

# DYNAMIC MODULIAZAION



WELCOME TO THE NEW BERUIT  
PORT TERMINAL



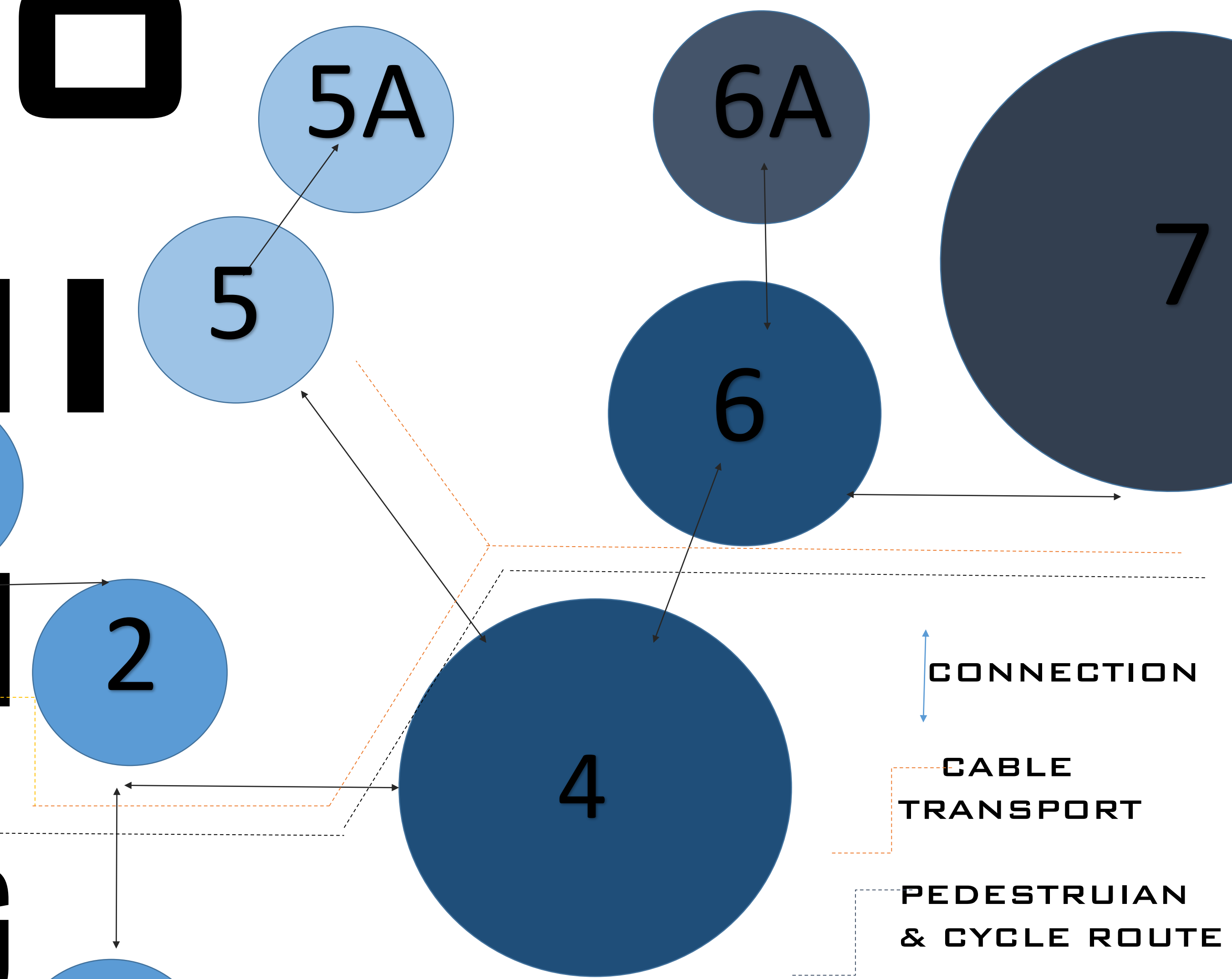
SAMUEL ONYEDIKA NWOBU

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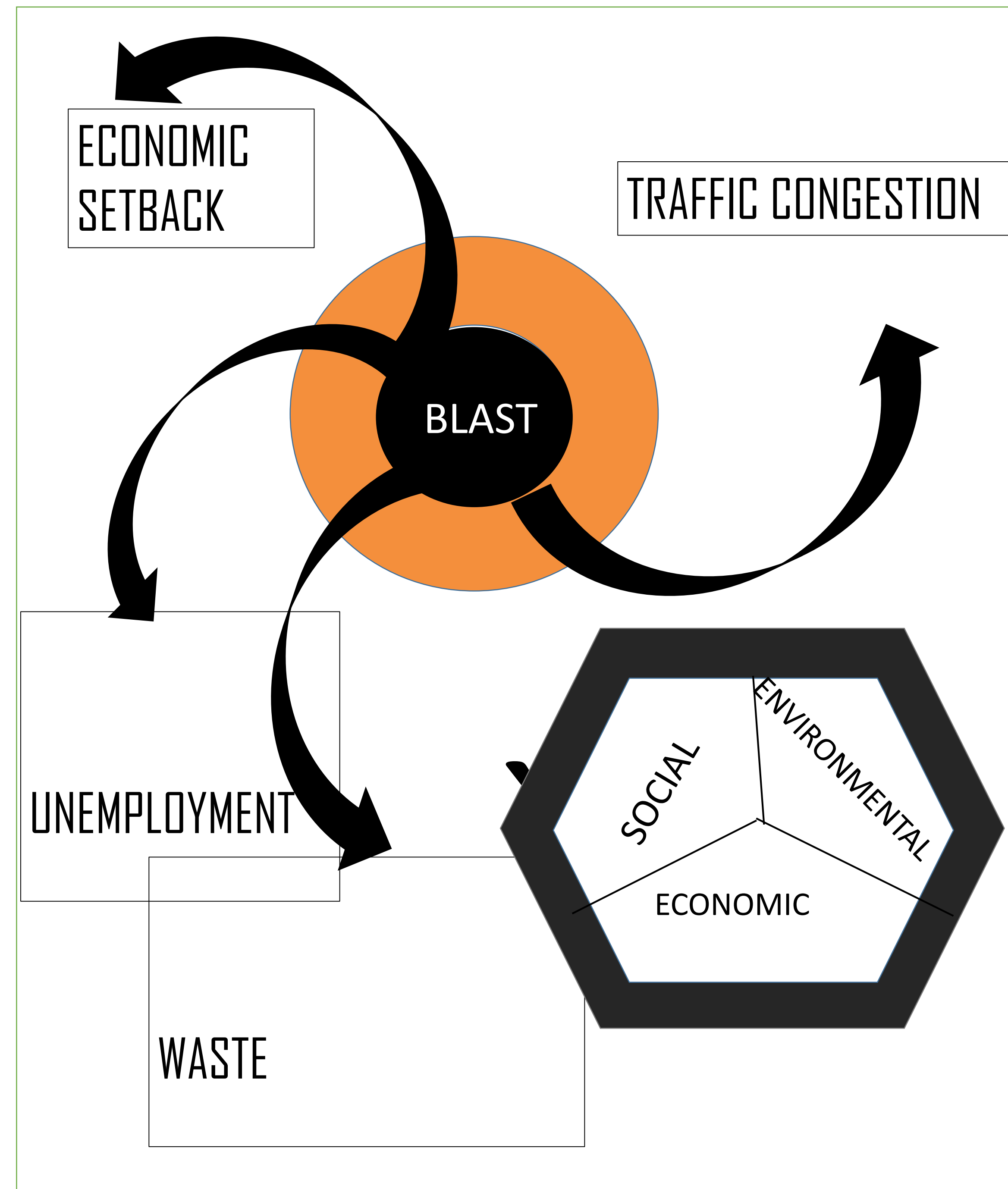
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# CONCEPT

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- 1. CULTURAL CENTER
- 2. SHOPPING MALL (MIX USE DEV)
- 3. RESIDENTIAL UNIT. APT
- 4. SEA PORT TERMINAL
- 5. SHOP AND RESTURANT & SOCIAL PARK
- 6. WASTE MANAGEMENT SILOS BUILDING
- 7. CARGO TERMINAL



WITH THE AIM AND OBJECTIVE OF REJUVINAVTION THE DESIGN WILL REDUCE AND SOLVE IT'S PROBLEMS TO THE BARE MINIMUM BY THE TRAIINGULAR SUSTAINABILITY MEASURES

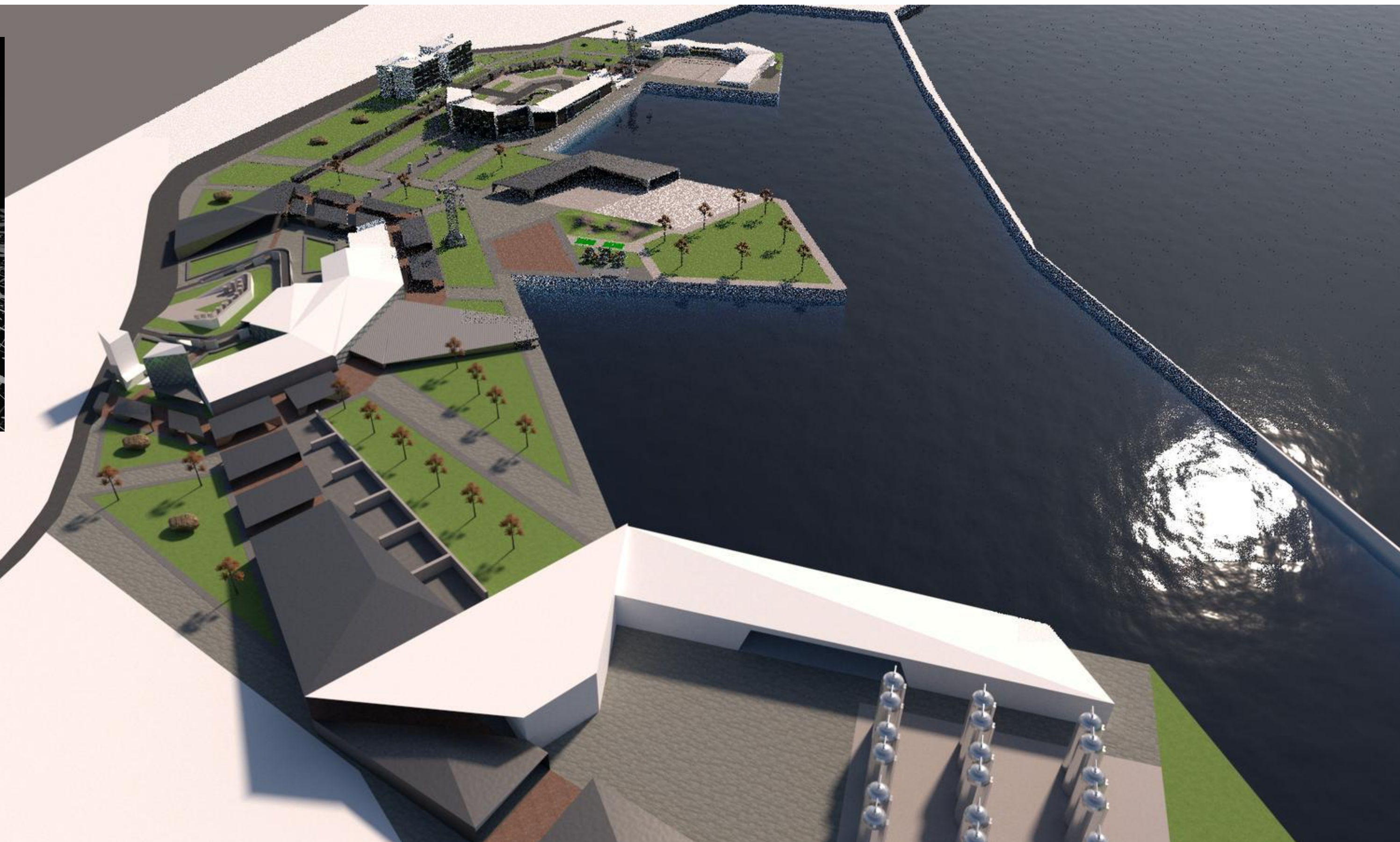
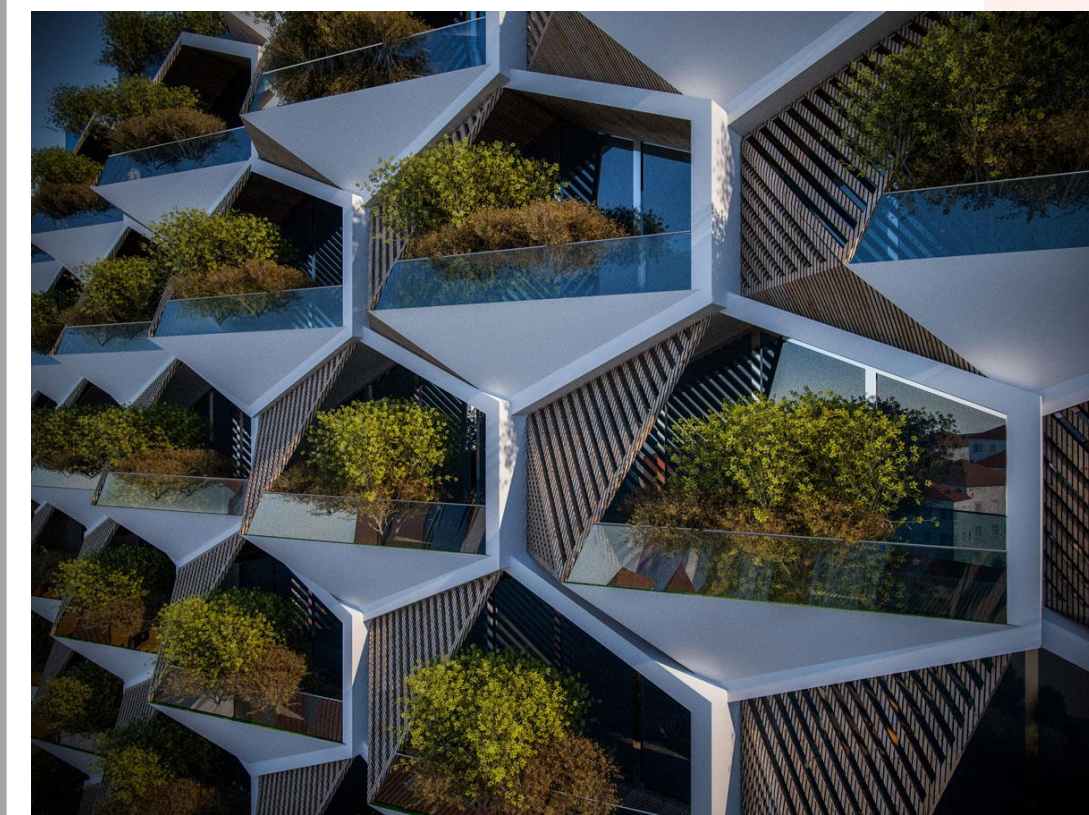
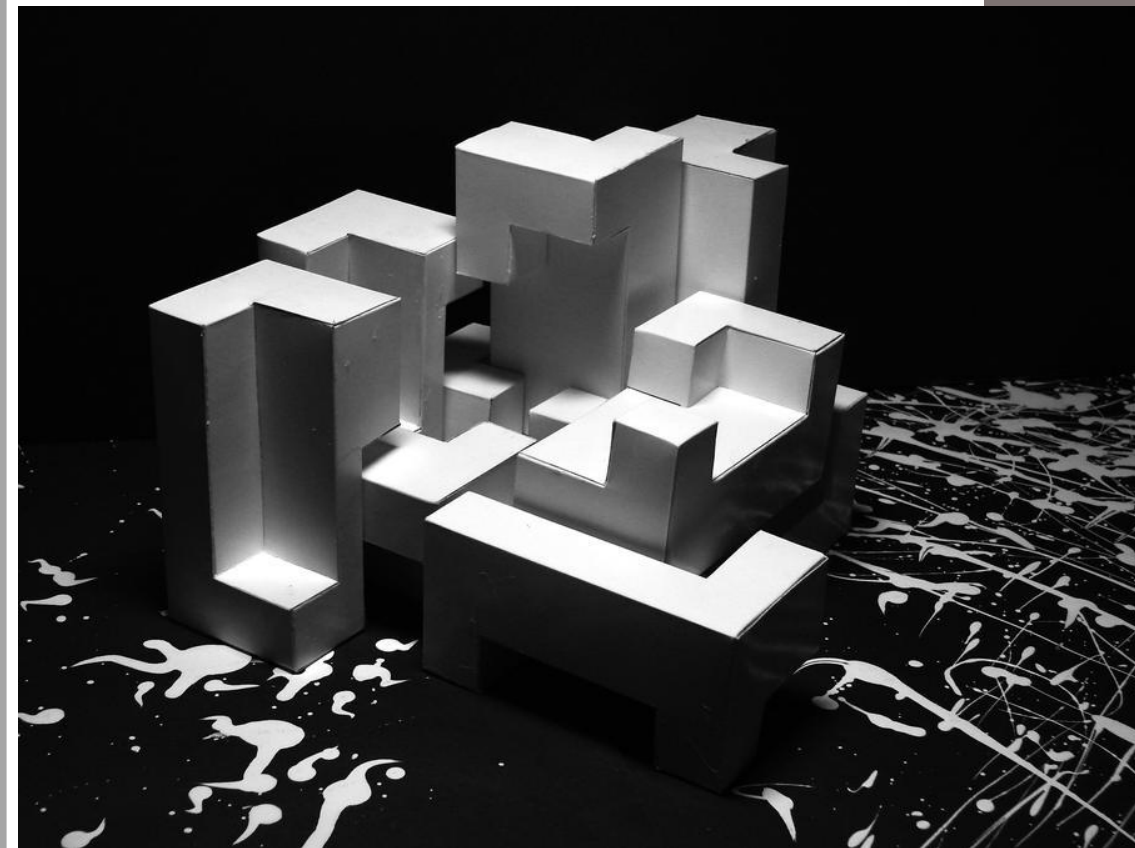
**SOCIAL** - CONNECTING PEOPLE

**ECONOMIC** - SAVING COST

**ENVIRONMENT**- REDUCE CARBON INTAKE

TO INTEGRATE THE ELEMENTS THAT MAKE THE CITY GREAT. RESTORING IT'S IMPORTANCE AND MORE. WASTE MANAGEMENT, BLAST ECONOMIC SET BACK, TRAFFIC CONGESTION, INNOVATION DISPLACEMENT, SOCIAL DISINTEGRATION, WASTE MANAGEMENT PLANT, HOUSING, CULTURAL CENTER, COMEMERCIAL SPACE & MEMORIAL GROUND

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**DYNAMIC  
MODULAIZATION**

**MODULIZATION** IS A DESIGN THAT SUBDIVIDES A SYSTEM INTO SMALLER PARTS CALLED MODULES OR SKIDS THAT CAN BE INDEPENTEDLY CREATED AND THEN USED IN A DIFFERENT SYSTEM

**DYNAMIC MODULAIZATION** IS A MOVEMNET OF BROKEN PIECES OF MODELS THAT CREATE CHANGE AND PROCESS WITHING THE SYTSEM WHICH BRINGS ABOUT THE CHANGE OF FUNCTION ACCUSTOMED TO EACH BUIDLING AST IT MOVES IN A SYSTEMATIC RHYTHM MAKING IT A CENTRAL UNIT IN A SINGLE ORBIT

**MODULATRITY** IDEA GENERATED SOLEY FROM THE **BLAST**. AN EXPLOSION BREAKS A SINGLE BODY INTO PIECES **ARRANGGING** THESE **PIECES** BACK **TOGETHER** BRING **MODULATRY**

KEY WORDS: **BLAST, PEICES., TOGETHER, ARRANGE, MODULATIRY**



**BEIRUT PORT**

**CONCEPTUAL  
DEBRIEF**

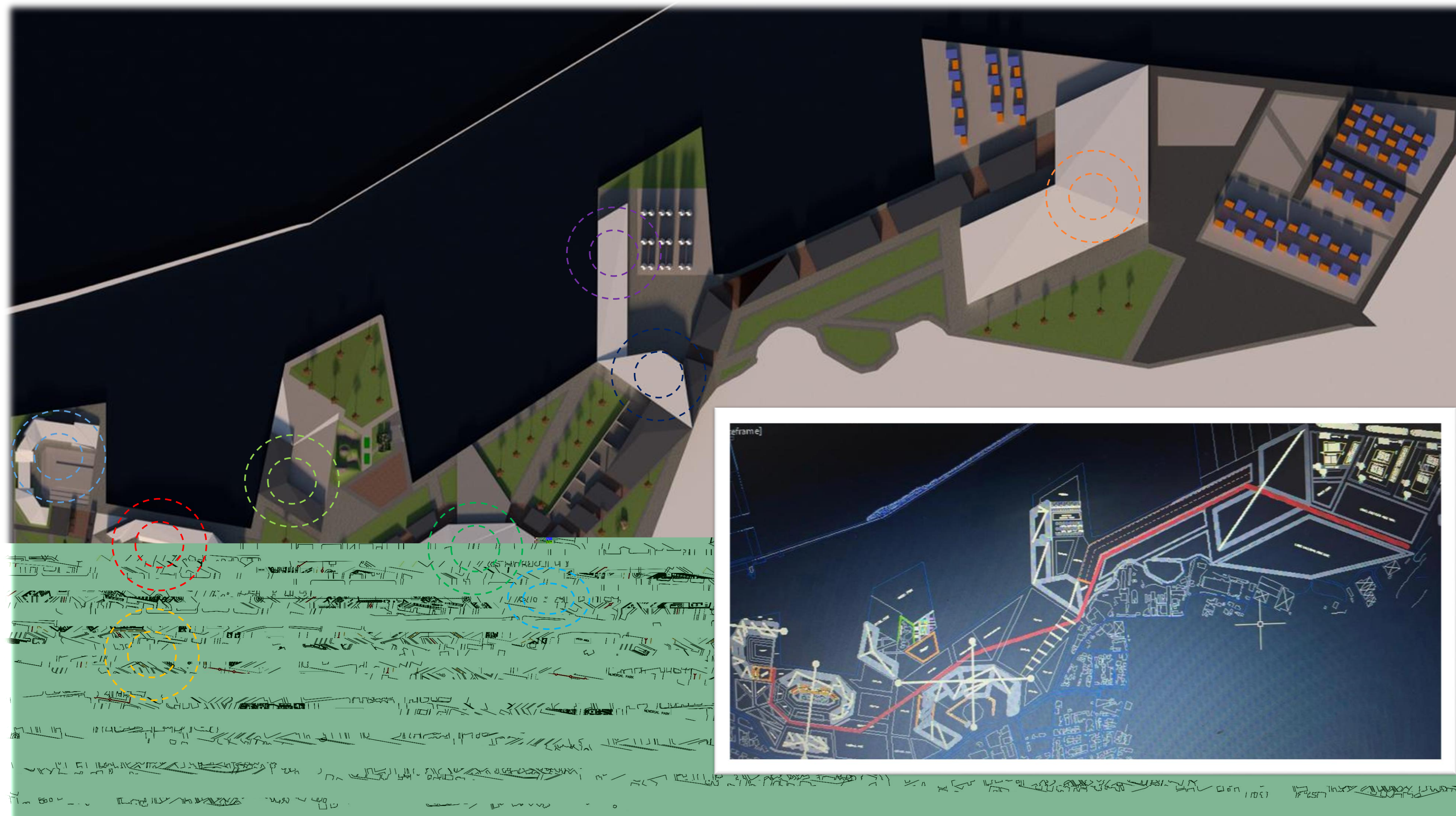
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## MODE OF TRANSPORTATION ON THE SITE



Pedestrian  
access  
→

 **CYCLE**



**CULTURAL  
CENTER**

**MIX USE  
DEVELOPMENT**

**RESIDENTIAL**

**SOCIAL PARK**

**PASSENGER  
TERMINAL**

**ADMINISTRATIVE  
BUILDING**

**WASTE  
MANAGEMENT**

**SILOS  
BUILDING**

**CARGO  
TERMINAL**

**INFRASTRUCTURE BUILDING**

THE ACCESSIBILITY  
IN THE SITE  
VARIES FROM **CAR,**  
**FOOT, BICYCLES.**

IT HAS A **CABLE CAR**  
**TRANSPORTATION**  
SYSTEM IN AN OUT  
OF THE SITE IN TO  
THE CITY AND **CYCLE**  
**ROUTES** AND **DROP**  
**OF POINT** ARE ON  
STRATEGIC CORNERS  
TO GET YOU TO EACH  
POINT OF THE  
BUILDING

EACH BUILDING HAS  
A SERVE ENTRANCE  
AND CORE  
FUNCTIONALITY



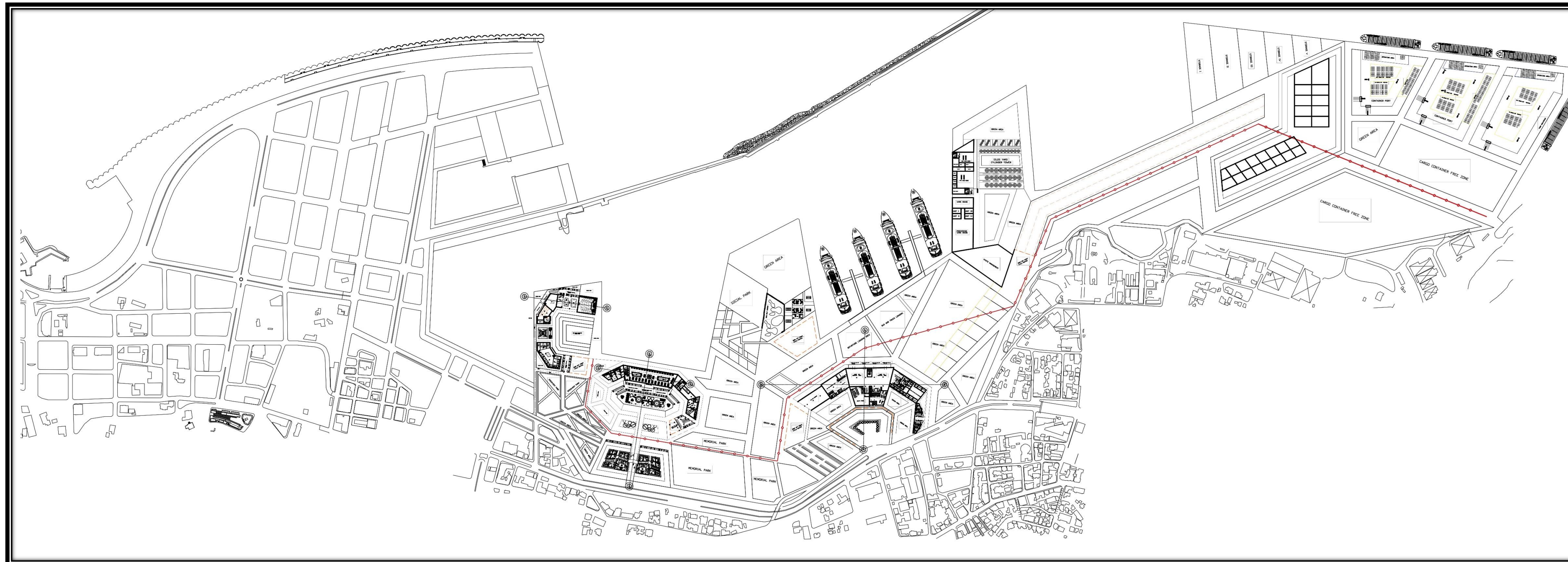
**BEIRUT PORT**

**CIRCULATION &  
ACCESS**

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## GROUND FLOOR PLAN



THE SITE HAS A VARIOUS LIST OF BUILDING TYPES FROM CULTURAL CENTER, MIX USED DEVELOPMENT, HOTEL, RESIDENTIAL UNITS, SOCIAL PARK, TERMINAL, ADMINISTRATIVE BUILDING, SILOS, WASTE MANAGEMENT & CARGO STATION TERMINAL WHERE GOODS AND CONTAINERS ARE SHIPPED IN AND OUT OF THE AREA

### CULTURAL CENTER

#### INSTITUTE BLDG

AUDITORIUM  
LIBRARY  
BOOK STORE  
READING LOUNGE  
RECEPTION HALL  
COMPUTER ROOM  
PRIVATE READING LOUNGE  
CLASS ROOM & STUDIO

#### CULTURAL BLDG

RETAIL SHOP  
GALLERY AND EXHIBITION  
MUSEUM  
ARCADE  
RESTURANT

### RESIDENTIAL BUIDLING

#### 1 BED ROOM COMPLEX

BEDROOM. LIVING ROOM.  
KITCHEN. BATHROOM

#### 2 BED ROOM COMPLEX

2 BEDROOM. LIVING ROOM.  
DINING. KITCHEN.  
BATHROOM. STORE. TERRACE

#### 3 BEDROOM COMPLEX

2 BEDROOM. LIVING ROOM.  
DINING. KITCHEN.  
BATHROOM. STORE. TERRACE

### MIX USE DEVELOPMENT

#### CINEMA

ENTRANCE LOBBY, LOUNGE,  
TICKET SALES, OFFICE, FAST  
SHOP, KITCHEN, CINEMA X2  
AND VIP WATCH ROOM

#### SHOPPING MALL

STORAGE, WC, OPEN MARKET,  
MINI RETAIL SHOPS X 21

#### FITNESS

GYM HALL/ LOUNGE  
GYM EXHIBITION,  
LABORATORY, DIETICIAN,  
OFFICE X 2 RECEPTION  
OFFICE, LOCKER ROOM,  
FITNESS FLOOR



BEIRUT PORT

WORKING PLAN  
PROGRAM LIST

FIRST FLOOR PLAN



THE SITE HAS A VARIOUS LIST OF BUILDING TYPES FROM CULTURAL CENETER, MIX USED DEVELOPMENT, HOTEL, RESIDENTAIL UNITS, SOCIAL PARK, TERMINAL, ADMINISTRATIVE BUILDING, SILOS, WASTE MANAGEMENT & CARGO STATION TERMINAL WHERE GOODS AND CONTAINERS ARE SHIPPED IN AND OUT OF THE AREA

**HOTEL ACCOMODATION**

**HOTEL UNIT**

ENTRANCE LOBBY, RECEPTION / HELP DESK, RECEPTION OFFICE, SHOP, CASHIER OFFICE, MD OFFCIE. SECRETARY OFFCIE, RESTURANT, LIVING LOUNGE HOTEL SLEEPING UNIT, EXECUTIVE 15 AND REGUALR 36

**SILOS BUILDING & WASTE MANAGEMENT**

**SILOS BUILDING**

SILOS FARM HOUSE. BARN YARD. SILOS CYLINDER TOWERS. PROCESSING WARE HOUSE. UNIT X4

**WASTE MANAGEMENT**

WASTE MANAGEMENT DUMP DOCK. PROCESSING AND RECYCLING WARE HOUSE. UNIT X 4. WARE HOUSE STORAGE

**CARGO TERMINAL & SOCIAL PARK**

**CARGO TERMINAL**

FREE ZONE. PRIVATE STORAGE WARE HOUSE BUILDING, PUBLIC STORAGE WARE HOUSE BUILDING, DISTRIBUTION DOCK X 3. CONTAINER FREE ZONE

**SOCIAL PARK**

MINI OPEN GOLF COURSE, GARDEN AND WALK WAY, OPEN SHOP KIOSK AND RETAIL STAND, PLAY AREA . TENNIS AND BASKETBALL OPEN COURT



BEIRUT PORT

WORKING PLAN

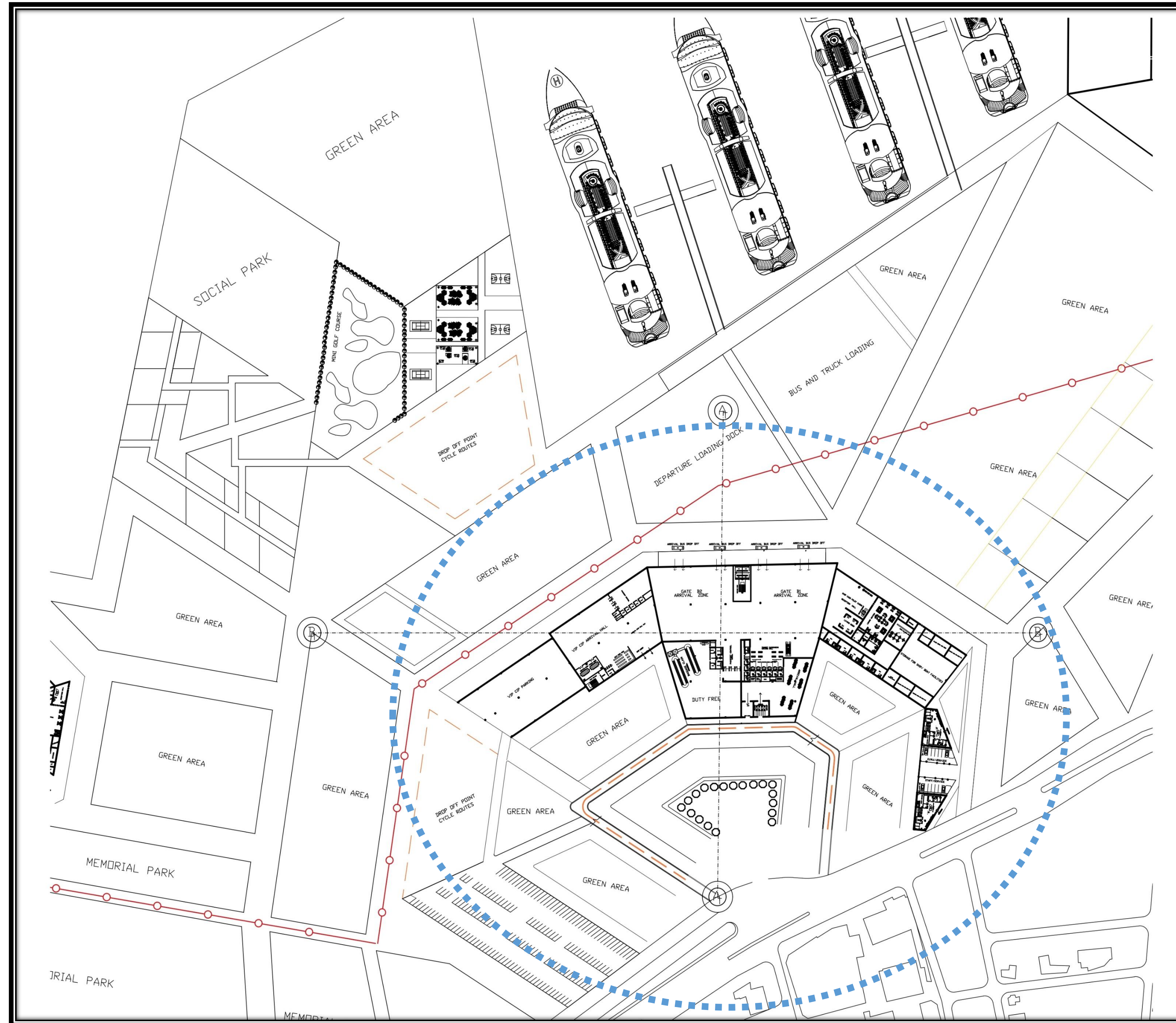
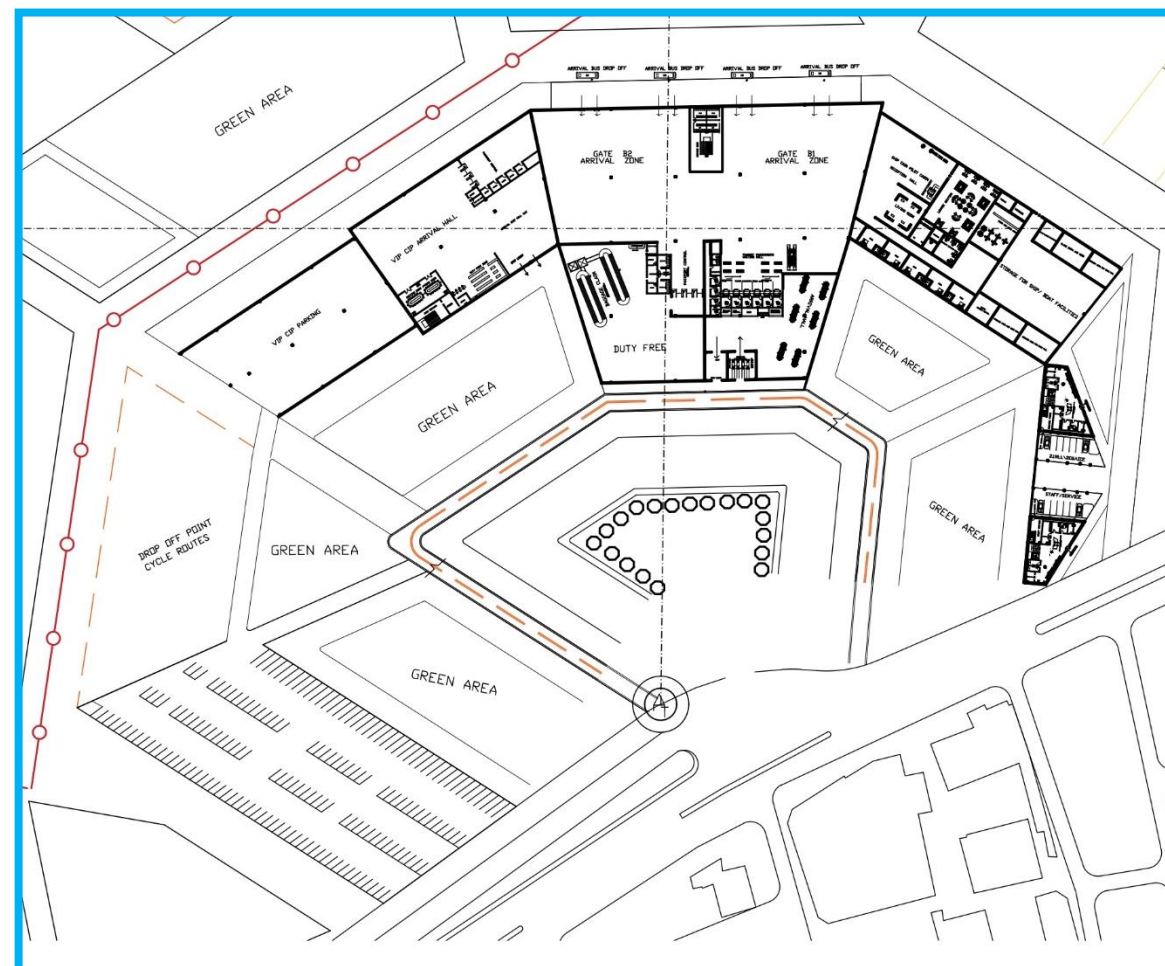
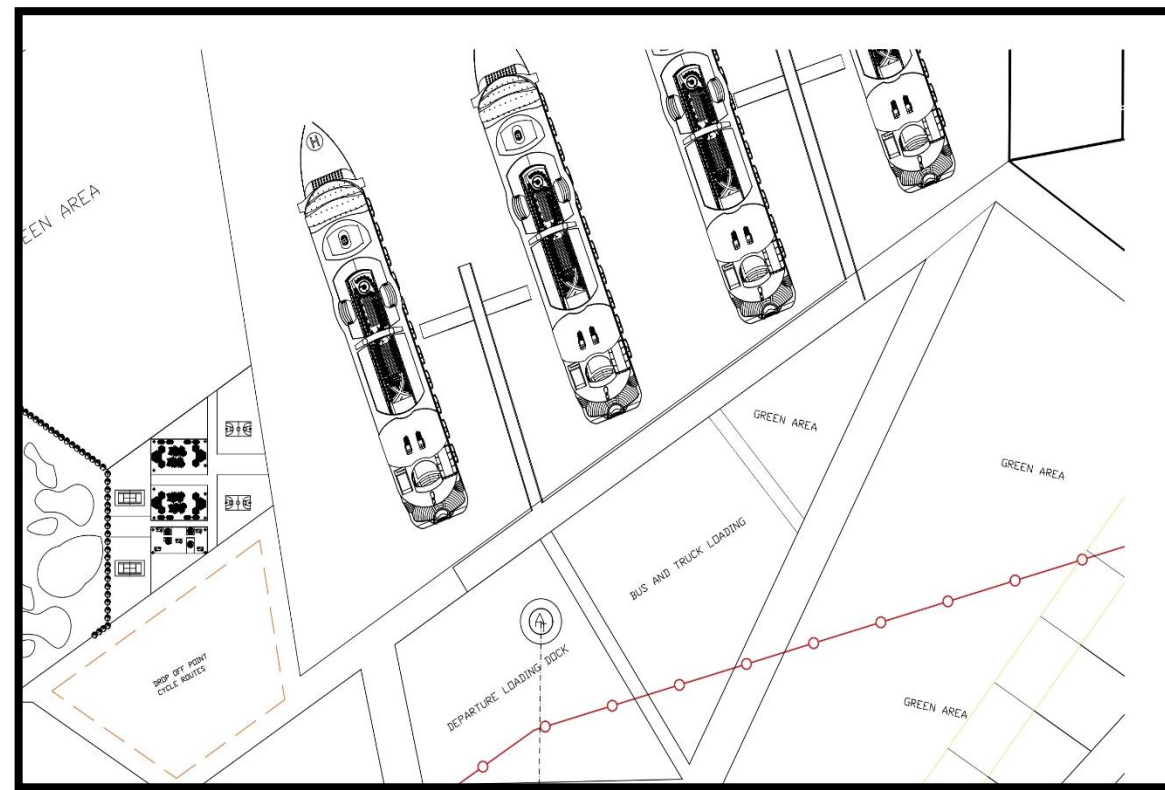
PROGRAM LIST



THE ARRIVAL FLOOR HAS A PARKING UNIT, FOR BOTH PUBLIC AND VIP USERS, AT THE ENTRANCE IT HAS AN ARRIVAL HALL WHERE YOU CAN USE THE EXCHANGE, BANK AND THE ARRIVAL GATES LEADS DIRECTLY TO THE PASSPORT CONTROL AND BAGGAGE CLAIM YOU CAN EXIT THE BUILDING WHILE YOU GO THROUGH THE DUTY FREE ZONE

PASSENGER TERMINAL

ARRIVAL FLOOR



**PASSENGER TERMINAL BUILDING**

**GROUND FLOOR :ARRIVAL**

ENTRANCE. EXIT. TRAVEL AGENT. BANK. CAR RENTAL. CURRENCY EXCHANGE. ARRIVAL HALL. ARRIVAL GATE. PASSPORT CONTROL. BAGGAGE CLAIM. DUTY FREE, V.I.P ARRIVAL. V.I.P PASSPORT CONTROL. V.I.P DUTY FREE. EXIT. PILOT CABIN. PILOT BEDROOM. RESTAURANT. STORAGE FOR SHIP FACILITIES

**ADMINISTRATIVE BUILDING**

**OFFICE AND ADMINISTRATION**

ENTRANCE HALL. INFORMATION DESK. STAFF SERVICE. WC. KITCHEN. STORE OFFICE X 4



BEIRUT PORT

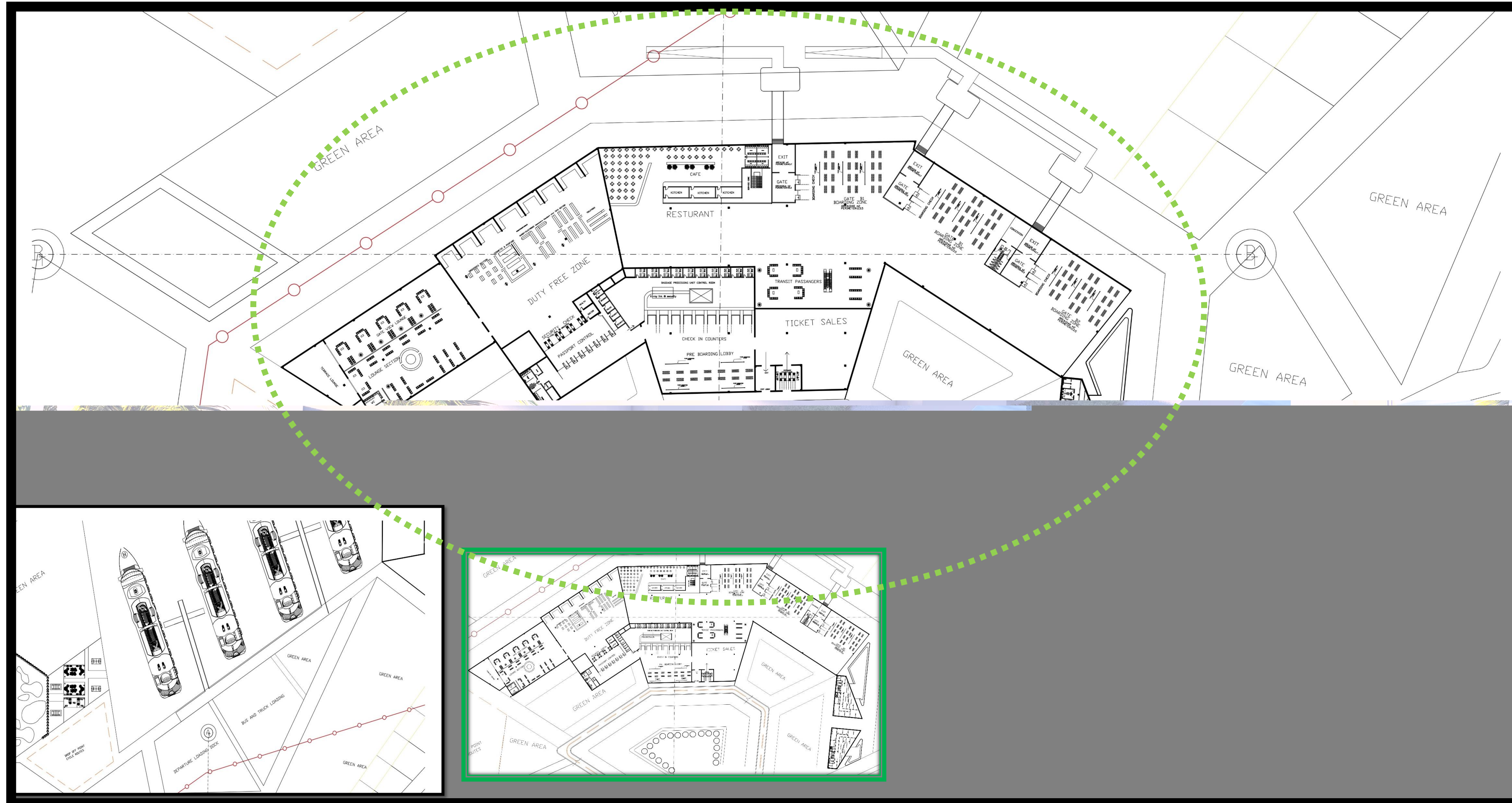
ARRIVAL PASSENGER TERMINAL FLOOR PLAN I

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## PASSENGER TERMINAL DEPARTURE FLOOR



THE DEPARTURE FLOOR IS ON THE FIRST FLOOR. EASY FOR LOADING OF PASSENGERS TO THE CRUSIE SHIP AND HAS A EXOTIC VIEW WITH A TICKET SLAE AT THE DEPARTURE HALL AND CHEK IN COUNTERS, PASSPORT CONTOL WITH DUTY FREE BEFORE THE BOARDING GATES, WITH A LOUNGE FOR V.I.P, REGULAR USERS AND RESTURANTS

### PASSENGER TERMINAL BUILDING

**GROUND FLOOR : DEPARTURE**  
ENTRANCE. EXIT. TICKET SALES. PRE BOARDING LOBBY. CHECK IN COUNTER. BAGGE PROCESSING. PASSPORT CONTROL. DUTY FREE. LOUNGE. RESTURANT. BOARDING GATE X 3

### ADMINISTRATIVE BUILDING

#### OFFICE AND ADMINISTRATION

EXHIBITION HALL. STUDIO ROOM. COPY CENTER. STAFF SERVICE. WC. KITCHEN. STORE  
OFFCIE X 4

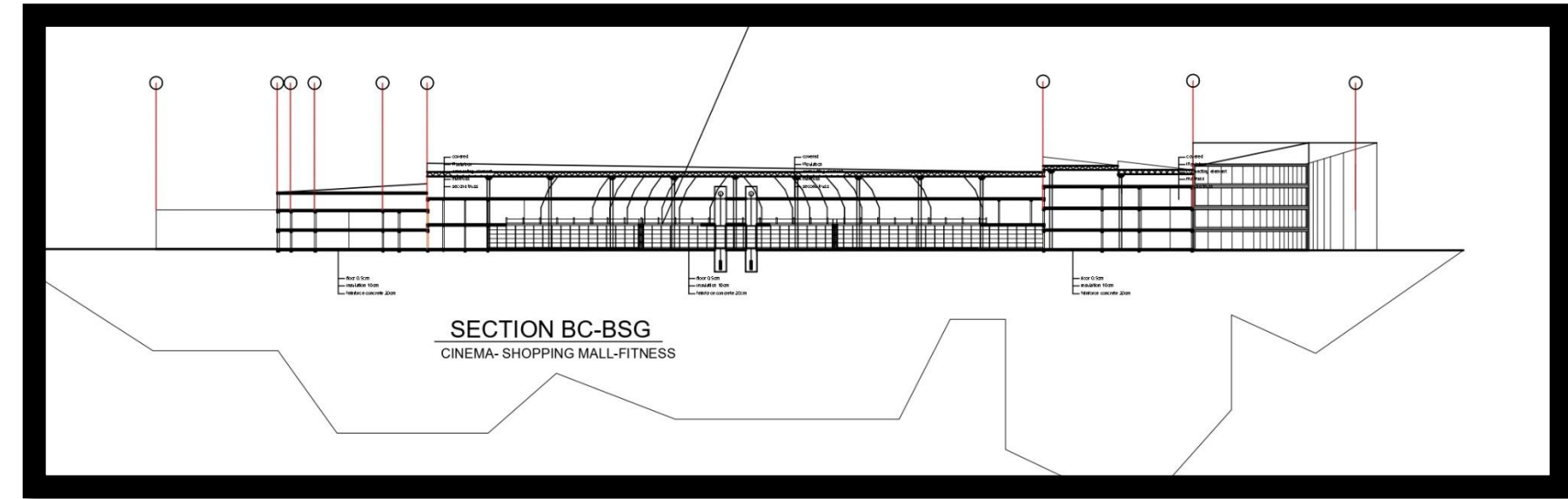


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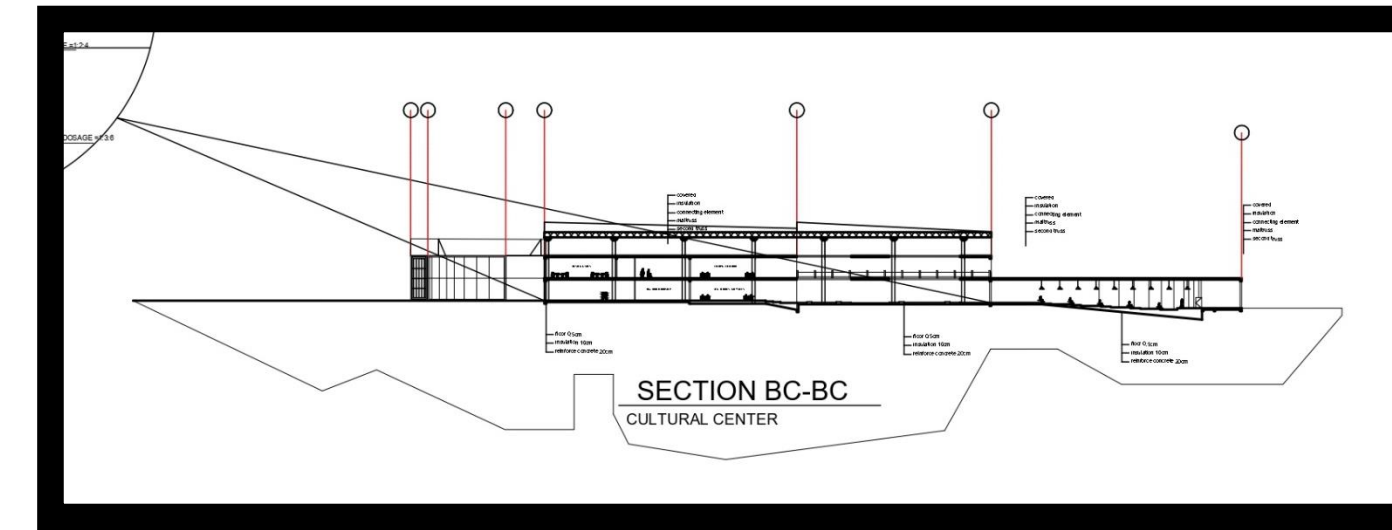
DEPARTURE  
PASSENGER  
TERMINAL  
FLOOR PLAN II

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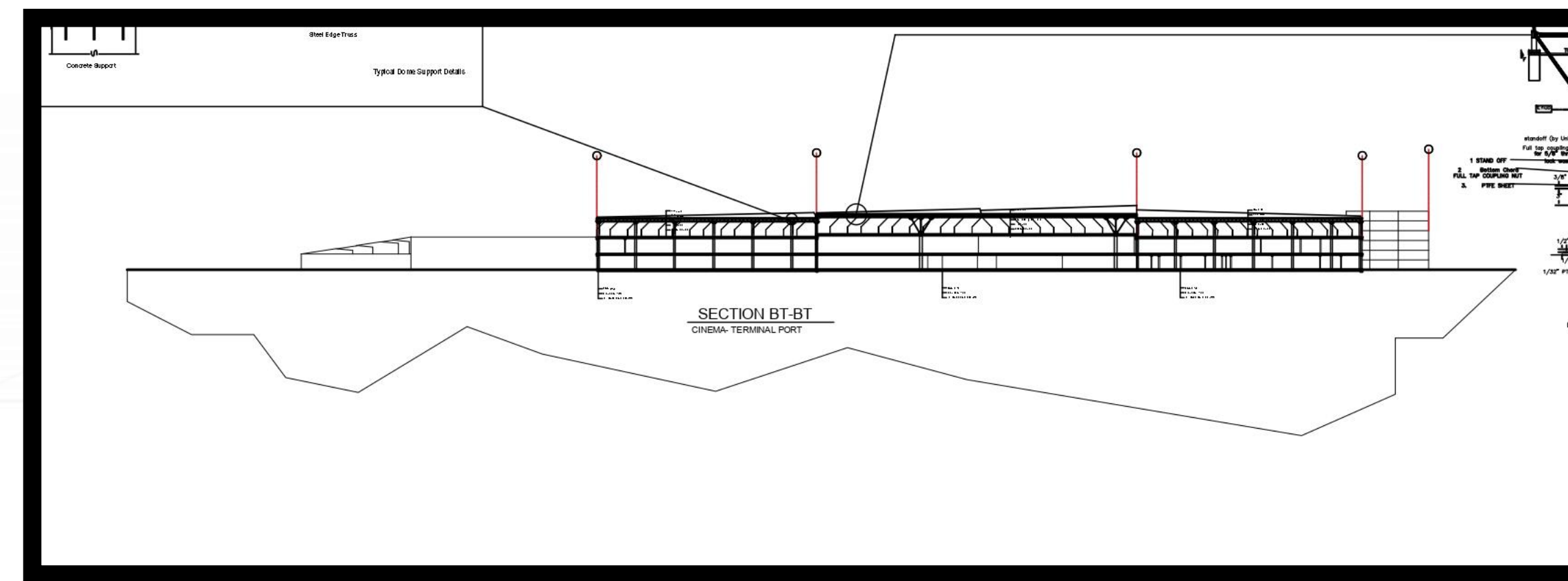
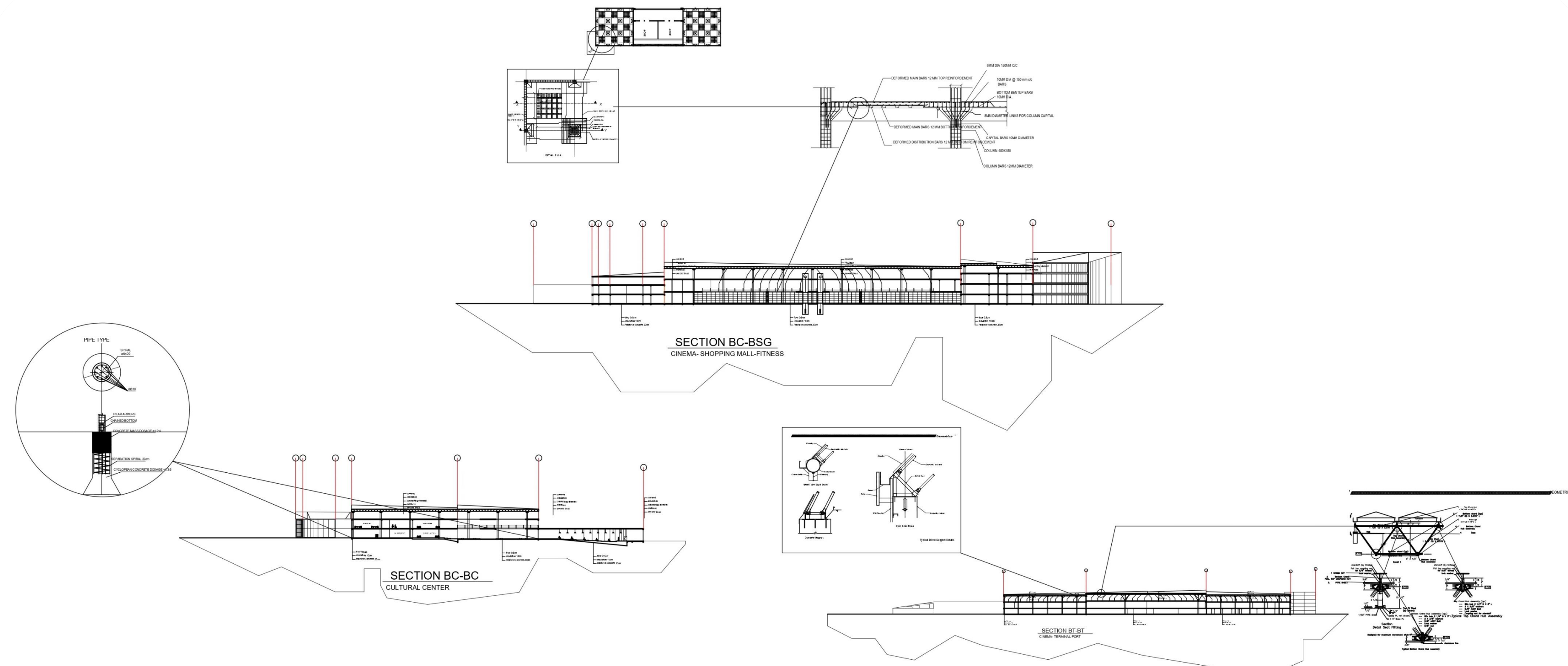
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**SECTION BC-BSG**  
CINEMA-SHOPPING MALL-FITNESS



**SECTION BC-BC**  
CULTURAL CENTER



**SECTION BPT-BPT**  
CINEMA-TERMINAL-PART

THE BUILDING HAS A VERY AMAZING VIEW AS IT PLAYS A HUGE ROLE IN HEIGHT DIFFERENCE. THE BEGINNING OF THE SITE TO THE END OF THE SITE HAS DIFFERENT HEIGHT DENOMINATION IN EACH BUILDING SECTOR

- AUDITORIUM X 1
- CULTURAL BUILDING X 2
- CINEMA X 2
- SHOPPING X 2
- FITNESS X 3
- HOTEL X 4
- RESIDENTIAL X 5
- TERMINAL X 2
- OFFICE X 6
- SILOS X 1
- CARGO TERMINAL X 1



**BEIRUT PORT**

**SECTION OF  
PROJECT  
BUILDING**

# ARCT. 502

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**DIFFERENT COMPLEX HAVE THEIR FLOOR TYPES TO HOLD THE CAPACITY OF THE PEOPLE USING THE BUILDINGS STRUCTURE**

**CULTURAL CENTER**  
STEEL & REINFORCE CONCRETE SLAB WITH A STEEL TRUSS ROOF

**SHOPPING MALL**  
WAFFLE FLOOR SLAB & STEEL LOAD BEARING CULMS WITH A SPACE FRAME ROOF

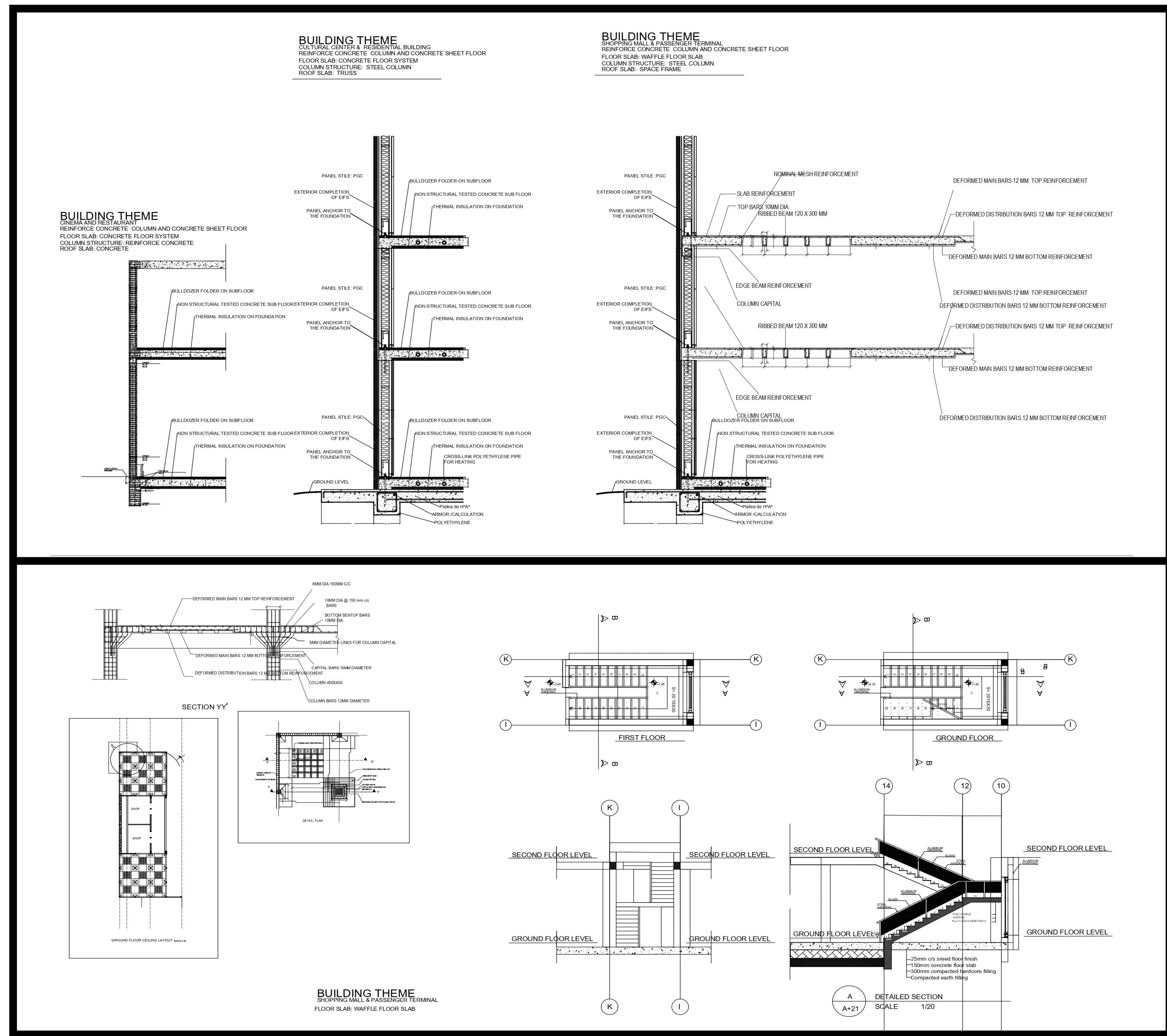
**FITNESS**  
STEEL & REINFORCE CONCRETE SLAB WITH A STEEL TRUSS ROOF

**HOTEL & RESIDENTIAL**  
STEEL COLUMNS AND WAFFLE SLAB WITH STEEL TRUSS SYSTEM ROOF

**PASSENGER TERMINAL**  
WAFFLE FLOOR SLAB & STEEL LOAD BEARING CULMS WITH A SPACE FRAME ROOF

**ADMINISTRATIVE**

RC SLAB AND REINFORCED CONCRETE SLAB WITH STEEL TRUSS ROOF



## BEIRUT PORT

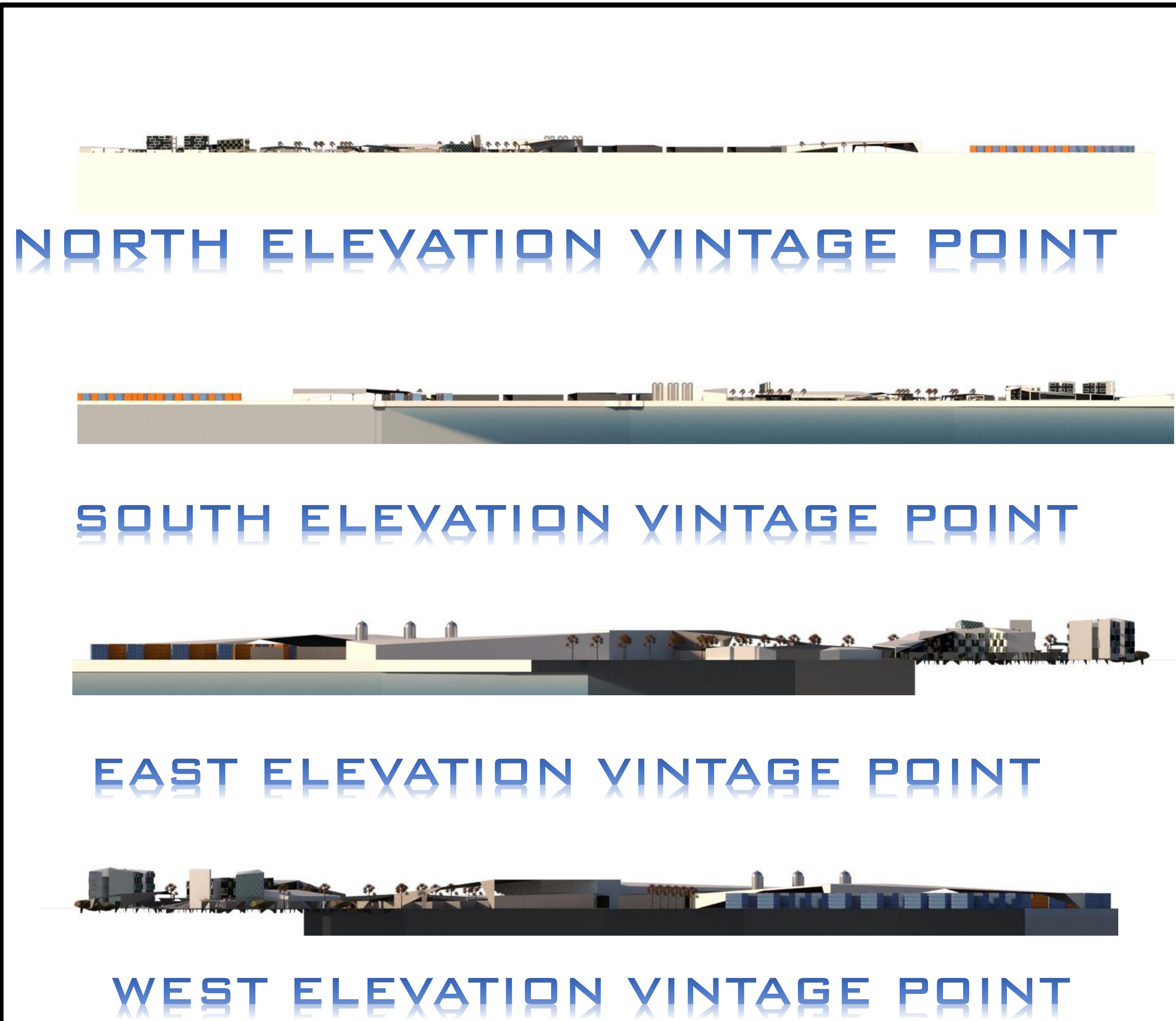
## SYSTEM DETAIL FLOOR PLAN

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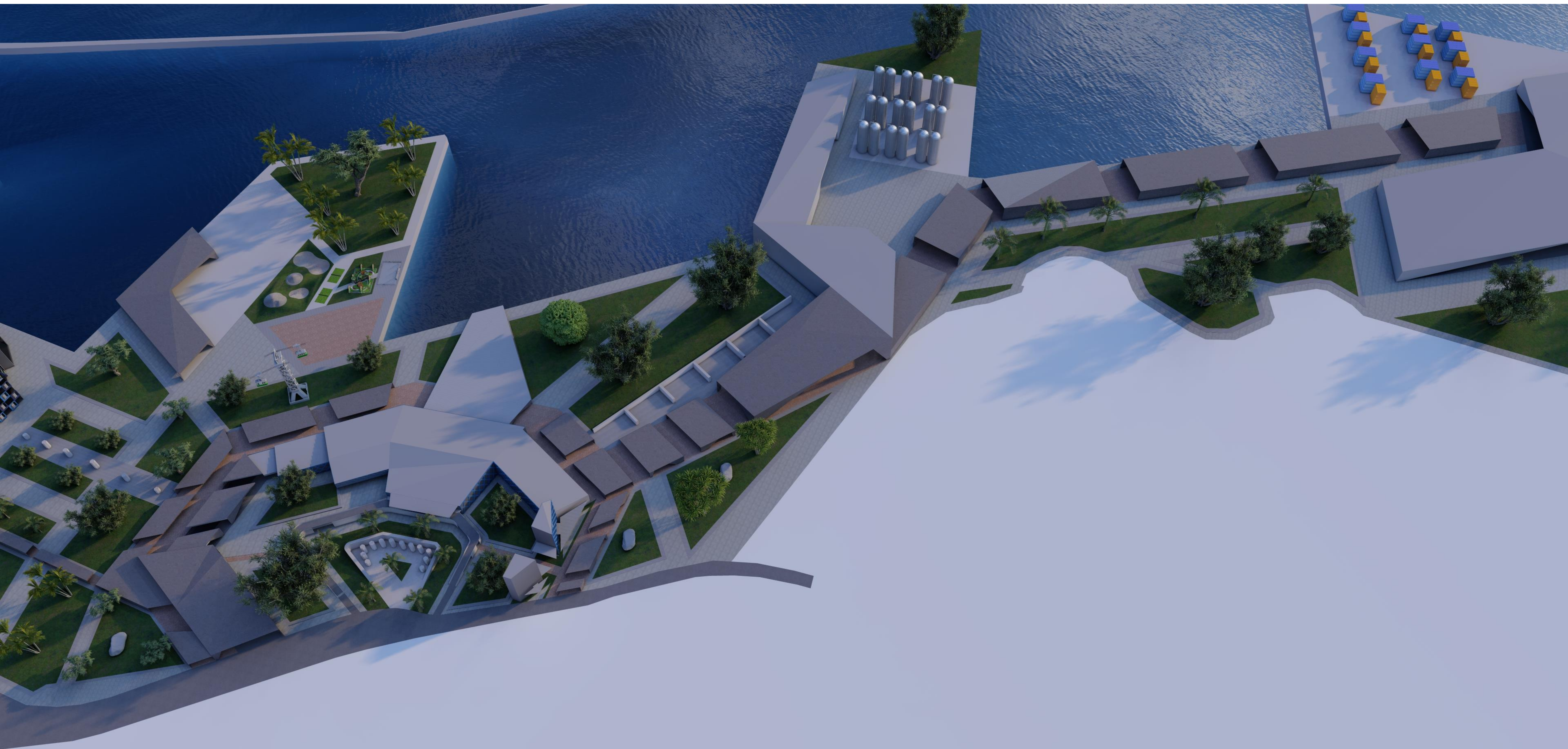
**ELEVATIONS  
OF THE  
BEIRUT  
SEA PORT  
SITE**



**BEIRUT PORT**

**ELEVATIONS  
SHEET**

# WELCOME TO THE NEW BERUIT PORT TERMINAL



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IN THE 3D IMENTION YOU GET TO SEE THE ACCESSIBILITY IN THE SITE FROM **CAR, FOOT, BICYCLES.**

IT HAS A **CABLE CAR TRANSPORTATION** SYSTEM IN AN OUT OF THE SITE IN TO THE CITY AND **CYCLE ROUTES** AND **DROP OF POINT** ARE ON STRATEGIC CORNERS TO GET YOU TO EACH POINT OF THE BUILDING

EACH BUILDING HAS A SERVE ENTRANCE AND CORE FUNCTIONALITY



**DISCOVERY PARK**

**VIEW POINT**



**BEIRUT PORT**

**3D IMENTION**

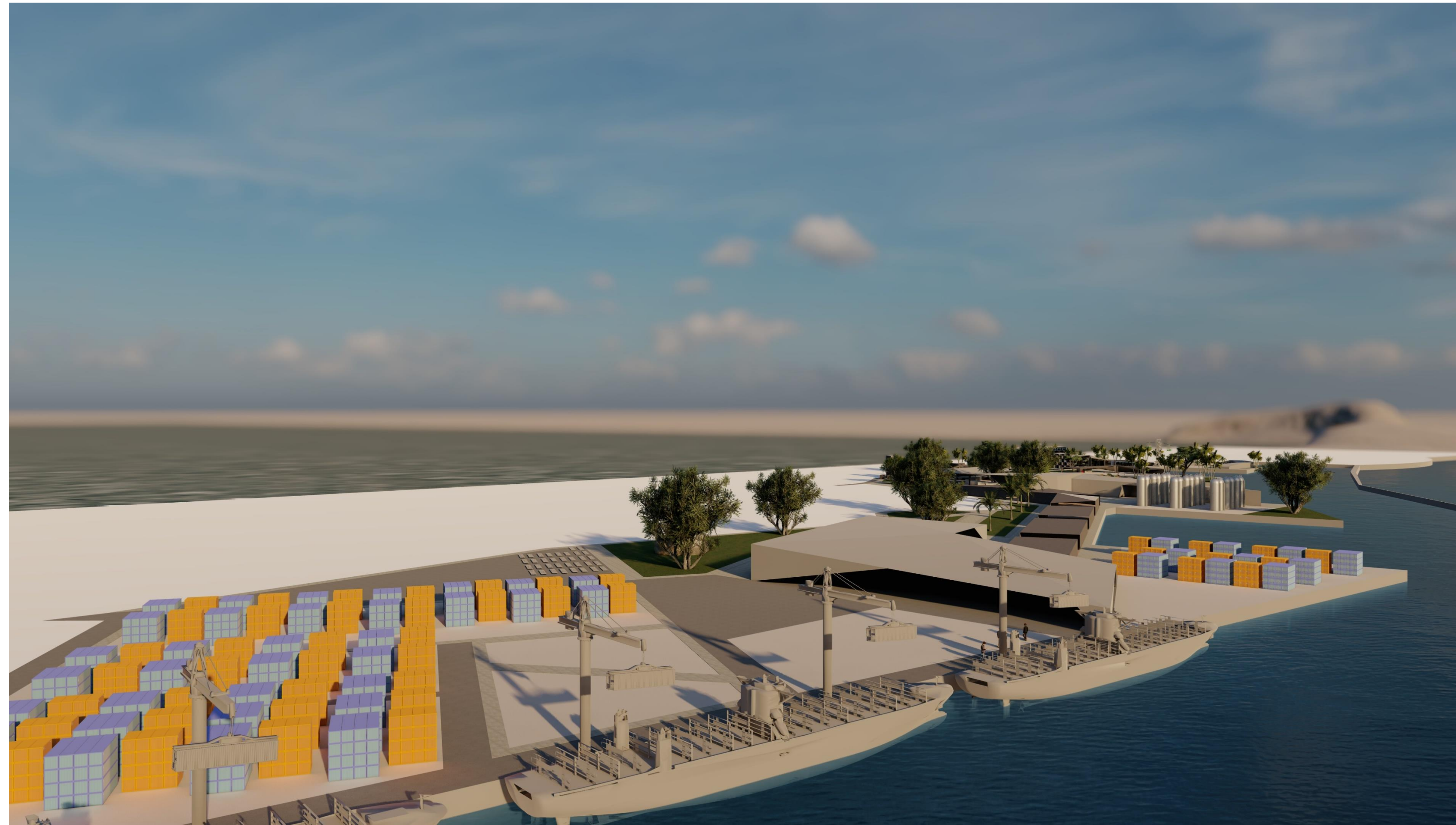
# CYPRUS INTERNATIONAL UNIVERSITY



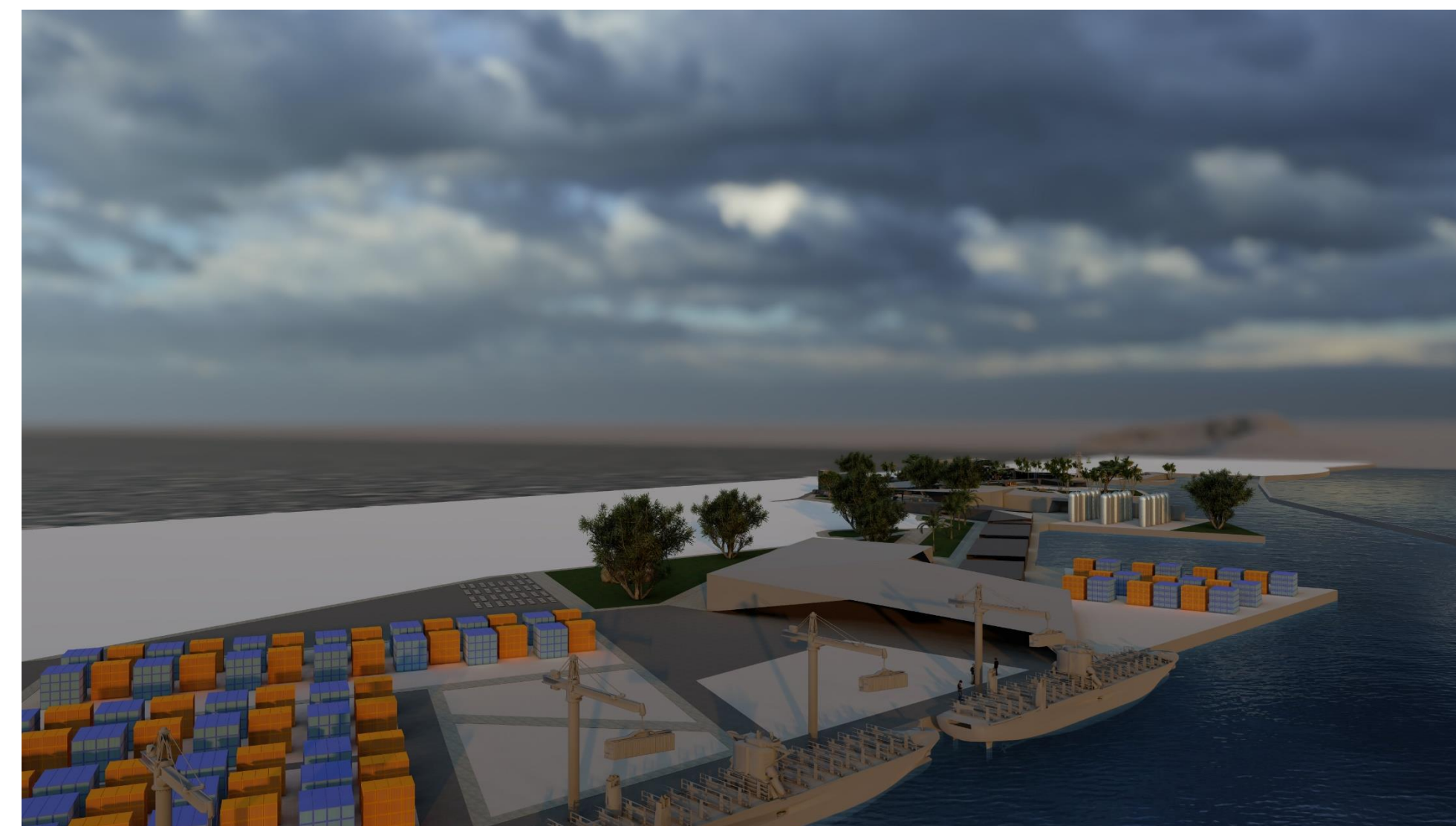
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**CARGO TERMINAL STATION**



**BEIRUT PORT**

**3D IMENTION**

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MEMORIAL  
GROUND

VIEW POINT



BEIRUT PORT

3D IMENTION

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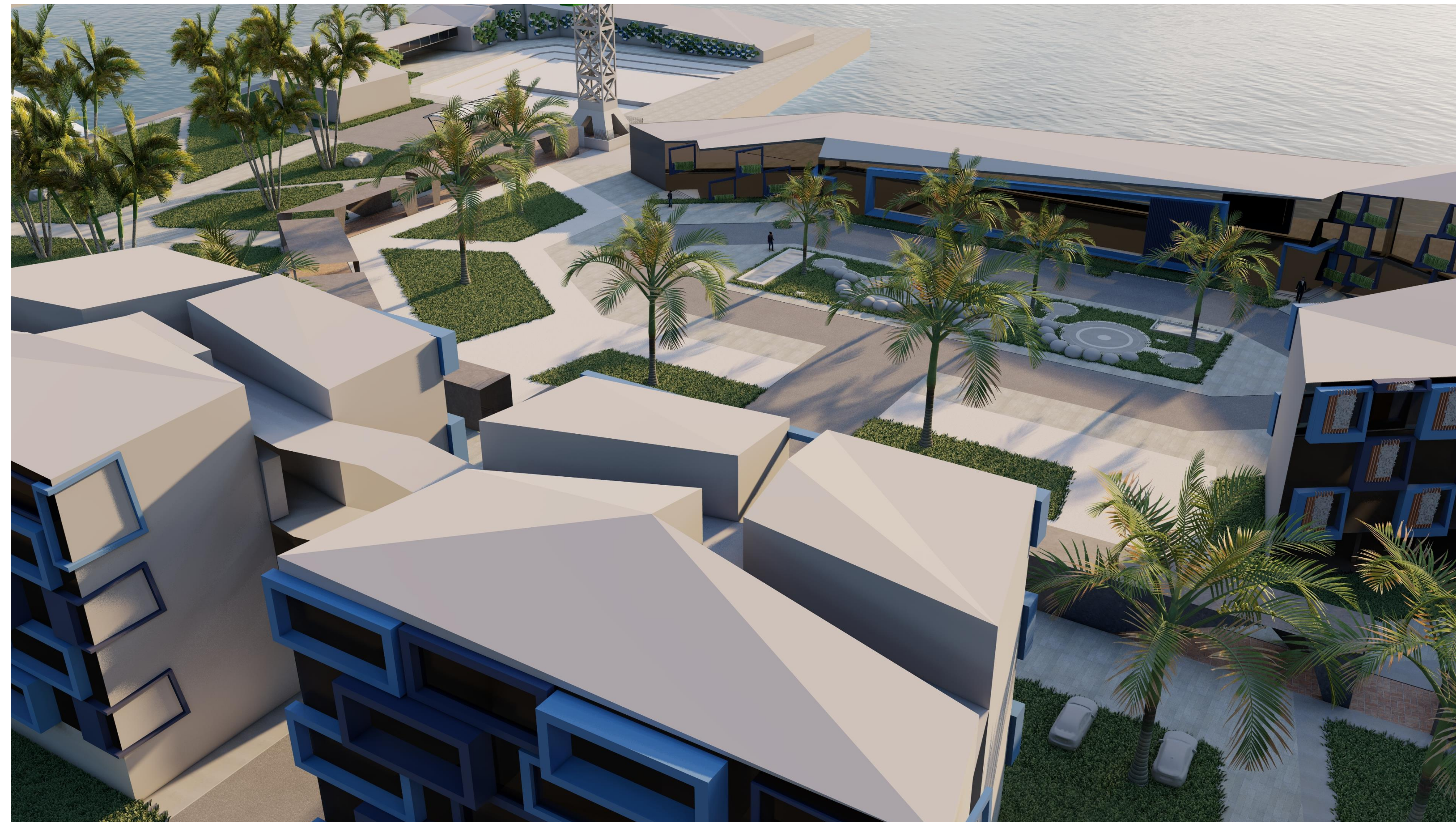


IN THE 3D IMENTION  
YOU GET TO SEE THE  
ACCESSIBILITY IN  
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**FOOT, BICYCLES.**

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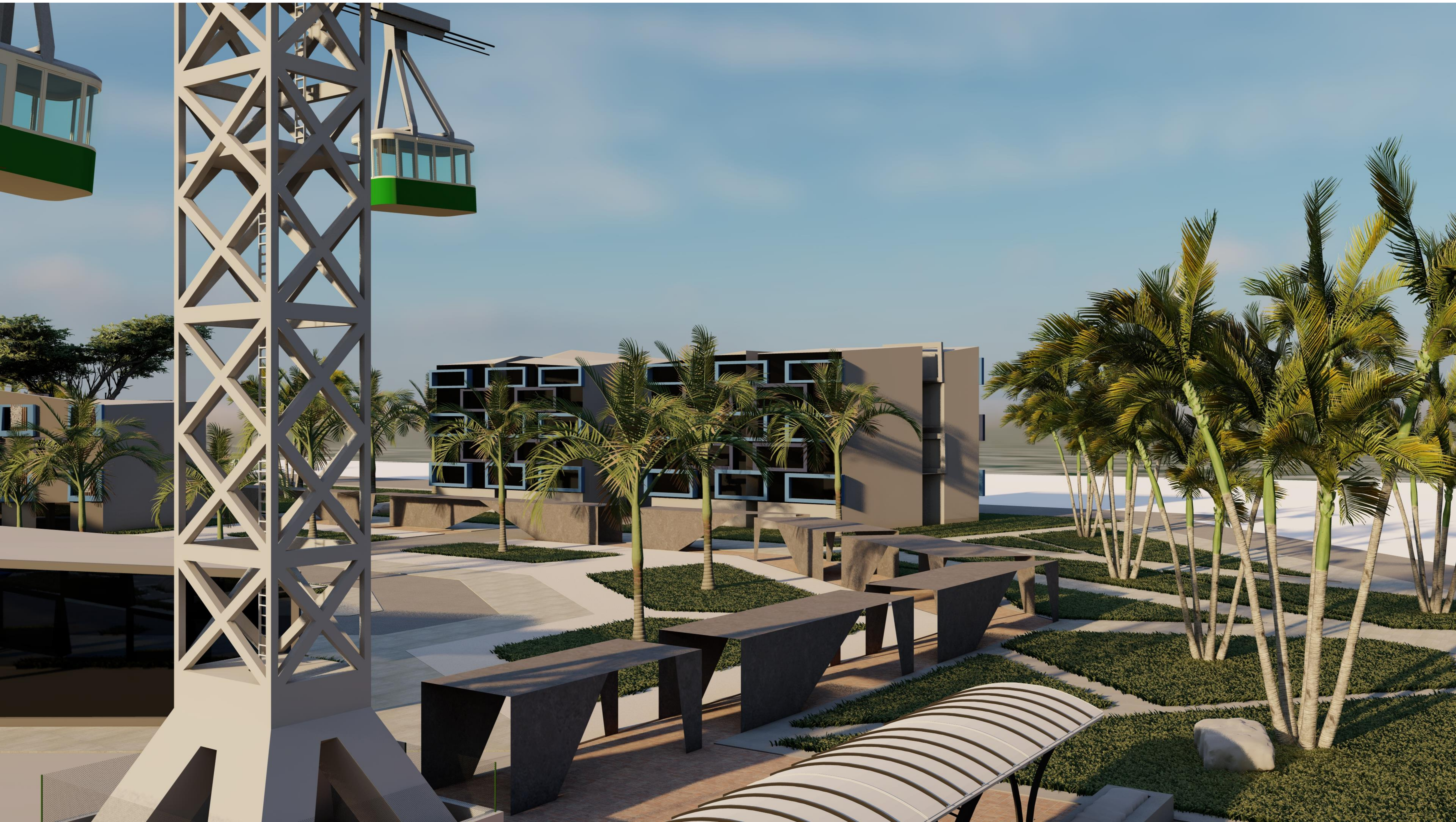
**CULTURE CENTER. RESIDENTAIL & MIX USE DEV VIEW POINT**



**BEIRUT PORT**

**3D IMENTION**

# THE INTERSECTION POINT OF CABLE CAR, CYCLE ZONE AND CYCLE DROP OFF POINT WITH PEDESTRIAN PATH



# ENJOY THE VIEW

