



Generation Y

Coffee-Robert's Legacy

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Abstract

Old industrial areas are mainly engaged to the city history, identity, and its residence memory. Revitalizing these areas redefine the history of the city, connecting the old with new, forming new open public space linked to the city fabric, and creating new job opportunities and economic benefits.

In order to transform industrial area into urban space, this research study both the qualities of an urban space and examples other industrial areas transformation.

1. Introduction

Cities are always changing, transforming and developing, which leave a mark on urban spaces. These developments will change the building functions and needs, then will result in formation of unused spaces between buildings and abandoned industrial areas. These cities are facing huge challenges in restructuring their urban centers .

The spatial implications and the organization of post-industrial economic change call for innovative strategies to revitalize traditional industrial sites and areas. Integrated urban development schemes are needed to make the restructuring process sustainable, and to introduce new urban functions while preserving the industrial heritage. Especially that these areas are mostly important for the history of the city, and located in an attractive spot in the city center or along the river. Moreover this location where the urban space is limited attracts not only business and investors but also residents. So cities are finding innovative ways to reuse these areas to improve their inner city and its liveability as a whole. This often includes a change of land use to make mixed use (residential, commercial and green use) possible.

Adding to that, industrial areas conversion has both cultural and aesthetic aspects, as these projects are connected to the structural changes in the people lives. And conversion will keep the memory of the past alive and connects the residents with their historical roots.

To preserve the historical identity of the space, these projects usually host museums, cultural centers, or public space. And this transformation process is made visible and tangible to visitors and users of the space.

On the other hand, empty urban areas provide the opportunity to make cities denser and deal with the shortage of space. And the denser the city is the less polluted will it be. As people will walk more and reduce their transportation needs.

3. Methods

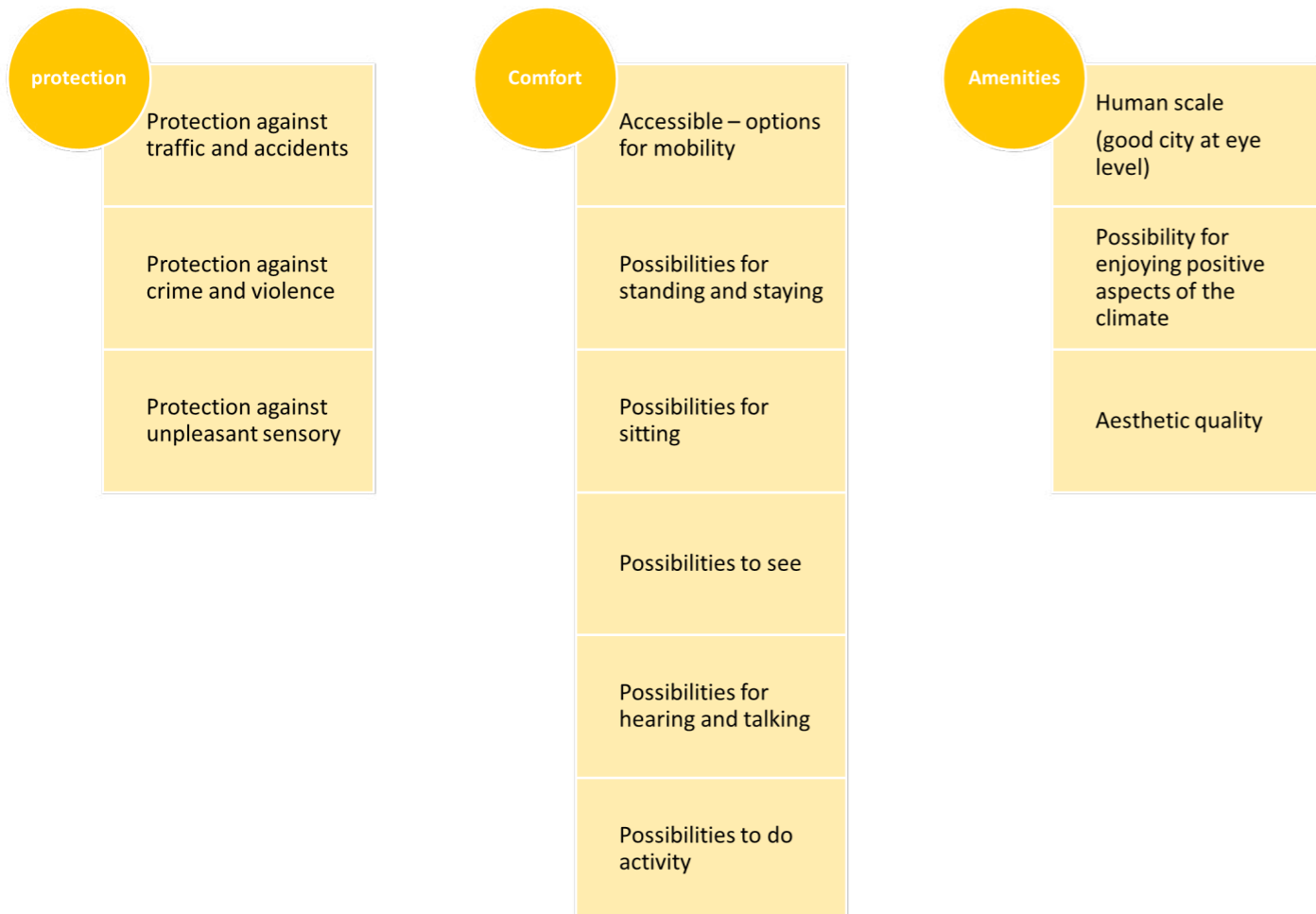
This research studies transforming industrial area into urban space. And it started with formulating the research questions:

- How to transform the site into public urban space?
- What are the good qualities of a public urban space? What makes it liveable?
- What other functions must be included?

This followed by searching through online articles, scientific articles, and books. And this resulted on showing case studies for industrial areas transformation and their new functions, and literature review of the qualities of public spaces and what makes them liveable, mainly through Jan Gehl’s criteria and additional studies about it.

4. Results

Jan Gehl’s 12 quality criteria for public open space design - What makes a it liveable?



4.1. Protection

Protection against traffic and accidents	Can people with different age group experience traffic safety in the public space? Can people walk and bike safely without the fear of car accidents?	<ul style="list-style-type: none"> • Safety of spatial boundaries • Safety of special elements • Clear separation of areas • Clear crosswalk
Protection against crime and violence	Is the space safe both day and night? Are people there at any hour? are there functions for different time during day like housing and offices? Does lighting provide safety at night?	<ul style="list-style-type: none"> • Lively public space • Functioning day and night • Good lighting • Social control • (active Public space)
Protection against unpleasant sensory	Are there noise, smell, or dust? Does the public space function well according to the weather?	<ul style="list-style-type: none"> • Wind • Rain / Snow • Dust • Cold / Heat • Bright light • Noise • Crowd • Glare

4.2. Comfort

Accessible – options for mobility	Is the space accessible? Are there elements that enhance or limit mobility forms like walking, using wheelchair, or pushing stroller?	<ul style="list-style-type: none"> • Absence or presence of obstacles • Smoothness in level changes • Easy to reach the public space • Accessible to all • Space to walk • Bicycle racks
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Possibilities for standing and staying	Does the space have features for standing and leaning? Façade inviting to stay, a tree, bus stop, a bench?	<ul style="list-style-type: none"> • Defined areas to enable longer stay • Food and drinks kiosks • Access to sanitary facilities
Possibilities for sitting	Primary seating areas like benches and chairs? Secondary seating areas like stairs, fountain edge, or a seat wall? And does these seats does not require spending money?	<ul style="list-style-type: none"> • Seating areas • Benches
Possibilities to see	Is there something interesting to see?	<ul style="list-style-type: none"> • View points/ views • Sightseeing without the feeling of being watched • Vertical elements to protect your back
Possibilities for hearing and talking (to communicate)	Is it possible to have a conversation? Is sitting together and have a conversation is an option?	<ul style="list-style-type: none"> • Seating arrangements • Areas fits a small group
Possibilities to do activity	Are there options to be active at multiple times of the day and year?	<ul style="list-style-type: none"> • Area to play, relax, or exercise • Enough area to move • Availability of structures for activities, movement and sport • All available all the time

4.3. Enjoyment

Human scale	Is the surrounding buildings and the public space is at human scale? If people are at the edges of the space, can we still relate to them as people or are they lost in their surroundings?	<ul style="list-style-type: none"> • Buildings and spaces are proportional to human scale; movement, size, and behavior • To feel secure • Proportions correspond to purpose (places to stay and move) • Presence of details (on façade and public space)
Possibility for enjoying positive aspects of the climate	Are climate aspects taken into account? Different conditions for different time of year? Where the sweating is placed and to where it is oriented?	<ul style="list-style-type: none"> • Sun and shade • Wind protection and cool breeze • Warmth and coolness
Aesthetic quality	Is the space beautiful? Is it durable?	<ul style="list-style-type: none"> • Attractive views • Trees, plants and water • Pleasant materials • Good design • Activities for different ages

4.4. Criteria for public space improvement and assessing

In addition to Gehl’s quality criteria, some set of criteria for improving public space were found in different articles

- Multifunctionality
- Identity
- Interactivity
- Flexibility
- Scenario

Case Study | Renovation of Xi'an Dahua Textile Mill



Renovation of Xi'an Dahua Textile Mill

Location: China

Architects: China Architecture Design Group Land-based Rationalism D.R.C

Area: 84790 m²

Year: 2014

Function: Multifunction (urban functions); theaters, museums, public space, culture park, and offices

This project is our proposal for a sustainable development of the Chinese City. By eliminating urban boundaries and creating a wide variety of public spaces, the city becomes porous. It regenerates and adapts itself to new uses and becomes multifunctional. Its dilapidated walls remind of the past and give the people a sensitive and poetic way of experiencing their city.

To redesign such a high-density factory into an attractive public place for arts activities and creative offices, the design scheme distinguished the individual buildings with different ages and treated them with different design methods.

For the elder ones, those smaller and separated brick-timber buildings, the “careful addition” strategy is used to add some small-scale structure to connect functional spaces and make the courts into café, restaurant and other service facilities.

Those huge structures built in recent years are reevaluated with their remarkable sawtoothed skylight. By the “positive subtraction” strategy, the original auxiliary rooms are displaced by streets and plazas, which form a new pedestrian system that invites citizen to enter the culture park for culture activities

Generate urban public space in the historical atmosphere

Accommodate various activities of life in city



The transformation to urban public space



The art gallery in historical building



The new space in historical atmosphere



The open theatre in renovated building



The transformation to plaza with landscape



The daily life in renovated space

Case Study | Pearl Brewery Redevelopment



Pearl Brewery Redevelopment

Location: Texas, USA

Architects: Lake | Flato Architects

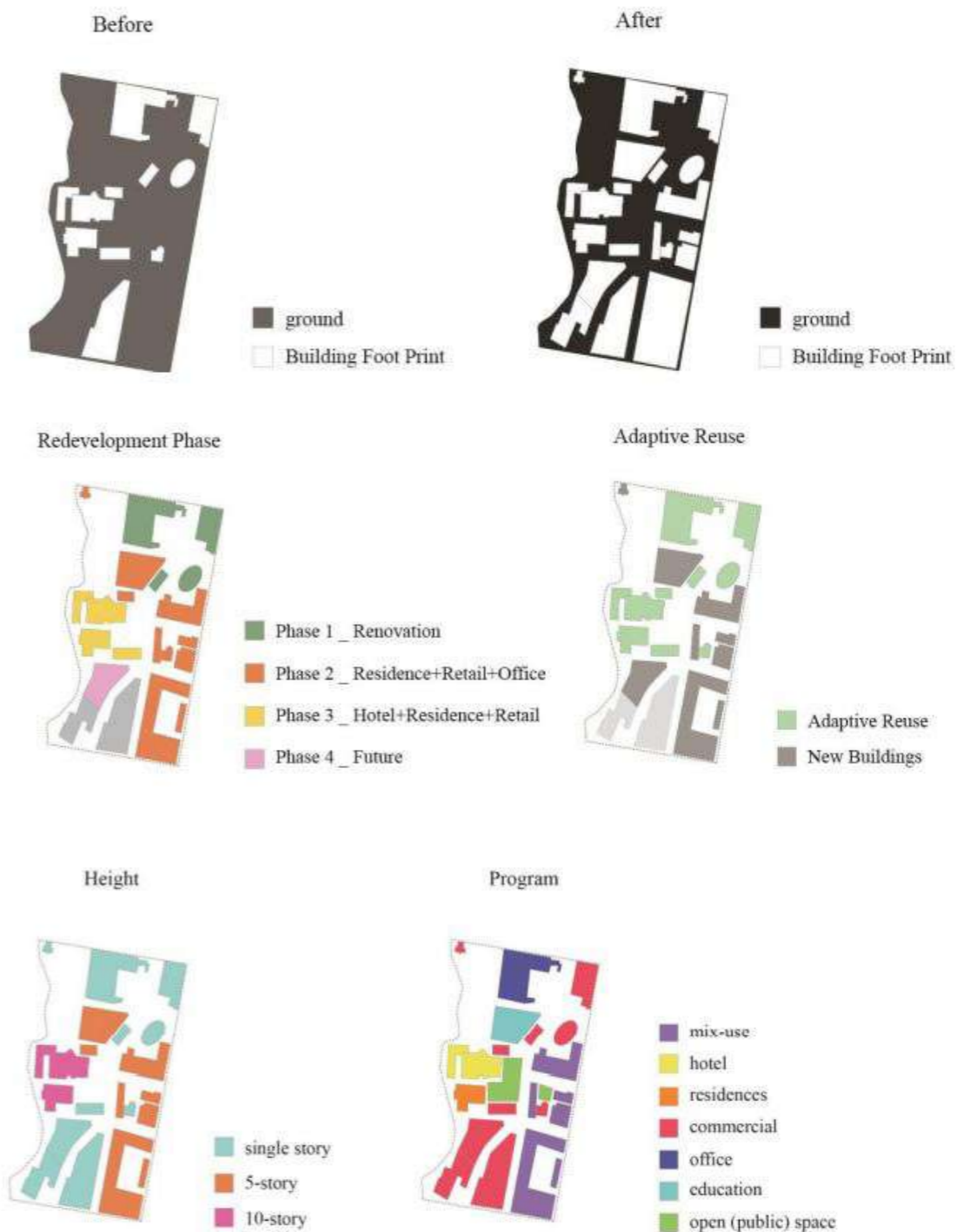
Area: 93,000 m²

Year: 2014

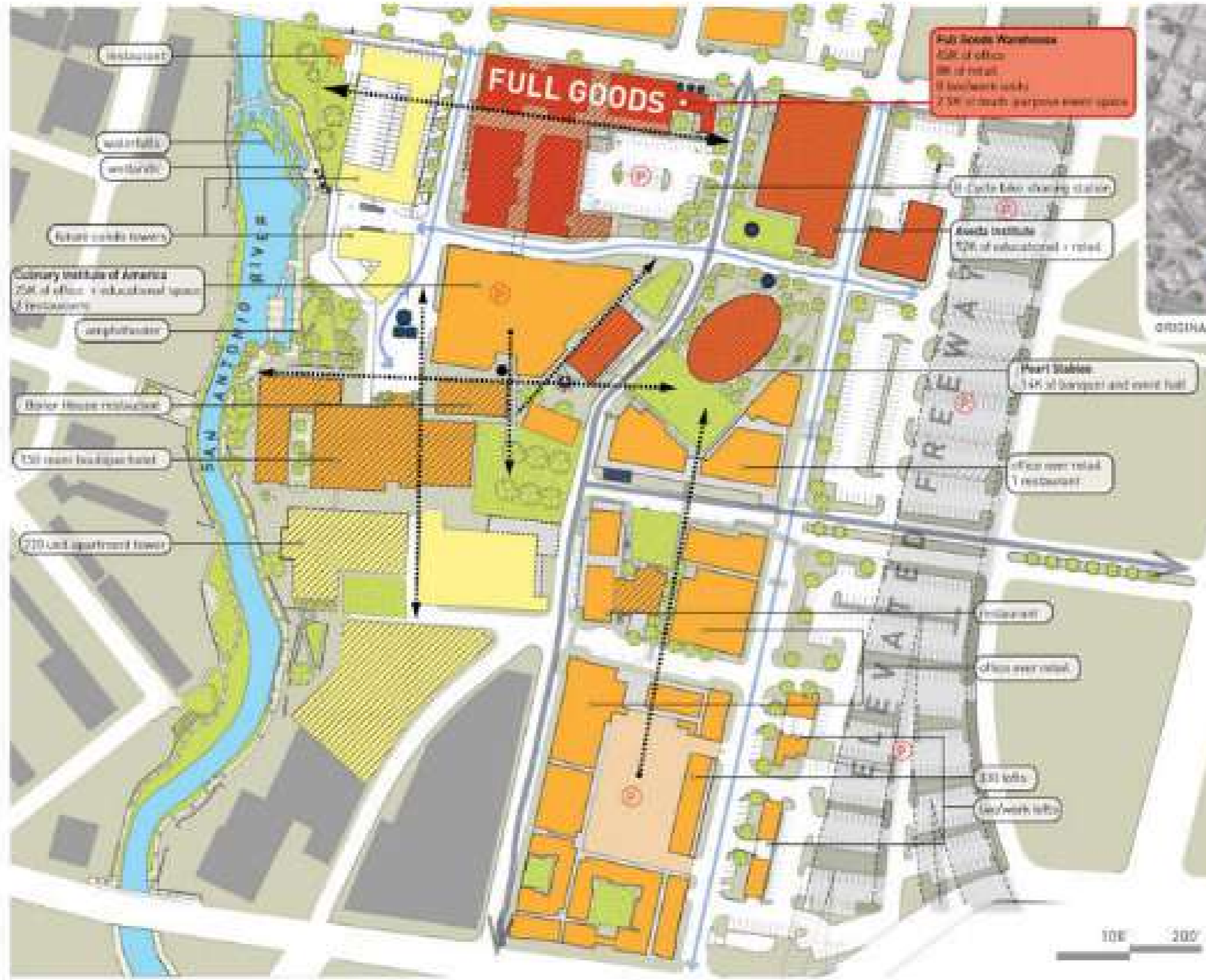
Function: Mix-used development, Residential apartment, Commercial (market, retail), Office, Education Hotel, Performance center

The Pearl Brewery in San Antonio was one of the Texas' largest breweries in beer production before the prohibition of production, importation, transportation, and sale of alcoholic beverage (Wikipedia 2018c). The Pearl Brewery was owned by several companies until 2001. In 2000, 'Pabst Brewing Company' had a plan to close all breweries and end their beer production because of economic problems. This finally resulted in ceasing operations and abandoning their remaining facilities in 2001.

The brewery's building started to be considered as a strategic location for redevelopment because it was near the downtown area and near several highways in San Antonio. Furthermore, it was close to the San Antonio River Walk5 which is a major tourist attraction. These attributes could be a motif for successful development with preserving the brewery facilities. The historic brewery facilities are converted into a mix-used development with an adaptive reuse strategy preserving the old brick materials/facade and providing new active commercial uses. The private owned industrial site was rehabilitated and restored as a tourist attraction.



MASTER PLAN



ORIGINAL PLAN - EXISTING CROWNFIELD SITE



MASTER PLAN

- ADAPTIVE REUSE
- PHASE 1 - RENOVATIONS
- PHASE 2 - FULL GOODS
- PHASE 3 - BUILDINGS
- PHASE 4 - FUTURE
- RAINWATER HARVESTING CISTERNS
- PRIMARY ROADS
- SECONDARY
- PEDESTRIAN

Case Study | Pearl Brewery Redevelopment



Architects intended to preserve the original columns, girders, and industrial water storage of the old building. Rather than keeping its facade, they eliminated the old facade to open up the space. This space is used for café terraces, music performances, and a farmers market

The original brew house from the early 20th century was transformed into hotel. The old facade and materials of the brewery was restored and adaptively reused for hotel facilities.



Pearl Stable was originally opened as a museum and transformed into a wedding venue. The building functioned as a former Pearl corral since 1894 and the oval shape preserved and inserted 'skylight cupola'



Zollverein

Location: Essen, Germany

Architects: OMA

Area: 100,000 m²

Year: 2001-2010

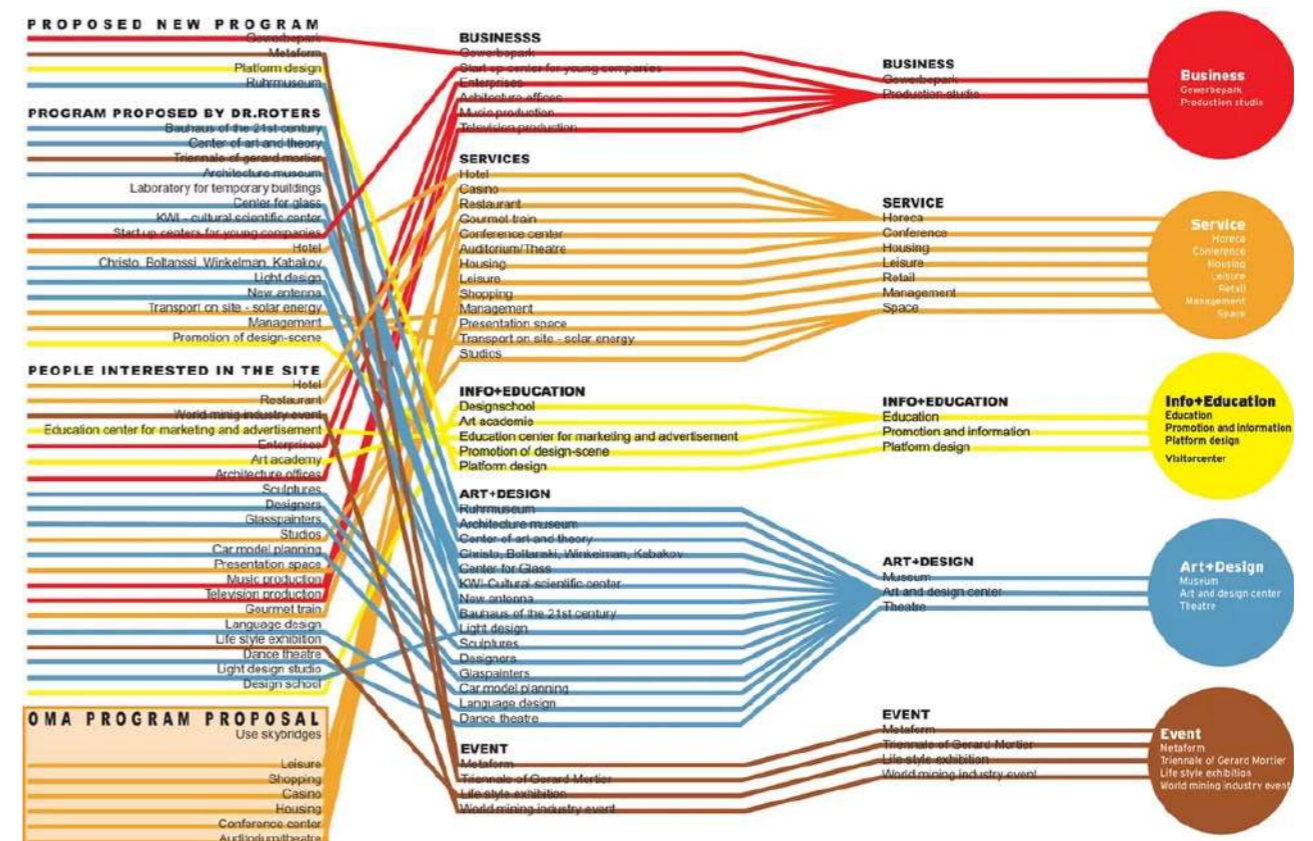
Function: Mix-used development, Residential, hotel, education, Museum, theater, Park, design center, event space, retail, and Leisure.

In 1988 the coal refinery (the ‘white side’) of the Zeche Zollverein was closed, five years after the mines (the ‘black side’) had been shut down. The once famous Ruhrgebiet lost the driving force behind its identity and its raison d’être overnight. For about 10 years the authorities did not know what to do with the site, but were wise enough to buy it from the former owners and declared it part of the industrial heritage of Germany.

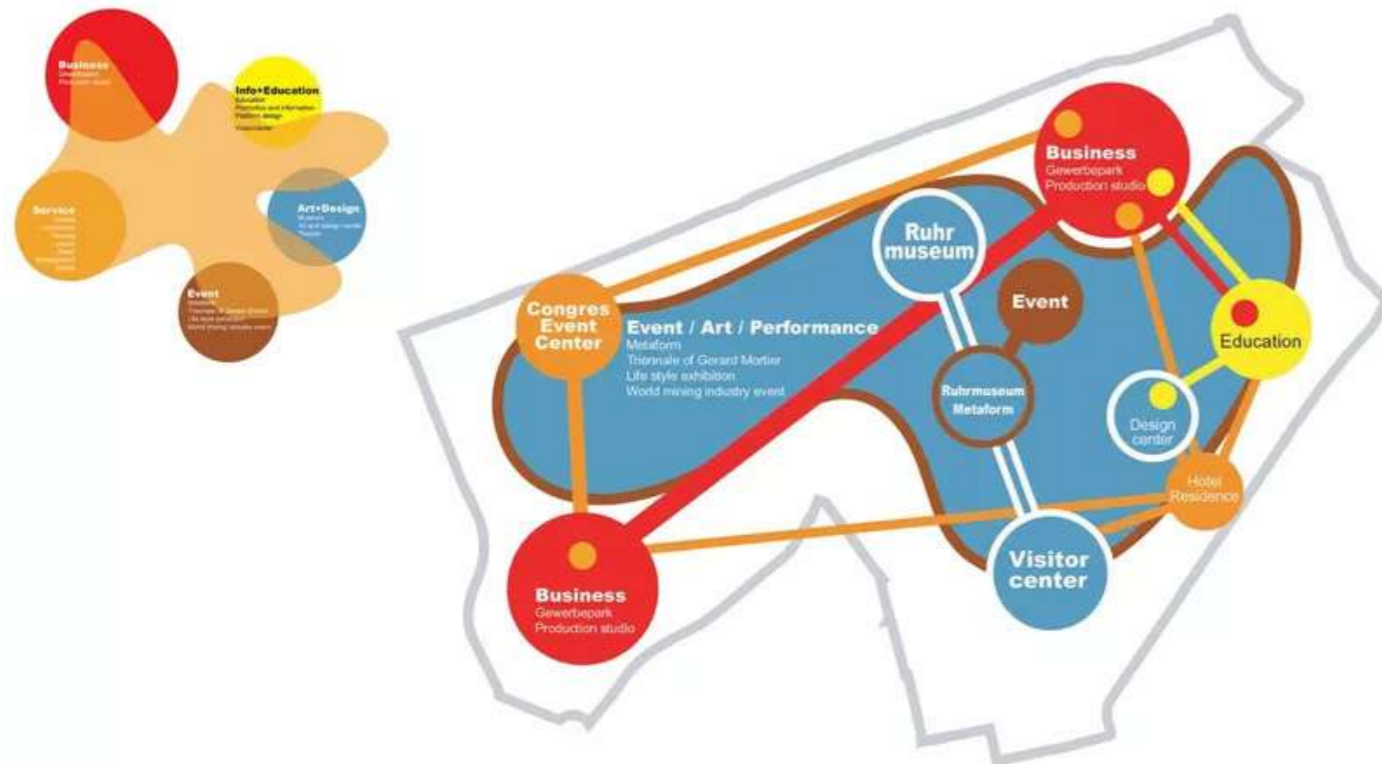
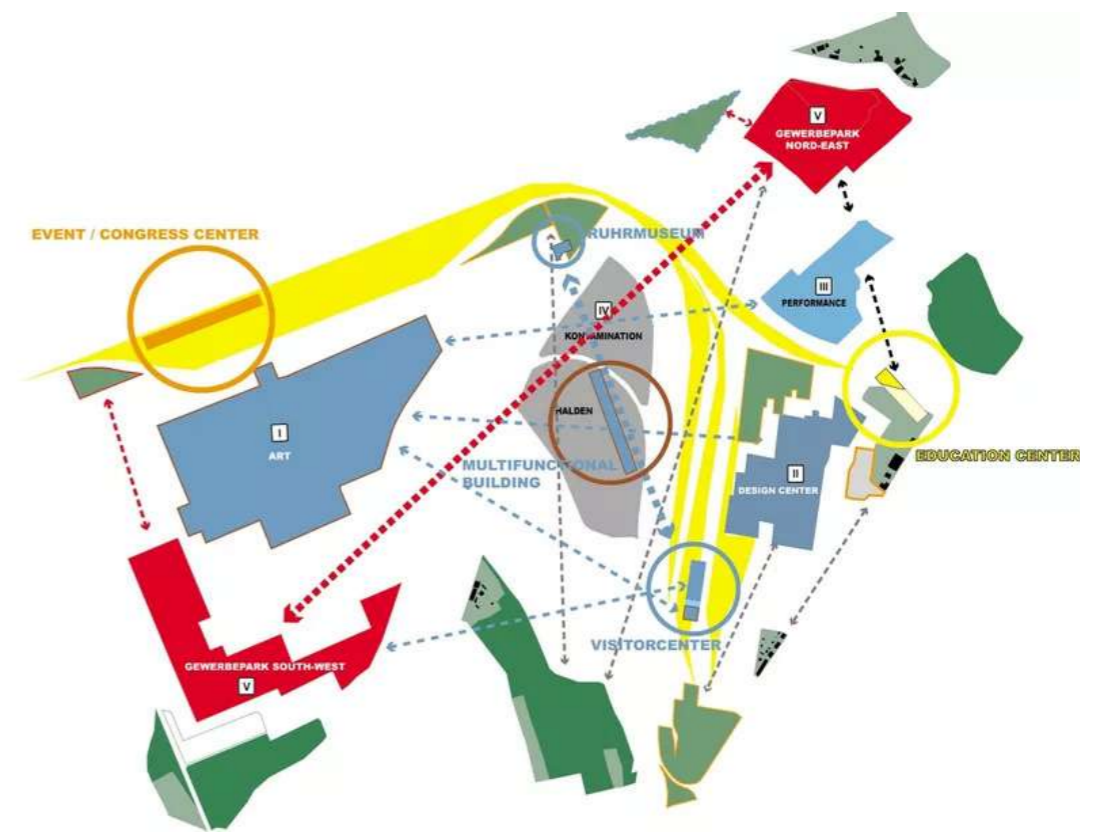
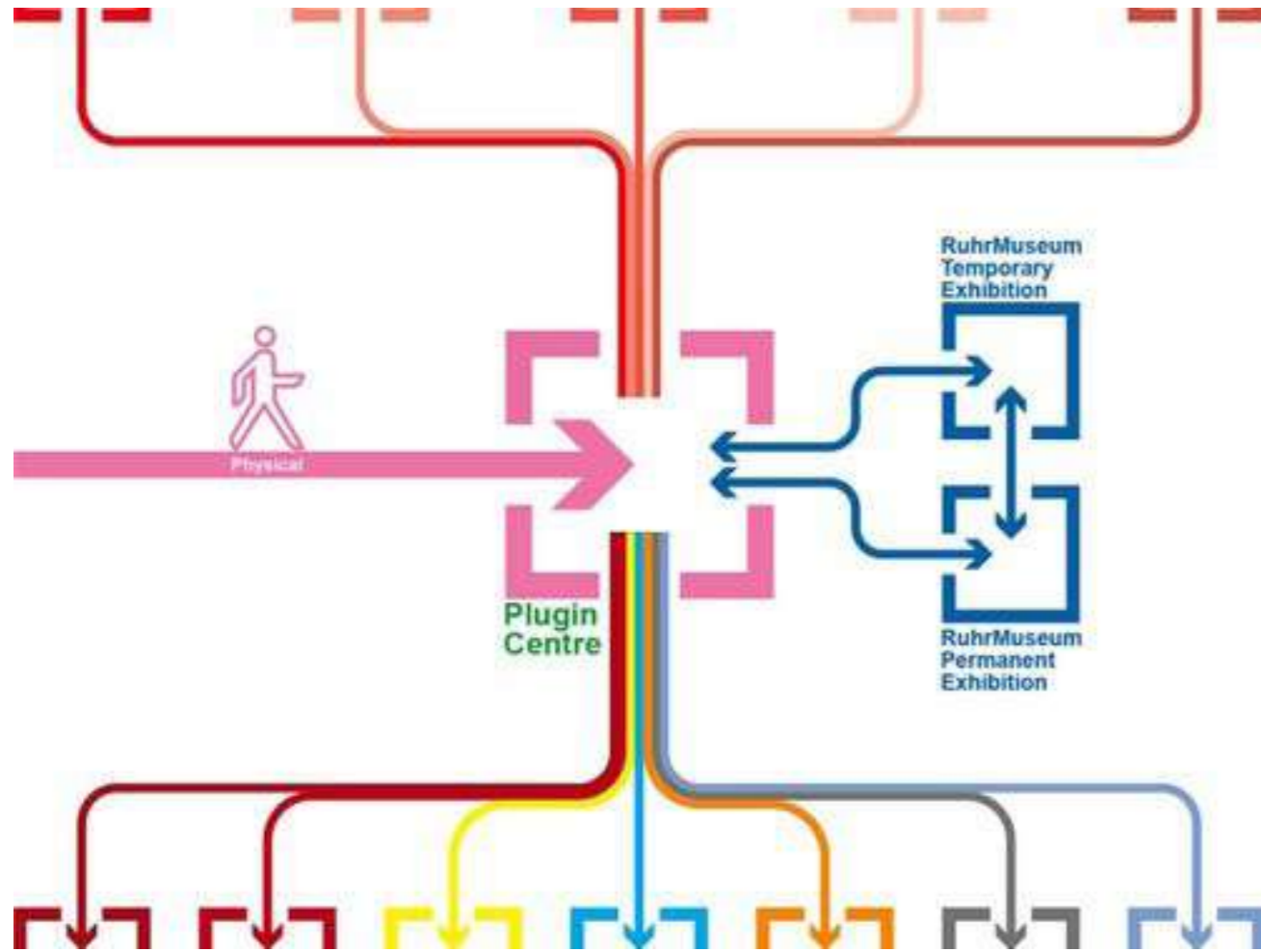
On the 12 December 2001, UNESCO added Zeche Zollverein to the list of world heritage industrial monuments, partly on the basis of the OMA masterplan, which respects the site’s original identity. The masterplan was developed in close collaboration with heritage specialists and conservationists, and was completed in 2010, over the course of eight years.

The masterplan consists of a band around the historic site. New roads and the extension of an existing highway through a tunnel servicing the site allow for an easier access. The rail tracks inside the site are maintained as public space, and connect the main buildings. The sky bridges for transporting coal are opened for visitors, who can also visit a former mine 1,000 m deep.

The allocation of new programs on the periphery allows the old buildings to maintain their grandeur and impact on the visitor. Inside the band of new program surrounding the Zeche Zollverein, new functions are placed to guide, inform and attract visitors. The programming of the new buildings and re-programming of the existing buildings contain many functions, most of which are related to art and culture. Tri-annual and quintennial manifestations will attract visitors and generate an influx of events and ideas.



Case Study | Zollverein



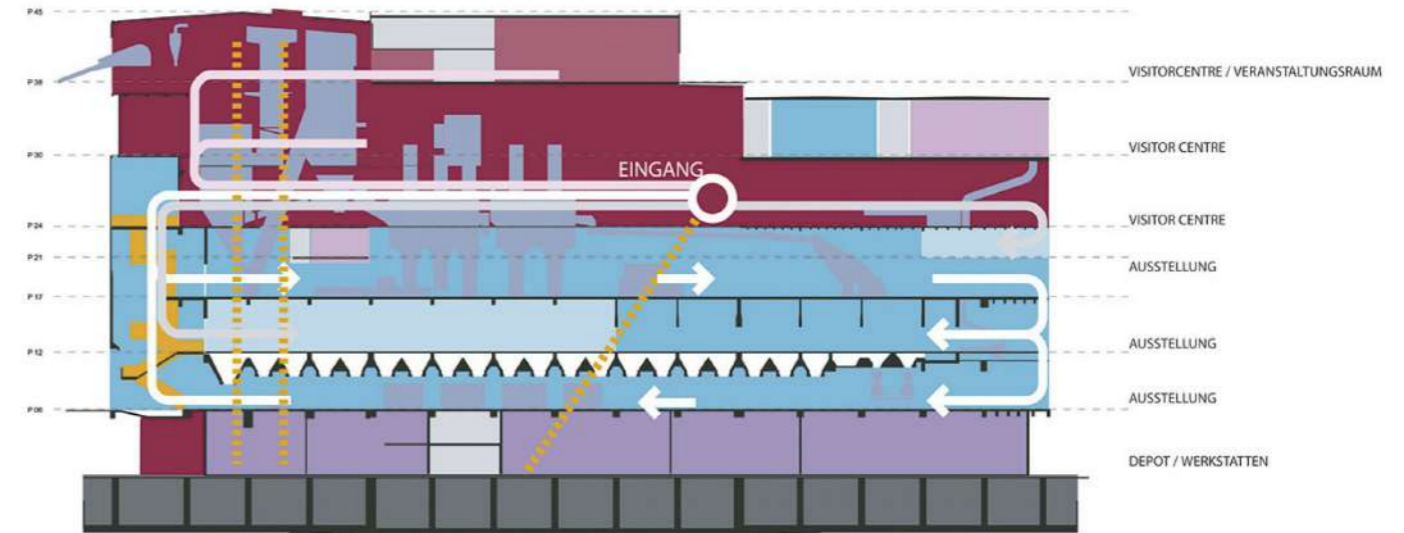
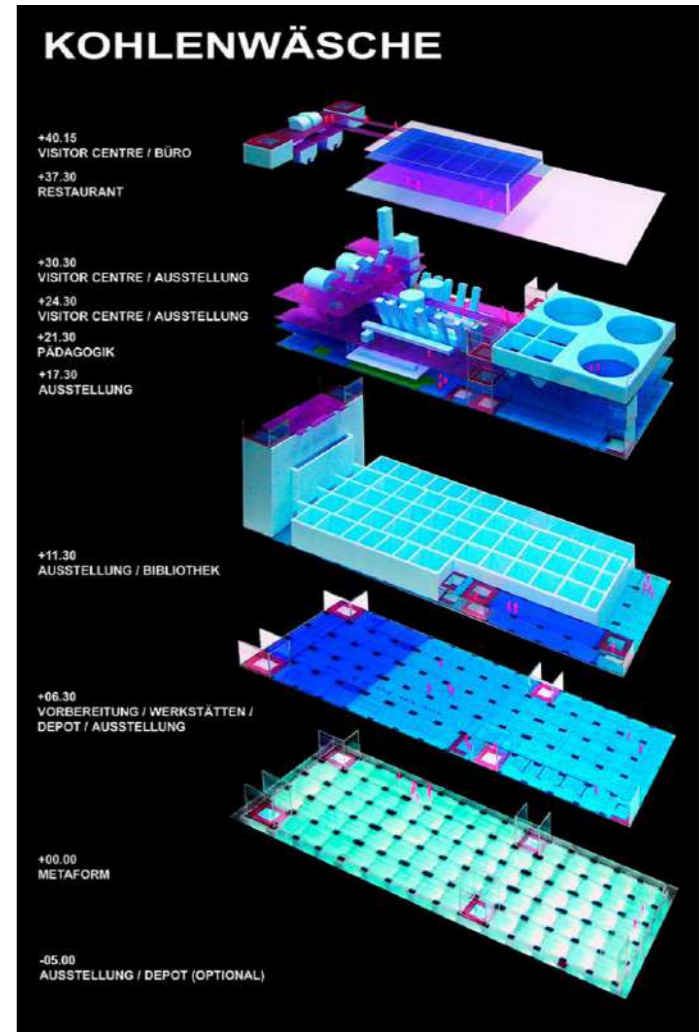
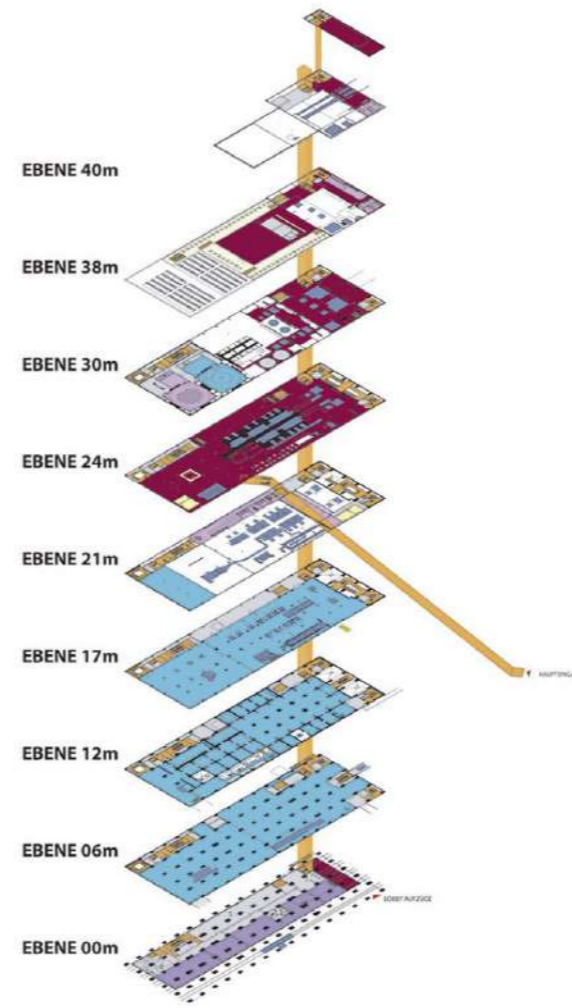
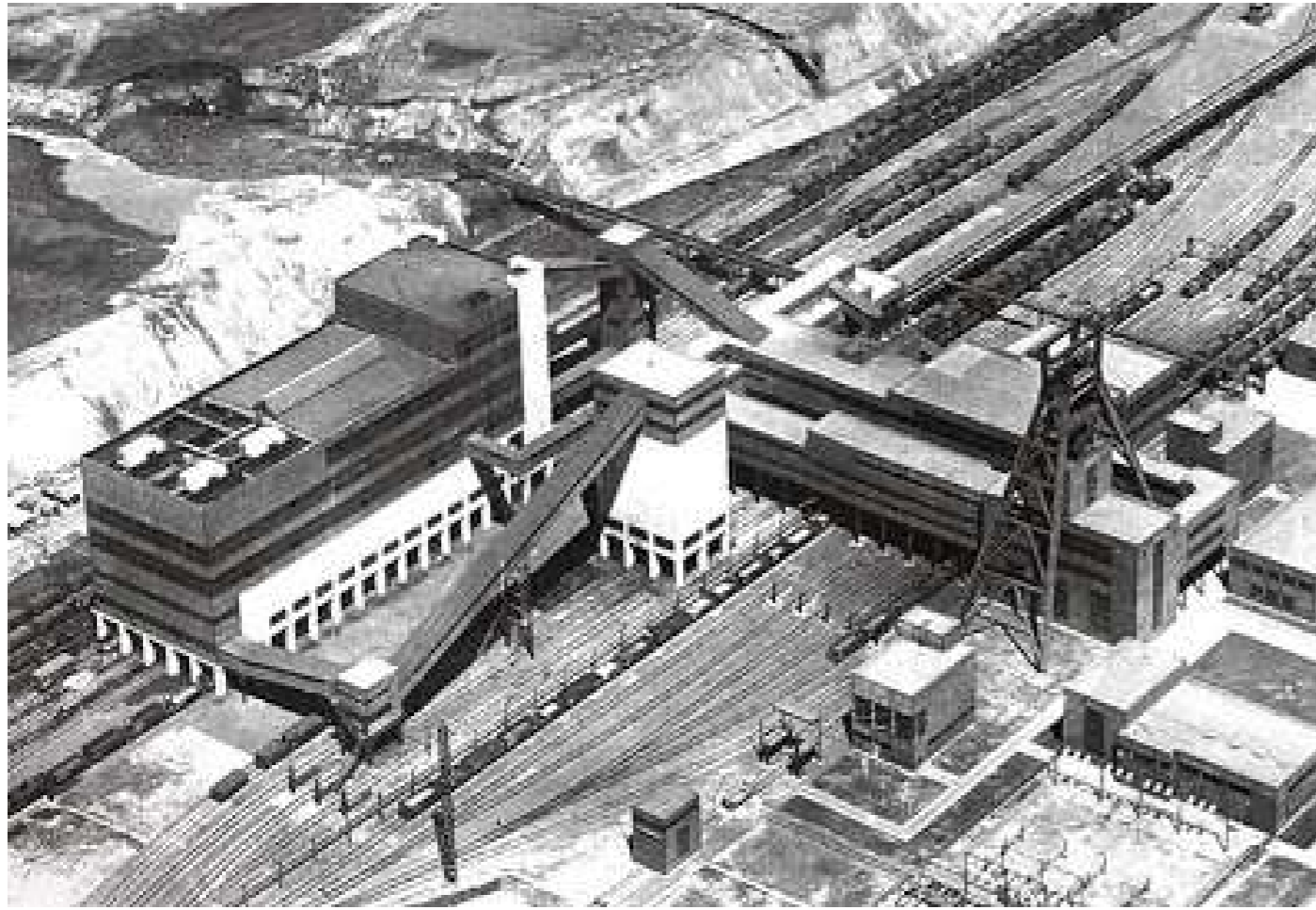


Zollverein Kohlenwäsche

The former coal mine Zeche Zollverein in Essen, an area of 100 hectares, was declared a World Heritage Site by UNESCO in 2001. OMA was commissioned to develop a masterplan with the goal of finding a contemporary use for the site. The combined program of 12,000 m² for the visitors centre, the Ruhrmuseum and the Metaform will be accommodated in the site's most impressive building: the Kohlenwäsche, a former factory for sorting coals. The new program will be added without removing the existing machines that dominate the building. The result is an industrial monument that combines modern use with historic context.



Case Study | Zollverein Kohlenwäsche





Concordia Design

Location: Wrocław, Poland

Architects: mvrdiv

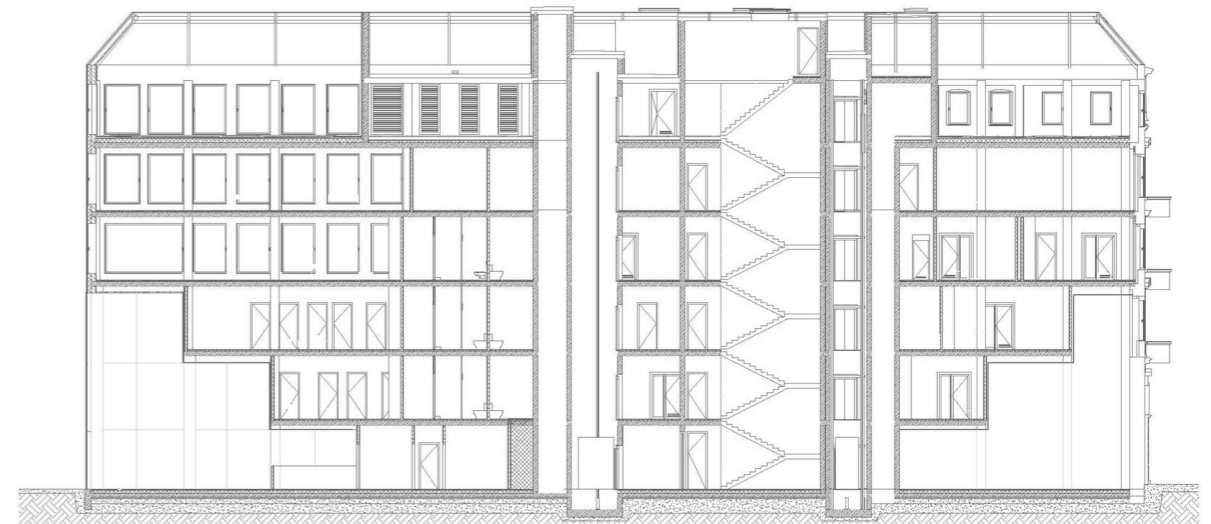
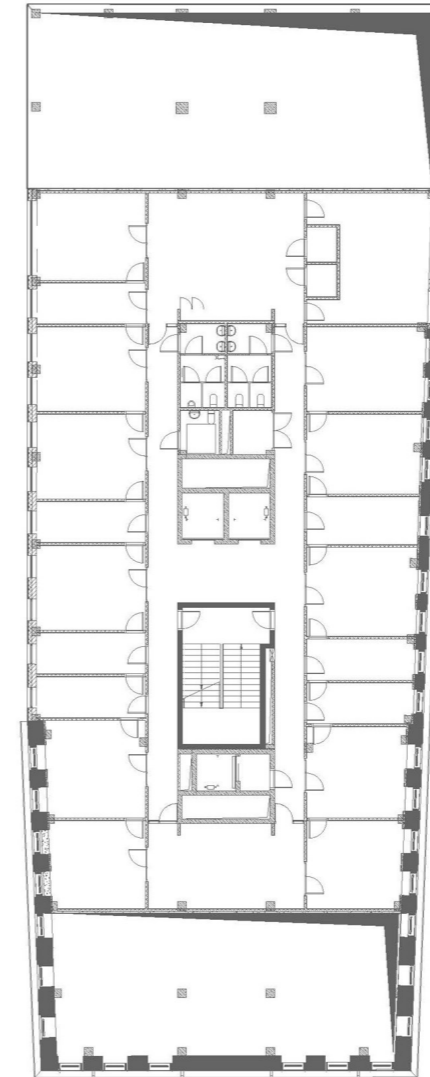
Area: 7,000 m²

Year: 2020

Function: Co-working spaces, an event venue, a food hall, a café, and a rooftop terrace

The design is thus influenced by depictions of Janus, the Roman deity of transitions, time, and duality. The form and interior layout of the building displays a certain symmetry, with triple-height stepped voids at the entrances on each end of the building. However, within this symmetry there are clear distinctions between the “formal” end of the building, featuring the retained façade of the historic building, and the new addition. On the formal end, the entrance space hosts the café and exposed brick walls from the original building.

The informal end of the building faces the park and hosts the food hall. Reflecting the energy given to the park by the city’s young people, this end of the building is transparent, modern, and inviting, with a three-storey glass wall that opens up to the park revealing a large mural by Polish artist Alicja Biąta. The main theme of her work is slow pace, respect for everyday life, deceleration, and contact with nature. Realistic characters are depicted side by side with imaginary creatures.

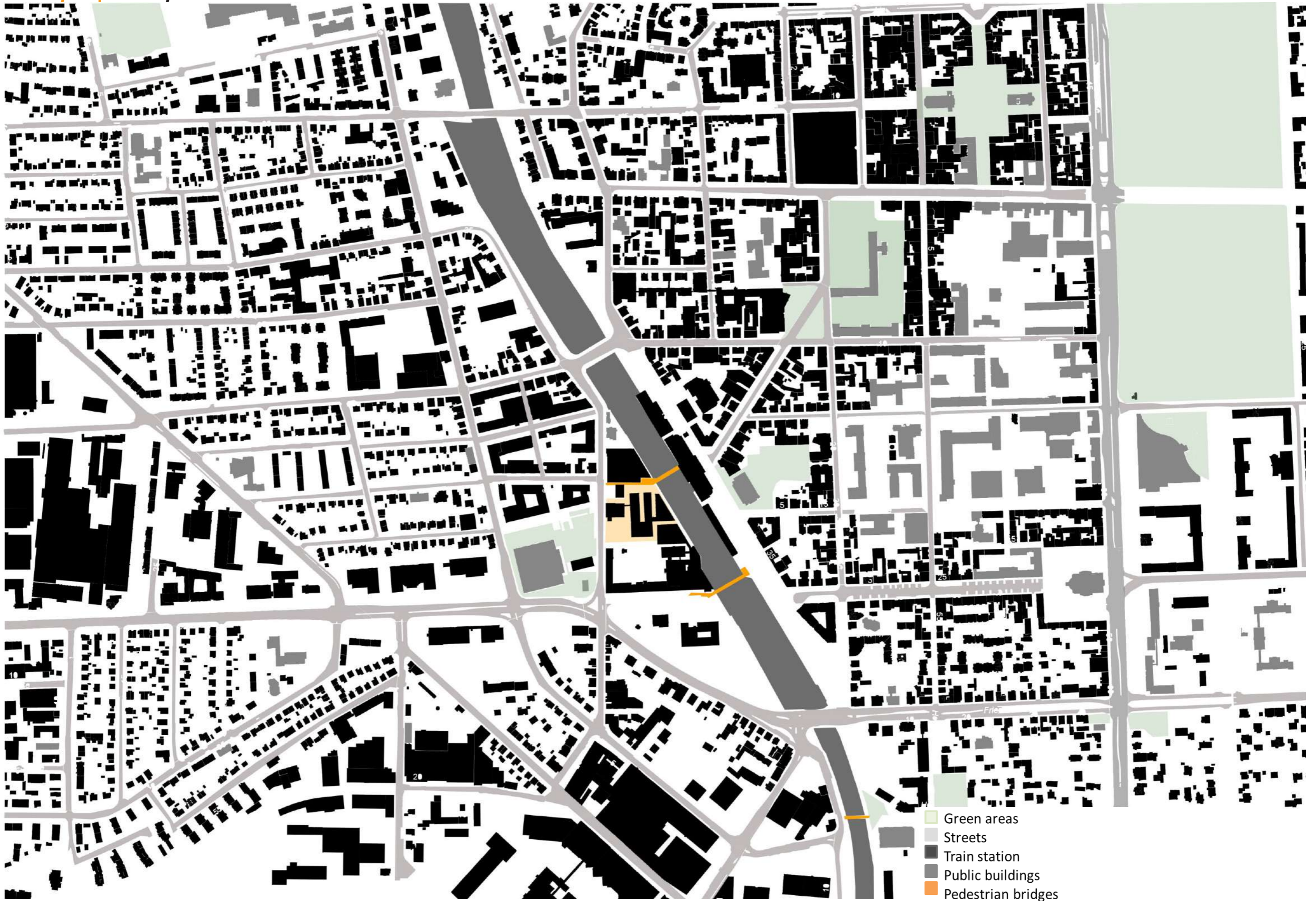


5. Conclusion

- “The place in urban fabric can be interpreted as the space with time that social memory would be able to occur “
- Open the site for the public as it is engaged to their culture and history
- To preserve the old buildings, and to reuse as much as possible. as it is part of the site identity. (to maintain the character of the old industrial quarter. Buildings, city furniture and signs reflect the industrial history of the area.)
- Use different functions, so people will be there “because something will happen there”, and day and night
- Protect against noise,....
- Human scale, make it interesting in the ground level by making shops, see through façade, and have a transparent ground floor.

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Site Analysis | Social and cultural



Marktplatz



Ludwigsburg museum



HMP arena



Musikhalle



Forum am Schlosspark



Schlosspark & Schloss



Site Analysis | Social and cultural





- Redevelopment area of the Ludwigsburg city administration
- Focuses mainly on the functional and creative redevelopment of the three squares: Schiller, Arsenal and Zeughaus
- Successful integration into the surrounding structures, and to improve the quality of stay for people
- Functionality and design should harmoniously create a complete urban development that meets the needs of social coexistence as well as the diverse mobility in Ludwigsburg.
- Upgrading the public spaces in the campus area and create a community facility “Central Youth Meeting” in the former municipal swimming pool.
- Conceptual link between the train station, Wilhelmstrasse to the north with the Marstall Center and castle.
- functionality of public space with strengthening of the east / west connection in the area of the Schiller passage and the train station – second underpass
- Main focus of the industrial wasteland Franck area. And action focus on the use of wasteland Kepler triangle.

Open space planning implementation

Proposing new connection between both sides

Redesign of the bus station



Development Projects - Open space planning implementation

- High-quality free space for the highly dense inner-city environment
- nearby green room for refueling while shopping
- Cross-generational meeting place outdoors
- Multi-functional area for events
- natural air conditioning on hot summer days in urban space
- urban park for lunch and shopping for bored children and much more.

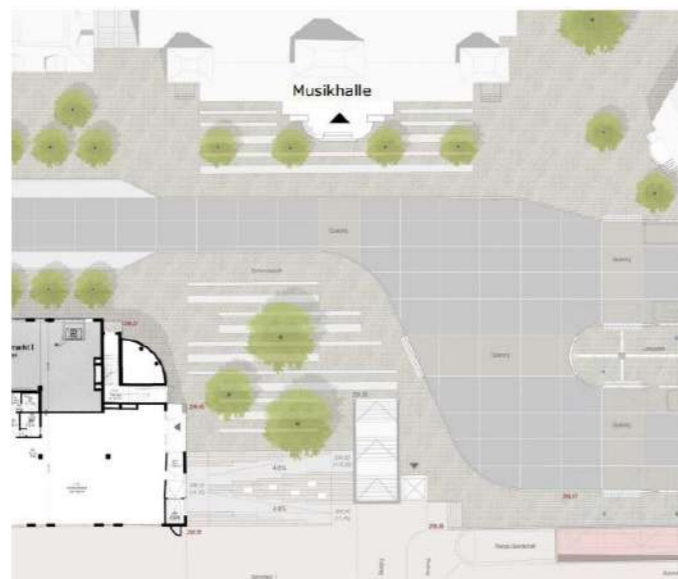


Site Analysis | Development Projects - Redesign of the bus station



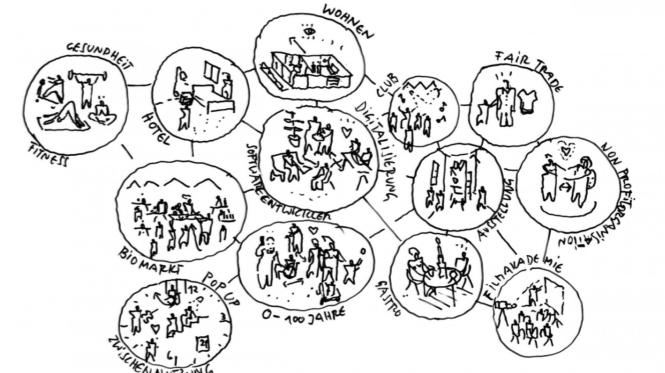
Development Projects - Redesign of the bus station

- A clear and quick link between walking, cycling and local public transport.
- The provision of mobility offers that are intended to help make the volume of motor vehicle traffic in the city more tolerable overall. In addition to bicycles and peddles, car sharing and e-car sharing complete the offer.
- The creation of a sufficient supply of bicycle parking facilities.
- The upgrading of the waiting and lounge areas (weather protection, bus stop width, etc.).



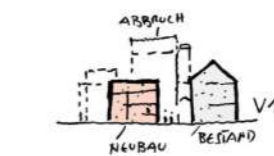
“Continue to build” - feasibility study for the former Nestlé site

The task of SFP Architects was to work out a feasibility study including a rough estimate of costs for the continued use of the ensemble. Under the catchphrase “continue to build”, we developed planning ideas with a focus on maintaining the entire, partially listed building stock. In addition, a redensification based on additions and heights is proposed, in which the existing structure is further developed. The feasibility study is based on the idea of a dense, urban quarter with a diverse mix of uses consisting of commercial and residential uses as well as cultural and social offers. The study was developed in cooperation with ee concept with the aim of a comprehensive sustainability assessment.



Eine nachhaltige Entwicklung des Areals entsteht durch Nutzungsvielfalt. Voraussetzung dafür sind bezahlbare Mieten bzw. ein Mietpreismix.

VISIONEN ZUR NACHHALTIGKEIT



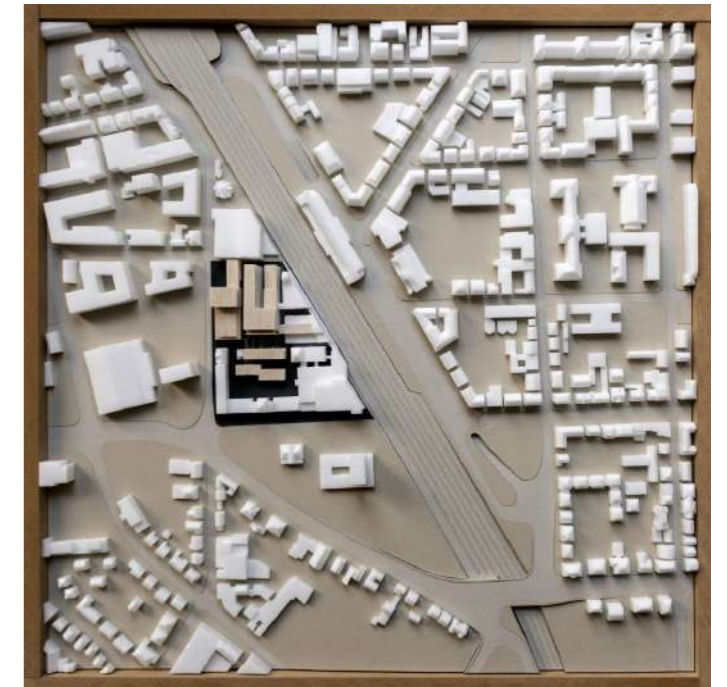
Primärenergieinhalt (PEI) Bestand = 11400 MWh
Materialinhalt Bestand = 20200 Tonnen

In V2 wird der Primärenergieinhalt erhalten und weitergenutzt!



Primärenergieinhalt (PEI) entspricht dem Herstellungsaufwand von ca. 160 Wohnhäusern

Ressource Bestand – Ökobilanz der Baustoffe





Site Analysis | Site



Site



Density



Density and Public buildings



Circulation and Connectivity

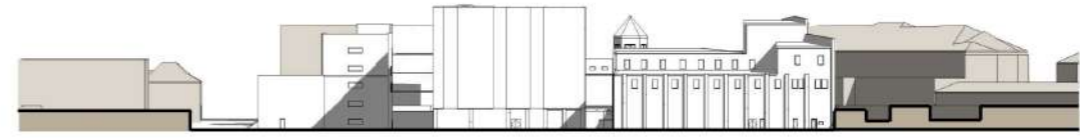


Greenery

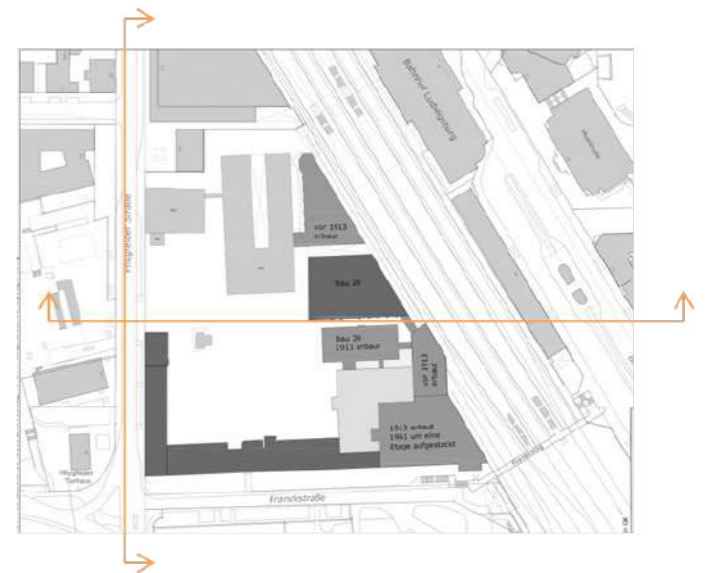


Plazas

Site Elevation & Skyline



- Almost all buildings in the site have the same height, the highest is 22 in the middle
- The newer buildings are higher and block the view to the older ones from the street side



Site Analysis | Views to the Site



1



3



5



7



2

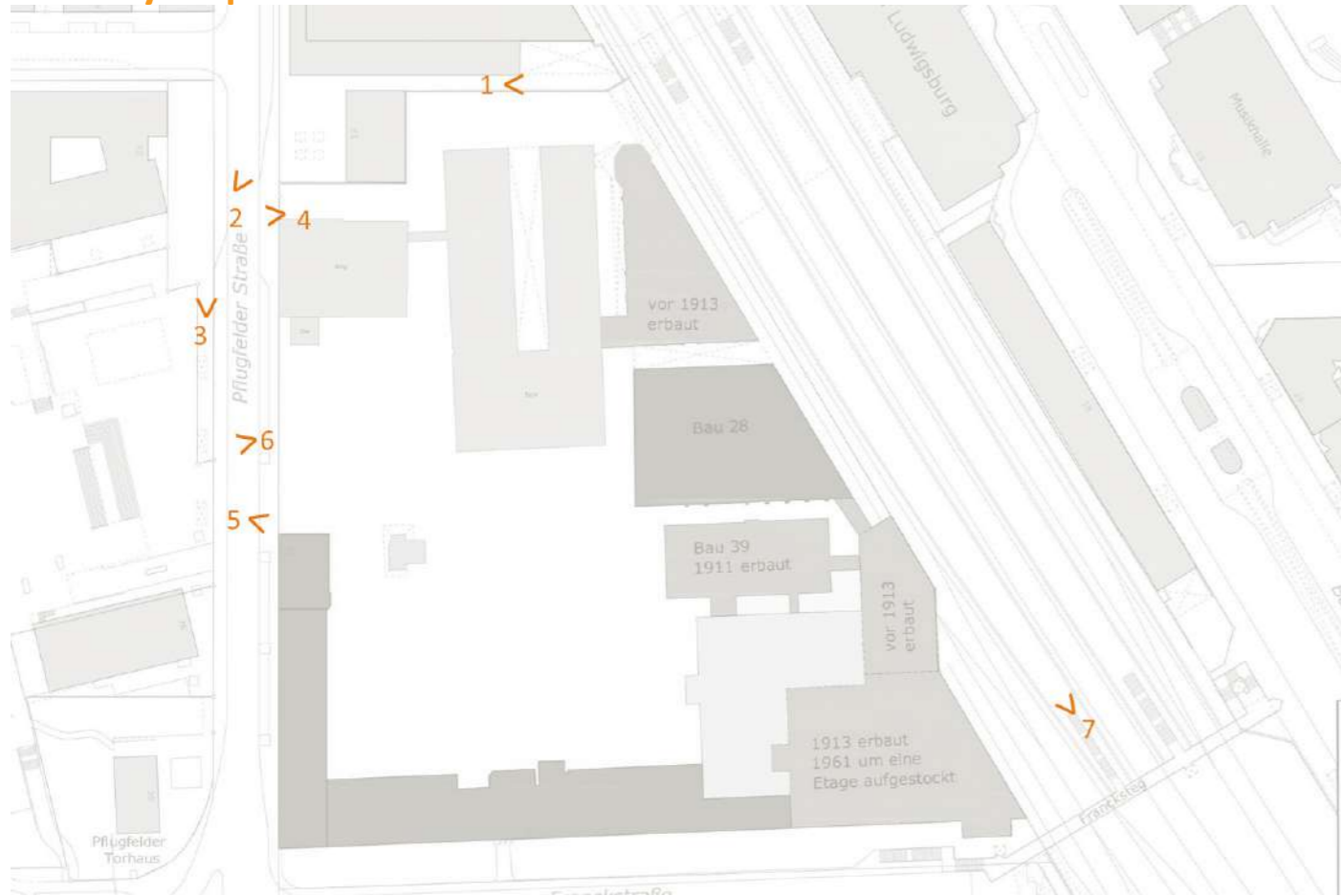


4



6

Site Analysis | Views from the Site



1



3



5



7



2



4

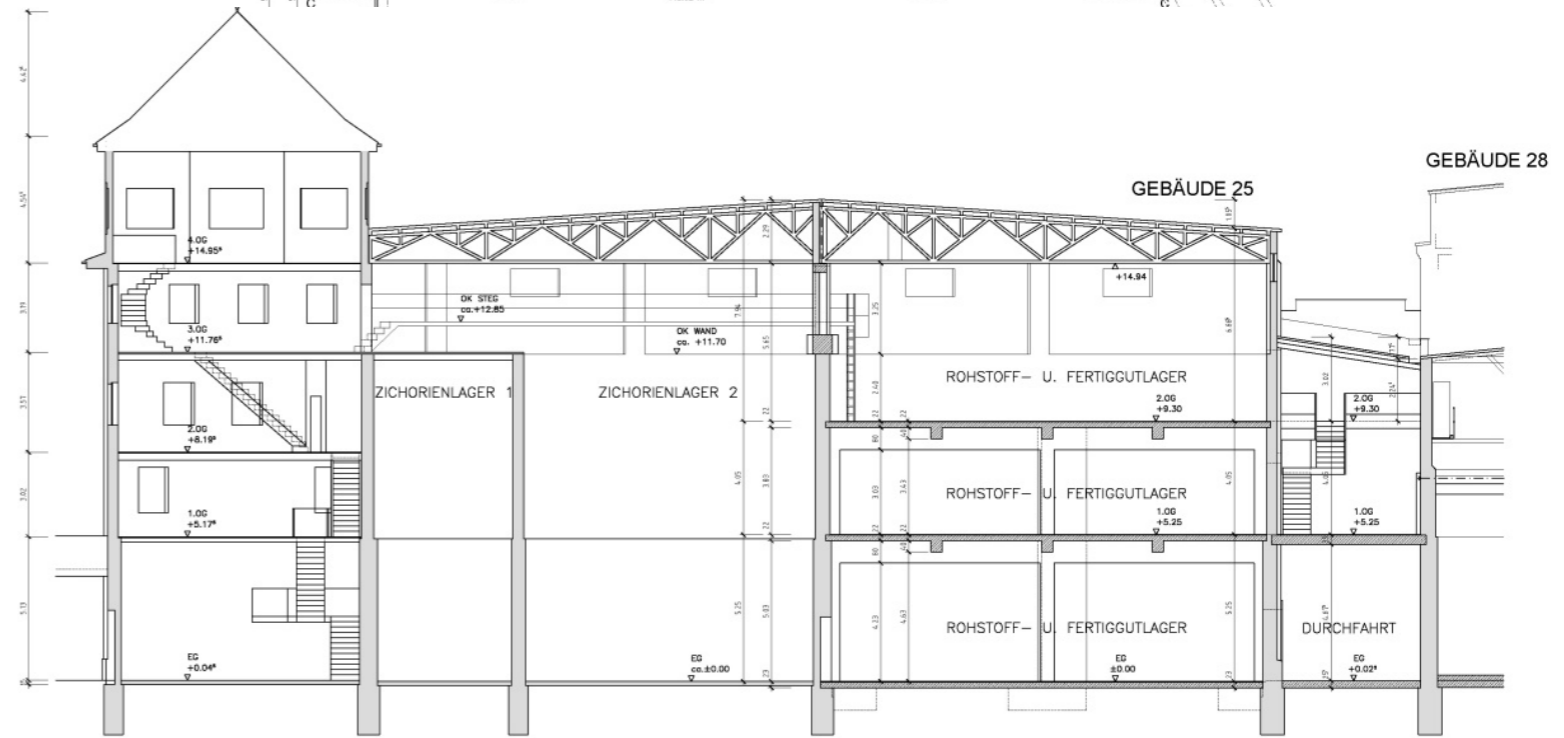
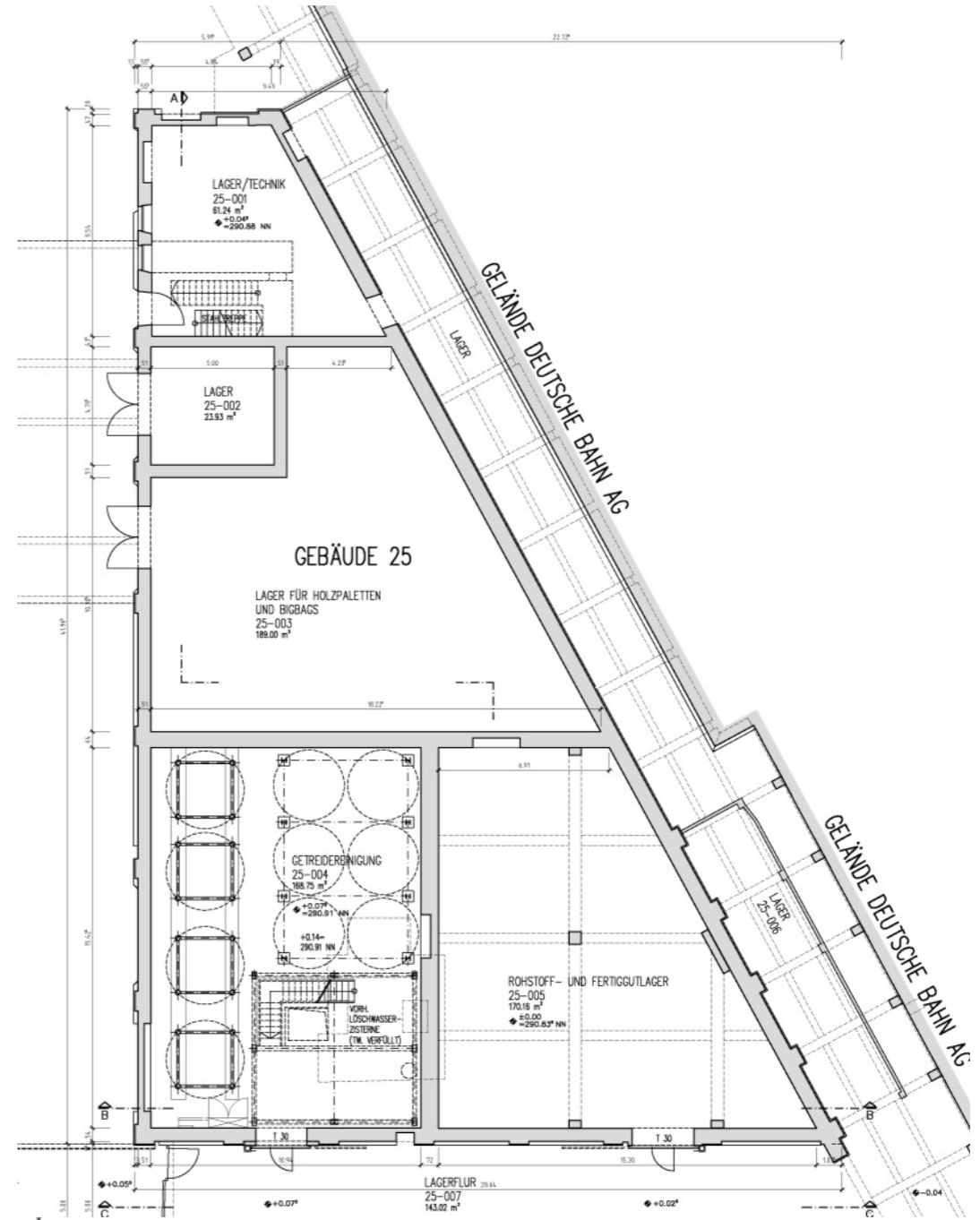


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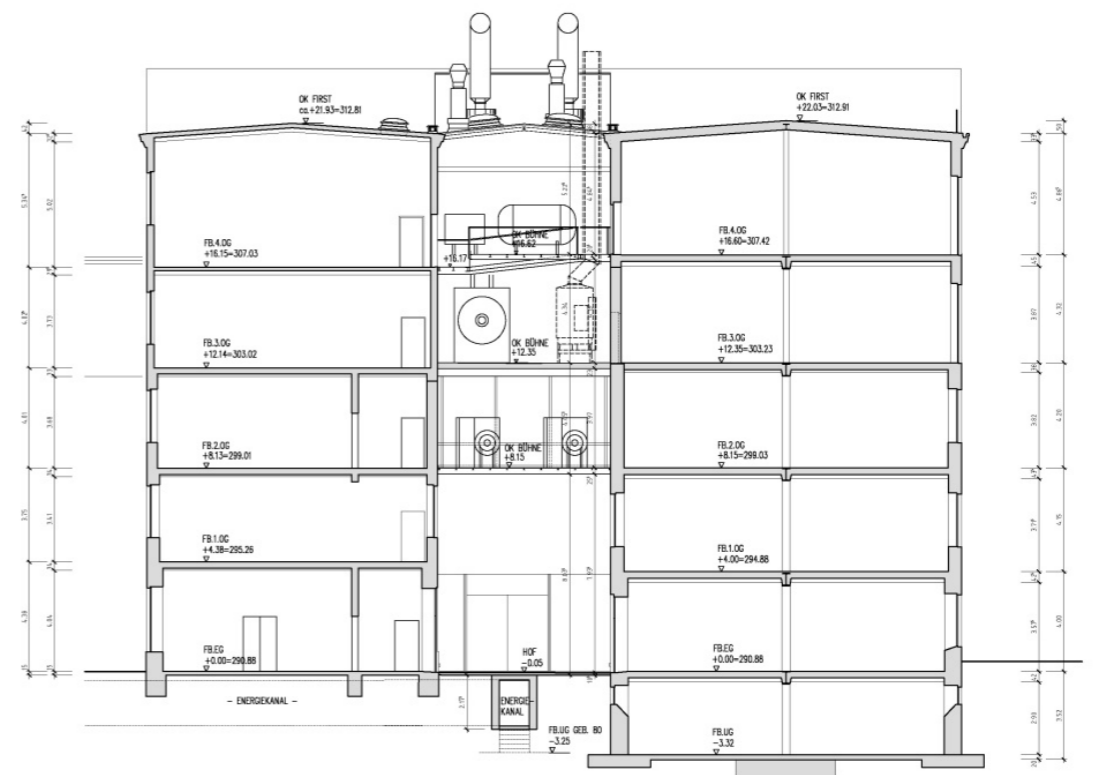
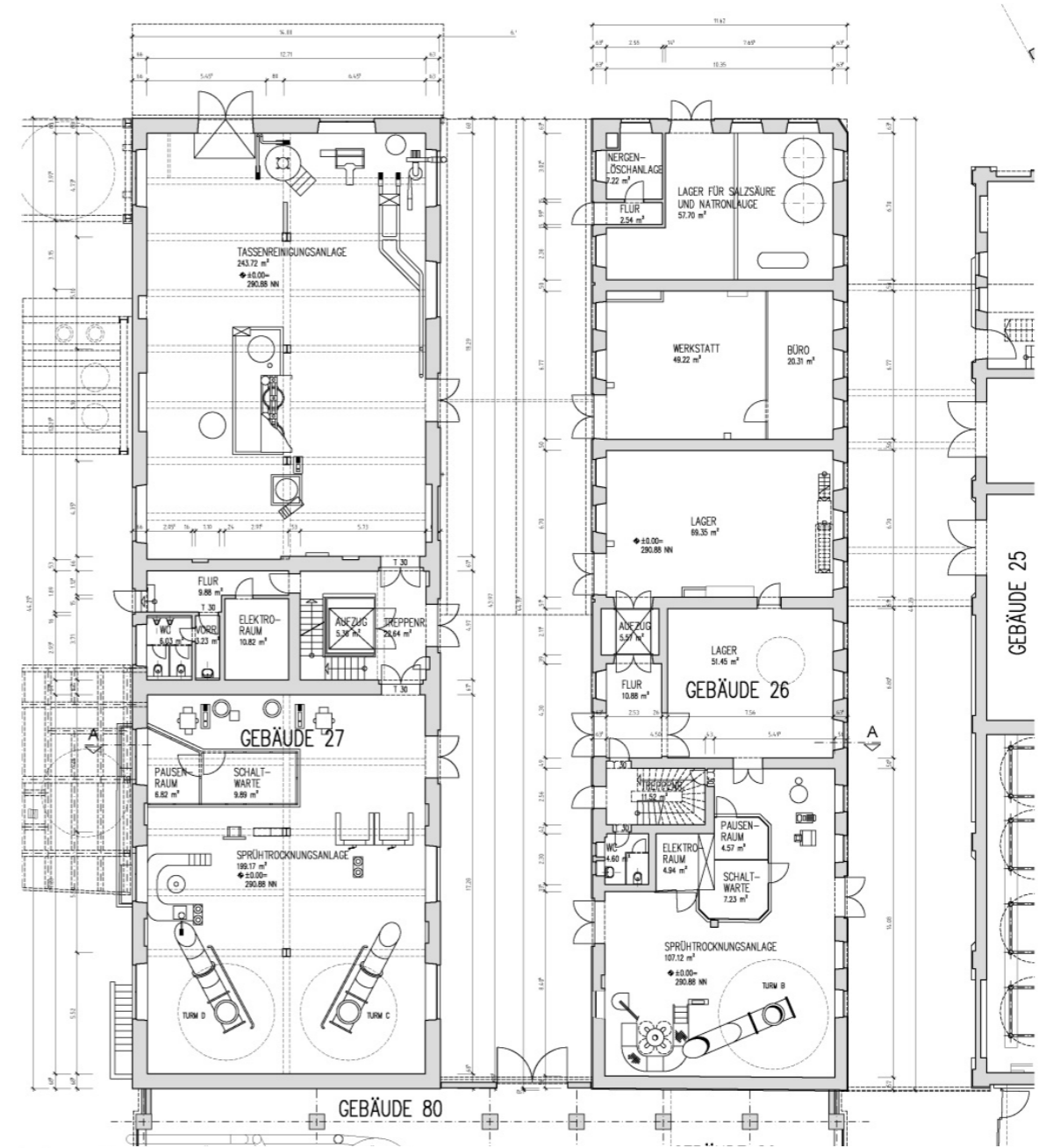
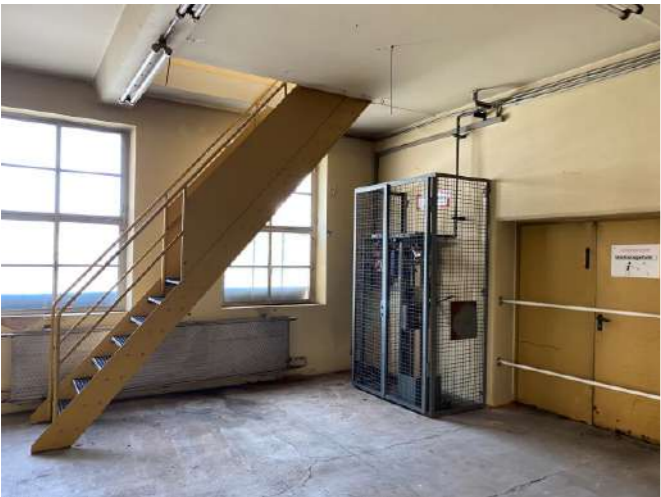
Site Analysis | Ground Floor Plan



Site Analysis | Building 25



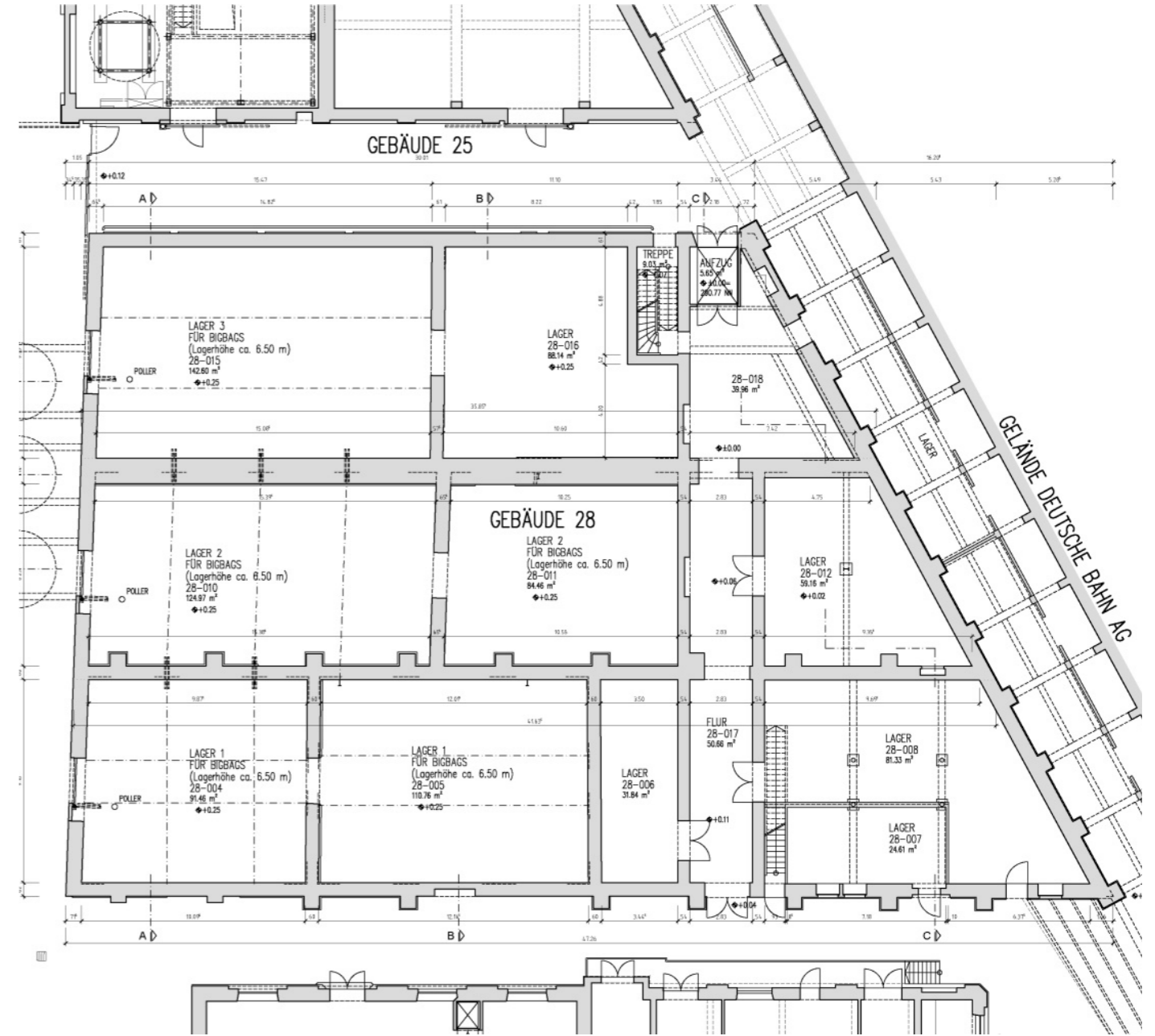
Site Analysis | Buildings 26 and 27



GEBÄUDE 26

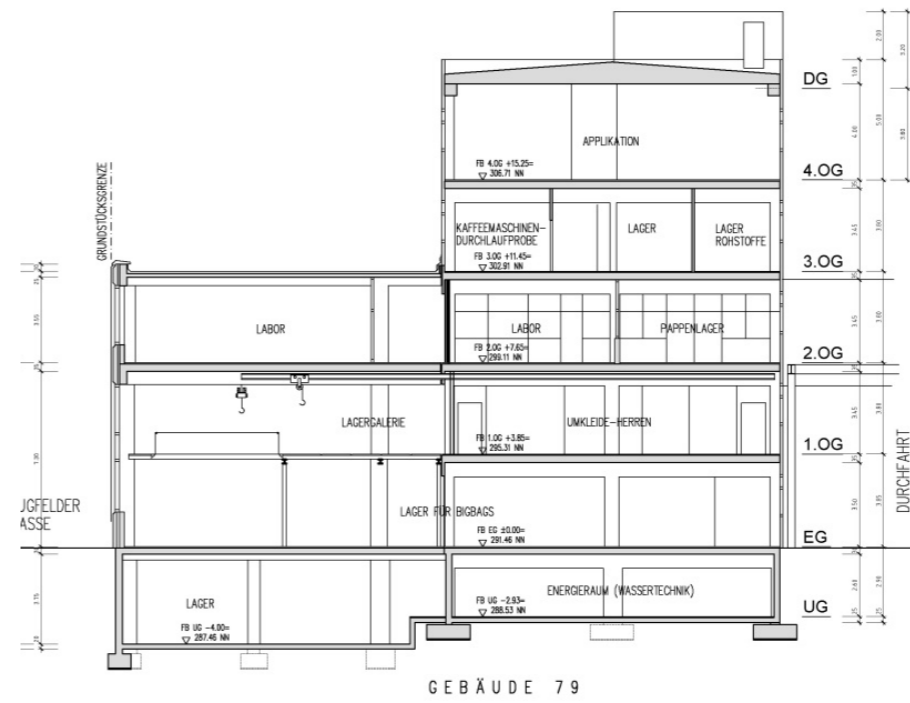
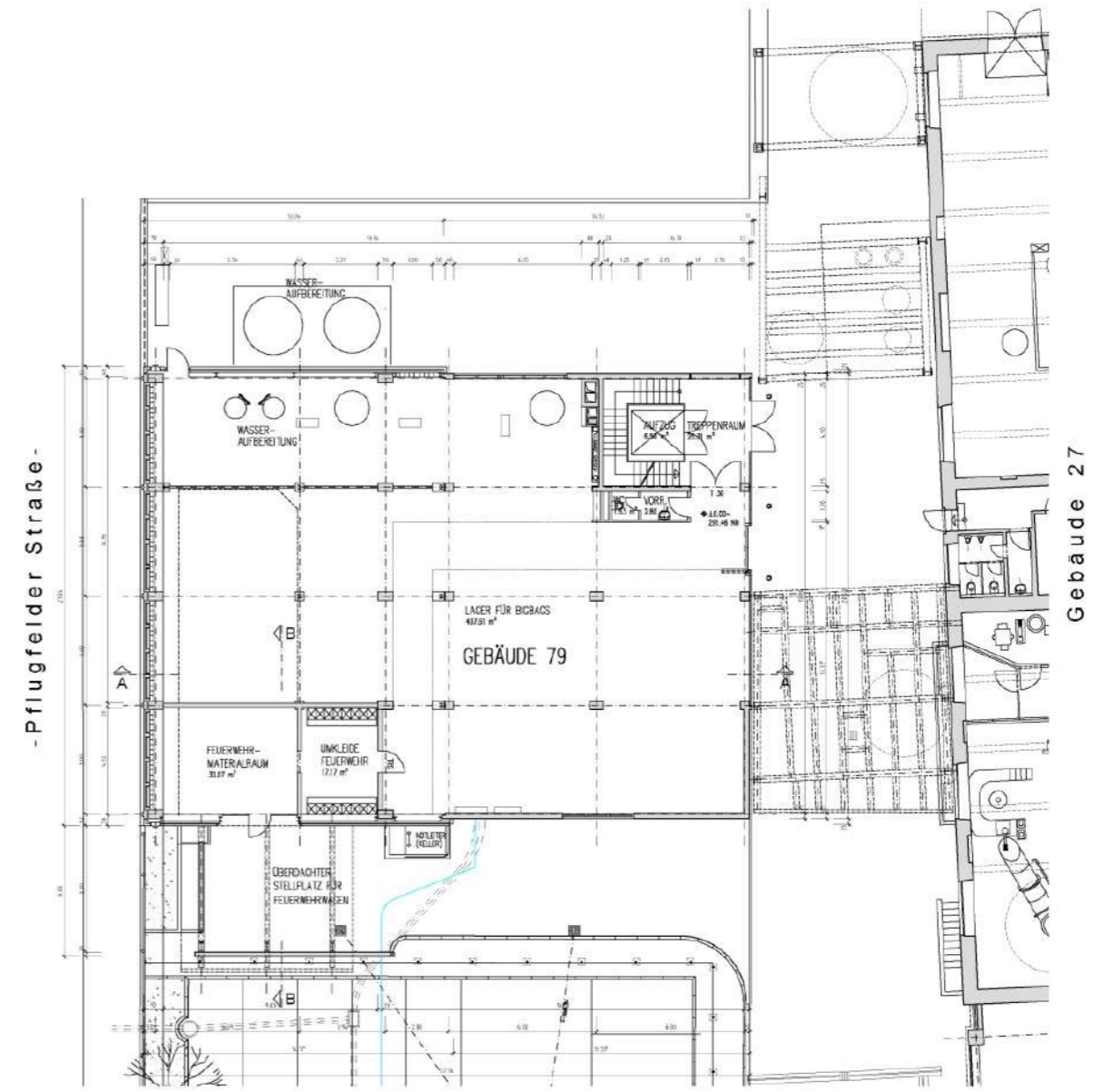
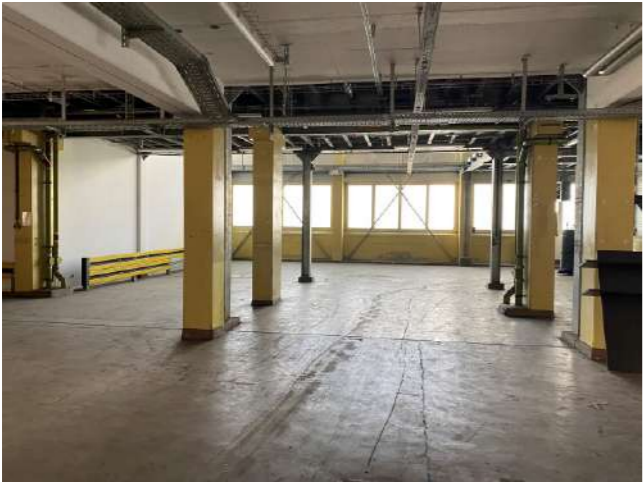
GEBÄUDE 27

Site Analysis | Building 28

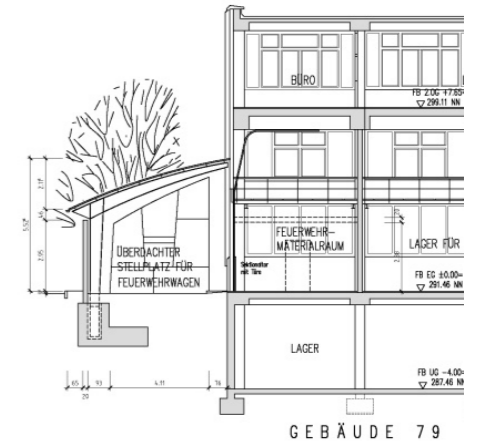


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Site Analysis | Building 79

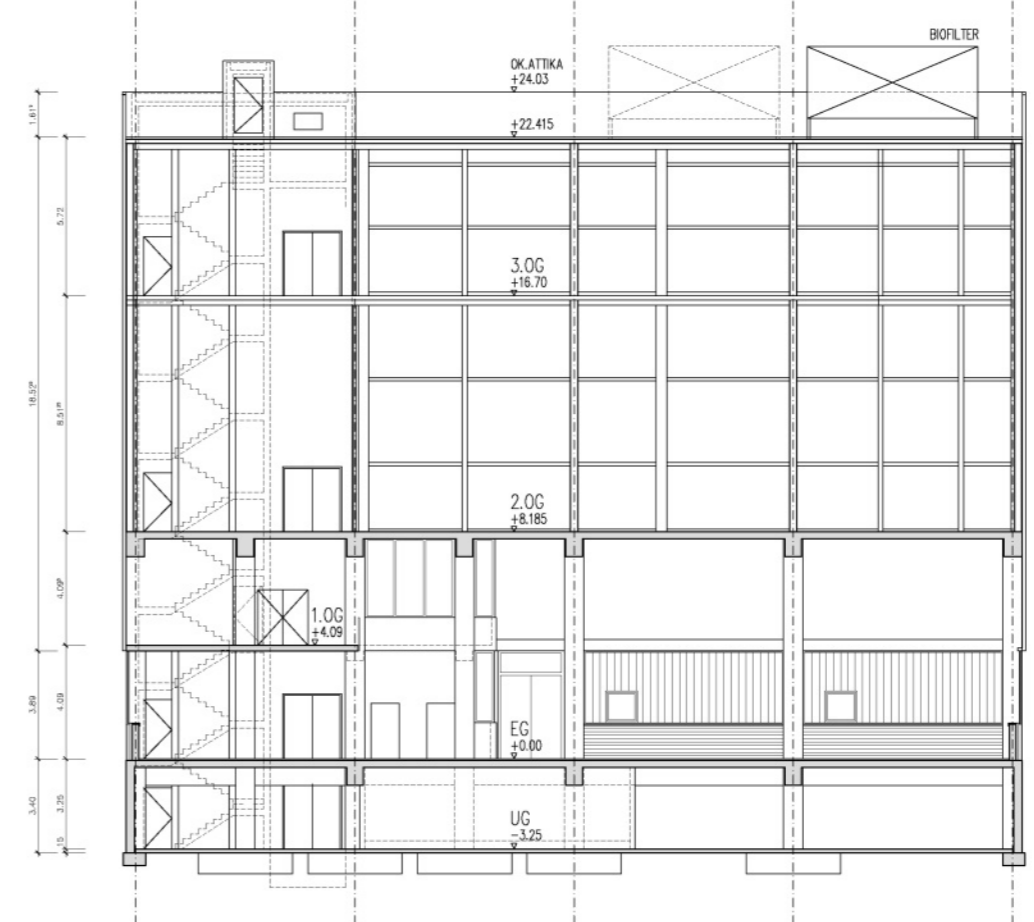
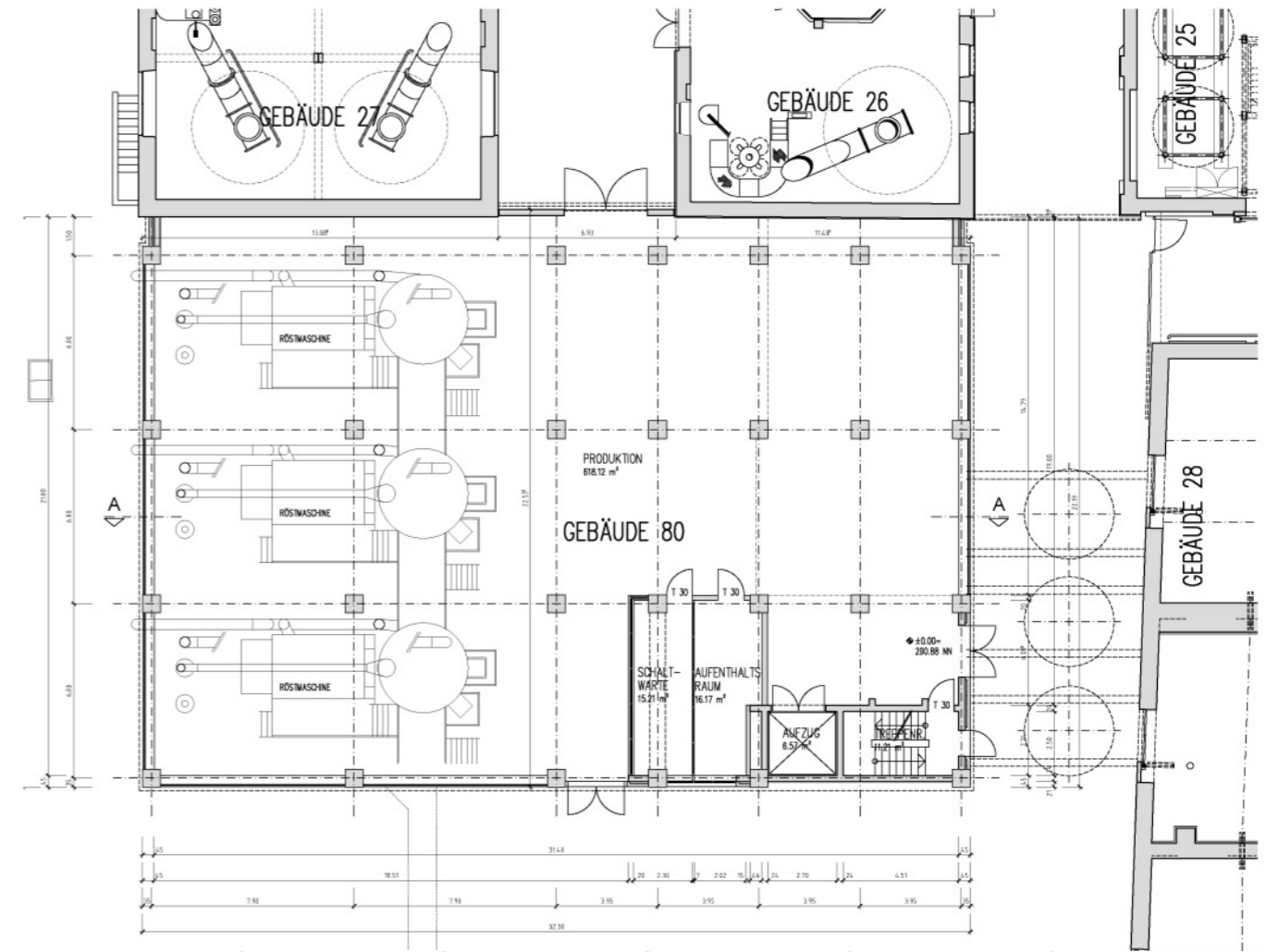


SCHNITT A-A M=1:100



SCHNITT B-B M=1:100

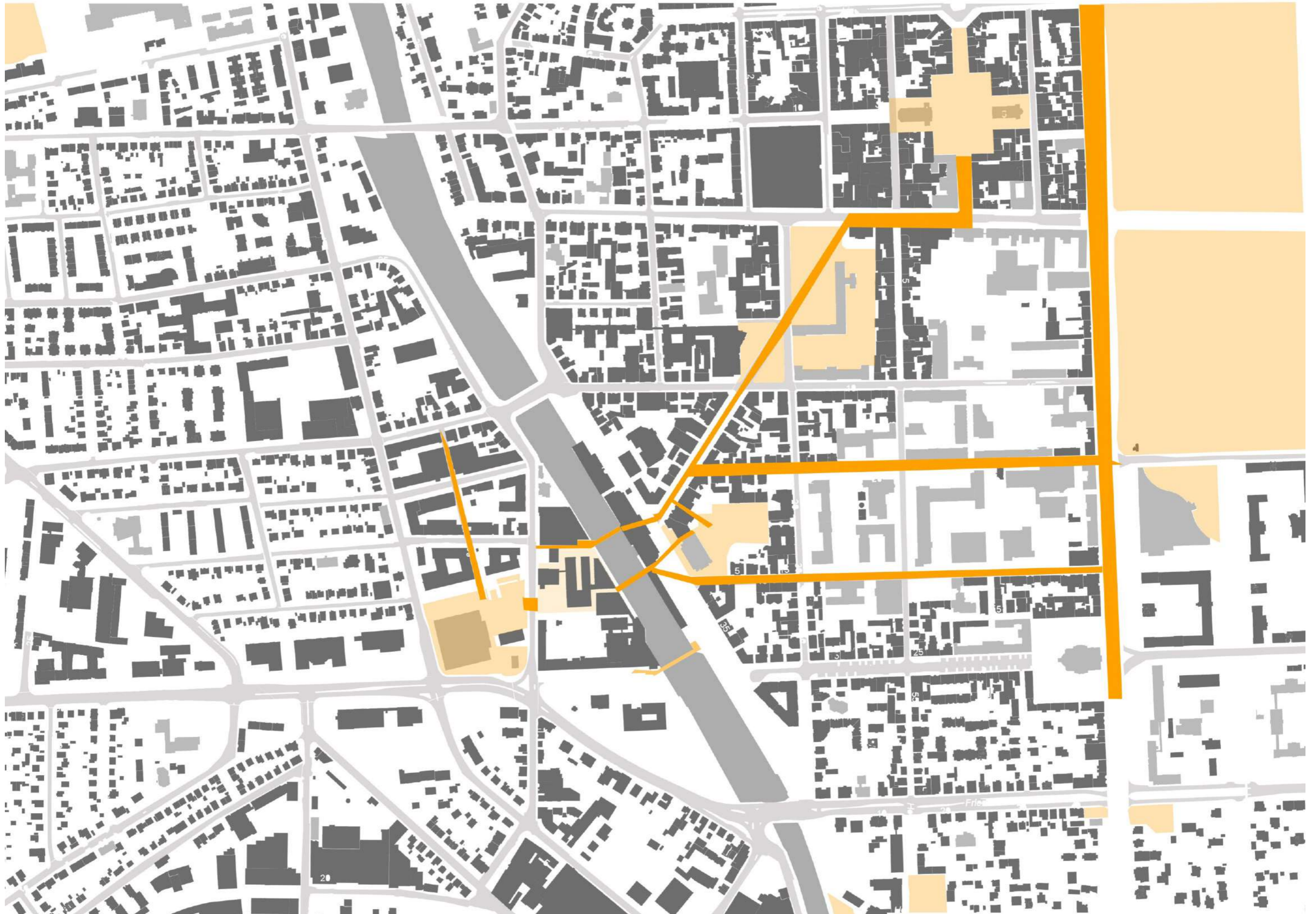
Site Analysis | Building 80



SCHNITT A - A M=1:100

Site Analysis | Buildings Summary

B. no.	Floors	Floor heights	B height	Strength	weakness	structure	Possible function
25*	3	14.95 m (one side) GF 5.25m 1 st F 4.05m 2 nd F 6.50m		<ul style="list-style-type: none"> • Big spaces • Large span • Tower 	Dark noise		<ul style="list-style-type: none"> • Recreational space • Gym • Art gallery • Museum • Workshops • club
26	5	All around 3.7 m Highest 4.5 last floor	12.14m 22 m	<ul style="list-style-type: none"> • Human scale structure and floor heights 	<ul style="list-style-type: none"> • Compacted buildings are so close 		<ul style="list-style-type: none"> • Housing (light problems) • offices
27	5 + UG	UG 3.32m	22.30m		<ul style="list-style-type: none"> • Blocked east west and south • Has windows but sun can't enter 		
28	3	GF 7.60m 1 st F 4.00m 2 nd F 4.30m	20.50m		<ul style="list-style-type: none"> • Circulation • Dark • noise 		<ul style="list-style-type: none"> • Recreational space • Gym • Art gallery • Museum • Workshops • club
79	5 + UG	UG 4.00m All floors 3.5m	20.25 + 2m 11.45 m	<ul style="list-style-type: none"> • Facing the street • More light enter the building • Human scale structure and floor heights 	Small		<ul style="list-style-type: none"> • Housing • Offices • Restaurant at ground level
80	3+ UG	UG 3.25m GF 8.18m 1 st F 8.50m 2 nd F 5.72m	24.00m	<ul style="list-style-type: none"> • Focal point of the site • Flexible structure • Lighter structure • Light inter the building 	<ul style="list-style-type: none"> • Blocks the other buildings (view and light) • Huge 		<ul style="list-style-type: none"> • Transparent? • Open ground floor? • Gym • Open area with/out roof



Concept | Concept Strategy

A project based on a research studies the importance of revitalizing old industrial areas as they mainly engage to the city history, identity, and its residence memory. Revitalizing these areas redefine the history of the city, connecting the old with new, forming new open public space linked to the city fabric. This research looked in the good qualities of urban space and case studies of transformed industrial areas into public spaces.

Generation Y, is a mixed use project consist of housing, student co-living, co-working spaces, restaurant, and cultural recreational spaces, which include a small theater and concert space, family space with kiosks and playground, crafts workshops and crafts weekly market space, and open tunnel Caro museum. All joined around a public urban space with two main plazas.

The project is called Generation Y referring to the millennials, born between 80s and 90s, as they can be considered the young professionals were a co-working space is most valuable. On the other hand they can be harmonized with both younger and older generations which make it the best fit for this project. Especially, in presence of housing and student co-living were students can also benefit from working spaces and workshops.



Connecting the site to the plazas of the city and open the site to the public and make it urban space



Create a plaza in front of the train station entrance, so people will go out to a big space instead of the wall and narrow space that was there, and the plaza will also provide entrances to the buildings. Open a path through building 27 to reach the plaza and have a view corridor to the tower of building 25



Translating the connection concept into function and give 25 and 28 both cultural functions and make them open to the public 25 a theater and multipurpose hall and family space with kiosks and playground. 27 celebrates the history of the city with having open museum for Caro coffee tunnel and crafts workshops where people can do and learn crafts then having a space for weekly craft market in the city



A plaza is needed in front of these buildings and the train tunnel, so building 80 was peeled in the ground floor



This plaza needed boundaries so buildings were added



The third entrance needed a also a space



According to the research the urban space must be working all day and night to be safer space so housing with private garden added



Mixed use area for:
Students and young professionals' area where they can live, study, learn, and then work.
Public urban space with shops, plazas, recreational buildings and museum.

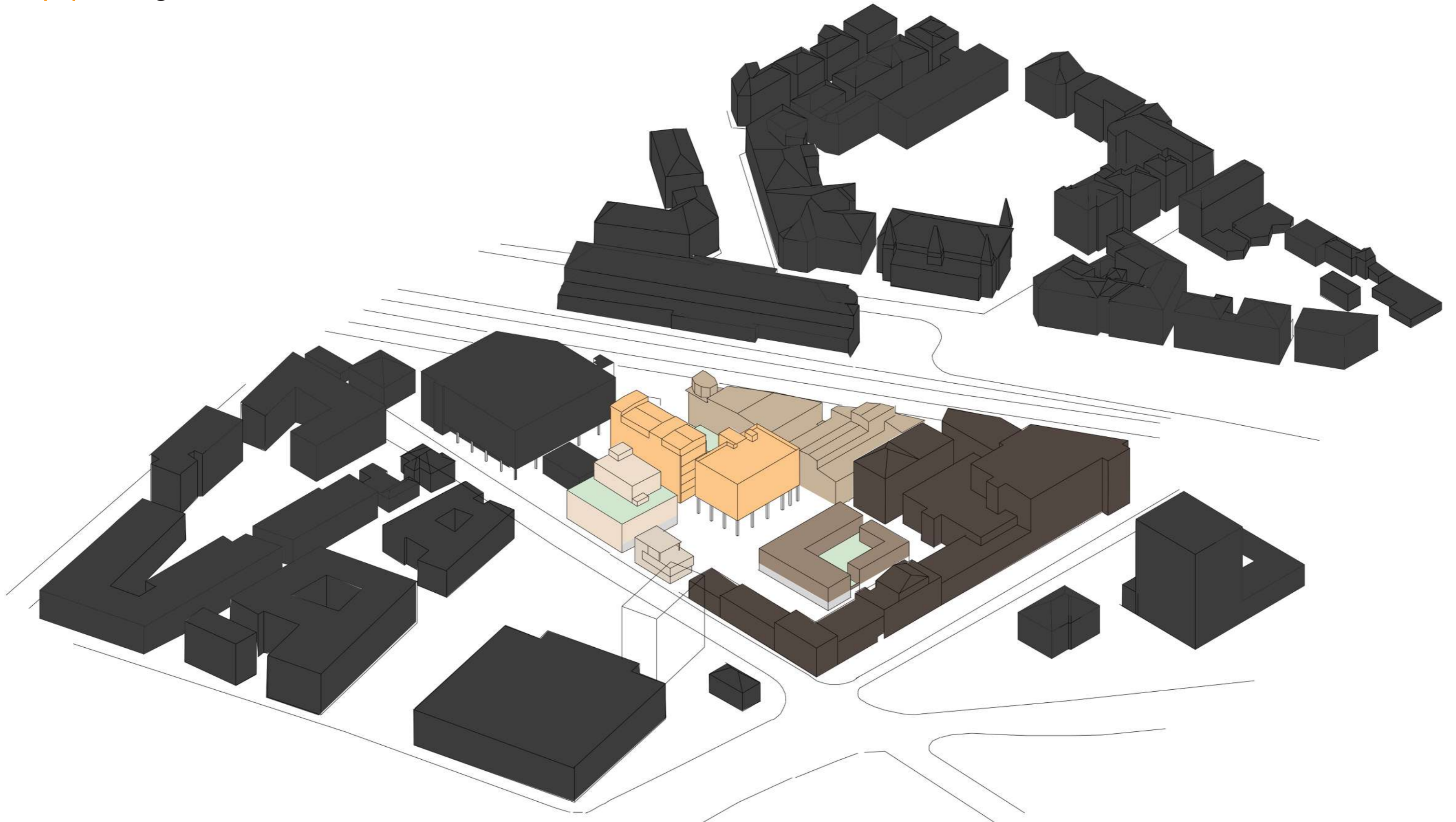


A roof garden was introduced to building 80 and 26 to expose the protected building and connect them more to the public.

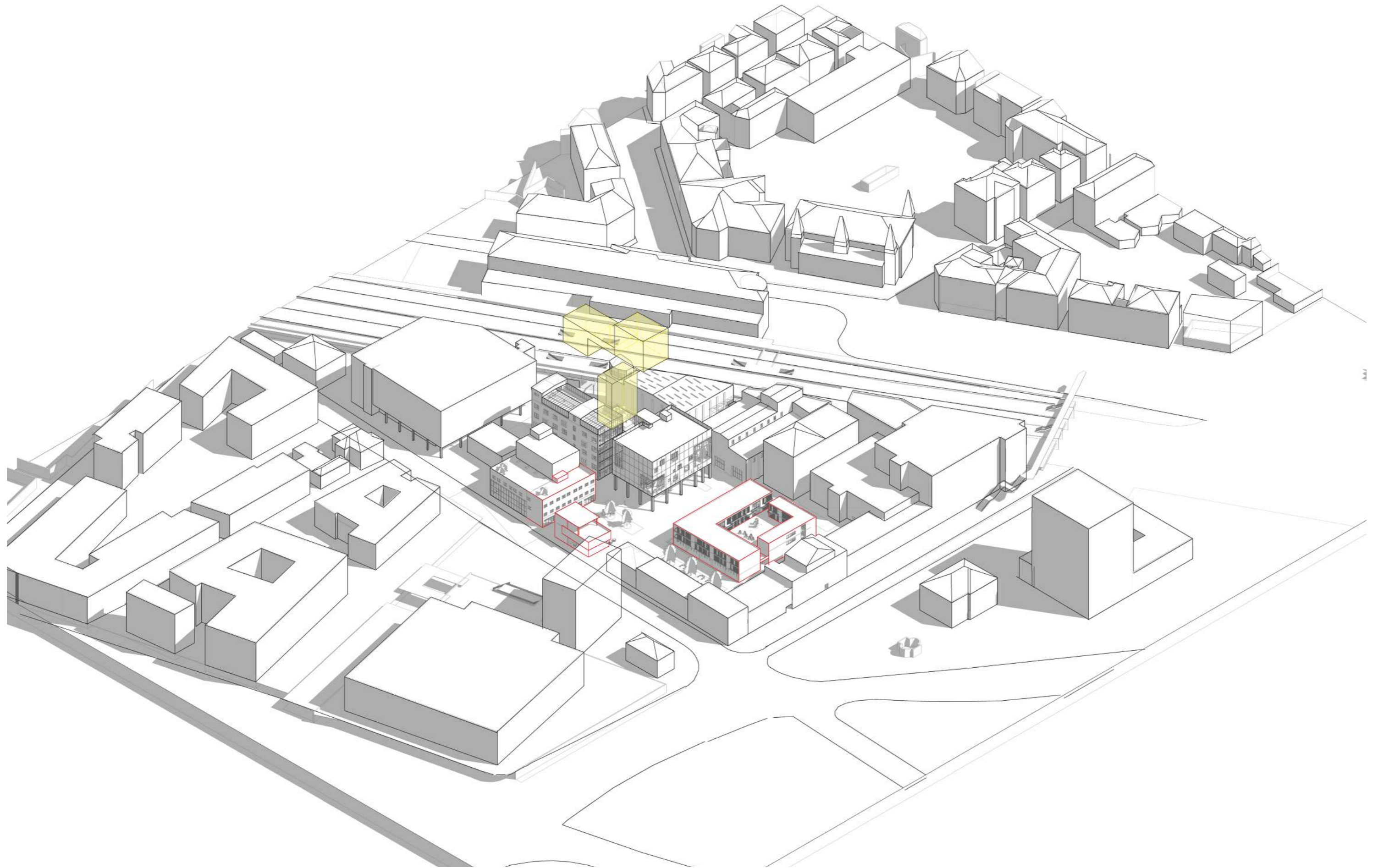


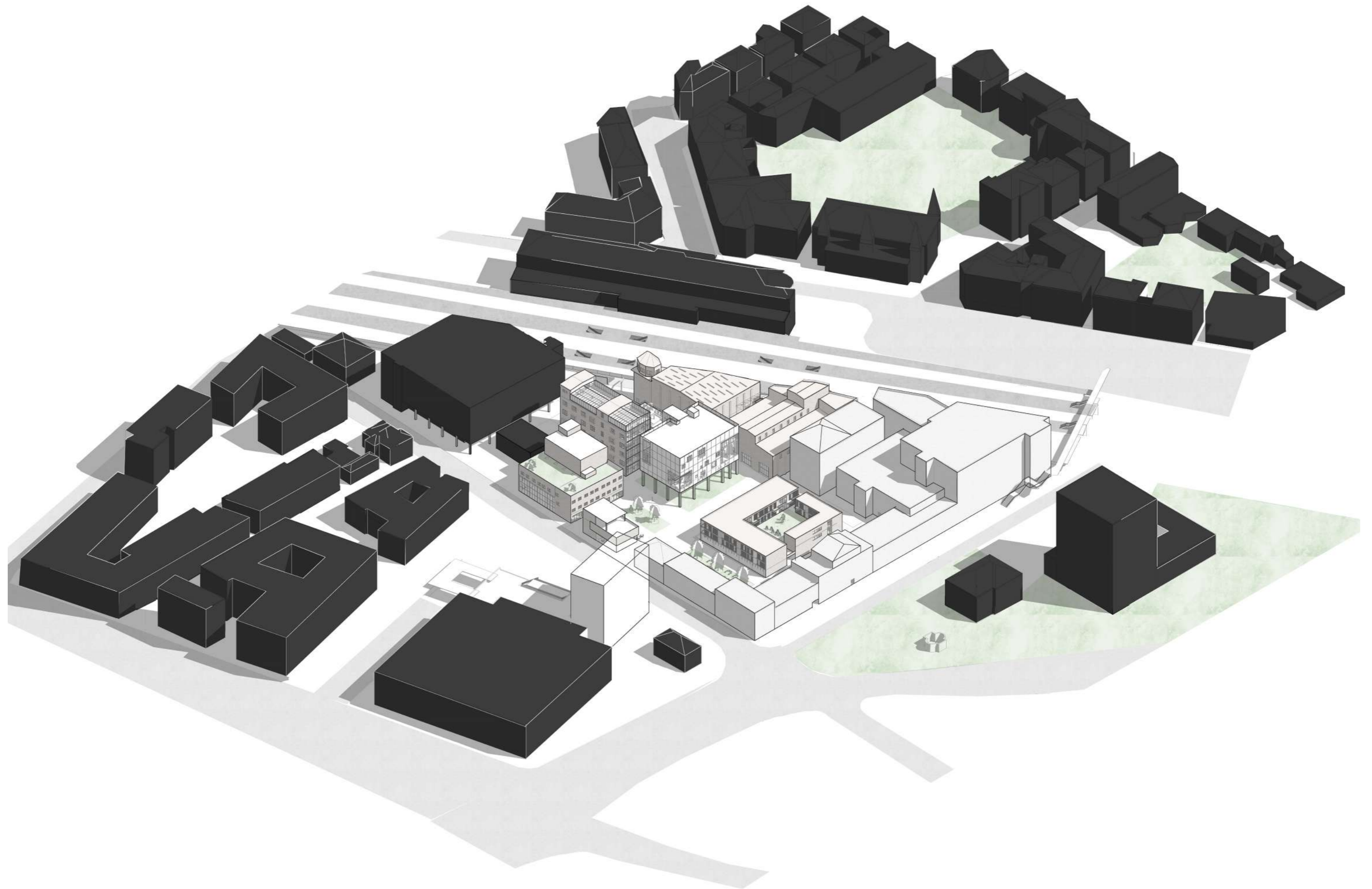
In order to make an interesting eye level at ground floor the housing was raised to first floor with their private garden and shops, restaurant, with their loading area and parking space for workers placed on ground floor.

Concept | Buildings' Function



- Recreational
- Offices
- Housing
- Student dorm
- Gardens
- Resturant shops
- Coworking space and workshops







Site | Ground Floor Plan

Building 79

Students dorm and coliving space

1. Entrance hall
2. Restaurant
3. kitchen
4. Entrances for the residents
5. Game room
6. Shops with storage and sanitary
7. Office and staff room

New building

Restaurant

1. Dining space
2. bar and staff stairs for upper kitchen and staff rooms
3. customers stairs for the roof terrace
4. Sanitary

Building 25

Theater and Hall

1. Entrance and info desk
2. Cast area
3. Theater
4. Stairs to upper balconies
5. Administration
6. Storage

New building

Housing

1. Entrance for residents
2. Shops with storage and sanitary
3. Restaurant with kitchen, staff room, and sanitary
4. Loading area, and workers parking

Buildng 28

Crafts workshops and weekly market

1. Open tunnel with Caro coffee museum on walls, and used space in weekly market
2. weekly craft market and halls to use for events
3. Entrance for workshops in the upper floors
4. Office and info
5. Sanitary
6. Main Stairs for building 28 and additional to first floor in building 25

Buildings 26, 27, and 80

Coworking, workshops, restaurant, gym, and roof garden

1. Visitors center
2. Lobby, main entrance and desk reservation
3. library
4. Restaurant keeping the space and silo
5. kiosk
6. Main entrance for roof garden and gym second entrance for coworking space

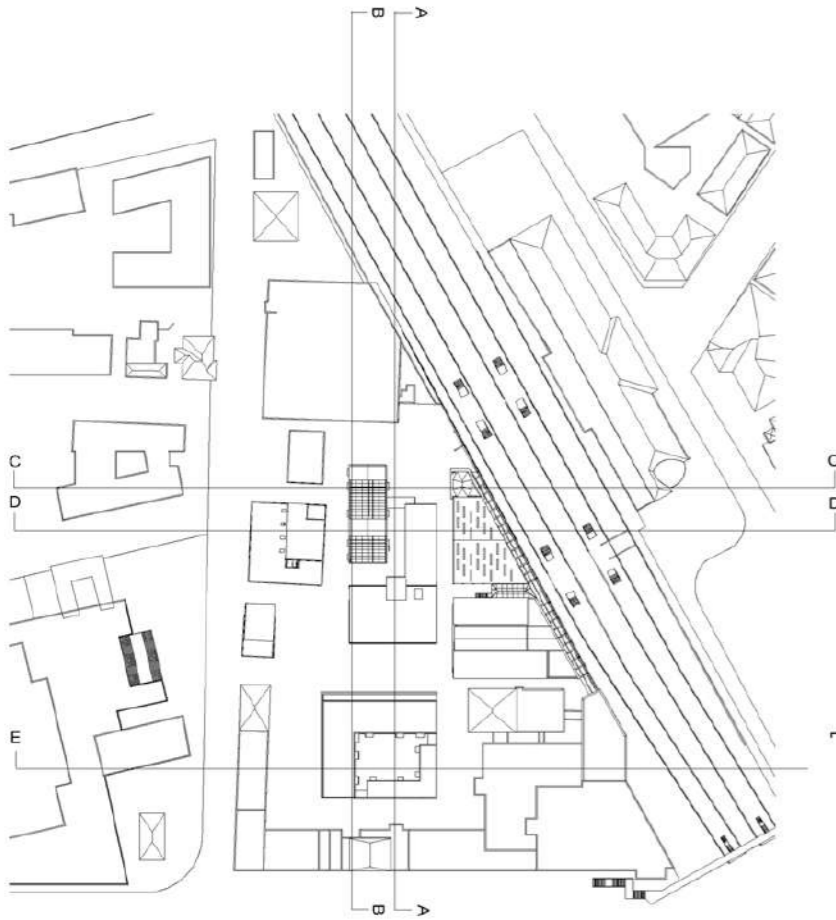




Section A-A



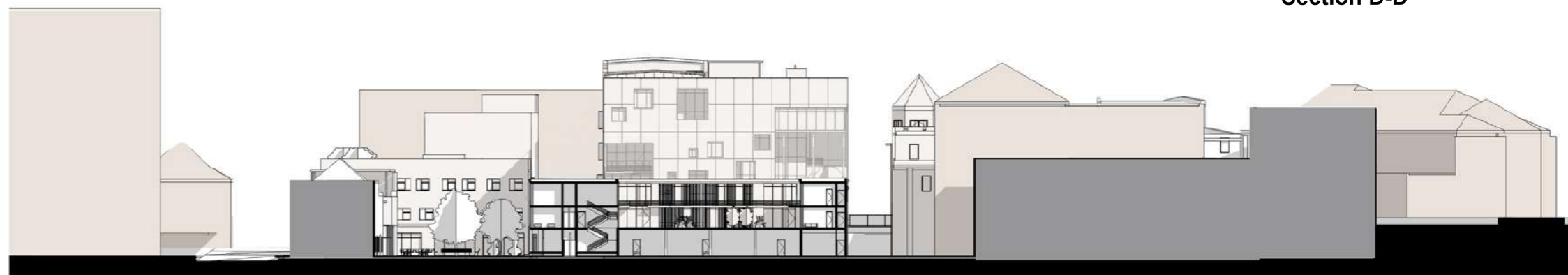
Section B-B



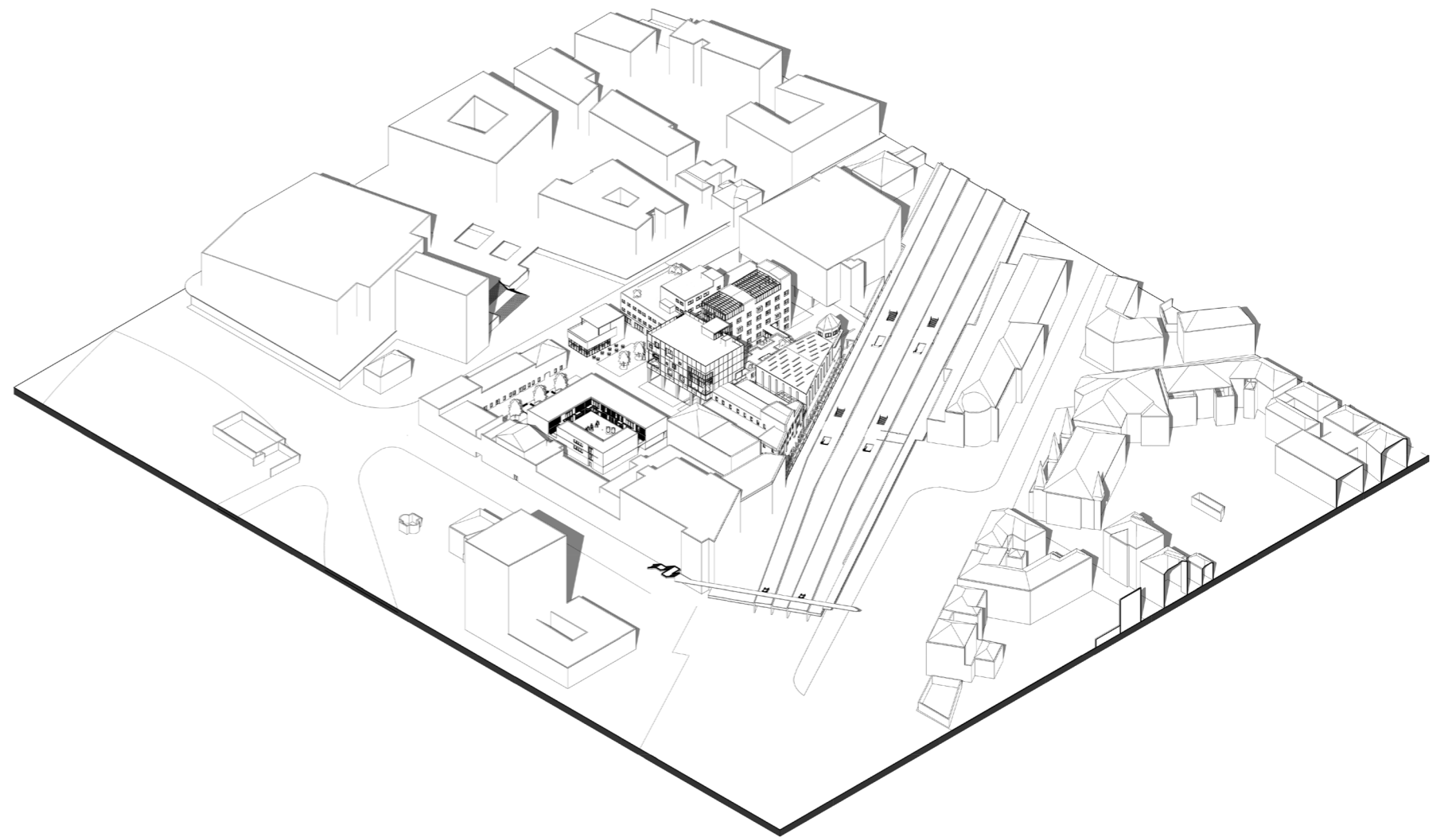
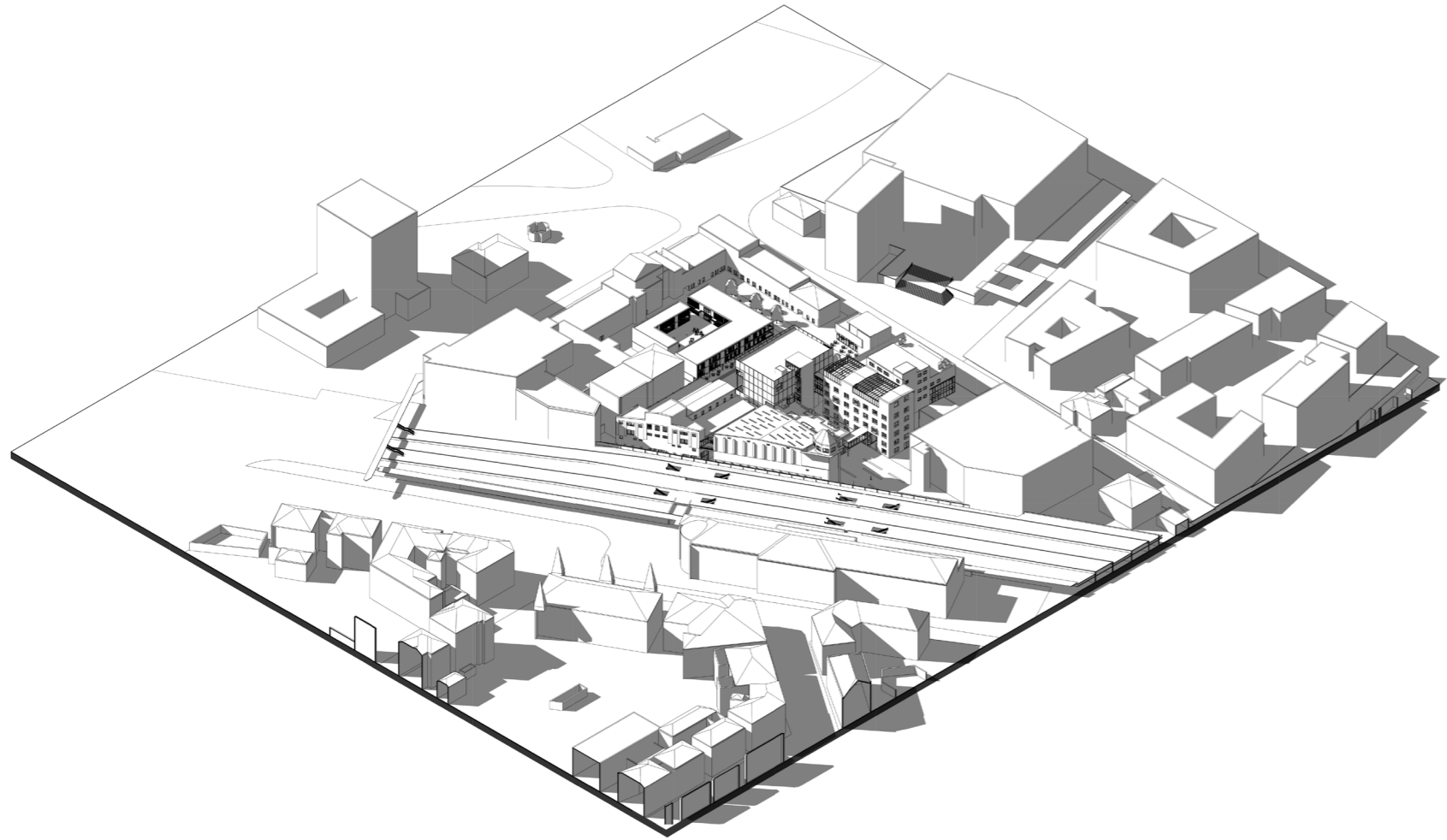
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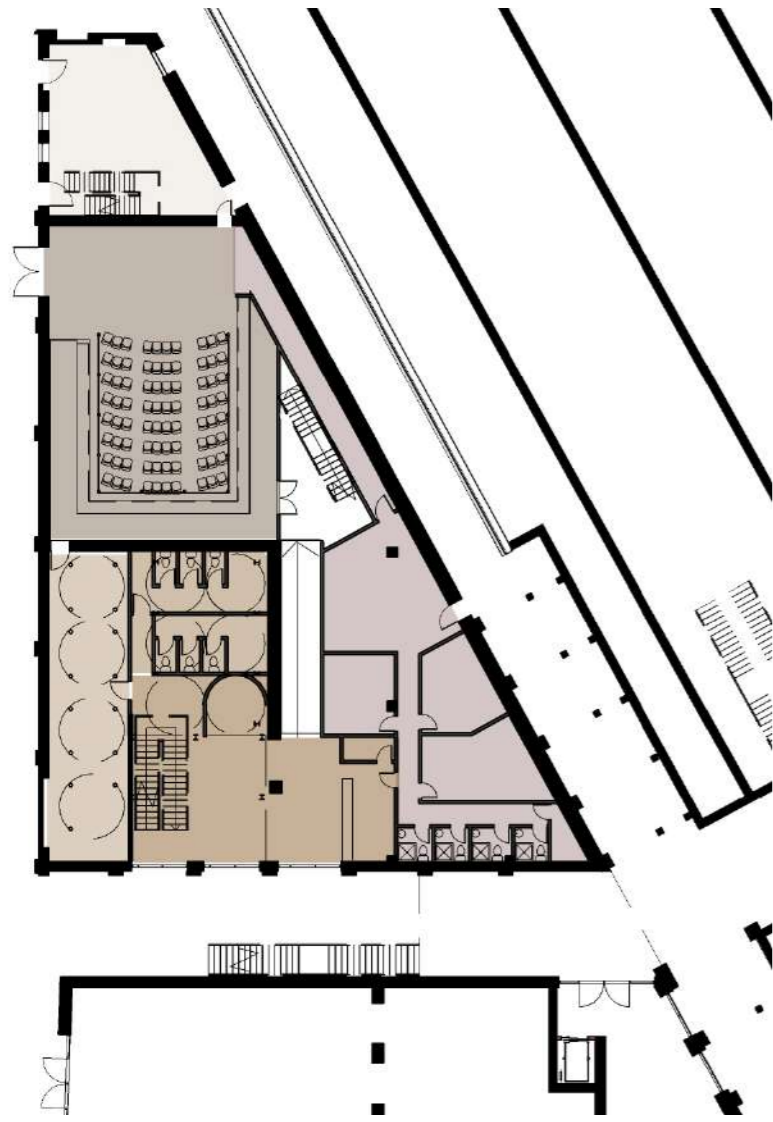
Section D-D



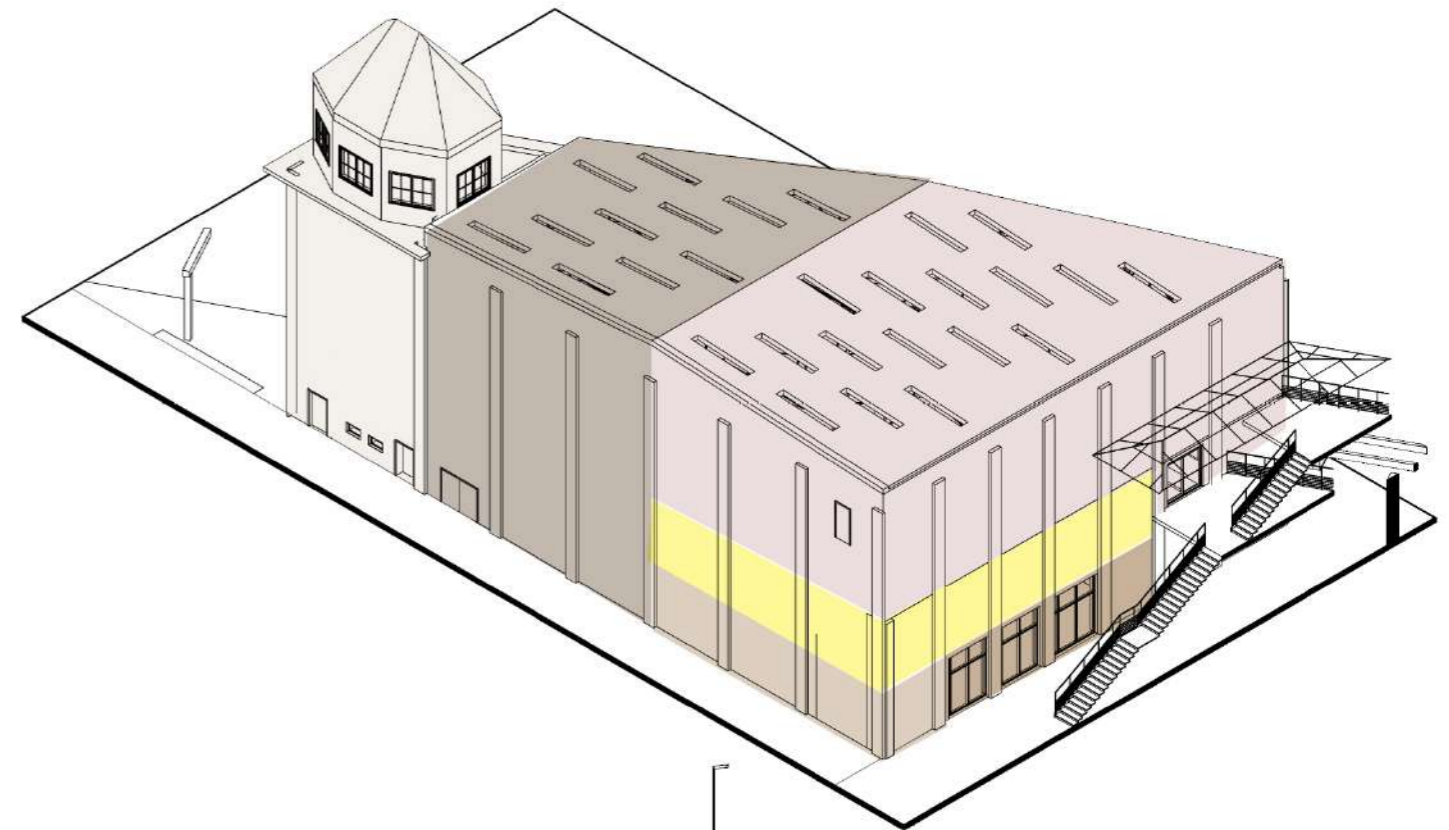
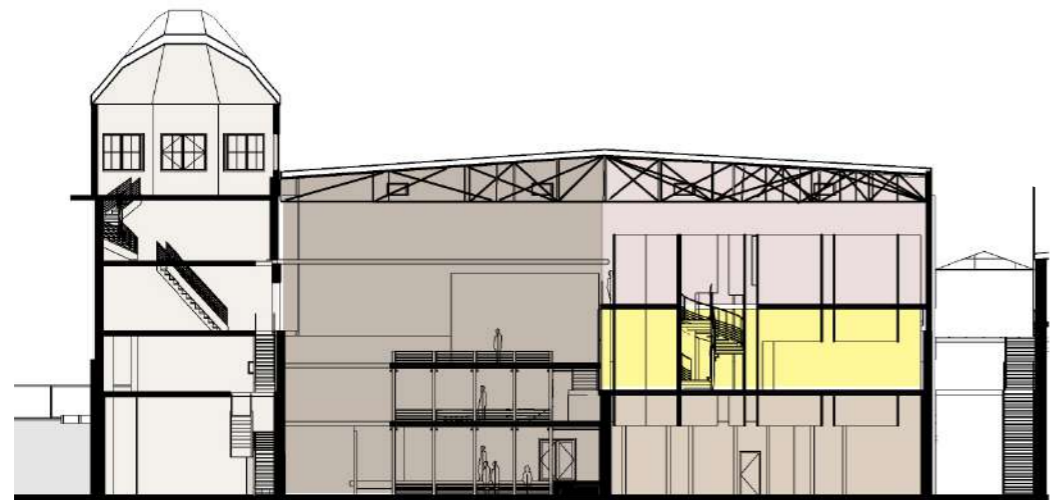
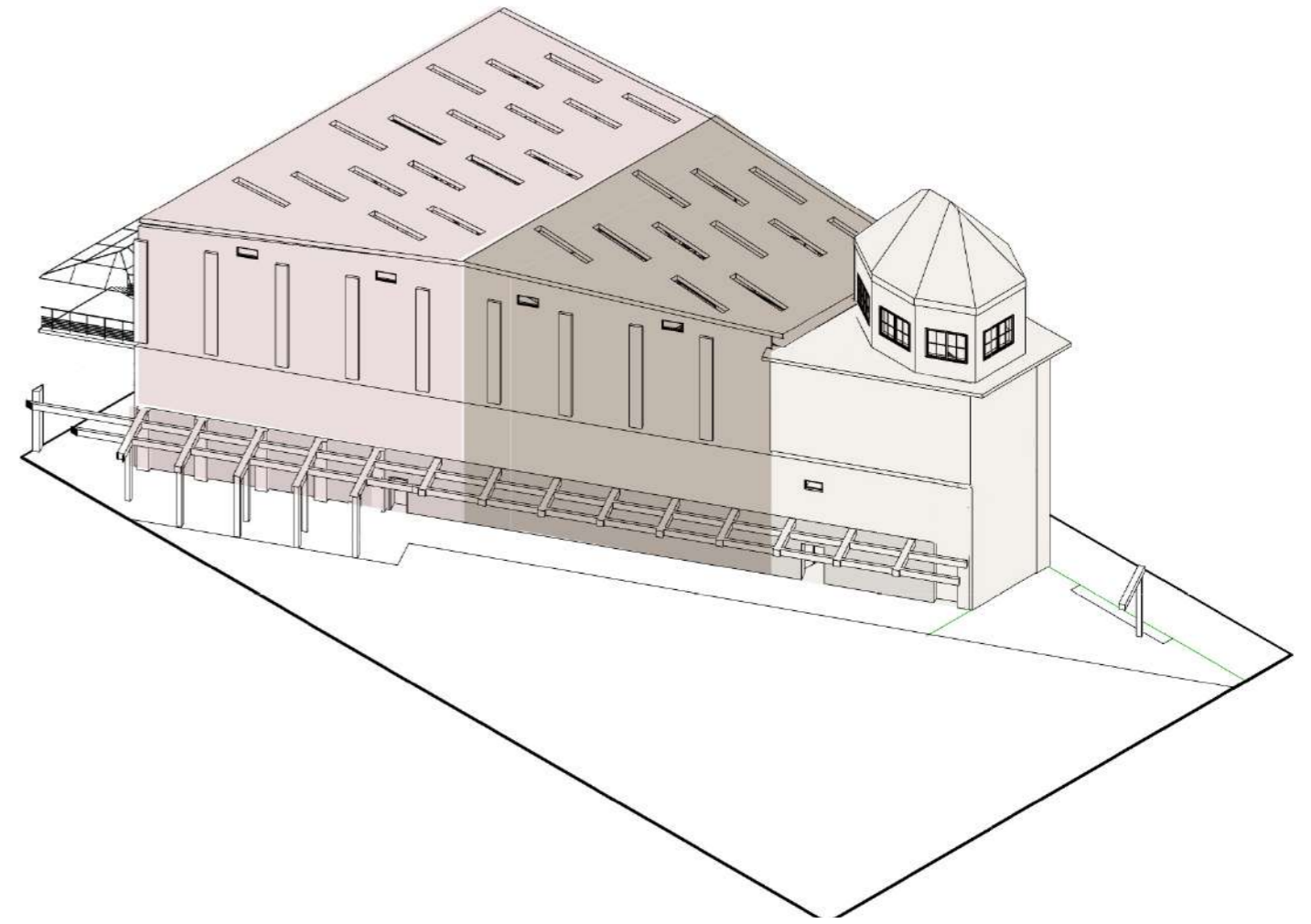
Section E-E



Buildings' Function | Building 25 | Theater and Hall

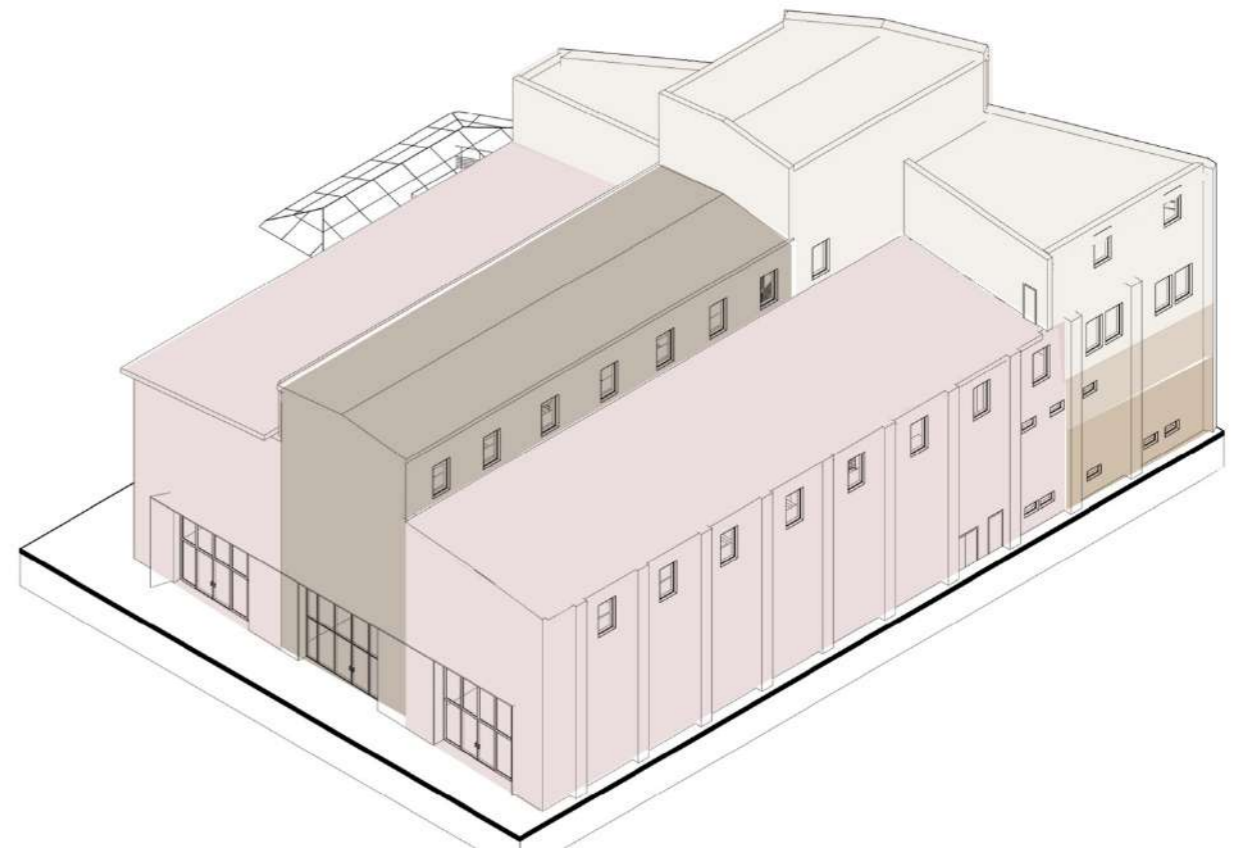
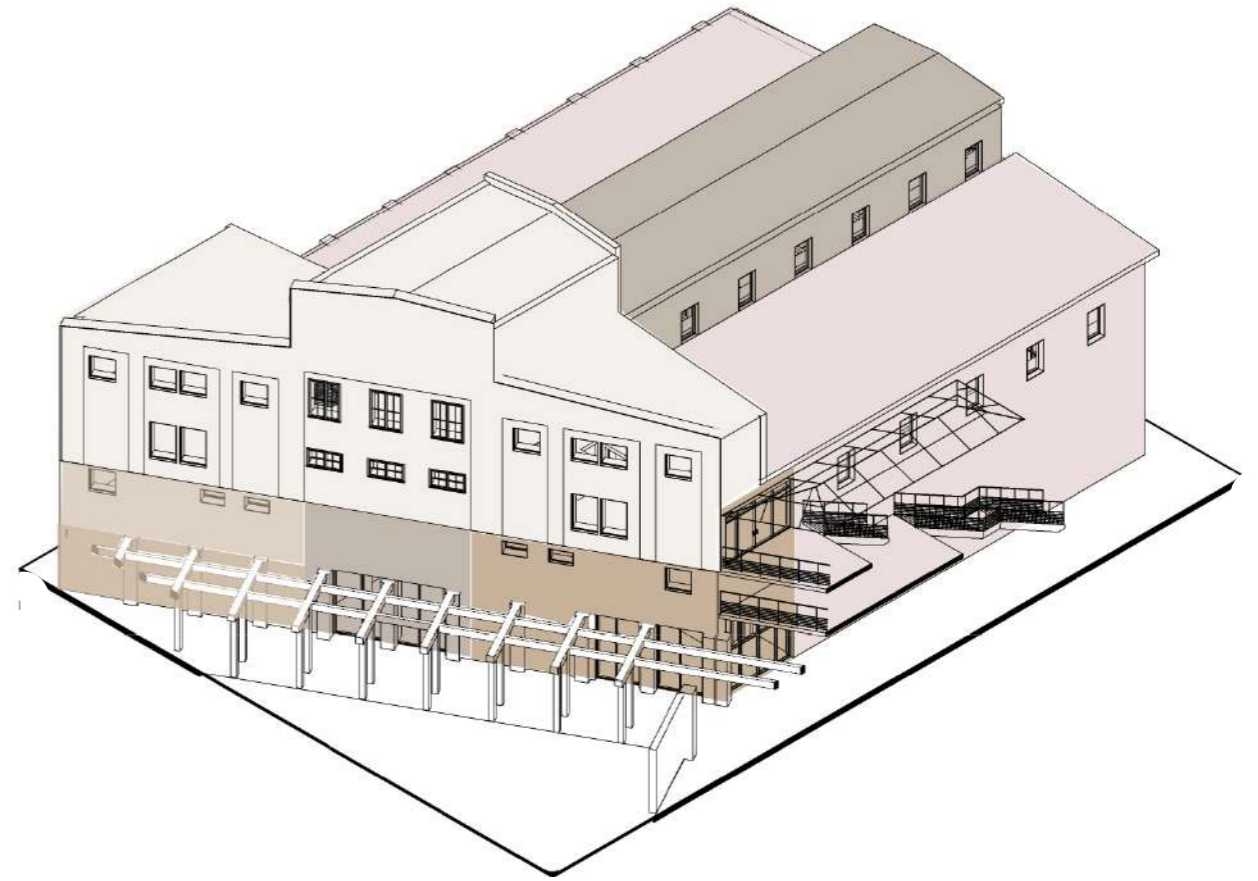
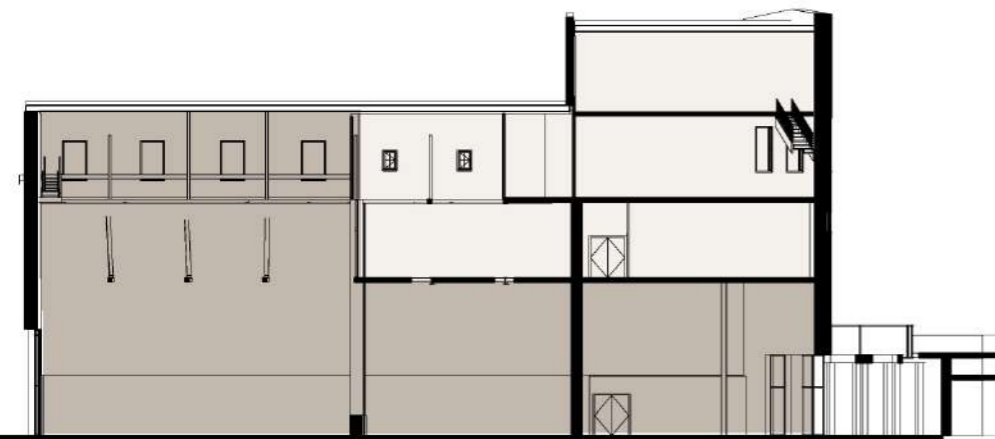
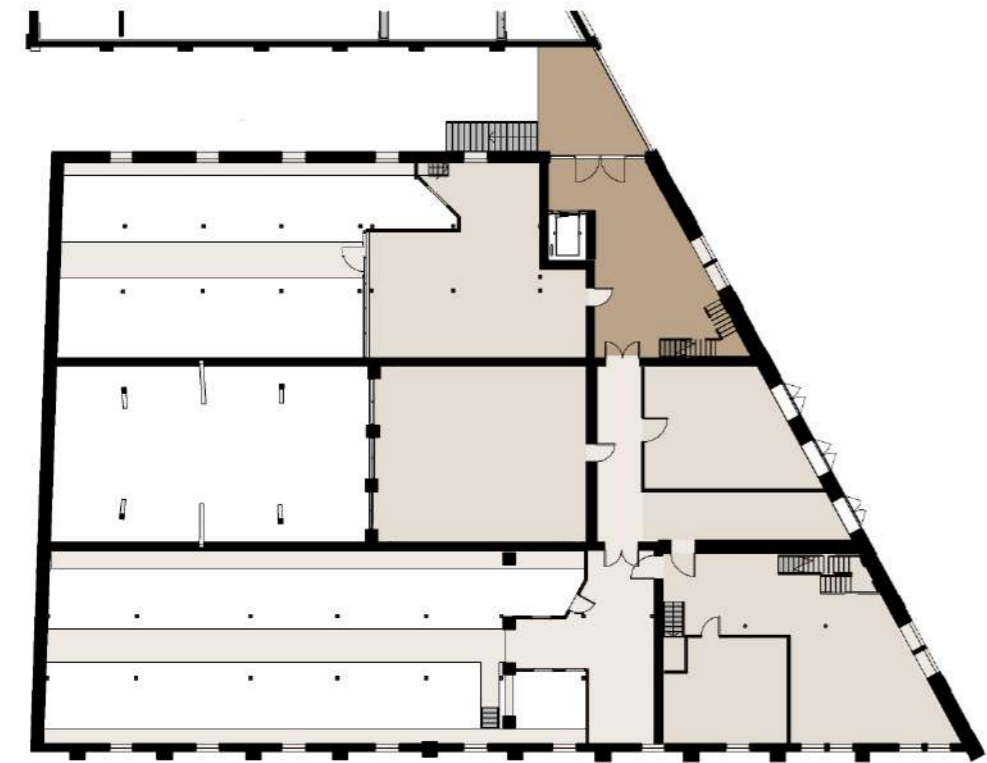
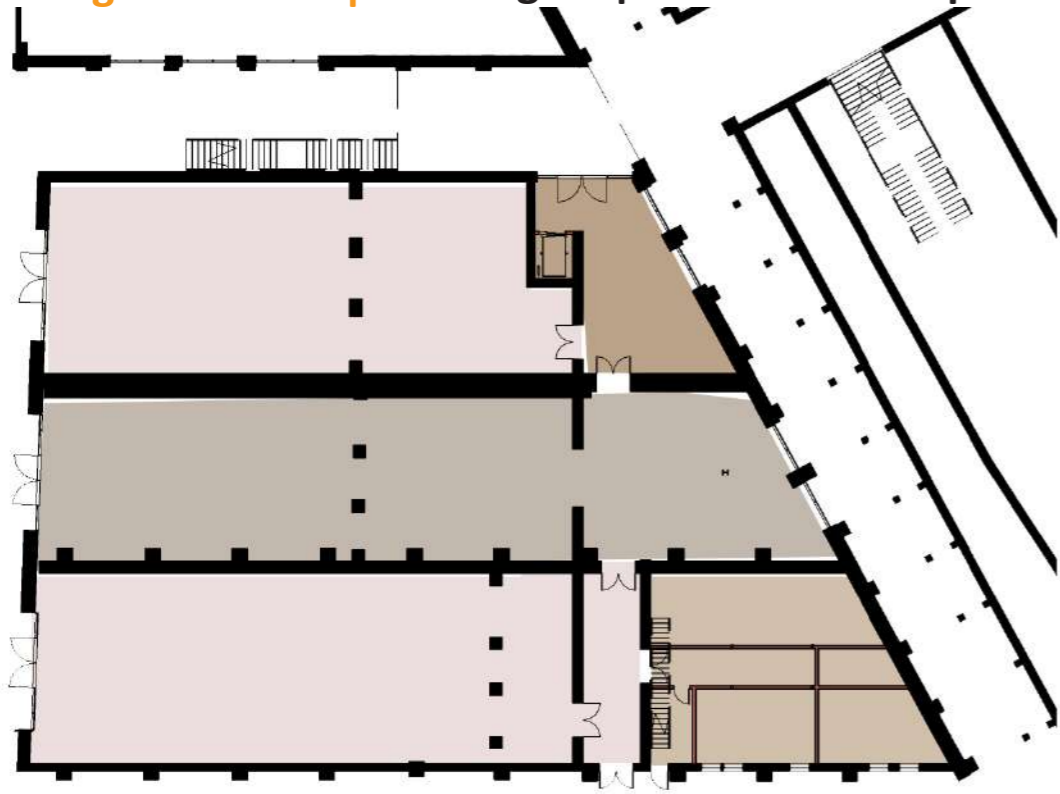


- Entrance and info desk
- Cast area
- Theater
- Administration, control room, cast room
- Storage
- Kids area
- Family area with kiosks

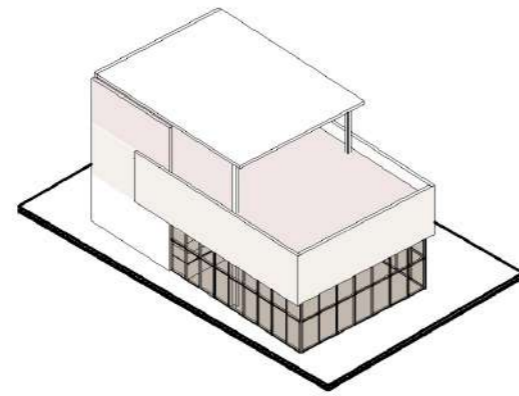
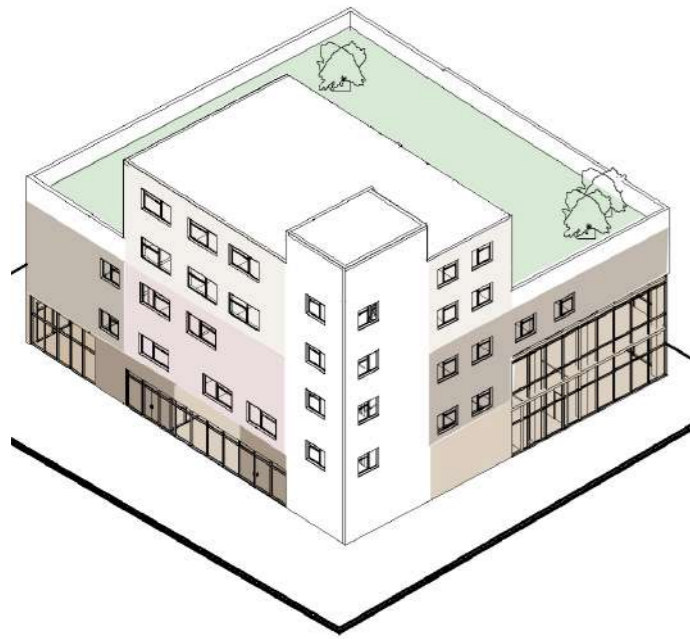




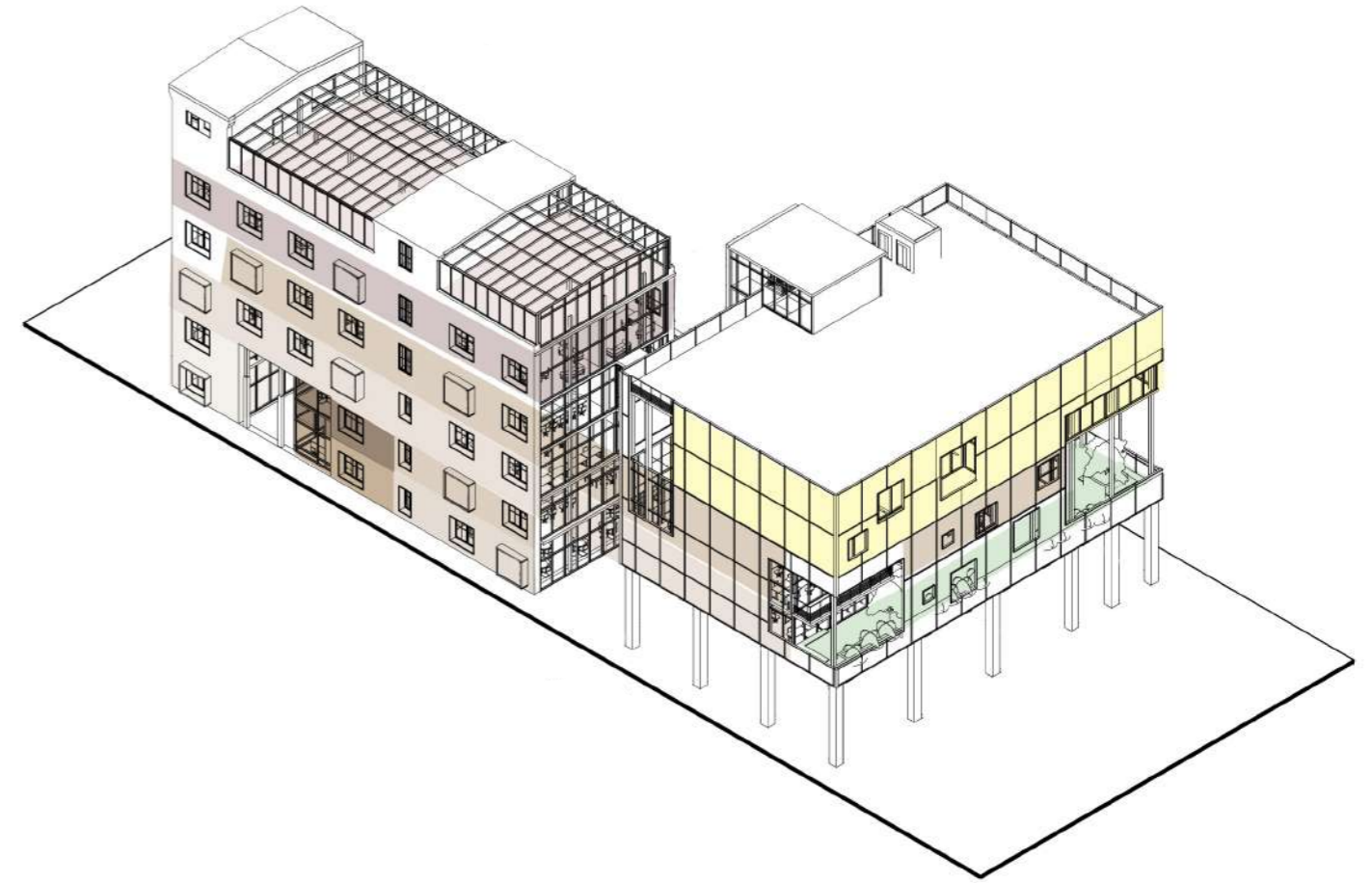
Buildings' Function | Building 28 | Crafts Workshops and Weekly Market



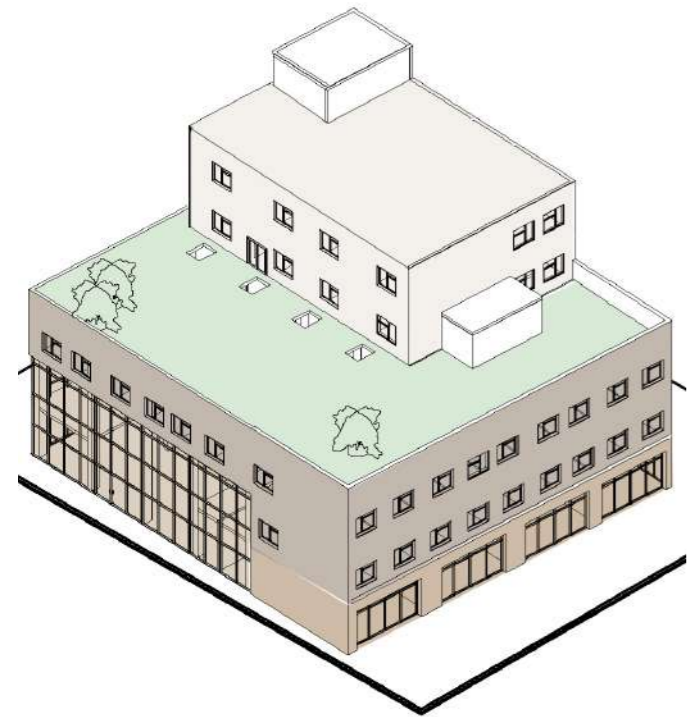
- Open tunnel with Caro coffee museum on walls, and used space in weekly market
 - weekly craft market and halls to use for events
- Entrance for workshops in the upper floors
 - Office and info and Sanitary
 - storage
 - Workshops



- Dining area
- Kitchen and staff
- Roof terrace



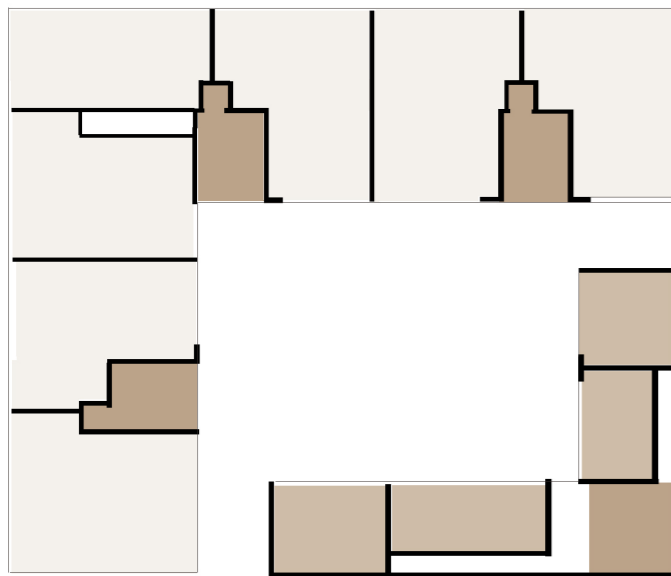
- Visitors center
- Lobby, main entrance and desk Reservation
- Library
- Kitchen
- Workshops
- Garden
- Open air desks for anyone
- Groups area, meeting rooms, pods and neighbourhoods to create closeness to small groups , and some individual pods for calls
- Private offices
- Gym



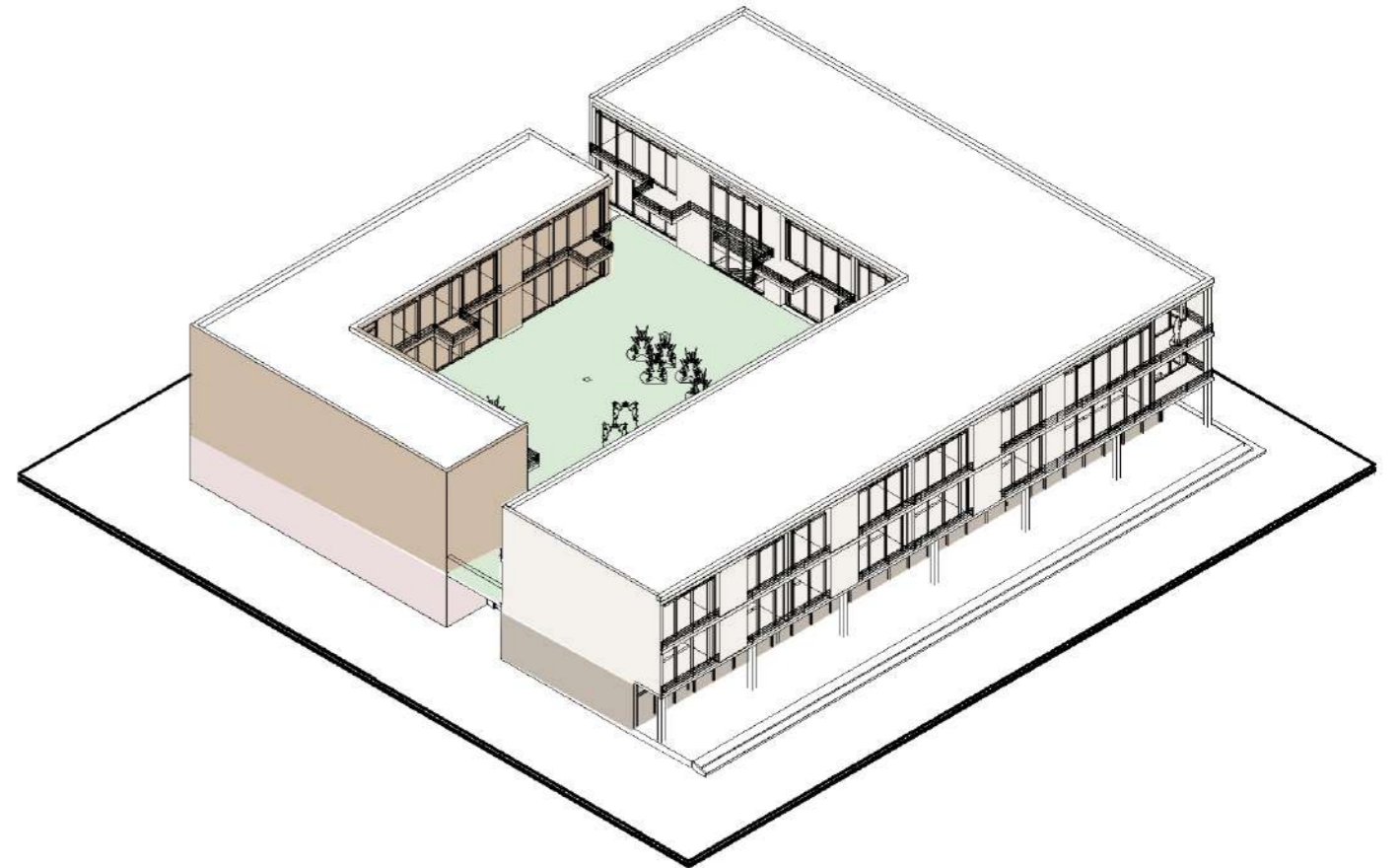
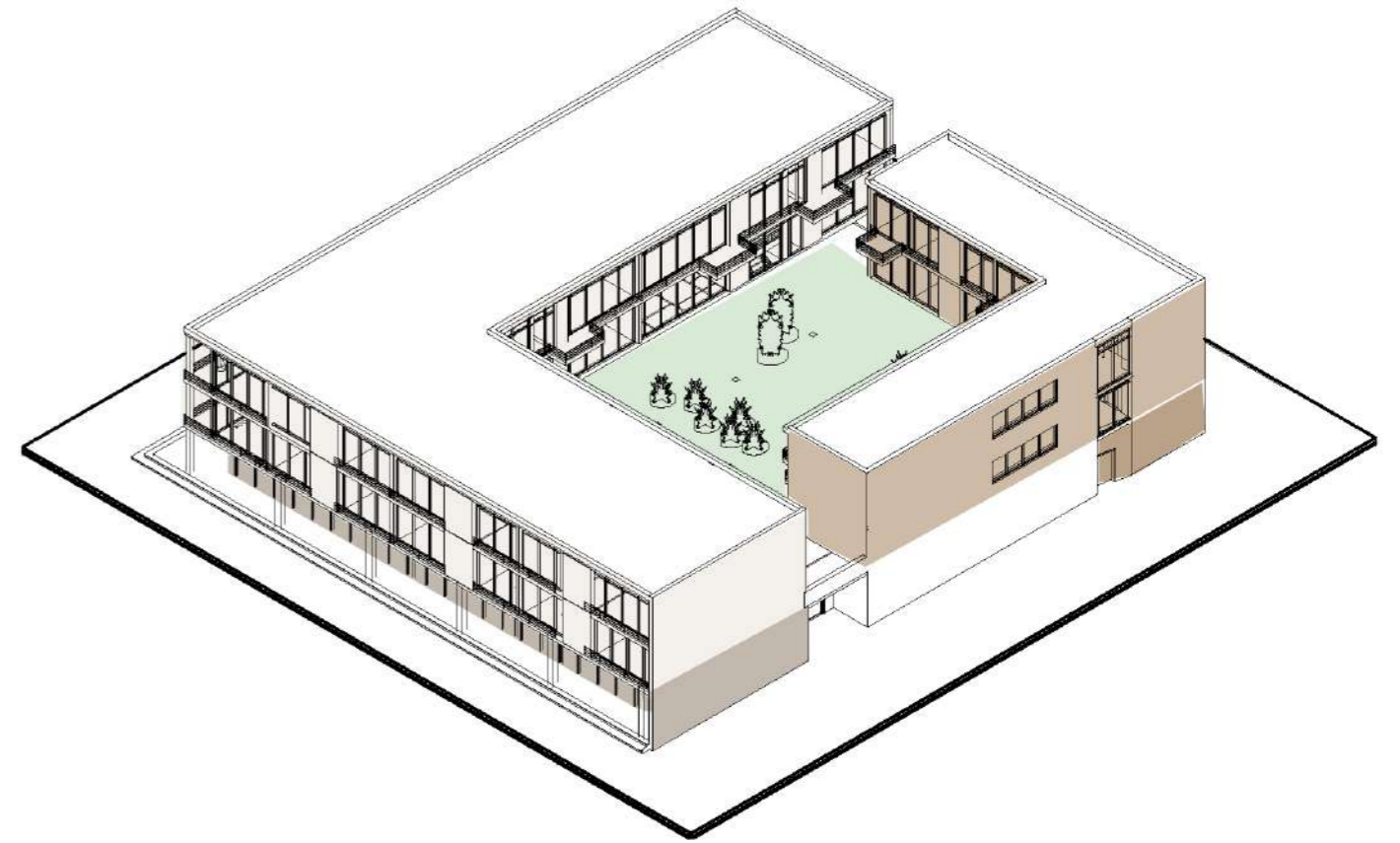
- Entrance hall
- One room apartment
- Coliving spaces
- common areas
- Entrances for the residents
- Game room
- Shops
- roof garden



First Floor | Apartments Plan



- Shops and restaurant
- Stairs
- Three-room apartments
- One room apartments
- Courtyard





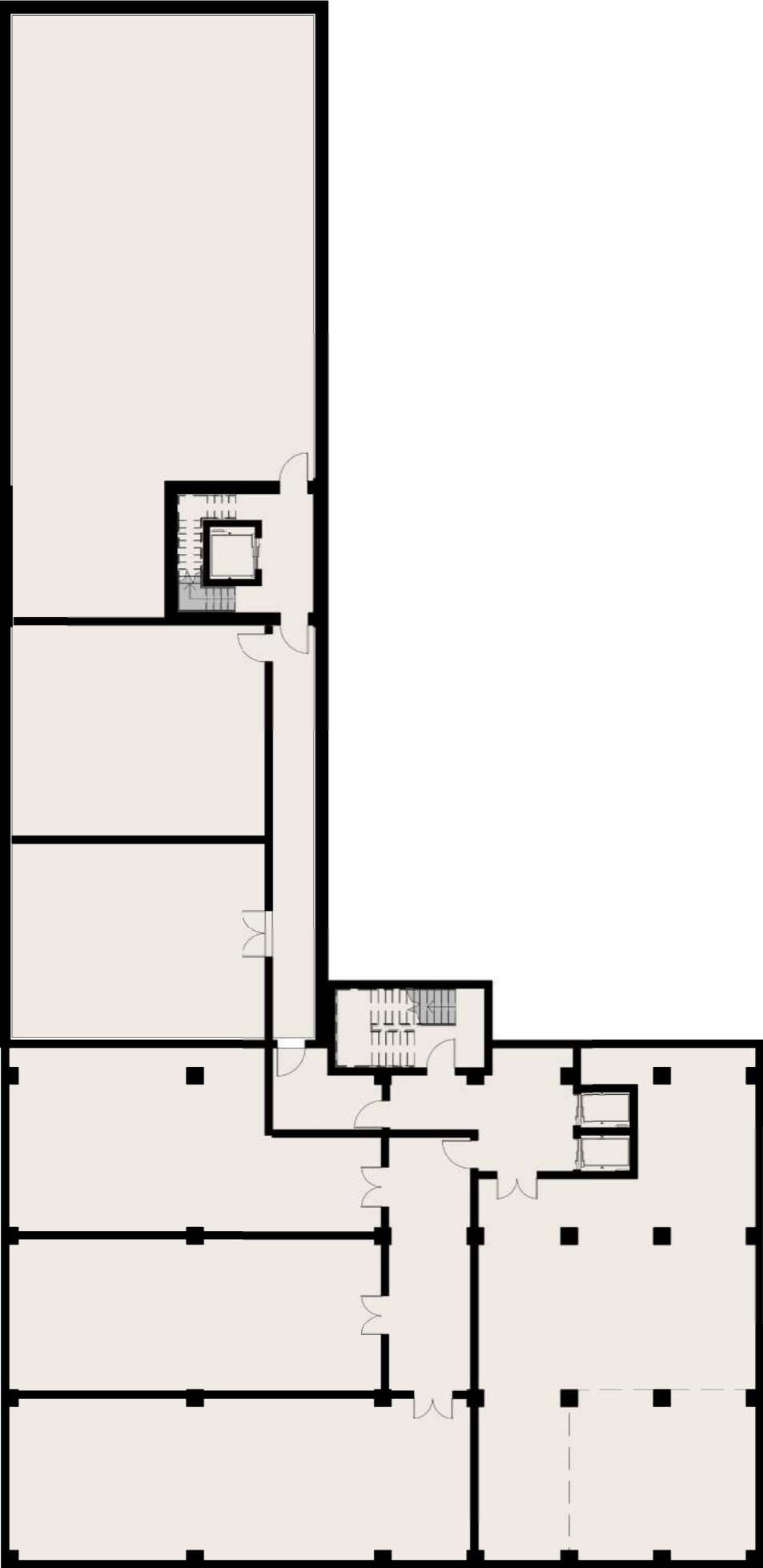


Gen Y Coworking Space
Buildings 26|27|80

Mixed use: Restaurant, coworking space, visitors center, and gym

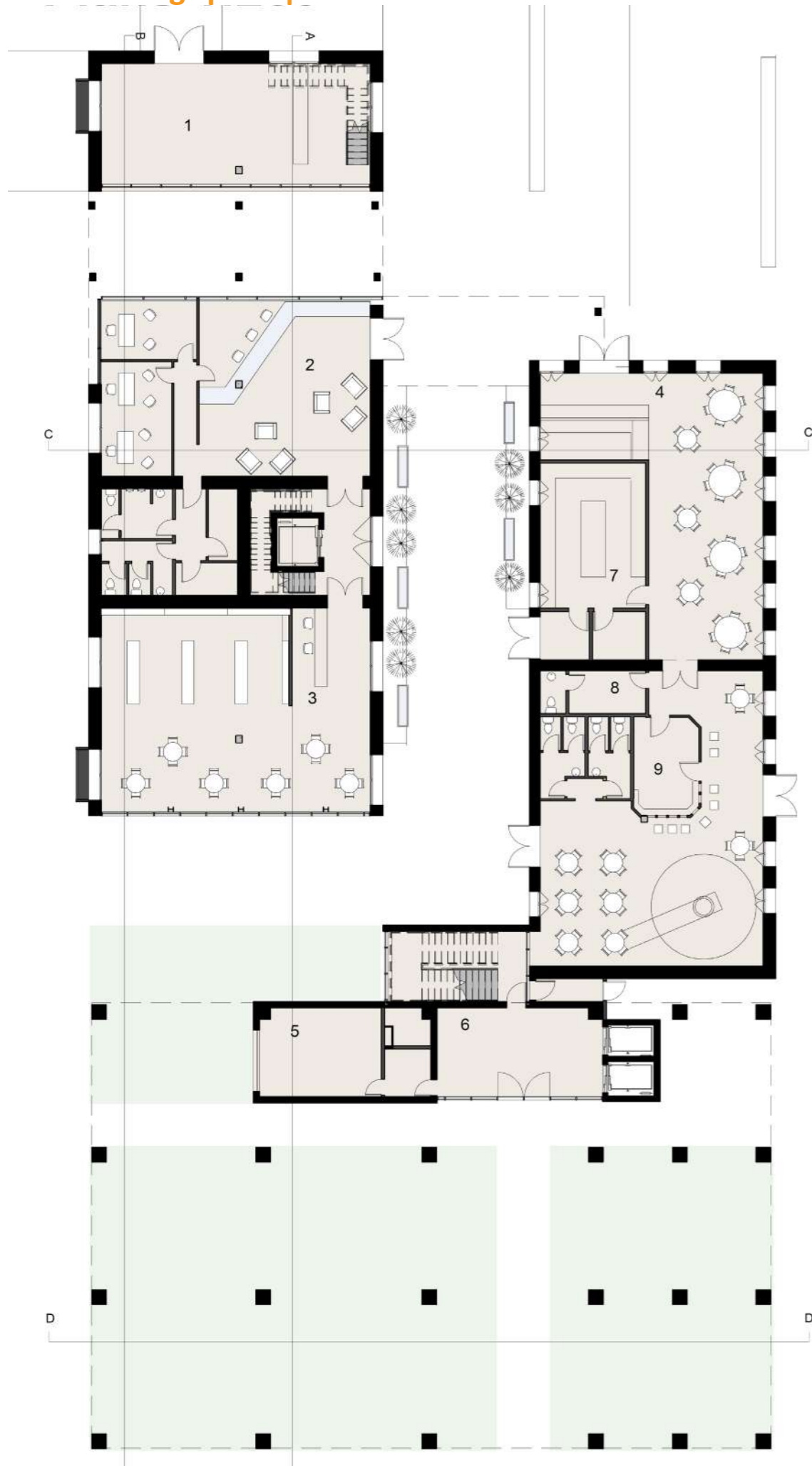
Coworking: workshops, auditorium, library, meeting rooms, private offices, open air desks, and group work space

Gen Y Coworking space | Underground Floor plan



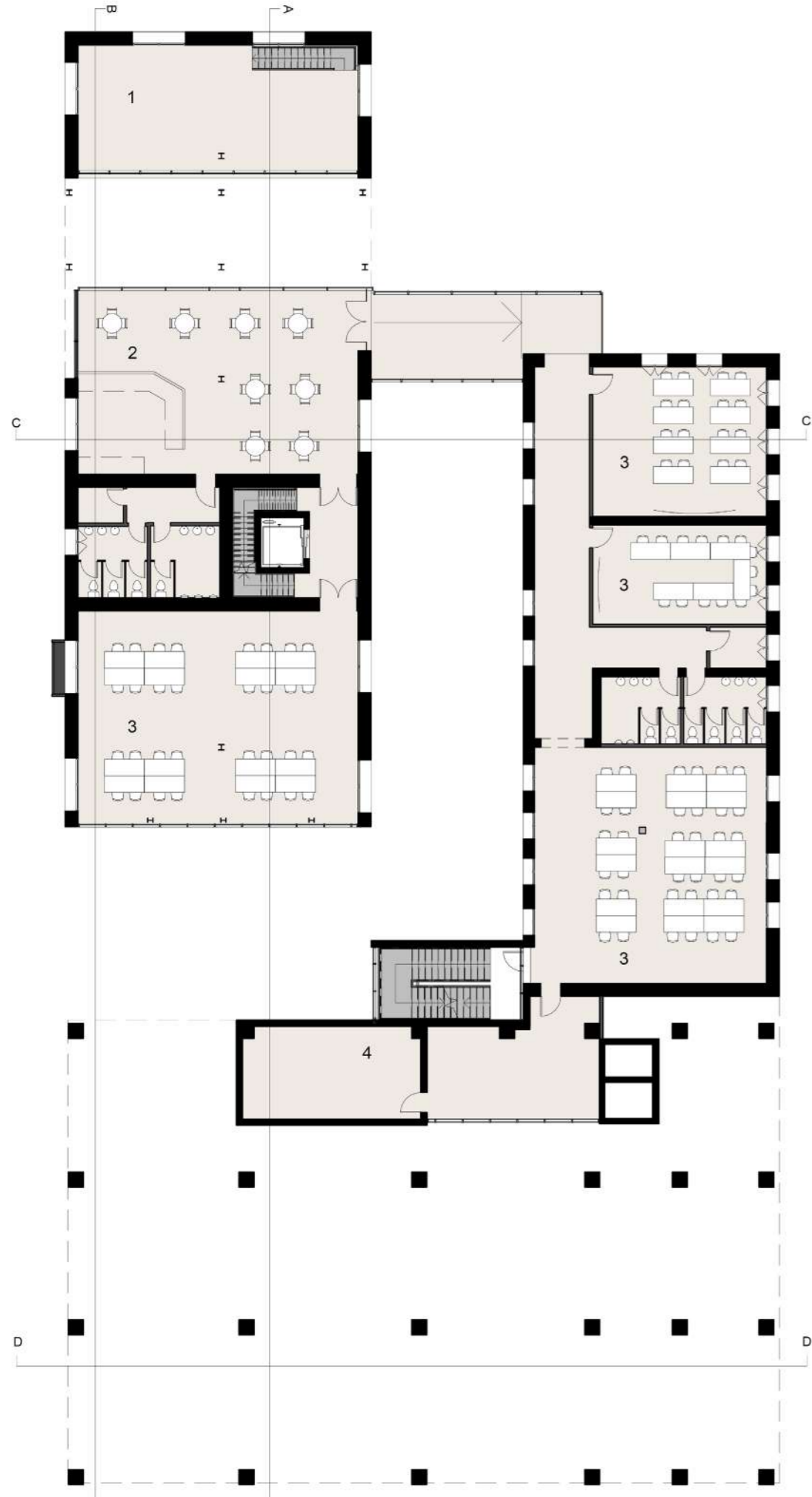
Storage and mechanical rooms

Gen Y Coworking space | Ground Floor Plan



1. Visitors center
2. Lobby, main entrance and desk reservation
3. library
4. Restaurant keeping the space and silo
5. kiosk
6. Main entrance for roof garden and gym. second entrance for co-working space
7. Kitchen
8. Staff
9. Bar using the exterior of the old control room

Gen Y Coworking space | First Floor Plan



- 1. Visitors Center
- 2. Kitchen and dining space
- 3. Workshops
- 4. Storage
(additional slab in building 80)

Gen Y Coworking space | Second Floor Plan



1. Coworking space, open air desks
2. Courtyard
3. Auditorium (for meetings and events, used as coworking space without events)
4. Roof garden

Gen Y Coworking space | Third Floor Plan



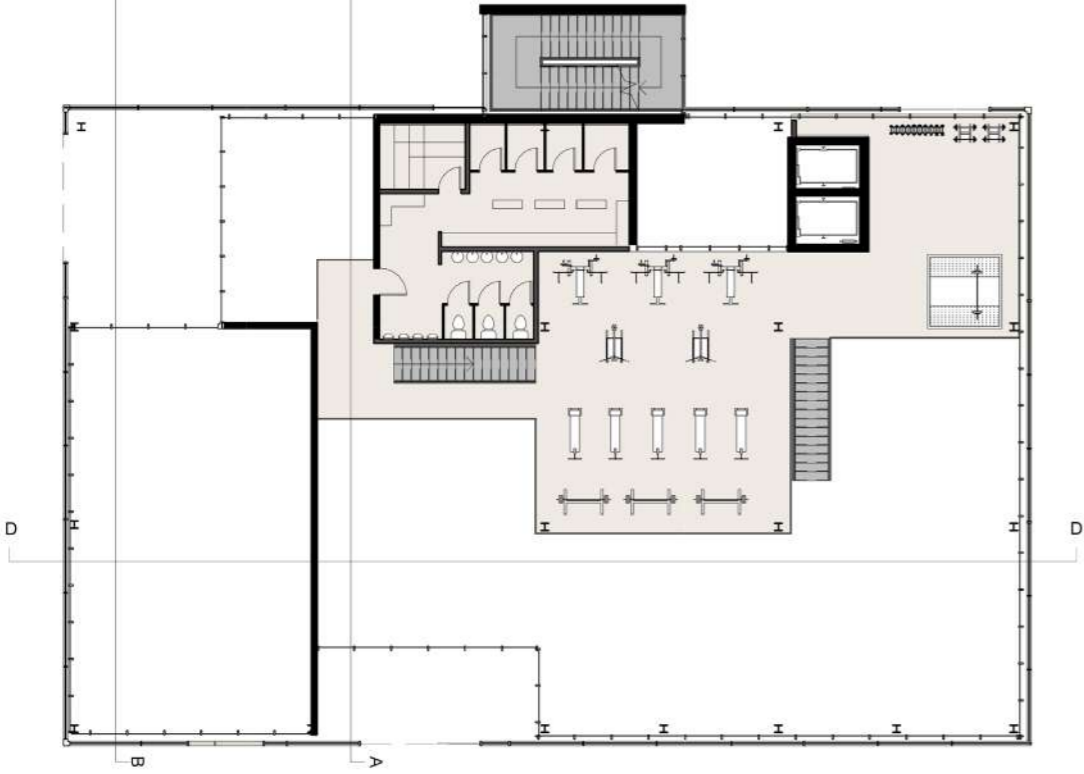
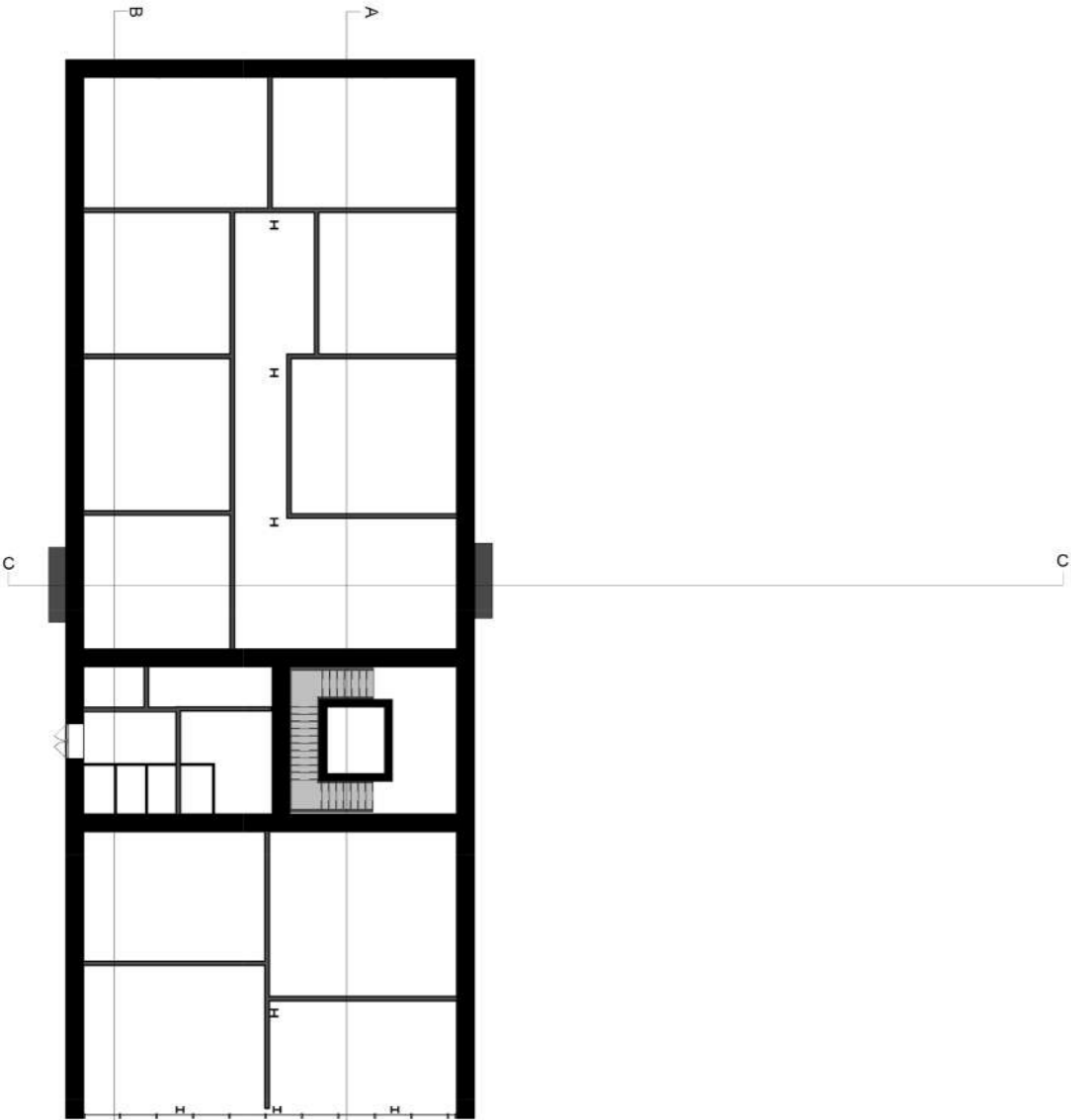
1. Storage
2. Staff room
3. Storage space for regulars
4. Copy room
5. Small meeting rooms
6. Large meeting rooms
7. Coworking space for groups (-1 m)
8. Coworking space for groups with flexible moving pods (+1 m)
9. can be used as entrance during events
(additional floors in building 80)

Gen Y Coworking space | Fourth Floor Plan



1. Private offices
(Building 27)
2. Gym entrance
3. Gym reception
4. women showers and changing
rooms
5. Staff room and storage
6. Training hall
(Building 80)

Gen Y Coworking space | Fifth floor Plan



1. Men showers and changing rooms

(additional floor in building 80)



West Elevation



East Elevation

Gen Y Coworking space | Elevations



South Elevation



North Elevation



Section A-A



Section B-B

Gen Y Coworking space | Sections



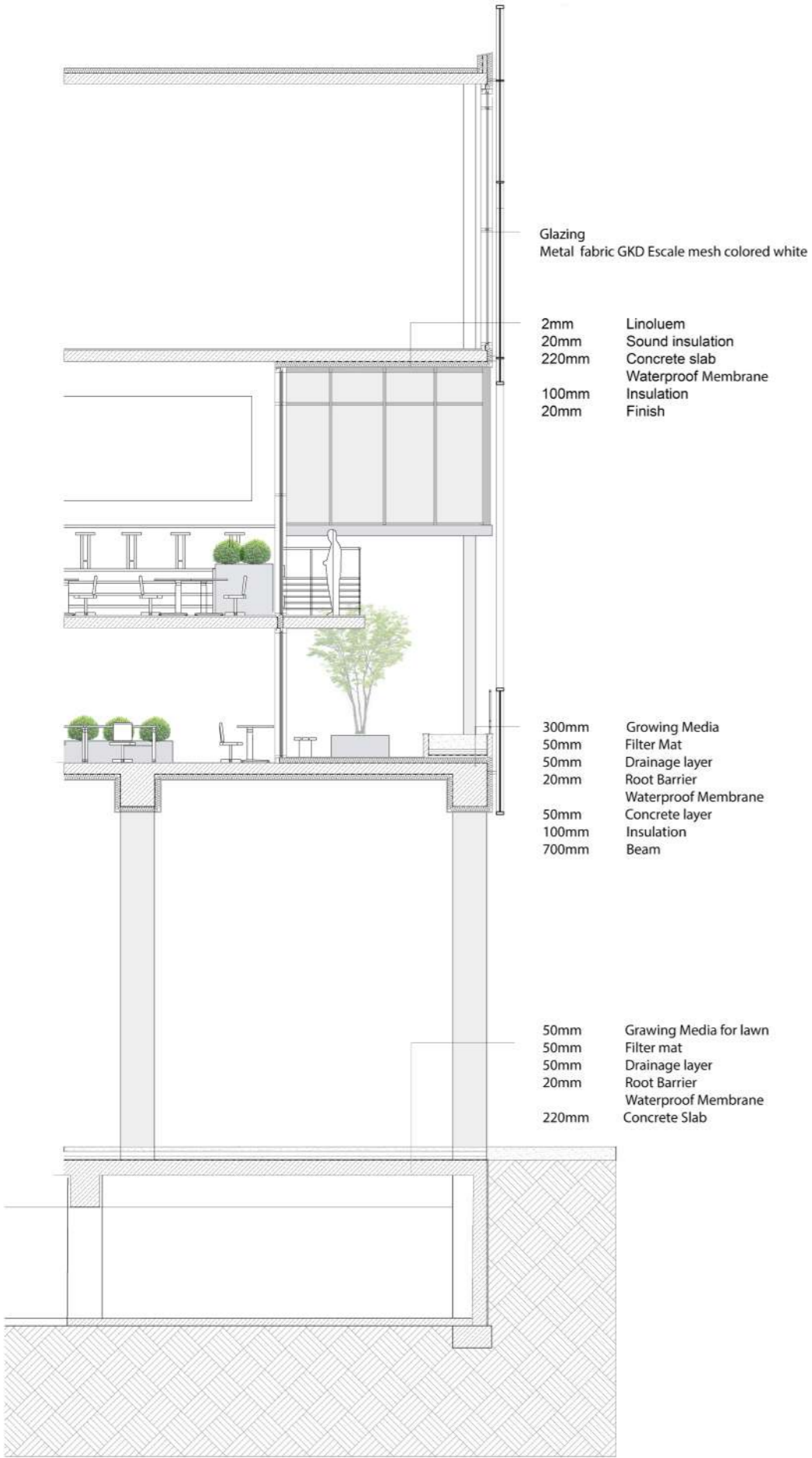
Section C-C



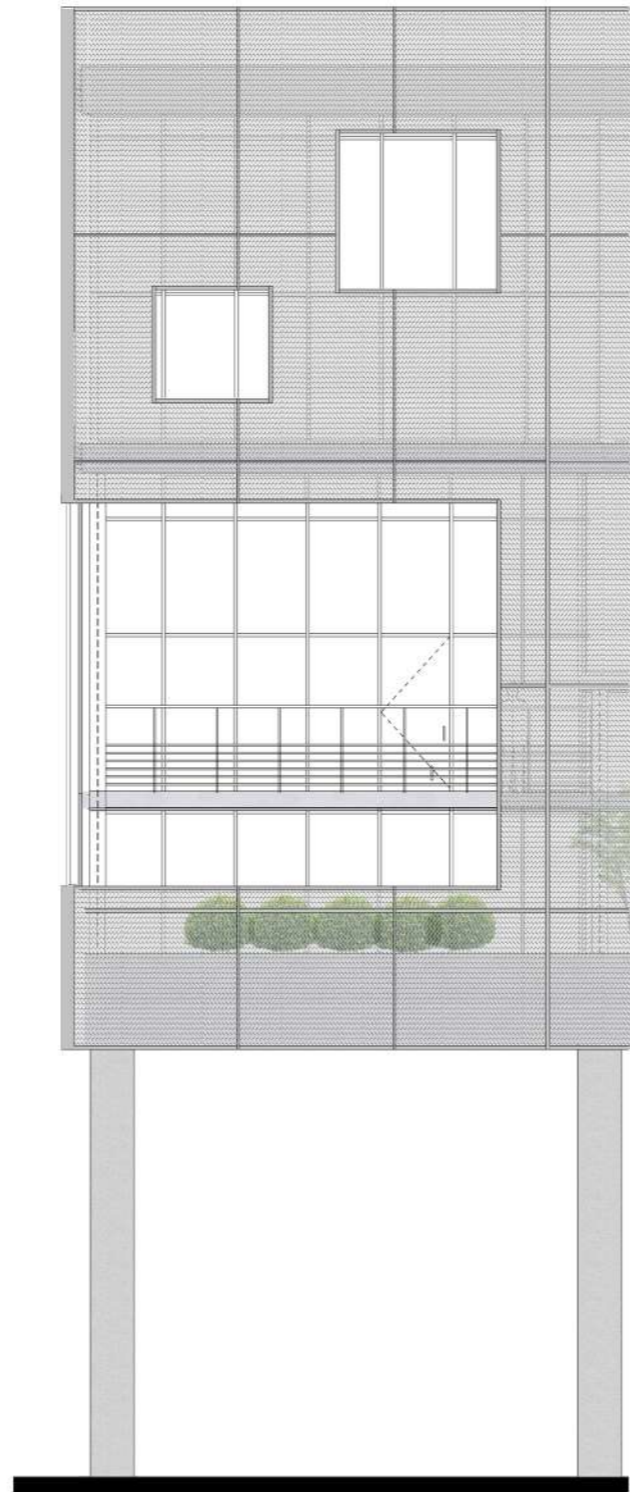
Section D-D



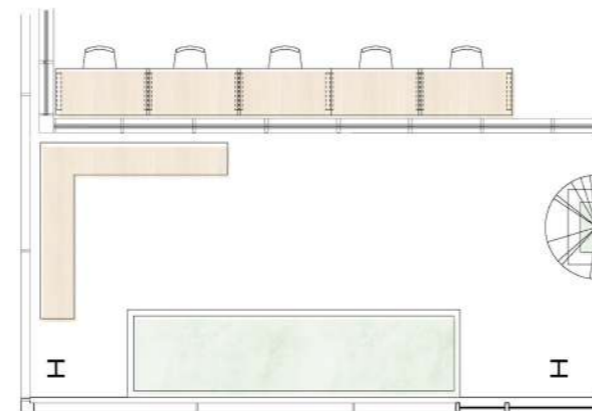
Gen Y Coworking space | Facade Detail



Facade Section

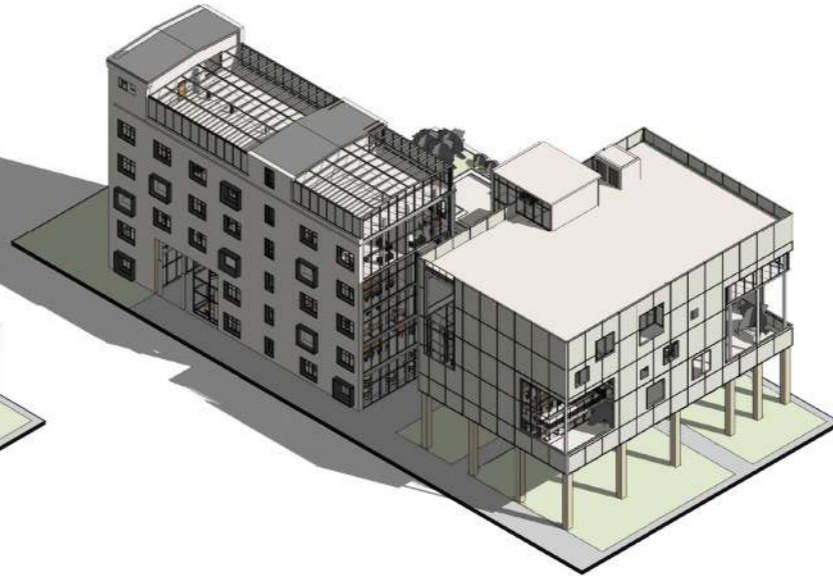
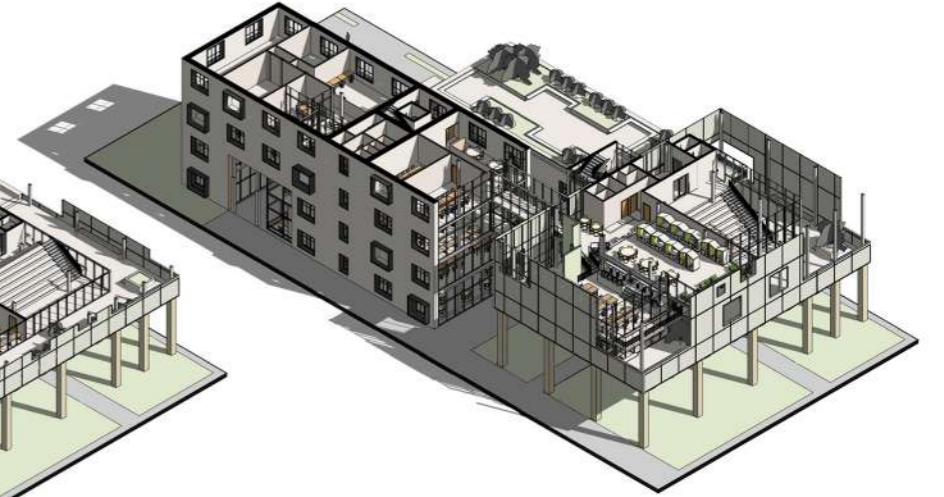
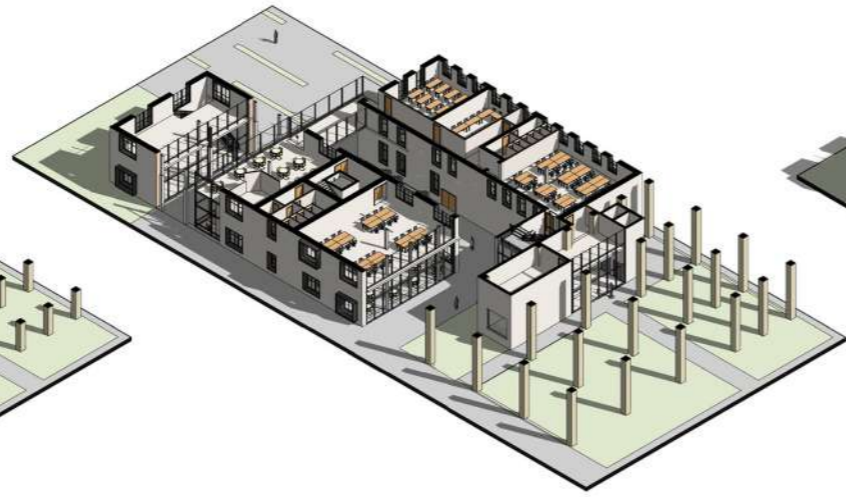
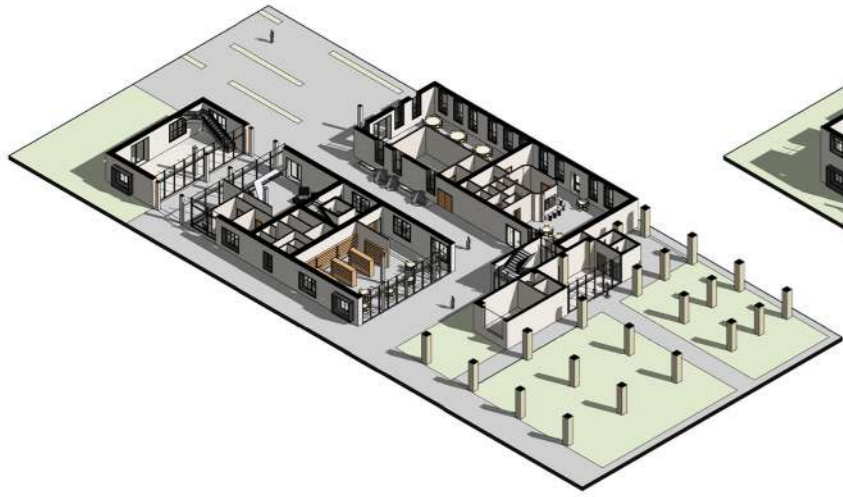


Facade Elevation

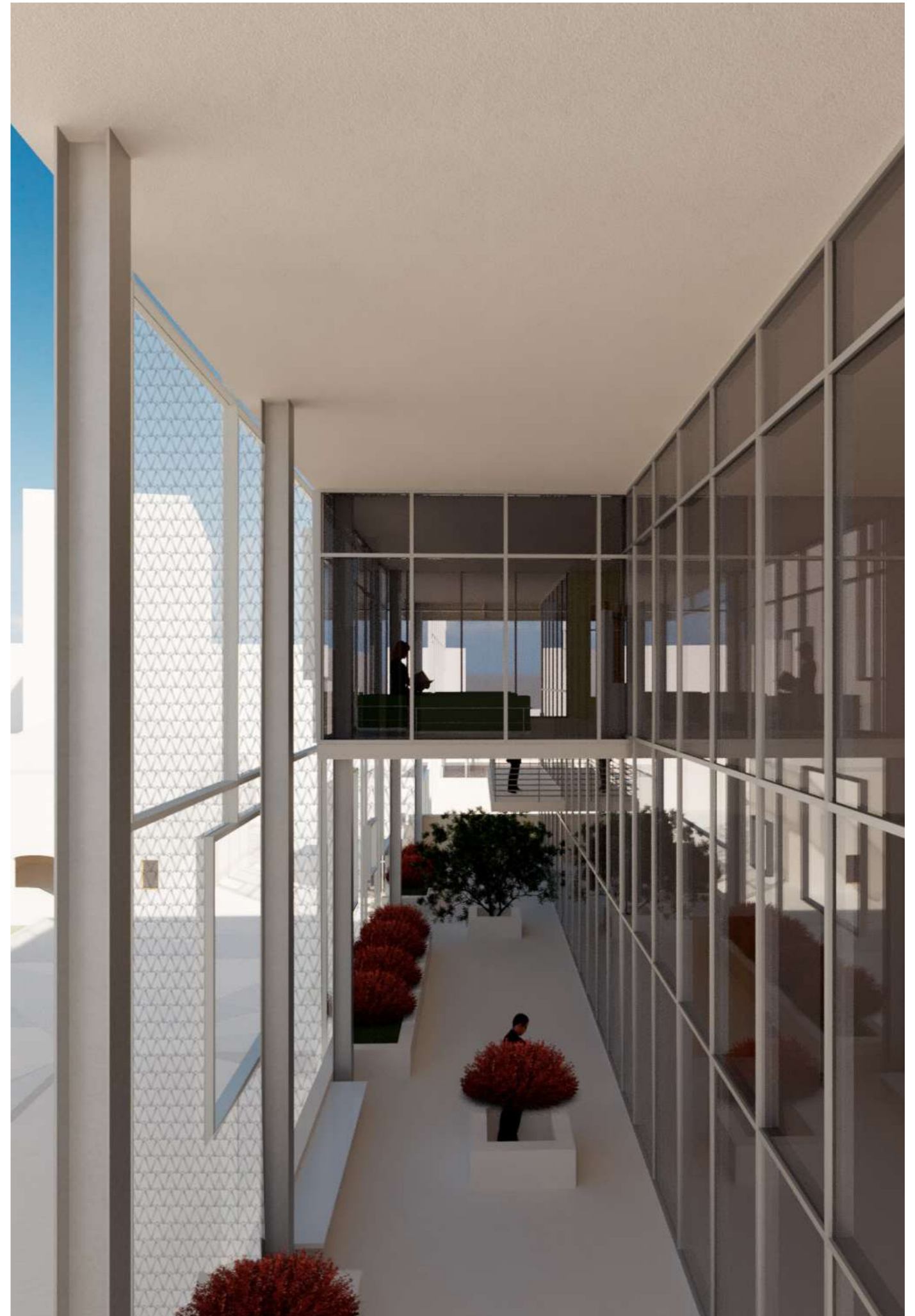


Third Floor Plan

Gen Y Coworking space | 3D Plans



Gen Y Coworking space | Roof Garden Shots



Gen Y Coworking space | Exterior Shots

