



 **DESIGN FOR LIFE**
from built environment to living environment

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Date: 07/04/2015
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Ir. P. Teeuw
Ir. E. van der Zaag
Commissioner: Dr. J.S.C.M. Hoekstra













vision

TRANSFORMING THE BUILT ENVIRONMENT INTO A LIVING ENVIRONMENT

quality of life

functioning of life



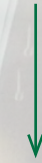
research question

HOW CAN ARCHITECTURE CONTRIBUTE TO LIFE?

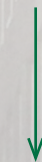
case-study

PRE-WAR APARTMENT BUILDING IN AMSTERDAM-WEST

RESEARCH



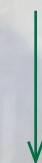
CONTEXT



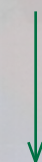
STRATEGY



DESIGN EXPLANATION



RESULT

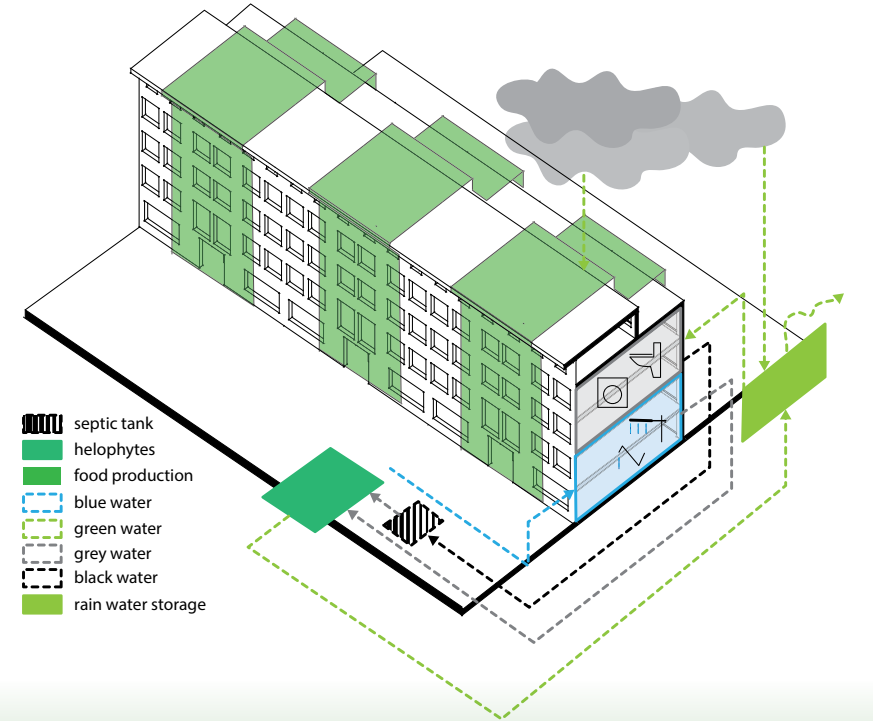
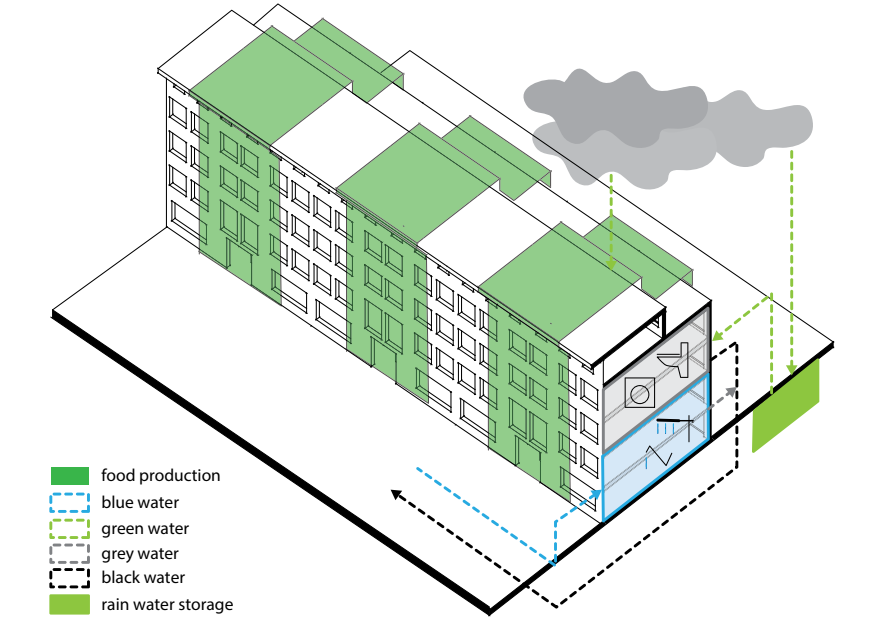
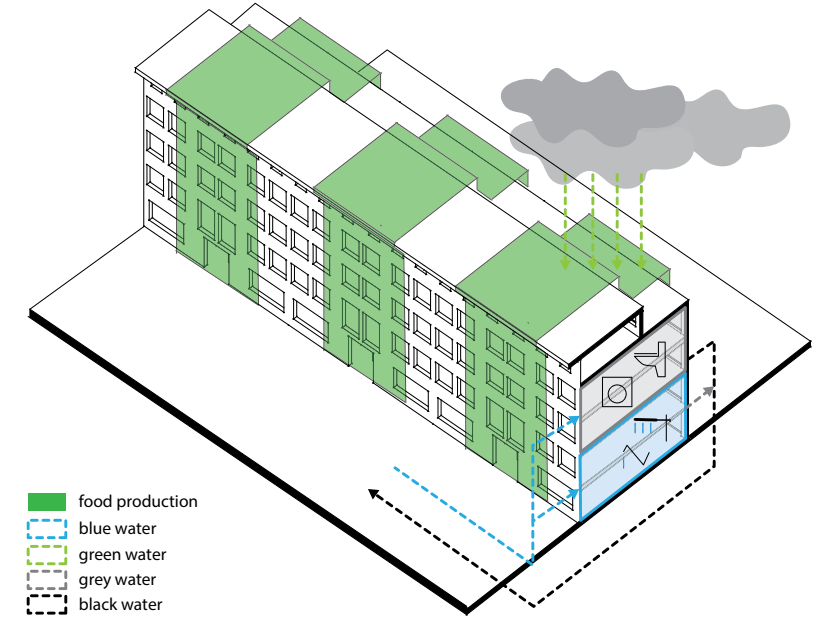
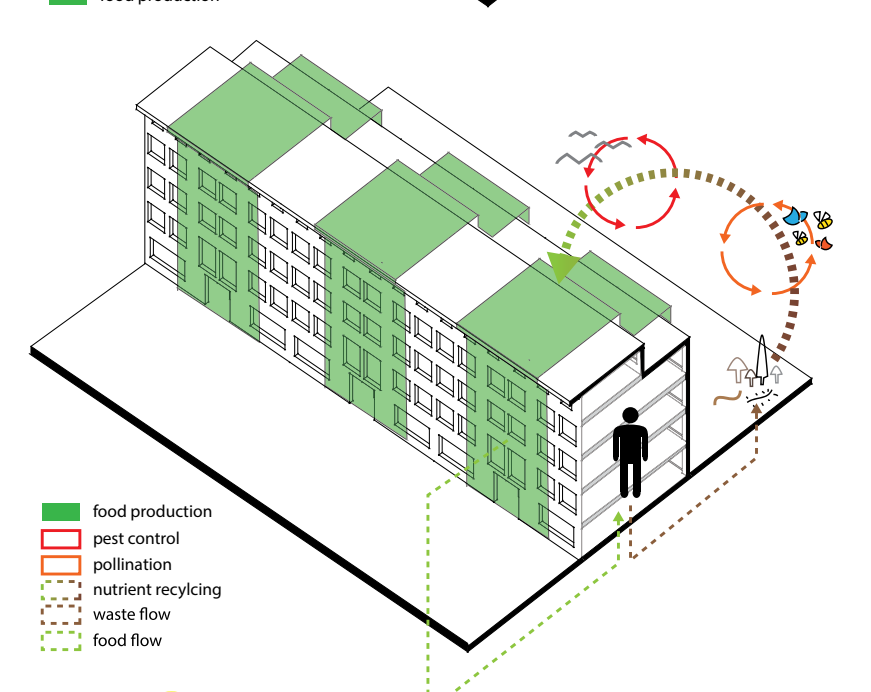
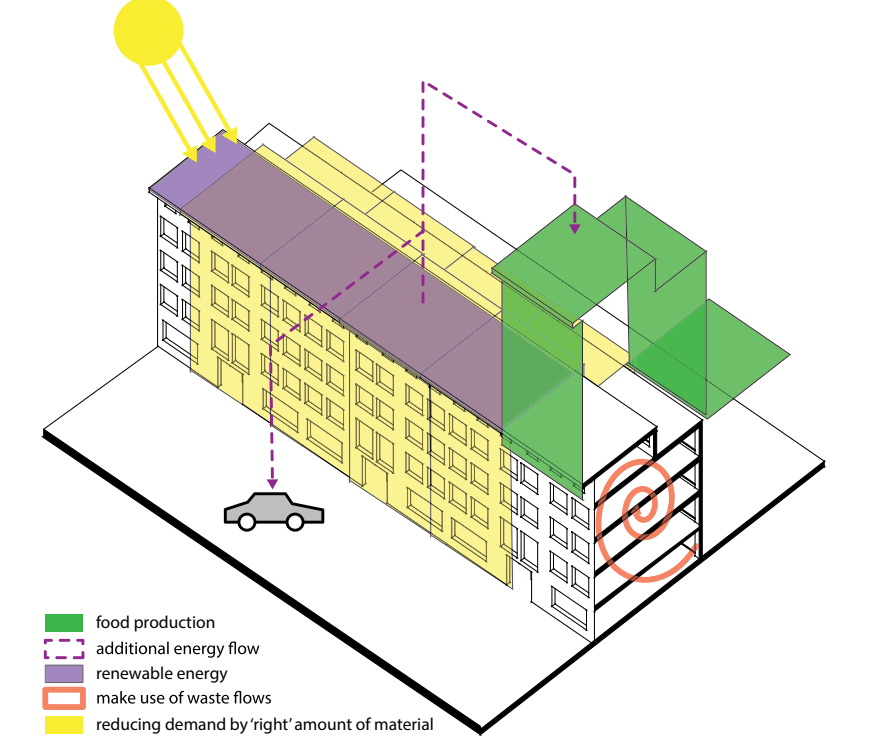
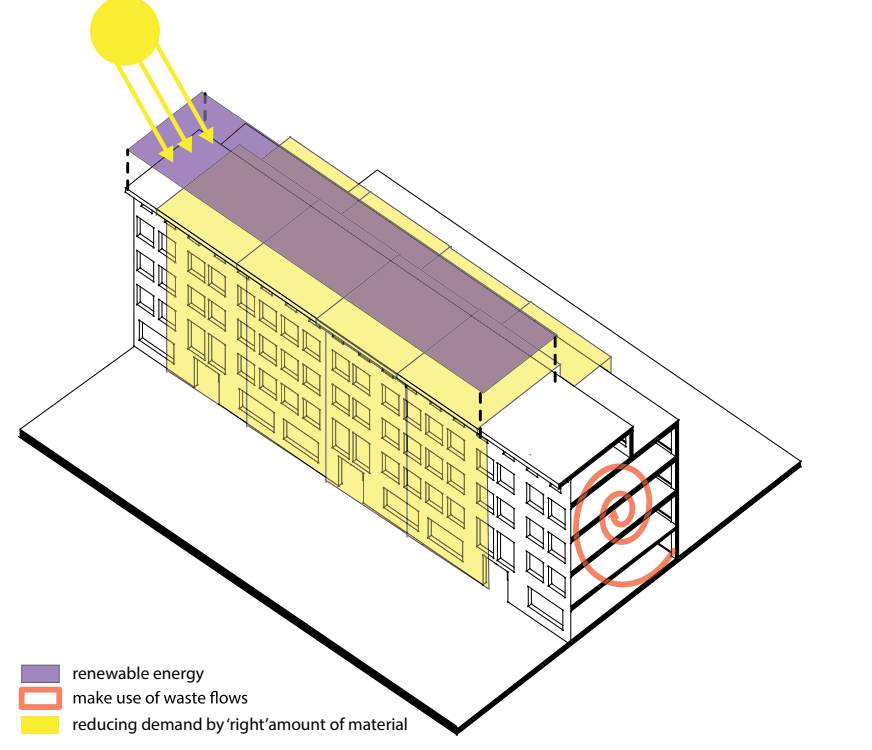
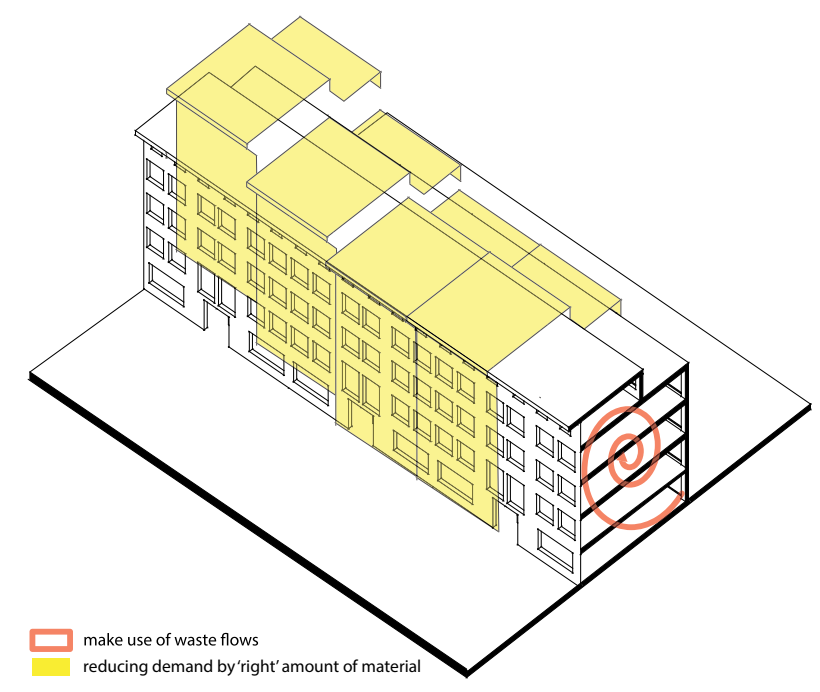
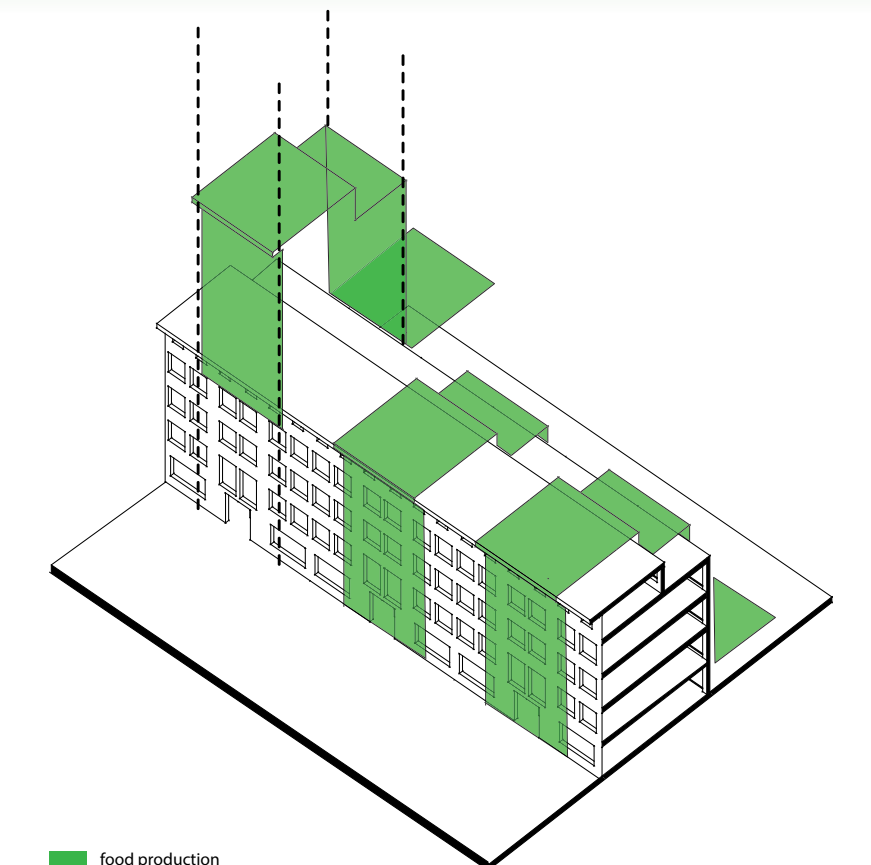
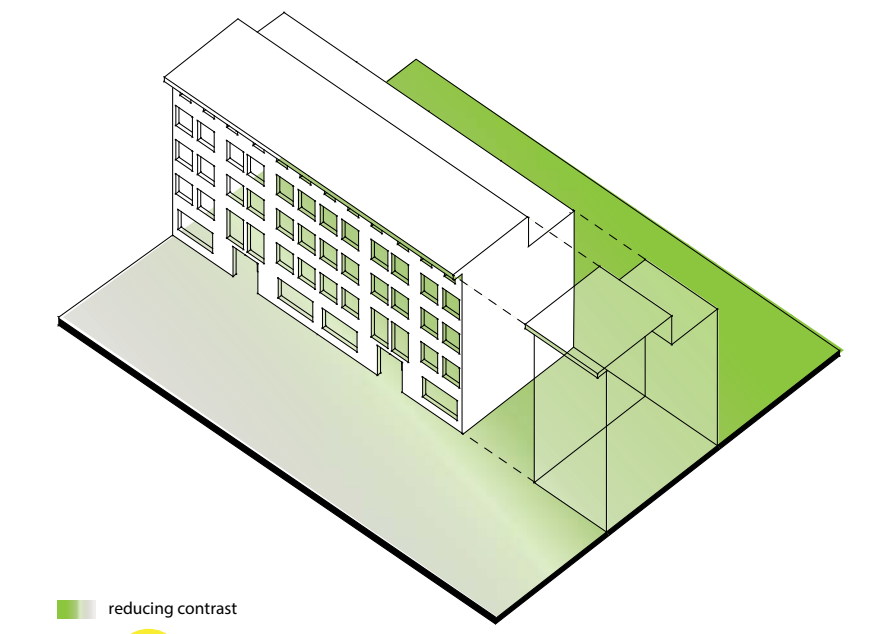
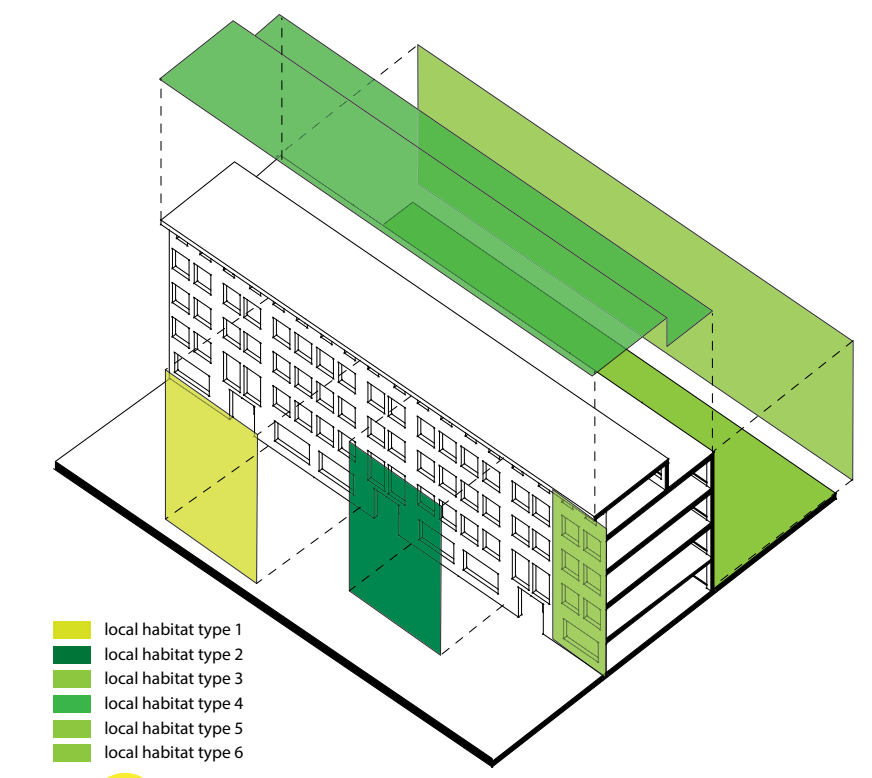
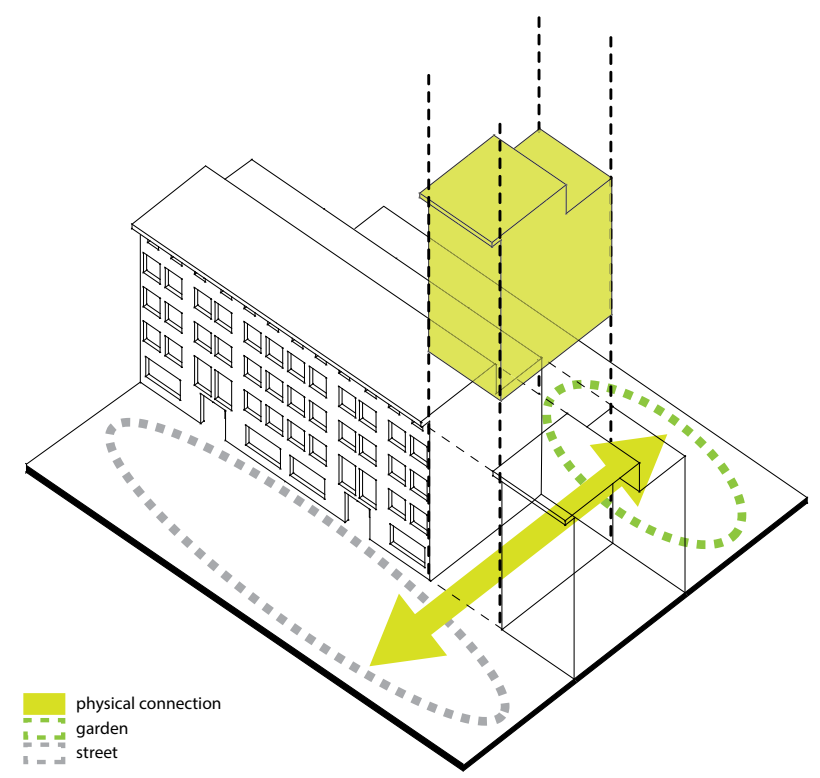


CONCLUSION

- RESEARCH -

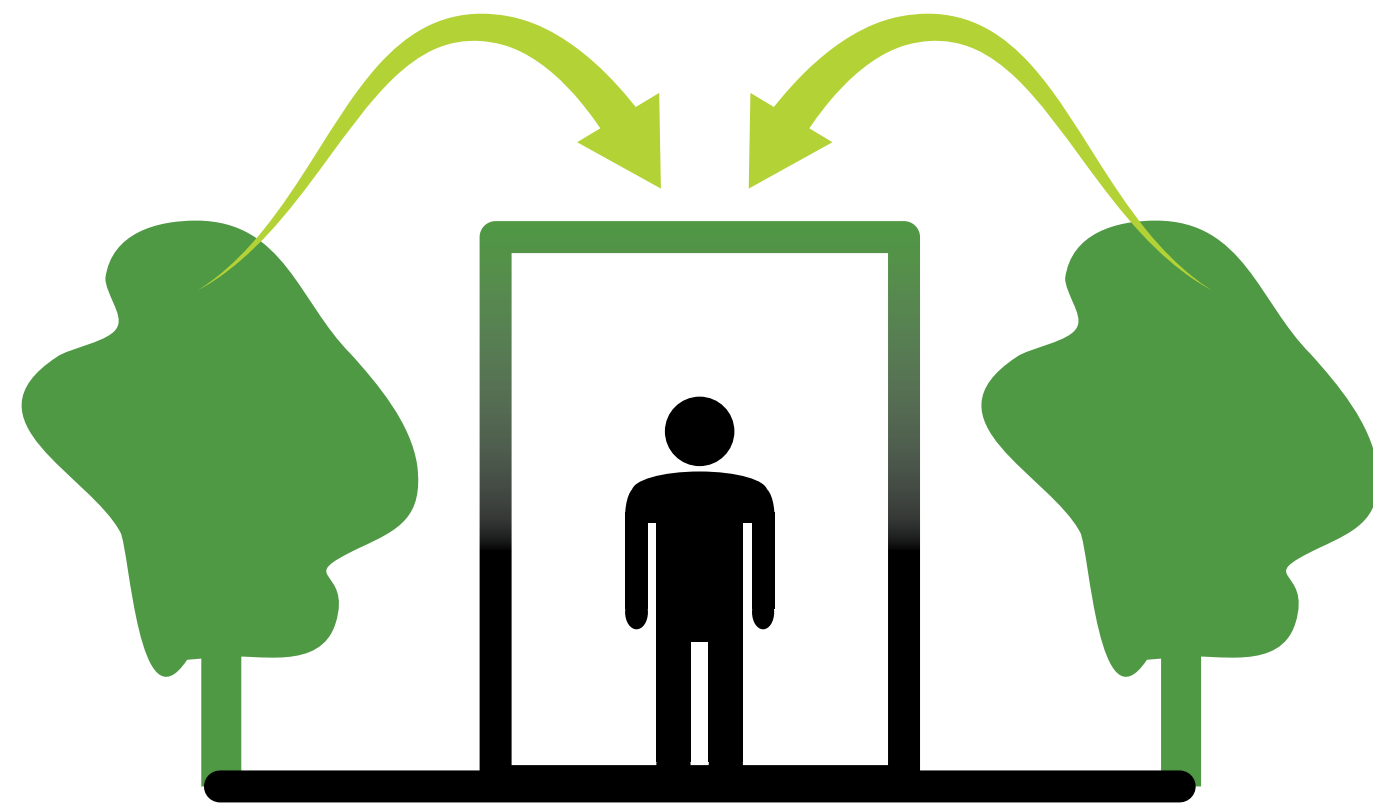
HOW CAN ARCHITECTURE CONTRIBUTE TO LIFE?

the potential of architecture

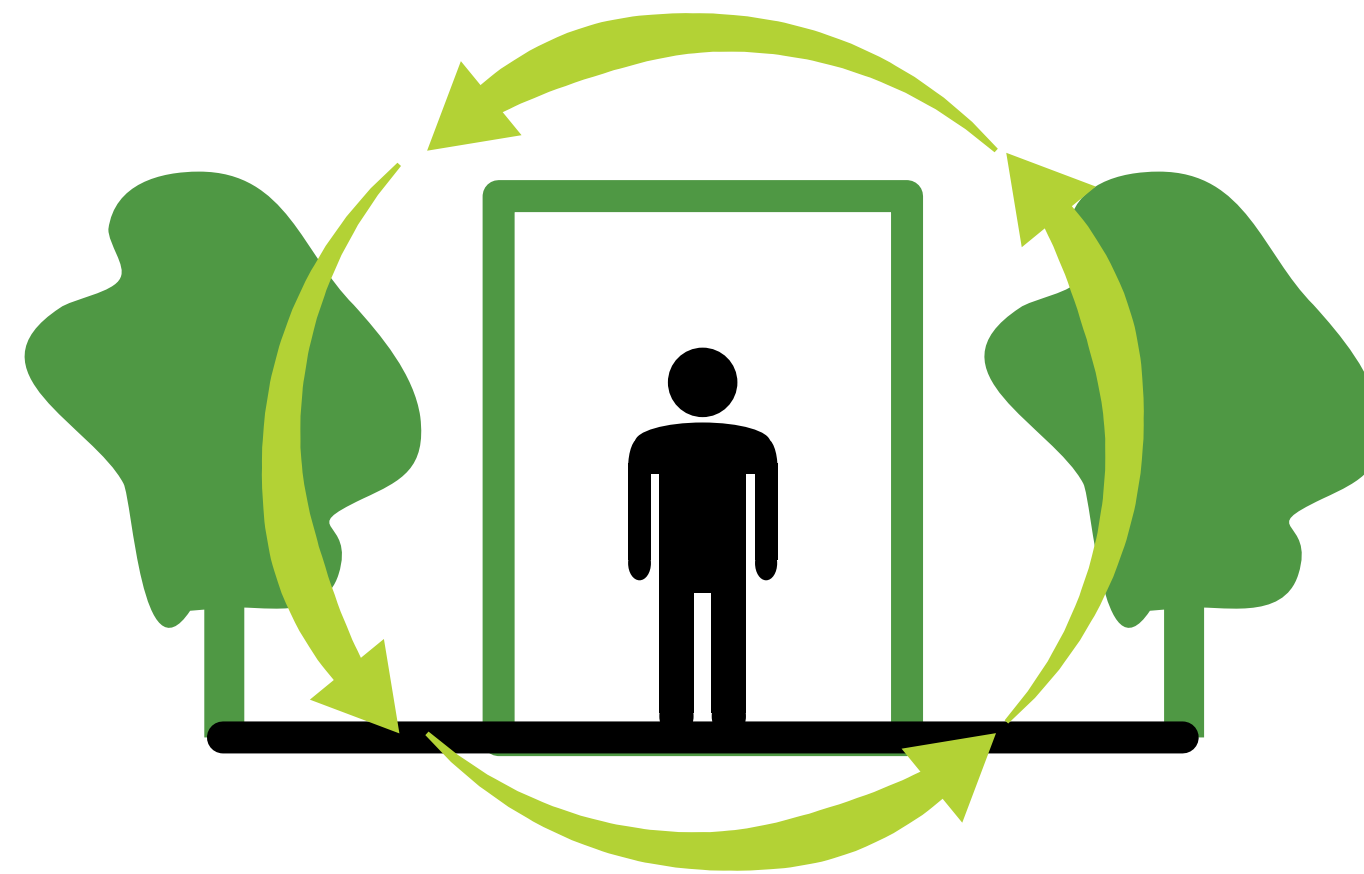


HOW CAN ARCHITECTURE CONTRIBUTE TO LIFE?

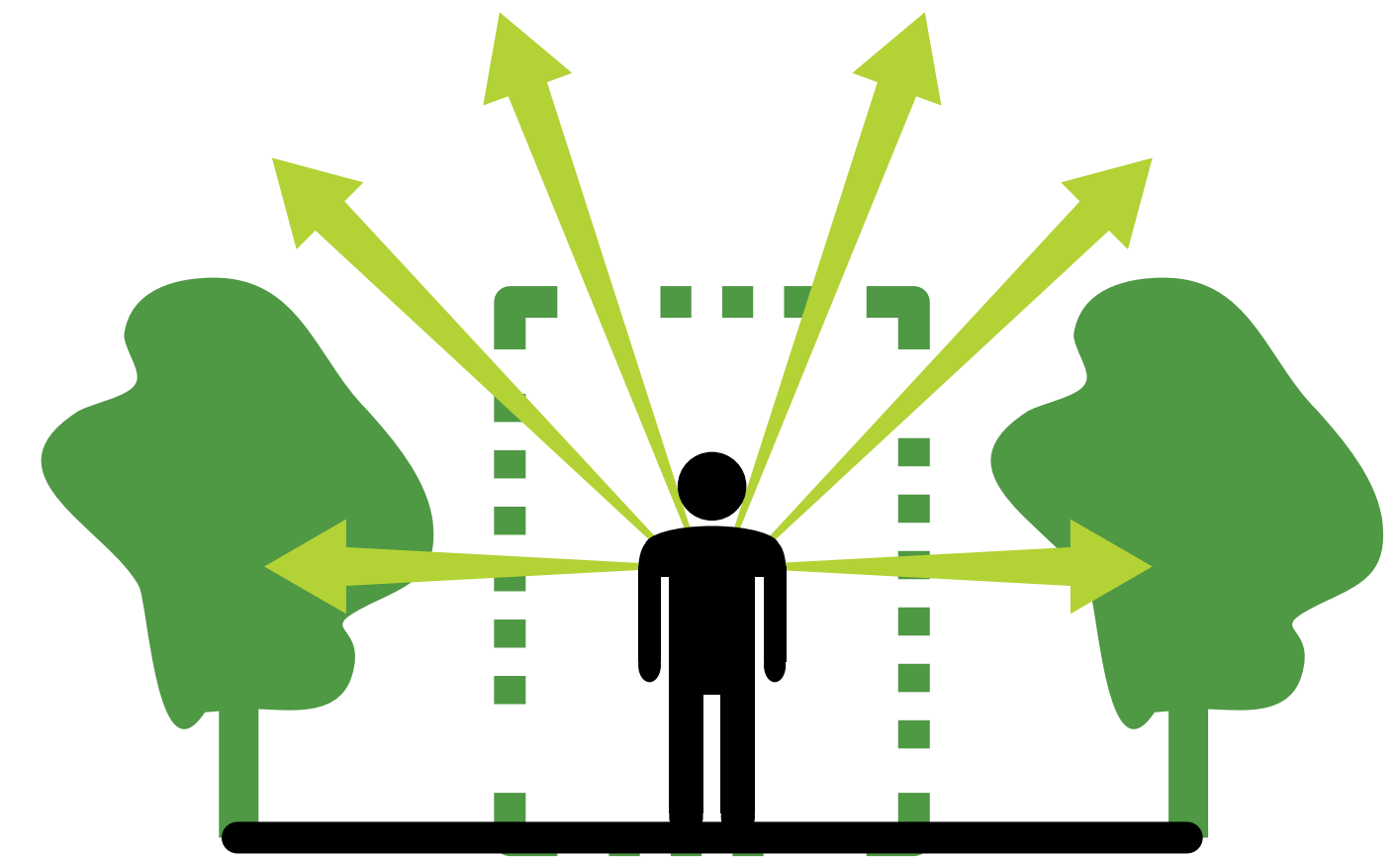
three generic design principles



1. Re-invite life into the built environment



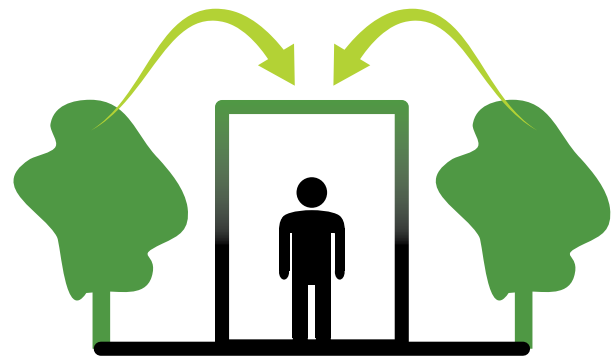
2. Symbiotically connect to life systems



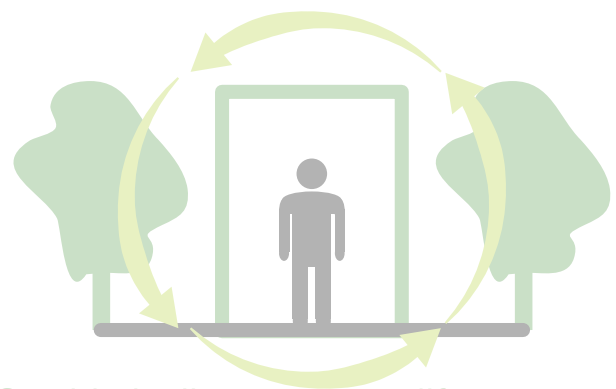
3. Make people experience the value of life

HOW CAN ARCHITECTURE CONTRIBUTE TO LIFE?

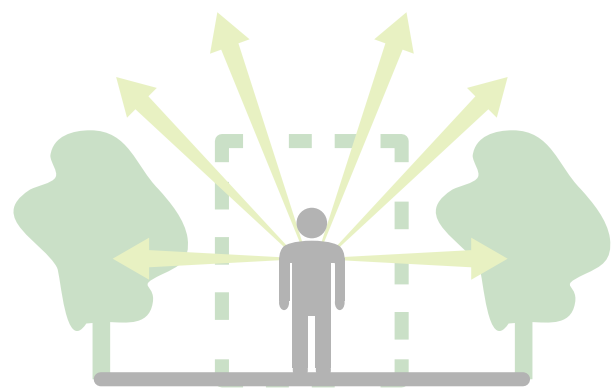
re-invite life into the built environment: building structure



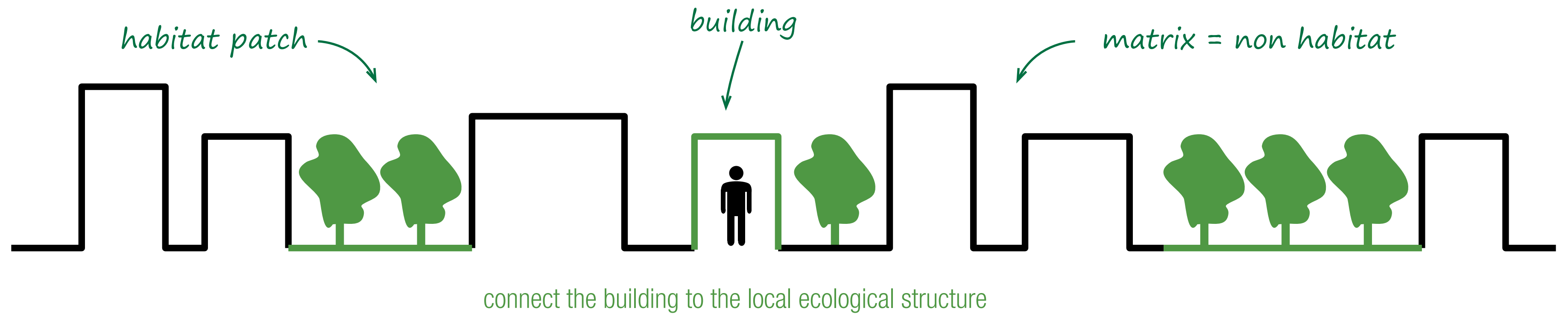
1. Re-invite life into the built environment



2. Symbiotically connect to life systems

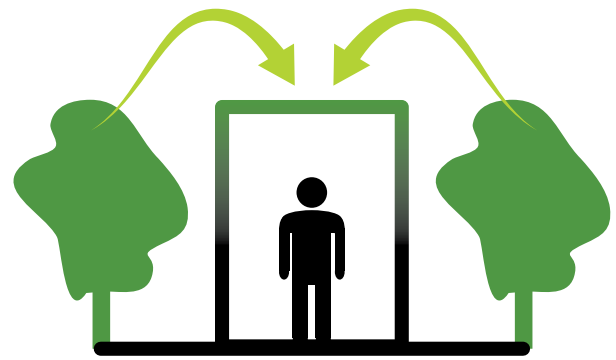


3. Make people experience the value of life



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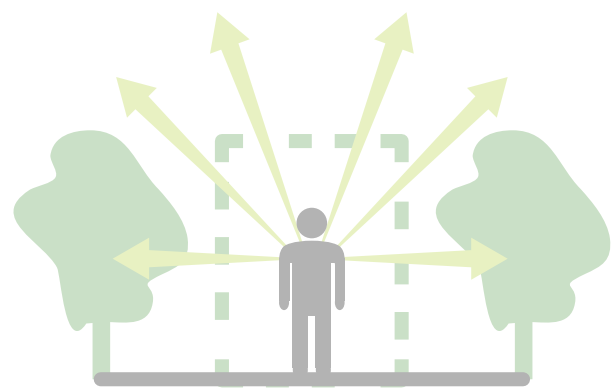
re-invite life into the built environment: re-connect in building structure



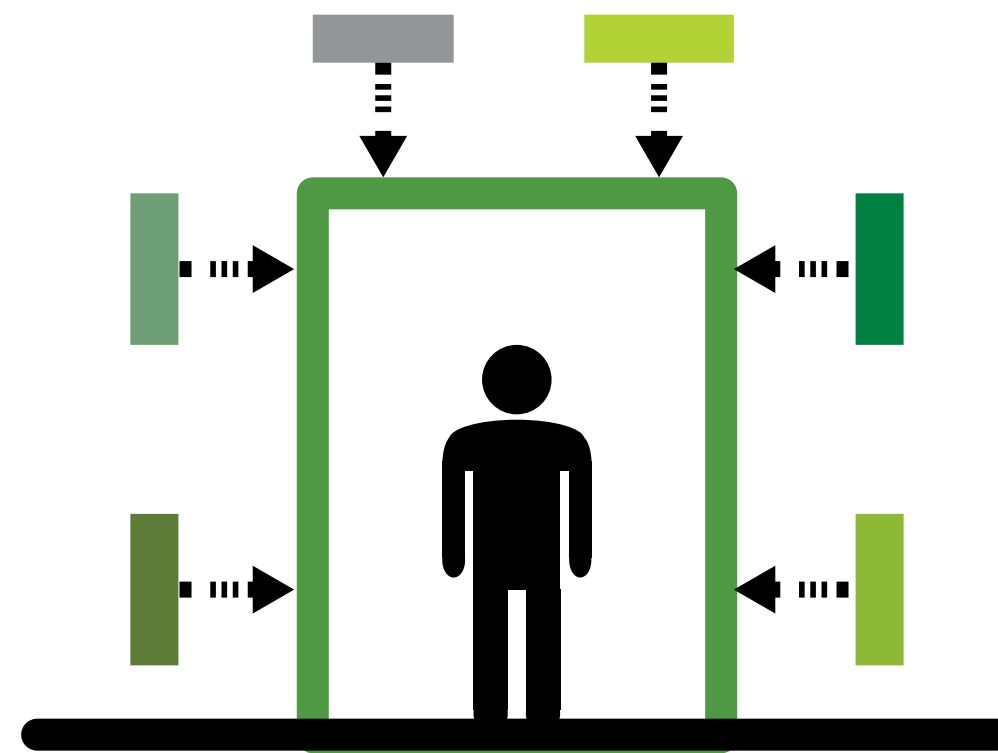
1. Re-invite life into the built environment



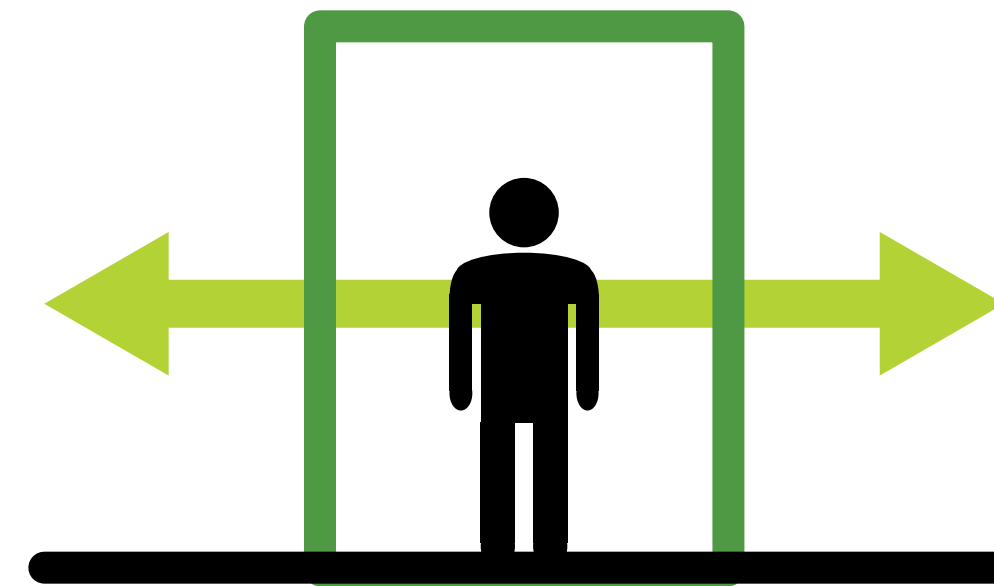
2. Symbiotically connect to life systems



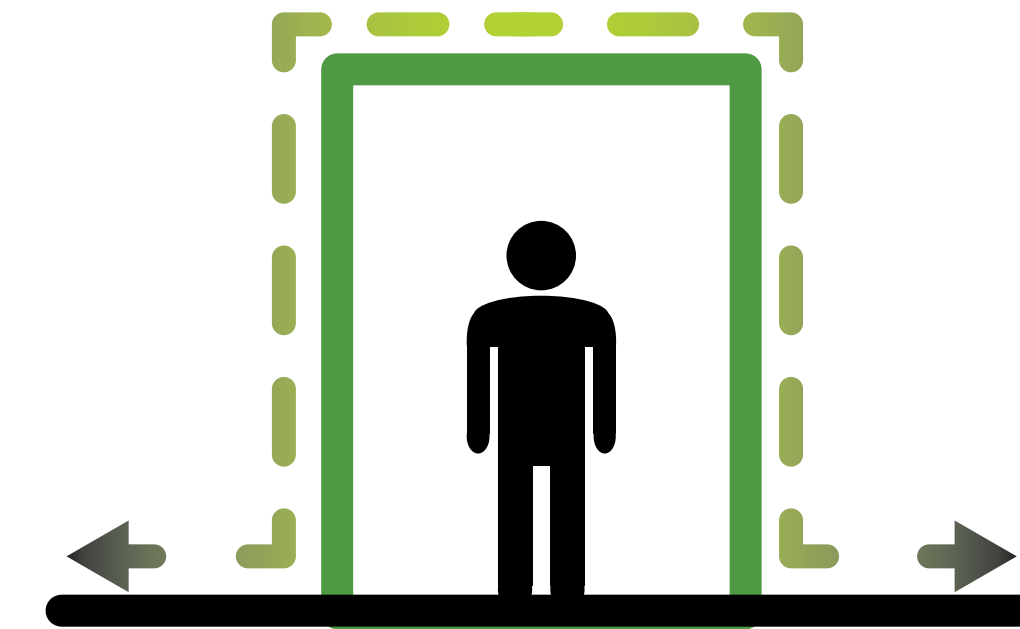
3. Make people experience the value of life



Integrating a diversity of habitats



creating a physical connection



creating a gradual transition

HOW CAN ARCHITECTURE CONTRIBUTE TO LIFE?

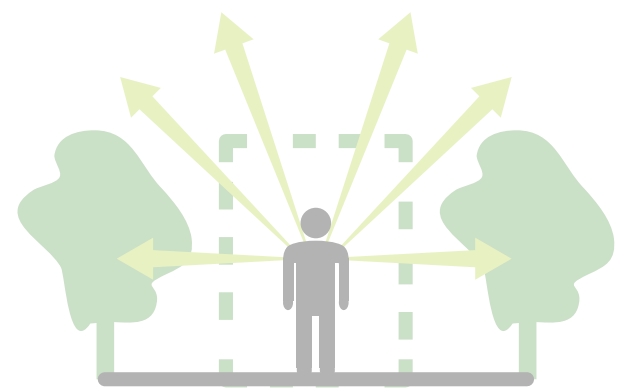
symbiotically connect to life systems: re-connect in building functioning



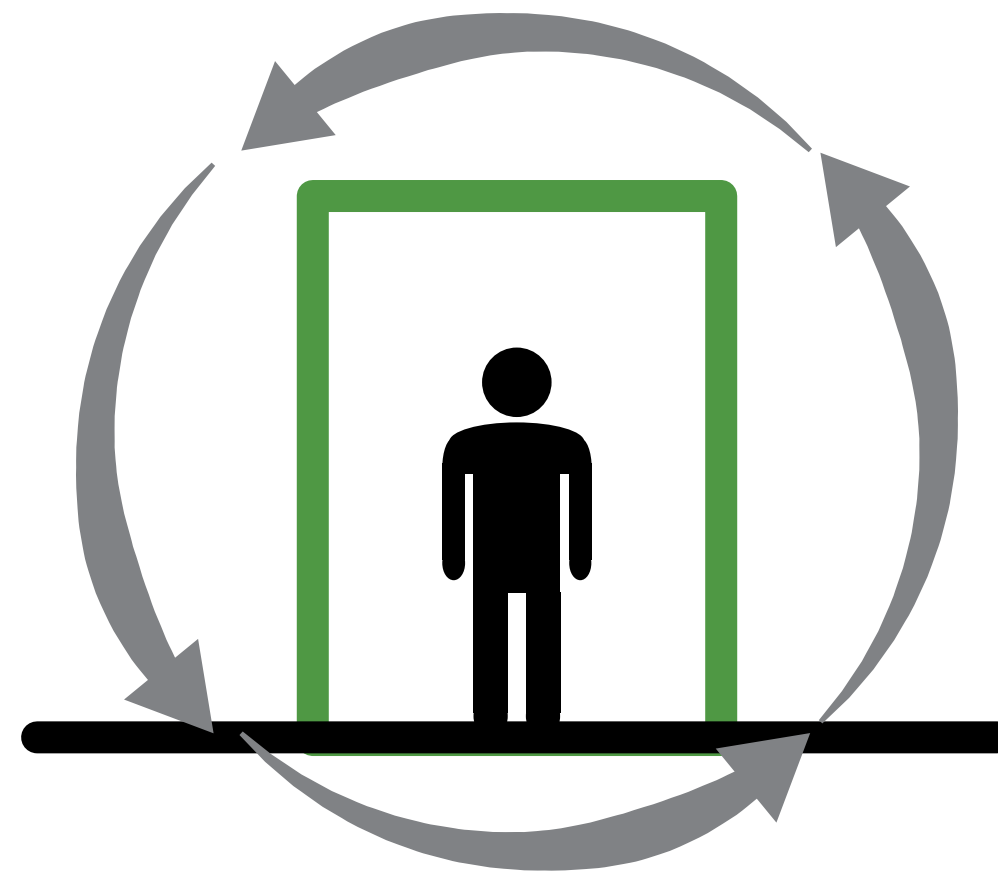
1. Re-invite life into the built environment



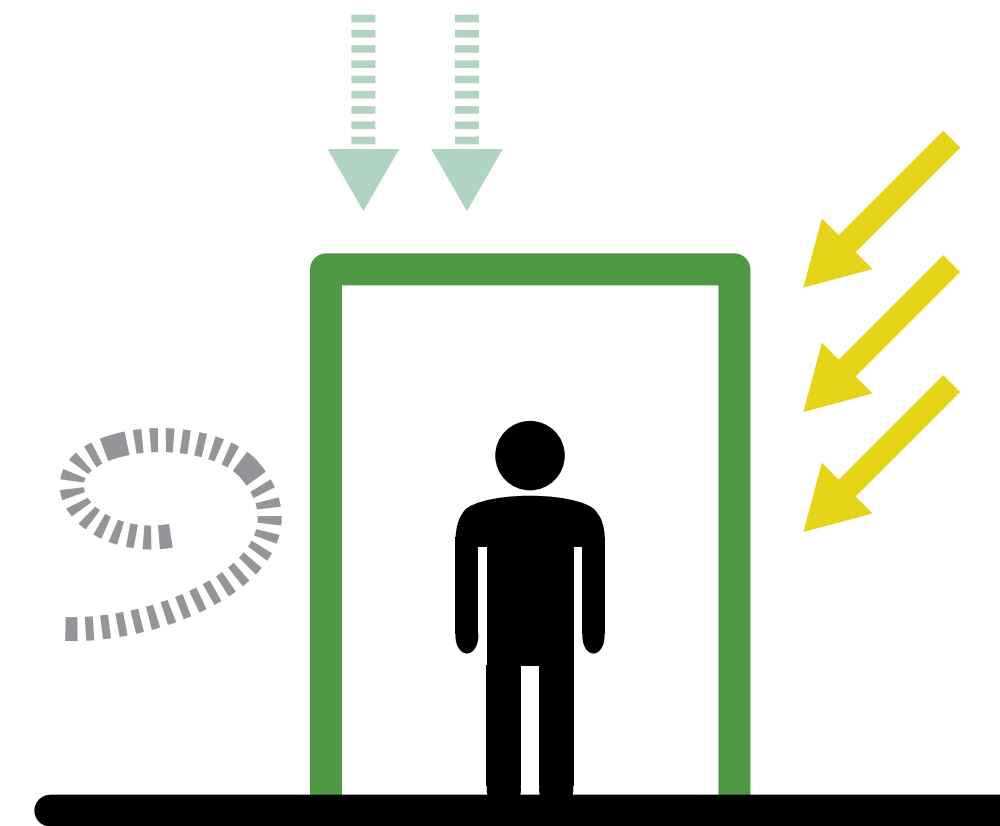
2. Symbiotically connect to life systems



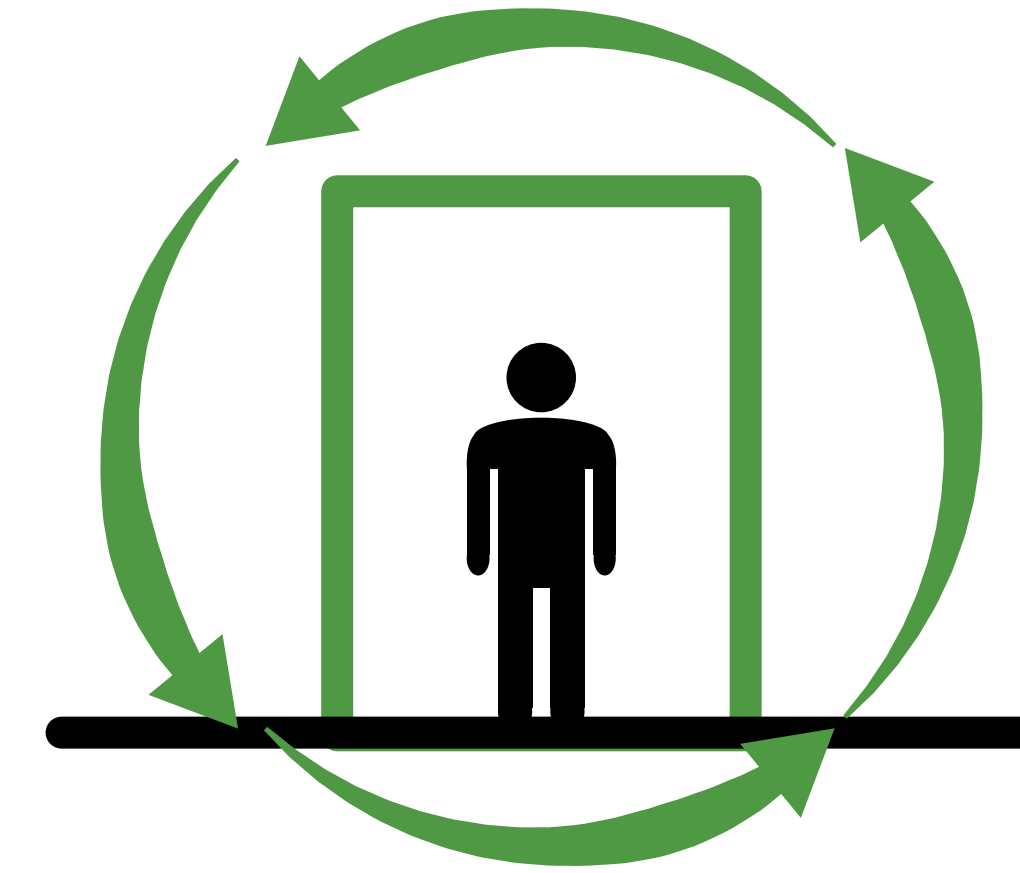
3. Make people experience the value of life



creating closed technical cycles



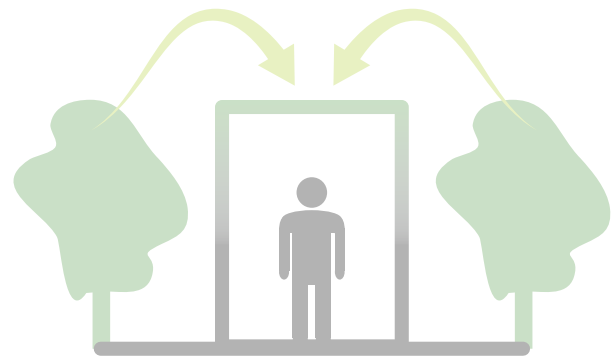
connect to renewable a-biotic factors



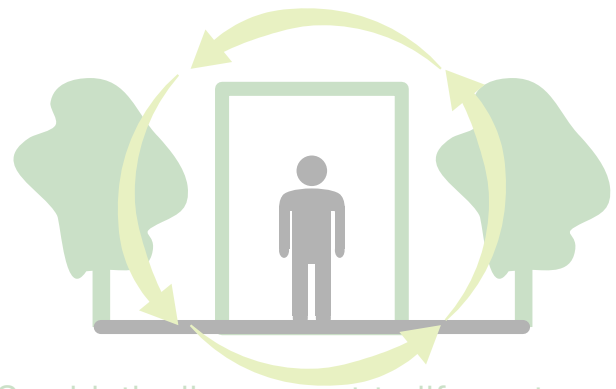
creating closed biotic cycles

HOW CAN ARCHITECTURE CONTRIBUTE TO LIFE?

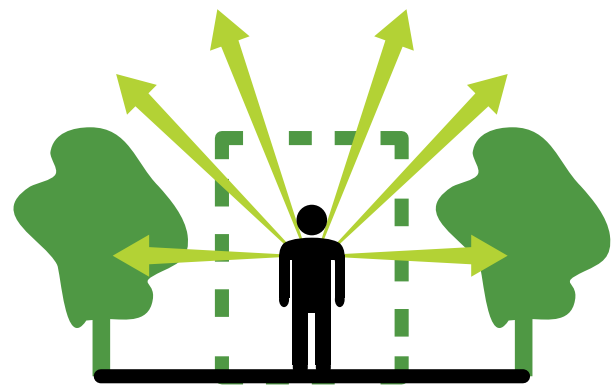
make people experience the value of life; re-connect in architecture



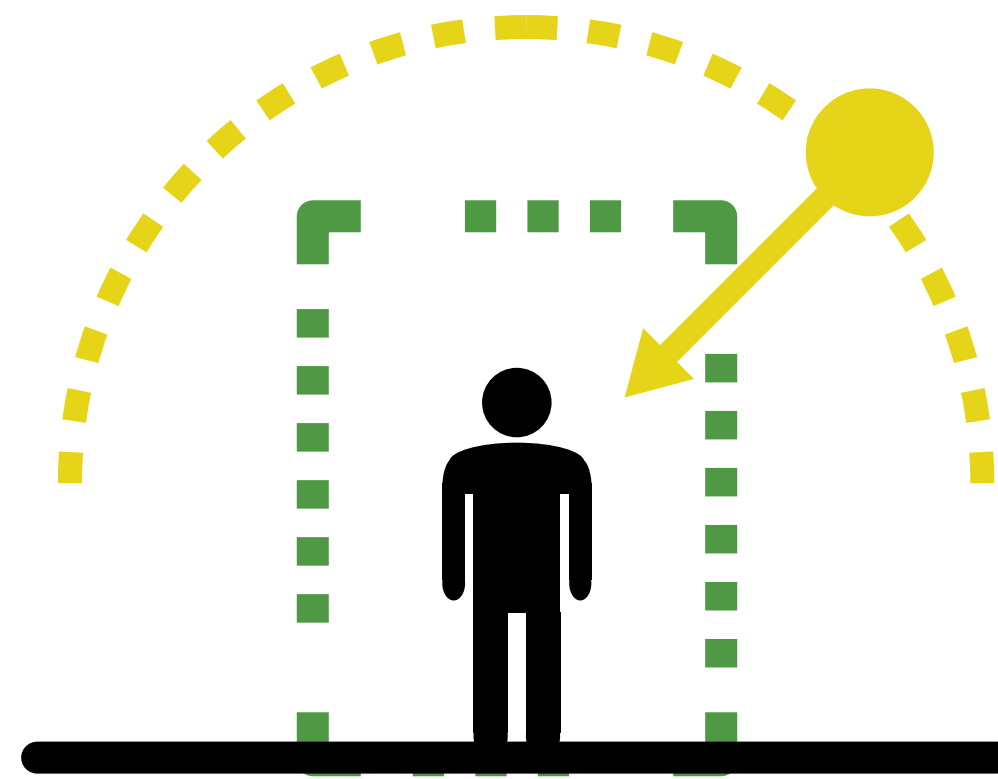
1. Re-invite life into the built environment



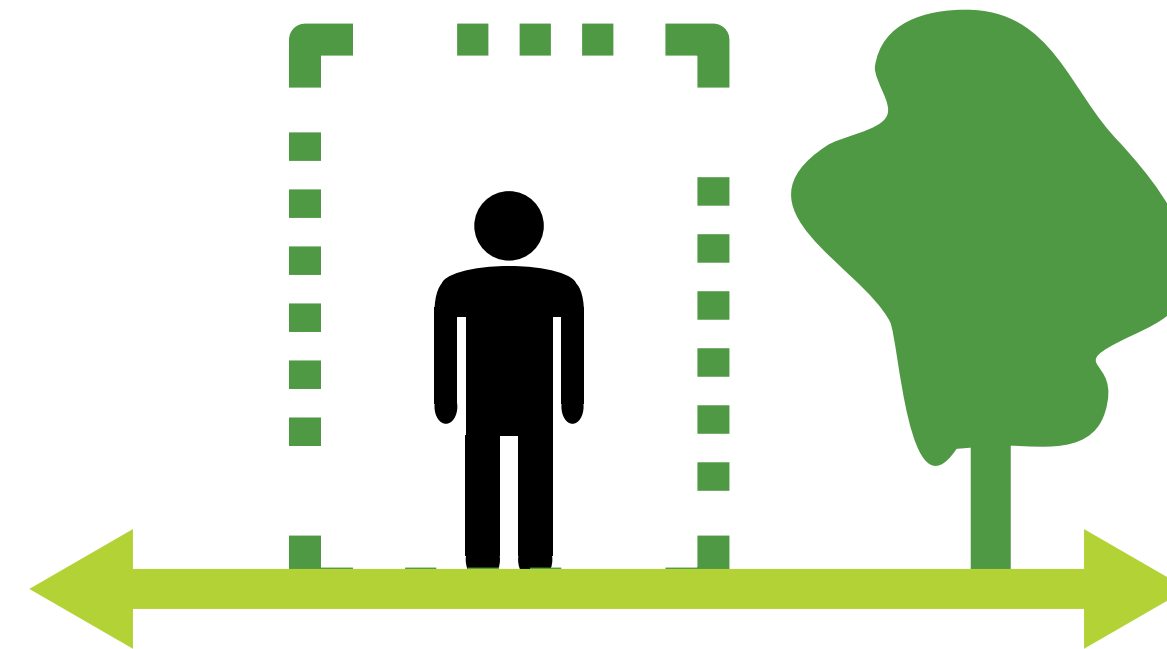
2. Symbiotically connect to life systems



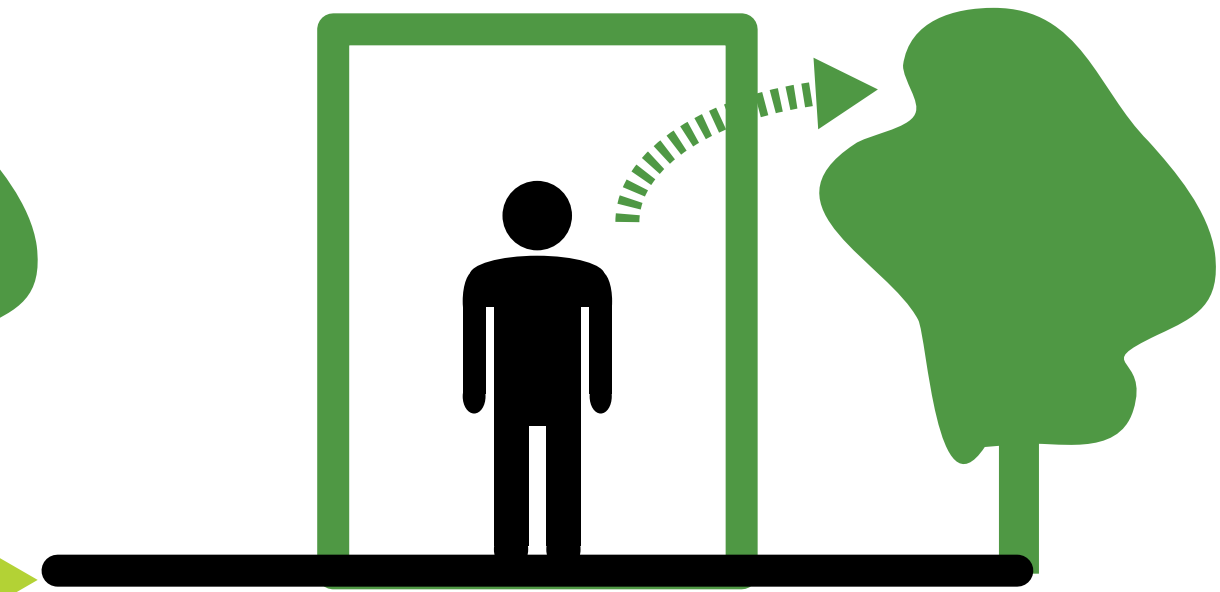
3. Make people experience the value of life



experiencing the change of light



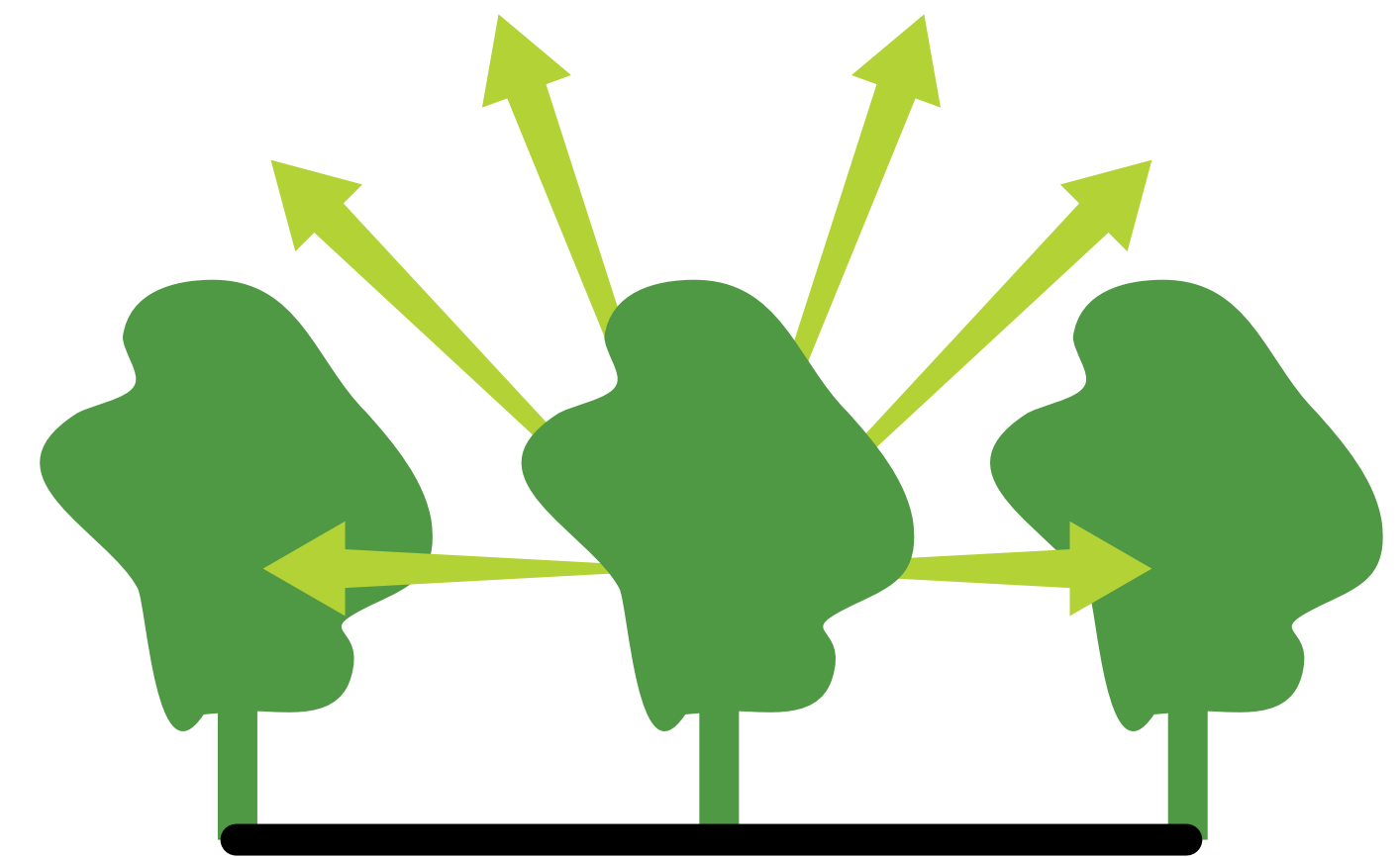
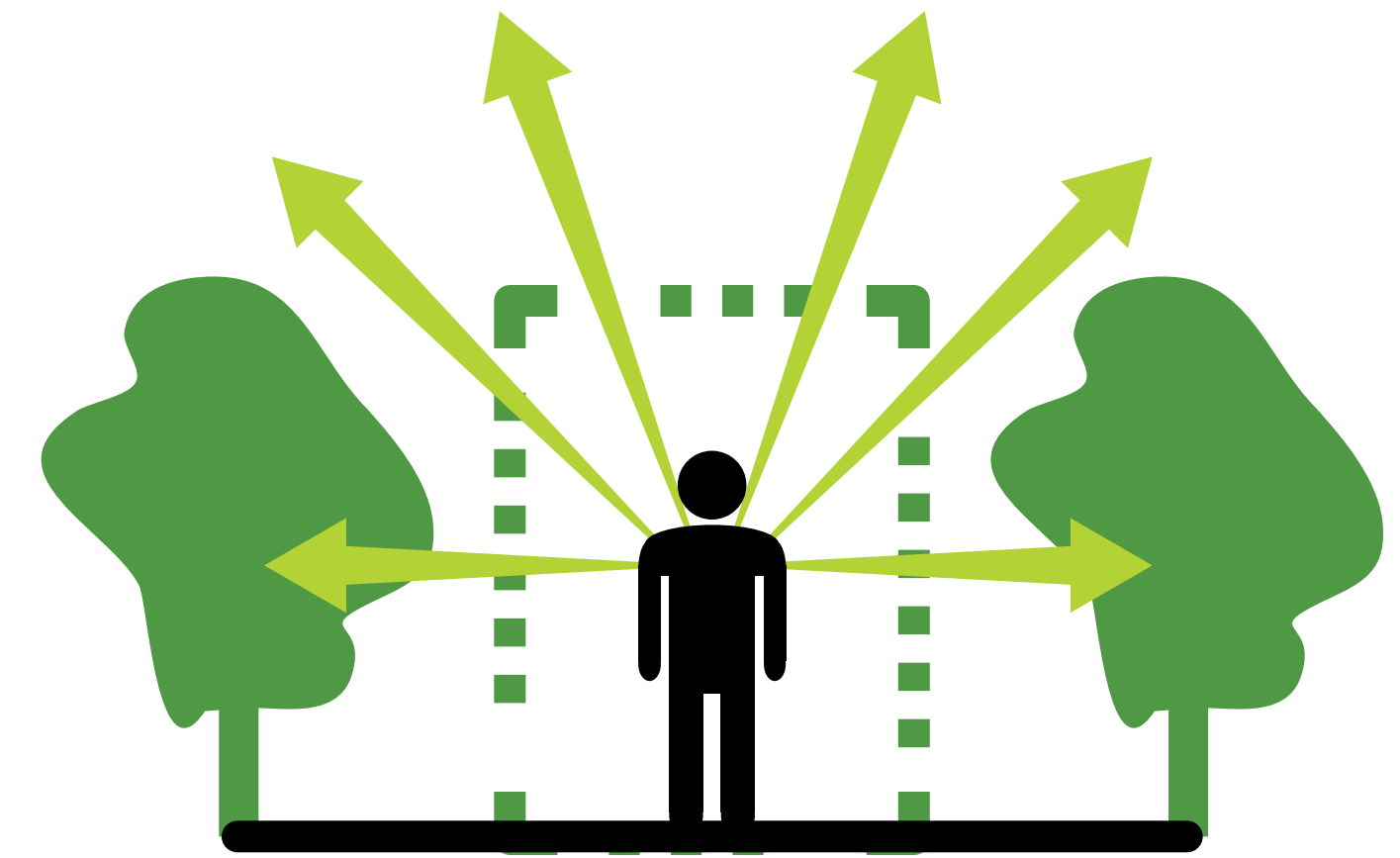
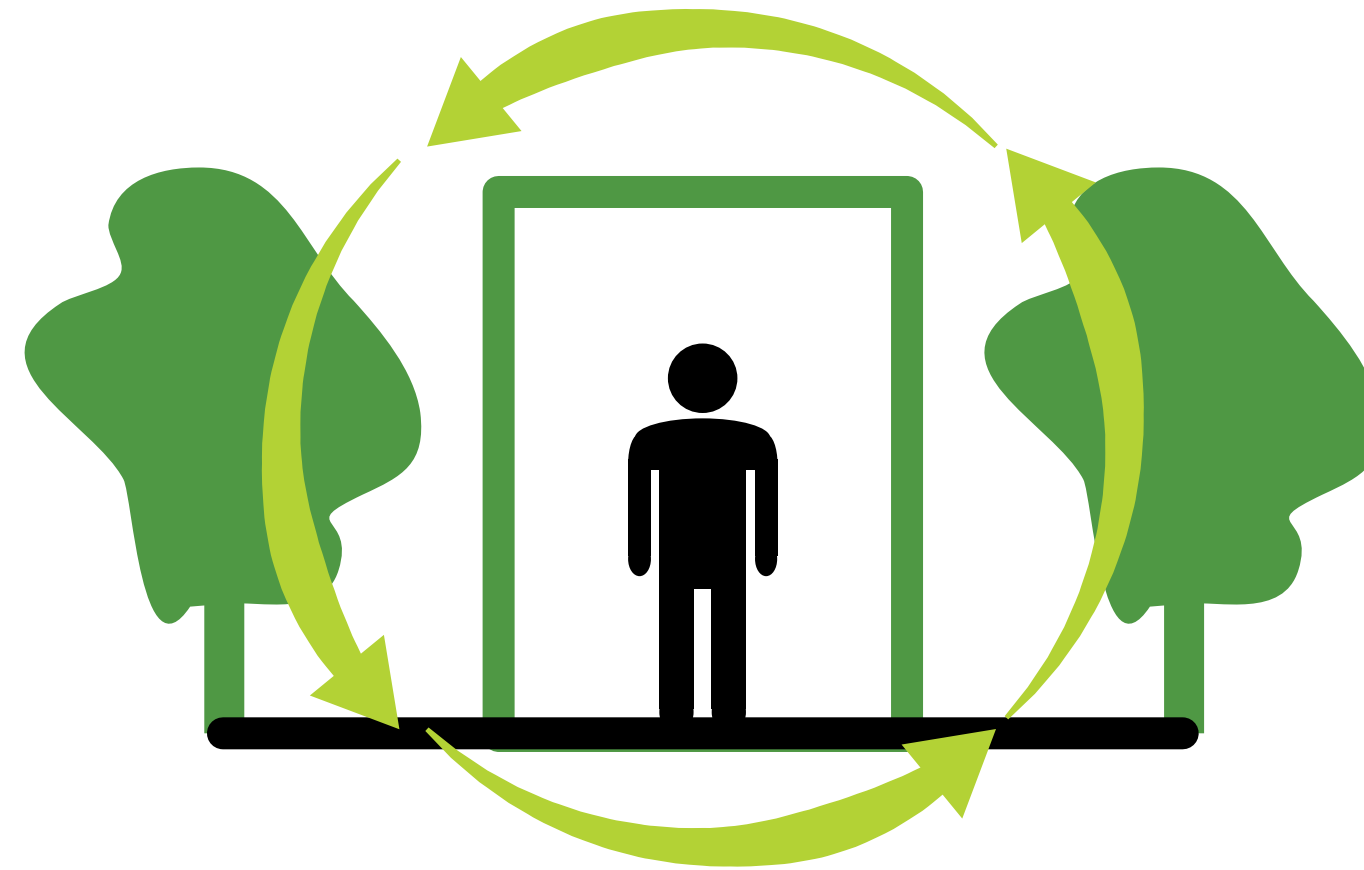
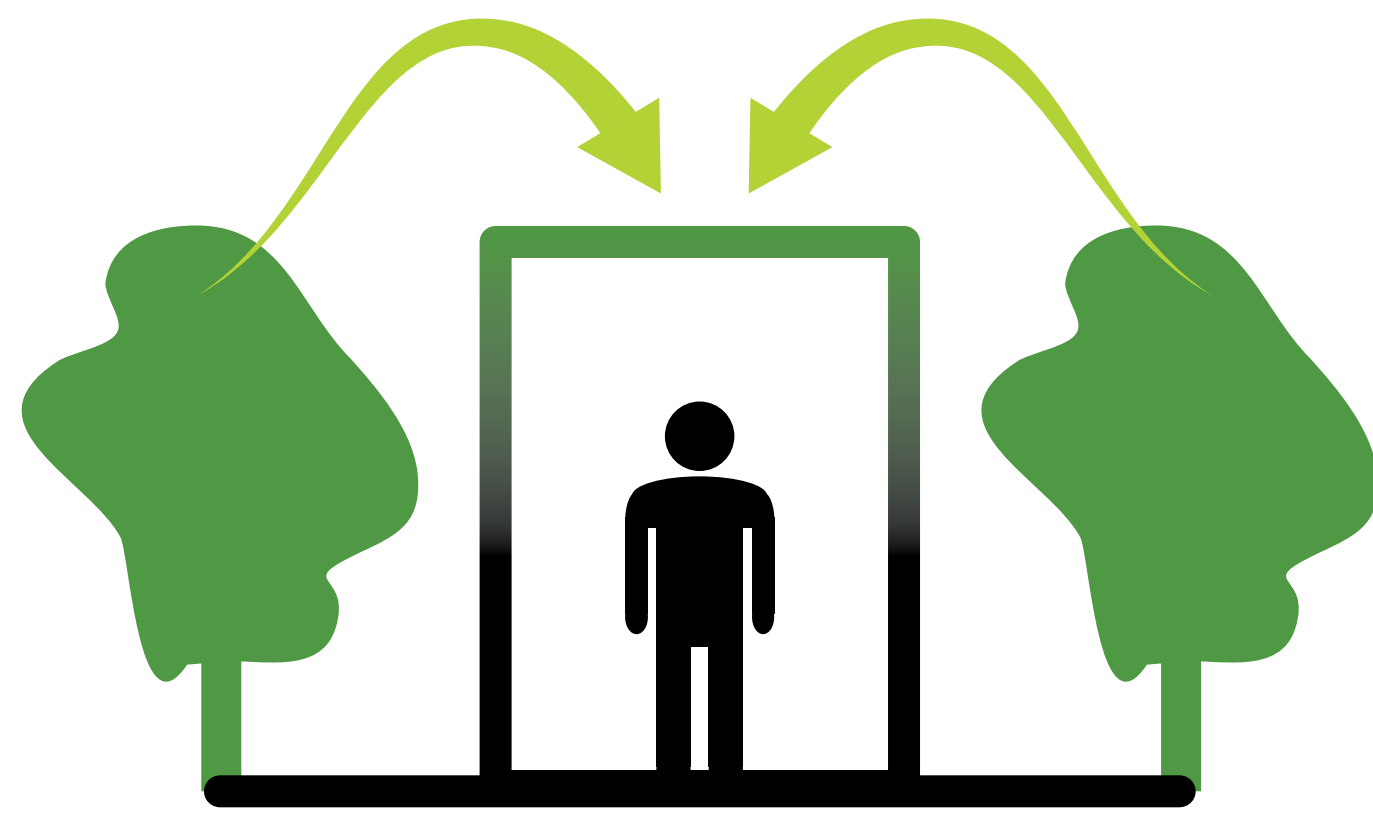
letting borders fade fade



creating access to high quality green

HOW CAN ARCHITECTURE CONTRIBUTE TO LIFE?

designing according principles of life- re-connecting to life on every level - buildings like trees



- CONTEXT -



NEIGHBOURHOOD: DE BAARSJES

physical & social characteristics



>6.000 dwellings/m²
pre-war apartment blocks



1,24m² public green/dwelling
dissatisfied with quality green



NEIGHBOURHOOD: DE BAARSJES

ecological structure



*green of low ecological value
high mortality rate in matrix
low patch connectivity
mainly urban species*

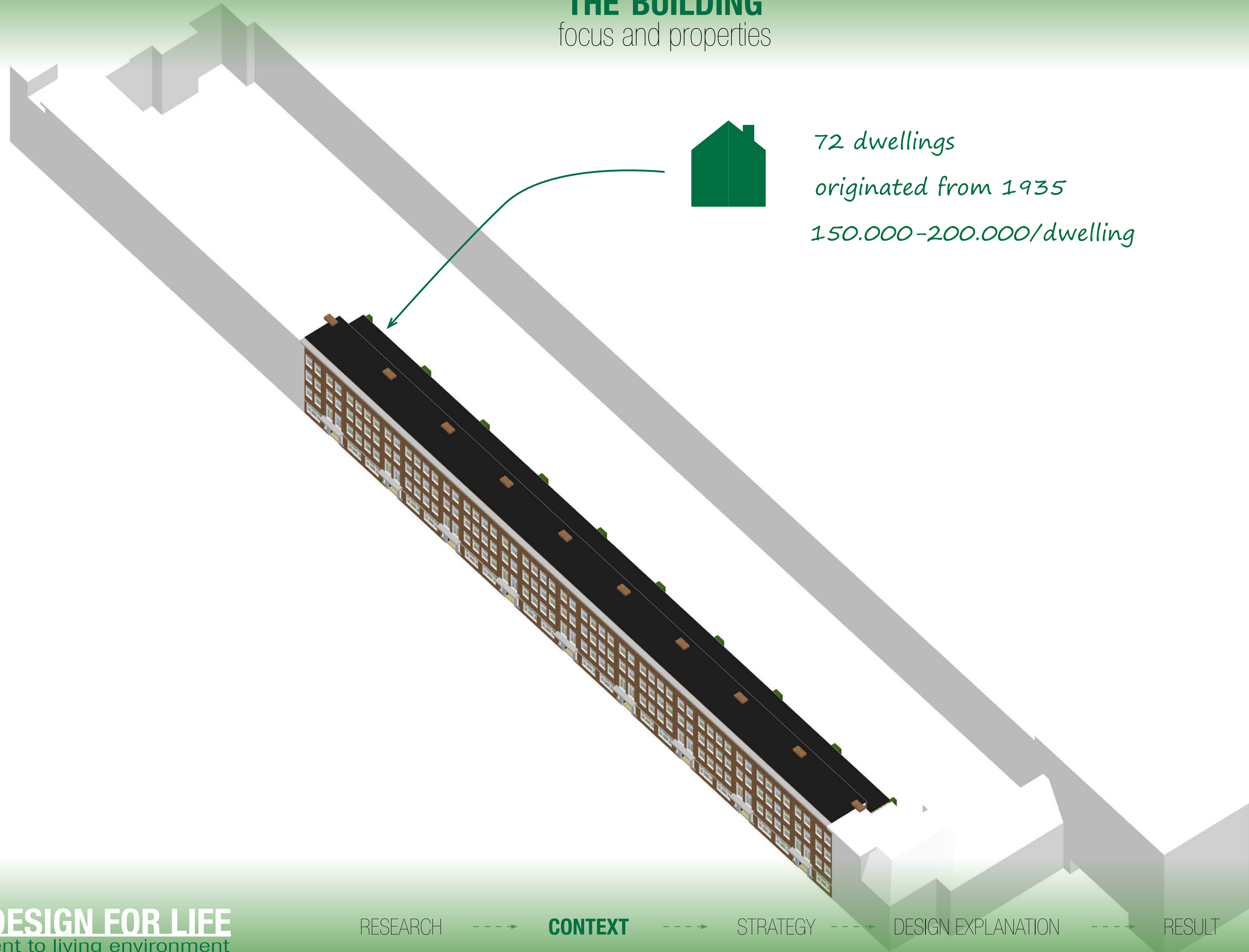


THE BUILDING

focus and properties



72 dwellings
originated from 1935
150.000-200.000/dwelling



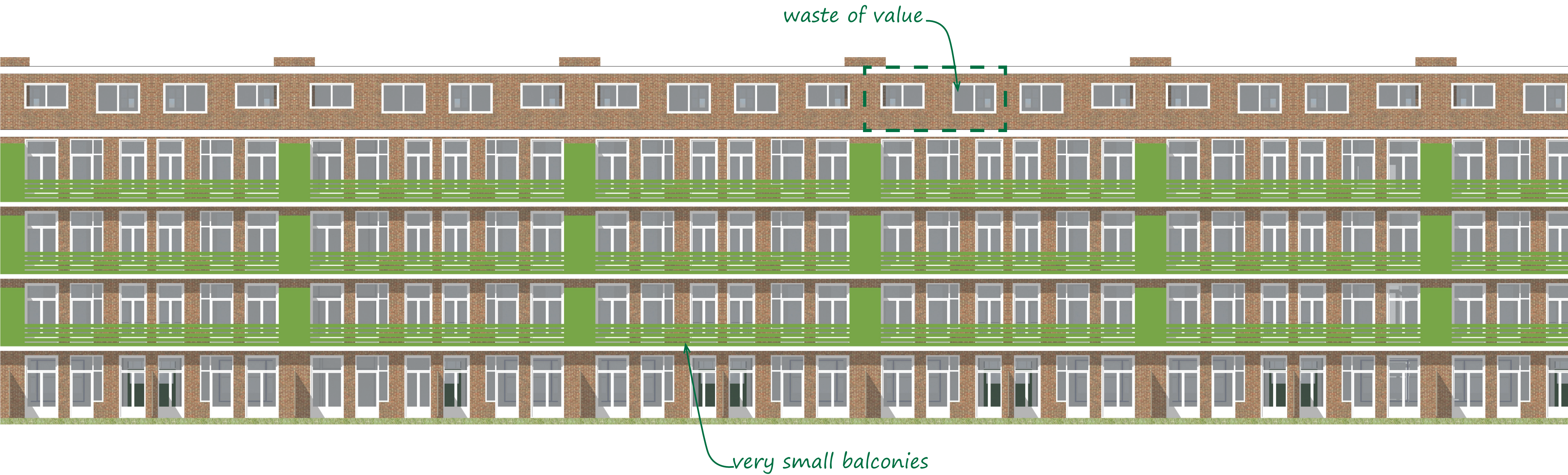
THE BUILDING

architecture street facade: strong architectural composition



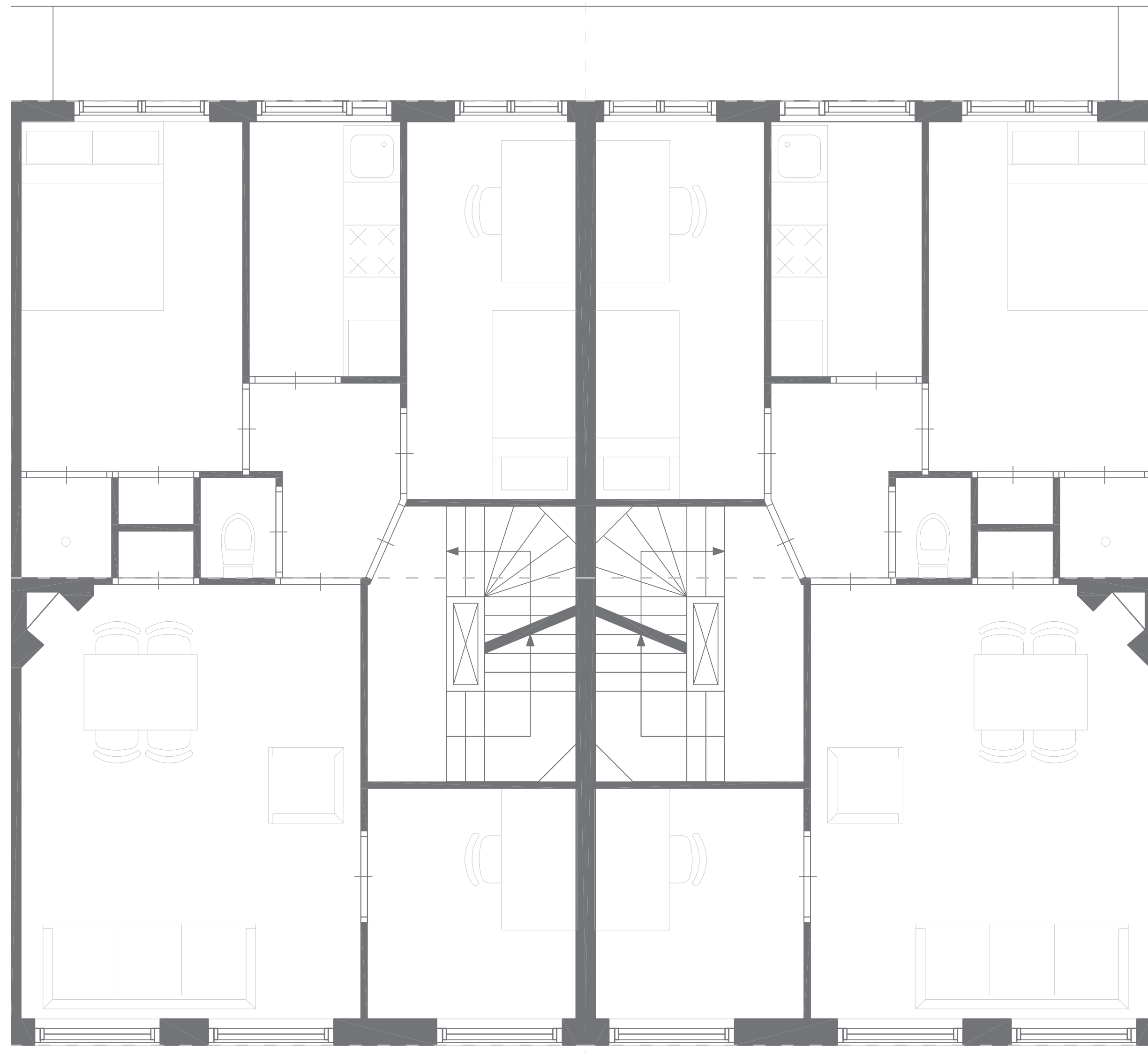
THE BUILDING

architecture garden facade: hardly any architectural value



THE BUILDING

typical floorplan: fragmented space



THE BUILDING

managed on different levels

the level of one dwelling

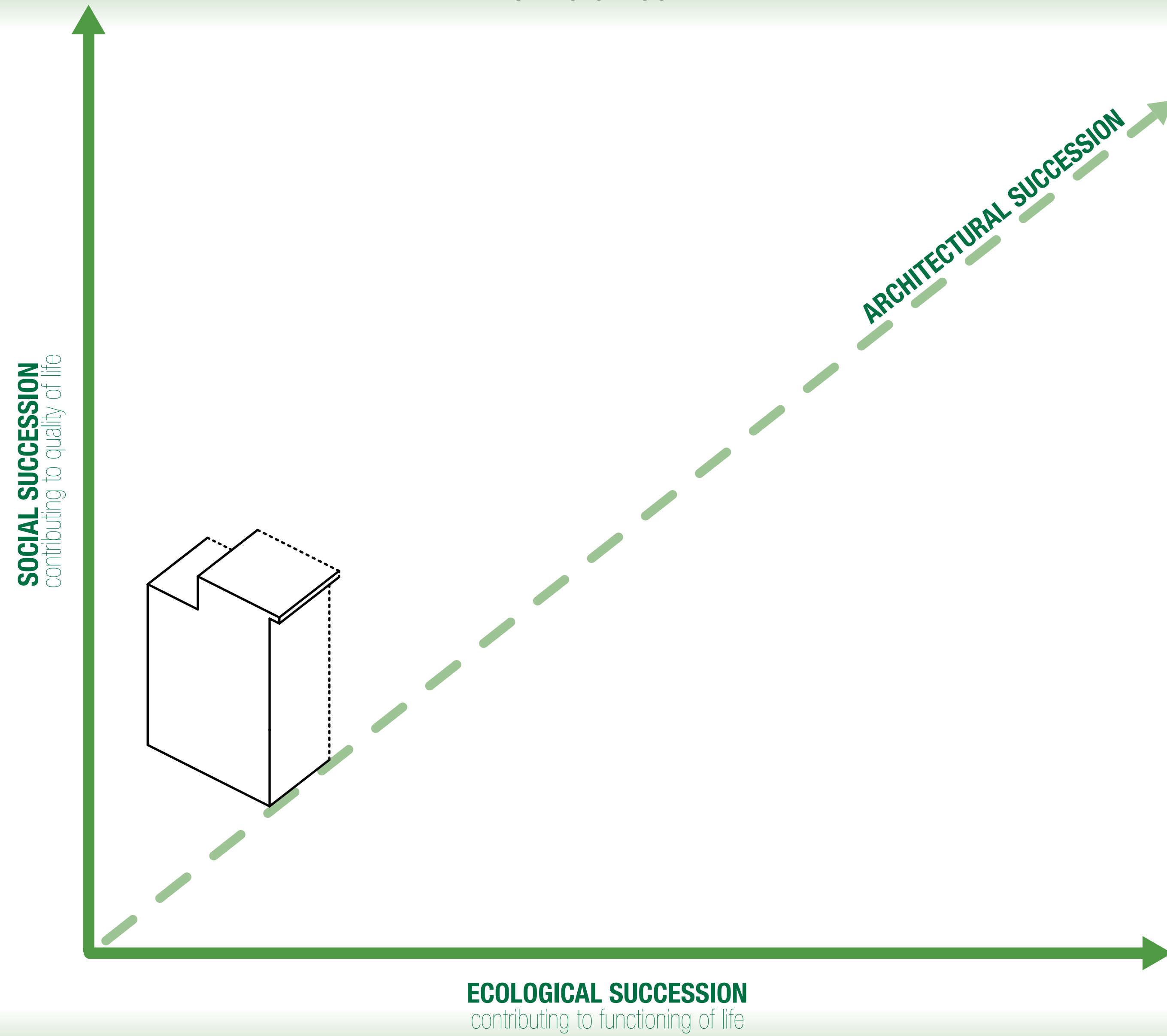


the level of an Association of Owners

- STRATEGY -

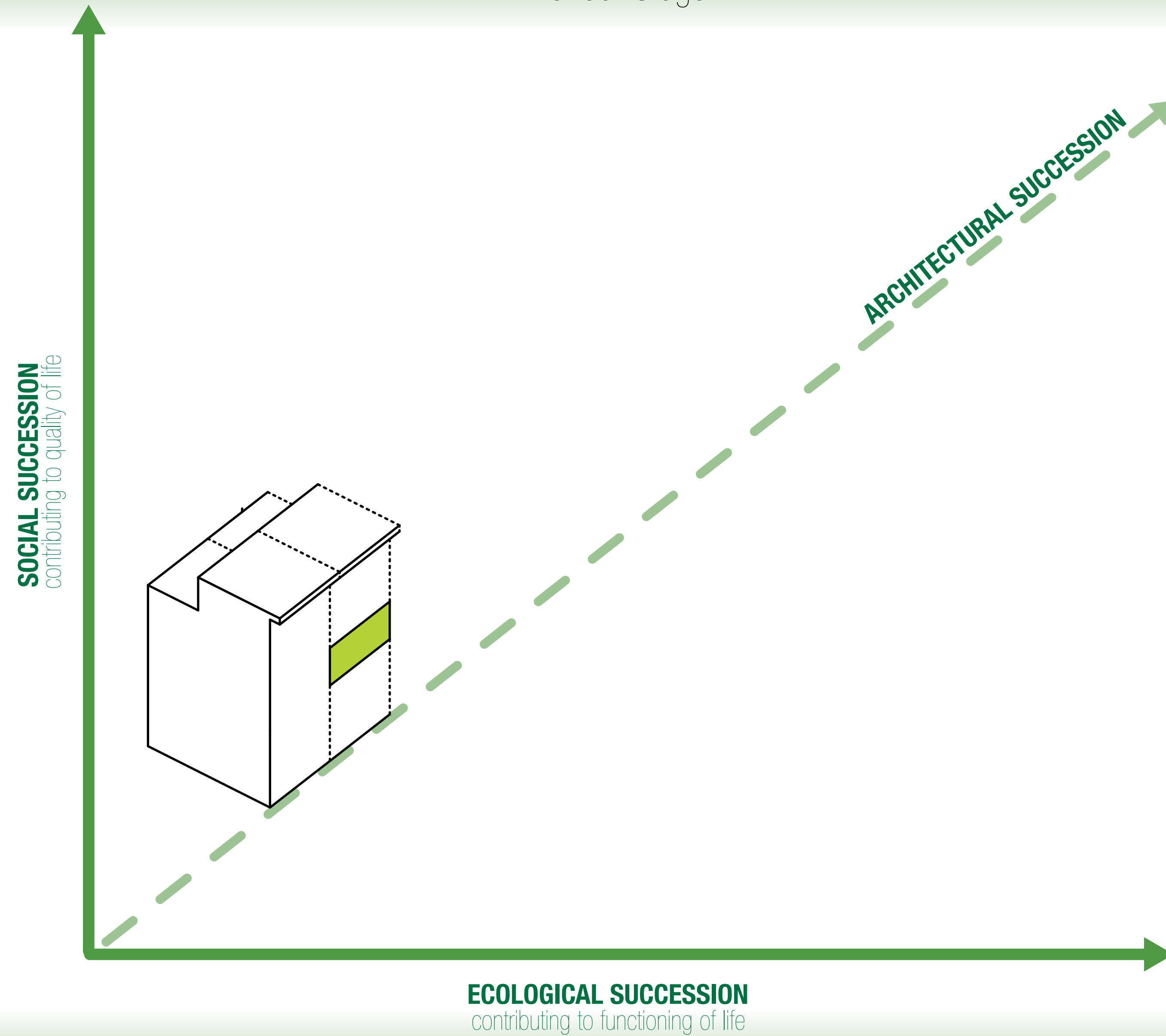
ARCHITECTURAL SUCCESSION

0. Bare Rock



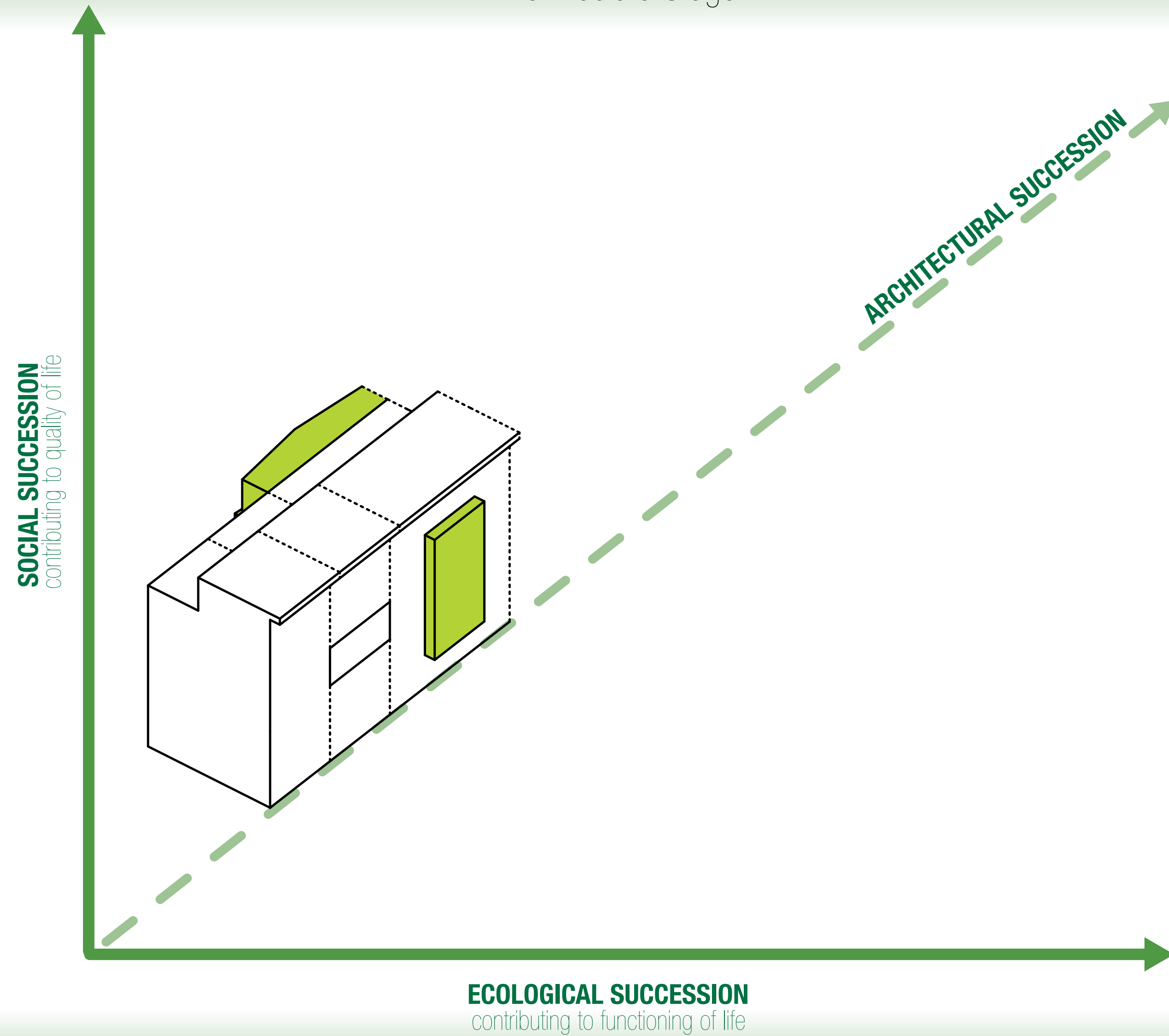
ARCHITECTURAL SUCCESSION

1. Pioneer Stage



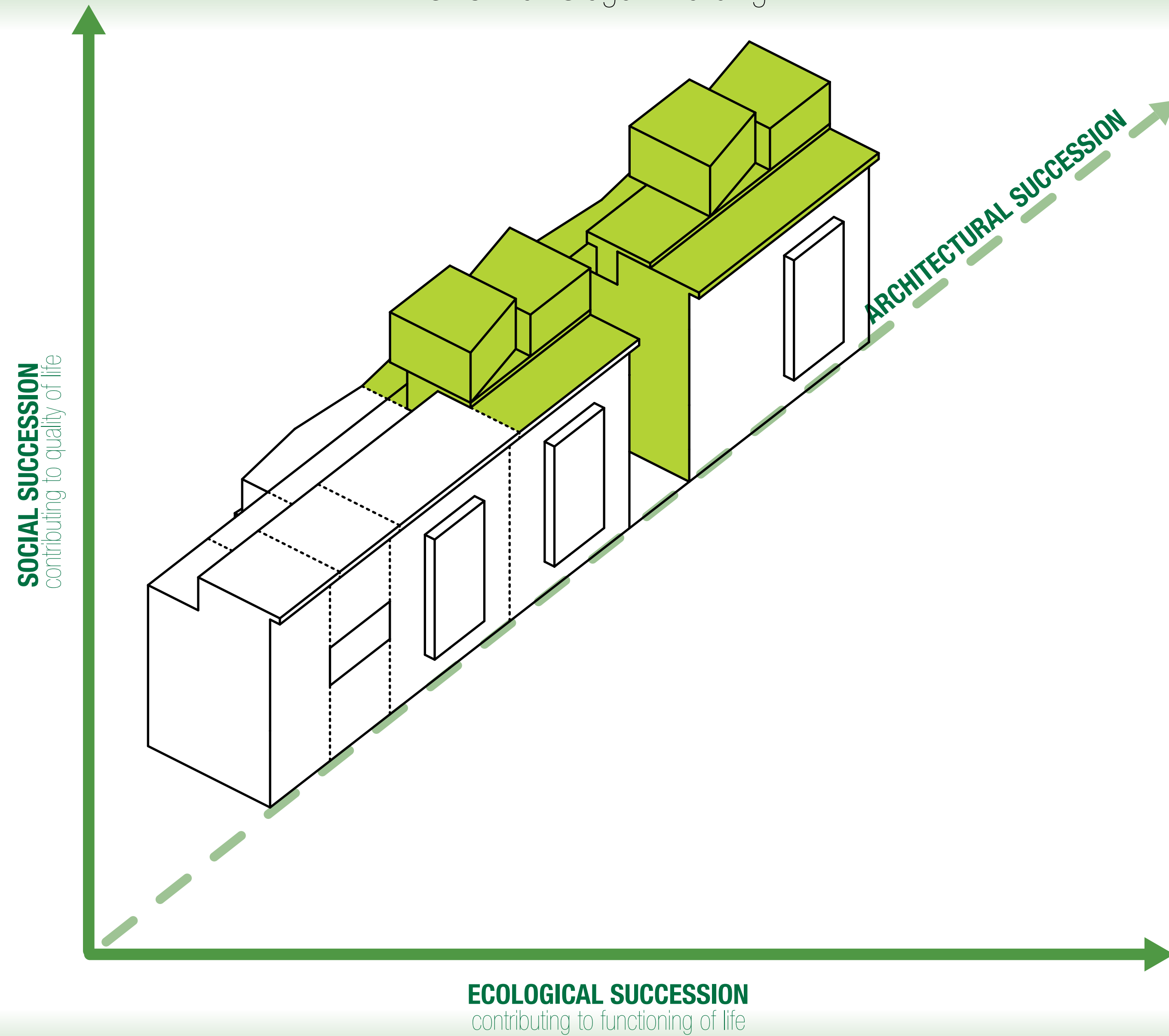
ARCHITECTURAL SUCCESSION

2. Intermediate Stage



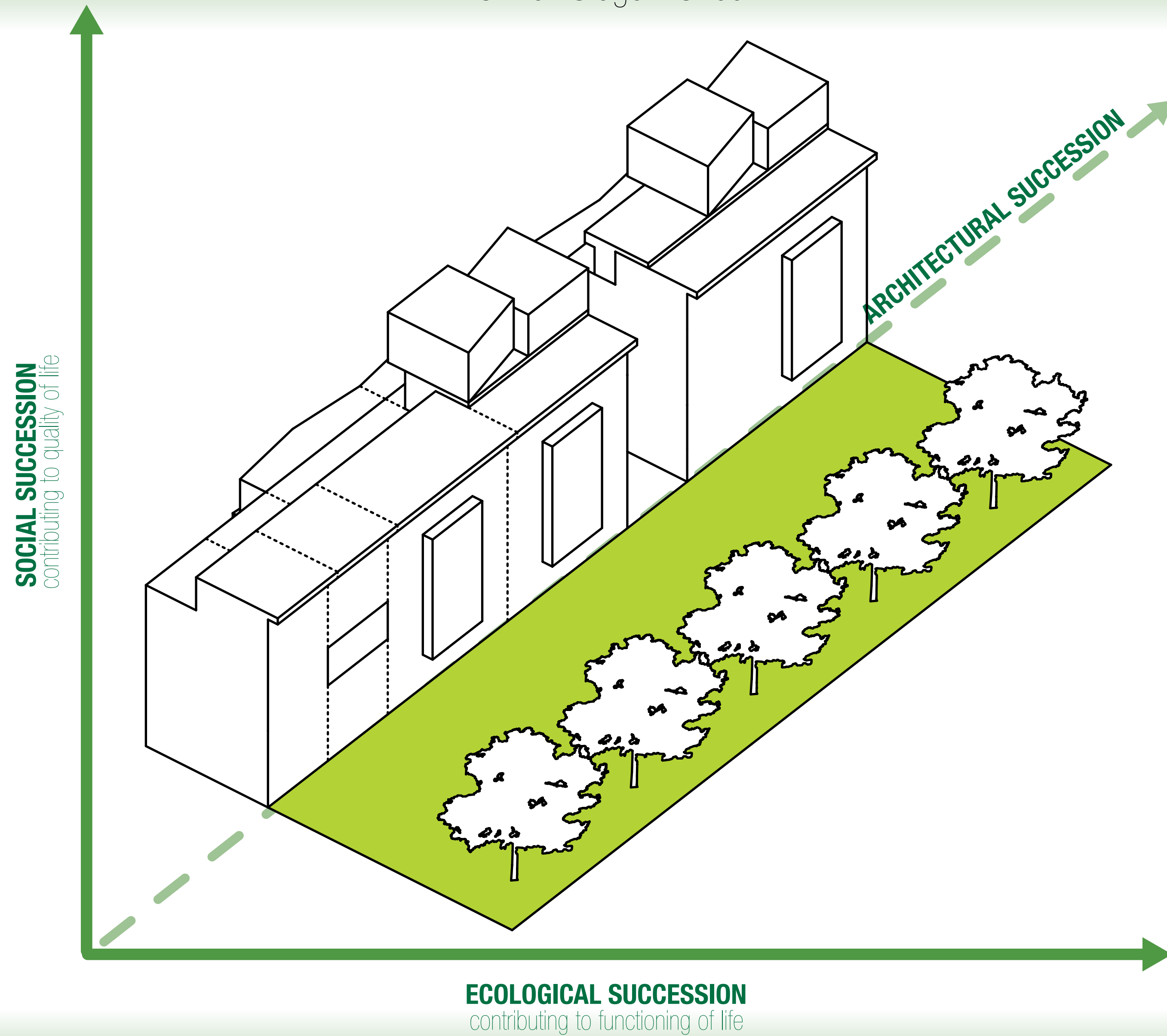
ARCHITECTURAL SUCCESSION

3. Climax Stage - Building



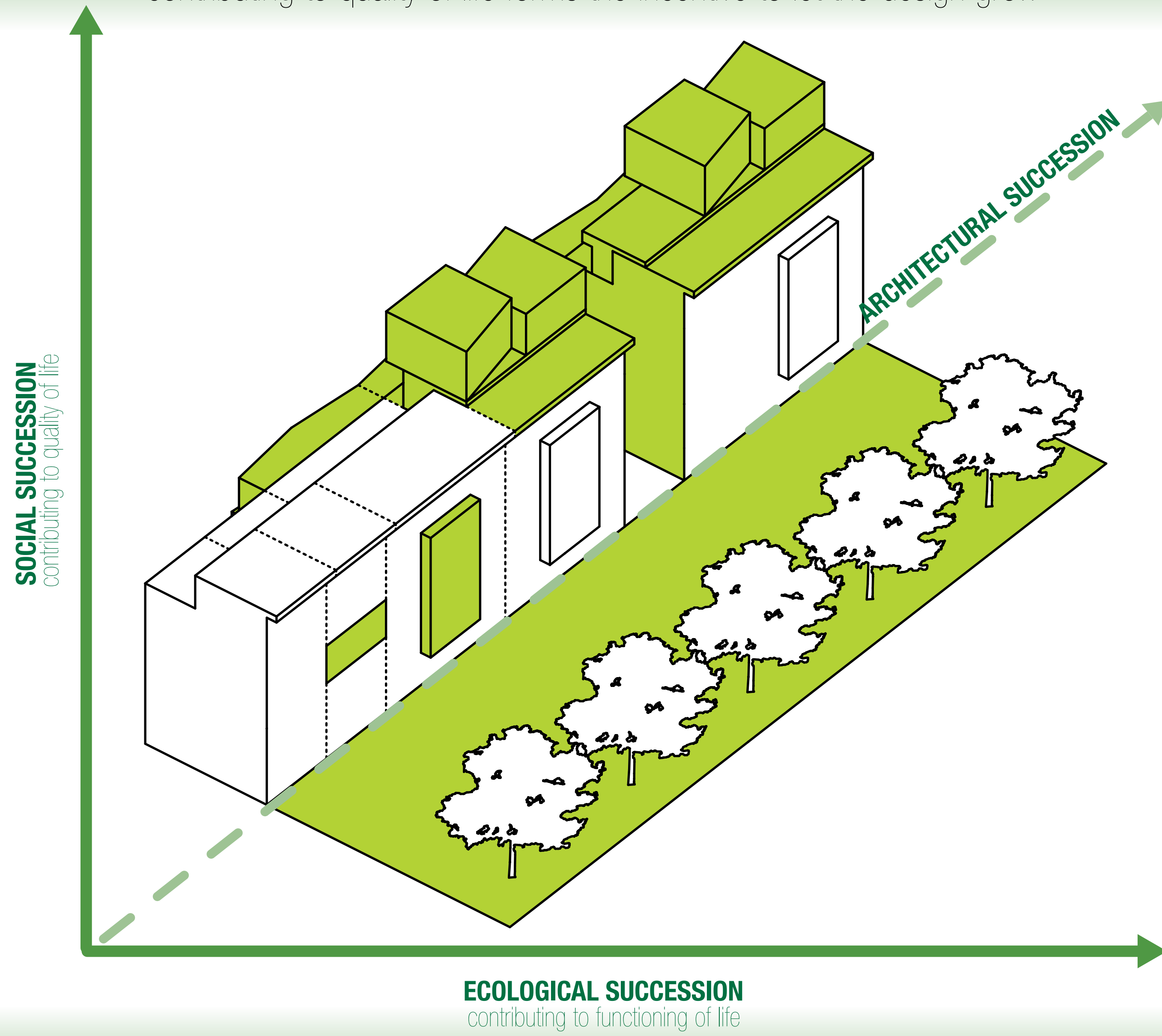
ARCHITECTURAL SUCCESSION

4. Climax Stage - Street



ARCHITECTURAL SUCCESSION

contributing to quality of life forms the incentive to let the design grow



SOCIAL SUCCESSION
contributing to quality of life

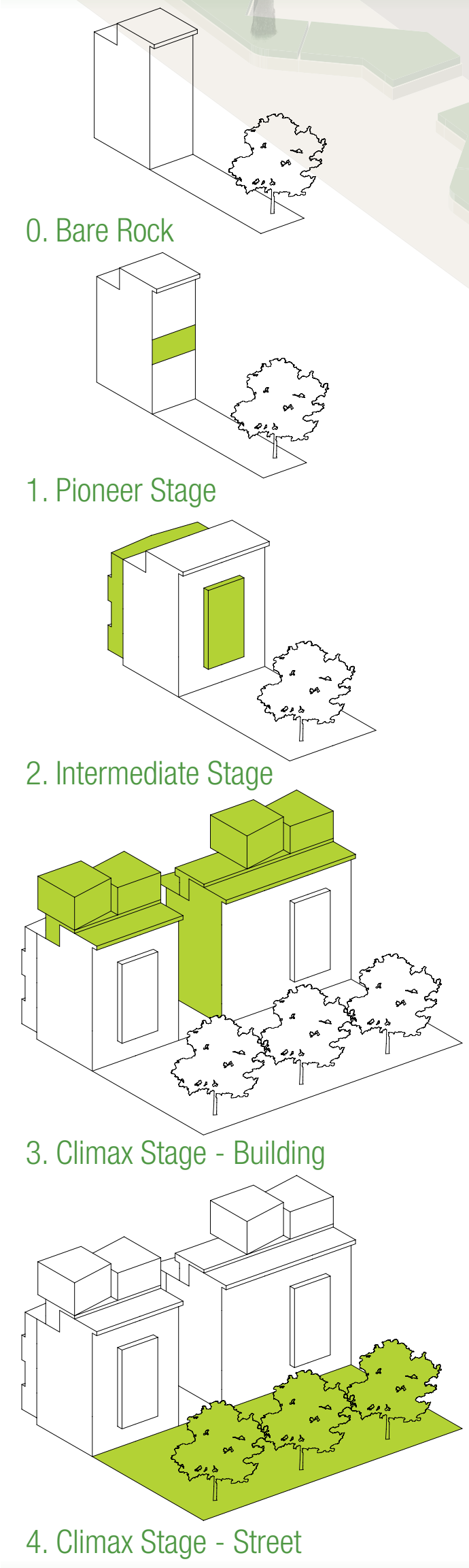
ARCHITECTURAL SUCCESSION

ECOLOGICAL SUCCESSION
contributing to functioning of life

- DESIGN EXPLANATION -

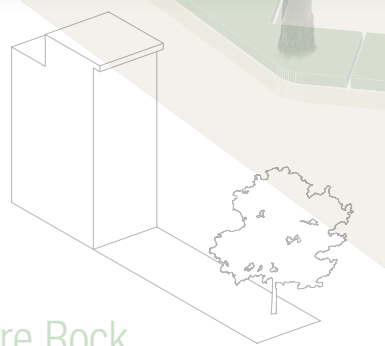
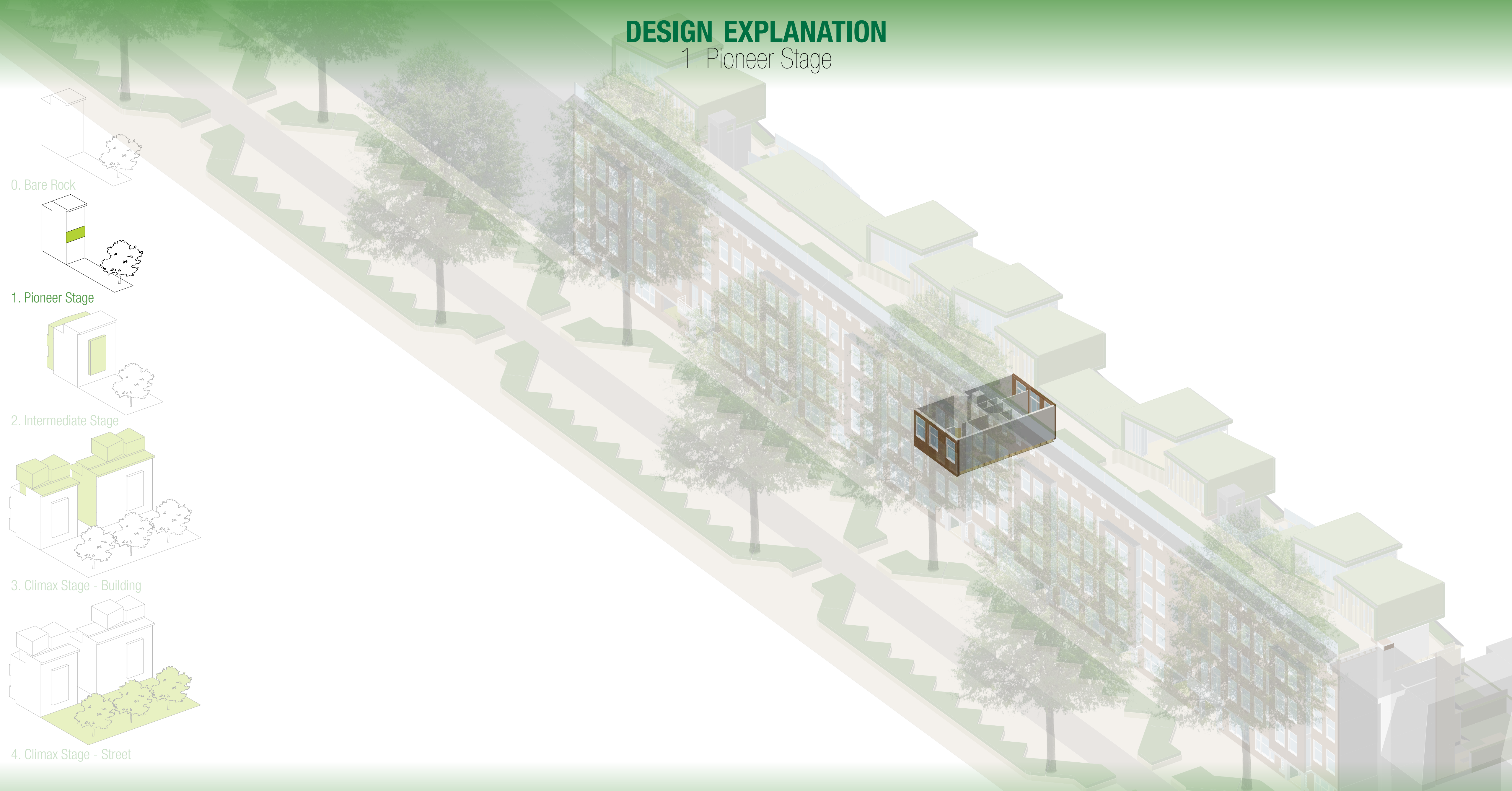
DESIGN EXPLANATION

from bare rock to climax stage

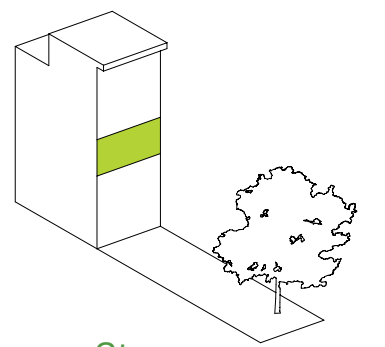


DESIGN EXPLANATION

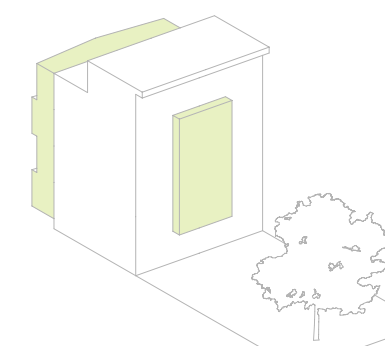
1. Pioneer Stage



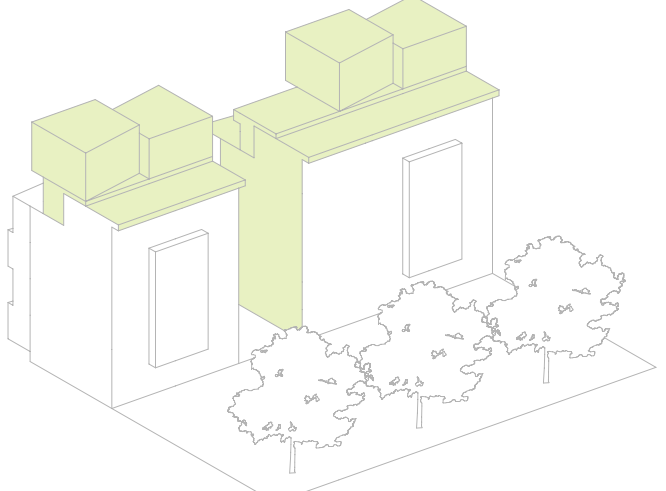
0. Bare Rock



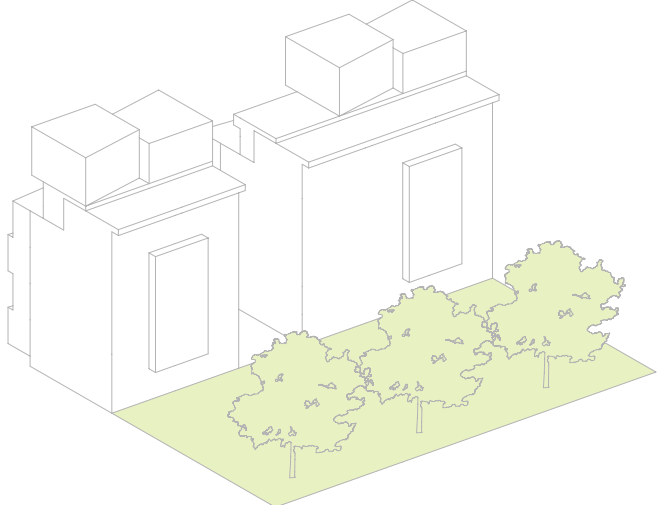
1. Pioneer Stage



2. Intermediate Stage



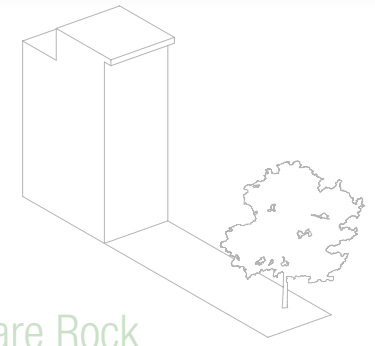
3. Climax Stage - Building



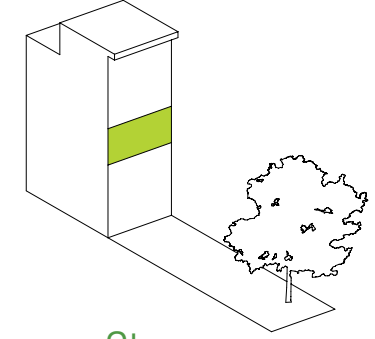
4. Climax Stage - Street

PIONEER STAGE

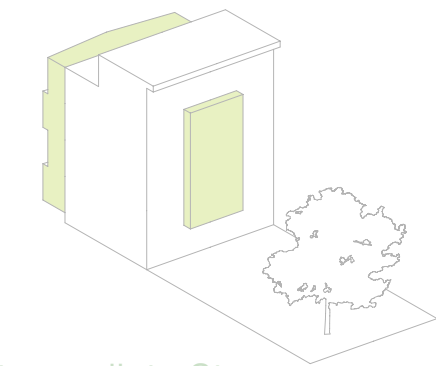
interventions



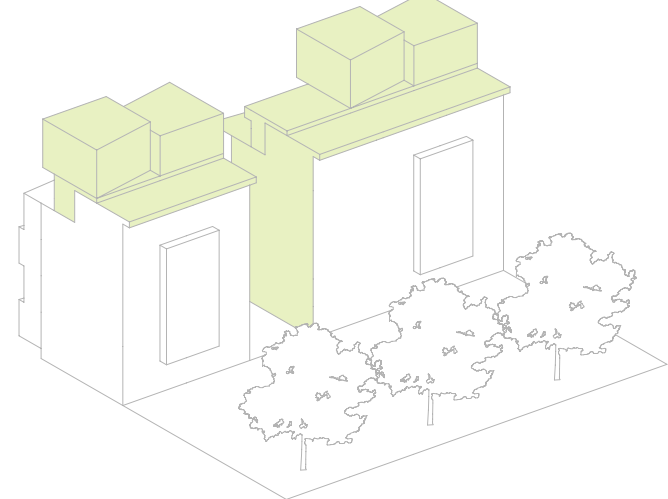
0. Bare Rock



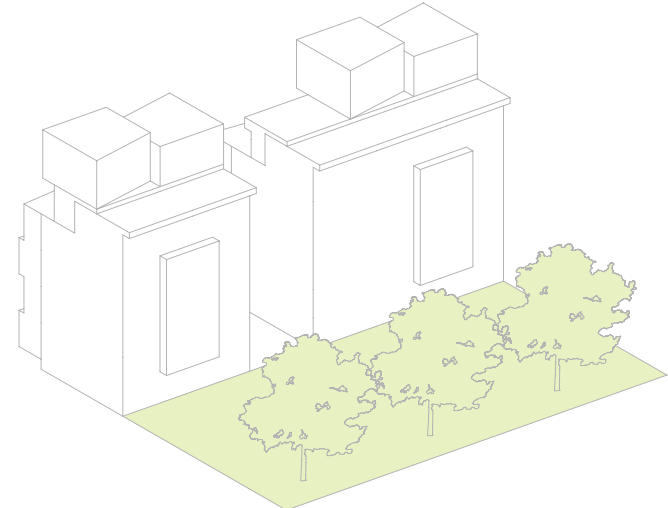
1. Pioneer Stage



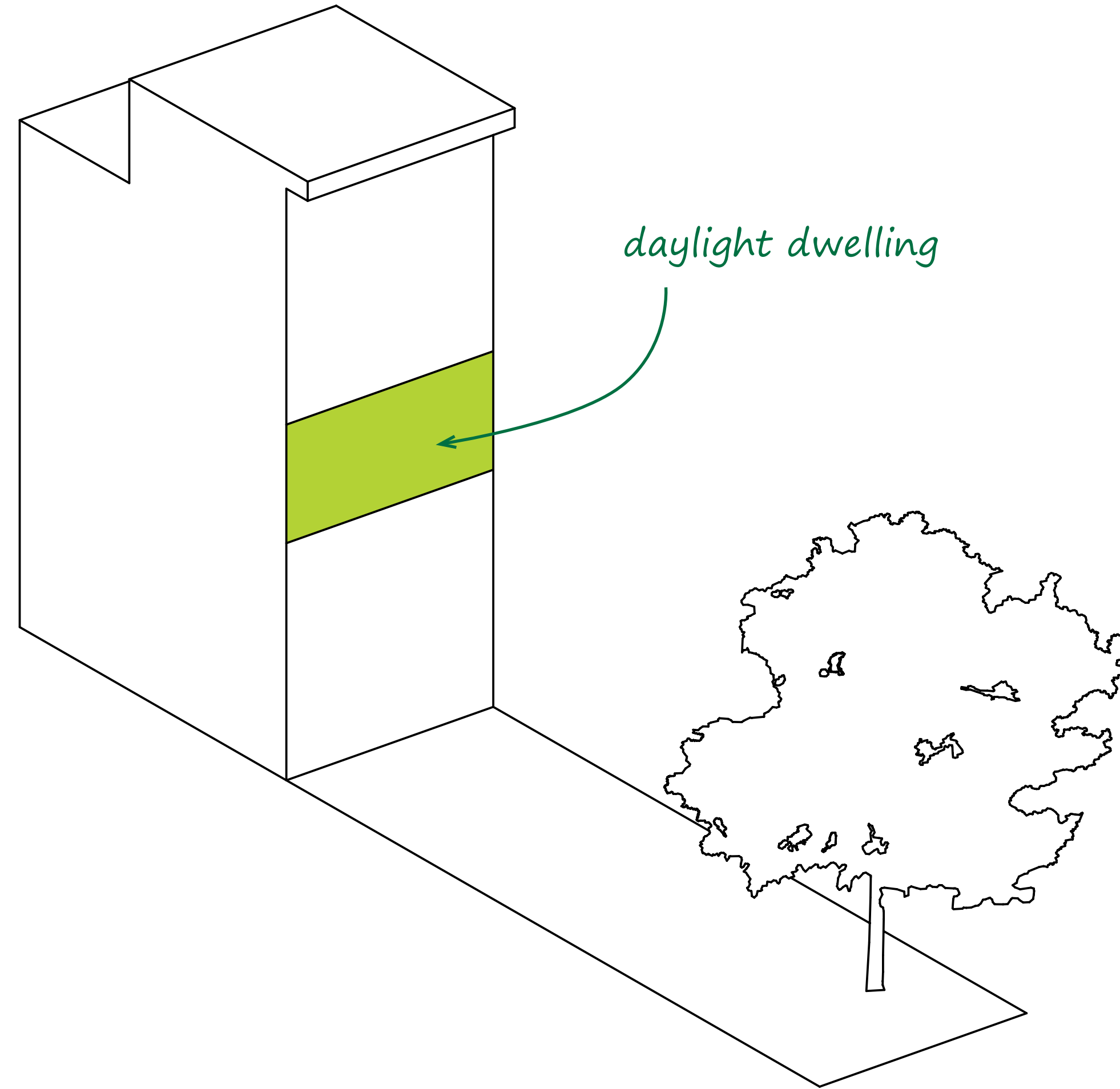
2. Intermediate Stage



3. Climax Stage - Building

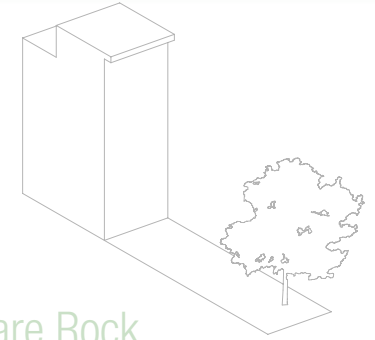


4. Climax Stage - Street

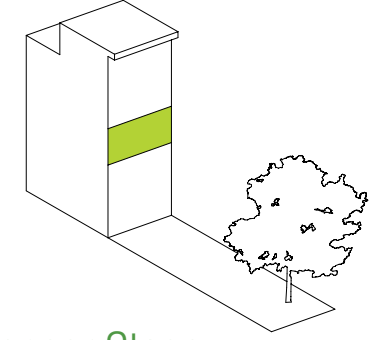


PIONEER STAGE

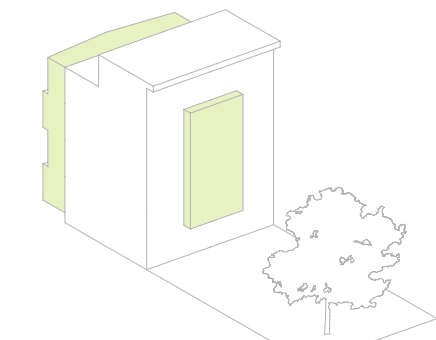
architectural diagrams



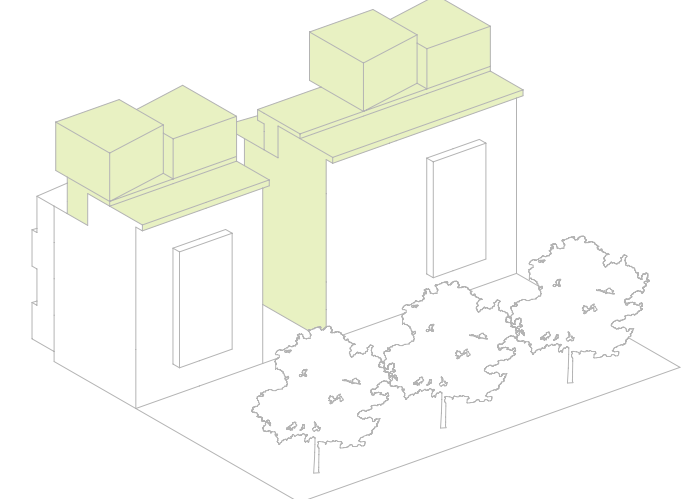
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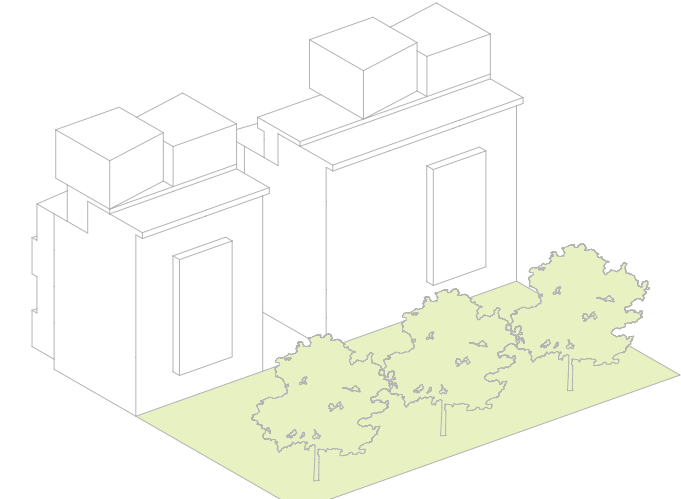
1. Pioneer Stage



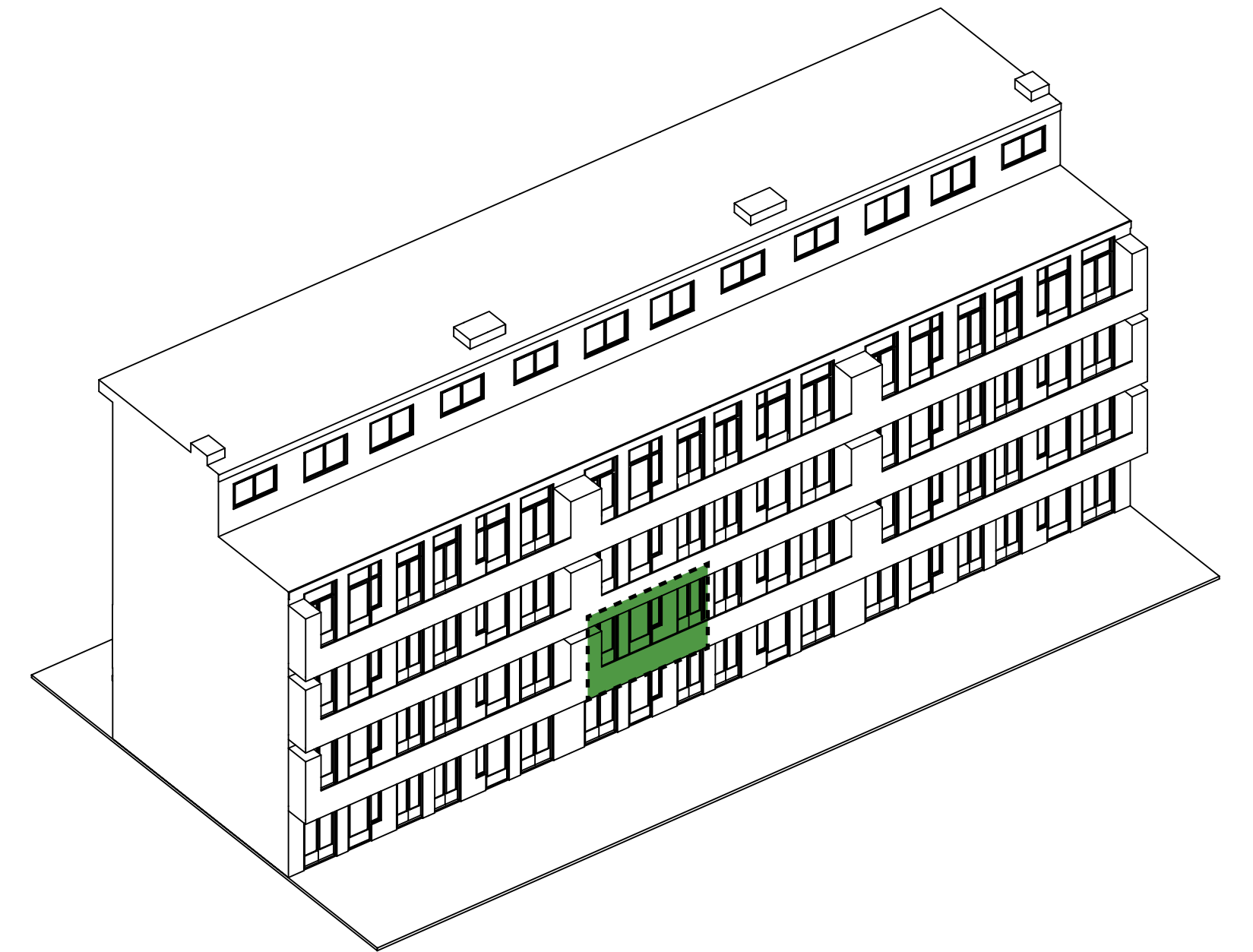
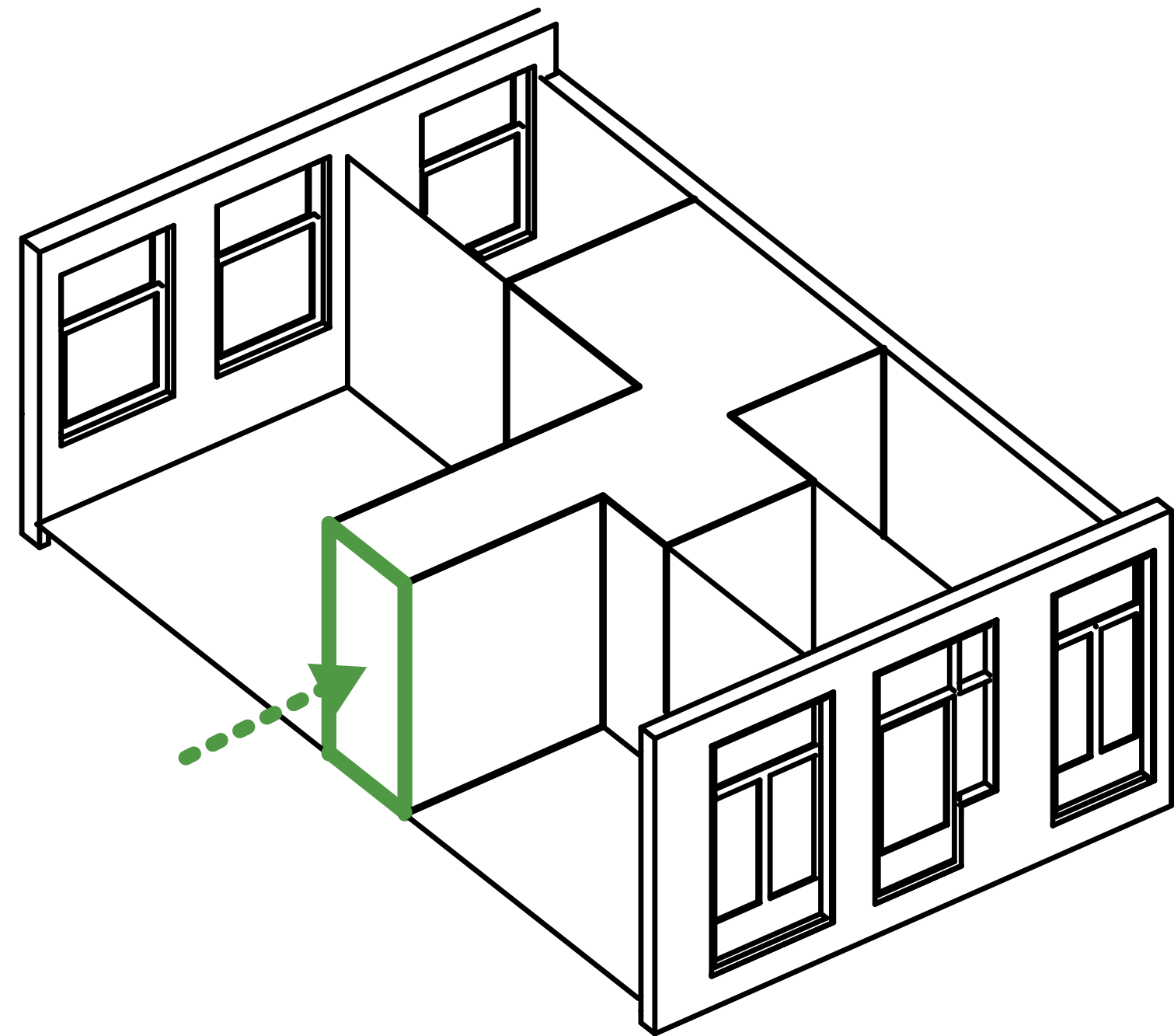
2. Intermediate Stage



3. Climax Stage - Building

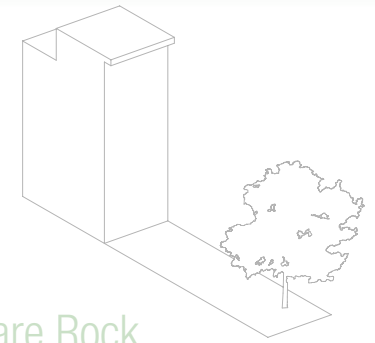


4. Climax Stage - Street

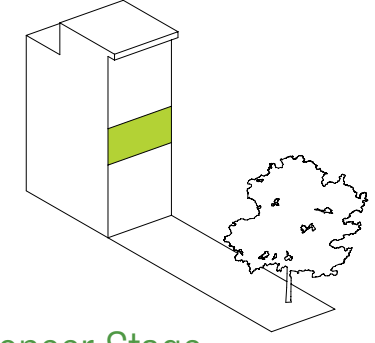


PIONEER STAGE

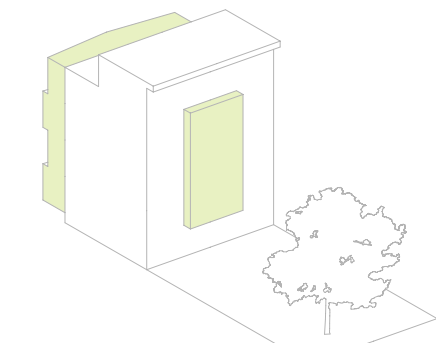
architectural diagrams



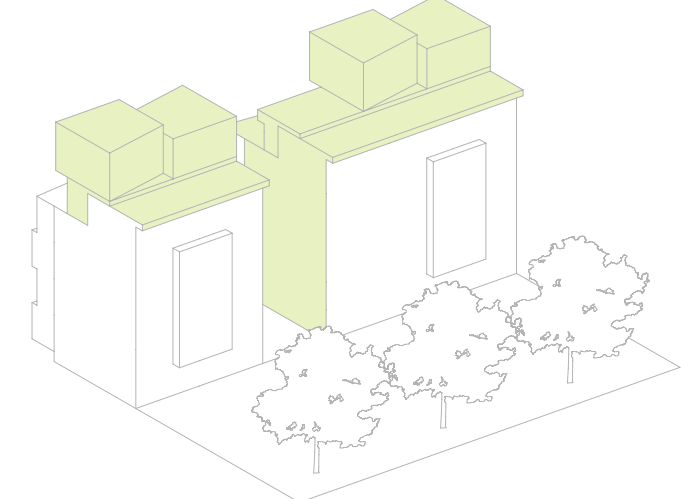
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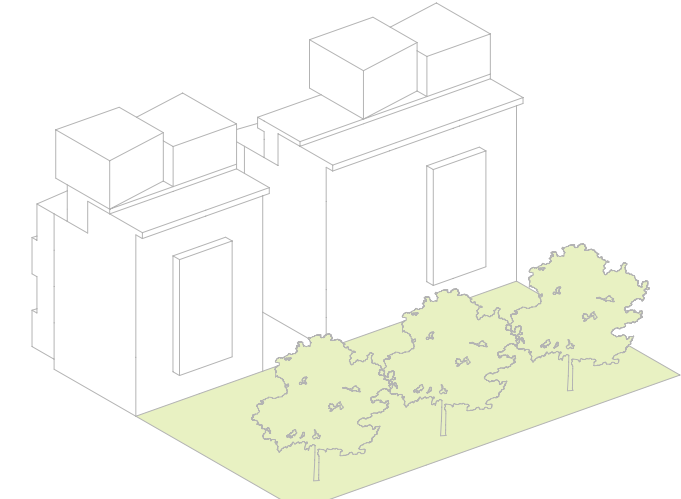
1. Pioneer Stage



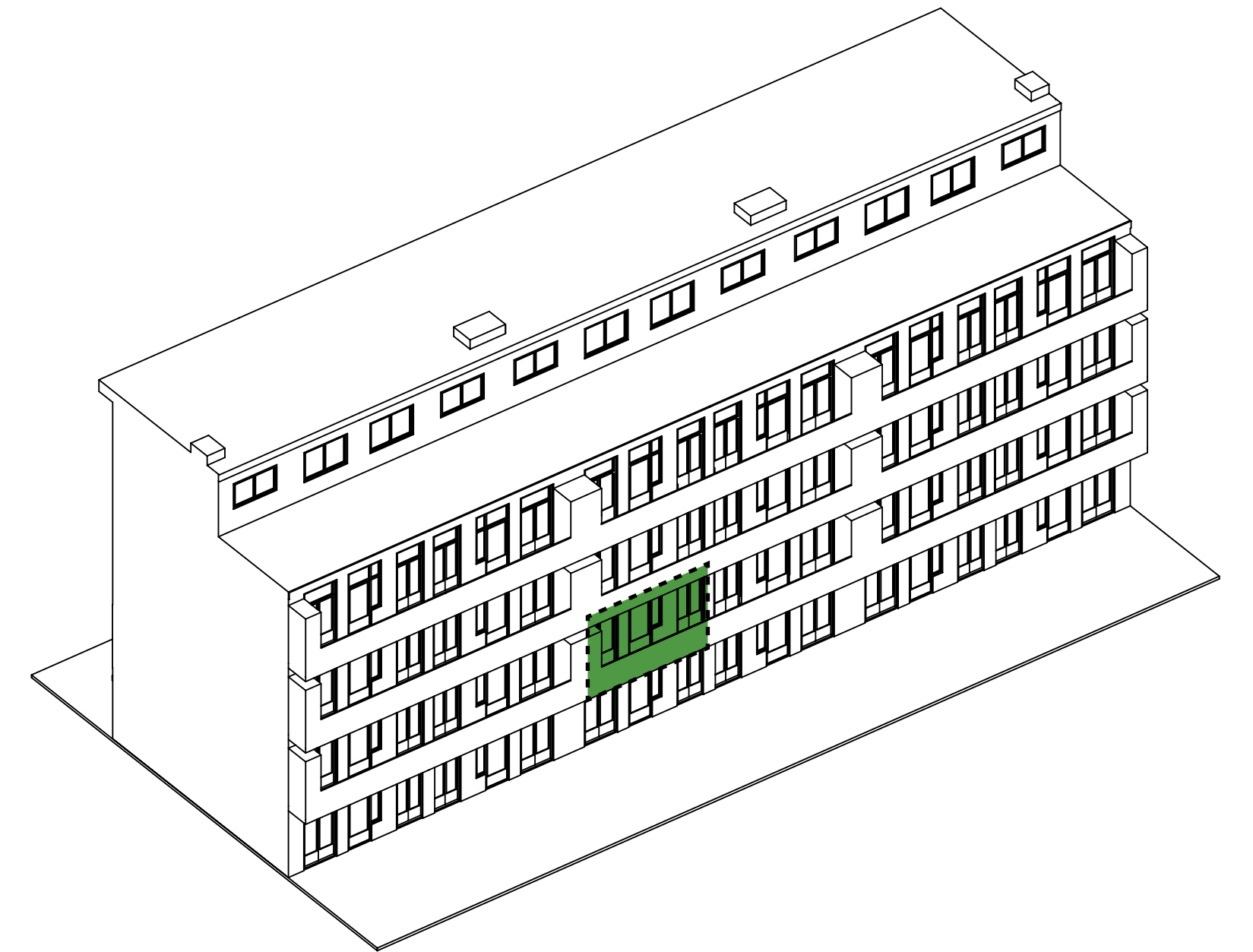
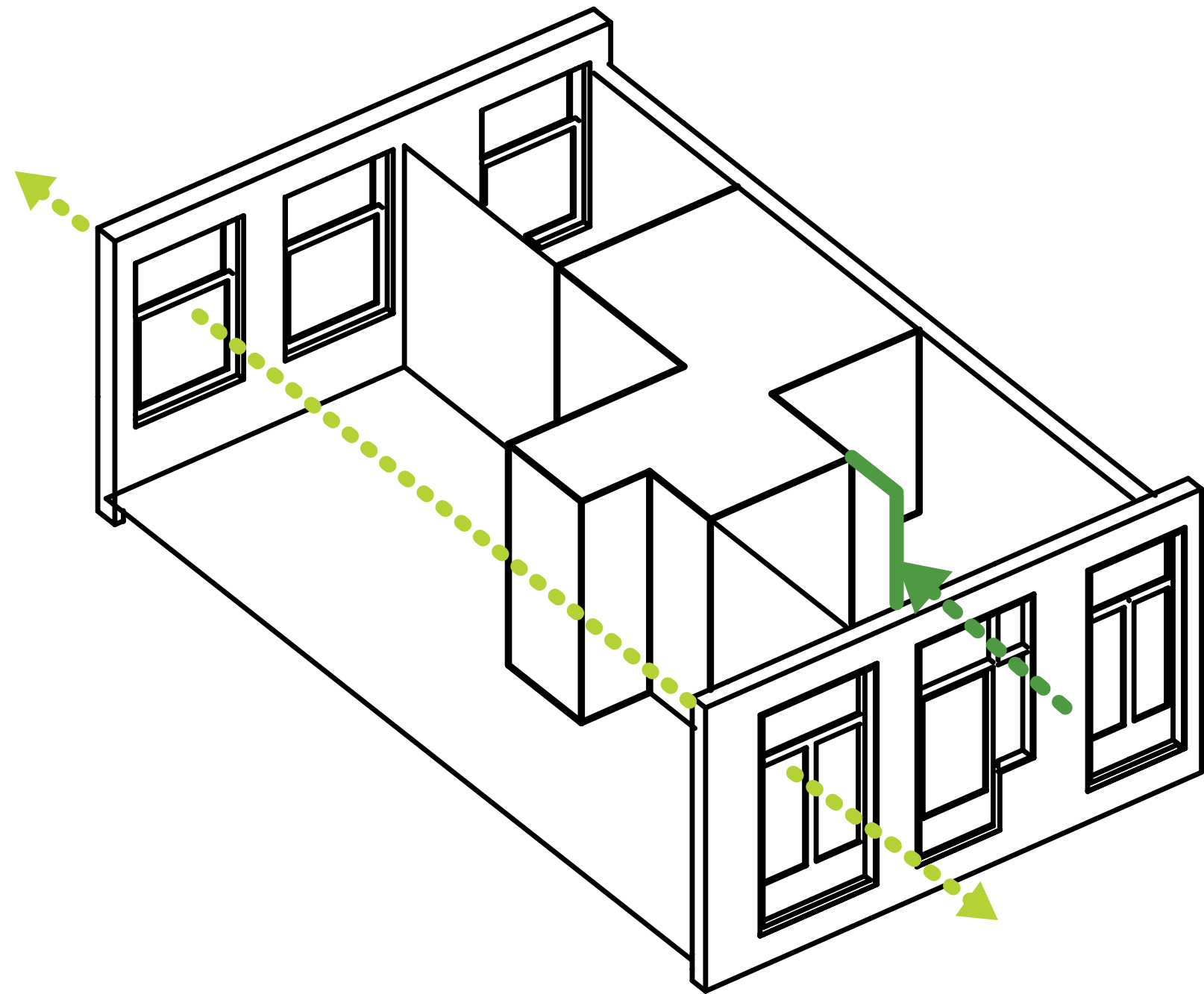
2. Intermediate Stage



3. Climax Stage - Building

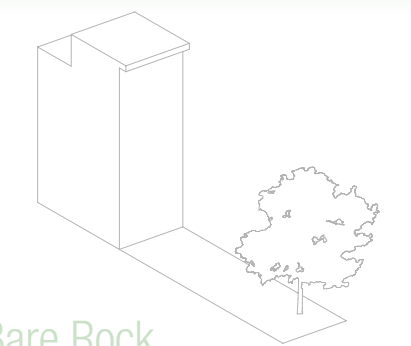
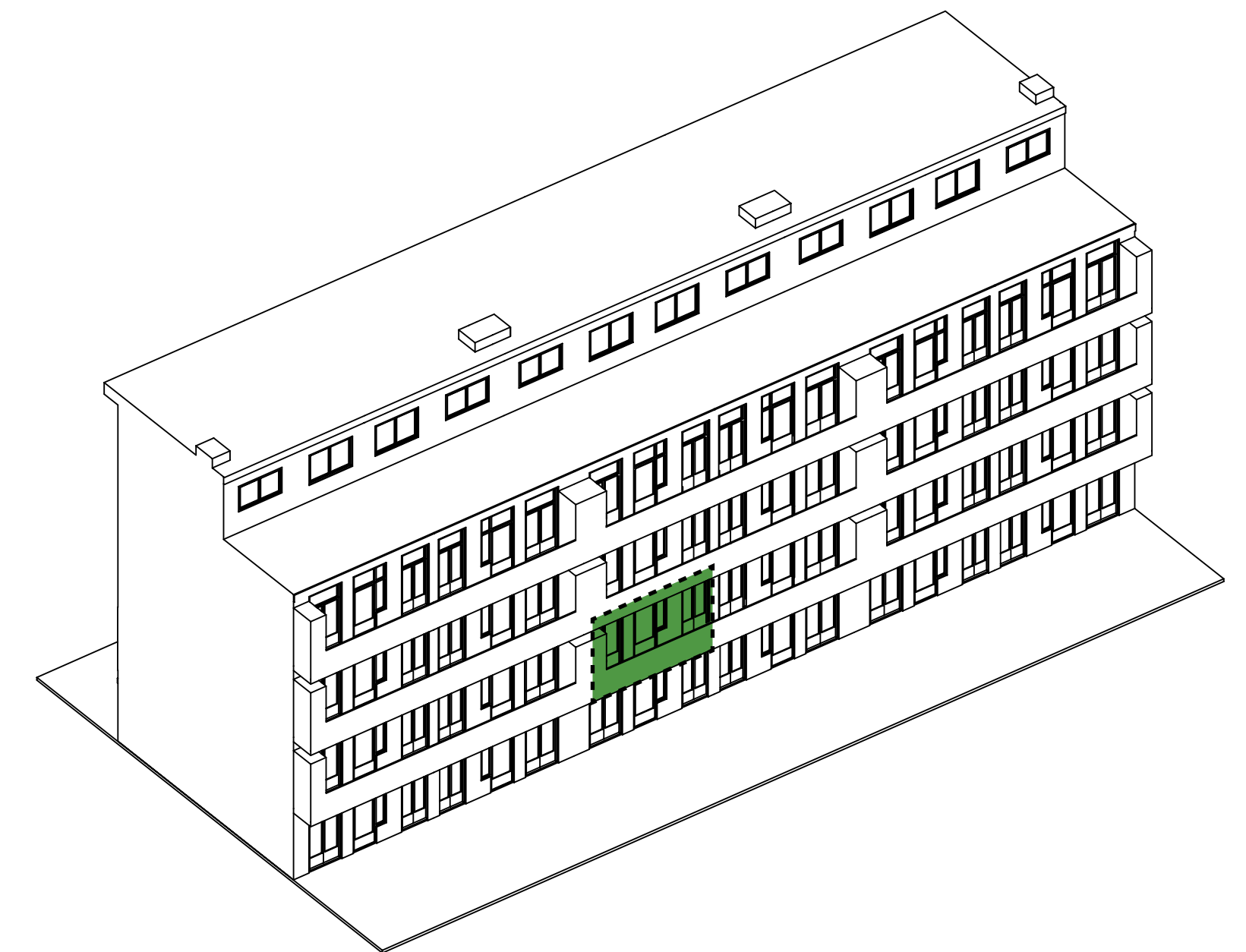
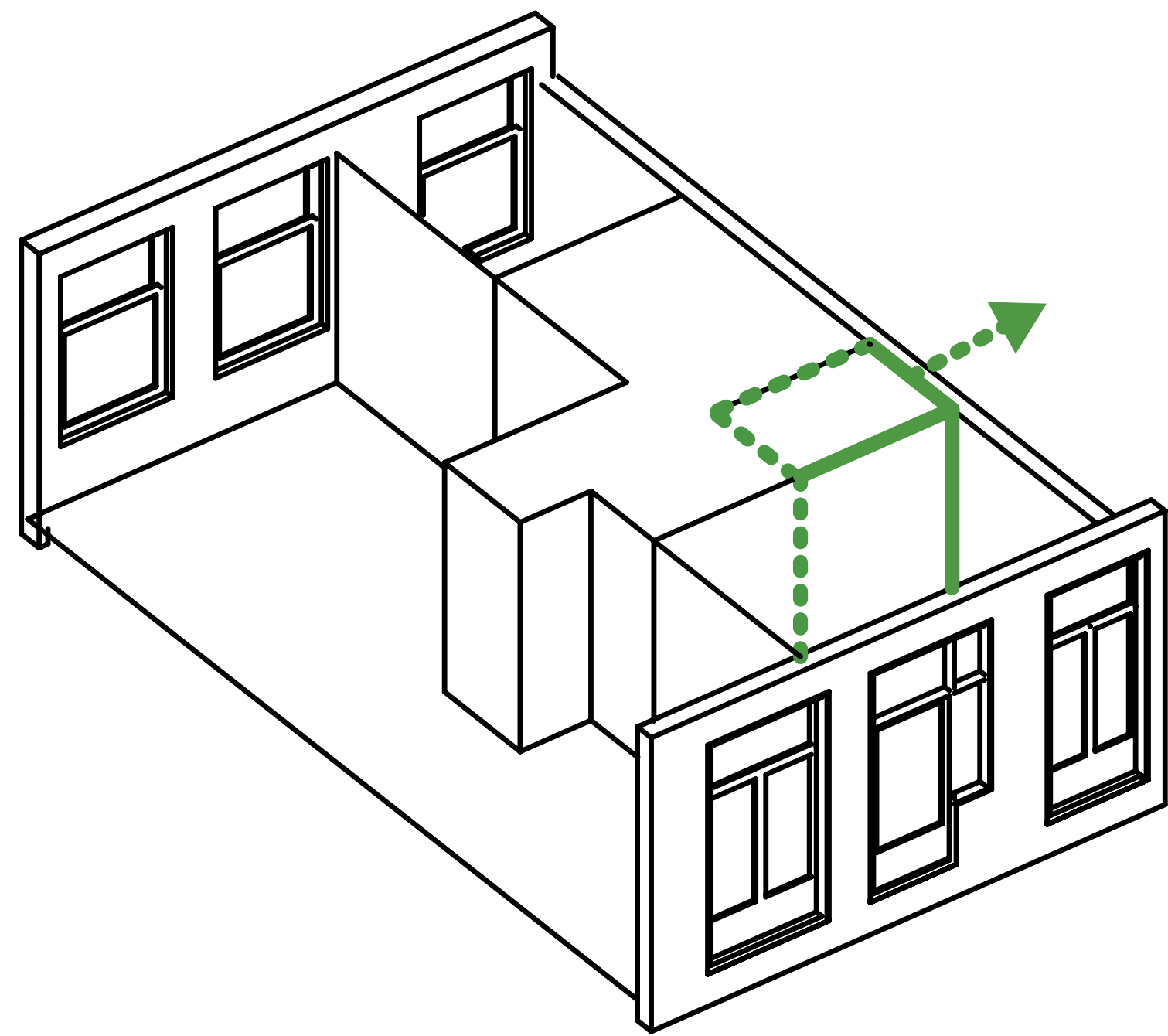


4. Climax Stage - Street

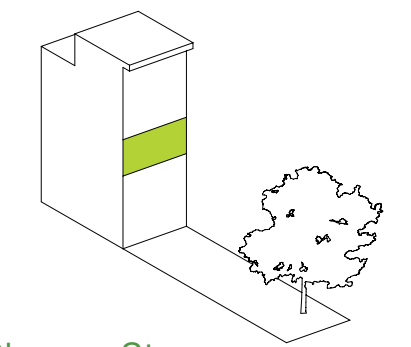


PIONEER STAGE

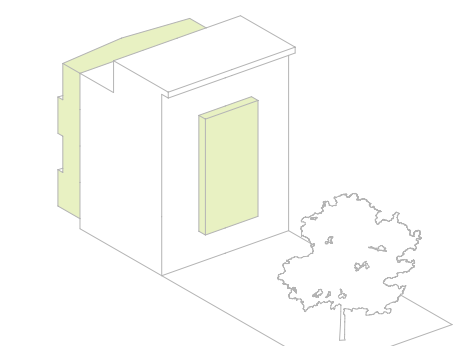
architectural diagrams



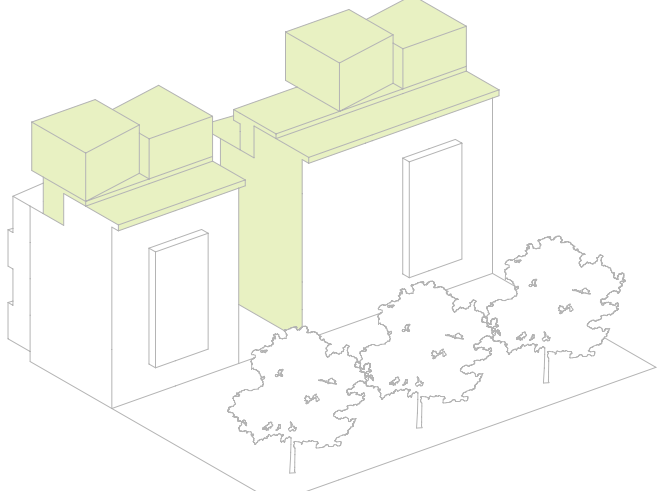
0. Bare Rock



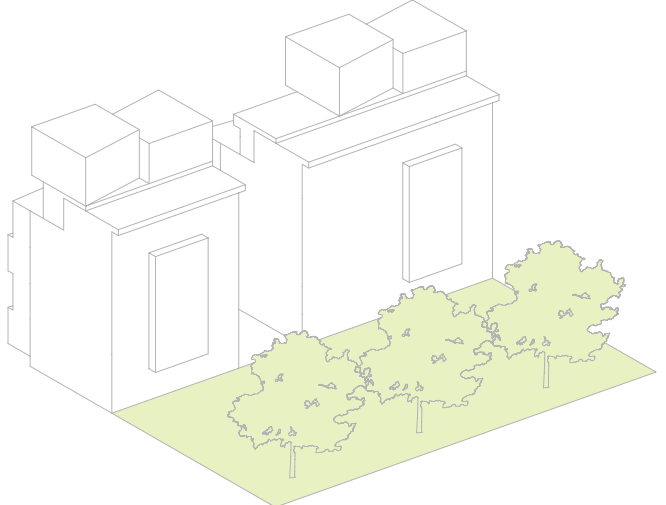
1. Pioneer Stage



2. Intermediate Stage



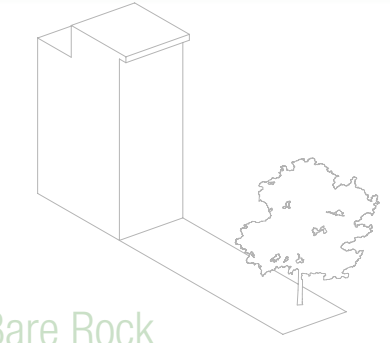
3. Climax Stage - Building



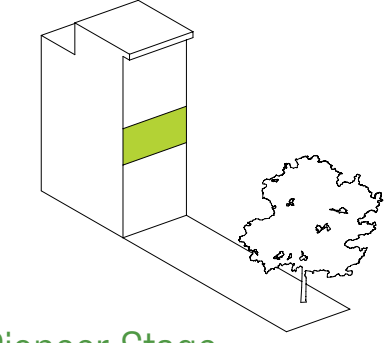
4. Climax Stage - Street

PIONEER STAGE

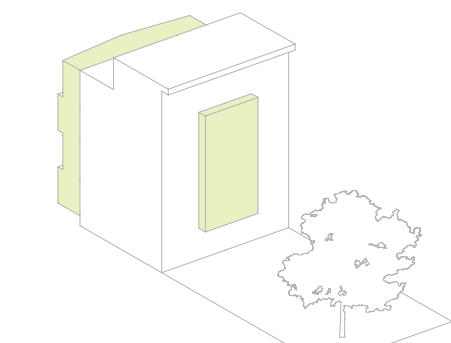
architectural diagrams



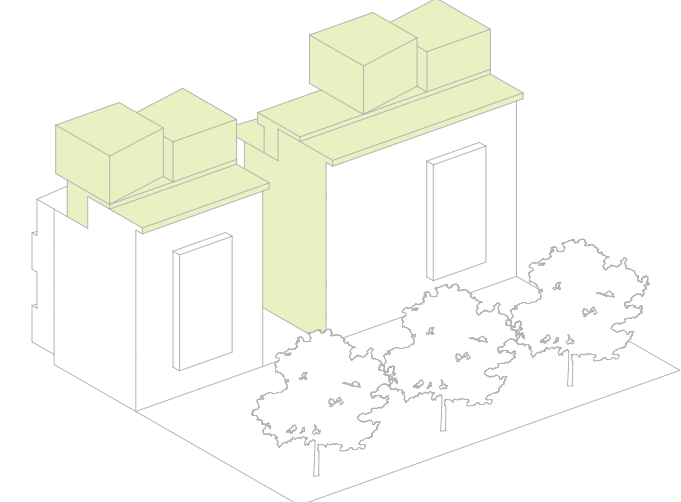
0. Bare Rock



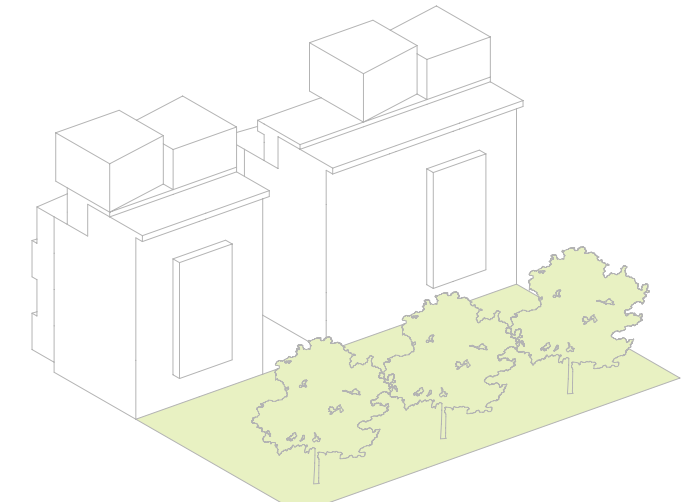
1. Pioneer Stage



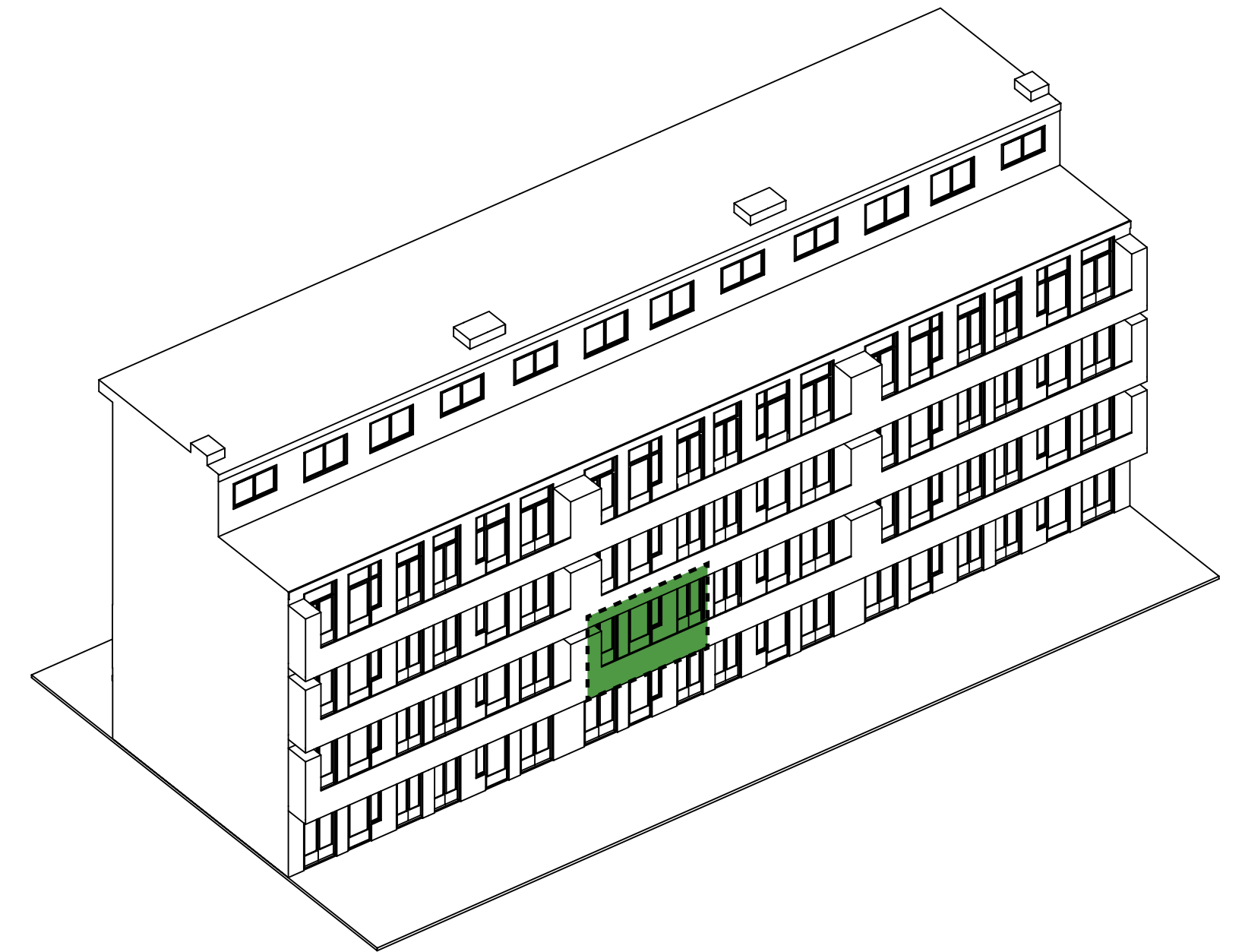
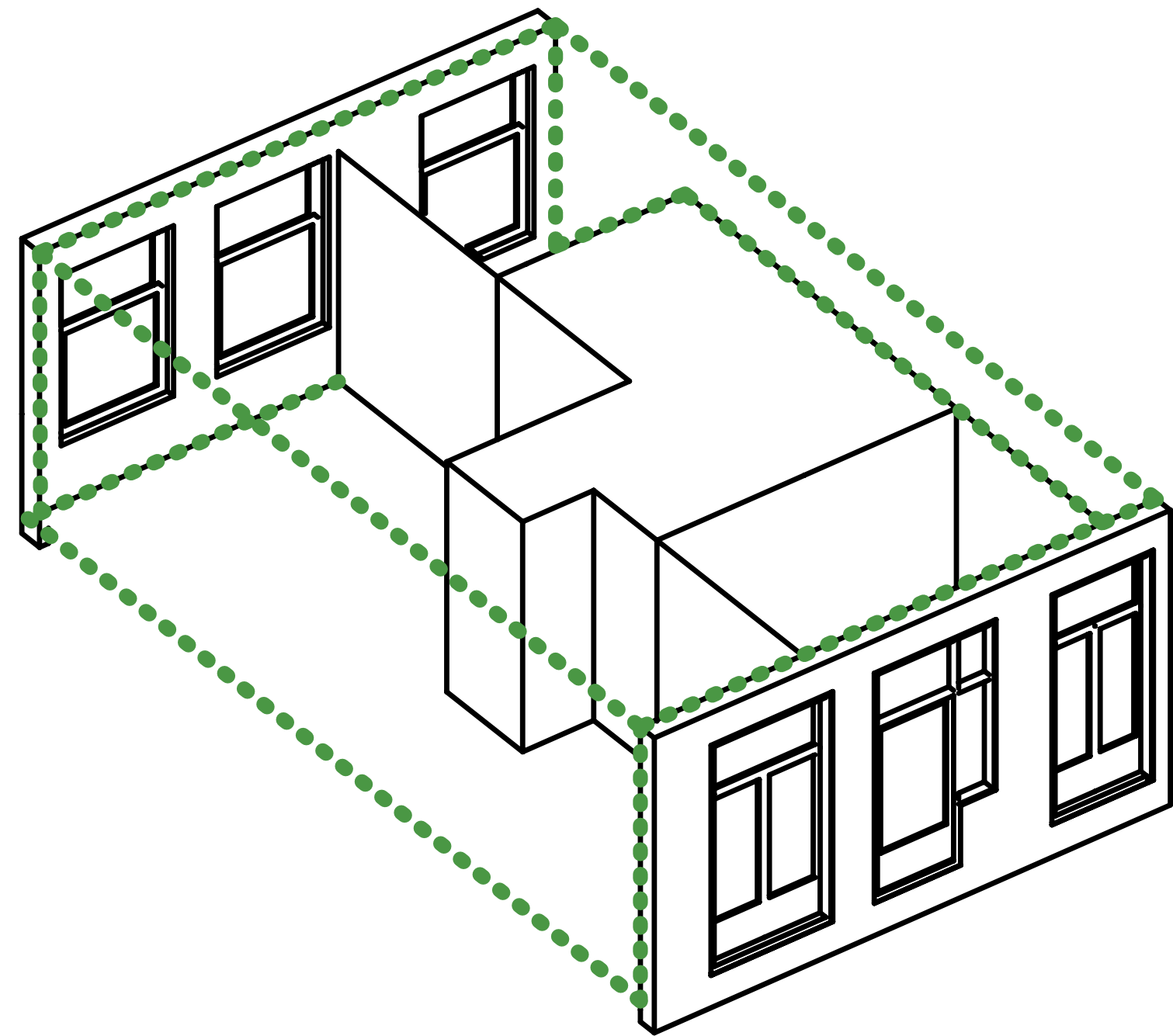
2. Intermediate Stage



3. Climax Stage - Building

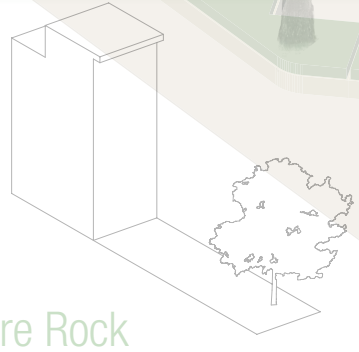
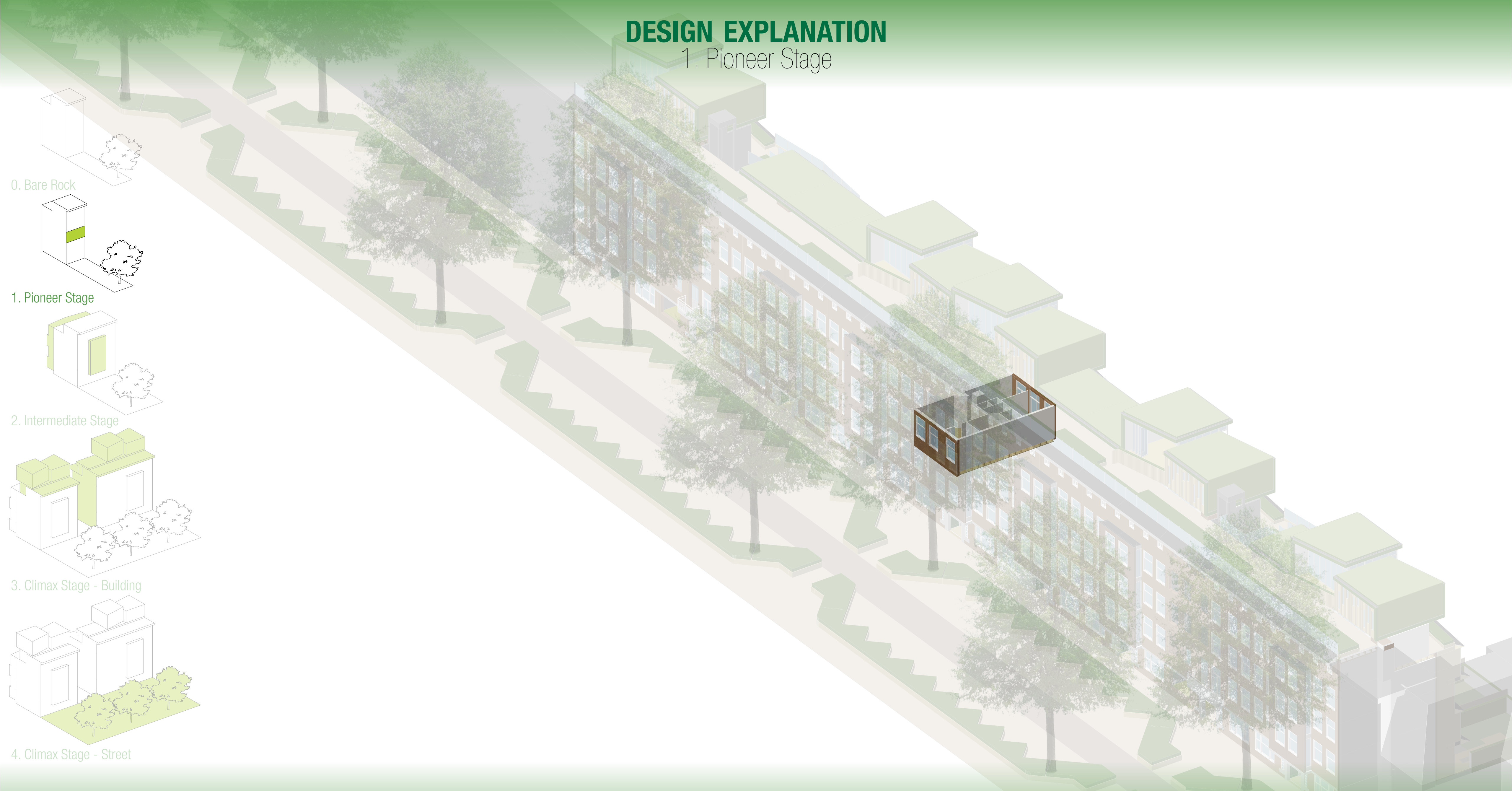


4. Climax Stage - Street

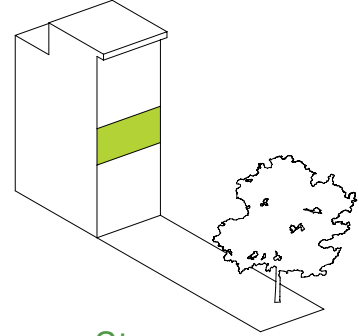


DESIGN EXPLANATION

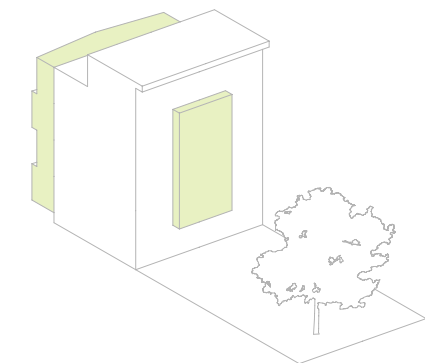
1. Pioneer Stage



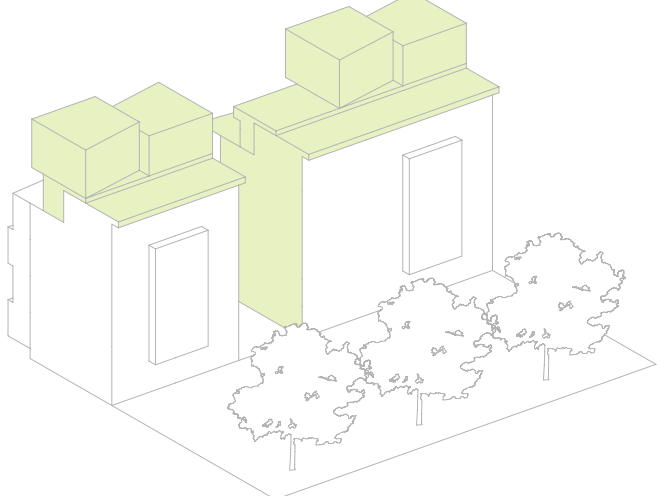
0. Bare Rock



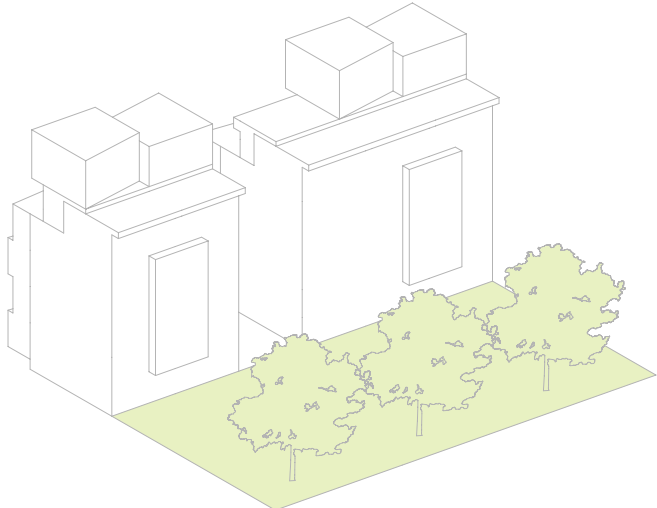
1. Pioneer Stage



2. Intermediate Stage



3. Climax Stage - Building

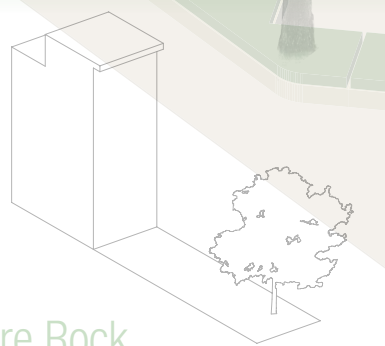


4. Climax Stage - Street

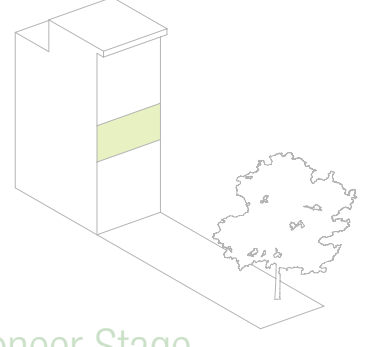


DESIGN EXPLANATION

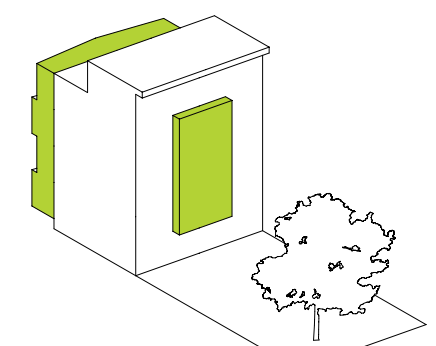
2. Intermediate Stage



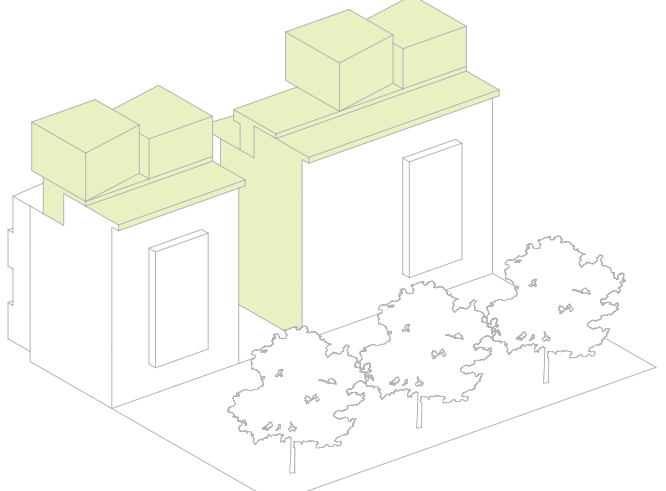
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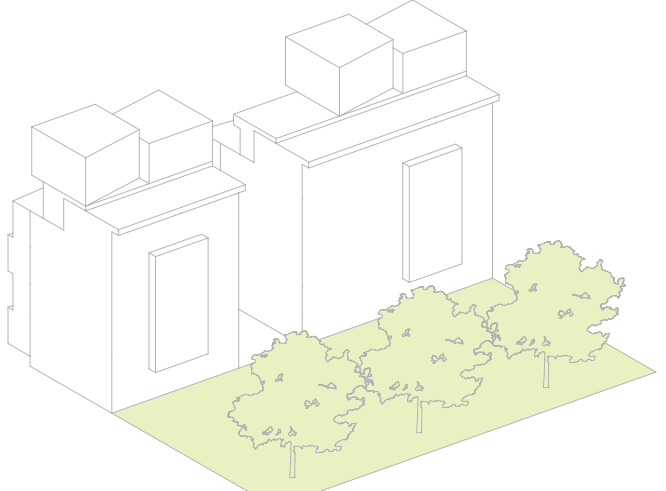
1. Pioneer Stage



2. Intermediate Stage



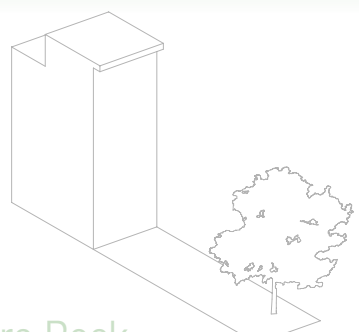
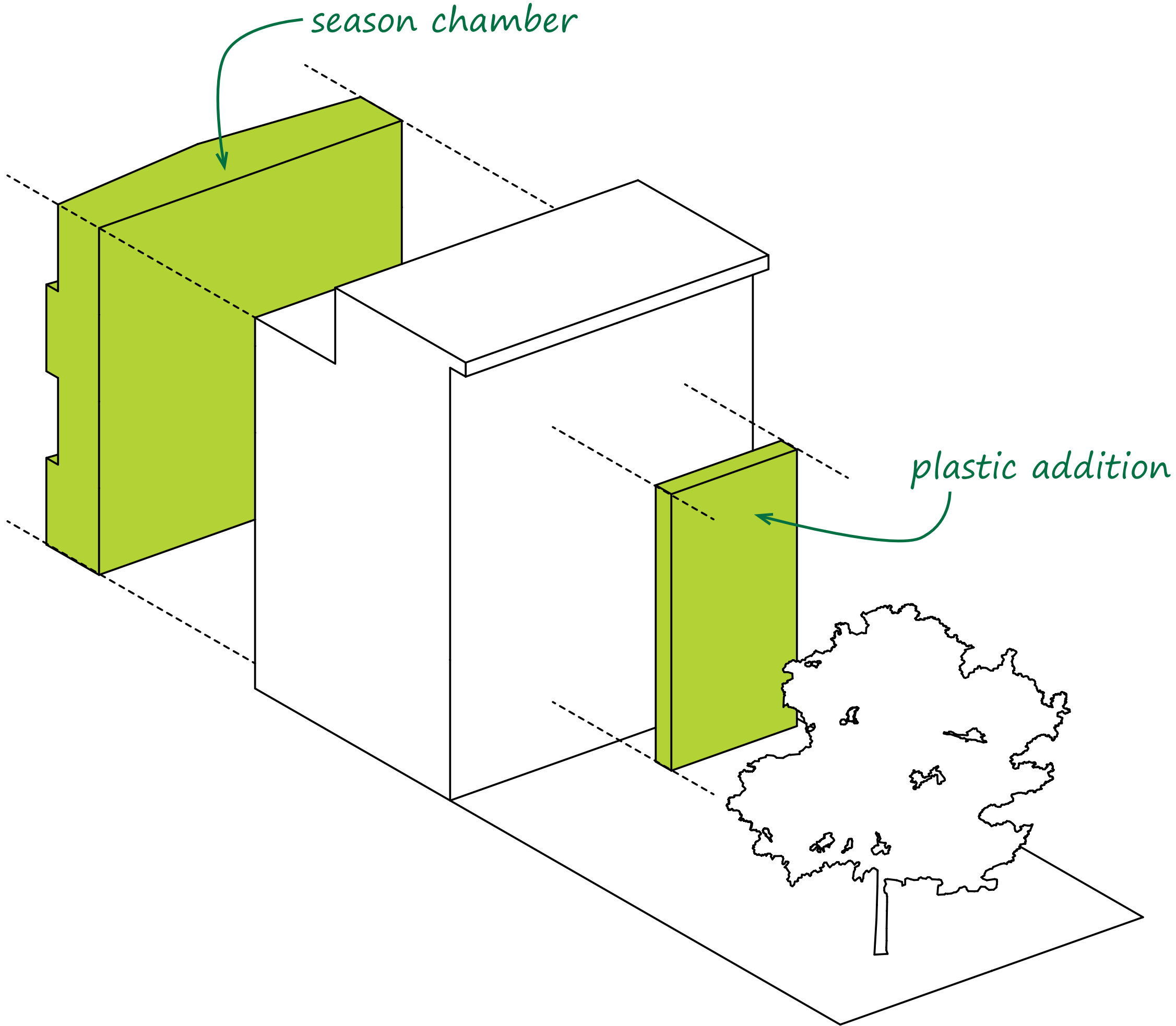
3. Climax Stage - Building



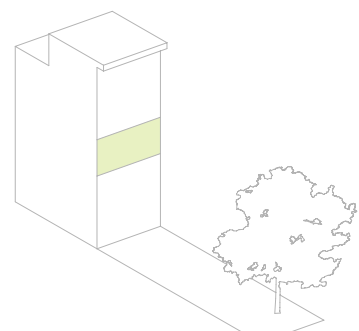
4. Climax Stage - Street

INTERMEDIATE STAGE

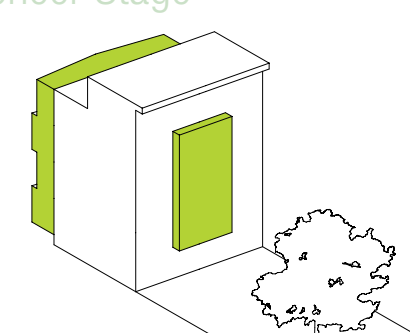
interventions



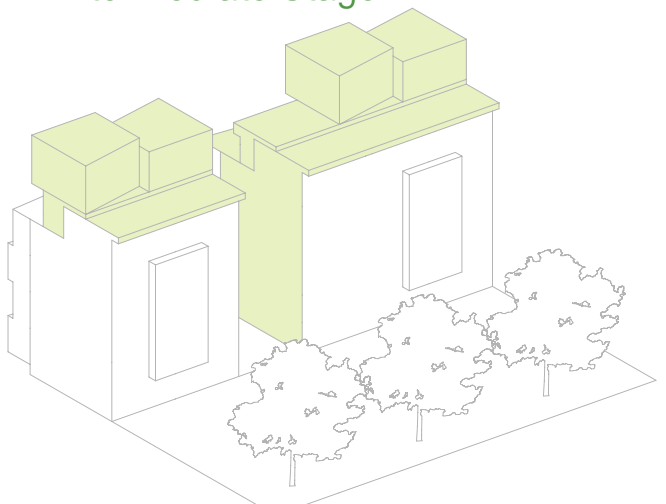
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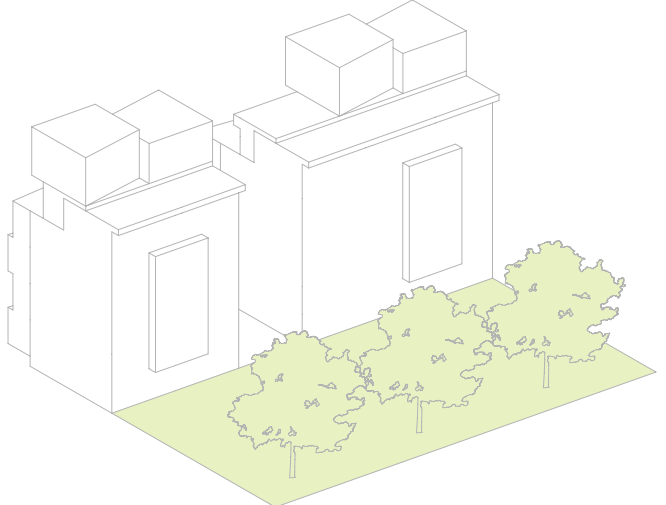
1. Pioneer Stage



2. Intermediate Stage



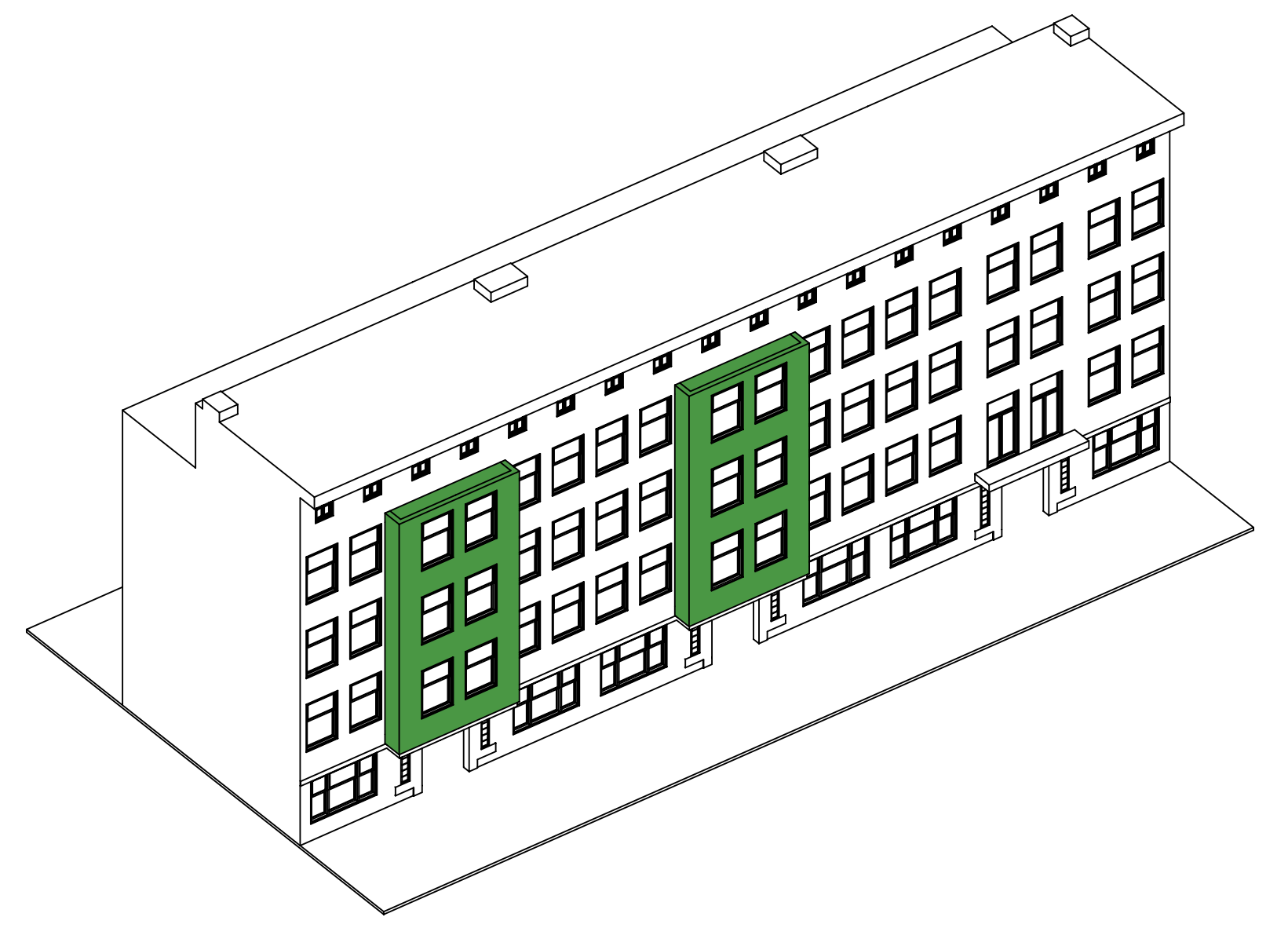
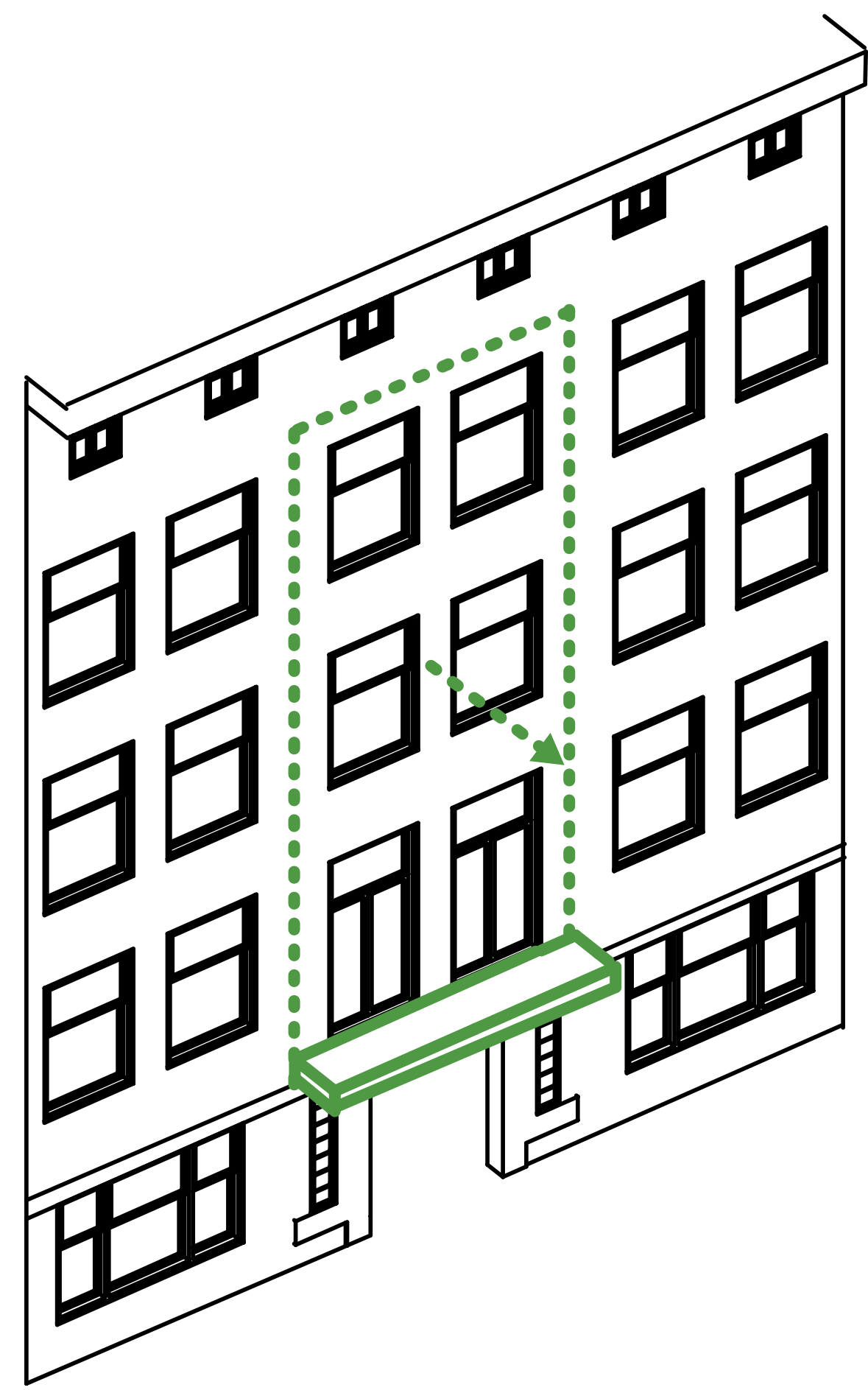
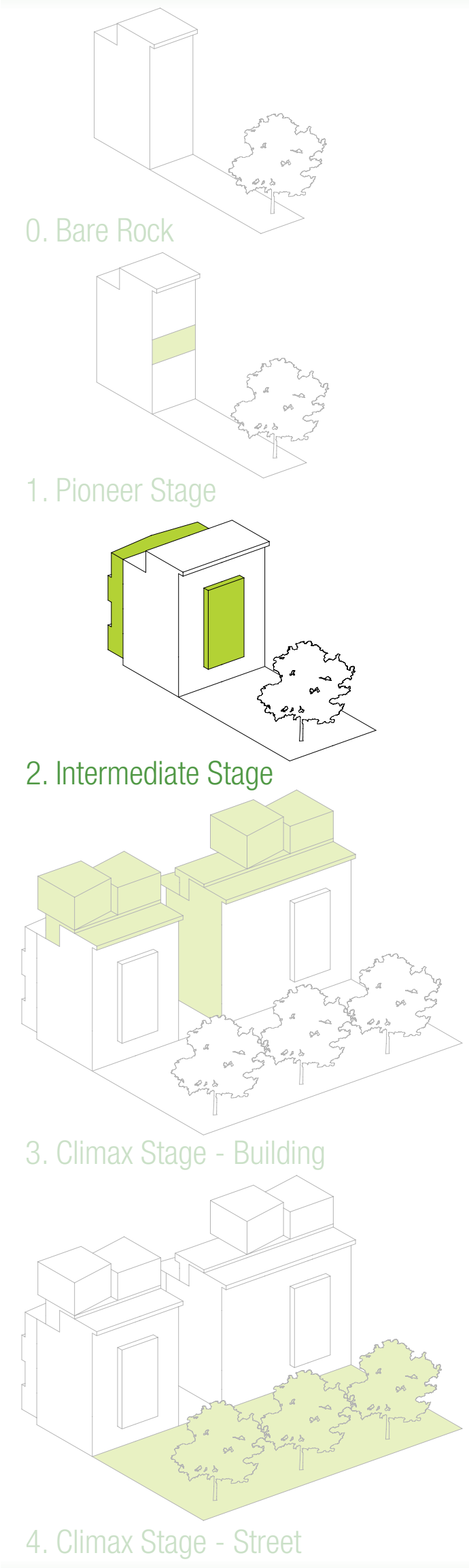
3. Climax Stage - Building



4. Climax Stage - Street

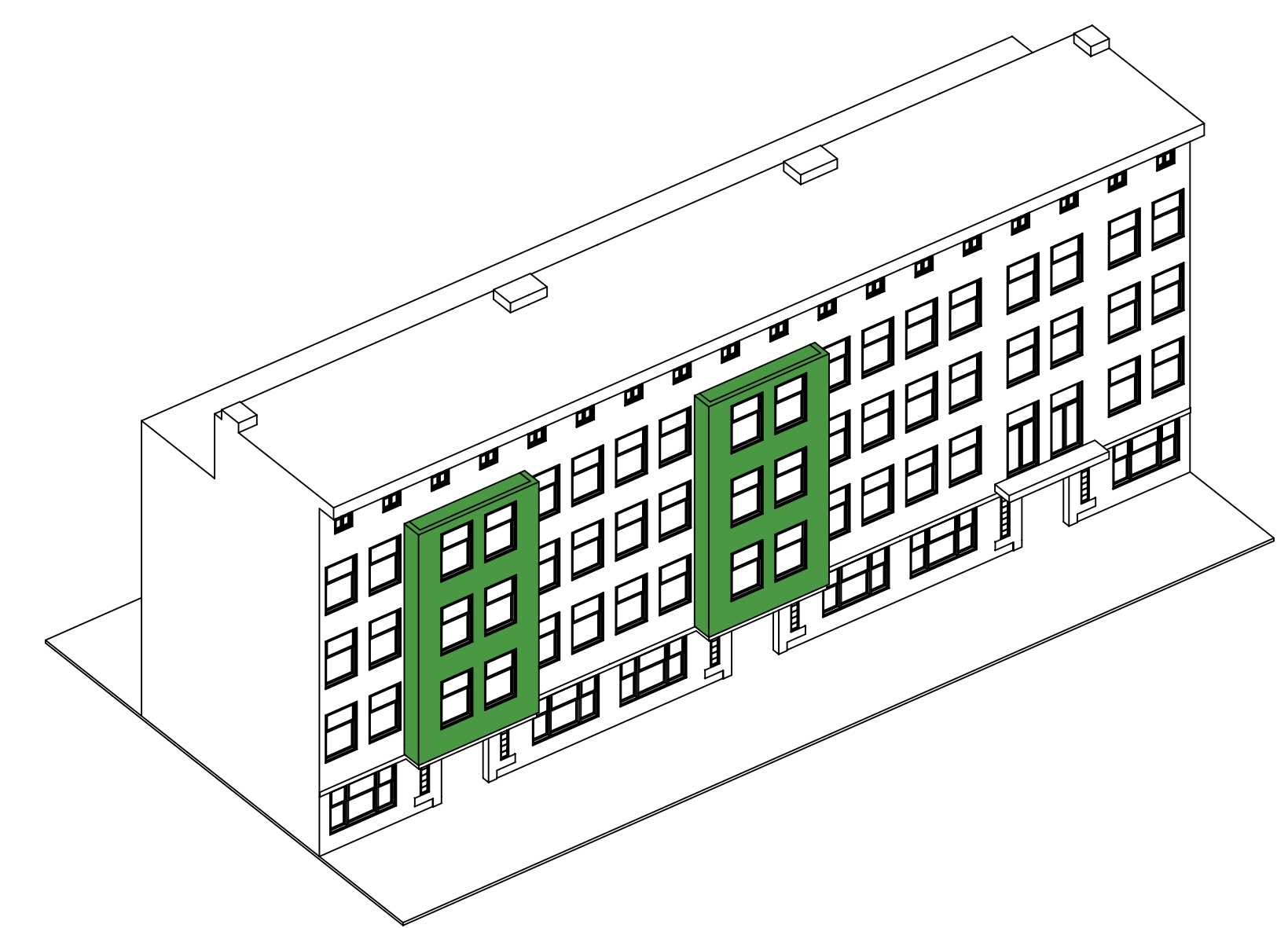
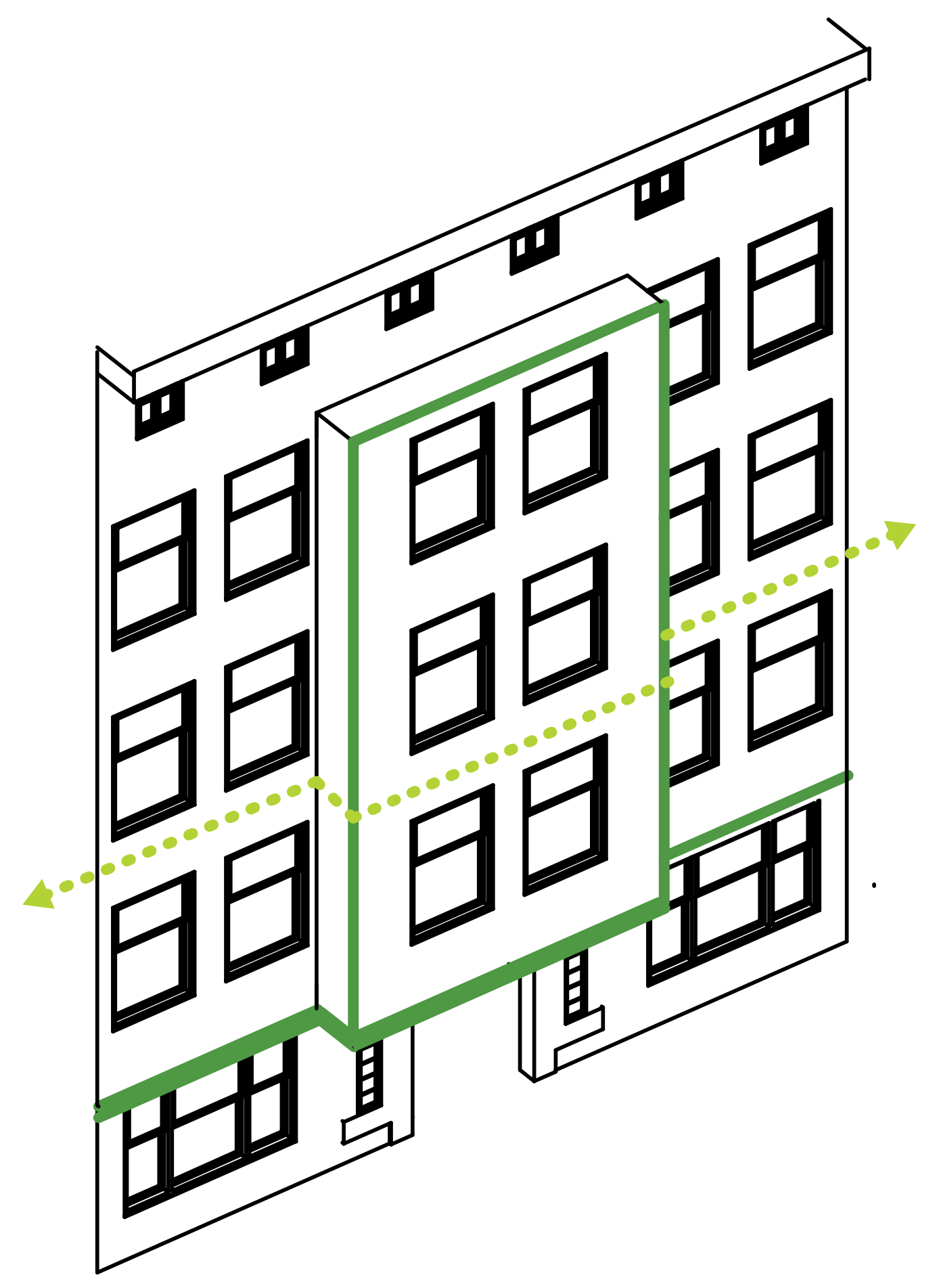
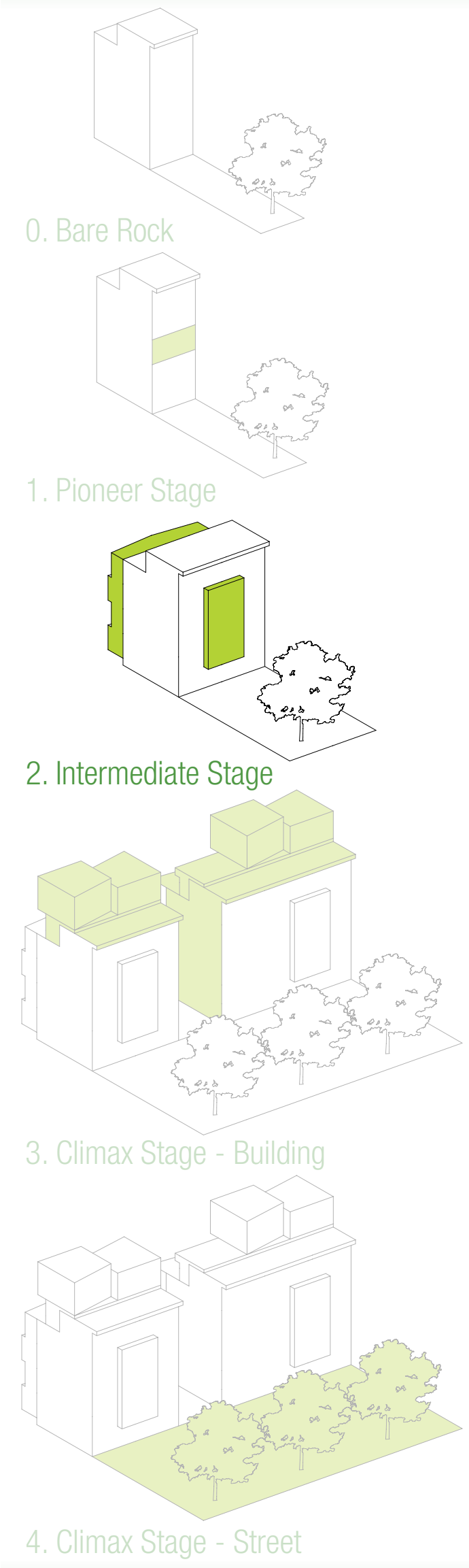
INTERMEDIATE STAGE

architectural diagrams: Plastic Addition



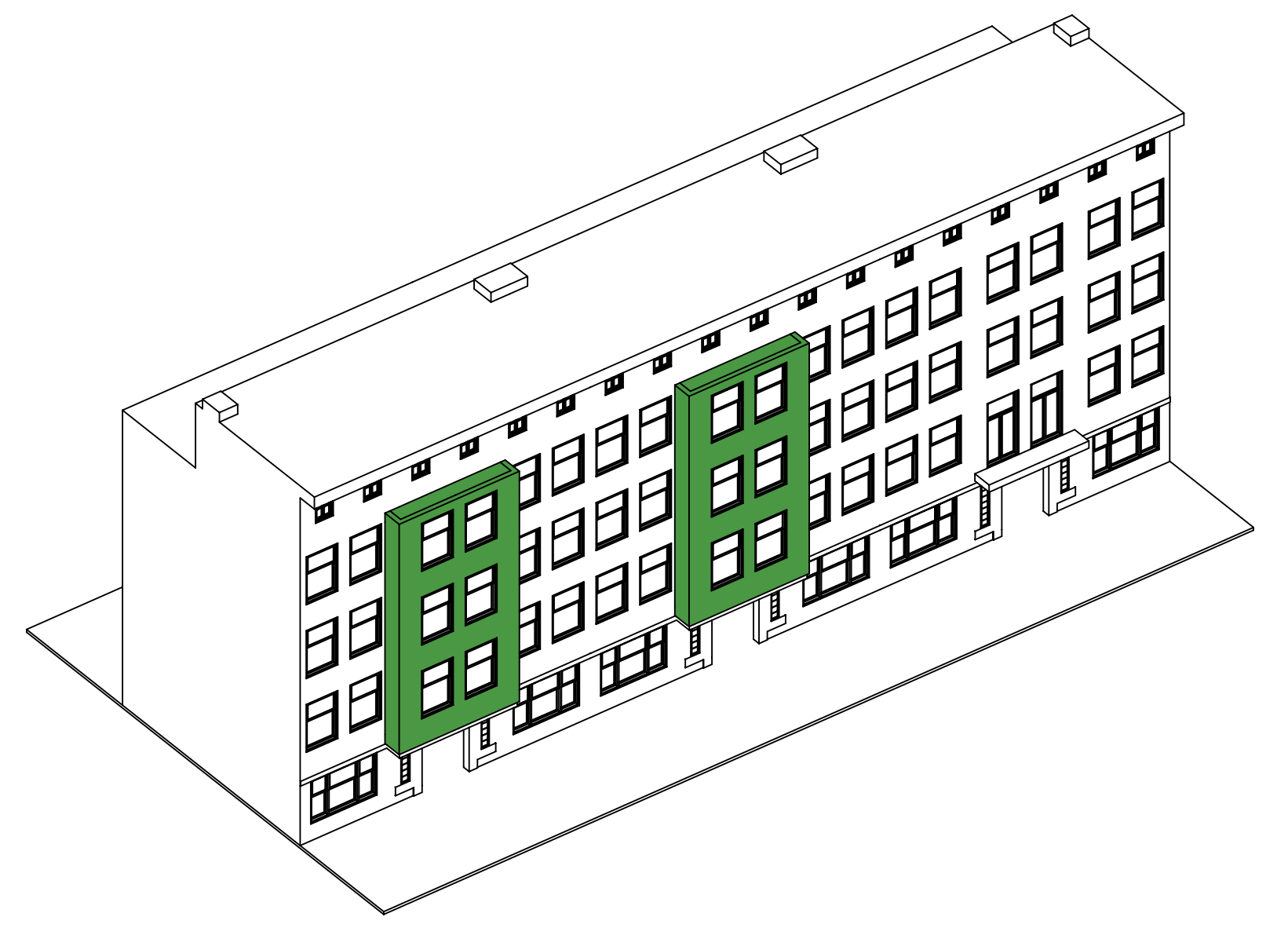
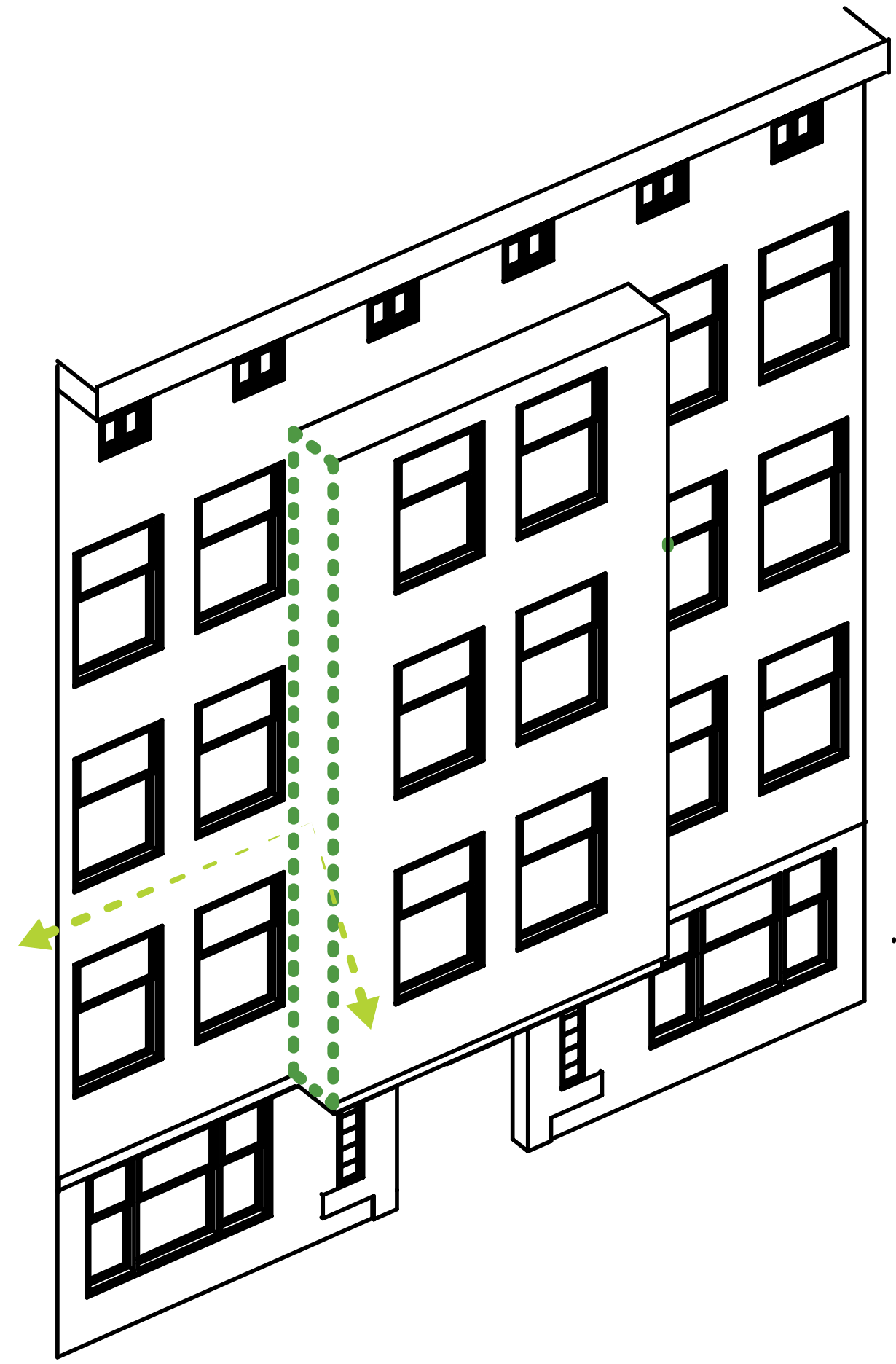
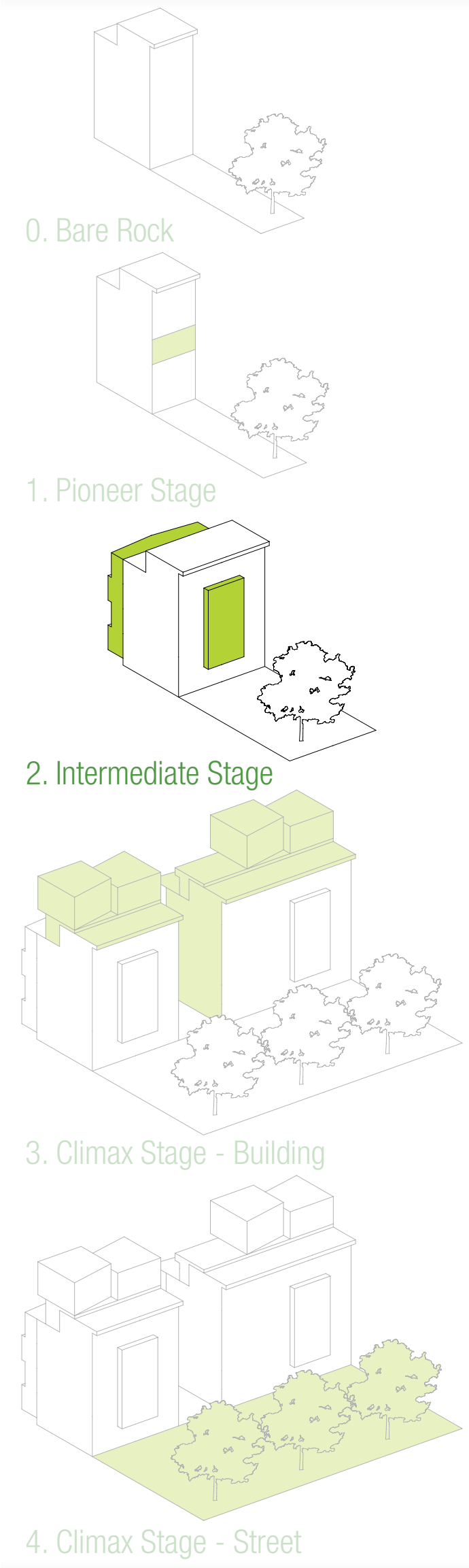
INTERMEDIATE STAGE

architectural diagrams: Plastic Addition



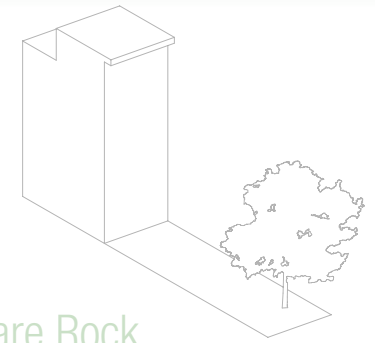
INTERMEDIATE STAGE

architectural diagrams: Plastic Addition

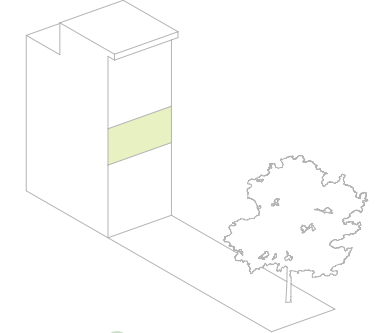


INTERMEDIATE STAGE

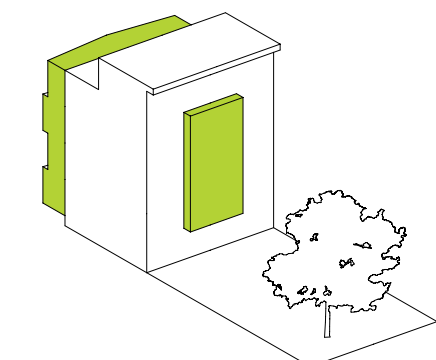
architectural diagrams: Season Chamber



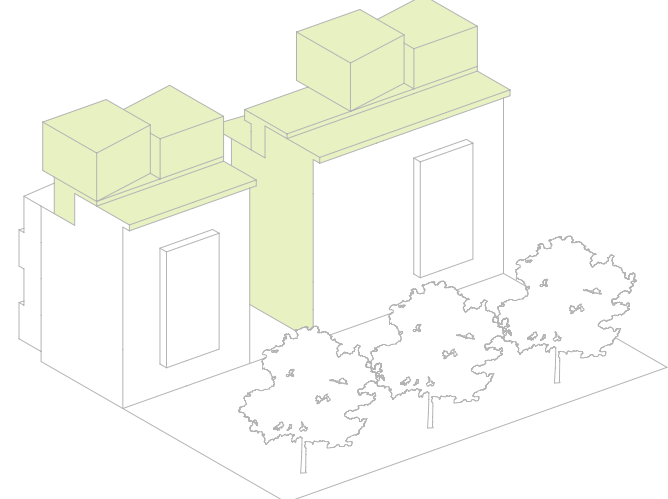
0. Bare Rock



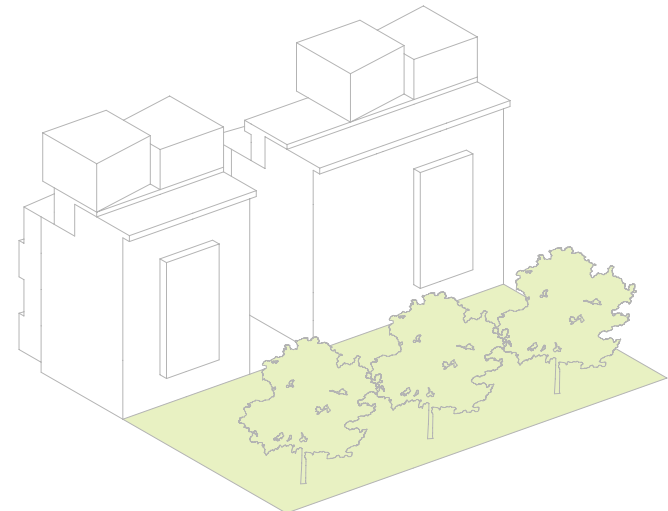
1. Pioneer Stage



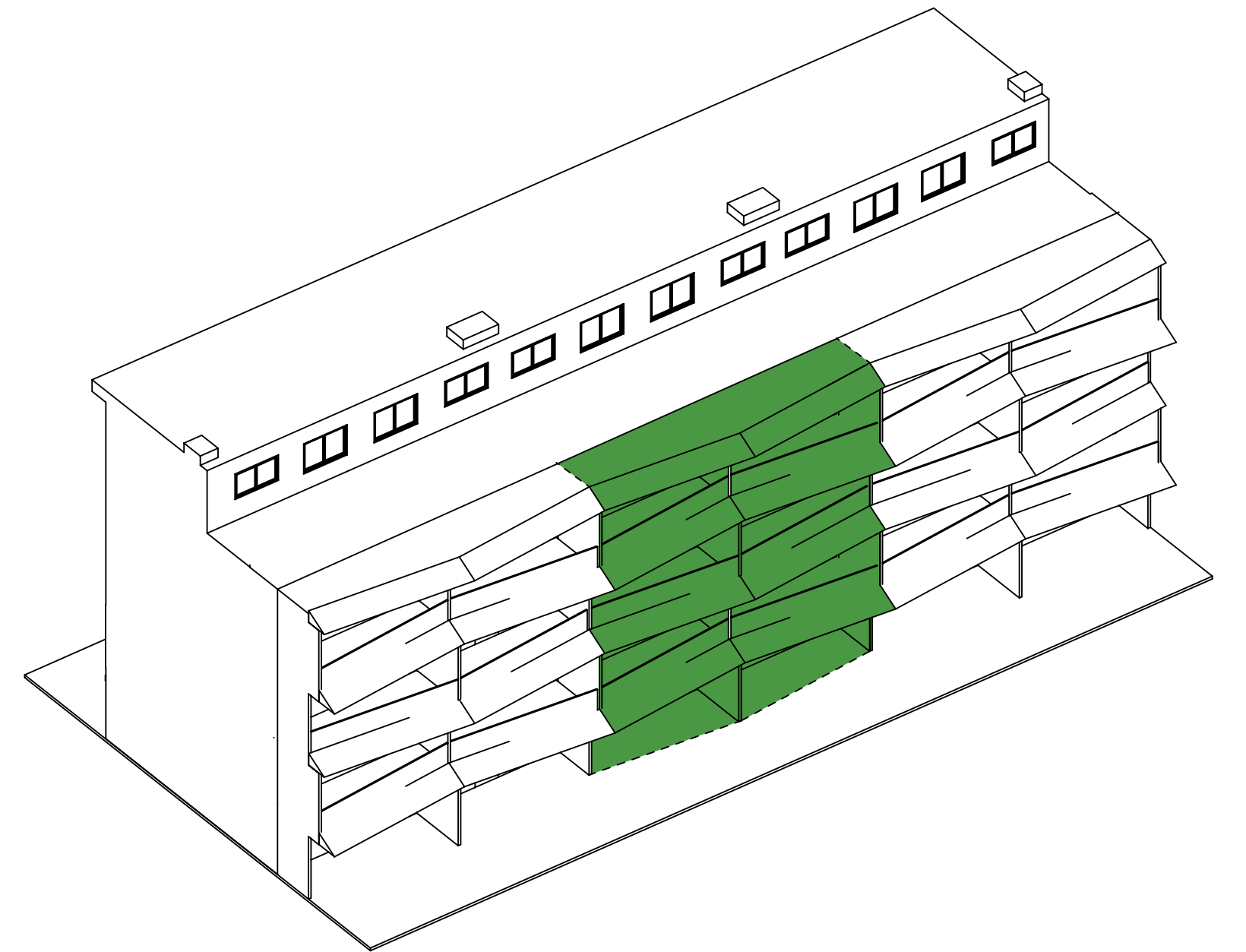
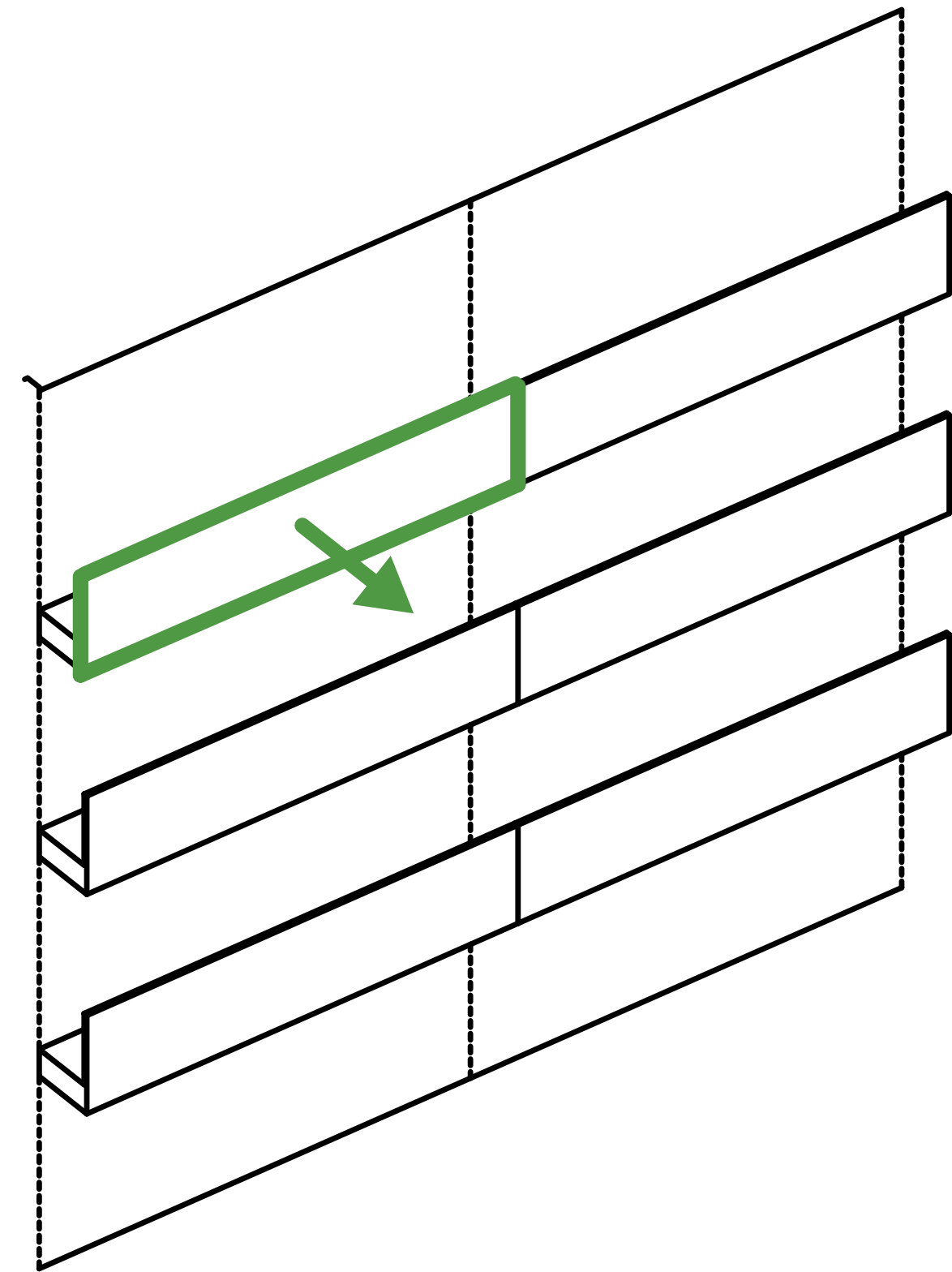
2. Intermediate Stage



3. Climax Stage - Building

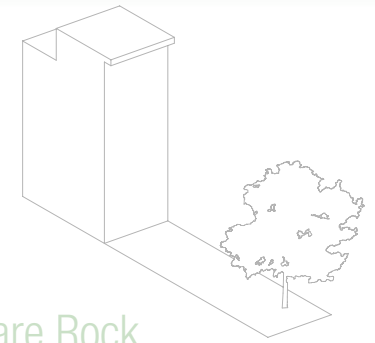


4. Climax Stage - Street

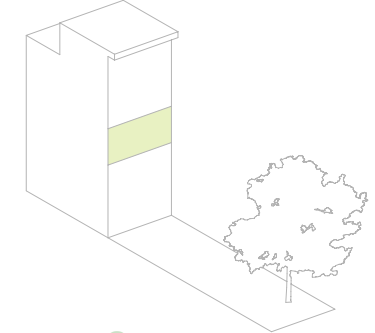


INTERMEDIATE STAGE

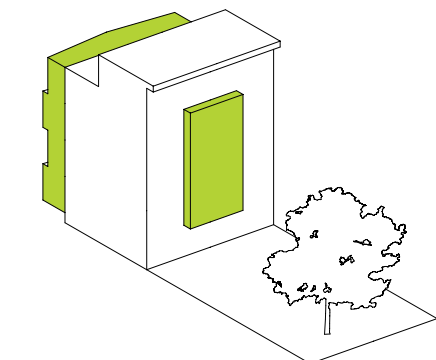
architectural diagrams: Season Chamber



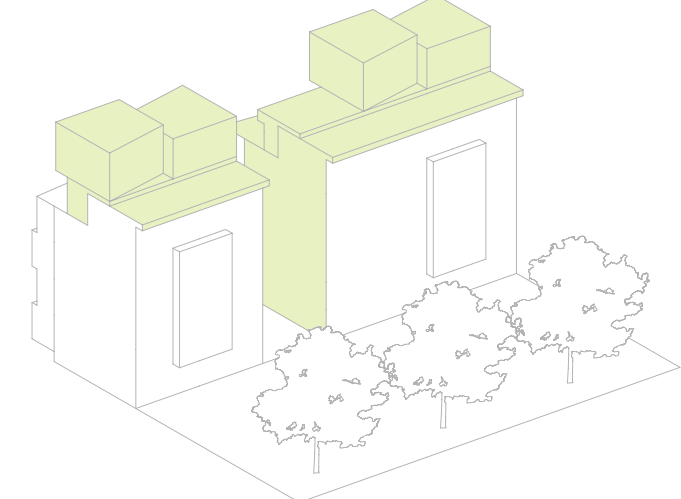
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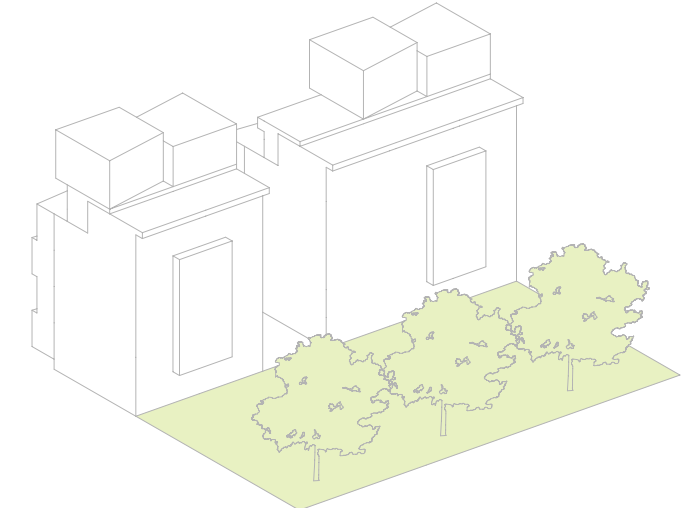
1. Pioneer Stage



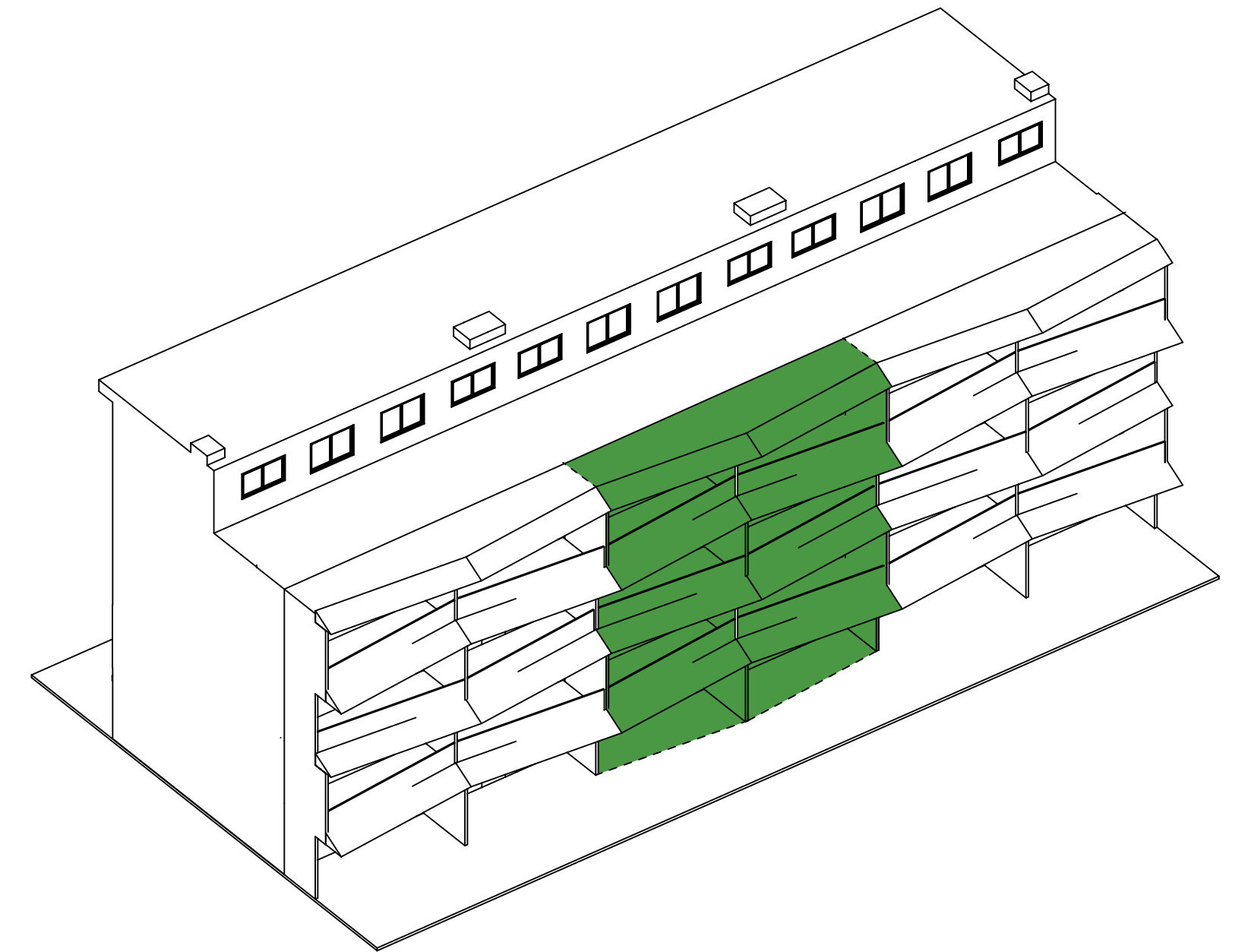
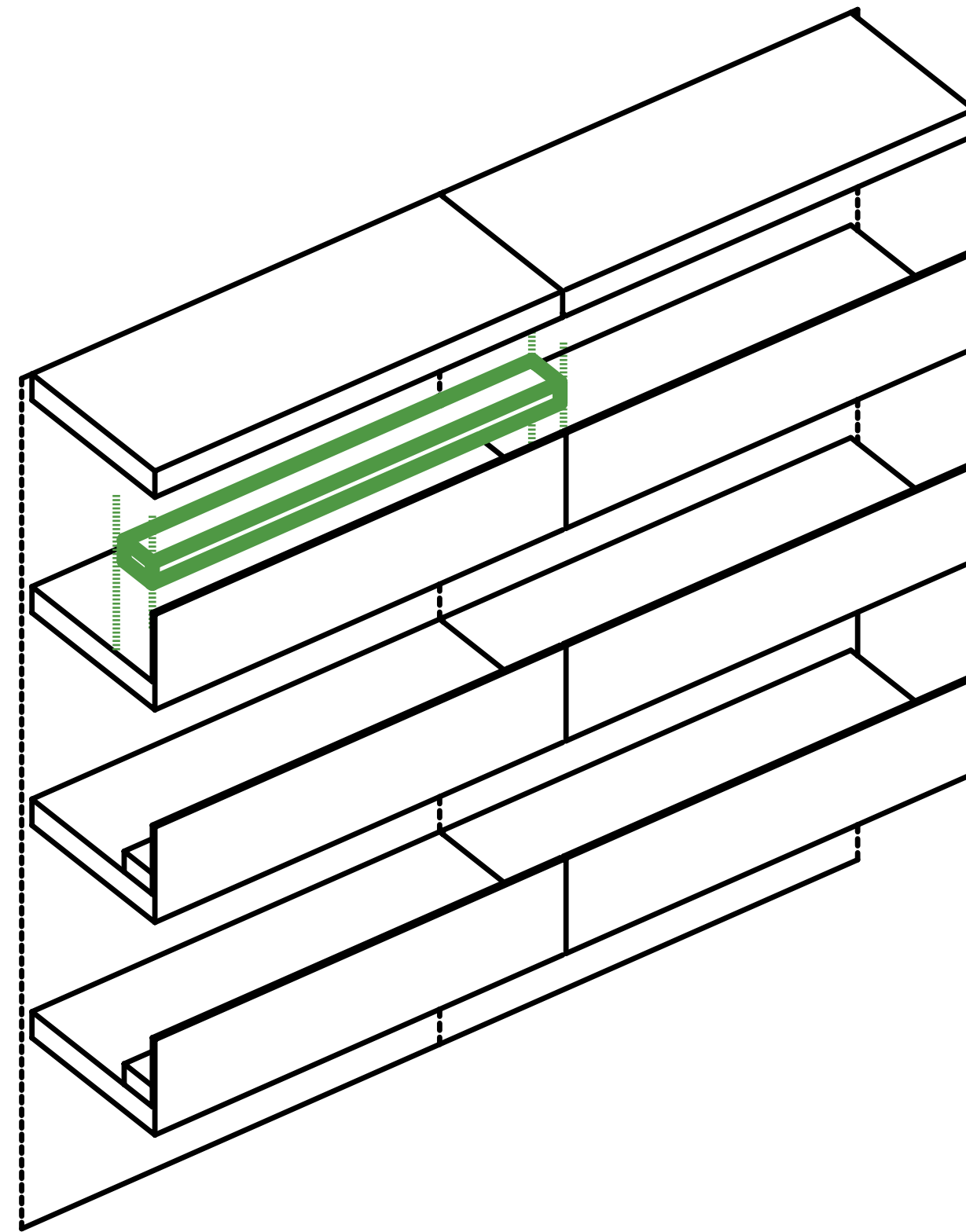
2. Intermediate Stage



3. Climax Stage - Building

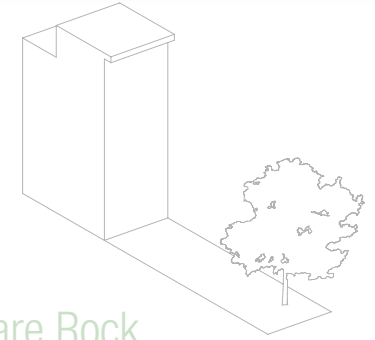


4. Climax Stage - Street

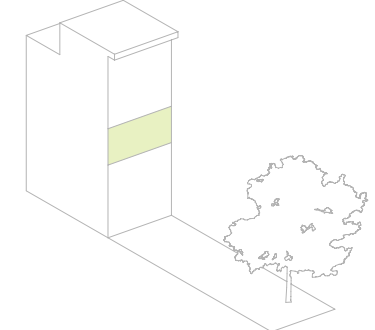


INTERMEDIATE STAGE

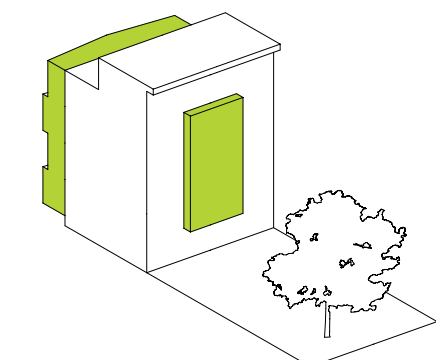
architectural diagrams: Season Chamber



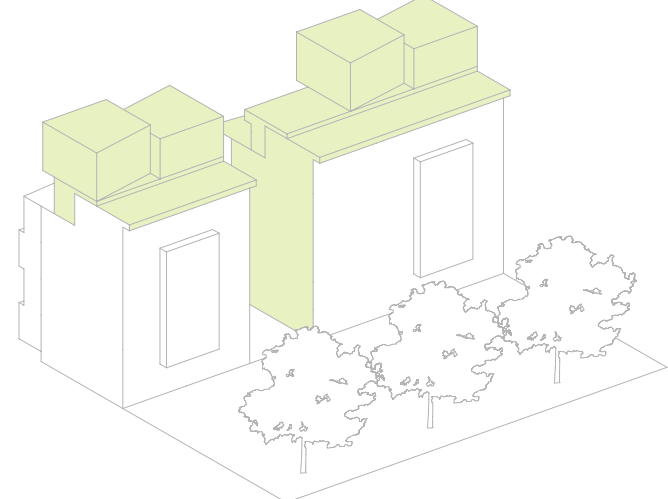
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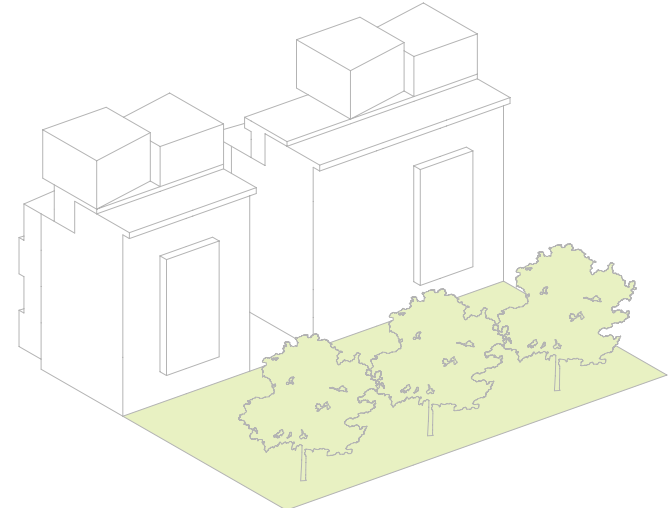
1. Pioneer Stage



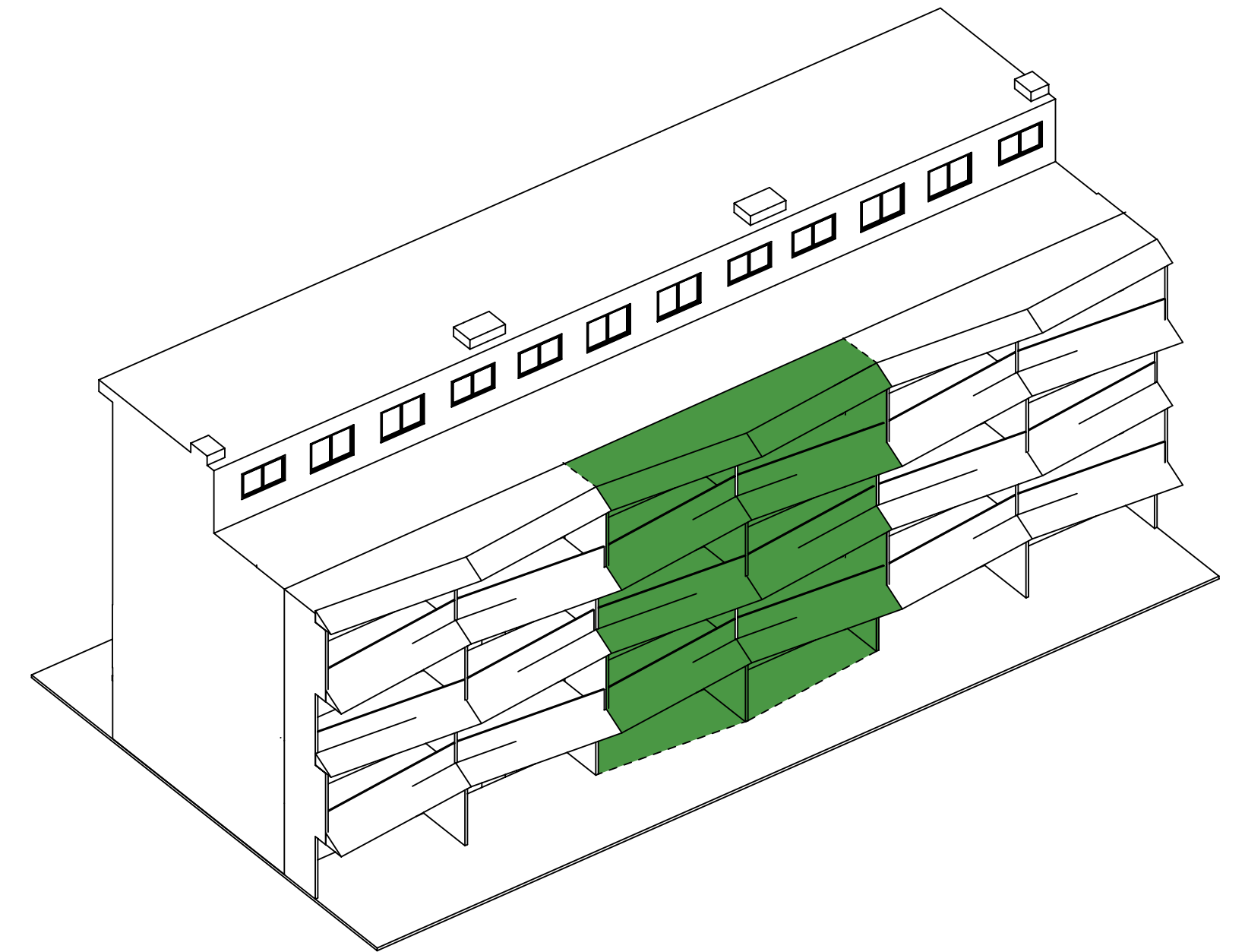
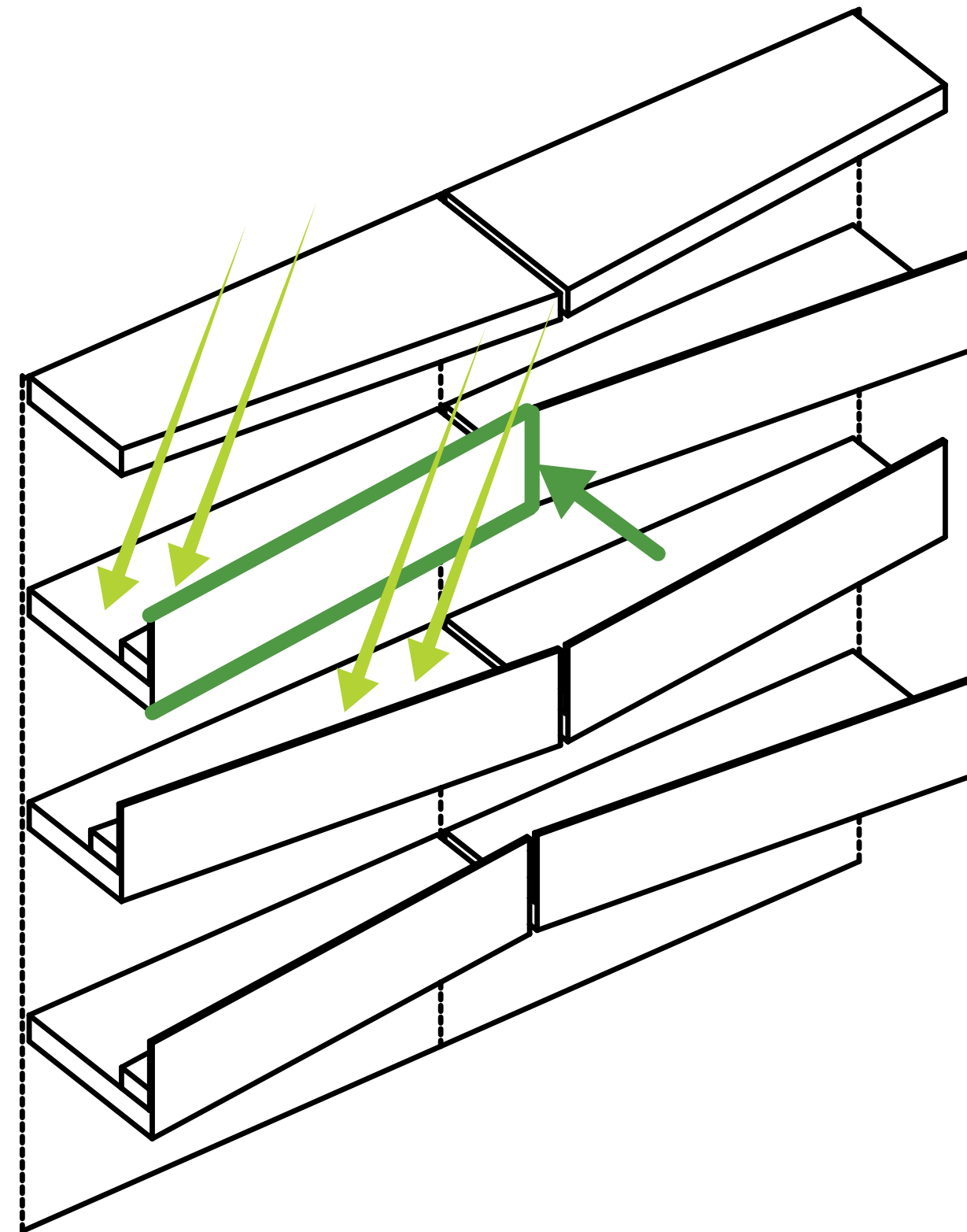
2. Intermediate Stage



3. Climax Stage - Building

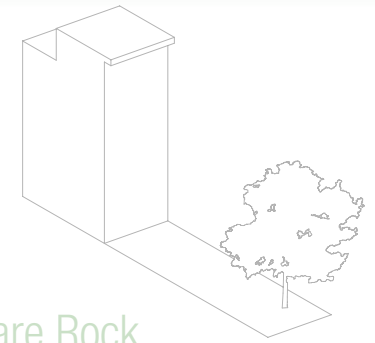


4. Climax Stage - Street

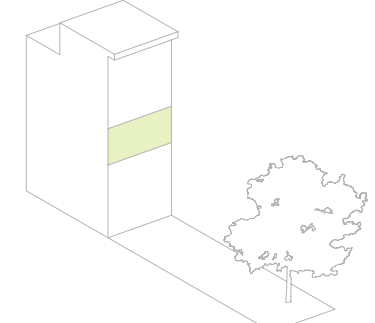


INTERMEDIATE STAGE

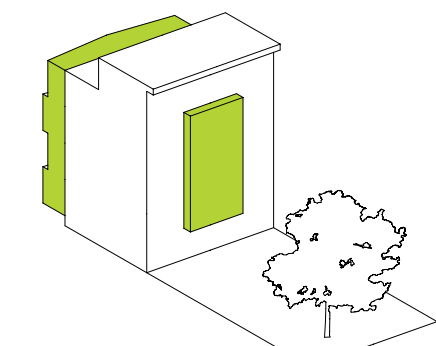
architectural diagrams: Season Chamber



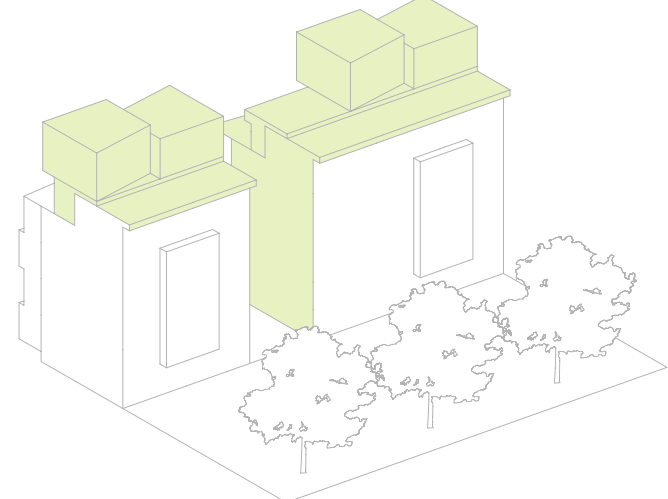
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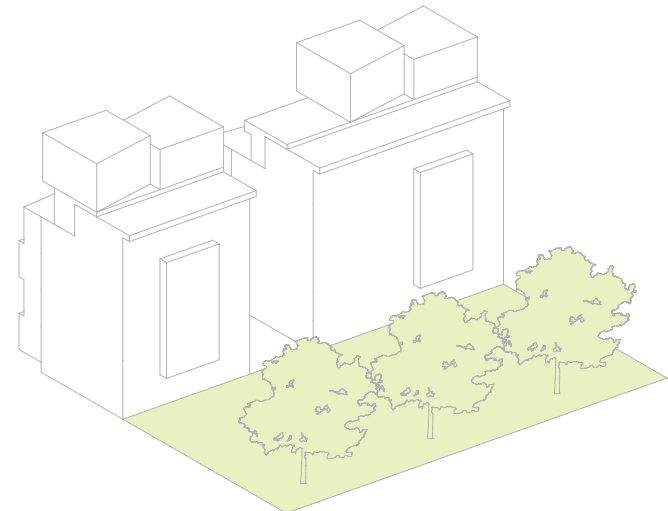
1. Pioneer Stage



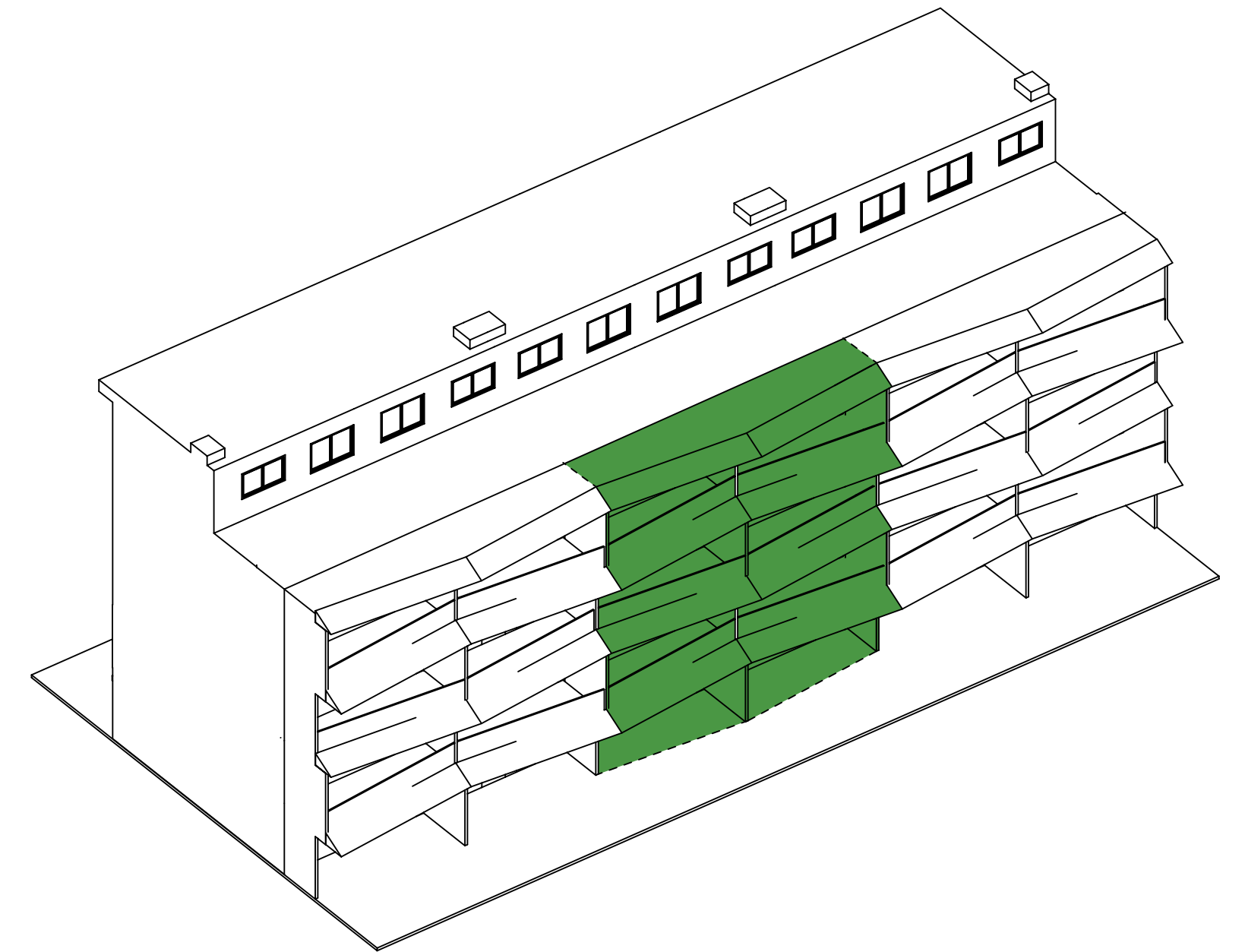
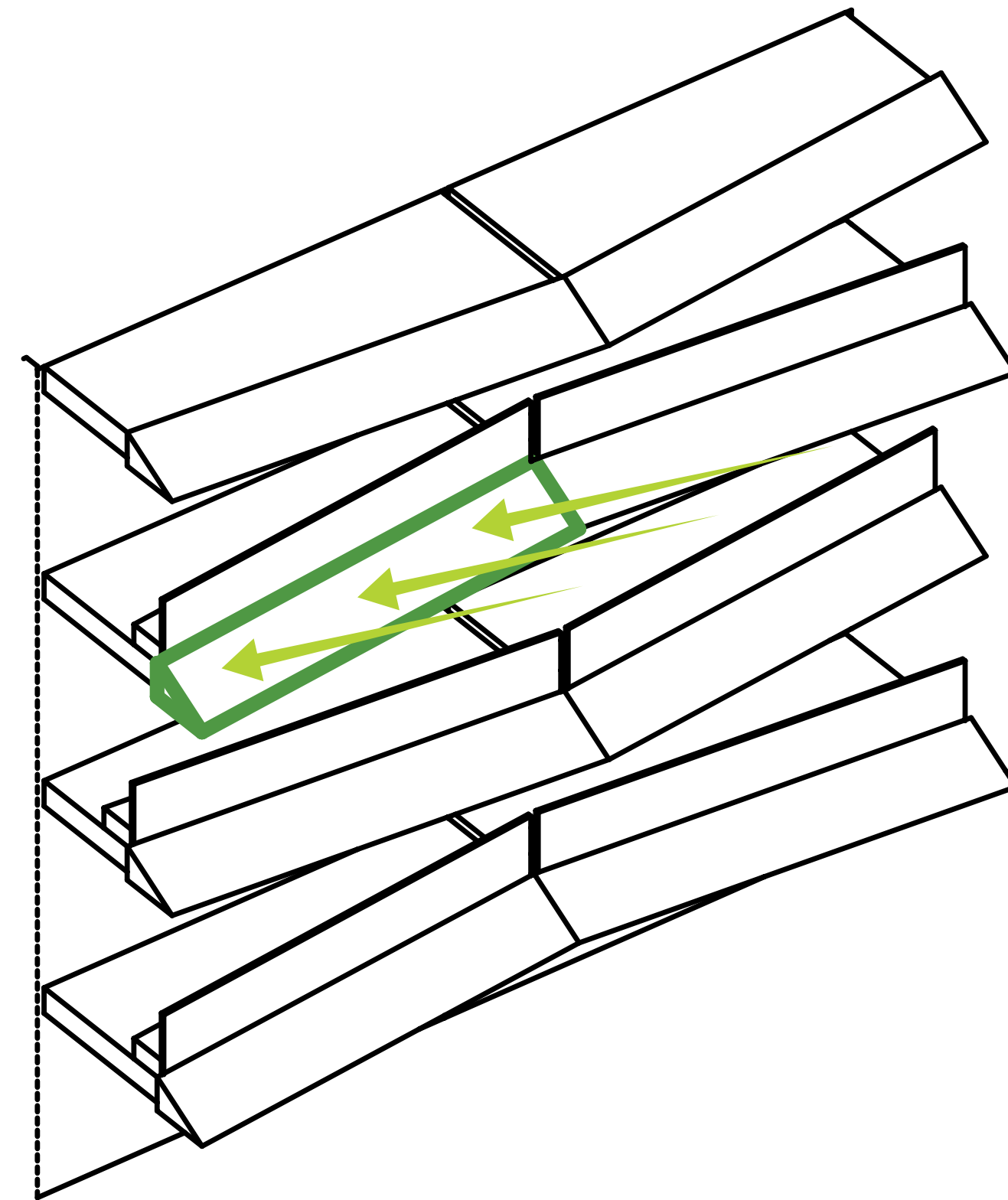
2. Intermediate Stage



3. Climax Stage - Building

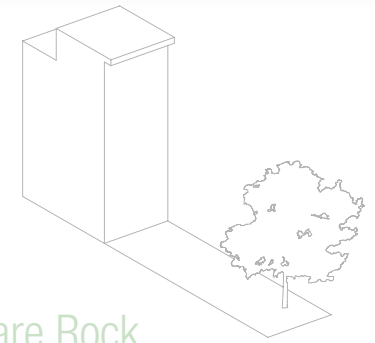


4. Climax Stage - Street

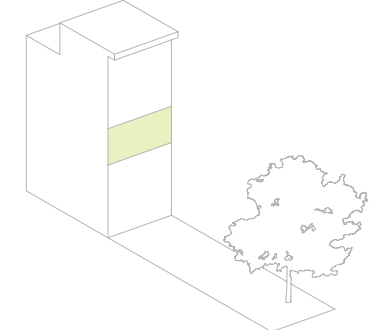


INTERMEDIATE STAGE

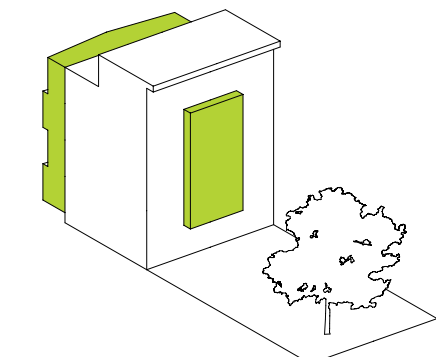
architectural diagrams: Season Chamber



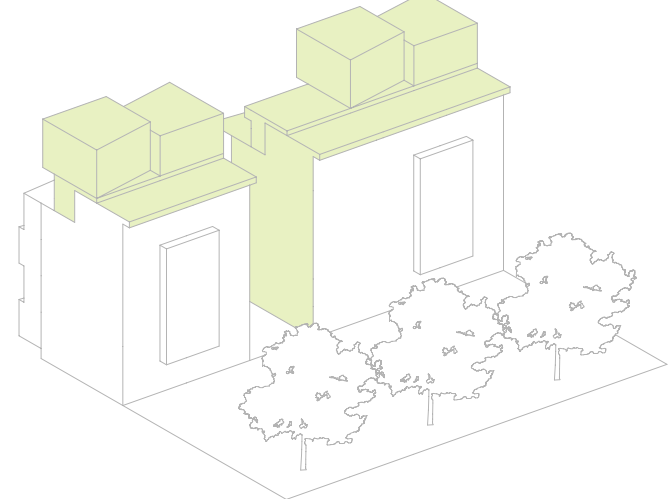
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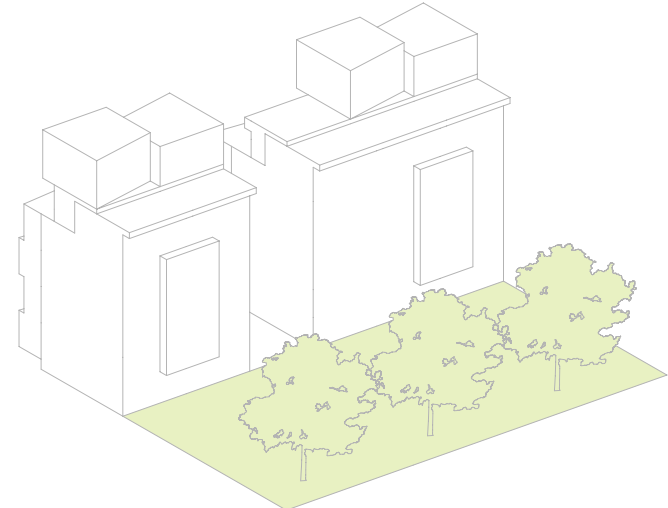
1. Pioneer Stage



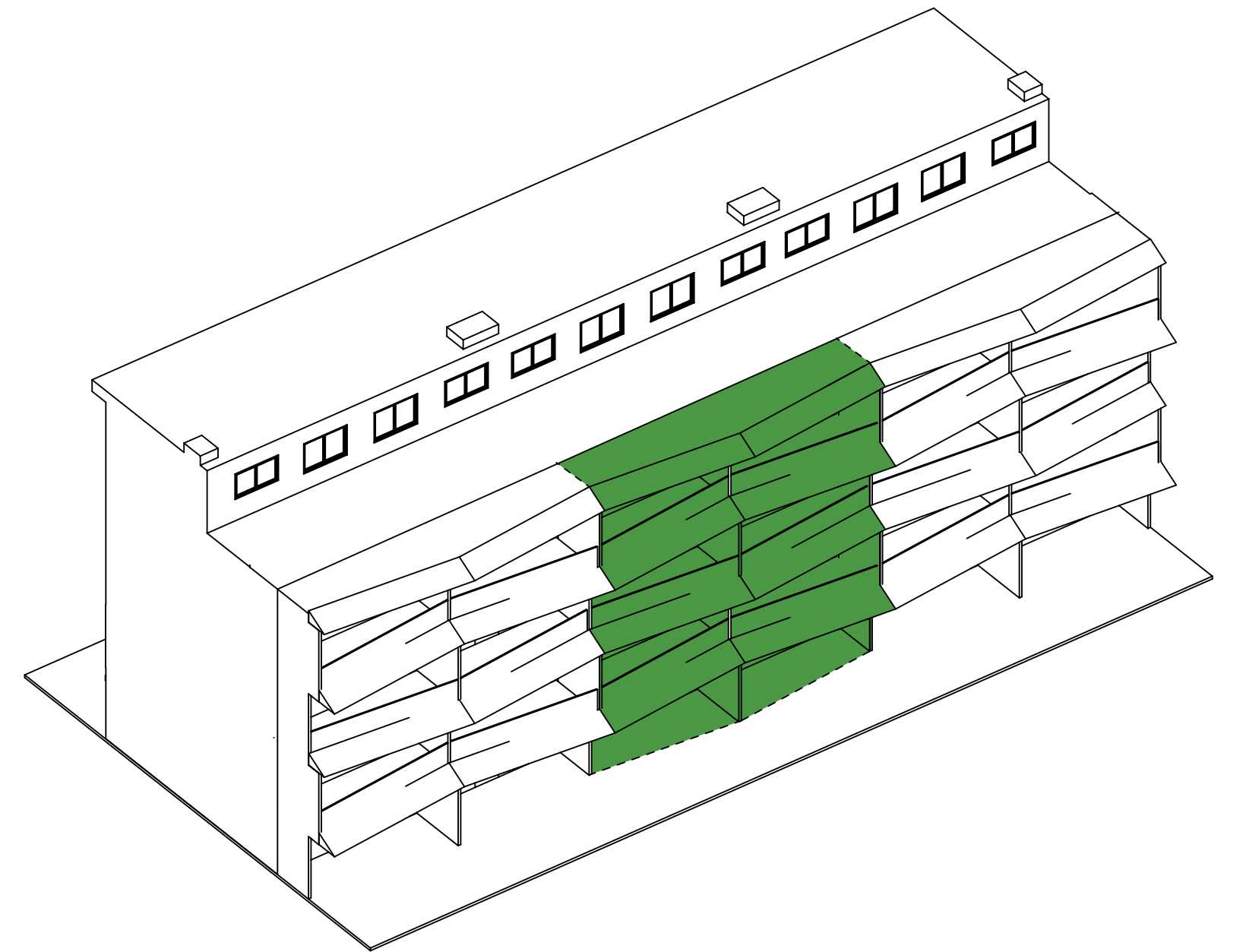
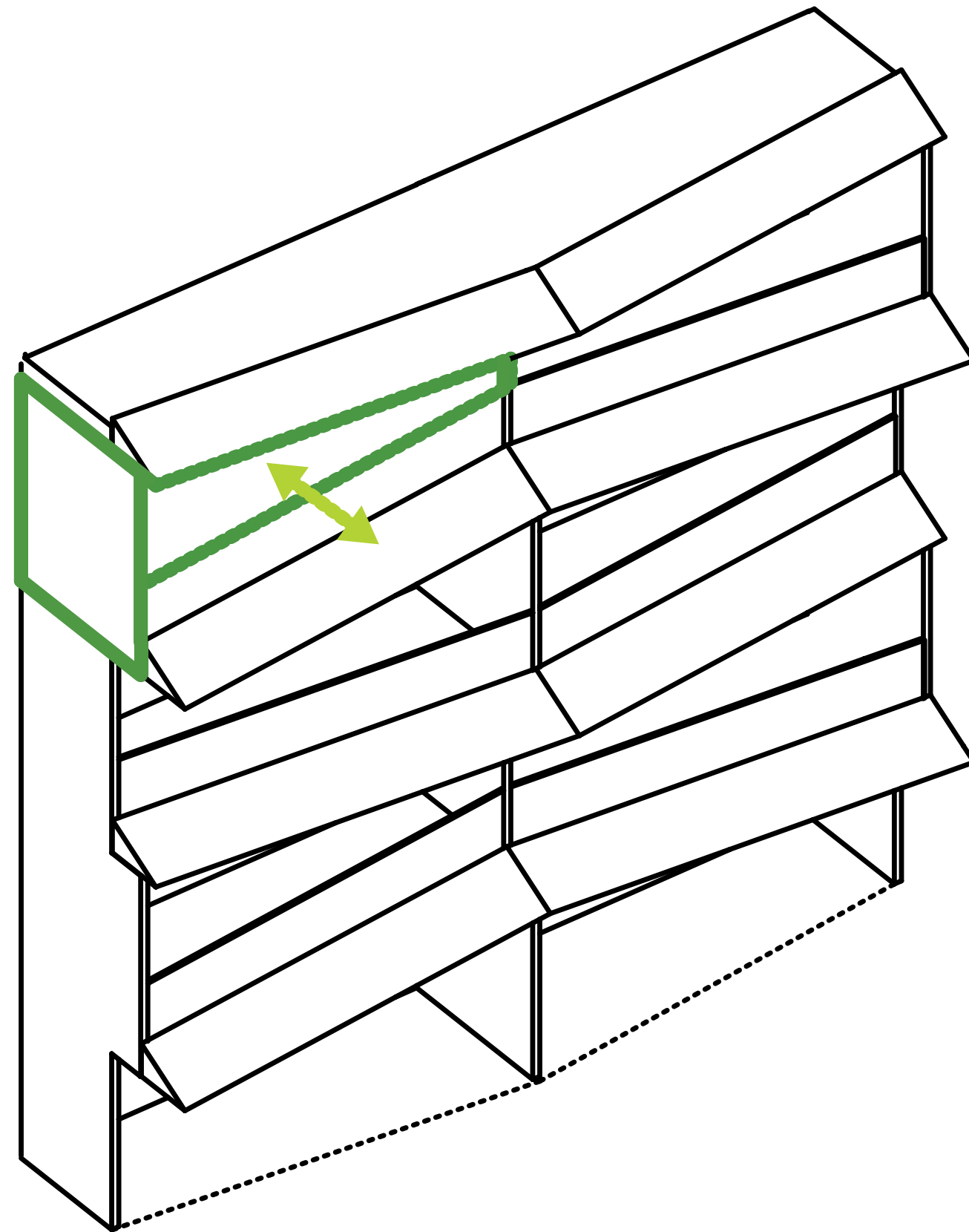
2. Intermediate Stage



3. Climax Stage - Building

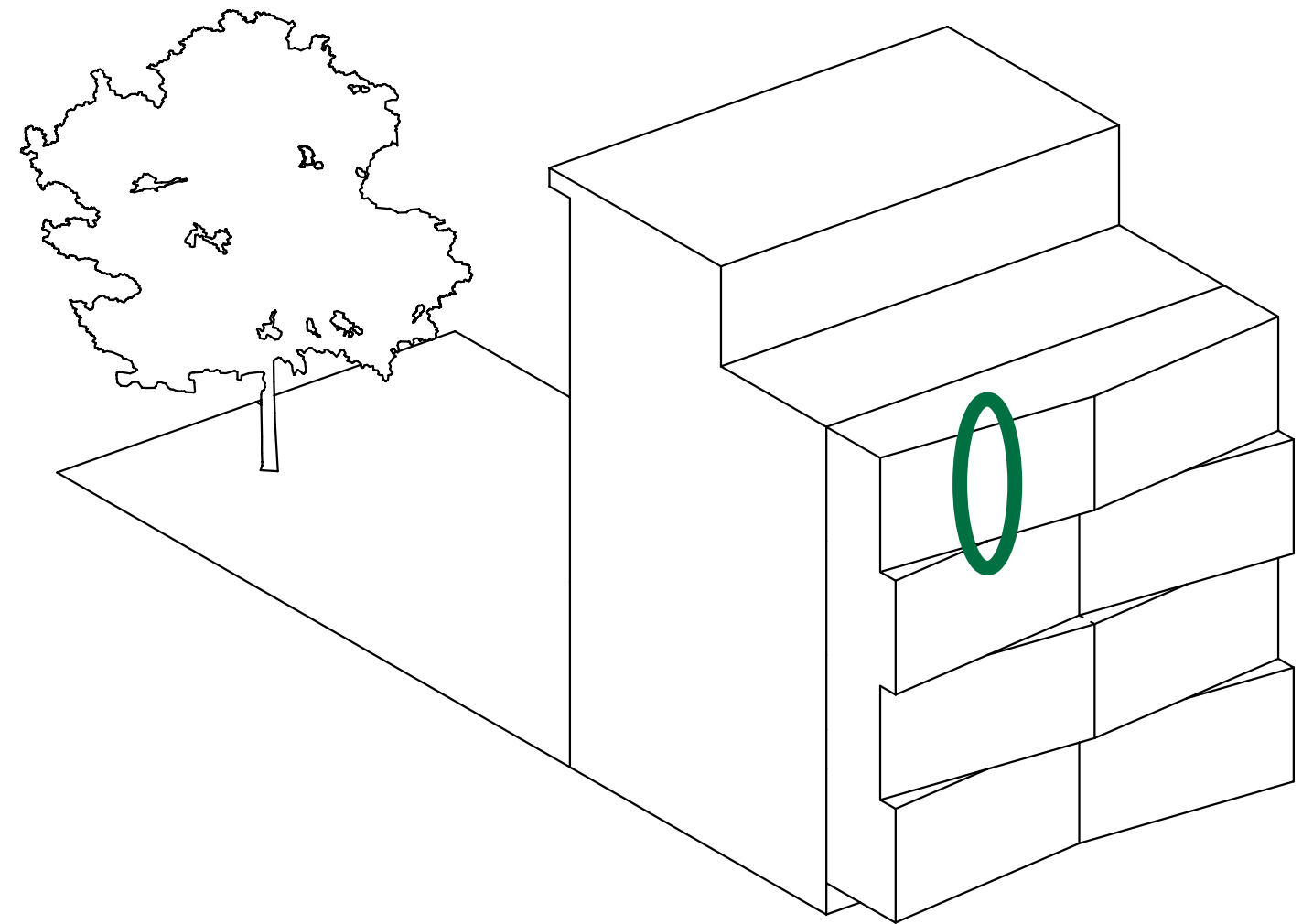
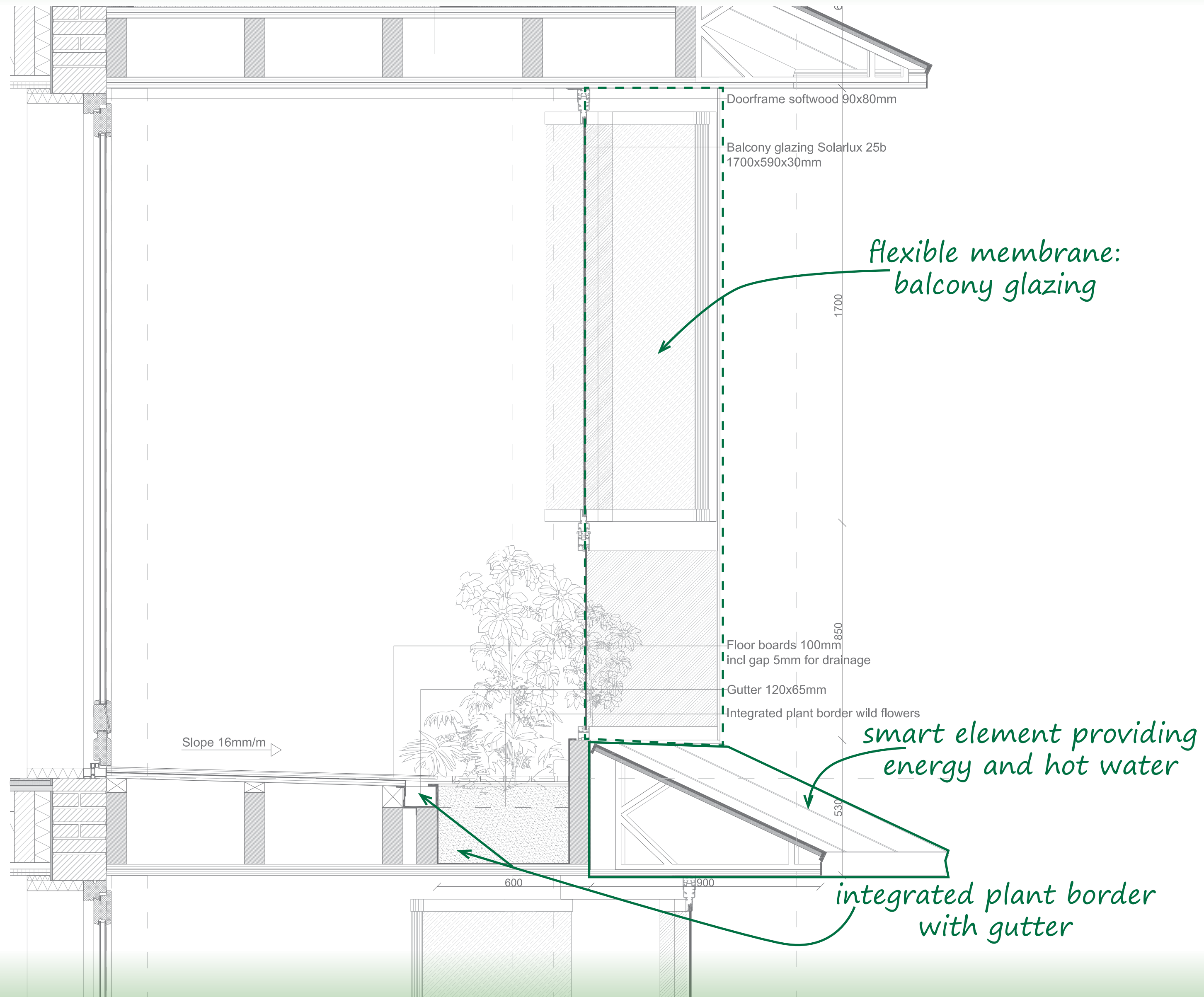
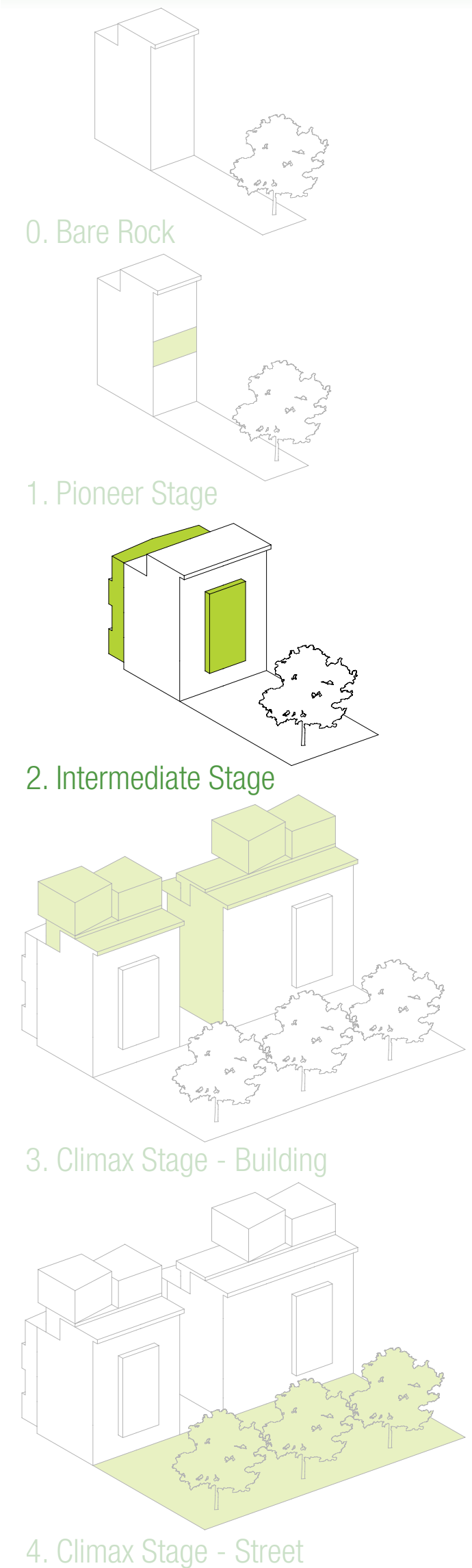


4. Climax Stage - Street



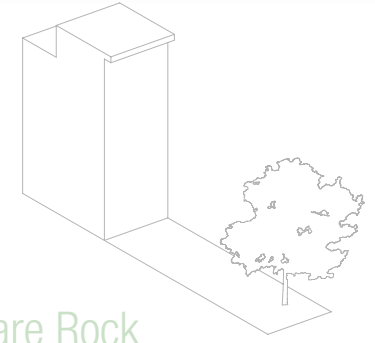
INTERMEDIATE STAGE

typical detail: Season Chamber

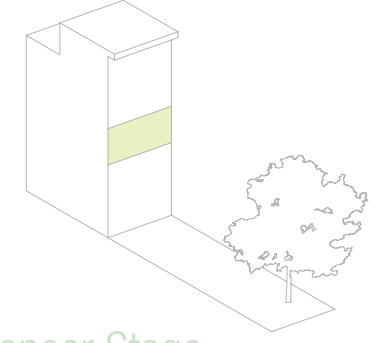


INTERMEDIATE STAGE

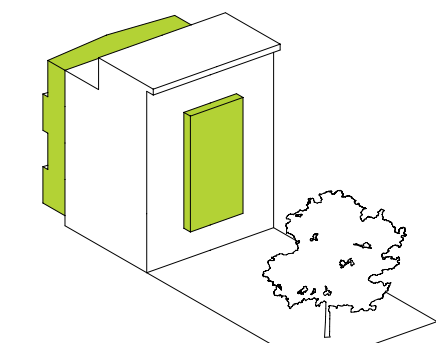
construction: Season Chamber



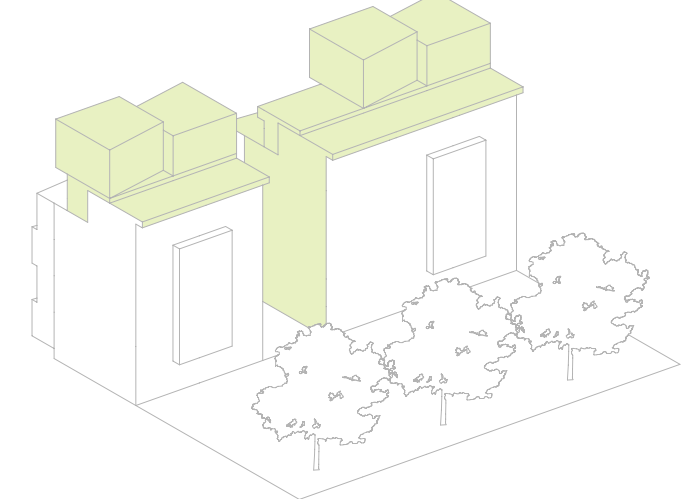
0. Bare Rock



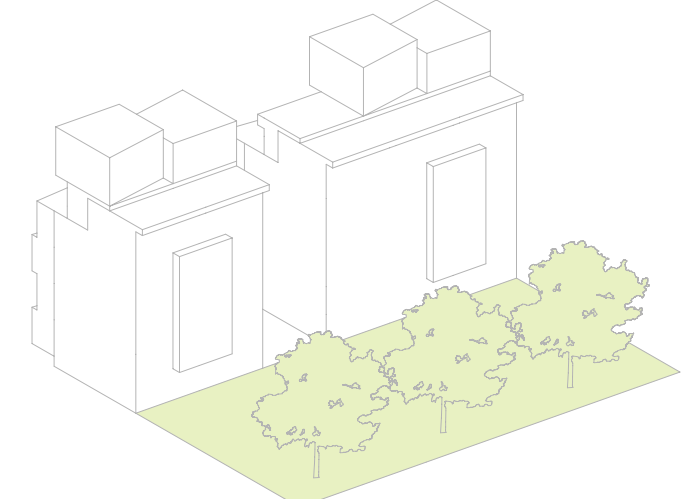
1. Pioneer Stage



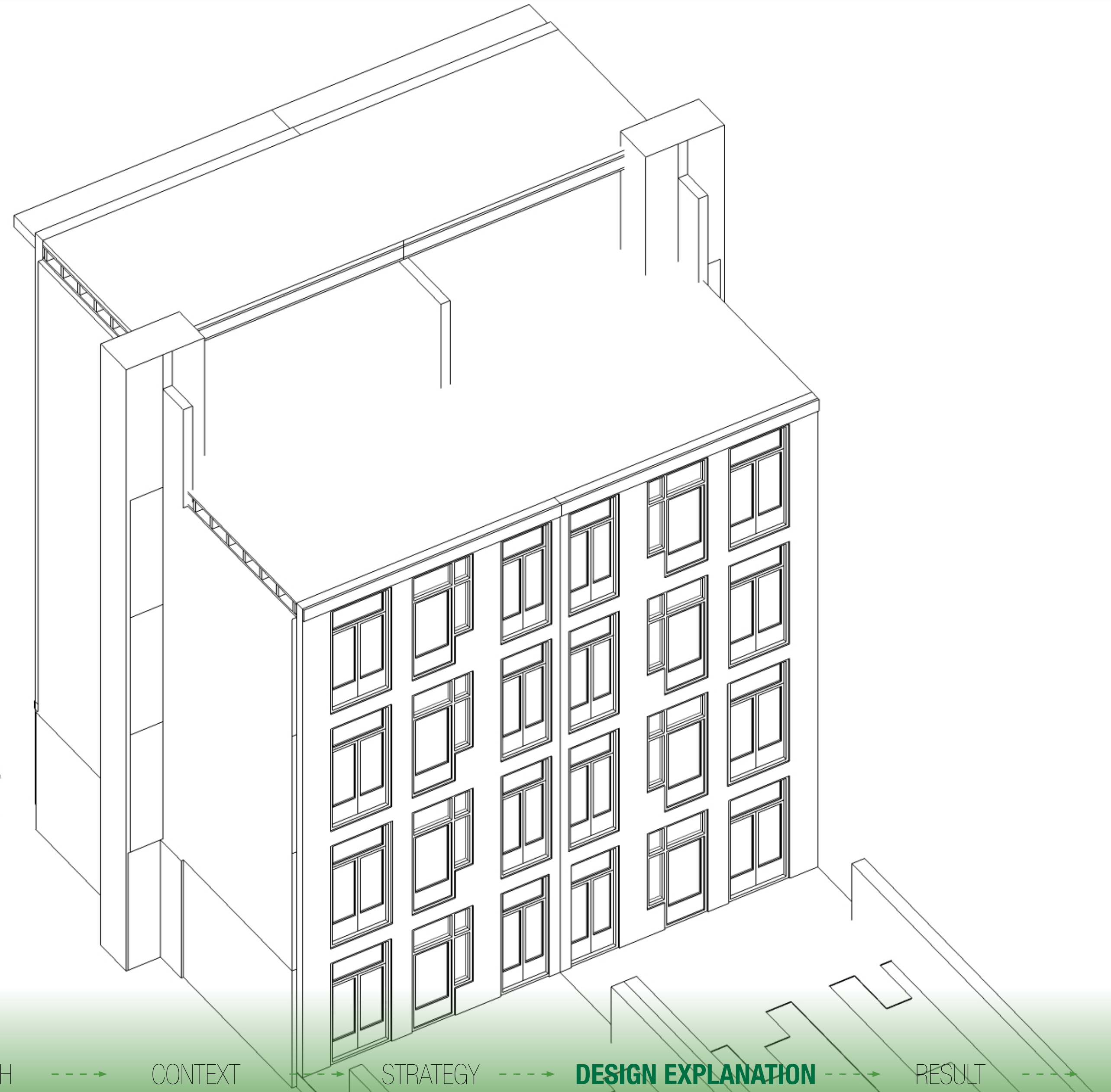
2. Intermediate Stage



3. Climax Stage - Building

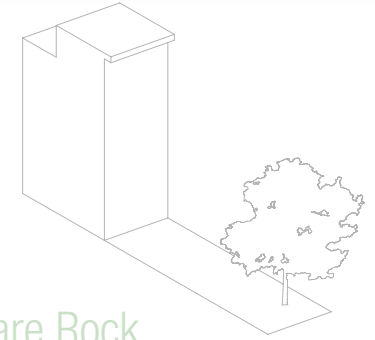


4. Climax Stage - Street

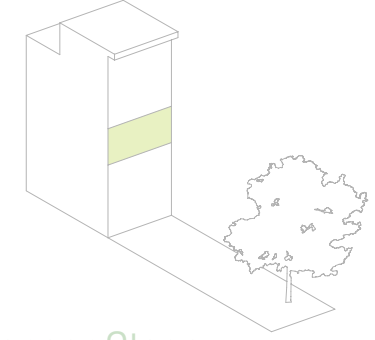


INTERMEDIATE STAGE

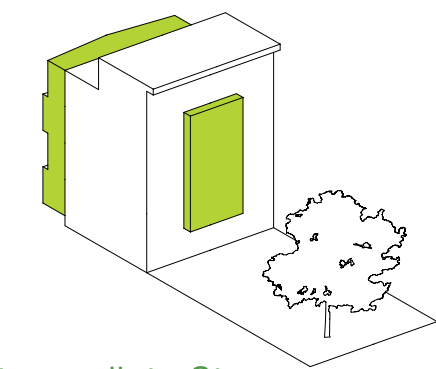
construction: Season Chamber



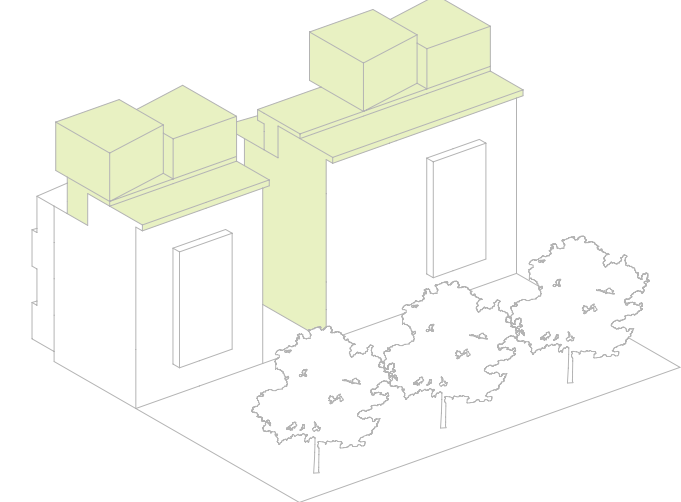
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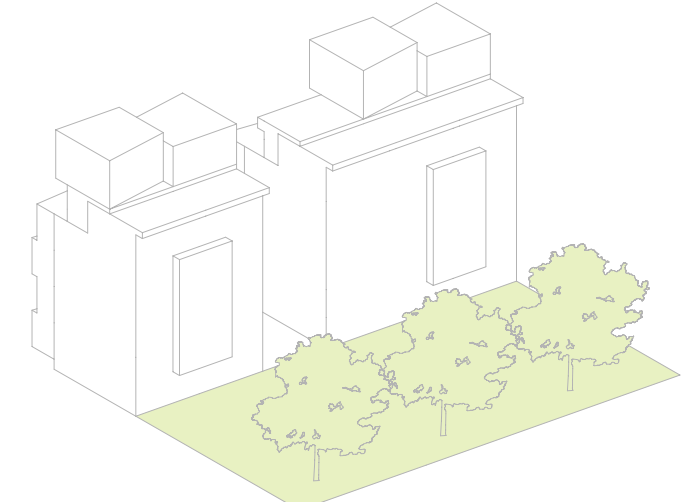
1. Pioneer Stage



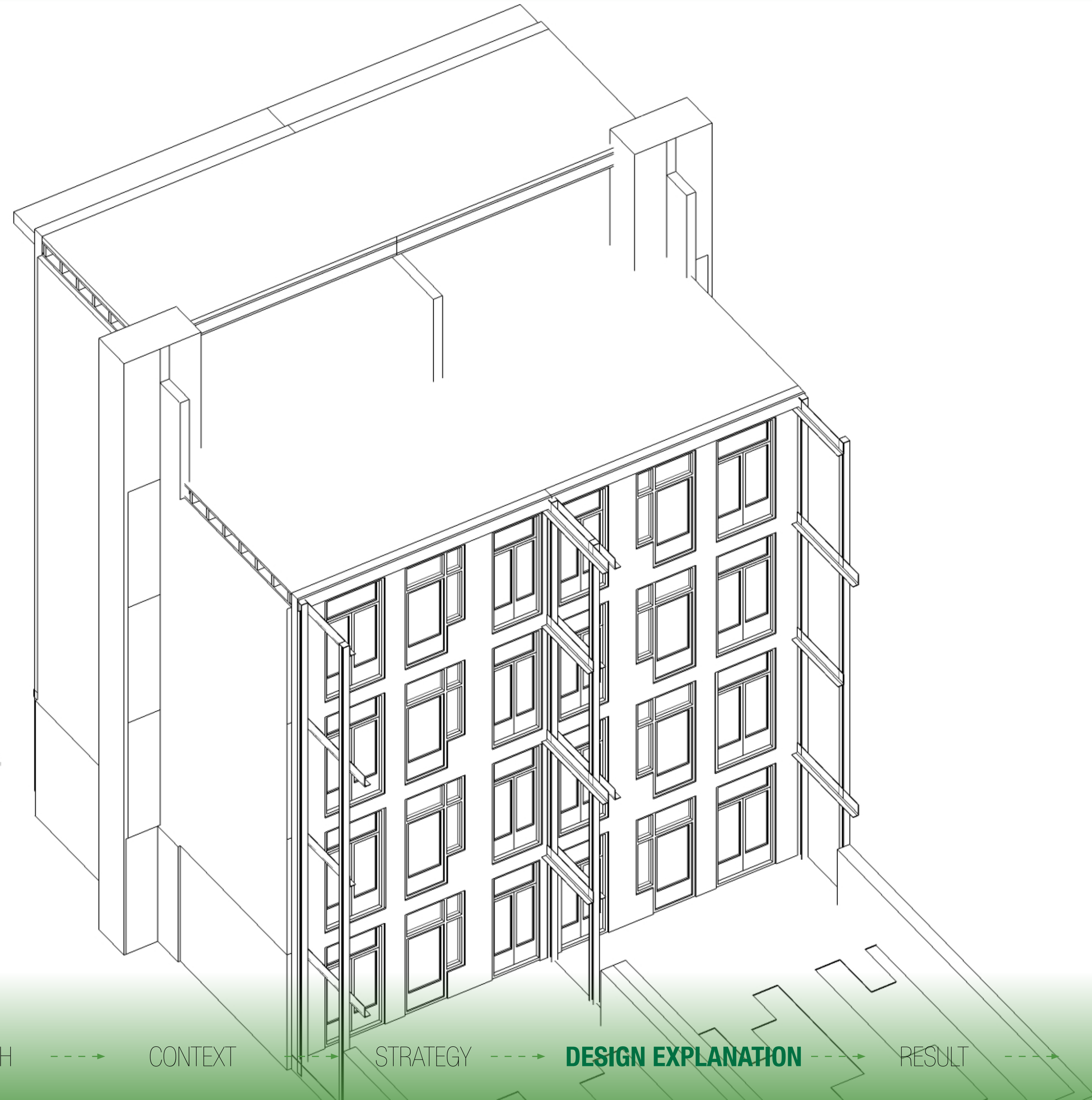
2. Intermediate Stage



3. Climax Stage - Building

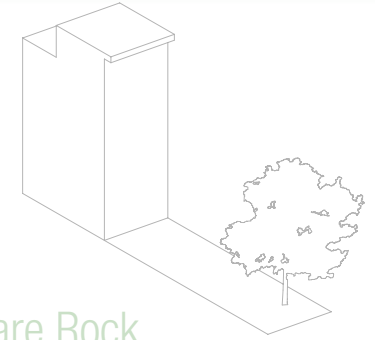


4. Climax Stage - Street

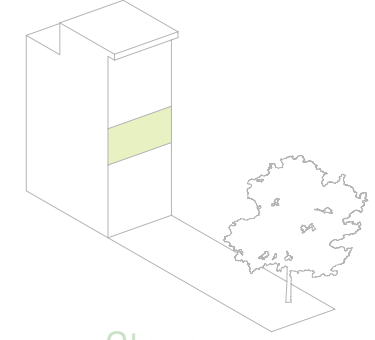


INTERMEDIATE STAGE

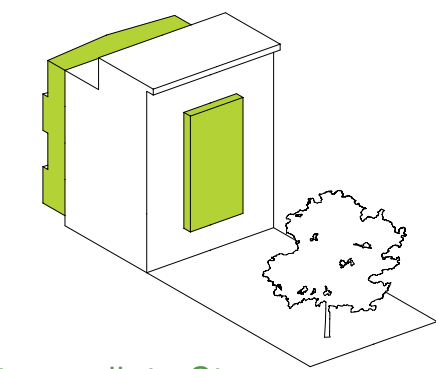
construction: Season Chamber



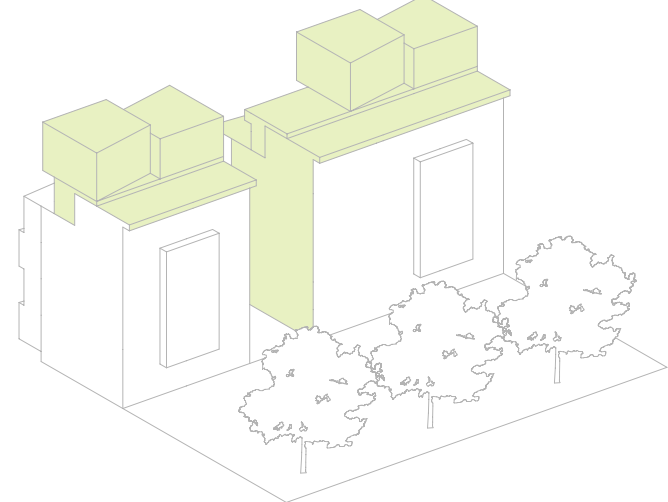
0. Bare Rock



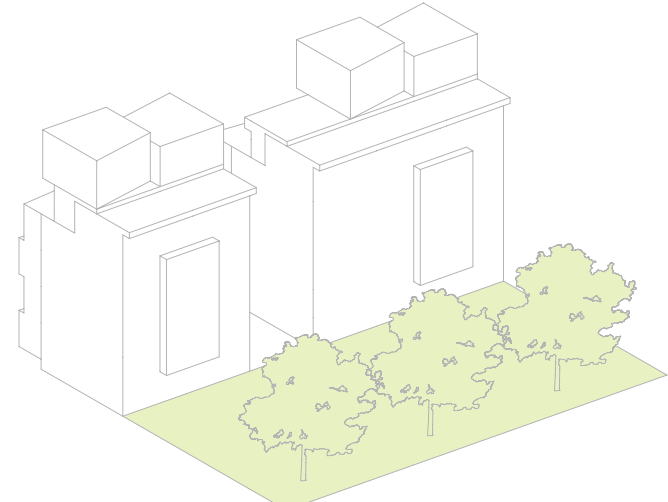
1. Pioneer Stage



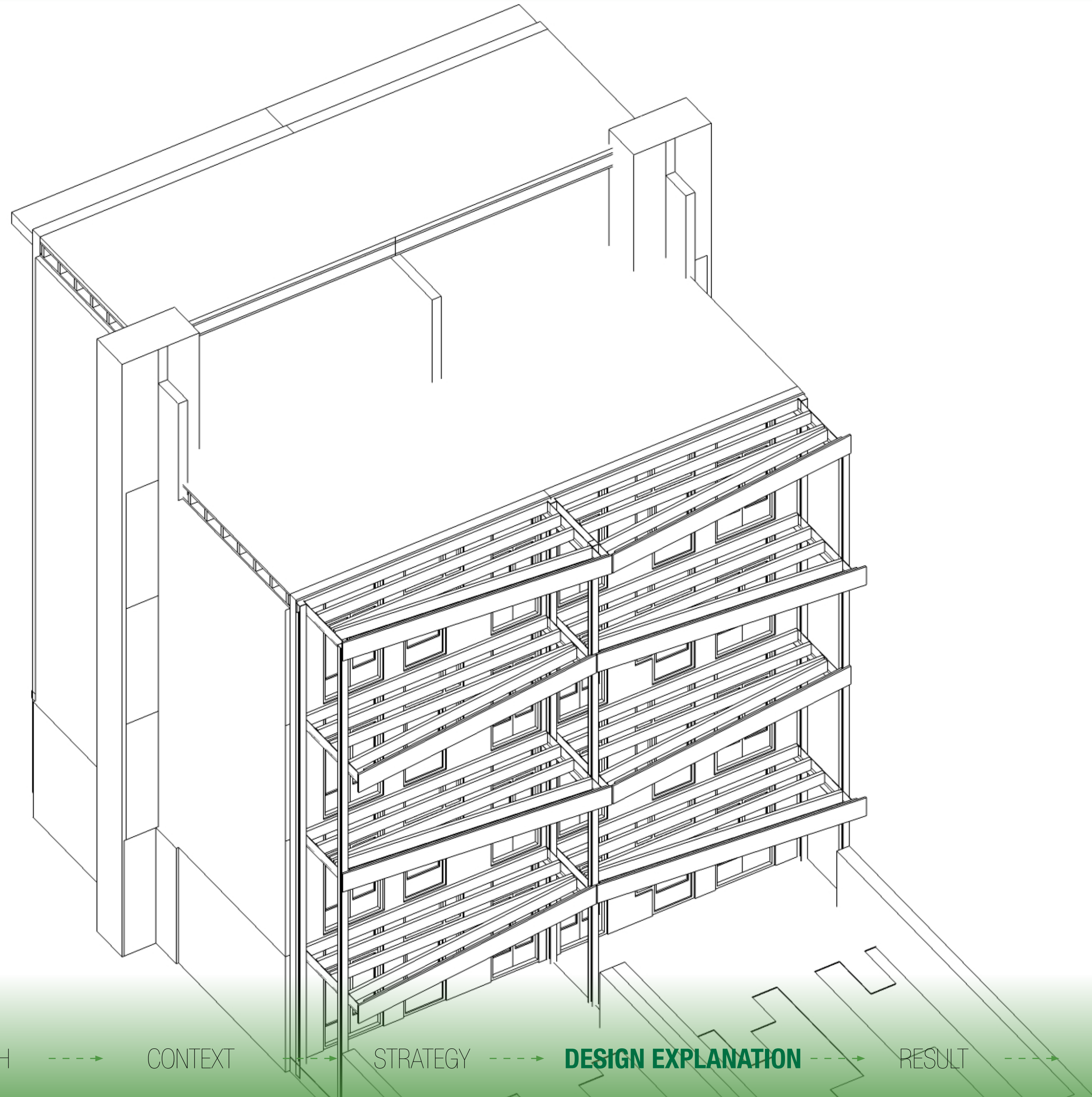
2. Intermediate Stage



3. Climax Stage - Building

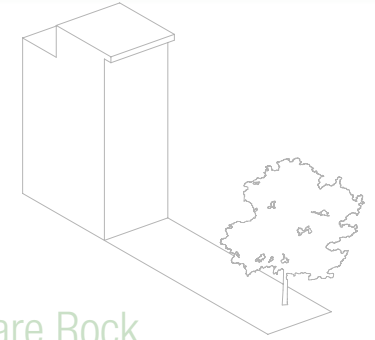


4. Climax Stage - Street

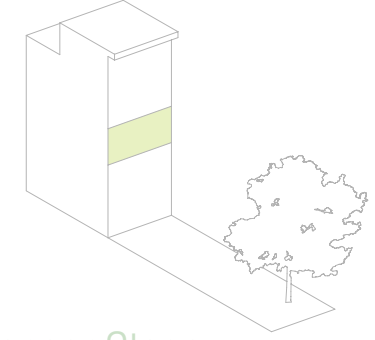


INTERMEDIATE STAGE

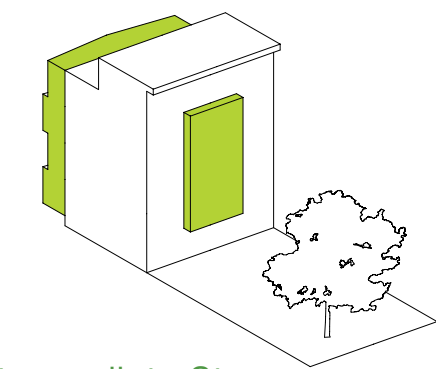
construction: Season Chamber



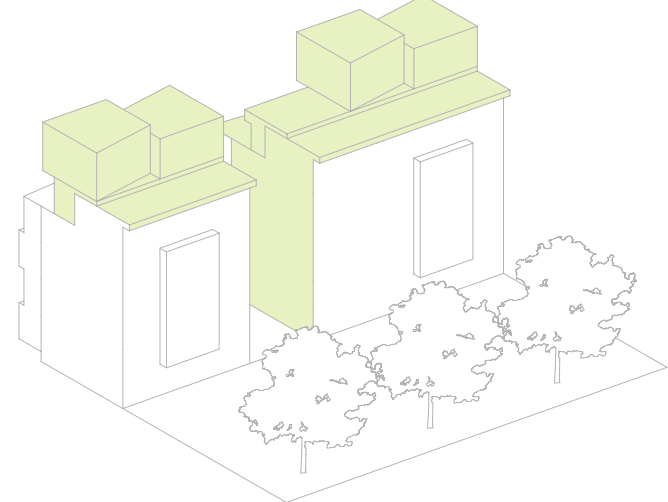
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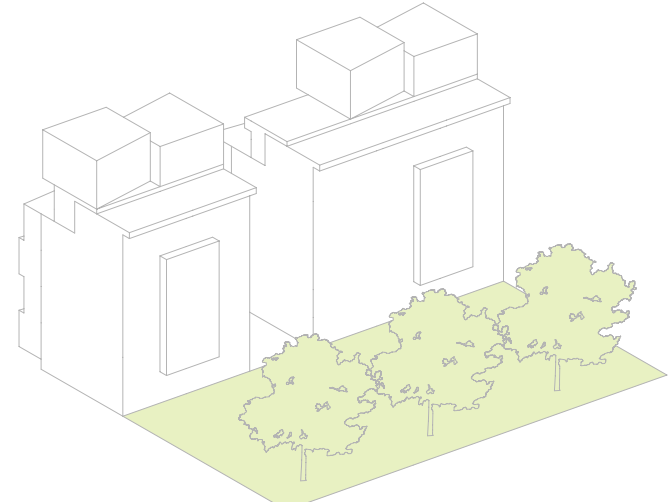
1. Pioneer Stage



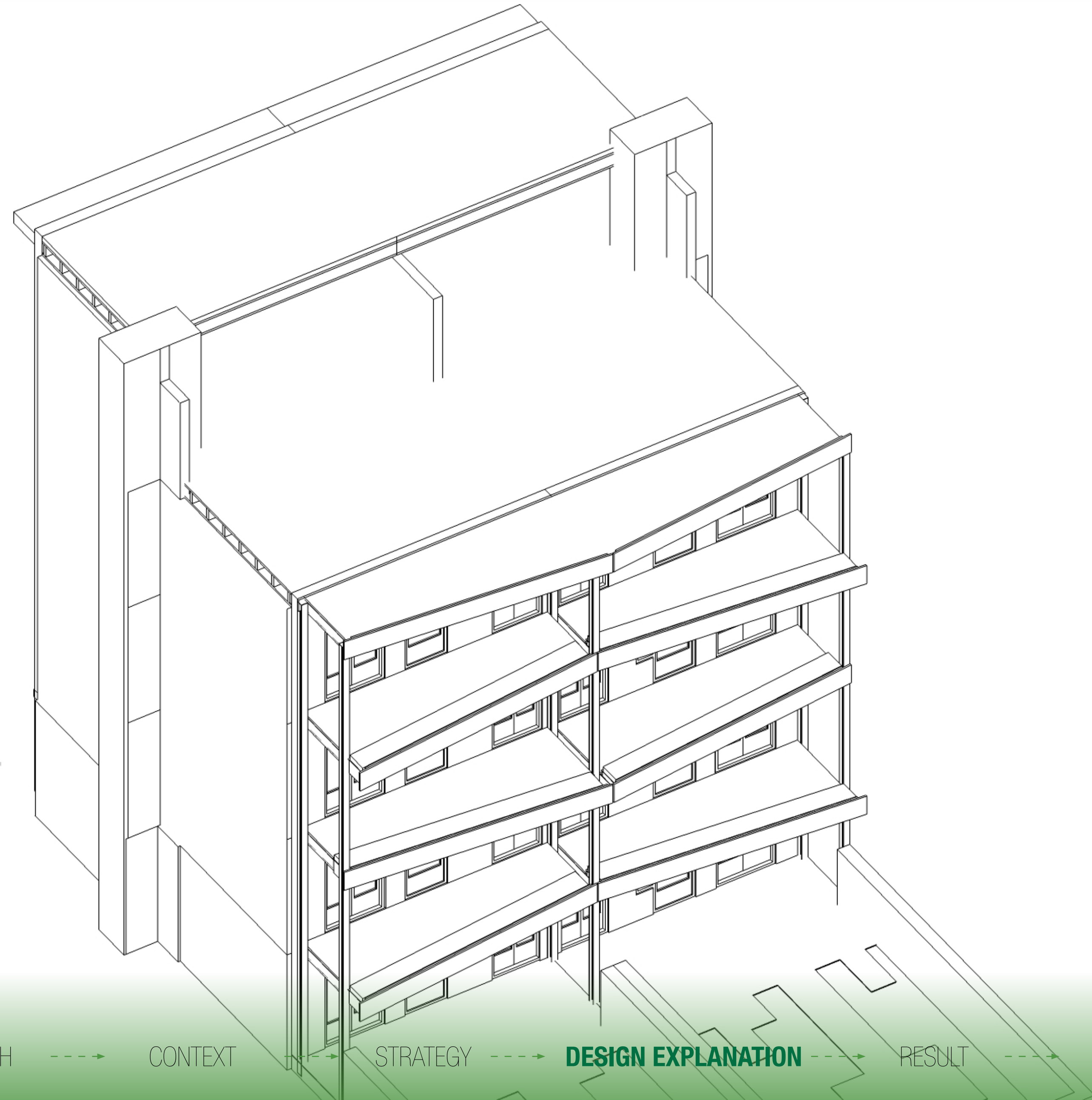
2. Intermediate Stage



3. Climax Stage - Building

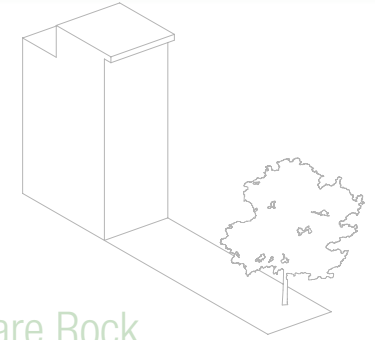


4. Climax Stage - Street

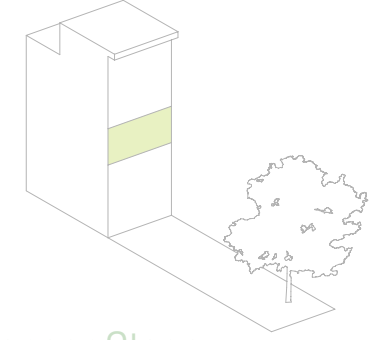


INTERMEDIATE STAGE

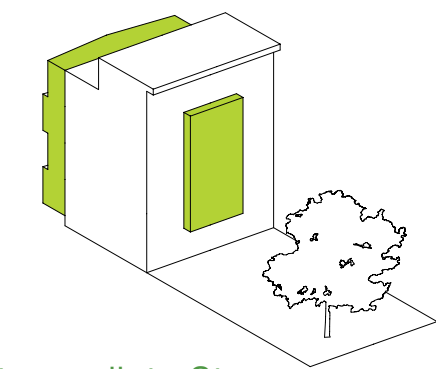
construction: Season Chamber



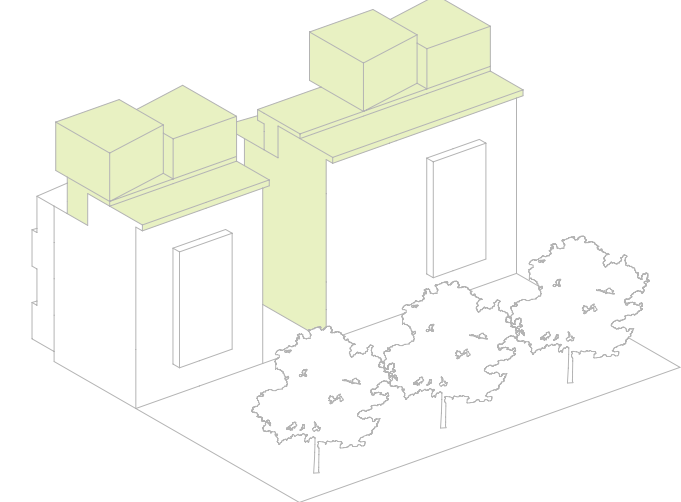
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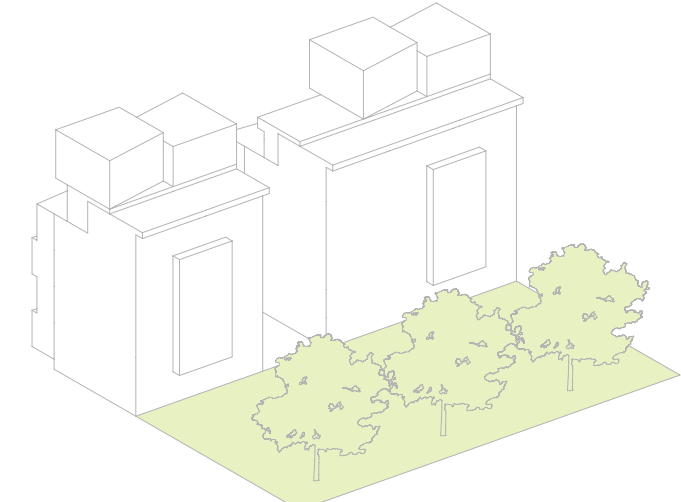
1. Pioneer Stage



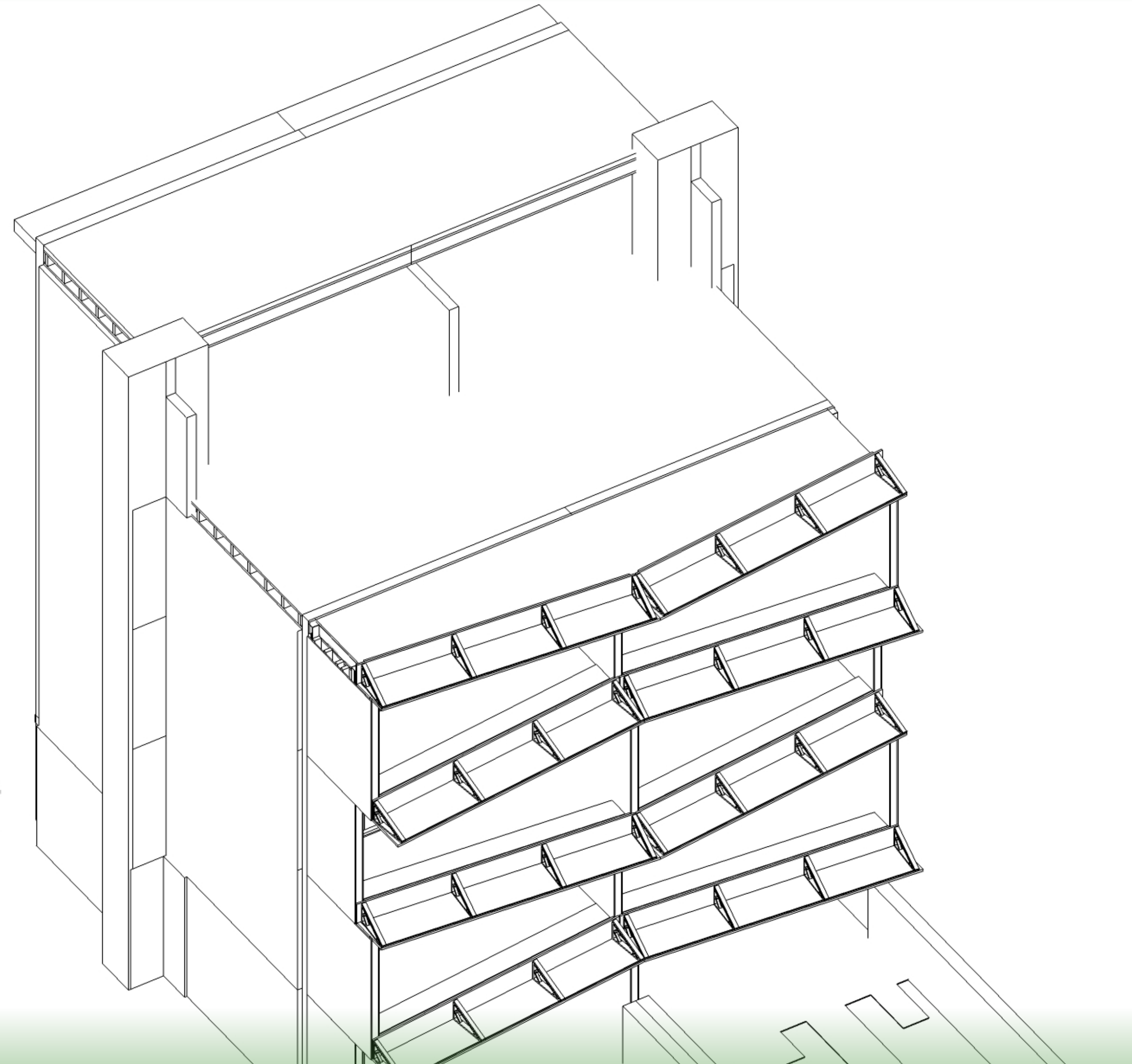
2. Intermediate Stage



3. Climax Stage - Building

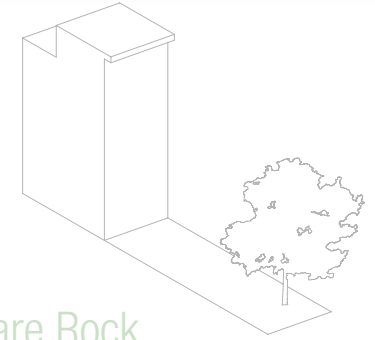


4. Climax Stage - Street

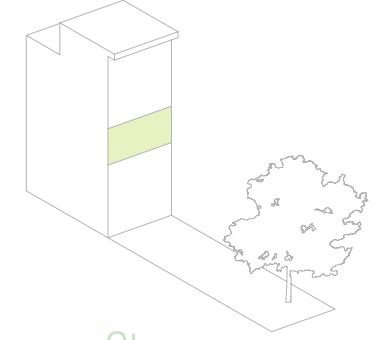


INTERMEDIATE STAGE

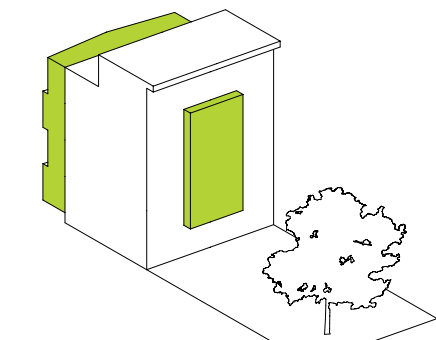
construction: Season Chamber



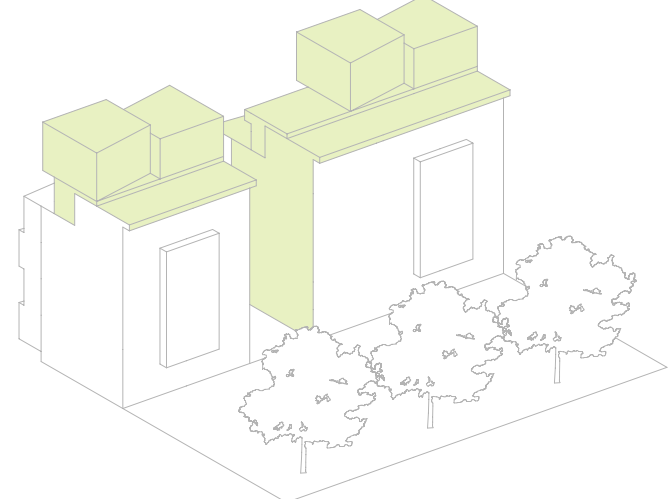
0. Bare Rock



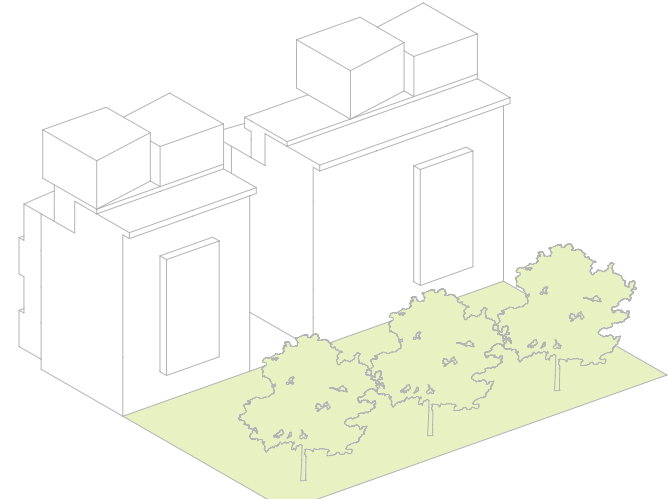
1. Pioneer Stage



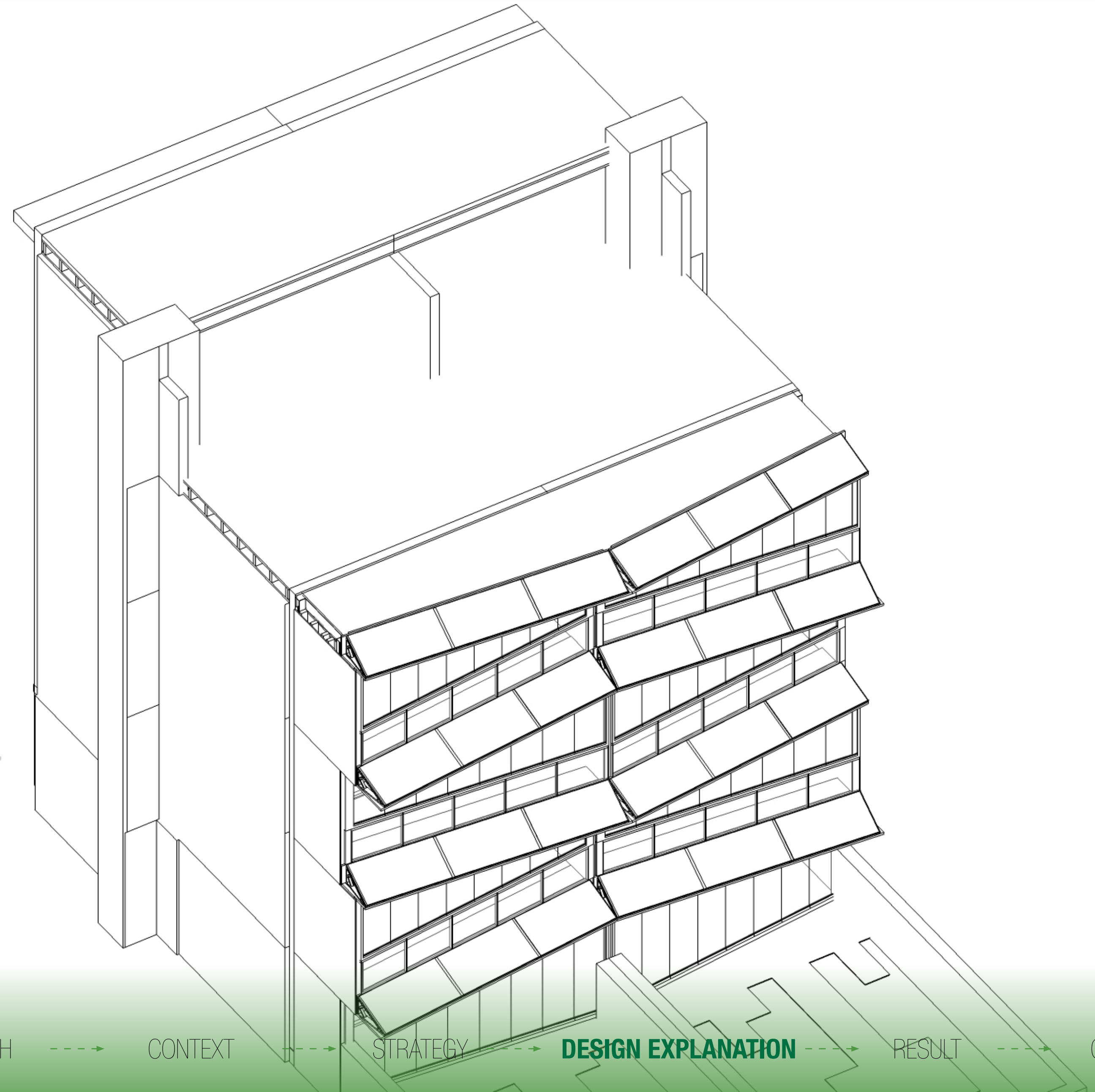
2. Intermediate Stage



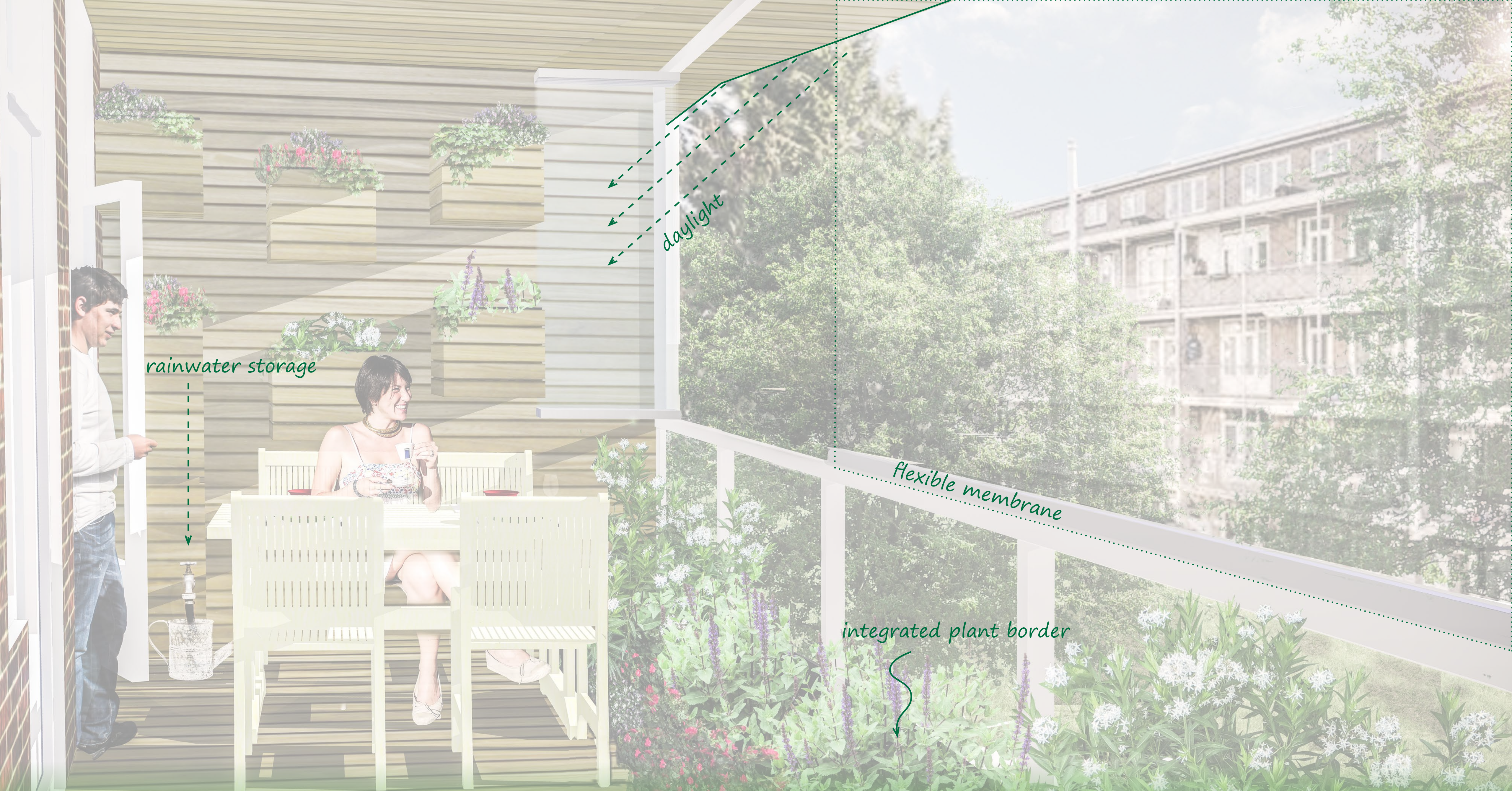
3. Climax Stage - Building



4. Climax Stage - Street







rainwater storage

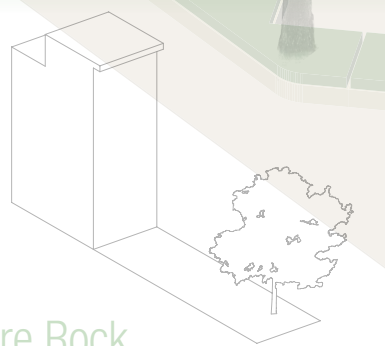
daylight

flexible membrane

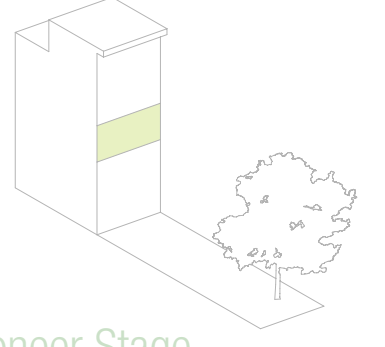
integrated plant border

DESIGN EXPLANATION

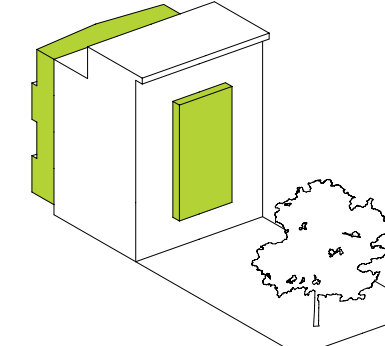
2. Intermediate Stage



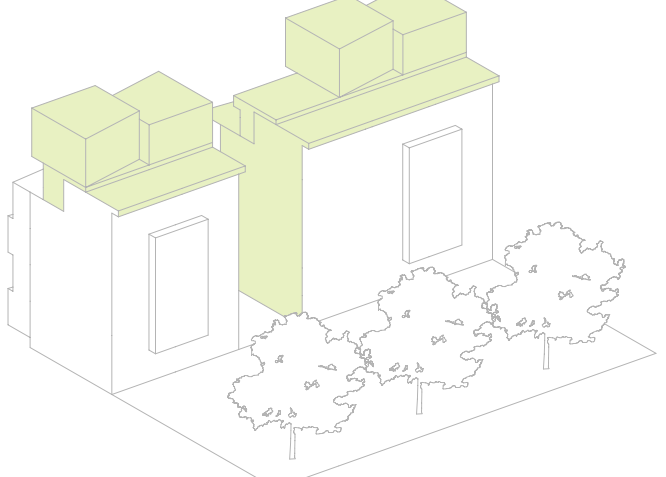
0. Bare Rock



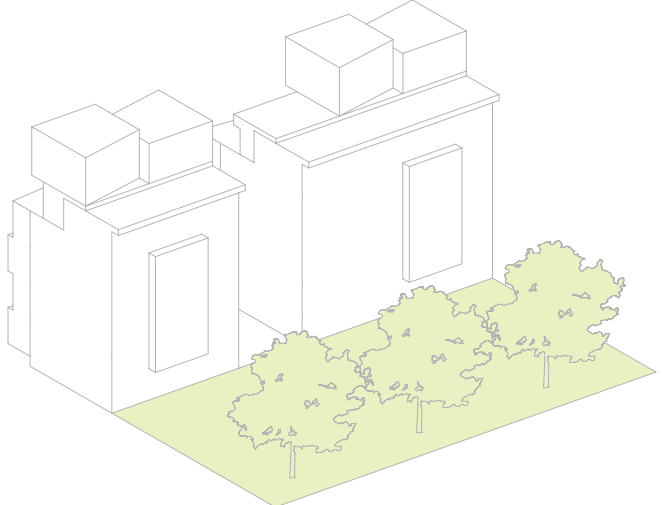
1. Pioneer Stage



2. Intermediate Stage



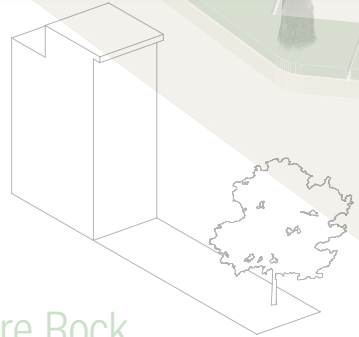
3. Climax Stage - Building



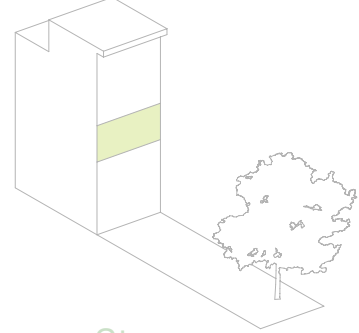
4. Climax Stage - Street

DESIGN EXPLANATION

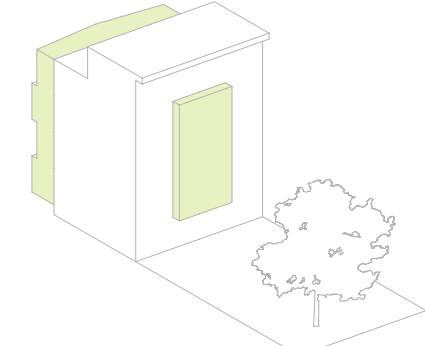
3. Climax Stage - Building



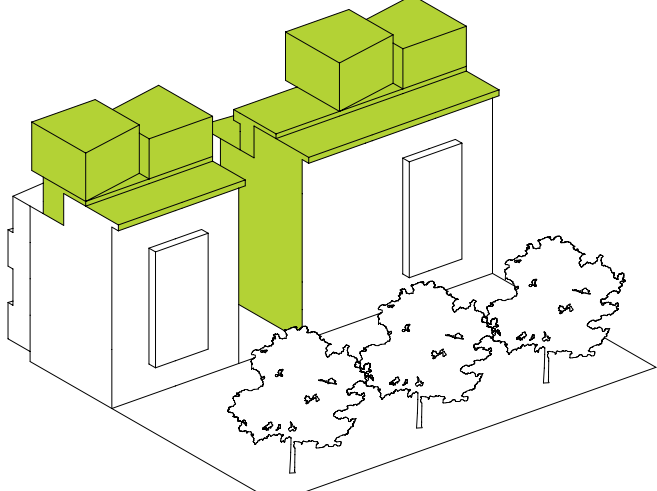
0. Bare Rock



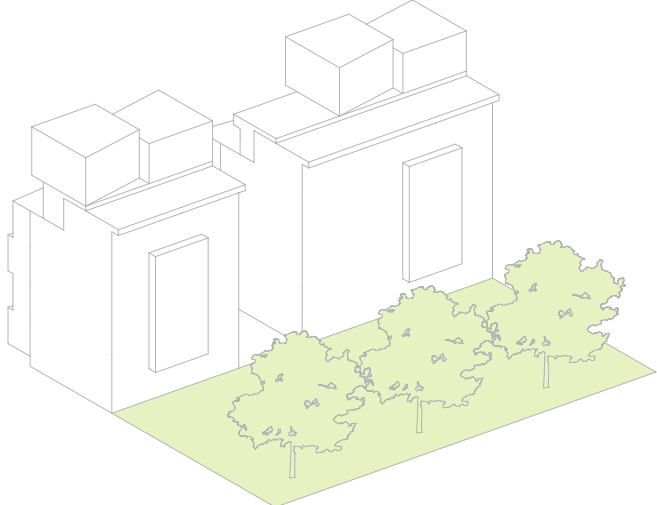
1. Pioneer Stage



2. Intermediate Stage



3. Climax Stage - Building

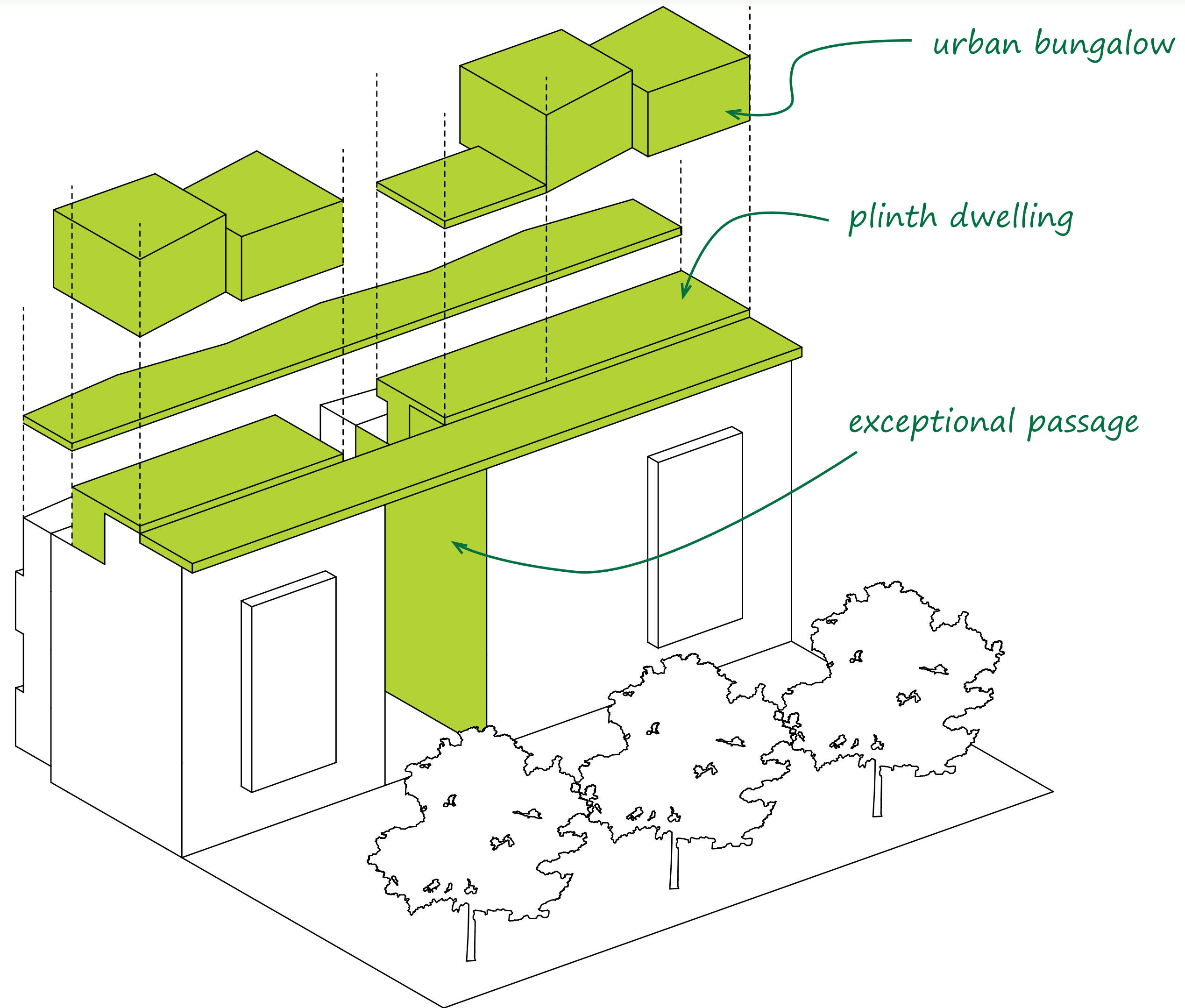
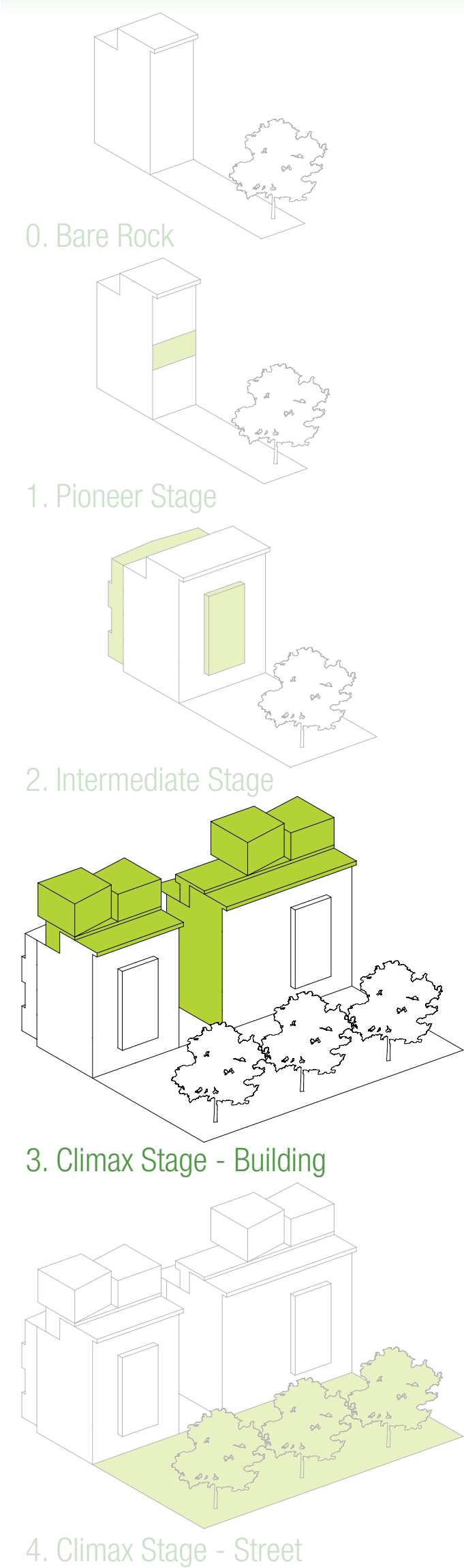


4. Climax Stage - Street



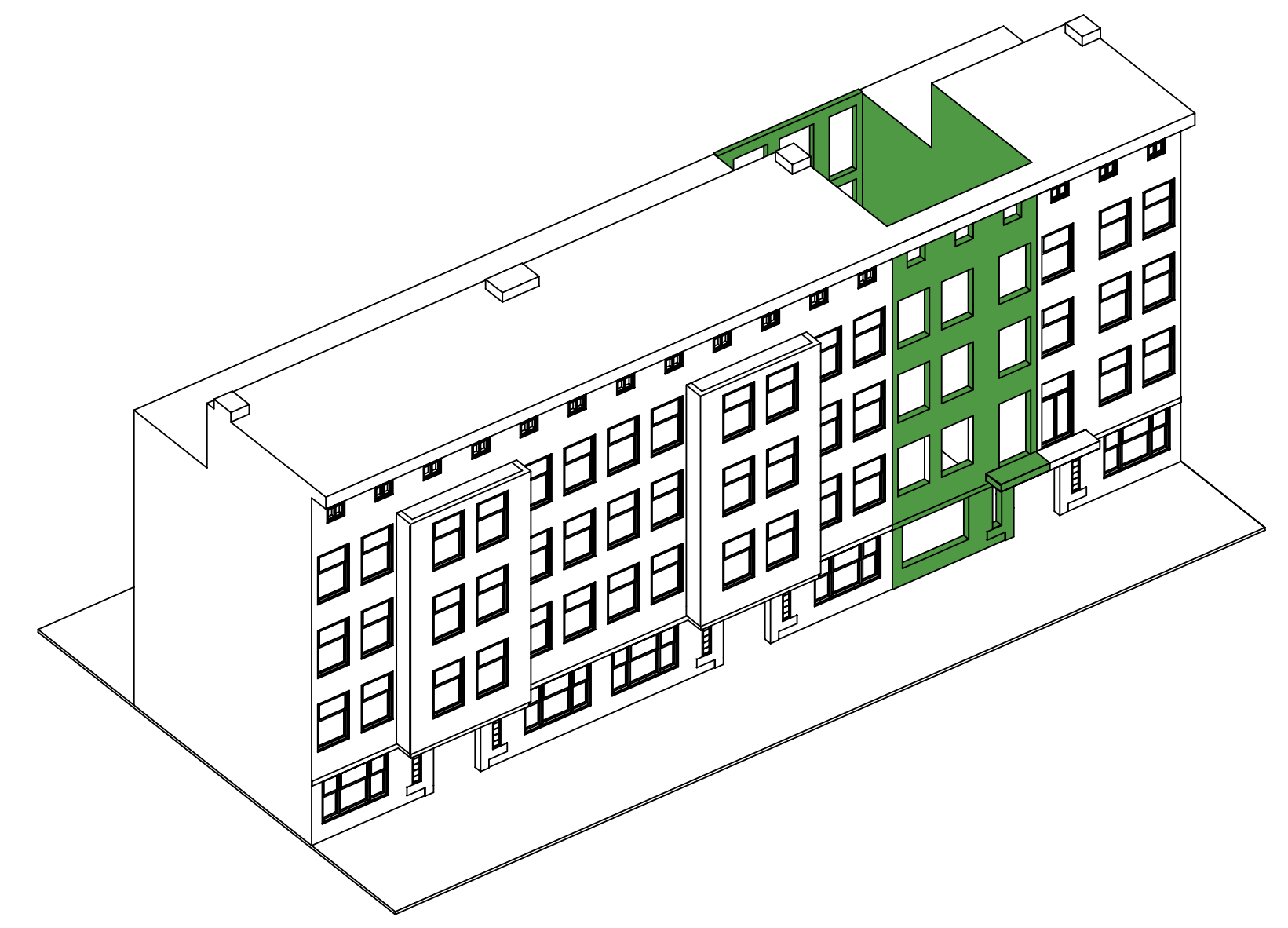
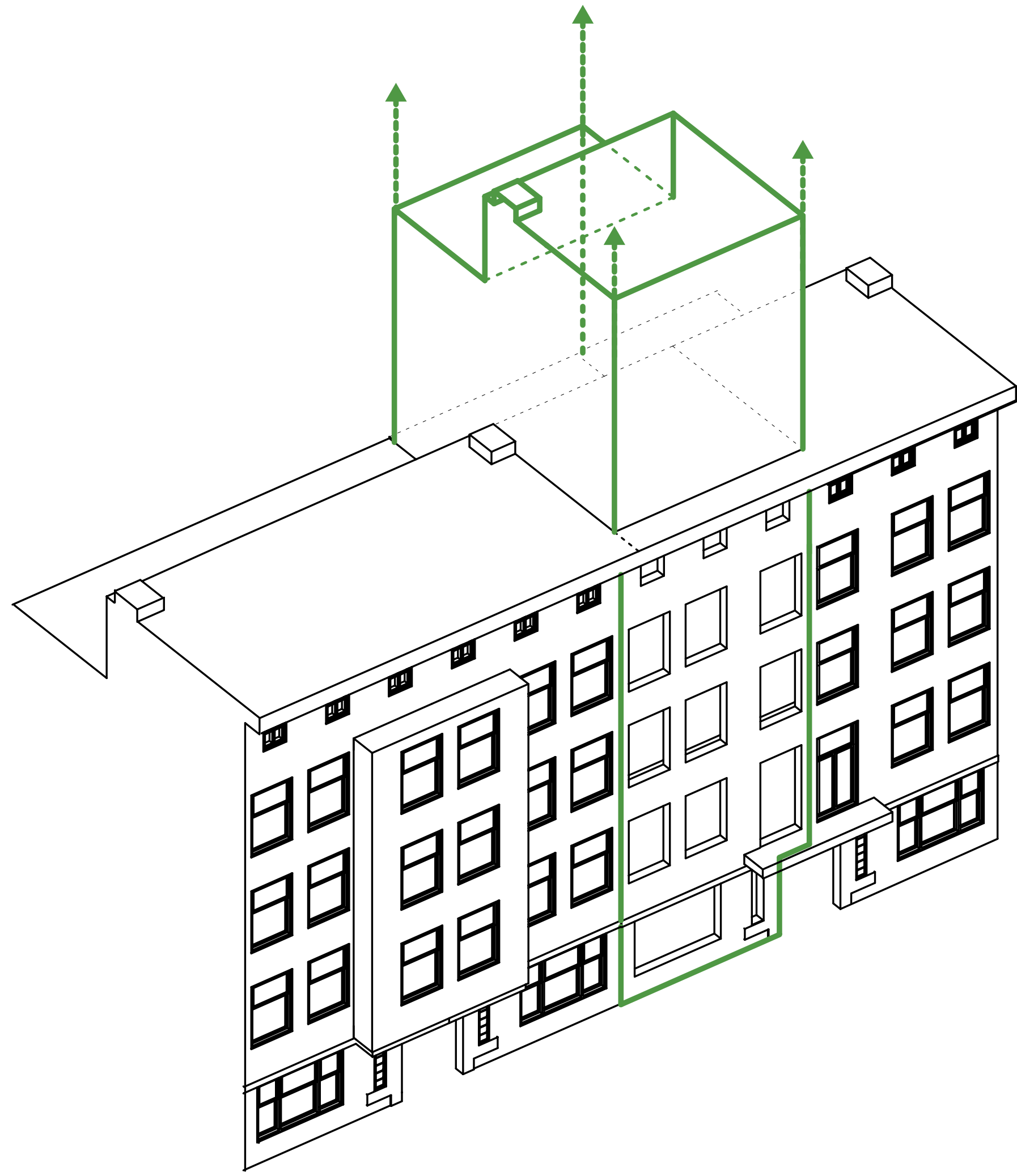
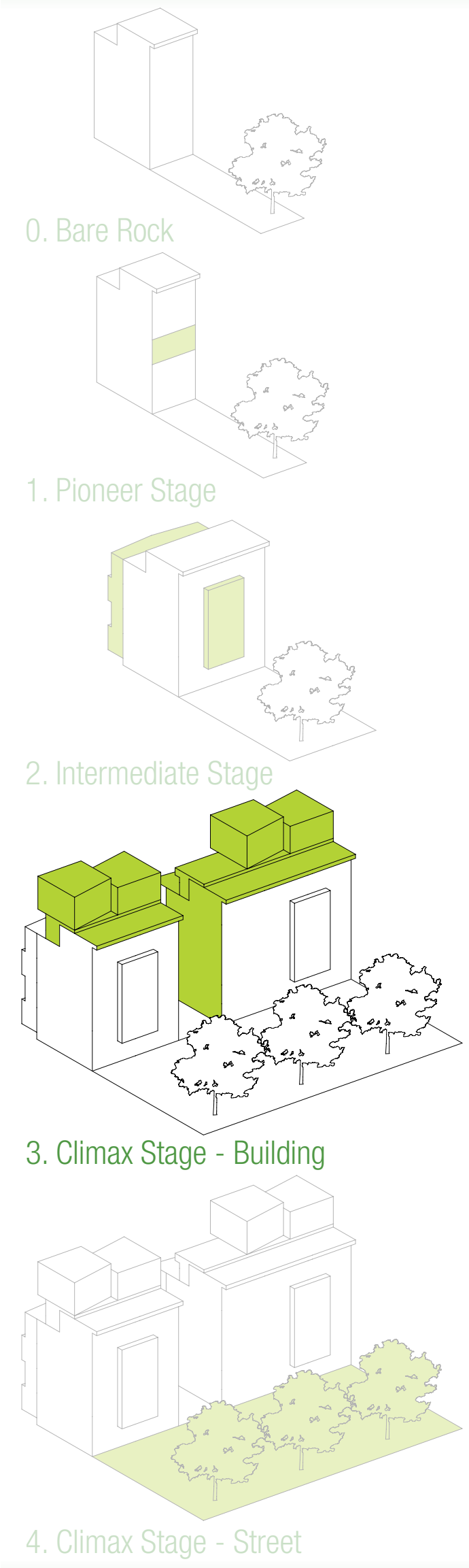
CLIMAX STAGE - BUILDING

interventions



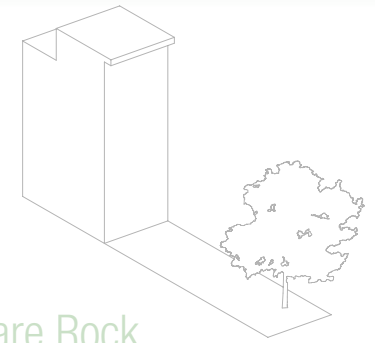
CLIMAX STAGE - BUILDING

architectural diagrams: Exceptional Passage

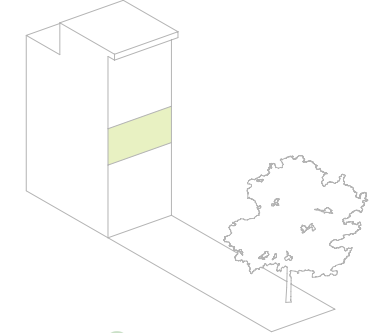


CLIMAX STAGE - BUILDING

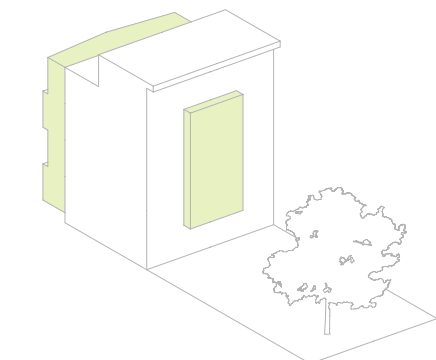
architectural diagrams: Exceptional Passage



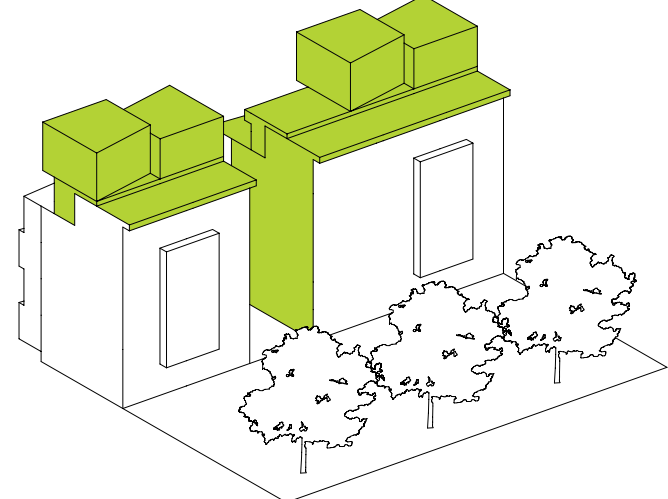
0. Bare Rock



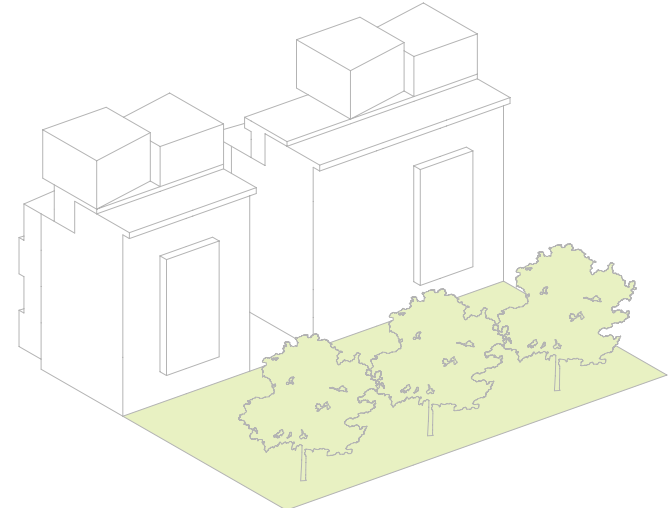
1. Pioneer Stage



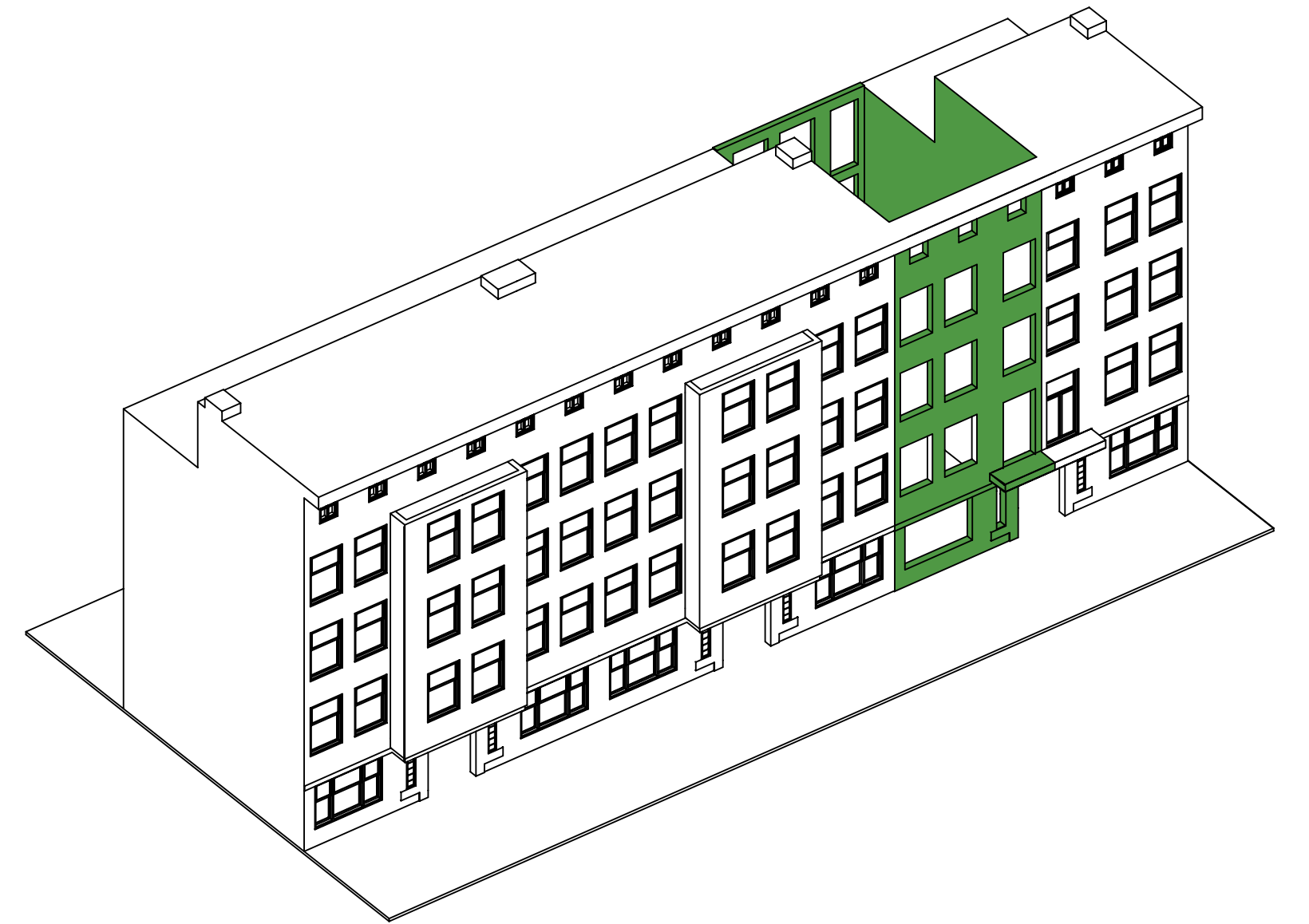
2. Intermediate Stage



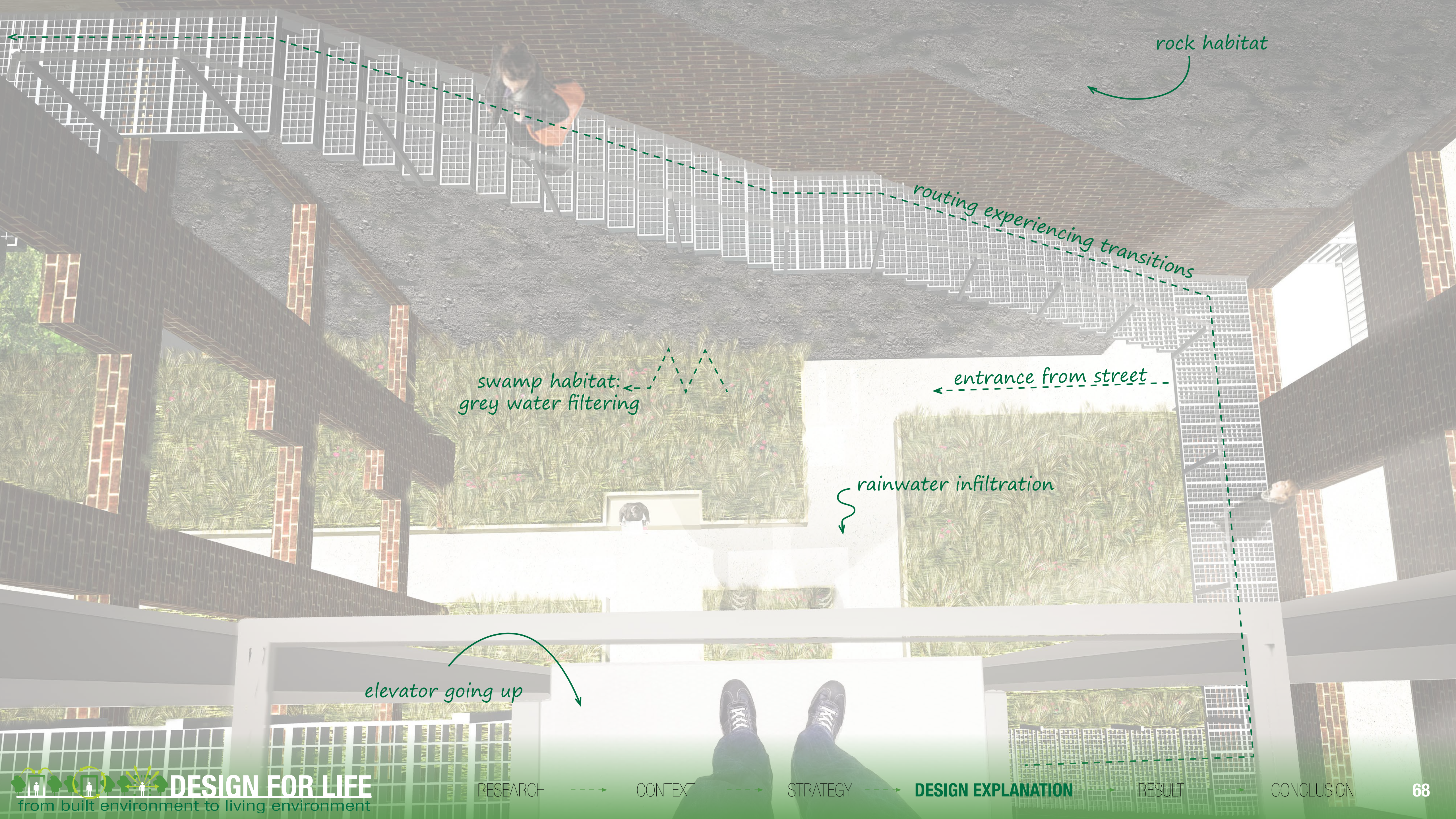
3. Climax Stage - Building



4. Climax Stage - Street







rock habitat

routing experiencing transitions

swamp habitat:
grey water filtering

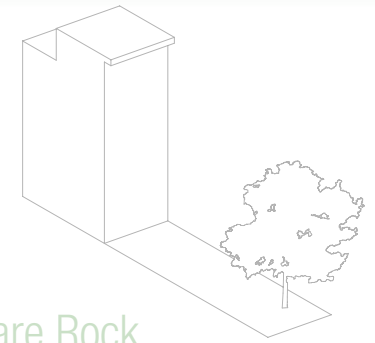
entrance from street

rainwater infiltration

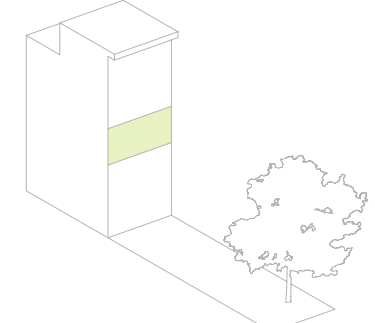
elevator going up

CLIMAX STAGE - BUILDING

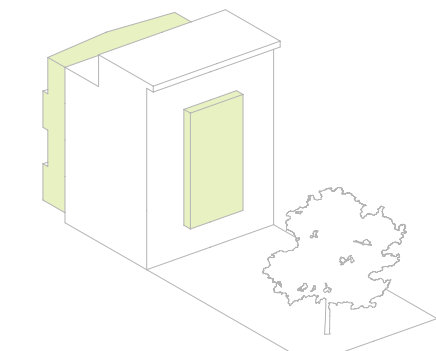
architectural diagrams: Plinth Dwelling



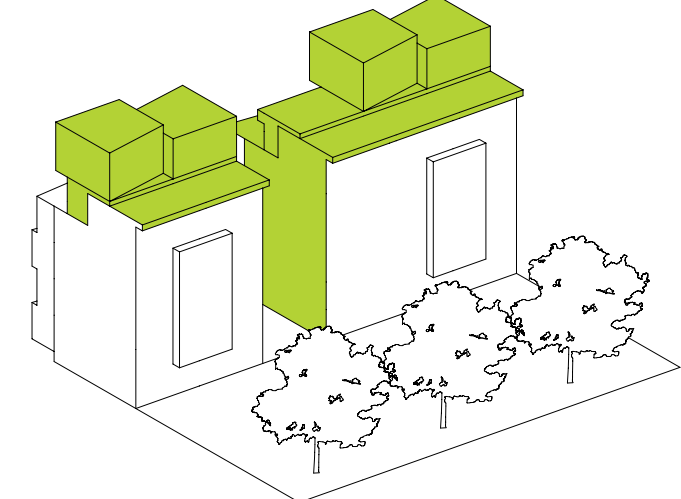
0. Bare Rock



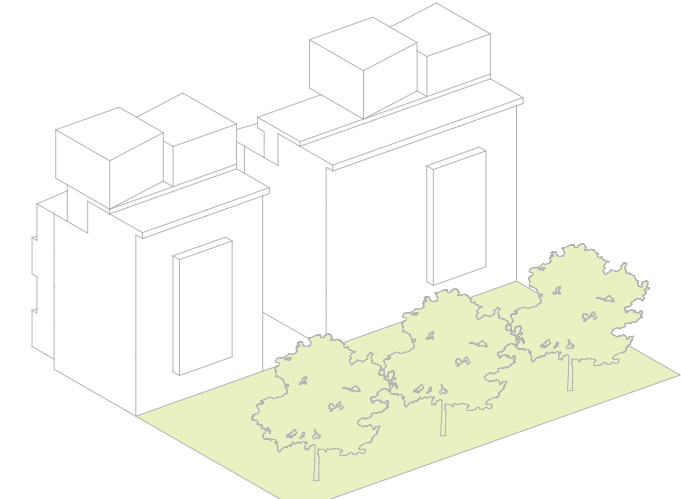
1. Pioneer Stage



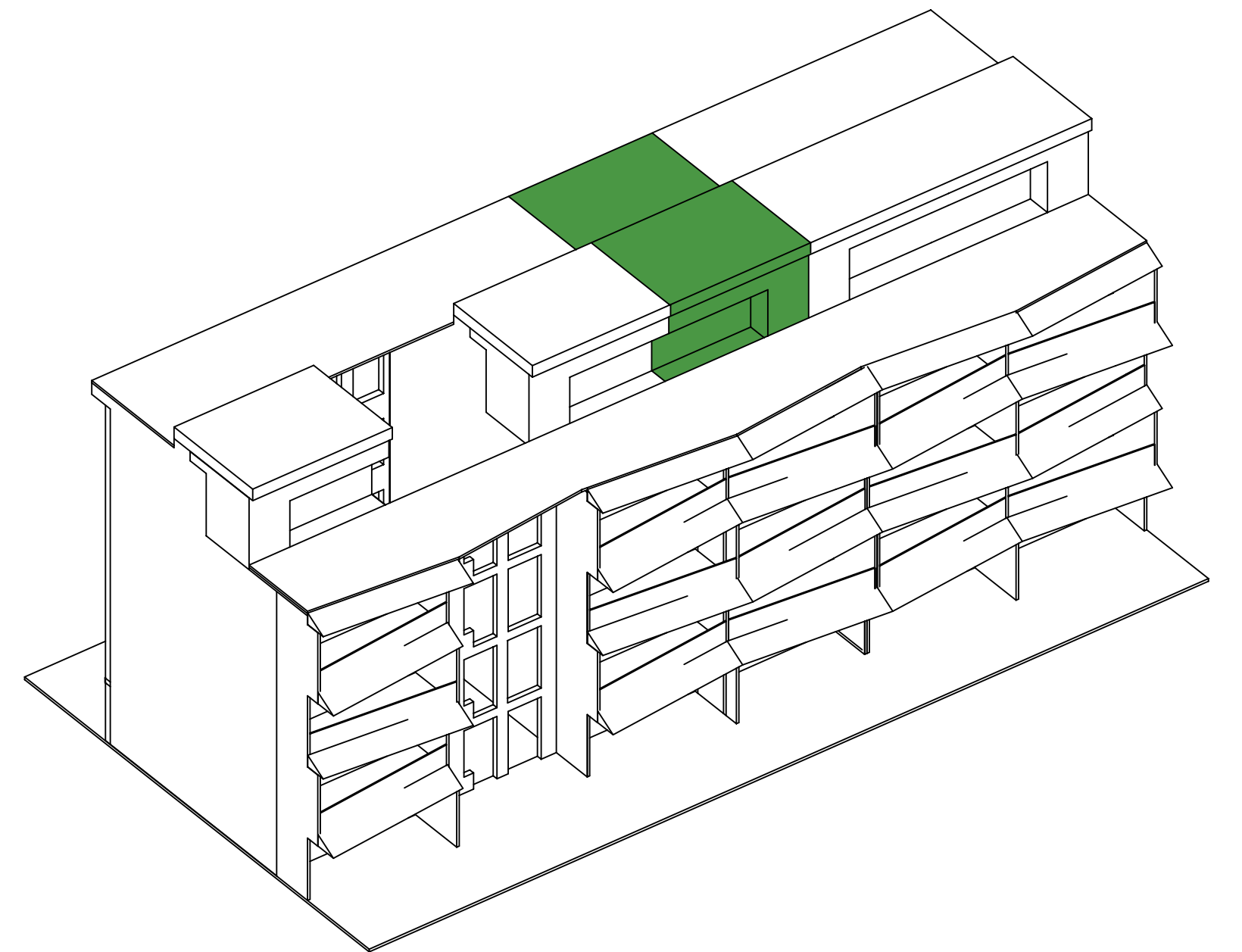
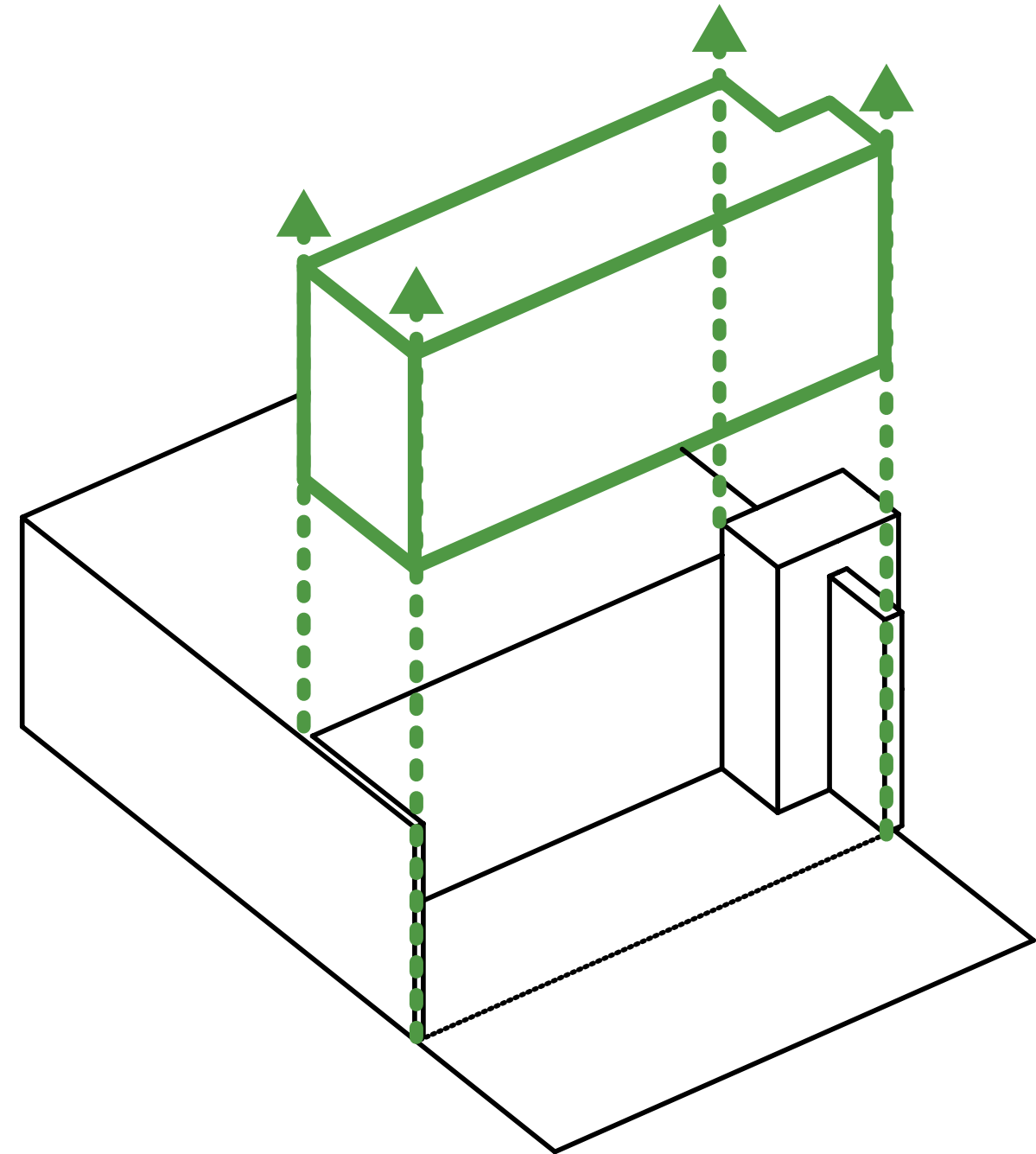
2. Intermediate Stage



3. Climax Stage - Building

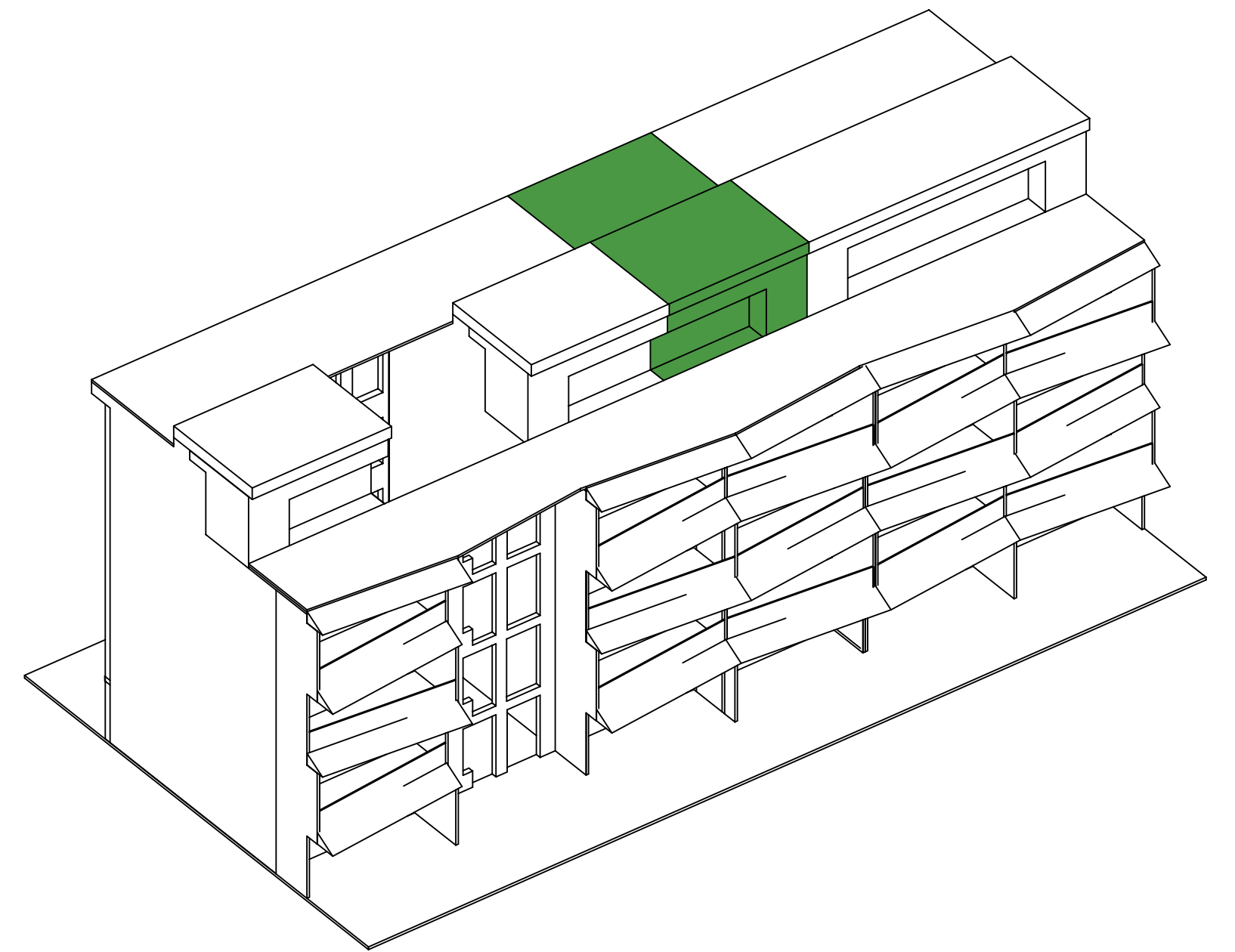
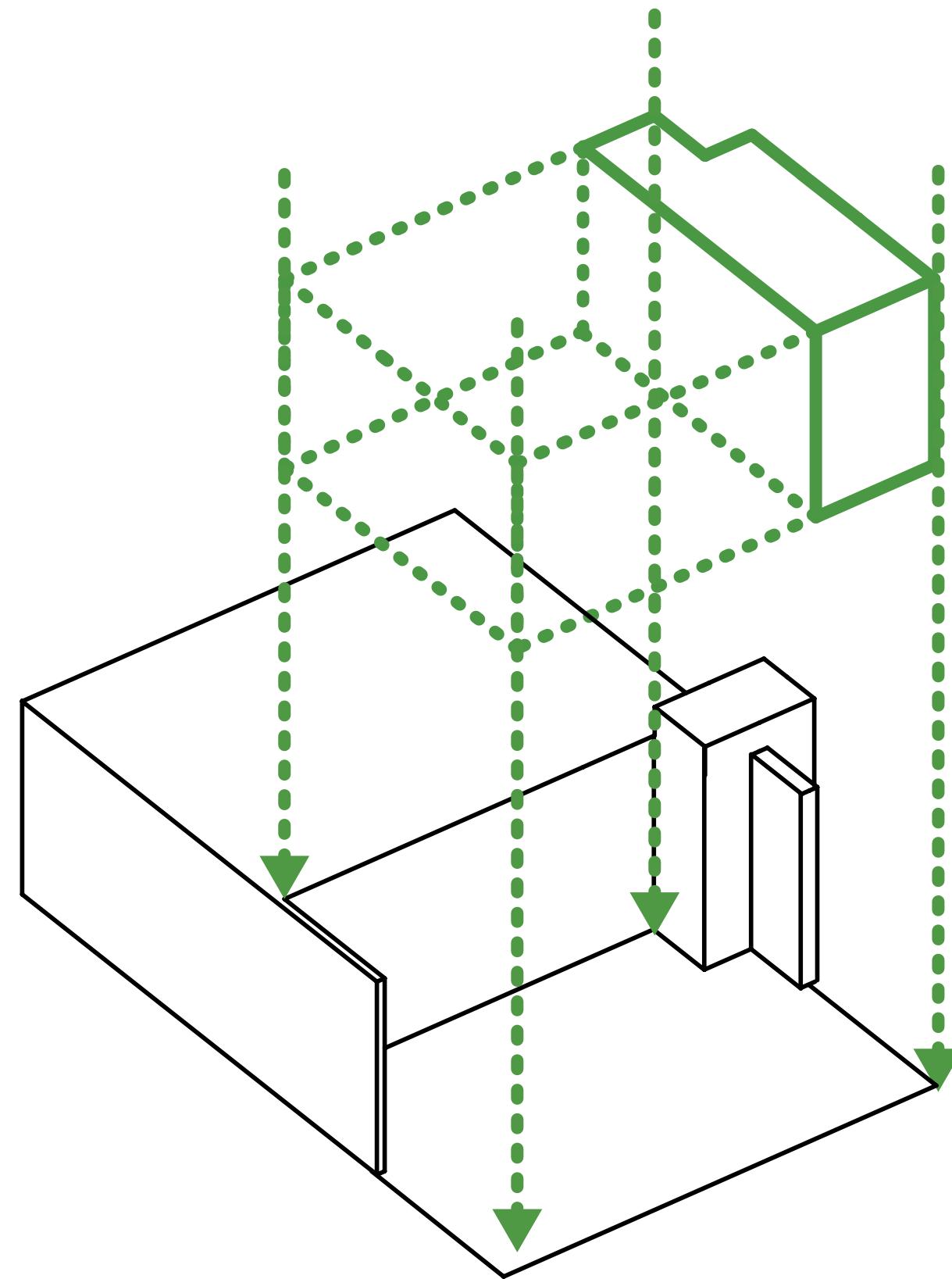
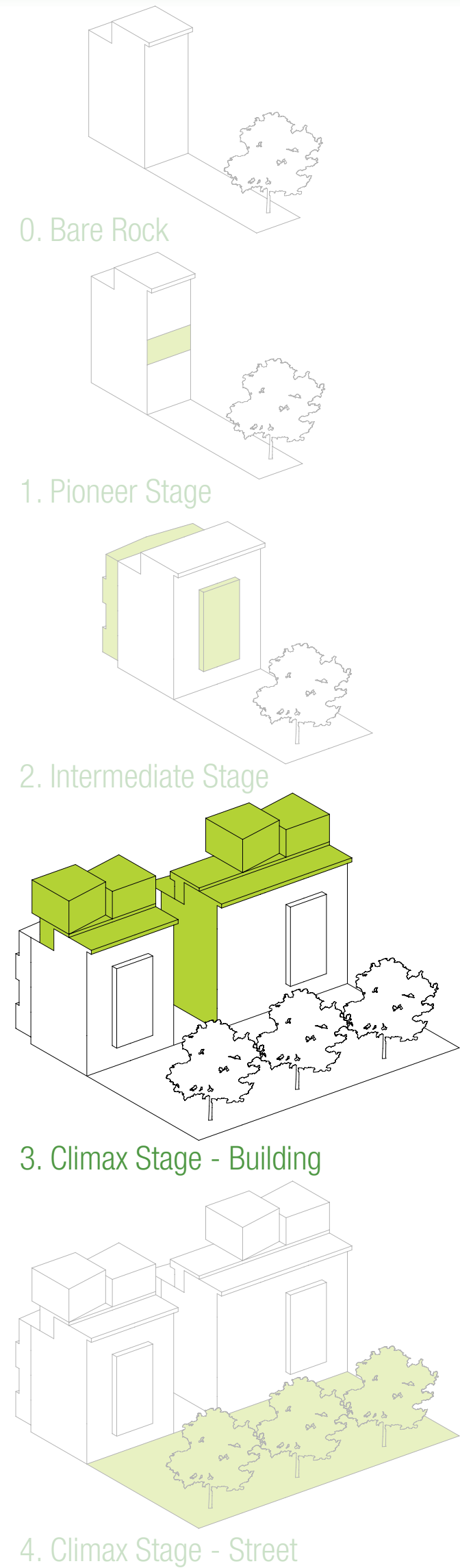


4. Climax Stage - Street



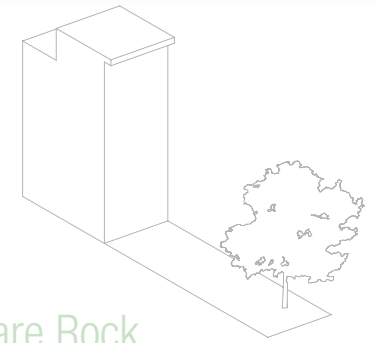
CLIMAX STAGE - BUILDING

architectural diagrams: Plinth Dwelling

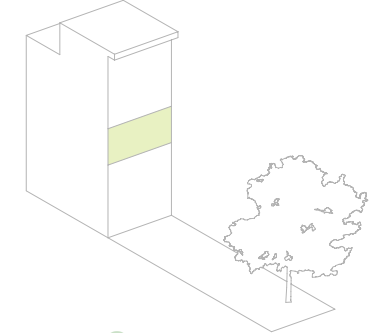


CLIMAX STAGE - BUILDING

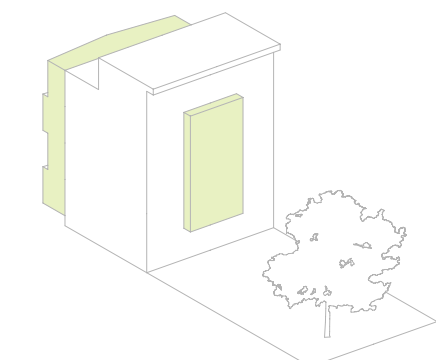
architectural diagrams: Plinth Dwelling



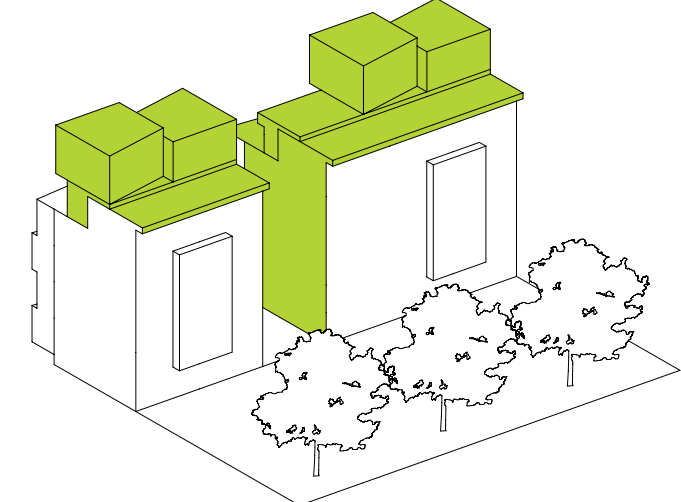
0. Bare Rock



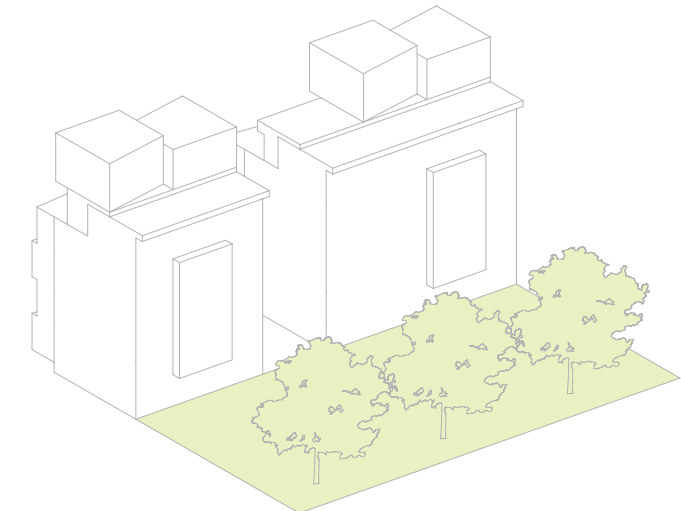
1. Pioneer Stage



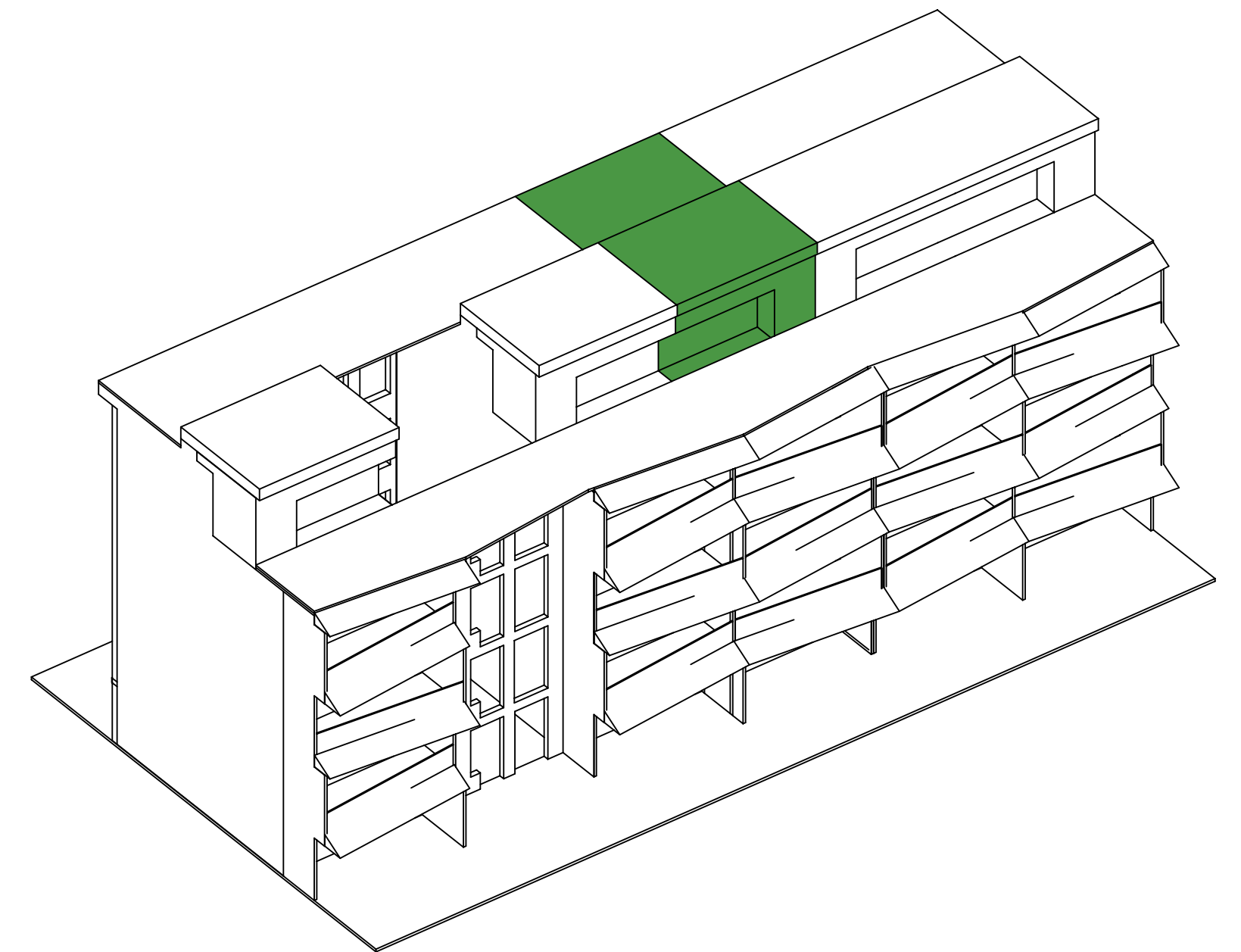
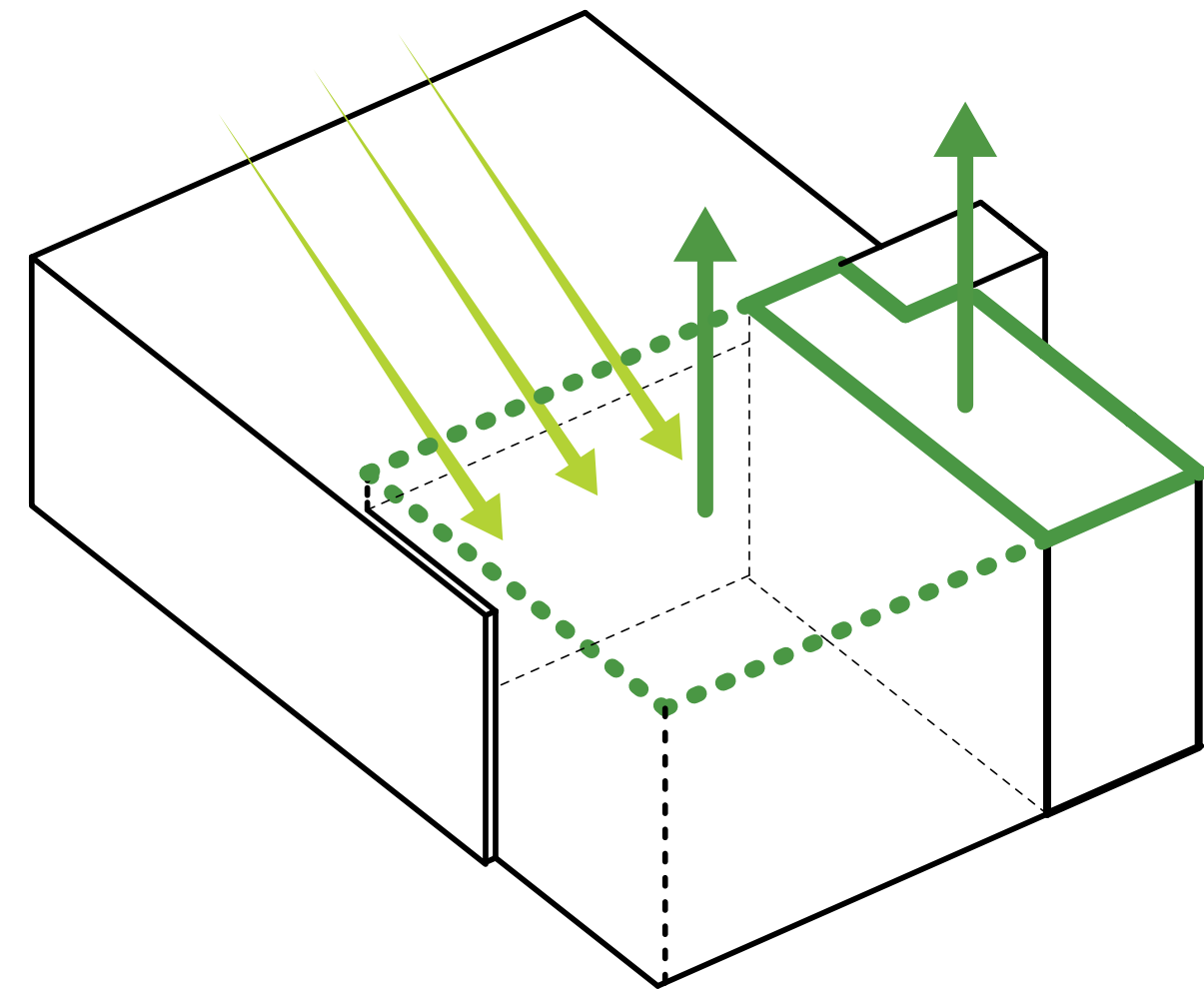
2. Intermediate Stage



3. Climax Stage - Building

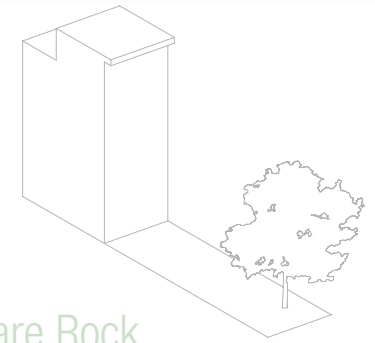


4. Climax Stage - Street

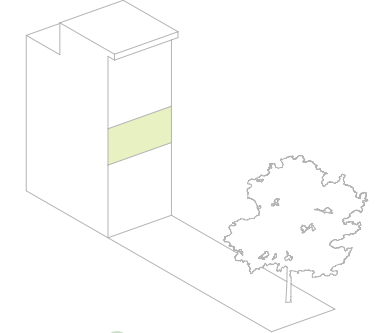


CLIMAX STAGE - BUILDING

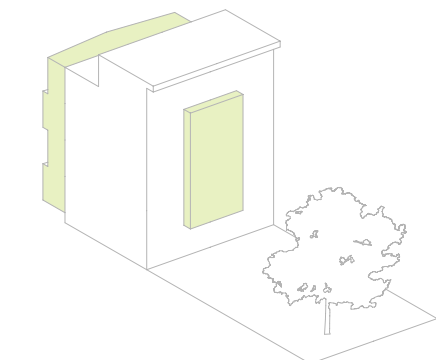
architectural diagrams: Plinth Dwelling



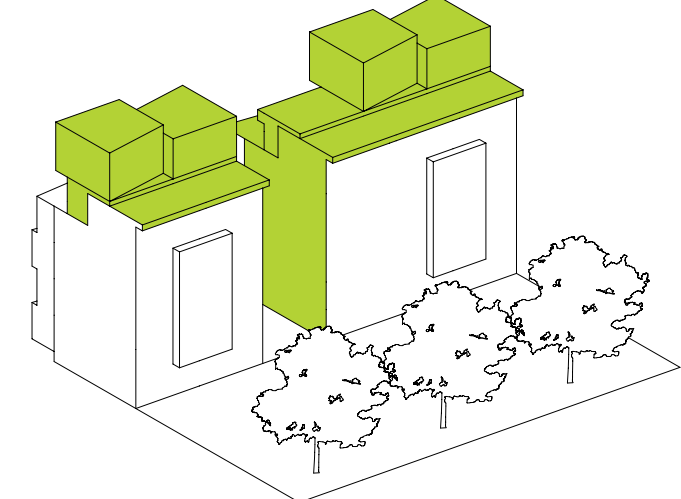
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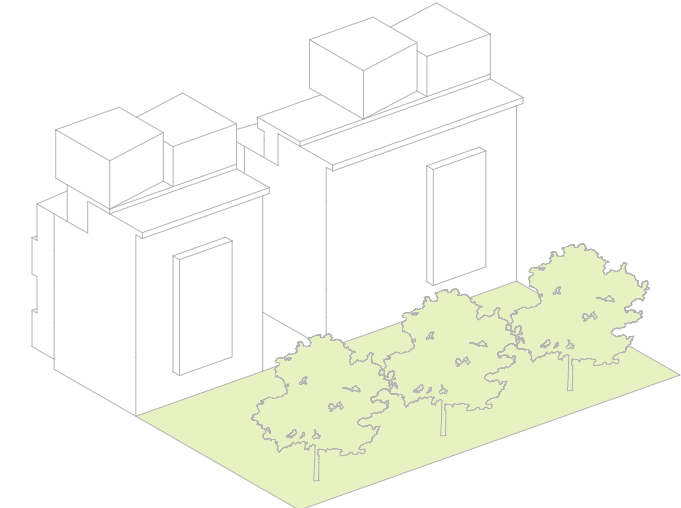
1. Pioneer Stage



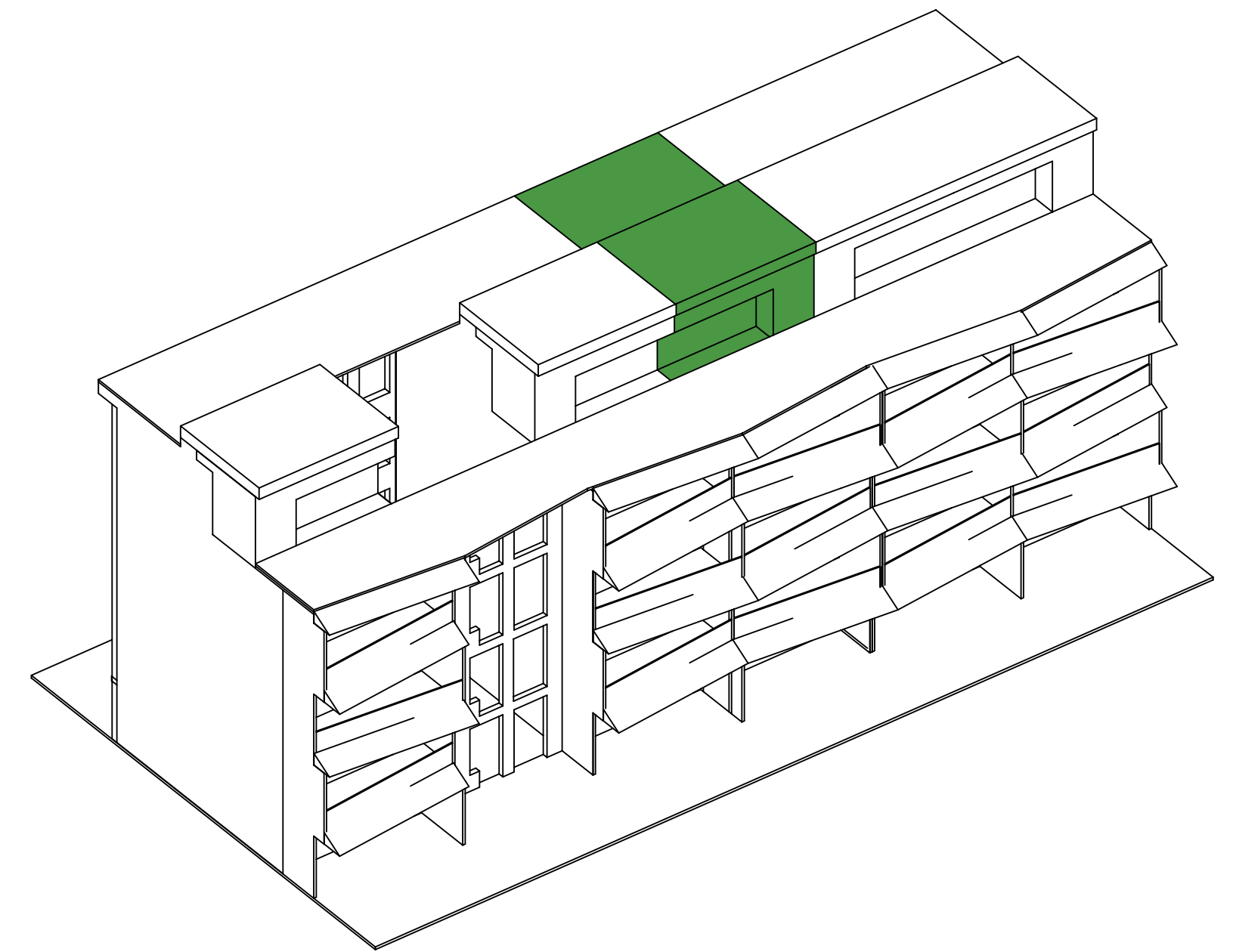
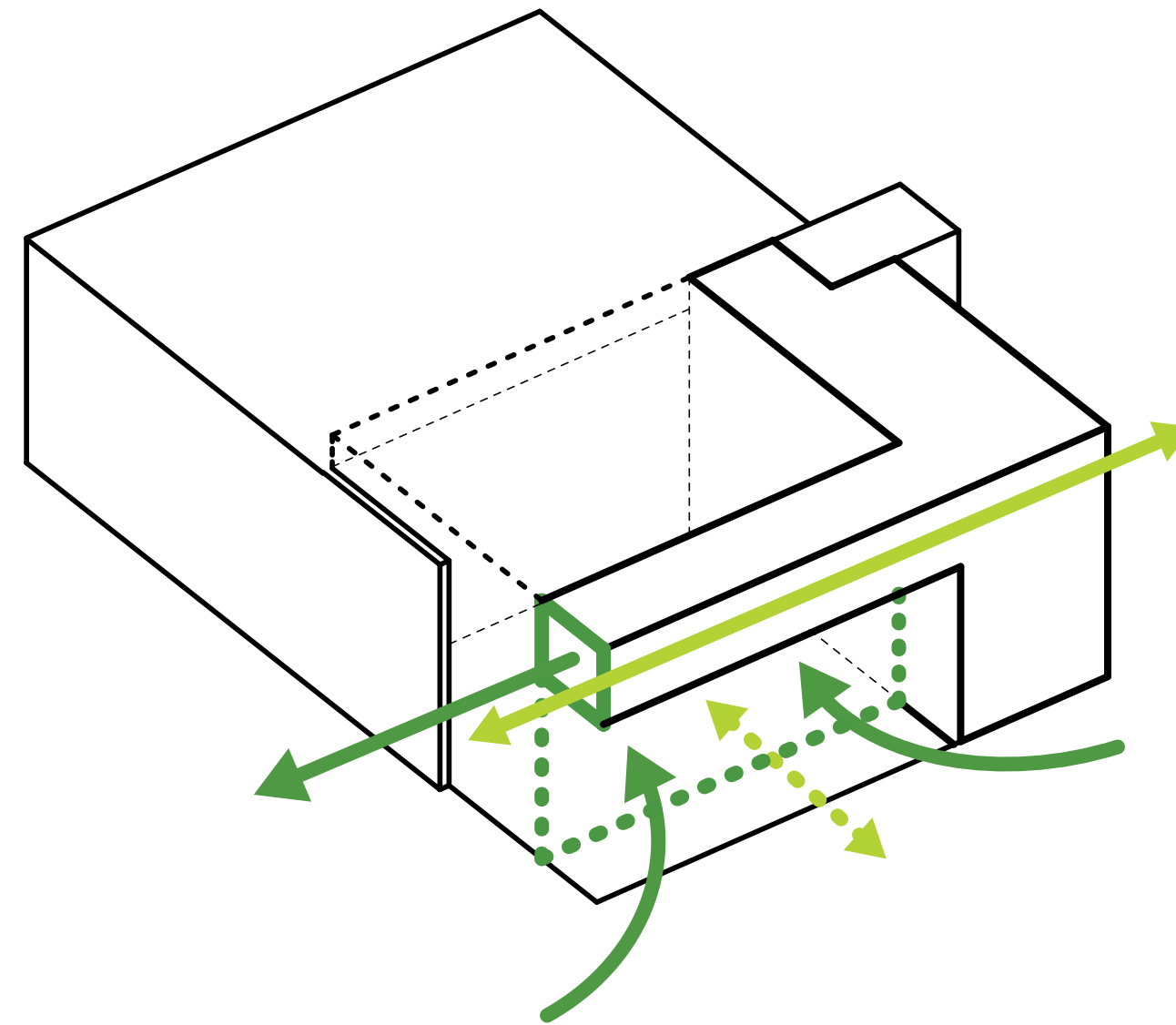
2. Intermediate Stage



3. Climax Stage - Building

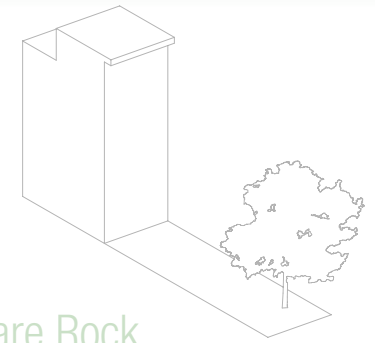


4. Climax Stage - Street

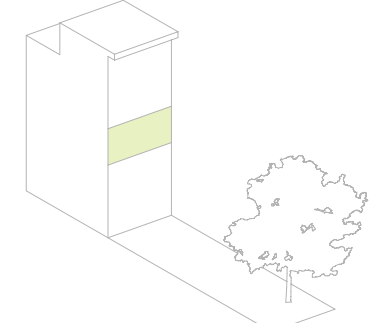


CLIMAX STAGE - BUILDING

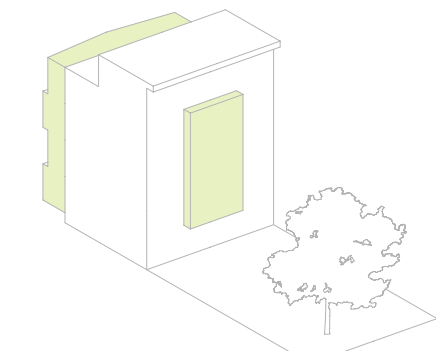
architectural diagrams: Plinth Dwelling



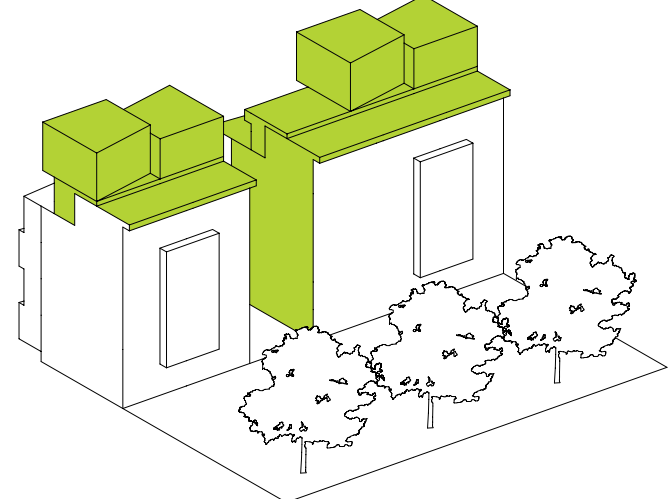
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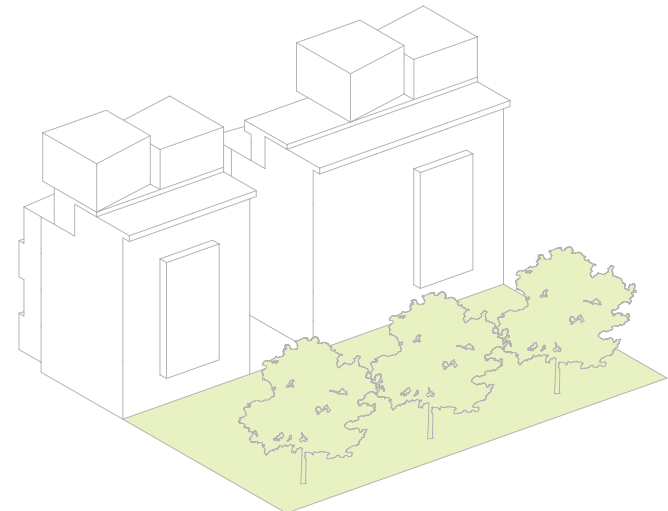
1. Pioneer Stage



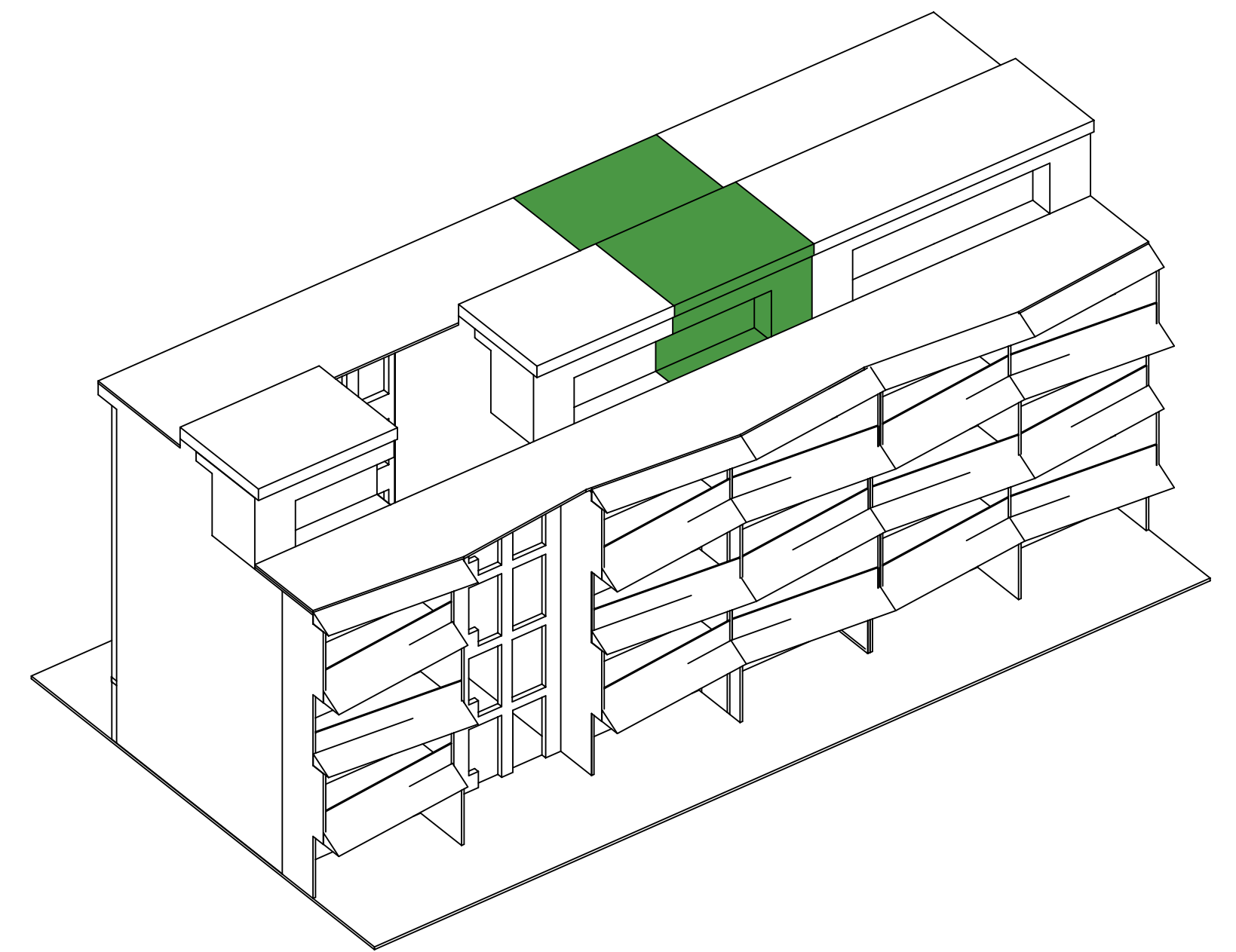
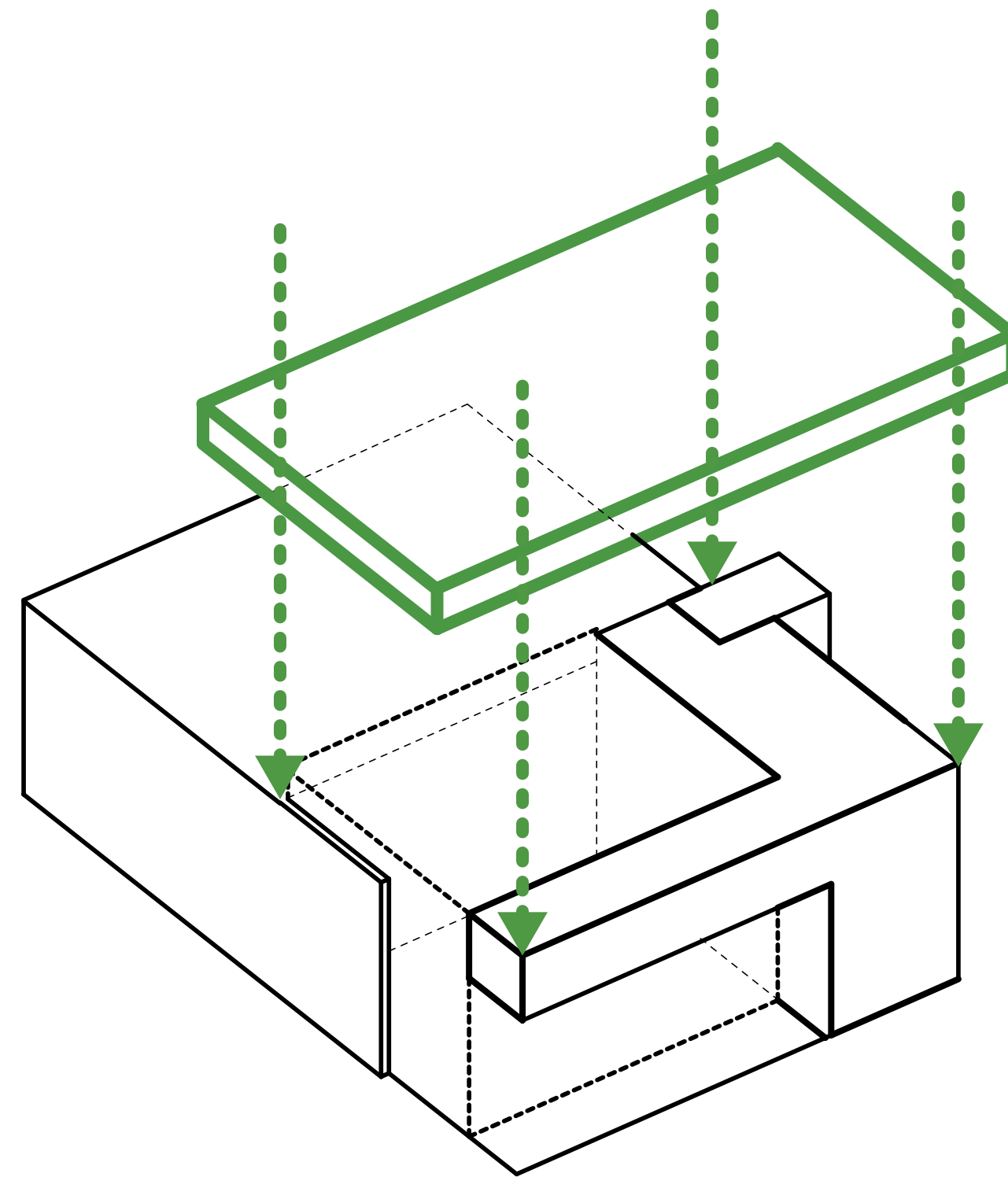
2. Intermediate Stage



3. Climax Stage - Building

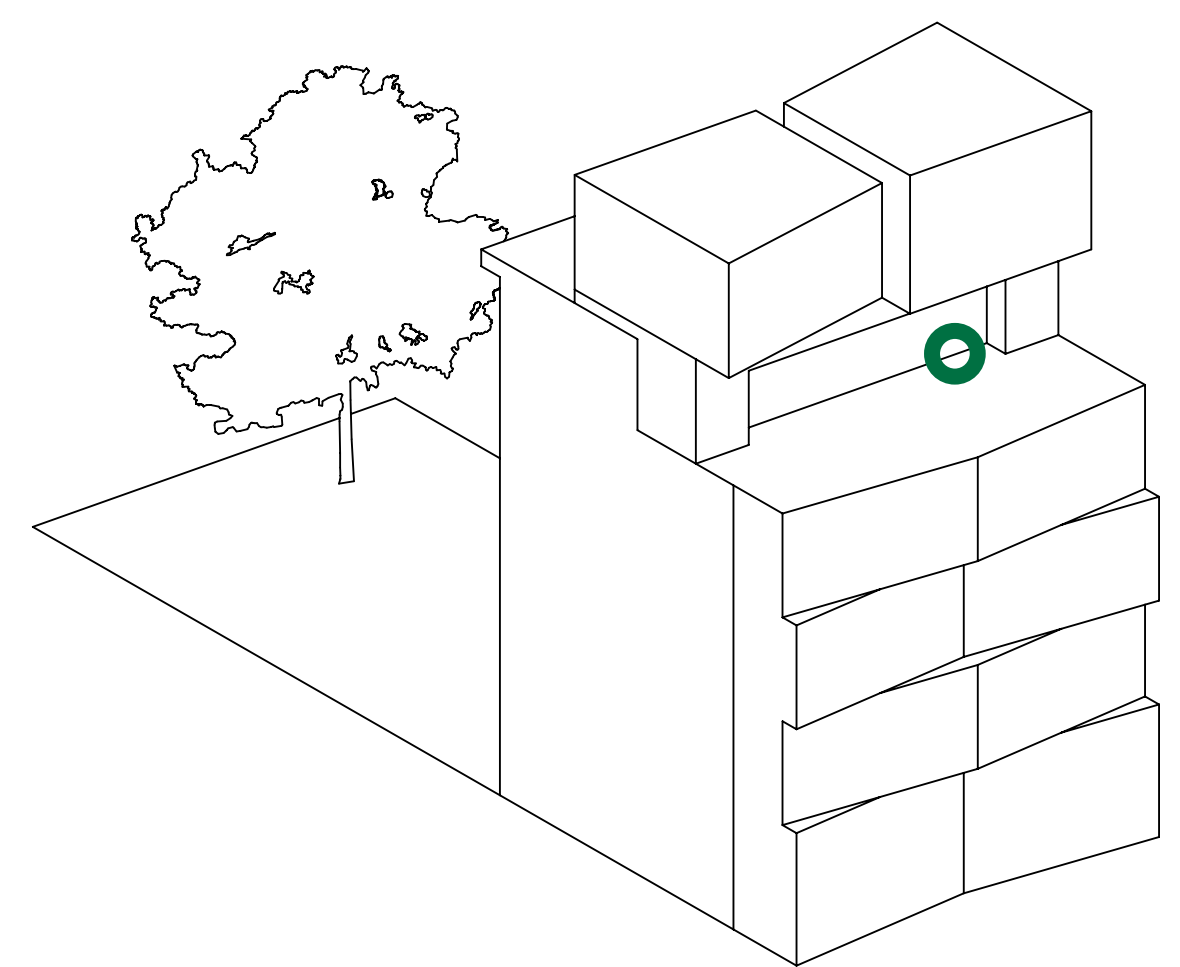
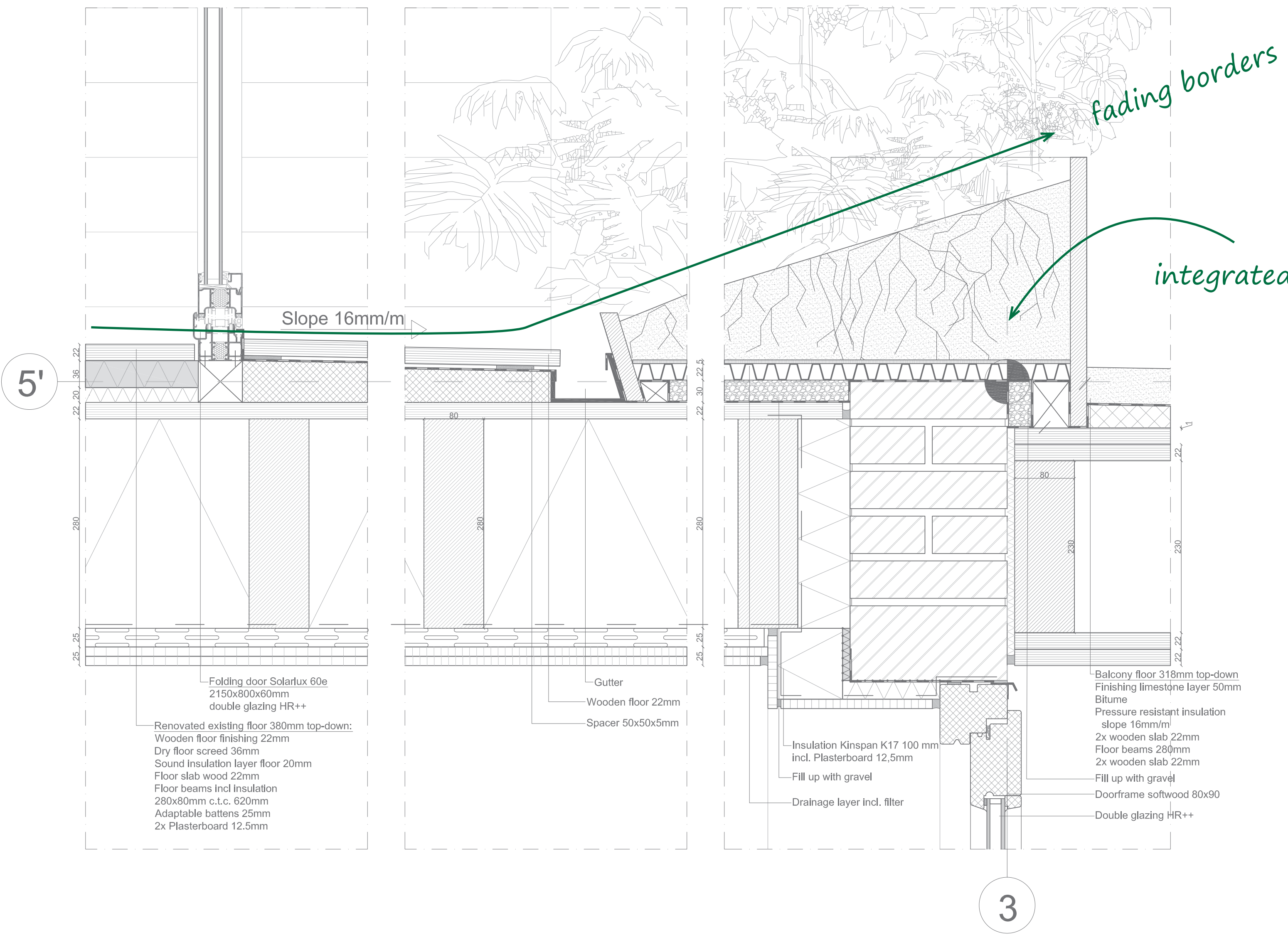
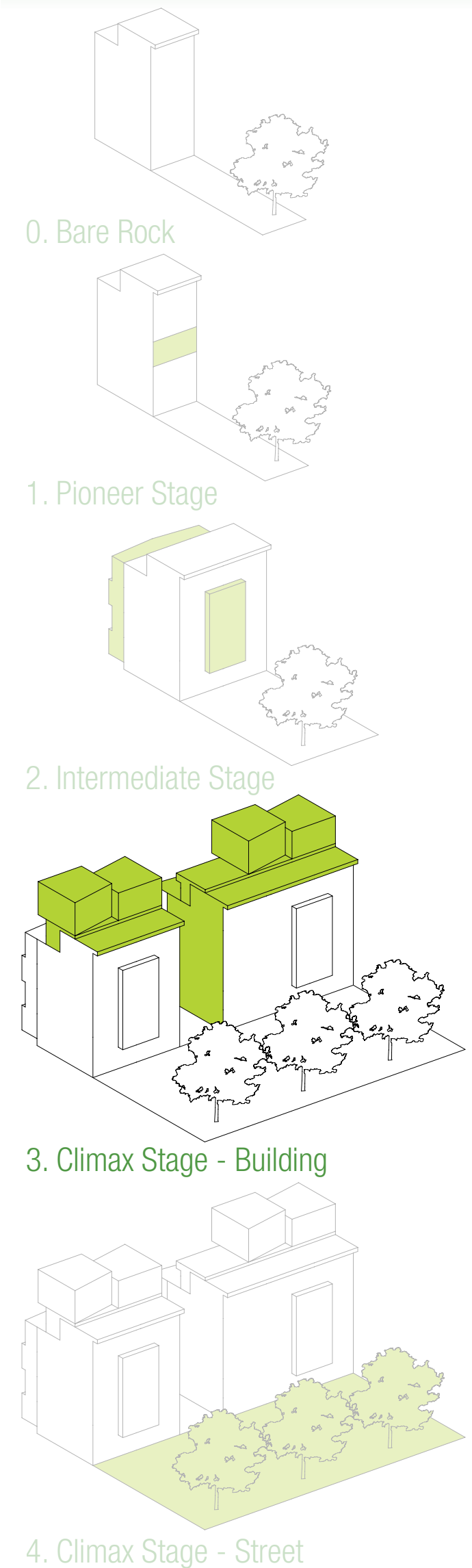


4. Climax Stage - Street



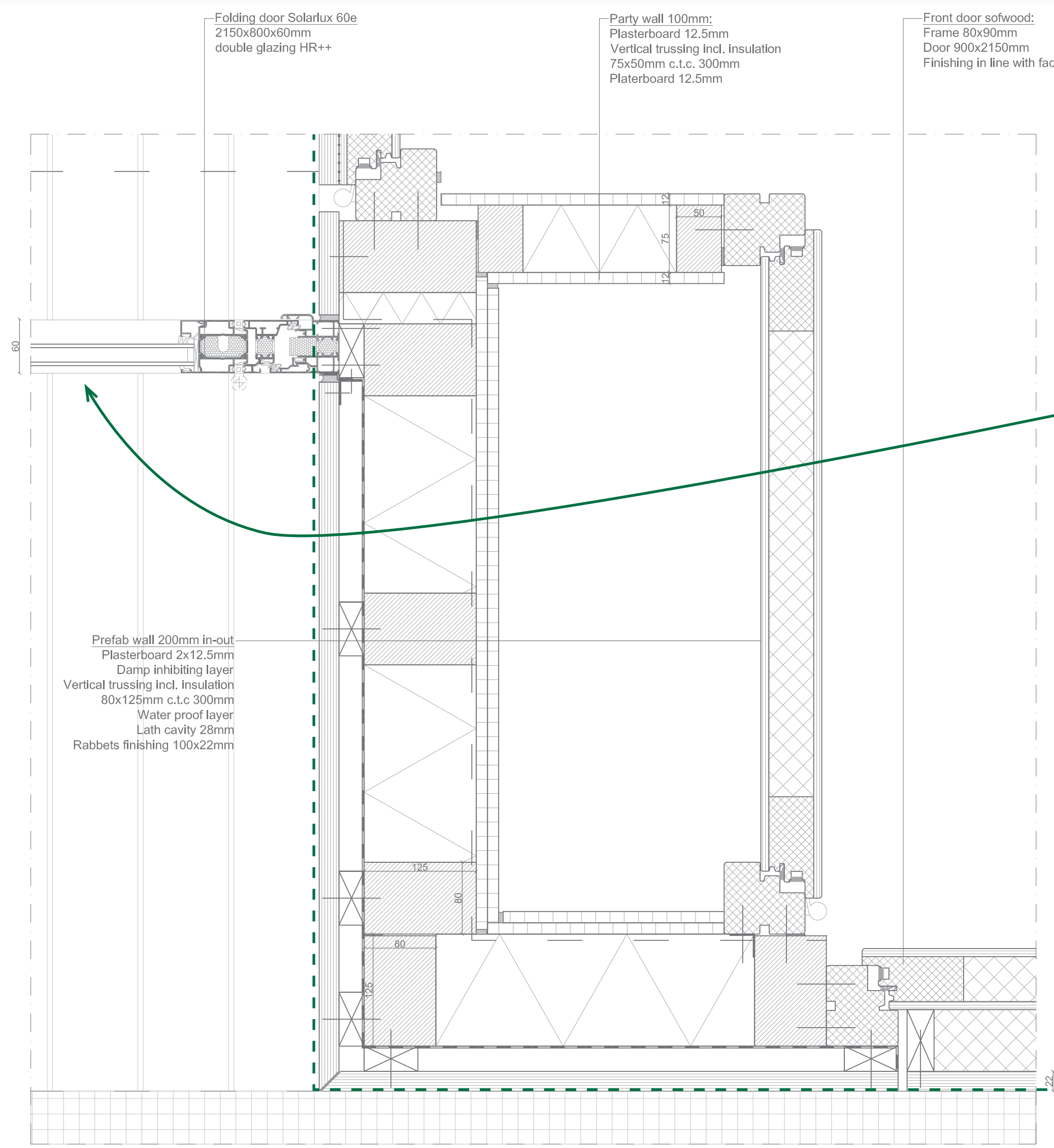
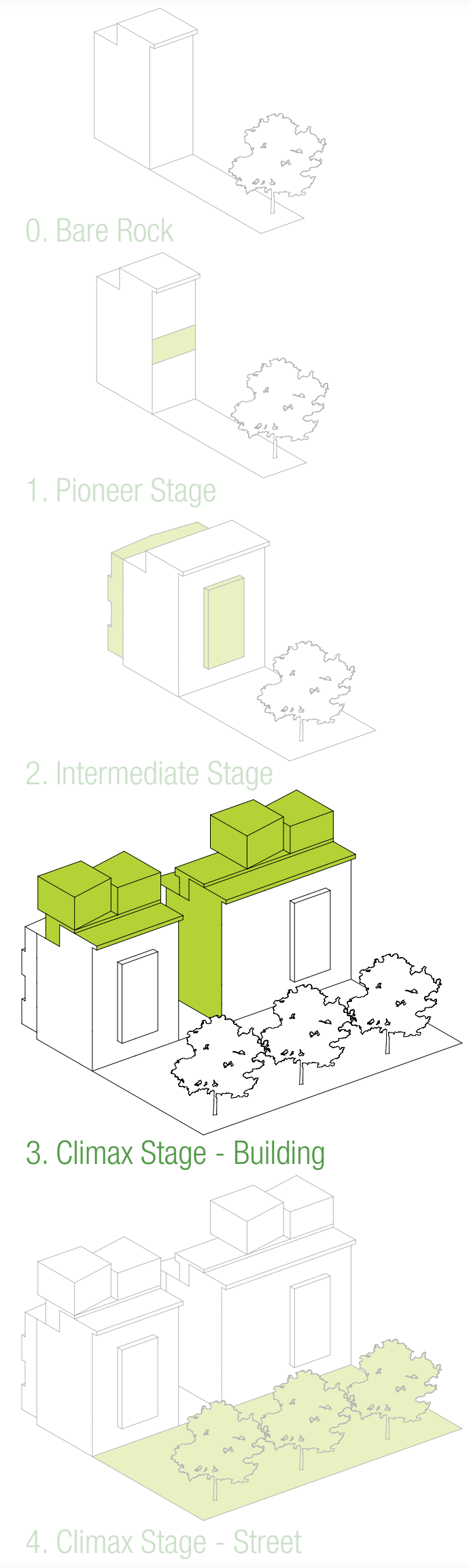
CLIMAX STAGE - BUILDING

typical detail: Plinth Dwelling



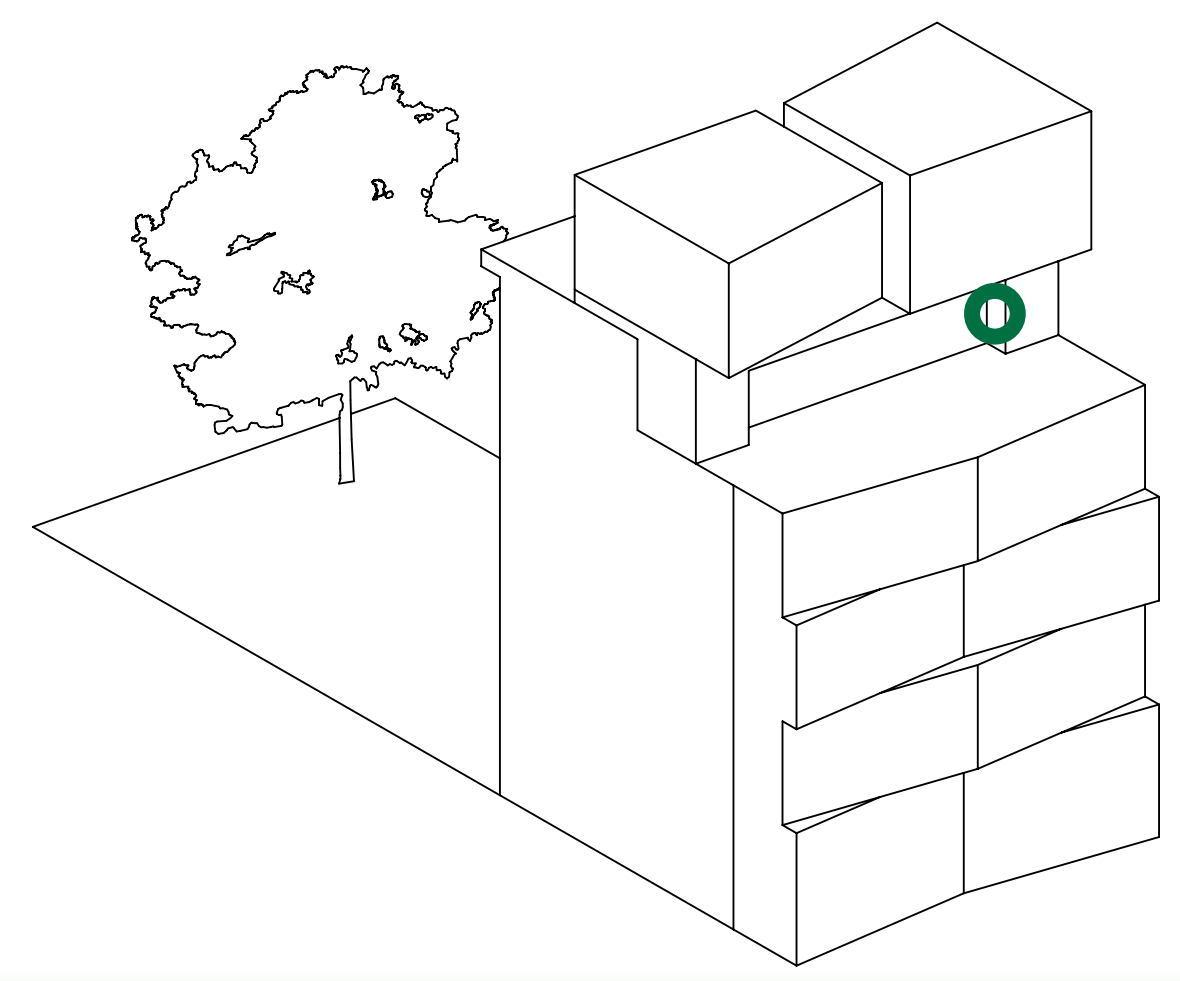
CLIMAX STAGE - BUILDING

typical detail: Plinth Dwelling



*flexible membrane:
folding door*

*service element:
continuous materialisation*







landscape on top

service element forms continuous plinth

inviting daylight

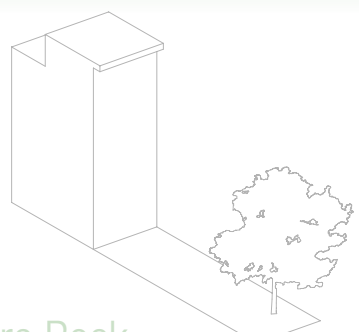
flexible membrane

integrated borders

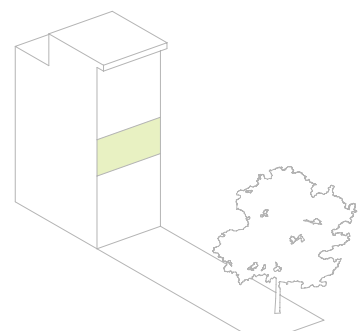
rainwater

CLIMAX STAGE - BUILDING

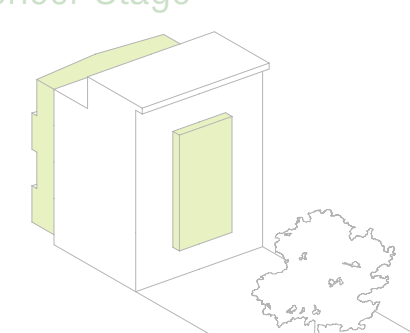
architectural diagrams: Urban Bungalow



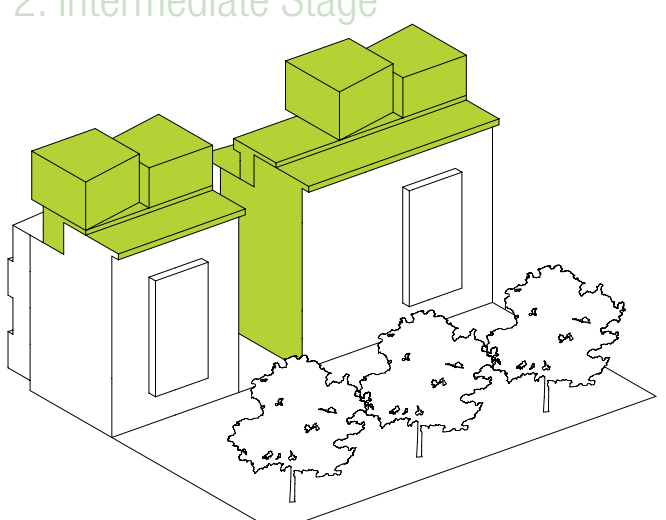
0. Bare Rock



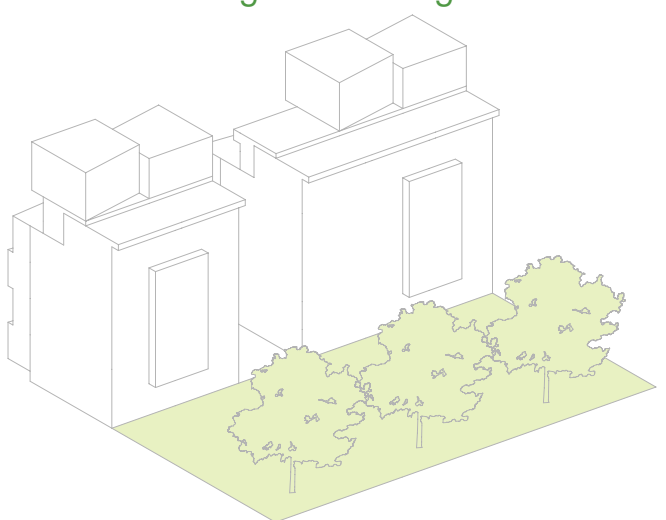
1. Pioneer Stage



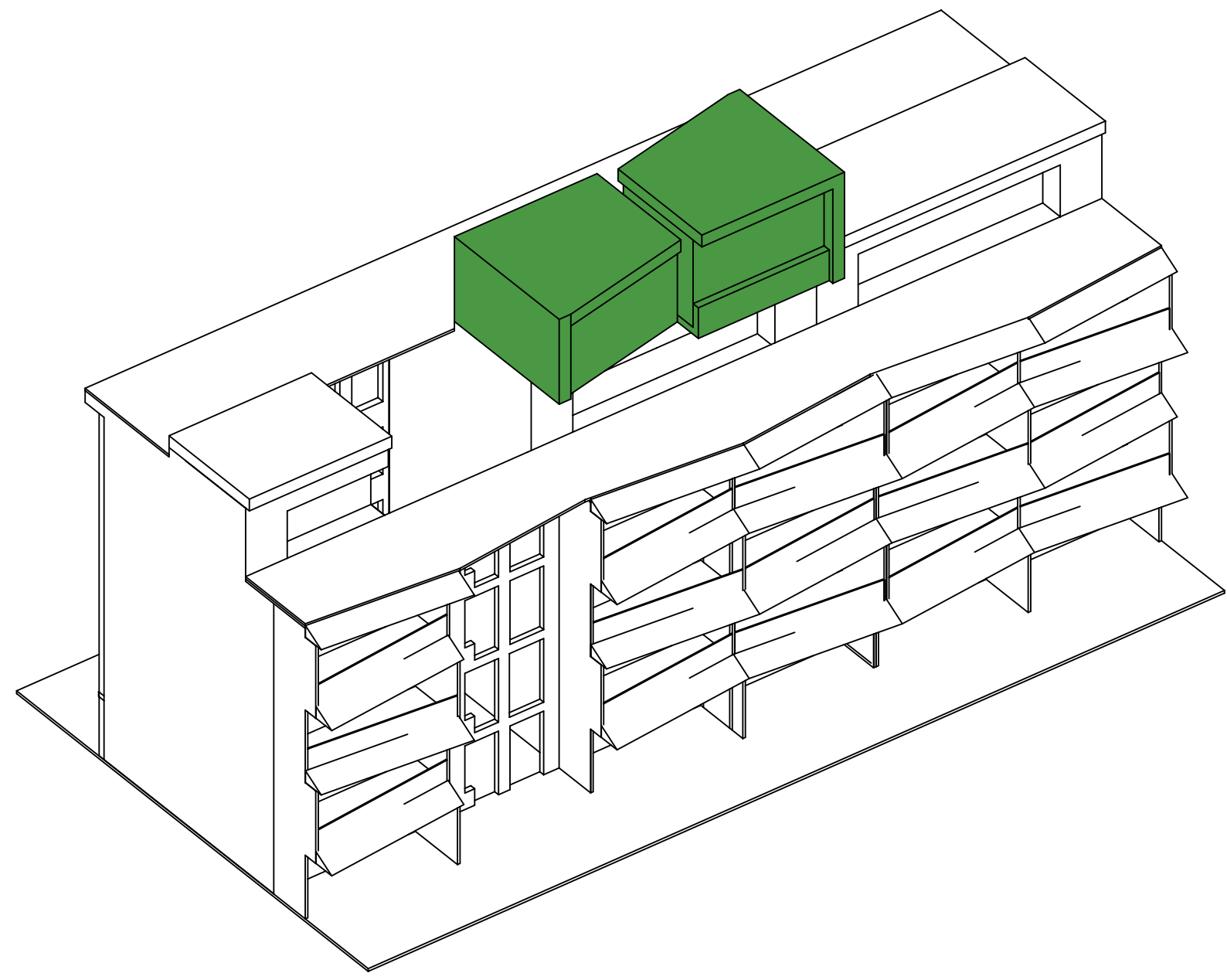
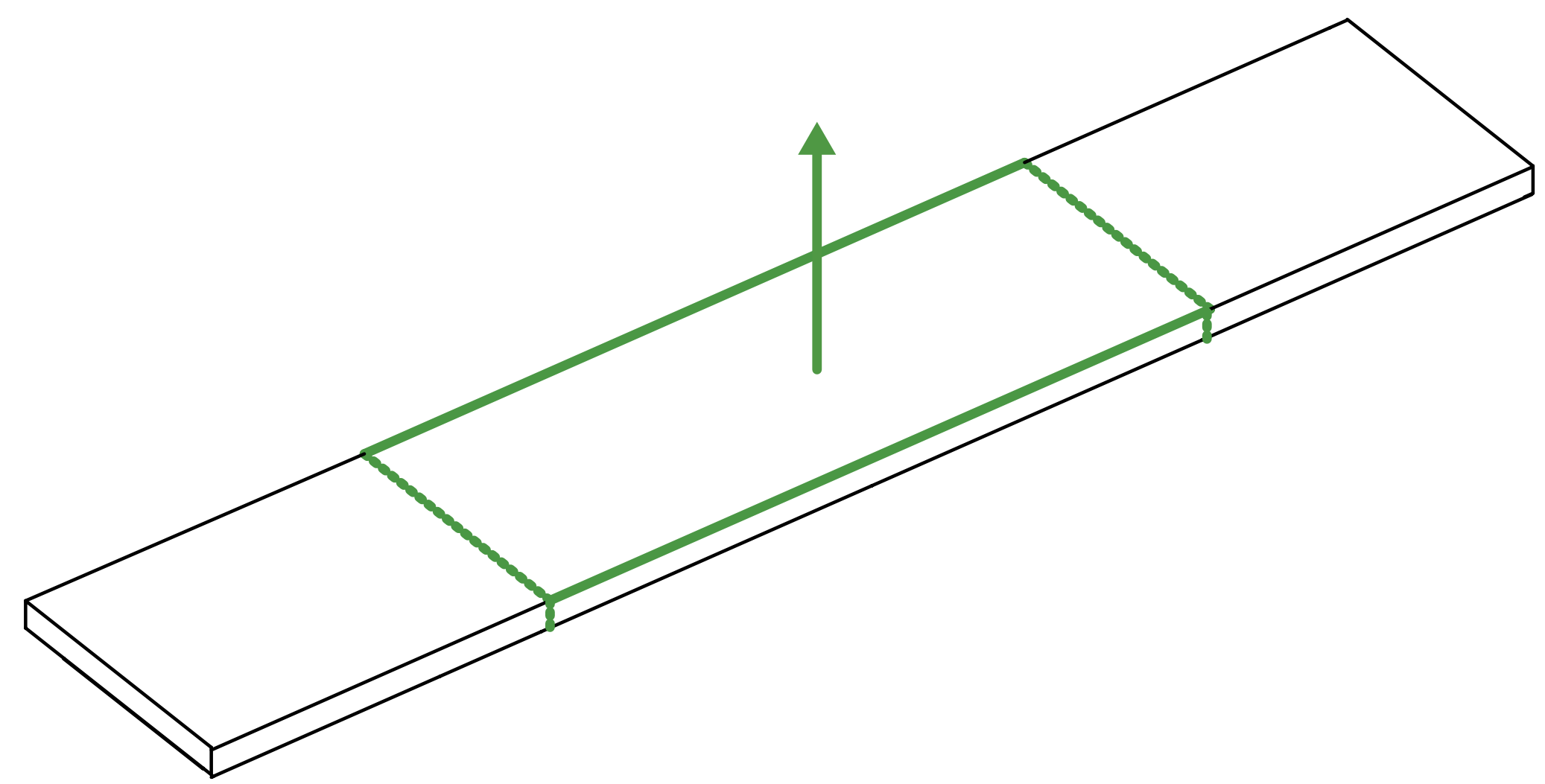
2. Intermediate Stage



3. Climax Stage - Building

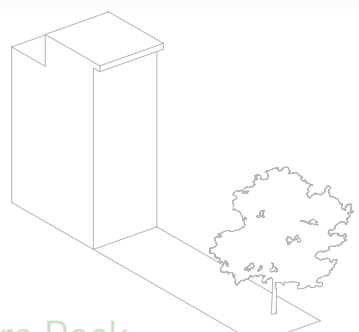


4. Climax Stage - Street

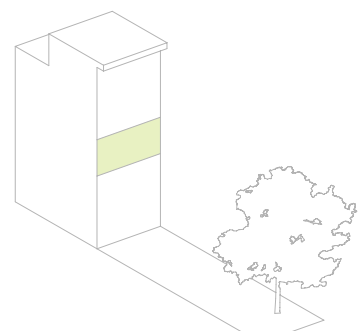


CLIMAX STAGE - BUILDING

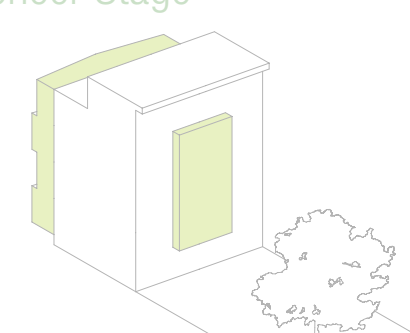
architectural diagrams: Urban Bungalow



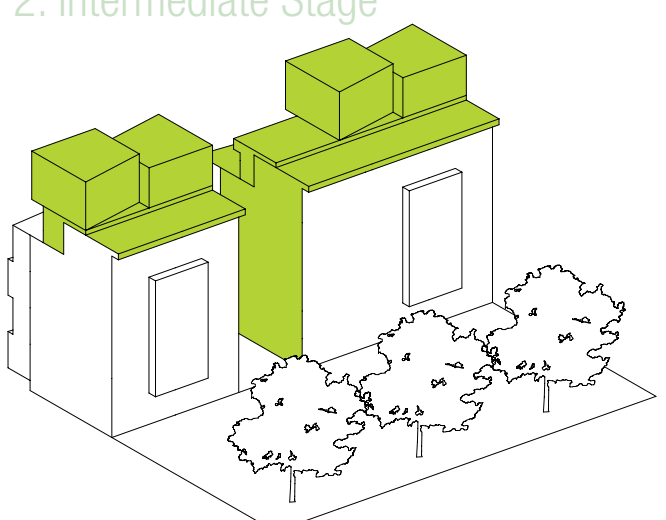
0. Bare Rock



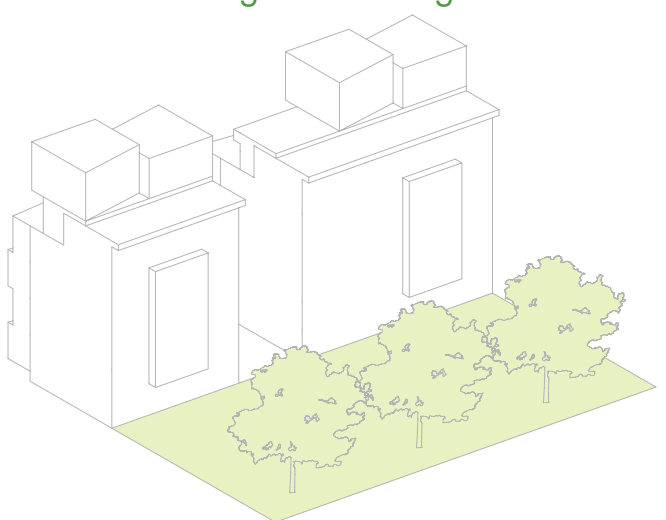
1. Pioneer Stage



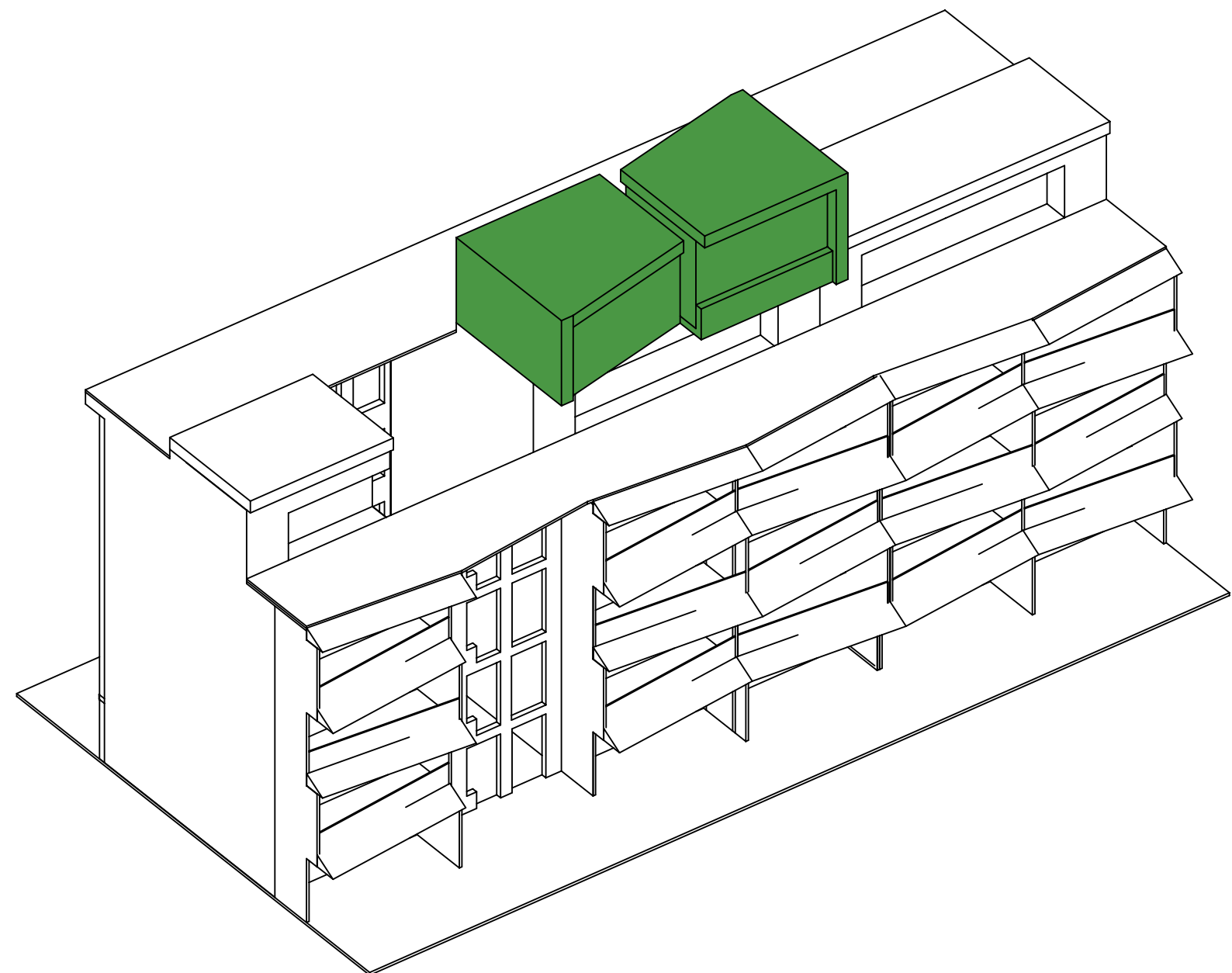
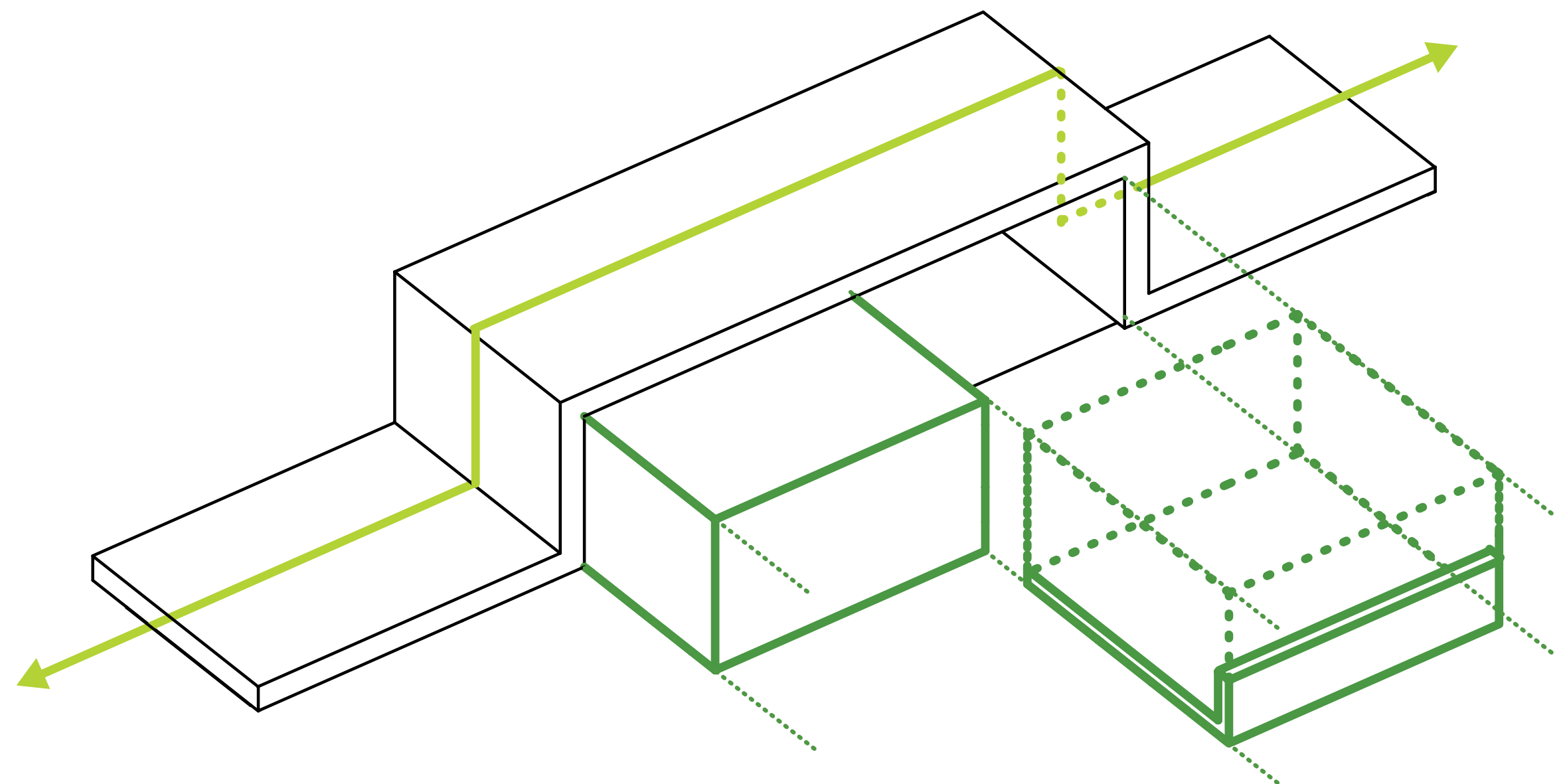
2. Intermediate Stage



3. Climax Stage - Building

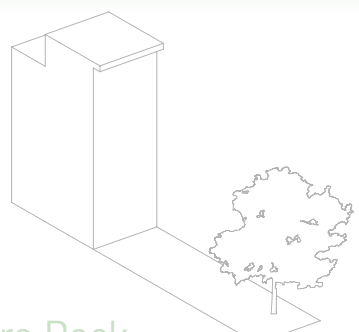


4. Climax Stage - Street

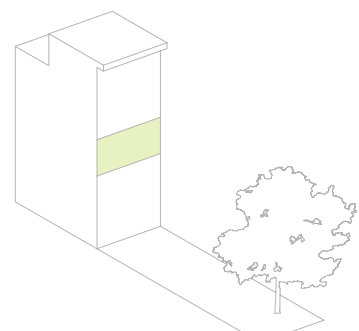


CLIMAX STAGE - BUILDING

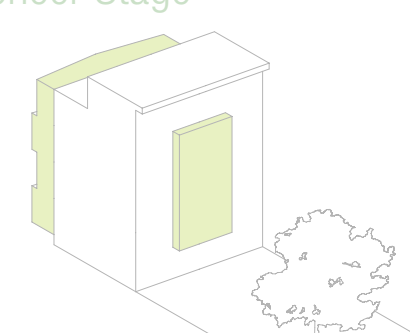
architectural diagrams: Urban Bungalow



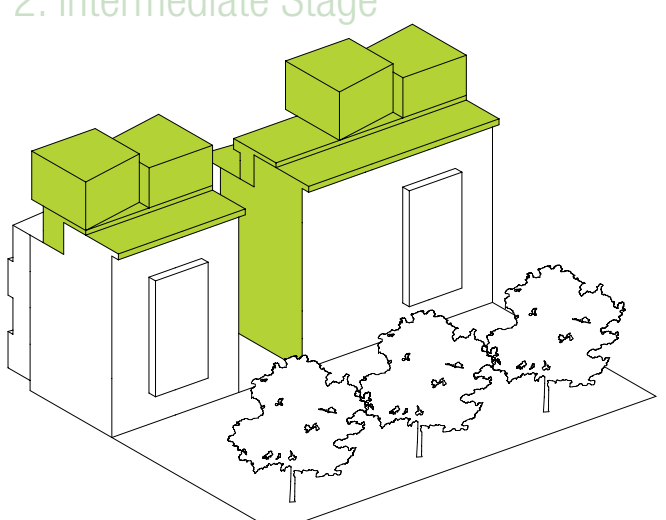
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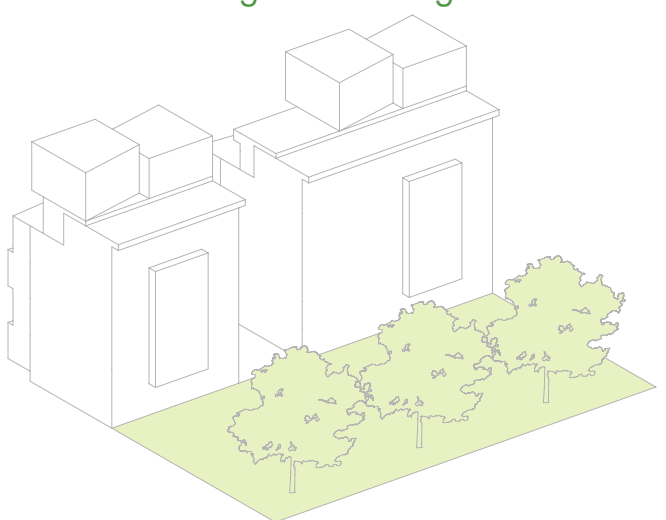
1. Pioneer Stage



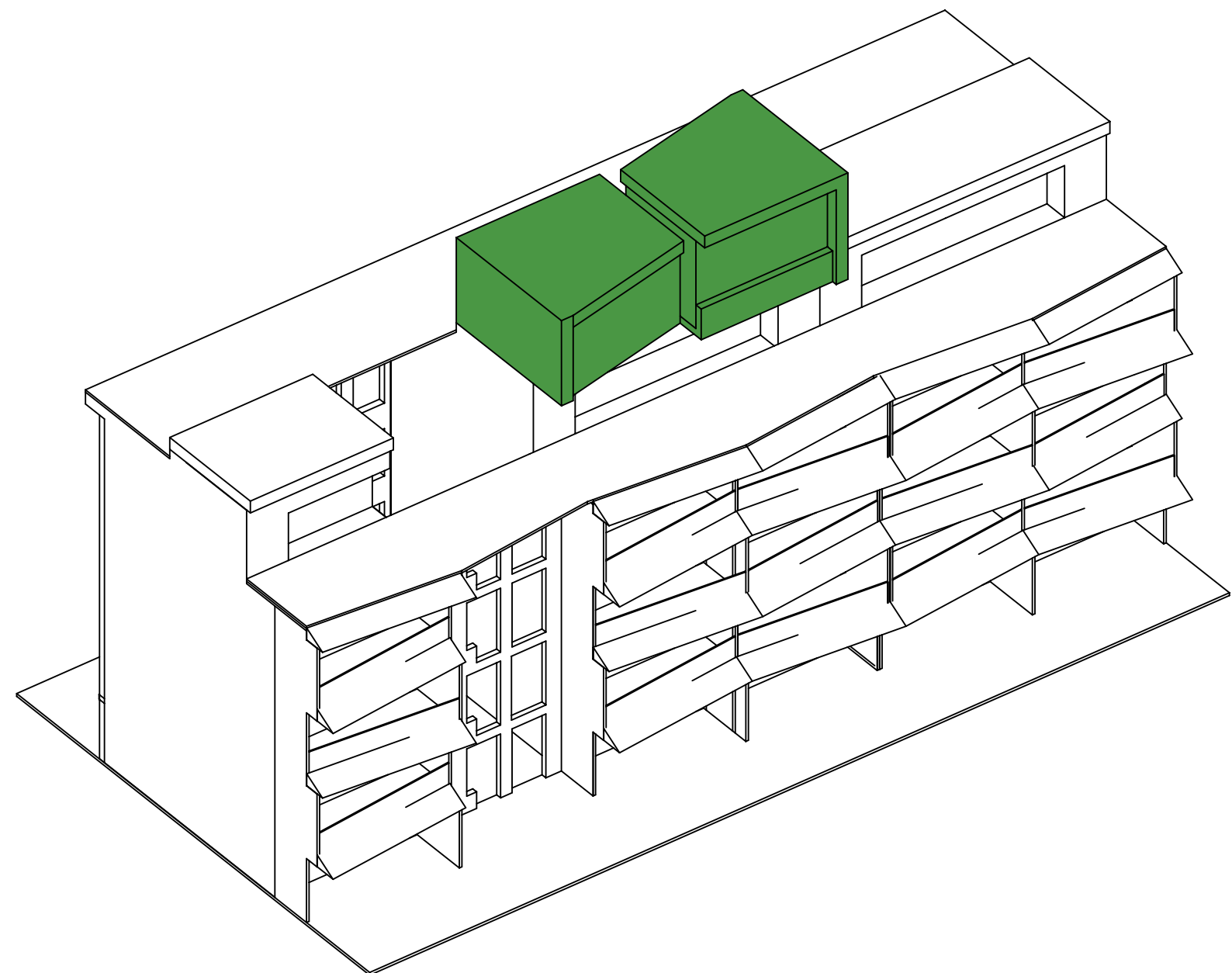
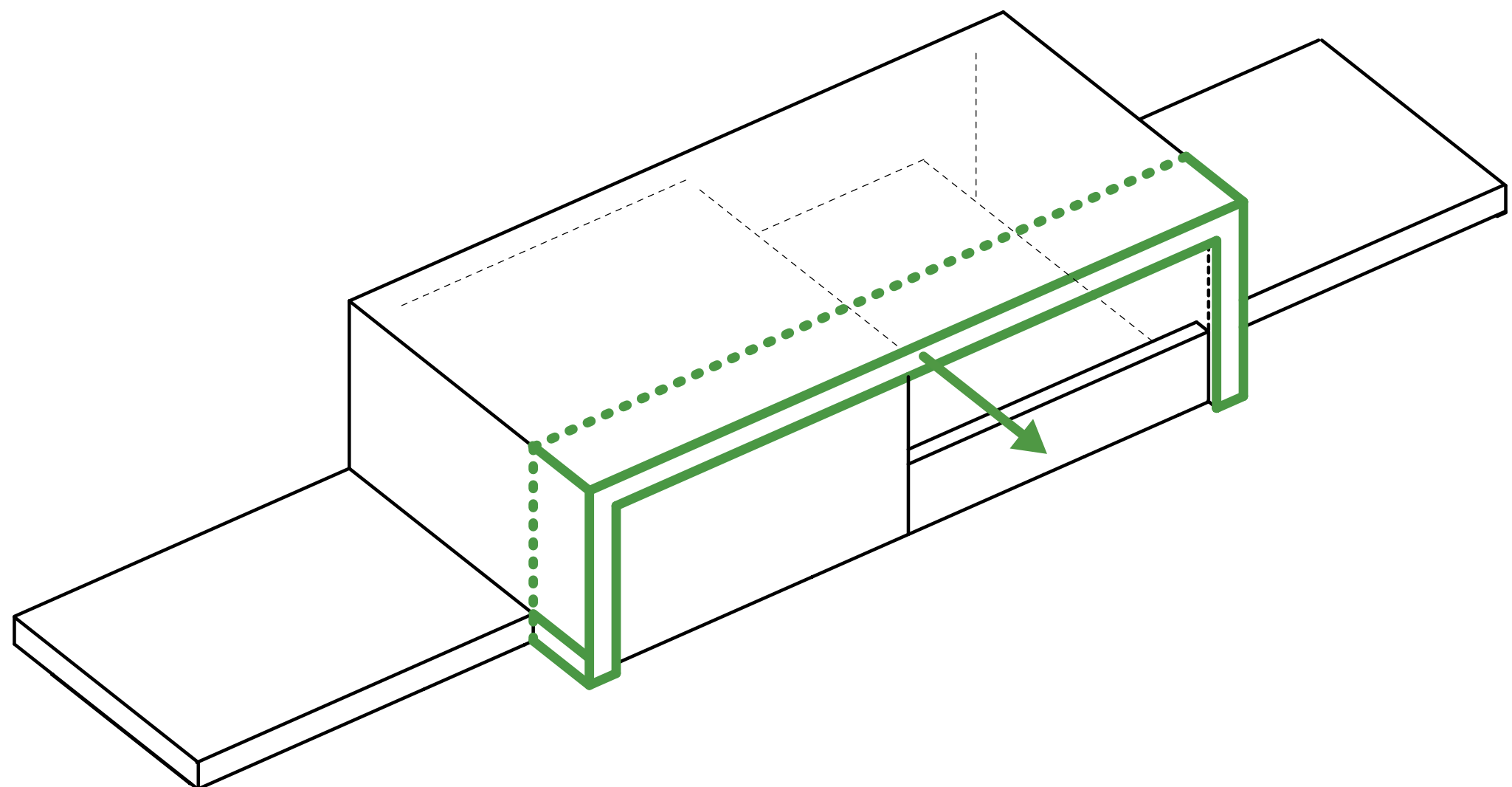
2. Intermediate Stage



3. Climax Stage - Building

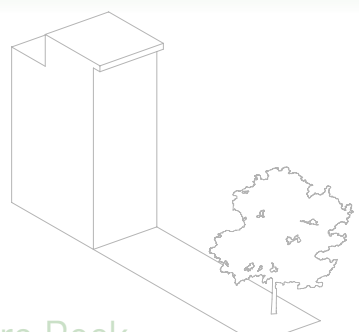


4. Climax Stage - Street

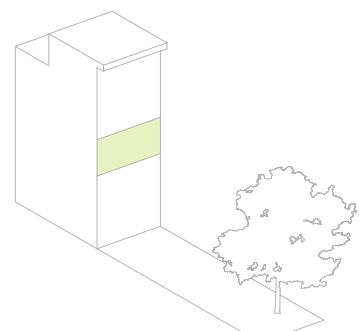


CLIMAX STAGE - BUILDING

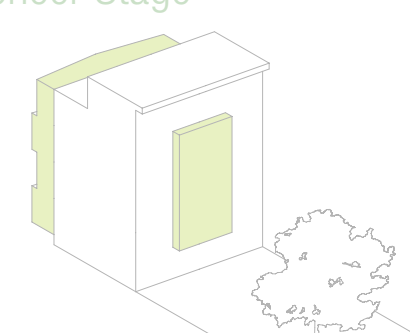
architectural diagrams: Urban Bungalow



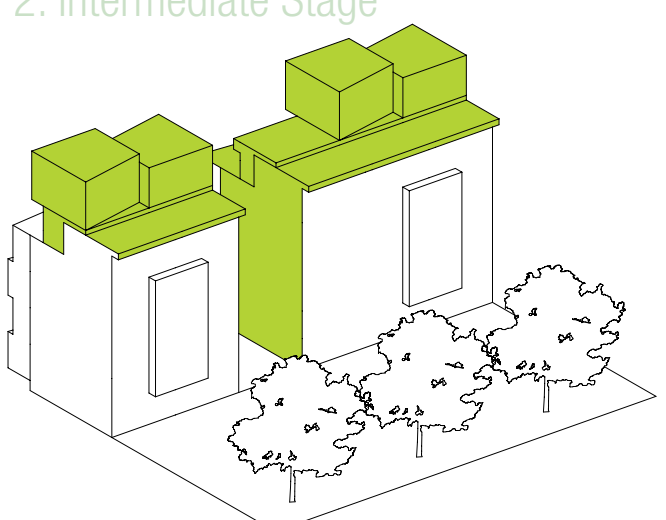
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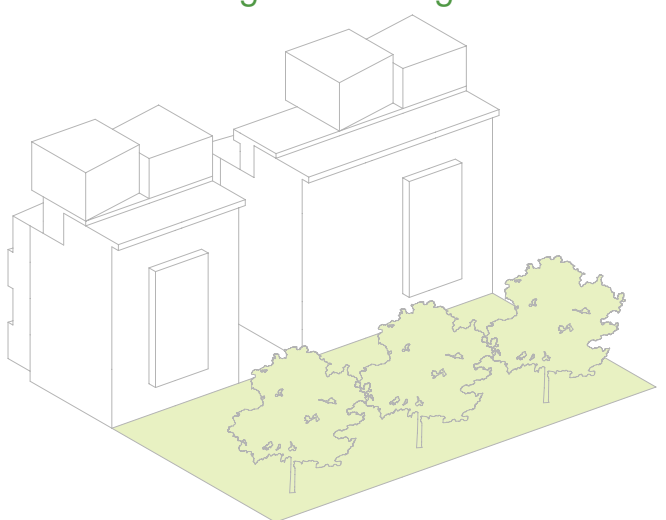
1. Pioneer Stage



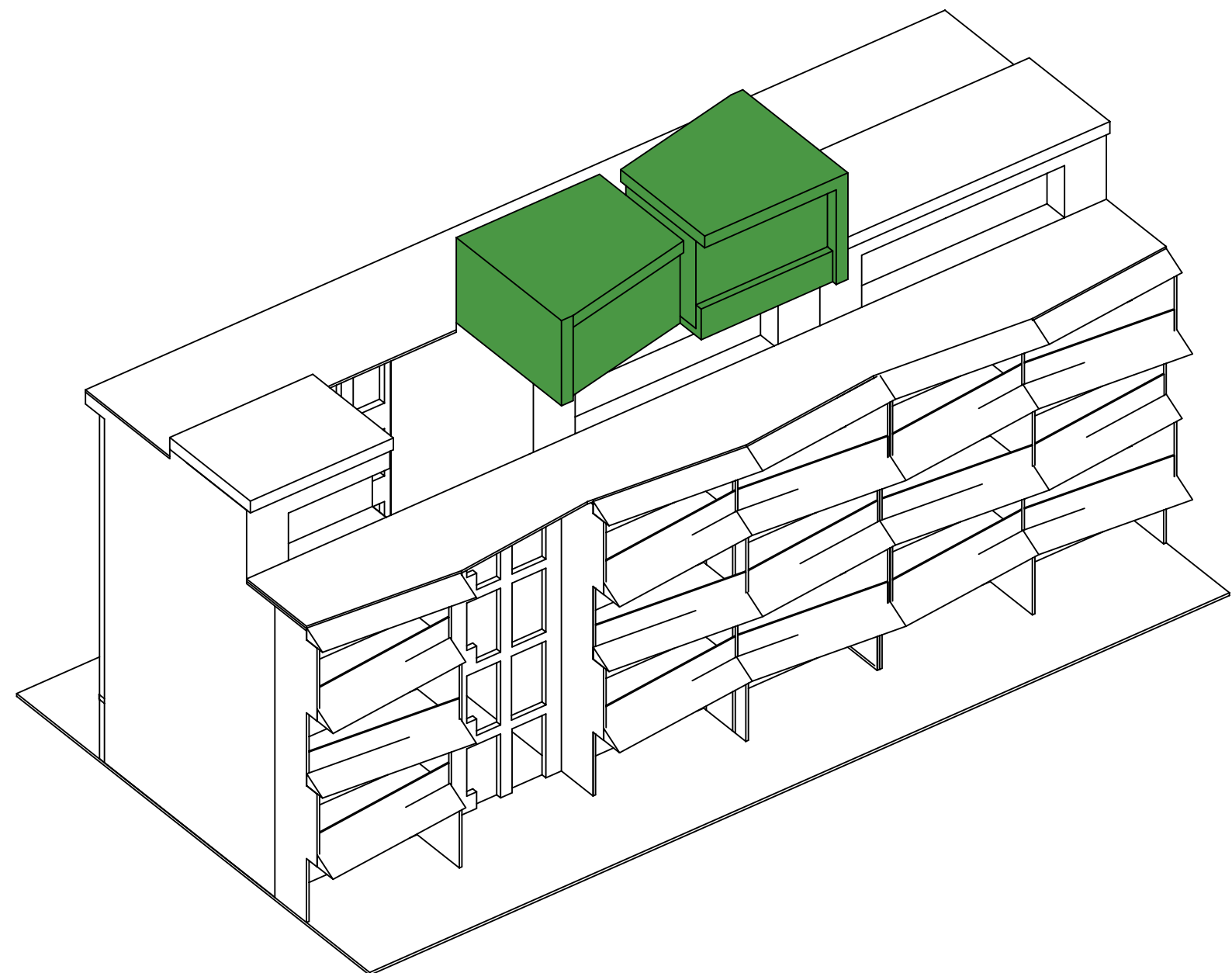
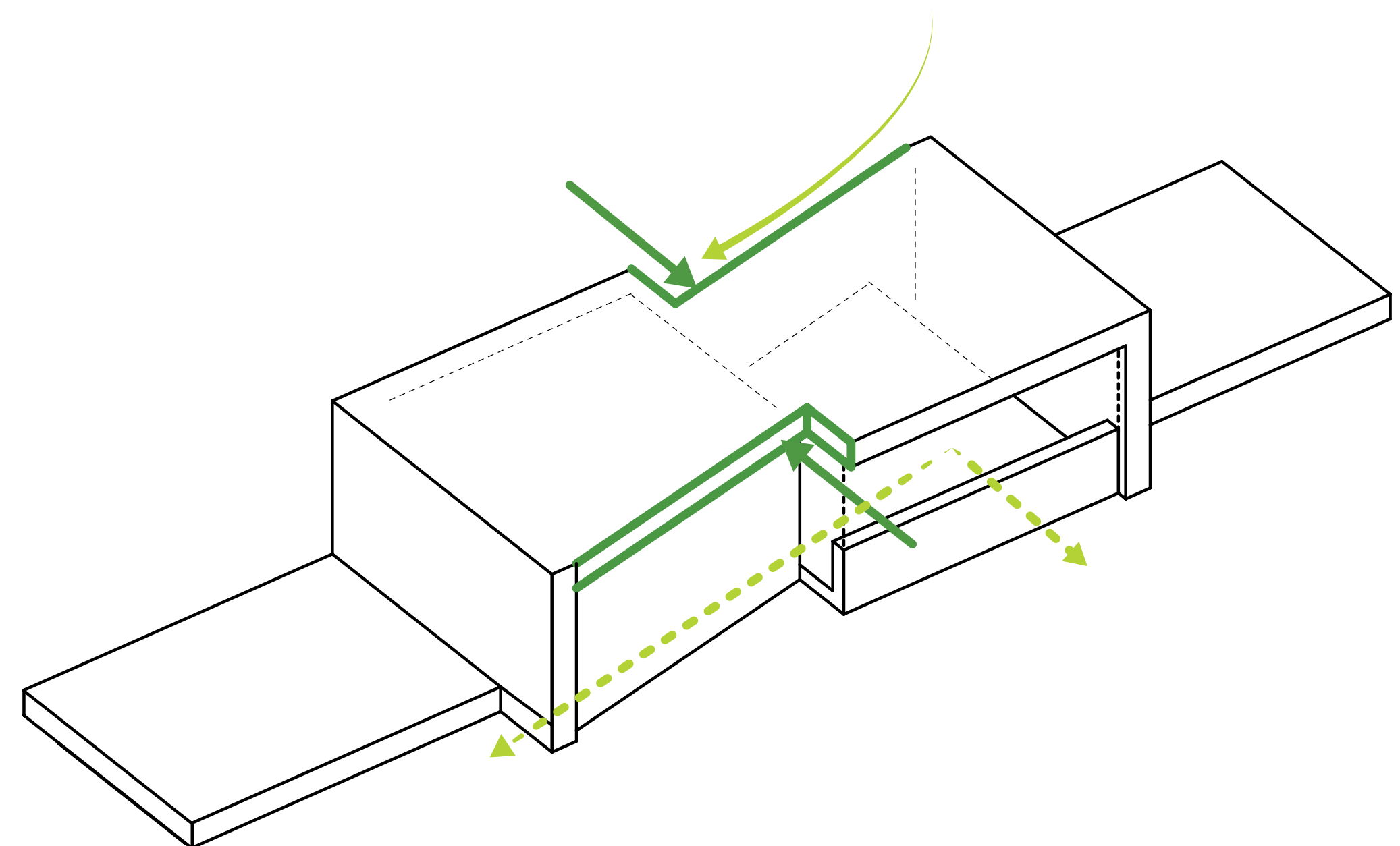
2. Intermediate Stage



3. Climax Stage - Building

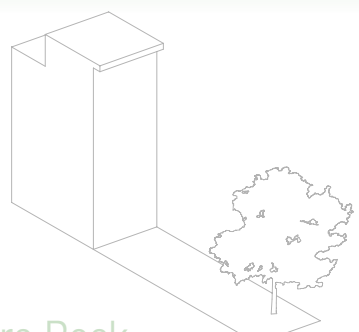


4. Climax Stage - Street

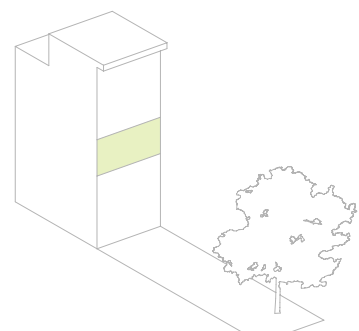


CLIMAX STAGE - BUILDING

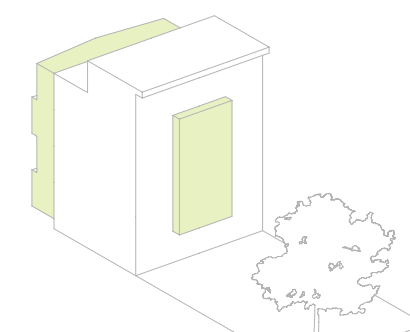
architectural diagrams: Urban Bungalow



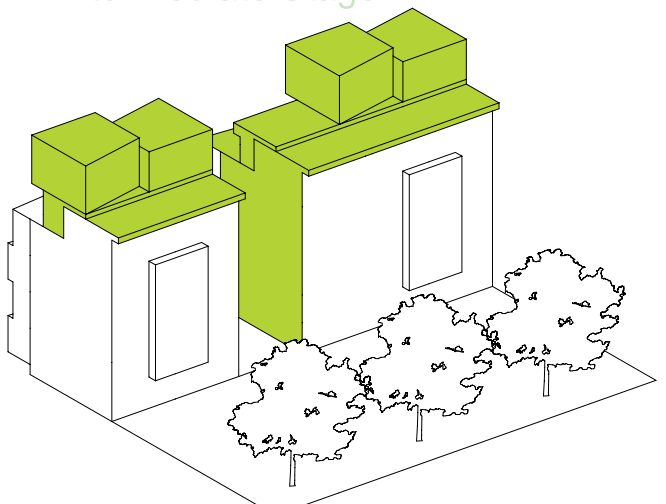
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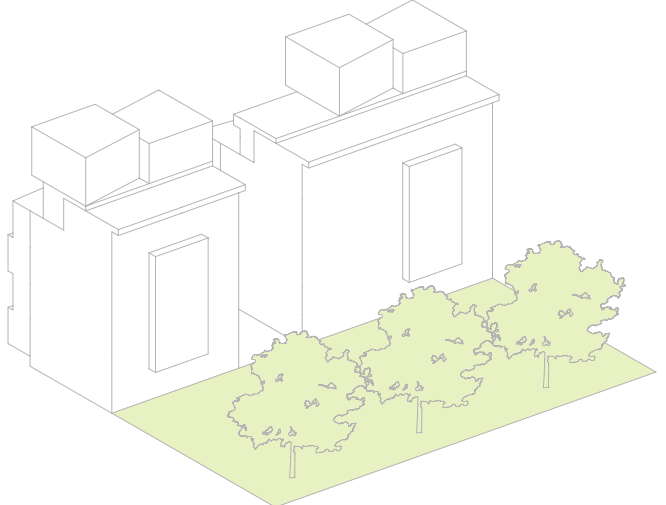
1. Pioneer Stage



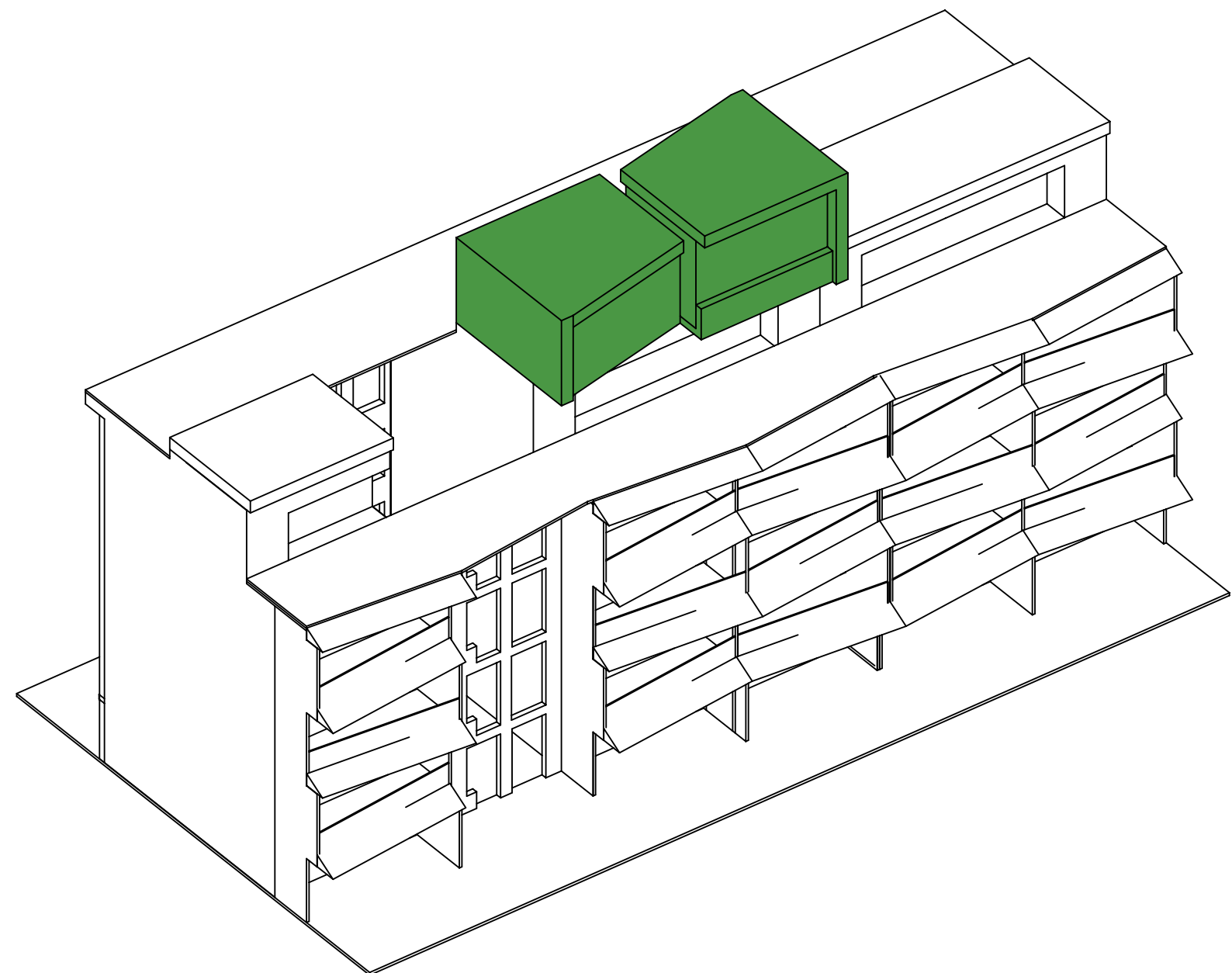
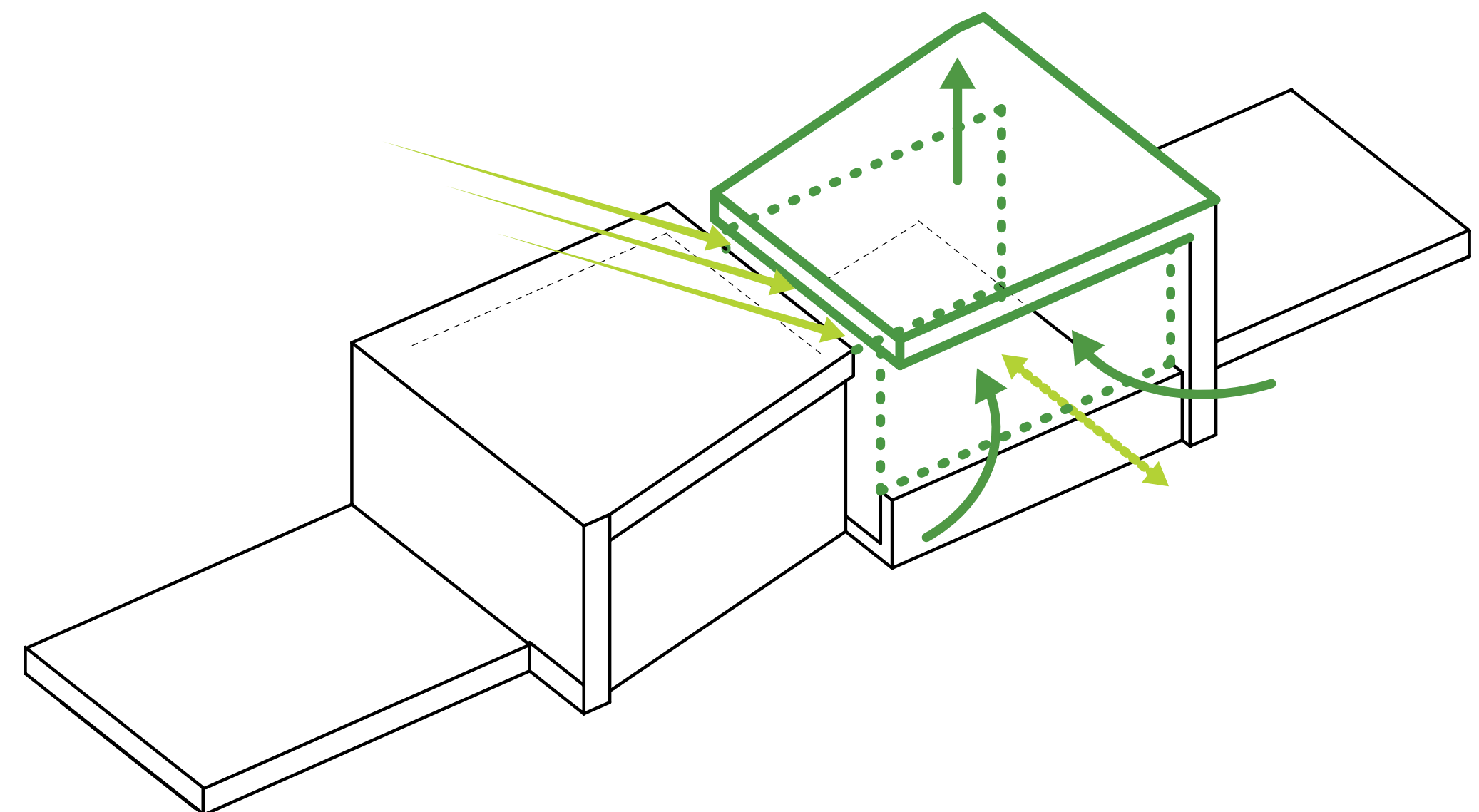
2. Intermediate Stage



3. Climax Stage - Building

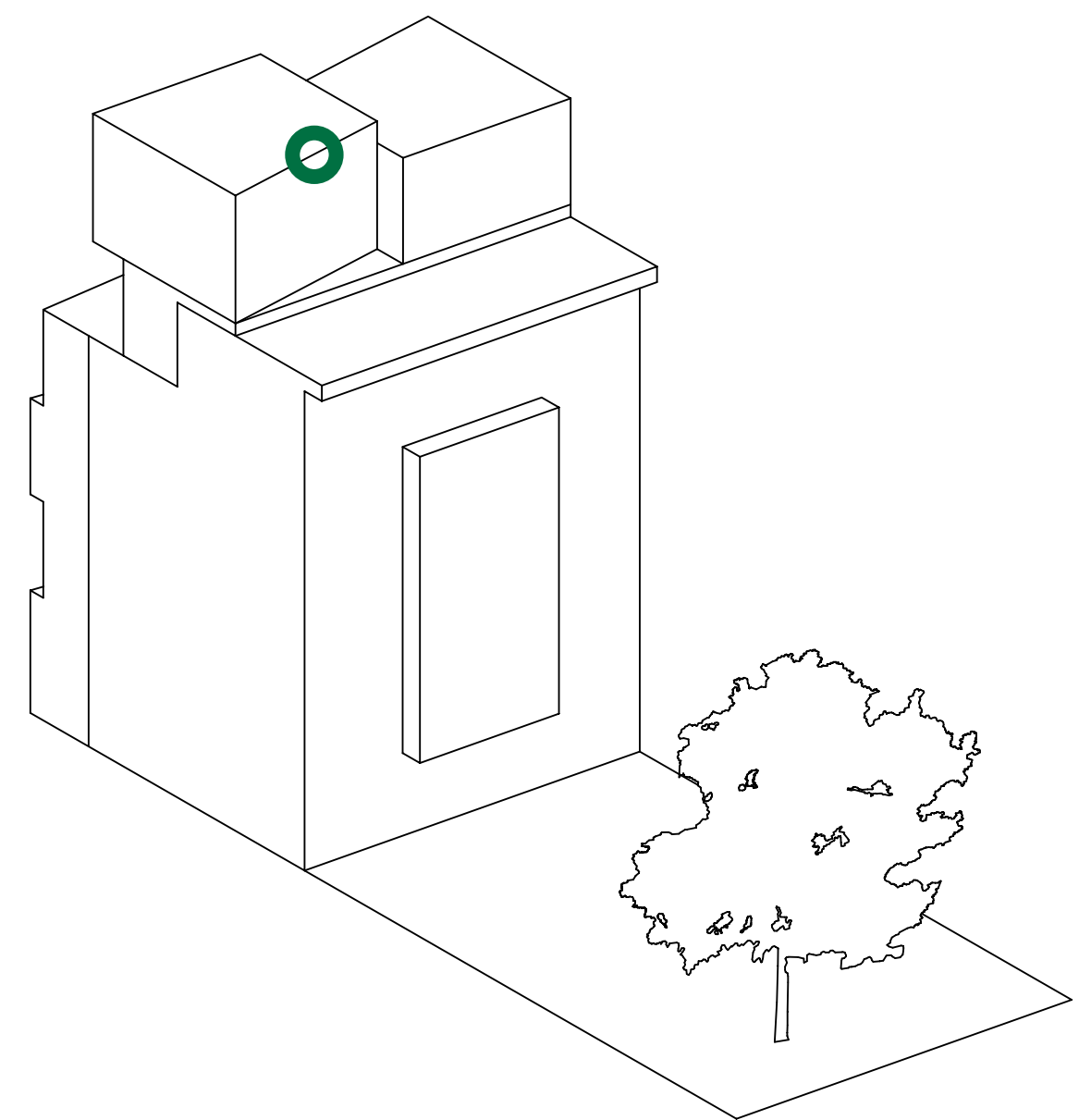
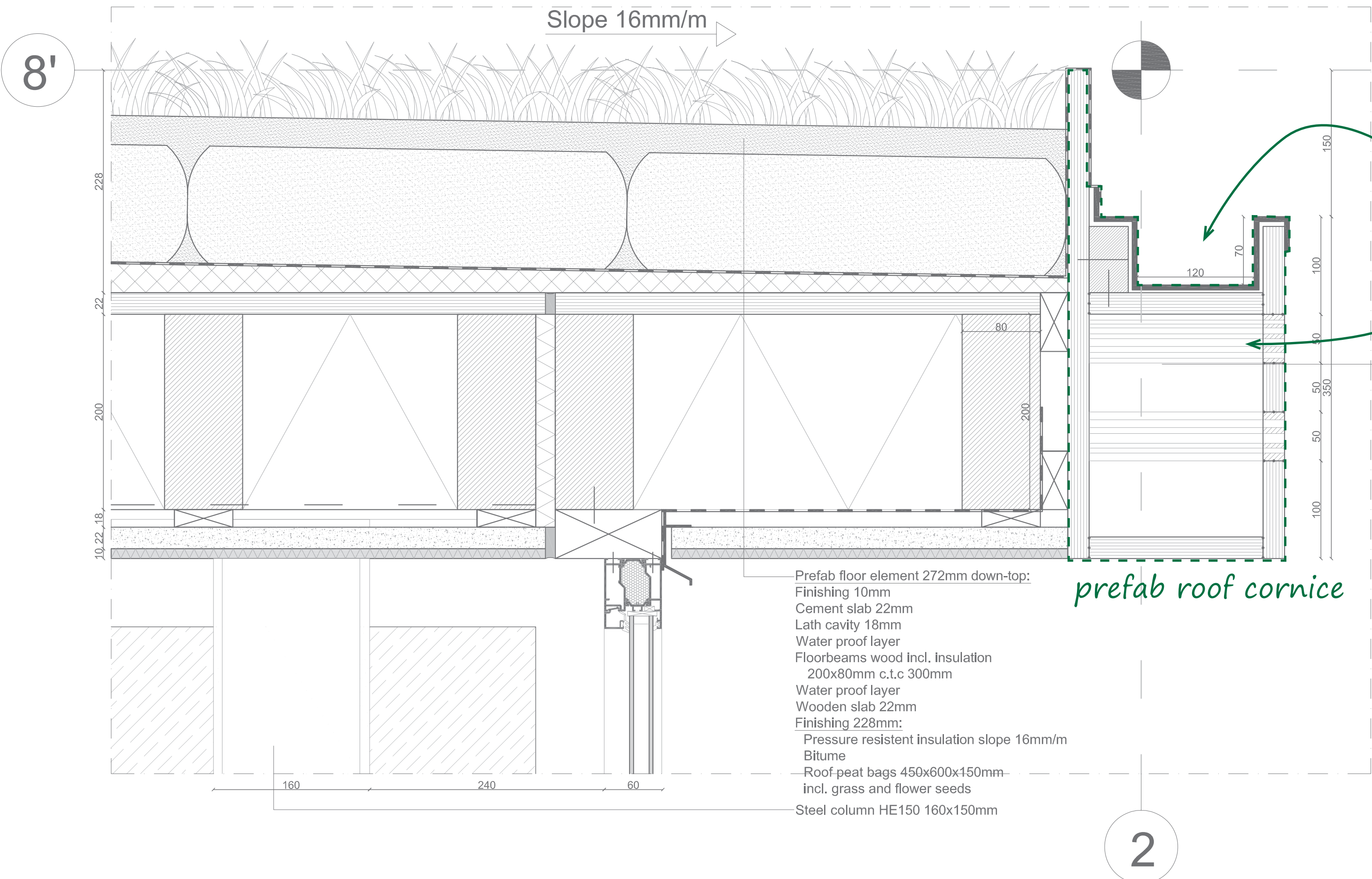
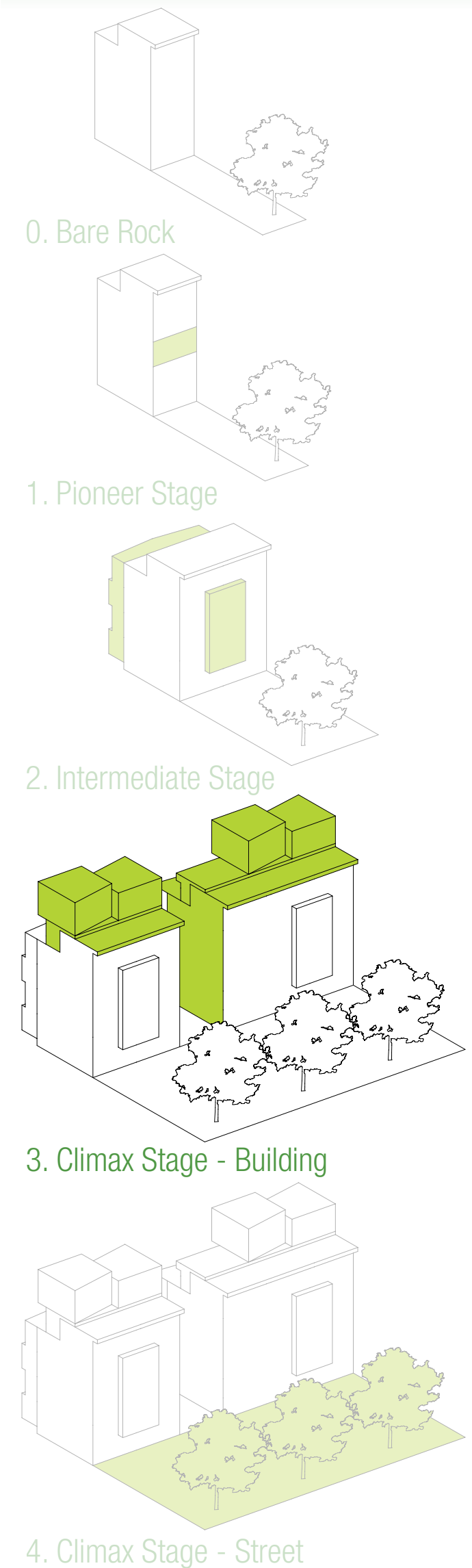


4. Climax Stage - Street



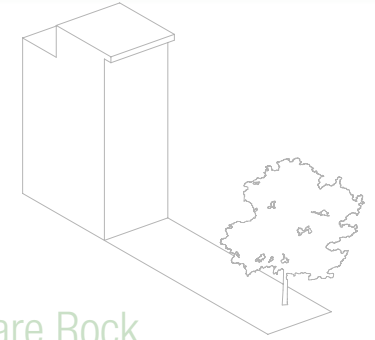
CLIMAX STAGE - BUILDING

typical detail: Urban Bungalow

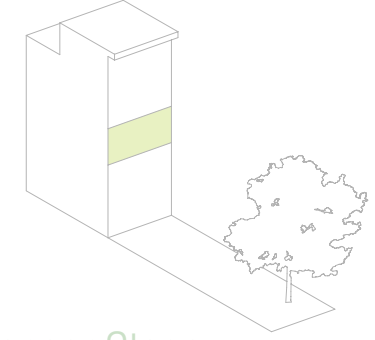


CLIMAX STAGE - BUILDING

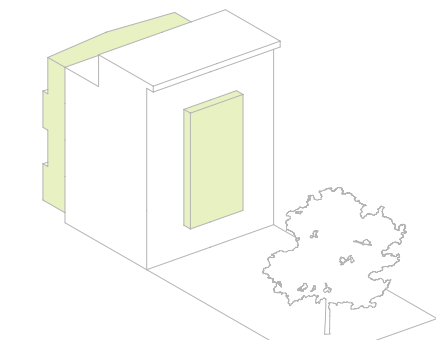
construction: Plinth Dwelling and Urban Bungalow



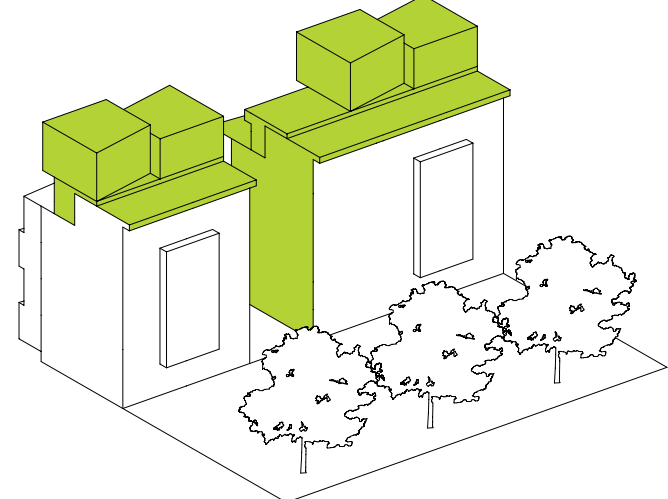
0. Bare Rock



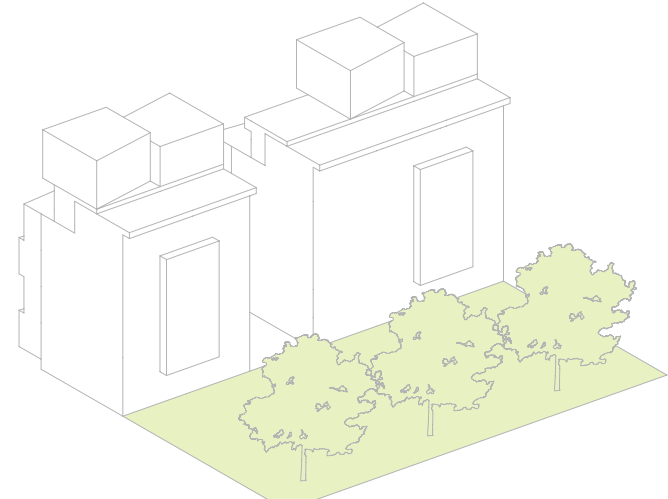
1. Pioneer Stage



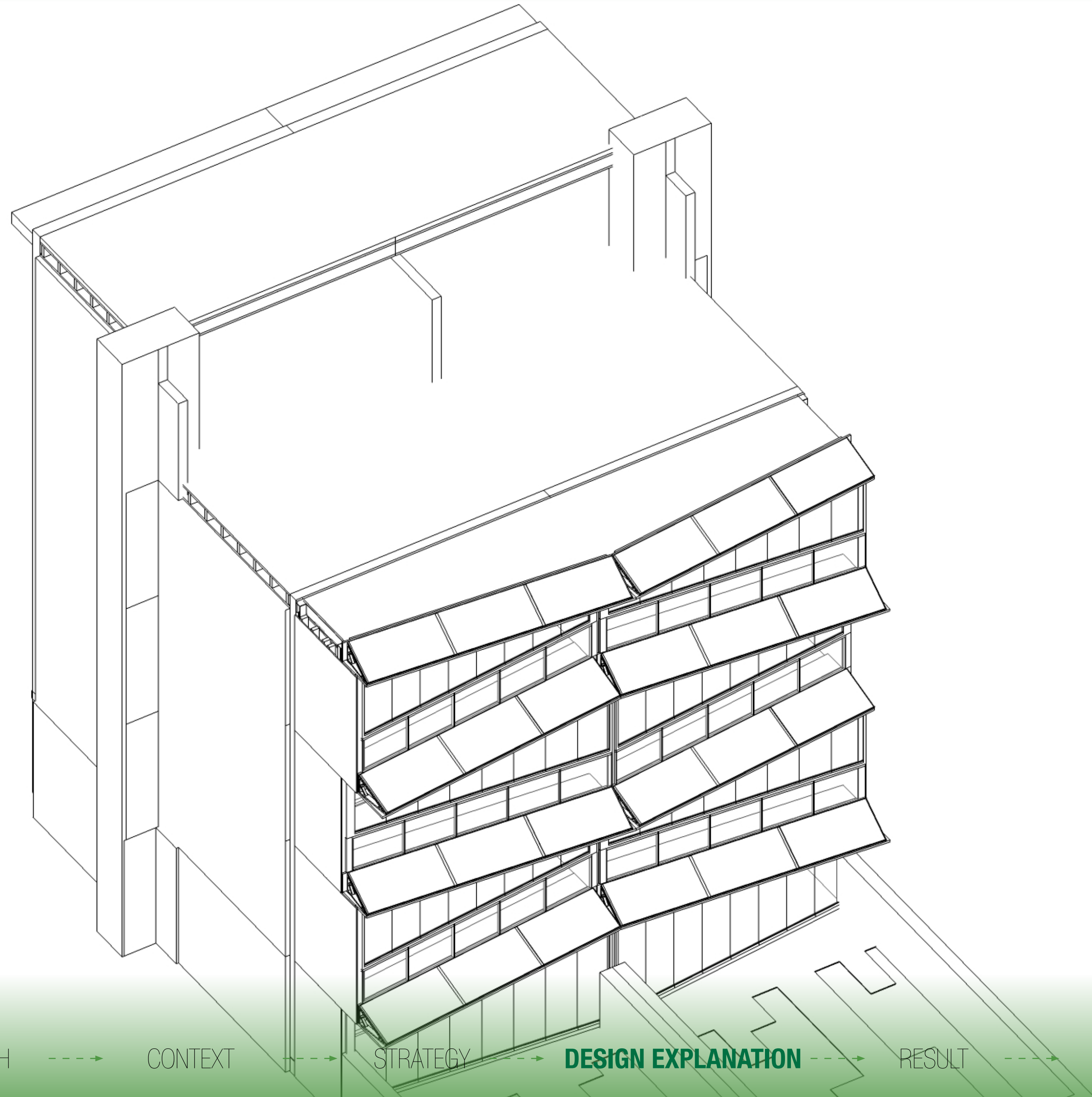
2. Intermediate Stage



3. Climax Stage - Building

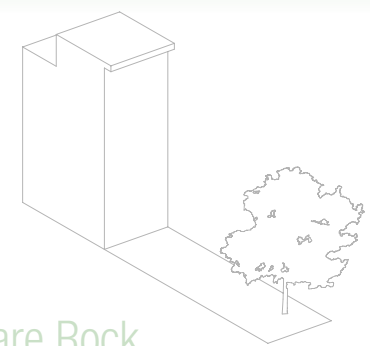


4. Climax Stage - Street

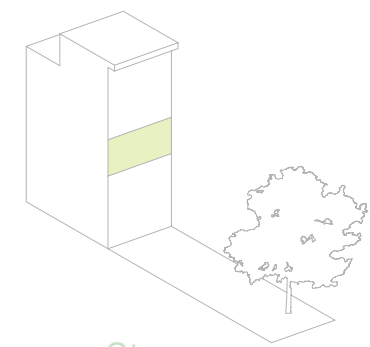


CLIMAX STAGE - BUILDING

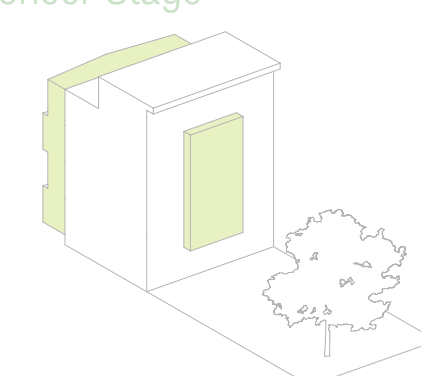
construction: Plinth Dwelling and Urban Bungalow



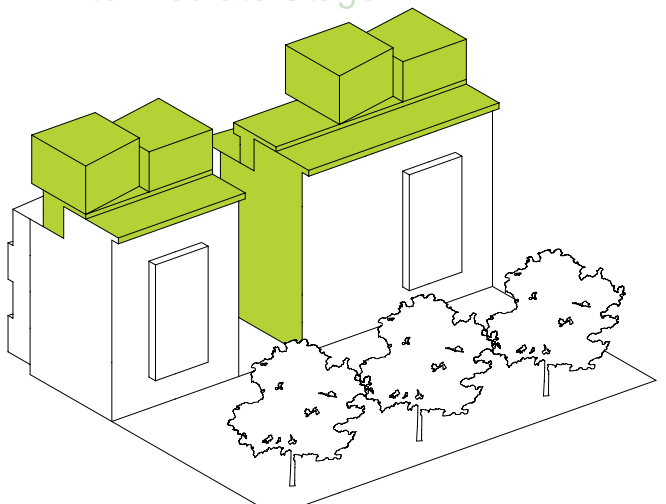
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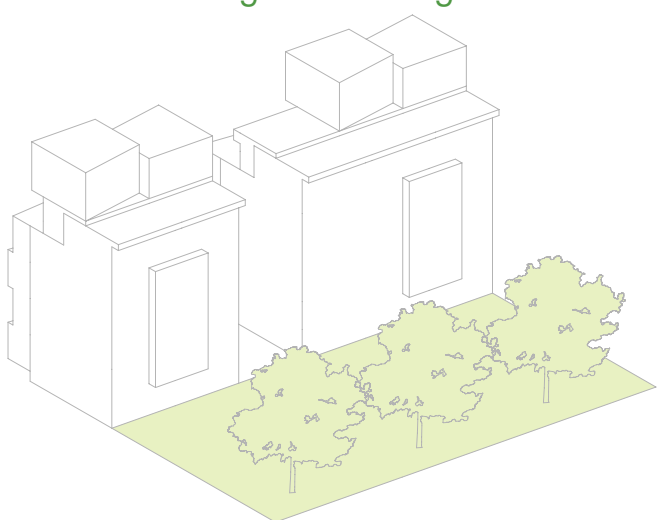
1. Pioneer Stage



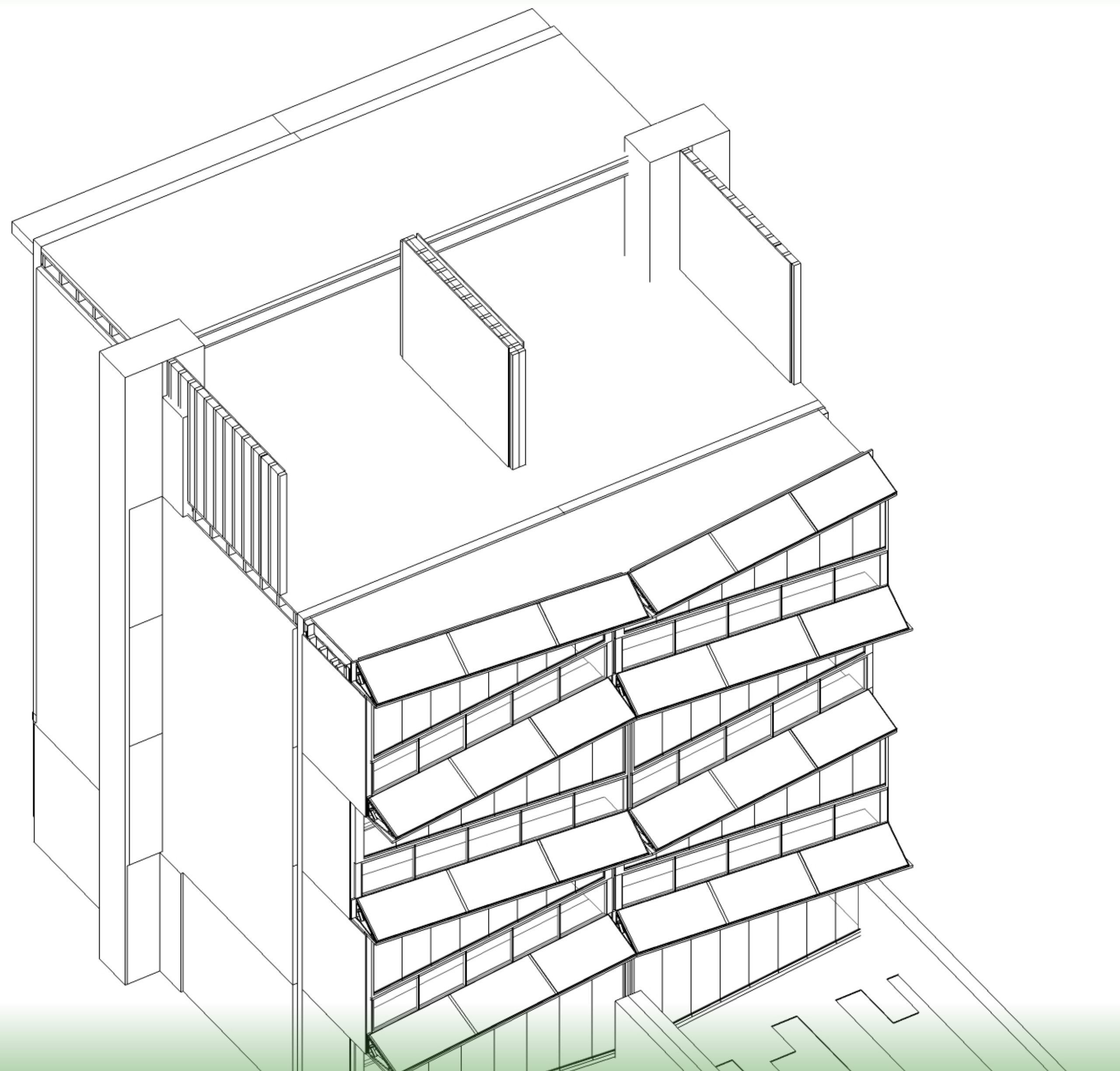
2. Intermediate Stage



3. Climax Stage - Building

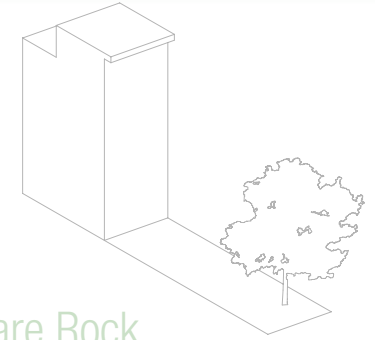


4. Climax Stage - Street

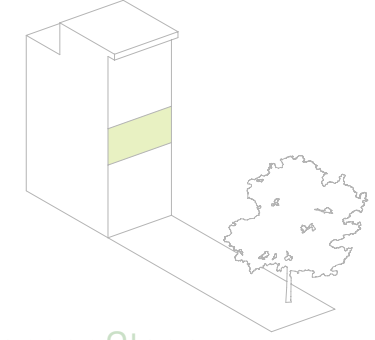


CLIMAX STAGE - BUILDING

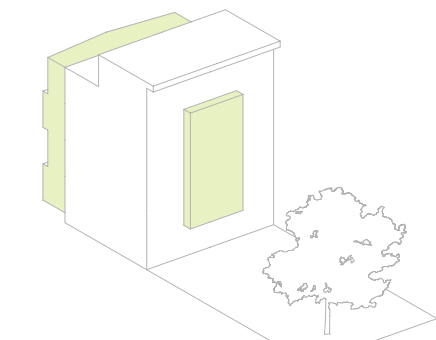
construction: Plinth Dwelling and Urban Bungalow



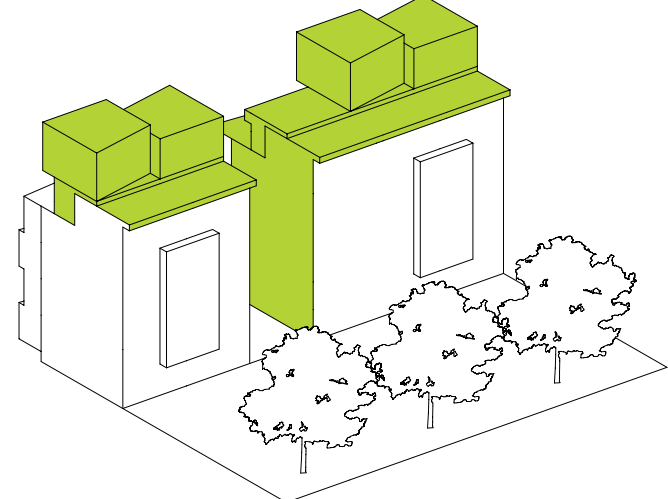
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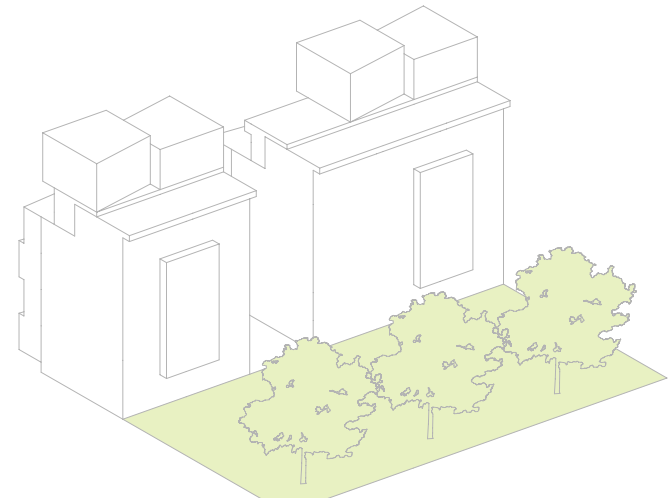
1. Pioneer Stage



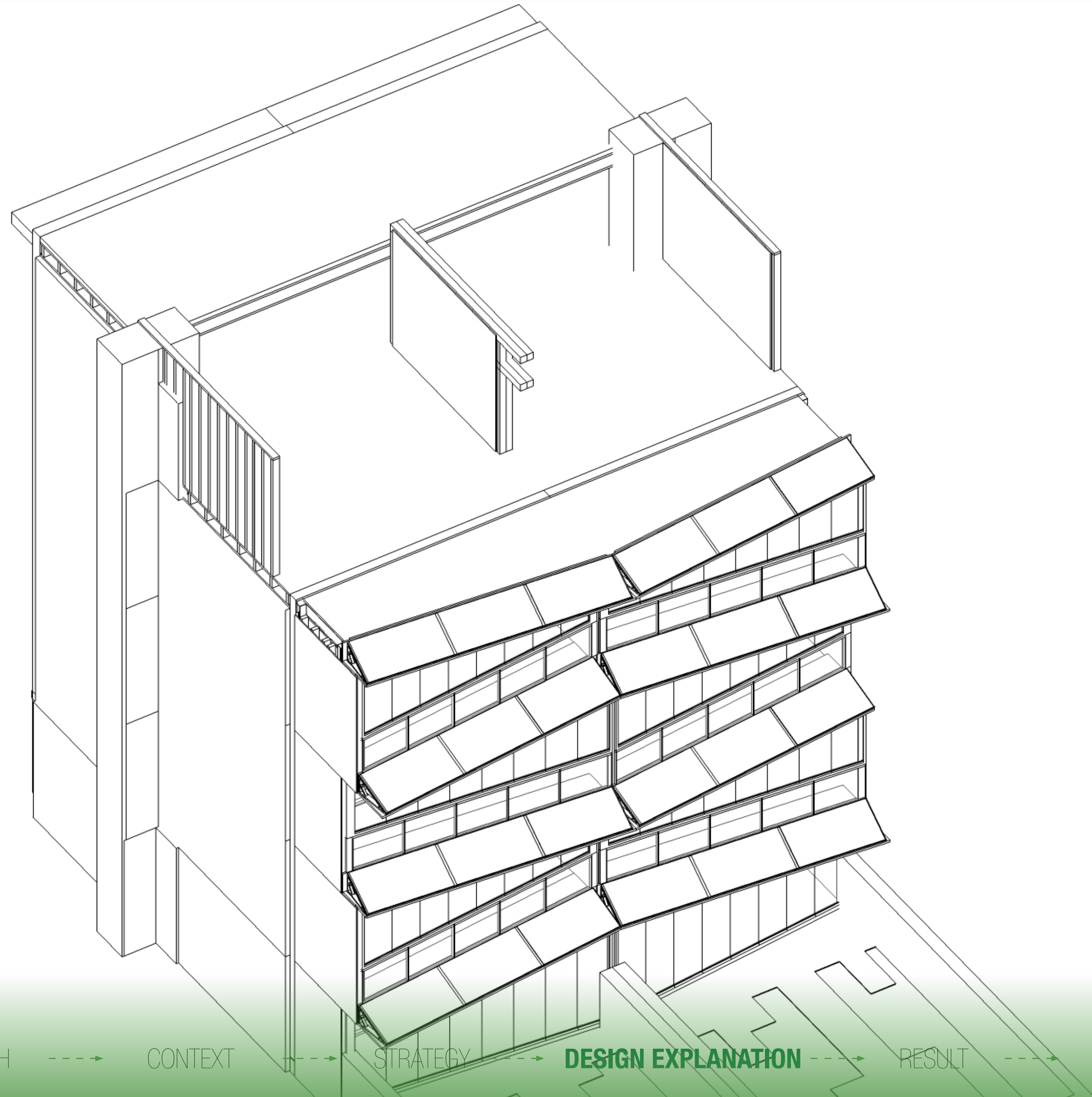
2. Intermediate Stage



3. Climax Stage - Building

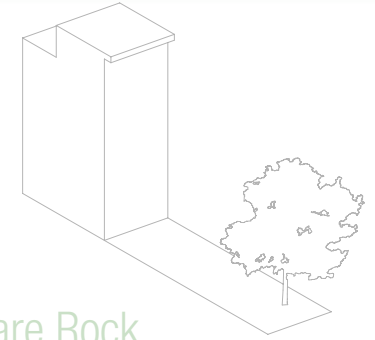


4. Climax Stage - Street

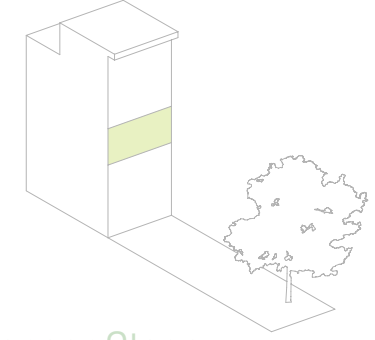


CLIMAX STAGE - BUILDING

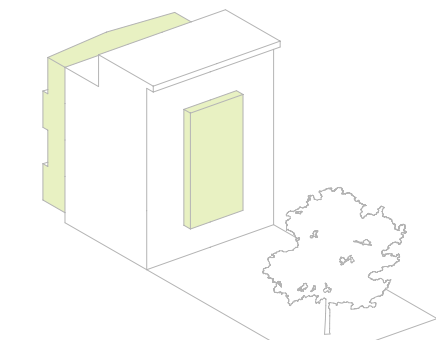
construction: Plinth Dwelling and Urban Bungalow



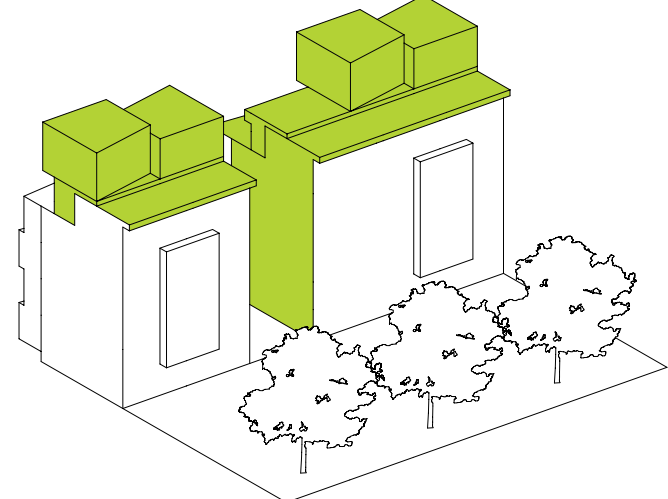
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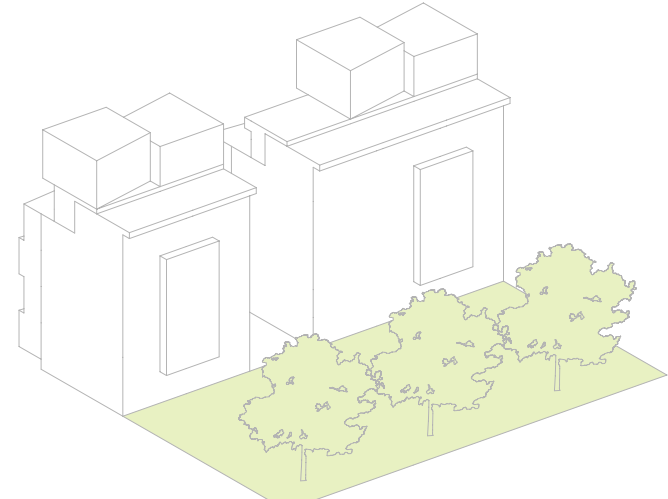
1. Pioneer Stage



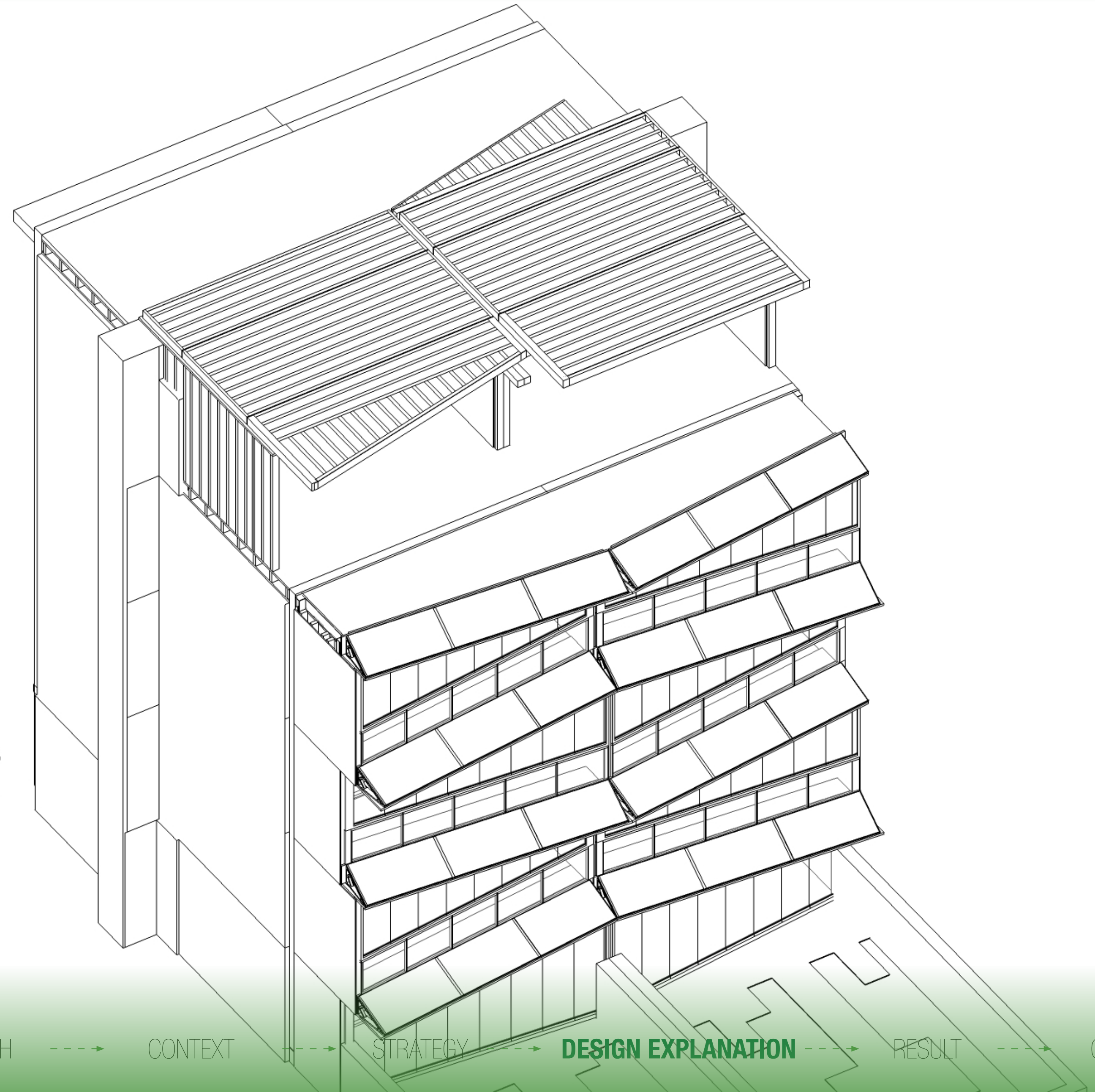
2. Intermediate Stage



3. Climax Stage - Building

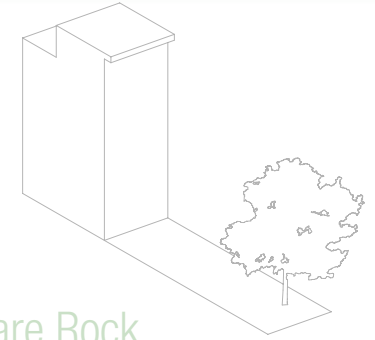


4. Climax Stage - Street

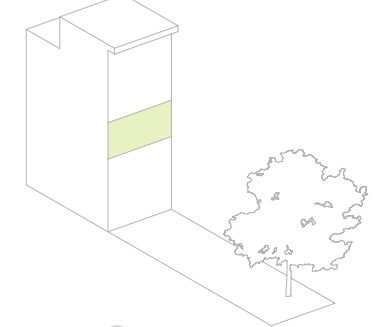


CLIMAX STAGE - BUILDING

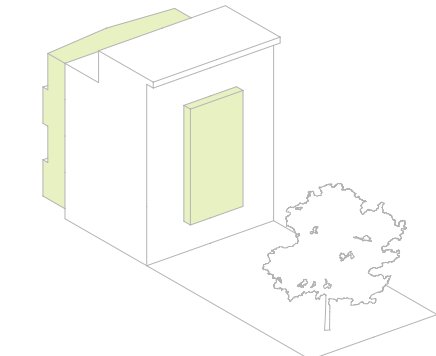
construction: Plinth Dwelling and Urban Bungalow



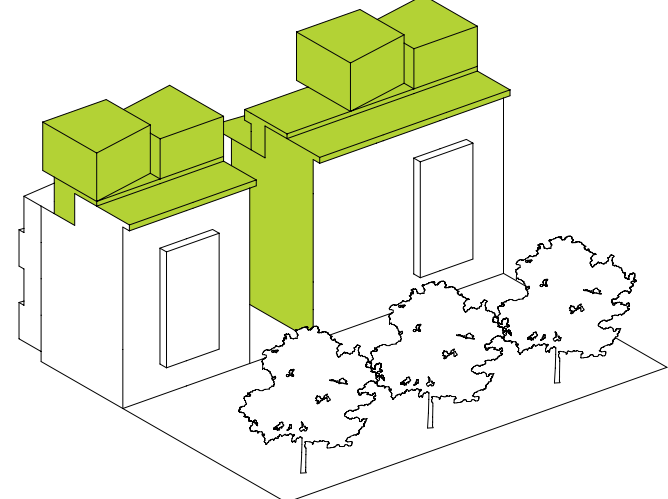
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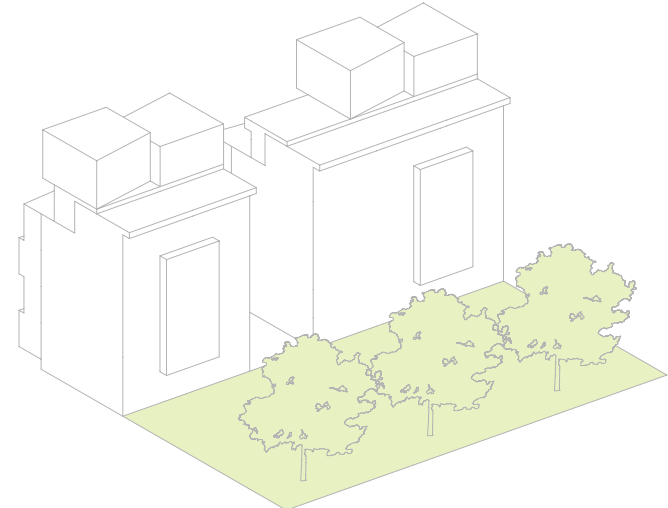
1. Pioneer Stage



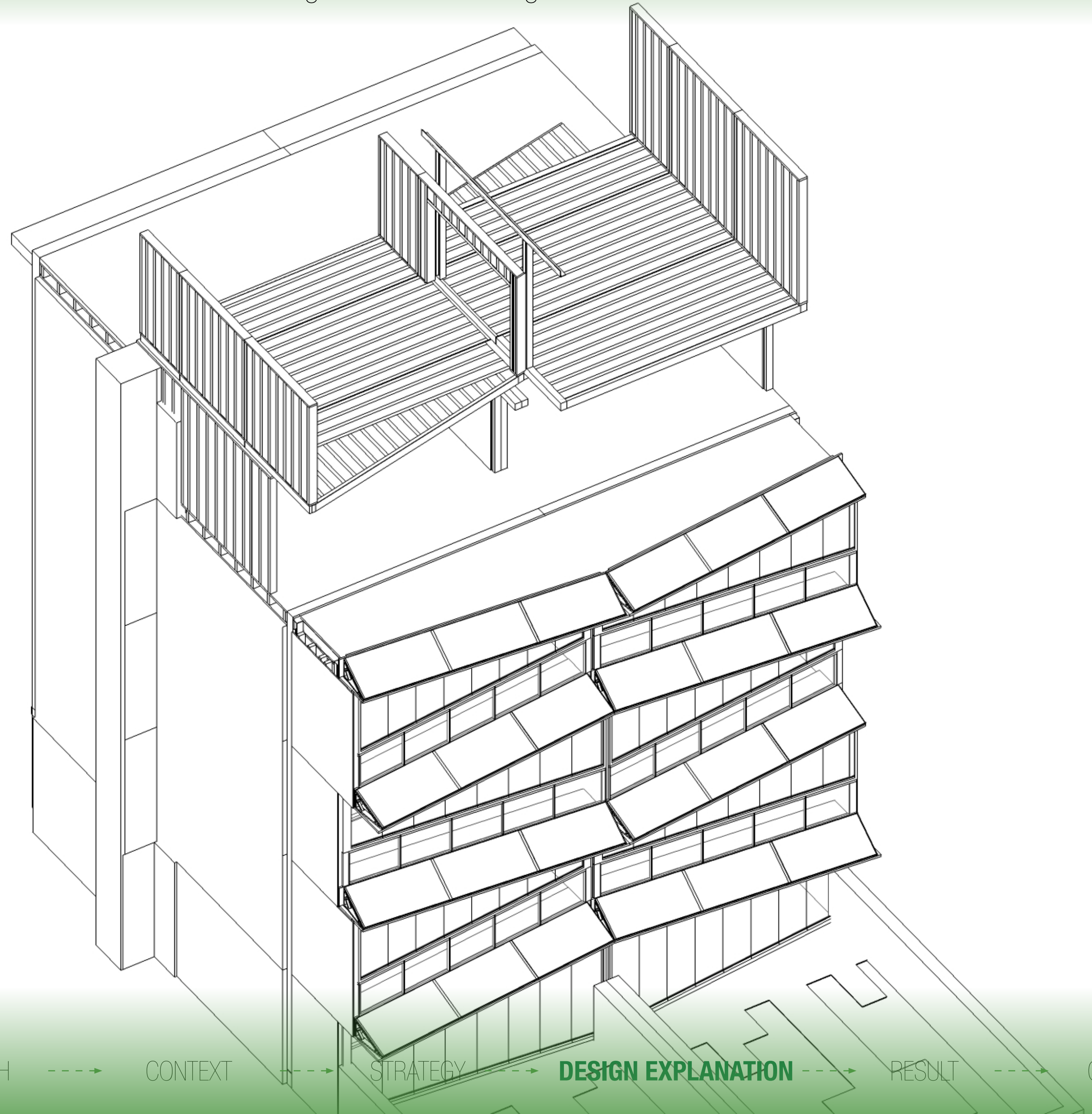
2. Intermediate Stage



3. Climax Stage - Building

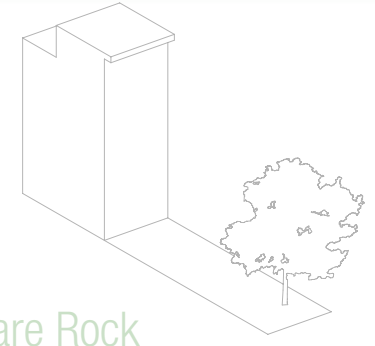


4. Climax Stage - Street

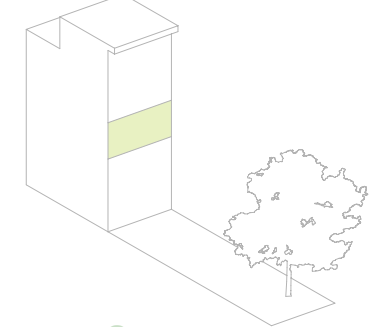


CLIMAX STAGE - BUILDING

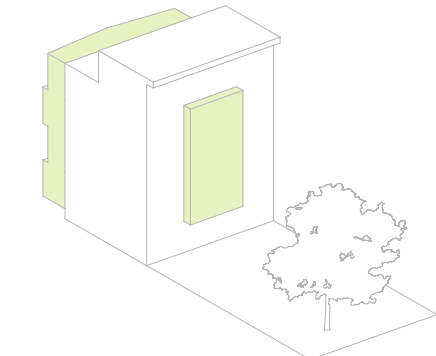
construction: Plinth Dwelling and Urban Bungalow



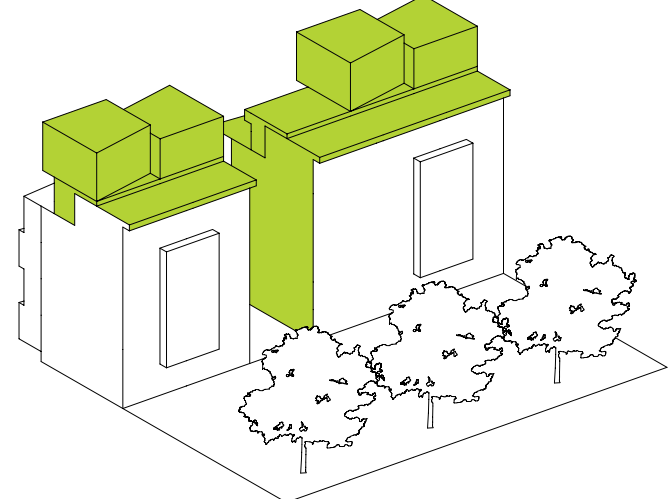
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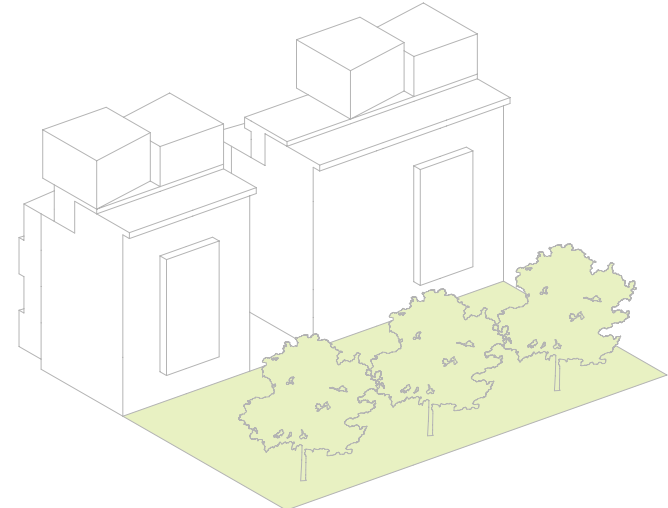
1. Pioneer Stage



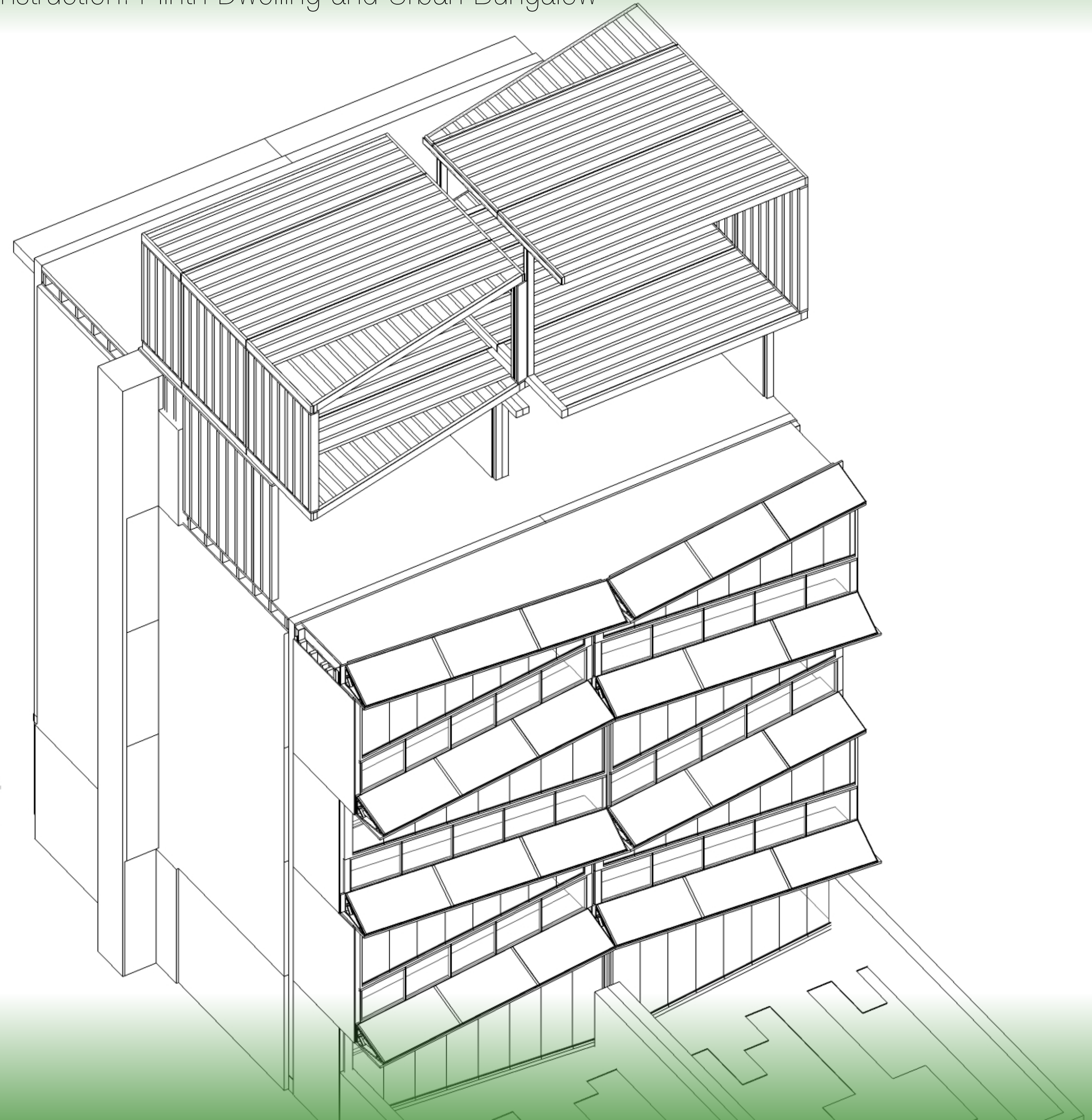
2. Intermediate Stage



3. Climax Stage - Building

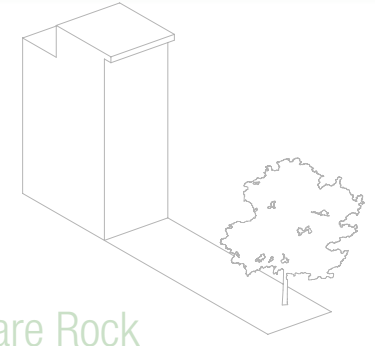


4. Climax Stage - Street

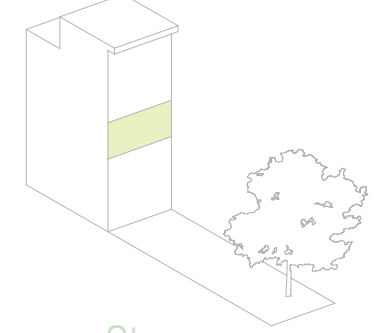


CLIMAX STAGE - BUILDING

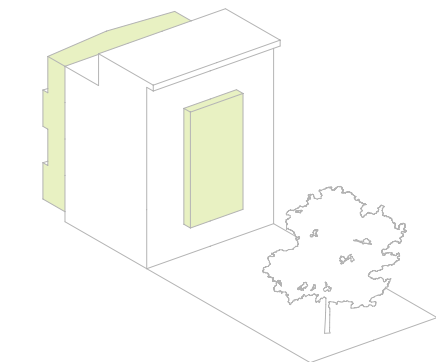
construction: Plinth Dwelling and Urban Bungalow



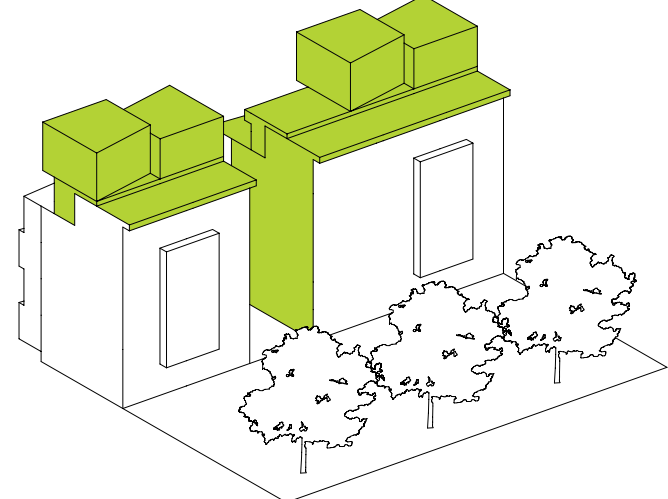
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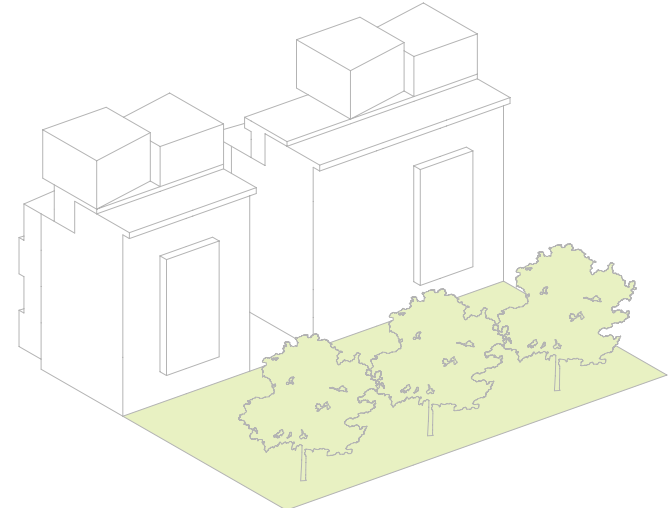
1. Pioneer Stage



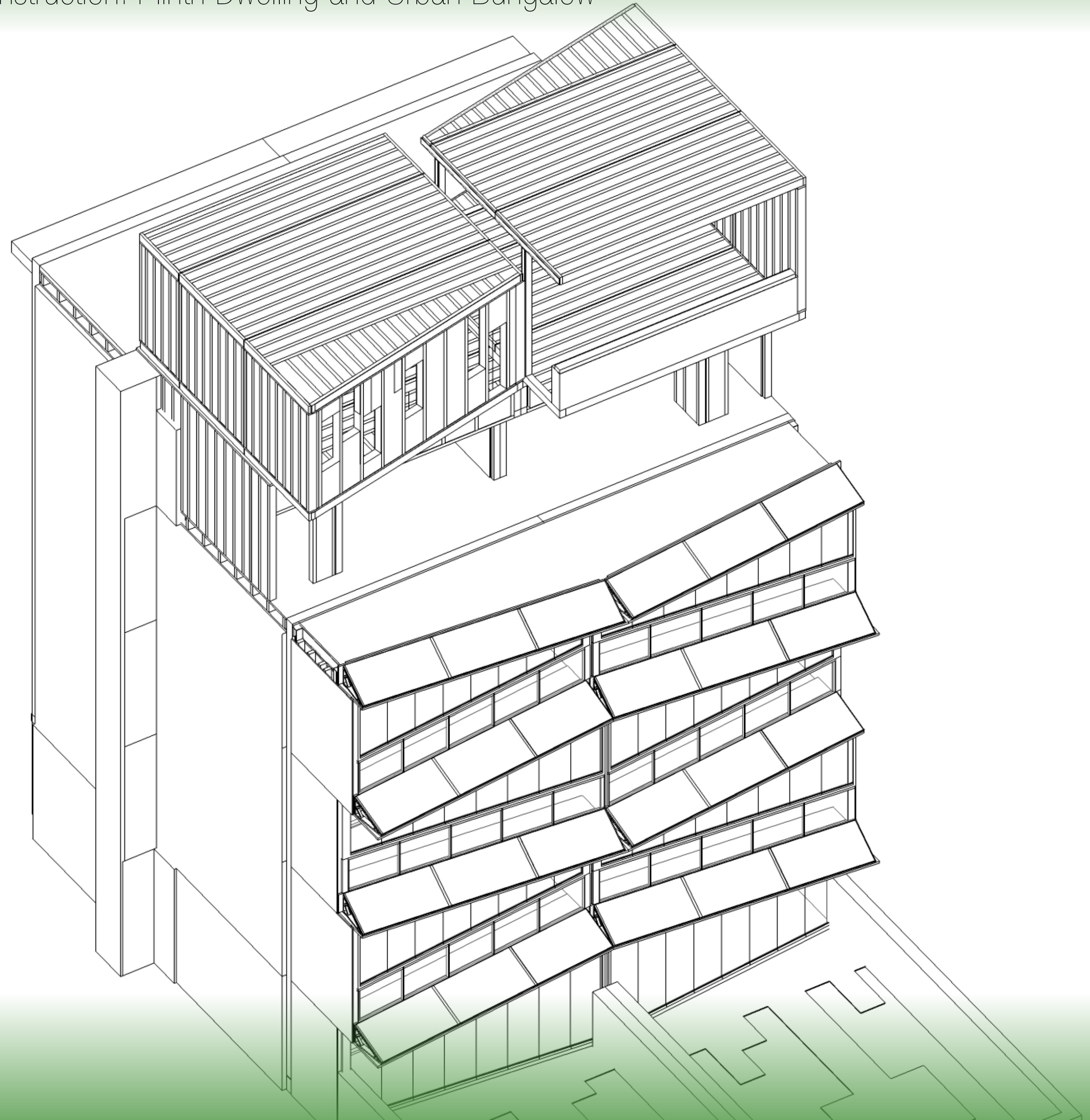
2. Intermediate Stage



3. Climax Stage - Building

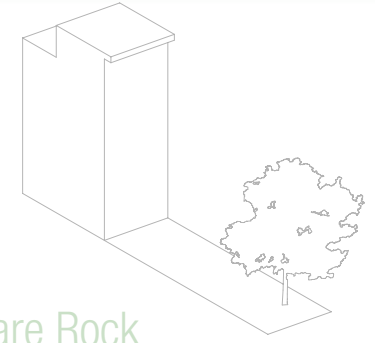


4. Climax Stage - Street

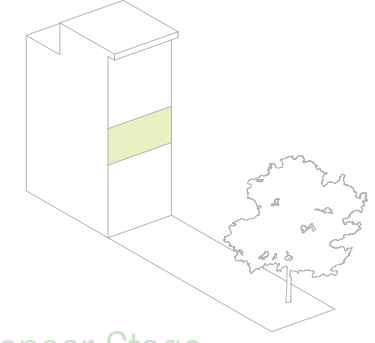


CLIMAX STAGE - BUILDING

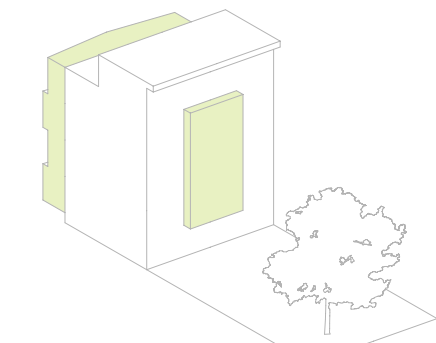
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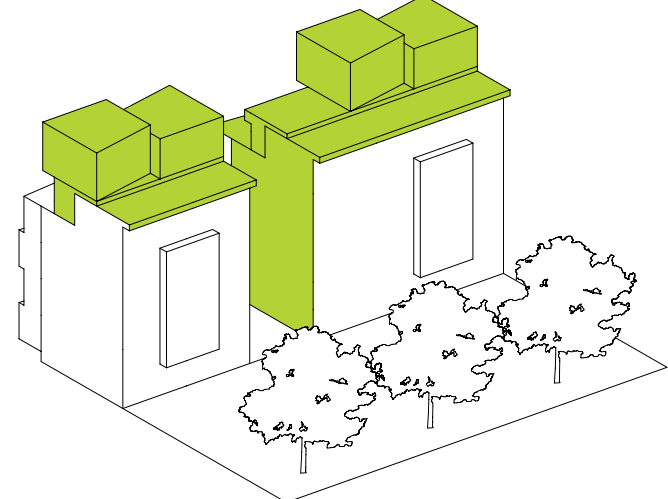
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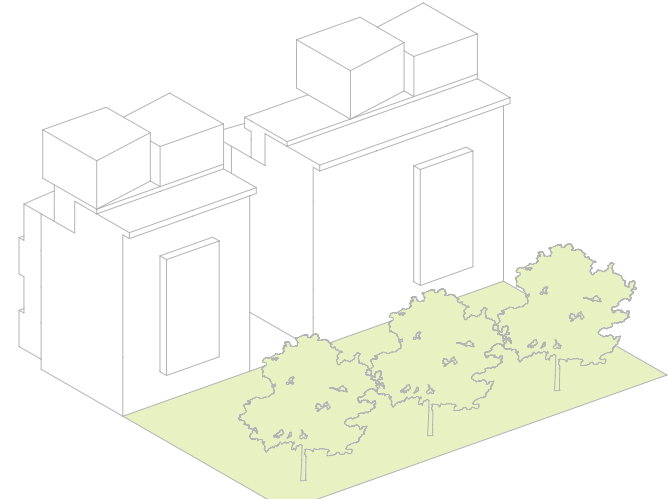
1. Pioneer Stage



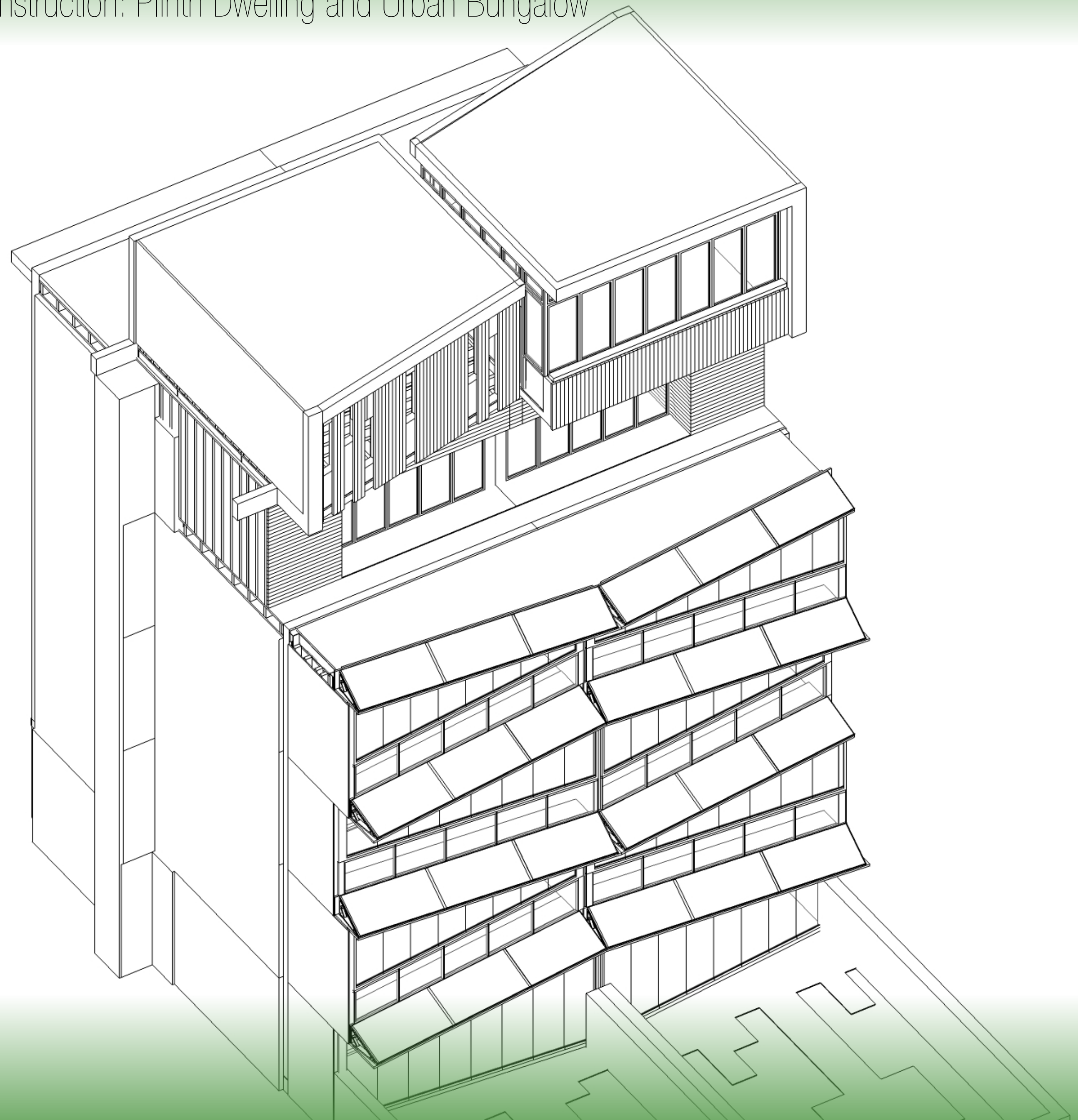
2. Intermediate Stage



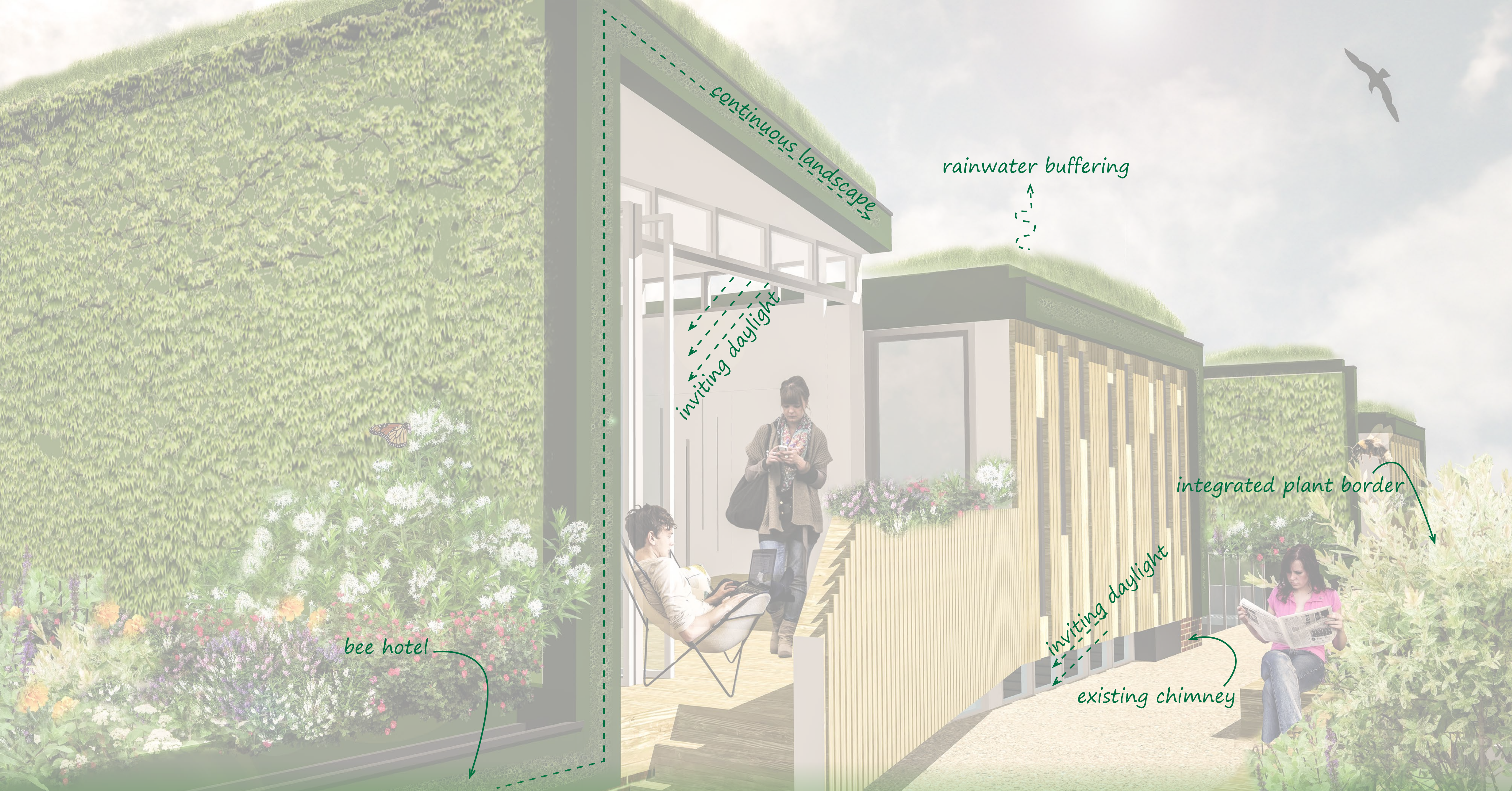
3. Climax Stage - Building



4. Climax Stage - Street







continuous landscape

rainwater buffering

inviting daylight

bee hotel

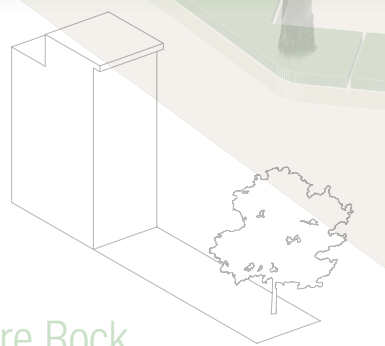
integrated plant border

inviting daylight

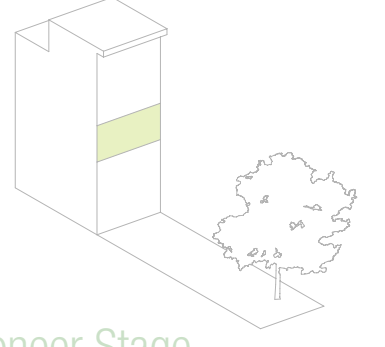
existing chimney

DESIGN EXPLANATION

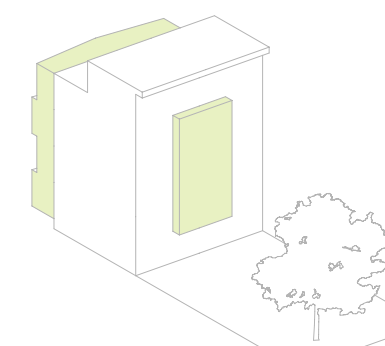
3. Climax Stage - Building



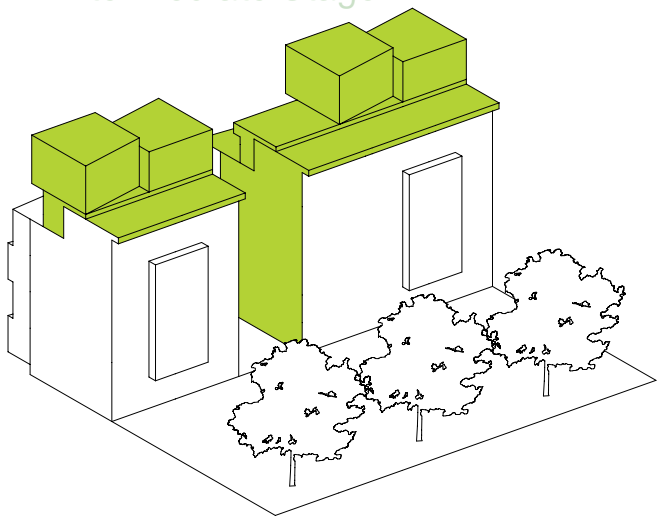
0. Bare Rock



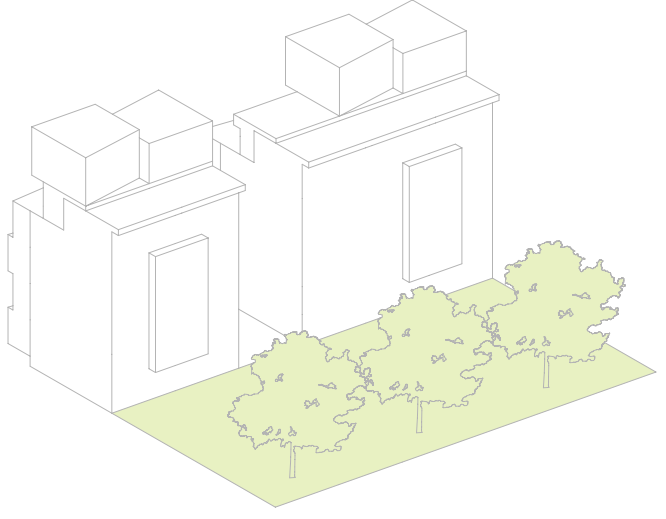
1. Pioneer Stage



2. Intermediate Stage



3. Climax Stage - Building



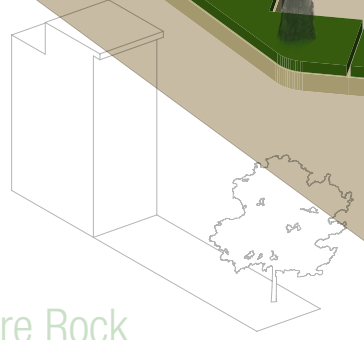
4. Climax Stage - Street

DESIGN EXPLANATION

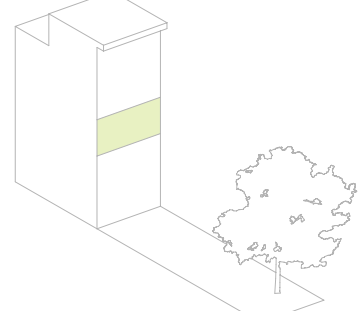
4. Climax Stage - Street



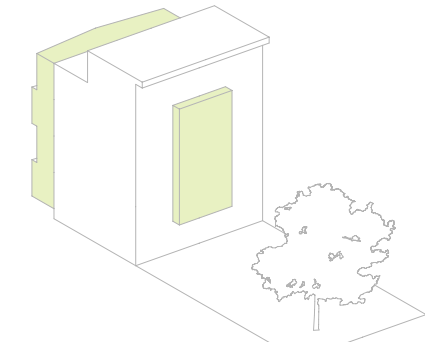
0. Bare Rock



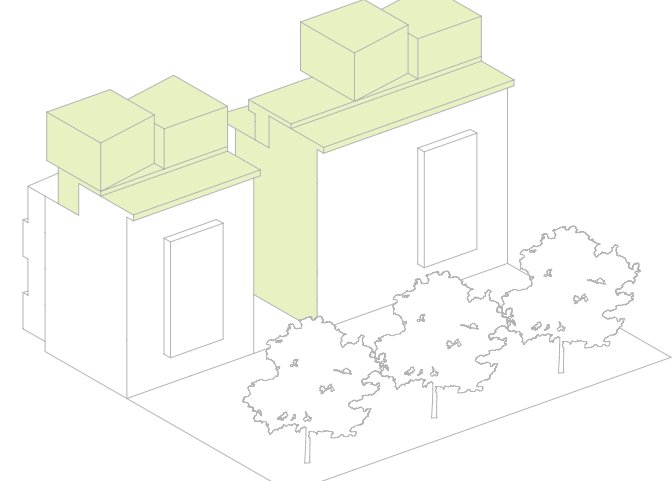
1. Pioneer Stage



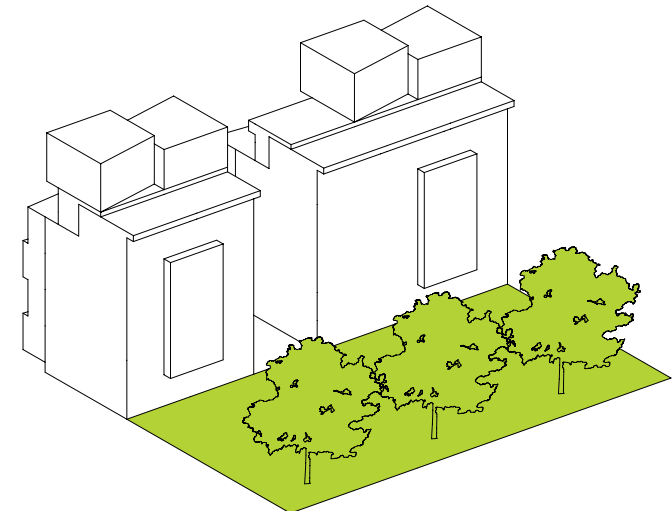
2. Intermediate Stage



3. Climax Stage - Building

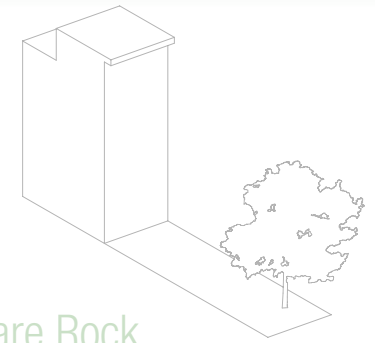


4. Climax Stage - Street

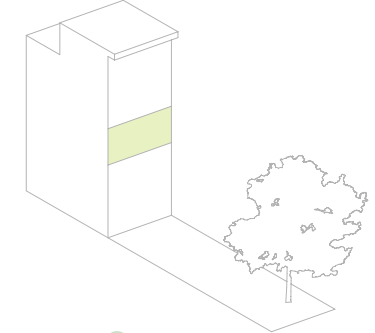


CLIMAX STAGE - STREET

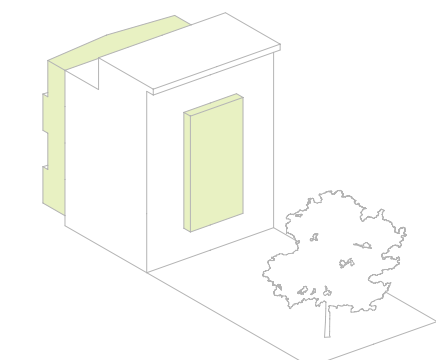
interventions



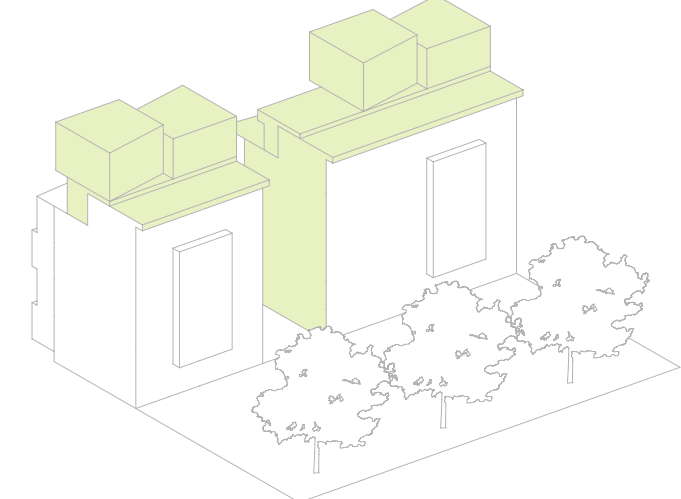
0. Bare Rock



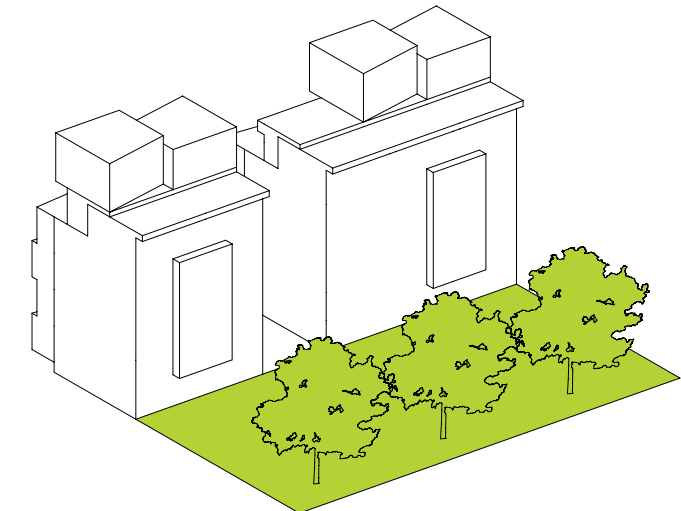
1. Pioneer Stage



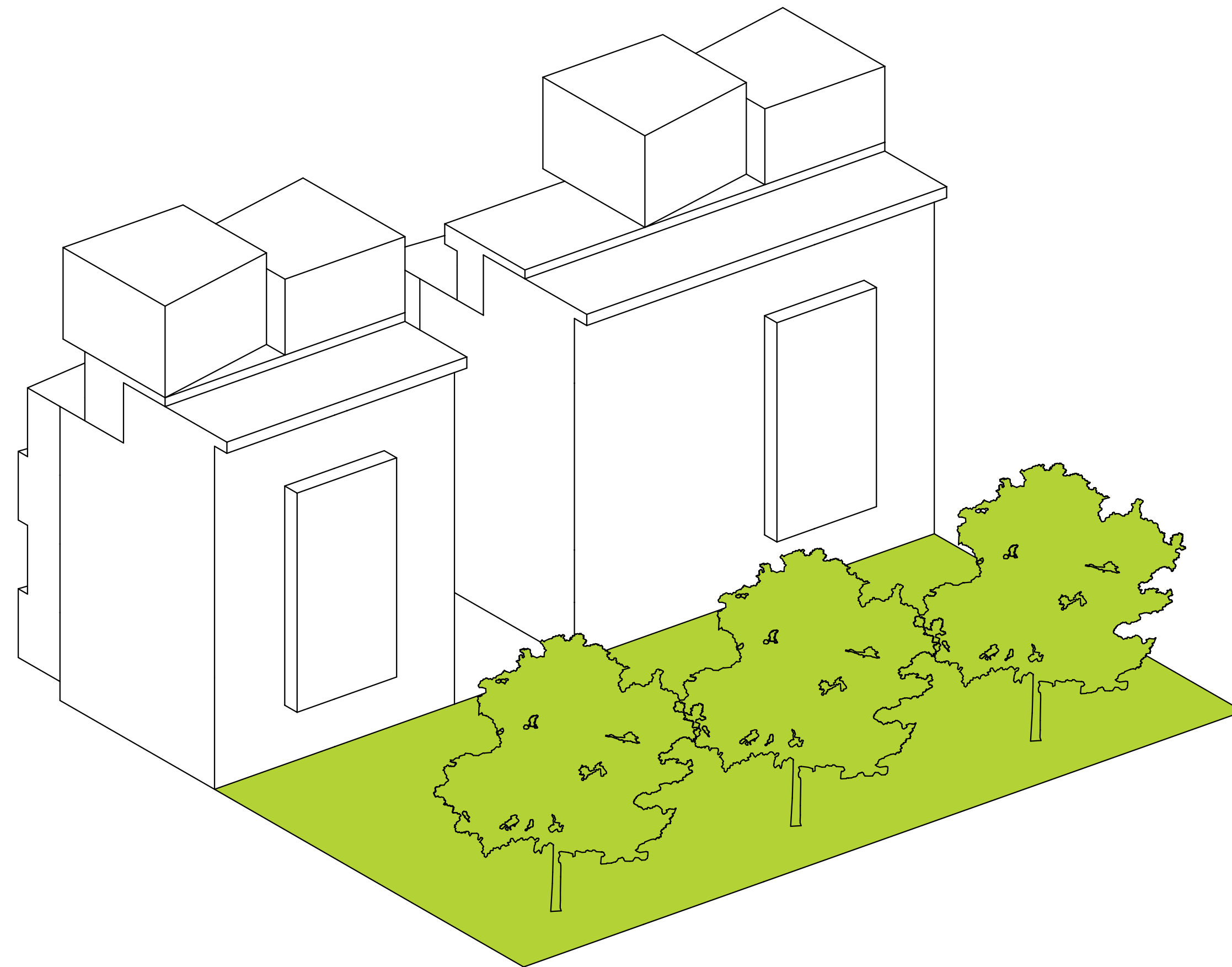
2. Intermediate Stage



3. Climax Stage - Building



4. Climax Stage - Street







glimpse of dynamic landscape

plasticity accentuates composition

physical connection

original accent composition

infiltration rainwater

plant border

view

- RESULT -

RESULT

before-after comparison

Before

72 dwellings
1550 m2 'green' outdoor space
0 energy production
consuming ca. 20.000 liter drinking water/day
all types of water drained to sewage

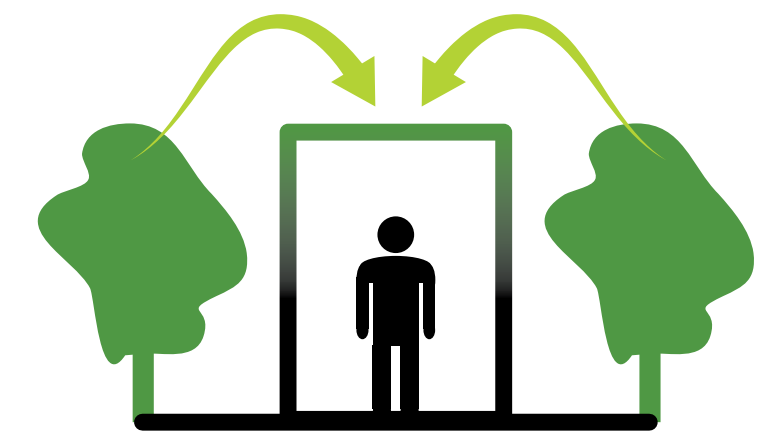
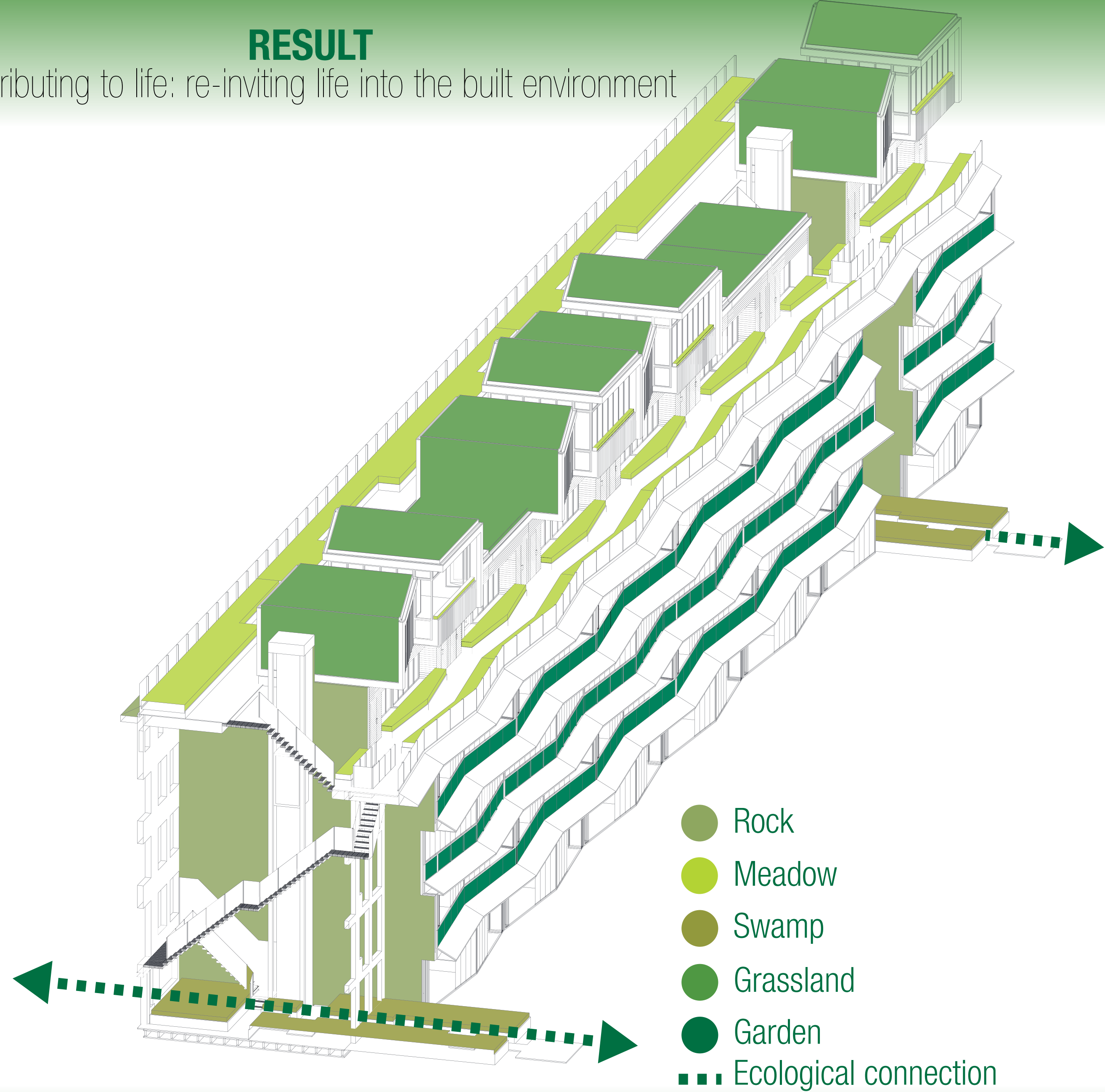
After

85 dwellings: increased density
3200m2 green outdoor space: increased quality
ca. 76500 kWh energy production
consuming ca. 20.000 liter drinking water/day
rainwater is buffered, stored and infiltrated
grey water is filtered and reused



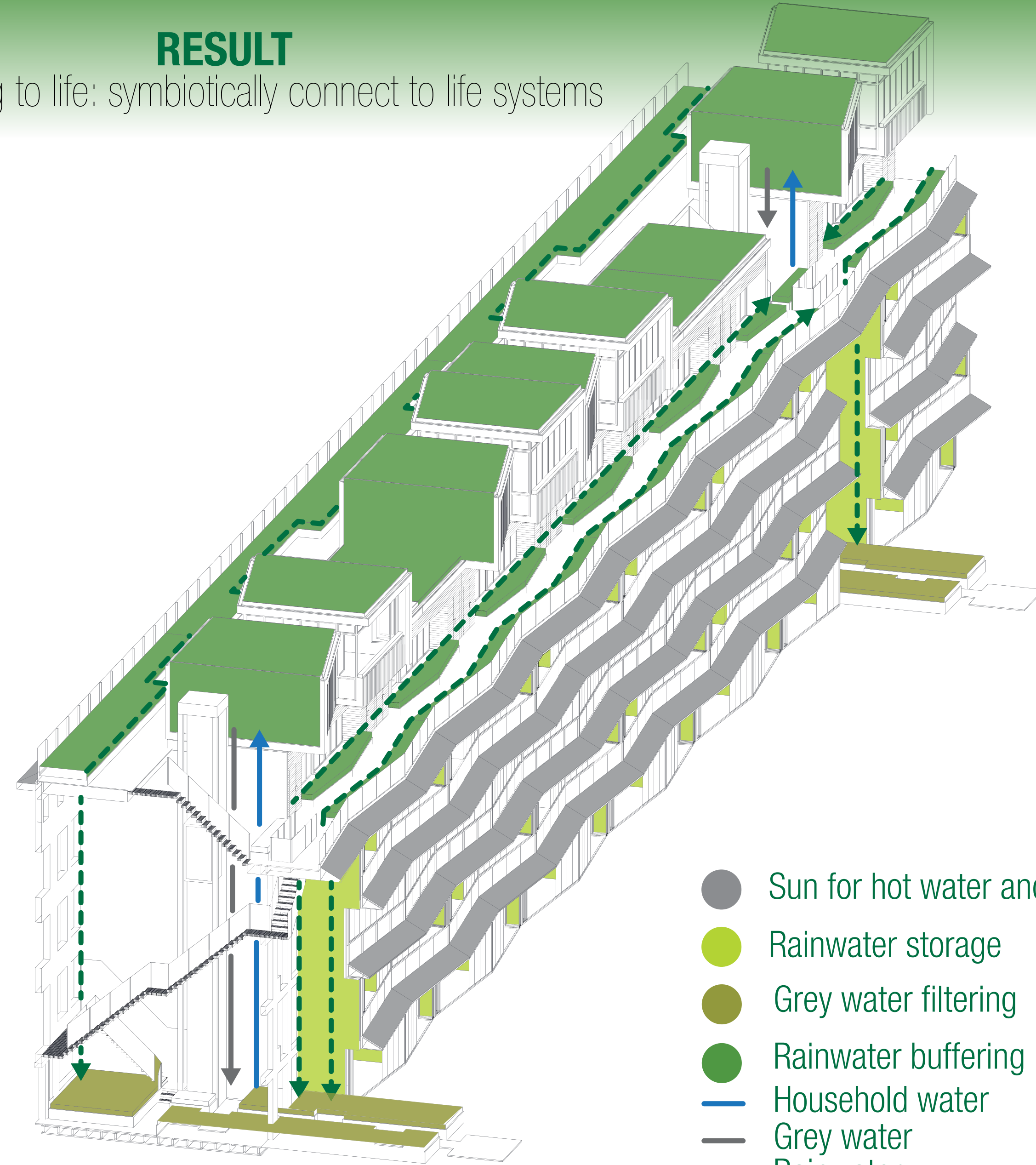
RESULT

contributing to life: re-inviting life into the built environment



RESULT

contributing to life: symbiotically connect to life systems



- Sun for hot water and energy
- Rainwater storage
- Grey water filtering
- Rainwater buffering
- Household water
- Grey water
- - - Rainwater



RESULT

contributing to life: make people experience the value of life



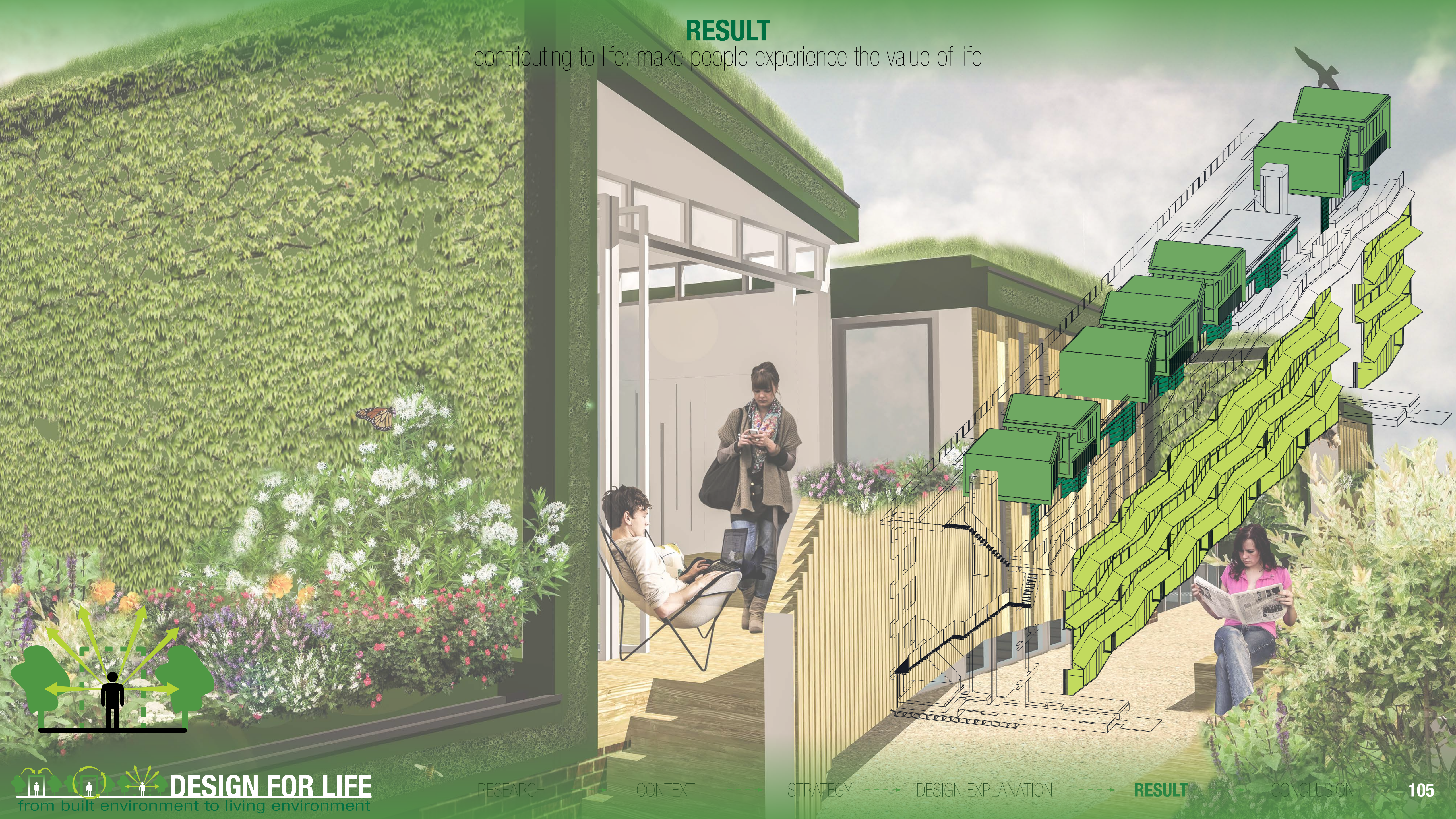
RESULT

contributing to life: make people experience the value of life



RESULT

contributing to life: make people experience the value of life



RESULT

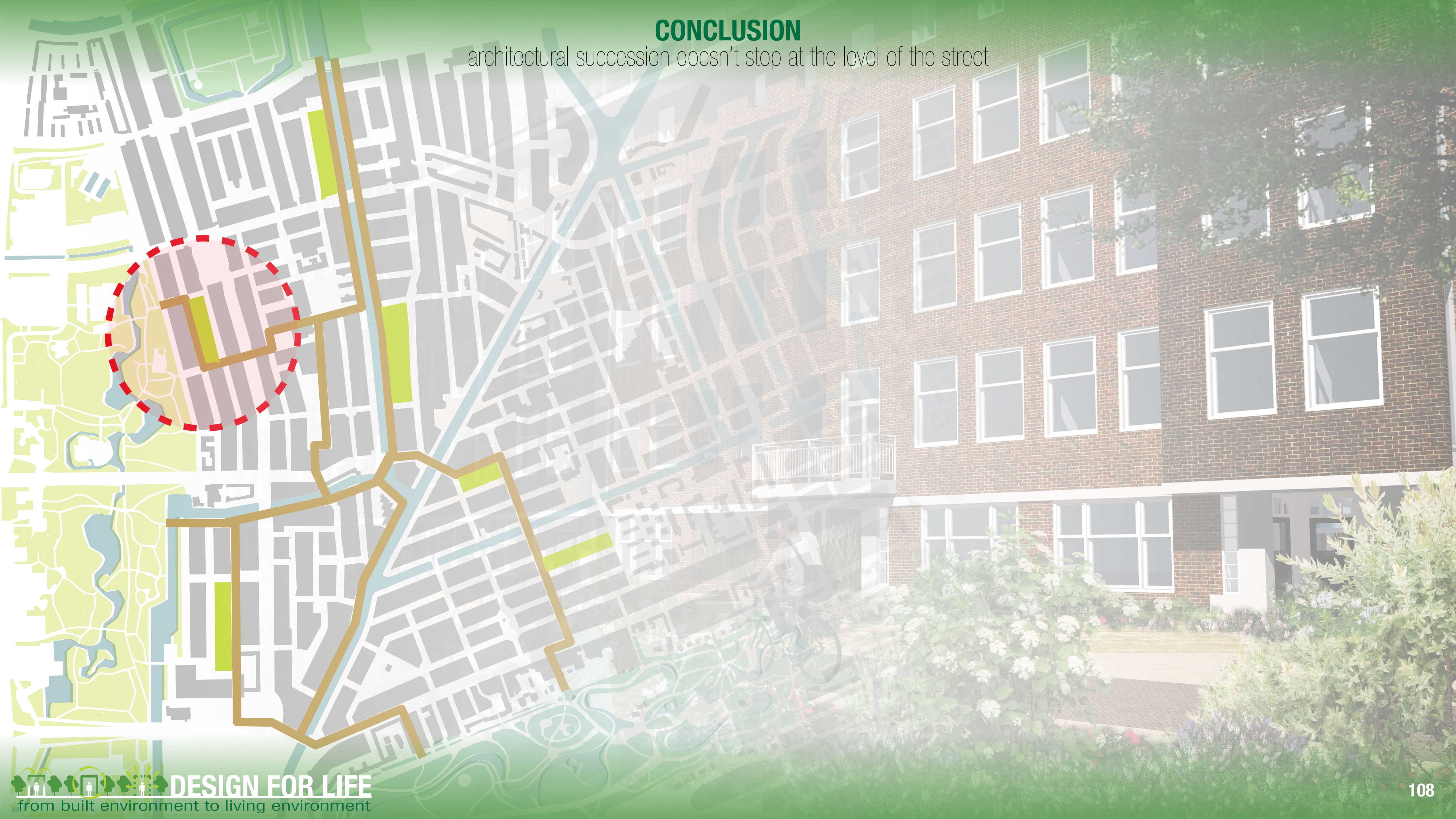
contributing to life: make people experience the value of life



- CONCLUSION -

CONCLUSION

architectural succession doesn't stop at the level of the street



CONCLUSION

architects play a key-role in gradually transforming the built environment...



CONCLUSION

...into a living environment again



*we need nature
we love nature
we are nature*



DESIGN FOR LIFE
from built environment to living environment

QUESTIONS?

Studio: Architectural Engineering
Student: J. Kruizinga
Date: 07/04/2015
Number: 1541439

Tutors: Ir. T.C. Homans
Ir. P. Teeuw
Ir. E. van der Zaag
Commissioner: Dr. J.S.C.M. Hoekstra