fig.77

10 c u t design development
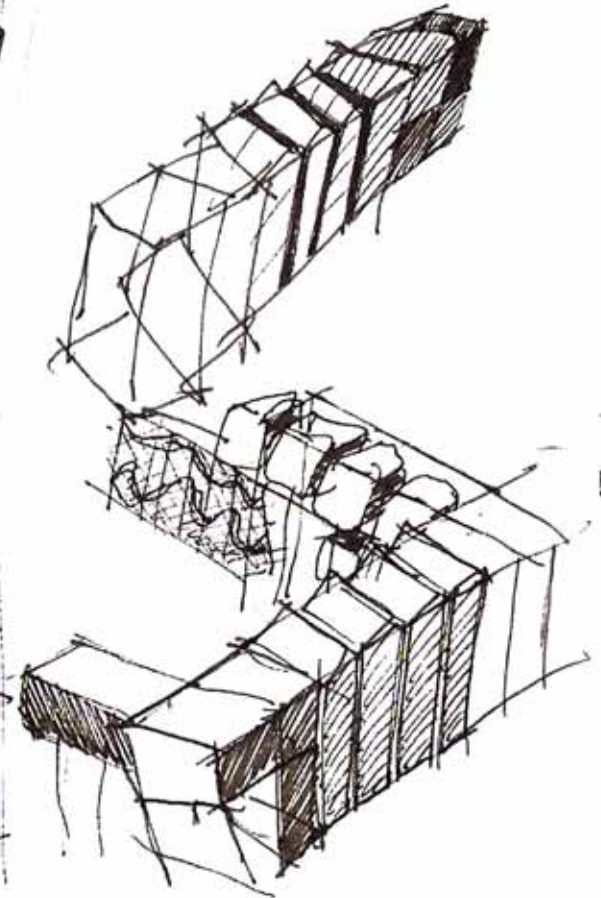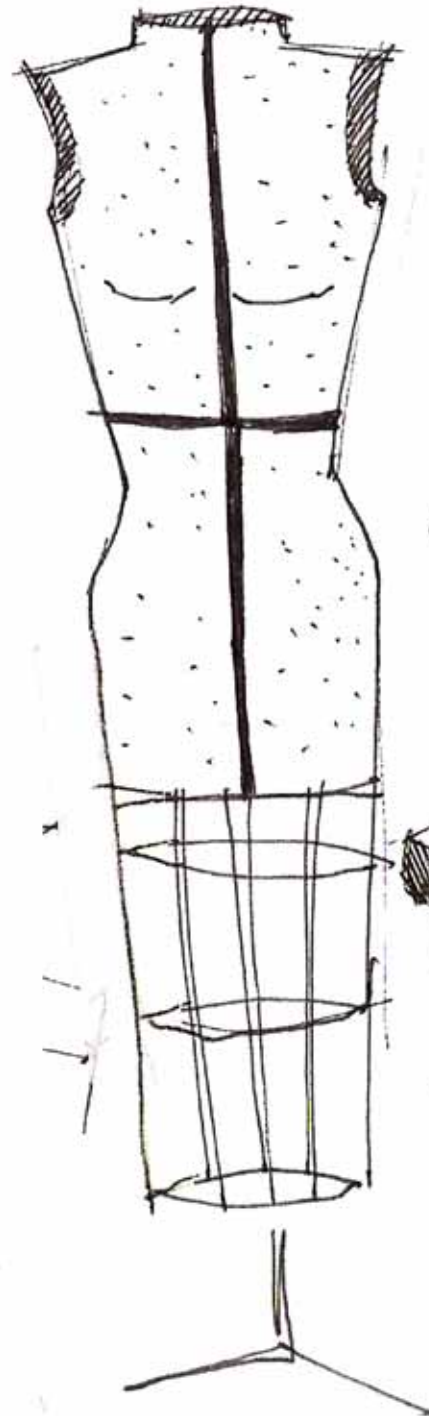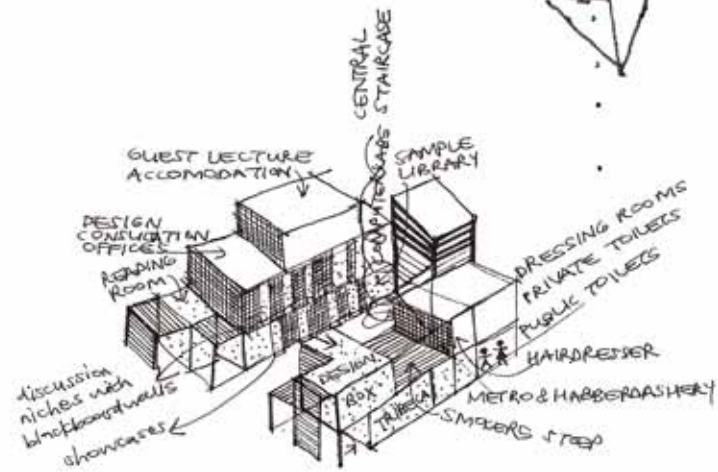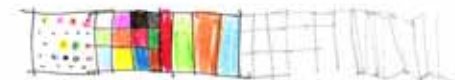
GUEST LECTURE
ACCOMODATION

DESIGN
CONSULTATION
OFFICES

READING
ROOM

CENTRAL
STAIRCASE

SAMPLE
LIBRARY

DRESSING ROOMS
PRIVATE TOILETS
PUBLIC TOILETS

HAIRDRESSER

discussion
niches with
blackboardwalls

showcases

DESIGN
BOX

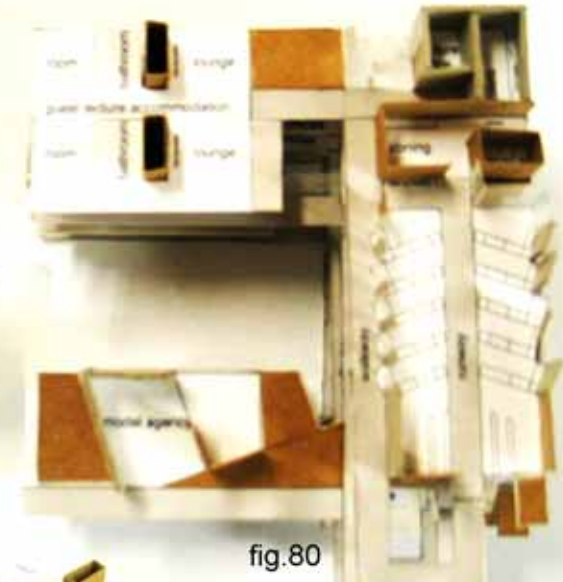METRO & HABBERDASHERY

SMOKERS STEP
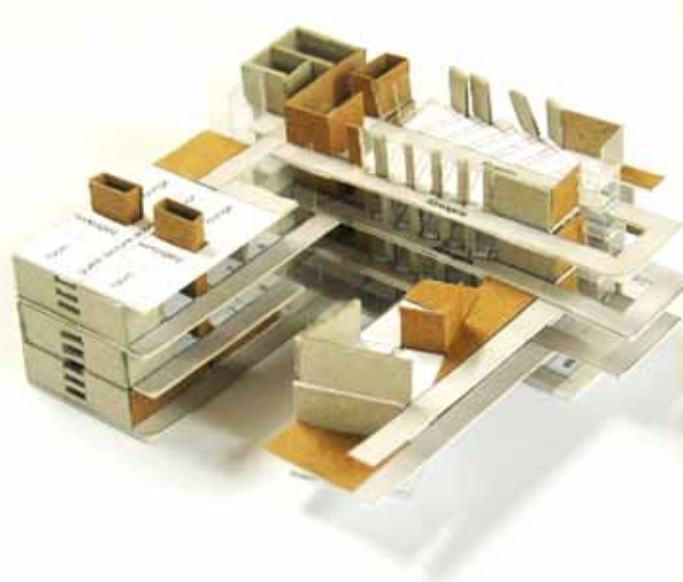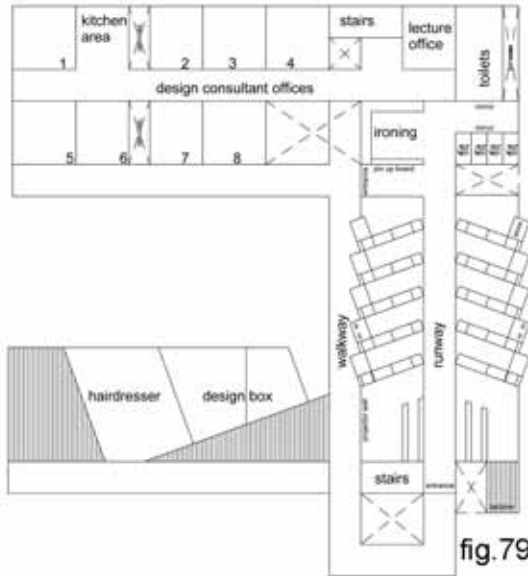
fig.78

59

fig.79

fig.80

In the first concept for KNOOP the focus was on circulation.
An attempt was made at using the walkways as runways
and vice versa to make the users of the building feel like
a model for the while that they walk in the building.

By making the walkways visual, people watch and be watched.

The u-shape of the building was greatly influenced by the
urban footprint on site.

Focus was placed on the southern edge as it
was intended to be the more public edge.

10.1
cut concept 1
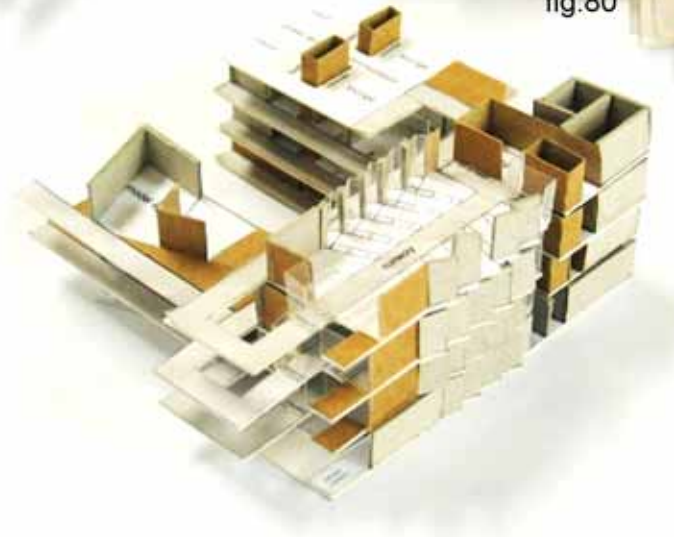
The second concept for KNOOP introduced the notion of a 'bust point.'
In fashion the most basic pattern for any garmentis called a 'basic block'.

The only constant point on this pattern is the bust point. From there all measurements are adapted and all darts constructed.
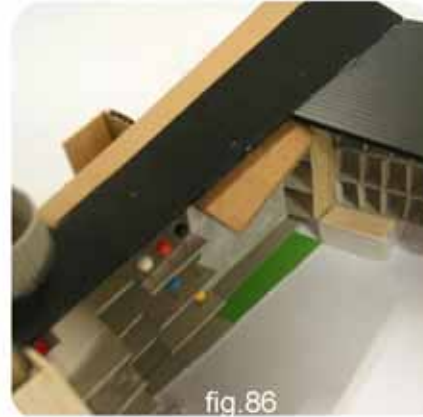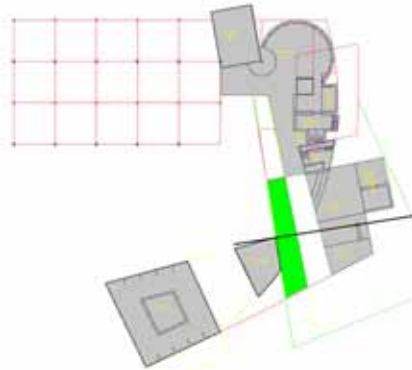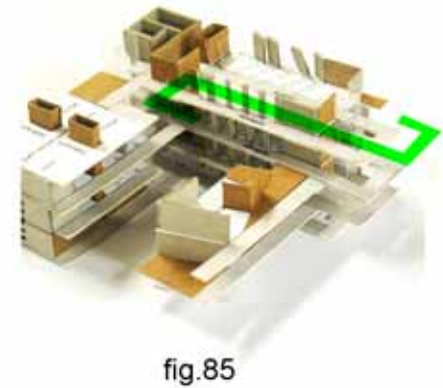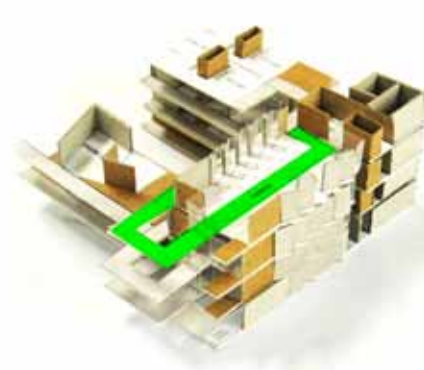
To relate this to architecture, it was decided that KNOOPwould have its main circulation as its 'bust point.'

This would be the most important junction in the building.

fig.81

The curved shape for the eastern edge was influenced by the shape of a sleeve pattern.

10.2
c u t concept 2

fig.82

fig.83

fig.84

fig.85

fig.86

fig.86

Catwalk exploration

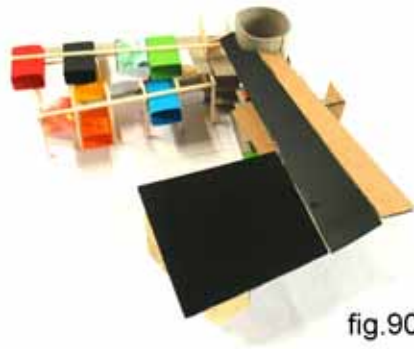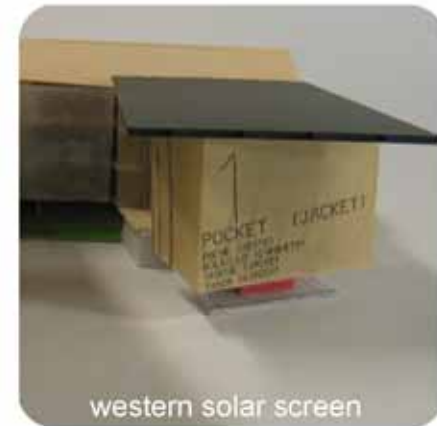62

gf
fig.88

ff
fig.89

office pods on northern side

fig.90

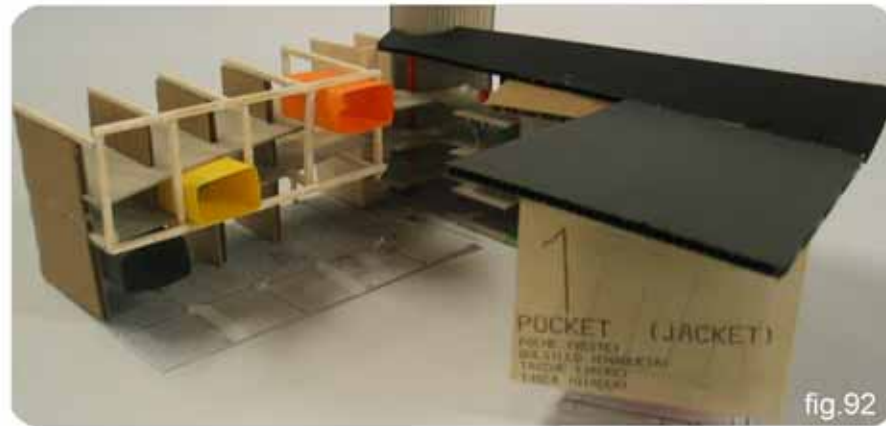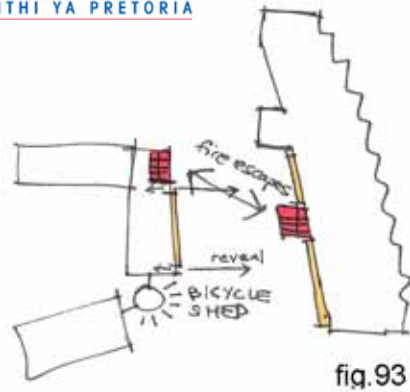southern facade towards railway track

western solar screen

fig.91

POCKET (JACKET)
fig.92

10.3

fig.93
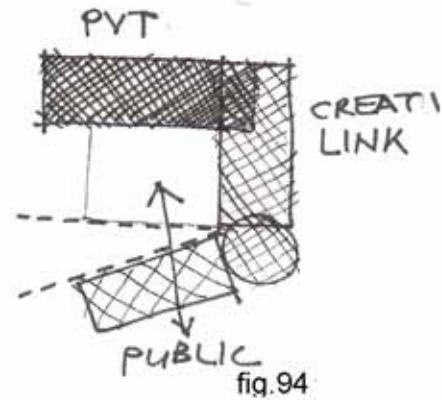
fig.94
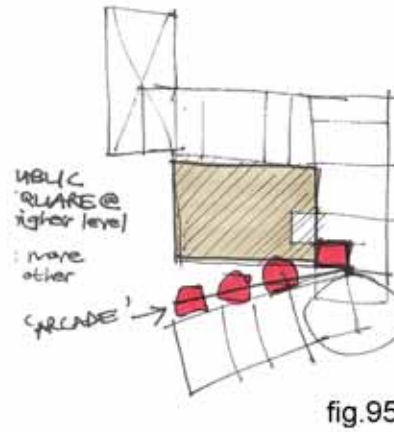
fig.95

fig.96

KNOOP relates to its neighbouring buildings by stiching certain daily routines between the buildings. The buidlings do not share functions, but they are visually linked and allow users to observe one another.

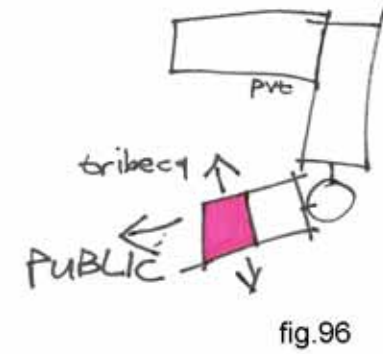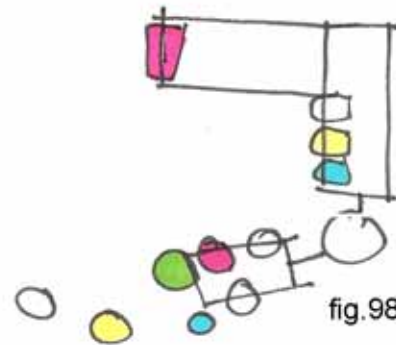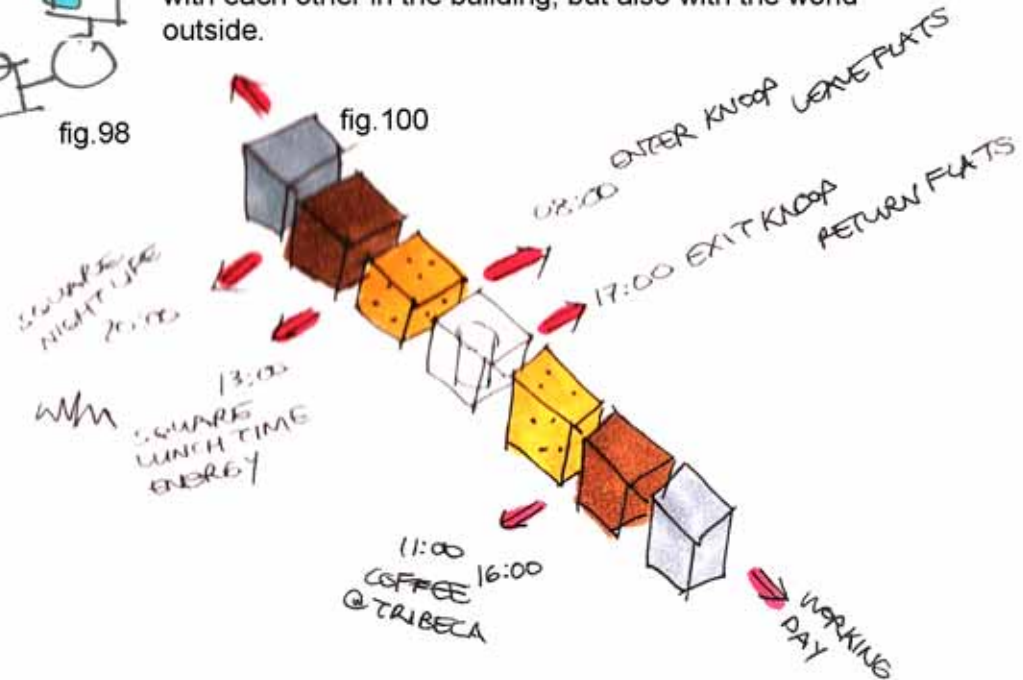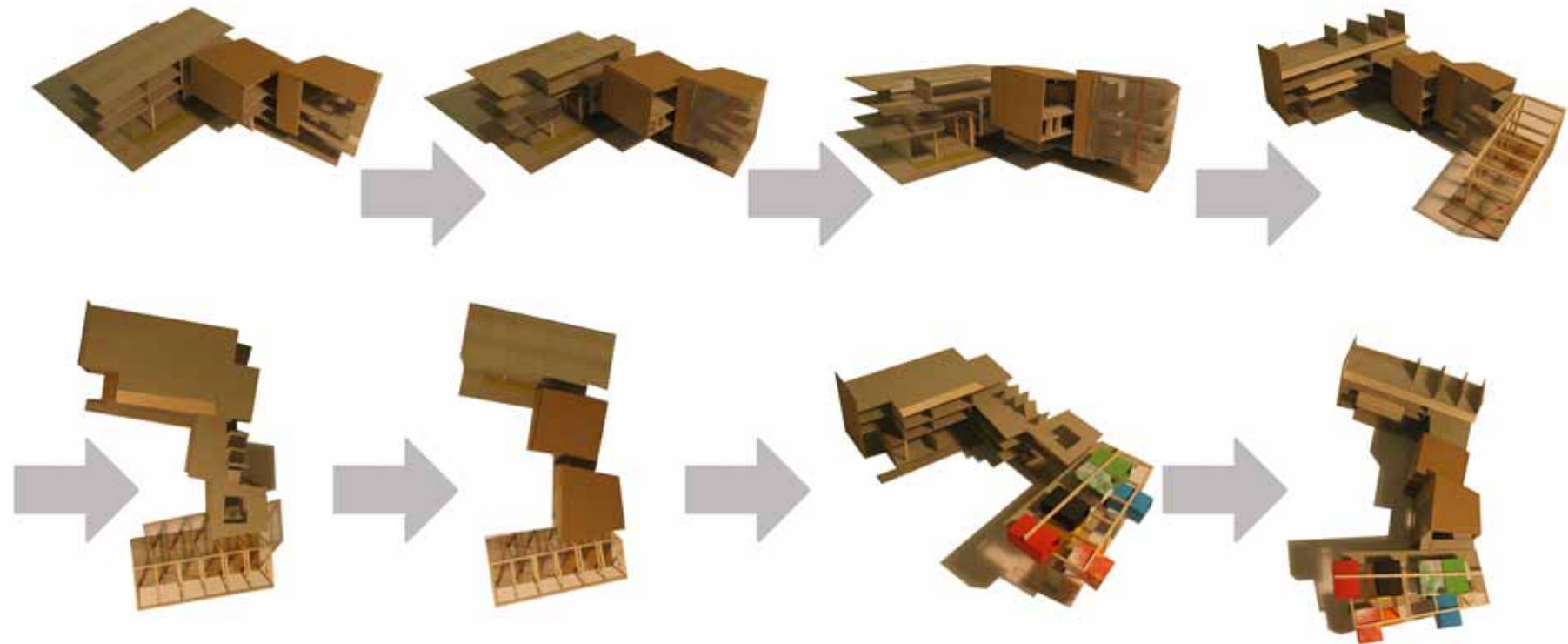By doing this, KNOOP does not only link students with each other in the building, but also with the world outside.

fig.97

fig.98

fig.99

fig.100

fig.101

In the final concept development of KNOOP it was decided to move the more permeable building edge consisting of the pods to the southern side. By doing this the more intricate building edge is visible from the public square.

By allowing people to view the norhern wing of the building through the pod structures, the building draws people into the more private square that is shared by KNOOP and the music school adjacent to it.

The Tribeca coffe shop is situated on the corner to take advantage of both the public and the more private sqaure.

10.4

"By making the public look forward to something new in the art world, you are in a sense pulling them into the future."
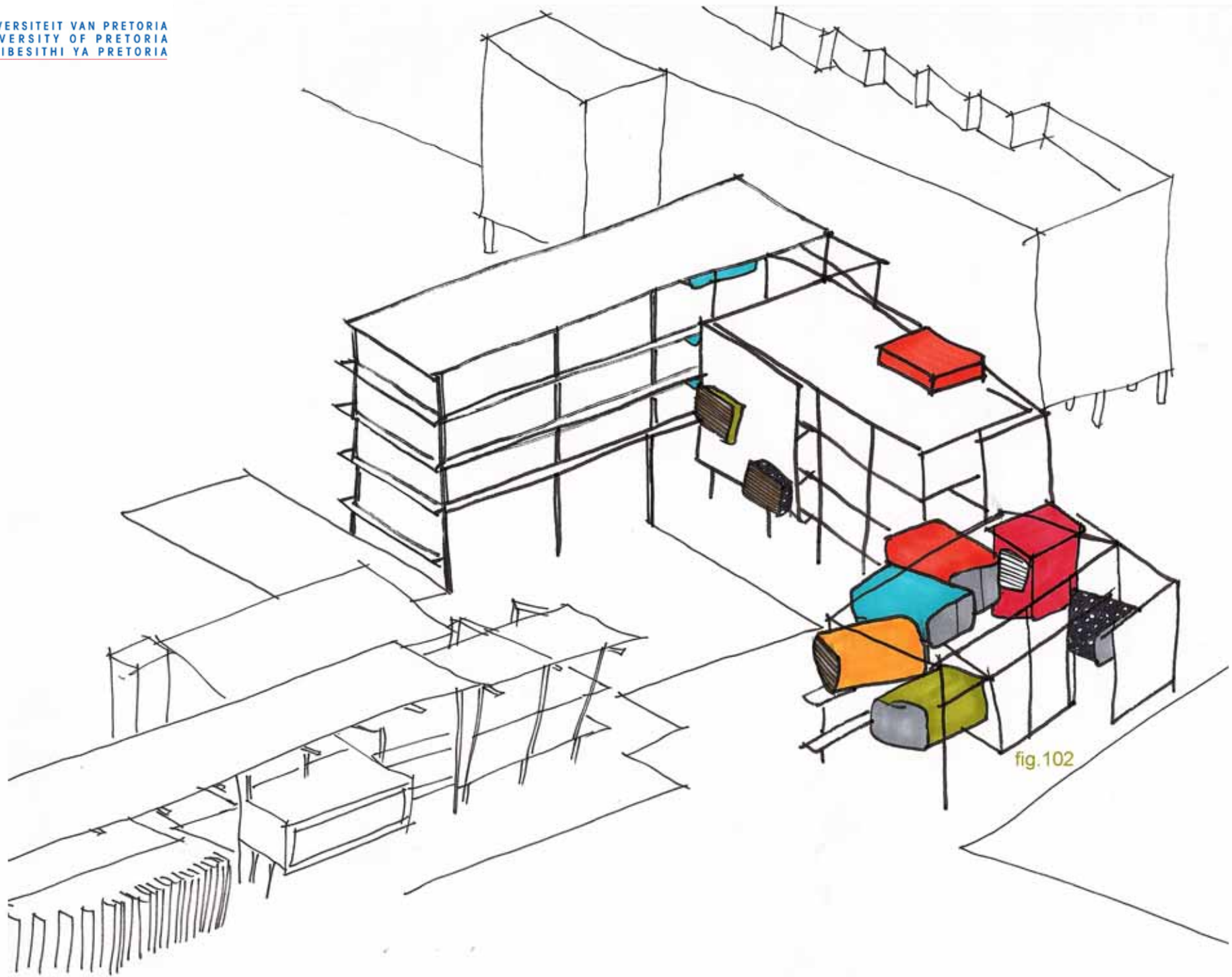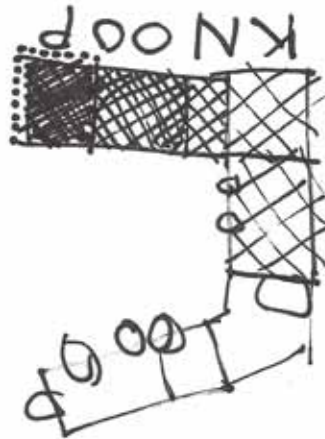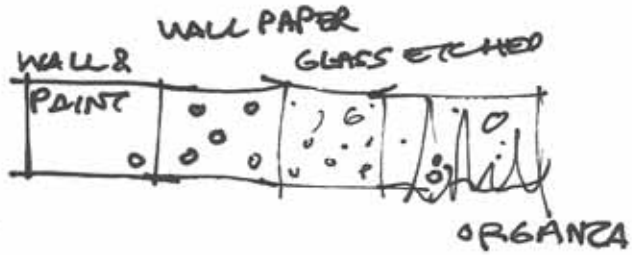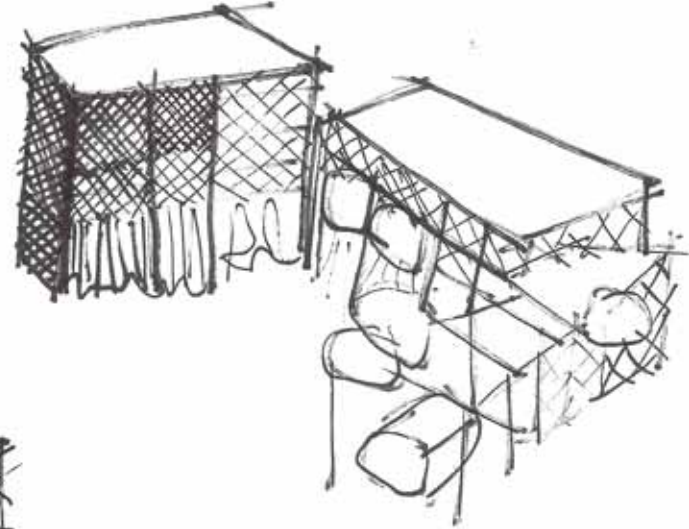Carla Wasserthal

fig.102

WALL PAPER

WALL & GLASS ETCHED
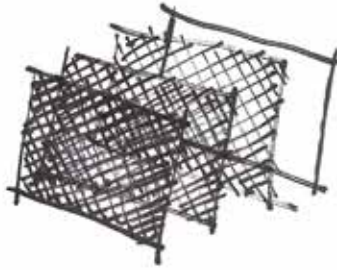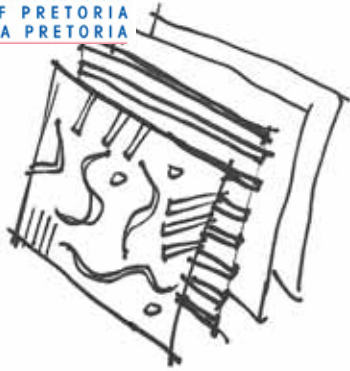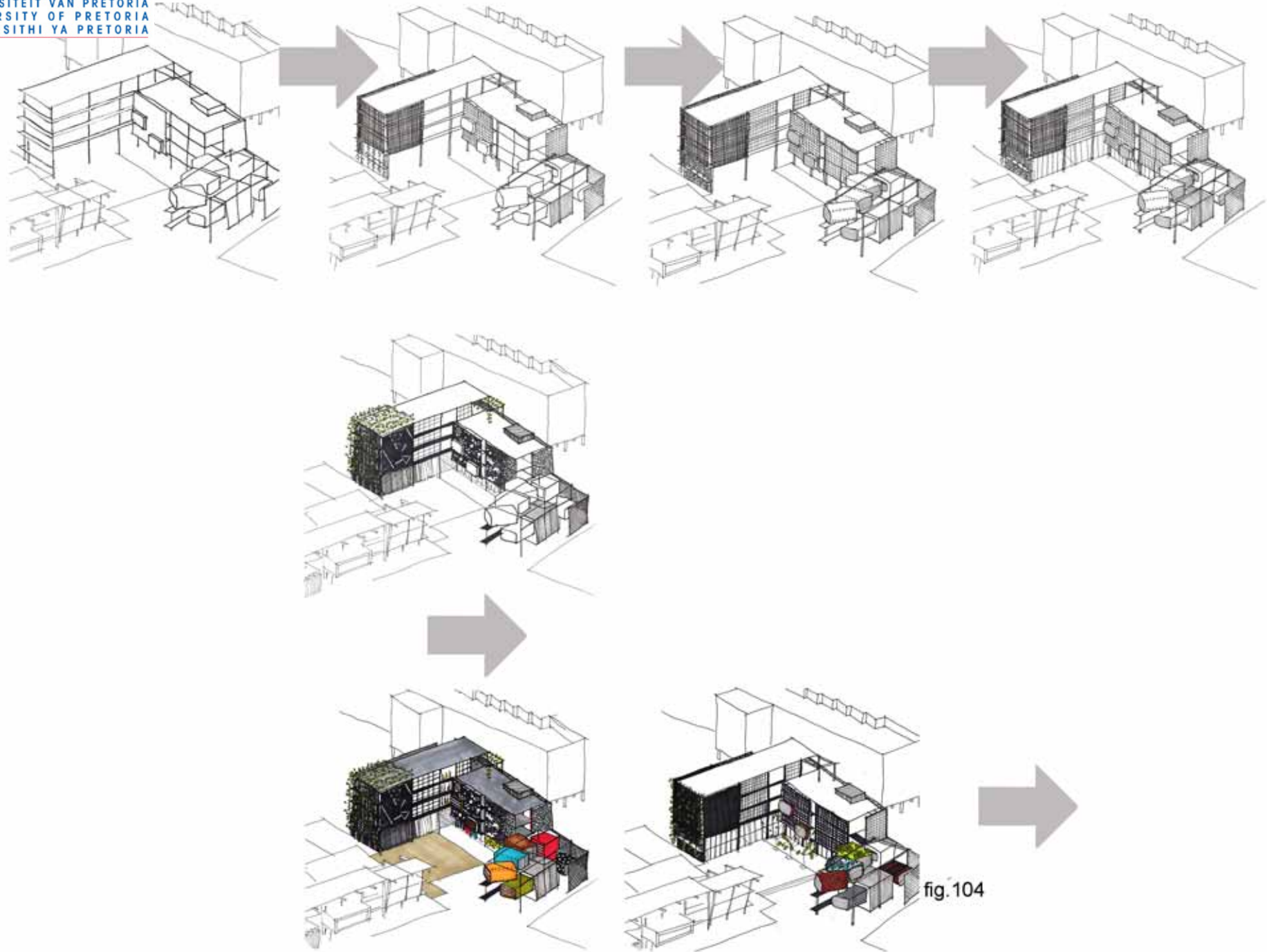PAINT

ORGANZA

KNOOP

fig. 103

fig.104

10.5

fig.105

fig.106

"The Bauhaus workshops were really laboratories for working out practical new designs for present-day articles and improving models for mass-production." (Gropius, W.1935:37)

10.6 design precedent

fig.108

fig.107

fig.109

"Dré Wapenaar designs mobile pavilions that function as a travelling platform where artists and the public can develop and exchange ideas."(Quinn. 2003:151)

10.7
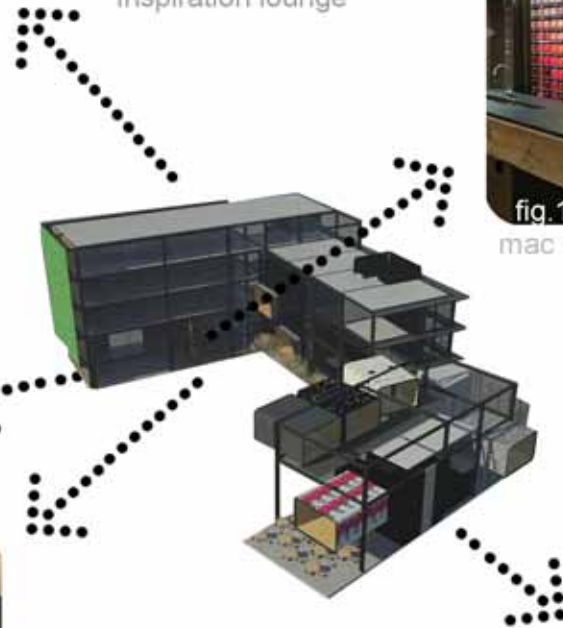**design precedent** inspirational space

fig.112
fitting rooms
modelling school

fig.113
inspiration lounge

fig.114
mac make up studio

fig.111

Tribeca interior

fig.110
headboys hairdressers
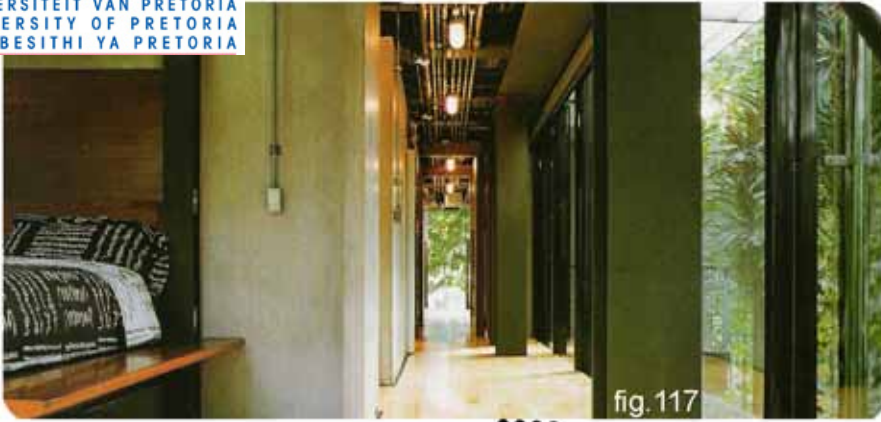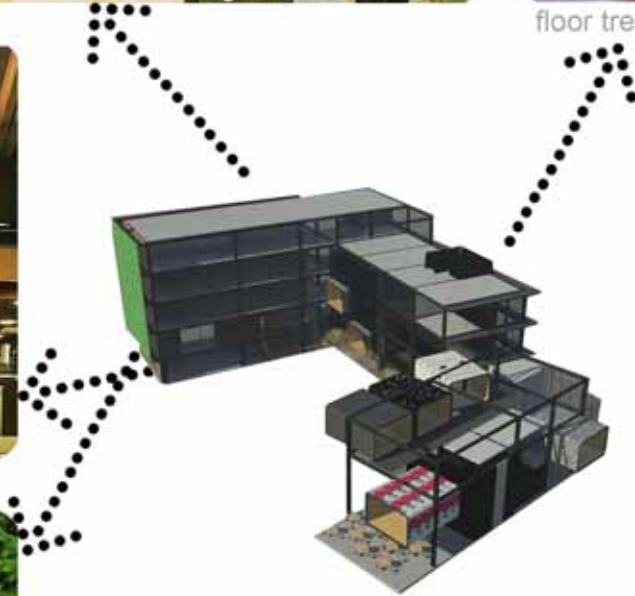

DECO
TASTE
fig.115

10.8
KNOOP visual language

fig. 117

floor treatment

Ban Suan Saghob, Bangkok, Thailand
Architects 49 Ltd

overhead power supply

fig. 116

KNOOP visual language
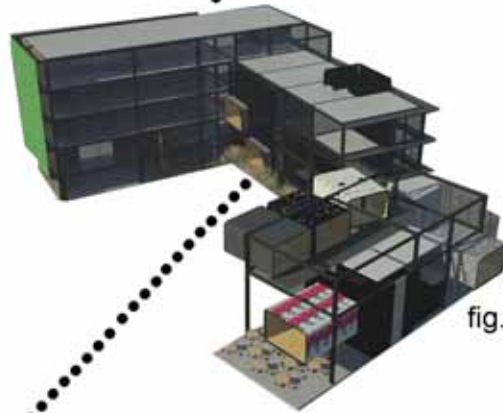
fig. 119

fig. 120

fig. 121

fig. 122

fig. 123

fig. 118
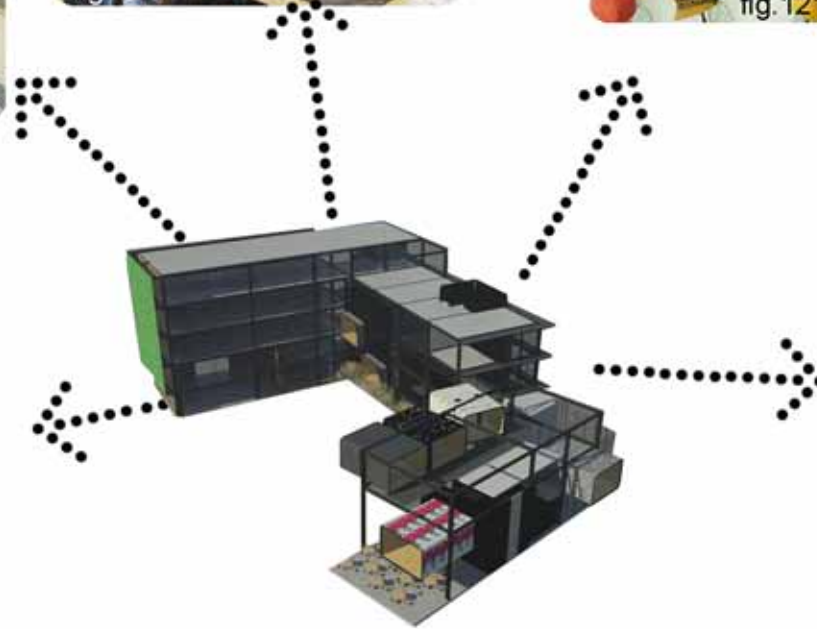
10.9
K N O O P functions

draping software

fig.124

The user of KNOOP will not only include students from the University of Pretoria, but any creative person wanting to realise a design concept that he/she has.
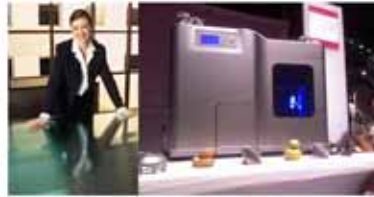
sublimation printing

3d prototyping

10.10

Factory Shop

"One collects day after day all the artistic and fanciful impressions thrust upon us by the world about is…Truly fashion is the child of thought and thoughtlessness."
(Rouff, M.1965:155)

fig.125

"If a pleasure-giving function predominates, the artifact is called art; if a practical function predominates, it is called craft. Craft is something useful made with artfulness, with close attention to detail. So should buildings be."
(Stewart.1994:54)