south works creative incubator

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south works steel mills
south works creative incubator
site
site

13000m²
site

existing ore walls and canal
existing ore walls and canal
lake shore drive
existing ore walls and canal
lake shore drive
accessibility from neighborhood and city
existing ore walls and canal
lake shore drive
accessibility from neighborhood and city
walkthrough axes
site
the ore walls
the ore walls

how to use the existing artefacts as an integral element of design?
the ore walls
low level of education

distribution of people with master degree
lack of activities
How to generate an intensive and creative environment inciting interest and introducing new potential for the site through the productive use of existing landscape?
south works creative incubator
introducing creative industries into the south chicago environment
'Regions with high concentrations of creative and cultural industries have highest prosperity levels'

Priority sector report: creative and cultural Industries 2010
production reinterpreted
digital media art
digital media art

in the art of the digital media

viewers are users

it’s haptic, sensory, synesthetic

requires room, seclusion

and maximum immersion
exhibition = experience
precedents
art and technology
precedents
art and technology
creative incubator

creative processes +
public building
inspiration as impulse for change
[swci]

production + learning + exhibition
concept

2 events

artist
production

visitor
learning
3 levels of learning

inspiration

observation

experimentation
<table>
<thead>
<tr>
<th>Category</th>
<th>Area</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>PRODUCTION</strong></td>
<td>4220m²</td>
</tr>
<tr>
<td>Media production spaces [specified rooms]</td>
<td>460m²</td>
</tr>
<tr>
<td>Studios [artists in residence]</td>
<td>570m²</td>
</tr>
<tr>
<td>Workstations / co-working units</td>
<td>600m²</td>
</tr>
<tr>
<td>Workshops / atelier [open for use]</td>
<td>370m²</td>
</tr>
<tr>
<td>Media library</td>
<td>420m²</td>
</tr>
<tr>
<td>Media labs [experimentation]</td>
<td>550m²</td>
</tr>
<tr>
<td>Research labs [innovation]</td>
<td>370m²</td>
</tr>
<tr>
<td>Machine shop / 2d/3d printing / prototyping</td>
<td>880m²</td>
</tr>
<tr>
<td>Event spaces</td>
<td>340m²</td>
</tr>
<tr>
<td>Visualisation / acoustic space</td>
<td>780m²</td>
</tr>
<tr>
<td>Free gallery space</td>
<td>550m²</td>
</tr>
<tr>
<td>Curatorial / archive</td>
<td>40m²</td>
</tr>
<tr>
<td>Artwork storage</td>
<td>120m²</td>
</tr>
<tr>
<td>Auditorium</td>
<td>370m²</td>
</tr>
<tr>
<td>Groups study rooms</td>
<td>150m²</td>
</tr>
<tr>
<td>Seminar rooms</td>
<td>180m²</td>
</tr>
<tr>
<td>Presentation practice and crit space</td>
<td>70m²</td>
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<tr>
<td>Studios</td>
<td>390m²</td>
</tr>
<tr>
<td>Lecture halls</td>
<td>230m²</td>
</tr>
<tr>
<td>Education administration</td>
<td>40m²</td>
</tr>
<tr>
<td>Reception / service point</td>
<td>75m²</td>
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<tr>
<td>Public workstations</td>
<td>120m²</td>
</tr>
<tr>
<td>Restrooms</td>
<td>150m²</td>
</tr>
<tr>
<td>Catering / canteen</td>
<td>280m²</td>
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<tr>
<td>Restaurant / café</td>
<td>220m²</td>
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<tr>
<td>Conference room</td>
<td>60m²</td>
</tr>
<tr>
<td>Shop</td>
<td>55m²</td>
</tr>
<tr>
<td>Services / plant room</td>
<td>60m²</td>
</tr>
<tr>
<td>Material store / loading dock</td>
<td>80m²</td>
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<tr>
<td>Children recreation</td>
<td>45m²</td>
</tr>
<tr>
<td>Server room</td>
<td>50m²</td>
</tr>
<tr>
<td>Offices / administration</td>
<td>200m²</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td>8875m²</td>
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</tbody>
</table>
program

_**production**_
- media production spaces [specified rooms]
- studios [artists in residence]
- workstations / co-working units
- workshops / atelier [open for use]
- media library
- media labs [experimentation]
- research labs [innovation]
- machine shop / prototyping
- 2d/3d printing /

_**exhibition**_
- event spaces
- visualisation / acoustic space
- free gallery space
- curatorial / archive
- artwork storage
- auditorium

_**learning**_
- groups study rooms
- seminar rooms
- presentation practice and crit space
- studios
- lecture halls
- education administration

_**other**_
- restaurant / café
- conference room
- shop
- material store / loading dock
- children recreation
- offices / administration

**argument for breaking into 4 complexity of program**

[Diagram showing the breakdown of the program into production, prototyping, exposition, and studio space suites]
the walls

Structure responding to the site:
Linearity of the walls
the walls
Building spine between the walls:
The internal street

internal street
experiential gallery
Districts: Transition in shape

from *pragmatic technical* towards *creative loose*
Districts: Transition in shape
from pragmatic technical
towards creative loose
Districts: Transition in shape from *pragmatic technical* towards *creative loose*
Districts: Transition in shape

from *pragmatic technical* towards *creative loose*
Districts: Transition in layout from *pragmatic technical* towards *creative loose*
Districts: Transition in layout

from *pragmatic technical* towards *creative loose*
Districts: Transition in layout

from *pragmatic technical* towards *creative loose*
Districts: Transition in layout

from **pragmatic technical**
towards **creative loose**
Districts

in relationship to the spine
components of swci

districts

the street

observation gallery

experiential gallery
situation plan
plan ground floor
plan ground floor
ground floor
digital pavilions
ground floor
digital pavilions
digital pavilions
# room of vaulted screens

# gallery of fabricated objects

# room of contemplation [digital meditation]

# room of mediated encounters

# digital periscope [blind exchange]

# room of digital dialogues

# data influx tunnel

# the wide web
gallery fly-through animation
plan first floor
observation gallery
showrooms
interaction with media
plan second floor
program learning
plan third floor
# district 1
media production suite
# district 1
media production suite

first floor

second floor

third floor
# district 1
media production suite

section a1 - a1
district 2
prototyping suite
To minimise the overhang I ended up with columns next to the street. For prototyping district precast concrete structure was chosen using the core in the grid while the shape of the roofline requires steel frames.

# district 2
prototyping suite
# district 2
prototyping suite
# district 2
prototyping suite

section a2 - a2
# district 3
exposition
# district 3

exposition

8,200
8,200
8,200
6,320
6,320
8,200

A
A
A2
A2
A3
A3
A4
A4

# #6 room of sound performance
# #2 room of sensory perception
# #1 room of extra dimensions
# #3 room of digital languages
# #4 room of fabricated architectural environments
# #5 room of kinetic sculptures

computers
animation lab

photographic flashroom
video motion capture studio
video editing suite
mechanical room/equipment storage

multitroom/auditorium

kitchen
curtatorial
artwork storage/archive

conference room

multi-purpose auditorium

3D printing
print shop/publishing
media library

terrace

kids studio

molding/casting
	lasercutter
	mills
	work tables
	spray room

terrace

multitroom/auditorium

kitchen
curtatorial
artwork storage/archive

conference room

multi-purpose auditorium

3D printing
print shop/publishing
media library

terrace

kids studio

molding/casting
	lasercutter
	mills
	work tables
	spray room

multi-purpose auditorium

cafe

storage

reception

elevator loading

pantry

classroom/workshop

molding/casting
	lasercutter
	mills
	work tables
	spray room

terrace

multitroom/auditorium

kitchen
curtatorial
artwork storage/archive

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	mills
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terrace

first floor

second floor

third floor
# district 3
exposition
district 4
studio space
To achieve the free shape, a steel frame is used with a small span [6x6m] to keep the structure light.

Top level private studios have extra space protruding from the roof.

# district 4

studio space
# district 4
studio space
# district 4

studio space

section b1 - b1
district 4
studio space
received solar radiation
[annual average]
sunlight required for elevation
superposition
districts facades

- dynamic façade (adjustable environment)
- slag (contextual)
- steel (contextual)
- media façade
media façade

# district 1
media production suite
steel
(contextual)

# district 2
prototyping suite
slag
(contextual)

# district 3
exposition
dynamic façade
(adjustable environment)

# district 4
studiospace
structural skeleton
section a2 - a2
partial section and facade fragment
thank you