

P5 PRESENTATION

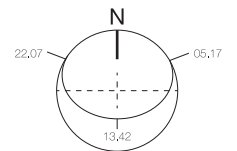
Filling the void

Steven Bouma
Studentnr.: 5006732
AR3AI100 - Interiors Buildings Cities

Content

1. Introduction
2. Historical analysis
3. Mending the urban fabric
4. Brief
5. The tunnel
6. The building design
7. Interior
8. Conclusions

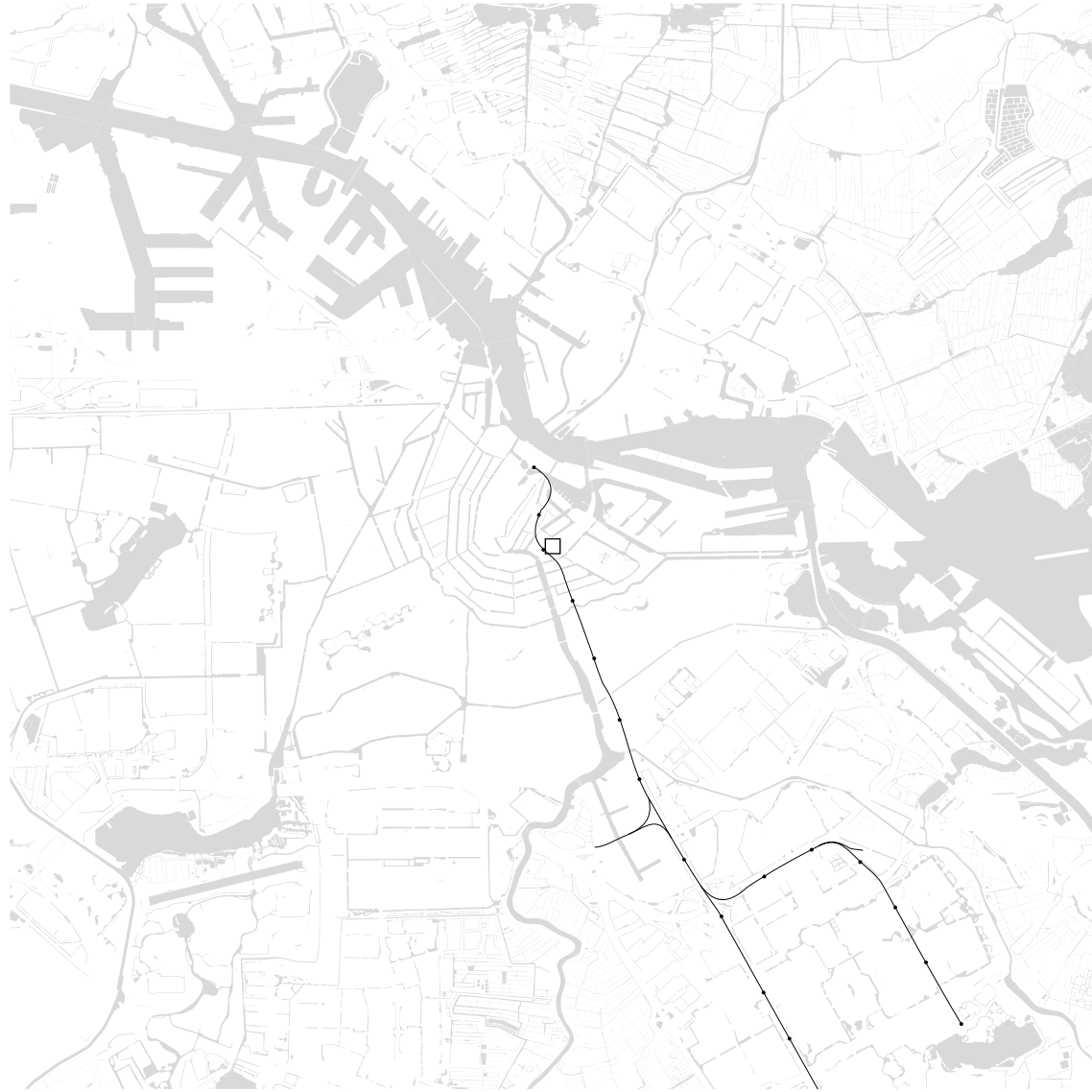
Introduction



Amsterdam 2021



Location Mr. Visserplein



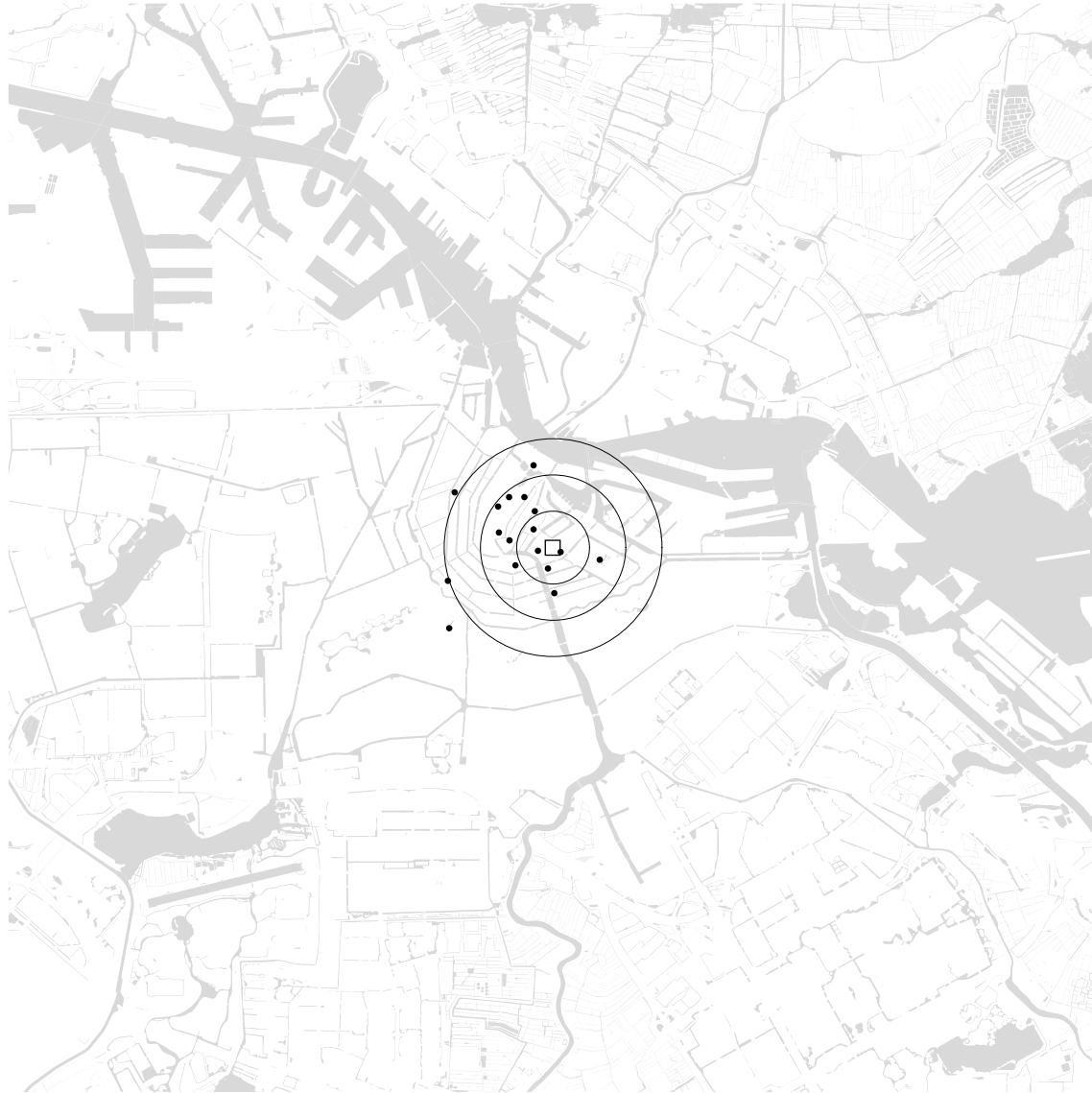
Metro East Line



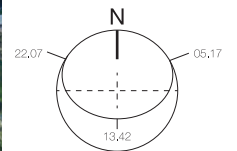
Tram line 14



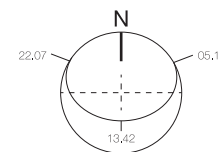
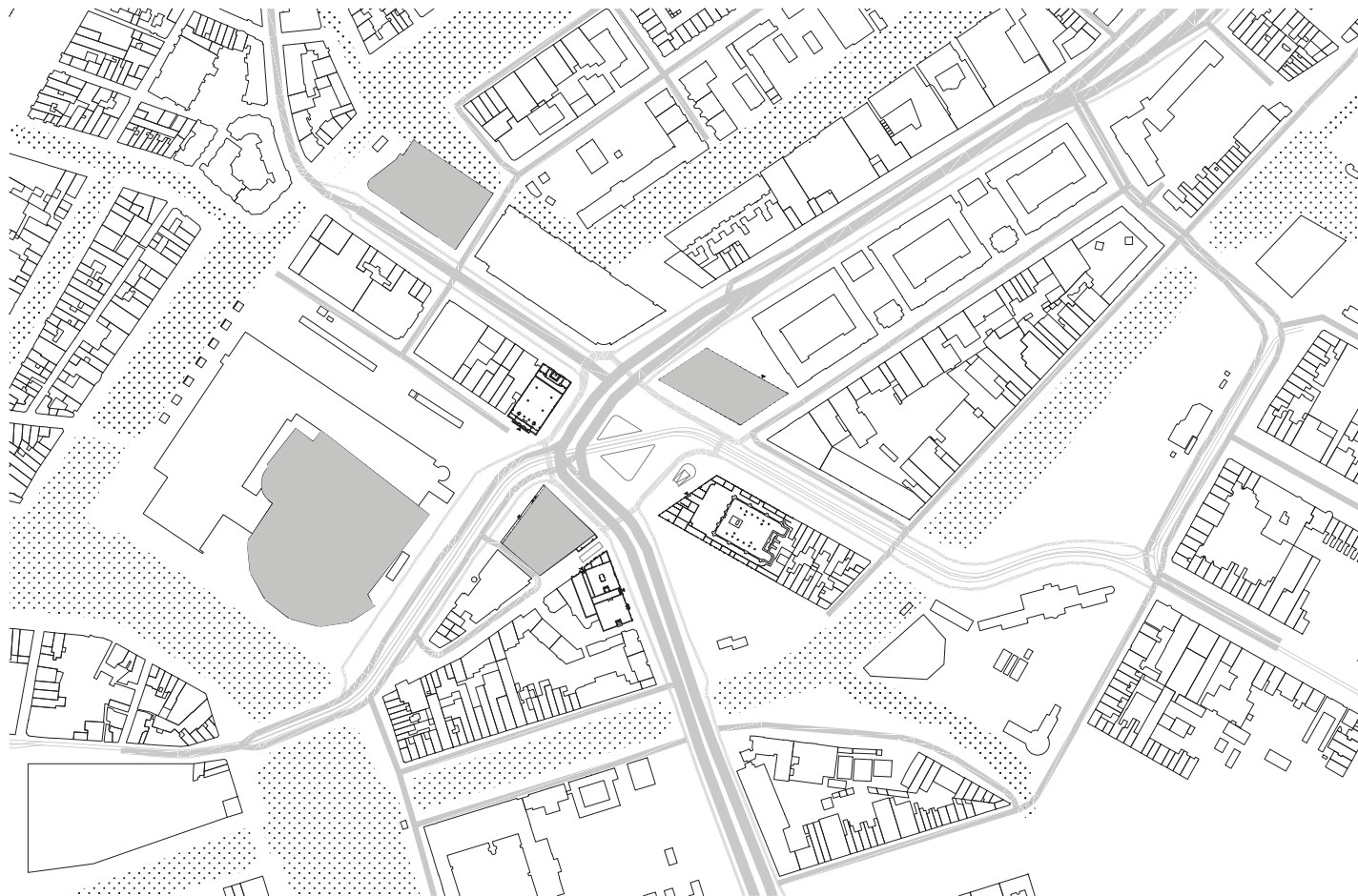
Major road system amsterdam



City highlights

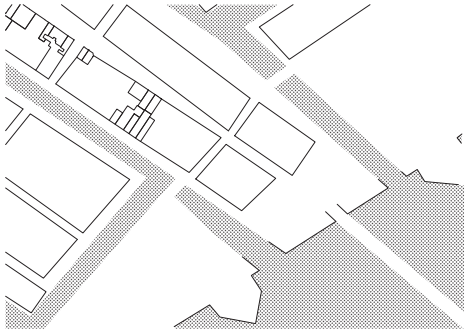


Mr. Visserplein

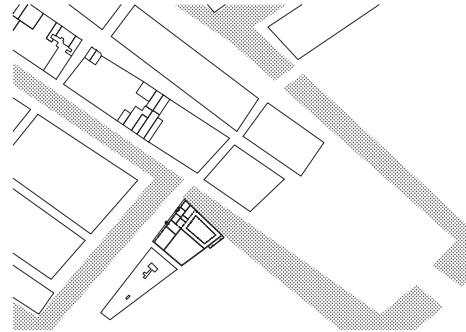


Art institutions

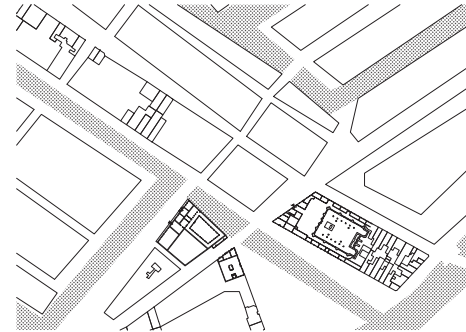
Historical Analysis



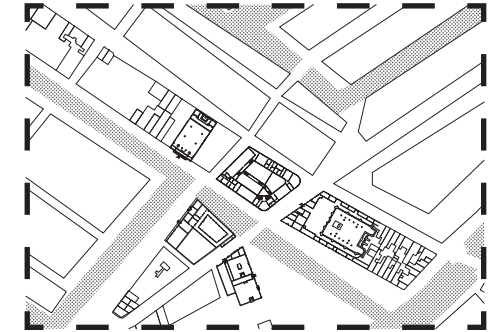
1600



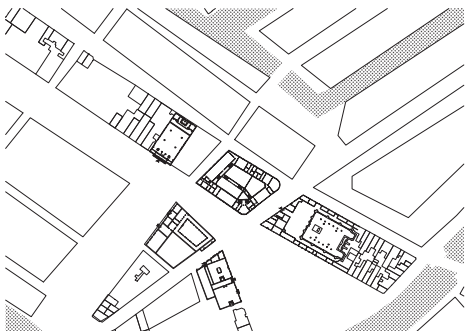
1650



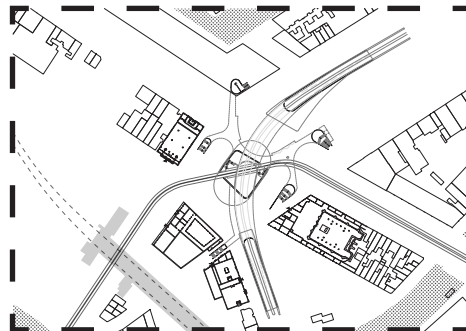
1700



1800



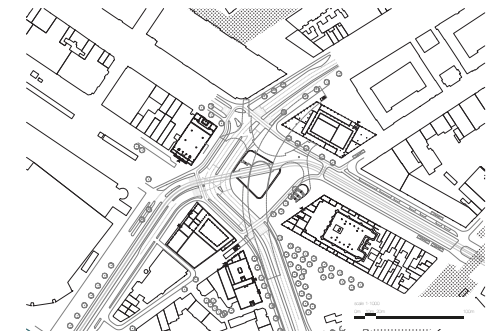
1940



1970

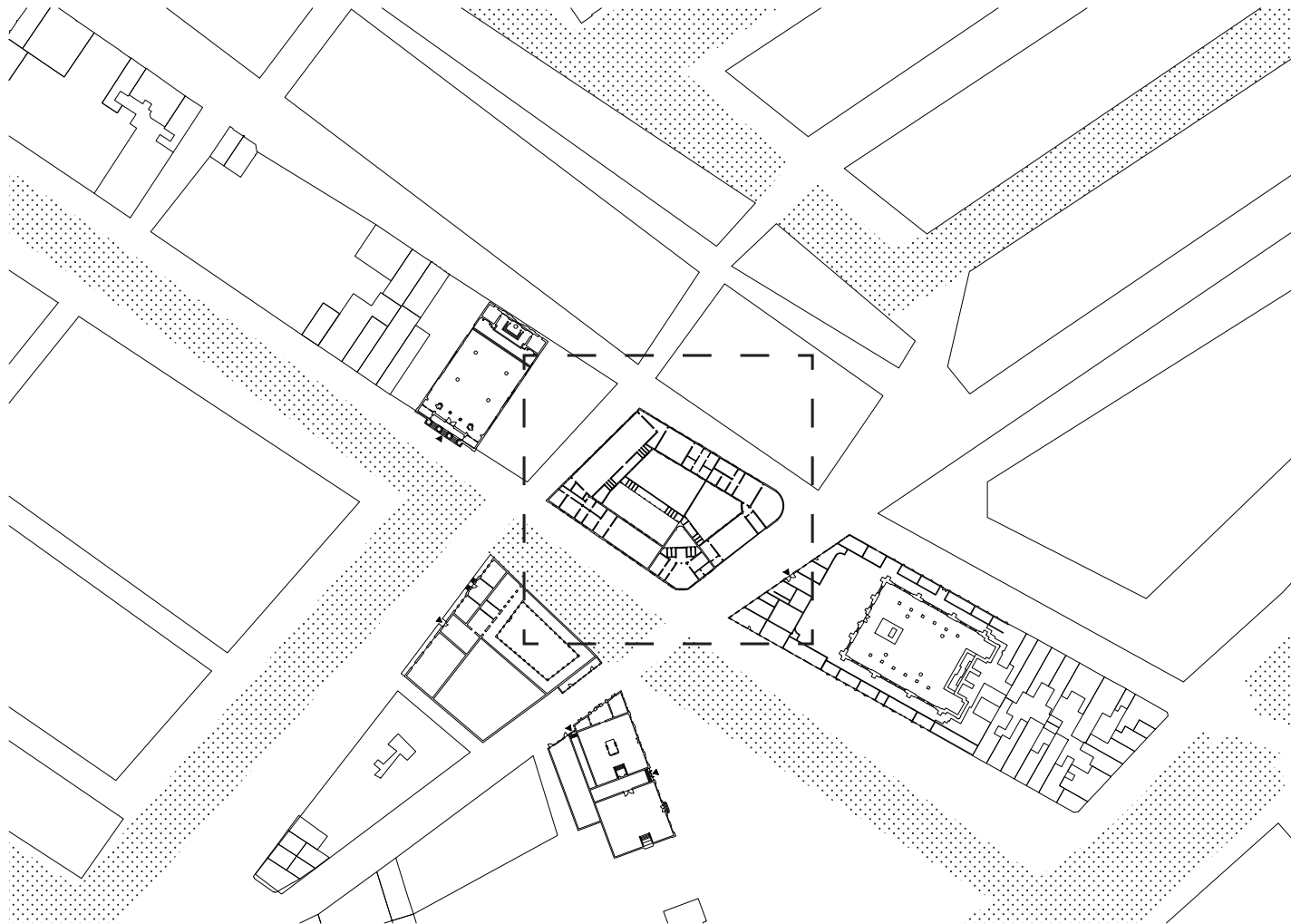


1990

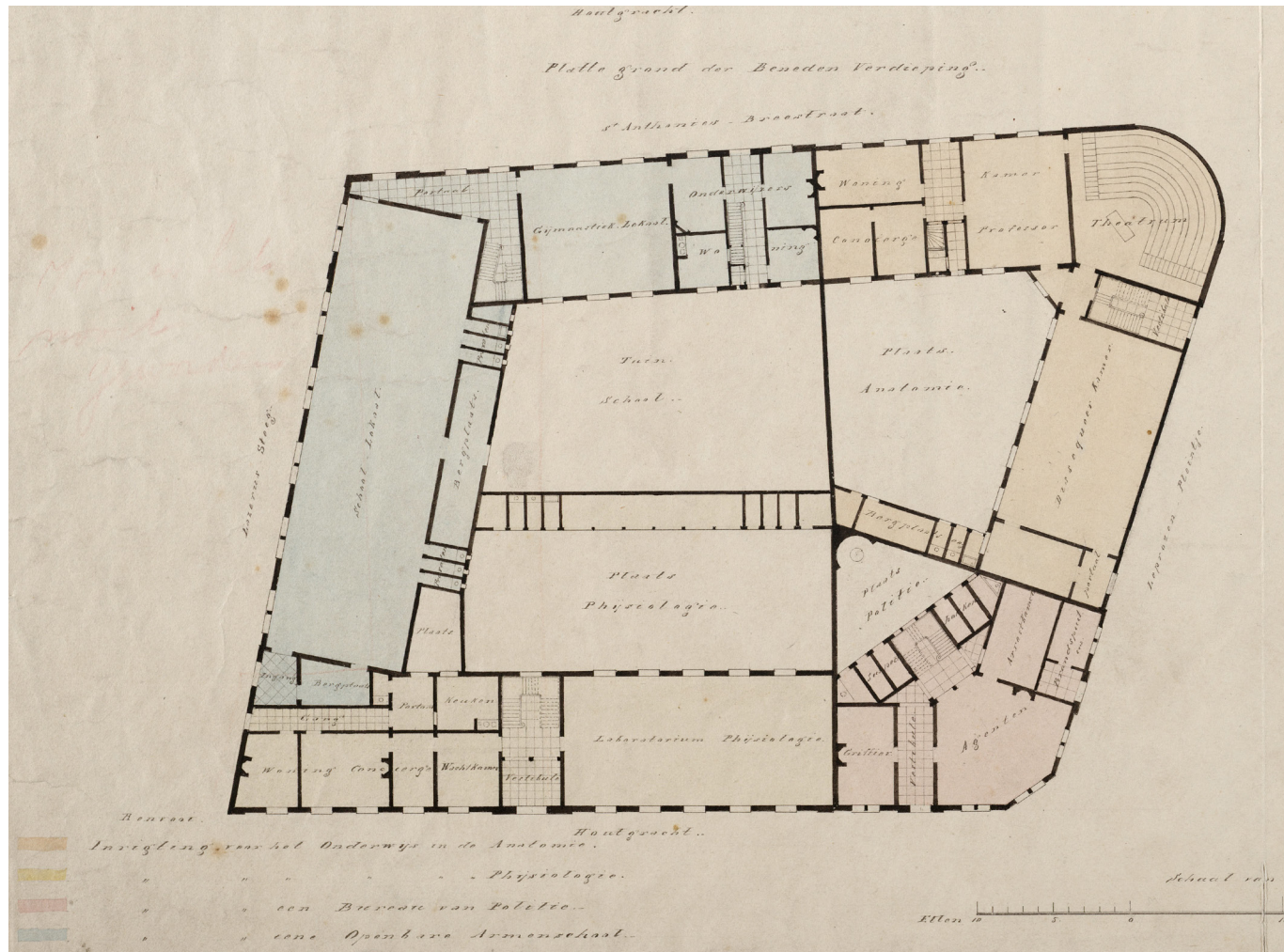


2010

Historical Analysis



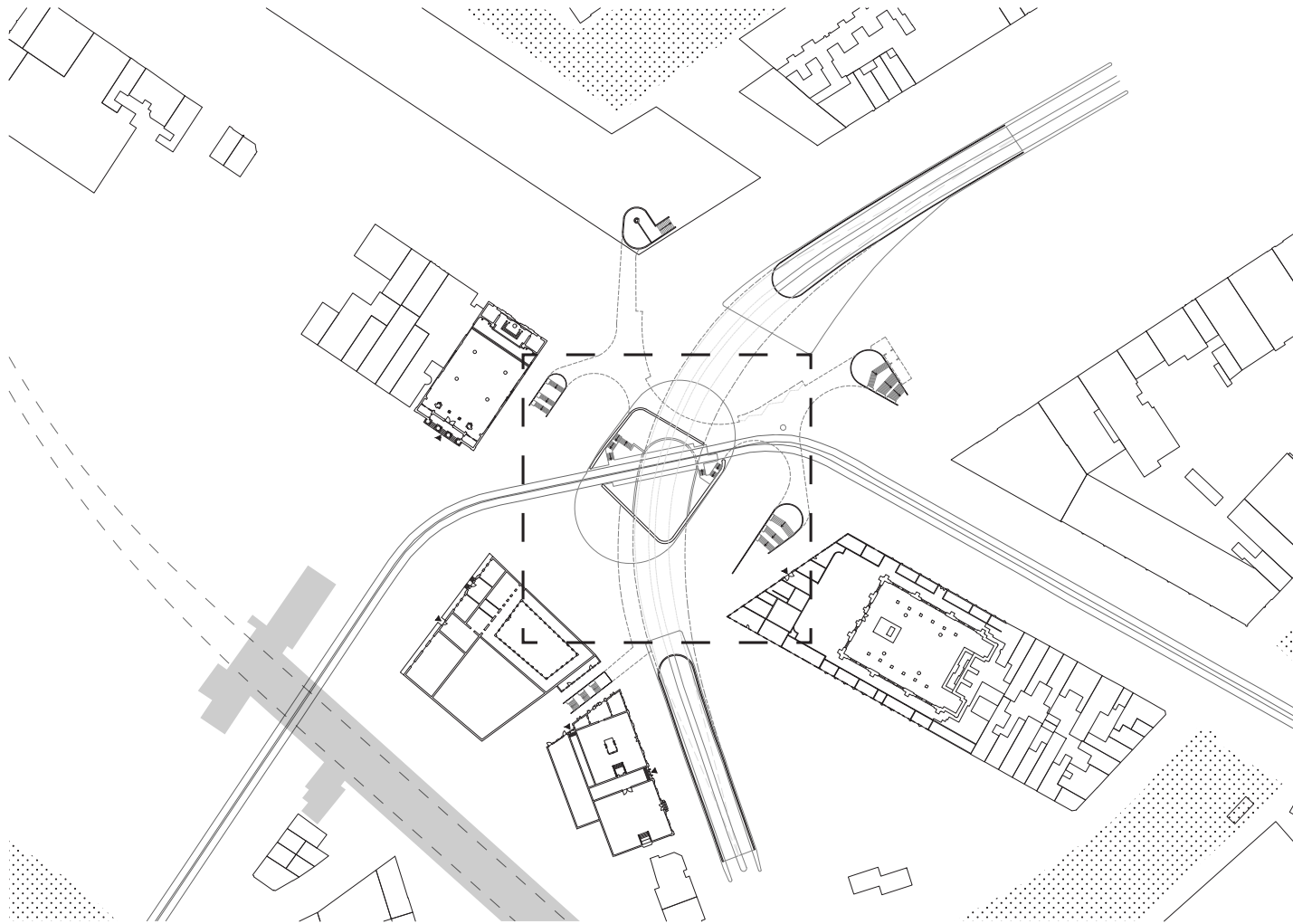
1800



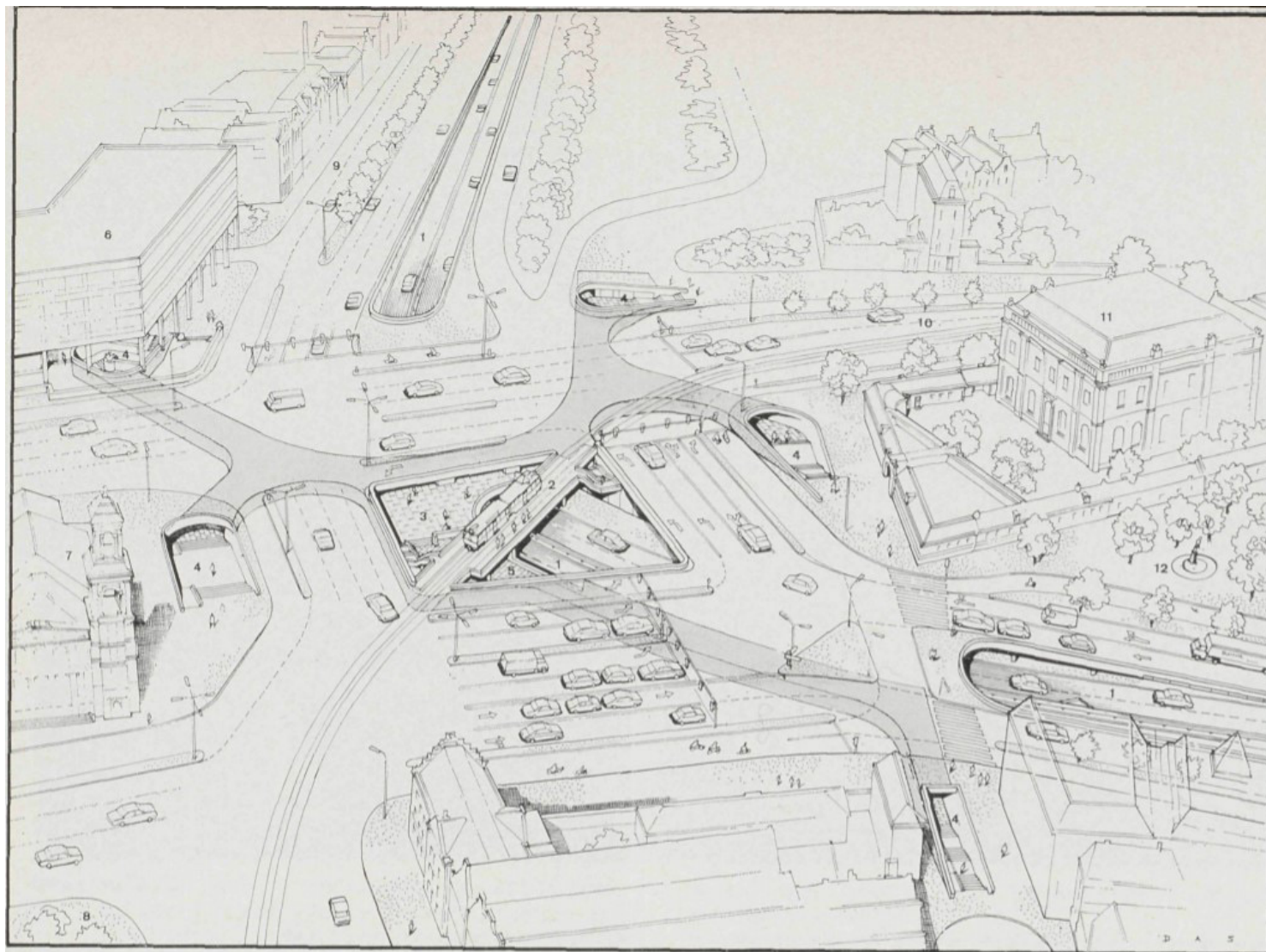
© Stadsarchief Amsterdam

The former building

In 1860 the Leper House got demolished and on its location a building was built housing a police station, school, psychology and anatomy institute



1970



- | | | |
|-------------------------------------|---------------------------------|----------------------|
| 1 Doorgaand verkeer naar de tunnel | 4 Ingangen voetgangerstunnels | 7 Mozes en Aäronkerk |
| 2 Tramperron | 5 Verlaagd voetgangersniveau | 8 Waterlooplein |
| 3 Voetgangersplein onder tramperron | 6 Nieuw gebouw textielgrossiers | 9 Valkenburgerstraat |

© L. van Genderen (1967) Werk in Uitvoering

Birds-eye-view Imperssion Mr. Visserplein (1967)



© Stadsarchief Amsterdam

Start demolition of large parts of the neighborhood

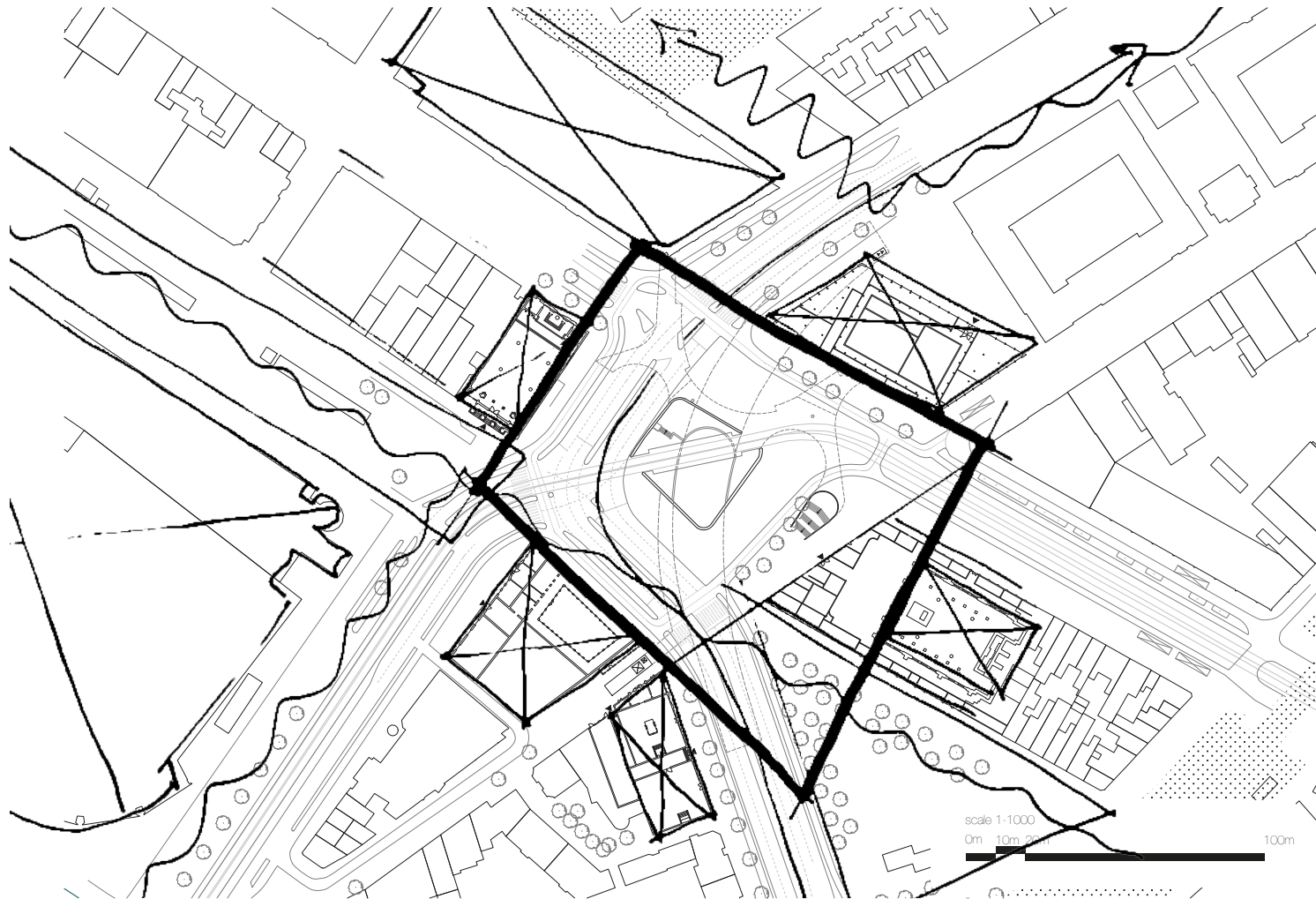


© Stadsarchief Amsterdam

Part of the demolished building



2010 - Now



Undefined Space

What needs to happen here to be able to establish a hotel?

- 1. Developing a shift away from motorized infrastructure.**
- 2. Restoring the urban fabric.**
- 3. Creating an appropriate brief for the hotel.**
- 4. Establishing a new relationship with the tunnel.**

To liven things up.

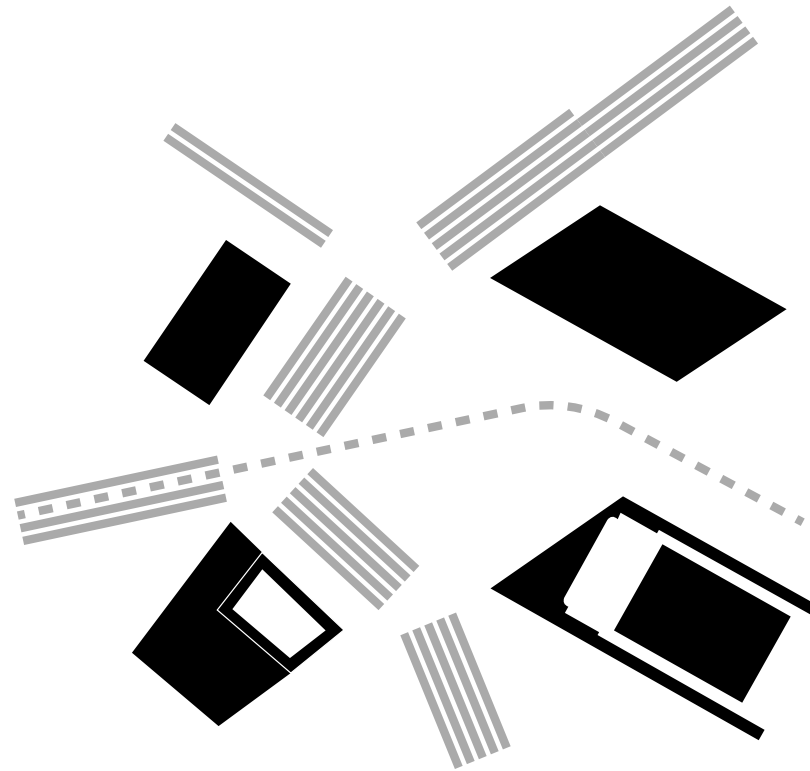
Restoring the urban context

1) How can the hotel mend the urban context of this site?

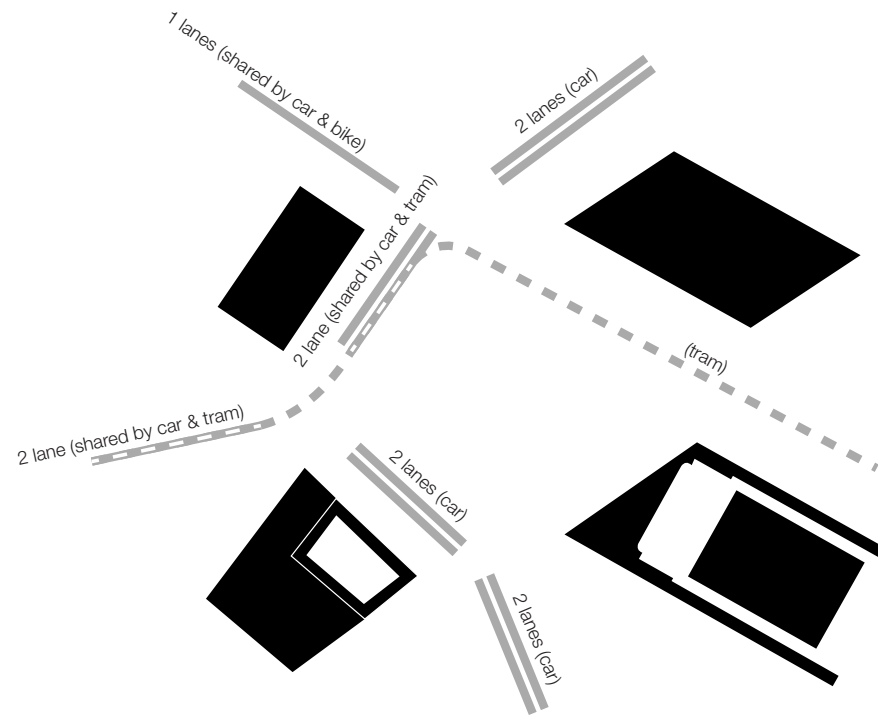


© Gemeente Amsterdam

Agenda Amsterdam Autoluw (car-free)



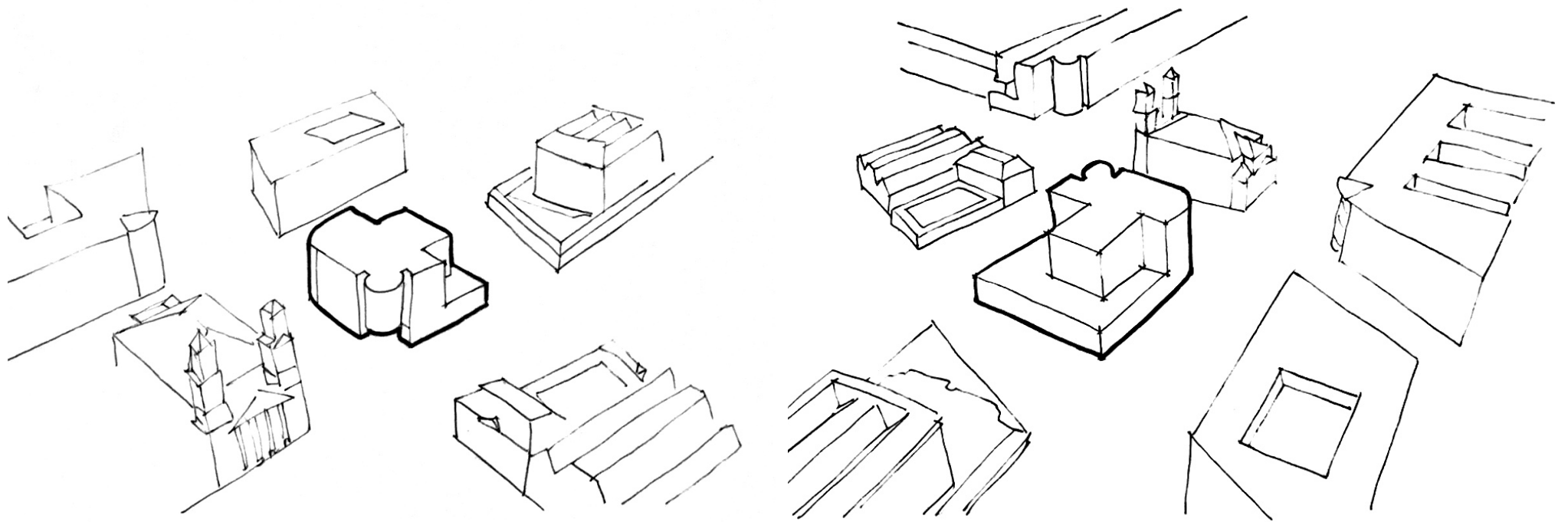
Traffic lay-out Mr. Visserplein



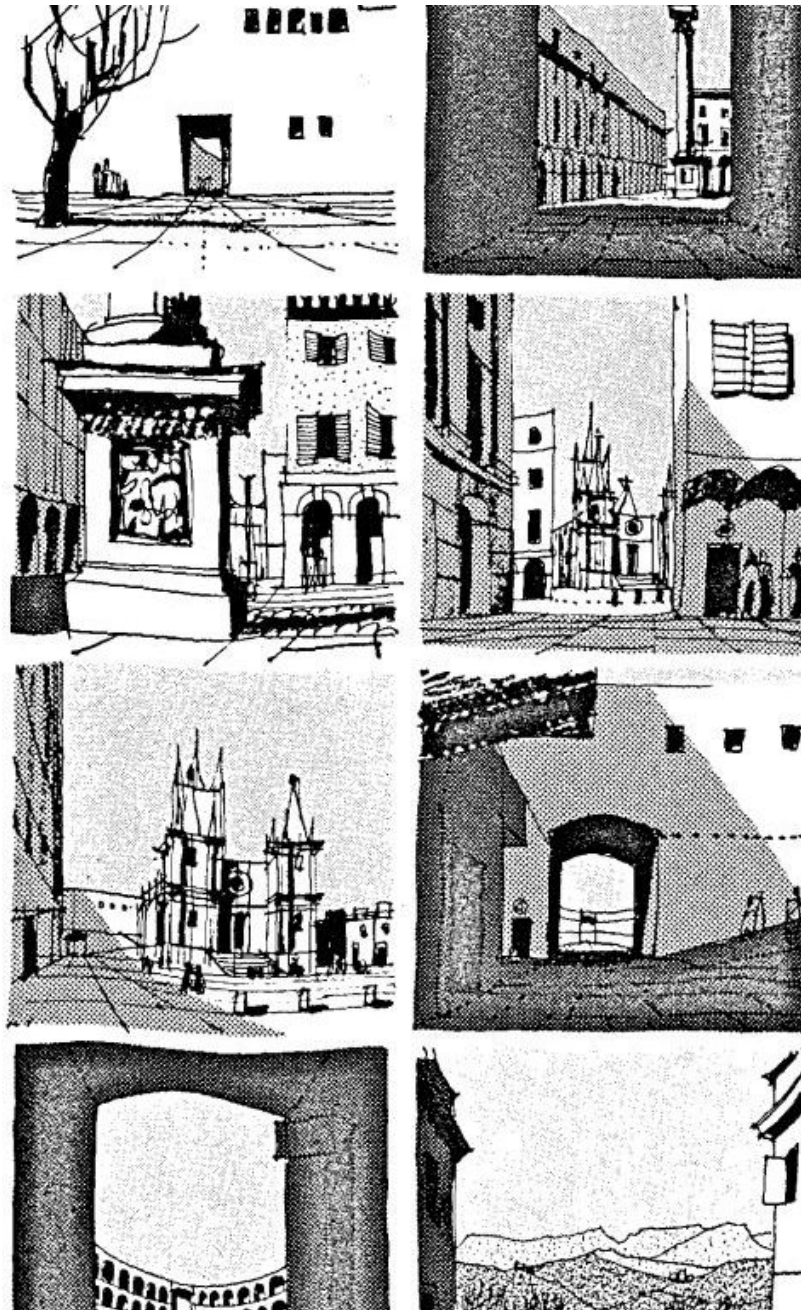
Vision traffic lay-out Mr. Visserplein



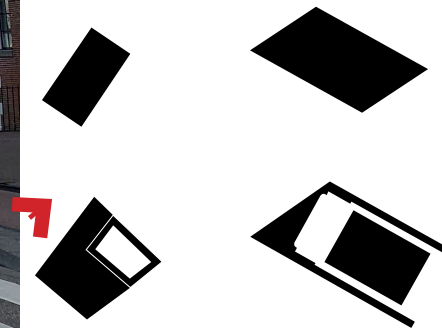
New traffic lay-out Mr. Visserplein



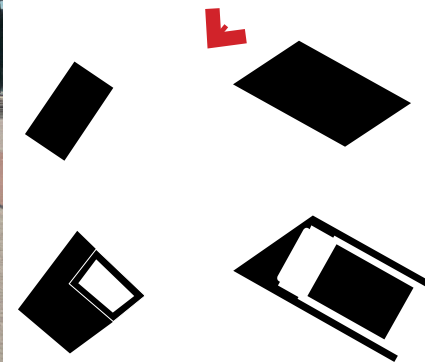
First Design



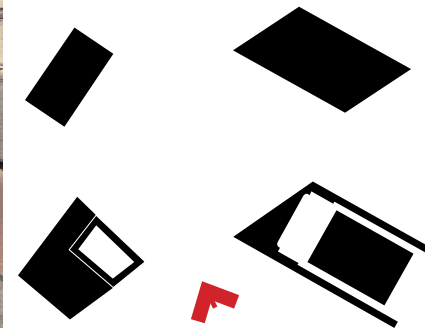
Cullen, G. (1971). *The concise townscape*. New York: Van Nostrand Reinhold Company.



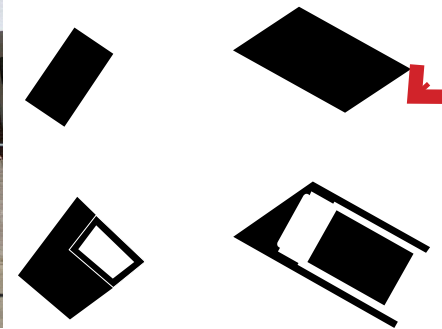
Serial Vision Study



Serial Vision Study



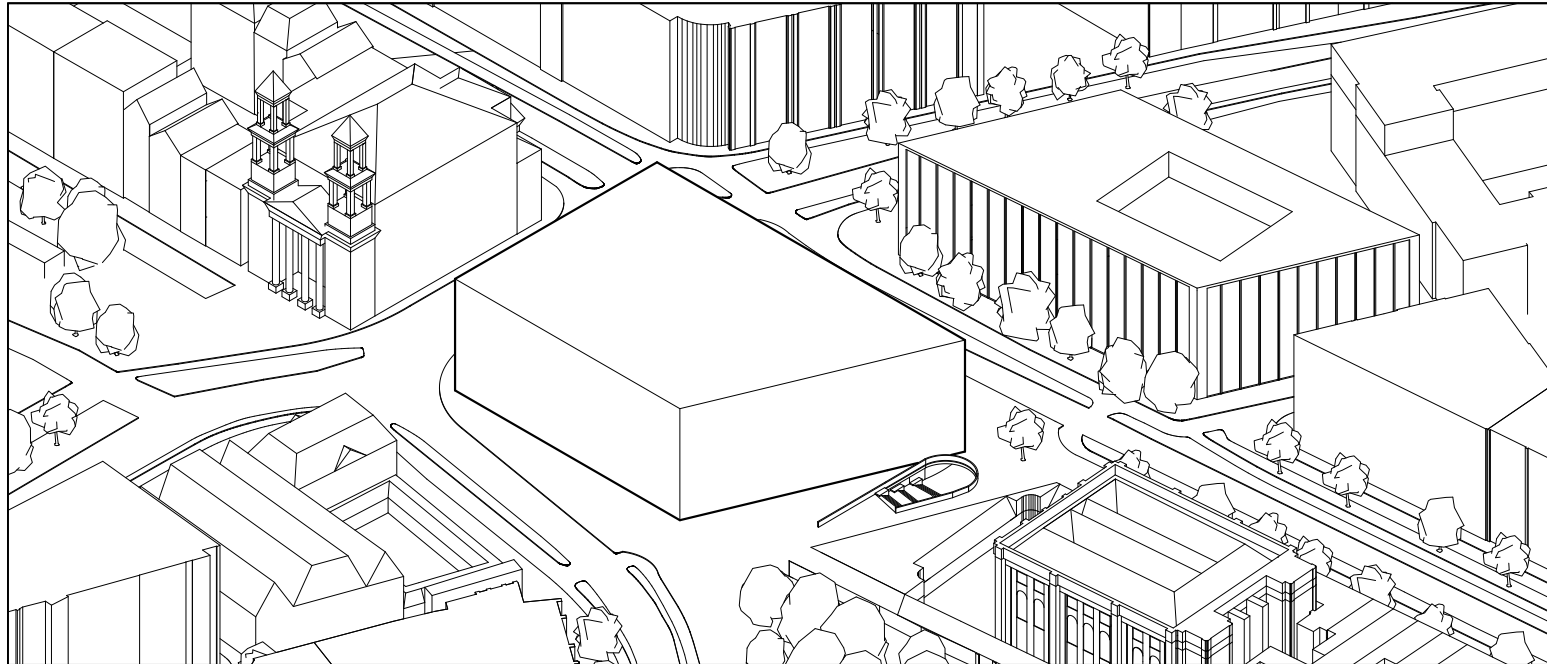
Serial Vision Study

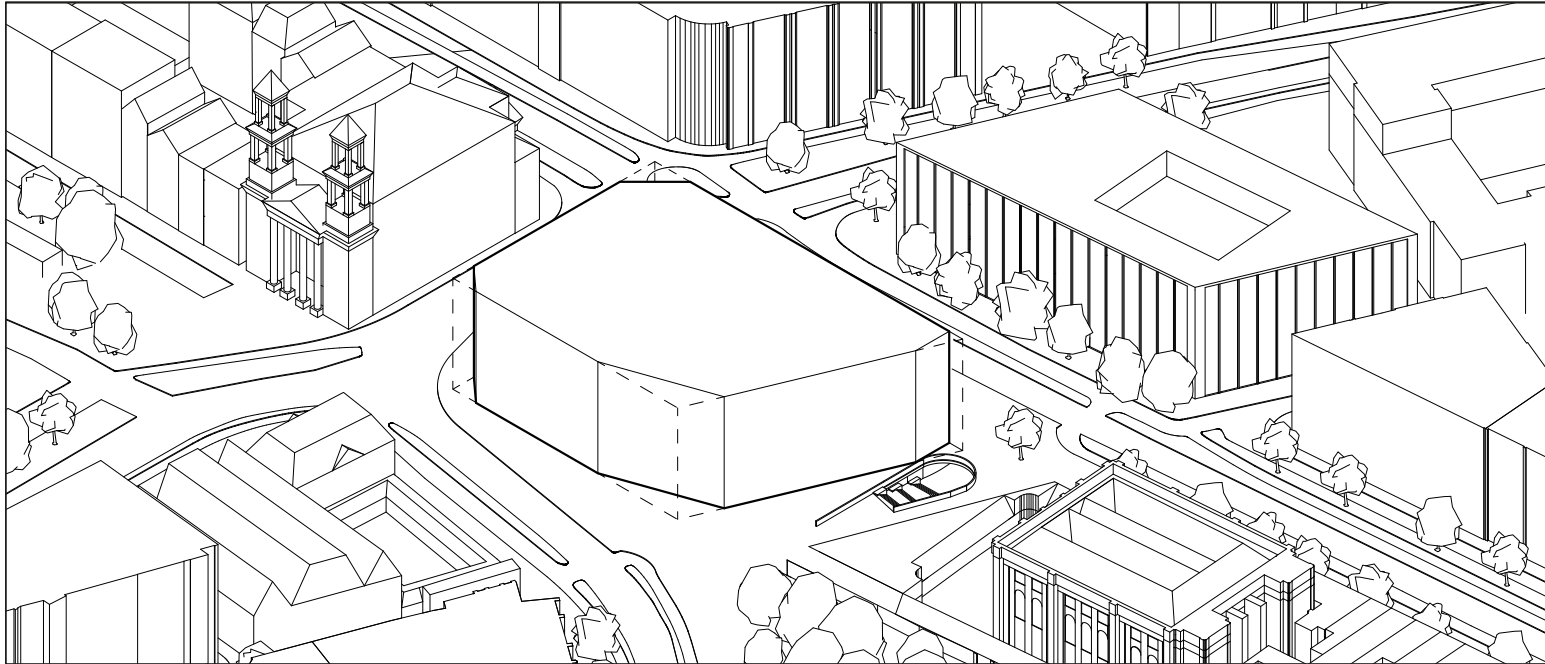


Serial Vision Study



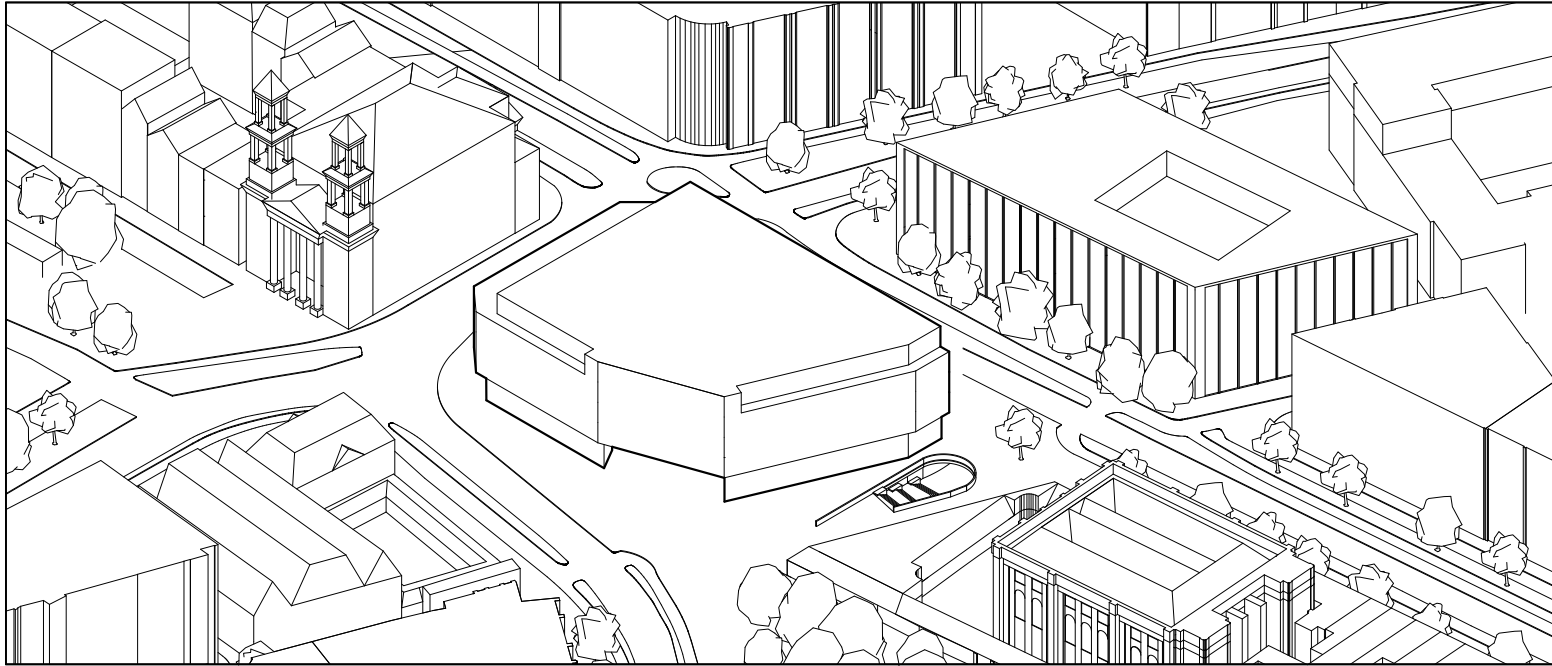
Serial Vision Study Conclusion



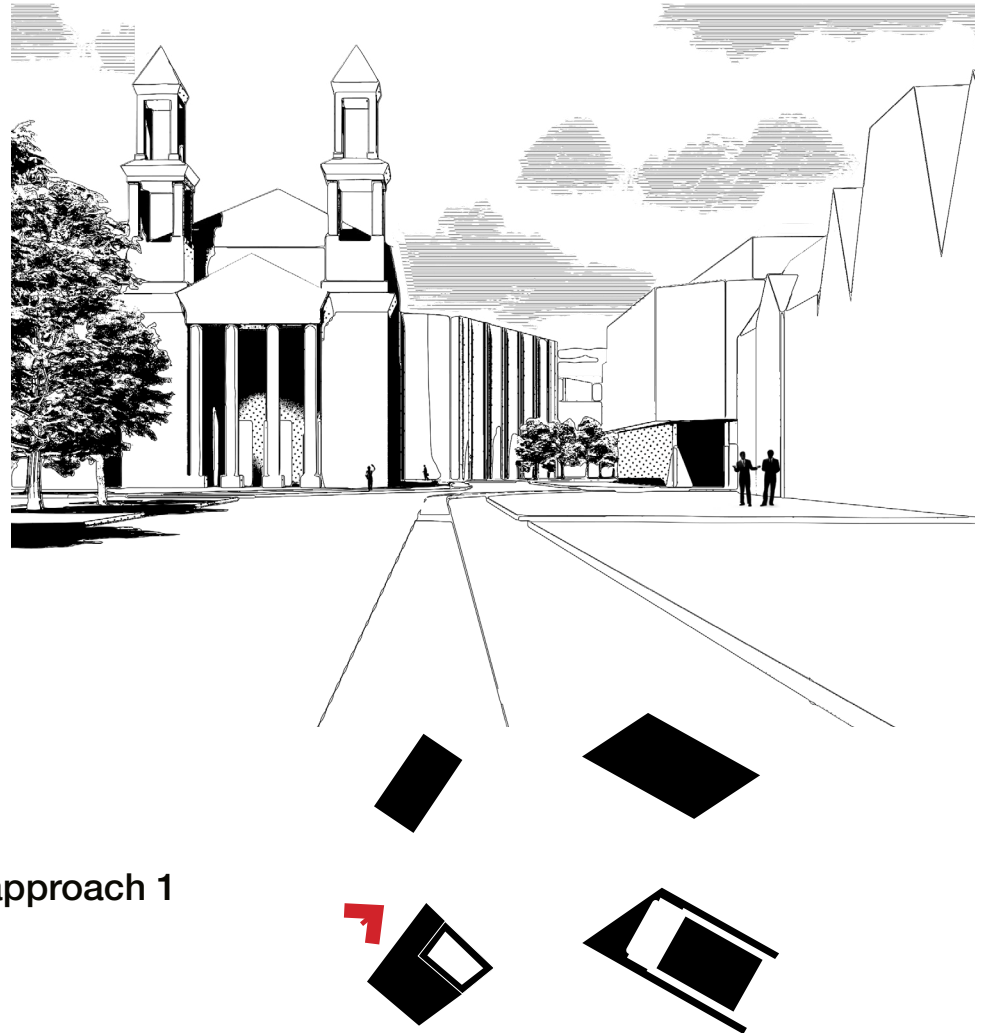


Knocking off the corners

To address: the steets, traffic flow, and serrounding buildings



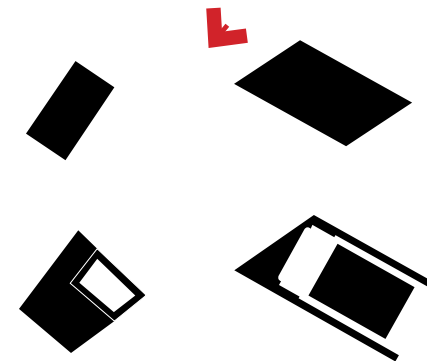
Addressing certain highness

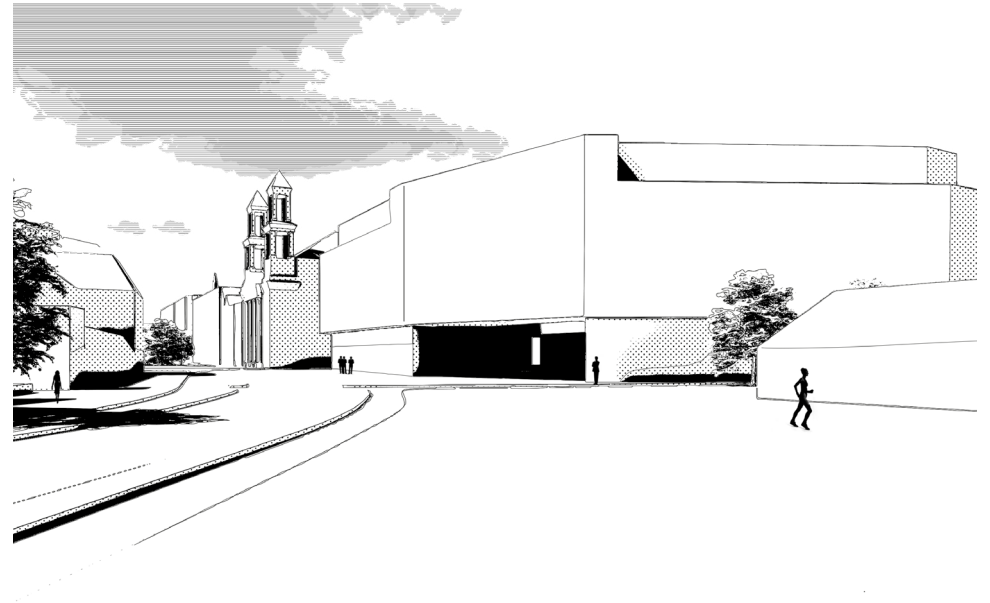


Building approach 1

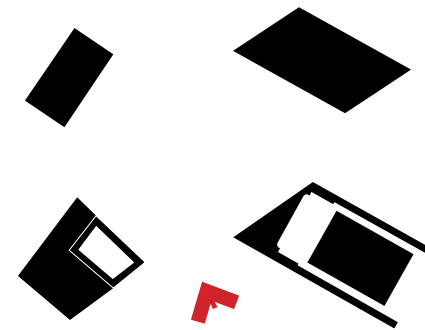


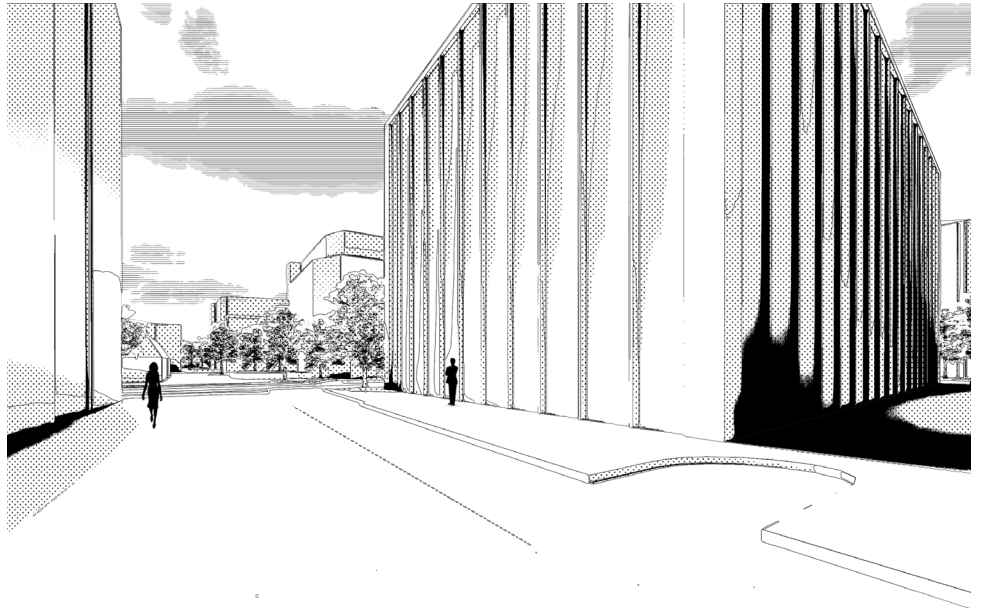
Building approach 2



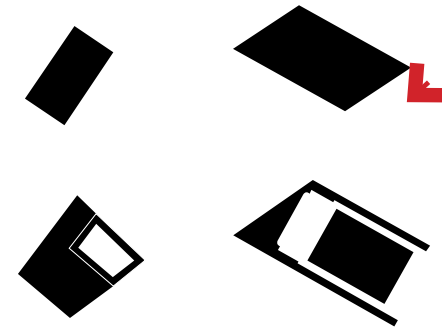


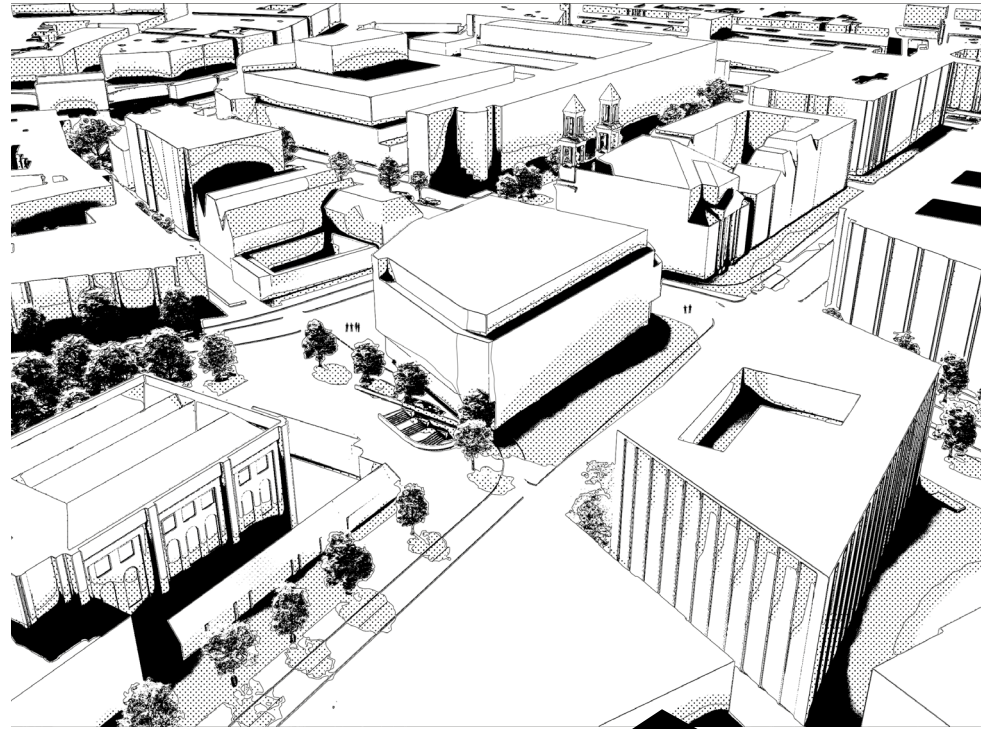
Building approach 3



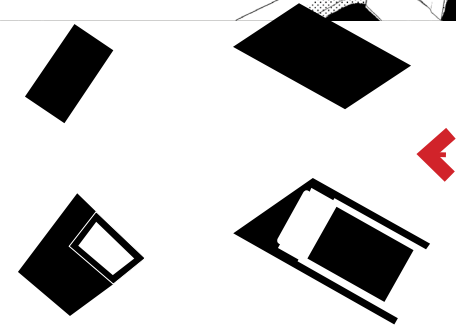


Building approach 4





Old – New

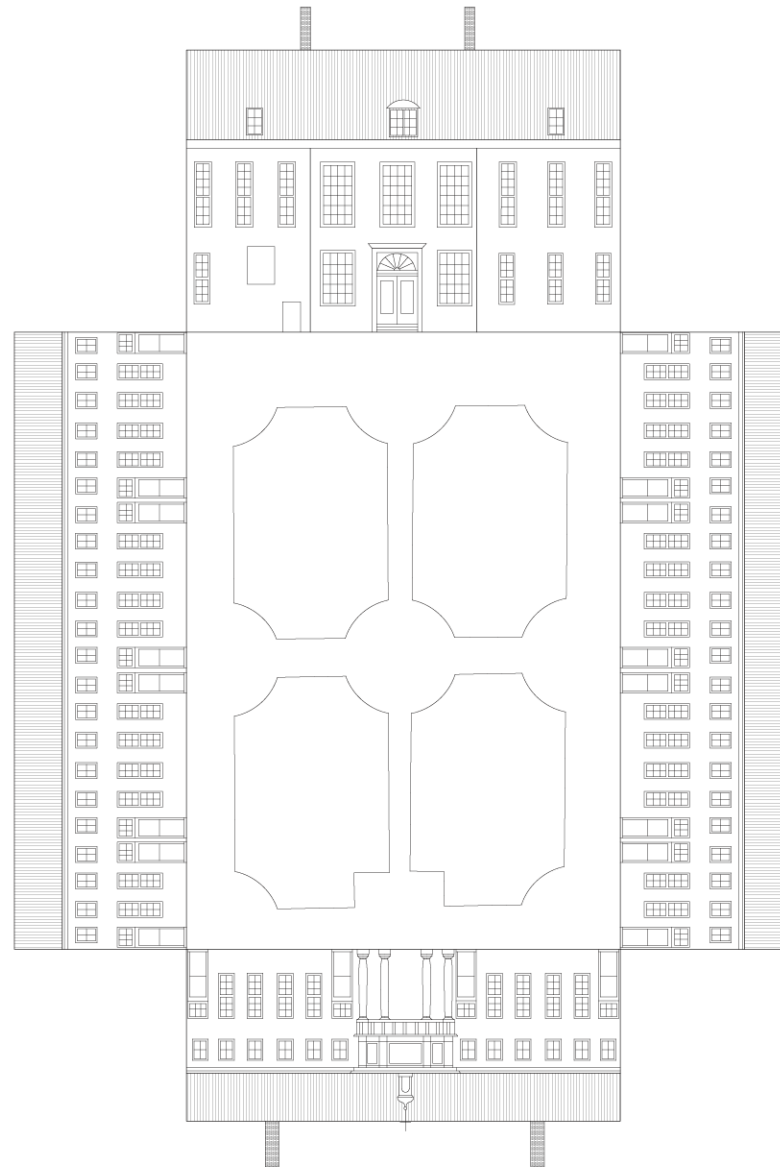


Conclusion:

1) How can I mend the urban context with this project?

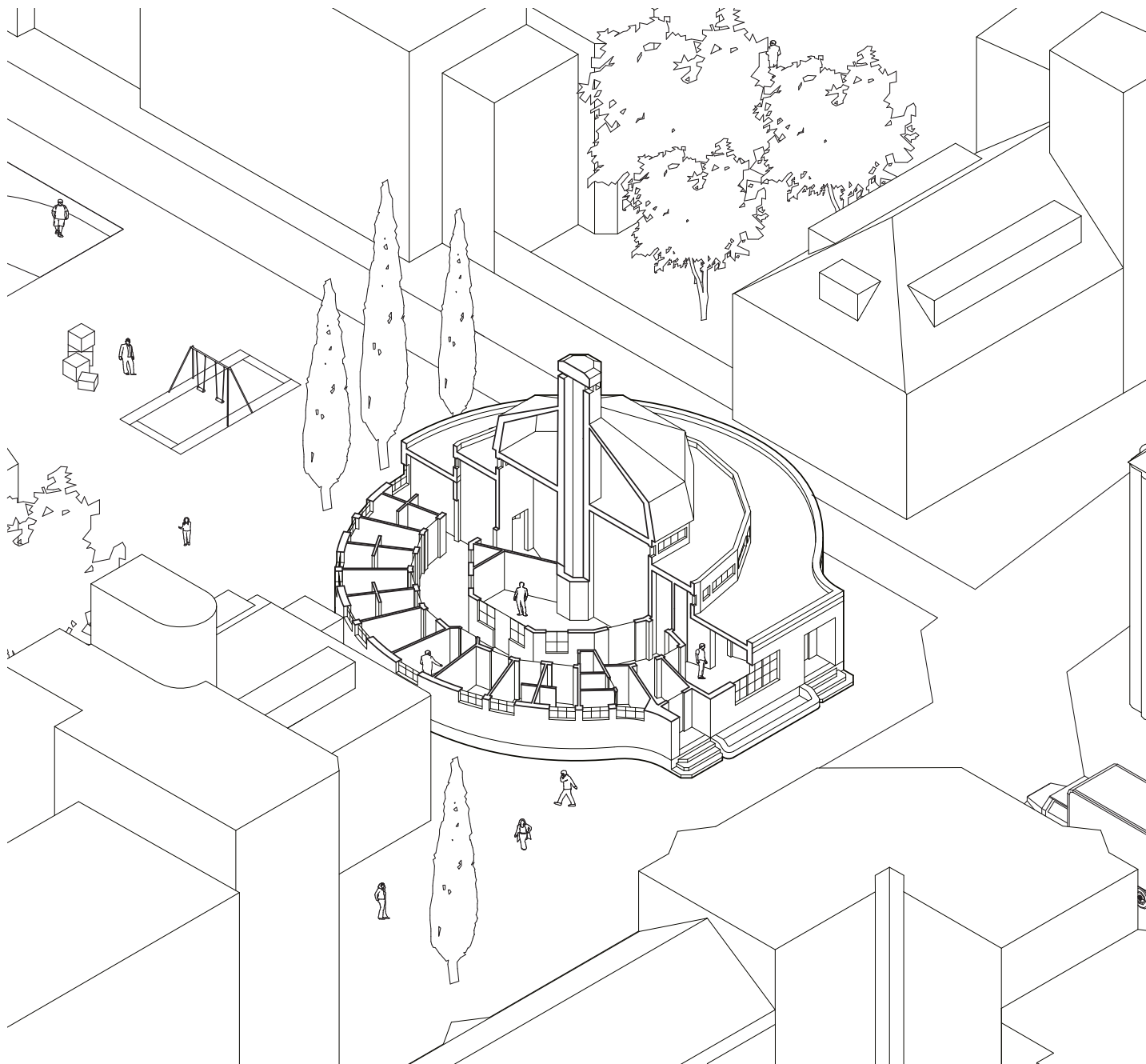
By changing the traffic lay-out of Mr. Visserplein and building a city block that acknowledges the past and current context.

Hotel Brief

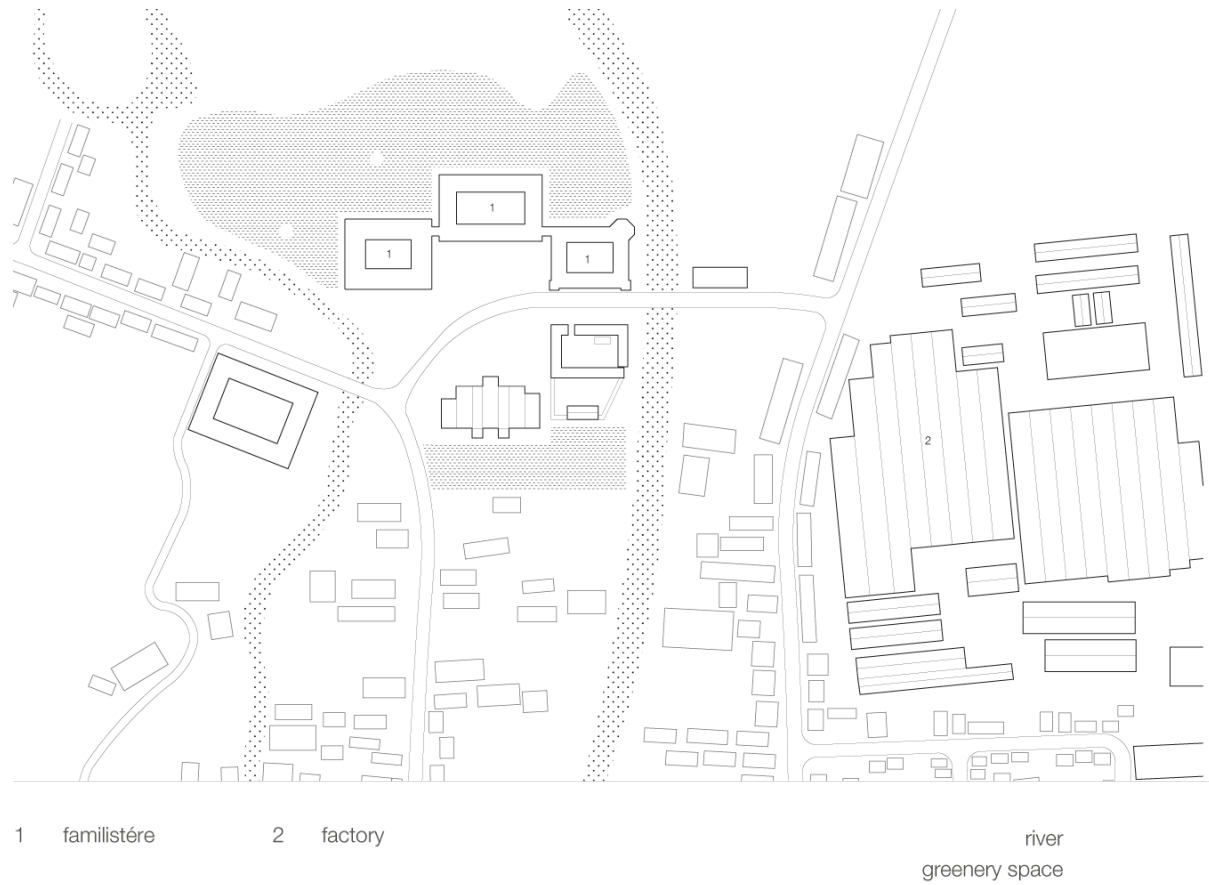


Deutzenhofje

(Willemijn Wilms Floet, 2014, Het hofje, 1400-2000, TUDelft)



The public bathhouse in the Diamantbuurt

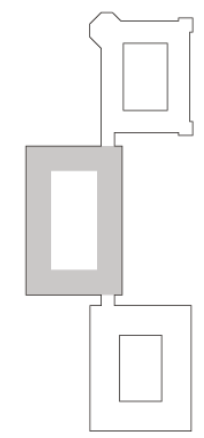
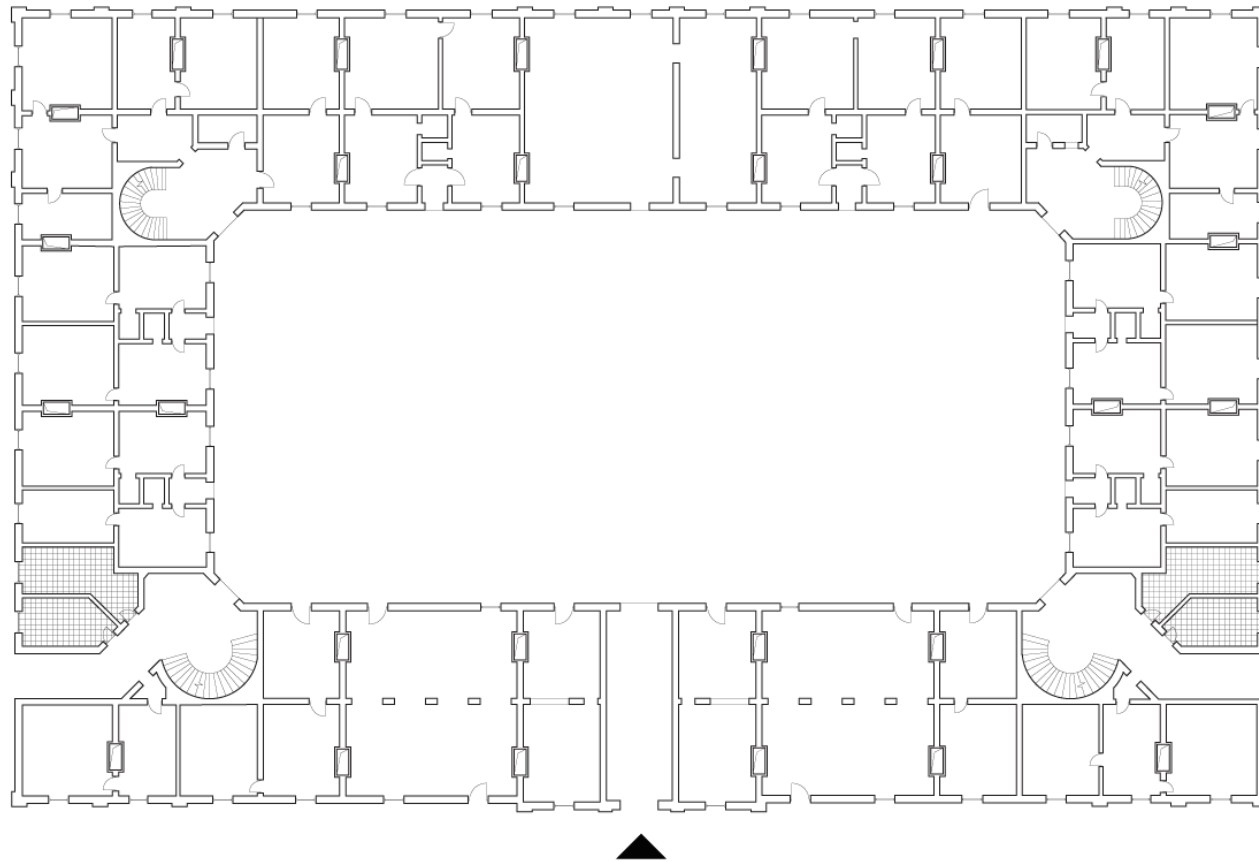


Familistère of Godin, situation



(unknown, 1909, Guise)

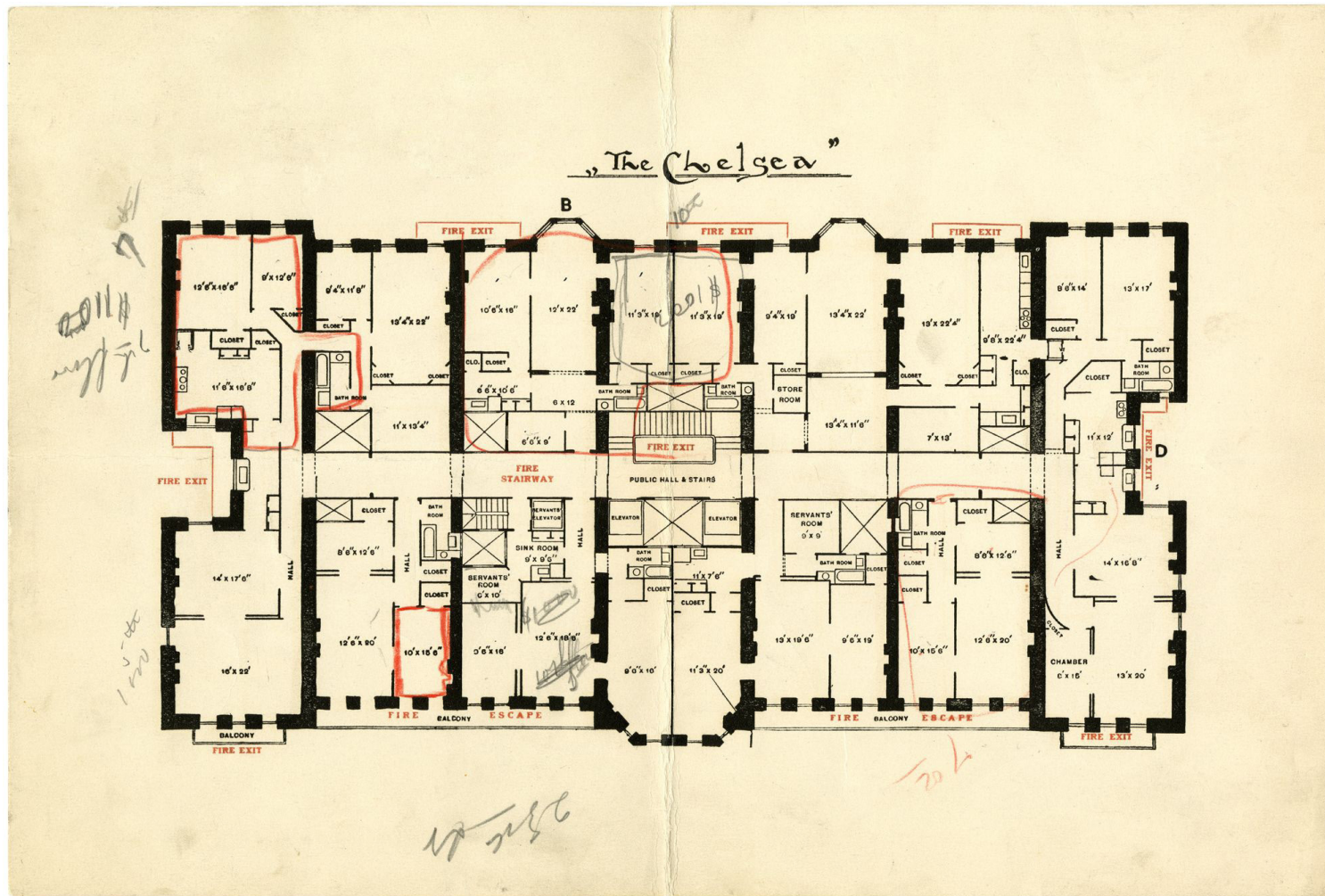
Familistère of Godin, central courtyard



Familistère of Godin, plan



Hotel Chelsea, New York

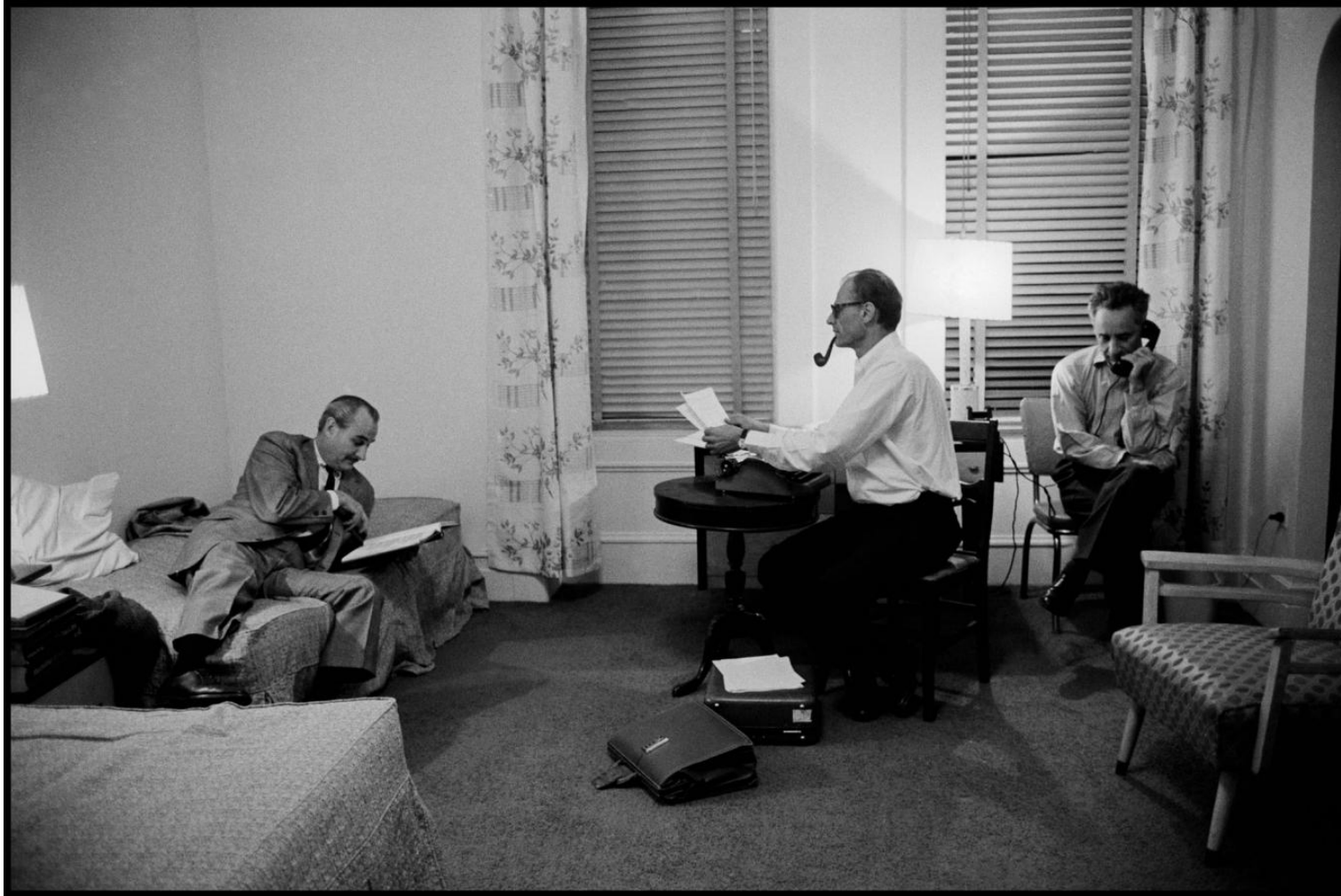


Hotel Chelsea, Plan Drawing level 2 - 12



© medium.com/ Joe MacNeil

Patti Smith, Chelsea Hotel resident



© medium.com/ Joe MacNeil

Robert Whitehead, Arthur Miller and Elia Kazan working on a play at the Chelsea (1963)



© GETTY IMAGES

The cluttered interior of an artist's home in Hotel Chelsea

The vision for the city-hotel:

**A hotel that provides short-term as well as long-term stay.
Special arrangements are possible for artists that can contribute to the liveliness of the
building and the neighbourhood.**

Working together with the art institutions and local community.

The hotel guests also take part in livening up Mr. Visserplein.

THE BRIEF:

Ground floor:

-public space

- restaurant

- seating area

- reception

- toilets

tot:

1130m²

30m²

14m²

1st, 2nd, 3rd floor:

- 21 hotelrooms per floor

- loggia

- Rentable space for meetings, ateliers

- Staff storage

- Lounge/ reading room

- lounge pantry

approx.: 30m²/room

10m²

840m²

150m²

30m²

90m²

16m²

4th Floor:

- Roof garden(s)

- 10 hotel rooms

- Staff storage

approx.: 30m²/room

300m²

300m²

30m²

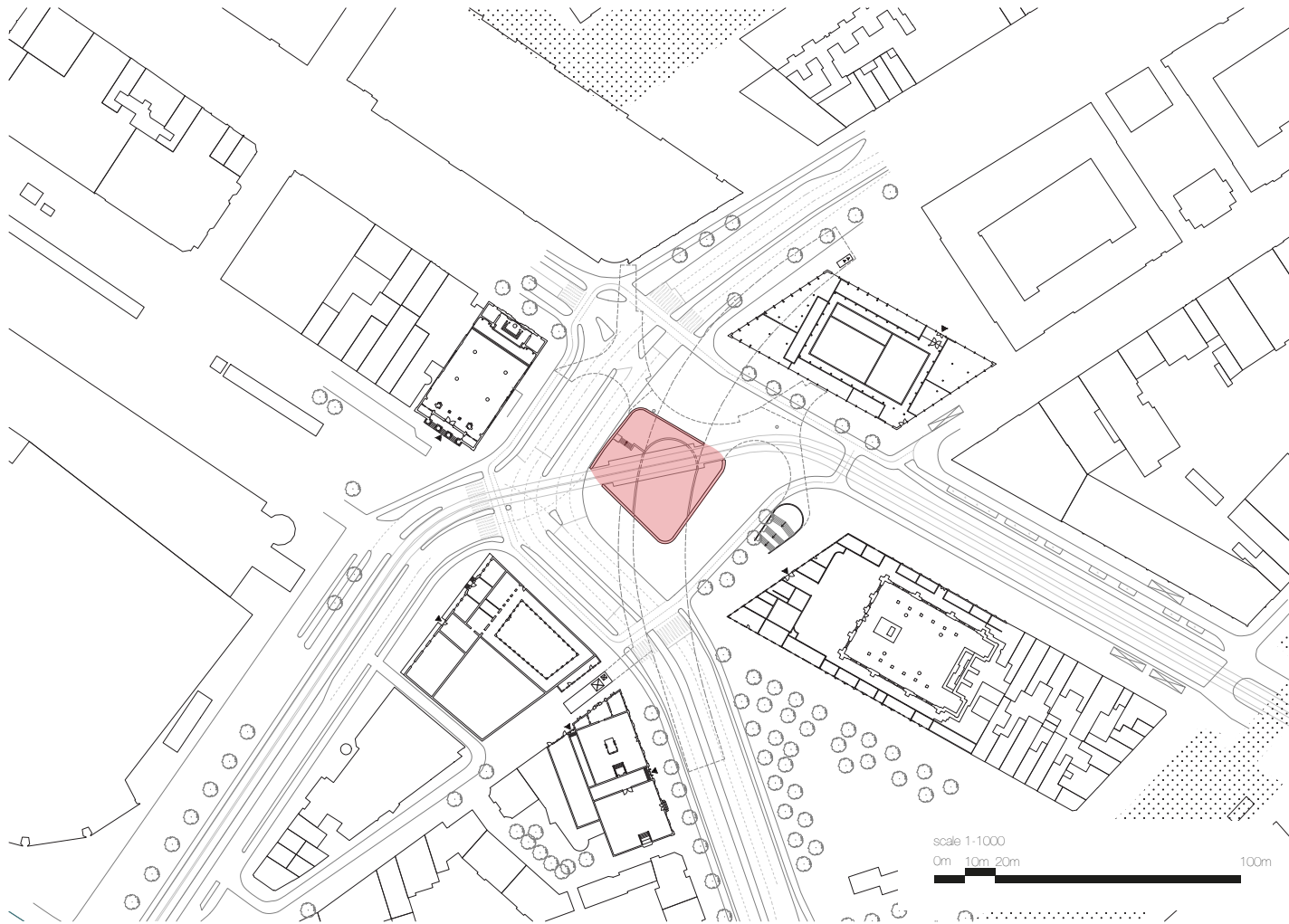
The subterranean structure

2) How can I establish a new relationship with this subterranean structure?

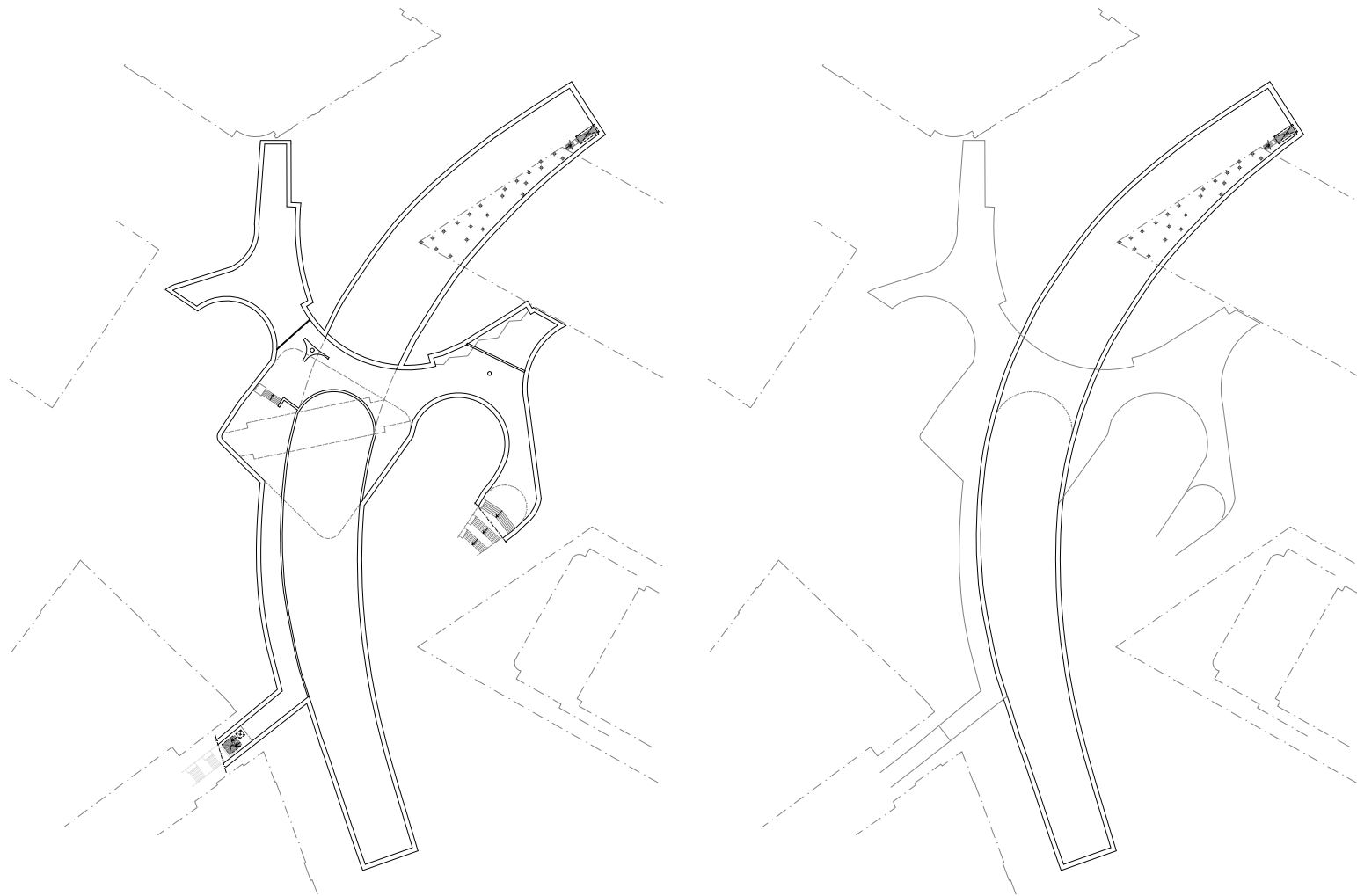


© Nationaal Archief

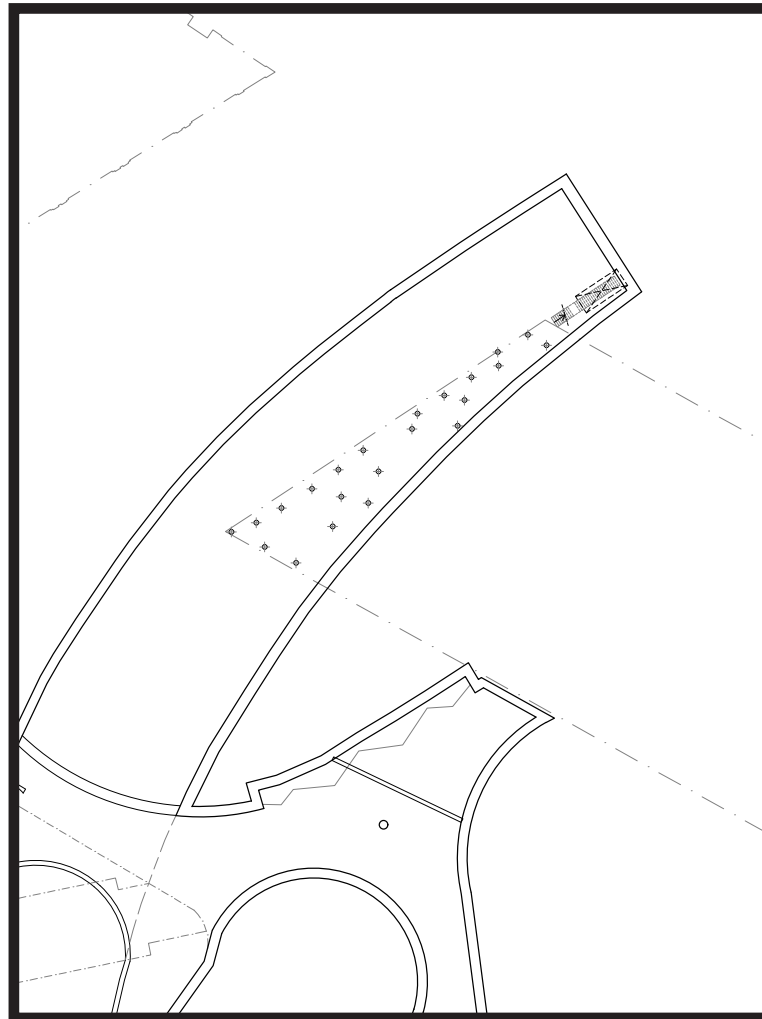
Mr. Visserplein Car and Pedestrian Tunnel (1970)



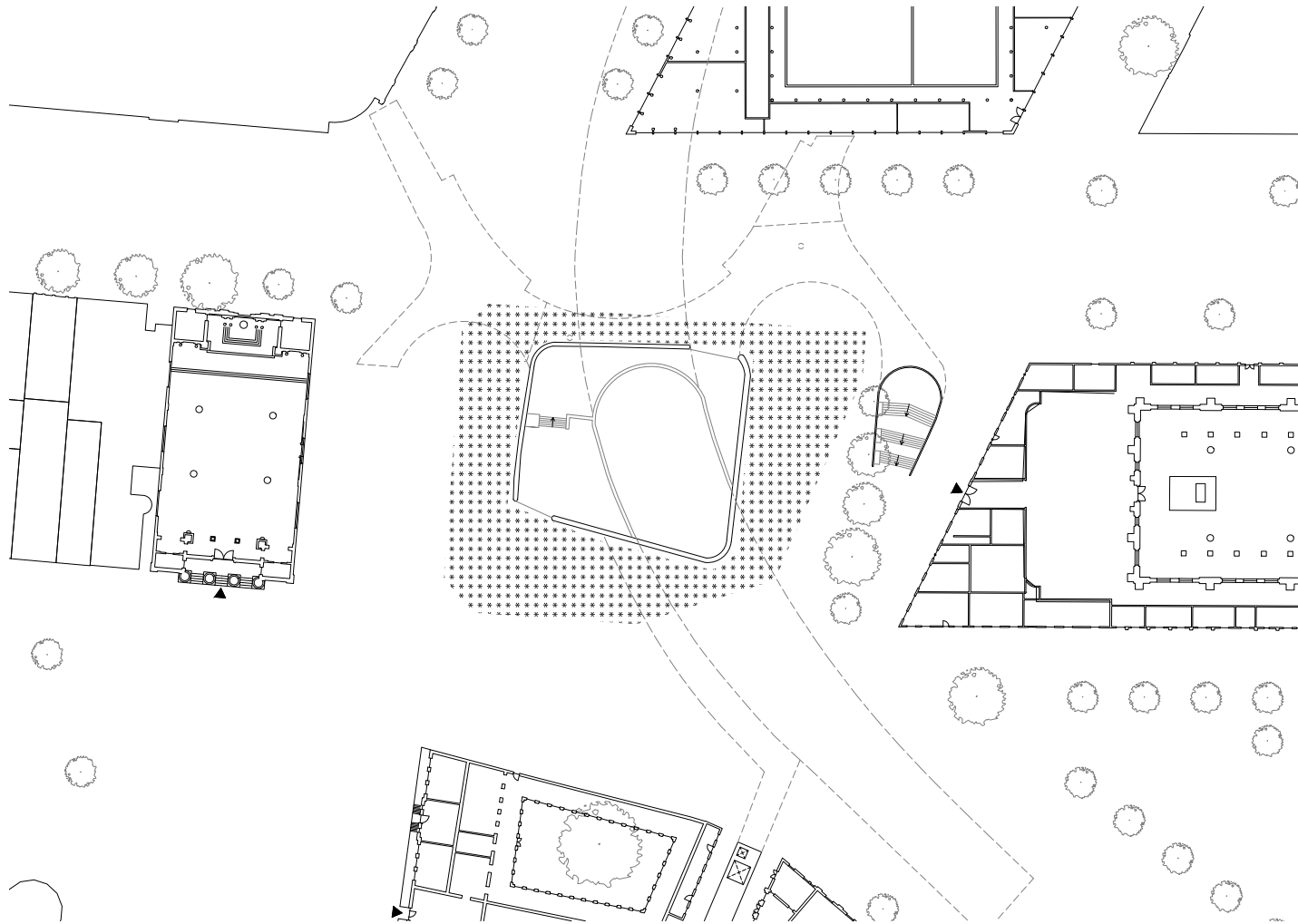
The tunnel opening
 Covers over 43% of the entire building plot.



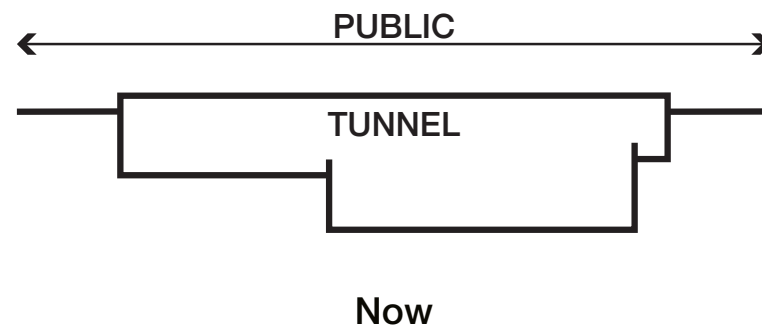
Underground structure at -1 level & -2 level

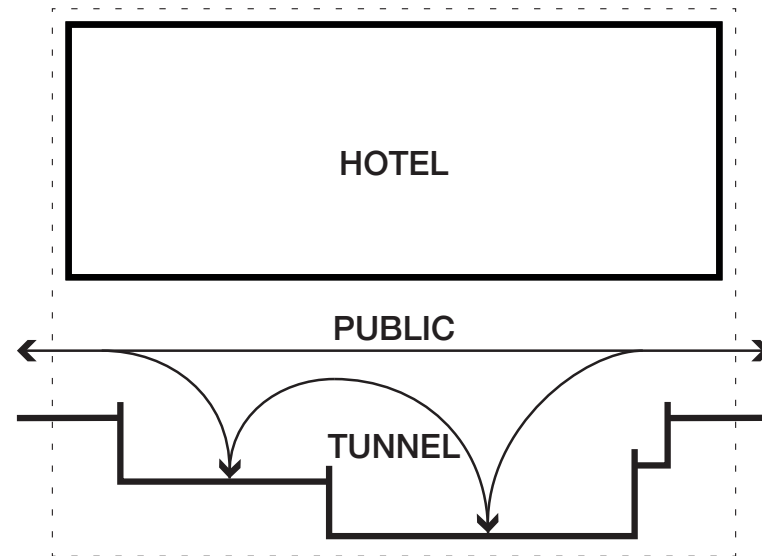


Zoom in on foundation piles

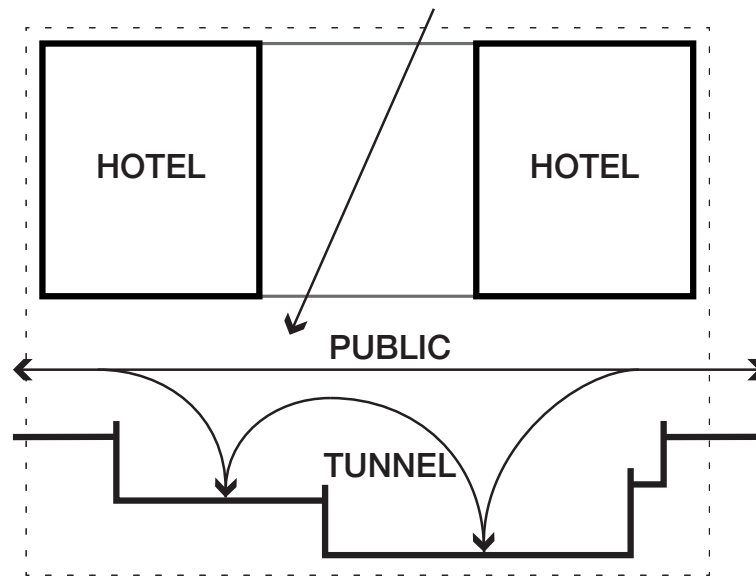


Possible sites for pile-foundation

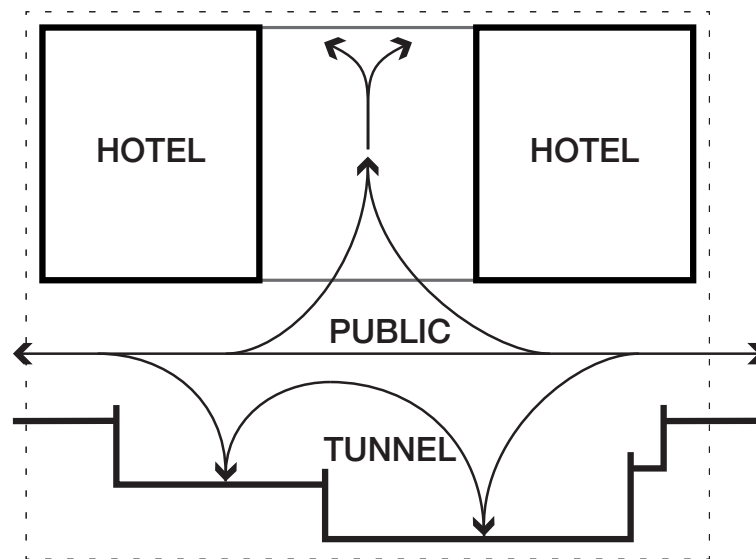




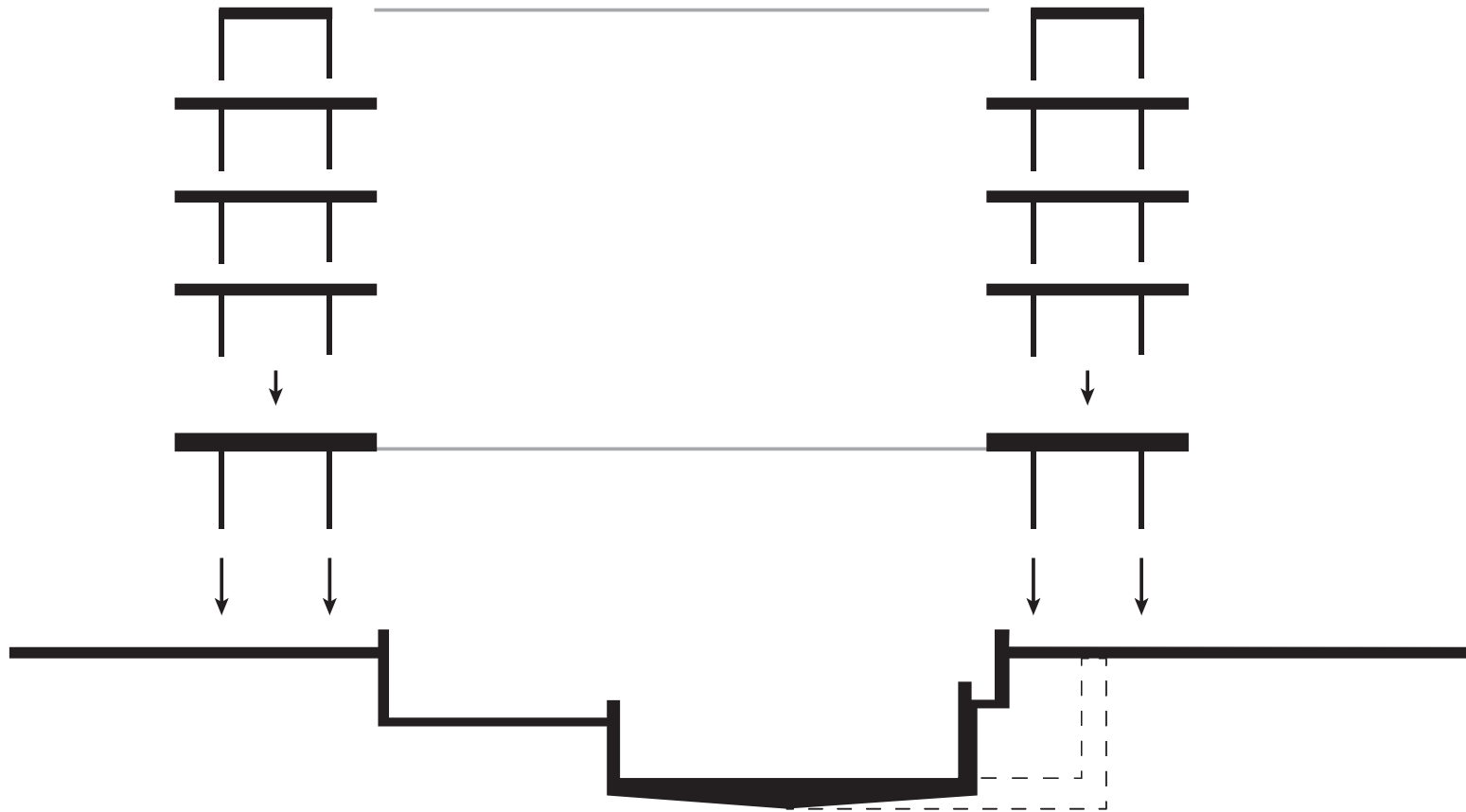
The intervention



Bringing in day light

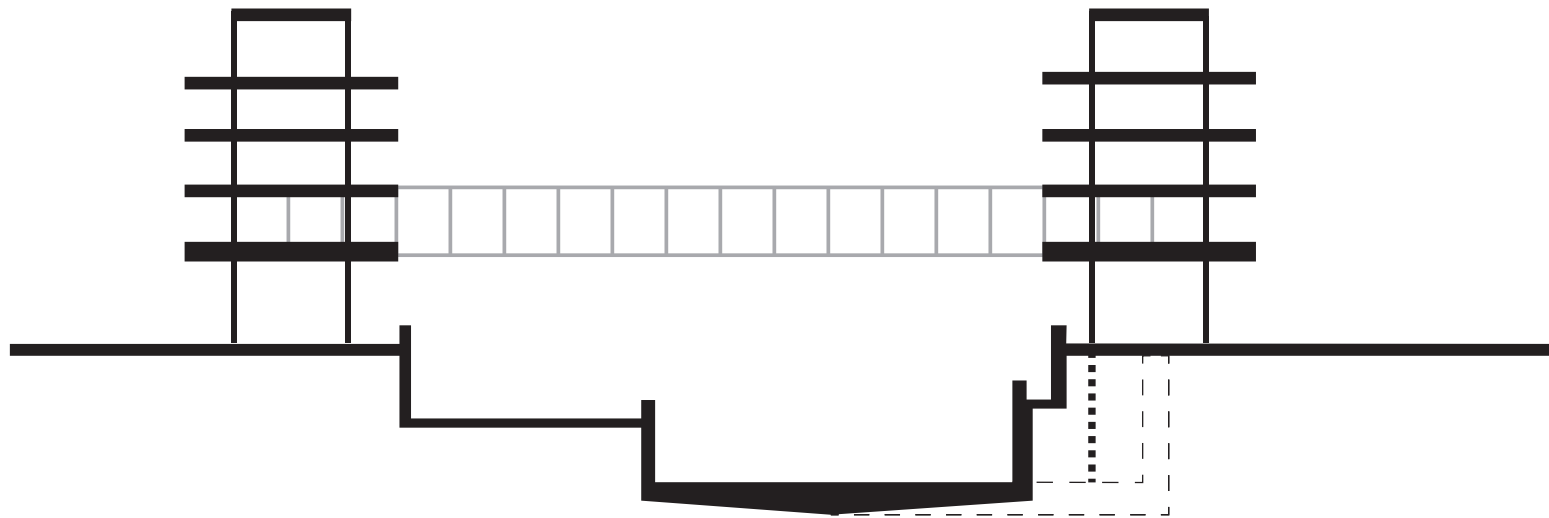


Extending public into the hotel and onto roof



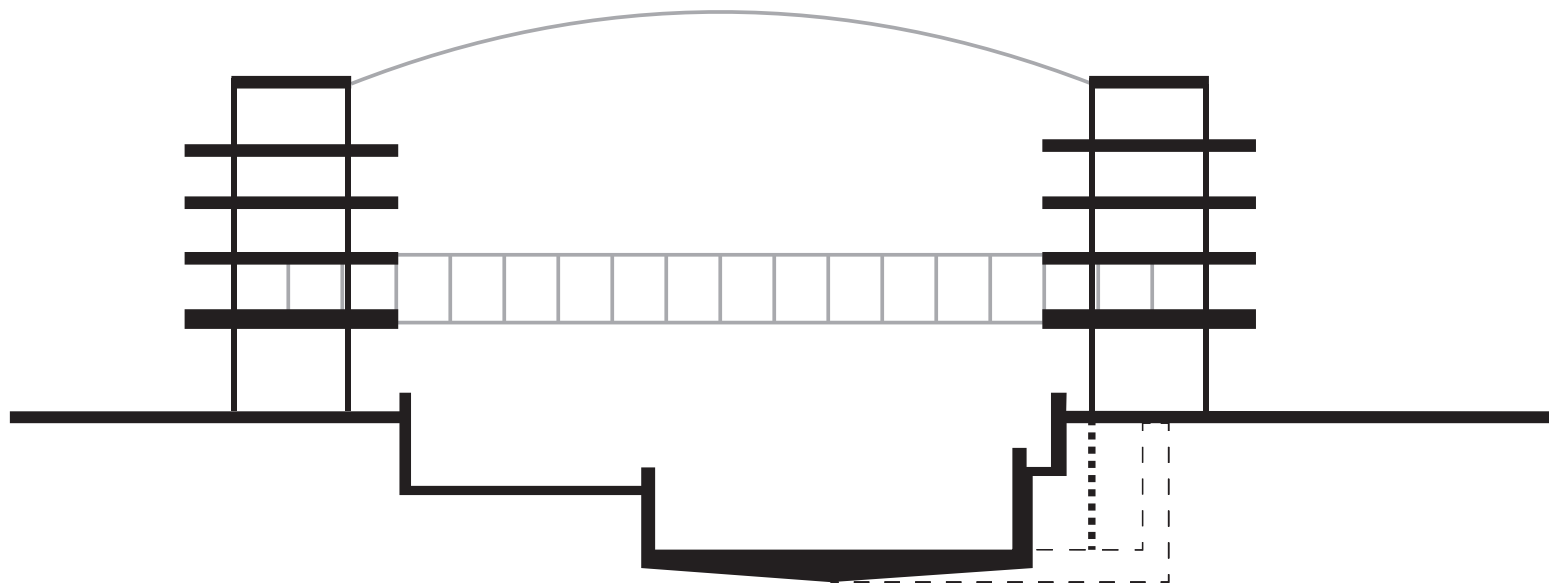
Structure concept 1

Concrete table structure build around opening



Structure concept 2

Where necessary foundation piles are drilled through the tunnel deck
 Where the building cantilevers over the opening a Vierendeel truss is built



Structure concept 3

Glass roof over atrium

(unknown, 1909, Guise)



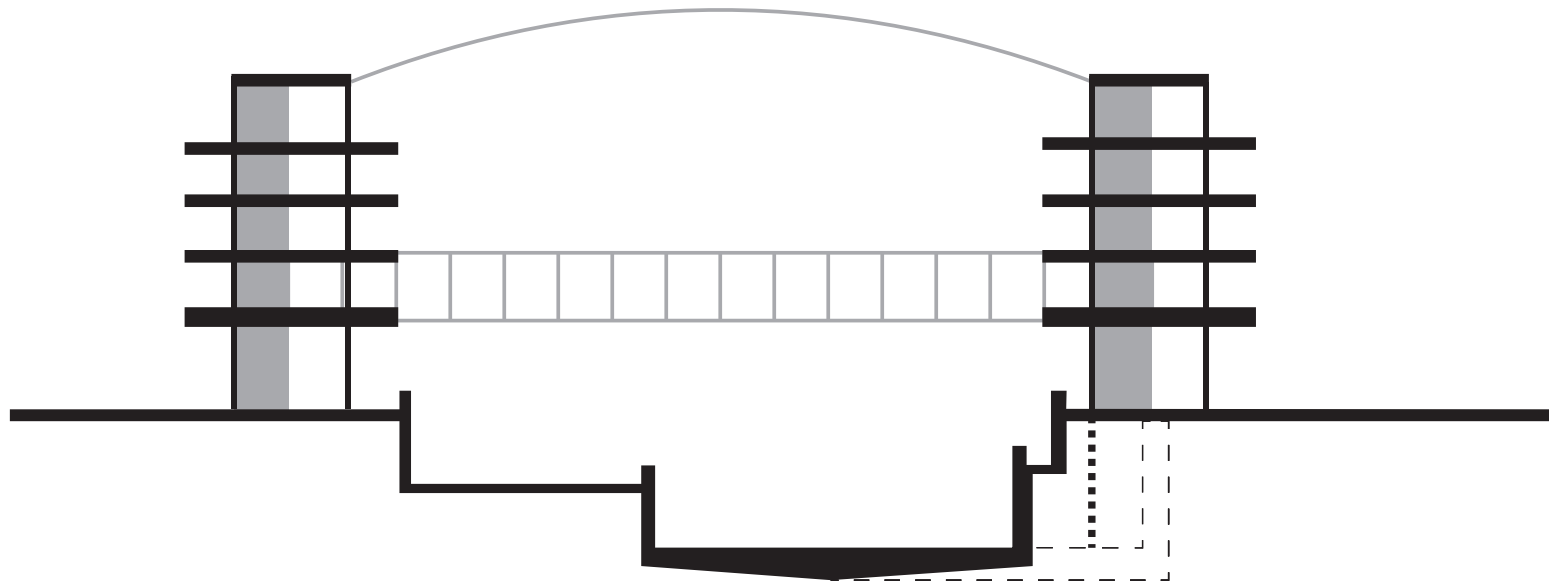
Familistère of Godin, central courtyard

Glass Roof Reference



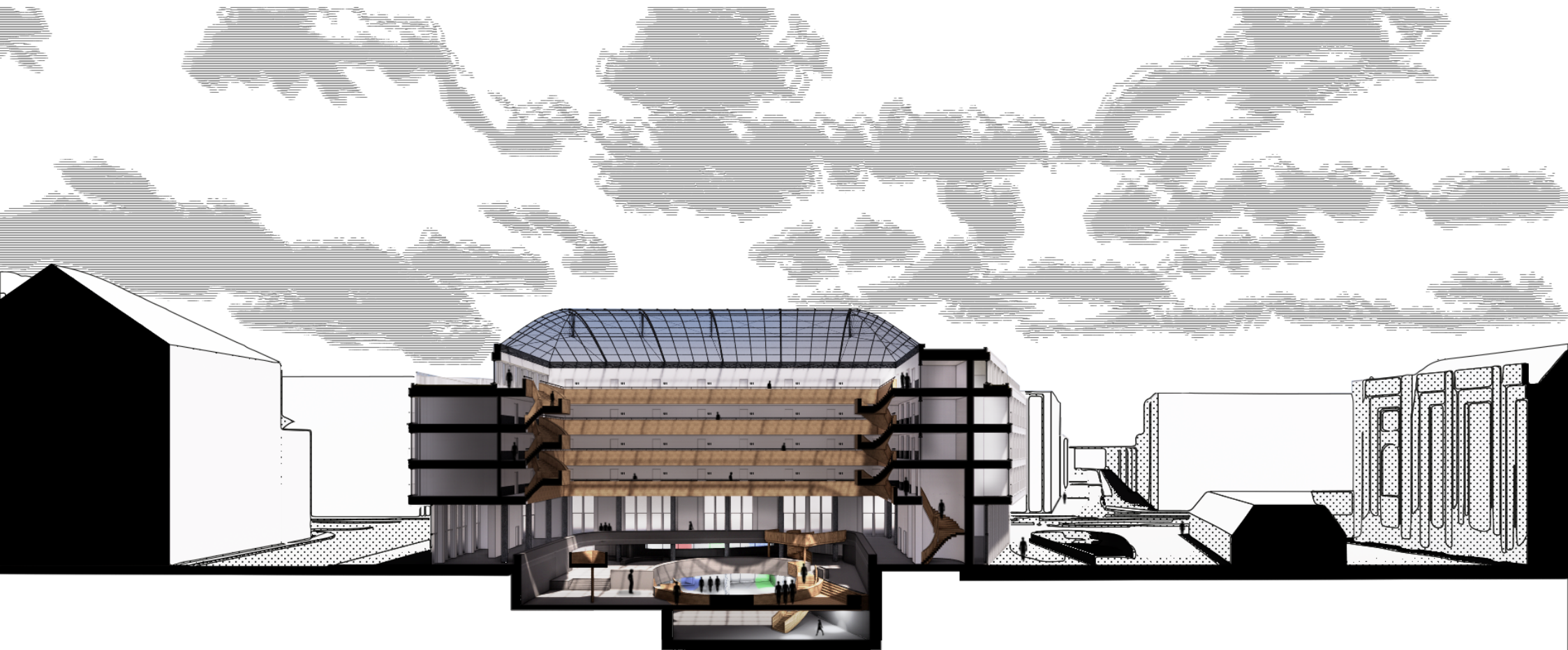
Louvre Sculpture Court

© Cour Marly

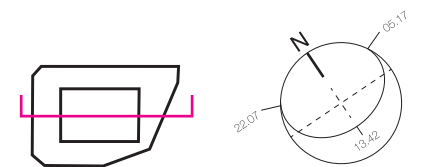


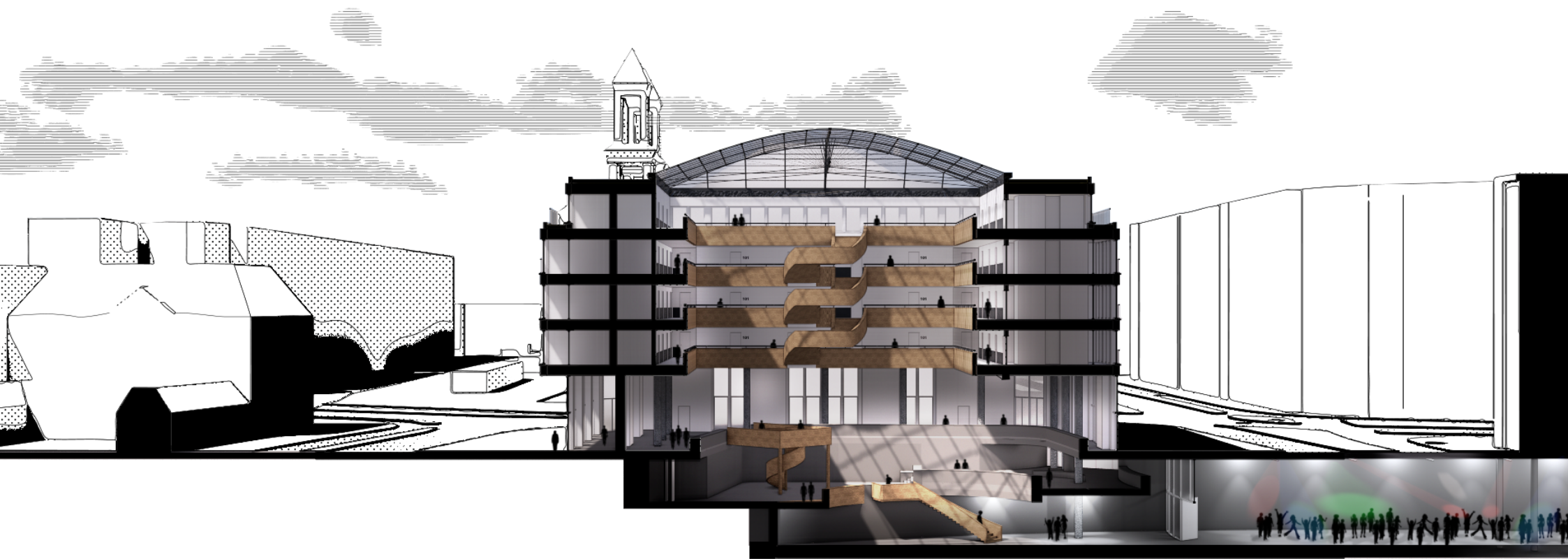
Structure concept 4

Stability cores

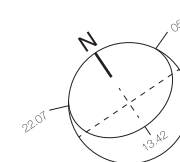
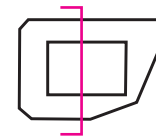


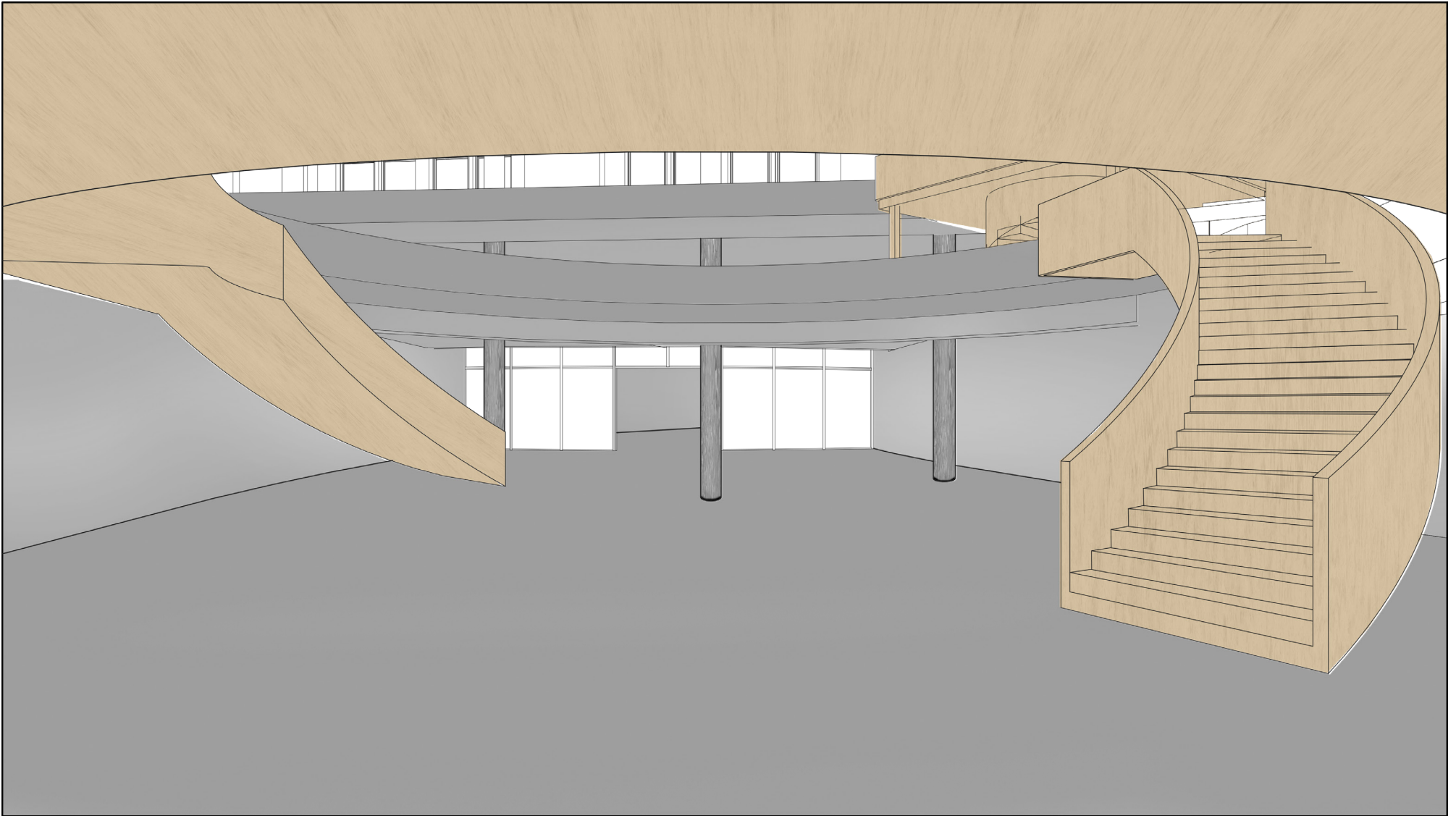
Section

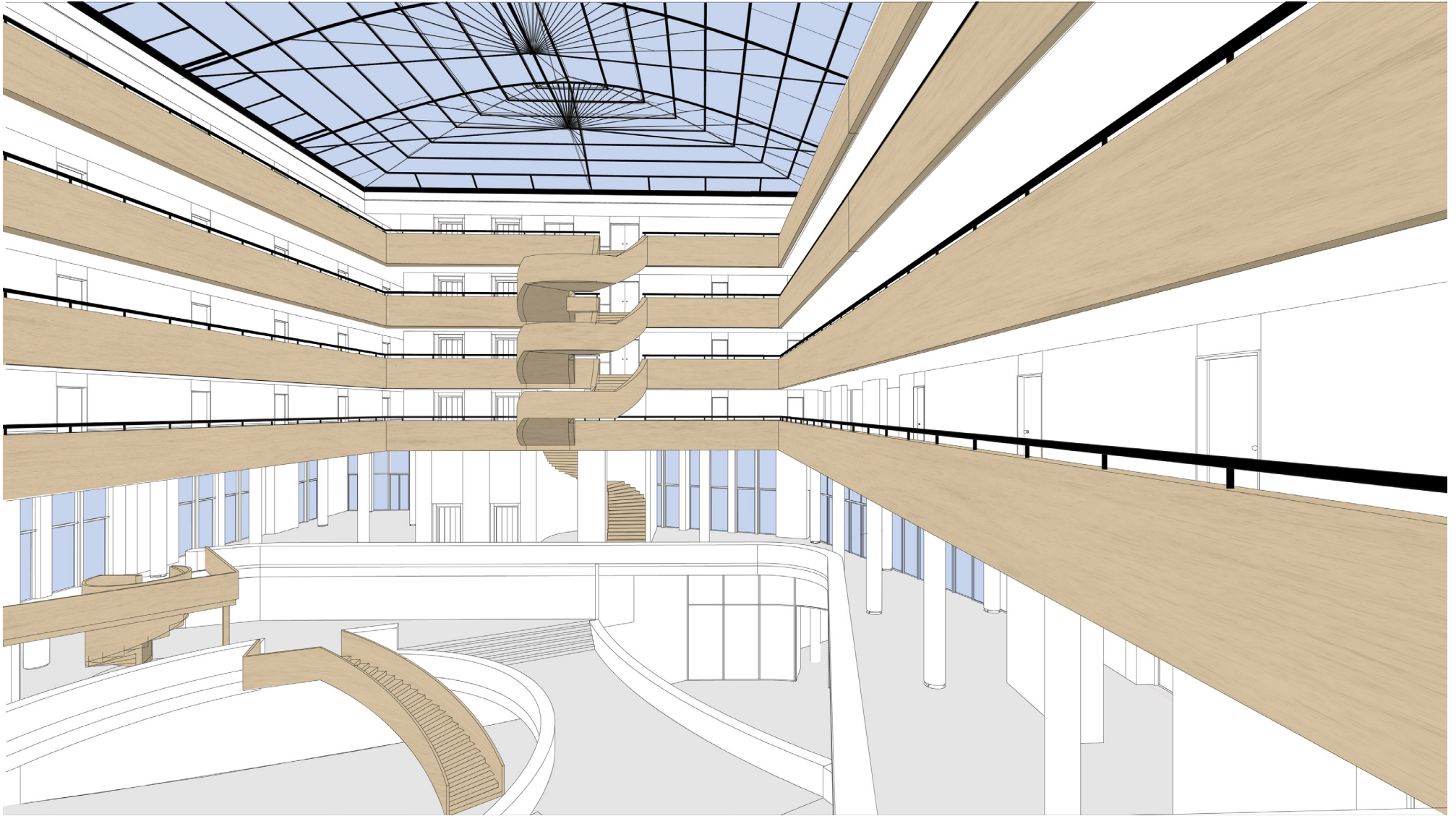


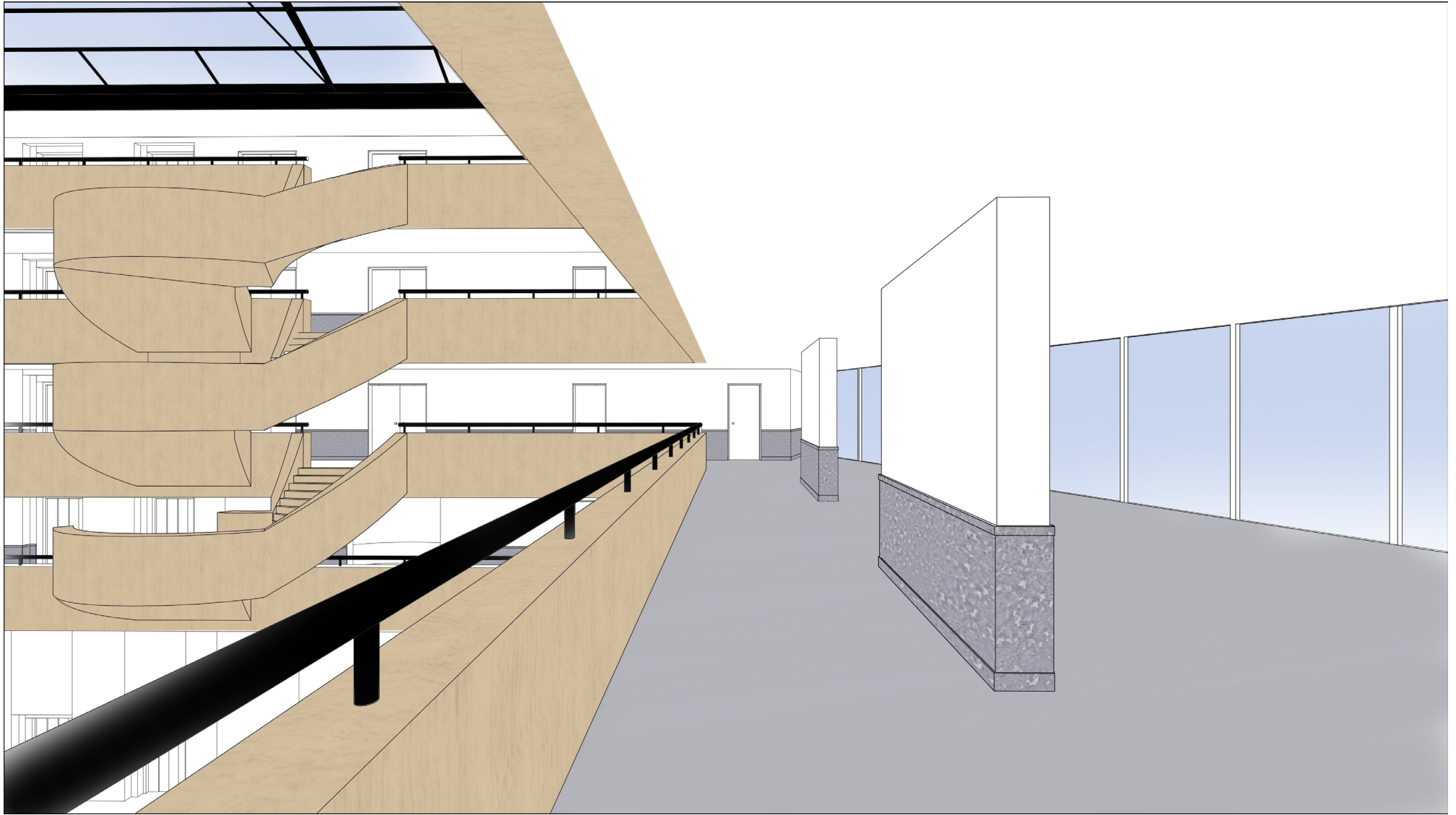


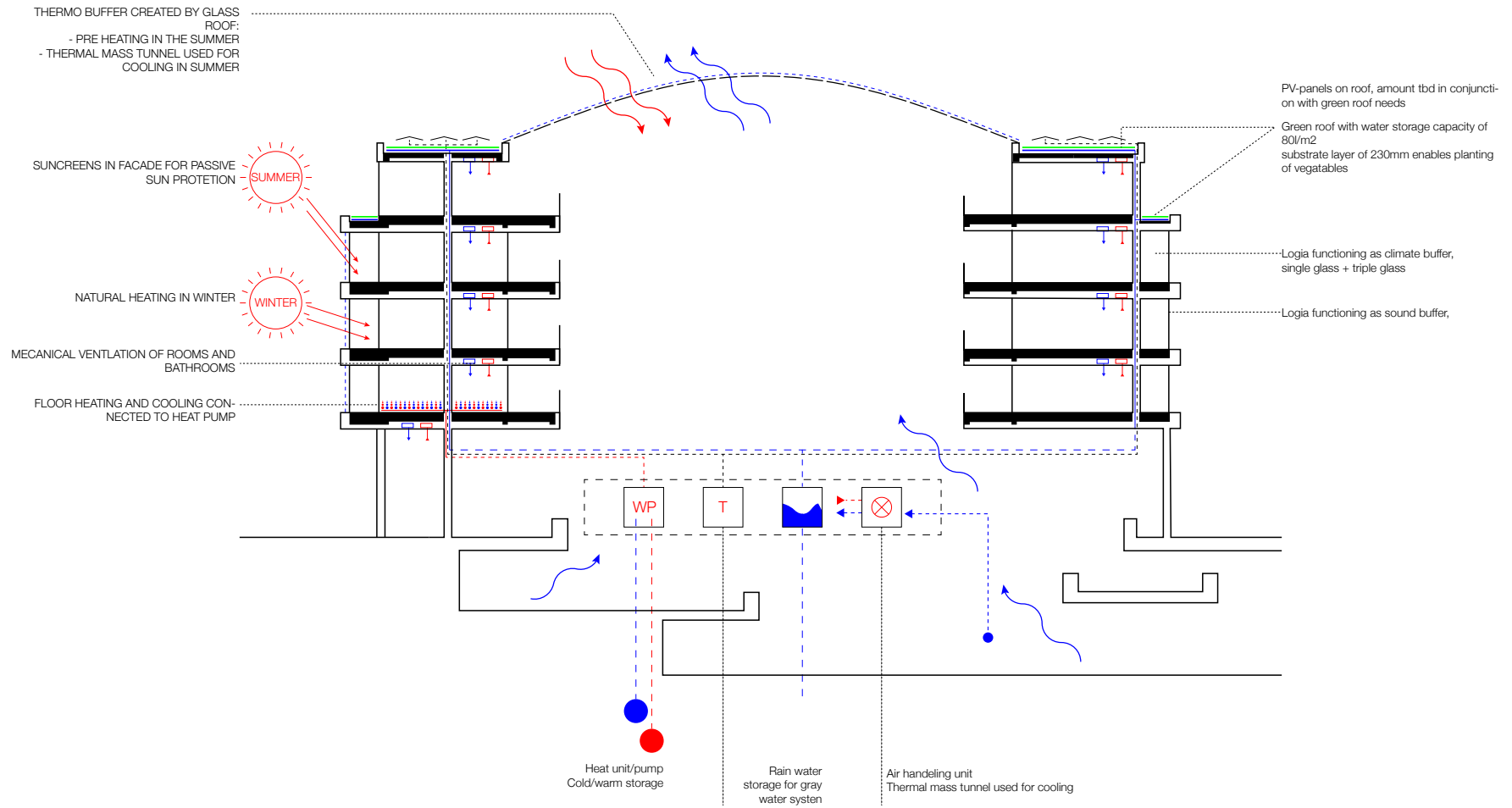
Section





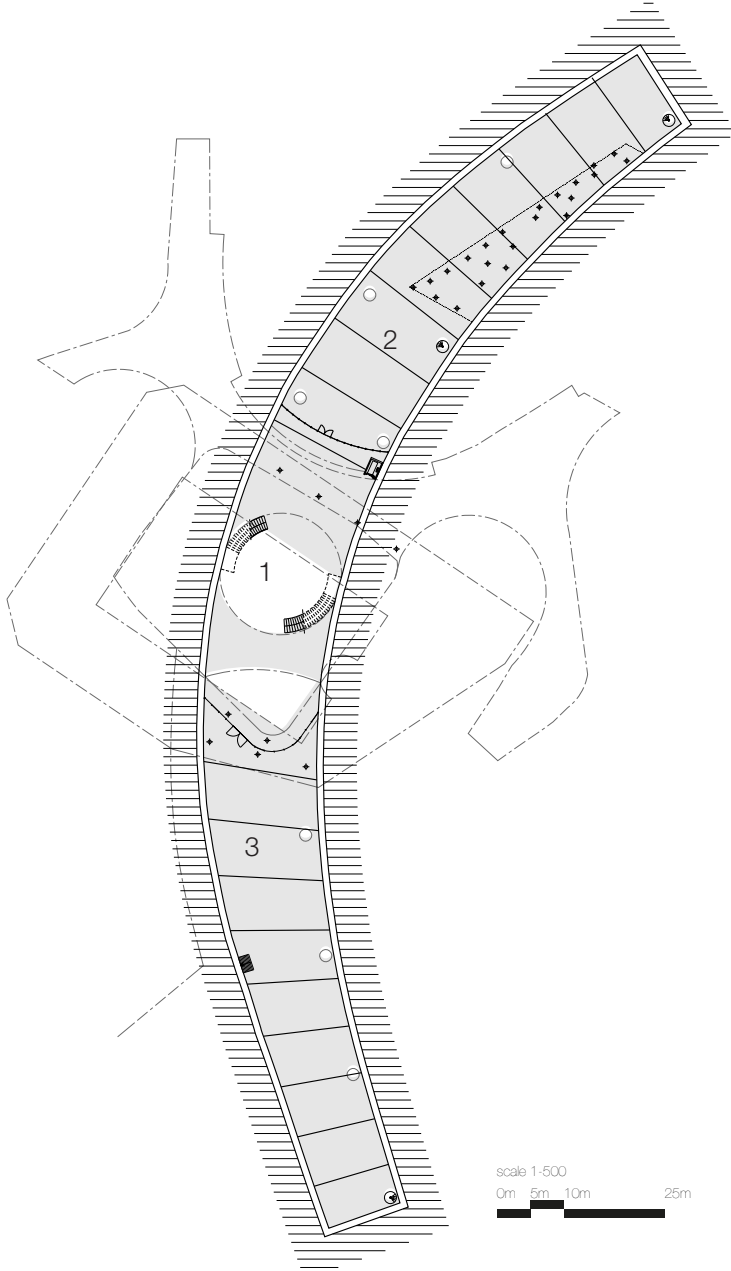






Climate Diagram

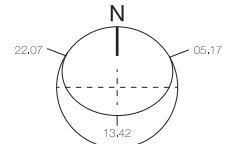
Tunnel level -2



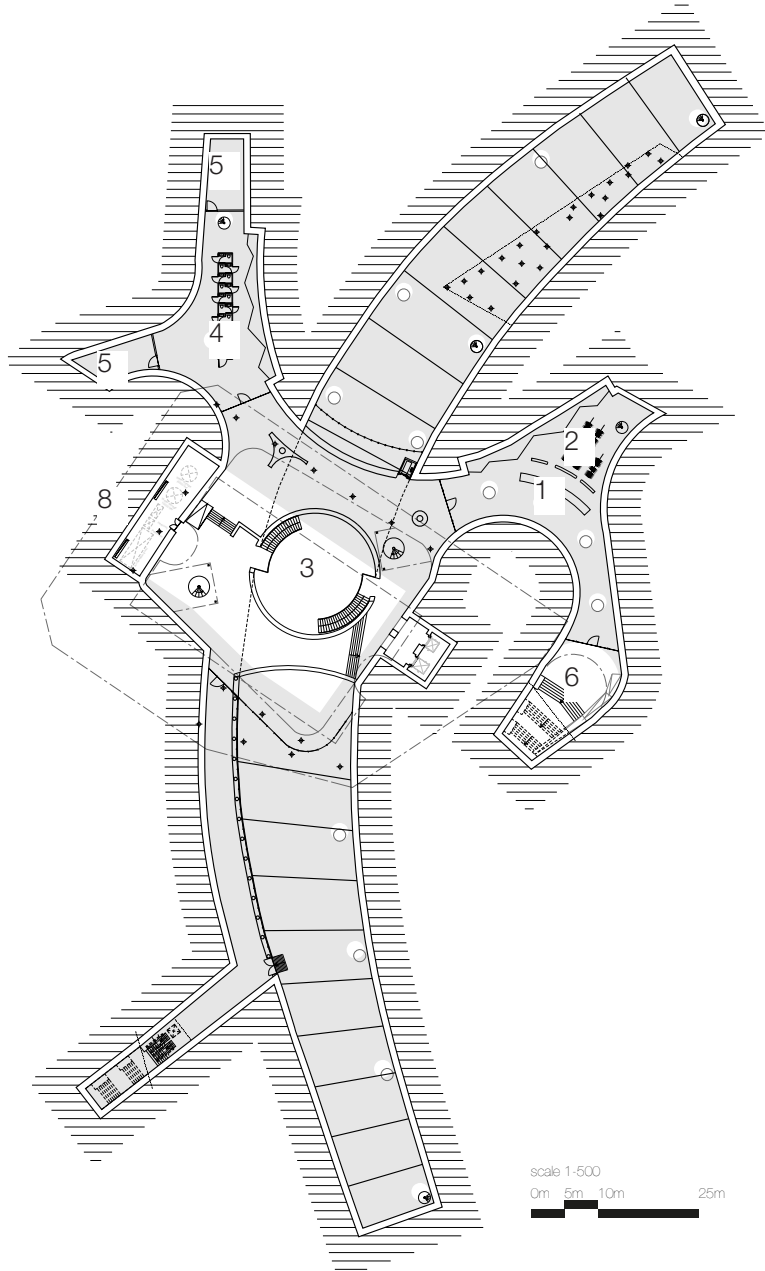
Gross floor area level -1: 2950 m²

- 1. Central space/ Stairs and elevator to level -1
- 2. Event hall
- 3. Event hall

scale 1-500
0m 5m 10m 25m



Tunnel level -1



Gross floor area level -1: 2040 m²

- 1. Reception
- 2. Wardrobe
- 3. Central level/ stairs and elevator to level ground floor
- 4. Toilets
- 5. Storage
- 6. Former main entrance
- 7. Technical room

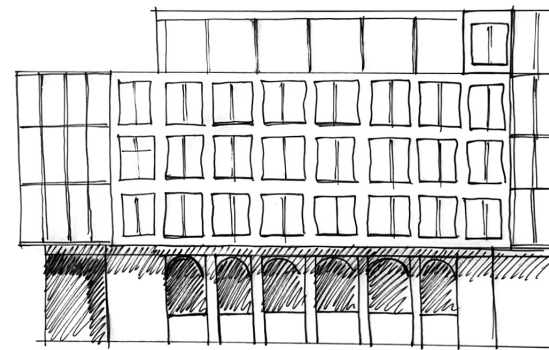
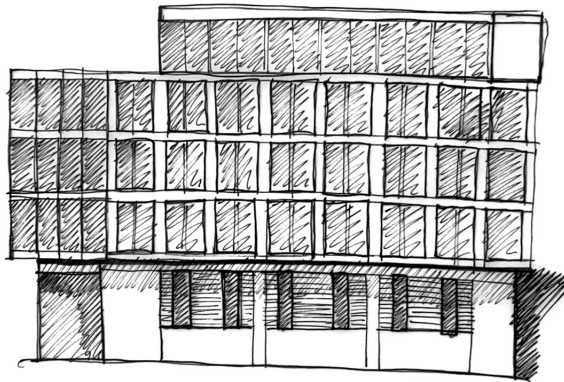
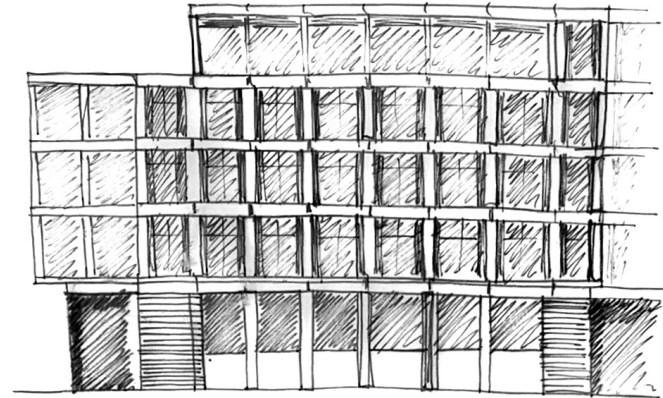
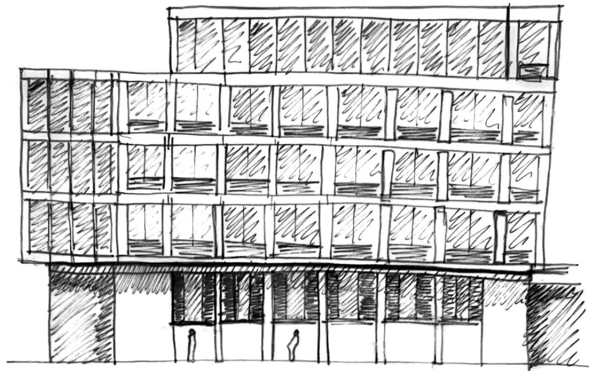
scale 1:500
0m 5m 10m 25m

Conclusion:

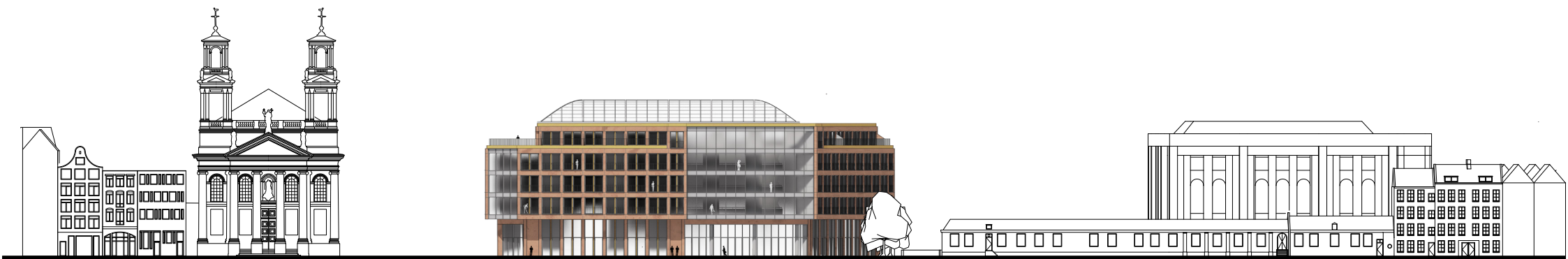
2) How can I establish a new relationship with this subterranean structure?

- Inviting public into the tunnel.
- Using the thermal mass to cool the building in the summer.
- Transforming the tunnel into a place for events and gatherings.

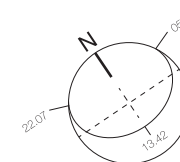
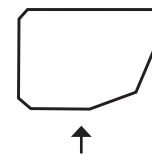
THE BUILDING DESIGN

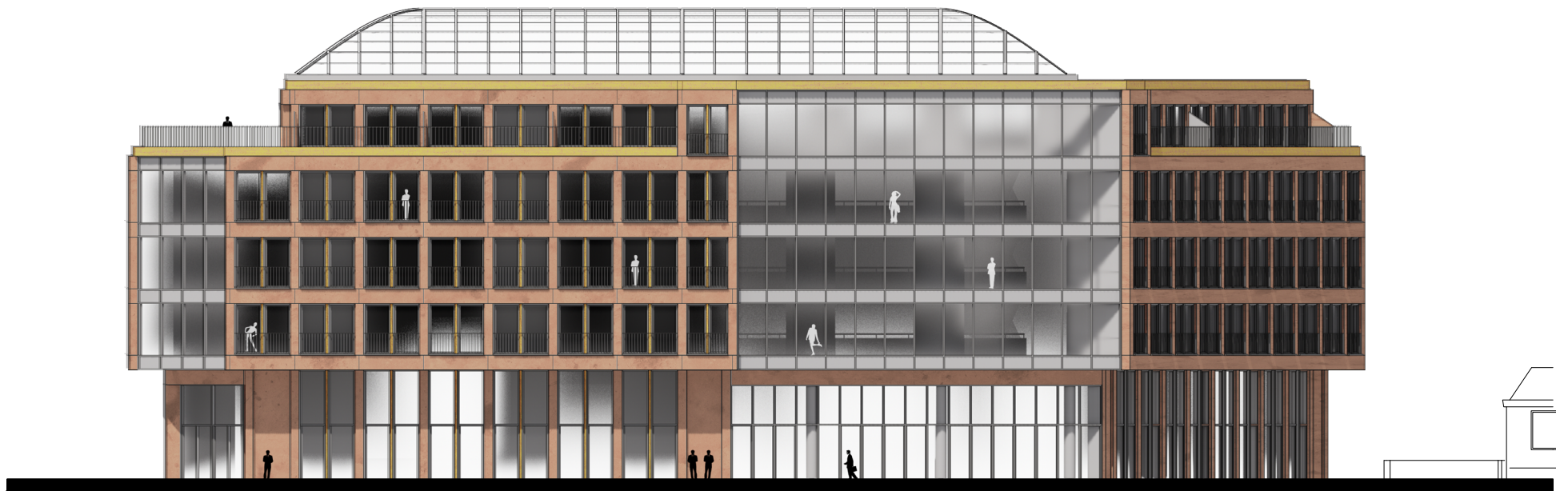


Facade studies



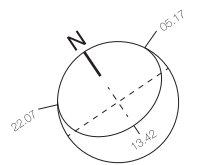
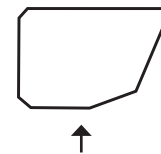
Facade 1-500

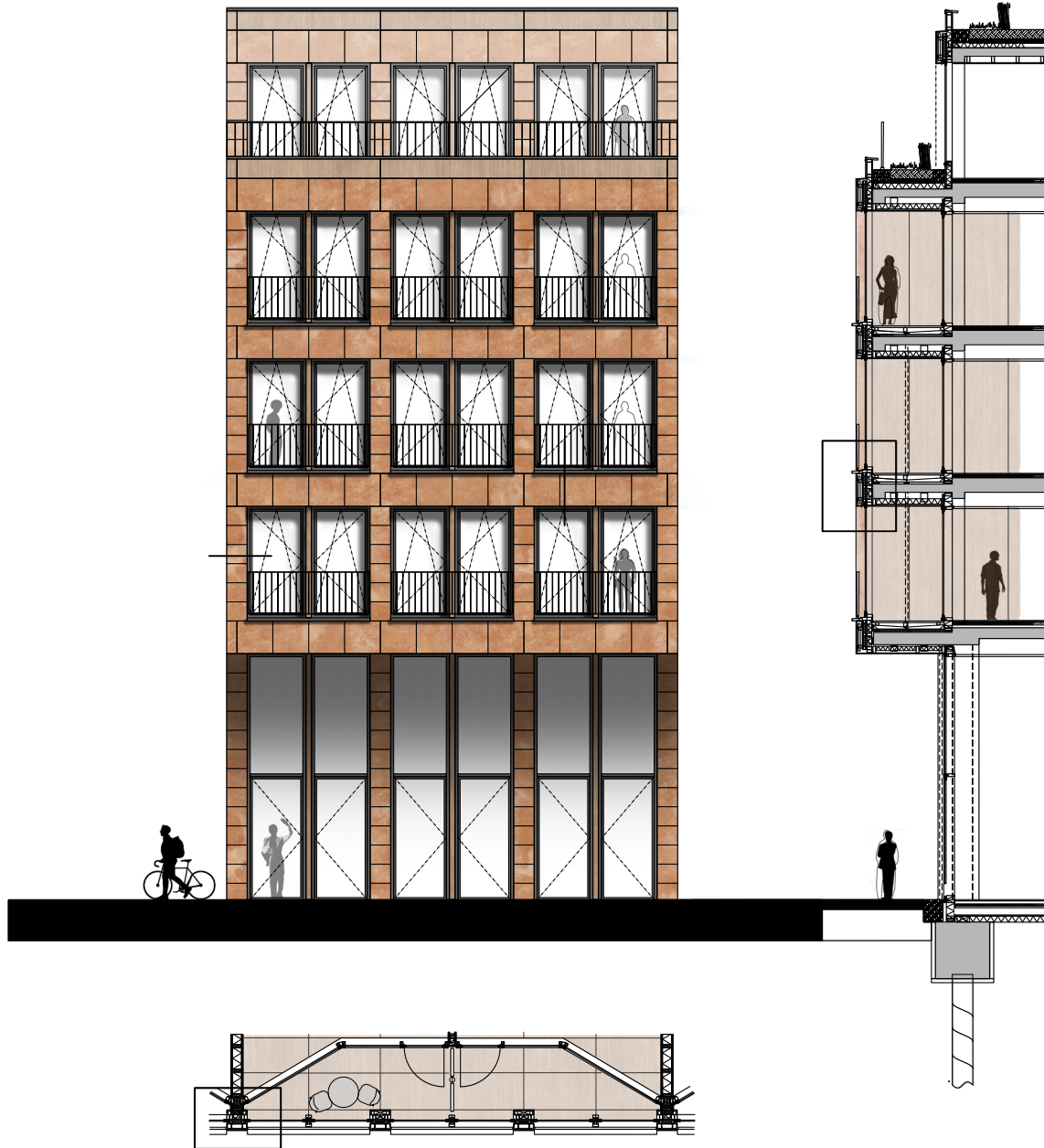




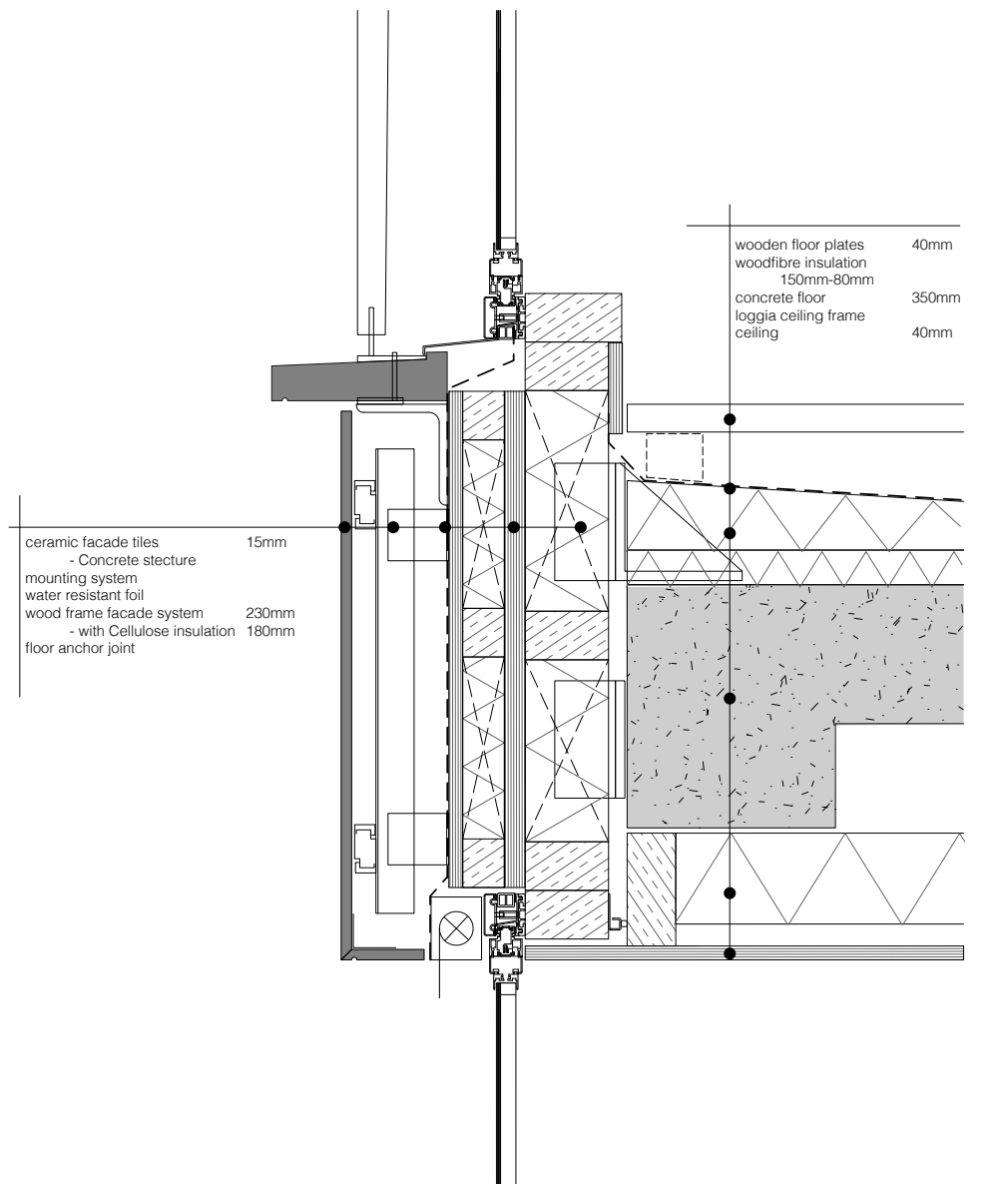
scale 1-200
0m 2m 4m 20m

Facade drawing 1-200

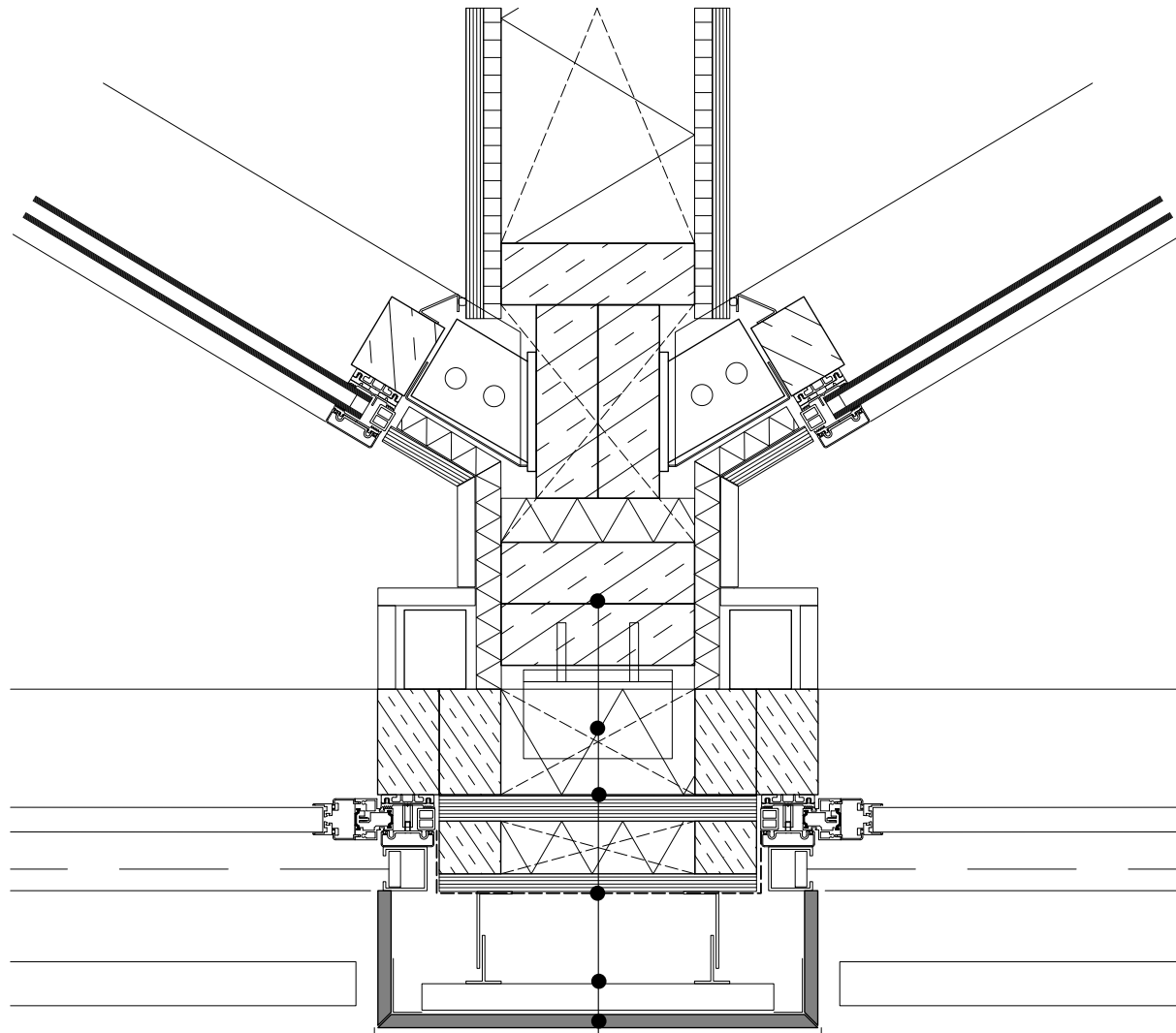




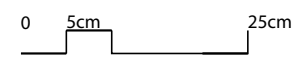
1-20 Drawing



Vertical Detail



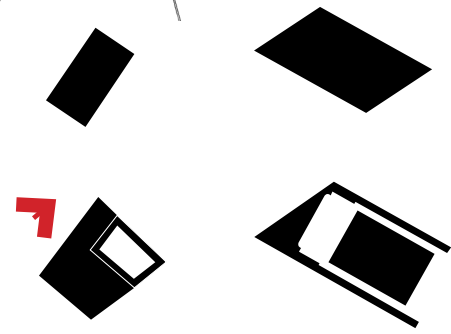
- ceramic facade tiles 15mm
- Concrete texture
- mounting system
- water resistant foil
- wood frame facade system 230mm
- with Cellulose insulation 180mm
- wall anchor joint
- wood frame wall prefab element 300mm



Horizontal Detail

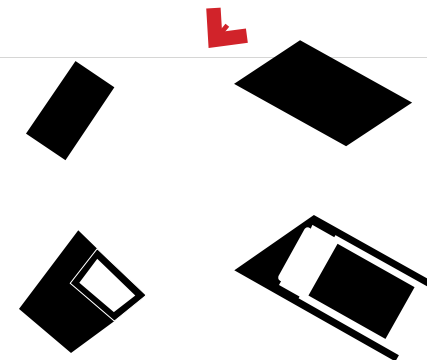


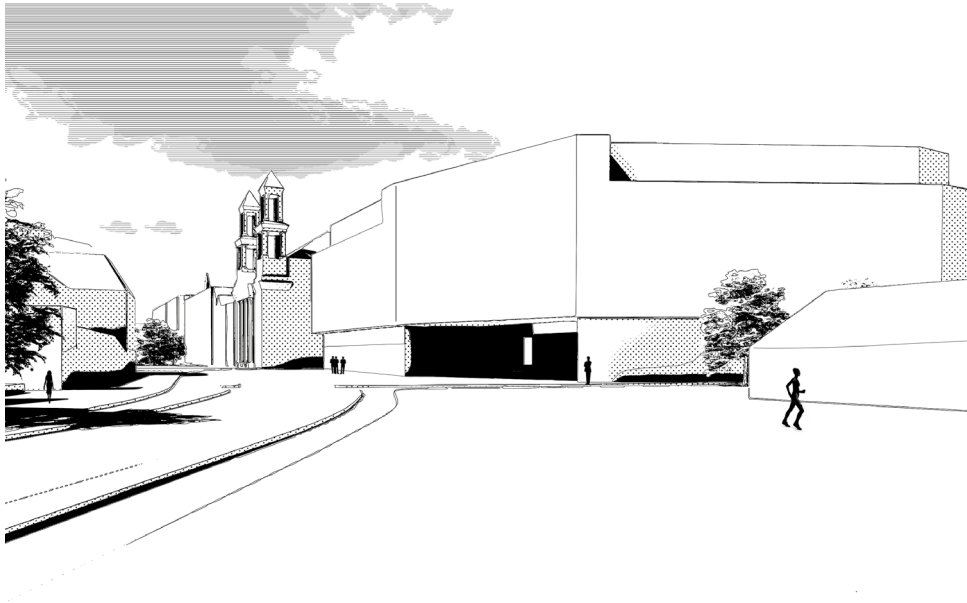
Building approach 1



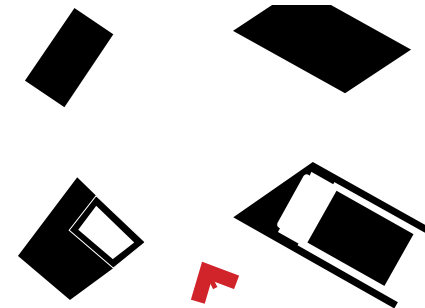


Building approach 2



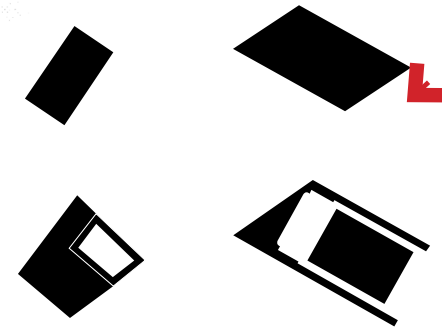


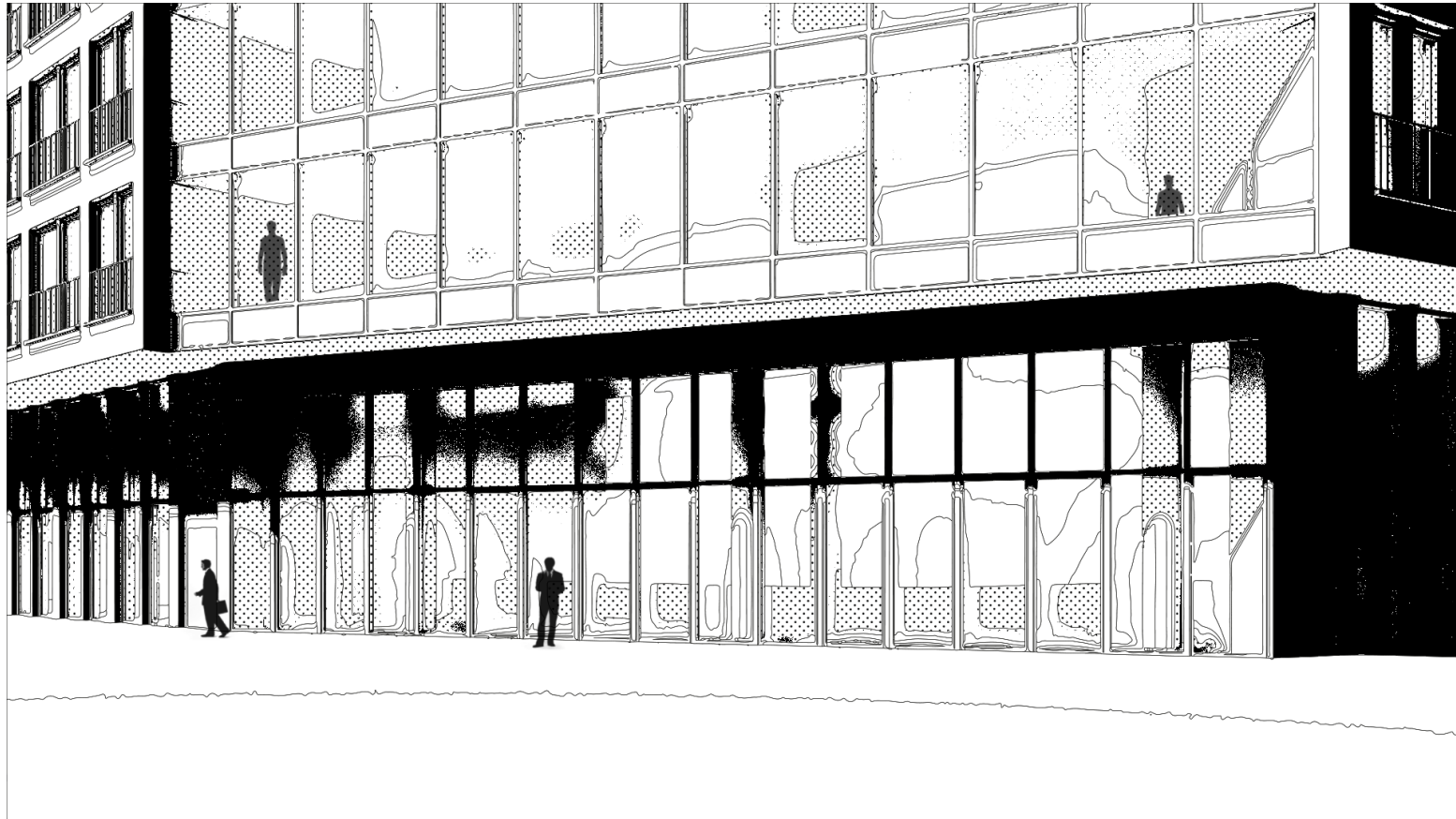
Building approach 3



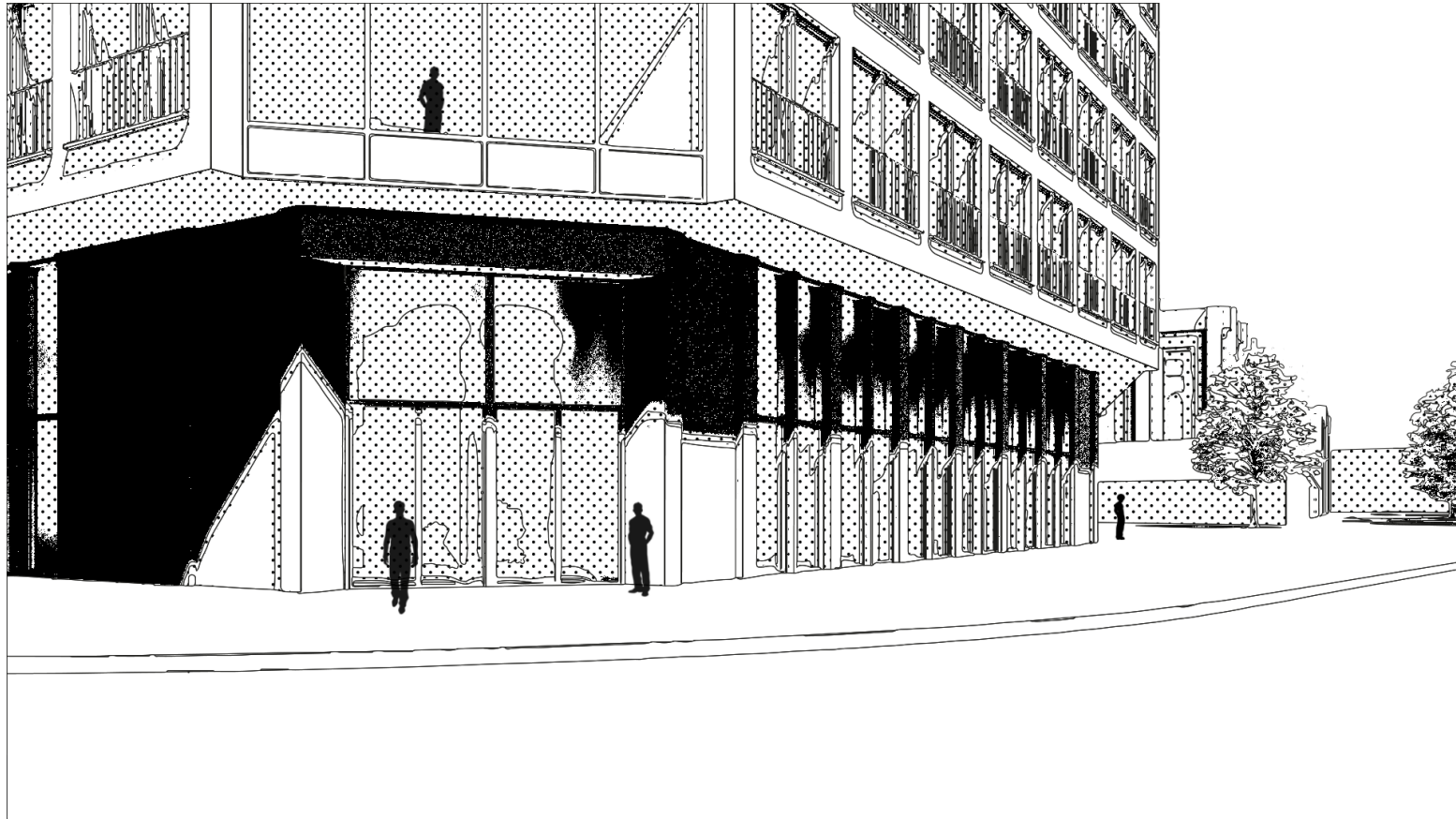


Building approach 4





Entrance 1



Entrance 2

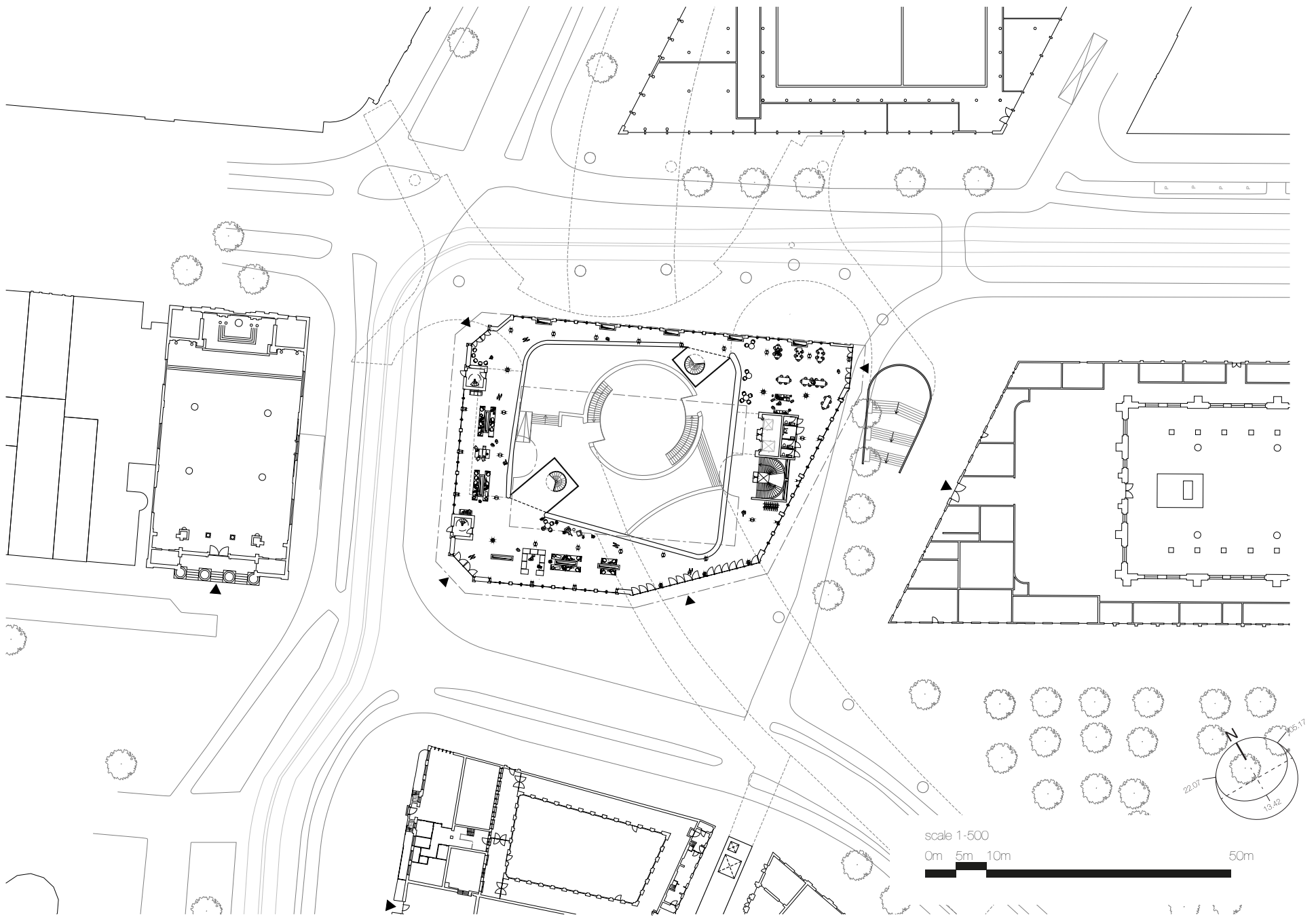


Entrance 3

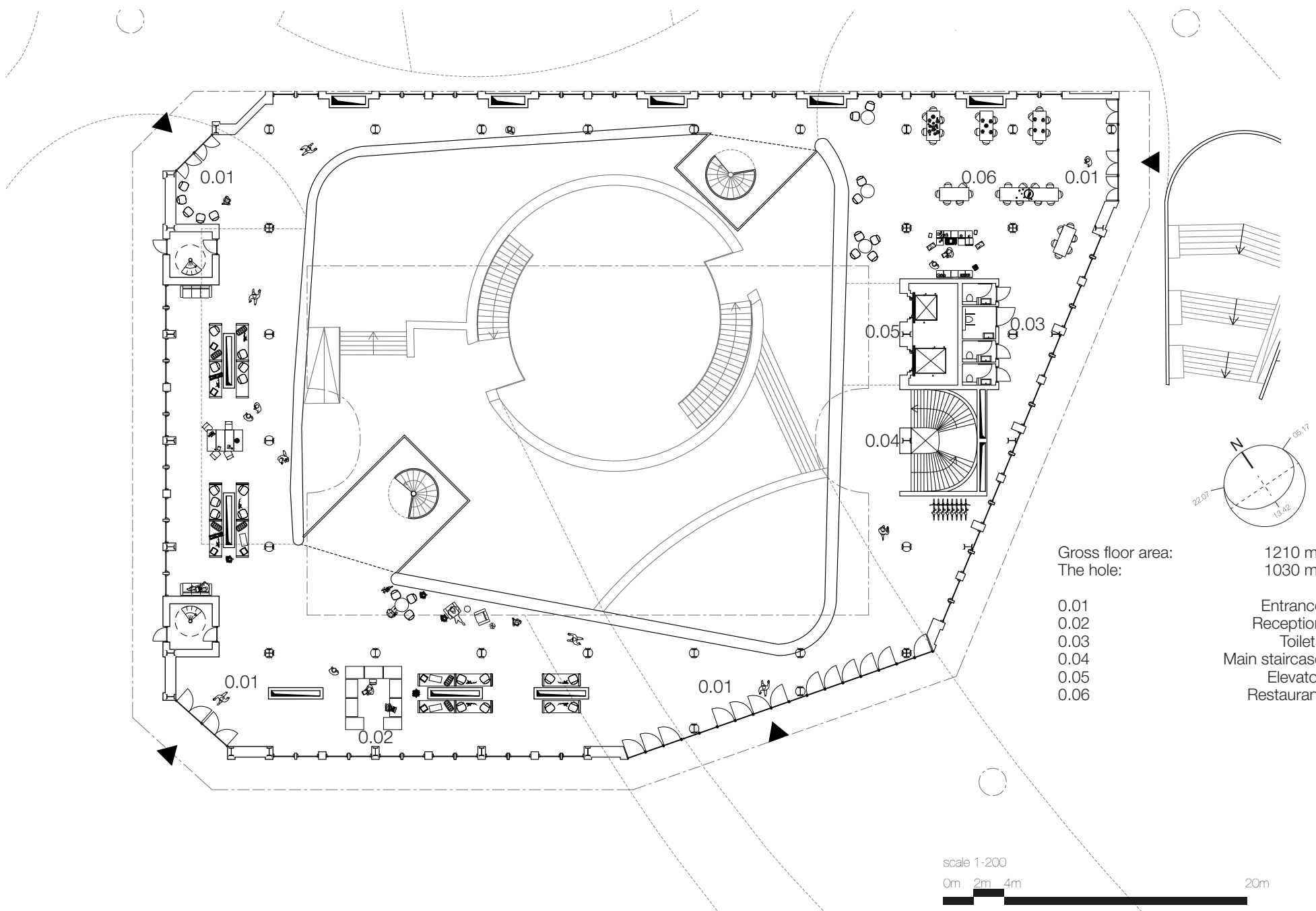


Entrance 4

THE INTERIOR



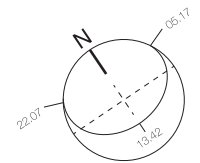
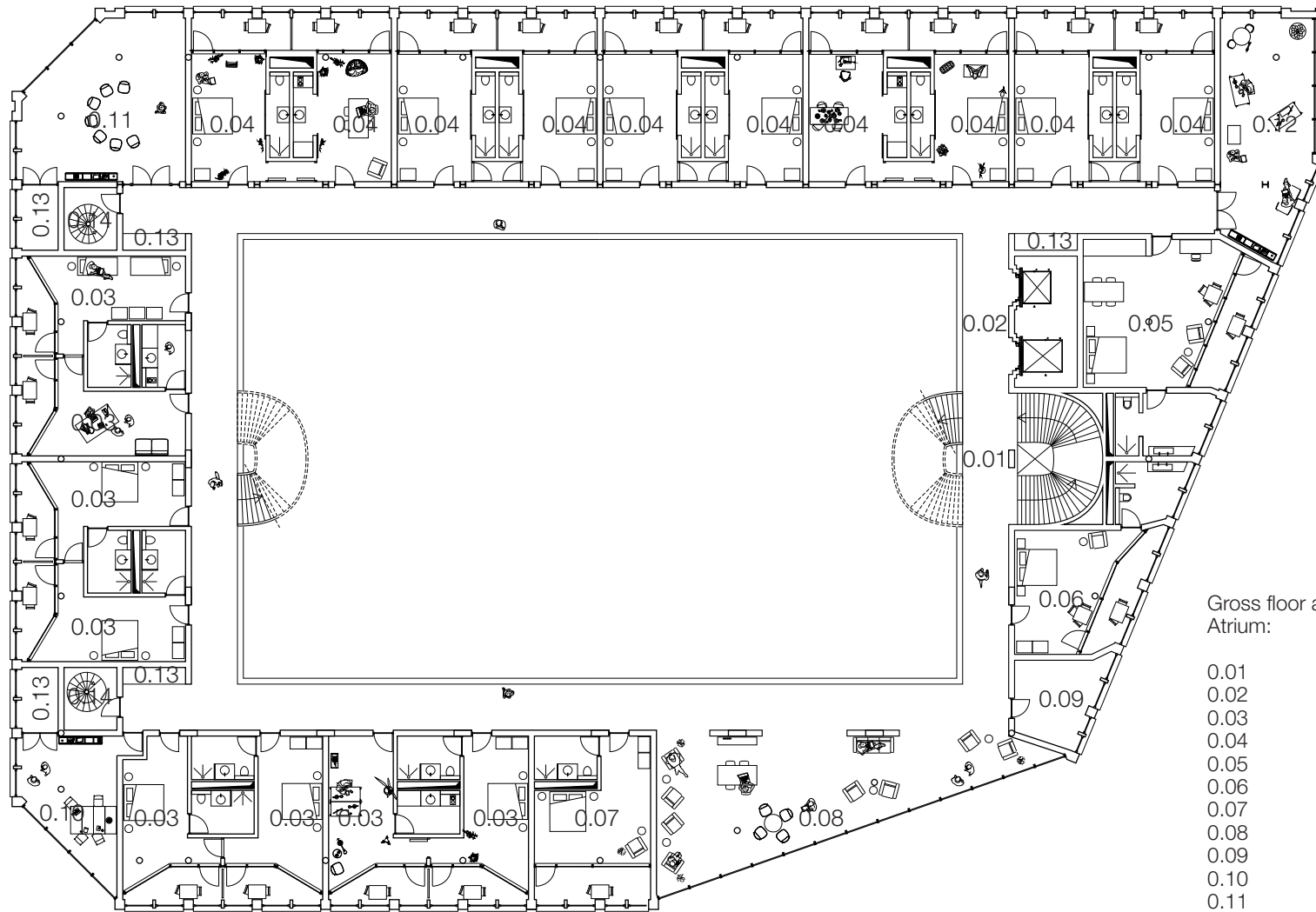
Ground floor in context



Gross floor area: 1210 m²
 The hole: 1030 m²

0.01 Entrance
 0.02 Reception
 0.03 Toilets
 0.04 Main staircase
 0.05 Elevator
 0.06 Restaurant

Ground Floor 1:200



Gross floor area: 1875 m²
 Atrium: 815 m²

- 0.01 Main staircase
- 0.02 Elevator
- 0.03 Hotel room type I
- 0.04 Hotel room type II
- 0.05 Hotel room type III
- 0.06 Hotel room type IV
- 0.07 Hotel room type V
- 0.08 Lounge
- 0.09 Lounge pantry
- 0.10 Meetingroom/ atilier I
- 0.11 Meetingroom/ atilier II
- 0.12 Meetingroom/ atilier III
- 0.13 Storage
- 0.14 Fire escape

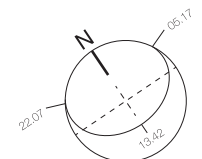
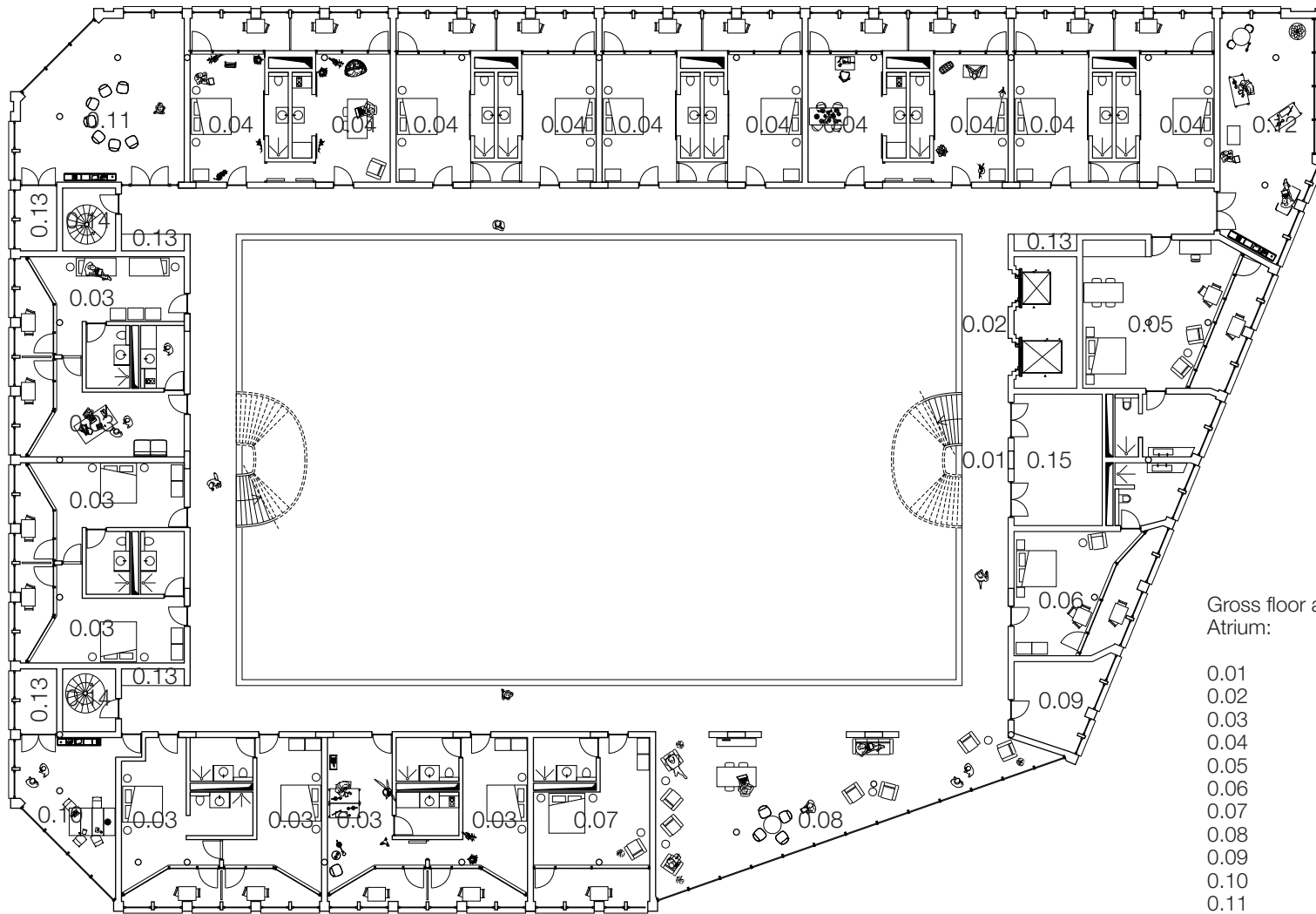
scale 1-200

0m 2m 4m

20m

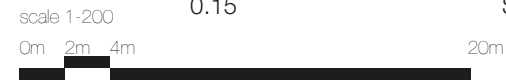


1st Floor

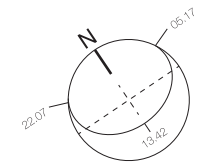
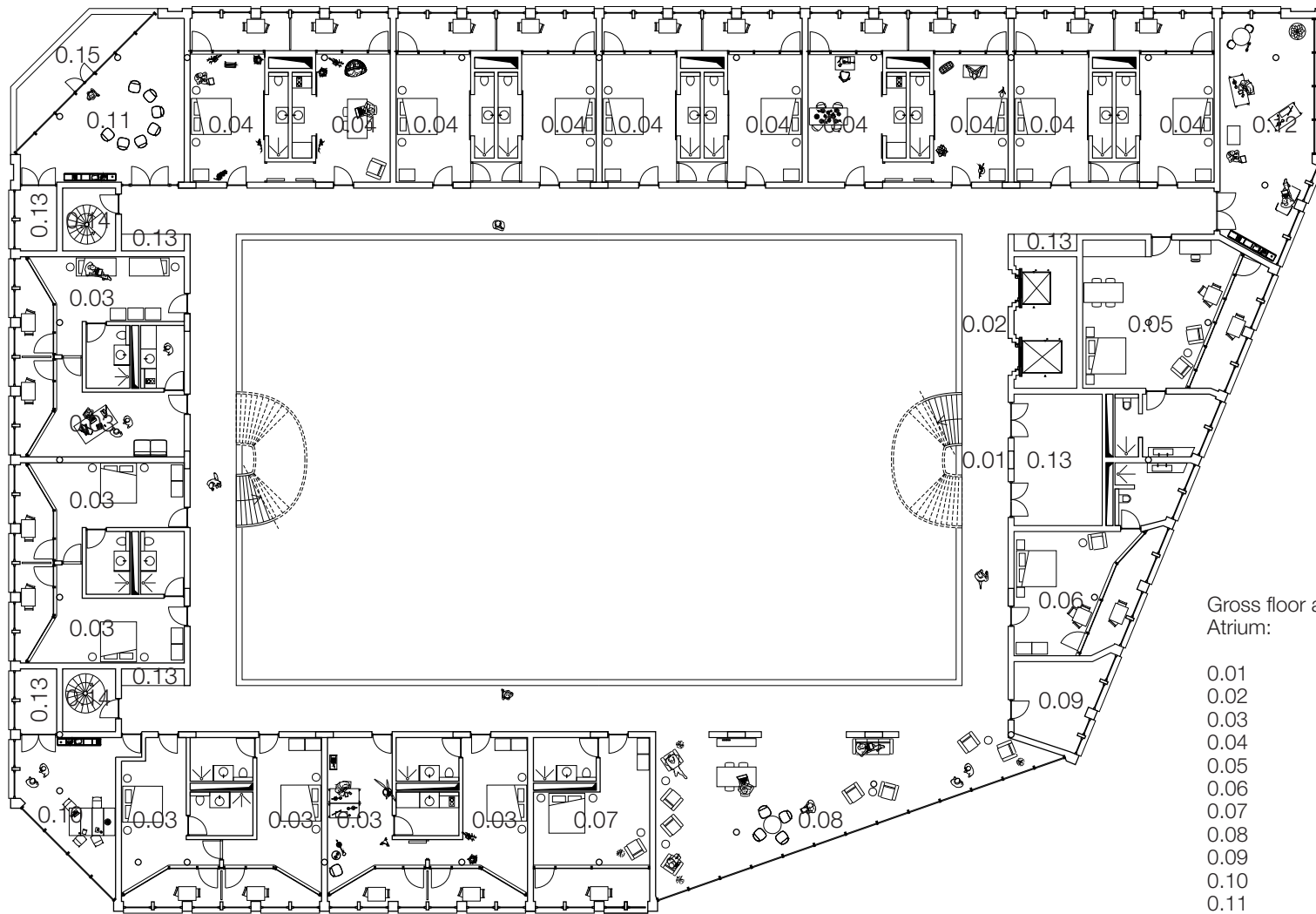


Gross floor area: 1875 m²
 Atrium: 815 m²

- 0.01 Main staircase
- 0.02 Elevator
- 0.03 Hotel room type I
- 0.04 Hotel room type II
- 0.05 Hotel room type III
- 0.06 Hotel room type IV
- 0.07 Hotel room type V
- 0.08 Lounge
- 0.09 Lounge pantry
- 0.10 Meetingroom/ atilier I
- 0.11 Meetingroom/ atilier II
- 0.12 Meetingroom/ atilier III
- 0.13 Storage
- 0.14 Fire escape
- 0.15 Storage



2nd Floor



Gross floor area: 1855 m²
 Atrium: 815 m²

- 0.01 Main staircase
- 0.02 Elevator
- 0.03 Hotel room type I
- 0.04 Hotel room type II
- 0.05 Hotel room type III
- 0.06 Hotel room type IV
- 0.07 Hotel room type V
- 0.08 Lounge
- 0.09 Lounge pantry
- 0.10 Meetingroom/ atilier I
- 0.11 Meetingroom/ atilier II
- 0.12 Meetingroom/ atilier III
- 0.13 Storage
- 0.14 Fire escape
- 0.15 Roof terrace

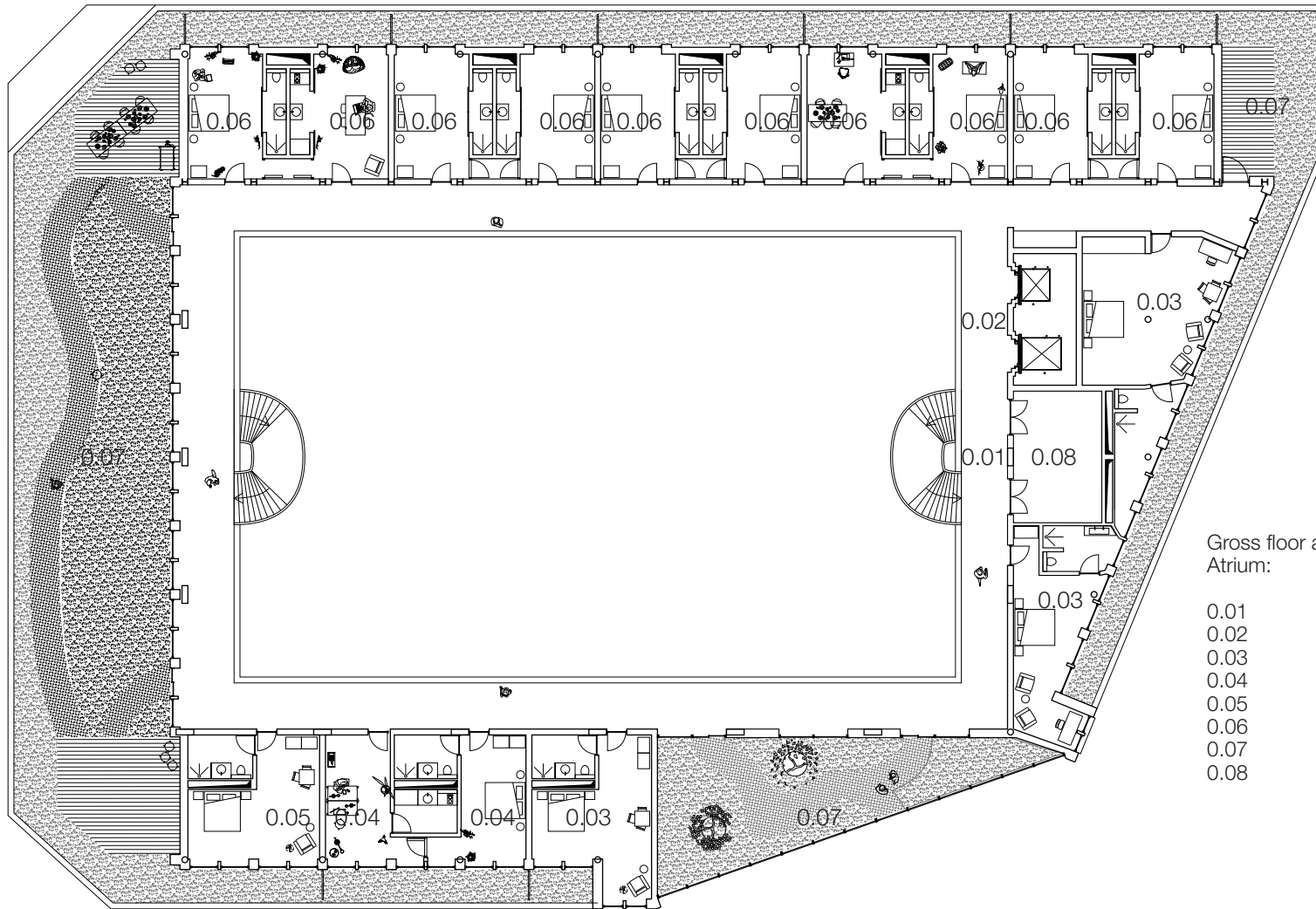
scale 1-200

0m 2m 4m

20m



3rd Floor



Gross floor area: 1855 m²
 Atrium: 815 m²

- 0.01 Main staircase
- 0.02 Elevator
- 0.03 Hotel room type VI
- 0.04 Hotel room type VII
- 0.05 Hotel room type VIII
- 0.06 Hotel room type IX
- 0.07 Roof Graden/ terrace
- 0.08 Storage

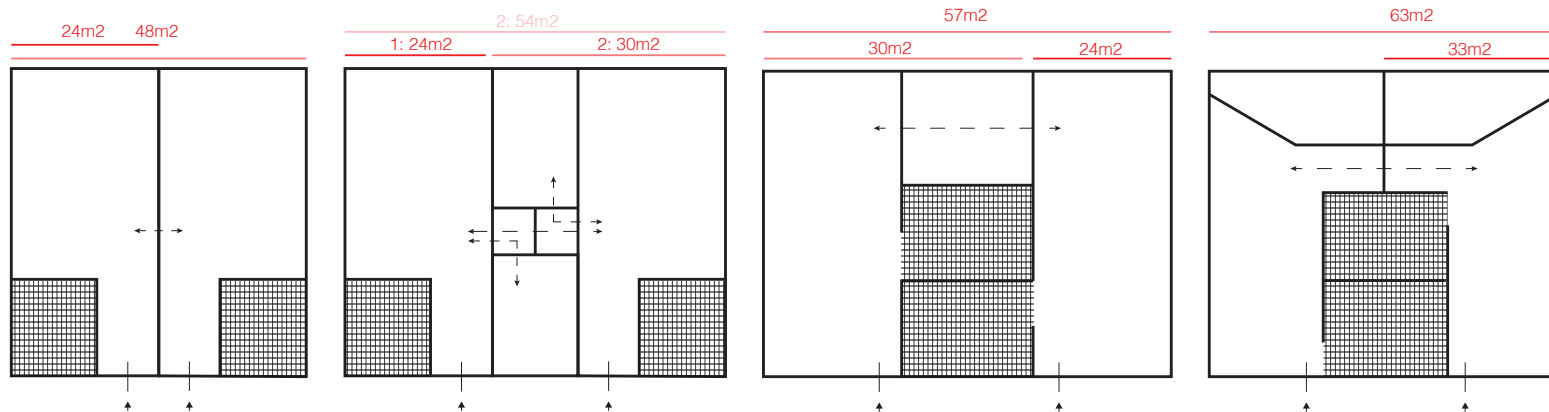
scale 1-200

0m 2m 4m

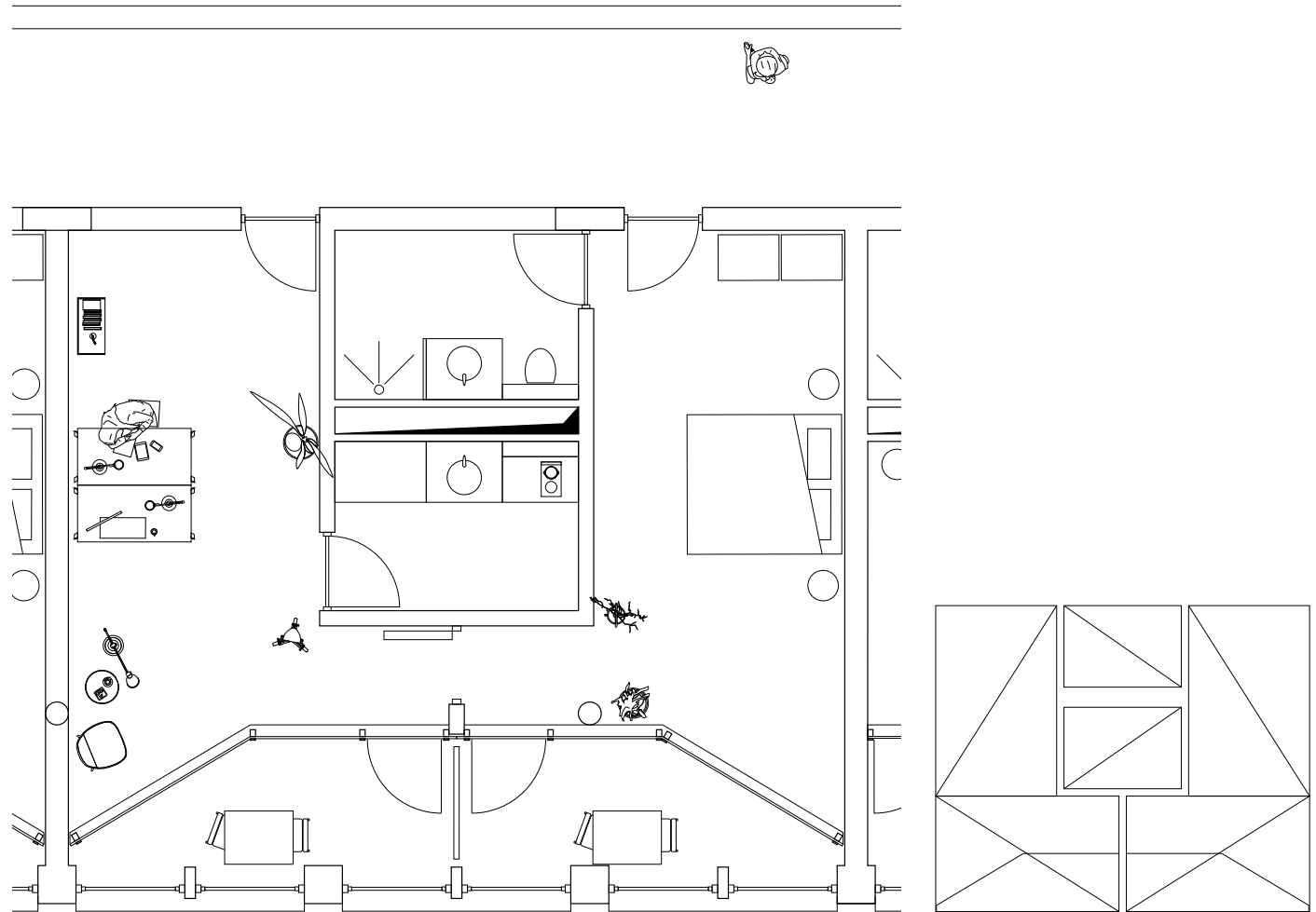
20m



4th Floor



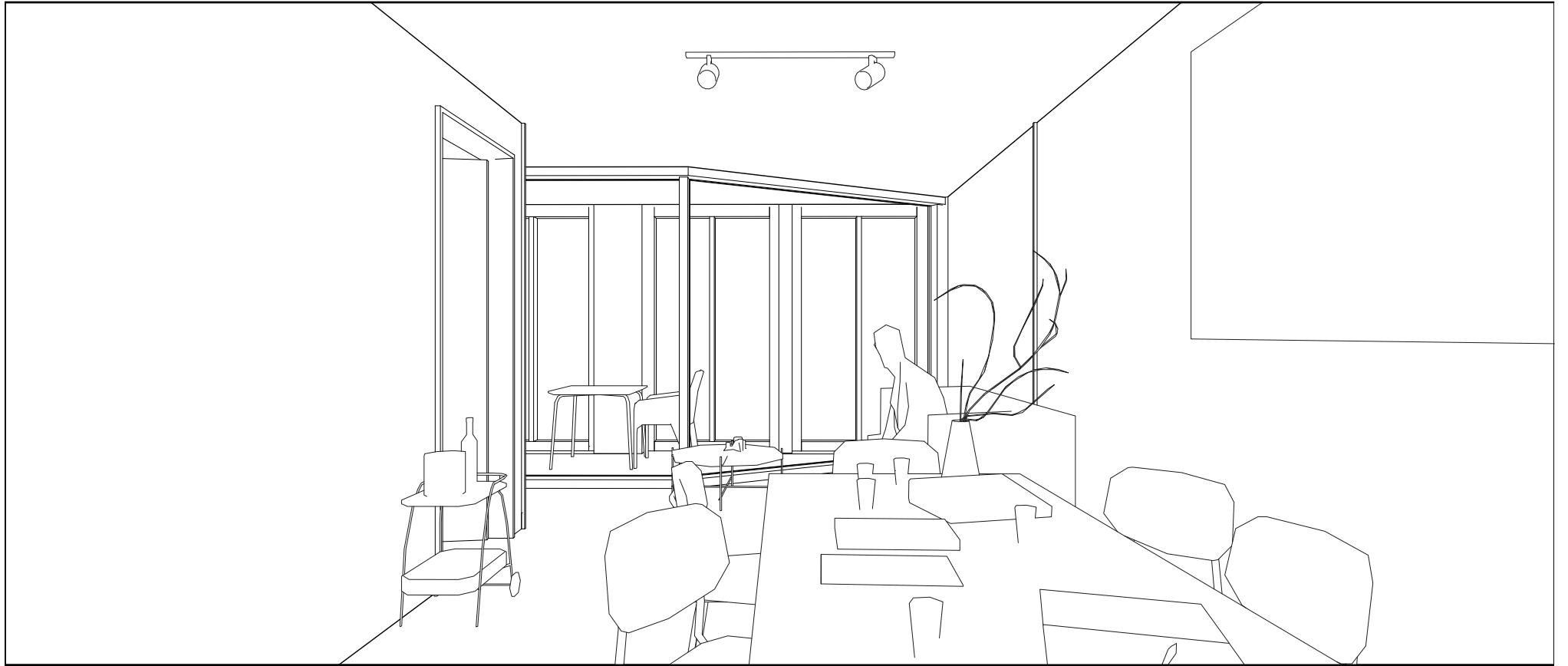
Room lay-out studies



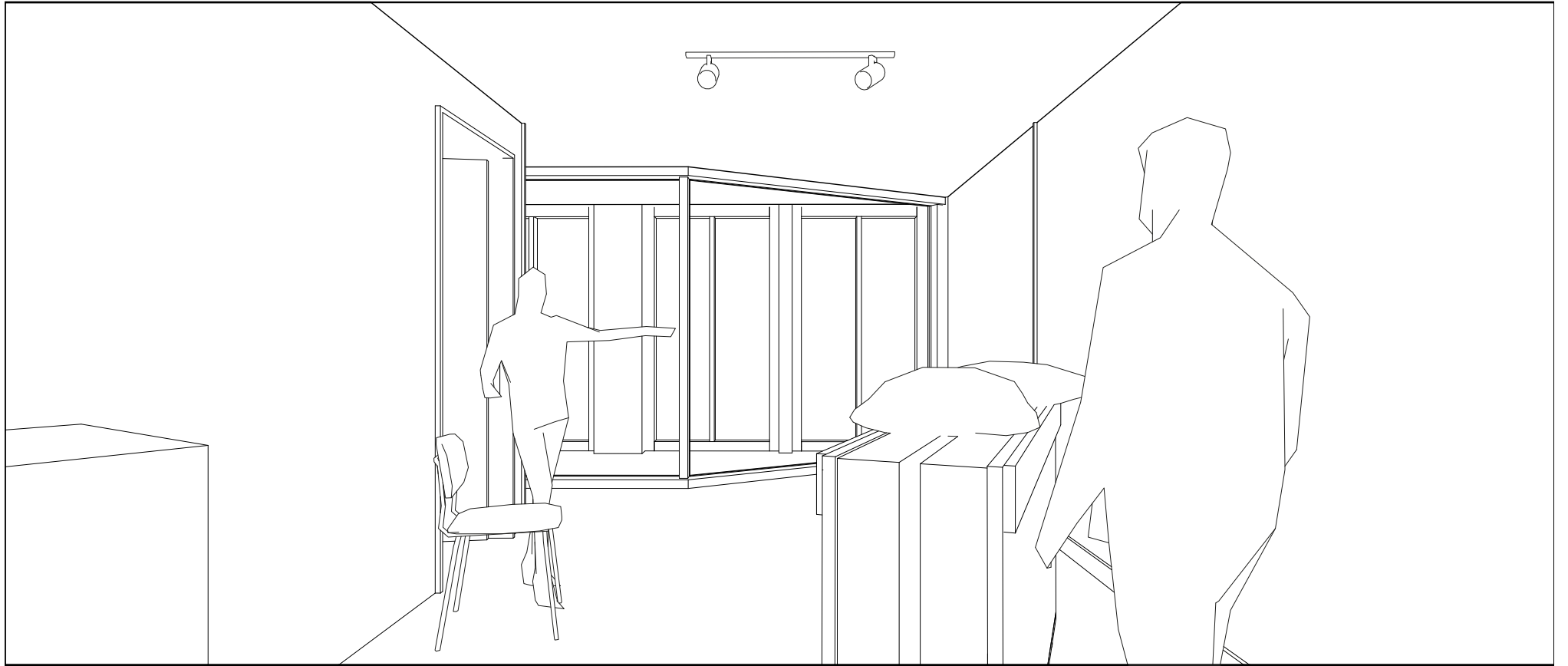
Room lay-out



Standard Room



Living Room



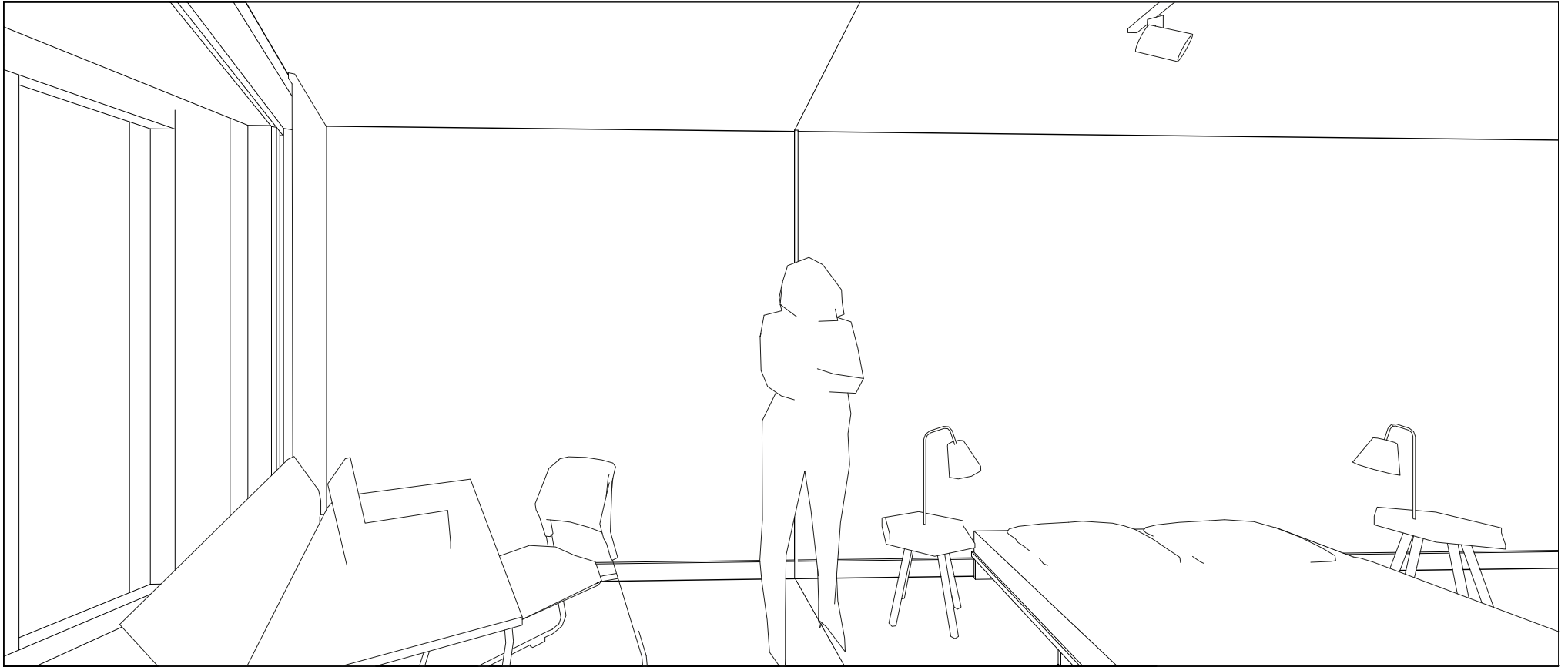
Room Change



Artist Room



Artist Room



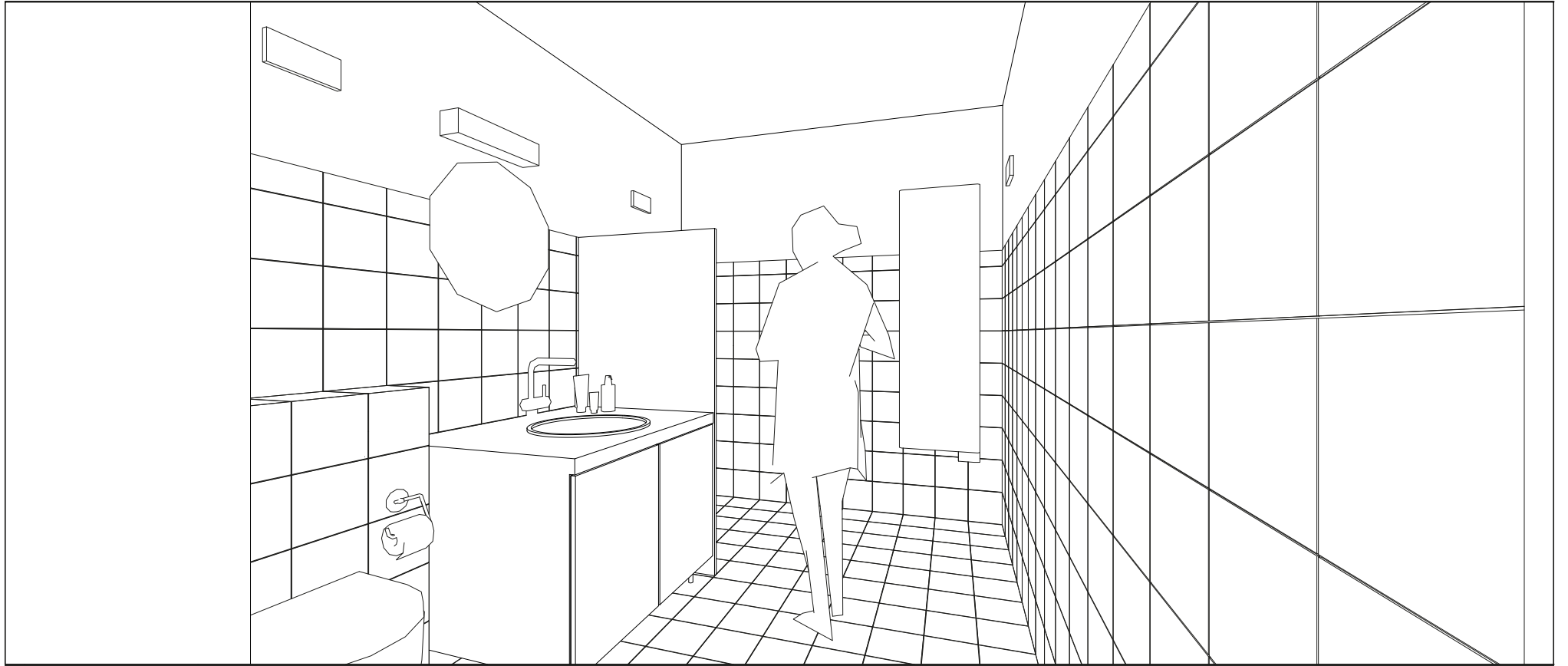
Standard Room



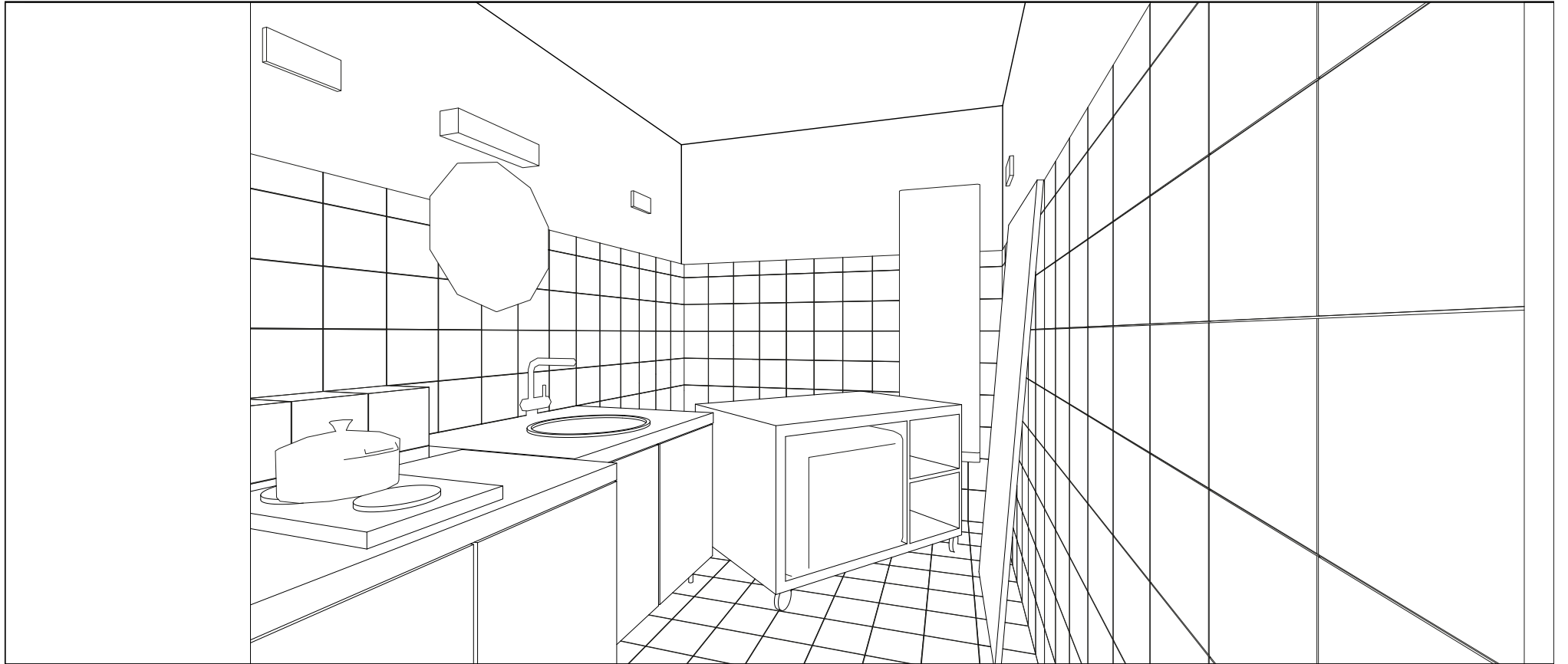
Artist Room



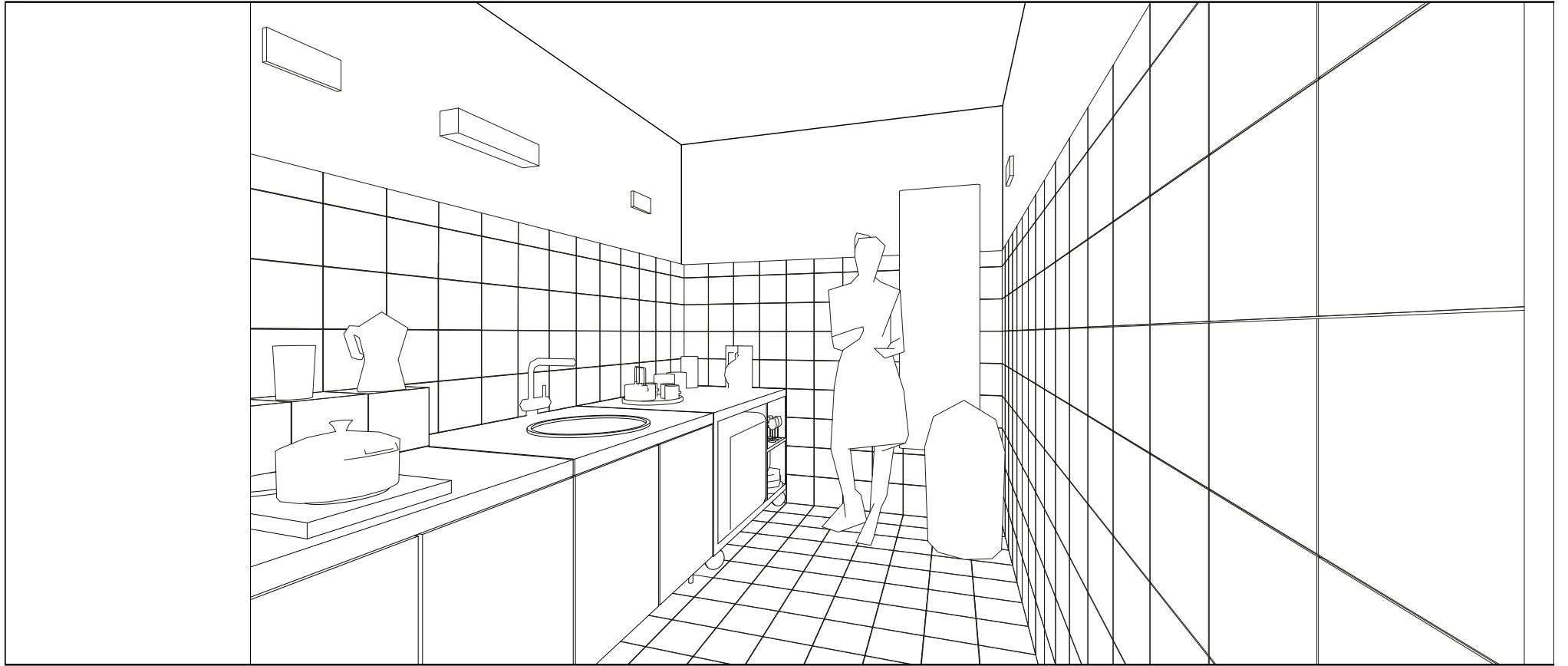
Artist Room



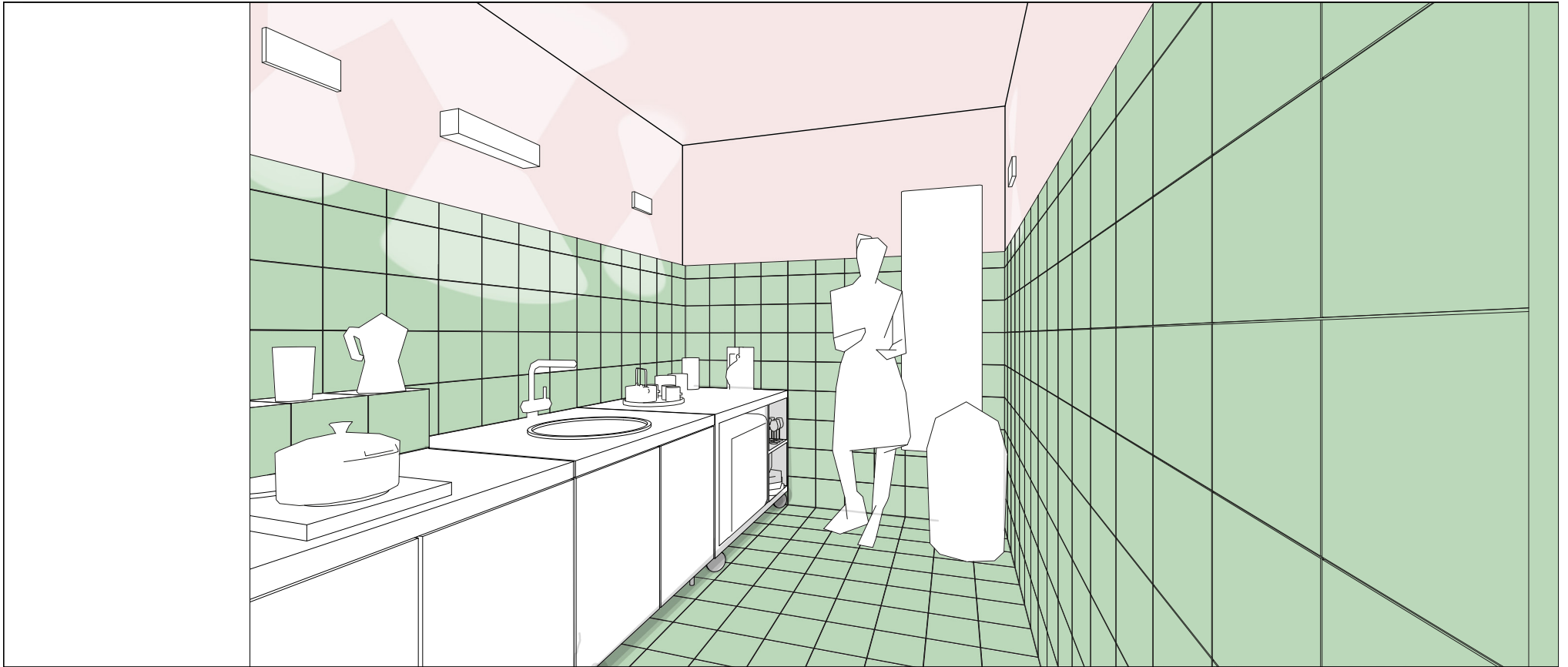
Bathroom



Bathroom - Kitchen



Kitchen



Kitchen

