

d e s i g n d e v e l o p e m e n t





7.1

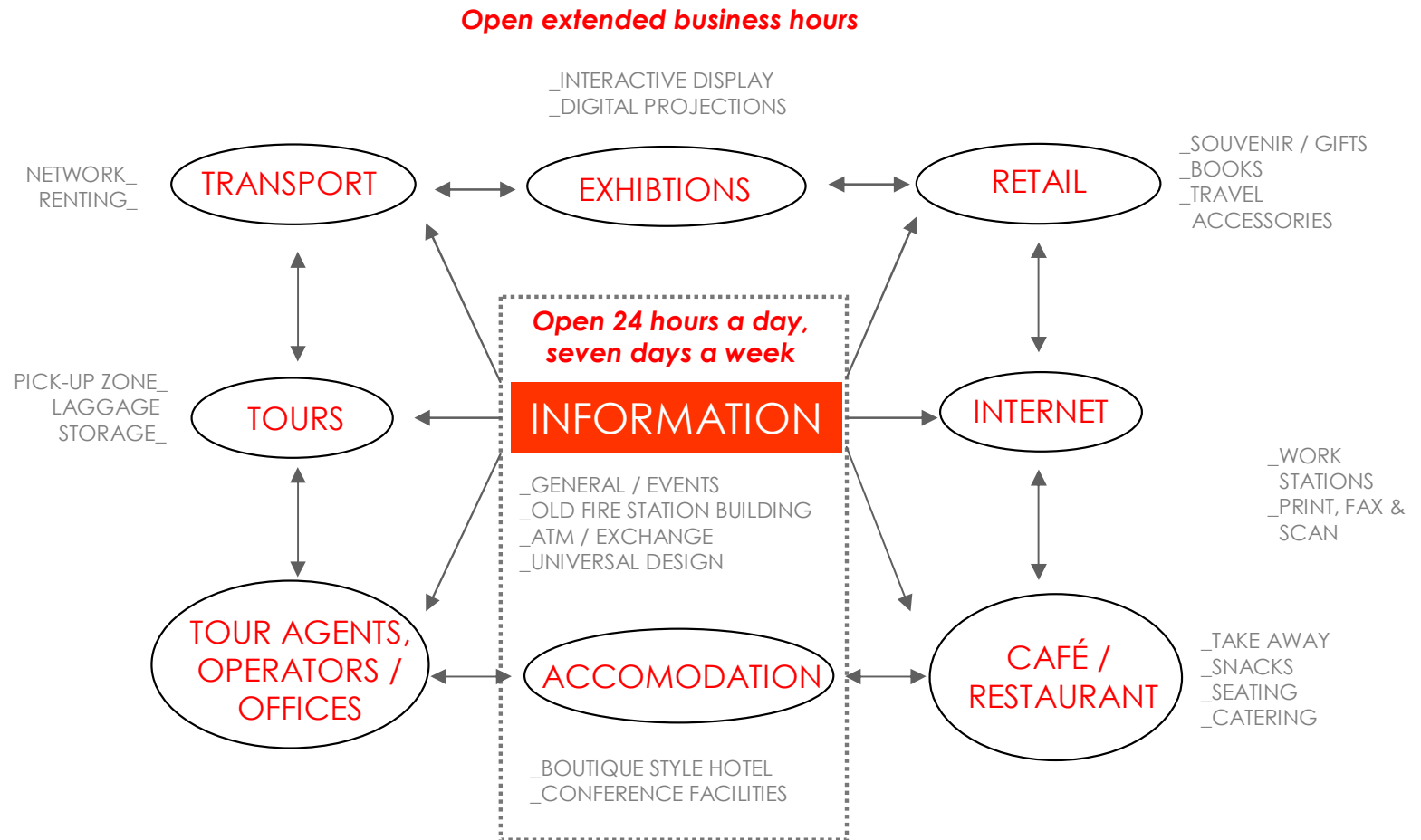
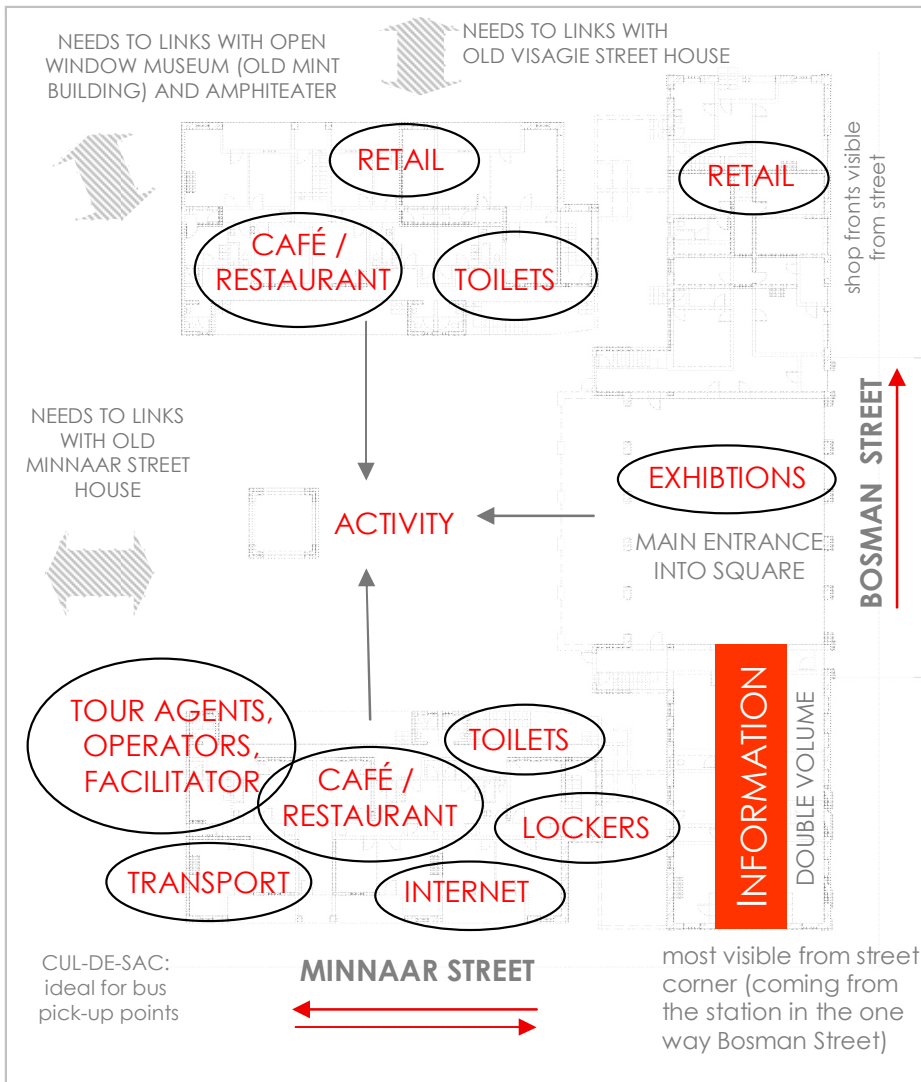
 SCHEDULE OF
 ACCOMMODATION

 FIG 7.1:
 Diagram of accommodation network

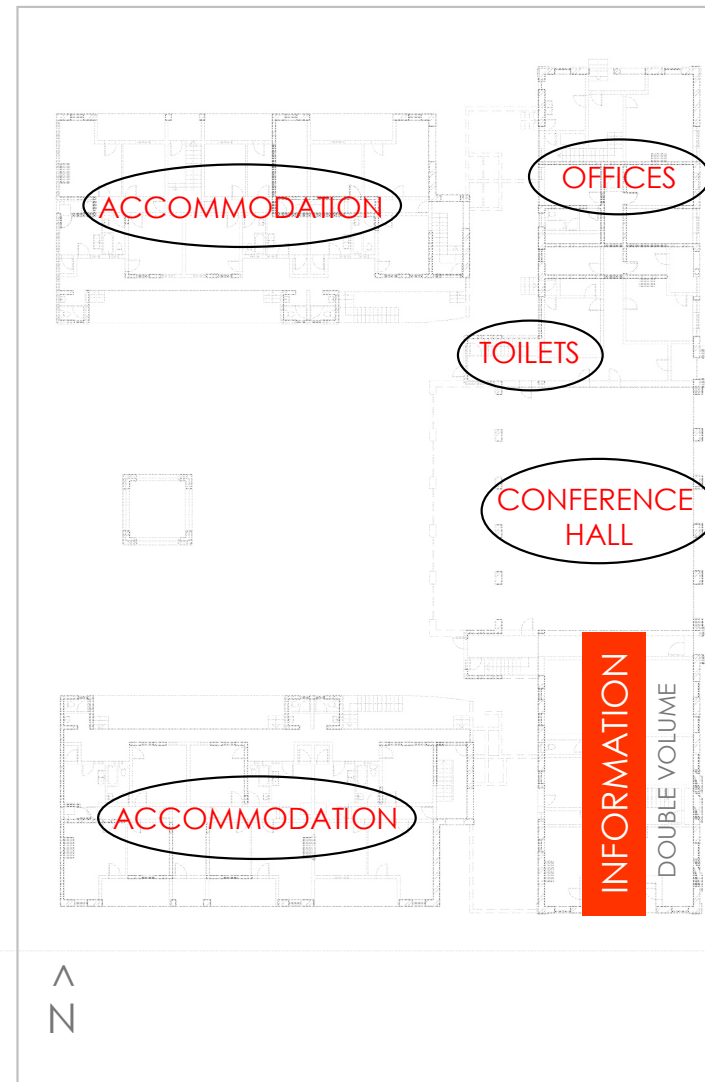
FIG 7.2:
Floor plans of Old Fire Station building,
indicating function zones

THE CONCEPTUAL
LAYOUT OF THE BUILDING

7.2



ground floor



first floor



THE EXISTING SITE AND BUILDINGS

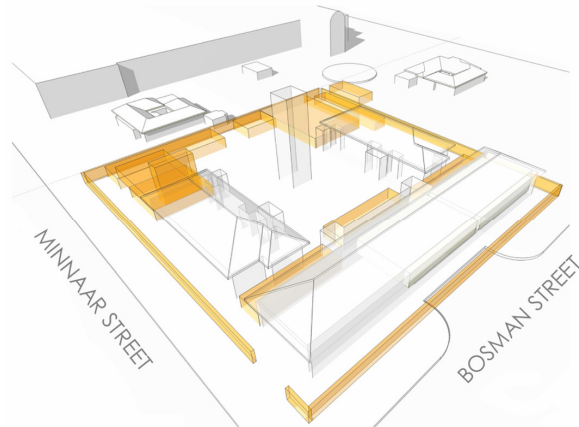


FIG 7.3:
Concept model and photo of existing site

- _The Old Fire Station building is closed off from the activities in its surroundings. The walls and fences around the building are removed to create a connection between the activities on the site.
- _The structures that were added onto the original Old Fire Station Building are demolished.
- _Circulation spaces between the original structures are established.
- _Opportunities to create new buildings that will be more supportive of the site and activities are incorporated with the new site layout.

DISPLAY CORRIDORS

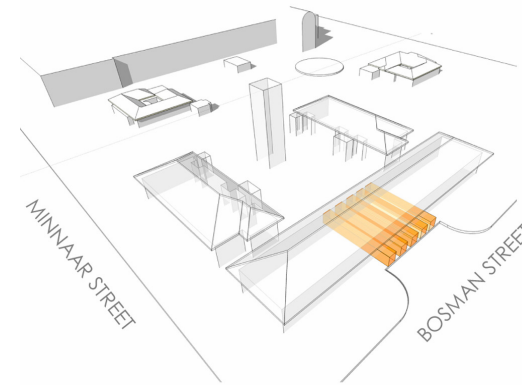


FIG 7.4:
Concept model of the display corridors

- _The original fire vehicle garages are re-used for the main entrance.
- _Glass corridors connect the street with the activities inside.
- _These corridors act as the main information exhibition areas.
- _Different formats are used to provide information, for example digital projection, touch screens and displays.
- _Wire frame images of the evolution of fire vehicles are graphically displayed on each glass panel to remind the user of the original function of the building.

INFORMATION

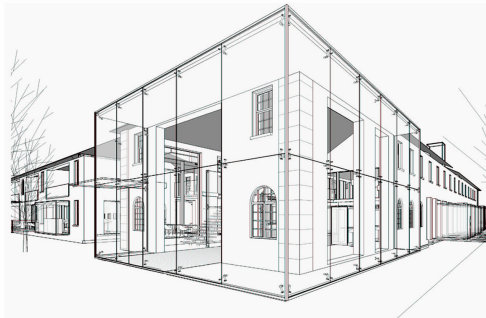
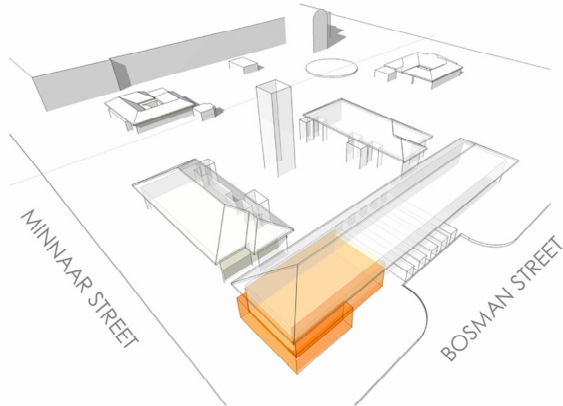


FIG 7.5:
Concept model of the Information

- _The original entrance of the Old Fire Station Building is again utilized as the main entrance to the Information Node.
- _The internal walls and first floor are demolished to create a double volume open space.
- _The original layout of the walls is displayed graphically as a watermark on the floor.
- _The corner of the building is opened up with a new glass façade layer, to make the activities inside visible from the street.
- _A reception 'box' and staircase are placed inside this space as loose elements that connect with the first floor.

CAFÉ, INTERNET, BOOKSHOP, TOILETS AND LOCKERS

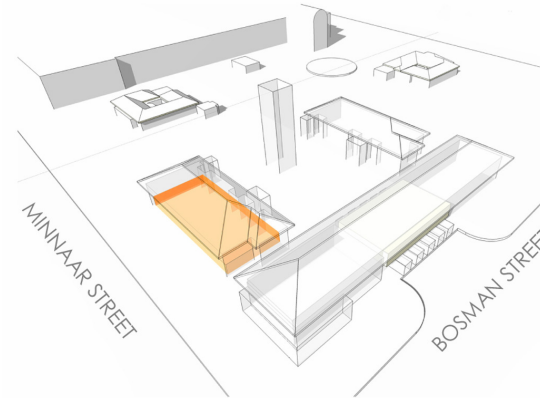


FIG 7.6:
Concept model of the café, internet,
bookshop, toilets and lockers

- _These functions act as the main supporting elements of the Information Node.
- _The original entrance to the rooms is re-used.
- _Most of the original walls are demolished.
- _The original fireplaces are re-used as focal points.
- _The original patios are re-used for outside seating to enhance the activities on Minnaar Street.
- _The walkways are used as outside seating to enhance activity in the square.
- _The toilets and internet facilities are placed as loose standing elements in the space.

RETAIL AND ENTERTAINMENT:

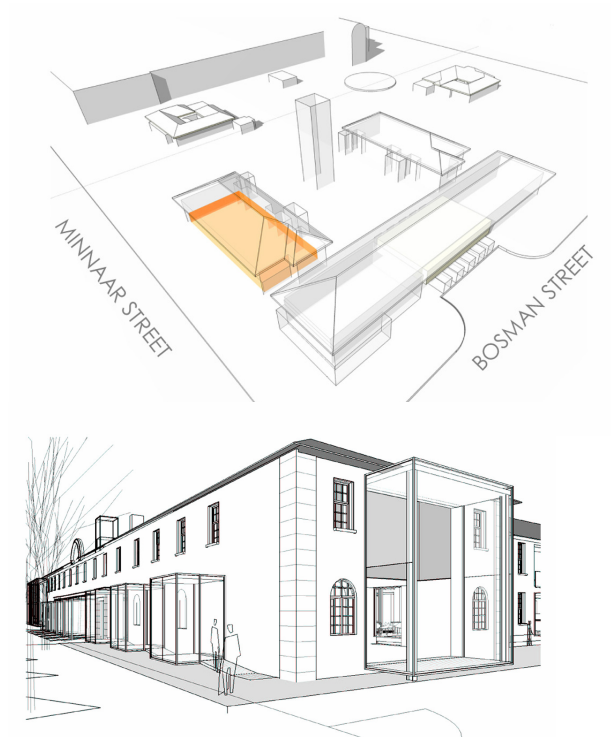


FIG 7.7:
Concept model of retail and entertainment

- _New shop fronts are created on the eastern and northern facades.
- _These new structures form a supporting layer of separate entrances and serve as marketing tools for each shop.
- _The Training Tower acts as an activity node in its own right, for example as a cocktail bar with seating.
- _The tower is emphasized with lighting and digital projection to create a dynamic landmark, visible from the street.

CONFERENCE FACILITIES AND OFFICES

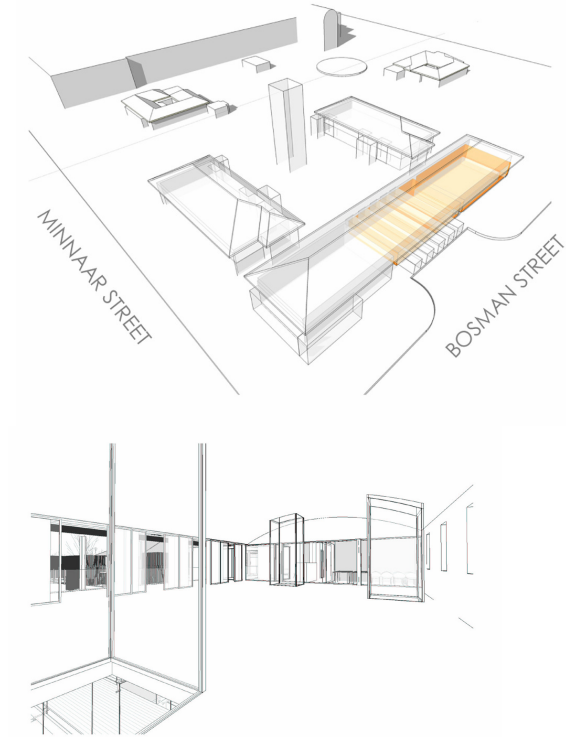


FIG 7.8:
Concept model of the conference facilities and offices

- _The original hall is re-used as a conference facility.
- _Double-volume skylight shafts are inserted through the roof and floor. These connect the ground floor activities (display corridors) and the first floor activities (conference hall) visually with each other, and also enhance the natural light quality of the spaces.
- _The original room layouts of the Old Fire Station building are re-used as offices, storage and toilet facilities.

ACCOMMODATION

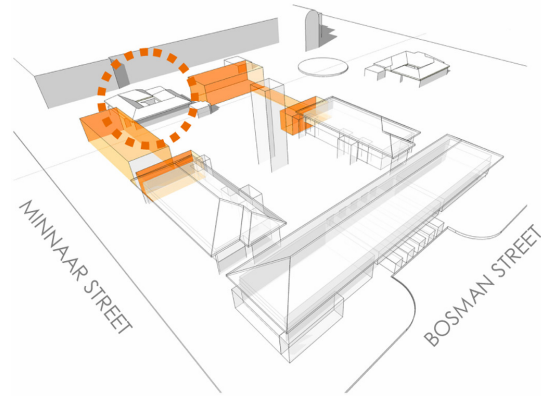


FIG 7.9:
Concept model of the accommodation

- _The original layout of the rooms ideally lends itself to hotel accommodation.
- _Two of the original rooms are joined to form one new boutique-style hotel room.
- _New bathrooms are placed as loose elements, raised from the floor to accommodate services with minimum impact on the original building.
- _The main information reception area doubles up as the boutique hotel reception, with lounges at each wing entrance acting as security points for guests.
- _Skylight shafts enhance the natural light quality in the corridors to the rooms.

NEW BUILDINGS: TOUR AGENTS AND OPERATORS / OFFICES / VENUE FOR FUNCTIONS OR EXHIBITIONS

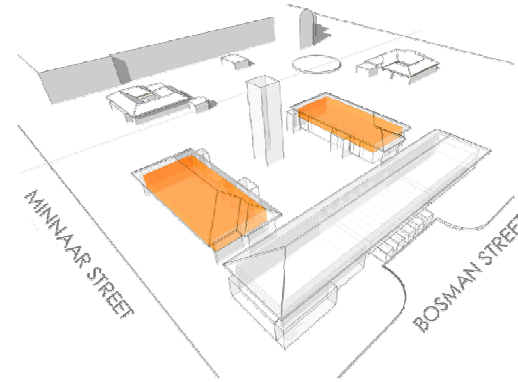


FIG 7.10:
Concept model of the new buildings

- _The new buildings are placed so as to accommodate supporting functions that could not be accommodated inside the original building
- _The new buildings are seen as a new layer to complement the existing structures and to form an enclosed feeling away from the street.
- _Minnaar Street House is incorporated into the square's activities by linking the old and new with walkways. The house is used as a restaurant for the public and boutique hotel guests. Catering for the function venue and conference facilities can be supported by the restaurant.
- _By placing the new correctly scaled structures strategically, a visual link with the African Window Museum and Visagie Street House is created. Access is made possible through the Bosman or Minnaar Street entrances to the Museum and Visagie Street House.



7.3

DESIGN
STRATEGY

LAYERING:

The original building form and identity is preserved with only essential walls removed to accommodate new functions. New structures are layered onto the existing to create spaces for these functions. The primary function of information is layered by the secondary functions, creating a rich and diverse environment.

CONTAINED SPACES:

The concept of creating space within space¹ is used as a design generator: smaller spaces are placed as loose objects inside the original building envelope. These objects accommodate the services of the different functions with minimum impact on the original structure. The 'contained spaces' are either hovering or cut into the original floor level to emphasize that they are detached from the original structure. When combined with lighting, the objects become elements floating in space.

OLD VERSUS NEW:

To easily differentiate between the existing and add-on structures, deliberately contrasting materials and construction technologies are used. Transparent and translucent materials create an architectural language of lightness, allowing the new structure to be sensitively inserted into the existing building. The outer skin of the building is punctured at critical points, allowing the glass insertions to reach out from within, giving a glimpse of the functions contained inside.

PLACEMAKING:

New structures are added to the existing to articulate both indoor and outdoor functional spaces. The perceived scale is reduced in certain areas to create human friendly spaces. The square's ambiguous boundaries are completed to contain the public outdoor space and increase the sense of enclosure. The approach and circulation routes through the building are used as organizing devices linking functions and spaces. Various degrees of spatial and visual continuity between adjacent spaces are achieved through the treatment of the boundaries that both separate and bind them together.

¹ Ching (1979:196)



site model:

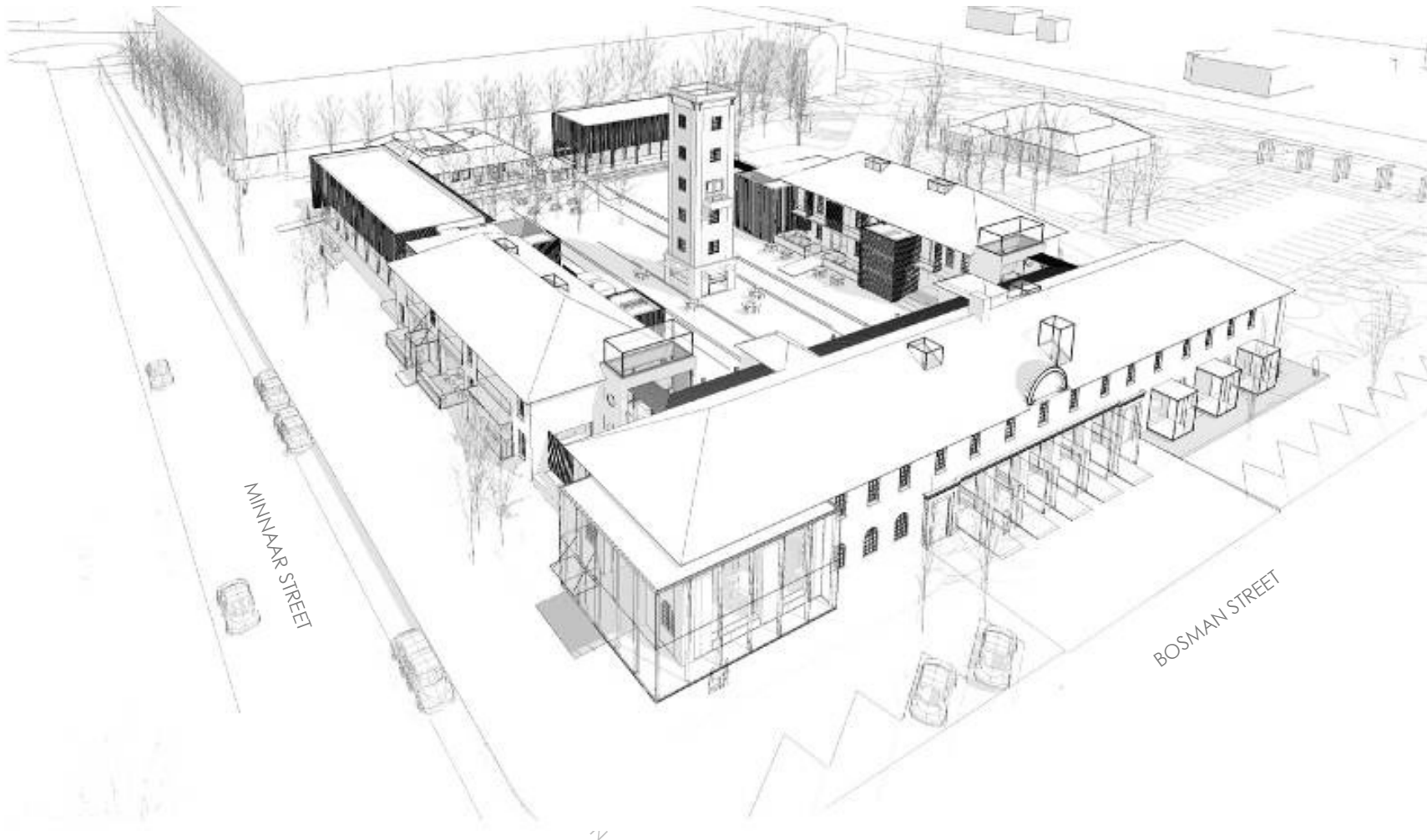


FIG 7.11:
Concept model of the site



Two portions of the building are chosen to be investigated for the design development of the Information Node.

These are the following:

PORTION A: Information

This portion includes the following:

- _the glass facade
- _the reception area with staircase
- _interactive work stations and display
- _information corridors
- _the conference hall with skylight shafts.

PORTION B: Café, internet facilities, bookshop, toilets and lockers.

This portion includes the following:

- _a cafe with outside seating
- _interactive workstations
- _a bookshop
- _toilets
- _lockers
- _the boutique hotel lobby and rooms.

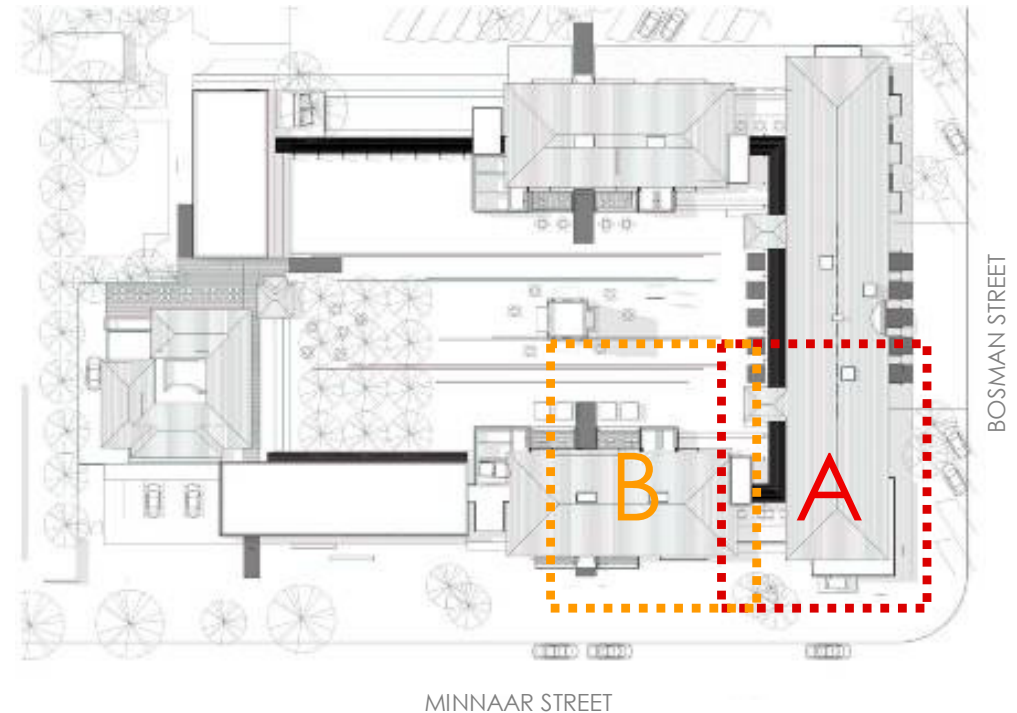


FIG 7.12:
Site plan



PORTION A

7.4

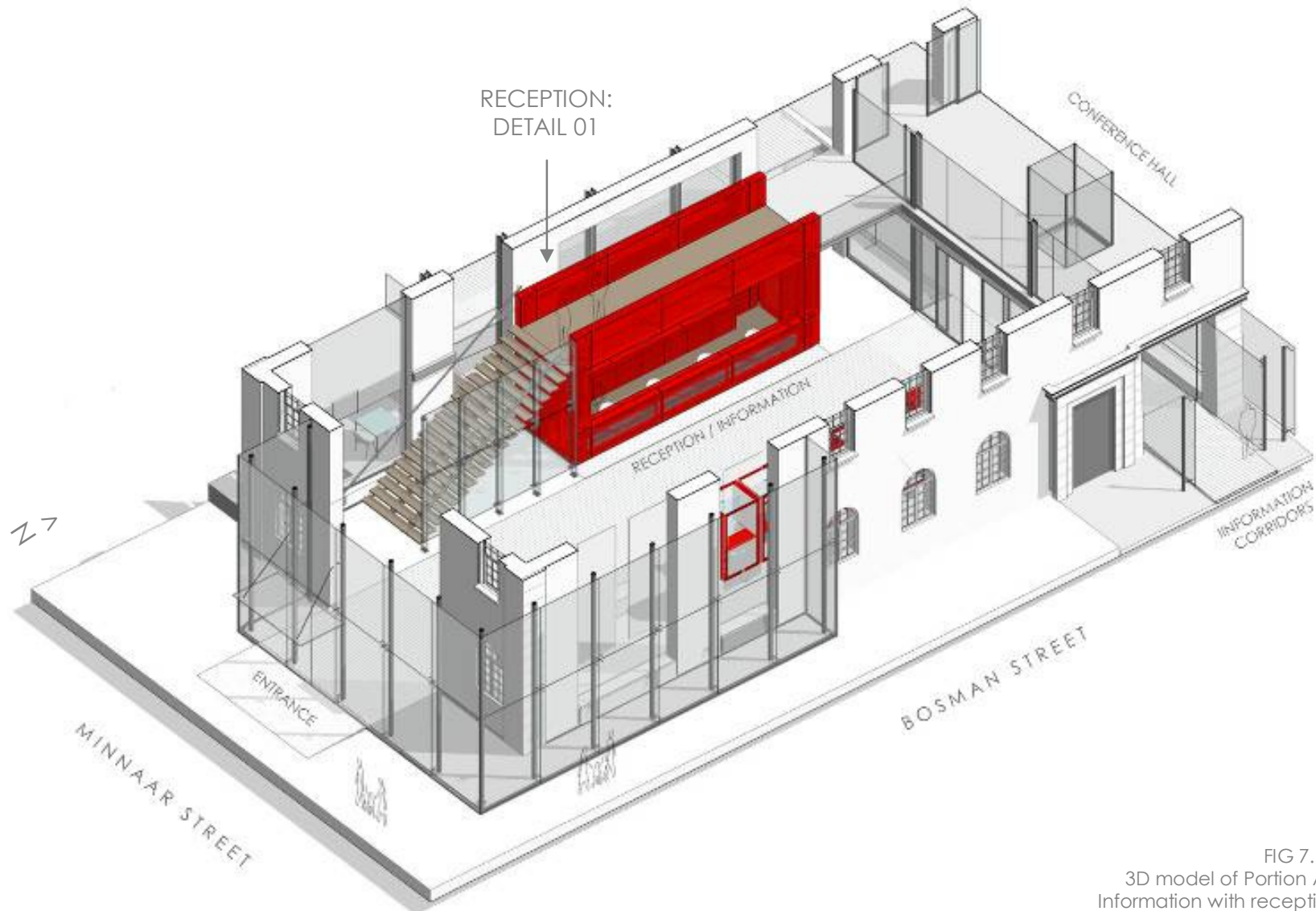


FIG 7.13:
3D model of Portion A –
Information with reception



FIG 7.14:
Reception counter and staircase

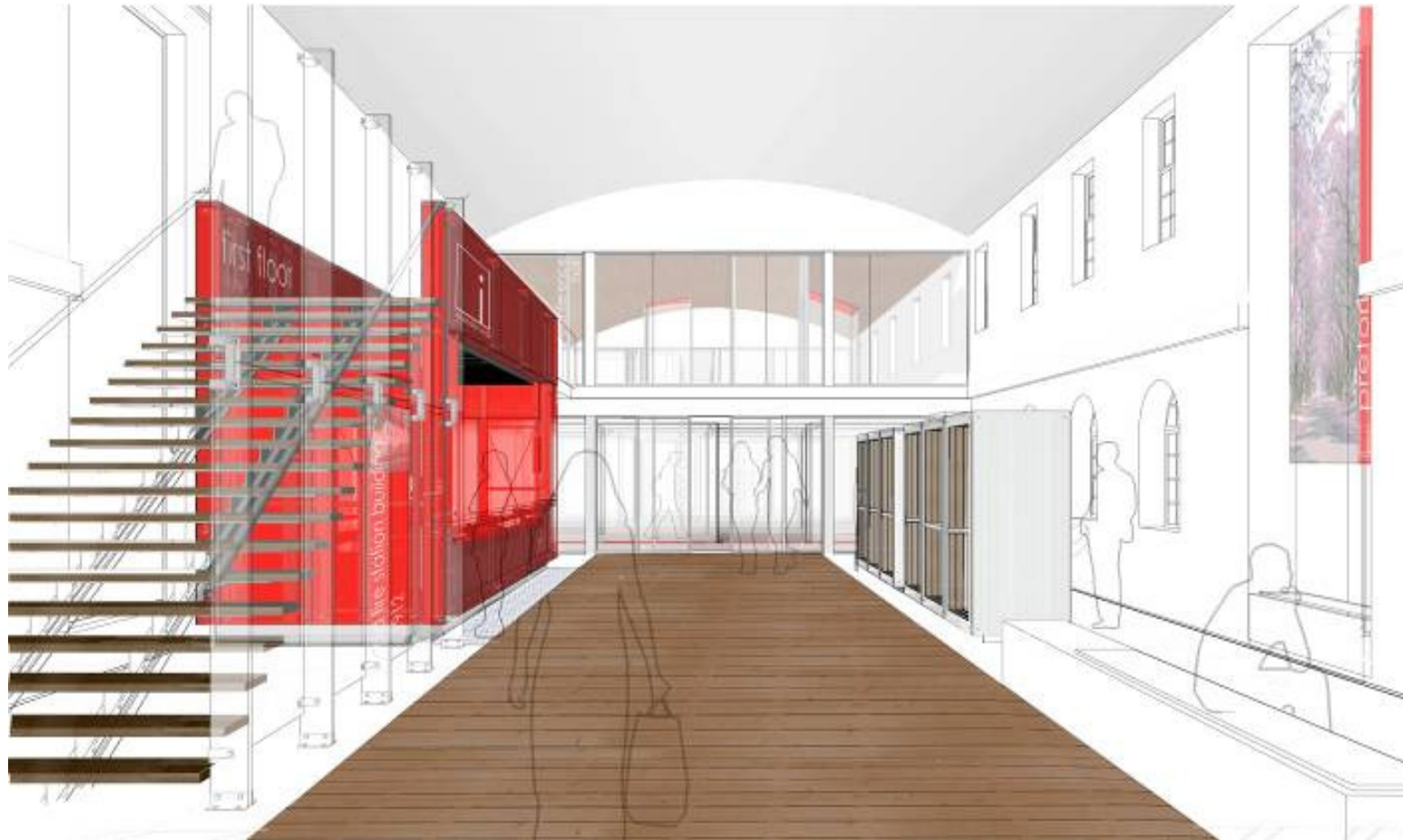


FIG 7.15:
View of the Information when
entering from the Minaar Street entrance



FIG 7.16:
 Reception counter with views to the
 Coffee Café and the training tower



FIG 7.17:
 Walkway with a view
 of the training tower



FIG 7.18:
 Walkway with a view
 of the conference hall



FIG 7.19: (top)
Walkway with a view of
the Minnaar Street entrance

FIG 7.20:
Interactive workstations

FIG 7.21: (top)
View from inside
the reception

FIG 7.22:
Information corridors with Minnaar
Street House in the background

7.5 PORTION B

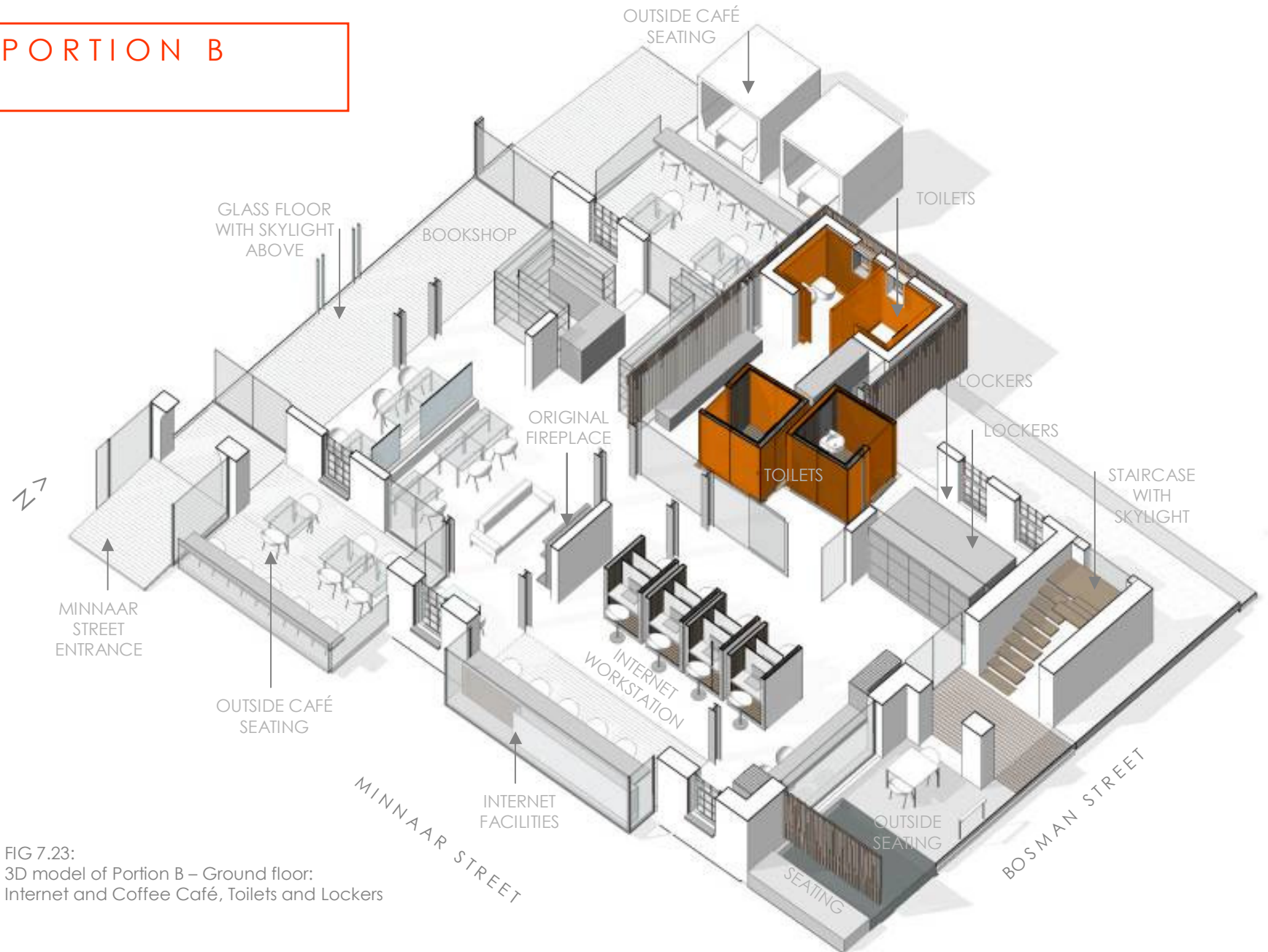


FIG 7.23:
 3D model of Portion B – Ground floor:
 Internet and Coffee Café, Toilets and Lockers

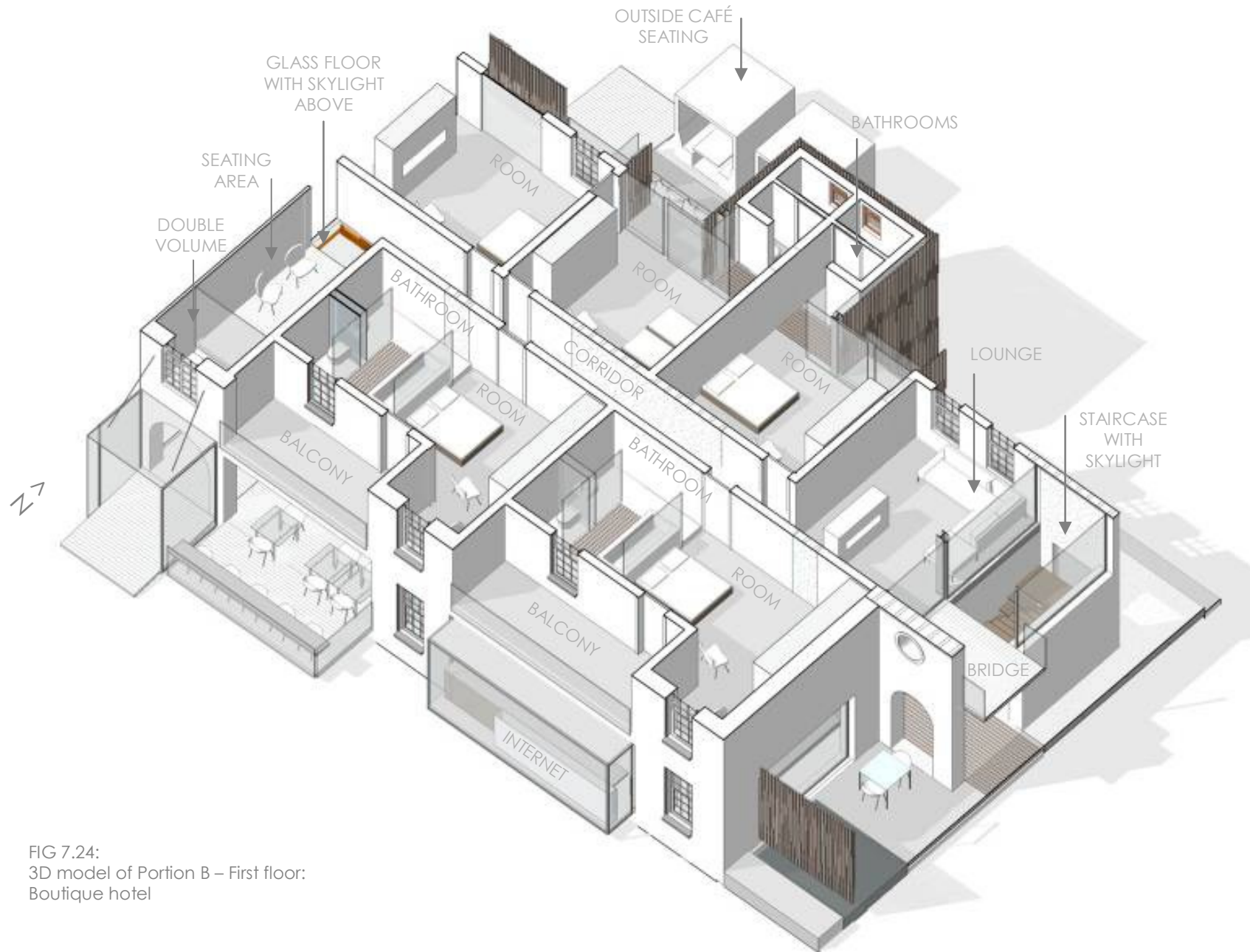


FIG 7.24:
3D model of Portion B – First floor:
Boutique hotel



FIG 7.25:
Entrance to the Coffee Café and Bookshop



FIG 7.26:
View towards the Coffee Café's
outside seating



FIG 7.27:
Toilets and Bookshop



FIG 7.28: (top)
Internet workstations
and Toilets



FIG 7.30: (top)
Coffee Café
with counter seating



FIG 7.29:
Original fireplace with
Internet workstations



FIG 7.31:
Coffee Café with a view
towards the Information