



DESIGN OF THE
ENCOUNTER

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STUDIO OSSIDIANA

Design of the Encounter

With the studio 'Design of the Encounter' the intervention will aim at creating meaningful encounters between humans, animals, plants and the landscape. For this project the Maasvlakte II was the designated point of departure. It is the last artificially man made geographical addition to the main port of Rotterdam. It's an industrial area with surrounding dunes, beaches and the North Sea coast line. Since the 1970's Maasvlakte was the entrance point for container ships and oil carriers. It consists of large industrial landscapes, piles of containers and large wind turbines. The newly built dunes and beaches were a normal local phenomenon before the industrial expansion and are now reintroduced.

The intervention takes place along the axis of a section through dune, beach and tidal coast. Passing each section, one or more installations provide the experience of the encounters. The beginning of the section marks the connection with the industrial Botlek background one sees in the form of wind turbines towering above the dunes edges. When proceeding to the beach section, shape, material and texture move further away from industrial Botlek and start to tell a story about natural decay and. When passed the beach, the coastal installation ends the allegorical section with a transient installation. Each of the three segments represents a way in which to encounter the Maasvlakte: observing in the dunes, interacting on the beach, and retreating at the coast.

Dune | Observing

The first installation is located in the dunes. It consist of a tower in which visitors can observe on each floor in different ways. The different angles and frames provide different type of encounters with the environment. The spaces inside are carved out in a way to fully focus on the experience of observing the surroundings.

Beach | Participating

The second installation is located on the beach. It consists of a single tidal pool that visitors can enter. The pool has more disintegrated structure with floating pools and a climbable bird tower. The tidal pool brings in the coastal inhabitants such as crabs and mussel, on which the local bird species feed. The encounter takes place while exploring the pool, interacting on its structure and getting close to whatever grows and lives there. The water in the tidal pool allows for grades of encounters through its (lack of) accessibility and shelter for the animals.

Sea | Retreating

The third and last installation is in the tidal zone. It consists of a long pier and a tall bird tower in which humans can retreat. The pier and tower show the later stage of the transient process. This is translated in the rugged material and disintegrated pier elements. These different elements provide different encounters with its inhabitants, while also beholding the foraging birds. Within the tower one can get closer tot he birds through its mysterious internal skeleton.





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Maasvlakte



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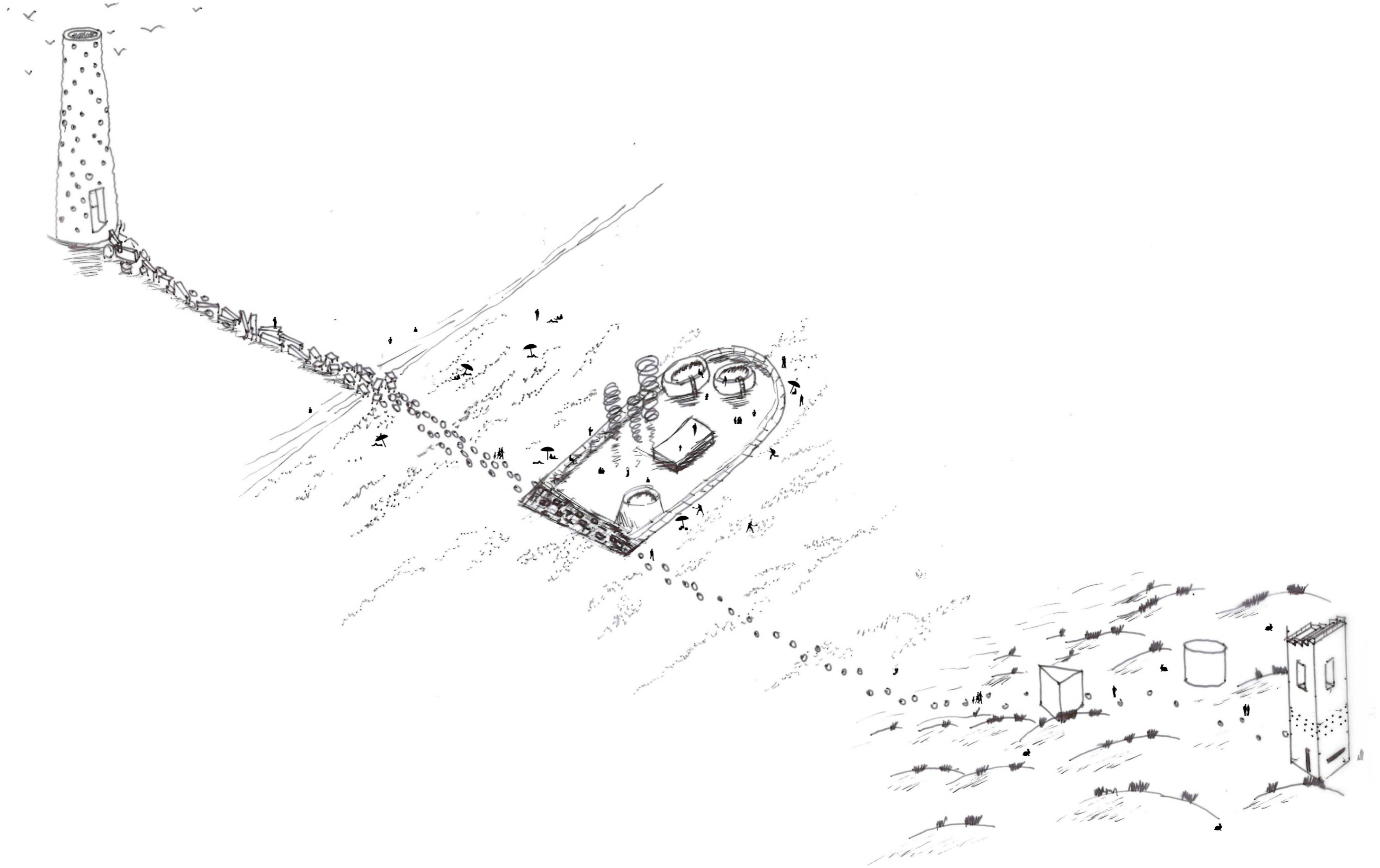
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Maasvlakte



MAASVLAKTE

ENCOUNTER BETWEEN HUMAN AND NATURE





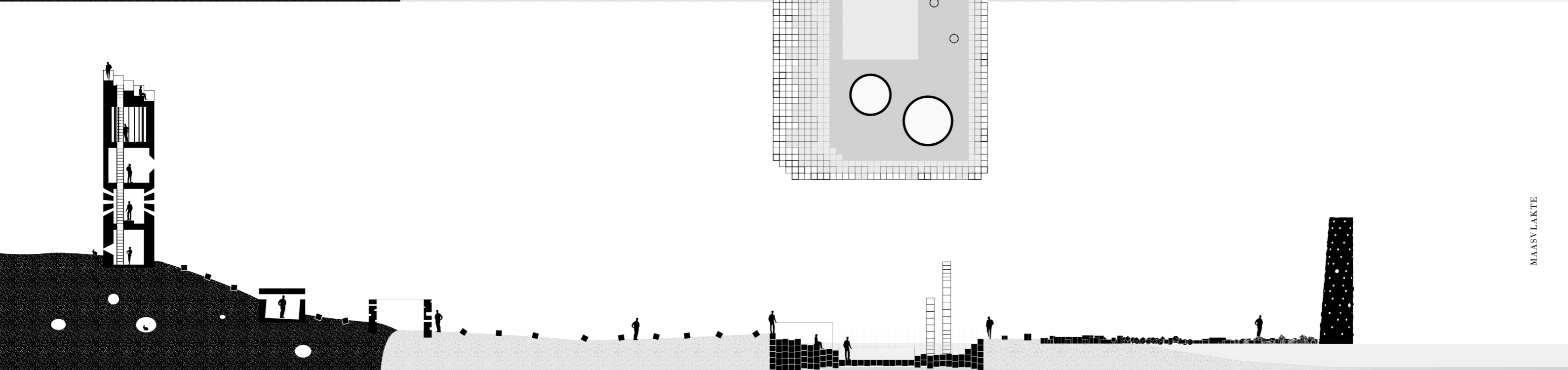
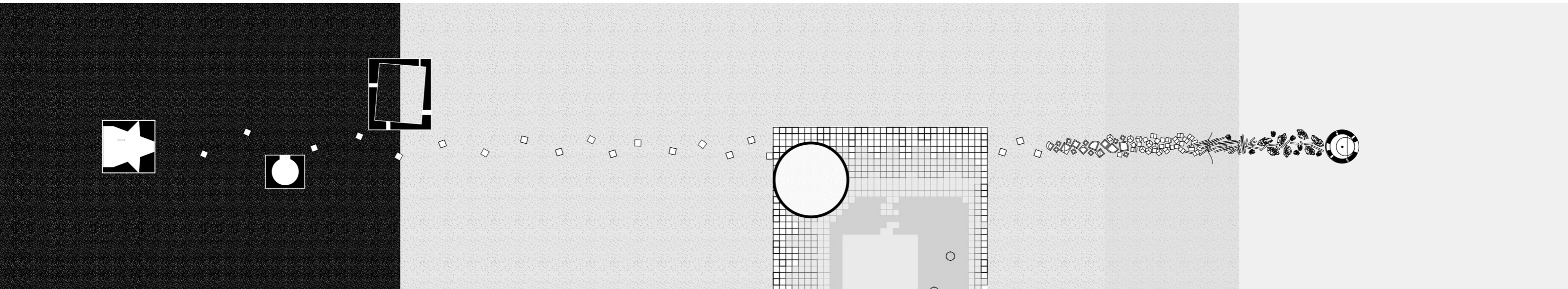
Bat
Wood Shrew
Hare
Fox
Natterjack Toad



Herring Gul
Brown Blue
Brown Crab
Harrier
Wren



Avocet
Mussels
Flounder
Mullet
Spoonbill



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THE DUNE



THE BEACH



THE SEA



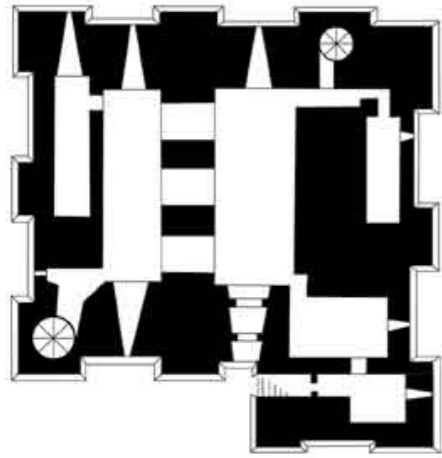
MAASVLAKTE

ENCOUNTER BETWEEN HUMAN AND NATURE

THE DUNE



1. Louis Kahn - Dover castle
2. Plant Architect - Bird-watching pavilions
3. Bunker Normandy D-Day
4. Takeshi Hosaka - RoomRoom House
5. Bird watch hut Davidsplassen
6. ArqDonini - Jungle Beach House
7. Warm Architects - Casa w41
8. Chen Suchart Studio
9. Presidio Modelo
10. Peter Zumthor - Bruder Klaus
11. Herzog and the Meuron - Serpentine
12. Bertin Bichet - Nantes house extension



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Each floor represents different ways of observing the environment. On the first floor you can look at the surrounding through narrow horizontal and vertical gaps in thick walls, which invites the user to get closer and take a look. On the second floor there are holes in the walls which all point to the same position. You can look through the holes one by a time, but if you stand in the middle of the room you can see through all the openings at the same time. The third floor only has one opening in the wall which frames the horizon of the open sea. The opening is carved in the wall with a slope which creates a frame. The fourth floor is a more open floor with iron bars in the shape of a circle which represent a bird cage. You can look through the iron bars to the surrounding but you won't be able to reach the edge, which emphasizes the feeling that you're trapped inside of a cage. The top floor will have a tribune facing the sea. This gives people the opportunity to sit down and enjoy the panorama. The different floors are accessible and connected with a ladder which goes from the bottom floor all the way to the top.



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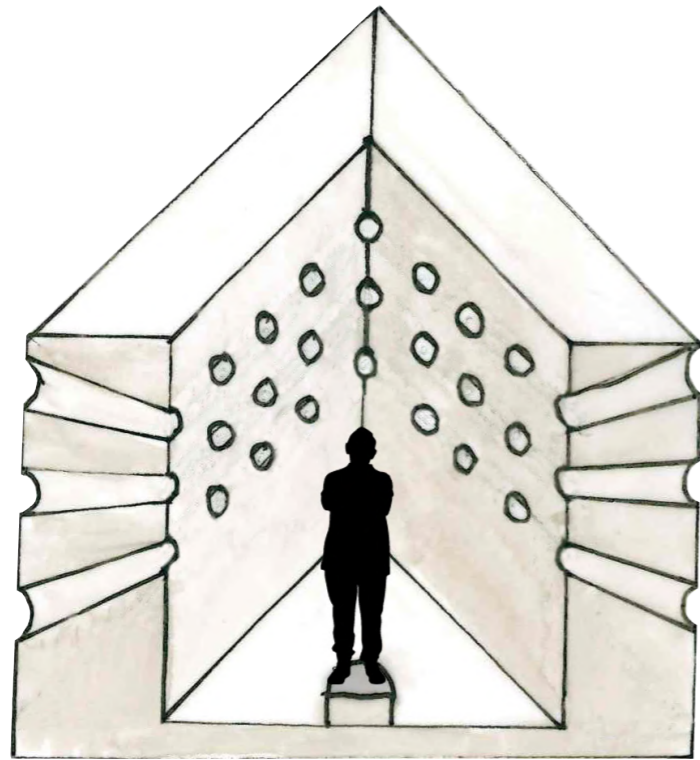
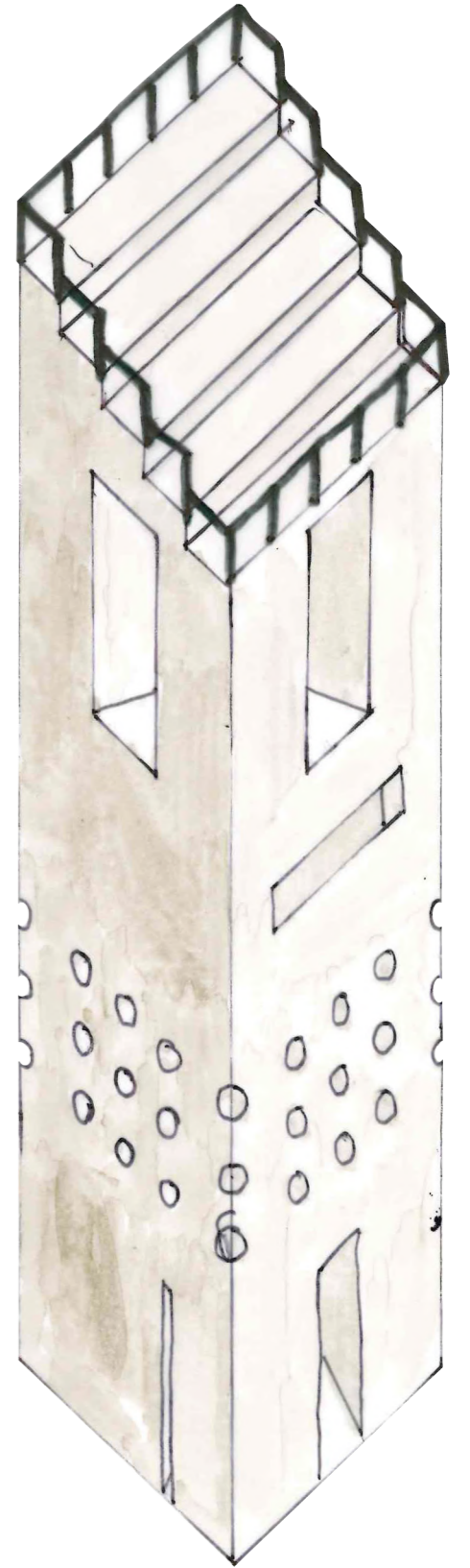
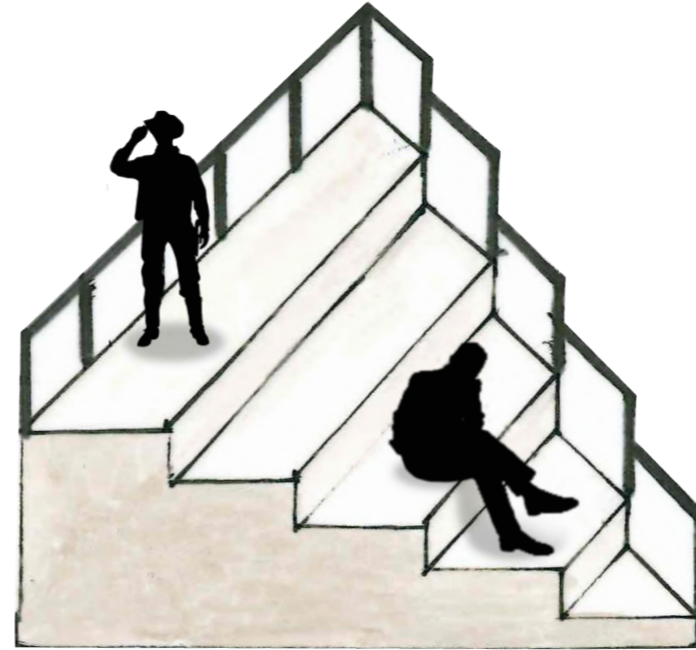
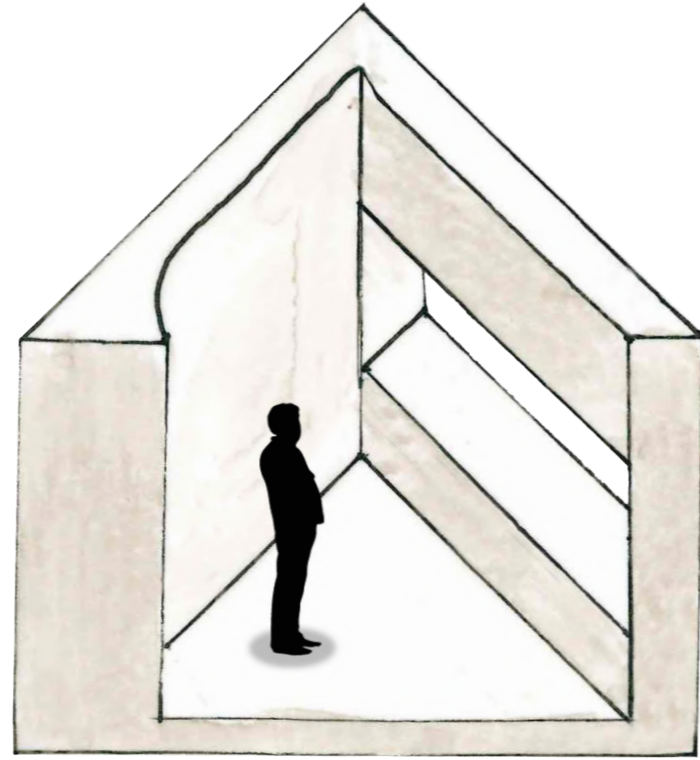
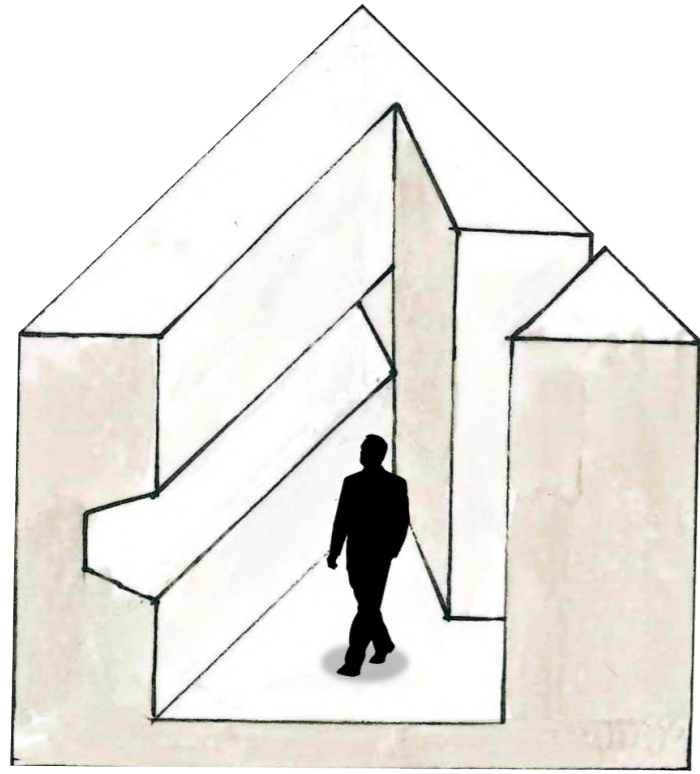
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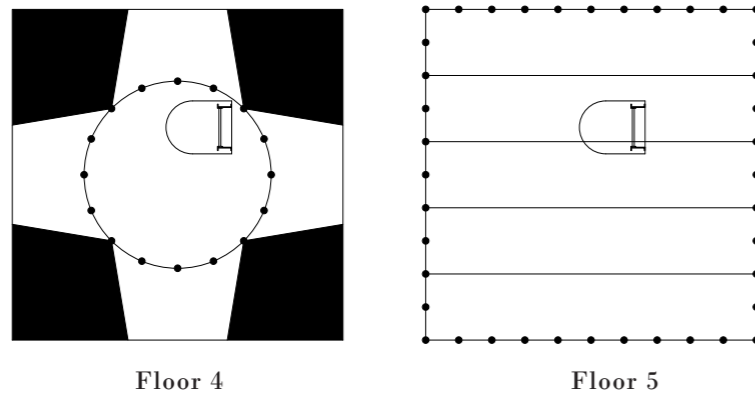
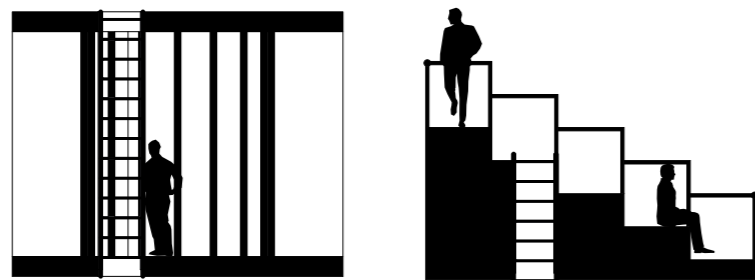
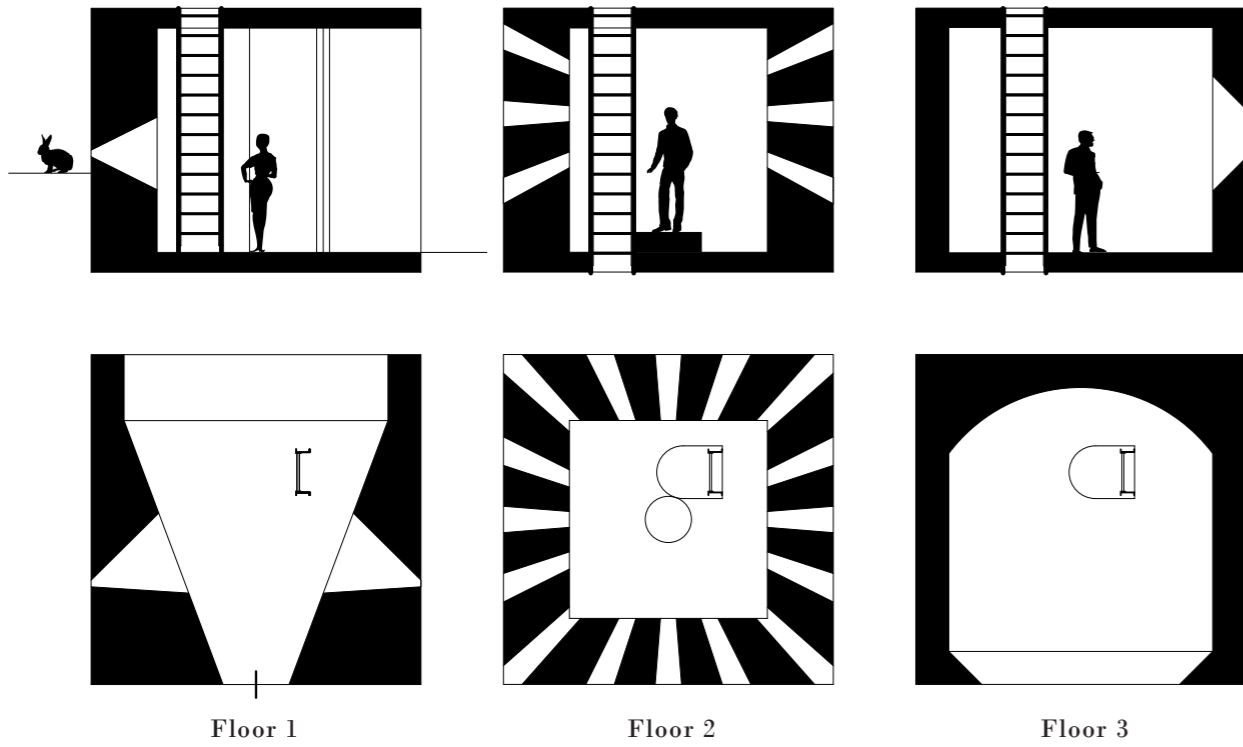
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The Dune

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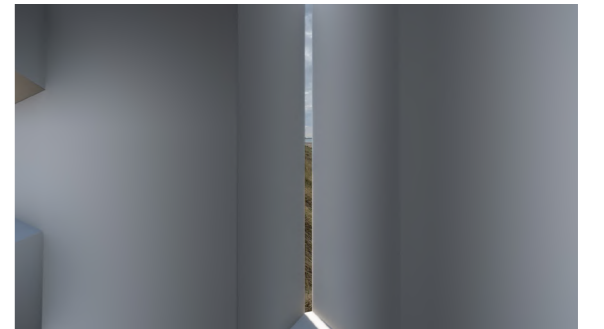
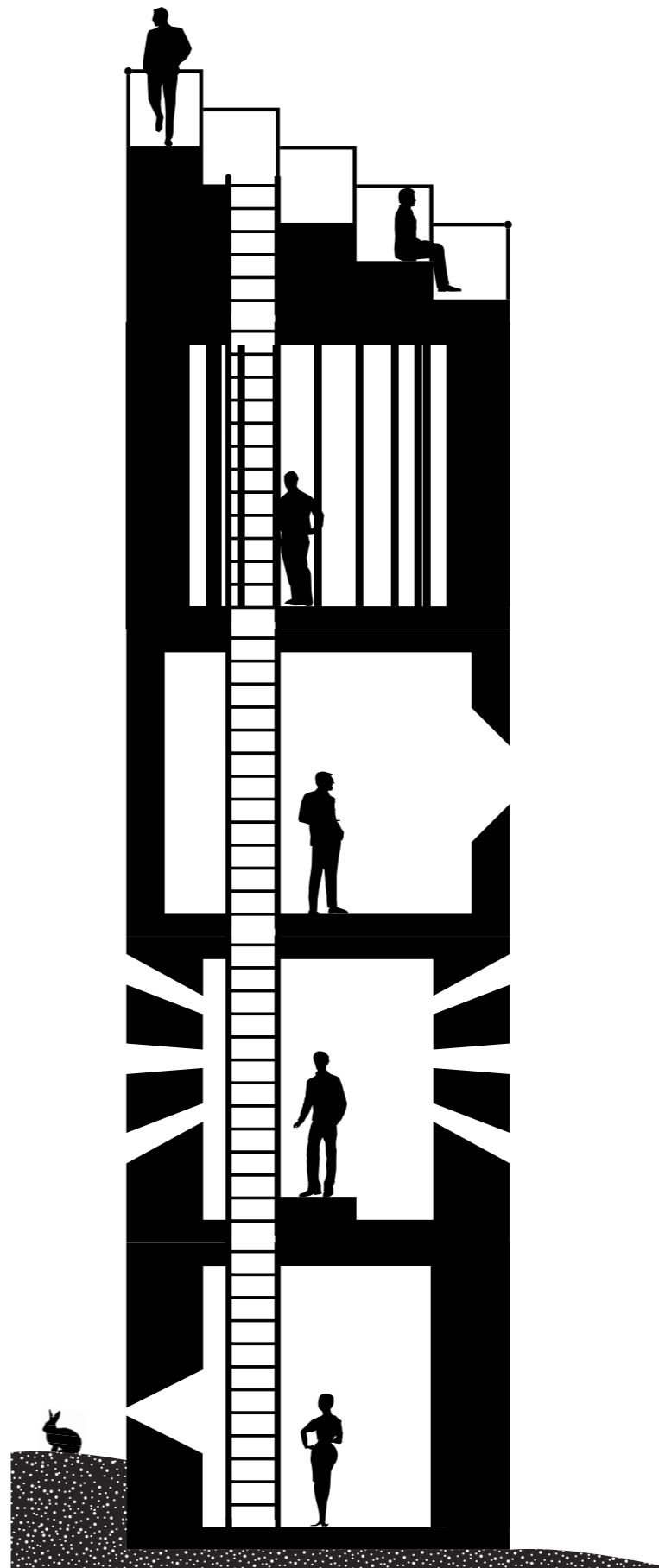


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The Dune



MAASVLAKTE

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THE BEACH



1. Kite surfers at Maasvlakte
2. Dalebrook tidal pool
3. Dalebrook tidal pool
4. Siza - Leca swimming pool
5. Lencois Maranhenses pool
6. Vedanthangal park

7. MVRDV - Tainan spring
8. Siza - Leca swimming pool
9. Lawrence Halprin - Ira Keller fountain
10. MVRDV - Tainan spring
11. Carlo Scarpa - Monument Alla Partigiana
12. Teresa Moller - Punta Pinta



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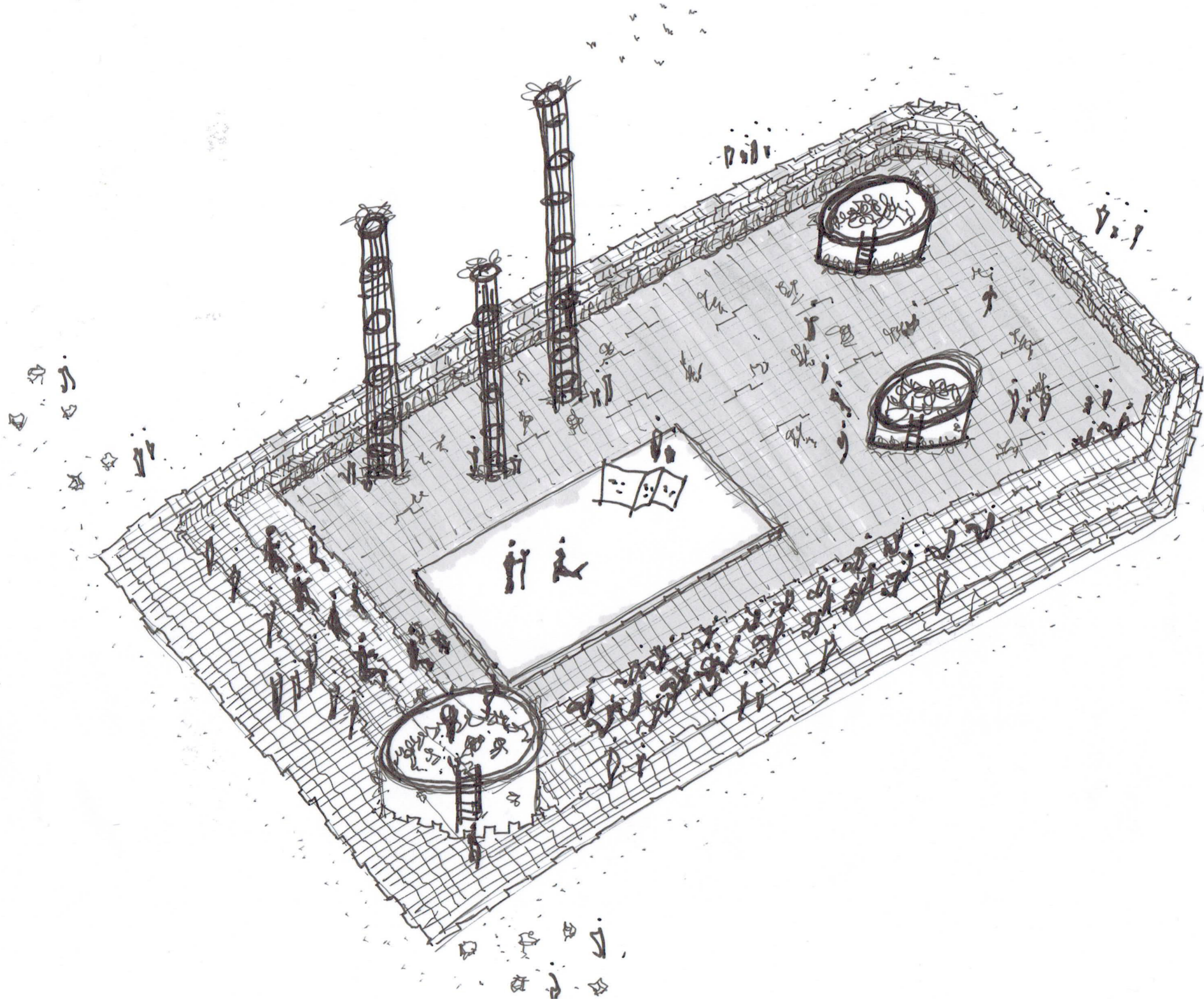
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Tidal Square

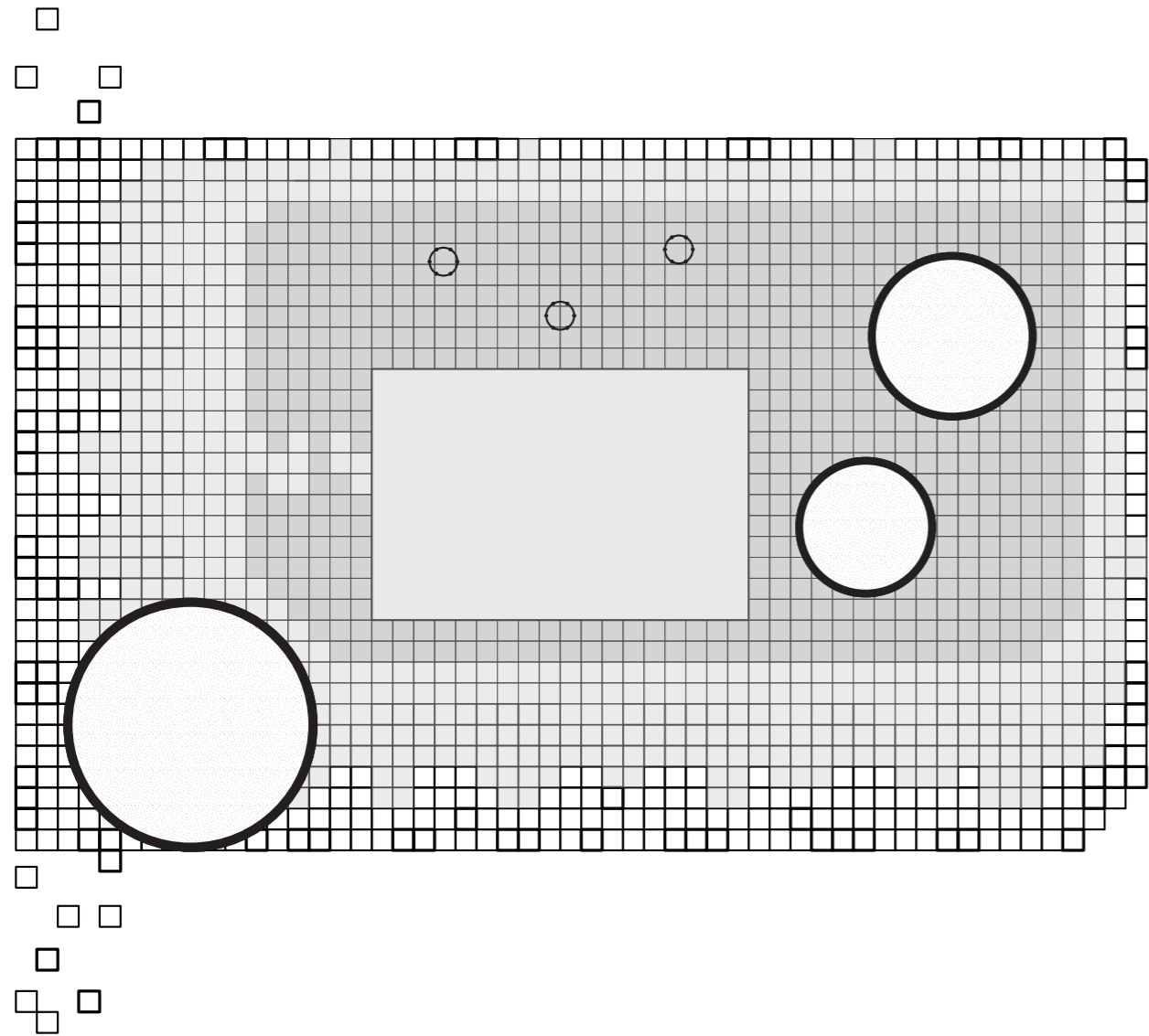
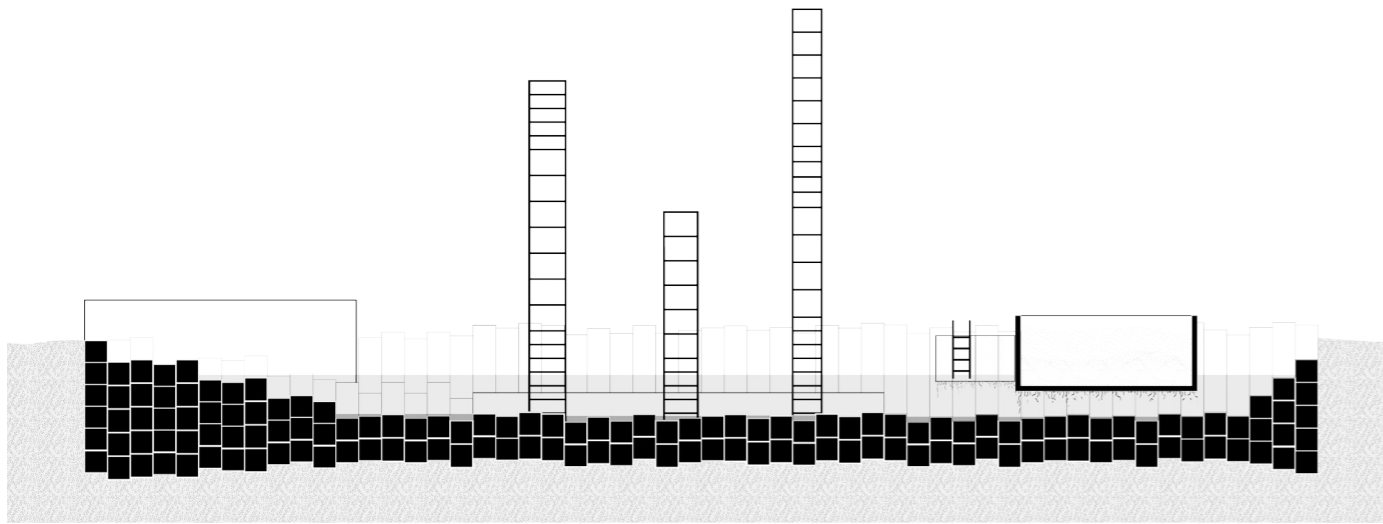
When I went to the Maasvlakte I was fascinated by the huge beach with these pools formed by the change of the tides. You could see these spontaneous uses of these pools, like the kite surfer on the picture and I could already imagine how the pools are used in the summer, for example as places where people learn to swim, surf or snorkel.

I looked at examples of how animals and humans use environments with water in different ways, for example Siza's project in Porto who added a few elements to change the rocky shores into places where you can swim. And Teresa Mollers project who added elements to change rocky shores into a place you can walk through. My intention for the installation of the beach was to create an environment changes in use with the change of the tide.

The focus of the functionality of the tidal square is that is explored by participating. For example it can be used as a half underwater amphitheatre, or a place where sports and water-sports can be played. At the same time it will be inhabited by everything that washes up with the tides. And changes or can be changed over time.



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The Beach







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The Beach



MAASVLAKTE

NATURE

ENCOUNTER BETWEEN

THE SEA



1. Per Kirkeby- Kroller-Muller
2. Abandoned pier - Scheveningen
3. Church, Vologda Region, The Gulf of Finland
4. Feeding ground for Gulls - Den Haag
5. Fall of civilisation, Planet of the Apes, 1986
6. Contemplation - Feldkapelle - Zumtor
7. Industrial ruins
8. Moss on pole - Maasvlakte II
9. Skylight- Veltkapelle - Zumtor
10. Modular pier structure
11. Bird guano harvesting tower - Afhanistan
12. Moss on plant - Maasvlakte II



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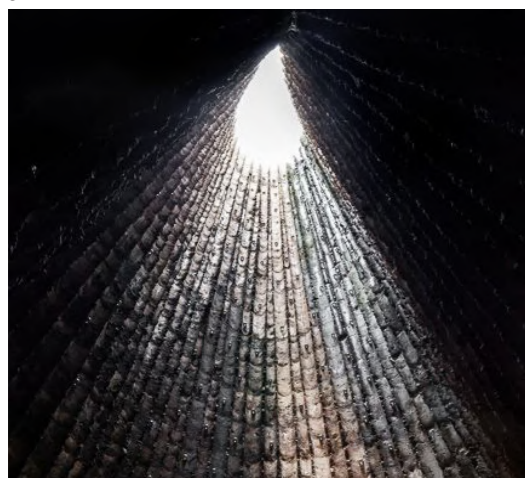
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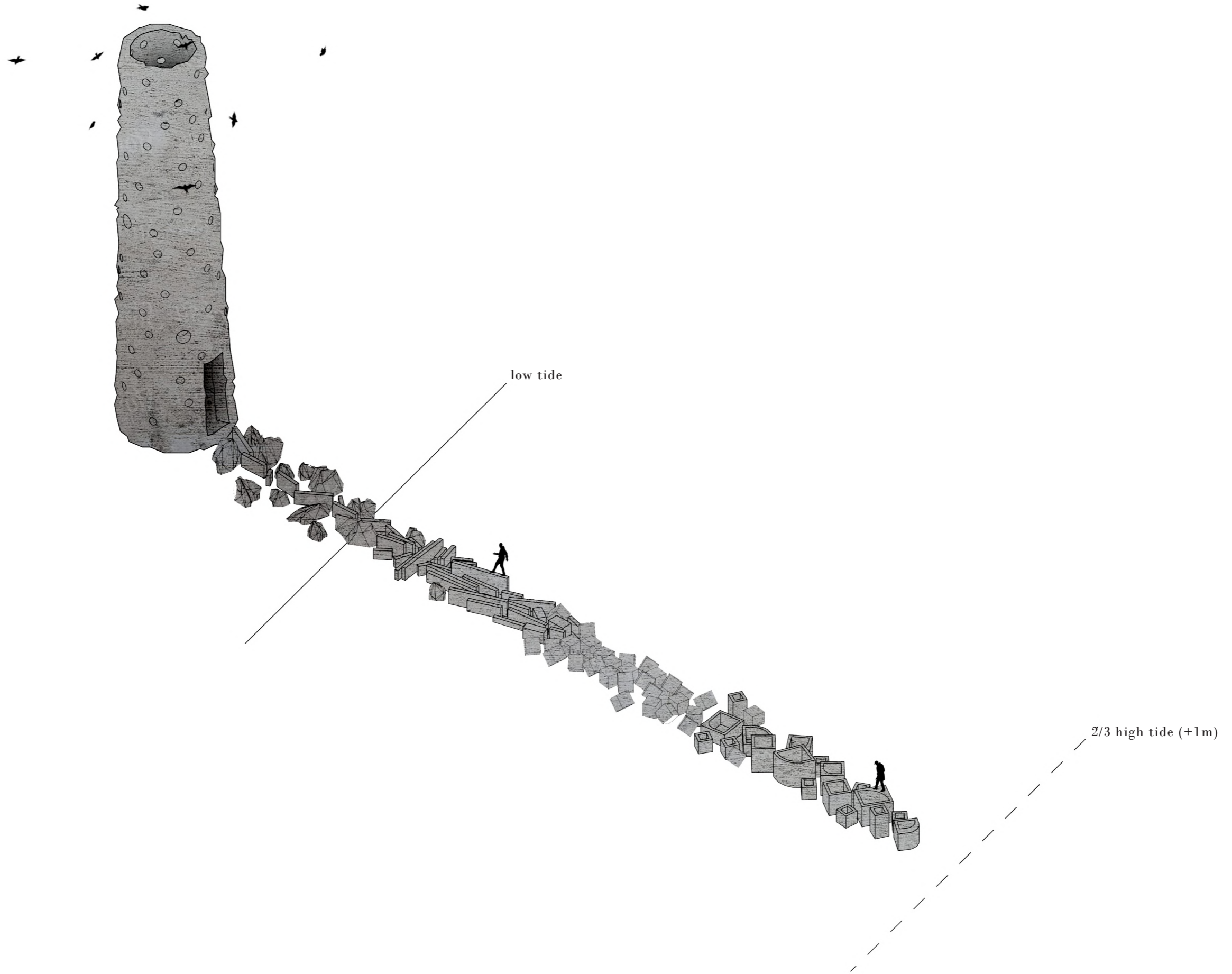
Transience

At the end of the section a long pier paves the way to the tall bird tower that arises from the water. Here the later stage of transience is told by the coarse texture and structure, disintegrated pier elements and partially flooded parts. The tower stands tall as a ruin of something that might have originated from the Botlek industry which came crumbling down and formed a pier.

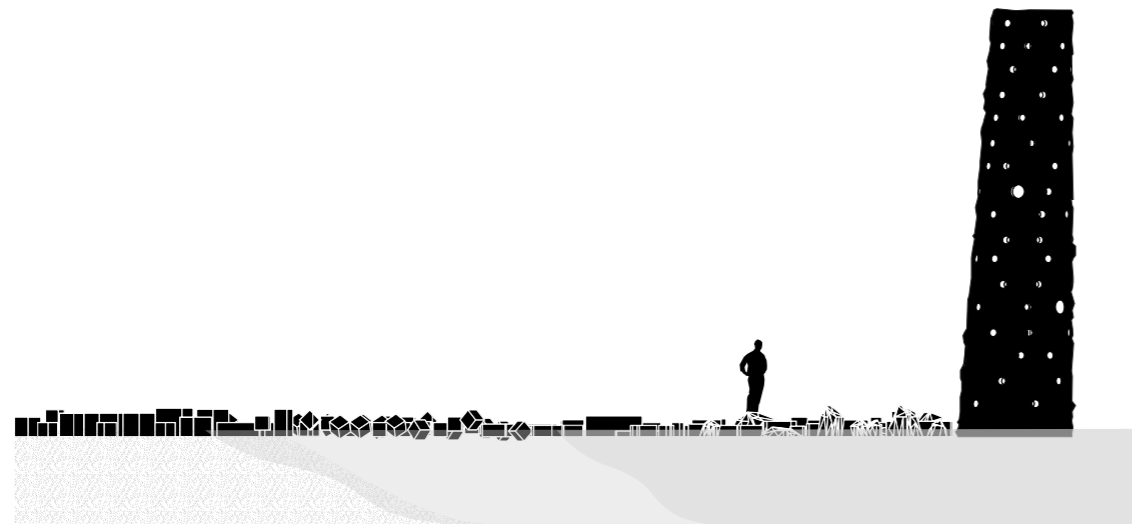
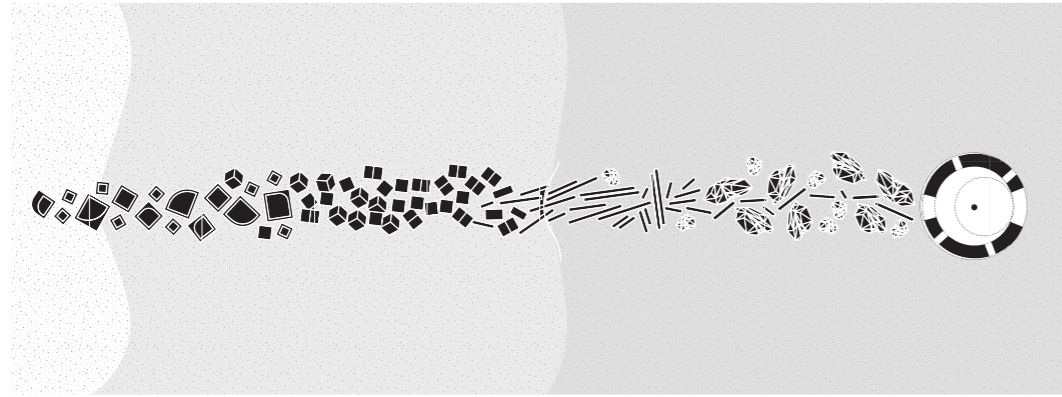
The third way of experiencing the Maasvlakte is by retreating. The long climb over the pier leaves behind a sense of distance, therefore providing an intimate moment together with the birds in the tower and the horizon view.

The different types of pier elements sequentially change shape and size, allowing different ways of habitation for crabs, mussels, oyster and seaweeds. The visitor will therefore have different encounters with these inhabitants as he passes the multiple pier segments.

While passing the pier, native seagulls and hole pigeons who take shelter in the tower, forage on the animals that live in the pier structure. This interplay is experienced more at distance. Inside the tower, one hears the loud screeching of the birds. The internal structure of the tower lets you climb up to take a closer look at the birds.



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The Sea







