

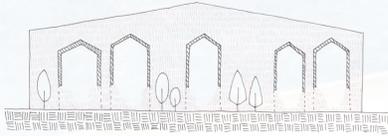


ARA-HOME 2049 HOUSING DESIGN COMPETITION  
「 ARCHITECTURAL VILLAGE 」

37 years from now, life may change dramatically. Climate may change rapidly. Nobody can predict what may happen in the years ahead. However, Architecture will remain relevant to the humankind. In the year 2049, Industrial place can eventually be eliminated; numerous old factories can be emptied and can be knocked down as same as in some other industrial areas.

Architecture is too complex to think about, however, we should be aware that it must be accessible to its residents and must be more open to the city and environment. This idea can be the new type of architecture in the year 2049. It consists of five main concepts such as:

1. "The meaning of Living Together in 2049"



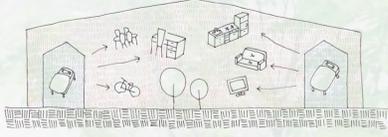
In 2049, many countries can eventually be involved in an aging society. The number of elderly people may rise and family type can possibly change. The average number of family can become even smaller while single and elderly couple can become dominant. Now, it's time to give importance to the meaning of living together. Currently, many people dwell together in tall buildings because they find it more manageable. People of today are becoming more mobile so they tend to stay in one place temporarily. Even if this is the case, it is significant to let them experience the sense of belongingness wherever they go. The solution is "sharing". This is the key for a community to be able to live together effectively.

2. "Architecture in Architecture - Renovation of Renovation -"



I seek to mend the theory of renovation itself. In 2049, obsolete factories may become a context in the society. For the purpose of this, I've chosen the meat process factory as my building site. The form of the architecture can be changed depending on the environment where it is situated. Roof is not only used to get rid of rain and snow but an element which leads to the formation of space where people meet. Nowadays, Insulating buildings are thought to be the best way to get an ambient environment within a building. However, making walls more open can be essential too. Many elements can be improved and designed through various ways.

3. "Overflowing of Activity - between public and private -"



Inner-Common, which is the space between the exterior of the factory and the private space, serves to be the buffer area, the passage and the common space. The outer wall controls the environment of Inner-Common. Private spaces are minimized and the other functions are intended to overflow into the Inner-Common. This idea will promote an interaction among the people. Residents look for their own space and use it freely. Some public areas are put inside the volume and are open with doors and windows depending on the purpose. By this, larger space will then be created.

4. "Clothing Architecture - Sustainable Flexibility by Residents -"



Architecture is same as clothes. It can be controlled by its users. Depending on the season, architecture changes as people change their clothes. It can be open or close depending on the day. As what most of the theories propose, insulation is the best way to achieve a good environment within a building. However, this proposed architecture has another story to tell. In this project, the mechanism used is simple- open it in summer then close it in winter. This idea is to follow the natural way of people's adaptation to their environment. Furthermore, people are given the freedom to be more dynamic in terms of rebuilding and redesigning their surroundings in accord to their needs.

5. "Architectural Village"



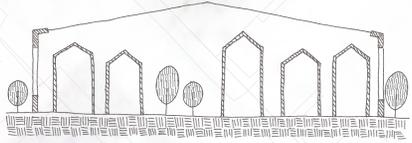
This proposal can be the new type of community and living style in the future. It's neither a city nor a town but an interactive village where people have good relationship with each other.





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2. "Architecture in Architecture - Renovation of Renovation -"



In this competition area, there are many old factories. I noticed these kind of factories have a cheap roof and wide shape. I've chosen one factory from them and propose the new way to renovate a old factory as it would be the one of social problems in the world in the near future because of moving of the industrial area. In the future these old factories will be removed and new high building can be built. However these high effective building can make a community? No, even it can let this area lose the human scale.

This is a proposal which coexist the scale of the industrial area and the scale for the local people.

- Process

Usually finnish housings have a thick wall for insulation and it's closed to the environment for the efficiency. I expand this wall more and combine with others. The space between them would be the common space and named "Inner-Common".



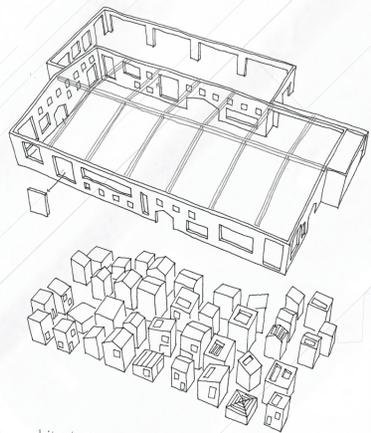
Wasted space



Inner-Common

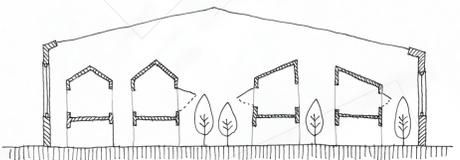
- Construction

This architecture consists of the wall of the old factory, transparent roof, and inner-buildings which is built newly. Previous structure was removed except the outer-walls and the roof-structures, and the large space was made. Also the window is pierced to make inside more bright. The outer-wall works for the adjustment of the climate, and the inner-wall works as a spacial wall.

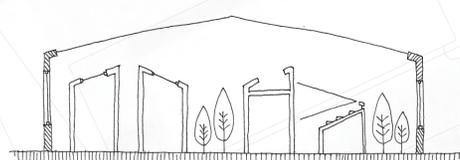


- Change of the architecture

Inside of the architecture, architecture can be changed. The wall can be thinner and opener. The roof is not for the rain and snow, but for the meeting space, window to welcome the sunshine, even theater. Architectural elements can be changed dramatically here.



wall



roof



Meat processing factory since 1947

There are many old factories in this area which have nice walls and cheap roofs. This is the respectable character and history of this area. In the future, these building can be removed away and new high buildings can be built as it's easy way to make here residential area. On the other hand, it will lose this area history and human-scale.

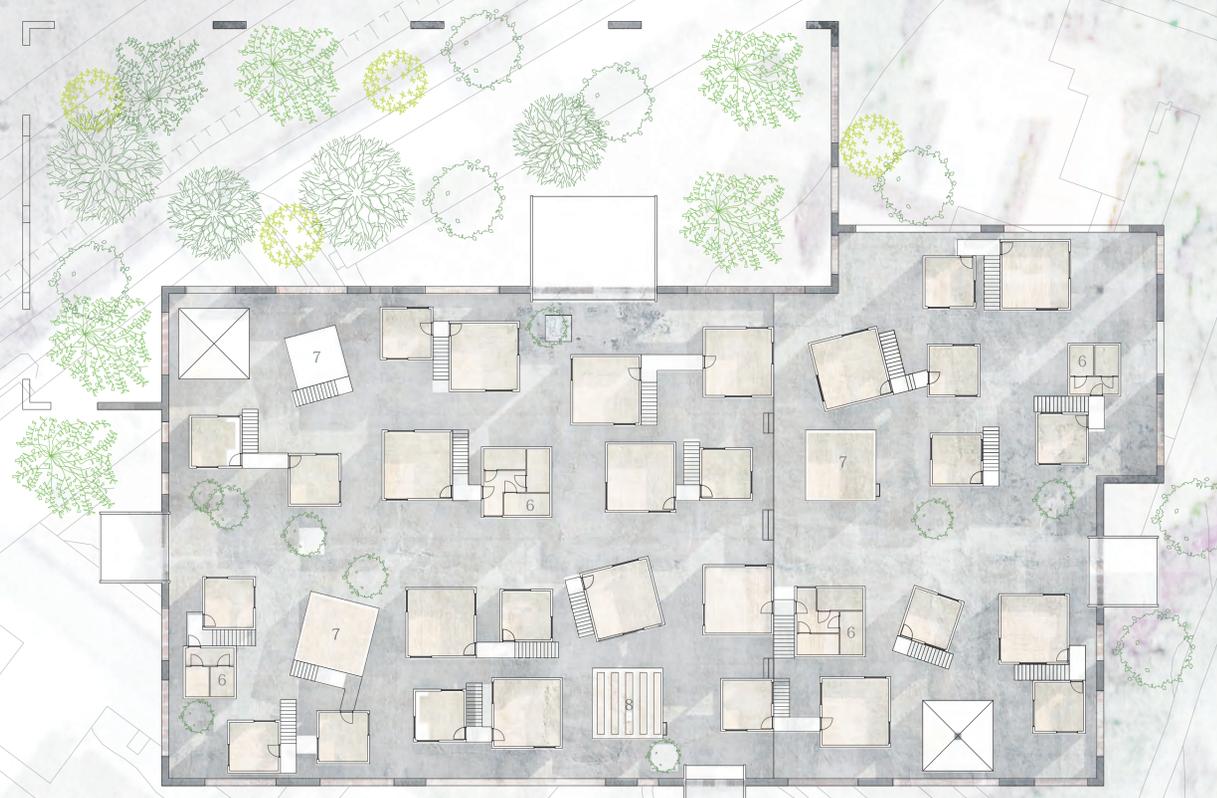
This architecture is an architecture and a village at the same time. It keep the human-scale in this area. It could be the opened community.

- site and roof plan s=1/500



1: kitchen, 2: lounge, 3: library, 4: sauna, 5: wc

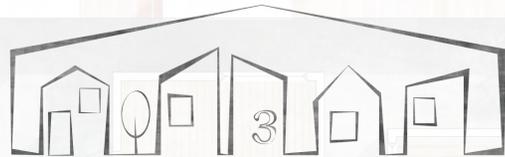
- 1st floor and garden plan s=1/200



6: bathroom, 7: rooftop lounge, 8: rooftop theater

- 2nd floor plan s=1/200

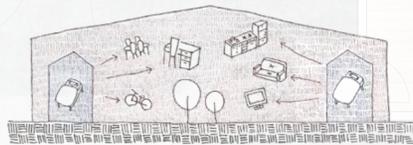




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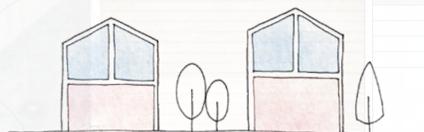
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3. "Overflowing of Activity - Common / Public -"

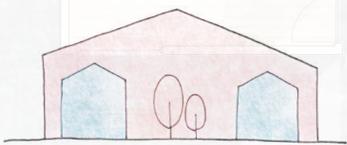


Inner-Common, which is the space between the outside of the factory and private space, is the buffer area, the passage, and common space at the same time. The outer wall controls the environment of inner common. Privacy space become minimum and the other function overflow into inner common. Residents look for the own space and use it freely. Some public function can be put inside of the volume and it's opened by the door and window.

- Diagram



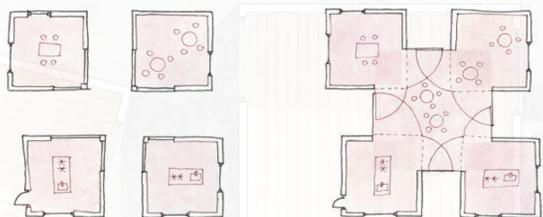
Usually these housings for a family have public functions on 1st floor and private rooms on 2nd floor, nothing happens between each housings and families.



This is the future style of the distance each other. Inner-Common will be the community space each other. Private space will be minimum and most of activities overflow into Inner-Common. Residents find the way to use by themselves. It could make a community in architecture.

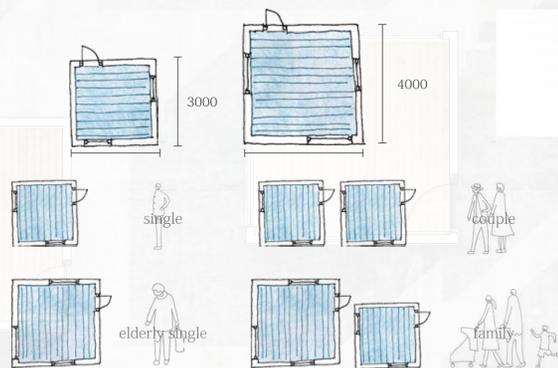
- Door

The room can be more open by the door. Usually door is for the entrance but in this architecture, door could create a large space. As the diagram below, the size or purpose of the space is changed by the door. The residents can use the public space to meet their needs.



- Flexible living style

The living style can be flexible. The volume consists of two type, which is 3m square and 4m square. Residents can select the size, shape, location and live diversely. Resident may lend a room first and lent another room again for the extra room, children and so on. Even a two-family home can exist.

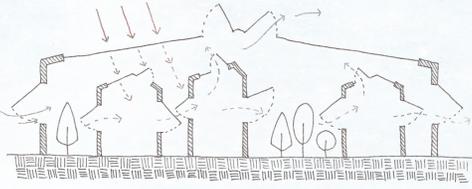


N  
- 1st floor plan s=1/50 - 2nd floor plan s=1/50



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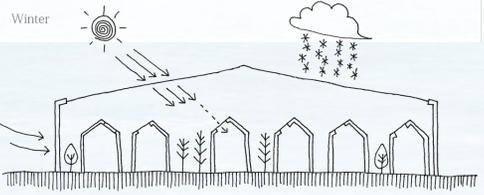
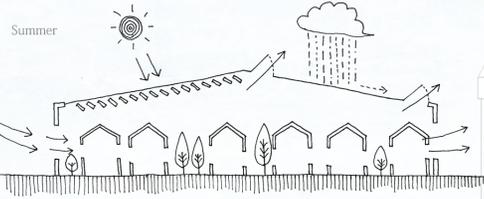
4 "Clothing Architecture - Sustainable Flexibility by Residents -"



Architecture should be like the clothes and controlled by the residents. Depending on the season architecture would be changed as they change the clothes, depending on the day people open or close the architecture. This is the proposal for the theory nowadays which the insulation is the best way to get good environment. It's the sustainability by the residents. The volume inside could be the unit system and simple. Residents decollate freely and easily, rebuilt or maintain frequently.

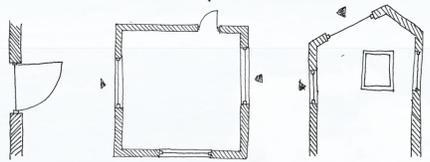
- Seasons

As people change their clothes depending on the seasons, architecture should be changed. The outer-wall is like clothes for the architecture. inner-wall is for residents. The system of outer-wall is changed according to the season, people change the own housing by their own everyday.



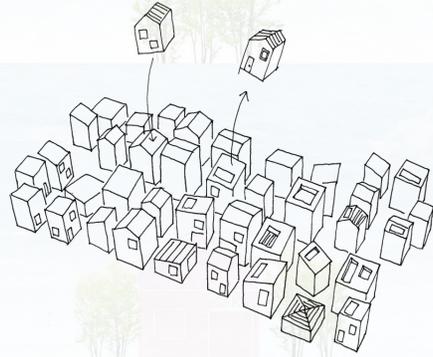
- Window

Usually a housing has some rooms and the rooms have only one or two windows. However, here housing is room itself. There are possibility the room could have 4 windows on the wall or even 5 windows including on the roof. People can open the window easily, and it makes the scenery lively, the life comfortable.



- Maintenance

The housings inside can be removed and rebuilt easily. Housing can be unit and it's not cost too much. Therefore residents feel free to decollate their own room. The architecture is truly flexible here and maintain by the residents.



- a-a' section s=1/50



- b-b' section s=1/200



- north-west elevation s=1/200

- north-east elevation s=1/200



- south-west elevation s=1/200

- south-east elevation s=1/200



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This architecture could be the center of the community and Lahti.

Nothing to say, this architecture would be adopted all in Finland, all over the world in 2049.

People change the architecture as they change their clothes.

People who live here are like a family, which is new style of the community.

Accumulation of the small activities make the life slightly nice.

It's neither a city nor a town

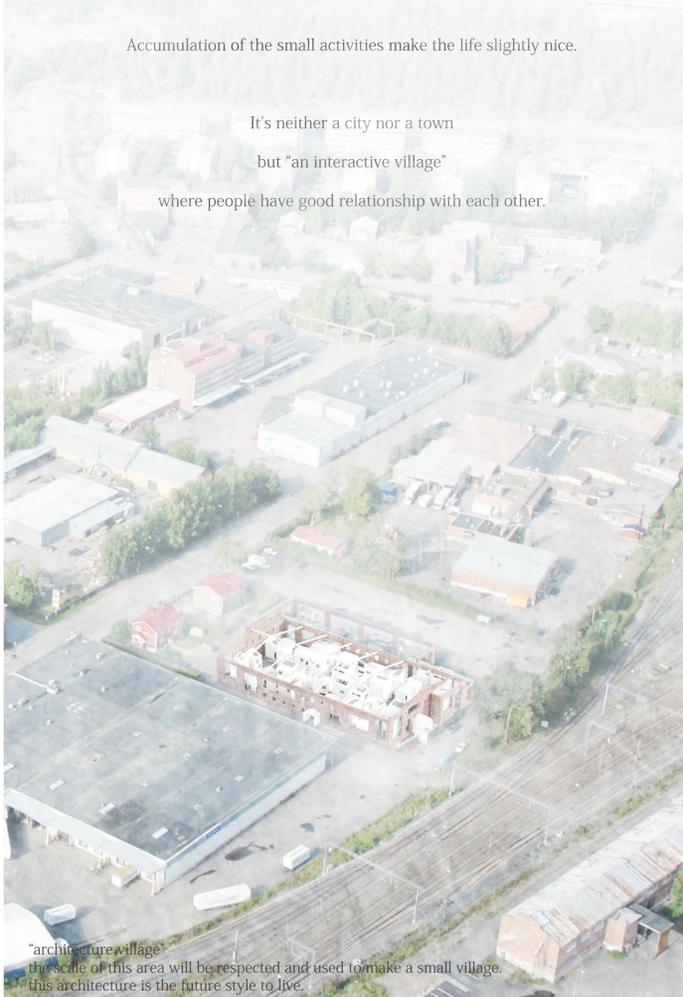
but "an interactive village"

where people have good relationship with each other.



"between private and public"  
inner-common is the buffer space between public and private. people find the possibility by their own.

"public room"  
larger space can be created by opening the doors by residents.



"architecture village"  
the scale of this area will be respected and used to make a small village.  
this architecture is the future style to live.



"roof top theater"  
roof doesn't have to get rid of rain and snow.  
the roof inclination would be the seat for the theater. people gather on the roof.



"on the roof"  
inner-roof can be the space to stay, to enjoy the sunshine, to meet.



"outer wall"  
It's like a cloth for the architecture which control and change the environment.



"private concert hall"  
residents could find own space in inner-common and spend time there, not in their own room.



"entrance for all"  
architectural village is open for all. local people, friends, town, city.



"from the window"  
opened architecture helps to make a community in the future.