Graduation Plan

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Studio

Theme
Research on the vernacular architecture of Santorini.
Design of a “House of wine” with guesthouses in the town of Oia.

Teachers
Robert Nottrot (main mentor), Bernard Olsthoorn (research mentor), Jan van de Voort (Building Technology mentor)

Argumentation of choice of the studio:
The choice of this specific studio was based on the fact that I wanted to research different fields and approach my design from different perspectives, using different artistic methods. As will be discussed further down this document, the island of Santorini is facing a severe and dangerous loss of identity. This problematic situation attracted my attention since I would like to explore all the possibilities to further develop the area without disturbing the landscape and the tradition, but on the contrary enhance its cultural identity.

Title
Title of the graduation project: Learning from Santorini; “A House of Wine”

Product
Problem Statement:
The situation on the island of Santorini is becoming more problematic with the advance of time as the island is losing its original identity. The inability to understand the principles that led to the birth of the traditional architecture of the island has had disastrous consequences for its preservation and promotion. Contemporary architecture is entirely lacking, the traditional architecture is gradually altering, the geometry of the landscape is being degraded and the natural environment is disappearing. The spatial and social cohesion of the place is lost- destroyed. The local architecture is transferred as an imitation in the contemporary architecture, losing in the process the characteristics that once made it so special. The landscape becomes disconnected from the architecture and loses the power and importance that it used to have. The questions that are raised are: how does the local architecture, in absolute connection with the landscape, derive from the special characteristics of the island and how can this kind of vernacular architecture be understood, translated, transferred and used for today’s needs? In other words, this project aims at the creation of a vocabulary that will aid the translation of the old vernacular style to one more consonant to today’s needs.
Goal:

The goal of the project is to perform an intervention at the old quarries situated on the outskirts of the town Oia; this is also the only part of the town that has not been developed yet. The enhancement of the landscape architecture is of vital importance. The program includes vineyards, a welcoming area for the guests of the winery, all the spaces needed for the winery’s functioning, cellars, guesthouses and an open public space. Most of the buildings are dug, or half-dug, as this is one of the most dominant characteristics of the local architecture of the island, taking advantage of the extreme height differences and using that fact as a tool in my design. Through the many different spaces, the visitor has the opportunity to experience the essential phases of the wine making process, the atmosphere and the astonishing landscape of the island.

Process

Method description

As far as the method of research is concerned, I could say that I am approaching the subject from a number of different perspectives. Not only from the side of the vernacular architecture but also from its’ economic-political side. As part of the research lots of interviews were taken, from enologists, locals, agriculturists etc, so that my knowledge is not only based on books. The result of the research is going to be applied on the actual design, creating a product that is based on traditional architecture, but with the addition of natural and required changes that need to be included to make the design contemporary. In other words, a slight “update” of Santorini’s vernacular architecture will take place.

Literature and general practical reference

As far as the literature is concerned, many different sources have - and will be- used. Research is done on vernacular architecture, the regionalism, the vernacular architecture of Santorini, the island of Santorini in general and wineries around the word.

Some of the references used are the following:

*Building Dwelling Thinking*; by Martin Heidegger
*Wine and Architecture*; Heinz- Gert Woschek, Denis Duhme, Katrin Friedrichs
*Learning from Santorini*; Efthymios Warlamis
*Greek Traditional Architecture: Santorini*; Dimitrios Filippidis
*Critical Regionalism*; Liane Lefaivre, Alexander Tzonis
*WeinArchitecture. The Winery Boom*; Hatze Cantz edition
*World of Wine. Loisium*; Steven Holl
*The Prodigious Builders*; Bernard Rudofsky
*Lessons from Bernard Rudofsky*; Bernard Rudofsky
*Architecture Without Architects, a Short Introduction to Non-Pedigreed Architecture*; Bernard Rudofsky
*Oia: Topos and History*; Kadio Kolymva
*Traditional Architecture*; Dimitrios Filippidis

Moreover, I visited the island, on an excursion and also visited the majority of the wineries of the area and interviewed owners, employees, agriculturists and enologists-wine experts. In this way I experienced, first hand, the whole process of wine-making and what special and unique
characteristics it has due to its rough, extreme and poor location. The poverty of the island as far as raw materials are concerned had a strong impact in the architecture and industry of the place.

Finally, I consulted locals, about the materials and methods they use in building.

**Reflection**

**Relevance**

With this project an attempt is made, to use knowledge that already exists and derives from vernacular and traditional architecture and enhance it with new technologies and techniques. Moreover, the whole project will try to help the island of Santorini, in terms of sustainability, protection of the traditional architecture, economy and development.

**Time planning**

By the end of January P2 will take place. By that time, the majority of the research will be already done. The design has already started; already a specific site has been selected and a specific program has been defined. The first approach on the design is done on a scale 1:1000 which presents all the functions of the building, the connection with the town and the basic schemes and routes. Also the building of the winery is designed in scale 1:500 and a rough model of the site of intervention is done in scale 1:1000.

By P3, the whole research will be completed and the design will have been developed up to a point that all spaces will be defined and also some construction details will have been proposed. Furthermore, I will work constantly with models, since this project will be also carried in a sculptural approach.

By P4, climate schemes, installation schemes, final drawings, construction details, and some working models will be ready.

For P5 I intend to emphasize on different experiments with models, the material, the texture, the characteristics of each material and the atmosphere that the materials can create etc.

I have no other obligations with courses, so I really believe that this plan is feasible.