THE CREATIVE CITY
of Chicago
THE CREATIVE CITY
of Chicago

THE CULTURAL BRIDGE
SOUTH CHICAGO
SOUTH CHICAGO
THE SOUTH WORKS SITE, SOUTH CHICAGO

± 1,0km

± 2,5km
FORMER U.S. STEEL FACTORY, SOUTH WORKS
SOUTH WORKS SITE TODAY
LAST REMAININGS

± 800m
ORE WALLS
CANAL
RESEARCH
HIGH UNEMPLOYMENT RATE IN SOUTH CHICAGO

![Map showing high unemployment rate in South Chicago](image-url)

- < 5%
- 5 - 9%
- 10 - 15%
- > 15%

**UNEMPLOYMENT**

- [Image of a meeting with people and a map of Chicago showing areas with high unemployment rates.]
MANY HOMELESS PEOPLE
MANY EMPTY HOUSES AND LOTS
HIGH CRIMINAL RATE IN SOUTH CHICAGO
GOALS FOR THE NEW DEVELOPMENT

CREATE JOBS AND OPPORTUNITIES FOR THE NEIGHBORHOOD

- To make it desirable to live in the neighborhood
- To reduce the crime rate
GOALS FOR THE NEW DEVELOPMENT

CREATE JOBS AND OPPORTUNITIES FOR THE NEIGHBORHOOD

- To make it desirable to live in the neighborhood
- To reduce the crime rate

CREATE OF MIX OF ETHNICITIES, AGES, CLASSES ETC.

- To be able to create a vibrant neighborhood
- To be able to create a place where people want to go to
NEW START/END OF THE LAKE SHORE DRIVE
COMBINE ART AND TECHNIQUE

798 art district
Beijing

Science park,
Eindhoven
OVERLAP OF PROGRAM AND NEEDS

- Arts Education
- Technical Education
- Creative Businesses
MIXTURE OF DIFFERENT TARGET GROUPS

- NEIGHBORS (youth, workers, creative people)
- ARTISTS (visual/performing)
- PROFESSIONALS (creative)
- STUDENTS (youth)
THE LAKE SHORE DRIVE
OVERCOME BARRIER FORMED BY THE LAKE SHORE DRIVE
ENSURE FLOW BETWEEN NEIGHBORHOOD AND SITE
FIRST CONNECTION BY USE OF EXISTING GREEN STRUCTURE
FIRST CONNECTION BY USE OF EXISTING GREEN STRUCTURE
FIRST PROGRAM: USE OF VACANT SHEDS AND HOUSES
FIRST PROGRAM: START NEW BUSINESSES AT ATTRACTIVE SITE
PROPOSED MASTERPLAN
PROPOSED MASTERPLAN
PART OF URBAN FRAGMENT
PLAN OF DEVELOPMENT: GREEN STRUCTURE AS CONNECTOR
PLAN OF DEVELOPMENT: FUNCTIONS HAVE TO RELATE TO EACH OTHER
PLAN OF DEVELOPMENT: EXTENTION OF PUBLIC TRANSPORT
PLAN OF DEVELOPMENT: PROGRAM ZONES

Recreation
PLAN OF DEVELOPMENT: PROGRAM ZONES

- Recreation
- Education & working
PLAN OF DEVELOPMENT: PROGRAM ZONES

- Recreation
- Education & working
- Cultural program
PLAN OF DEVELOPMENT: PROGRAM ZONES
PLAN OF DEVELOPMENT: PROGRAM ZONES
JUNCTION OF PROGRAM
DESIGN URBAN FRAGMENT
LOCATION BUILDING
PROGRAM RELATED TO THE “CREATIVE CITY”
PROGRAM RELATED TO THE “CREATIVE CITY”

**ART RELATED**
- Artists
- Performers
- Musicians
- Filmmakers
- Etc...
- Cloth designers
- Stage designers

**TECH RELATED**
- Architects
- Industrial designers
- Mechanical engineers
- Etc...

**EDUCATION**
- Academics
- Teachers
- Students

**WORK RELATED**
- Neighborhood residents
- Tourists
- City residents
- Tourists

**COMMERCIAL**
- Retail owners
- Craftsmen
- Incubator businesses
- Small & big companies

**PUBLIC FACILITIES**
- Neighborhood youth
- Neighborhood residents
- City residents
- Tourists

**WORK & EDUCATION**
- Retail;
  - Daily (supermarket, etc.)
  - Art/tech related
  - Clothing
  - Repair
  - Books
  - Etc...
- Lunchrooms
- Cafe’s
- Restaurants
- Museum
- Theater
- Cinema
- Galleries
- Library
- Media center;
  - Digital library
  - Computer spaces
  - Etc...
- Community center
- Childcare
- Sport facilities
- Station
- Market/bazar
- Shopping mall

**EDUCATIONAL CENTER**
- Too much undefined areas, program is not clear enough

**THE CULTURAL BRIDGE**
- Site strategy
- Urban fragment
- Building design

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P5 Presentation | Complex Projects | 26-06-2014 | Wilbert Veltman | 1512714
PROGRAM RELATED TO THE “CREATIVE CITY”

ART RELATED
- Artists
- Performers
- Musicians
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- Stage designers
- Cloth designers
- Etc...

TOURISM
- Architects
- Industrial designers
- Mechanical engineers
- Etc...

EDUCATION
- Academics
- Teachers
- Students

WORK RELATED
- Neighborhood residents
- Neighborhood youth
- City residents
- Tourists

COMMERCE
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PUBLIC FACILITIES
- Museum
- Theater
- Cinema
- Galleries

CULTURE
- Library
- Media center;
  - Digital library
  - Computer spaces
  - Etc...
- Community center
- Childcare
- Sport facilities
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WORK & EDUCATION
- Retail;
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  - Etc...
- Lunchrooms
- Cafe’s
- Restaurants

HOUSING
- Ateliers
- Studio’s
- Workshops;
  - Wood
  - Steel
  - Etc...
- Exhibition spaces
- Offices
- Labs
- Classrooms
- Storages
- Workshop/masterclass spaces
- Meeting spaces
- Auditorium

EDUCATIONAL CENTER
- Too much undefined areas, program is not clear enough
PROGRAM RELATED TO THE “CREATIVE CITY”

- Artists
  - Performers
  - Musicians
- Filmmakers
- Stage designers
- Cloth designers
- Etc...

- Architects
- Industrial designers
- Mechanical engineers
- Etc...

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  - Teachers
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- Neighborhood youth
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- Tourists

- Housing
  - Ateliers
  - Studio’s
  - Workshops;
    - Wood
    - Steel
    - Etc...

- Exhibition spaces
- Offices
- Labs
- Classrooms
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- Meeting spaces
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- Lunchrooms
- Cafe’s
- Restaurants

- Museum
- Theater
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- Library
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    - Digital library
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EDUCATIONAL CENTER
- Too much undefined areas, program is not clear enough

CULTURAL CENTER
- More related to art sector
- Possibility to combine work & education

program related to the "CREATIVE CITY"
PROGRAM RELATED TO THE “CREATIVE CITY”

EDUCATIONAL CENTER
Too much undefined areas, program is not clear enough

CULTURAL CENTER
More related to art sector
Possibility to combine work & education

- Artists
- Performers
- Musicians
- Filmmakers
- Etc...
- Architects
- Industrial designers
- Mechanical engineers
- Etc...
- Academics
- Teachers
- Students
- Retail owners
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- Community center
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- Shopping mall
## Program Related to the “Creative City”

### Target Groups
- **Artists**
- **Performers**
- **Musicians**
- **Filmmakers**
- **Etc...**
- **Cloth designers**
- **Stage designers**

### Art Related
- **Architects**
- **Industrial designers**
- **Mechanical engineers**
- **Etc...**

### Tech Related
- **Neighborhood residents**
- **Tourists**
- **City residents**
- **Neighborhood youth**
- **Academics**
- **Teachers**
- **Students**

### Work Related
- **Housing**
- **Ateliers**
- **Studio's**
- **Workshops;**
  - **Wood**
  - **Steel**
  - **Etc...**
- **Exhibition spaces**
- **Offices**
- **Labs**
- **Classrooms**
- **Storages**
- **Workshop/masterclass spaces**
- **Meeting spaces**
- **Auditorium**

### Work & Education
- **Retail;**
  - **Daily (supermarket, etc.)**
  - **Art/tech related**
  - **Clothing**
  - **Repair**
  - **Books**
  - **Etc...**
- **Lunchrooms**
- **Café's**
- **Restaurants**
- **Museum**
- **Theater**
- **Cinema**
- **Galleries**
- **Library**
  - **Media center;**
    - **Digital library**
    - **Computer spaces**
    - **Etc...**
- **Community center**
- **Childcare**
- **Sport facilities**
- **Station**
- **Market/bazar**
- **Shopping mall**

### Educational Center
- Too much undefined areas, program is not clear enough

### Cultural Center
- More related to art sector
- Possibility to combine work & education

### Multimedia Museum
- Possibility to combine art & tech
- Possibility to combine work, education & culture
PROGRAM RELATED TO THE “CREATIVE CITY”

**ART RELATED**
- Artists
- Performers
- Musicians
- Filmmakers
- Etc...
- Cloth designers
- Stage designers

**TECH RELATED**
- Architects
- Industrial designers
- Mechanical engineers
- Etc...

**EDUCATION**
- Academics
- Teachers
- Students

**TOURISM**
- Neighborhood residents
- Tourists

**RANGE**
- Retail owners
- Craftsmen
- Incubator businesses
- Small & big companies

- Neighborhood youth
- City residents
- Tourists

**WORK & EDUCATION**
- Ateliers
- Studio's
- Workshops;
- - Wood
- - Steel
- - Etc...
- Exhibition spaces
- Offices
- Labs
- Classrooms
- Storages
- Workshop/masterclass spaces
- Meeting spaces
- Auditorium

**COMMERCE**
- Retail;
- - Daily (supermarket, etc.)
- - Art/tech related
- - Clothing
- - Repair
- - Books
- - Etc...
- Lunchrooms
- Cafe's
- Restaurants

**PUBLIC FACILITIES**
- Museum
- Theater
- Cinema
- Galleries
- Library
- Media center;
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- Community center
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**EDUCATIONAL CENTER**
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**CULTURAL CENTER**
- More related to art sector
- Possibility to combine work & education

**MULTI MEDIA MUSEUM**
- Possibility to combine art & tech
- Possibility to combine work, education & culture
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**ART RELATED**
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- Performers
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- Architects
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- Etc...

**TOURIST**
- Neighborhood residents
- Tourists
- Neighborhood youth
- City residents
- Tourists

**EDUCATION**
- Academics
- Teachers
- Students

**WORK & EDUCATION**
- Retail owners
- Craftsmen
- Incubator businesses
- Small & big companies
- Housing
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**MULTI MEDIA MUSEUM**
- Possibility to combine art & tech
- Possibility to combine work, education & culture
AMBITION: AN ICON THAT BRIDGES THE LAKE SHORE DRIVE
BECOME THE STARTING POINT OF THE CULTURAL ZONE
ORIGIN OF THE SHAPE

Situation
ORIGIN OF THE SHAPE

Start at cultural zone
ORIGIN OF THE SHAPE

Extend contra form towards neighborhood
ORIGIN OF THE SHAPE

Turn towards park
ORIGIN OF THE SHAPE

Turn into the park, views between parks
ORIGIN OF THE SHAPE

Create direction and views
ORIGIN OF THE SHAPE

Respond on the landscapes
ORIGIN OF THE SHAPE

Enable passage between both sides
PRIOR PROCESS TOWARDS SHAPE

Route through the building for a better relation
PRIOR PROCESS TOWARDS SHAPE

Smoother shape for a friendlier use
PRIOR PROCESS TOWARDS SHAPE

A lower shape to emphasize a smooth crossing of the road
BRIDGING THE LAKE SHORE DRIVE
DIVISION OF PROGRAM THROUGH THE BUILDING

-workshop program
-museum program
-Studios / offices
PLAN: MUSEUM PROGRAM
OUTSIDE PUBLIC ROUTES

- restaurant
- main entrance
- internet cafe
- cafe secondary entrance
- slopes
MUSEUM PROGRAM

- restaurant
- foyer
- exhibition space

Vertical transport
Slopes
MUSEUM PROGRAM

exhibition space

Vertical transport
Slopes
MUSEUM PROGRAM

workshop spaces

Vertical transport
Slopes
MUSEUM PROGRAM
MUSEUM PROGRAM
MUSEUM PROGRAM

- Vertical transport
- Slopes

foyer
STUDIOS / OFFICES

technical room
museum office
studios
technical room

- Vertical transport
- Slopes
GREEN ROOF

Slopes
EMPHASIZING THE PUBLIC ROUTE

A monolith appearance
REFERENCES FOR MONOLITH APPEARANCE
GLASS FIBER TEXTILE

[Image: Glass fiber textiles and building designs]
FACADE DURING THE DAY

South elevation
FACADE DURING THE NIGHT

Structure is still visible behind the textile
STRUCTURE OF THE BRIDGE

No columns
STRUCTURE OF THE BRIDGE

Big trusses
STRUCTURE OF THE BRIDGE

Two smaller trusses
STRUCTURE OF THE BRIDGE

Different widths to emphasize smoothness of crossing
STRUCTURE OF THE BRIDGE

Combine two trusses to create different openings
STRUCTURE OF THE BRIDGE

Too wide openings can’t manage the load
STRUCTURE OF THE BRIDGE

Final truss system
Structure of the Bridge

Openings and cores respond to trusses
FACADE DURING THE DAY

East elevation
STRUCTURE OF THE GROUND BASED PART

Continuation of facade principle; no straight columns
STRUCTURE OF THE GROUND BASED PART

Ground based trusses
STRUCTURE OF THE GROUND BASED PART

Openings and cores respond to trusses
STRUCTURE

Stability in cores
Concrete trusses between cores
STRUCTURE

Shape cores responds to trusses
STRUCTURE

Prestressed concrete beams
STRUCTURE

Bubble deck floors
Steel consoles attached to trusses
STRUCTURE

Outside public route(s)
STRUCTURE

Beams and consoles for the roof
STRUCTURE

Walkable public roof
SUNSHADING
SUNSHADING

50%
DAYLIGHT
SIGHT
CONCEALED INLED AND OUTLED OF AIR
HEAT OUT OF AIR IS STORED UNDER GROUND
STORED HEAT IS USED FOR THE FLOOR HEATING
TECHNICAL ROOMS NEAR THE CORNERS
DIFFERENT CLIMATE ZONES
SECTION OVER THE BRIDGE
DETAILS
the CREATIVE CITY of Chicago - the CULTURAL BRIDGE

development site strategy
urban fragment
building design
Thank you