



6. DESIGN APPROACH

Key words:

- Memories
- Interaction
- Relationship
- Transition

DESIGN APPROACH

It is a system that offers various modes of transition between the rural environment and the urban context dependant on time and the level of interaction.

Design Discourse

Catherine Coquery-Vidrovitch (1995: 50) defines urbanization as "first of all, a process that has to do with space ... However, it is also a social process that generates contradictions ... It is not only a pole of attraction, but also a pole for spreading ideas, it is therefore, a place for blending memories."

In his book *Thirdspace-Journeys to Los Angeles and Other Real-and-Imagined Places* Edward Soja (1999) draws on the work of Lefebvre to establish a place for blending memories. The argument is that architecture should move beyond the first space (perceived space) and the second space (representation of space) into the realm of the third space (the lived space). This argument supports the idea that architecture creates memories, a place where contact is established and where interaction takes place.

The dominant forces driving the design are therefore the requirements of the user. Operational logic dominates over compositional design in order to anticipate and negotiate the user. Architecture must not consume the potential of the site, but rather stage the ground for promise and uncertainty (Corner 2006: 31).

The publicness of the meeting point between the rural immigrant and the urban context is reliant on the potential to generate contact, interaction and memories. The design is therefore more than structure, but is an effect on the human mind. It is an emotional interaction between structure, programme, user and environment. Time is favoured over space, effect over meaning and performance over appearance (Czerniak 2006: 121).

The facility is focussed on the different layers in which the rural immigrant and the urban context meet. Some of the meetings are quick and effortless. They demands basic interaction and services. However, certain interactions can grow and develop into a relationship between the user and the facility.

This is the expression of the facility, the generation of a symbiotic relationship as a function of the demand generated by the interaction. The interaction levels differentiate as the facility differentiates, thus giving potential to new and improved ways of understanding the language and mechanics of the urban environment. It is a system that offers various modes of transition between the rural environment and the urban context dependant on time and the level of interaction.



Interaction is layered

A vertical vector hierarchy is established driven by the negotiation of the user with the structure as a function of time. The idea is to incorporate the horizontal movement of humans with the vertical hierarchy of the city.



Extending the street

The building must be an extension of the street. The horizontal movement of humans should be vertically aligned with the hierarchy of the building. Floors should become extrapolations of the street.



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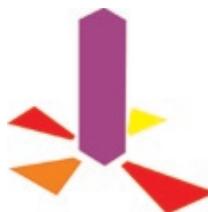
Extending beyond erf boundaries

It is essential to investigate beyond the erf boundaries. This facility is en-route between two major transport interchanges (Bloed Street and Bell Ombre Taxi Stations) and it acts as a connecting device between them.



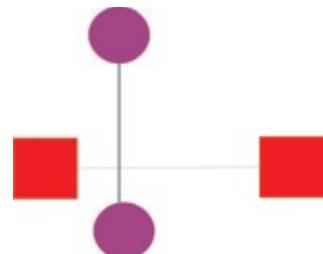
Creating a centre point

A visual and metaphysical centre point is needed to anchor the activities. This would be a focus point from which other activities radiate. This centre point would be a beacon that acts as an orientation device.



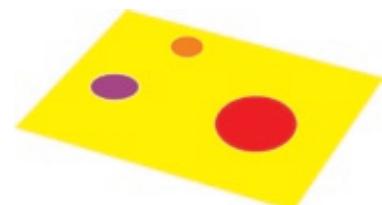
Orientation through activity

The most effective means of orientation is activity. Exposing, or even celebrating activities that are conventionally hidden from the viewer.



Allocating a third landscape

Third Landscape is a term coined by French landscape designer Gilles Clement, and refers to "spaces receptive to diversity" (2006: 90). It is important to allocate space that people can inhabit and make their own.



Programme

The programme follows the predominant design principle that the site is layered as a function of time. The time function is the level of interaction between the rural immigrant and the facility.

The ground level is the quick access forum, facilitating a market. A market is an ideal meeting place between the rural immigrant and the urban context. Trading is one of the oldest ways to move from one place to the next. The primary idea is to sell foreign goods to local clients.

The amenities of the market include basic services needed for traders and rural immigrants arriving in the city. They comprise of public washing facilities, training facilities, workshops and a factory and are located on the upper levels. The top level is the slow access forum, facilitating a business school, library and computer room.

Each level is a culmination of the previous level representing a prolonged interaction between the user and the facility.

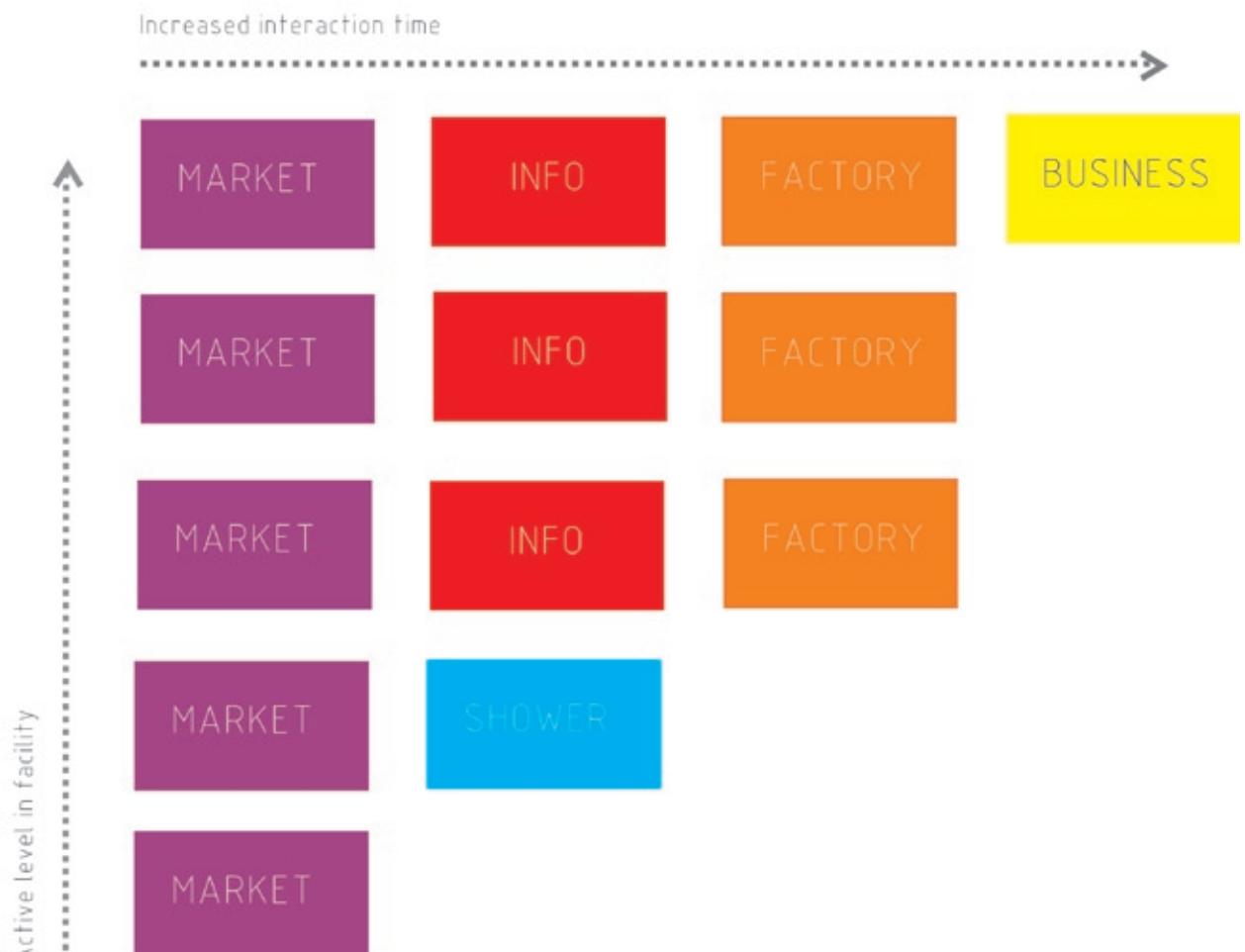


Fig: 6.1: Programme of facility with reference to time



Pretoria CBD Design

The dispersed urban parks in Pretoria CBD are strengthened with the addition of strategically placed urban parks and pedestrian streets.

Two additional urban parks are proposed for the Pretoria CBD. The northern gateway of the CBD at the intersection of Paul Kruger and Boom Streets is converted into a urban park. Paul Kruger House and Church is connected with an urban park on the intersection of Potgieter and Pretorius Streets.

Paul Kruger Street is pedestrianised from Minnaar to Bloed Street. This links Pretorius Square with the proposed northern urban square. The pedestrianisation of Church Street is extended west from Church Square up to Potgieter Street. This links Sammy Marks with Church Square and the proposed western urban park.

Existing urban space:

1 Church Square

2 Sammy Marks

3 Pretorius Square

Proposed urban space:

4 West Square

5 North Square



Fig: 6.2: Urban space network in Pretoria CBD

DESIGN APPROACH



Site Design

The site forms part of the northern urban square. Existing tarmac is replaced by concrete and brick pavers in order to include Paul Kruger, Boom and Bloed Streets into the urban square. Paul Kruger Street is pedestrianised up to Bloed Street increasing the pedestrian flow to the northern square.

The permeability of the site is increased with the addition of a north-south and east-west pedestrian walkway. Open corners and mid-street entrances increase the permeability of the site.

Mid-block pedestrian walkways intercept city blocks to form a secondary pedestrian flow to the street walkways. The east-west pedestrian walkway connects the Bloed Street Taxi Station with the proposed Metro Mall and Belle Ombre Train and Taxi Station.

Existing transport interchanges:

- 1 Belle Ombre Train Station
- 2 Belle Ombre Taxi Station
- 4 Bloed Street Taxi Station

Proposed transport interchange:

- 3 Metro Mall



Fig: 6.3: Proposed site design

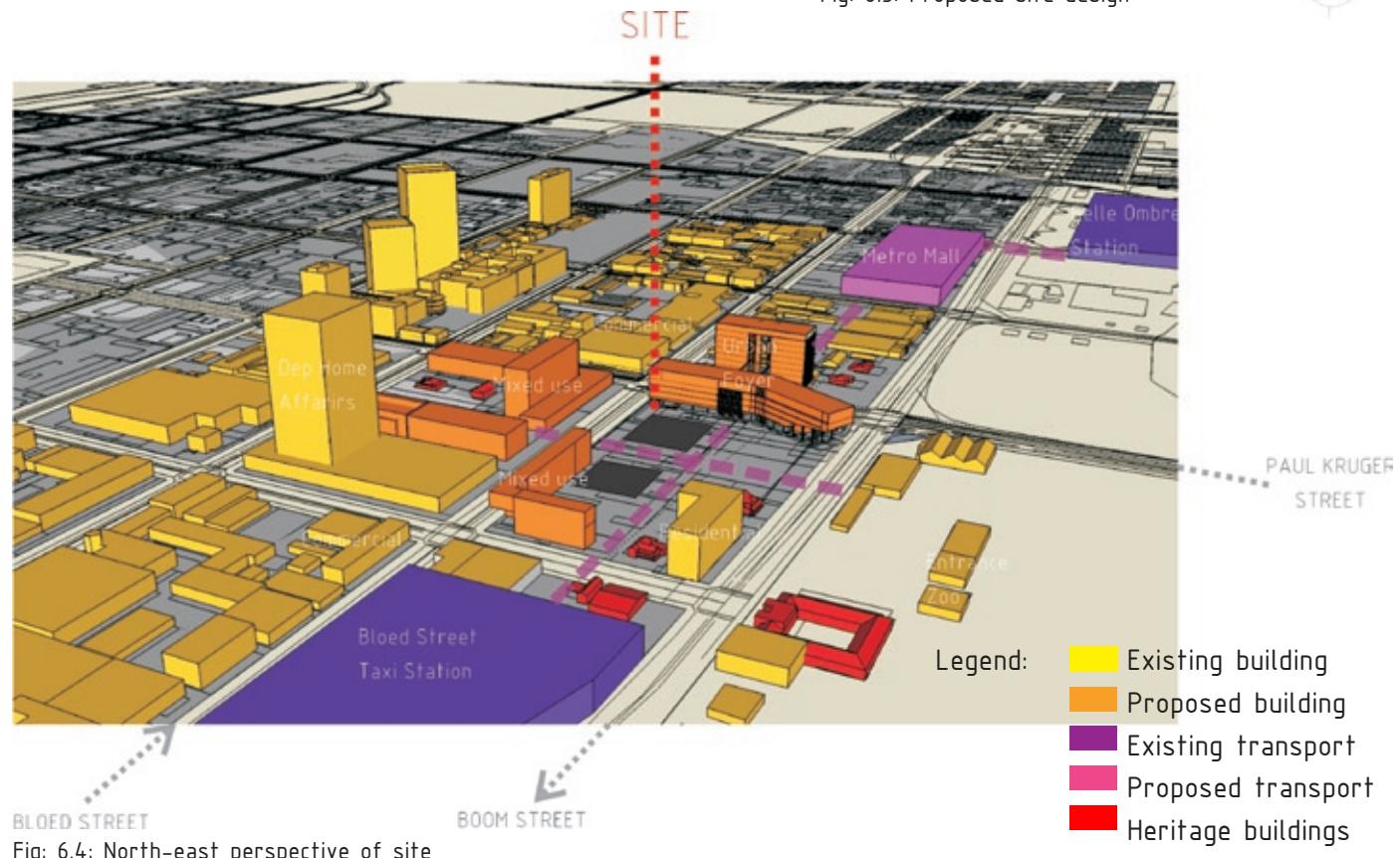


Fig: 6.4: North-east perspective of site





Legal

All the erven on the site bounded by Paul Kruger, Boom, Andries and Bloed Streets are consolidated and sub-divided as sectional title. Several buildings that are earmarked for demolition by the Tshwane council remains due to their value on site.

Structures with heritage value are:

- the corner cafe from the Bazaar era located on the corner of Paul Kruger and Boom Streets.
- the single storey Victorian residential unit on Boom Street.
- the single storey Victorian residential unit on Andries Street.

A structure with social value is:

- the seven storey residential apartment complex on Boom Street.

The ground floor of the seven-storey residential apartment complex is to be converted to commercial units. The precast concrete fence around the creche is to be replaced by steel palisade fencing.

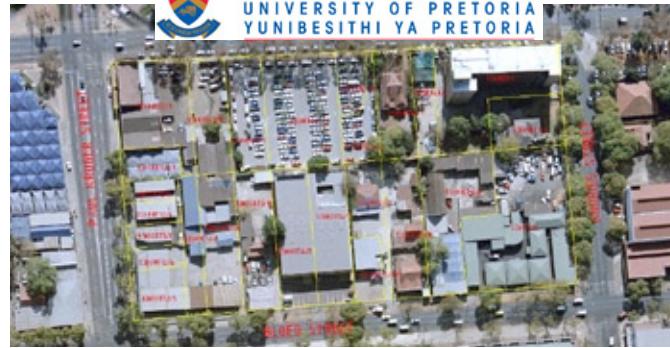


Fig: 6.5: Erf division before consolidation

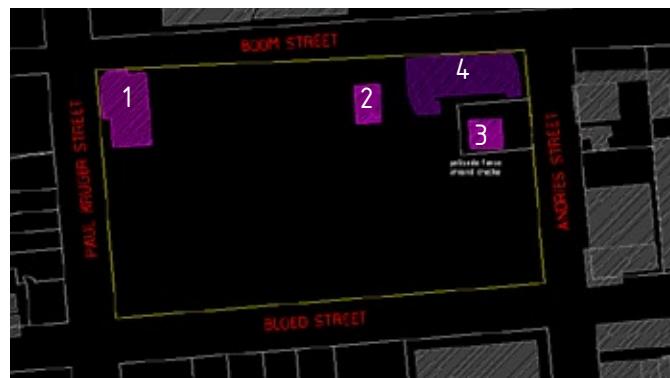


Fig: 6.6: Consolidation of erven on site

Legend:	Boundary
	Heritage
	Residential

1: Corner cafe
Paul Kruger Street



2: Victorian residential
Boom Street



3: Victorian residential
Andries Street



4: Seven storey residential
Boom Street



Fig: 6.4: Structures with heritage and social value on site

DESIGN APPROACH

Building guidelines

Mixed use buildings are encouraged throughout the precinct. Buildings define a strong street edge with a 6000mm build-to-line. Maximum building height is 32m on the street edge and 18m on the pedestrian walkway edge.

The pedestrian walkway links Bloed Street Taxi Station and Belle Ombre Train and Taxi Station. The pedestrian walkway has a minimum 2500mm building line from the centre line. The mobile market units are located along the pedestrian walkway.

Activities on the ground floor are promoted on the street edge and the walkway edge. Fences are kept to a minimum, as site permeability is promoted by multiple access points on the site corners and street mid-points.

Unified design of street furniture and landscape amenities, such as water points, lights, benches, trees and trade stations is promoted.

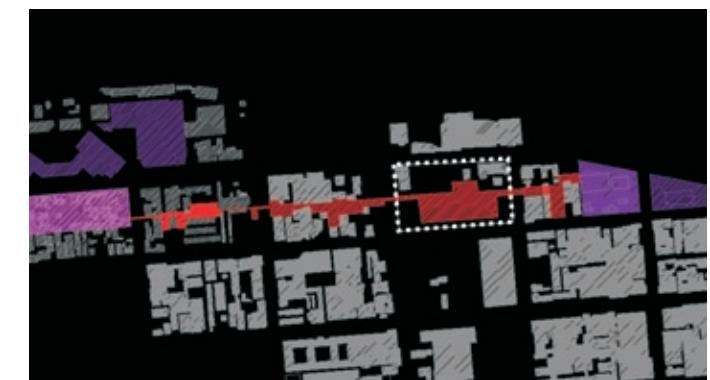
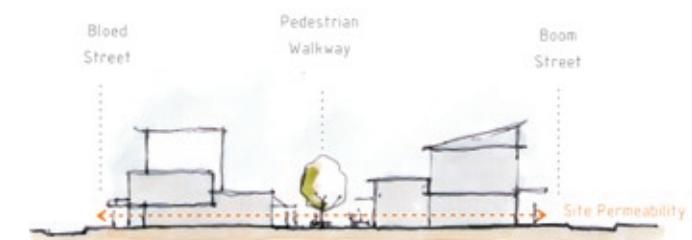


Fig: 6.6: General section and plan of pedestrian walkway

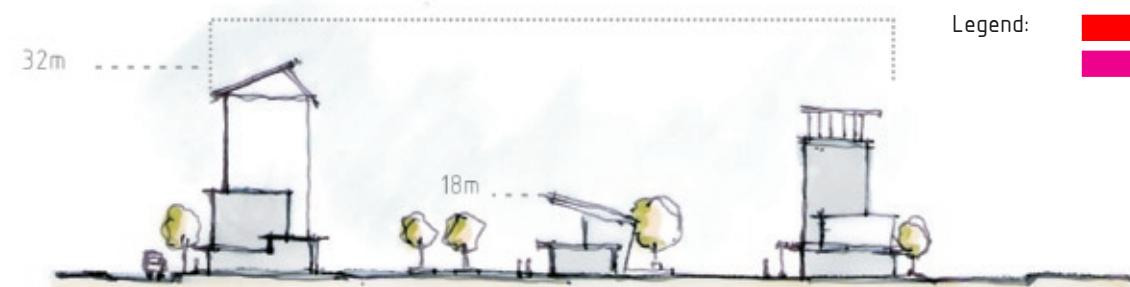


Fig: 6.8: Building guidelines in section

