



B!NCKPARK: Music Factory

AR3AP100 Public Building Graduation Studio
2021-22
Music Marvel | Music & Popular Culture Re-Wired

Serra Safak Keklik
5286786

Research topic

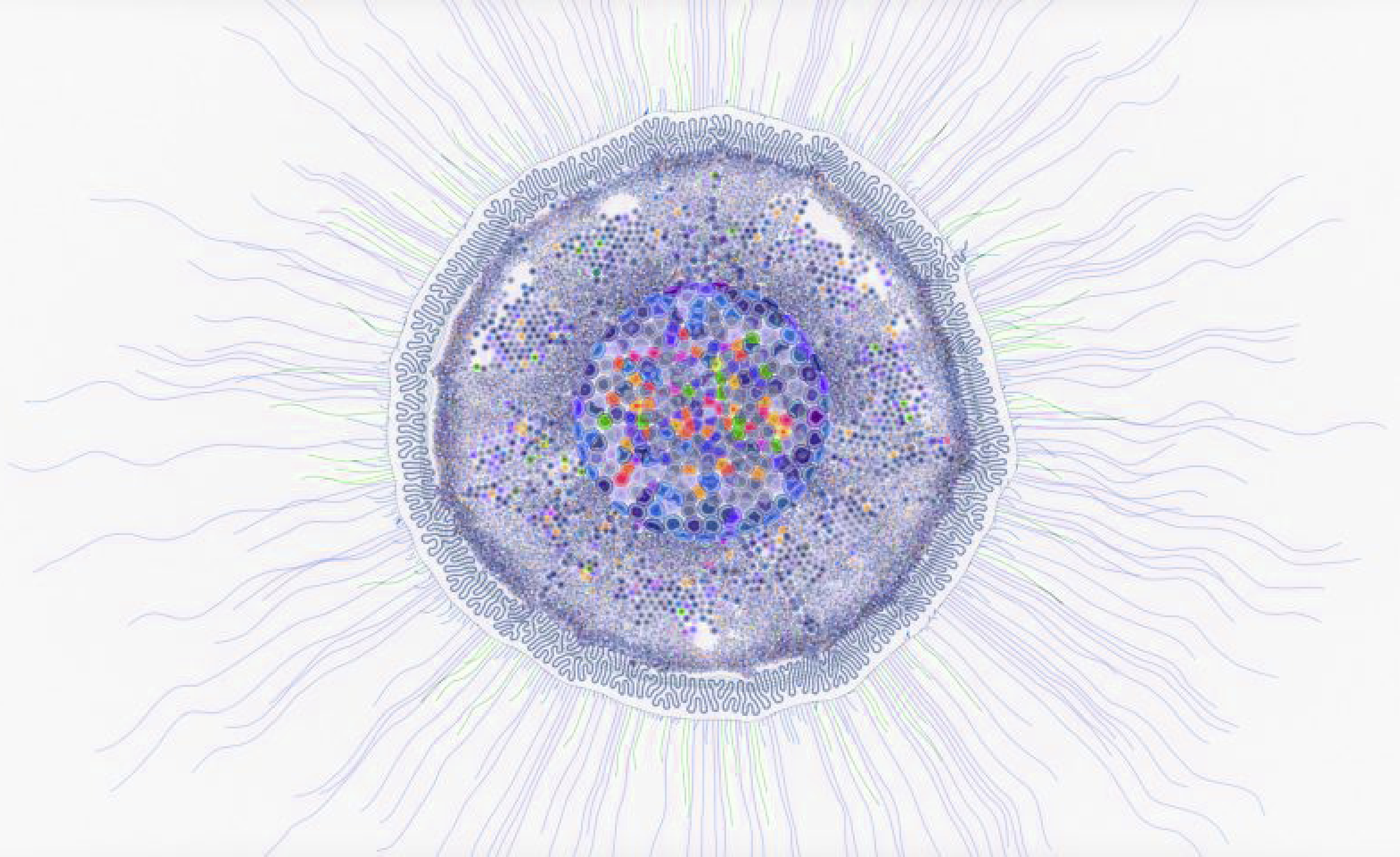
Starting points:Research takeaways

Starting points:Site research takeaways

Starting points:Case study takeaways

Site:Binckhaven

Final Design



change

transformations

uncertainty

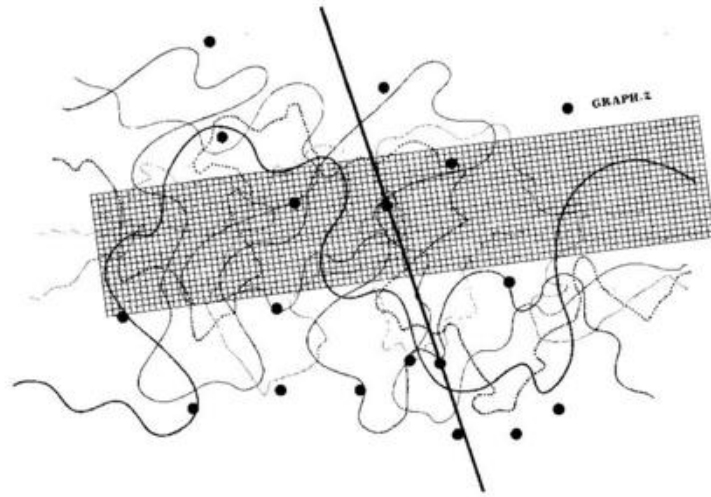
unexpected

indeterminacy

chance



Raoul Hausmann, 1920, Elasticum



John Cage, 1958, Fontana mix

philosophy

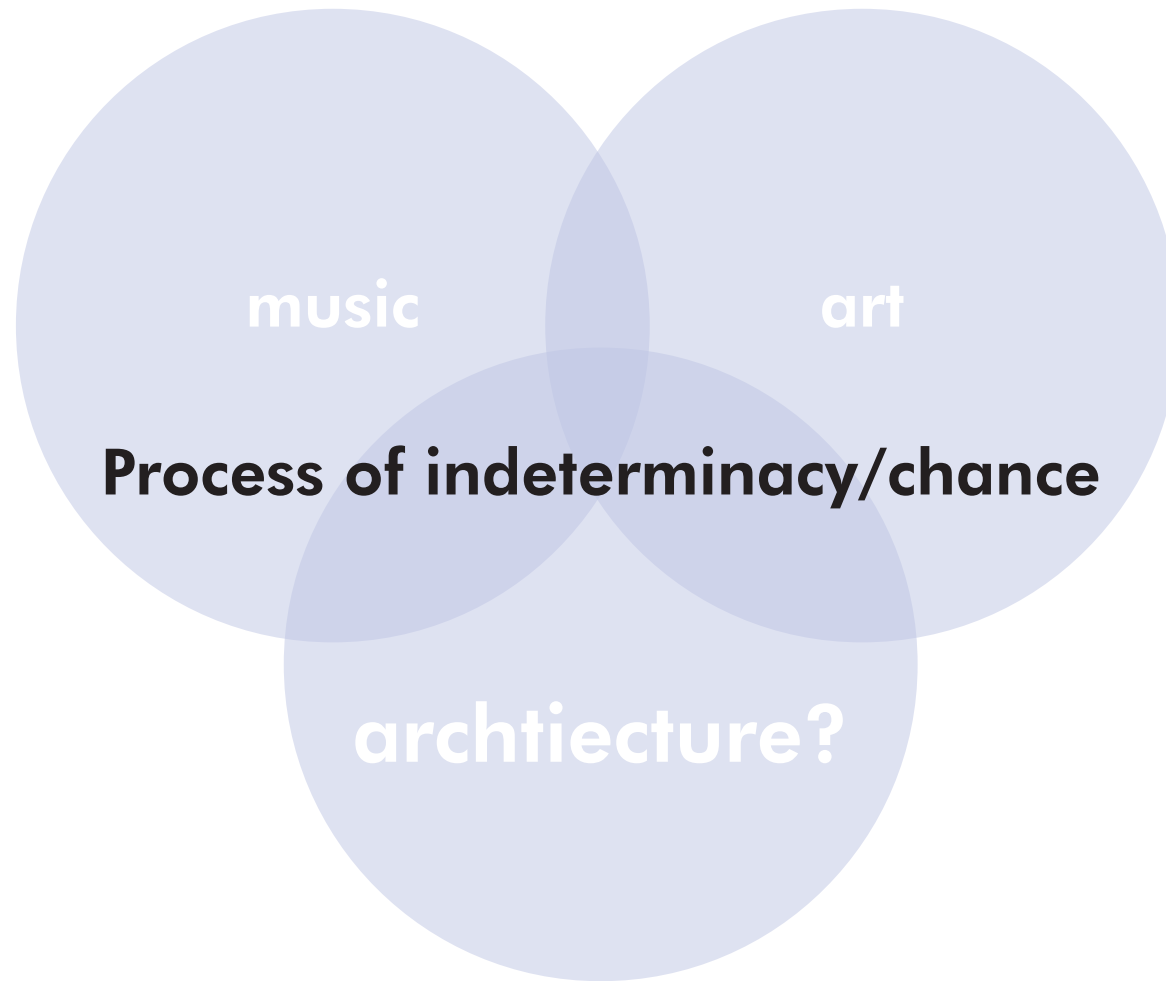
art

Process of indeterminacy/chance

music

science

Process of indeterminacy/chance
architecture?



music

art

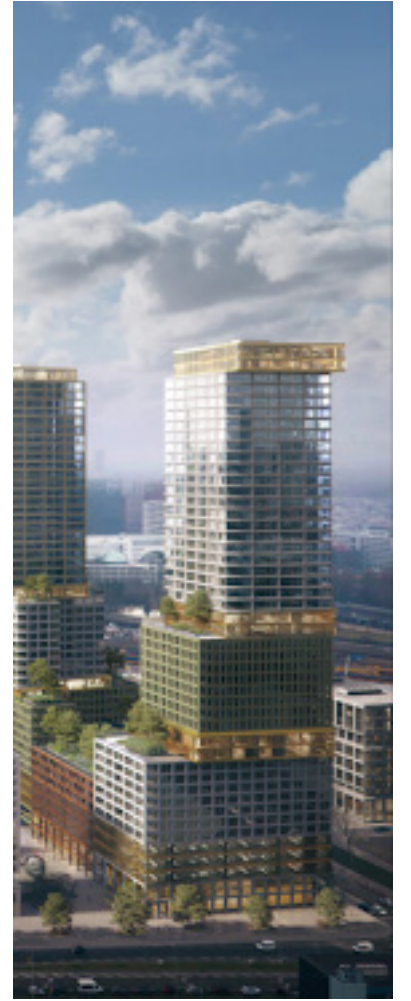
Process of indeterminacy/chance

architecture?

Process of indeterminacy/chance
Binckhorst

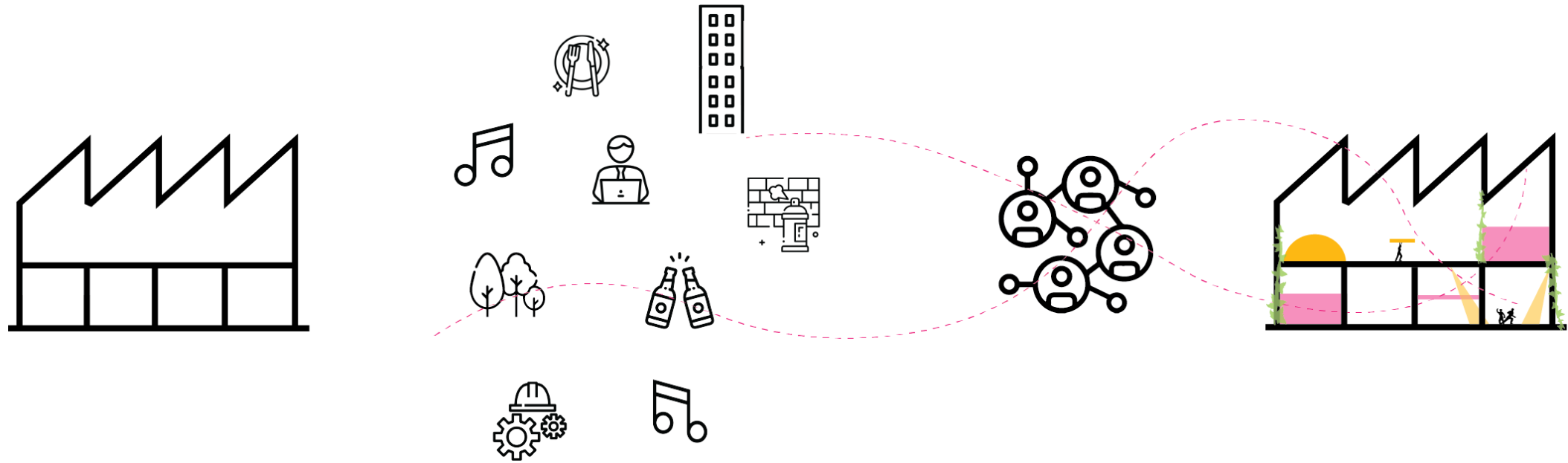






Constructing toolbox:

Site analysis: current situation **opportunities**



existing structures
flexibility in use
transformative qualities

diversity of people
diversity of activities

materiality
raw and authentic

Constructing toolbox:

What can be done?



re-use

enhance

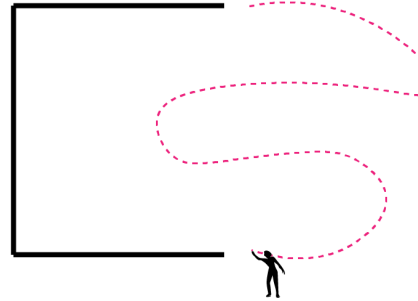
learn

Constructing toolbox:

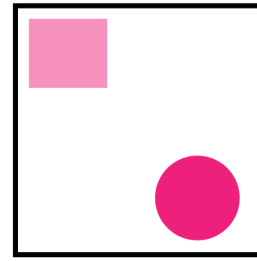
research takeaways:music,art,architecture



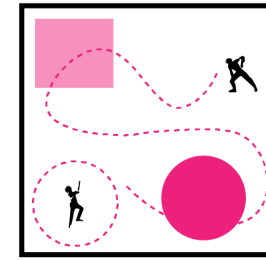
being open



participation



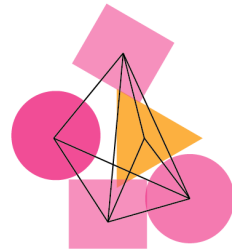
programmed space/
non-programmed space



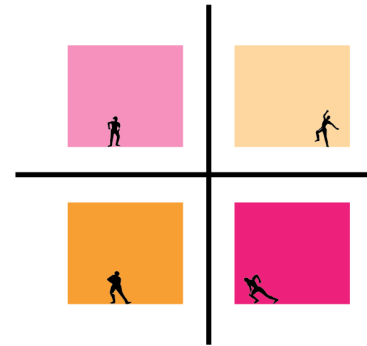
programmed space/
non-programmed space



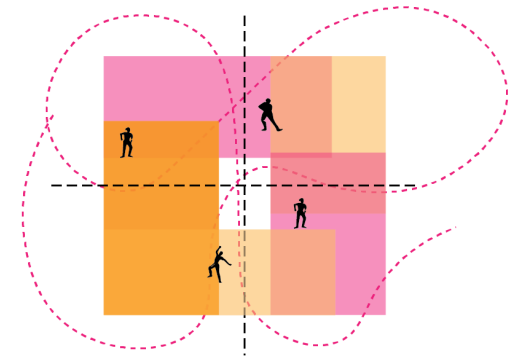
modular approach
fragmentation



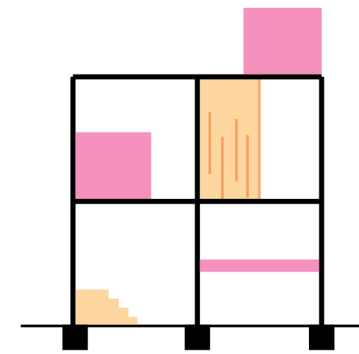
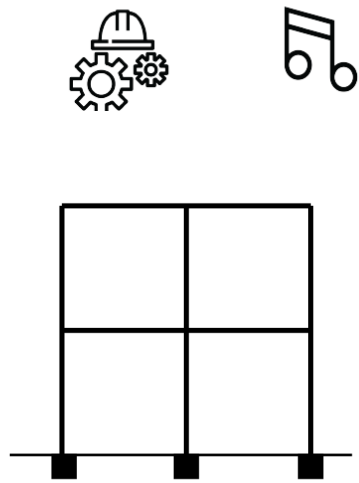
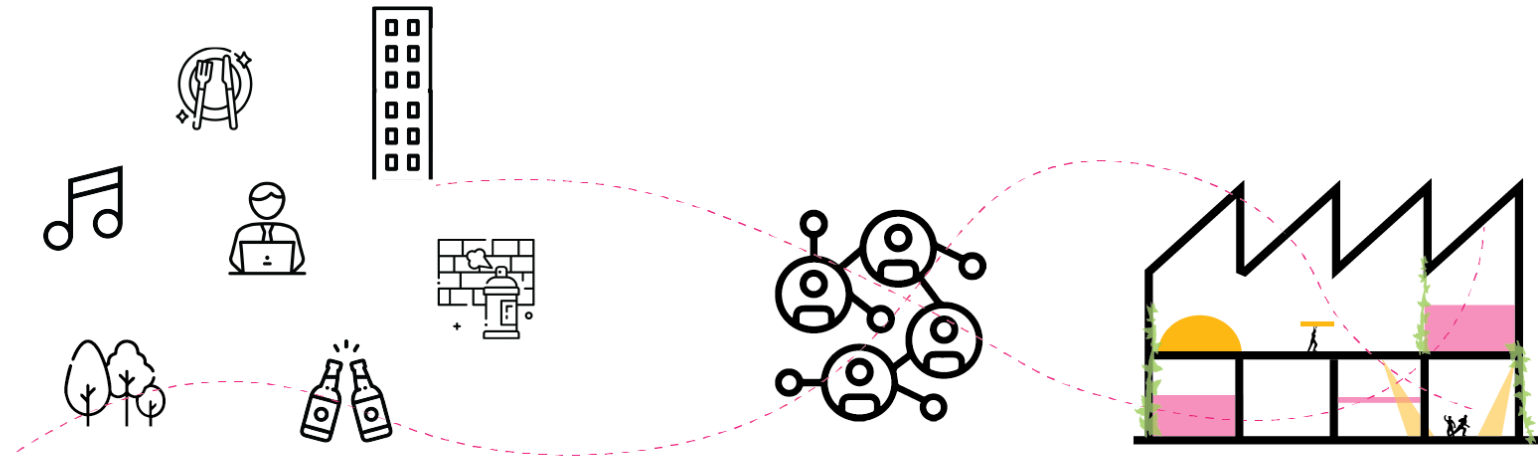
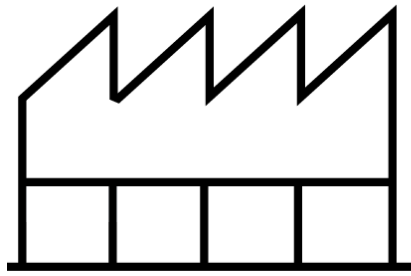
collage-assemblage
combination



generating encounters



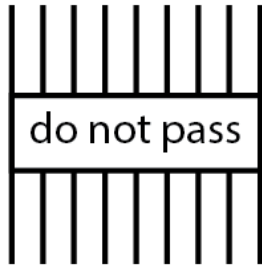
generating encounters



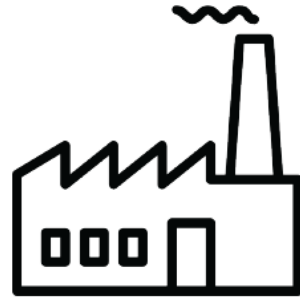
primary secondary tertiary
structure

Constructing toolbox:

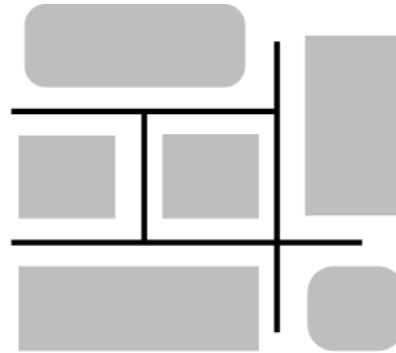
Site analysis: current situation **problems**



fenced-off



contaminated/destroyed
nature



lack of gathering space



Constructing toolbox:

What can be done?

openness &
connectivity

improvement &
expansion of
public realm

make space for
nature

Intervention site:

Binckhaven



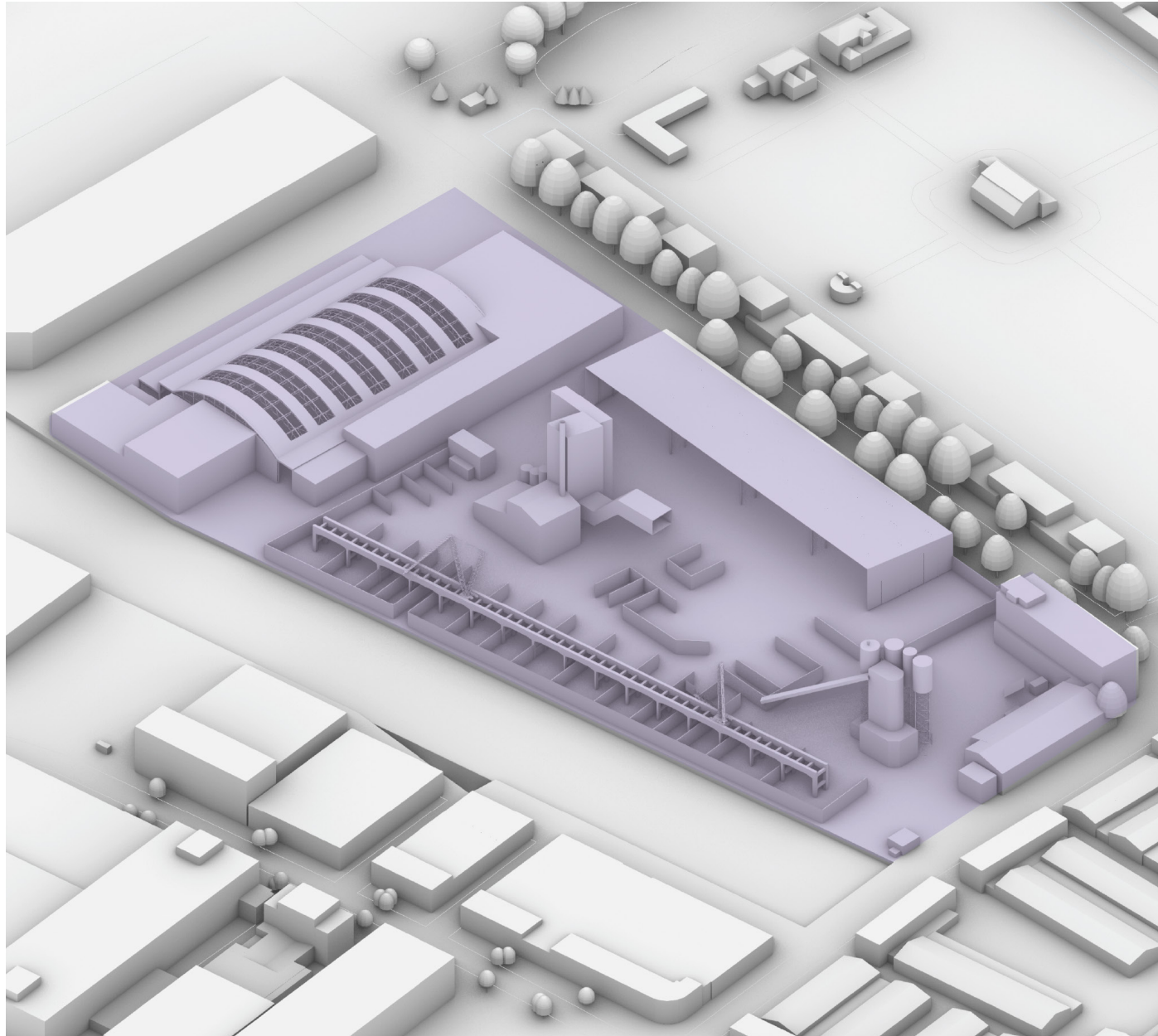
Binckhaven:

image of the site

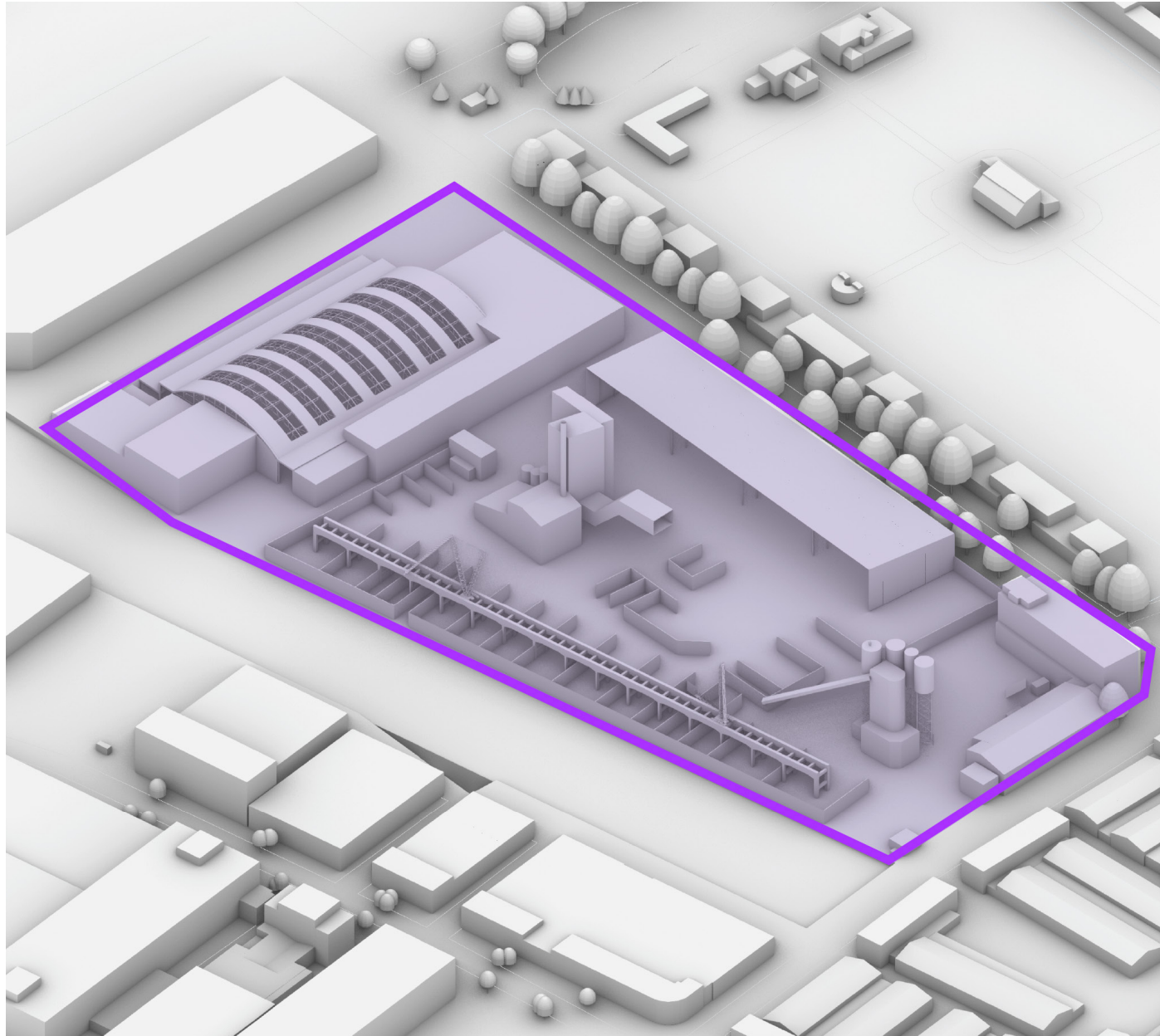


Binckhaven:

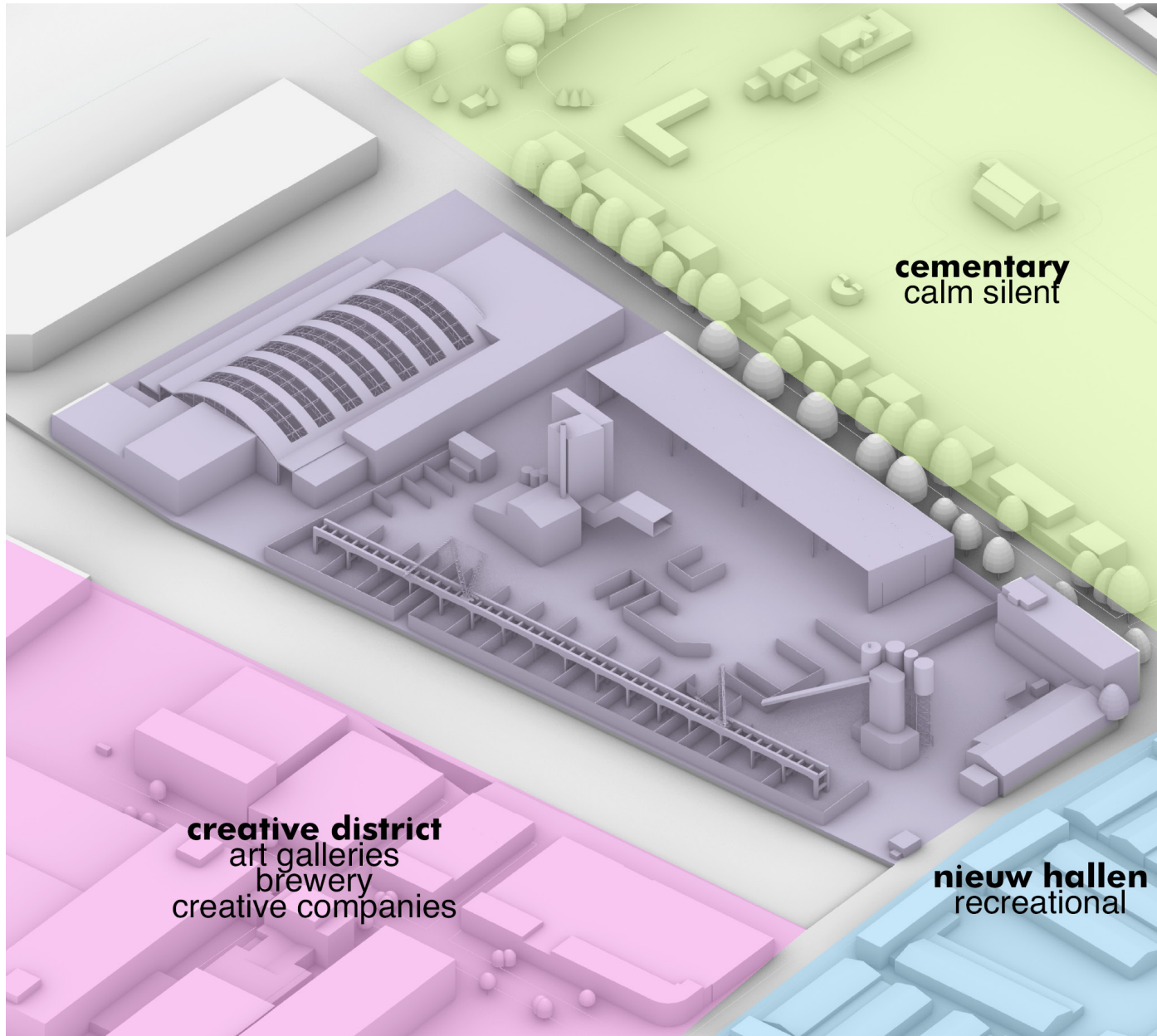
intervention area



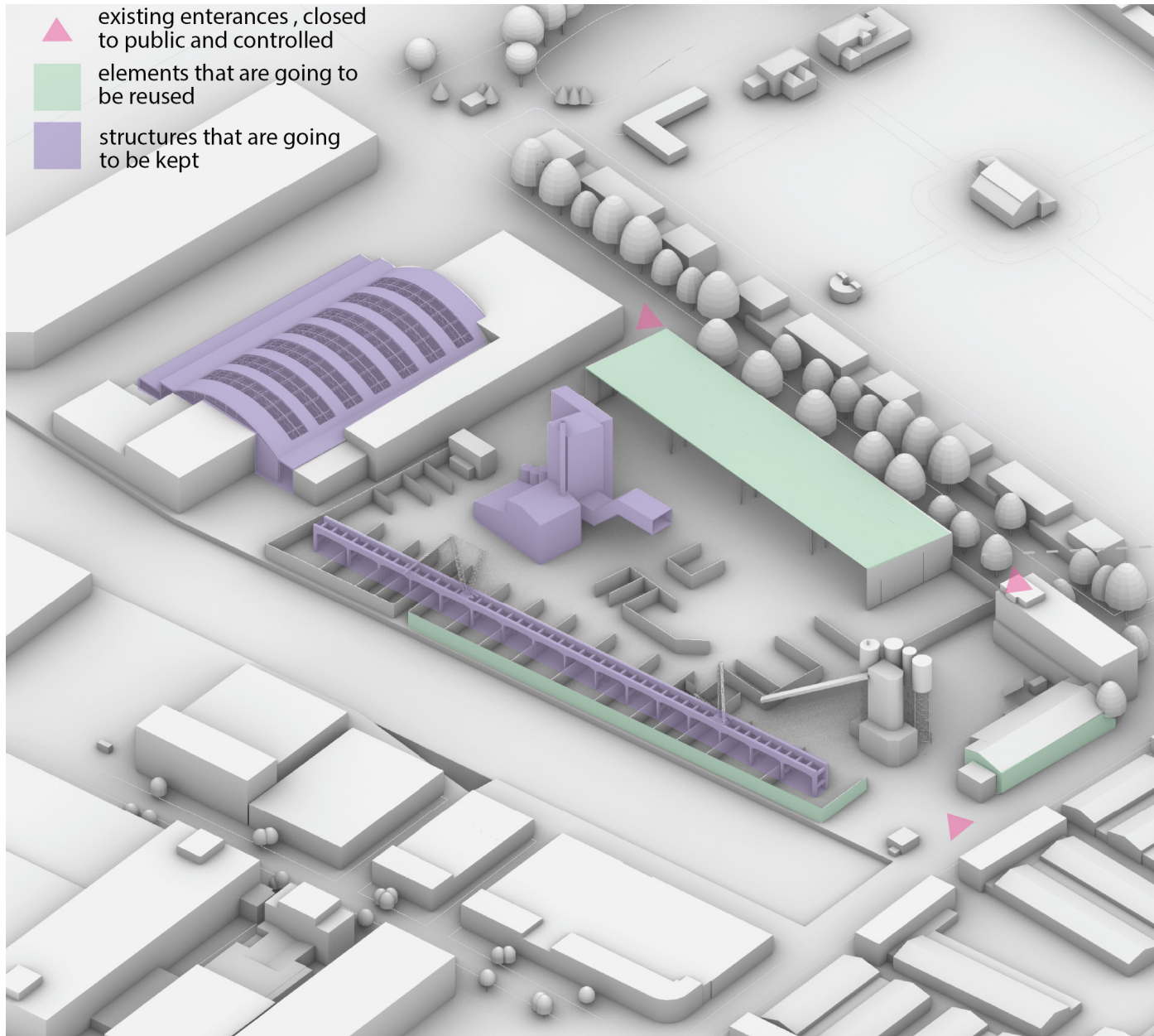
Binckhaven: borders



Binckhaven: surroundings

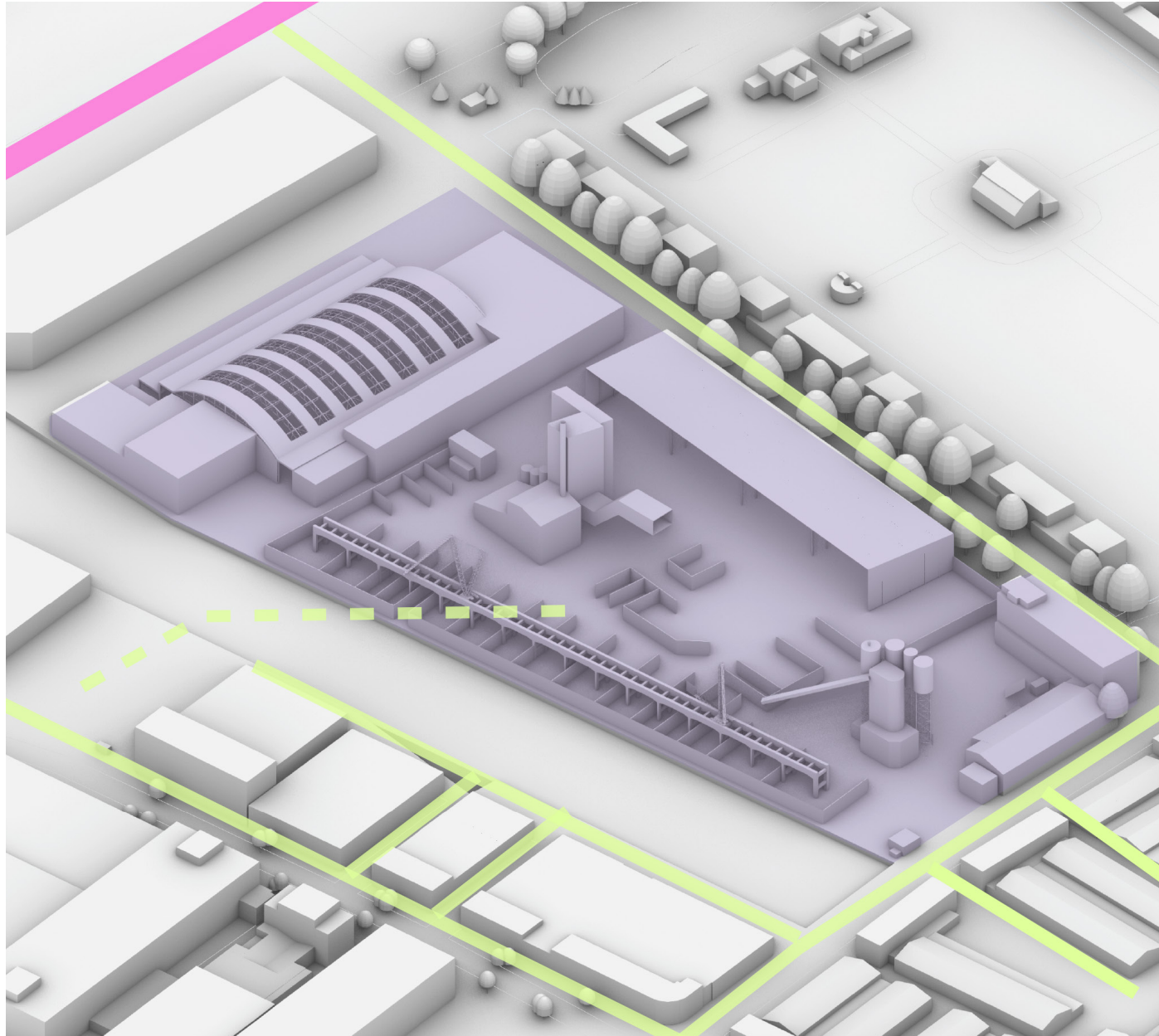


Binckhaven: existing structures





Binckhaven: connectivity

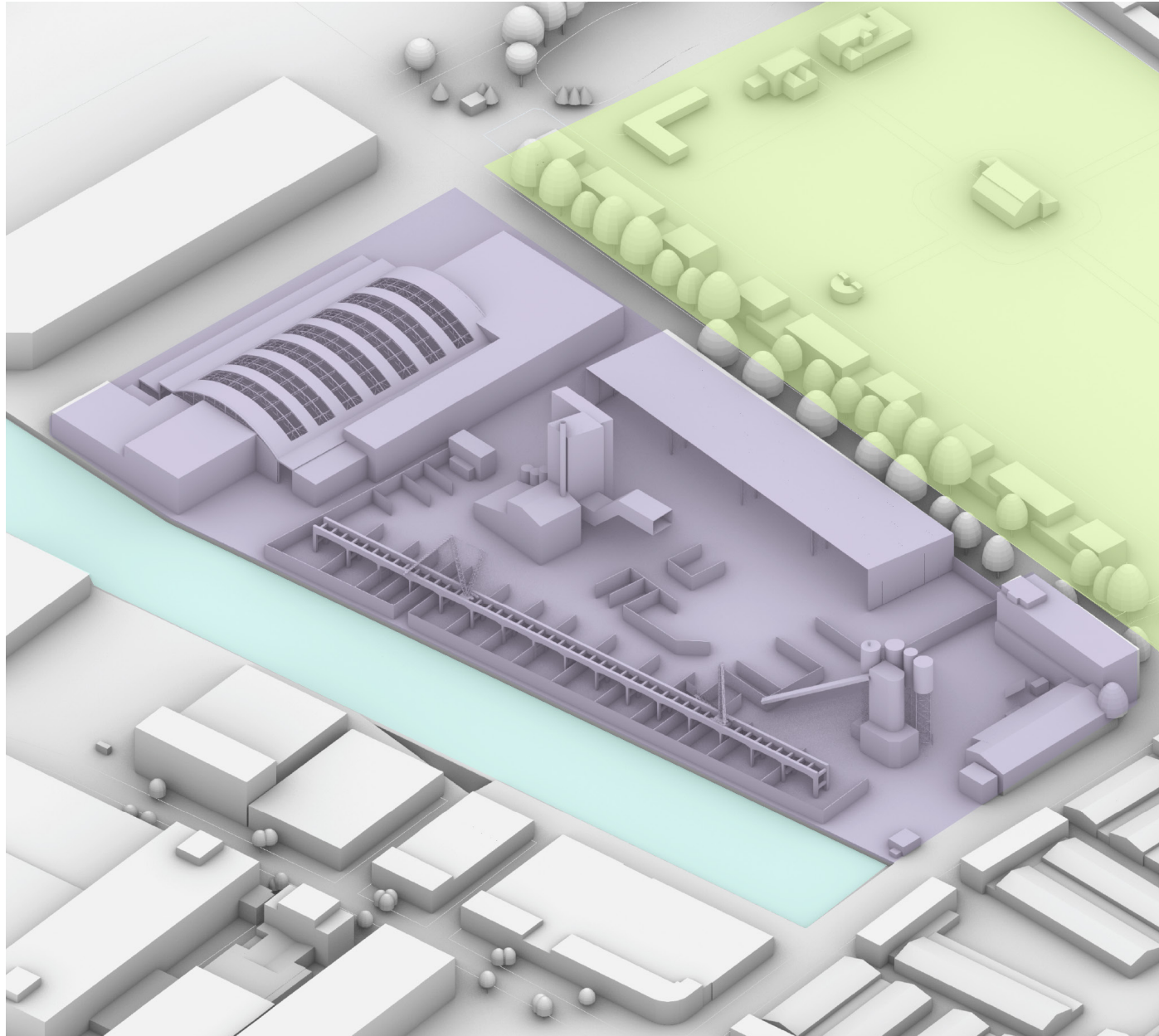


Binckhaven:

approaches

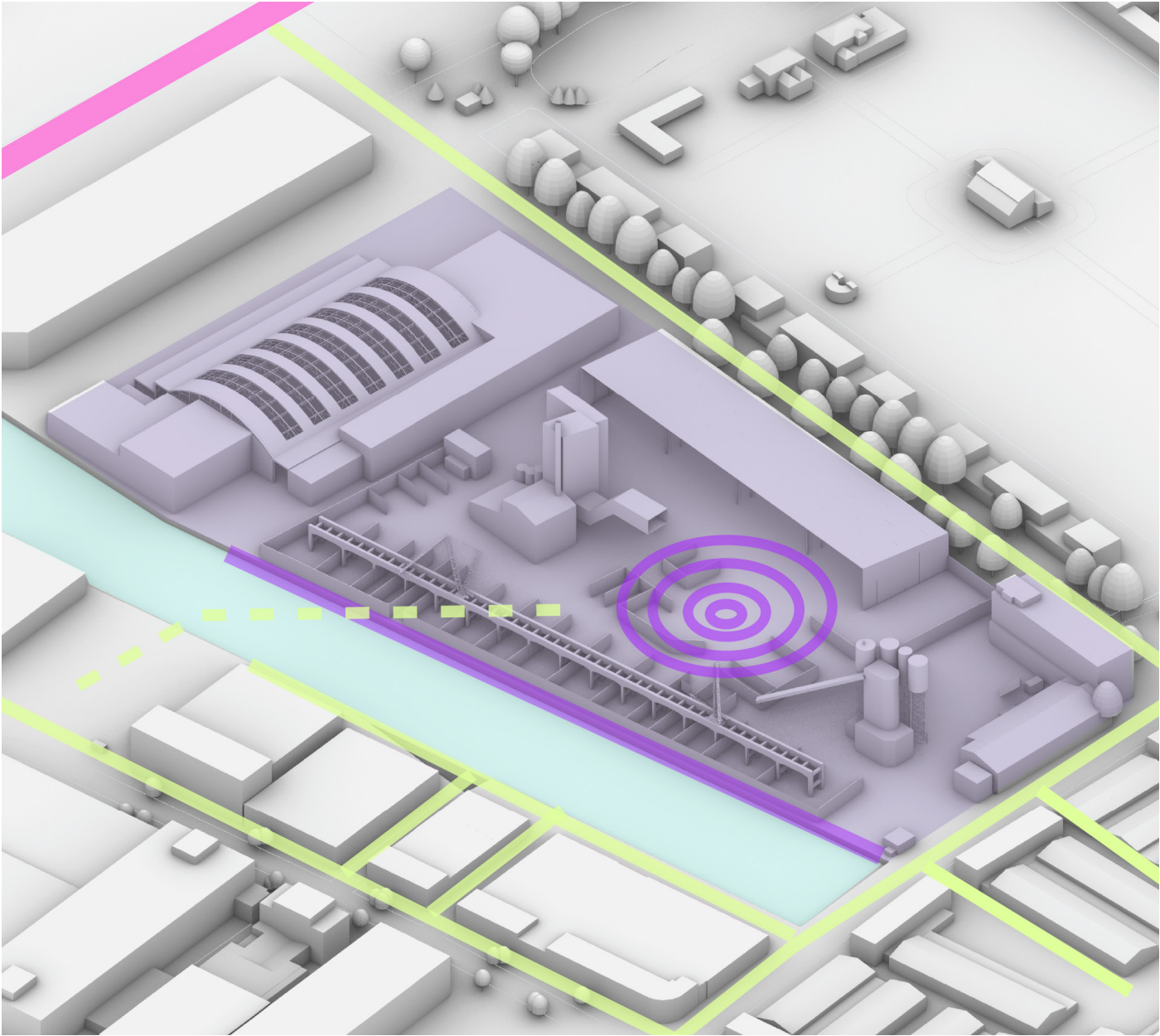


Binckhaven: water and nature



Binckhaven:

potentials



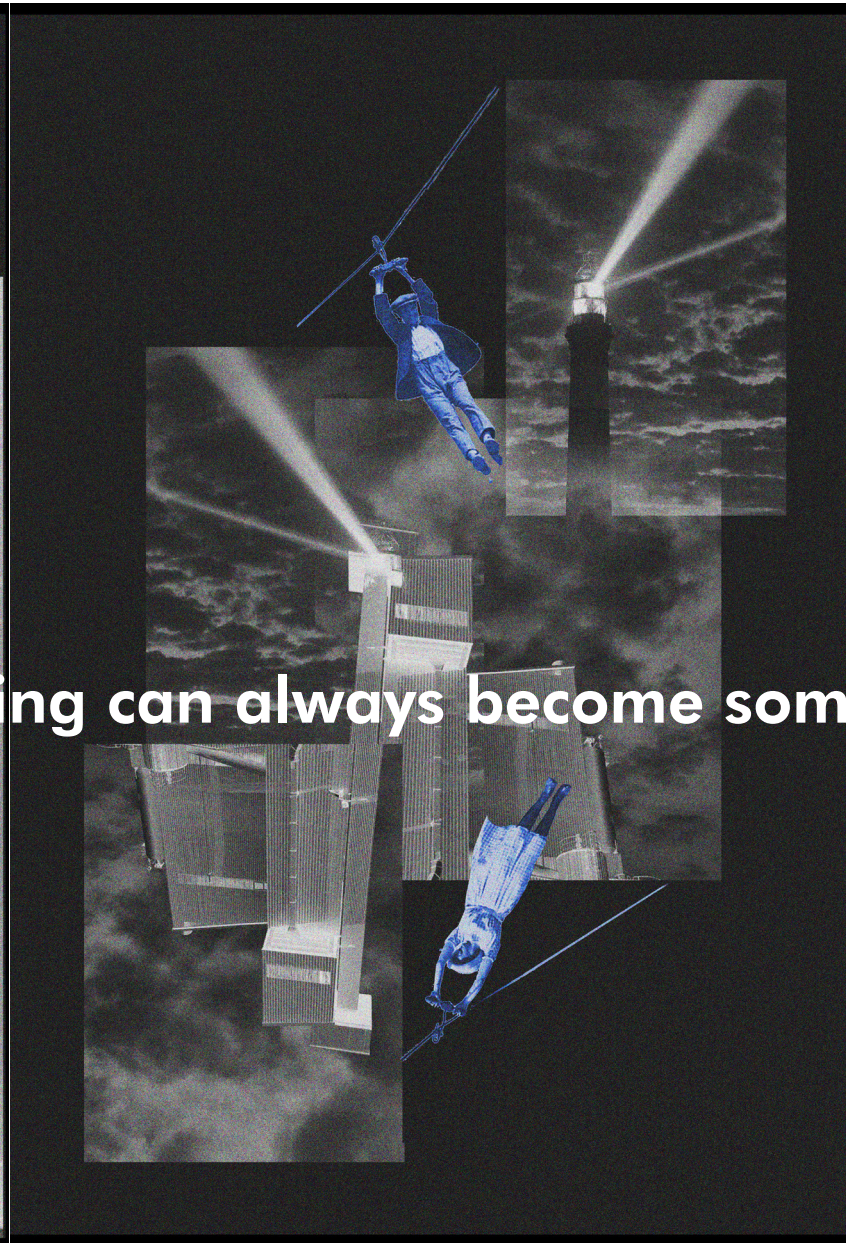


Music Factory

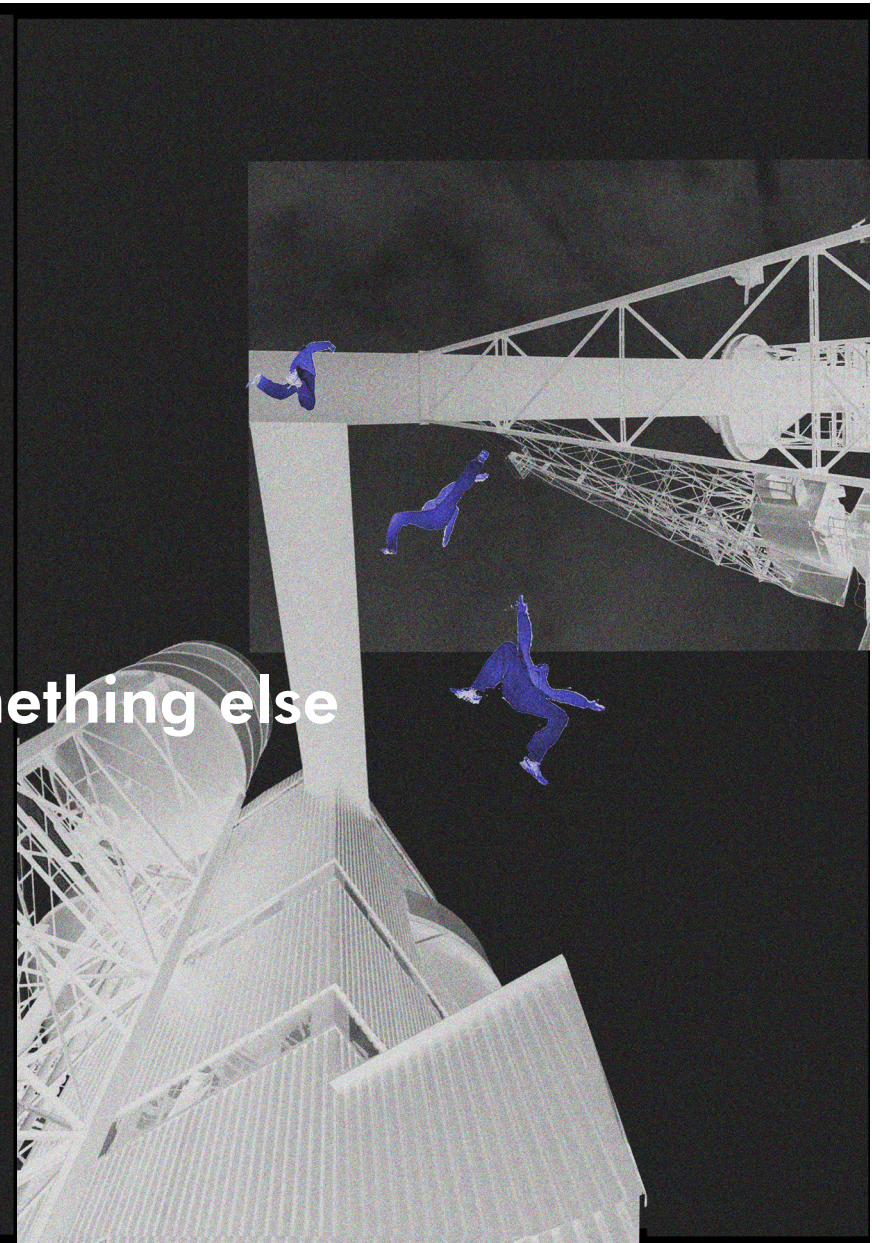
Music Factory is not a single building, it is a combination of different fragments, different performances, different users, and different materials

Music Factory emerges of its environments complexity and is able to transform

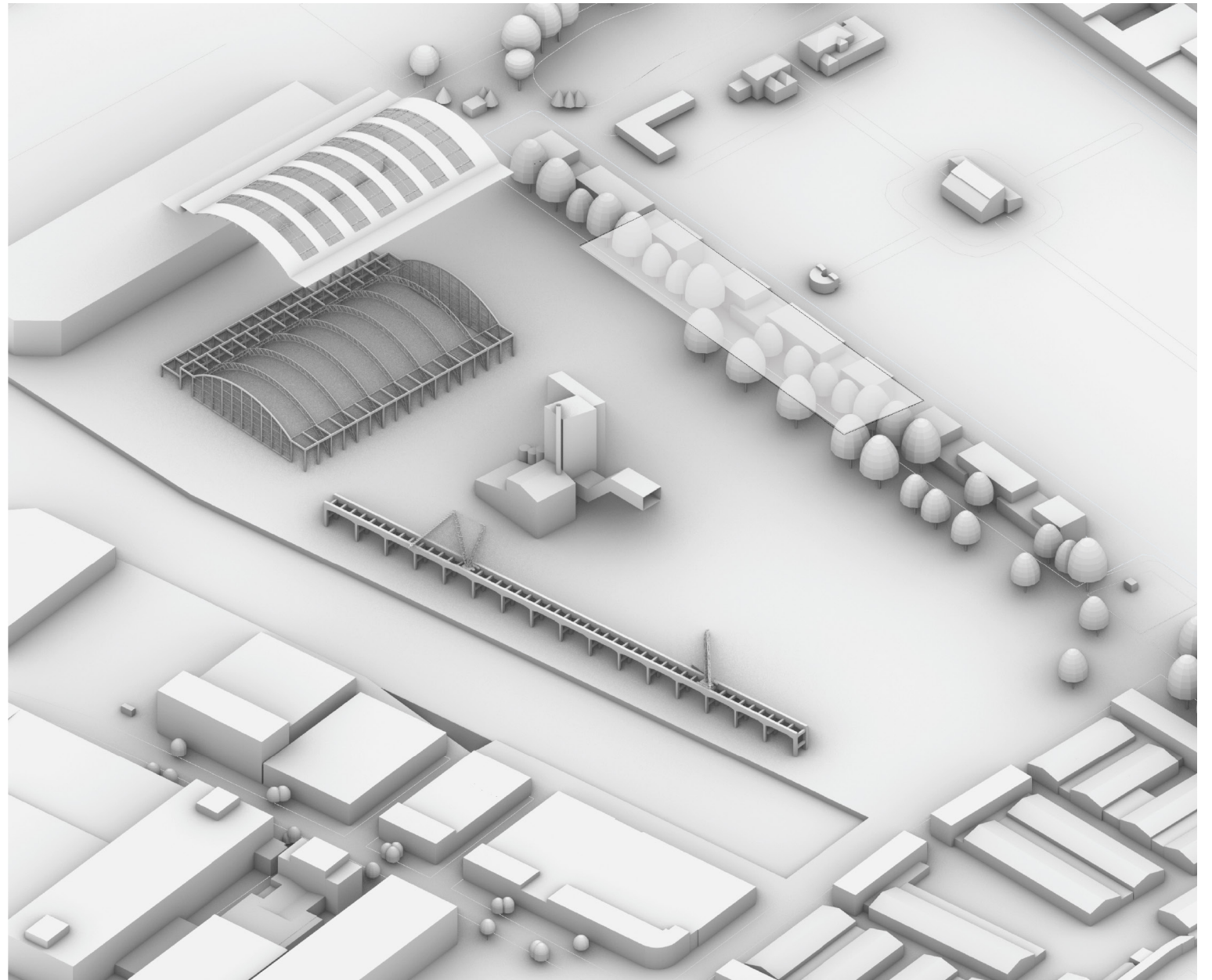
Here the border between the audience and the performer is blurred as the audience is brought right into the music production



everything can always become something else



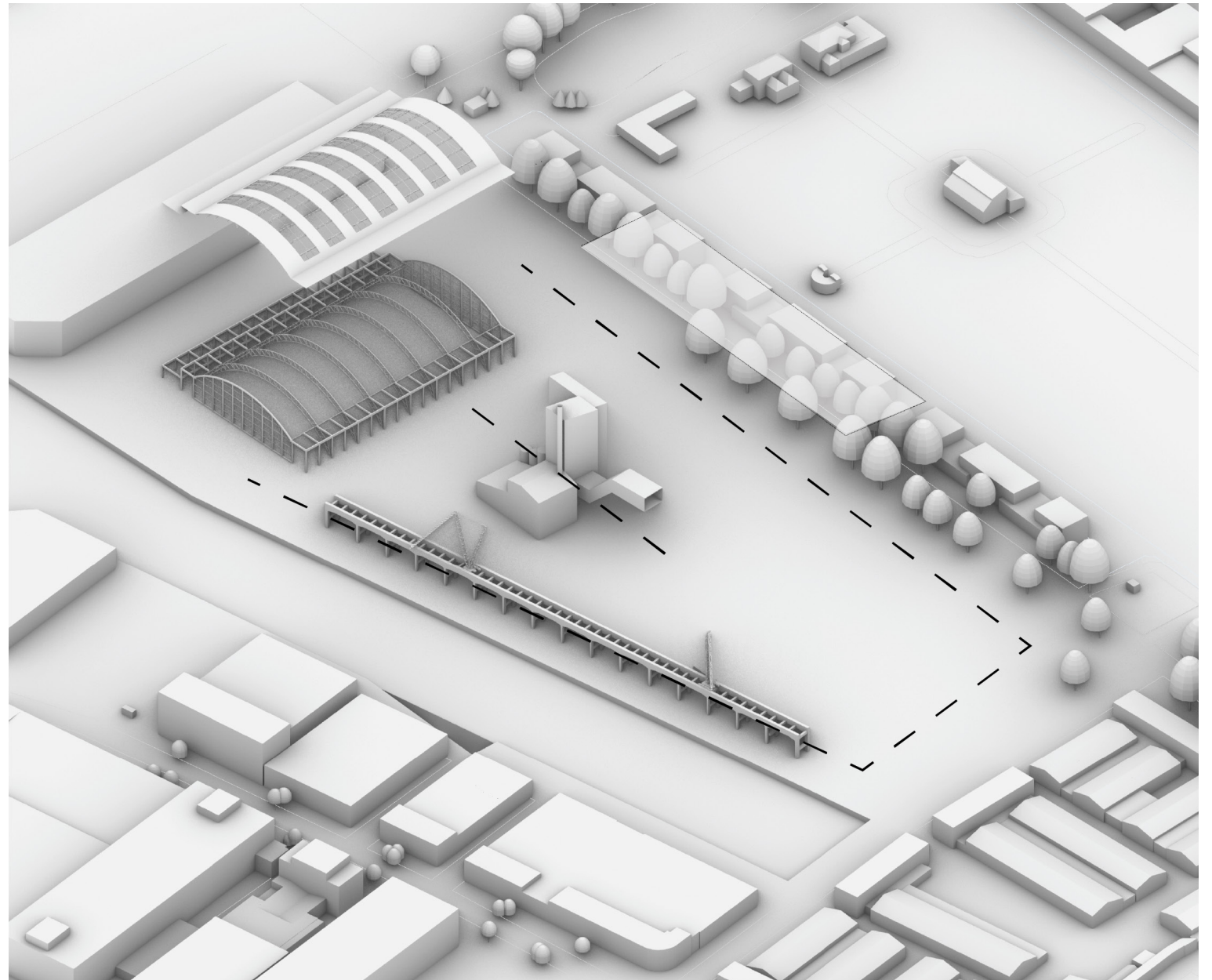
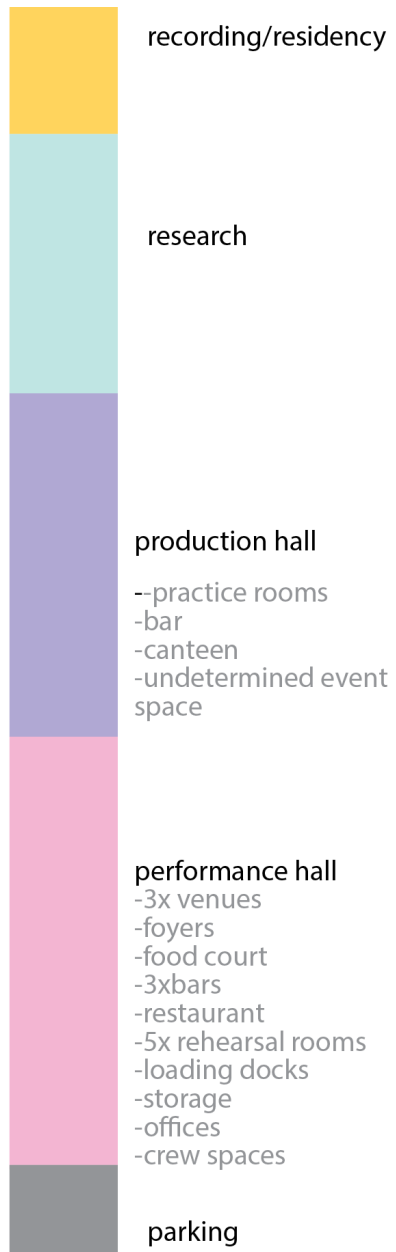
Openness:
removing the borders



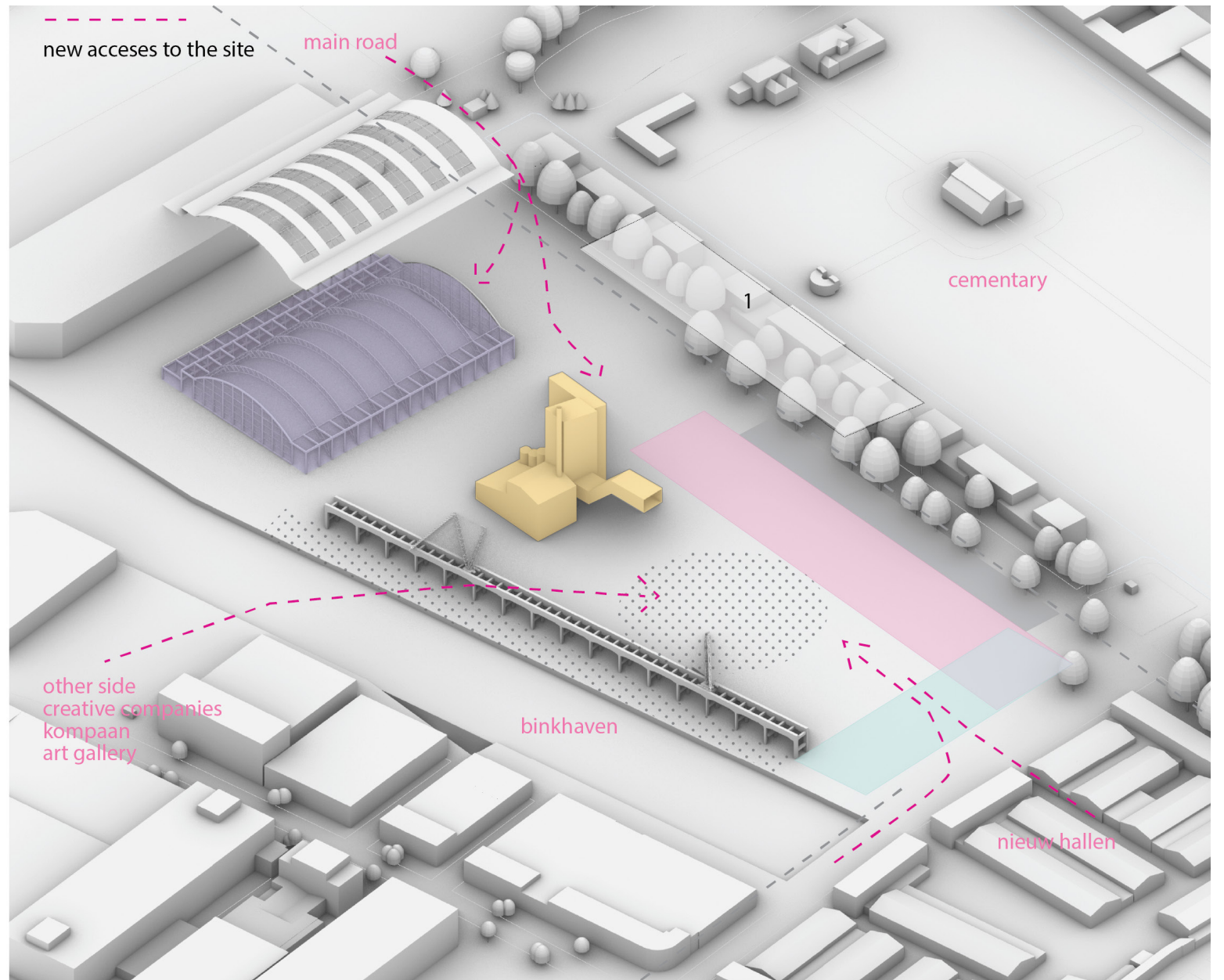
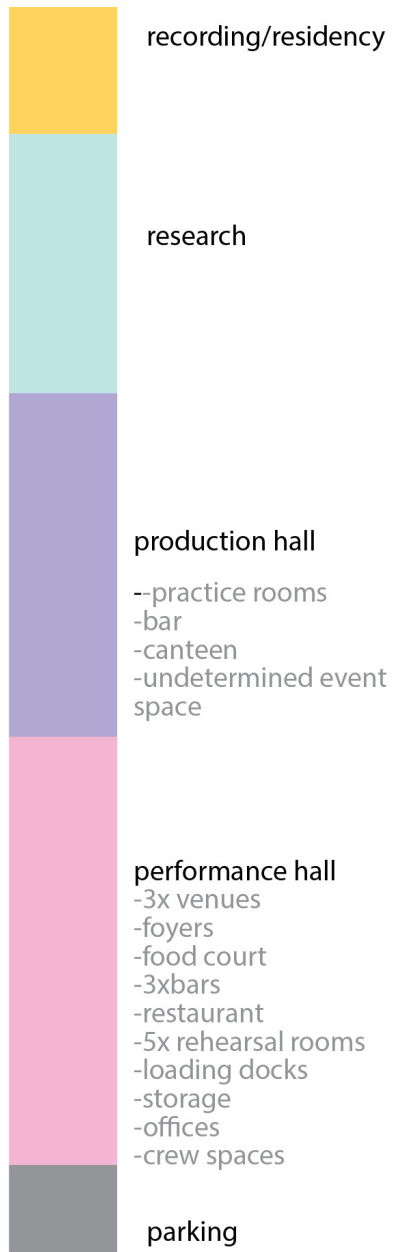
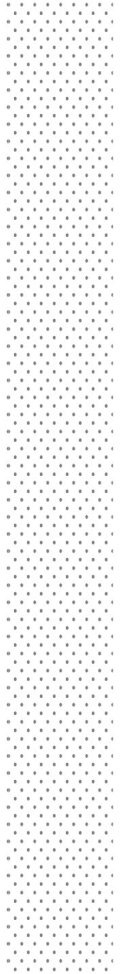
Activation: of the void



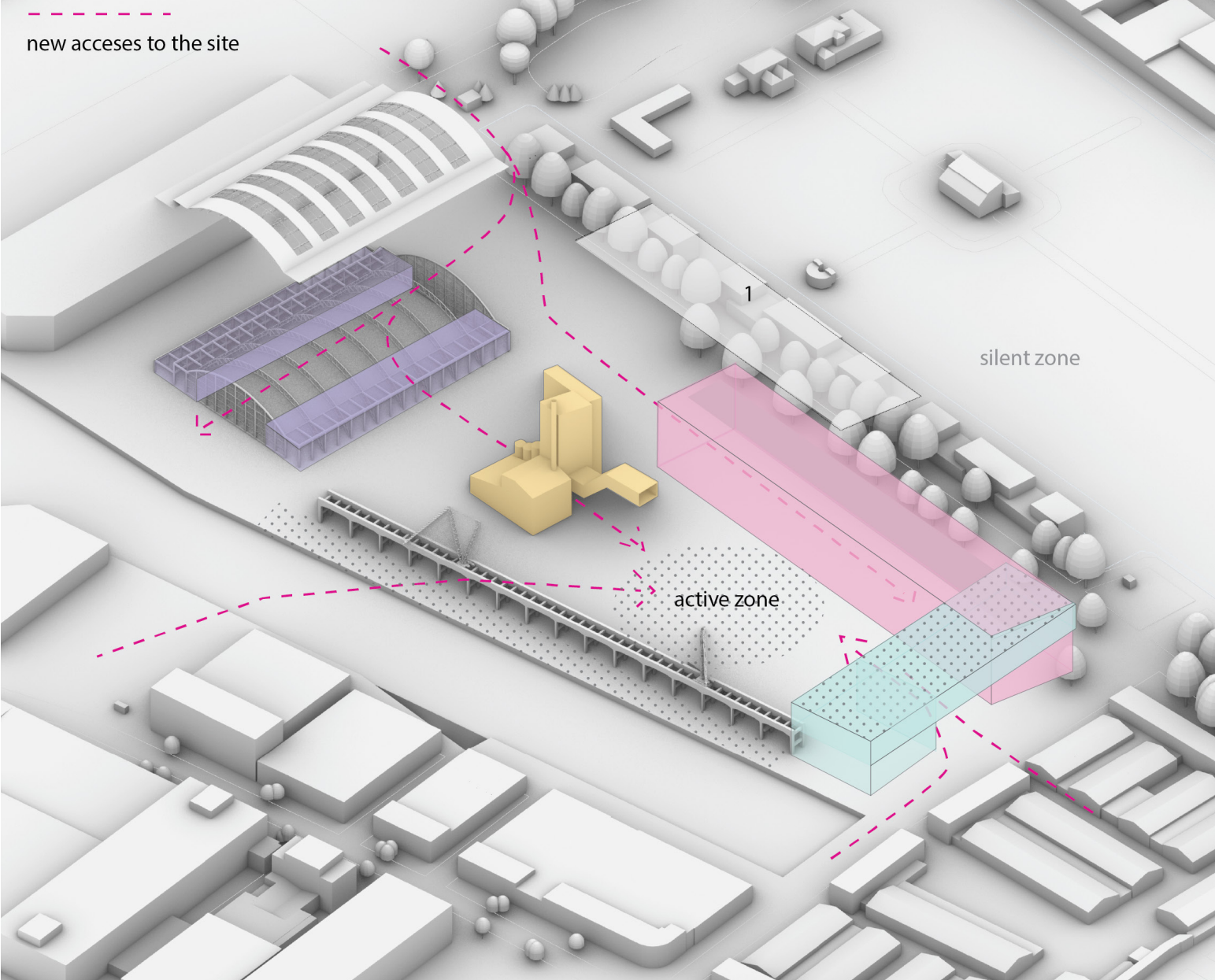
public realm
-square
-waterfront park
-roof terraces



Program: distribution

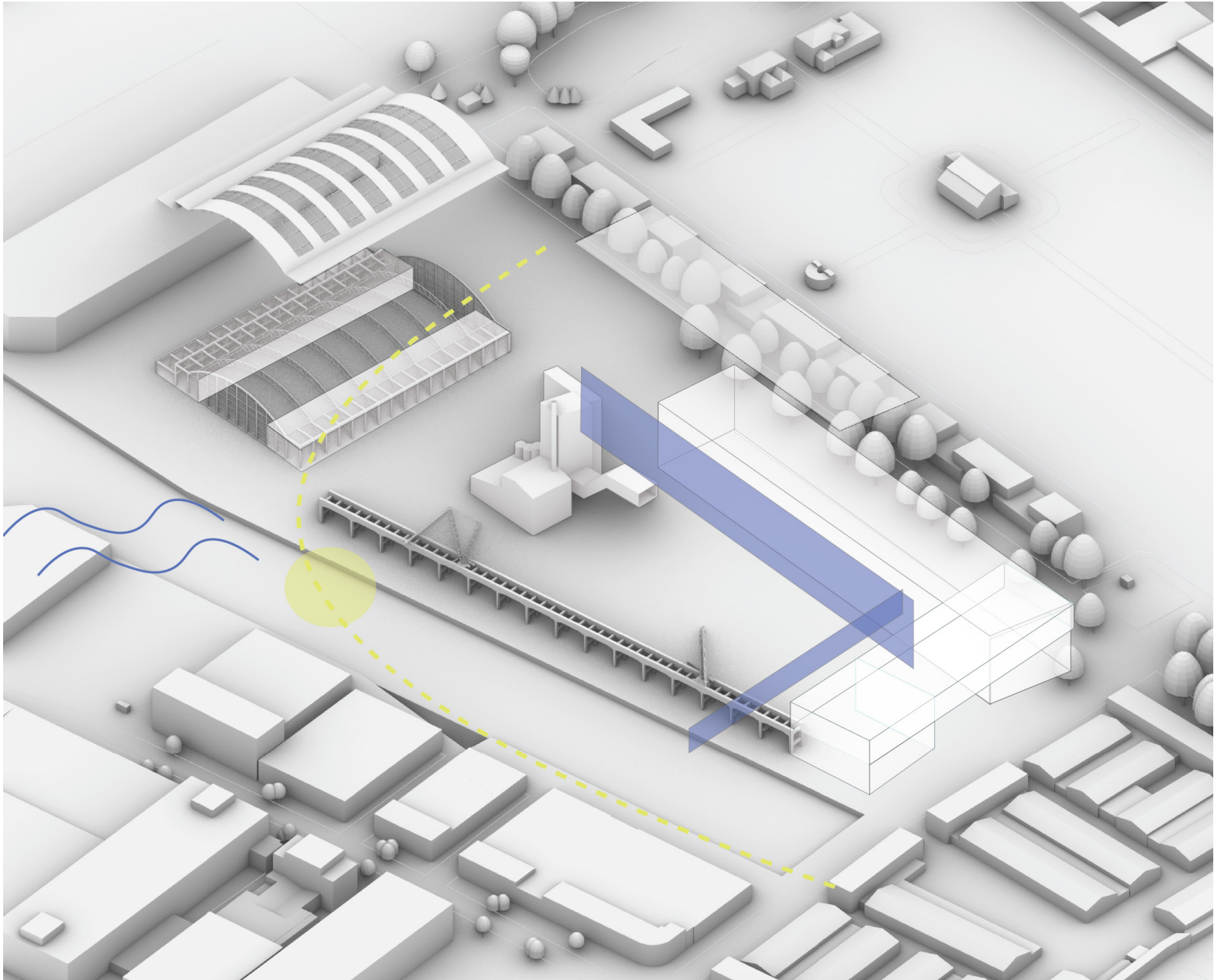


Program: connectivity



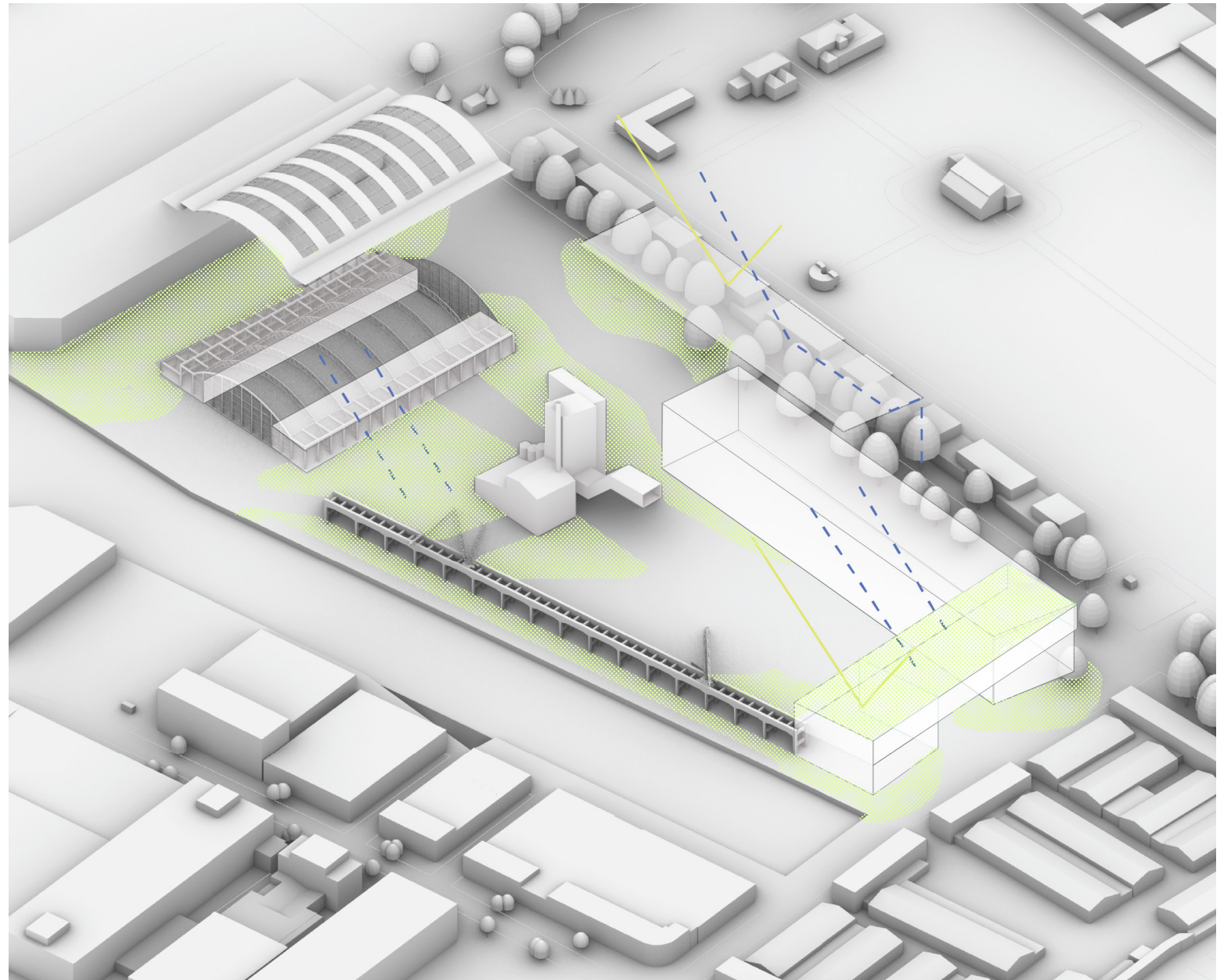
Climate:

solar radiation / wind

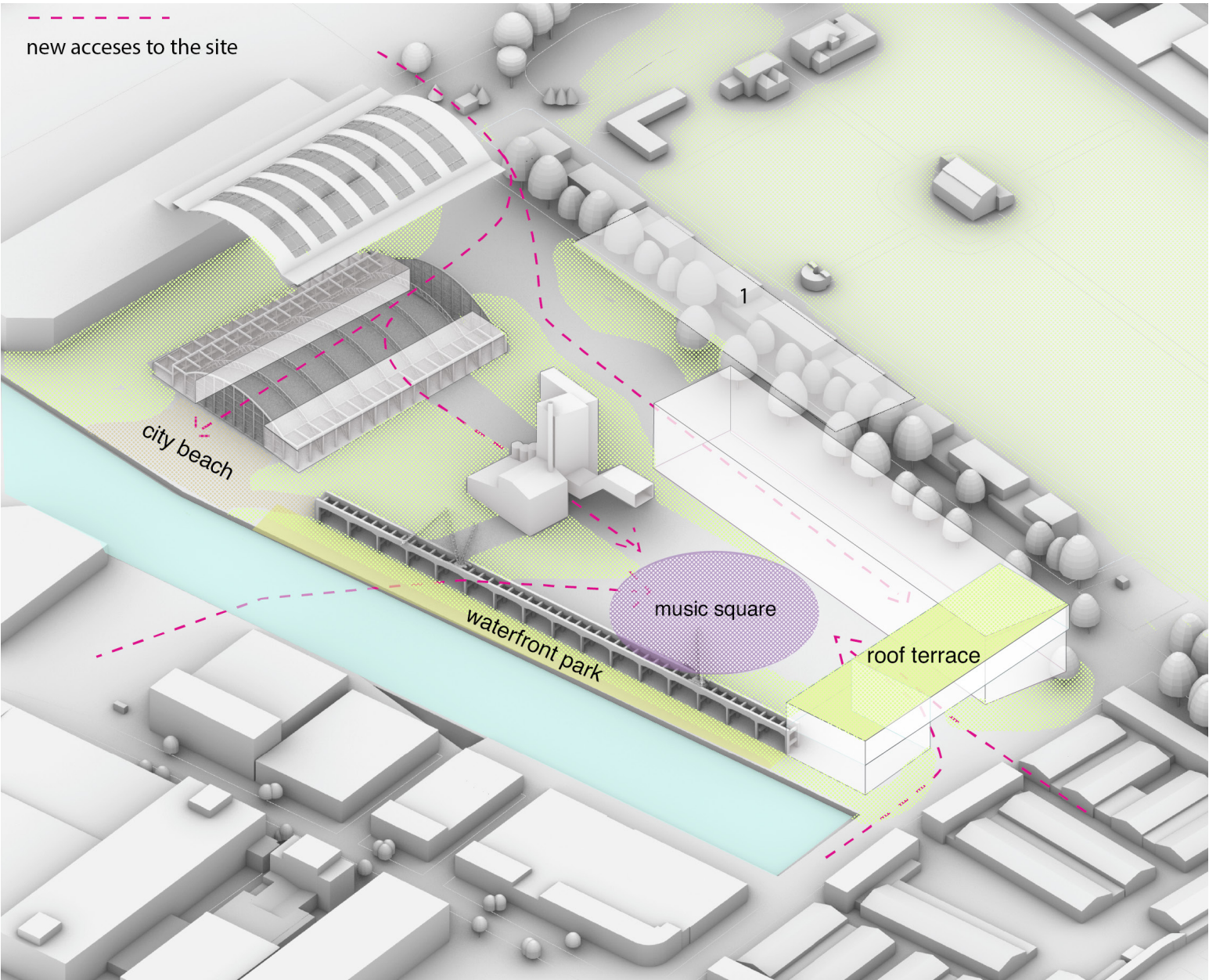


Climate:

solar radiation / rainwater

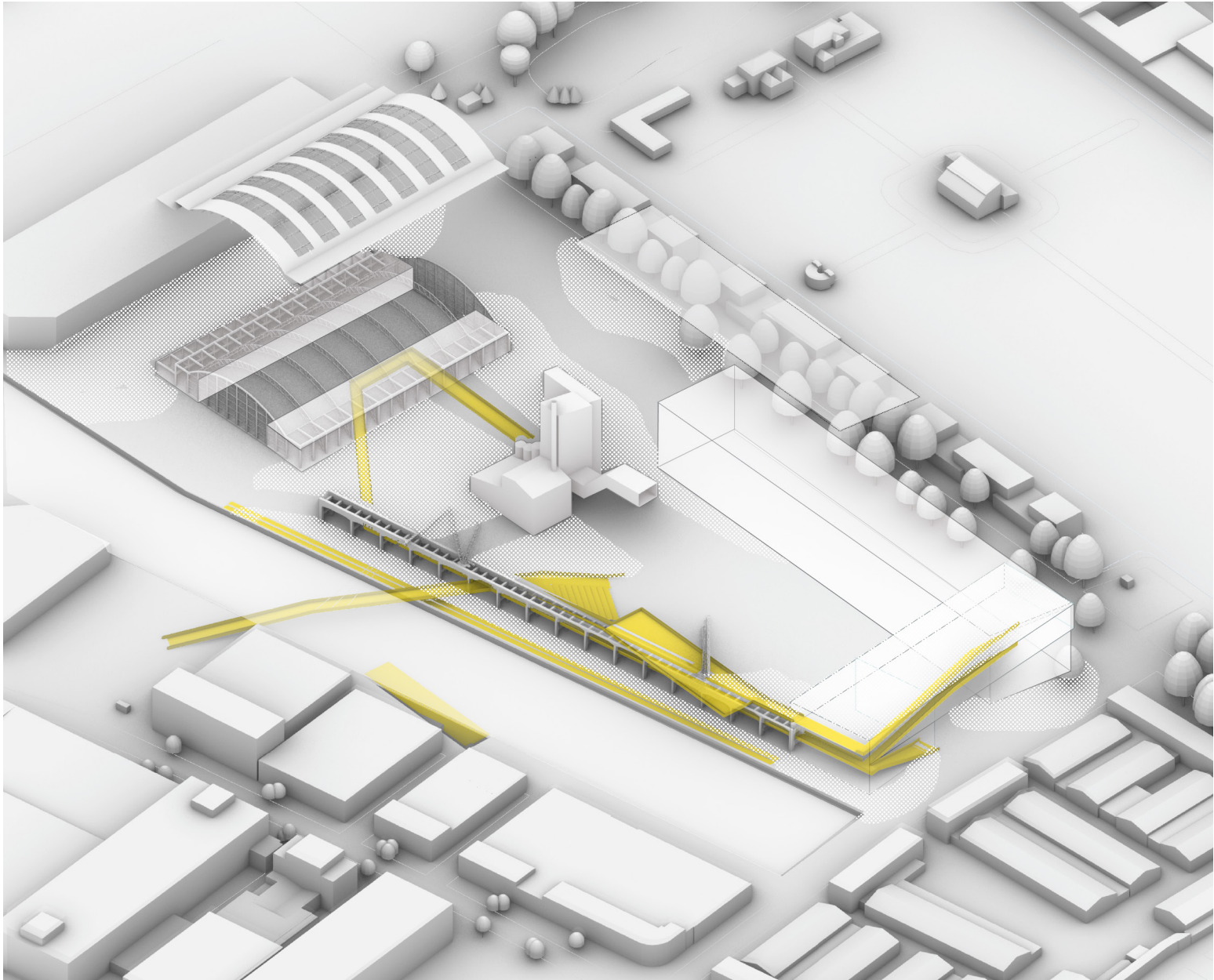


Public realm:



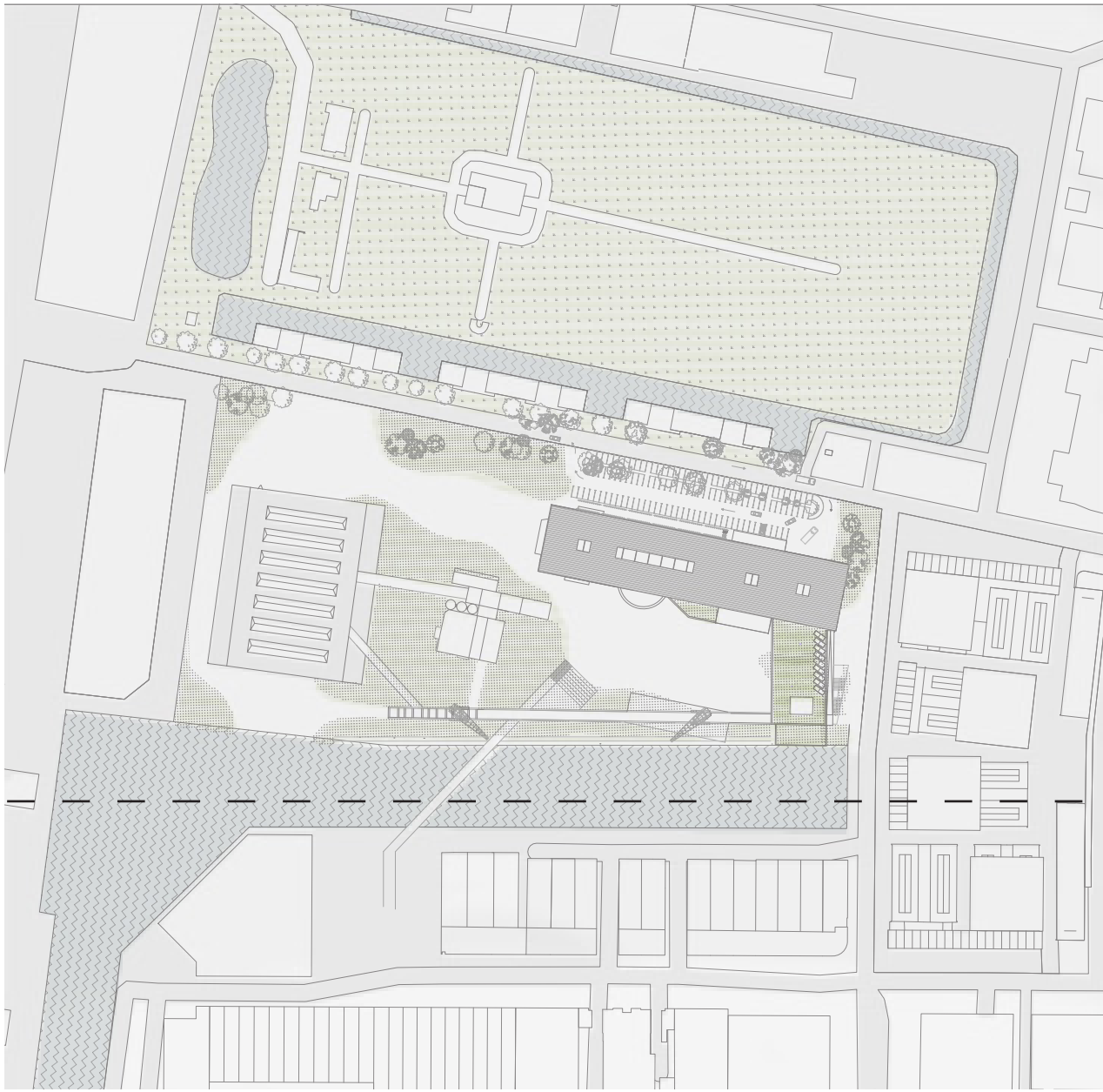
Circulation:

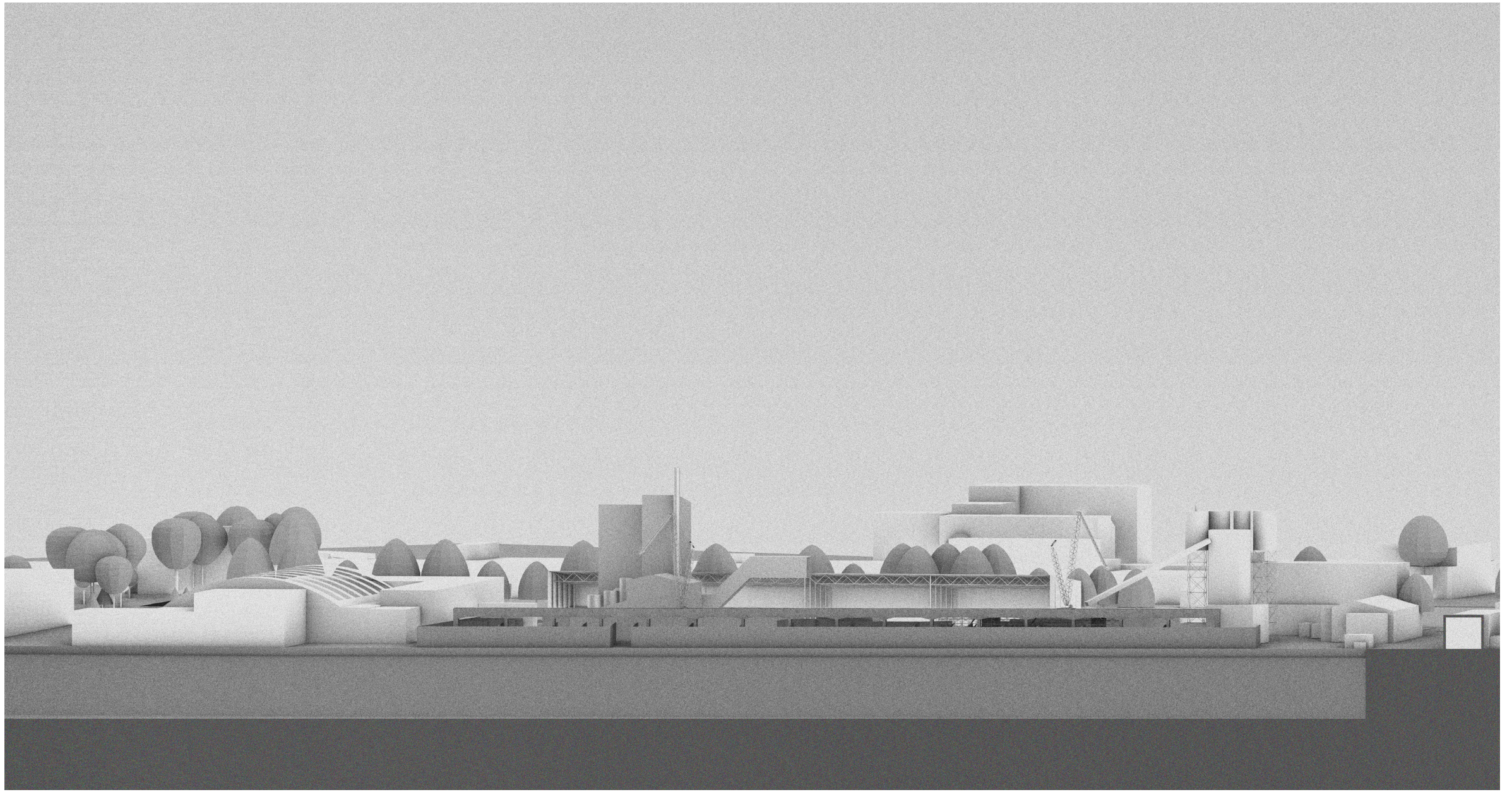
exterior

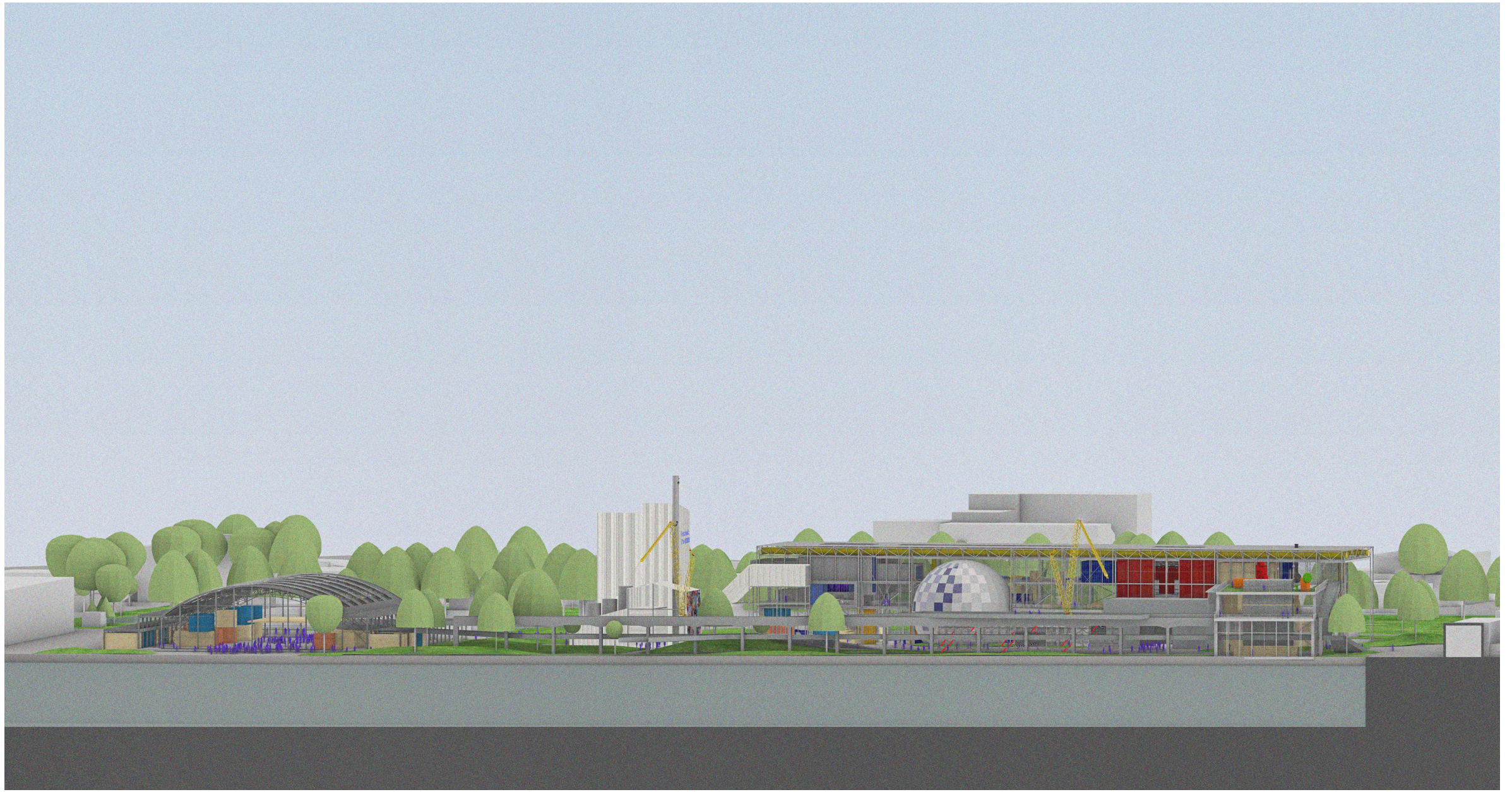




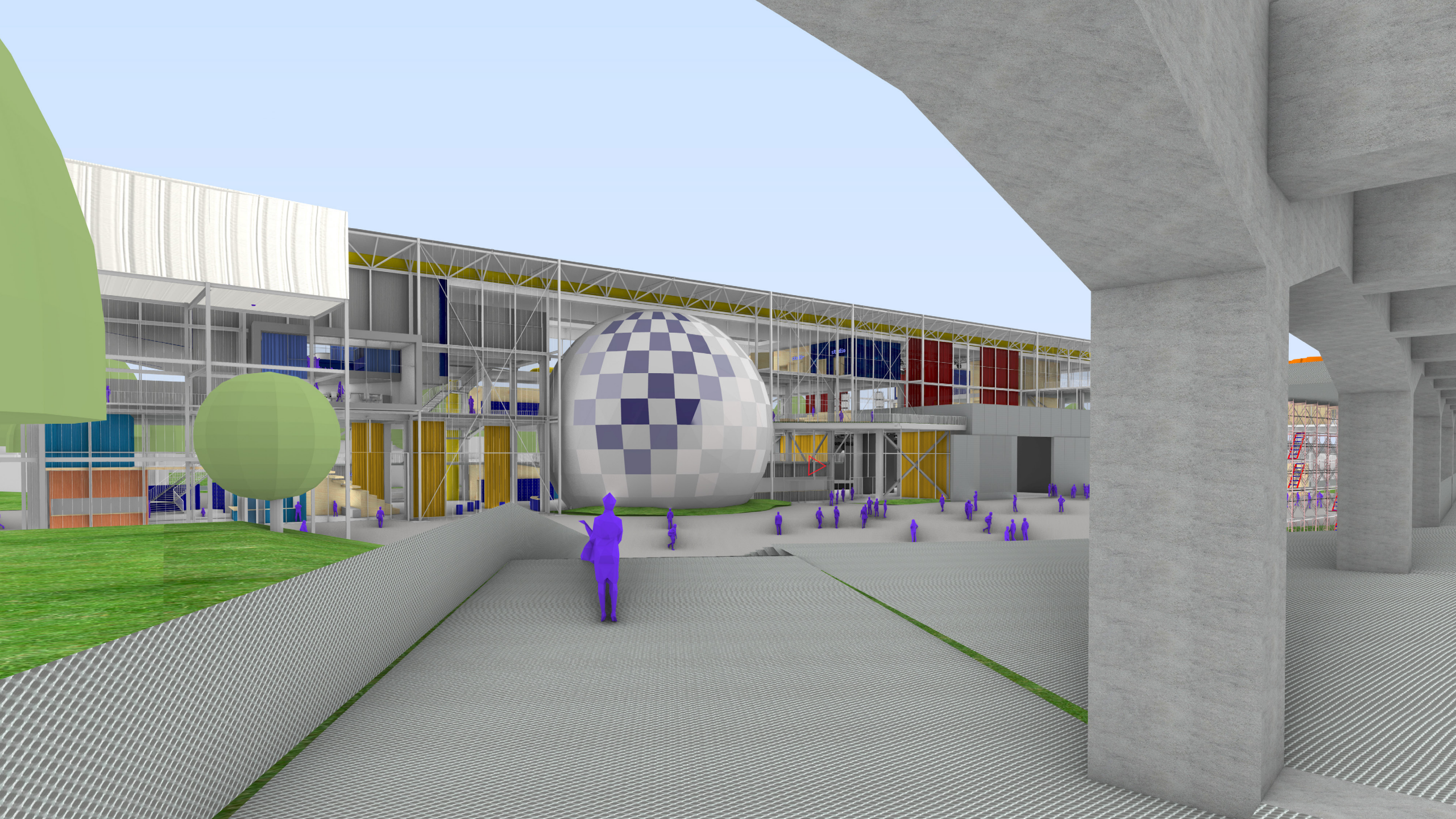


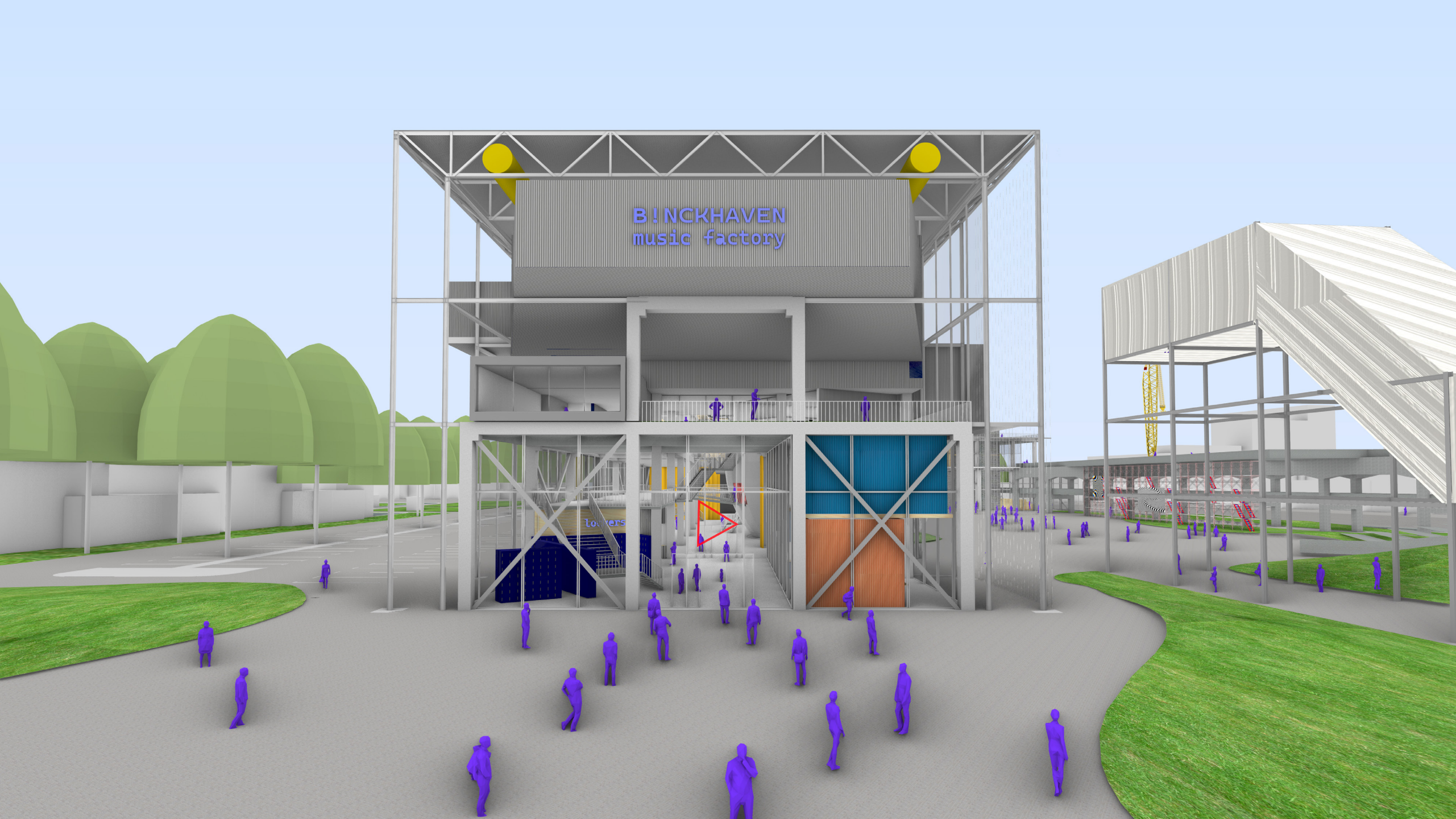








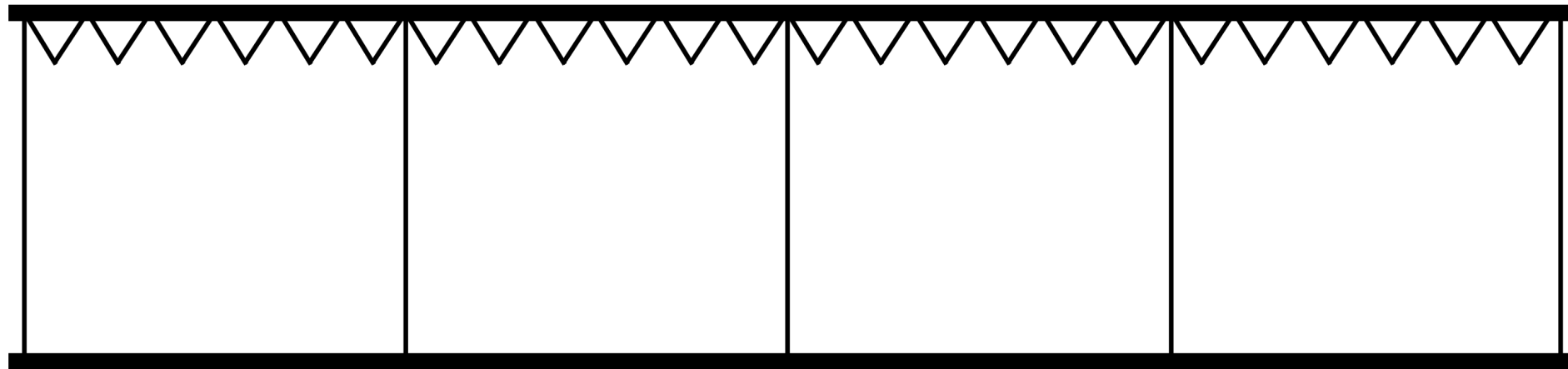




BINCKHAVEN
music factory

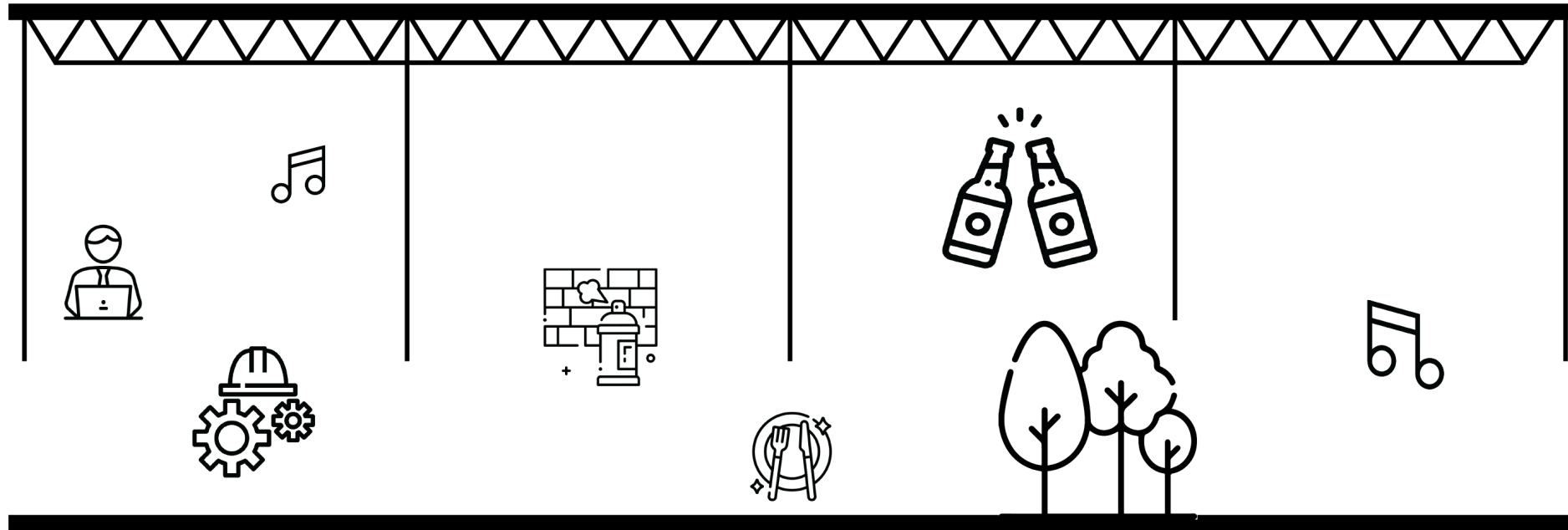
lowers

Concept:
found structure



Concept:

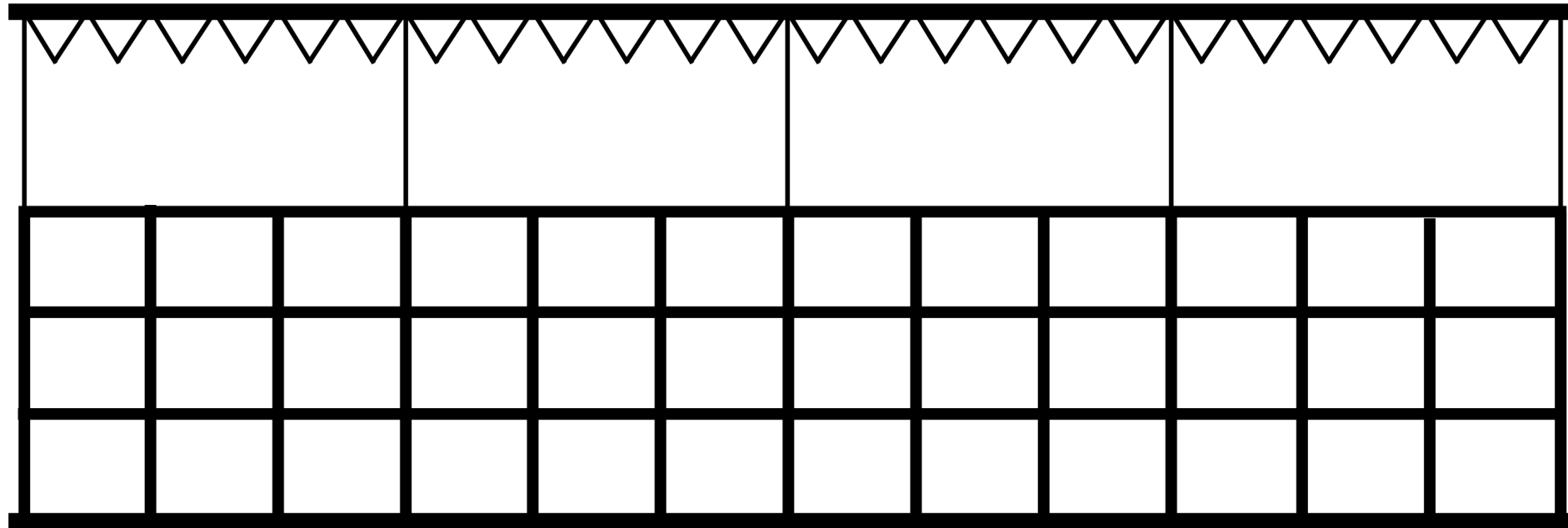
reuse



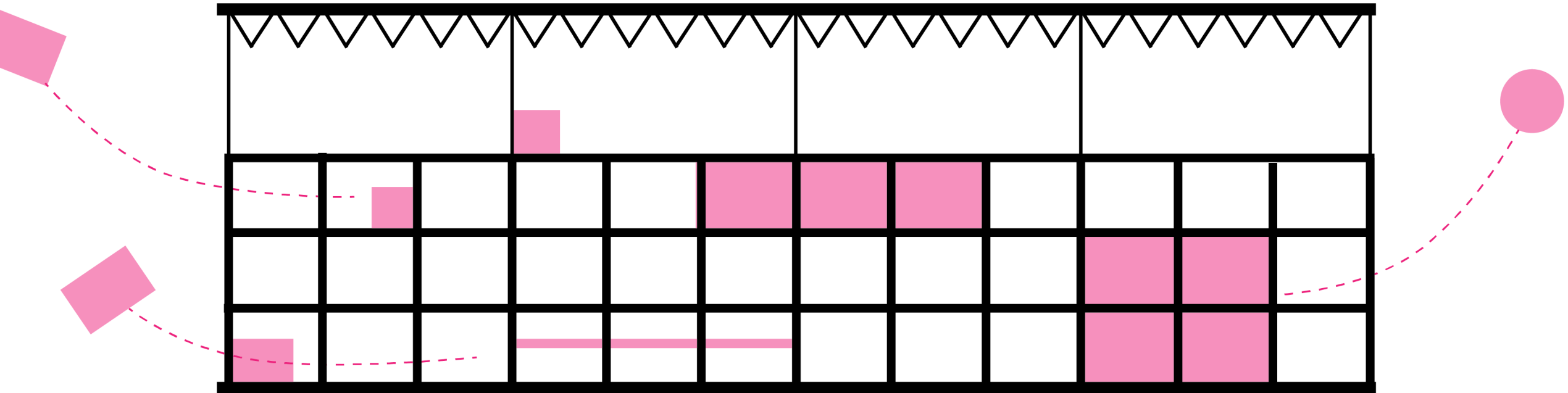
Concept:

constructing the primary frame

contrast

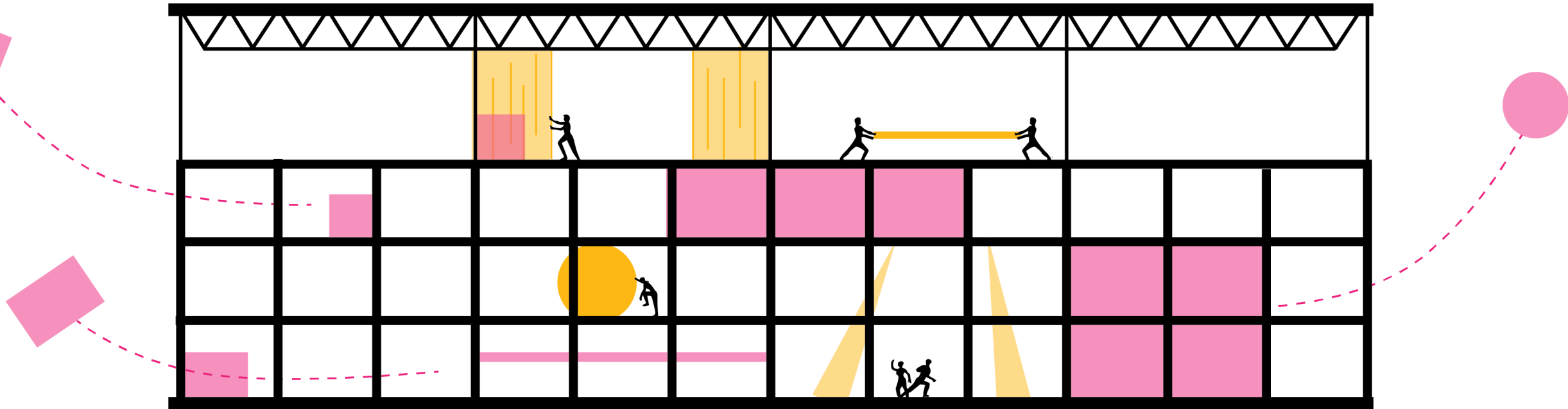


Concept:
secondary structures

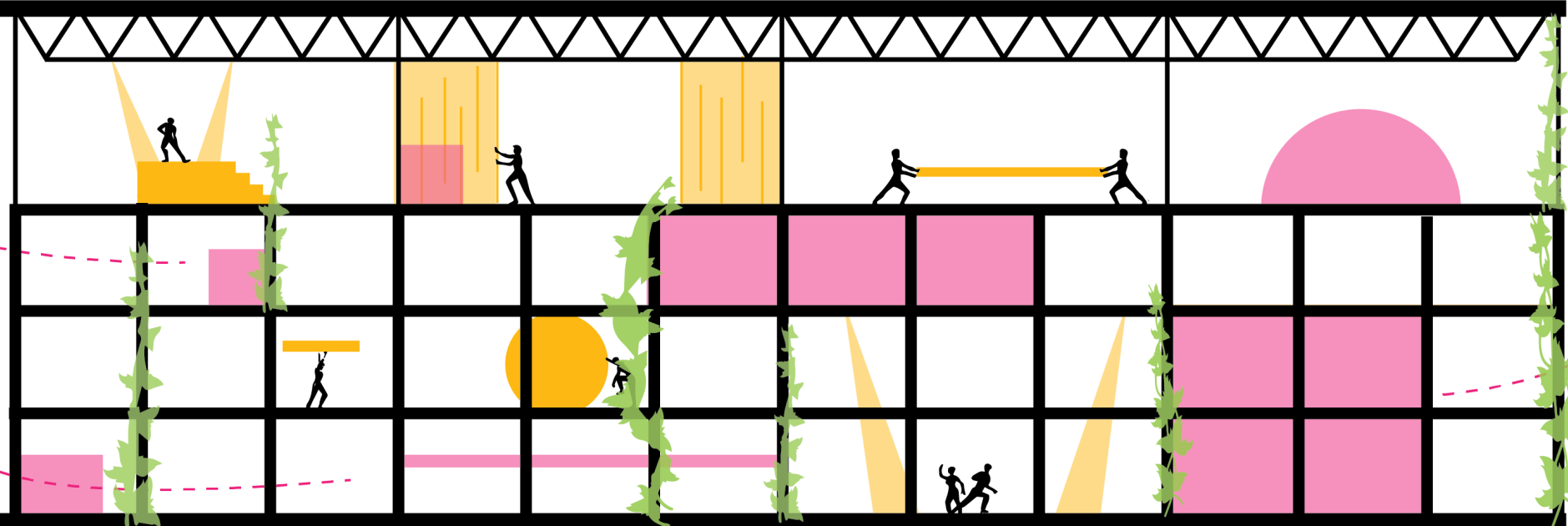


Concept:

tertiary structures

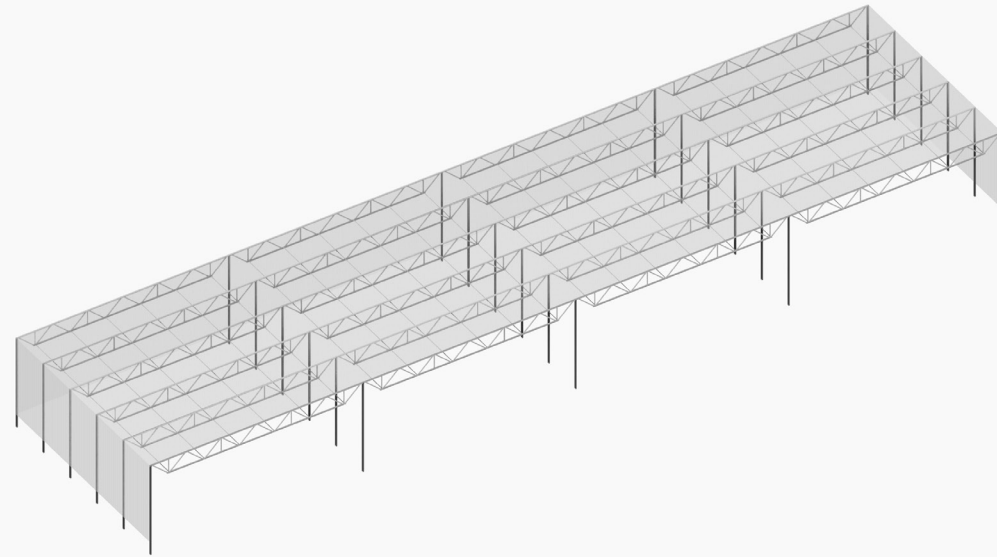


Concept:
the performance



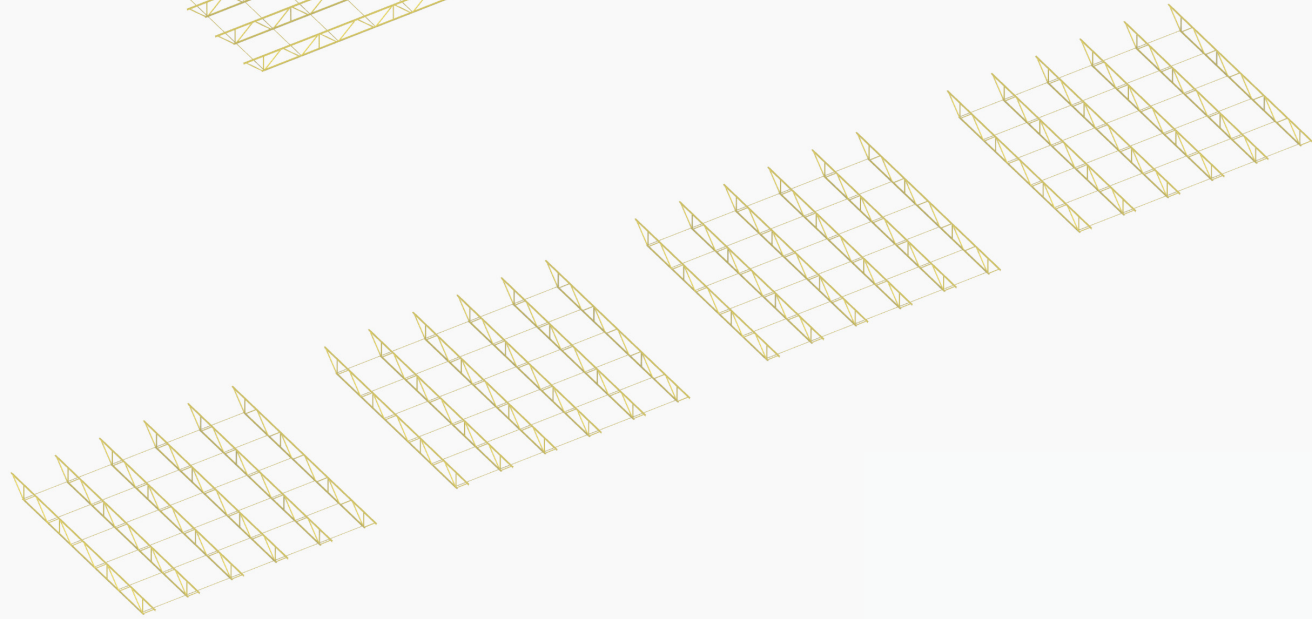
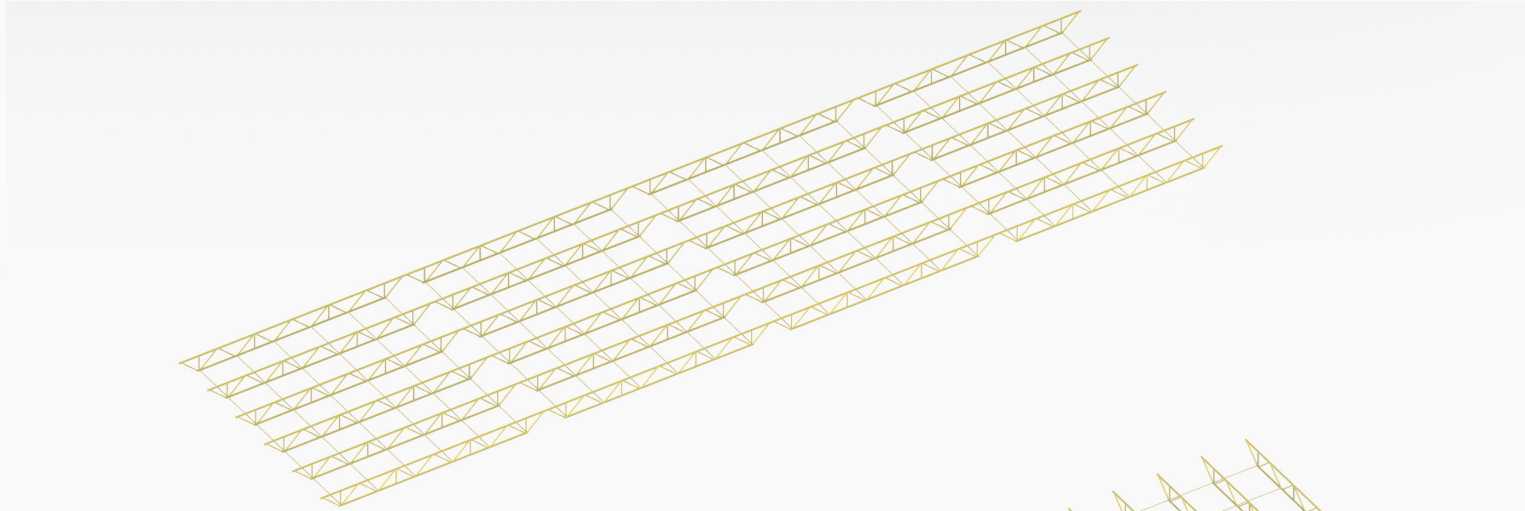
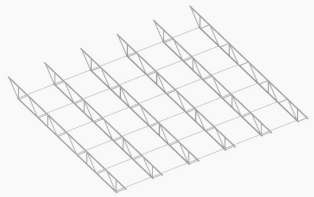
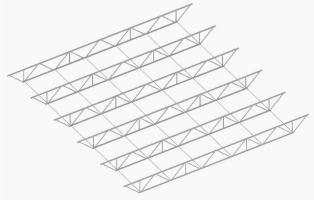
Constructing the Frame:

references



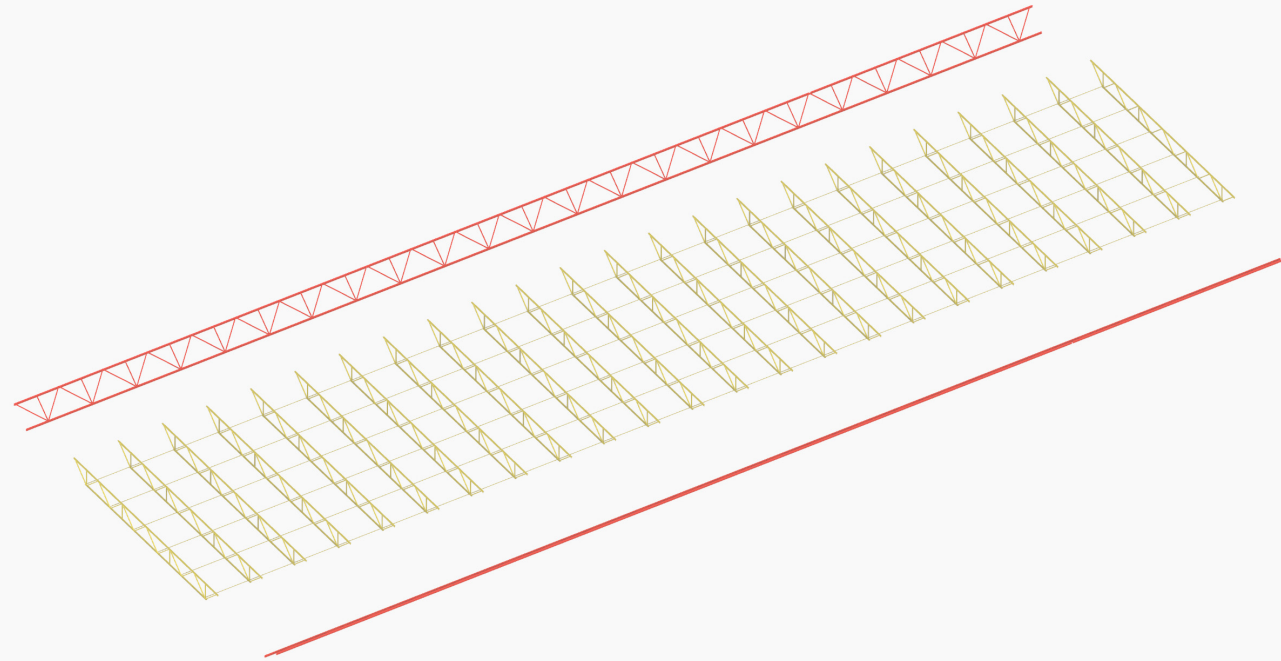
Constructing the Frame:

reusing roof:rotate



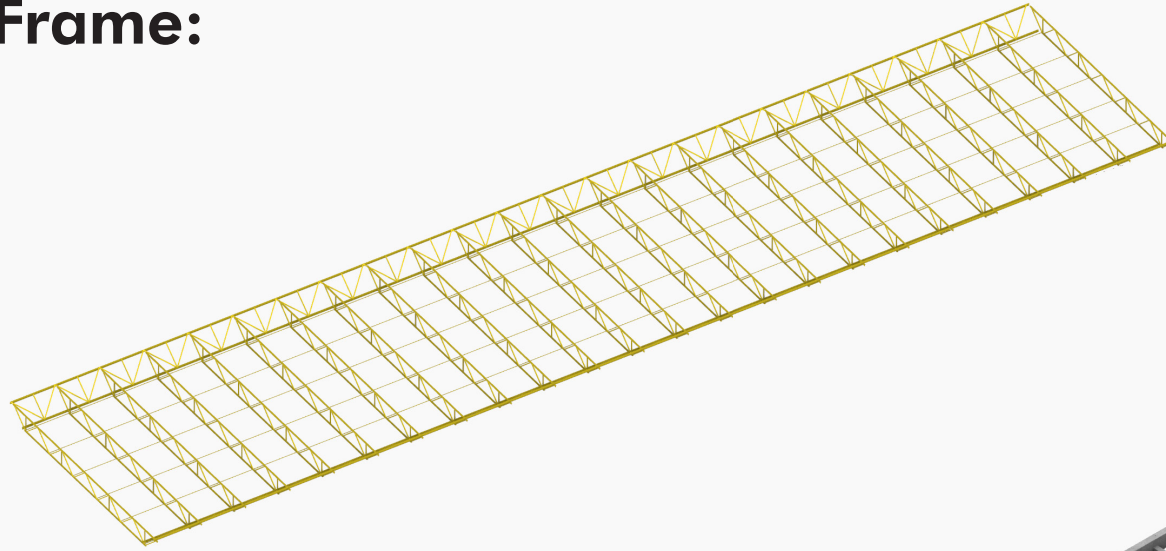
Constructing the Frame:

re-using roof:edge beams



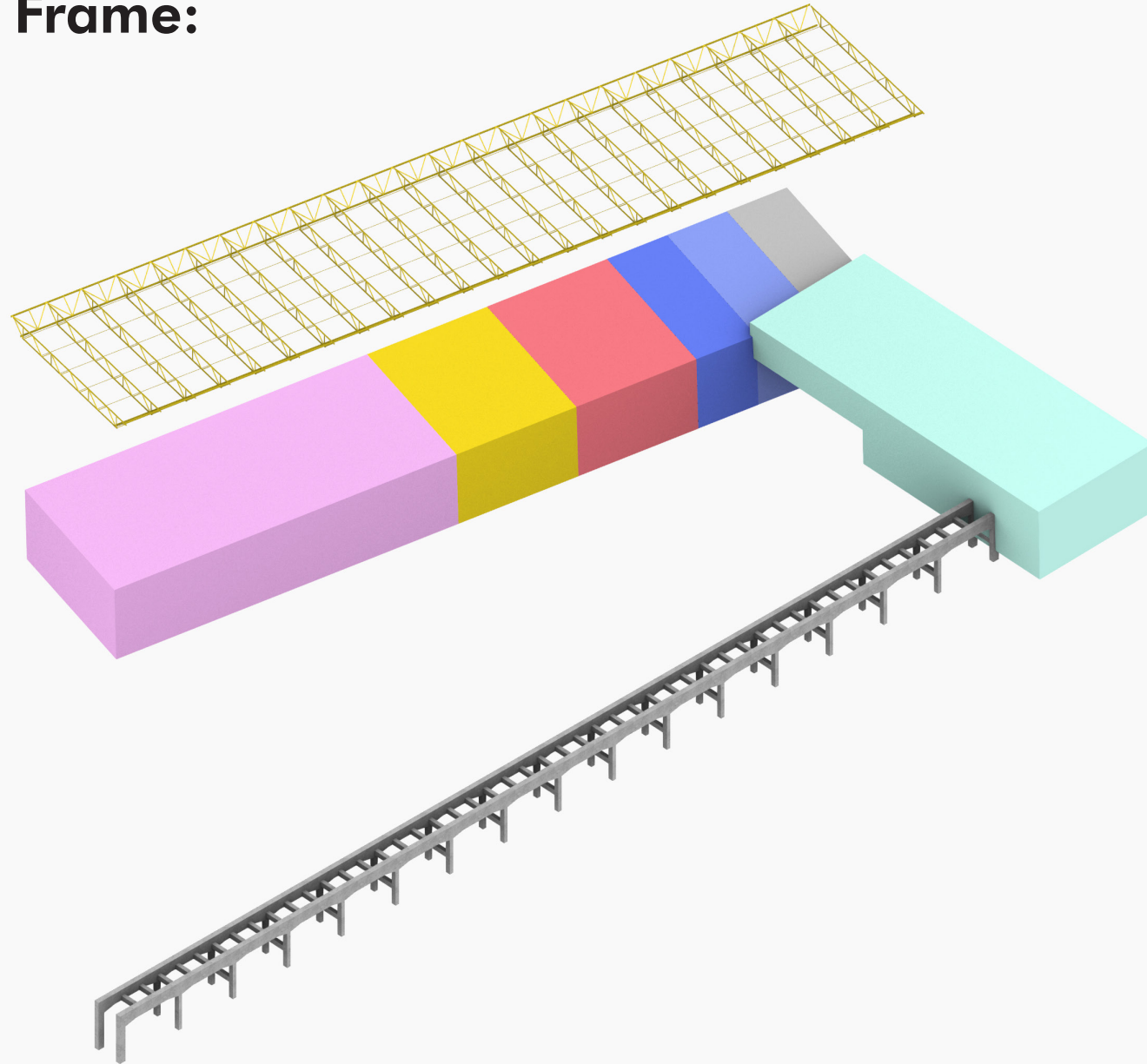
Constructing the Frame:

reference



Constructing the Frame:

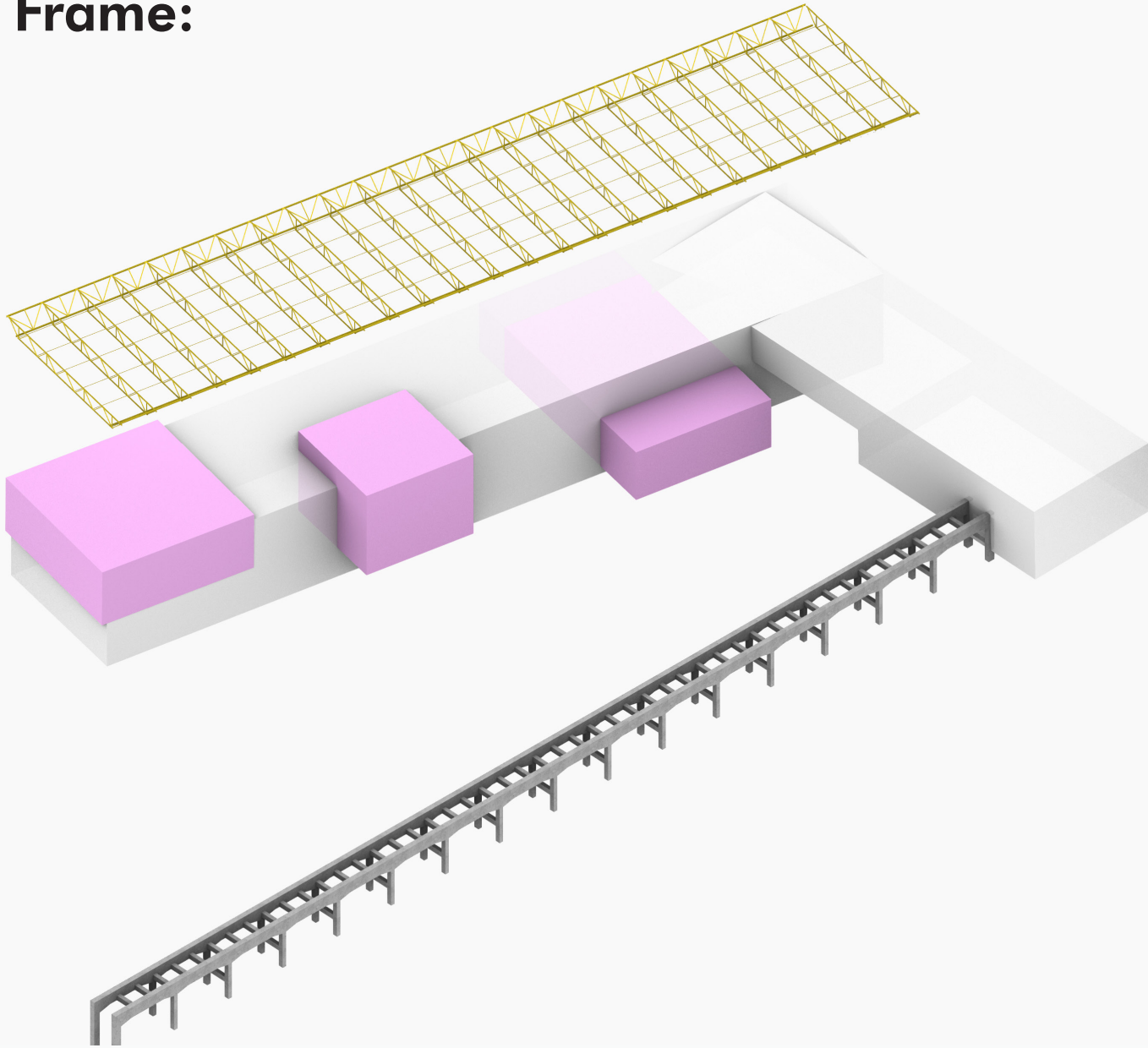
program distribution



- performance
- research/
education
- rehearsal
- artist dedicated
- amenities
- technical

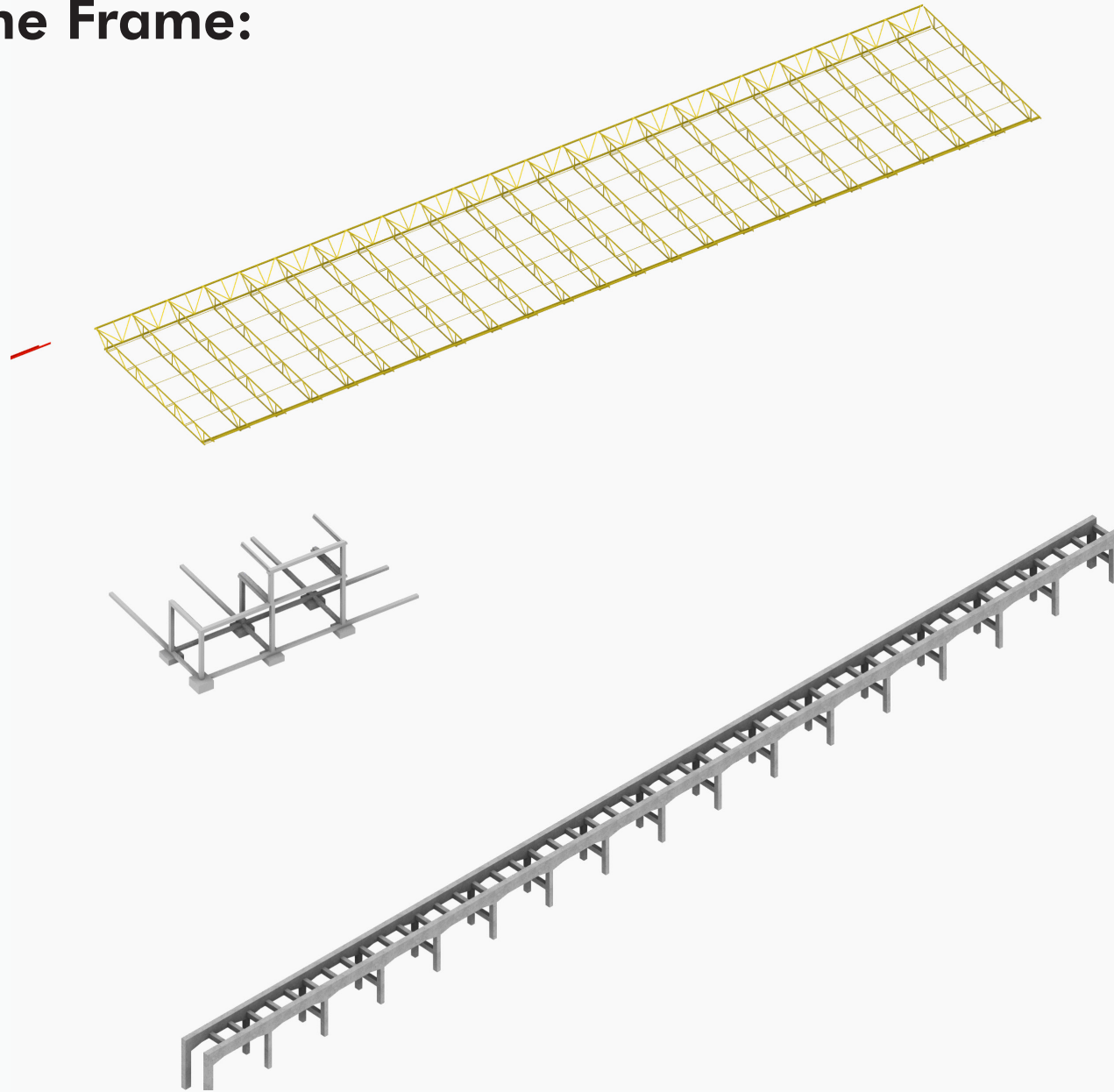
Constructing the Frame:

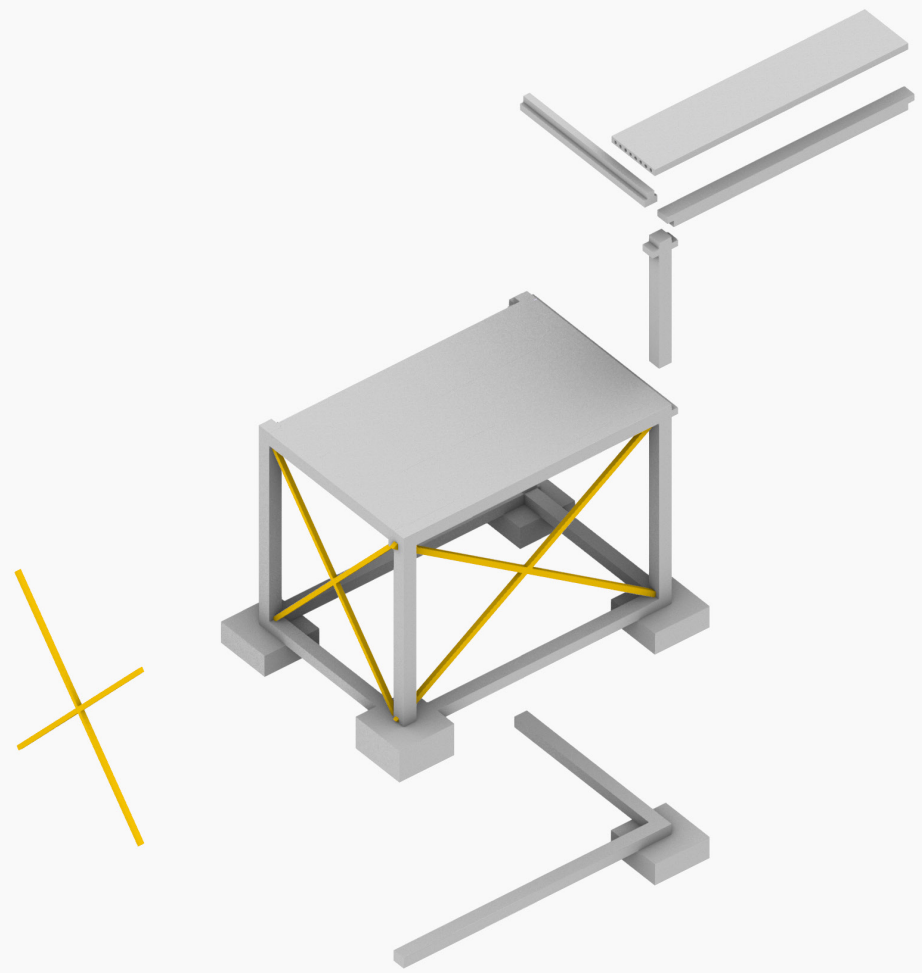
program distribution



Constructing the Frame:

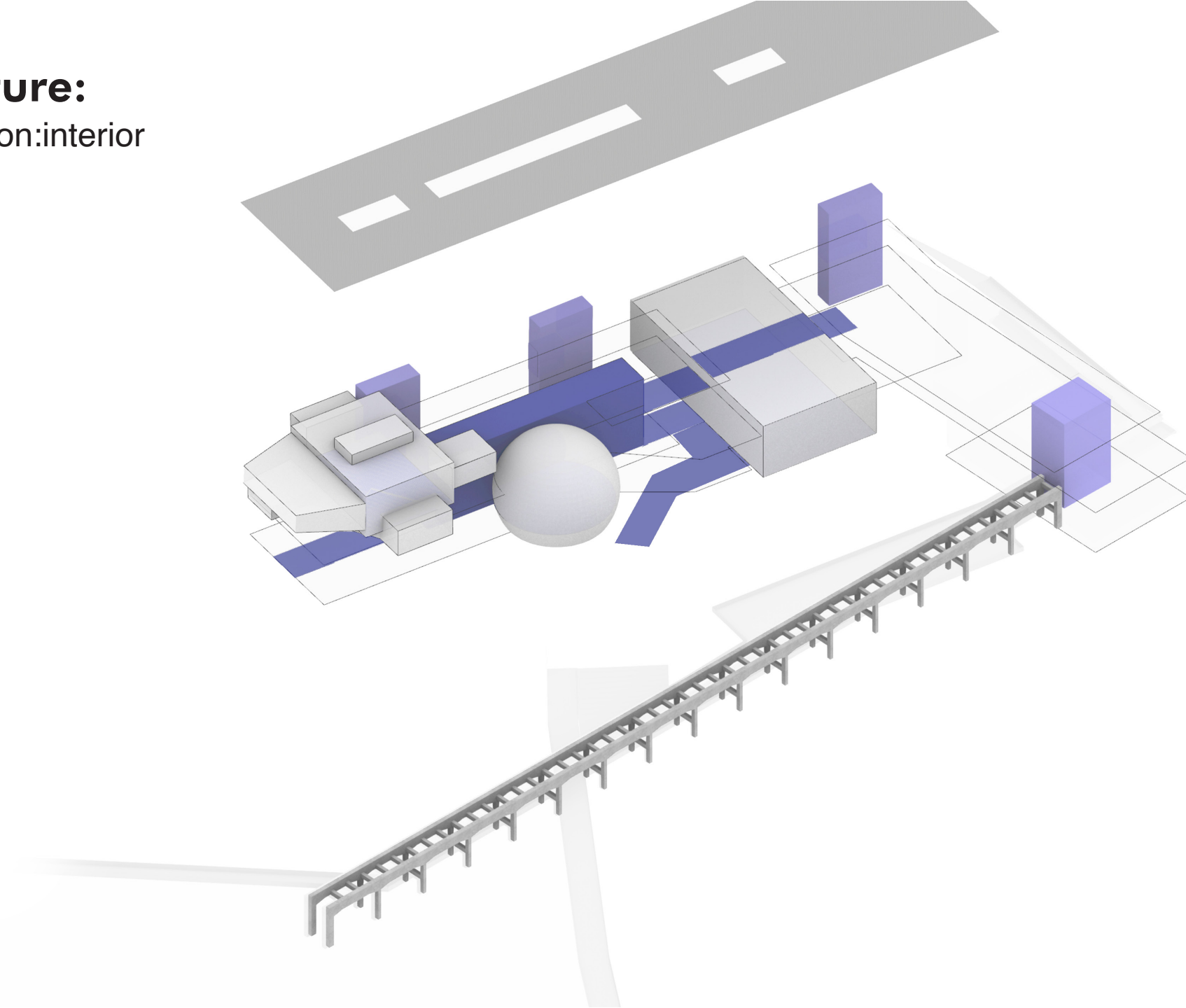
primary structure





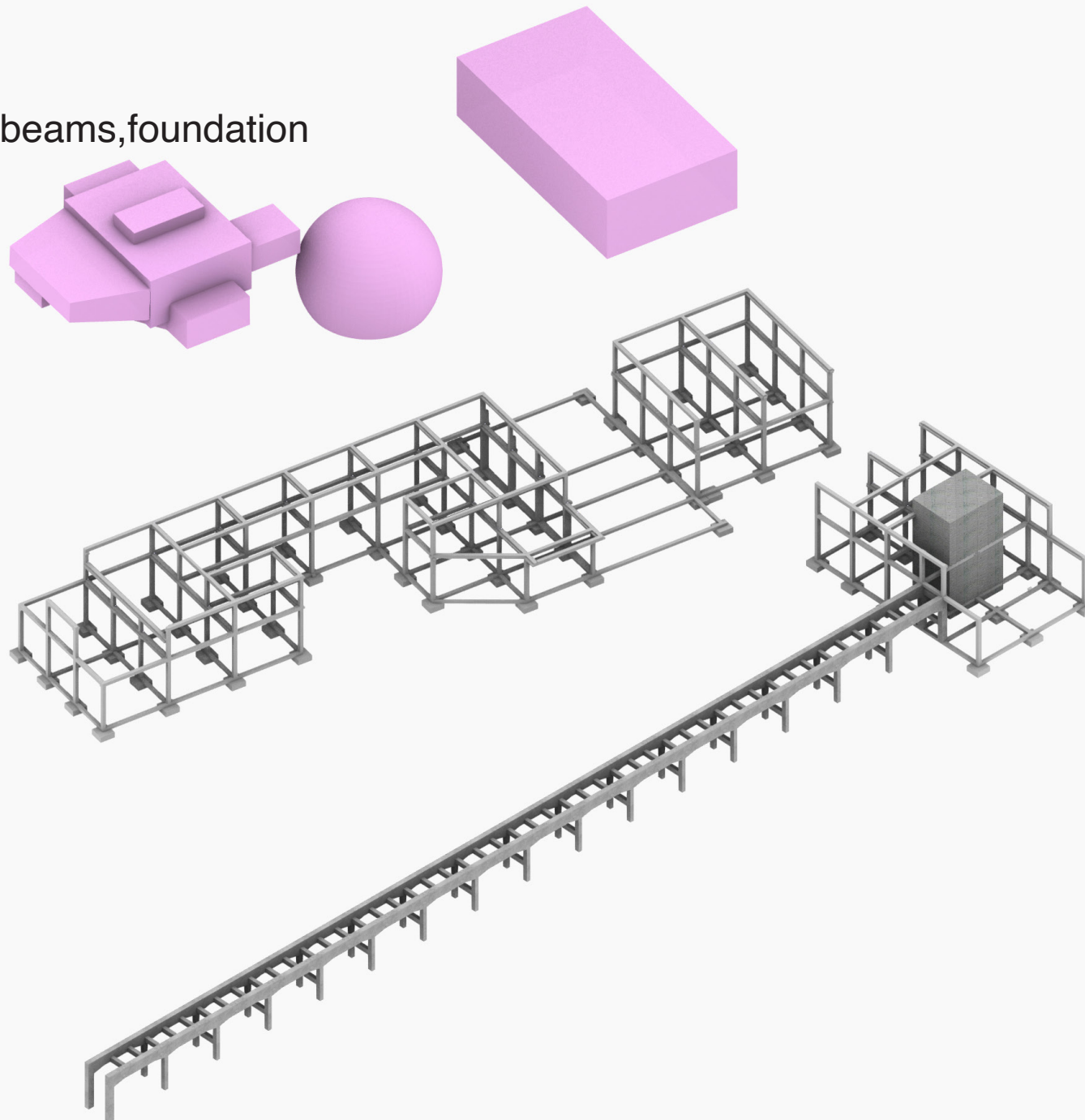
Structure:

circulation:interior



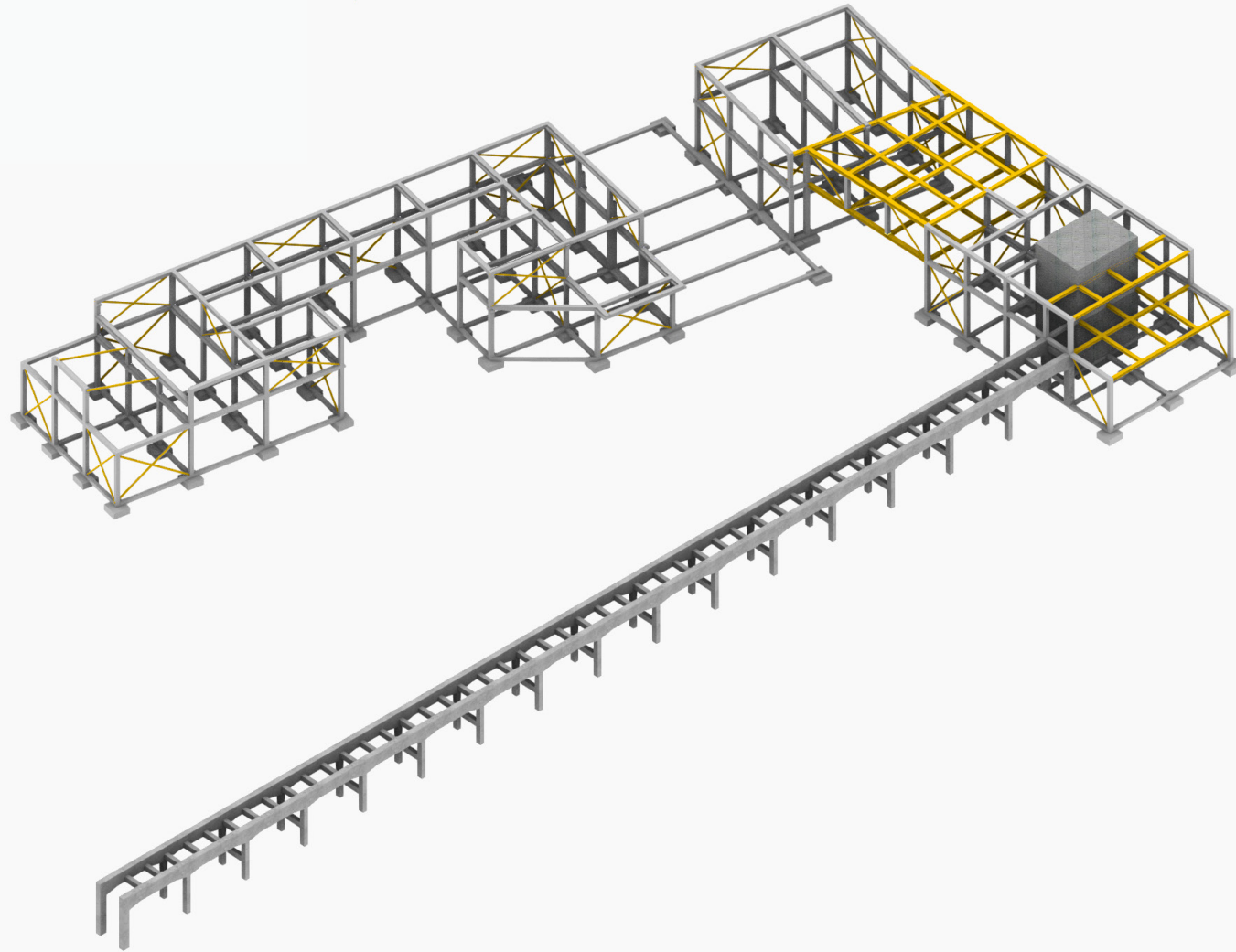
Structure:

primary structure:columns,beams,foundation



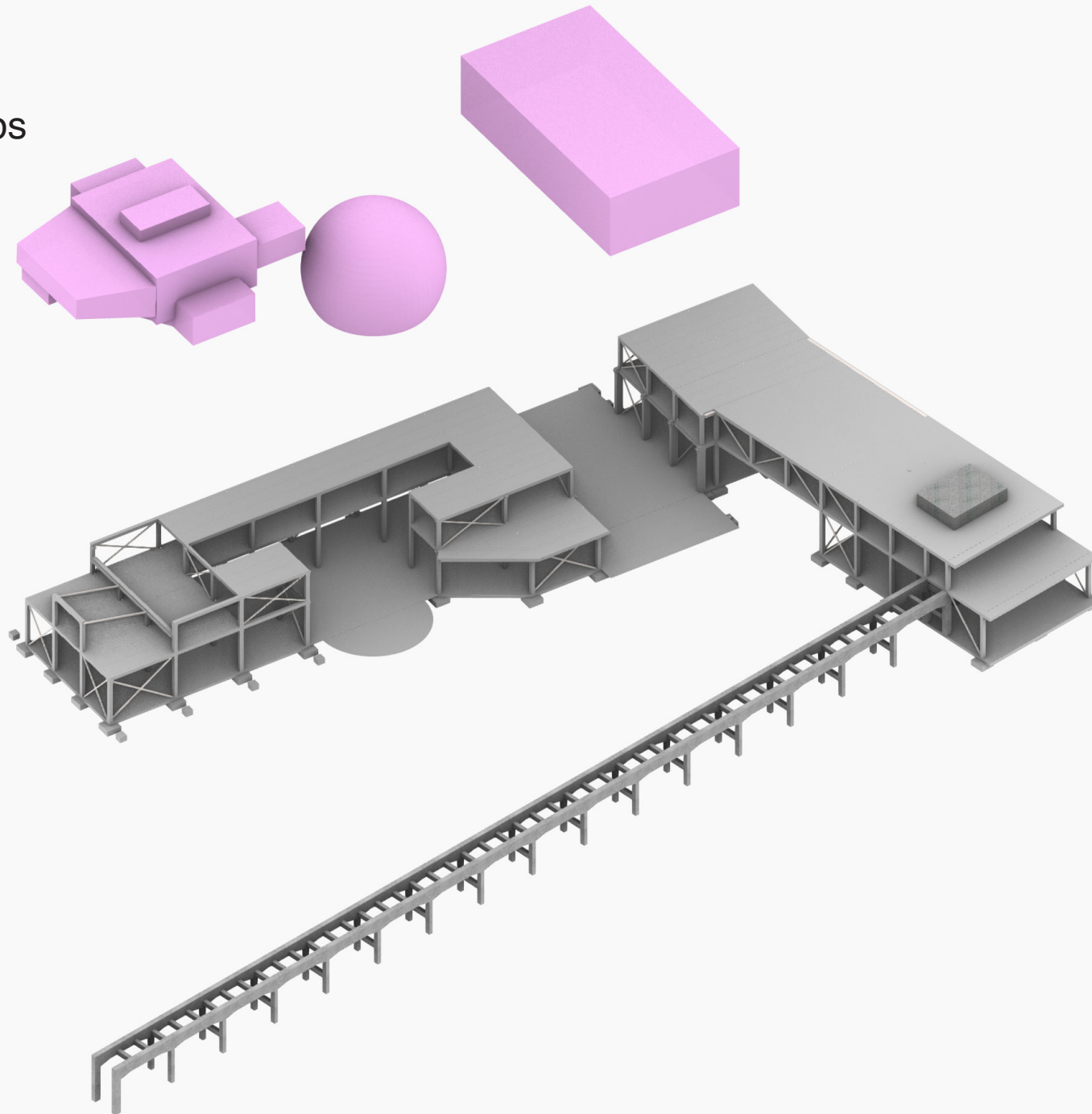
Structure:

primary structure:bracings



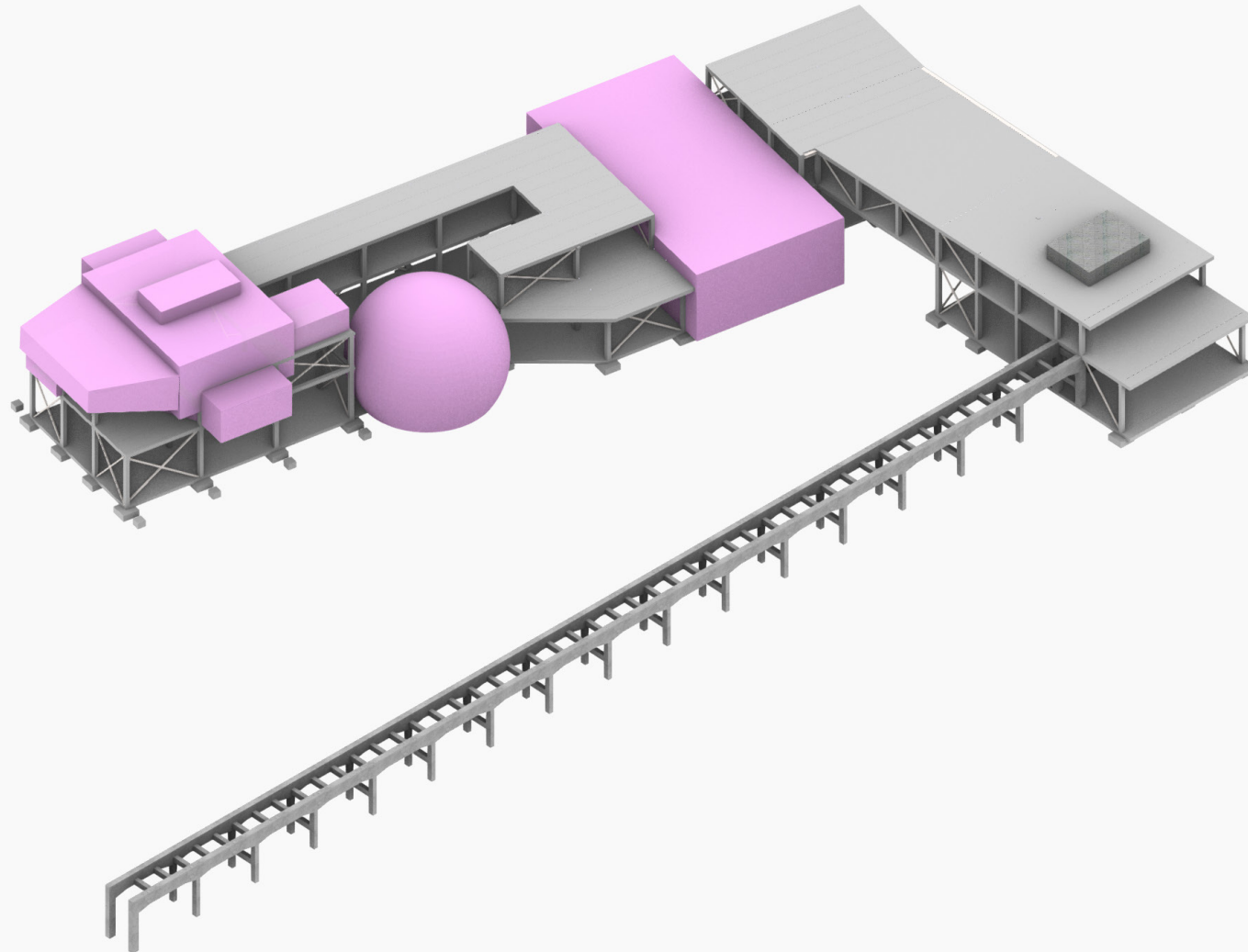
Structure:

primary structure: floor slabs



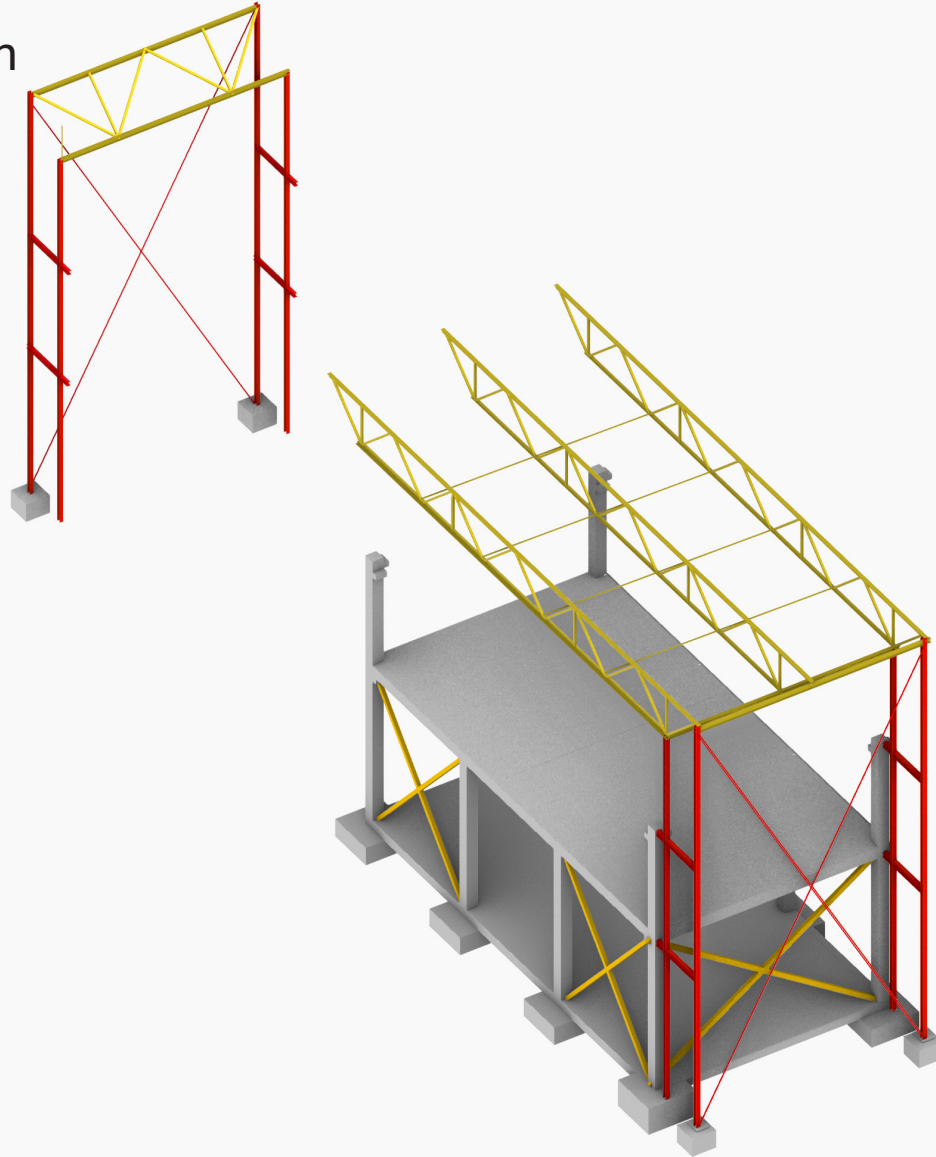
Structure:

exceptions:venues



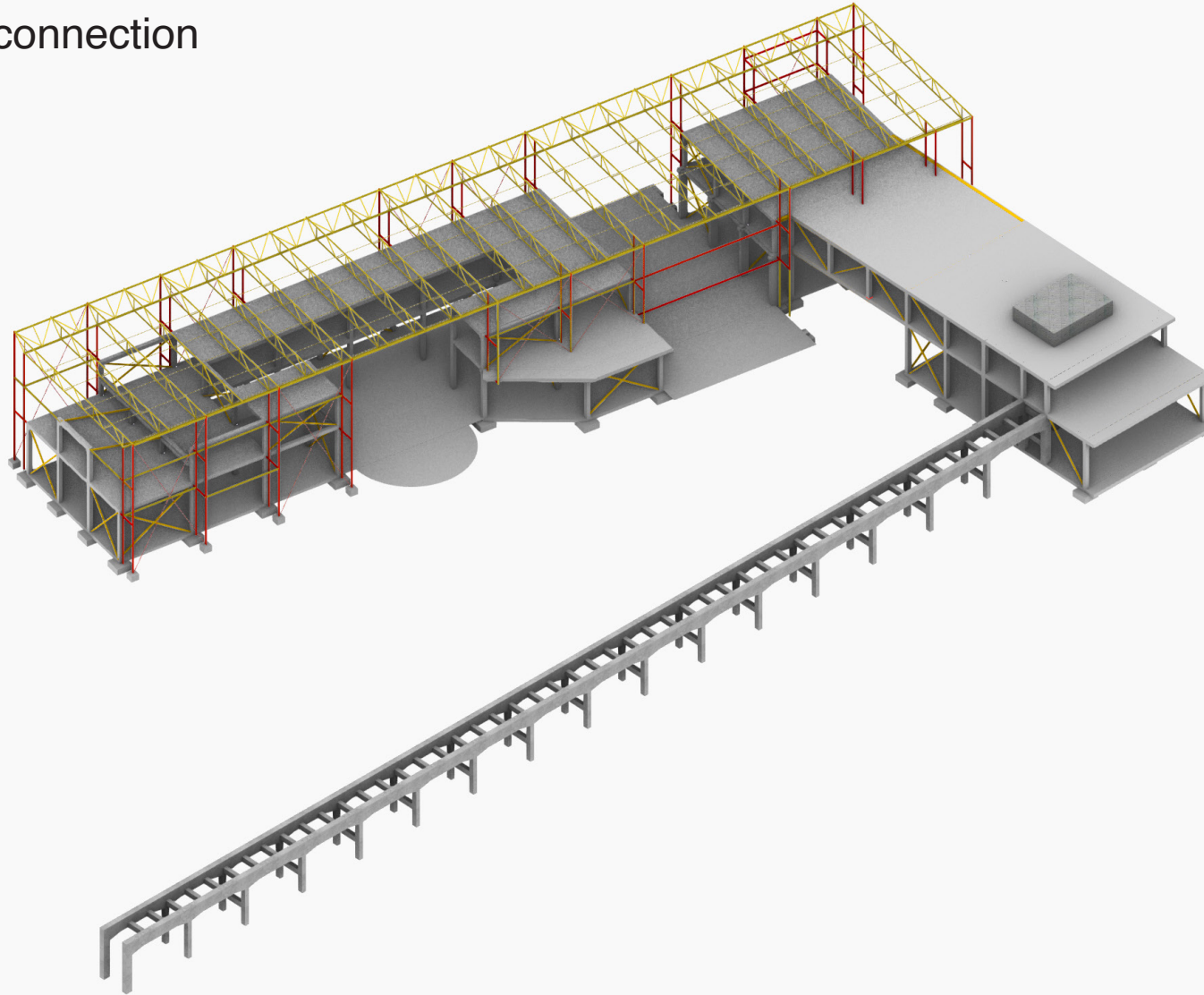
Structure:

primary structure/roof connection



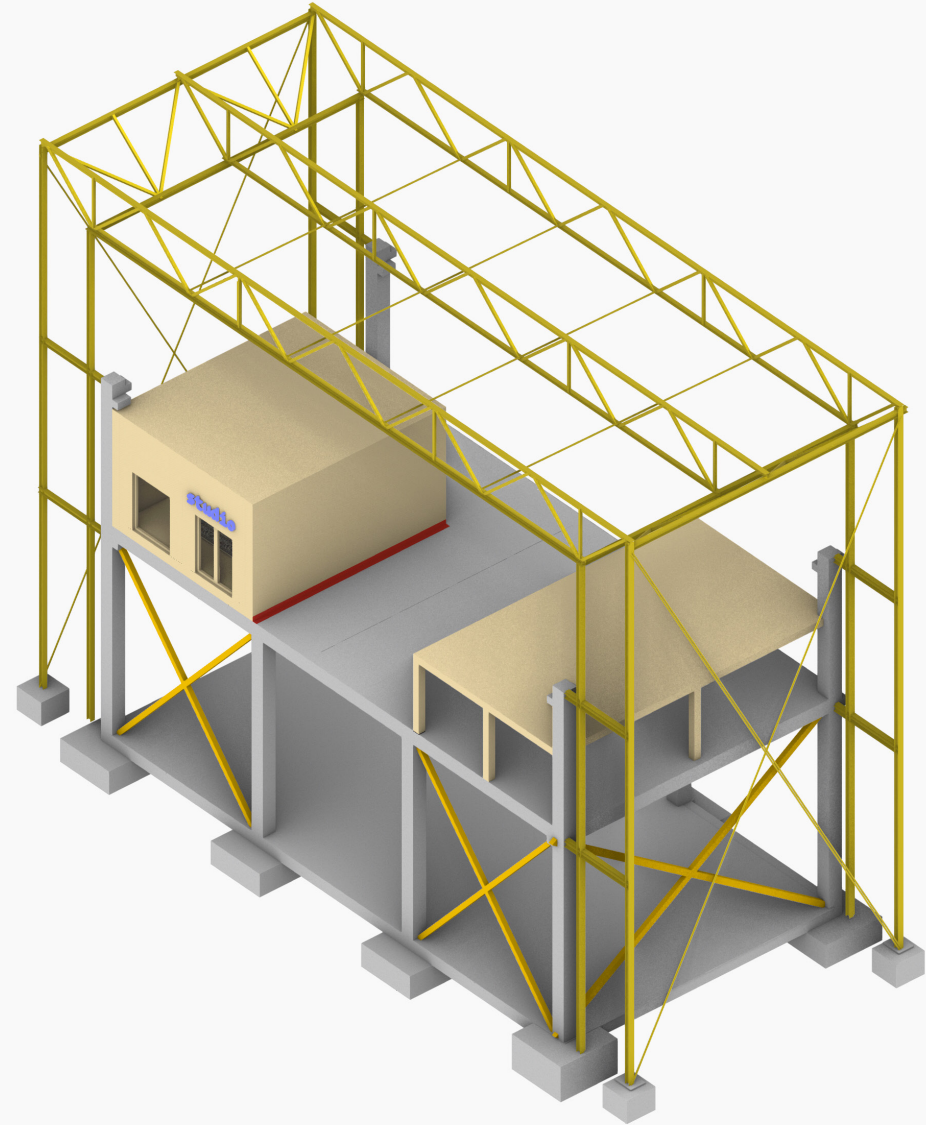
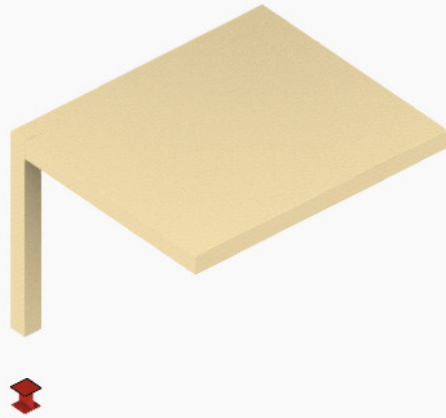
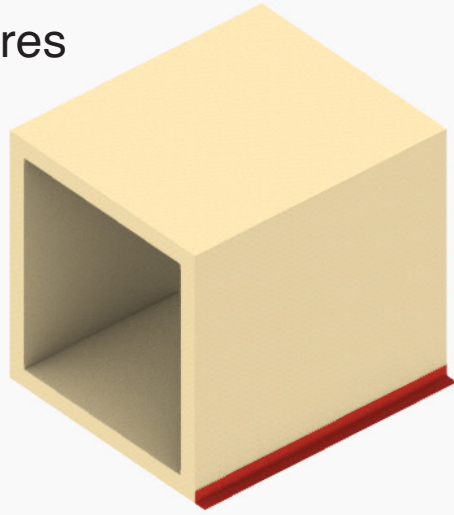
Structure:

primary structure/roof connection



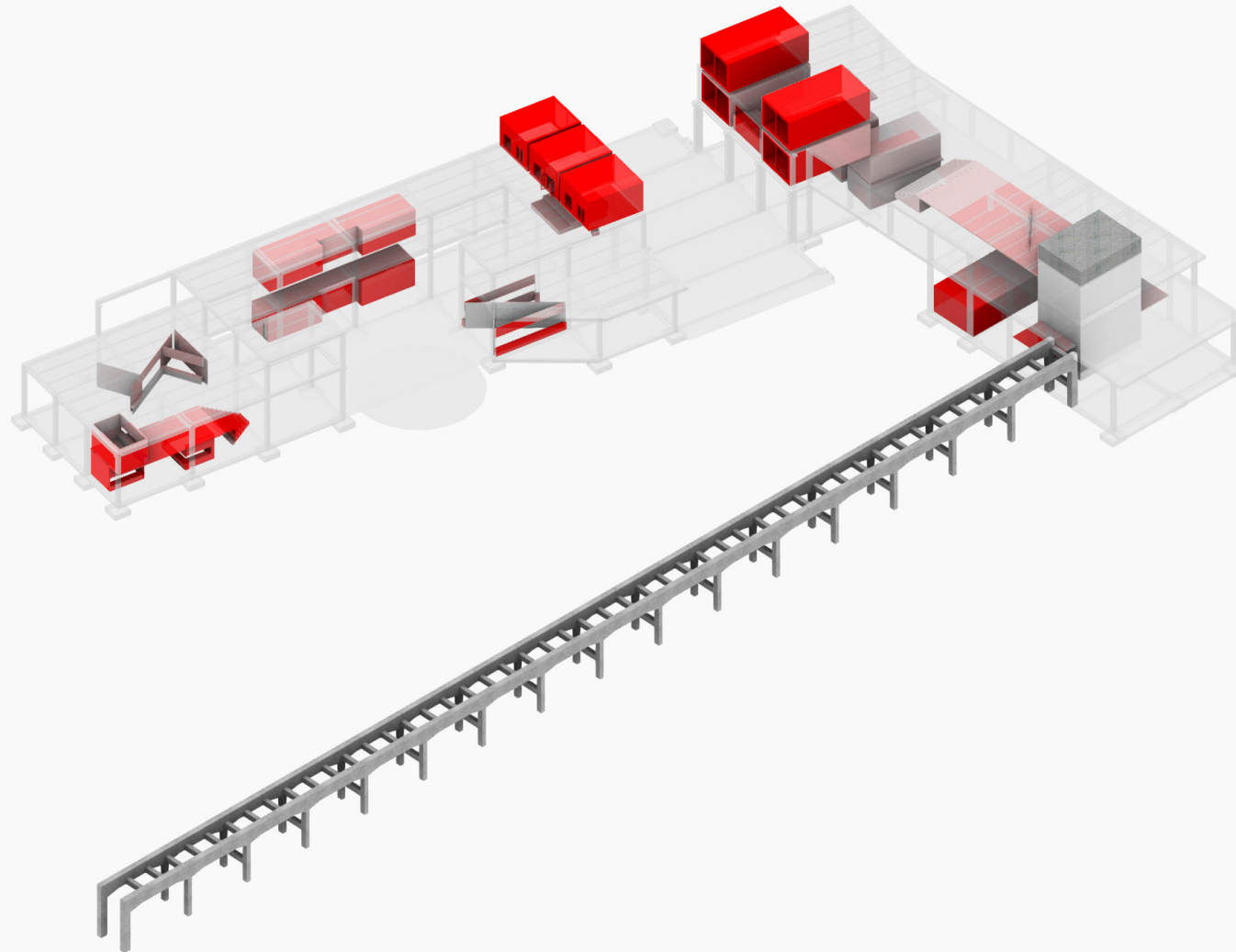
Structure:

secondary structures



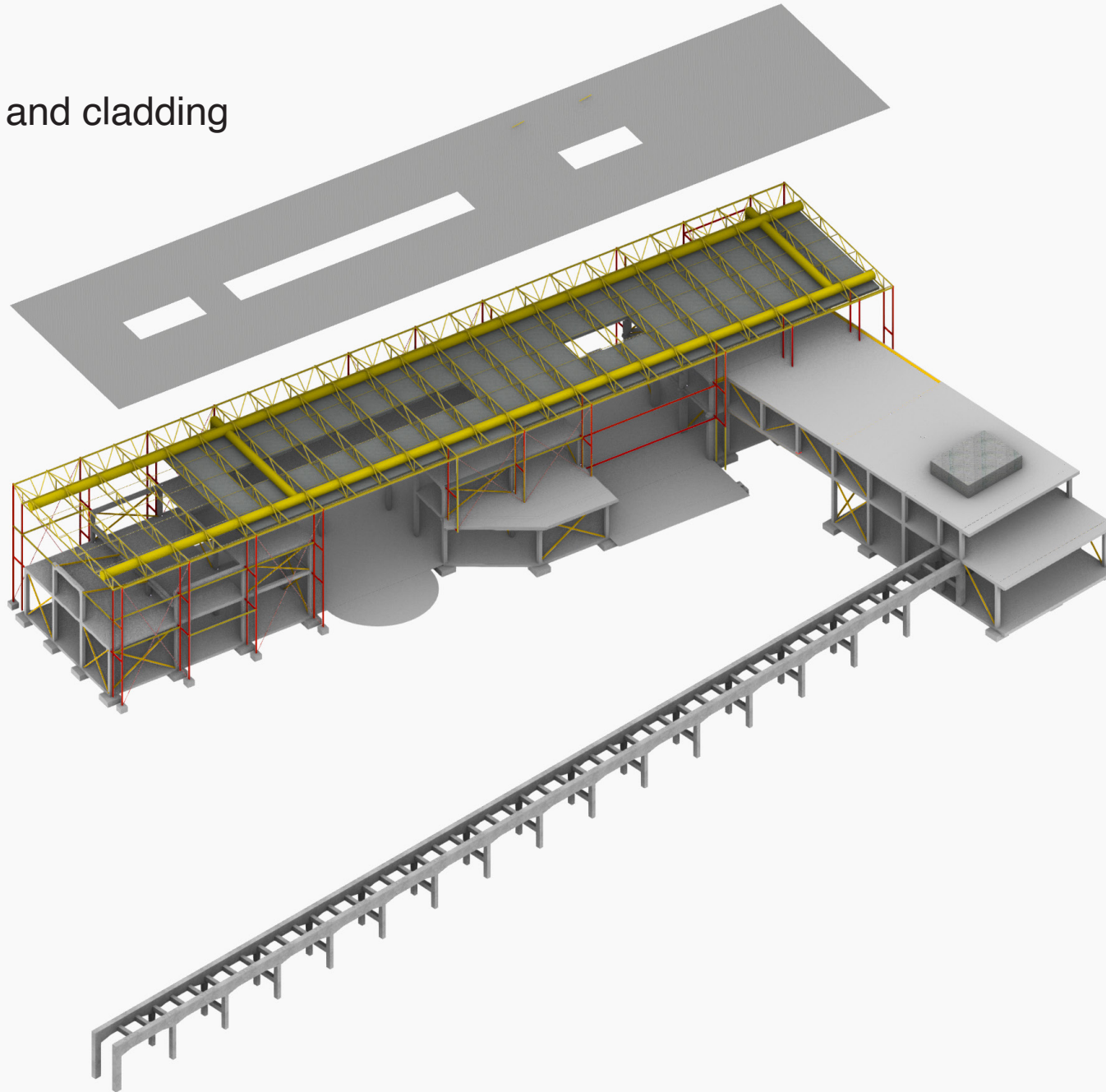
Structure:

secondary structures



Structure:

roof structure services and cladding



Structure:

facade:climate control

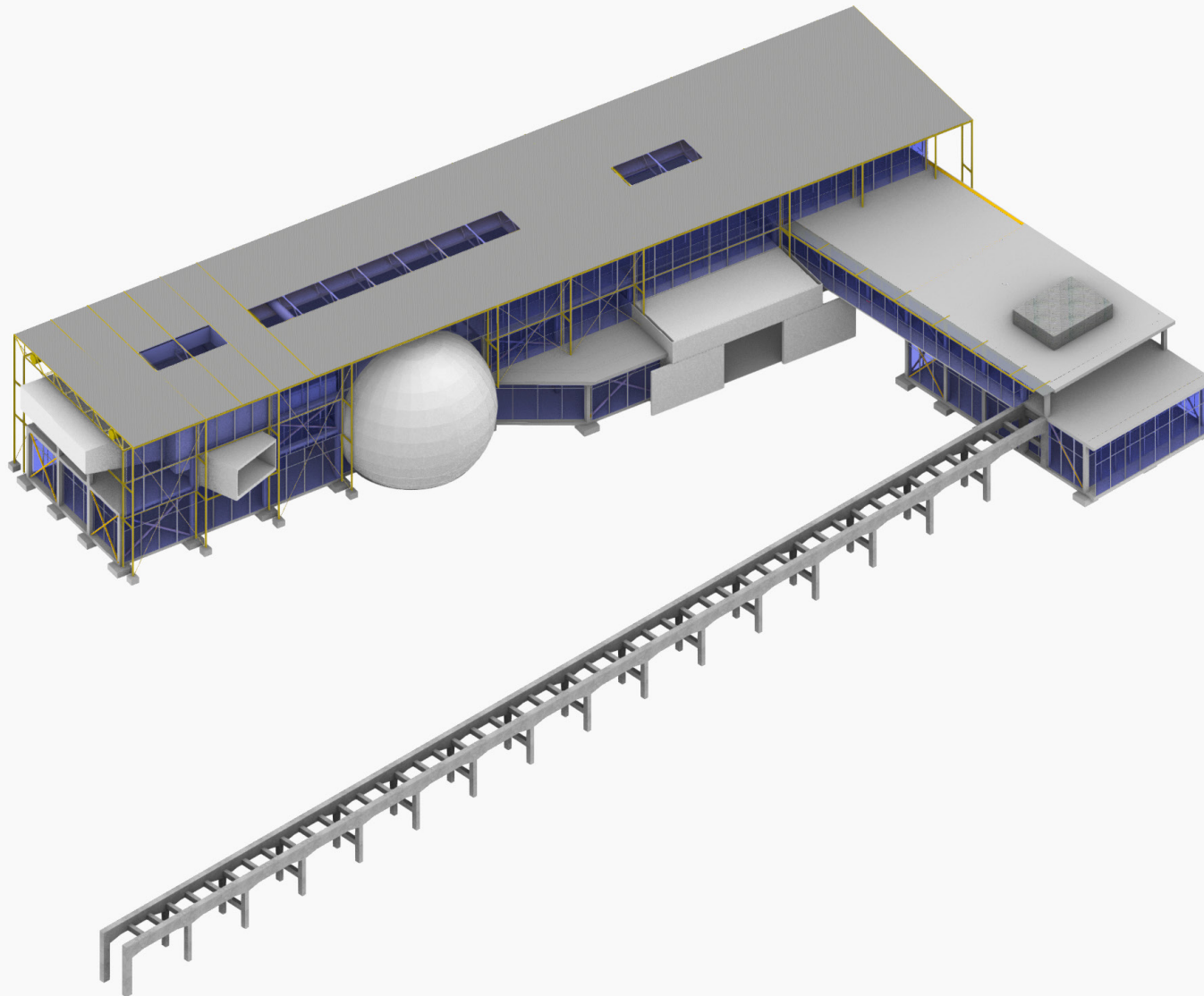


Image:

tertiary structures/venues

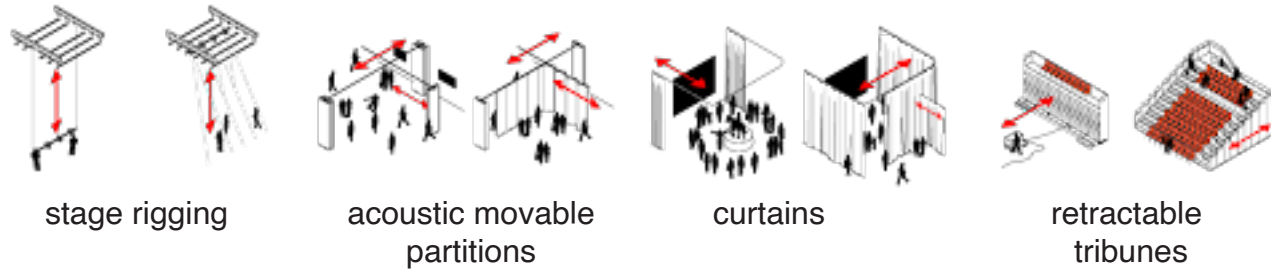
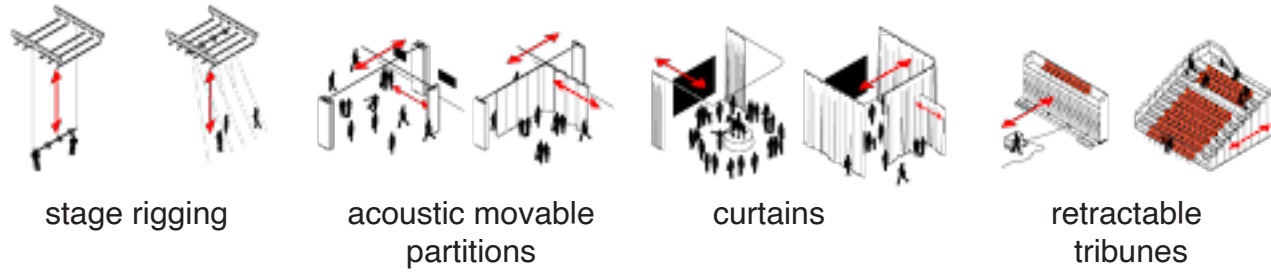
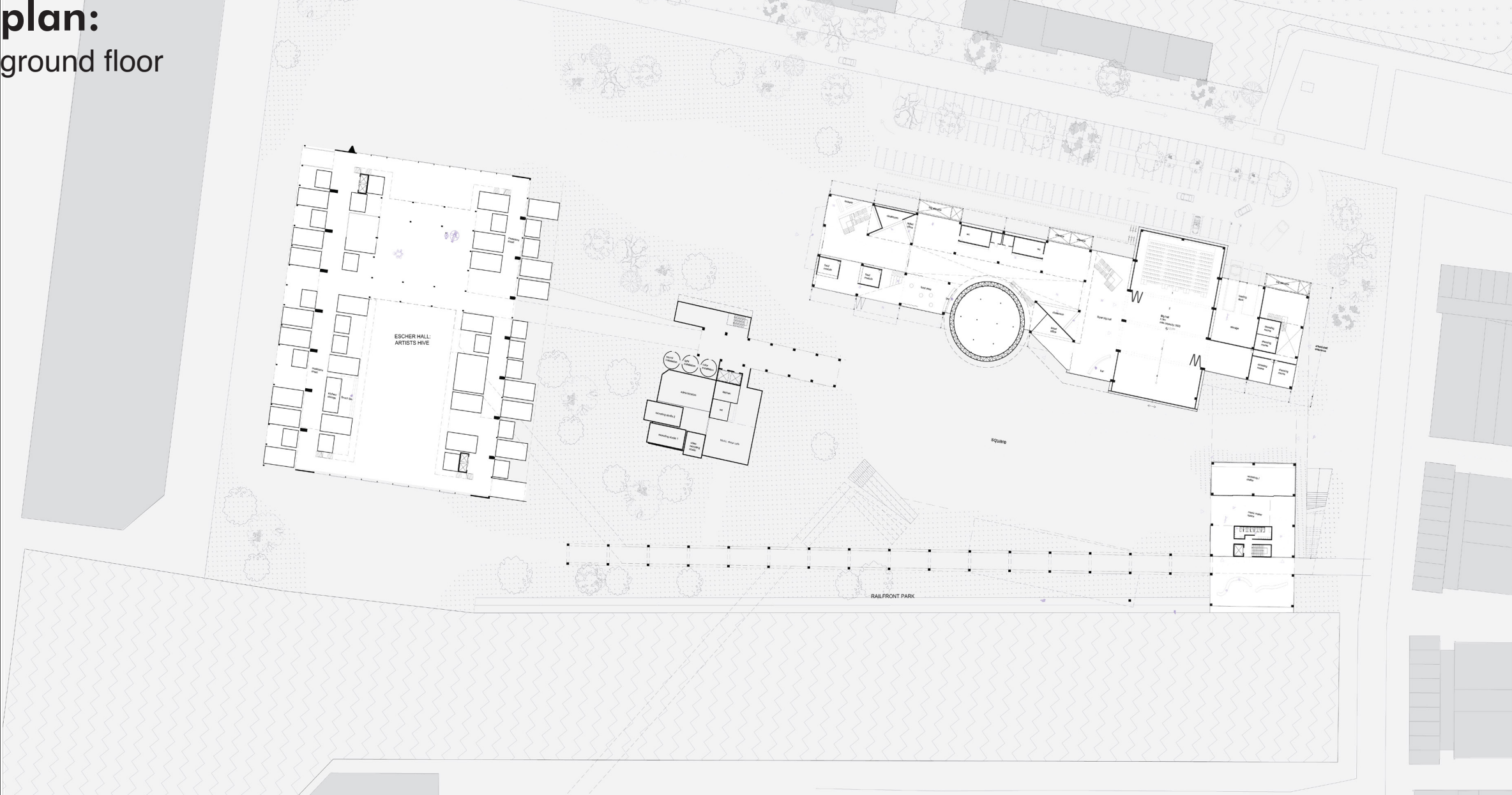


Image:

tertiary structures/venues



plan:
ground floor



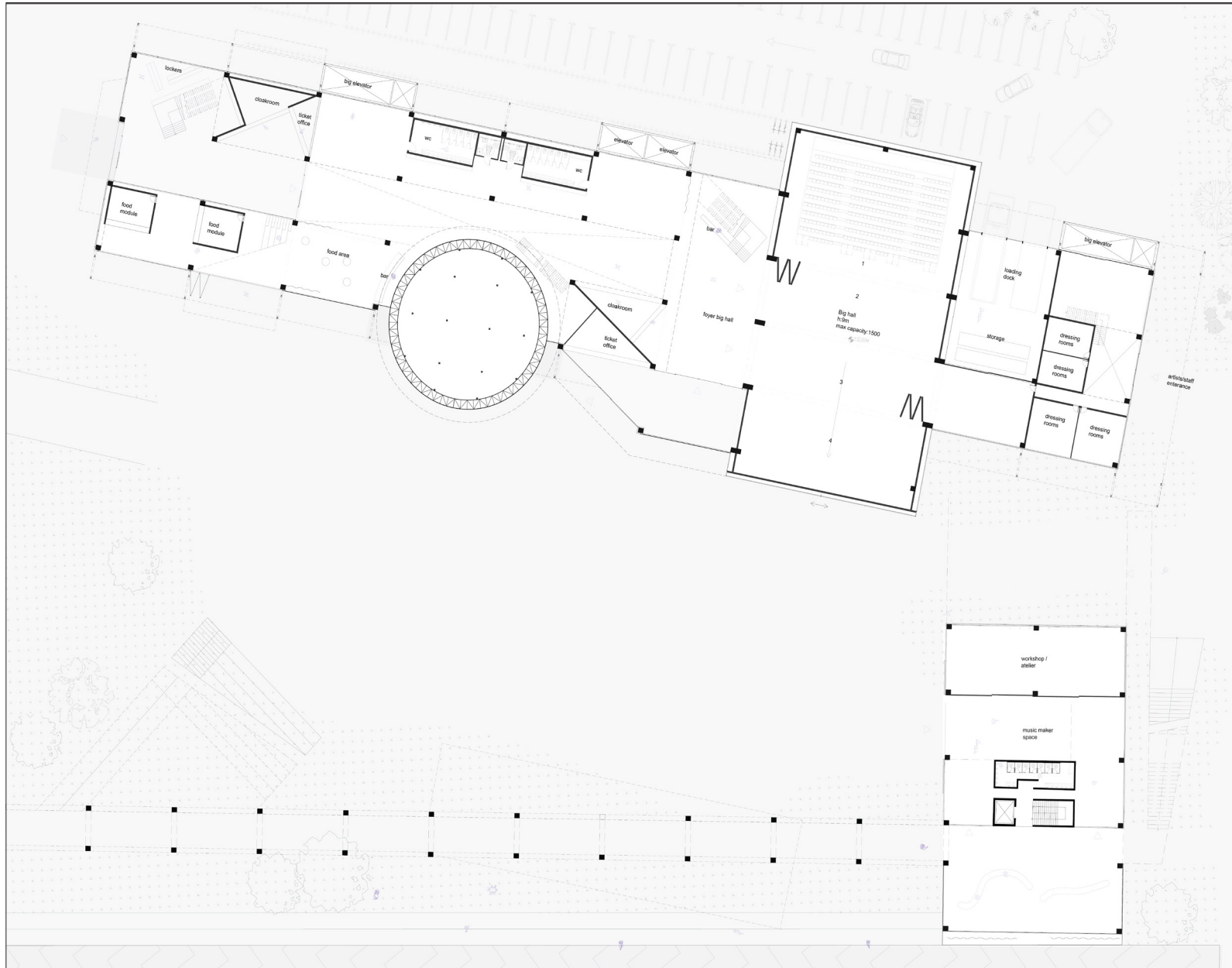


BINCKHAVEN
music factory

lockers

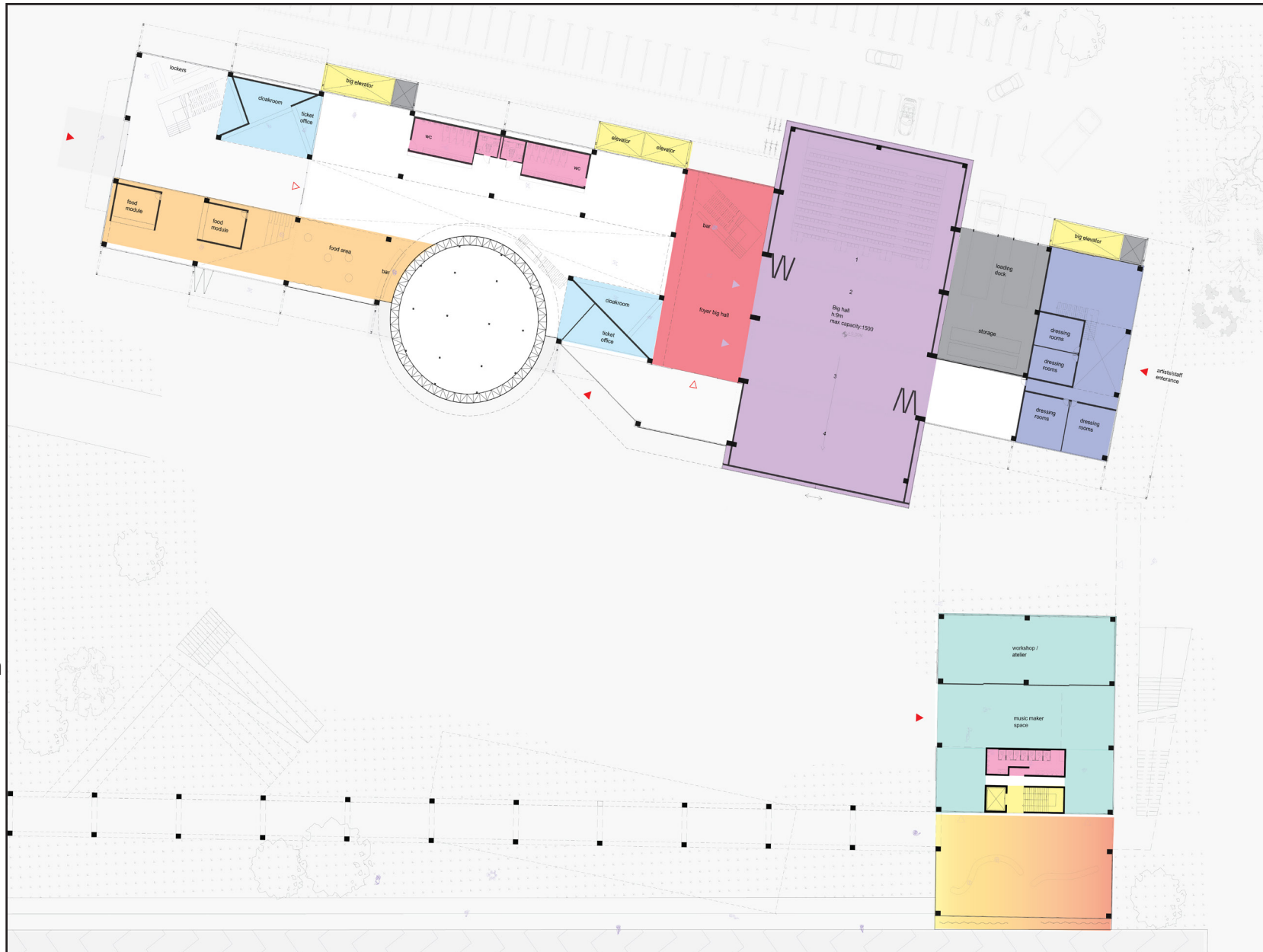


plan:
ground floor



plan: program

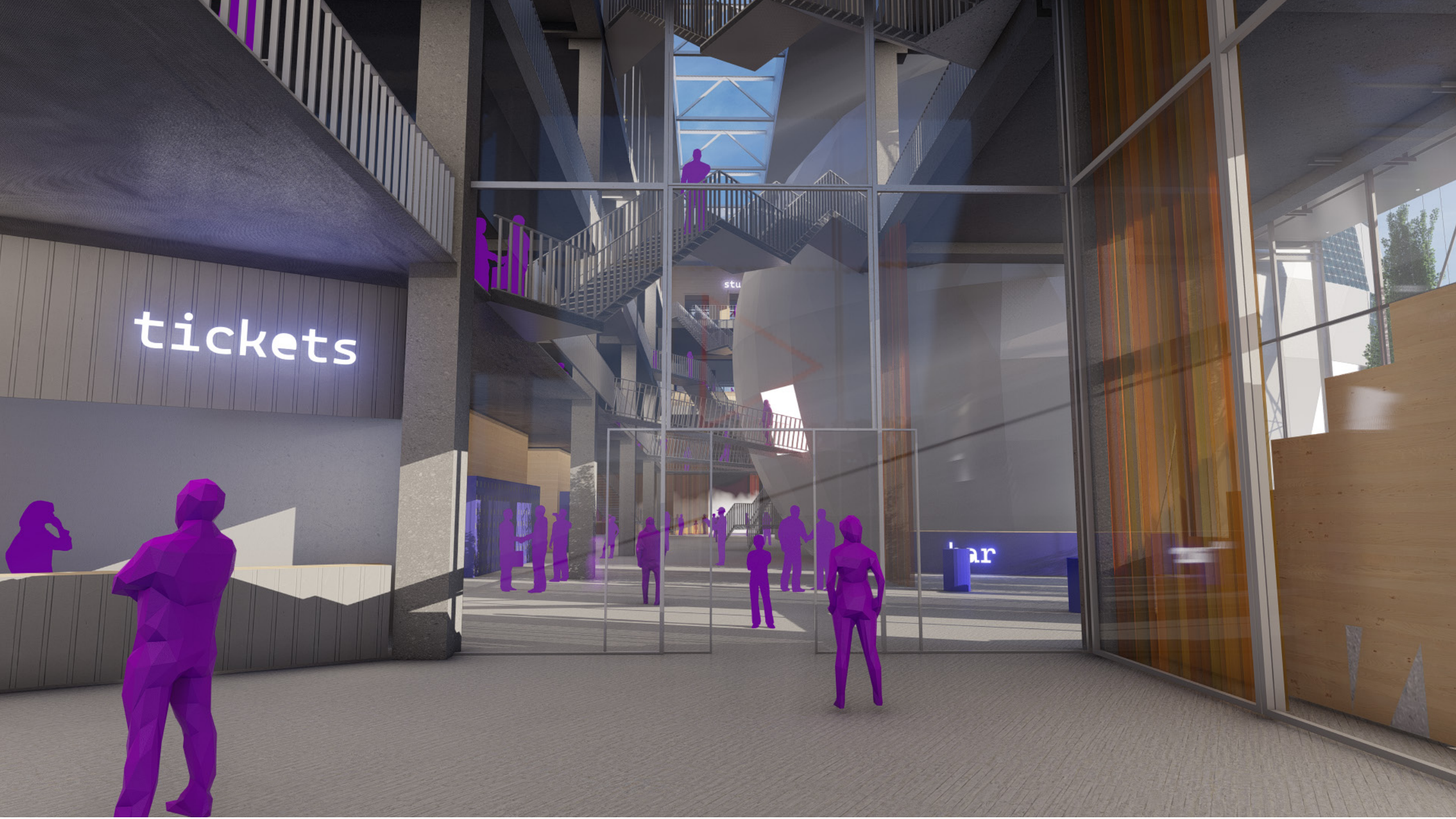
- performance
- research/
education
- artist dedicated
- foyer
- cashier,cloakroom
- eating
- wc
- technical



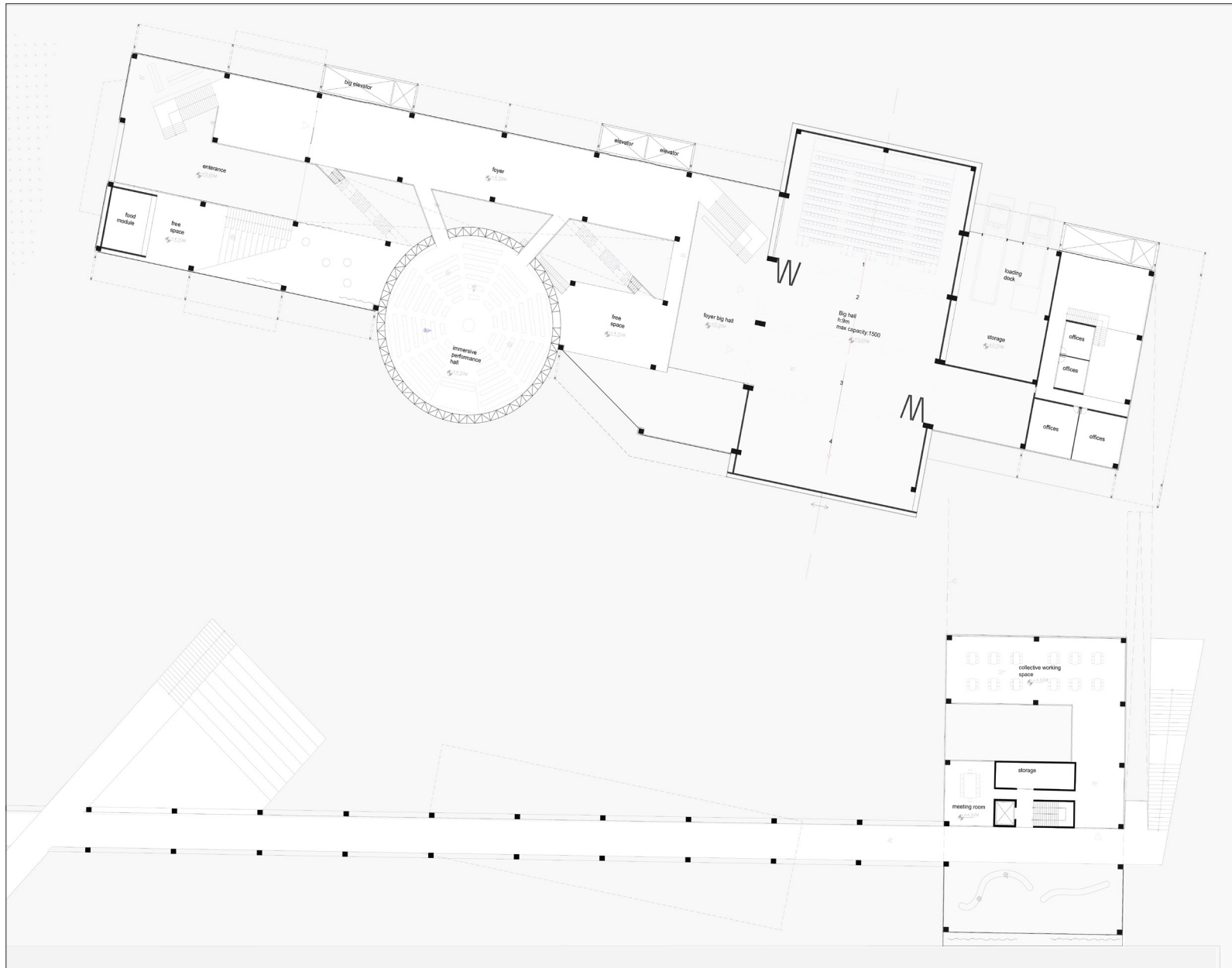
tickets

stu

bar

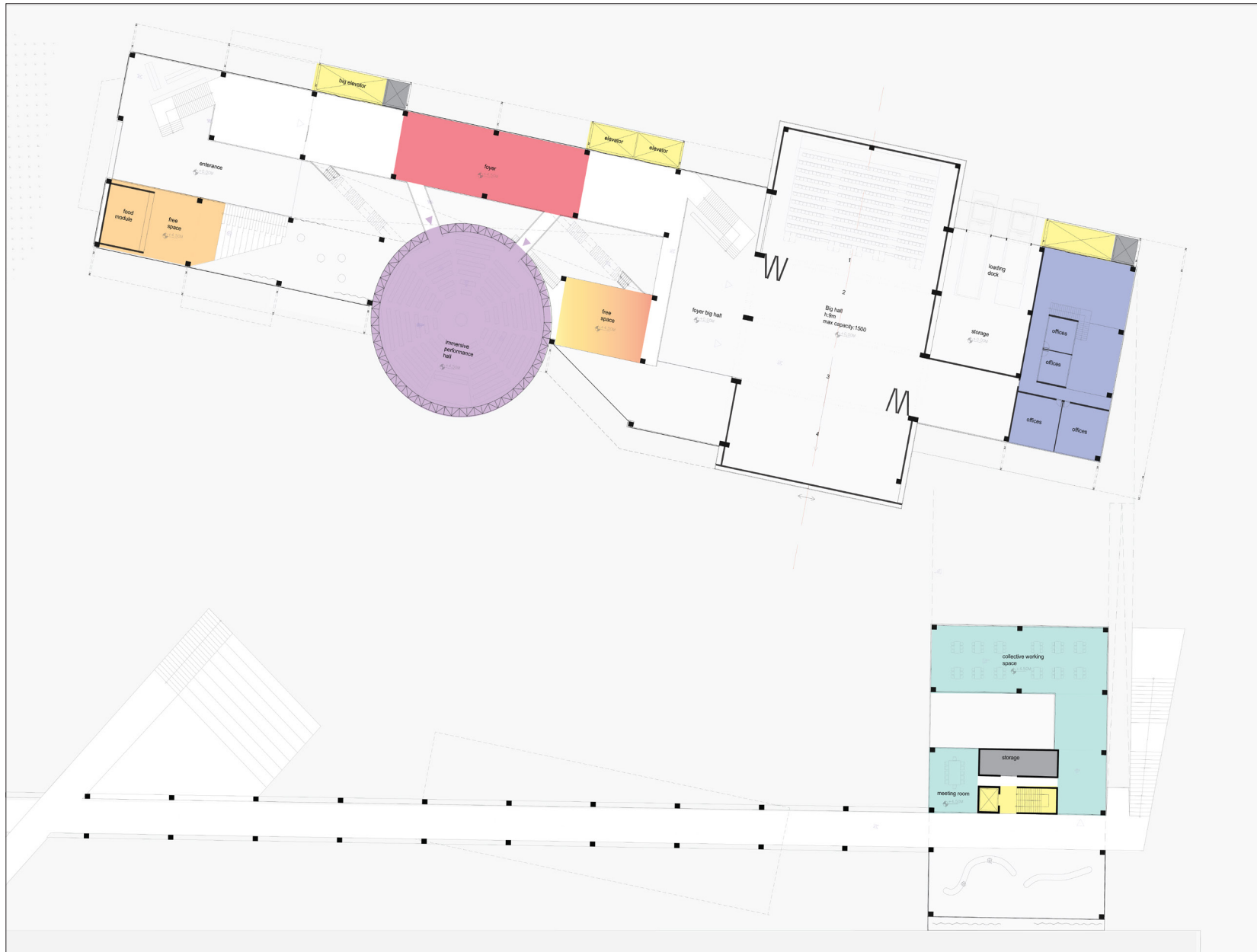


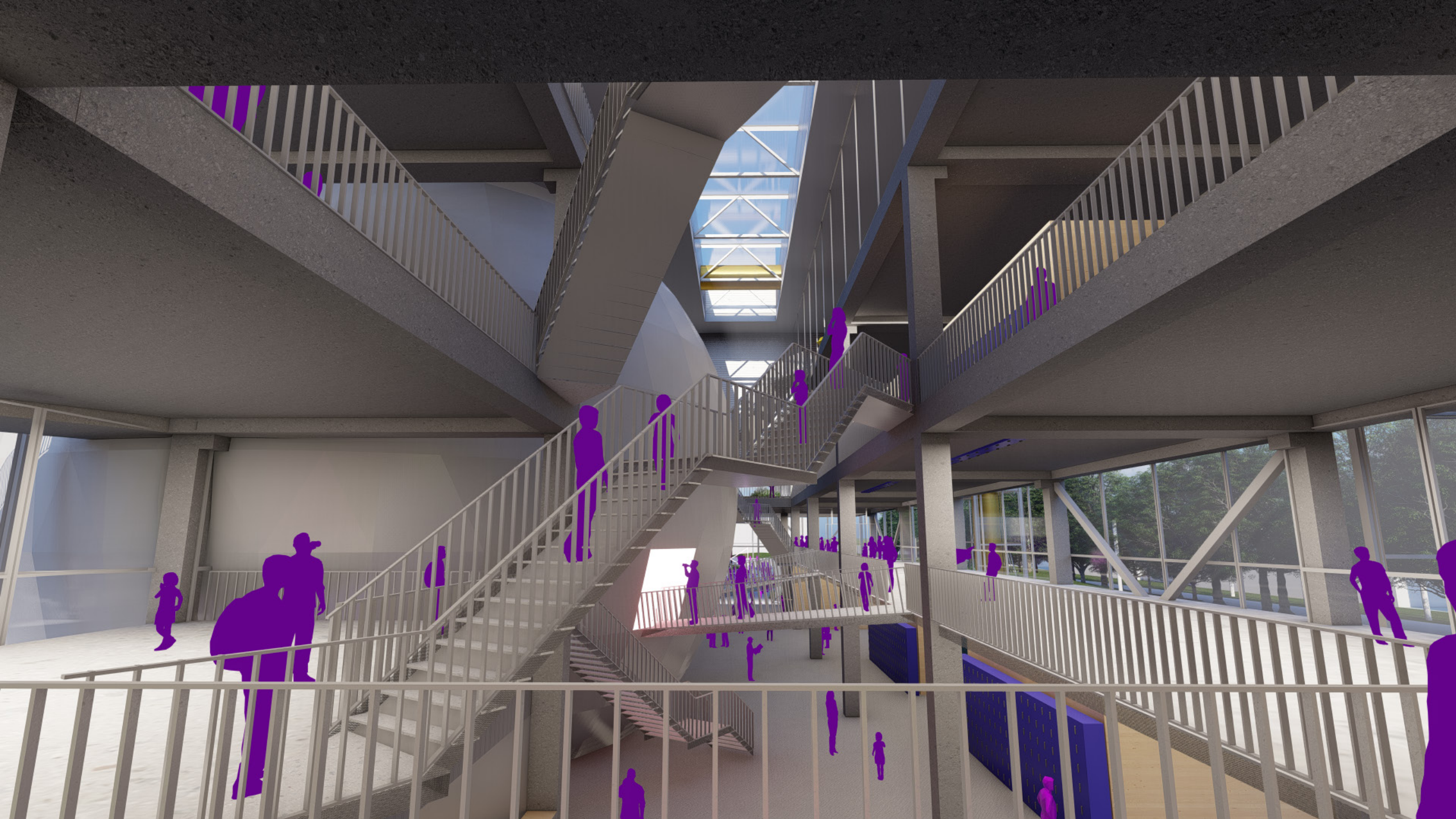
plan:
+5.50m



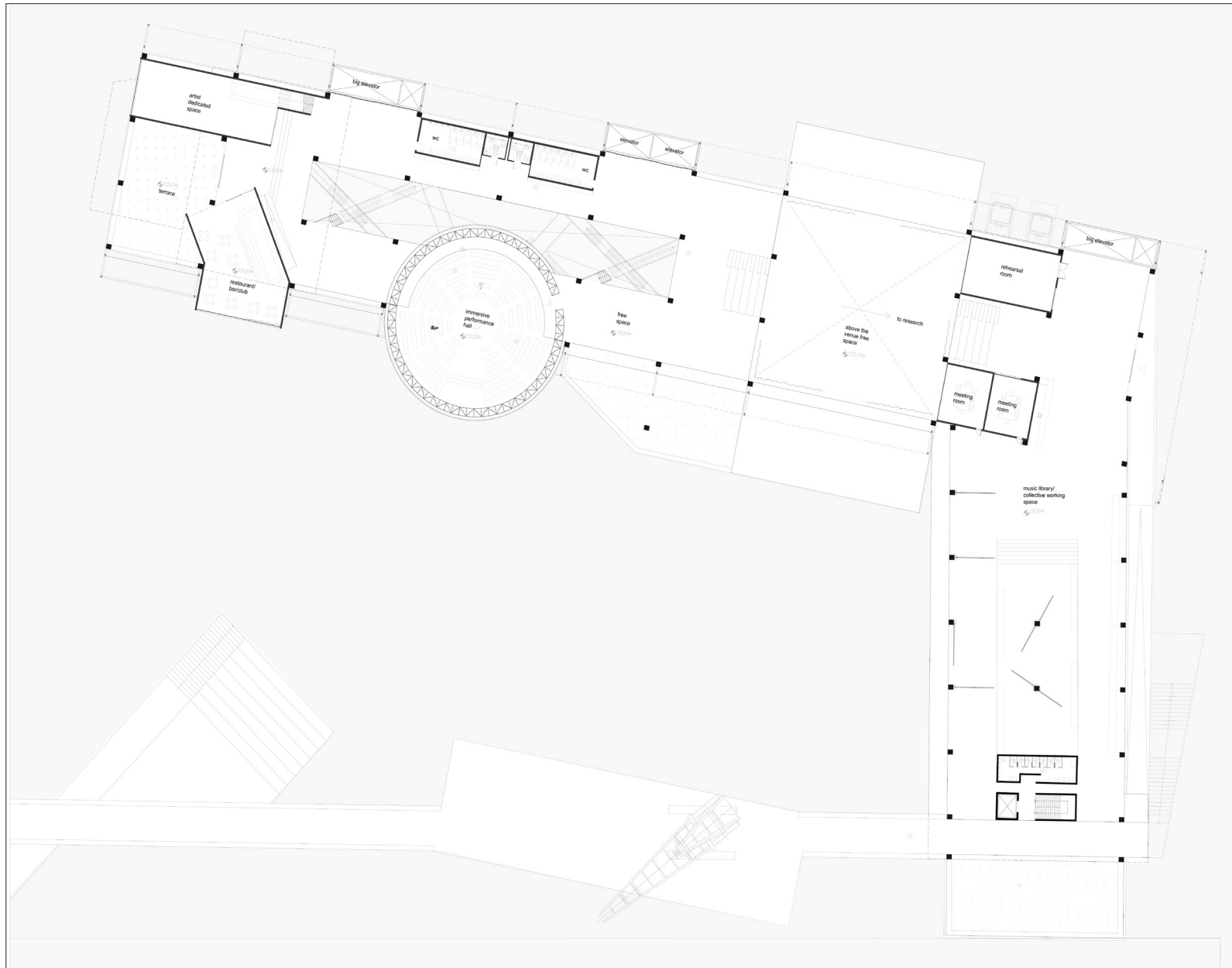
plan: program

- performance
- research/
education
- artist dedicated
- foyer
- eating
- wc
- technical



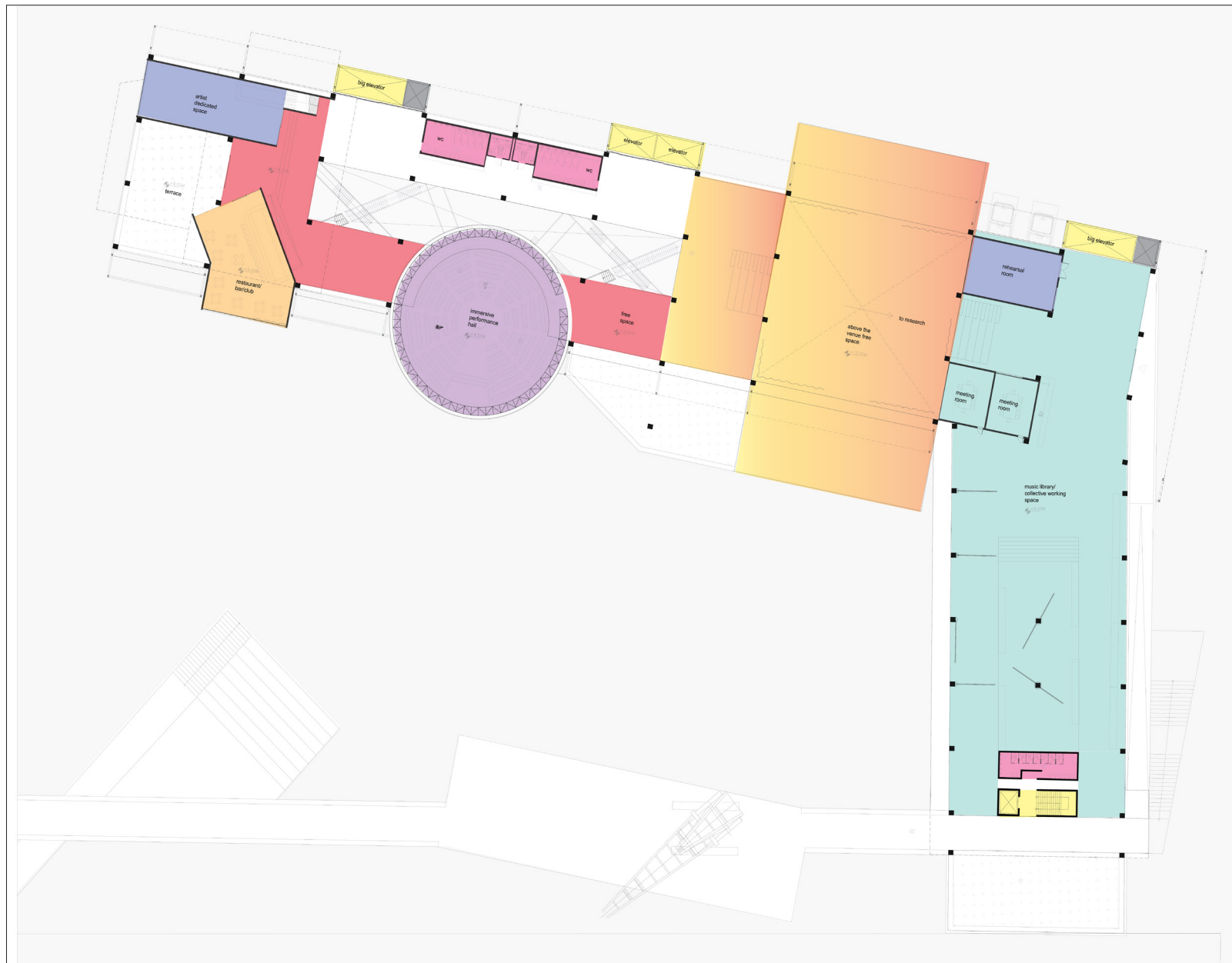


plan:
+10.00m

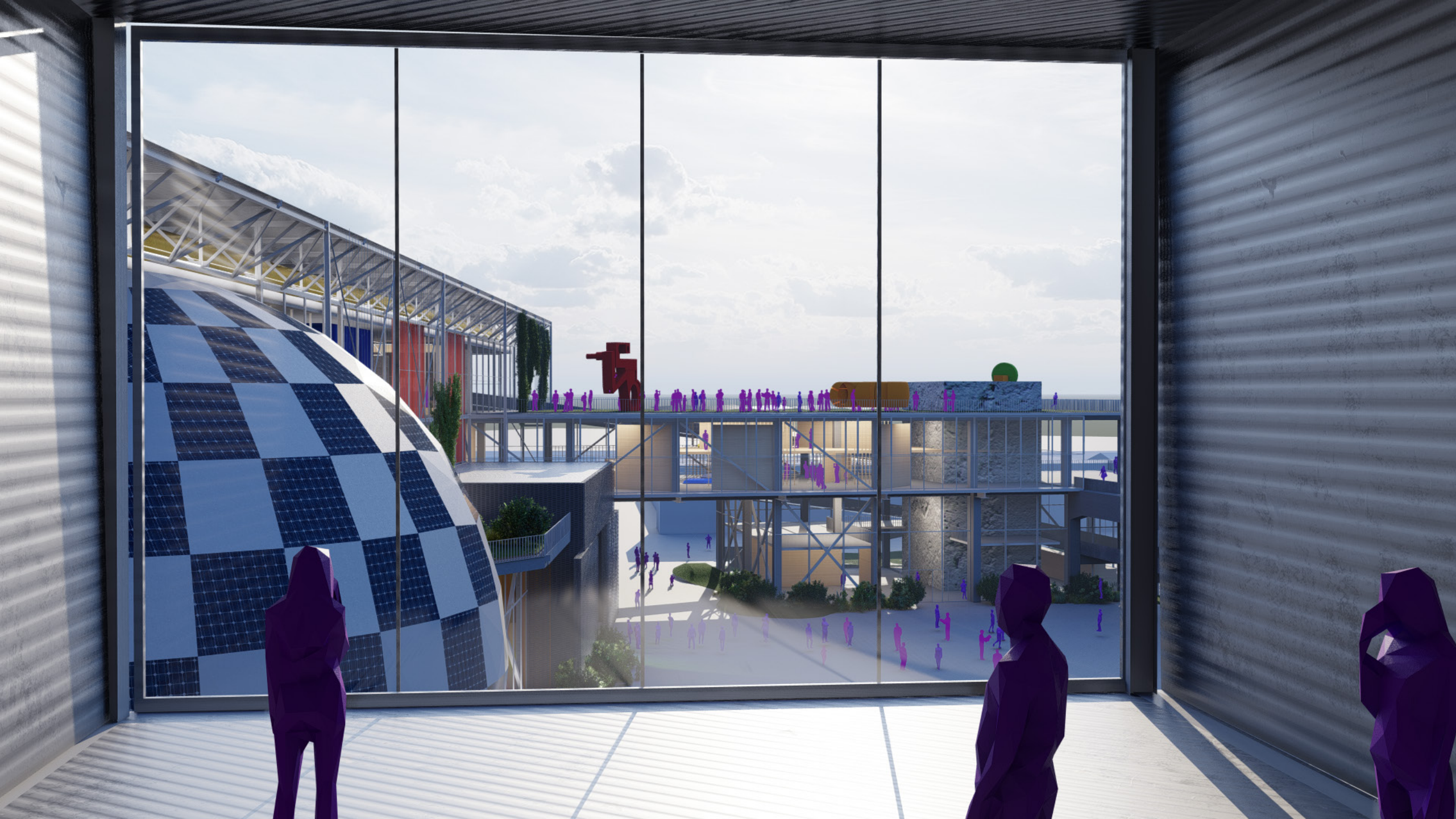


plan: program

- free space
- performance
- research/
education
- artist dedicated
- foyer
- eating
- wc

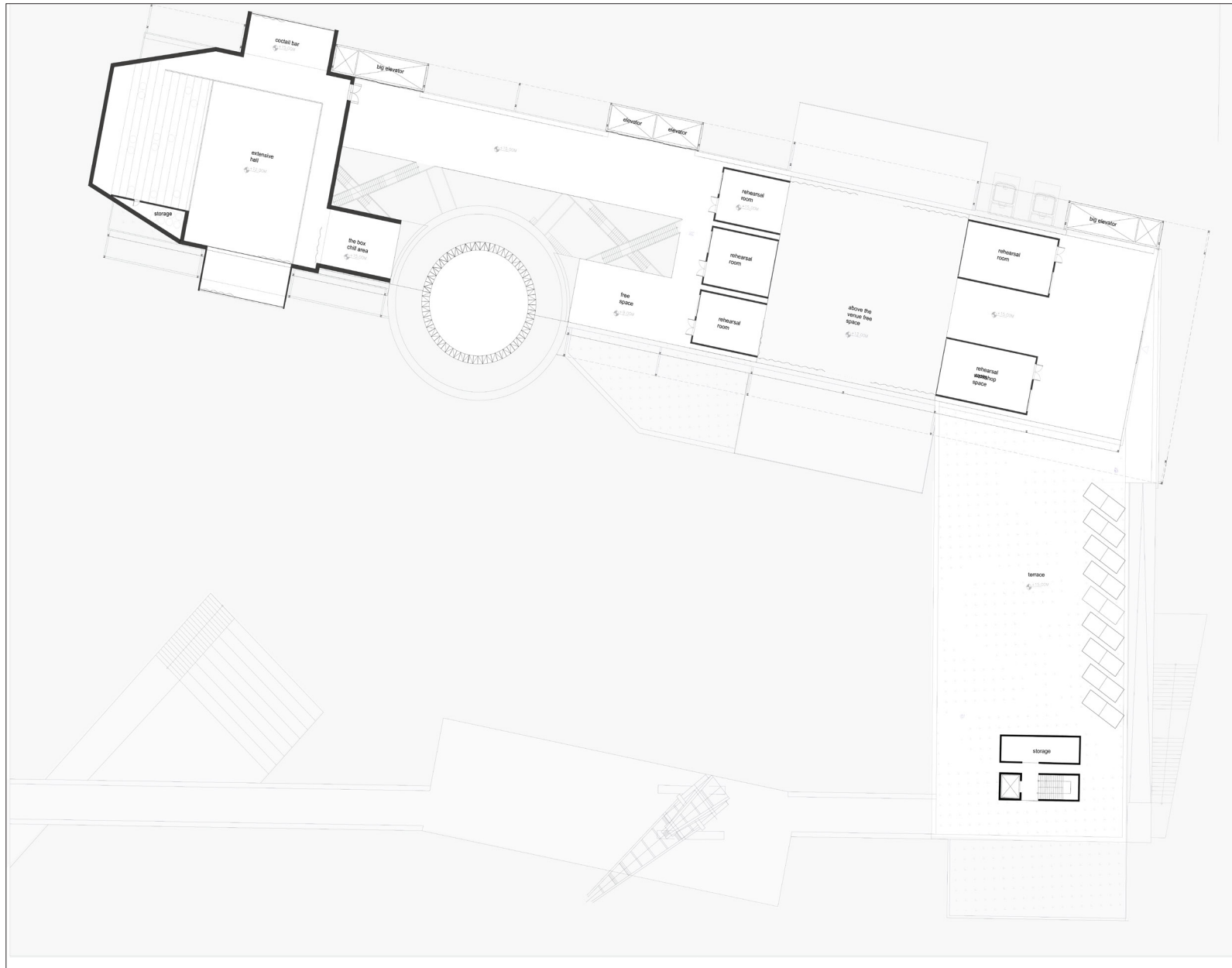






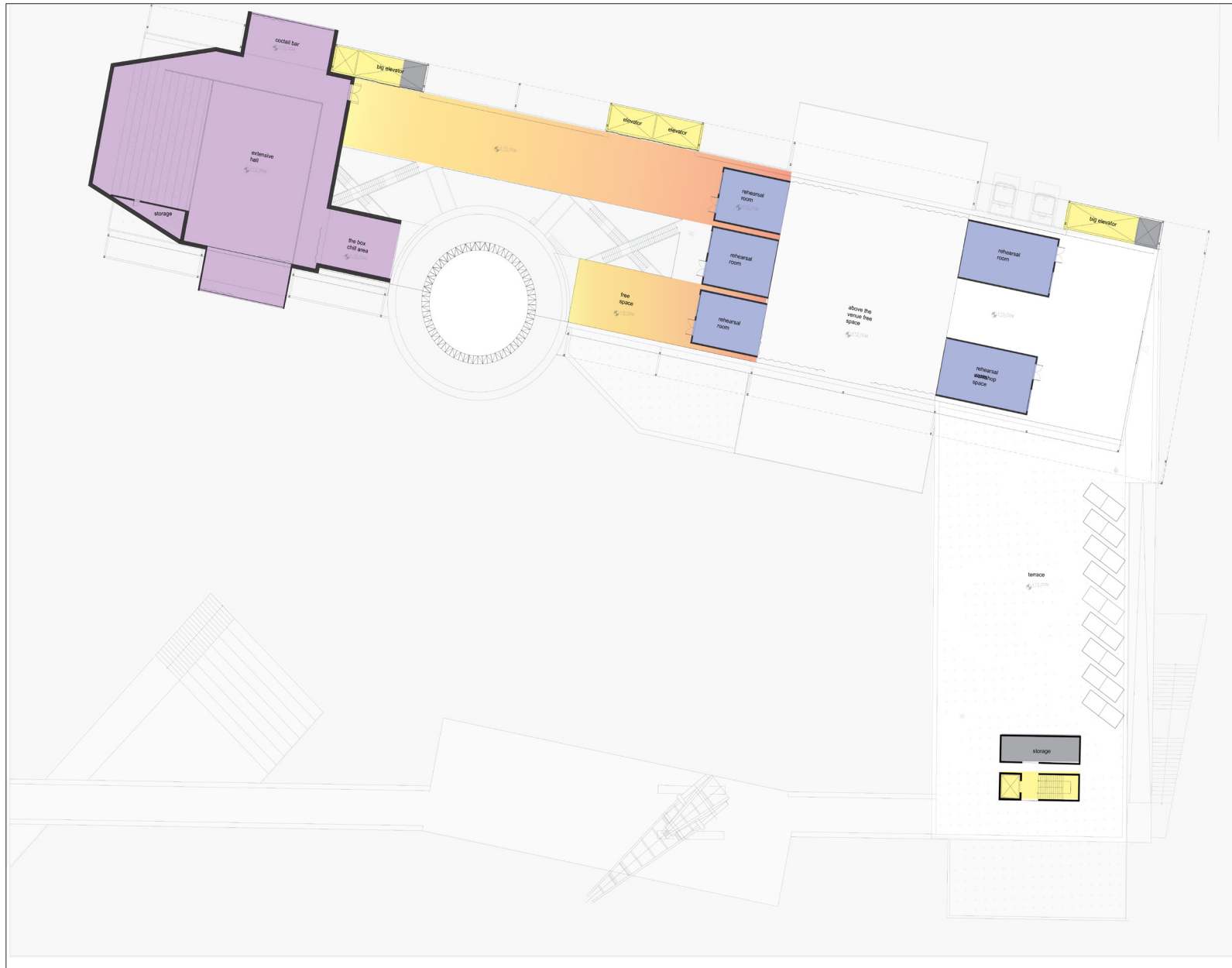


plan:
+16.00m



plan: program

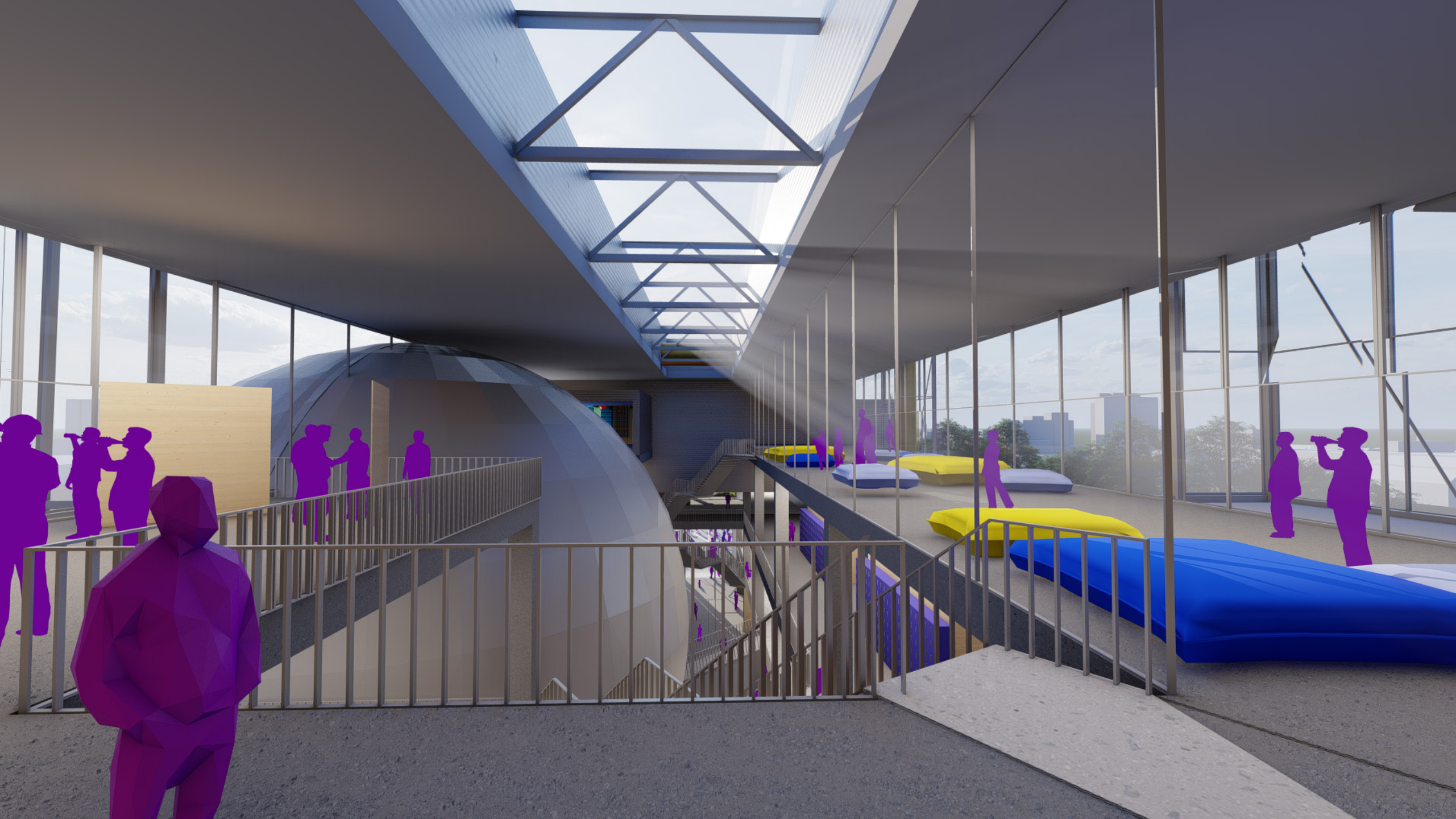
- free space
- performance
- artist dedicated
- eating
- wc
- technical



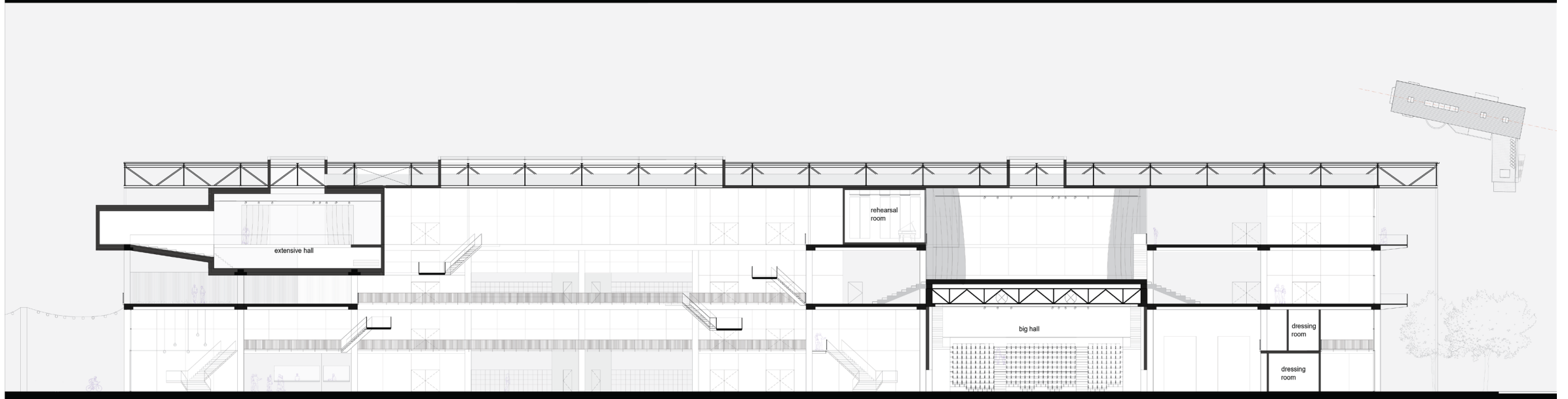
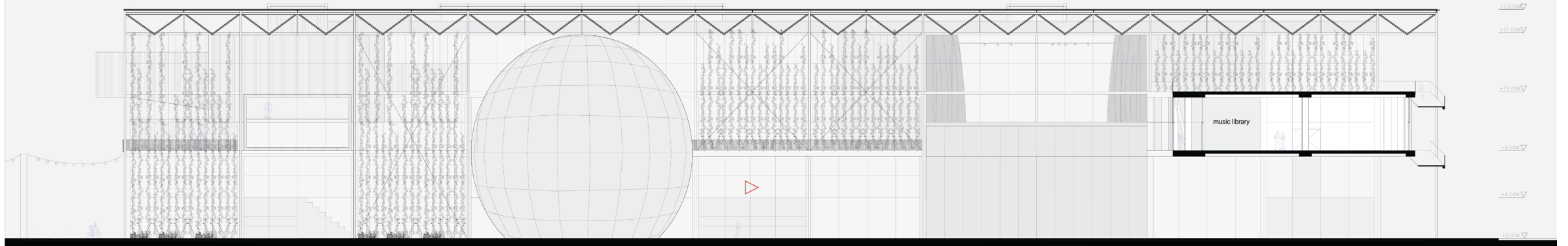




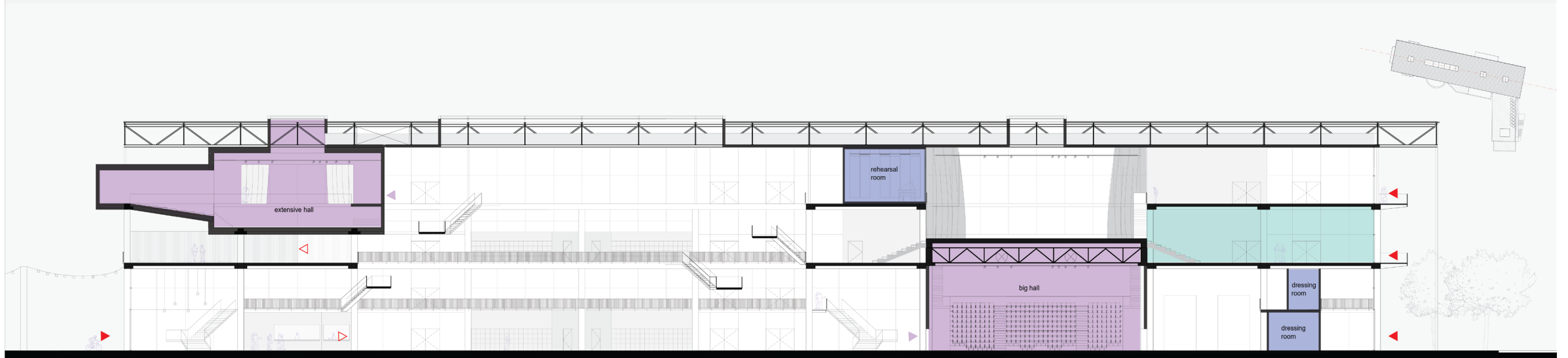
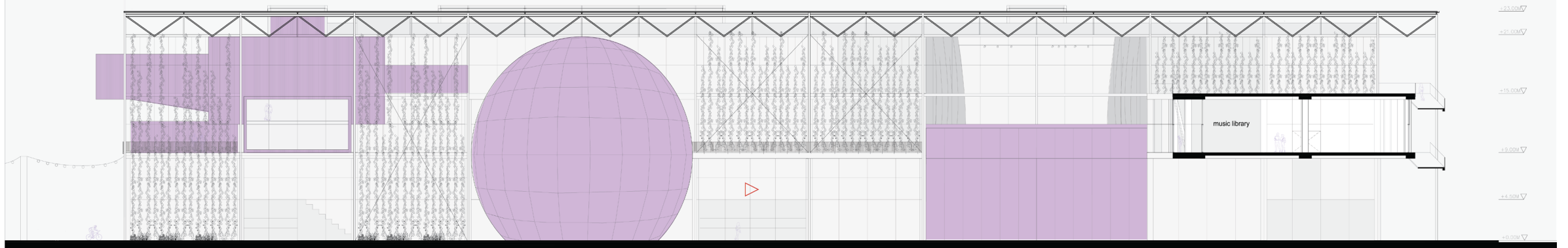




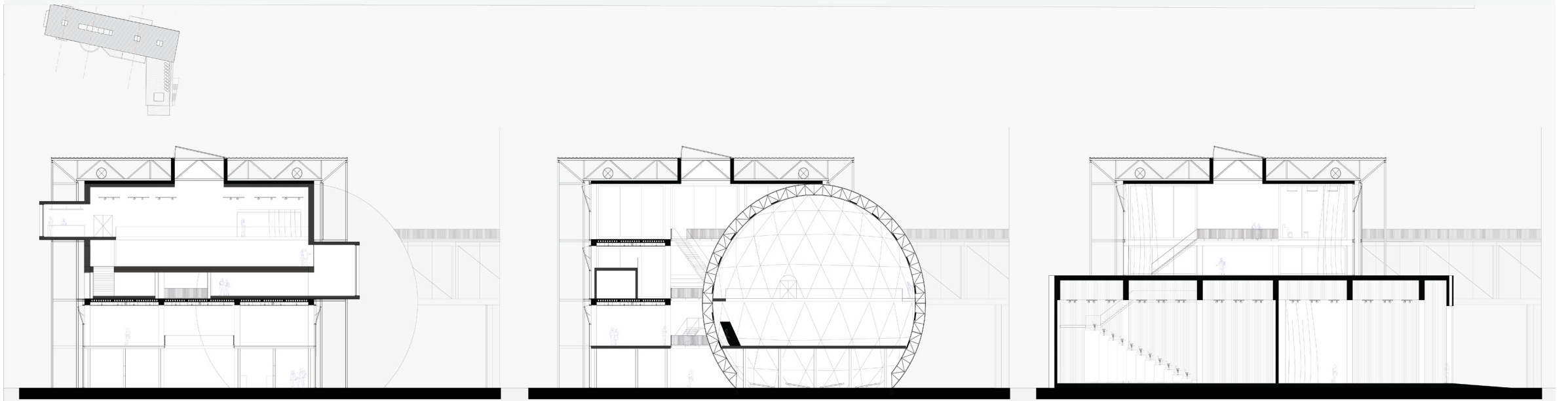
section: southwest

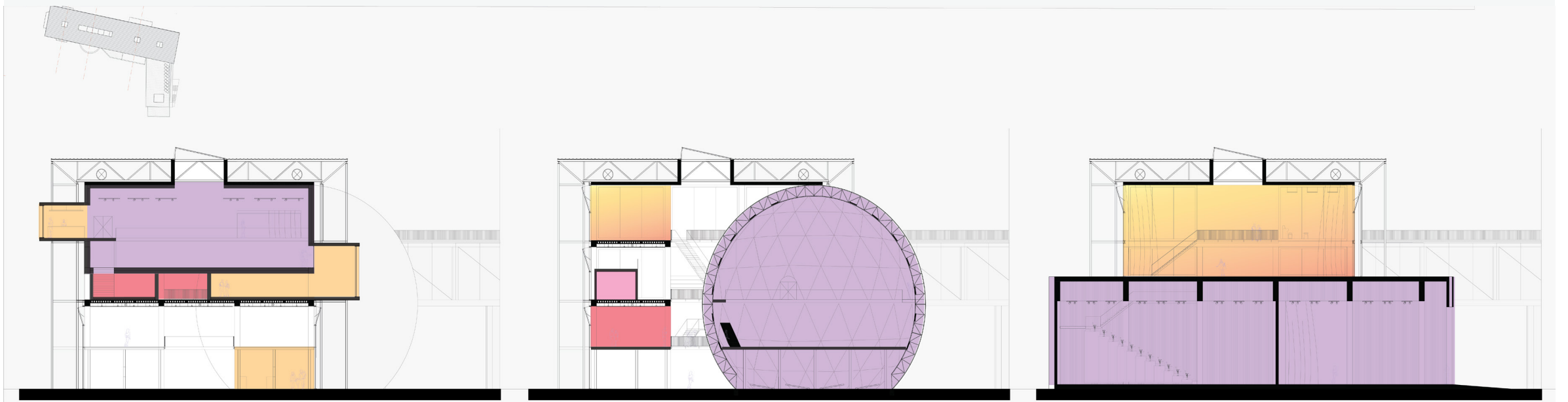


section: program

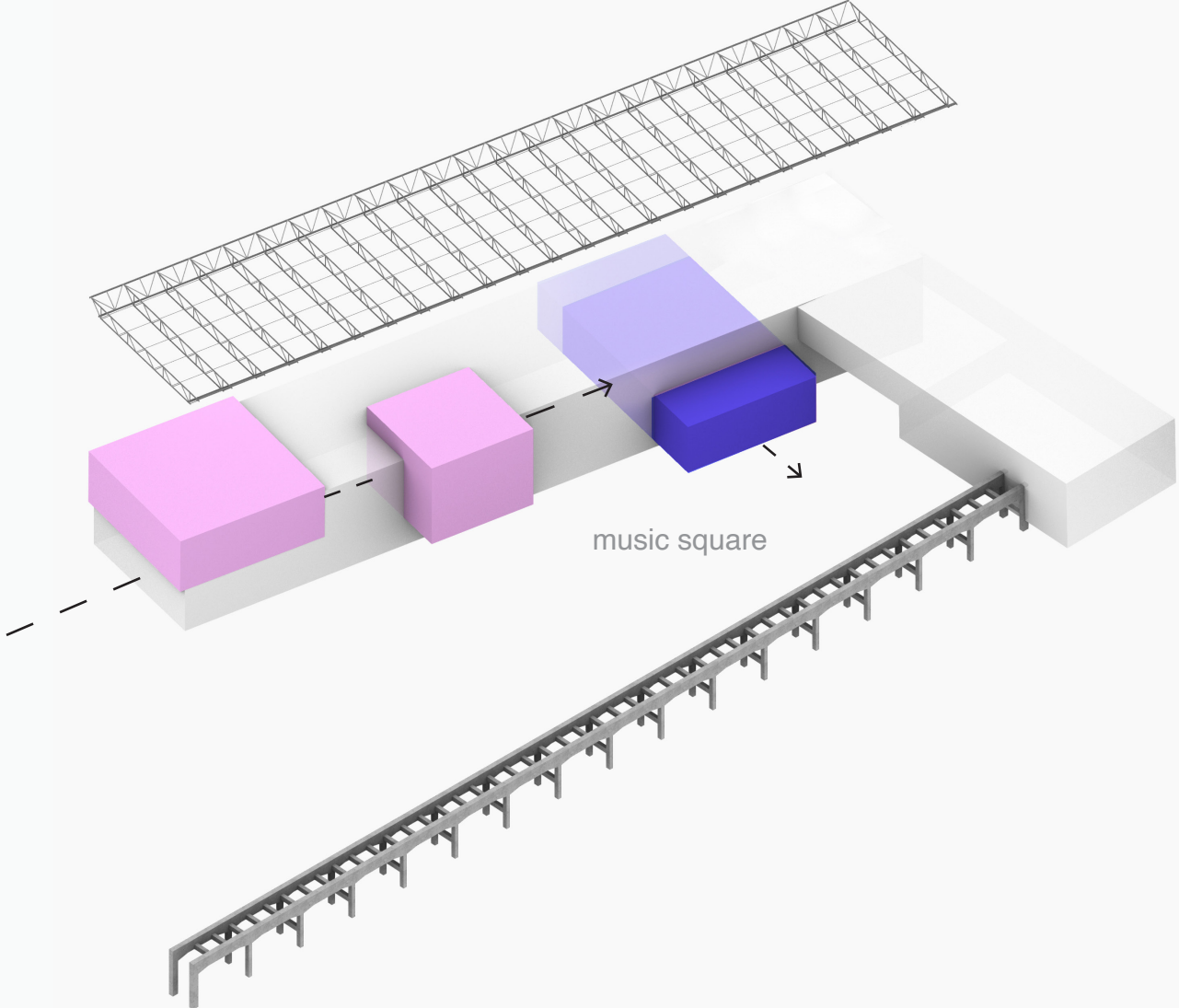




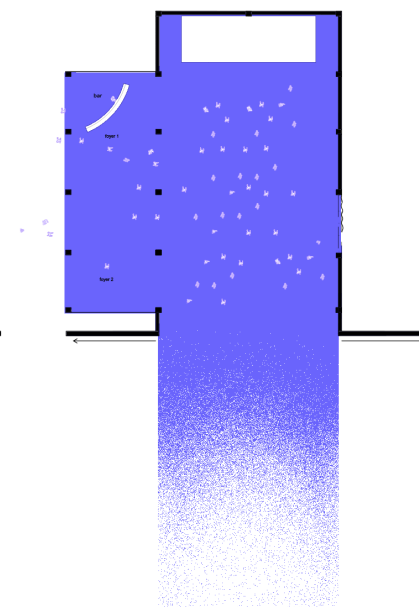
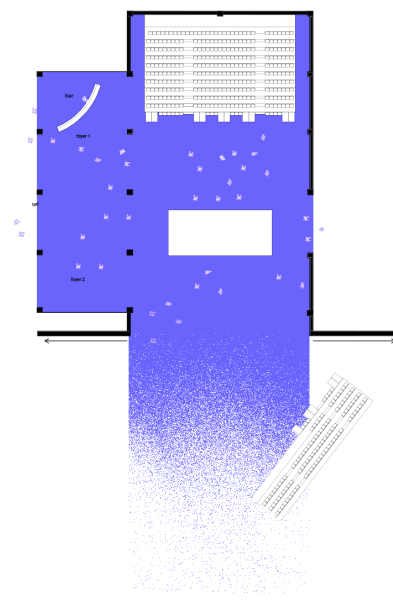
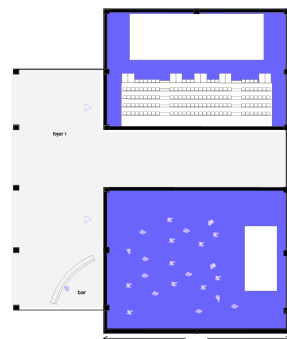
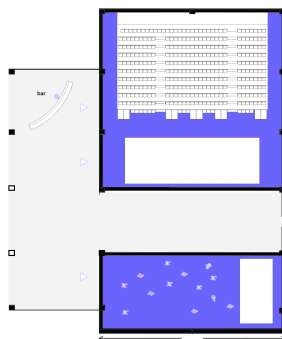
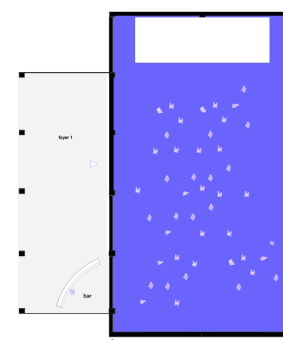
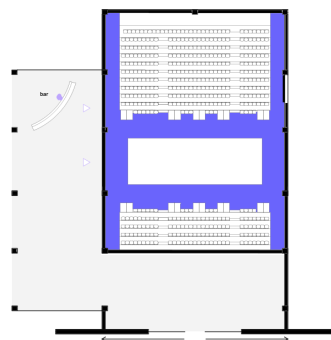
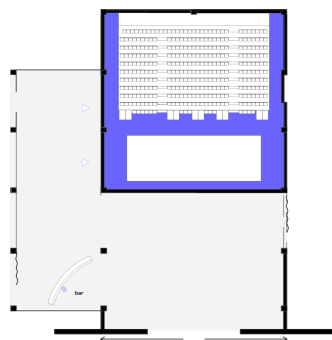
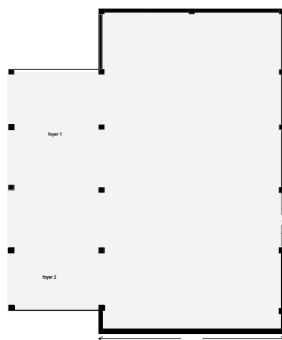


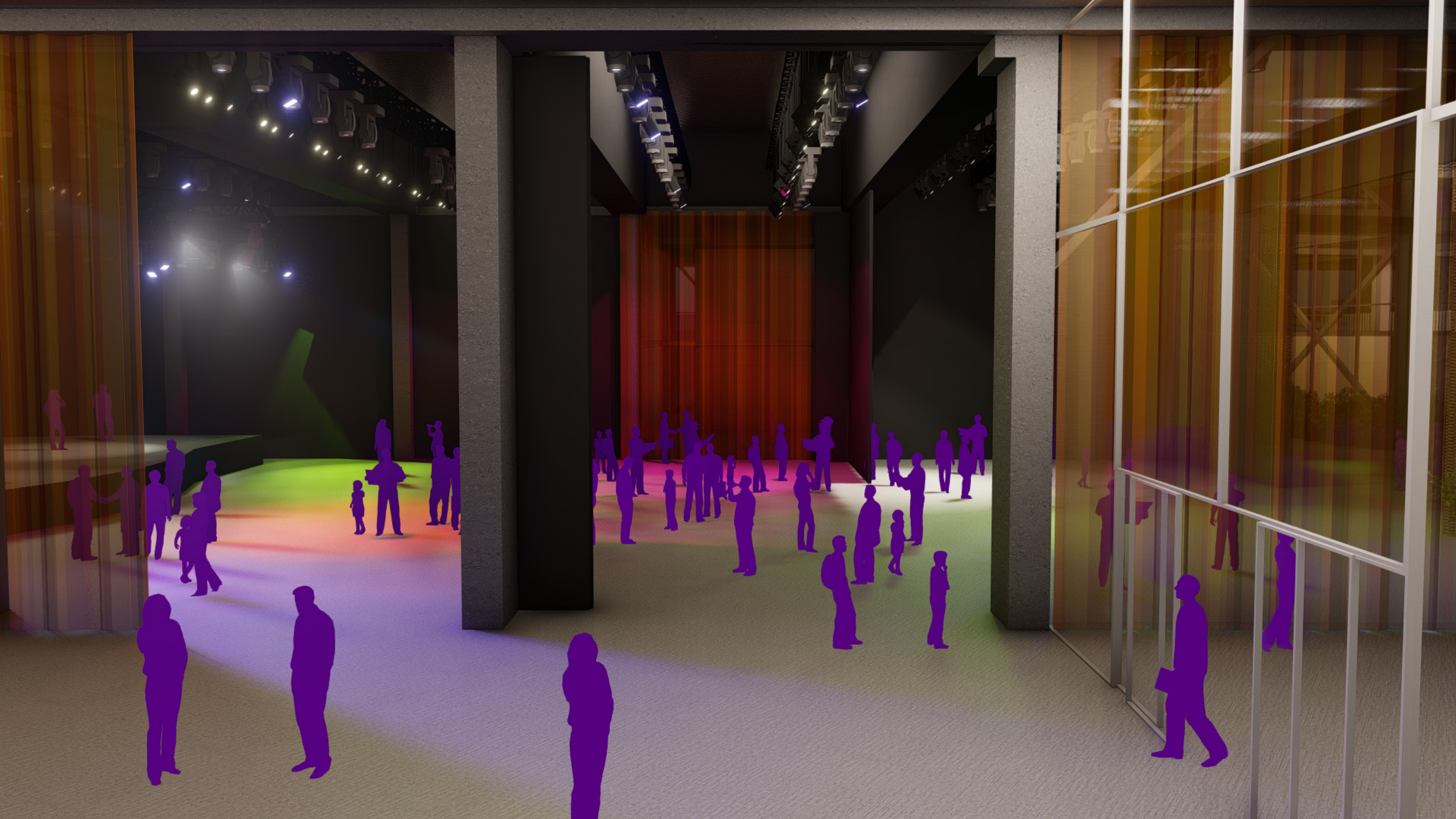


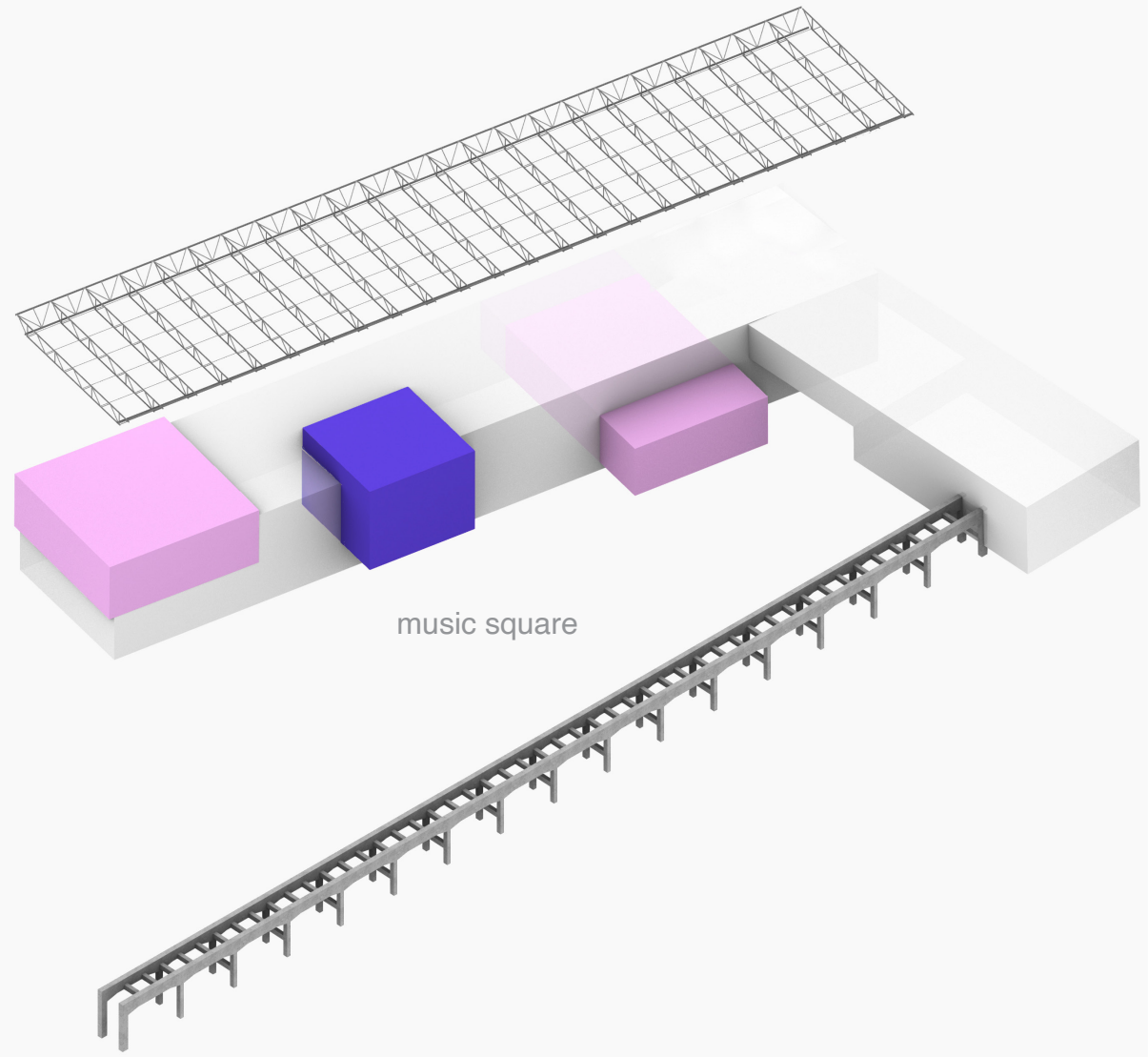
main entrance



music square



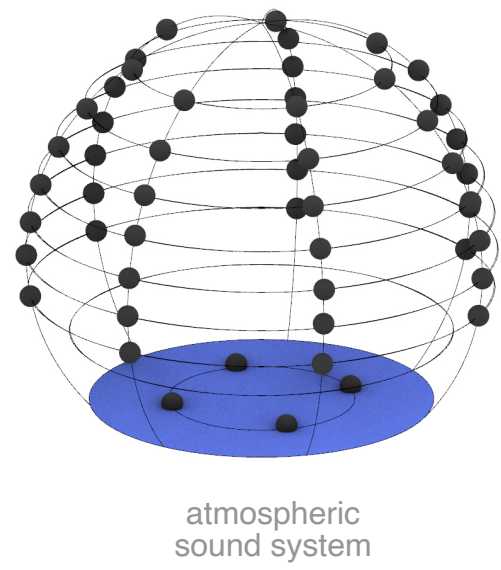
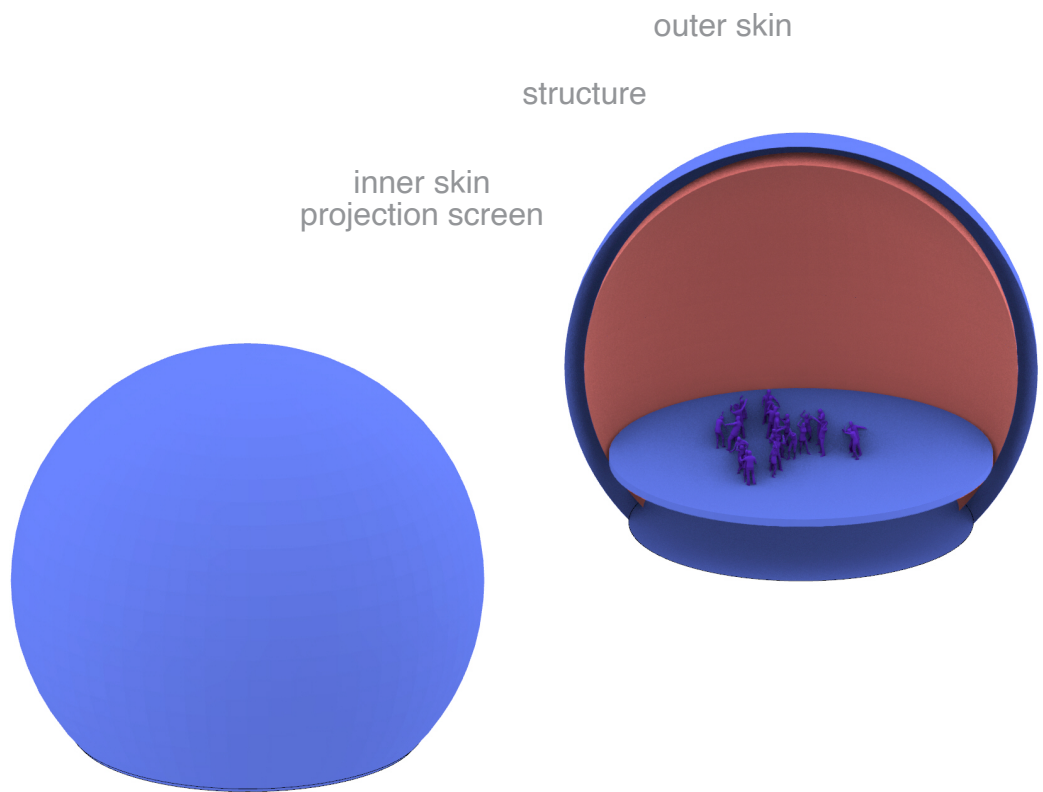


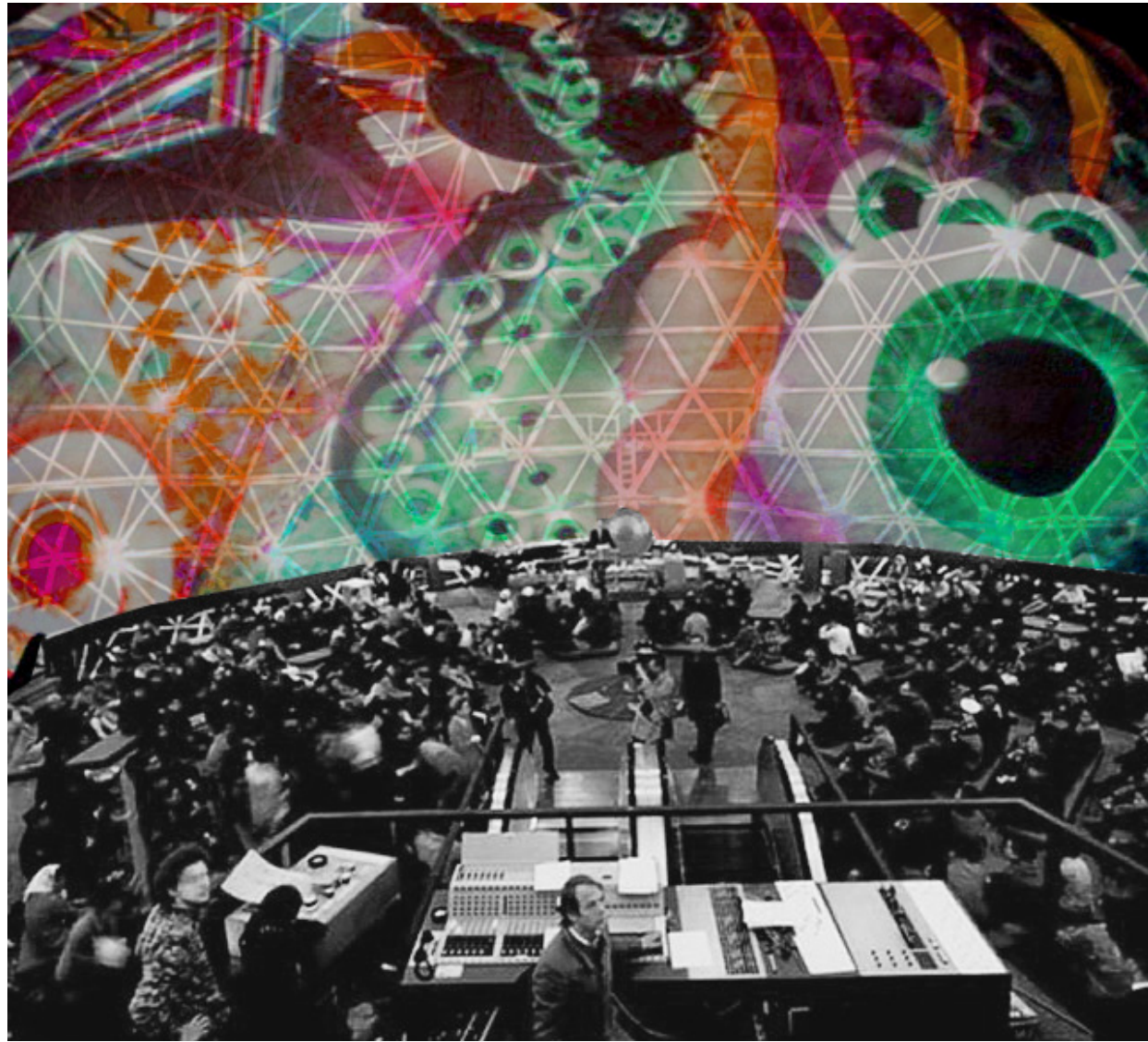


music square

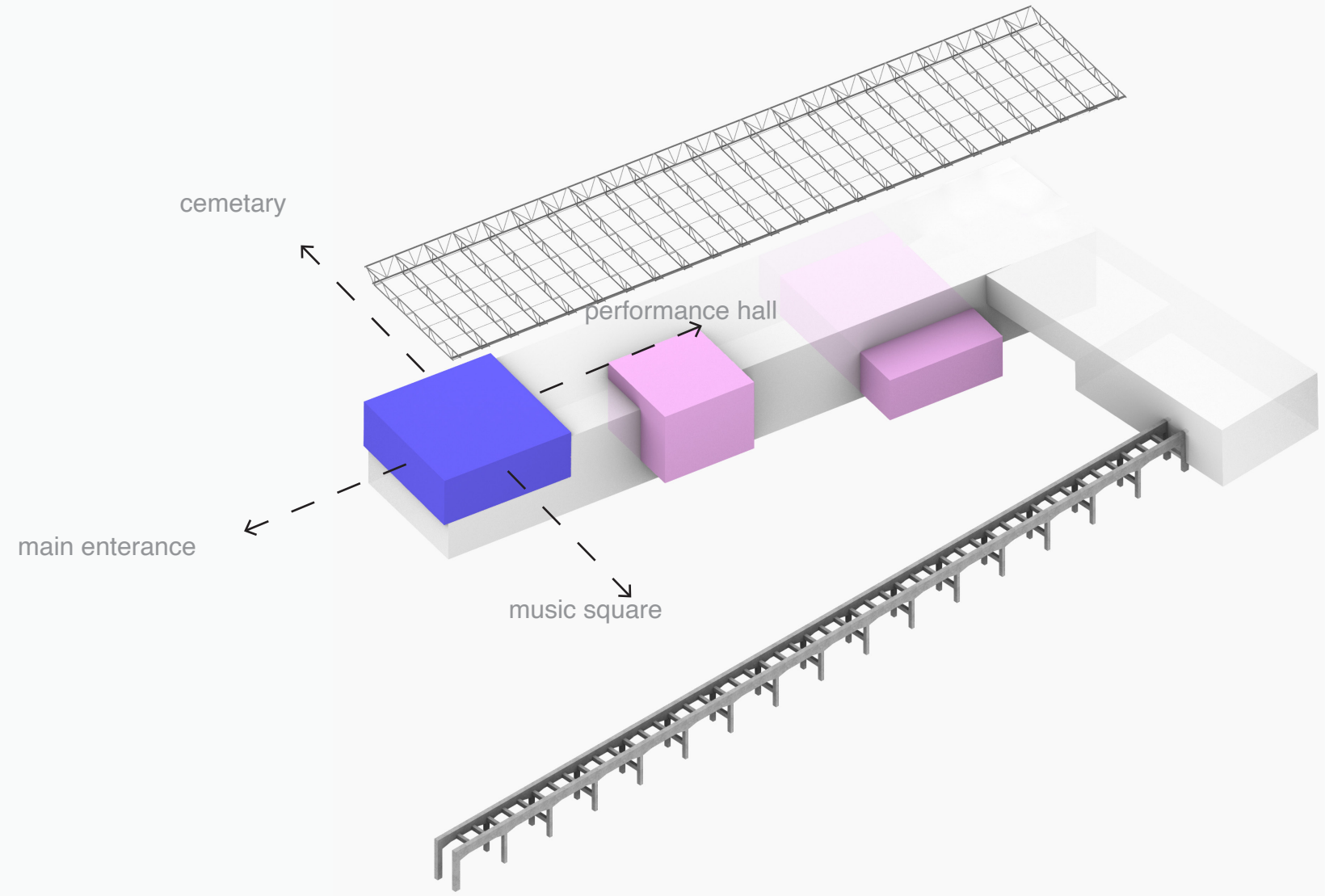


Kugelauditorium, Karlheinz Stockhausen, Osaka Expo 1970
pioneer of audiovisual art







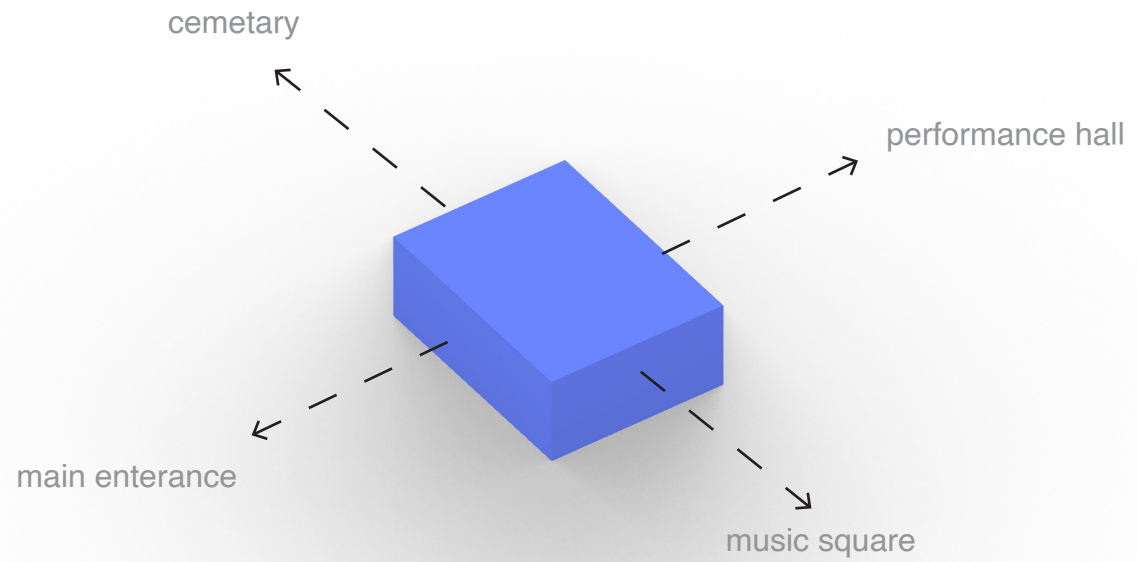


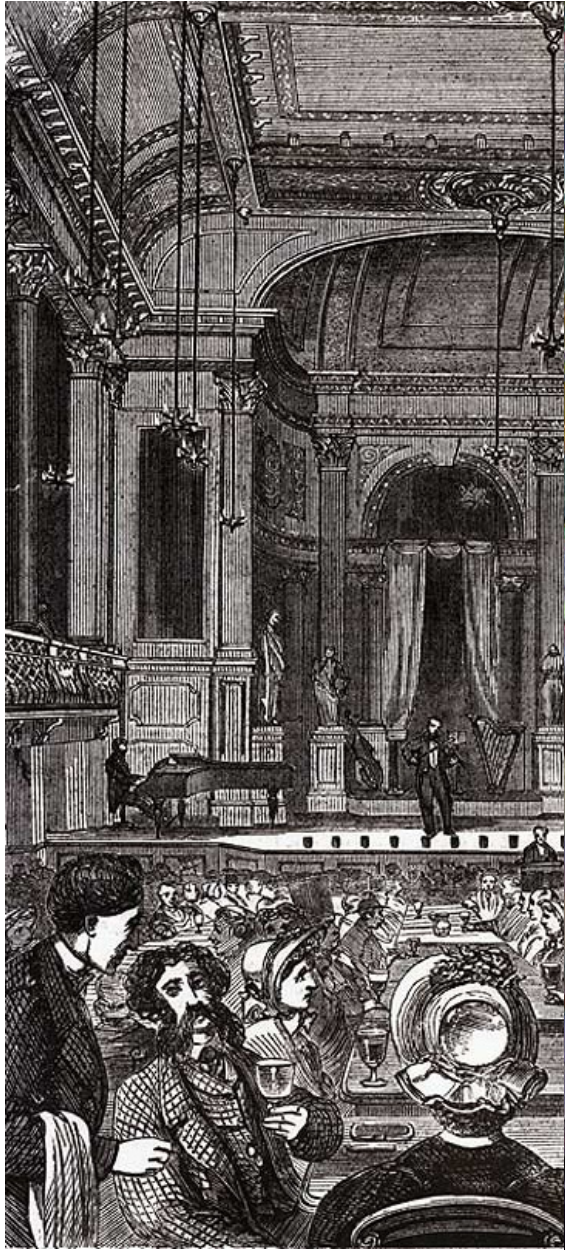
cemetery

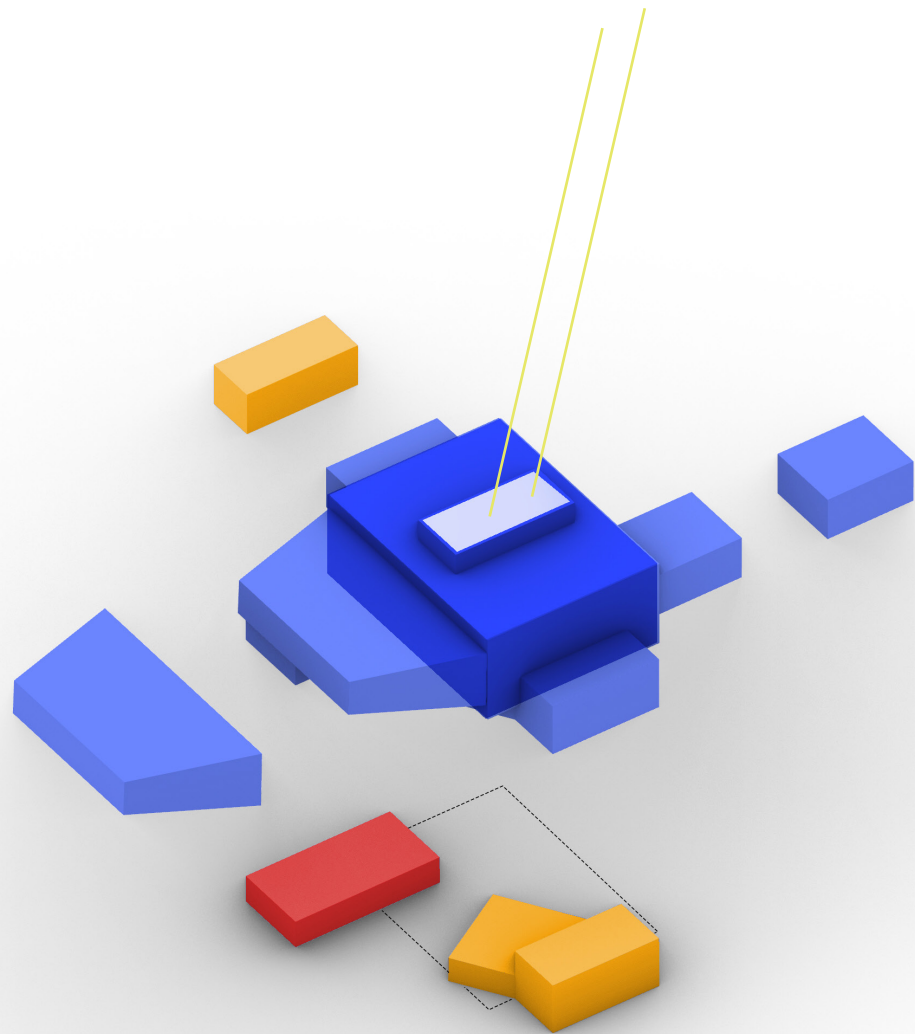
performance hall

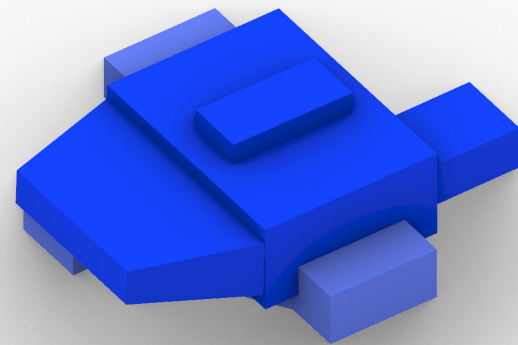
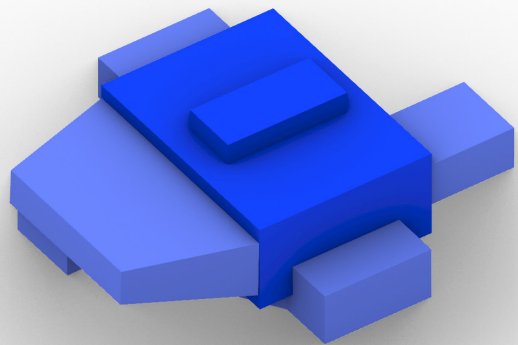
main entrance

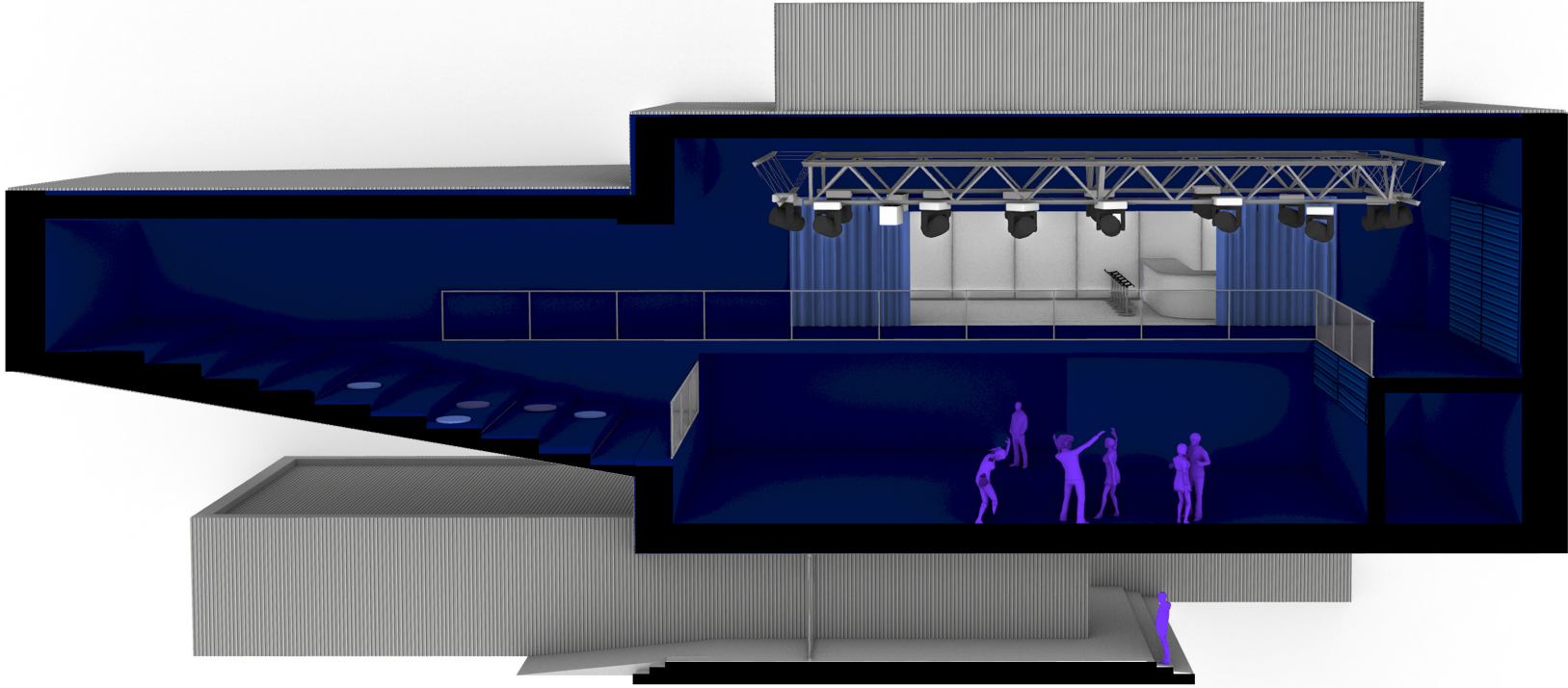
music square



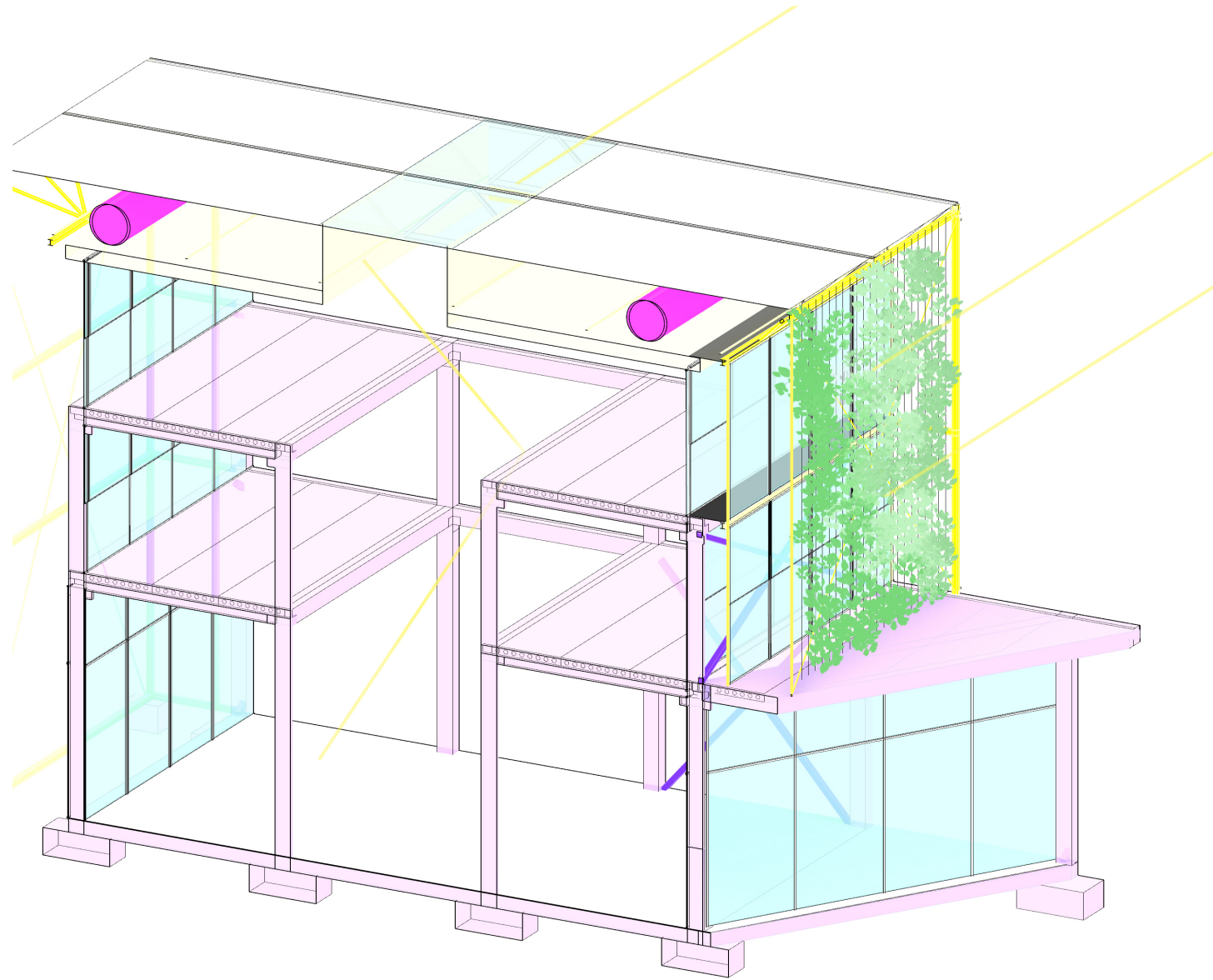


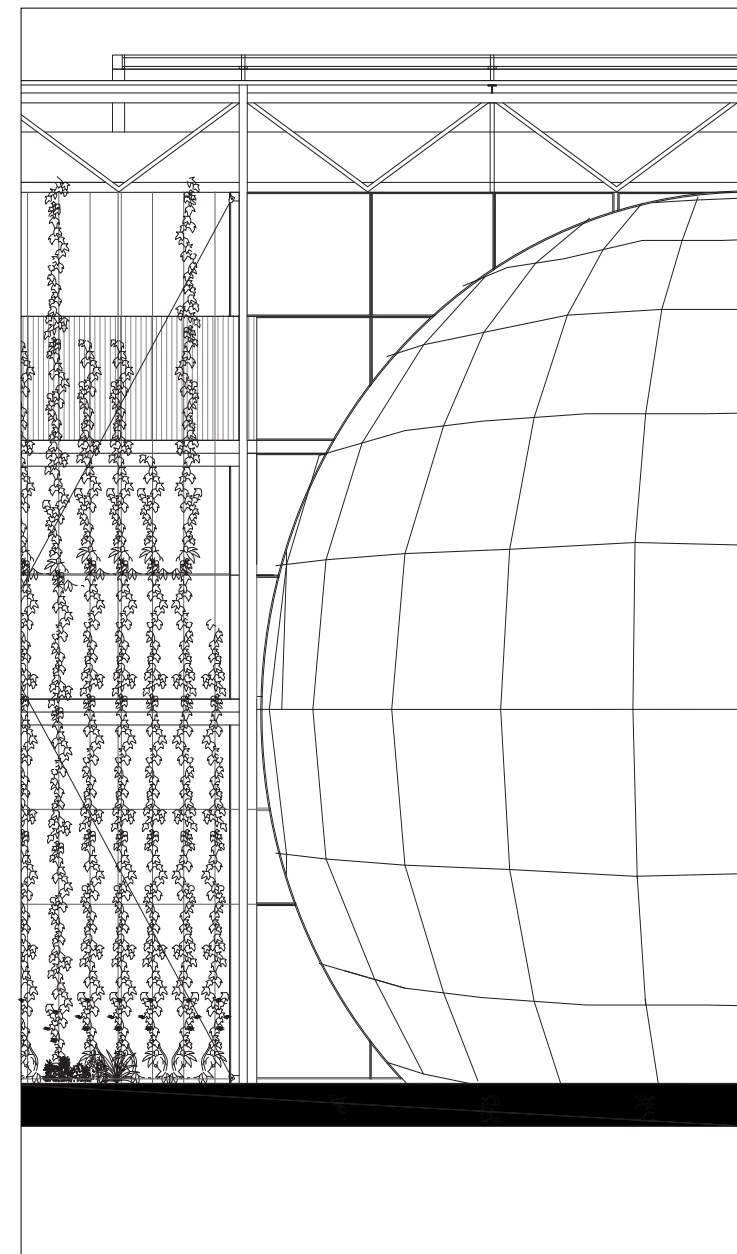
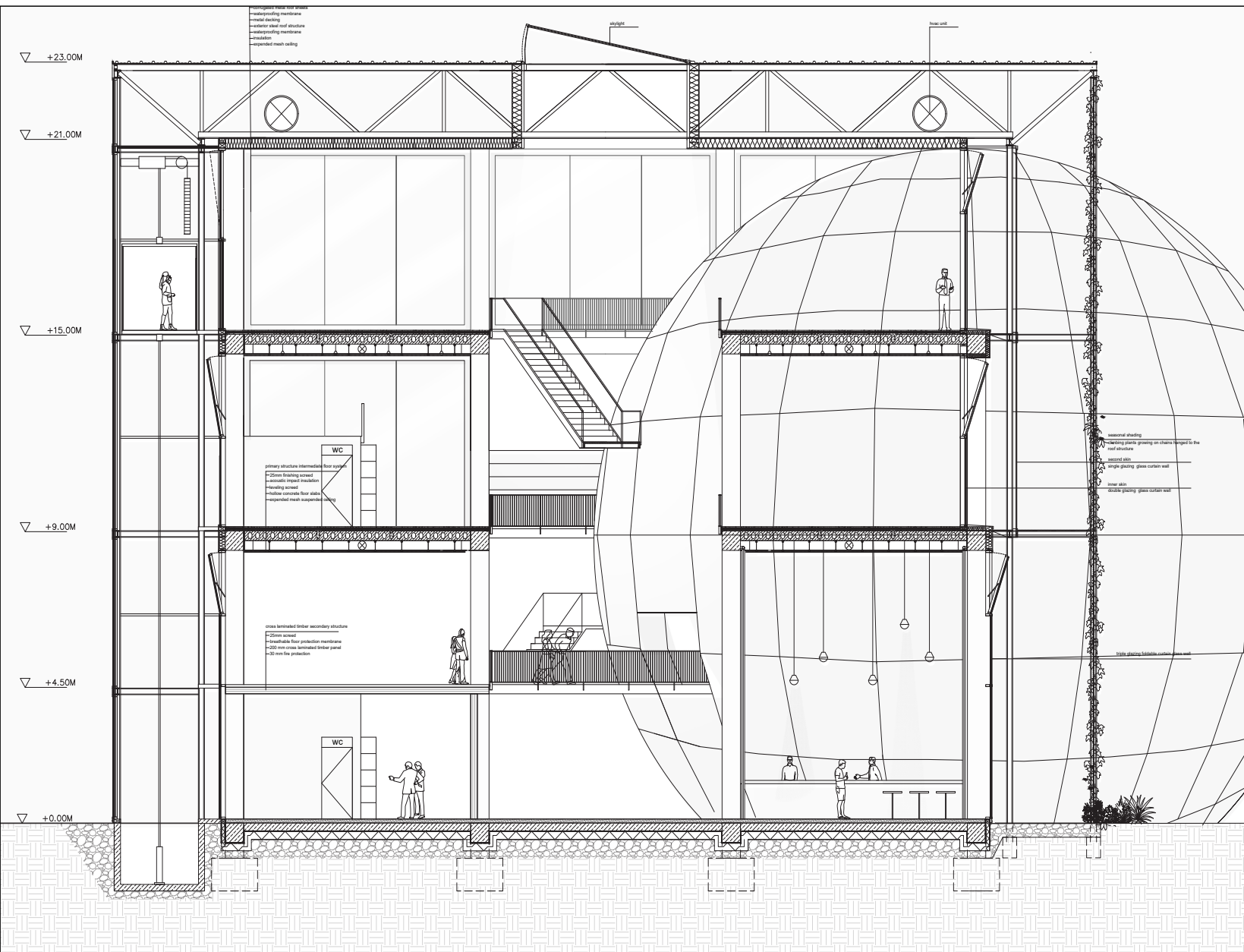






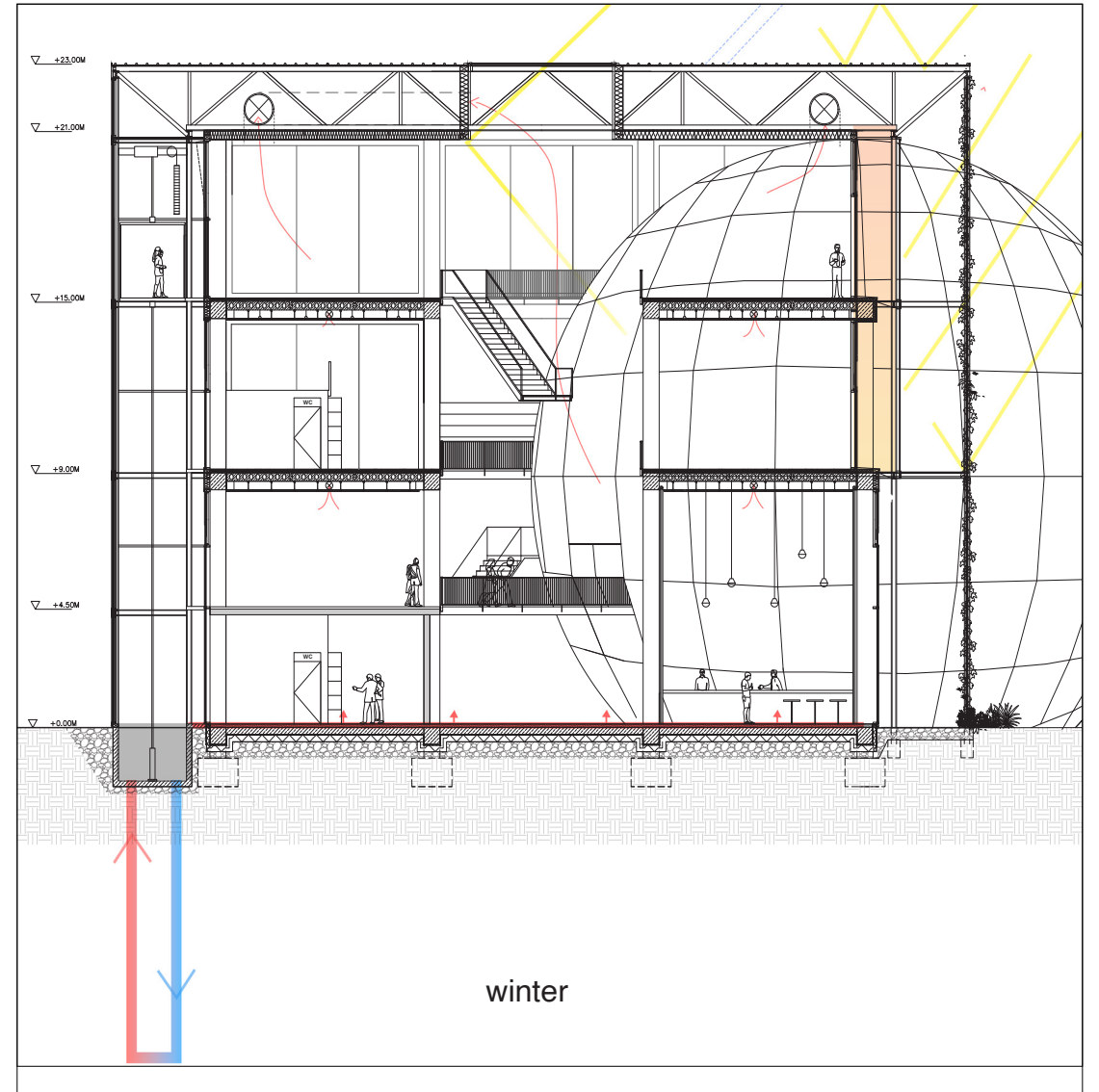
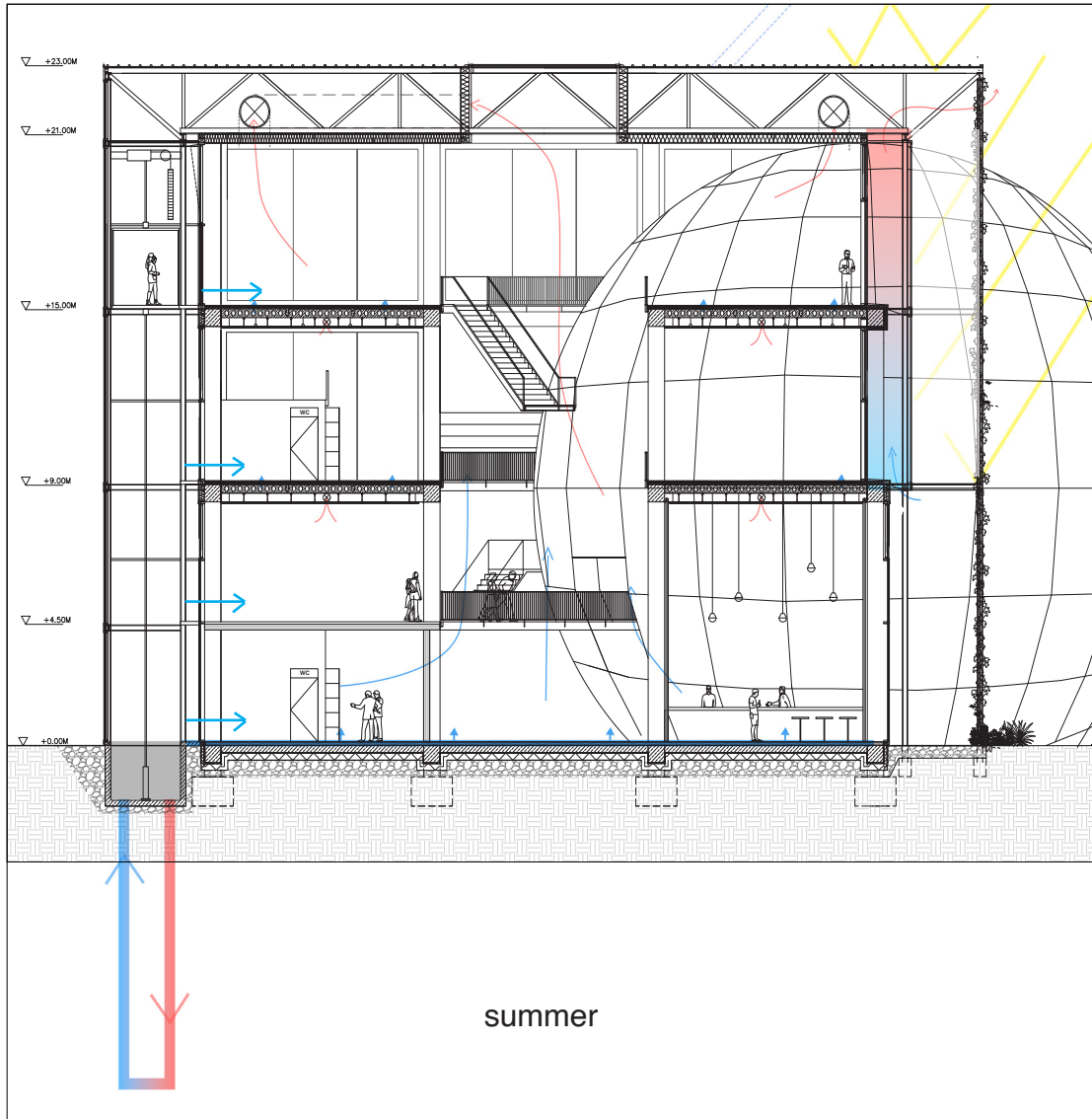






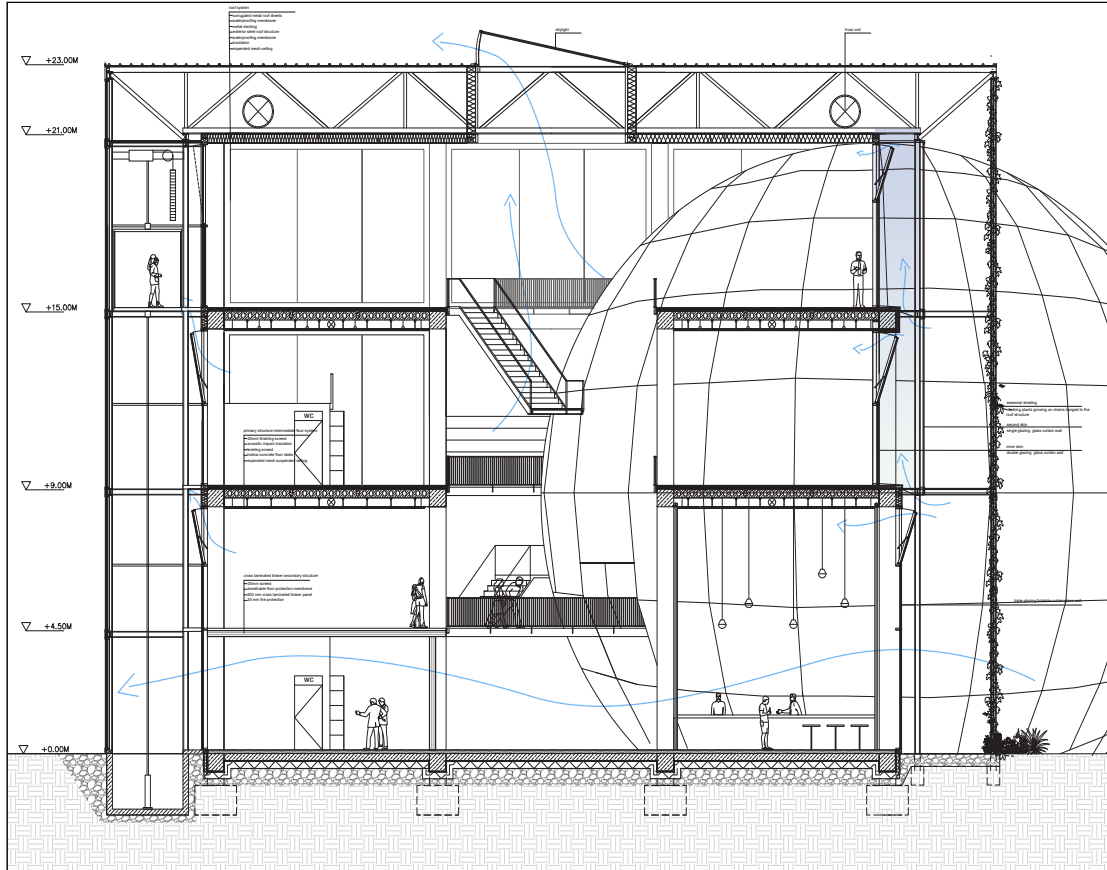
climate:

summer/winter day



climate:

night/mid season natural ventilation



summer night



eat

shops

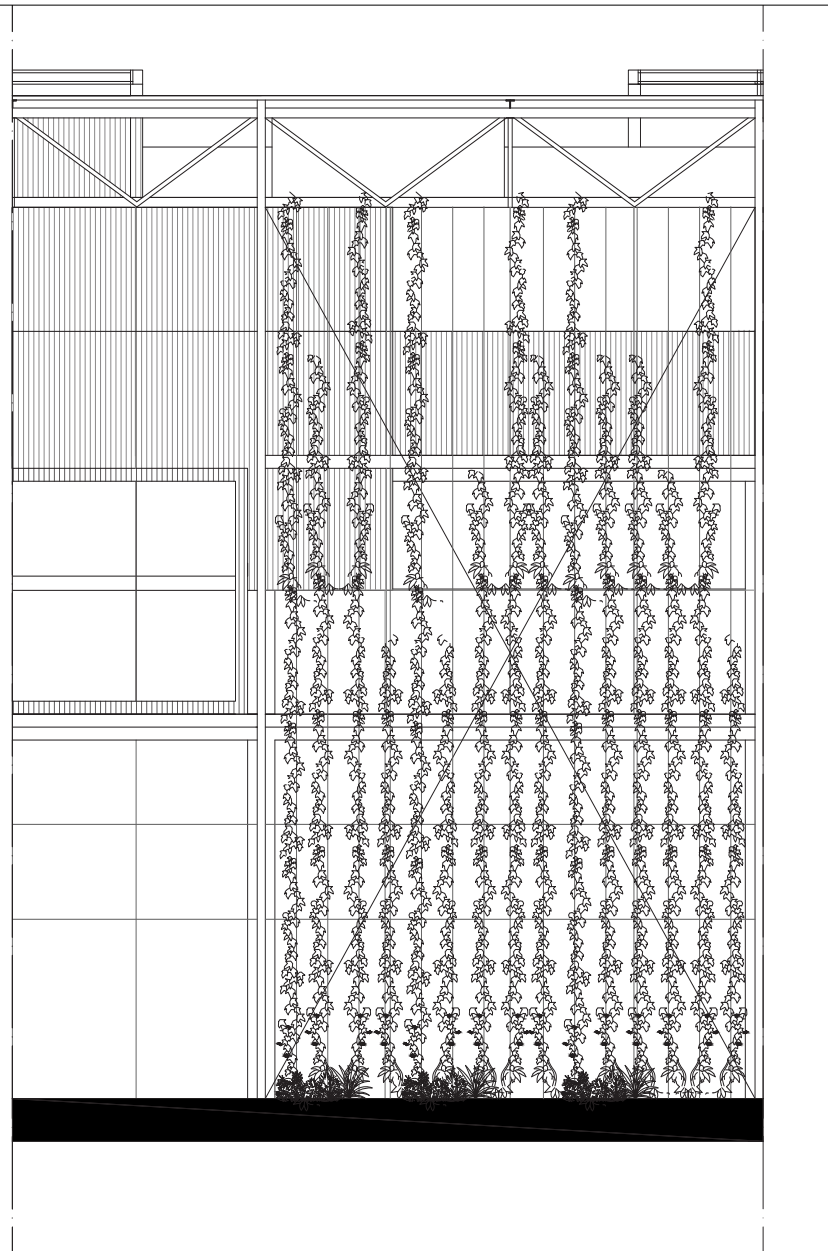
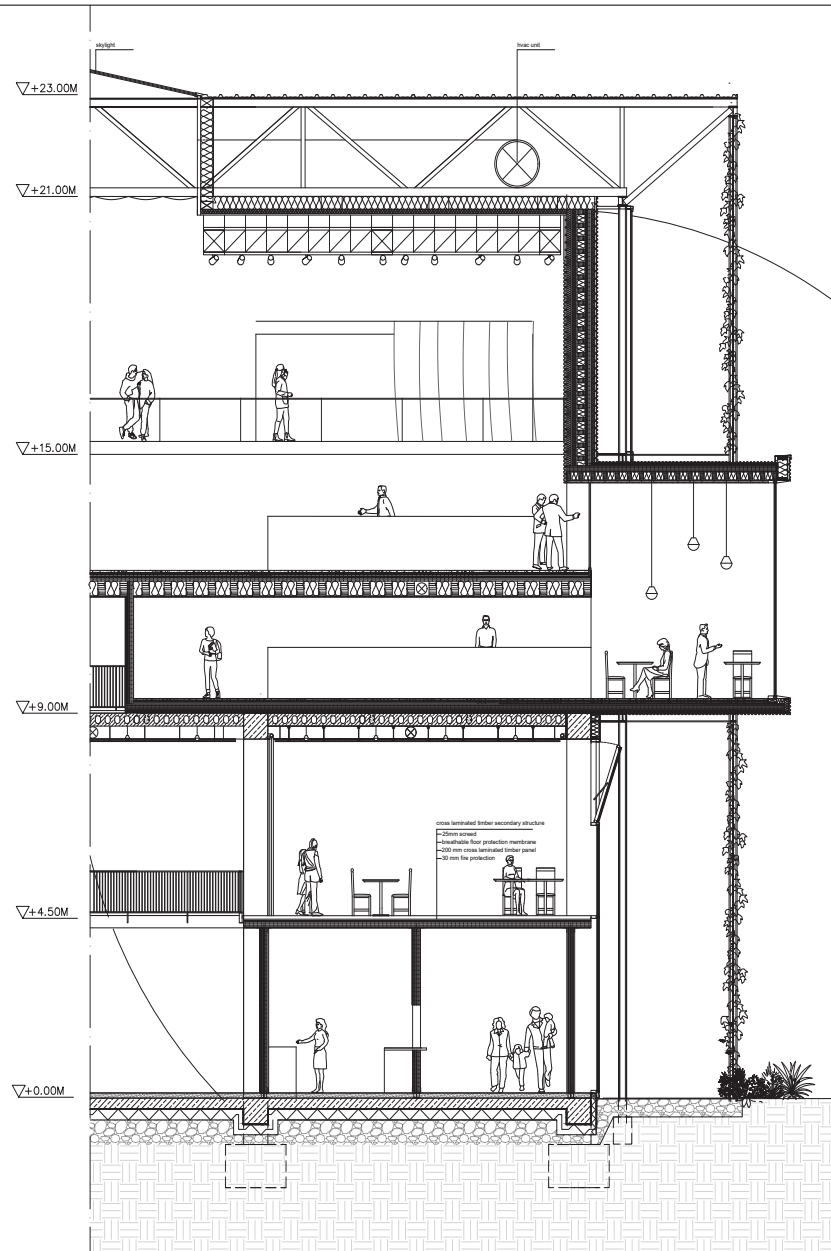


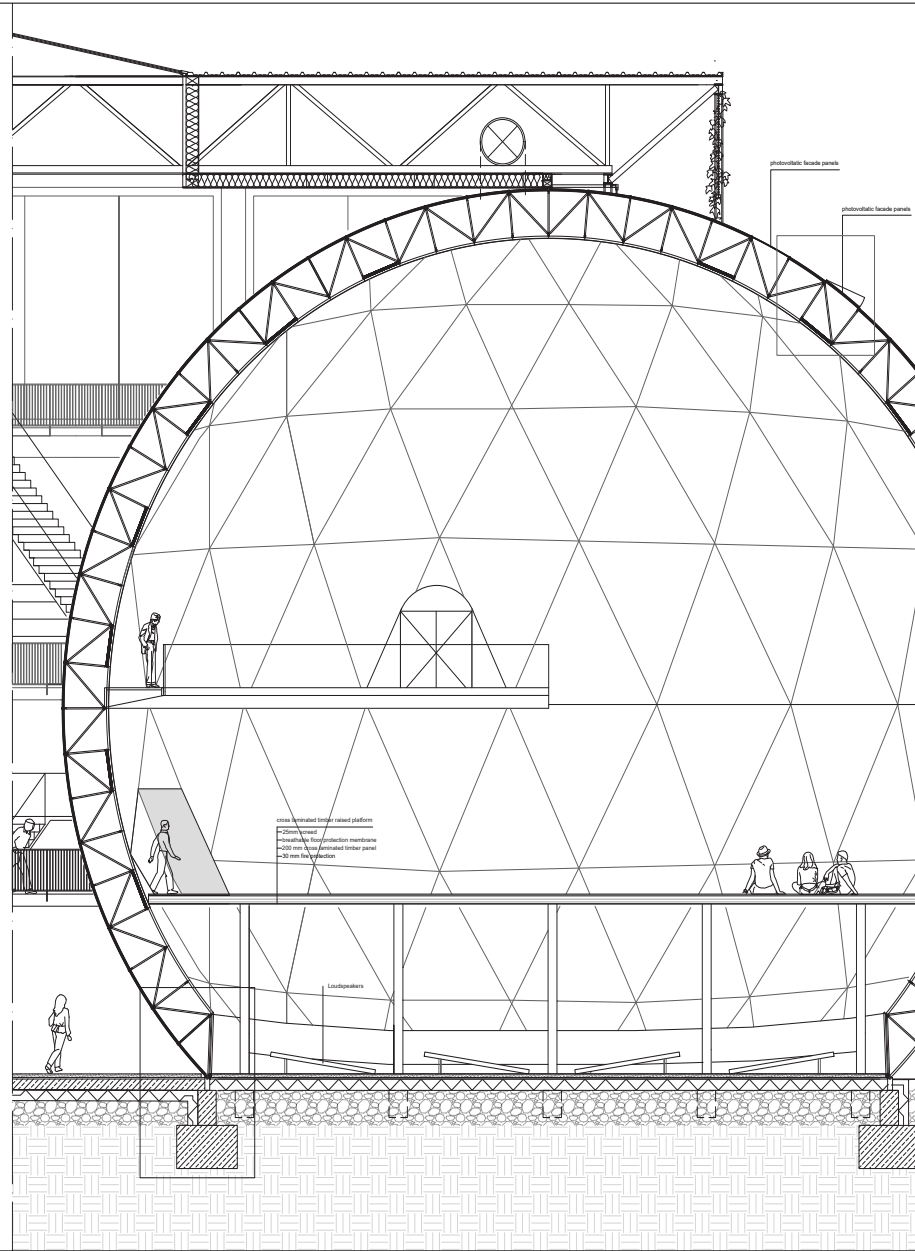
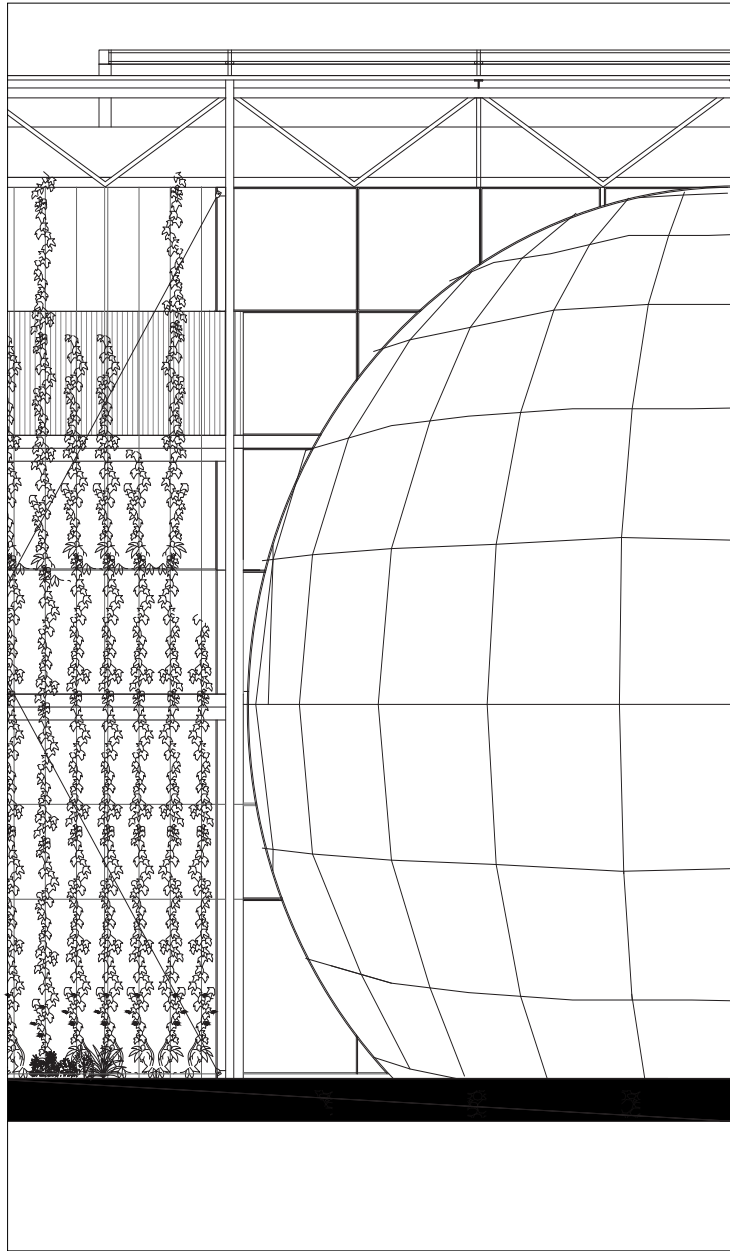
eat

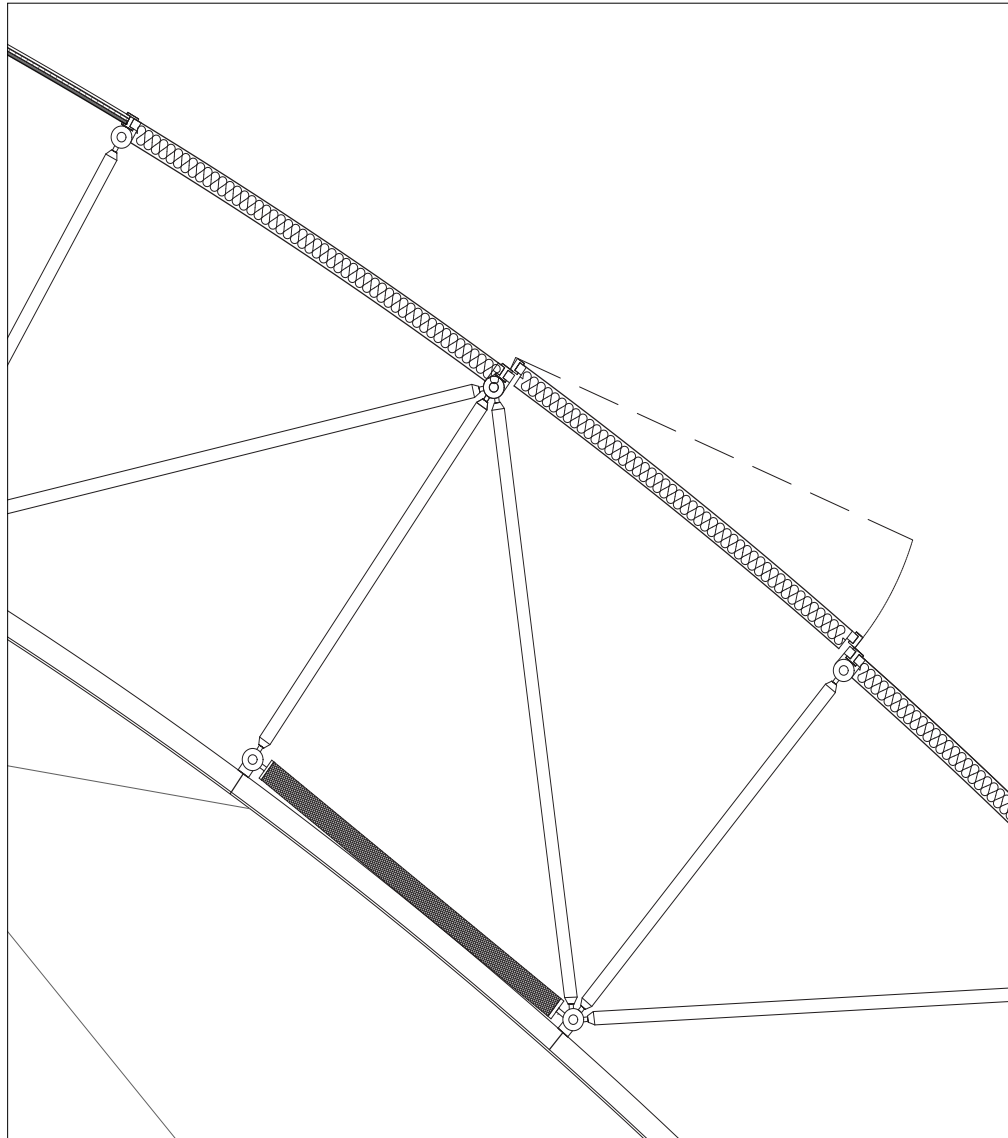
stairs

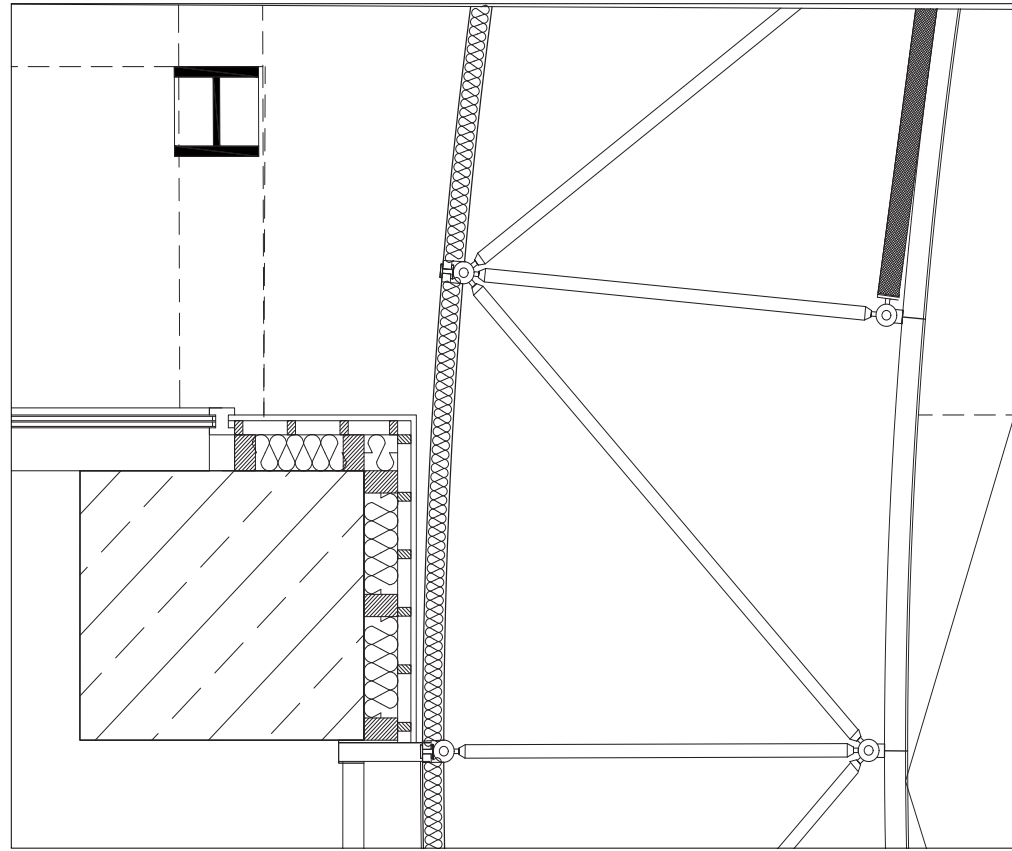
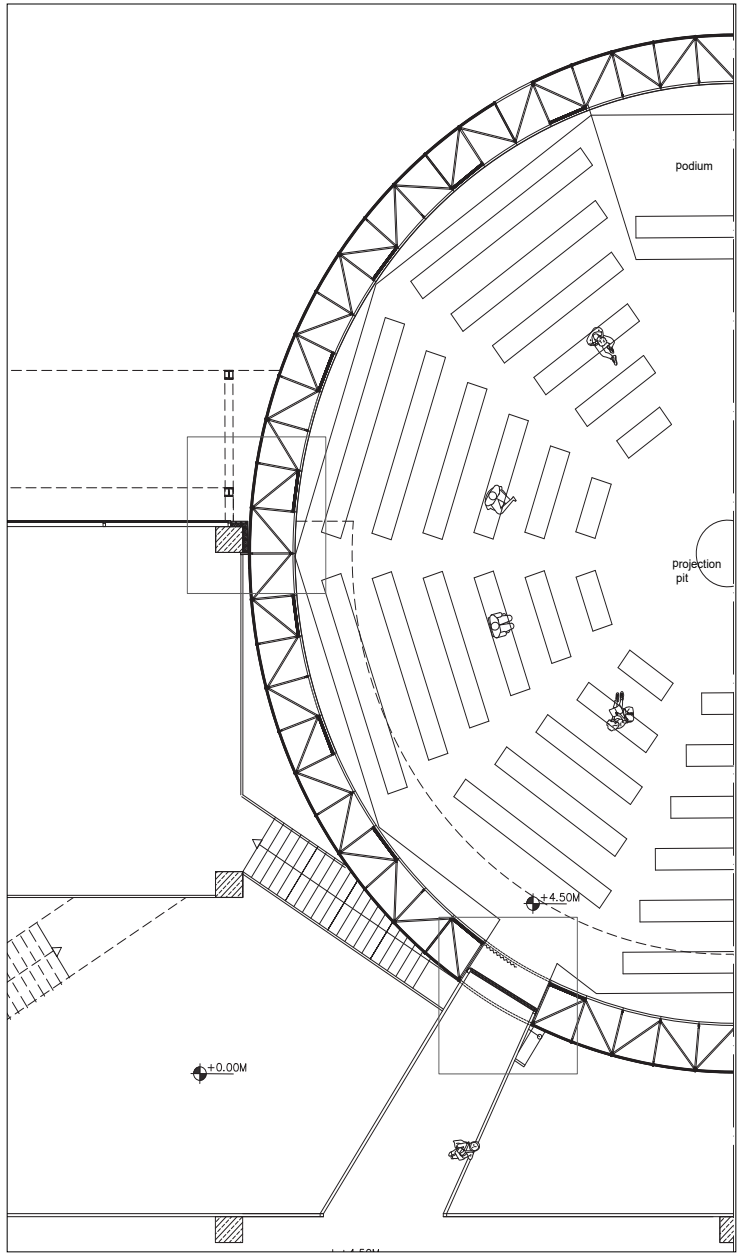


eat

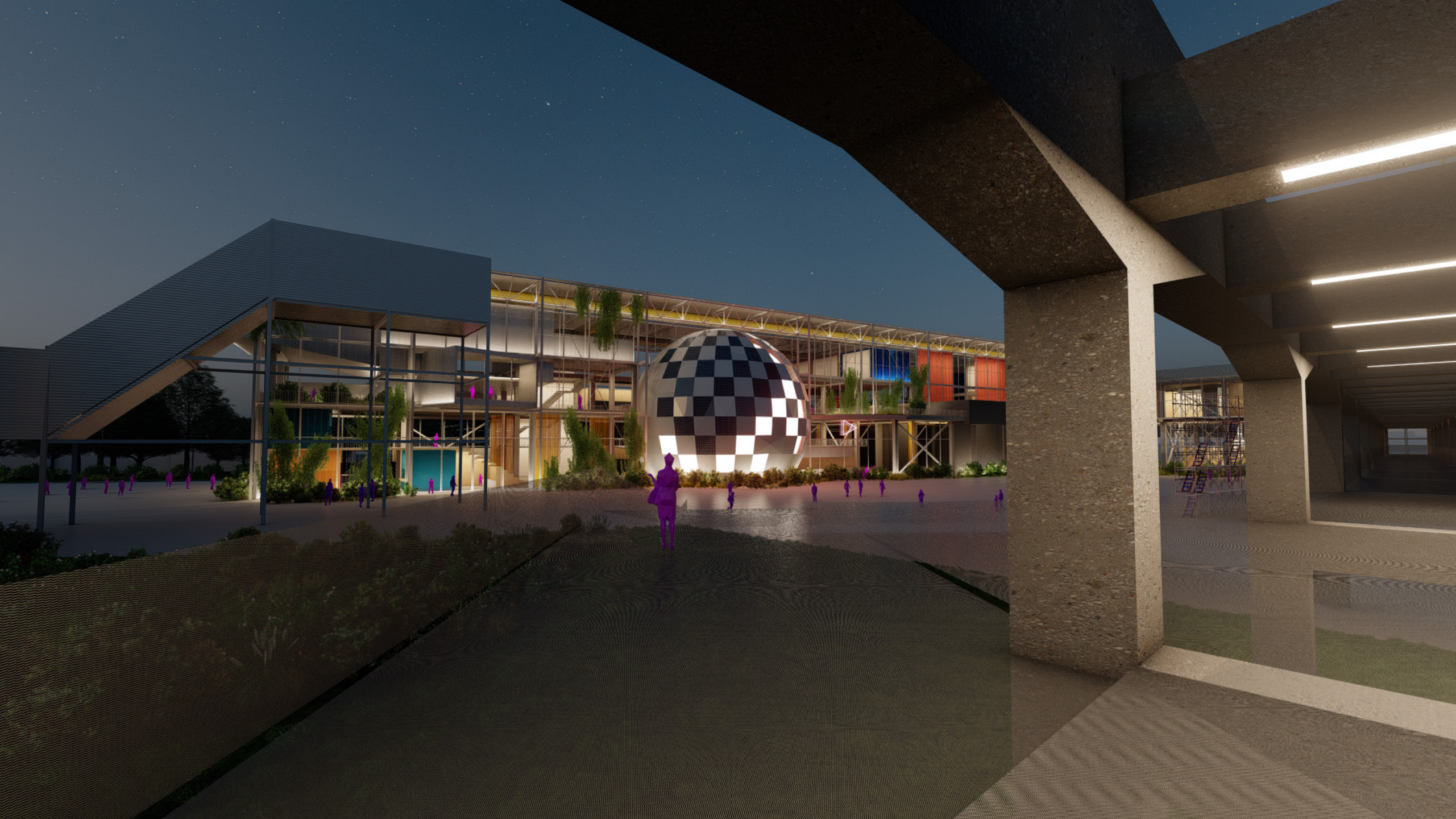


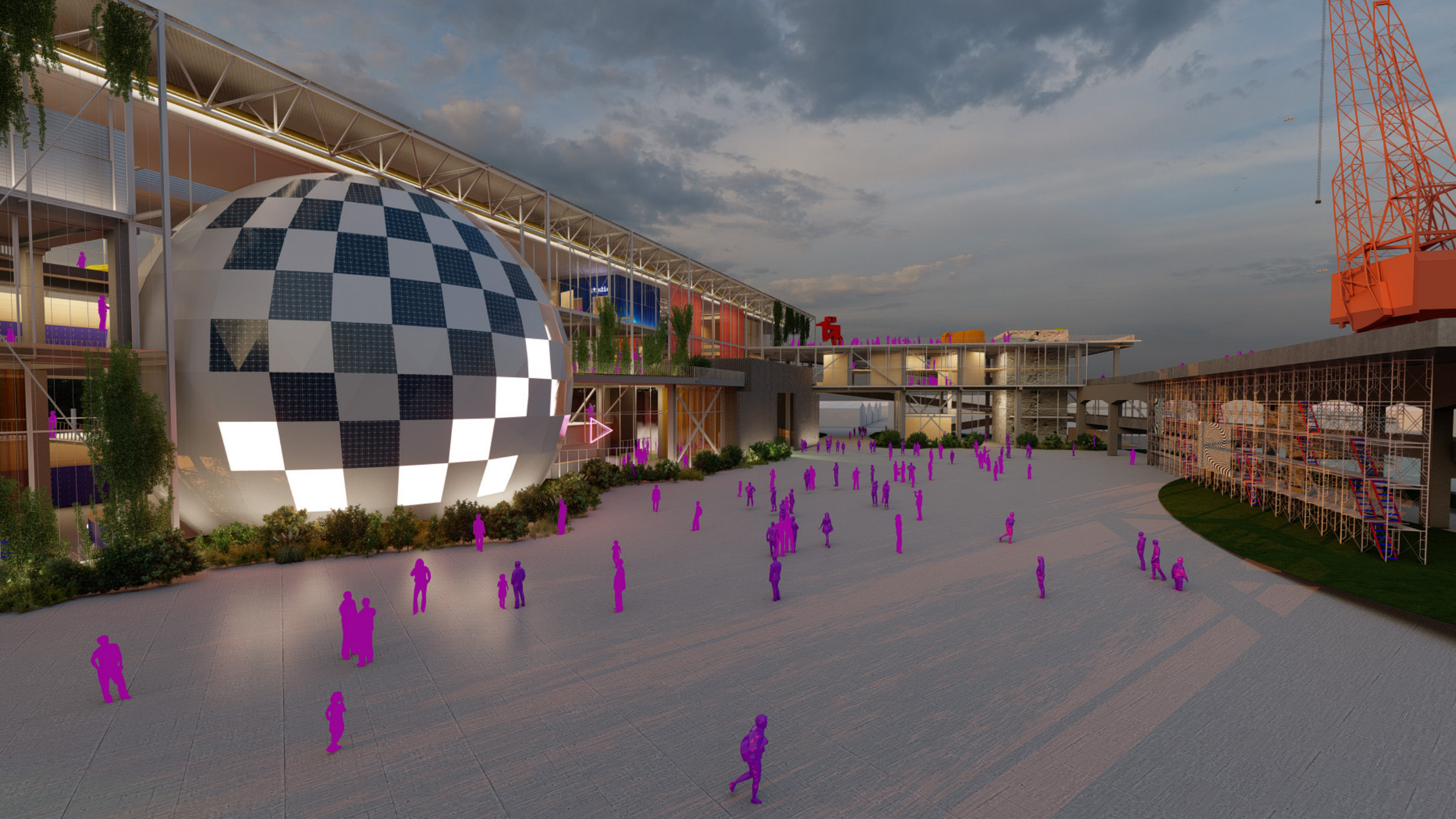














Thank you for listening!

