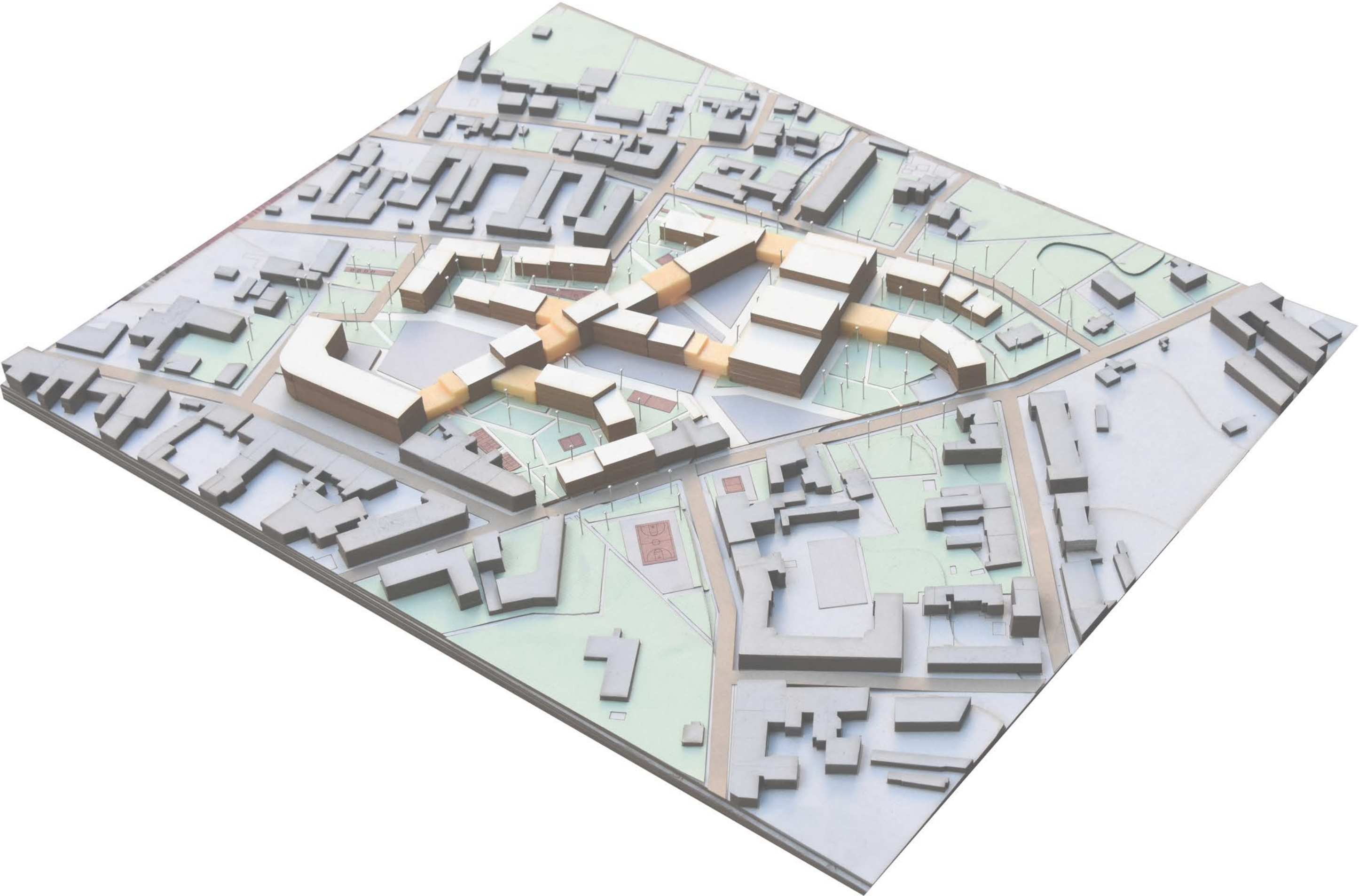




CATALYST A PLACE FOR ART AND RECREATION

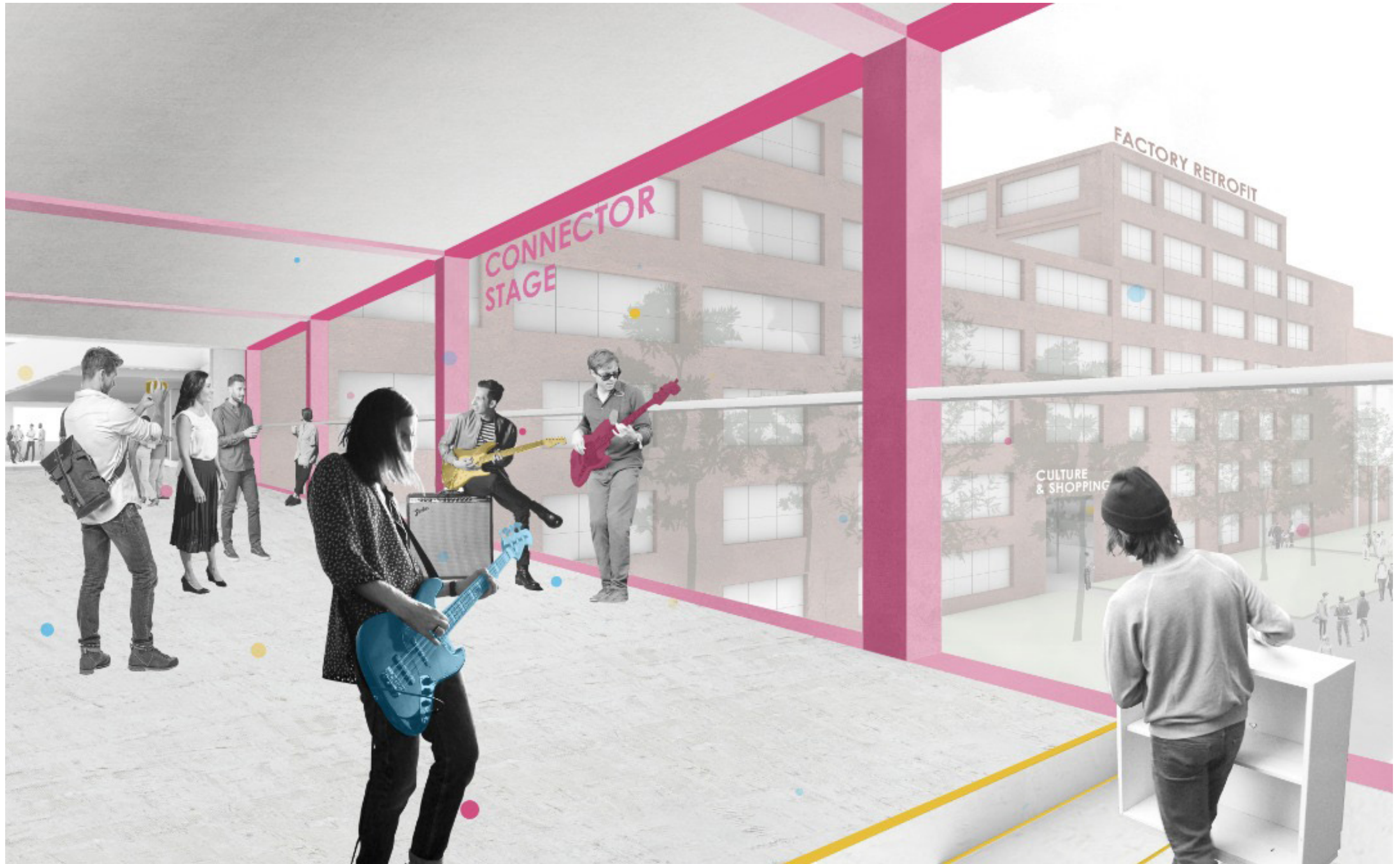
Alexander Urban	11706018
Wu Yanqi	11945077
Xu Zhiwei	11945078

Model Photo



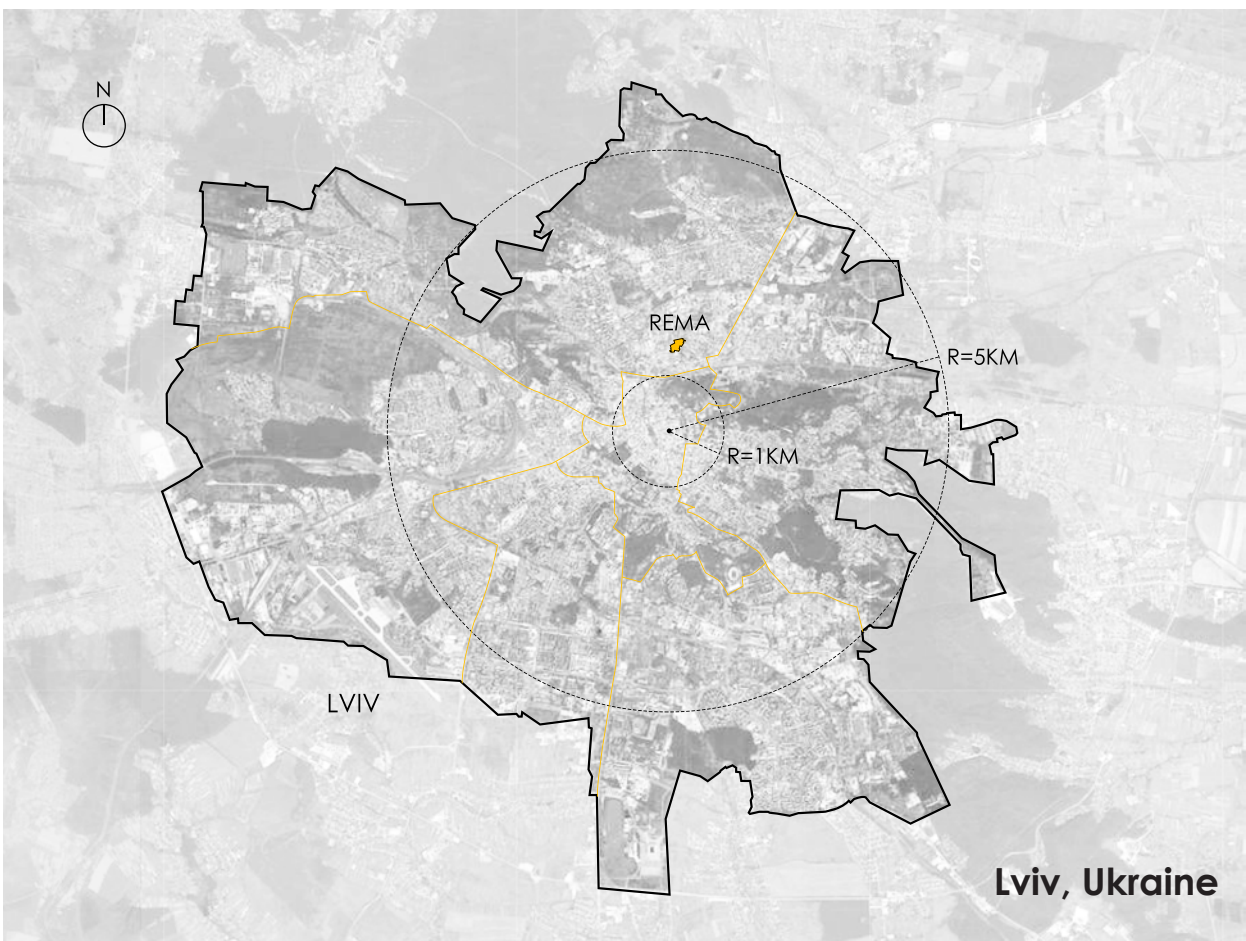
Vision

As the most vital part in the project, connectors provide space to catalyze artistic activities and provide urban public space.

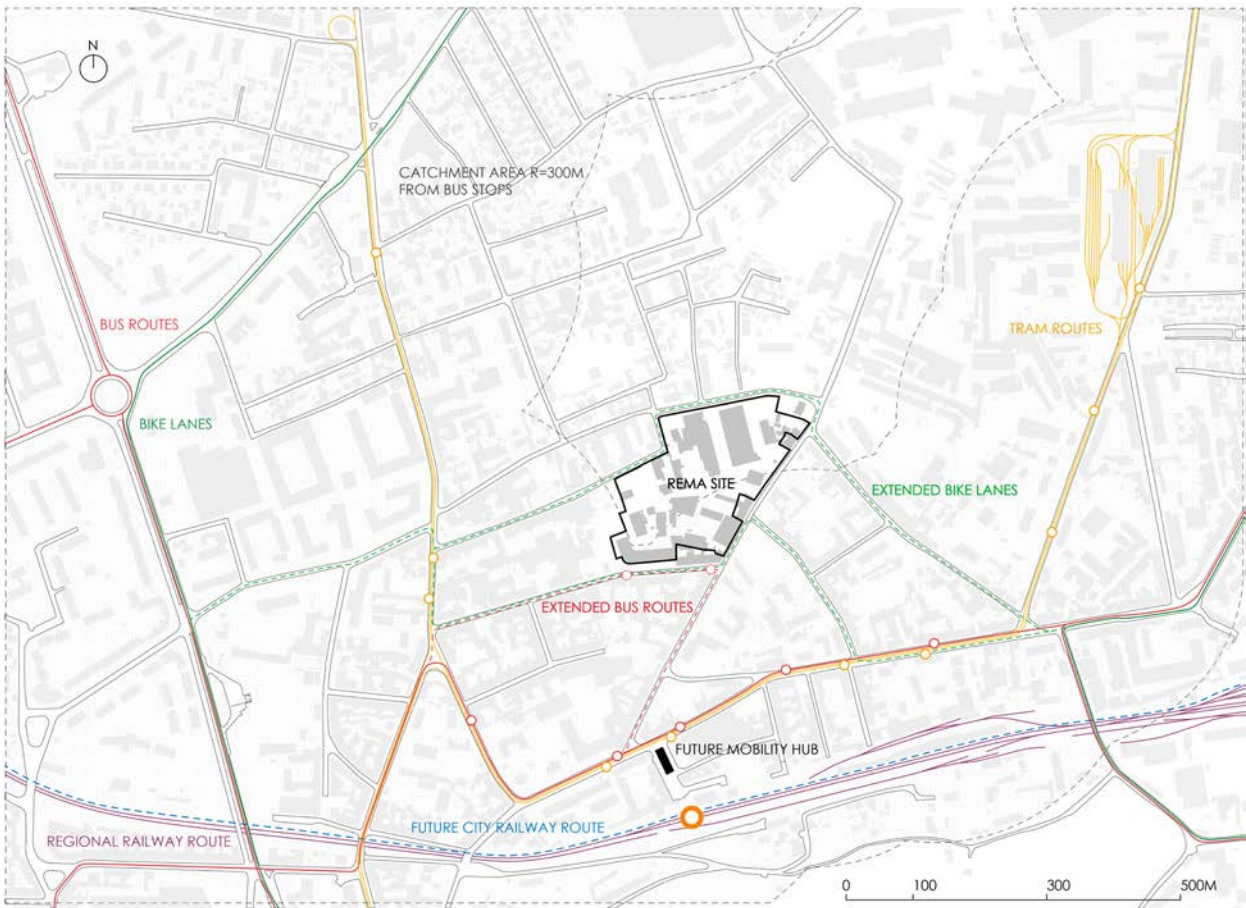


Site Analysis

Location



Mobility Analysis



Functional Analysis of the Neighborhood



- Main road
- Terrace
- Secondary road
- Factory
- Education
- Public Building
- Housing
- Shopping
- Other Building
- Landscape
- Square

Neighborhood Population Density

Future Development: Demand for High Density & Short Distances



Neighborhood Density & Site Analysis

Floor Area Ratio (Residential Buildings Only)



Guideline Table of Floor Area Ratio

<div>FAR</div> <div>FSI</div> <div>BCR</div>	0.25 25%	0.5 50%	1 100%	1.5 150%	2 200%
25%					
50%	not possible				
100%	not possible	not possible			

Information source: https://upload.wikimedia.org/wikipedia/commons/0/05/FAR_vs_BCR.svg

Public Activity Schedule of REMA In 2019



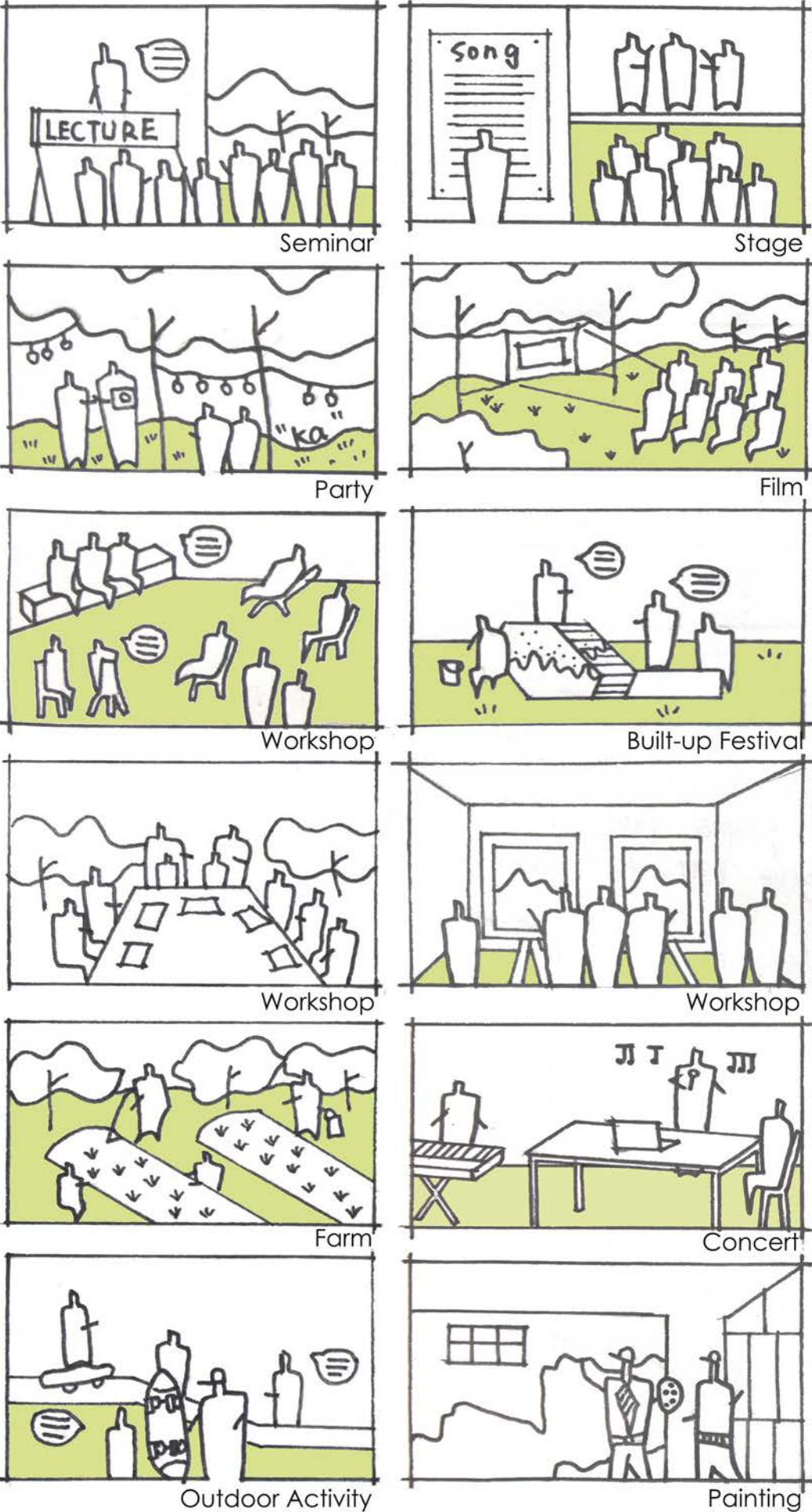
Information source Facebook page of ReZavod: <https://www.facebook.com/pages/category/Cultural-Center/REzavod-107936780560711/>

Issue: Lack of Diversed Public Spaces for Activities

There are many empty squares and green spaces in the site, b ut there are not many public facilities. As a result, it is not convenient for people to hold different kinds of public activities.

Site Analysis

Outdoor Activities

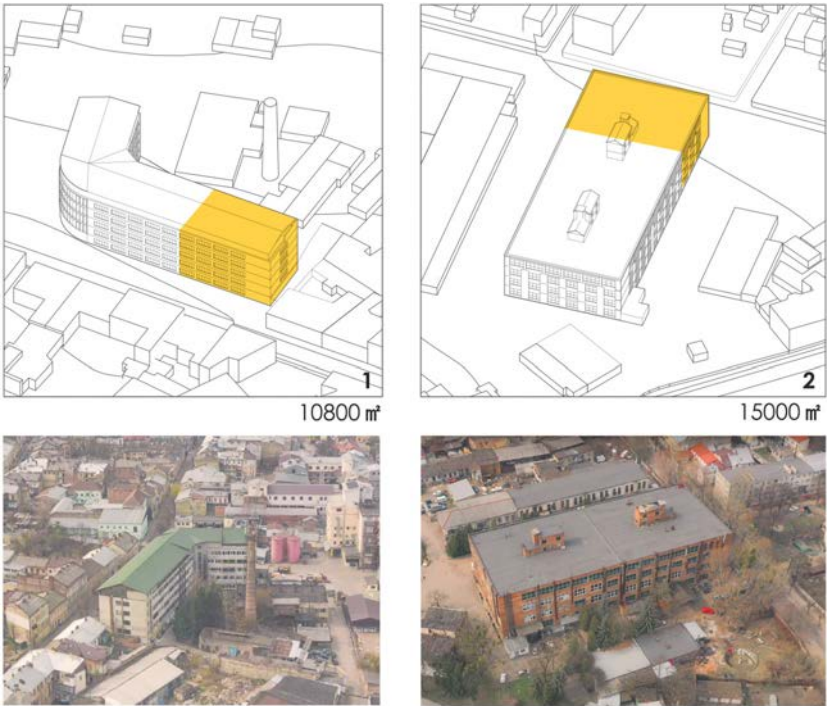


Space Requirements for Activities

Activity Type	Human Type	Participatory	Space Type	Other Possible Space Type
Seminar	Artists Scholar	10-20 per.		
Party	Residents Workers Artists	20-30 per.		
Workshop	Scholar Residents	10-20 per.		
Stage	Residents Workers Artists	10-20 per.		
Film	Residents Workers	30-40 per.		
Built-up Festival	Residents Artists	0-10 per.		
Parent-child Workshop	Residents Artists	20-30 per.		
Planting	Residents	0-10 per.		
Outdoor activity	Residents Artists	0-10 per.		
Concert	Residents	0-10 per.		
Art Workshop	Residents Artists Workers	20-30 per.		
Painting	Artists	0-5 per.		

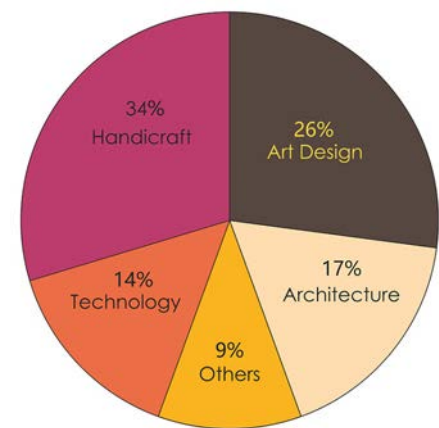
History of REMA & Current Use

Two Existing Factories



The history of existing factories goes back to the 1920s, other buildings like the factory (2) were added in 1960s. The former use of them was the production of Radio and Electronics and Medical Equipments which provided 1000 workspaces. The density of it was 15m2 / person.

Business Breakdown



Today, only 1/3 of the two factories are used by 70 small companies. The new residents of created a public organization “ReZavod”.

We choose 12 small companies of them to analysis business, space scale and requirements.

Space Requirements of New Companies

Scale Type	Office Type	Work Goal	Space Type	Needed Space
👤👤👤👤 (0-5 per.)	WarmInk (Cloth-design)	Design and tailoring.	Workshop Office	
	SAMsNAK (Bake Shop)	Produce healthy bread and other food.	Kitchen Shop	
	OHRA Ceramic (Pottery Shop)	Pottery making.	Workshop Shop	
👤👤👤👤👤 (5-10 per.)	Zelenew (Recycle laboratory)	Find reproducible ways toreuse plastic.	Workshop Laboratory	
	Hochurayu (Product Design)	Develop many different products	Workshop Office	
	Stucco (Workshop)	Do something about design with the help of lasser machines.	Workshop Storage room	
	TOLOKA (Architect Studio)	Organize a kind of comfortable space.	Workshop Office	
	Art Studio (Photography)	Take photos	Workshop Office	
	1.618 (Architect Studio)	Value simple and minimalist design.	Workshop Office	
👤👤👤👤👤👤 (10+ per.)	Image and Colored Fox (Artist Organization)	Develop projects for painting.	Workshop Painting place	
	GIsceramics (Pottery Shop)	Pottery making.	Workshop Office	
	Dop-digital (Product Design)	Computer.	Laboratory Office	

Conclusions & Goals

STRENGTHS



EDUCATION AND INDUSTRY
IN THE AREA



LOTS OF PEOPLE
LIVE AND WORK HERE



NEAR DOWNTOWN

WEAKNESSES



LACK OF COMMERCE:
BOOKSTORES, CAFÉS, SHOPPING...




DEMAND FOR
PUBLIC SPACE



LACK OF PUBLIC ART FONDS,
BUSINESS MODEL REQUIRED


GOALS

1



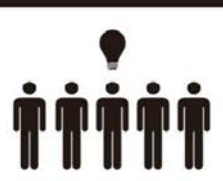
CONNECTING
LIFE WITH ART

2



A CREATIVE AND RECREATIONAL
SPACE TO CONNECT PEOPLE

3



EXHIBITION SPACE
WORKSHOP ROOMS
SHOPS
FLATS

PROMOTE LOCAL ARTISTS,
EXTEND THE COMMUNITY

SPACE TRANSFORMATION



Traditional Space: large & old

The traditional office space is large scale and lacks of individuality, flexibility and diversity.



Nontraditional Space

The emergence of new materials and structures makes the construction of space easier and leads to flexible, diverse spaces.

Multipurpose Space

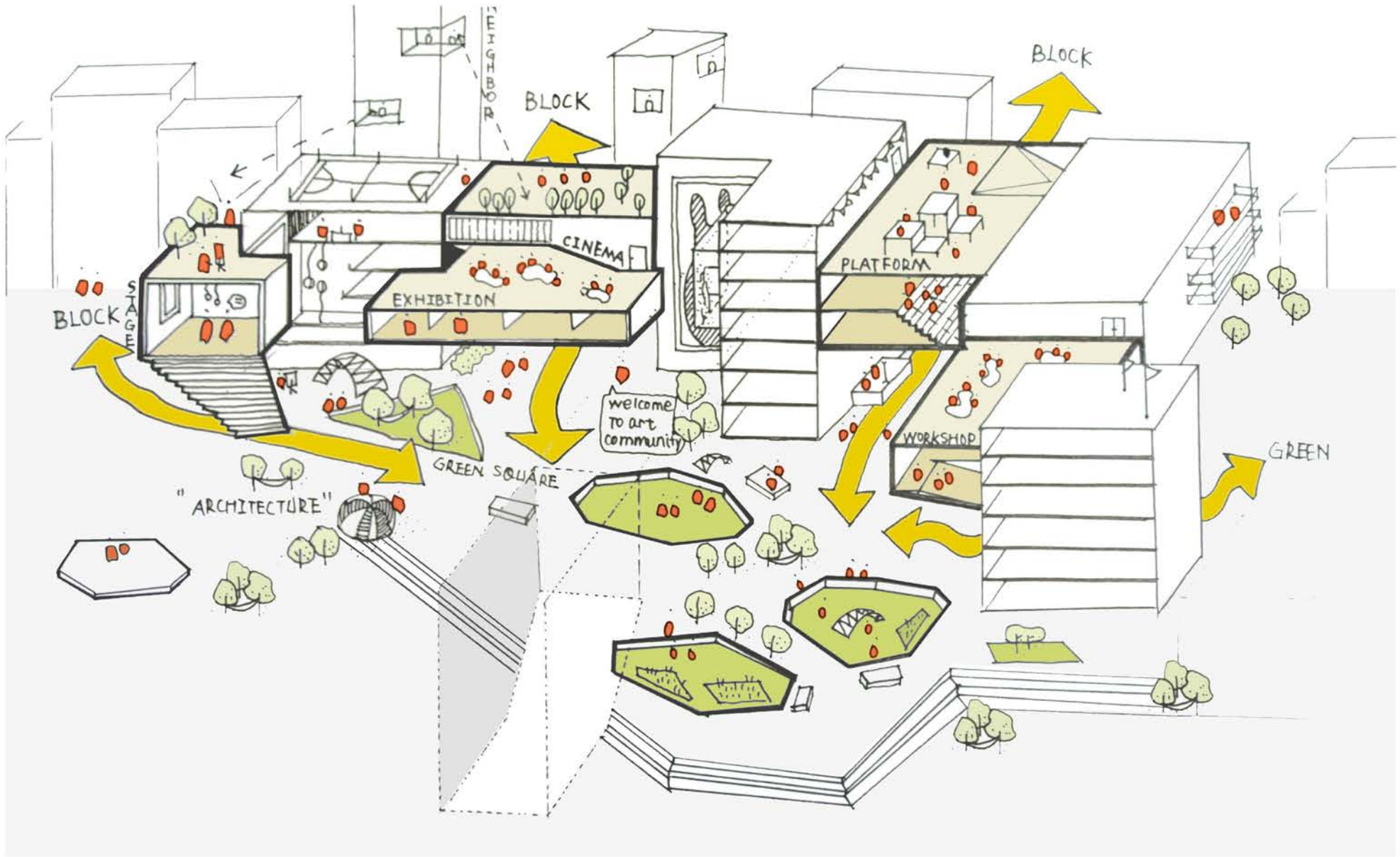
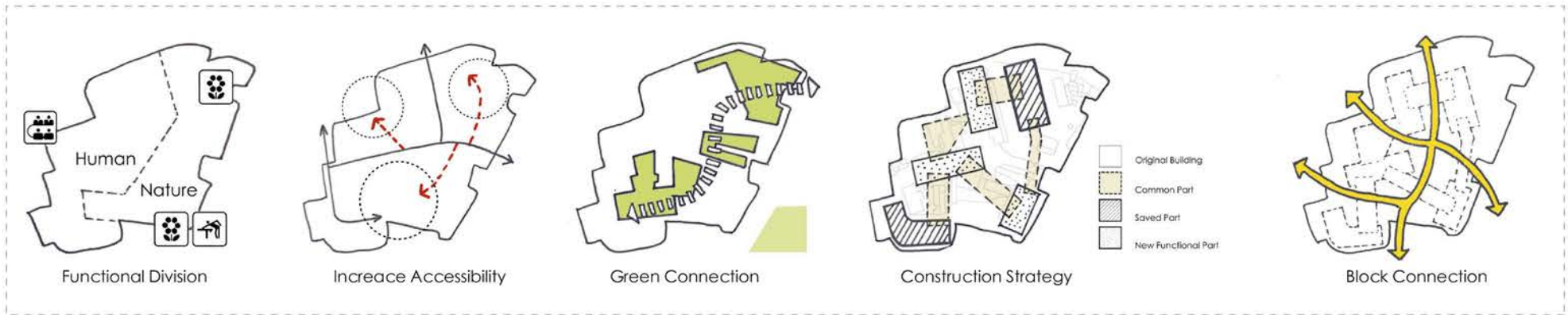
The space can also be multipurpose like grey space or open space, which provides more possibilities for people to have different activities.

Information source: <https://www.slideshare.net/VitaliiKyrlyiv/zavod-republi>

Concept

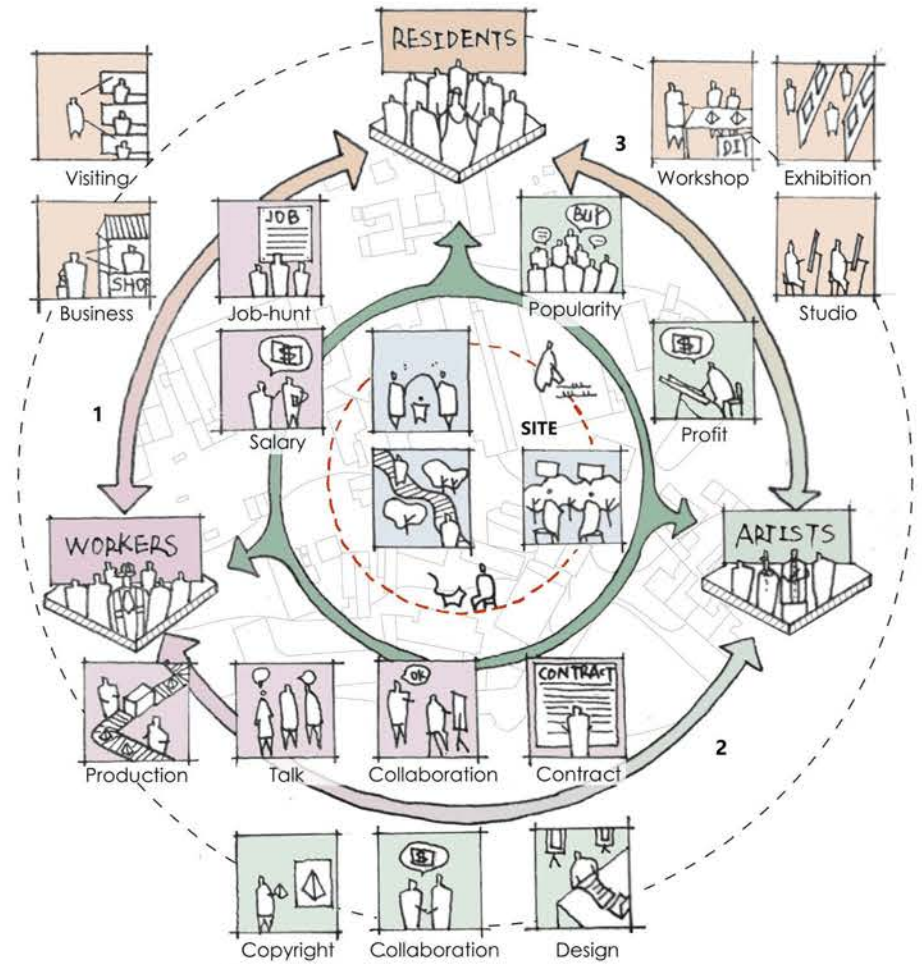
Linking Big Functional Buildings with Small Connectors

Preliminary Diagram



Concept Drawing

User Relationship Diagram



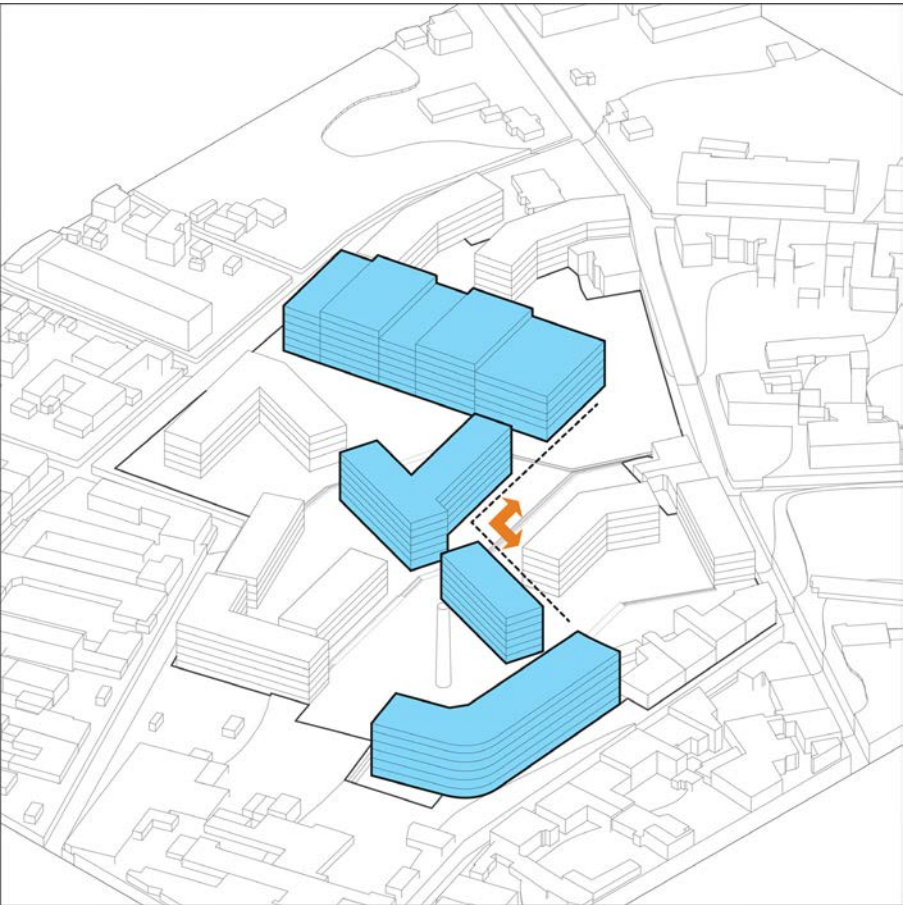
Three Relationships

- 1 Residents & Workers**
Residents apply for the job;
Workers produce products for sale to residents.
- 2 Workers & Artists**
Workers produce works designed by artists;
Artists obtain copyrights and funds to continue his creation.
- 3 Residents & Artists**
Artists hold artistic activities to enrich the daily lives of residents;
Residents help artists harvest popularity and money.

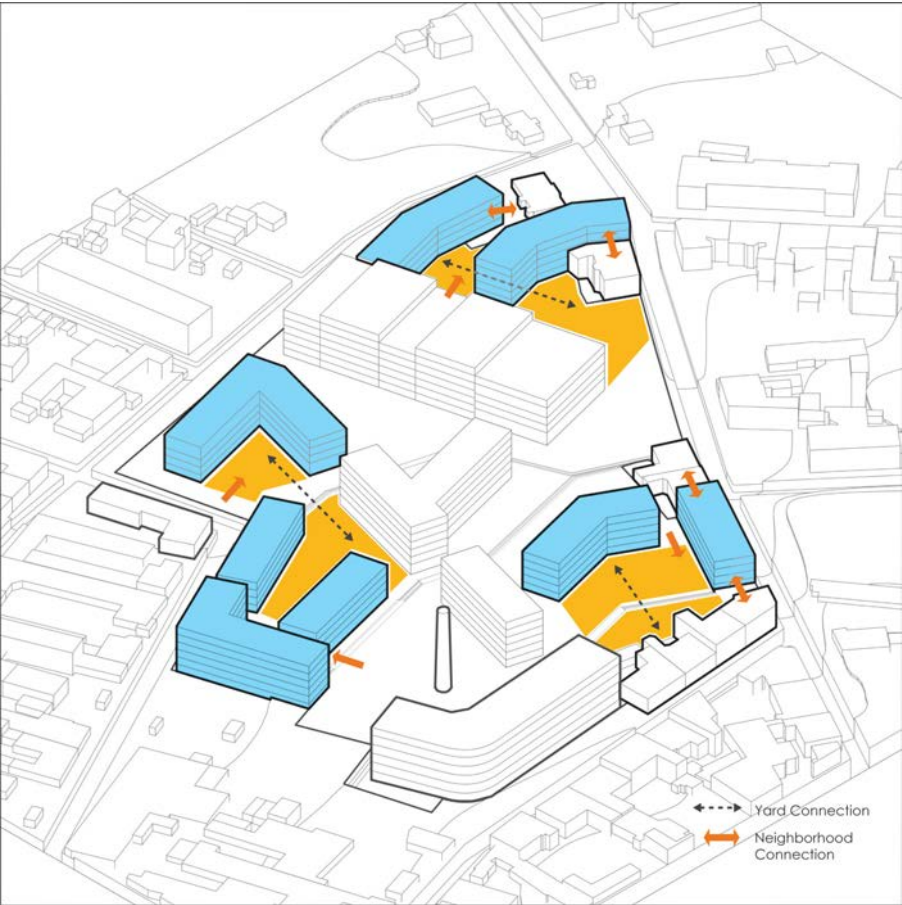
Needed Functions



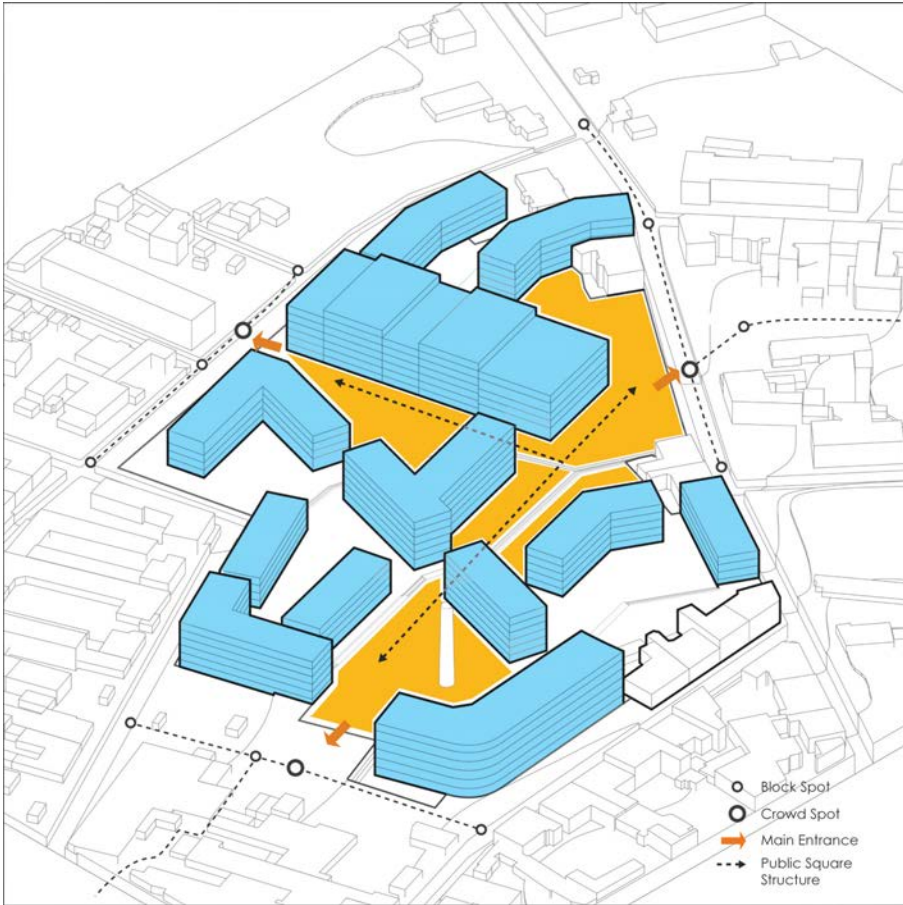
Elements of Urban Design



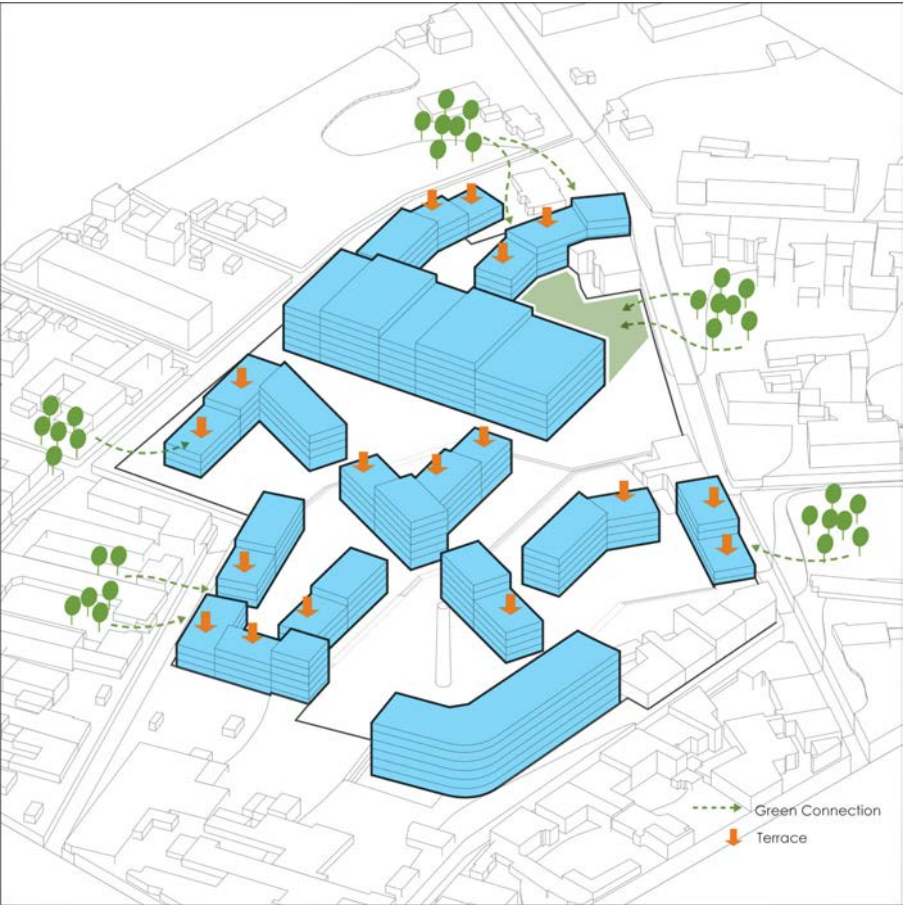
1 Connect saved factories.



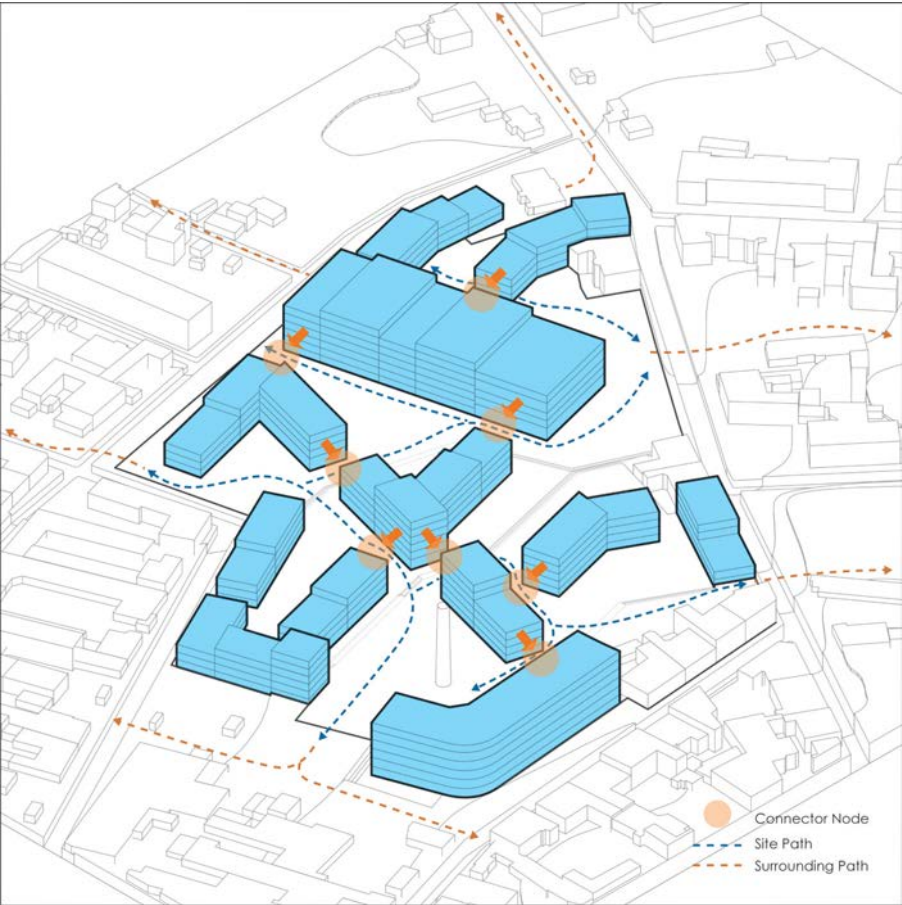
2 Create communities to connect surroundings.



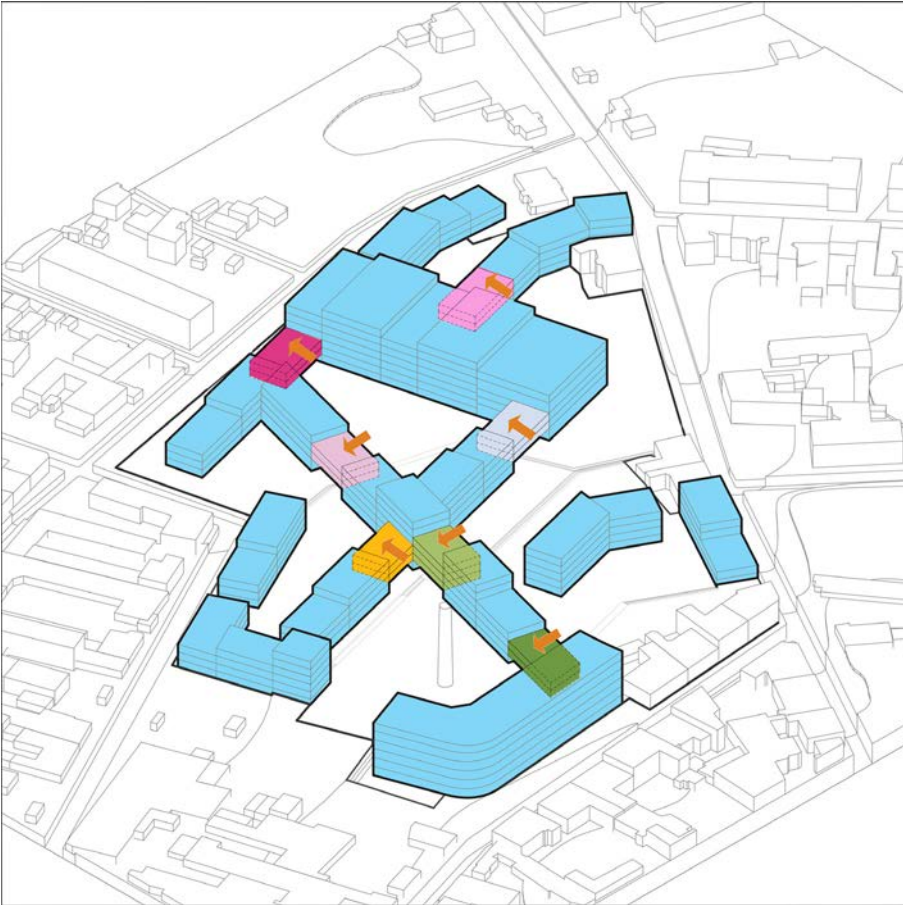
3 Form the main public square structure.



4 Link surrounding environment.

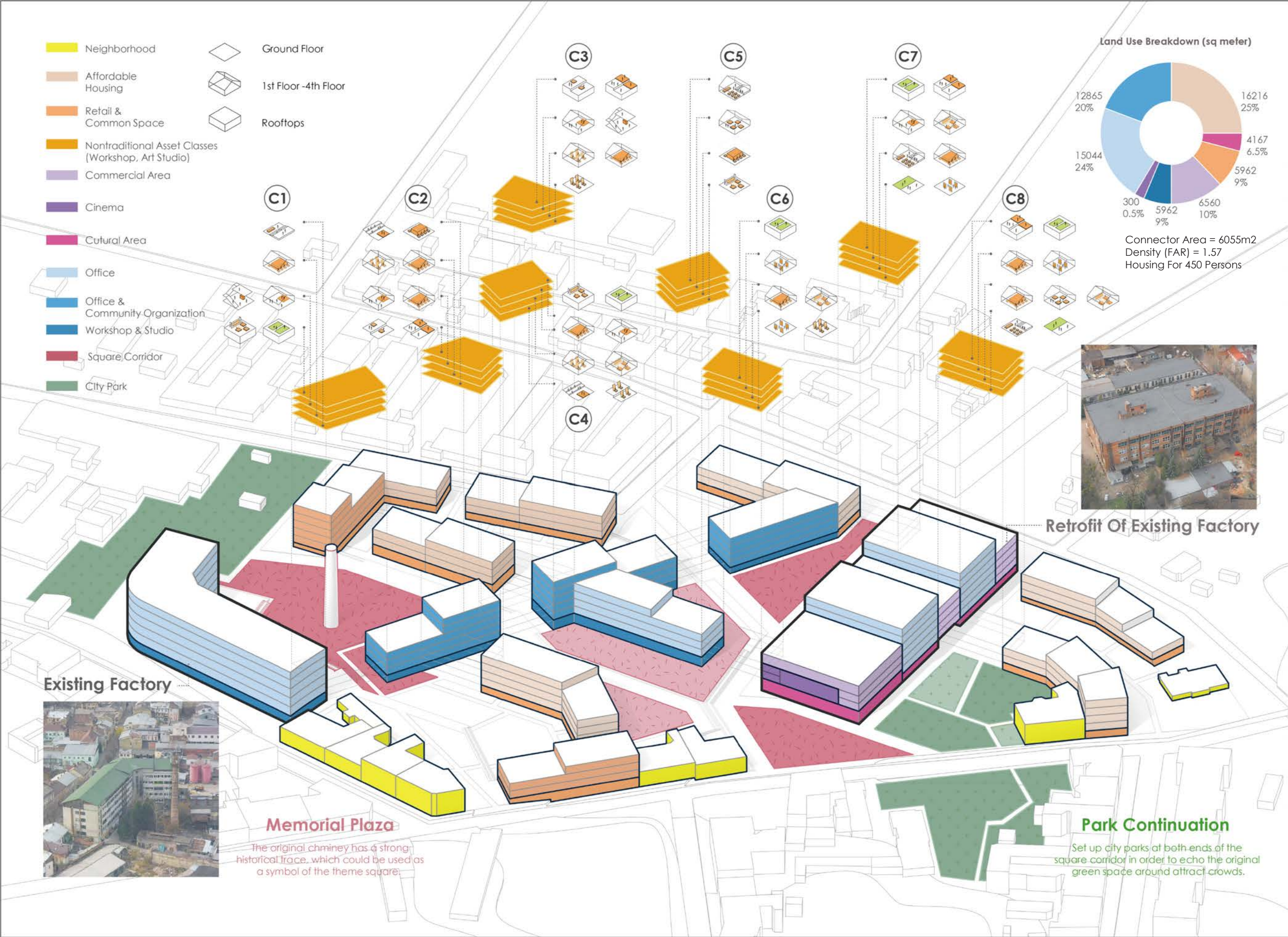


5 Extract nodes in public streamlines.

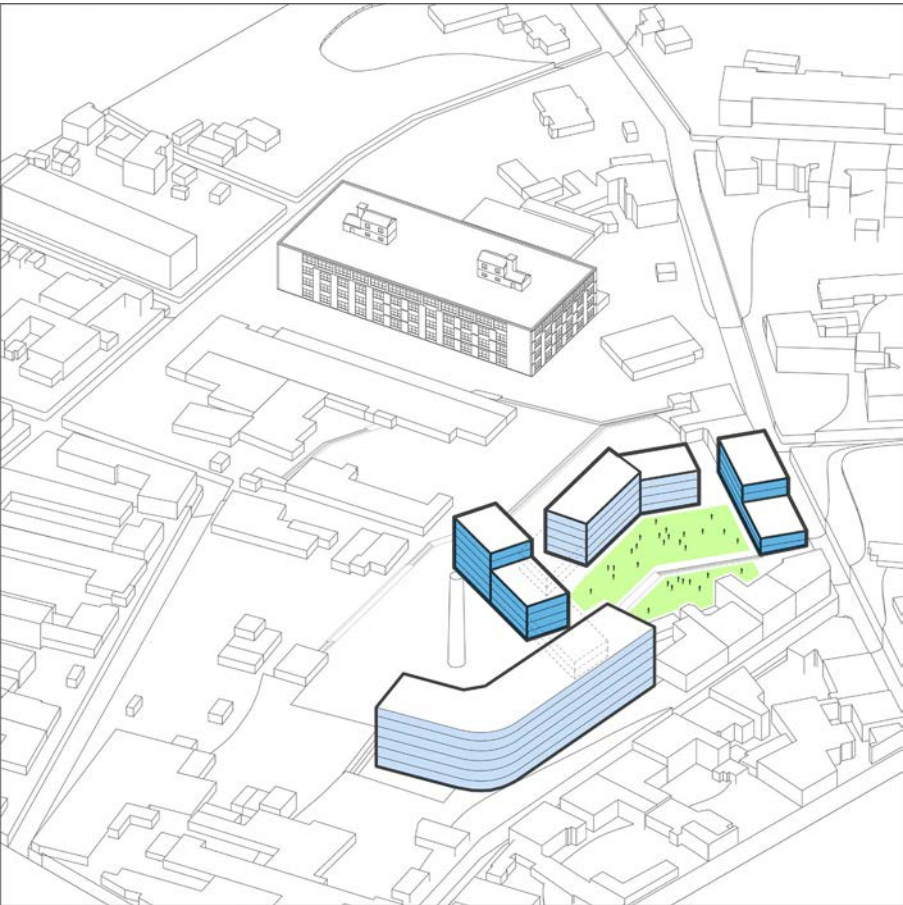


6 Place connectors at nodes.

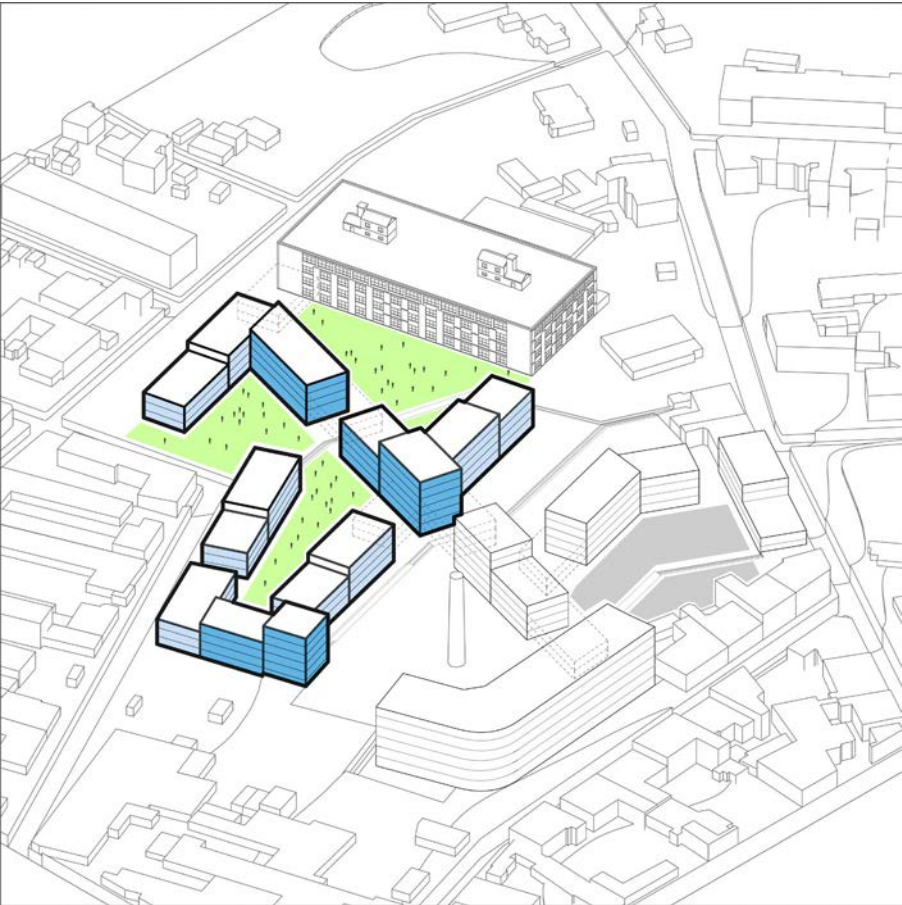
Function Diagram



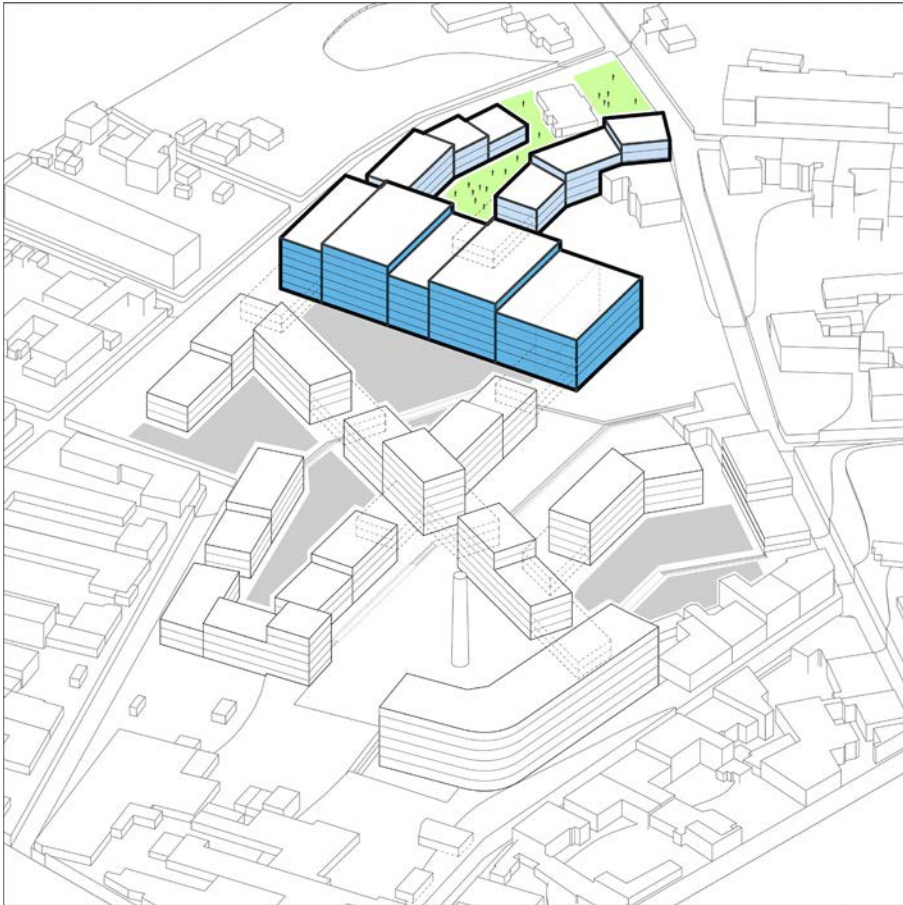
Development Phases



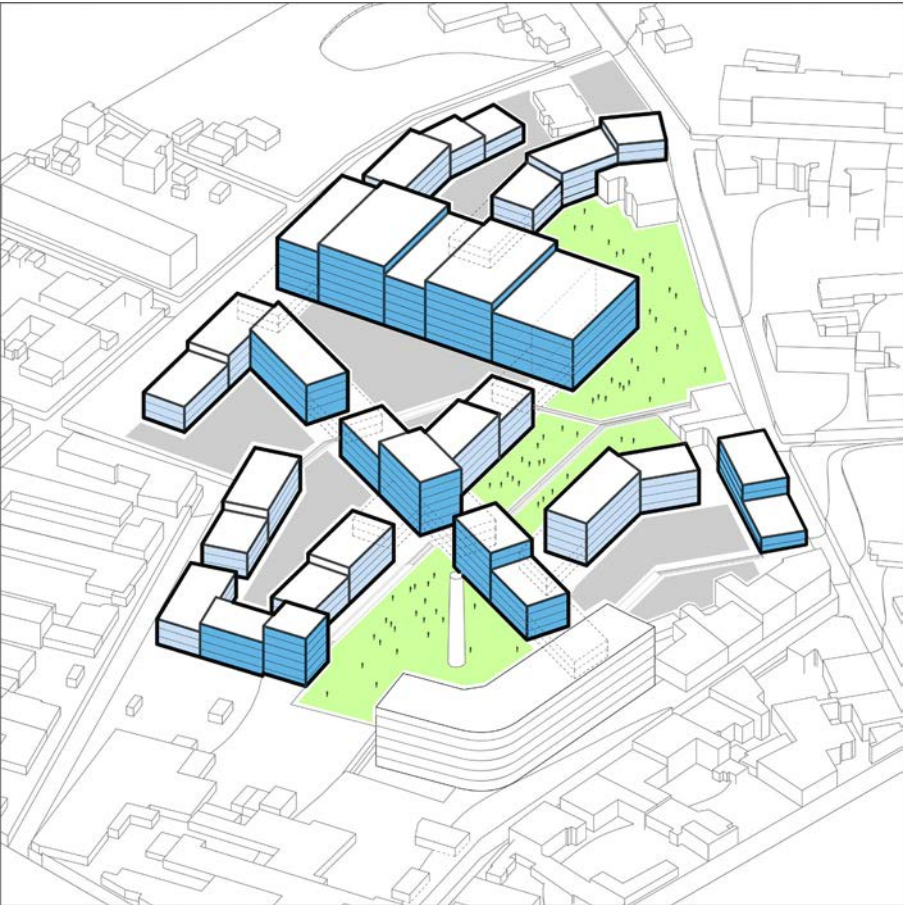
Phase 1 - Residential Buildings and Office



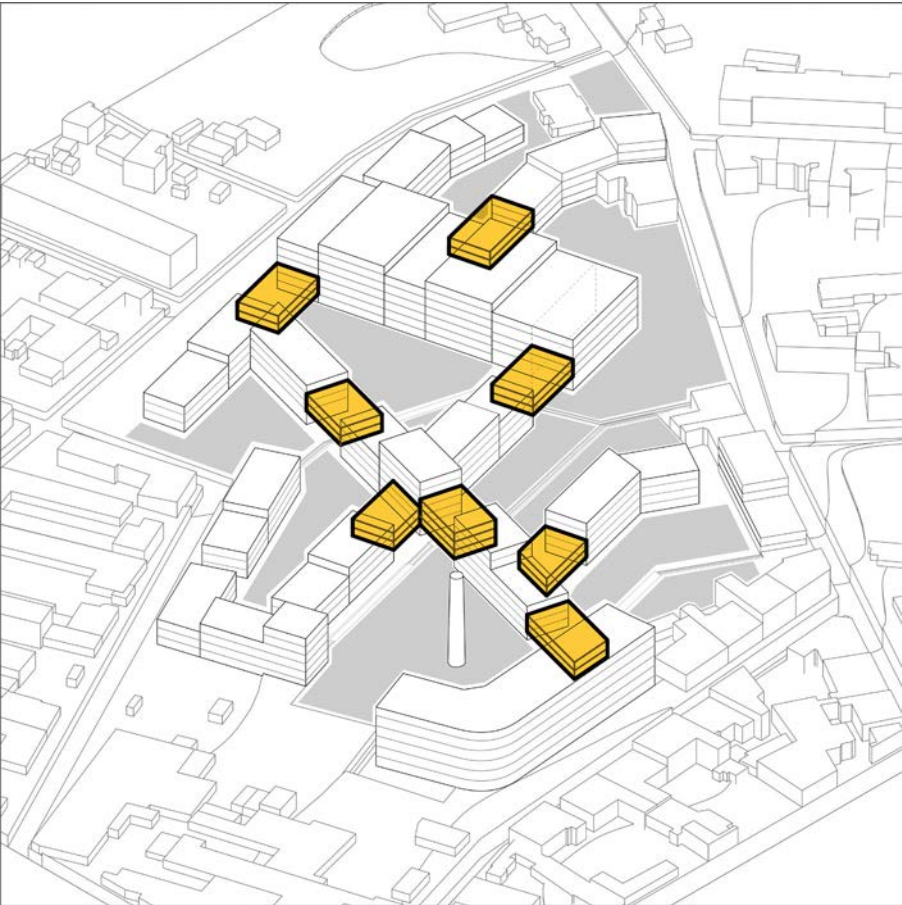
Phase 2 - Residential Buildings and Office



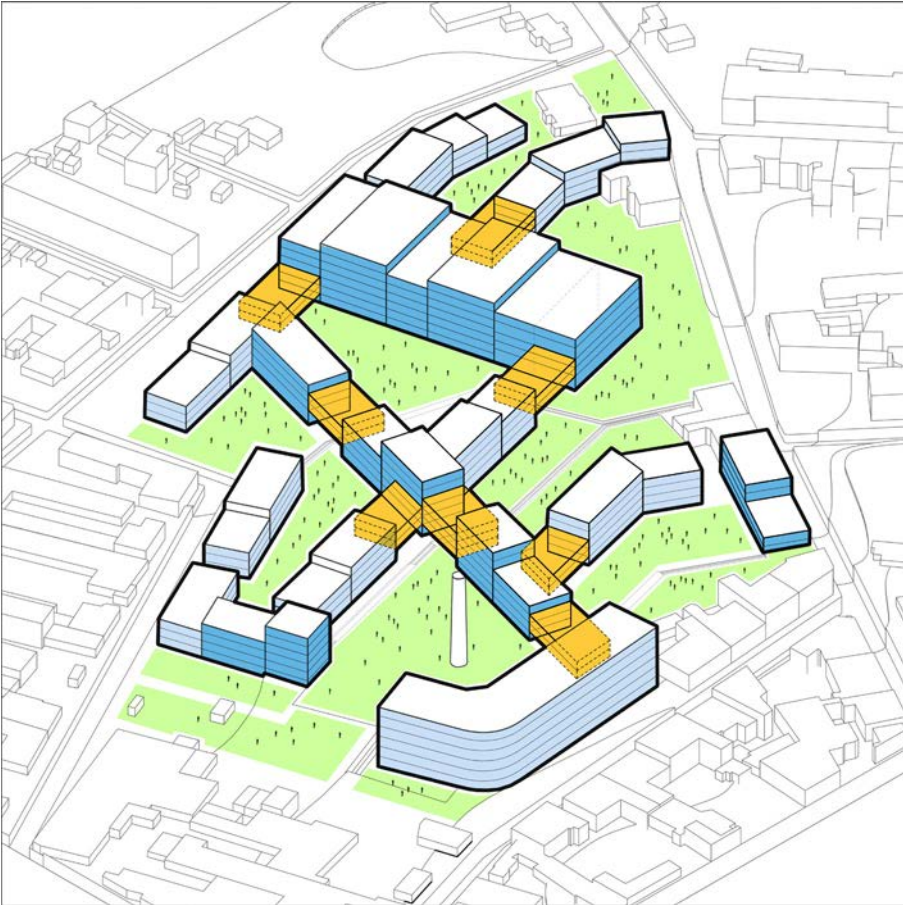
Phase 3 - Factory Retrofit and Apartment Housing



Phase 4 - Public Plaza

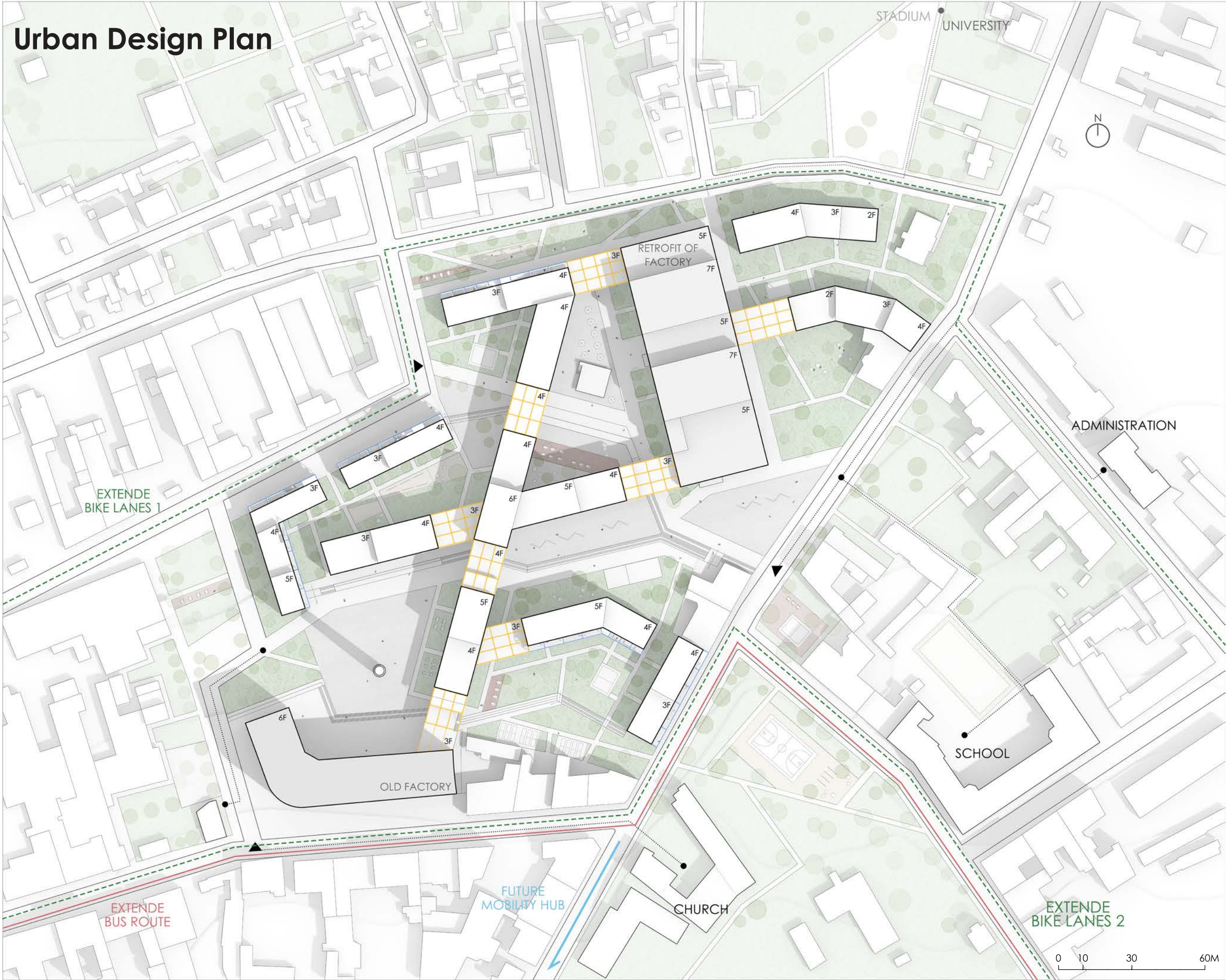


Phase 5 - Added Connectors

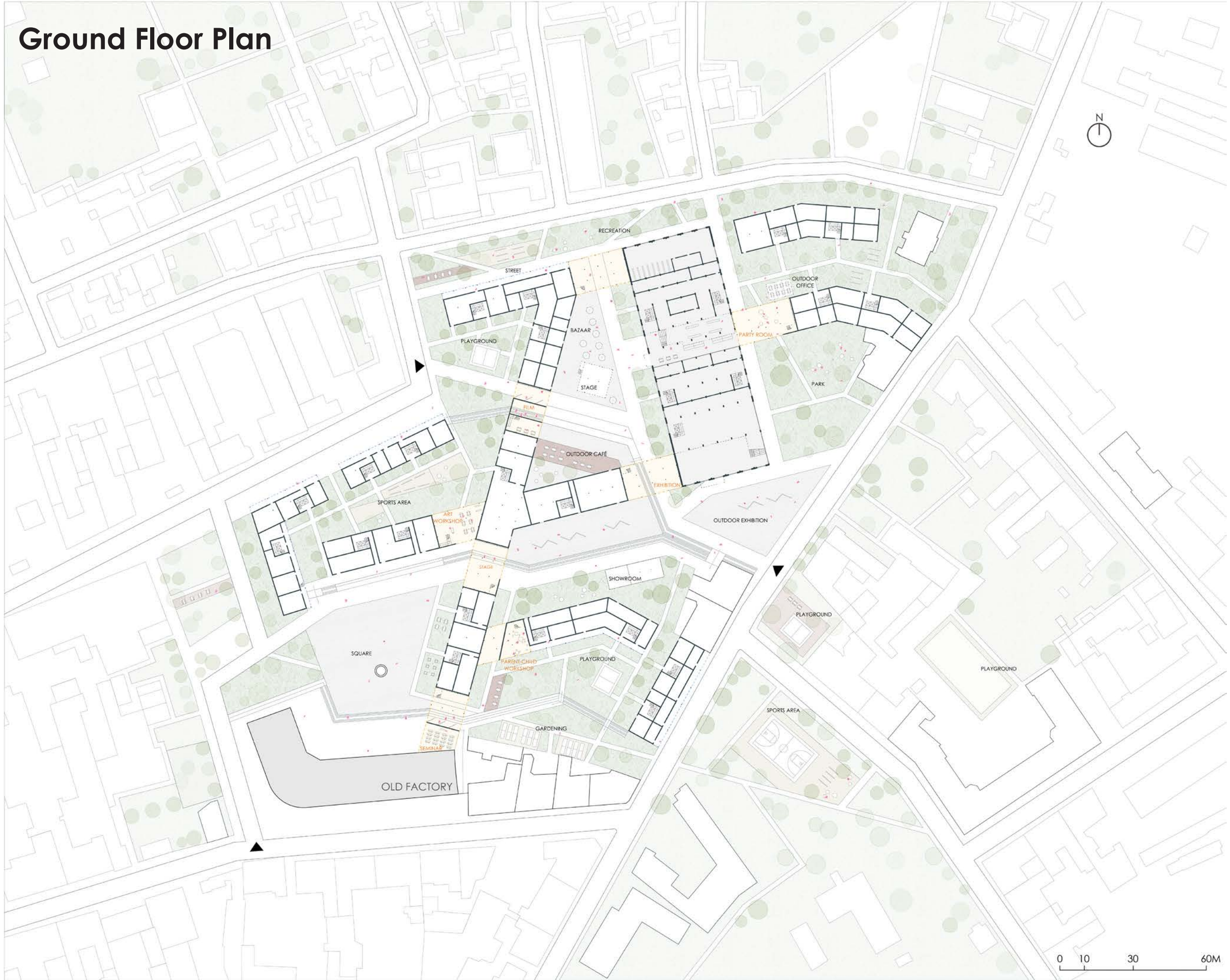


Phase 6 - Full Build Out

Urban Design Plan

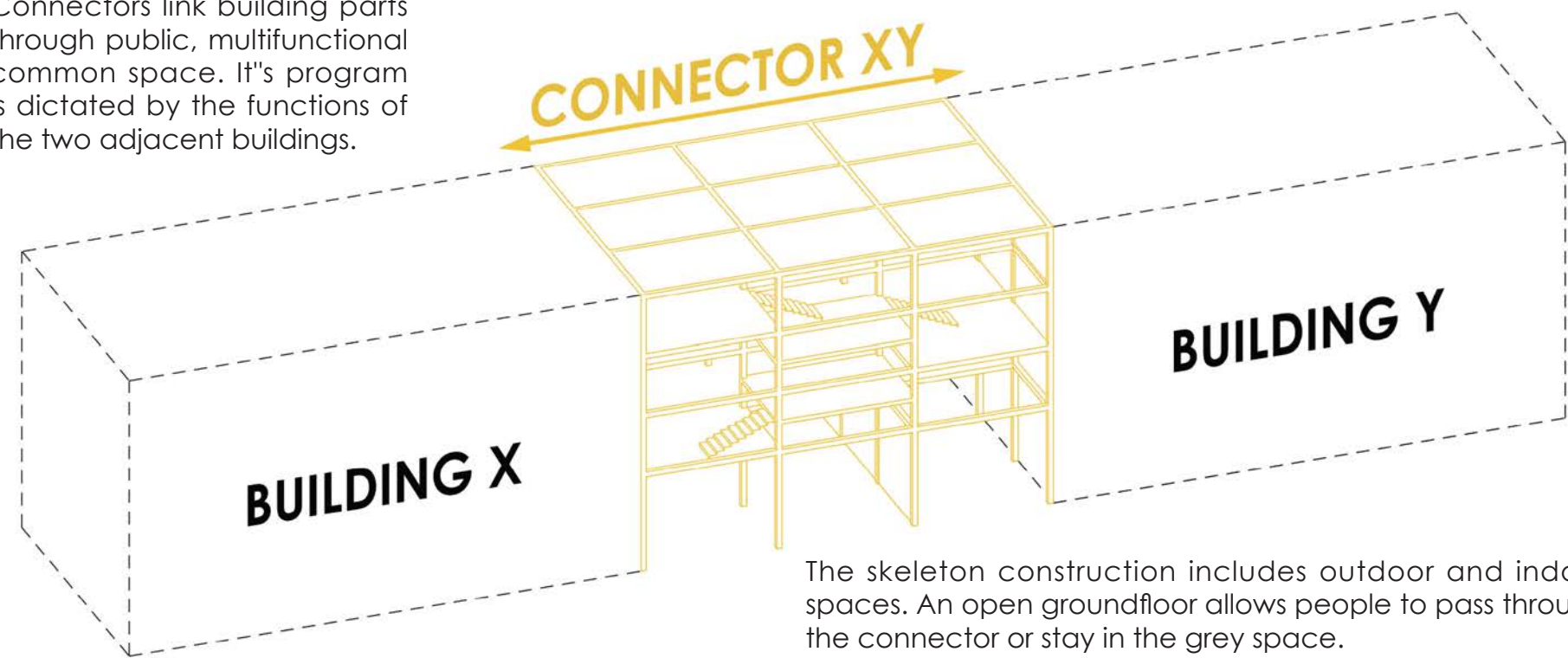


Ground Floor Plan



Connector Diagram

Connectors link building parts through public, multifunctional common space. It's program is dictated by the functions of the two adjacent buildings.



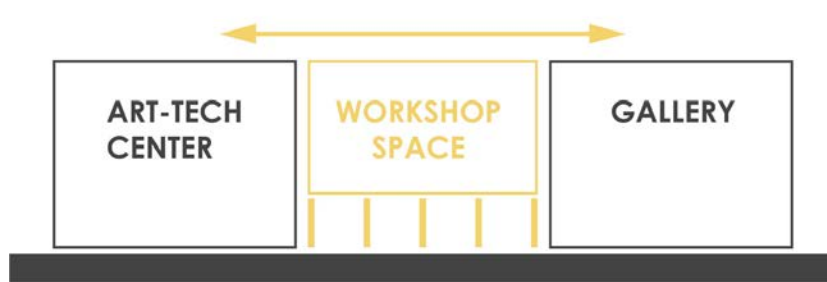
The skeleton construction includes outdoor and indoor spaces. An open groundfloor allows people to pass through the connector or stay in the grey space.



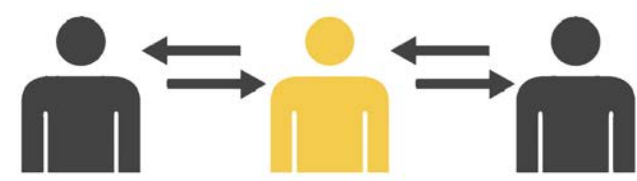
Connector Functions

- Design Showroom
- Exhibition Area
- Cinema
- Workshop
- Lecture room
- Meeting area
- Gym
- Coffeshop
- Commercial
- Library

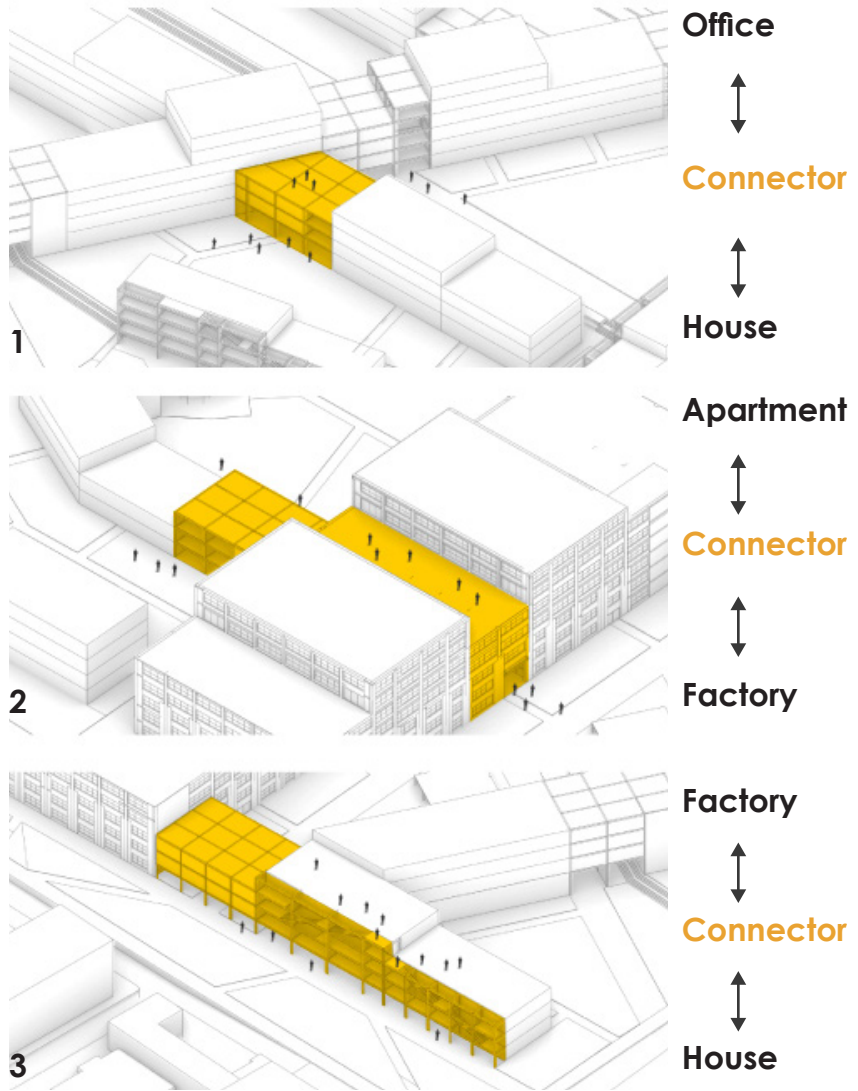
Strategy 1: Connect buildings in space.



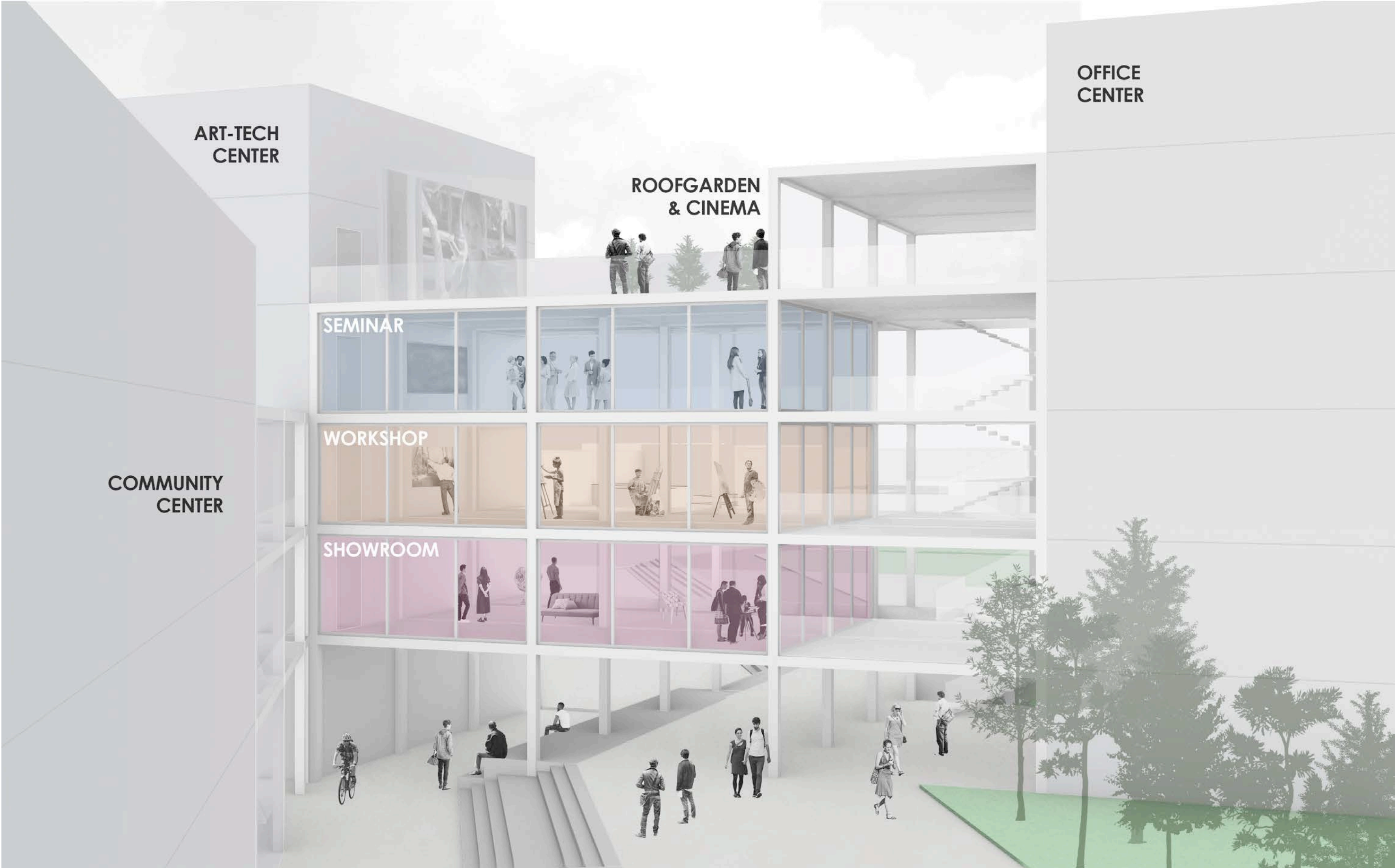
Strategy 2: Connect people in activities.



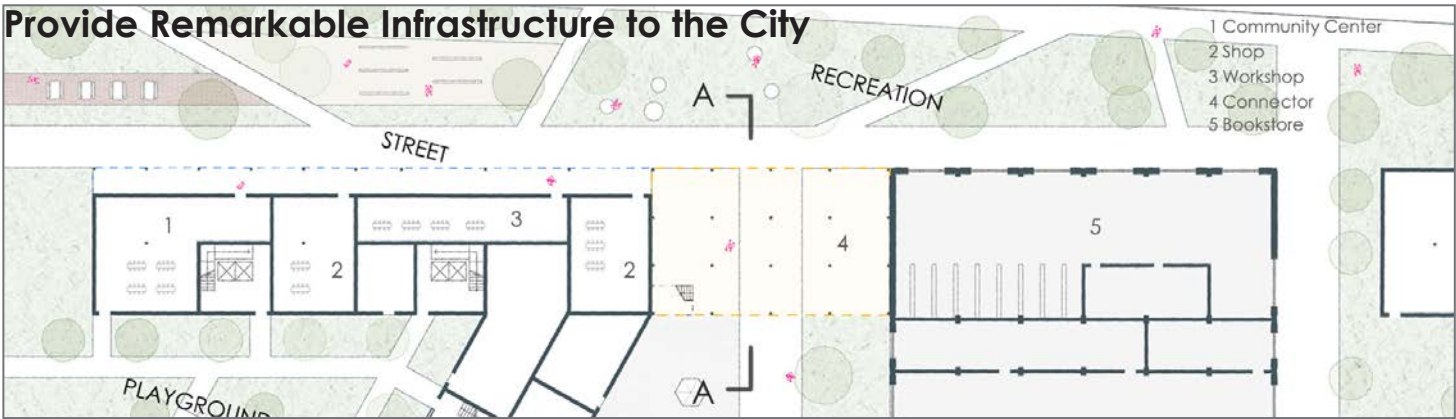
Relationship Types



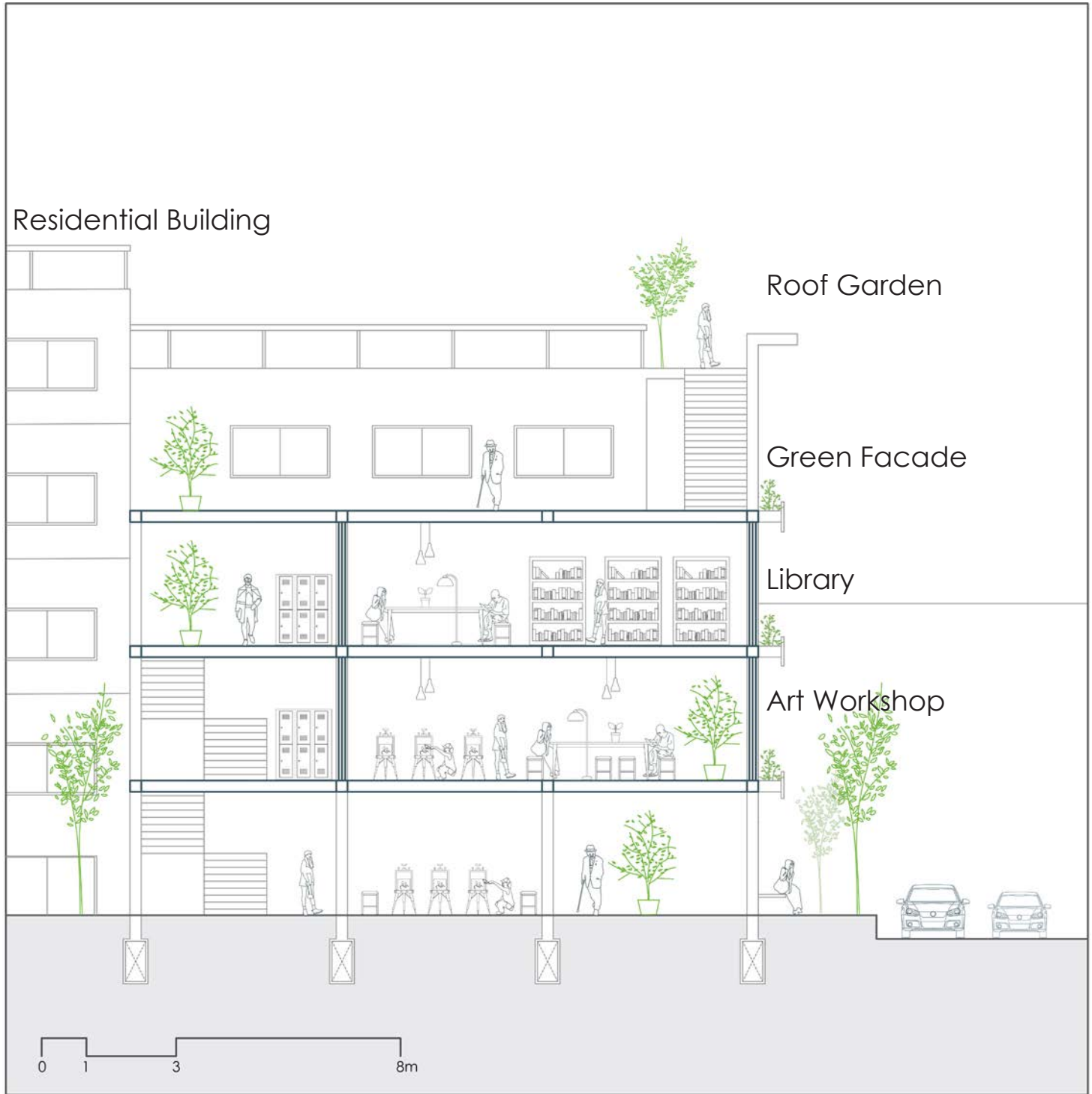
Connector Collage



Connector in Detail

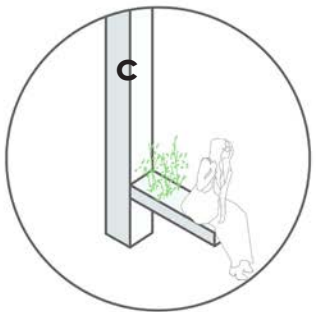
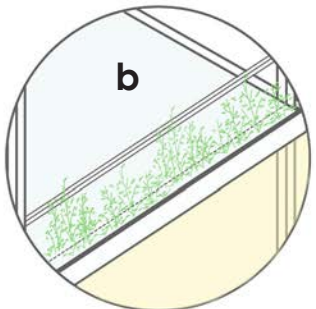
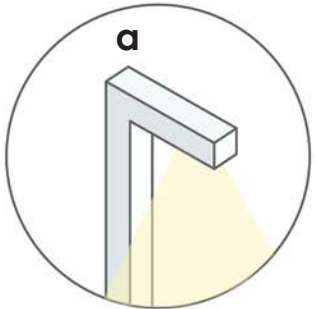
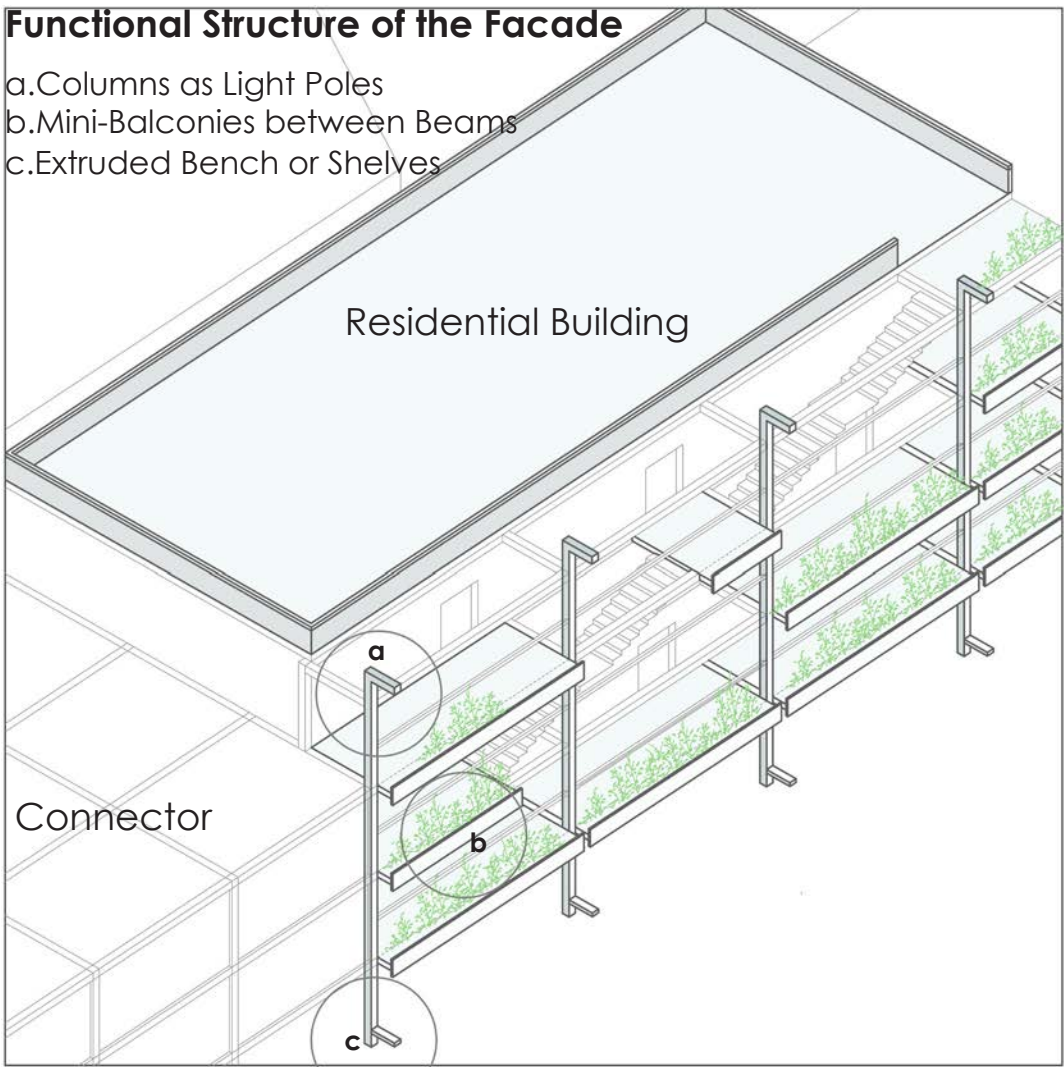


Connector Section

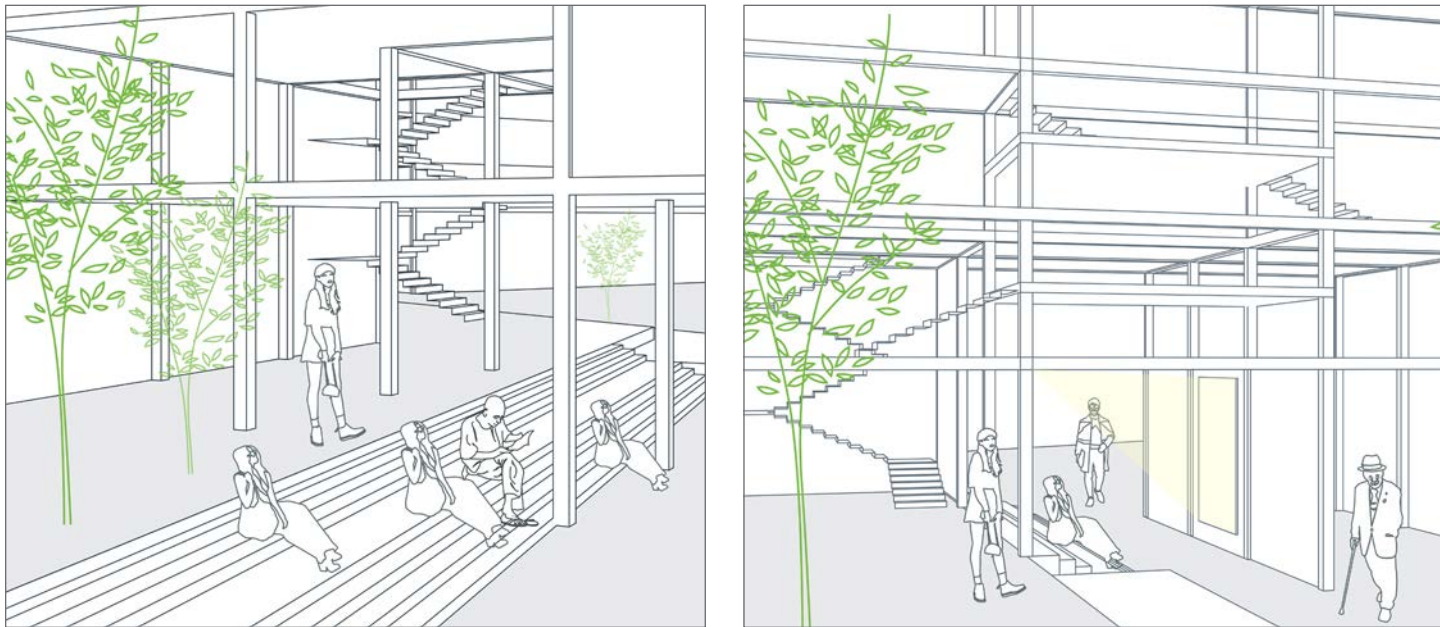


Functional Structure of the Facade

- a. Columns as Light Poles
- b. Mini-Balconies between Beams
- c. Extruded Bench or Shelves



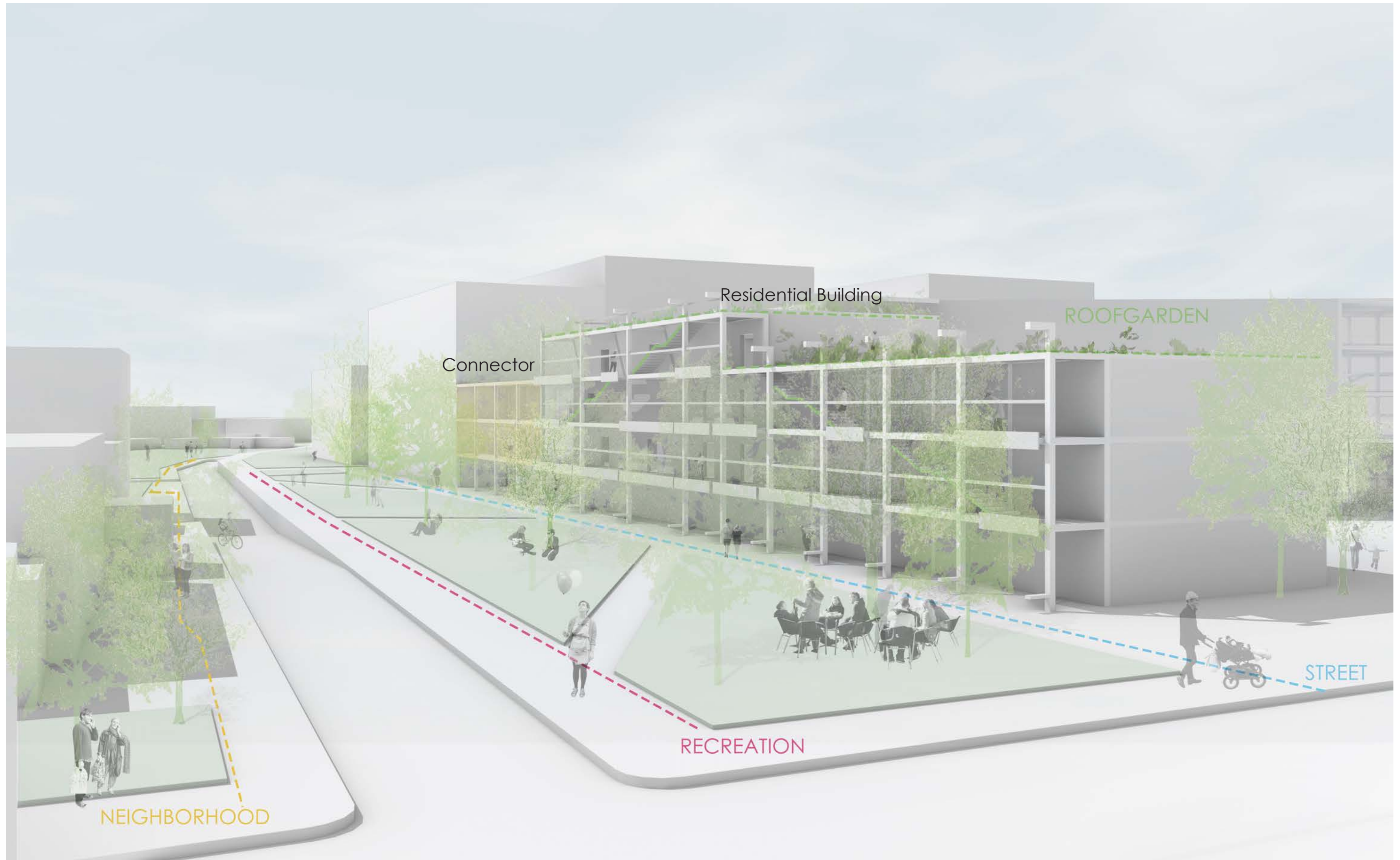
Accessible and Multipurpose Space under Connectos



The project involves opened and accessible grey space under the connectors, which could provide place for people to hold different public activities. It will make this area more popular and promote the creative community.

Reaction To Neighborhood

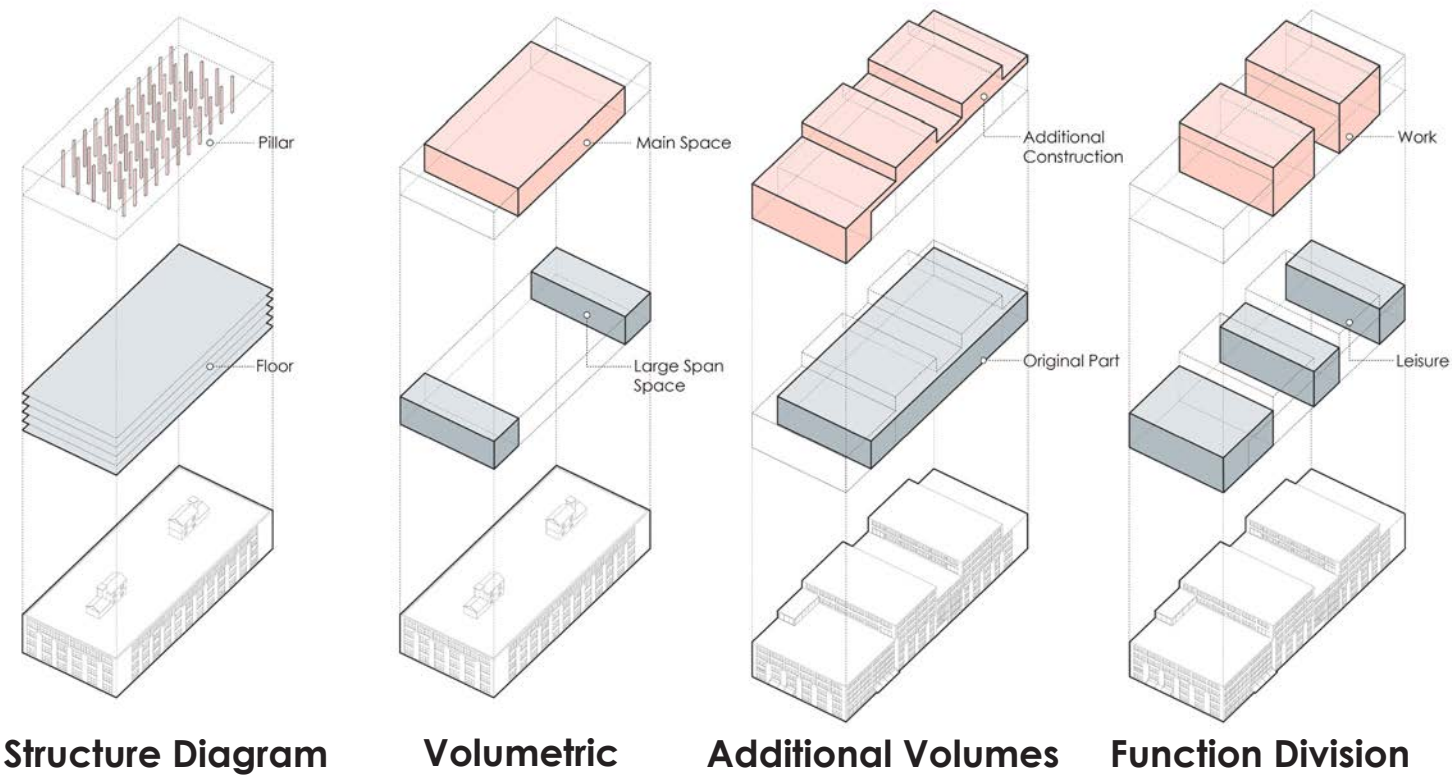
A green recreation zone at the border of the site is created as a place of communication and relaxing for the residents and the neighborhood.



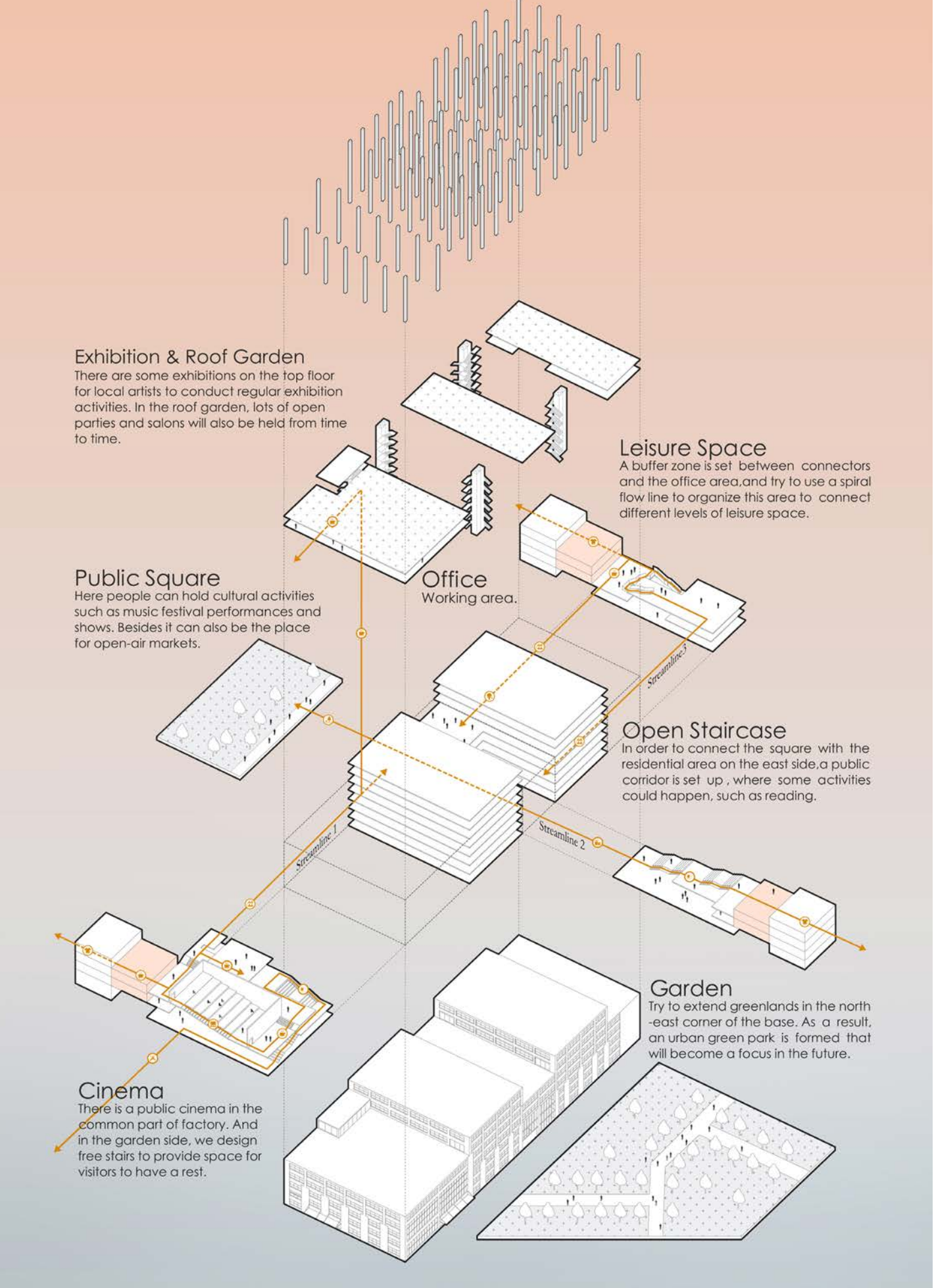
Factory Retrofit

Generating New from Reusing Old

Factory REMA has a long history. Lviv factory of radio-electronic medical equipment REMA began activities in 1944. Now REMA is in the stage of industrial conversion and it attracts lots of young people. Today, this place has become a platform for new initiatives, experiments and projects. Even theatre company and art gallery works here and hold the parties also. So we try to save the structure of the factory and reorganize the spatial structure of the factory to make it be connected with surroundings.

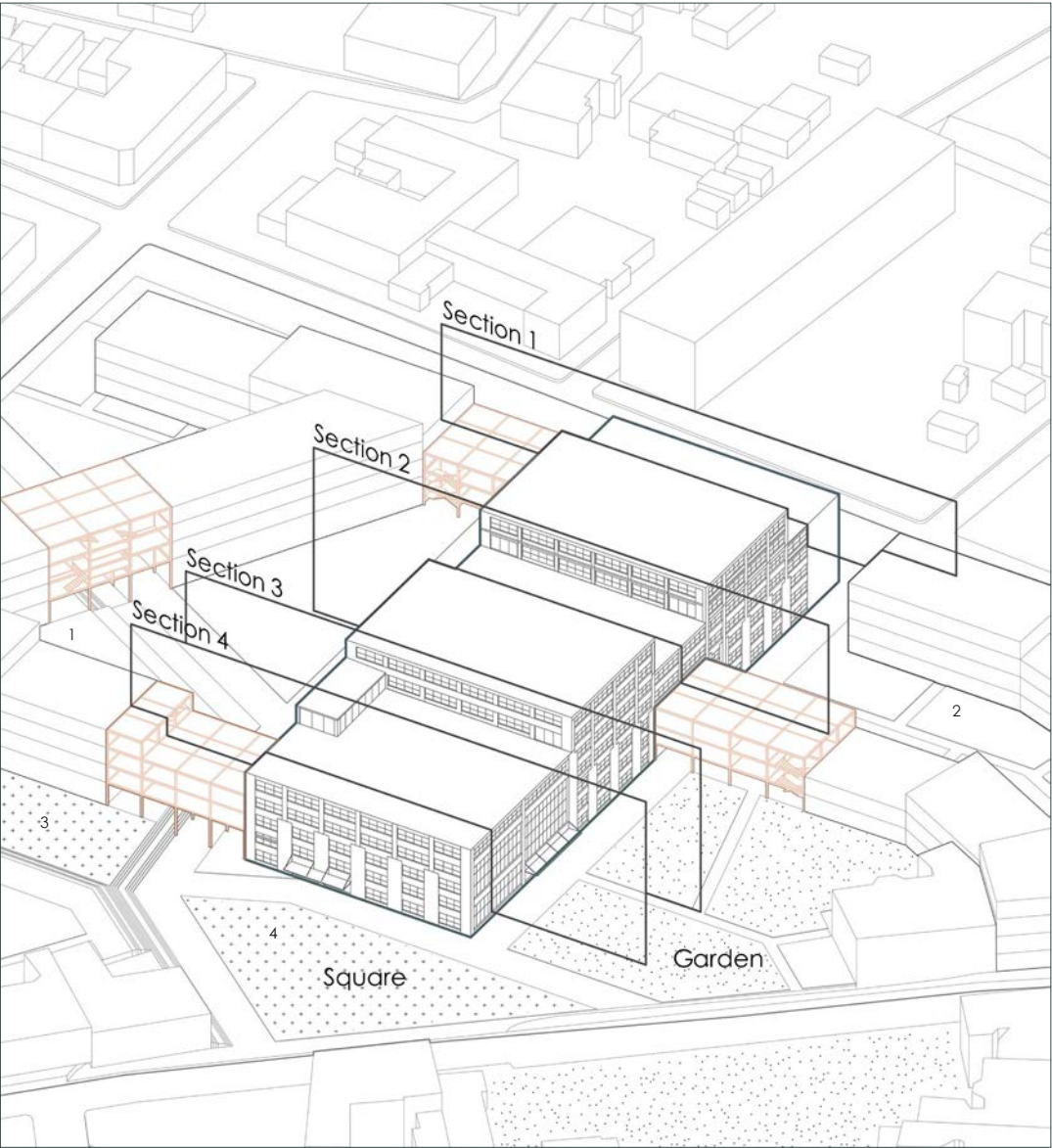


Space Function Diagram

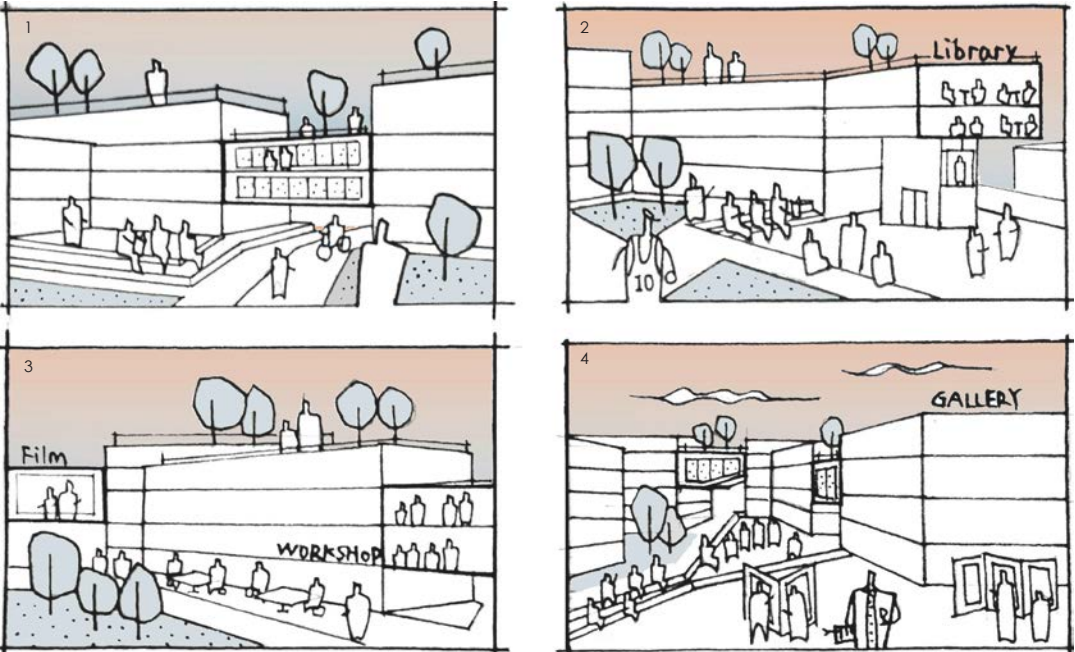


Factory Retrofit

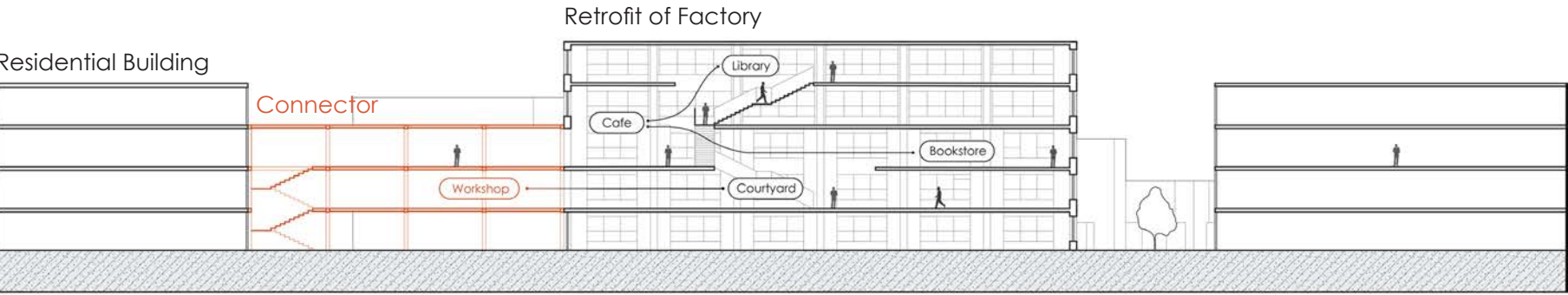
Axonometry



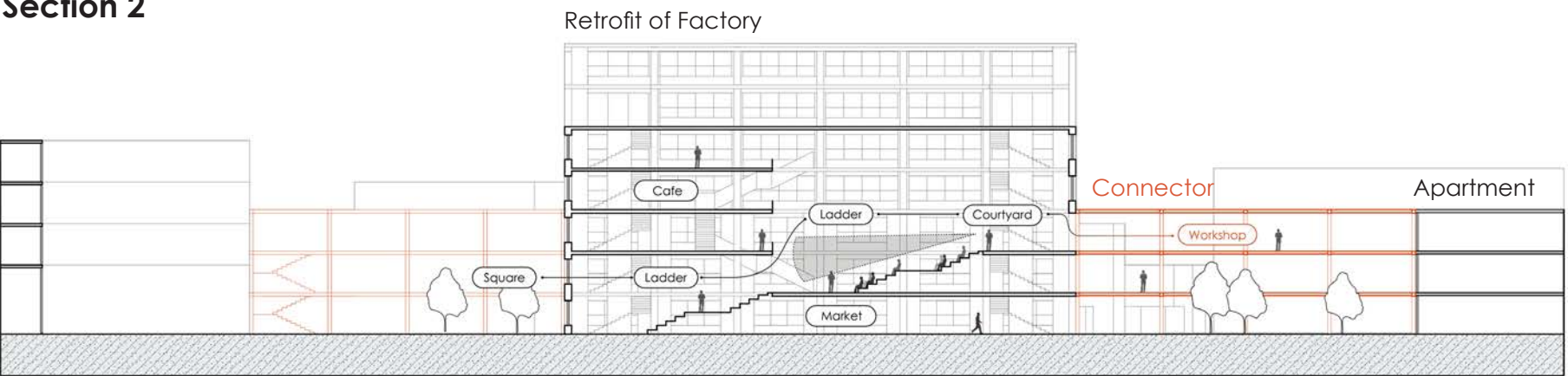
Concept Sketches



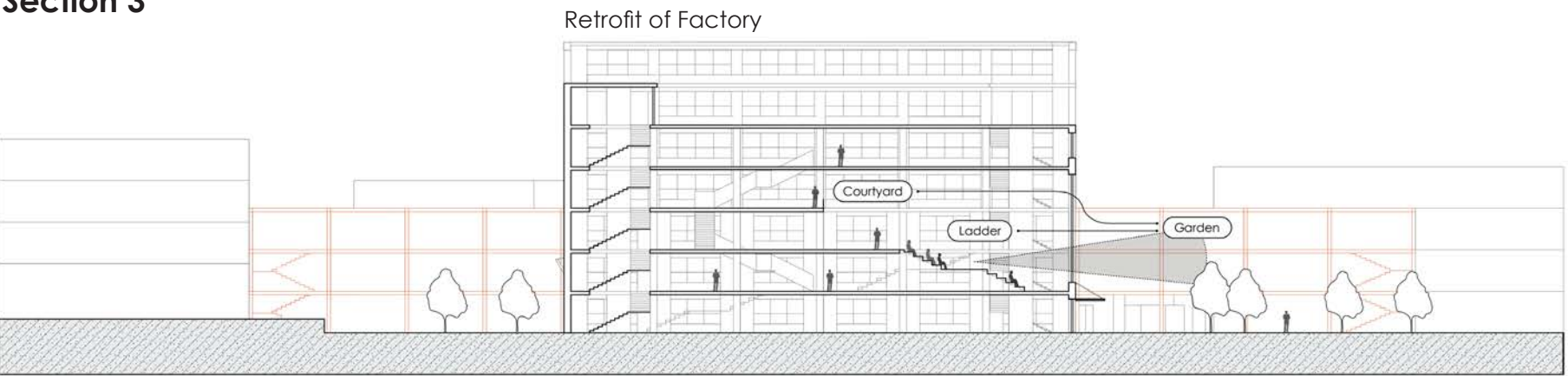
Section 1



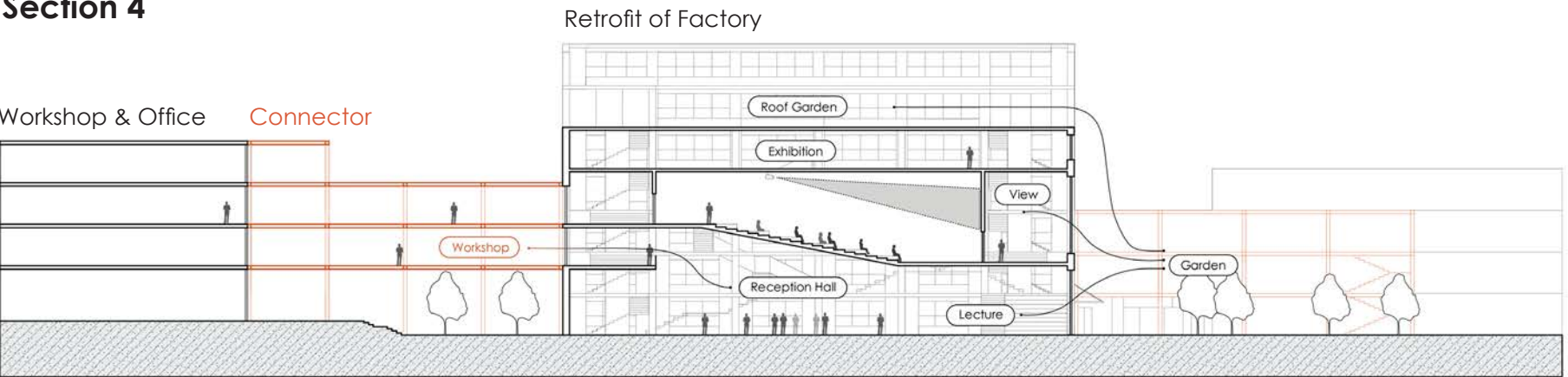
Section 2



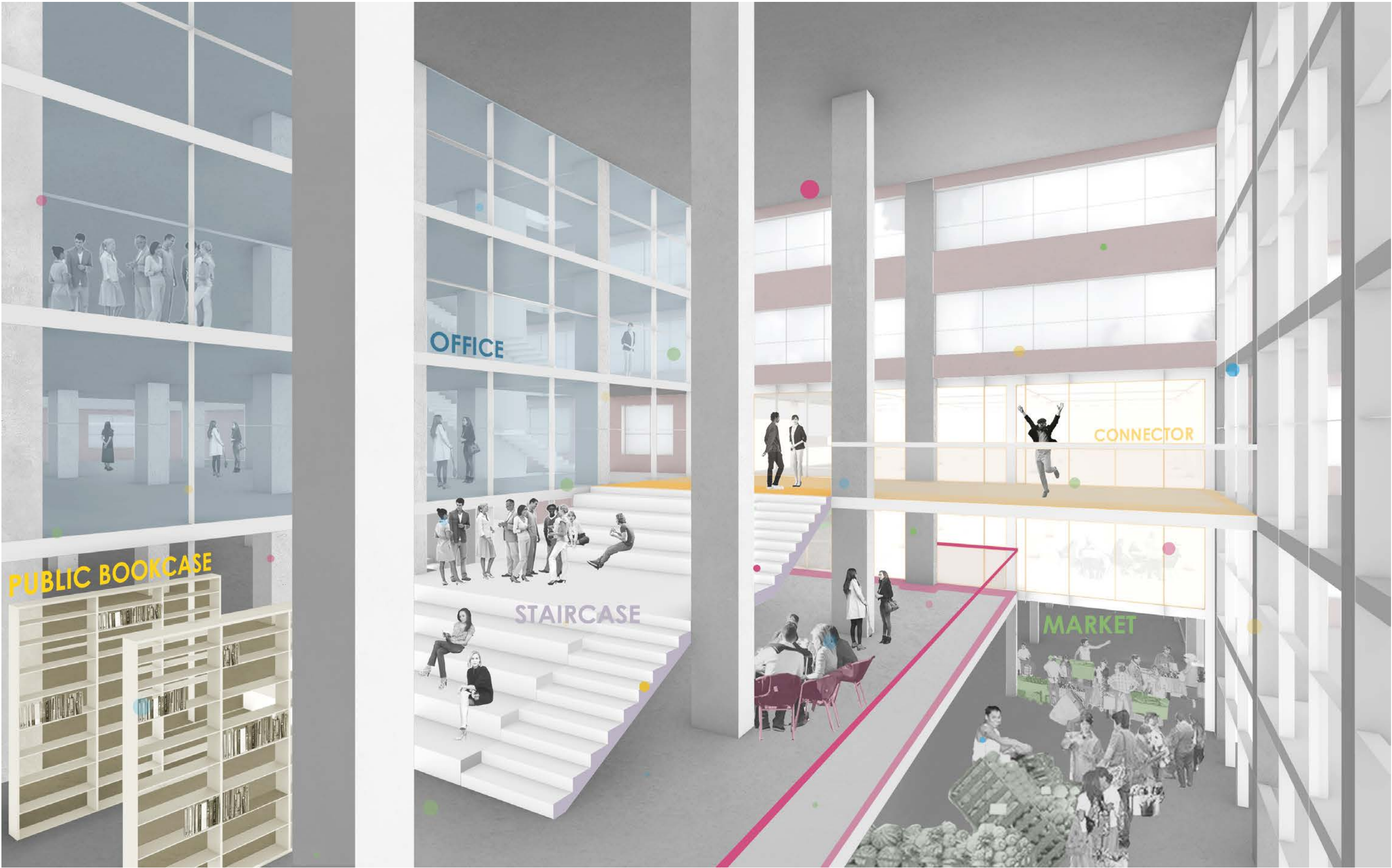
Section 3



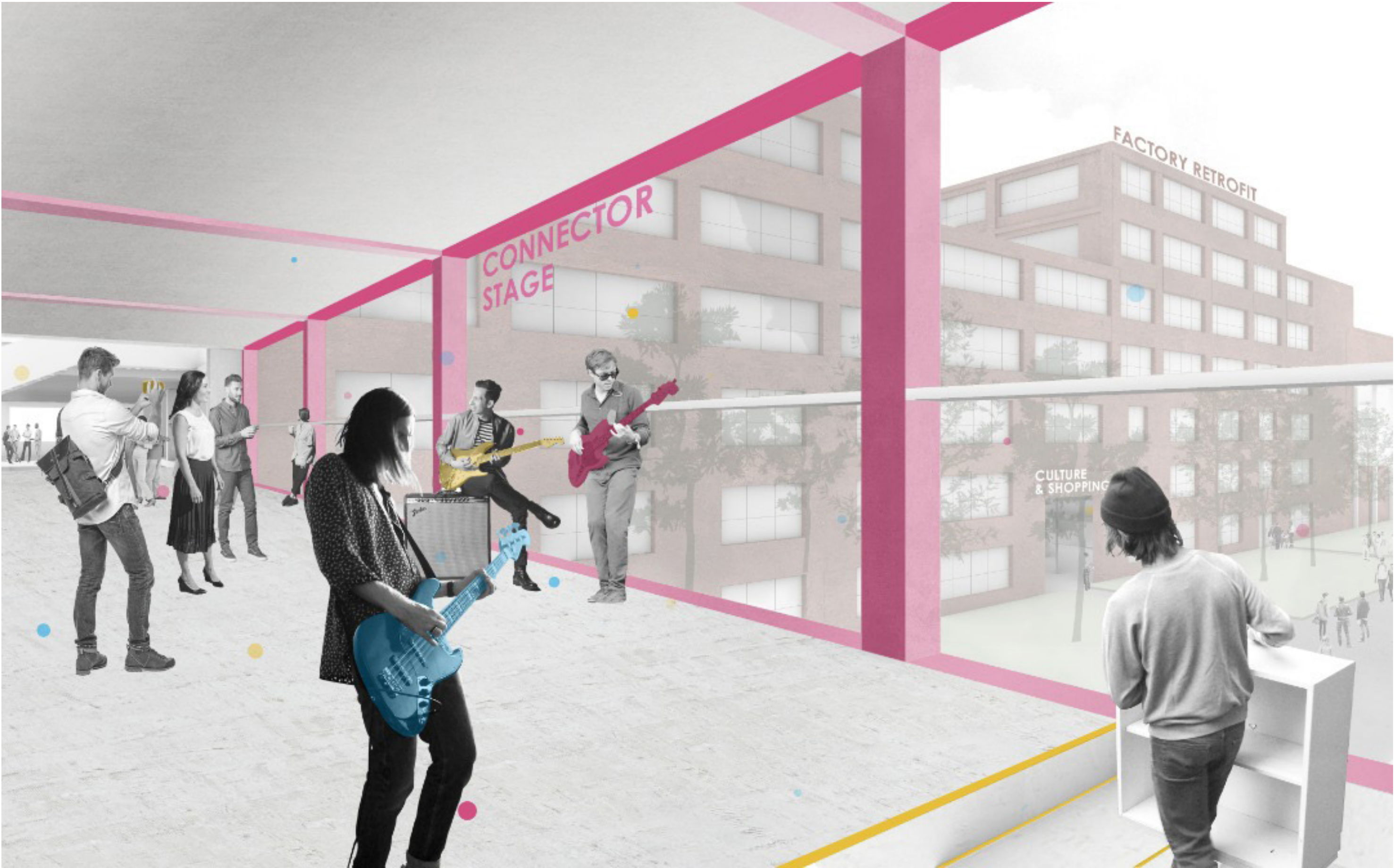
Section 4



Factory Inside View



Connector Inside View



Recreation Area



Public Square



Thank you for the attention!

