





ANALYSIS

"THE STORY SO FAR: IN THE BEGINNING, THE UNIVERSE WAS CREATED. THIS HAS MADE A LOT OF PEOPLE VERY ANGRY AND BEEN WIDELY REGARDED AS A BAD MOVE..."

DOUGLAS ADAMS, THE RESTAURANT AT THE END OF THE UNIVERSE

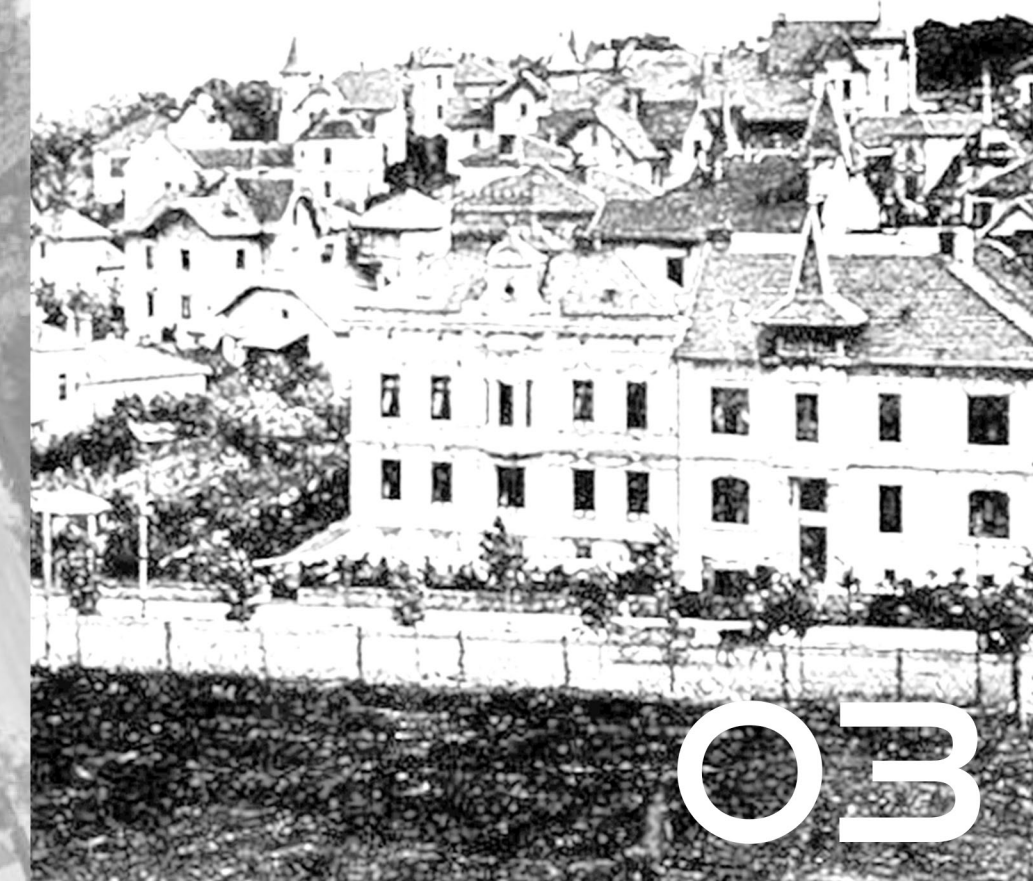
SITE SPECIFICS

The site is situated at the edge of Masaryk quarter in centre of Brno. The plot is owned by Cyrilometodějská elementary school and high school. There is traffic hub Peace square and park Kraví hora with observatory in proximity. There is another park, Wilsonův les, within walking distance

Masaryk quarter (picture below) is residential area built aprox. between years 1900 and 1935 in functionalism and historicism style. The quarter has no area heritage protection although it is one of the most remarkable functionalistic architecture areas in Czech Republic, but it is very probable to be established in near future. According to the current legislative (zoning plan), the quarter is stabilised area. Our site belongs to the public amenities area and height limit is set to 6 - 16 m, surrounding areas belong to the residential area with height limit 3 - 10 m.

The most important traffic hub around is Peace square, where is the terminus of tram line (nr. 4) and station of day line (nr. 68) and night line (nr. 89) buses and school buses. There is also trolleybus stop Barvičova (lines 35, 39) two blocks west from building location. There is lack of parking slots around, parking slots are mostly longitudinal along the streets, larger parking lots are in front of the school (8 slots) and by the square (16 slots). Some new parking slots should be included in the project.

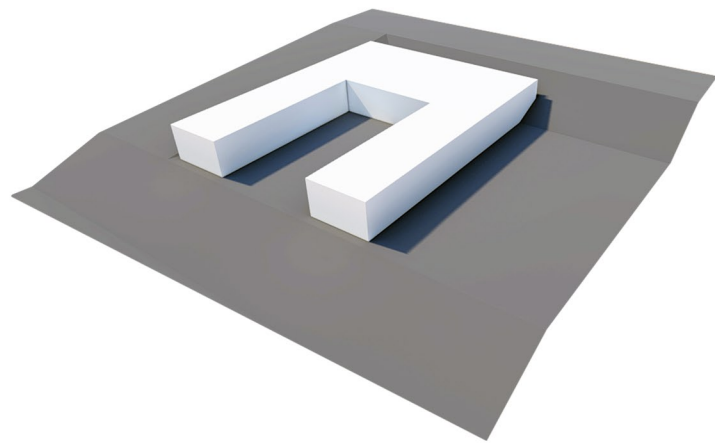
Cyrlometodějská elementary and high school is based in building complex built between years 1924 and 1935. The buildings were designed by Vladimír Fišar and served as mentally ill children care institute until World War 2. In 2018 went the complex through massive reconstruction. Earlier, in 2017 the school sports area was reconstructed. There were plans in 2008 to use the part of sports area, where is our location, for new school gym, however they were cancelled due to local people resistance. The school does not prepare own meals, canteen only distribute delivered food from Biskupská high school. The kindergarten would probably use the same source of food, therefore supply from Havlíčkova street would be preferable.



DESIGN

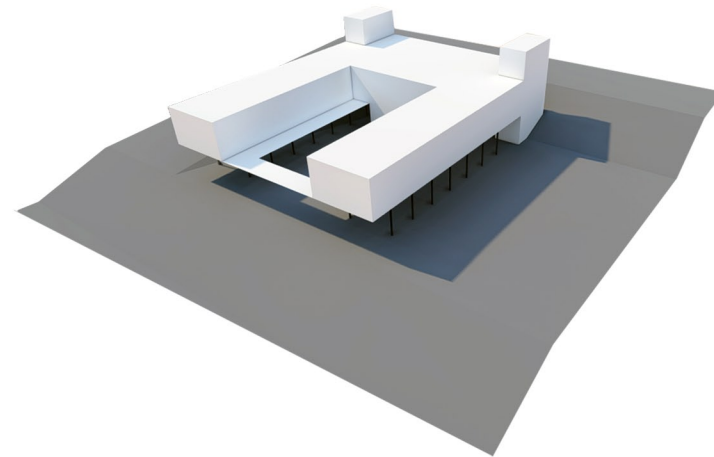
"THE SHIPS HUNG IN THE SKY IN MUCH THE SAME
WAY THAT BRICKS DON'T."

DOUGLAS ADAMS, THE HITCHHIKER'S GUIDE TO THE GALAXY



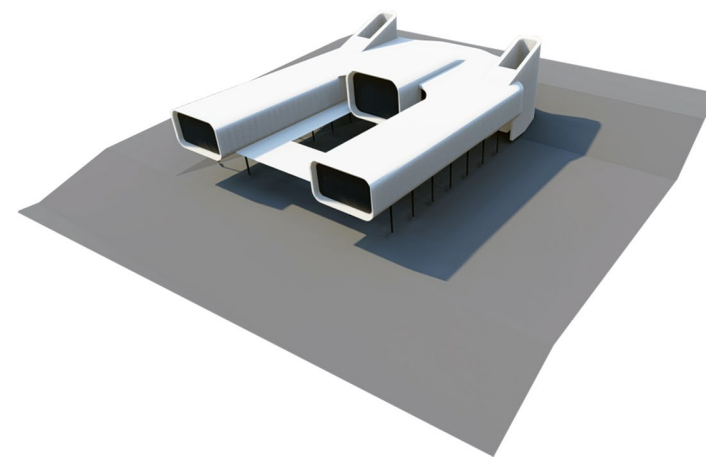
THE MASS

The basic concept is one level high U-shaped mass with symmetrical wings, that include classrooms and central part that include technical facilities.



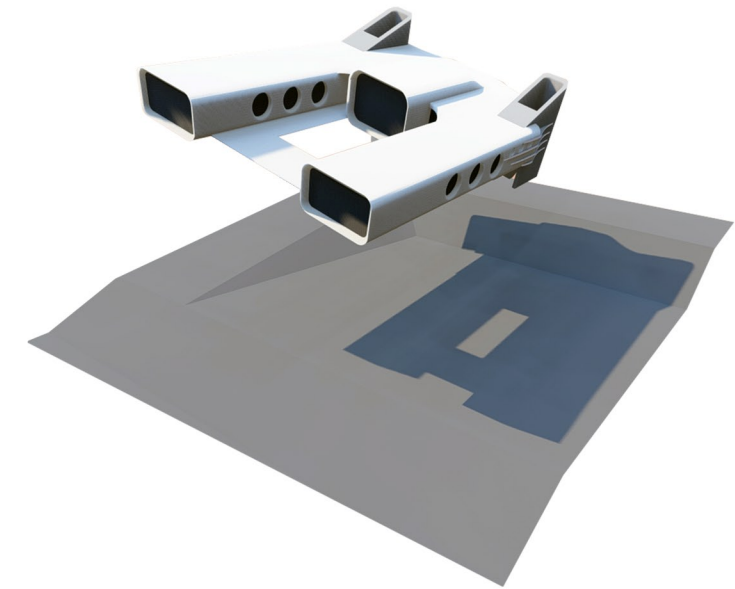
THE CONTEXT

Main entrance is preferable situating from upper Havlíčkova street. To maintain one level operational kindergarten, I am lifting the mass above the ground, connecting it to the street and freeing space below the building for children to play.



THE FUTURISM

I am softening sharp mass to the aerodynamic shape. Pure organic morphology and technicism evoke the future. Nautical motives add elegance to the building. The kindergarten is floating... like a spaceship!



THE LAUNCH

Houston, Houston, we have a problem...

BLOCK PLAN DRAWING

KRAVÍ HORA PARK

PEACE SQUARE

WILSONŮV LES PARK

KRÁLOVO POLE QUARTER

MASARYK QUARTER

BRNO EXHIBITION CENTRE

ŠPILBERK CASTLE

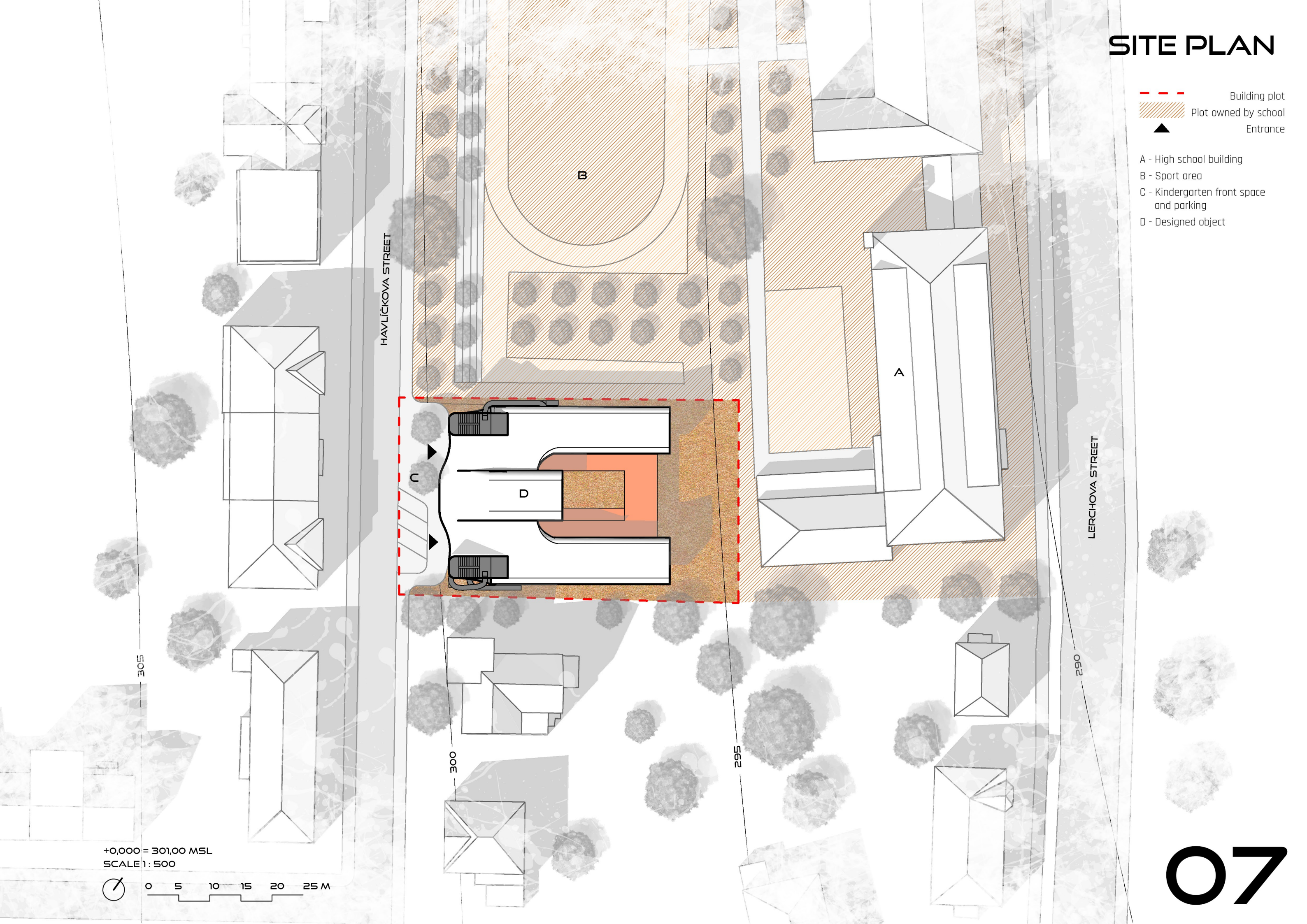
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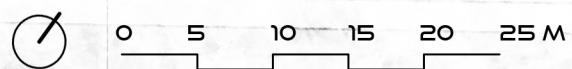
SITE PLAN

- - - Building plot
- ▨ Plot owned by school
- ▲ Entrance

- A - High school building
- B - Sport area
- C - Kindergarten front space and parking
- D - Designed object



+0,000 = 301,00 MSL
SCALE 1: 500

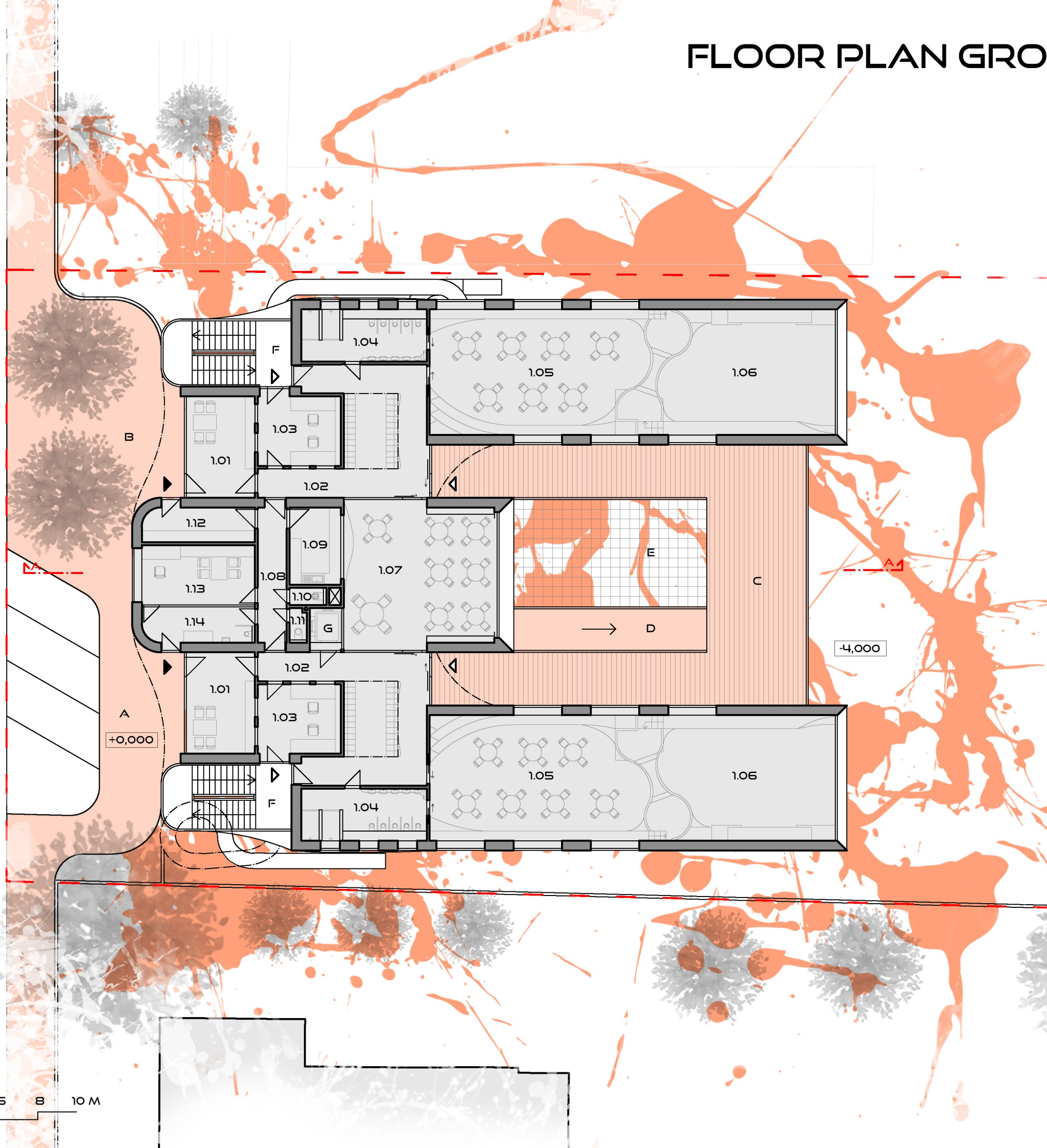


FLOOR PLAN GROUND FLOOR

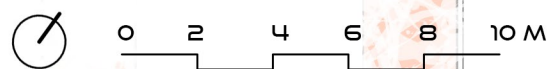
1.01 - Transition chamber	18,64 m ²
1.02 - Spacesuit chamber	40,06 m ²
1.03 - Officer cabin	16,10 m ²
1.04 - Decontamination zone	17,55 m ²
1.05 - Training center	70,52 m ²
1.06 - Crew lounge	65,98 m ²
1.07 - Supplements dispensing	59,02 m ²
1.08 - Hallway	11,21 m ²
1.09 - Supplements preparatory	10,60 m ²
1.10 - Maintenance center	1,71 m ²
1.11 - Officer toilet	1,56 m ²
1.12 - Supplements depot	10,72 m ²
1.13 - Captain's bridge	18,14 m ²
1.14 - Med bay	11,00 m ²

- A - Parking
- B - Front space / scatter area
- C - First deck
- D - Slide
- E - Climbing frame
- F - Staircase
- G - Lift

LERCHOVA STREET



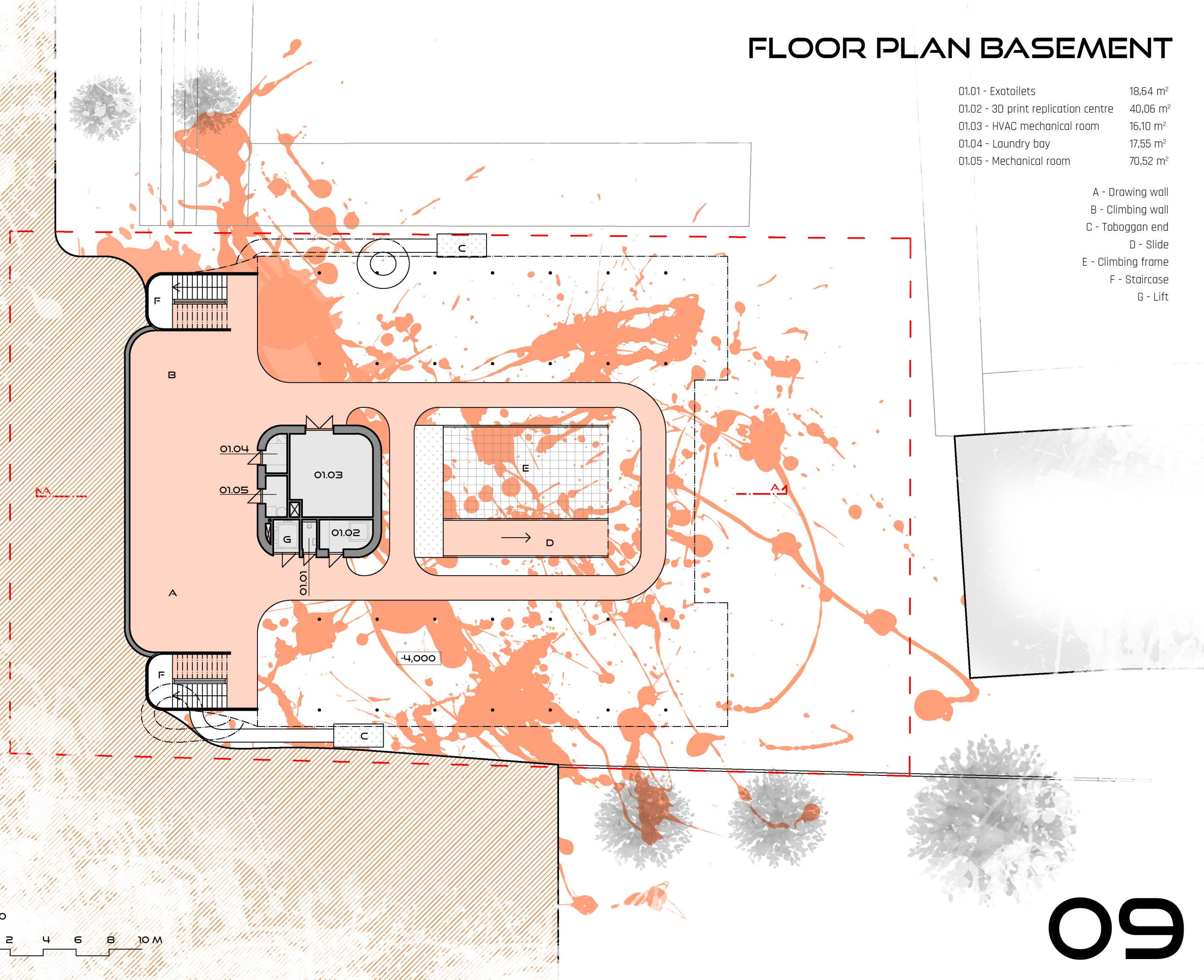
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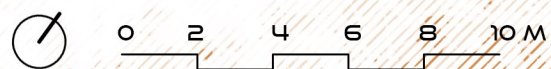
FLOOR PLAN BASEMENT

01.01 - Exotoilets	18,64 m ²
01.02 - 3D print replication centre	40,06 m ²
01.03 - HVAC mechanical room	16,10 m ²
01.04 - Laundry bay	17,55 m ²
01.05 - Mechanical room	70,52 m ²

- A - Drawing wall
- B - Climbing wall
- C - Toboggan end
- D - Slide
- E - Climbing frame
- F - Staircase
- G - Lift

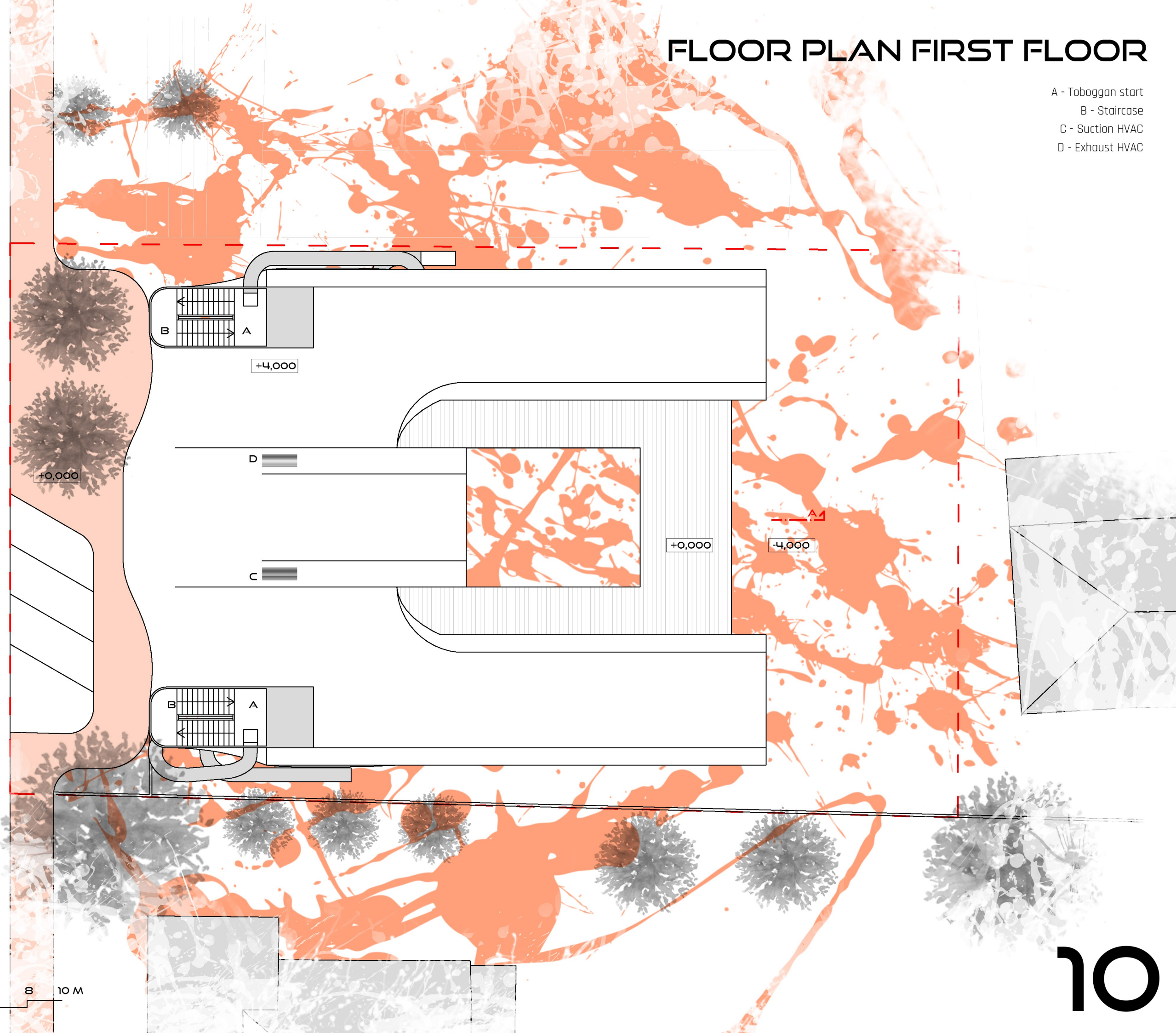


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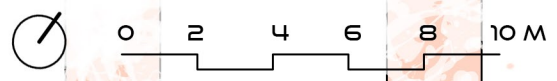


FLOOR PLAN FIRST FLOOR

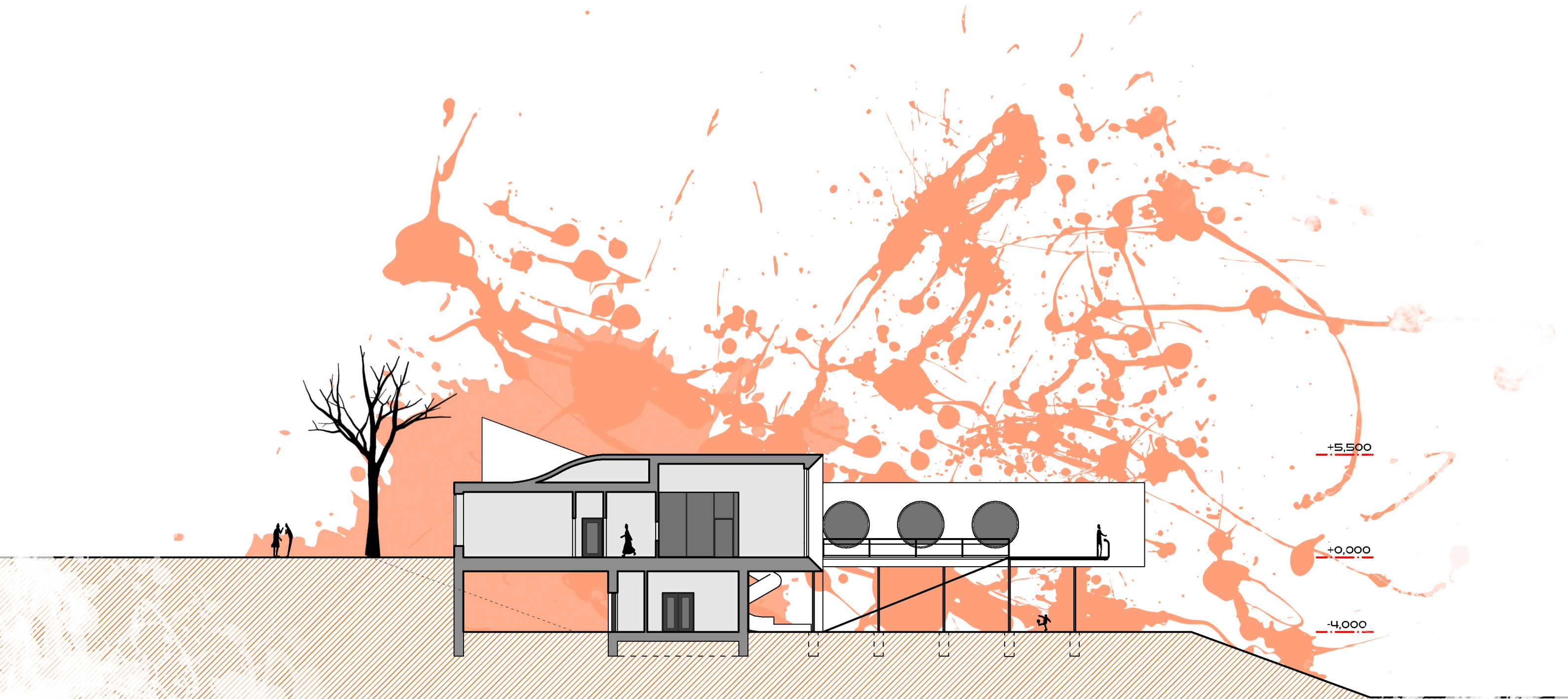
- A - Toboggan start
- B - Staircase
- C - Suction HVAC
- D - Exhaust HVAC



SCALE 1: 200



SECTION A



+5,500

+0,000

-4,000

SCALE 1:200

0 2 4 6 8 10M



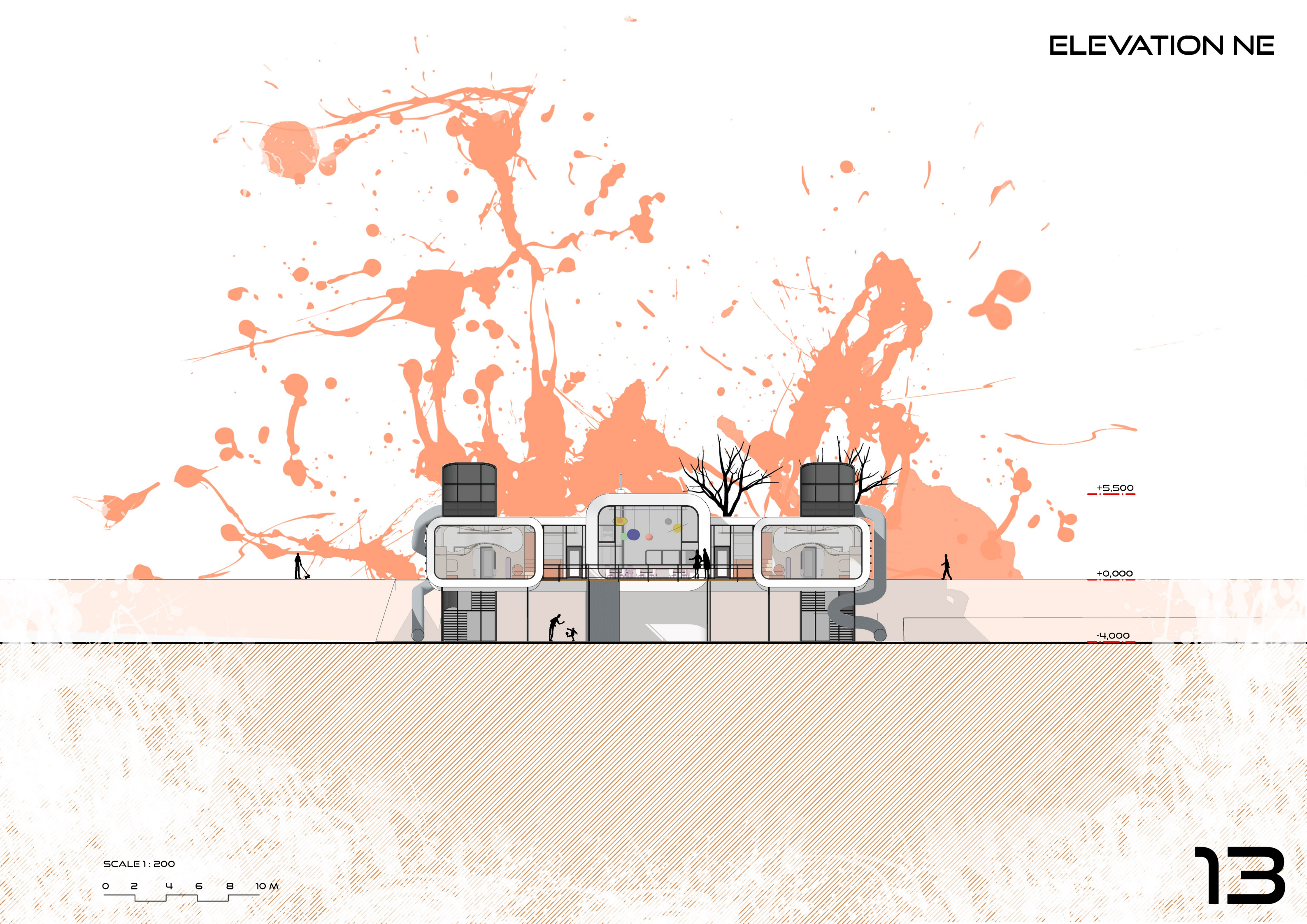
ELEVATION SE



SCALE 1: 200

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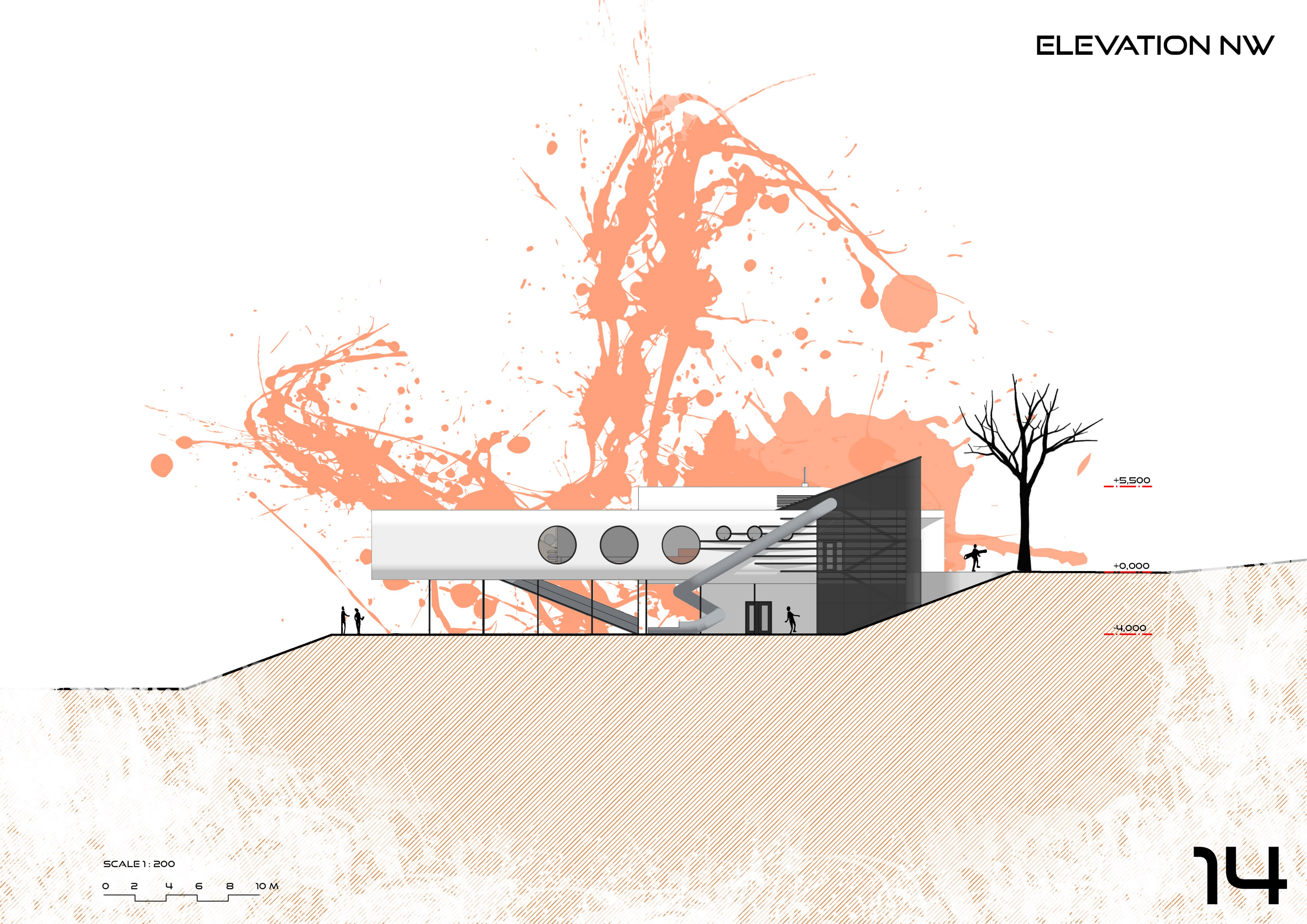
ELEVATION NE



SCALE 1: 200

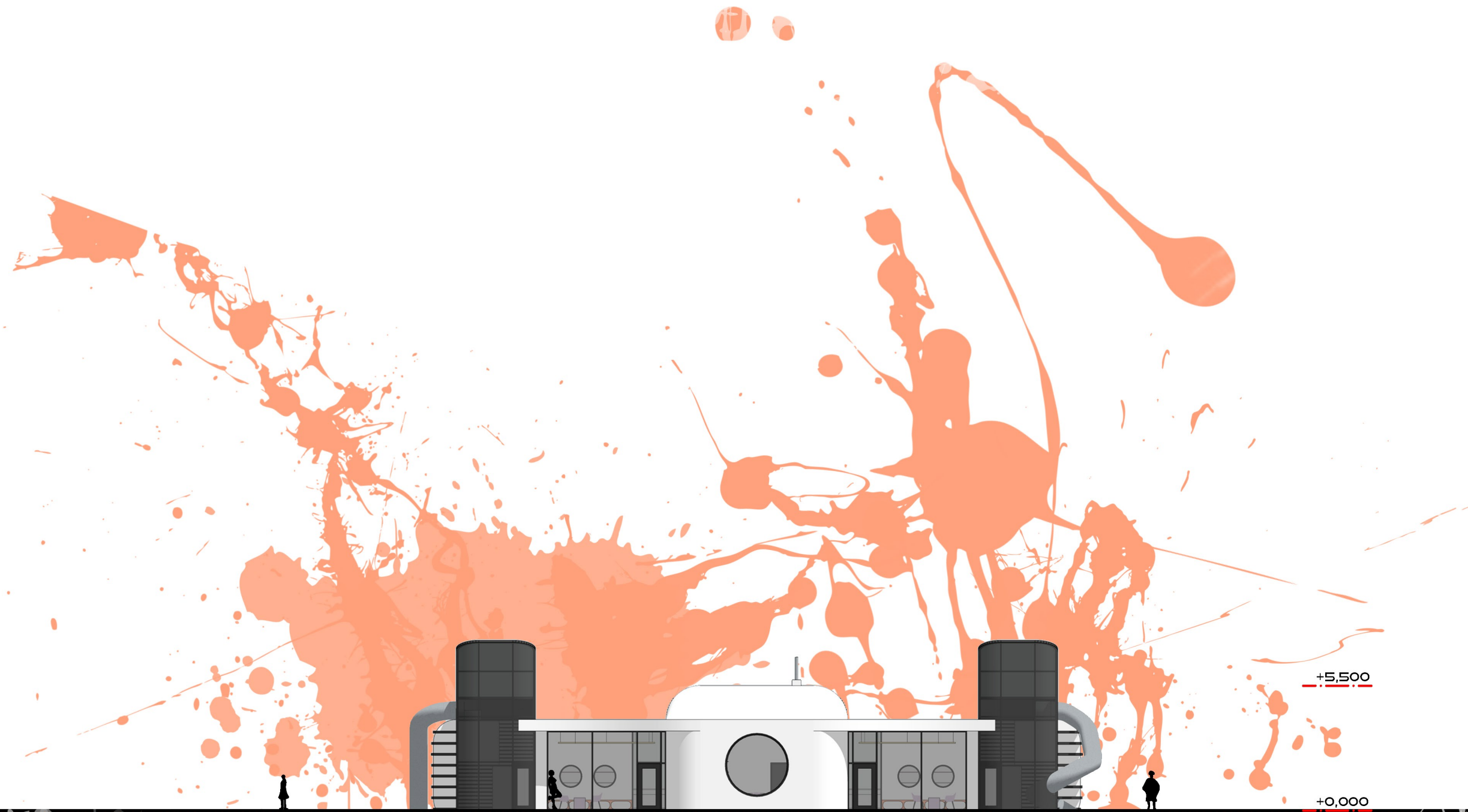
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ELEVATION NW

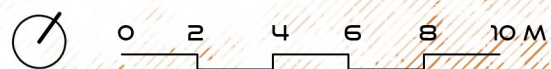


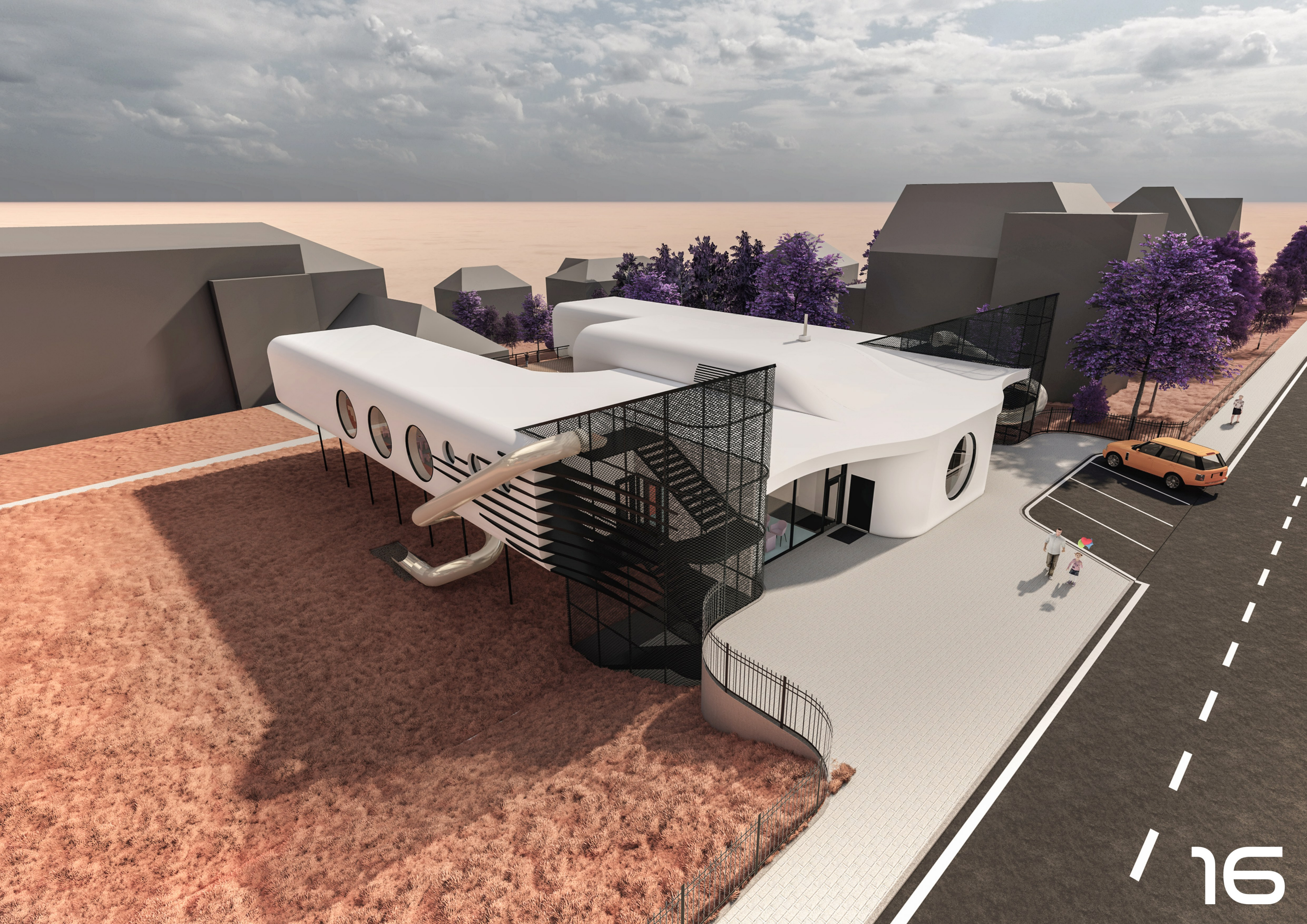
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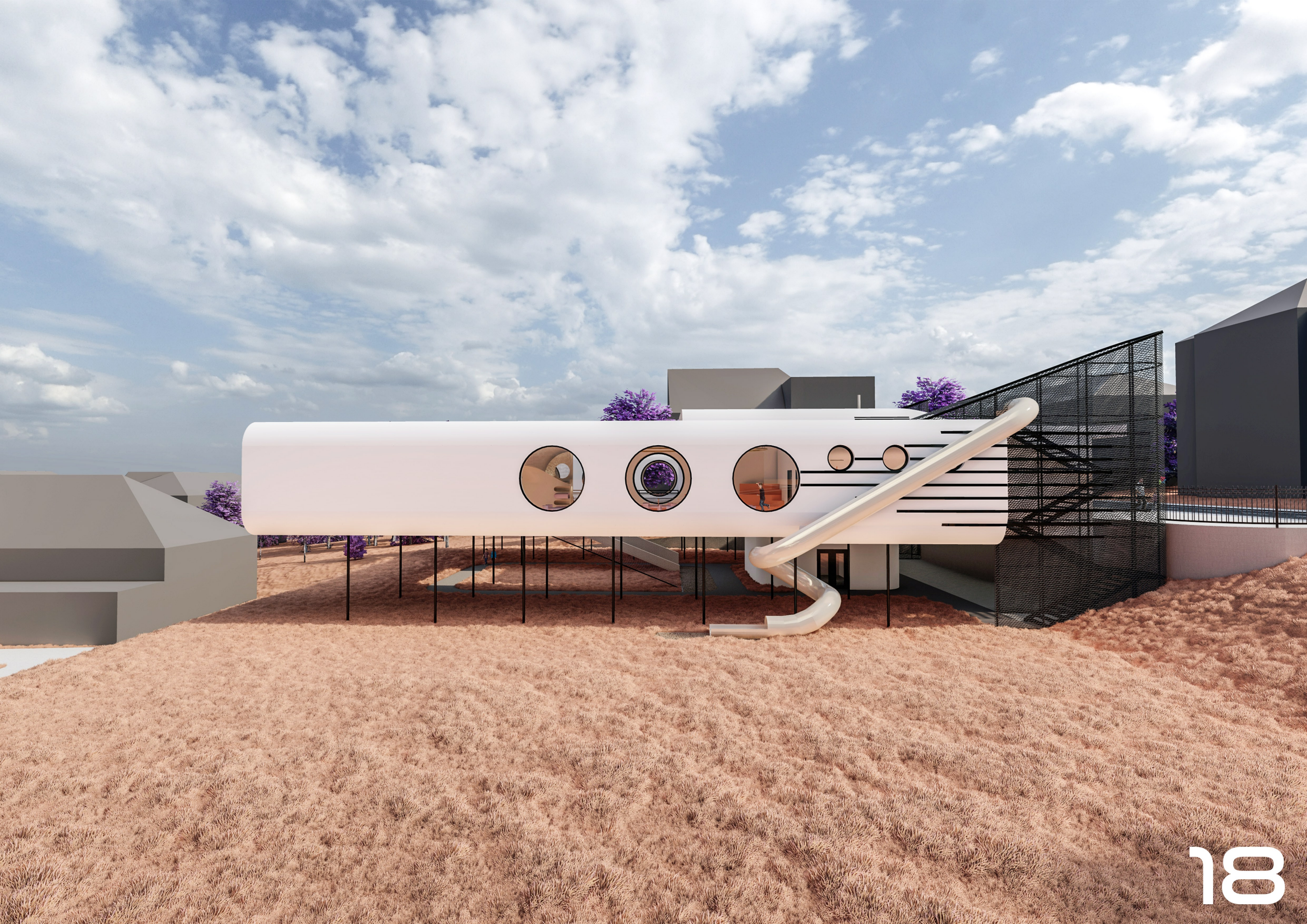


SCALE 1: 200















INTERIOR

"ARTHUR BLINKED AT THE SCREENS AND FELT HE WAS MISSING SOMETHING IMPORTANT. SUDDENLY HE REALIZED WHAT IT WAS.

"IS THERE ANY TEA ON THIS SPACESHIP?" HE ASKED."

DOUGLAS ADAMS, THE HITCHHIKER'S GUIDE TO THE GALAXY

INTERIOR CONCEPTION



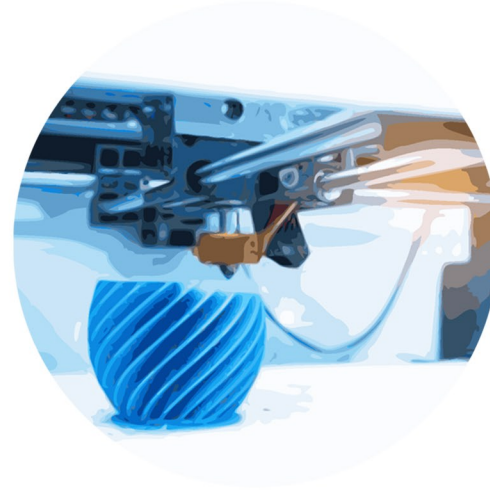
LARGE FORMAT GLAZING

A contact with the outer space is made through large format glazing at the head of the playrooms and the dining room. Revolving windows are connecting classroom with terrace, glass walls are connecting dressing room with other rooms.



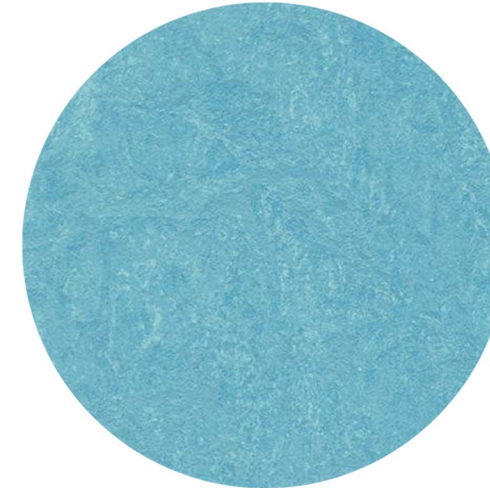
PAINTED WOOD

The basis of the interior design is built-in furniture mostly made of wood, that is painted with salmon colour RAL 3022.



3D PRINT, PLASTIC

The plastic is significant material of the interior design, that is used as fairing of built-in furniture and creates its own structures. Portable furniture and toys will be created using 3D print technology with recycling possibility. The building includes 3D print room, where unused or damaged products of 3D print can be grind up to filament and reused.



MARMOLEUM

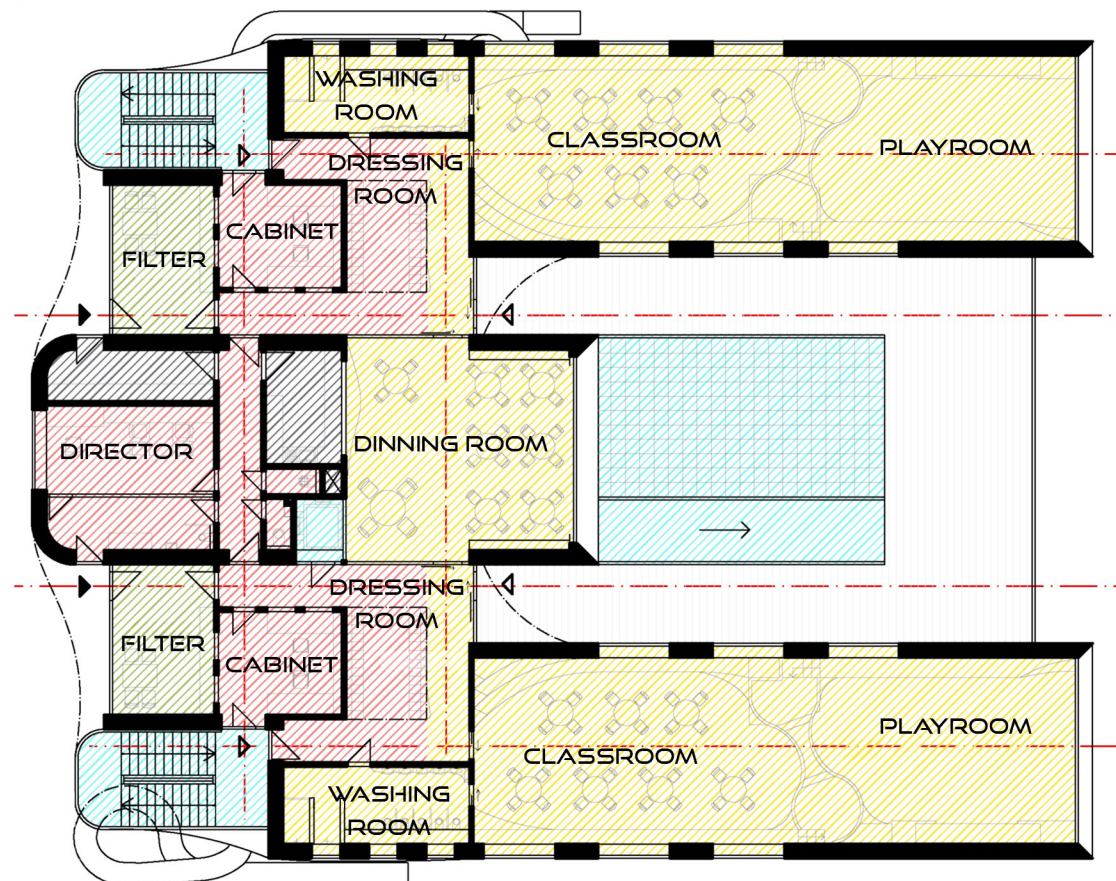
A floor covering, that unites clean operation spaces is marmoleum, that is very touch-friendly and makes children game easy. Marmoleum has sky blue color and in dirty operation spaces is replaced with epoxide cast floor with the same colour.



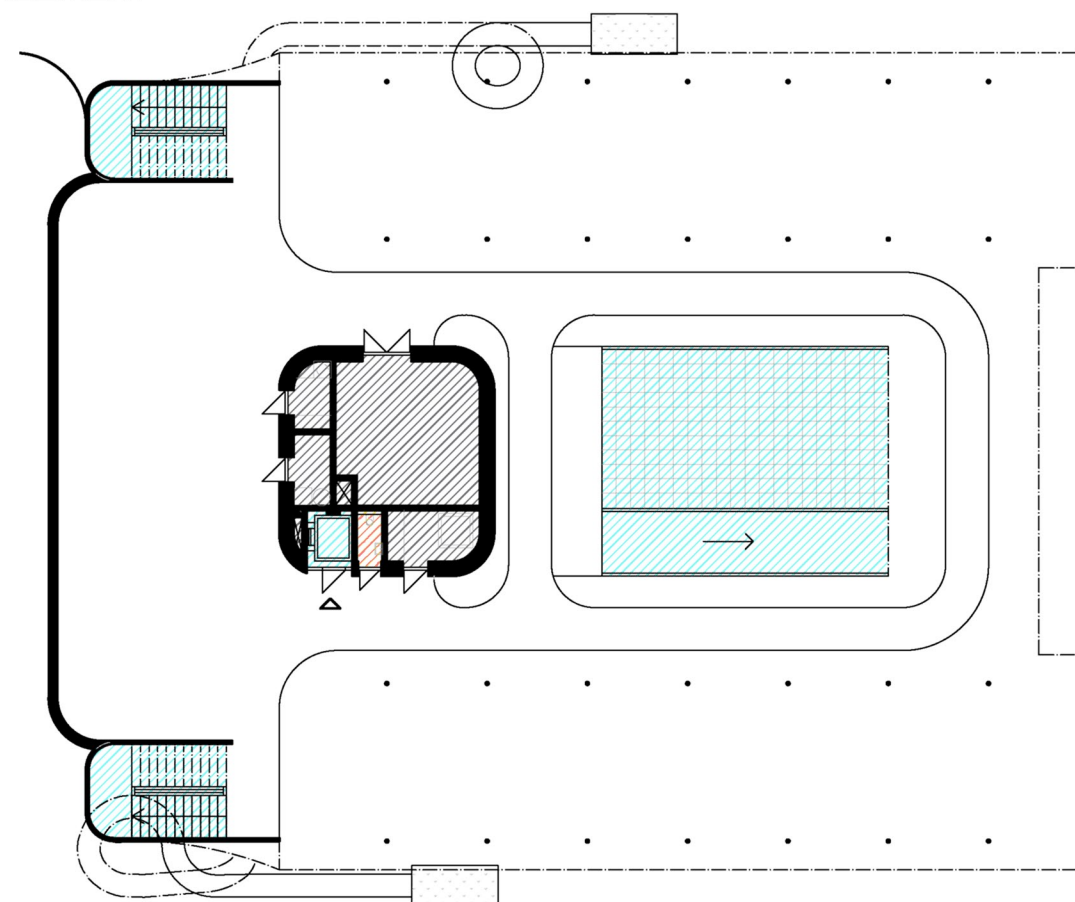
INTELLIGENT COATING

Walls of day rooms are decorated by intelligent coating, that allows children to draw on with erasable markers.

GROUND FLOOR



BASEMENT



ZONING, INTERIOR DESIGN

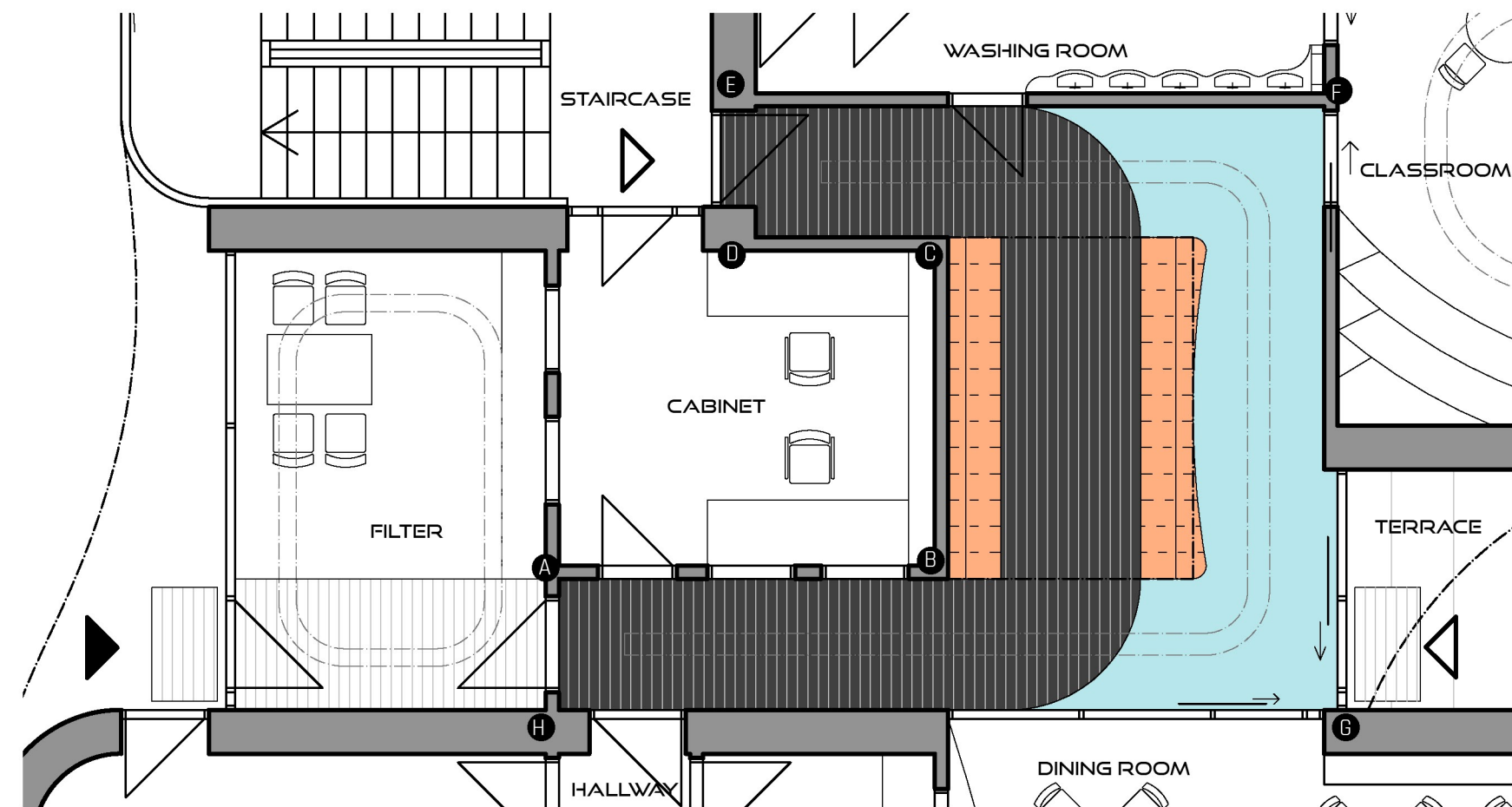
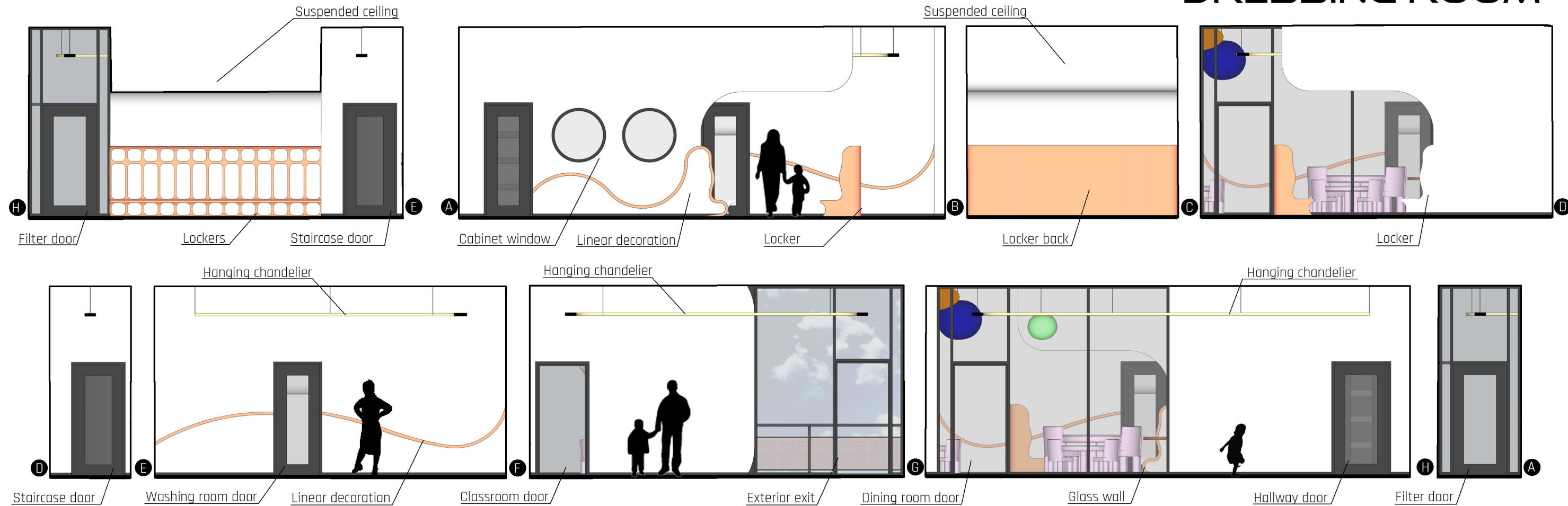
The interior is designed in "techno organic" style with recurring motifs of circle, rounded rectangle, and splines. The colour tone of the interior is softly pastel, artificial lighting is provided by hanging chandeliers. Visual axes are another important design elements, that underline technicism of the building.

The kindergarten operates with two symmetrical classrooms with separate entrance each. Parents are allowed to enter only hygienic filter. The dressing room serves as meeting point of clean and dirty zone. The classroom and playroom form together one room, that is divided by climbing frame. Built-in furniture forms a lot of shelters, hideouts, and different environment for the game. Common area for both classes is located in the centre of the spaceship and is furnished more simply. Technical facilities are in basement. Kitchen is supplied by delivery from Lerchova street.

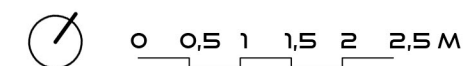
- Visual axis
- Yellow Clean zone
- Red Dirty zone
- Blue Vertical communication
- Grey Technical facility
- Green Parents



DRESSING ROOM



SCALE 1: 75



The dressing rooms are located in symmetrical wings behind the entrance filter. The entrance visual axis and stairway visual axis go through the dressing room on opposite sides each. Locker bay is optically pressed to the ground by organically shaped suspended ceiling.

The dressing room is a place, where clean and dirty operation zones meet. Children are coming from outside through entrance filter and from the garden through exterior staircase. The divide between these two zones is highlighted by using different floor covering materials. Textile cleaning zone leads to locker bay, while cast floor of the rest of the room leads children from the classroom to the dining room. Locker bay space is decreased by suspended ceiling that includes also lighting. Artificial lighting of the rest of the room is provided by belt shaped hanging chandelier.

The walls are covered with white plaster with occasional linear decor, that follows up shape of lockers. The space is suitable for displaying children's work.

Lockers are made of wood, but have plastic fairing, that protect lockers from humidity and enable easy cleaning. Lockers are consisted of three segments, lower segment for shoes with shoe changing bench, middle suitable for hanging clothes and upper suitable for small items storage.

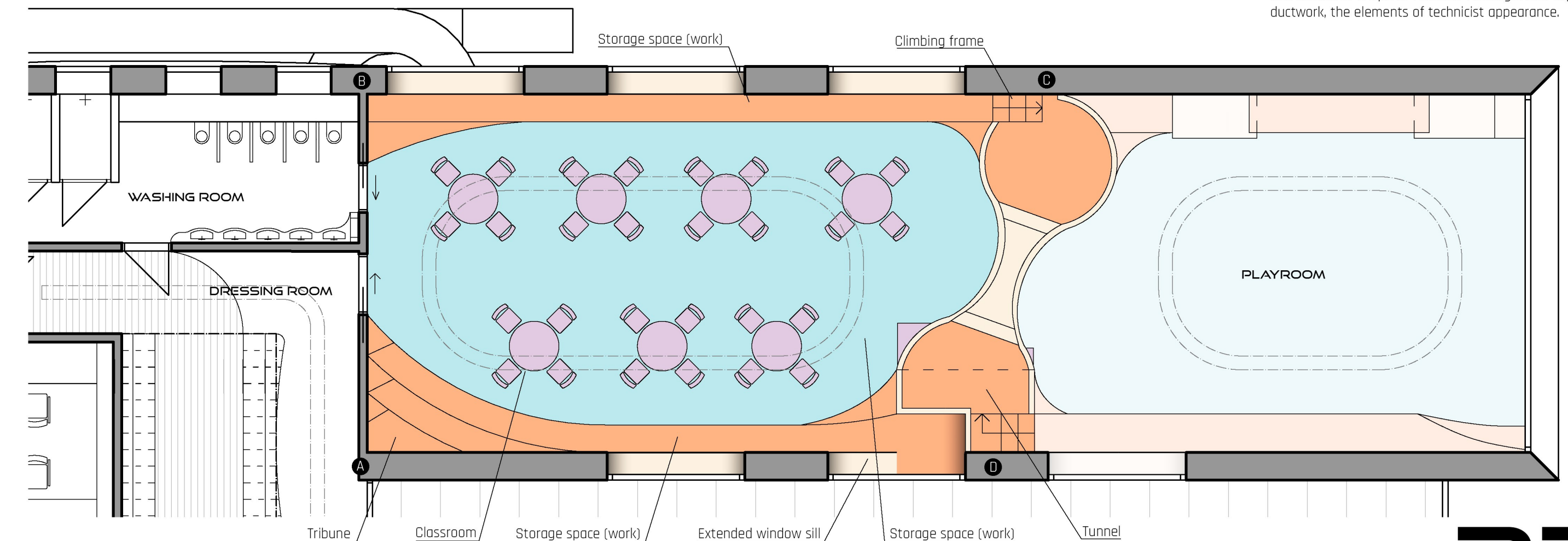
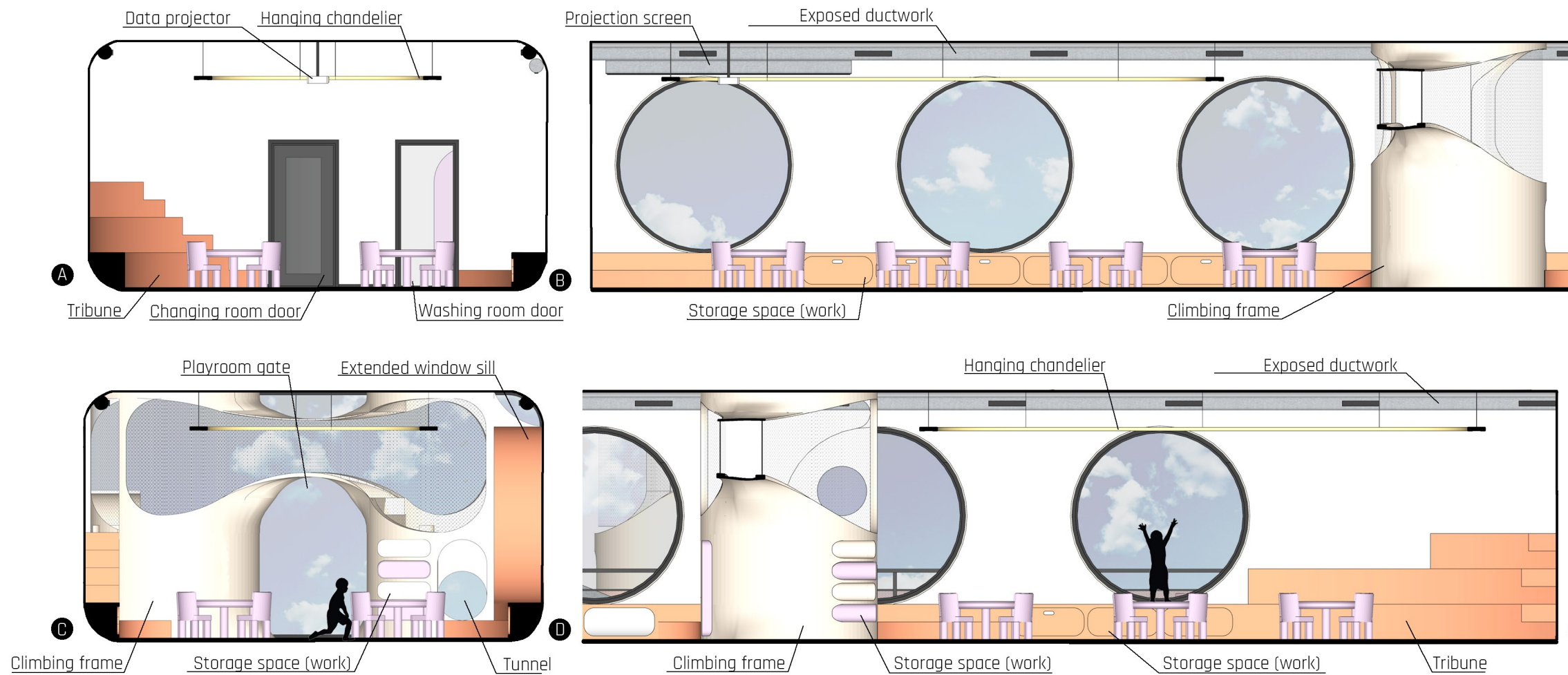


CLASSROOM

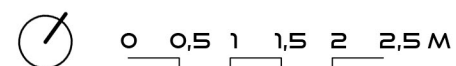
The classroom is the main day room of the kindergarten. The classroom together with the playroom form a common space, that is visually divided by a climbing frame in the middle. The classroom is more rigid than the playroom and is designed for study and work as well as children's games. The design features a lot of hideouts and different environments for children to play.

The classroom is a central space with built-in bench with integrated storage space around the perimeter of the room. The bench forms in the corner of the room tribune, that can be used for example for frontal teaching or projecting videos. The bench is also connected to the windowsills, that mediates a contact with outer world. The climbing frame, that divides the space to the classroom and the playroom, is another important design feature. It is possible to climb the frame up from both sides, climb it over or crawl it through a tunnel and it hides a shelter accessible from the playroom.

The benches are made of wood (veneer) with salmon coloured paint, the climbing frame is steel construction with plastic fairing. Tables and chairs are made using 3D print technology as well as toys. Underfloor heating is installed all over the room under touch-friendly blue marmoleum. The space is completed by hanging chandeliers in shape of rounded rectangle and exposed ductwork, the elements of technicist appearance.



SCALE 1: 75



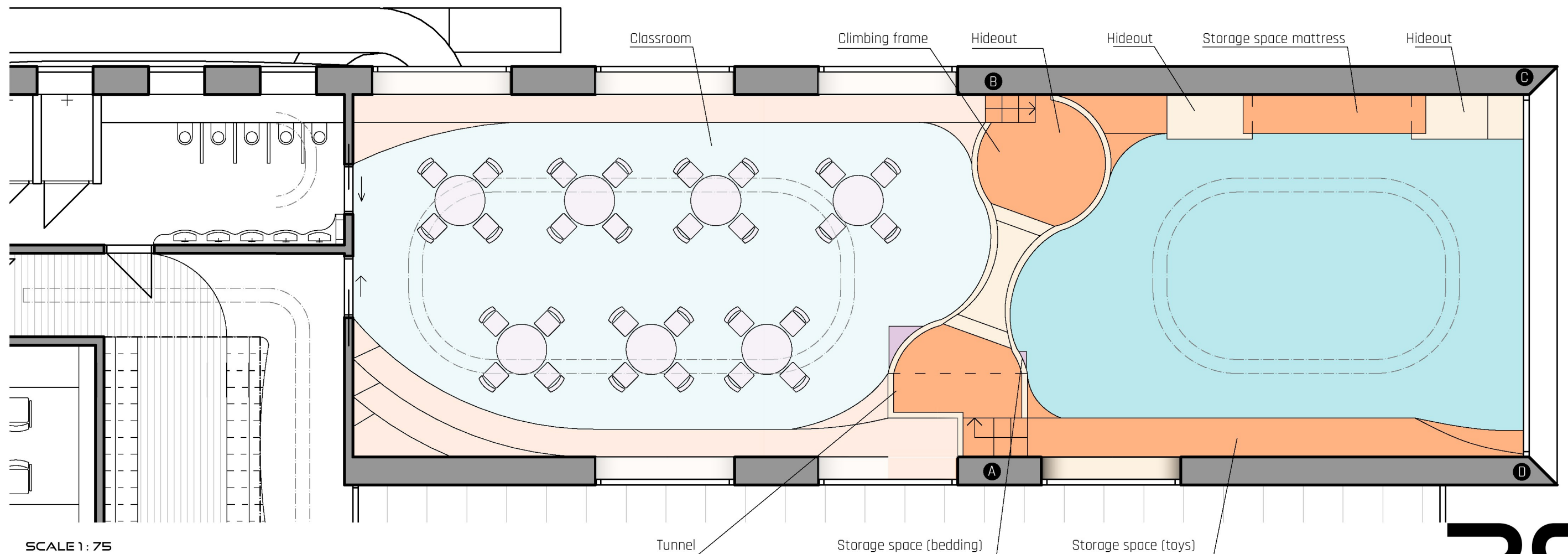
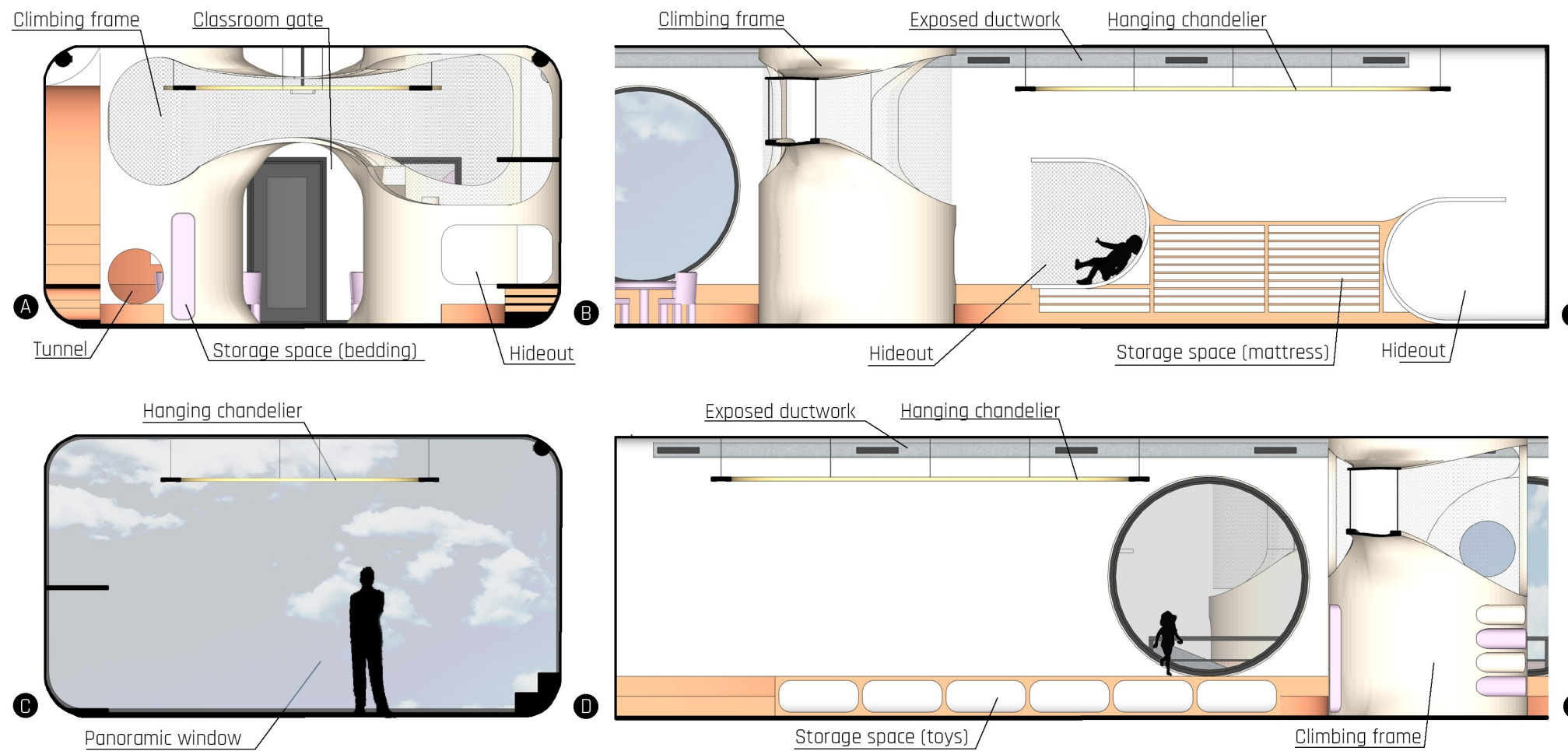


PLAYROOM

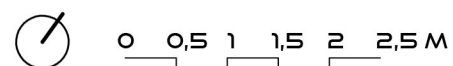
The playroom forms with the classroom the largest space of the kindergarten, that is divided by climbing frame in the middle. The playroom is very flexible space, that can be used for games or rest. Even though the space is central, it features plenty of different hideouts and environments ready for children to use.

The space is similar to the classroom, there is a bench with integrated storage space around the perimeter. The bench forms mattress cabinet with two hideouts. There is a mattress for every child, that can be freely placed in the room and children can decide where to sleep. The storage space for bedding is integrated to the climbing frame. Climbing frame features tunnel to the classroom and shelter accessible only from playroom. The space continues smoothly to the exterior by panoramic window at the head of the room.

The bench and the mattress cabinet are made of wood (vener) with salmon coloured paint, the climbing frame is steel construction with plastic fairing. The climbing frame and the mattress cabinet are illuminated by LED point light sources. The illumination applies to stairs, and cave lighting of the climbing frame. Toys are made by 3D printer. There is underfloor heating installed all over the room under blue touch friendly marmoleum surface. The space is completed by hanging chandeliers in shape of rounded rectangle and exposed ductwork, the elements of technician appearance.

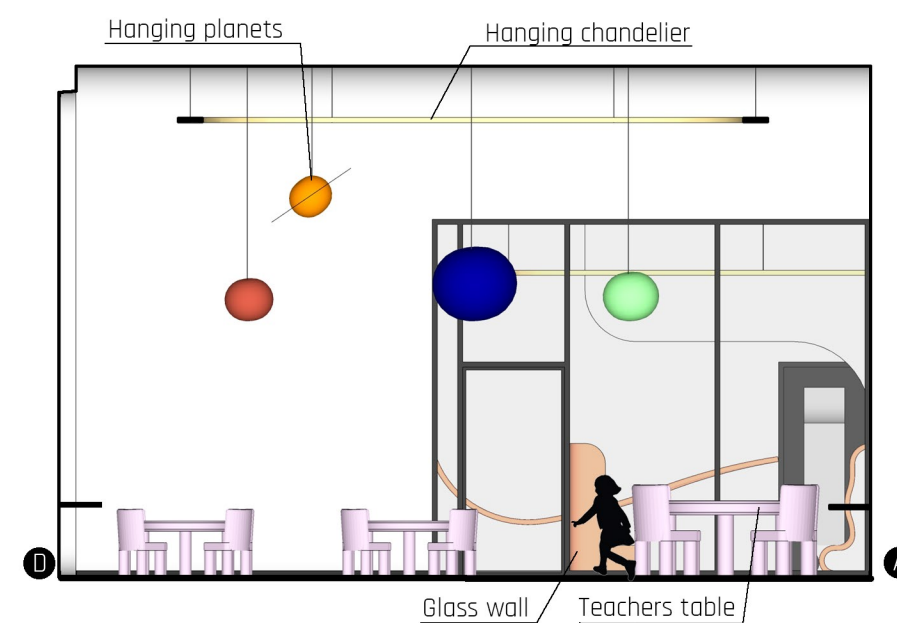
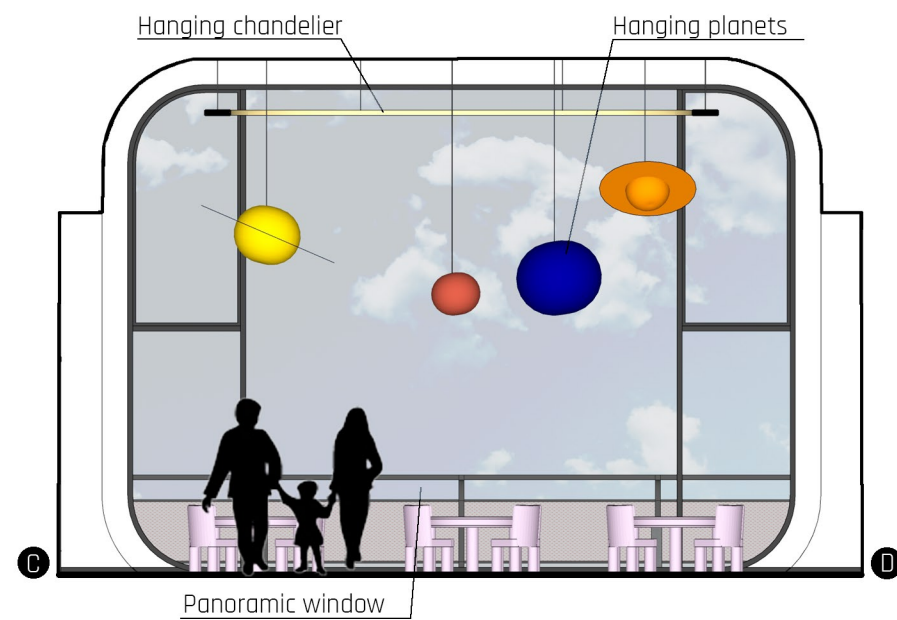
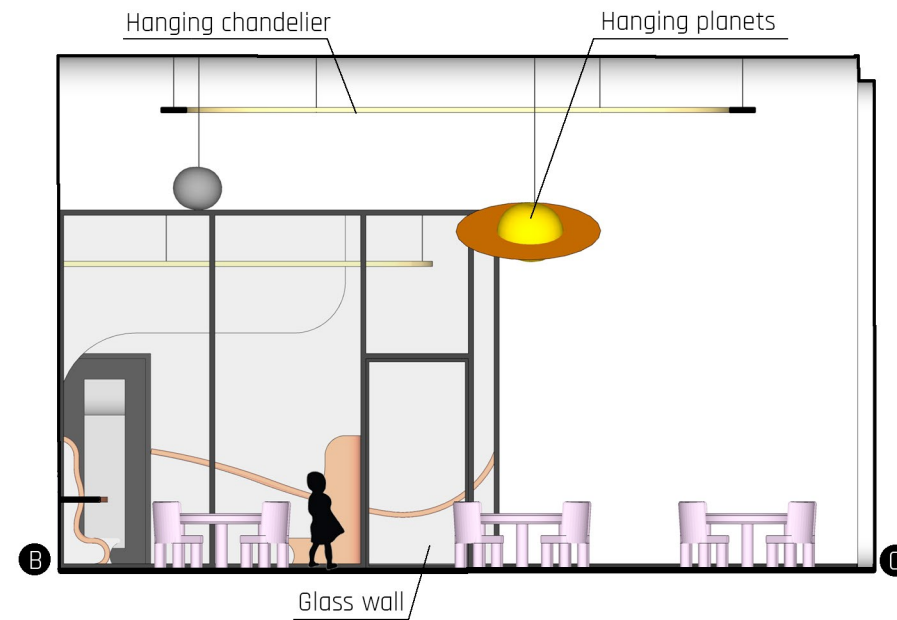
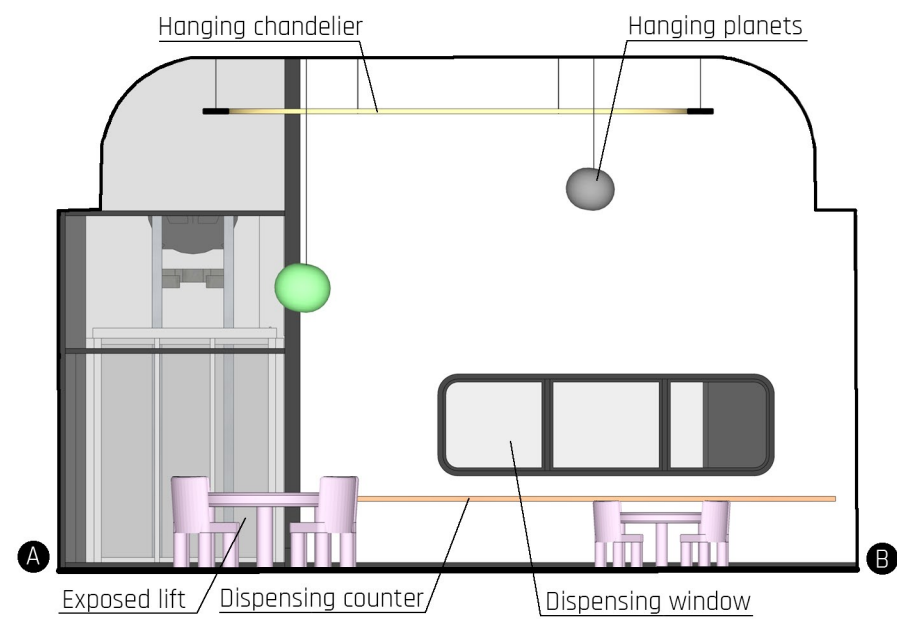


SCALE 1: 75





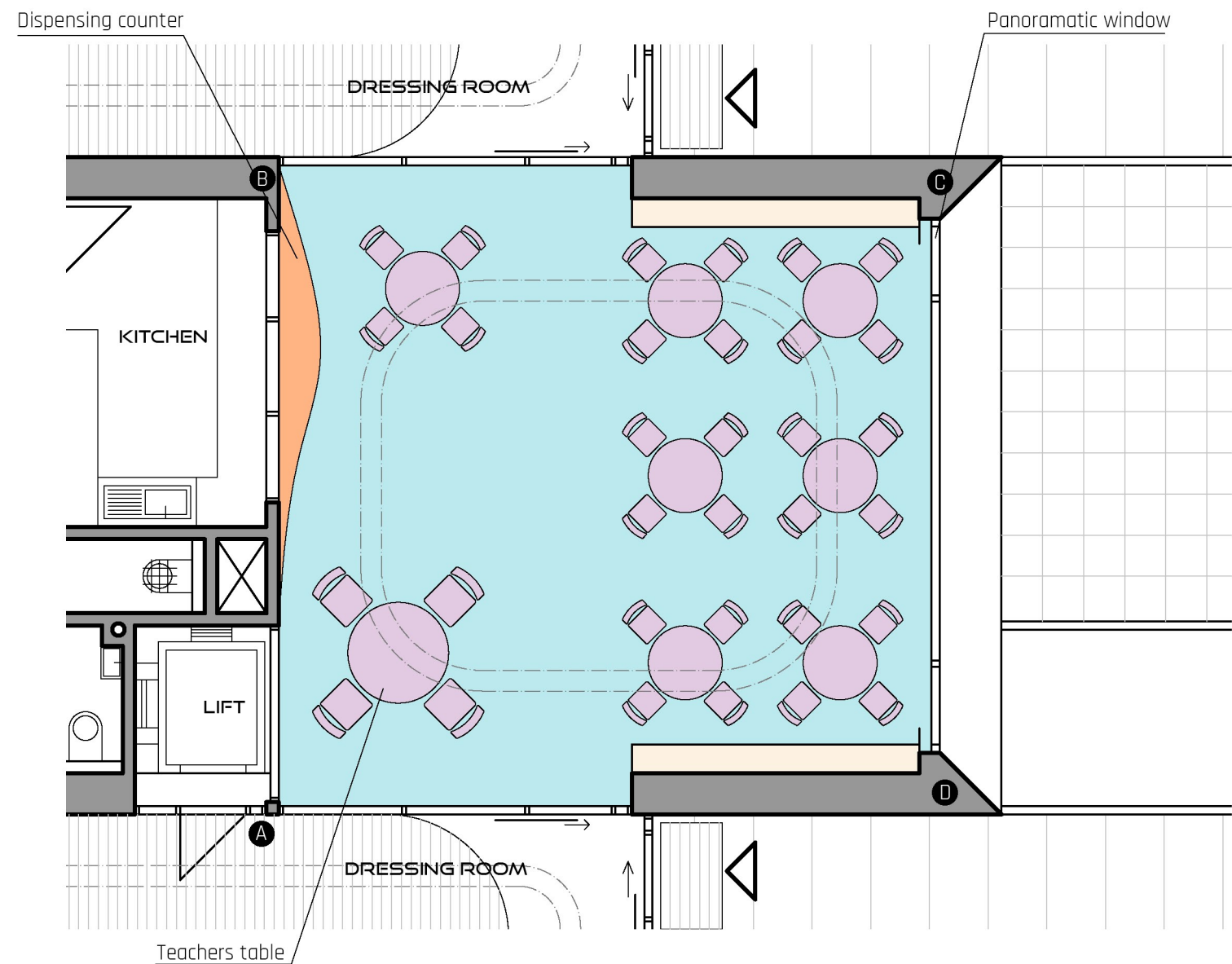
DINING ROOM



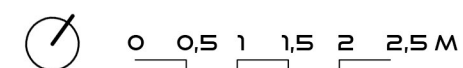
The dining room is minimalistic looking designed room in the centre of the layout. It is located in the central building part with the increased headroom. The dining room is optically connected to dressing rooms and to exterior terrace. It is designed for comfortable dining of one class, but it is possible to use it for both classes simultaneously in case of need.

The increased headroom is compensated by hanging elements - chandelier and planets, that help the building get closer to the children's scale. Dining room is connected to the kitchen by dispensing window and organically shaped counter. Lift is significant attraction with its exposed construction. Exterior coming through panoramic window is also very important asset of the dining room design.

The room is simply furnished by 3D printed purple tables, the main accent should be the space itself. Dispensing counter is made of wood, the cast floor has blue colour and another important design features are large format windows with aluminium frames.

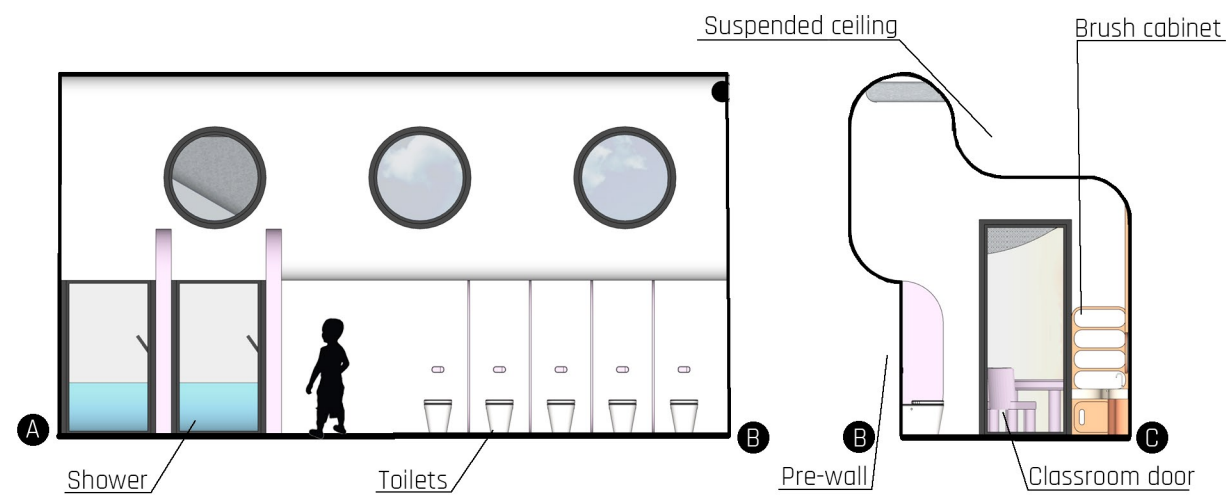


SCALE 1:75



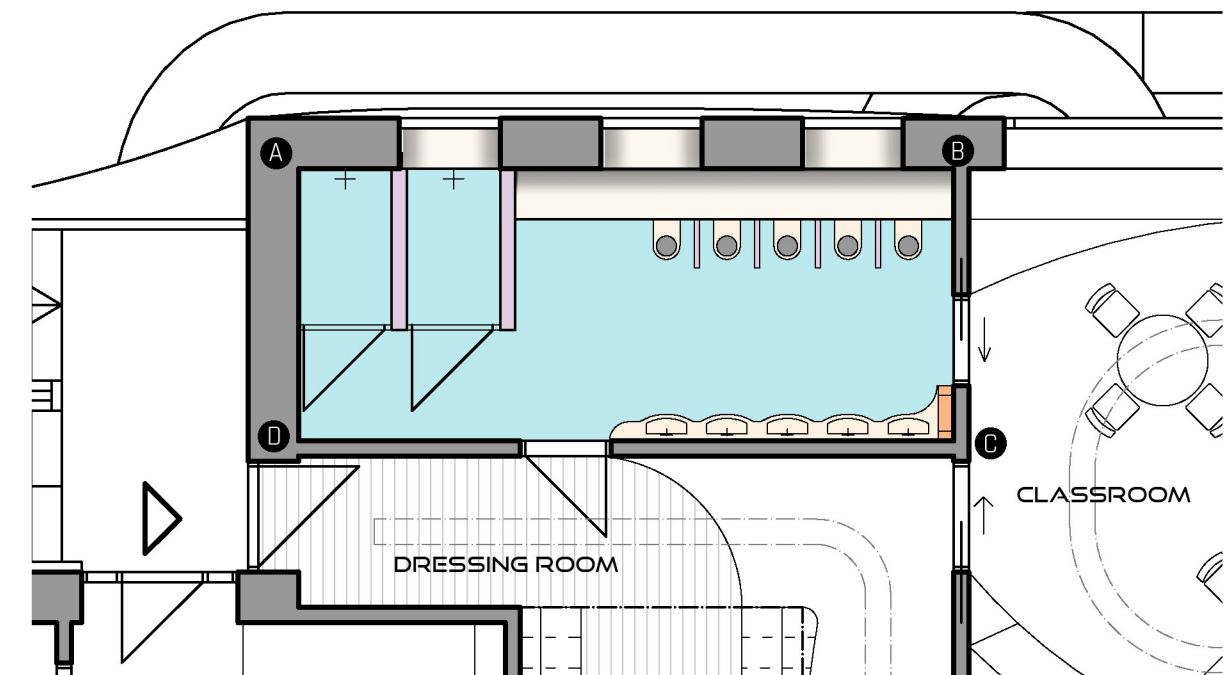
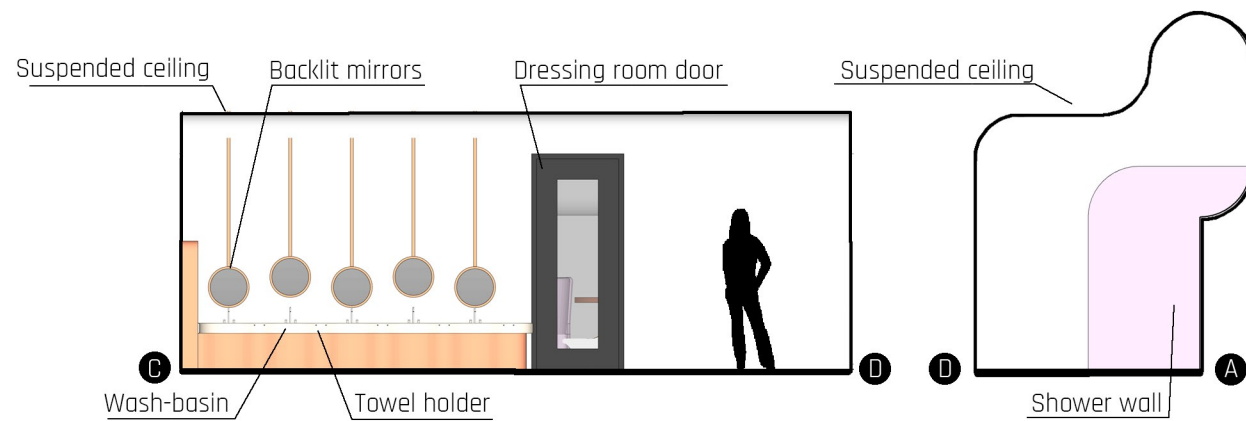


WASHING ROOM

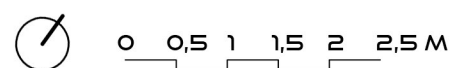


The washing room has direct connection to the classroom and the dressing room. The space is optically reduced by organically shaped suspended ceiling, which includes ventilation system and LED point source lighting. Lighting and ventilation can be done also naturally using three circular windows. The spline of pre-walls reflects rounded shape of suspended ceiling.

Washbasins are integrated to one plastic desk, that creates a space for towels in bays between basins. The desk forms brush cabinet by the wall. Backlit mirrors are significant design feature with its wiring cover in salmon color. Another design feature is purple shower wall. The cast floor is made of special epoxide substance suitable for humid spaces. The washing room has underfloor heating system. The walls are painted by special white plaster suitable for bathrooms.



SCALE 1:75

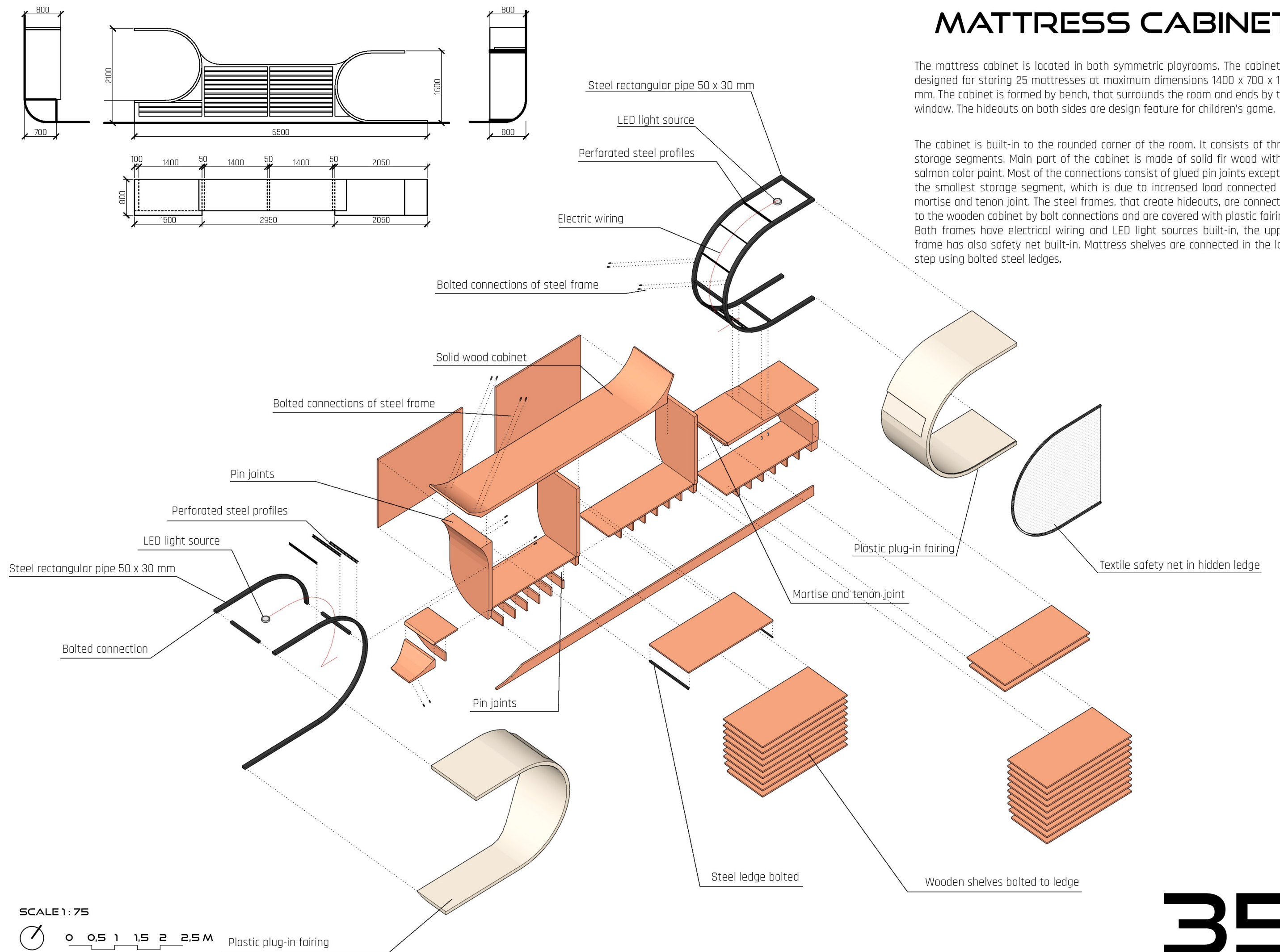




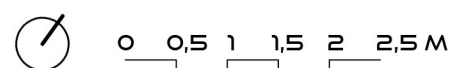
MATTRESS CABINET

The mattress cabinet is located in both symmetric playrooms. The cabinet is designed for storing 25 mattresses at maximum dimensions 1400 x 700 x 100 mm. The cabinet is formed by bench, that surrounds the room and ends by the window. The hideouts on both sides are design feature for children's game.

The cabinet is built-in to the rounded corner of the room. It consists of three storage segments. Main part of the cabinet is made of solid fir wood with a salmon color paint. Most of the connections consist of glued pin joints except of the smallest storage segment, which is due to increased load connected by mortise and tenon joint. The steel frames, that create hideouts, are connected to the wooden cabinet by bolt connections and are covered with plastic fairing. Both frames have electrical wiring and LED light sources built-in, the upper frame has also safety net built-in. Mattress shelves are connected in the last step using bolted steel ledges.

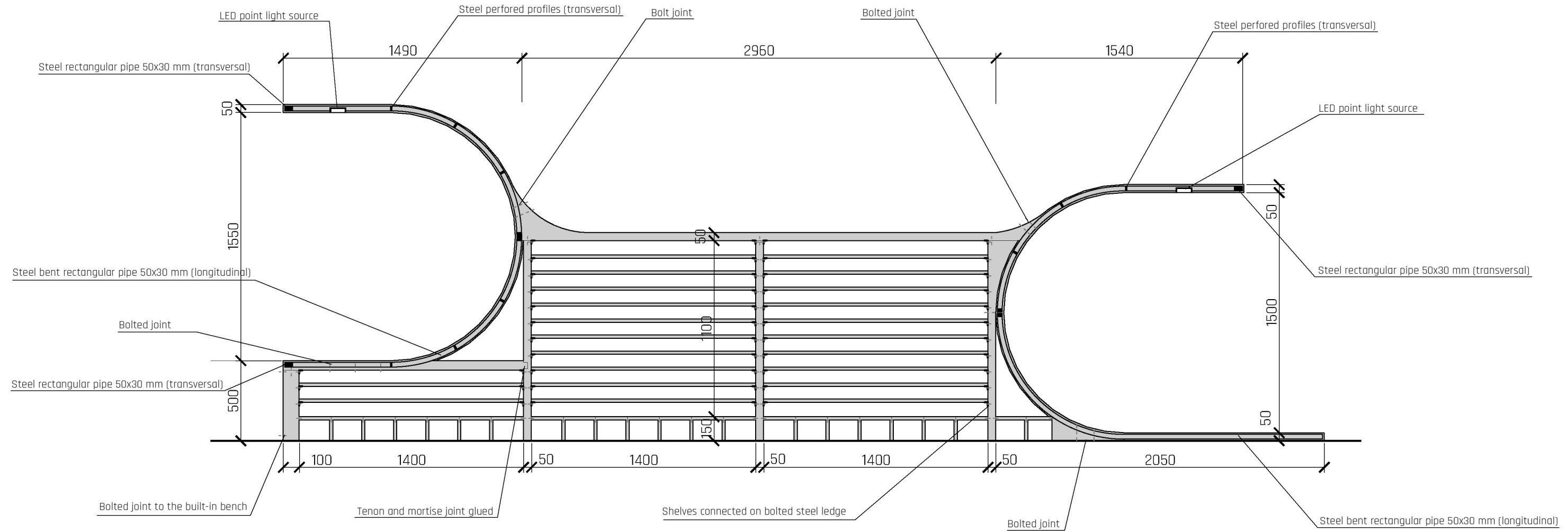


SCALE 1:75



Plastic plug-in fairing

MATTRESS CABINET



SCALE 1: 25

0 25 50 75 100 125 CM