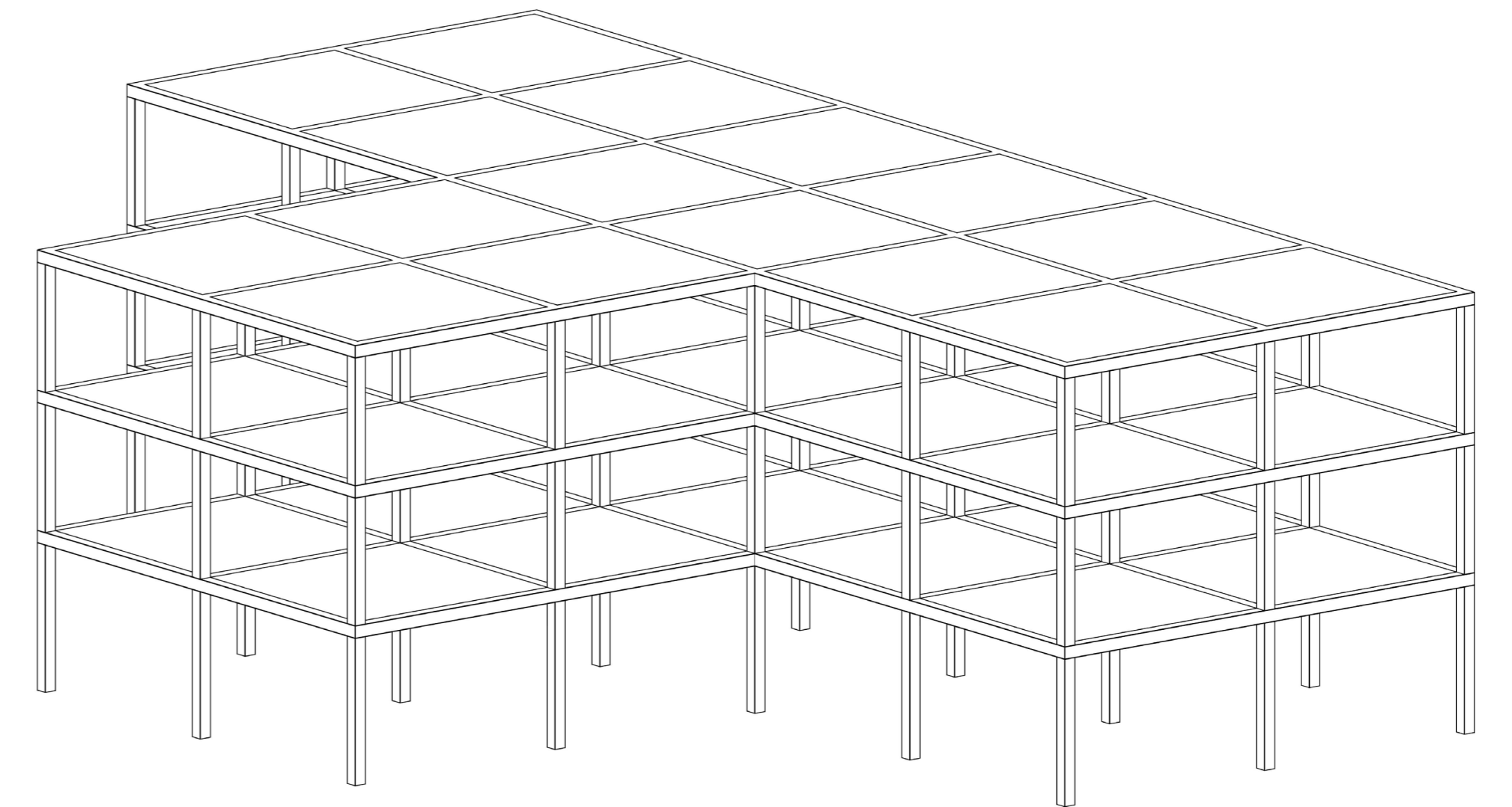
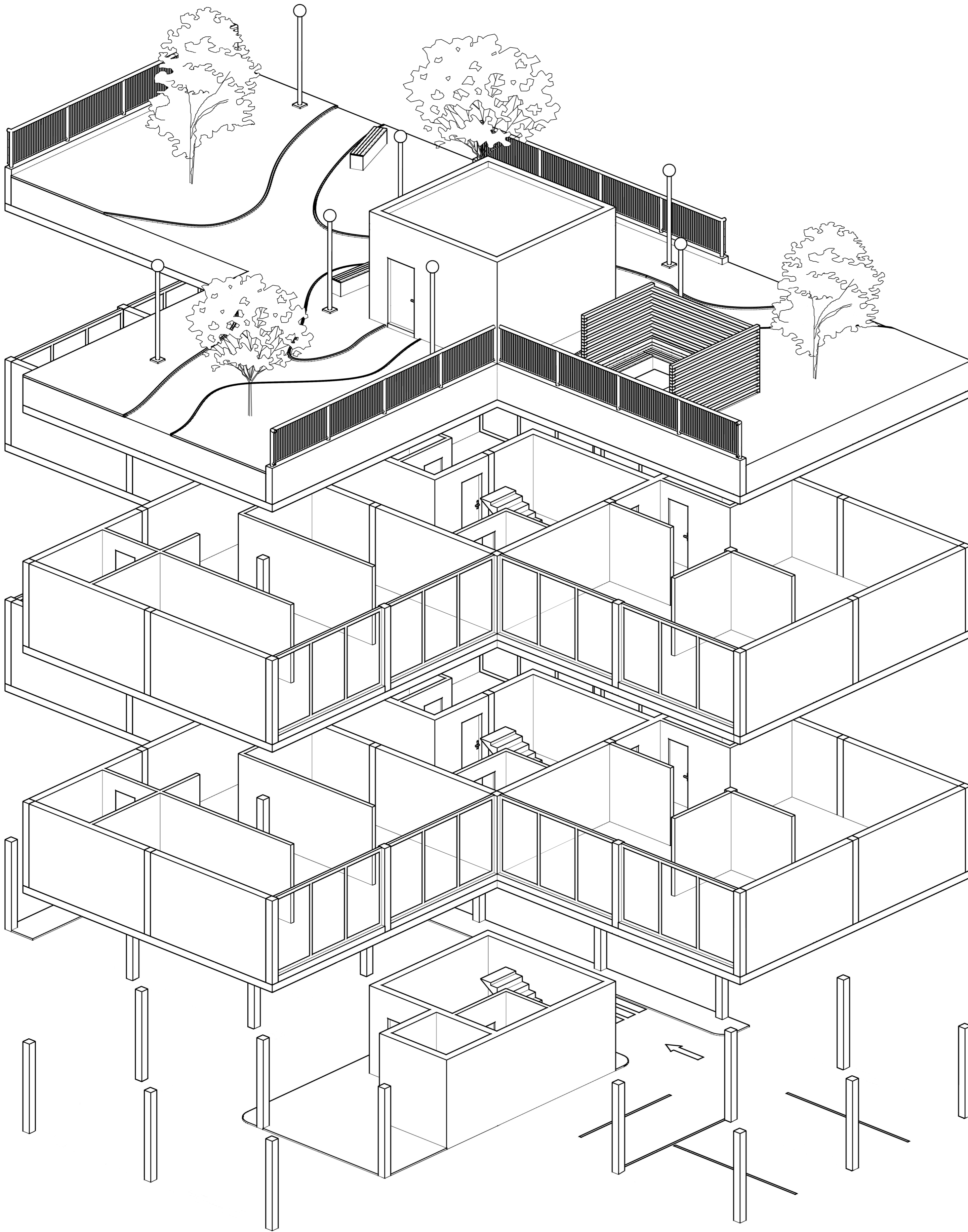


living in a post-industrial landscape

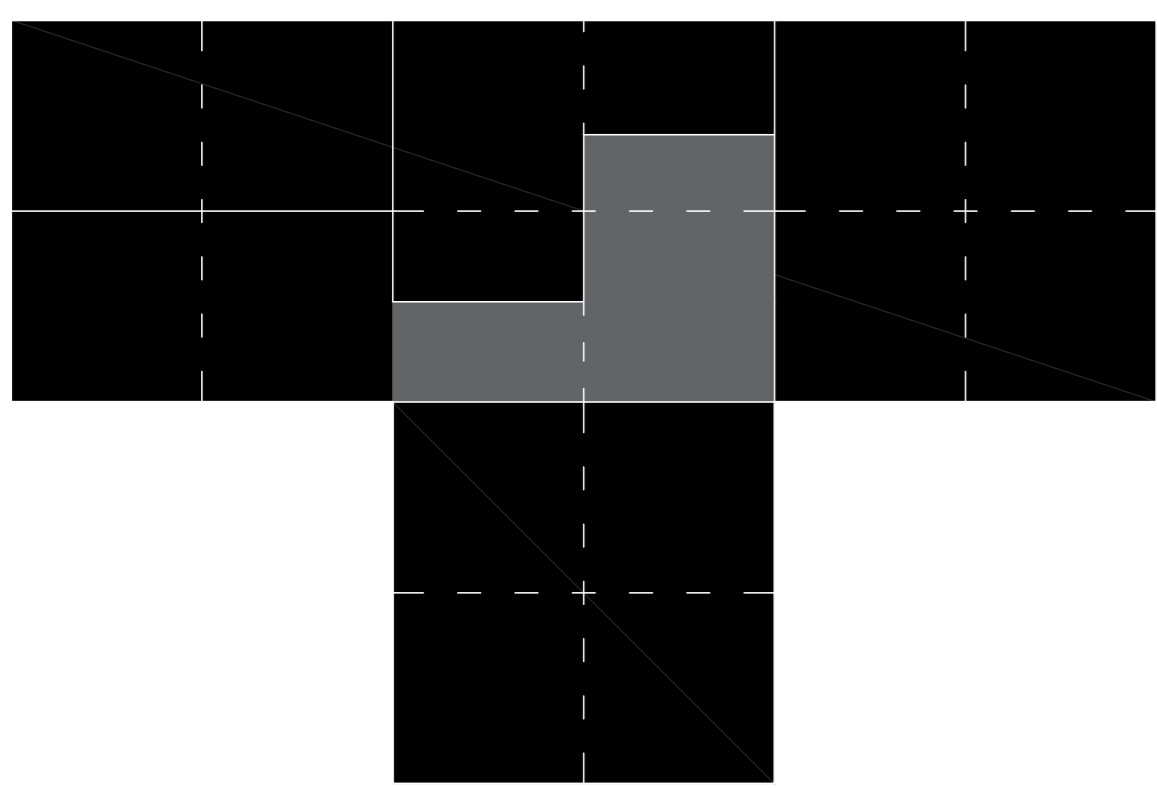
In this project I created a modular system that serves as a universal solution for housing in post-industrial areas. I focused on efficient land use, green spaces and integration of these areas into existing urban tissue. My system can take various shapes depending on the available space and provides housing as well as offices, parks and appropriate logistical infrastructure.

My work can be divided into three layers - logistical, housing and a park. These layers are stacked on top of each other. On the ground floor there is space for parking and access roads for delivery services. The first and second floor consists of flats and the third floor is just an entry point to the rooftop, which is a large public park. All layers are connected via staircase and elevator shaft and visually also by the courtyards.

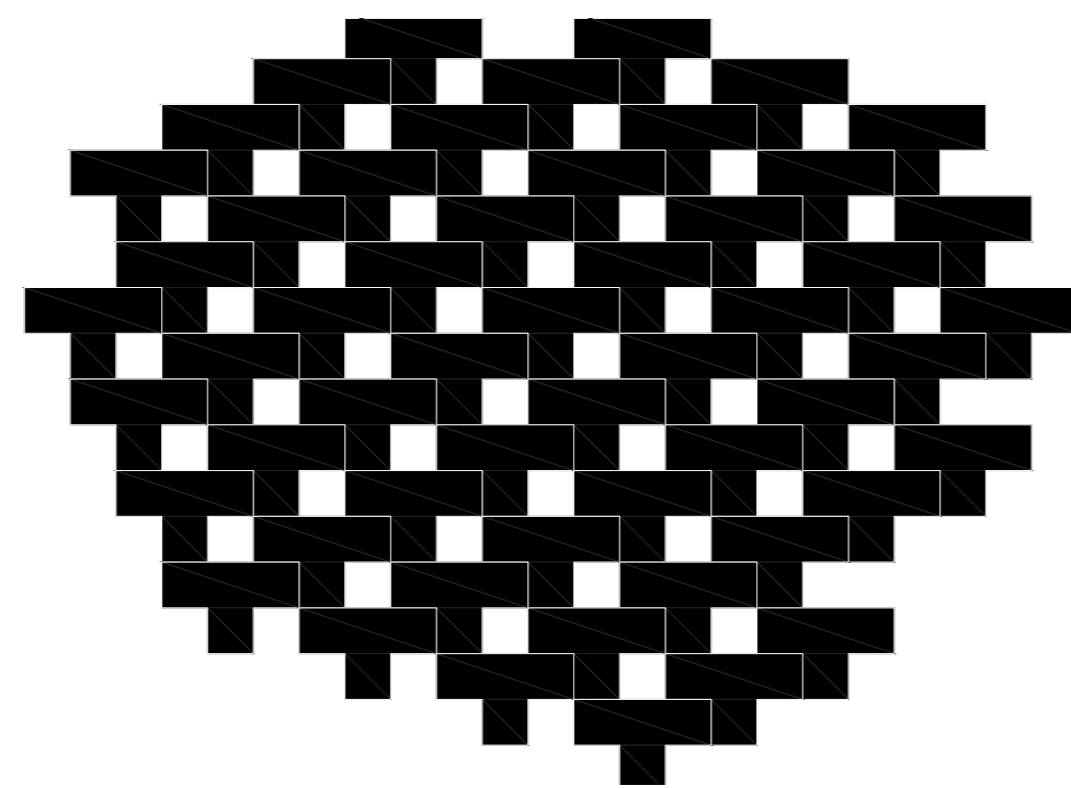
The rooftop park is the main element through which the building is connected with the rest of the city. It should become a public space not only for the residents, but for everyone. It includes cafés, playgrounds and other activities, so hopefully everyone in the city has a reason to visit it from time to time.



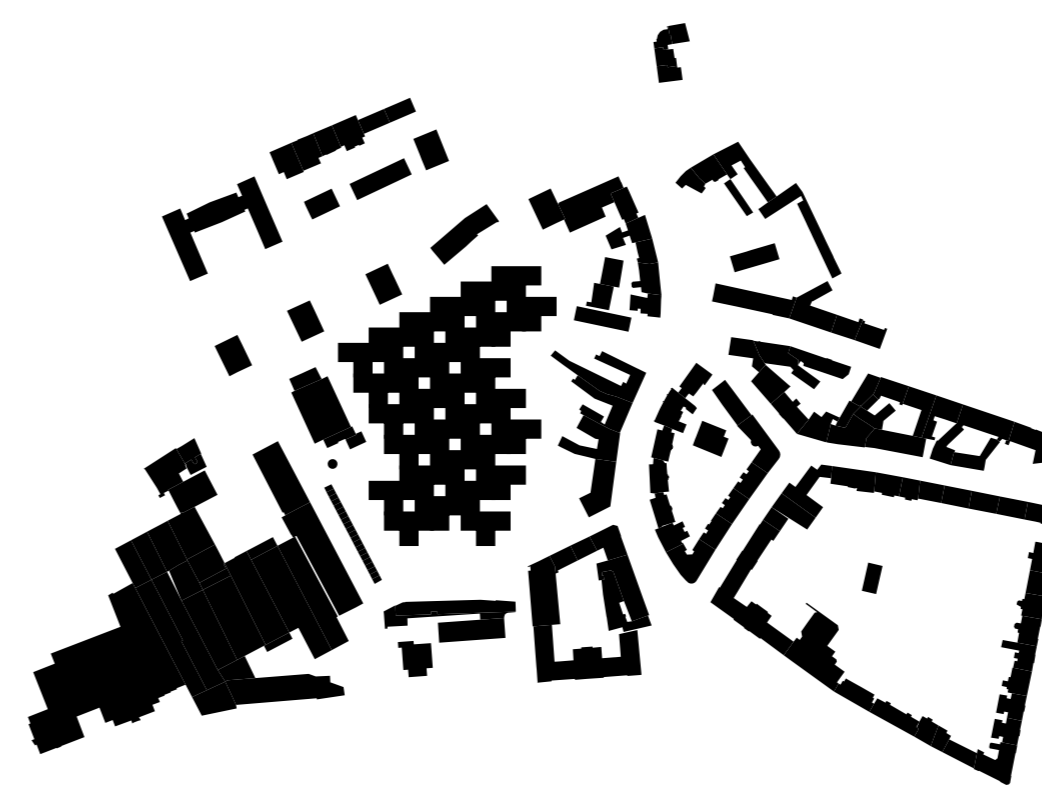
The load bearing structure of the building is a skeletal system. It consists of a grid of concrete columns and beams, some of which are visible, and others are hidden inside interior walls.



The modules are T shaped and are created of four blocks each. The blocks are 10x10m and make the basis of the load bearing structure. Staircase, elevator and hallway are located at the intersection of the blocks (the grey area in the picture), where they do not obscure any light.



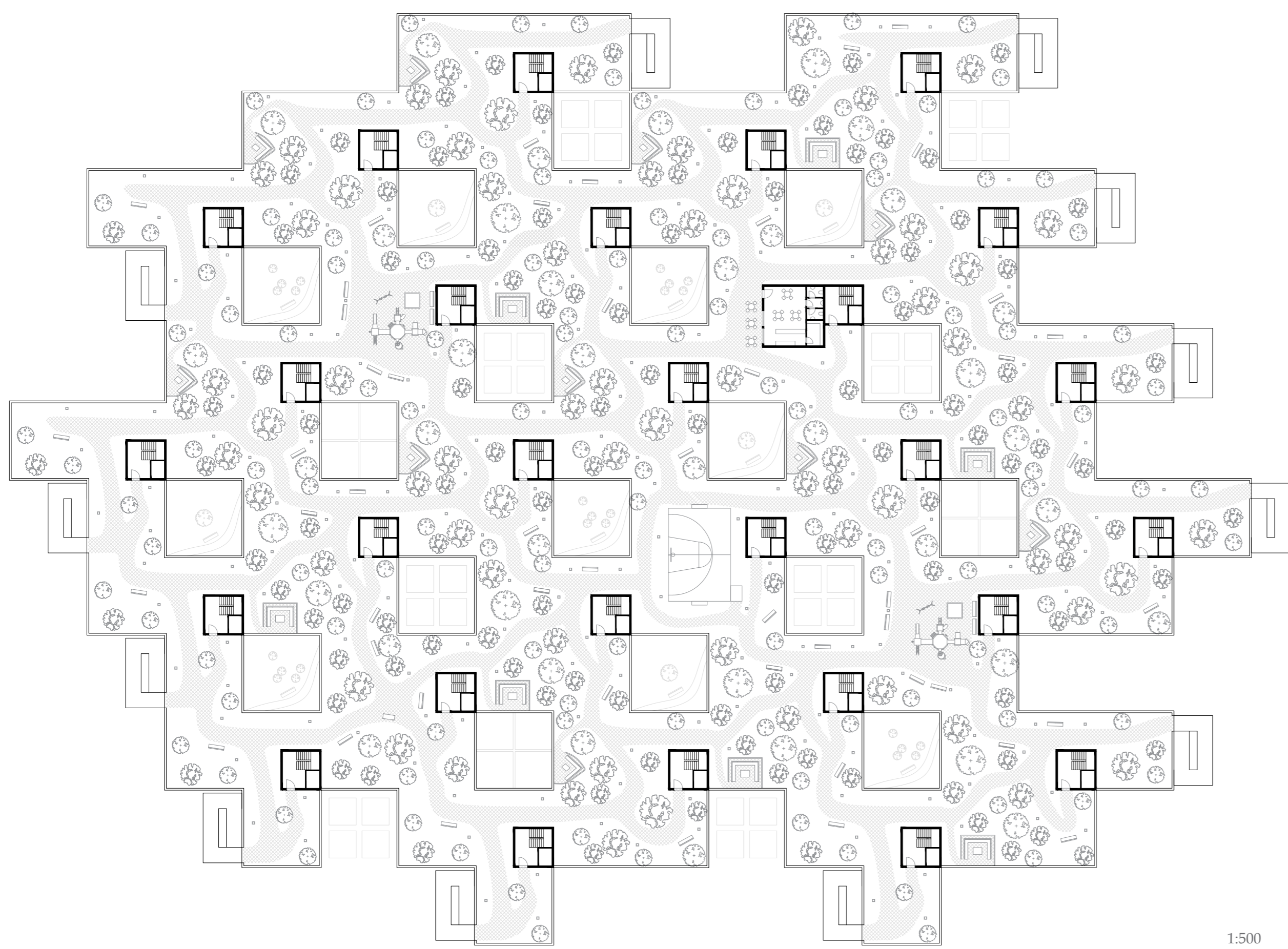
The modules are interlocked in a way that creates courtyards, which provide light for the housing layer. Every block has access to one courtyard, therefore each flat is sufficiently lit.



The modules allow for various shapes and scales. Even though these modules could be theoretically added infinitely, I believe that the optimal scale and function for them is to act as city blocks.

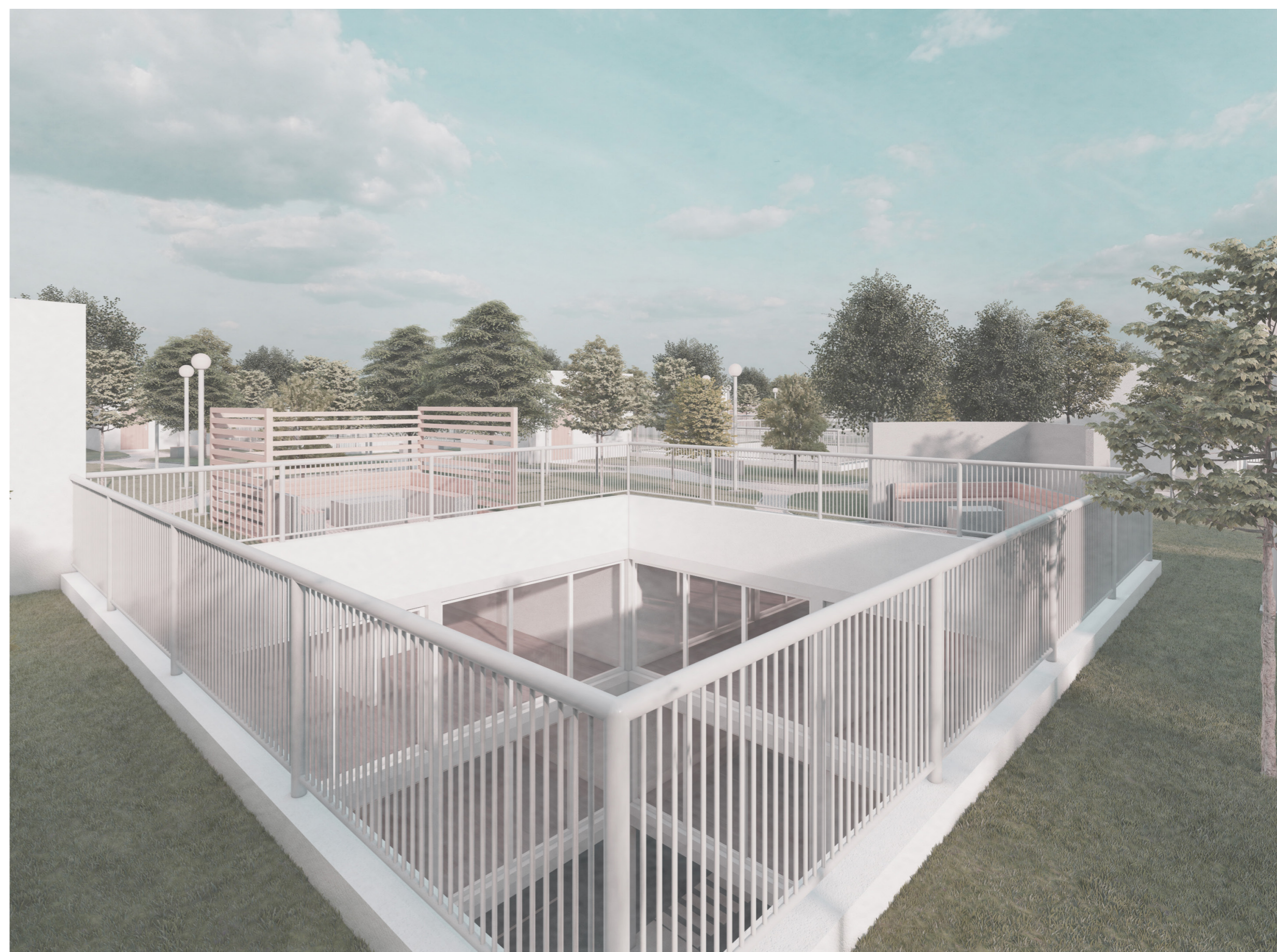


Each module has four flats and one office on every floor of the housing layer. On the west side are two studio apartments. The southern and eastern flats are larger, meant for families. The space in these flats is continuous, uninterrupted, so the light from the windows can get as far as possible. On the north side is the office space which can comfortably fit four desks for employees.

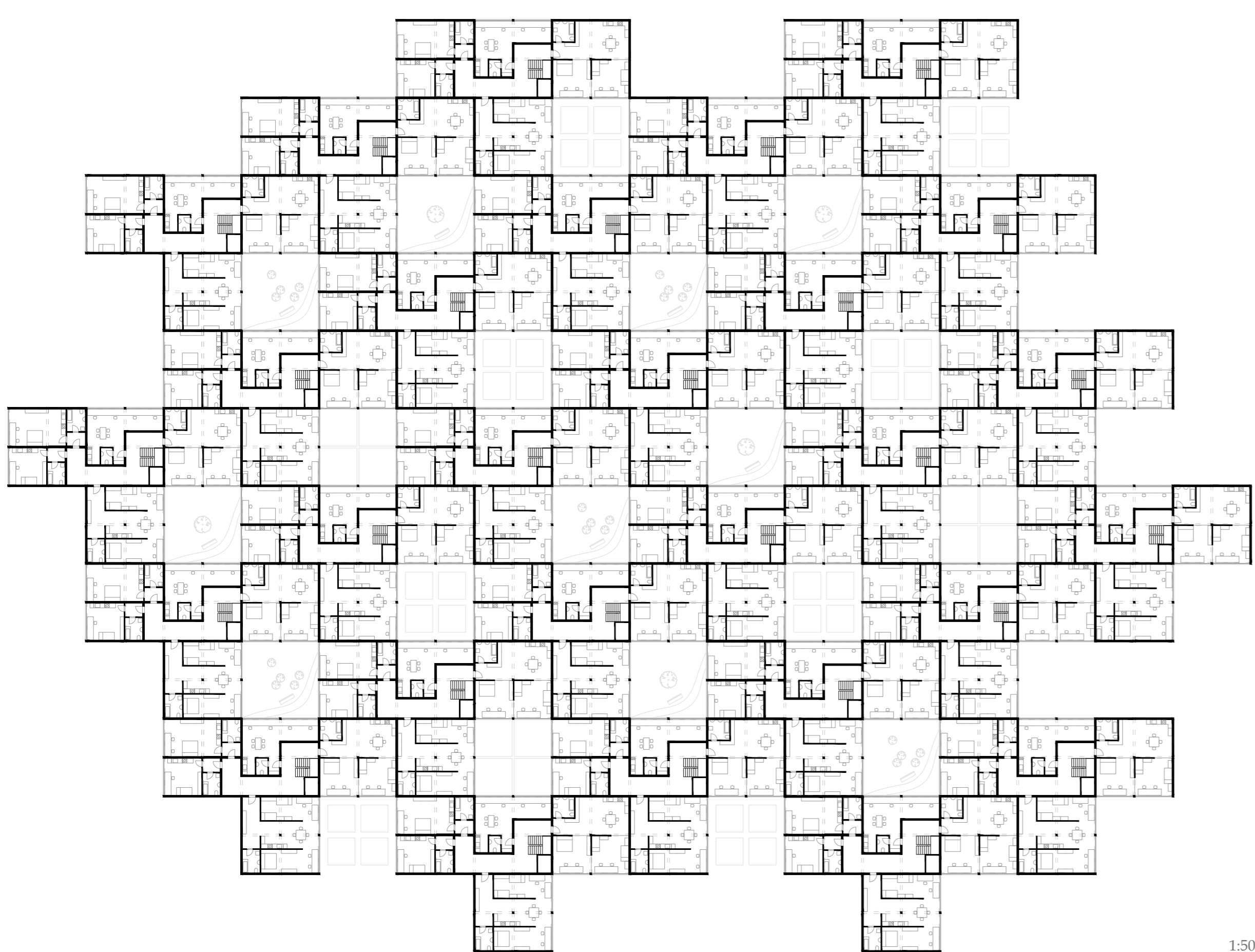


1:500

The park on the rooftop serves as a greenspace for the entire city. It can be accessed either via ramps on the edges from the ground floor, or through the housing layer. Its winding freeform paths are in direct contrast with the strict geometry of the rest of the building. The entrances create small blocks which give viewers an impression of a small village in a lush landscape. The courtyards create barriers in this landscape, therefore, no path can be direct and this makes you wonder through nature a little.



In addition to being a nice route home the park has other functions. There is a small café, a streetball court and two playgrounds for children. Important part of this park are also little semi-public spaces, which are publicly accessible benches with a table separated by a thin wall. These places let people have private conversations in a public space and therefore fulfill one of the main roles of a living room, which otherwise is not present in the building. Each of these places could look different and could be a subject of a public workshop or space for expression of local artists.

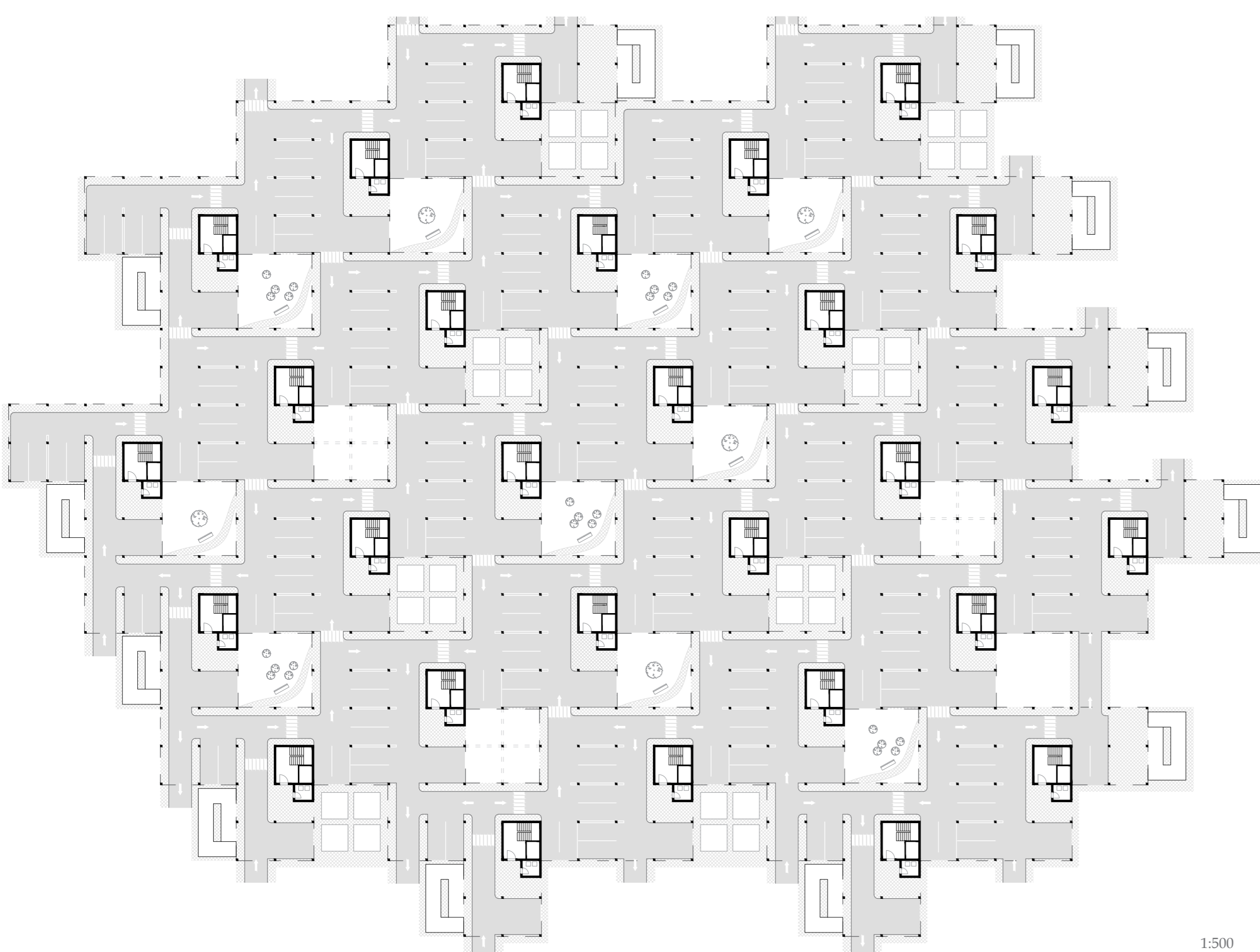


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The structure itself is made of 28 modules, meaning it contains 224 flats and 56 offices in the housing layer. This means that it can accommodate about 600 inhabitants and provide workspace for about 200 people.

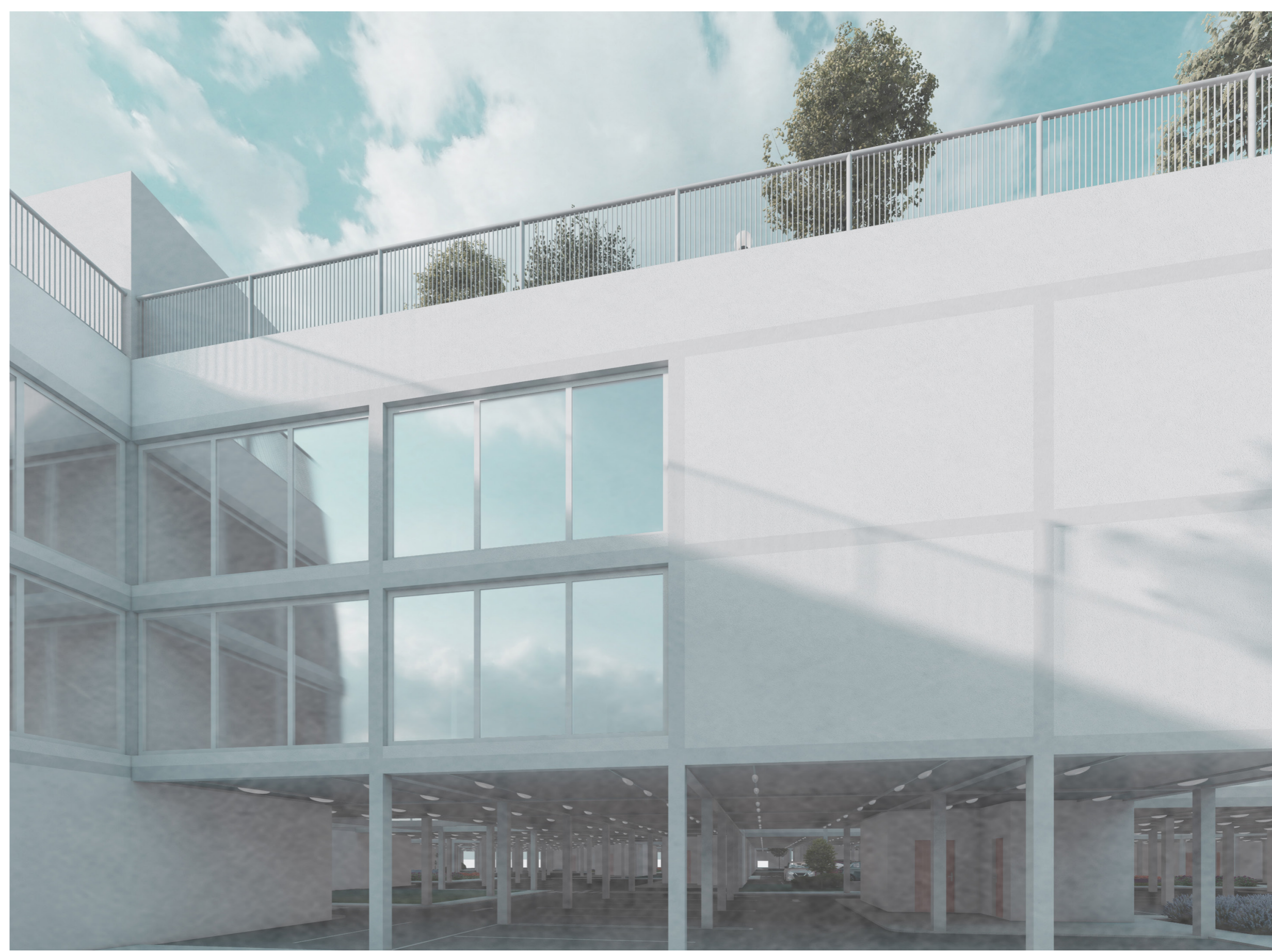


There are four flats in each housing floor of each module. They are designed in a way that lets the rooms with the largest need for light to surround the courtyards whereas bathrooms and hallways are pushed back.



1:500

The logistical layer is mostly a system of one-way roads and parking spaces. The housing layer extends here by staircases and elevator shafts. These create small entrance blocks. Next to each of these blocks is a technical room providing control over electricity and water flow for given module. In each of those modules are eight flats, because there are two floors of housing layer. Therefore, for every module there are eight parking spaces and a ninth for disability parking.



The system of roads is designed in a way, that allows a driver to get from any one place to any other, but due to the nature of this structure, it is not particularly easy to navigate. I could not include any long straight roads, because these would collide with both the courtyards and the entrances. I do not consider this to be a big problem though, because the inhabitants will remember the shortest path from given entryway to the structure to their doors in the same way they would remember the path on a regular street.