

Artis Islands

**2019/20 2nd Semester studio at:
RAVB - Rotterdamse Academie van Bouwkunst**

**Dusk to Dark
Project by: Tenere Middelhoek**

Project Booklet

Introduction

The zoo is both architectural and cultural project, it produces and represents shifting ideas of nature. Shifts in the relation between man and animal are reflected in how the zoo is organized and how the animal is framed. In its totality the zoo is an agglomeration of worlds, islands inhabited by animals, microcosms that recreate or reinterpret their natural habitats. Each island provides the visitor with a scene, stages the encounter between animal and human, frames the view of the visitor and opens up new perspectives. Each exhibit is a staged setting in which animal and human are central players, each scene united with and wholly distinct from nature.

The studio takes Artis, the oldest zoo of the Netherlands, as a model to consider the zoo as an architectural project. Artis was founded in 1838 and has recently been undergoing major renovations. The students are asked to select one of the existing animal exhibits and redesign it with consideration for animal inhabitant and human visitor. Each zoo exhibit includes an architecture that combines the scenic with the functional, backdrop with utility. Composition and form are central to the evolution of the designs. The absence of a dense urban context allows the student to form and depict their visual fascinations in relation to the zoo.

Text by Studio Verter

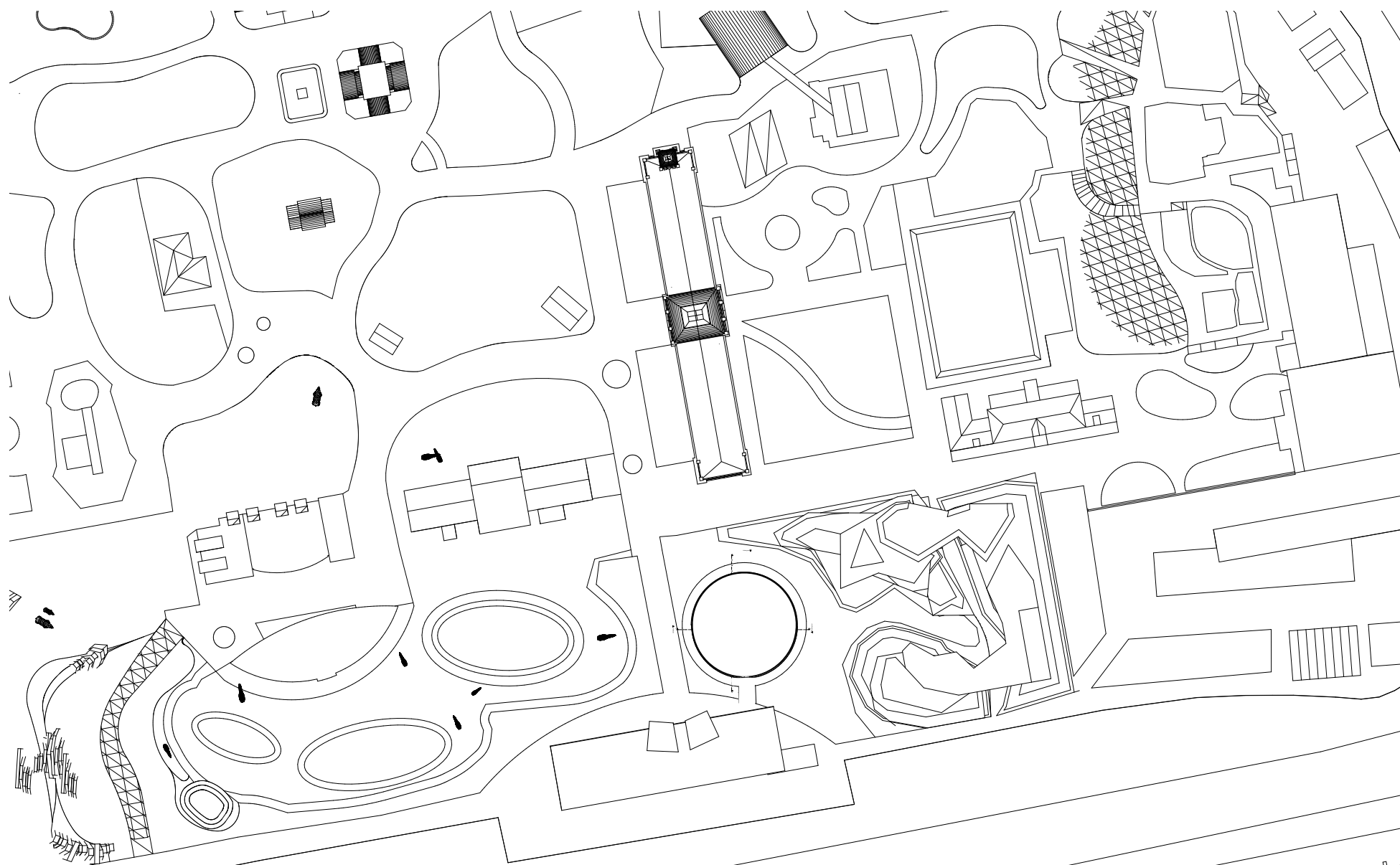
Process and references

This was the first semester for me at the RAVB and I started the project by choosing the bonobo for the animal. First of all I started with the boundary and distance between the animal by making sketches and looking for references. After the boundary I tried to design different nature and habitat elements for the enclosure in combination with the Scenery and sequence. Finally I looked at the shelter for the animal and the logistics for the zookeepers. But when I came to the point to putting the design in the location, it seemed to be too small for a group of bonobo's and I couldn't come up with a good design. That's why I got the feedback from the tutors to either change the location or the animal. I chose the last option and switched out the animals, in this case I worked further on designing an enclosure for a flying fox. This animal doesn't use echolocation like bats, but it uses eye sight. The animals are mainly active at dusk. This is why I chose to make an enclosure that is limitedly lighted.

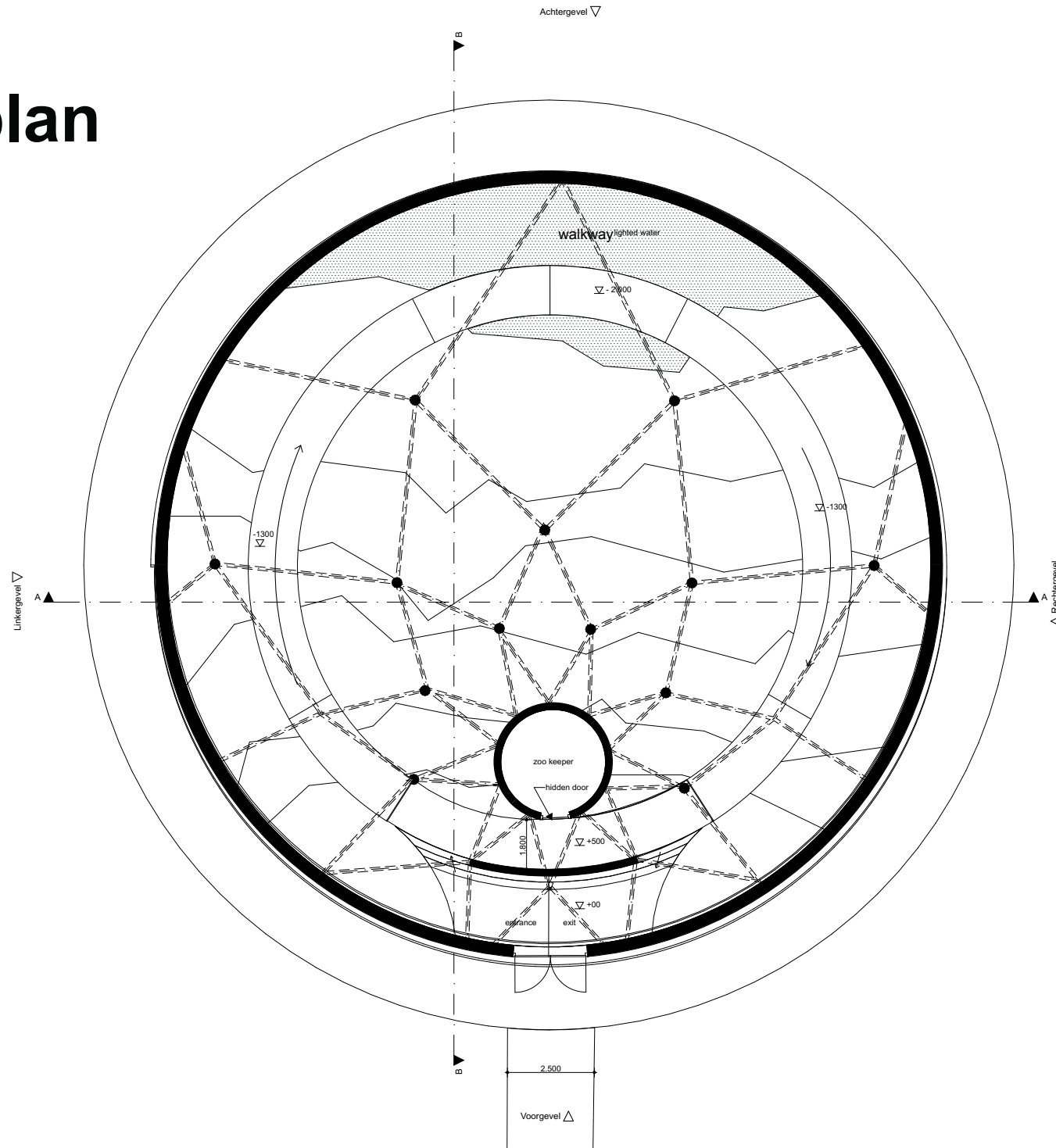
To make the enclosure more magical and interesting I chose to add two other animals, those are the fireflies and the red eyed tree frog. Because they are also active at low light and both need water. Because the space is very limited on the location I got rid of the island and used a circle for the outlines of the enclosure. The references that I used the most were from Peter Zumthor "Kolumba Museum" and "Thermen Vals". Also I used OFFICE Kersten Geers David Van Severen as a reference to create a simplistic but effective drawing style. Those references helped me for designing the low light enclosure and the columns. After the main architectural elements I started working on the landscape, which is a combination of the natural landscape with a more abstract architectural underlay. The floor had multiple steps down until it reaches the water, this causes the eyes to adjust at different levels. Because this rough underground and dark environment I chose to lift up the walkway that is going around in a circle in the enclosure.

In the end I learned a lot during this semester and started to understand architecture more, I learned to look better at references and also learned more about the designing process. Where I was first looking for solutions in the bonobo design, I started with the flying fox enclosure to create a design that puts all the information into one design.

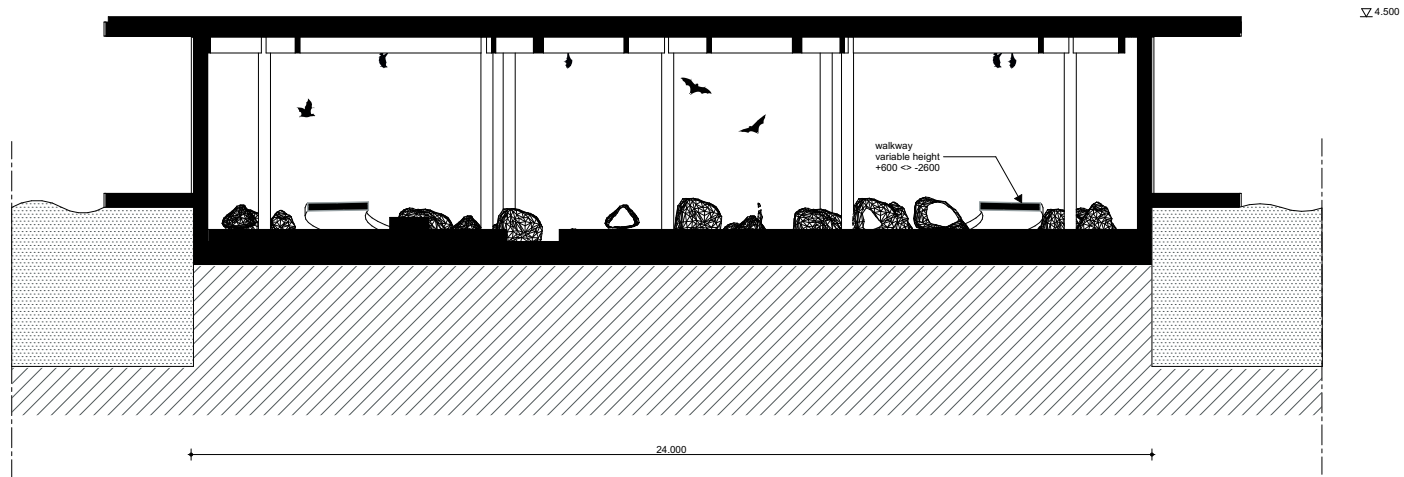
Location



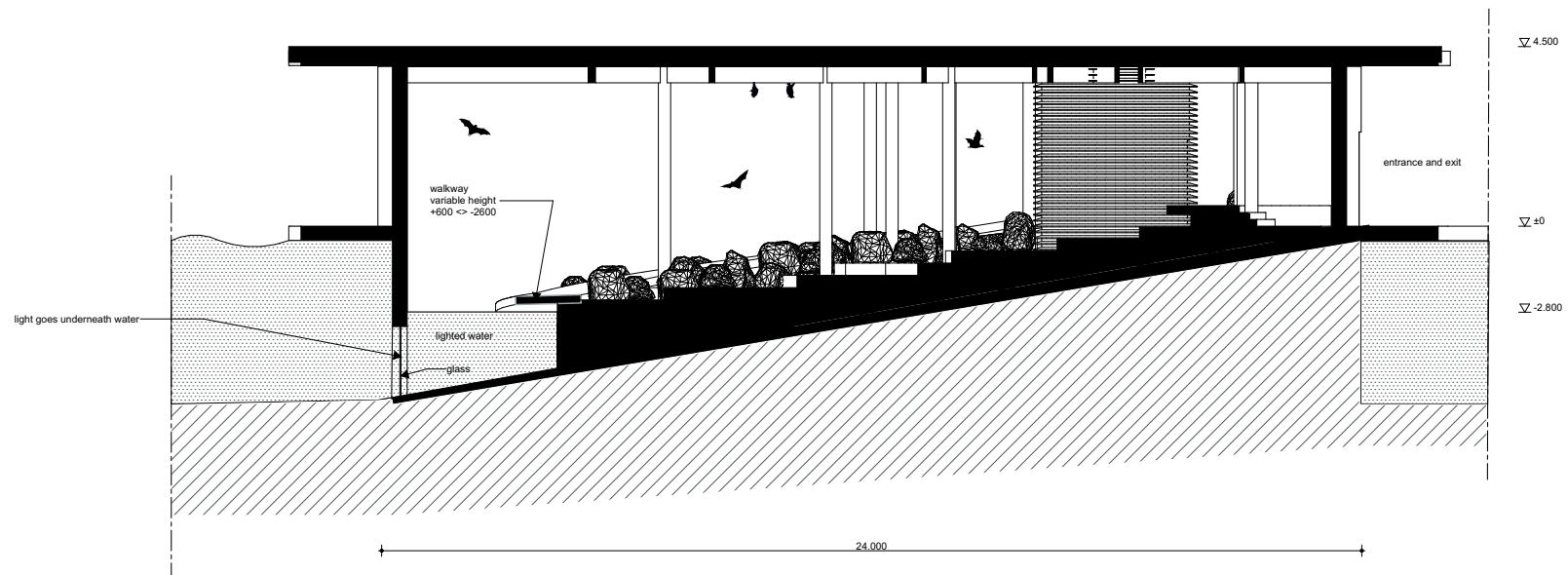
Floor plan



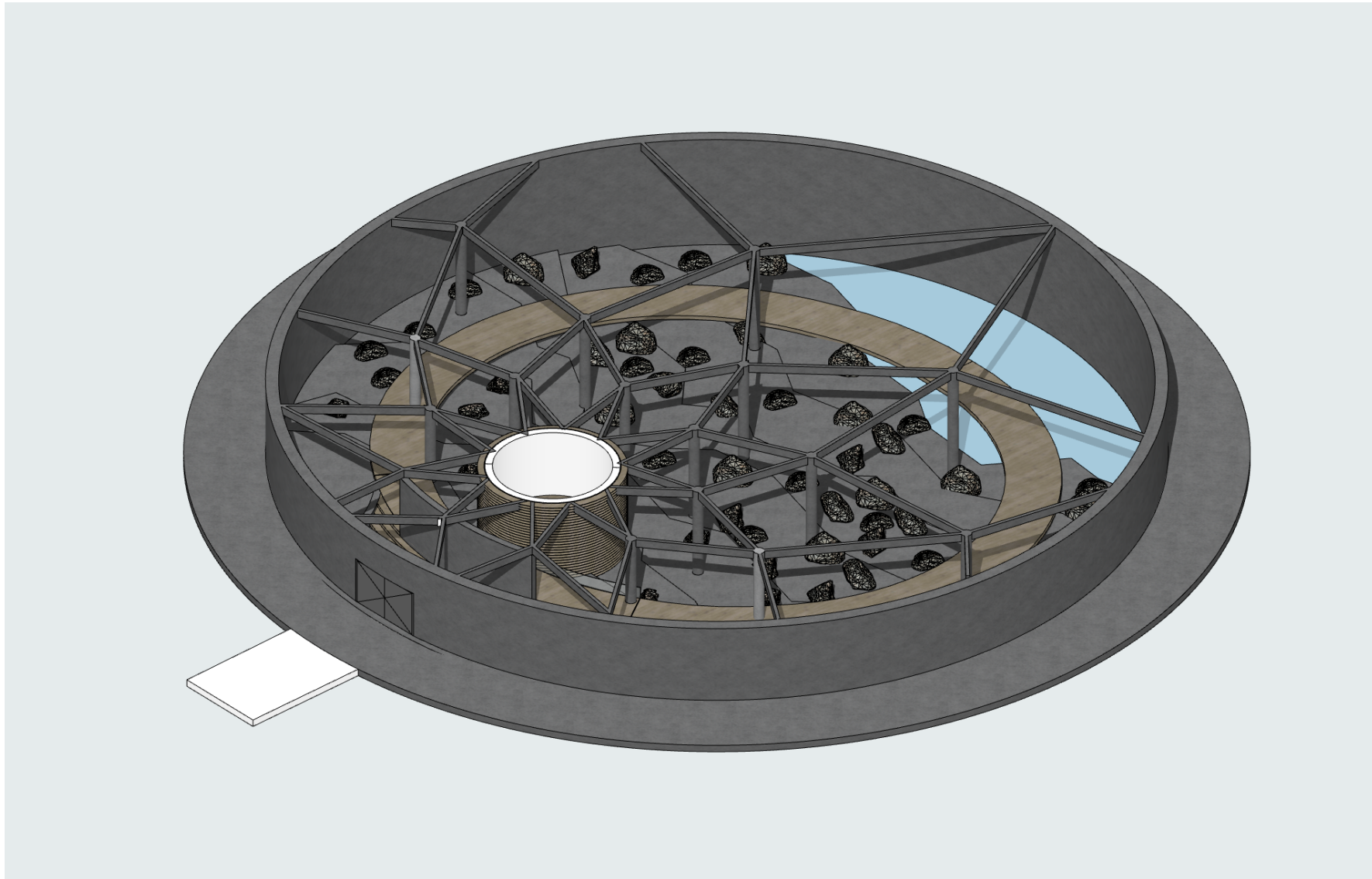
Section A-A



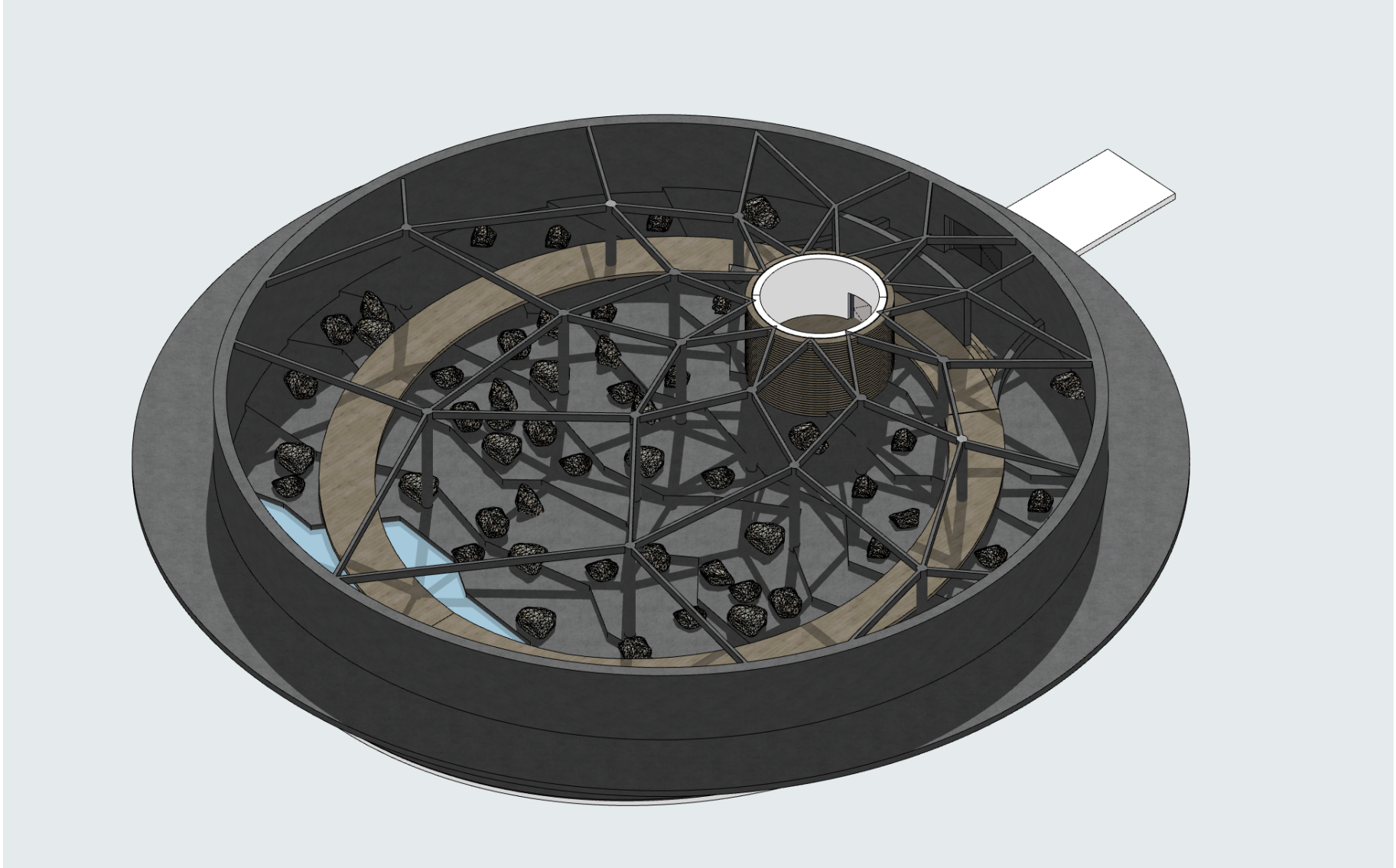
Section B-B



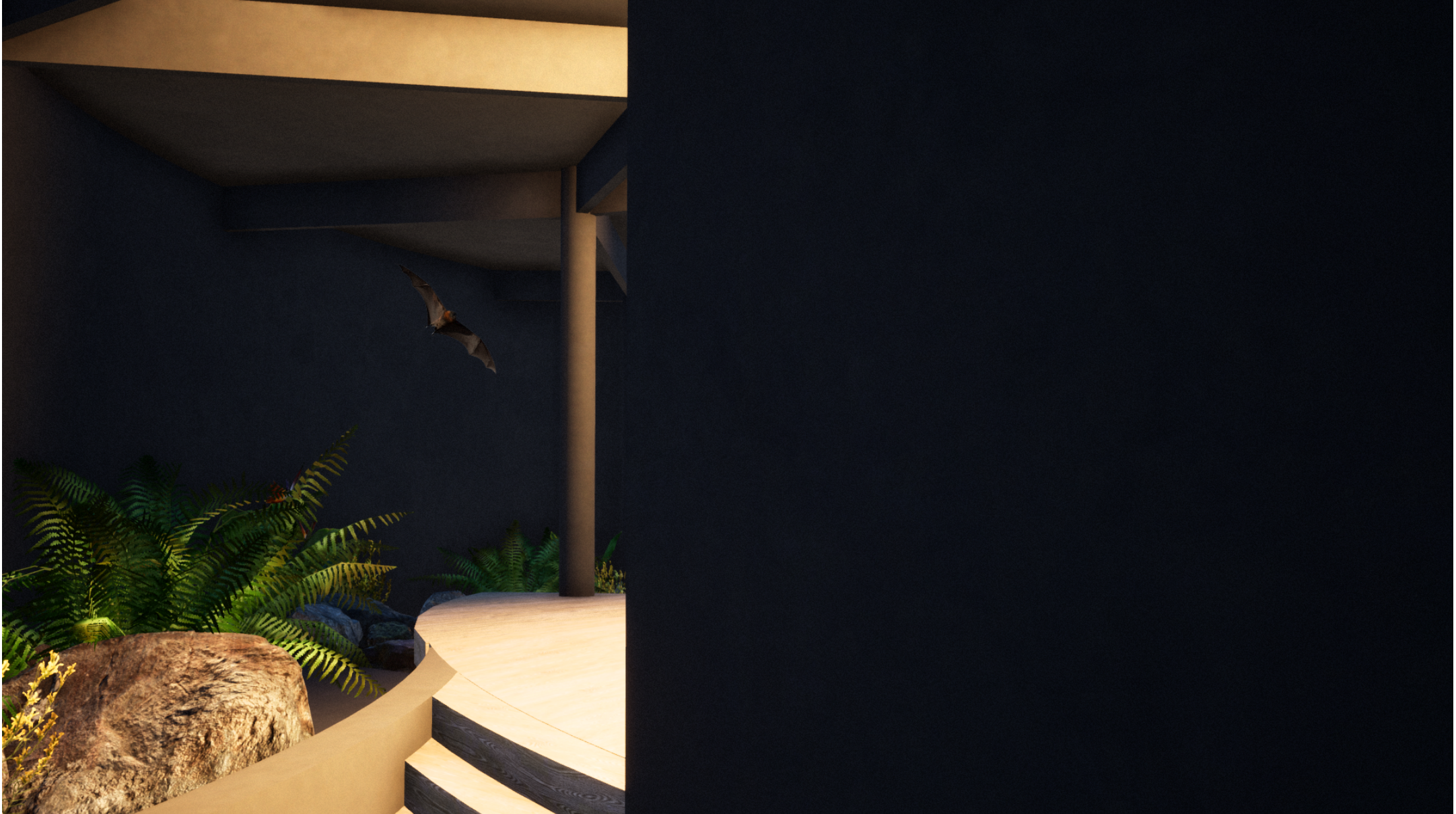
Axonometric view



Axonometric view



Renders



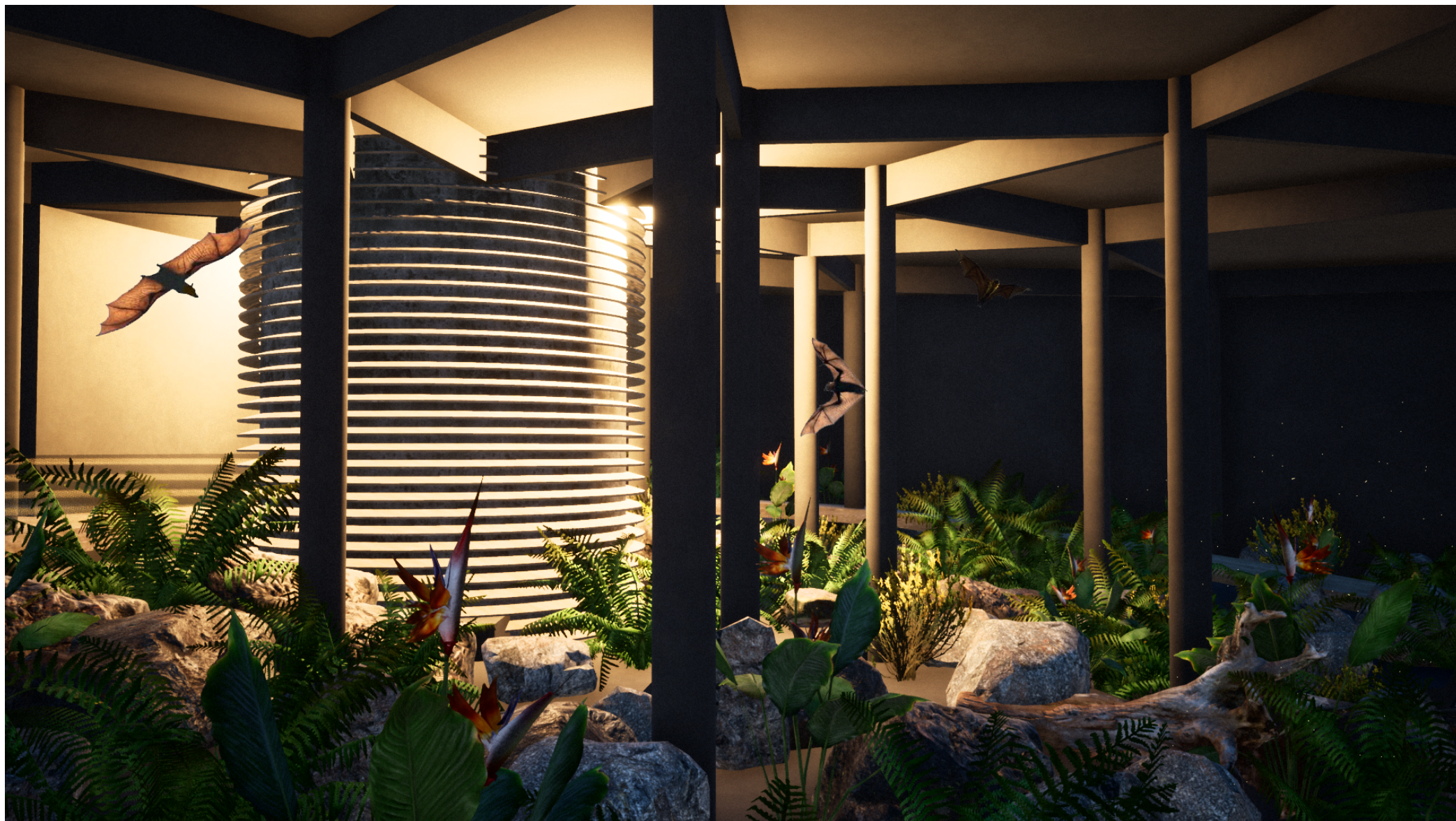
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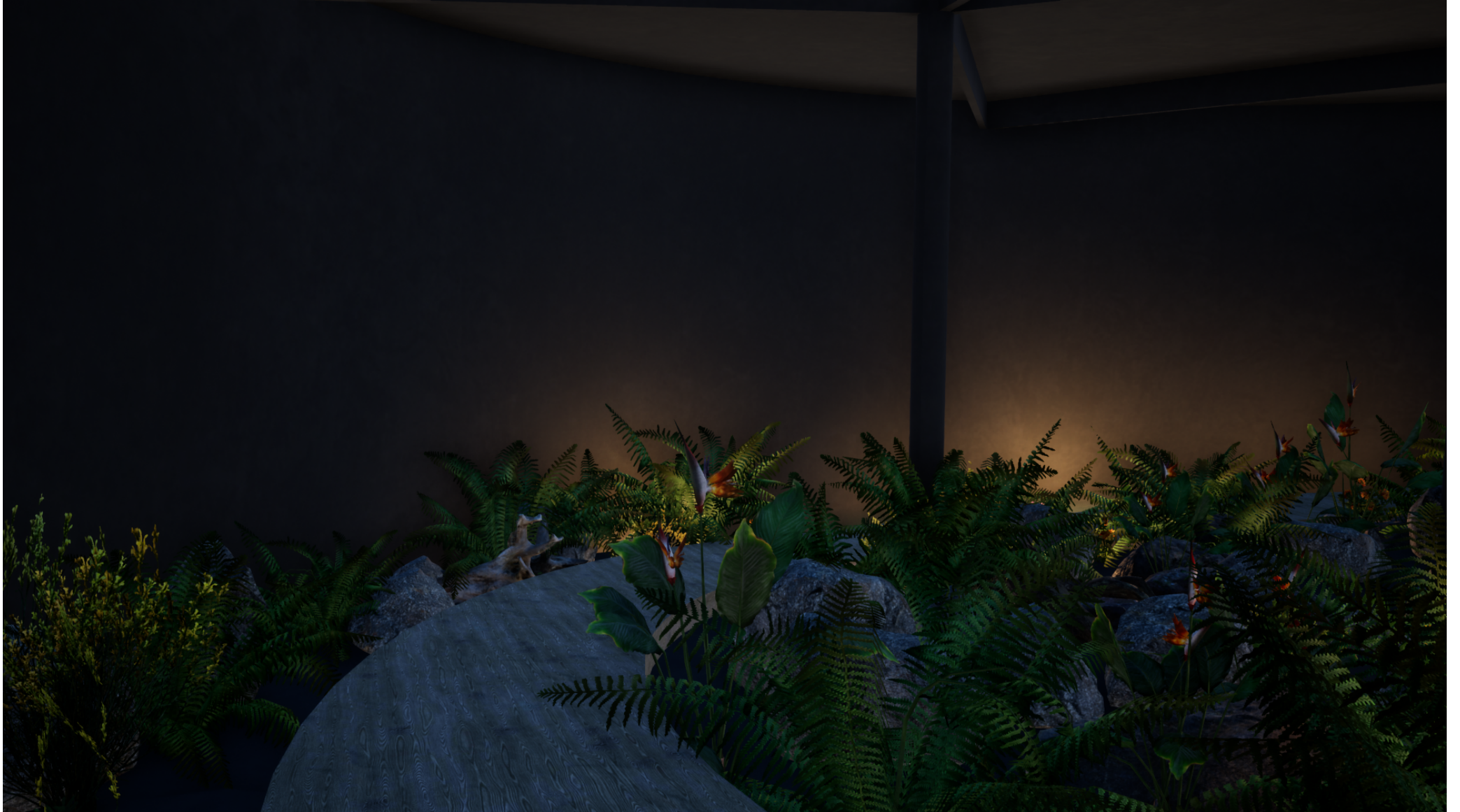
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