



# HOME OF ART

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21-06-2023

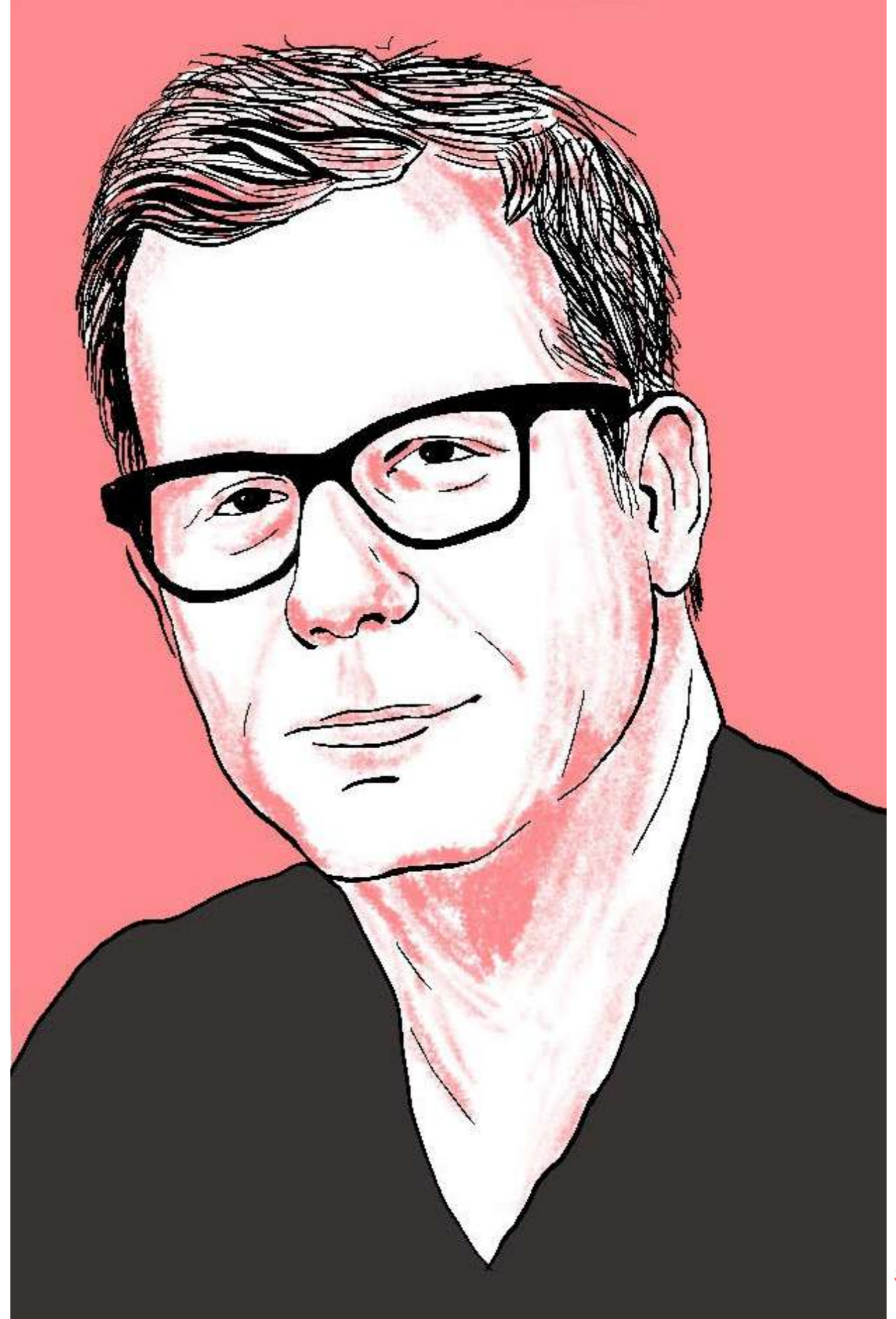
# 1 Theme of Investigation



The rise of the **Creative Class**

*“Places that succeed in attracting and retaining creative class people prosper; those that fail don’t.”*

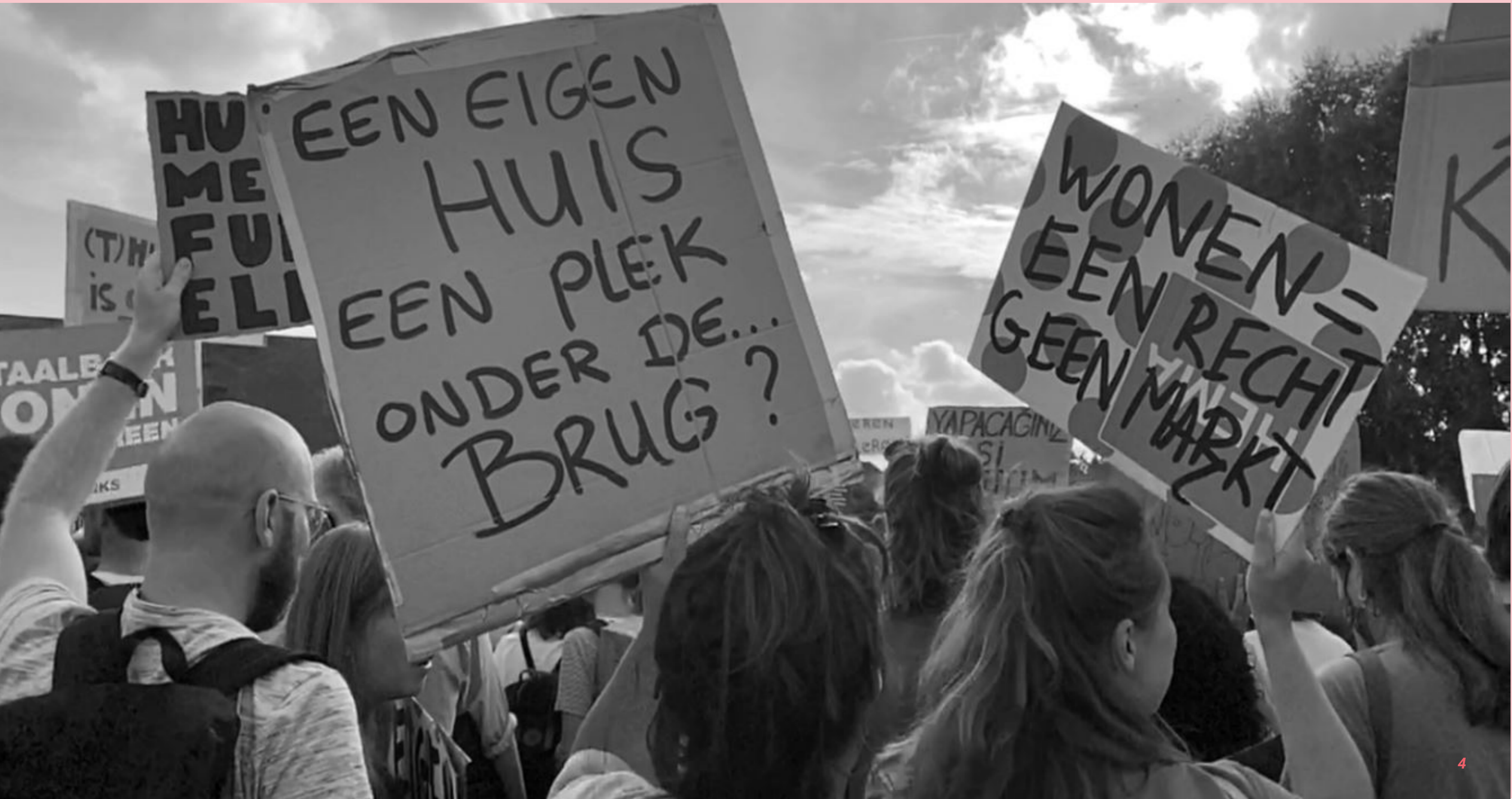
- Richard Florida



# Home of Art

Artists cohabitation bringing creativity back to Keilehaven.

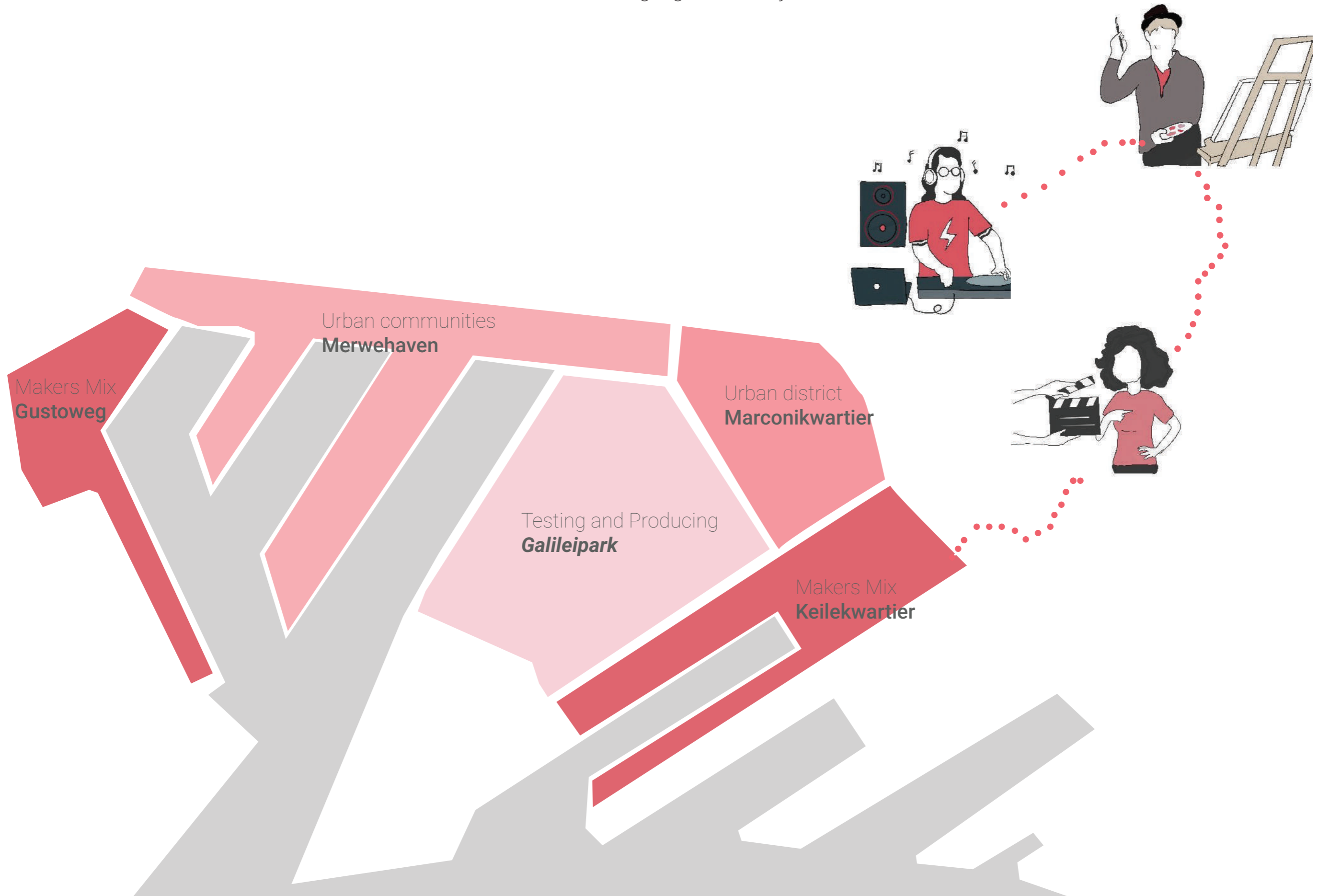
**Problem statement** *Struggles of creative individuals in the housing market.*





# Home of Art

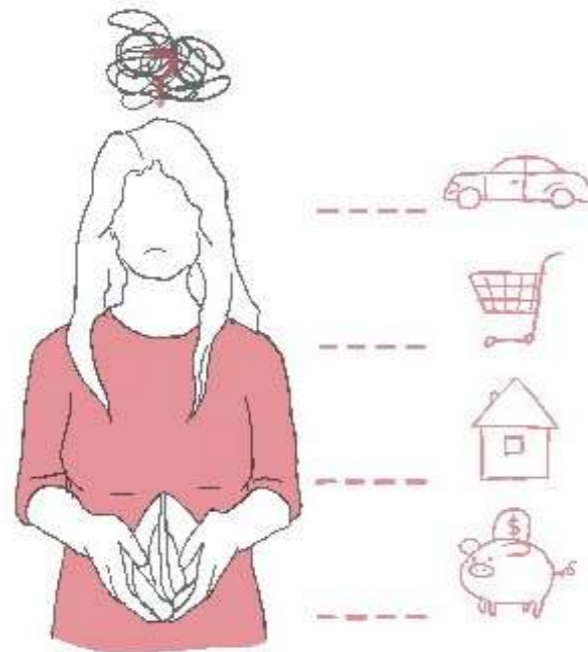
Artists cohabitation bringing creativity back to Keilehaven.





*What makes the housing of these individuals such a great challenge?*

*Financial challenges*



*Spatial challenges*



*Social challenges*





## Research question(s)

*“How can design strategies meet the needs of creative individuals within the collective and private domains of a living-working artists community building while cohabiting in the Makers District of Merwe-Vierhaven?”*

Level of the  
Individual

- What role can the design of sacred spaces play in supporting individual creativity within a living working artist community?

Level of the  
collective

- How can the design of a working-living space incorporate socio-spatial qualities that promote collaboration, collective production, and synergies?

Level of the  
city

- In what way does the dimension of productive spaces for artists and their relation to dwellings contribute to the socio-economic value of the city?



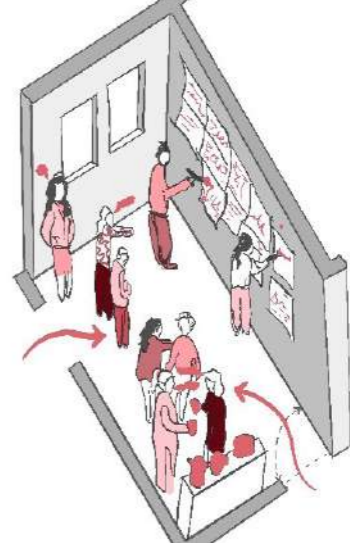
# Theoretical framework

01



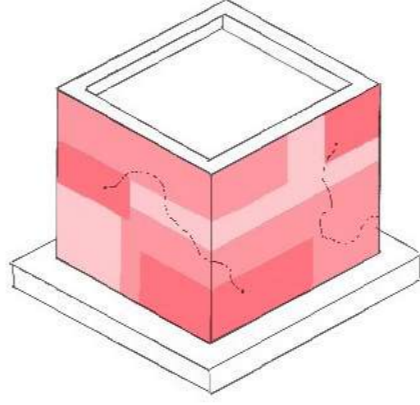
Social individuals

02



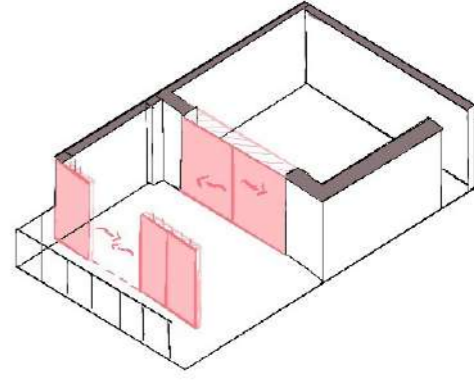
Collective production

03



Mixed use buildings

04



Flexible design

# 2 Research, studies and findings

## Development towards the Makers District



Expansion 1905-30

Era of Gusto Wharf - ship-making and introducing innovative techniques of creation.



Harbor (growth till end) 1955-90

Economical shift to fruit terminals and port activities until it reached an end hallowing the area's infrastructure.



Cultural shifts 1990-2000

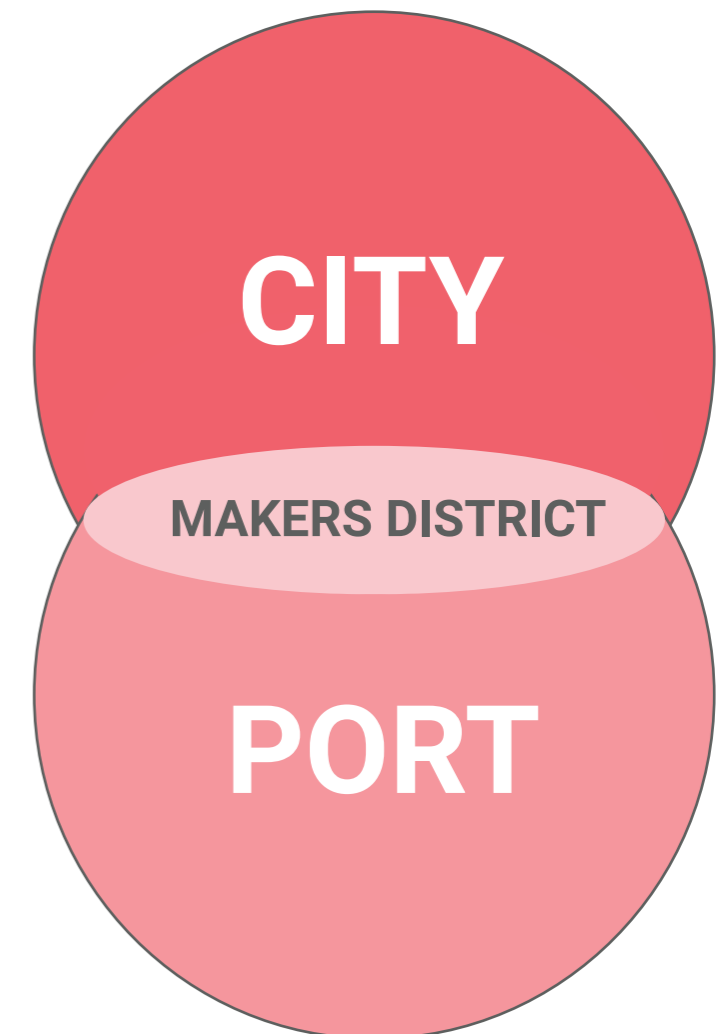
Artists and makers moving into the streets of Keliehaven occupying warehouses and empty lots.



To M4H 2010-now

Start-ups work together to create a new district with the help of the local community.

Spatial framework of M4H future plan





## Creativity as Collective Production

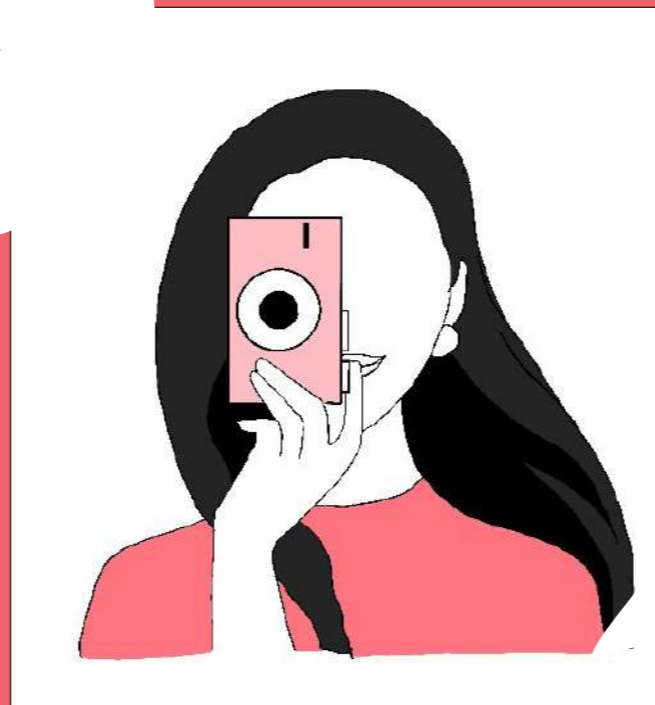


*All creation is collective, emergent and rational.*

*-Escobar*

*How do artists want to live, work and create?*

Home-studio  
Inspiration corner  
Private



Professional set-up working space  
Productive environment  
Collective

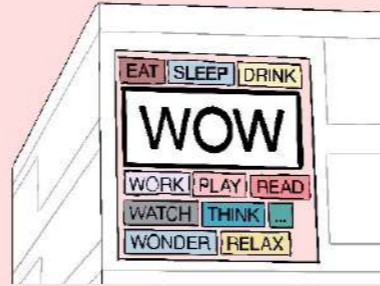
# Methods of Research - Meeting creators



## Andrew Tischler

Designer & painter

Spatial configuration  
of a home-studio



## WOW

AMSTERDAM  
Community for artists

Talks with residents  
about how creatives  
benefit from their  
stays at wow



## SOKKARY

DJ & Music Composer

The shift from living  
alone to collective  
living, working and  
creating



## Case studies

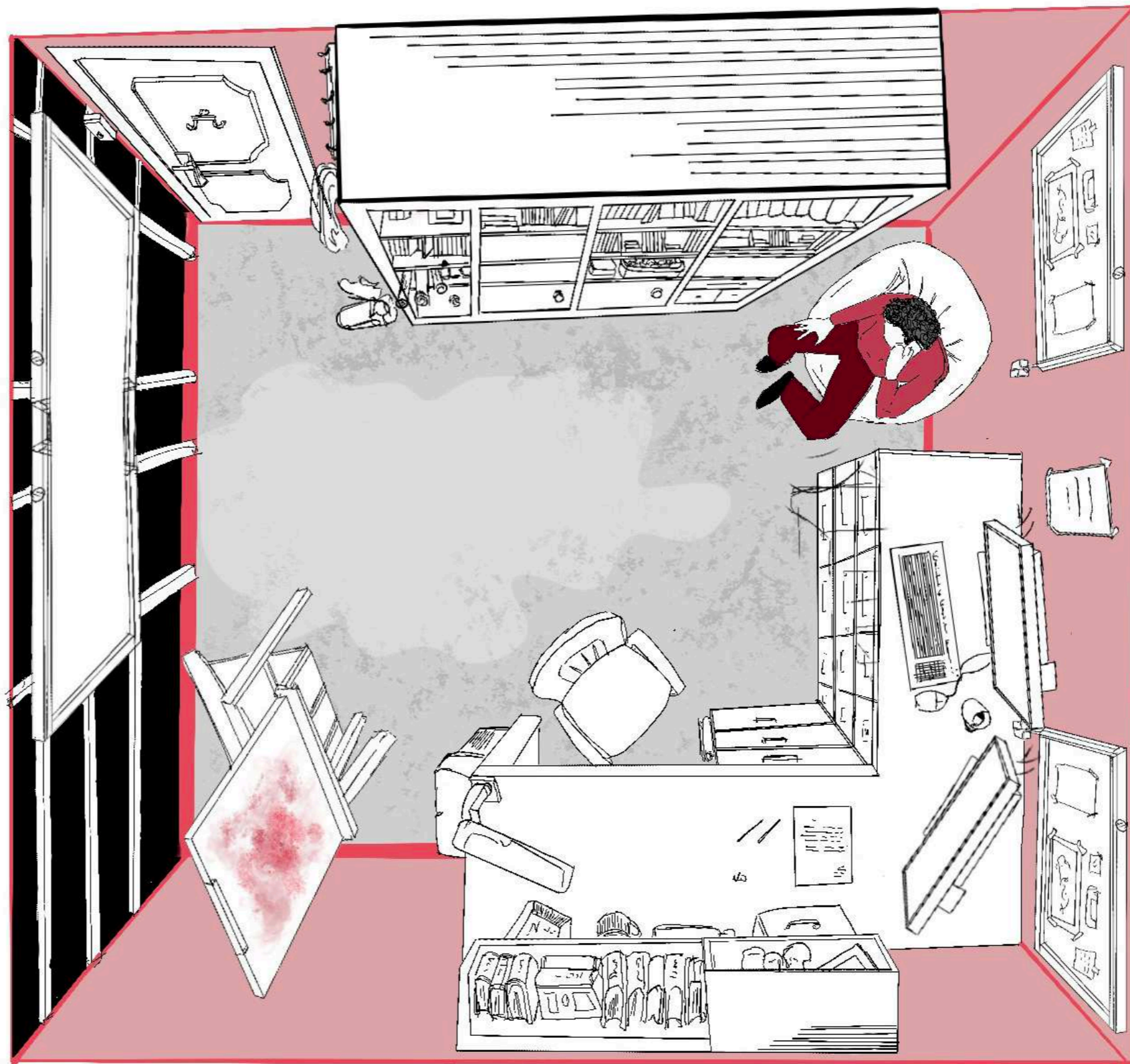
Kalkbreite and house  
for an artist





**Andrew Tischler**  
Designer & painter

Spatial configuration  
of a home-studio



*“Small compact space that is well organized but one that is conducive to creativity”*

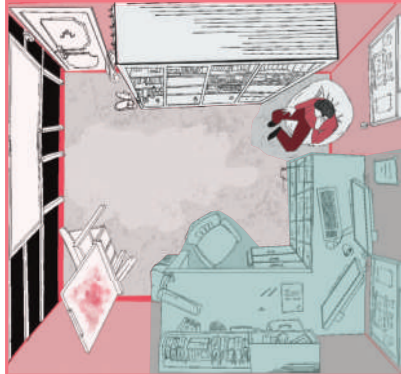
*- Tischler*





**Andrew Tischler**  
Designer & painter

Spatial configuration  
of a home-studio



*Key factor - Defined Functional Zones*

**Designing**

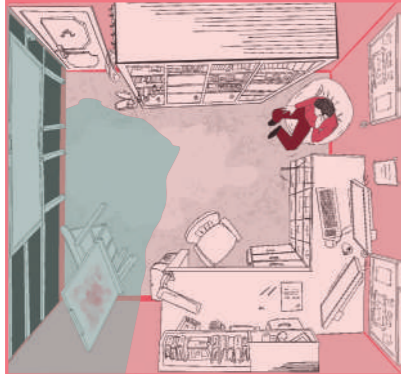






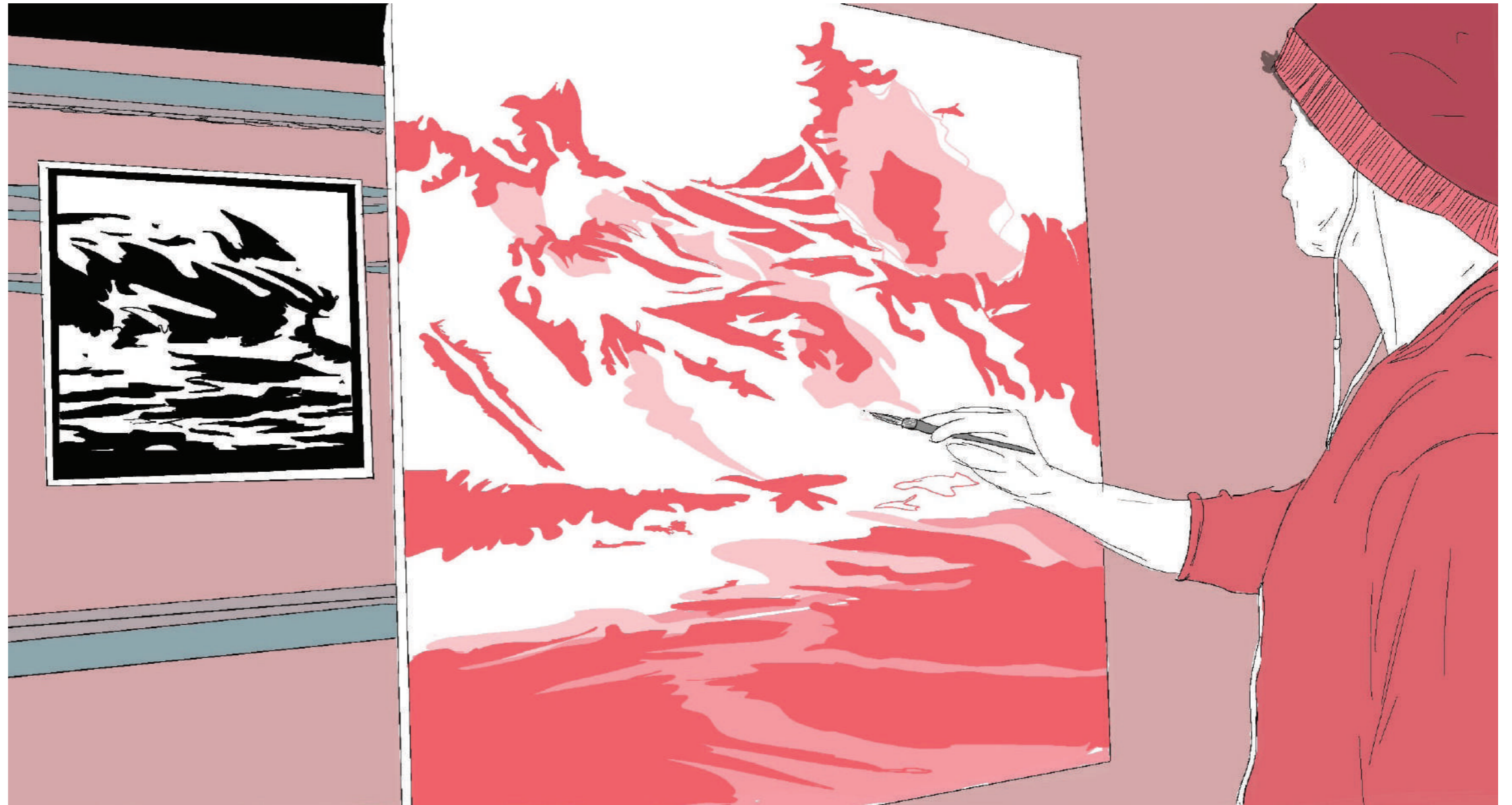
**Andrew Tischler**  
Designer & painter

Spatial configuration  
of a home-studio



*Key factor - Defined Functional Zones*

**Painting**

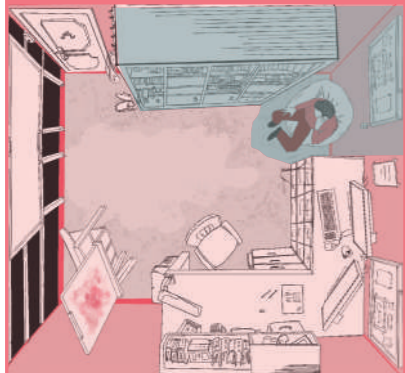






**Andrew Tischler**  
Designer & painter

Spatial configuration  
of a home-studio



*Key factor - Defined Functional Zones*

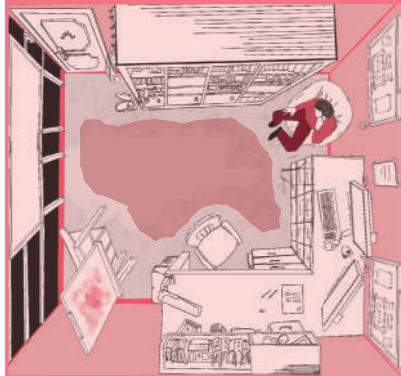
*Reflecting, researching and reading*





**Andrew Tischler**  
Designer & painter

Spatial configuration  
of a home-studio



*Key factor - Defined Functional Zones*

**Canvas stretching and construction**

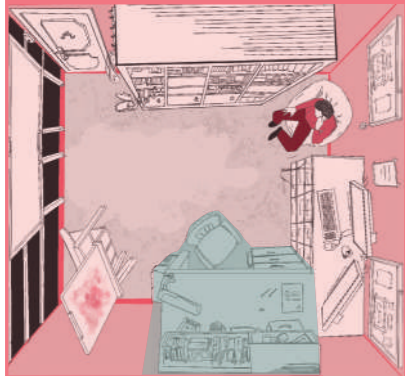






**Andrew Tischler**  
Designer & painter

Spatial configuration  
of a home-studio



*Key factor - Defined Functional Zones*

## Sculpting

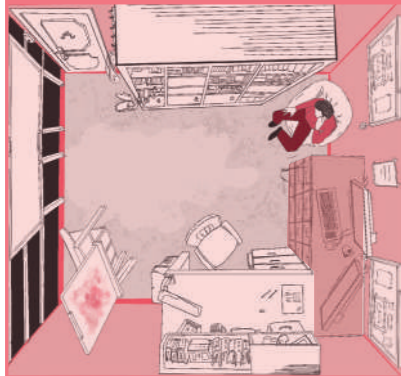






**Andrew Tischler**  
Designer & painter

Spatial configuration  
of a home-studio



*Key factor - Defined Functional Zones*

**Business management**







**WOW**  
AMSTERDAM  
Community for artists

Talks with residents  
about how creatives  
benefit from their  
stays at wow

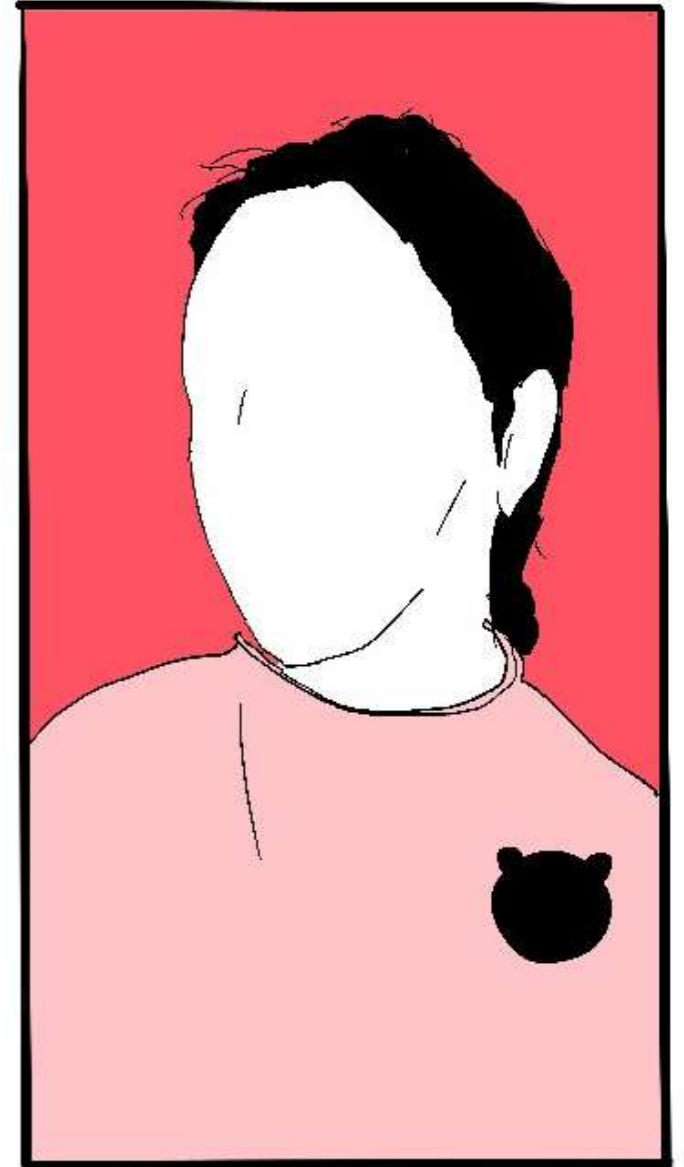


*"... being part of the WOW residency  
as it brings me close to other talented  
artists and friends"*

- Laura Dubourjal

*".... It allowed me to open up a new  
perspective and understanding of my  
own practice and the one of others"*

- Jeanne Vrastor







**SOKKARY**  
DJ & Music Composer

The shift from living alone to collective living, working and creating

### Living Alone



### Shared Living







### Kalkbreite cooperative

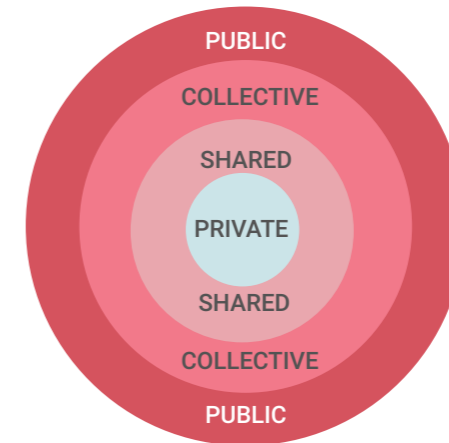
Location:  
Zürich, Switzerland

Year:  
2012-2014

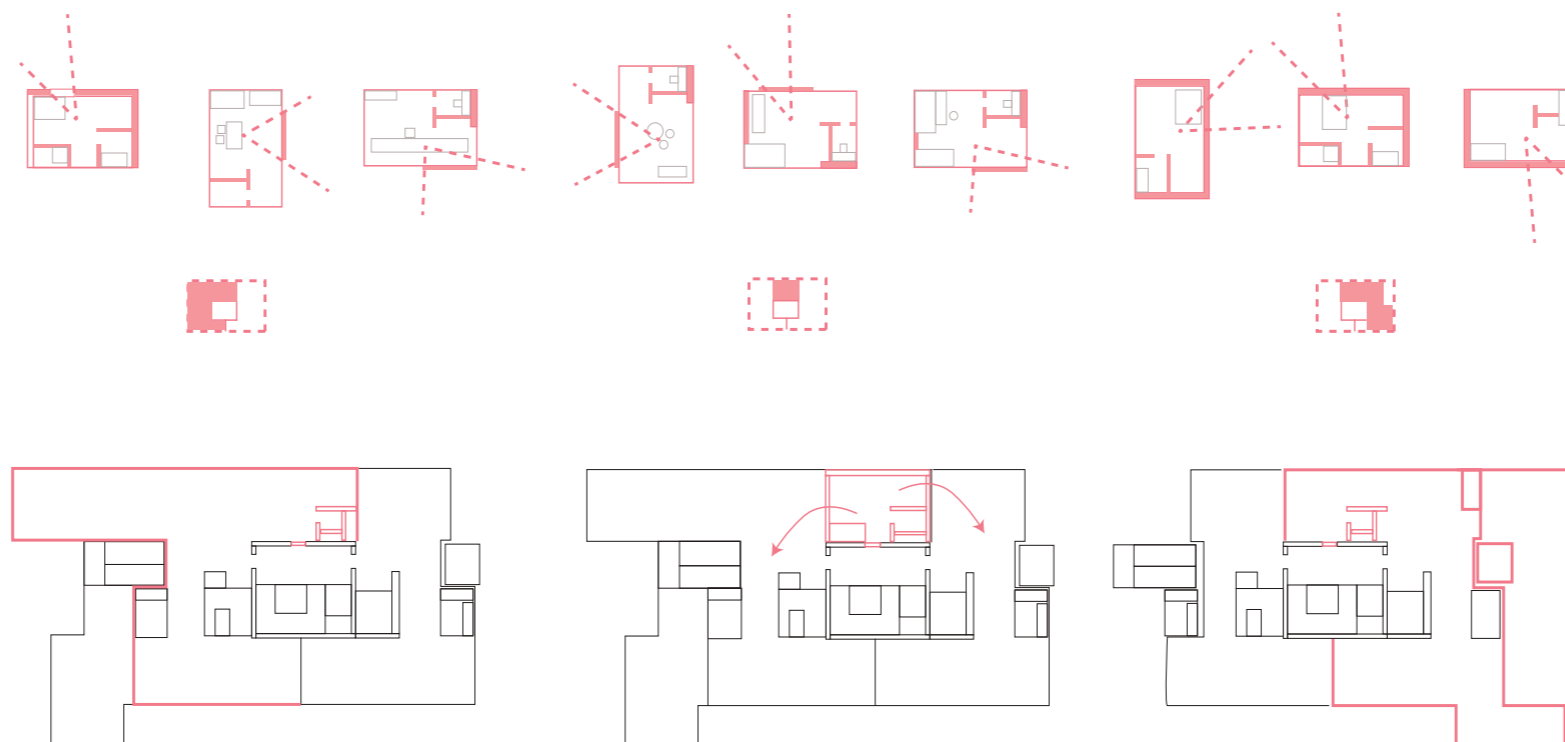
Architect:  
Muller sigrist architekten

Total area:  
22900 m2

## Layers of sharing Dwelling level



## Flexible design Cluster level





## House for an Artist

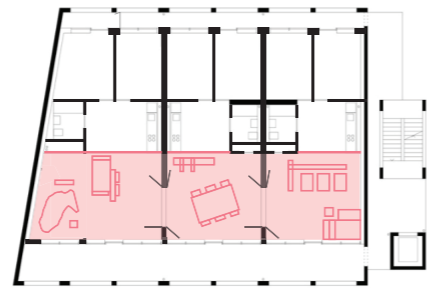
Location:  
London, UK

Year:  
2017

Architect:  
Apparata

Total area:  
1553 m2

## Flexible design Co-working situations



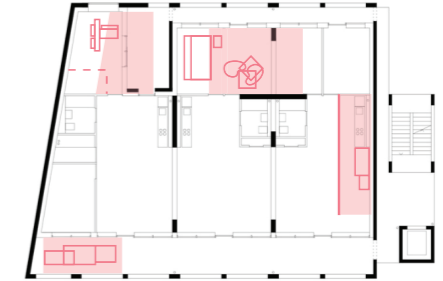
LV3 Large living room with shared working stations



LV3 large studio + office with direct access for clients

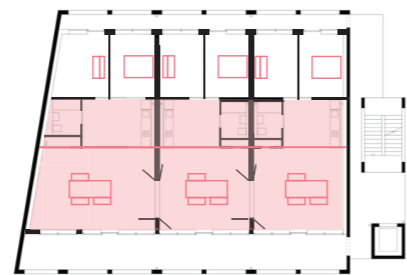


LV4 workspace separated off by shelf partition

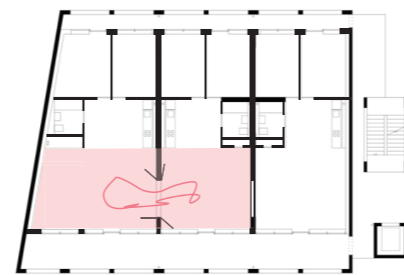


LV4 North facing studio enlarged by removing partition

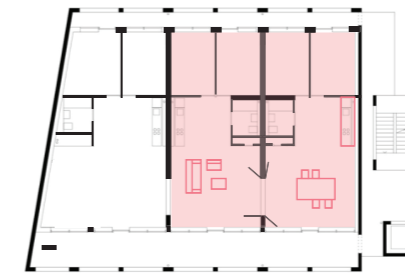
## Flexible design Co-living situations



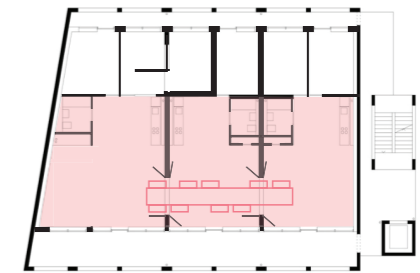
Live/work co-working)



Shared after school childcare



4-Bedroom flat share



Big shared dinner party



# Design ambitions

Brings people together



Fosters Art

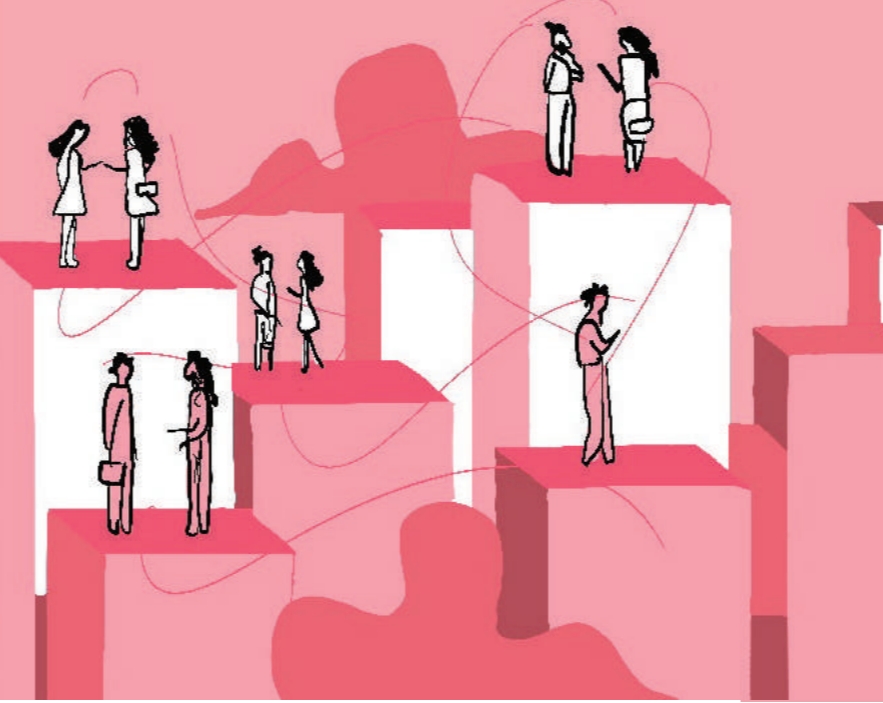


Long term affordable

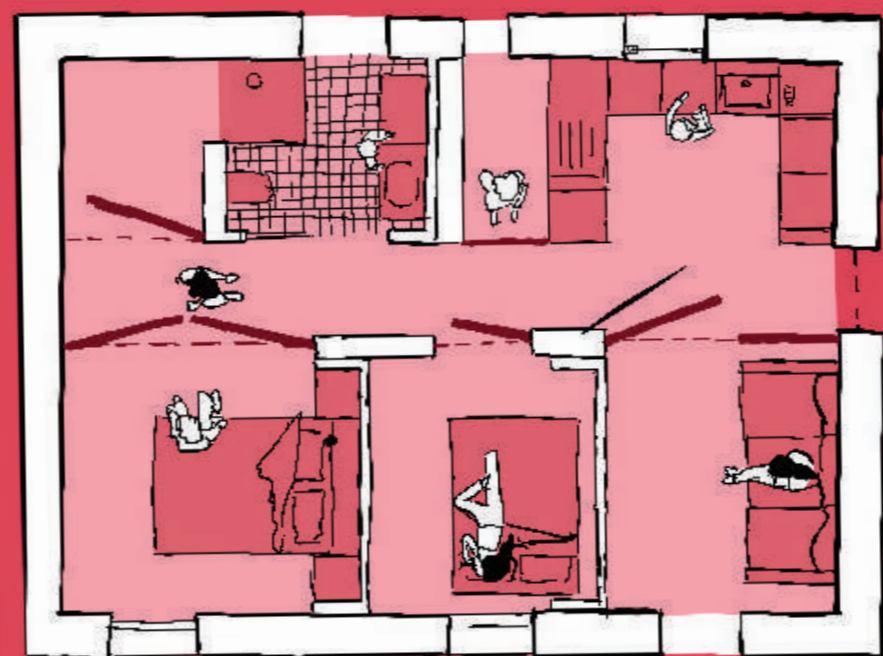


## Designing Tools

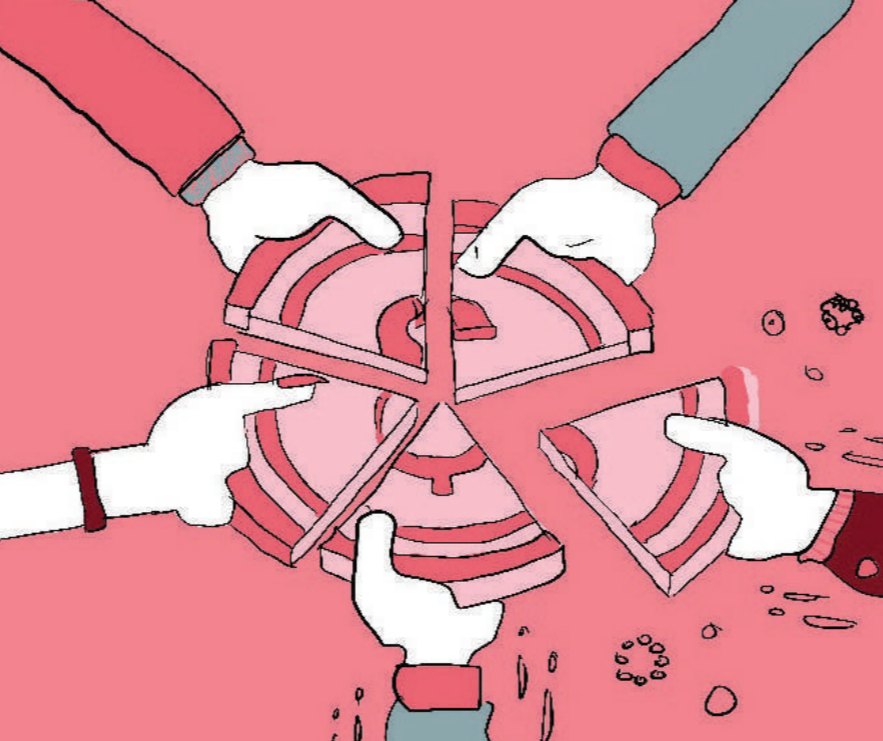
Social infrastructure



Adaptable artistic spaces



Sharing expenses



Inner Clusters



Building scale



Recreational spots



Context reflection

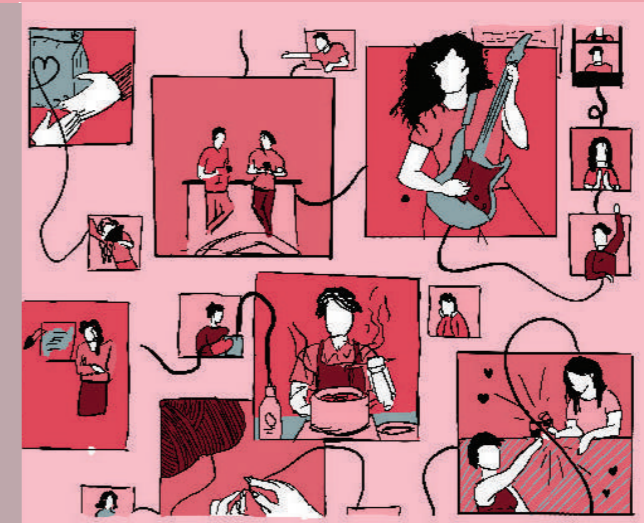


Sacred space



Private

Collective art



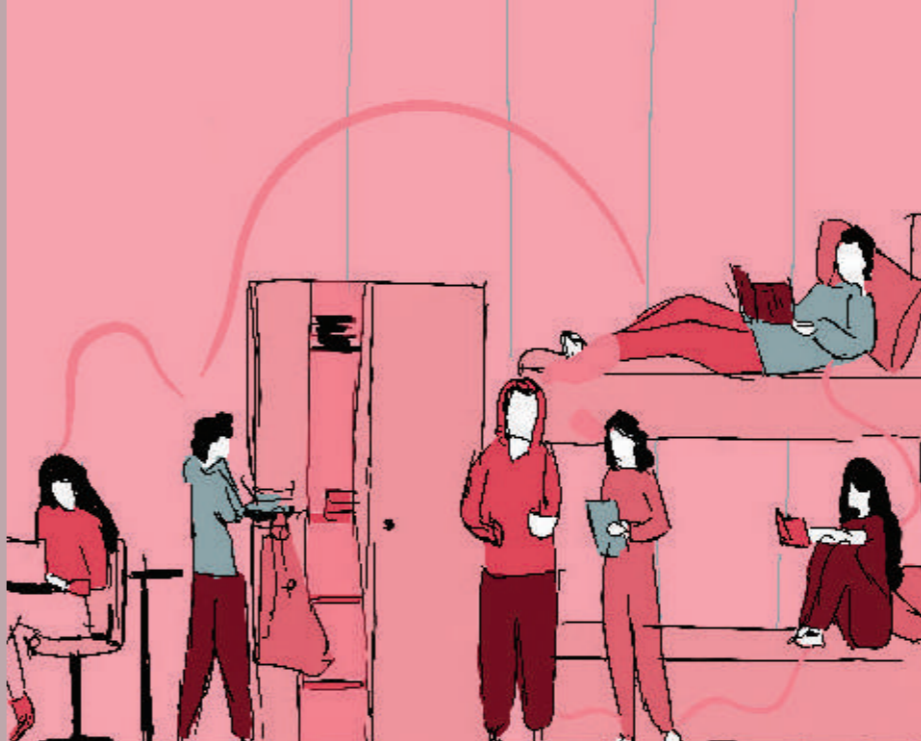
Collective

Open access



Public

Shared Living



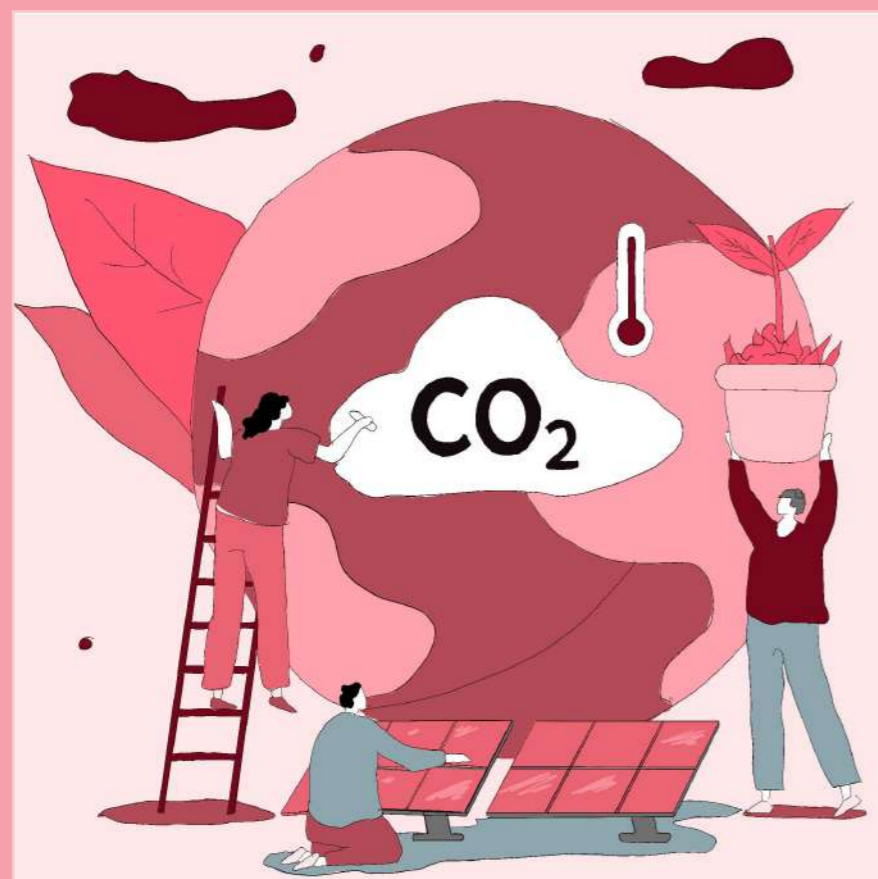
Shared working





# BT Design position

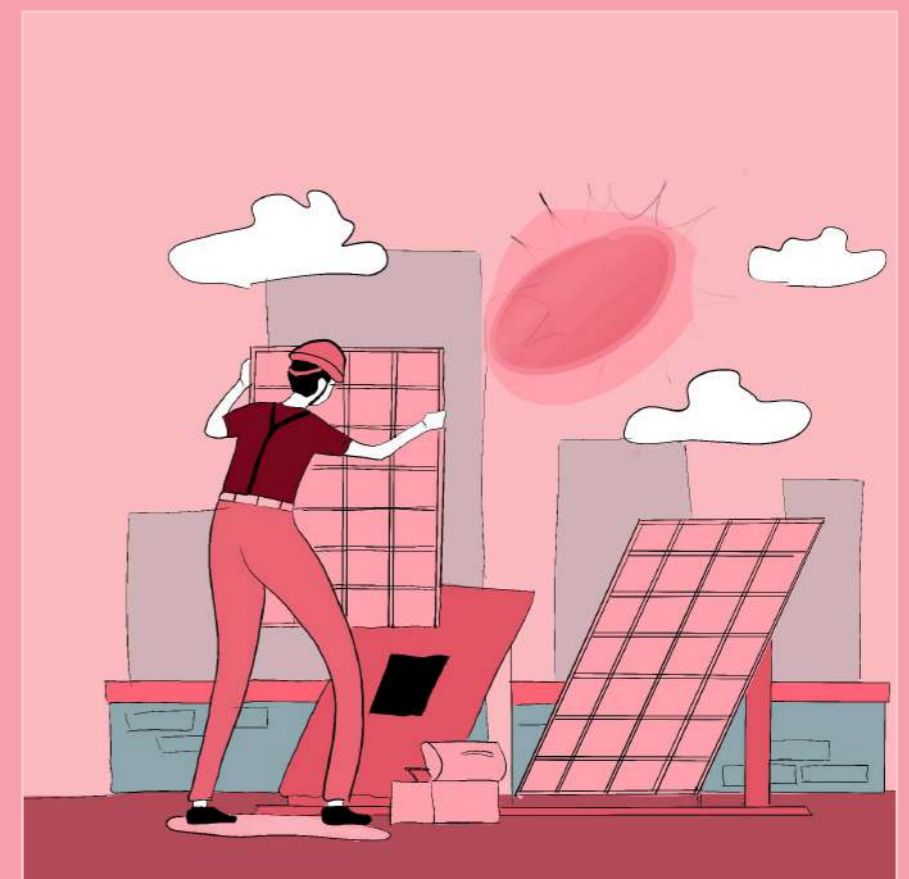
*Low carbon foot print*



*Biodiversity*



*Sustainable building systems*

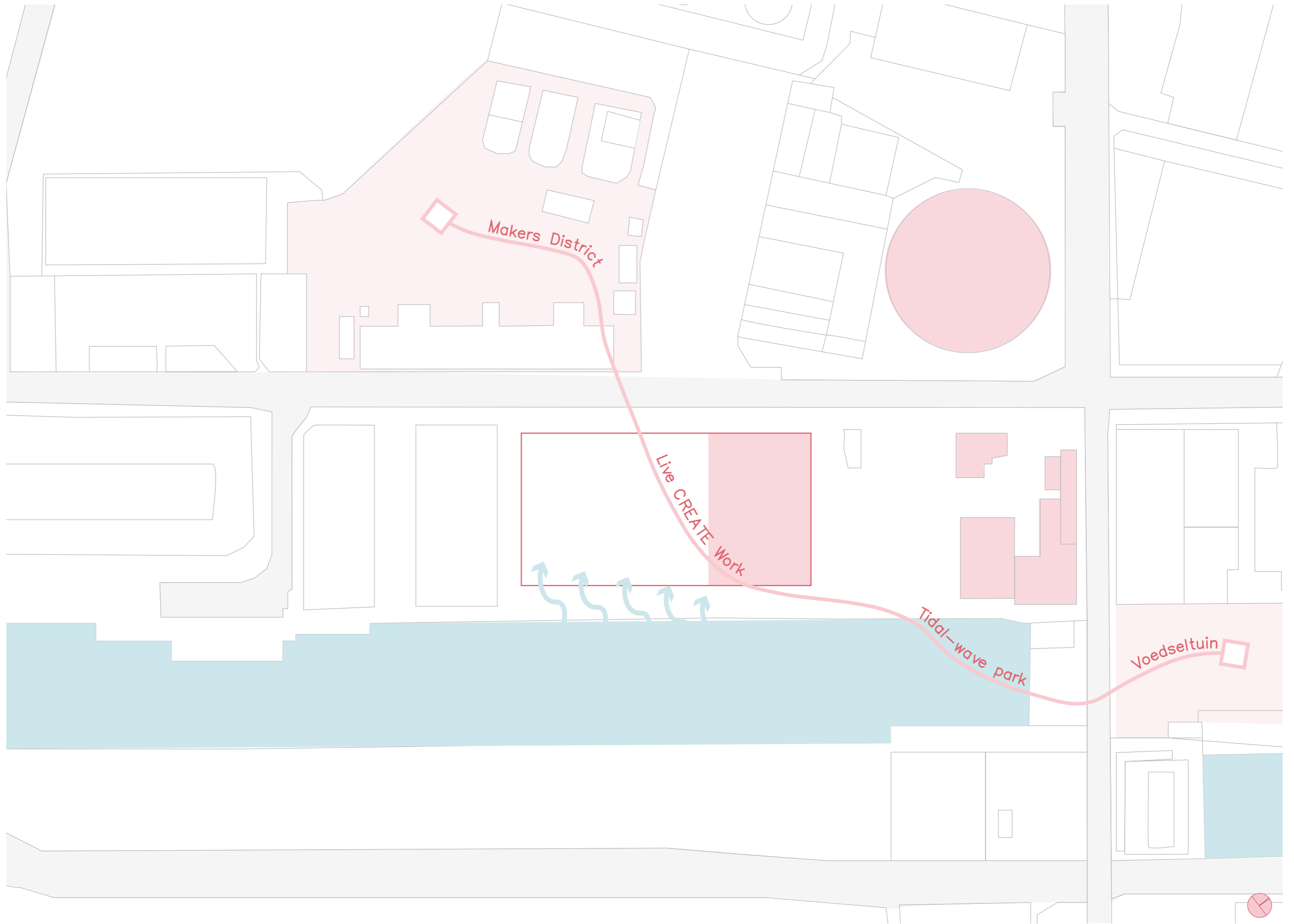




# **3 Design Urban master plan**

# Opportunities map - Keilehaven

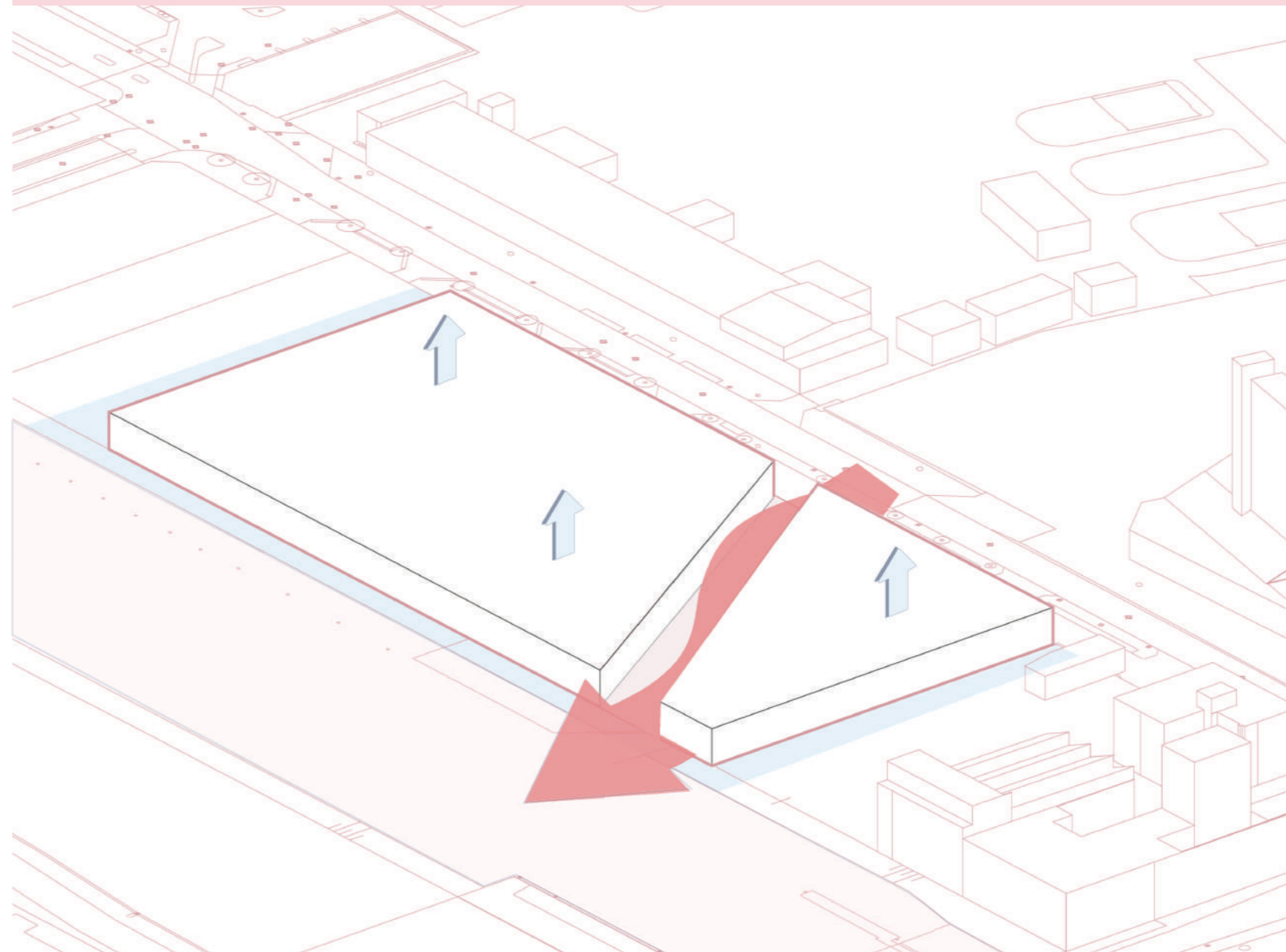
Scale 1:1000





## **Spatial Approach**

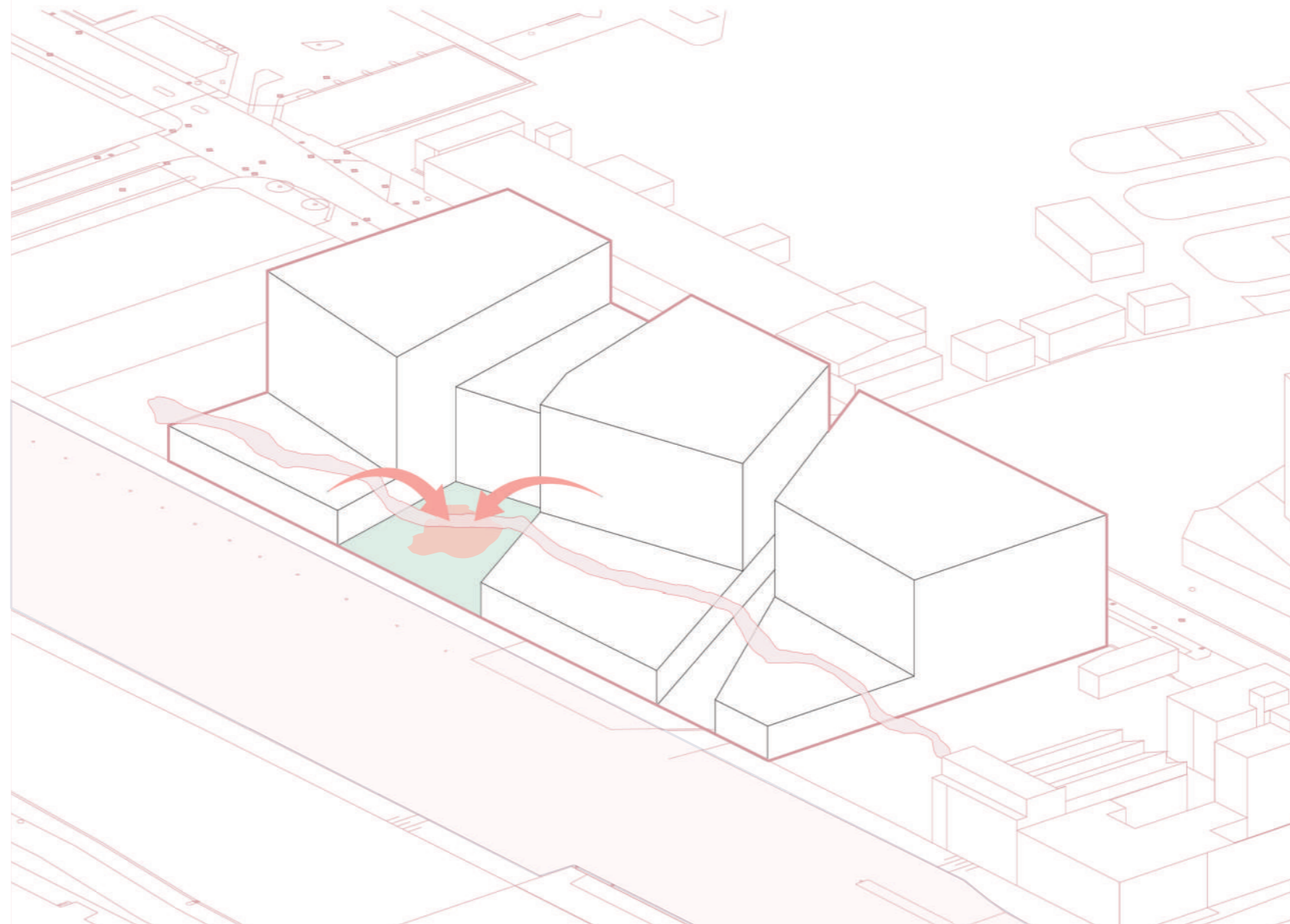
*Clear urban structure*



*Highlighting important contextual relations and defining the public sphere*

## Social Approach

*Bringing people together*

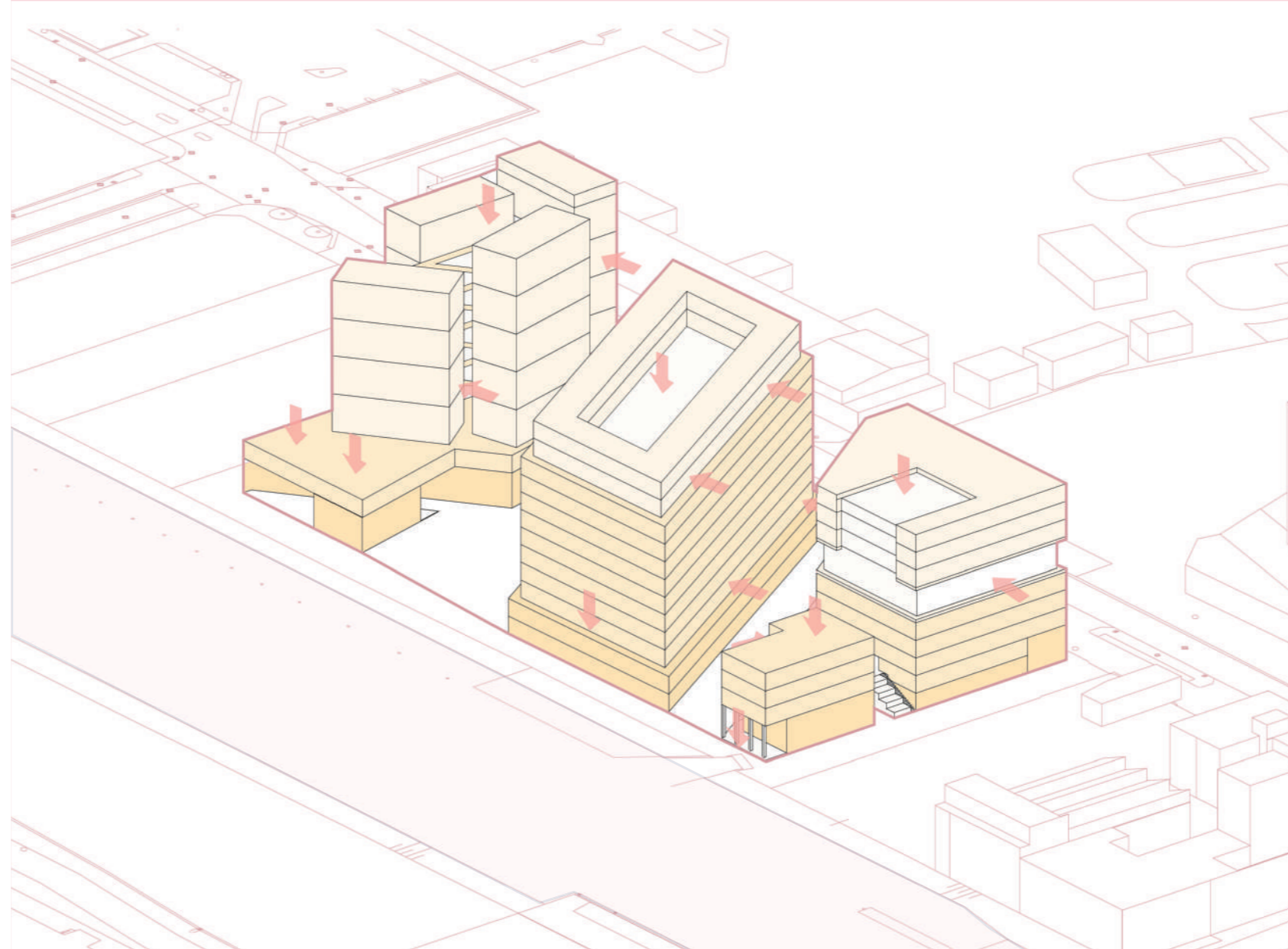


*Connecting users on urban and architectural level*



# Programmatic Approach

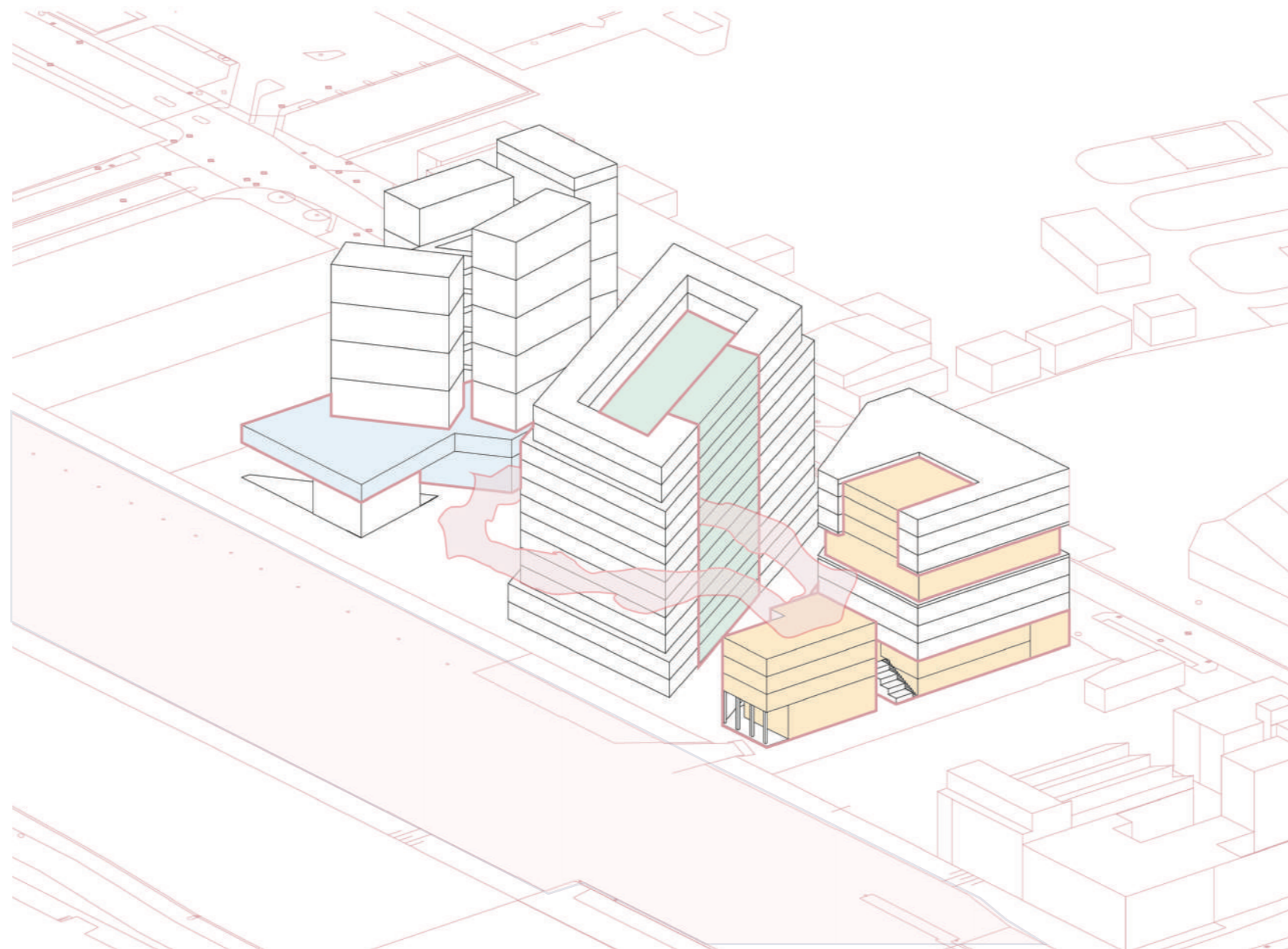
*Healthy Mix*



*Creating a volume that supports mixed use architecture*

## Collective Approach

*Exchange of sources*

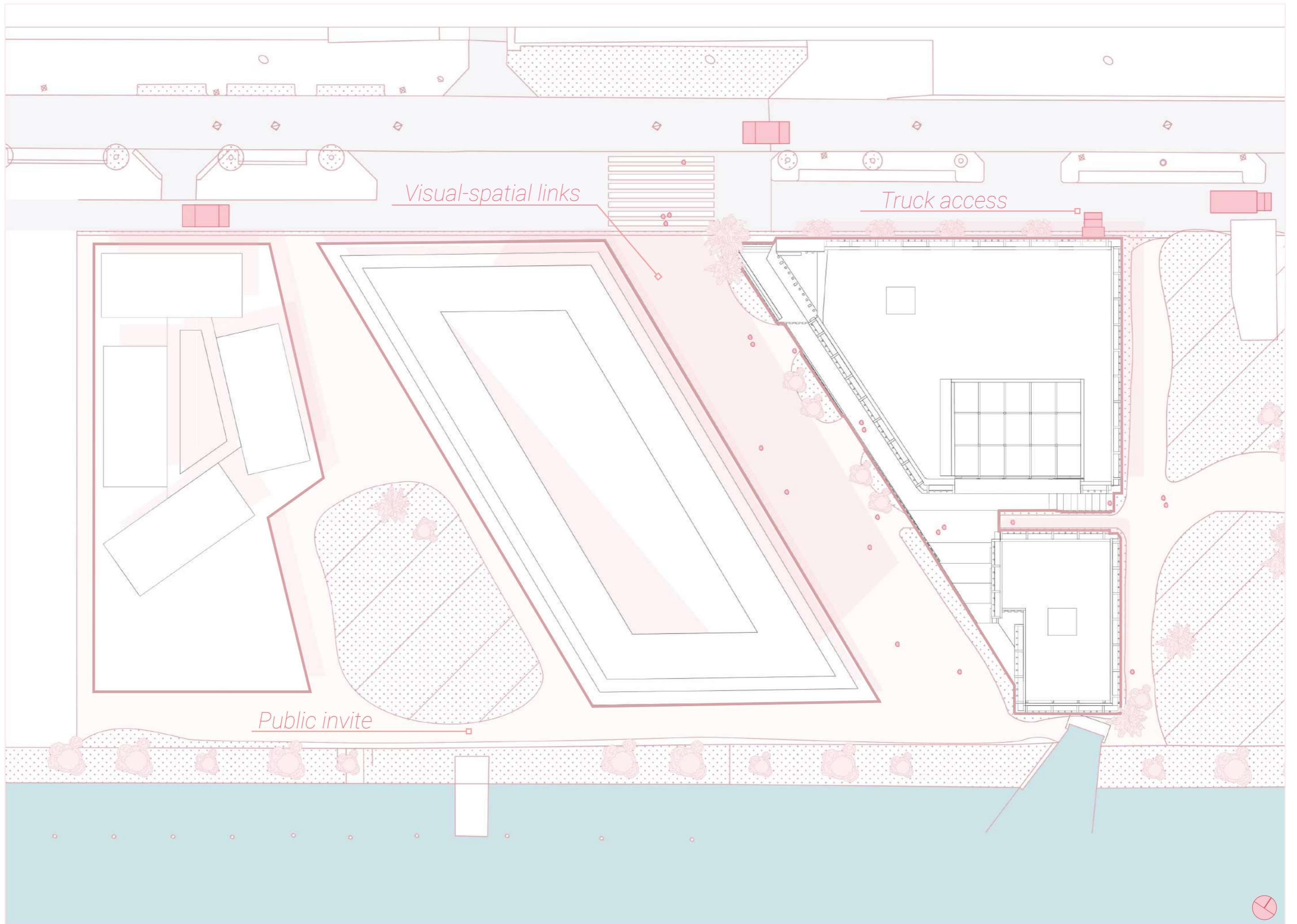


*Urban farming delivering products for food production and furniture-making*



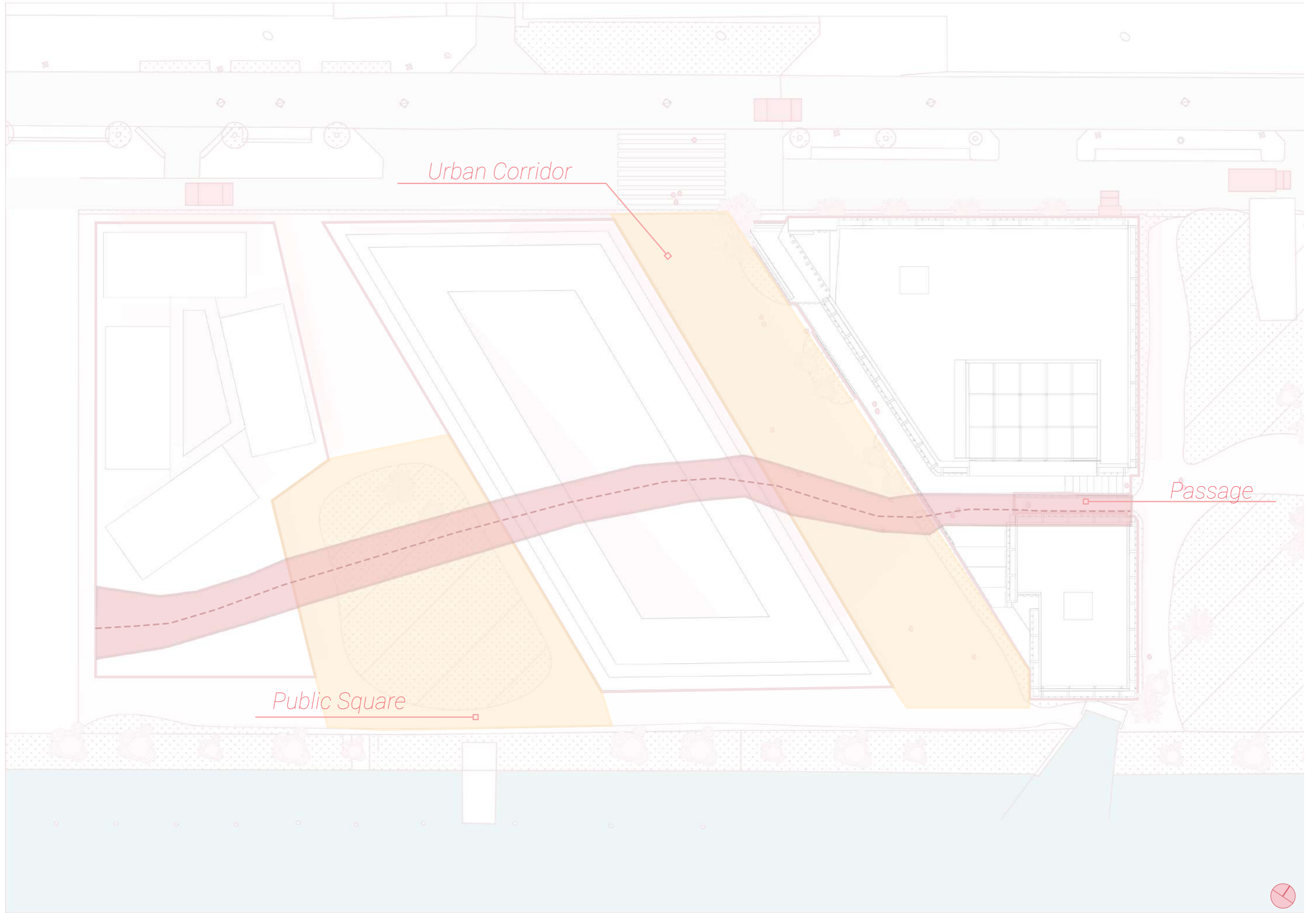
# Urban master plan - context

Scale 1:500



# Urban master plan - context

Scale 1:500



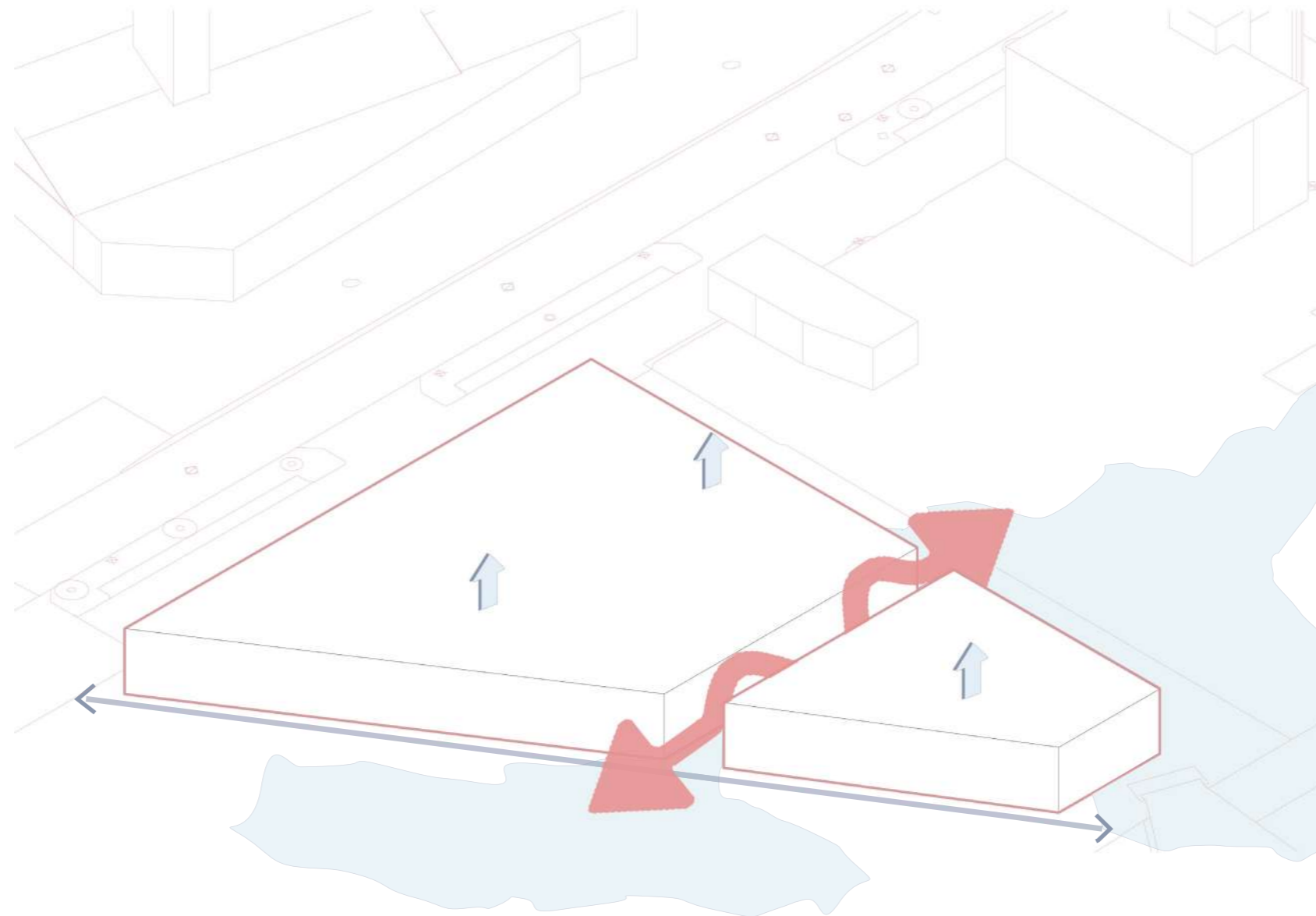
# 3 Design

## Home of Art



## Spatial Approach

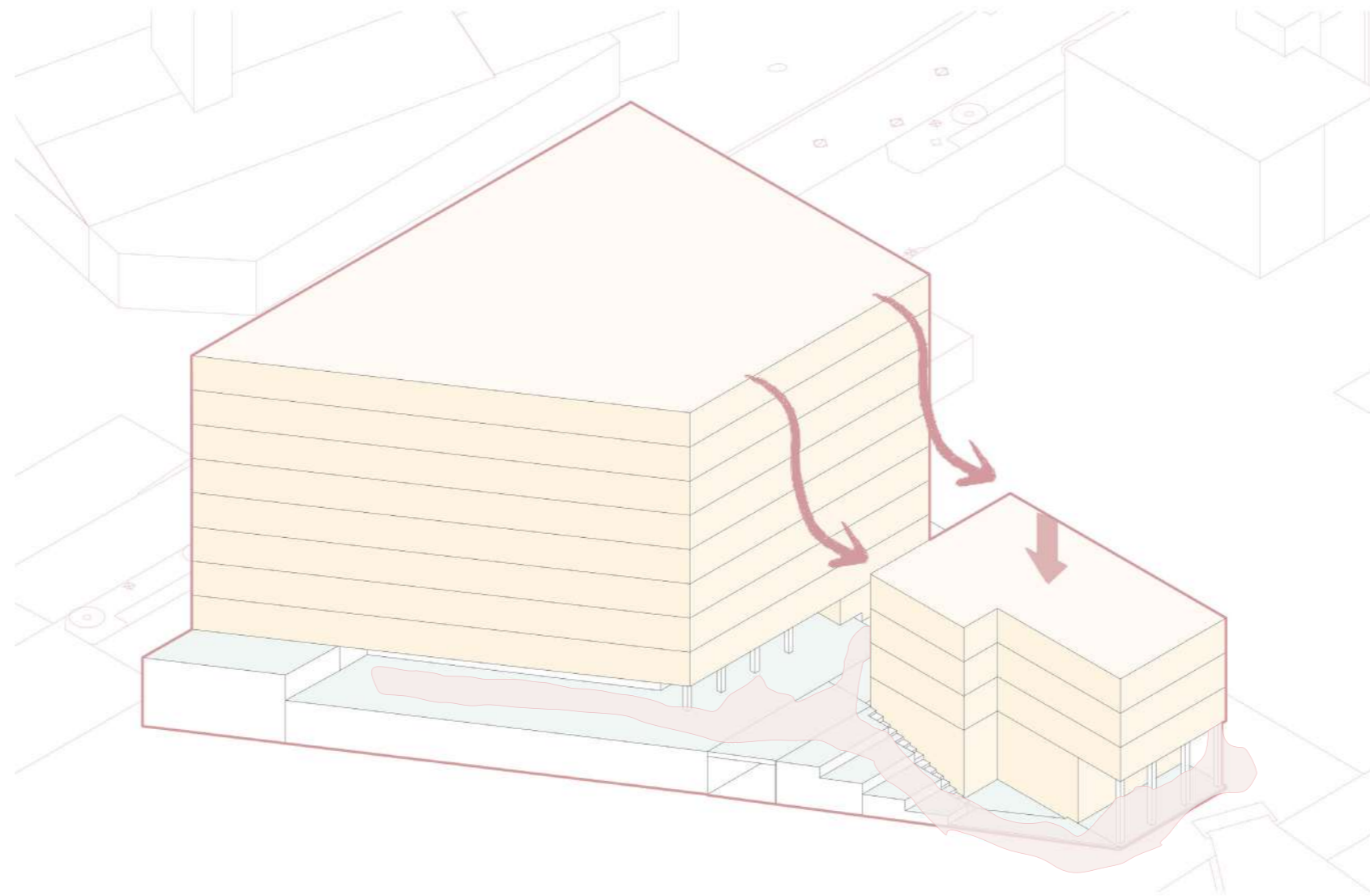
*Responding to master plan*



*Defining urban links across the site and defining the public sphere*

## **Social Approach**

*Bringing people together*

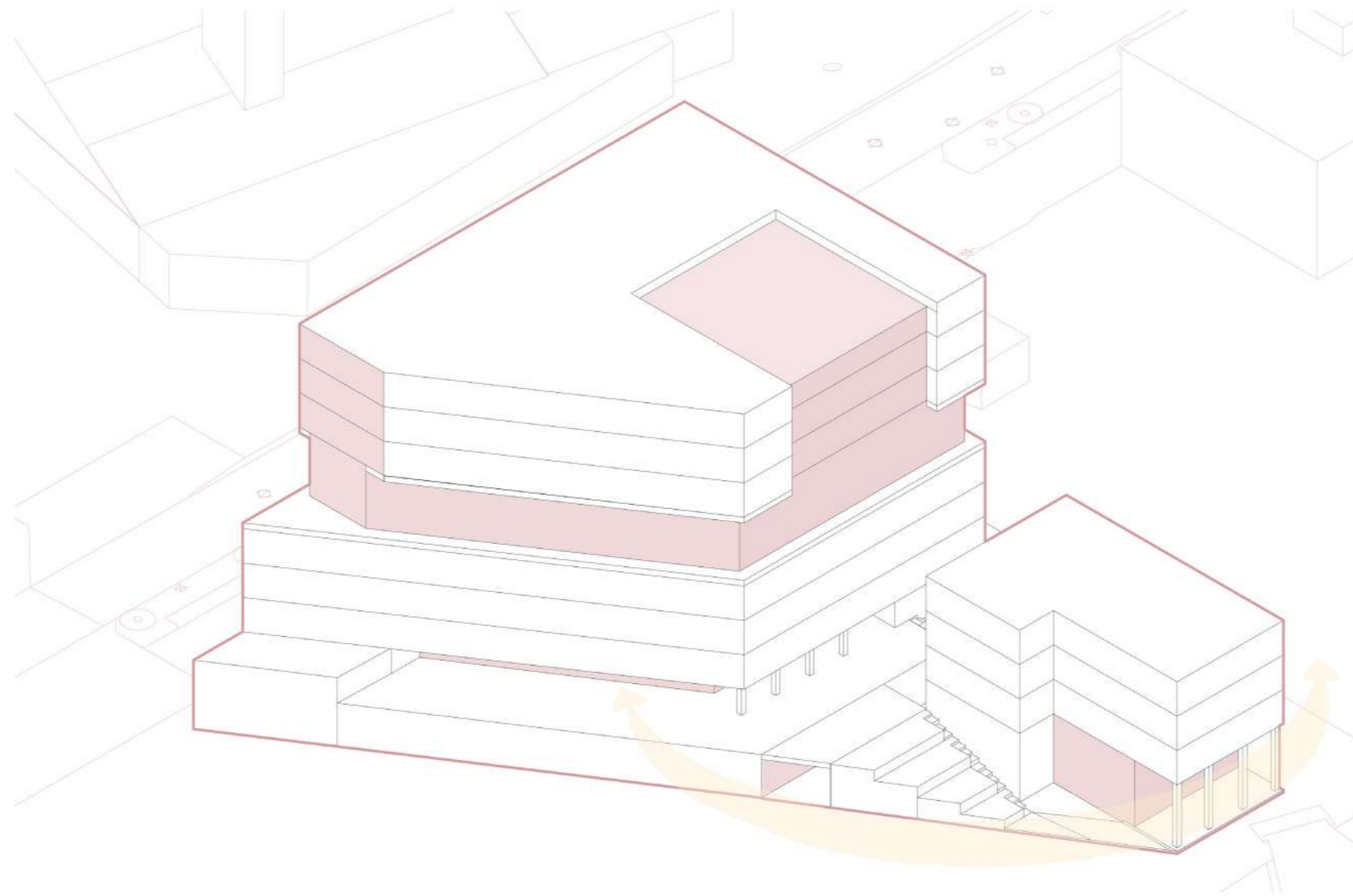


*Smooth transition of spatial spheres by stepping down towards the water*



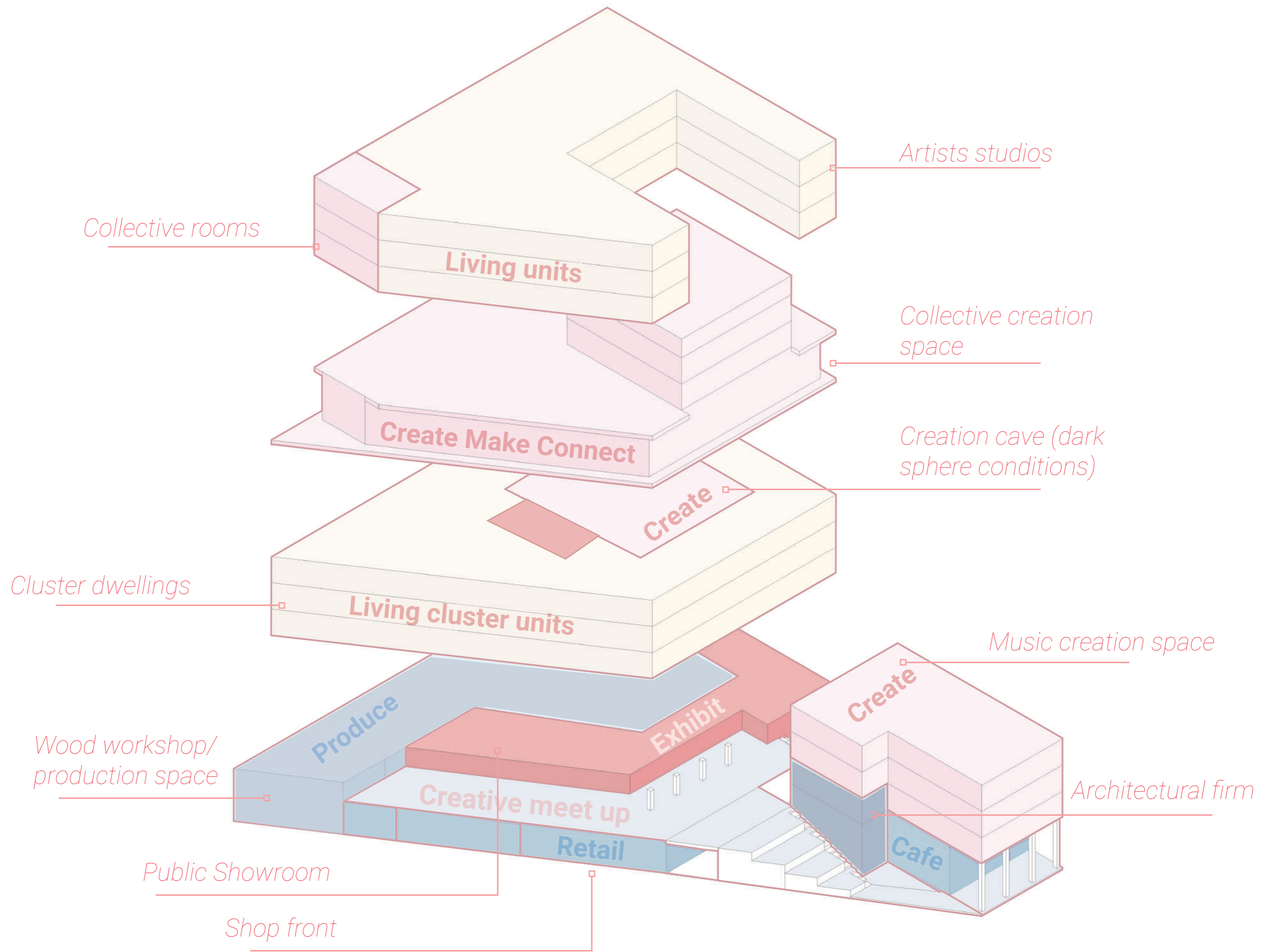
## Programmatic Approach

*Interplay of collective & private spheres*



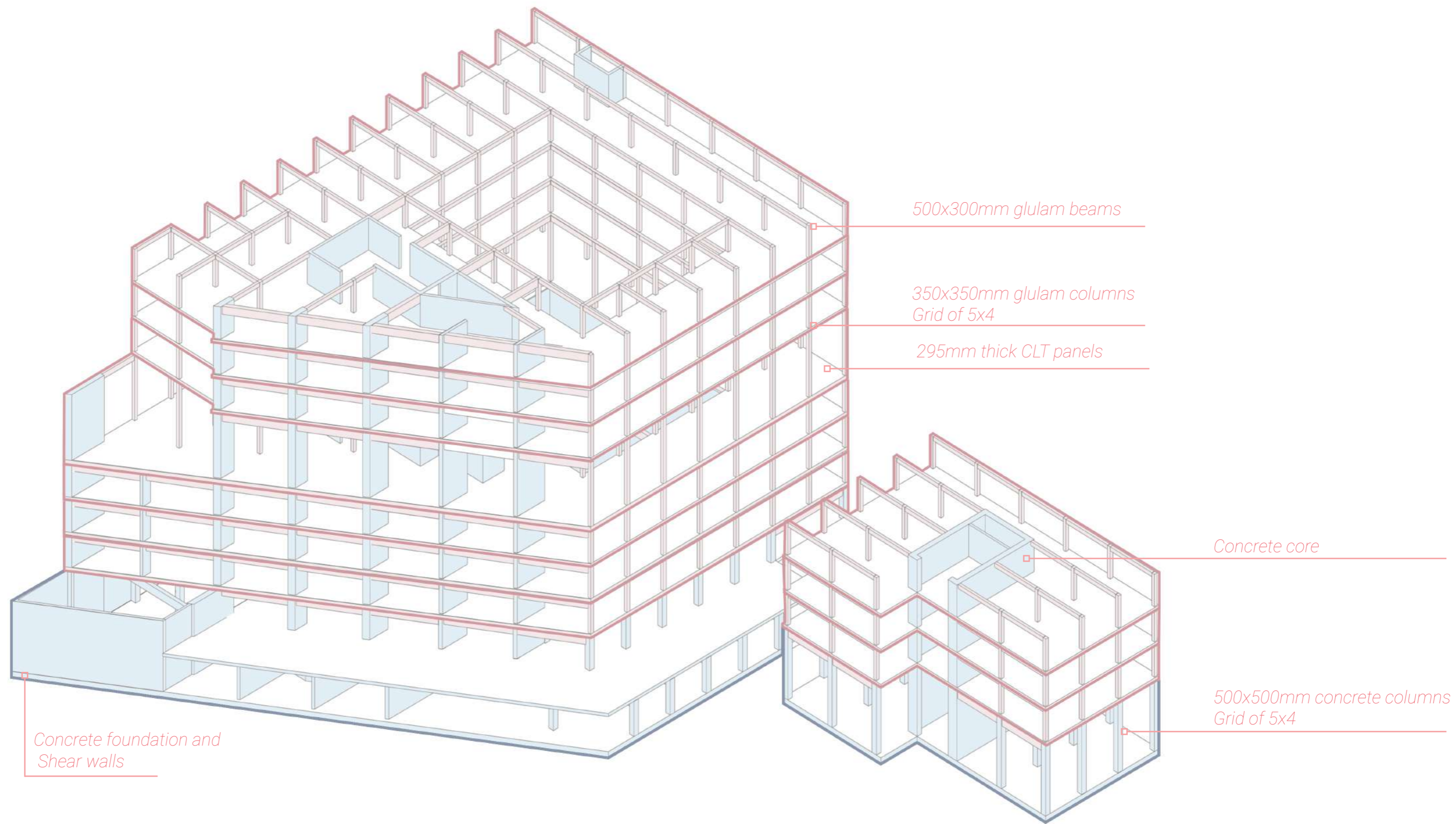
*Facade reflection of building's primary functions  
and openness towards the public*

# Programmatic structure- Axonometric

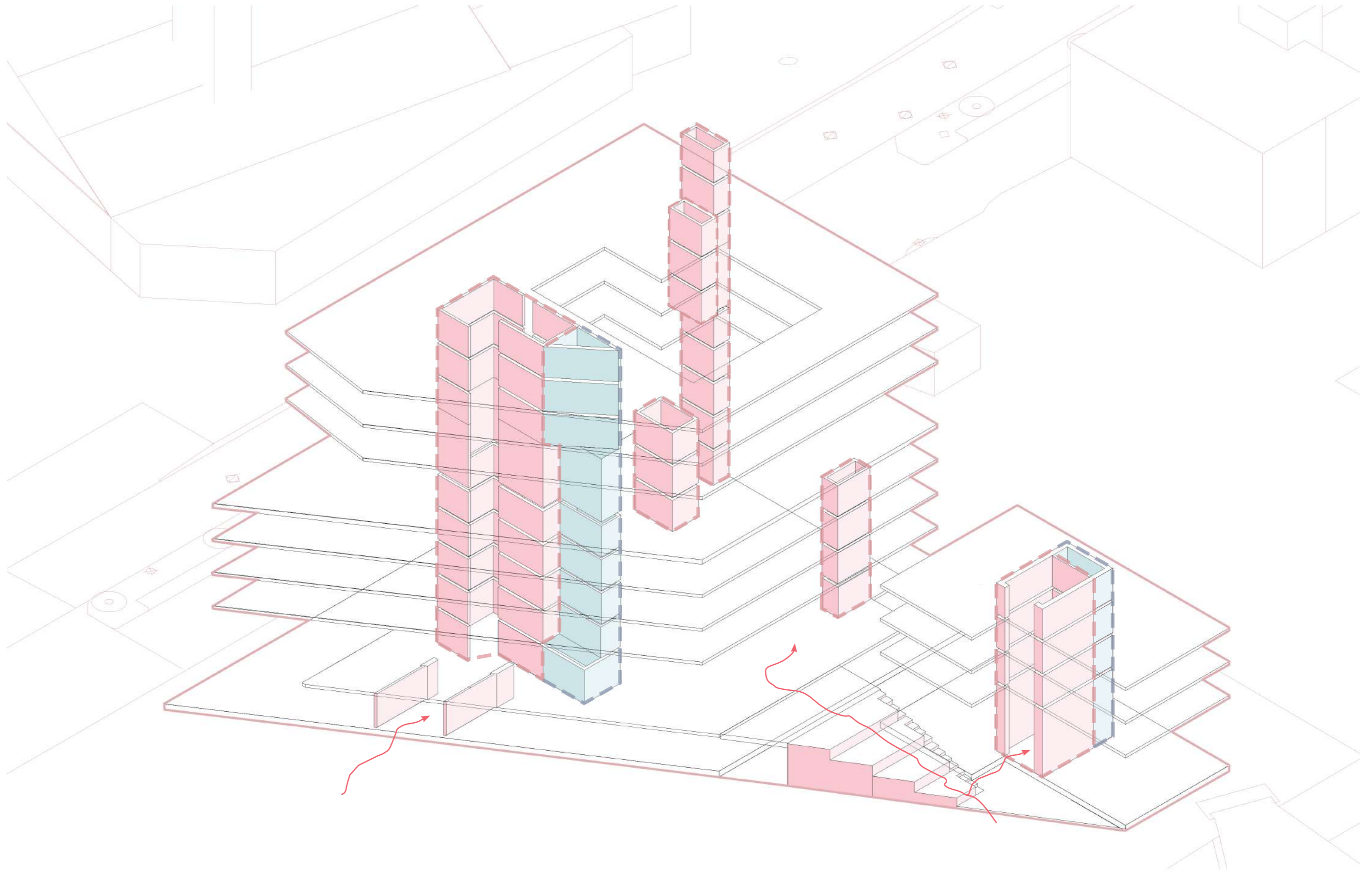




# Structure scheme - AXO



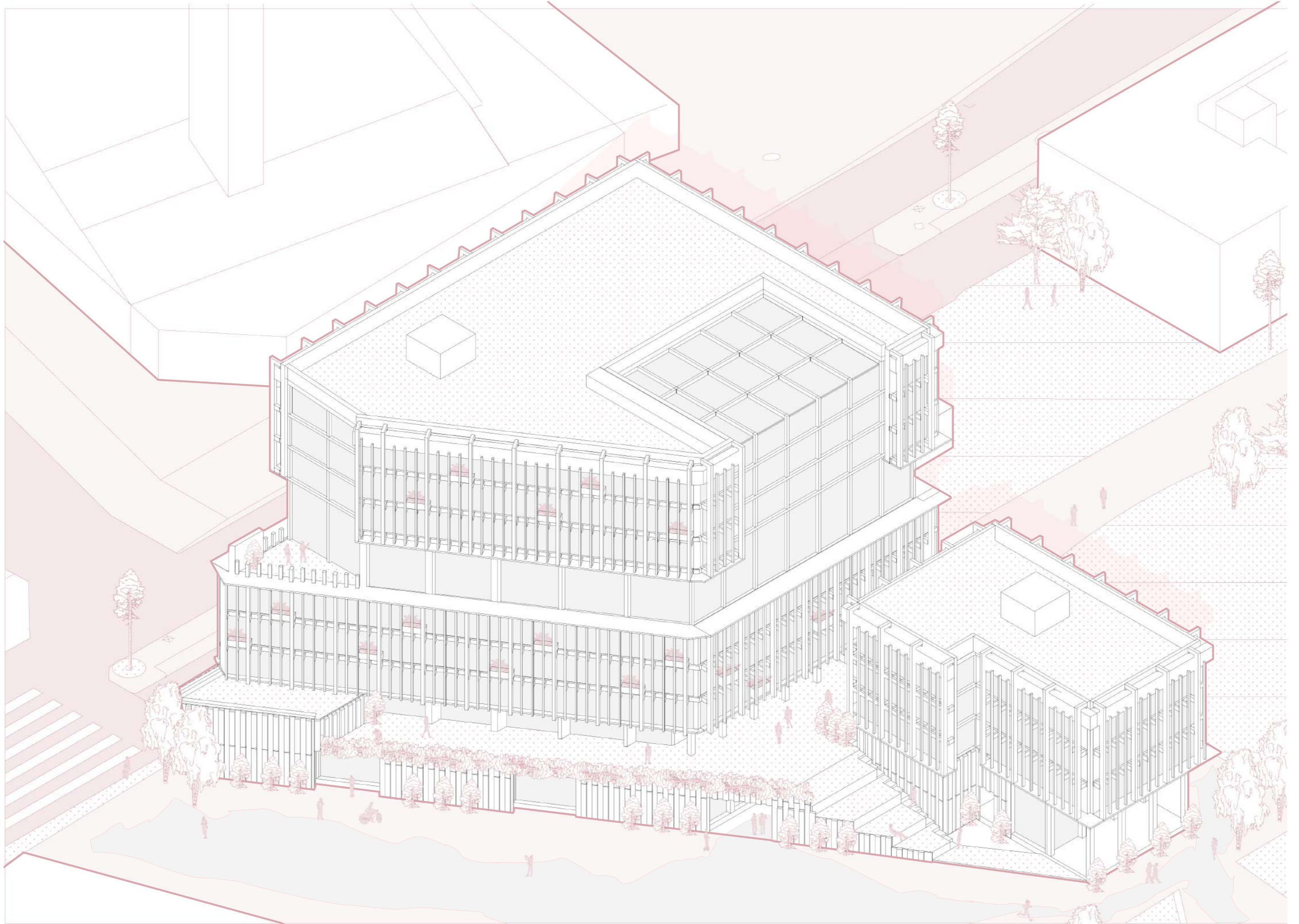
# Routing scheme - AXO





# Water side - AXO

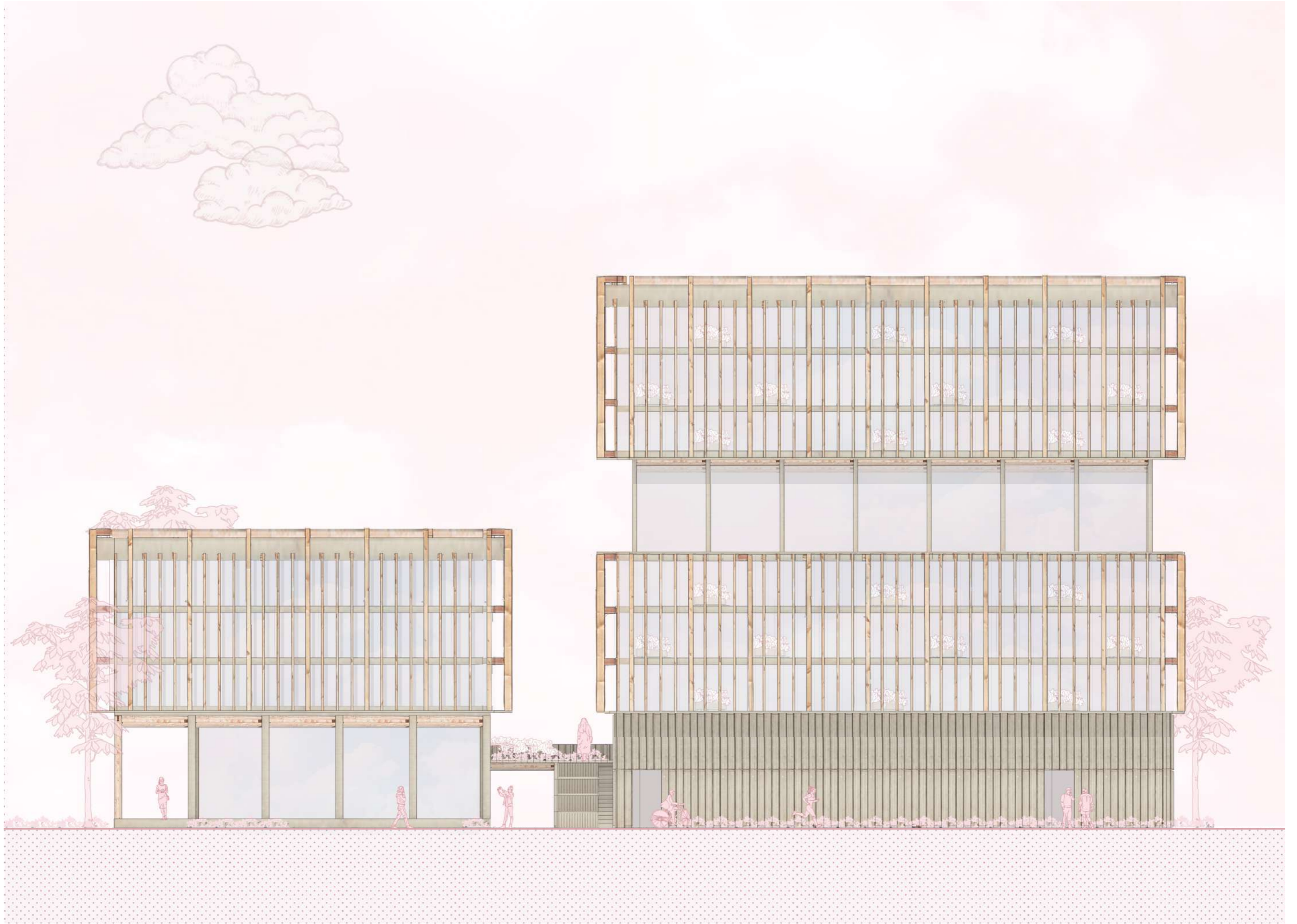
Scale 1:300





# East Facade - context

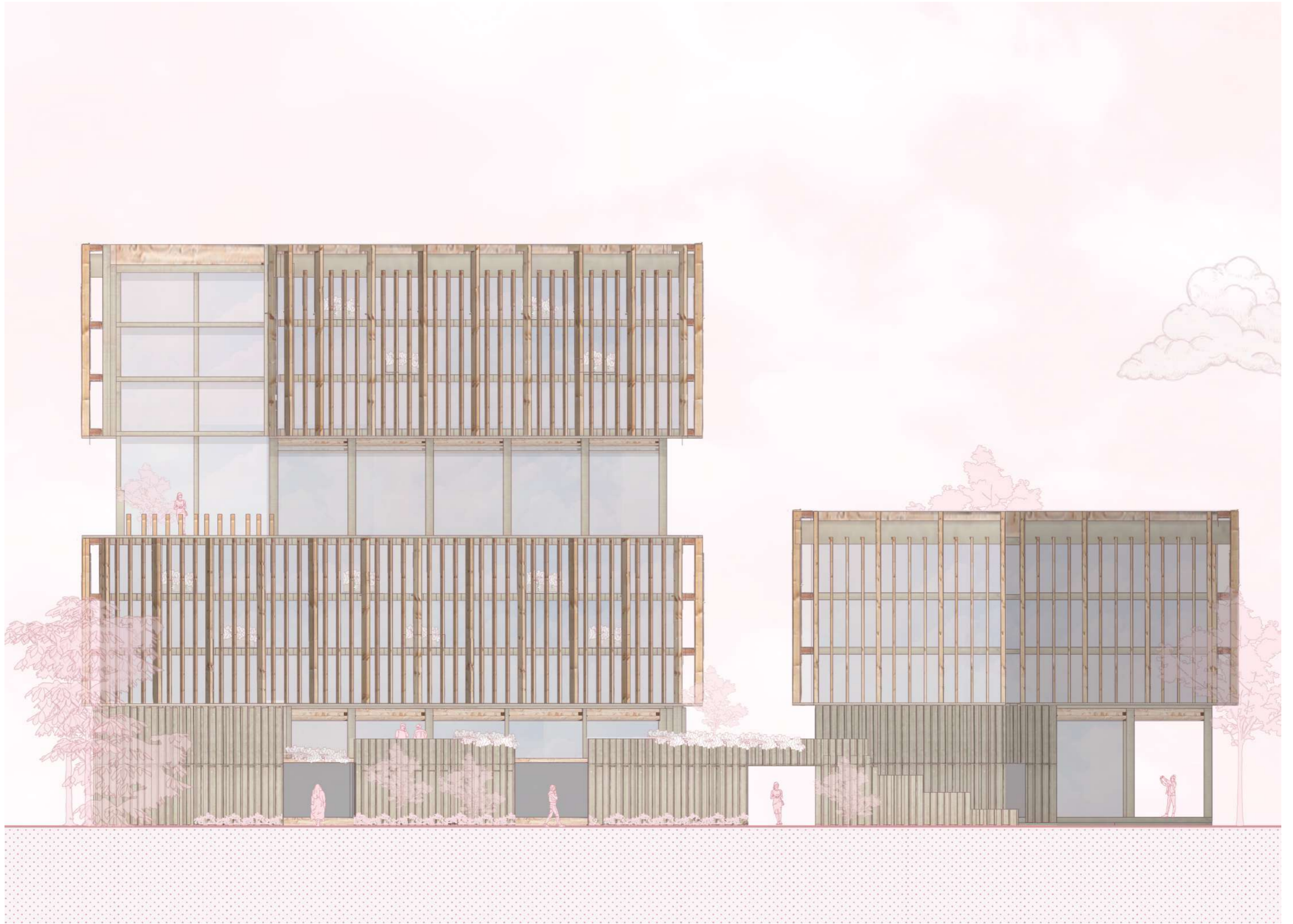
Scale 1:200





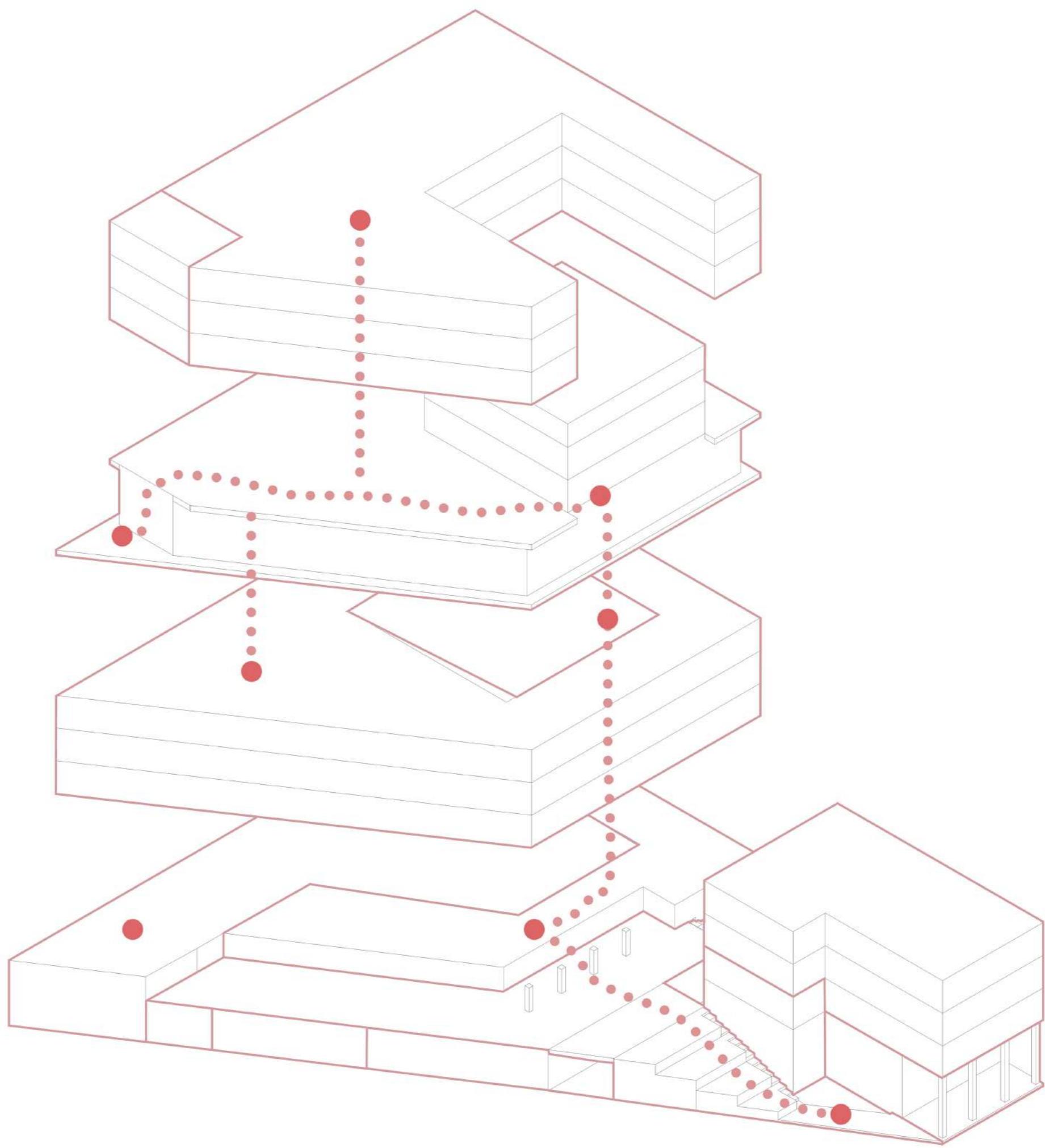
# West Facade - context

Scale 1:200



# Programmatic layers

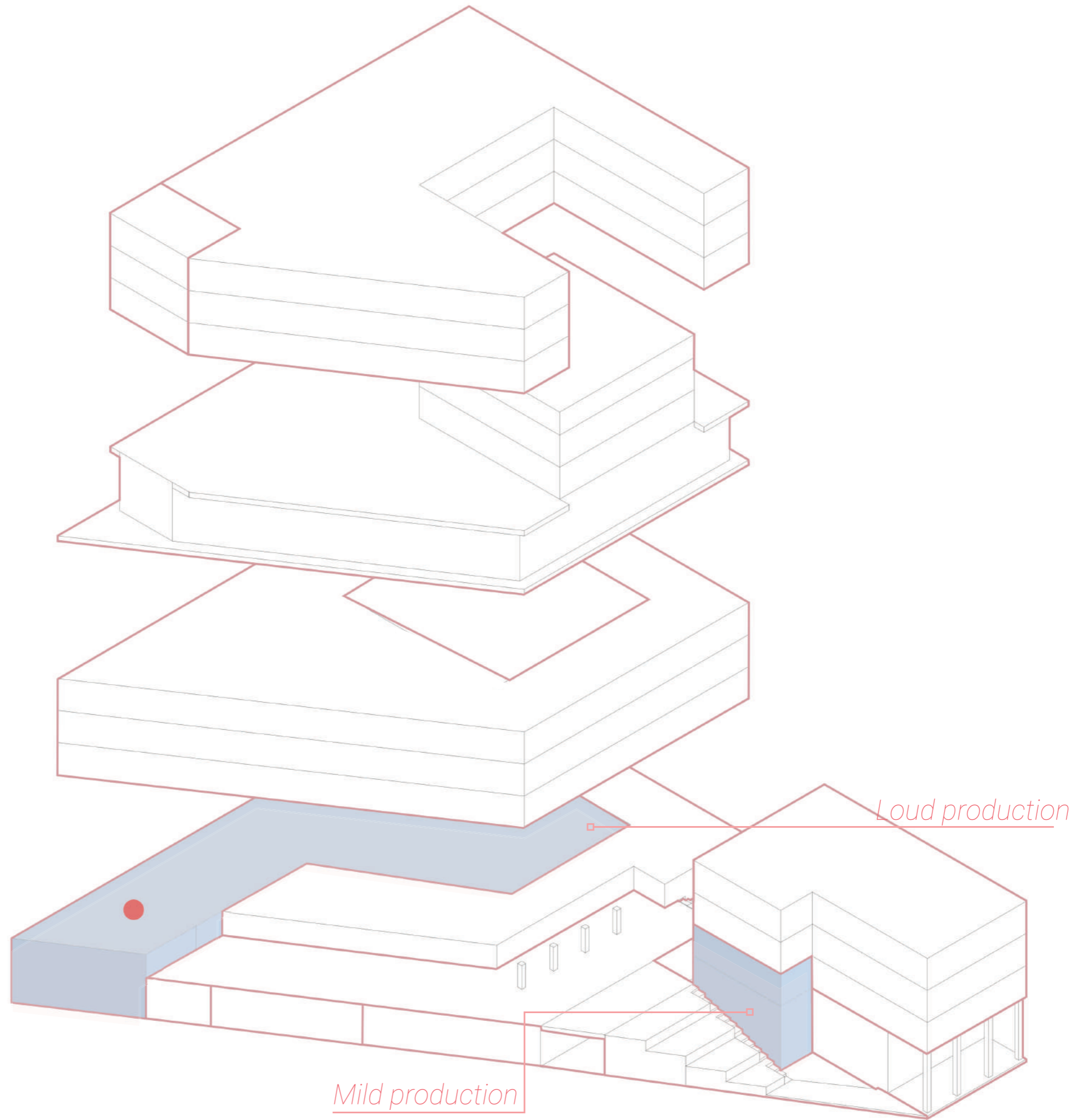
Scale 1:200





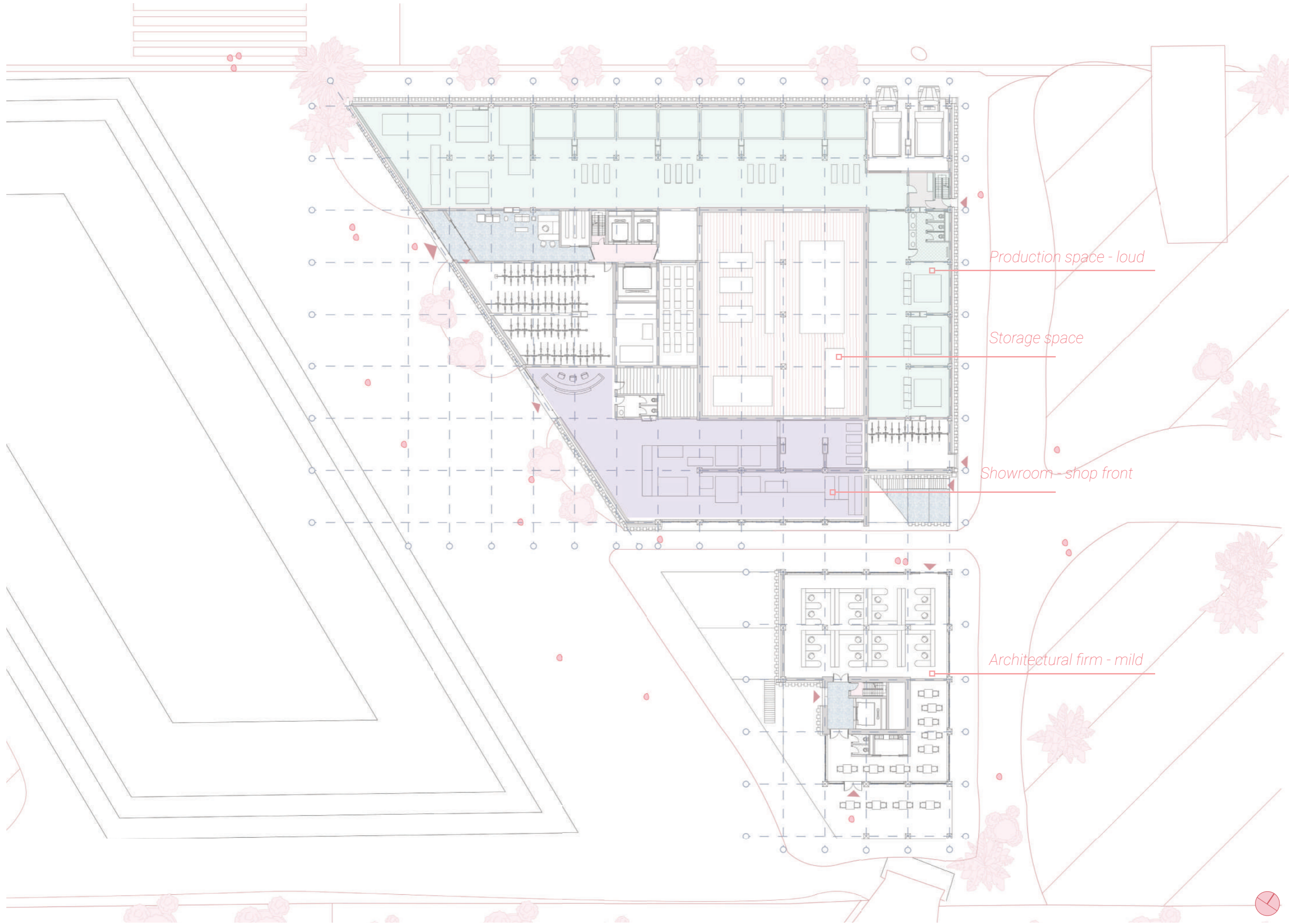
# Production layer - Plinth

Scale 1:200



# Ground floor plan - production

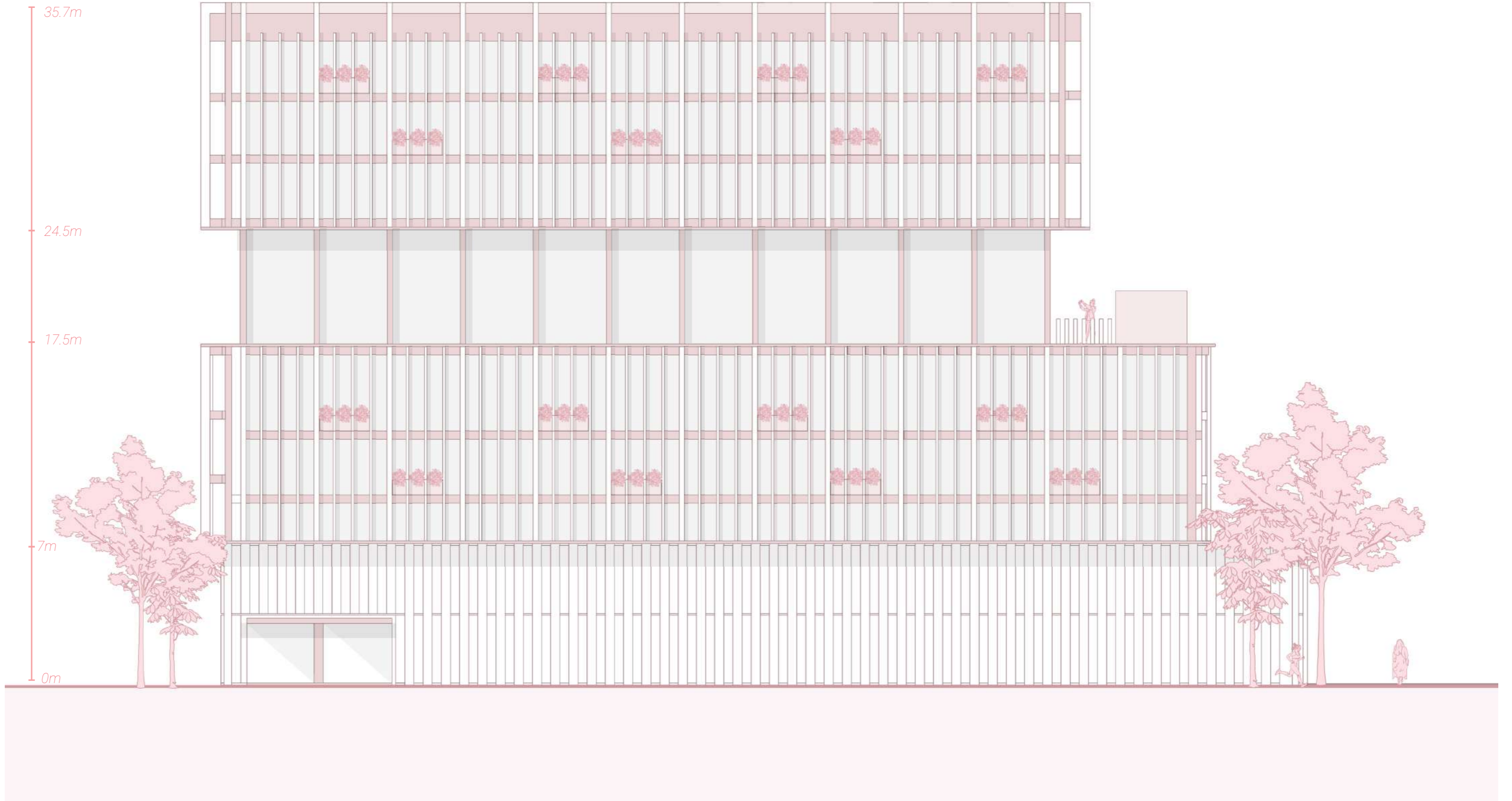
Scale 1:200





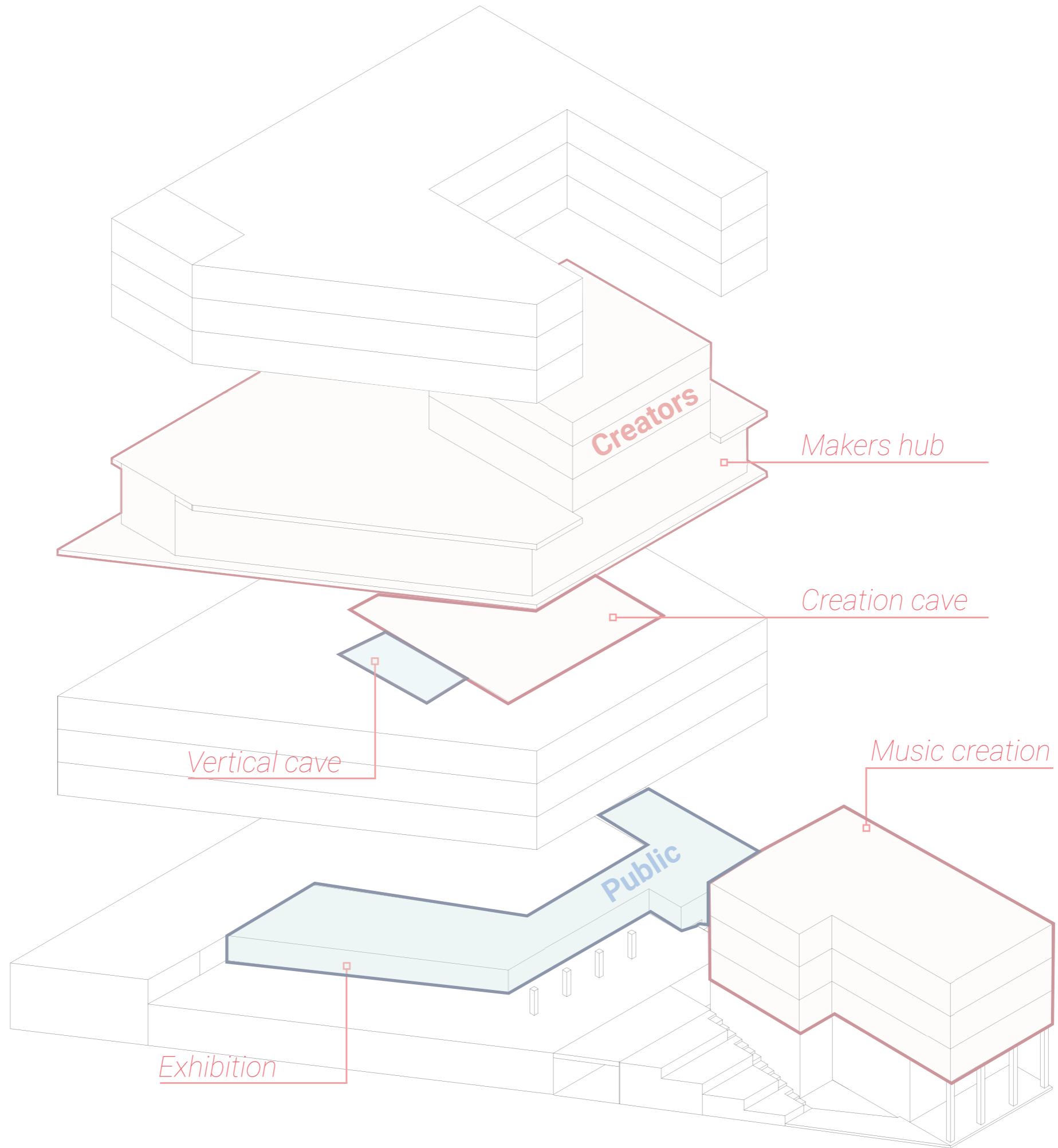
# North Facade - production

Scale 1:200



# Creation layer

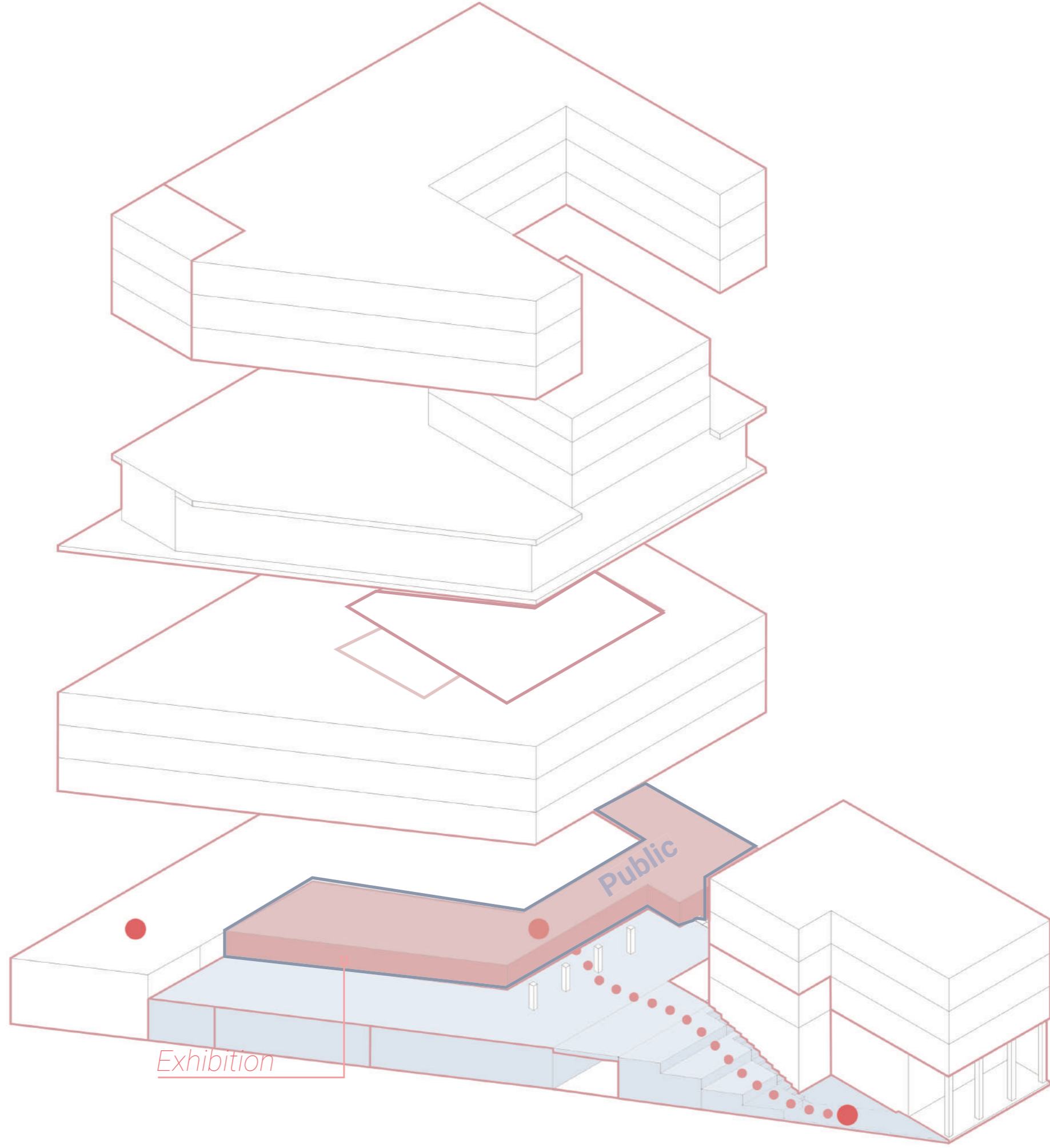
Scale 1:200





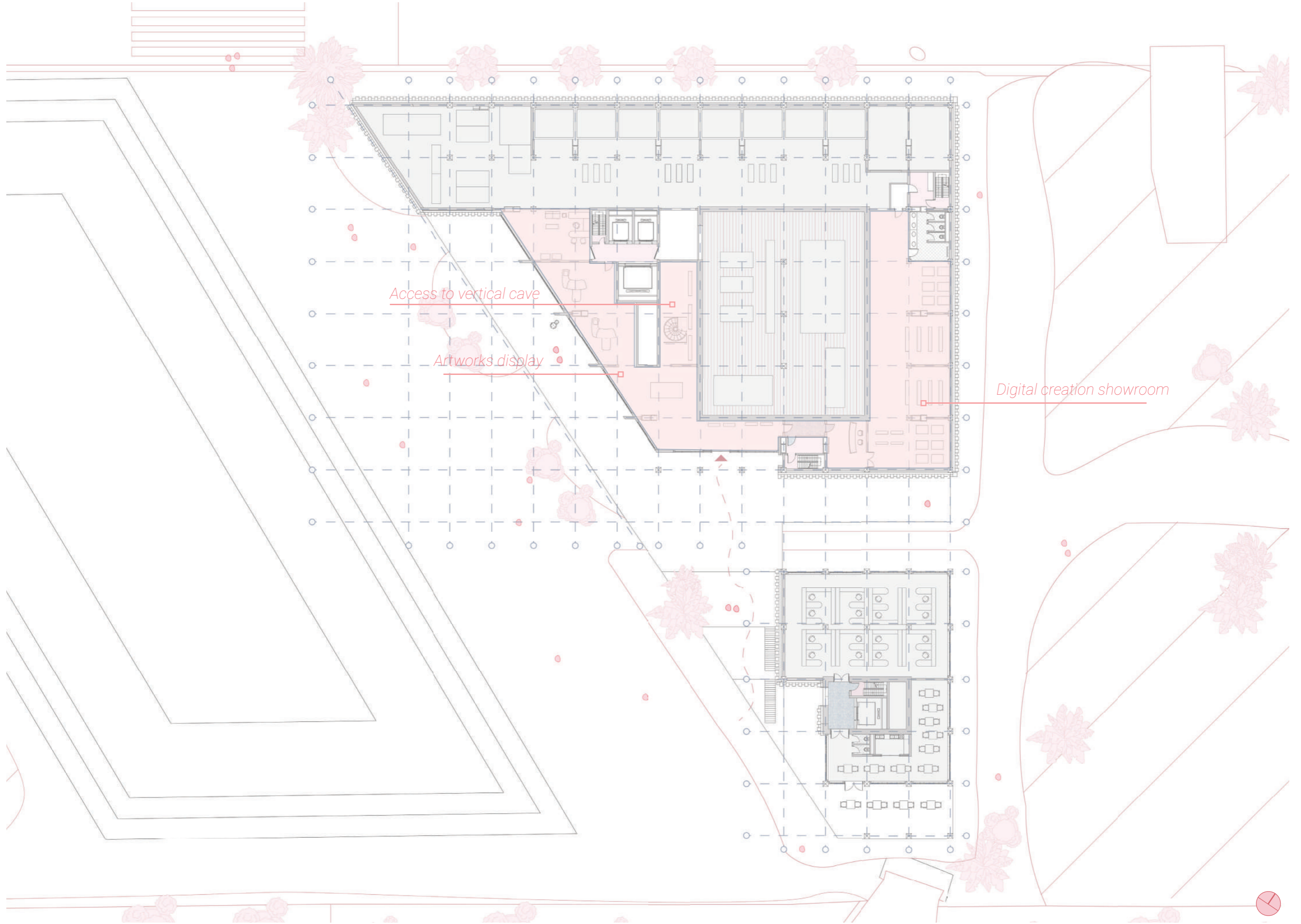
# Creation layer - Exhibition

Scale 1:200



# First floor plan - creation

Scale 1:200





# Creation layer - Public access points



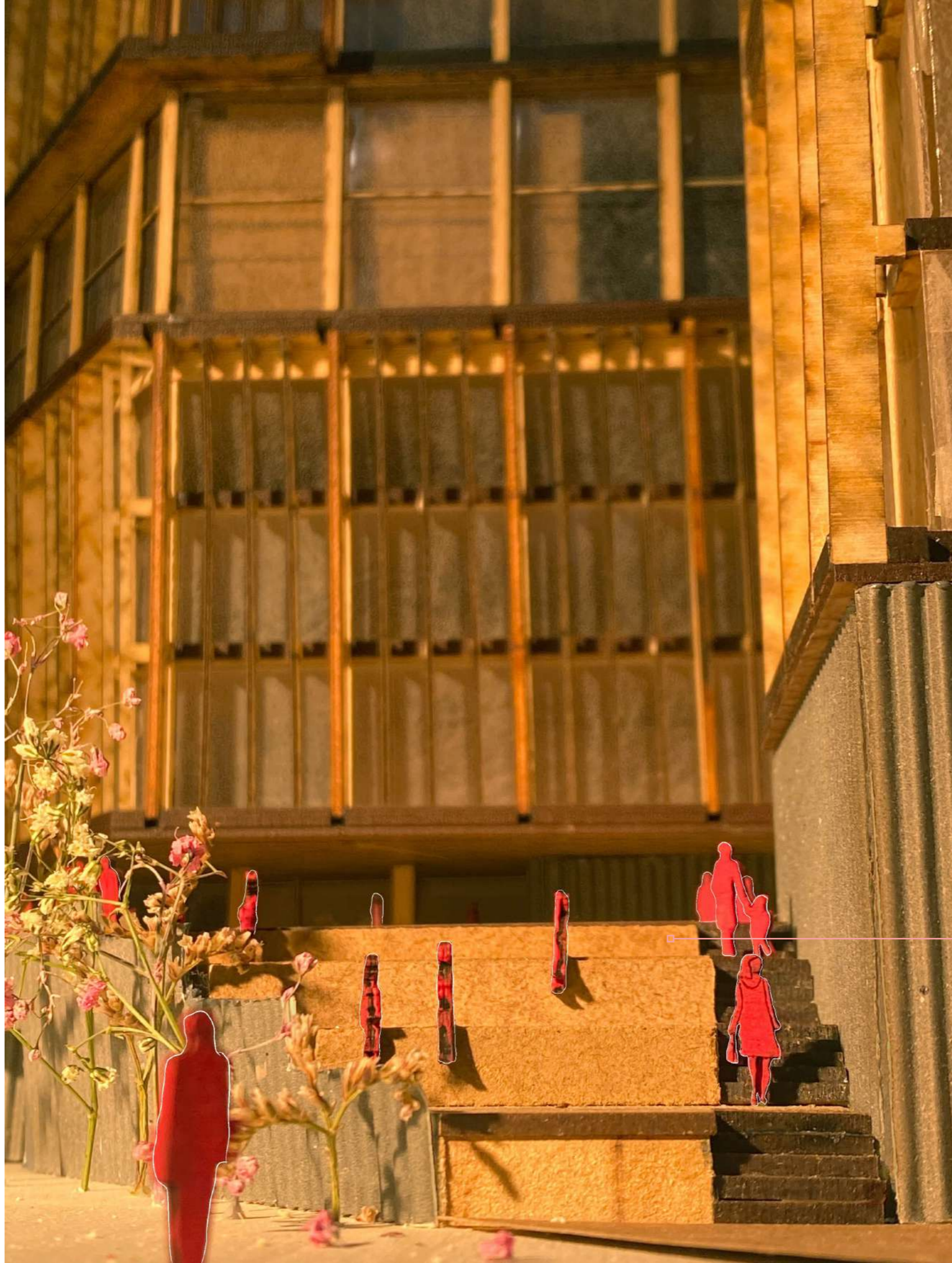


# Creation layer - Waterfront link





# Creation layer - Waterfront link



*Seating area*



# Creation layer - Public access points



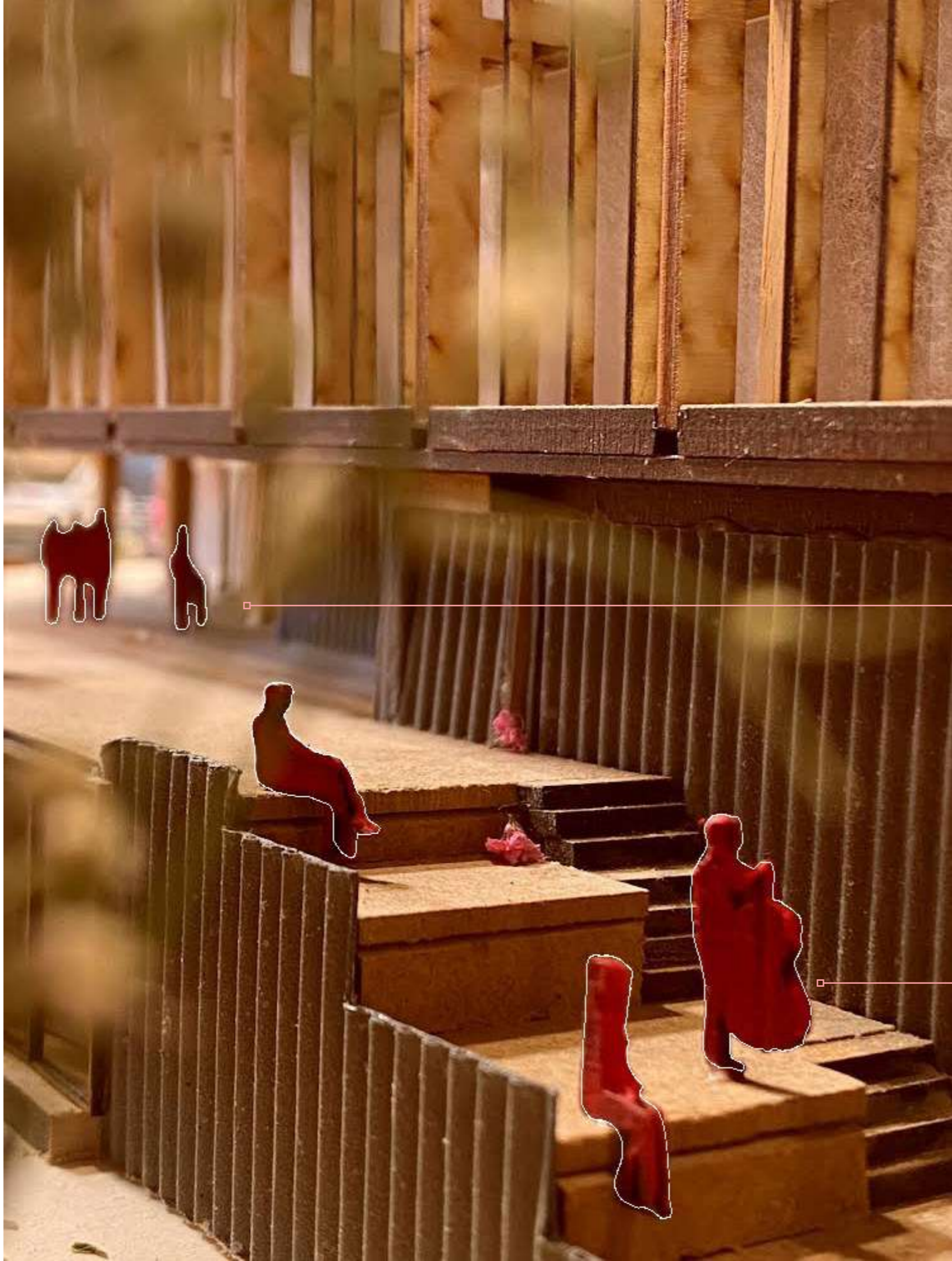


# Creation layer - Kunst and complex link





# Creation layer - Kunst and complex link

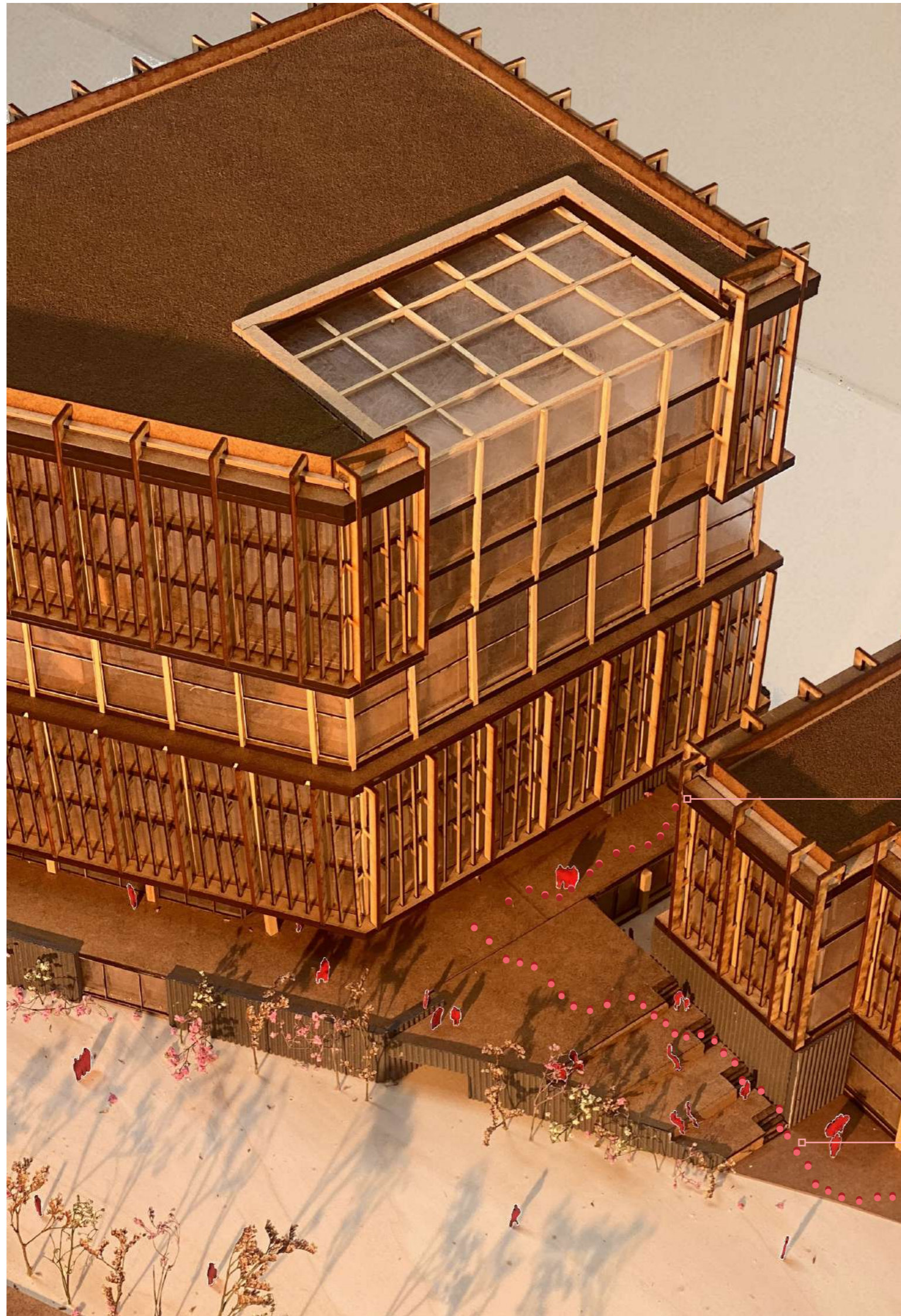


Entrance

Seating area



# Creation layer - Public plinth

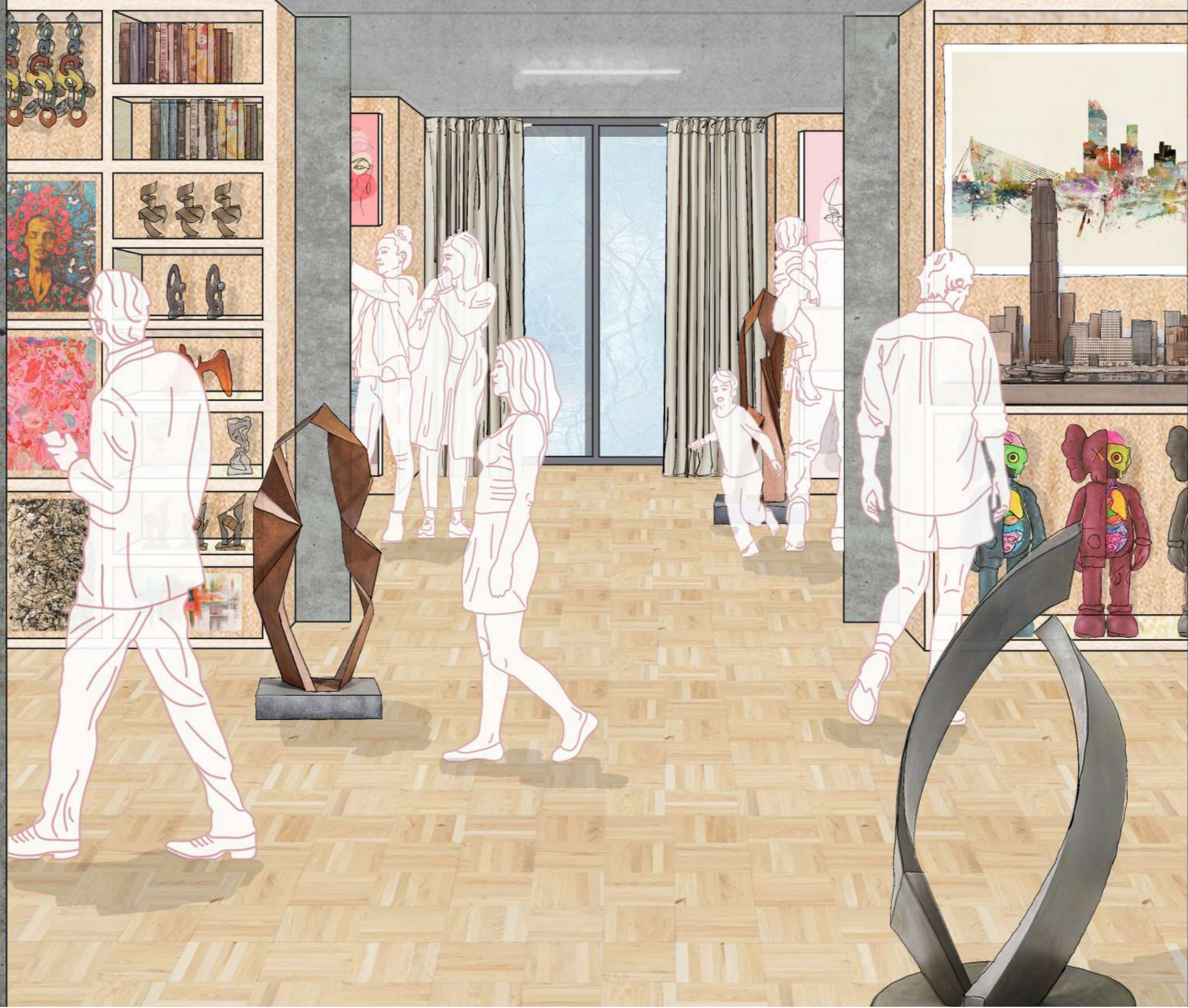


*Kunst and complex link*

*Waterfront link*



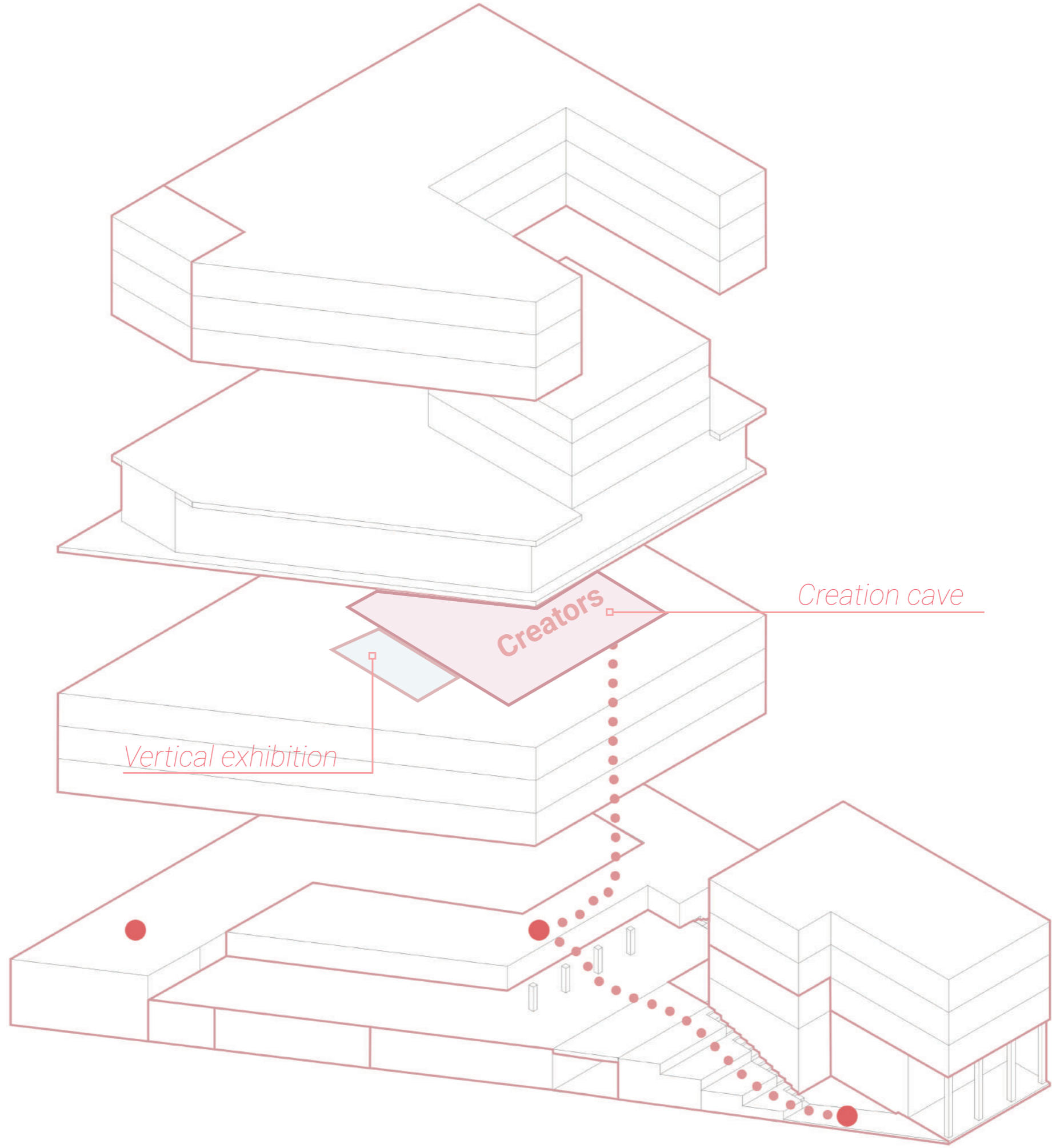
# Creation layer - Creators exhibition Public





# Creation layer - Creation cave

Scale 1:200





# Creation layer - Creation cave concept



*Creation cave;*

*Black boxes - dedicated for fully controlled environment creation spaces, such as; digital creation, photography, recording, lab works, etc.*







# Creation layer - Creation cave concept



*Vertical exhibition*

*Observatory points spanning across two levels offering public audience a look into the creation process*



**Creation layer - Creation cave** Public

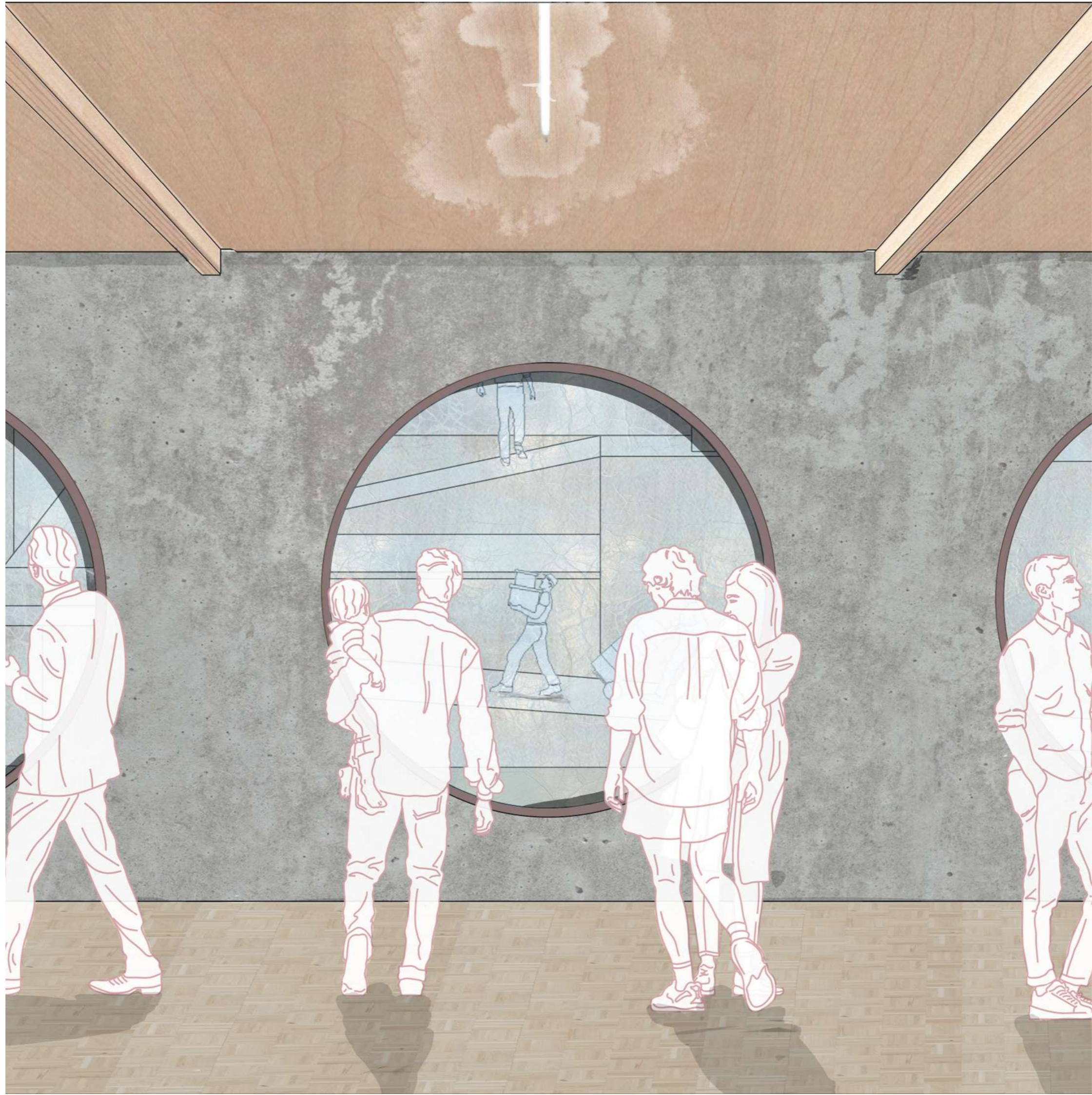


Display

Recent projects

Observation point

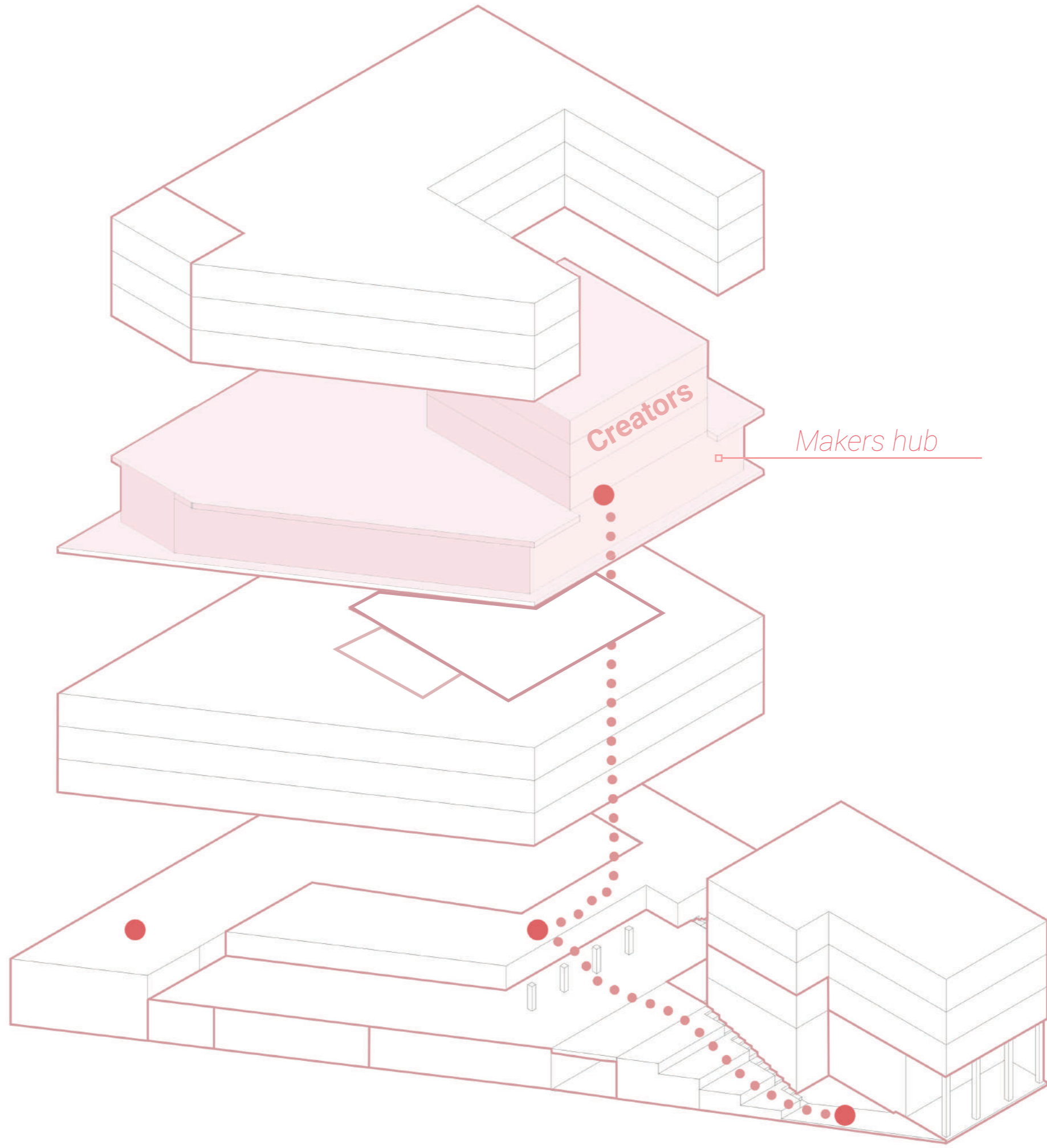






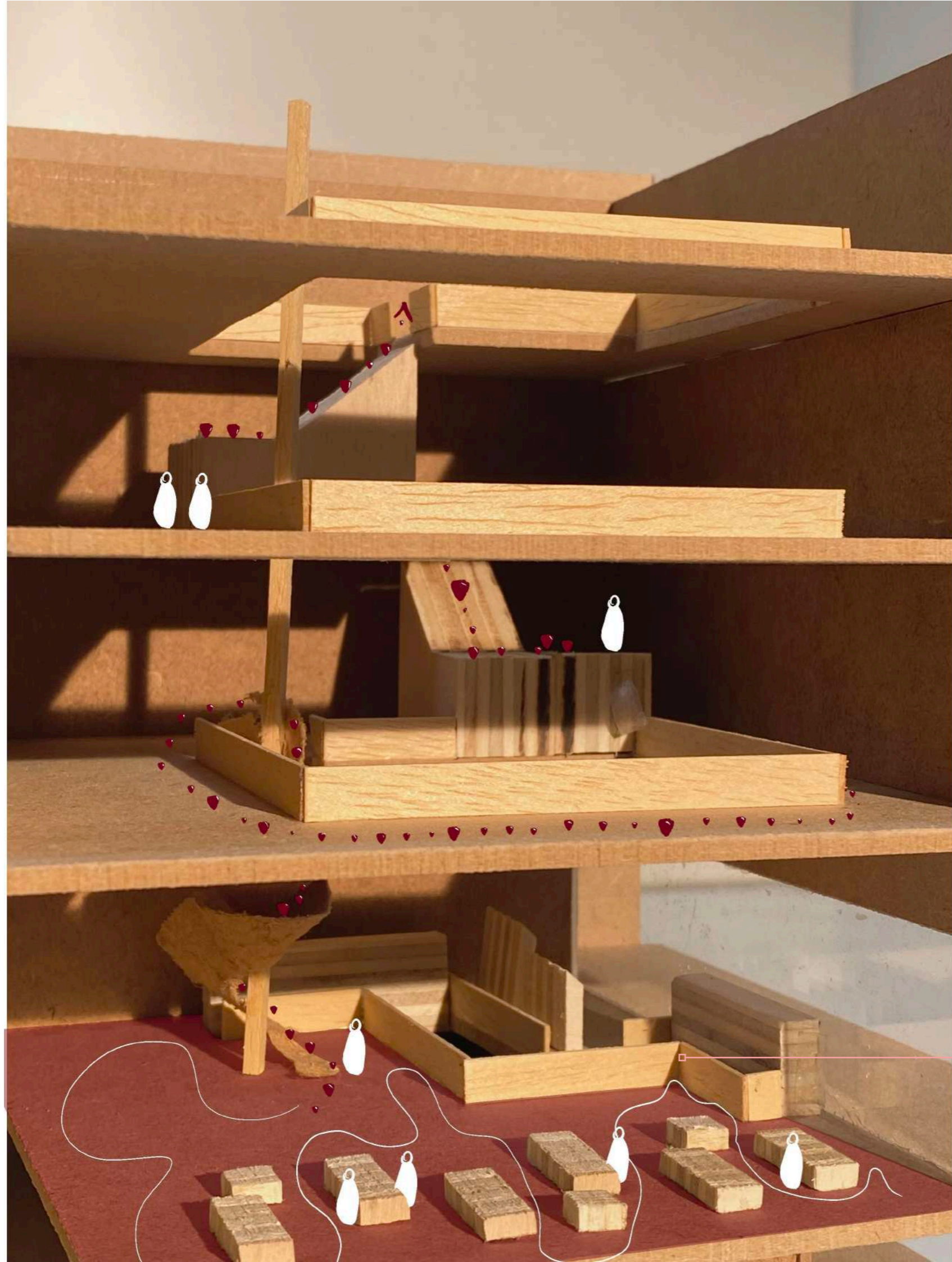
# Creation layer - Makers hub

Scale 1:200





# Creation layer - Makers hub Concept

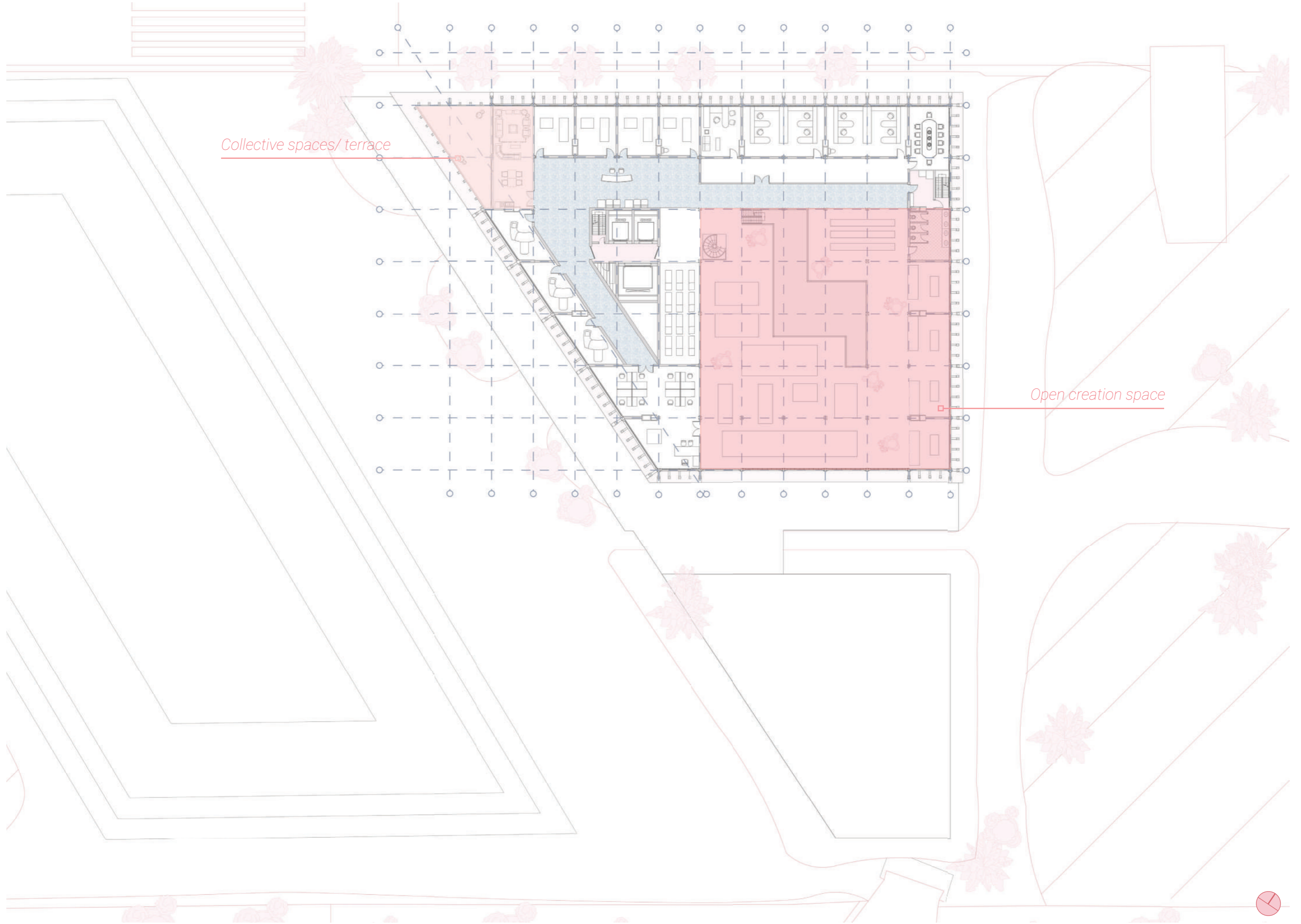


Makers hub;  
Open flexible desk space for creation and  
making located within the atrium space.



# Fifth floor plan - creation

Scale 1:200









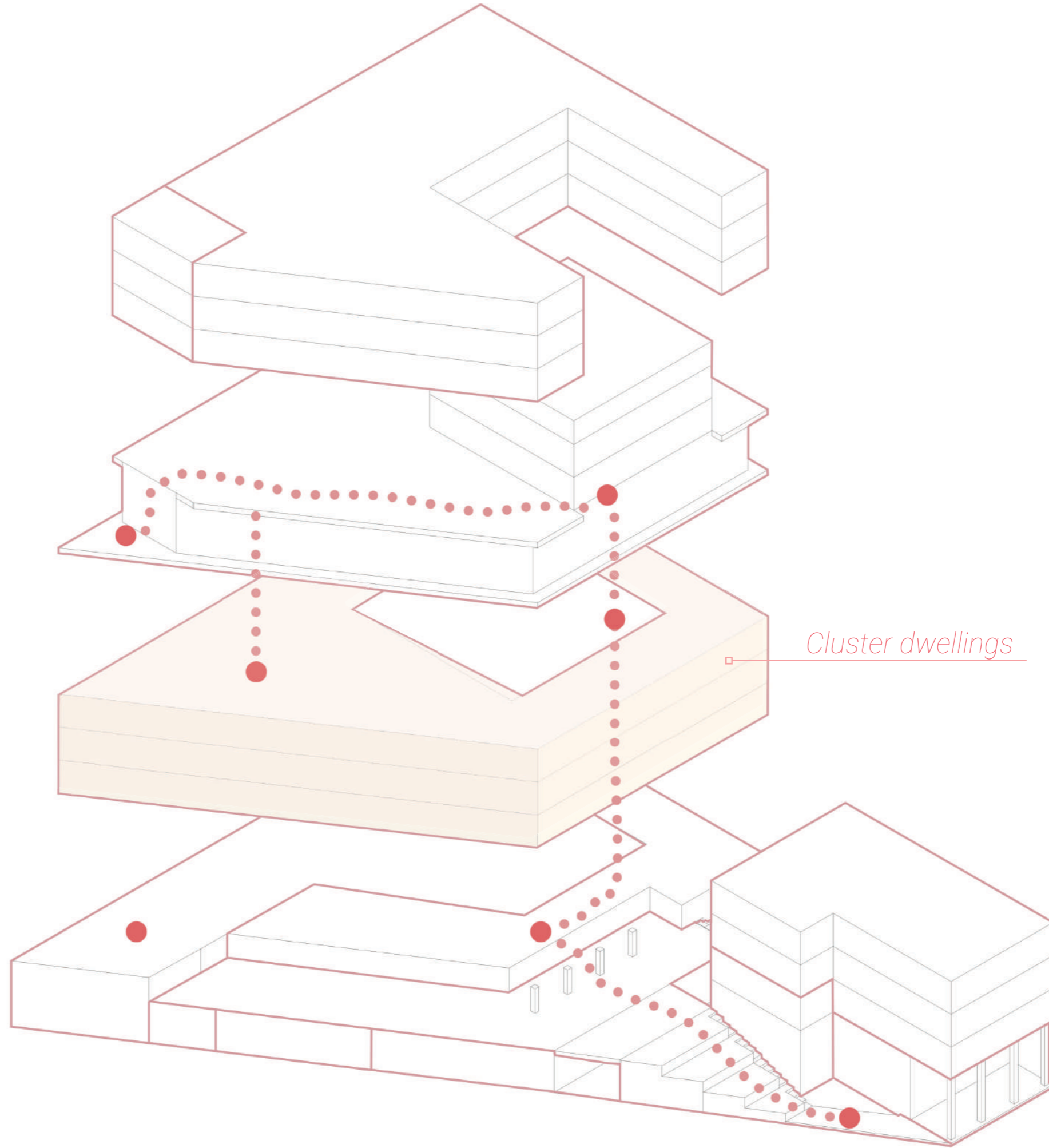
# Section B - creation core

Scale 1:200





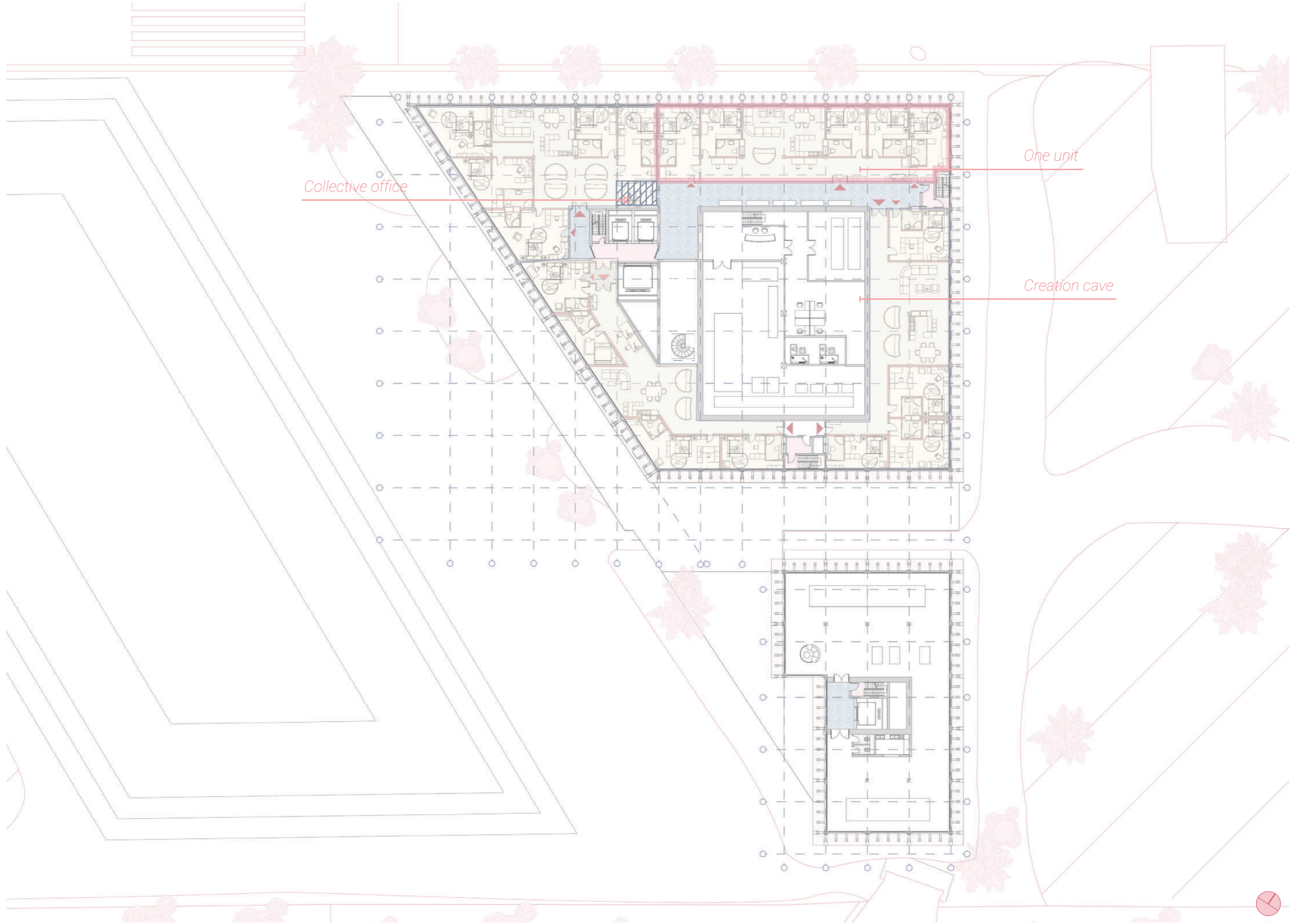
# Living layer - Cluster dwellings





# Third floor-plan - cluster dwelling

Scale 1:200

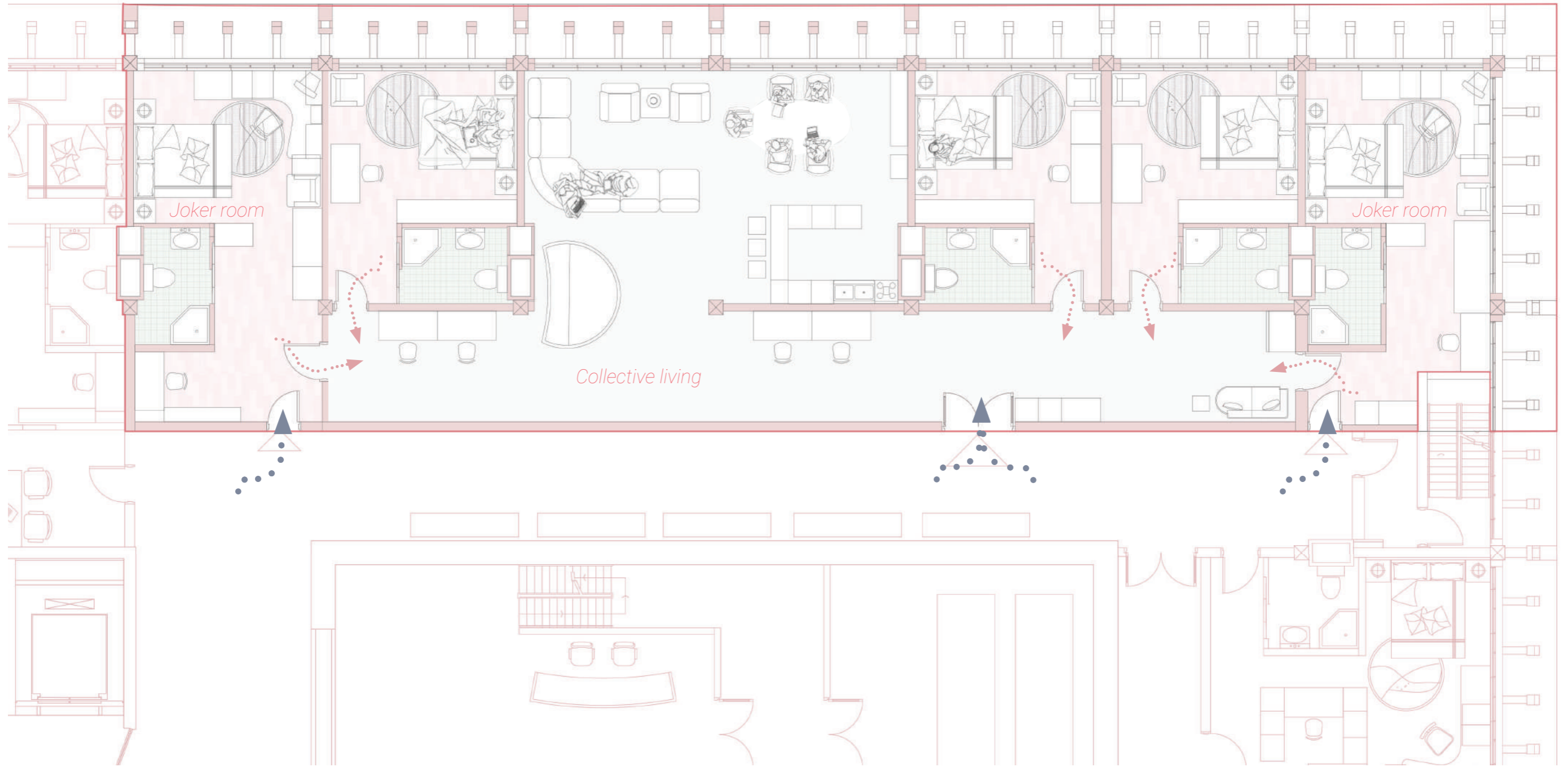




# Cluster dwelling - fragment

Scale 1:100

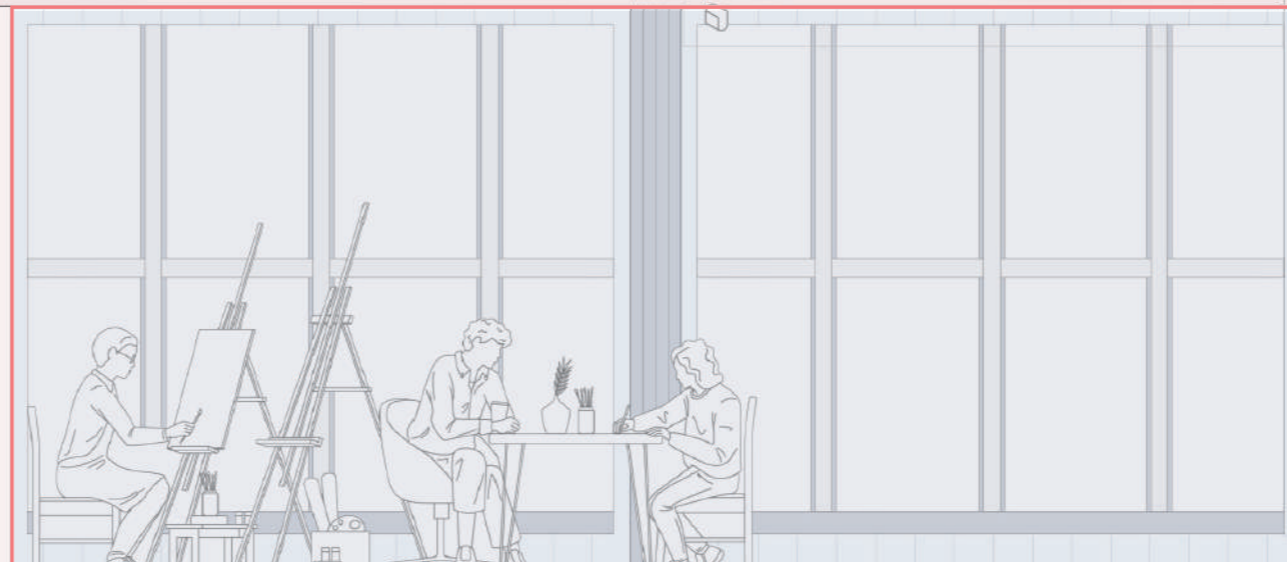
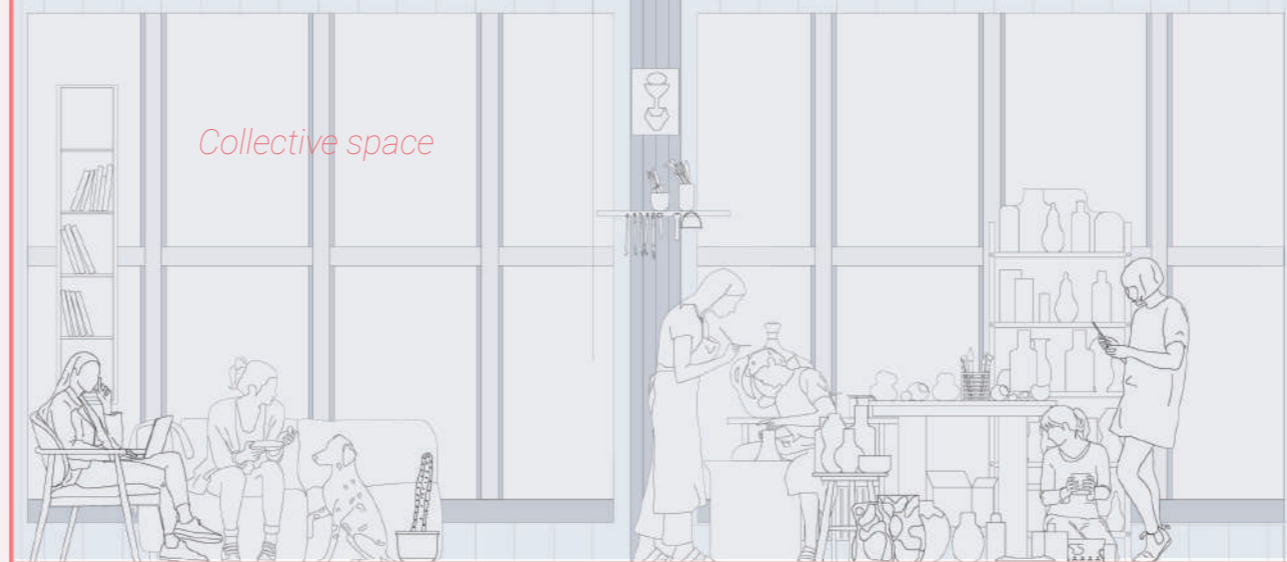
5 units/ 8-10 inhabitants





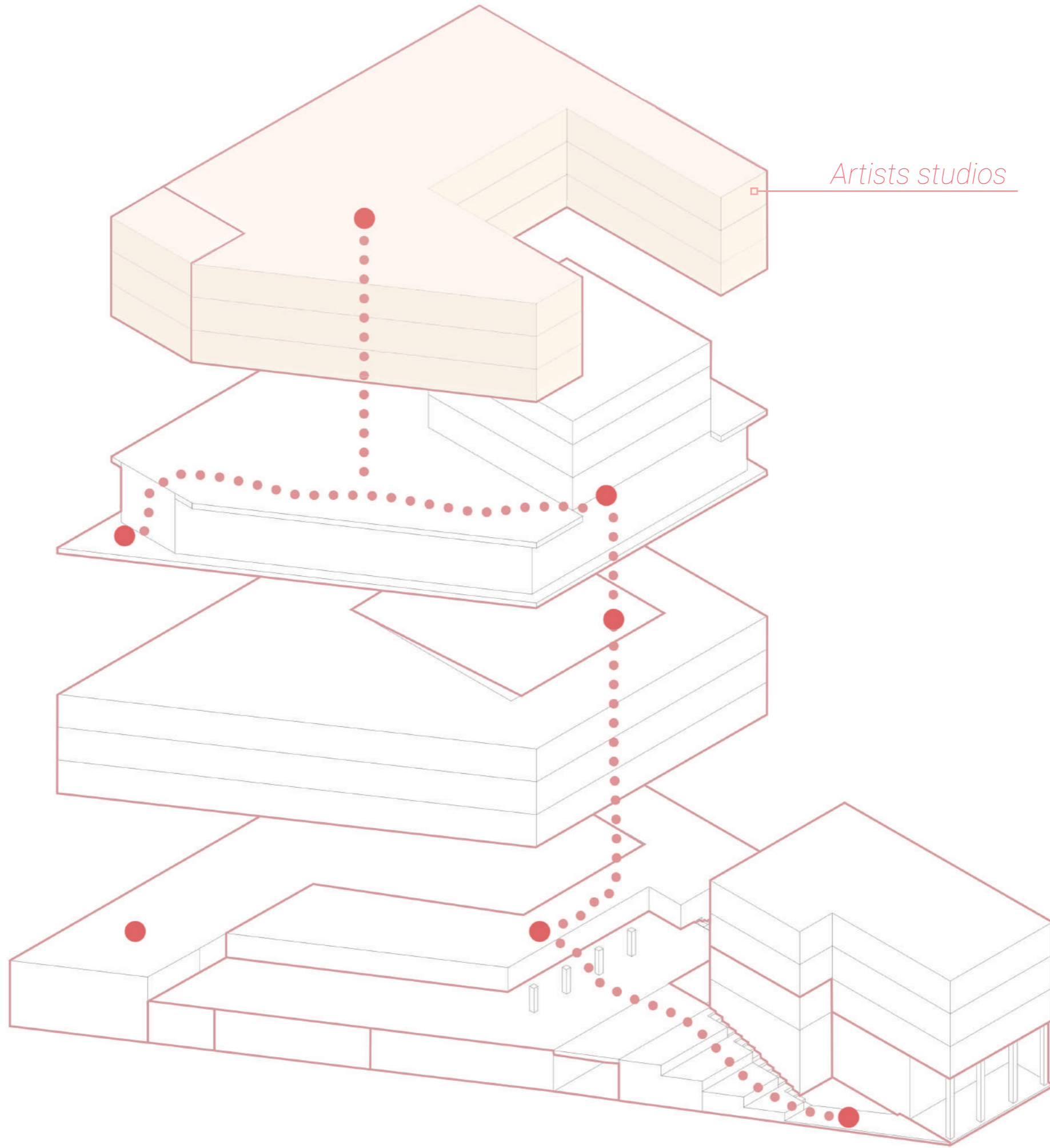
# Cluster dwelling - fragment

Scale 1:50





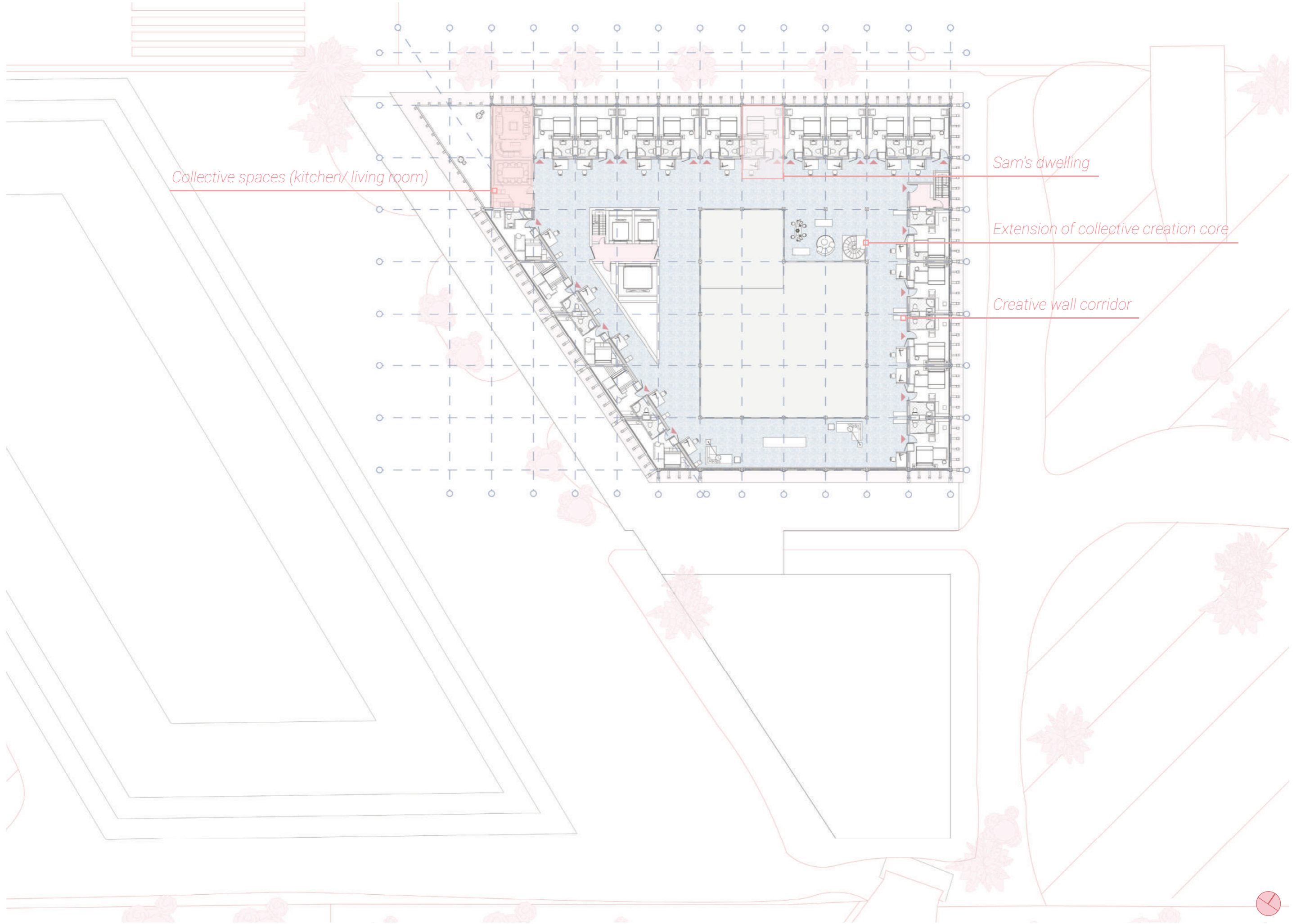
# Living layer - Artists studios





# Eighth floor plan - Artists studios

Scale 1:200







### Dweller's profile

Name: **Leo**

Age: **24**

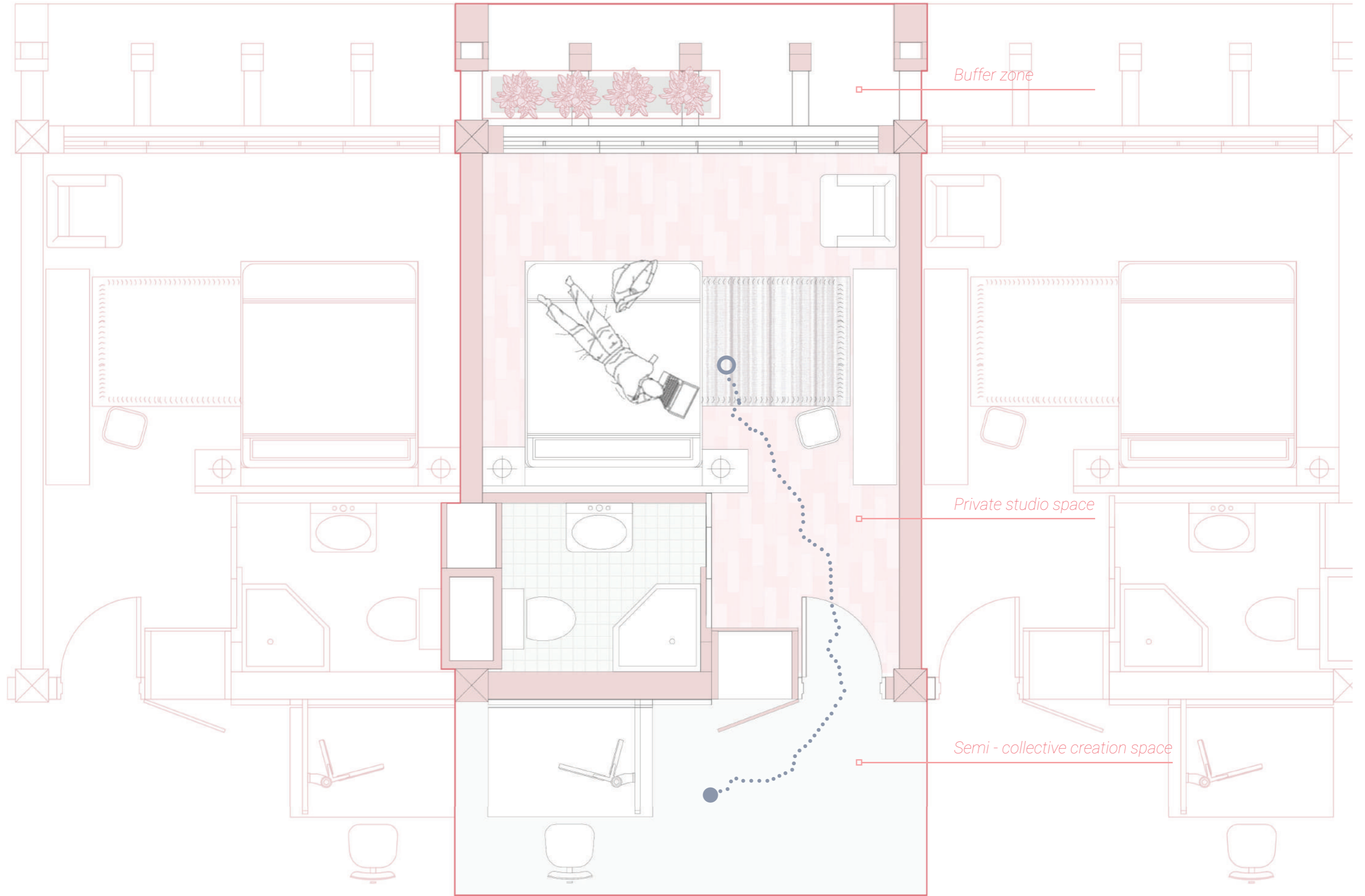
Profession: **Designer/ mixed media artist**

Info: **currently working at his parents' basement, looking forward to move into his own studio where it is possible to work with his tools.**



# Artists studios - fragment

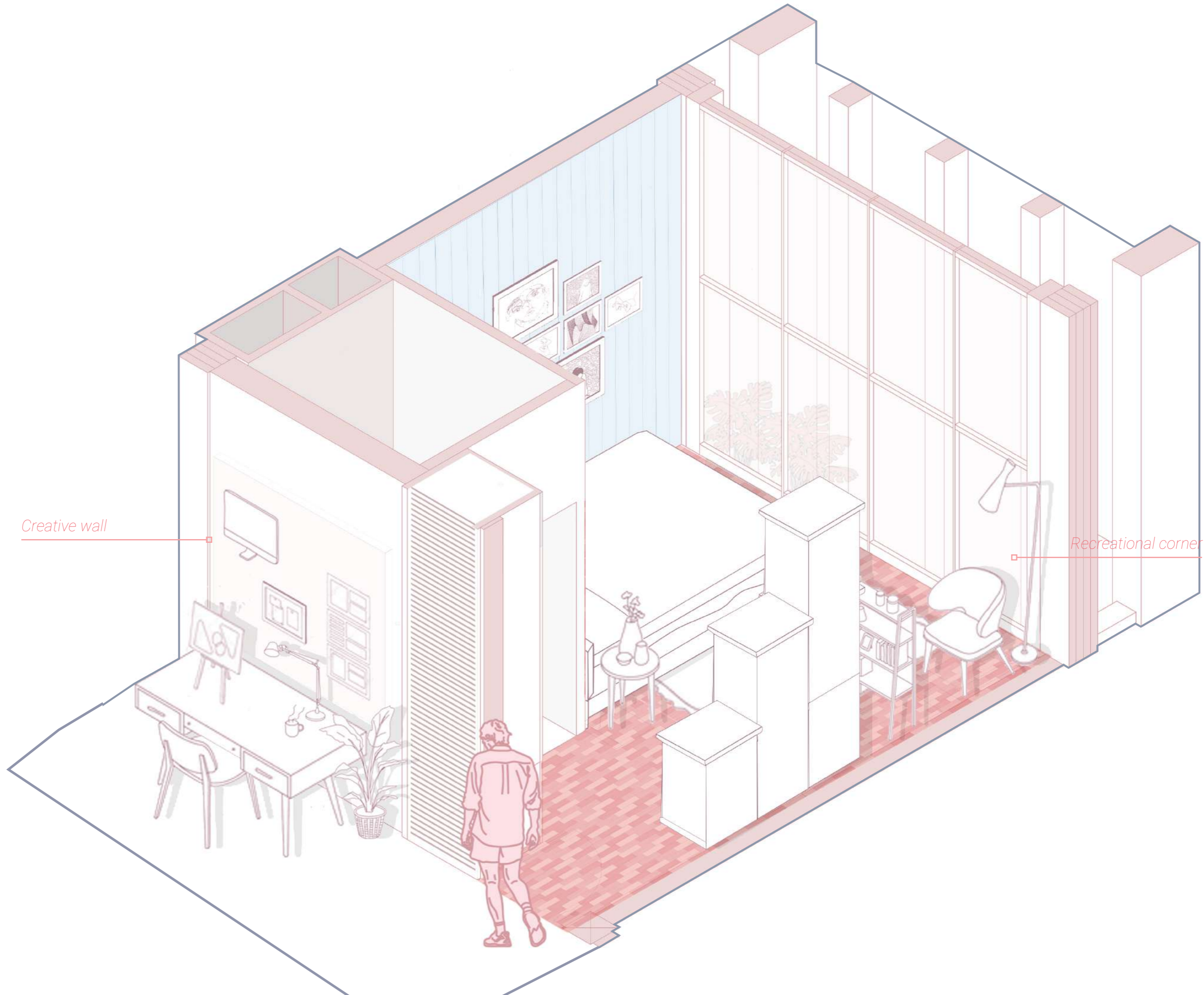
Scale 1:50





# Artists studios - fragment

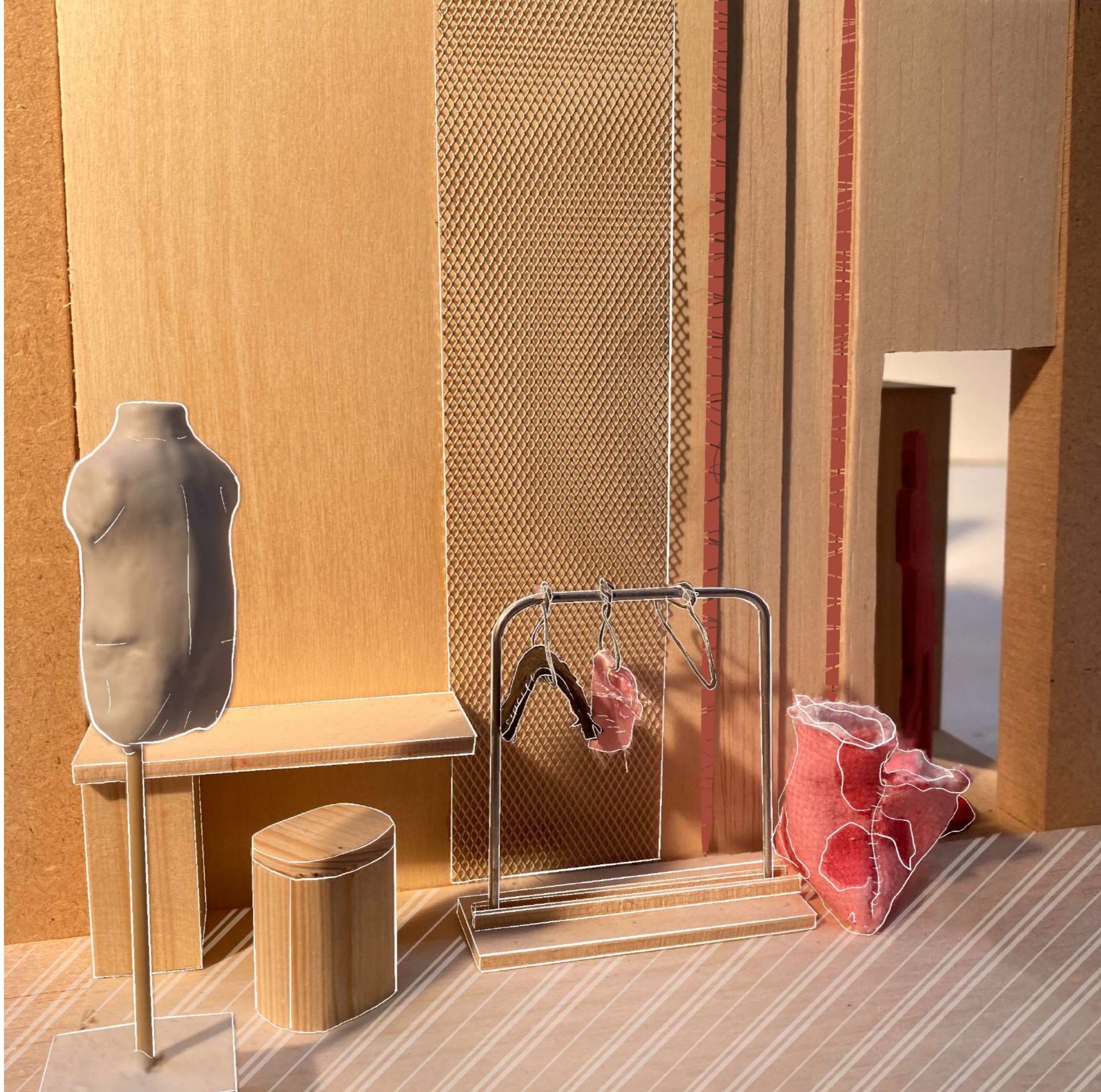
Scale 1:50



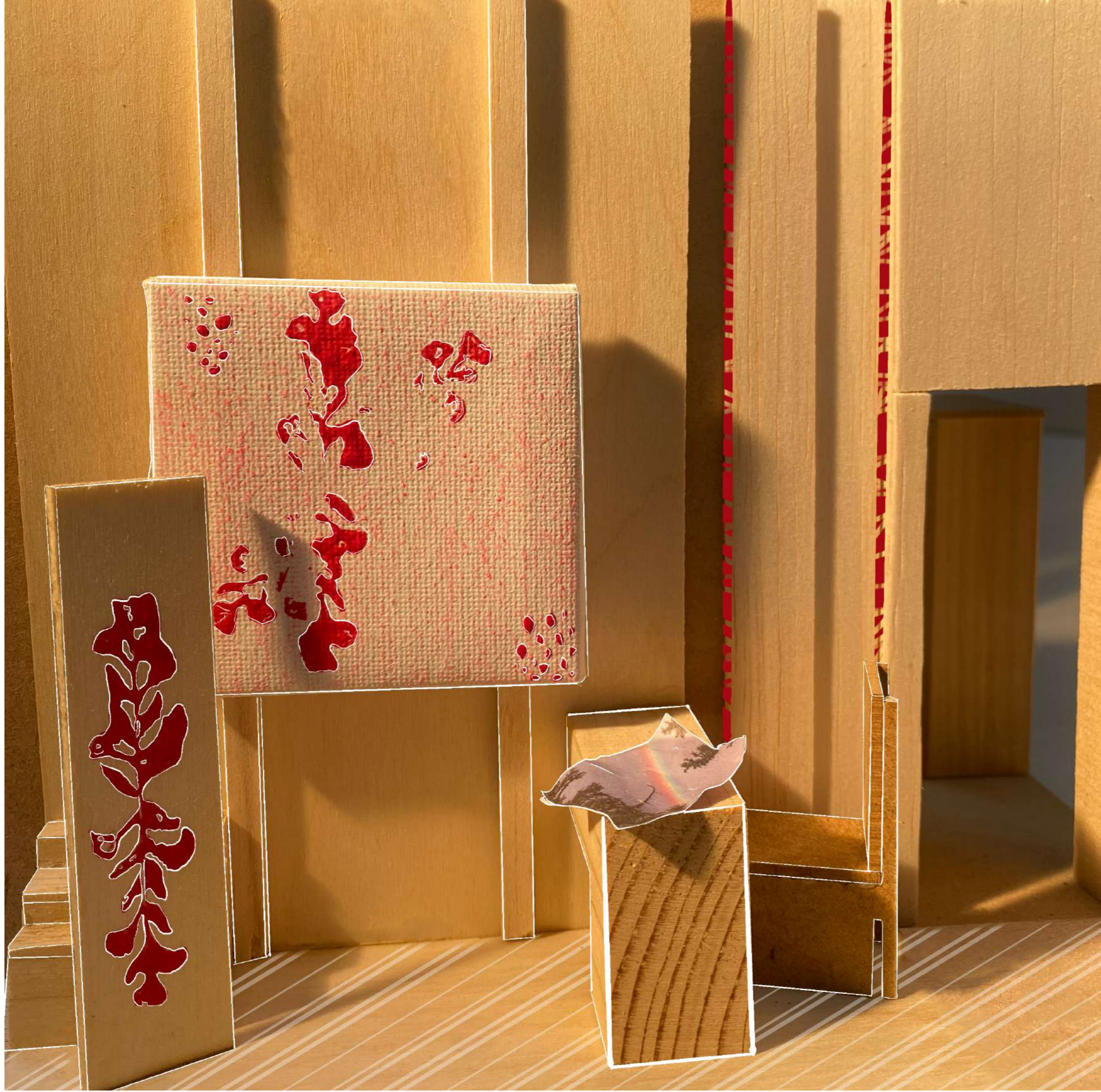


# Artists studios - Creative wall

Scale 1:20



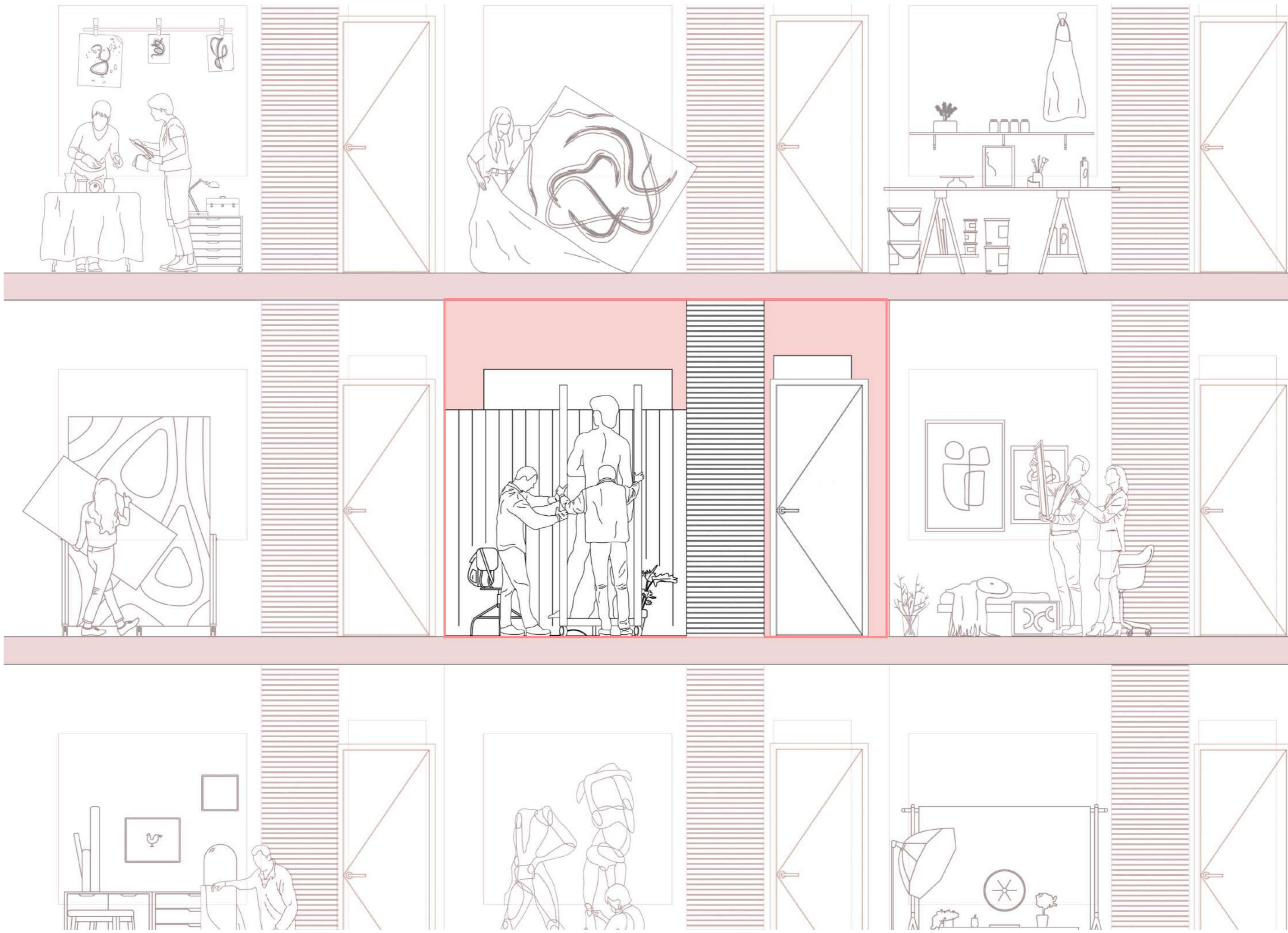






# Artists studios - creative wall

Scale 1:50





# Creation layer - Makers hub

Creators



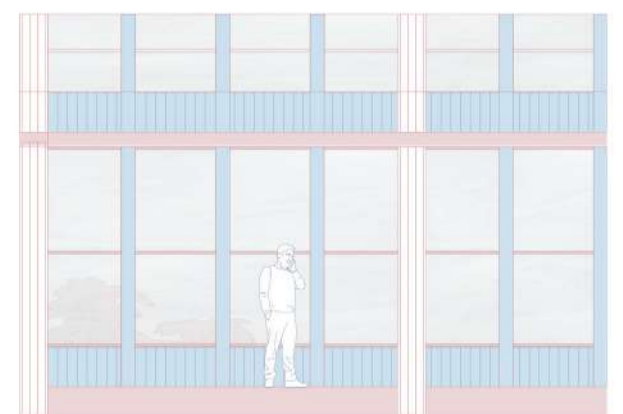
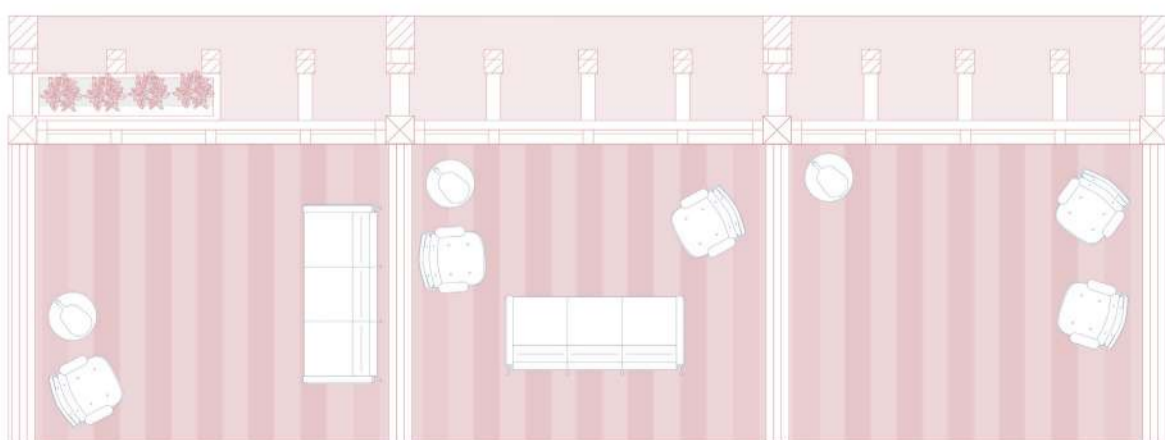
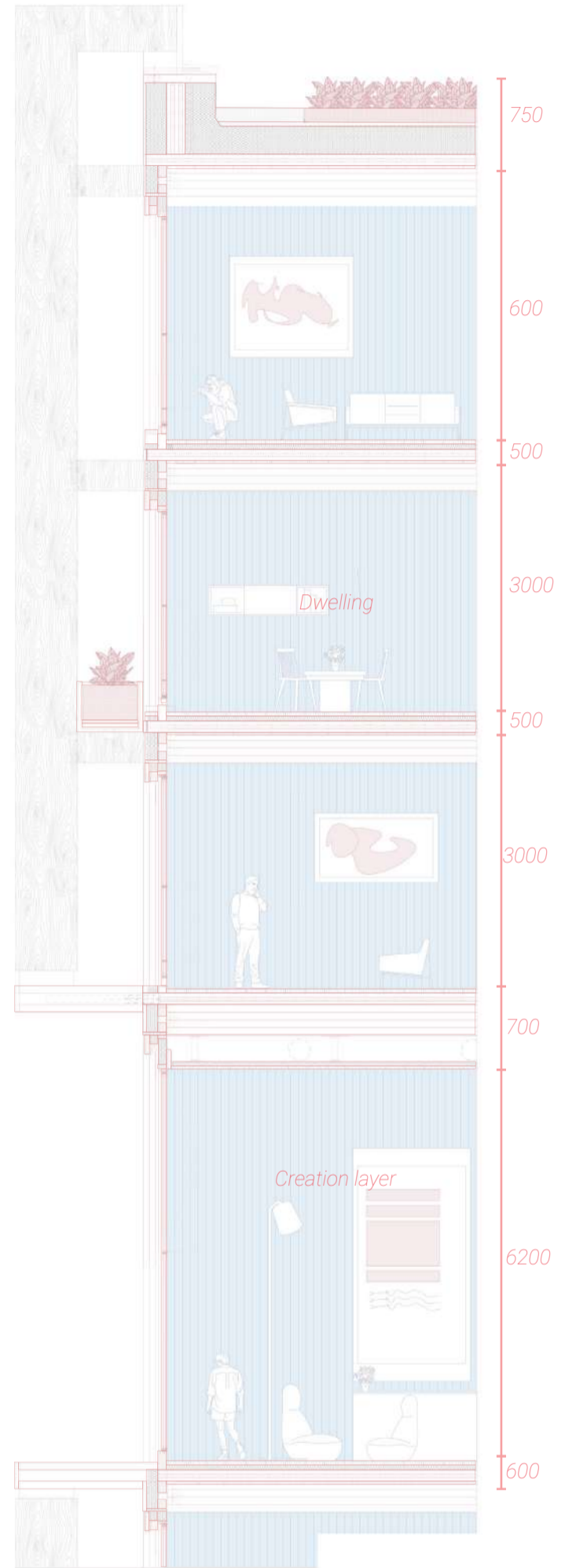
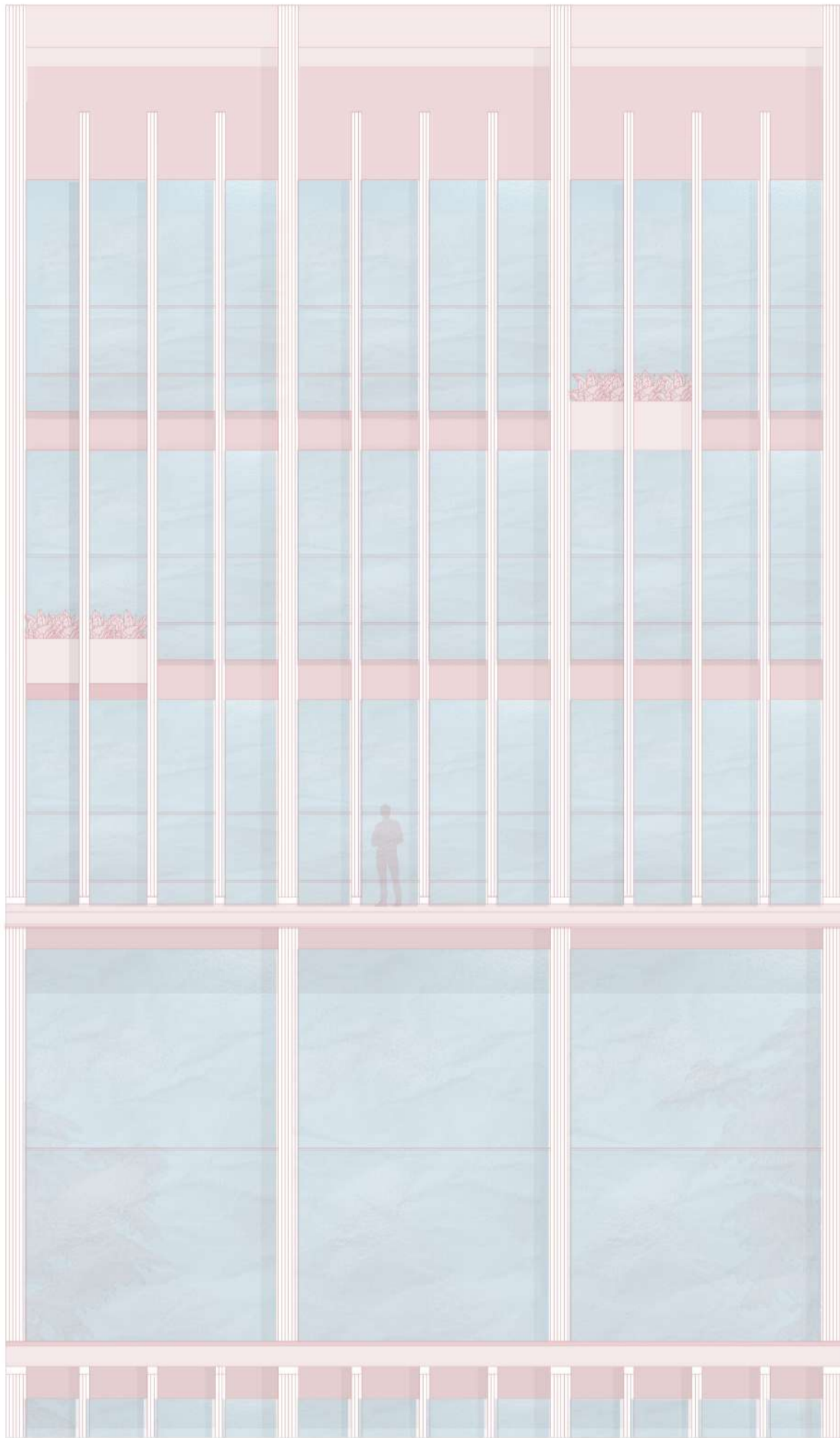


# 3 Design Detailing



# Facade Section - fragment

Scale 1: 50







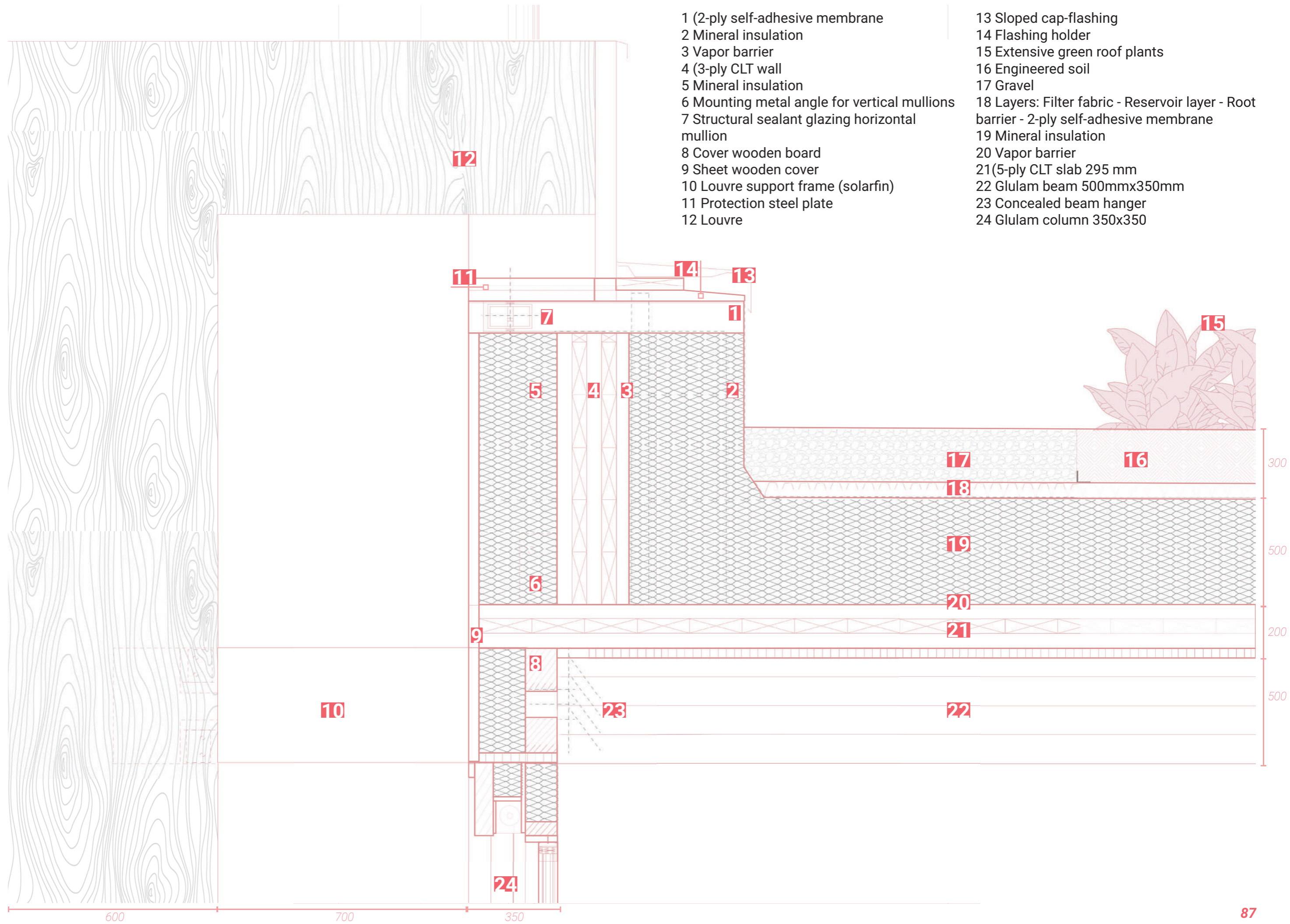
*Interior*

*Exterior*



Scale 1:10

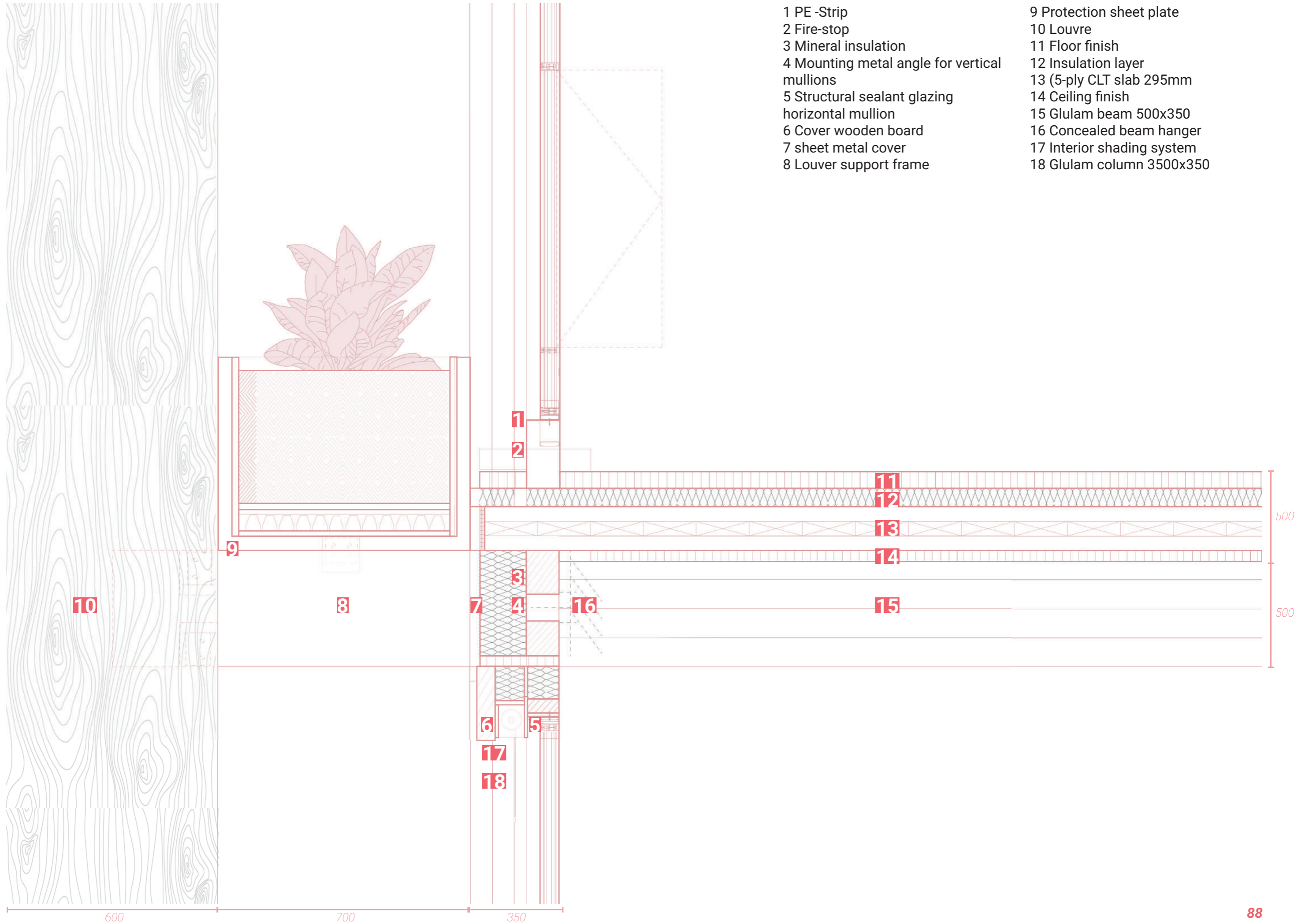
# Roof detail





# Middle detail

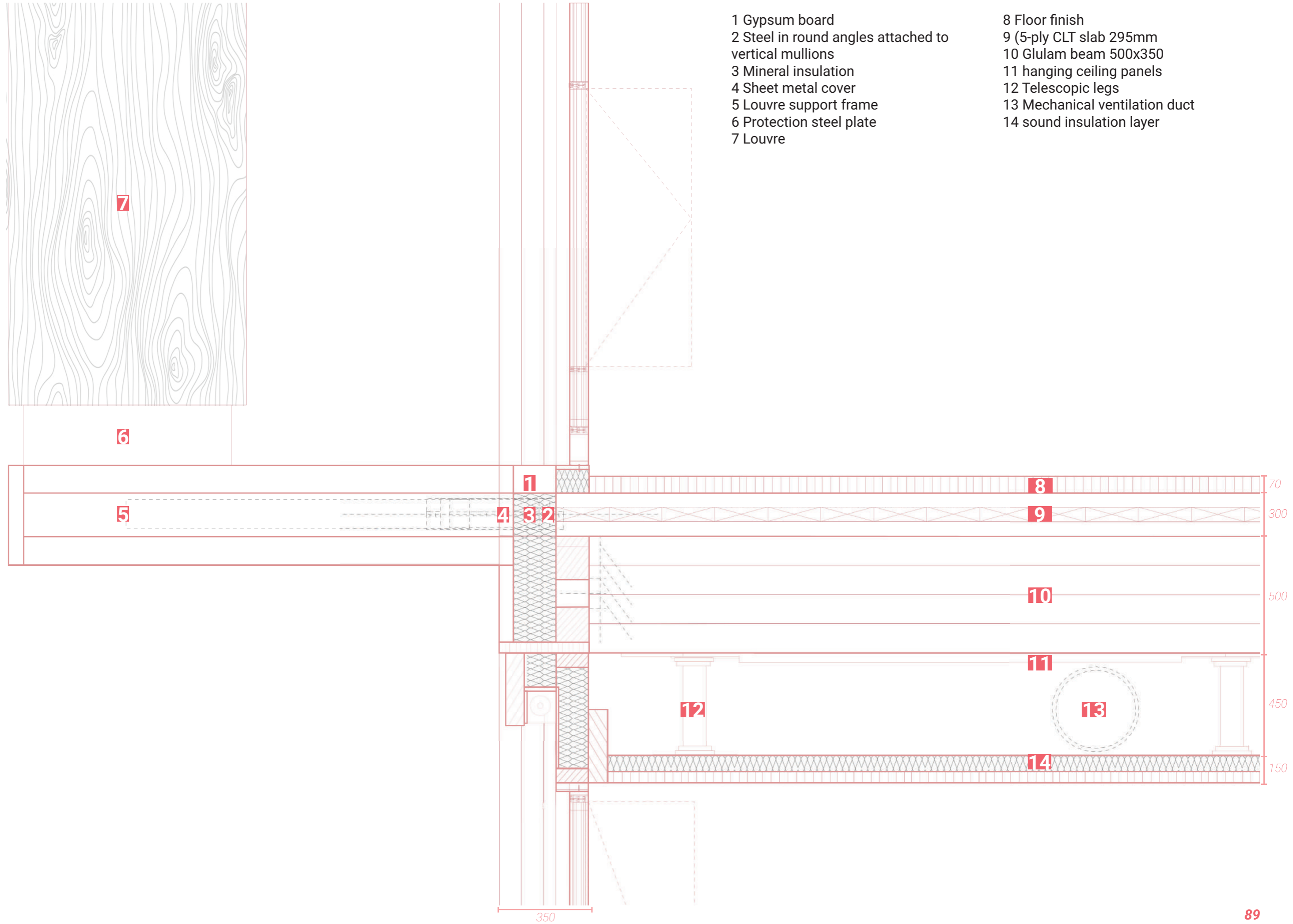
Scale 1:10





# Floor detail

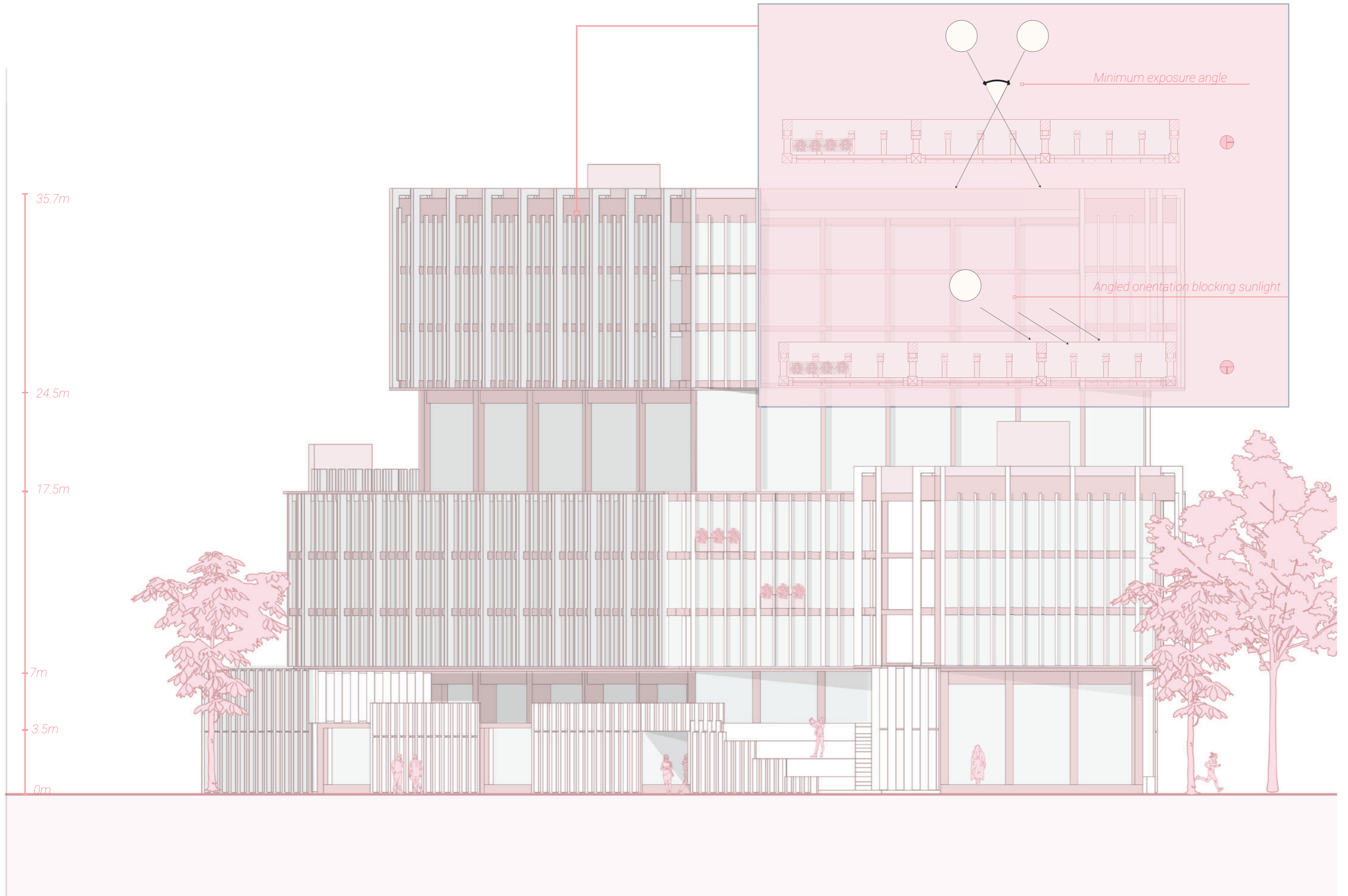
Scale 1:10





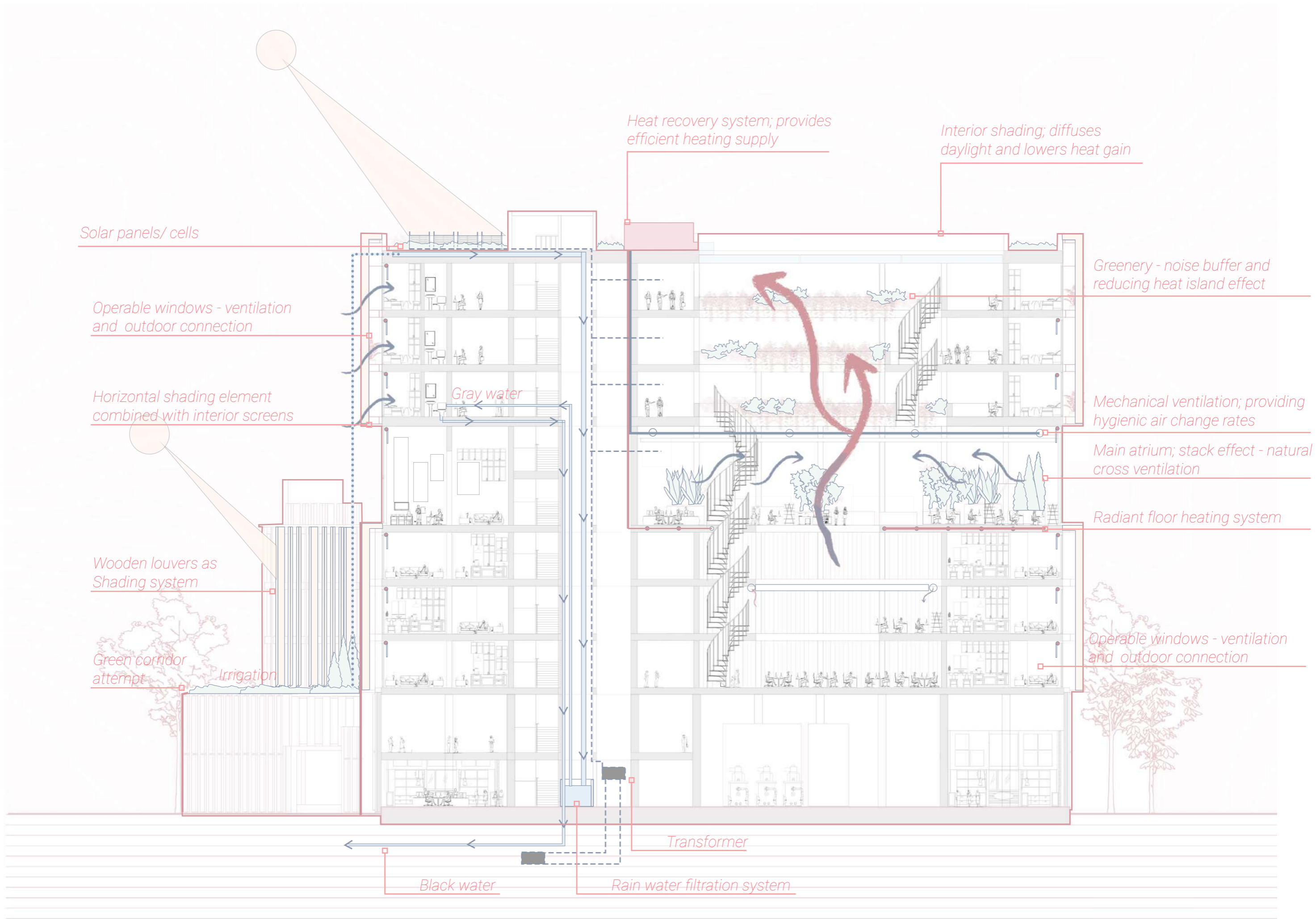
# West/south Facade - Shading

Scale 1:200





# Section - climate control systems





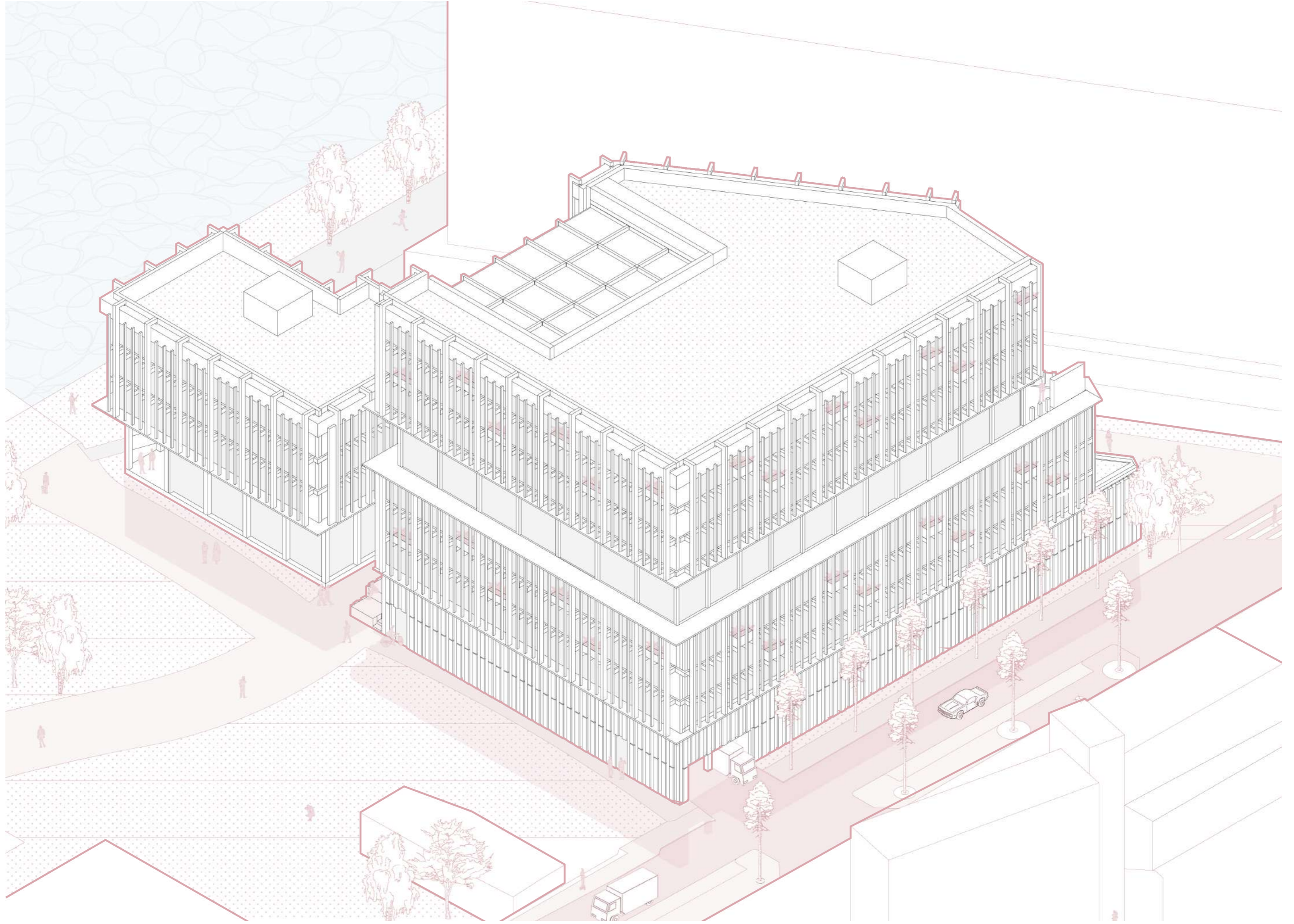
**Design**

**Wrap up**



# Street side - AXO

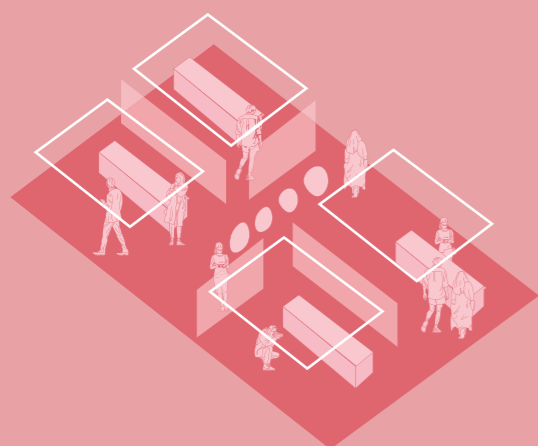
Scale 1:300





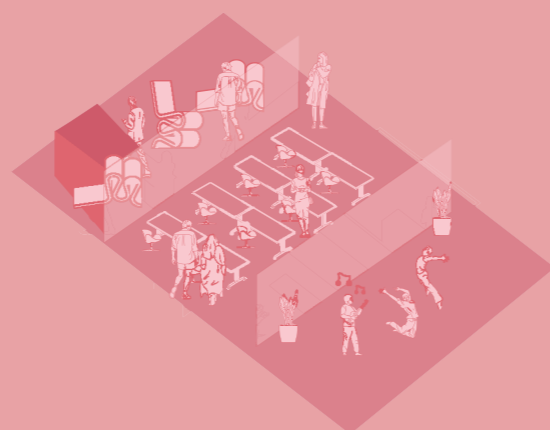
# Collective Spaces

## Studios



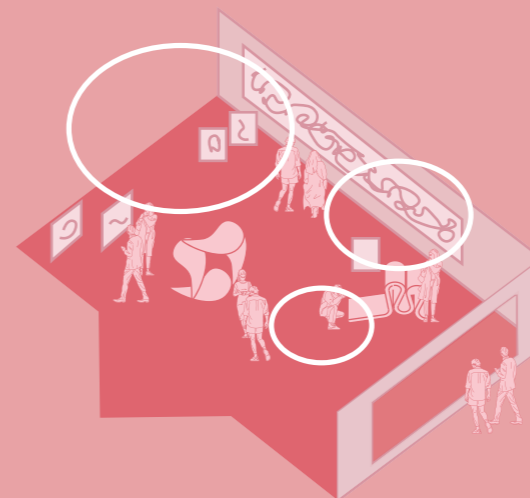
*Flexible creation studios*

## Makers Hub



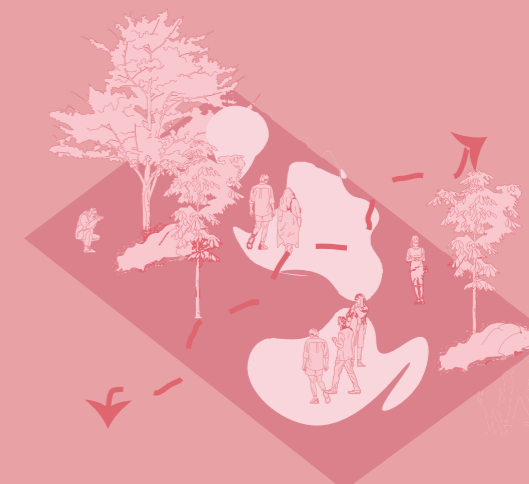
*Facilities for making, testing and creating*

## Gallery



*Make creation accessible to the internal and external community*

## Green Corridors



*Recreational spots for meet ups and inspiration boosts*



Thanks.



Home of Art