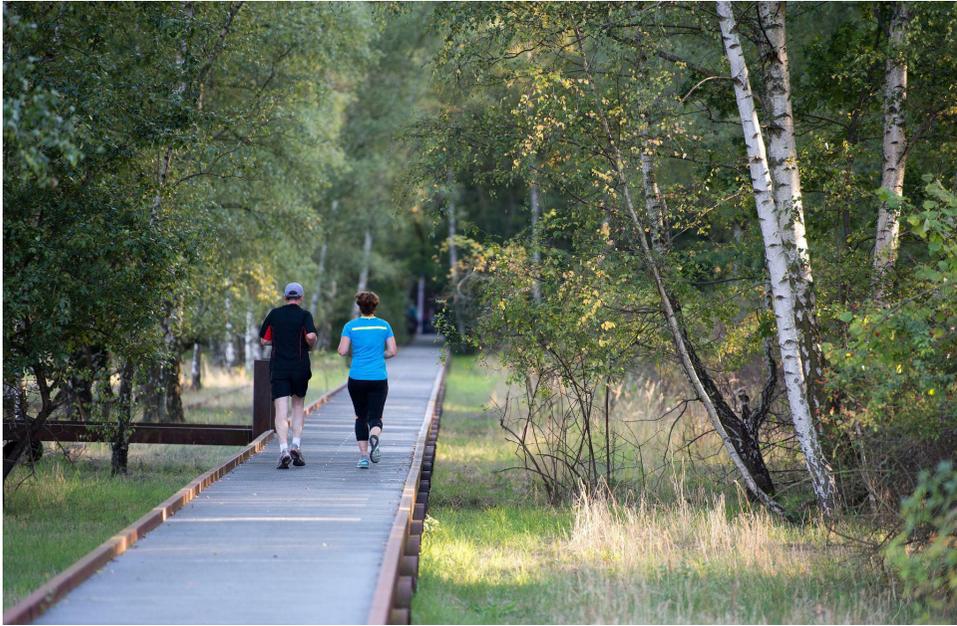


Master Architectuur OPO 14

# GENEROUS GESTURES

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# WHAT'S AT STAKE?

Let's start with a very well known fact: 6 ha of landscape is disappearing every day in Flanders. This is a confusing fact knowing that a lot of effort has been spent the last two decades to promote the city. The reconversion of the historic city and 19th century belt can indeed be called a success. It undoubtedly fostered a return to the city.

But the city does not seem to offer enough alternatives for the nebulous way of living. Although we know that the consequences for society, the environment and our health are as impactful as they are numerous, we seem to have good reasons to avoid the city. What could be these reasons?

Let's start with the economy.

The capacity of the historic city and its 19th century belt to absorb the increasing demand for housing, facilities etc. is limited. Almost all industrial sites and vacant plots have been developed. Scarcity is raising prices. The city has become unaffordable. The result of that is a poorer city: only high-end residential developments - often financed by distant investors - can be realized. There is no room for programmatic and social variety. Instead generic and well marketed 'products' are homogenizing large neighbourhoods.

So the question at hand is: how can we still make a city today? This is closely related to the question: how can we make the city affordable? Not by making it cheap but by making it generous.

The hypothesis this studio puts forward is that by radically imagining an affordable city, we will rediscover essential qualities the city has to offer.

## **WHAT WILL WE DO?**

**We will design the very big scale:  
a masterplan (or two)**

**Thereafter we will design the very small  
scale: crafted particulars**

**Then we will join these into  
architectural proposals**

# WHAT WILL WE DESIGN?

- **public space** (with radical shifts in mind)
- **housing** (in a different way: quality driven)
- **a parking** (that can be turned into housing)
- **a school** (open air!)
- **a water tower** (for the new neighbourhood)
- **a reconversion** (where we can for what we can't built anymore)

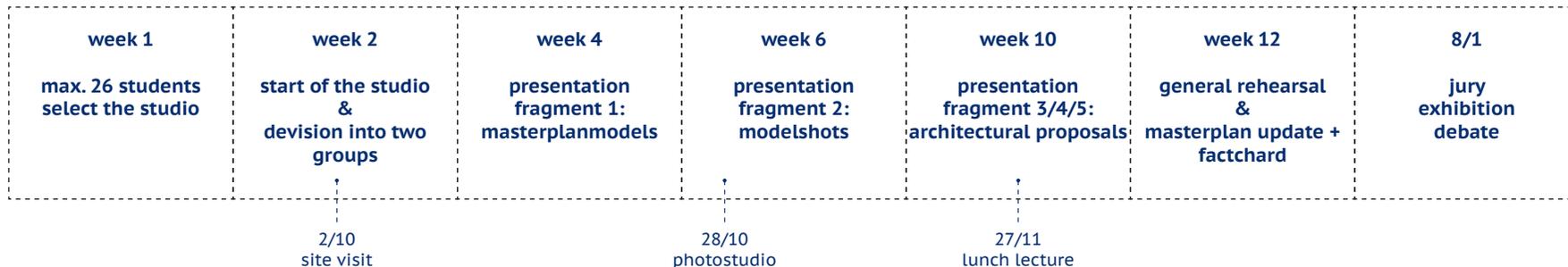
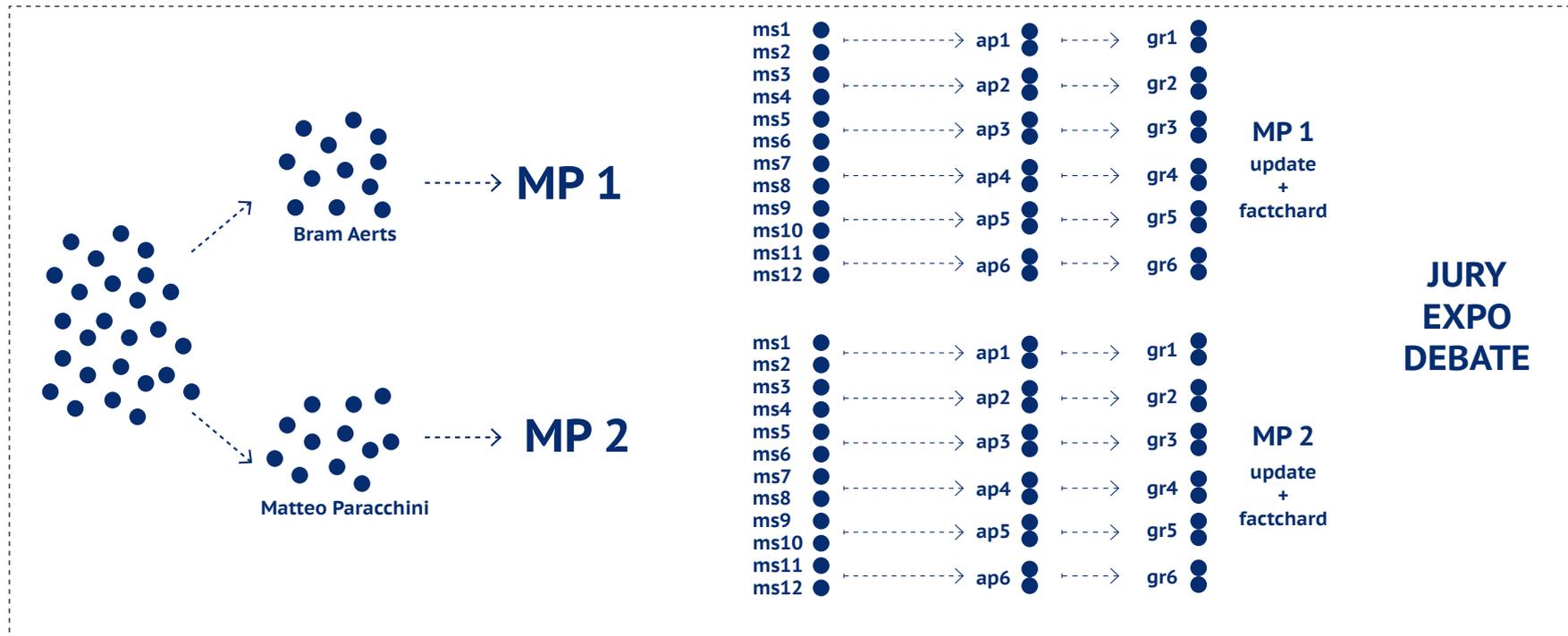
# SITE





# METHOD

We will work as an office. A good office has a workingmethod. This means that we will work both individually and as a team:



# DELIVERABLES

We will make a very specific set of documents. It are fragments that allow us to tell the whole story. We will not make a lot of documents, but they will be of a high quality:

## **Fragment 1: model of the masterplan (groupwork)**

- scale 1/1000
- baseplate lasercut
- surrounding buildings in white foam
- masterplanvision to be determined by group
- made in pieces that can be transported and stored

## **Fragment 2: modelshot (individual work)**

- based on a model scale 1/20
- high level picture of a model
- all materials allowed
- A3 print landscape

## **Fragment 3: groundfloorplan & section (work in pairs)**

- scale 1/200
- black & white

## **Fragment 4: text & factsheet (work in pairs)**

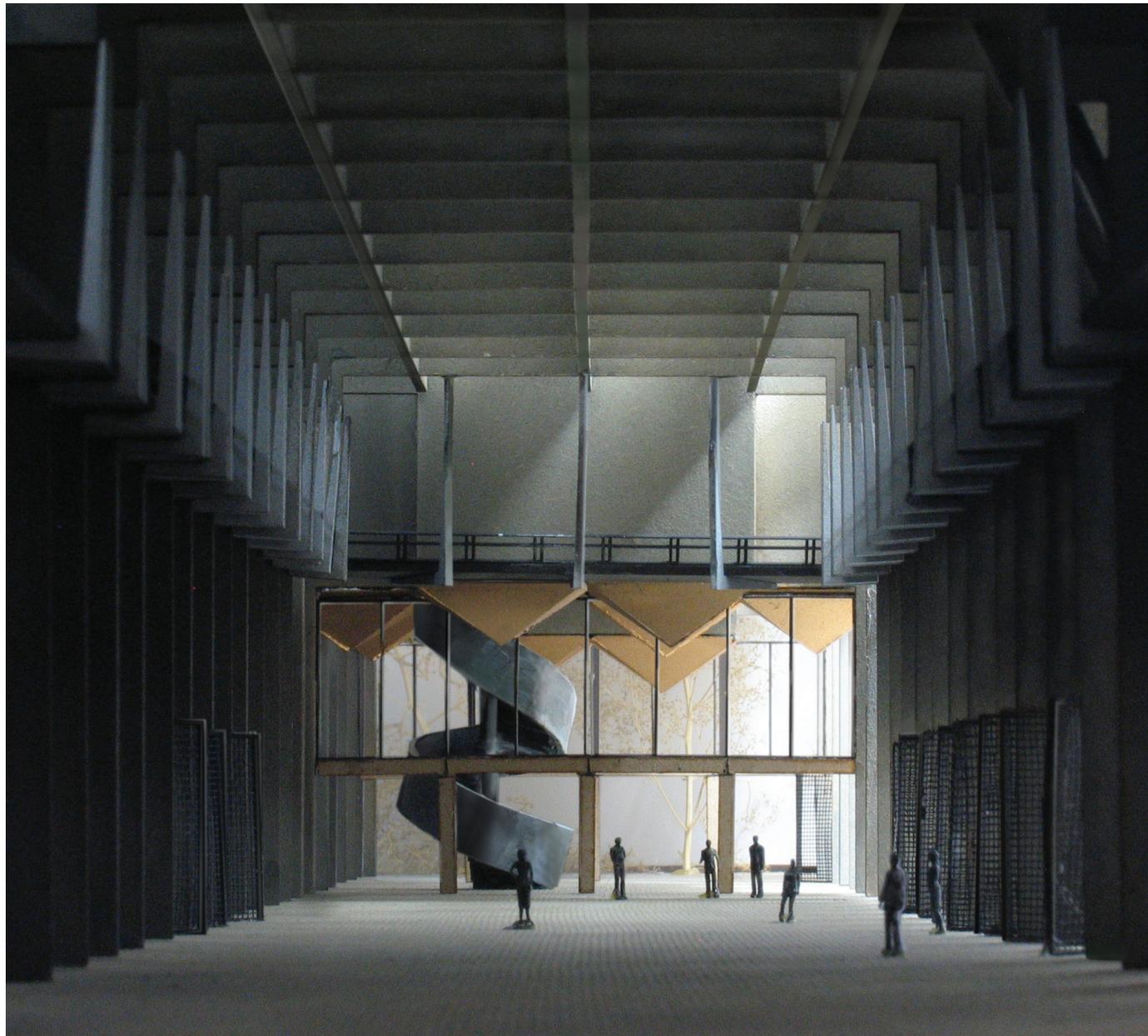
- 200 words
- factsheet

## **Fragment 5: modelshot (work in pairs)**

- scale 1/50
- all materials allowed



Fragment 1



Fragment 2





Fragment 5

# **JURY - EXHIBITION - DEBATE**

The jury will be held in January. Together we setup an exhibition. Several external jury members will be invited.

After visiting the exhibition, a debate will conclude the studio.

We end with drinks and beats.

# **SOME CONSIDERATIONS**

**We work as an office. That means teamwork.  
Make sure you make progress. Devide tasks.  
Motivate and challenge each other.**

**Some rules:**

- Presence on Wednesday is obligatory**
- Presence on the evening and lunch lectures is obligatory**
- Presence during all the presentations and jury days is obligatory**
- You should be on time:**
  - 8.30h: pin-up**
  - 9.00h: start of the studio**

**Pay extra attention to:**

- Toledo hand-in: respect the deadlines and formats!**
- Photo shoots of the models: on time**
- Pin-up or presentation of models on review days has to be on time.**
- Use the templates for the jury day!**

**Graphic Quality**

**The drawings and models you produce will have to be self-explanatory and should do justice to the conceptual design effort that has been taken.**

**Design Quality**

**Try to excel! That's when you will learn the most.**

# EVALUATION

## method of evaluation

- Continuous evaluation
- Evaluation at presentation sessions
- Jury

## criteria of evaluation and output demands

- Graphic representation concepts
- Oral presentation of concepts
- Conceptual precision and richness
- Design process and progress

## output

- The required output is to be presented on the respective presentation days and jury day.
- For the final jury, the intermediate output should be refined to a consistent design.



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