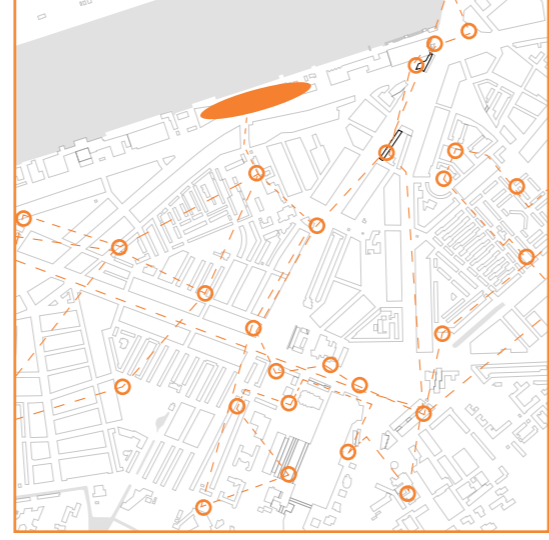
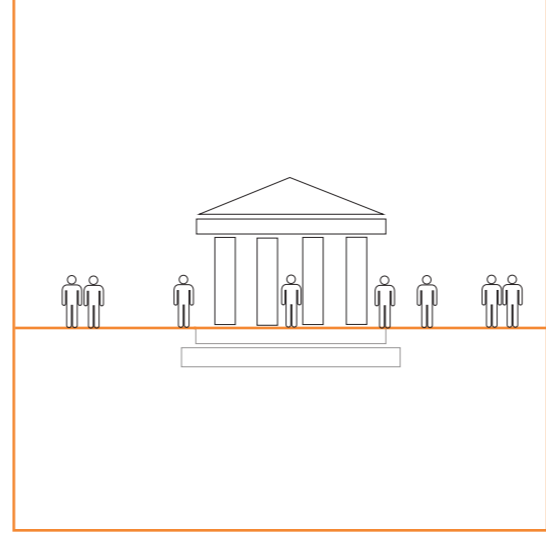


# STRAATKUNST

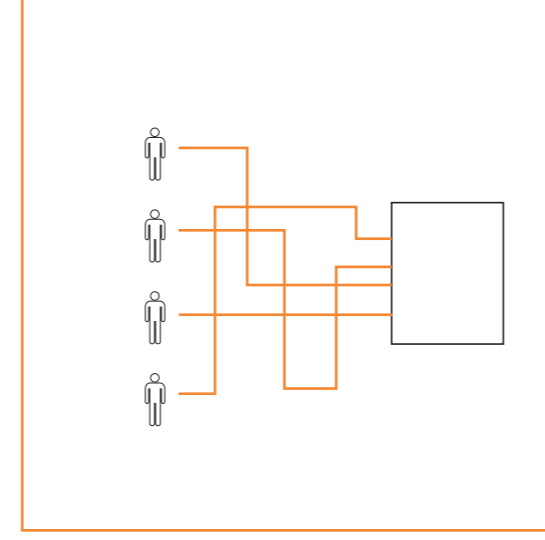
## Institutionalizing Street Art



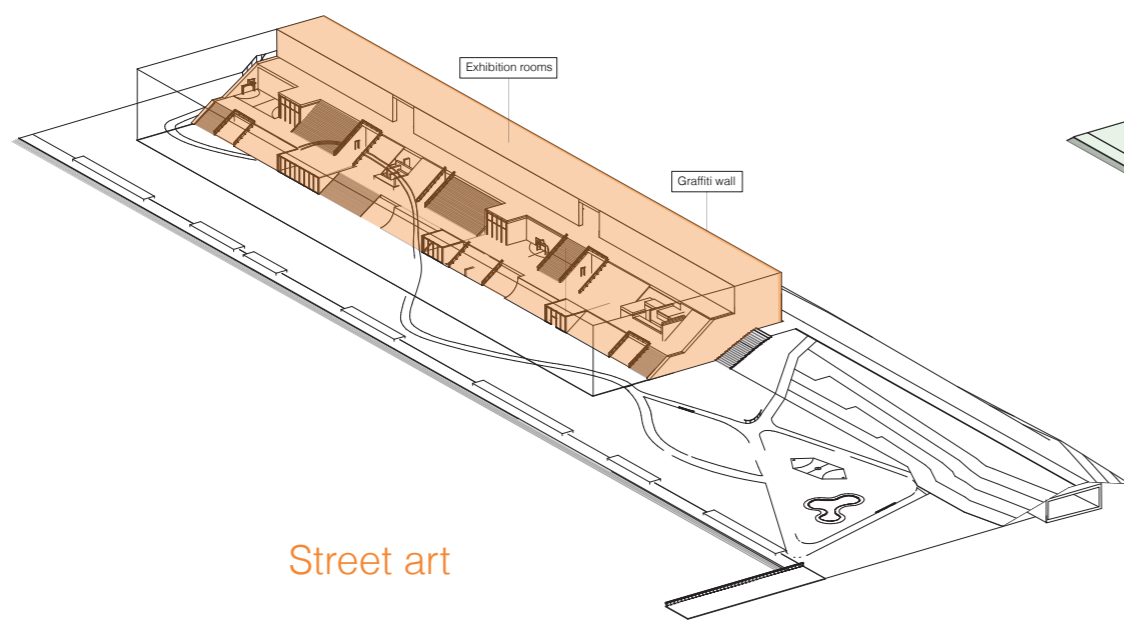
Re-wire



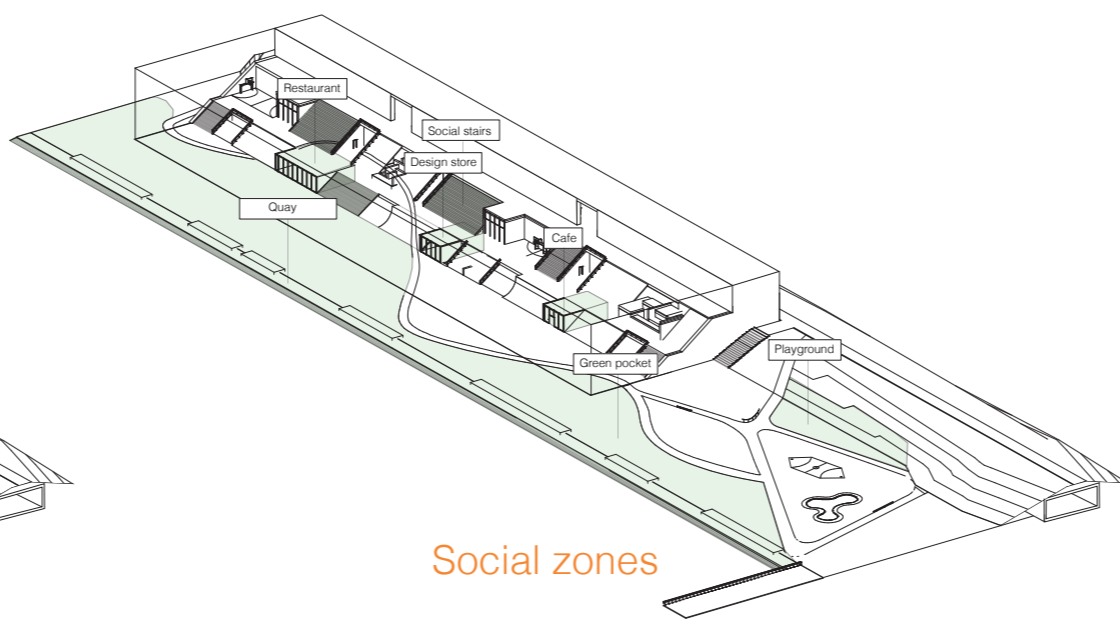
Accessibility



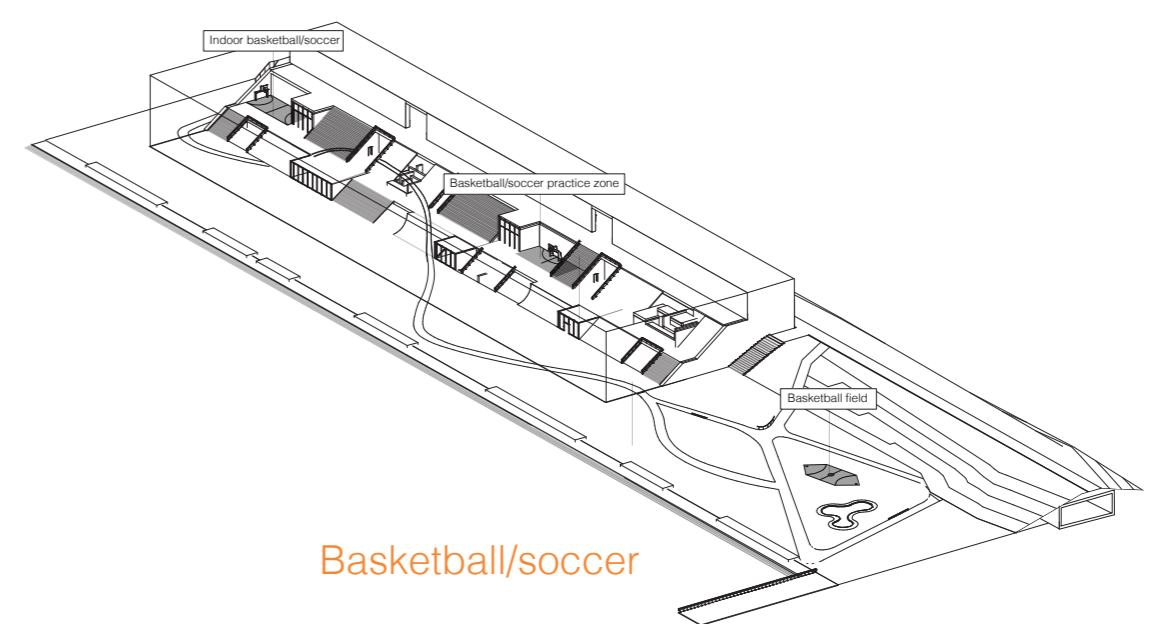
Multiplicity



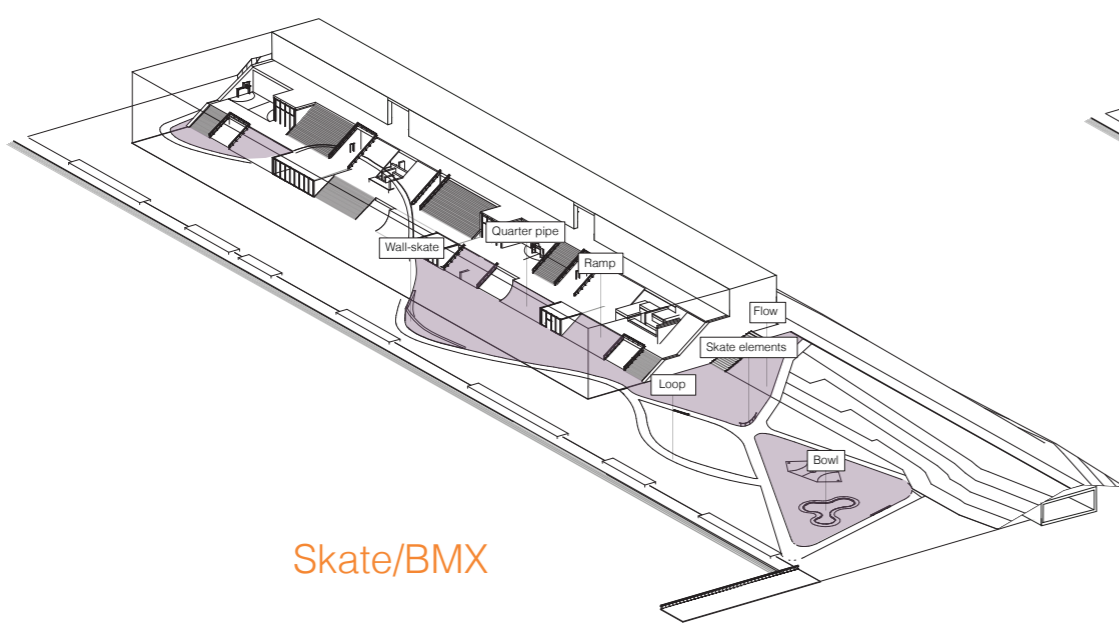
Street art



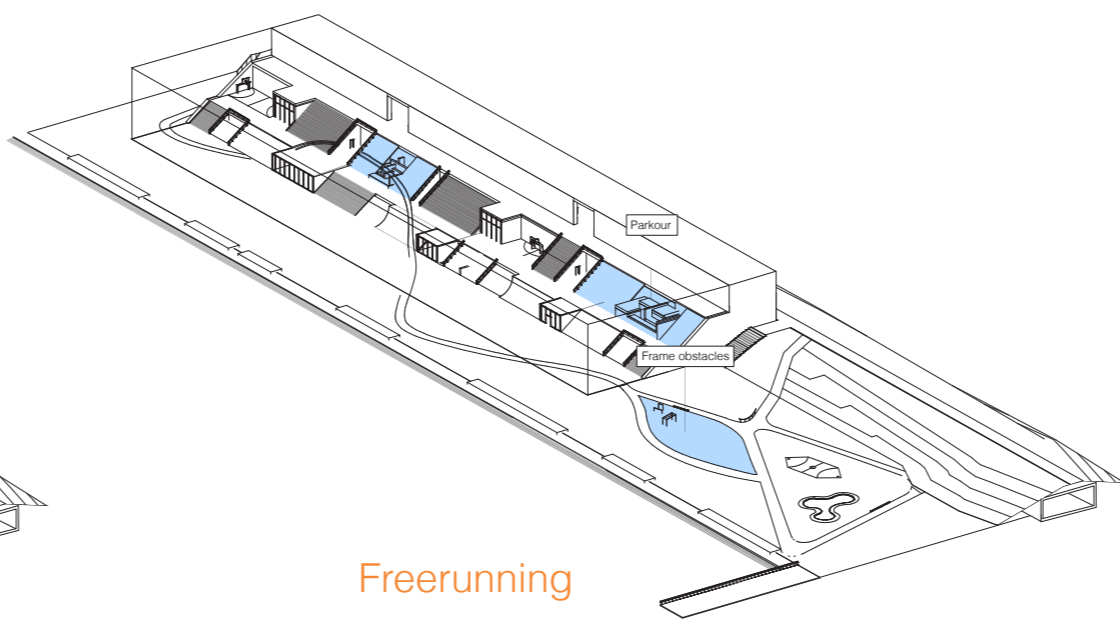
Social zones



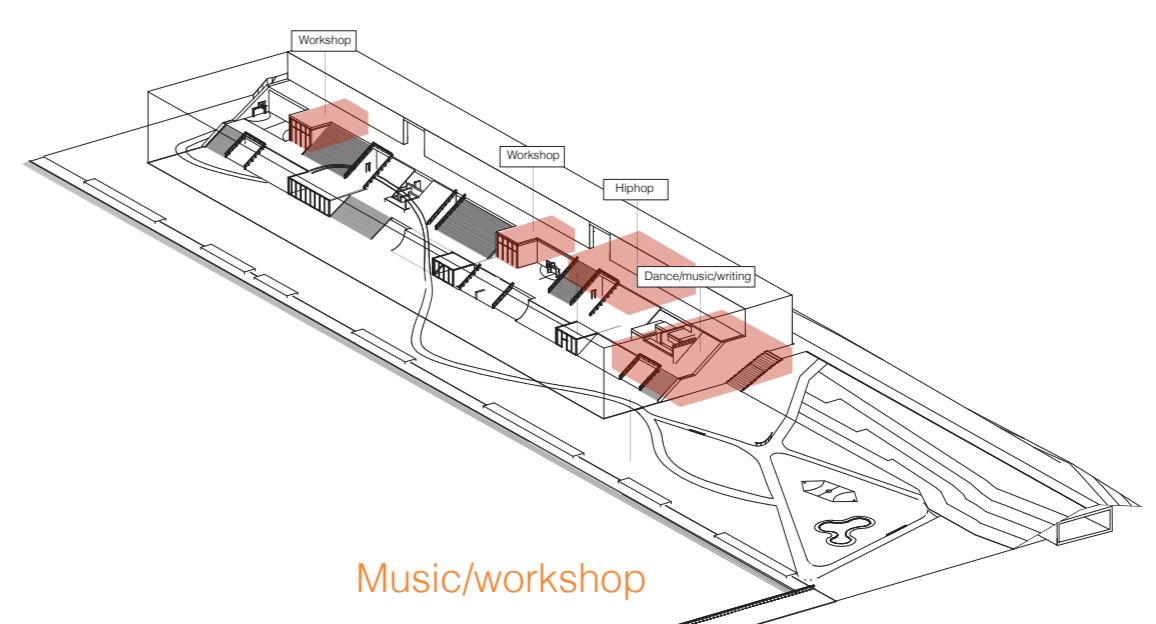
Basketball/soccer



Skate/BMX

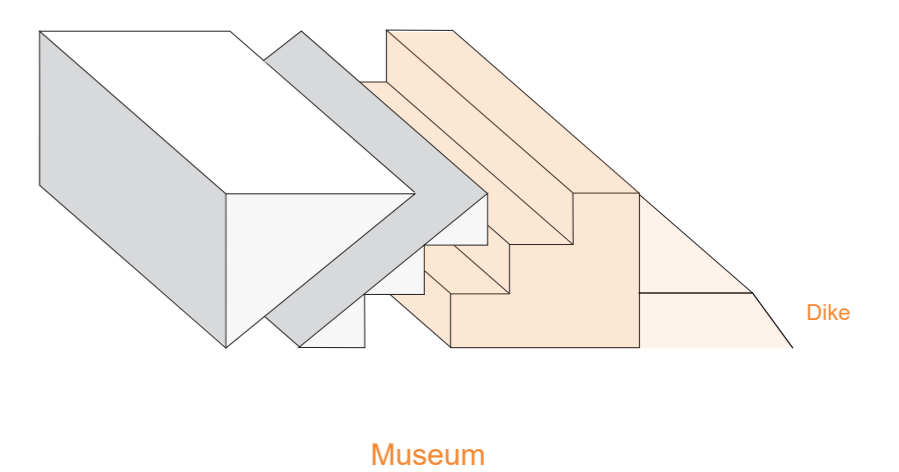
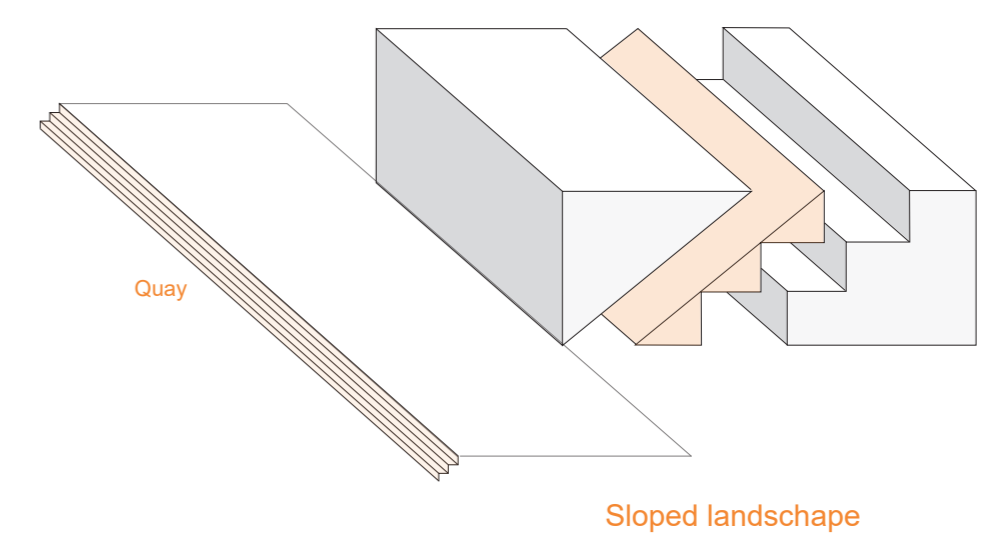
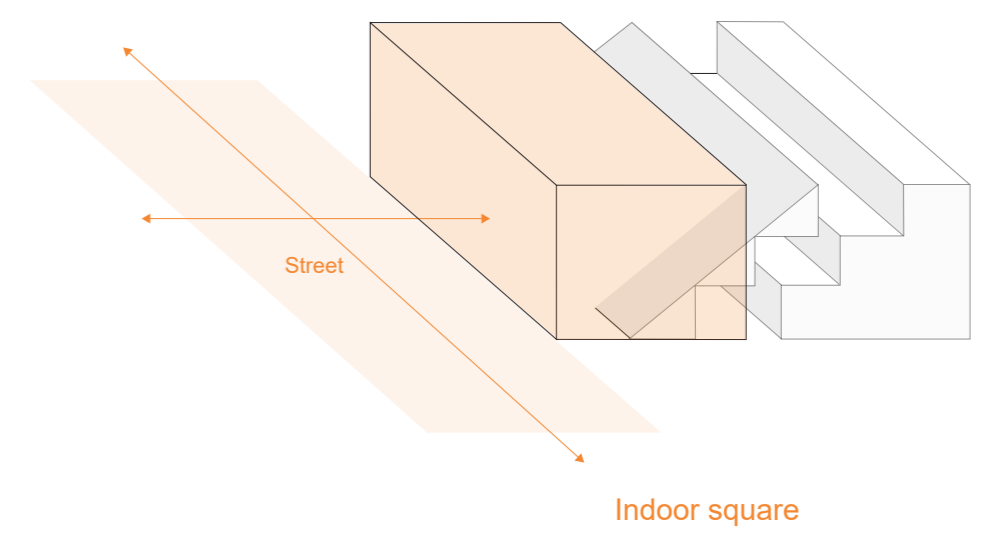
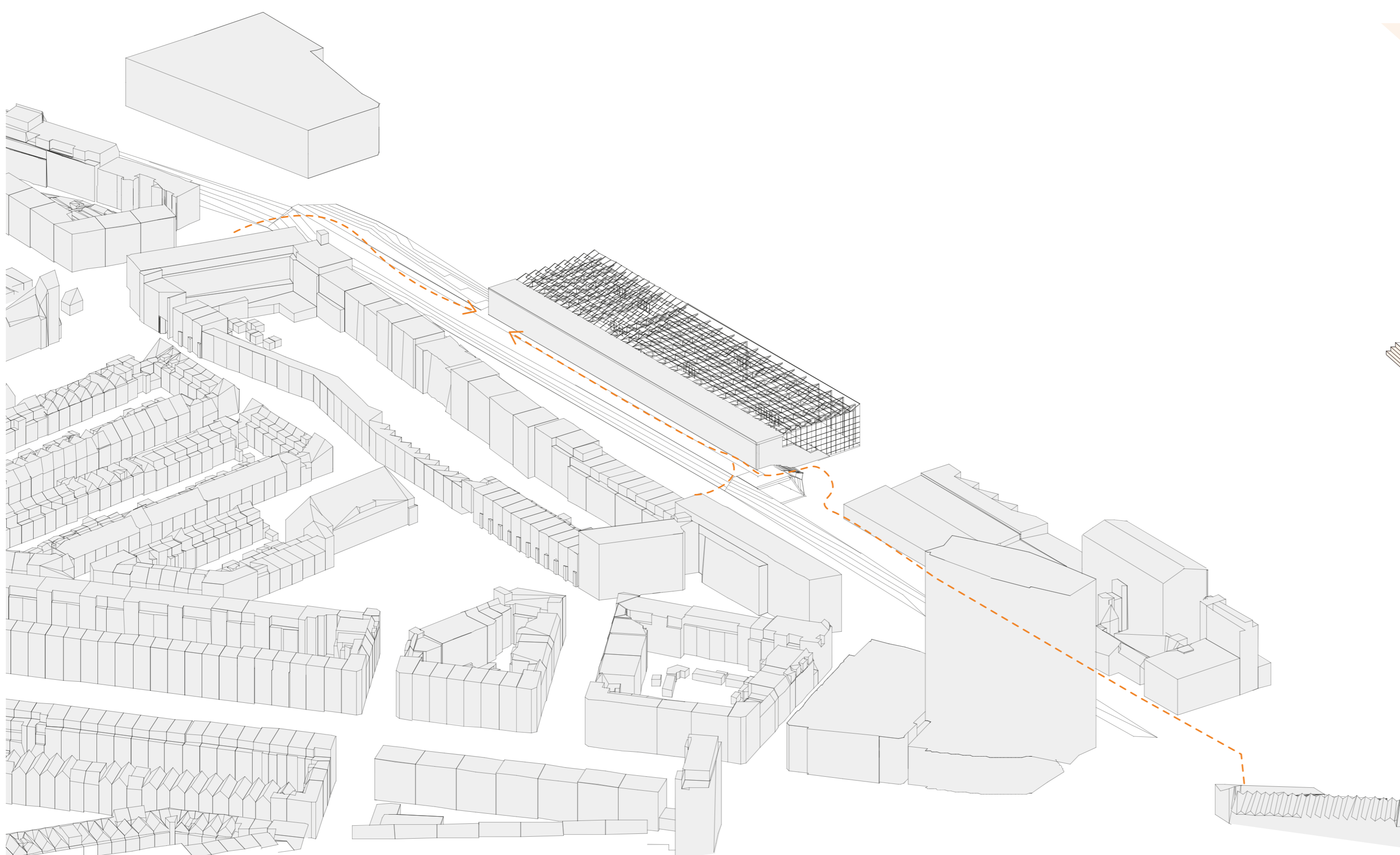


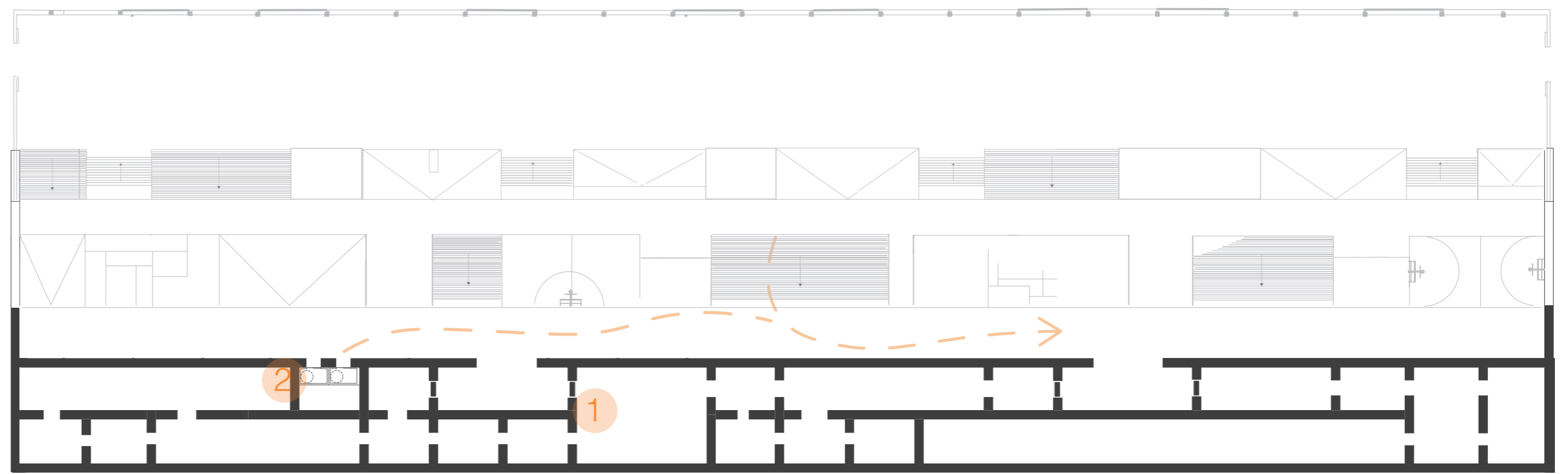
Freerunning



Music/workshop

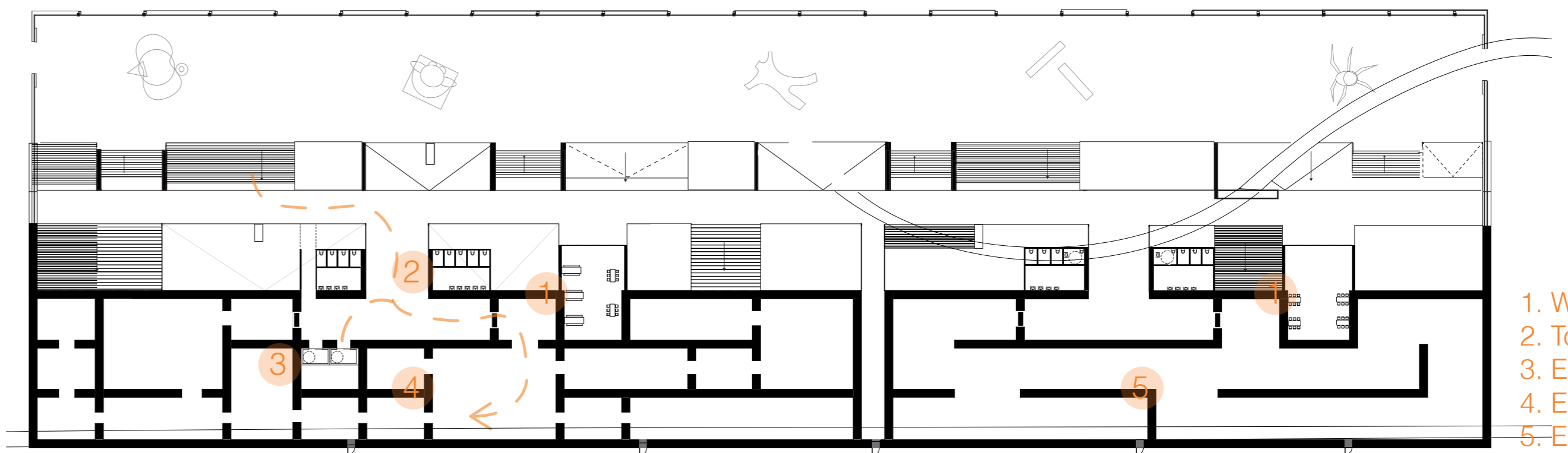
Zones





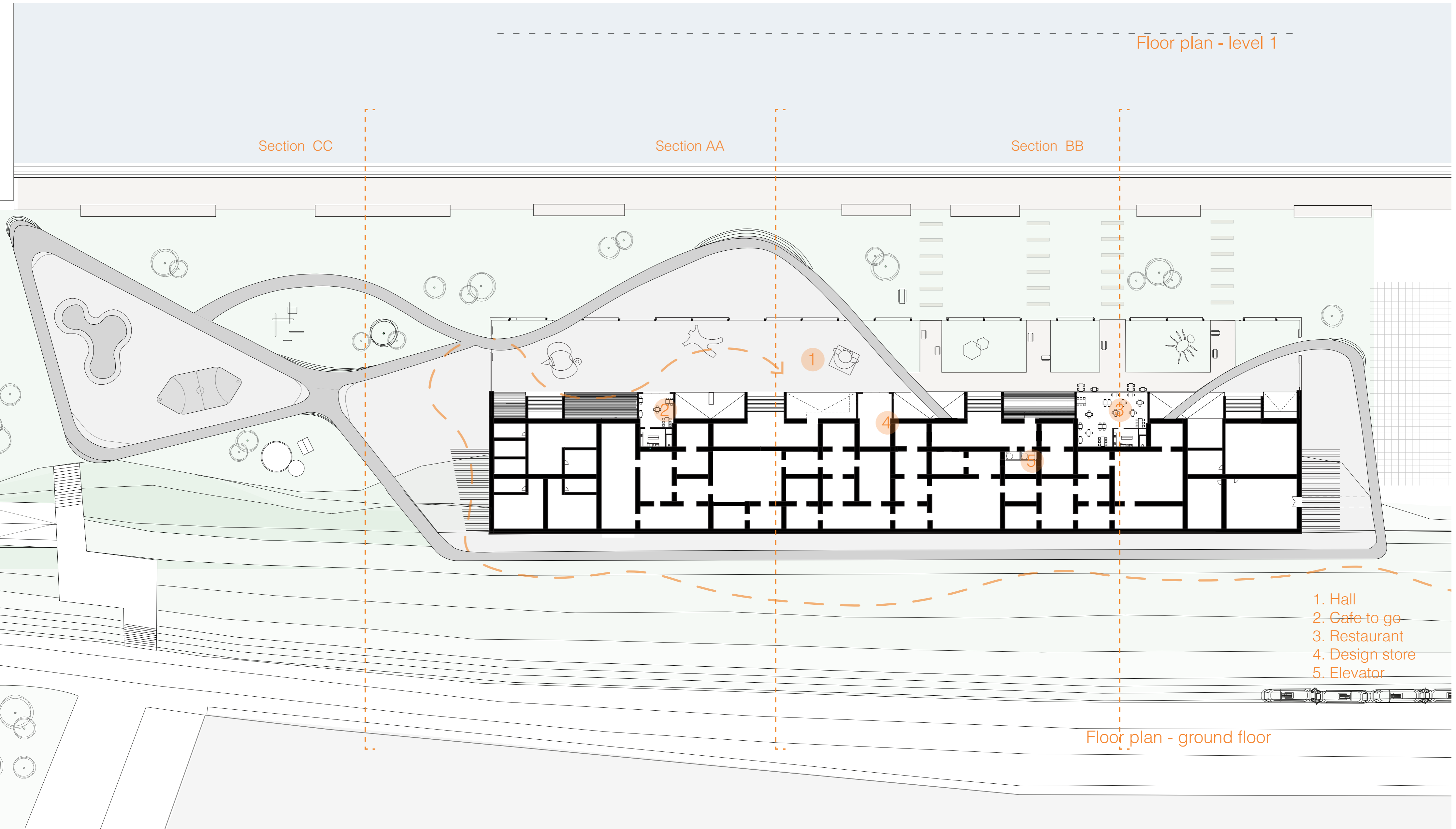
- 1. Exhibition hall 4
- 2. Elevator

Floor plan - level 2



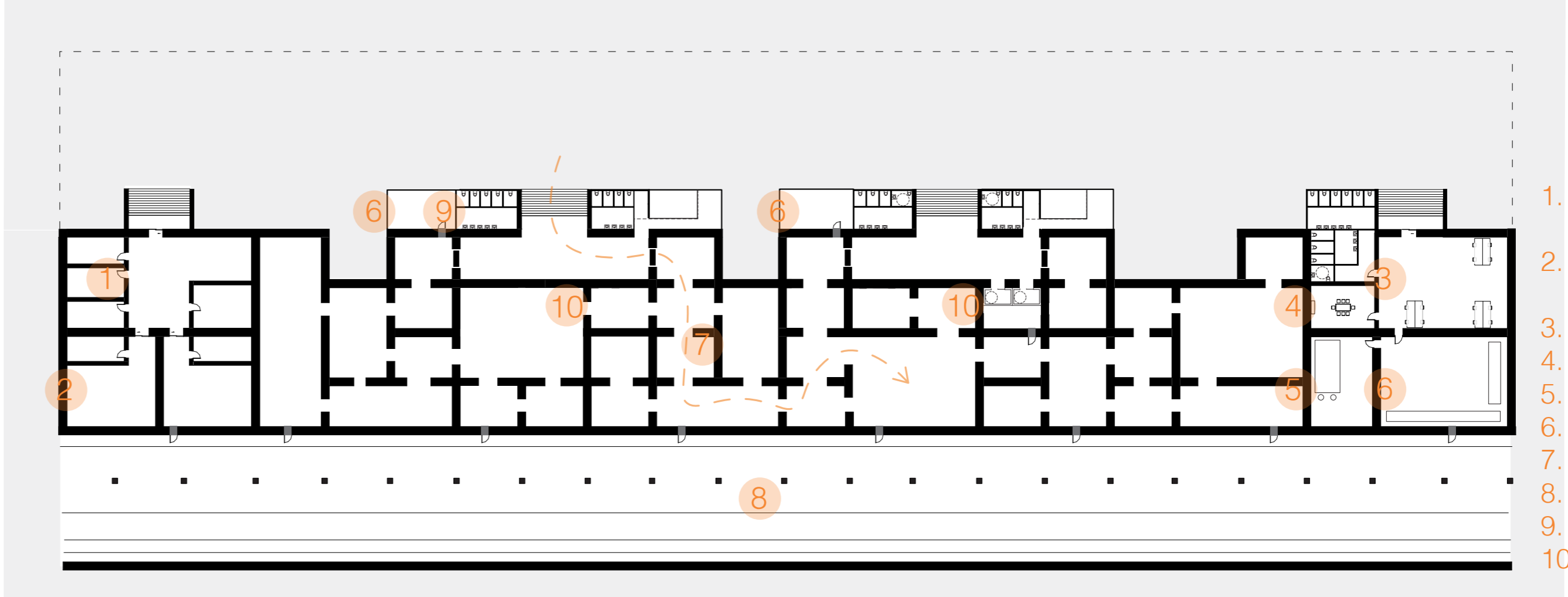
- 1. Workshop space
- 2. Toilets
- 3. Elevator
- 4. Exhibition hall 3
- 5. Exhibition hall 2

Floor plan - level 1



- 1. Hall
- 2. Cafe to go
- 3. Restaurant
- 4. Design store
- 5. Elevator

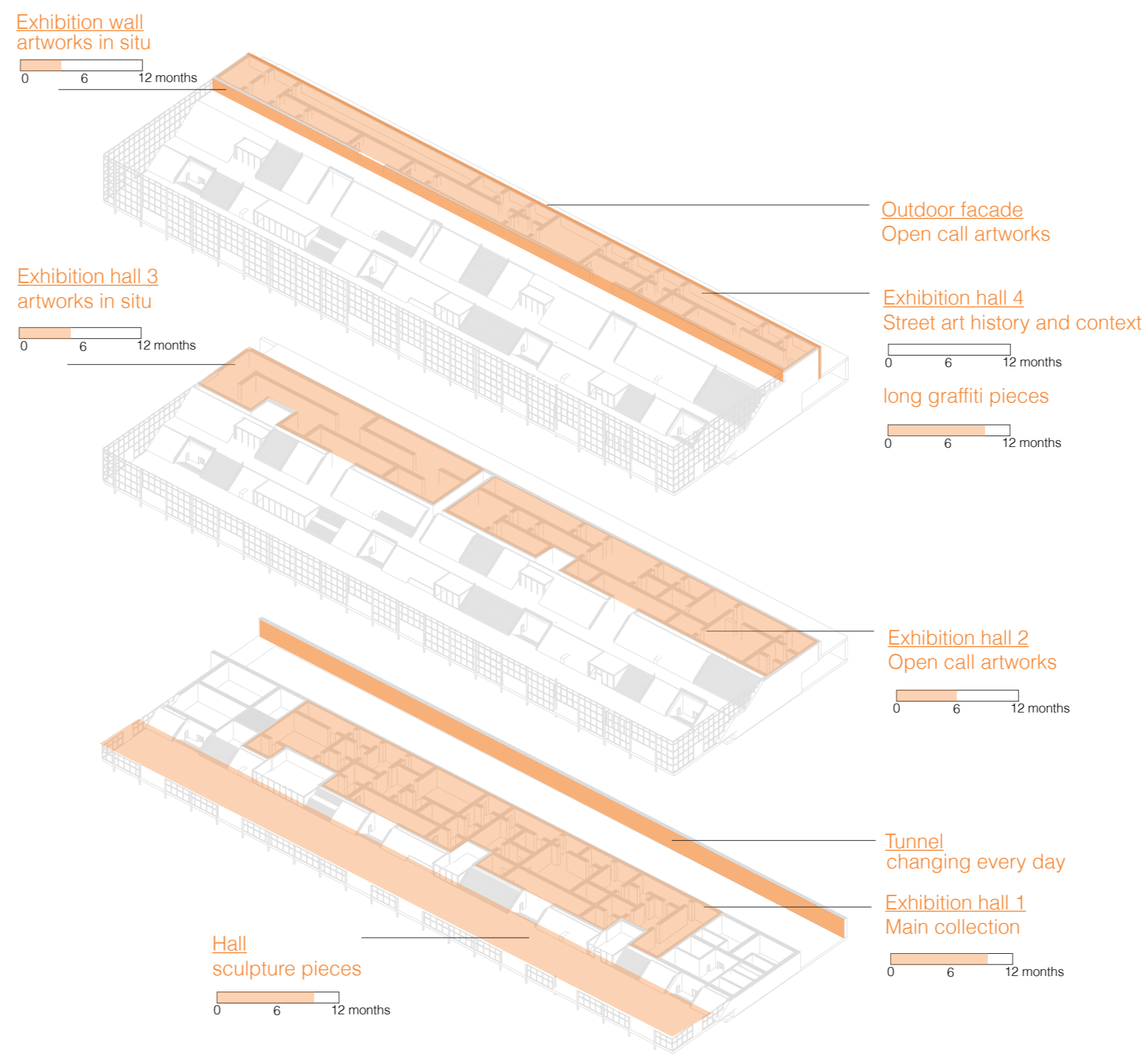
Floor plan - ground floor



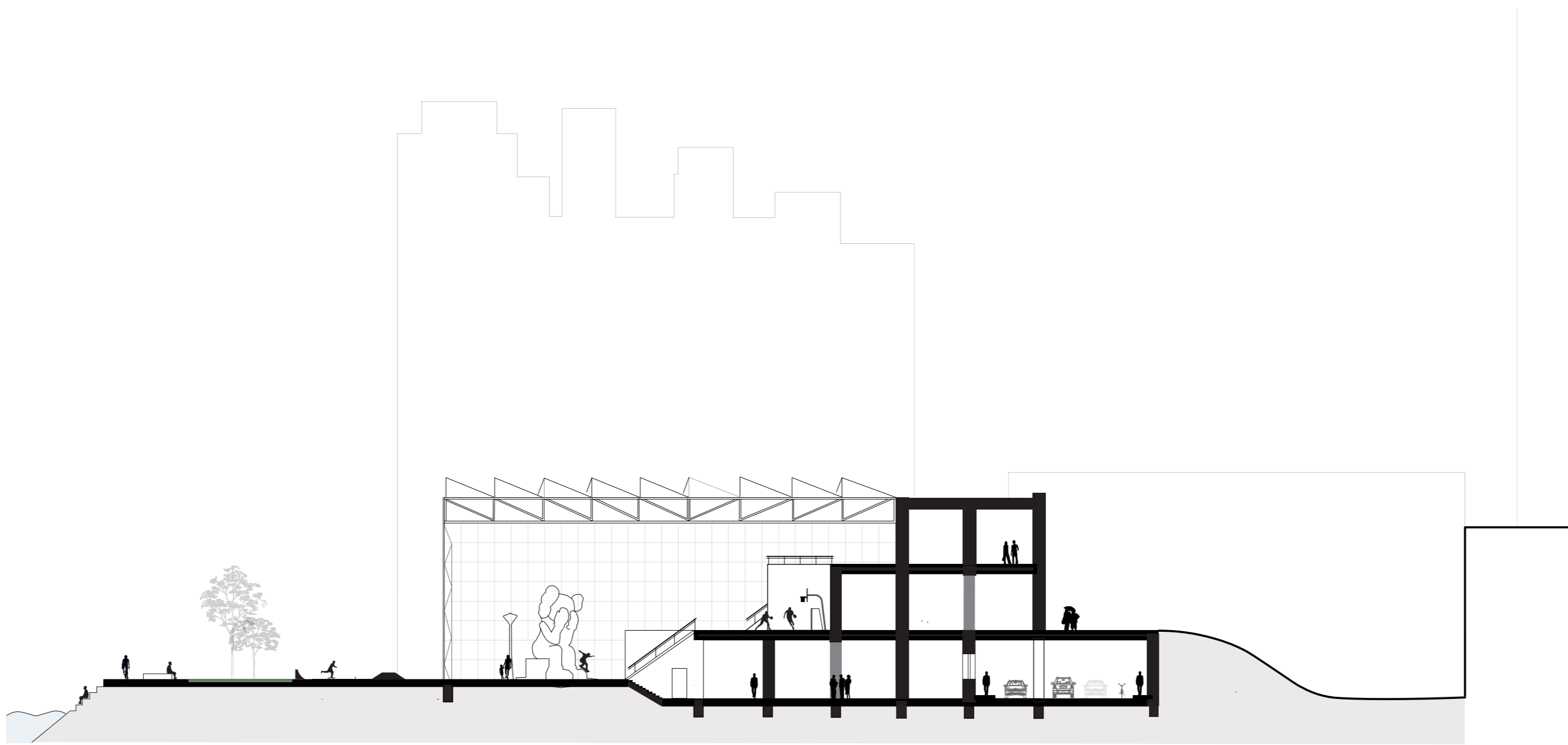
- 1. Culture centre - music lessons
- 2. Culture centre - dance studio
- 3. Offices
- 4. Meeting room
- 5. Technical room
- 6. Storage
- 7. Exhibition hall 1
- 8. Road
- 9. Toilets
- 10. Elevator

Floor plan -2000

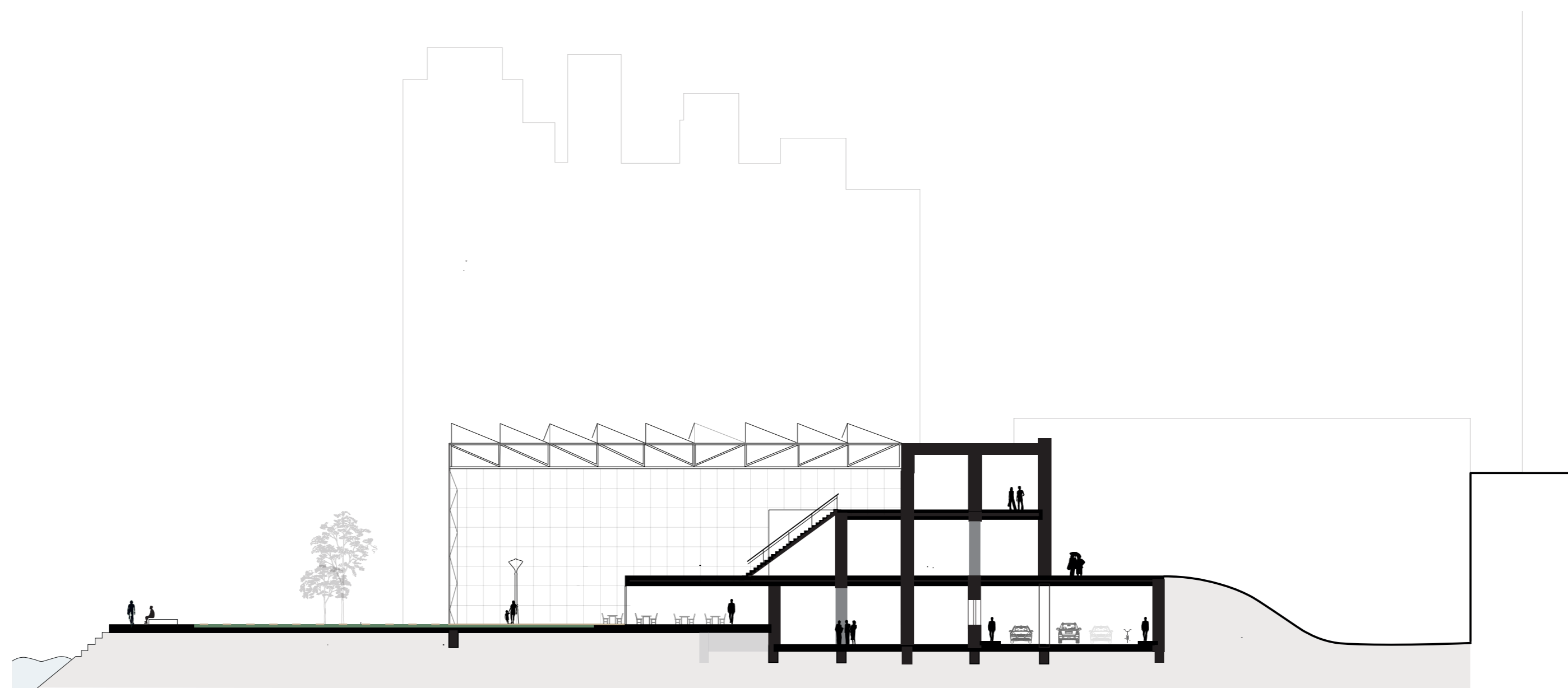




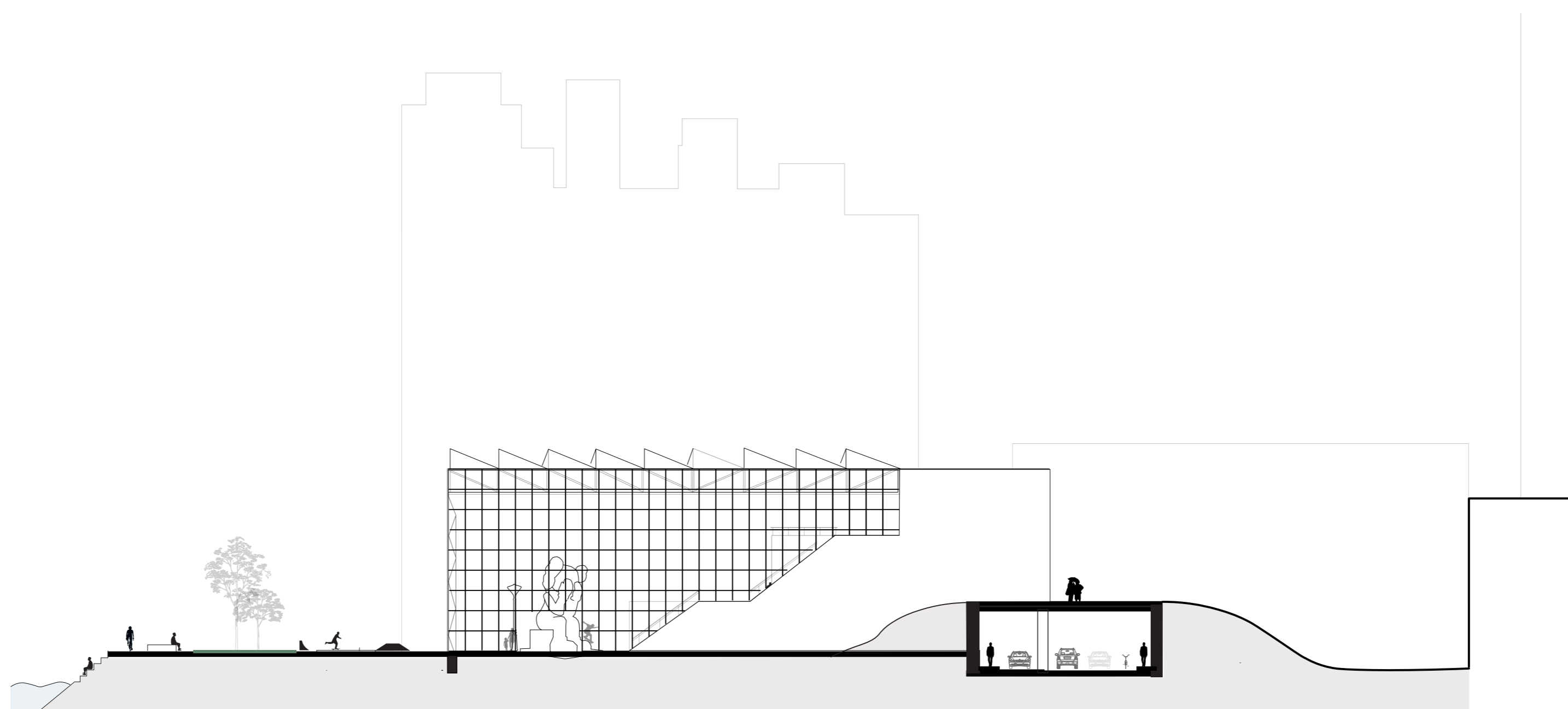
Overview art



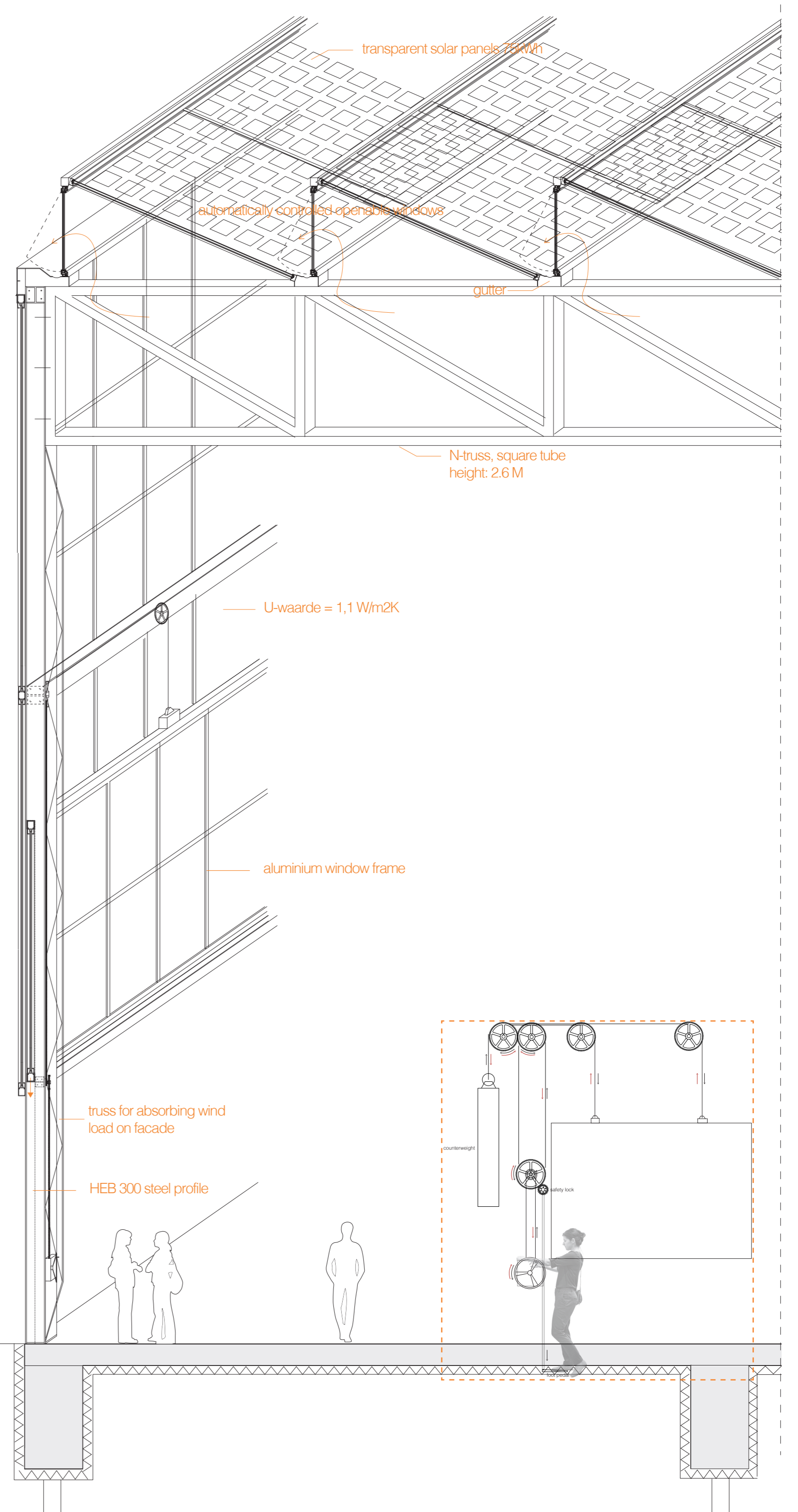
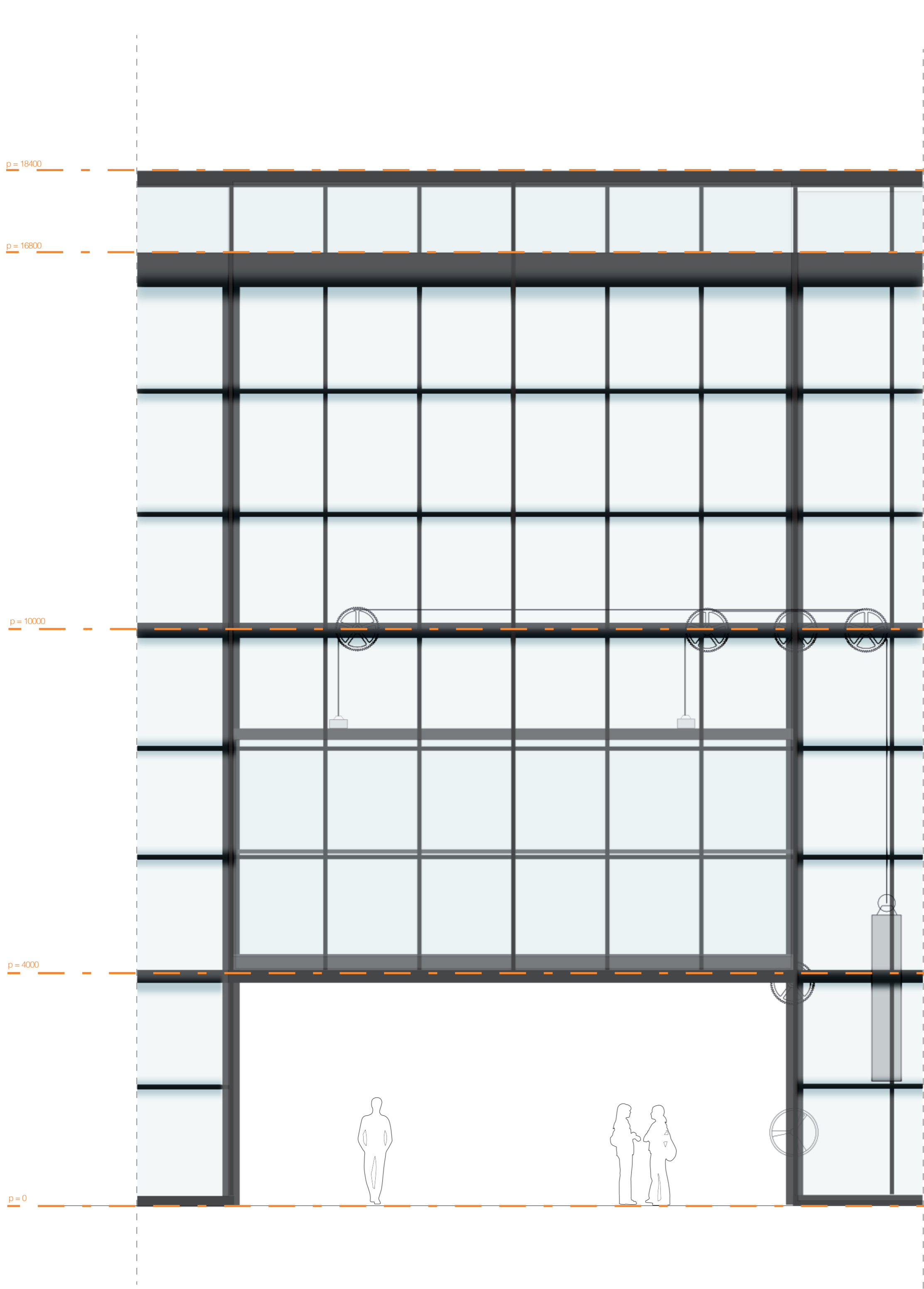
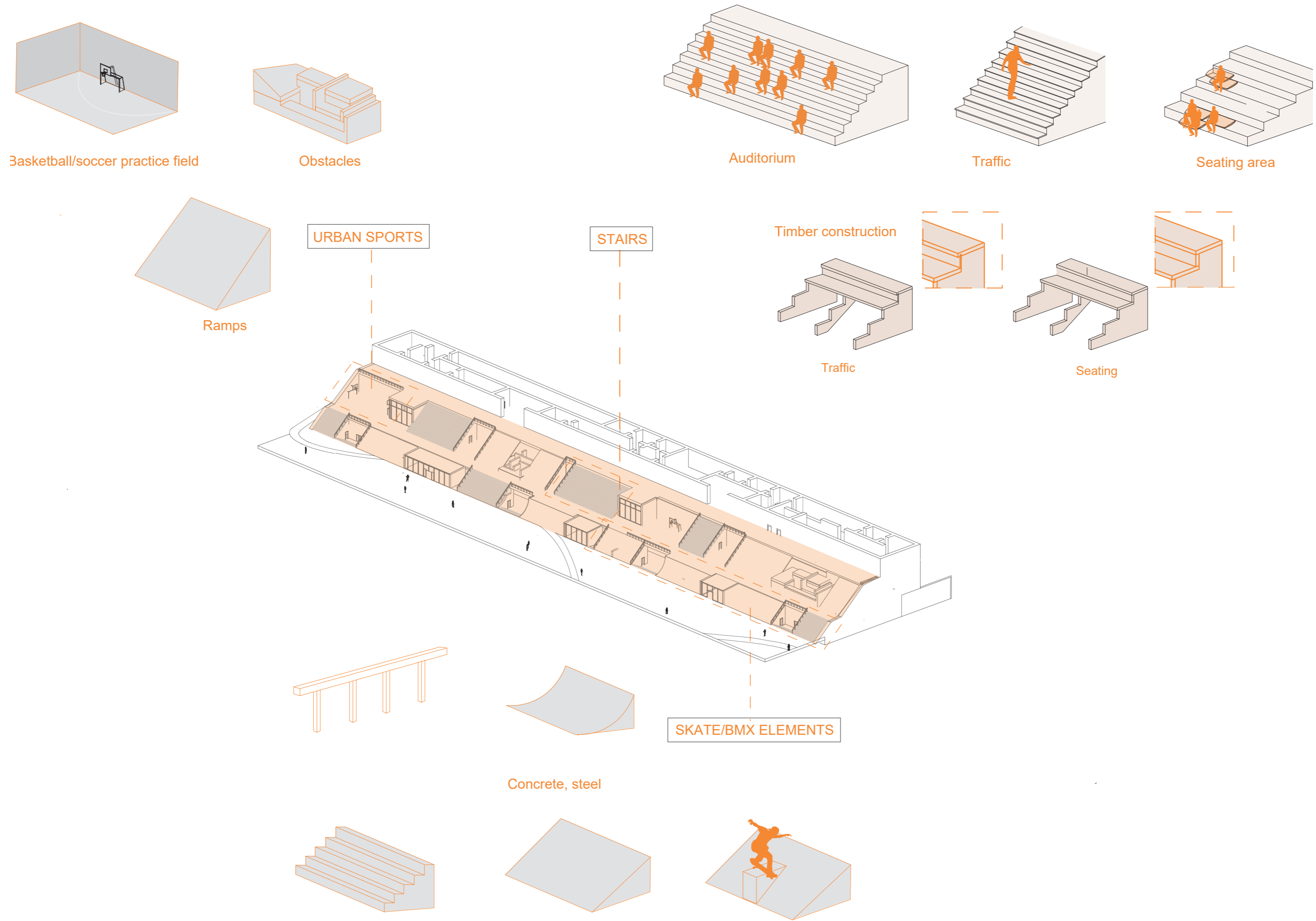
Section AA

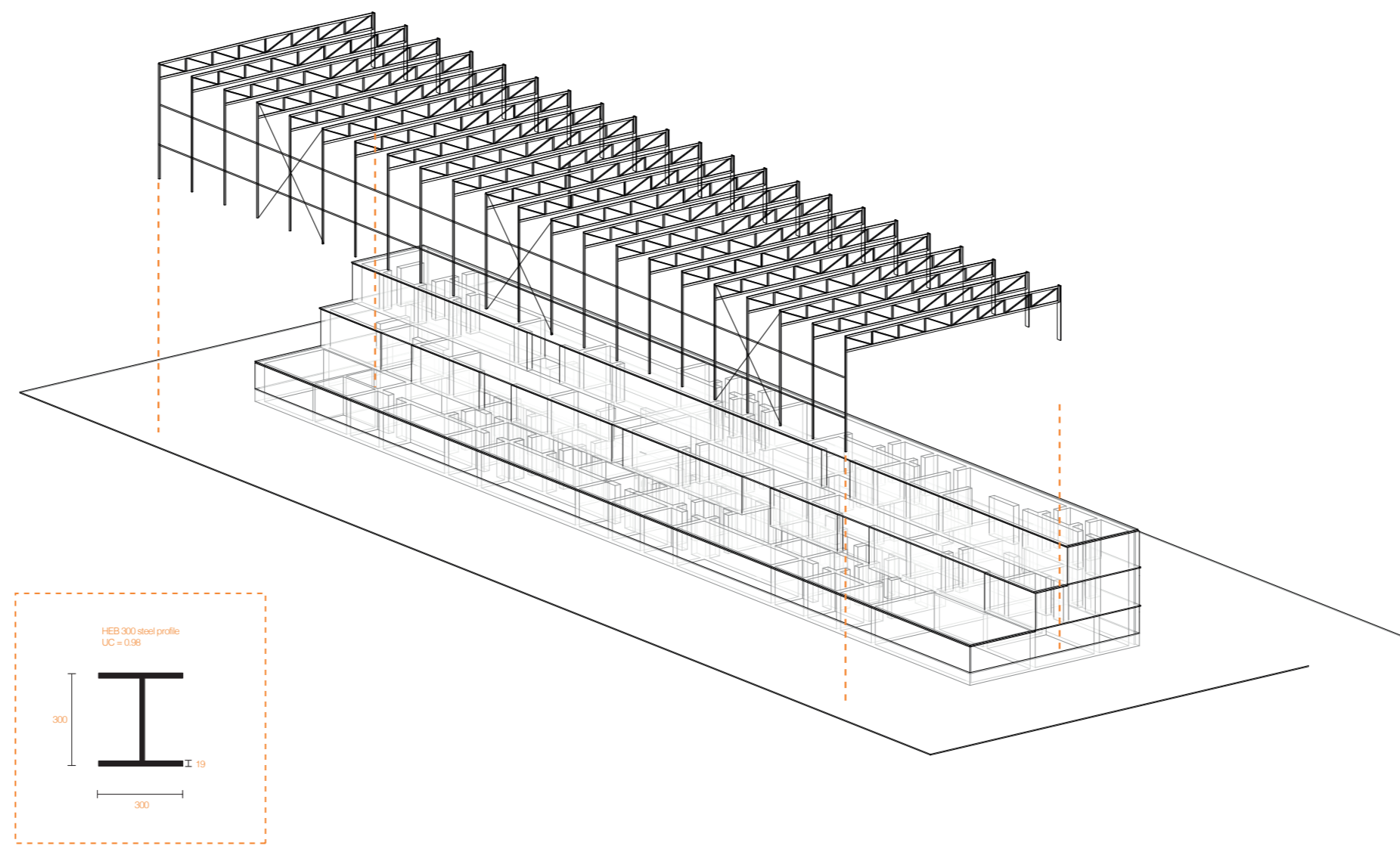


Section BB

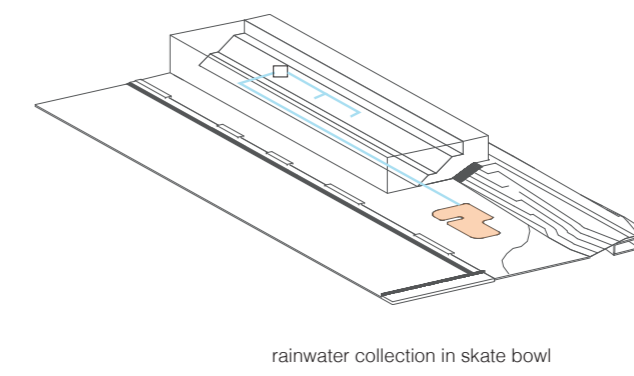
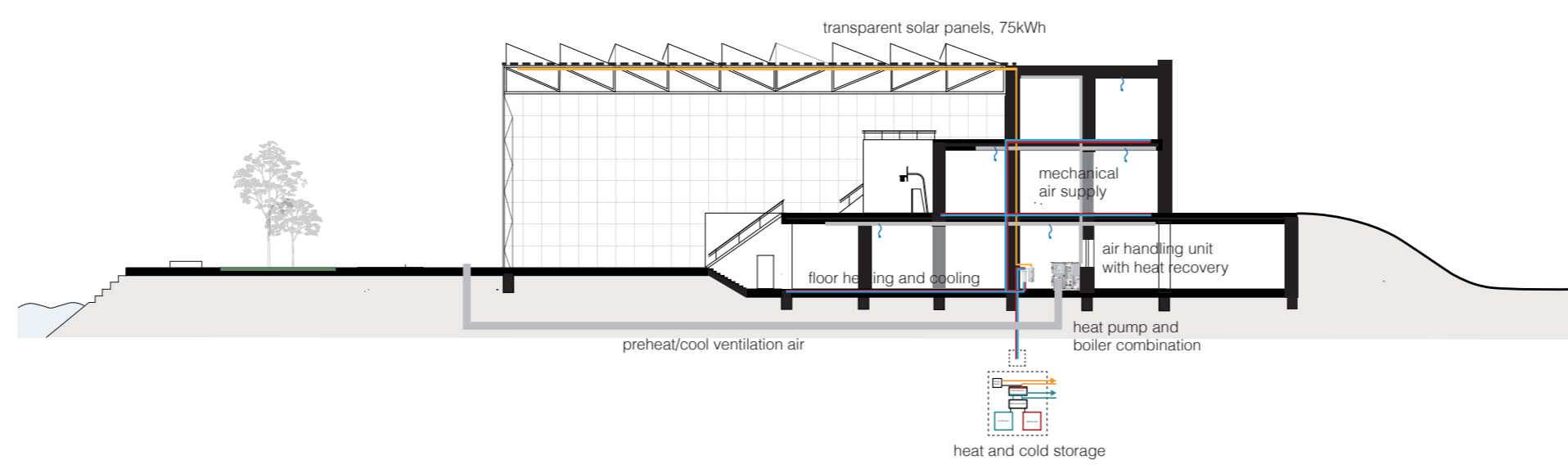
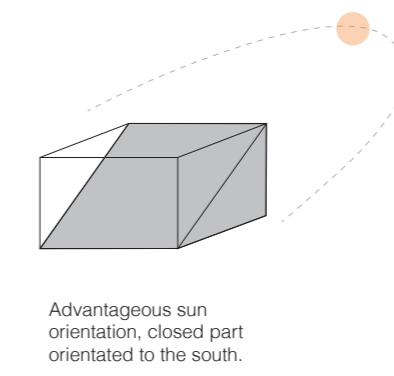
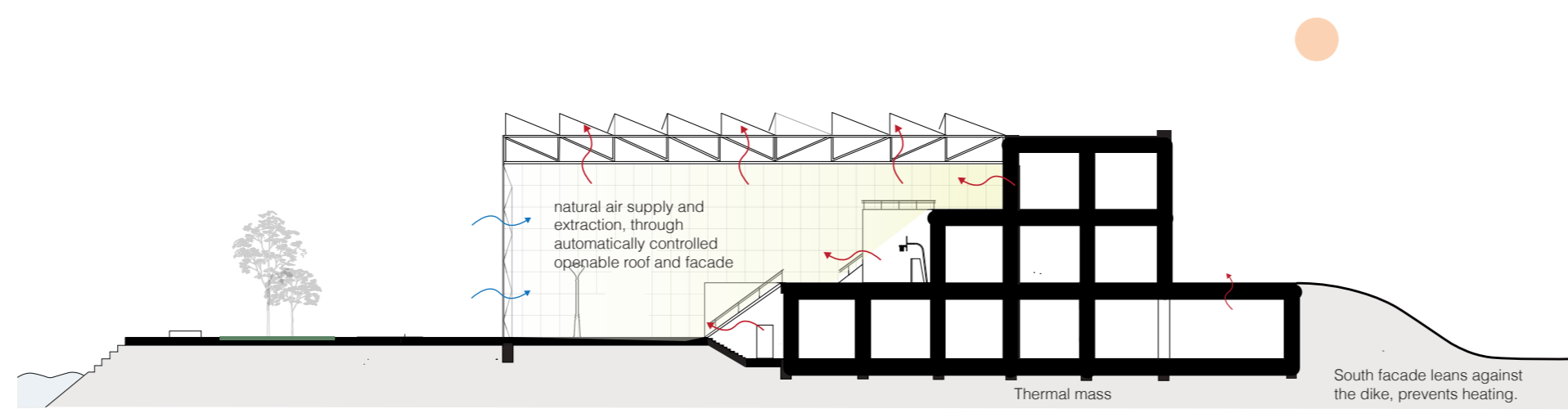


Section CC





Building structure



Climate schemes

