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	Gabija Rutkunaite
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Studio	
Name / Theme	Urban Architecture / Studio Spolia
Main mentor	Ir. drs. Eireen Schreurs	Architecture
Second mentor	Els Van Meerbeek	Architecture
Argumentation of choice of the studio	I believe that cities are full of artifacts, both tangible and immaterial, thus, architects are not creating cities anymore, but reorganizing, recreating them to make more comfortable environments. If the cities are loaded with the materials architects could adjust, consequently, questions should be raised as such: what has reached the end of its cycle and what is worth keeping? The concept exceeds material spoils to the complex socio-physical dynamics. It is important to value as well as transform or add meaning in order to fit rapidly changing contexts. I want to explore it in my graduation design.

Graduation project	
Title of the graduation project	Building Craft Centre: revitalizing neighborhood by appropriating the existing structure of the former Leonidas factory
Goal	
Location:	Kuregem, Anderlecht, Belgium
The posed problem,	I would like to address problems as such: - making is out of sight in the city - no place for young people in the vulnerable neighborhood which results in high unemployment, crime rate, segregation etc. - contextual integration of neutral structures
research questions and	How existing grid-like structure of former Leonida's factory can host a new function of Building Craft Centre without becoming neutral, contextless?

	What are the economic, political, historical, technological, regulative and social conditions that could help localize the project? How the design could react to them? How can the craft center and its architectural language engage with and contribute to the neighborhood, both socially and spatially? What effect the craft center will have on the neighborhood and the city? What to keep/demolish and why? How architecture could embody the craft?
design assignment in which these result.	Building Craft Centre that: - is grounded into context and triggers dialogue with the neighborhood and local industries - highlights the industry in the neighborhood - triggers positive ways of appropriation of space in the surroundings, because people value if they feel that they belong to space and has the power to transform it - introduces production as a collective process - makes production visible - hosts environment where students are motivated to learn the crafts - is inhabited into the neutral structure and but is not pragmatic and not universal-like - provides spaces not only for school workshops, but also serves for public and small-businesses - appreciate existing building's present use, original ambitions, and qualities

The project will shed light on the production in the neighborhood and will offer a place for young people in the neighborhood by providing an inspiring environment. The project will also give space for young businesses that will attract customers and will trigger the collaboration with the students. Additionally, the public functions related to making will be offered to the community. This will transform the neighborhood from the place of transition to the place of settlement which will result in the positive appropriation of the space.
The building will have (semi)-public functions: FabLabs and outdoor sports field.

Potential groups involved:
- Young people from the neighborhood (potential students)
- Neighborhood
- Young entrepreneurs, amateur makers, craftsmen
- ROTOR – existing business on-site focused on reusing building materials
- Educators
- Customers and other people attracted by the maker's community

Process

Method description

Socio-physical dynamics is a complex network that is constantly changing within emerging technologies. Thus, for architecture as a humanistic discipline to progress, it is important not to repeat conventional research methods, but to question them and conduct new ones. Since architecture is an extensive field that covers various problematics on different scales, followingly it considers a broad variety of methods.

1. Field research and on-site observations

2. Visual analysis and simulation
The architectural language of façades around the site and the ways people inhabit them were examined until P1. The research questions were being raised as such: what are different processes of appropriation present around the site? How architectural language influence different modes of appropriation? The topic of architecture language was examined within the visual analysis, meaning that the research was context-led and could be considered as a quantitative approach. At the same time, appropriation was being studied throughout simulation which was a subjective qualitative approach and was chosen because due to the lack of available data.

3. "Thick sections"
Analysis of the invisible conditions that will help to localize the project.

4. Literature studies

3. Physical models
I believe that model-making is a valuable step regardless the phase of a project, thus, various test models will be made in different scales in order to test design proposals.

4. Craft Schools visits and case studies

Literature and general practical preference

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Germann, N.M. "An Argument for Modern Craftsmanship: A Philosophy of Design, Materials, and Process in a Post-Industrial Environment." University of Cincinnati, 2011.

Grauman, Carl Friedrich. "The Concept of Appropriation (Aneignung)And Modes of Appropriation of Space." Appropriation of Space AP6, no. AP6 (1976). https://iaps.architexturez.net/doc/oai-iaps-id-iaps-00-1976-009.

Lefebvre, H. (1968). Everyday life in the modern world (trans: Rabinovitch, S.). London: The Penguin. [1971].

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Loos, Adolf. "Building Materials." In The Craft Reader, edited by Glenn Adamson, 116-19. Oxford: Berg, 1898.

Lucas, Ray. Research Methods for Architecture. London: Laurence King Publishing, 2016.

McFarlan, Colin. "The City as Assemblage: Dwelling and Urban Space." Environment and Planning D: Society and Space 29 (2011): 649–71.

Mutia, Indah. "Loose Space and Urban Appropriation in a Glocalized Asian Street." In The 5th International Conference of the International Forum on Urbanism (IFoU), National University of Singapore, Department of Architecture. Global Visions: Risks and Opportunities for the Urban Planet, 2011.

Norberg-Schulz, Christian. Genius Loci: Towards a Phenomenology of Architecture. New York: Rizzoli, 1996.

Noschis, Kaj, Marié-Jose Dosio, Pierre Feddersen, and Euphrosyne Triantis. "Appropriation of Space: A Method and Two Case Studies." Ekistics 45, no. 273 (1978): 451–66. http://www.jstor.org/stable/43623631.

Pietsch, Susanne. Schreurs, Eireen. Mandias, Sereh. Broekhuizen, Dolf. The New Craft School, Jap Sam Books, 2018

Sennett, Richard, The Craftsman. New Haven: Yale University Press, 2008

"Social Poetics: The Architecture of Use and Appropriation." OASE Journal for Architecture 96 (2016).

Tuan, Yi-Fu. Topophilia : A Study of Environmental Perception, Attitudes, and Values. Englewood Cliffs, N.J.: Prentice-Hall, 1974.

Whyte, William H. The Social Life of Small Urban Spaces. Washington D.C.: Conservation Foundation, 1980.

Precedents:
- The campus of RDM, Rotterdam
- sQuare, Elsbeth Ronner, Amsterdam
- Technikon and Akragon, Rotterdam
- Scheepvaart en Transport College, Rotterdam

Reflection

The graduation studio of Urban Architecture focusses on Spolia – material and immaterial leftovers of the existing structures and their reimplementation into new settings. My project takes the existing industrial structure as spolia in which new functions are going to be inhabited.

In the face of globalization, cities are being transformed into similar prototypes of each other and architecture has experienced placeness and loss of identity. My project addresses broad concerns within the field of architecture as such: intervening within the existing fabric of the city and preserving existing structures, a role of craft in contemporary culture, the importance of industry in public domain, context importance in universal design guidelines and trends.