

Graduation Plan

Master of Science Architecture, Urbanism & Building Sciences



Graduation Plan: All tracks

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

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

Personal information	
Name	Hoinarescu Dinu
Student number	5782627

Studio		
Name / Theme	Architectural Design Crossovers	
Main mentor	Johan van Lierop	Architectural Design
Second mentor	Florian Eckardt	Building Technology
Third mentor	Alper Semih Alkan	Research
Argumentation of choice of the studio	Interdisciplinarity, mentors and previous experience in the MSc1 Studio. The freedom of project development according to personal interest but also strong foundations into design research methods and outputs.	

Graduation project	
Title of the graduation project	Glimpses of water
Goal	
Location:	Manzanares River, Madrid, Spain
The posed problem,	The lack of connection between the city and the Manzanares riverbank represents the research problem's exoskeleton. The use of the Manzanares as a laundry historically and the metaphorical use of today expose issues related to the relationship between the water, its use and its connection to the city's inhabitants. Approaching the topic from the water's point of view, it unfolds along its multiple courses as a narrative thread unveiling its arcs, which all resolve in the Manzanares river. The site location has been selected according to the

	<p>historical importance and only few soft boundaries between hard borders created along the river by the underground M30 highway. The lack of connection to the river of Manzanares could also signify a detachment to one's own unconscious according to Jung's theory regarding water as a metaphor for the stream of the unconscious. According to Peter Sloterdijk architects are designers of immersion. For humans, one of the most primal forms of it is the immersion into water.</p>
<p>research questions and</p>	<p>1. WHAT IS A PROMENADE IN THE 21ST CENTURY?</p> <p>How does technology affect the role of architecture in a promenade? What about hand-held devices and the potential of augmentation?</p> <p>What are the hard and soft boundaries of such a promenade?</p> <p>What are the sequences in the Manzanares and Madrid boundary?</p> <p>What are the linked networks affecting these?</p> <p>2. WHERE DO THEY INTERVENE AND MATERIALIZE</p> <p>Where can the Manzanares perforate the social urban fabric of Madrid?</p> <p>Which actors are lacking from the artificial atmosphere of the Madrid RIO project?</p> <p>3. HOW DO CINEMATIC GEOGRAPHIES TAKE SHAPE IF WATER BECOMES ITS DEFINING METAPHOR?</p> <p>What does the Madrid geographic imaginary look like?</p> <p>Which subtype of factors (e.g. underground systems, locations, atmospheres, cinematic techniques) converge and collage the new geographies?</p>

	How can water be used as a metaphor for the 21 st century?
design assignment in which these result.	
<p>One of the most obvious yet unexplored and historically overlooked promenades is the Manzanares river in Madrid. Potentially a set of architectural interventions along the riverbank might create new links to the city while also proposing a central point where the scenic amplified route might start. Choosing the area around the Segovia bridge as the main site for unveiling the connection to the water as is linked to the historical importance of the bridge crossing, to the physical connection to underwater stormwater tanks and a tangential point between the city of Madrid and the river. While the M30 highway is hidden under the new MadridRIO project and has represented a rejuvenation of the riverbank, it also created a hard border that delimitates the river from the city and the experience of it. An exception of this issue represents the area around the Segovia bridge where, due to engineering issues and previous urban planning, the Manzanares could essential break free and explore the soft boundaries that a riverbed can offer to a city.</p> <p>A programme gravitating around the history, present and future of water in both Madrid and the world, discussing its condition and potential in its states would enable the research questions to unfold. It would take advantage of its location and proximity to the Hydrographic centre to encapsulate an educational part. In order to connect to the city and its history, a leisure-oriented, public, water experience and gathering space would also be part of the proposal.</p> <p>Fragmental interventions, designed within a spread system could amplify the experience of the user along the riverside through exploration of augmented reality and add to the programme of the main site. These amplifying portals could potentially bridge a gap between the virtual space of the water's narrative in Madrid and the riverbank.</p>	
Process	
Method description	
<p>The methodological framework would be divided into three parts: a data filtering part, a utilitarian-exploration part and a generative-speculative one. The first stage would consist of historical analysis, data gathering, and tracing of the water systems of Madrid throughout its history. Cartographic representations and diagrams of these systems would attempt to give a holistic understanding of the complexities of Madrid's water network and cycles.</p> <p>Secondly, the site visit would require both digital and analogue recordings of the surroundings in order to complement empirical hand drawings of the experienced spaces and elements of the analysed transect in the first stage. Together these two stages would determine an optimal site for exploration of the research agenda, namely the specific area along the Manzanares river.</p> <p>I aim to experiment with cinematic tools in exploring the potential designed atmospheres reflecting the connection and use of the water on site. Directing the narrative path of the project into a generative process on site that would redefine a promenade in the 21st century, an era of hand-held devices. I intend to respond to the issue of noise generation of hand-held devices and the overflow of</p>	

incoming data by using gaming software, 3d modellers and new tools to merge the gap between the physical and digital world.

Lastly, the final stage consists of a speculative and imaginative process, trying to form an **assemblage** from geographical imaginaries and intangible qualities extracted from the site visit analysis and collaging the analogue and digital imagery into a **montage** of criteria determining perforation points and possible **sites of inhabitable mediation territories** of Manzanares and the urban fabric of Madrid.

Literature and general practical references

The ontological foundations for the research paper would consist of three main branches of literary sources and their subtitles regarding cinematography and the moving image, architecture and atmosphere, data and mobility. Due to the **deterritorialization** of these topics, a new set of fundamentals needs to be established in the area between them.

Secondly, analysing precedents would provide a strong foundation, inspiration and a reference point, while also balancing the feasibility and ambition of the design. For analogue process-oriented references two-dimensional notation system and representation from Eisenstein, Bernard Tschumi and Enric Miralles would be evoked. The design approach of architects such as Peter Zumthor, Alvaro Siza would touch upon atmospheres, materiality and flexibility to the topic at hand. However, due to the nature of the research cinematographers such as Tarkowski (use of water) , Hitchcock and Wes Anderson (mise-en-scene, mise-en-cadre) and other references would be drawn from the field of cinematography, theatre and sculpture.

Reflection

On the one hand, the exploration between a city and its penetrating rivers is a topic relevant to most capitals around the world. 148 out of 195 capitals of the world are situated along a river. The research's intention is not only to try and understand why attempts such as the Madrid RIO project have partially succeeded in their intentions but eventually did not **connect to the city** on a more profound level. In this project the water is used both physically and metaphorically to explore the lack of connection to it through the issue that Madrid and the Manzanares offer.

On the other hand, the research is also aimed to set the foundations of a **design agenda** based on the interaction between the field of architecture and cinematography and looks forward into the posthuman. It also attempts to question the role of architecture in a noise generating 21st century digital promenades and responds to it by defining the instruments used as necessary to keep up with the data output of civilization.

