Reflection P4 and P5

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Studio Materialisation TALL
Theme communication in interior public space
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The ongoing research was focussed on the public space inside the building, and how these zones can be a catalyzer for activity inside the building to make the building part of the urban structure. From the beginning this research was done in two ways: by studying precedents and by trial and error.

The typology of the skyscraper is a very rational one, based on transportation schemes, climate installations and core efficiency. That’s why it was important to reflect the skyscraper design to reference projects all the time. The reflection of these reference projects led to a design with an efficient core that performs well.

The scale of the building and the diverse program made precedent studies very useful. Floorplan typologies that have been proven before are reused and tweaked in the design. Doing this makes sure that the building works, without reinventing the wheel.

Context studies on the situation of the european union and the urban context lead to a strong concept where the building is based on.

While not officially mentioned, in my view the theme of the studio is skyscraper typology. In the design, the problem statement is resolved by tweaking the standardized typology to make space for public life inside the building. The result is not a mere skyscraper, but a sophisticated high rise building, functioning as a vertical neighborhood.

The skyscraper is not a typology based on spatial quality, but it’s a typology based on efficiency, technology and economic rules. In the research I proved that economic tower segments can be linked with elevated public zones to create a balanced building that mimics a low rise neighborhood.

During the two semesters, focus was on research and heavy production all the time. Rational argumentations were asked for multiple times a week, under active involvement of the tutors. This lead to strict guidelines in the studio, that narrowed room for experimentation. However, within this strict tuition, there was no beaten path. While the studio’s focus was on researching tall buildings and skyscraper-references, I did research on parametric design to optimize the building using computational technology multiple times, and used urban design references to create interior social structures.

Although this design is for a skyscraper, the social concept is very much about dealing with urban situations. Most buildings in urban context are designed in a very introvert way. Although there might be some interior spaces that have the function of informal meeting, or community forming, these spaces are only semi-private and hidden behind walls of security guards, elevators and height. They are designed to look out over the city, not to be part of it. The design of this project is an attempt to extend the urban social context inside the building, and make it part of the city by interweaving it. It could have been a horizontal neighborhood, but this version is vertical. Accidentally.