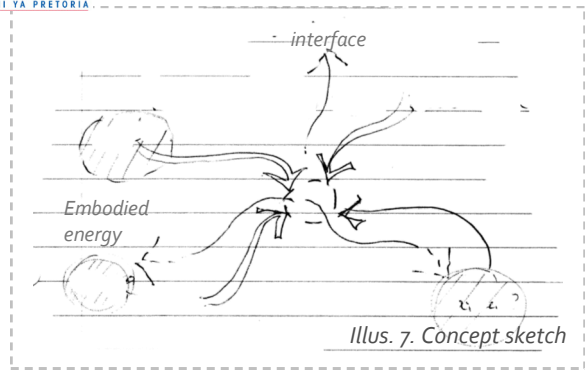


01- SITE POSITIONING
02- DESIGN PROPOSAL 1
03- DESIGN PROPOSAL 2

DESIGN DEVELOPMENT

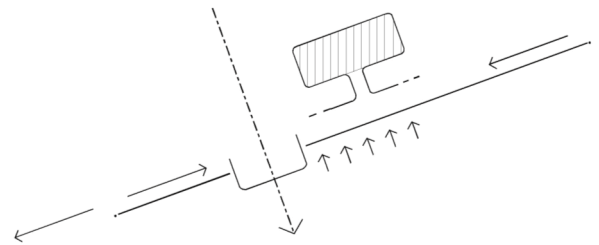
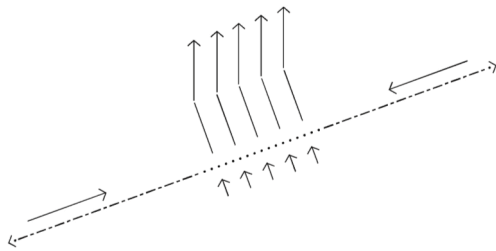


07



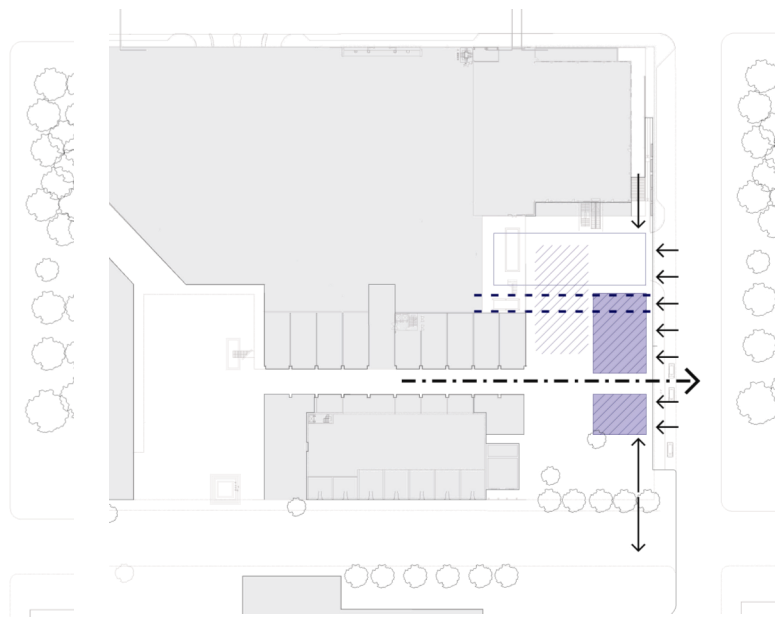
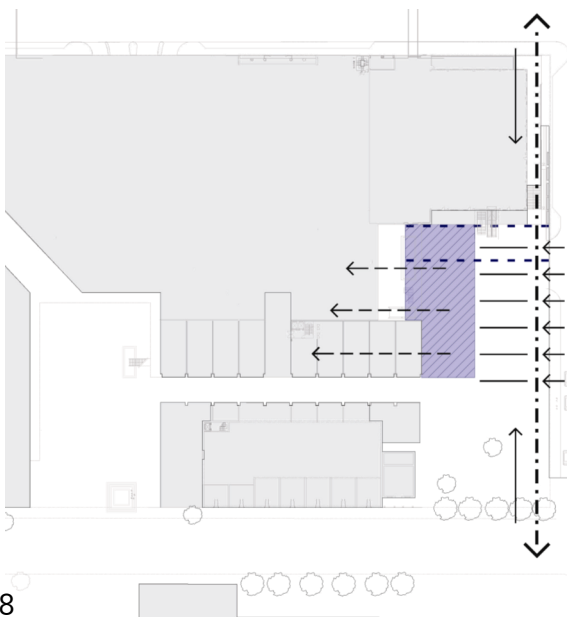
Option 1 The first option was to establish a secondary arcade along the eastern edge of the site with the intervention facing the secondary arcade as a building resembling a shopfront. The existing building will be utilised by using elements of parasitic architecture.

The second option was to have the building on the edge of the site where the two faces of the intervention is established; the one facing the street and commuters of the city, the second forming an internal courtyard for Citizen Connect and the existing city clinic. The existing arcade is to extend into the Reserve Bank gardens as an additional entrance to the centre and site.



Illus. 7.1.

Illus. 7.2.



Illus. 7.4. Site positioning option 1.

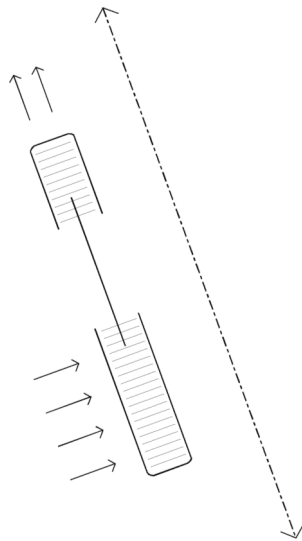
Illus. 7.5. Site positioning option 2

chapter 07

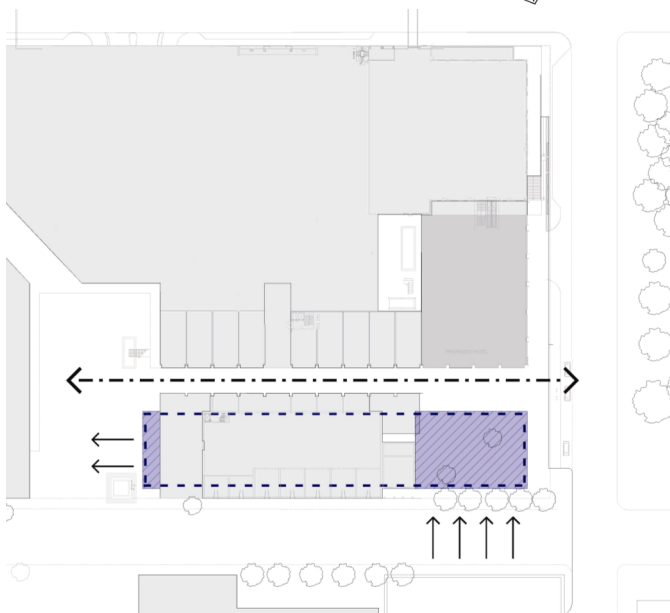
01– SITE POSITIONING

May 2011

The third option was to make the assumption that the hotel proposed for development on the site is to go ahead as it will improve the sustainability of the city. The centre will have a shopfront facing the square with entrances along the arcade and Sammy Marks square.



Illus. 7.3.

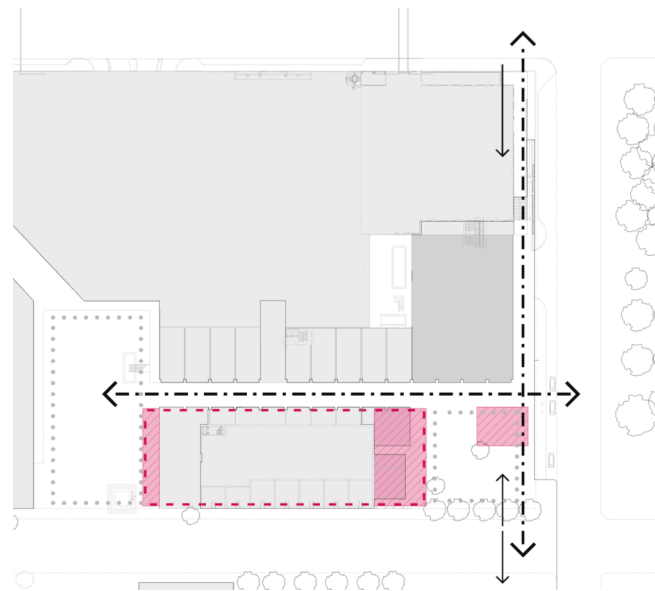


Illus. 7.6. Site positioning option 3.

June 2011

The site positioning was concluded by taking the best qualities of the three options to establish the final option. The elements being:

- Secondary arcade
- Connection to Reserve Bank gardens
- Connection to Sammy Marks square
- Connection to Theatre Square and pedestrianised Church Square
- An additional square as public space is needed in the city
- Parasitic architecture by utilising existing buildings



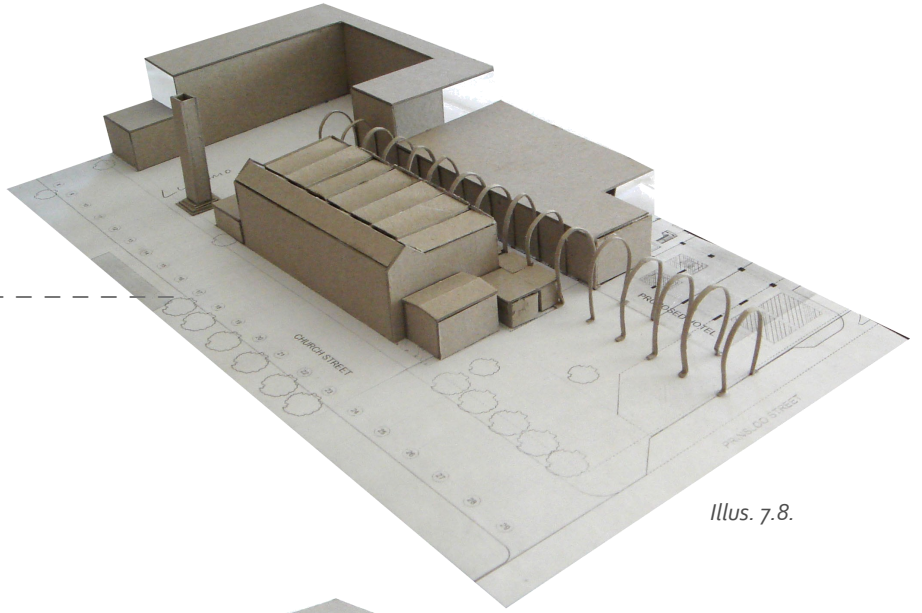
Illus. 7.7. Site positioning combination of options

EXISTING SITE PLAN

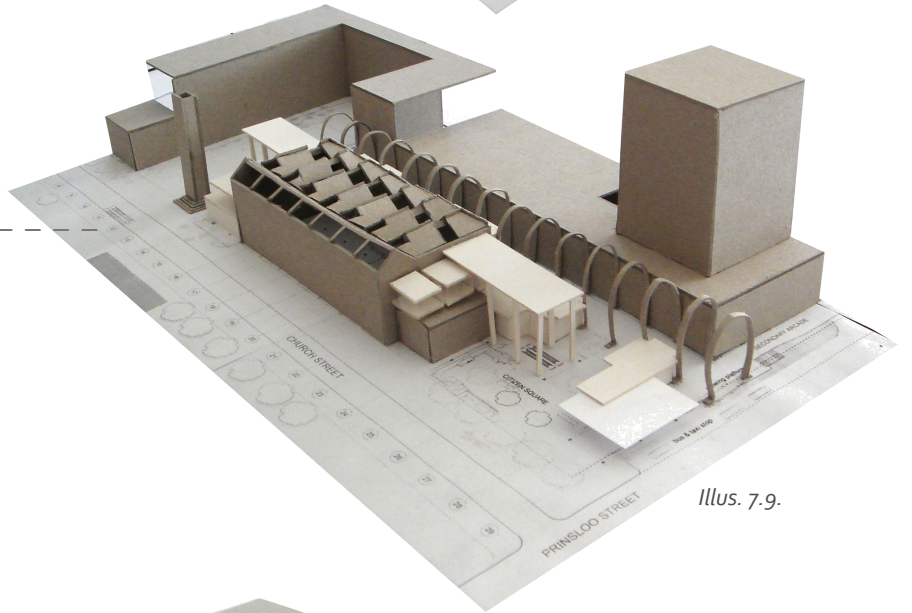
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DESIGN PROPOSAL 1

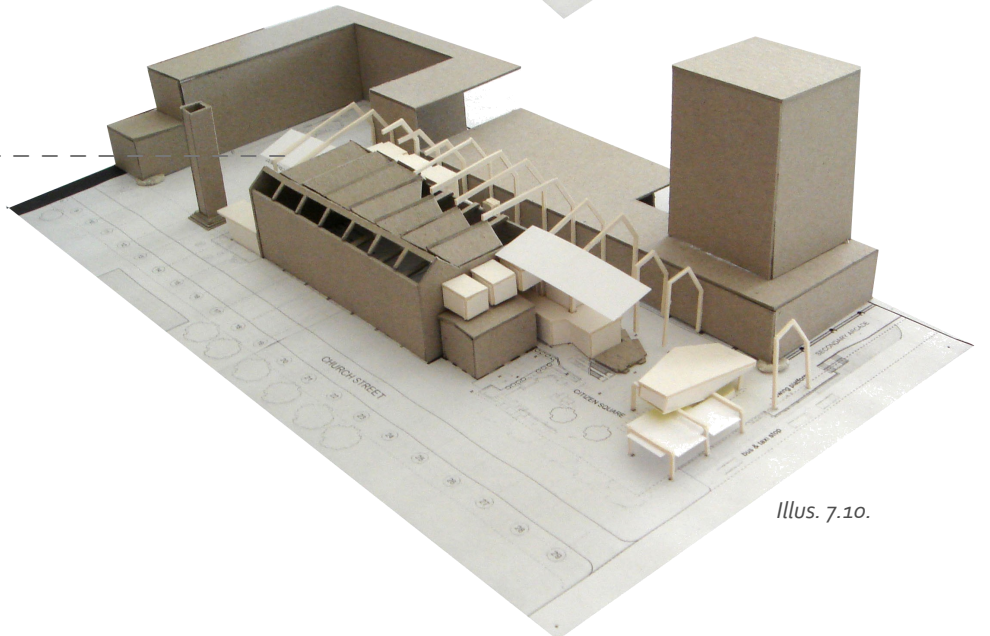
DESIGN PROPOSAL 2



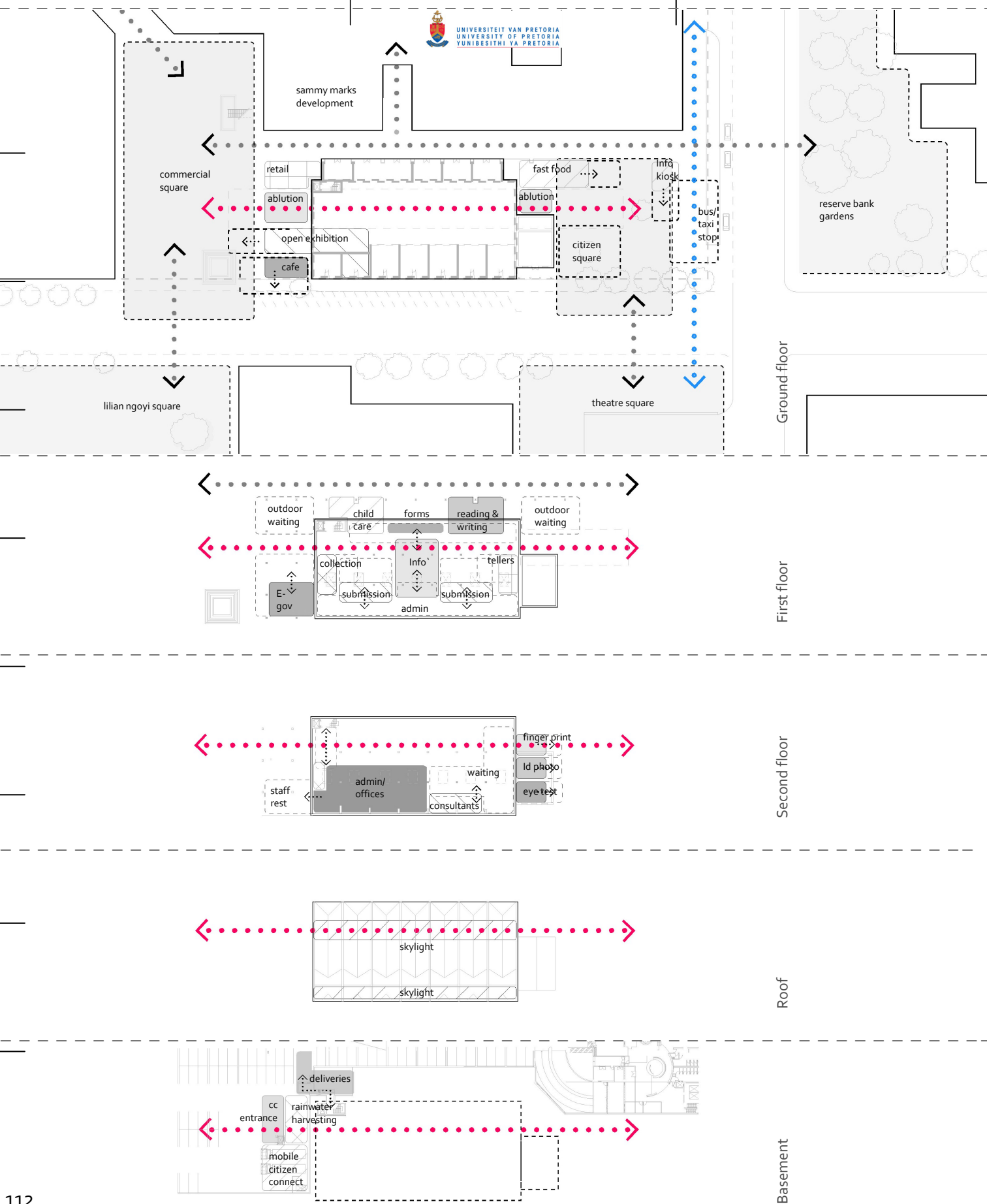
Illus. 7.8.



Illus. 7.9.



Illus. 7.10.



Illus. 7.11. programmatic bubble diagram.

02– DESIGN PROPOSAL 1

June 2011

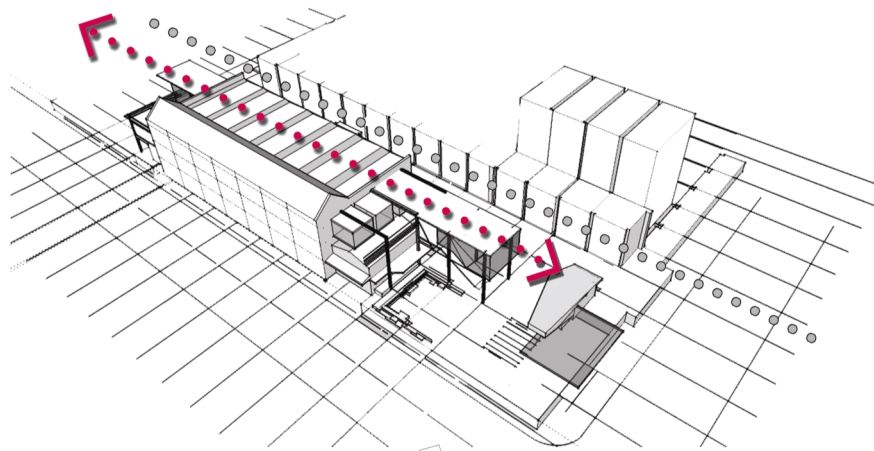
The intervention takes place predominantly in the Lewis & Marks building, animating the edges and spreading into the public domain.

The centre has two squares on either side, the one being the existing Sammy Marks Square, and the other the new Citizen Square. Sammy Marks Square takes the form of a commercial square with private retail functions on the floors below. The square itself acts only as a thoroughfare for pedestrian movement and there are no elements of *stay* besides the steps, which act as seating, around the clock tower. A proposal for re-programming the square with the ground floor functions converted to restaurants and cafés and large planters to provide shade in the harsh climate. The new Citizen Square has a series of steps, which create opportunities for the citizen to sit, talk and listen.

A strong element of the site is the system of arcades. The flow through Citizen Connect is from the two squares on either side of the site, in the form of escalators surrounded by a steel frame structure, mimicking the route of the parallel primary arcade.

The steel structure is a stage where Citizen Connect can communicate with the citizen. The placement of the entrances animates the edges.

The primary activities take place within the centre, which is housed in the Lewis & Marks building, with glass boxes protruding out of the building that houses the support services.

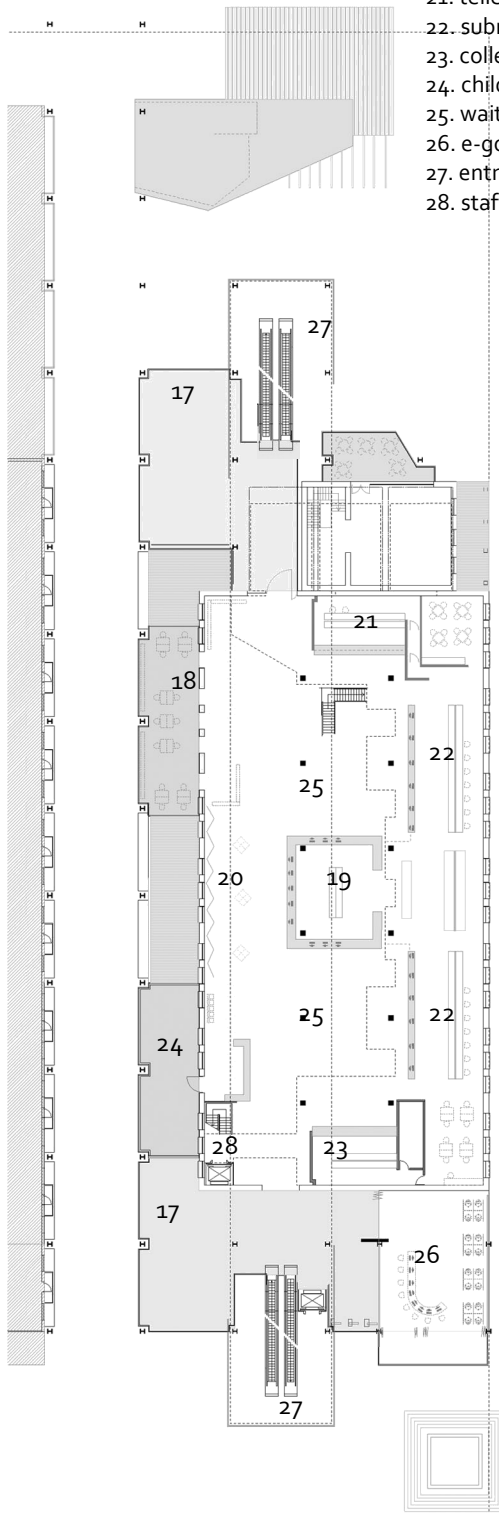


Illus. 7.12. Diagram showing existing flow through the arcade and new flow in Citizen Connect.

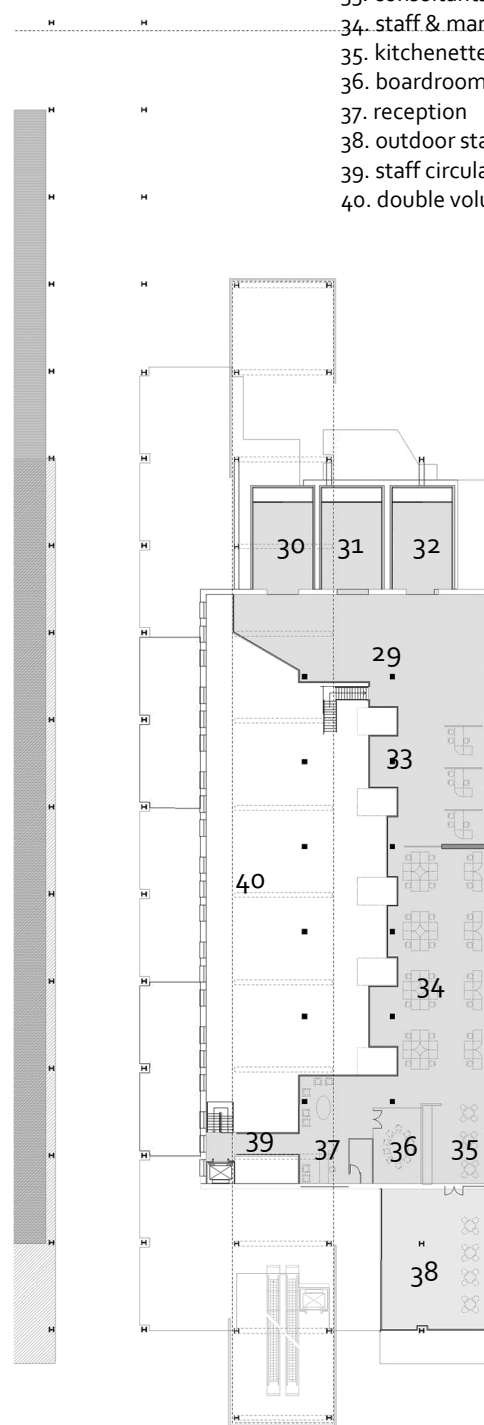


- 17. outdoor waiting
- 18. reading & writing
- 19. information
- 20. forms
- 21. tellers
- 22. submissions
- 23. collection
- 24. child care
- 25. waiting area
- 26. e-government
- 27. entrance
- 28. staff circulation

- 29. waiting area
- 30. finger print
- 31. id photo
- 32. eye test
- 33. consultants
- 34. staff & management
- 35. kitchenette
- 36. boardroom
- 37. reception
- 38. outdoor staff rest
- 39. staff circulation
- 40. double volume



FIRST FLOOR PLAN



SECOND FLOOR PLAN

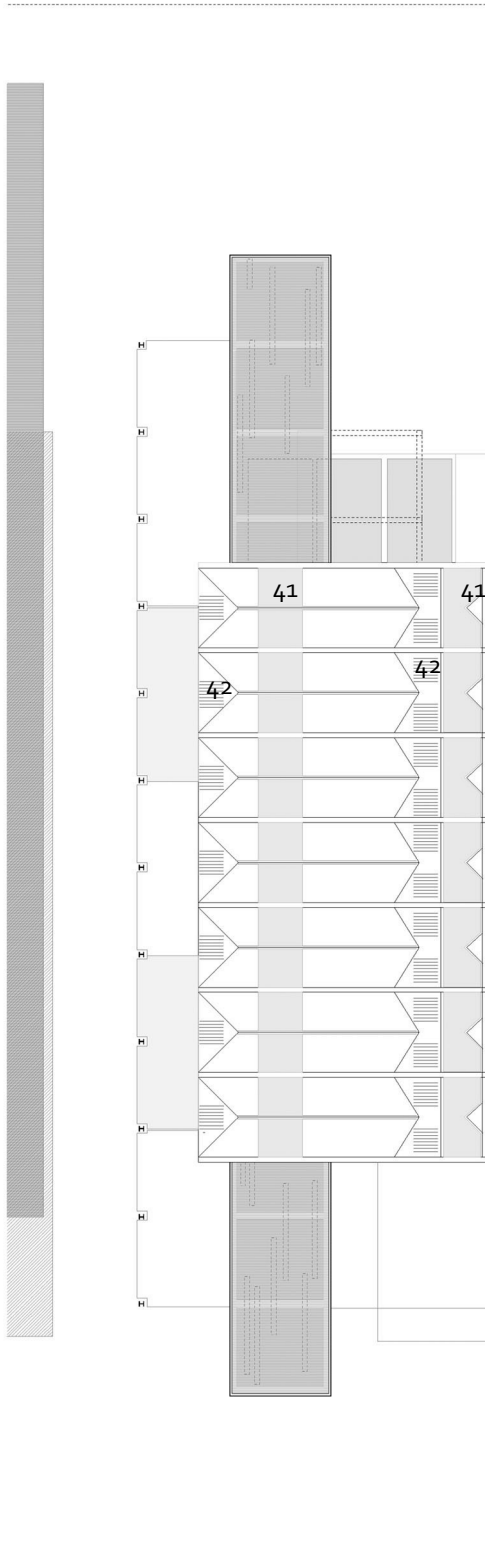
Illus. 7.14.

Illus. 7.15.

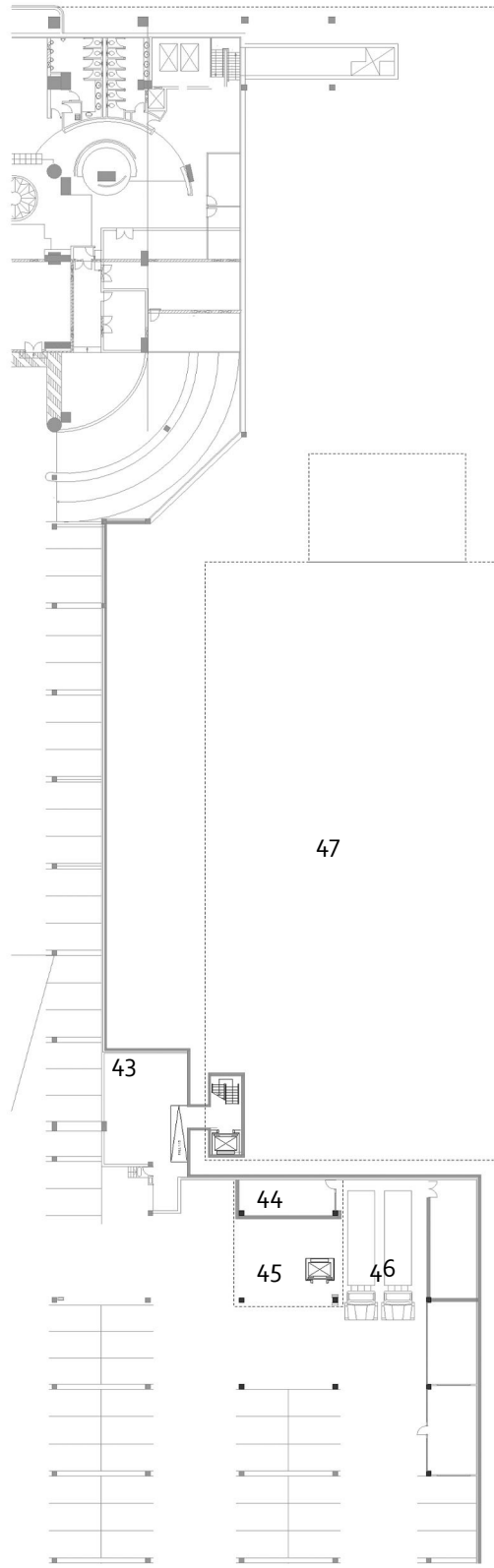


41. sky-light
42. solar panel

43. deliveries & staff entrance
44. rainwater harvesting
45. citizen entrance
46. mobile citizen connect
47. Lewis & Marks building above



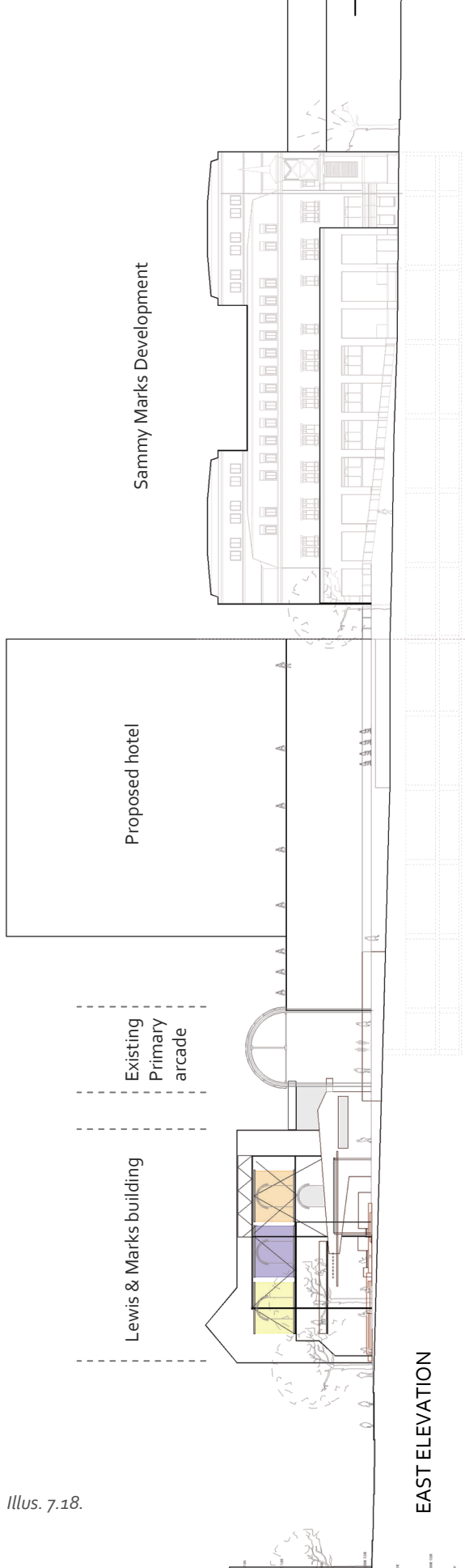
Illus. 7.16.



Illus. 7.17.

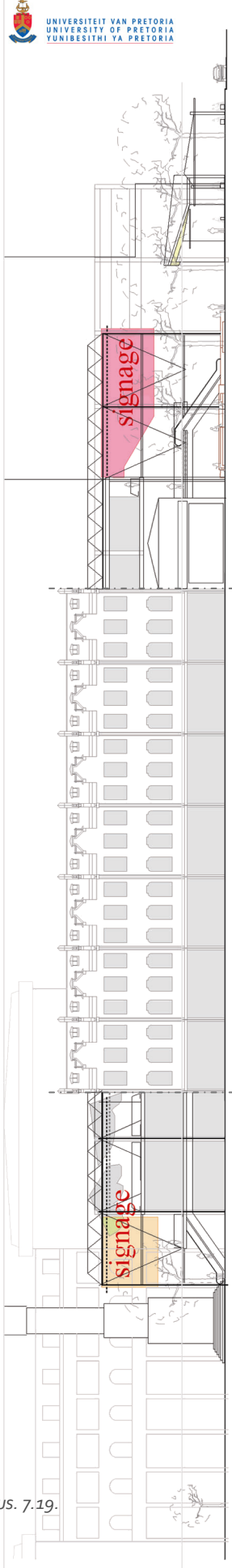


Illus. 7.18.



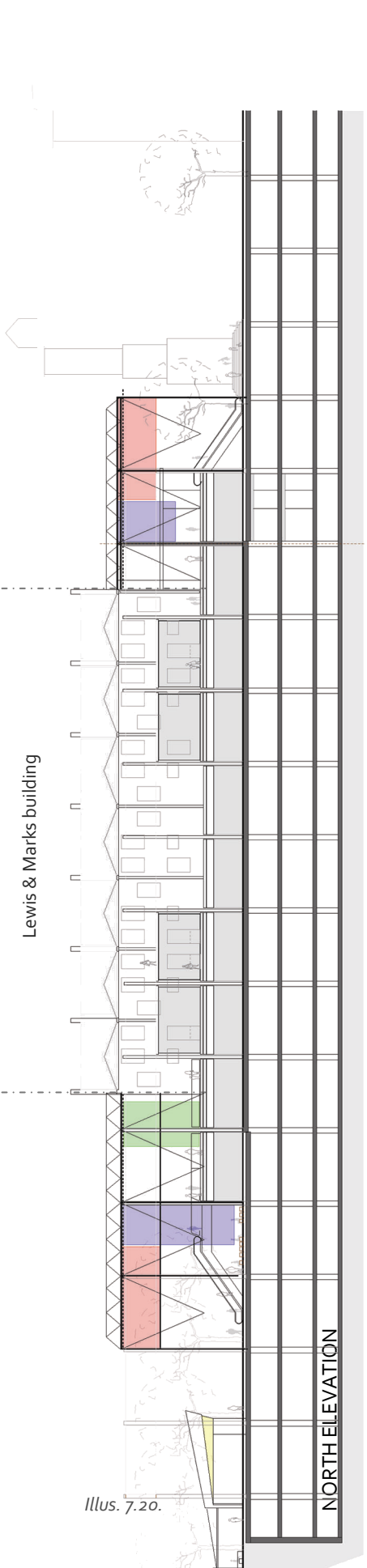
EAST ELEVATION

Illus. 7.19.

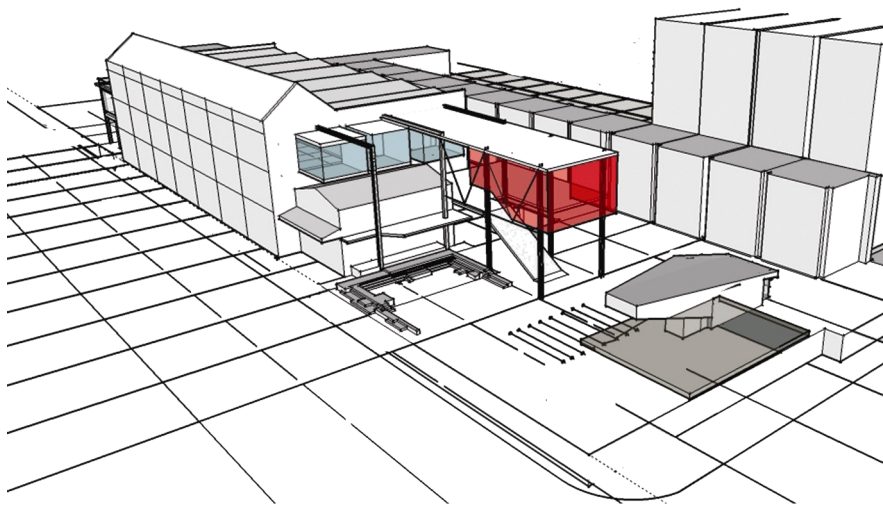


SOUTH ELEVATION

Illus. 7.20.

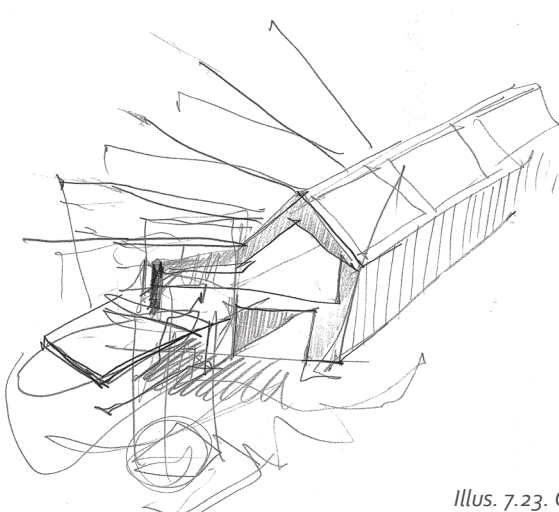


NORTH ELEVATION

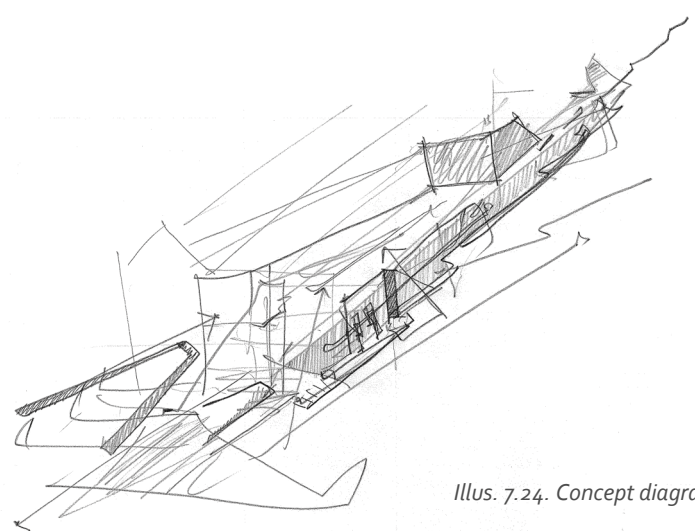




Illus. 7.22. Perspective of the support service boxes jutting into the primary arcade



Illus. 7.23. Concept diagram 1



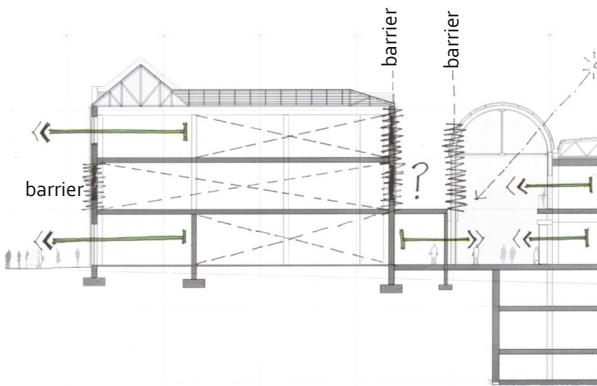
Illus. 7.24. Concept diagram 2

02— DESIGN PROPOSAL 2

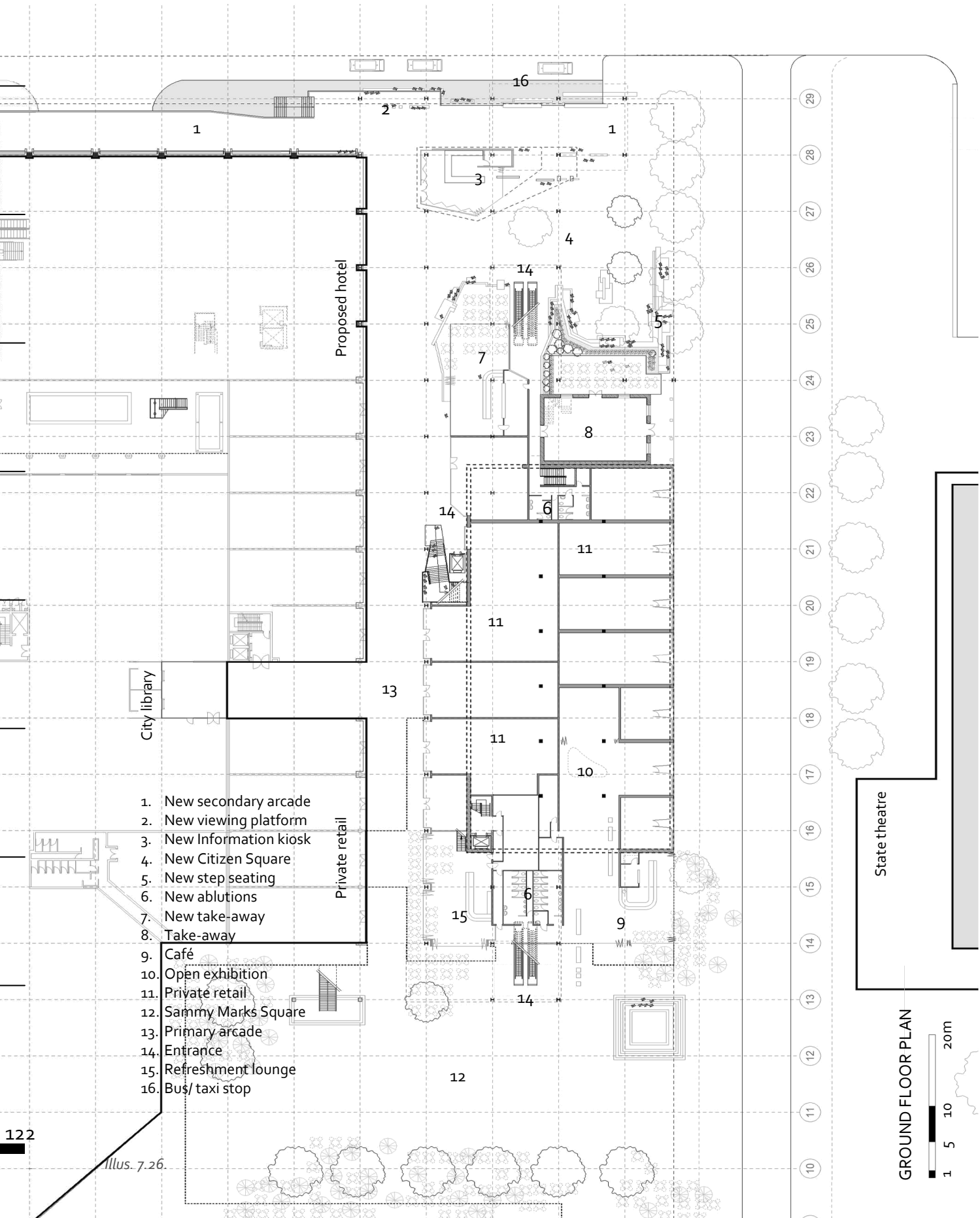
August 2011

The design further developed by moulding Citizen Connect with its context and programmatically through its functions. The design aims at breaking down the boundaries even further by increasing the entrances, interacting further with the surroundings, the primary arcade and the two squares.

A new arcade structure was designed above the primary arcade, by utilising the existing materials, on an urban, functional and heritage point of value. On an urban scale, the arcade aims to frame the Lewis & Marks building to further establish its importance as a building as it is surrounded by prominent buildings such as the Reserve bank, Munitora and the Absa tower, which all have an aerial view (see *illus 4.37*). By adding additional height, the programme of the centre is extended to fully utilise the valuable urban space. From a heritage point of view, the arcade, instead of acting as a barrier on a human scale, opens up the barrier to expose the Lewis & Marks building. While the citizen is walking through the arcade he or she is made aware of the building, which is further moulded into the site.



Illus. 7.25. Existing section through the Lewis & Marks building and existing arcade, showing the barriers



- 1. New secondary arcade
- 2. New viewing platform
- 3. New Information kiosk
- 4. New Citizen Square
- 5. New step seating
- 6. New ablutions
- 7. New take-away
- 8. Take-away
- 9. Café
- 10. Open exhibition
- 11. Private retail
- 12. Sammy Marks Square
- 13. Primary arcade
- 14. Entrance
- 15. Refreshment lounge
- 16. Bus/ taxi stop

Proposed hotel

City library

Private retail

State theatre

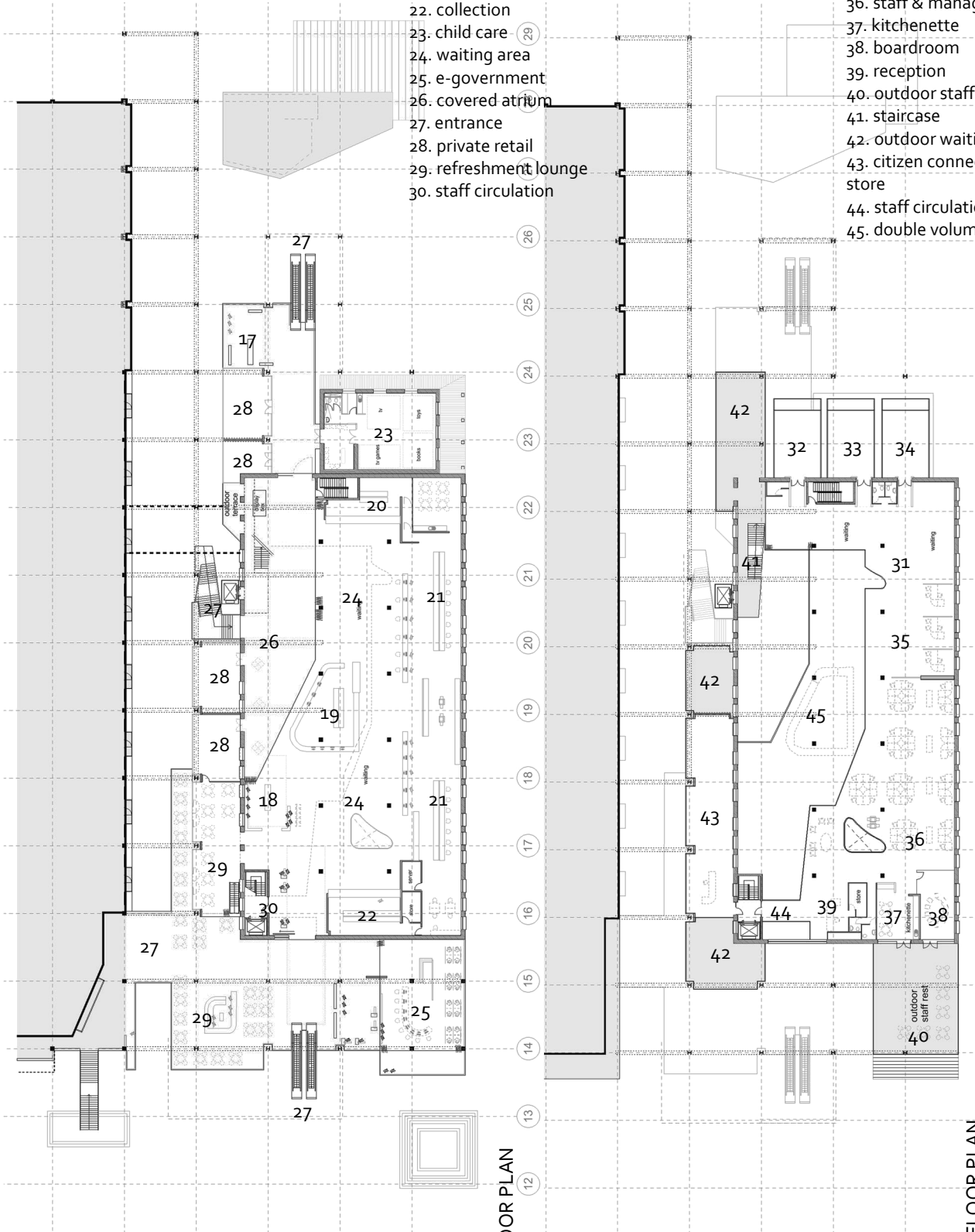
GROUND FLOOR PLAN



Illus. 7.26.

- 17. outdoor
- 18. reading & writing
- 19. information
- 20. tellers
- 21. submissions
- 22. collection
- 23. child care
- 24. waiting area
- 25. e-government
- 26. covered atrium
- 27. entrance
- 28. private retail
- 29. refreshment lounge
- 30. staff circulation

- 31. waiting area
- 32. finger print
- 33. id photo
- 34. eye test
- 35. consultants
- 36. staff & management
- 37. kitchenette
- 38. boardroom
- 39. reception
- 40. outdoor staff rest
- 41. staircase
- 42. outdoor waiting
- 43. citizen connect waitress store
- 44. staff circulation
- 45. double volume



FIRST FLOOR PLAN

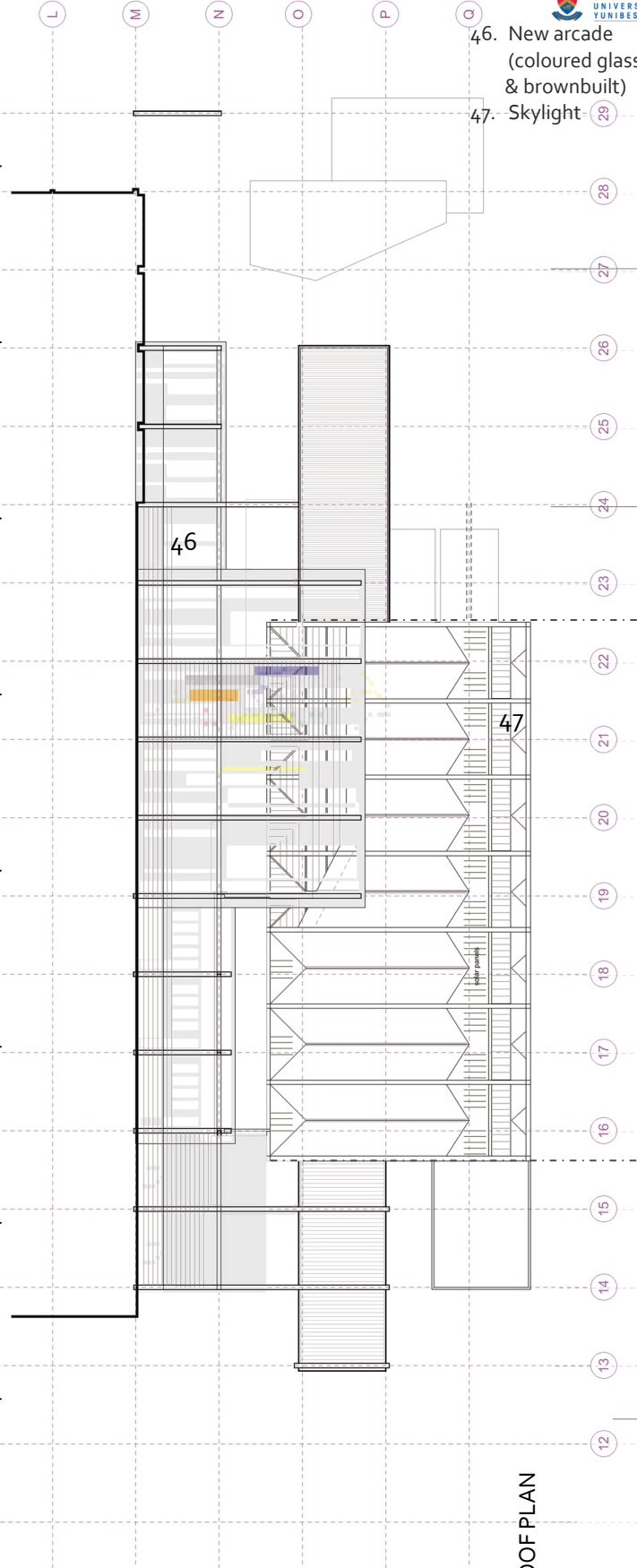
SECOND FLOOR PLAN



Illus. 7.27.

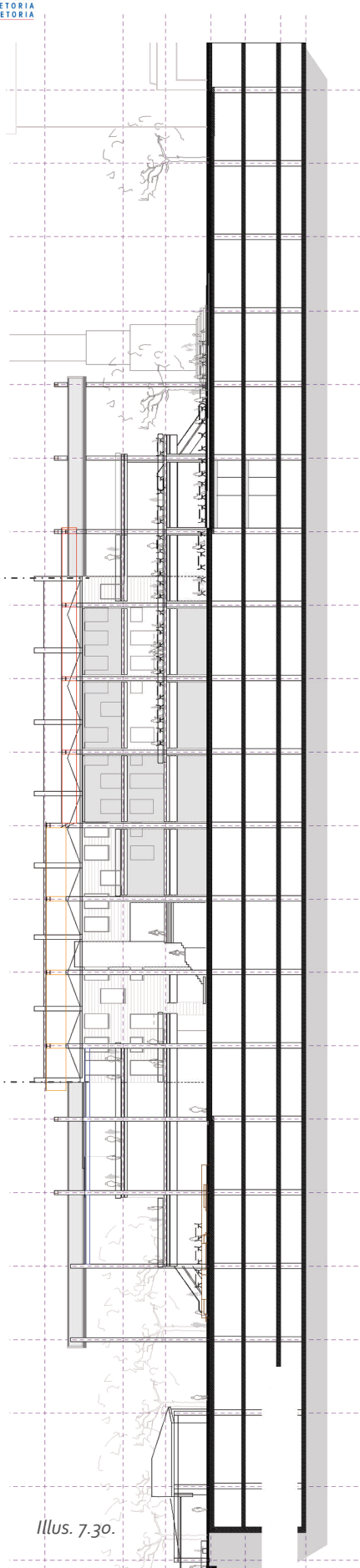
Illus. 7.28.

- 46. New arcade
(coloured glass
& brownbuilt)
- 47. Skylight



ROOF PLAN

Lewis & Marks building

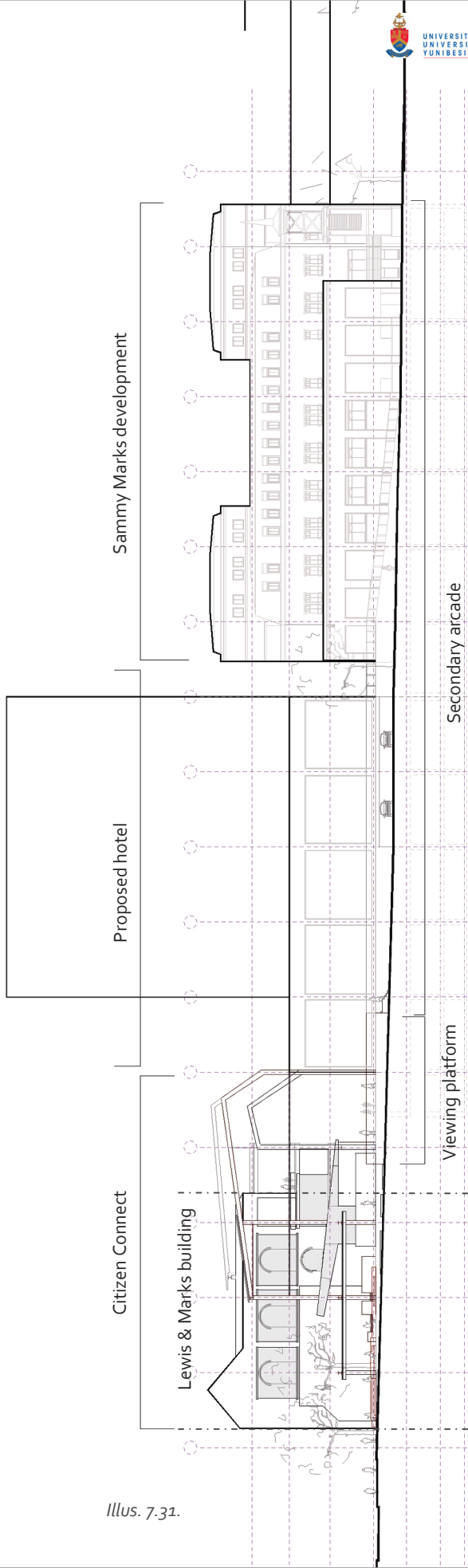


NORTHELEVATION



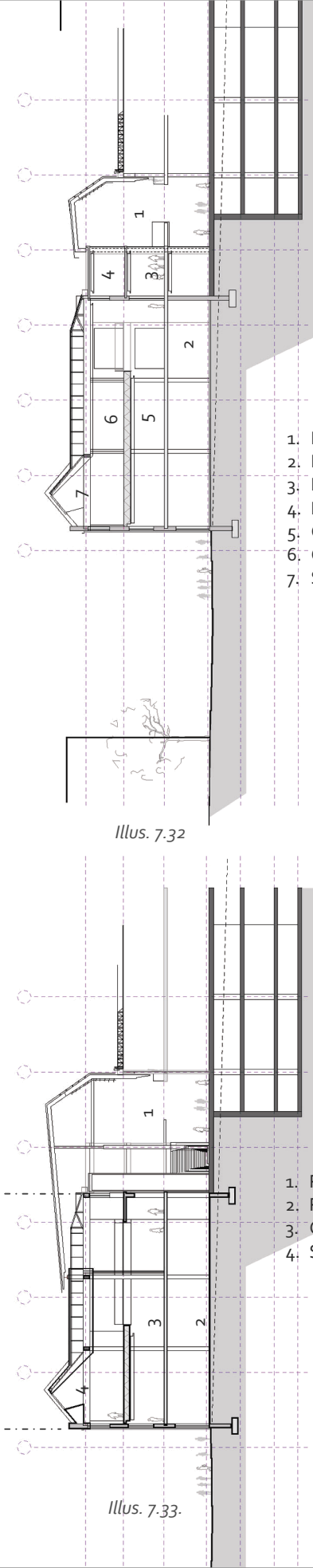
Illus. 7.29.

Illus. 7.30.



Illus. 7.31.

EAST ELEVATION



Illus. 7.33.

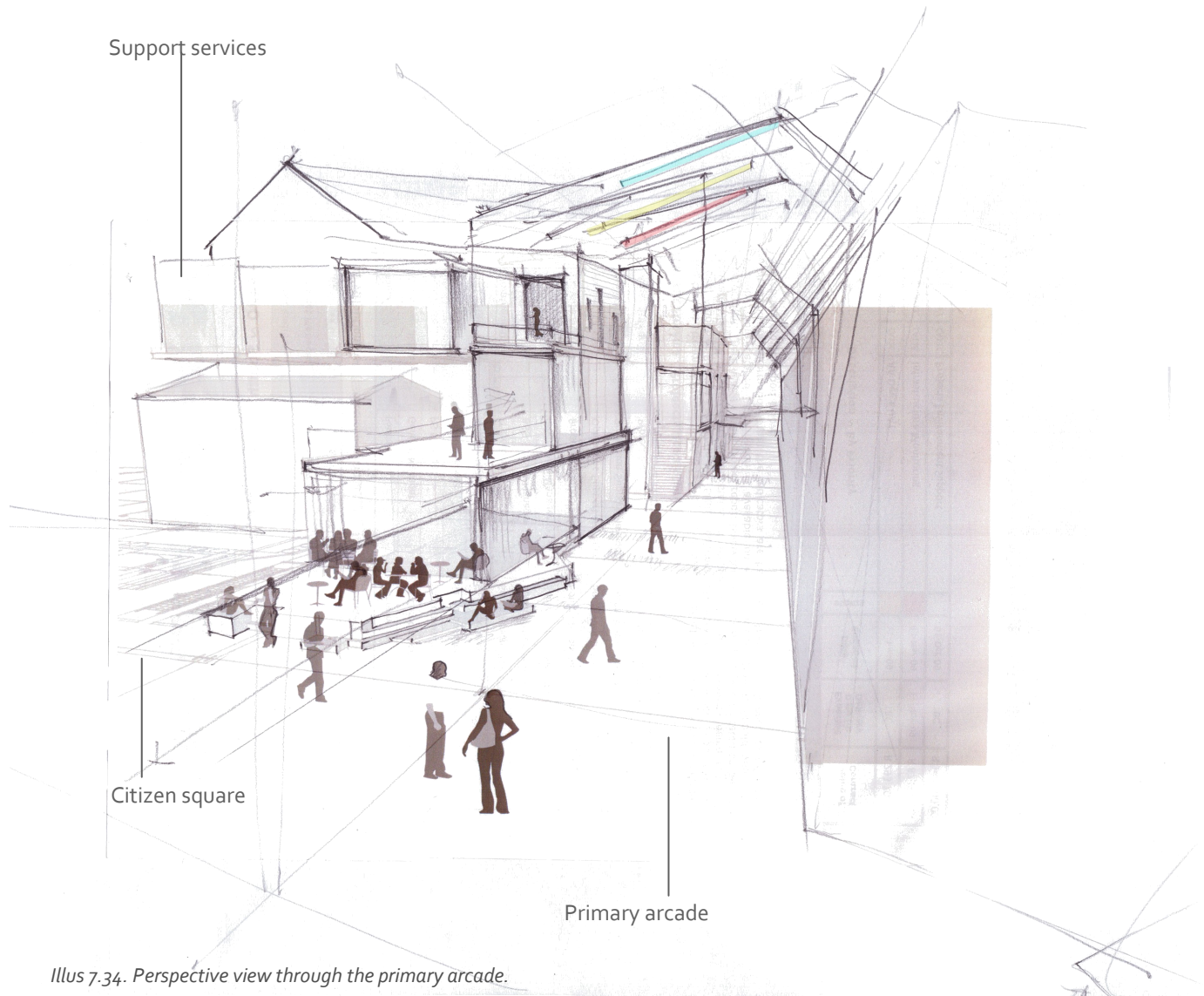
- 1. Primary arcade
- 2. Private retail
- 3. Private retail
- 4. Document storage
- 5. Citizen Connect
- 6. Citizen Connect
- 7. Skylight

SECTION B-B

- 1. Primary arcade
- 2. Private retail
- 3. Citizen Connect
- 4. Skylight

SECTION A-A



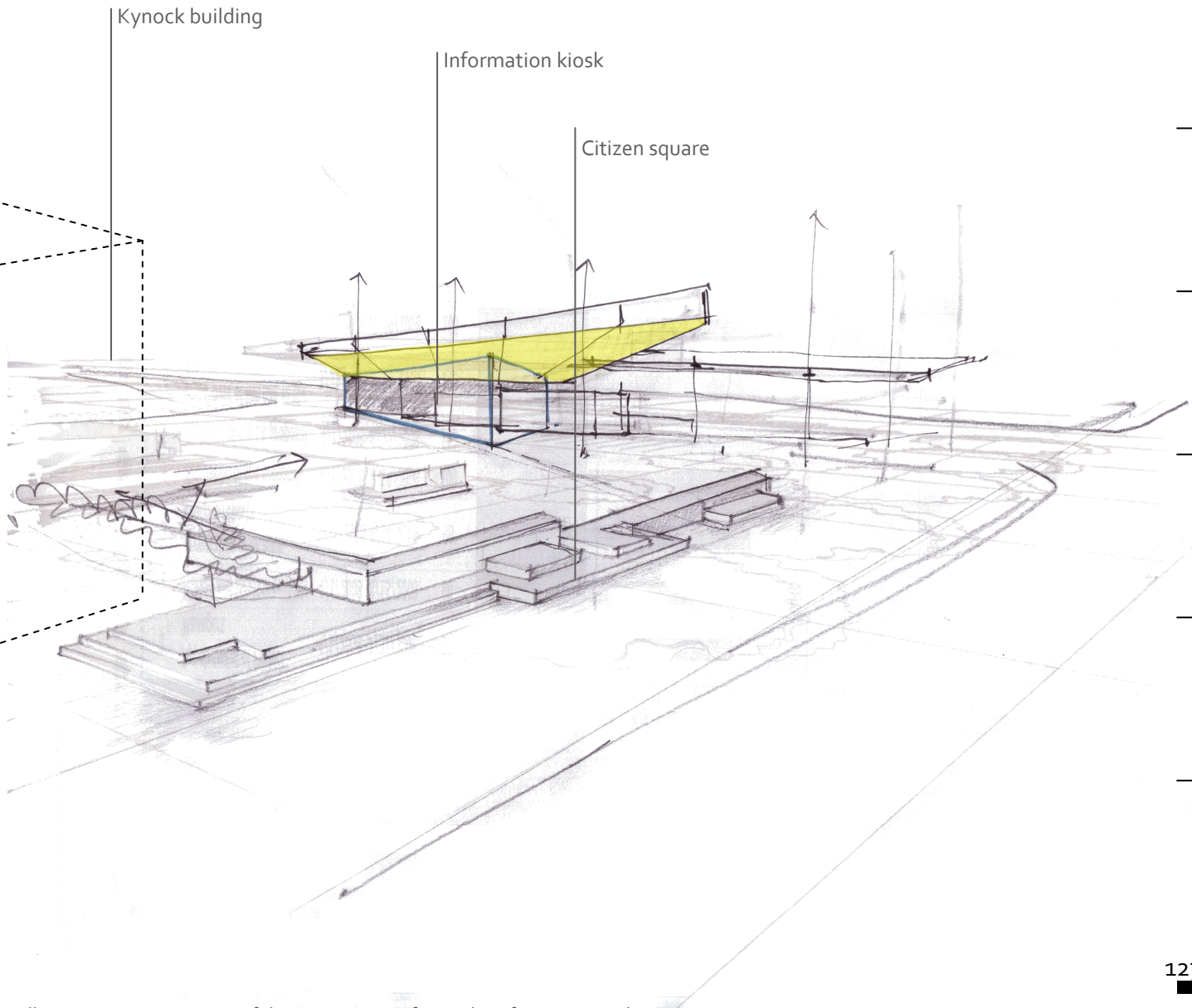


Support services

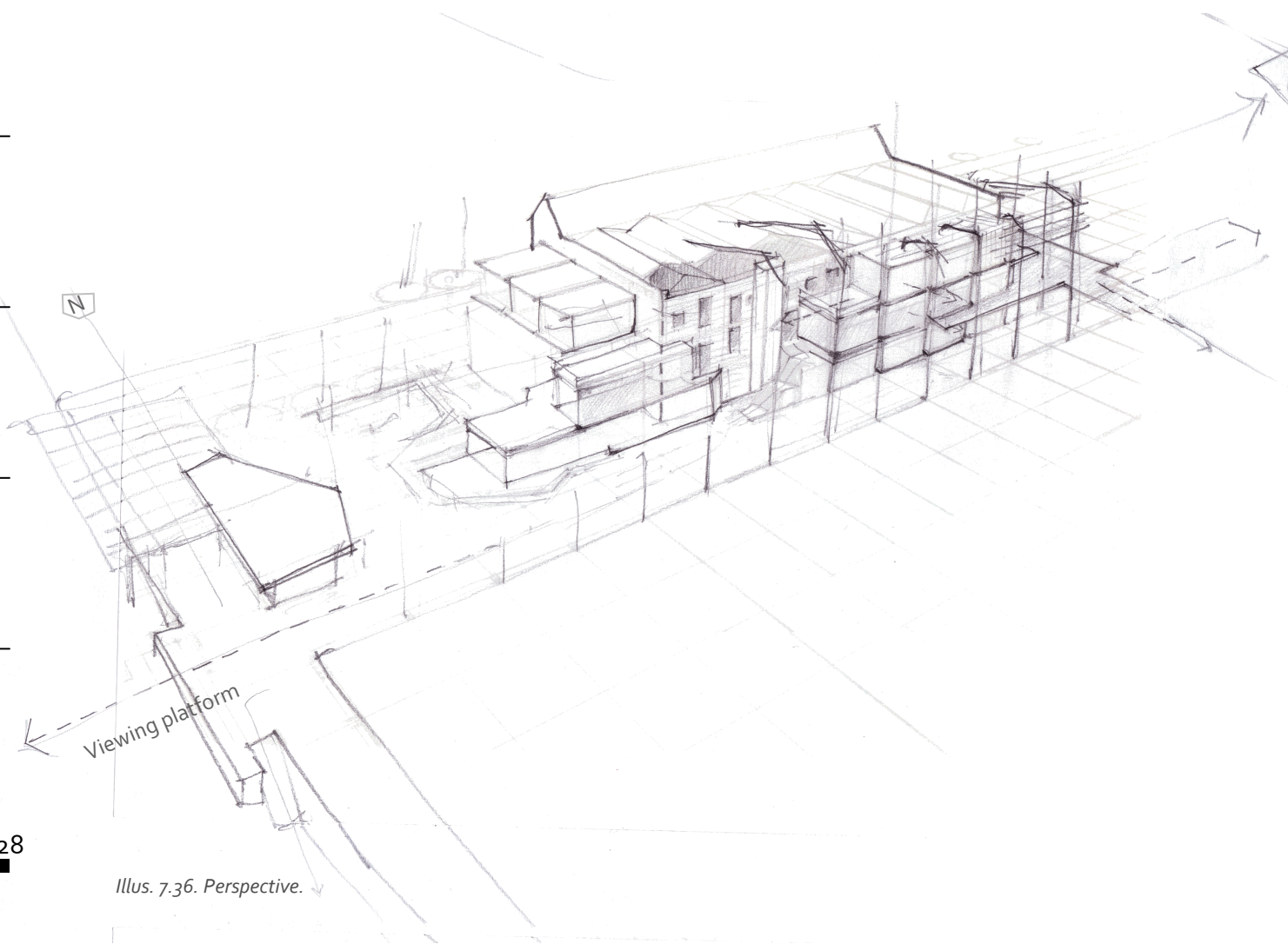
Citizen square

Primary arcade

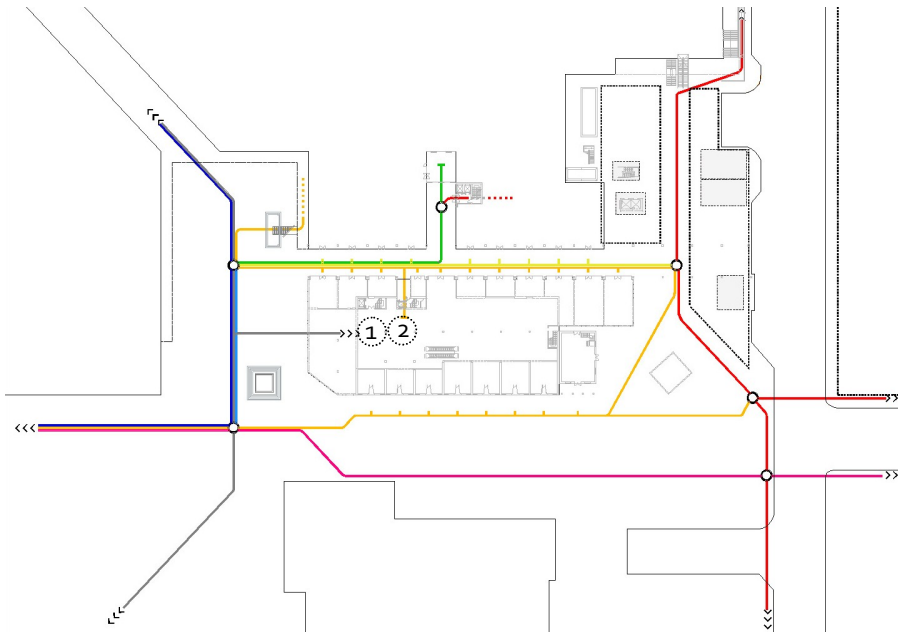
Illus 7.34. Perspective view through the primary arcade.



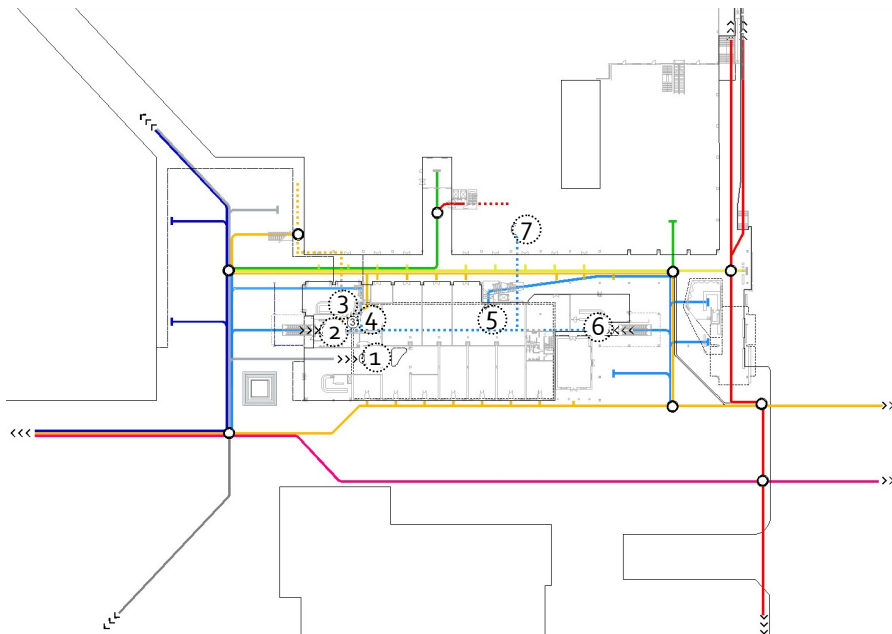
Illus. 7.35. Perspective view of the Citizen Square facing the Information Kiosk.



Illus. 7.36. Perspective.



Illus. 7.37. Existing routes through the site and existing entrances into the Lewis & Marks building amounting to two



Illus. 7.38. New routes through the site as a result of the design intervention and proposed entrances into the Lewis & Marks building amounting to 7.