

interpret

3 design development

interpret (in-ter'-pret) *v.t.* to explain the meaning of; to put a construction on; to translate for the benefit of others; to render or represent

An **INTERFACE** as an in-between, functions as un-programmed space;
a point where interaction occurs between systems, subjects and processes.
The intent is to generate a program for a building
through the superimposition of existing rituals and processes occurring on and around the site.
The site should act as a catalyst of this in-between that is Marabastad.

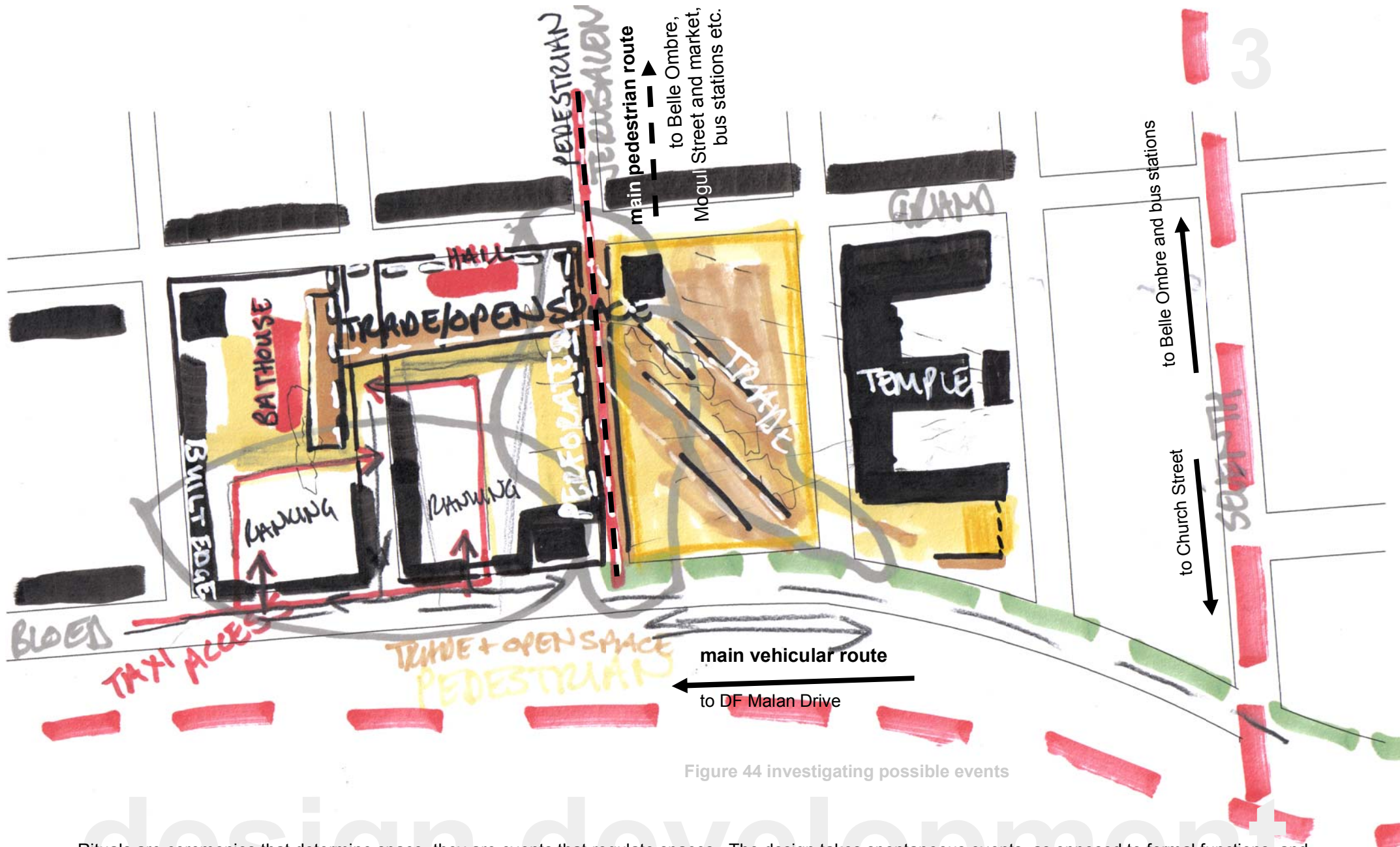
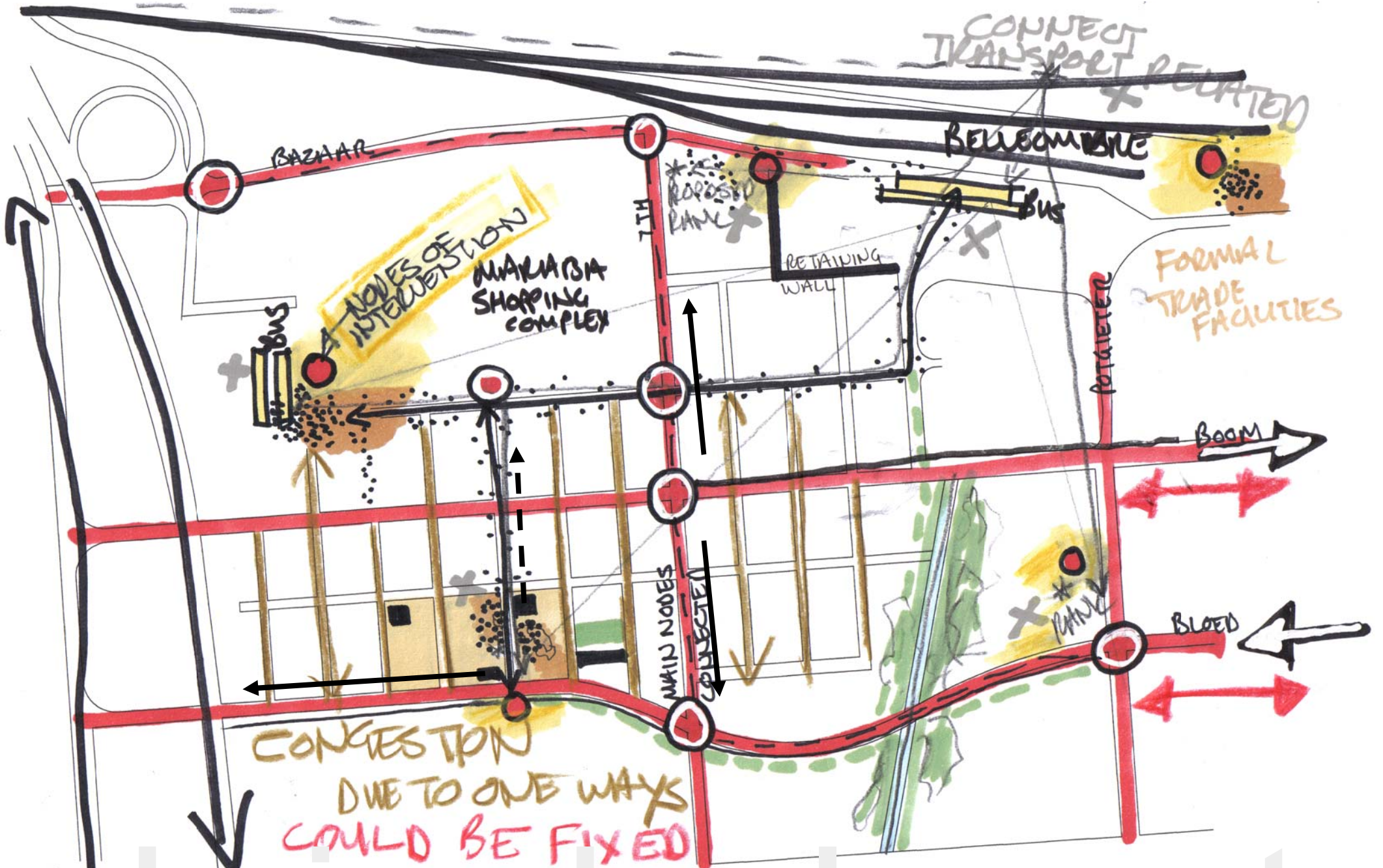


Figure 44 investigating possible events

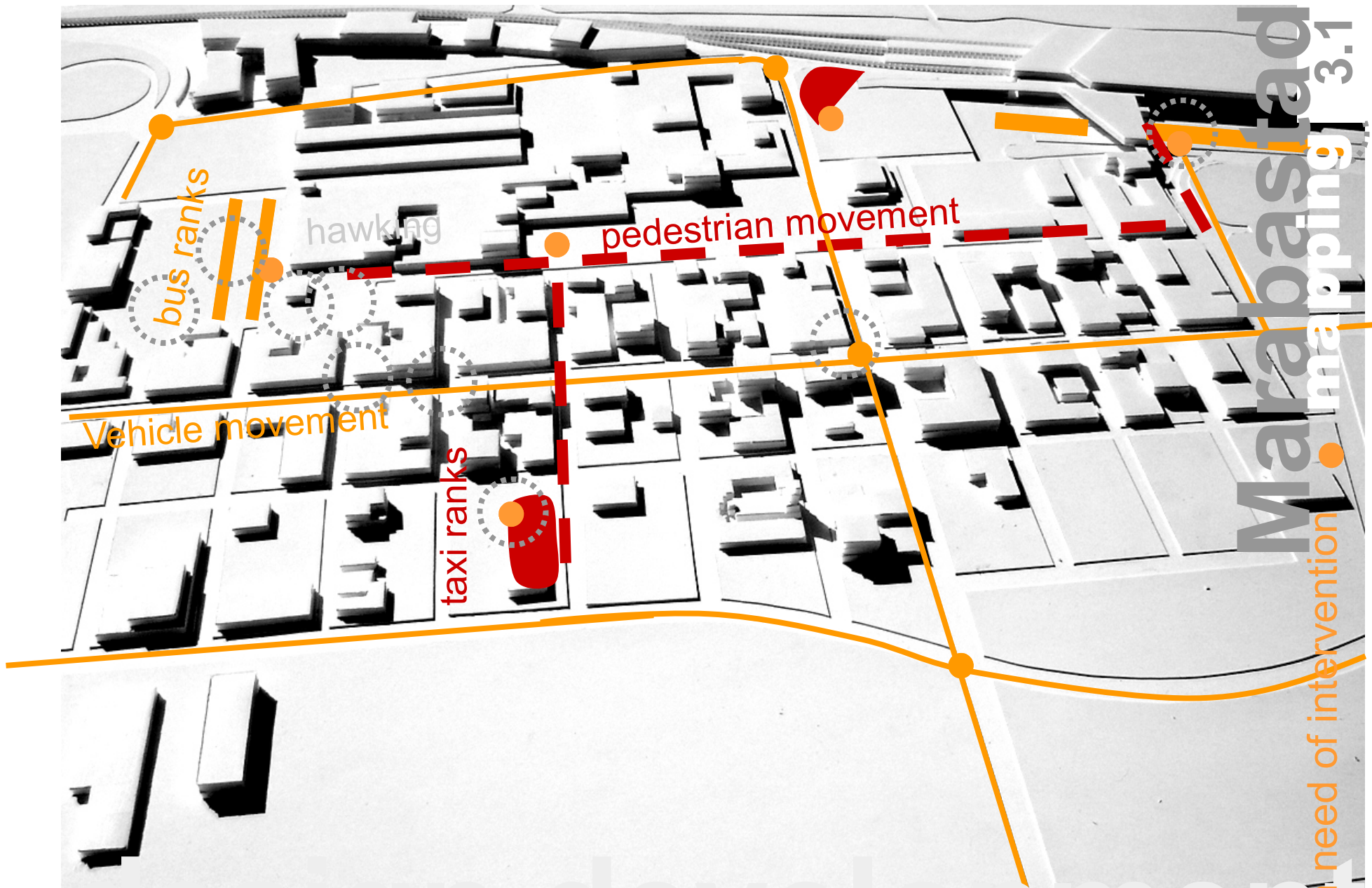
Rituals are ceremonies that determine space, they are events that regulate spaces. The design takes spontaneous events, as opposed to formal functions, and merges them in architectural spaces. Spaces will be created for appropriation and the intermingling of functions, accommodating existing rituals occurring on the site.

By mapping the existing site in relation to the precinct, one can establish the place of the possible event.



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Figure 45 conceptualizing Marabastad



Informal trade is scattered throughout Marabastad, mostly near transport-related facilities. Instigating the main pedestrian routes through the precinct, these areas become “generators” of activity. These are recognized as nodes in need of intervention, where adequate facilities should be provided. A second set of nodes can be established on the main vehicular intersections. These form a second layer of generators which should aid in connecting transport-related facilities.

Figure 46 mapping Marabastad



Bloed, Boom, and Seventh Streets comprise the main vehicular movement through Marabastad.

Jerusalem and Mogul Streets are the main pedestrian routes; connecting Belle Ombre, bus stations and markets.

There is also a strong pedestrian link, connecting the three sites of the proposed development

Streets running from north to south are slow moving and congested due to Bloed- and Boom Streets moving west and east respectively.



Figure 47 mapping the site: movement



Two axes are formed by existing trees on the site.

Besides the run-down vacant building to be demolished, there are three other existing buildings on the site

Site of demolished building

Figure 48 mapping the site: objects



Views from the site toward the Gopurim of the Mariammen Temple will play a role in the design development. _____

Approaching the site from the North along Jerusalem Street forms important views. _____

Figure 49 mapping the site: views



Figure 50 mapping the site: activity



Rituals like buying, selling, ranking, taxi repairs, walking, eating and meeting take place on a daily basis on the site.

rituals • the site
mapping



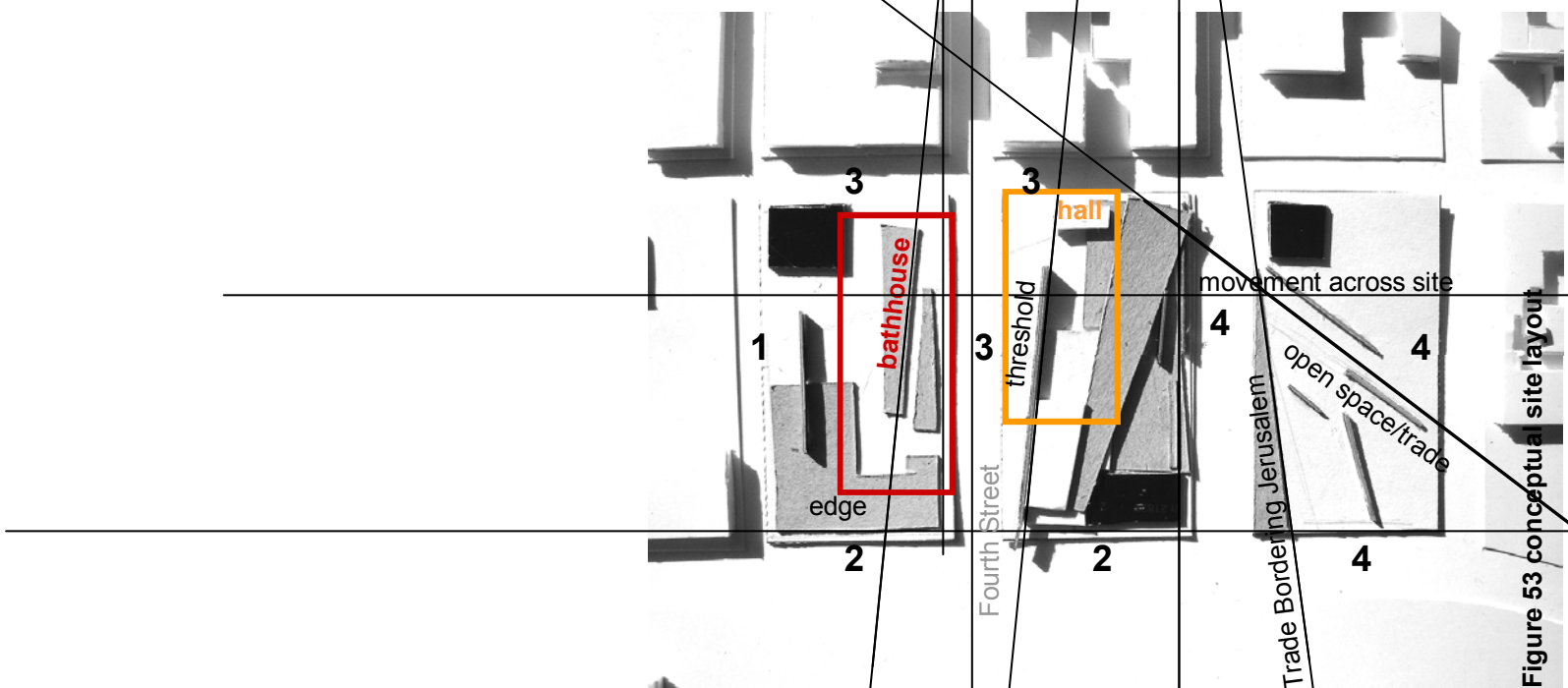
the site

• the mapping

By mapping existing objects, movement, views, activity and rituals, the place of the possible event is established (figure 52).

The site will function as an interface where various systems meet. The interface also functions as a threshold/boundary. The site therefore becomes an interchange; combining various functions while acting as a stop-over and node of exchange.

Figure 52 mapping the site: the place of the possible event



Through mapping the site in relation to Marabastad, a conceptual layout of the three sites was created.

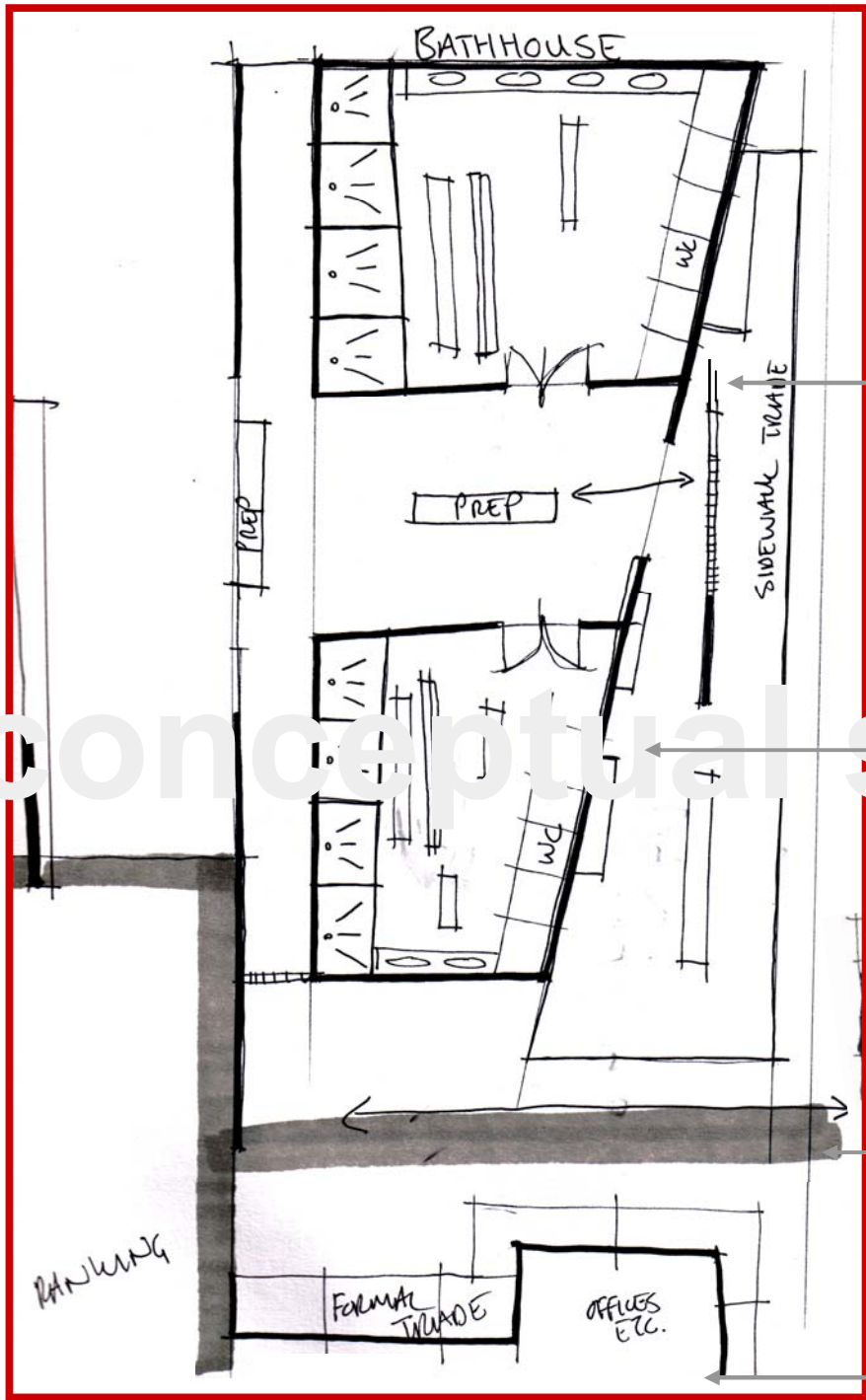
Streetscapes are ranked from 1 to 4, expressing different levels of public interaction: no/private, moderate/semi-private, high/semi-public, and completely transparent/public. Spaces with high levels, allow maximum community appropriation.

Boundaries and built form will be designed in accordance to these levels.

These levels will greatly influence the design in terms of thresholds, placement of functions, and the treatment of facades.

(figure 53) The block between Jerusalem and Fifth is reserved for informal trade with minimal intervention. Jerusalem is bordered by informal trade, with subtle interventions taking the form of walls and permeable boundaries defining thresholds between the street and ranking facilities. Ranking facilities will be accommodated in their current location in the centre of the two blocks bordering Fourth Street, with definite edges facing Bloed Street. Main vehicular access will be accommodated from Bloed Street with alternative exits into Fourth Street. An adaptable community hall is situated in the middle block (see also figure 56), with its facilities extending outwards to the south into an open public space. The western block will house a bathhouse facility (see also figure 54) separated from the street by a buffer of informal trading space.

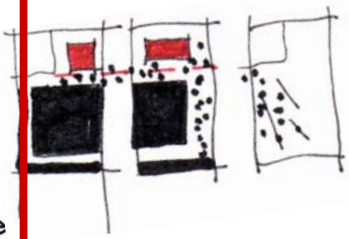
Built form will be kept to a minimum to allow adaptability. Maximum open space should be left for appropriation by the community. The formality of the geometry is deliberately in contrast with the informality of surrounding buildings, to announce public space. The buildings create a sense of permanence that plant the seeds for future development and investment.



The **bathhouse** will be designed as a unit accommodating male and female restrooms with showers, waiting areas, water closets, washing basins, safety lockers, and storerooms for cleaning equipment. The two restrooms will be separated by a courtyard housing preparation areas and basins for hawkers. The **courtyard** will be screened from sidewalk trade by a **visually permeable boundary** (figure 55). Municipal servitudes running through the centre of blocks are kept in mind through all stages of the design process



The sidewalks bordering Jerusalem Street will be reserved for informal **trade** with maximum community appropriation.



Pedestrian movement will be promoted between blocks within a strip running between Third and Fifth Street. Pedestrian areas of ranking zones will align with this axis.

Bloed Street will be lined with definite building edges containing **commercial functions** like rentable office space and retail.

Figure 55 conceptualizing trade facilities and boundaries

Figure 54 conceptualizing the bathhouse in relation to ranking facilities

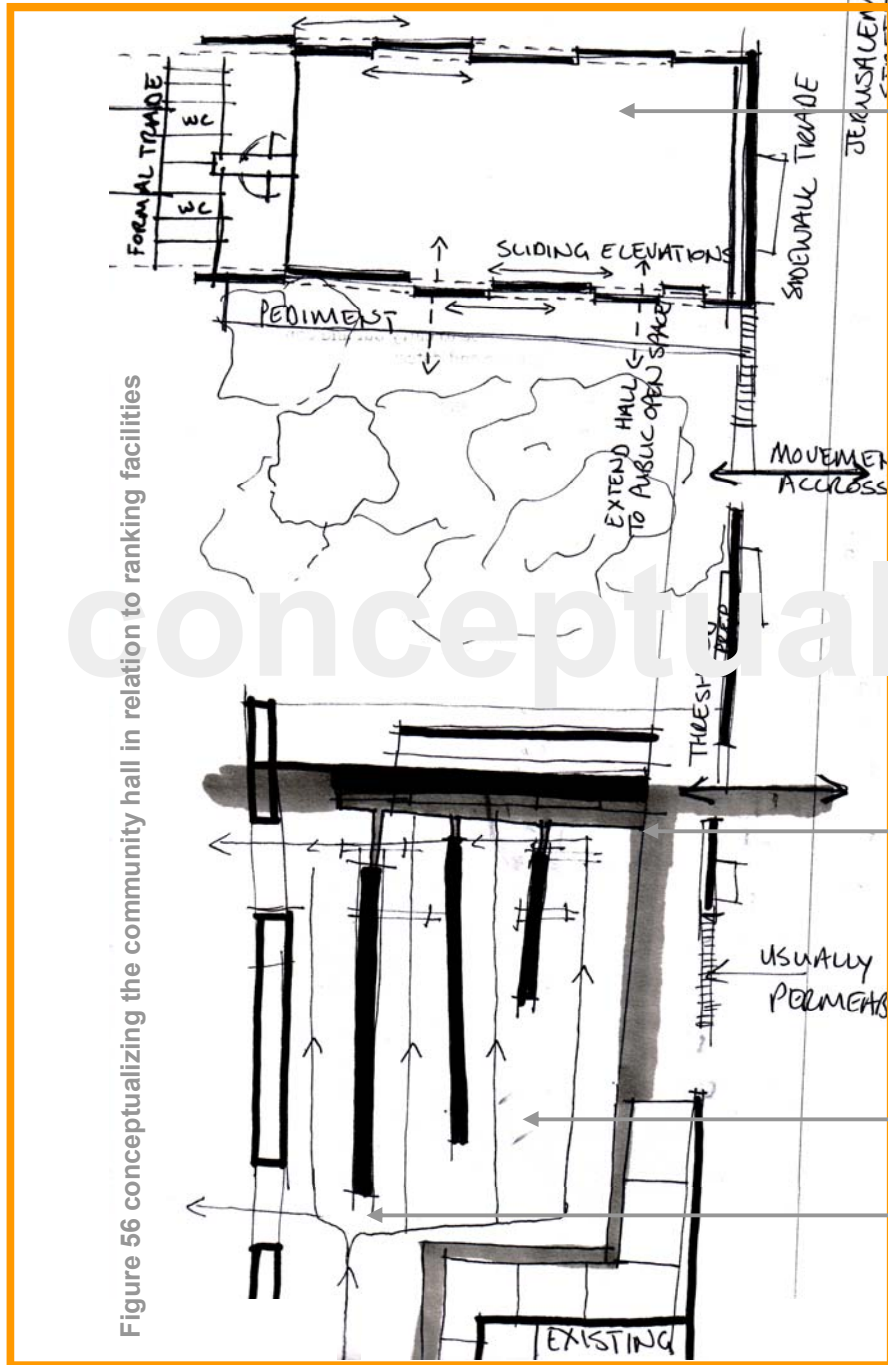
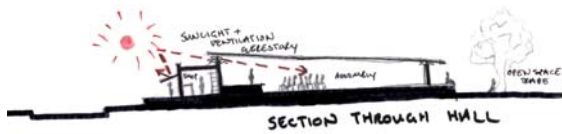


Figure 56 conceptualizing the community hall in relation to ranking facilities



The **community hall** will be designed as a multi-functional facility. The hall will house facilities to cater for functions ranging from small meetings, to community events. The façade of the hall will be designed to slide open (figure 57), extending the interior into a forecourt. The sliding “walls” will create variations of the building’s façade. The hall with its forecourt will function as public **open space** to be appropriated by the community.



Pedestrian movement will be intercepted regularly with **thresholds**, varying in permeability and height, visually dividing different areas. Sidewalk elements will be applied for accommodating hawking stalls and seating. Pedestrian areas will be reserved to create transitions between ranking– and hawking facilities.

Taxi **ranking** will be accommodated on the southern side of the block. Main vehicular **access** will be gained from Bloed Street through critical permeations of the perimeter building. Buildings housing commercial activities facing onto Bloed Street, will enclose the ranking facility.

Figure 57 conceptualizing the community hall as a multi-functional facility



Figure 58 conceptual site layout

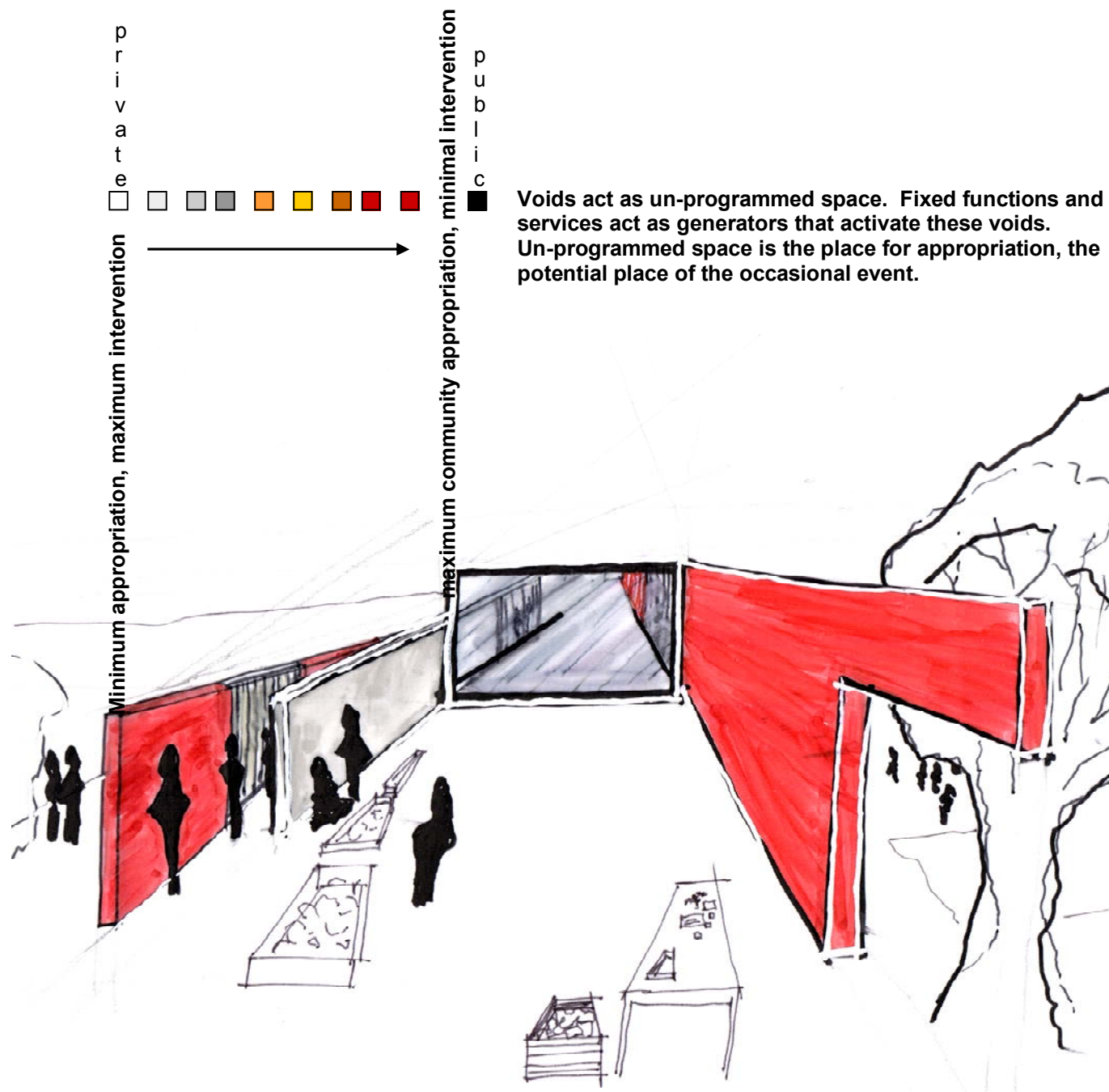
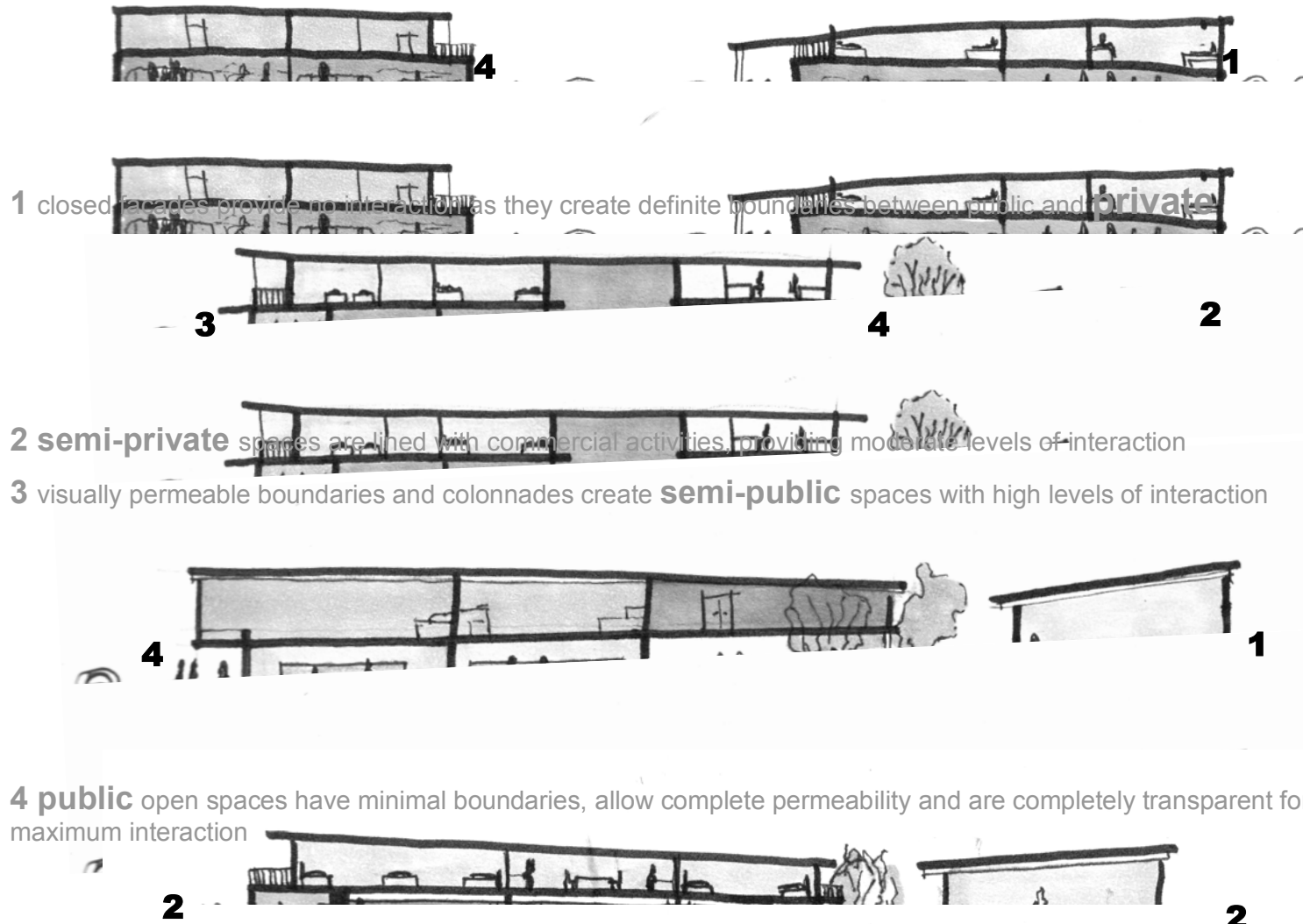


Figure 59 voids become the place for appropriation

Figure 60 conceptual sections—public and private realms



Tschumi (1994:13) distinguishes “program” from “event”. A program is “a determinate set of expected occurrences, a list of required utilities, often based on social behavior, habit, or custom. In contrast, events occur as an indeterminate set of unexpected outcomes. Revealing hidden potentialities or contradictions in a program, and relating them to a particularly appropriate spatial configuration, may create conditions for unexpected events to occur”. The building’s program creates conditions for unexpected events, brought about by user appropriation.

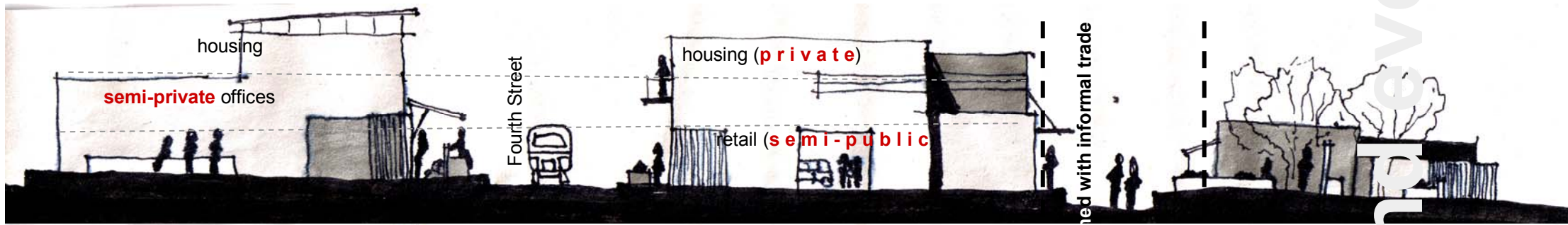
The building will contain event-seeking, multi-purpose communal spaces.

The section of the building (figure 60) should enhance this concept; differentiating between public and private realms

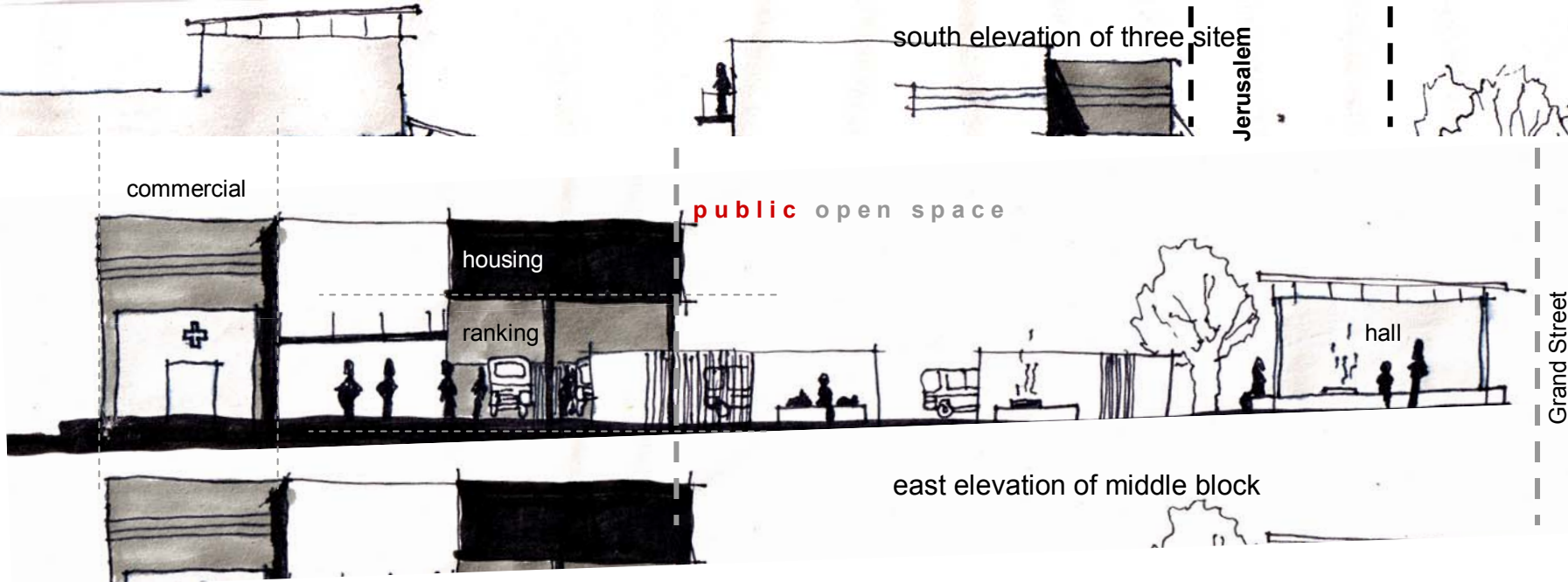
PROGRAM: a determinate set of expected actions
 EVENT: an indeterminate set of unexpected outcomes
 (Tschumi, 1994:324)



north elevation of middle block



south elevation of three sites



east elevation of middle block

project event
 Figure 61 conceptual elevations

Figure 62 buttress walls create opportunities for informal trade



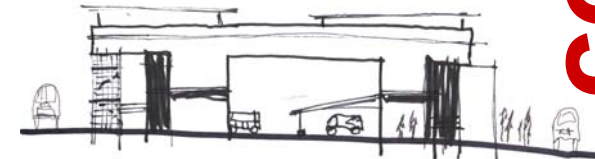
Due to high value of property in Marabastad, the three sites should be densified. A perimeter block building (figure 65) surrounding ranking facilities will accentuate the street - block relationship. The streets of Marabastad form a unique grid which distinguishes it from the rest of the CBD

This grid needs to be reinstated to restore the historic character of the precinct.

The building façade should announce a public facility of an urban nature while portraying the fine grain that distinguishes Marabastad. Municipal servitudes run through the center of blocks, adding some constraints to the development. Ranking facilities will therefore be located to the center of the blocks in a north-south direction. Vehicular access will be gained from Bloed and Grand Street, accommodating a two-way ranking facility (figure 64). The perimeter building will enclose ranking facilities with functions ranging from permanent shops and overnight sleeping area to flexible public space. The perimeter will vary in permeability according to public and private building functions. **Buttress walls** can create opportunities for informal traders as well as visual permeability to ranking facilities (figure 62). These 'booths' can be fitted with lock-up gates for storage of goods.



Figure 63 conceptual section and elevation illustrating vehicular access



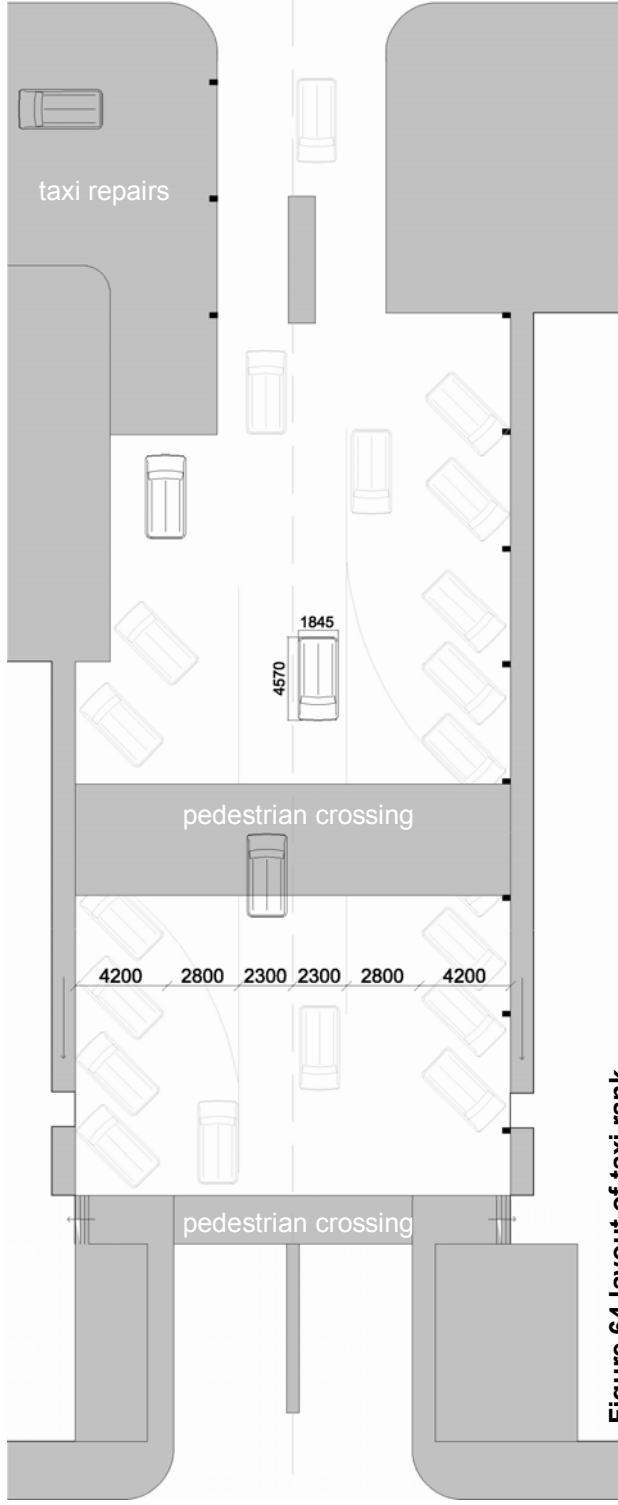


Figure 64 layout of taxi rank

conceptual designs

Figure 65 perimeter block buildings to reinstate the unique historic grid of Marabastad

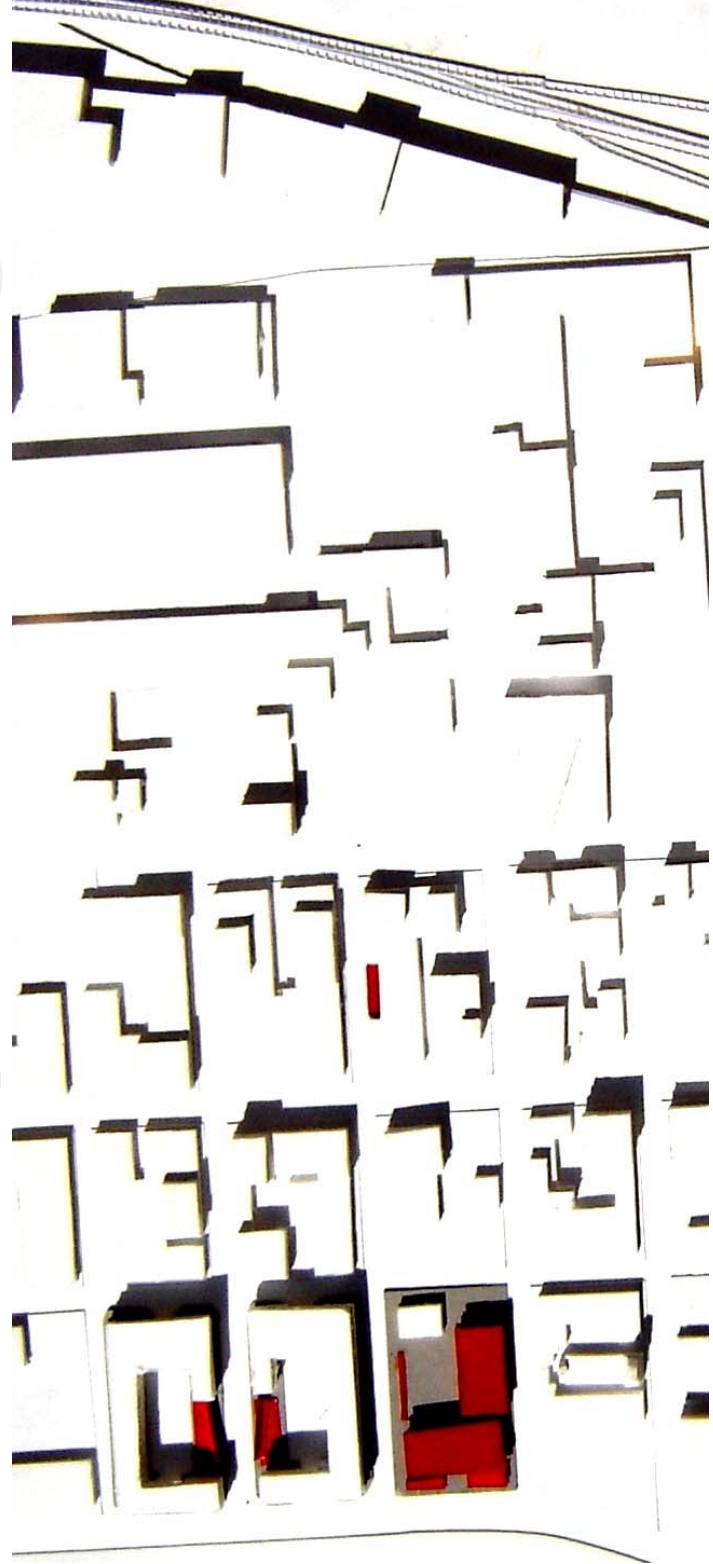
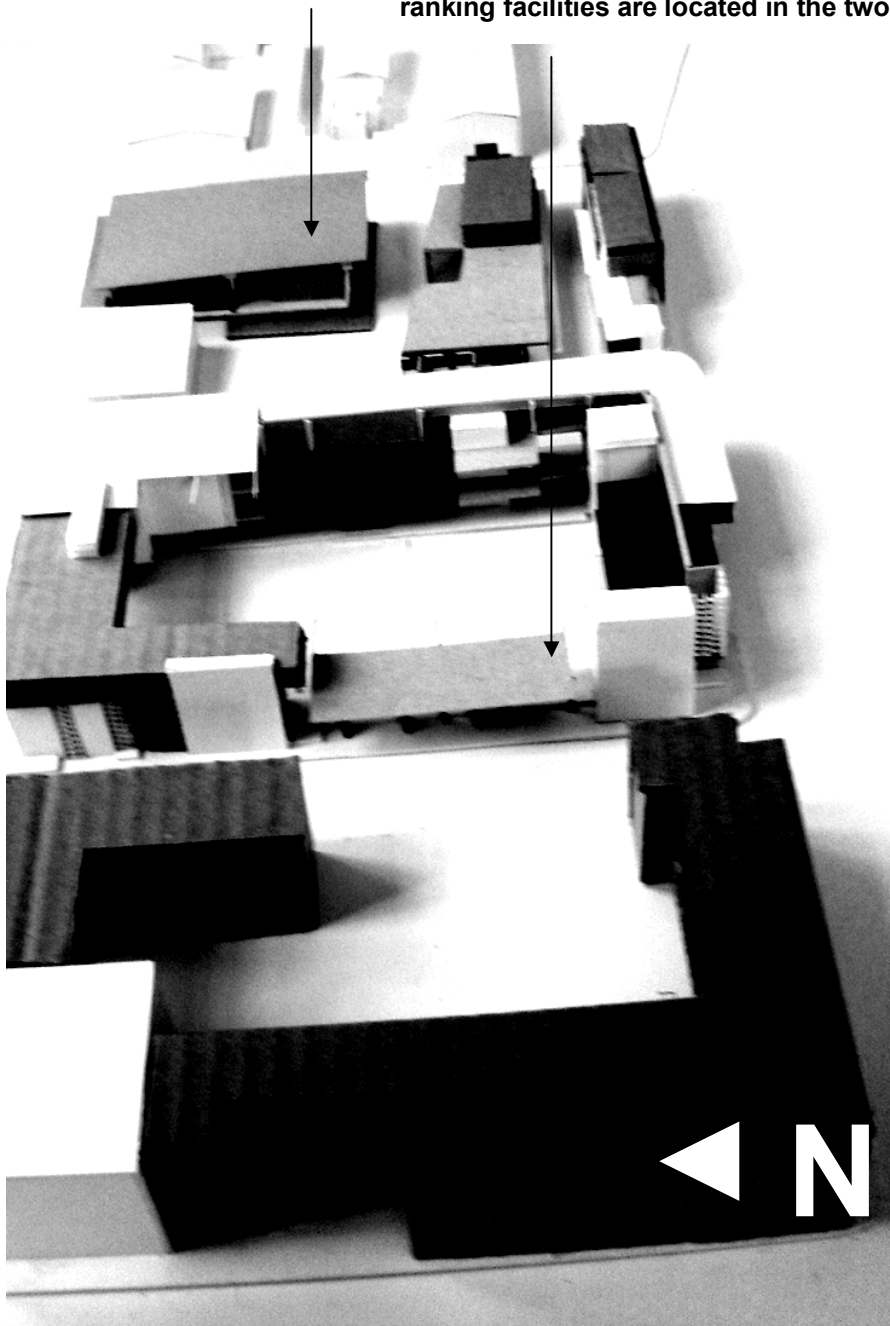


Figure 66 **site layout** with the bathhouse and community hall situated to the east of Jerusalem Street, ranking facilities are located in the two blocks bordering Fourth Street.



conceptual designs

The axis between the three blocks is strengthened through physical and visual links.
These links connect the various facilities while promoting pedestrian movement between blocks.

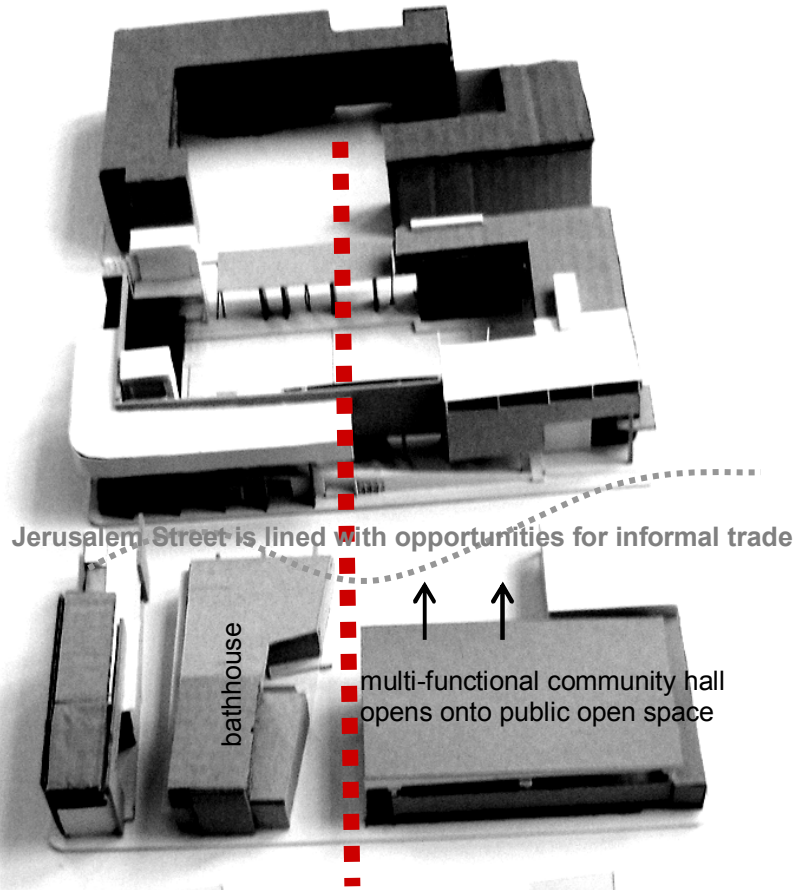


Figure 67 site layout

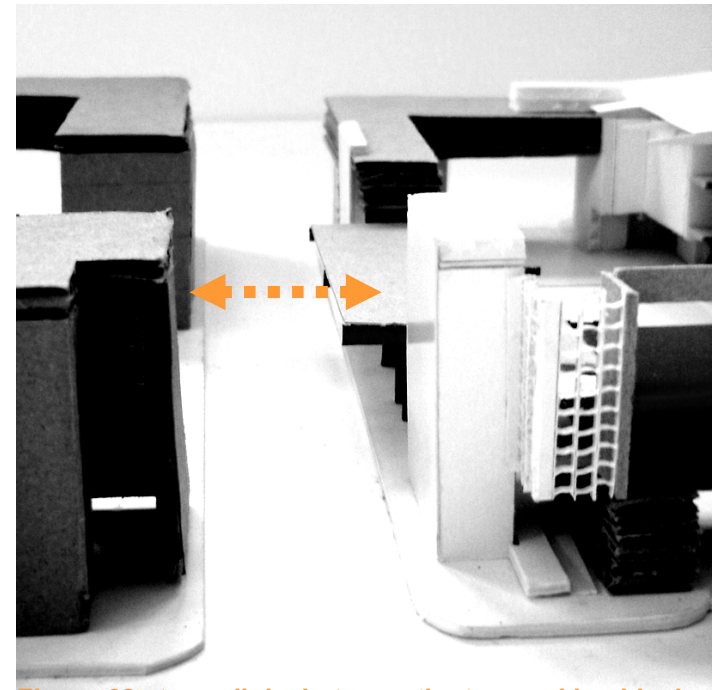


Figure 68 strong links between the two ranking blocks

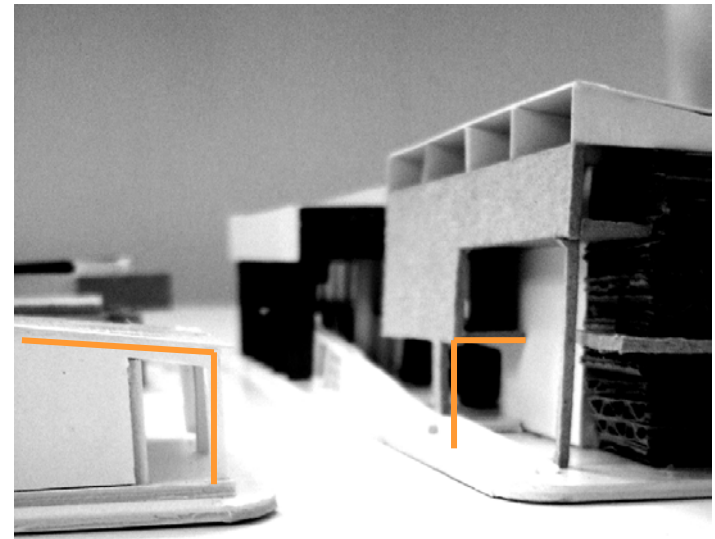


Figure 69 the building corresponds to the scale and character of surrounding buildings

Figure 70 east elevation of ranking block with buttress walls

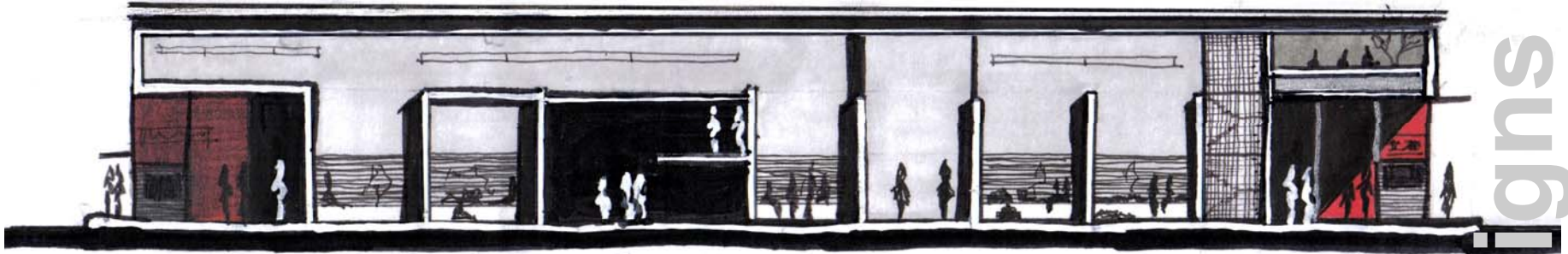
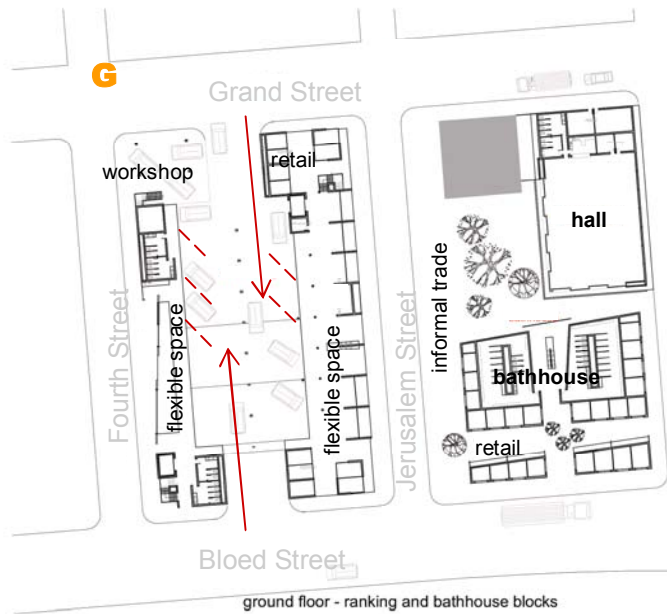
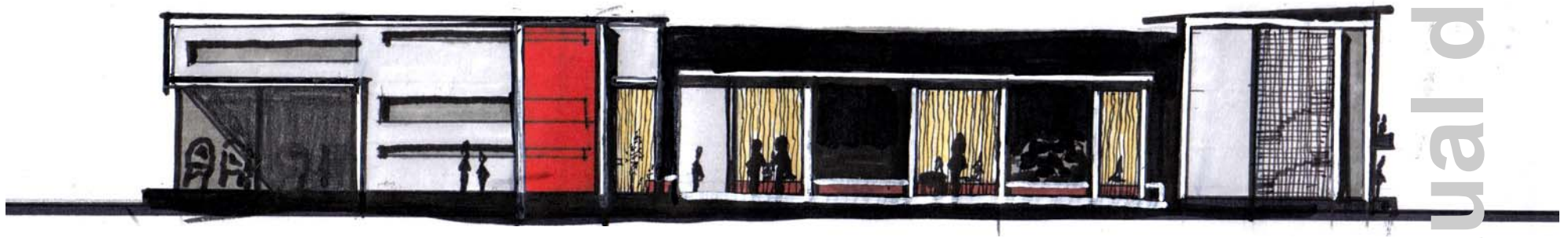


Figure 71 west elevation of ranking block

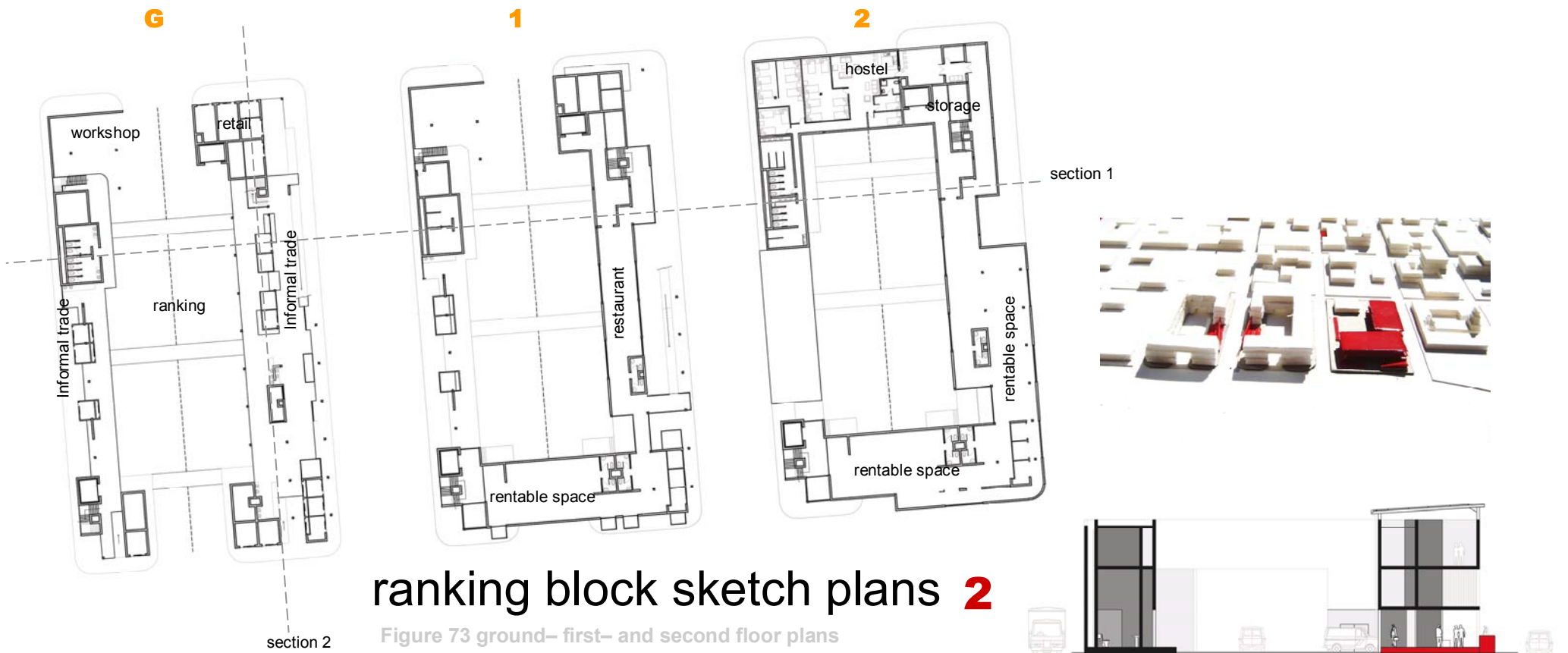


sketch plans 1

Figure 72 ground- first- and second floor plans



conceptual designs



ranking block sketch plans 2

Figure 73 ground- first- and second floor plans



Figure 74 section 1



Figure 75 section 2

For the purpose of this dissertation, one of the ranking blocks will be designed in more detail. Sketch plans 1 and 2 explore the concept of the perimeter block building to scale. At this stage of the design, the building starts to take form and the sizes of spaces and elements are determined.

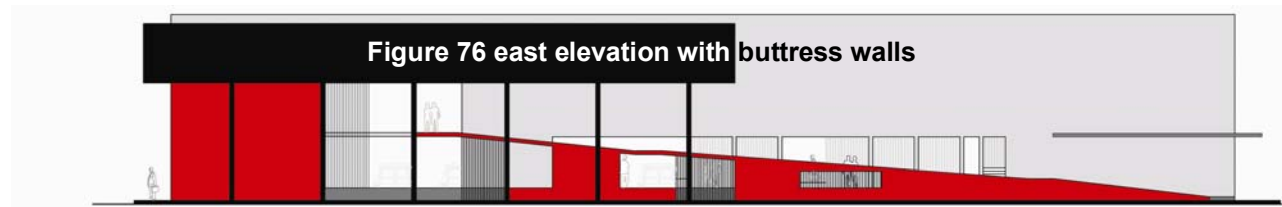


Figure 77 the northern façade



conceptual designs
visualising the building



Figure 78 the corner of Bloed- and Fourth Street



Figure 79 a pedestrian ramp frames a space suitable for community appropriation

