5 DESIGN DEVELOPMENT

IN THE ARCHITECTURE OF "SPATIAL POSSIBILITY", ARCHITECTURE IS USED TO PROVIDE A SPATIAL FRAMEWORK THAT IS CAPABLE OF ABSORBING CHANGE, ACTING AS A HOLDING STRUCTURE TO DEFINE THE PARK EDGE AND ORGANISE ACTIVITIES.

5.1 ORGANIZATION OF SPACE

An enabling structure at the periphery of the site encourages pedestrian movement and interaction along and trough the site. The structure becomes a facilitator for potential activities to take place and adapt over time. This establishes directional permeability, ease of access and multipurpose use programming. Recreational amenities, tuck shop and ablution facilities are combined within a porous lattice that is tied to its surroundings. This establishes a highly visible environment where scheduled events and festivities modulate daily practices. This makes the space a terrain in continuous flux.

Tschumi (1994:11) states that:

> Avoiding the pre-eminence of the formal or visual, deals with ideas and strategies. His projects begin from an urban condition and a programme, trying to uncover the potentialities hidden in the programme, site or circumstances, whether economic, social or cultural. Dynamic forces or intensely public spaces are encouraged.

5.2 STRATEGIES AND DEVICES

Architecture acts as generator, playing a role in the making of the city. Architecture is both about space and about the events that take place in that space (Tschumi 1994:12).

Projects, due to their programmatic adversity and complexity, function as small cities.

Programme and Event (Designing conditions rather the conditioning design).

The programme exists as a determinate set of expected occurrences. A list of required utilities, often based on social behaviour, habit or custom, is recorded. The event occurs as an indeterminate set of unexpected outcomes revealing hidden potentialities or conditions in the programme (Tschumi 1994:13).

Modes of organization:

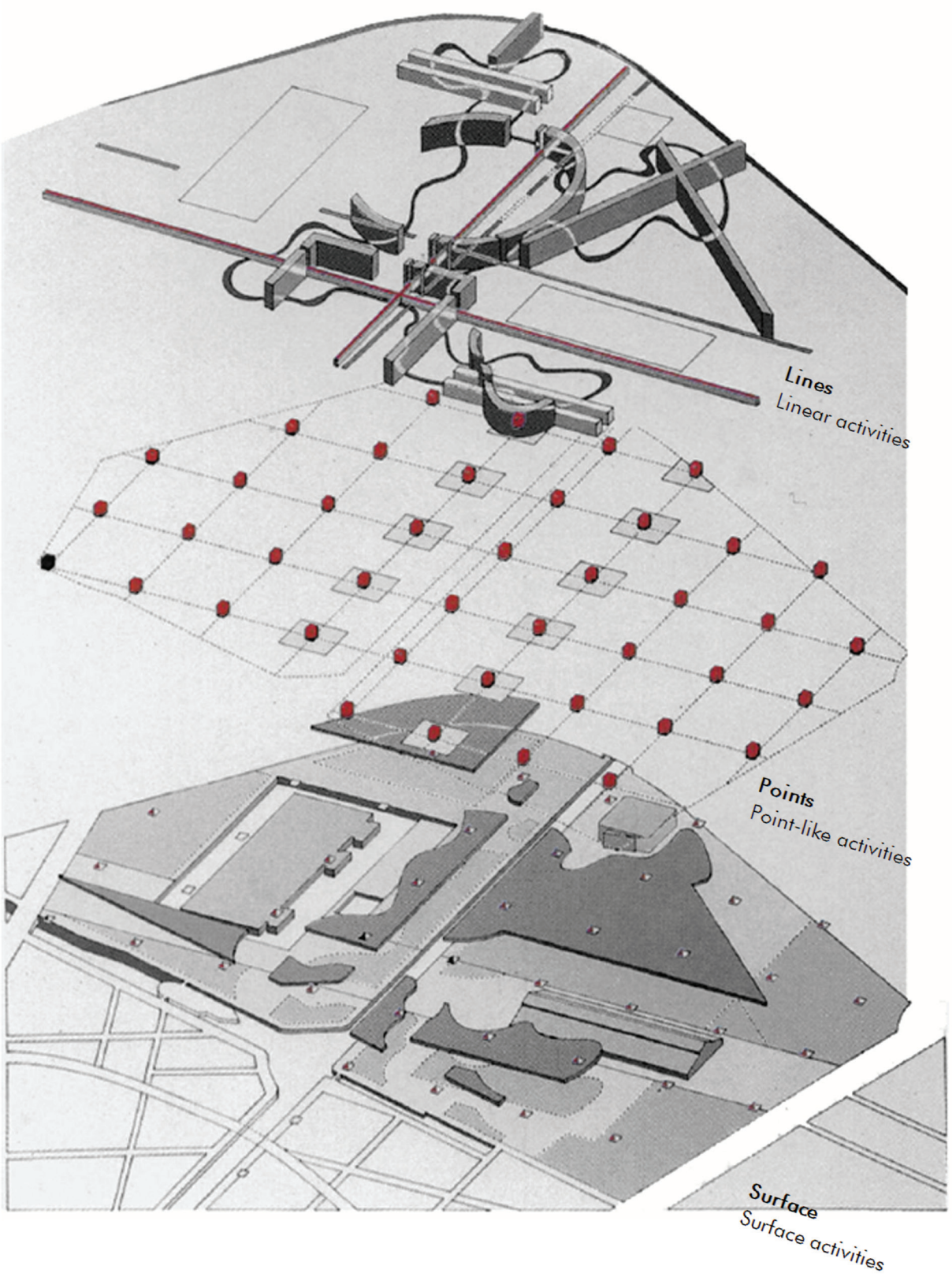
Movement
Movement vectors are used as the major organising device.

Space
Voids, un-programmed space and solids become programmed. Voids are activated using public activities to intensify the density of movements.

Event
Activators generate intensity. Promote dialectics and heterogeneity. Envelope as enclosure.

***FIGURE 54** (opposite page)*

Plan for Parc de la Villet of superimposed lines, points and surfaces.


Lines
Linear activities
Points
Point-like activities
Surface
Surface activities

5.3 PARC DE LA VILLETTE, 1982-98

The Parc de la Villette, Paris, is directed at revitalising, and uses superimposition, juxtaposition and permutations to organise complex territory. The project illustrates maximum programmatic flexibility and invention through the superimposition of three separate structures – a point system, a line system and a surface (Wall 1983:29).

Line

Orthogonal routes mark high density movement. North-South and East-West with a five meter-wide open structures next to various points (follies), including City of music, restaurants, Square of the Baths, arts and science, children's playgrounds, video workshops and sports centres. The path of thematic gardens links various parts of the park. Intersecting axes provide unexpected encounters and link various parts of the park (Tschumi 1994:57).

Point (grid)

The programmatic requirements are exploded throughout the site onto a regular grid of points of intensity (Tschumi 1994:58). These points of intensity also known as follies are both singular parts and anchoring points of possible future constructions (Tschumi 1994:59). The follies act as condensers that through programme generate events. The grid establishes territorial recognition, easy maintenance, and simple orientation. The neutral space created in-between the points of intensity can be transformed and elaborated as required (Tschumi 1994:57).

Surface

Large surfaces are deliberately left open creating expanses of horizontal space for playing games, body exercise, mass entertainment or markets. The left over park space is covered with materials such as earth and gravel for complete programmatic freedom.

The preceding structuring elements are implemented at the Caledonian Sports Ground in the following manner:

Line

the Main orthogonal pedestrian route (Schoeman Street) activates the edge of the public space. Secondary routes perpendicular to the main route, that link Sunnyside to this public space, are emphasised by defined entrances. The Apies River edge is developed as walking, jogging and cycling route, while Walker Spruit becomes a river garden route, hosting informal recreational activities. The clubhouse and pavilion sight line is emphasised by an opening in the earth mound pavilion.

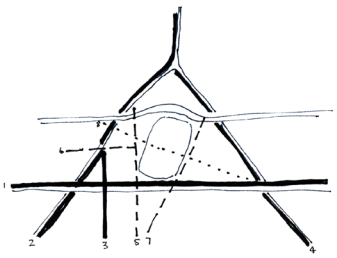
Point

Condensers considered are: the multifunctional events hall, the public swimming bath, the tuck shop, ablution facilities and the children's play area. Points also include the existing Clubhouse and pavilion on the site.

Surface

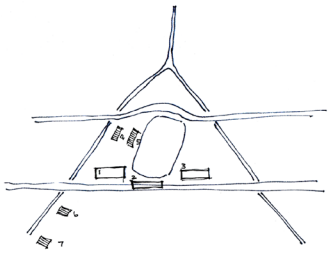
From the soccer field as point of reference the surface bordering the City edge becomes a contemporary urban hard surface. This surface contains a skate park, amphitheatre, parking area, and theatre seating area. The opposite edge bordering Arcadia is a multi-use recreational park area.

lines movement



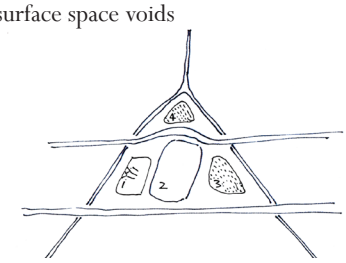
primary
1 schoeman street
2 apies river
3 main entrance
4 walker spruit
secondary
5 sunny side - amphitheatre - site entrance
6 bridge to pergola sight line
7 visual to physical connection

event point



new
1 multifunctional events hall
2 trading
3 public swimming bath, amenities
historic
4 clubhouse
5 pavilion
6 pool house
7 theosophical society/ music centre

surface space voids



1 contemporary urban hard surface
2 soccer field
3 multi-use recreational park
4 park

FIGURE 55 *(top)*

Scenario for points, lines and surfaces.

FIGURE 56 *(opposite page)*

Model illustrating points, lines and surfaces.

5.4 PROGRAMMING

The aim of the programming is to:

• Preserve existing use patterns currently on site (English soccer league for primary schools, soccer club league).

• Re-establish activities associated with the site historically as recreational facilities (basketball courts, swimming pool, events hall).

• Re-establish connectivity to activities from the surroundings by opening up the site to continue routes along Apies River and the Kirneels Young-wandelpad along Walker Spruit for jogging, walking and cycling. This will also be done by introducing dedicated cycling and pedestrian lanes along the rivers.

• Introduce new activities (skate park, amphitheatre).

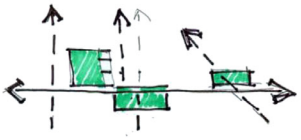
The western border of the site towards the city edge is converted into a hard surface, accommodating skateboarders, markets, theatre and gatherings on a multipurpose surface, which is adjacent to the multifunction events hall. The core remains a soccer field to be integrated into the site at strategic places. Towards the east, bordering Arcadia, the site is developed into a park that extends towards the triangular piece of land at the meeting of the Apies River and Walker Spruit. The open terrain behind the street edge remains predominantly un-programmed but adequately serviced to establish viability and functionality. For this purpose ablution facilities, showers and a tuck shop serve as enabling infrastructure for the open space.

Public amenities (soccer field, covered event space and park) are thus provided to the surrounding residential areas, Arcadia and Sunnyside. The presence of government institutions (Department of Trade and Industry, Department of Minerals and Energy and the Department of Arts and Culture) necessitate entertainment facilities.

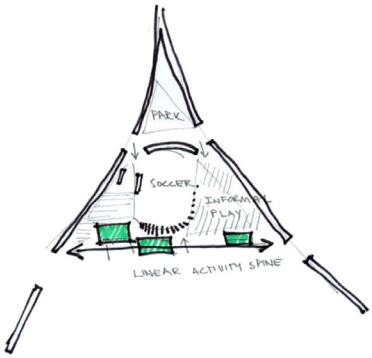
Illicit activities are curbed by the twenty-four-hour presence of people on the site. Tuck shops are placed next to entrances for passive surveillance and physical barriers define and protect semi-private spaces.

main movement spine
part of network of
linear activity systems

activity condensers
mix of social activities
& facilities
public infrastructure



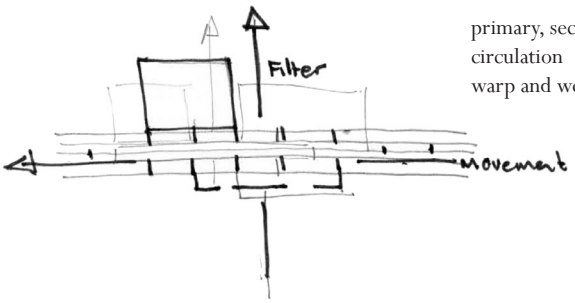
secondary movement



context
enabling structure
protect place
define edge
organise activities
link activities
permeability

enclosure
flexibility
change
choice
growth

thickening of the line



primary, secondary
circulation
warp and weft

FIGURE 57

Diagram of Concept in context.

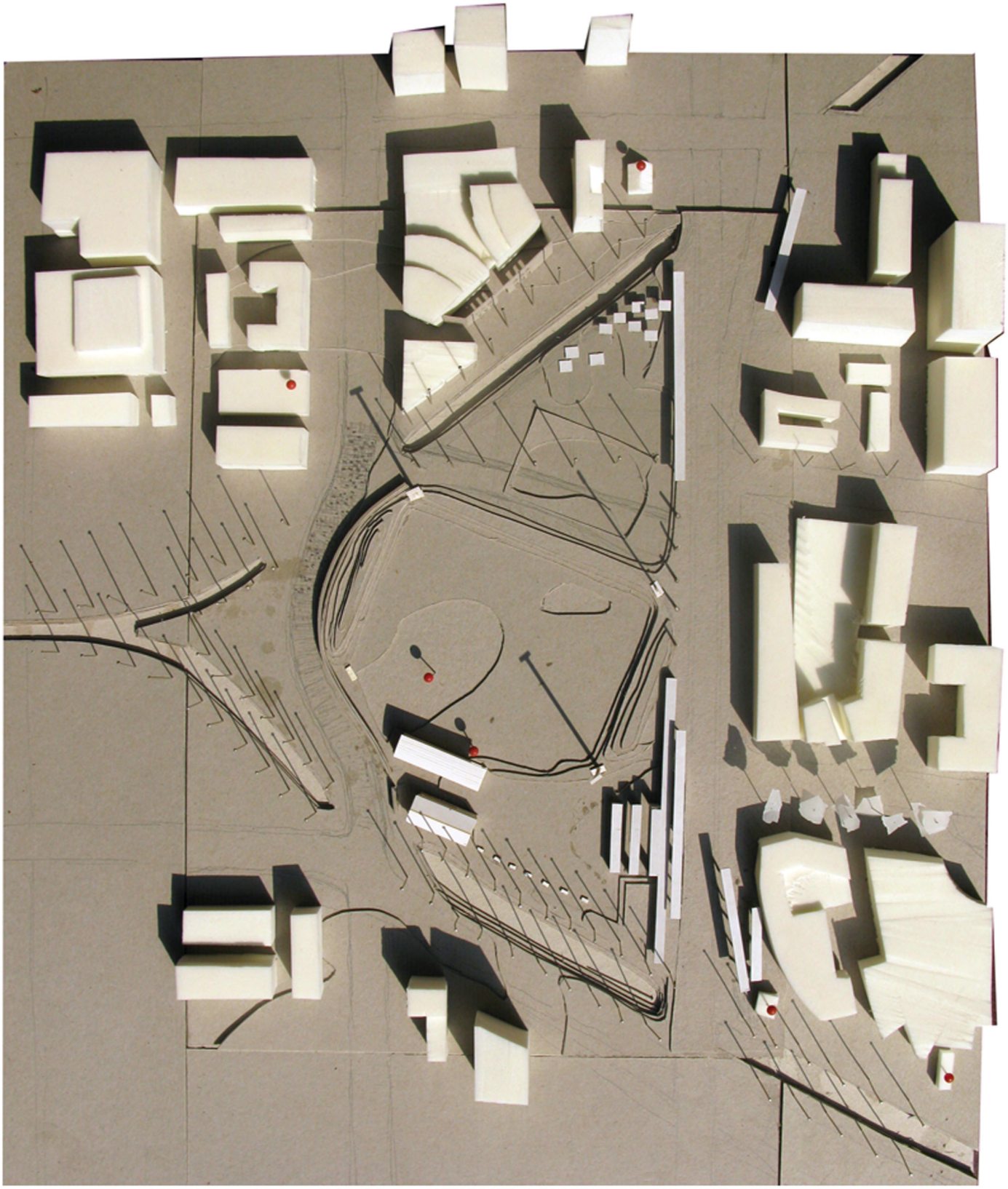


FIGURE 58

Model of context development.