

RESEARCH BOOK
Sofia Montalti

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INTRODUCTION



GREAT ARCHITECTURE SHOULD TELL
A STORY

-Ole Scheeren

Because architecture is part of a spatial dimensions, it is the scenario where stories play. Architecture is not only a matter of functionalism, but carries a greater complexity: the memory and the stories connected to it.

As architect, we tend to focus on the pure physical aspects of the built environment - programme, location, building mass, spatial setting and materiality -, struggling to explain the non-physical or emotional qualities of the space ¹.

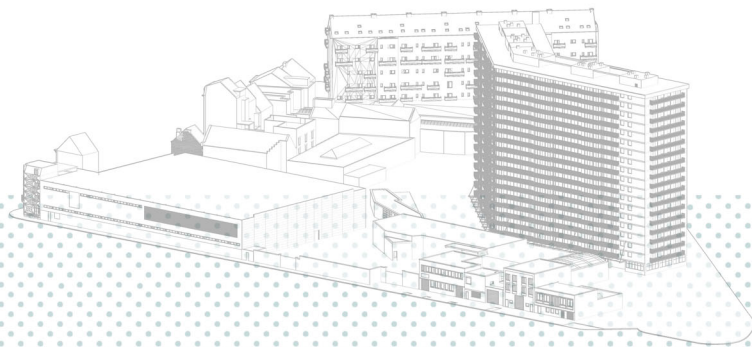
For this reason, the aim of this research is to analyse the Rotor building in Anderlecht through the perspective of different users by means of storytelling, so as to enhance aspects that could not be addressed with standard drawings.

THE CITY GATE III

The Rotor building in Anderlecht is an industrial building located in a strategic position. Close to the river and to the railway connection, it played an important role during the industrialization period. Once housed the former Leonidas Chocolate factory in Anderlecht, it has currently changed name into "City Gate III". The City Gate is a conceptual activity center active to renew the Anderlecht and Cureghem neighborhoods.

In fact, in 2010, the Government of the Brussels-Capital Region asked the City Gate to revitalize the southwest part of Cureghem, in Anderlecht, and to develop, within the framework of the Canal-Midi district contract, mixed projects. The City Gate III building will be part of a complex project that will include also the City Gate I and City Gate II areas.

1. Fieke Elize Tissink. Narrative-driven design.



ARCHITECTURE AND VISUAL NARRATIVES



'It is no longer a case, as it has been up until even just recently, of understanding architecture and communicating its value; rather it is a new, expanded way of perceiving it, where architecture becomes, in itself, part of communication, a tool of and for communication.'

Architecture is conceived as a complex scenario that cannot be entirely represented by technical sketches or traditional views: it has much more to express. In order to communicate intricate nature of Architecture, its representation tools have been forced to search for new graphic strategies. For this reason, narrative ideas started to be imported from cinema, cartoons, photojournalism and infographics.³

Figure 1. Pages from the book S,M,L,XL edited by OMA Rem Koolhaas and Bruce Mau (The Monacelli Press: New York, NY, USA, 1995).

3. Quici, Fabio. 2017. "Architecture and Visual Narrative". Proceedings. 1 (9): 1082.

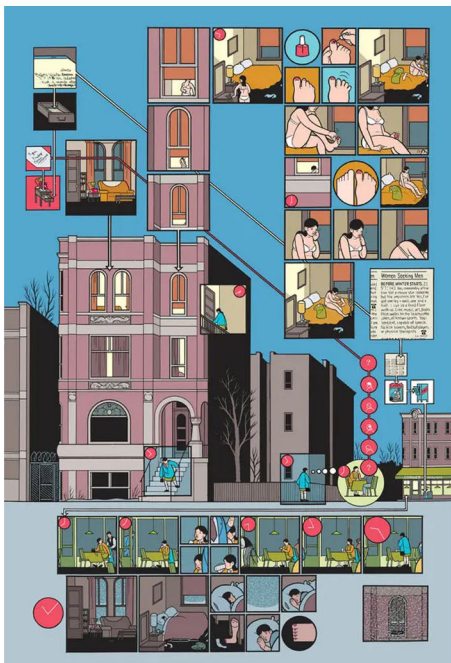
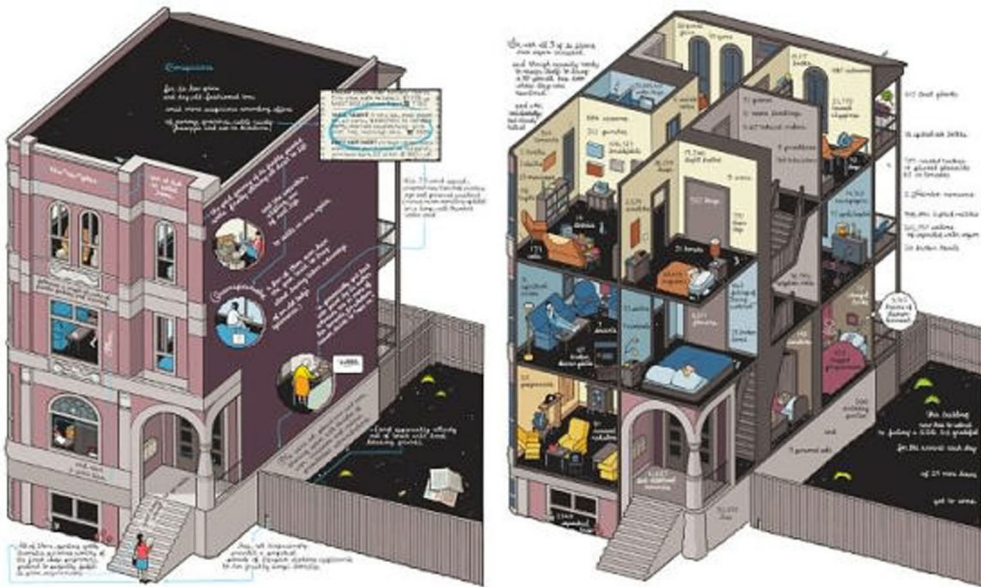
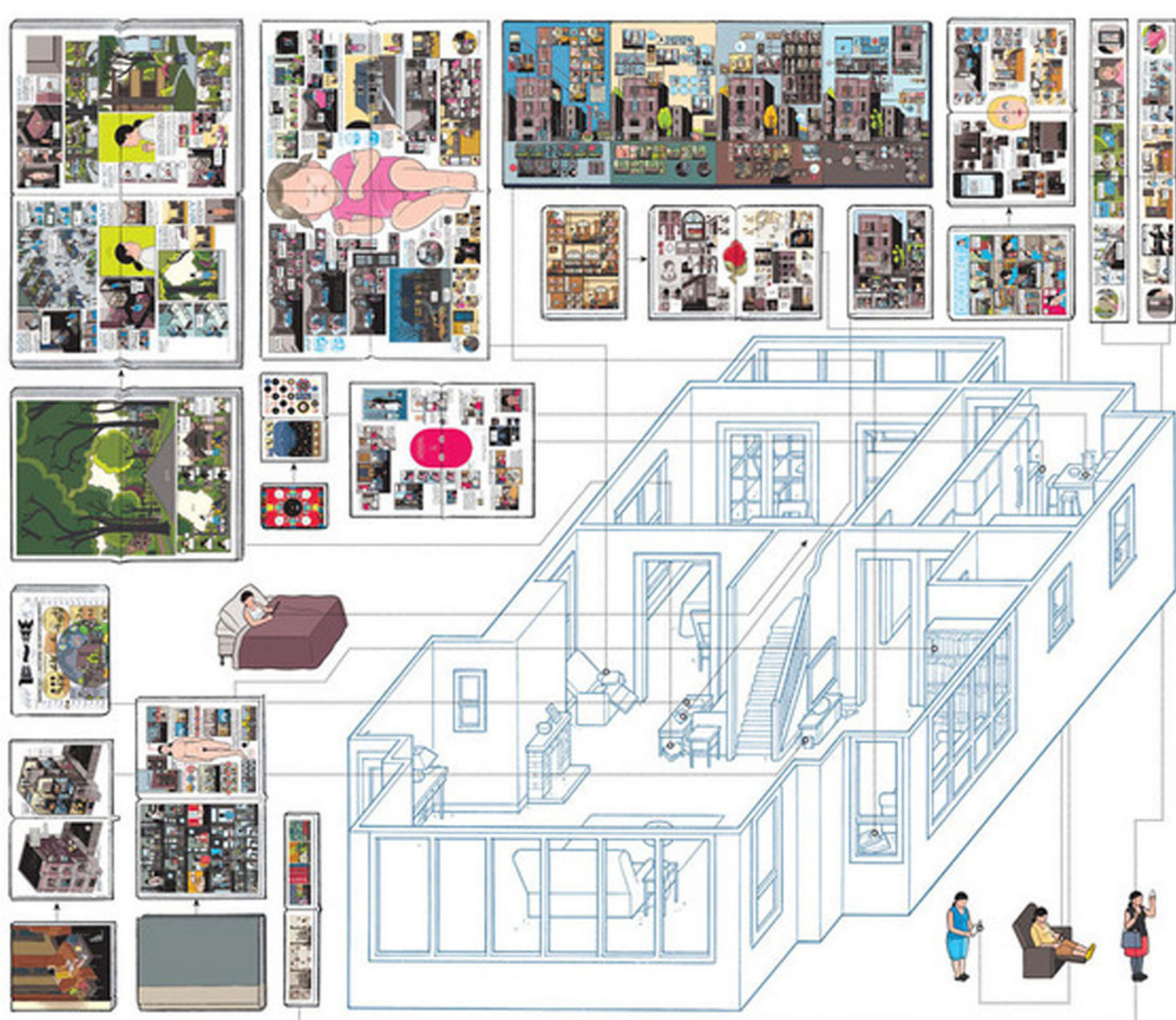


Figure 3. (a,b) Illustrations by Chris Ware from the graphic novel Building Stories (Jonathan Cape: London, UK, 2012).



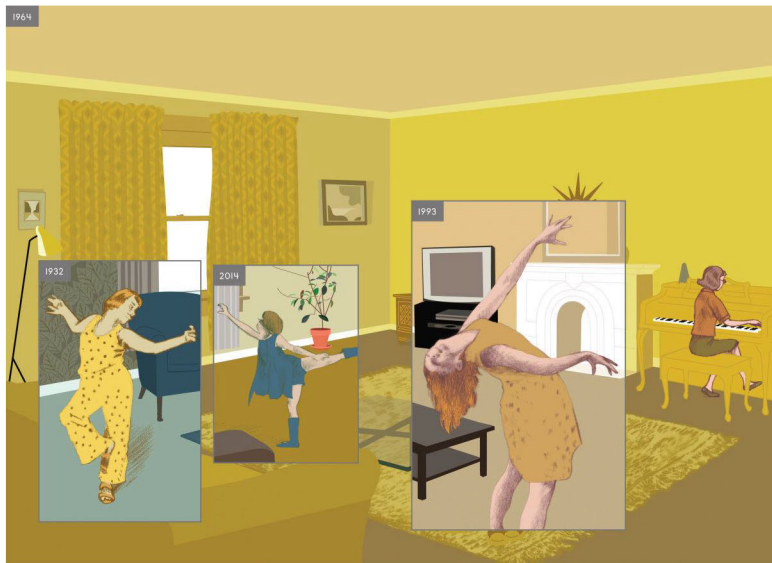
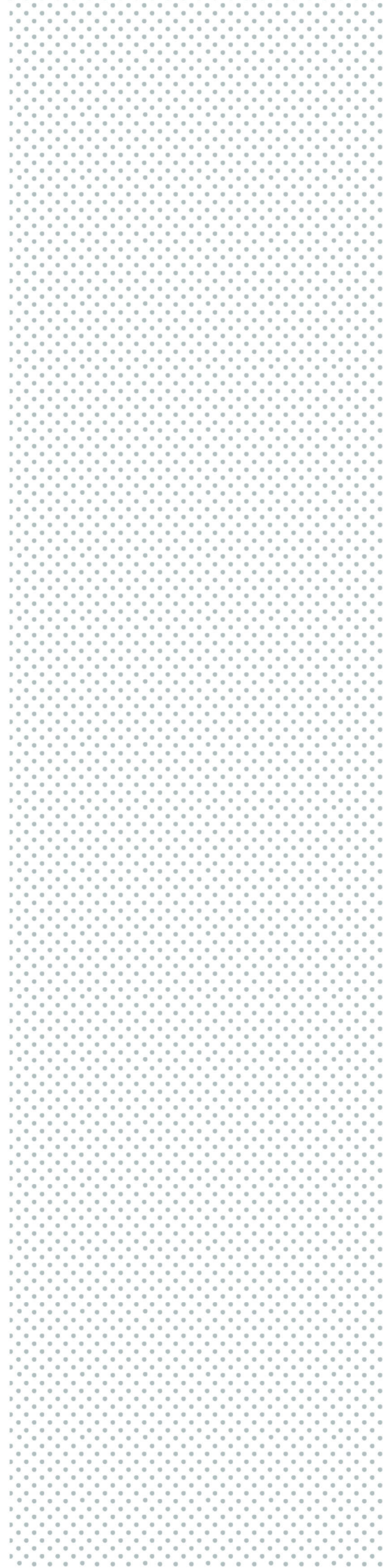


Figure 4. Illustration by Richard McGuire from the graphic novel Here (Pantheon Books: New York, NY, USA, 2014).

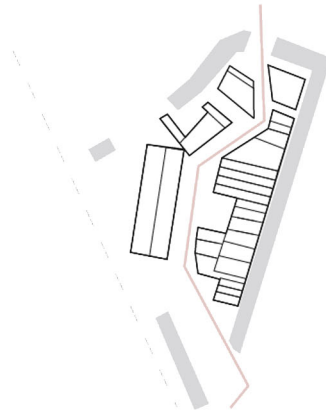
01 ROTOR
BACKGROUND



TIMELINE

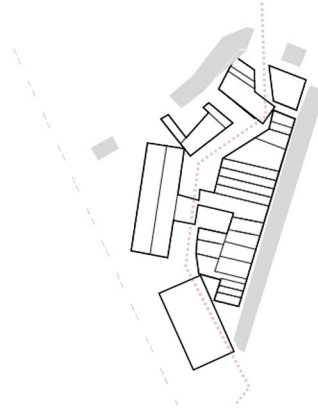
1930s

River splited the block, and the residential made up cointinuous boundary of the block



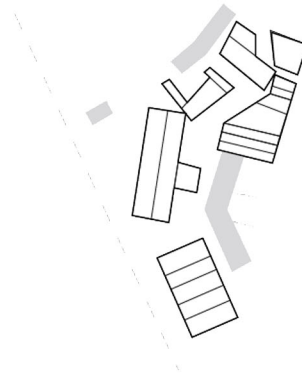
1970s

The river gradually disappeared and the new productive areas blurred the separation of the river. The collective housing replaced the residential on the west along the street and the part of industries.



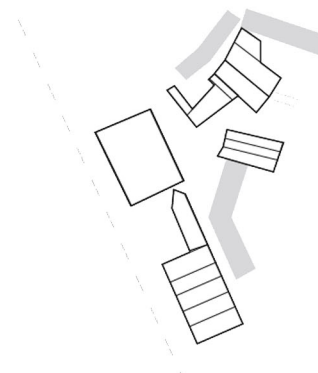
1980s

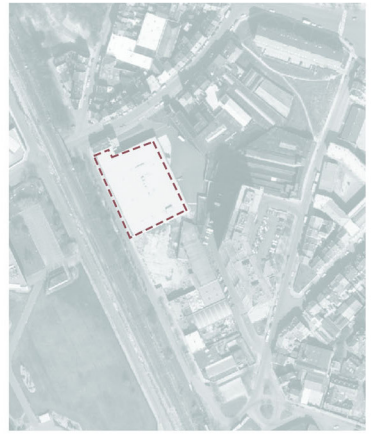
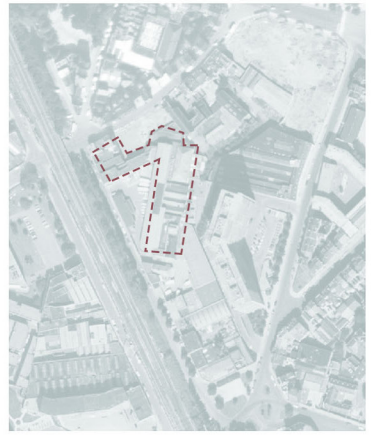
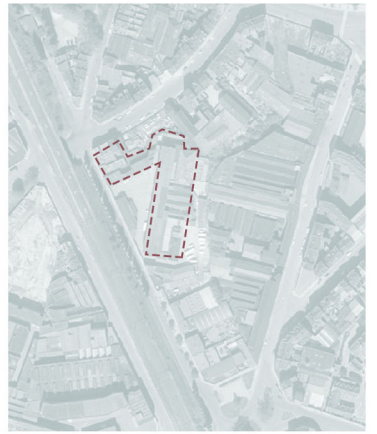
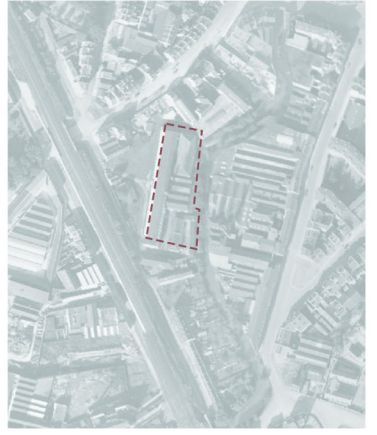
New industries inserted and replaced the old ones.



1990s

Productive area at the north of collective housing transferred into open space

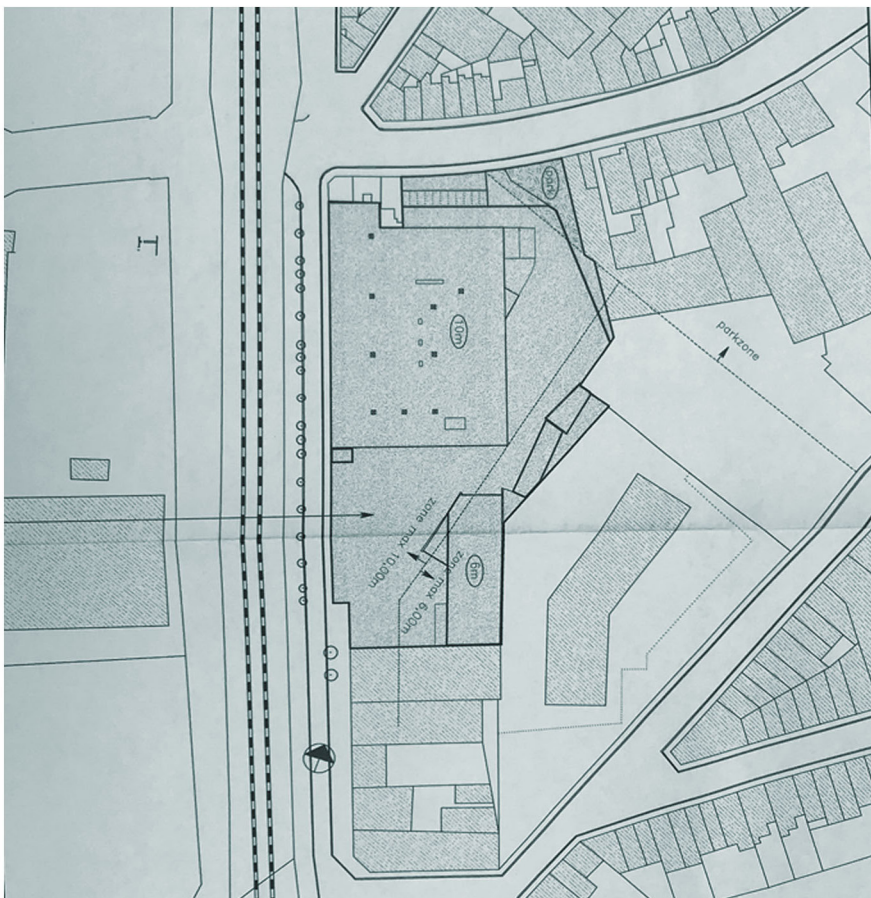




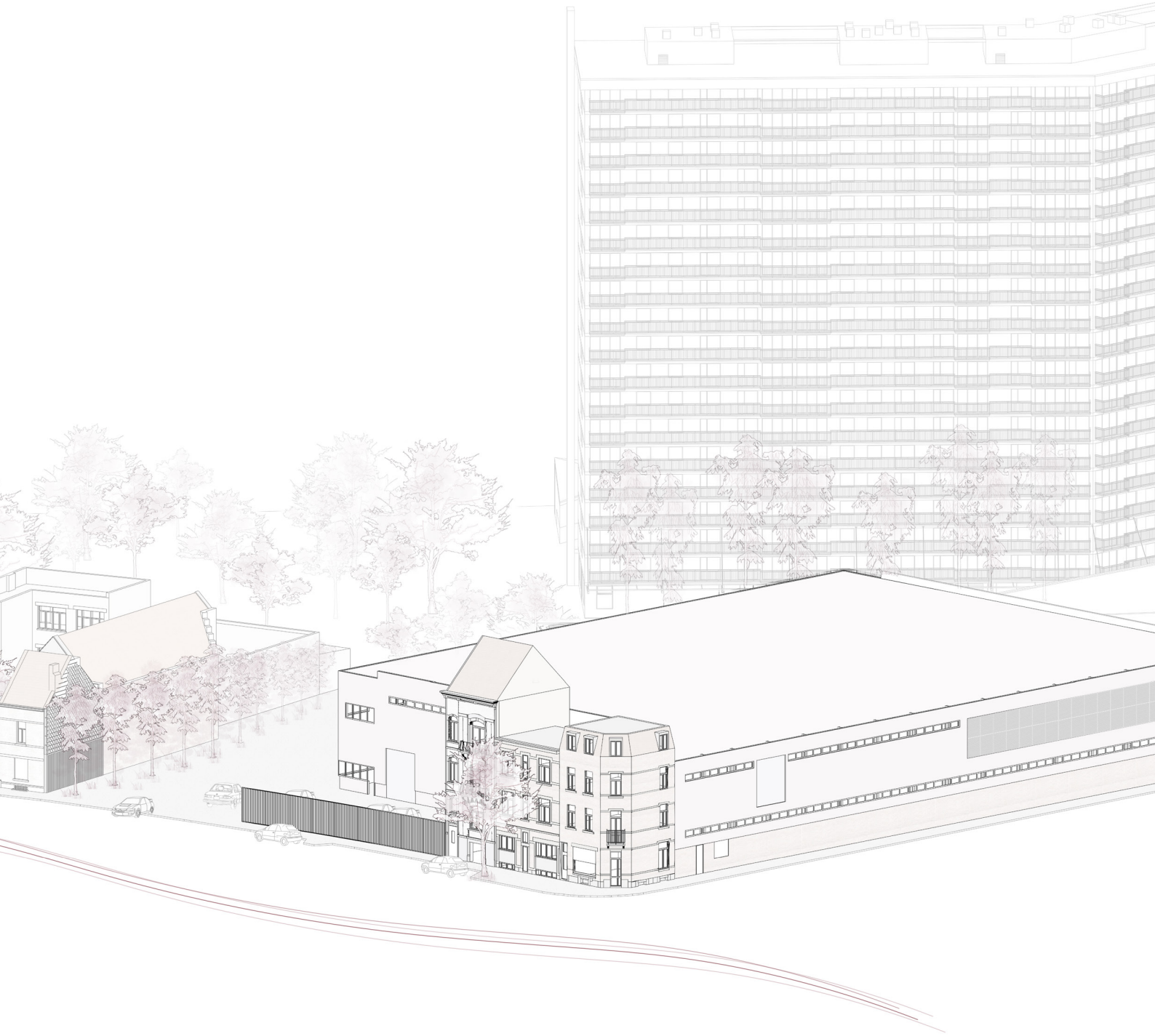


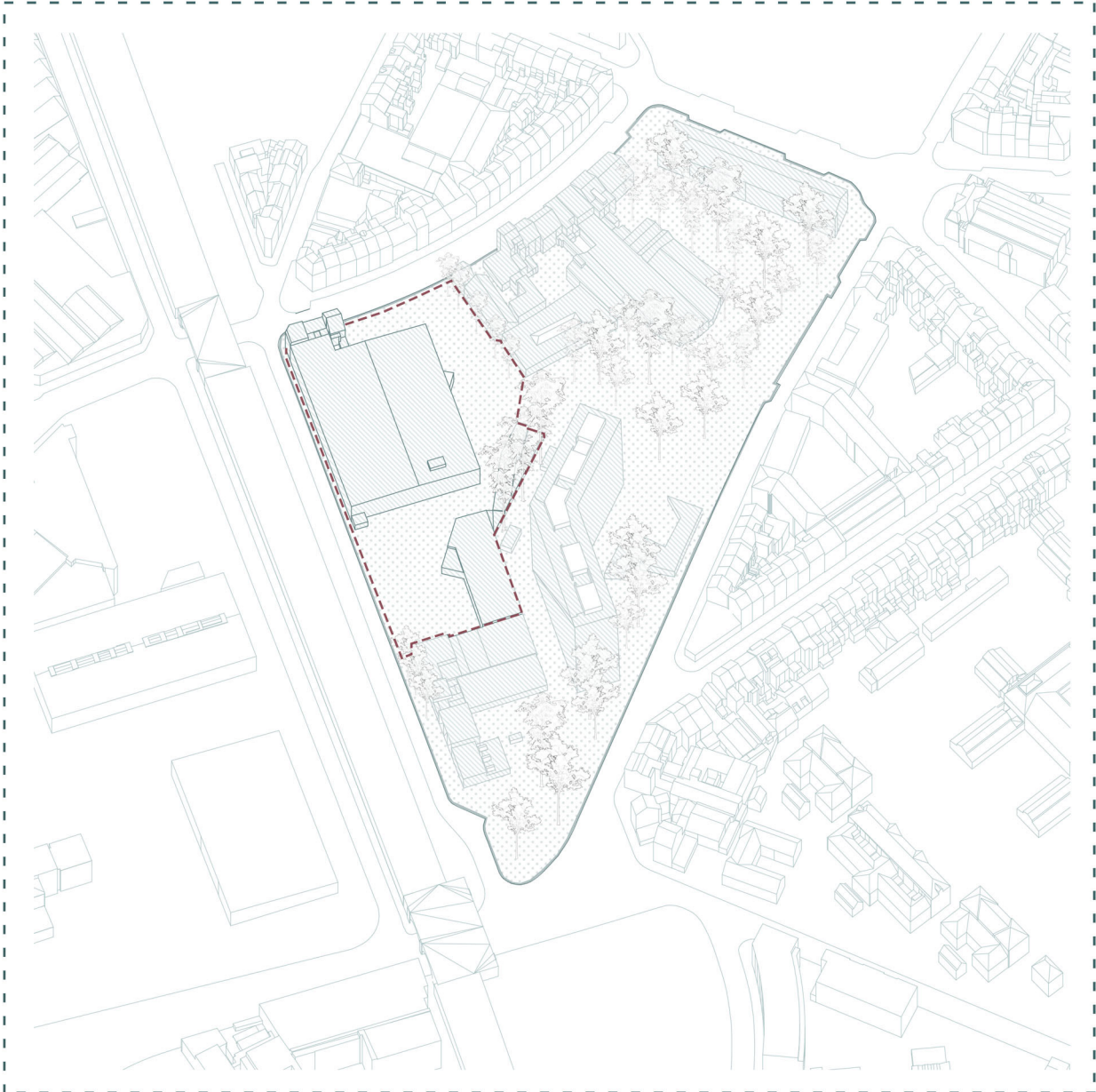
// 1980s

// 1990s









CITY GATE III

The building, on the site of the former Leonidas factory and located in a highly mixed area, with both residential and industrial character.

COMPOSITION

CITY GATE III COMPOSITION

The building is a composition of different blocks:

The production block -
where materials are transformed

The storage block - where materials are
deposited.

The main block - where different functions
are organized.



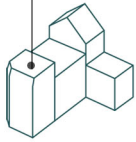
CITY GATE III

Rotor DC
Woodworkers
Non Pareil
Dart print shop
Arena Football



LIVING BLOCK

Block of residential houses.



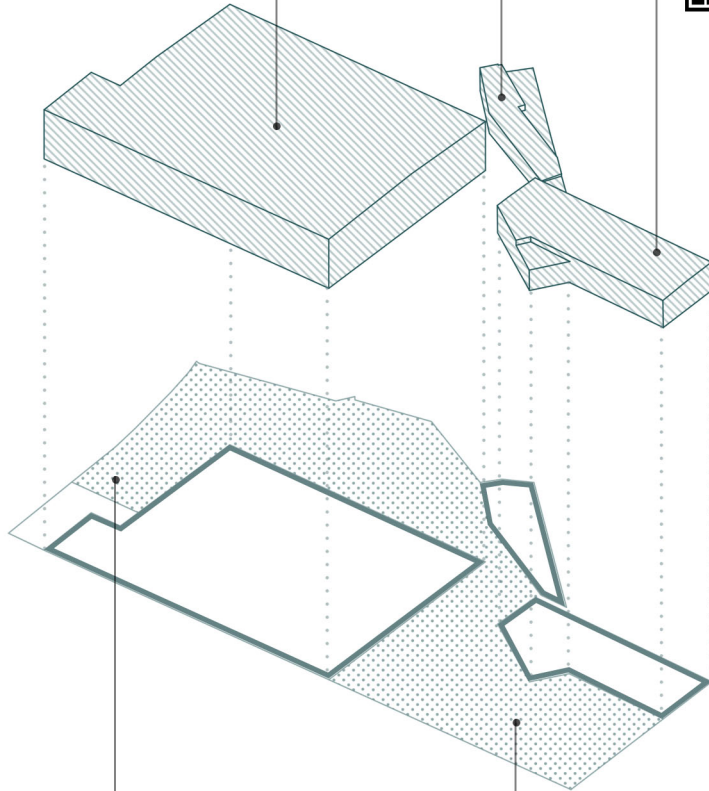
PRODUCTION BLOCK

Space for industrial use.



STORAGE BLOCK

Rotor DC
Warehouse



PARKING AREA

Parking space for Rotor Building.



LOGISTICS AREA

Space for the industry logistics.



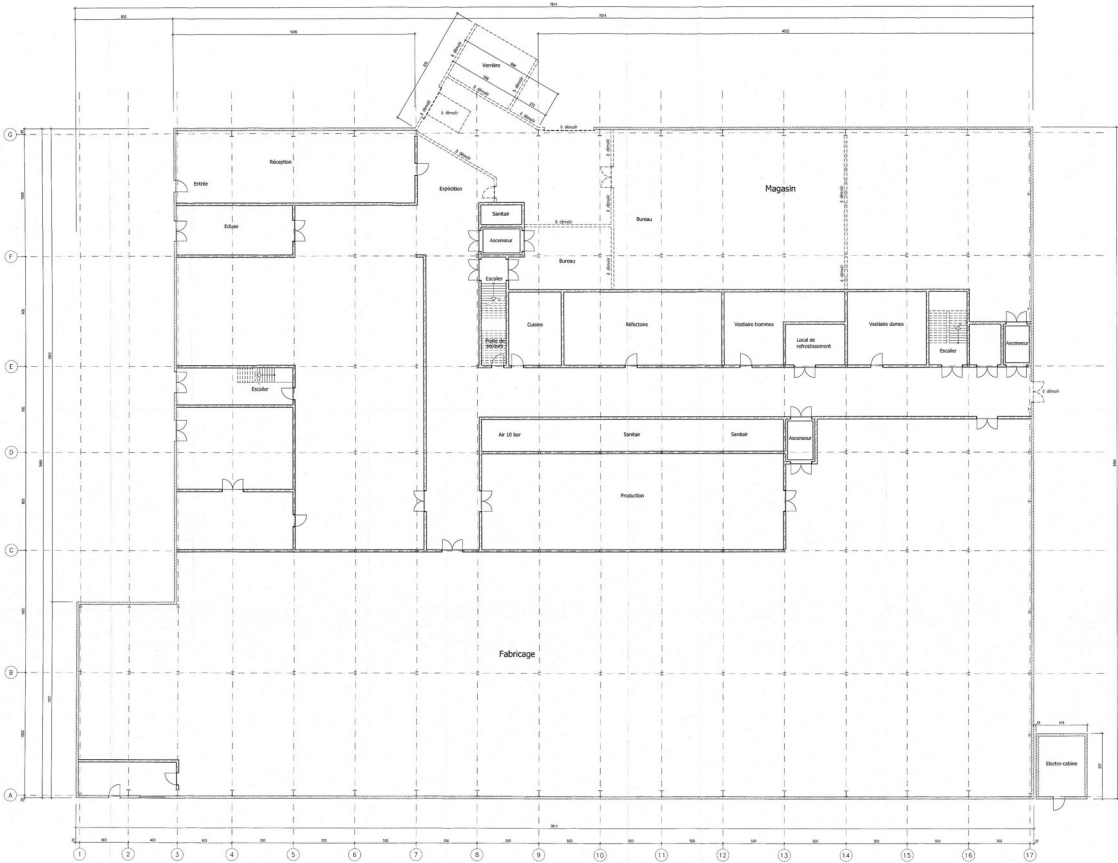
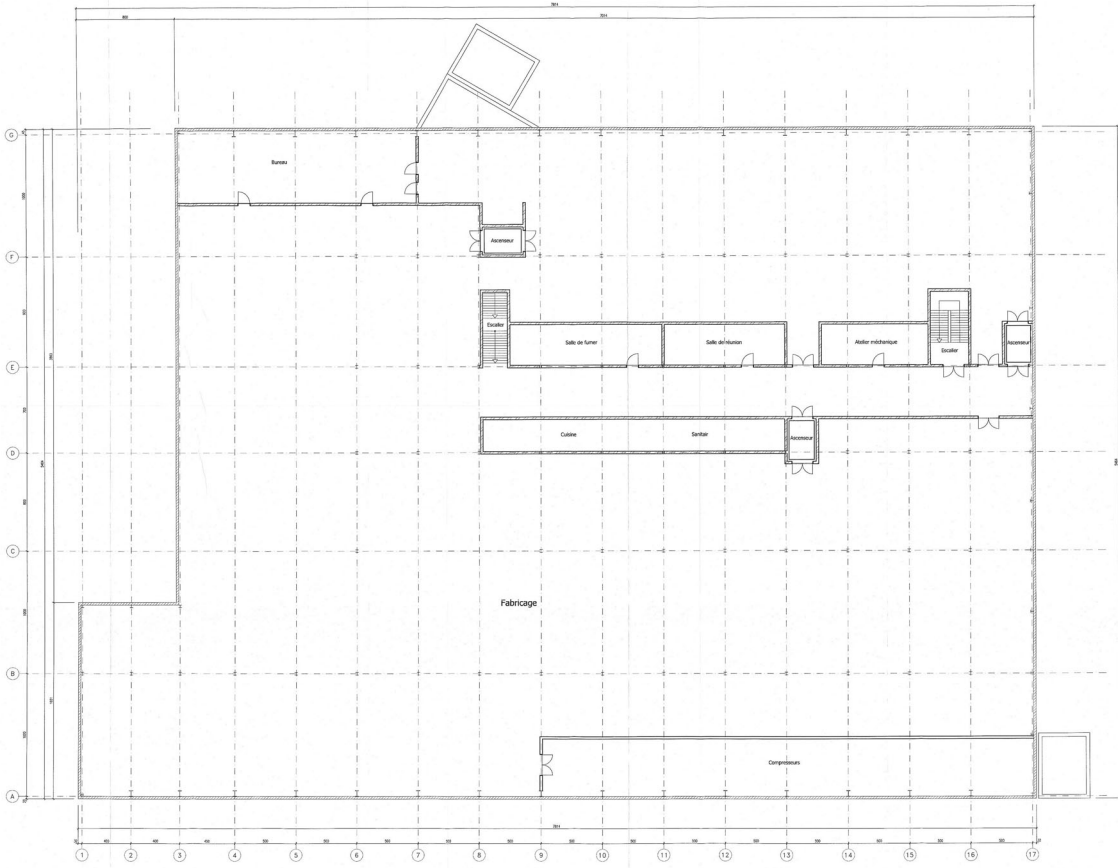
CONTEXT

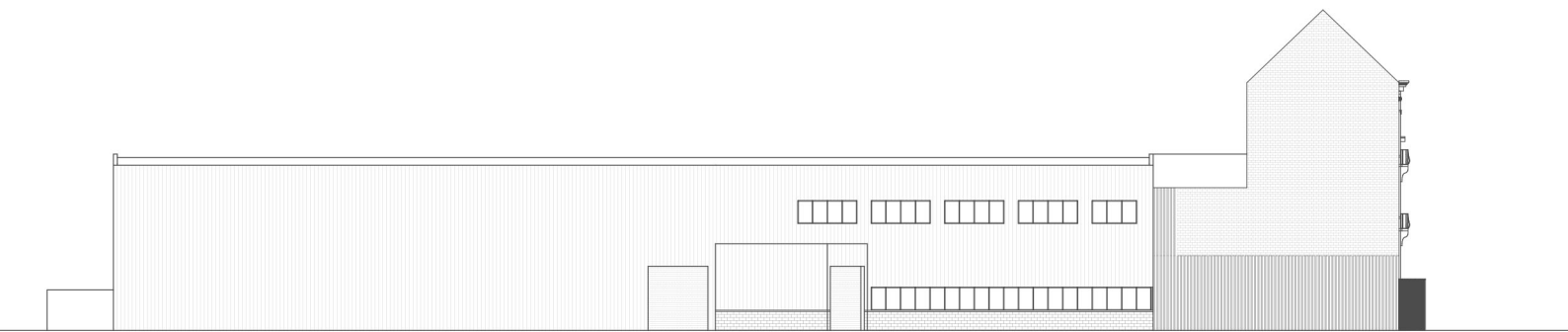
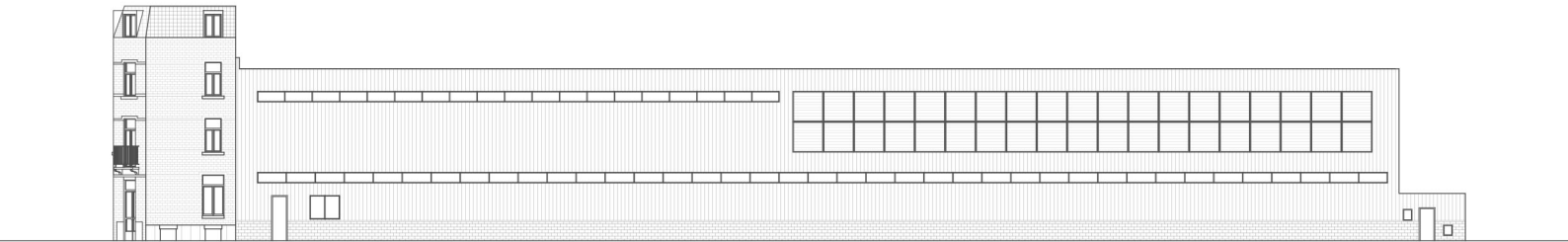
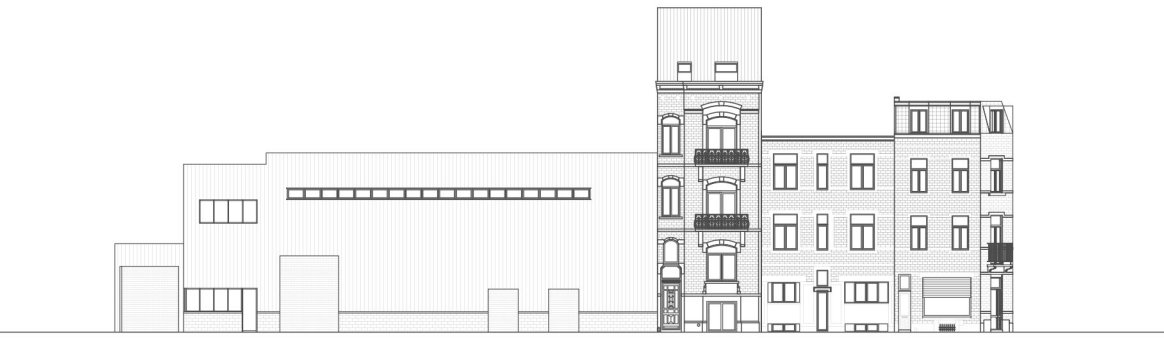
THE BUILDING IN ITS SURROUNDINGS

^ FLOORPLANS

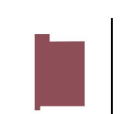
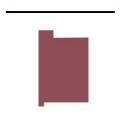
FIRST FLOOR

GROUND FLOOR



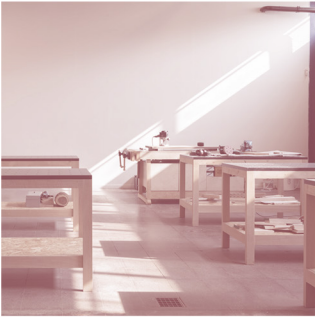


ELEVATIONS



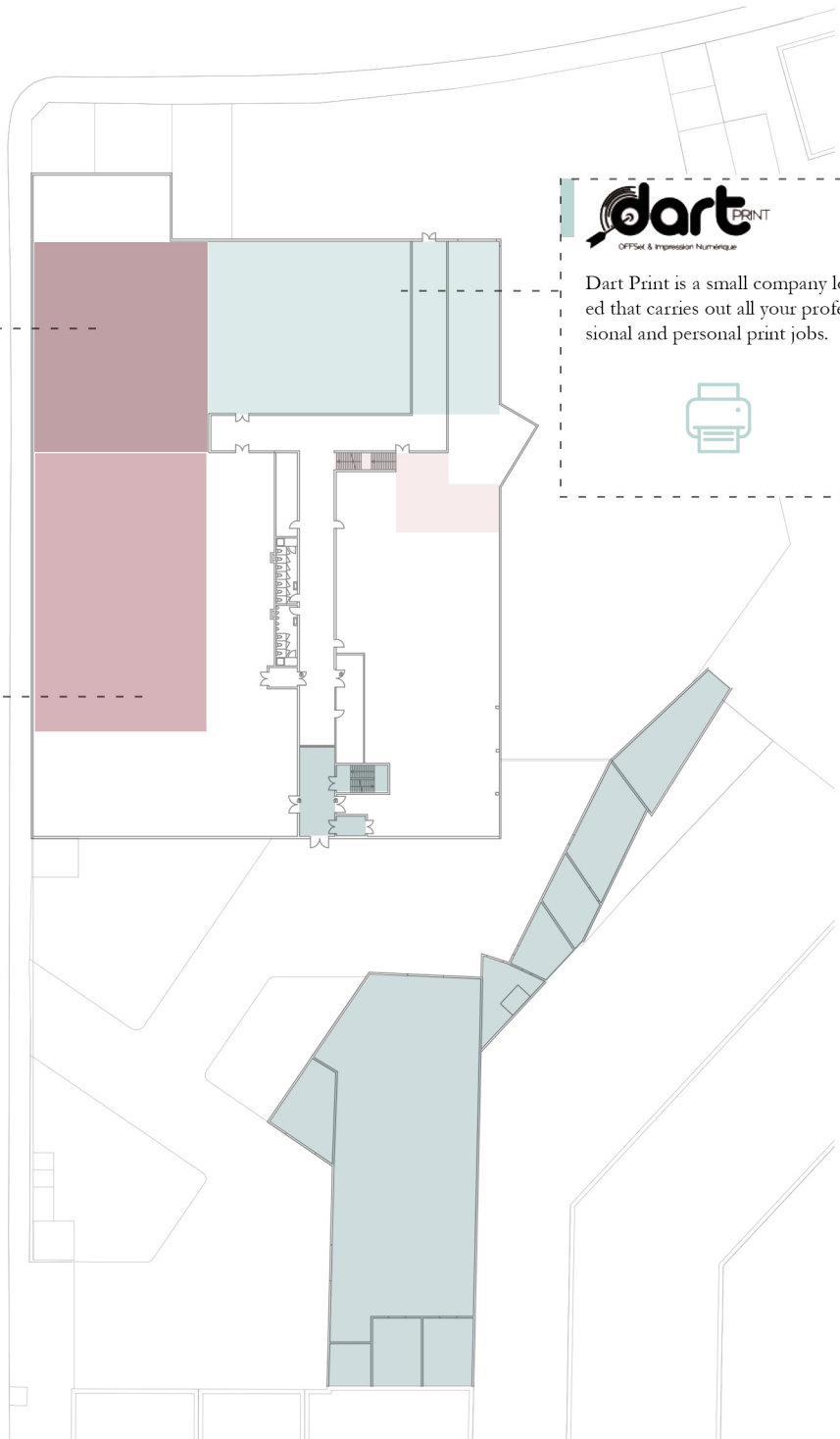
WOODWORKERS

Woodworkers is a shared cabinetmaking workshop where anyone interested in working with wood can come and create their projects with the advice of a cabinet-maker and using professional machines.



NONPAREIL DESIGN À MESURE, OBJETS LIBRES

Nonpareil, studio / design workshop, develops and produces custom furniture and in small series. Attentive to changing lifestyles, Nonpareil looks for a living and working space where well-being rhymes with functionality, aesthetics and ethics, all within a controlled budget. From the open source manufacturing plan to an exclusive shelf, the team explores new ways to produce, distribute objects and think about the environment around them.

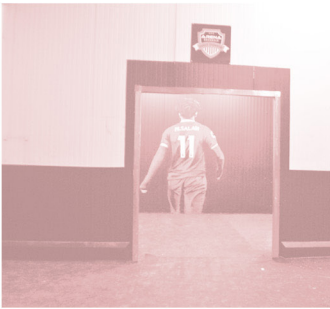


Dart Print is a small company located that carries out all your professional and personal print jobs.



ARENA
BRUSSELS

Arena Brussels is a unique sports complex in Belgium equipped with the latest video analysis technologies. Arena Brussels offers a unique indoor football experience.



RotorDC
Deconstruction / Consulting


Rotor Deconstruction is a pioneering company in the field of salvaged building components. The team dismantles, conditions and sells materials, as well as providing assistance to building owners, contractors and architects on the subject.






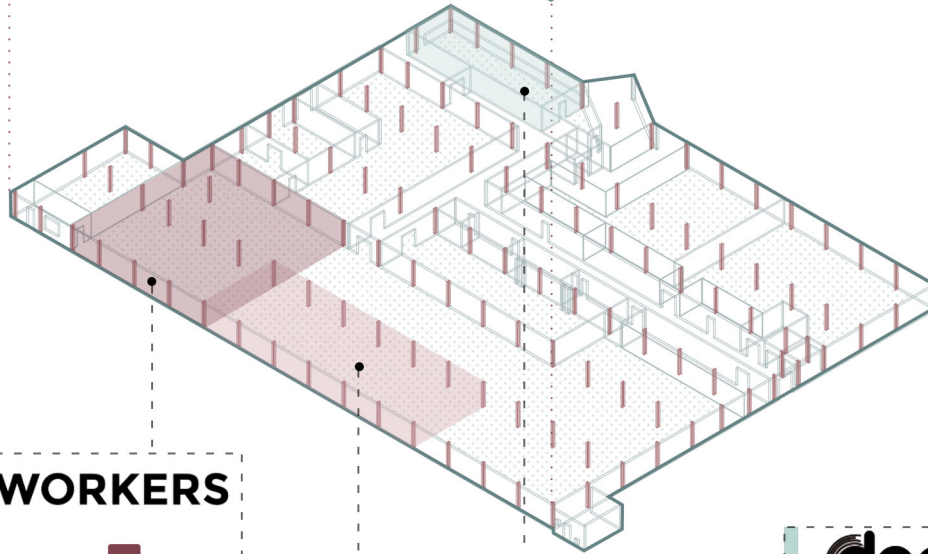
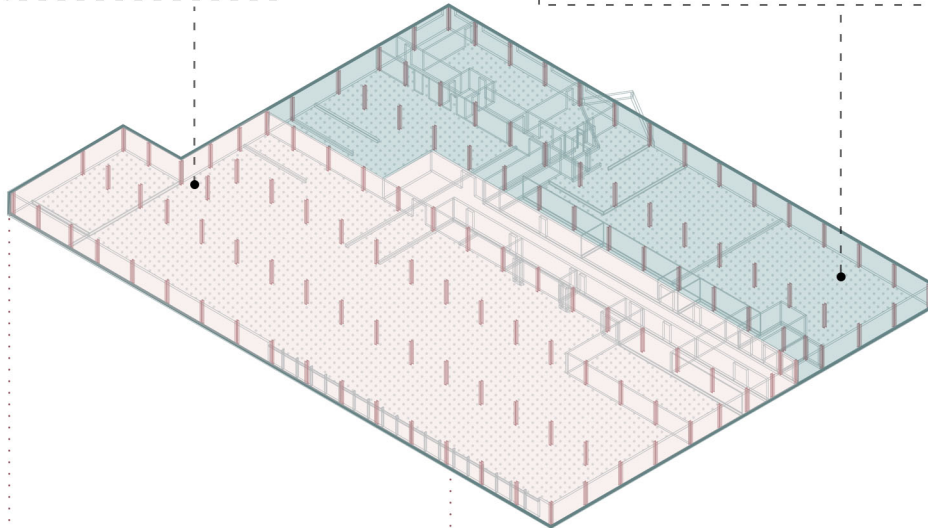


 First Floor 2500 sq.m
 Ground Floor 100 sq.m





 First Floor 1500 sq.m
 Ground Floor 70 entrance + 1100 storage space = 1800 sq.m









 Ground Floor 500 sq.m





 Ground Floor 600 sq.m





 Ground Floor 600 sq.m

PROGRAM

Different companies
inside the building



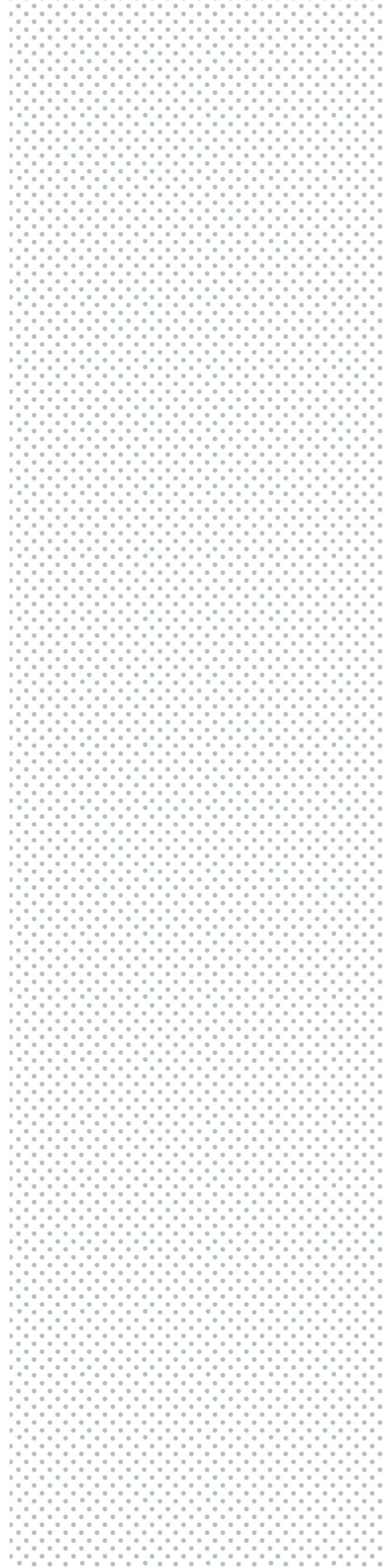
WOODWORKERS



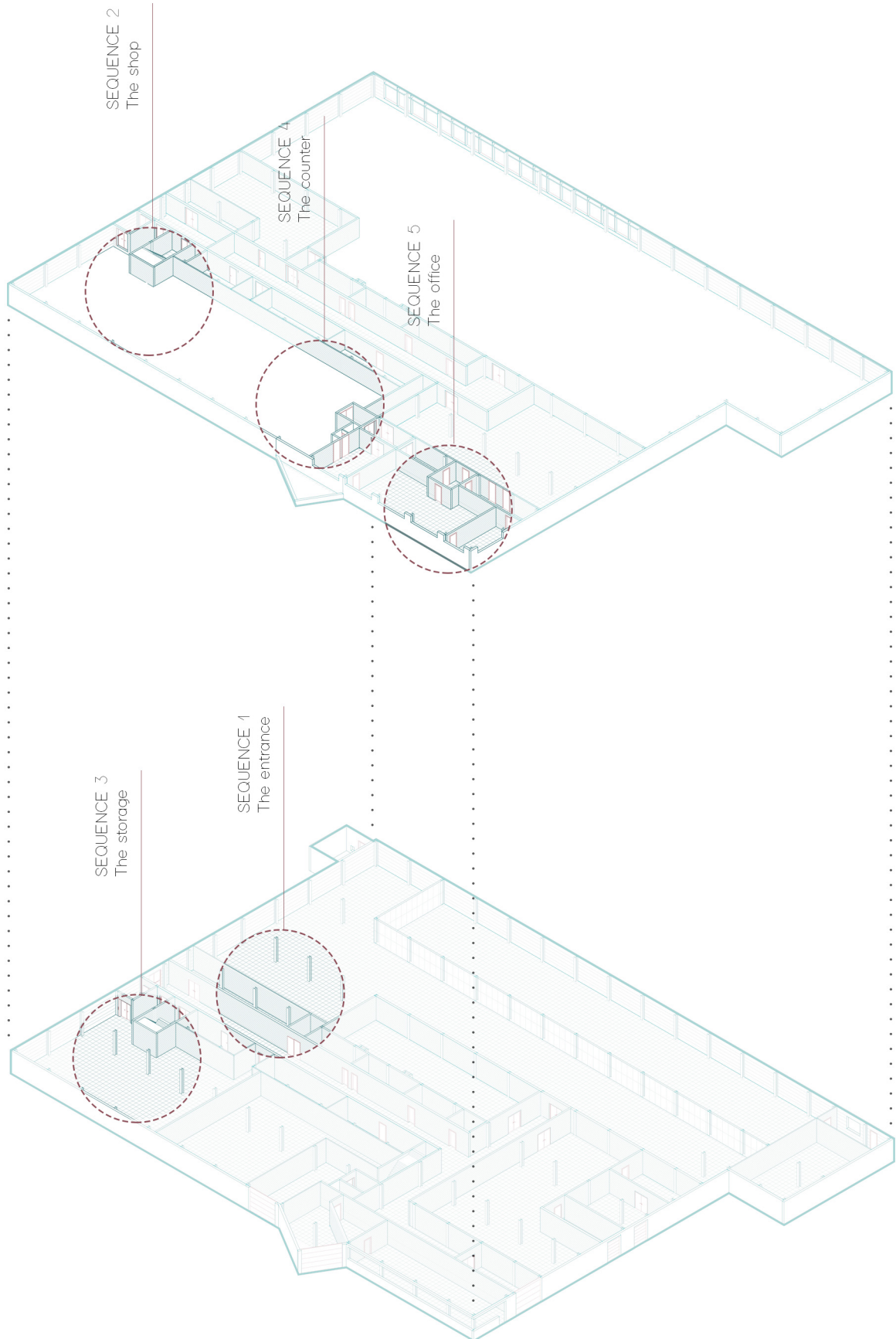
NONPAREIL DESIGN À MESURE,
OBJETS LIBRES



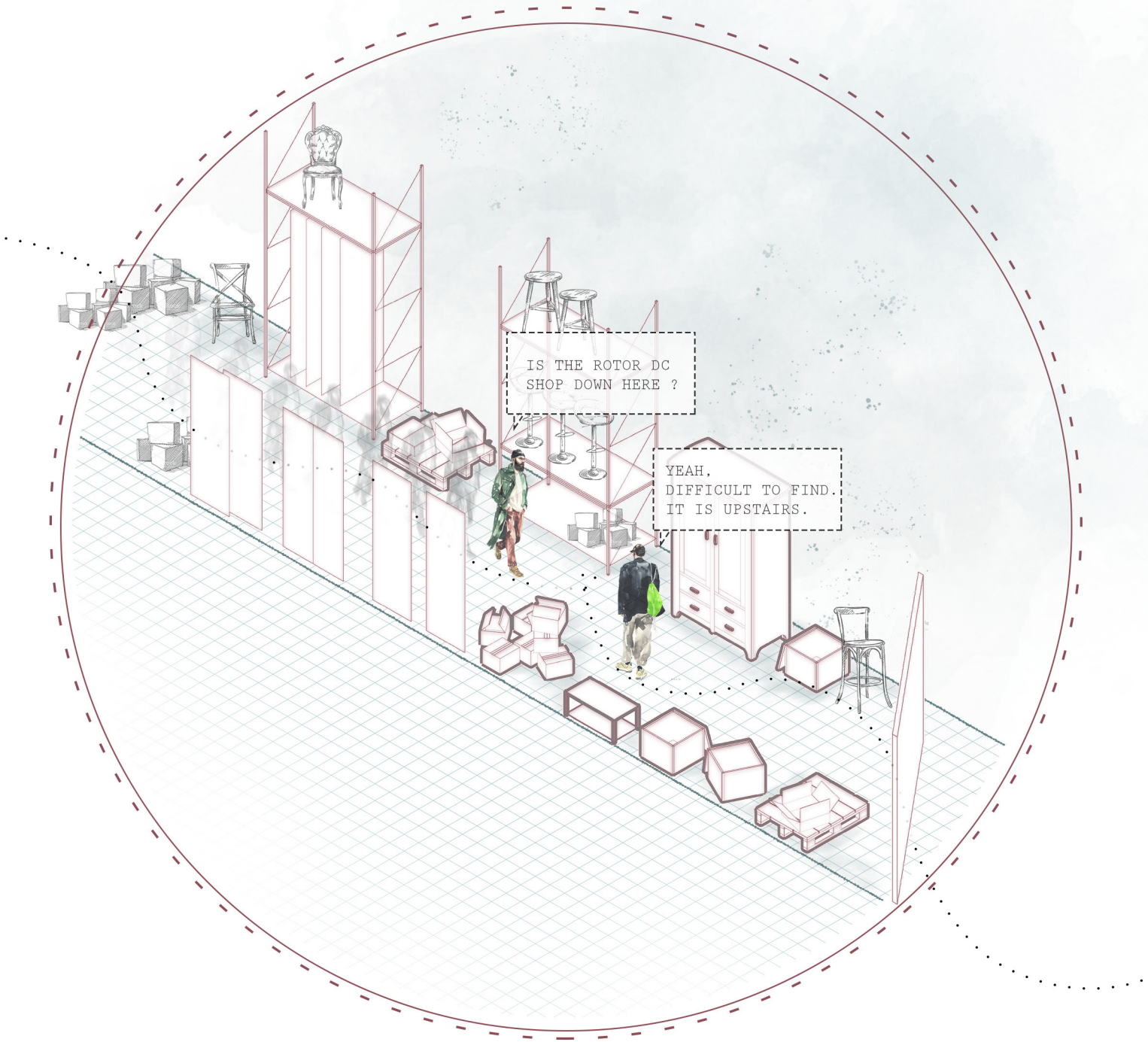
02 ROTOR
STORIES



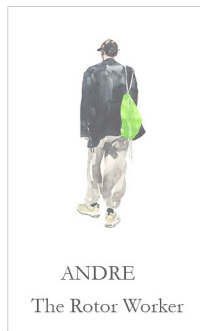
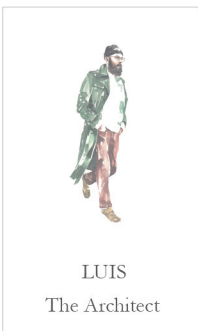
THE ROTOR STORIES



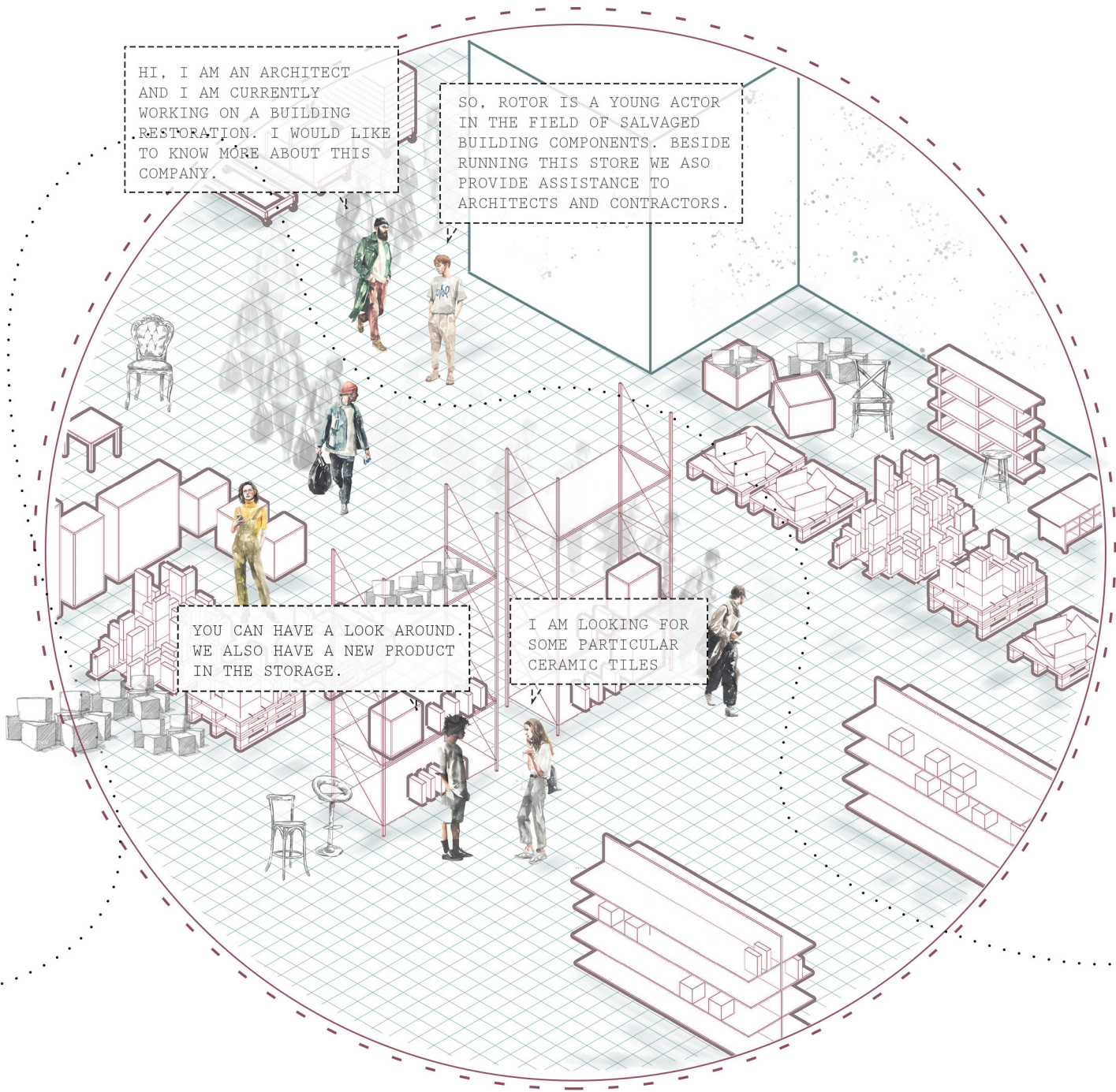
// SCENE 1
THE ENTRANCE



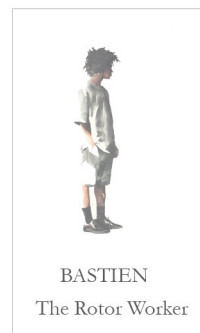
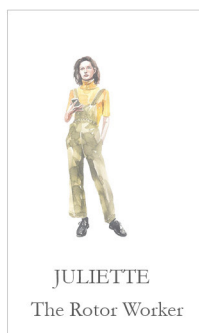
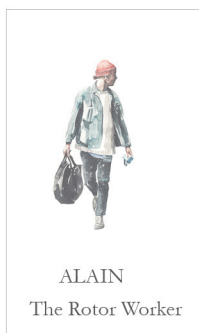
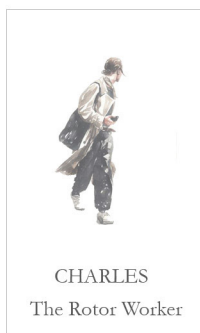
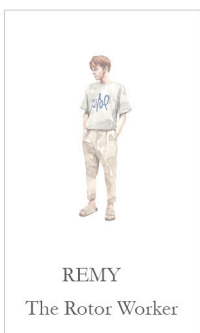
FIGURES



// SCENE 2
THE SHOP



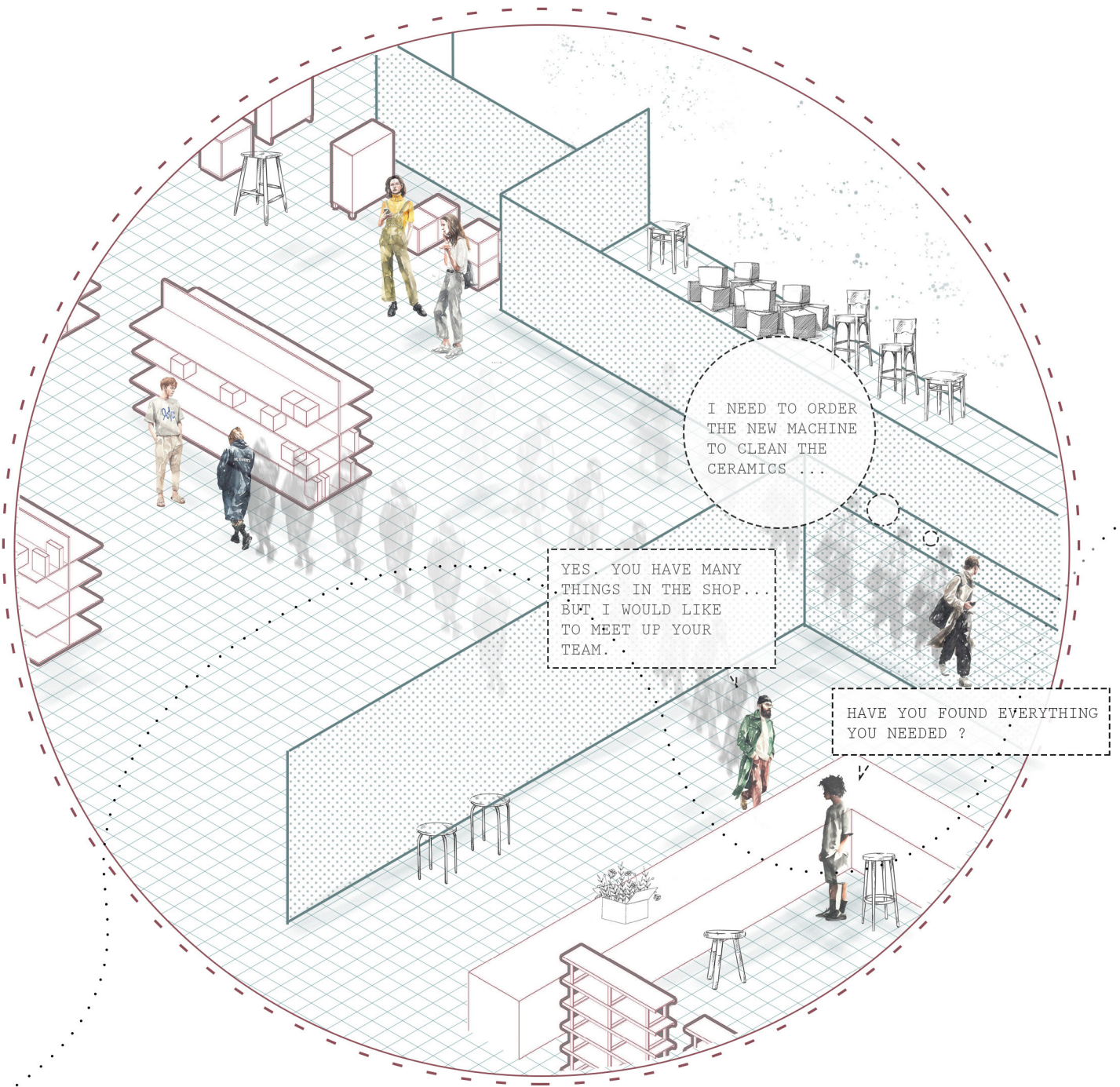
FIGURES



// SCENE 3
THE STORAGE

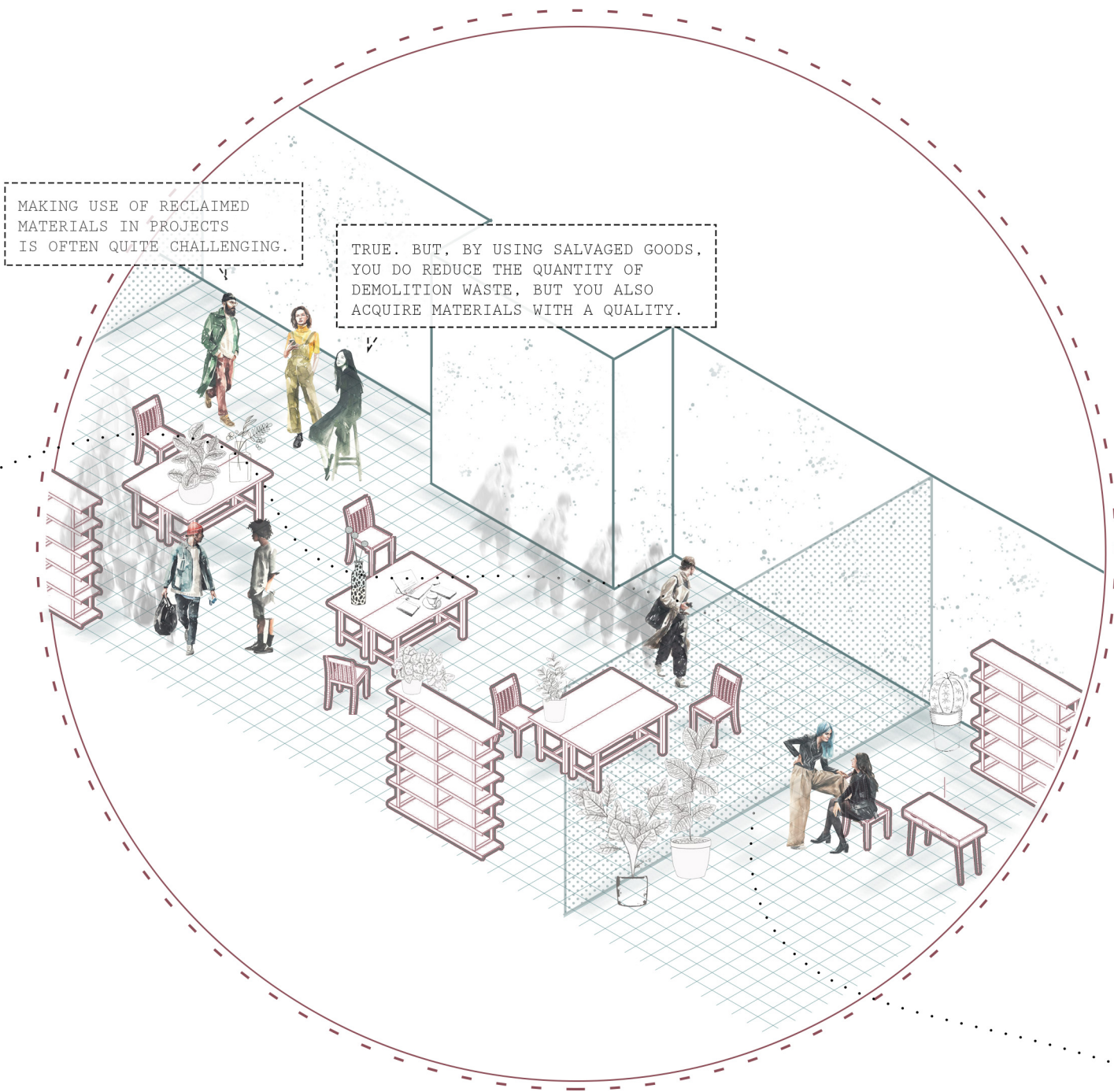


// SCENE 4
THE COUNTER



FIGURES

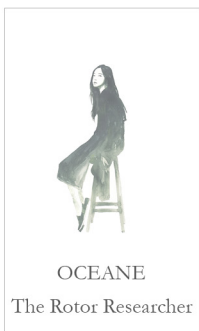




MAKING USE OF RECLAIMED MATERIALS IN PROJECTS IS OFTEN QUITE CHALLENGING.

TRUE. BUT, BY USING SALVAGED GOODS, YOU DO REDUCE THE QUANTITY OF DEMOLITION WASTE, BUT YOU ALSO ACQUIRE MATERIALS WITH A QUALITY.

FIGURES





THE ENTRANCE

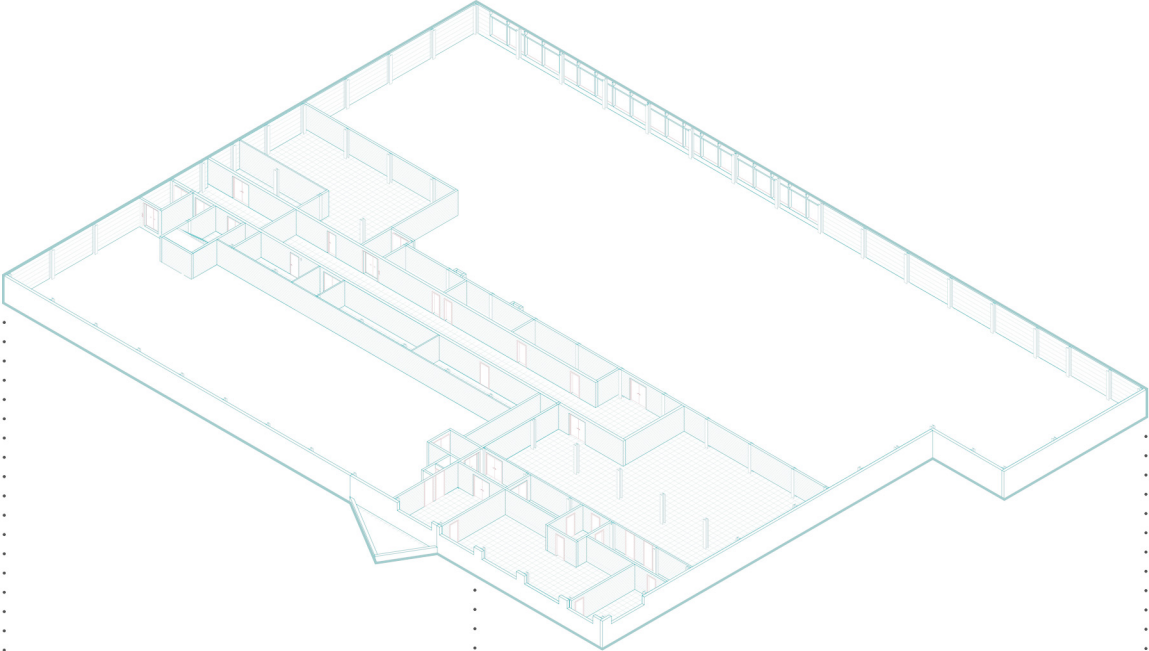
THE ROTOR SPACES



THE SHOP



THE WOODWORKER STORIES



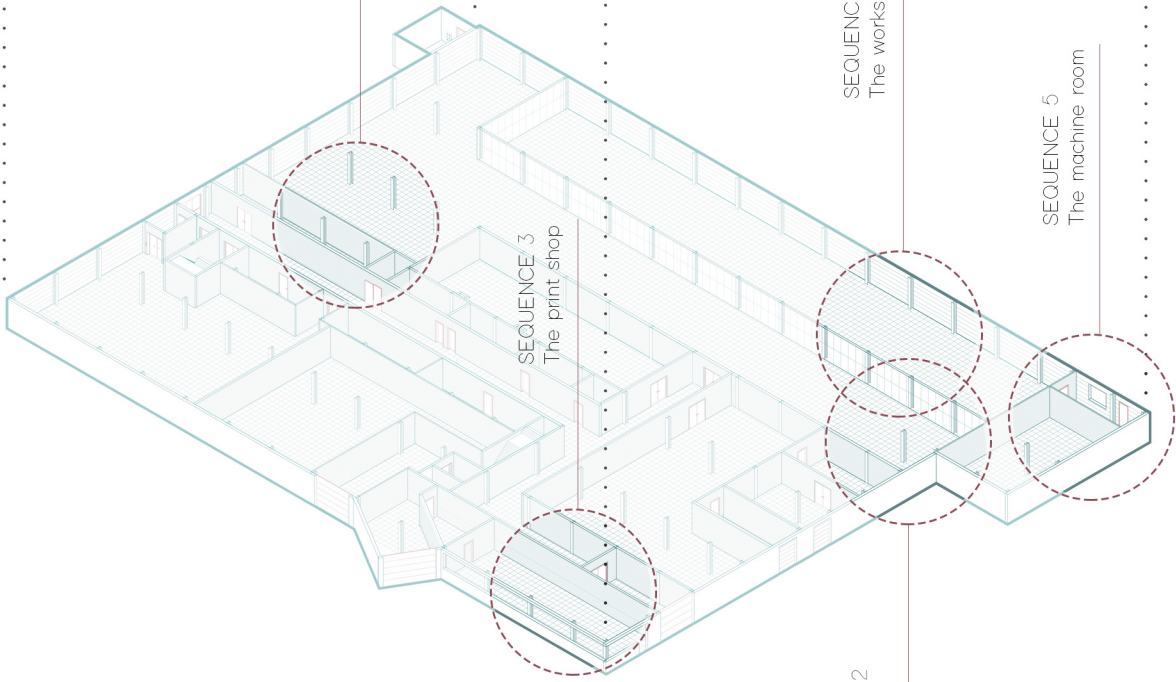
SEQUENCE 1
The entrance

SEQUENCE 3
The print shop

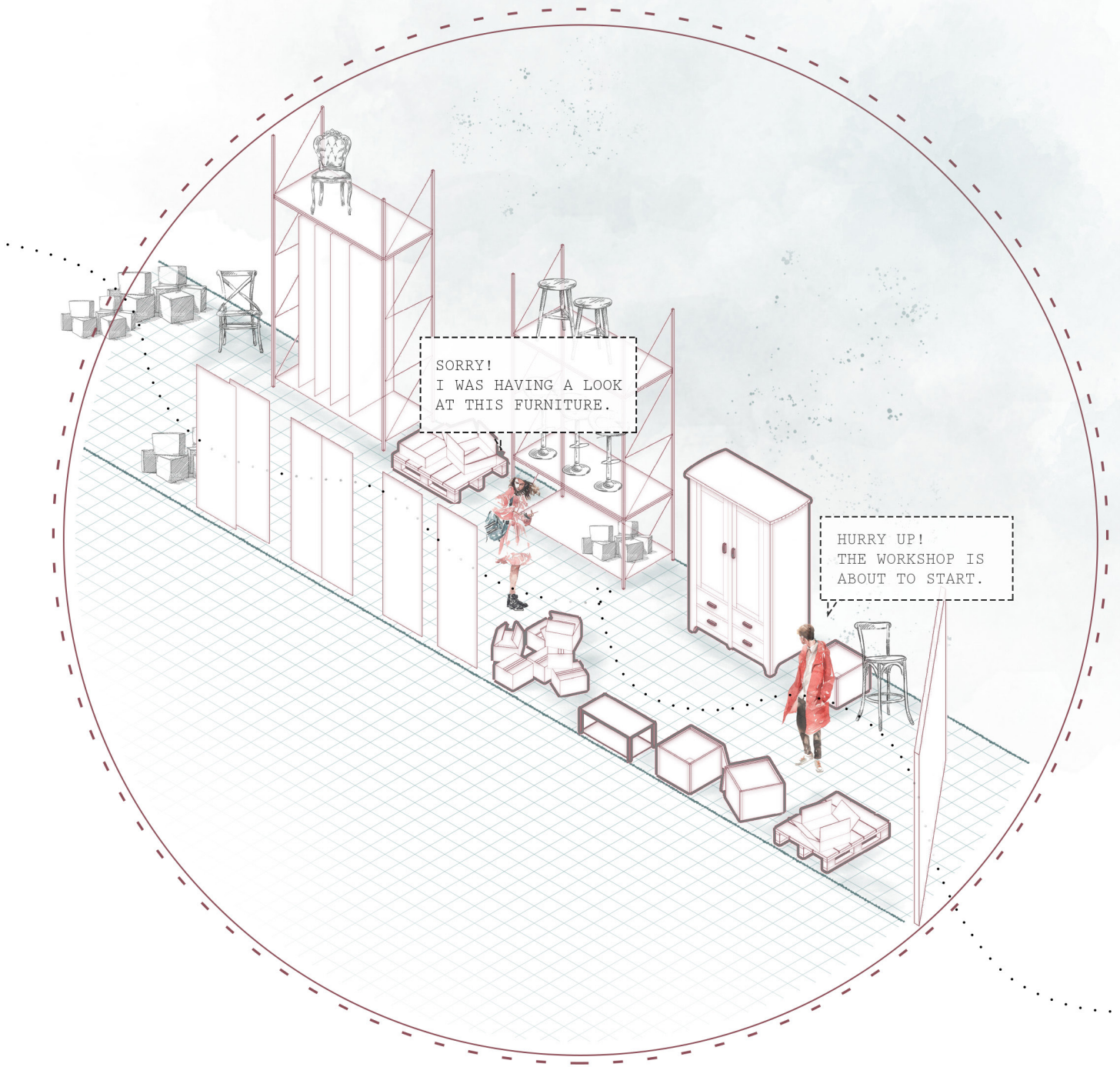
SEQUENCE 4
The workshop

SEQUENCE 5
The machine room

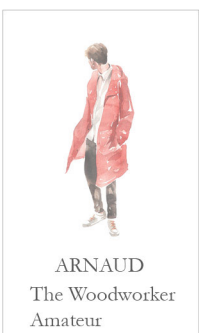
SEQUENCE 2
The corridor



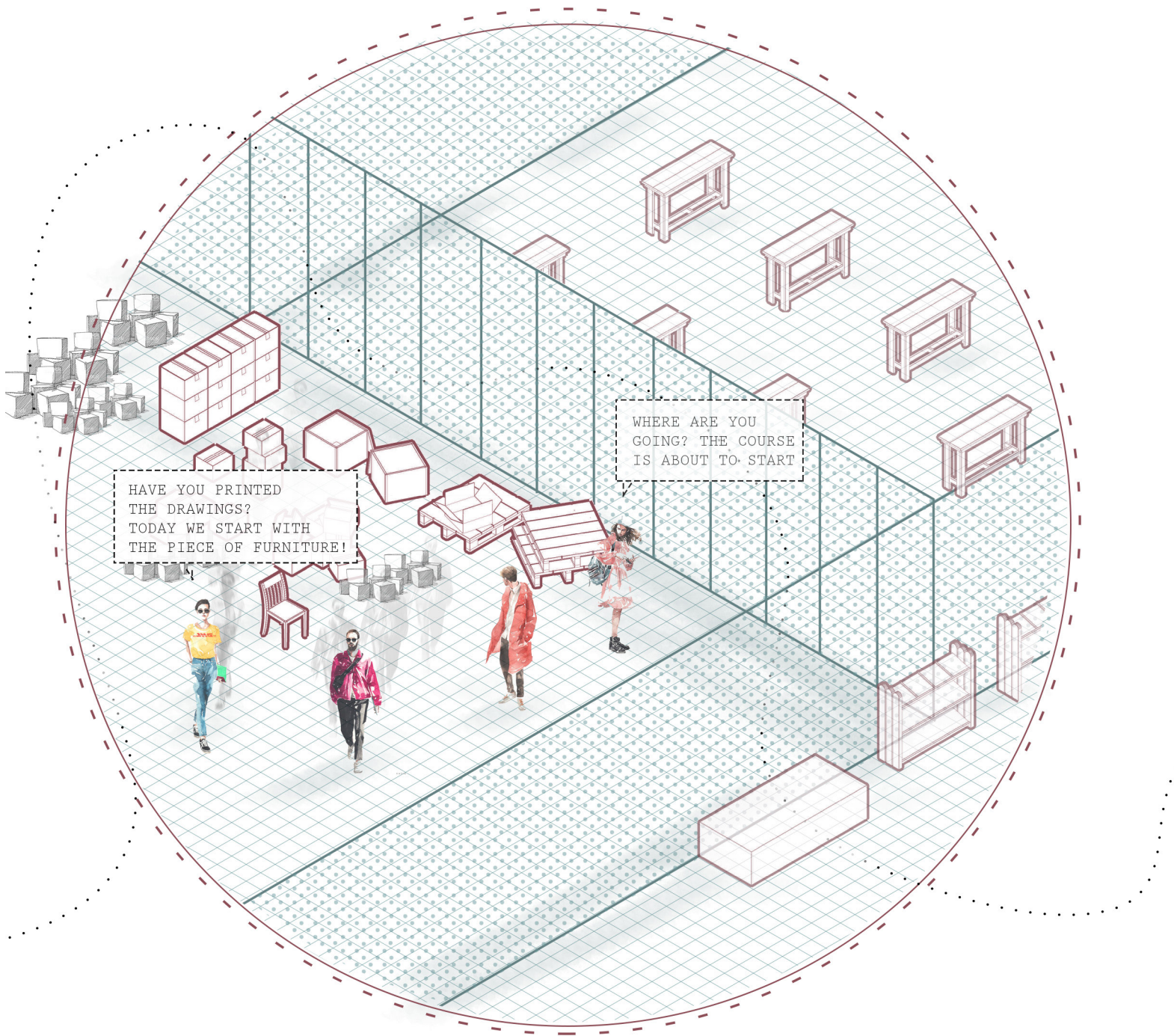
// SCENE 1
THE ENTRANCE



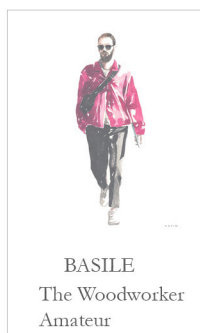
FIGURES



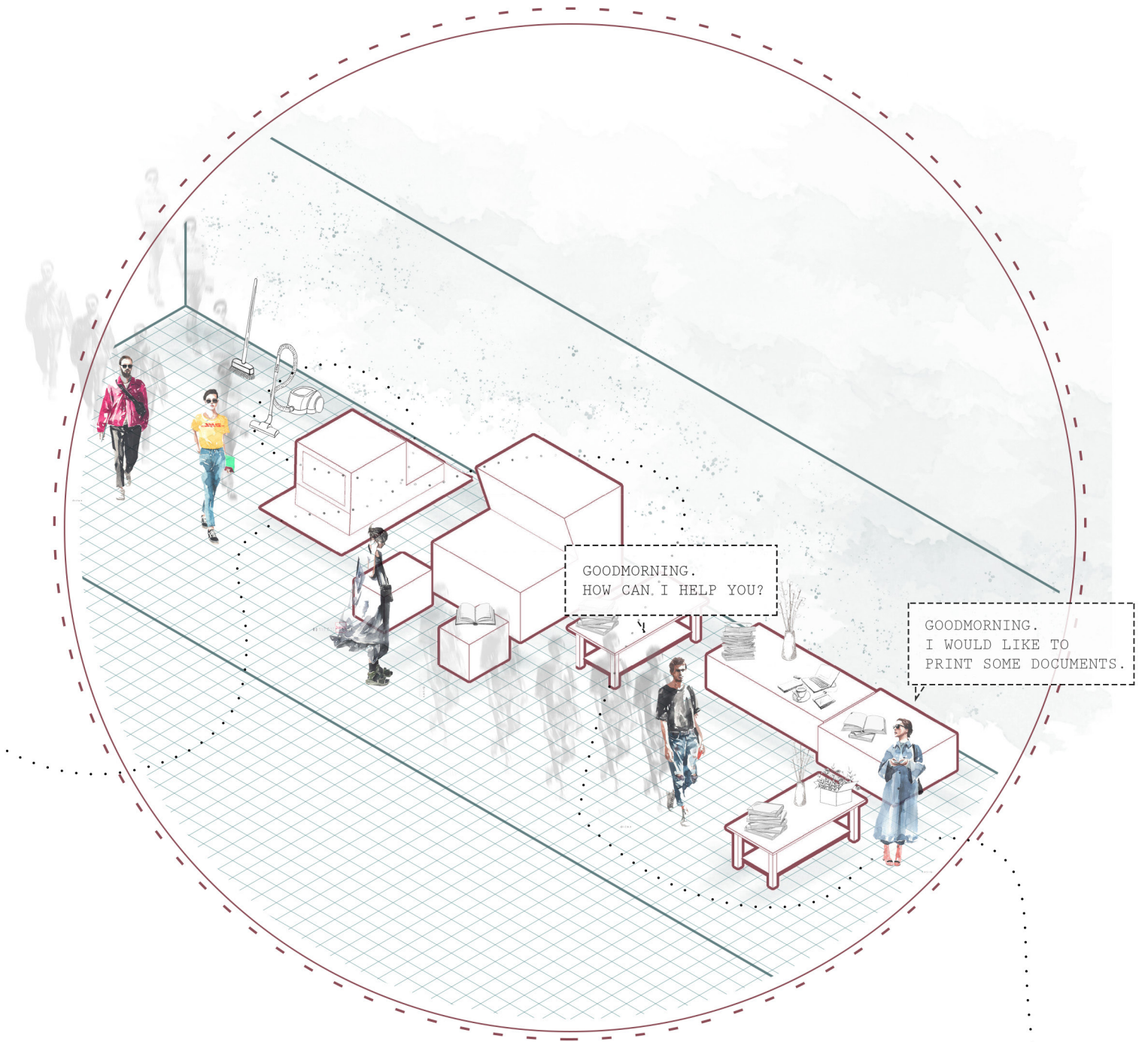
// SCENE 2
THE CORRIDOR



FIGURES



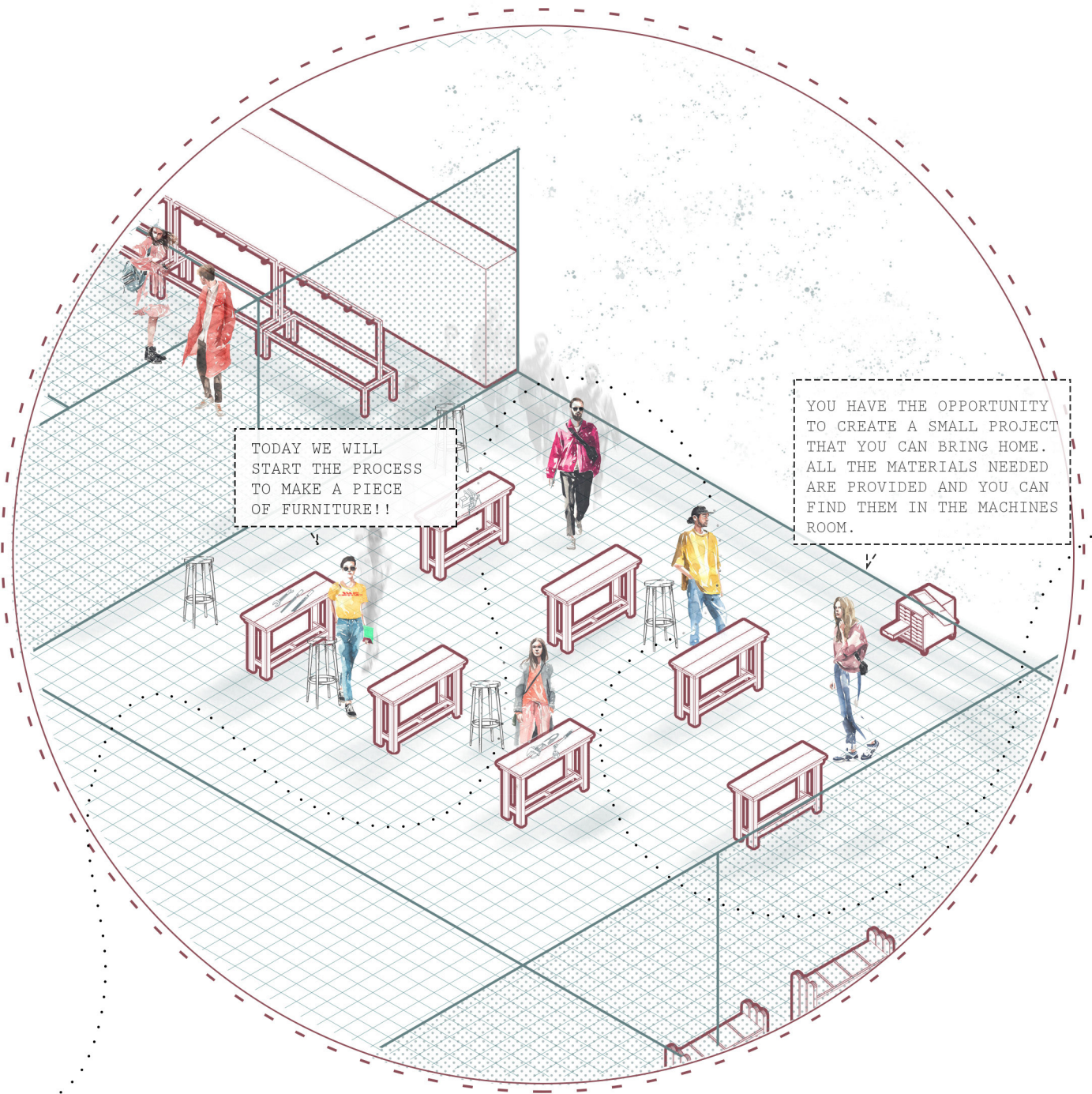
// SCENE 3
THE DART PRINT SHOP



FIGURES



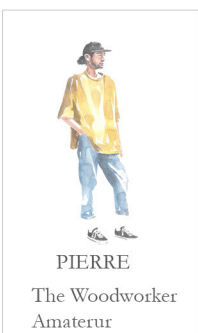
// SCENE 4
THE WORKSHOP



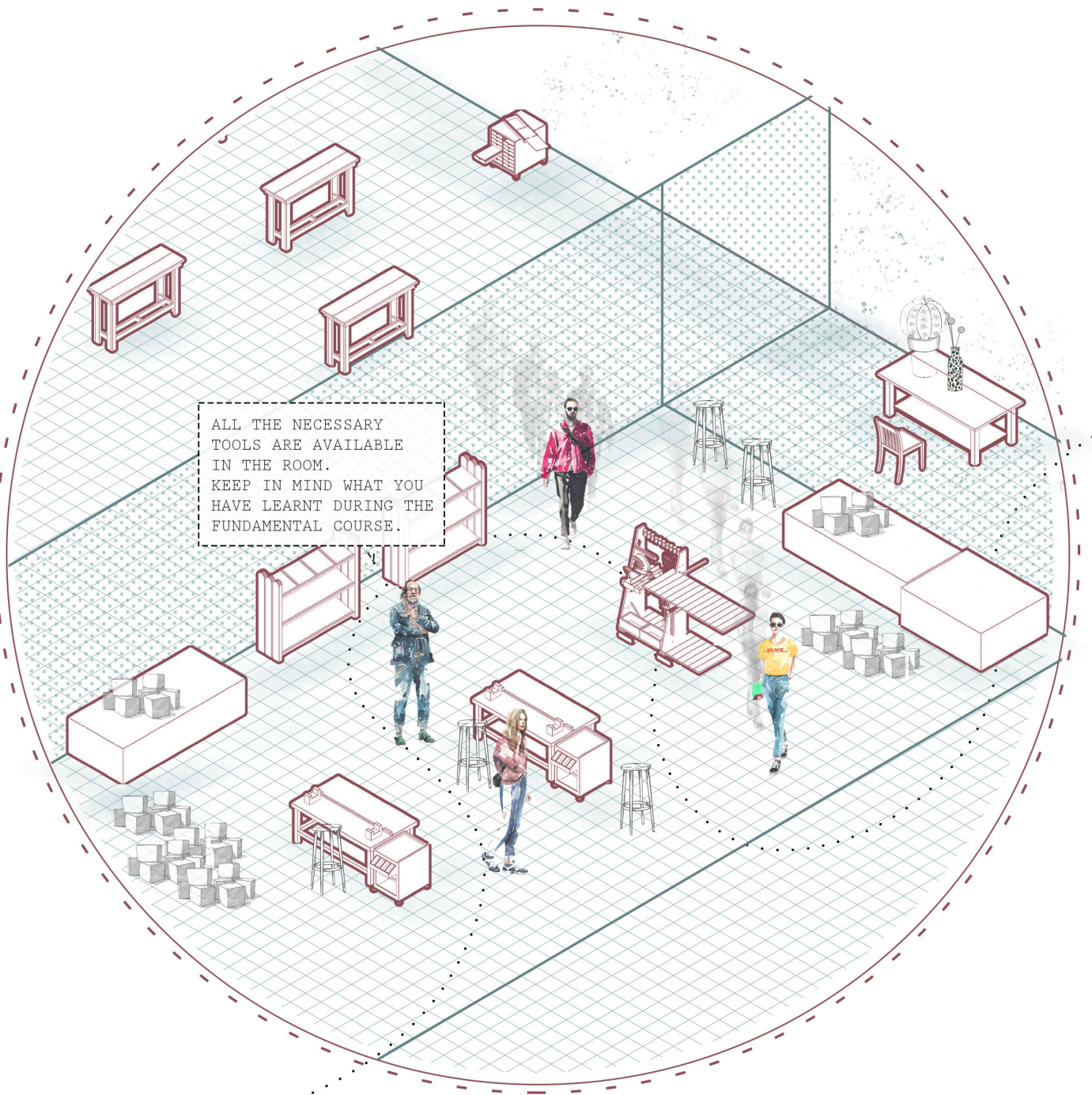
TODAY WE WILL
START THE PROCESS
TO MAKE A PIECE
OF FURNITURE!!

YOU HAVE THE OPPORTUNITY
TO CREATE A SMALL PROJECT
THAT YOU CAN BRING HOME.
ALL THE MATERIALS NEEDED
ARE PROVIDED AND YOU CAN
FIND THEM IN THE MACHINES
ROOM.

FIGURES



// SCENE 5
THE MACHINE ROOM



ALL THE NECESSARY
TOOLS ARE AVAILABLE
IN THE ROOM.
KEEP IN MIND WHAT YOU
HAVE LEARNT DURING THE
FUNDAMENTAL COURSE.

FIGURES



VERMONT
The Woodworker
Instructor



THE ENTRANCE



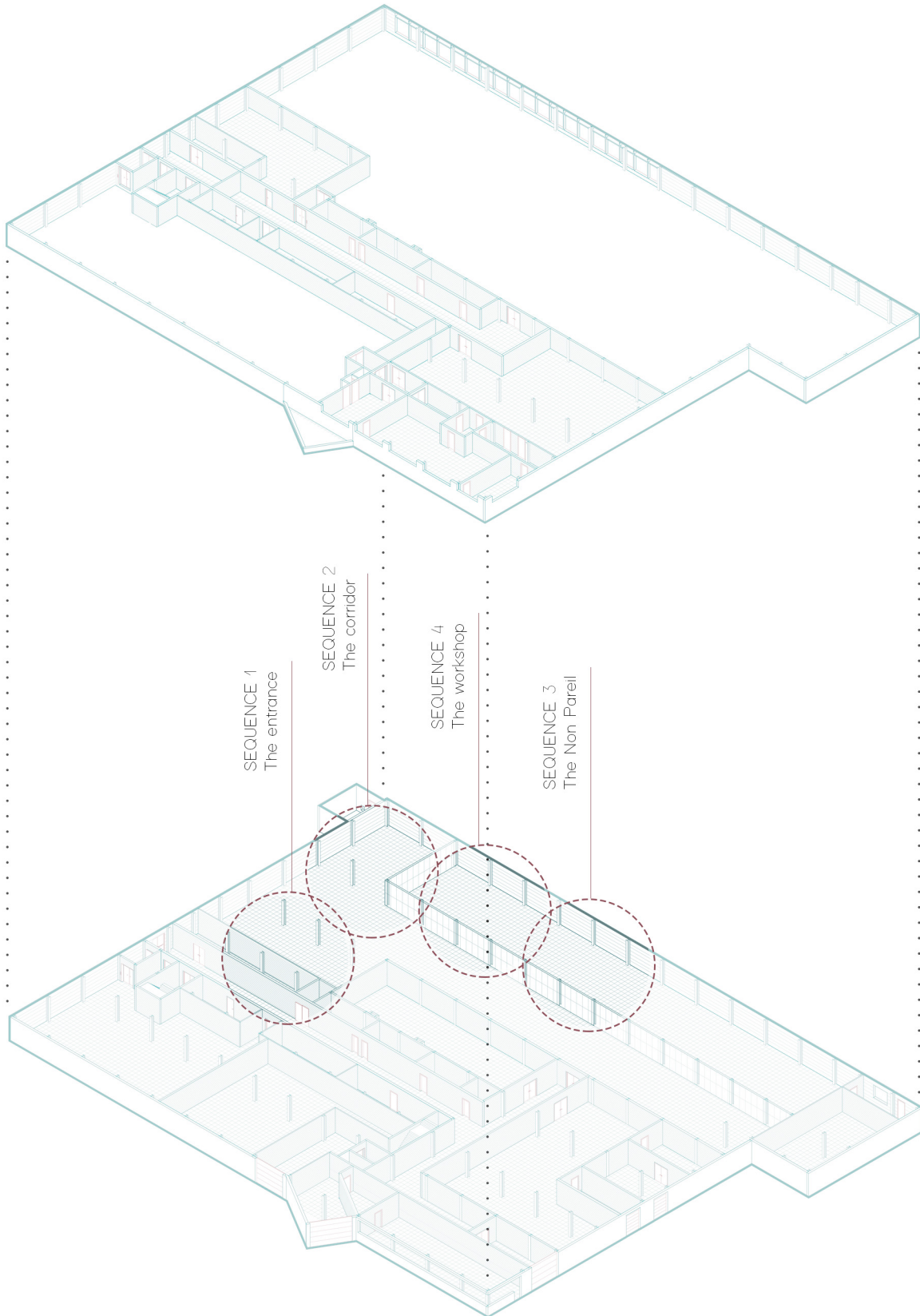
THE CORRIDOR

THE WOODWORKERS SPACES

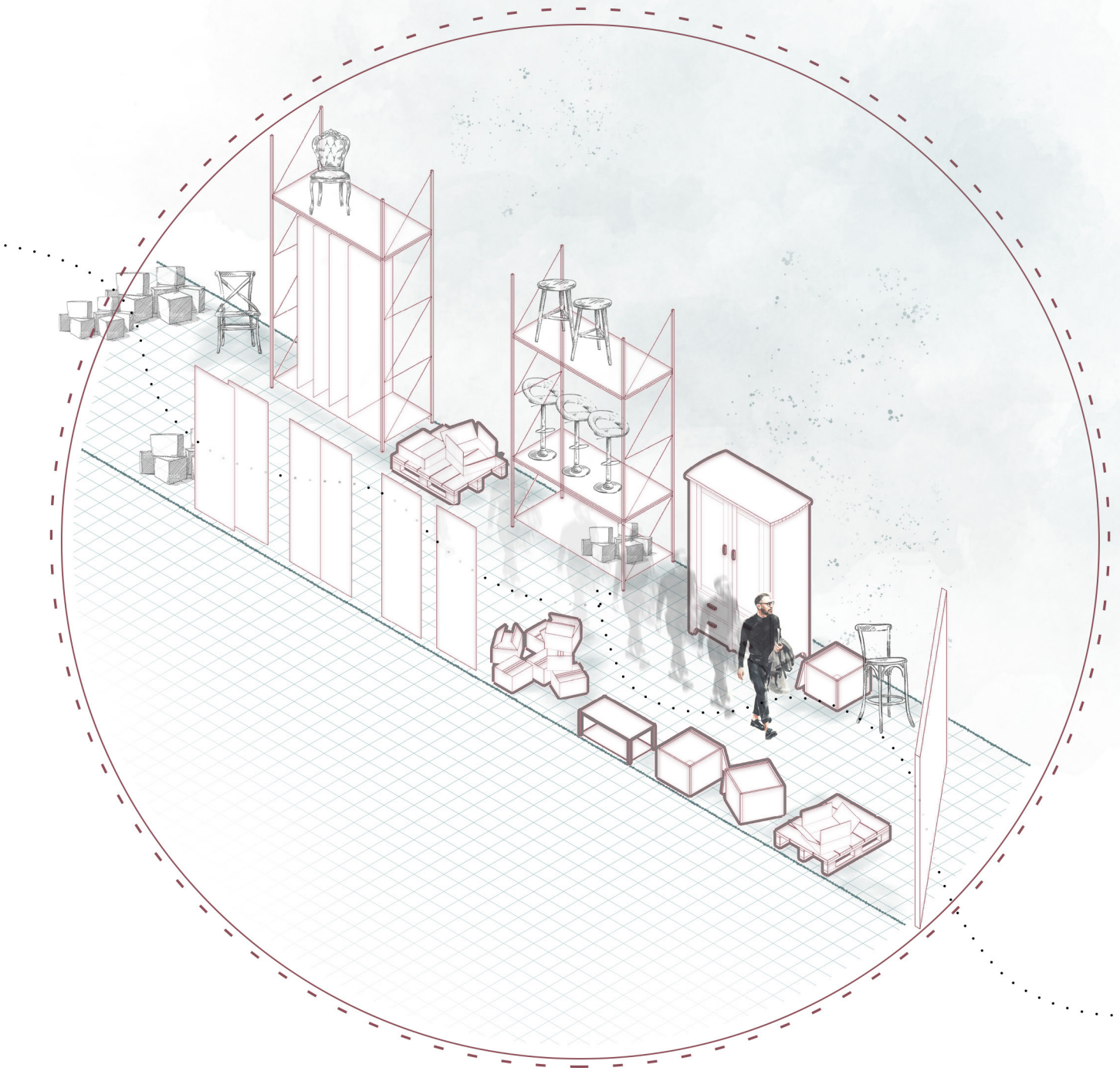


THE WORKSHOP

THE NON PAREIL STORIES



// SCENE 1
THE ENTRANCE

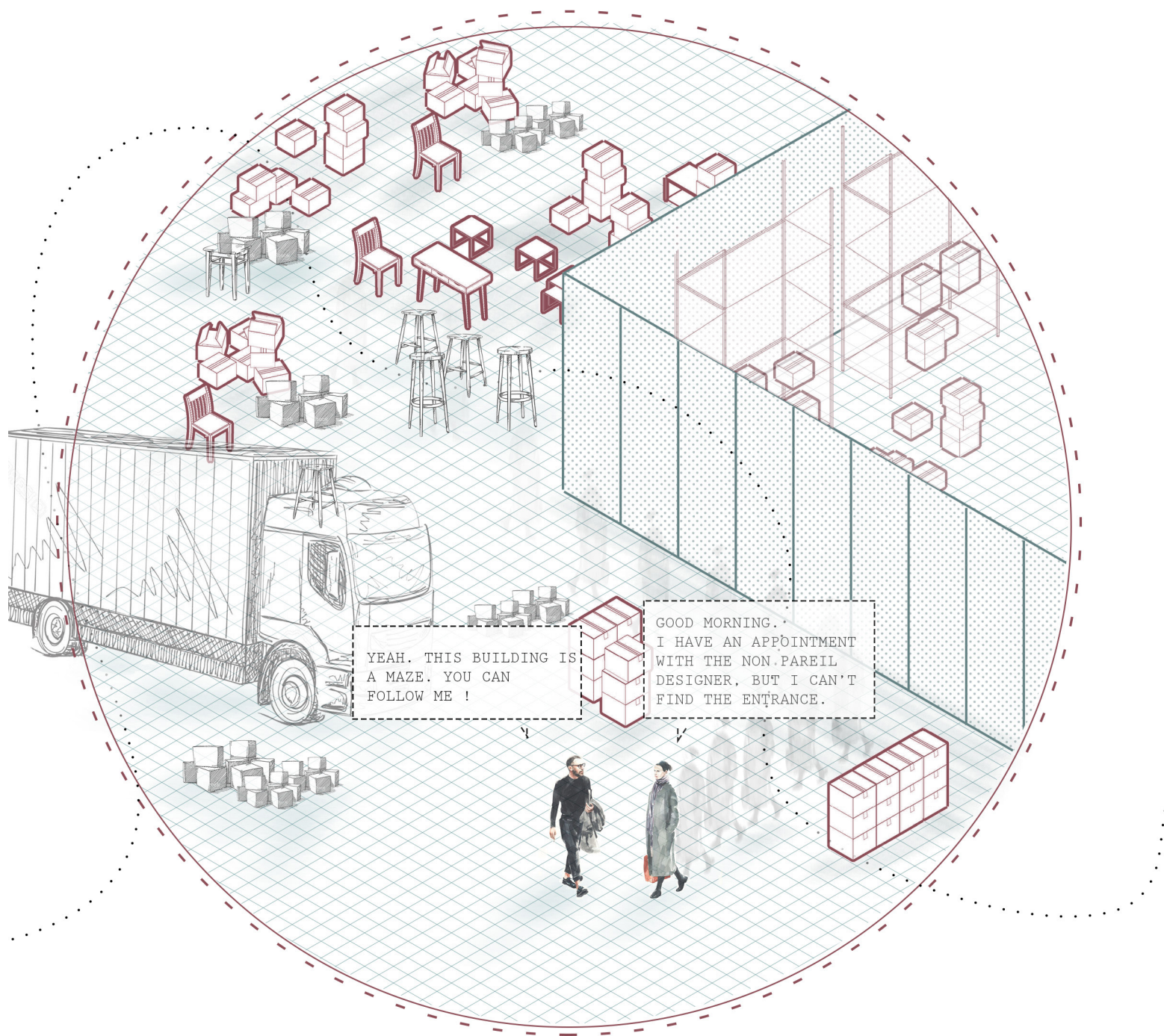


FIGURES



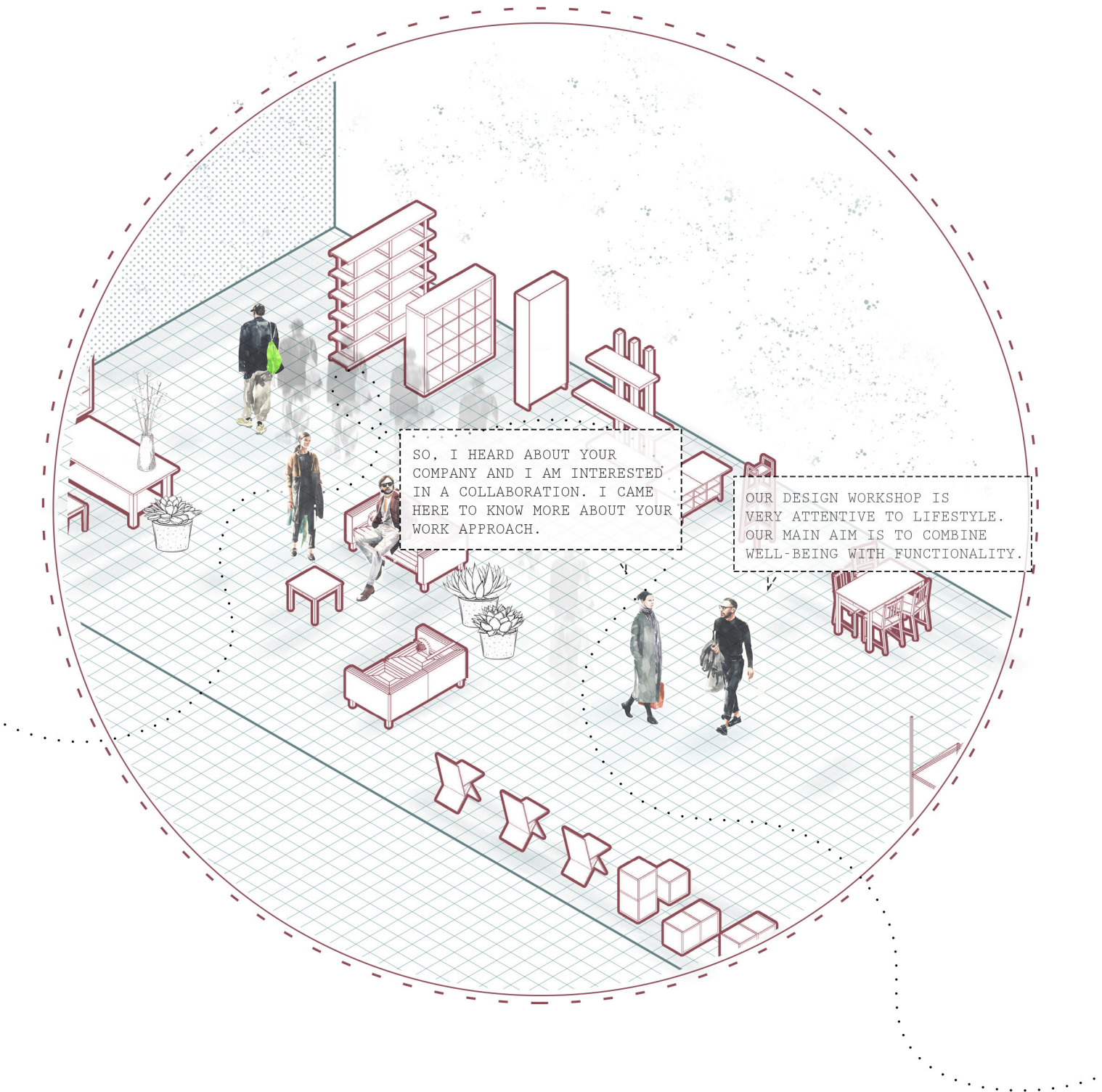
ARNAUD
The Designer

// SCENE 2
THE CORRIDOR

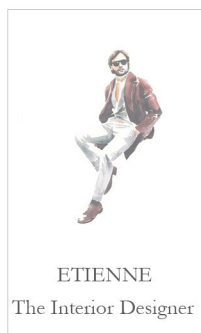


FIGURES

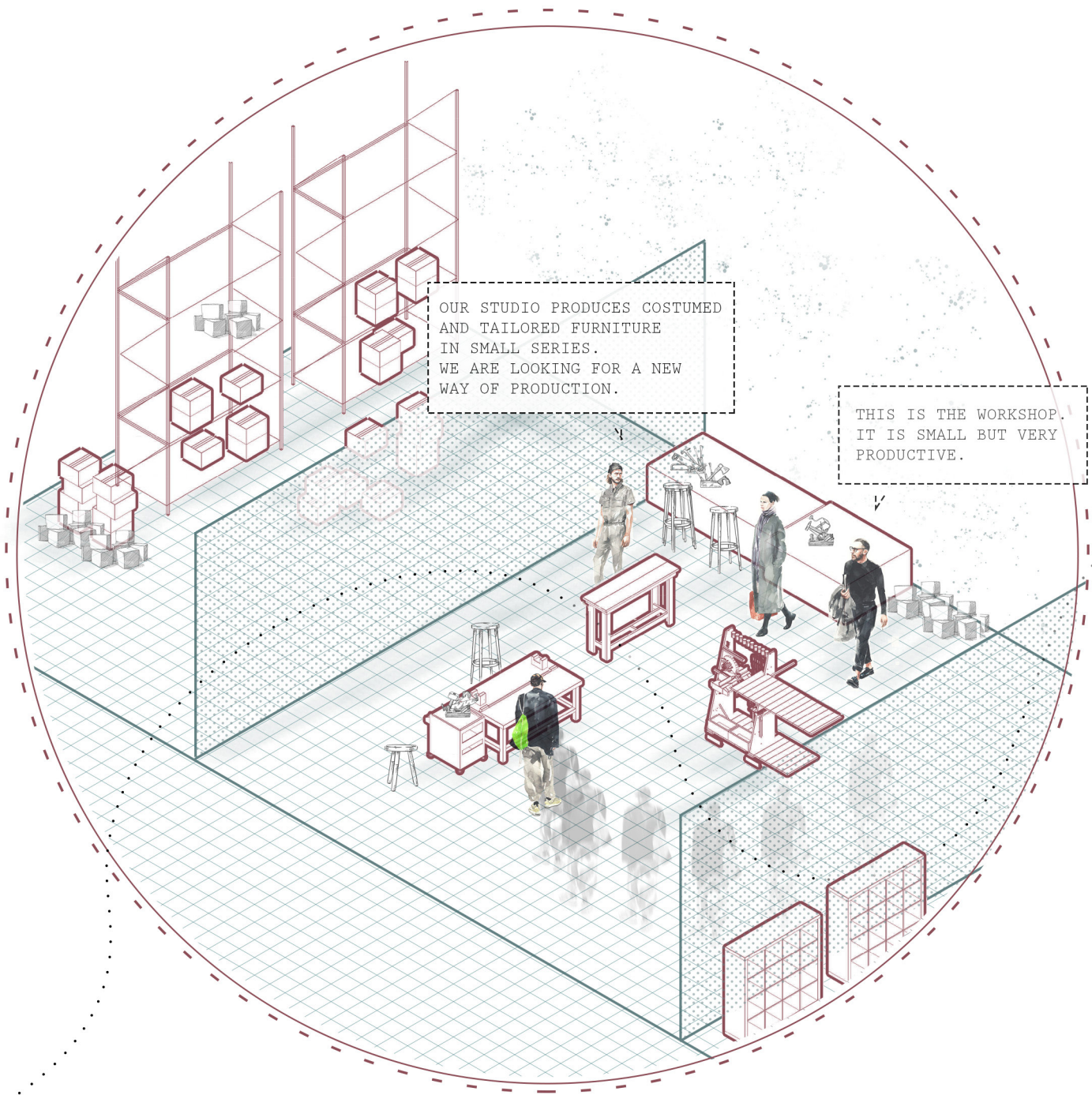




FIGURES



// SCENE 4
THE WORKSHOP



FIGURES





THE ENTRANCE



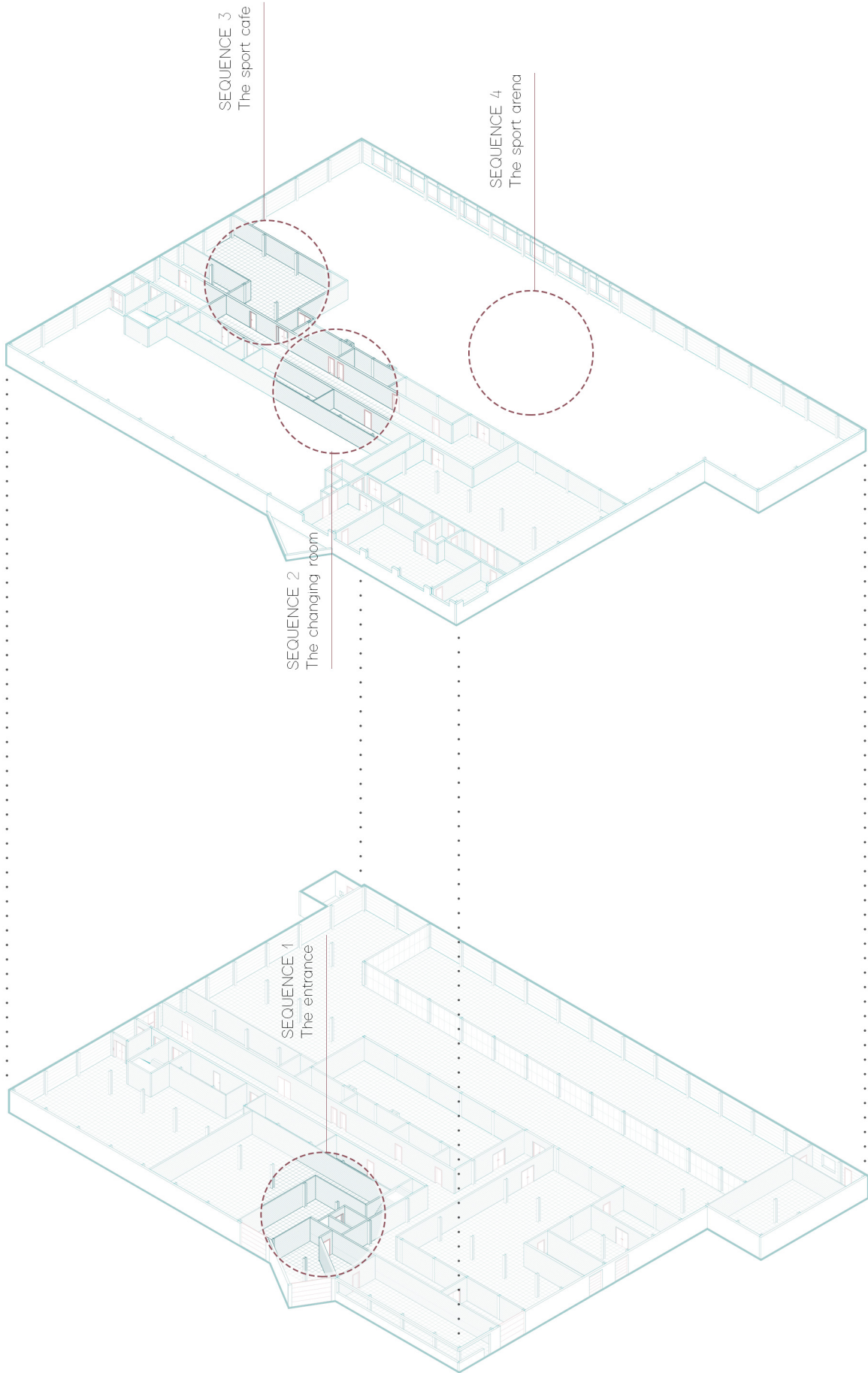
THE CORRIDOR

THE NON PAREIL SPACES

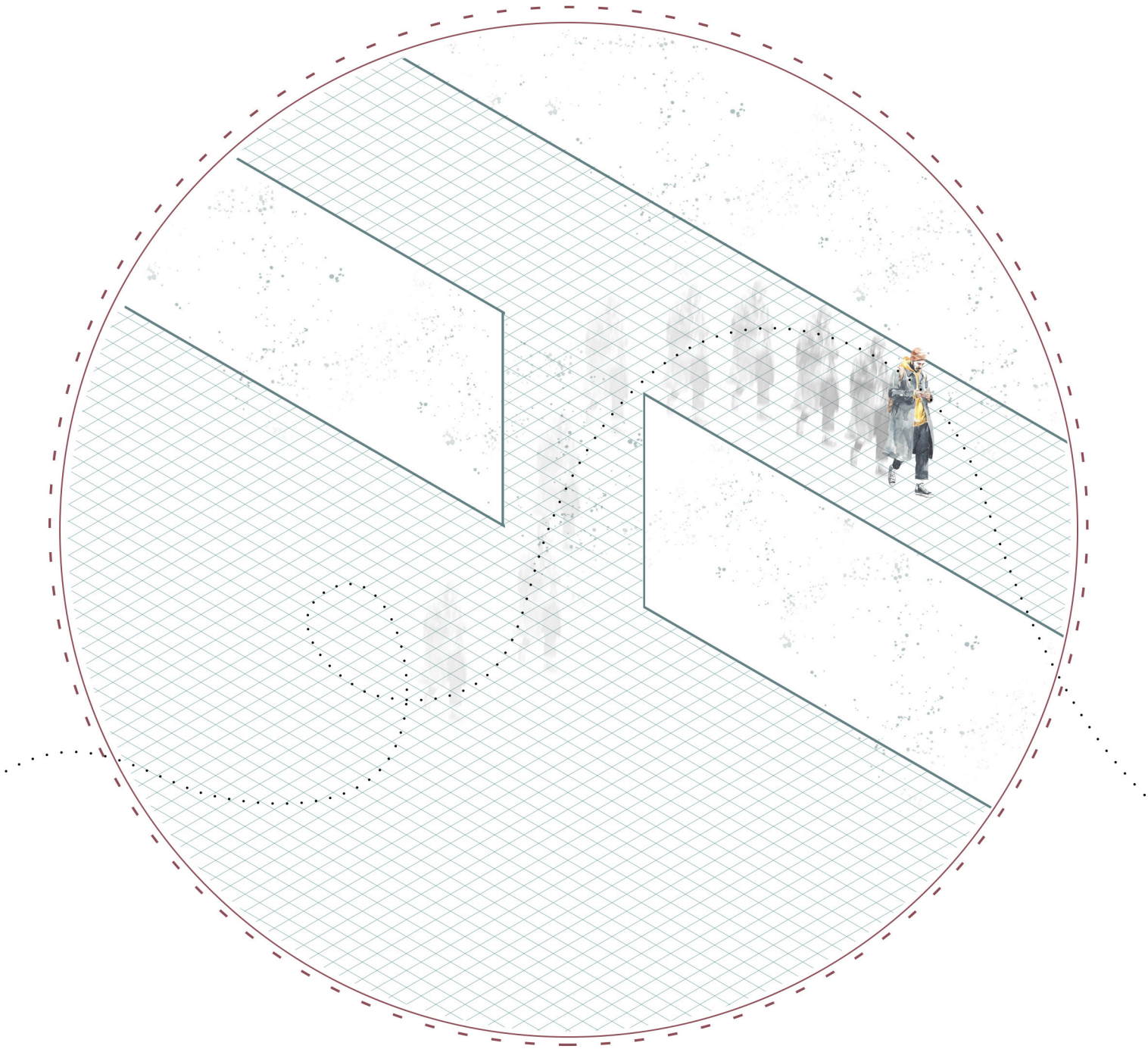


THE SHOP

THE ARENA STORIES



// SCENE 1
THE ARENA ENTRANCE

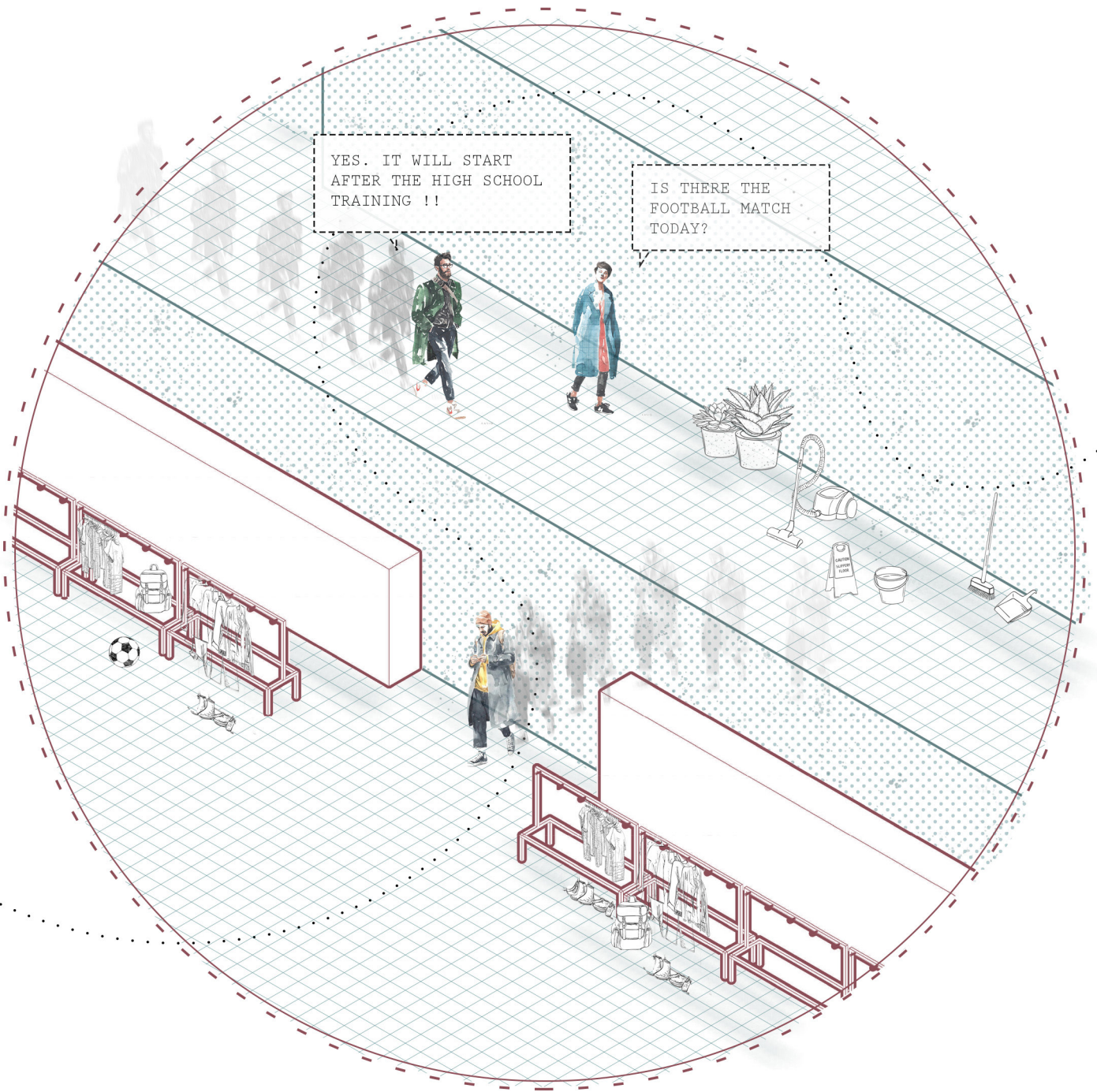


FIGURES

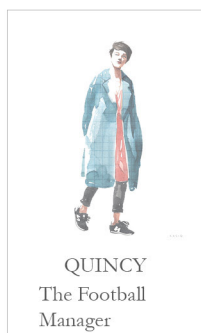
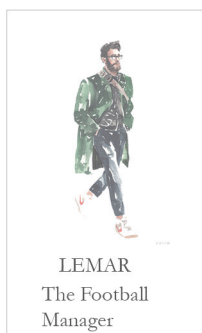


MARC
The Football
Player

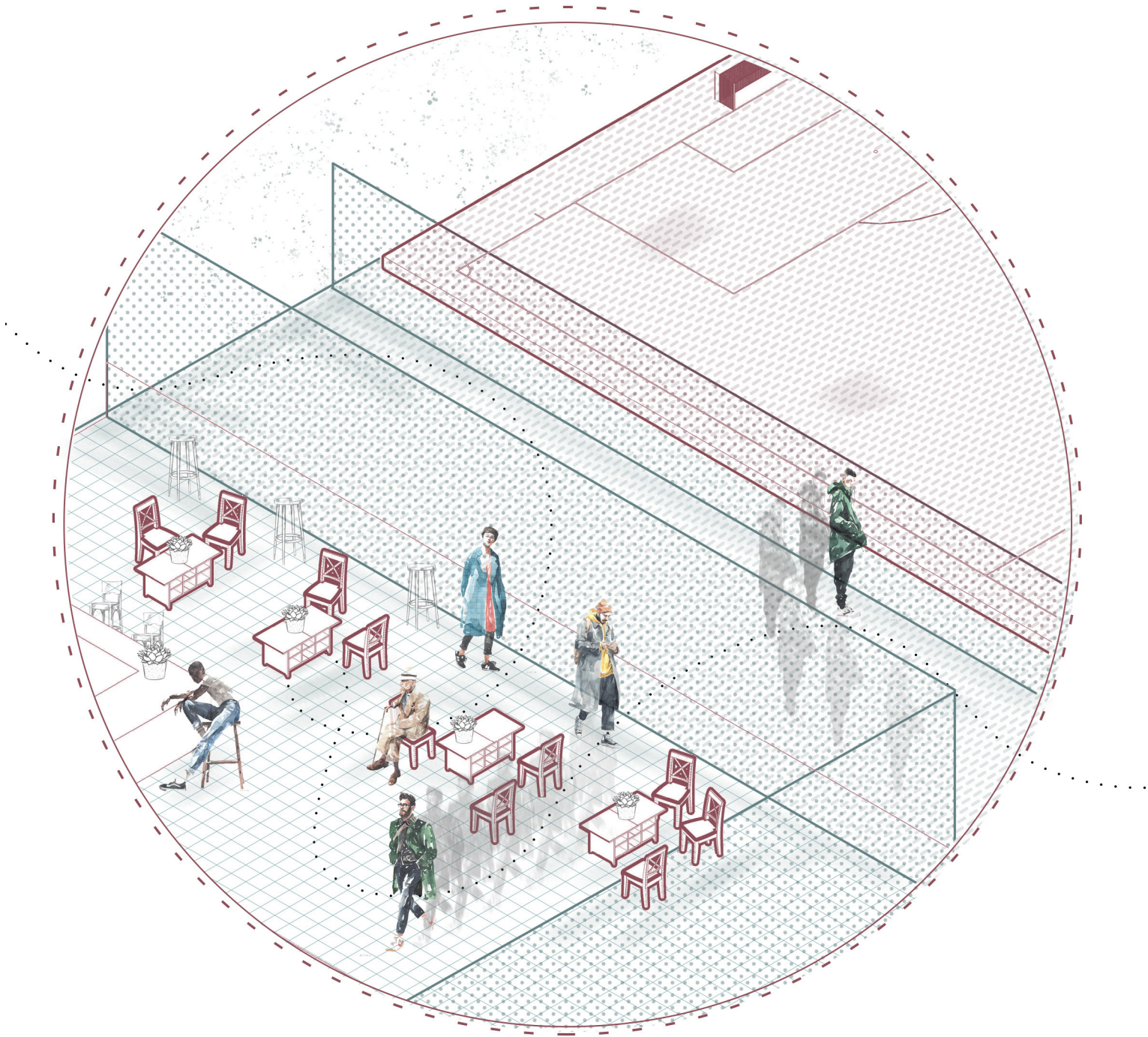
// SCENE 2
THE CHANGING ROOM



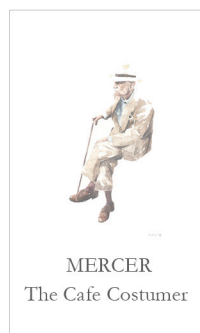
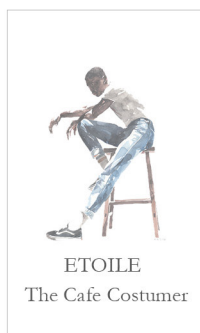
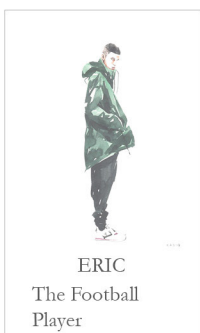
FIGURES

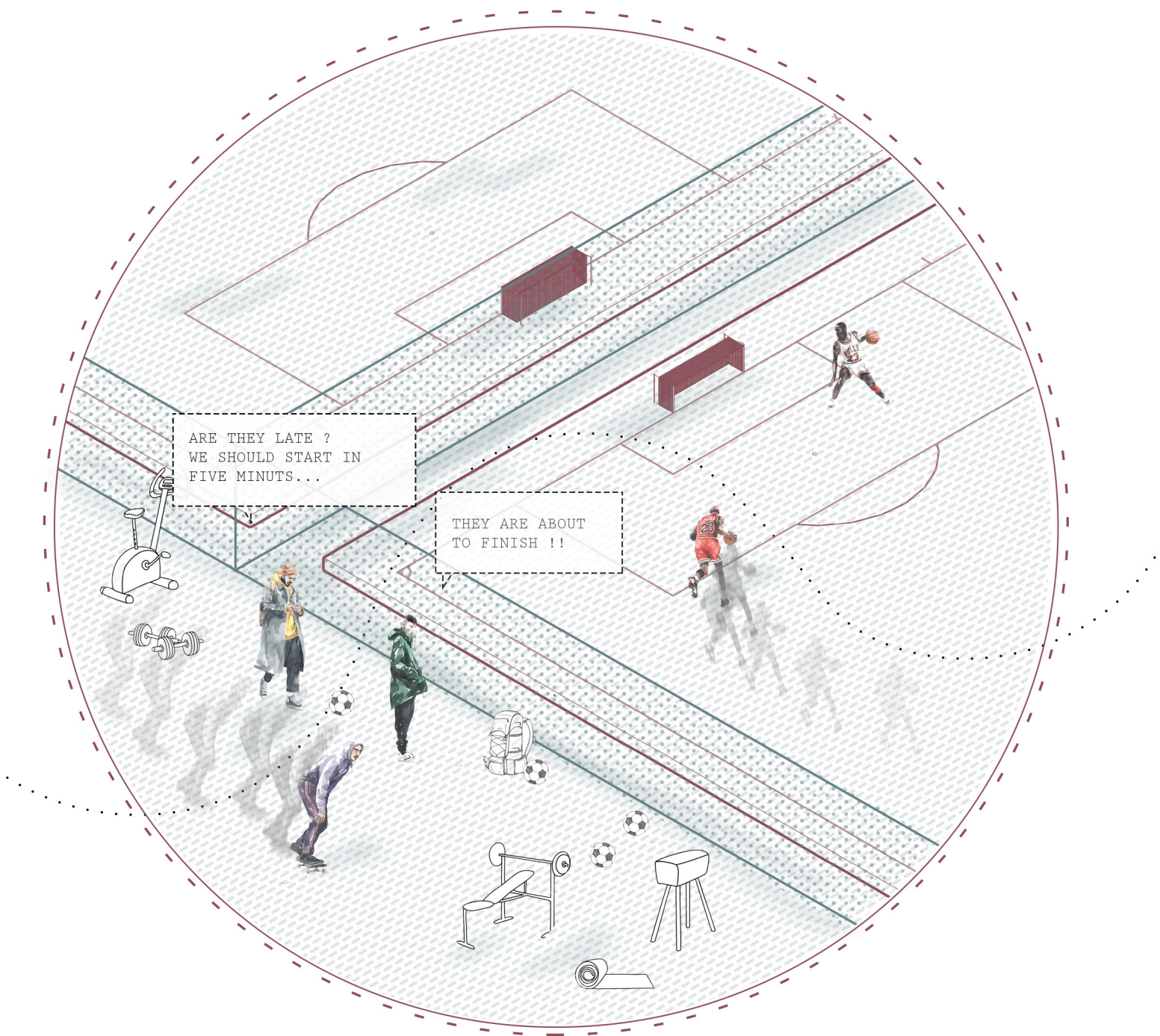


// SCENE 3
THE SPORT CAFE

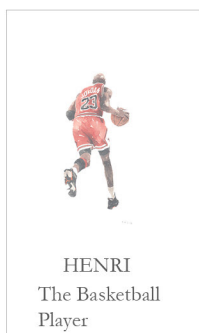
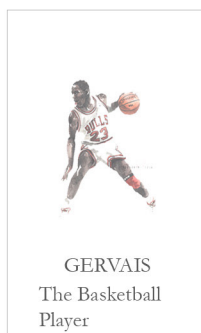
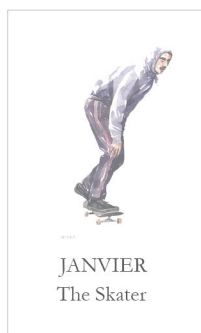


FIGURES





FIGURES





THE ENTRANCE



THE CORRIDOR

THE ARENA SPACES

THE CAFE



THE ARENA

