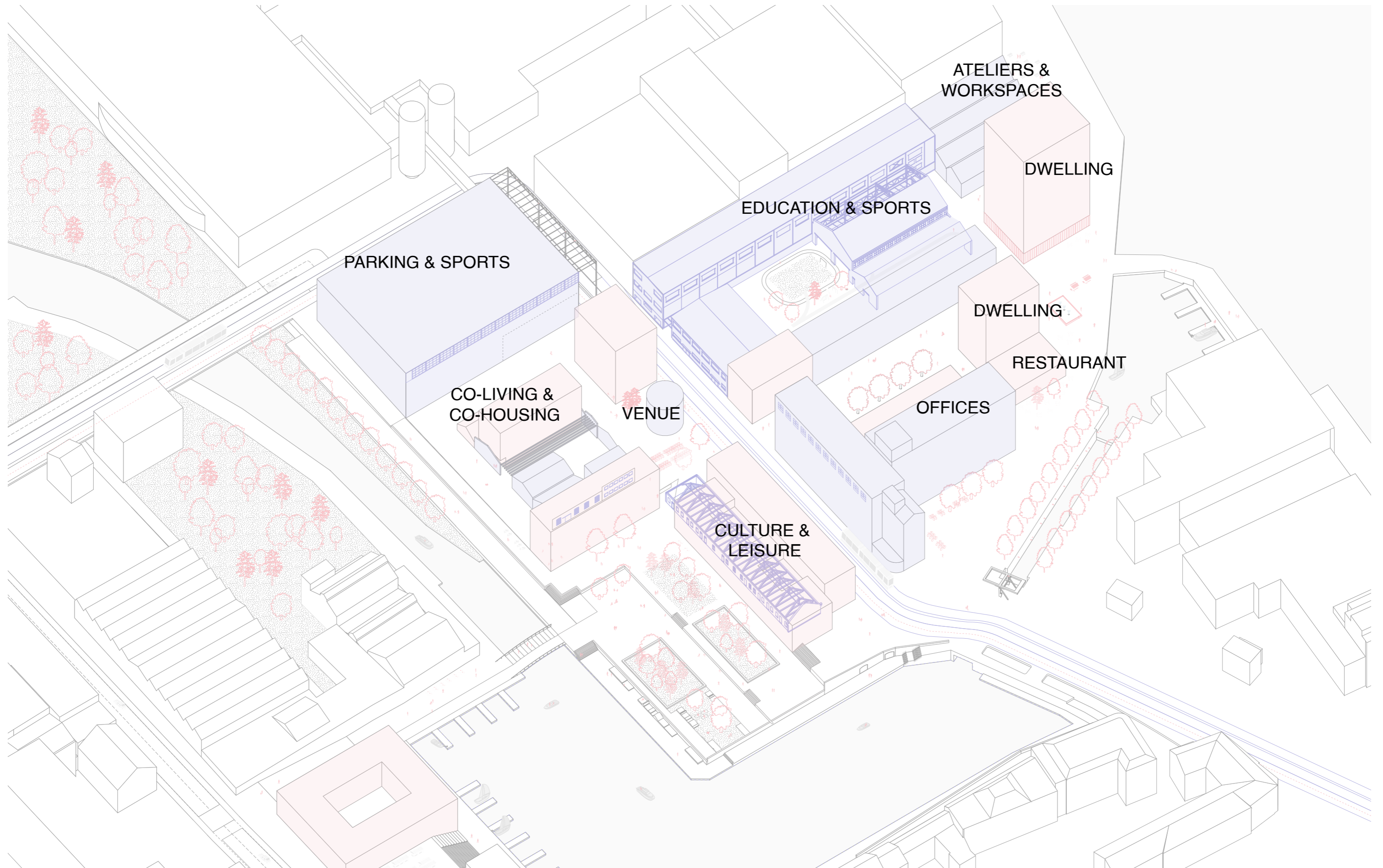
Existing, demolished and new buildings



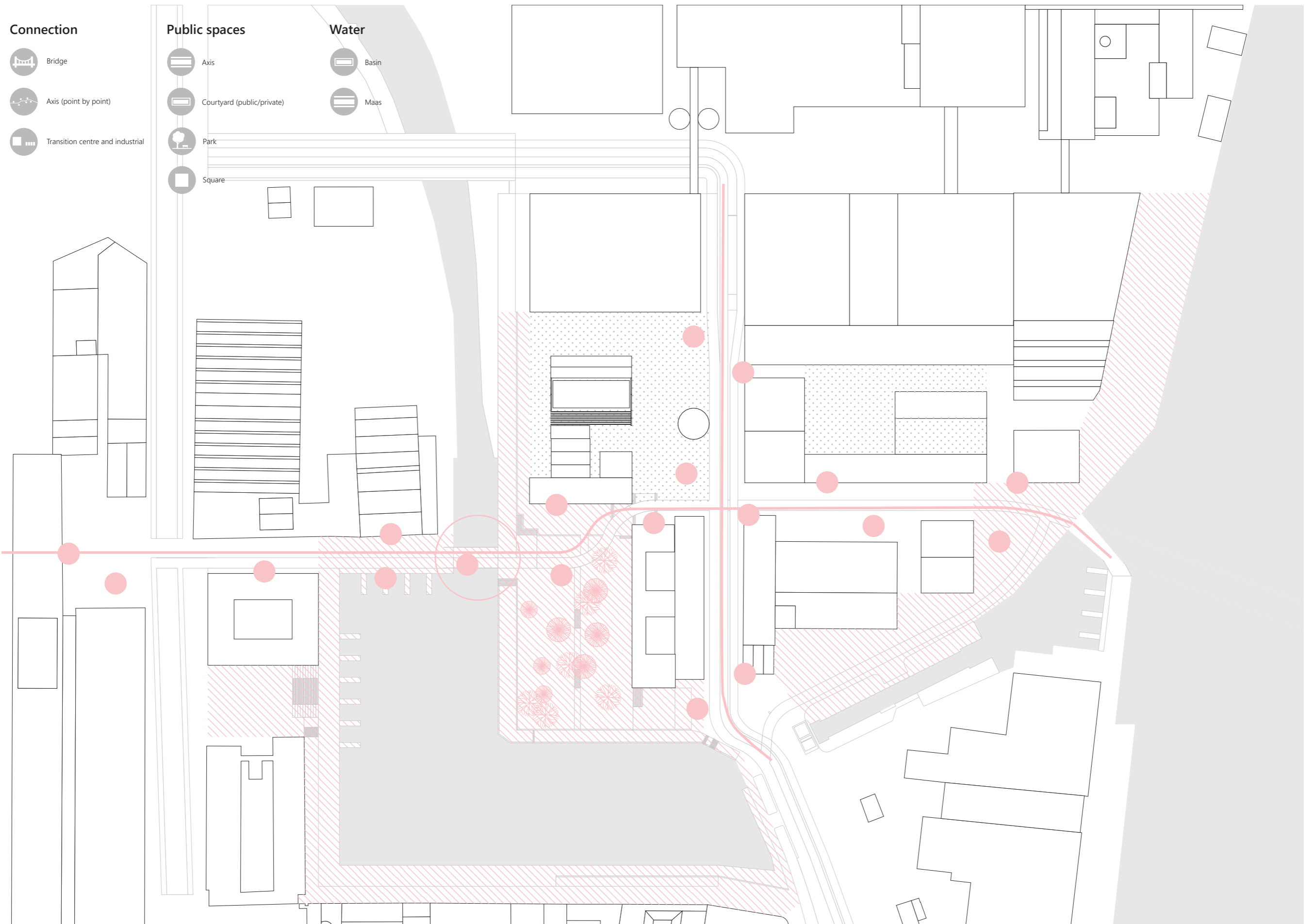
New urban plan



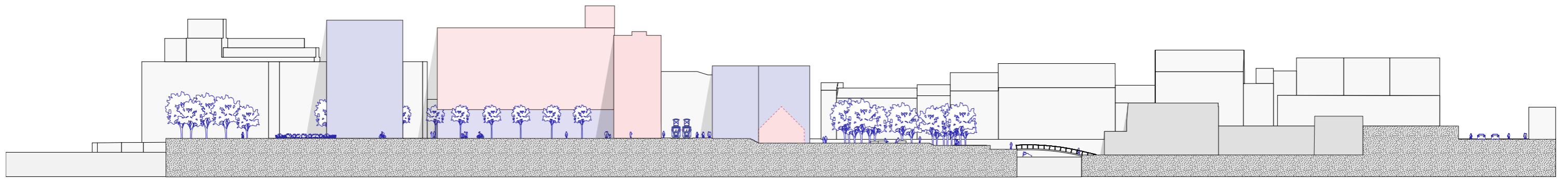
Program



Urban themes

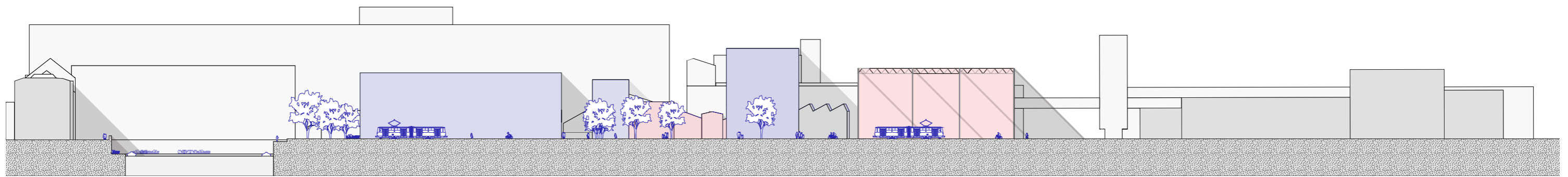
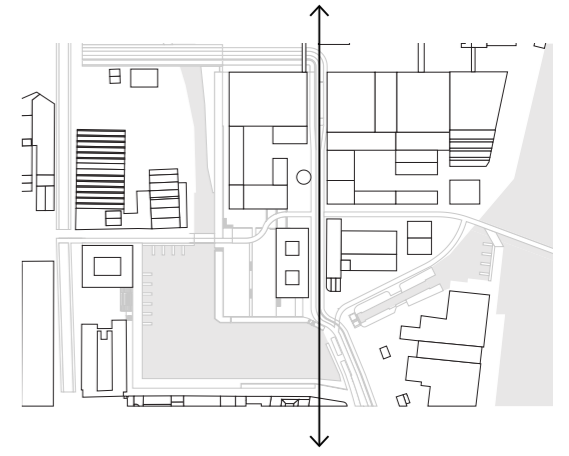


Urban proposal section
axis east west



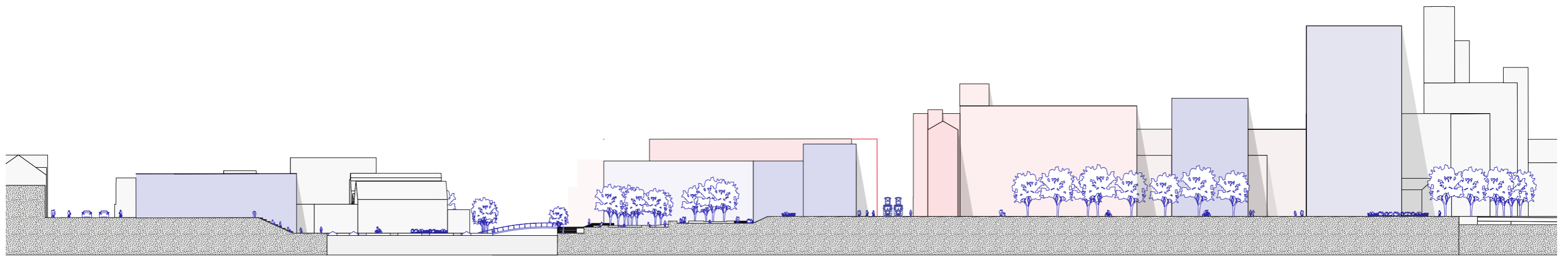
Urban proposal section

axis north south

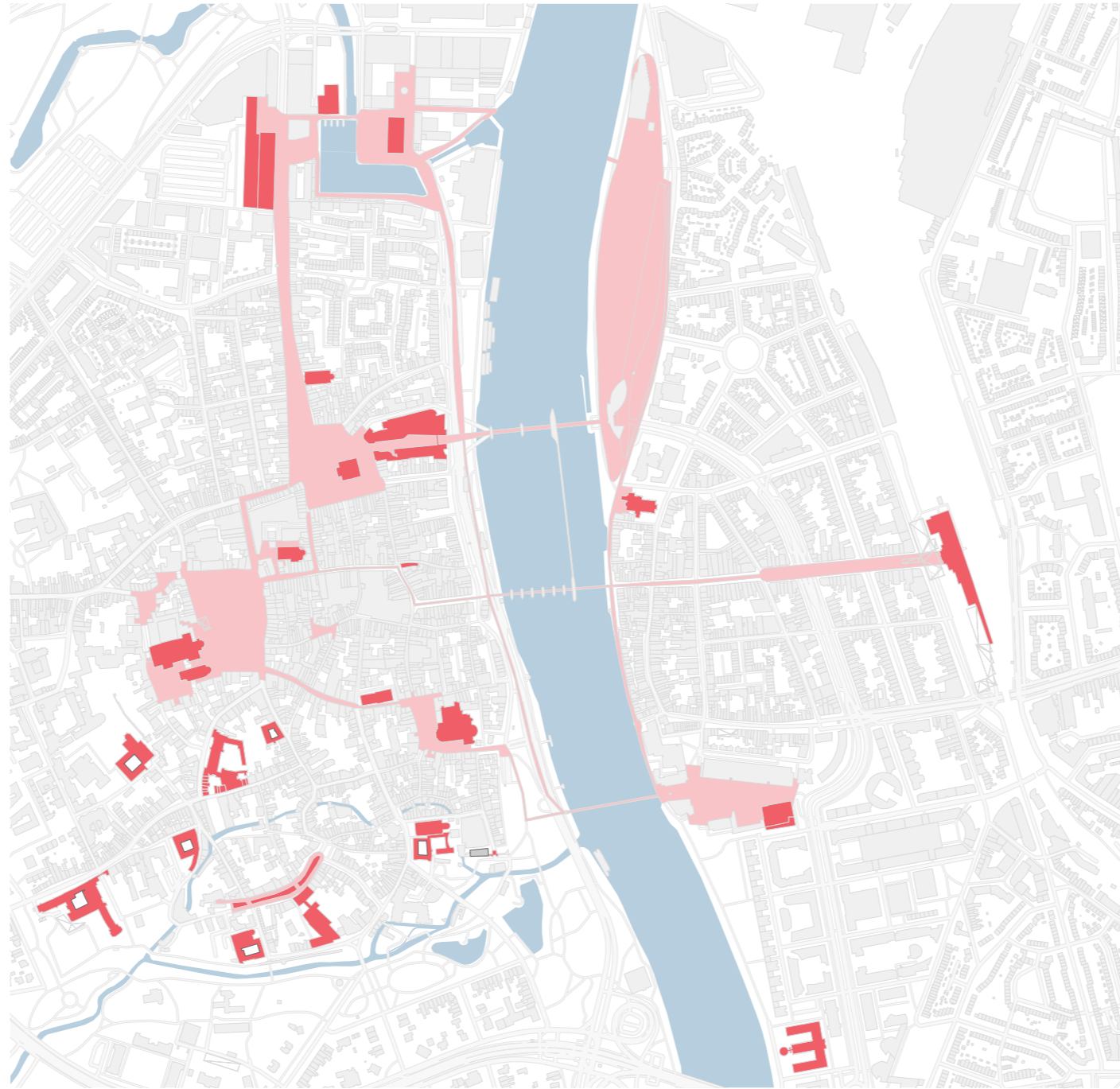


Urban proposal section

park



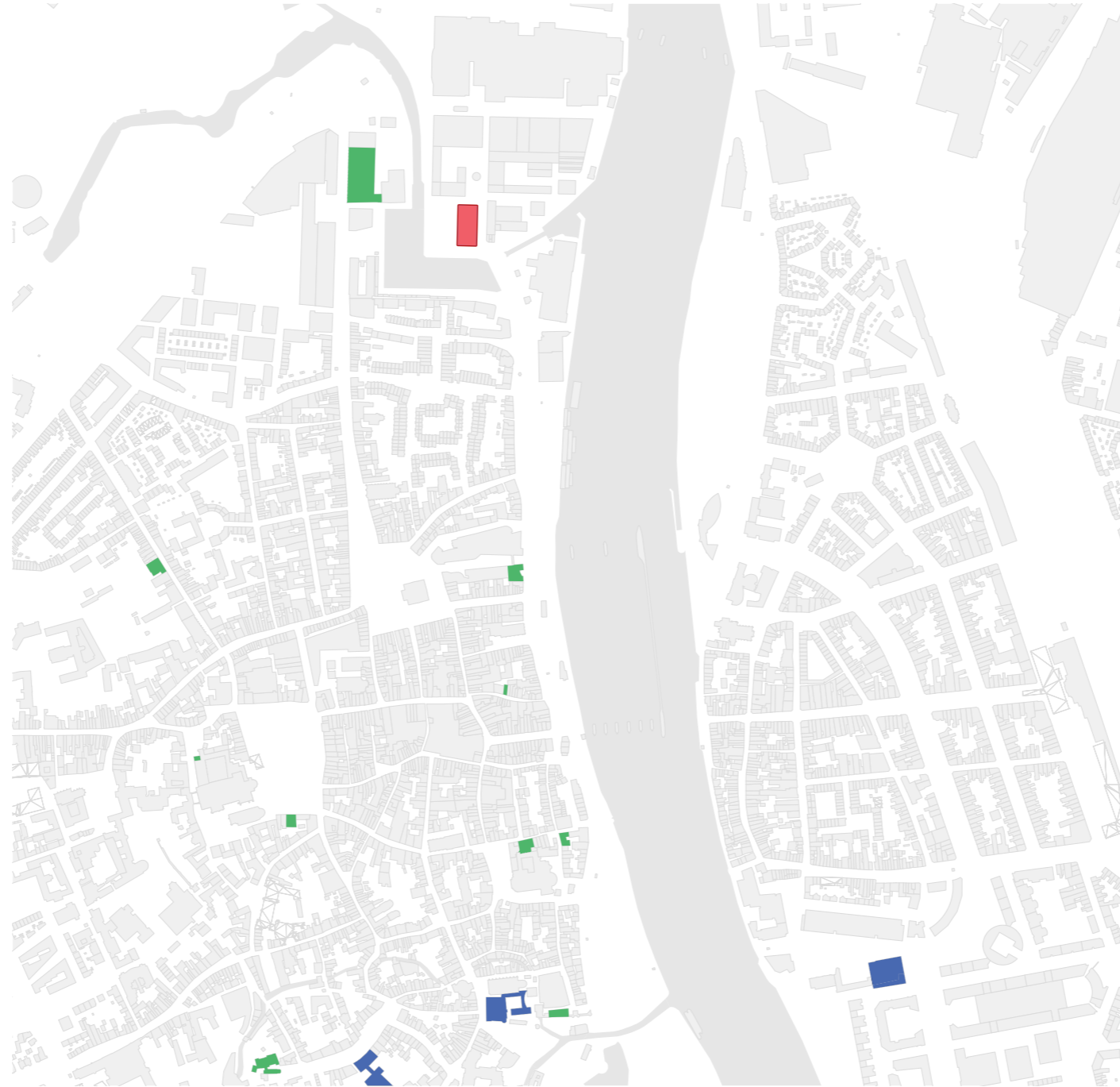
Connecting the public domain



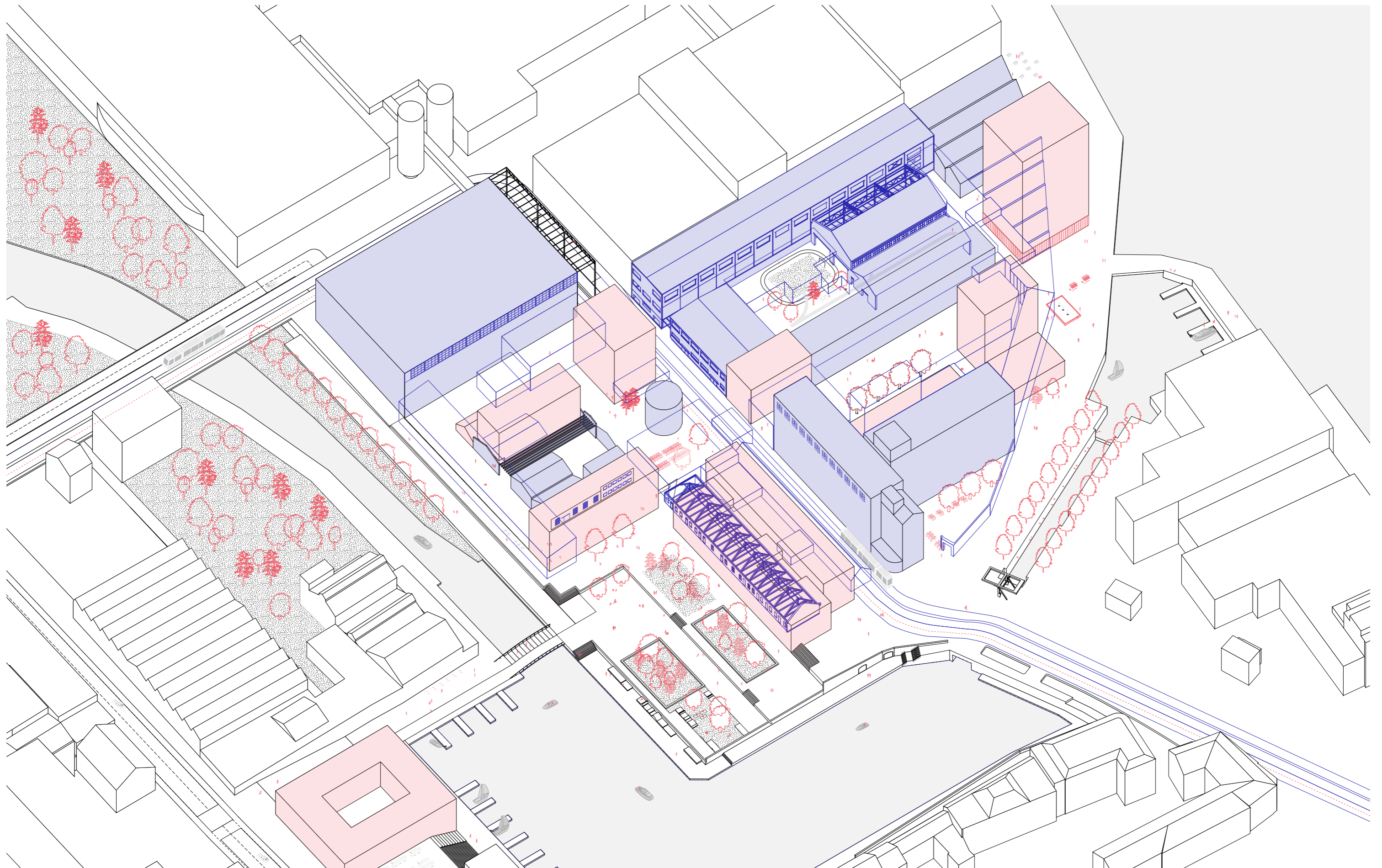
Legend

- Public space
- Public building

A public function



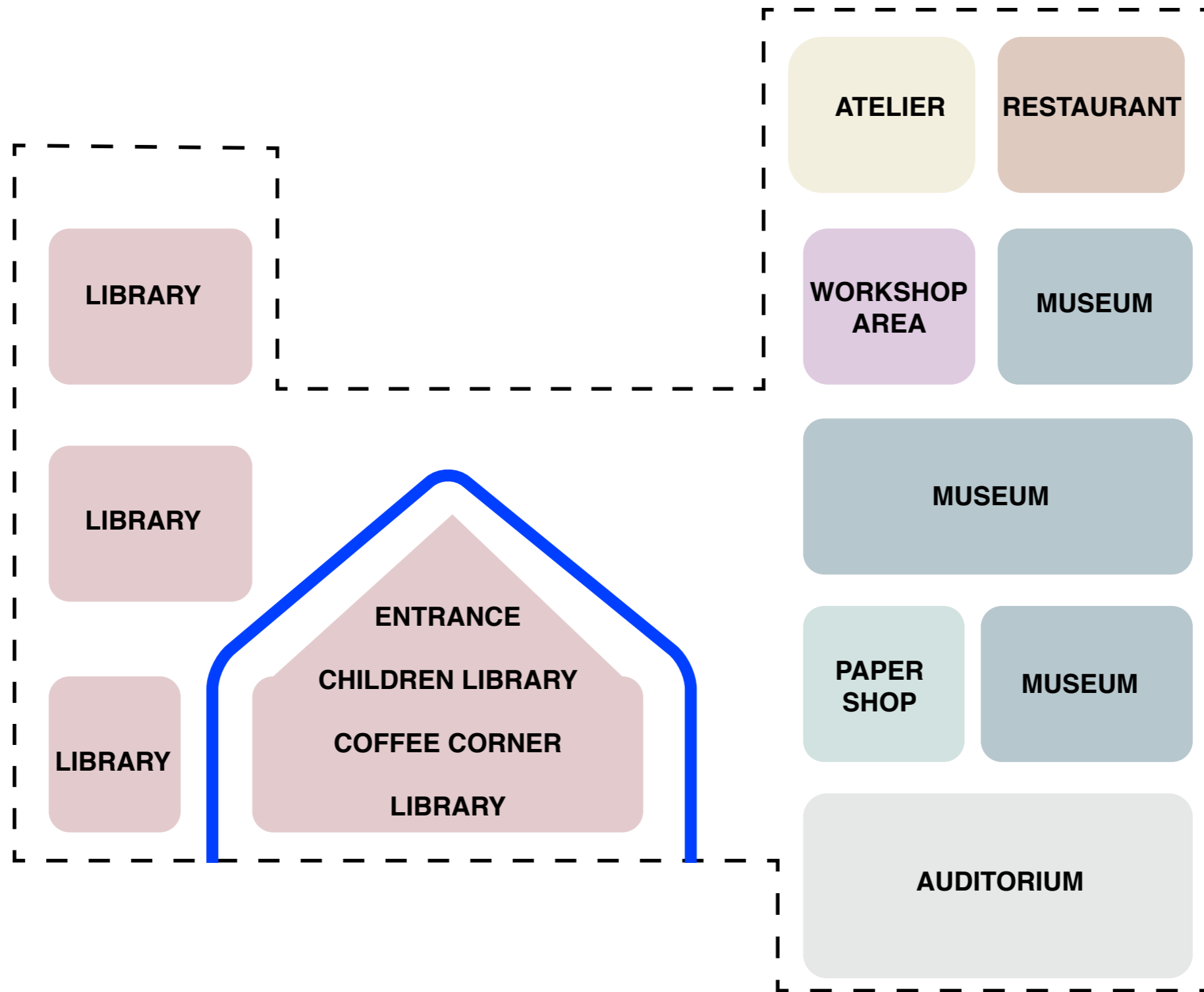
Architectural proposal



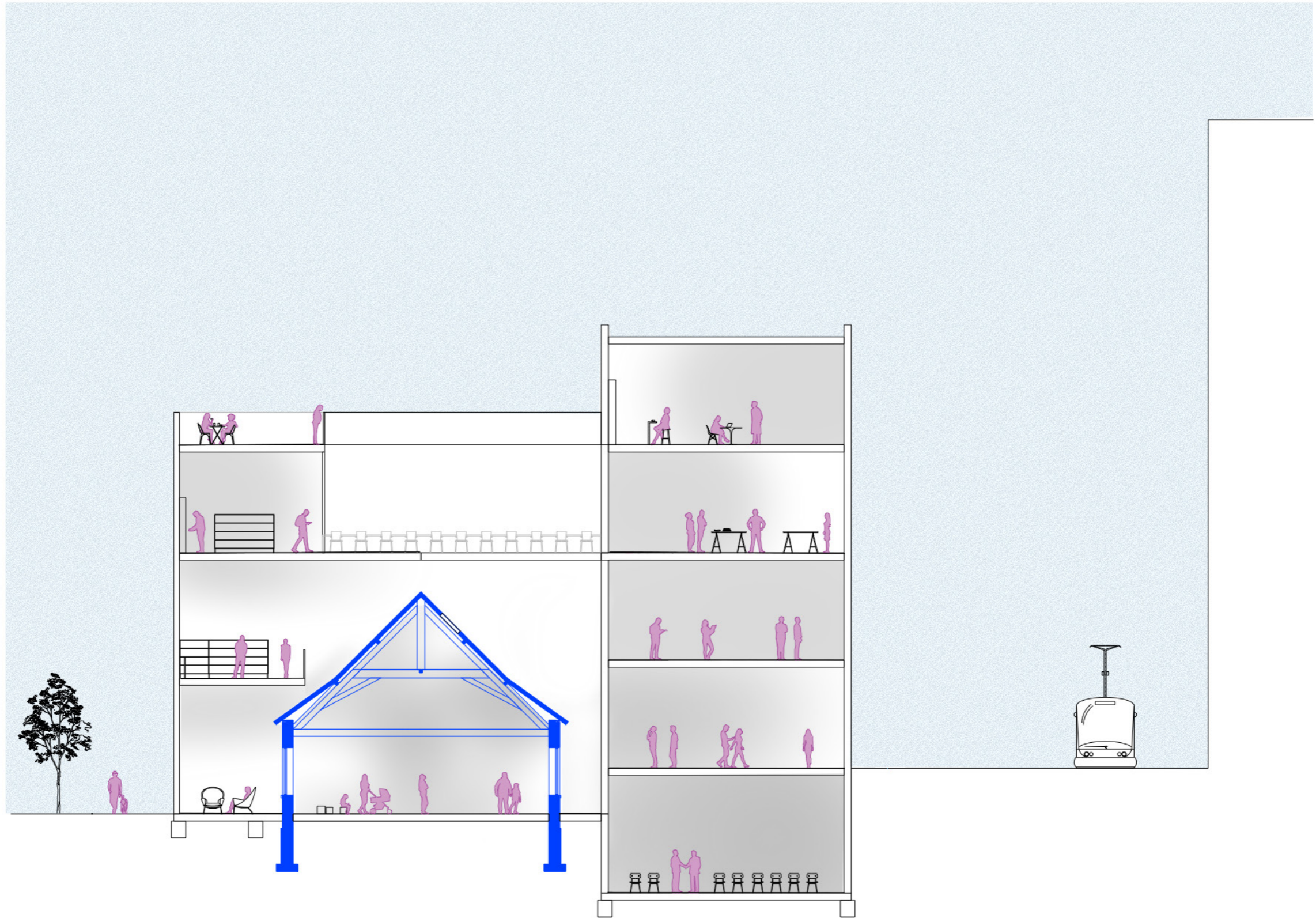
Appreciation of the Affuitenloods



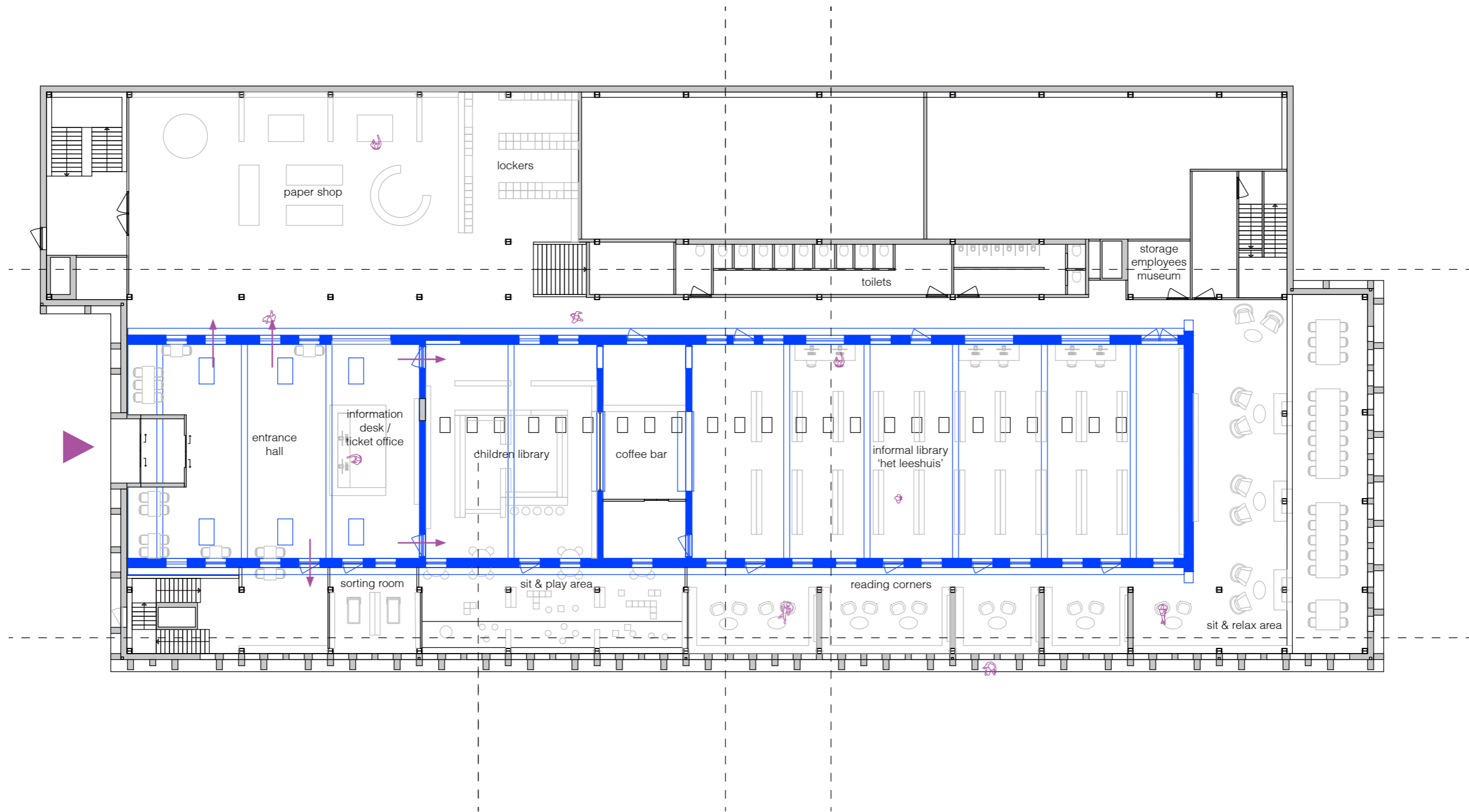
Program



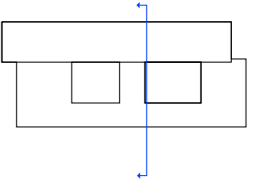
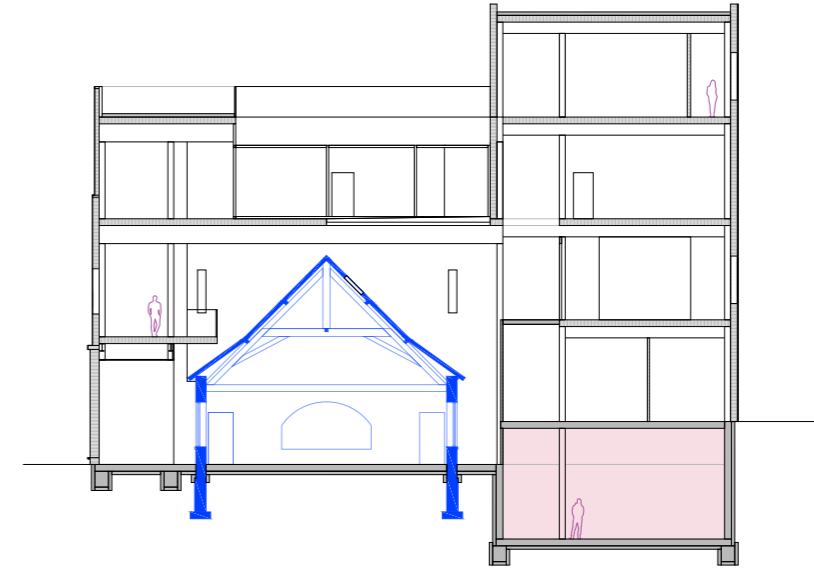
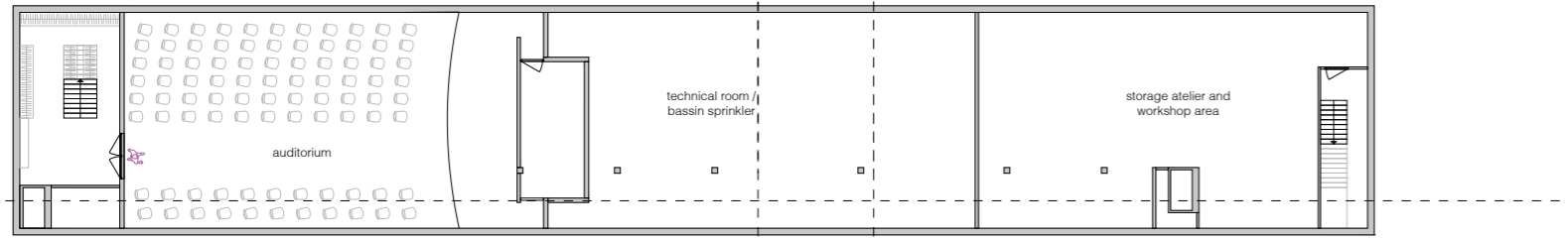
Program and daylight



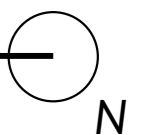
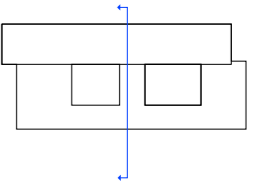
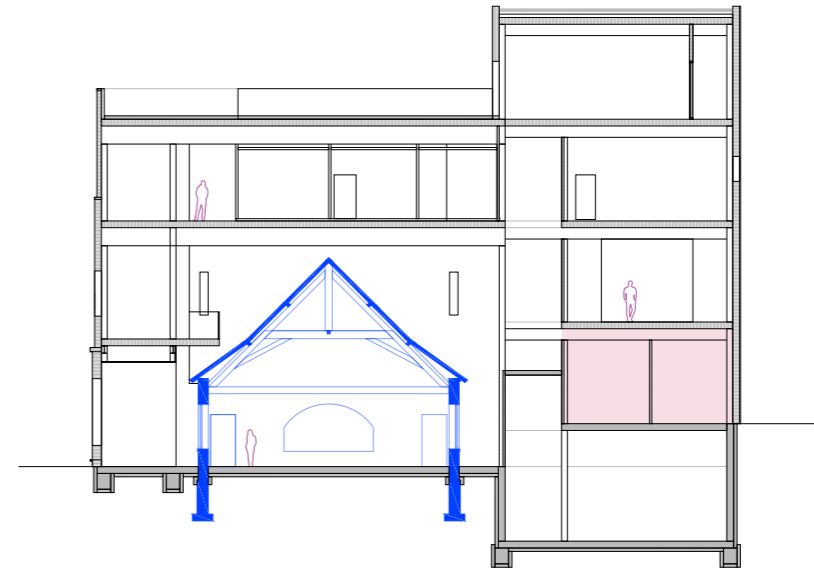
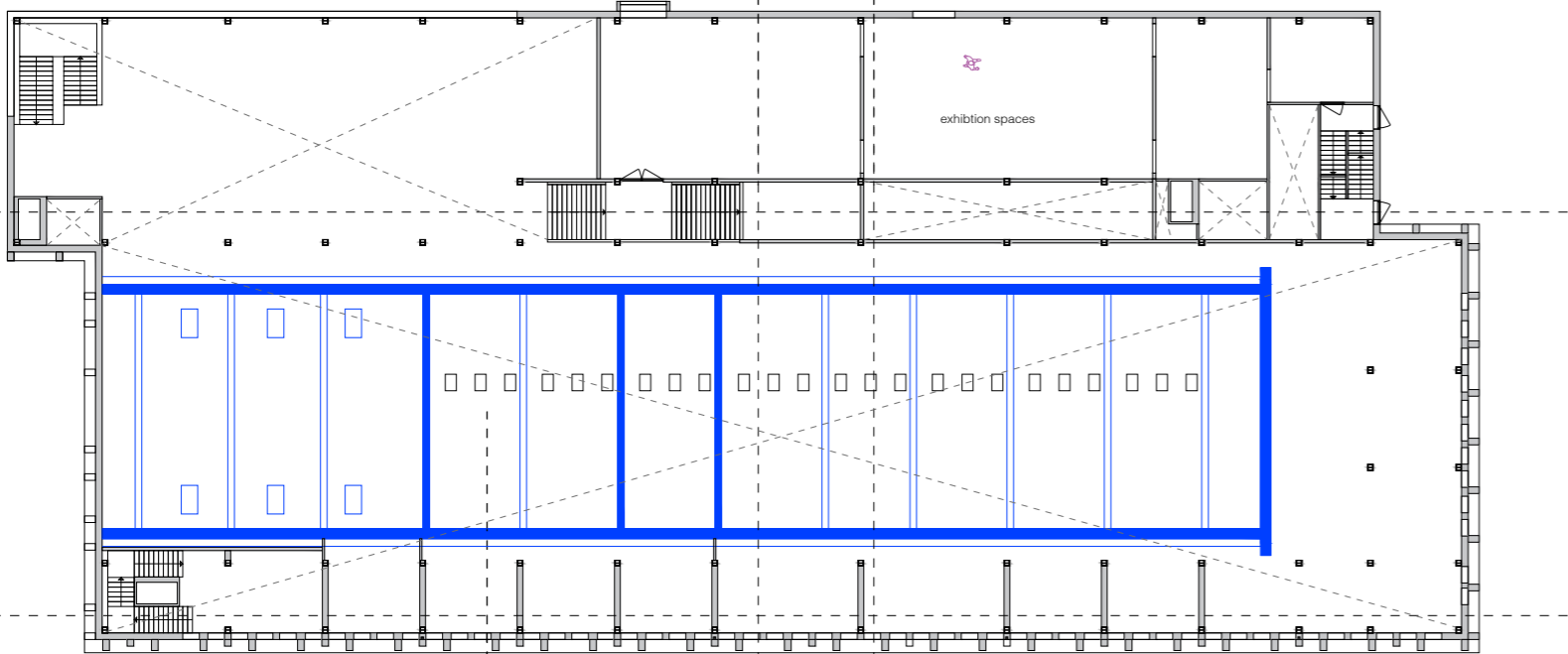
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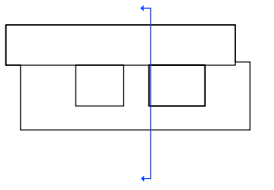
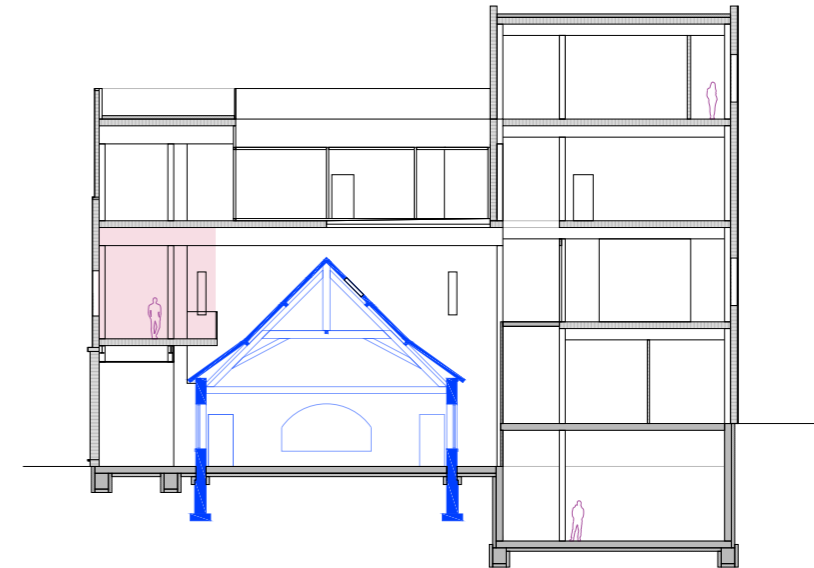
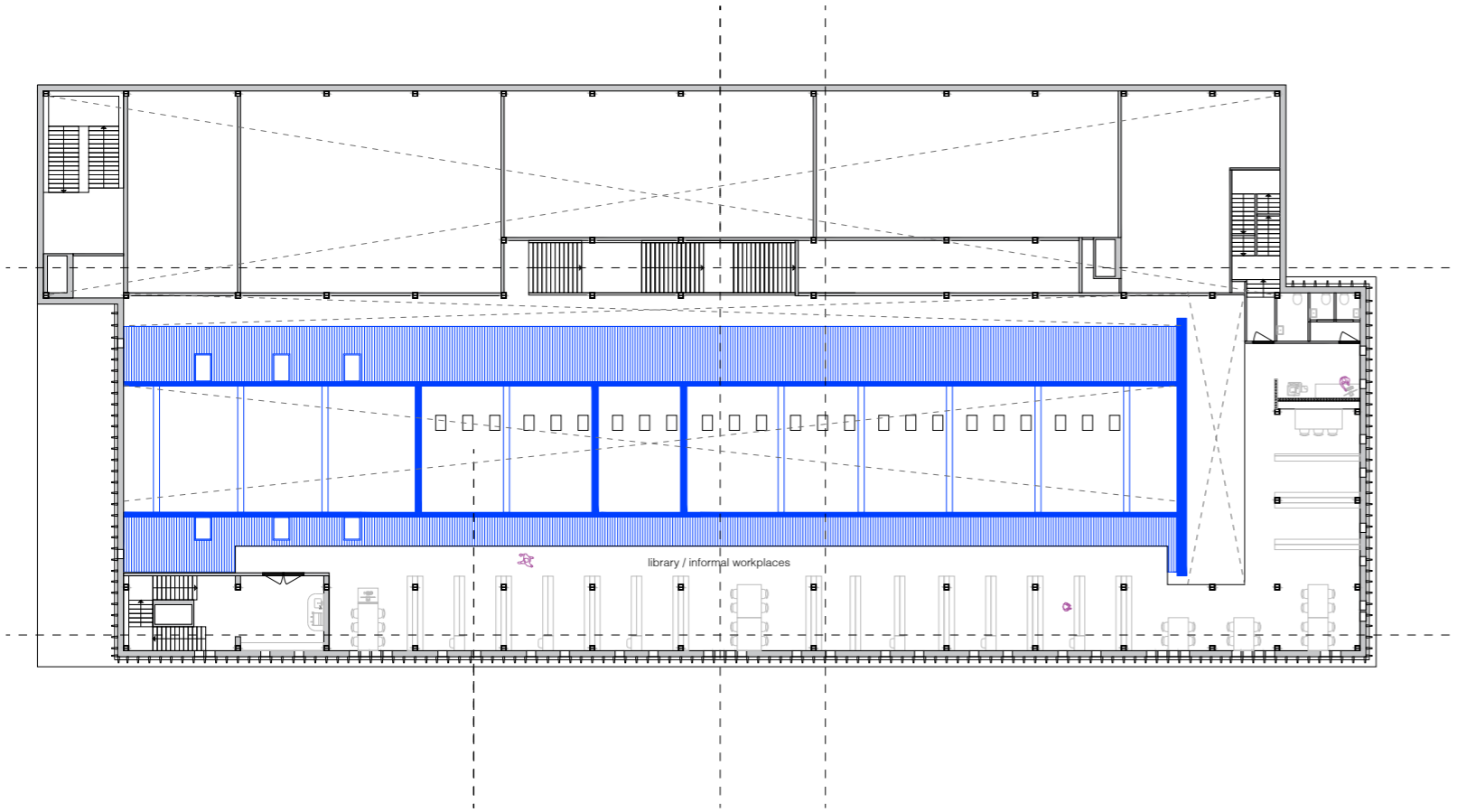
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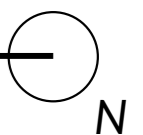
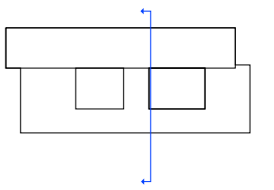
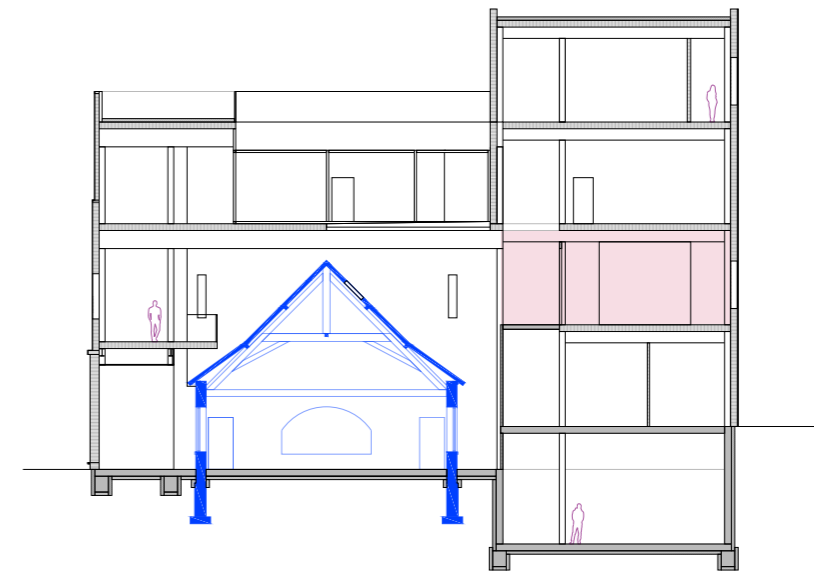
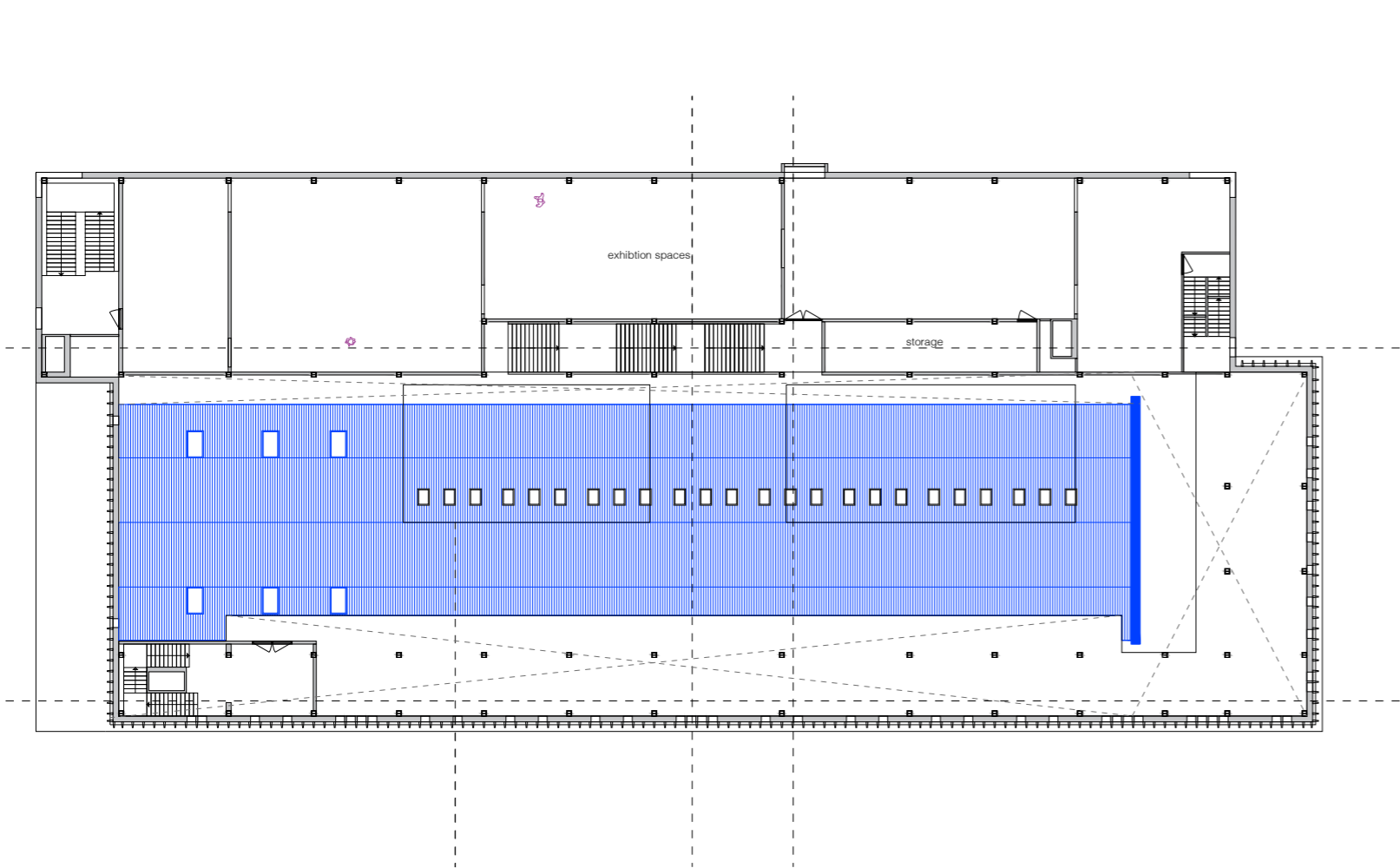
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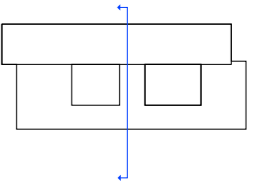
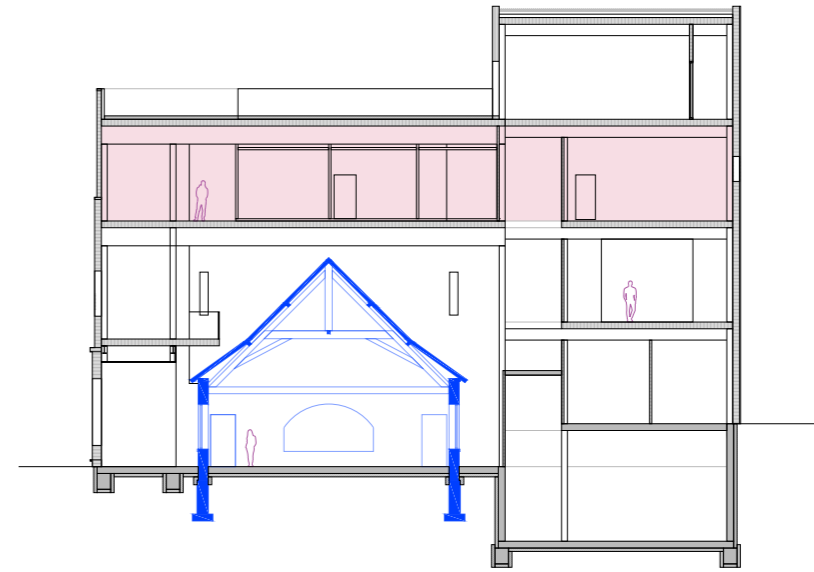
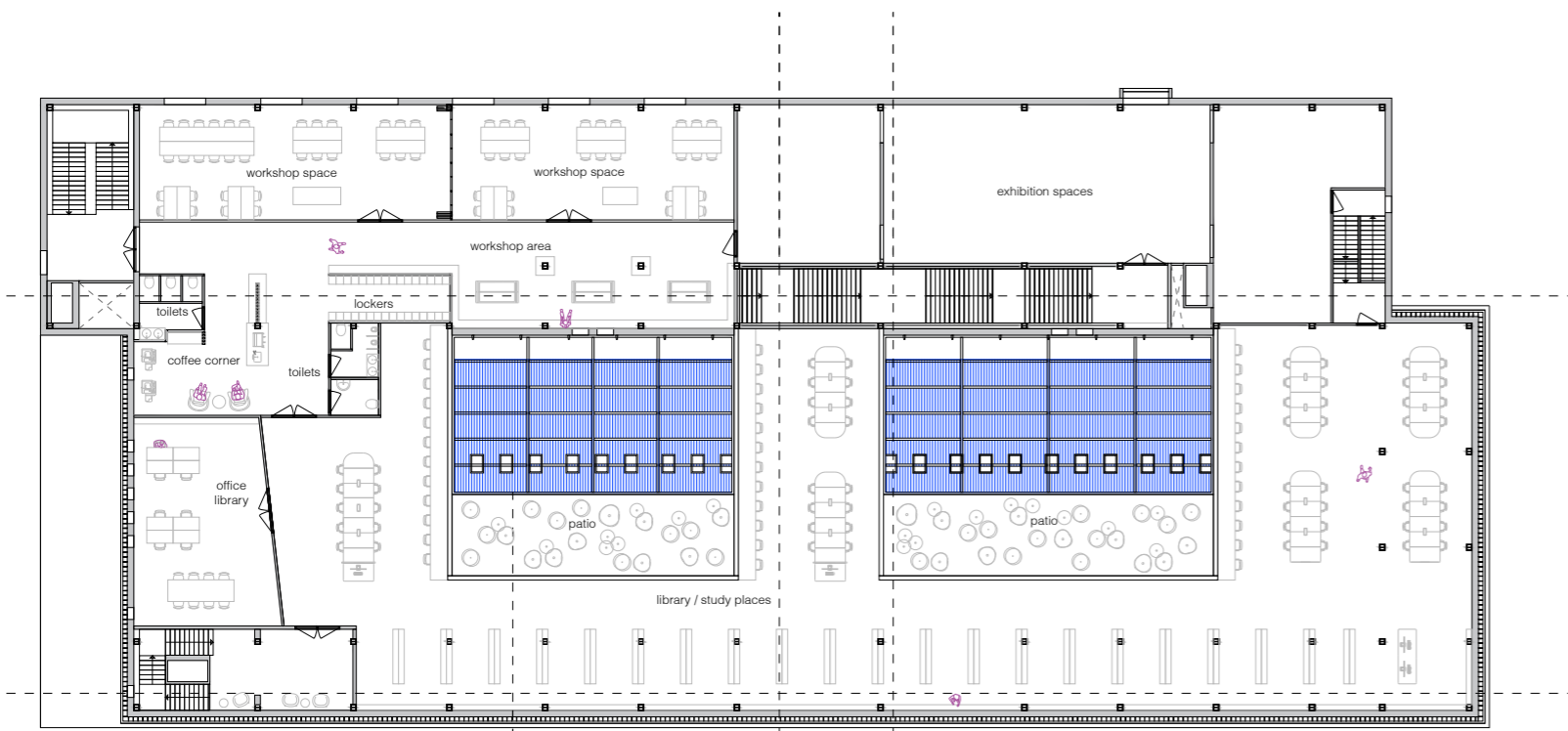
Level 1.0



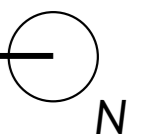
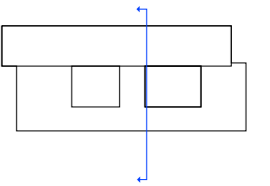
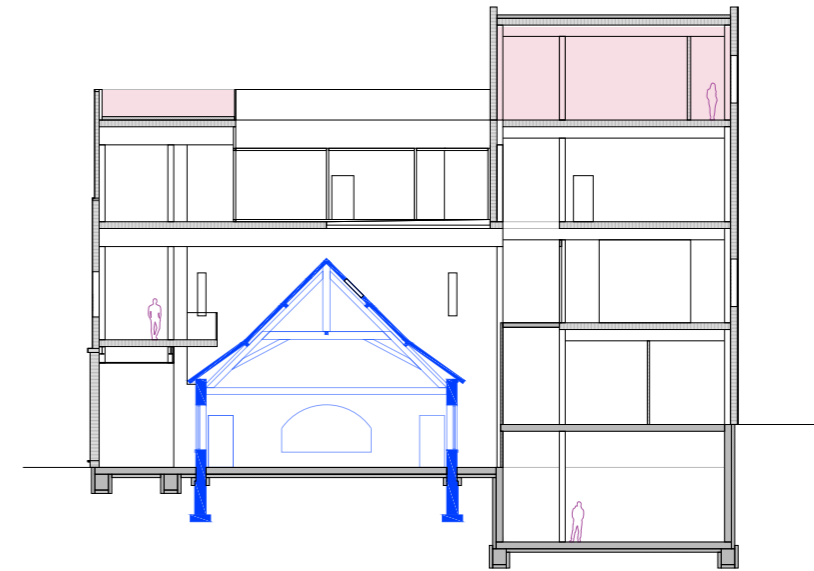
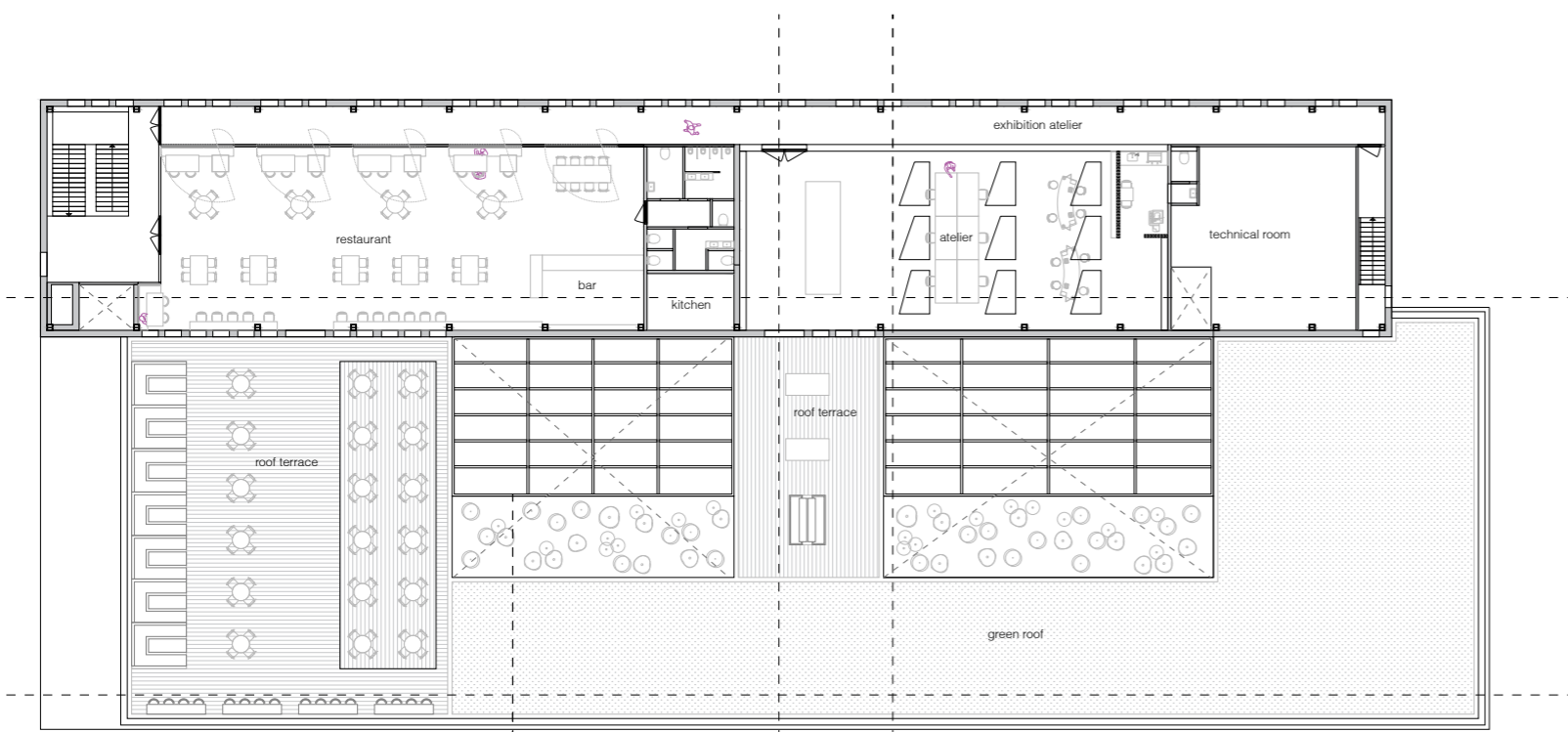
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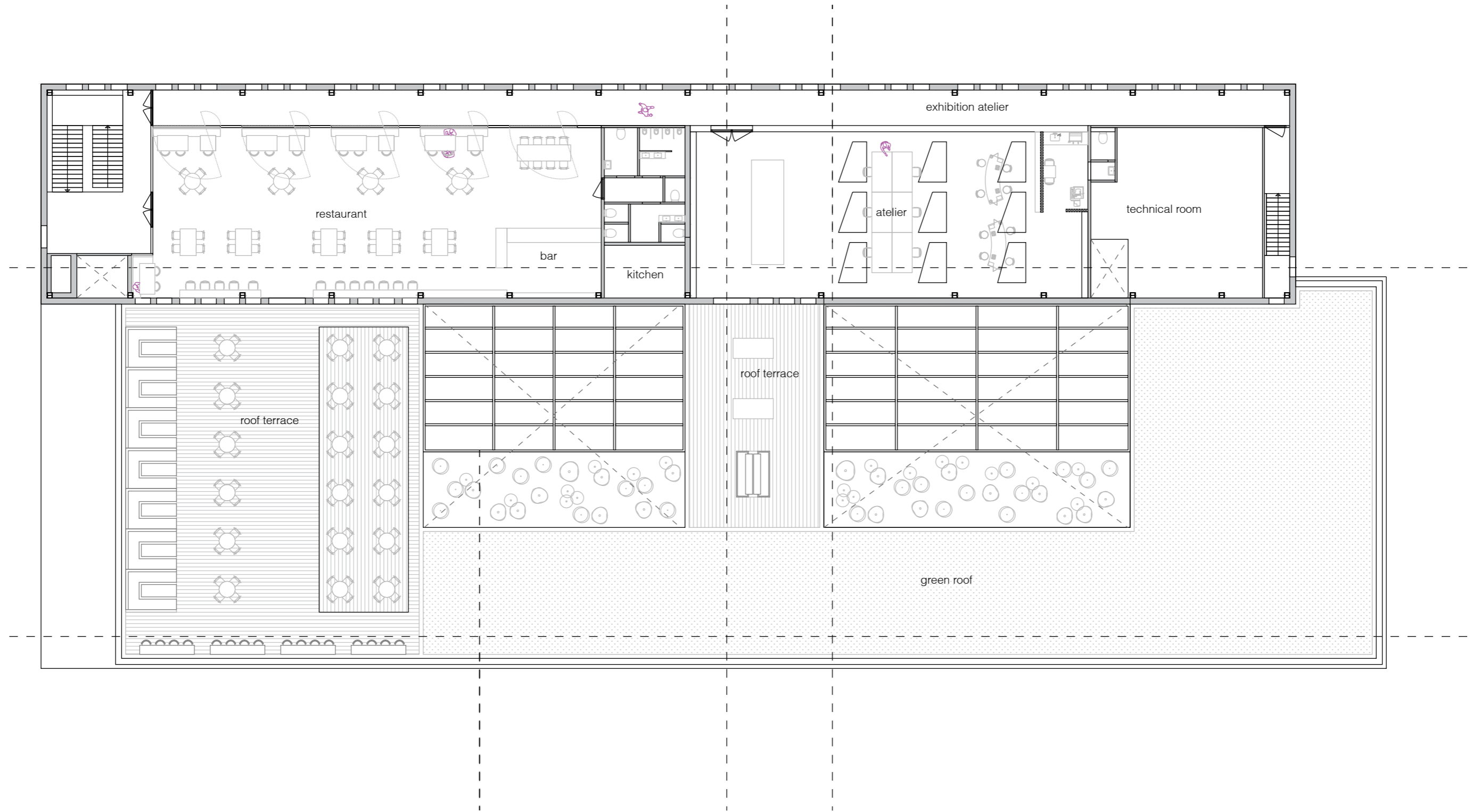
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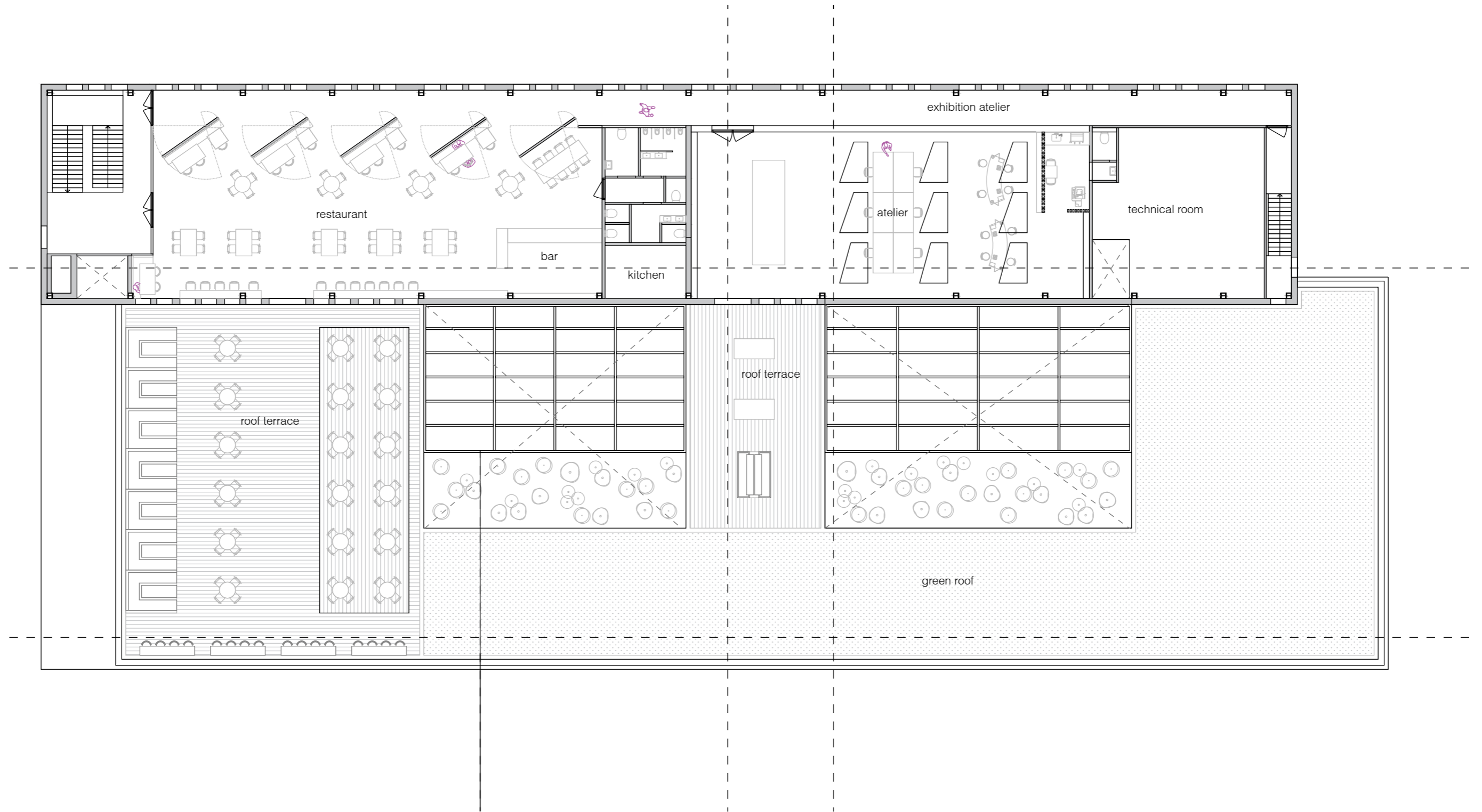
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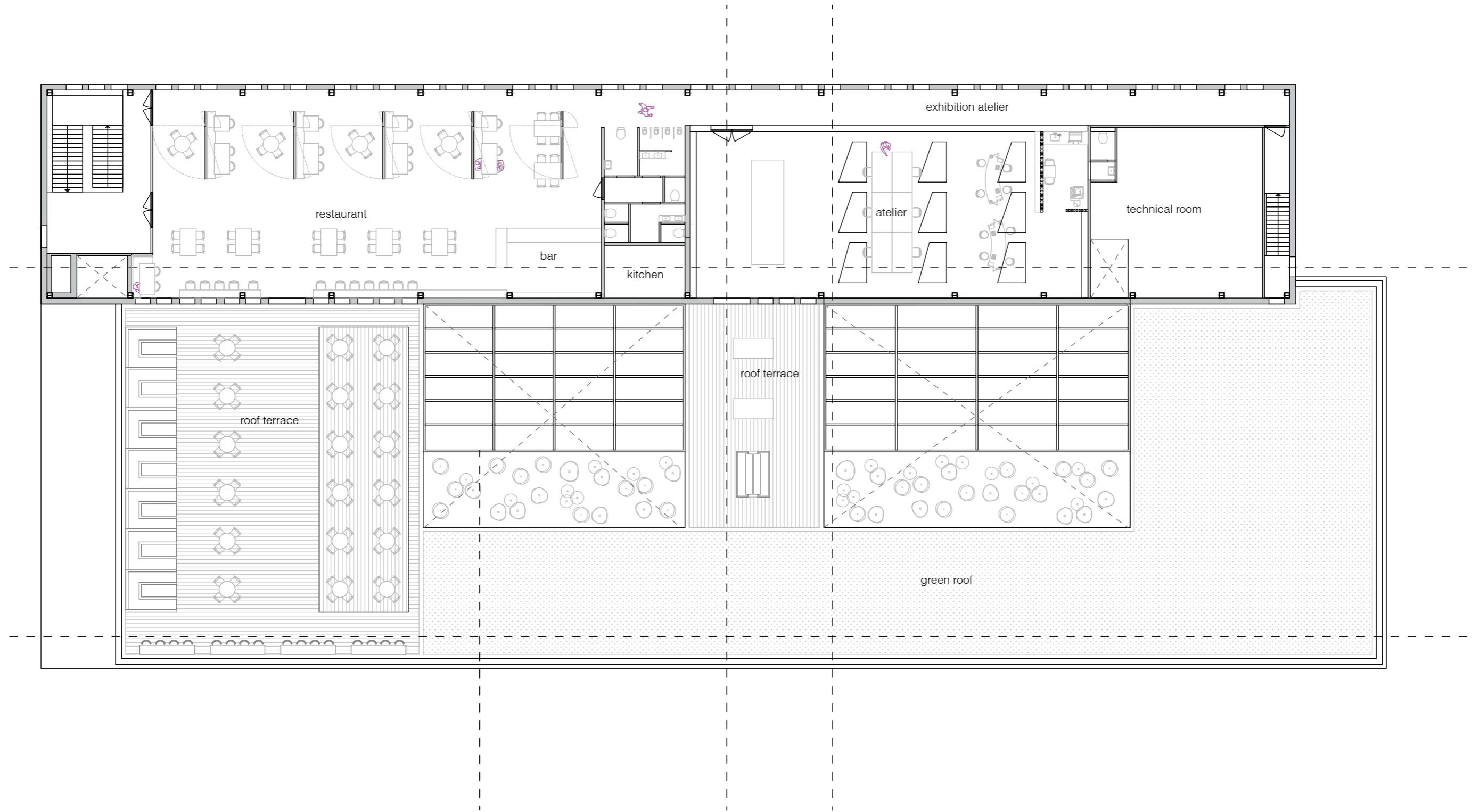
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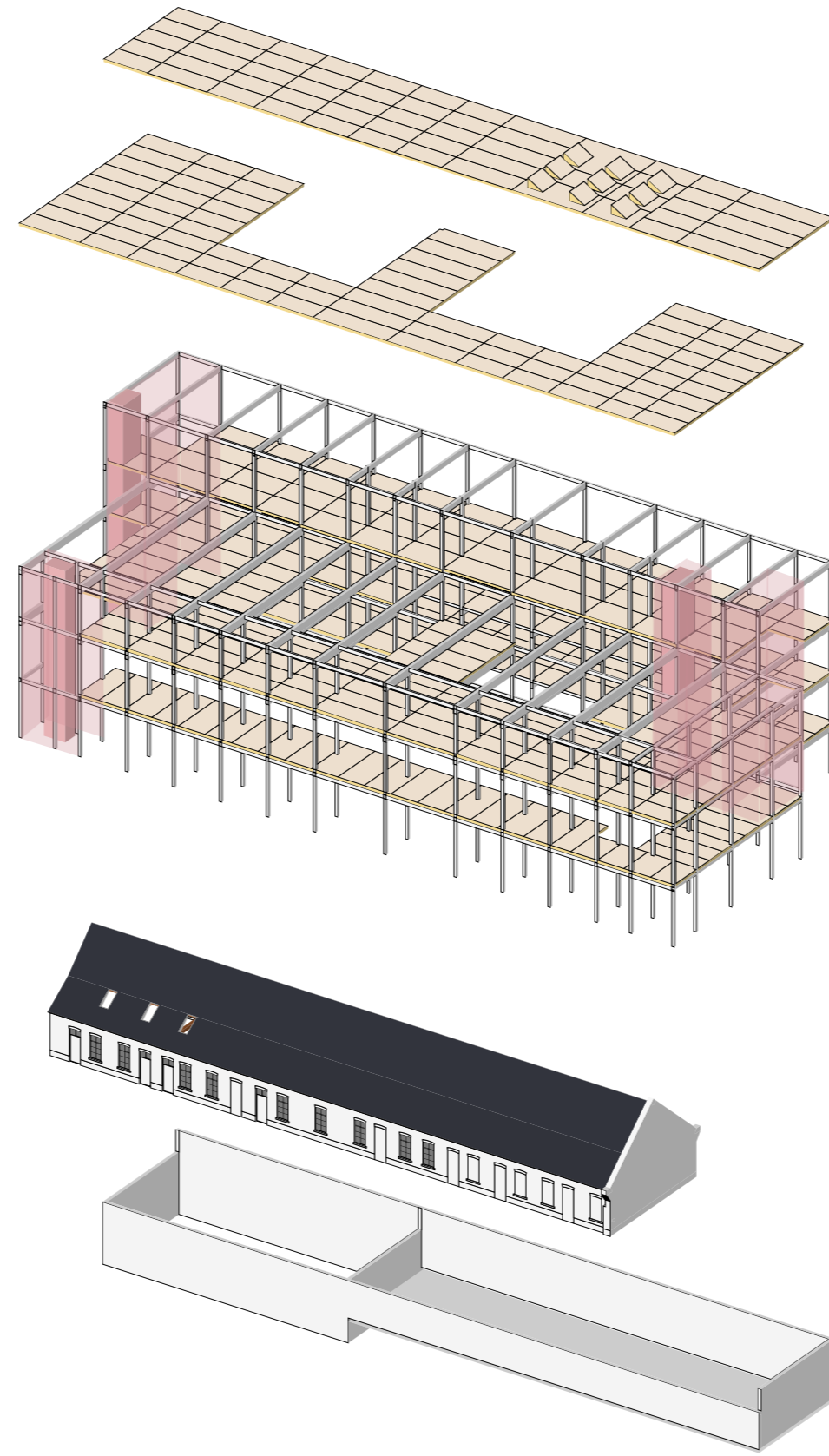
Level 3.0



Level 3.0



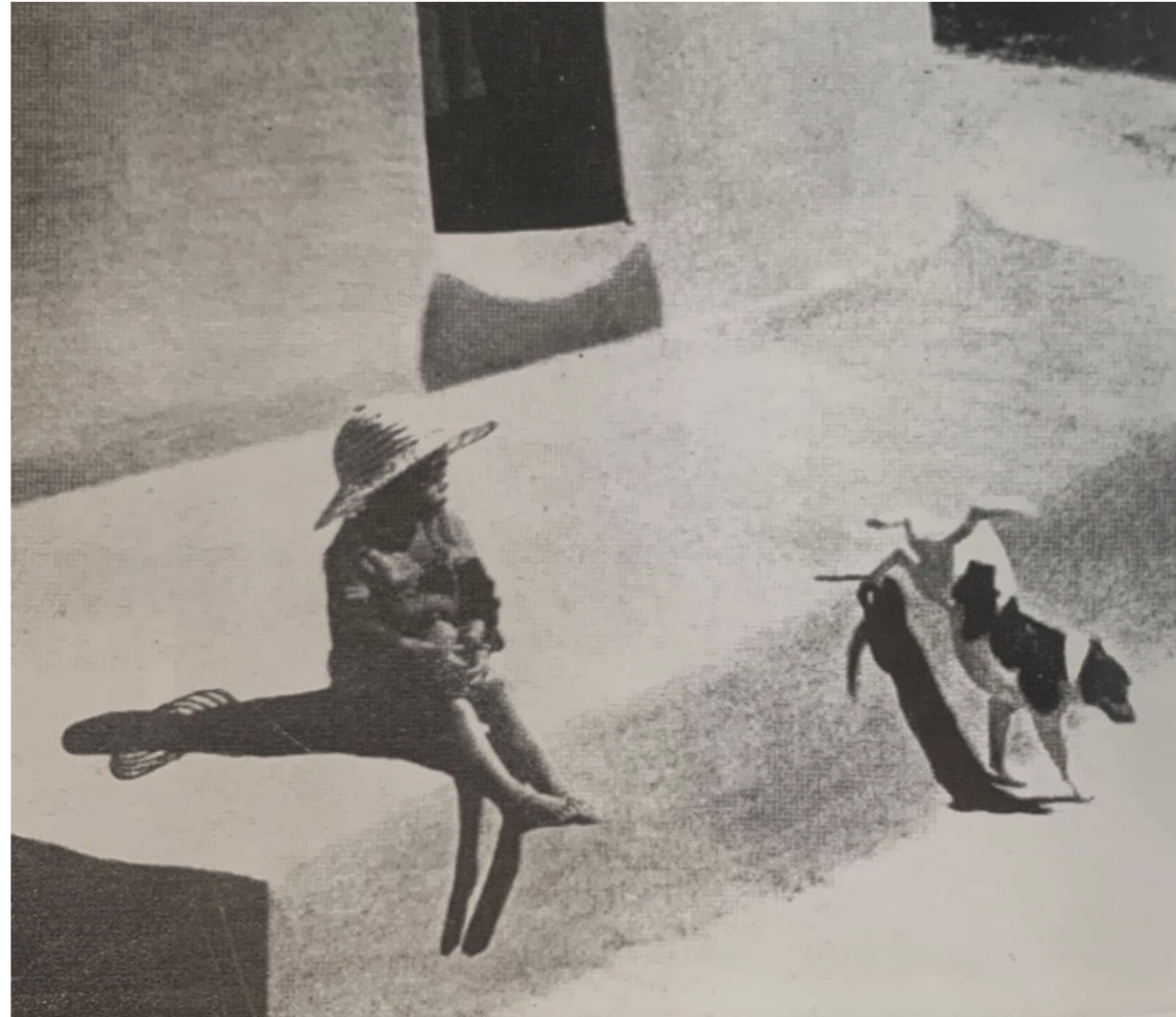
Construction concept



PART III:

the human scale

Threshold



Threshold area

Aldo van Eyck, 1982

Sequence of space



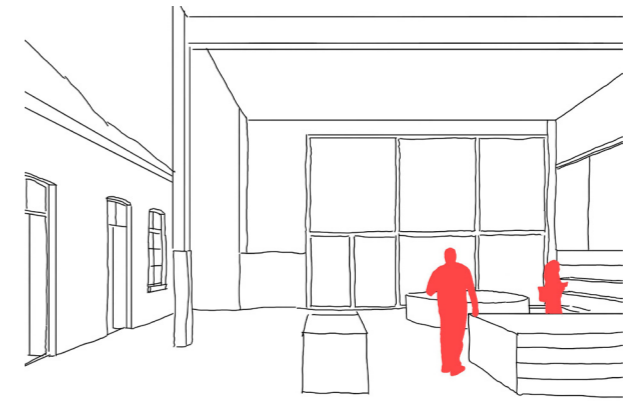
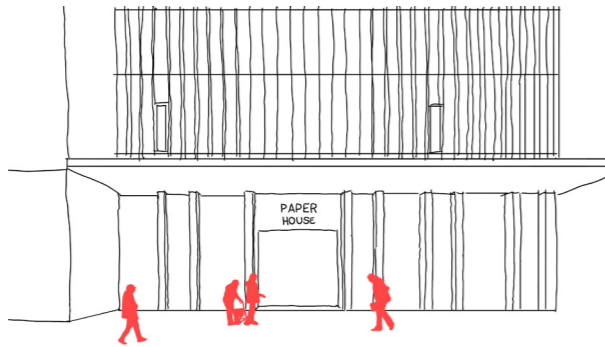
Threshold area



Het Leeshuis



The paper square



Museum



Informal library



Circulation area

