



STRAATKUNST

Institutionalizing Street Art

AR3AP100 Public Building Graduation Studio 2020-21

THE NEW MUSEUM | Art + the City Re-Wired

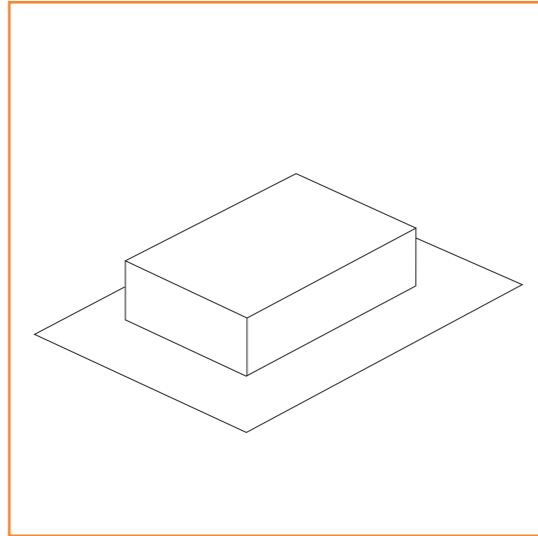
Marieke van de Plasse 4566130 24-06-21

Assignment

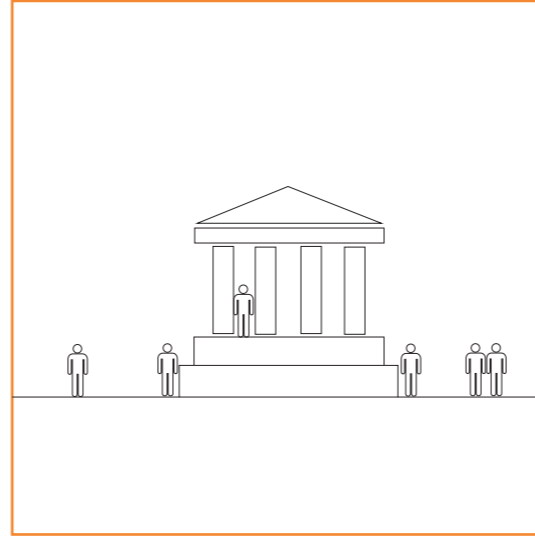
THE NEW MUSEUM



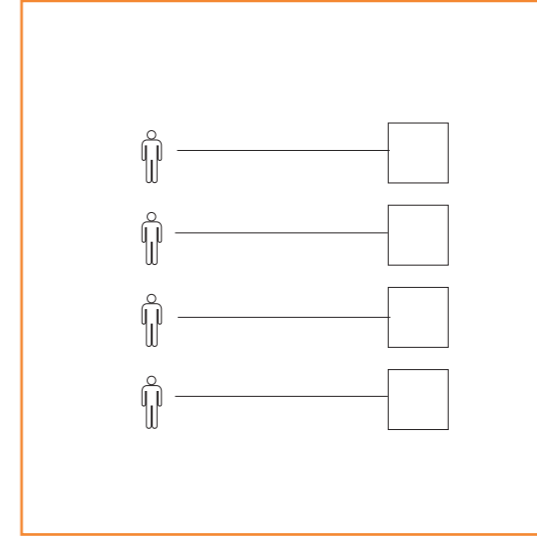
Re-wire



Accessibility



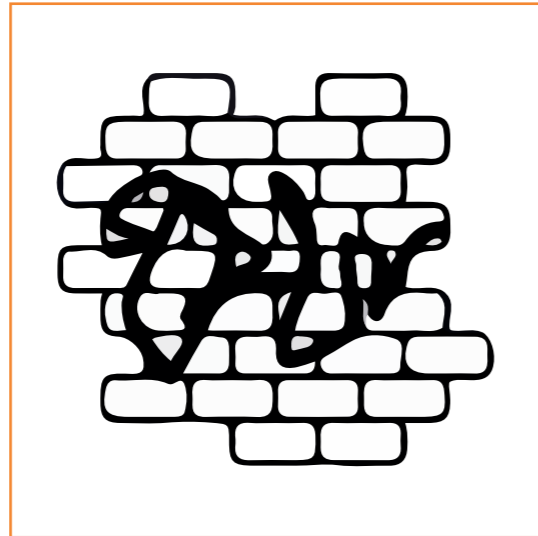
Multiplicity



STREET CULTURE

‘Culture of people who get creative inspiration from things on the street’

Street Art



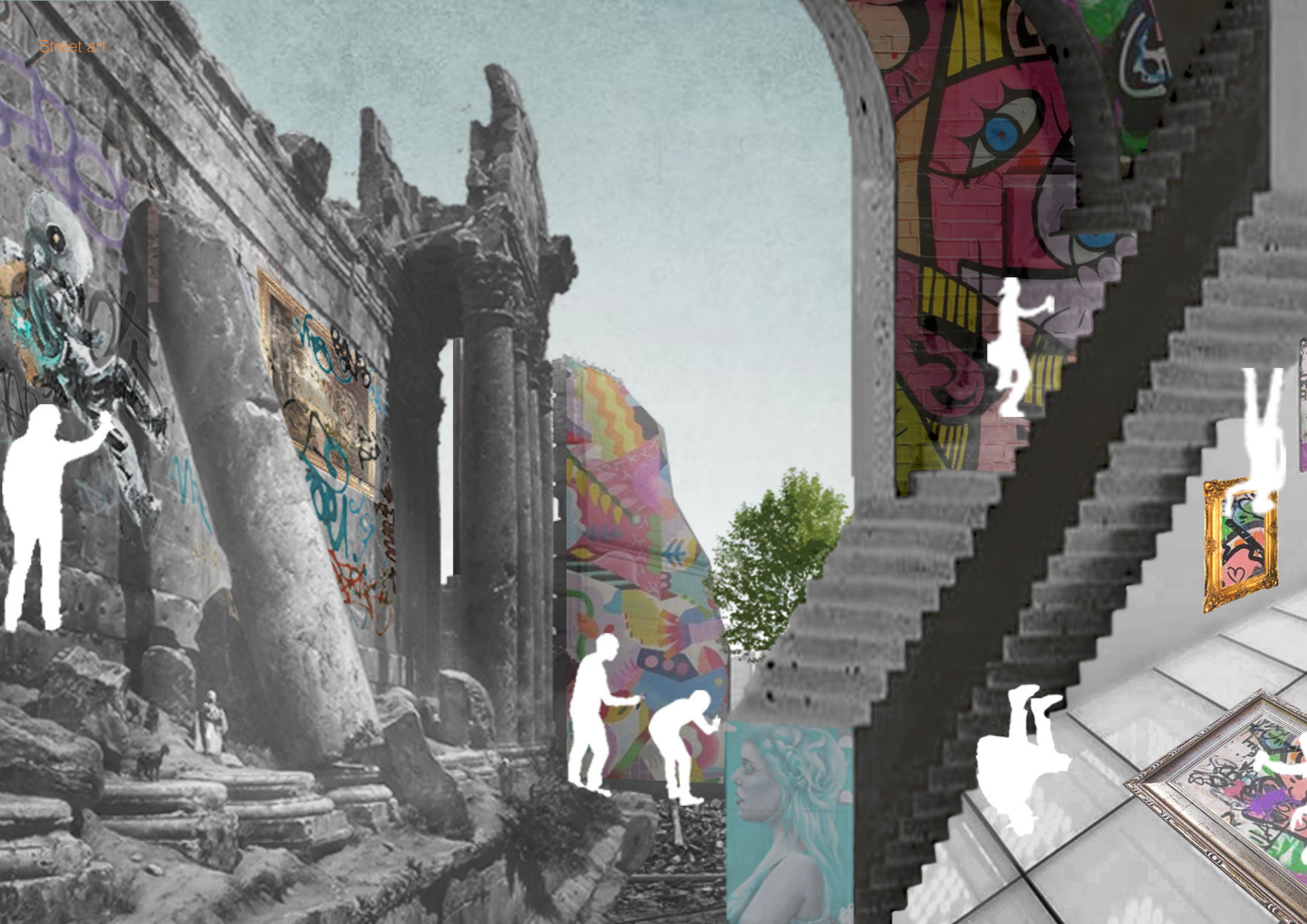
Urban sports



Lifestyle



Street art



Legal street art addition



Cultural



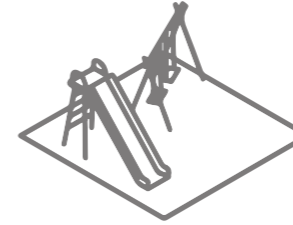
Active lifestyle and participation in society

Social

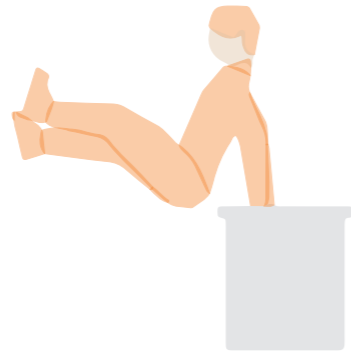


Connects young people to each other and the city

Spatial



City as playground



Freerunning



BMX



Skateboarding

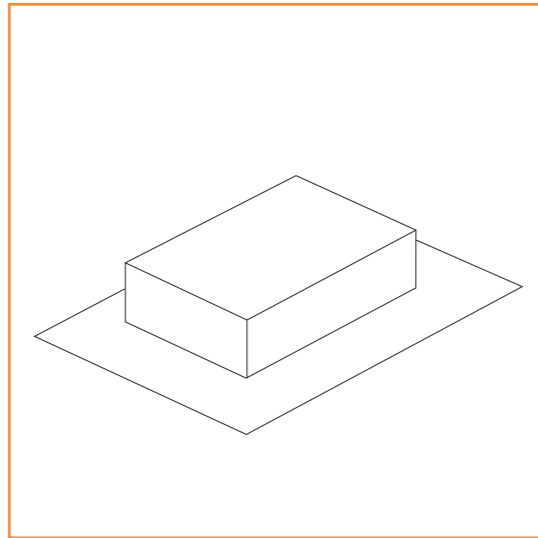


Basketball

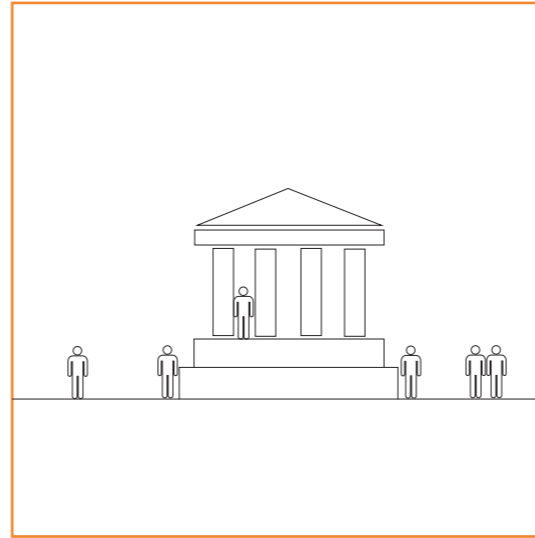


Inline Skating

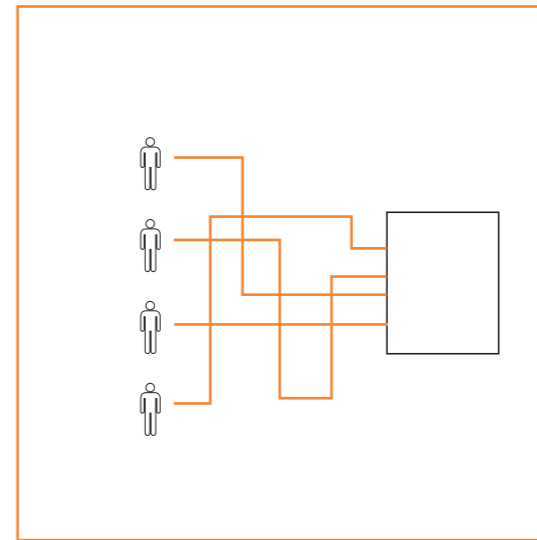
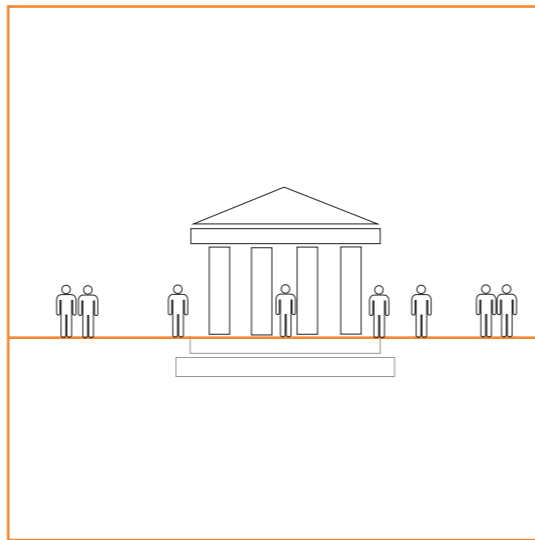
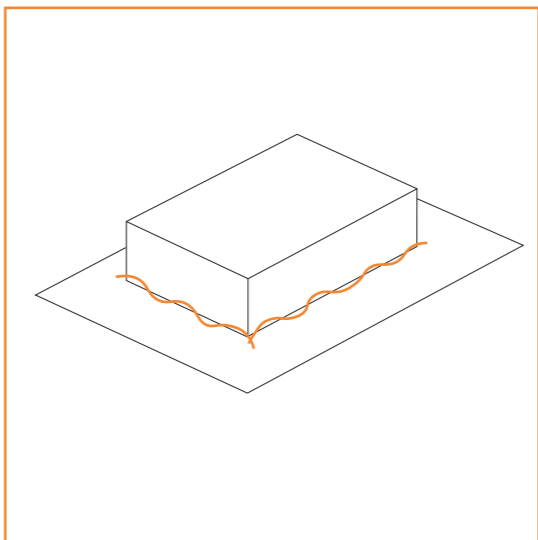
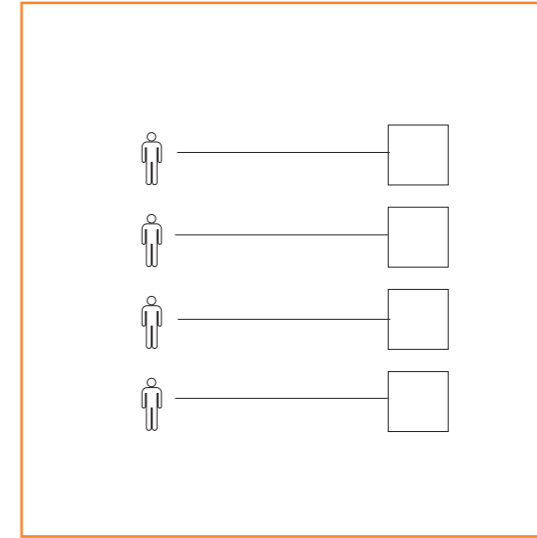
Re-wire



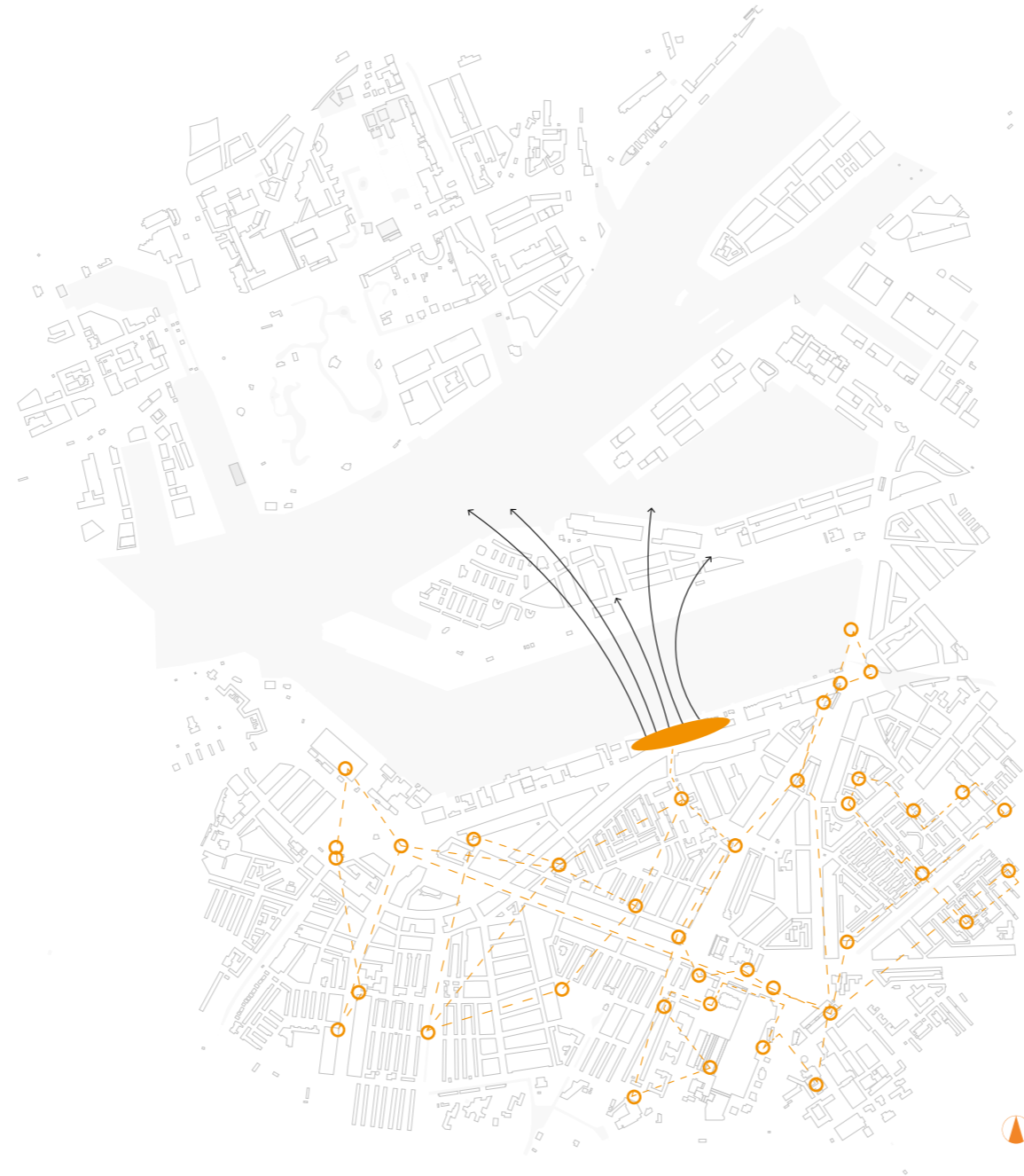
Accessibility



Multiplicity



Concept neighbourhood level



Institution

Ambition
Indoor/outdoor square
= accessible

Design choices
public functions
open space
'outdoor' climate

Ambition
Indoor street scene
= less accessible

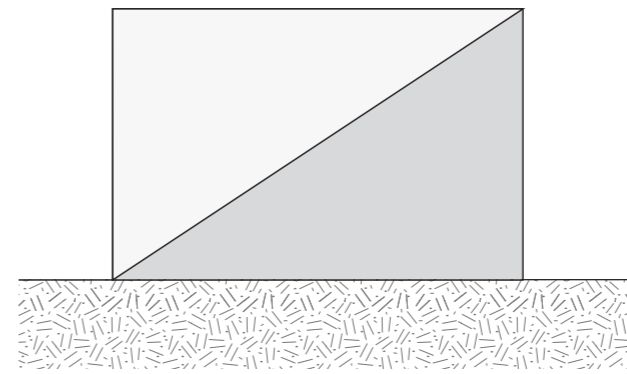
Design choices
thick walls
small spaces
dark

Street art

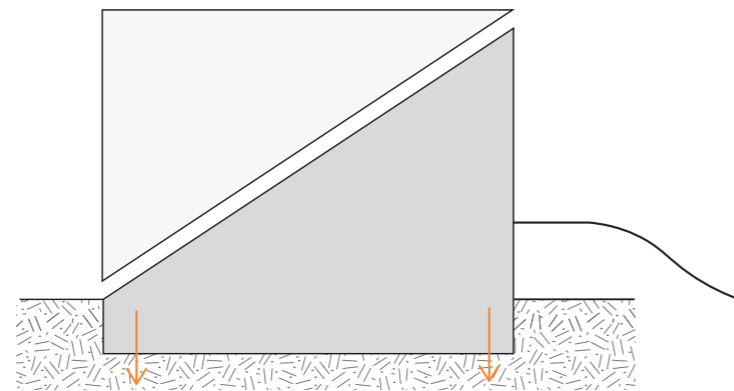




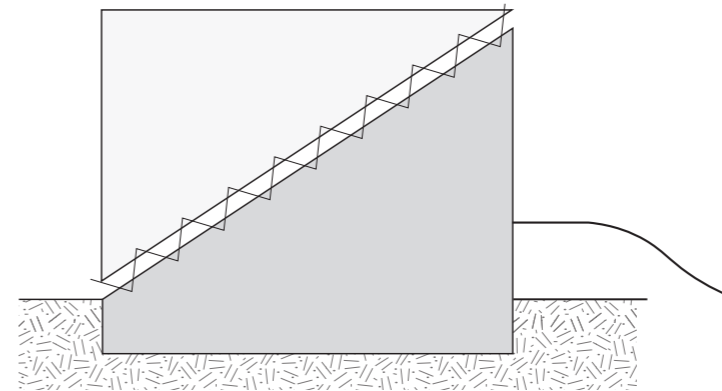
Box



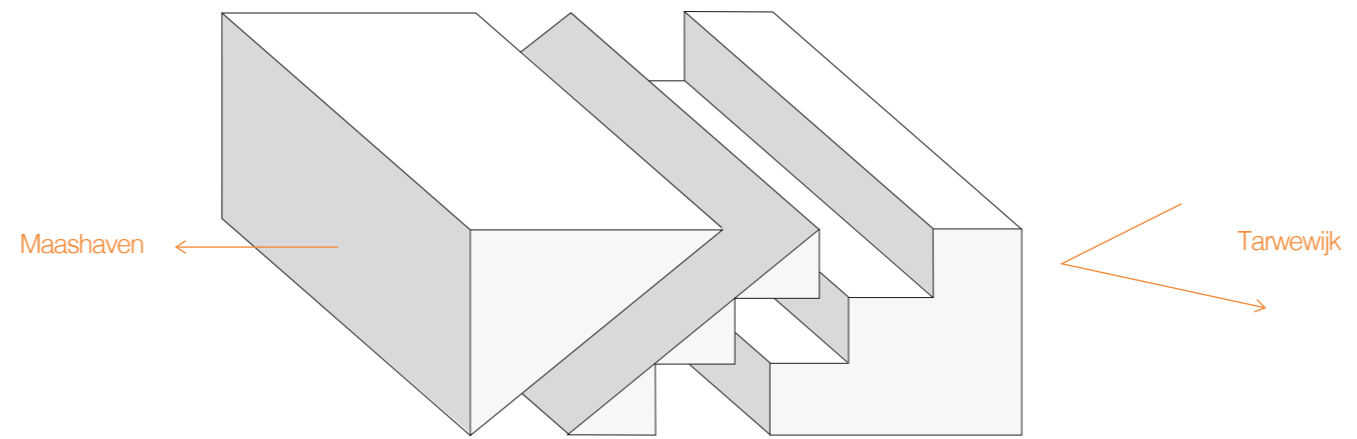
Contrast

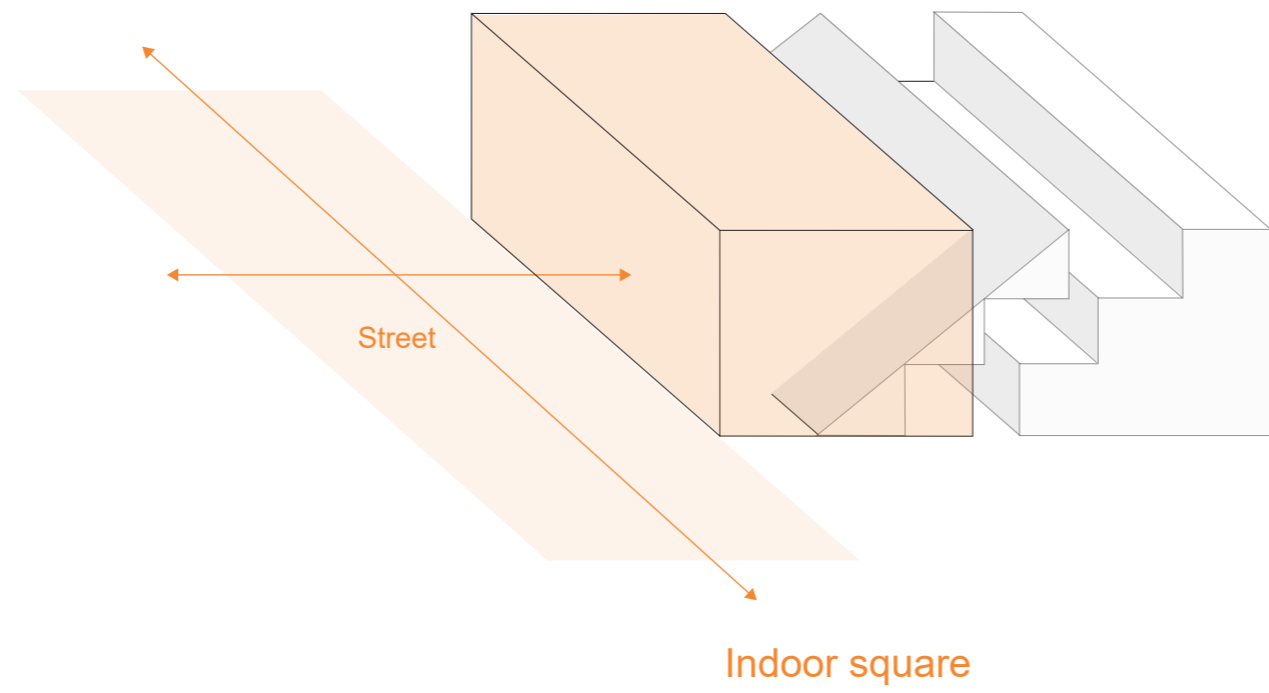


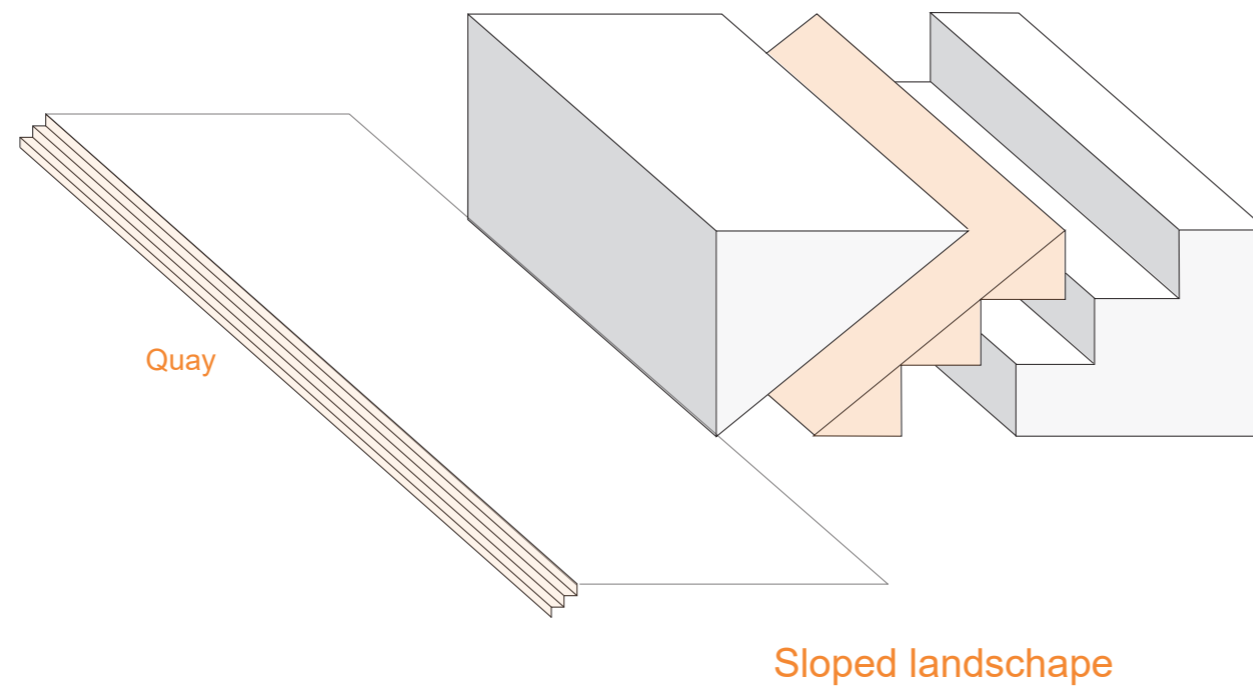
Sunken

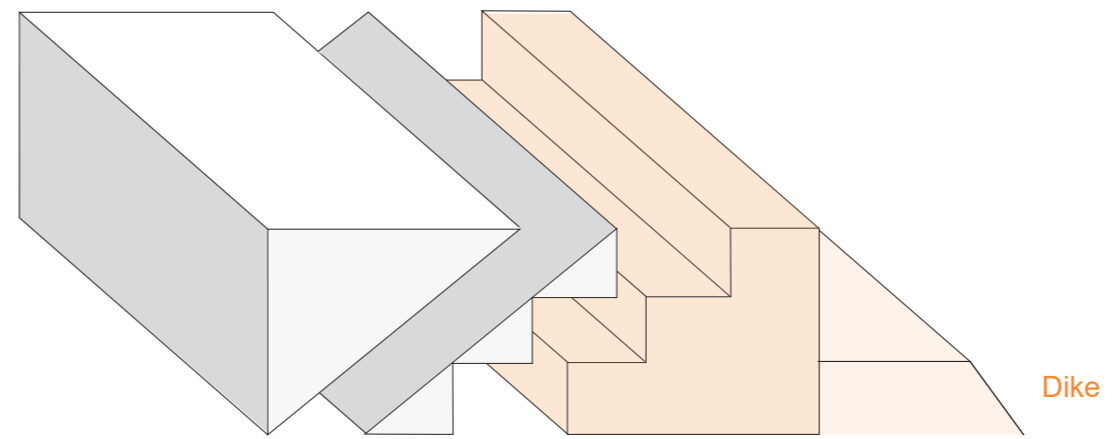


Transition zone









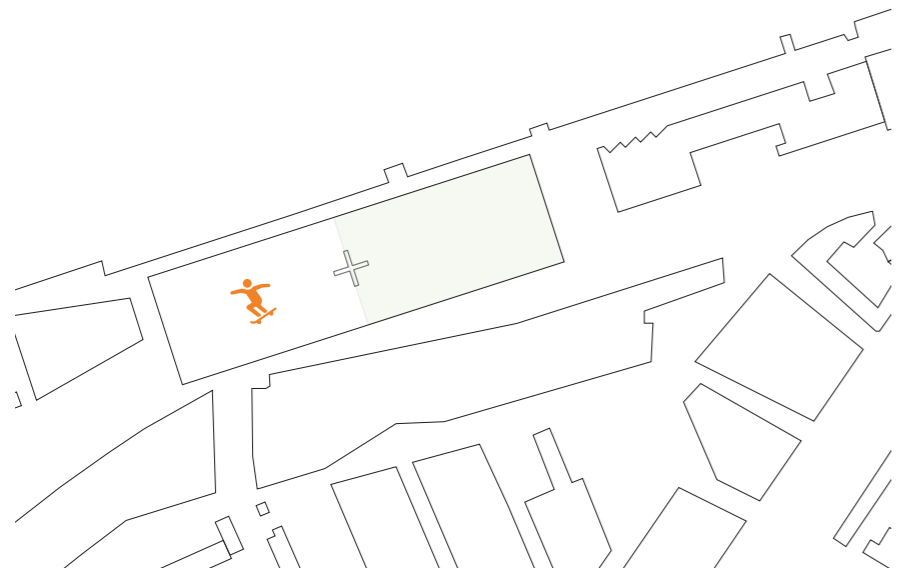
Museum

Site perspective

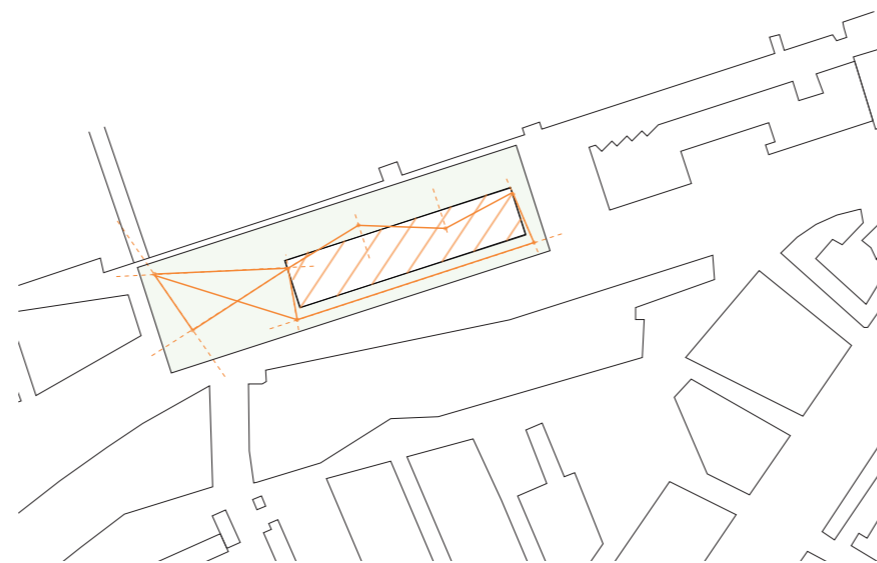




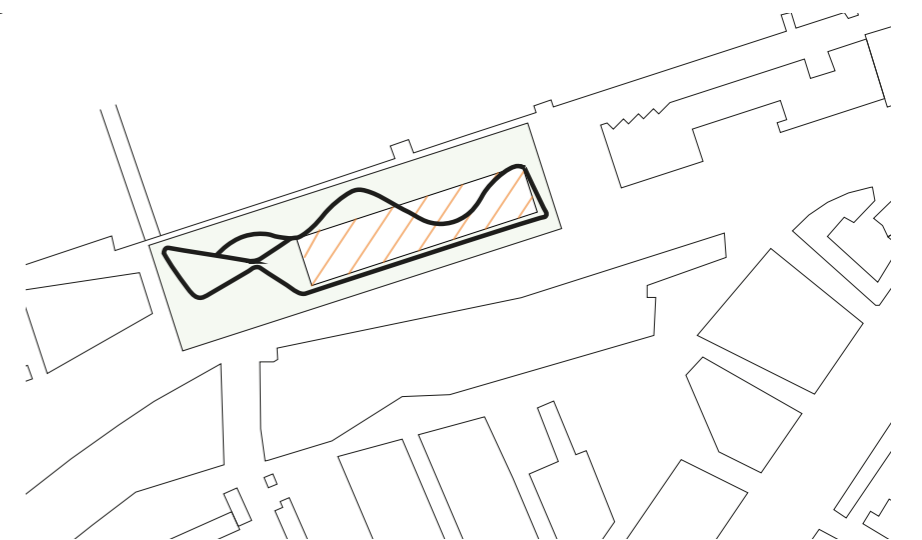
Site diagrams



Urban sports + recreation

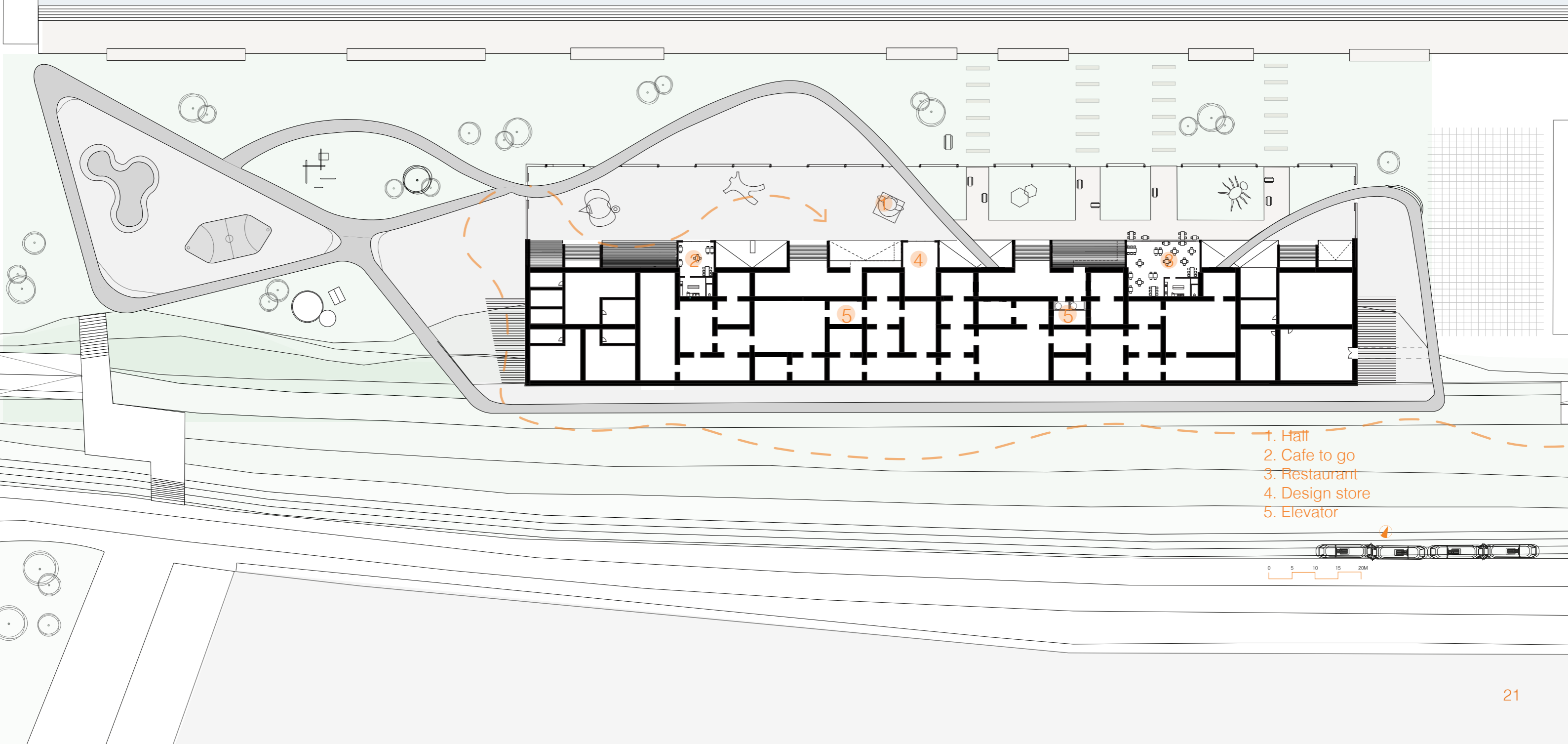


Traffic flow

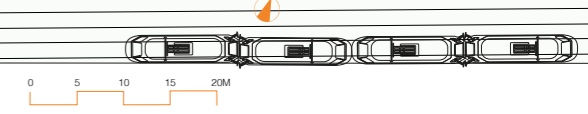


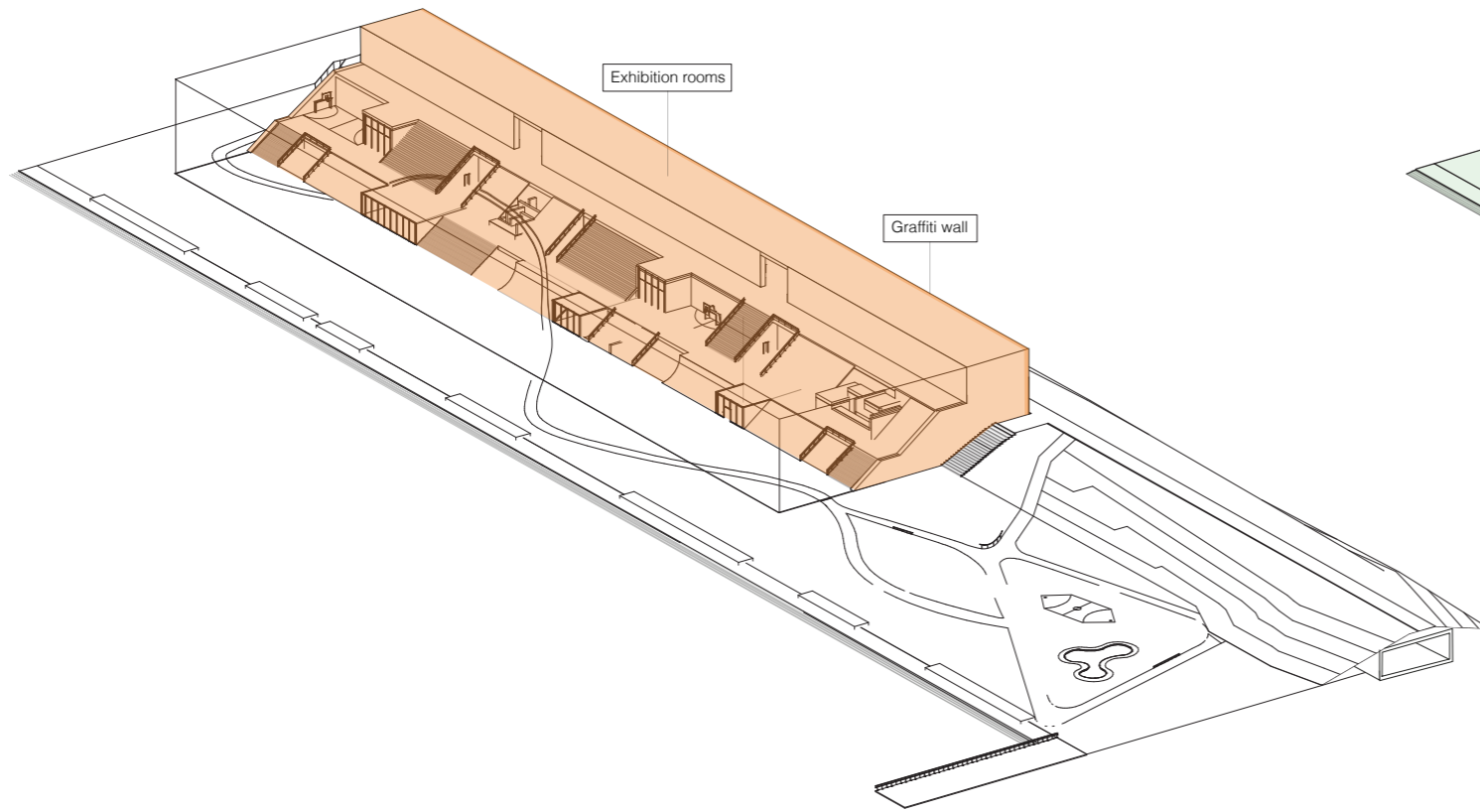
Loop

Floor plan - Ground floor

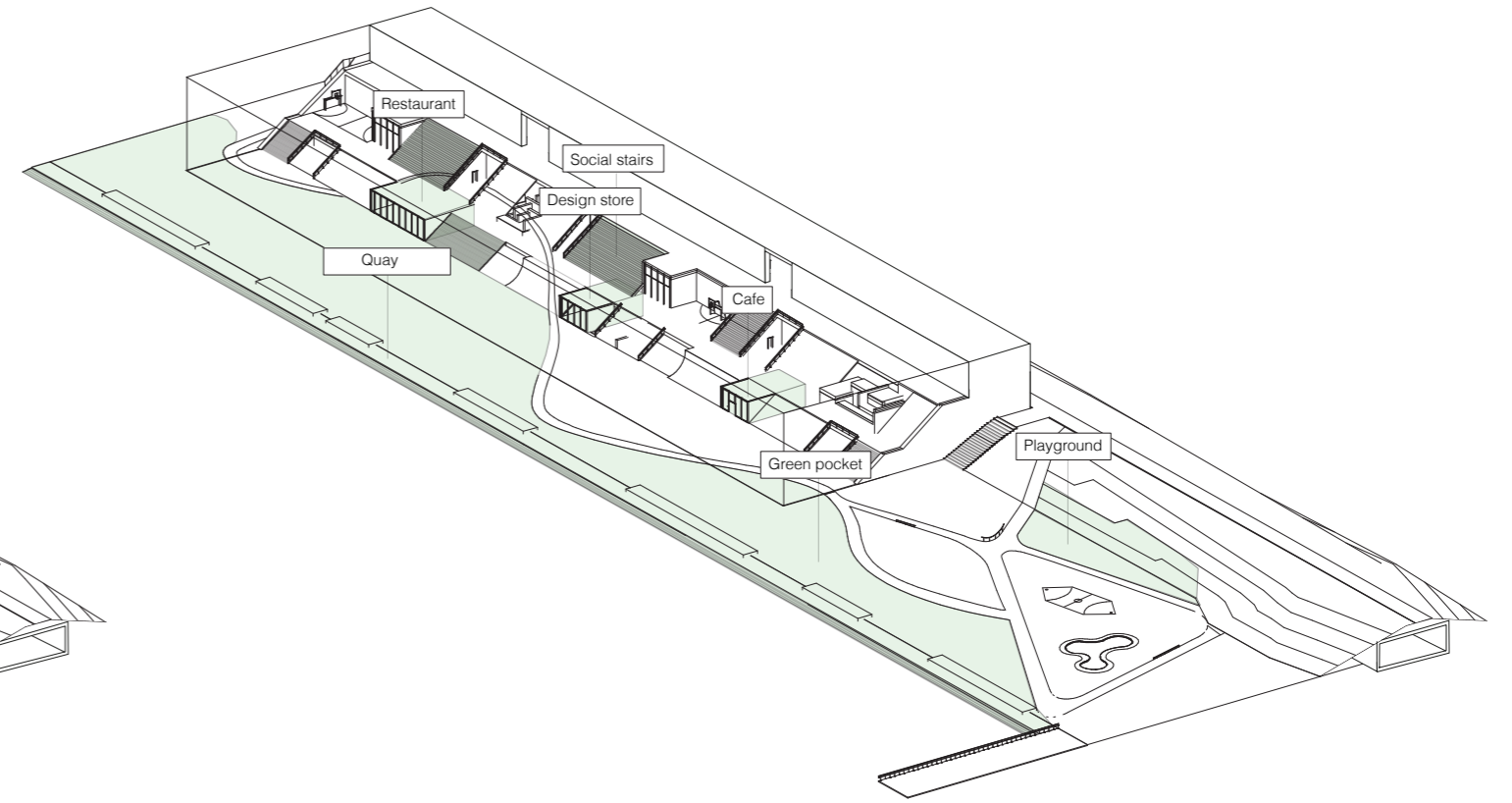


- 1. Hall
- 2. Cafe to go
- 3. Restaurant
- 4. Design store
- 5. Elevator

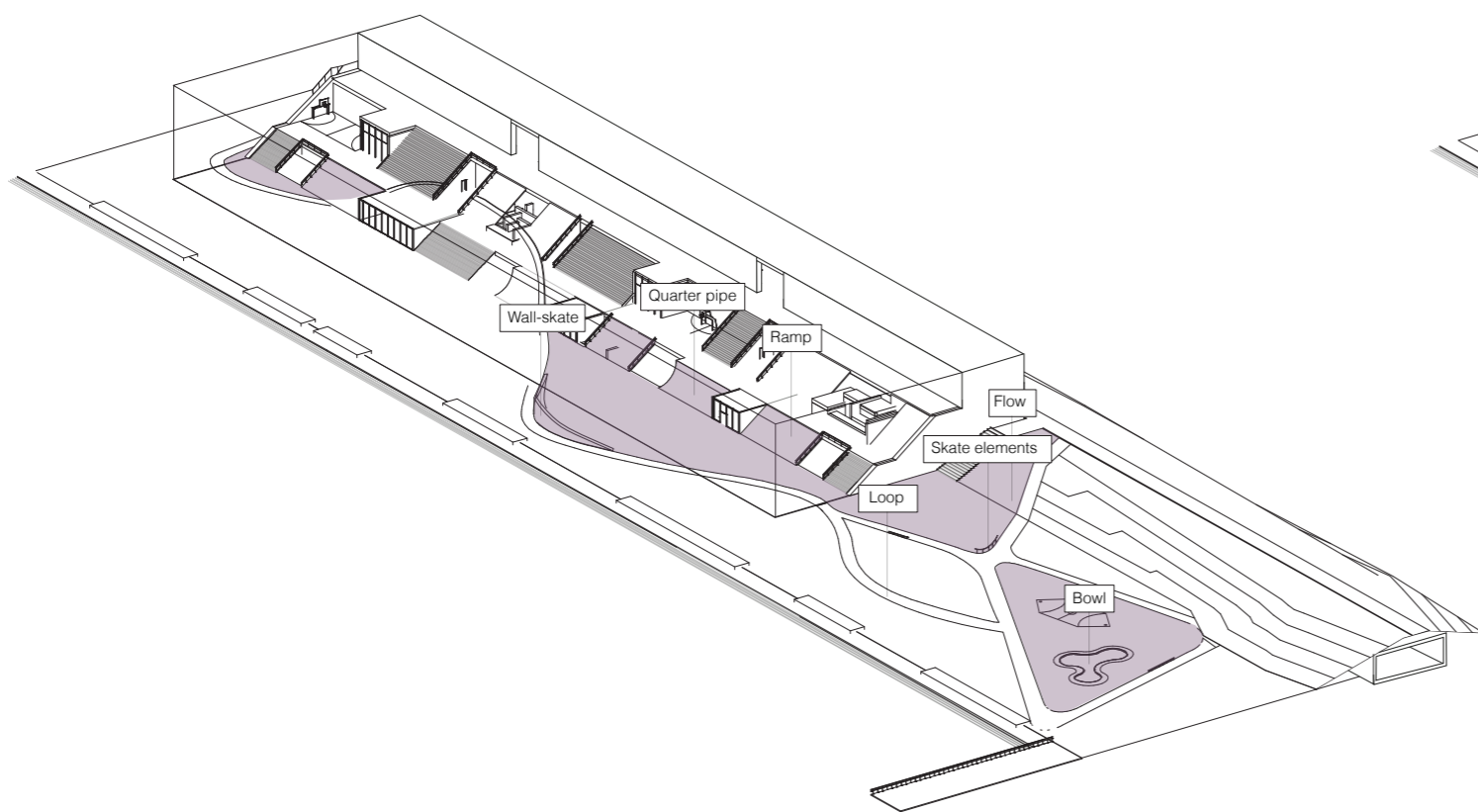




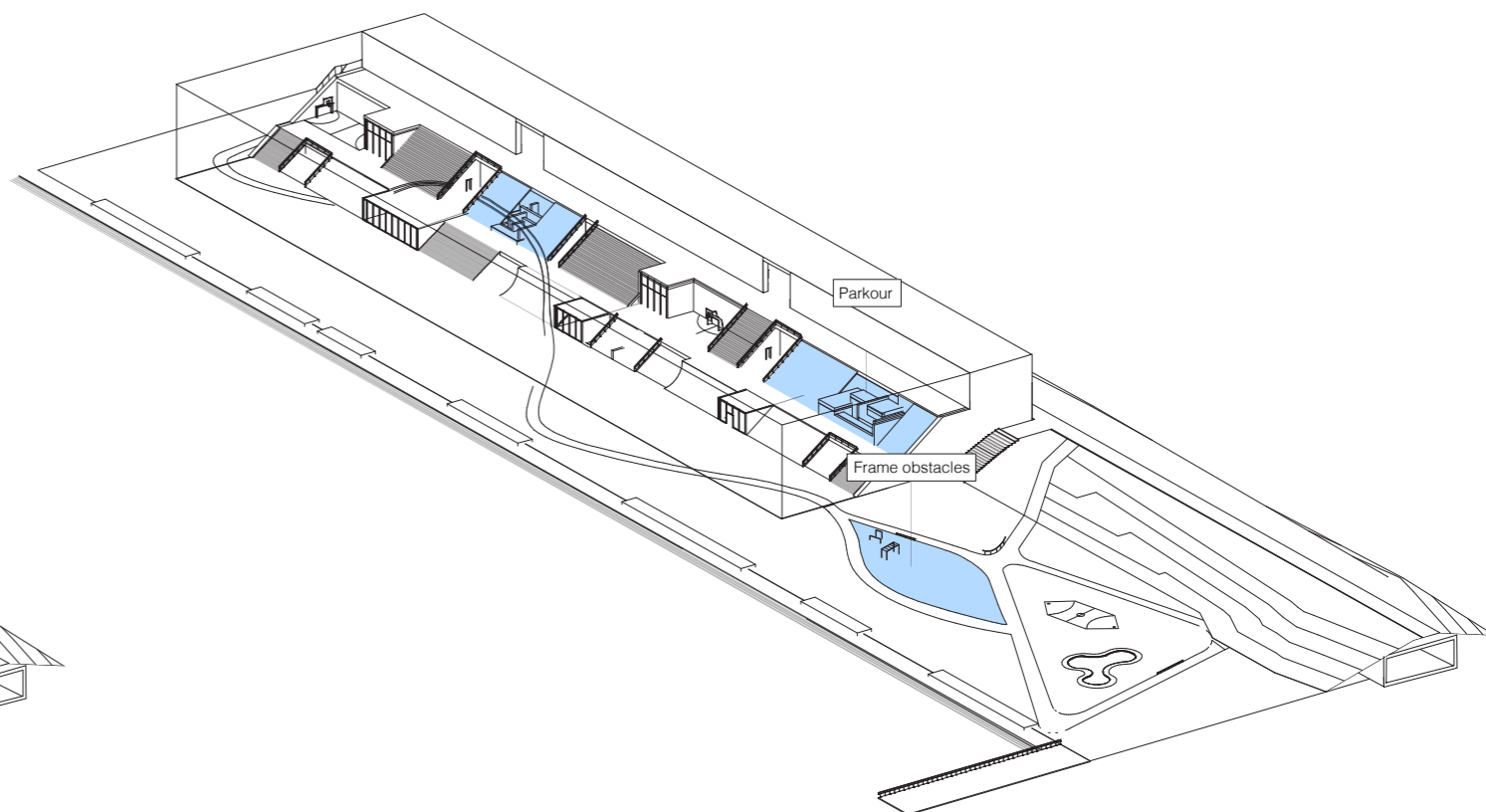
Street art



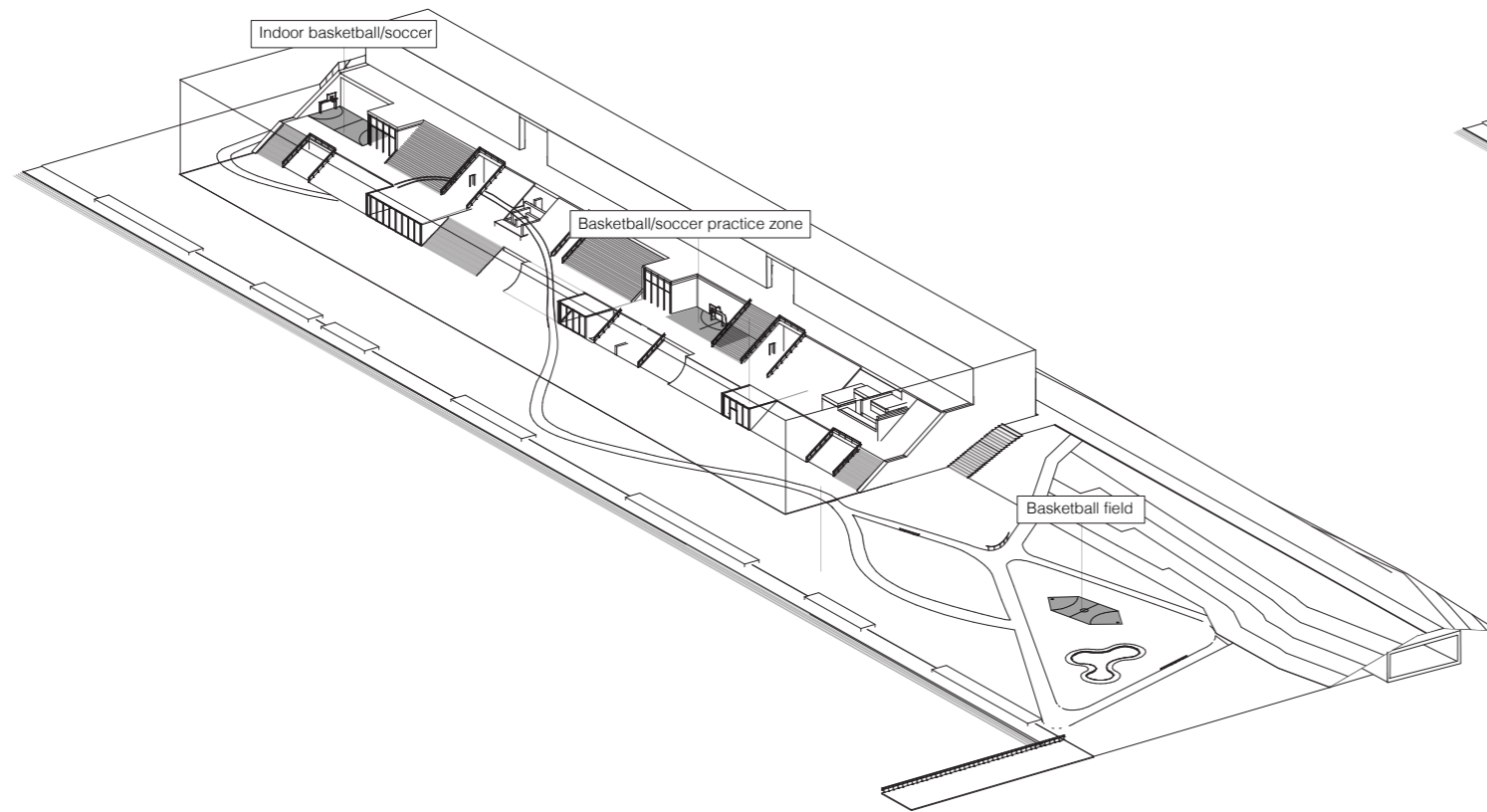
Social zones



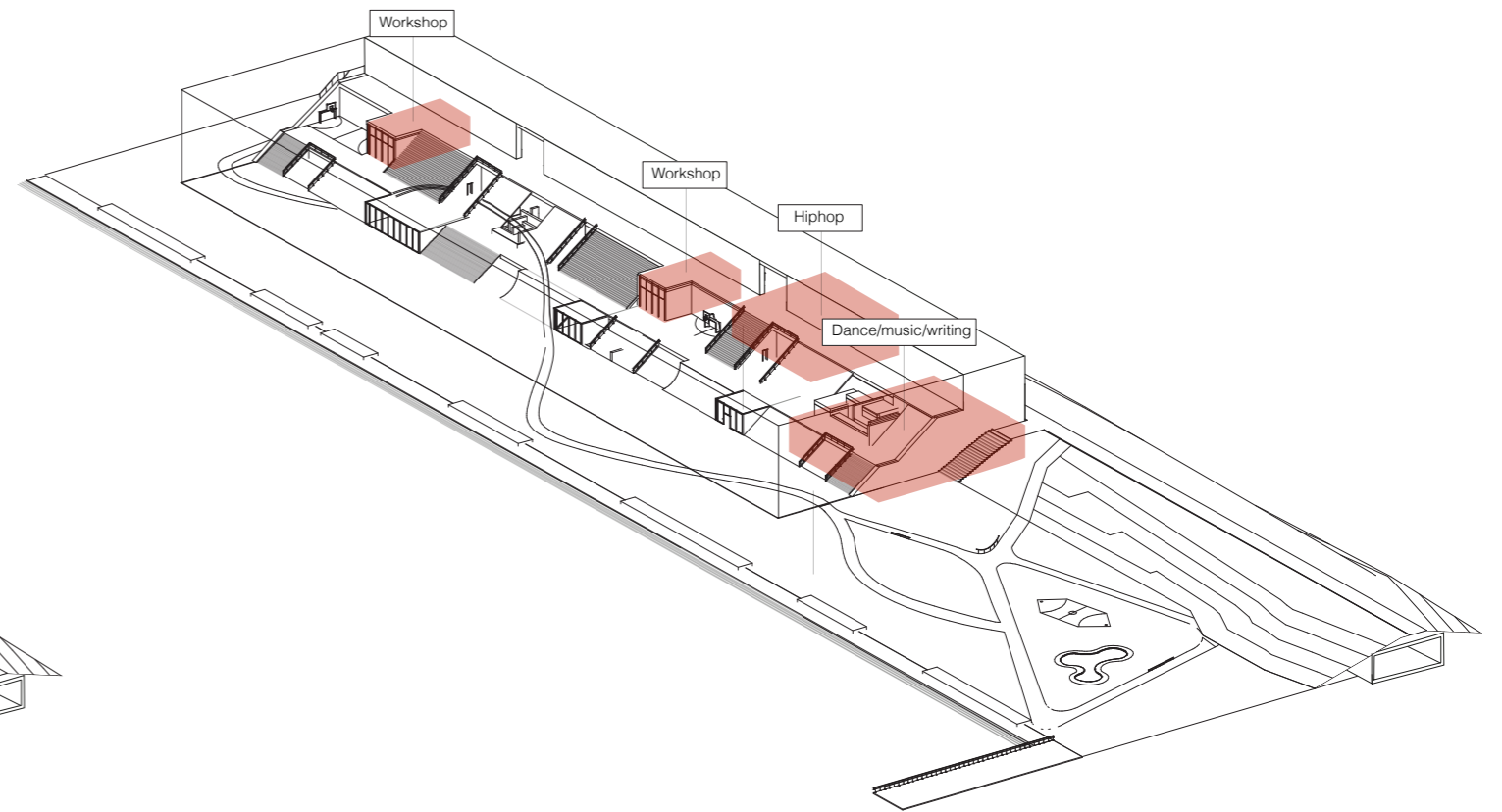
Skate/BMX



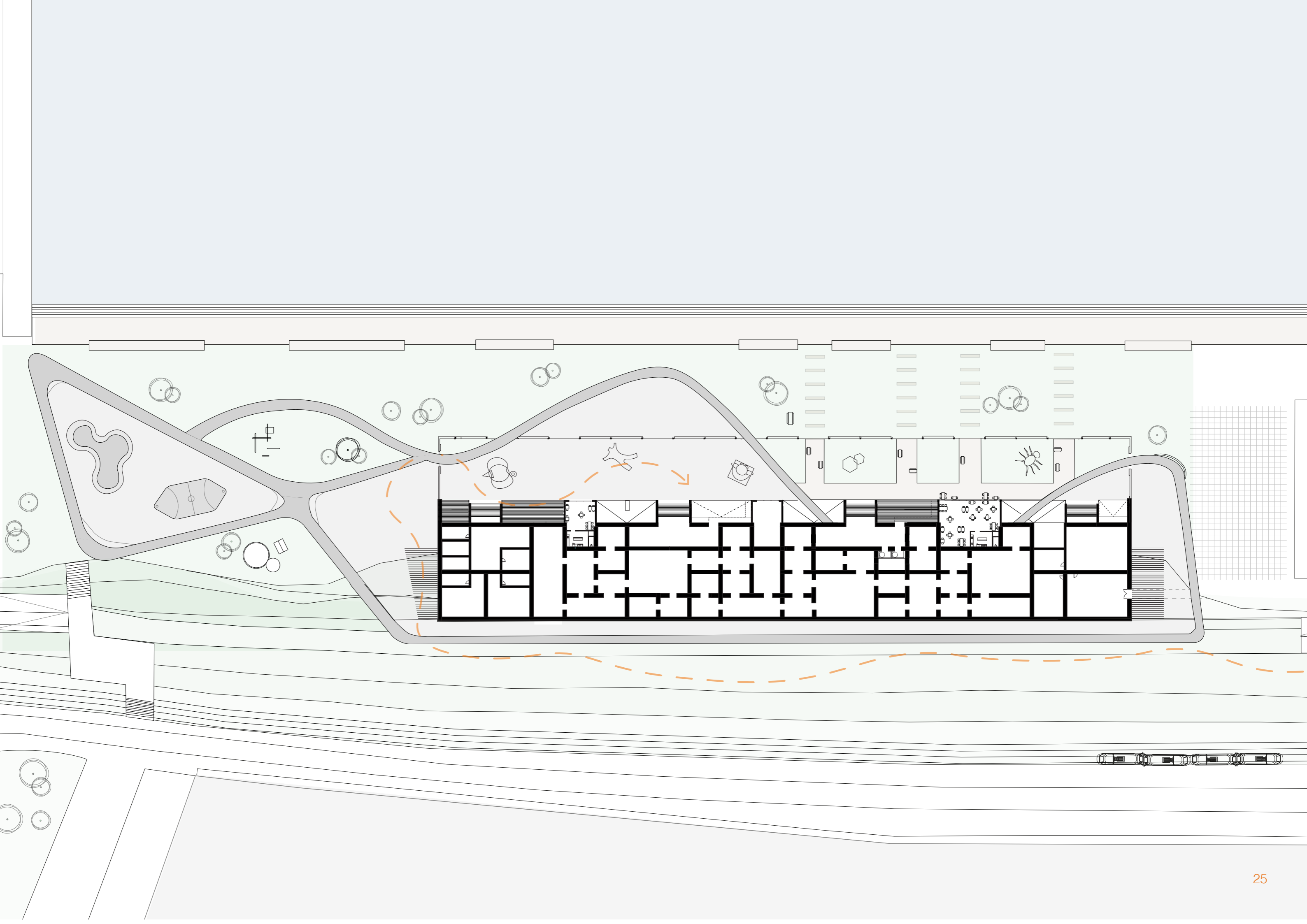
Freerunning

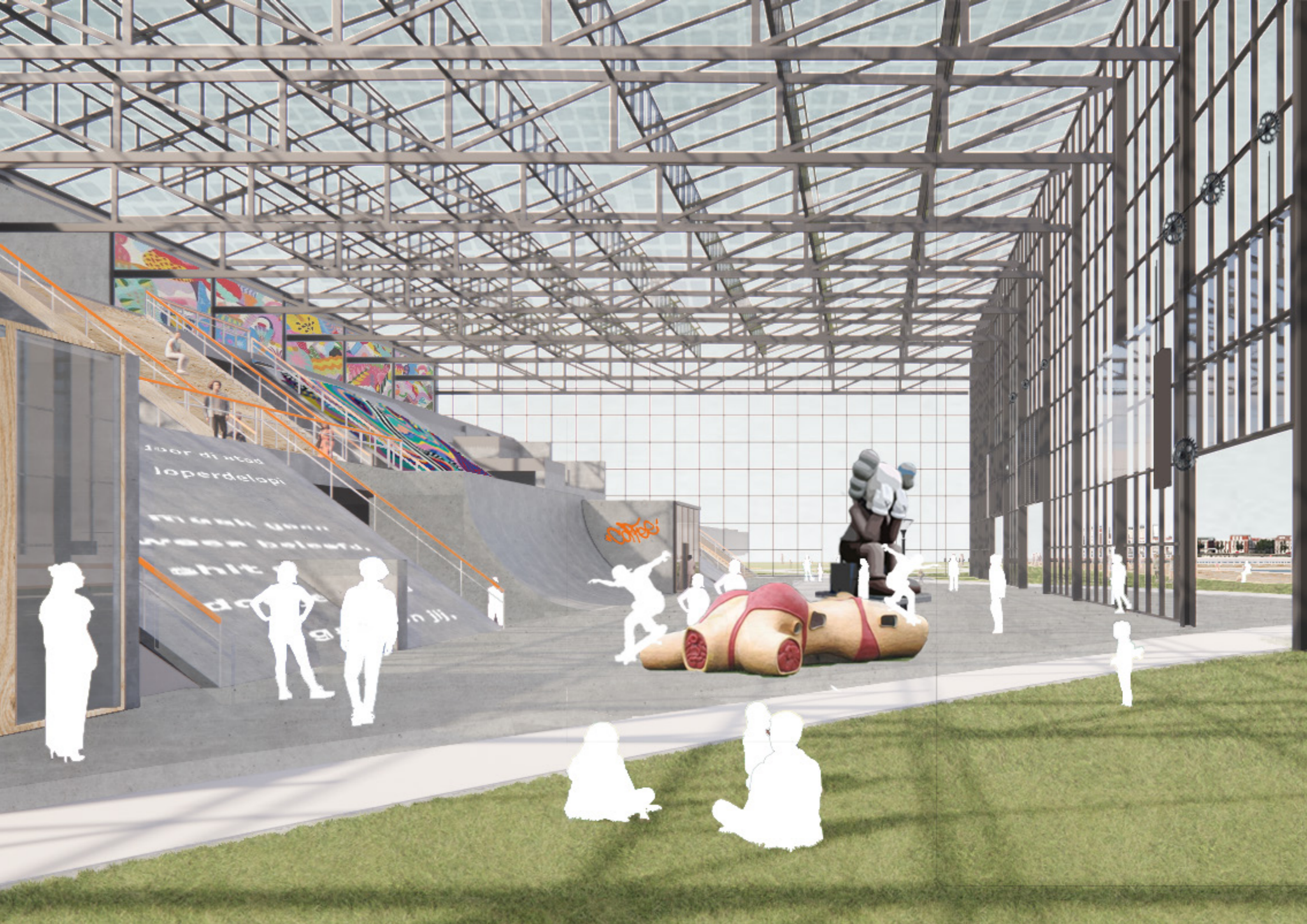


Basketball/soccer

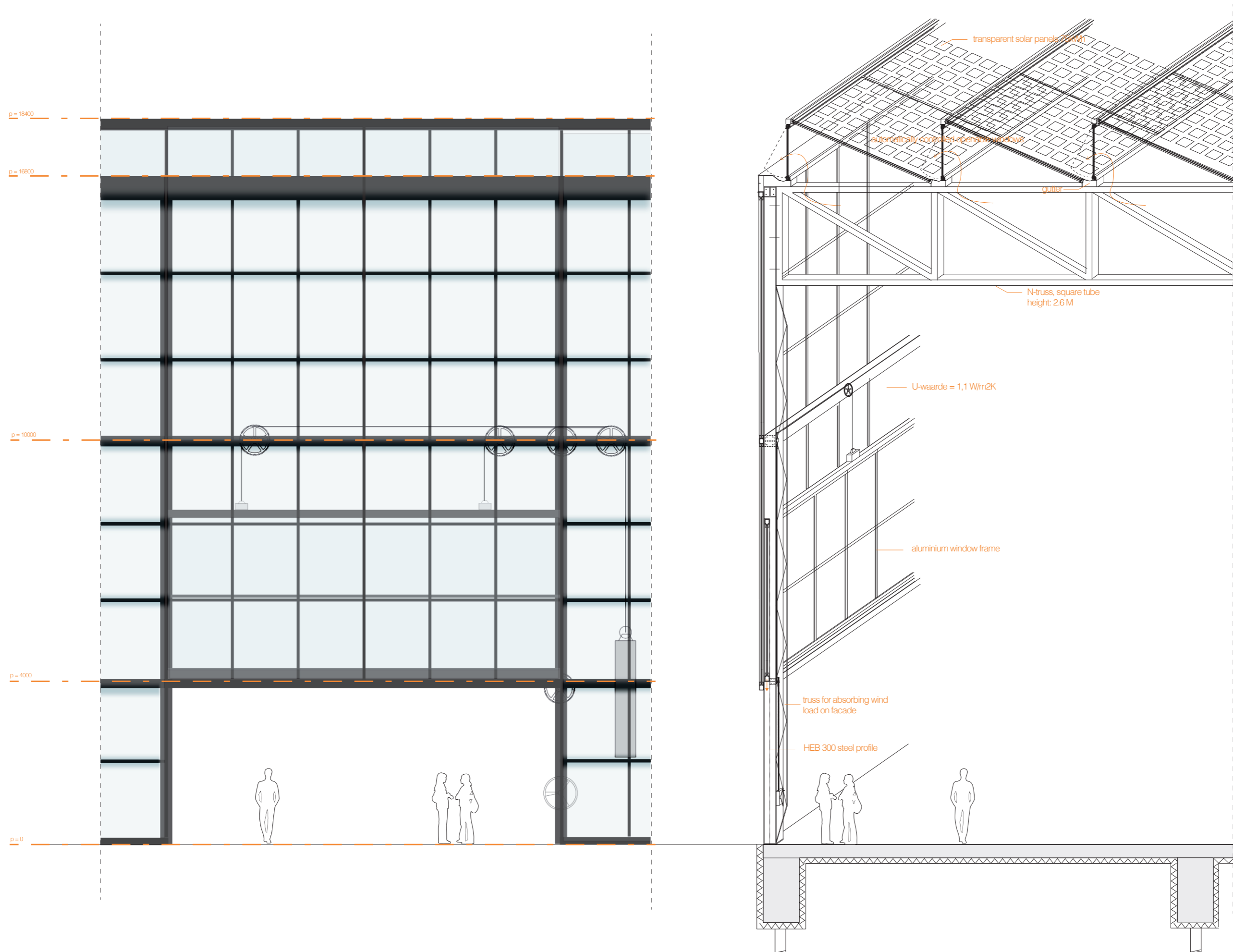


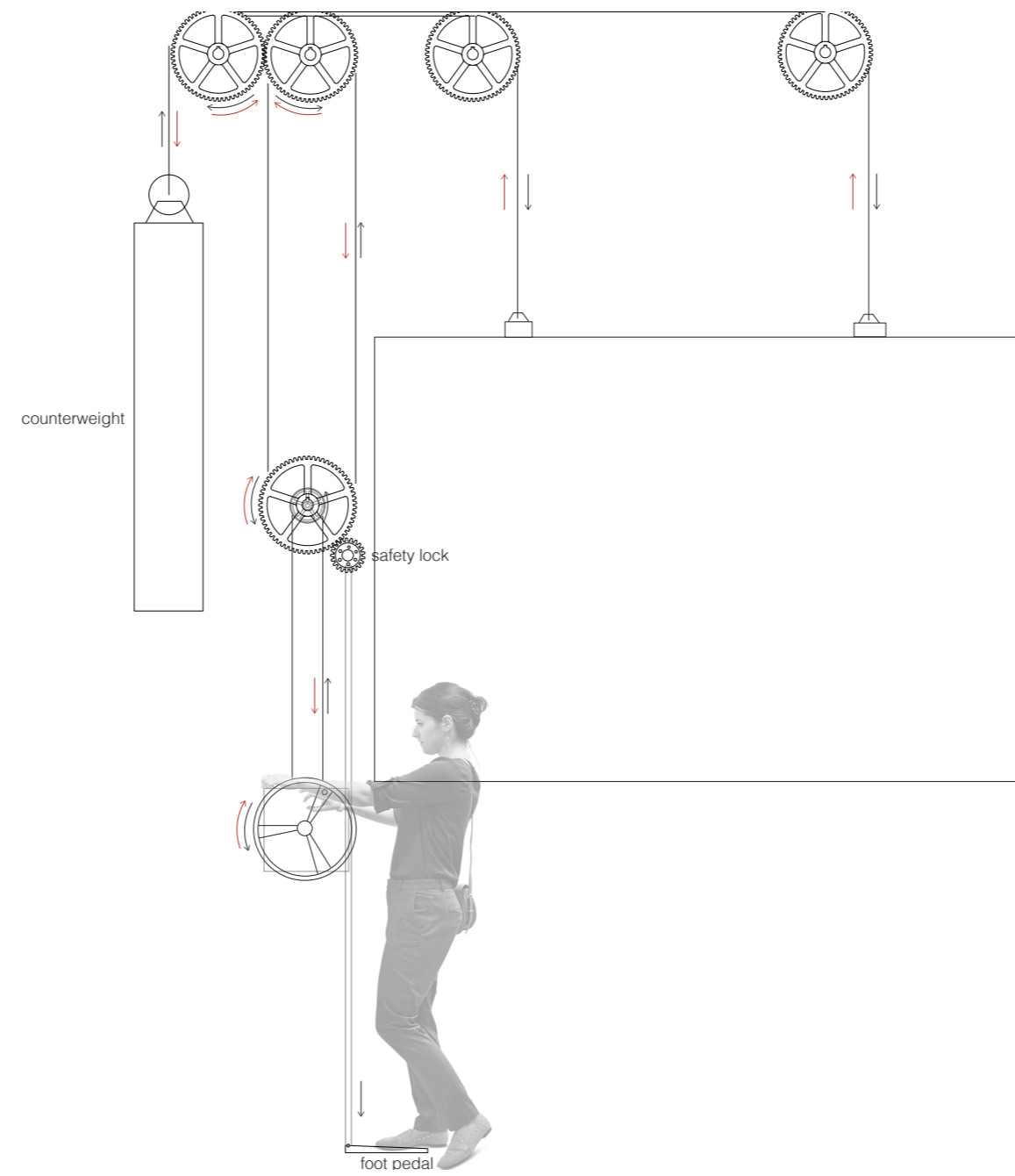
Music/workshop



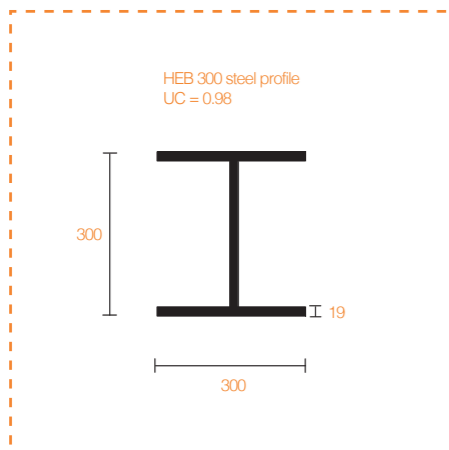
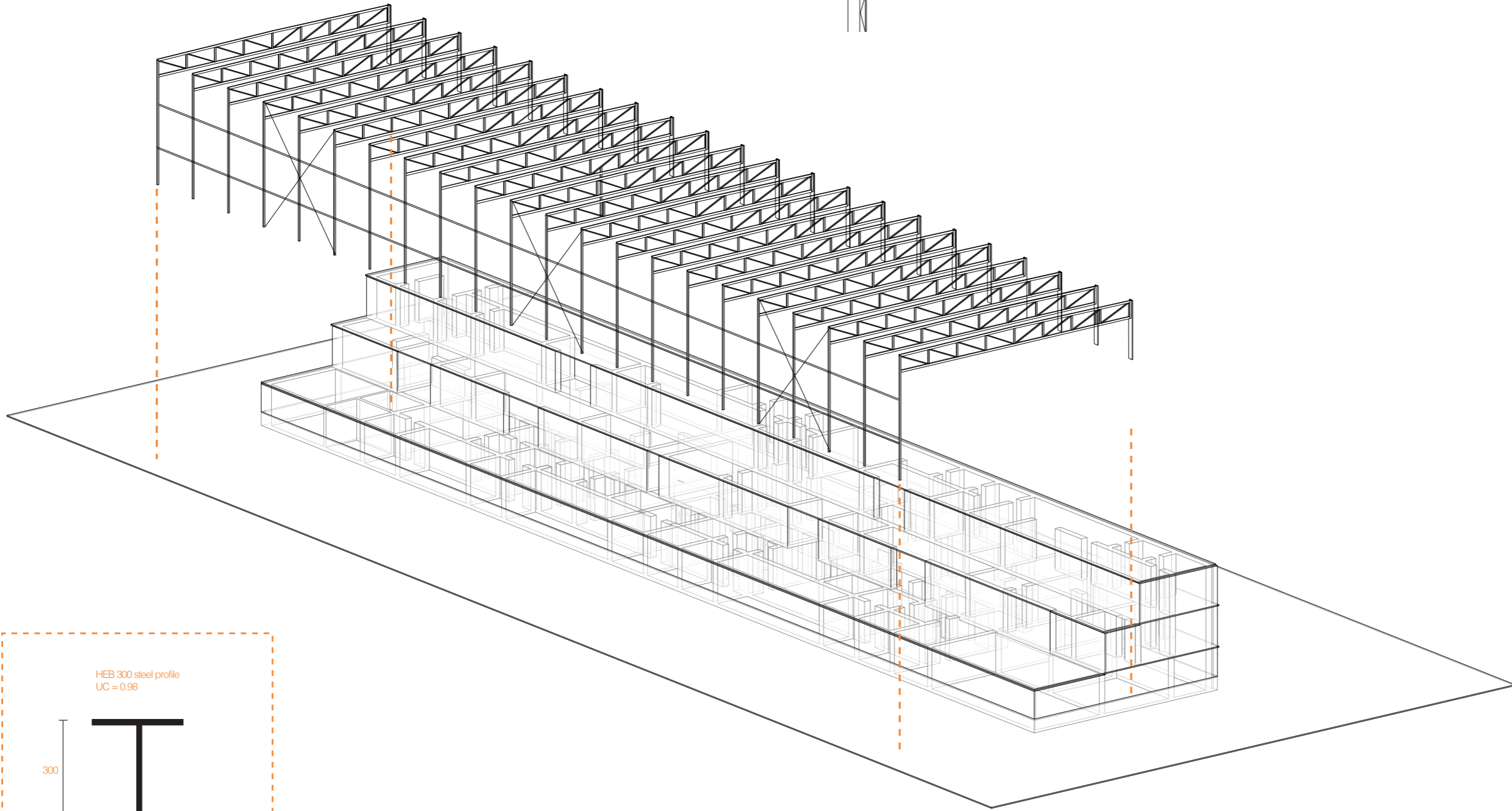
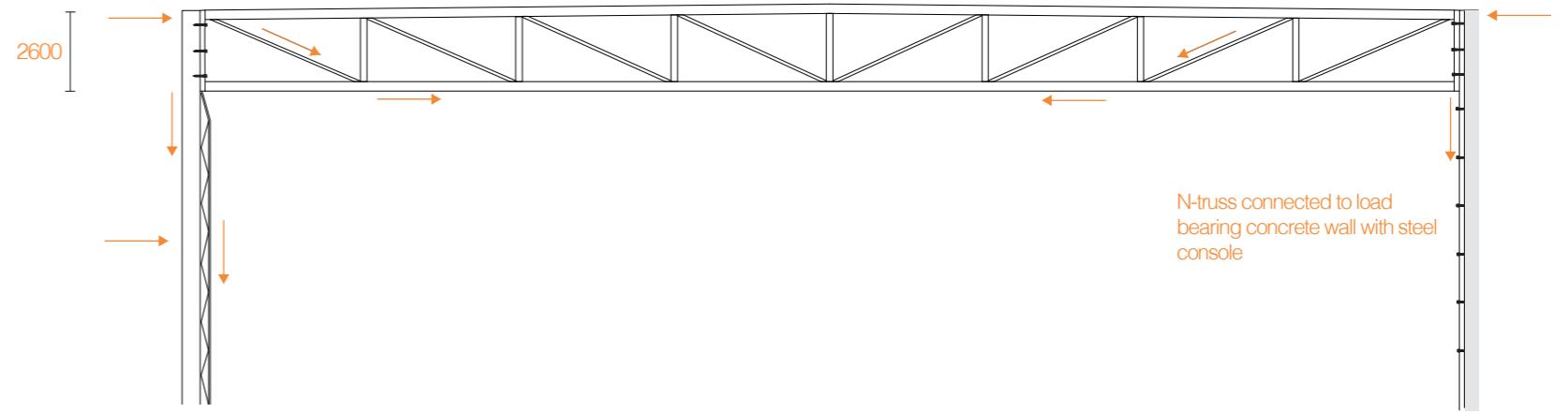


Facade fragment - hall

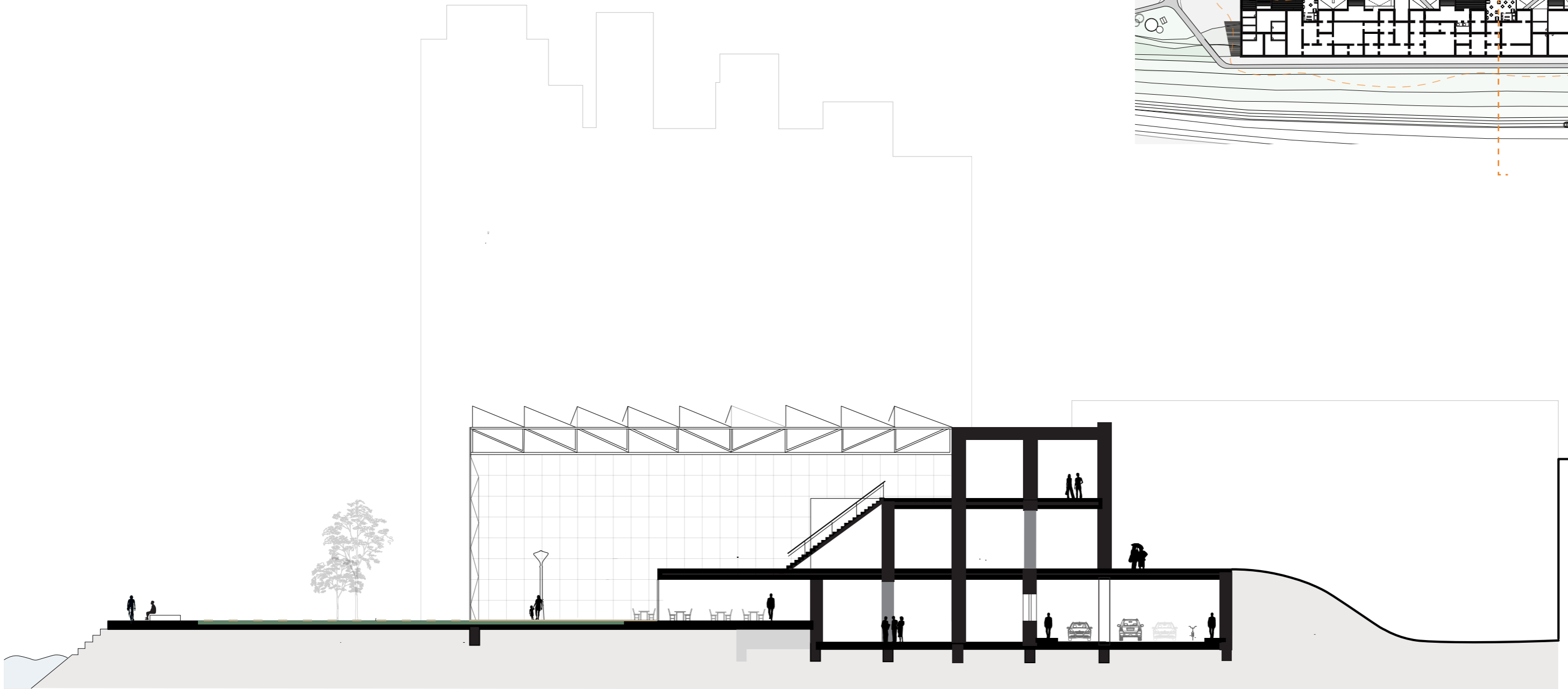
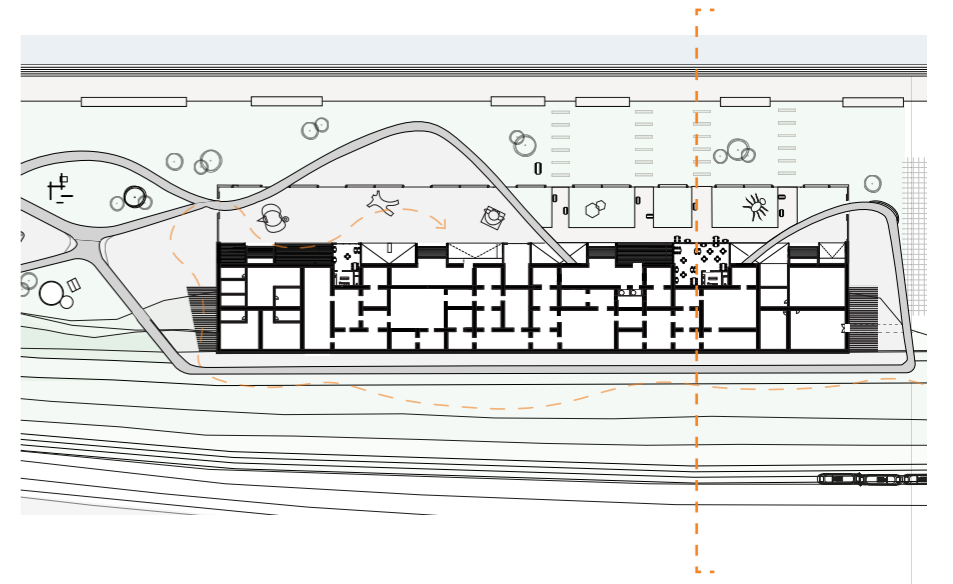




Building structure

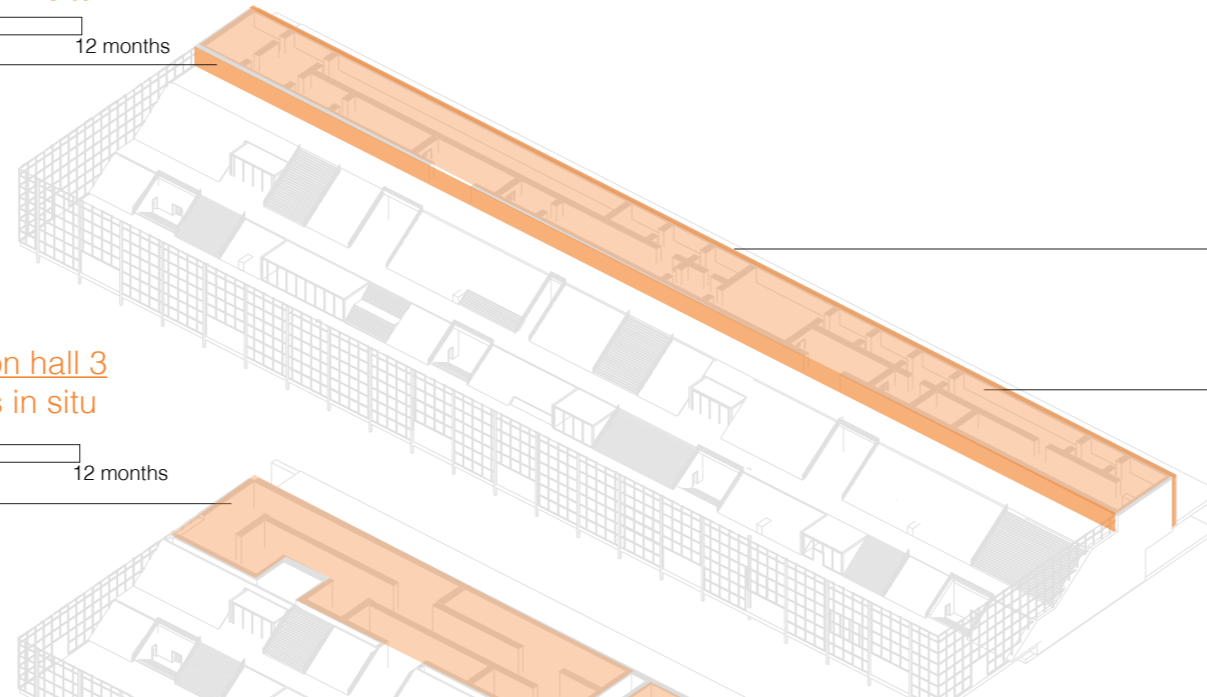
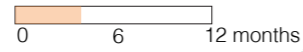


Section - AA



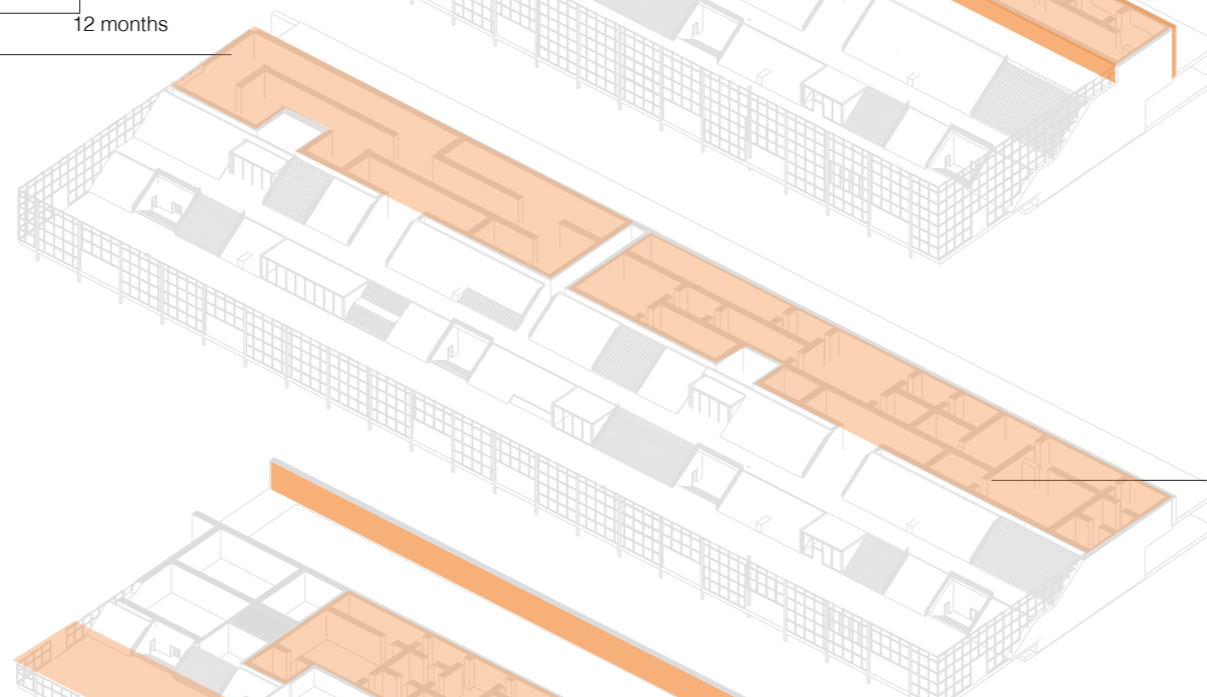
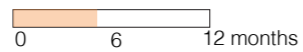


Exhibition wall
artworks in situ

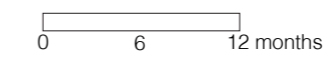


Outdoor facade
Open call artworks

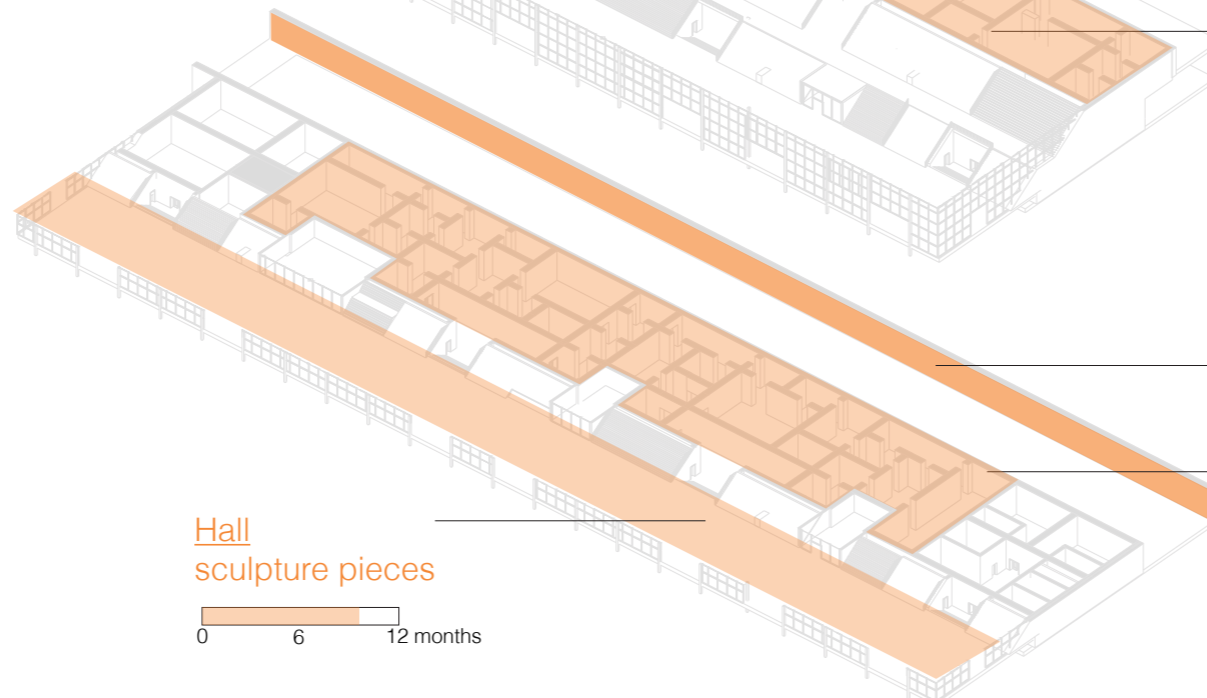
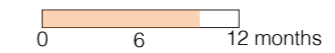
Exhibition hall 3
artworks in situ



Exhibition hall 4
Street art history and context



long graffiti pieces

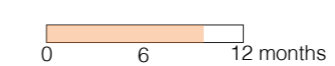


Exhibition hall 2
Open call artworks

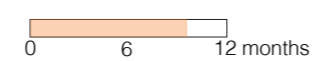


Tunnel
changing every day

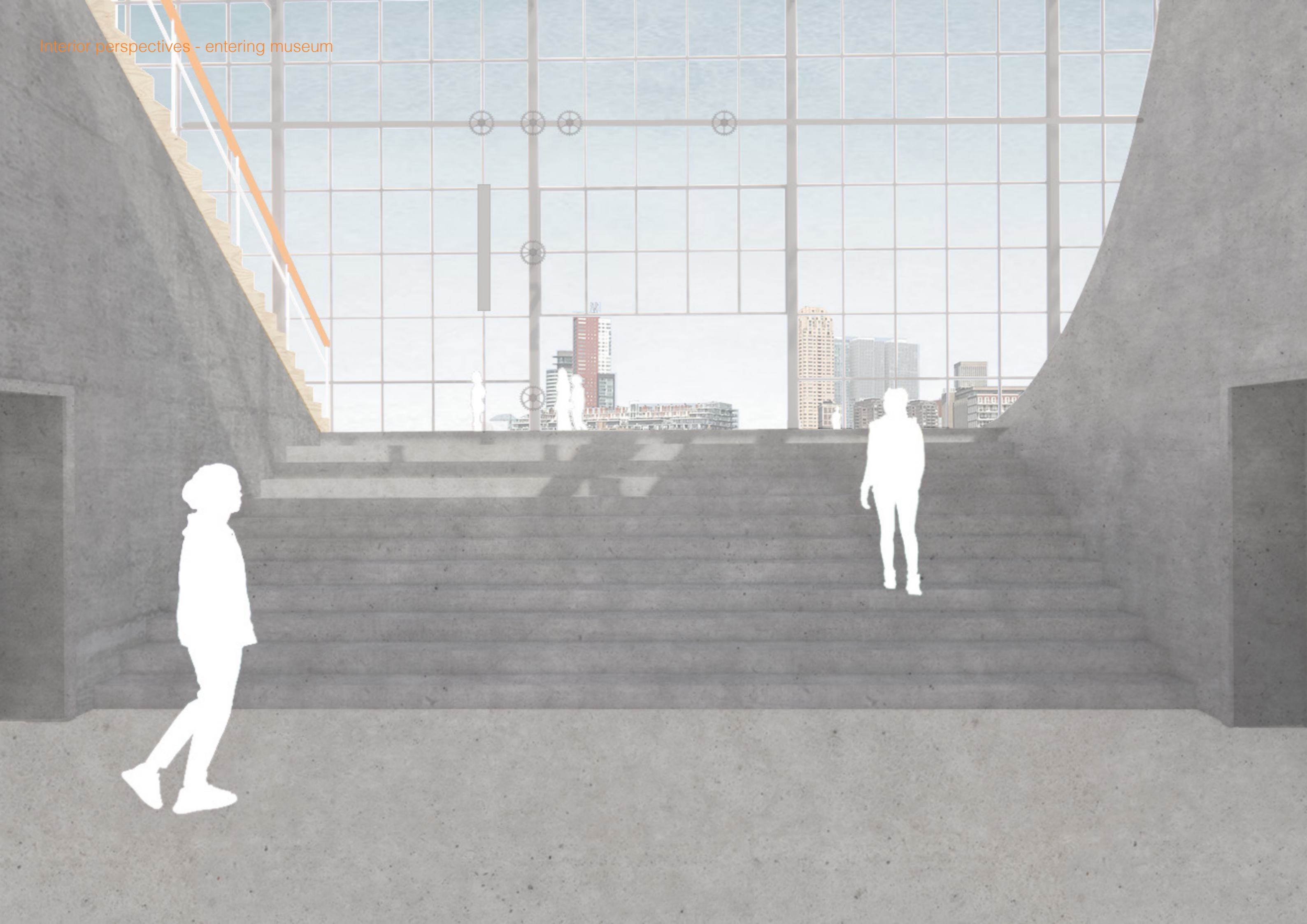
Exhibition hall 1
Main collection

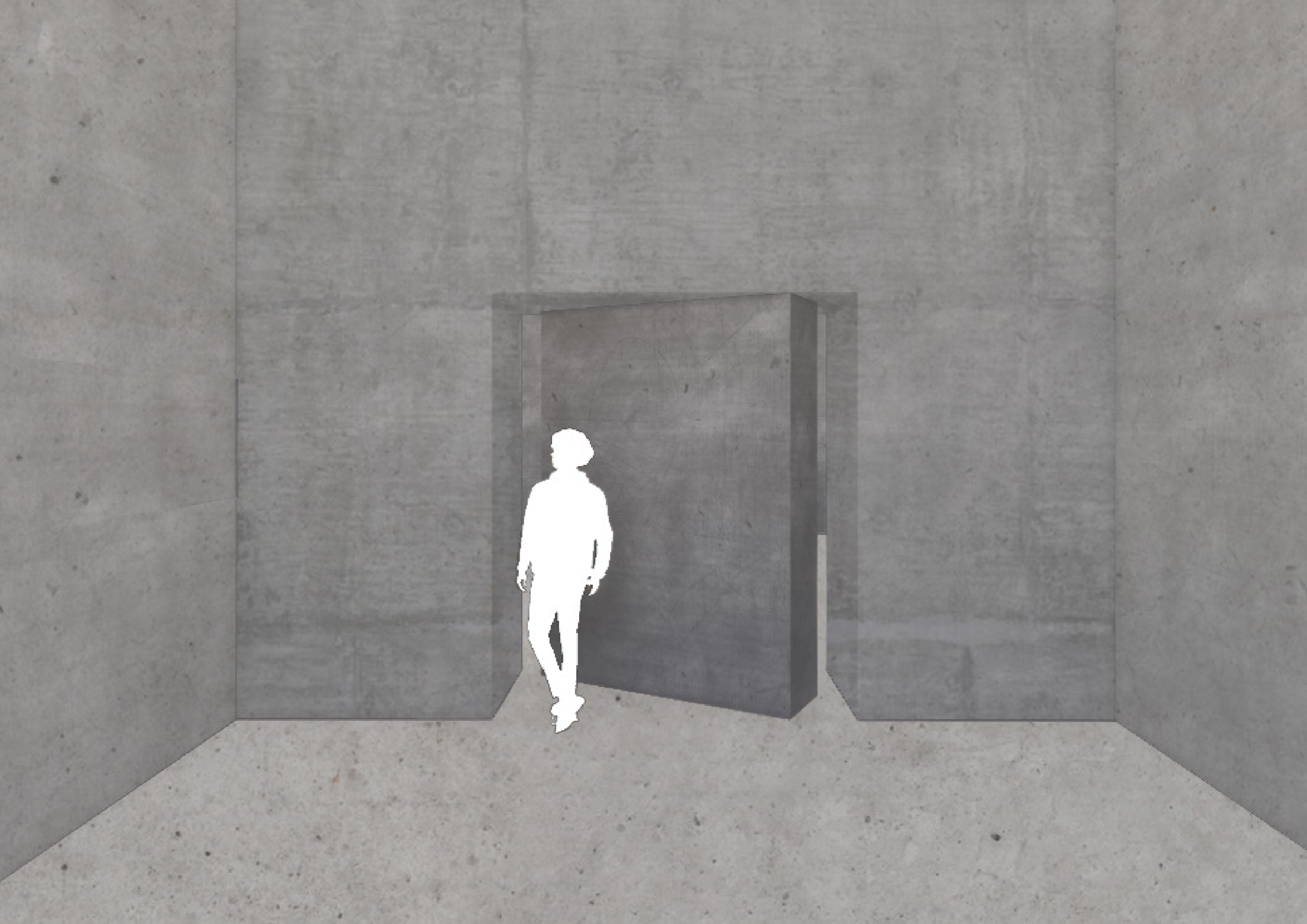


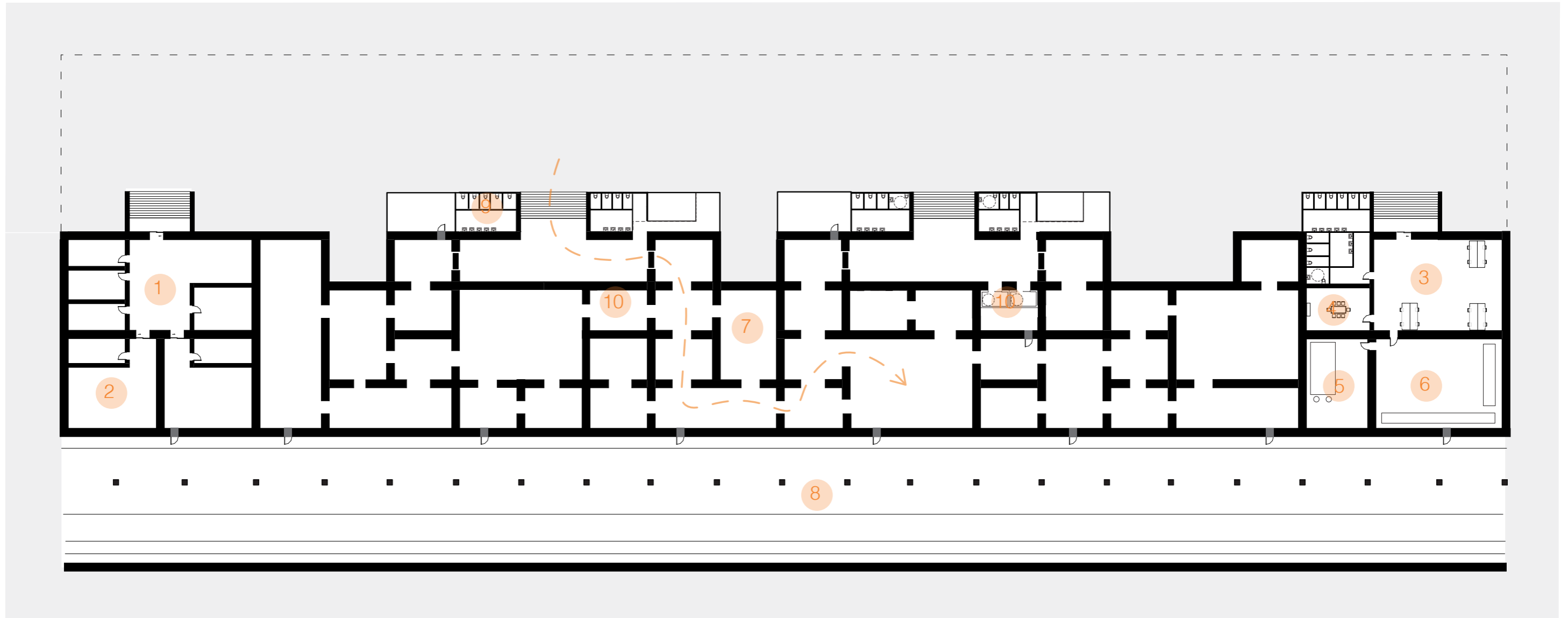
Hall
sculpture pieces



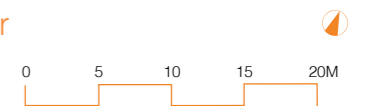
Interior perspectives - entering museum



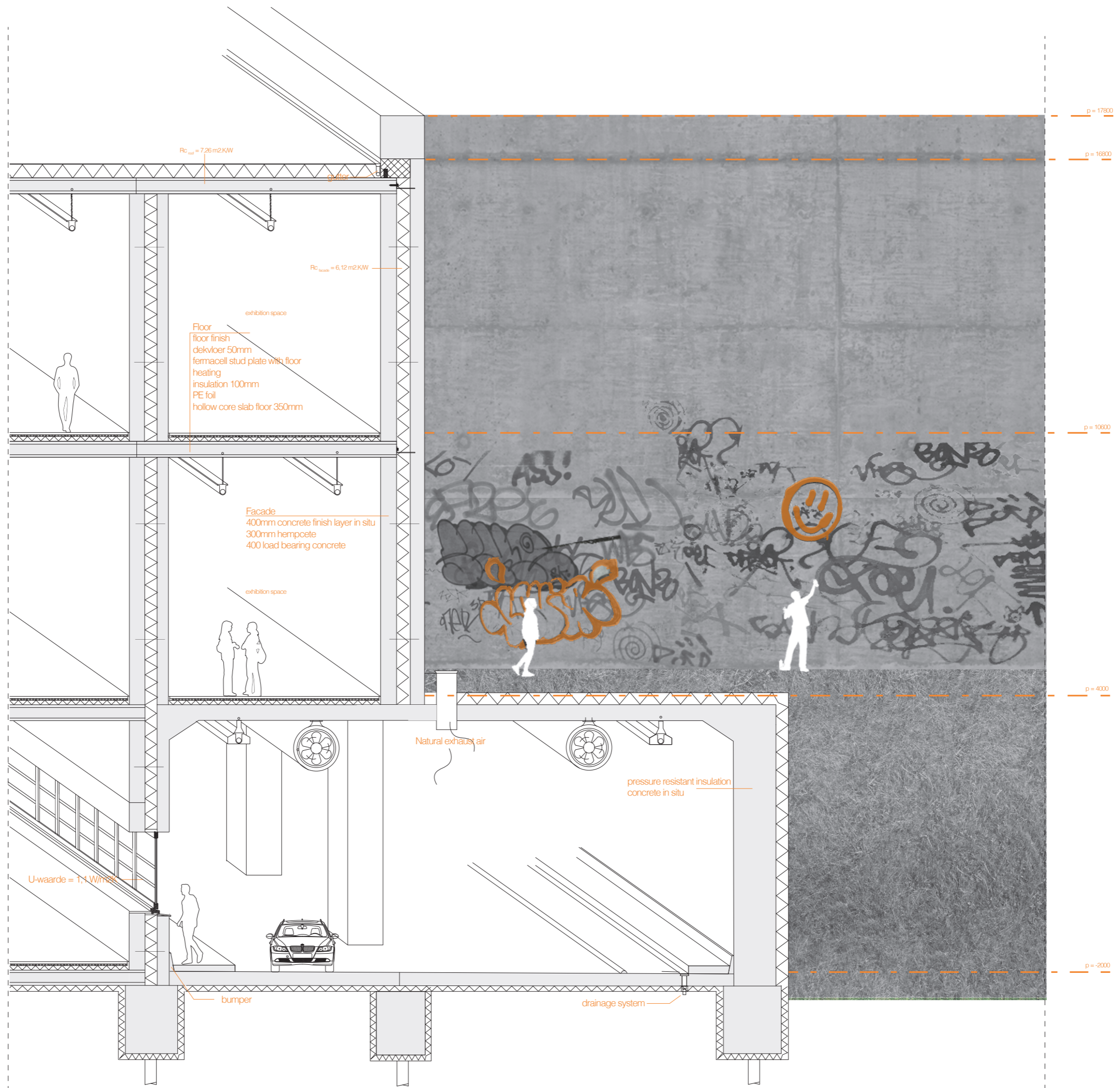




- 1. Culture centre - music lessons
- 2. Culture centre - dance studio
- 3. Offices
- 4. Meeting room
- 5. Technical room
- 6. Storage with loading dock
- 7. Exhibition hall 1
- 8. Road
- 9. Toilets
- 10. Elevator



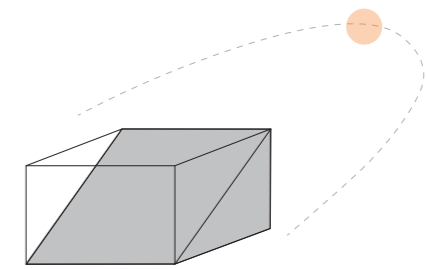
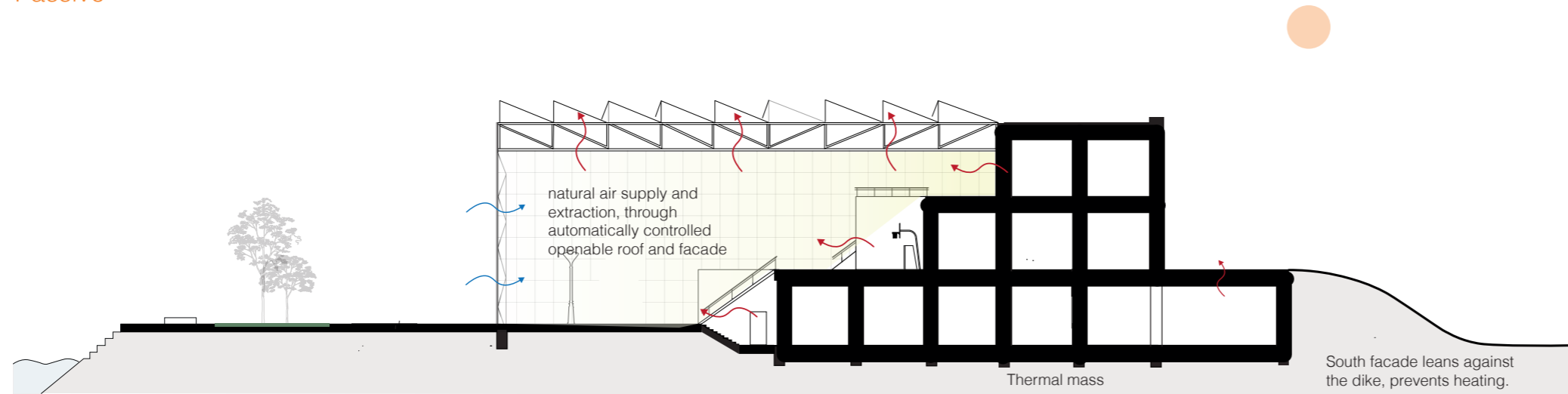
Facade fragment - museum





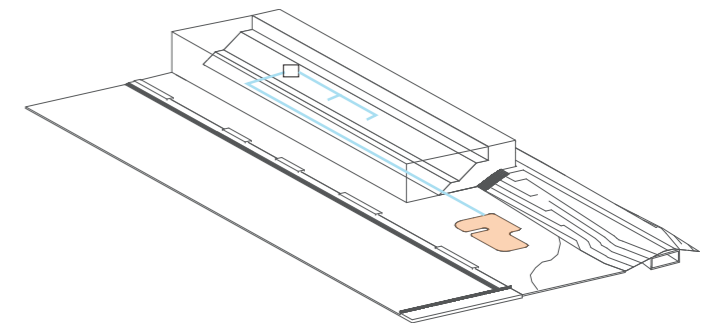
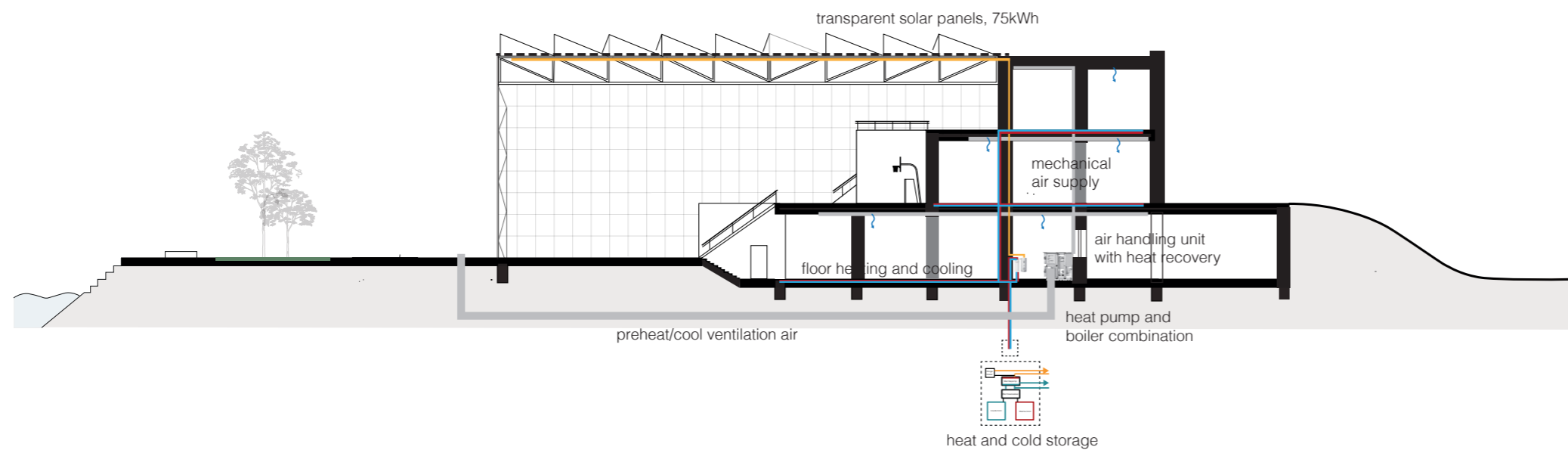
Climate schemes

Passive



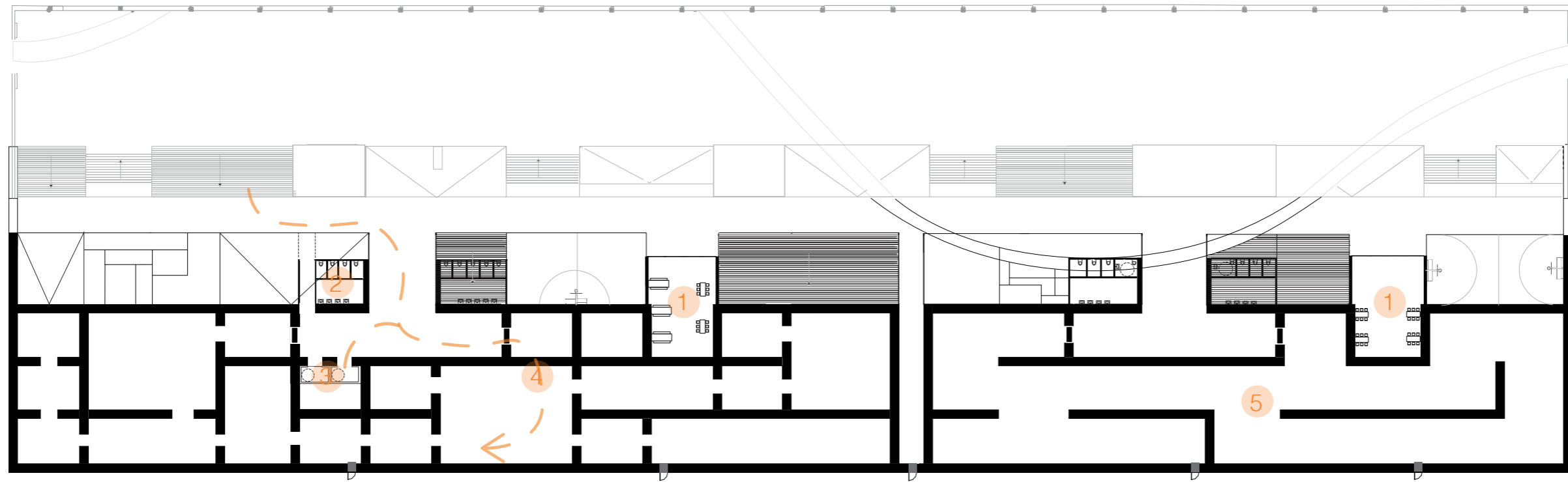
Advantageous sun orientation, closed part orientated to the south.

Active

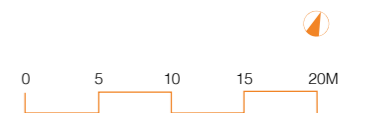


rainwater collection in skate bowl

Floor plan - level 1

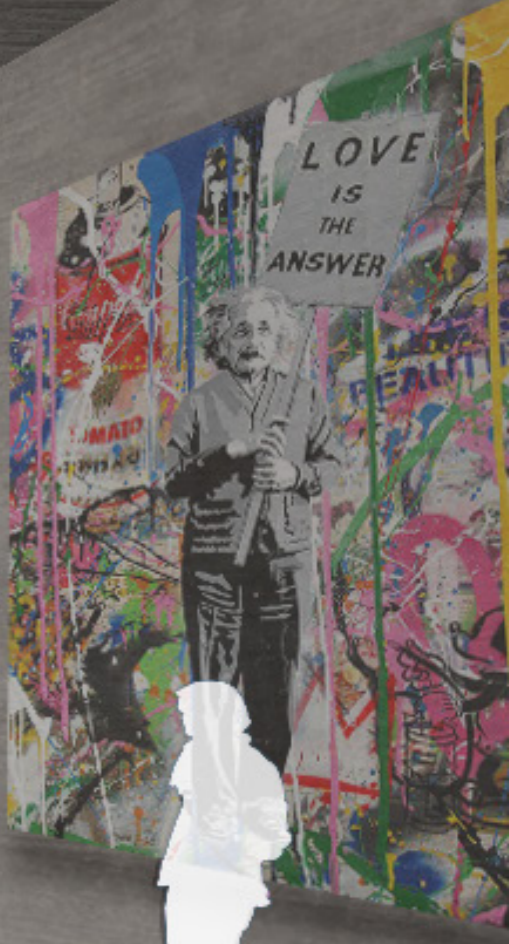


- 1. Workshop space
- 2. Toilets
- 3. Elevator
- 4. Exhibition hall 3
- 5. Exhibition hall 2

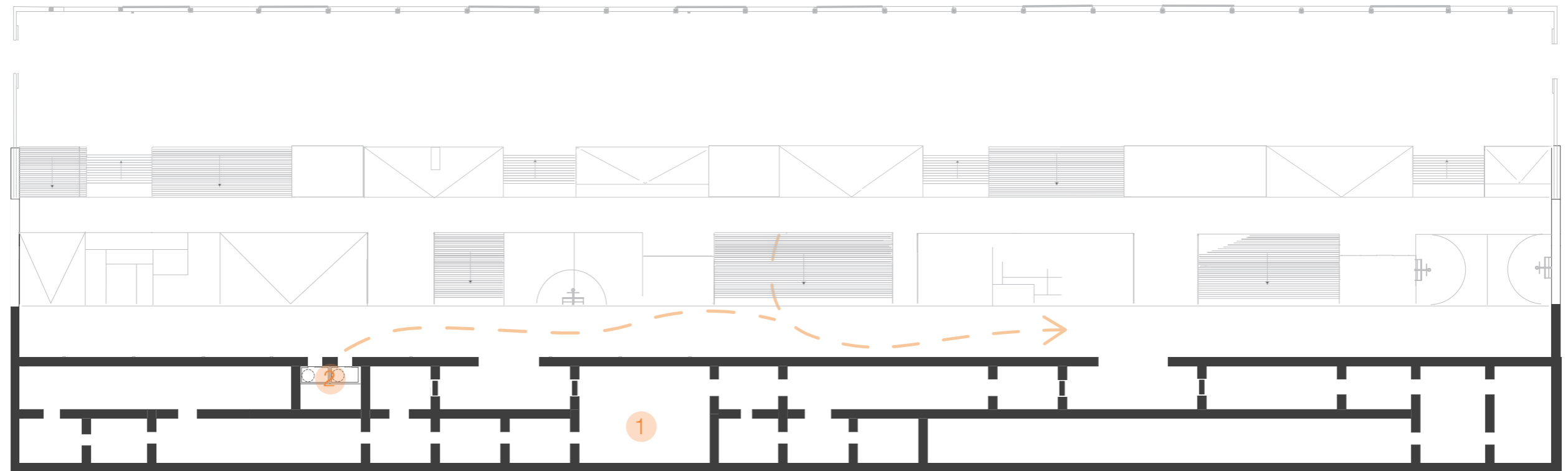




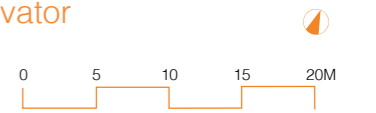
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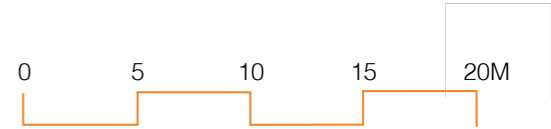
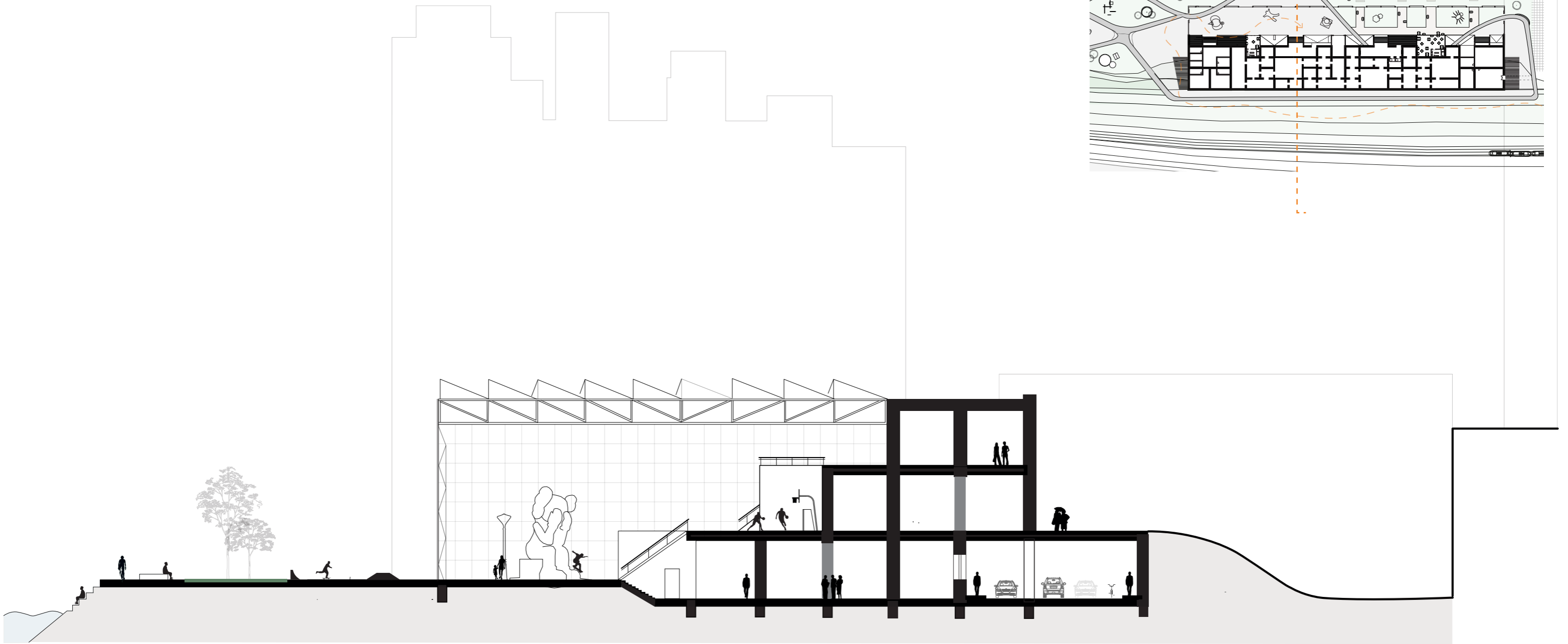
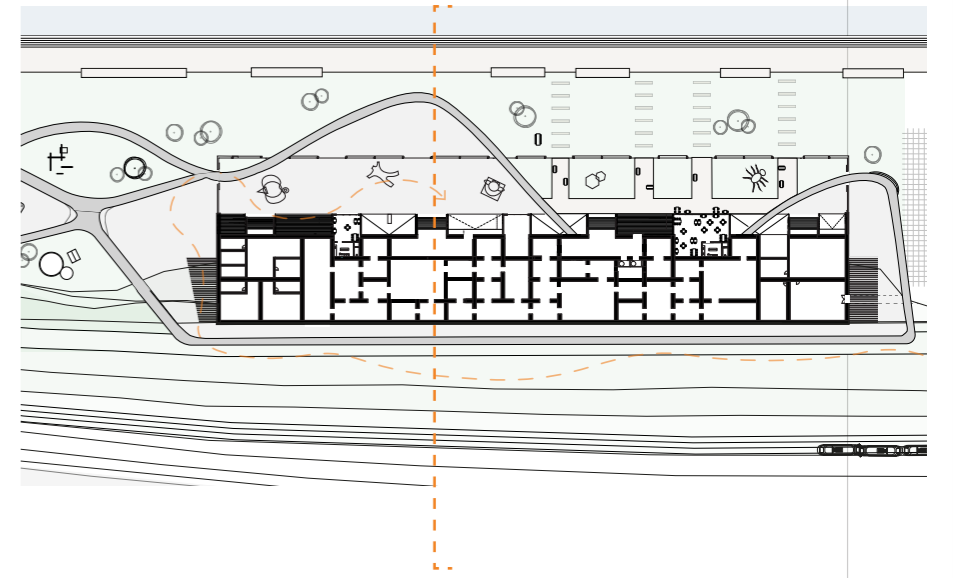




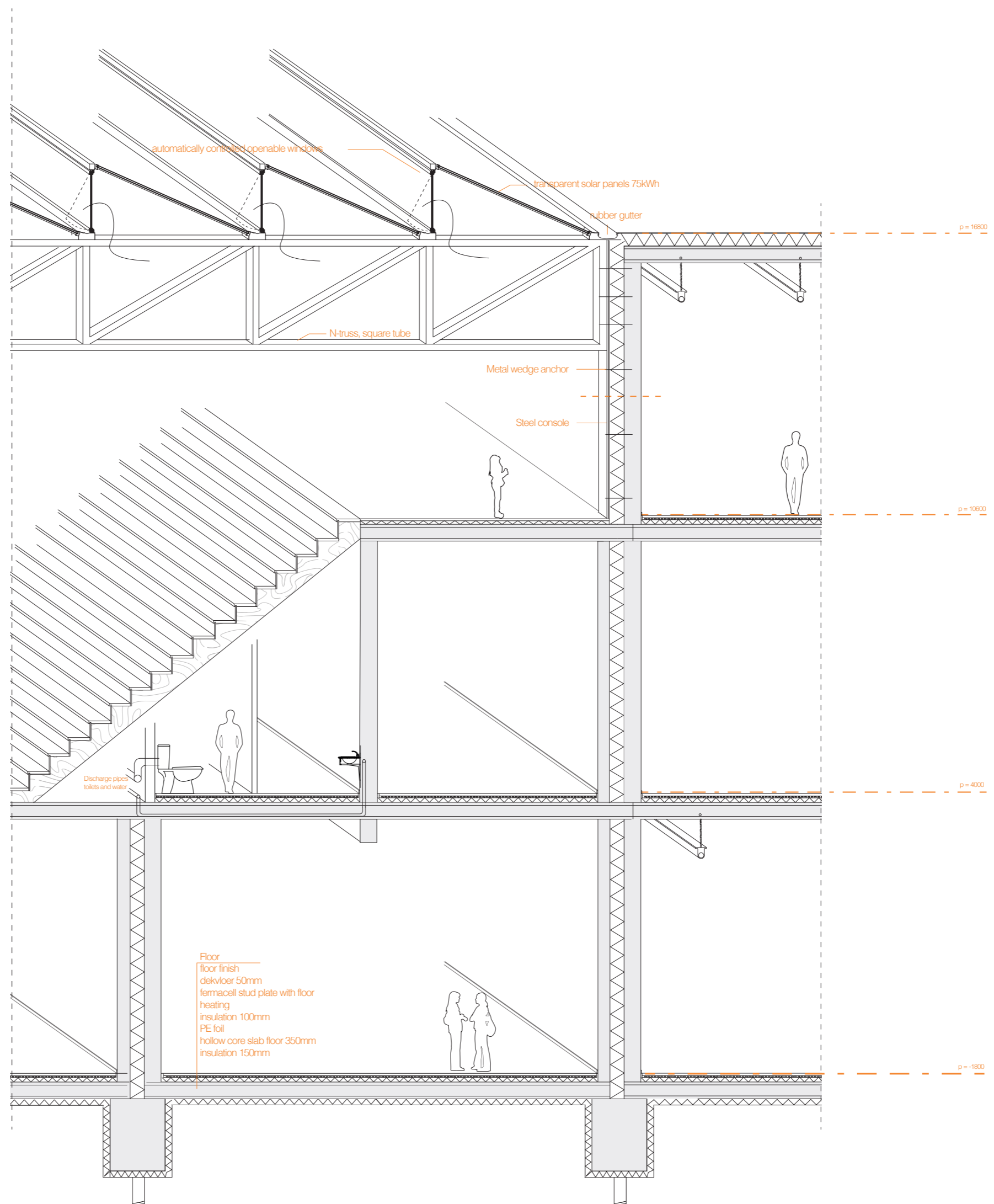
1. Exhibition hall 4
2. Elevator



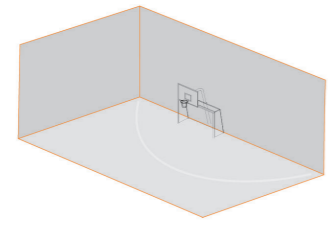
Section - AA



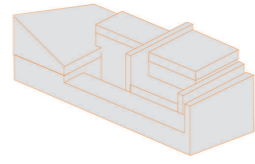
Detail - the meeting



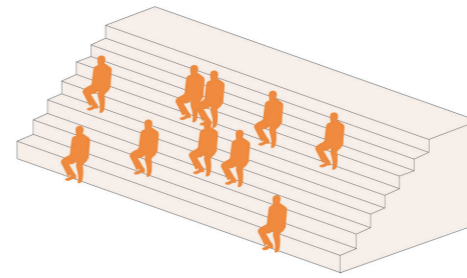
Sloped landscape



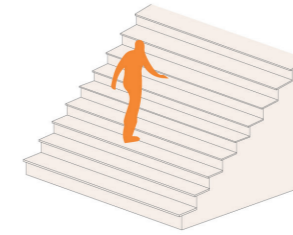
Basketball/soccer practice field



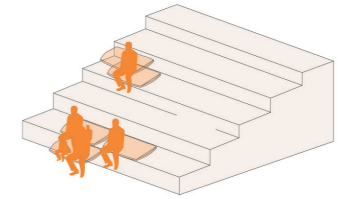
Obstacles



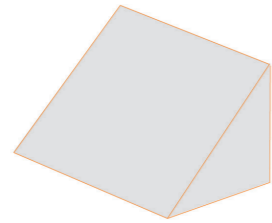
Auditorium



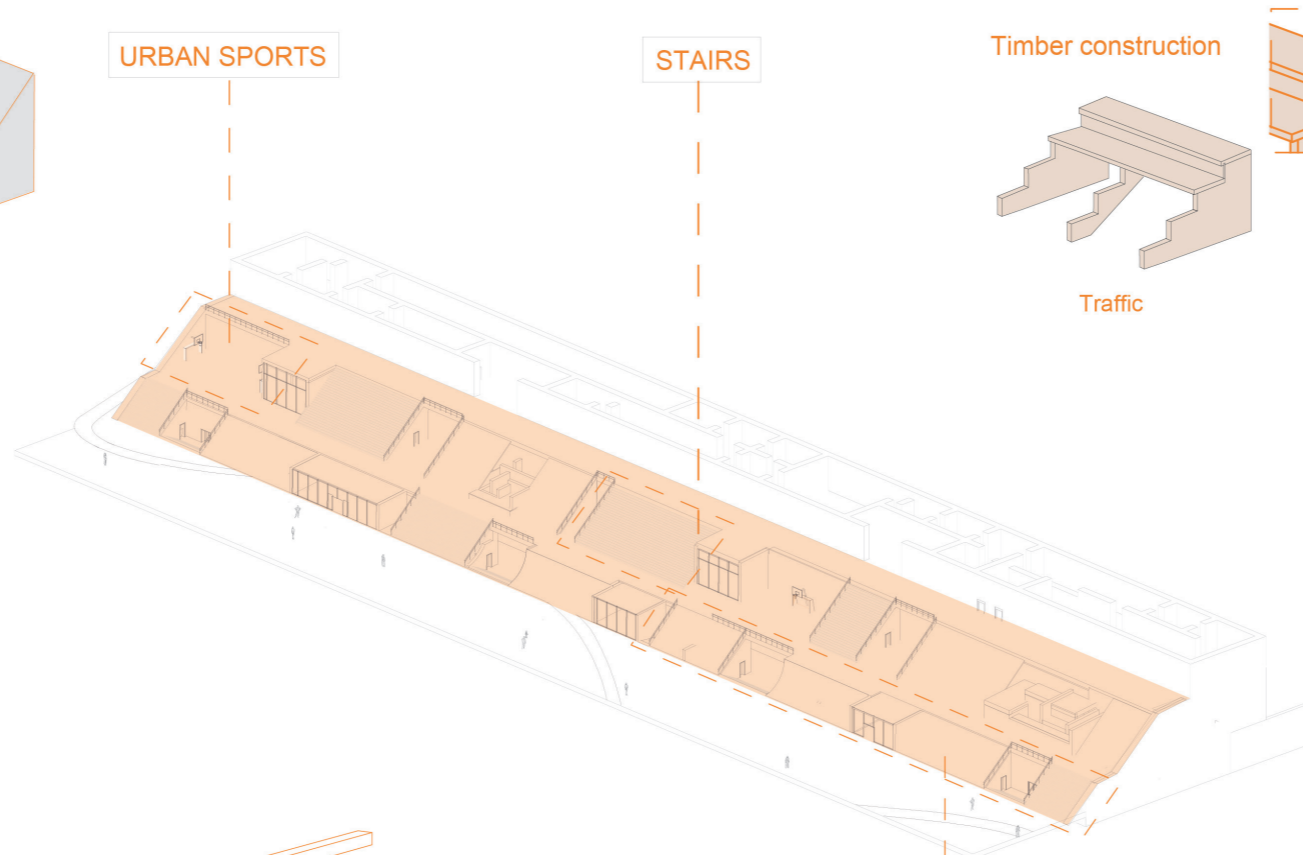
Traffic



Seating area



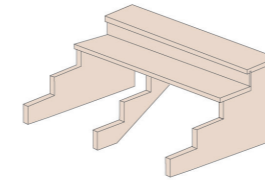
Ramps



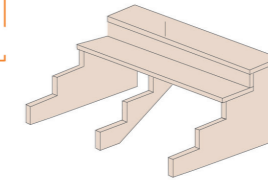
URBAN SPORTS

STAIRS

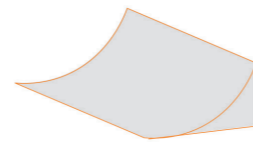
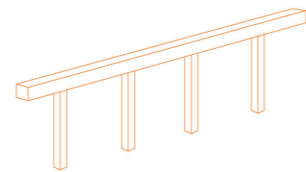
Timber construction



Traffic

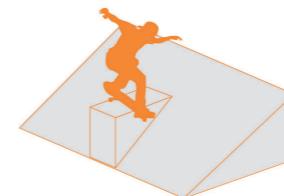
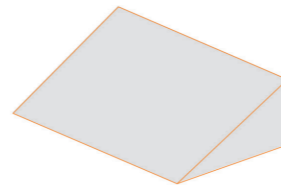
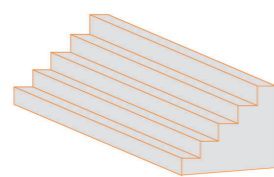


Seating



SKATE/BMX ELEMENTS

Concrete, steel



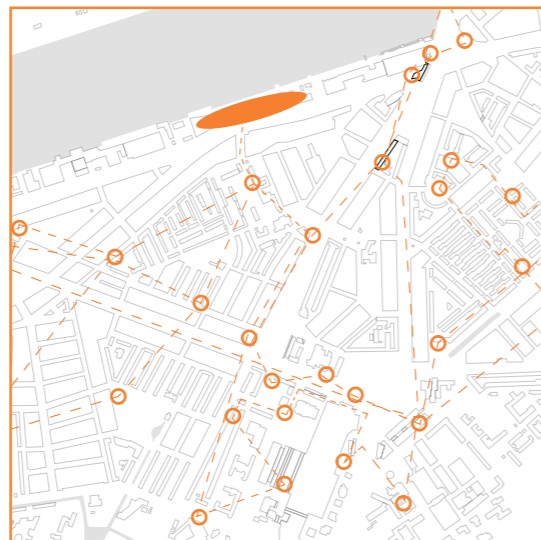




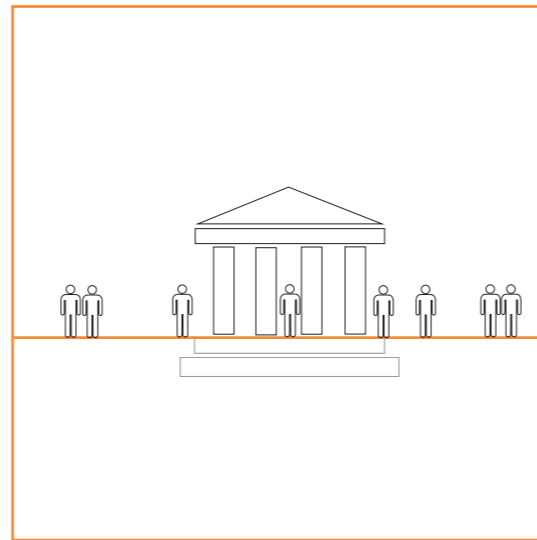
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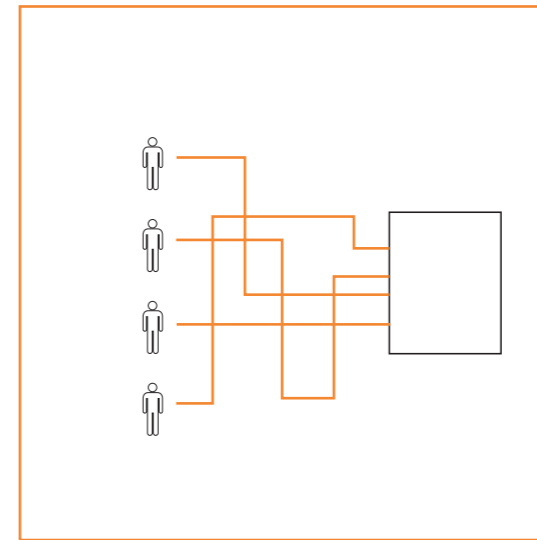




Re-wire



Accessibility



Multiplicity



