

Graduation Plan

Master of Science Architecture, Urbanism & Building Sciences



Graduation Plan: All tracks

Submit your Graduation Plan to the Board of Examiners (Examencommissie-BK@tudelft.nl), Mentors and Delegate of the Board of Examiners one week before P2 at the latest.

The graduation plan consists of at least the following data/segments:

Personal information	
Name	Paik van Schagen
Student number	4493591

Studio		
Name / Theme	Urban Architecture – Last green in town	
Main mentor	Rosie van der Schans Leeke Reinders	Design Research
Second mentor	Lex van Deudekom	Building technology
Argumentation of choice of the studio	For seeing architecture as a part of the city's fabric, not as an isolated object, with regards for also a wider cultural and societal base. While still having a more sensible approach to form, detail, materiality.	

Graduation project	
Title of the graduation project	Een venster naar de wereld. (A frame to the world)
Goal	
Location:	Brussel, Belgium
The posed problem,	For centuries the most common way to understand and design the built environment has been through 2d drawings. While the last century has seen a wide increase in the use of other media, drawings are still the prevailing method of representation. This way of grasping architecture misses many more intangible and sensible aspects like: movement, experience of time, social activities, emotion, etc. Film has the possibility to communicate the rich and complex diversity of affects that determine our very personal experience of architecture.
research questions and	How can film be used for a better and more comprehensive understanding of architecture? 0. Using a widespread variety of concepts borrowed from film and applying them throughout the architectural design- and research process. For example: time, memory, movement, motifs, etc.

	<p>Besides this more broad approach, more precisely will be looked at</p> <ol style="list-style-type: none"> 1. "Framing". How can more physical techniques and concepts from cinema with regards to seeing be applied to architecture? Like looking, sequencing, excluding. 2. "Event". Seeing architecture as a container or podia for daily life, instead other way around and seeing daily life as merely a use for architecture. Starting from event and use, to script personas and situations, to provide insight for form and expression of a building. 3. Narrative. How can we give voice to the personal, subconscious, irrational in a design project.
<p>design assignment in which these result.</p>	<p>Film is about escape and the encounter of new cultures, stories and emotions. The project will be a public program which aims to serve as a new 'livingroom' or 'storyhouse'. A keystone on an unique location between older Schaerbeek, a newly built neighborhood and a nursery home, the project aims to provide a place where these people can meet, share stories and create new experiences. A frame, window or interface through which all inhabitants can stay engaged with the their direct surroundings but also the rest of the world.</p>

Process

Method description

Until the P1 we looked at the Friche Josaphat as a terrain vague, a place of many interpretations and possibilities. We analyzed what makes up this unique place, what gives it this sublime and surreal quality. Our results where documented in a compendium, and as an exhibition piece we created a film. This gave a unique and subjective representation of all the ways you can look at the Friche.

Following the P1, through our research plan, the personal research started. What started in the research plan now continues through the P2. And can be summarized as:

1. Describe the exact relationship between film and architecture and why it is of relevance. Give a broad framework of the terminology which can be applied in the research and design of both disciplines
2. Creating a shortfilm that introduces one to the city and the project site. While on the other hand serving as a more experimental way of analyzing and understanding the (in)direct context (site) and the city.
3. Formulating a script. Which will serve as a starting point for the architectural project. Which through narrative, sequence and storytelling hopes to provide new insights for the process design.

4. Continue to apply techniques and concepts from film throughout the whole architectural design process. Such as:
 - Filming sequences in architectural models
 - Scripting scenes or events
 - Combining actual footage of the city and 3D-models
 - Scenography // set design // use of props

Literature and general practical references

Starting with the earlier writings on the topic from Benjamin, Eisenstein, Corbusier and later Tschumi. Accompanied by later theoretical works about architecture but also about the more general society like Deleuze, Lefebvre, Debord. And lastly inspired by more practical projects that bring architecture together. Such as films by Patrick Keiller and also a wide variety of all kinds of architectural shortfilms.

Benjamin, W. (1935). *Art in the age of mechanical reproduction*
Deleuze, G. (1983). *Movement image*
Eisenstein, S. (1940). *Montage and architecture*
Keiller, P. (2008). *The view from the train*
Lefebvre, H. (1974). *The production of space*
Pallasmaa, J. (2001). *Architecture of Image*
Tschumi, B. (1981). *Manhattan Transcripts*

Reflection

1. What is the relation between your graduation (project) topic, the studio topic (if applicable), your master track (A,U,BT,LA,MBE), and your master programme (MSc AUBS)?

The project looks at architecture not only as a specific entity or built form. But it engages architecture as a medium. It hopes to give a better understanding how all of architecture can be understood.

2. What is the relevance of your graduation work in the larger social, professional and scientific framework.

Especially In this digital age (while film itself is also often digital) it is a danger that the design, representation and discourse of architecture becomes more and more computerized. While 2D-drawings are practical, they lack certain aspects as named before (emotion, movement, time, etc.). Looking at architecture in a different way can try to combat this trend.