

New Alamein City

An integrated city in Egypt that includes tourist, entertainment, historical, cultural, residential, industrial and governmental areas. It is about 48 thousand acres and depends on the Renewable Energy to be an Eco-friendly City from the fourth generation.



LANDUSE



Tourist Walkway



Mazarine Compound



The Mediterranean Sea

Marina

Alex-Matrouh Road

Bank Site

Bus Stop

Stella Marina

Al-Alamein Entrance

Religious

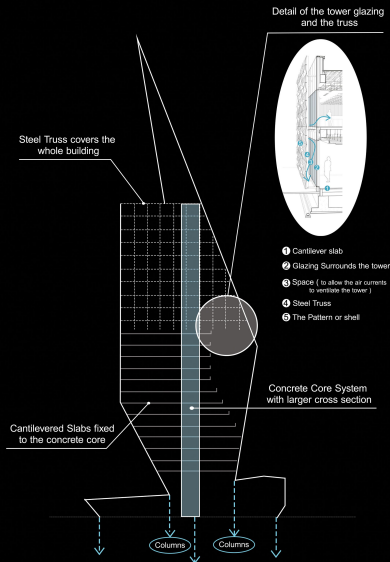
Residential

Commercial

Services

Workshops

STRUCTURE ANALYSIS

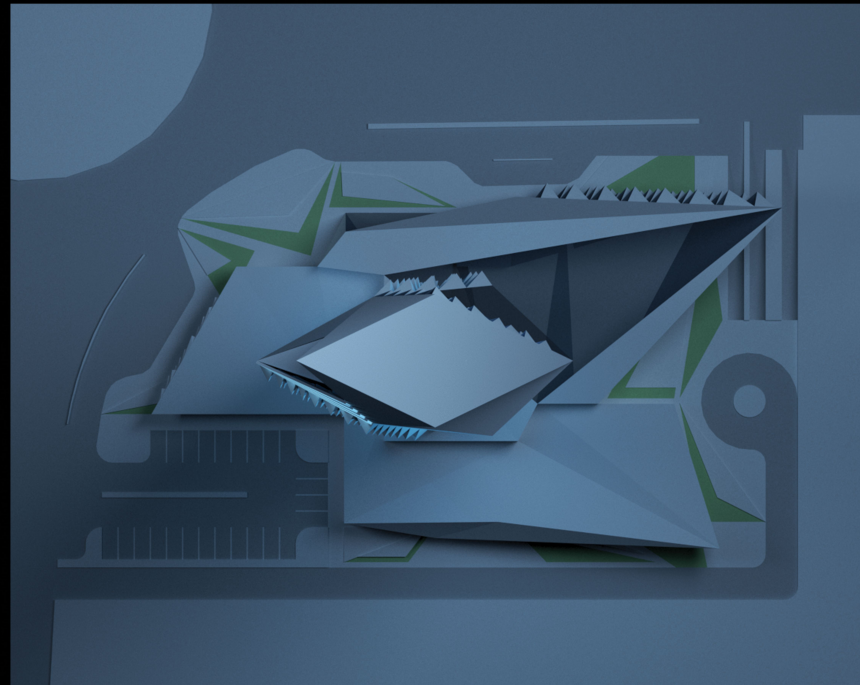


Bank HQ

Nadia Abdul Rahman Mohamed Kamel Zamel
Second Year Architecture Ain Shams University

LAYOUT

1:400



CONCEPT

Power
Sharpness
Modernism

Shark

'The strongest creature in the sea'

Al-Alamain
City
MED sea
Sharks

Gills

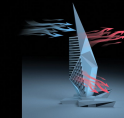


As a shark swims forward **water** enters its mouth and passes out through the gills.



Ventilation of the building

Fresh Air enter the building from the northern facade and exit from East, West and South



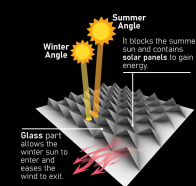
Denticle



A **shark's** skin feels like sandpaper. It's covered with millions of tiny teeth-like scales called denticles, which point backwards, helping the shark to swim faster by reducing water resistance.



Parametric Facade
Solar Radiation / Shading



Breaching

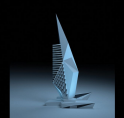


sharks breach in order to catch fast-moving prey. Swimming fast then **fly** into the air.



Inspiration for Building Form

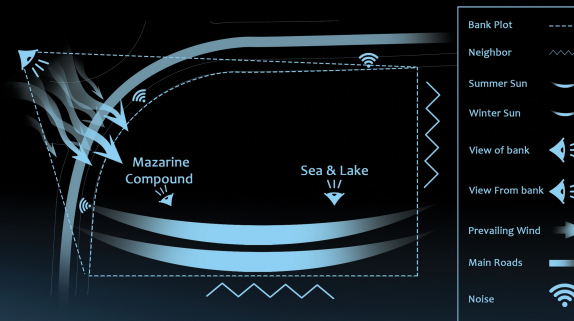
Breaching
Abstraction
(Flying to the Air)



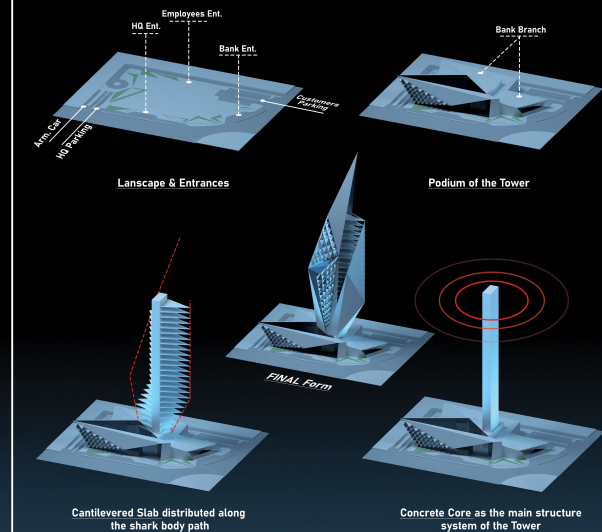
SITE ANALYSIS

WARM
HUMID
SUMMER
Ventilation
Shading

COLD
WINTER
Solar Rad.
Avoid Wind

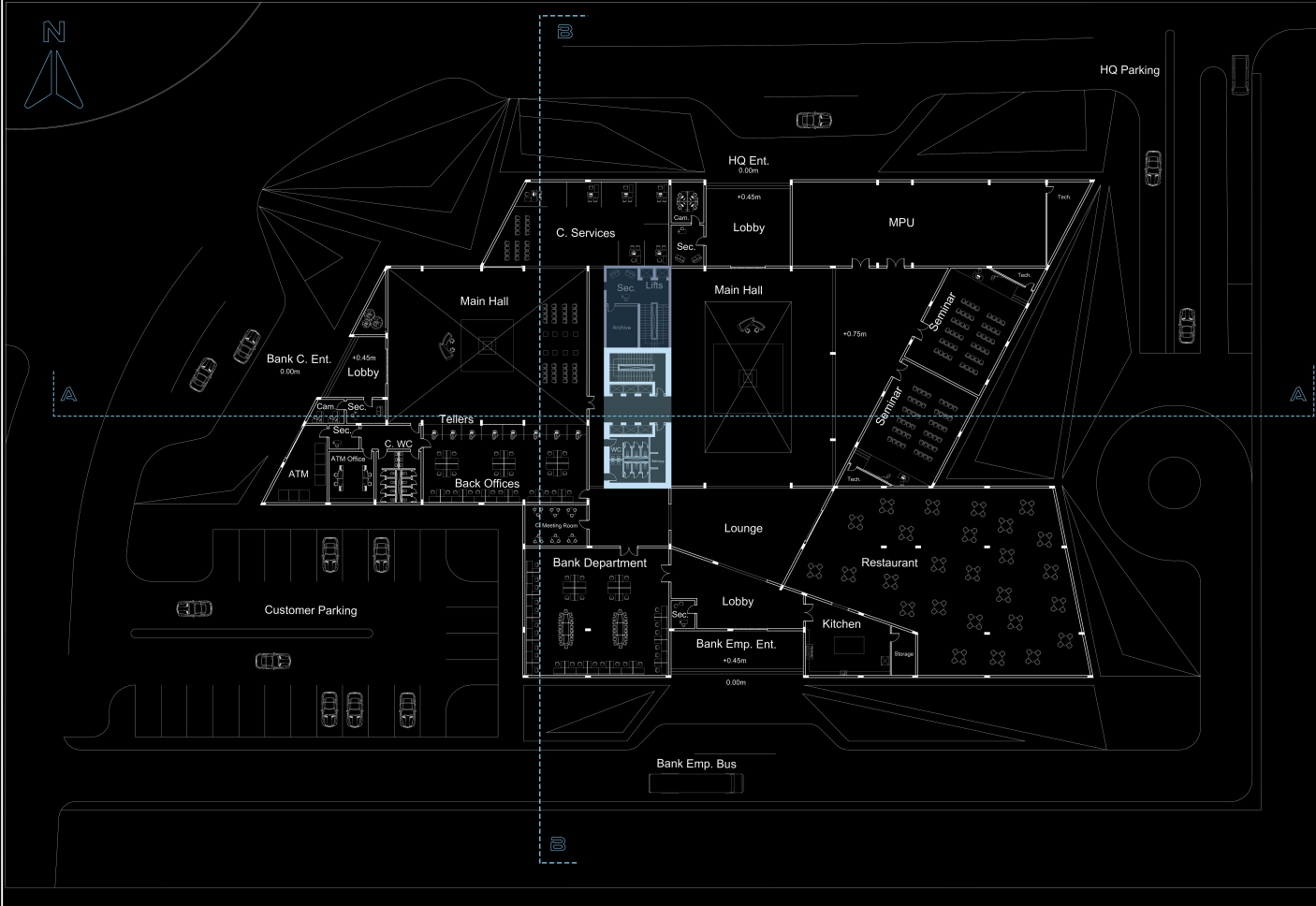
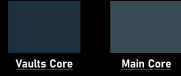


FORM GENERATION



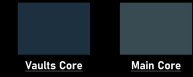
MASTER PLAN

1 : 200

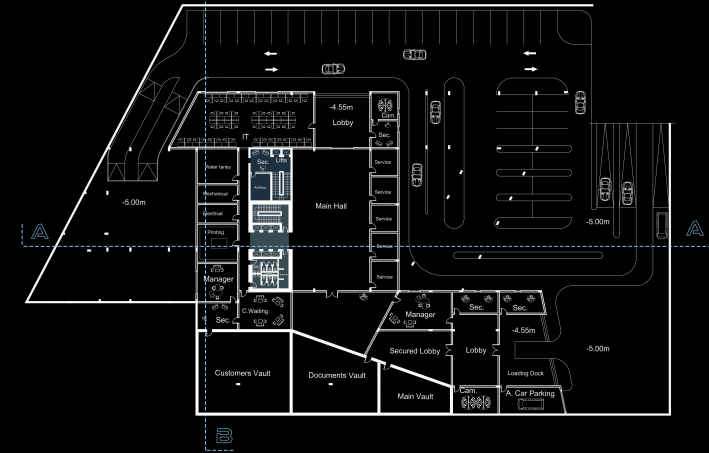


BASEMENT PLANS

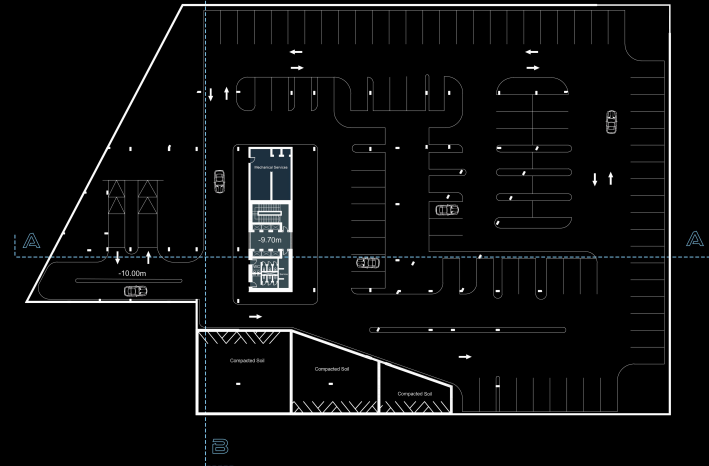
1 : 400



First Basement Plan

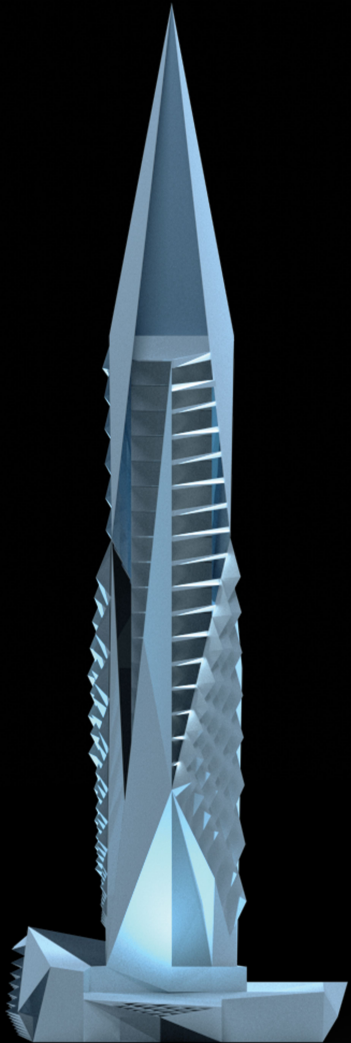
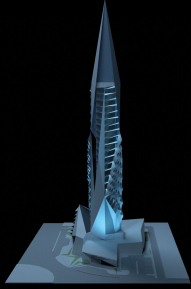


Second Basement Plan



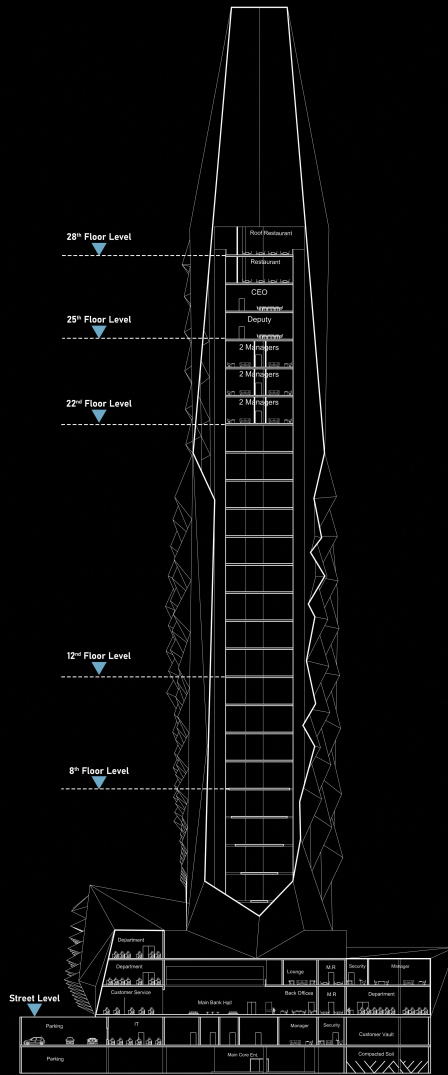
WEST ELEVATION

1 : 400



SECTION (B-B)

1 : 400



Natural Ventilation



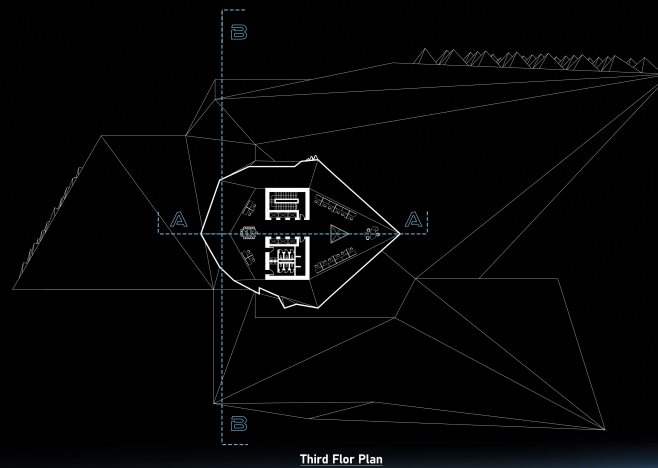
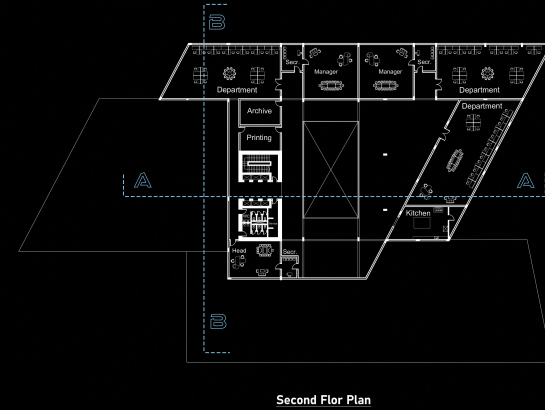
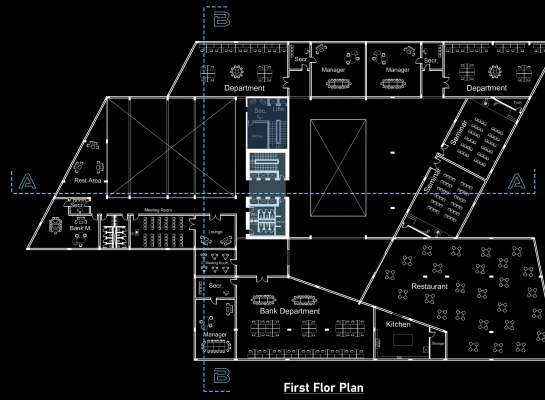
Green Roof



Solar Panels

PODIUM FLOORS

1 : 400



3D SHOT

