



# de Kastelein

Passive design strategies  
in Texel's dune landscape

tutors

Roel van de Pas

*Architecture*

Mauro Parravicini

*Building Technology*

Carolin Bellstedt

*Research*

Roberto Cavallo

*Board of Examiners*



6 October 2017

# P4 presentation

Max van den Berg

aE graduation studio

context: dune landscape

## 3 Stories

3 Stories

de Kastelein

3 Stories

de Kastelein

the Path

3 Stories

de Kastelein

the Path

the Settlement

de Kastelein

de Kastelein





*de Kastelein van Eyerland*







*Het Eyerlandse Huis*



ca. 1600



ca. 1600



ca. 1600



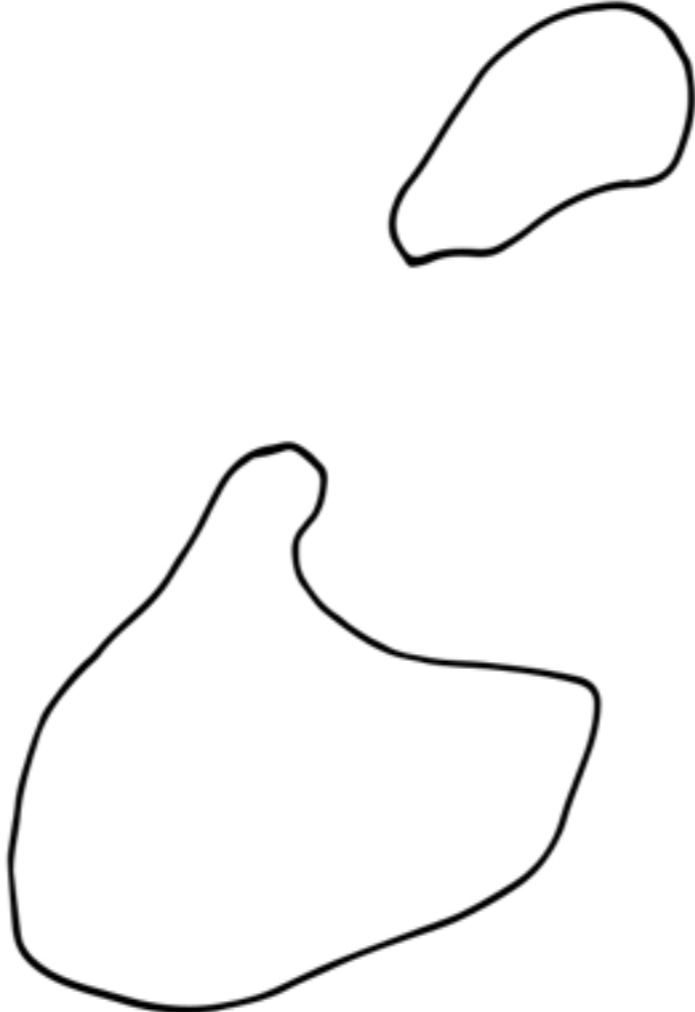
ca. 1600





ca. 1600







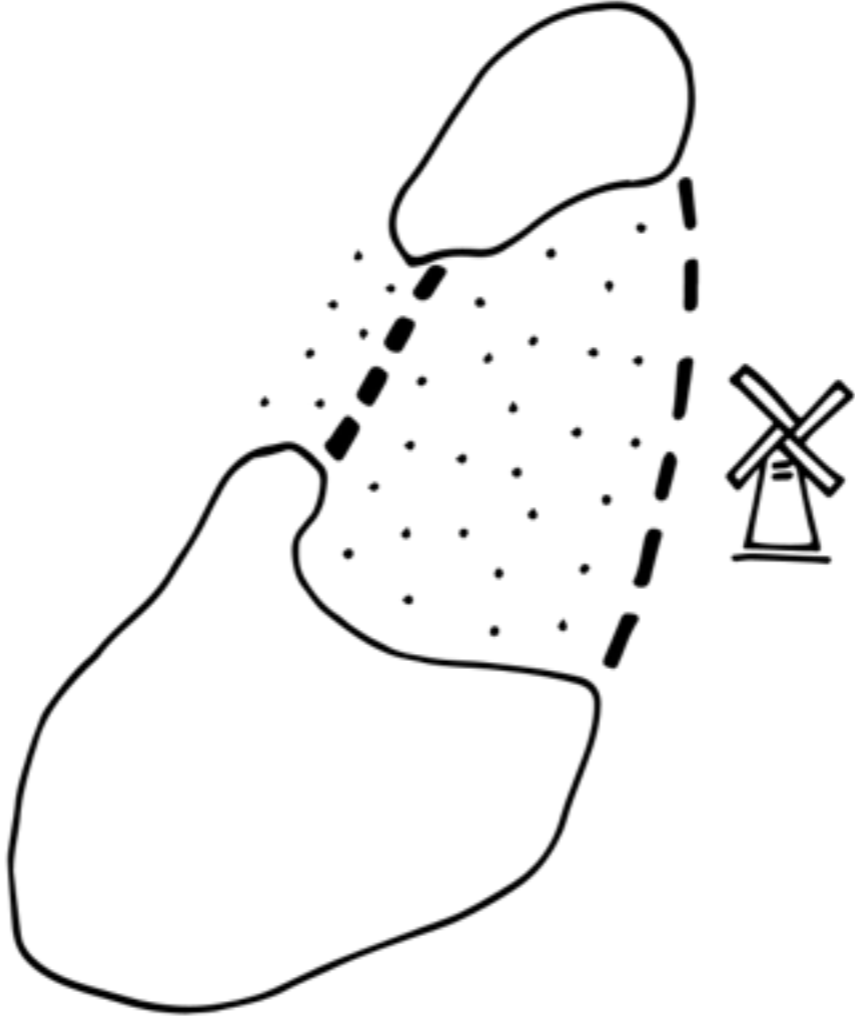
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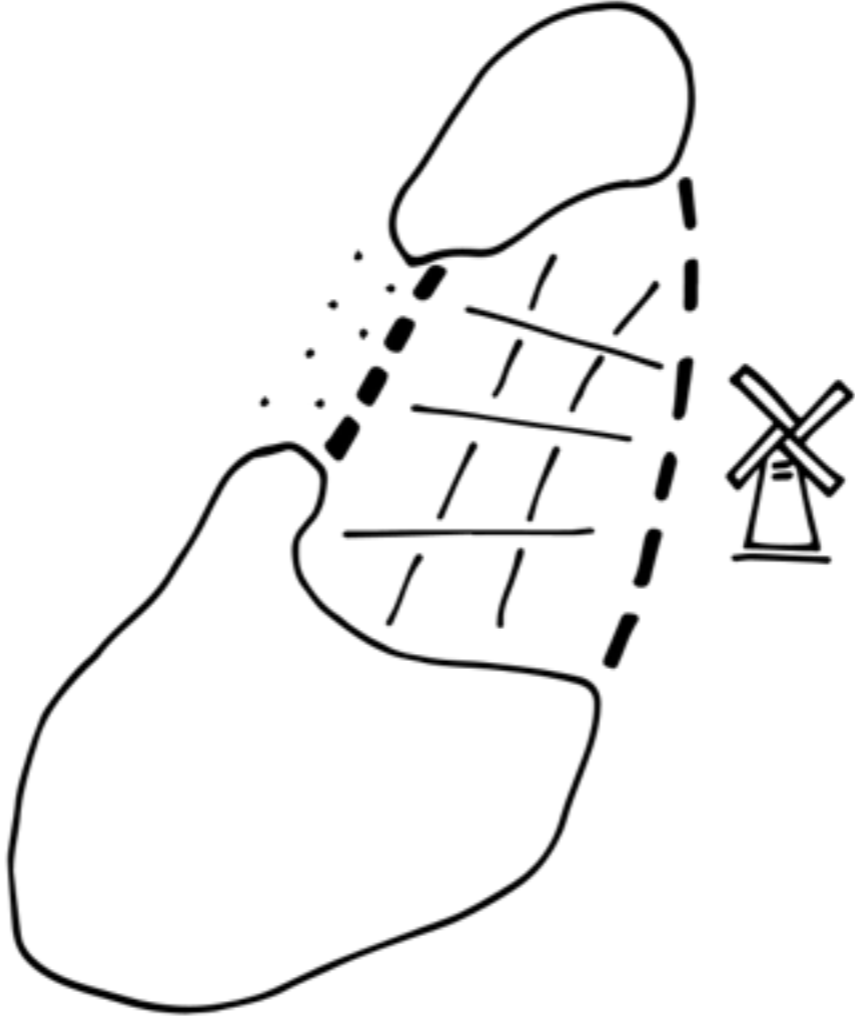


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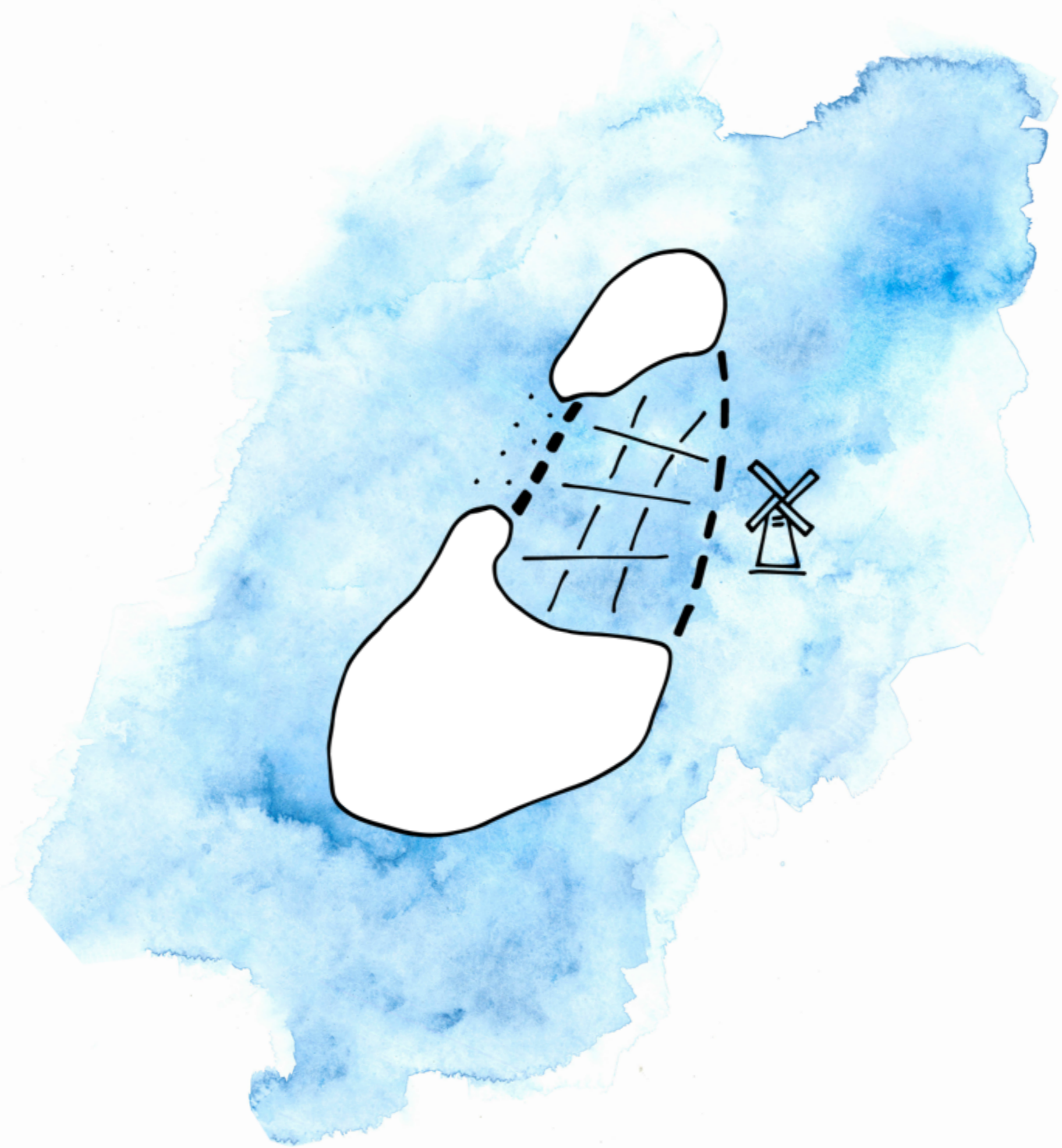


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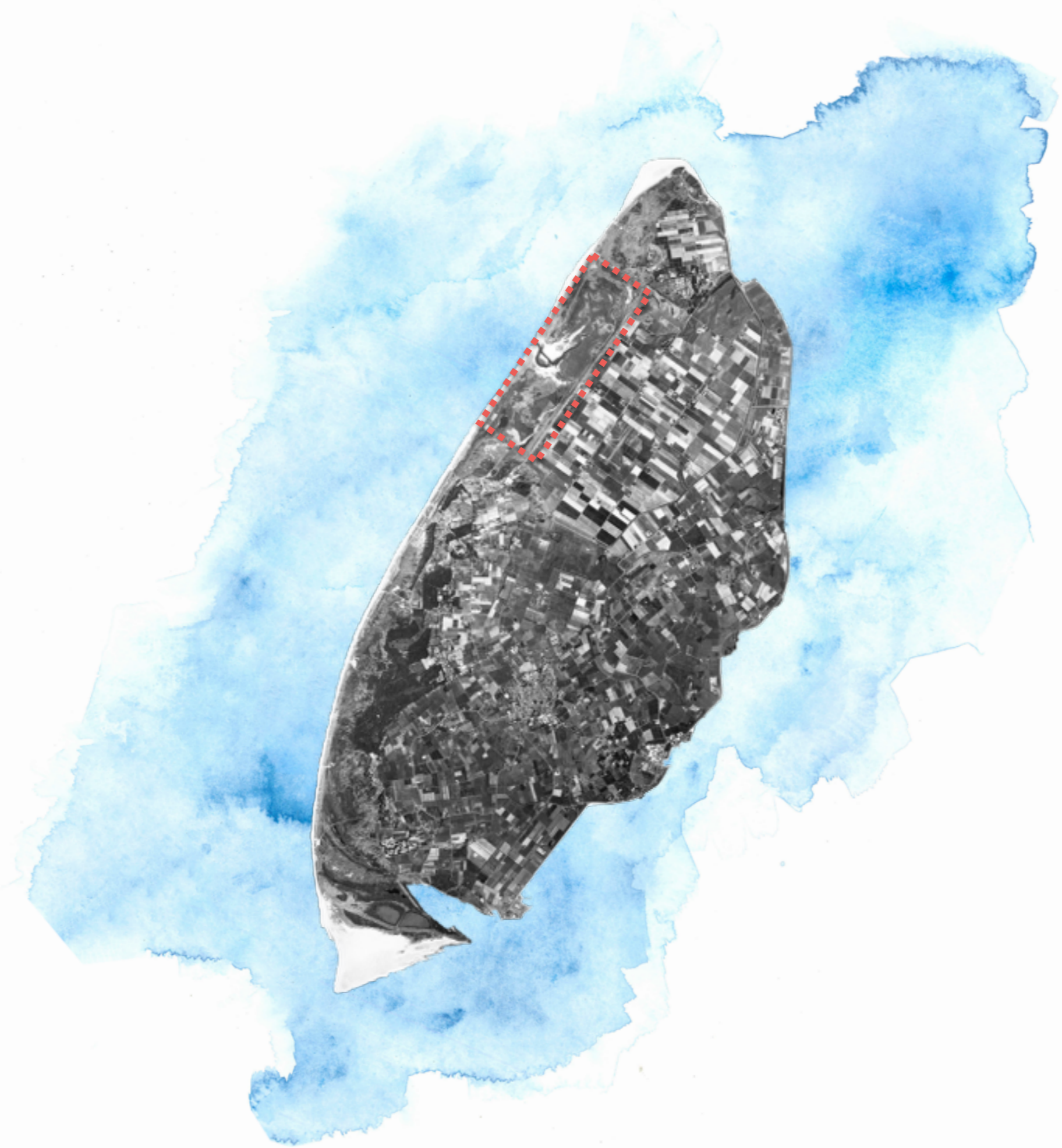


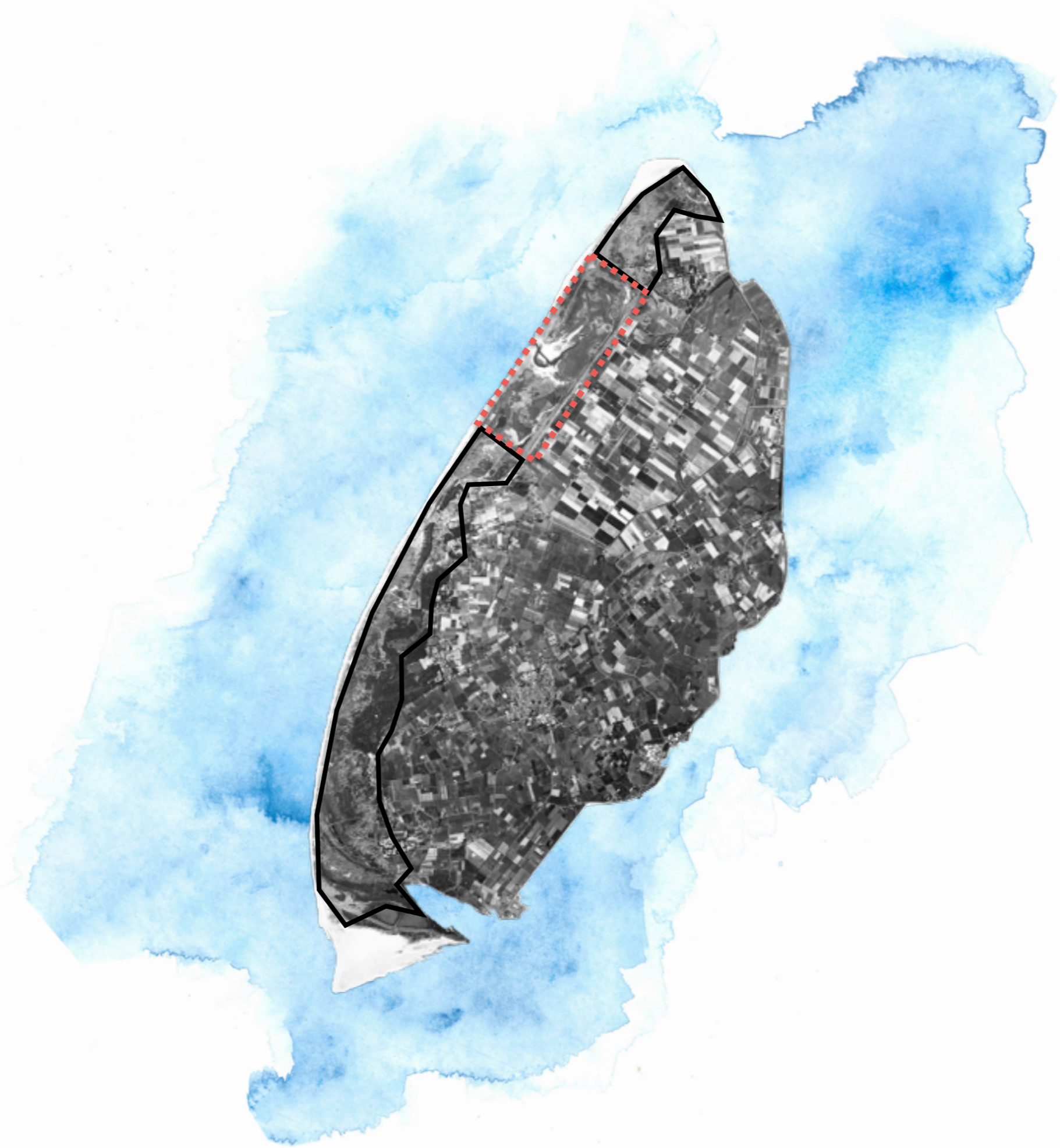


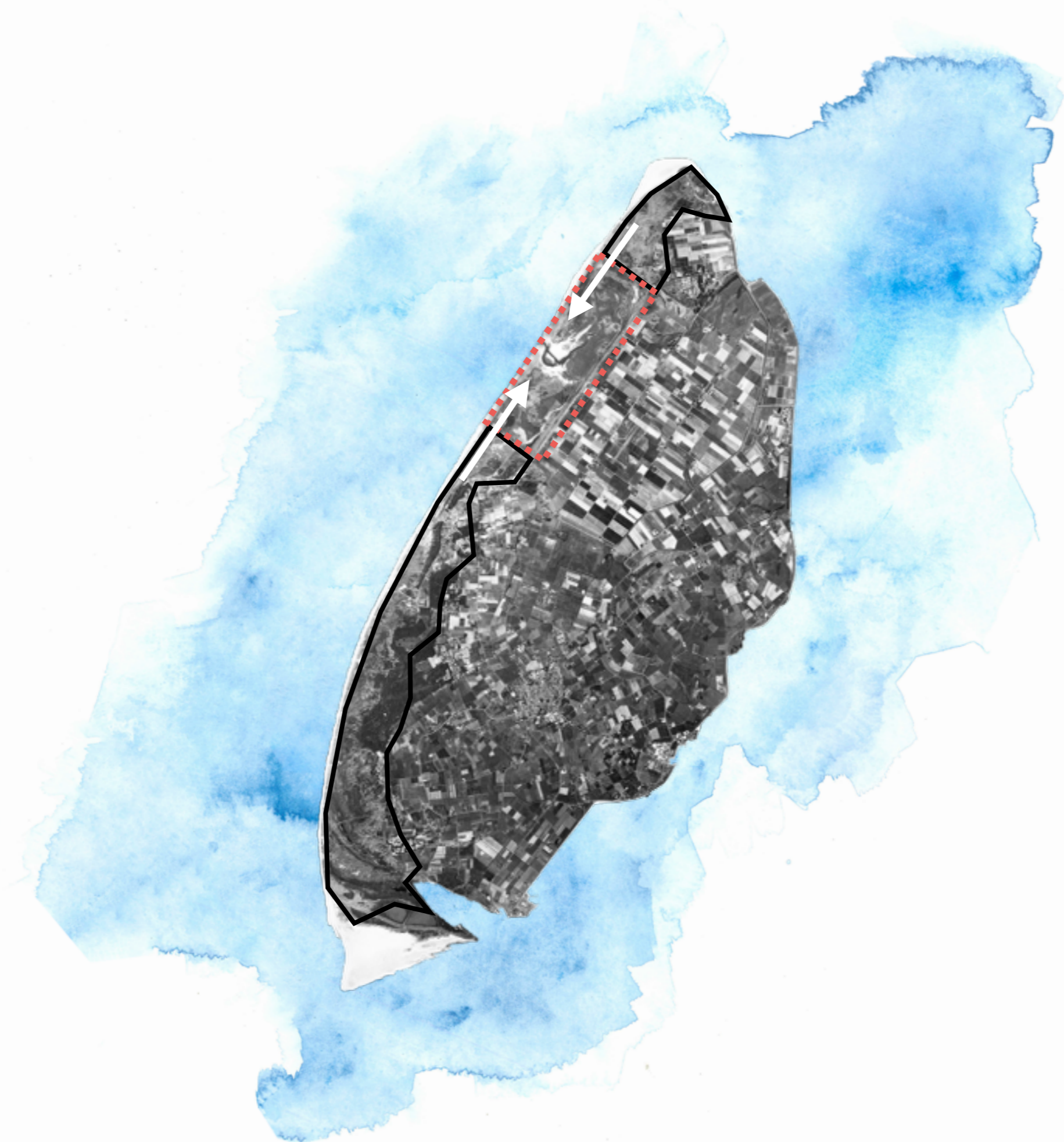


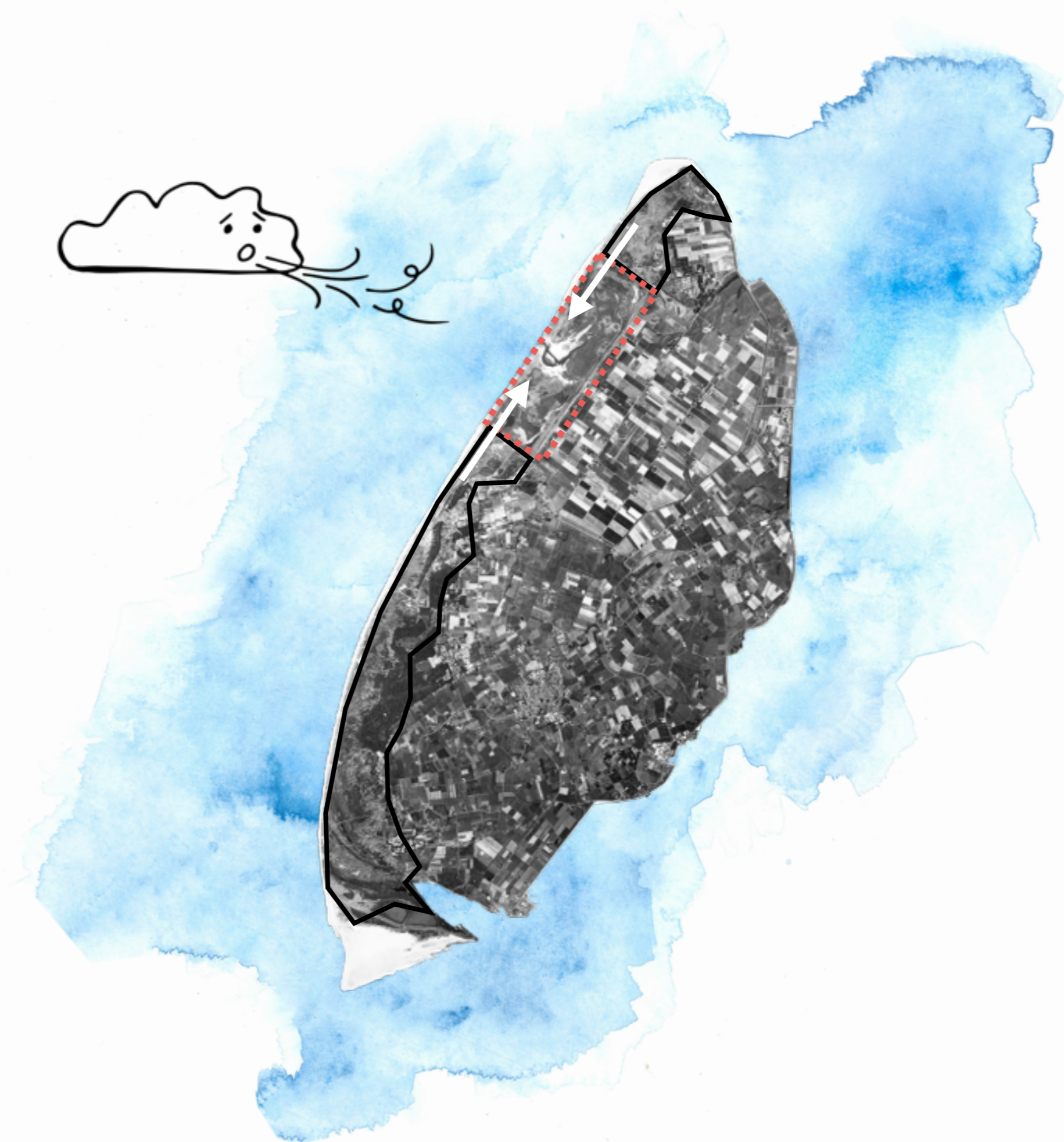


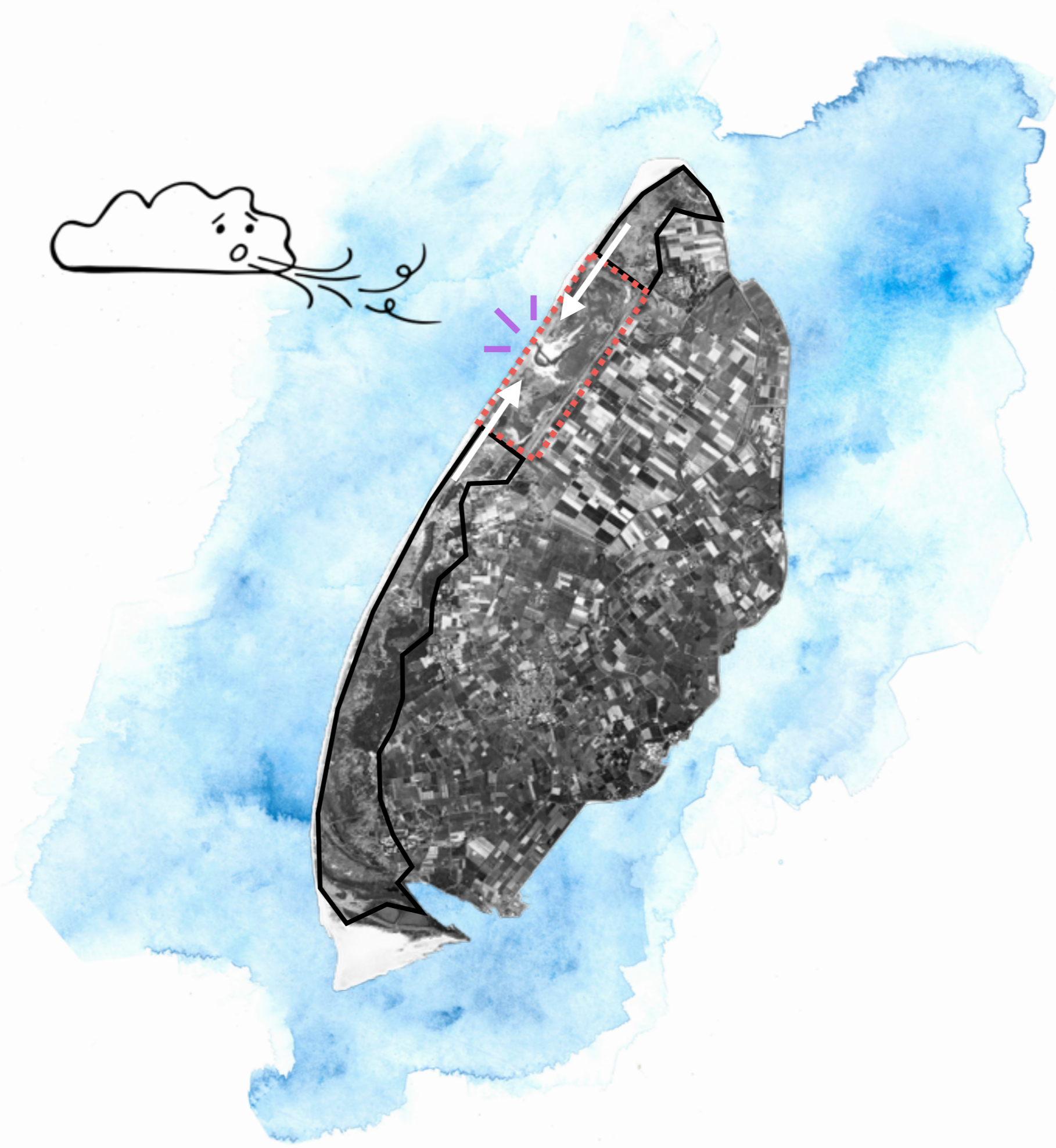


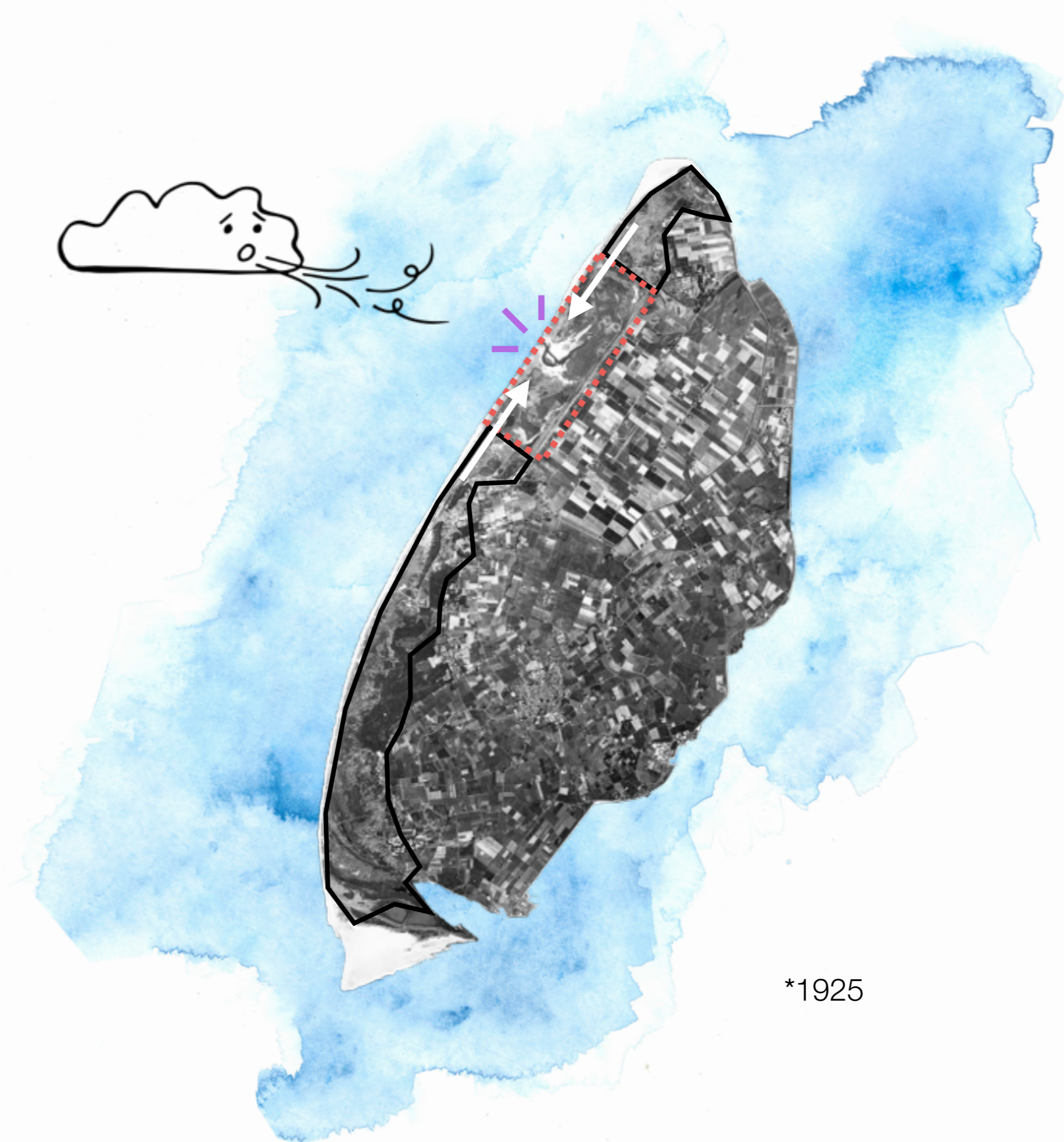










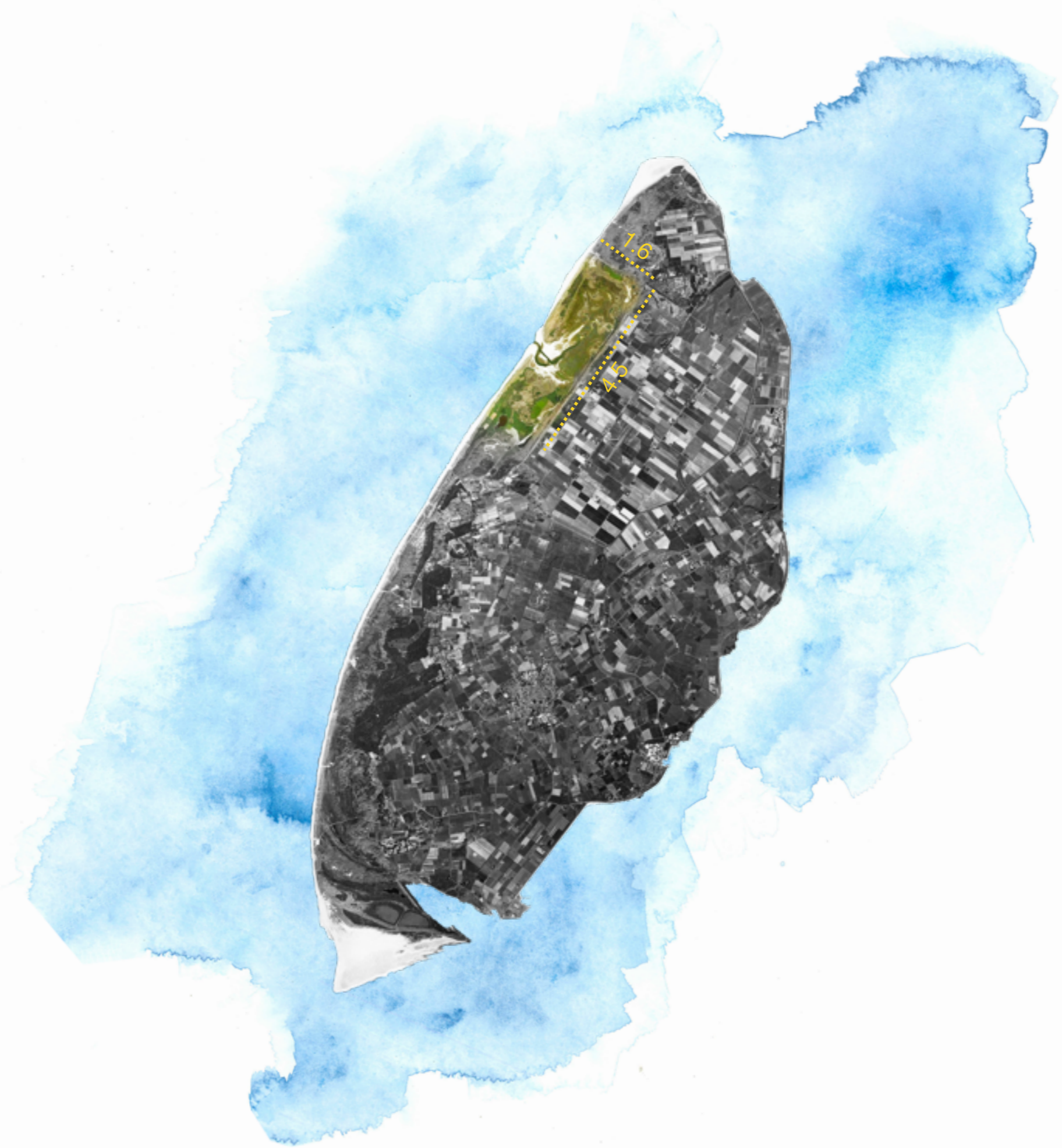


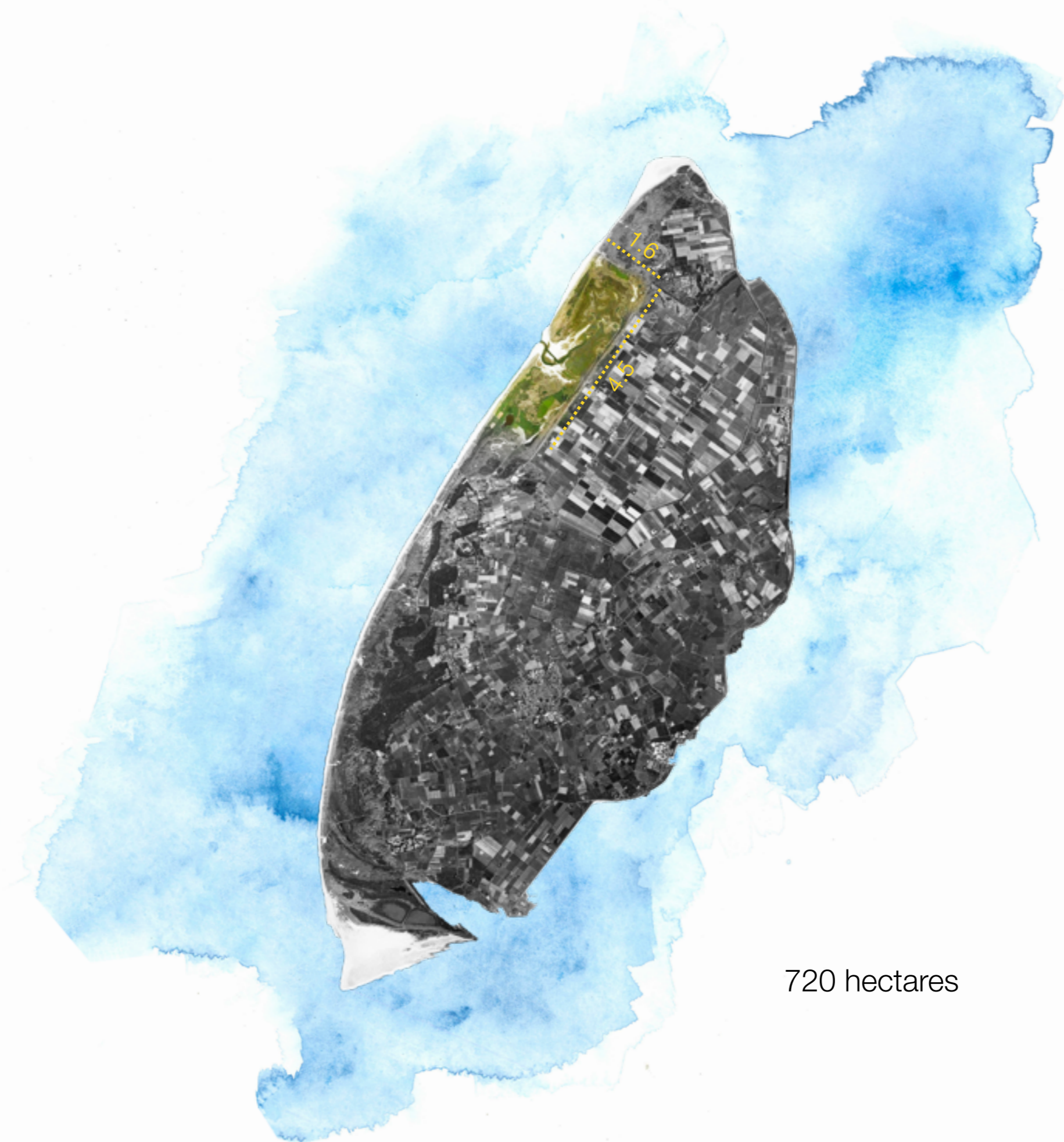
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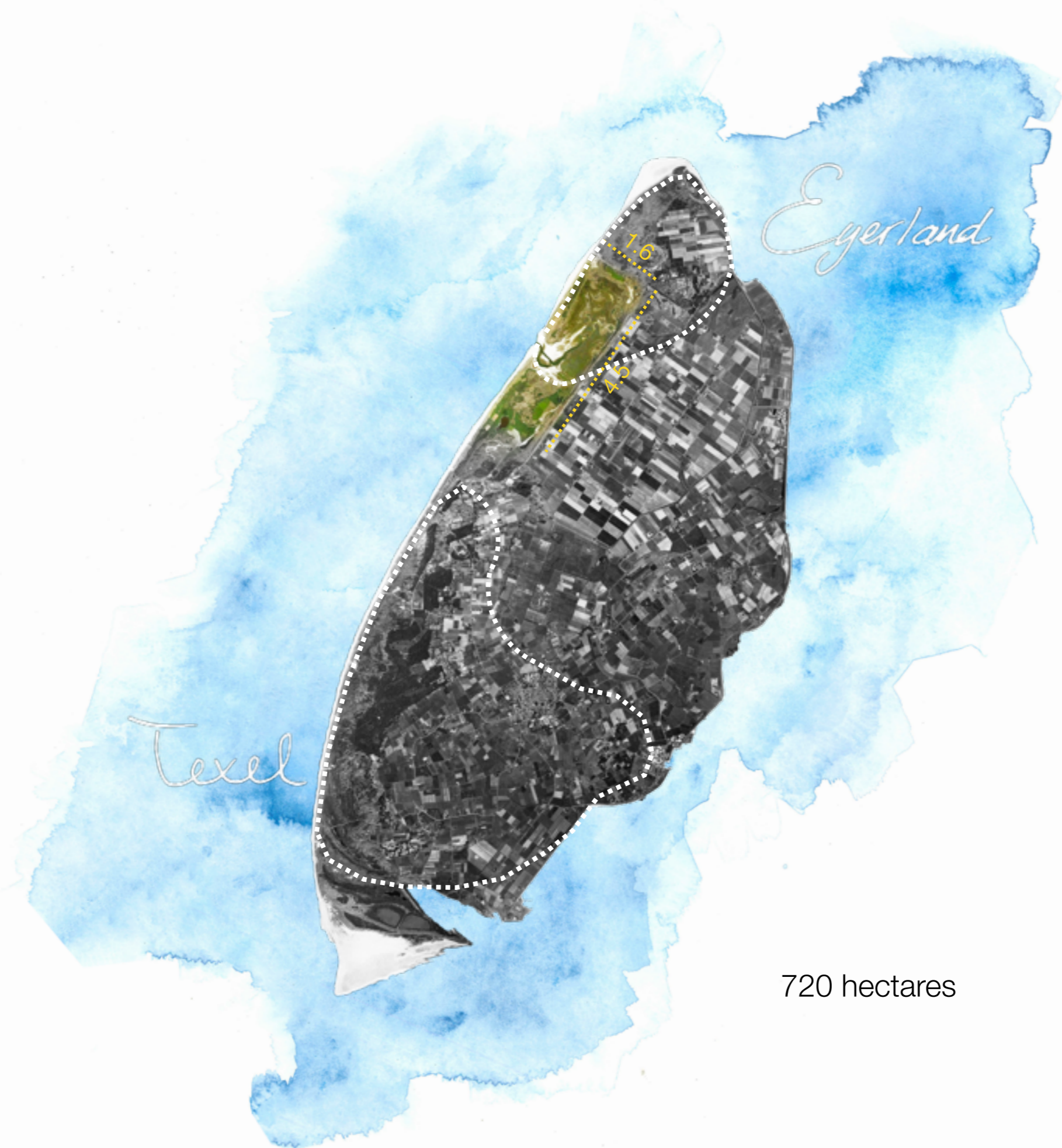








720 hectares



720 hectares











Texel

Vlieland

Terschelling

Ameland

Schiermonnikoog



20km



Texel  
14k

Vlieland

Terschelling

Ameland

Schiermonnikoog



20km



Texel  
14k  
800k

Vlieland

Terschelling

Ameland

Schiermonnikoog



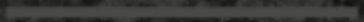
20km








50km




A dark, textured map of the Netherlands, showing the coastline and major waterways. The island of Texel is highlighted in a bright green color. The map is set against a black background.

“by 2020 Texel wants to be self-sufficient in the areas of energy and fresh water.”




50km



“by 2020 Texel wants to be self-sufficient in the areas of energy and fresh water.”

“Texel wants to be a laboratory for experimentation in the area of sustainability.”



An aerial photograph of the Netherlands, showing the coastline and inland areas. A small island, Texel, is highlighted in a bright green color on the western coast. The rest of the map is in grayscale.


“by 2020 Texel wants to be self-sufficient in the areas of energy and fresh water.”

“Texel wants to be a laboratory for experimentation in the area of sustainability.”

island = clearly defined community



50km

An aerial photograph of the Netherlands, showing the coastline and various islands. The island of Texel is highlighted in a bright green color, making it stand out from the rest of the landmass. The surrounding water is dark, and the land is a mix of grey and brown tones.

“by 2020 Texel wants to be self-sufficient in the areas of energy and fresh water.”


“Texel wants to be a laboratory for experimentation in the area of sustainability.”

island = clearly defined community

scale = small = achievable



50km

An aerial photograph of the Netherlands, with the island of Texel highlighted in a bright green color. The rest of the map is in a dark, muted green. The island is located in the North Sea, west of the mainland.

“by 2020 Texel wants to be self-sufficient in the areas of energy and fresh water.”

“Texel wants to be a laboratory for experimentation in the area of sustainability.”


Potential

island = clearly defined community

scale = small = achievable



50km



“by 2020 Texel wants to be self-sufficient in the areas of energy and fresh water.”

“Texel wants to be a laboratory for experimentation in the area of sustainability.”

### Potential

island = clearly defined community

scale = small = achievable

inspire people from all over who visit Texel



50km





100km



# Samsø



# Samsø

- Until 1997: Oil & coals for electricity + heating





# Samsø



- Until 1997: Oil & coals for electricity + heating
- 1997 Government competition: model renewable energy community

# Samsø



- Until 1997: Oil & coals for electricity + heating
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- since 2004, 100% energy self-sufficient & 100% CO2 neutral

# Samsø



- Until 1997: Oil & coals for electricity + heating
- 1997 Government competition: model renewable energy community
- since 2004, 100% energy self-sufficient & 100% CO2 neutral

## Instruments:

- 11 onshore wind turbines (1.0MW)
- 10 offshore wind turbines (2.3MW)
- 3 straw heating plants
- 1 solar & wood chip heating plant

Samsø



Samsø

Prof. Søren Hermansen



Prof. Søren Hermansen

Samsø

- Community becomes the Plan



Prof. Søren Hermansen

Samsø

- Community becomes the Plan





Samsø

- Community becomes the Plan

Prof. Søren Hermansen



Søren Hermansen  
+ Tor Nørretranders

**commonities**

=

com-  
mons

+

commu-  
nities



Samsø Energikademi







Prof. Søren Hermansen

## Samsø

- Community becomes the Plan

1. Why? to build *Commonities*  
> become independent



Søren Hermansen  
+ Tor Nørretranders

# commonities

=

com-  
mons

+

commu-  
nities



Samsø Energikademi





Prof. Søren Hermansen



Søren Hermansen  
+ Tor Nørretranders

**commonities**

=

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Samsø Energikademi



## Samsø

- Community becomes the Plan

1. Why? to build *Commonities*  
> become independent

2. How? Good conversations  
> the *Campfire*



Prof. Søren Hermansen



Søren Hermansen  
+ Tor Nørretranders

# commonities

=  
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Samsø Energikademi



## Samsø

- Community becomes the Plan

1. Why? to build *Commonities*  
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2. How? Good conversations  
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# Samsø



Samsø



Texel



Samsø



Texel

- Campfire



Samsø



Texel

- Campfire
- Community owned & operated (Commonity)





Samsø



Texel

- Campfire
- Community owned & operated (Commonity)
- 3\* Population



4k



14k

Samsø



Texel



- Campfire
- Community owned & operated (Commonity)
- 3\* Population
- 5\* Visitors



4k  
170k

14k  
800k

Samsø



Texel



- Campfire
  - Community owned & operated (Commonity)
  - 3\* Population
  - 5\* Visitors
- ≠ Inspirator



4k  
170k

14k  
800k

Samsø



Texel



- Campfire
- Community owned & operated (Commonity)

- 3\* Population
- 5\* Visitors

≠ Inspirator

≠ Vision



4k  
170k

14k  
800k

Texel



Ambitions > Reality

Texel



Ambitions > Reality

Texel

Design a building



# Ambitions > Reality

Texel

Design a building

- *Campfire*  
discuss & develop ideas





# Ambitions > Reality

Texel

Design a building

- *Campfire*  
discuss & develop ideas
- *Open to visitors*  
showcase projects & ideas > inspire visitors



# Ambitions > Reality

Texel

Design a building

- *Campfire*  
discuss & develop ideas
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showcase projects & ideas > inspire visitors
- *As a Community*  
Community owned & operated



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Texel



# Ambitions > Reality

Texel

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*de Kastelein*



# MEUBELENMAKERIJ



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*"the shelter a house should offer, its essential function, means no more than that it should shut out the undesirable influences of nature while at the same time being as open as possible to those influences that are desirable."*



# MEUBELENMAKERIJ

*“the shelter a house should offer, its essential function, means no more than that it should shut out the undesirable influences of nature while at the same time being as open as possible to those influences that are desirable.”*

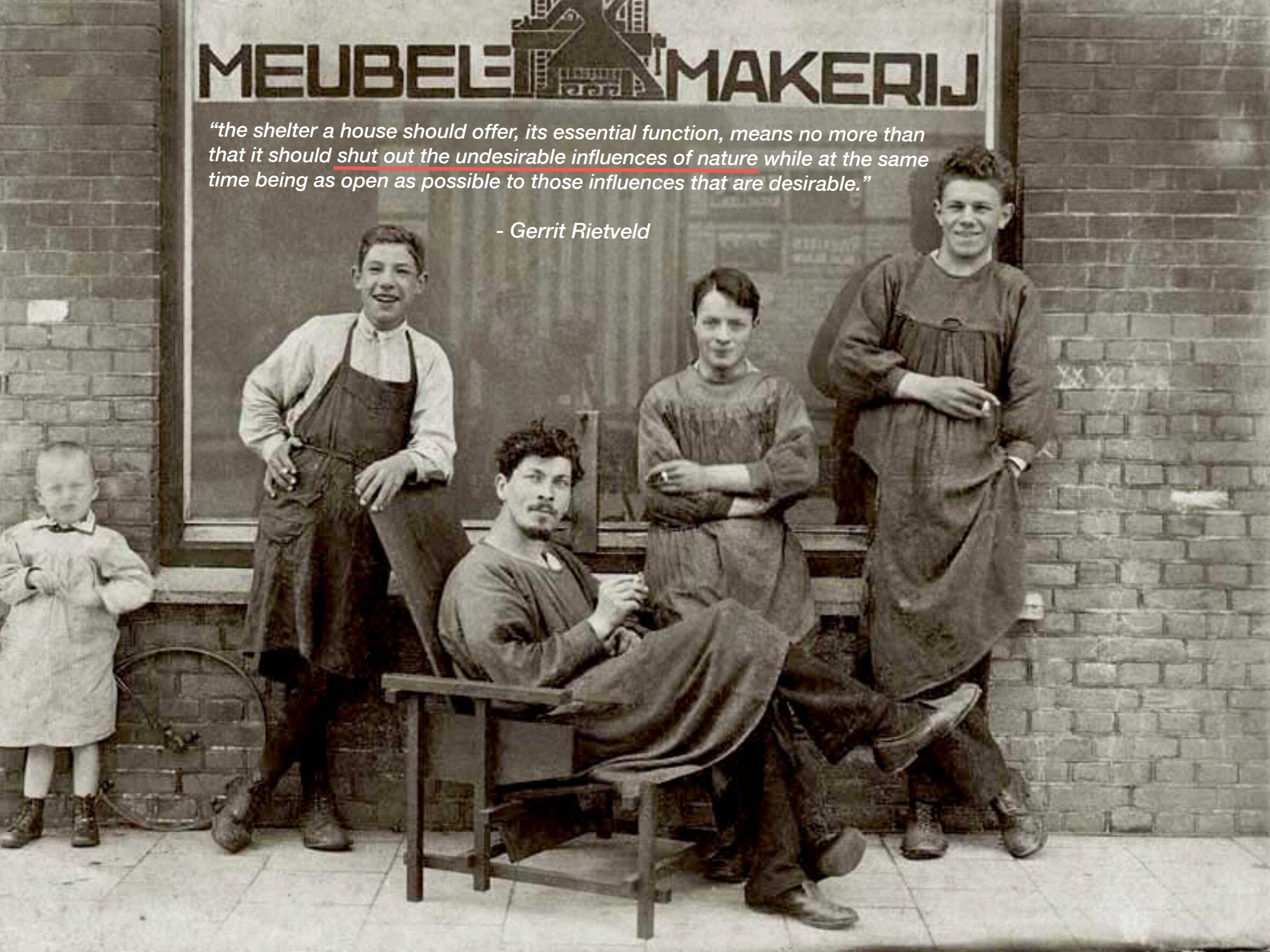
*- Gerrit Rietveld*



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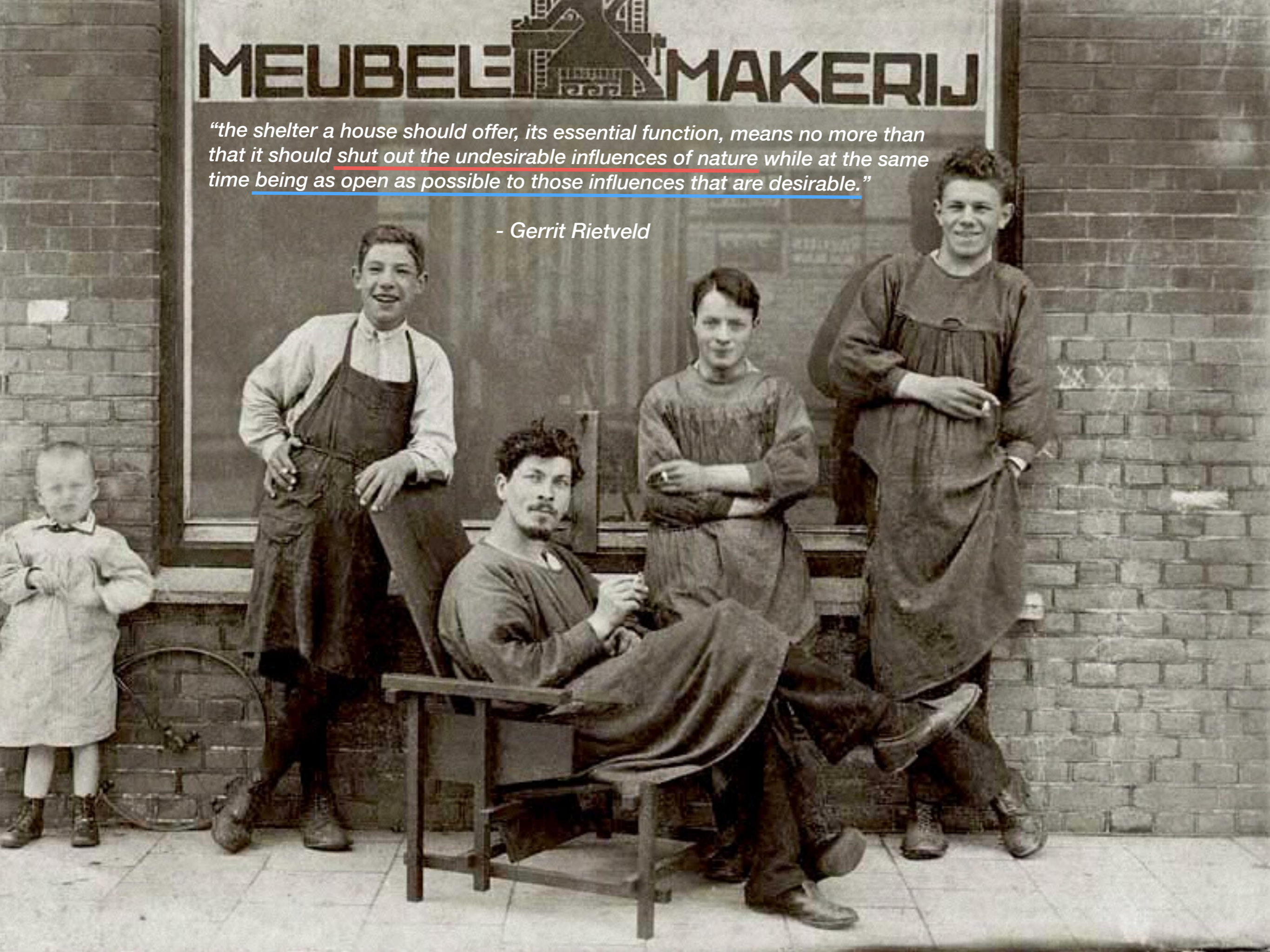




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*- Gerrit Rietveld*



## Passive design strategies

Passive design strategies

*shelter*

## Passive design strategies

*shelter*   *filter*

*3 basic principles of the  
Vernacular Approach*

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Vernacular Approach*

1. React to climatic conditions  
*create indoor comfort*

*3 basic principles of the  
Vernacular Approach*

1. React to climatic conditions

*create indoor comfort* \* *Passive Design Strategies*

*3 basic principles of the  
Vernacular Approach*

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2. Local building materials

*from natural source; wood, stone, clay,...*



*3 basic principles of the  
Vernacular Approach*

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2. Local building materials

*from natural source; wood, stone, clay,...*

3. Low-tech building techniques

*preserve cultural identity of a region & sustain community*



*Texelse Schapenboet*



*Texelse Schapenboet*



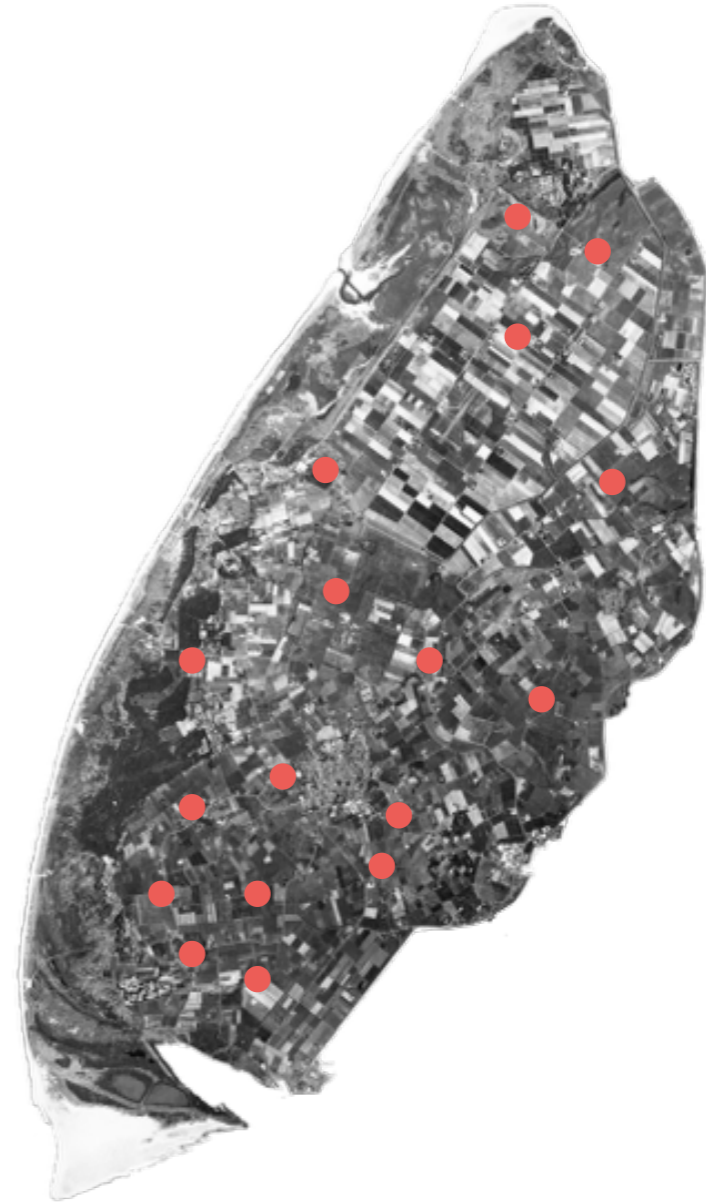
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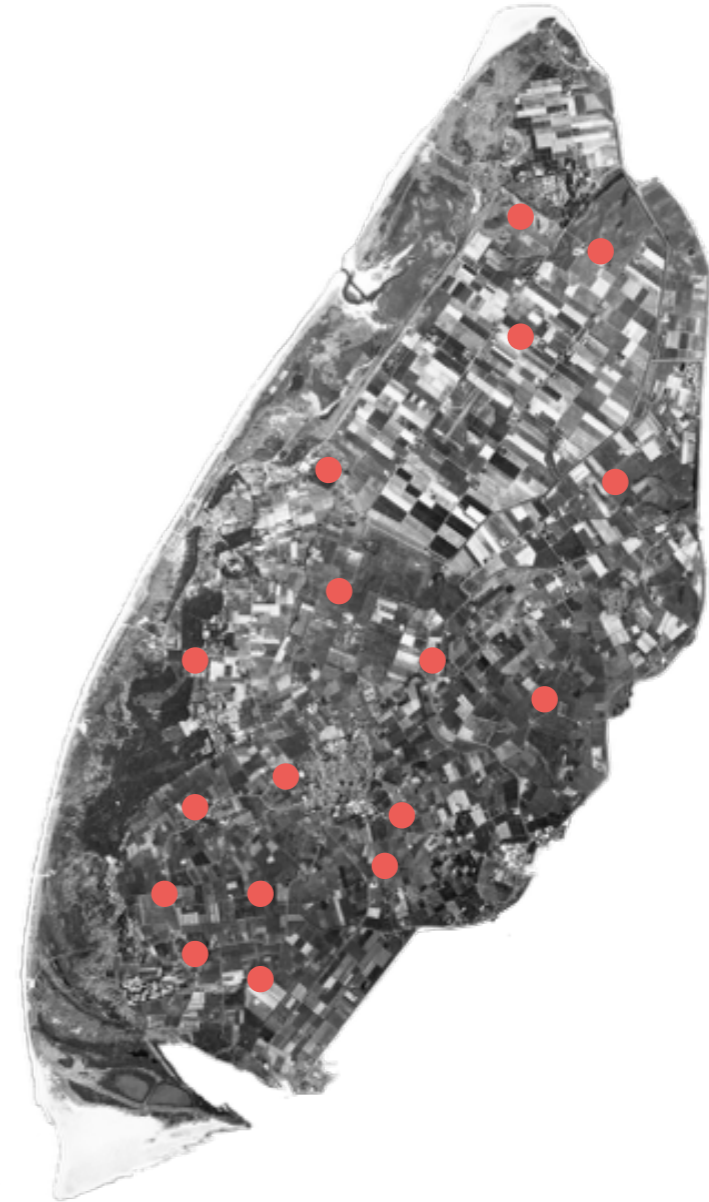
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# Texelse Schapenboet



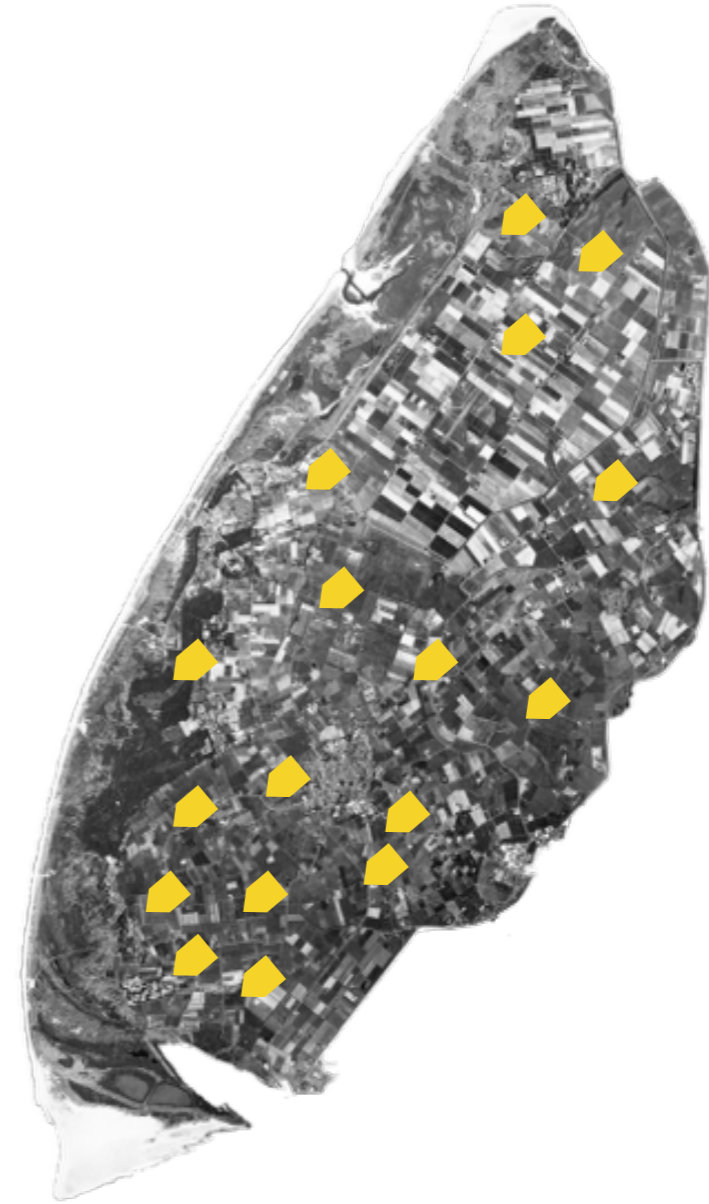
# Texelse Schapenboet



N  
|



*Texelse Schapenboet*



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*Texelse Schapenboet*



*Texelse Schapenboet*



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*Texelse Schapenboet*



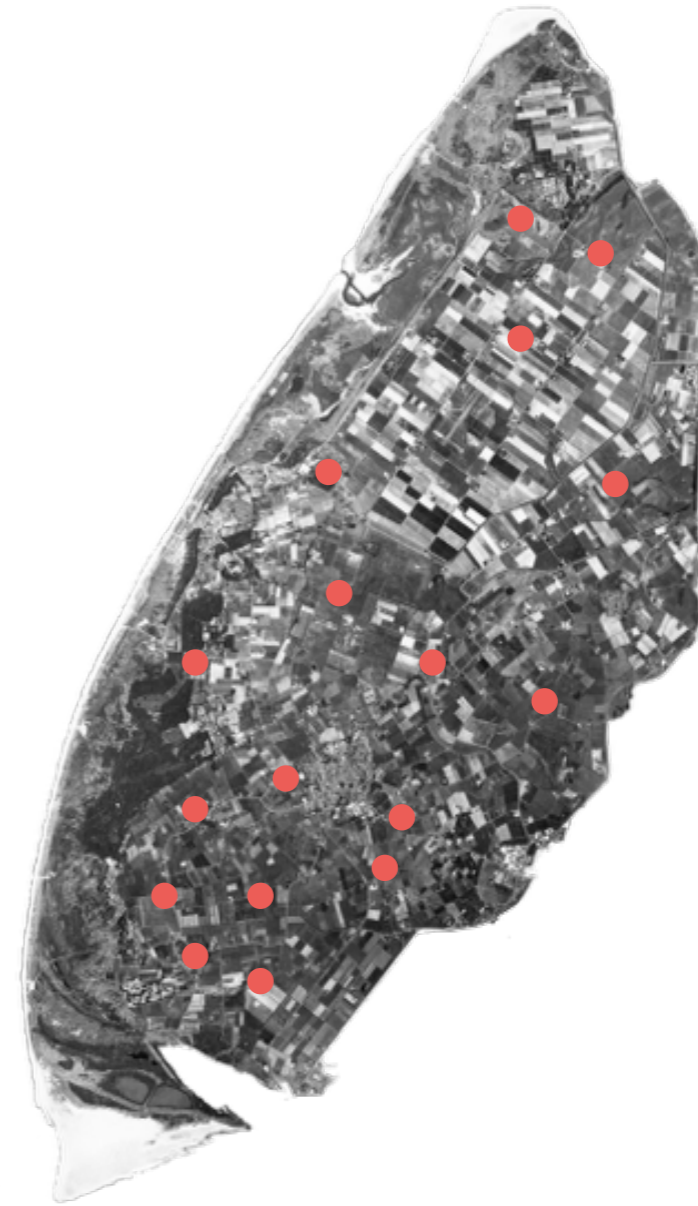
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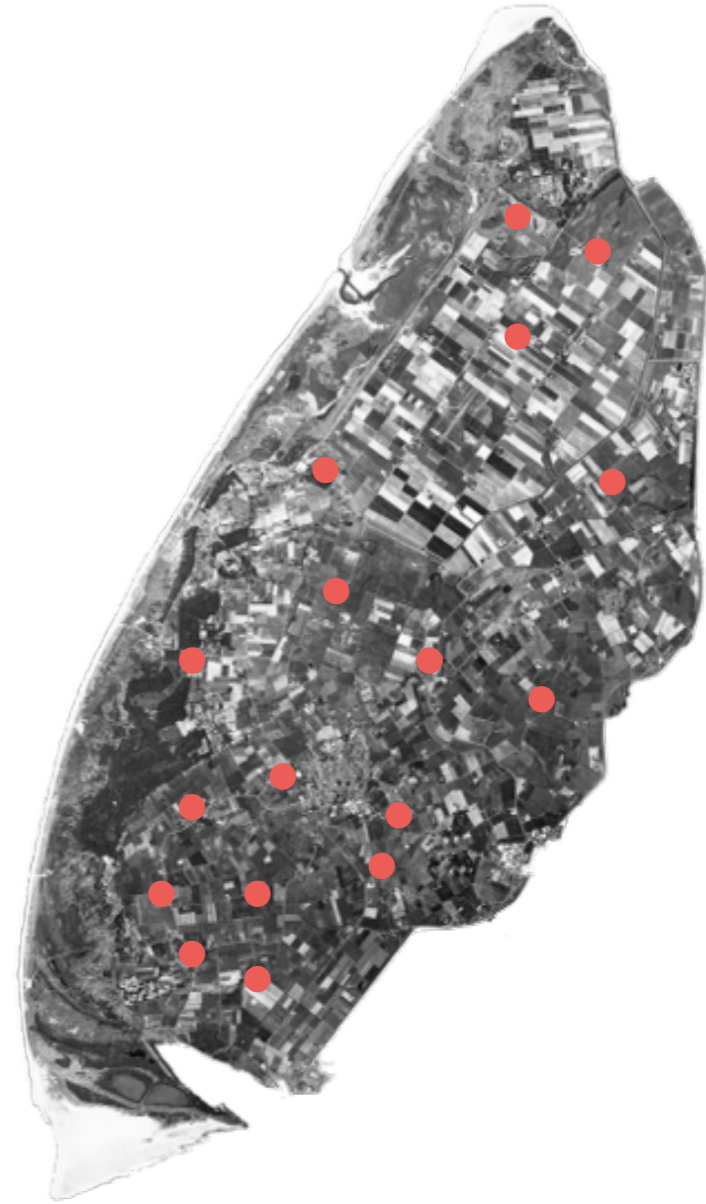


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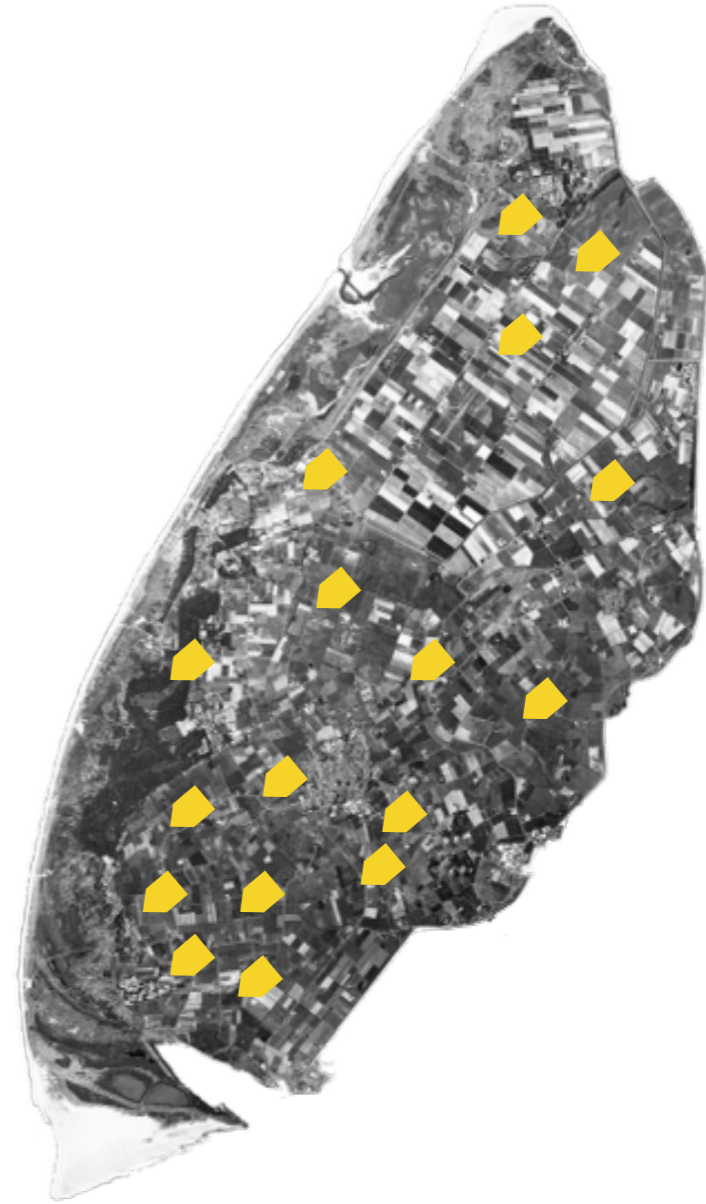


*Texelse Schapenboet*



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*Texelse Schapenboet*



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|

*Apply Vernacular Approach*

*Apply Vernacular Approach*

1. React to climatic conditions  
*create indoor comfort*

## *Apply Vernacular Approach*

### 1. React to climatic conditions

*create indoor comfort* \* *Passive Design Strategies*

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## *Apply Vernacular Approach*

### 1. React to climatic conditions

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### 3. Low-tech building techniques

*preserve cultural identity of a region & sustain community*



the Path

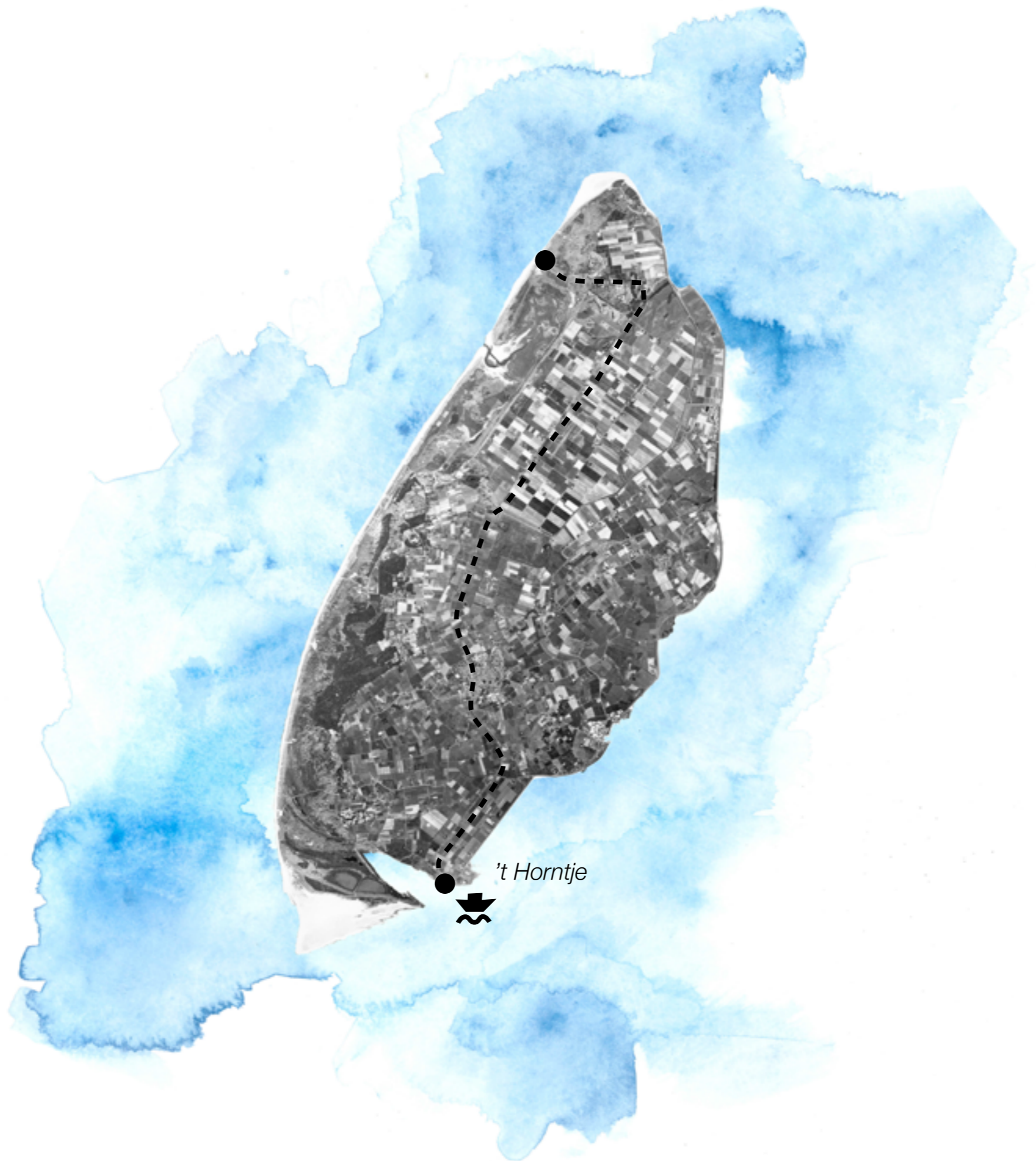






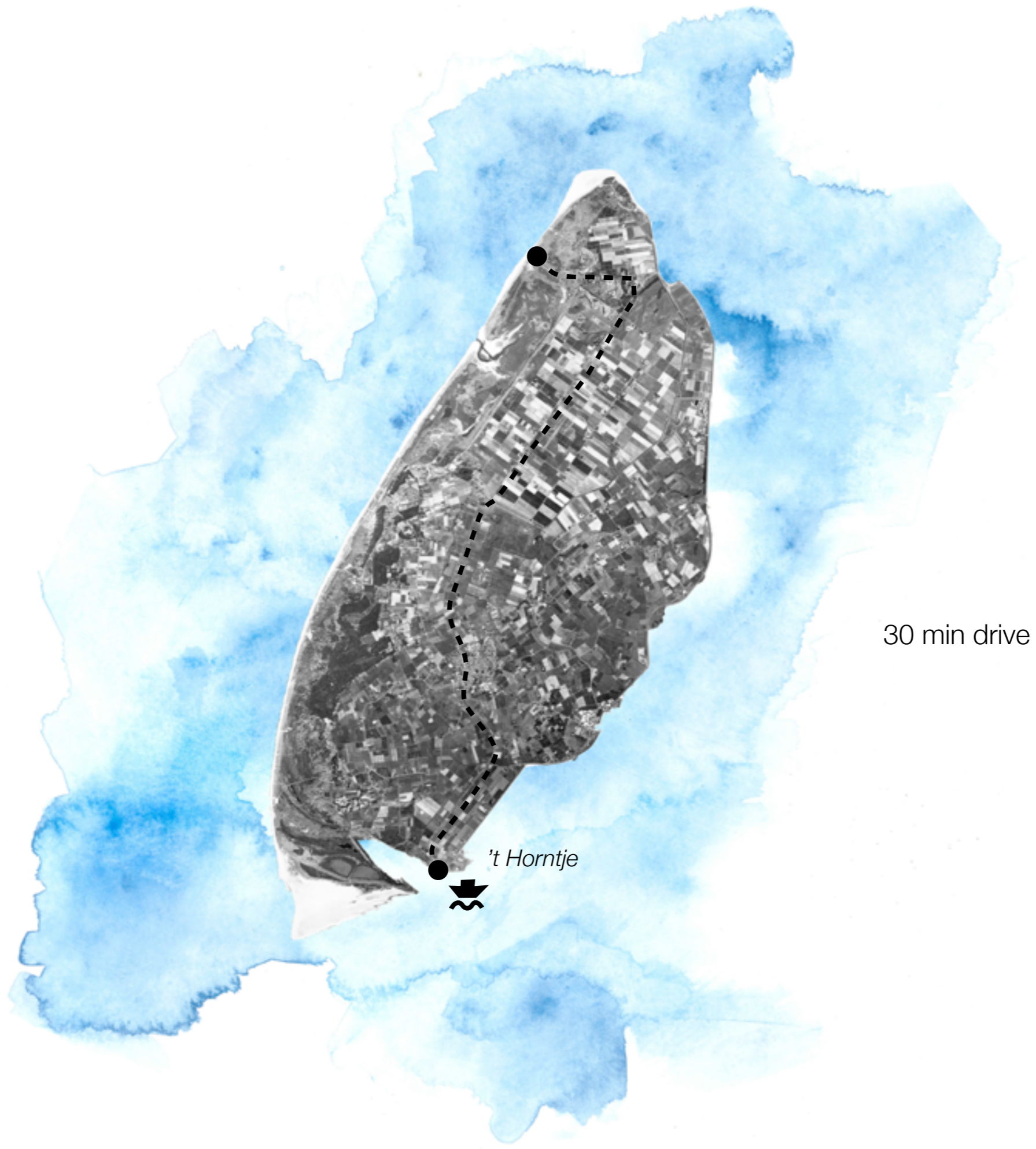


*the sublime*



5km





30 min drive

't Horntje

5km

—  
N



Lighthouse

De Cocksdorp

De Slufter



Lighthouse



De Slufter

De Cocksdorp



*De Sluffer*

|  
N





130m

De Sluffer

N



De Sluffer

130m

70m

N



500 cars

130m

70m

De Sluffer

N



De Sluffer

130m

70m

500 cars

300 bicycles





R



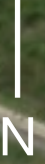
130m

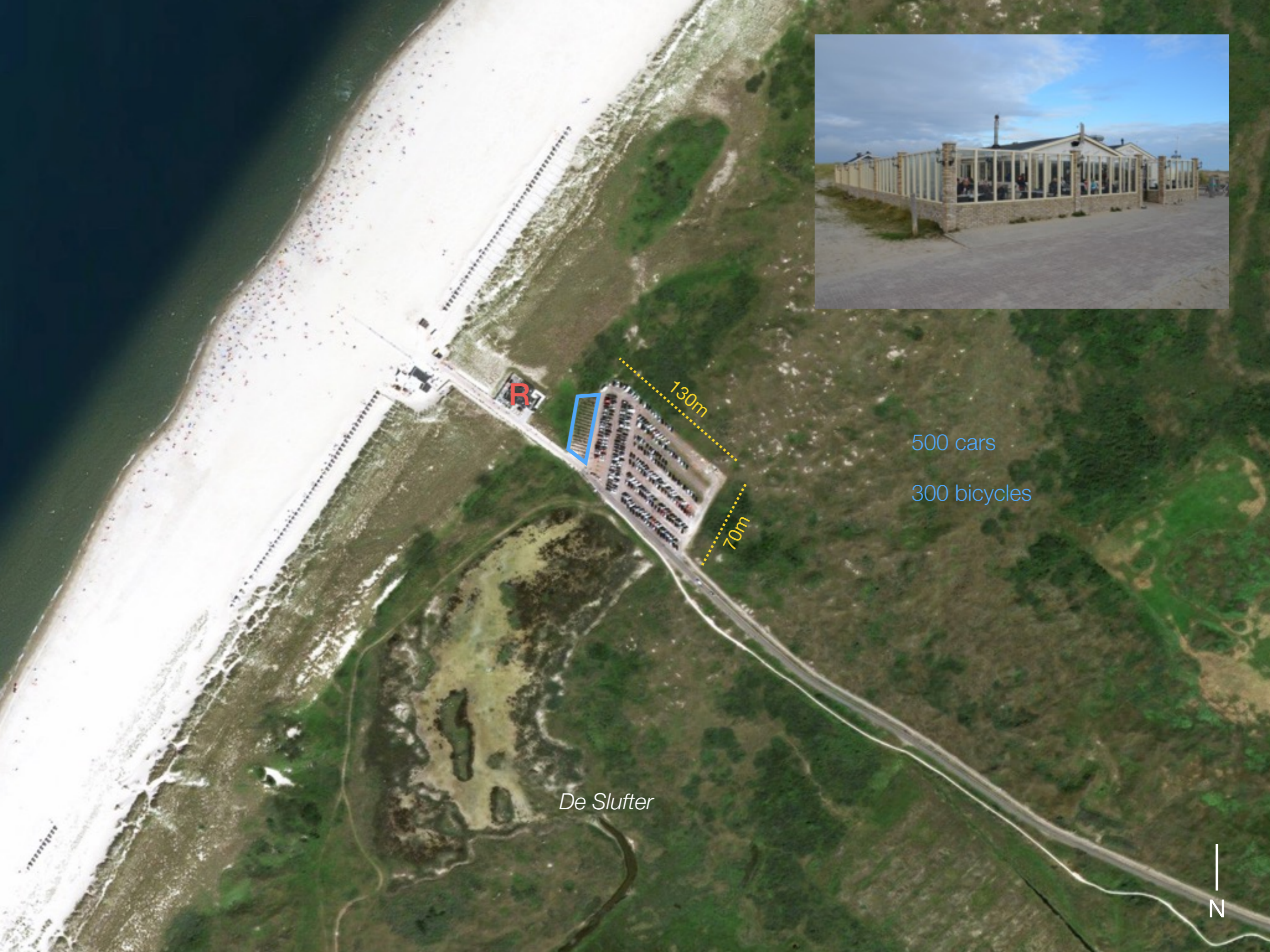
70m

500 cars

300 bicycles

De Sluffer





R

130m

70m

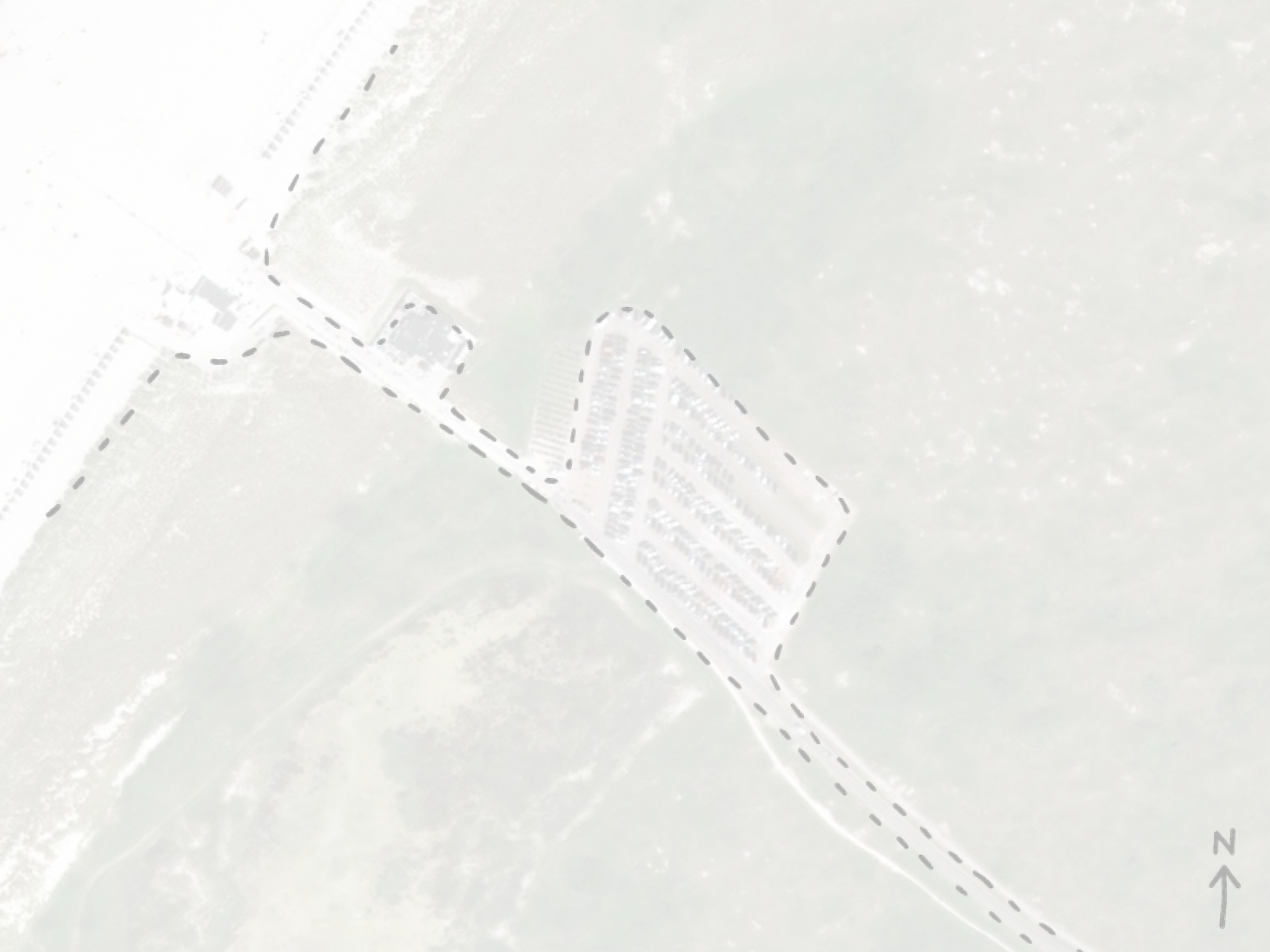
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De Sluffer

N







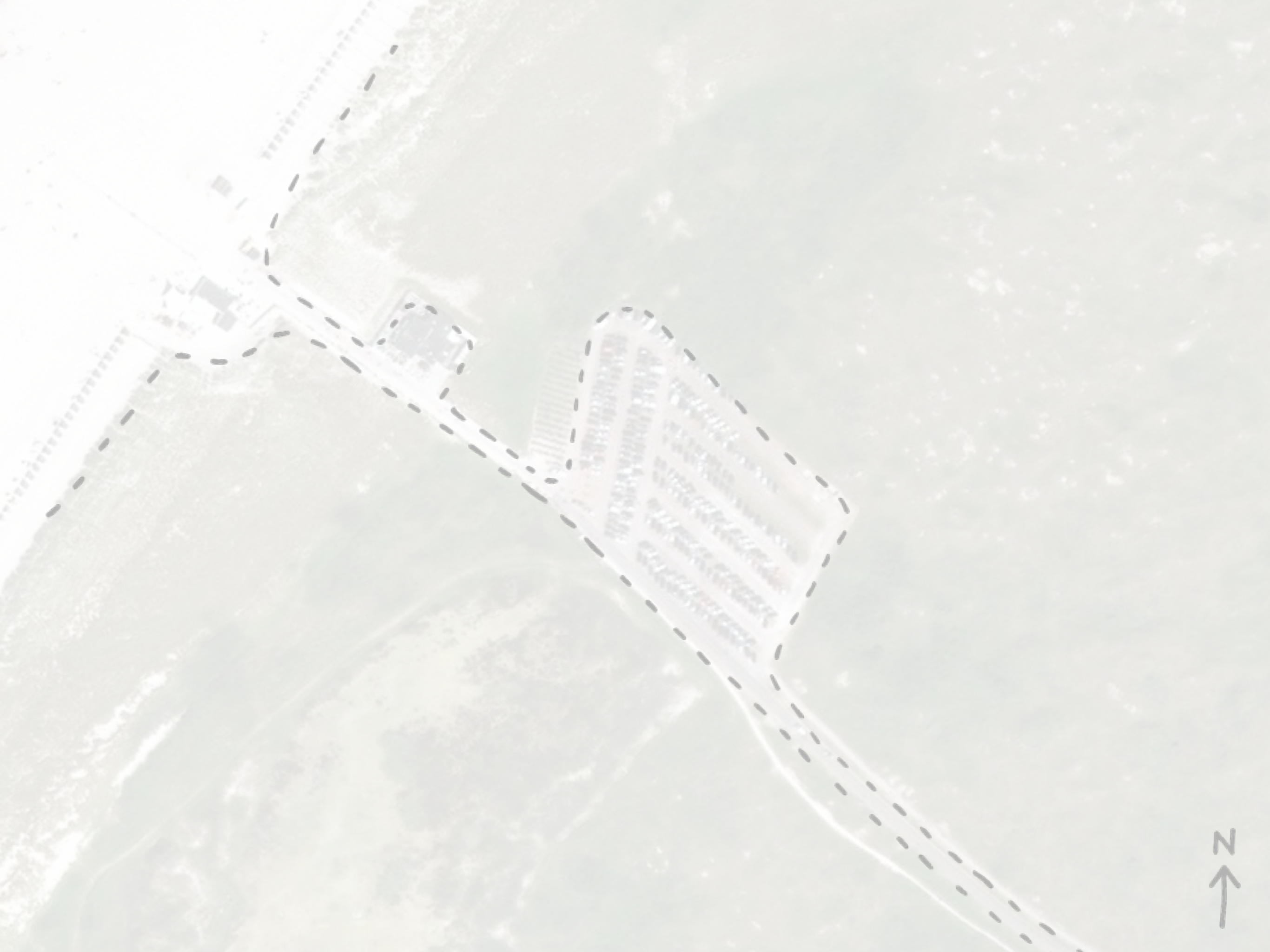






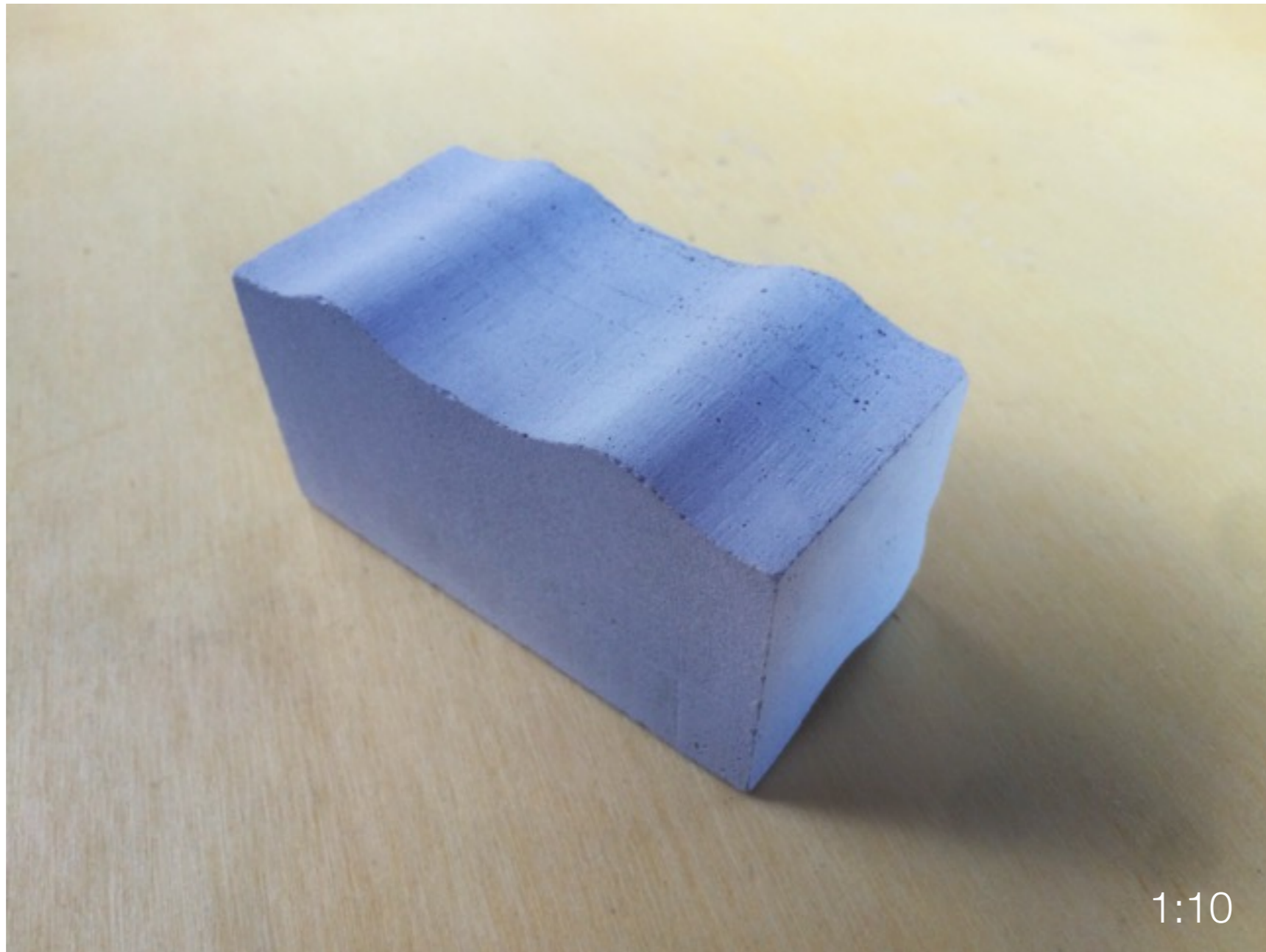






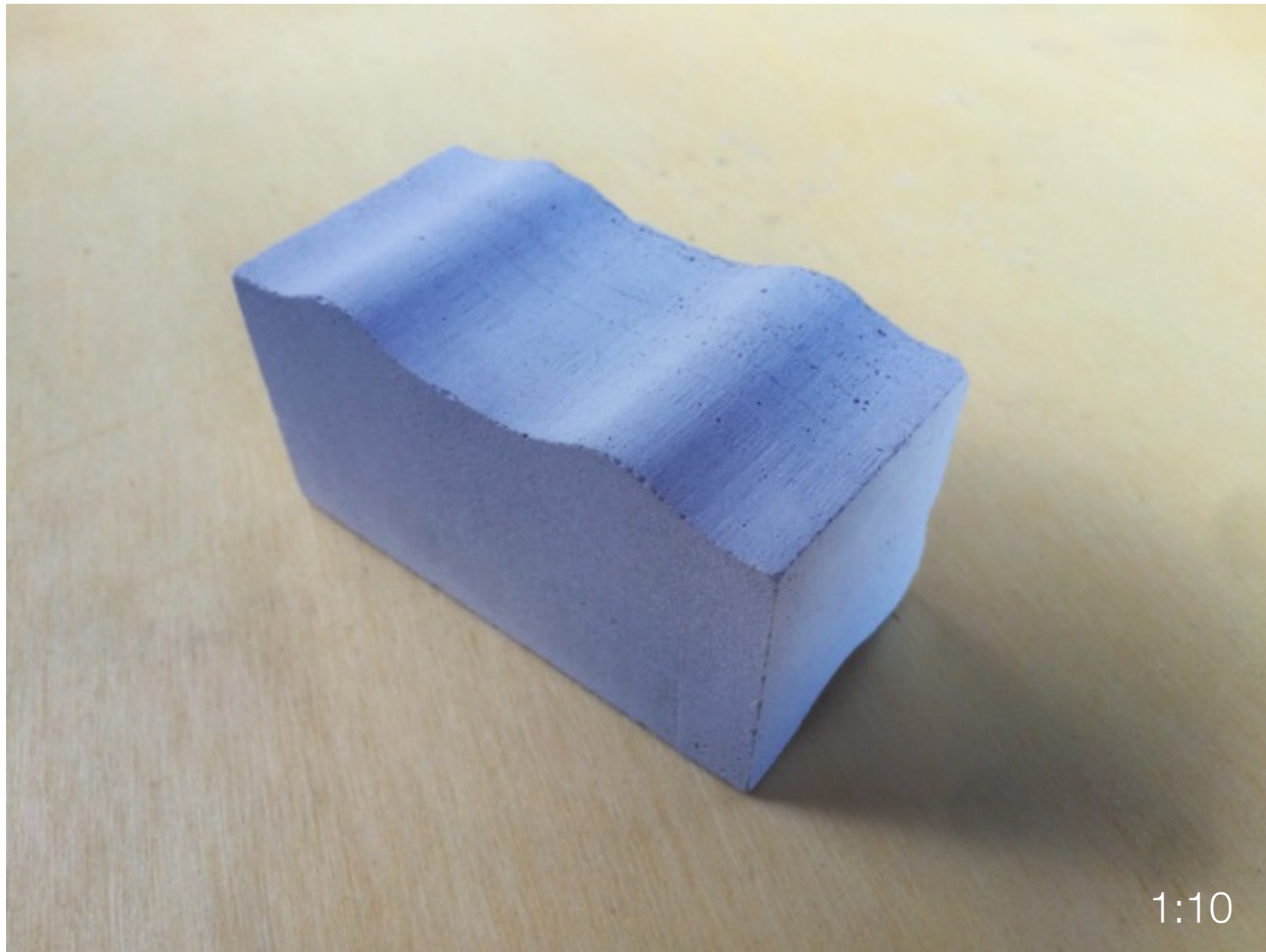


sand & shells



1:10



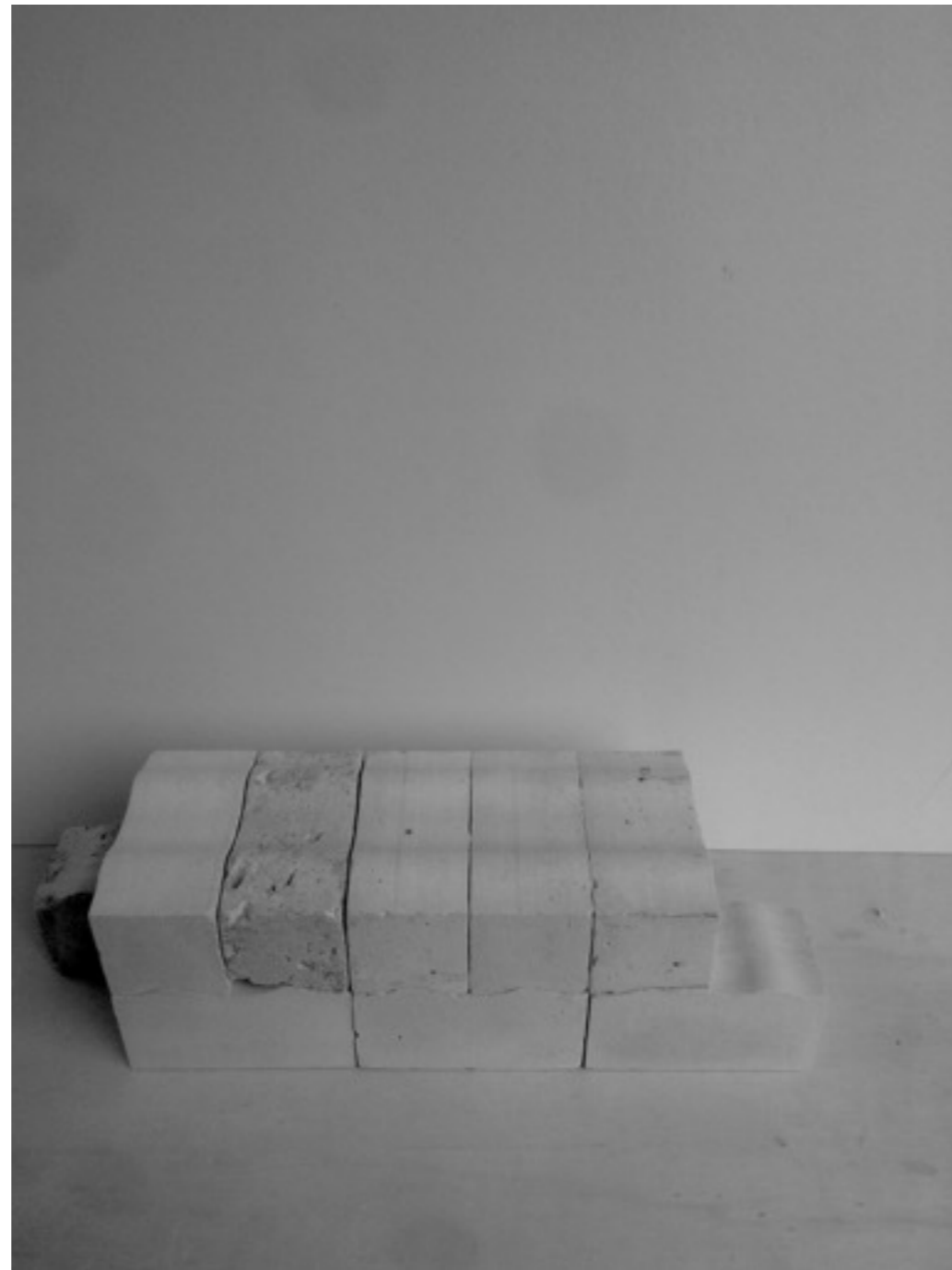


90 x 45 x 45 cm



















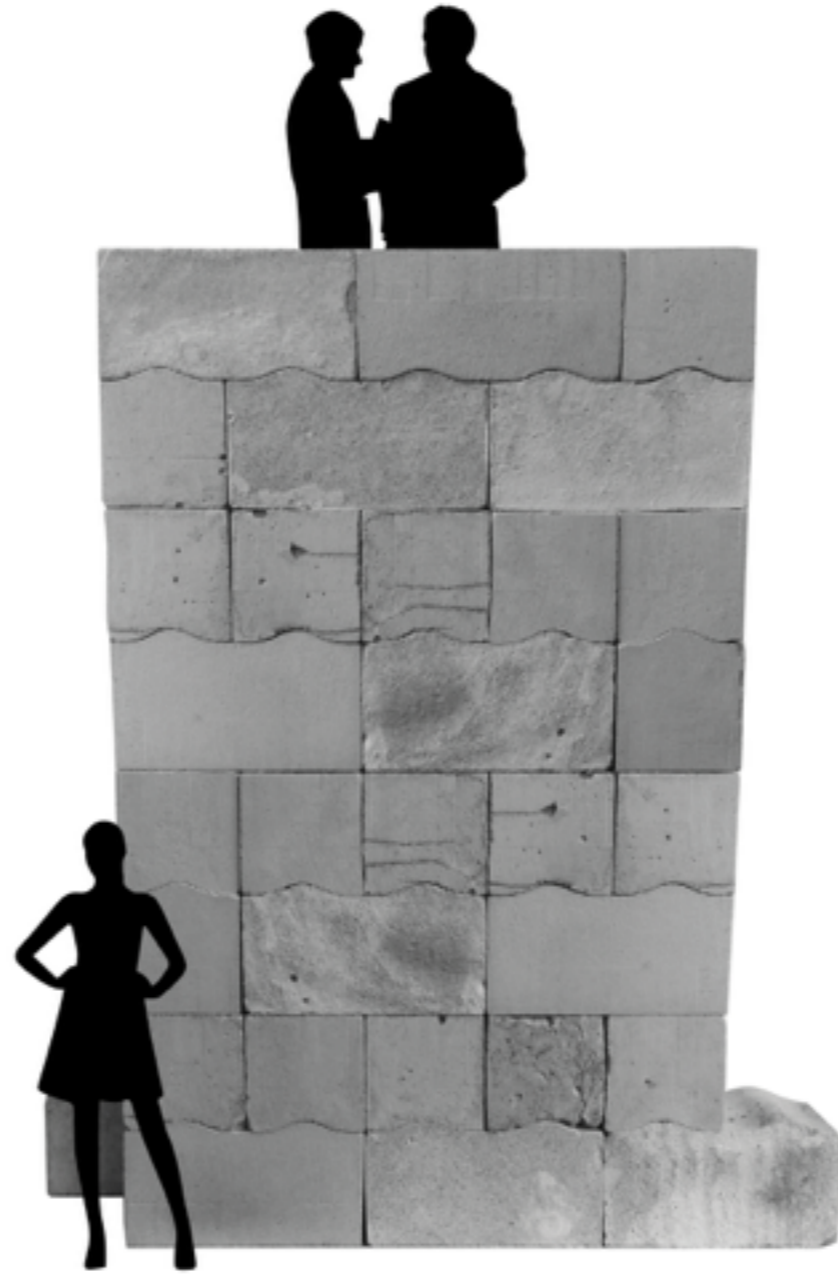






▼ 3600 mm

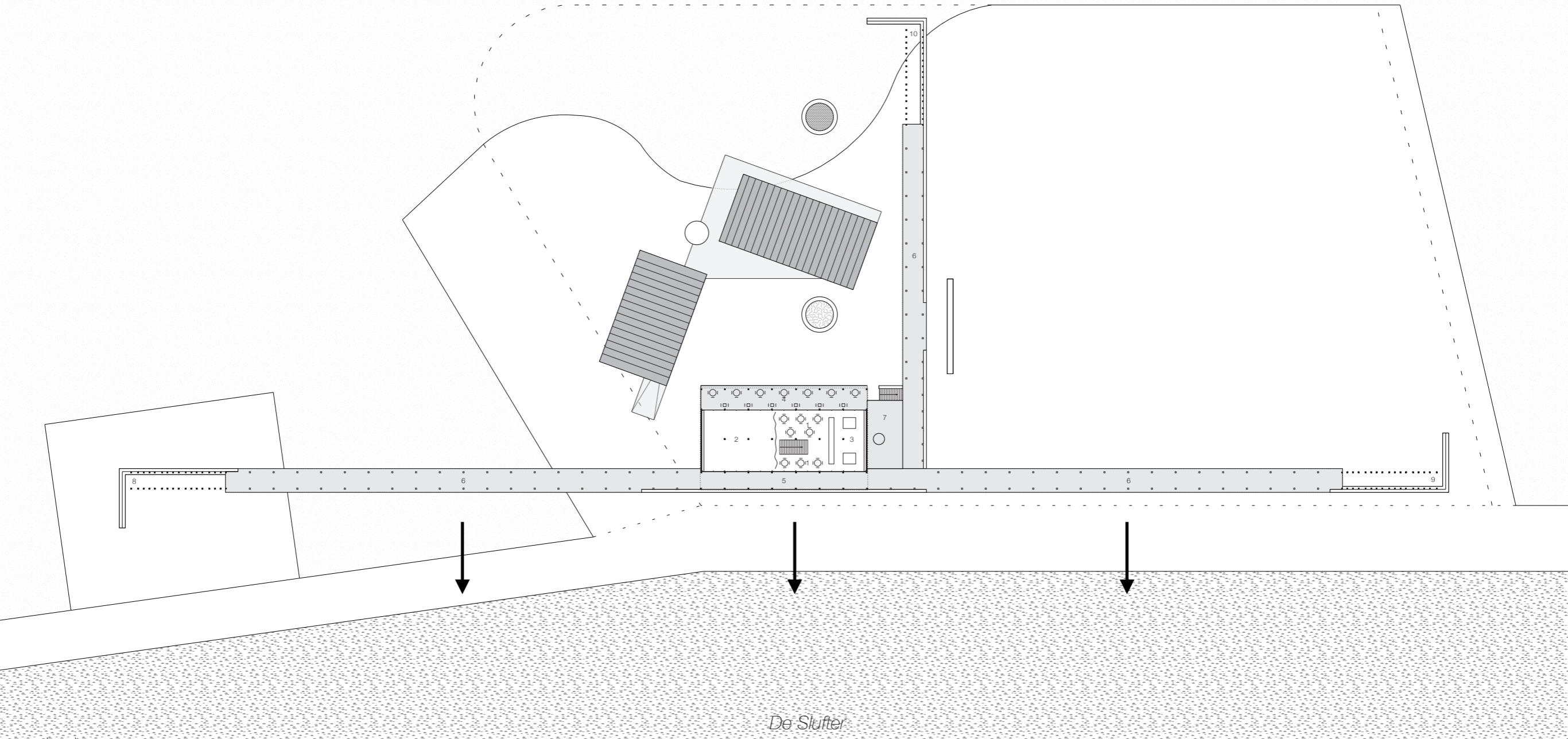




▼ 3600 mm

▼ 3000 mm

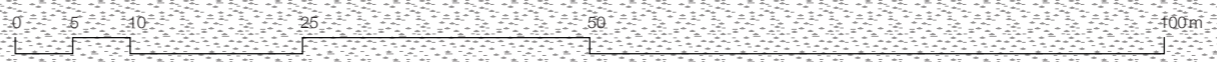
Nationaal Park Duinen van Texel



Legend

- 1. restaurant (600m<sup>2</sup> - 600m<sup>2</sup>)
- 2. conference room (1400 m<sup>2</sup> - 95m<sup>2</sup>)
- 3. kitchen (60m<sup>2</sup>)
- 4. terrace (90m<sup>2</sup>)
- 5. covered walkway
- 6. walkway
- 7. square
- 8. view point west
- 9. view point east
- 10. view point north

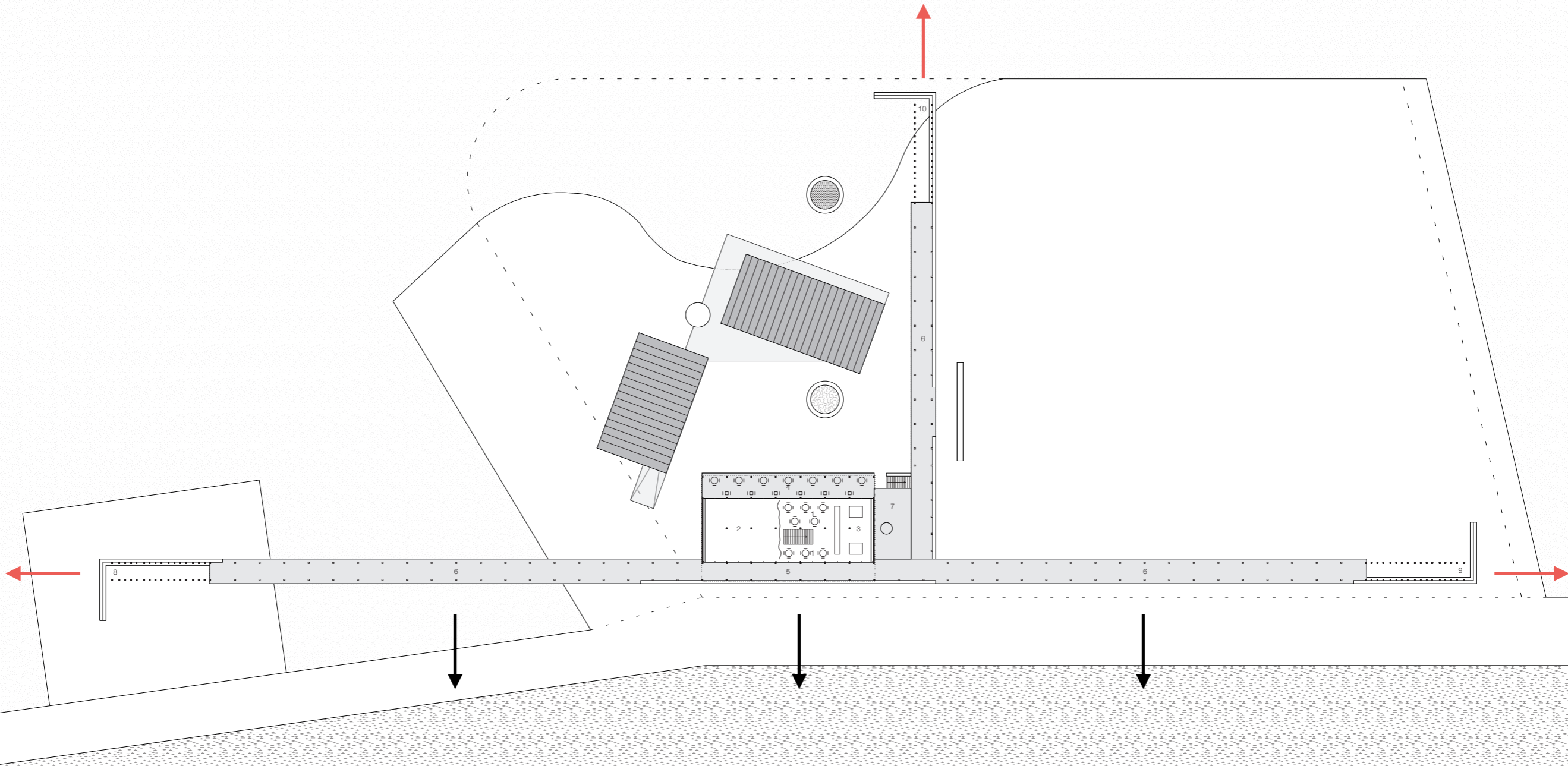
De Slufter



1:200

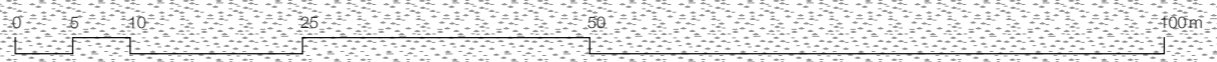


Nationaal Park Duinen van Texel



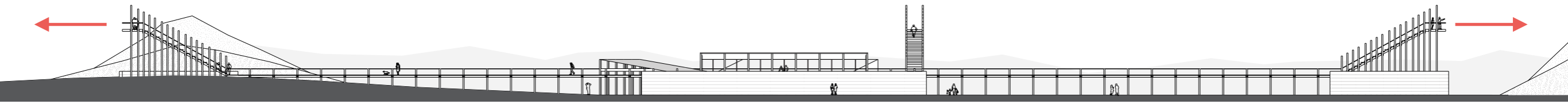
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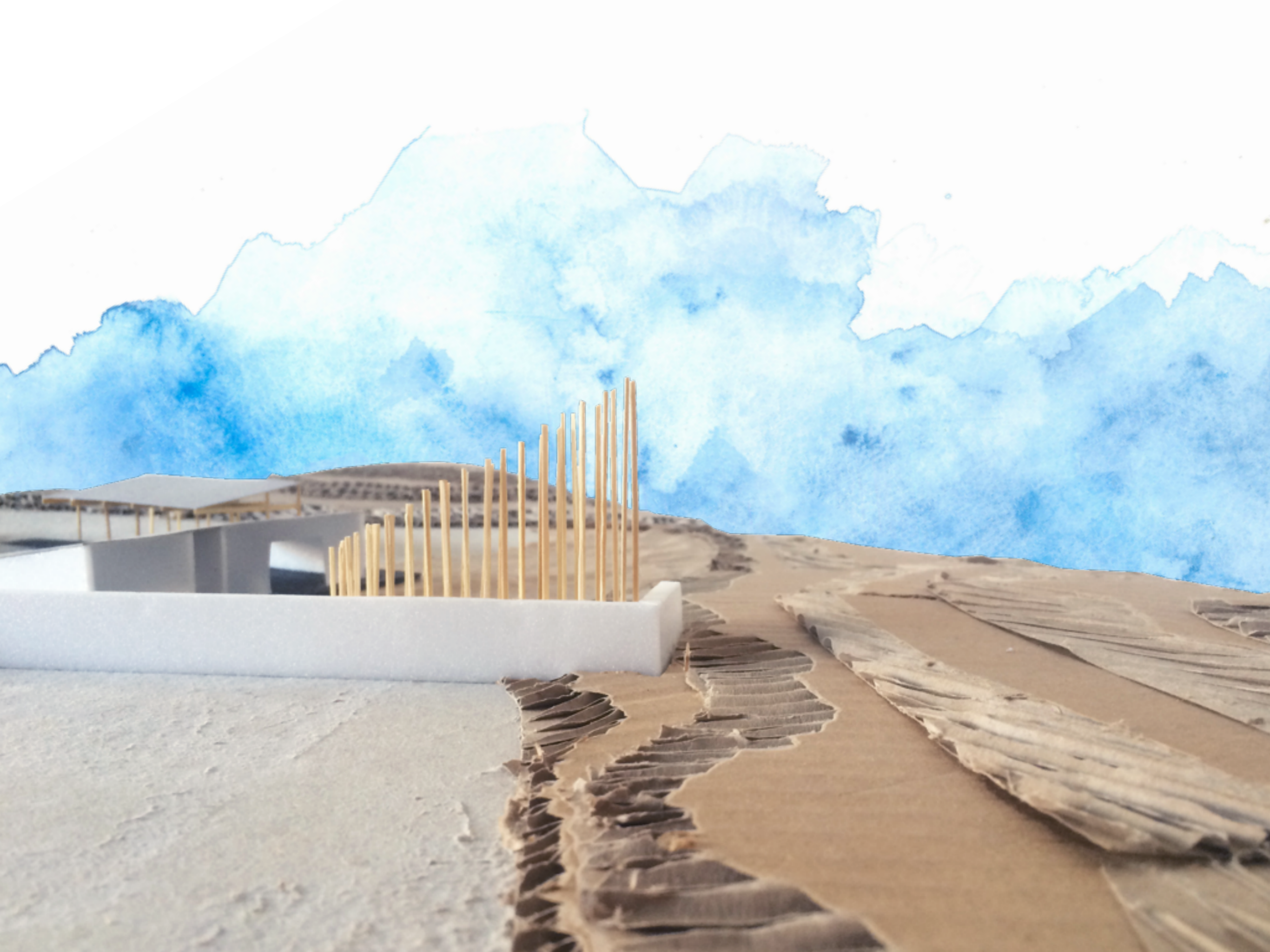
De Slufter





South-West Elevation







*North Sea*

*Lighthouse*

*Dunes*

*Beach*

*De Cocksdorp*

*De Slufter*

*Village*

*Wet dune valley*

*Polder*

North Sea

Lighthouse

Dunes

Beach



De Slufter

Wet dune valley

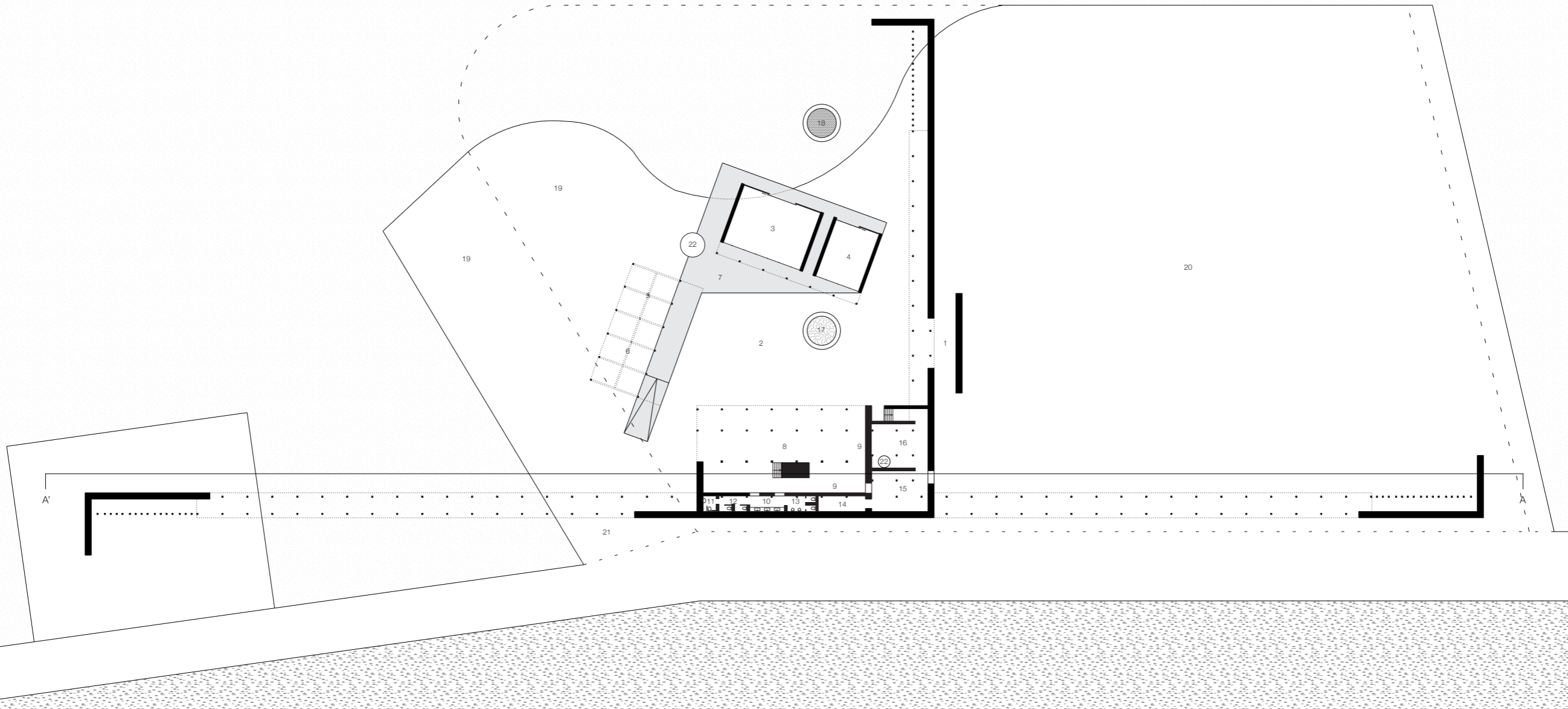
De Cocksdorp

Village

Polder



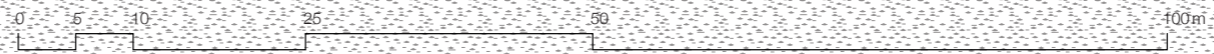
Nationaal Park Duinen van Texel



Legend

- |   |   |                                   |
|---|---|-----------------------------------|
| 1. entrance                               | 11. restroom disabled                   | 21. bicycle & pedestrian entrance |
| 2. square                                 | 12. restroom ladies                     | 22. rainwater tank                |
| 3. crafts workshop 100m <sup>2</sup>      | 13. restroom gentlemen                  |                                   |
| 4. shop 55m <sup>2</sup>                  | 14. wine room 15m <sup>2</sup>          |                                   |
| 5. stone factory 40m <sup>2</sup>         | 15. storage restaurant 18m <sup>2</sup> |                                   |
| 6. stone storage 80m <sup>2</sup>         | 16. installations room 58m <sup>2</sup> |                                   |
| 7. walking deck                           | 17. water pond                          |                                   |
| 8. changing exhibition 140m <sup>2</sup>  | 18. canopy spot                         |                                   |
| 9. permanent exhibition 120m <sup>2</sup> | 19. bicycle parking                     |                                   |
| 10. restroom entrance                     | 20. car parking                         |                                   |

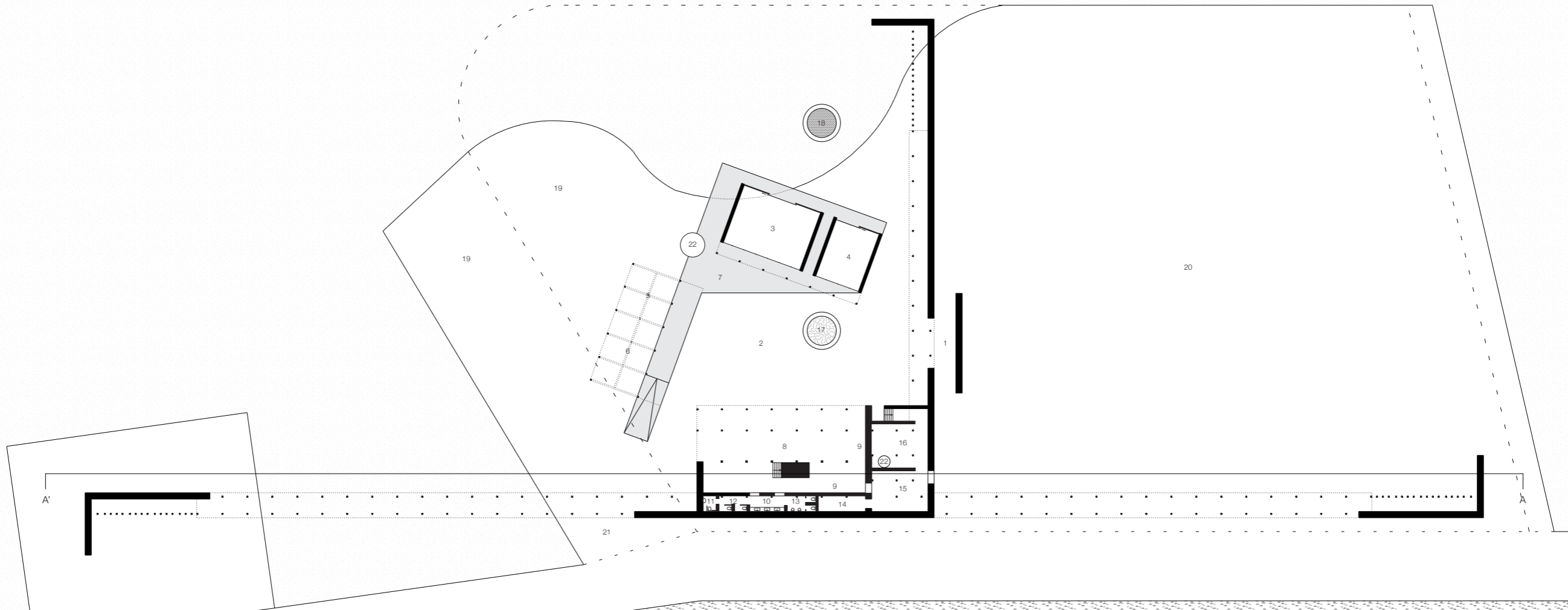
De Slufter



1:200

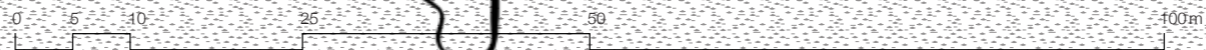


Nationaal Park Duinen van Texel



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1:200









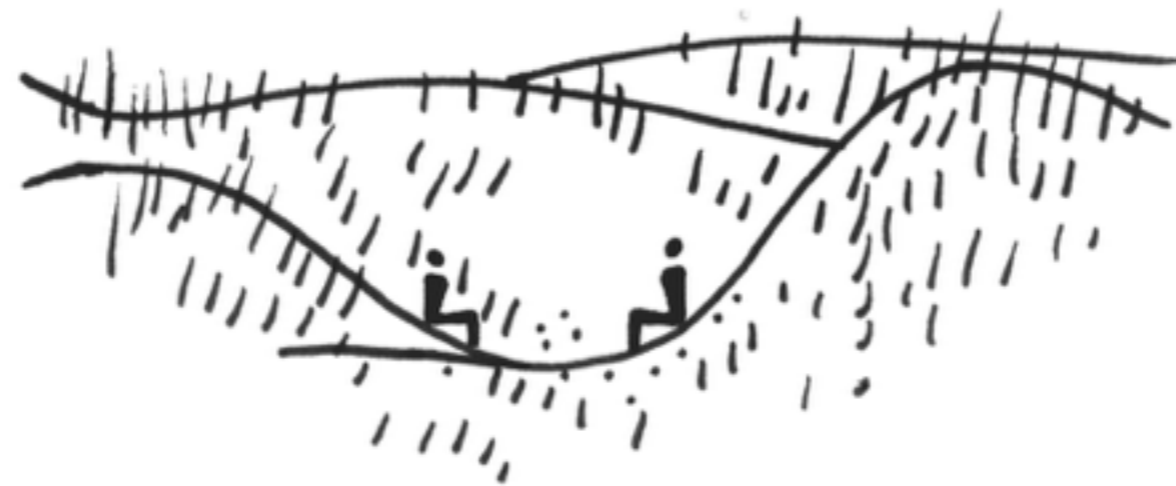


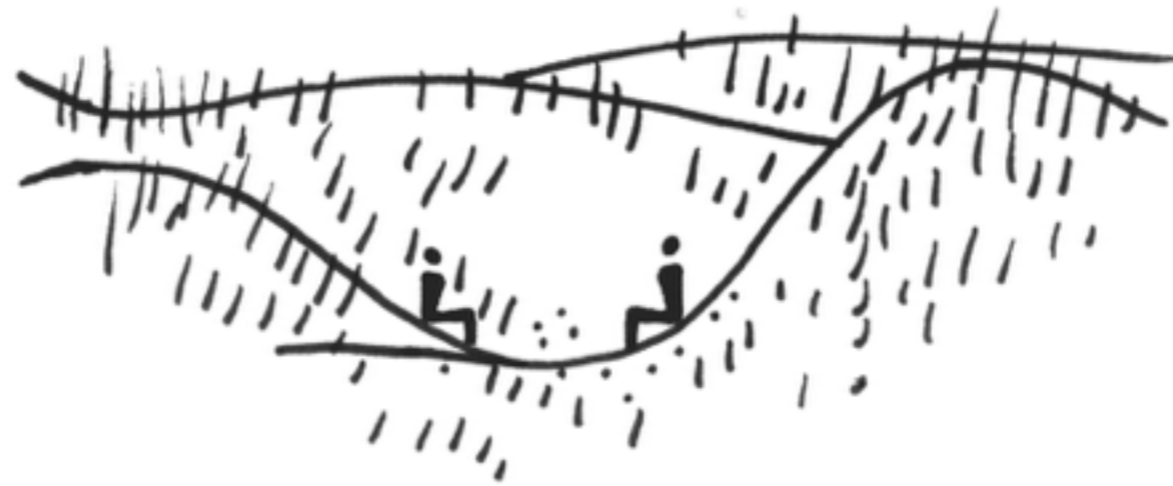


the Settlement









*the intimate*

the Settlement

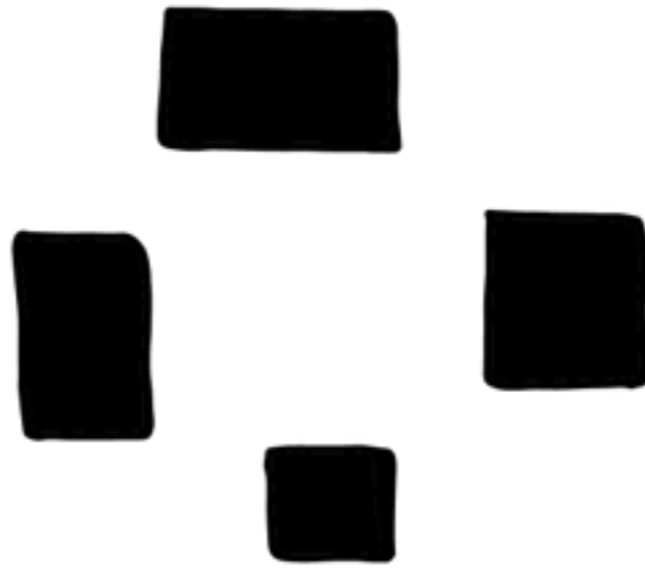


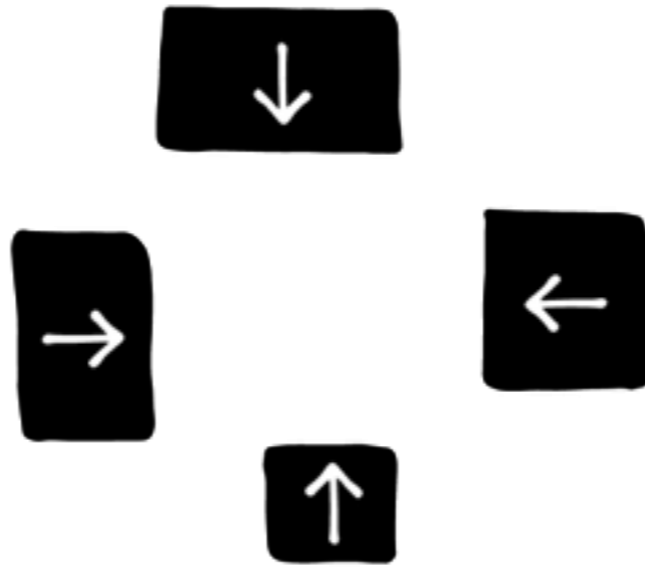
The background of the page is a watercolor wash in shades of light blue and white. The wash is irregular and textured, with darker blue areas interspersed with lighter, almost white areas, creating a soft, painterly effect. The text is centered horizontally and vertically within the lighter portion of the wash.

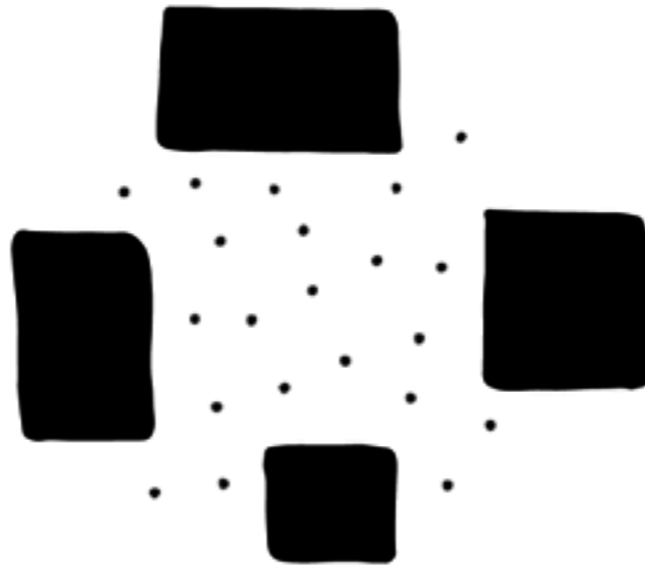
the Settlement



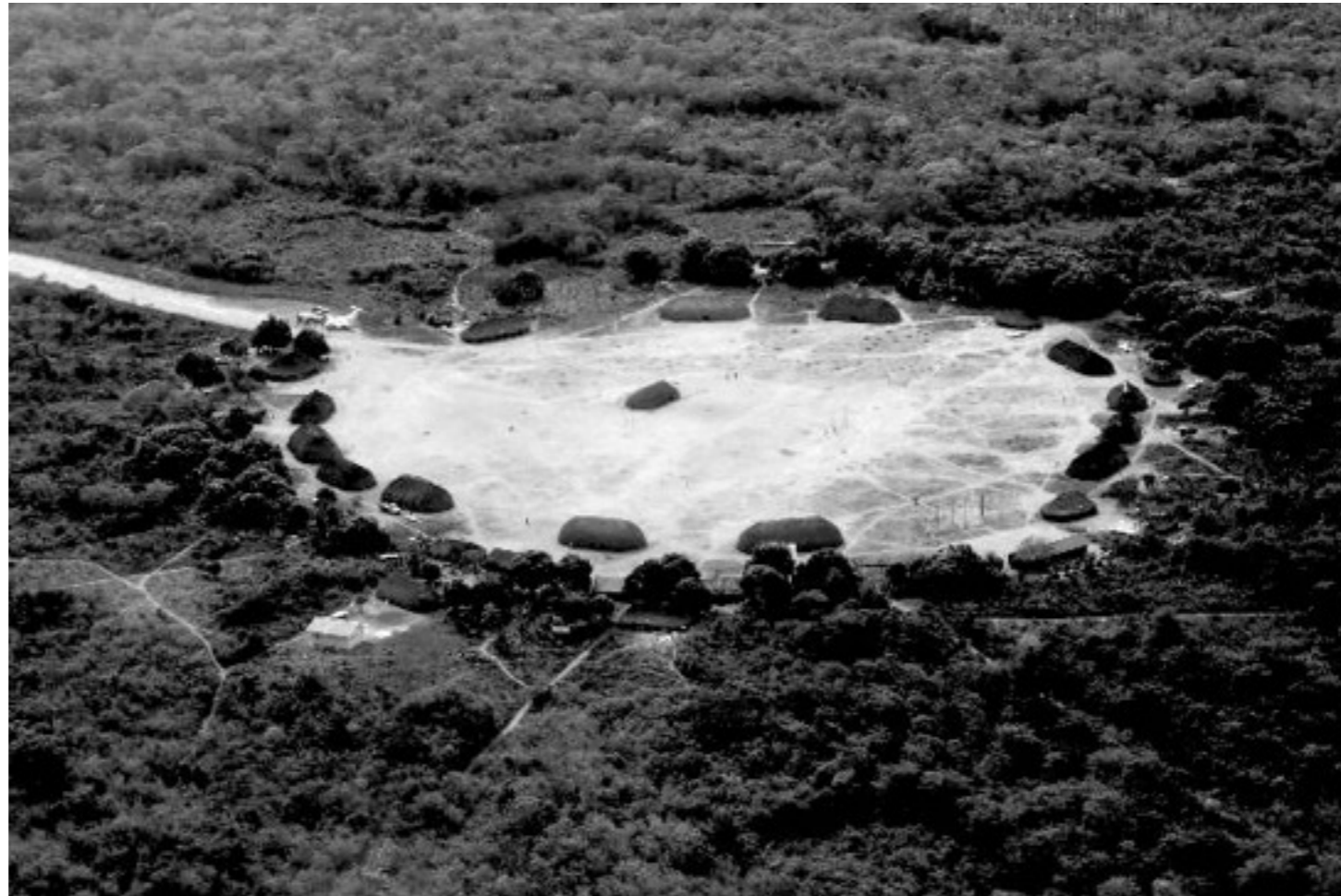












*Xingu village, Brasil*



*Wae village, Indonesia*



*Hoeve, Limburg*



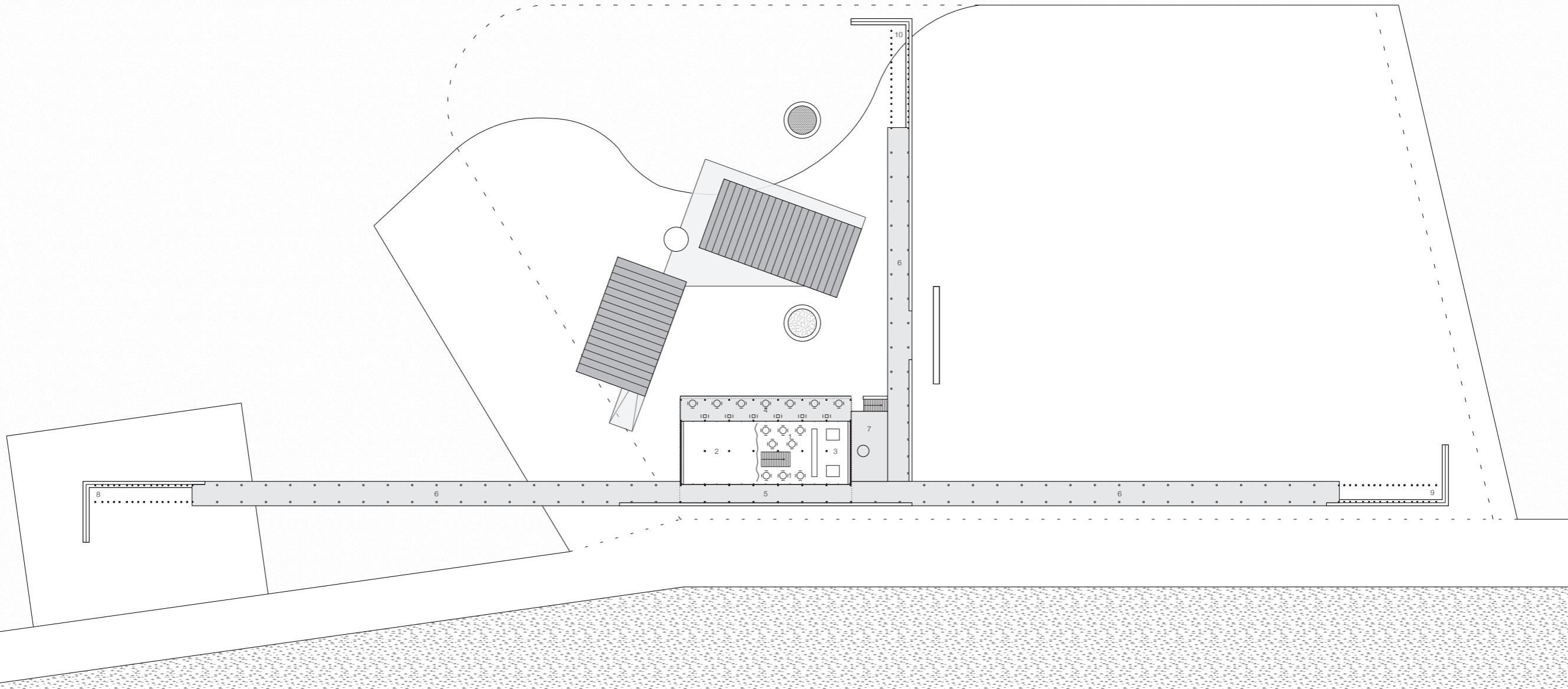


N  
↑



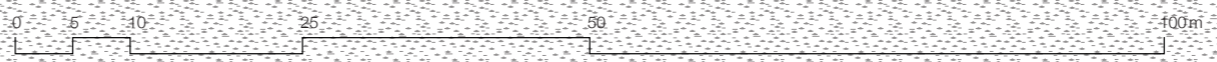
N  
↑

Nationaal Park Duinen van Texel

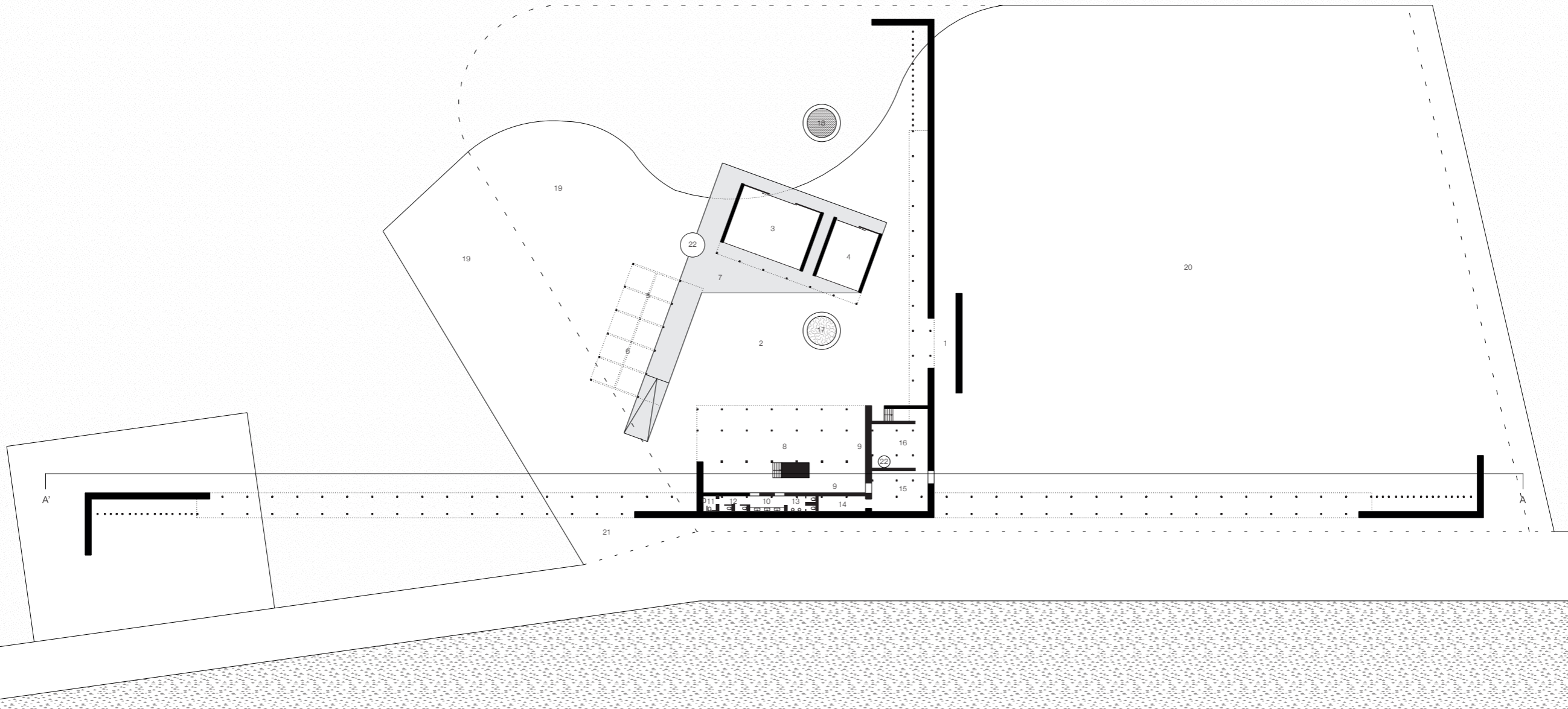


De Slufter

- Legend
- 1 restaurant (600m<sup>2</sup> - 600m<sup>2</sup>)
  - 2 conference room (1400 m<sup>2</sup> - 95m<sup>2</sup>)
  - 3 kitchen (60m<sup>2</sup>)
  - 4 terrace (90m<sup>2</sup>)
  - 5 covered walkway
  - 6 walkway
  - 7 square
  - 8 view point west
  - 9 view point east
  - 10 view point north



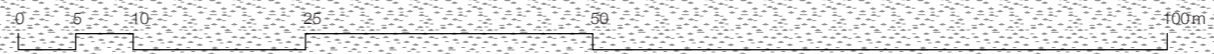
Nationaal Park Duinen van Texel



Legend

- |   |   |                                   |
|---|---|-----------------------------------|
| 1. entrance                               | 11. restroom disabled                   | 21. bicycle & pedestrian entrance |
| 2. square                                 | 12. restroom ladies                     | 22. rainwater tank                |
| 3. crafts workshop 100m <sup>2</sup>      | 13. restroom gentlemen                  |                                   |
| 4. shop 55m <sup>2</sup>                  | 14. wine room 15m <sup>2</sup>          |                                   |
| 5. stone factory 40m <sup>2</sup>         | 15. storage restaurant 18m <sup>2</sup> |                                   |
| 6. stone storage 80m <sup>2</sup>         | 16. installations room 58m <sup>2</sup> |                                   |
| 7. walking deck                           | 17. water pond                          |                                   |
| 8. changing exhibition 140m <sup>2</sup>  | 18. canopy spot                         |                                   |
| 9. permanent exhibition 120m <sup>2</sup> | 19. bicycle parking                     |                                   |
| 10. restroom entrance                     | 20. car parking                         |                                   |

De Slufter



1:200





*de Kastelein*





the intimate



the intimate

- bla bla

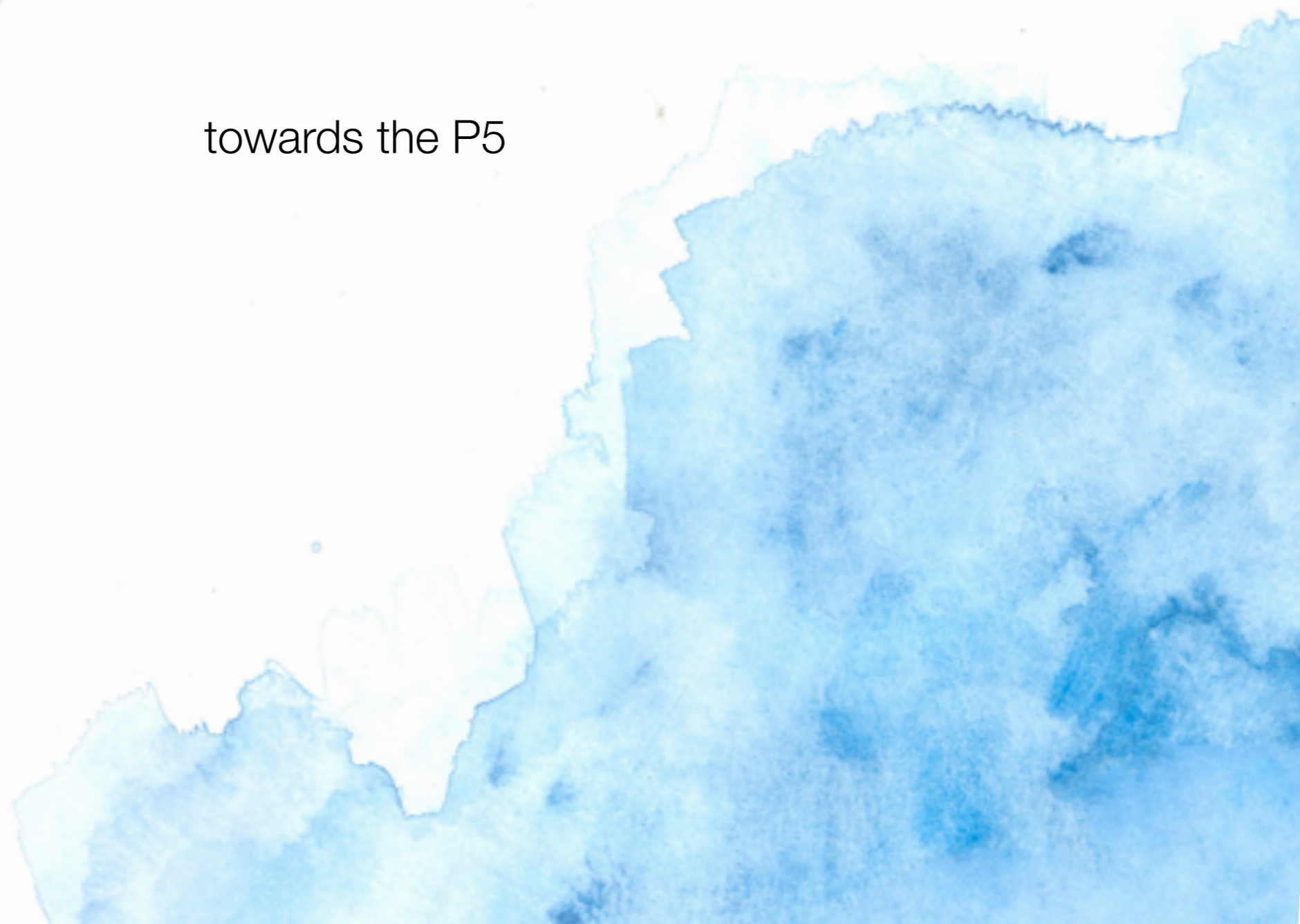








towards the P5



$P4 > P5$

P4 > P5

- Work on 1:5 details; improve existing & determine details to be made (Mauro)

P4 > P5

- Work on 1:5 details; improve existing & determine details to be made (Mauro)
- Consider fire prevention / fire safety in design



P4 > P5

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- Consider fire prevention / fire safety in design
- Create impressions of key moments / scenes of the building

P4 > P5

- Work on 1:5 details; improve existing & determine details to be made (Mauro)
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- Work on continuity & completeness in story and presentation


## P4 > P5

- Work on 1:5 details; improve existing & determine details to be made (Mauro)
- Consider fire prevention / fire safety in design
- Create impressions of key moments / scenes of the building
- Work on continuity & completeness in story and presentation
- Finish models and experiments

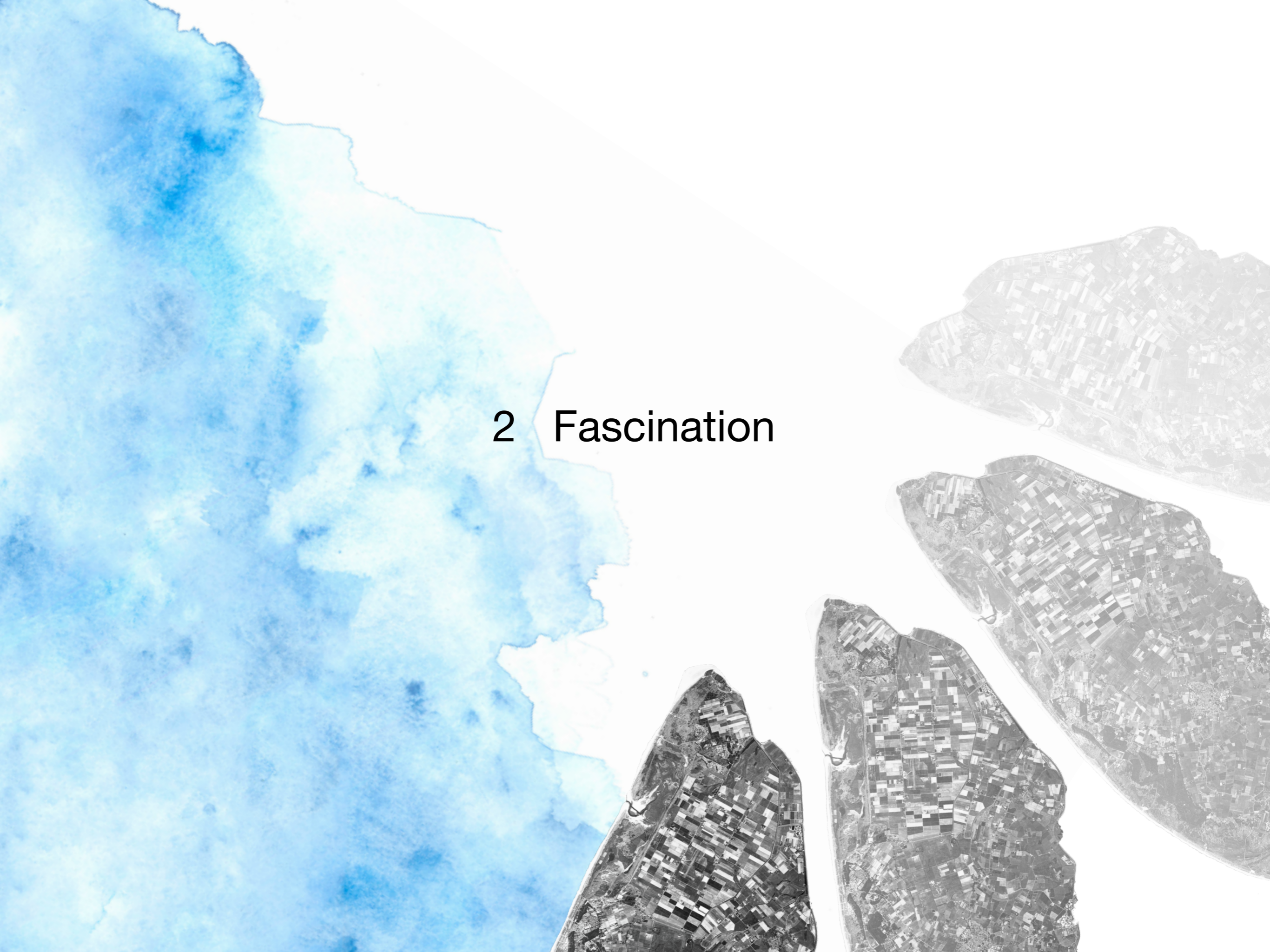
P4 > P5

- Work on 1:5 details; improve existing & determine details to be made (Mauro)
- Consider fire prevention / fire safety in design
- Create impressions of key moments / scenes of the building
- Work on continuity & completeness in story and presentation
- Finish models and experiments
- Enjoy the last chapter of my studies :)

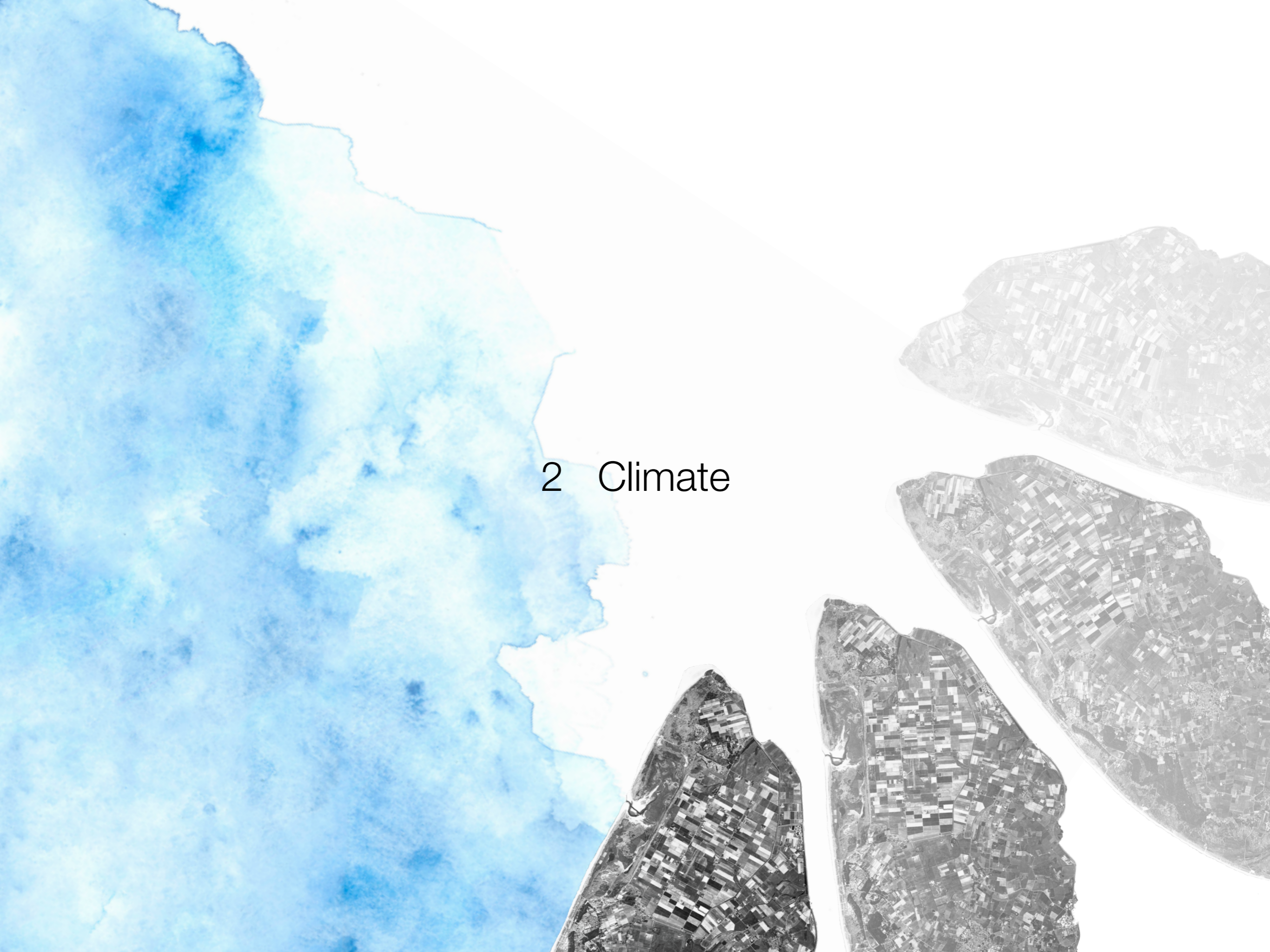
thank you

A decorative watercolor splash in shades of blue and teal, located in the bottom right corner of the page. The splash has irregular, feathered edges and a textured appearance, blending into the white background.

## 2 Fascination



## 2 Climate



“Old buildings”



“Old buildings”

*How they work*

“Old buildings”

*How they work*

≠ Representative architecture



*Opera, Paris*

“Old buildings”

*How they work*

≠ Representative architecture

= Vernacular architecture / local building culture



*Opera, Paris*



*Minka house, Japan*

“Old buildings”

*How they work*

≠ Representative architecture

= Vernacular architecture / local building culture



*Opera, Paris*



*Iglo, North Pole*

Planet Texel ...

# Planet Texel ...



# Planet Texel ...



## Planet Texel ...



*What kind of architecture suits the project's vision?*



## Planet Texel ...



*What kind of architecture suits the project's vision?*

*Where in Texel's dune landscape should it be?*





Massive exterior wall - Spain - Passive airco  
*captures night temperatures to keep spaces cool during hot day*



Low pitched roofs - the Alps - Thermal insulation  
*Gentle slope collects layer of snow which insulates the house*



Willow lane - Holland - Adaptive sun screen & wind protection

*Trees provide shade in summer and let light into the house in winter + block wind*





# Texel's 2020 Vision





## Texel's 2020 Vision

- *Self-sufficient by 2020*



## Texel's 2020 Vision

- *Self-sufficient by 2020*
- *Laboratory for sustainable experiments*

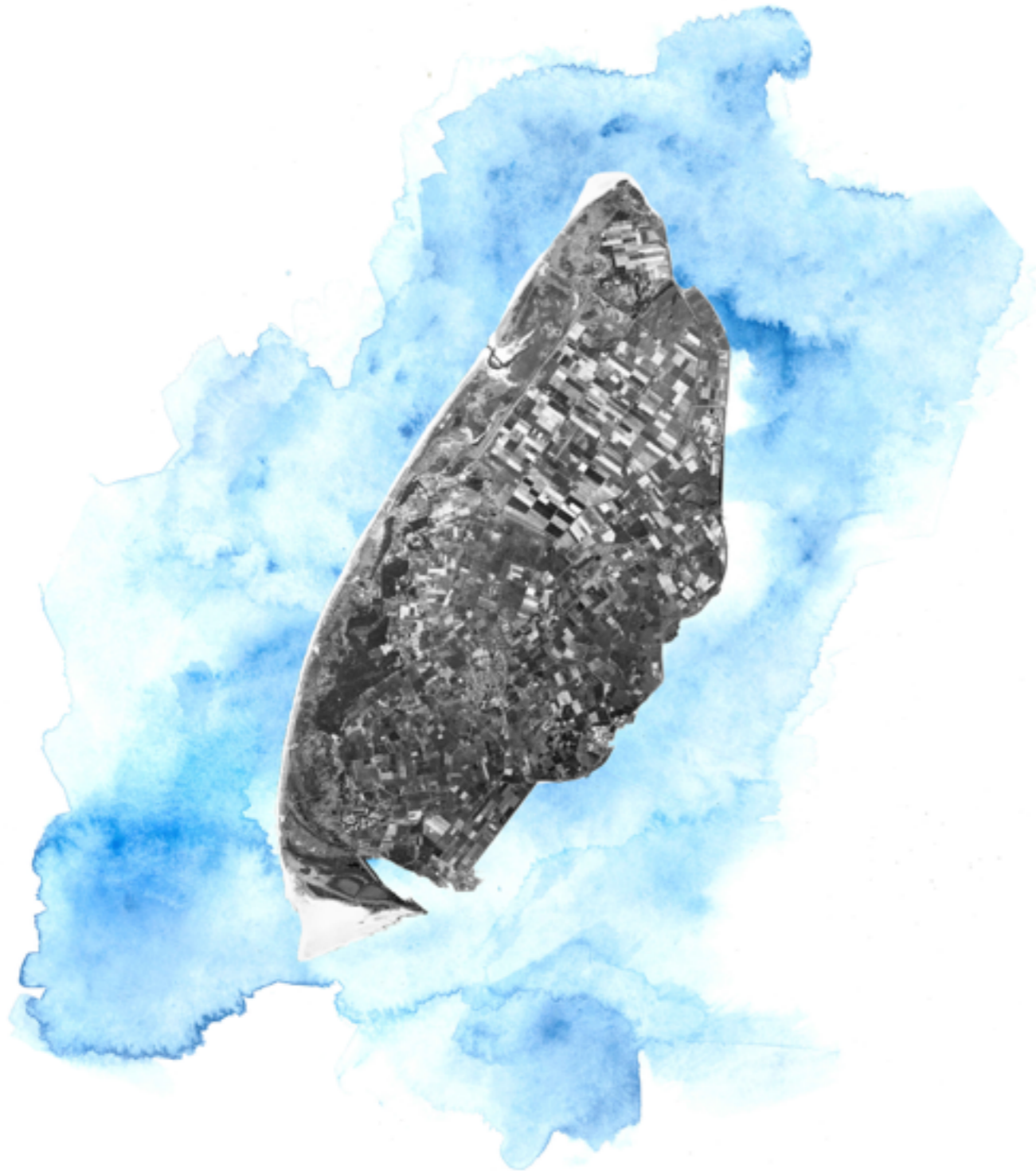




## Texel's 2020 Vision

- *Self-sufficient by 2020*
- *Laboratory for sustainable experiments*

Realized

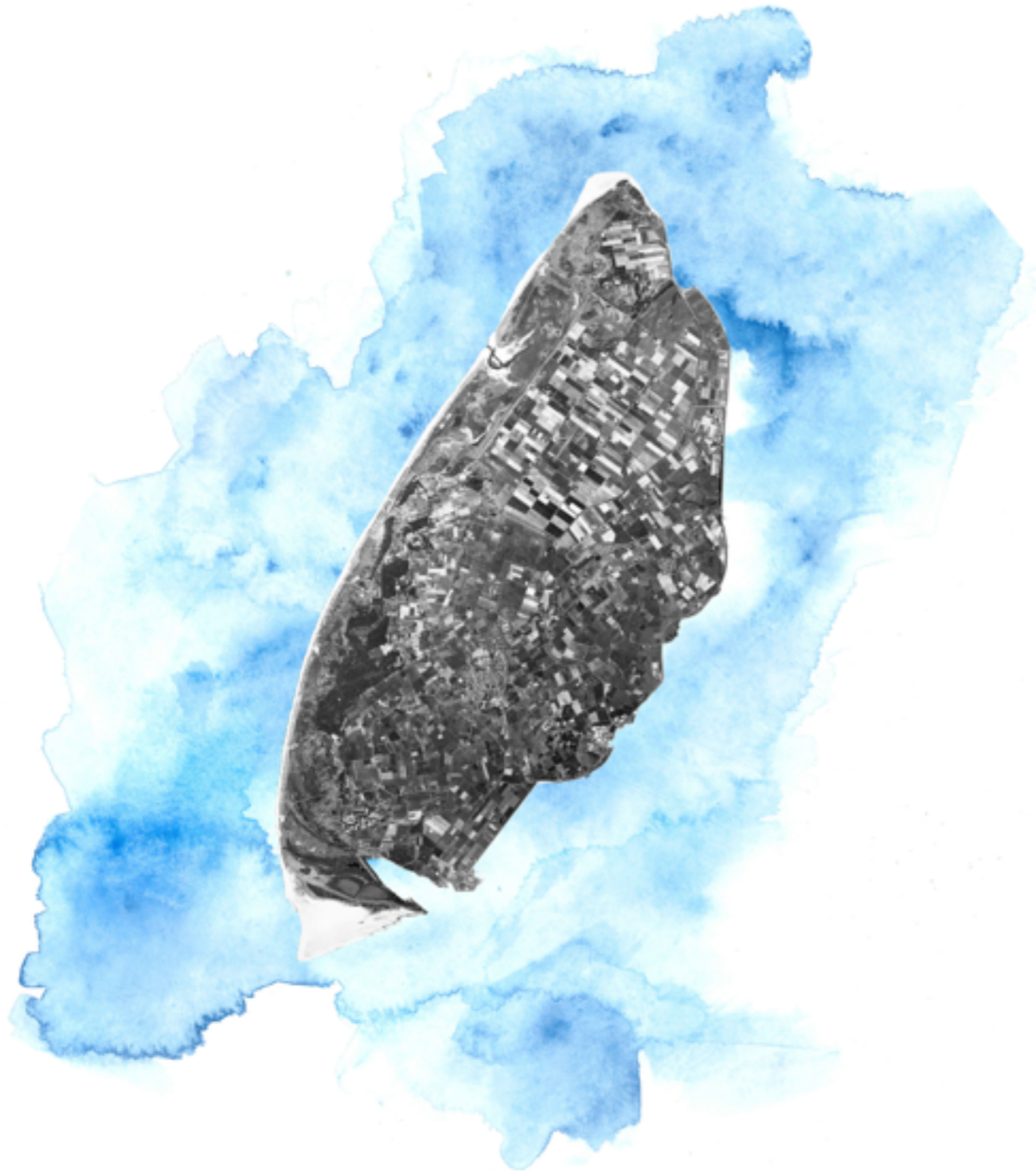


## Texel's 2020 Vision

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- A cooperative energy company for renewables, *TexelEnergie* (2007)



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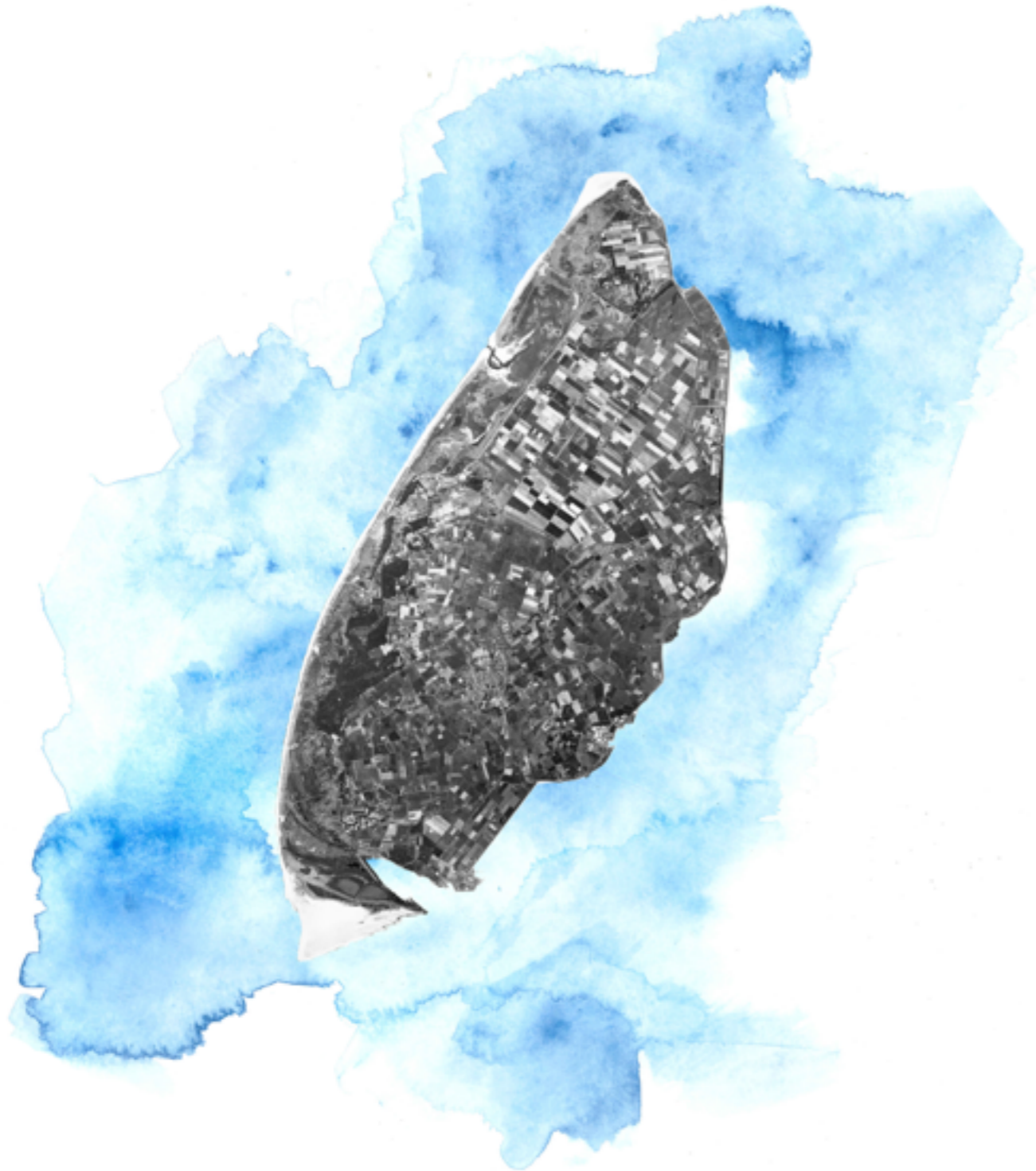


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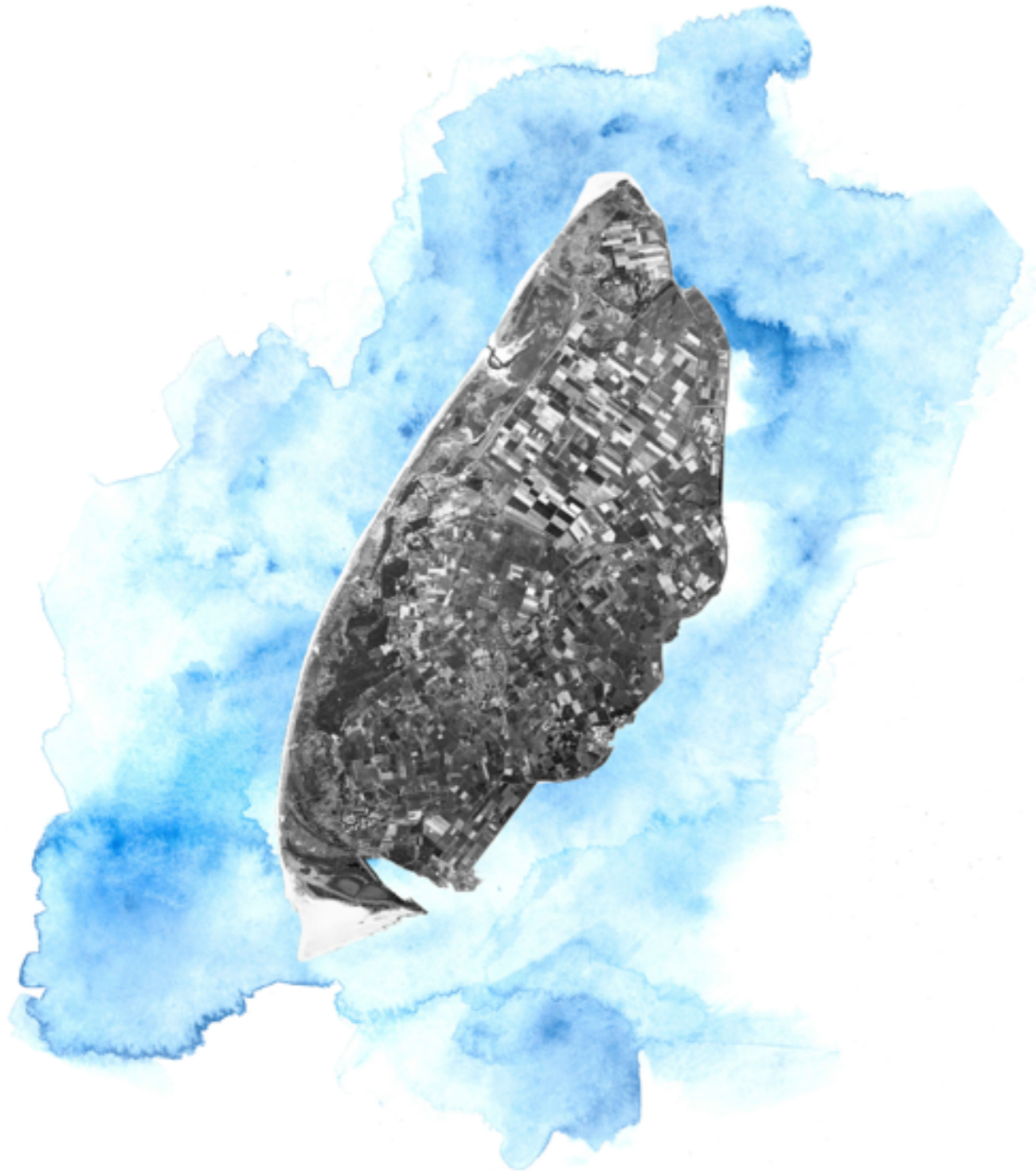


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- All public lighting to LED (2016)



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- All public lighting to LED (2016)
- *A plan* to construct wind turbines around the island







100km



Samsø



## Samsø

- Until 1997: Oil & coals for electricity + heating



## Samsø

- Until 1997: Oil & coals for electricity + heating
- 1997 Government competition: model renewable energy community



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- since 2004, 100% energy self-sufficient & 100% CO2 neutral



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- 11 onshore wind turbines (1.0 MW)





## Samsø

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- 10 offshore wind turbines (2.3MW)





## Samsø

- Until 1997: Oil & coals for electricity + heating
- 1997 Government competition: model renewable energy community
- since 2004, 100% energy self-sufficient & 100% CO2 neutral
- 11 onshore wind turbines (1.0 MW)
- 10 offshore wind turbines (2.3MW)
- 3 straw heating plants



## Samsø

- Until 1997: Oil & coals for electricity + heating
- 1997 Government competition: model renewable energy community
- since 2004, 100% energy self-sufficient & 100% CO2 neutral
- 11 onshore wind turbines (1.0 MW)
- 10 offshore wind turbines (2.3MW)
- 3 straw heating plants
- 1 solar and wood chip heating plant

Samsø



Prof. Søren Hermansen

Samsø



Prof. Søren Hermansen

Samsø

- Community behind the plan



Prof. Søren Hermansen

Samsø

- Community behind the plan





Prof. Søren Hermansen

Samsø

- Community behind the plan



Søren Hermansen  
+ Tor Nørretranders

**communities**

=

com-  
mons

+

commu-  
nities



Samsø Energikademi





Prof. Søren Hermansen

## Samsø

- Community behind the plan

1. Why? to build *Commonities*  
> become independent



Søren Hermansen  
+ Tor Nørretranders

# commonities

=

com-  
mons

+

commu-  
nities



Samsø Energikademi







Prof. Søren Hermansen



Søren Hermansen  
+ Tor Nørretranders

**communities**

=

com-  
mons

+

commu-  
nities



Samsø Energikademi



## Samsø

- Community behind the plan

1. Why? to build *Communities*  
> become independent

2. How? Good conversations  
> the *Campfire*



Prof. Søren Hermansen



Søren Hermansen  
+ Tor Nørretranders

**commonities**

=  
com-  
mons  
+  
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nities



Samsø Energikademi



## Samsø

- Community behind the plan

1. Why? to build *Commonities*  
> become independent

2. How? Good conversations  
> the *Campfire*



Texel



Samsø



Texel



*Similarities*

Samsø



Texel



*Similarities*

- Both are islands

Samsø



Texel



*Similarities*

- Both are islands

\* clearly defined community

Samsø



## Texel



## *Similarities*

- Both are islands
- \* clearly defined community
- \* small scale > achievable

## Samsø



## Texel



## *Similarities*

- Both are islands
- \* clearly defined community
- \* small scale > achievable
- \* islanders mentality

## Samsø





## Texel



## *Similarities*

- Both are islands
- \* clearly defined community
- \* small scale > achievable
- \* islanders mentality

## *Differences*

## Samsø



## Texel



14k

## *Similarities*

- Both are islands
- \* clearly defined community
- \* small scale > achievable
- \* islanders mentality

## *Differences*

- Population

## Samsø



4k

## Texel



14k

800k

## *Similarities*

- Both are islands
- \* clearly defined community
- \* small scale > achievable
- \* islanders mentality

## *Differences*

- Population
- Visitors

## Samsø



4k

170k

## Texel



14k

800k

## *Similarities*

- Both are islands
- \* clearly defined community
- \* small scale > achievable
- \* islanders mentality

## *Differences*

- Population
- Visitors
- Inspirator & Vision

## Samsø



4k

170k

Texel



Texel

Texel's vision > Reality



Texel



Texel's vision > Reality

Design a building

Texel



Texel's vision > Reality

Design a building

- *Campfire*  
discuss & develop vision



Texel



Texel's vision > Reality

Design a building

- *Campfire*  
discuss & develop vision
- *Spread the word*  
showcase projects, inspire visitors

Texel



Texel's vision > Reality

Design a building

- *Campfire*  
discuss & develop vision
- *Spread the word*  
showcase projects, inspire visitors

Planet  
Texel

Planet  
Level

Texel's vision > Reality



Texel's vision > Reality



- *Campfire*  
discuss & develop vision

## Texel's vision > Reality



- *Campfire*  
discuss & develop vision
  
- *Spread the word*  
tell Texels story & inspire visitors

## Texel's vision > Reality



- *Campfire*  
discuss & develop vision
- *Commonity*  
community build, owned & operated
- *Spread the word*  
tell Texels story & inspire visitors

## Texel's vision > Reality



- *Campfire*  
discuss & develop vision
- *Commonity*  
community build, owned & operated
- *Spread the word*  
tell Texels story & inspire visitors

(Same lessons)



## Texel's vision > Reality



- *Campfire*  
discuss & develop vision
- *Commonity*  
community build, owned & operated
- *Spread the word*  
tell Texels story & inspire visitors
- *Vernacular Approach*

(Samsø lessons)

# Texel's vision > Reality



- *Campfire*  
discuss & develop vision
- *Commonity*  
community build, owned & operated
- *Spread the word*  
tell Texels story & inspire visitors
- *Vernacular Approach*

(Samsø lessons)

and i add...

Texel's vision > Reality



Assignment: design a building

- *Campfire*  
discuss & develop vision
- *Commonity*  
community build, owned & operated
- *Spread the word*  
tell Texels story & inspire visitors
- *Vernacular Approach*

(Samsø lessons)

and i add...



- *Vernacular Approach*



How?





Sand & Shells

Sand & Shells

Wood

Sand & Shells

Wood

Wool

Sand & Shells

Wood

Wool

Plastic  
washed ashore











### 3 Design

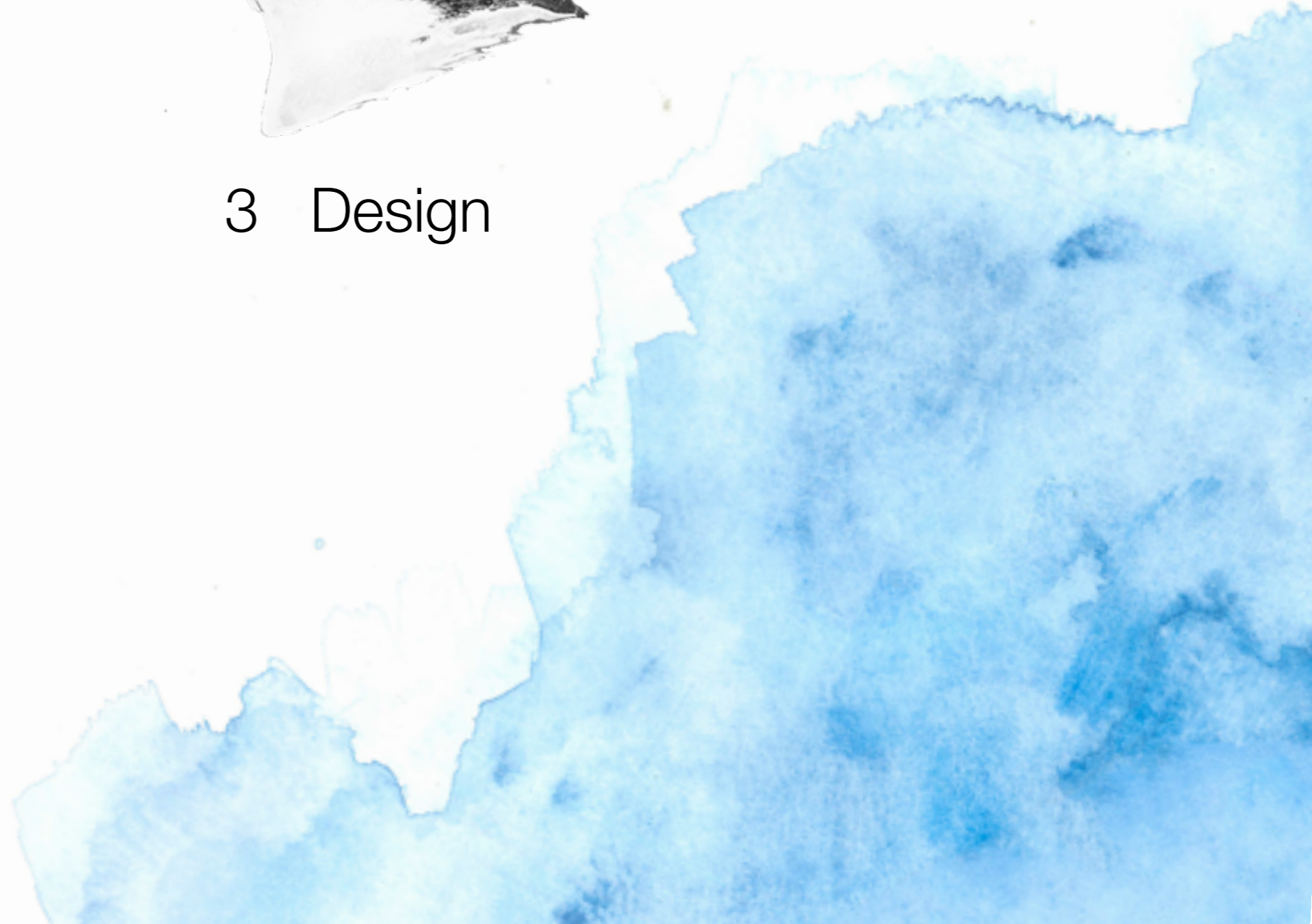








### 3 Design



### 3 Design



## Structure

- 1 Context
- 2 Fascination
- 3 Problem statement
- 4 Research
- 5 Design



# Graduation presentation

Max van den Berg

tutors

Roel van de Pas

*Architecture*

Mauro Parravicini

*Building Technology*

Carolin Bellstedt

*Research*

Roberto Cavallo

*University Board*

An aerial photograph of a coastal region. The left side of the image is dominated by a large body of water, colored in various shades of blue. On the right side, there is a large, dark, rectangular urban area with a dense grid of buildings. To the right of this urban area, there is a smaller, irregularly shaped landmass. The text "1 Context" is overlaid on the water area.

# 1 Context