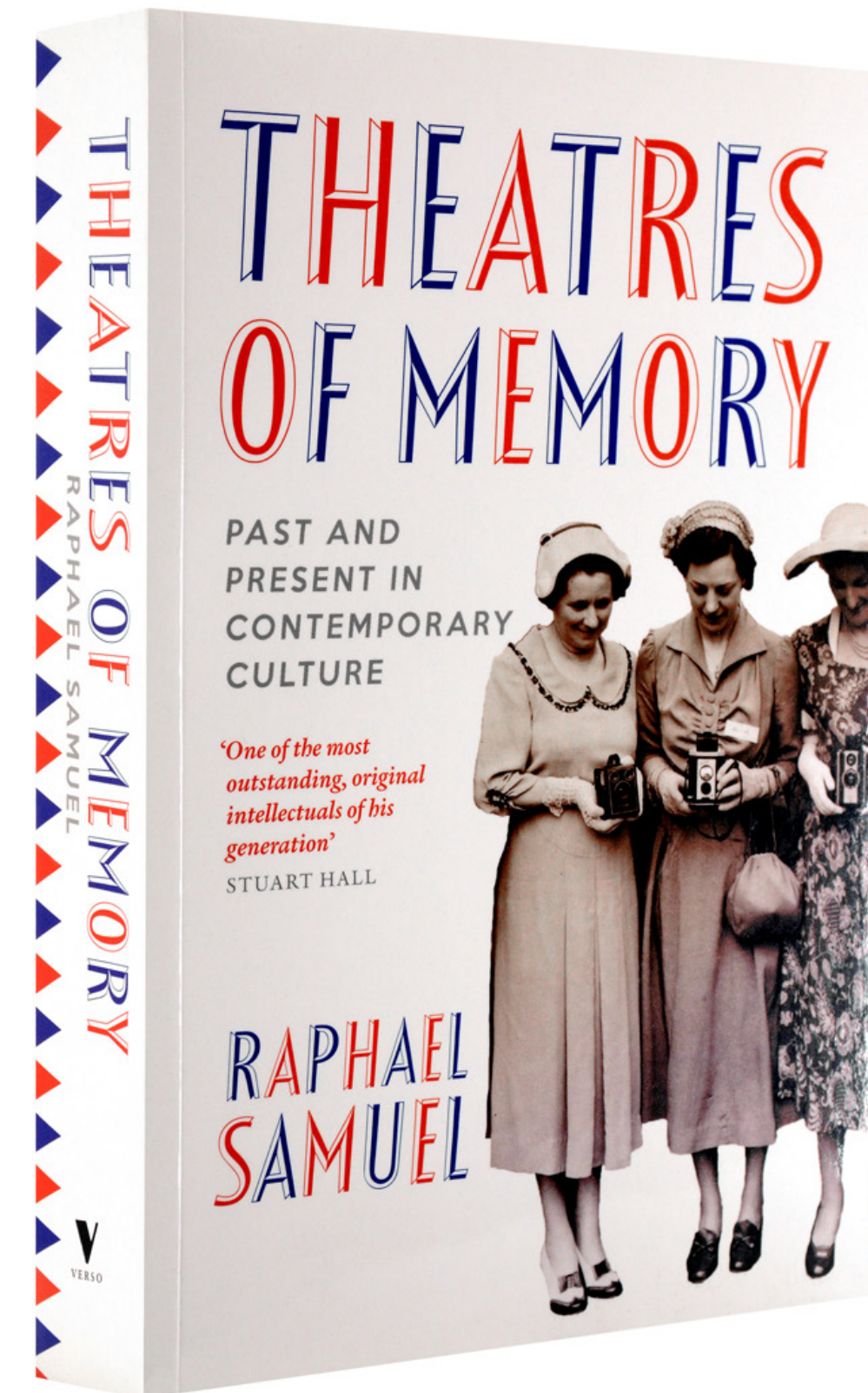


Theatres of memory

An alternative building block typology for 'Het Oude Westen'

See the city as a theatrical decor for memories

Raphael Samuel (1996)



Introvert courtyards



Asch van Wijck block



Sint-mariastraat/
Gouverne block



Medical centre block



Van Speykstraat block



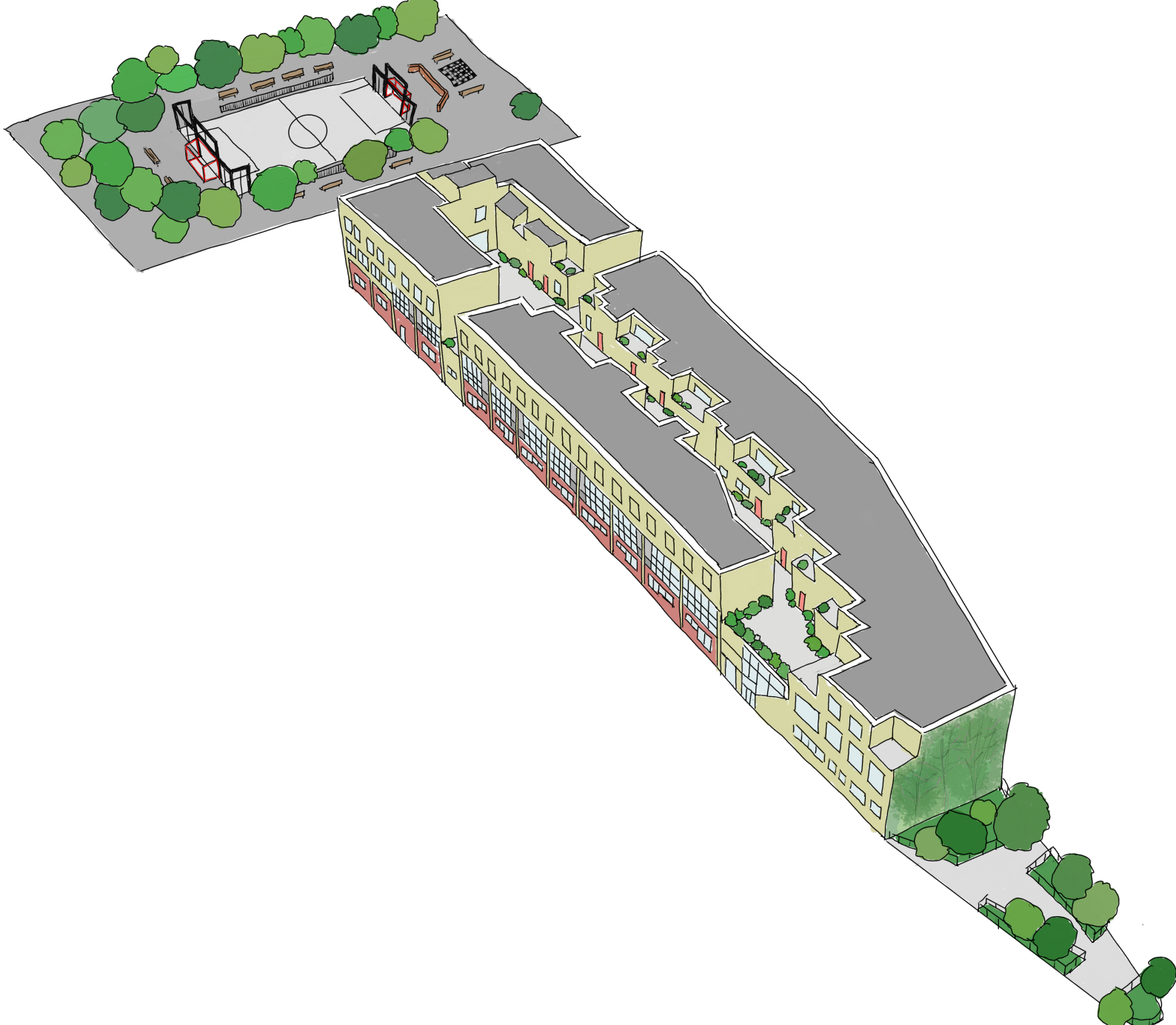
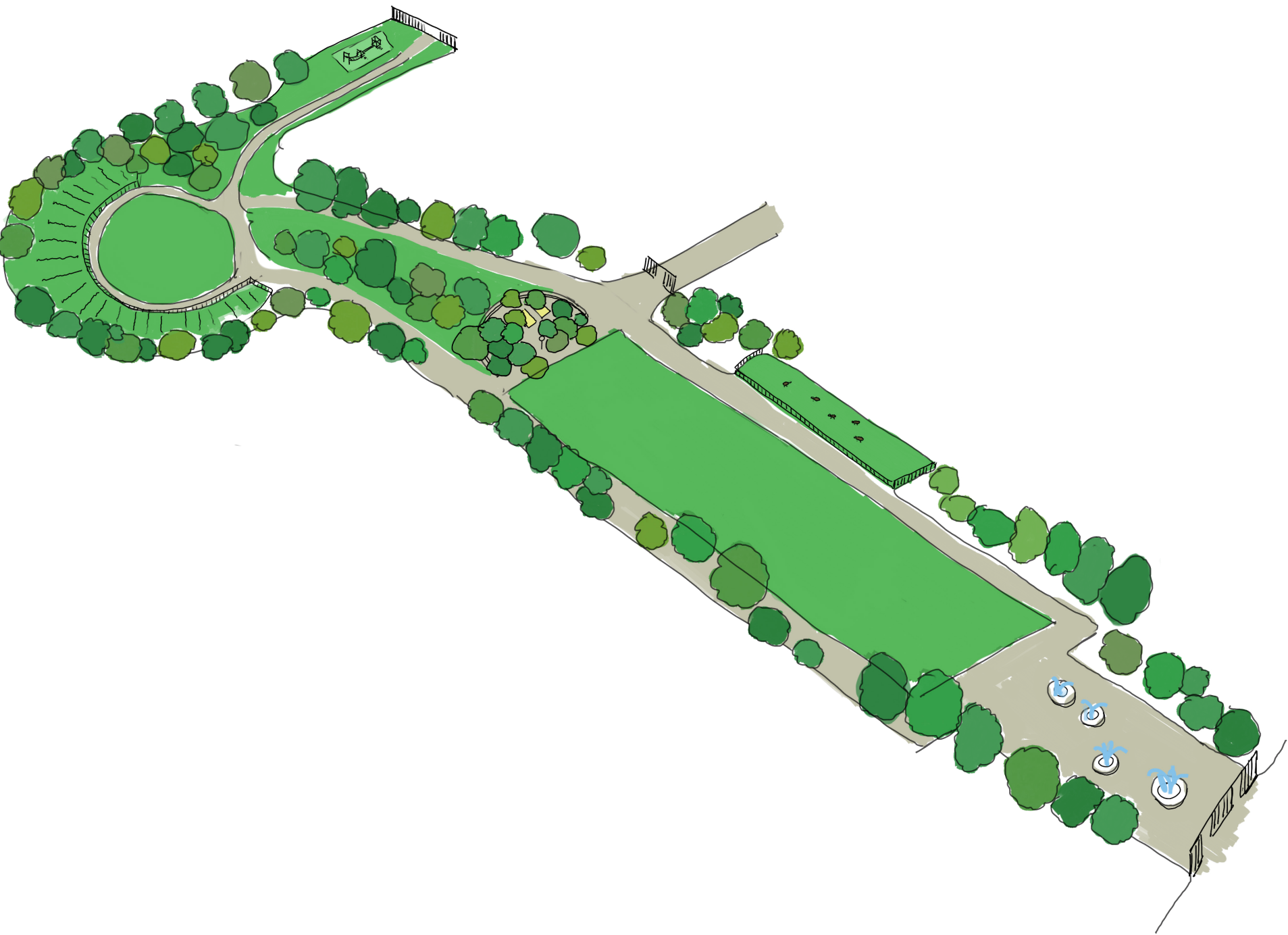
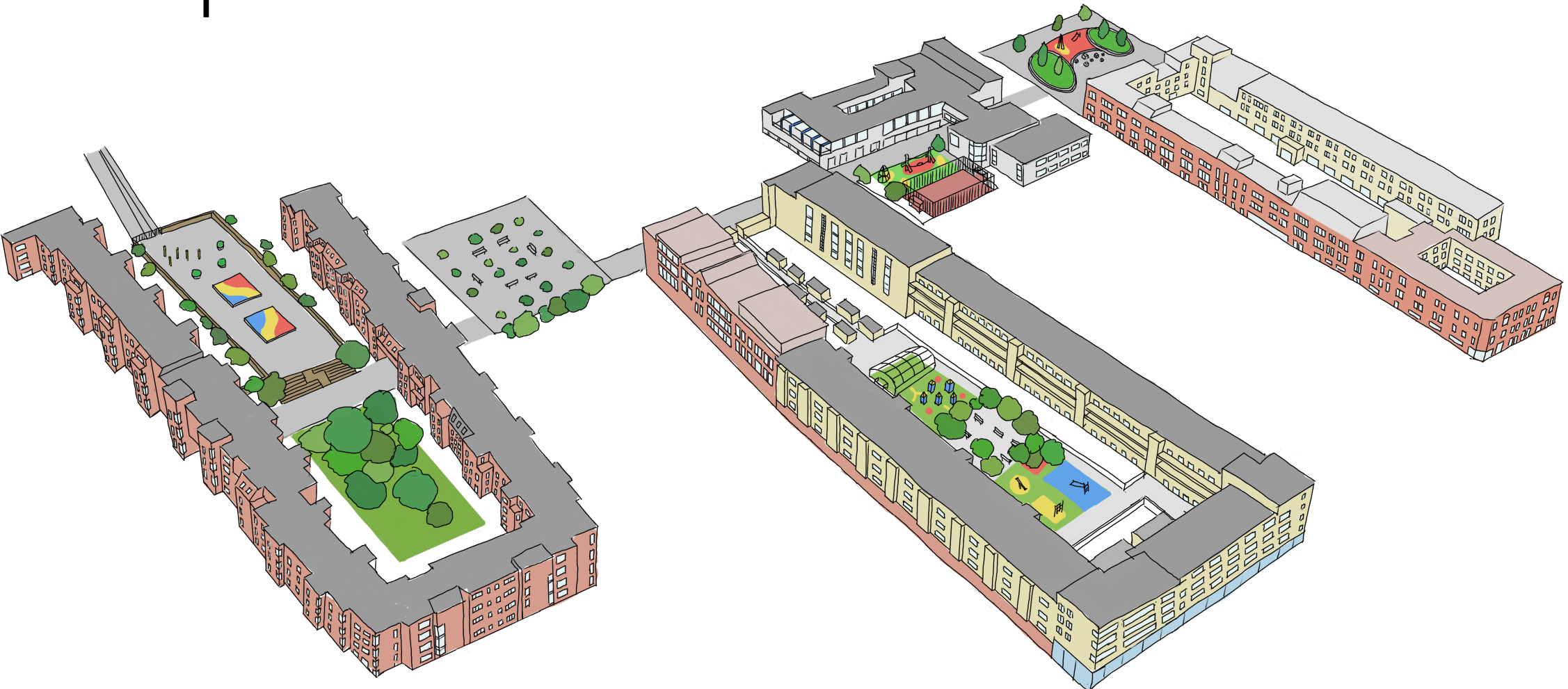
Tuin De Banjonet



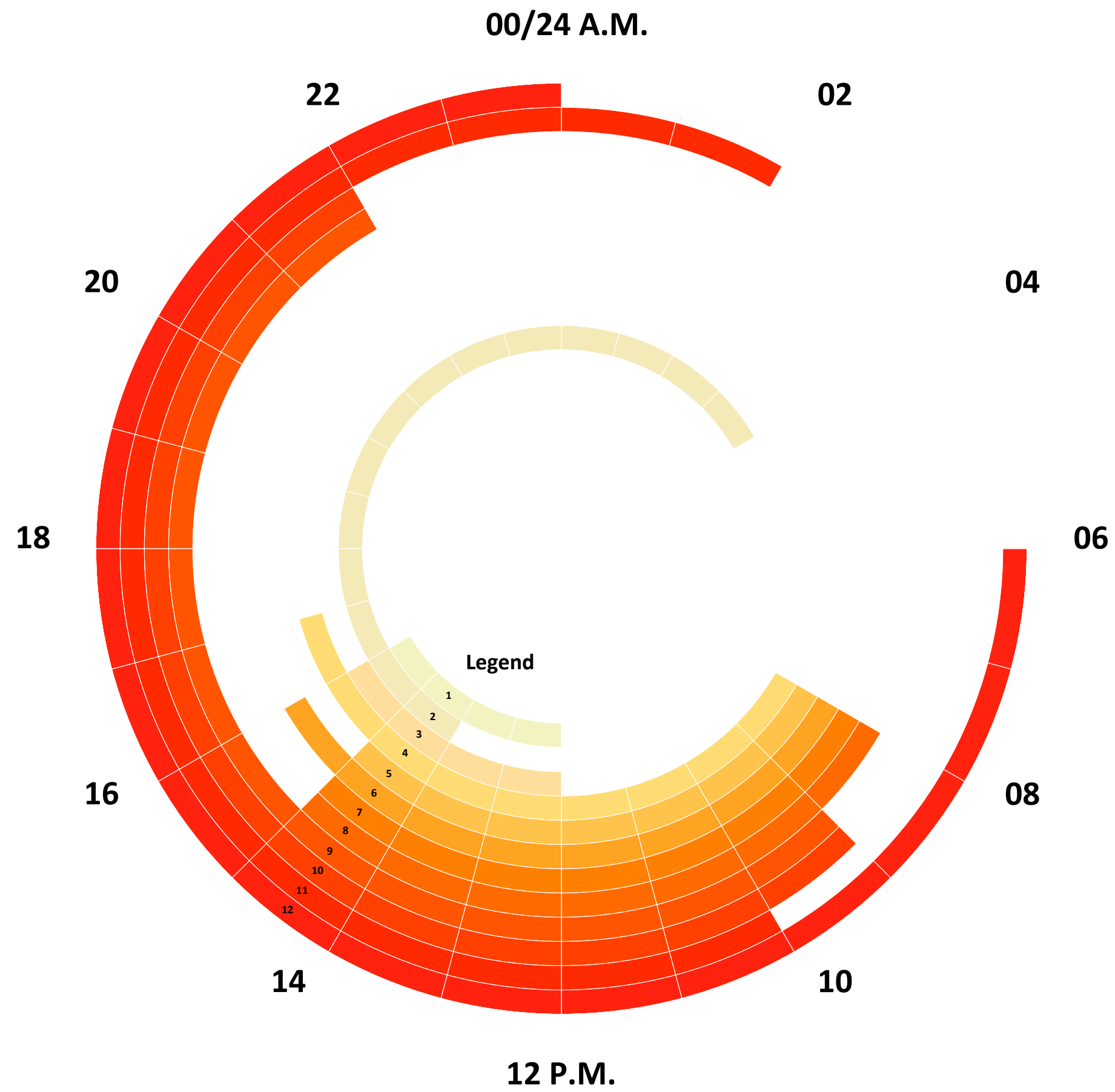
Gaffelblock



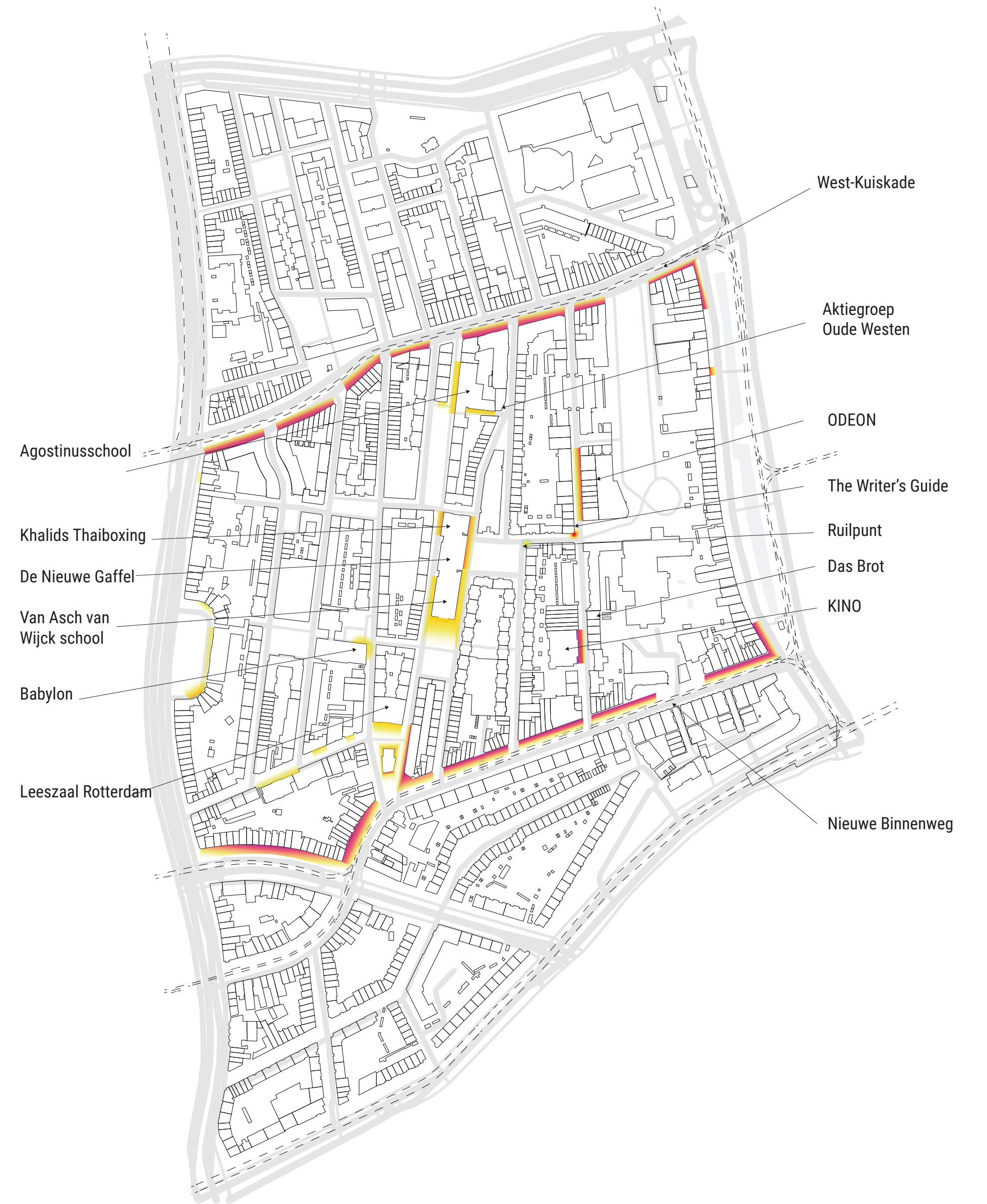
Building blocks, squares and parks



Time map



- 1 Ruilpunt
- 2 Writersguide: variable time frame:
- 3 Healthcare centre Mariastraat
- 4 HPC Centrum
- 5 Leeszaal Rotterdam West
- 6 Babylon Kinderdagverblijf
- 7 Augustinus School
- 8 Van Asch van Wijkckschool
- 9 De nieuwe Gaffel + thaiboxing
- 10 ODEON
- 11 KINO
- 12 Nieuwe Binnenweg/ West Kruiskade



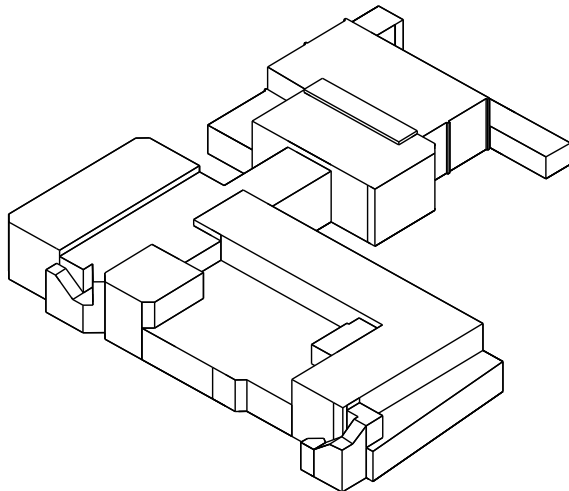
Opportunities



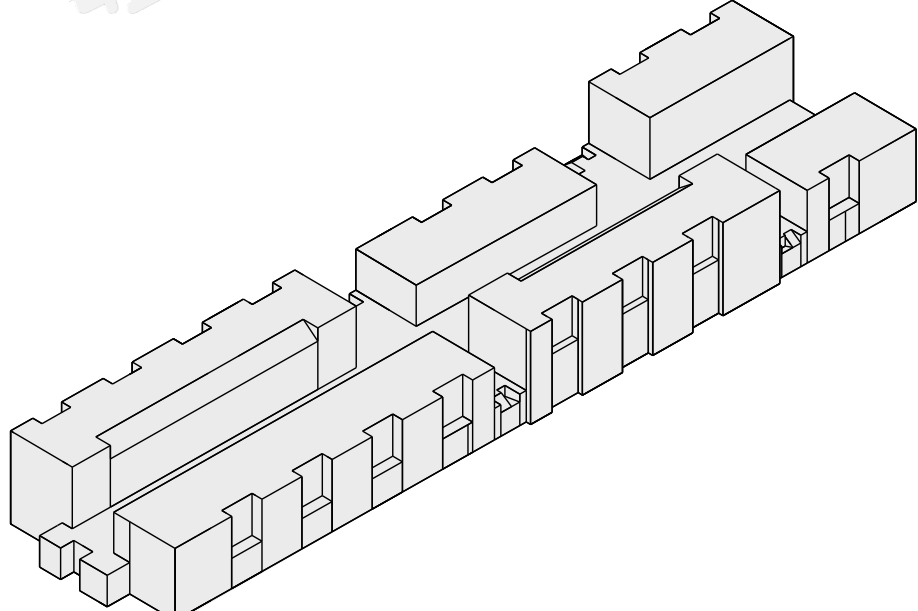
"Een nieuwe school"



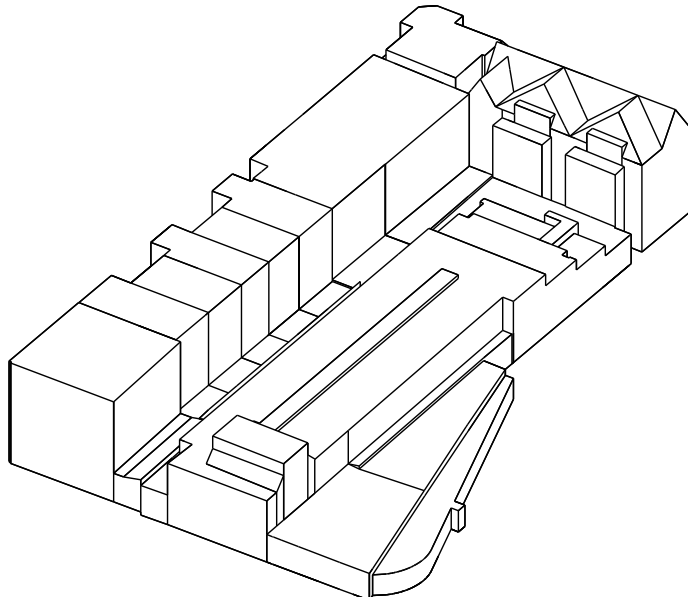
"Noodkreet: Circus Studio Rotterdam bedreigd met sloop"



Babylon

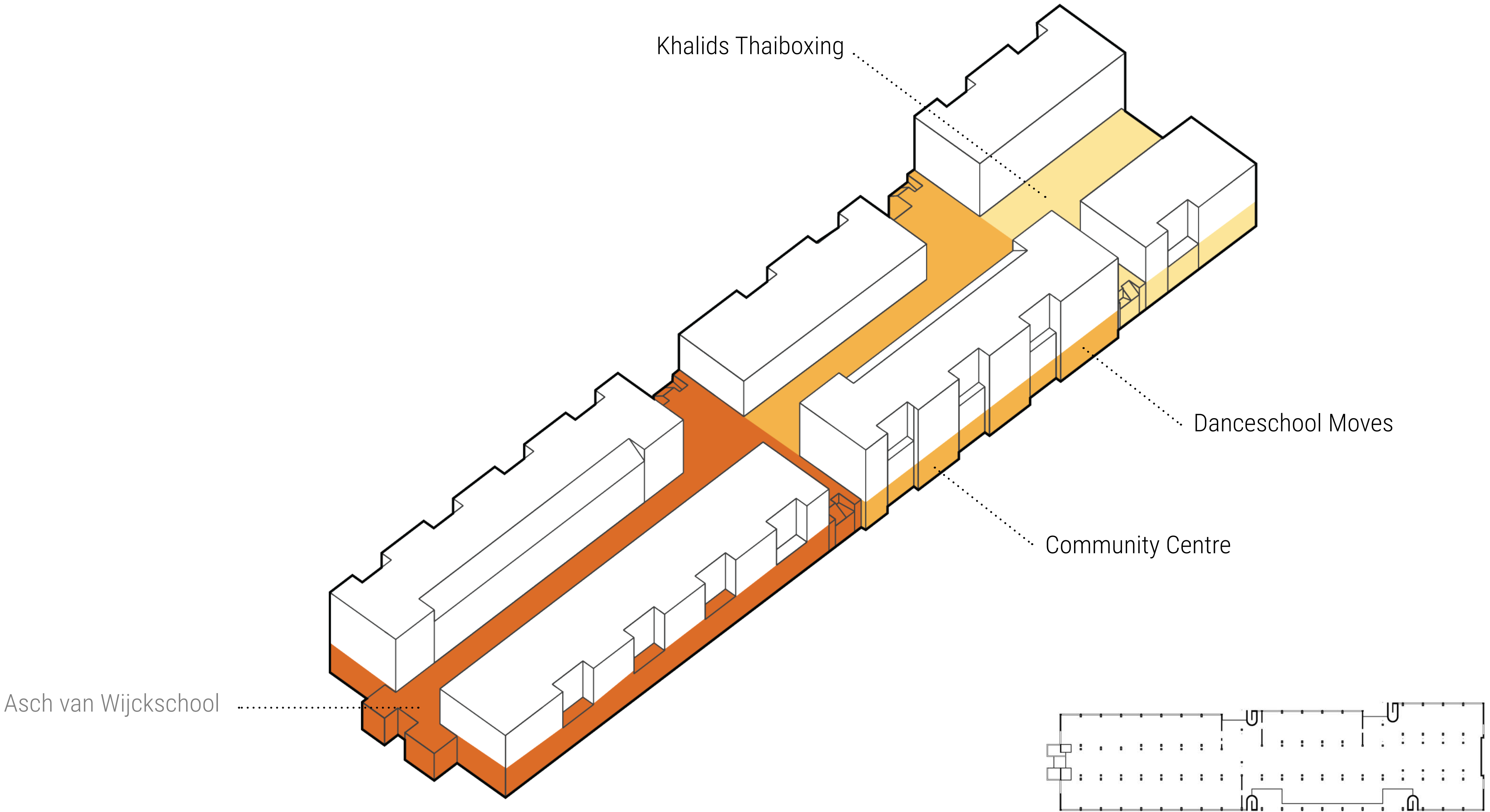


Asch van Wijck block

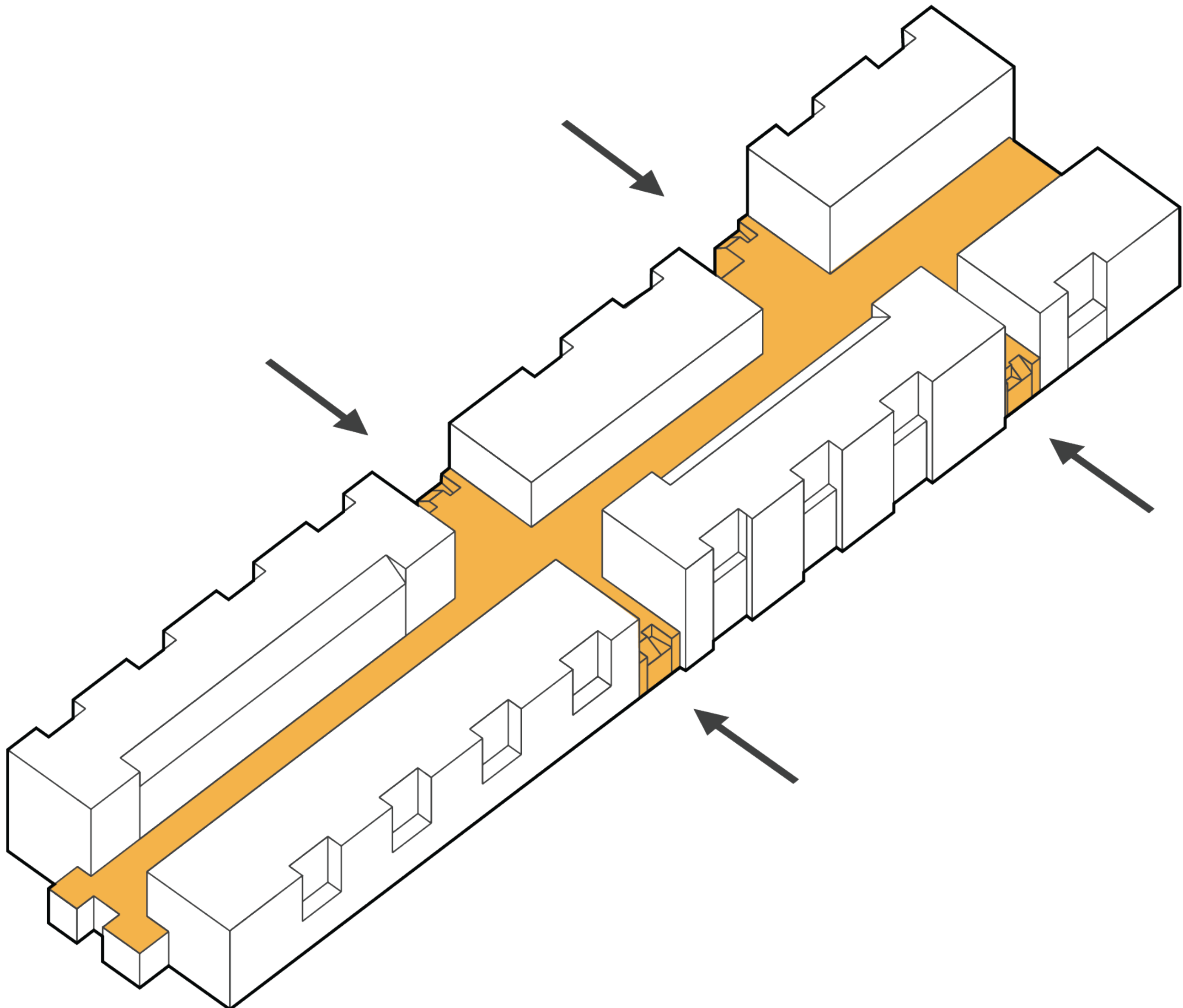


Odeon

Existing program Asch van Wijck Block



Access to lifted street



Character Asch van Wijck block



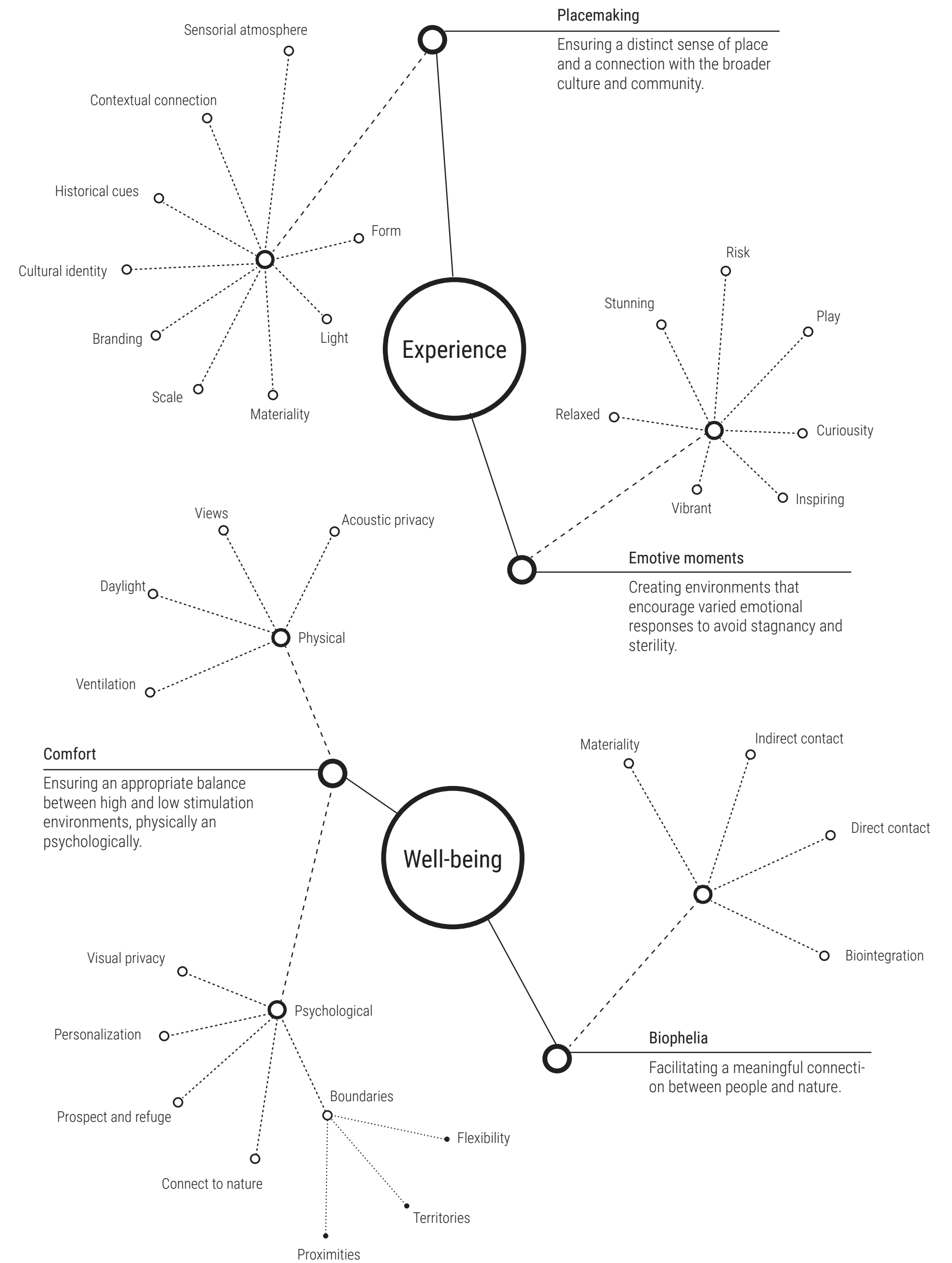
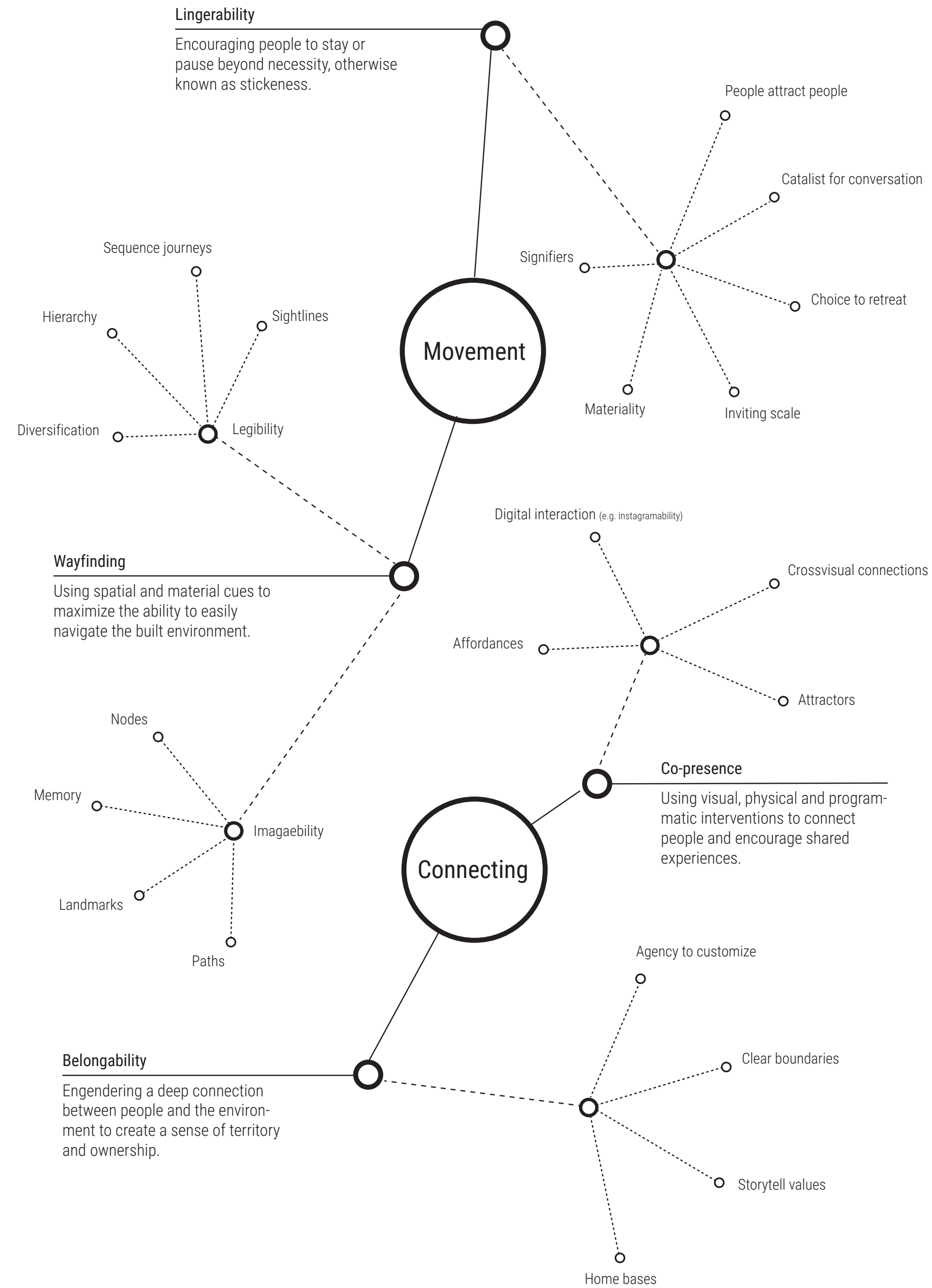
Program

De Nieuwe Gaffel (community centre)

1. language workshop,
2. kids library
3. kitchen
4. Khalid's Thaiboxing
5. Danceschool Moves
6. Apartments

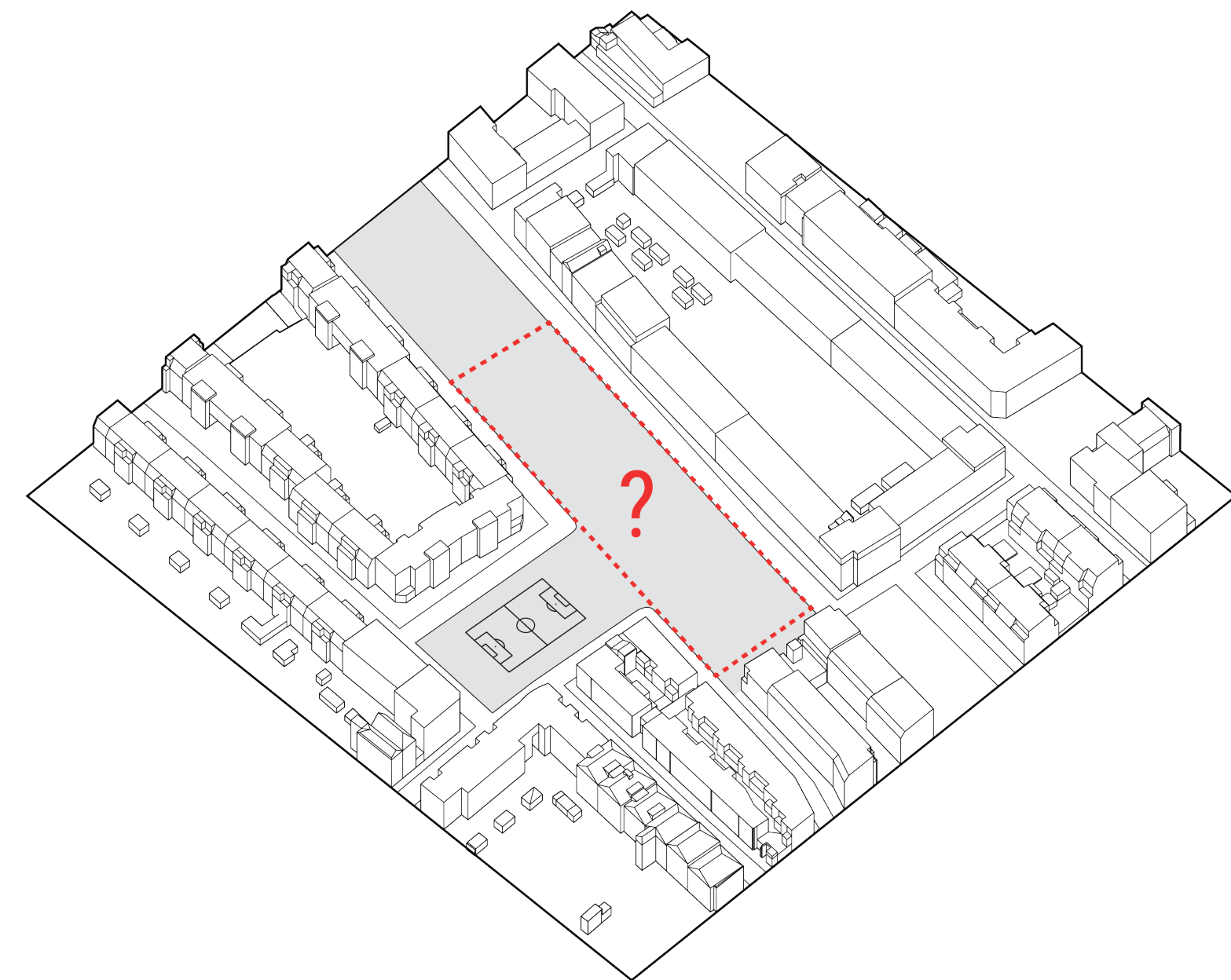
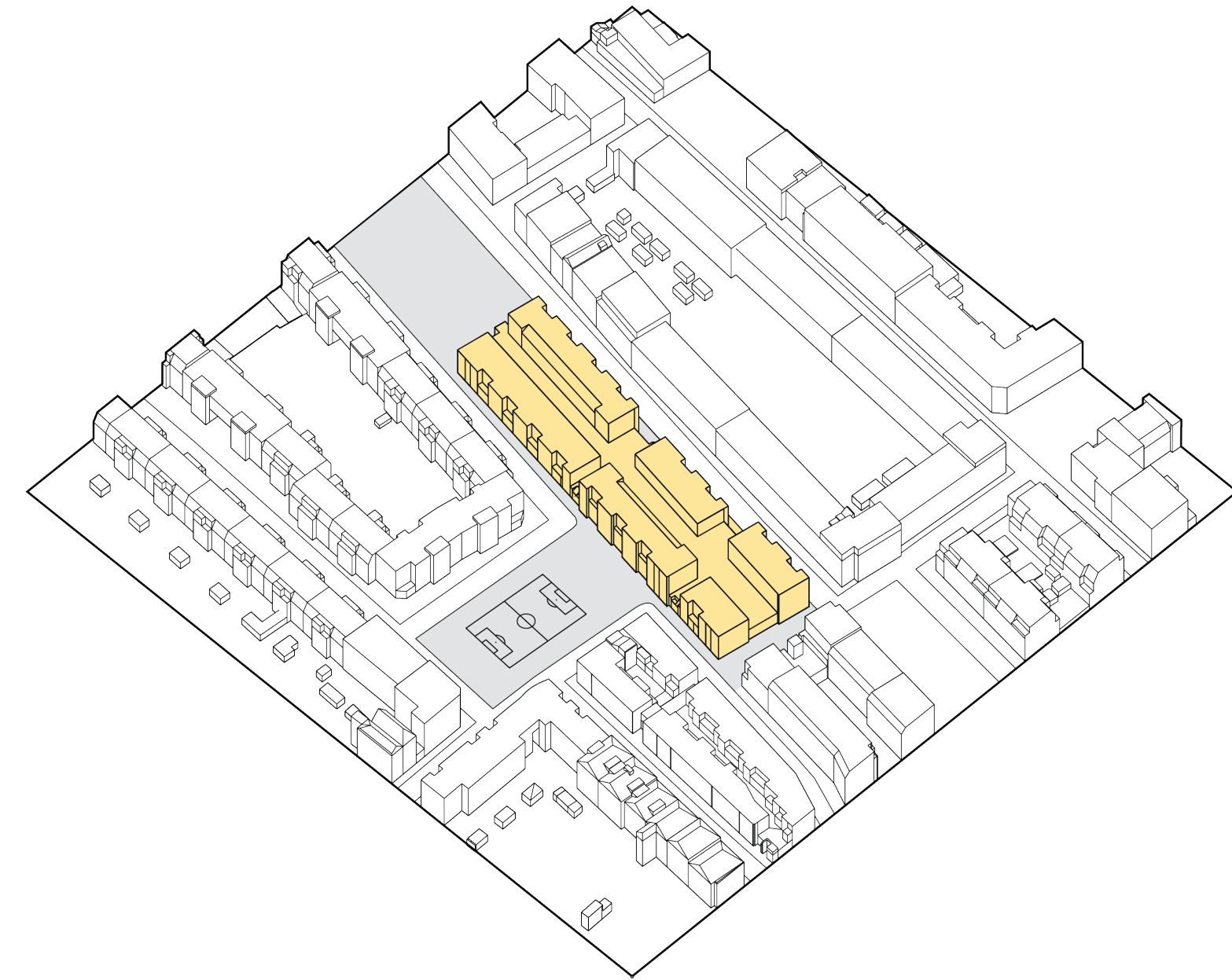
From Odeon

1. Boutique shops; Kleur en Stof – meubelstoffering, Maison d' Arabique, Sarcasius,
2. Circus Studio Rotterdam
3. Boxing gym
4. Multifunctional rooms
5. Venue



Manifesto

1. The architectural design is an **alternative typology** that diverts itself from the existing building block palette but still fits in the overall context by **taking care of scale, form, and materiality**.
2. The theme '**Theatres of Memory**' is an important element in the design (process).
3. Stairs can act both as vertical connectors and **amphitheaters** that relate to the existing public squares.
4. A variety of **platforms** and covered areas will be introduced to **foster social activities taking place outdoors**.
5. The design provides a robust framework wherein **people from and beyond the neighbourhood** can be brought together.
6. It's **an architectural landscape of affordances**, in other words, an environment that affords us possibilities, responds, and gives us clues on how we (wish to) use them. (hereby I refer indirectly to my research on the Southbank Centre).
7. The environment provides the possibility to customize and to a certain extent personalize.
8. The architecture is facilitating both directly as indirectly a meaningful **connection between people and nature**.
9. Crossvisual connections will foster curiosity and let people explore the building via its attractors.
10. The designed environment is age-inclusive and therefore acts as a catalyst for conversation between generations.
11. The building looks inviting but simultaneously plays with intimacy and openness, and flexibility and territory.
12. Spaces can be used for a **variety of purposes at different time-frames** and are therefore creating a constant experience of activity during the day/week.
13. The amenities in the building do not only focus on the collective aspects but are also aimed at the realm of the individual.
14. The design ensures a distinct sense of place that has a connection with cultural identity and gives historical cues. (perhaps looking at certain parts that can be re-used from the original structure).
15. The scale is **inviting and encourages people to stay or pause beyond necessity**, also known as stickiness. (lingerability)



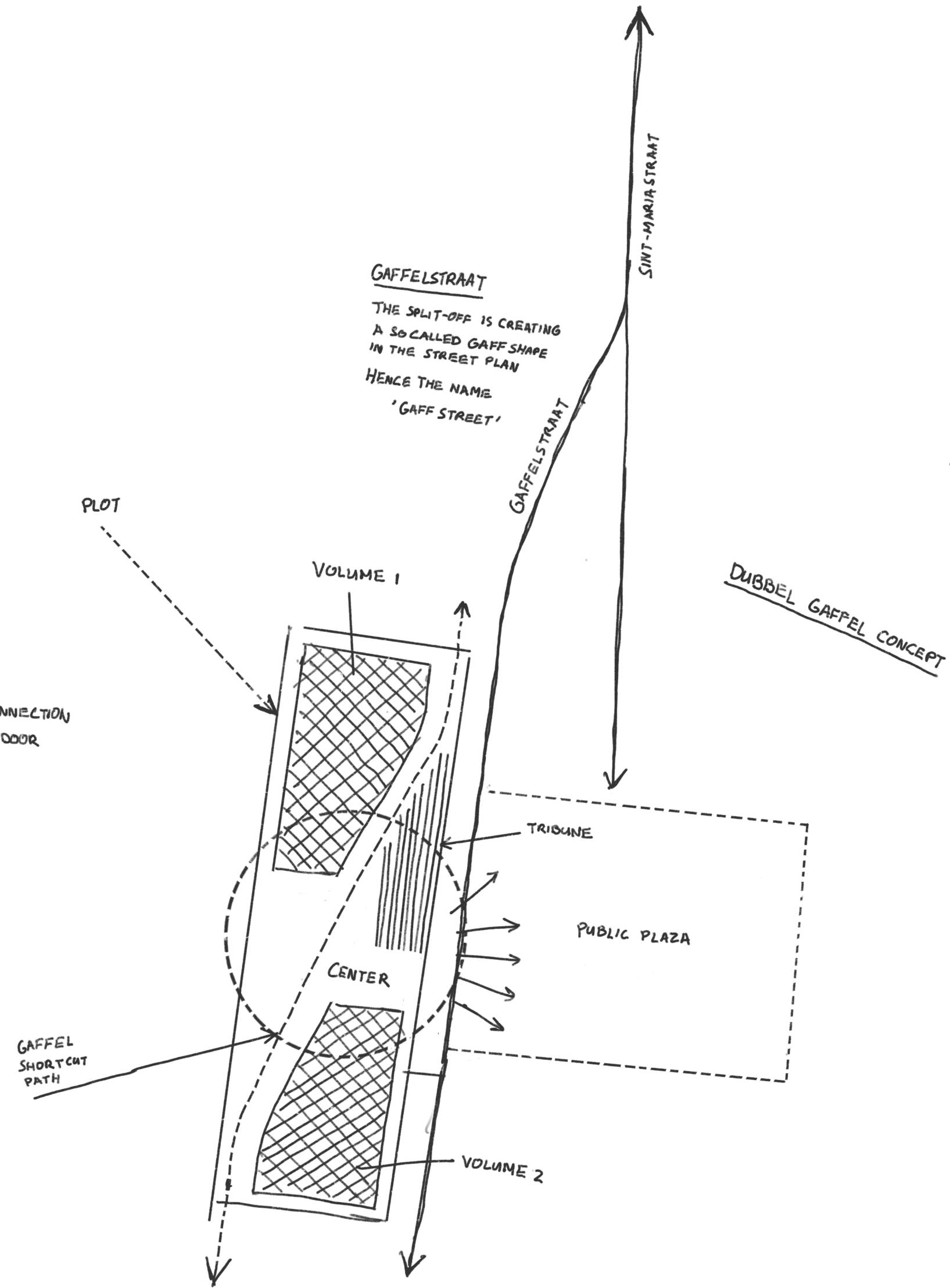
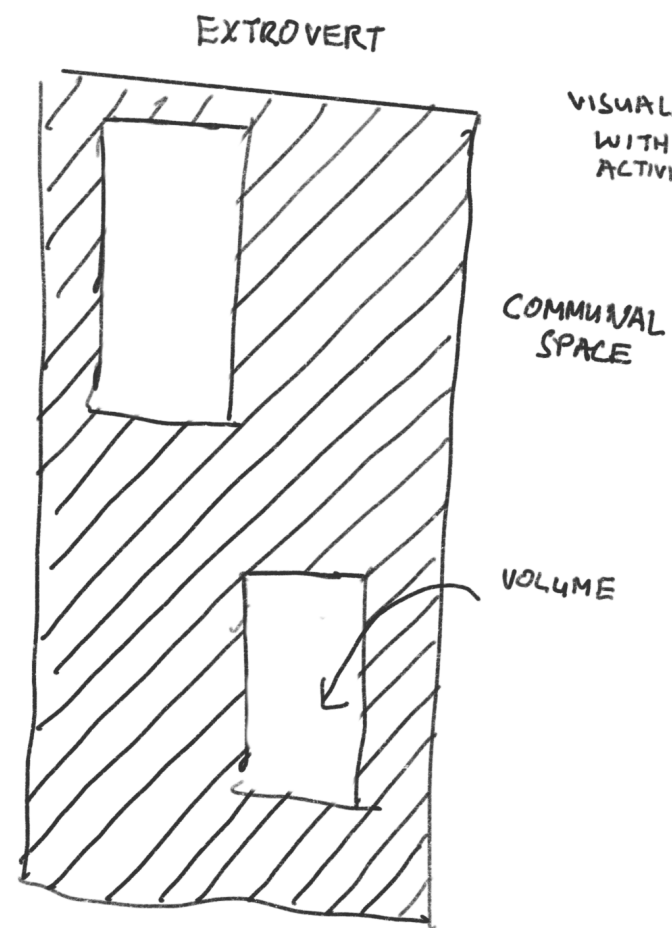
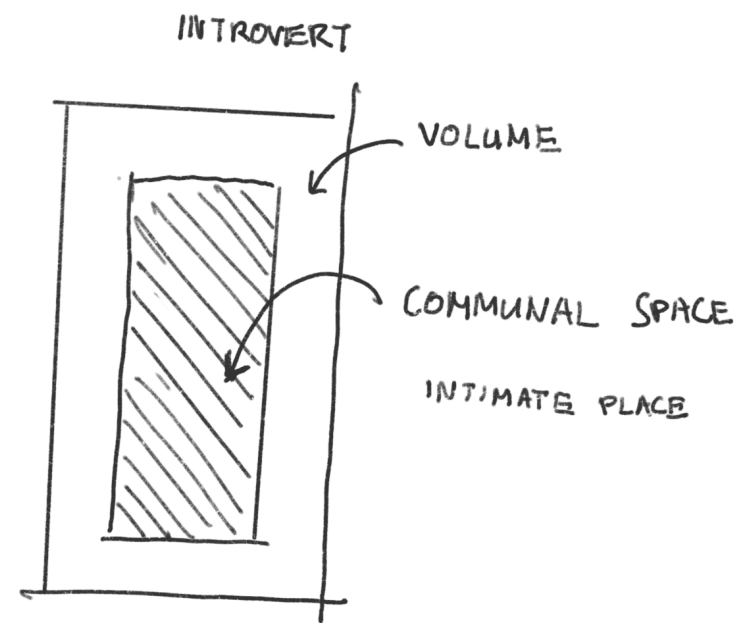


"... Frequent streets and short blocks are valuable because of the fabric of ***intricate cross-use*** that they permit among the users of a city neighbourhood."

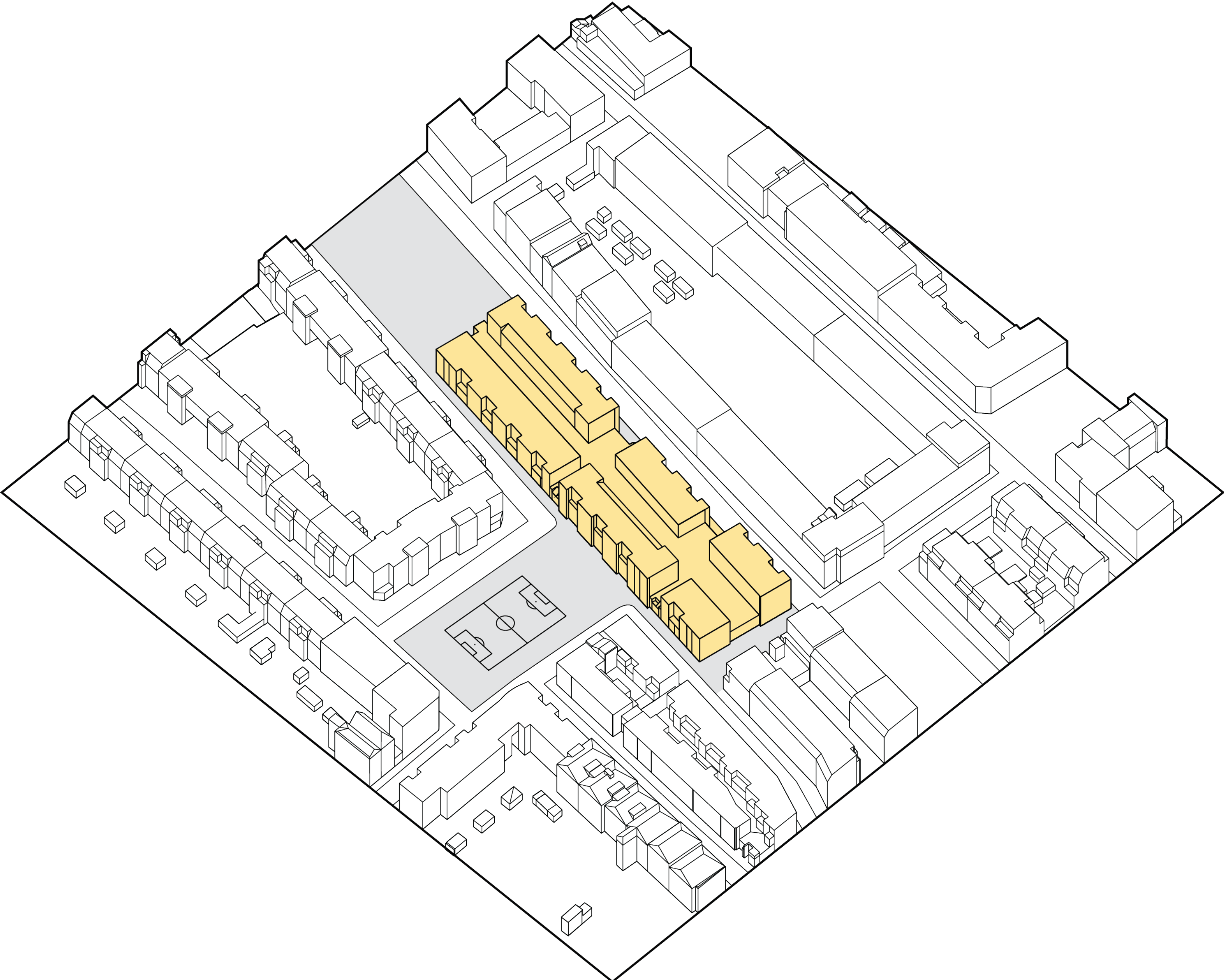
"Most blocks must be short; that is, streets and ***opportunities to turn corners*** must be frequent."

- Jane Jacobs

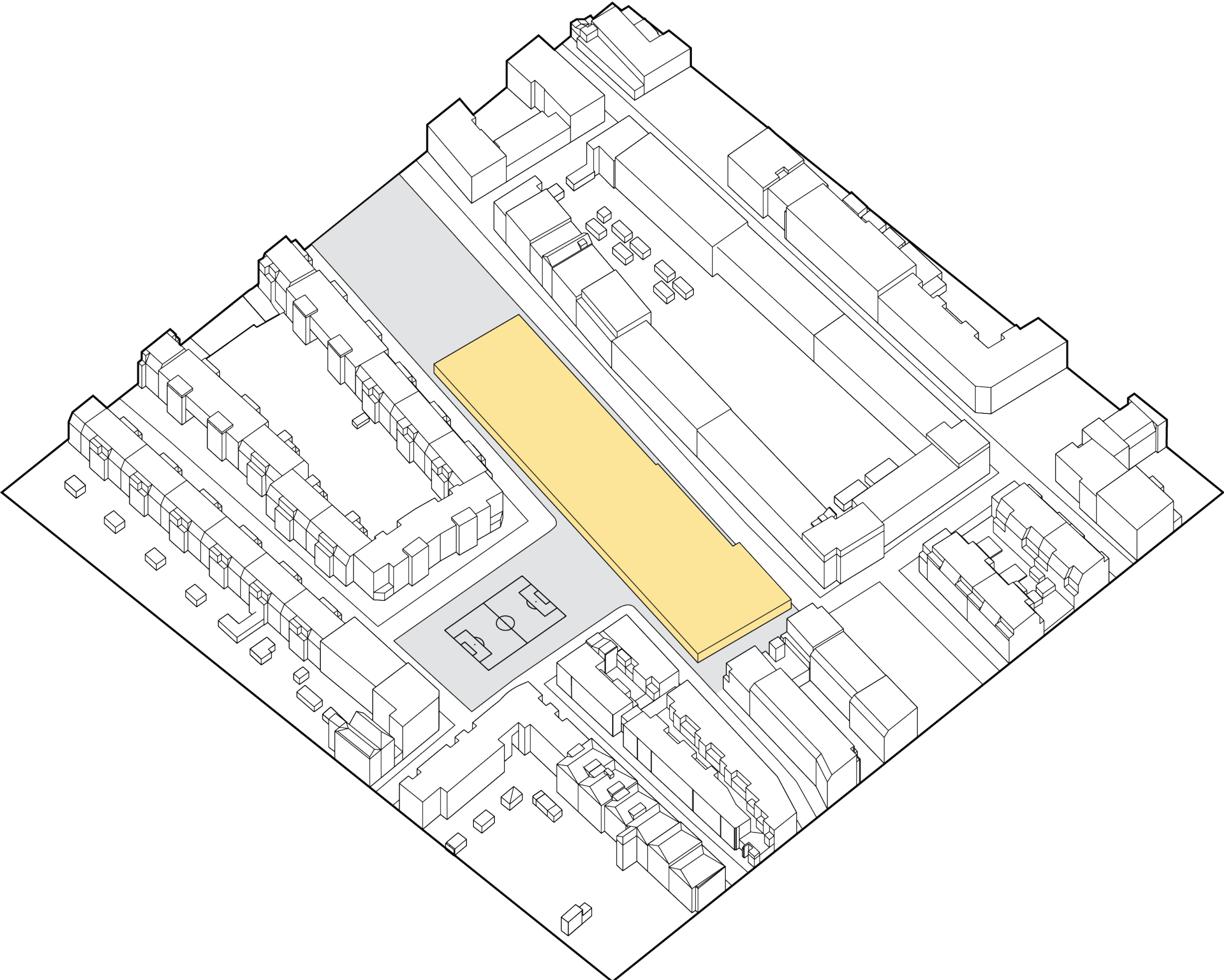
From introvert to extrovert



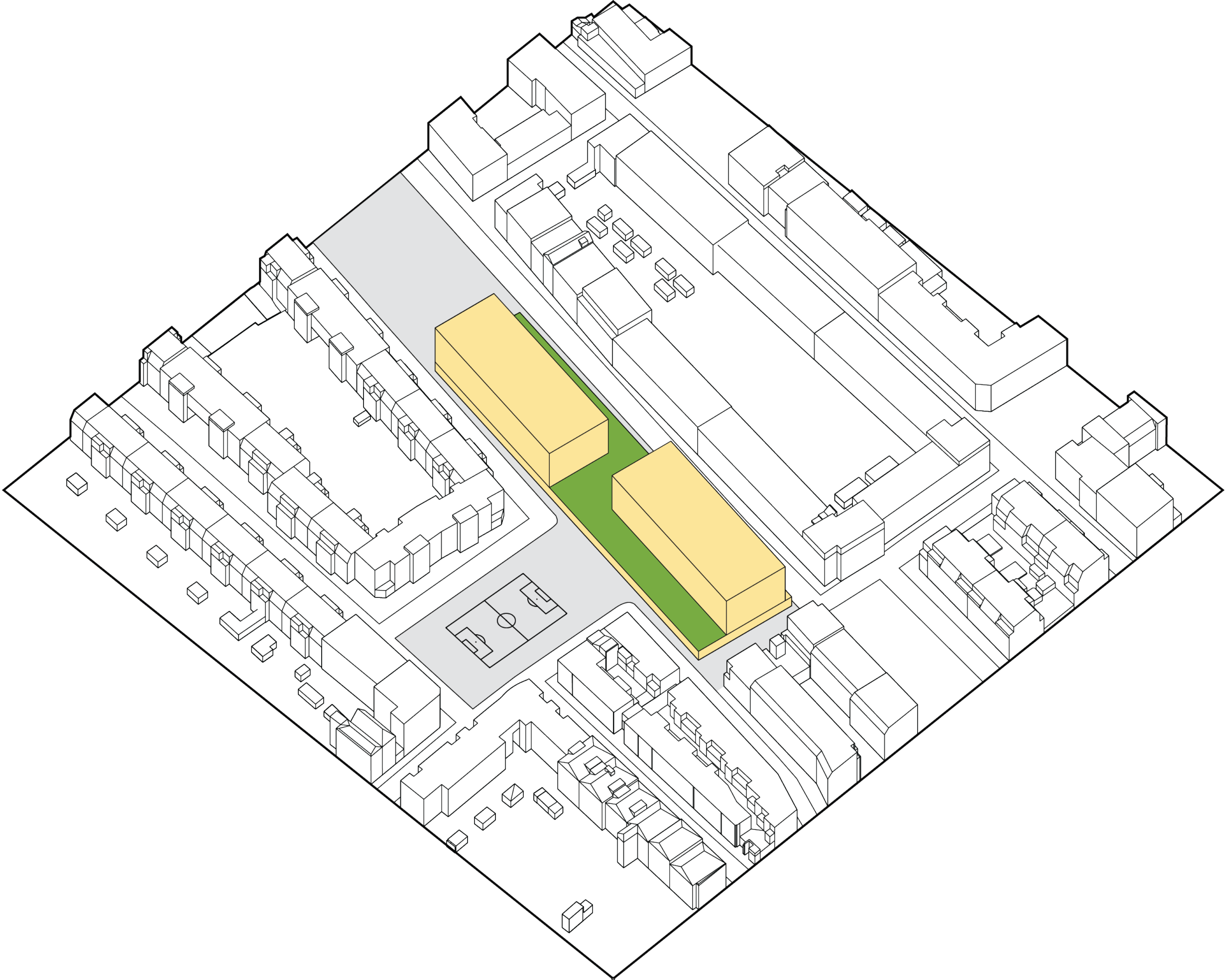
Existing block



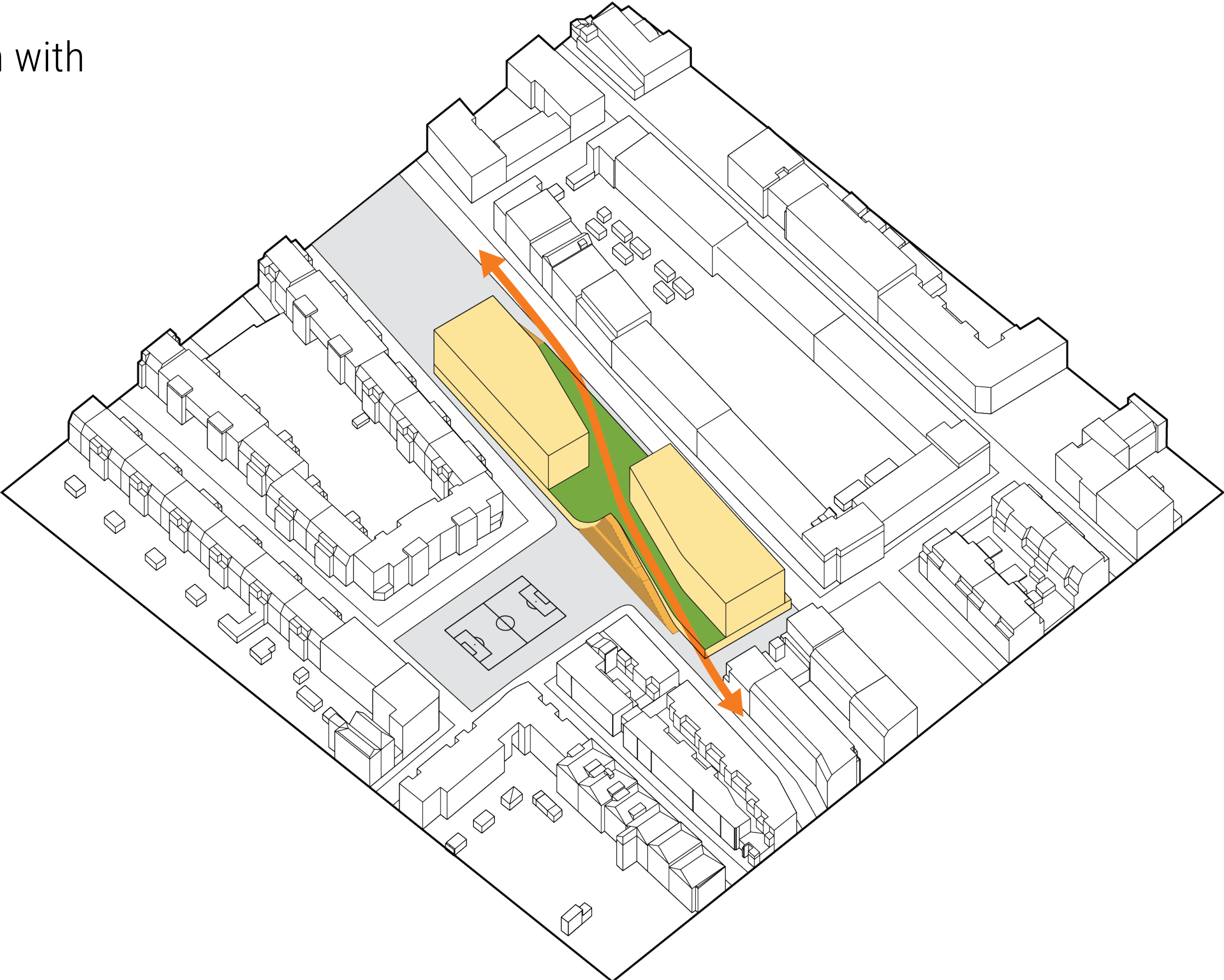
Existing plinth



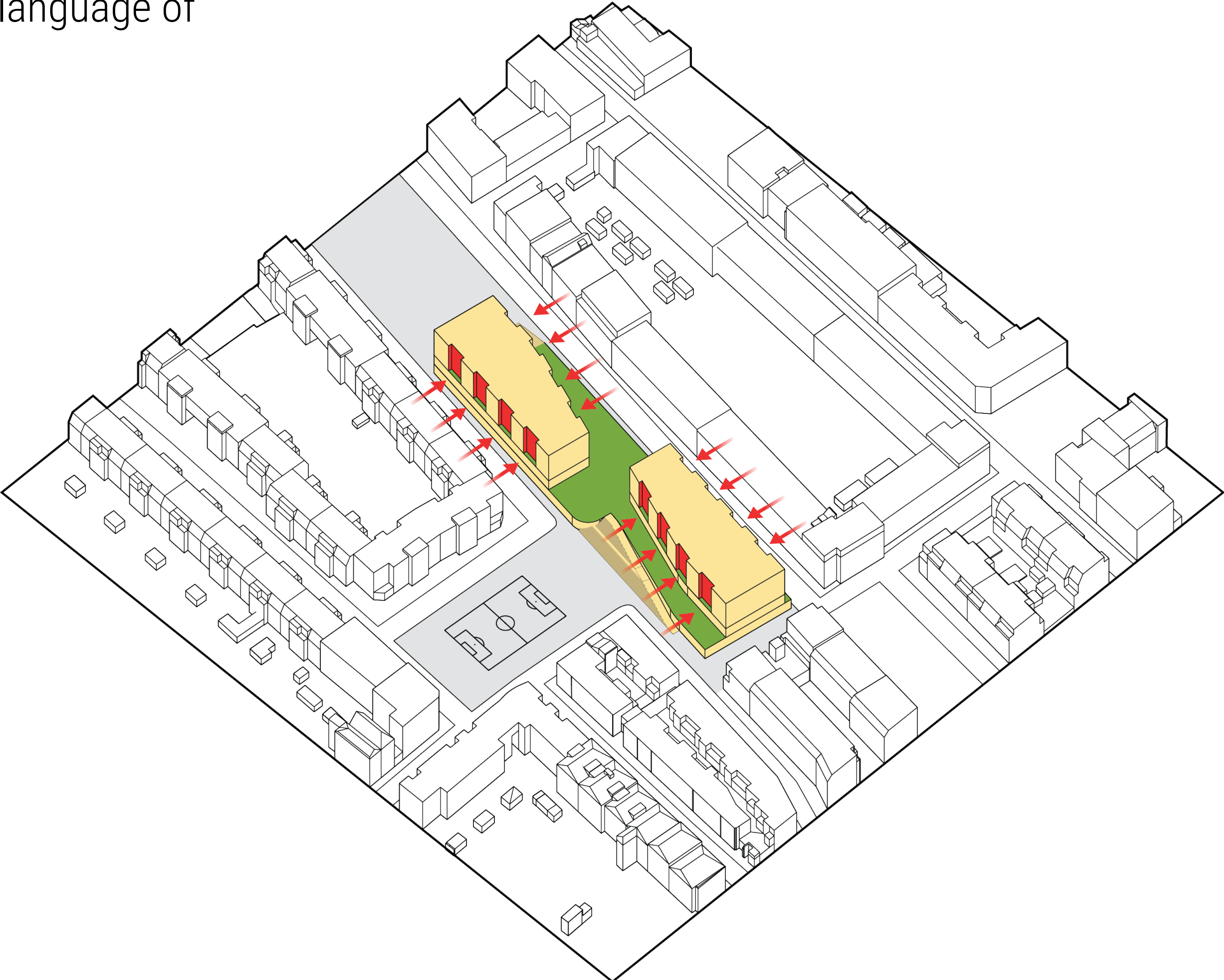
Extrovert courtyard

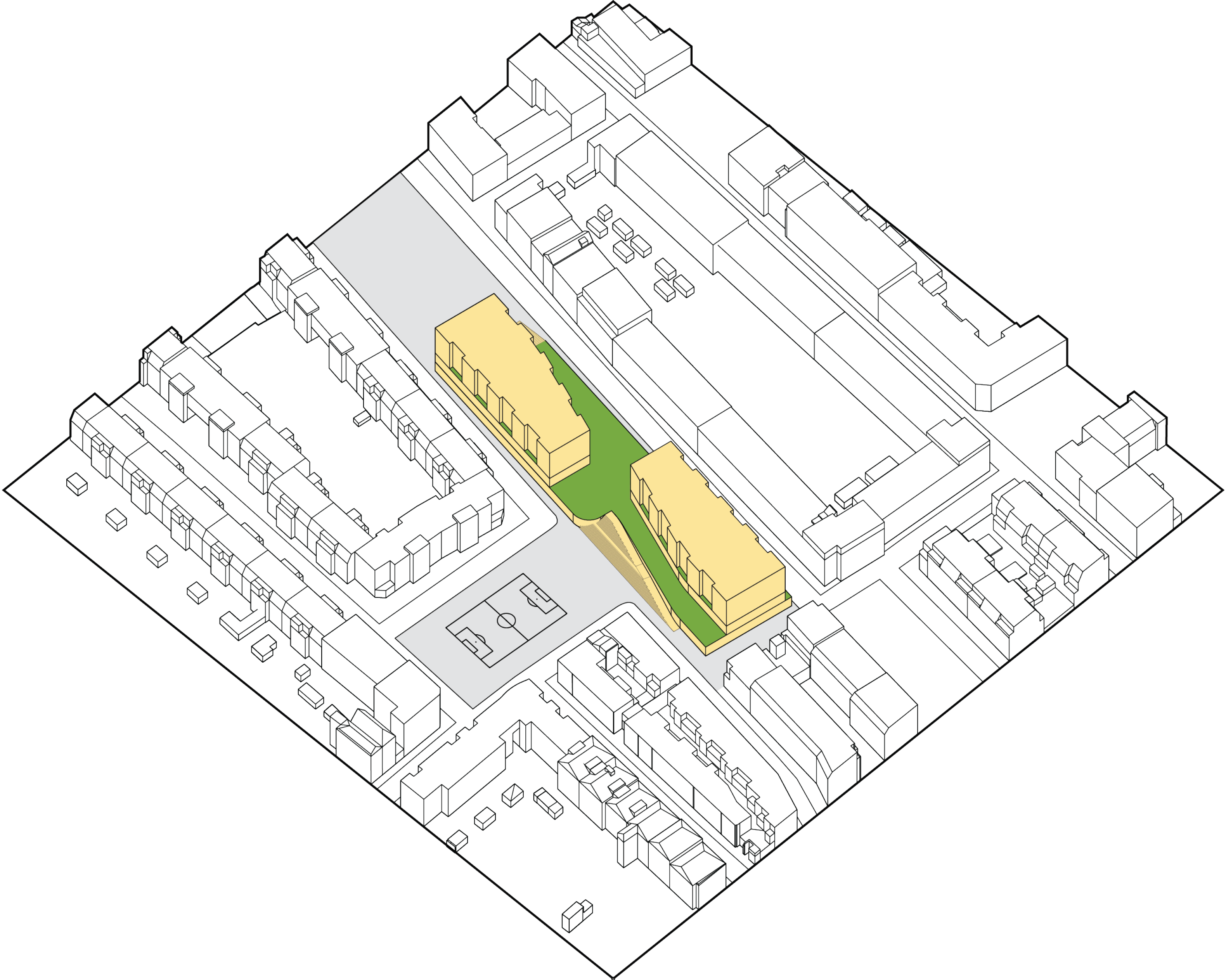


Dubble Gaff shortcut
Seamless connection with
existing squares



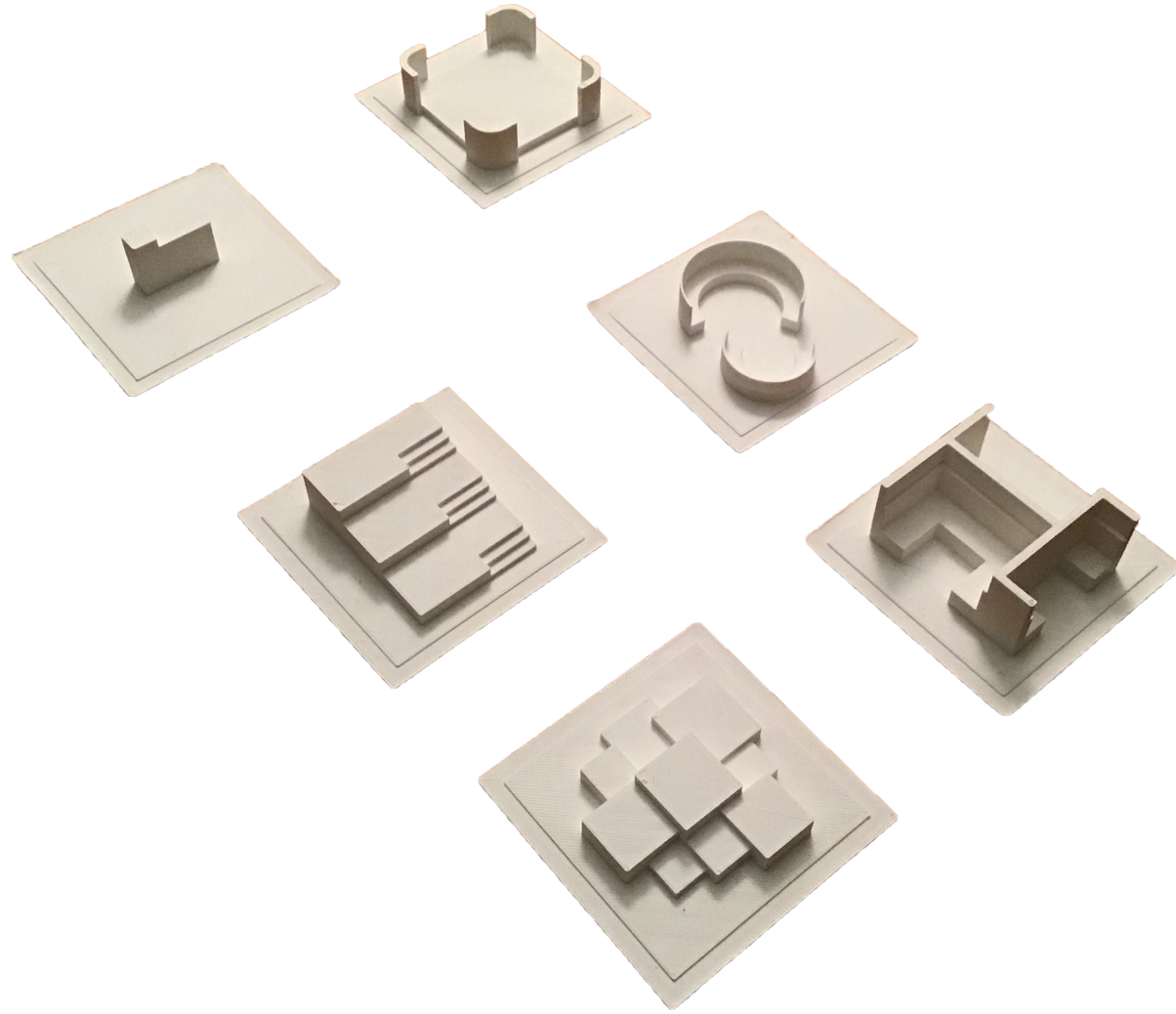
Incisions > following language of the surroundings



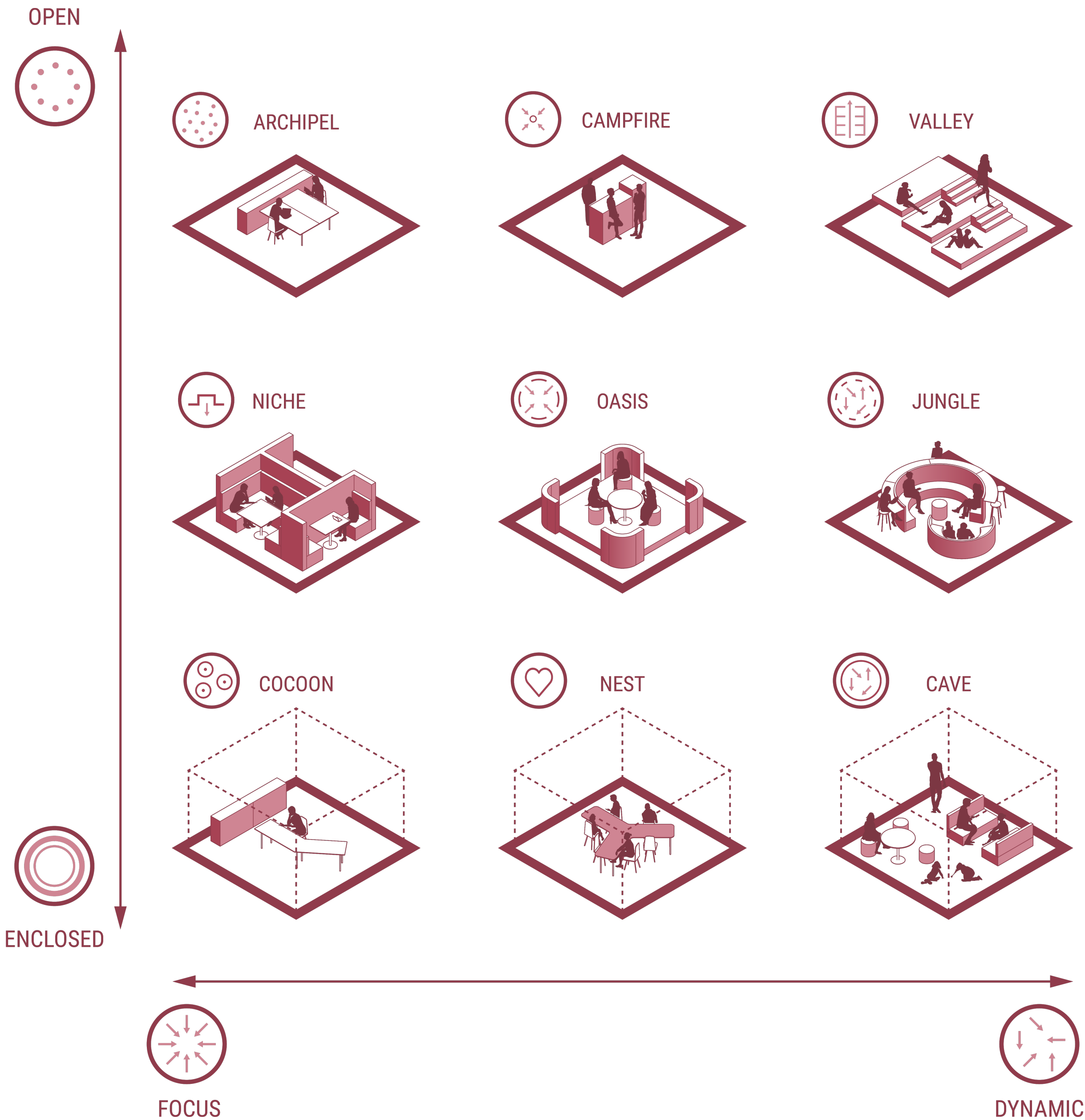




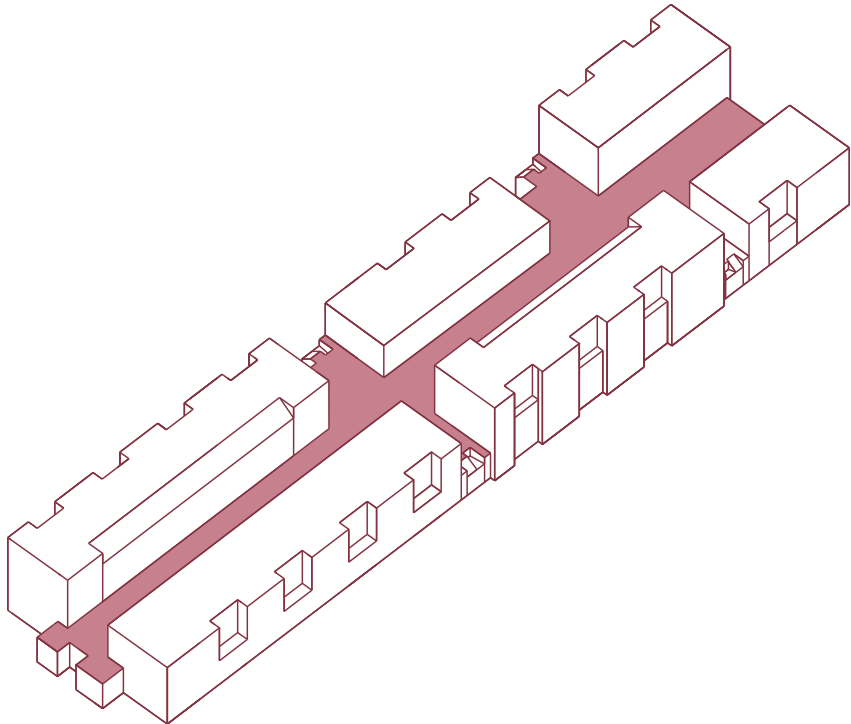
Palette of Gathering spaces



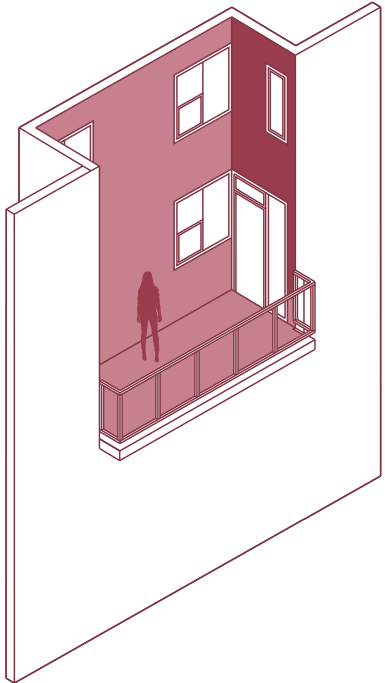
Physical model studies



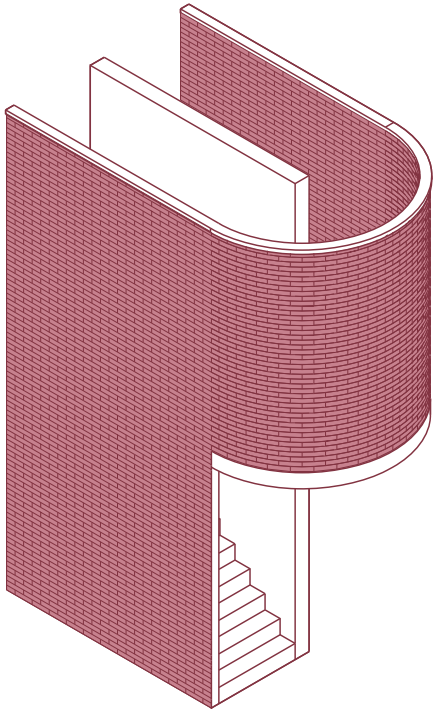
Palette of Memories



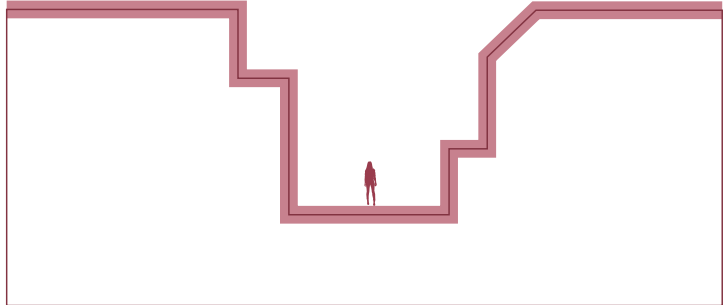
LIFTED STREET



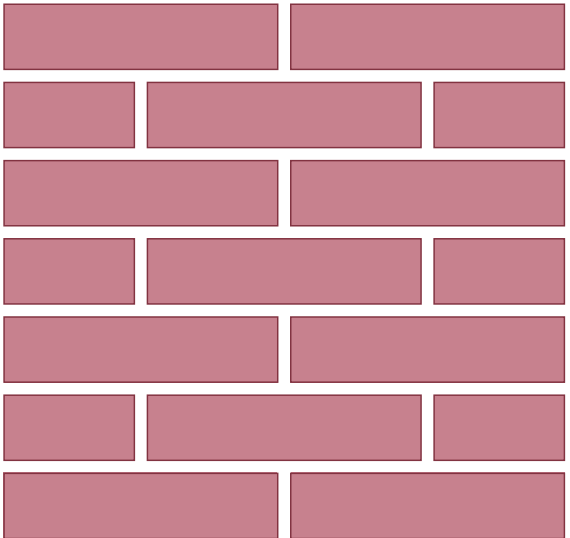
TERRACE



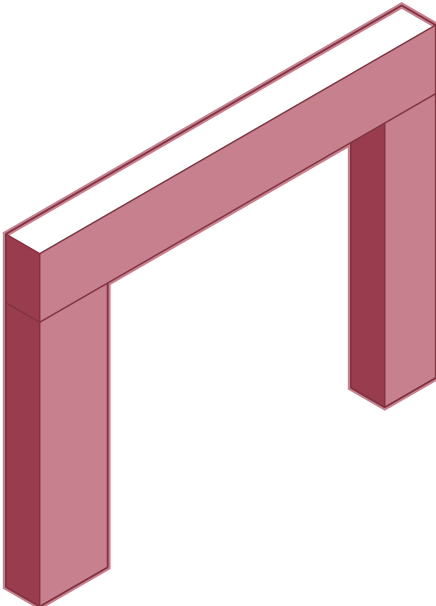
ICONIC STAIRCASE



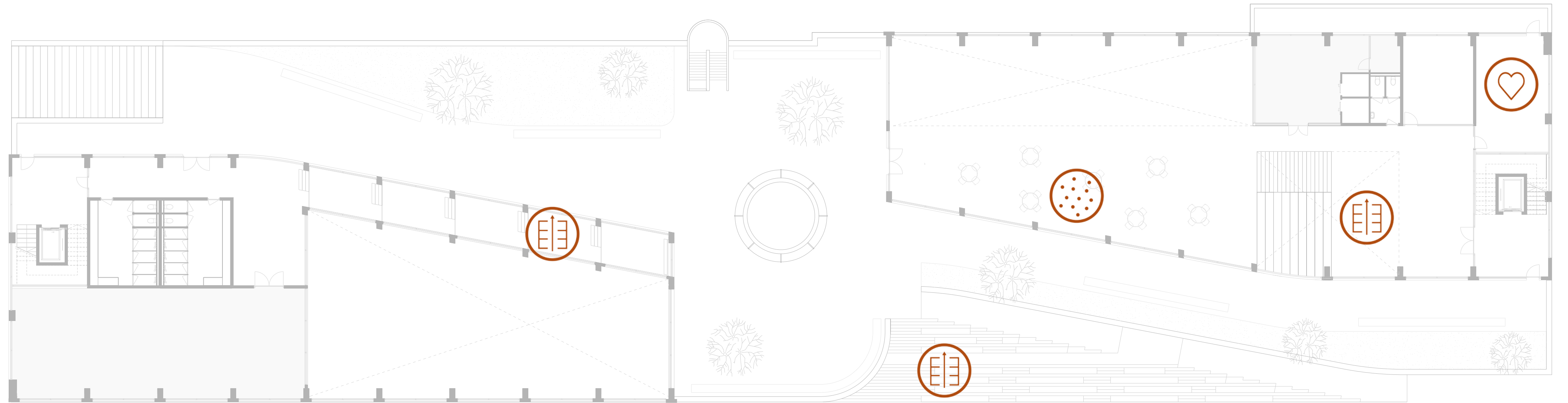
SETBACK

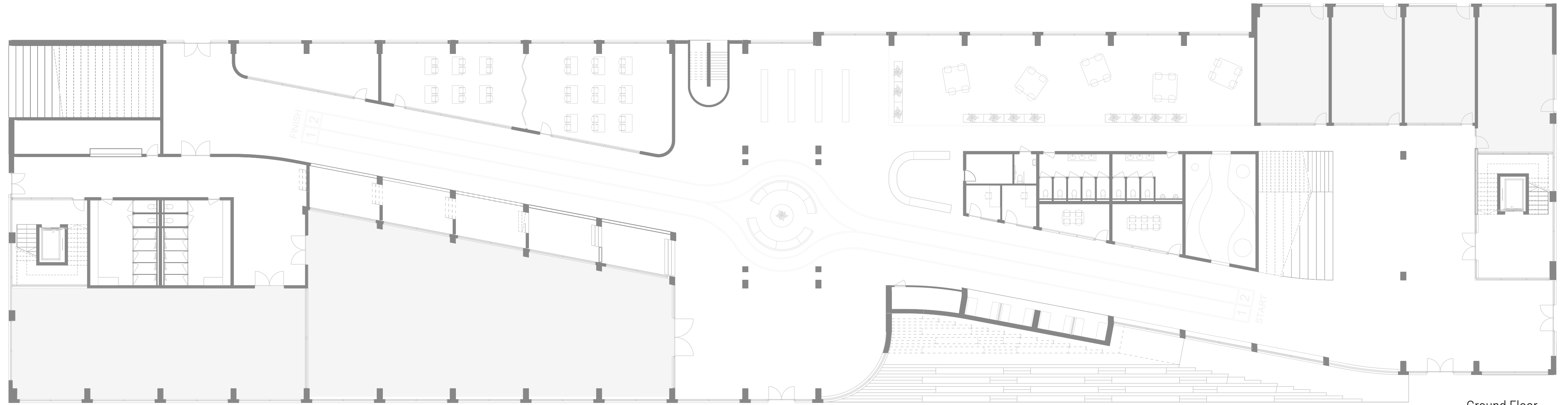


BRICK

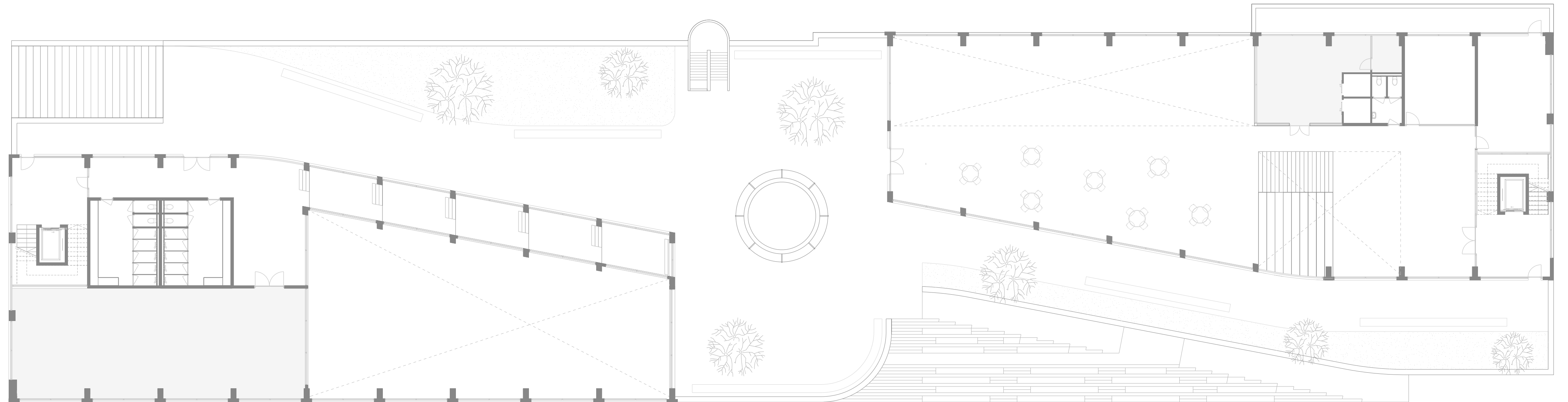


STRUCTURE





Ground Floor



First Floor

















Amenity

An amenity entails an understanding of the (living) environment that is to be created or builds upon what's already there and emphasizes it. The term can be divided into utility and comfort, wherein the first is purely functional and fulfills the needs of its user. For instance, the size of a space or the relationship between spaces but also aspects such as accessibility play a significant role. While the latter is more focused on the well being of the individual and could relate to visual, thermal, aural, and natural stimulation or the amount of privacy. Nevertheless, it's evident that these terms are inter-related to each other. "It's all about a desirable or useful feature of a building or place". For a more detailed list of the tangible aspects of what is meant by amenity, I refer to the earlier presented mind-map.