PASSAGES & POROSITIES

Urban Architecture Graduation Studio 'Bricolage' AR3UA100 | 2020/21 Q4

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PASSAGES & POROSITIES

An interface for the creative community of Nijmegen

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Design booklet & Building Technology Details

CASE STUDY: PARISIAN PASSAGE TYPOLOGY

As a foundation for the later design lies an in deep analysis of the Parisian Passage typology with the aim to substract conclusions and better understanding about the functioning of urban retail spaces and the behaviour of city dwellers.

In order to get a better grasp, my fellow students Koen Huijben, Alexandru Comenceanu and I dissected the typology into a set of overlapping topics illustrated on the next page.

The goal of this investigation is to compare and find parallels between the Molenpoort and the Parisian Passage typology.

As the Molenpoort is referred to as a Mall, we made the assumption that it is in all regards a mixture of both the Passage and Mall typology.

On the next pages we will discuss this question and further describe the particularities of all three cases.



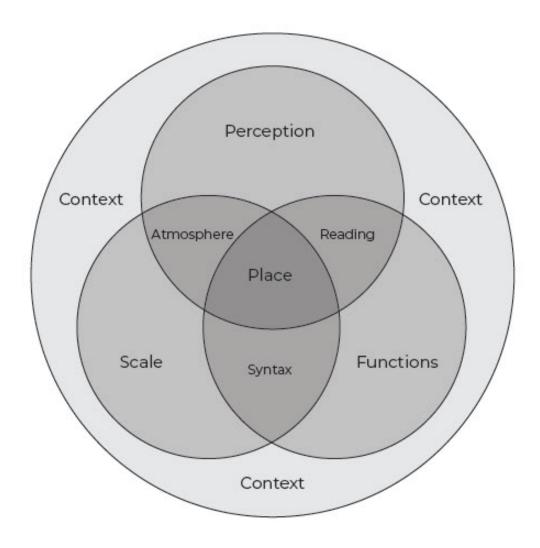
Passage des Panoramas, Paris



Molenpoort, Nijmegen



Eldon Square Mall, Newcastle



CONTEXT

The passage tries to be a city within a city, while the mall tries to be all of the city because there is not yet a city.

The passage adapts to the city by bypassing the already existing pedestrian fluxes in between city knots, responding for the acute need for clean and organized spaces. As a parasite aiming at profit by using underused courtyards, it is therefore highly dependent on its position, isolation or concurrence can be deadly.

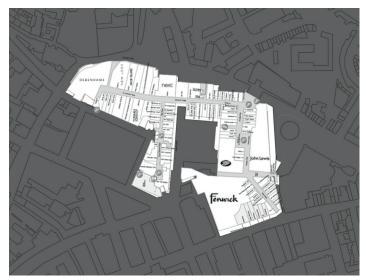




The passage inserting itself into underused parcels inside urban blocks

Molenpoort occupying the terrains that once hosted the gardens of a monastery, mirroring the passages.





Eldon Square in Newcastle exists in parallel to the sorrounding city.

The mall has its own gravity and creates entirely new fluxes of customers.

The Molenpoort on hand has its own gravity, by offering parking lots and on the other hand aligning with the urban tissue, but fails as a shortcut between Molenstraat and Marikenstraat.

SCALE

The passage in its size is limited (few urban blocks), while the mall is at the scale of a city centre (or in some cases the size of a small town).

The difference in width between the Passage and a Mall is striking, as few individuals can occupy the width of a Passage, while this is not possible in a Mall. The Molenpoort has sequences of both, but rather resembles the passage. In the passages the individual shops have mostly the same size and shape (determined by the rigid structure), event spaces are adjacent rather then integrated. In the mall however there is a contrast between the size of anchor shops and the "streetshops".

The shops in the Molenpoort are rather like the mall, but sizes and shapes of individual shops have much more diversity, with a lot of intermediate sizes that give opportunities for alteration of the overall mix of shops.



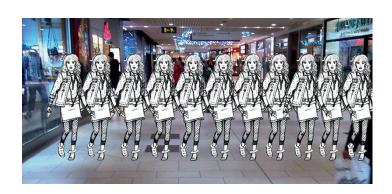


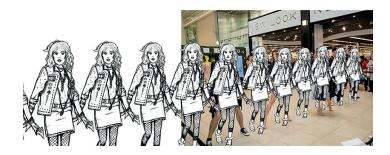




Parisian Passages are usually 3 to 5 meters wide. Gastronomies and Shops even sprawl into the shared space.

The width of the circulation inside a Mall is meant to host as much pedestrian fluxes as possible, leading to pedestrian highways.









Molenpoort is again in between, slightly wider then most Parisian Passages.

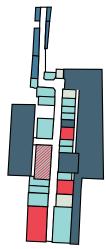
FUNCTION

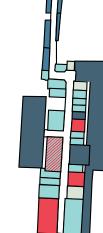
The Passage mostly emulates the outside streets, with the exception of often being specialized in specific shops, but in general providing a balance between retail, services, gastronomy that are equally spread. The Mall also tries to be a city and therefore tries to respond to all the needs a customer can have.

The main difference between the Molenpoort and the Mall in terms of catering as a way to increase exposure time and consequently the chance of buying a product is that those functions are either limited to cafe + snack types (fast consumption) or their location is less accessible and usually isolated to the periphery of the complex, not happening in the midst of the shopping activity.

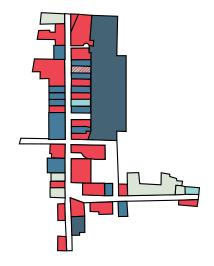


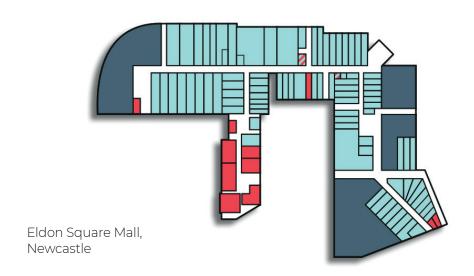
Passage Verdeau, Passage Joufroy, Passage des Panoramas

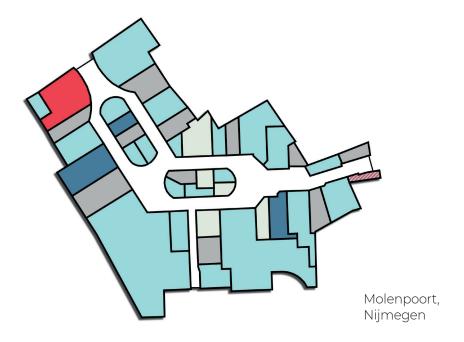












READABILITY

In some cases the passage prioritizes absolute homogeneity and dignity, while in other cases celebrating expression of the individual shop in contrast with the ongoing repetition of the canopy. Overall, the passage tries to be as readable as possible, only emphasizing corners with the use of rotundas, while the mall is all about confusing and creating a labyrinth.

In case of the mall and the Molenpoort, the overall harmony is disturbed by interference of a diversity of impulses that each individual shop creates, while their framework limits the individual shop in its expression. In the case of the Molenpoort the circulation consists of multiple different sequences that demand the visitors to constantly refocus and that, by providing those very alternatives, inherently denyes exposure to all of the spaces.









Passage des Panoramas: Shopkeepers can contribute to Aesthetic of the Passage as shared and individual input are equal.



Inside the Molenpoort, Shopkeepers only have the showwindows and inconspicuous signs in front of their shops.



















In Eldon Square as well, the individual expression of shops plays a secondary role...

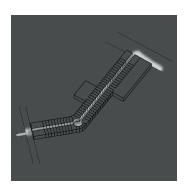
SYNTAX

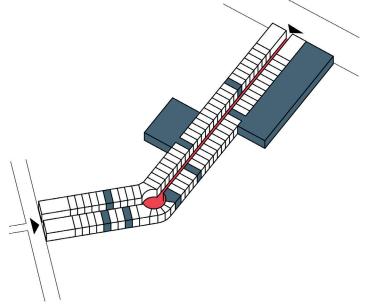
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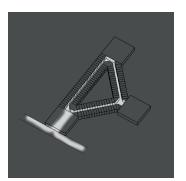
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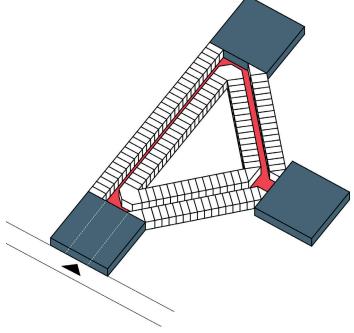
In the passages the individual shops have mostly the same size and shape (determined by the rigid structure), event spaces are adjacent rather then integrated. In the mall however there is a contrast between the size of anchor shops and the "streetshops". The shops in the Molenpoort are rather like the mall, but sizes and shapes of individual shops have much more diversity, with a lot of intermediate sizes that give opportunities for alteration of the overall mix of shops.

Passage Jouffroy: linear, attractions such as the theater do not occupy more showwindows then smaller shops.

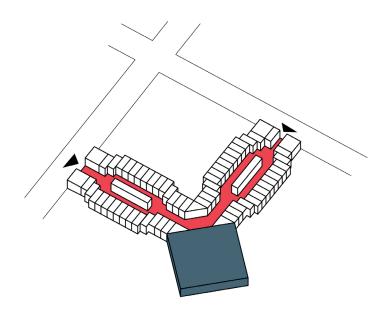




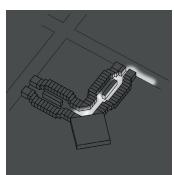




Molenpoort has many branches, which ultimately creates an imbalance and harms the shops in lesser used branches.



In Eldon Square, anchor shops are used as an attraction, while smaller shops sit adjacent to the arteries connecting those.



PERCEPTION

The Passage successfully combines the comfort of a furnished indoor space and the quality of natural light of an outdoor space. Even with furnishing, it stays an outdoor space at the threshold between the outside and the shops. The Mall on the other hand emphasizes consistency by artificial lighting, heating and air conditioning, providing identical conditions inside the shops and corridors.

Only important spaces are highlighted with natural lighting in a Mall. The Molenpoort is a closed, fully conditioned space and tries to be consistent in providing daylight, but is unable to do so, because of the parking on the top.



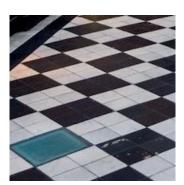






























ATMOSPHERE

The Passage is about harmony, intrinsic value and contemplamentarity: a coherent colour pattern, aided by repetitive materiality, homogeneous light and clear geometry.

The falsity of materials and space is felt in Malls and the Molenpoort, while the Passage cleverly hides it (painted marble vs fake plants), seeking luxurious standards.

The mall is defined by cacophony, a diversity of elements, rather following individual branding, than collective expression. In a Mall, time and the path of the sun are barely perceivable, while the Molenpoort roughly experiences

the change in light at night and day as the Passage does. The passage is about human scale and concentration of fluxes in a narrow space, favouring encounters, on the other hand the mall tends to disregard the human scale, its size being determined by the commercially driven demand for rental space for various commerce.

What the passage, Mall and Molenpoort have in common is that they are all in contrast to their environment, constructing an utopia based on consumerism for the Mall and an idealistic theater stage for the Passage.

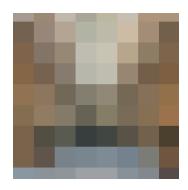


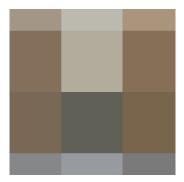








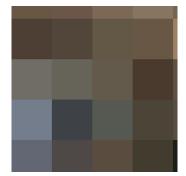






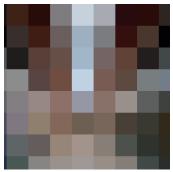


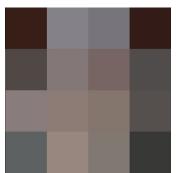
















FIRST IMPRESSIONS OF NIJMEGEN

















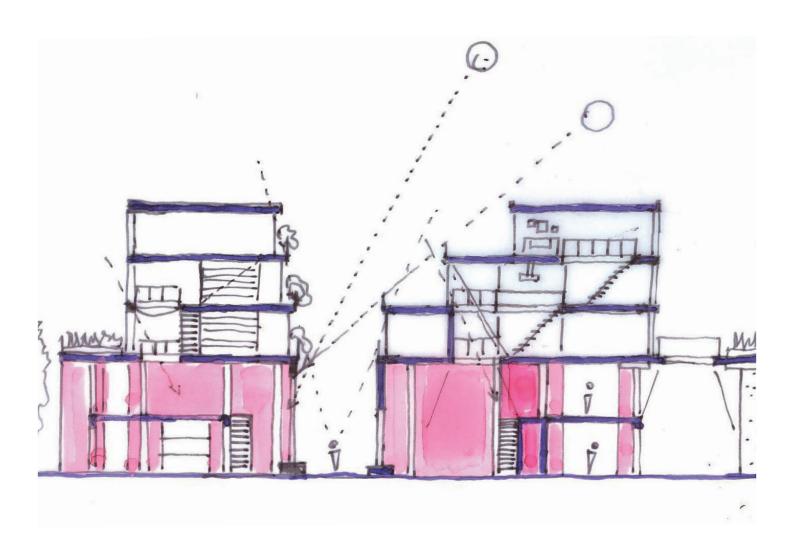






Veduta and Concept for Reinterpretation of Facade

































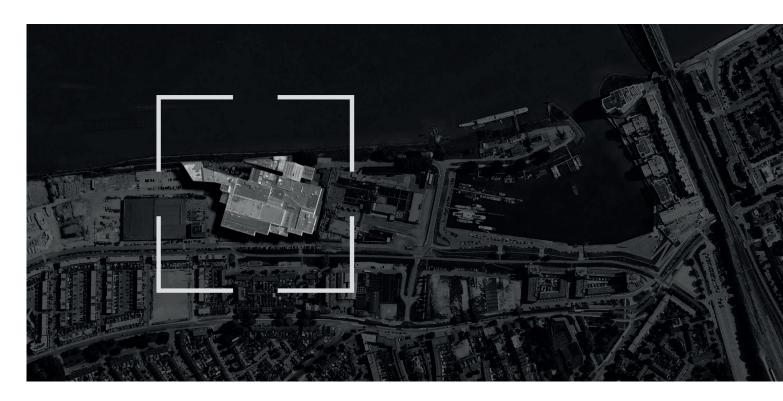




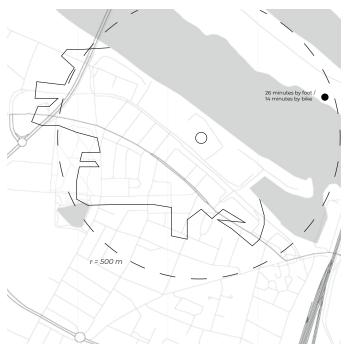


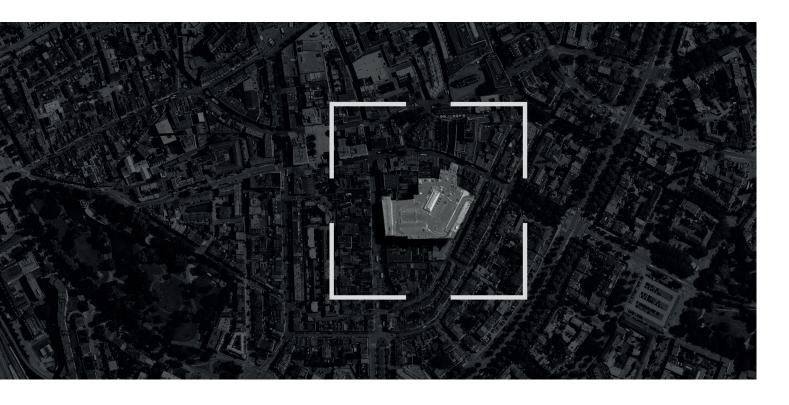


Impressions of Molenpoort





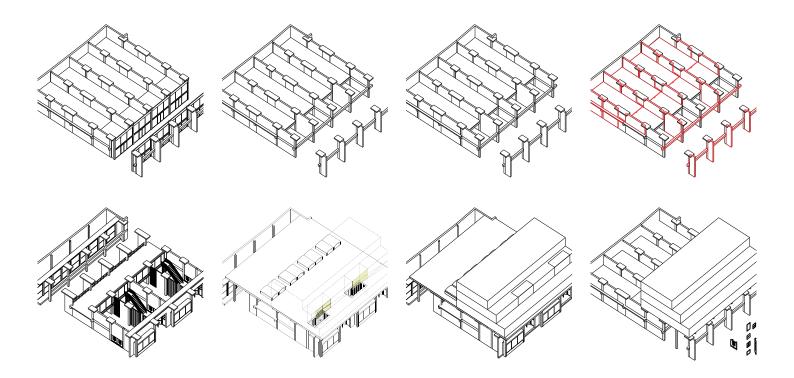


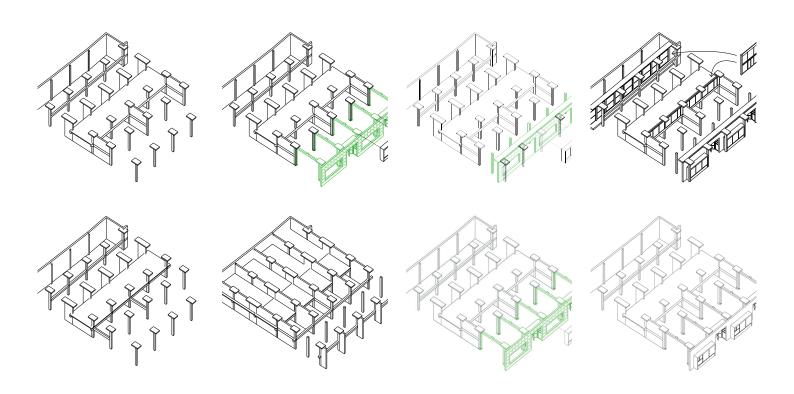


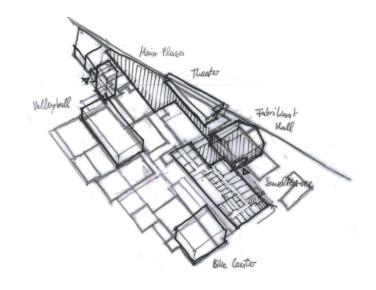
Transplantation of Honigcomplex to Molenpoort Advantage of Location

Upcycling of Facade

Experimenting

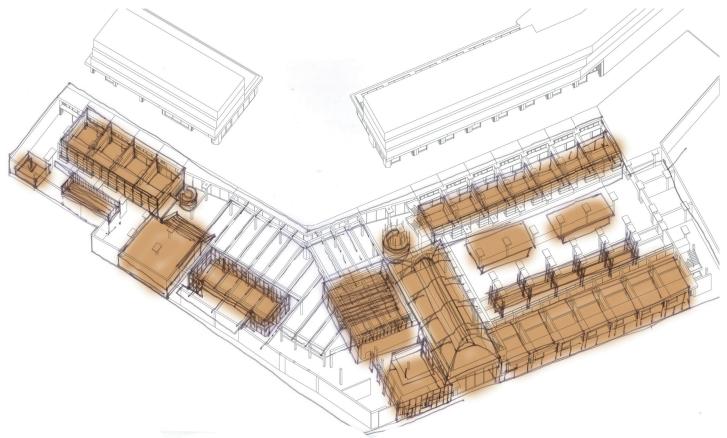


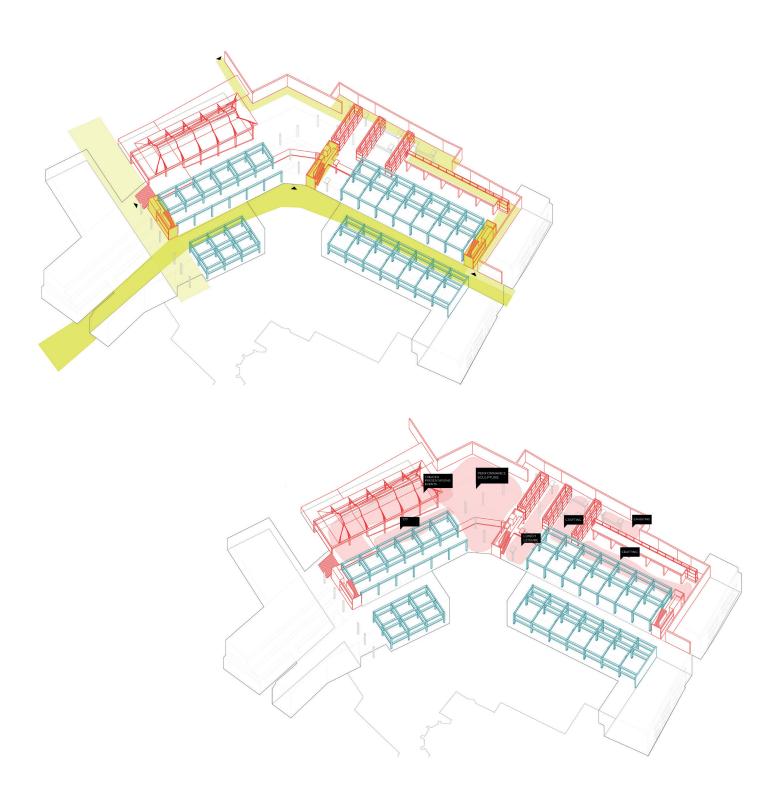




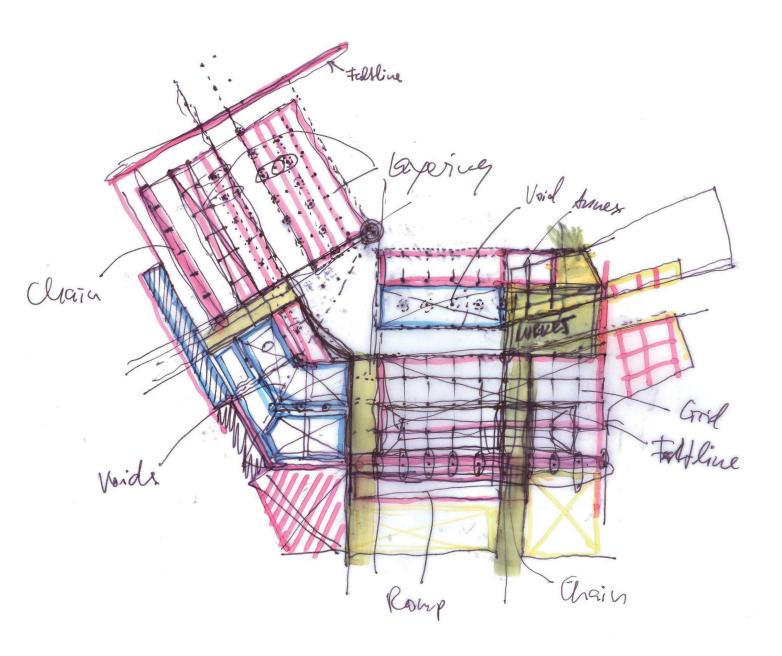
Honigcomplex & Molenpoort

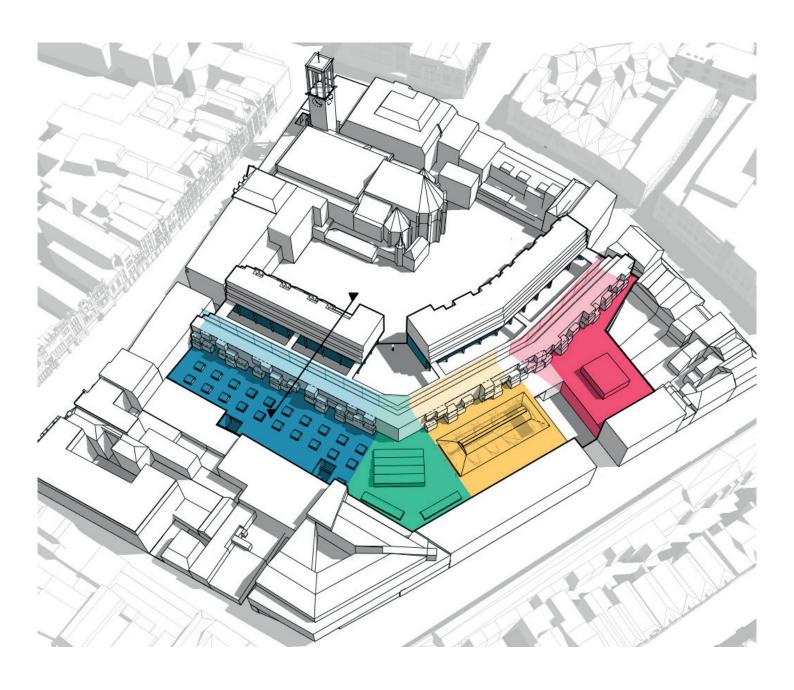
Analysis of Organicness & Porosity
/ Potential use of gadgets that define space

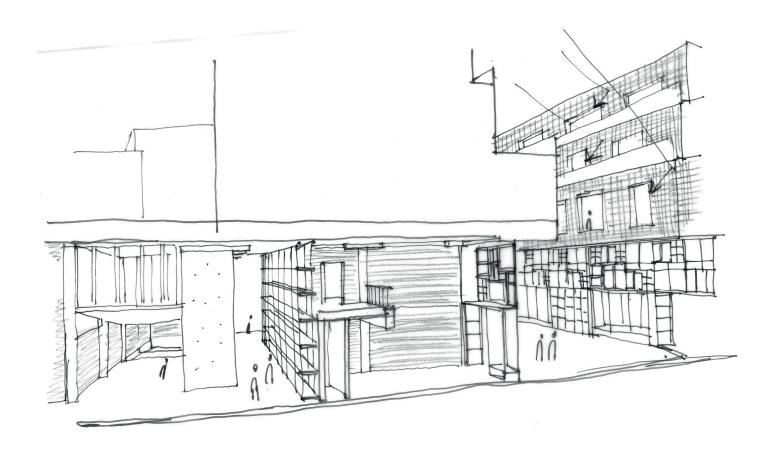


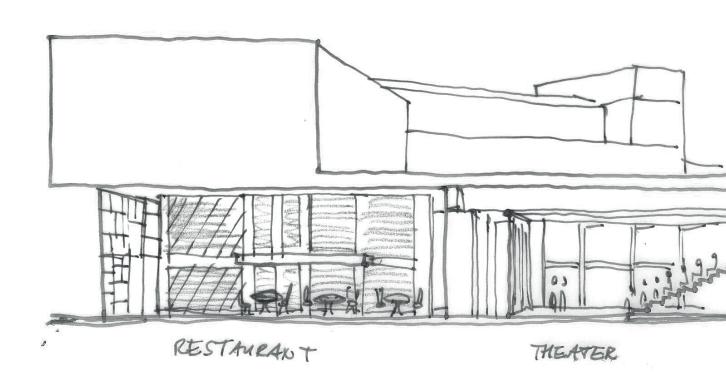


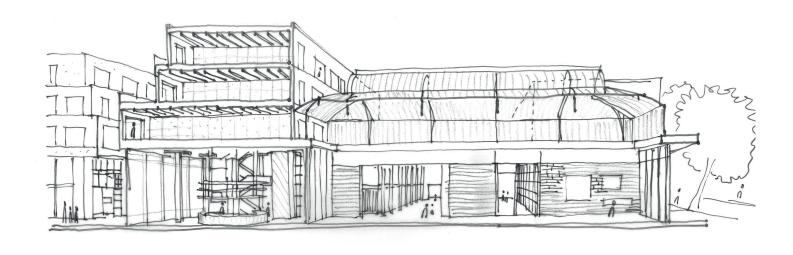
Investigating oddities of Molenpoort

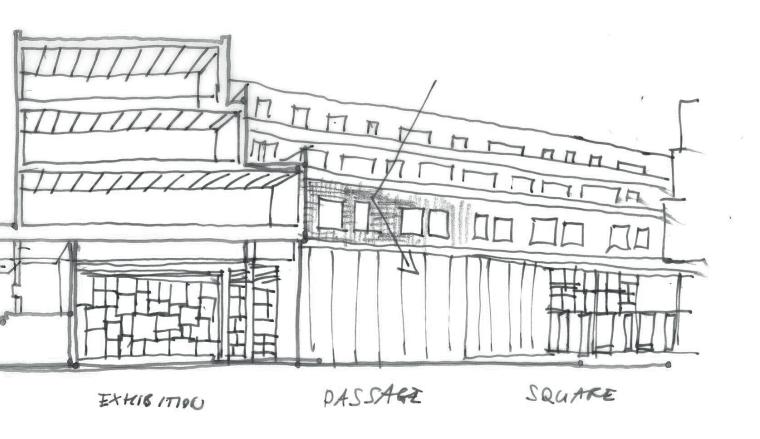








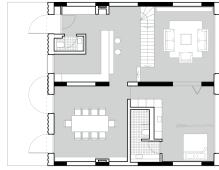


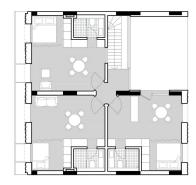


Cluster Living Unit

360 m² (7 parties, 51 m² per Unit)







Lower Floor

Middle Floor

Upper Floor

Family Housing Unit

140 m²







Middle Floor



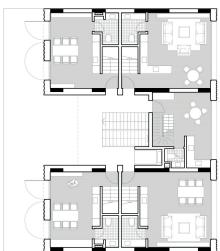
Upper Floor

Studio apartments around Core

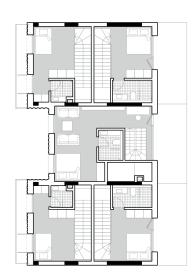
30 m²/2 x 35 m²/2 x 38 m² 2 x 41 m²/50 m²/2 x 60 m²





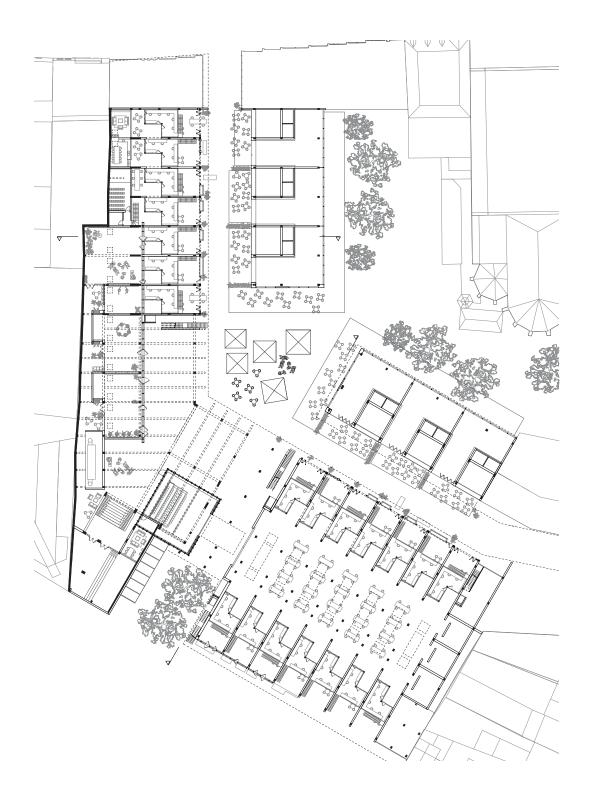






Upper Floor

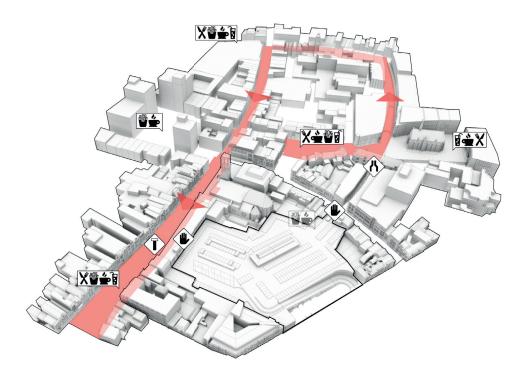






Urban setting

Disconnection of Molenpoort



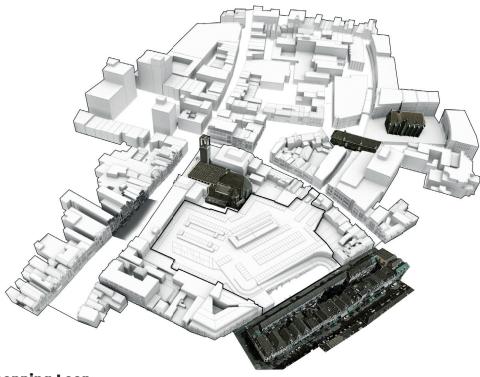
Predominant Shopping Loop

Ratio of Franchises Gastronomy/Retail

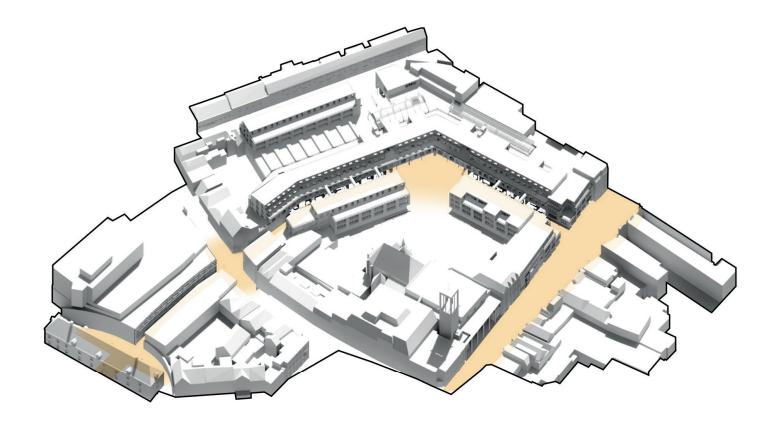




Urban settingDominating Shopping Loop

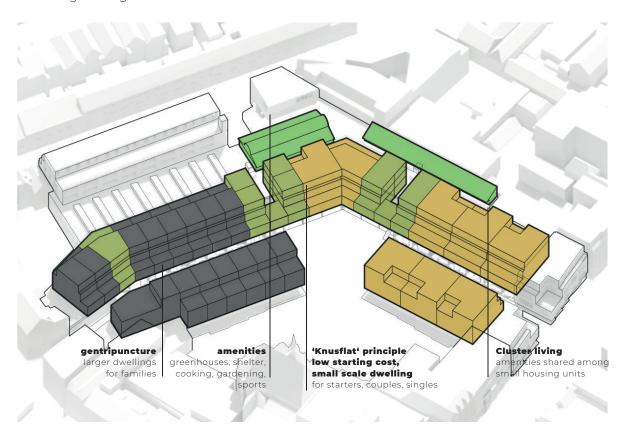


Completion of Shopping Loop

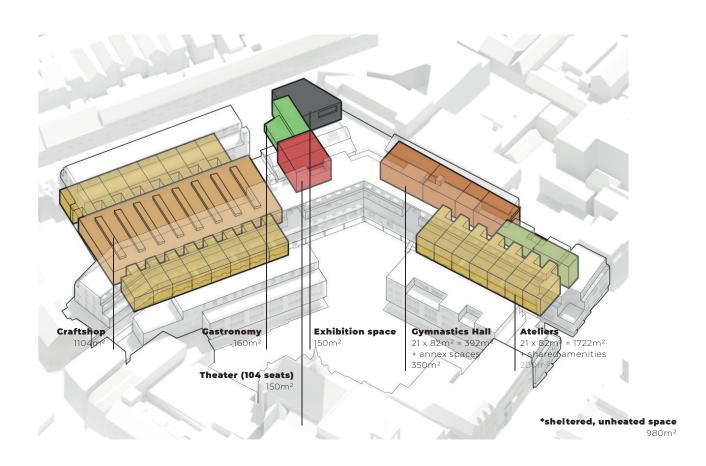


Strategy for 'positive' gentrification

A cocktail of existing strategies

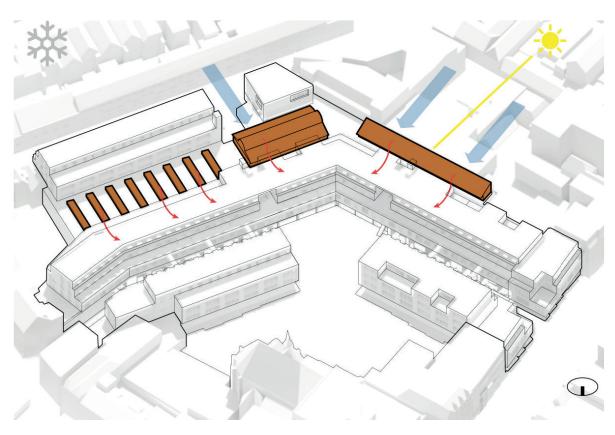


'Gadgets' and voids for creative community



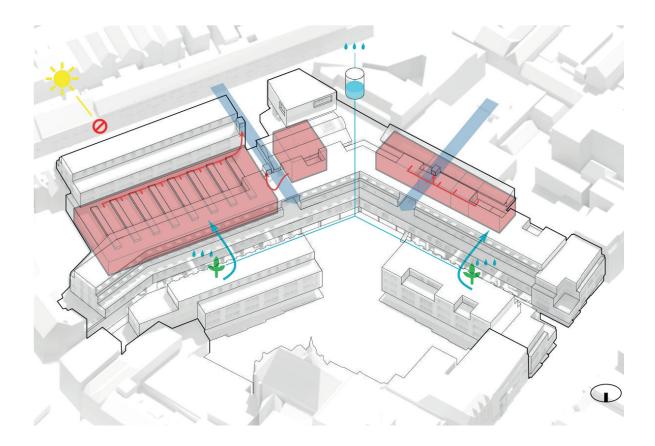
Climate diagram winter

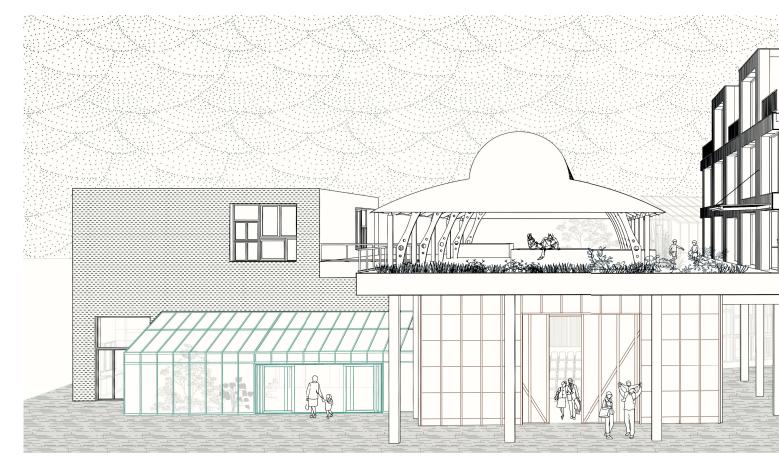
Amenities serve secondary purpose in winter



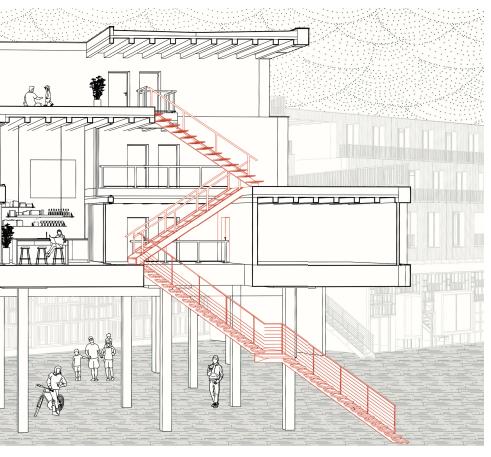
Climate diagram summer

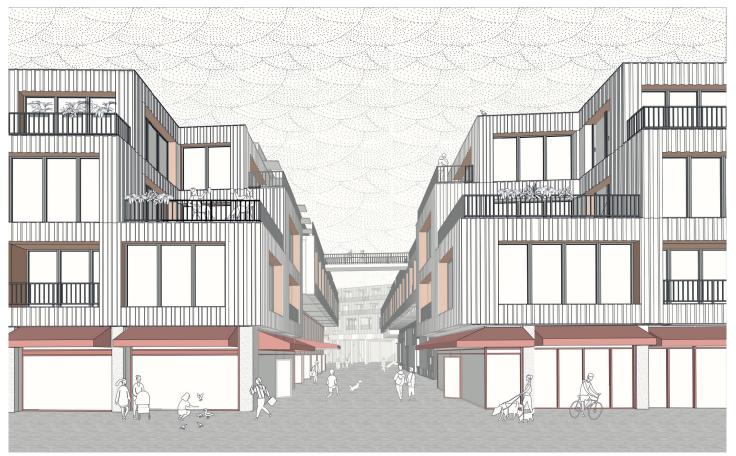
Using orientation and housing for shadow and windcatching





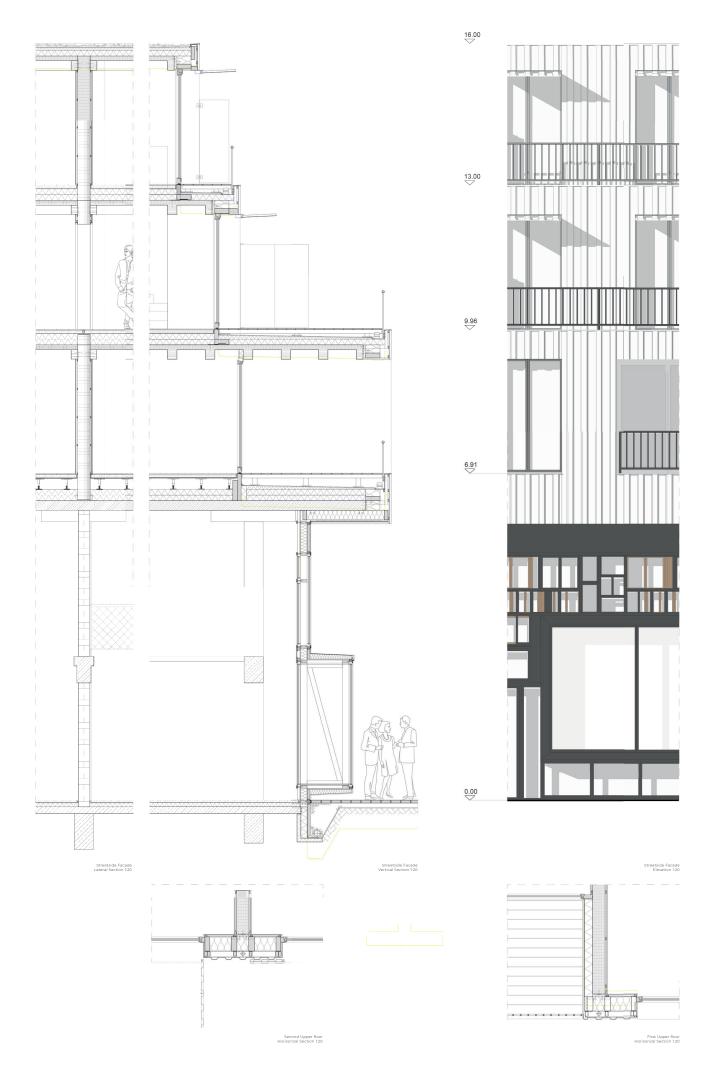
Section A & View from Molenstraat

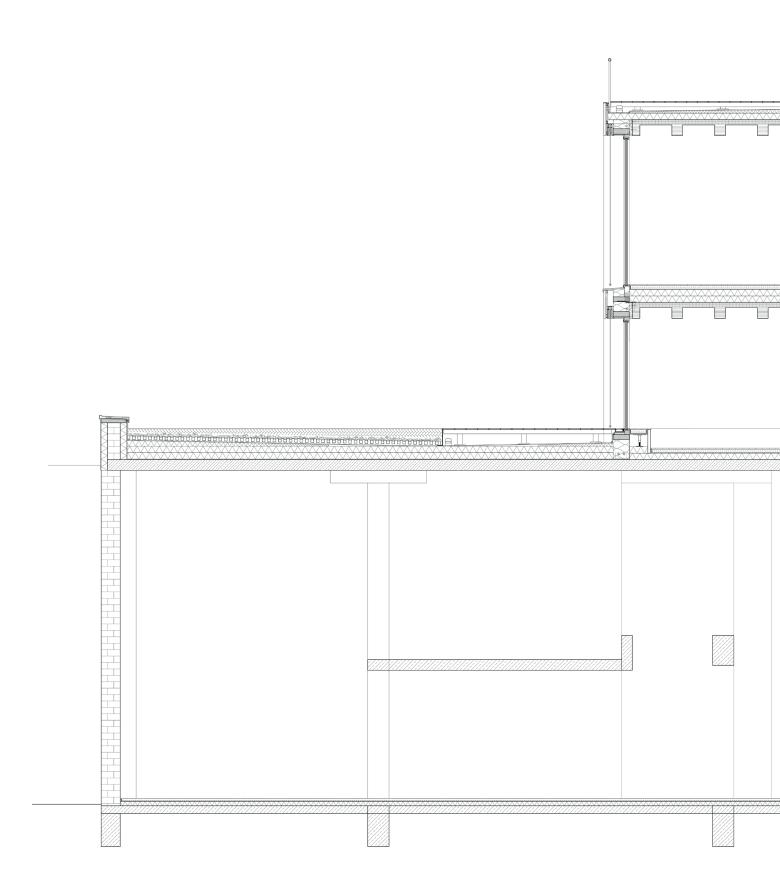


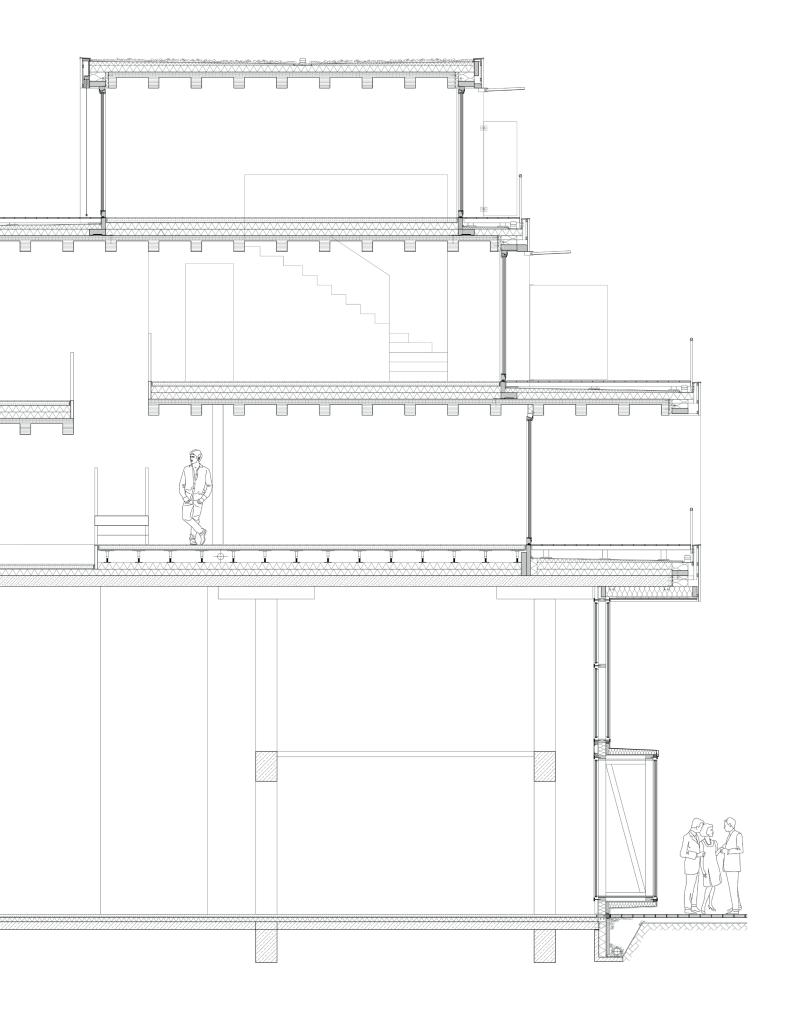


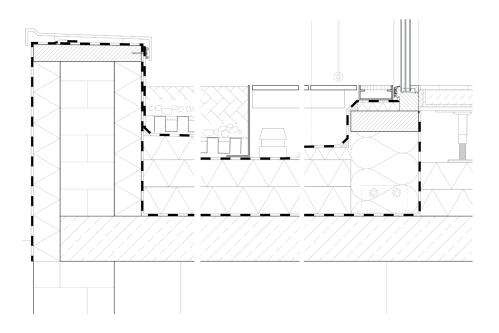
Heating & VentilationPosition of Floor Heating and Air inflow



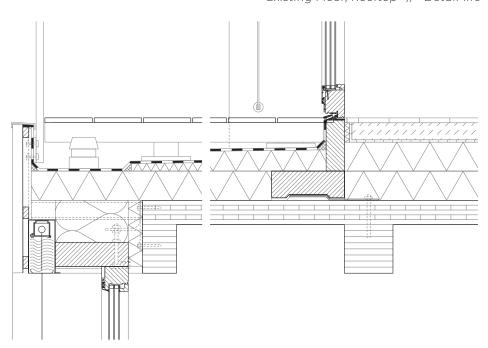




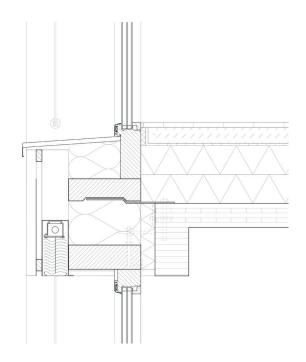




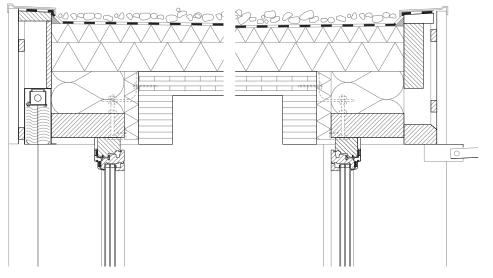
Existing Floor, Rooftop // Detail 1:10



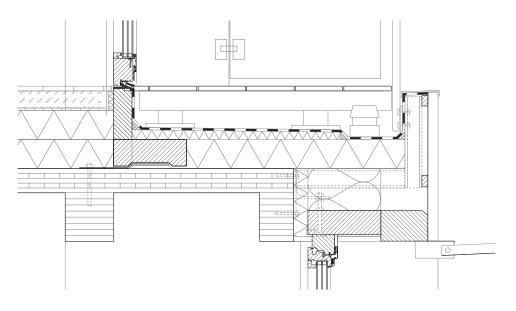
Terrace, Upper Floor // Detail 1:10



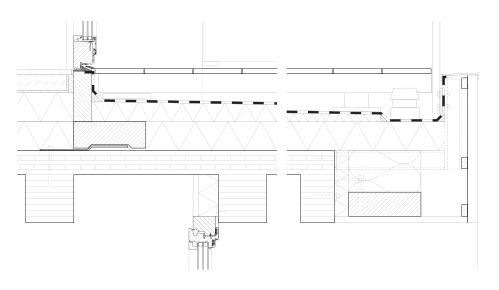
Ceiling Lower Floor/Middle Floor // Detail 1:10



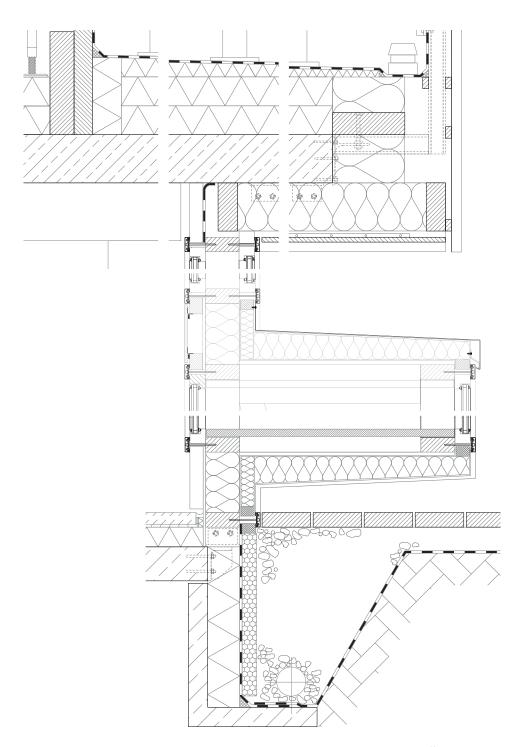
Roof // Detail 1:10



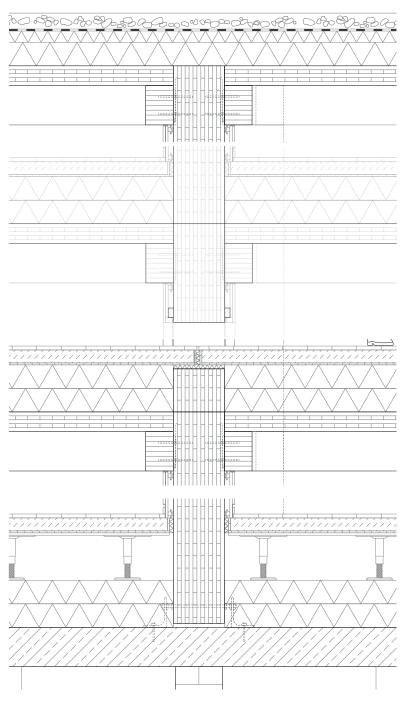
Terrace Upper Floor/Middle Floor // Detail 1:10



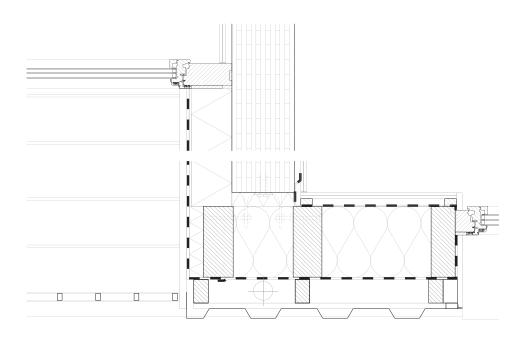
Terrace/Corridor Lower Floor/Middle Floor // Detail 1:10



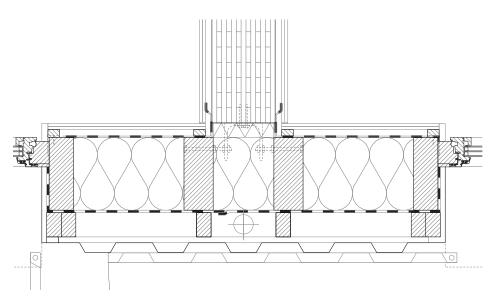
Foundation, Shopping window & Cantilever // Detail 1:10



Lateral Section // Detail 1:10



Horizontal Section, Lower Floor // Detail 1:10



Horizontal Section, Middle & Upper Floor // Detail 1:10