

PETITE ILE | CITYGATE II

PHASE AVANT-PROJET



23 September 2020

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Sentinel T1

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Project management & Participation

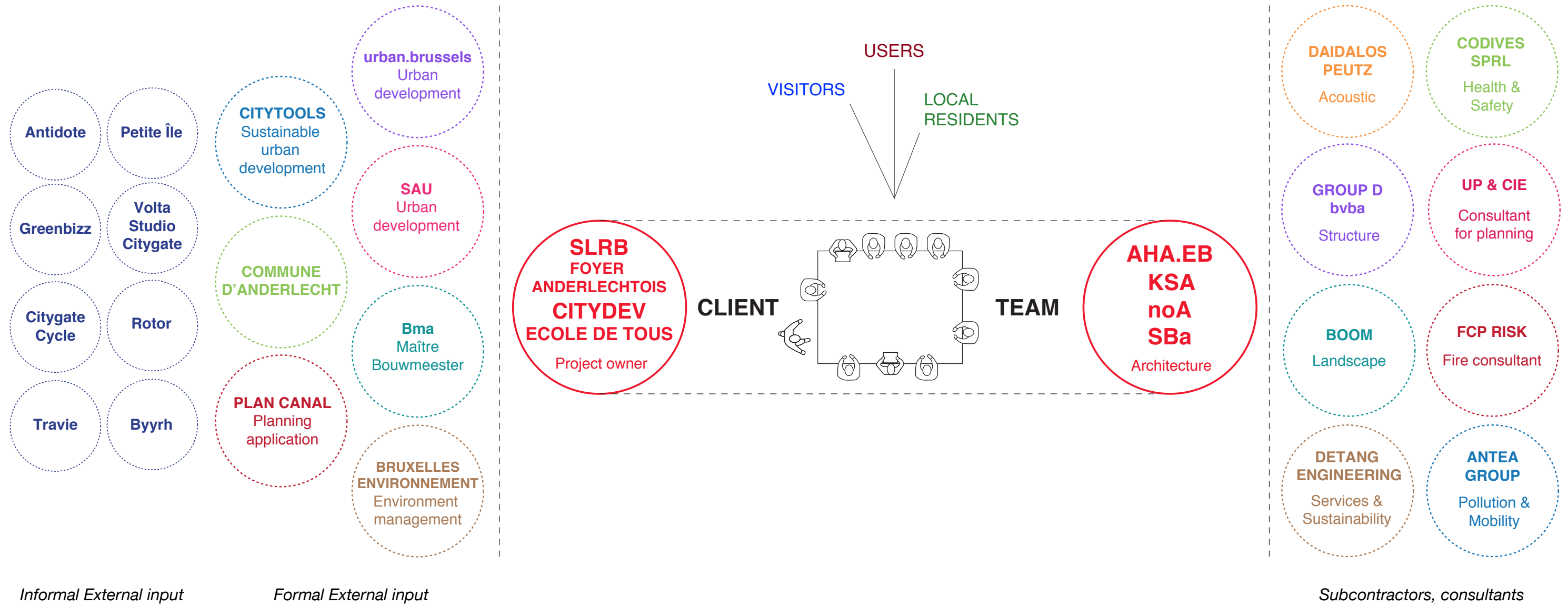
Human environment

Green roofs

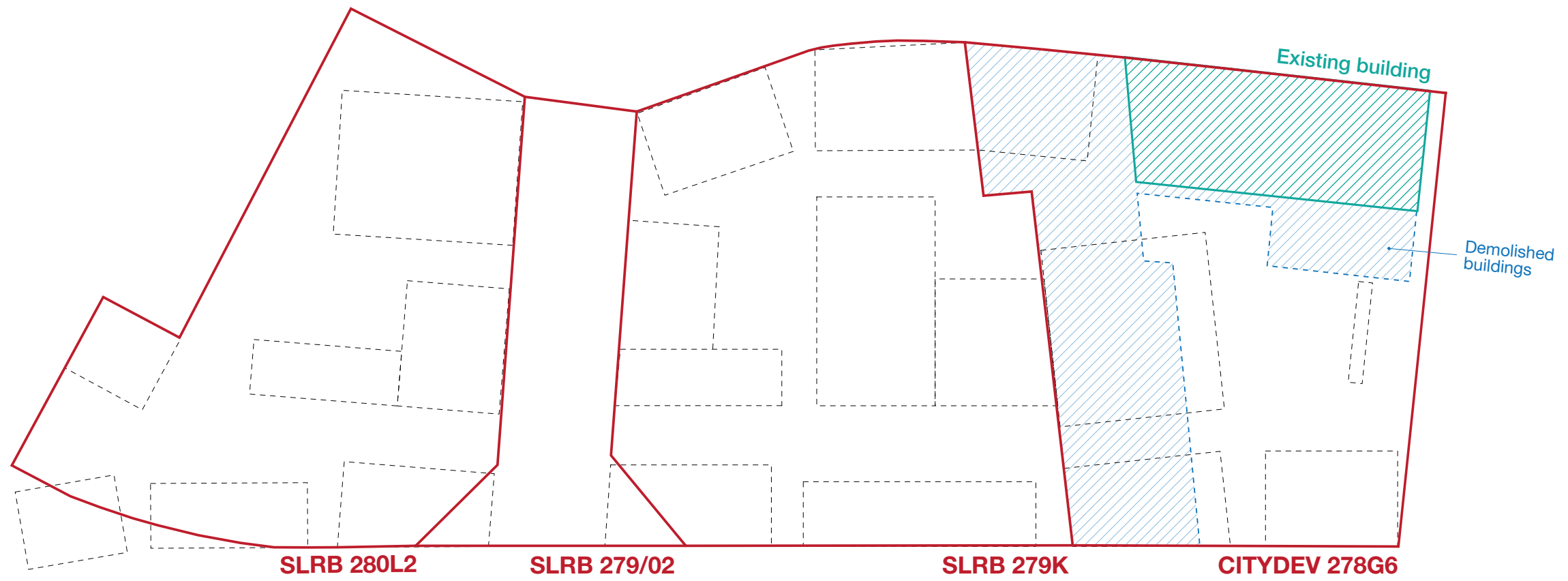
Water Cycle

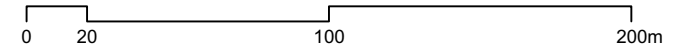
Resources

Stakeholders



Existing situation





THE ASSEMBLED CITY

The Assembled City

Ambitions

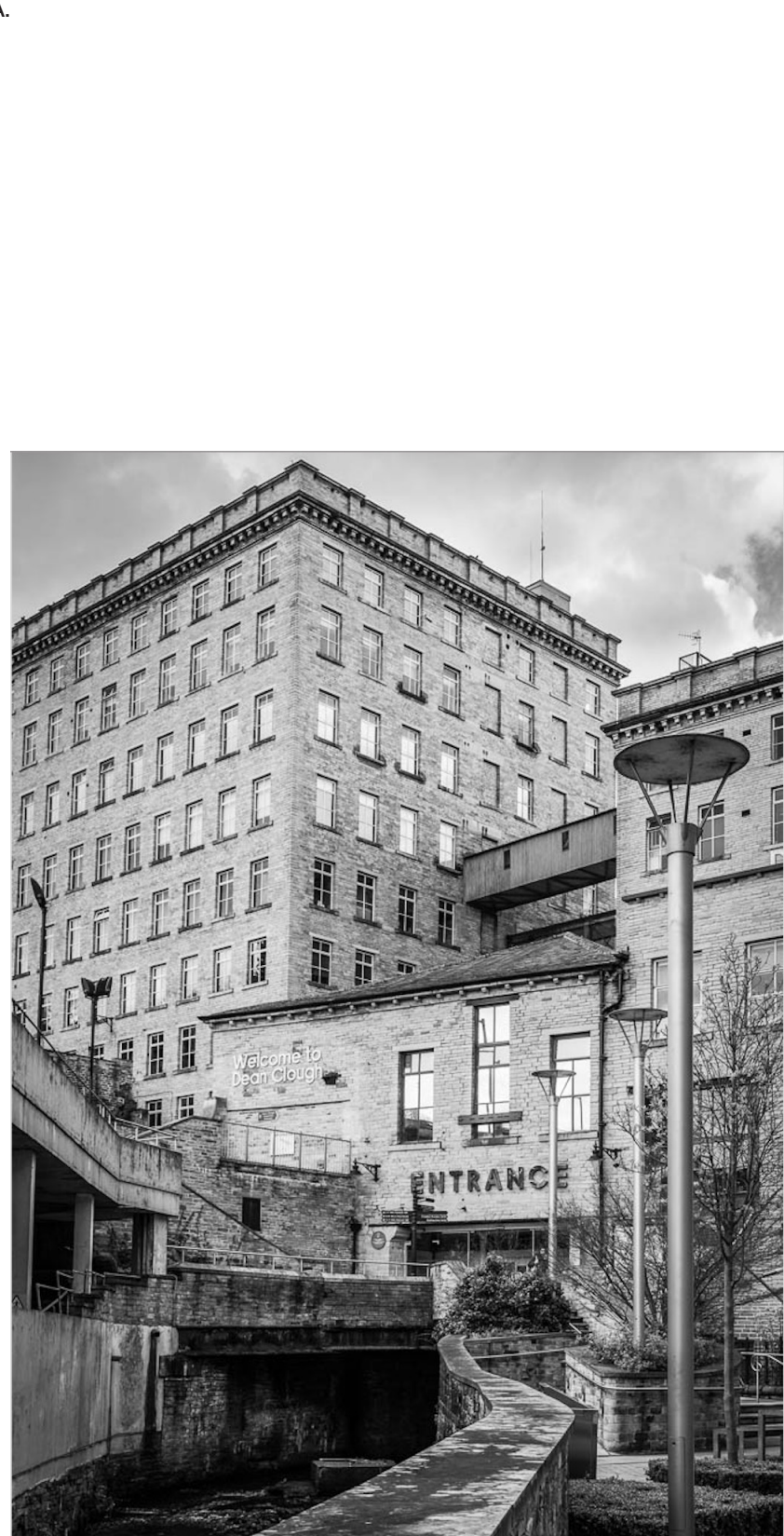
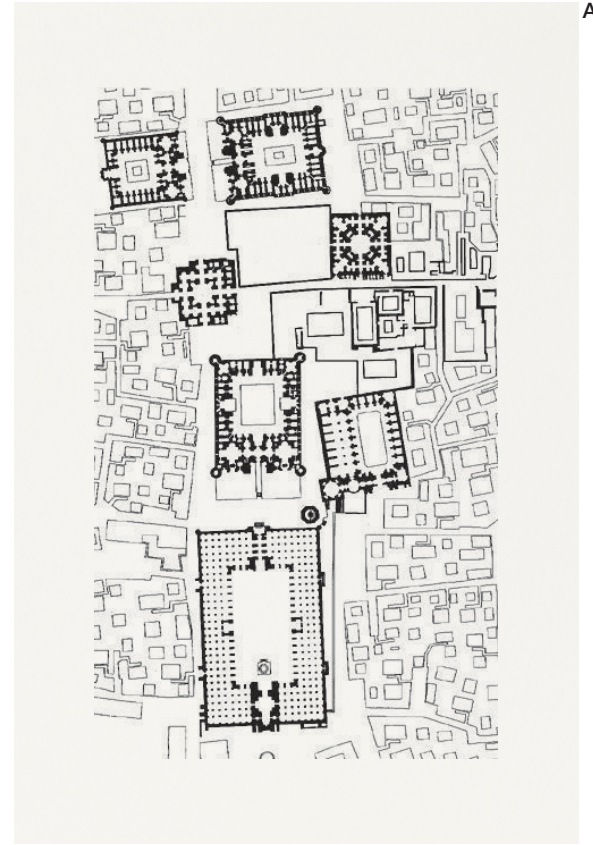
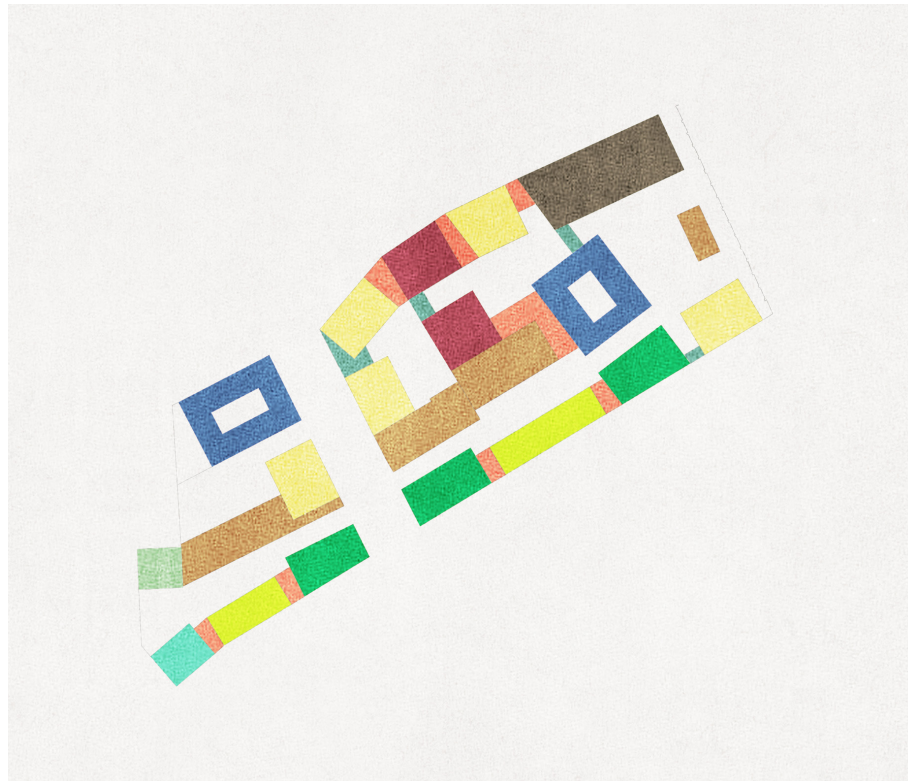
A city within the city

Heritage value as an inspiration, a continuation of the existing city Fabric

Diversity of programs

'The project is never finished' , It is ready to evolve and adapt to change in time organically

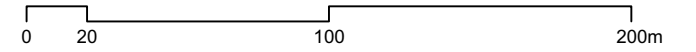
Architecture with a coherent diversity - ambiguous in its expression of use



A. Old City of Bukhara, Uzbekistan
B. Lowenbrau, Zurich, Gignon Guyer
C. Dean Clough, Halifax

The Assembled City

Masterplan 1:2500



The Assembled City

Masterplan evolution

School

- New School entrance
- Schools opens to the Park!
- Redistribution of program

Logistics

- 3 loading and un-loading points integrated
- Respect of art. 61 of PPAS
- Acoustic measures incorporated (pavilion, shutters, canopies)

PPAS

- Street blocks heights adjusted
- Number of flats revised
- School program redistributed

Common ground

- Clear connections through the site North/South
- Character, status and hierarchy of public spaces

Access to car park

- Ramps repositioned along Dante Straat
- Enclosed within building and under canopy
- Expedition Mews free of cars

Permeability

- New passages towards Park Beliris
- Permeability and relations between perimeter and inside the plot

Engagement and community

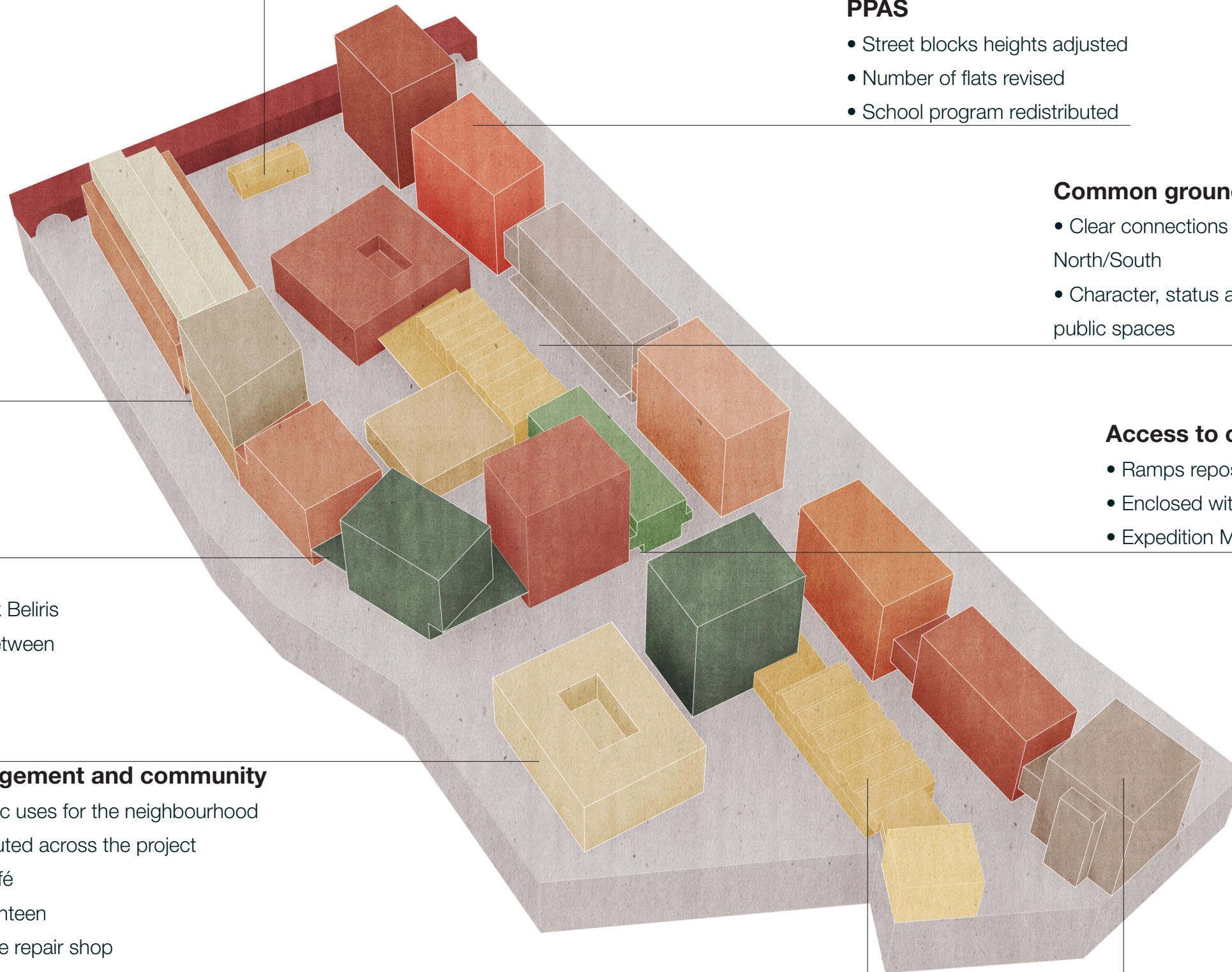
- Public uses for the neighbourhood distributed across the project
 - A Café
 - A Canteen
 - A bike repair shop
 - A grocery shop
 - A basketball court
 - A skatepark
 - Playground
- Play - work - live - learn

Foyer Anderlecht

- Relocation from a housing building to a workshop building
- Canteen for the neighbourhood
- Visibility and synergy between E.M and Dante courtyard

Experimental tower

- Re-location from inside the plot to the perimeter
- Make industry visible in the city!



The Assembled City
Masterplan program



- Economic activities - Workshops
- Foyer Anderlechtois
- Schools
- Social housing
- Subsidized housing
- Equipment - Climbing club

The Assembled City

Open spaces

Shaped and sized by the urban lay out

External spaces - a network of a broad collection of urban rooms

Variety of typologies - street, square, courtyard, garden, passage and tresholds

A coherent floor - 'ton sur ton' pavement with different treatments and sizes



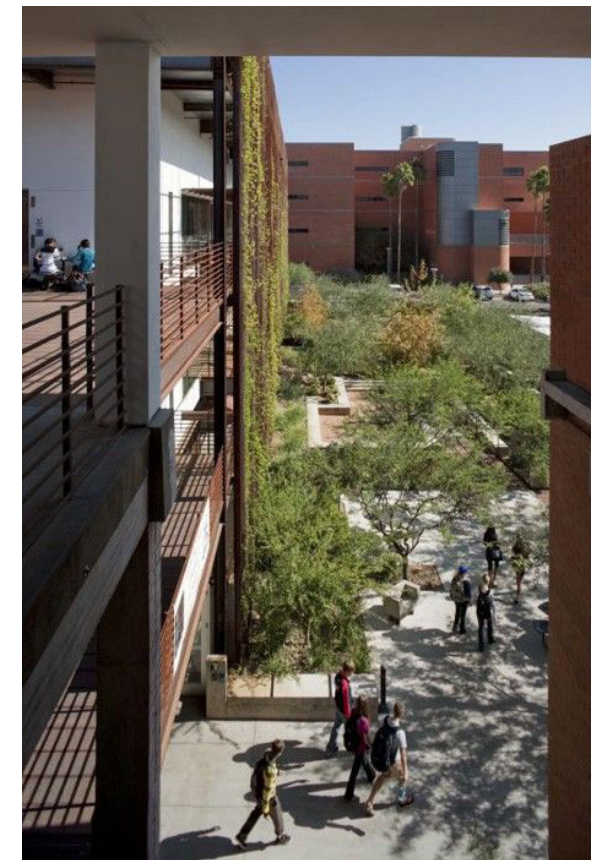
A.



C.



B.

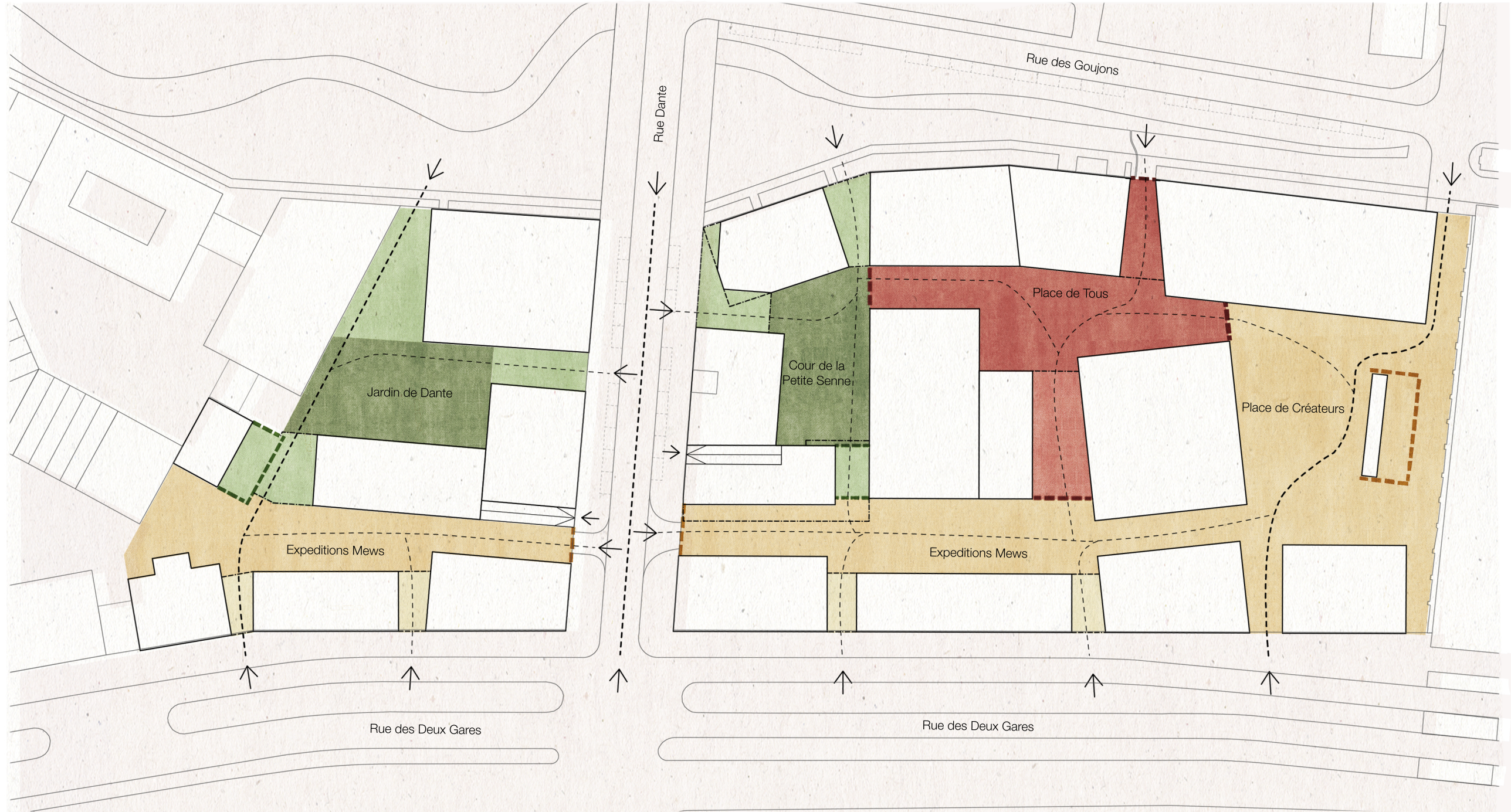











D.

- A. Old City of Bukhara, Uzbekistan
- B. Chaoyang district, Beijing
- C. Brooklyn Bridge Park
- D. Underwood Vines. University of Arizona.

The Assembled City

Common ground



- | | | |
|---|--|---|
|  Temporary enclosure - loading-unloading |  Temporary enclosure - school hours |  Temporary enclosure - loading-unloading |
|  Courtyards for the community - collective |  Courtyard for the school - controlled access |  Spaces for the neighbourhood - public |
|  Passages - private, open to collectivity |  Passage - controlled access |  Passages - private, open to public |



The Assembled City

Landscape

Variety of open spaces - Green integrated to answer the specific status of each space

Local identity - Trees and plants are preferably native and local

Passages and gates – thresholds as places - welcoming entrance halls to the project

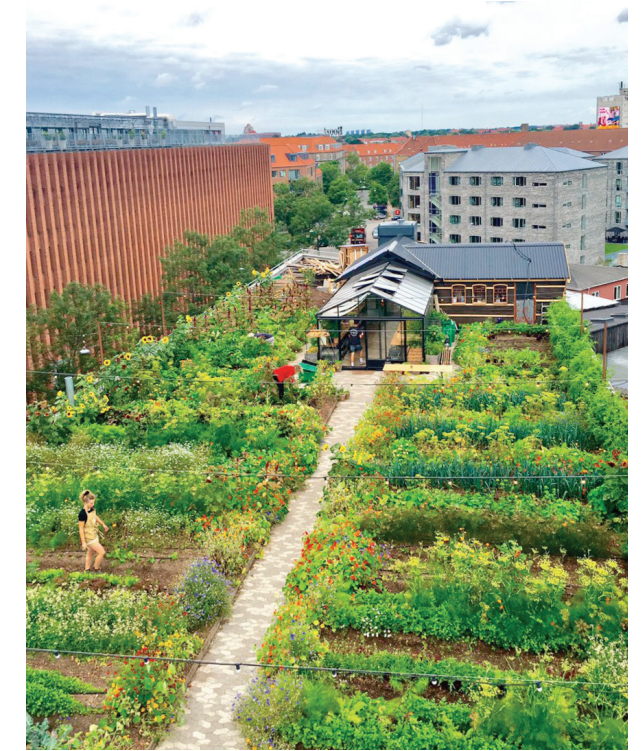
'Active' roofs, green, communal and useful



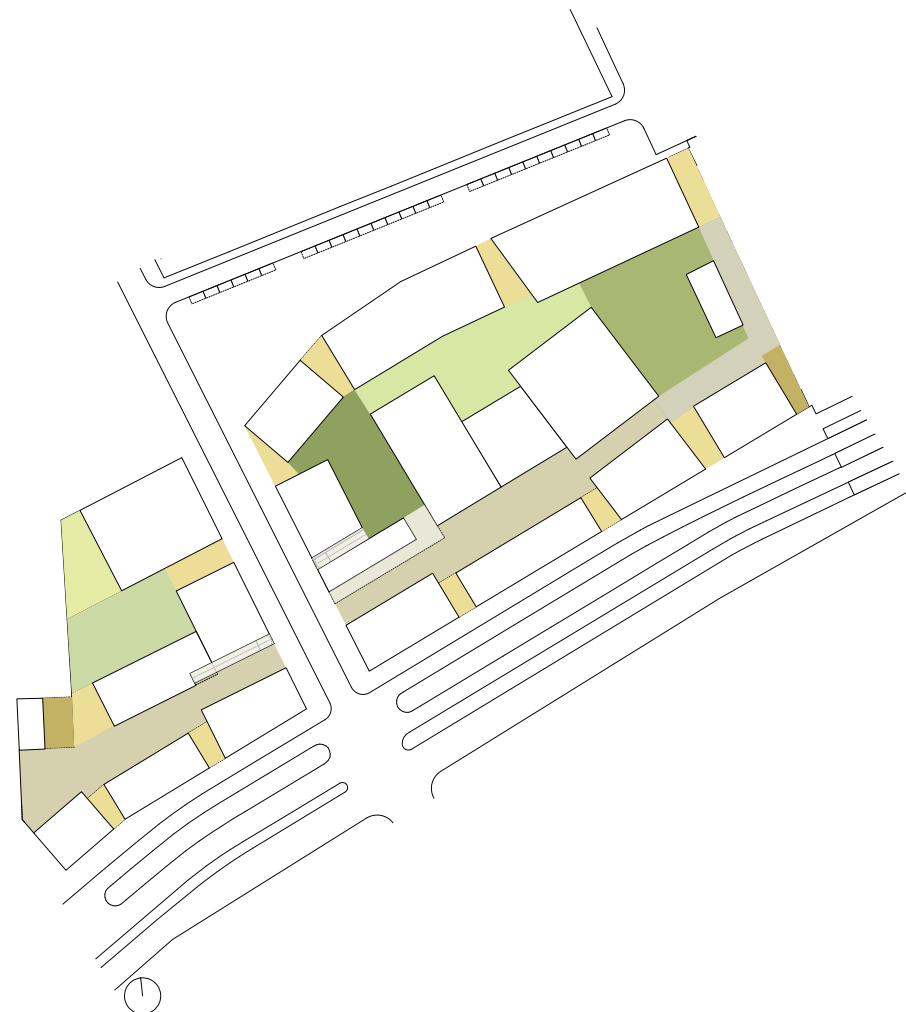
A.



B.



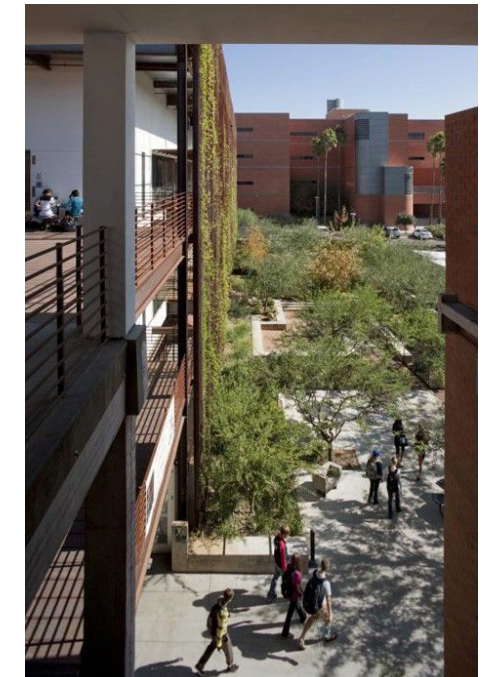
C.



D.



E.



F.

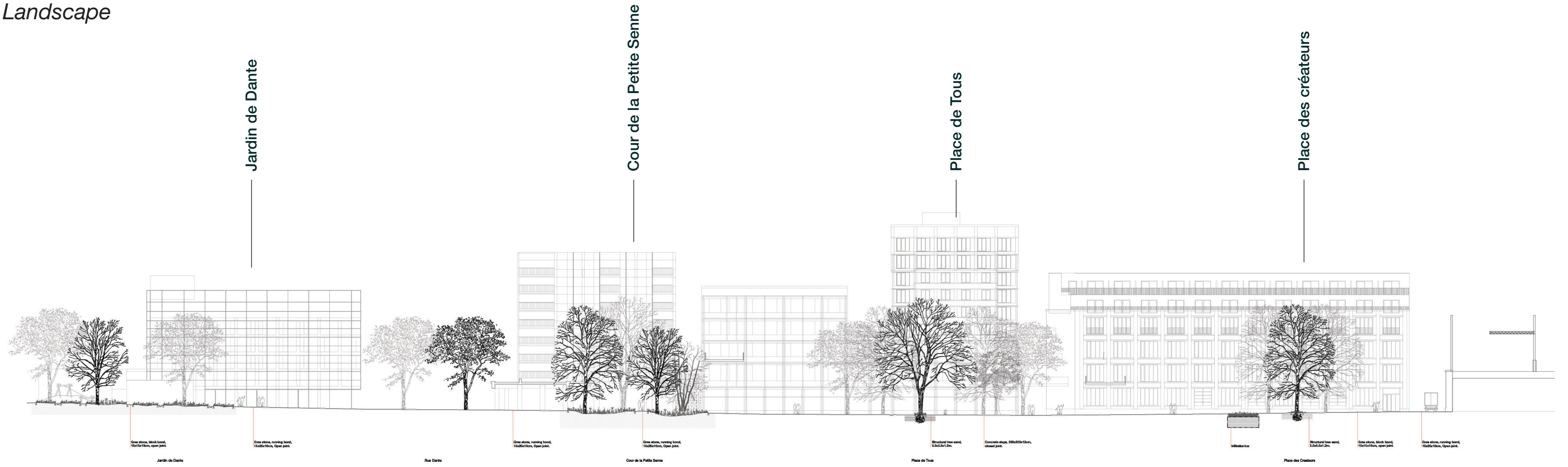
- A. Housing in Winterthur, K+F
- B. Ricola Office Building, Laufen, HdM
- C. Roof garden in Rome
- D. Jardin, restaurant A l'ILE
- E. Rye Yard, Cambridge, McCreanor Lavington
- F. Underwood Vines. University of Arizona

The Assembled City
Ground floor plan 1:800

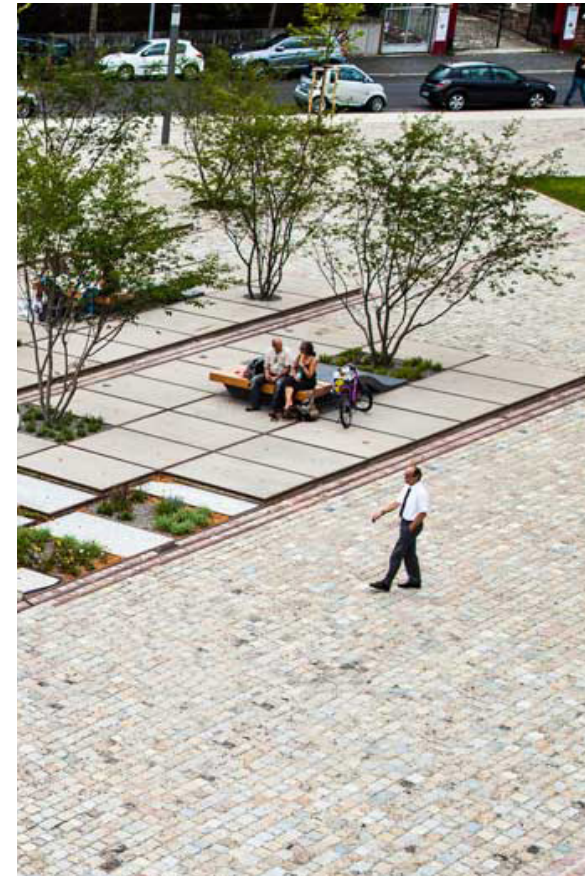


The Assembled City

Landscape



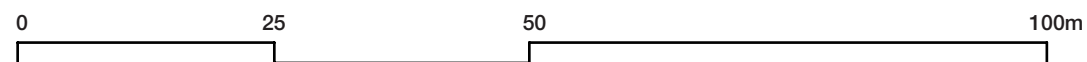
Allotment garden, Studio Citygate



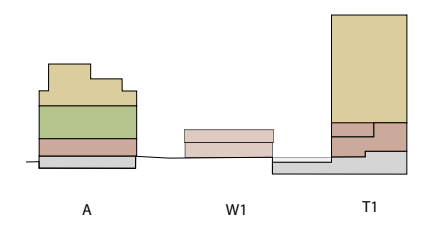
Zollhallen Plaza, Freiburg.



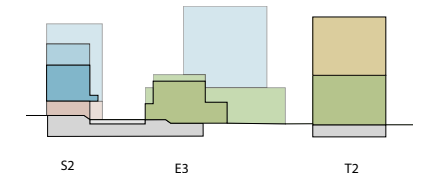
Gridgrounds, Amsterdam.



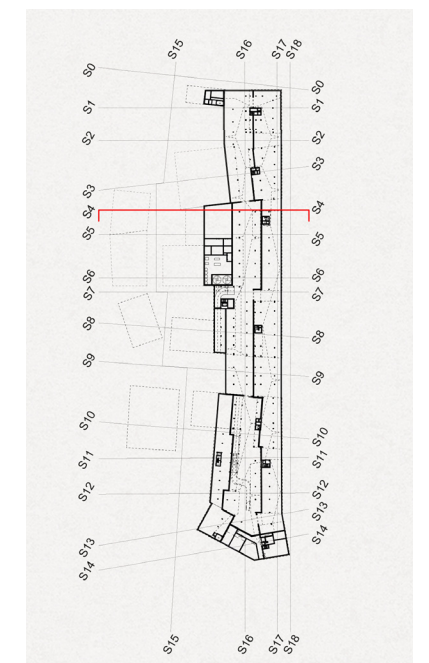
The Assembled City
Landscape



Section 01
Place des créateurs



Section 04
Place de Tous



Section 04 - Place de Tous

The Assembled City

An assembly of building types

Simple, robust, calm and straightforward

Two faces :

Outside - Sentinel, Mansion blocks, gateway buildings.

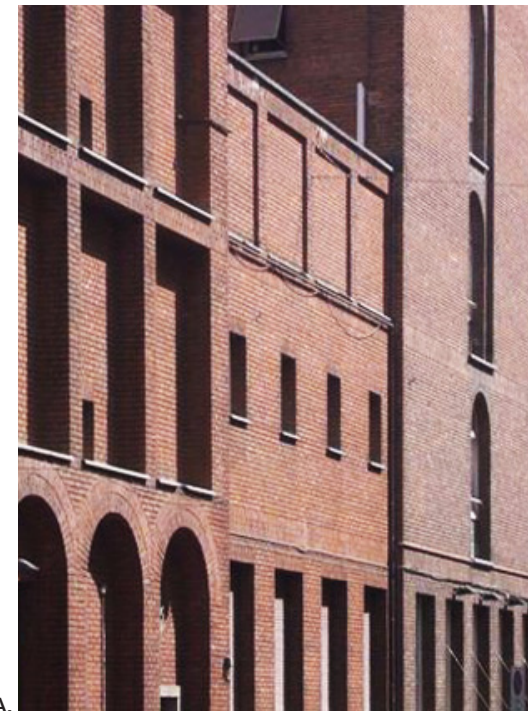
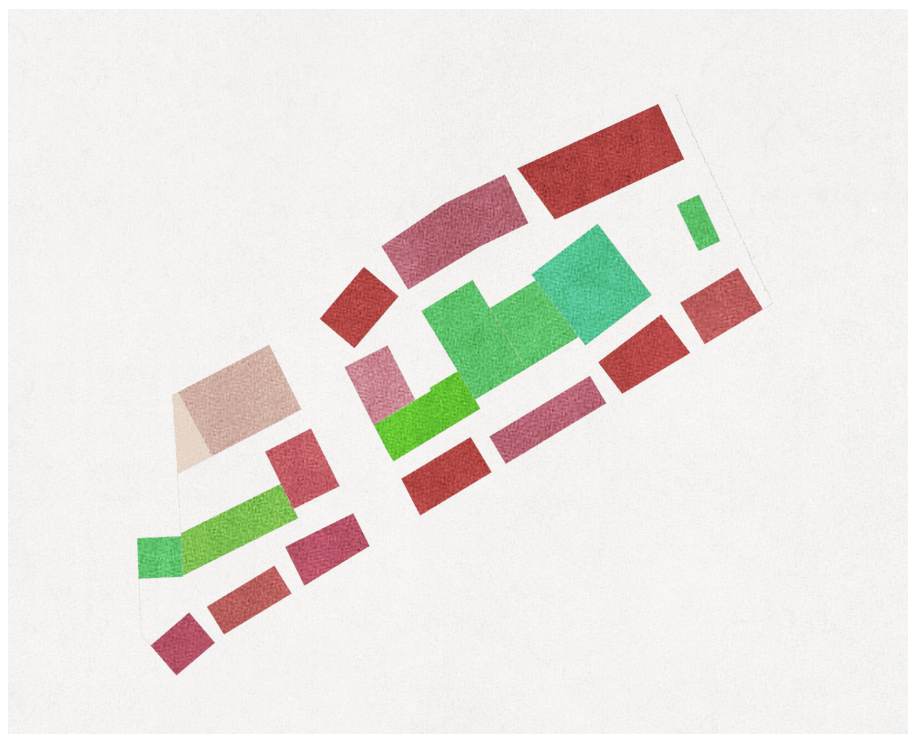
More formal fronts and less formal backs.

façade material in brick with similar tones and nuanced in detail.

Inside - Workshop buildings, communal building.

School buildings :

façade materials lighter, prefabricated, experimental, school is a focal point, expressive, visible, reaching out.



A.



B.



C.



D.

A. Sant Angelo Convent, Milan, Giovanni Muzio
B. Giorgio Morandi (1890-1964), Natura Morta
C. Co-op housing, Berlin, Falkohel Bar
D. ARU Book Hall, Paju, Florian Beigel, 2007

The Assembled City
Periphery



Rue des Deux Gares

Expedition Mews, Elevation



0 10 20 50m

The Assembled City
Rue des Goujons



WORK, LIVE & PLAY

Work, Live & Play

Petite Ile, A destination

'Un quartier de Tous'. A destination where working, learning and living coexist.

A continuation, a new neighbourhood anchored in the existing community.

Tight articulation in between buildings - spaces - users.

Production, an answer to an historic tradition and today a real potential.

Combination of uses. A school as added value to the public space.



A



B

A. Anderlecht rue des goujons, vers 1910
B. Restaurant A l'ÎLE

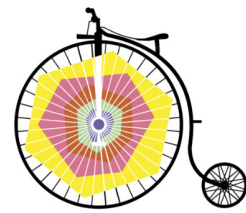
Work, Live & Play

A Community

Continuation !

A new neighbourhood anchored in the existing community.

Biestebroeck was, is, and will be a place of production, initiative and social activities. A place to work, learn and live side by side



CITYGATE CYCLE



Work, Live & Play

A common infrastructure of buildings and spaces

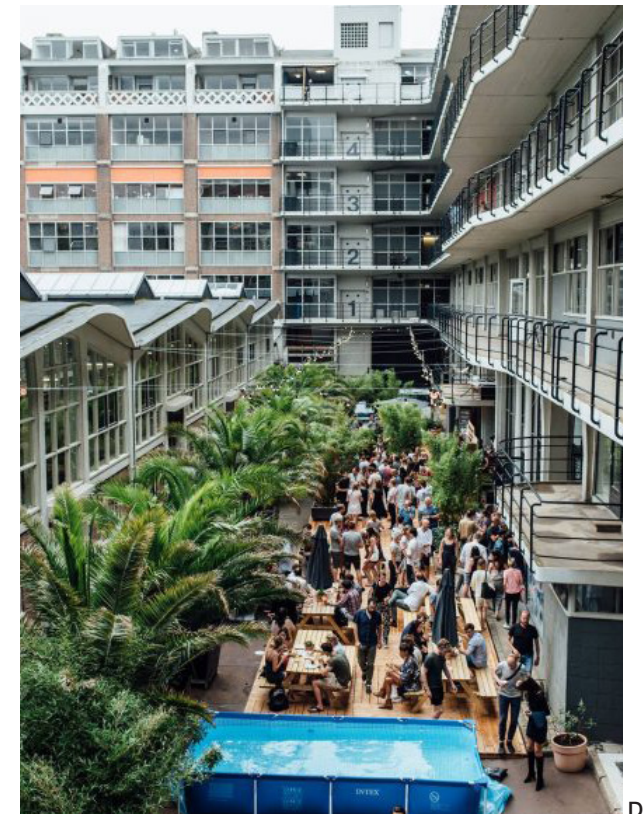
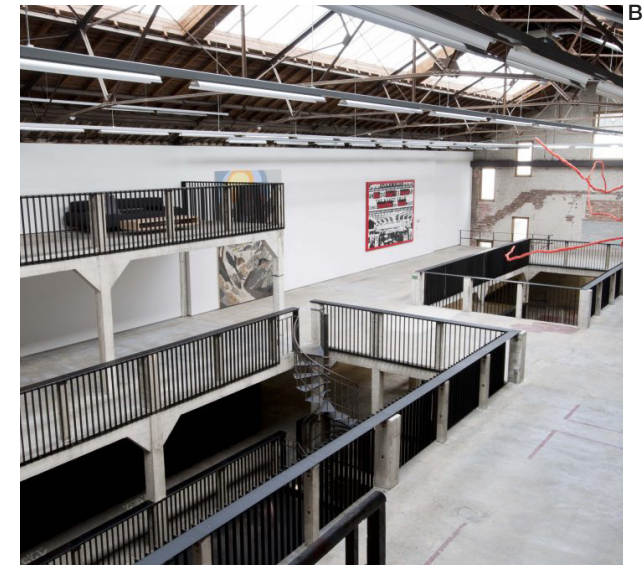
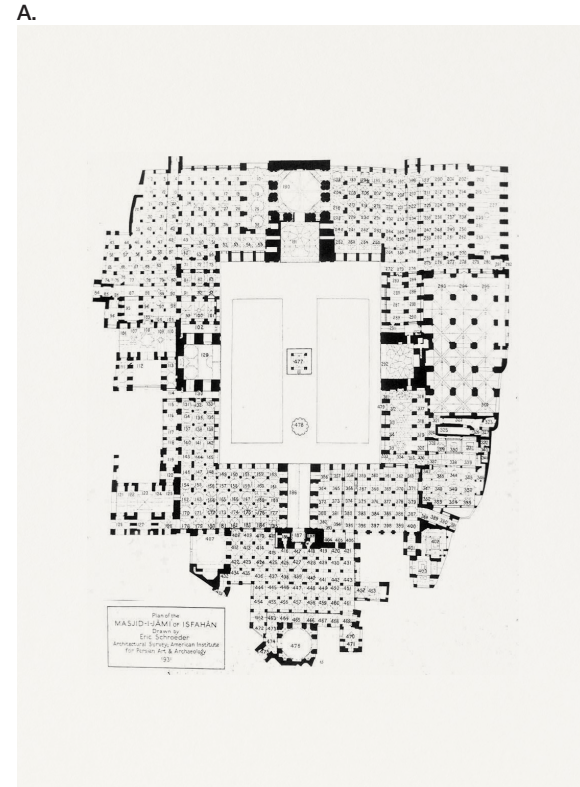
A common infrastructure of buildings and spaces

A porous masterplan that allows for passage.

Exposed infrastructure for mixed uses.

The structure emerges from the basement as a common ground.

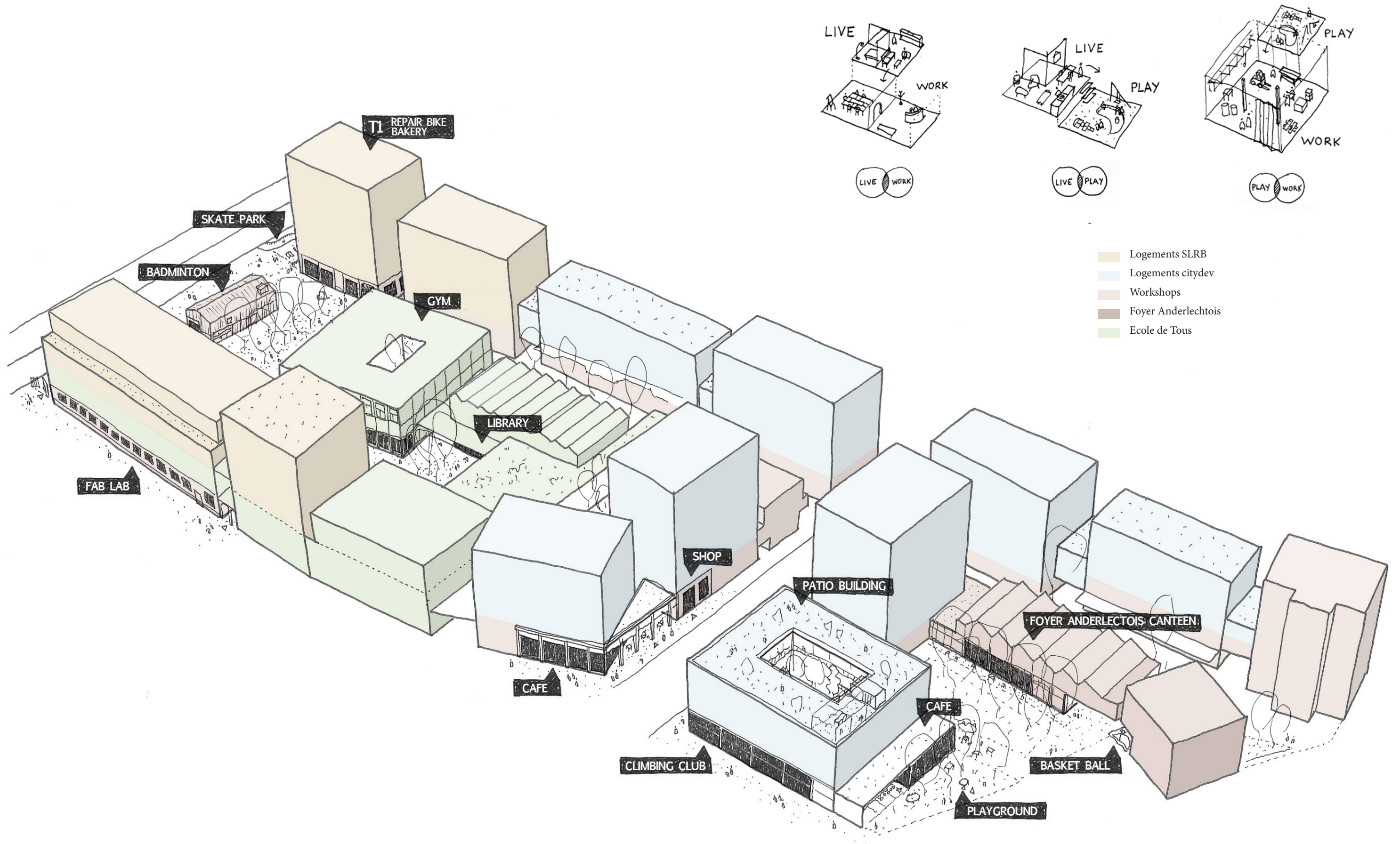
Expedition Mews - much more than a service street.



A. Jameh Mosque, Isfahan
B. Workspaces, Brussels, Robbrecht en Daem
C. Buda Art Centre, 51N4E
D. Expeditiestraat, Rotterdam

Work, Live & Play

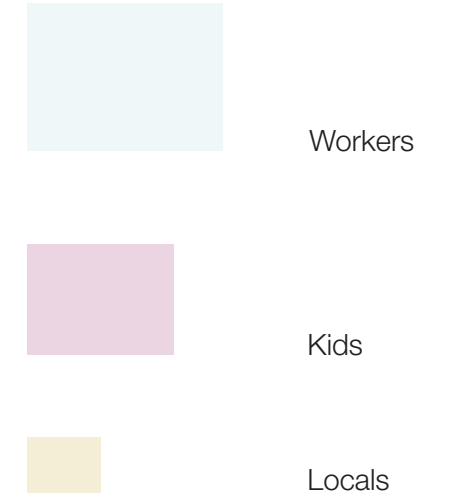
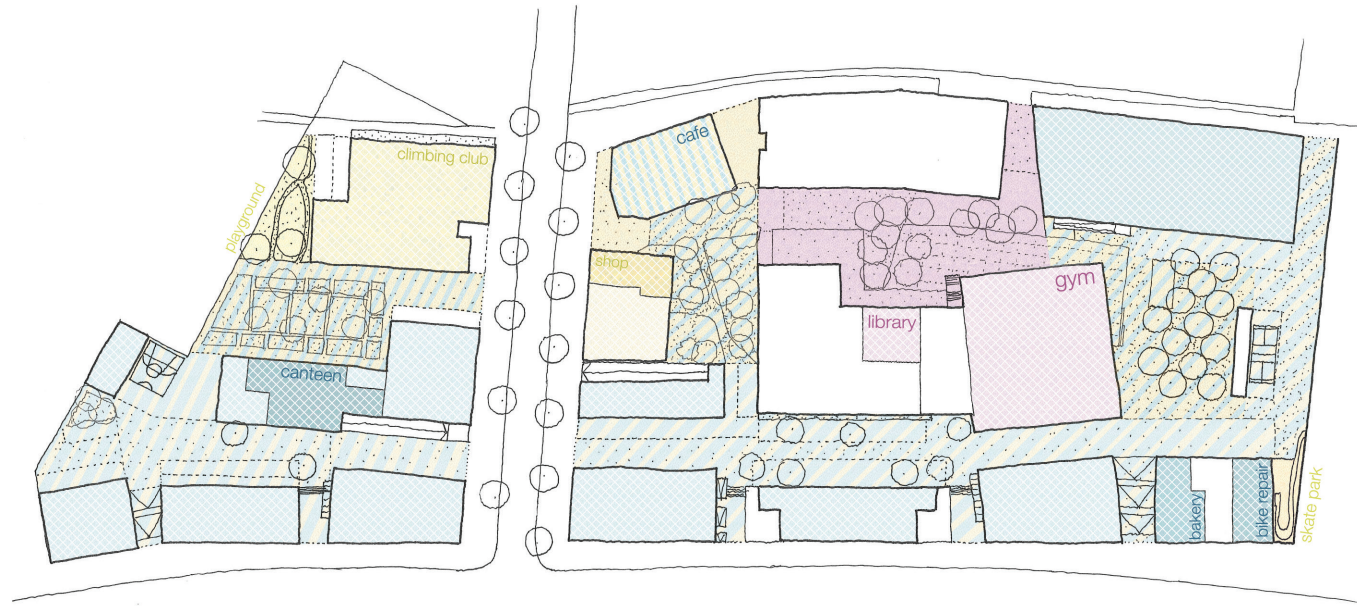
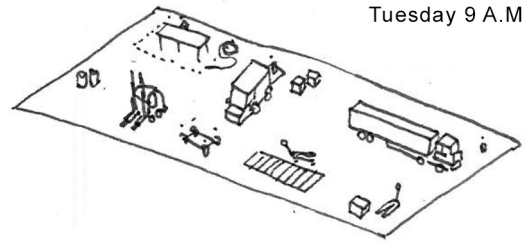
Activation on site



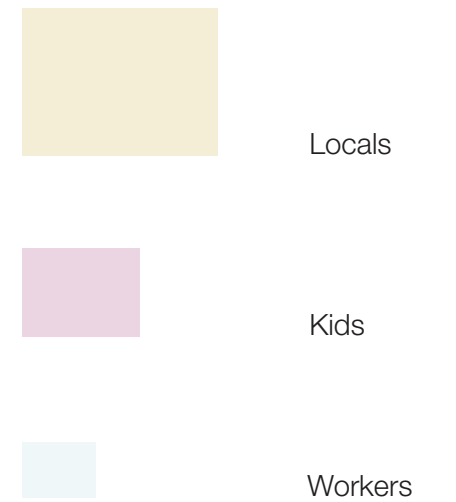
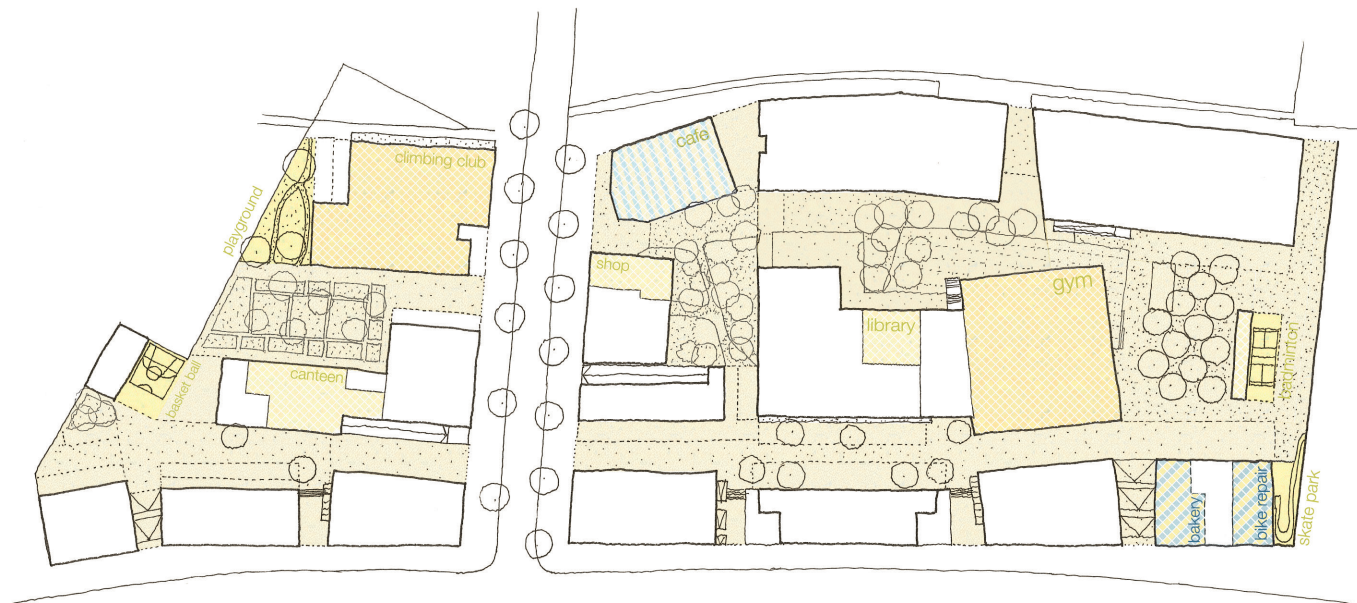
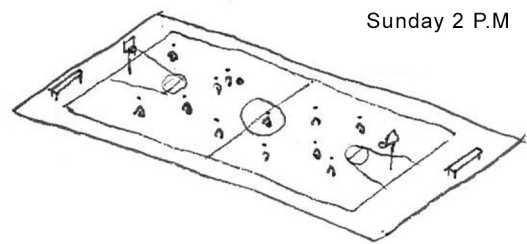
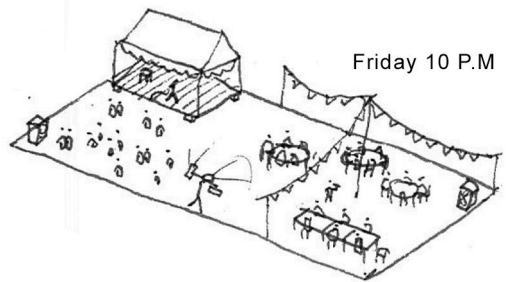
Work, Live & Play

Activity through temporality

DAY



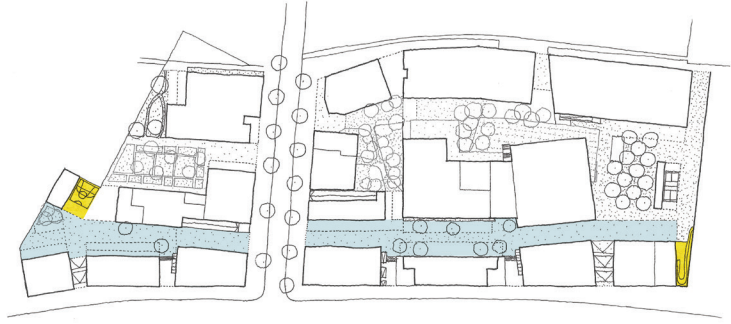
WEEK-END - EVENING



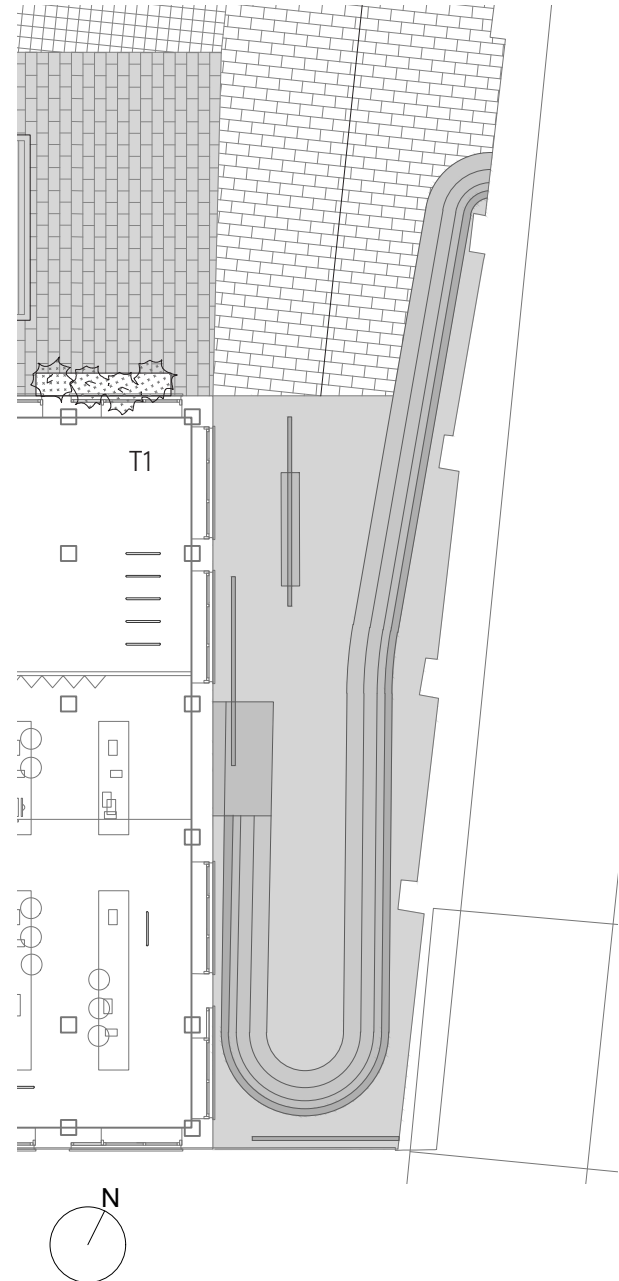
Work, Live & Play

Activity through temporality :

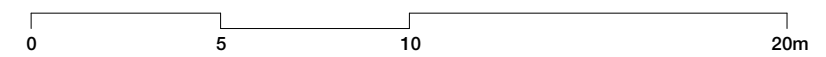
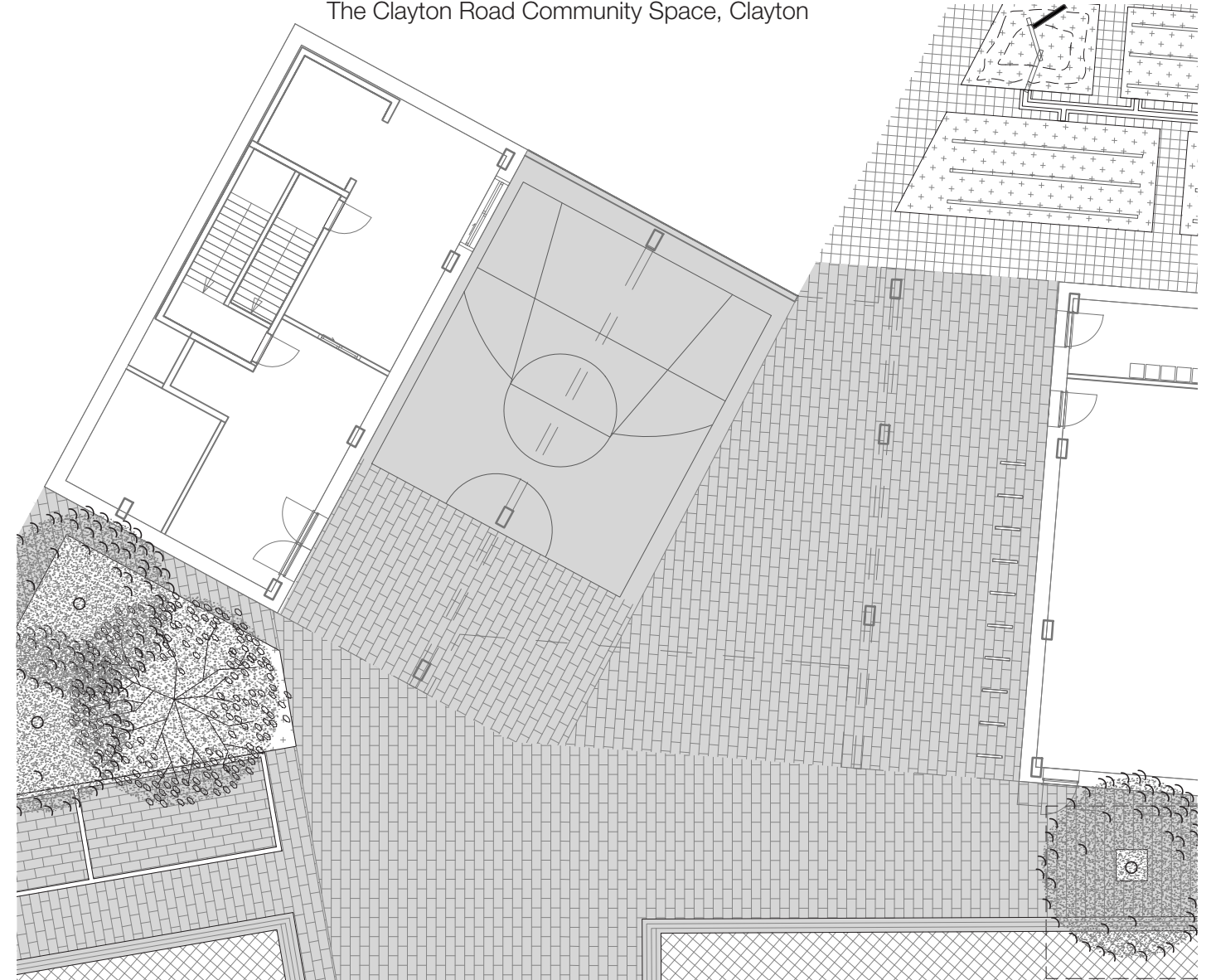
Skate park/ Basket ball pitch



The Clayton Road Community Space, Clayton



Betonhausen Skatepark, Berlin



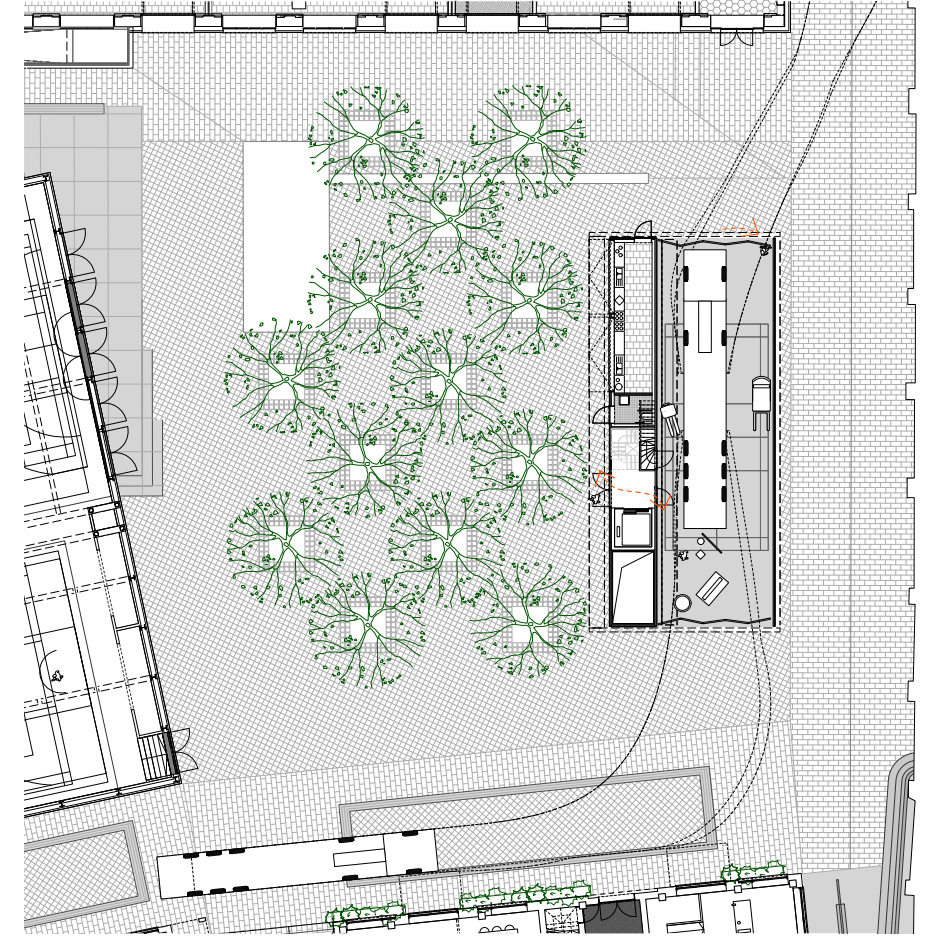
Work, Live & Play

Activity through temporality :

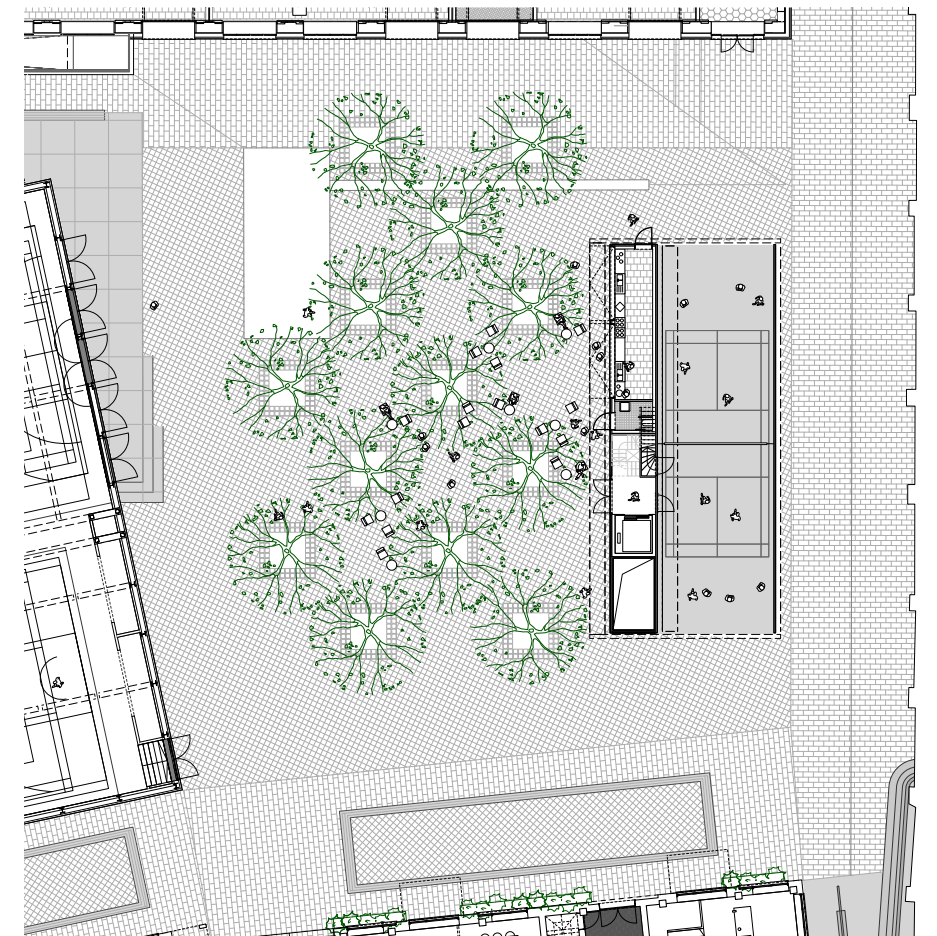
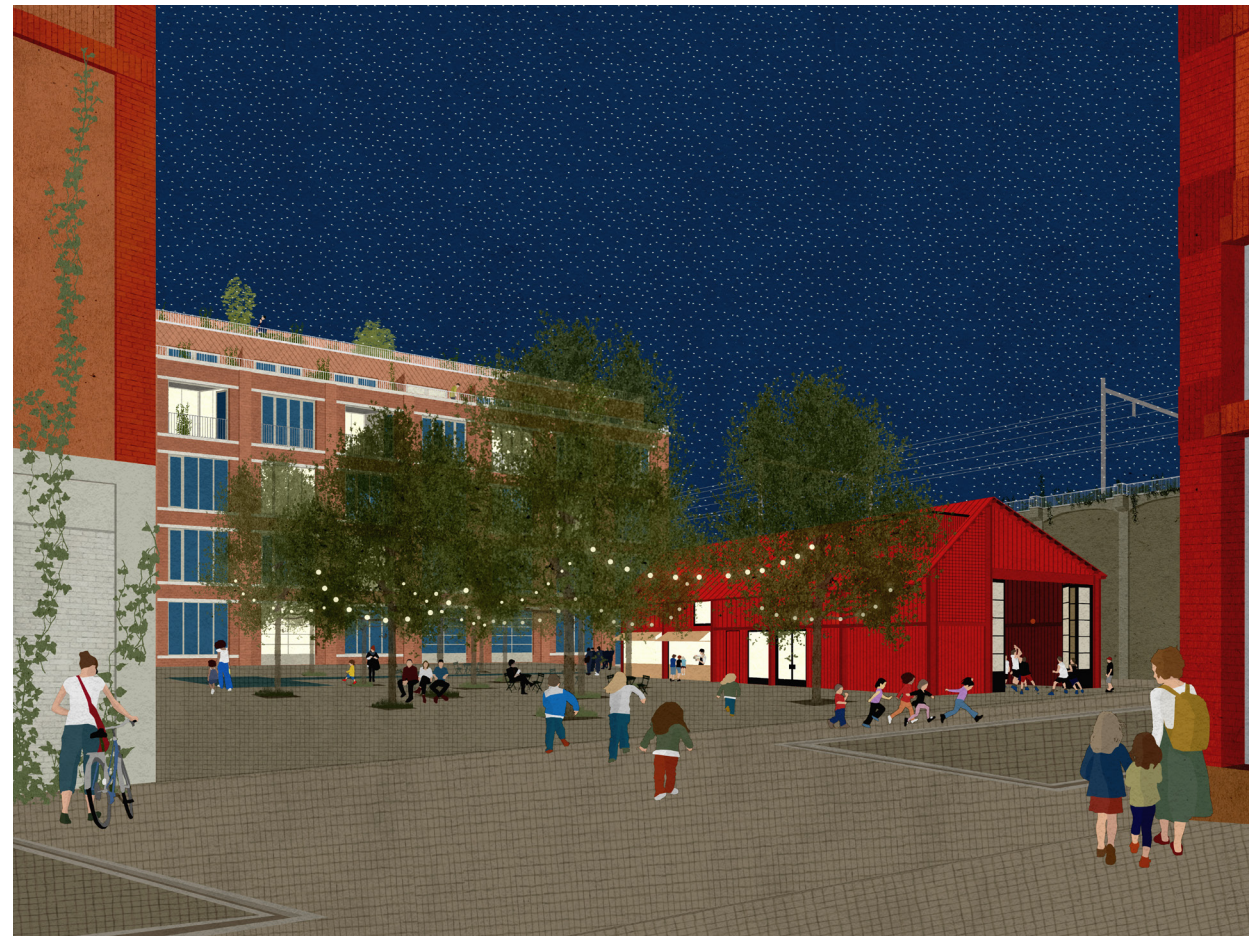
W1, Place des Créateurs



WORK
Day



LIVE & PLAY
Evening
Week-end

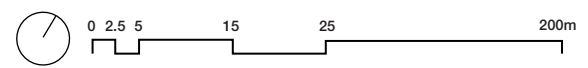


Work, Live & Play

Circulation scheme : Pedestrians

LEGEND

- Primary pedestrian route
- - - Secondary pedestrian route
- P Public entrance parking

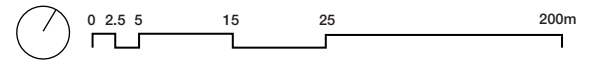


Work, Live & Play

Circulation scheme : Bikes

LEGEND

- Primary bike route
- - - Secondary bike route
- P** Bike storage exterior
- P** Bike storage interior

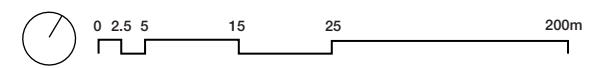


Work, Live & Play

Circulation scheme : Bike storage
Ground floor & basement mezzanine

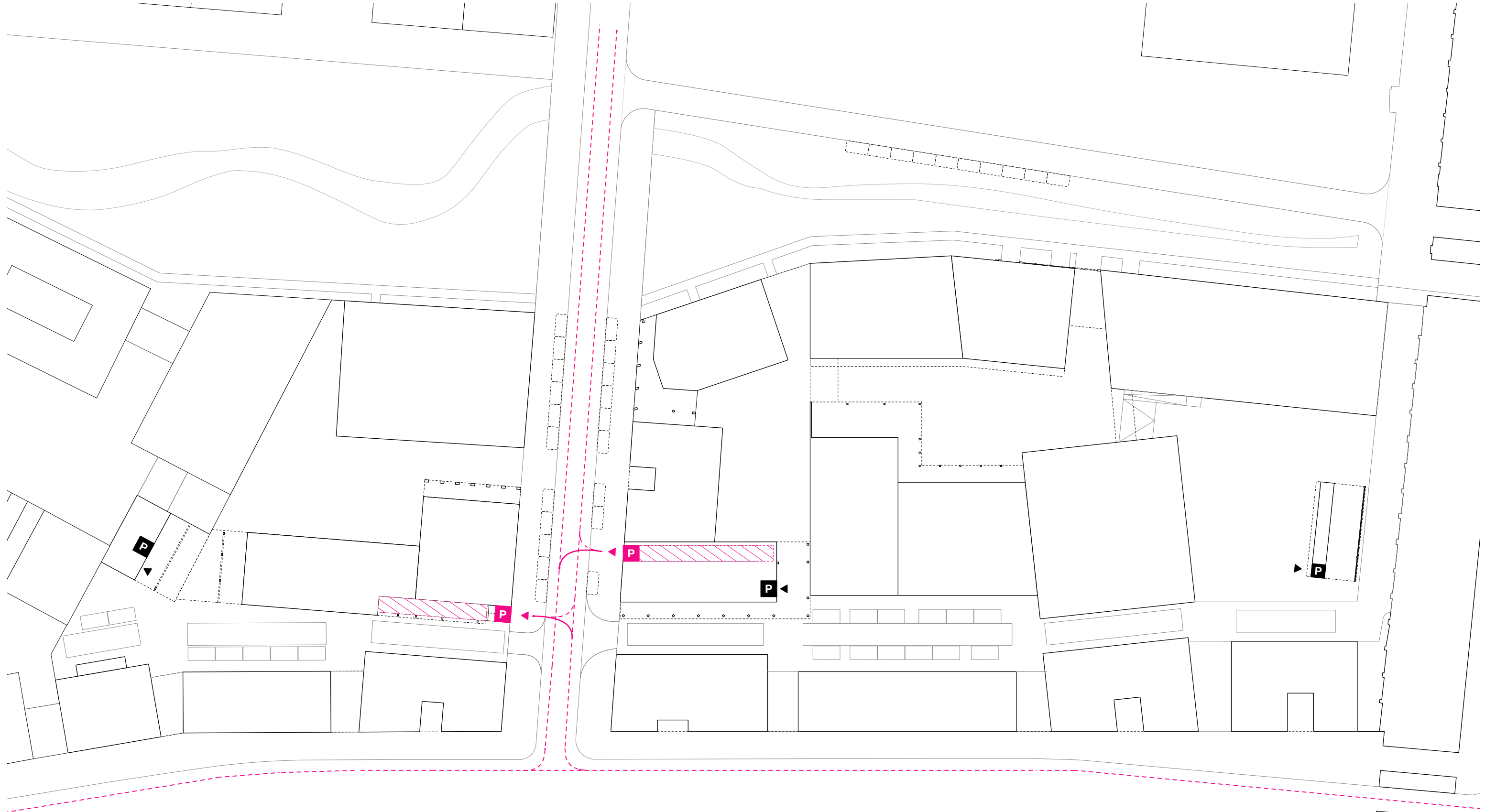
LEGEND

- Housing
- Housing - exterior secured
- School students + teachers
- School visitors
- Foyer Anderlechtis employees + visitors
- Economic activities employees
- Climbing club employees + visitors
- Cafe employees + visitors
- Visitors housing + economic activities



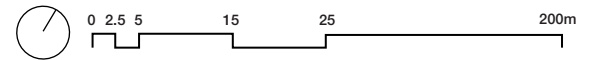
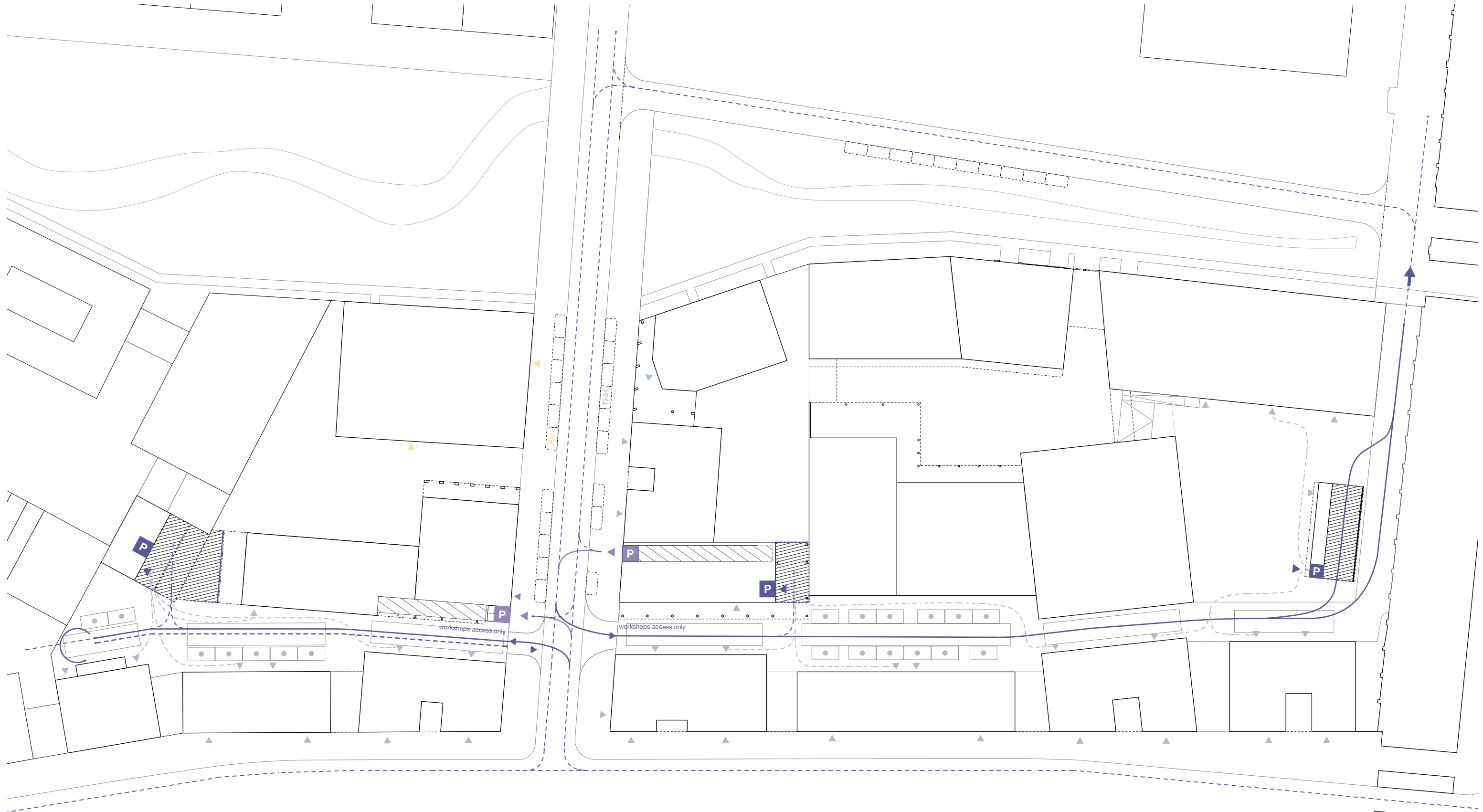
Work, Live & Play

Circulation scheme : Cars



Work, Live & Play






Circulation scheme : Circulation vans, access and entrances underground



Work, Live & Play

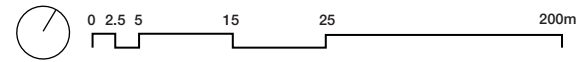
Circulation scheme : Car parking on ground floor level

LEGEND

-  Cameonette Economic Activities
-  Visitors
-  School short term parking (to decided)
-  Climbing club
-  Delivery T3 + T4

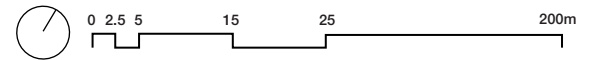
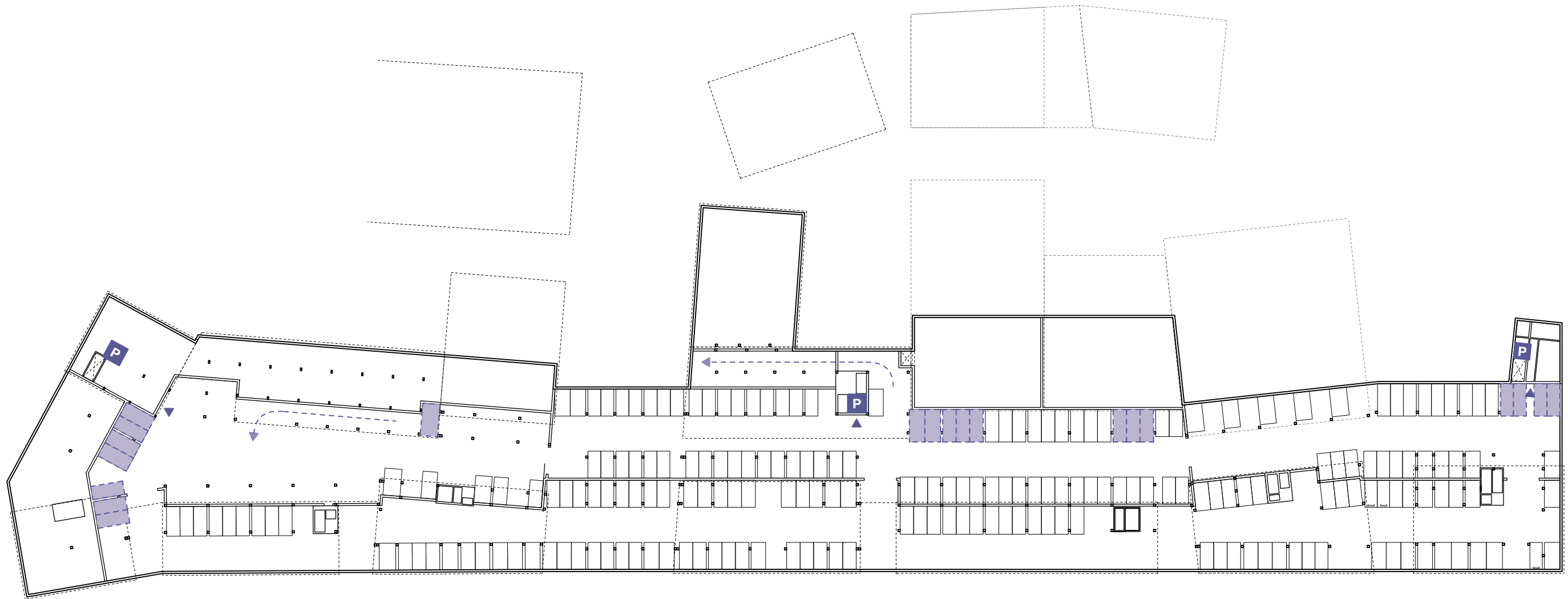


Parking spaces on ground floor level



Work, Live & Play

Circulation scheme : Van access underground



Work, Live & Play

Expedition Mews, a shared infrastructure



Work, Live & Play

Expedition Mews, a shared infrastructure

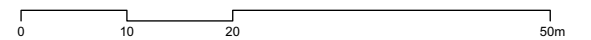


Loading/ unloading W3

Rue Dante

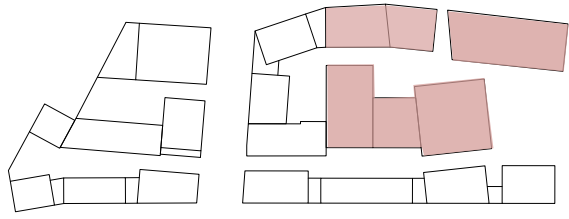
Loading/ unloading W2

Loading/ unloading W1



Work, Live & Play

Ecole de Tous, a dense microcosmos



Work, Live & Play

Ecole de Tous : Program

Bâtiment A

Volet polytechnique

Classes 4ème 5ème degré (tc)

Bureau équipe maternelle + 3 premiers degrés

Maisons

(Bâtiment) E1

Salle de sport

Classes 1er, 2ème + 3ème degrés (tc)

(Bâtiment) E2/T2 :

Volet artistique

Forum

Bureaux administratifs

Classes 4ème 5ème degré (tc)

Maison

(Bâtiment) E3 :

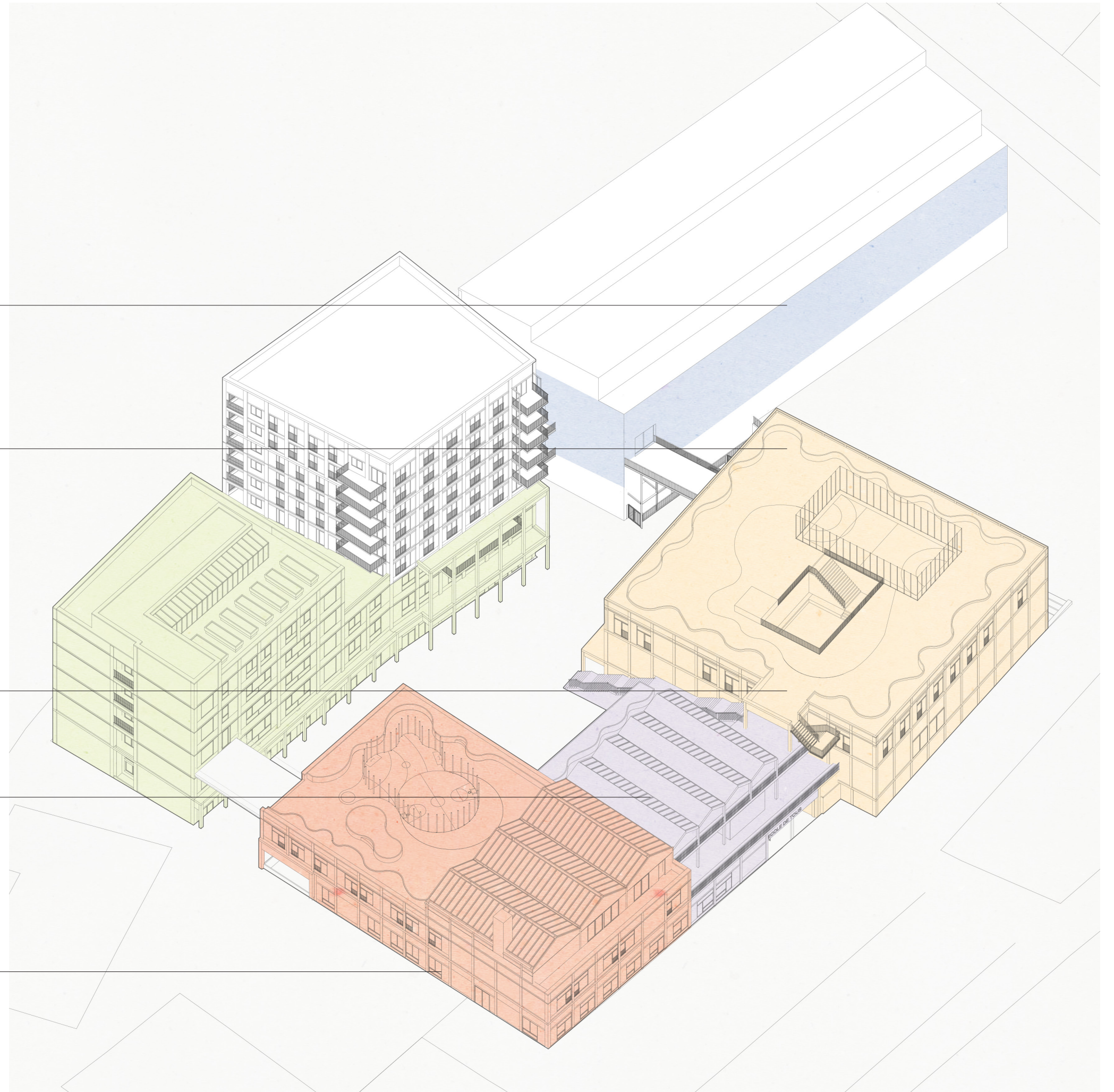
Bibliothèque Tronc Commun + Maternelle

(Bâtiment) E4 :

Réfectoire Tronc Commun + Maternelle

Ecole Maternelle

Maisons

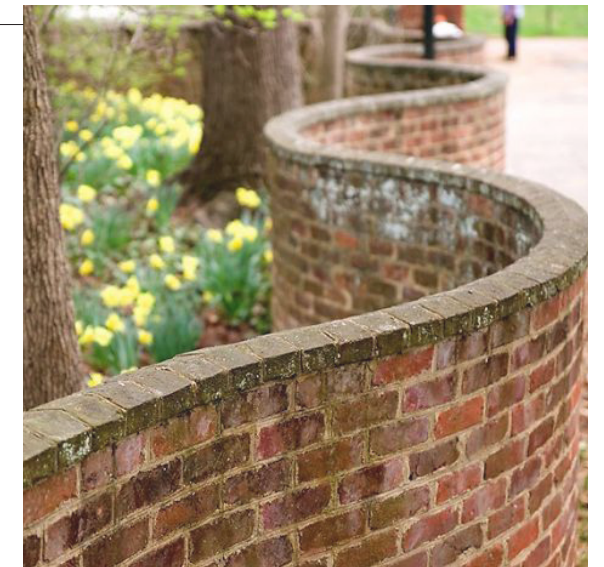


Work, Live & Play

Ecole de Tous : Roof landscape



Roofgardens for educational farming
DYRK Nørrebro - urban farming



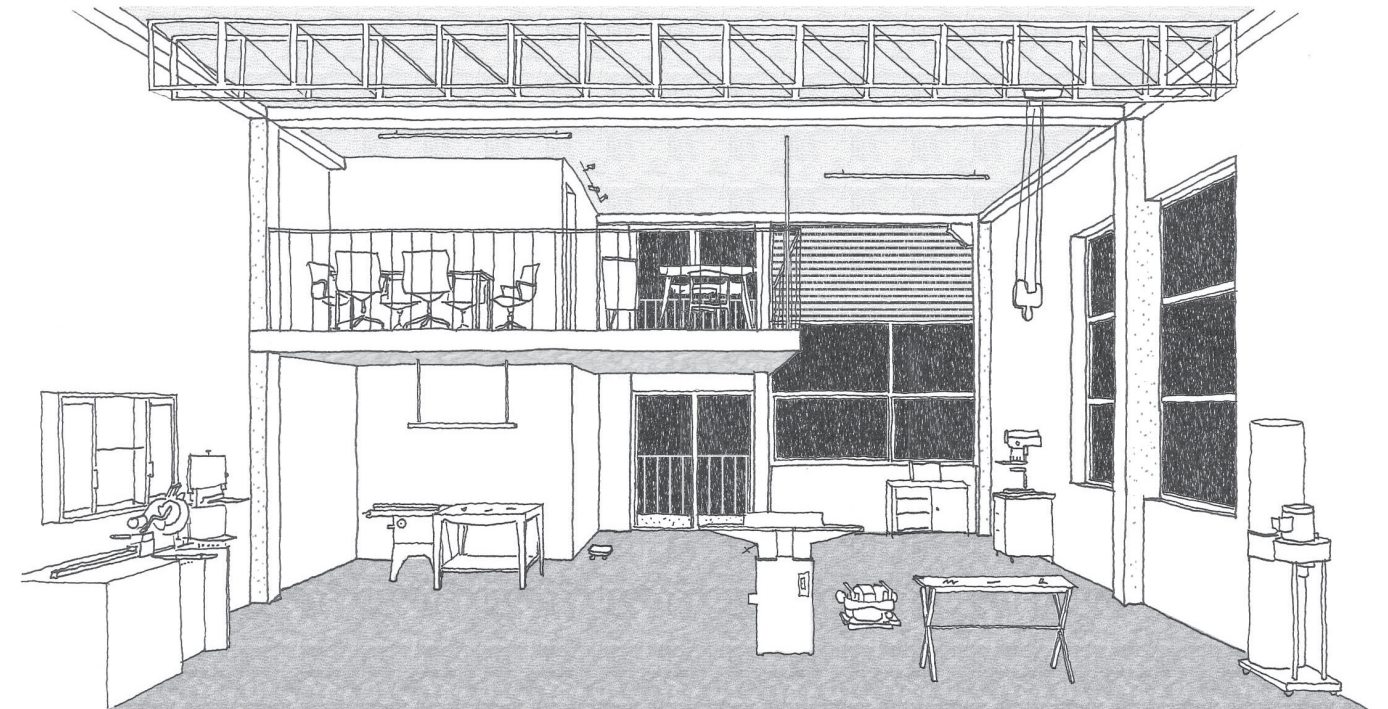
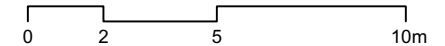
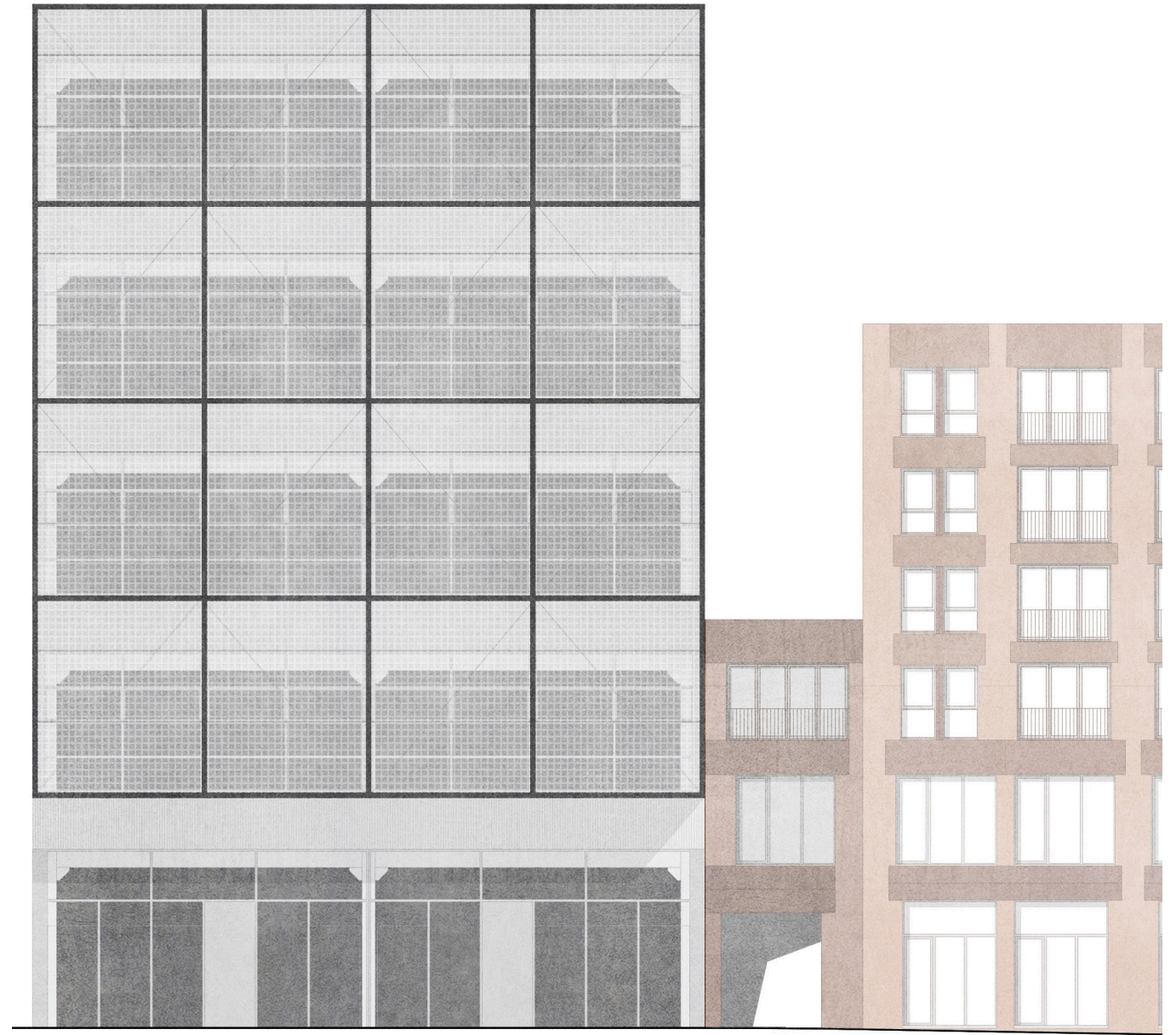
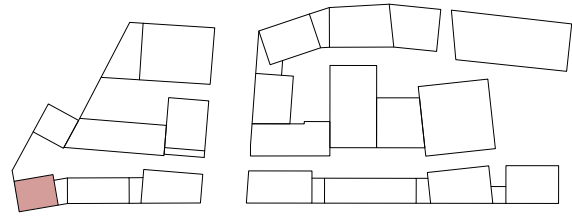
Plastic garden walls
Serpentine Walls - University of Virginia



Fence as a sculpture, trellis and climbing rack
Konditaget Lüders - JAJA Architects

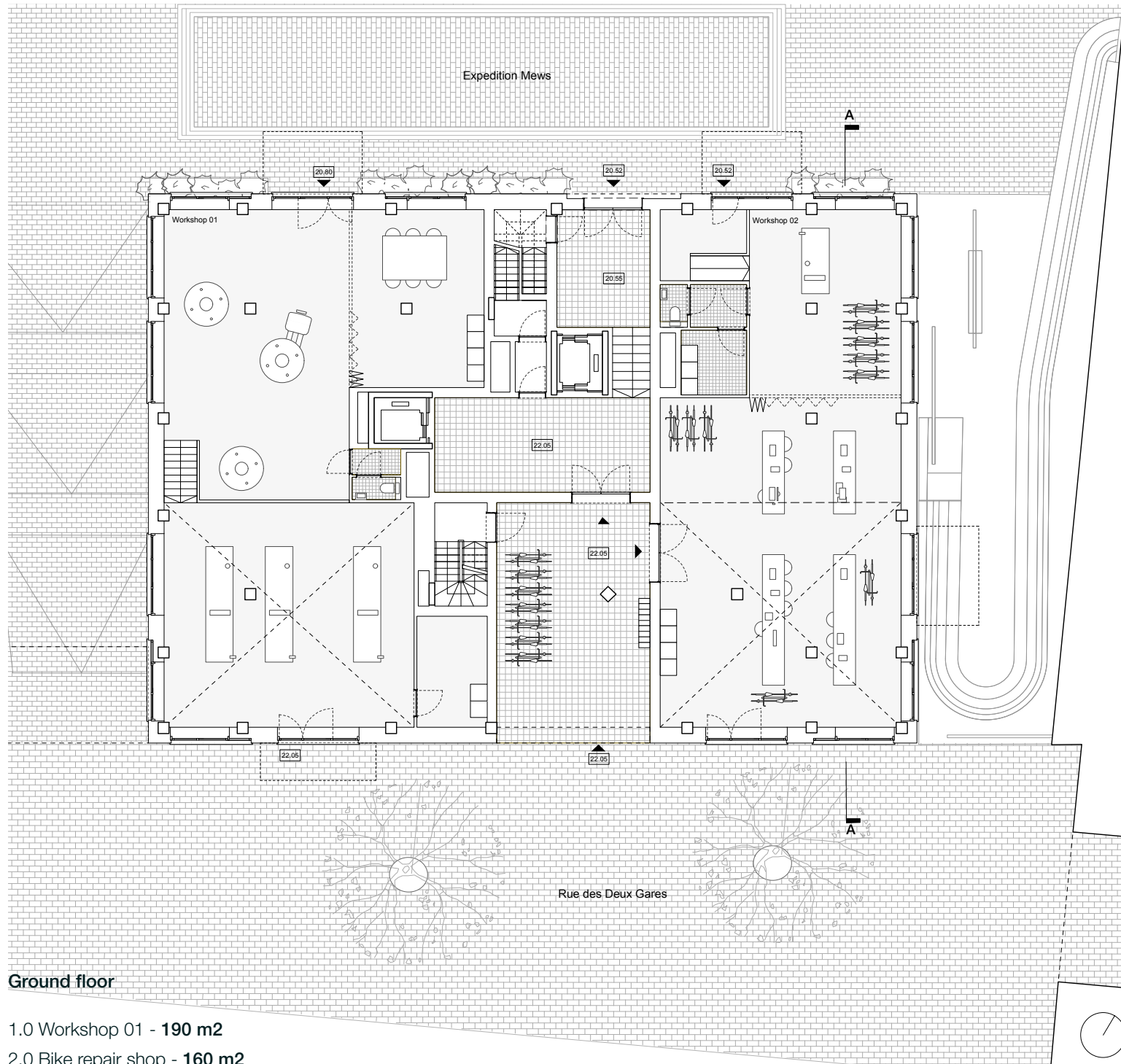
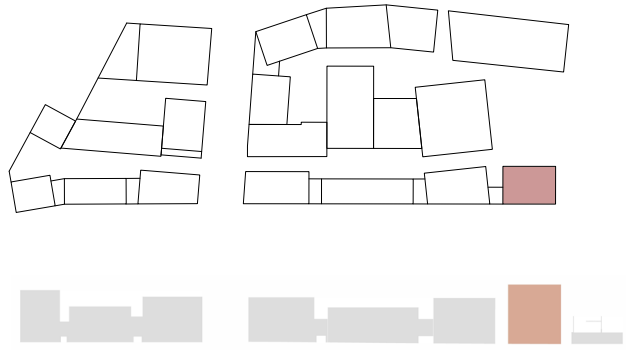
Work, Live & Play

Productive tower S6



Work, Live & Play

Sentinel T1 : Workshops



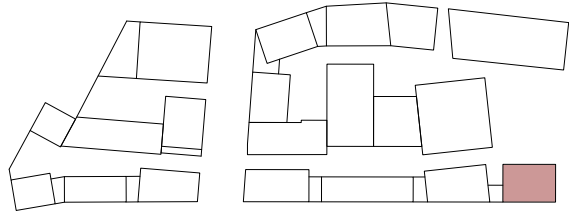
- 1.0 Workshop 01 - 190 m²
- 2.0 Bike repair shop - 160 m²



Typical workshop

Work, Live & Play

Sentinel T1 : Housing



Typical floor - 1st to 4th floors

- 1.0 Flat 01 - 2 bedrooms - 85 m²
- 2.0 Flat 02 - 2 bedrooms - 80 m²
- 3.0 Flat 03 - 2 bedrooms - 84 m²
- 4.0 Flat 04 - 1 bedroom - 64 m²
- 5.0 Flat 05 - 2 bedrooms - 78 m²

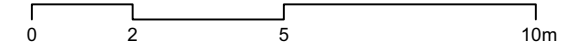
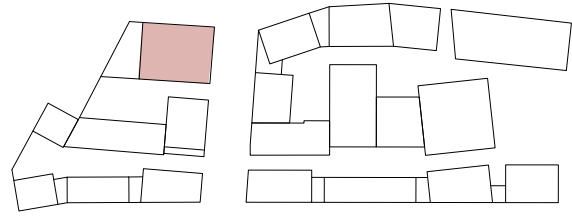


Flat 2 bedrooms

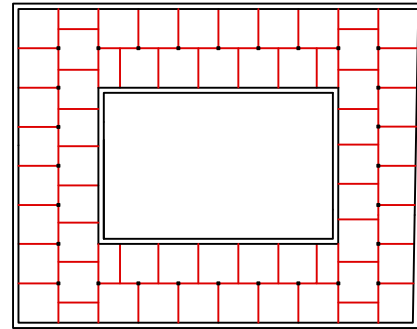
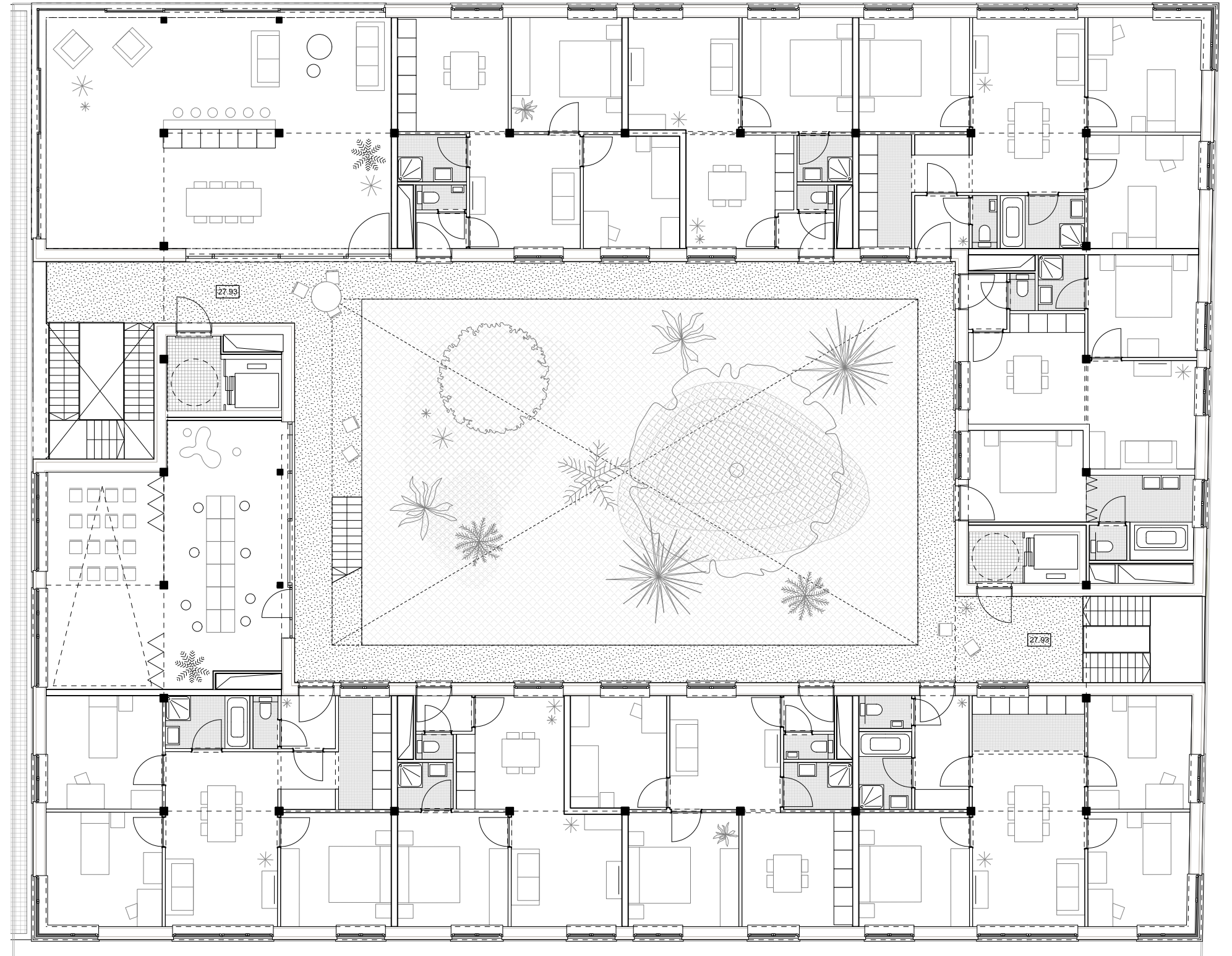


Work, Live & Play

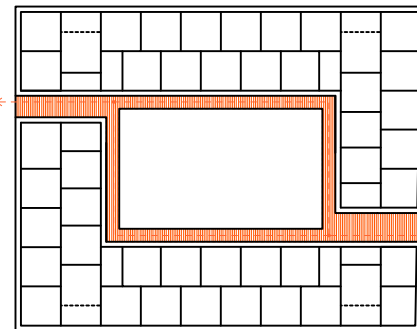
Patio building



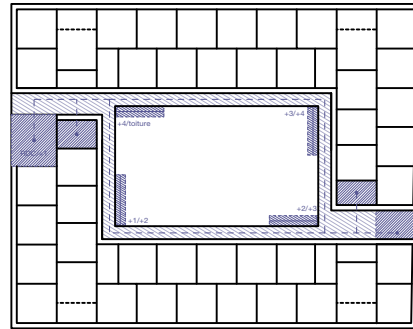
P housing mix - 34 units



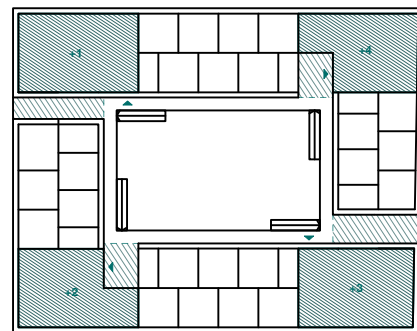
Structure



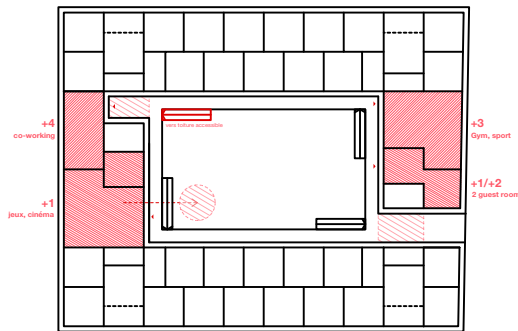
Circulation horizontale



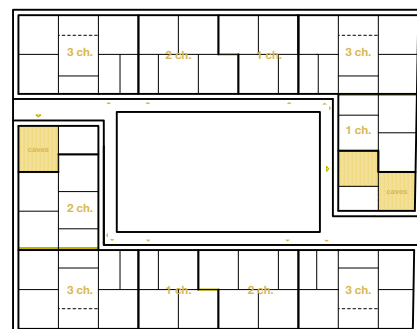
2 x circulations verticales



Espaces du quotidien



Espaces extra



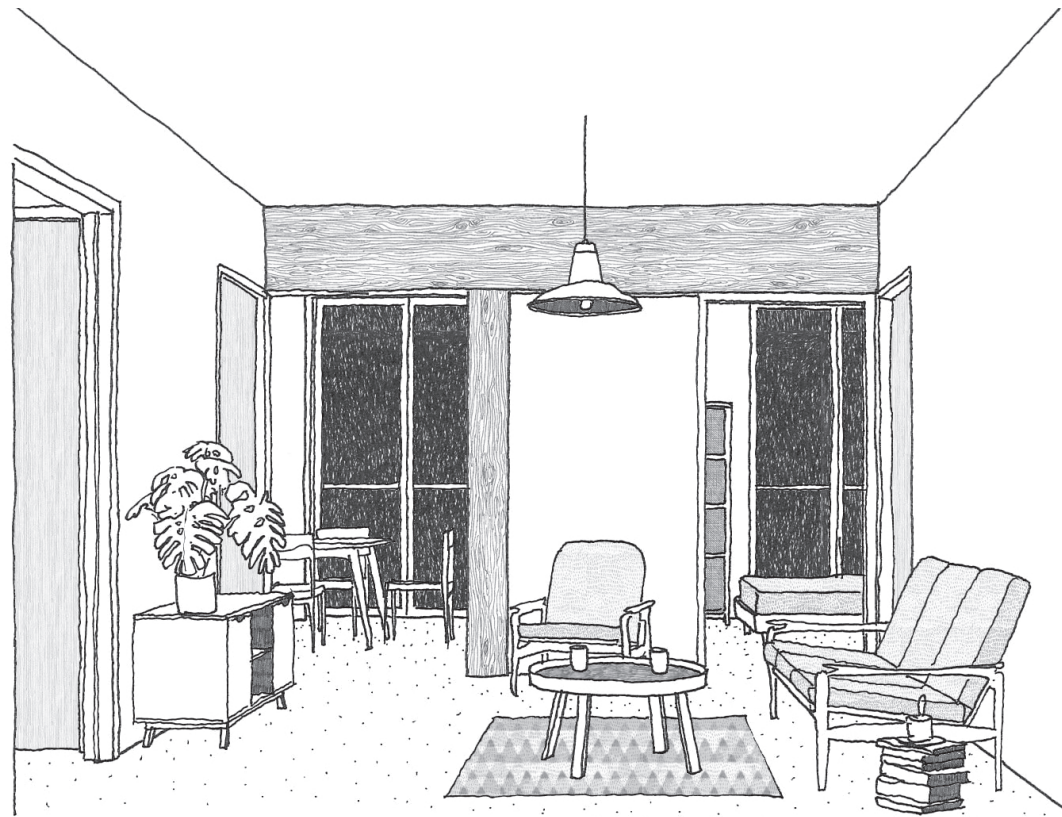
Caves & Recyclerie

Work, Live & Play

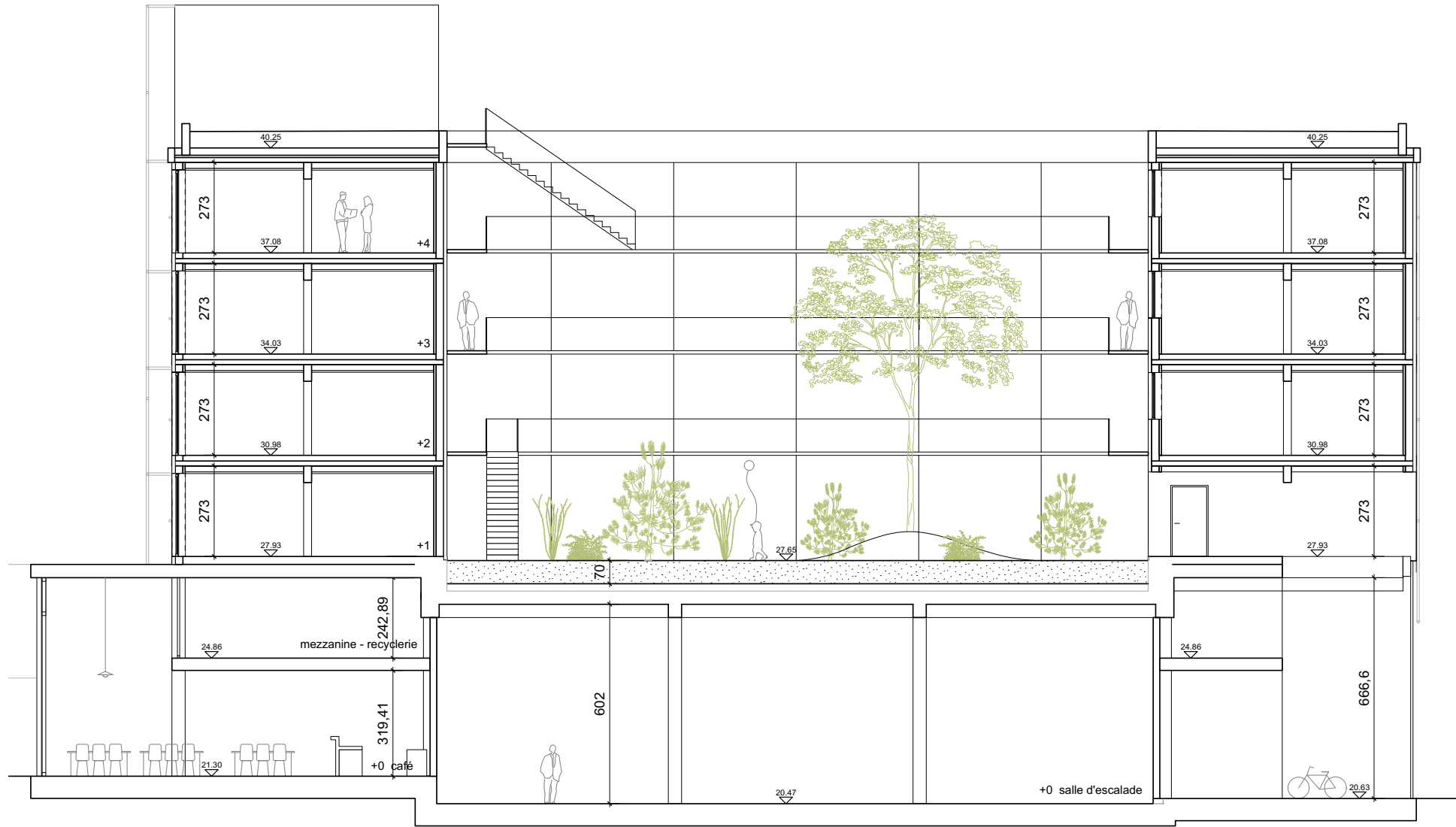
Patio building



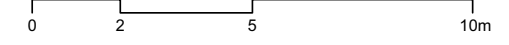
Patio & communal space



Flat 2 bedrooms

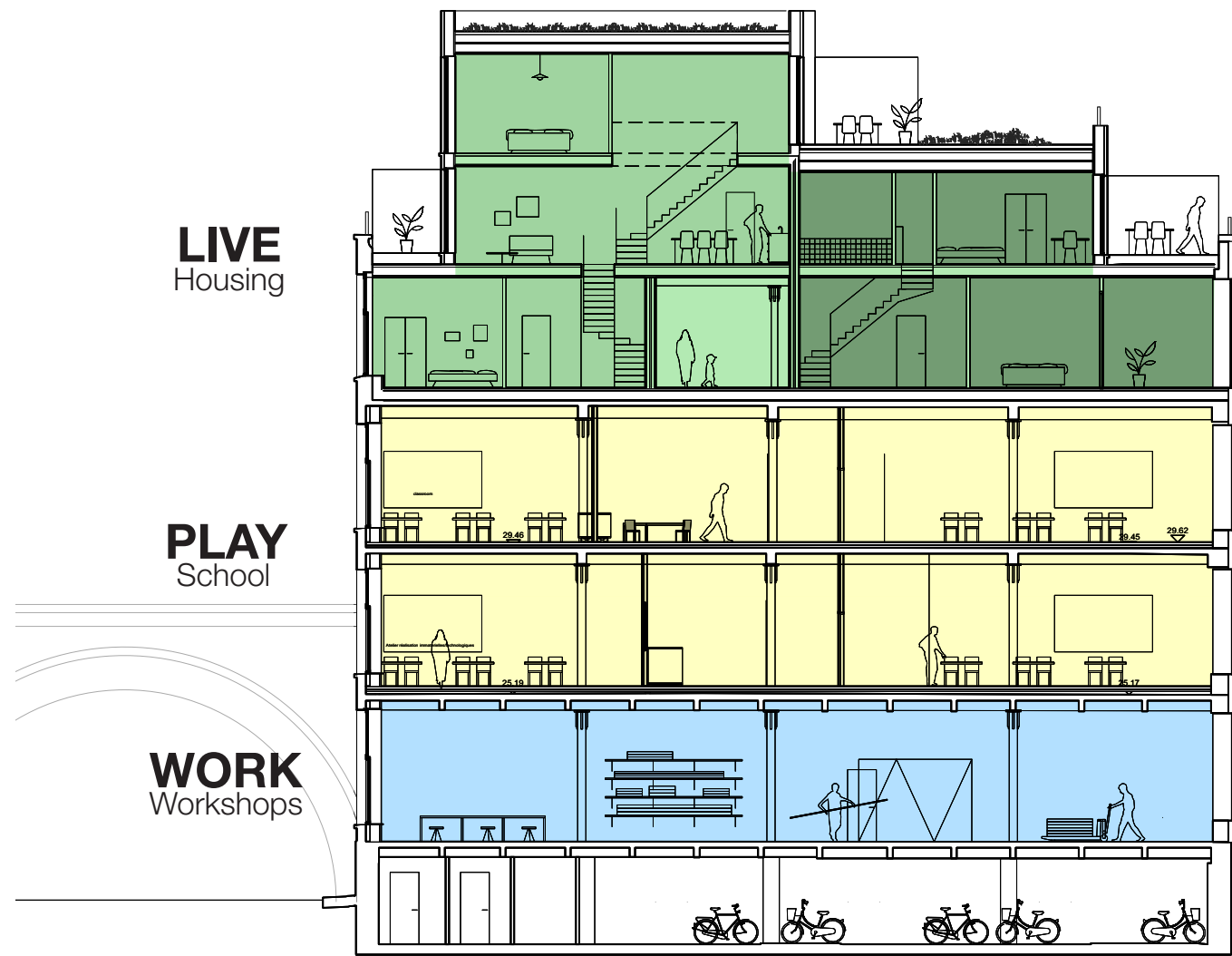
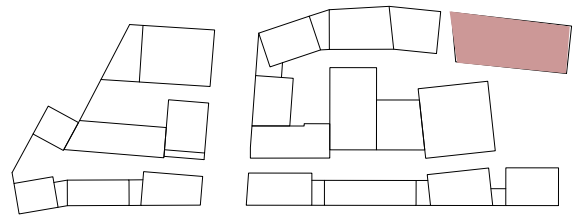


Longitudinal section

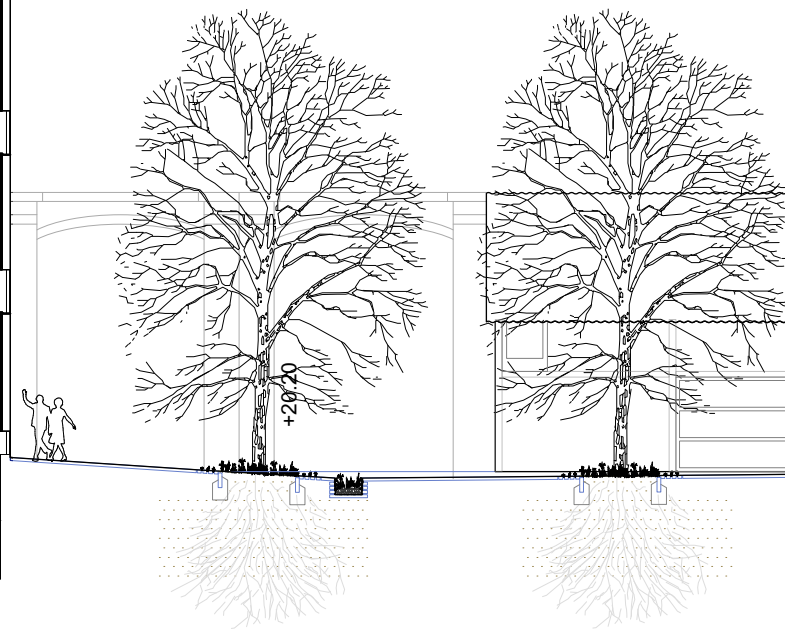


Work, Live & Play

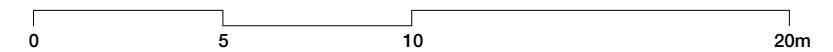
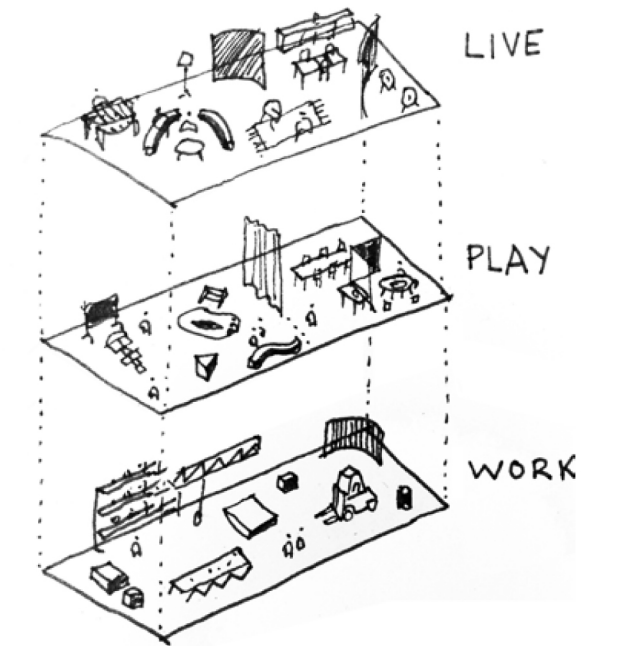
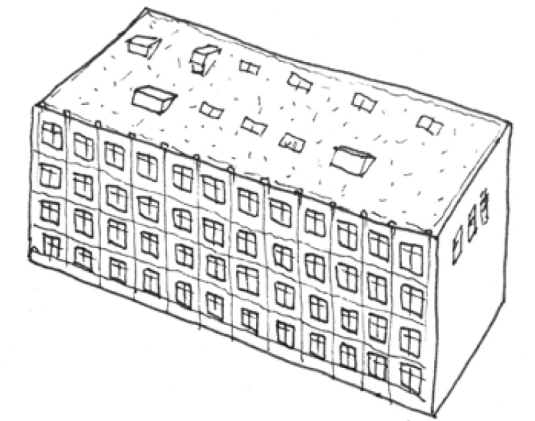
Building A



Building A



Place des Createurs



AN INNOVATIVE NEIGHBORHOOD

An Innovative Neighborhood

An intelligent durability

Economy of means, Sturdy with a general expression of raw, exposed, low cost material suiting the industrial context.

Layer design, visible permanent structures with interior finished as infills.

Prefabrication, recycled materials and wet trades – ‘made by hands’.

Strong and exposed relation between sustainability and landscape.



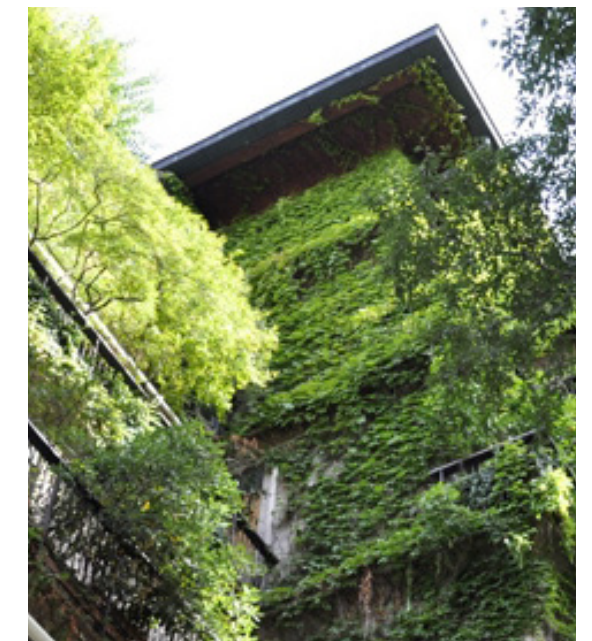
A.



B.



C.



D.

- A. Christelijk Lyceum, Delft, Geurst & Schulze
- B. 'Made by Hands', Rotor
- C. Warehouse building, Chicago
- D. Residential complex 1961 - 1968, Milano, BBPR

An Innovative Neighborhood

Project management & Participation

Public clients that build for Brussels

A multidisciplinary team that works in close collaboration from the very beginning

National and international team members that bring knowledge on local conditions but also innovative sustainable methods

Architects with an interest and experience in building sustainably

A curious and open attitude towards the project brief to develop a piece of city that is inclusive in all aspects



A.



A.



C.

- A. Visit on site
- B. Site visit to Vandergooten
- C. Feinet basisscholen, Korteknie Stuhlmacher Architekten

An Innovative Neighborhood

Human environment

A team with knowledge of the social conditions of Brussels

Challenging the brief by adding program that can contribute to the liveliness of the neighbourhood

The Expedition Mews as the central infrastructure for the economic activities

Creating easily accessible exterior and interior spaces for public and common use

Facilitating local initiatives



A.



B.

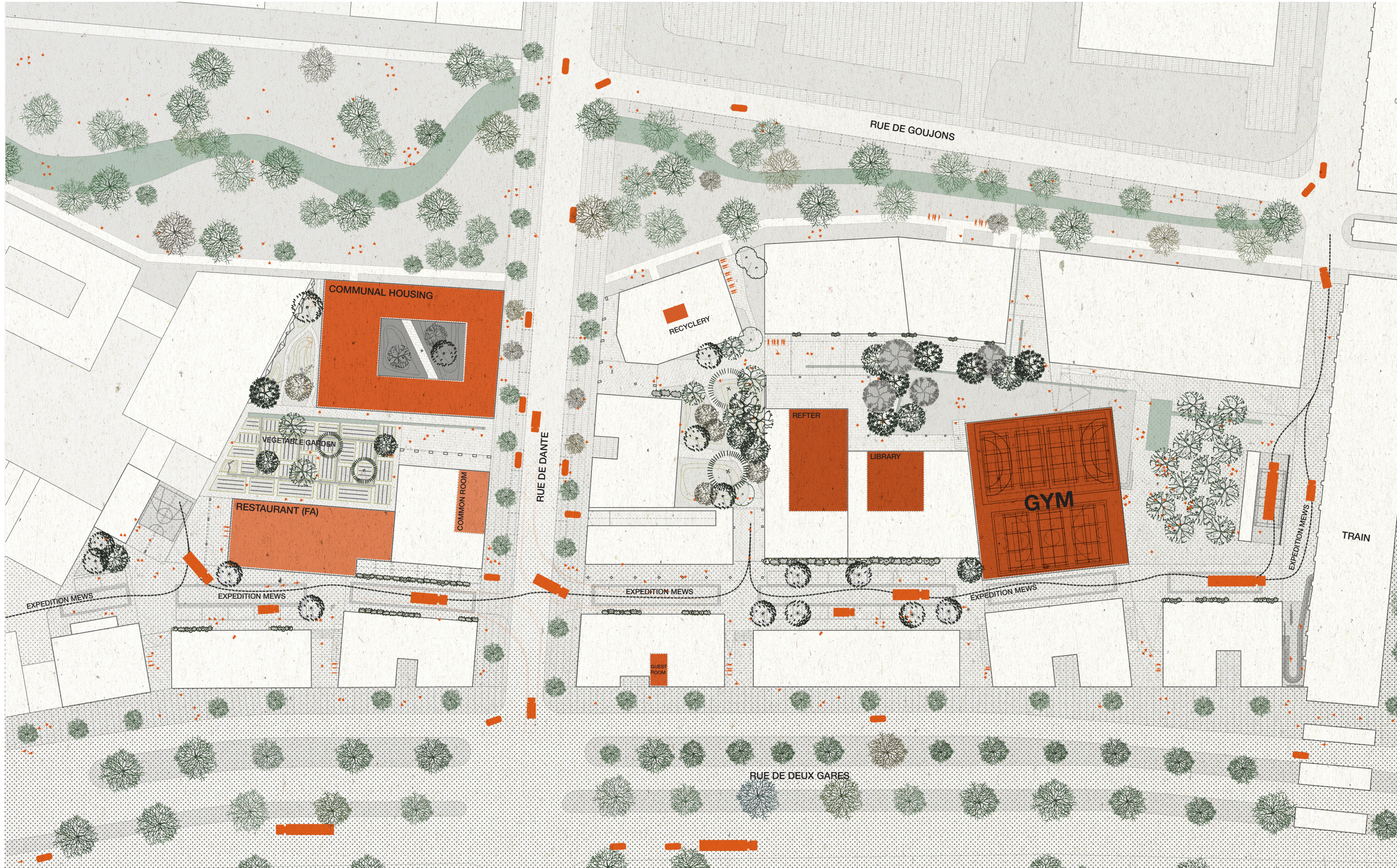
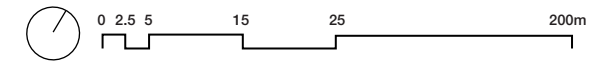


C.

- A. Tour & Taxis with Parkfarm
- B. Bel Mundo, Brussel
- C. Rooftop Cinema, De Hofbogen, Rotterdam

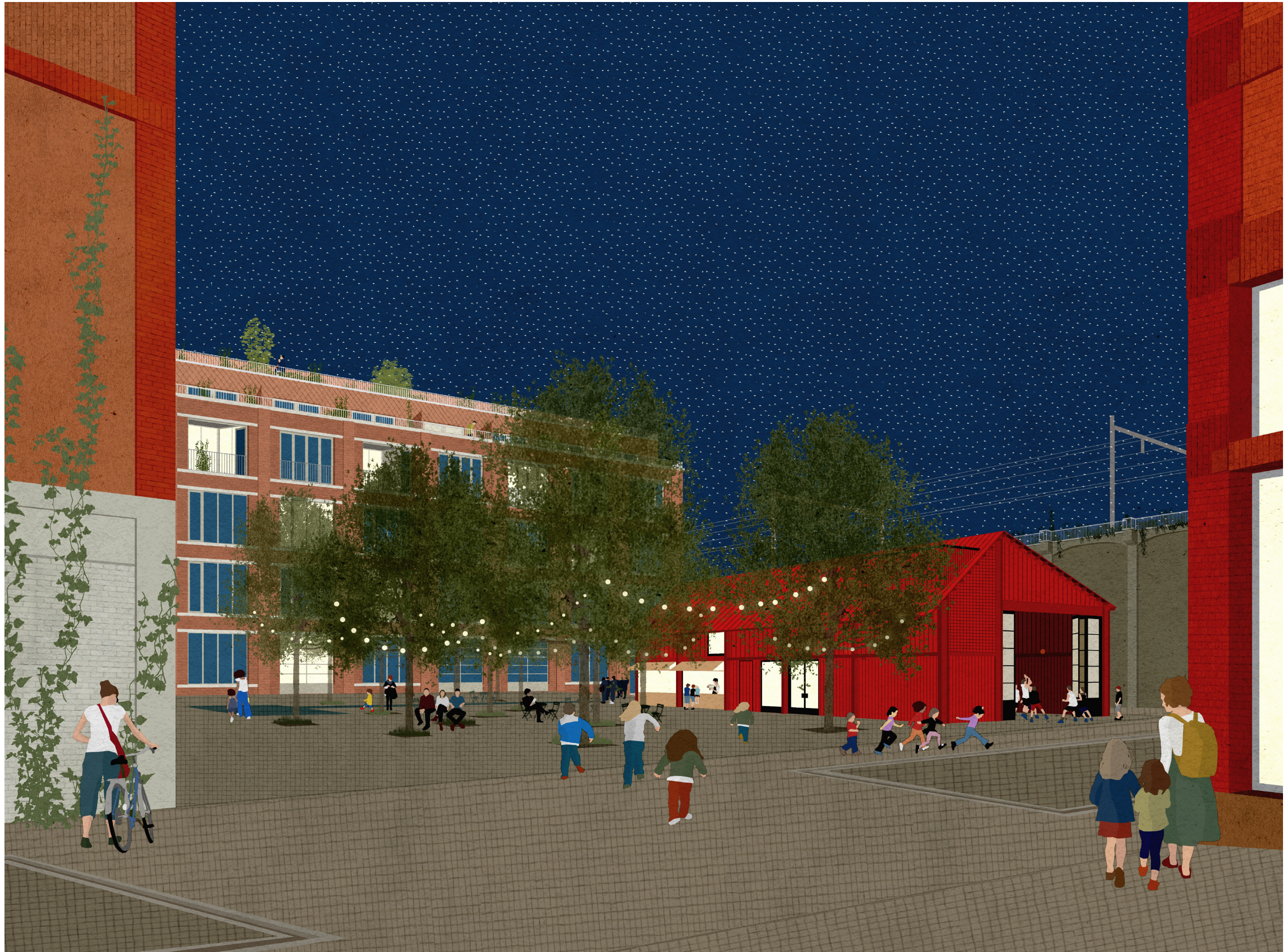
An Innovative Neighborhood

Human environment



An Innovative Neighborhood

Human environment : Place des Créateurs

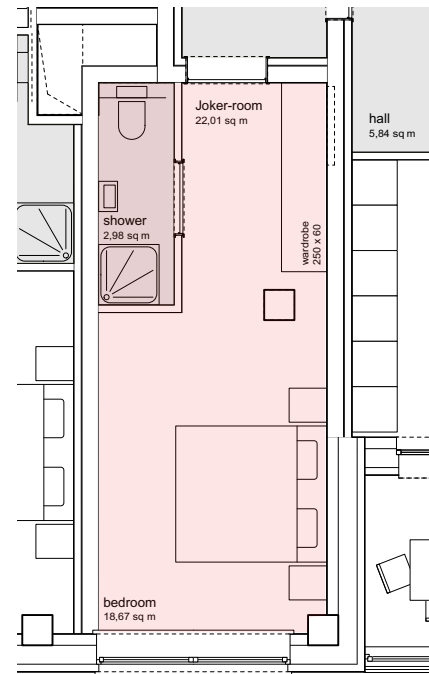
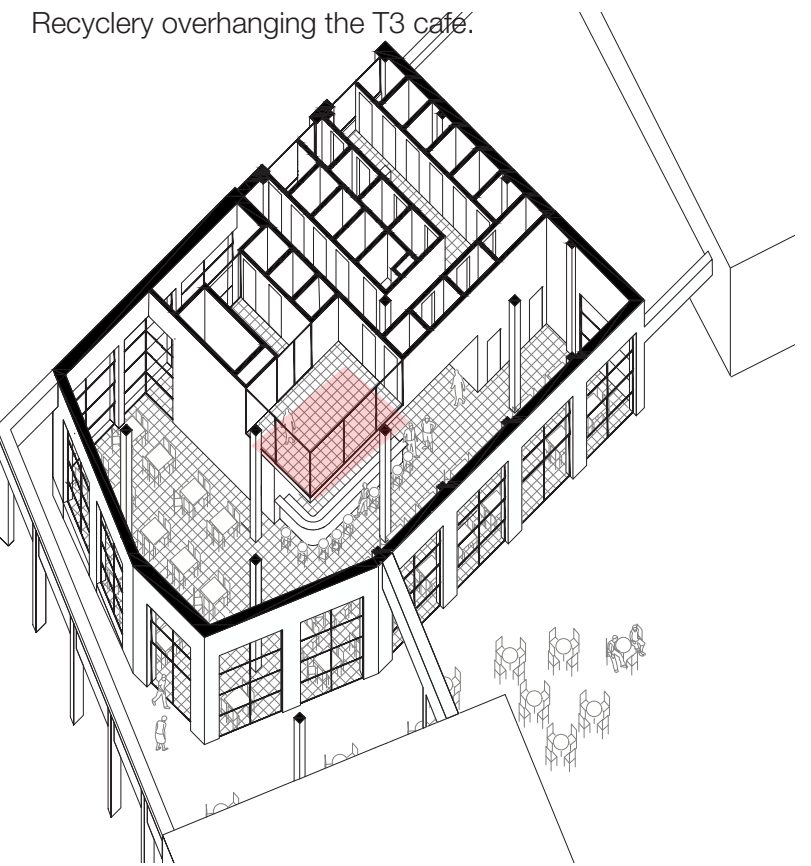


An Innovative Neighborhood

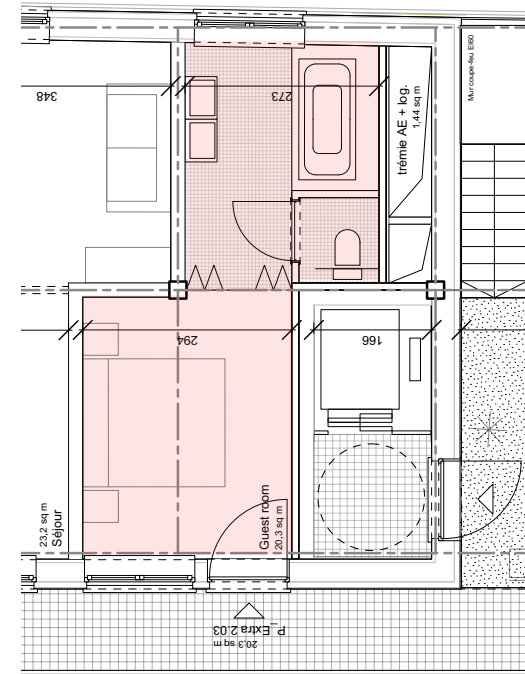
Human environment : Interiors spaces



Climbing club, Petite Ile, Studio Citygate

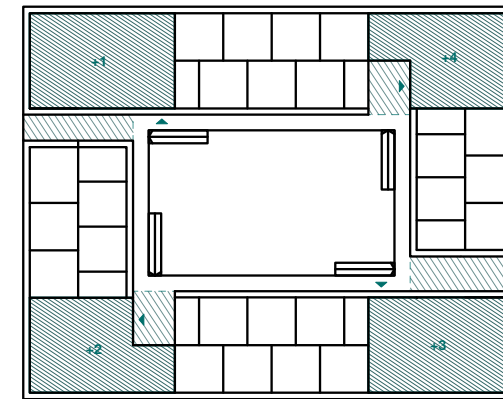


Guest room - S3

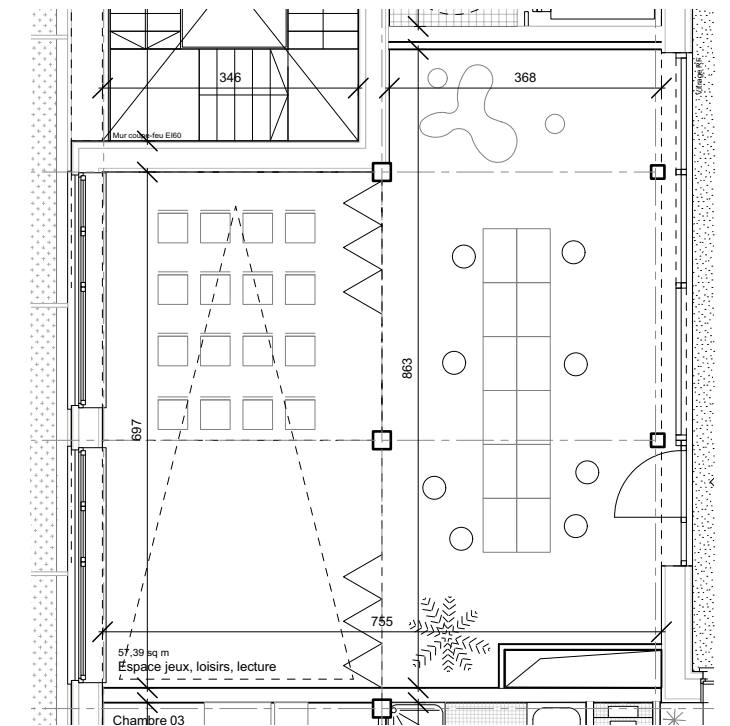
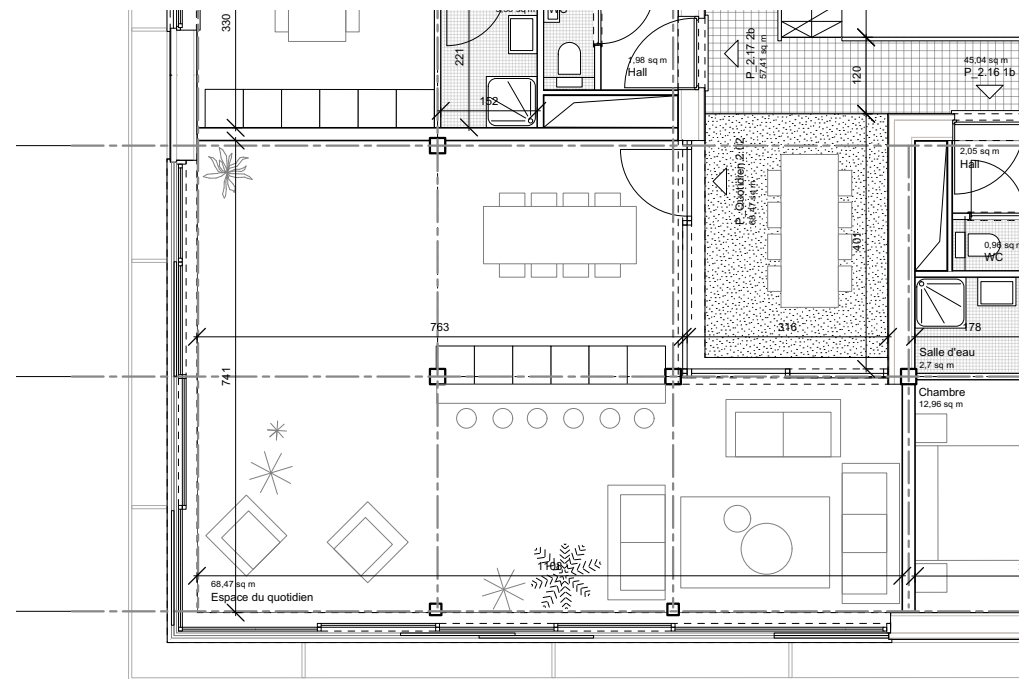
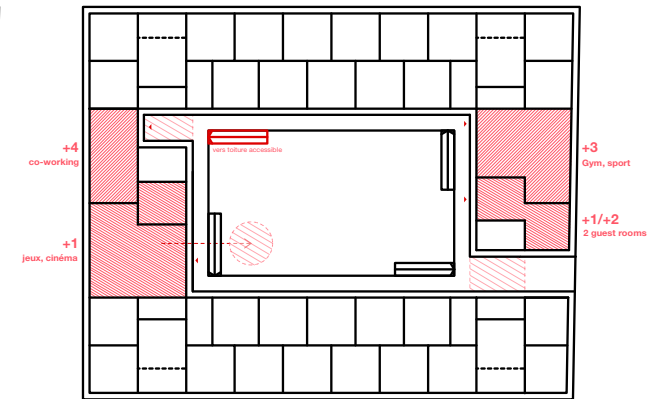


Guest room - P

Espace du Quotidien - P



Espace Extra - P



An Innovative Neighborhood

Human environment : Exteriors spaces



Principle of biodiversity on the site



Activation of green roofs with educational principles for children



Playground, climbing wall







An Innovative Neighborhood
Human environment : Jardin de Dante



An Innovative Neighborhood

Green roofs

-  Extensive roofs
-  Intensive non-accessible roofs
-  Intensive accessible roofs
-  PV panels



An Innovative Neighborhood

Water cycle

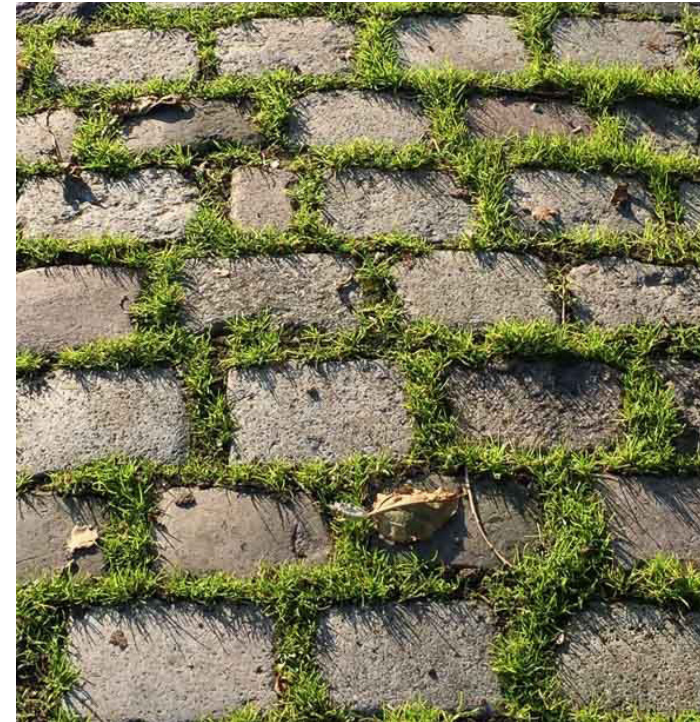
The water cycle is exposed in different ways throughout the project for the benefit of biodiversity and education

Rain water will be infiltrated as much as possible

The slopes and drainage in the landscape are defined to provide in efficient and exposed rain water management

The use of a grey water system is studied

A tank for excessive rain water will be integrated in an educational way



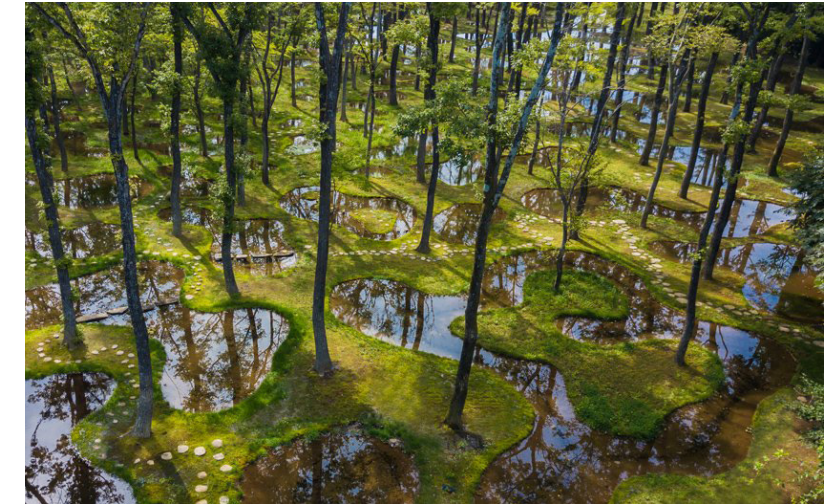
A.



B.



C.

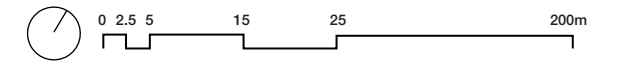


D.

- A. Open joints
- B. Exposed gutters
- C. Waterpump
- D. Small exposed ponds

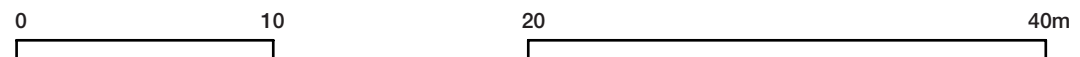
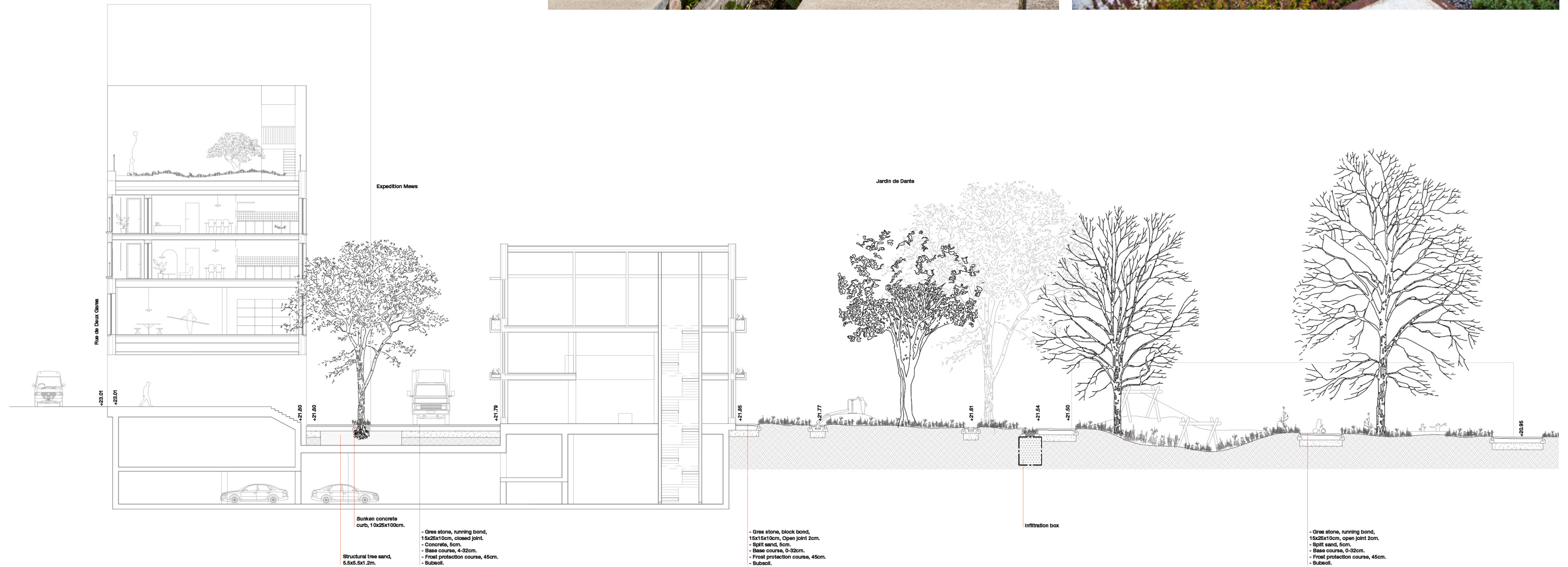
An Innovative Neighborhood

Water cycle



An Innovative Neighborhood

Water cycle : Infiltration strategy on ground



Jardin de Dante
Transversal section

An Innovative Neighborhood

Resources

The idea of the Assembled City is strengthened with the coming together of new and old

The existing building A will be kept and celebrated by acting as the projects 'hub'

The strategy for Circular Economy focuses on in-situ re-use of two main materials : facade bricks and floor tiling and bricks

A L'Ile will take on a partnership with FCRBE, who will provide the team with specialised knowledge on Circular Economy, while A L'Ile can support the European research project with practical feedback

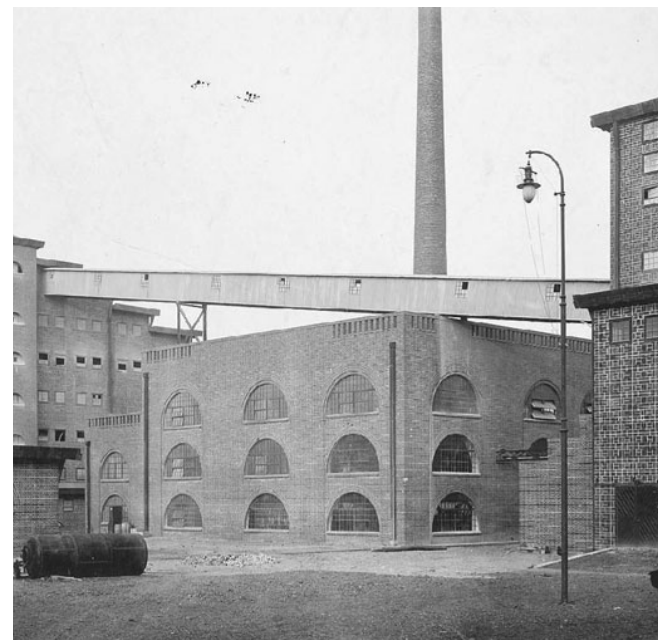
Use of sustainable and natural materials in both structure and interior and exterior finishes



A.



B.



C.



D.

- A. Building A and Wall D
- B. Lowenbrau, Zurich, Gigon Guyer
- C. Brasserie de la Senne, L'Escaut/La générale, Brussels
- D. Bricks at Citygate

An Innovative Neighborhood

Resources : Incoming materials are sustainable

Integrity of the principle of constructive hierarchy and development of possibilities in terms of demountability, reversibility and adaptability of the building elements



Housing buildings : firm yet flexible periphery buildings

Work buildings : prefabrication and possibility to dismantle

School buildings : playful mix of solid and light, educative use of sustainable materials

Special housing buildings : exploring timber structures

3 BANK OF MATERIAL