

THE BOARDWALK BAKERY

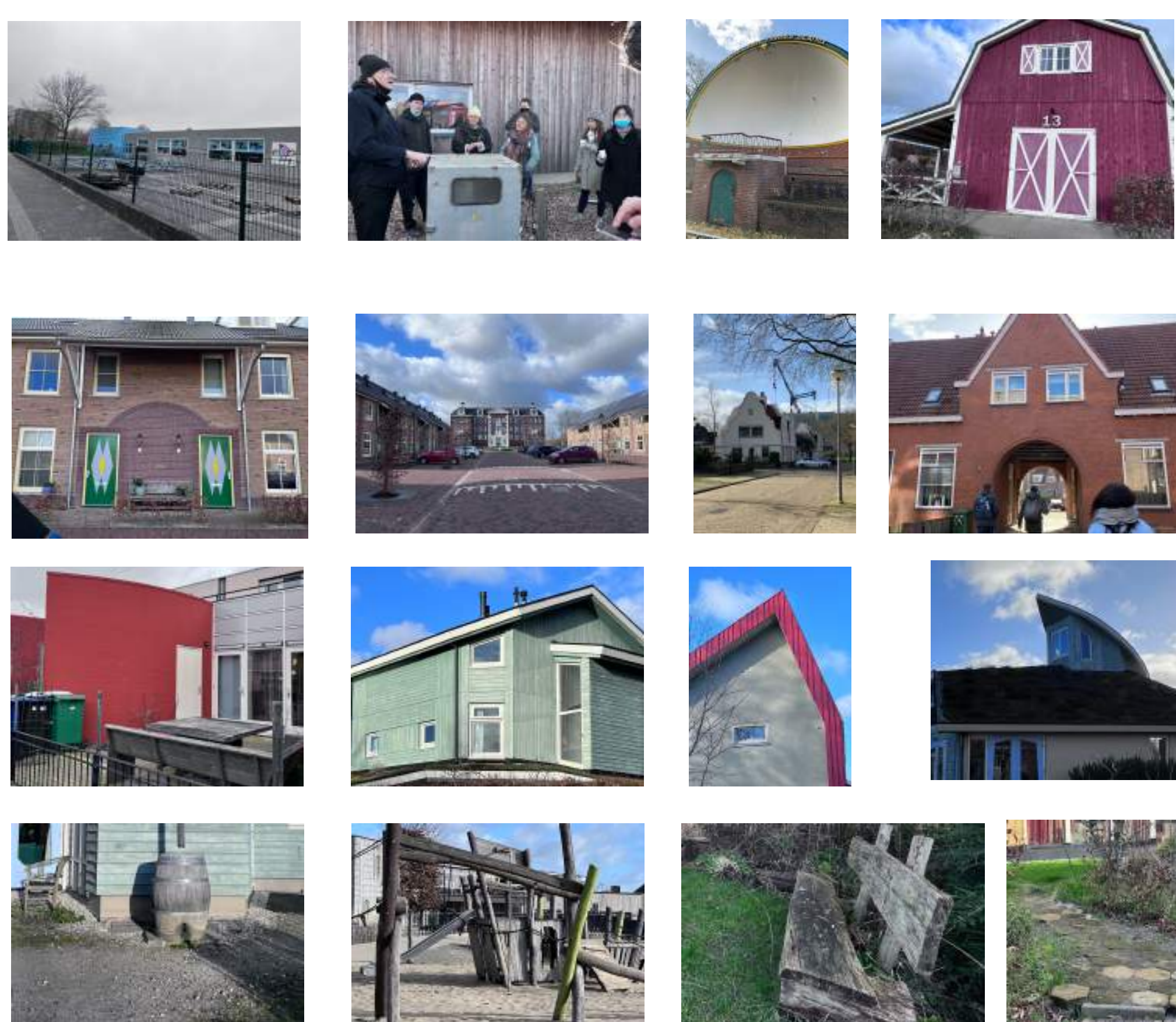
STUDIO VOOR PAMPUS - ANGELIKI MUCAJ

ALS DEELNEMER AAN DE STUDIO 'VOOR PAMPUS' MAAKTE IK DEEL UIT VAN EEN GROEP PIONIERS DIE EEN EERSTE VESTIGING IN ALMERE-PAMPUS HEBBEN ONTWERPEN. WE HEBBEN GEZAMENLIJK EEN BASIS GELEGD VOOR EEN NIEUWE DORPSKERN. OMDAT DE PIONIERSVESTIGING STREEFT NAAR ZO VEEL MOGELIJK AUTONOMIE, ZULLEN VEEL VAN DE NOODZAKELIJKE VOORZIENINGEN DOOR ONS ALS PIONIERS ZELF MOETEN WORDEN GEREALISEERD. IEDERE DEELNEMER HEEFT DAARVOOR EEN KLEIN GEBOUW VOOR EEN RELEVANTE PUBLIEKE FUNCTIE VOOR DE PIONIERSVESTIGING ONTWERPEN. ALS VERANTWOORDELIJKE VOOR DE FUNCTIE VAN DE BAKKER HEB IK DIT PAND ONTWERPEN VOOR DE BAKKERIJ EN EEN EIGEN PAND ERNAAST WAAR IK OOK ZELF KAN WONEN.

1. EXPLORATIE VAN ALMERE EN DE EIGEN WOONOMGEVING

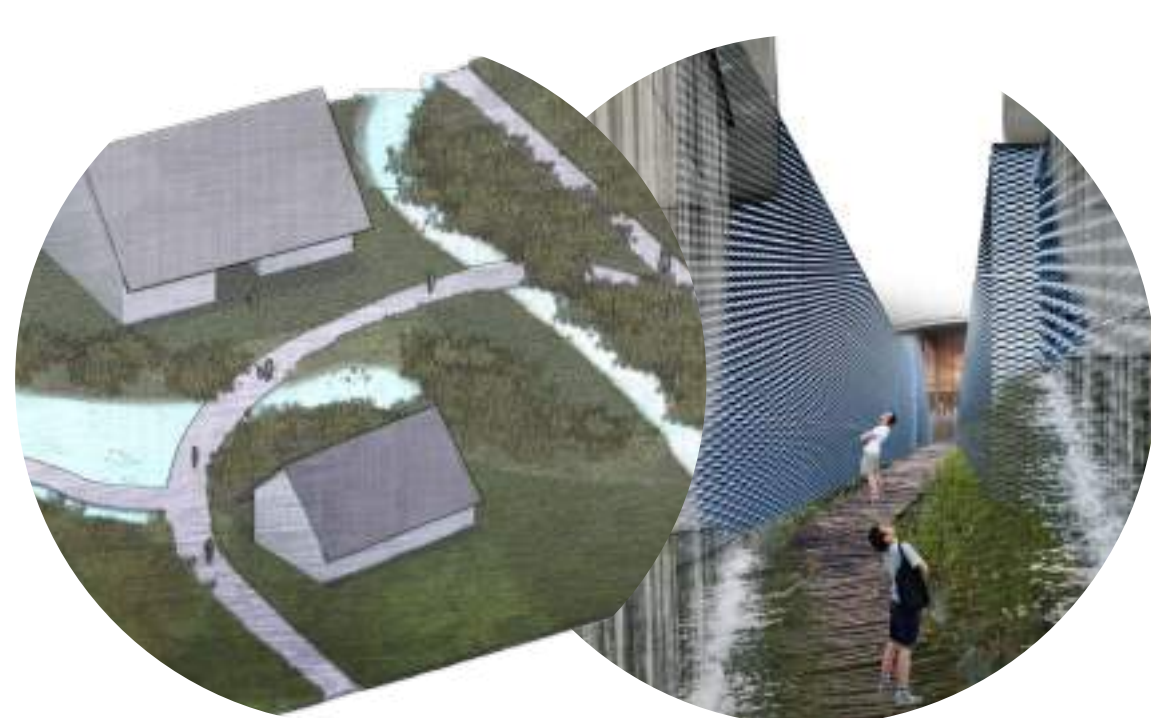


2. GROEPERING WAARNEMINGEN EN DAARUIT VASTSTELLEN VAN EIGEN ONTWERPREGELS



4. SELECTIE ONDERDELEEN UIT DE MATRIX

REGEL 1
HET VERKAVELINGSPLAN
THE UNDERLANDSCAPE
USE THE HIDDEN
VOLUMES ABOVE GROUND.



REGEL 2
THE FUTURE LANDSCAPE
HACKING IN THE BOUNDARY



REGEL 5
BUILD PLACES WHERE PEOPLE
ARE FORCED TO MEET EACH
OTHER



REGEL 7
GIVE ONE PART OF YOUR
BUILDING A RADICALLY
DIFFERENT SHAPE OR COLOR

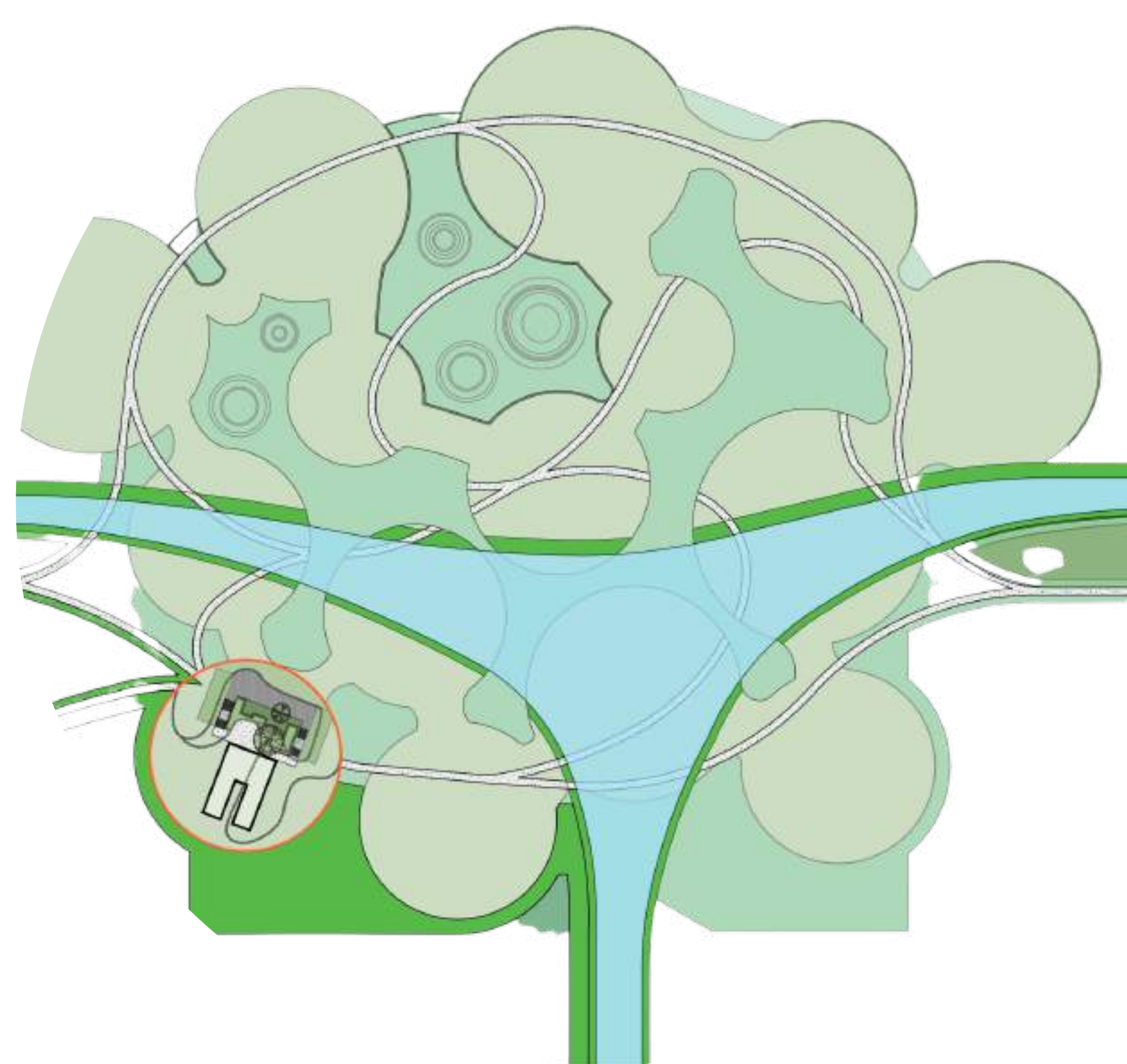


3. ONTWERPREGELS & MATRIXOPGAVEN

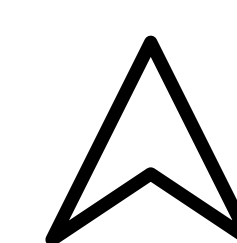
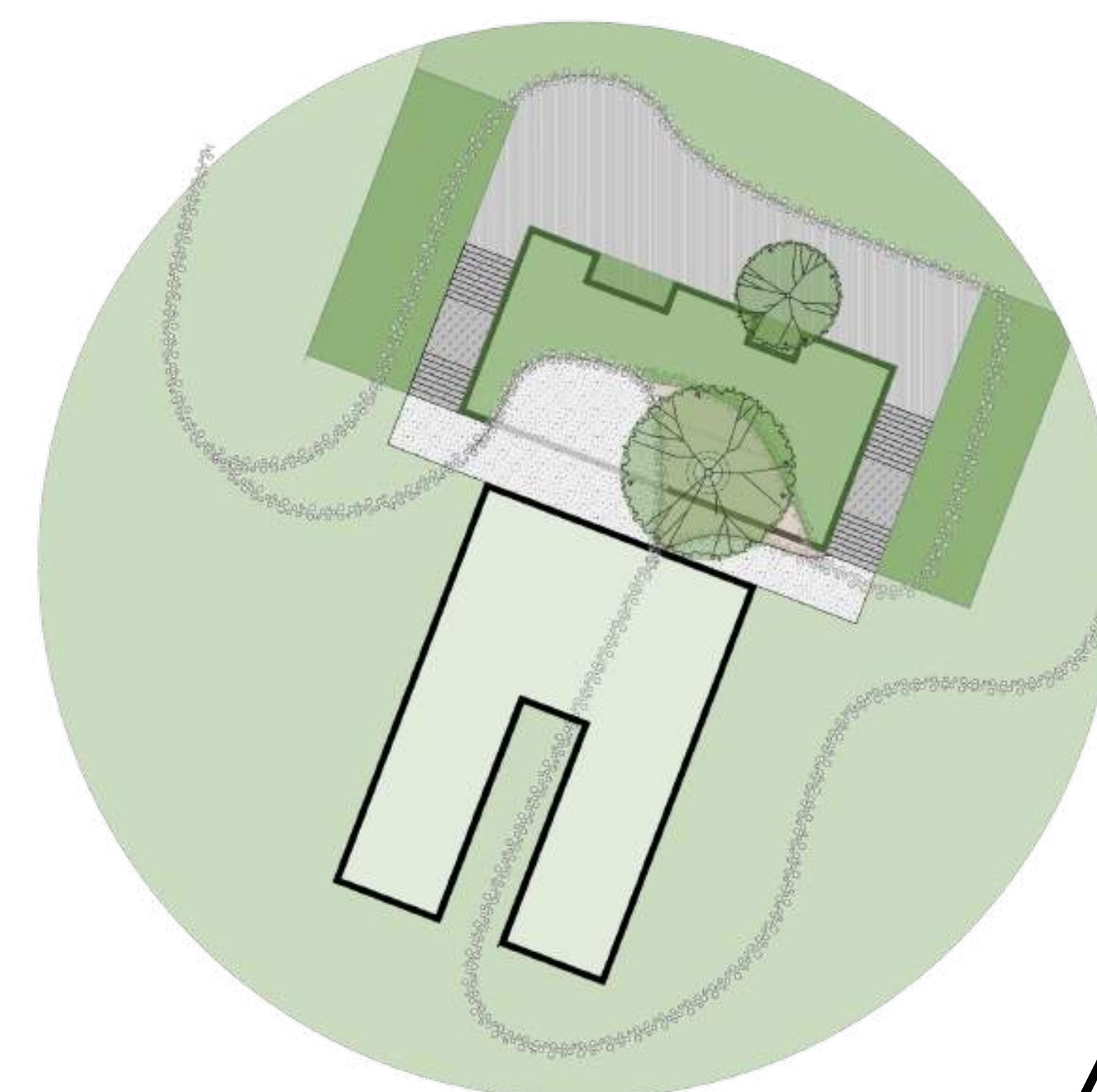
	MATRIX 1 HET VERKAVELI NGSPLAN	MATRIX 2 HET PERFECTE KAVEL	MATRIX 3 HET BOUWVOL UME	MATRIX 4 HET VERKAVELI NGSPLAN	MATRIX 5 HET VERKAVELI NGSPLAN
REGEL 1 HET VERKAVELINGSPLAN THE UNDERLANDSCAPE USE THE HIDDEN VOLUMES ABOVE GROUND.					
REGEL 2 THE FUTURE LANDSCAPE HACKING IN THE BOUNDARY					
REGEL 3 THE BASIC LANDSCAPE WEATHER CONDITIONS PROVIDE CHALLENGES AND OPPORTUNITIES					
REGEL 4 THE EXISTING LANDSCAPE INTERVENTIONS SHOULD BE DECONSTRUCTABLE AND MOVABLE TWICE PER YEAR WITHIN 48 HOURS					
REGEL 5 BUILD PLACES WHERE PEOPLE ARE FORCED TO MEET EACH OTHER					
REGEL 6 USE ARCHITECTURAL ELEMENTS FROM ALMERE HAVEN BUT IN A MODERN TRANSLATION					
REGEL 7 GIVE ONE PART OF YOUR BUILDING A RADICALLY DIFFERENT SHAPE OR COLOR					
REGEL 6 USE MATERIALS (NATURAL OR WASTE) THAT CAN BE FOUND WITHIN A RADIUS OF 5 KM IN THE AREA TO CREATE BUILDING ELEMENTS.					

5. VERKAVELINGSPLAN & EIGEN KAVEL

LOCATIE ALMERE PAMPUS



KAVEL MET PRIVÉ & PUBLIEKE FUNCTIES



THE GUIDING PATH

In our modern society, people seem to be always in a rush, especially when they go for their daily groceries and therefore elements in the landscape are insufficiently perceived. Sometimes this happens because there is no nature around a public space or because the existing vegetation is just decorative and it doesn't invite the users to stop and observe it.

I believe that we should incorporate nature more in our design as we have become experts in making 'complete' designs and impressive projects, disregarding the aesthetic emotions they can create for the users. Usually, the goal of this kind of design, that is often made for expensive development projects, is to be preferred by the majority of people.

They thus meet basic, predefined requirements and functions. It feels like designers and architects are busier with speeding up the designing time and demonstrating architectural tools, rather than focusing on the quality of a space. This leads to the creation of spaces that are poor in meaning and substance. Architecture is not only about giving aesthetic pleasure to the users, but also it has to do with the psychology and social structure of the people around it.

The main feature of my design is the path between the grain fields that leads to the public function of the bakery. The path has been the starting point of my design since the research phase.

When nature 'suggests' a direction, people use them to make paths or roads that lead to a building or a space. Going back to the beginning of the trail, one leads to the Paleolithic era where the only kind of architecture was the trail. It is one of the first man-made designs to be able to impose order in areas of absolute chaos.

A path in the middle of nature that leads to a public or private function can make you slow down for a moment and observe nature and your surroundings. The quality of a place wants to unfold in front of us and this will be achieved through walking.

When you design spaces that guide you to discover them, all the senses of the visitor get activated.

Sight is the predominant sense of place recognition but has limited sensory abilities. Hearing, for example, complements the visual stimuli, giving more information about the depth of the space, since the sound is reflective. Respectively, touch informs about the textures and qualities of the material forms that surround us and enhances their three-dimensional existence.

So you understand that the senses complement each other and form a stronger image of space. Therefore, future design should reflect the subterranean character of nature, to which surrenders get fascinated by its mere fullness.

Architecture is able to awaken all our senses at the same time. It would be a shame if architects with their design are only aiming at the 'pleasure' of the eyes and not taking into account the activation of the other senses.

How easily do we get carried away by a mood of visual impression and unknowingly design spaces that 'trap' the spirit of the users? What fascinates us most about the oversized and luxurious buildings is the contact with nature. An architect can determine with his design the way people are going to move in the space by placing spatial elements that can push us to move or stop and observe the space.

A walking path that is surrounded by nature is a feature that has the power to activate all the senses of the visitors as they can see, touch and smell the vegetation around the path and also hear the sounds of the birds and animals that are living in this natural environment.

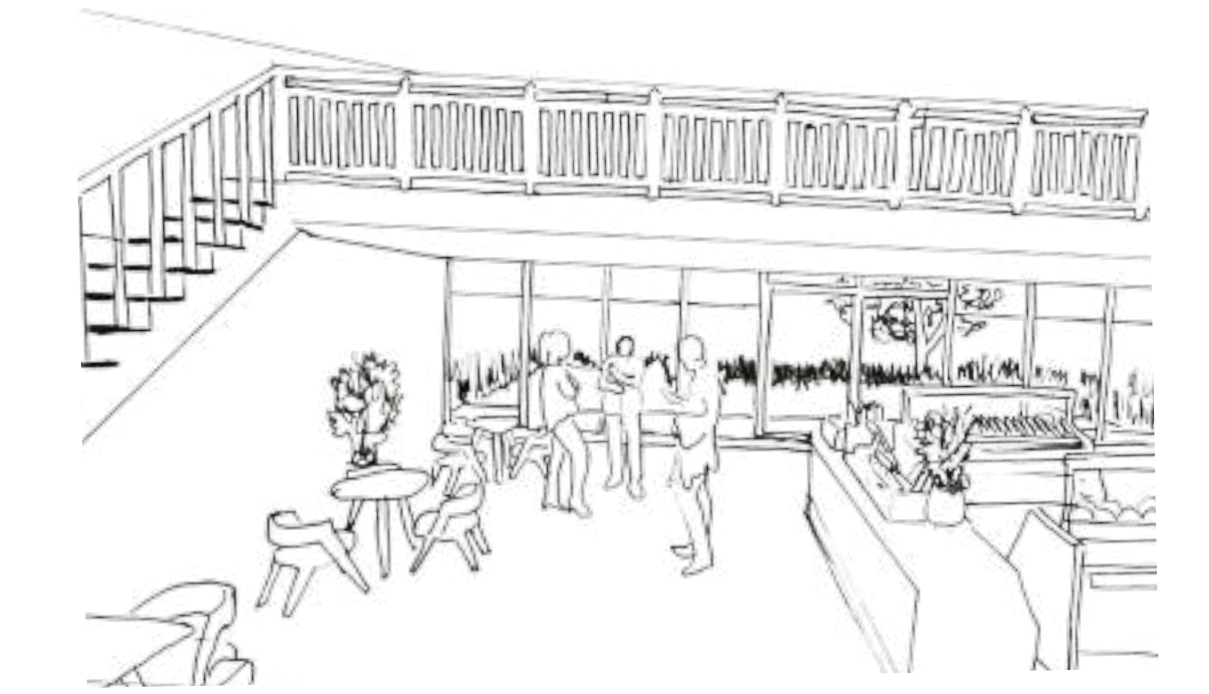
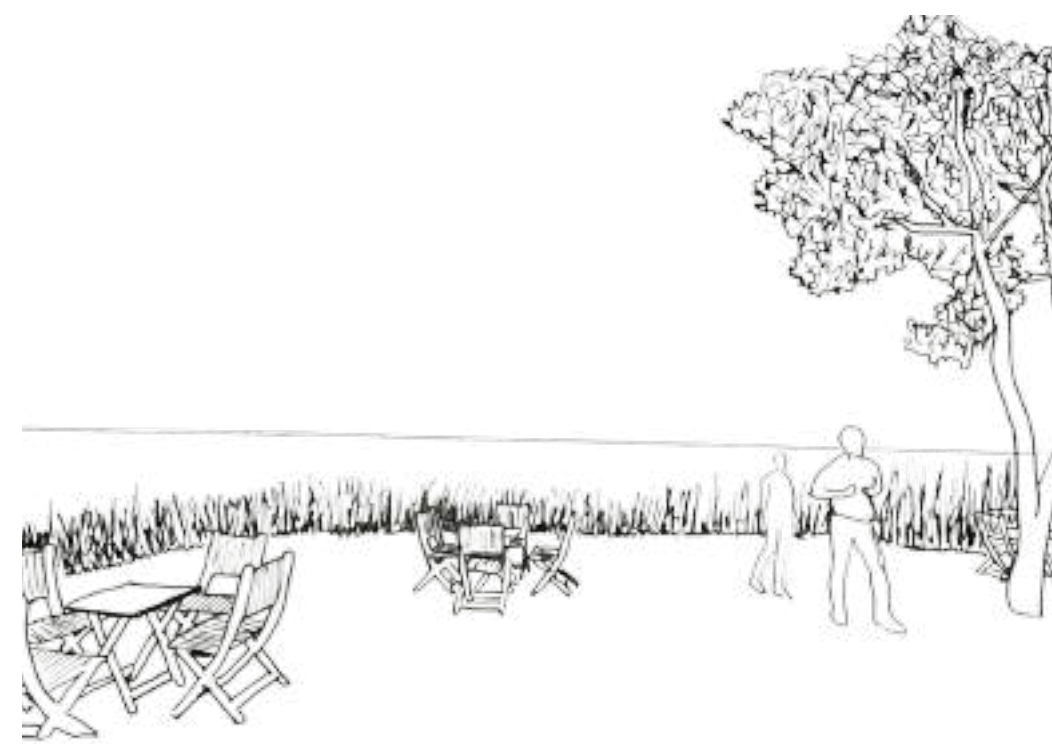
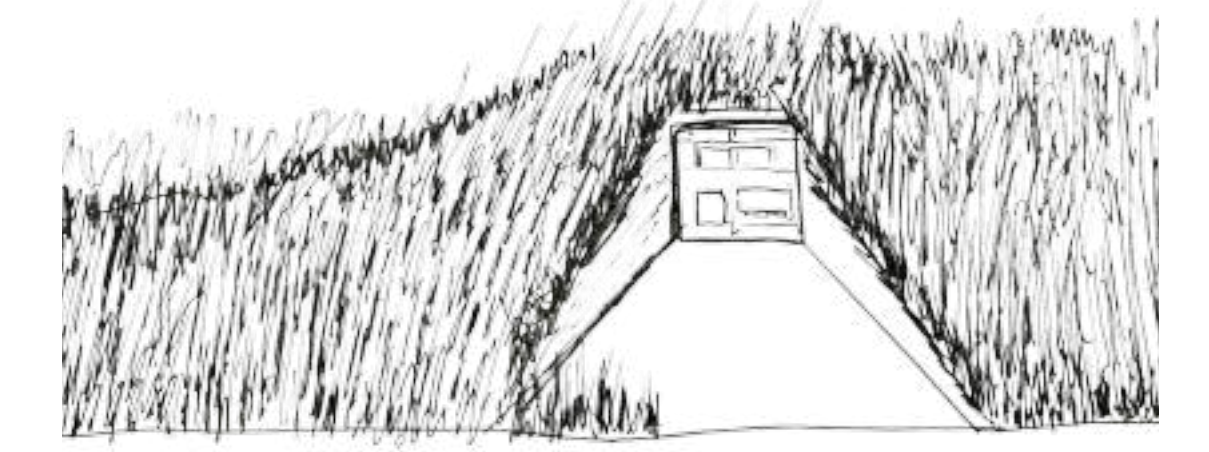
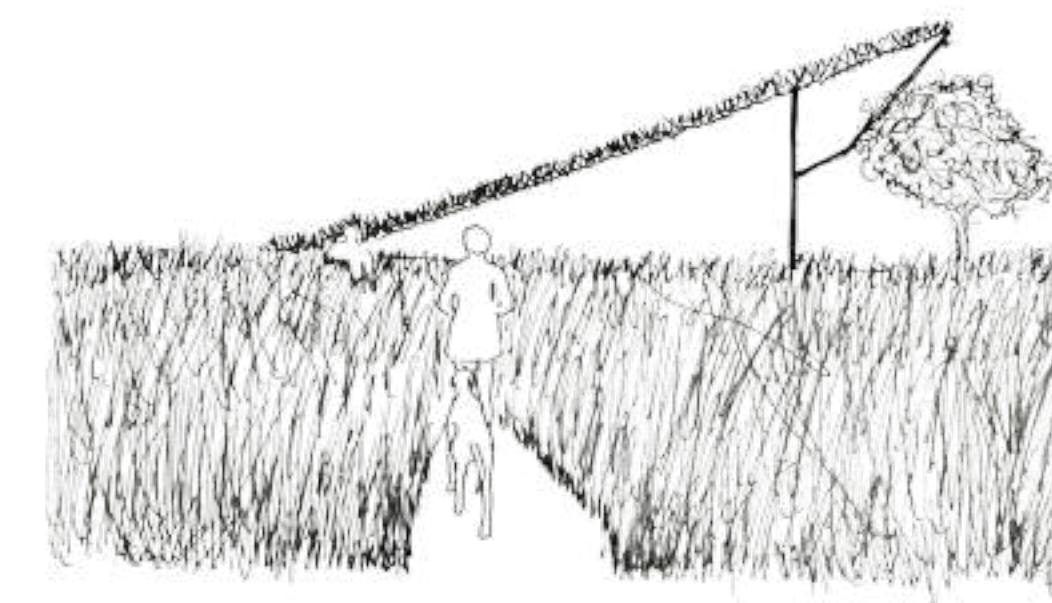
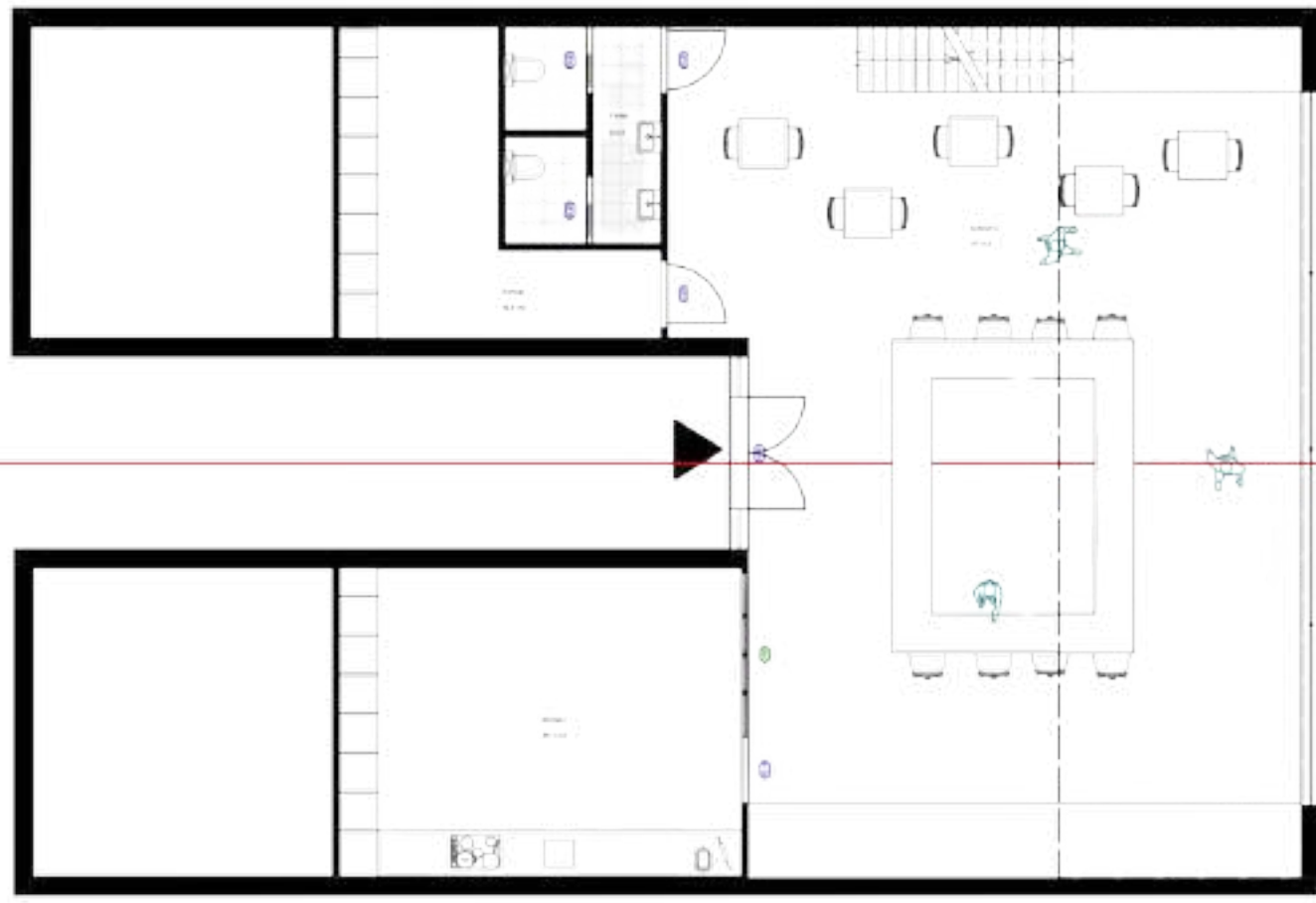
A path can determine the way you are reaching the space. The whole idea and spirit of the new village in Pampus are to encourage inhabitants to walk, observe the space and adopt a way of slow living. Let's reconsider the importance of a walking path while designing spaces. Let's leave for a while the modern reality and start walking and observing to redefine our relationship with nature.



PLATTEGROND BAKERIJ

PLATTEGROND WONING

PROMENADE ARCHITECTURALE



DOORSNEDE

