



SITE AND CITY NETWORK
VESTERBRO, COPENHAGEN
GABLE BUILDING WHERE VIKTORIAGADE MEETS ABEL CATHRINES GADE

MOVING SPACES

This building changes with the intention of accommodating future needs while changing the outside world around it as well. The idea is to create a flexible space that welcomes people to fulfil their needs and desires and at the same time improve the surroundings. So the building is capable of reaching much more than the site where it is situated. It exploits the surrounding city as a network for cooperation and together they give and take from each other. It stands for improvement in the sense of improving its own content as it can change according to needs and desires and in the sense of improving the city by letting the exchangeable content benefit other places. The building is designed to ease adaptability and adjustment by activating a ceiling that is designed for frequent changes. There is no limit of how often or seldom the building can change or what it could become. The whole city is its network and everyone can contribute to new activities/installations.

THE SPACE

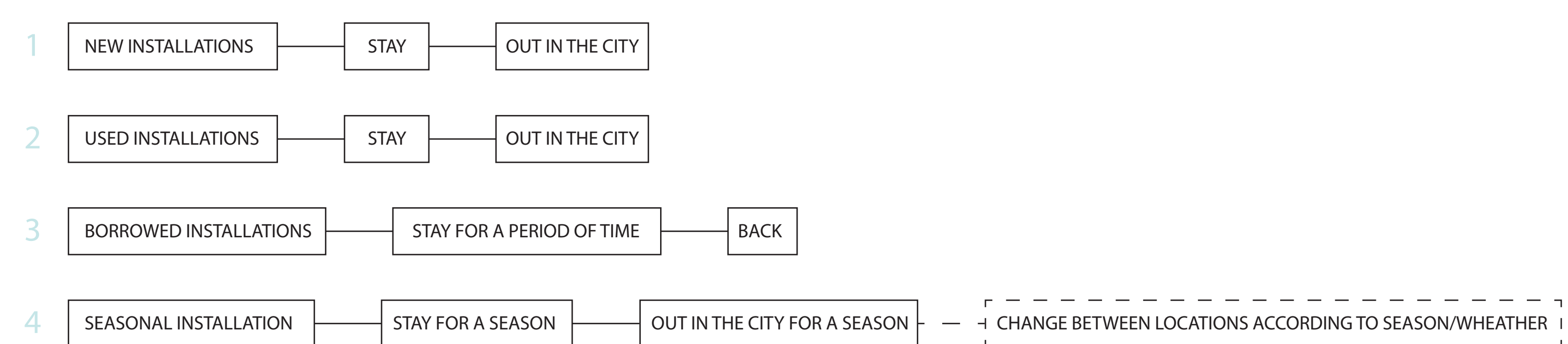
The building features a space for temporary stay. It is supposed to provide a space that can be very big and very small at the same time depending on the installation designs, how you use them, and how many you install. They can become little rooms in the big room or they can act more or less like components and the entire building will change accordingly. The space should seem welcoming to all visitors, with no regard to age, sex, occupation etc. In some periods it will appeal to a certain group of people, in other periods the visiting space will be relevant to everyone in a broader sense. It can be public or even rented out for private events. The idea is to activate the ceiling and thereby take advantage of the whole space between floor and ceiling. Many qualities can be obtained in this way - floating rooms, stackable components, modular units, moving elements in both vertical and horizontal direction etc. The open space and the ceiling construction allow changes in many forms, many of which will be new and innovative as new users/partners generate new ideas. The designs can be movable, scalable, convertible, adjustable, refutable and versatile just using the space and the ceiling system.

As the interior of the building is easy to replace, the future designs can be evolved. The city situation, citizens, lifestyles etc. can be taken into account. The building situation can be observed and analyzed and feedback from users can all be relevant to regulate, adapt, move or whichever change might be suitable for the interior. Experiments can be carried out and new designs can be made to either support or break habits. It could become an innovative space that will contribute to a better life. A mutual influential design, the small spaces are an ongoing experiment that can change people's behavior and people's behavior also change the future designs.

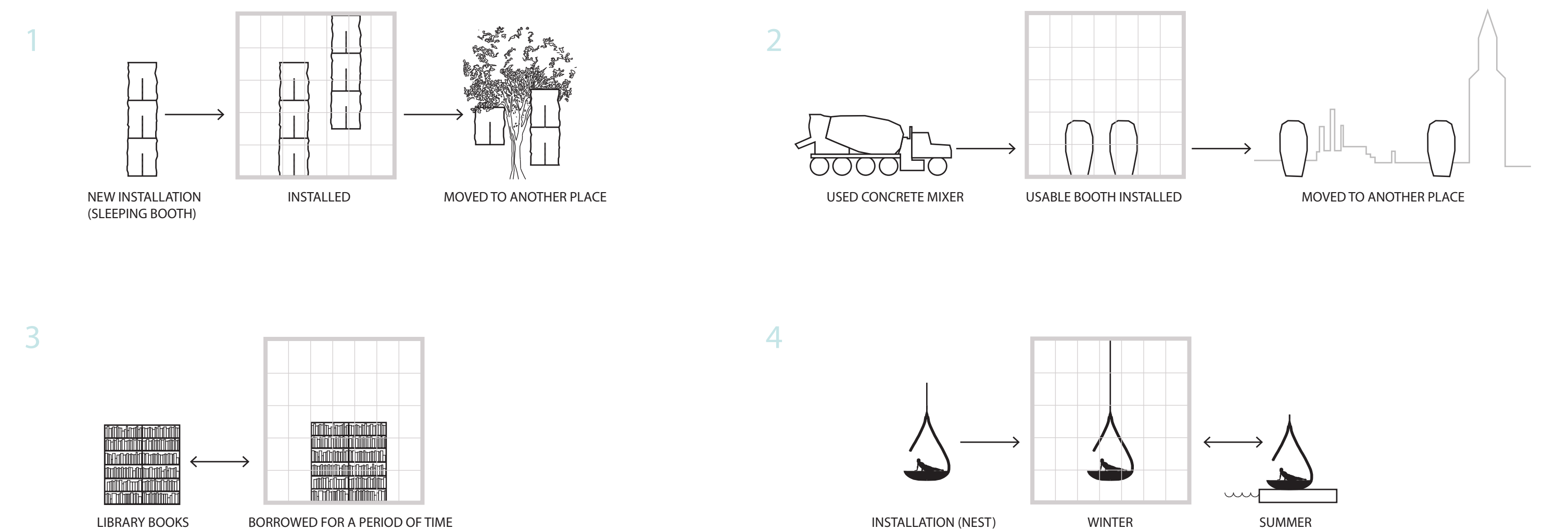
The designs can be adjusted to accommodate visitor's needs. They can easily be removed and relocated to another place in the city after use. The project will improve spaces in the city by passing on brilliant installations to new places. This building will become the source of many ideas that will live on and contribute to a better world around it.

EXAMPLES OF BUILDING COMPONENTS IN THE CITY

- 1 Audio installation in kindergarten
- 2 Sleep-over in Tivoli
- 3 Bookshelves for students outside The Royal Danish Library
- 4 Relaxing chairs for the city harbour bath
- 5 Outdoor installations for the rooftop at STAY Copenhagen service apartments



EXAMPLES



CHANGABLE: BIG SPACE | SMALL SPACE | CHANGABLE: MINUTE TO MINUTE | HOUR TO HOUR | DAY TO NIGHT | DAY TO DAY | MONTH TO MONTH | YEAR TO YEAR

SPACES CHANGE PEOPLE
PEOPLE CHANGE SPACES

MOVING SPACES

CONSTRUCT-DECONSTRUCT-RECONSTRUCT

A FRAMEWORK FOR ARCHITECTURE AS AN INSTALLATION

EASY DISMANTLED AND MOVED TO A NEW LOCATION WITHOUT LEAVING A TRACE OF IT'S EXISTENCE

ASSEMBLED AT A SITE AT A PARTICULAR TIME FOR A PARTICULAR PURPOSE

CHANGE - AN ESSENTIAL PROCESS OF RENEWAL

DIAGRAMMATIC SECTIONS AND ILLUSTRATIONS SHOWING HOW THE LIFE AND CHANGE INSIDE THE BUILDING COULD UNFOLD ITSELF



"Furniture and furnishings are the most usual user-customizable components in building design and they can [...] dramatically alter the appearance and ambience of a space"

"[...] series of transient events that constantly shape and reshape both the building and its surroundings"



THE FACADE

The facade has been designed to open up to the city, to reach out and get attention. It is dynamic as it will always change according to the change inside the building. A building comes alive inside so why cover it with a shell instead of sharing it with the city? It becomes a Living and breathing building in regards to both installations and users. The city will see the building change through time - minute to minute, hour to hour, day to night, day to day, month to month, year to year. Life and change will become visible and create an atmosphere that will have an impact on both visitors inside and outside the building. Like the inside of the building will give something to the city, it will go the other way as well. Being inside the building the surroundings will become its vivid walls where change in weather and city life will affect the atmosphere.

The facade further reinforces the lightness of the building and emphasizes the floating feeling that is visible when the ceiling carries the installations as opposed to standing heavy on the floor. Visitors and installations will become part of the building facade. The privacy will change - sometimes everything will be visible, sometimes just silhouettes and sometimes just the back of a big cinema screen.

THE PLAN

The distribution of the functions is very simple. There is an empty ground floor providing space for different installations which will change throughout time, only interrupted by two staircases: one to the basement and one to the ceiling.

The staircase to the ceiling is the physical connection to the grid system that makes this building work.

The stairs to the basement lead to an arriving spot defined by curved walls that hold the restrooms. Everything in the basement is white to take advantage of the light from the upper floor and is in contrast to the black ground floor, which makes the basement seem more open and welcoming contrary to most basements. Walking past the restrooms will lead you to the big multifunctional room holding the kitchen, that will change according to the ground floor setup. It features a long table that can change from kitchen facilities to public bar and anything in between. There is a storage room in the cellar for installation parts. It has the possibility to open up and be extrovert, facing the crowd and function like a wardrobe.

THE INTERACTION

The buildings we live and work in influence both our behavior patterns and social interaction. The frequent change of design in this building allows it to be more buildings in one and each design installation can appear and disappear according to people's needs and desires. The ambience and atmosphere of the room can change instantly by accommodating new demands with ease (e.g. by changing proportions of the current space thus making it more or less intimate etc.). The activities and interactions are constantly reinterpreted as new designs are developed. Designs in relation to social interaction will diversify greatly based upon who is setting it up (artists, partners, users, events etc.)

This is a building with possibilities for everyone. It addresses many different kinds of people. In just one day it could cycle from a morning yoga class in the basement for elderly people, children coming to read and perform in little installed rooms during the day, meetings and workshops in the same rooms in the afternoon, dinner in the evening and nightclub the rest of the night.

All of this will contribute to new relations between individuals. People can alternate between being social and private as many of the installations will seem like little private islands in a big public sea. The visitors can "pull the trigger" of the installation that will either create a private space or make it float away to be part of the open.

THE TECH

The change of installations will be done by either qualified installers or private users of the building. The two diagrams EASY TO REGULATE and HOW THE INSTALLATIONS COULD MOVE THROUGHOUT ONE DAY are examples of how regular users can change the room easily. The space can change in many ways and some of them are simple and do not require a qualified to do it - like moving, adjusting, converting, regulating, refitting etc.

The system is designed to be able to change both manually and mechanically (remote controlled). Manually it is done either with direct contact to the installation or by moving to the top of the stairs (held by the gable) from where the ceiling is reachable. The remote control panel is situated under the stairs inside the storage cabinet. The ceiling holding the installations is a steel framework that is developed to be flexible for quick and easy assemble and disassemble as installations may change several times throughout one day.

THE COMPONENTS

The components (also referred to as designs or installations) can have many forms. They can be installed to stay in the ceiling, getting triggered when needed, there can be several installations at the same time - there are countless opportunities as the installations can be almost anything. The diagram INSTALLATIONS shows different origins of installations and how they could be used. The storage cabinets under the stairs are able to contain little boxes with inflatable room dividers, which is an easy way to put up spaces such as meeting rooms immediately. The installations could act like furniture, additional spaces or activities. It is possible to provide additional living or sleeping areas (e.g. it could support homeless people). The possibilities of designs are endless and should freely be explored throughout time. The future will bring unforeseen challenges/opportunities which the building will be able to accommodate.

The many possibilities also apply to materials of the components as they are sheltered which means the material could be almost anything. Rope ladders and fabric have the qualities of being compact packable which means that they can be stored in the ceiling ready to be used (e.g. release hammocks as you need them).

- PERSONAL DESIGN CRITERIA
- INNOVATION DESIGN
- ADAPTABLE DESIGN
- INTERACTION DESIGN
- FLEXIBLE DESIGN
- SUSTAINABLE DESIGN
- 1

The design concept should be more than form and function - there should be a strategic innovation. Experimental design to break rules and limits. Figure out new ways to live, walk, talk, move, interact, meet, behave, be inside a building etc.
- 2

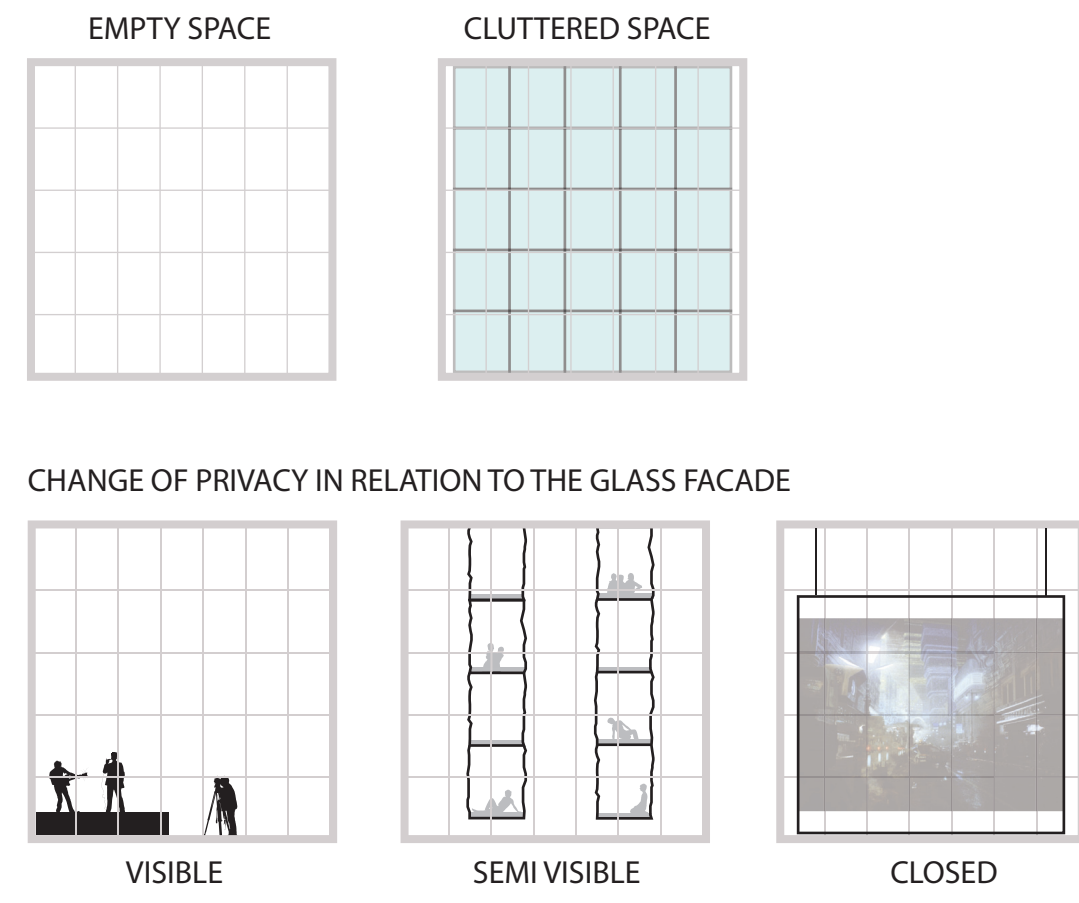
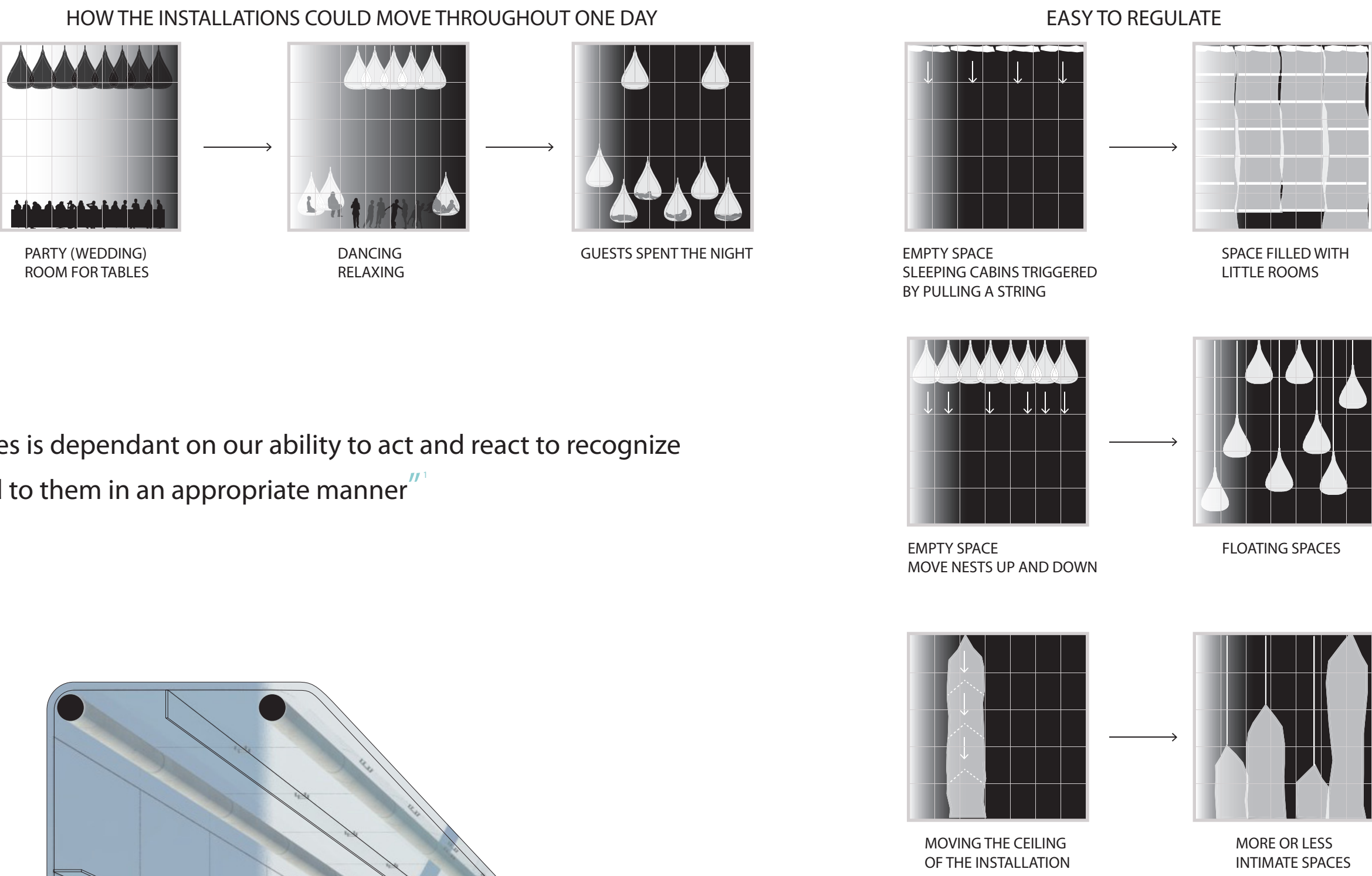
Installations that can change from minute to minute, hour to hour, day to night, day to day, week to week, month to month, month to year, year to year.

Installations that can adapt elsewhere in the city before/after use. Observe how the frames provide for people and make them changeable in order to accommodate new solutions.
- 3

How the building can enable people to interact in new ways that will affect their behavior positively. Be together or be private - the opportunity to do both in a public/private space. From big room to small intimate rooms. The building adapts/renews/evolves letting people participate in change. Interaction between city and building.
- 4

Big and small spaces, changeable rooms for our needs and comfort. Allow them to change fast - easy installed, easy removed. Flexibility for individual needs and comfort. Thinking more into one design - the installations provide for different purposes. Use the entire space as you please - move upwards and take from the air.
- 5

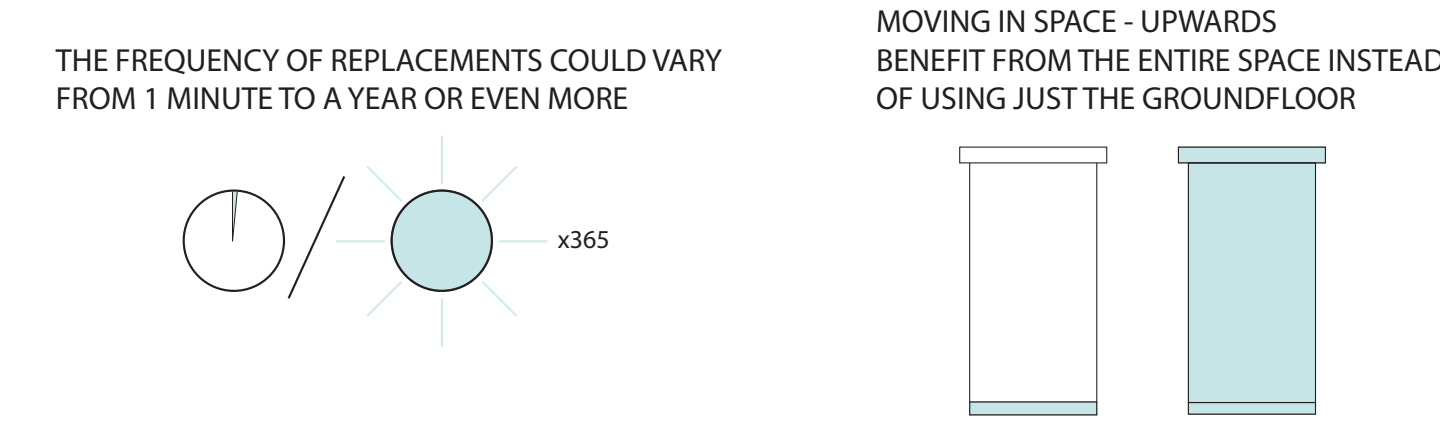
Solutions that focus on sustainability. Green technologies. Take advantage of the light. The installations can live on when they are replaced - in a new place in the city.



THE LAYERS

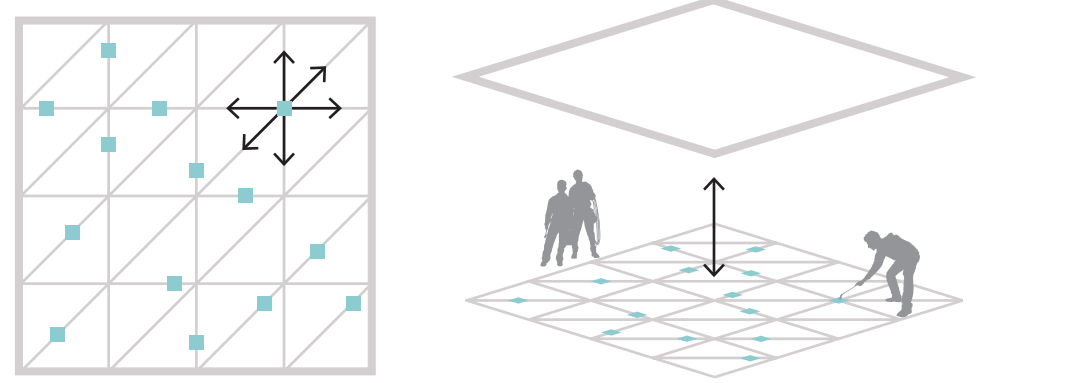
All the layers are interconnected and changing one will have an impact on the others. By the building being very transparent and open the boundary between layers is diminished. The building is highly susceptible to change in outer layers by design. It is a framework made to play together with the outer layers and therefore does not view upon changes as a negative thing. If ever it was not desirable to participate in a change in the outer layers the building can be self contained and shut out the outer layers - for the most part. The interior and function of the building is made to be highly changeable therefore minimizing the cost of adaptation. Inside the building the city becomes the canvas of the interior layer, therefore always changing, which in return changes the inside and ultimately changing the outside layers. These changes could stem from the things such as weather, season, night/day cycle, cultural and social events. The building embraces the ongoing change of time and makes itself adaptable and forever renewable in relation to change.

Relations and cooperations between the building and outer layers such as landmarks can be seen on the MAP-illustration. As illustrated it could for example be furniture moved out into the city thereby creating a positive synergy between layers.

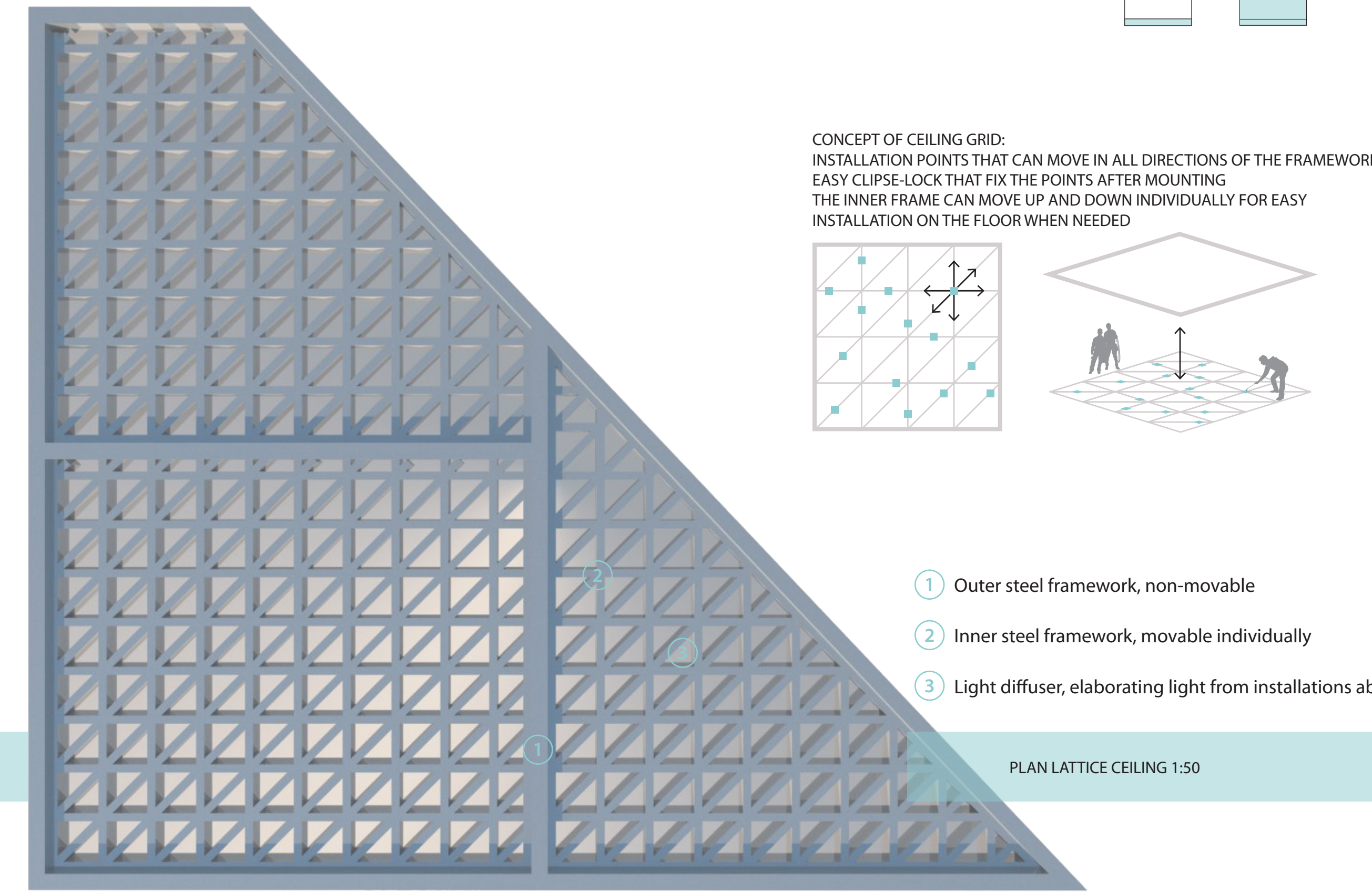
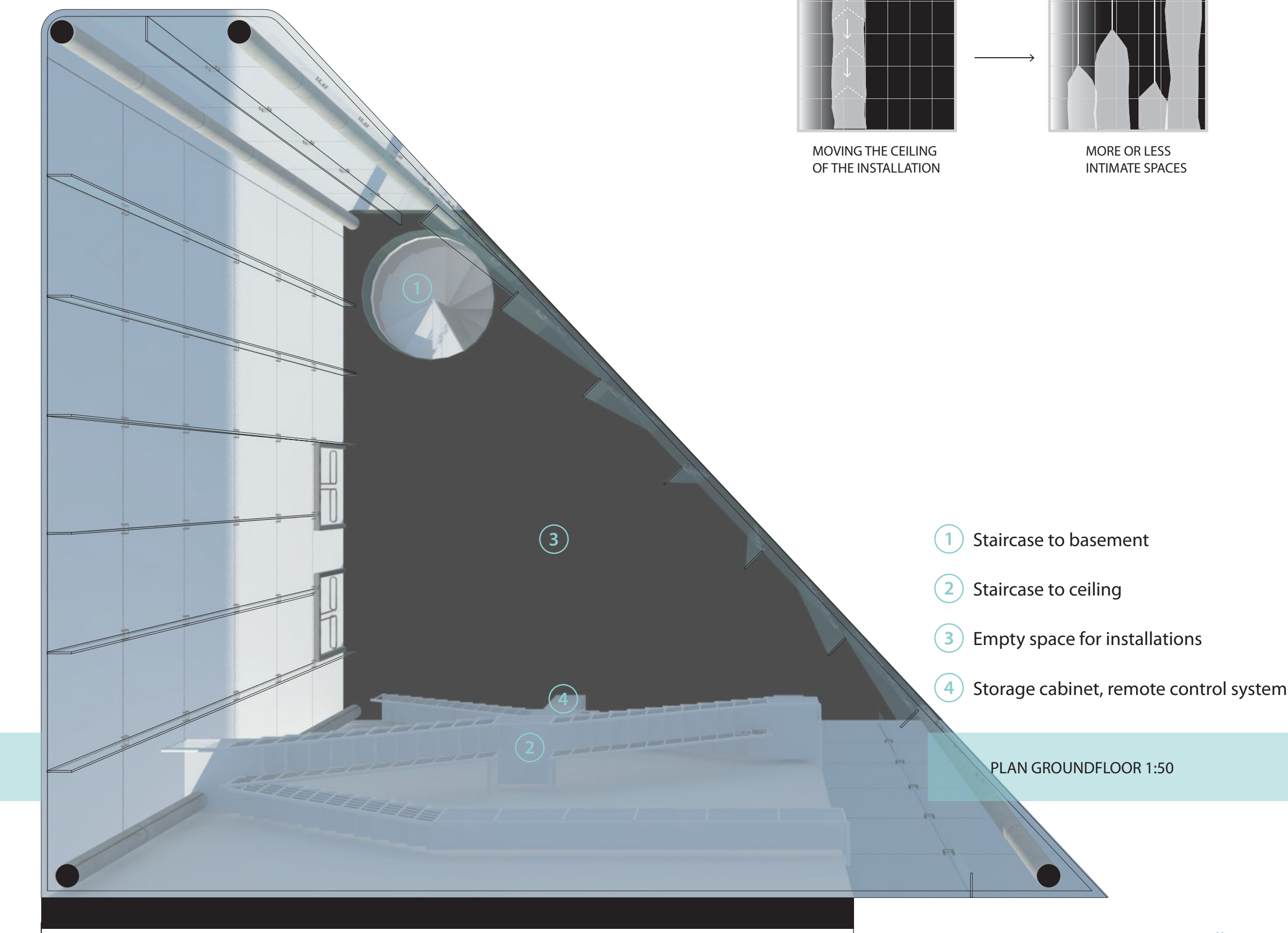
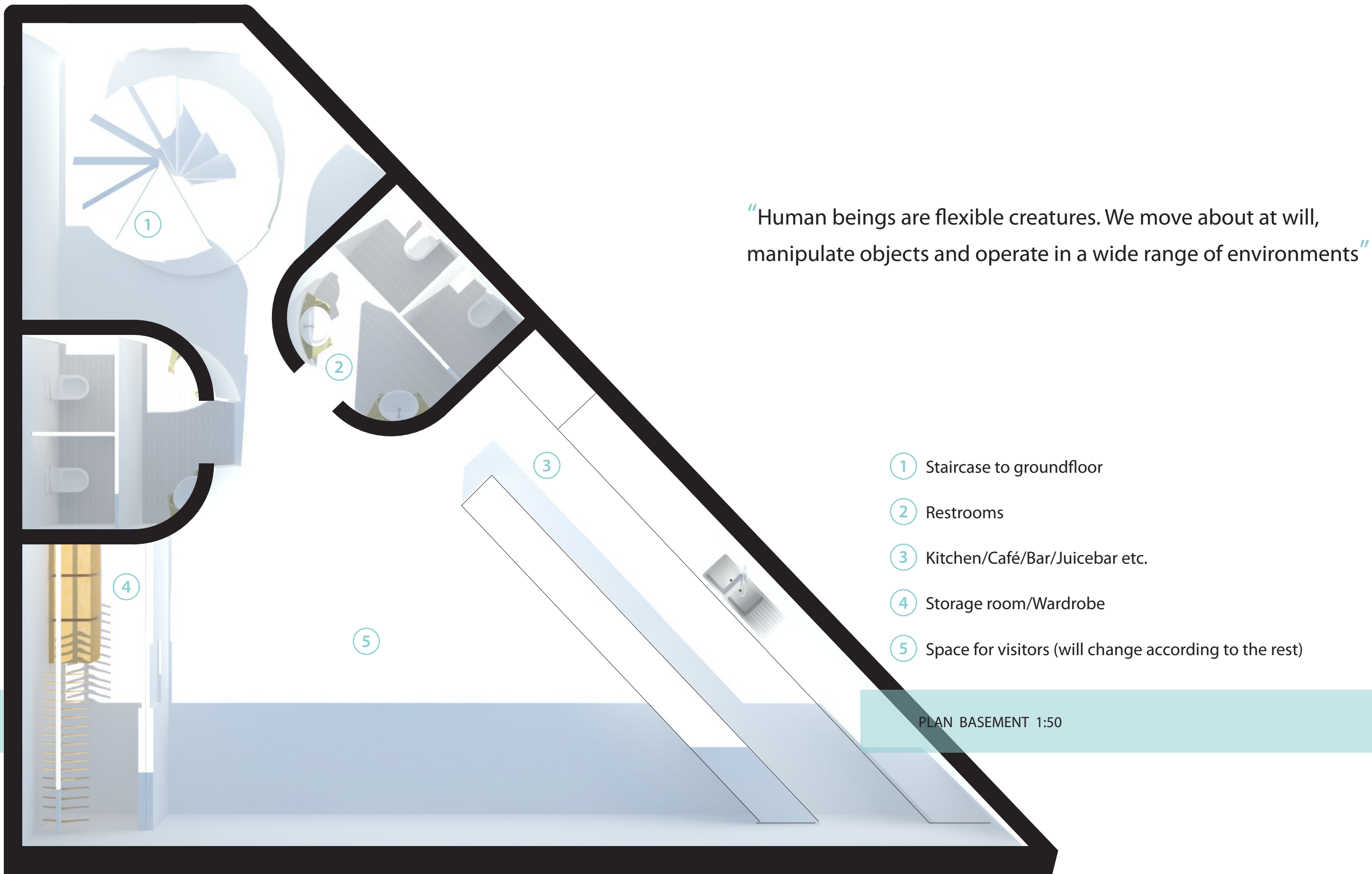


CONCEPT OF CEILING GRID:

INSTALLATION POINTS THAT CAN MOVE IN ALL DIRECTIONS OF THE FRAMEWORK EASY CLIPSE-LOCK THAT FIX THE POINTS AFTER MOUNTING THE INNER FRAME CAN MOVE UP AND DOWN INDIVIDUALLY FOR EASY INSTALLATION ON THE FLOOR WHEN NEEDED



- 1 Outer steel framework, non-movable
- 2 Inner steel framework, movable individually
- 3 Light diffuser, elaborating light from installations above



“Architecture that is designed for adaption recognizes that the future is not finite, that change is inevitable, but that a framework is an important element in allowing that change to happen. Adaptable buildings are intended to respond readily to different functions, patterns of use and specific user’s requirements”

