



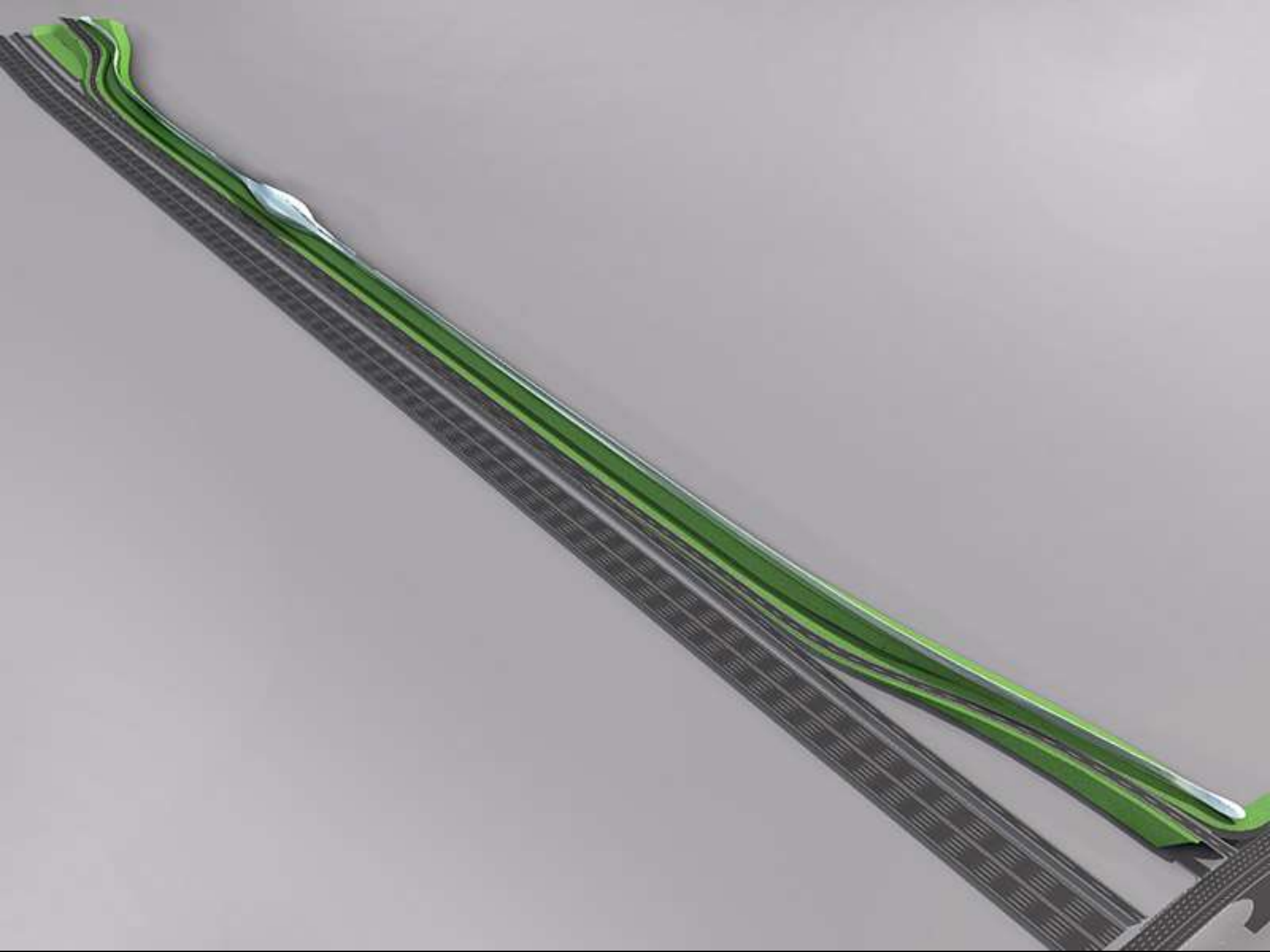
ONLY [oosterhuis_lénárd]

architecture = interaction

ir. Marthijn Pool

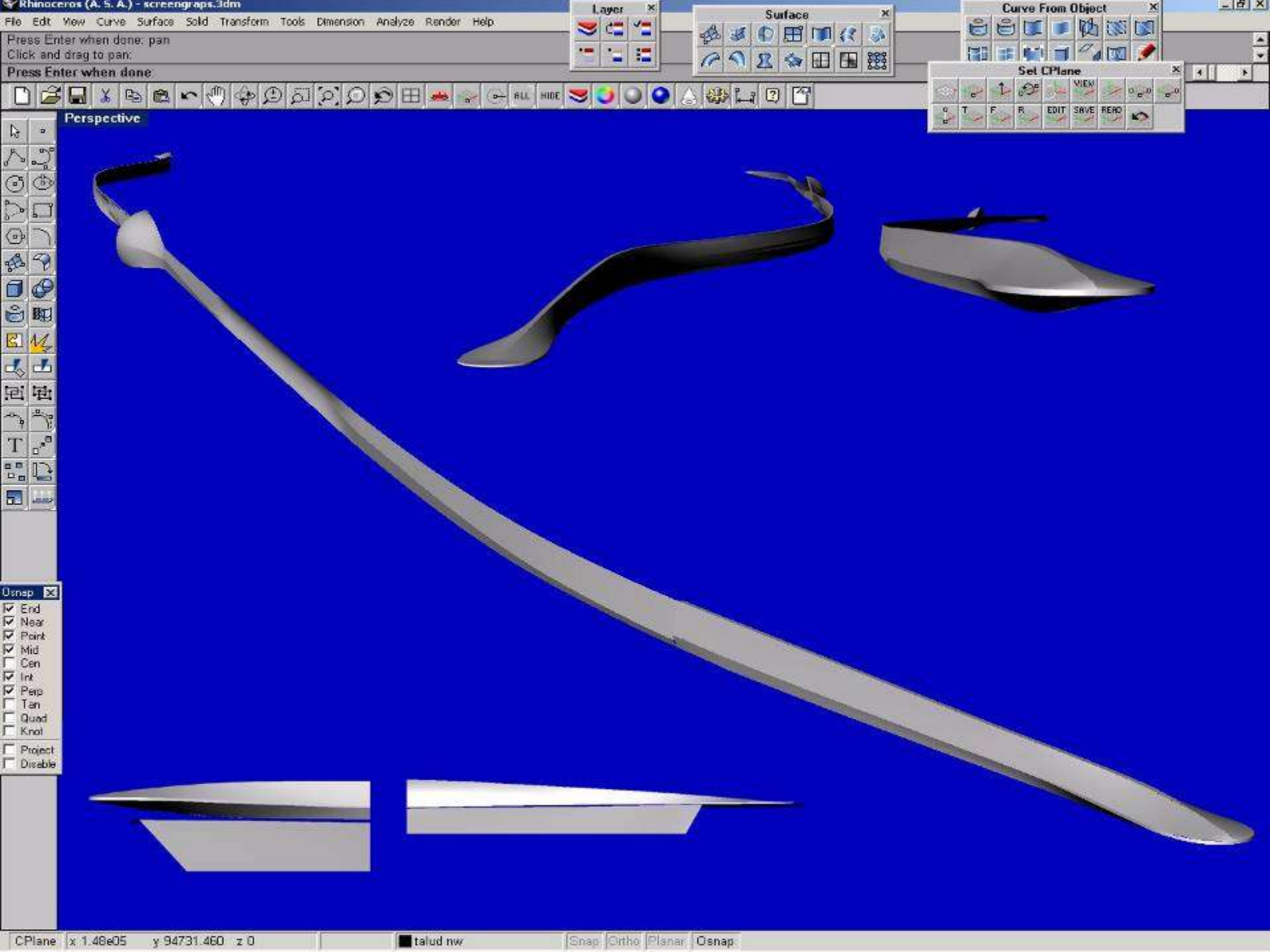


Cockpit and acoustic barrier - Utrecht









Layer

Surface

Curve From Object

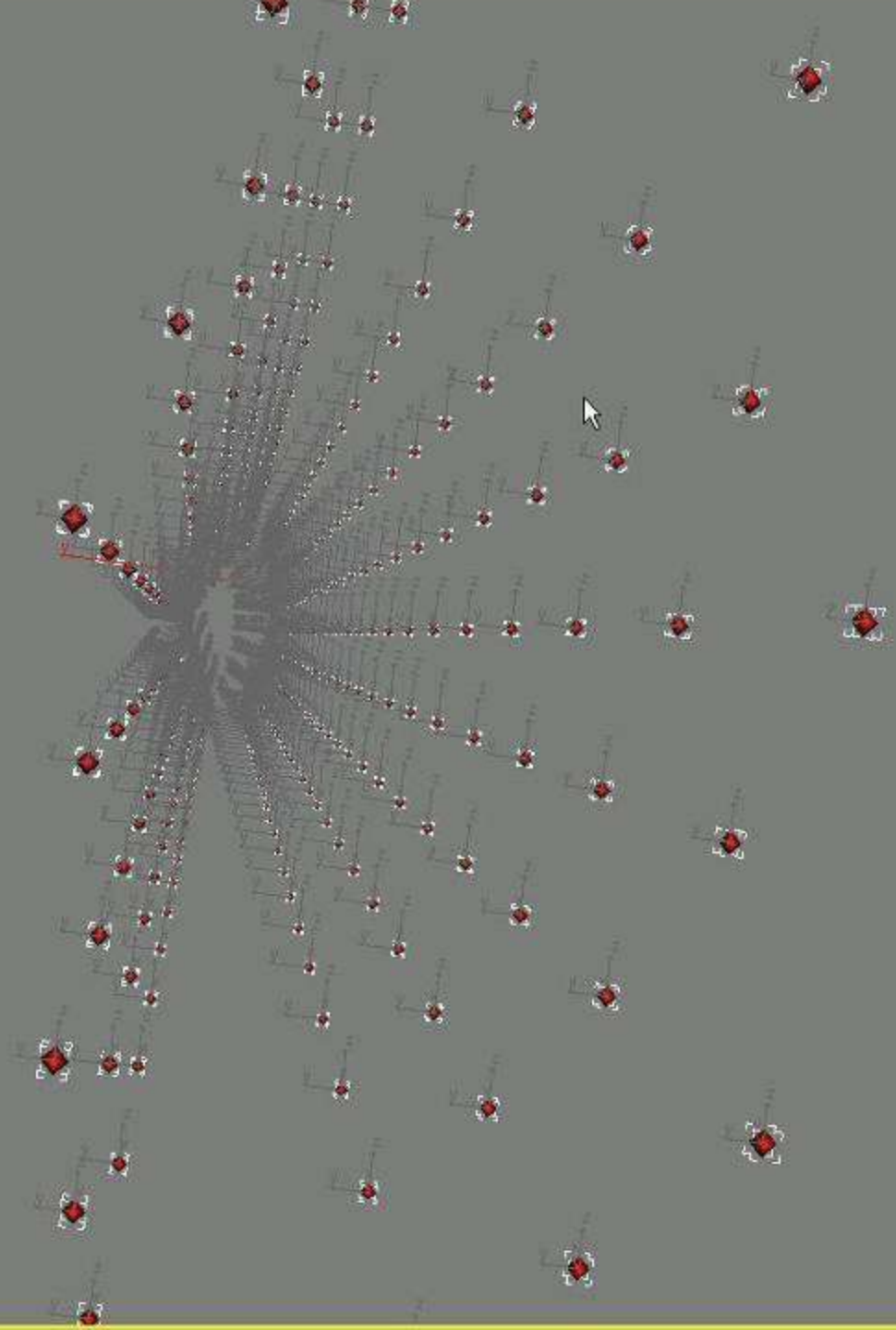
Set CPlane

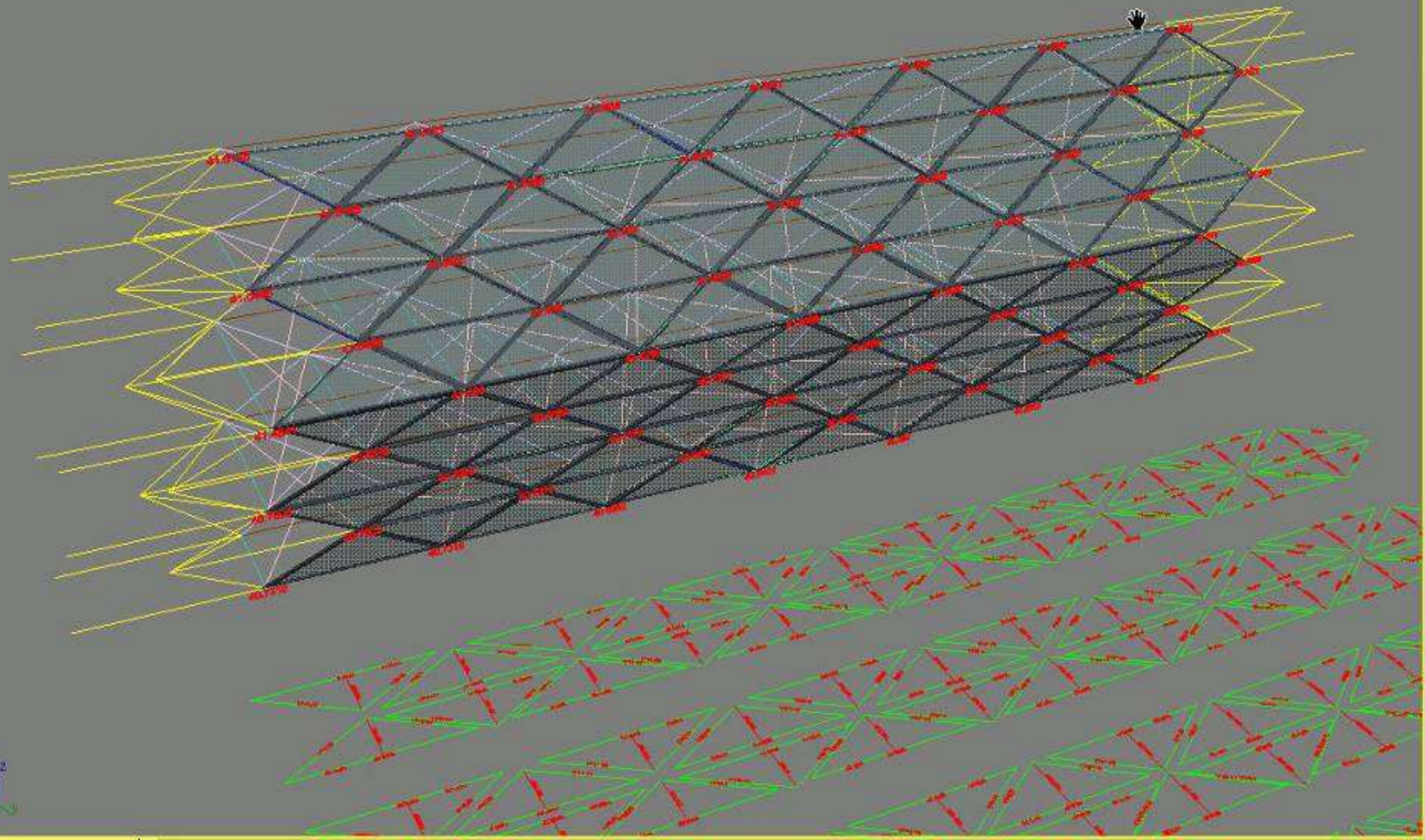
Perspective

Osnap

<input checked="" type="checkbox"/> End	<input checked="" type="checkbox"/> Near	<input checked="" type="checkbox"/> Point	<input checked="" type="checkbox"/> Mid	<input checked="" type="checkbox"/> Cen	<input checked="" type="checkbox"/> Int	<input checked="" type="checkbox"/> Peep	<input type="checkbox"/> Tan	<input type="checkbox"/> Quad	<input type="checkbox"/> Knot	<input type="checkbox"/> Project	<input type="checkbox"/> Disable
---	--	---	---	---	---	--	------------------------------	-------------------------------	-------------------------------	----------------------------------	----------------------------------







KIP

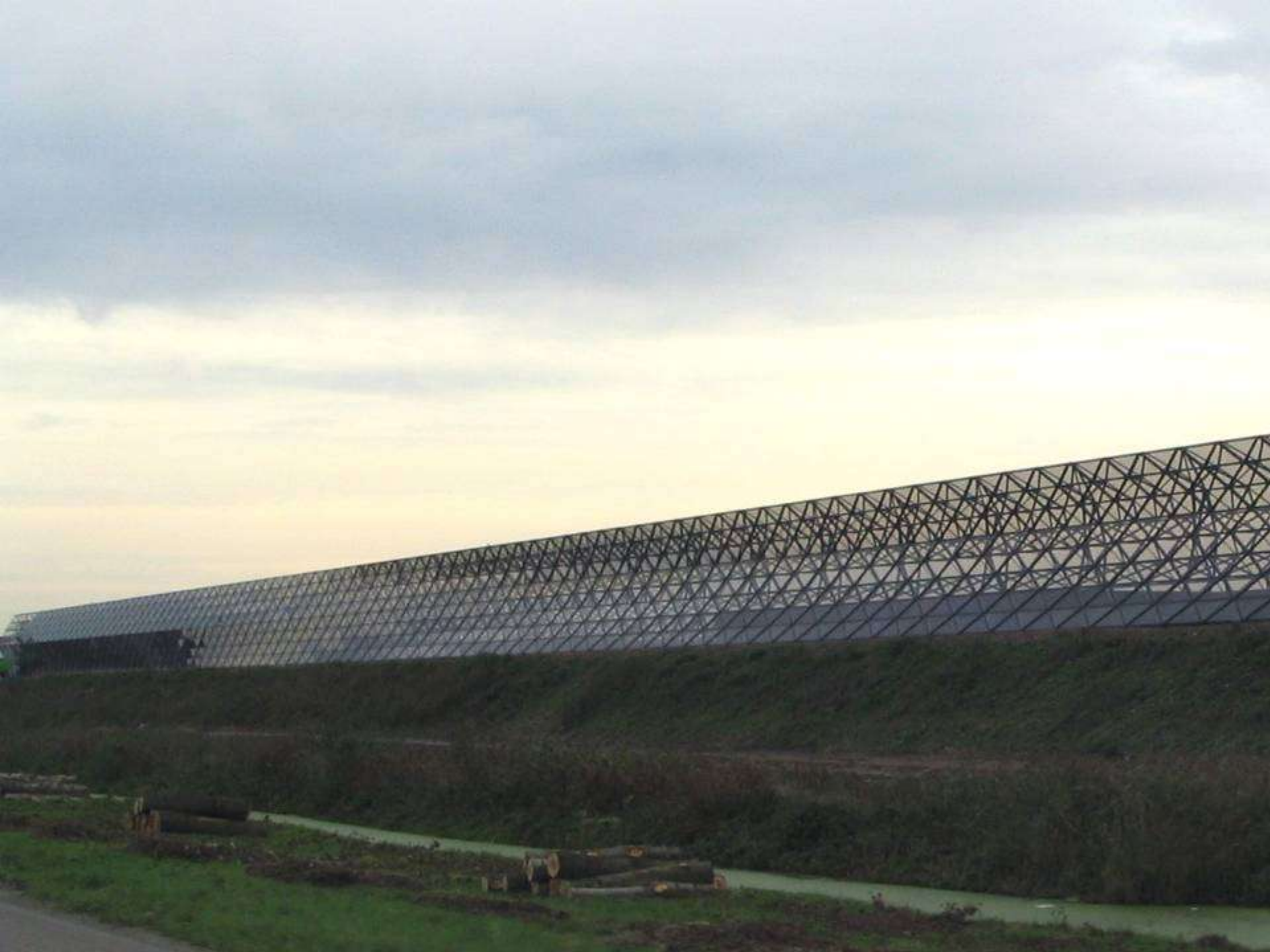
Code	Besch.	Hoofdt	Subst.	Grp.	Grp.	Grp.	Grp.	Grp.	Grp.	Grp.	Grp.	Grp.	Grp.	Grp.	Grp.	Grp.	Grp.	Grp.	Grp.
01	3201 420-420-420-420-420-420	420	420	420	420	420	420	420	420	420	420	420	420	420	420	420	420	420	420
02	3202 420-420-420-420-420-420	420	420	420	420	420	420	420	420	420	420	420	420	420	420	420	420	420	420
03	3203 420-420-420-420-420-420	420	420	420	420	420	420	420	420	420	420	420	420	420	420	420	420	420	420



W 1 8 A 2 4









0.5 REL -J

1000

100 Section 0

100 LEN
300 LEN

300 LEN

0.900 Section 0
180 LEN
300 LEN

300 LEN

300 LEN 20 THICK 300 LEN

100 Section 0
300 LEN 20 THICK

Section 0
42 THICK

Section 0
42 THICK

300 LEN
20 THICK

100 LEN
20 THICK

300 LEN

300 LEN

Section 0

20

1000

42 THICK
20

500

20

1000

300 LEN

300 LEN

300 LEN

300 LEN

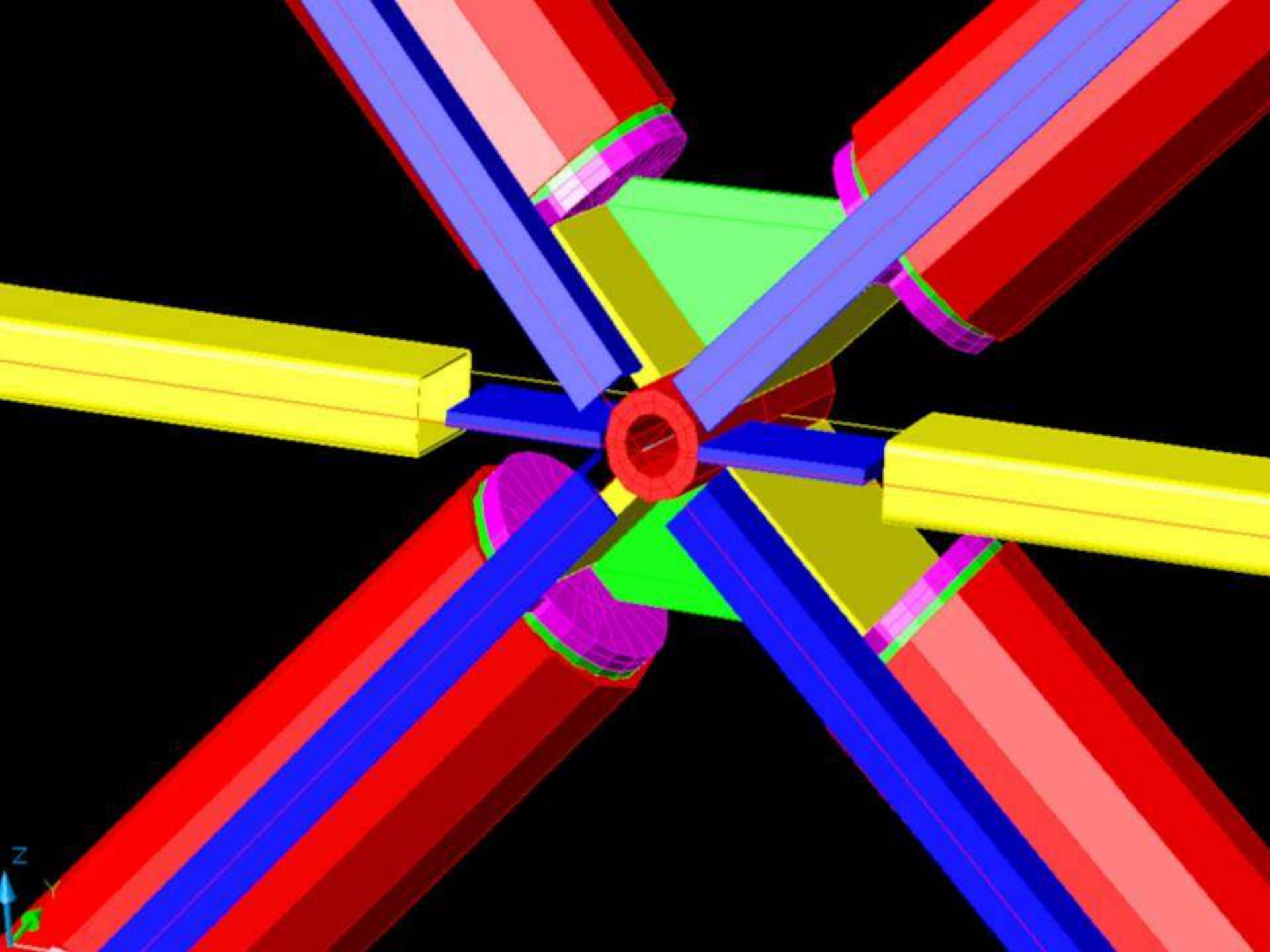
171.56 LEN

100 LEN

Section 0

300

250

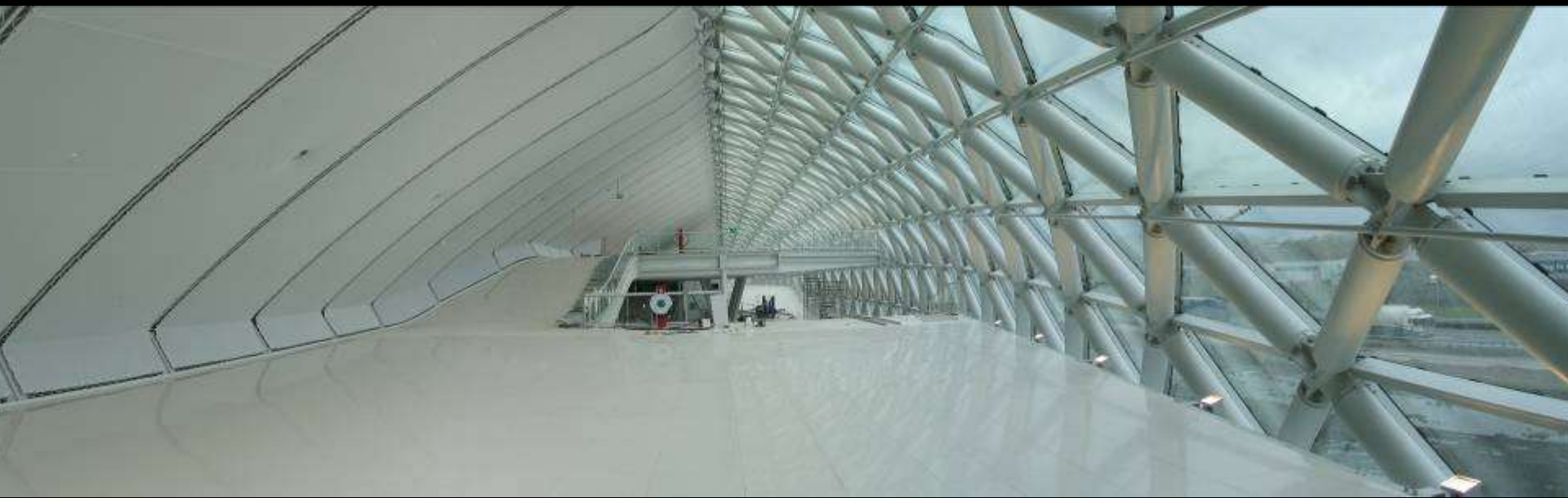














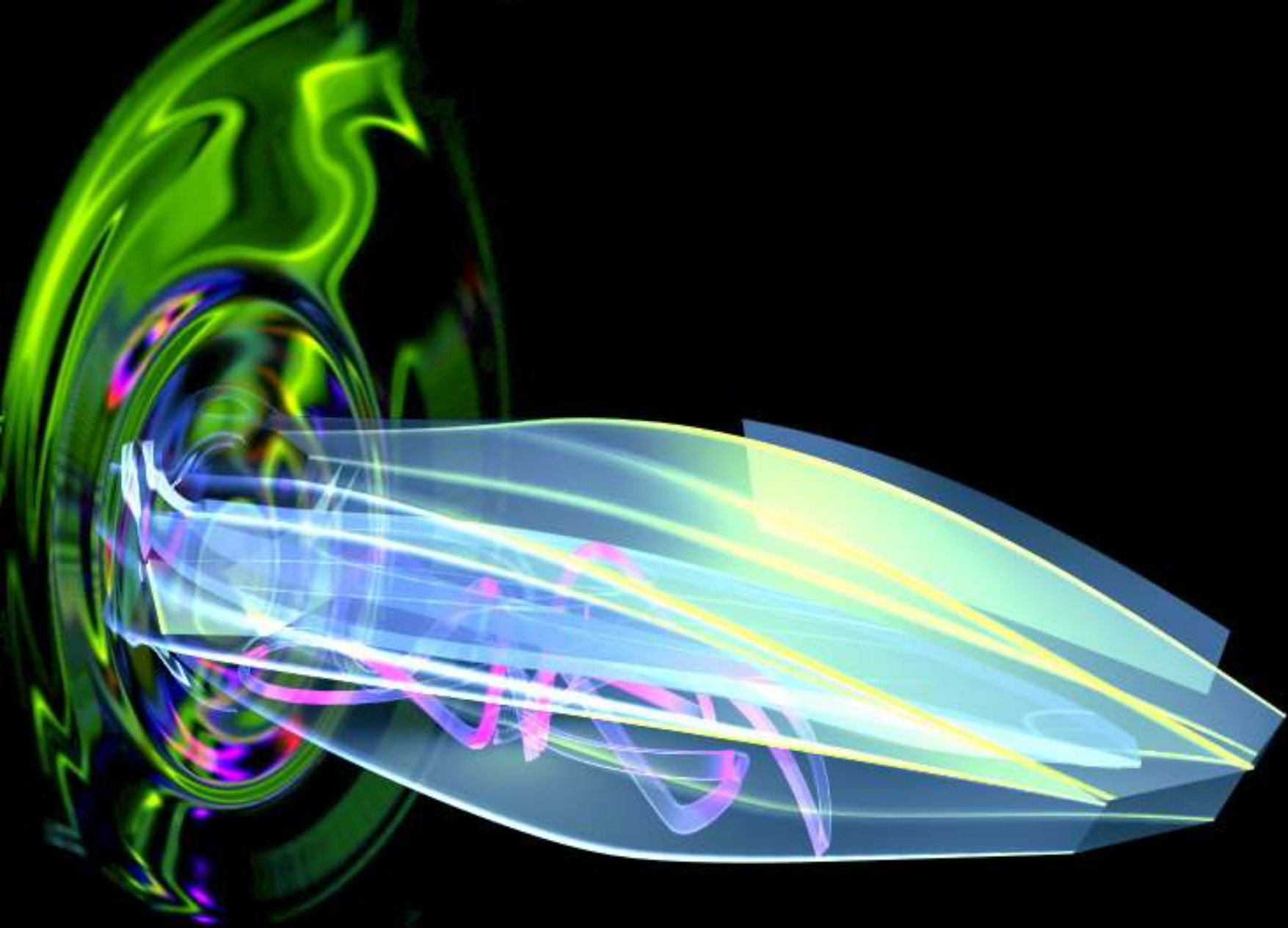




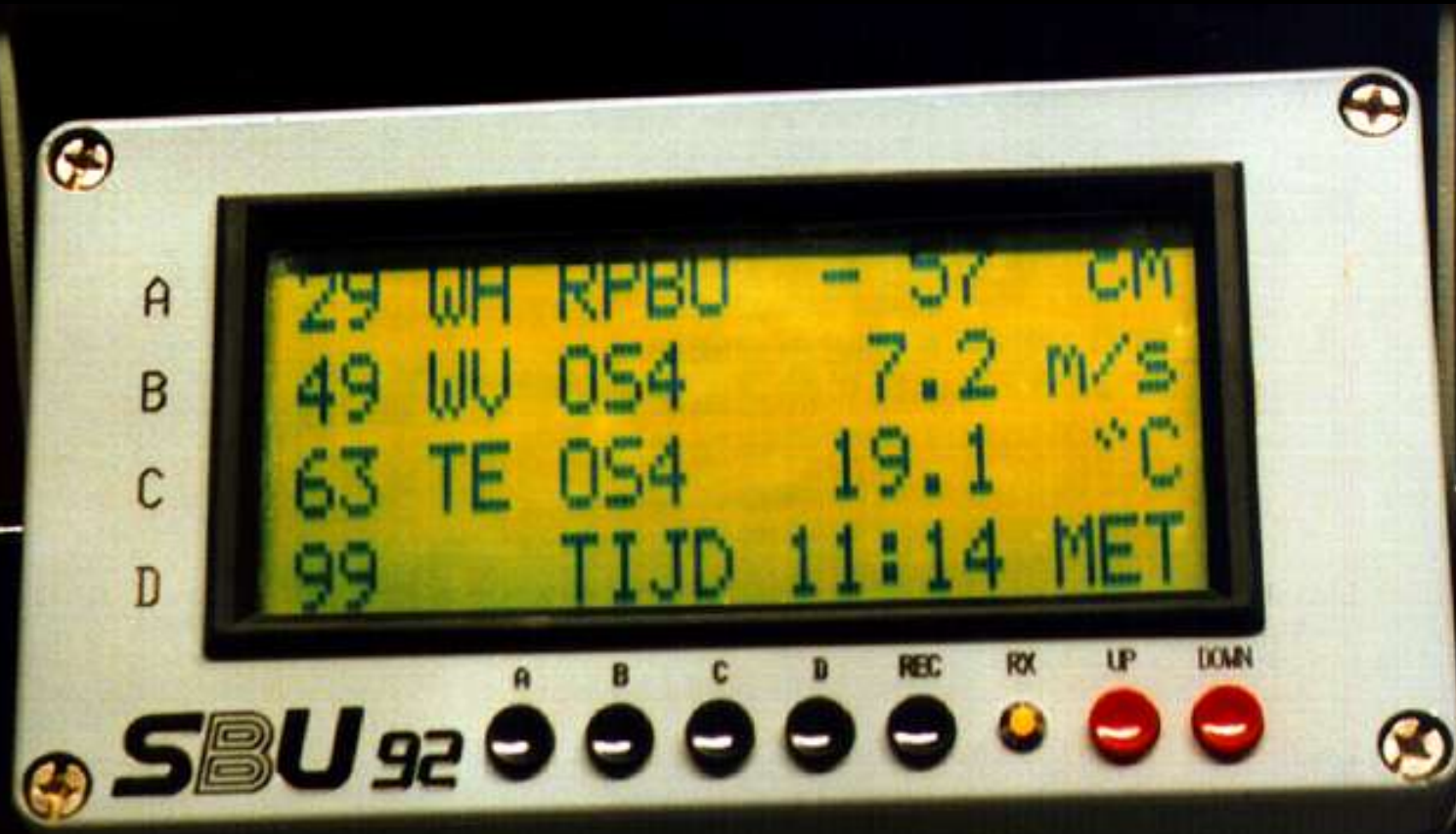




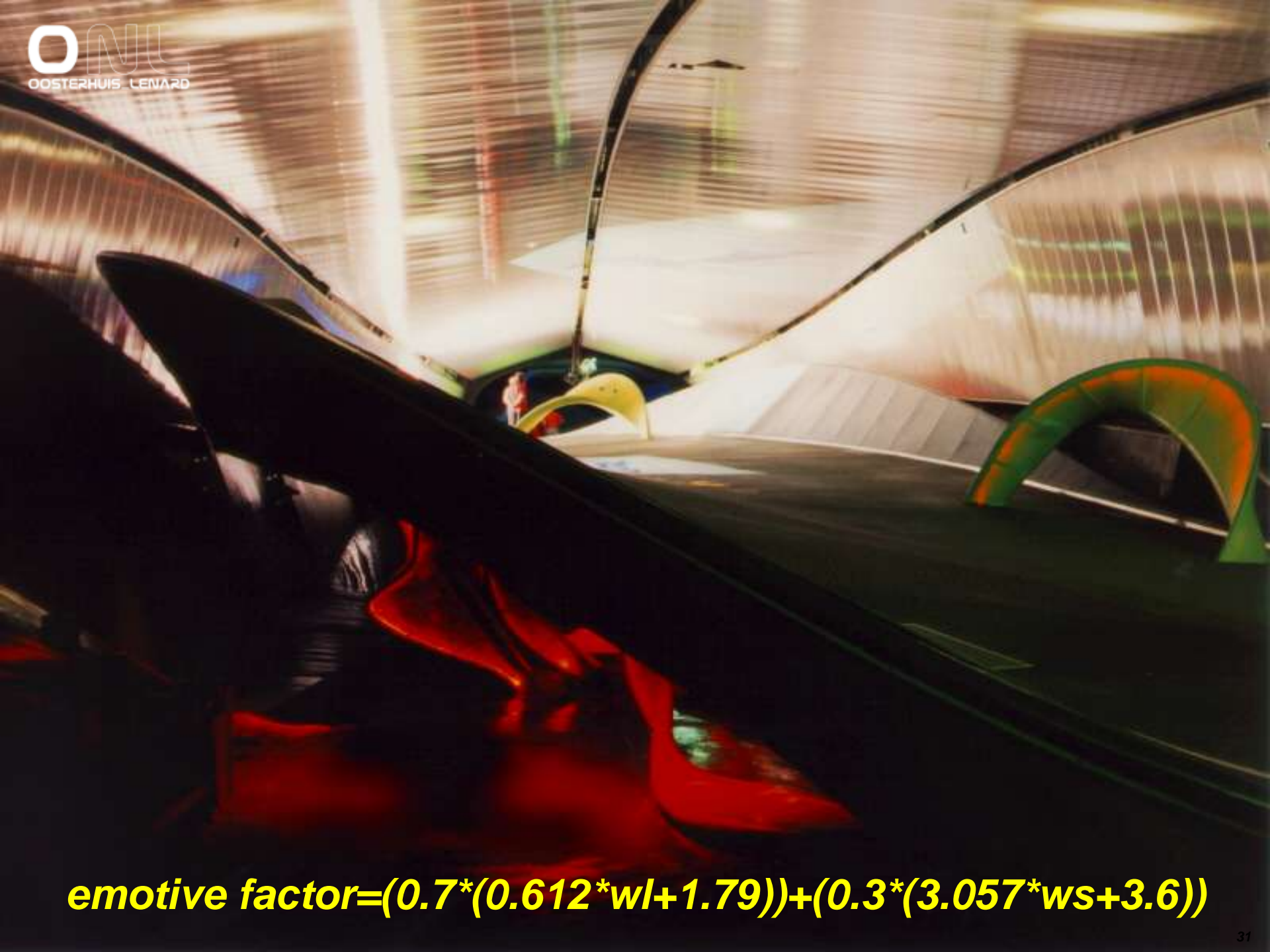
waterpavilion



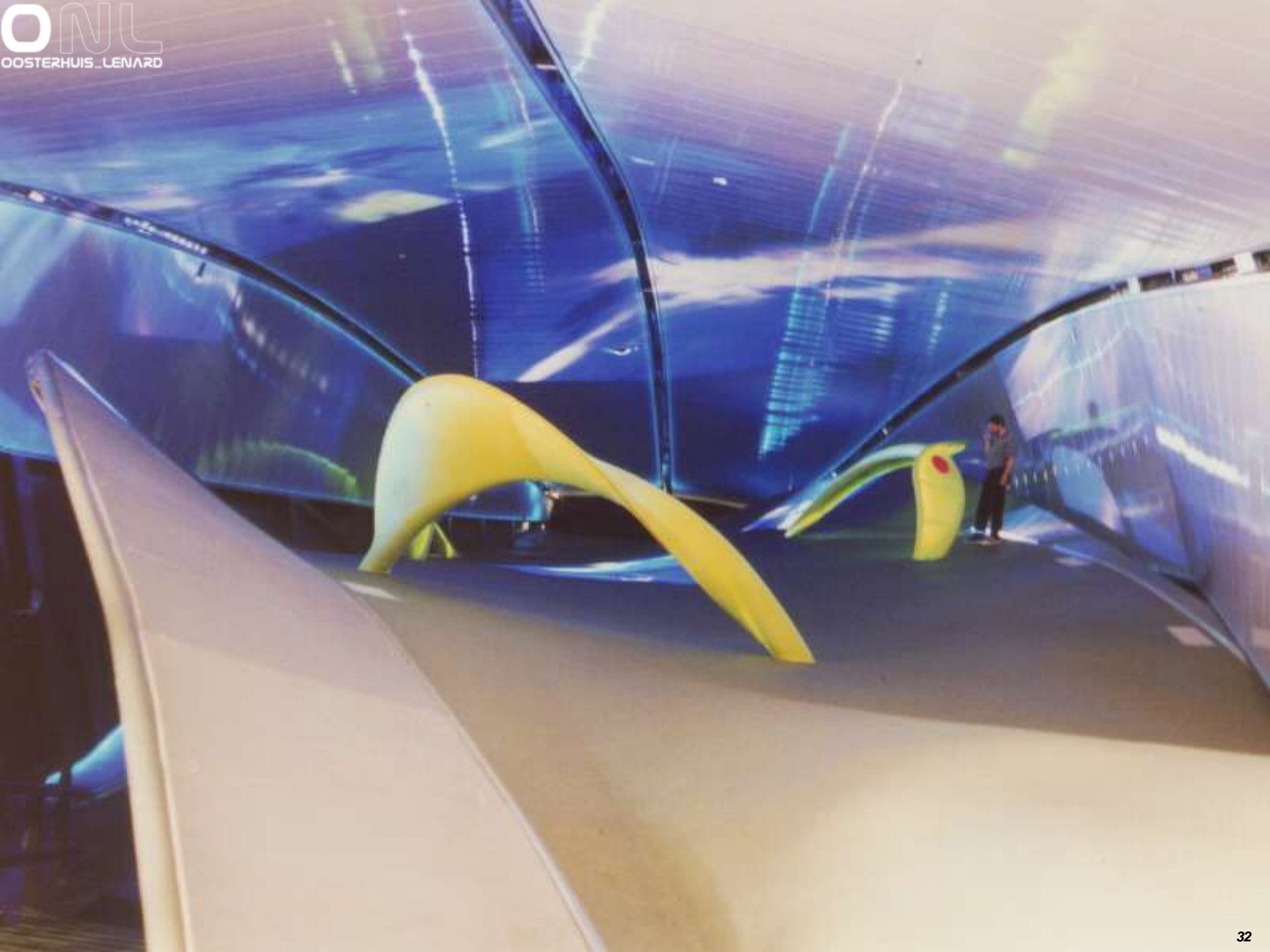
waterpavilion



datadisplay weatherstation



***emotive factor*=(0.7*(0.612*wl+1.79))+(0.3*(3.057*ws+3.6))**

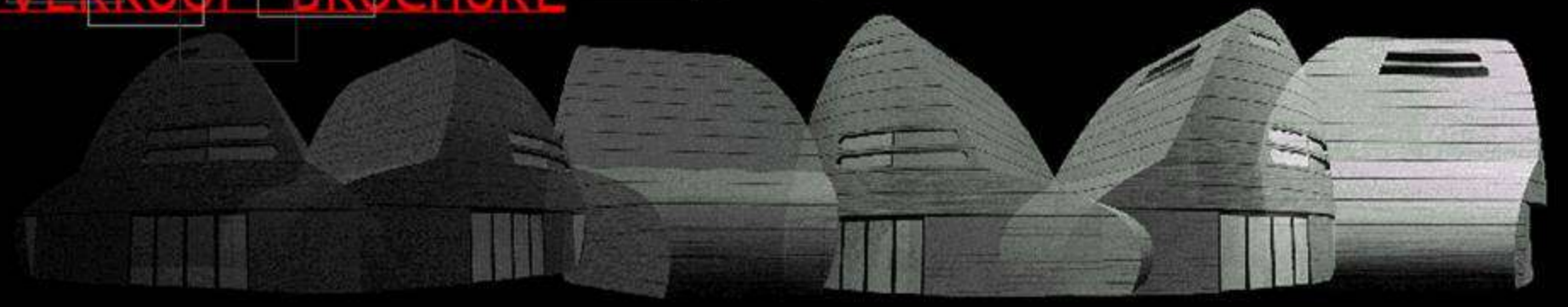




VARIOMATIC

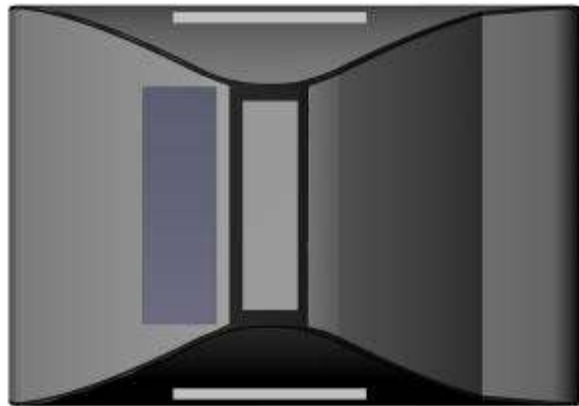
L(andscape) S(culpture)
ZOETERMEER

VERKOOP BROCHURE





perpectief 3



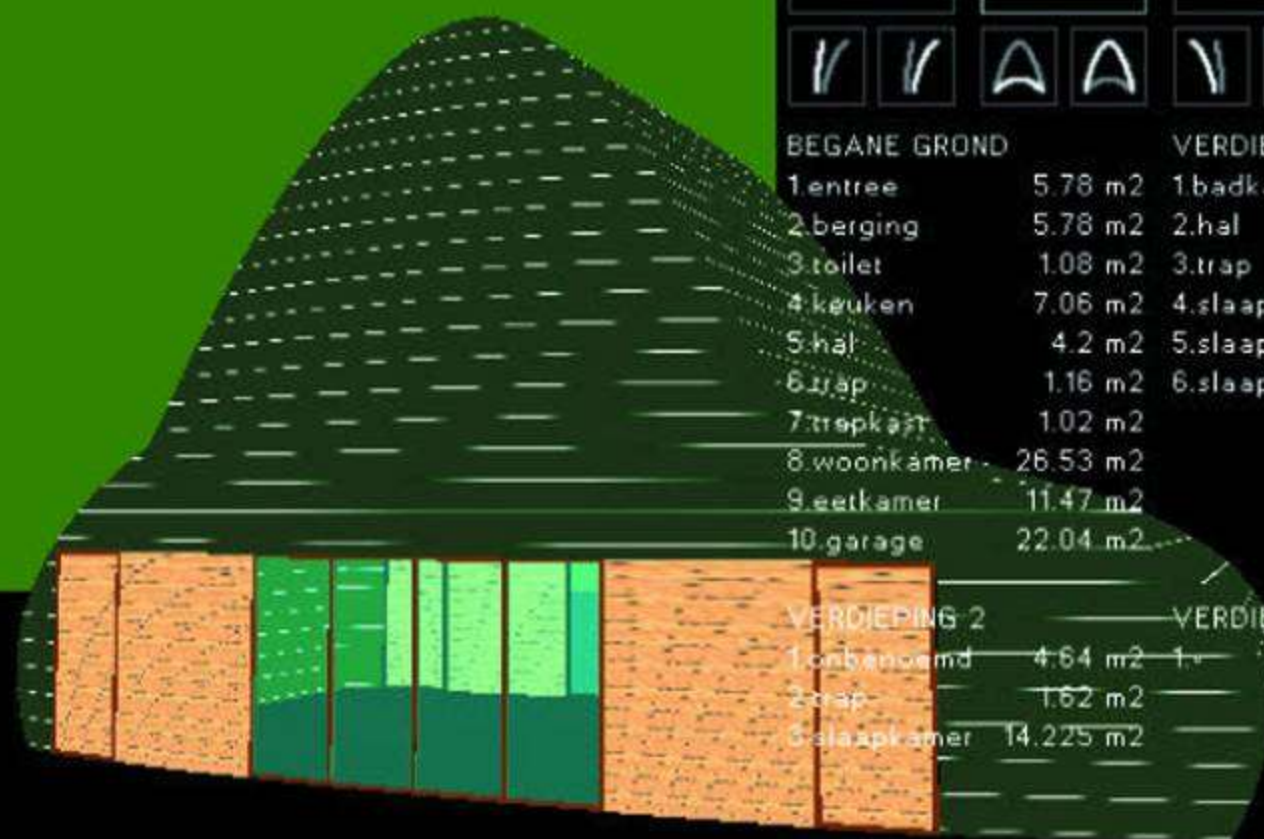
.informatie

.3d model

.plattegrond

.materiaal

.bestelling



mini

midi

maxi



BEGANE GROND

1.entree	5.78 m2
2.berging	5.78 m2
3.toilet	1.08 m2
4.keuken	7.06 m2
5.hal	4.2 m2
6.trap	1.16 m2
7.trepkast	1.02 m2
8 woonkamer	26.53 m2
9 eetkamer	11.47 m2
10.garage	22.04 m2

VERDIEPING 1

1.badkamer	3.825 m2
2.hal	6.94 m2
3.trap	2.32 m2
4.slaapkamer	12.75 m2
5.slaapkamer	10.22 m2
6.slaapkamer	8.645 m2

VERDIEPING 2

1.onbenedemd	4.64 m2
2.trap	1.62 m2
3.slaapkamer	14.225 m2

VERDIEPING 3

1.v	0 m2
-----	------

camera 1

camera 2

camera 3

BG

1



2

3

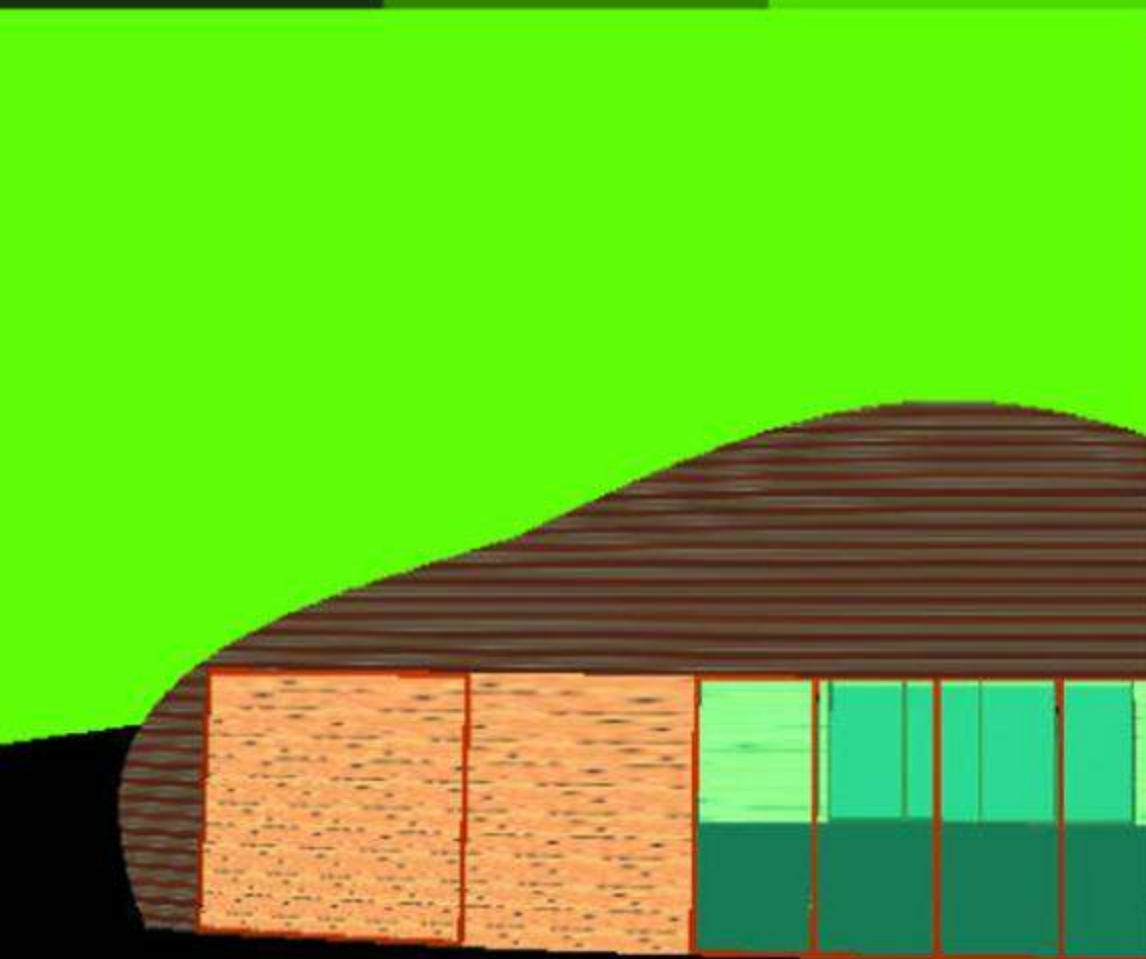
.informatie

.3d model

.plattegrond

.materiaal

.bestelling



mini

midi

maxi

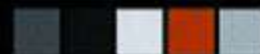


MATERIAAL BUITENHUID

1.kunststof



2.aluminium



3.baksteen



4.gras



5.bloemen



6.riet

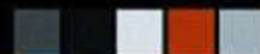


7.hout



MATERIAAL GEVELPANELEN

1.aluminium



2.hout



camera 1

camera 2

camera 3

BG

1



2

3

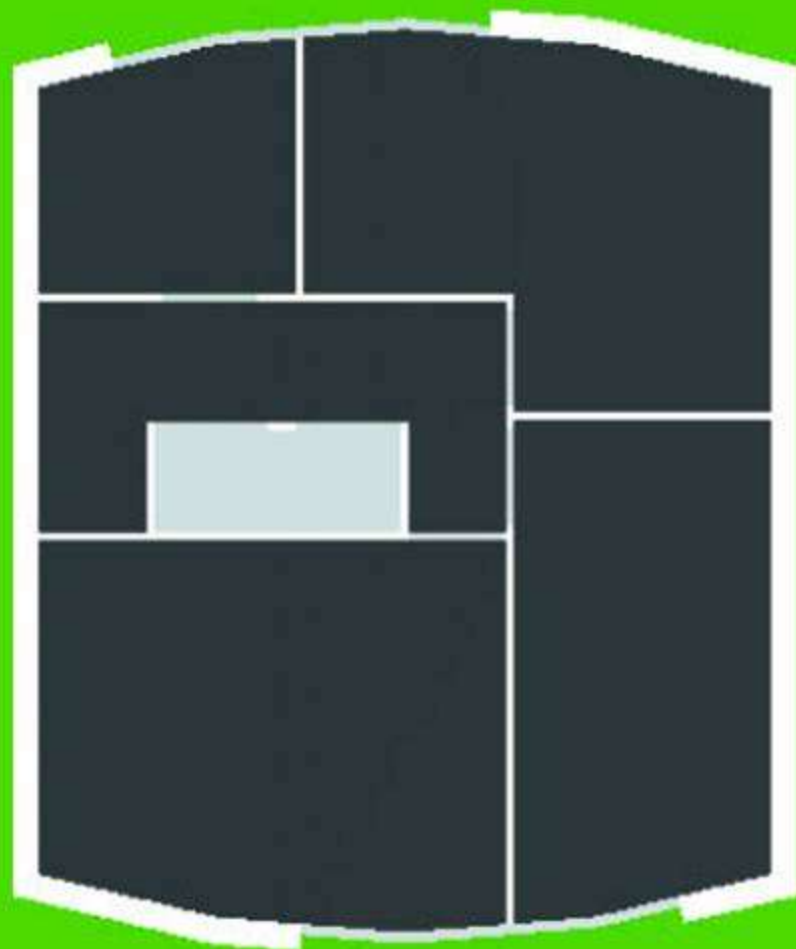
.informatie

.3d model

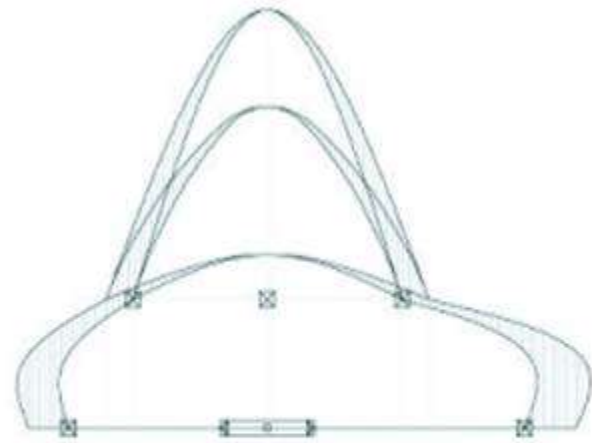
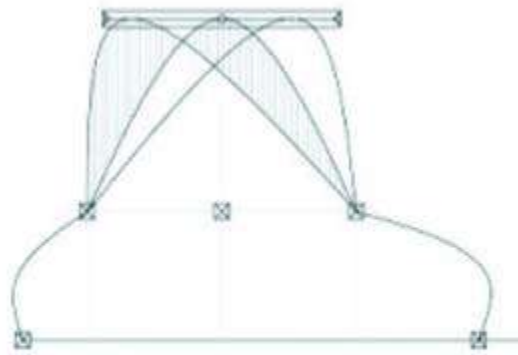
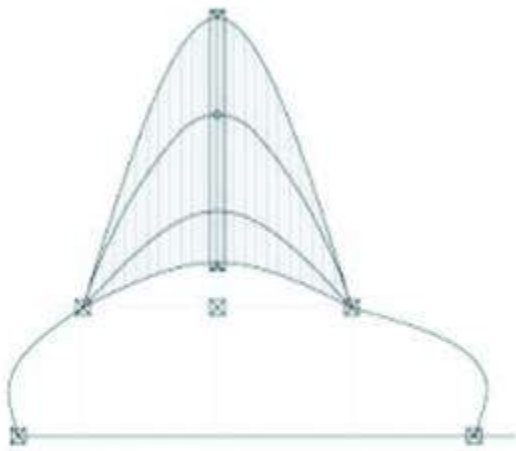
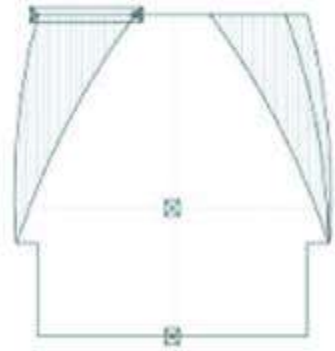
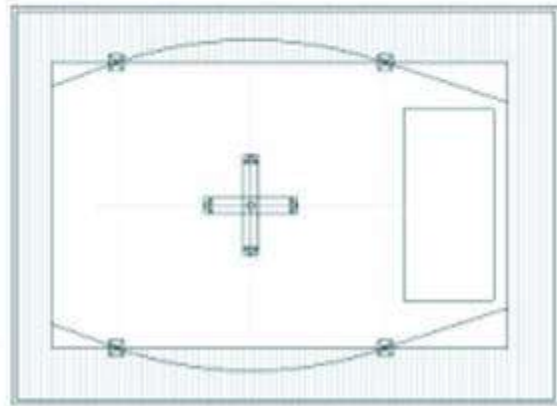
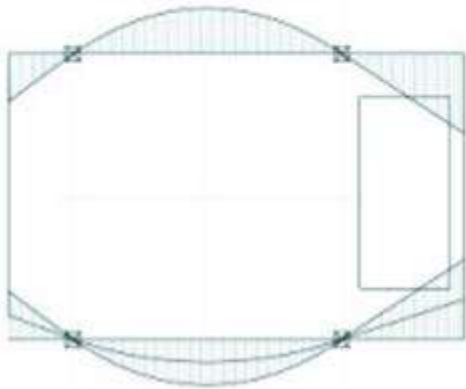
.plattegrond

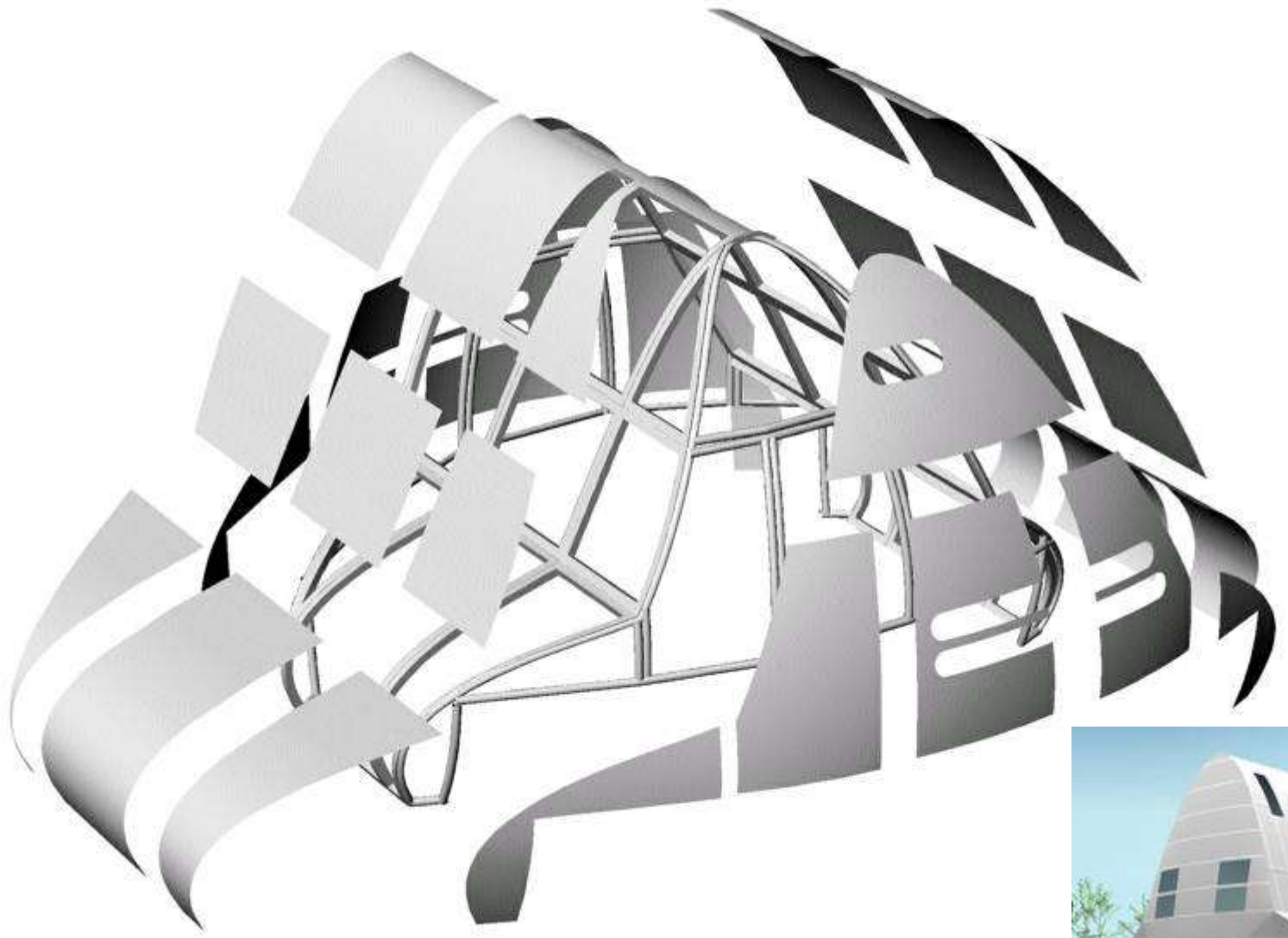
.materiaal

.bestelling



mini	midi	maxi		
BEGANE GROND		VERDIEPING 1		
1.entree	5.78 m2	1.badkamer	5.26 m2	
2.berging	5.78 m2	2.hal	6.94 m2	
3.toilet	1.08 m2	3.trap	2.32 m2	
4.keuken	7.06 m2	4.slaapkamer	15.32 m2	
5.hal	4.2 m2	5.slaapkamer	12.73 m2	
6.trap	1.16 m2	6.slaapkamer	10.8 m2	
7.trapkast	1.02 m2			
8.woonkamer	26.53 m2			
9.eetkamer	11.47 m2			
10.garage	22.04 m2			
VERDIEPING 2		VERDIEPING 3		
1.onbenoemd	11.23 m2	1.easco	22.23 m2	
2.trap	2.33 m2			
3.slaapkamer	26.19 m2			
camera 1	camera 2	camera 3	BG	1
			2	3









2002 · WEB of north-holland





sector 1
zithoek/lounge

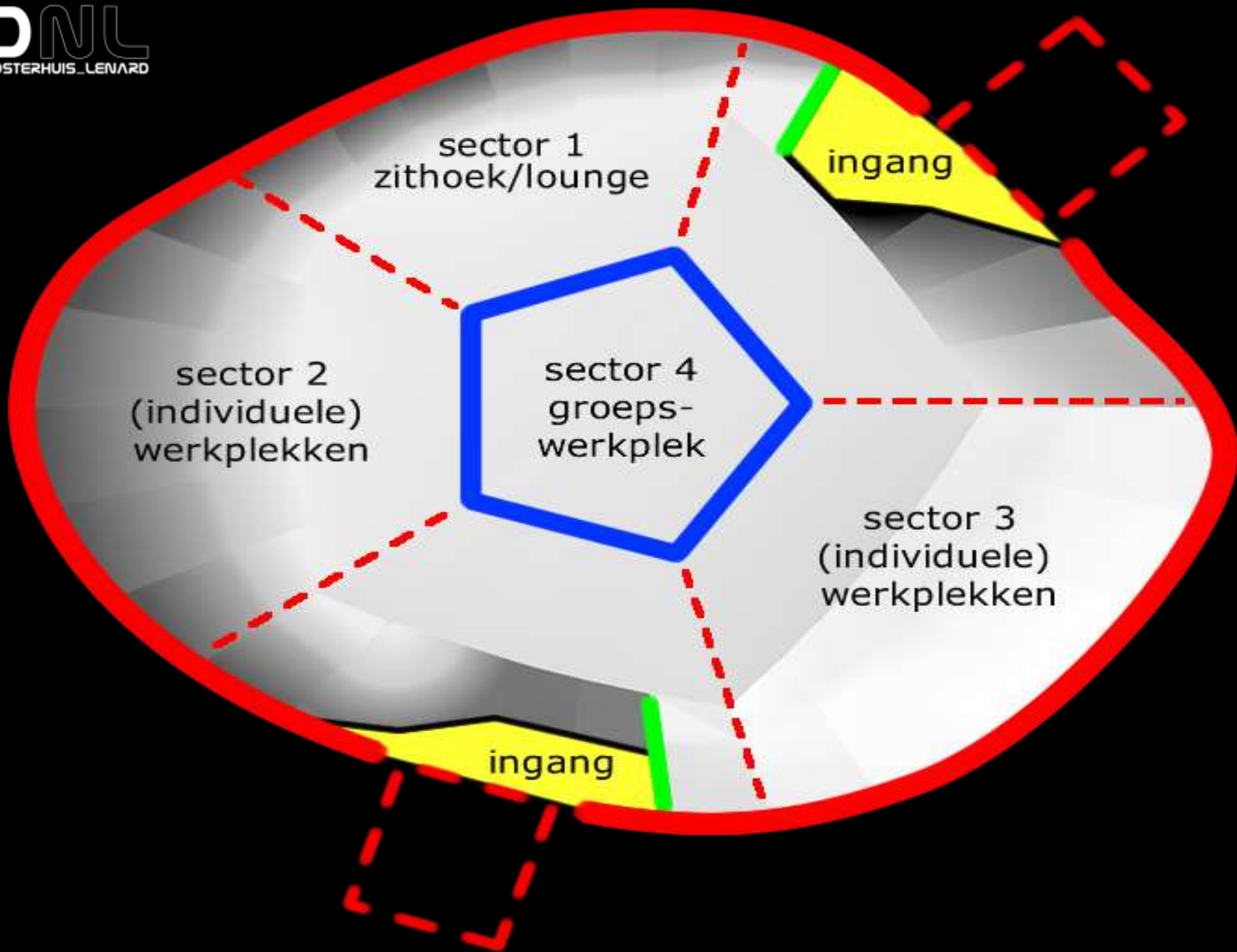
ingang

sector 2
(individuele)
werkplekken

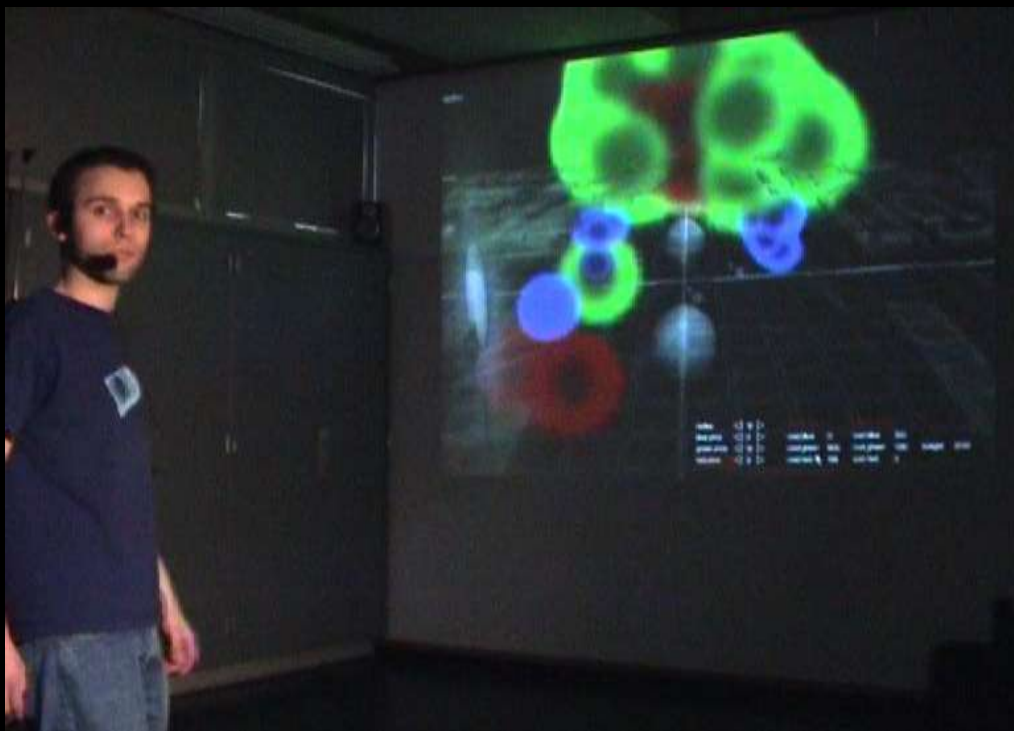
sector 4
groeps-
werkplek

sector 3
(individuele)
werkplekken

ingang





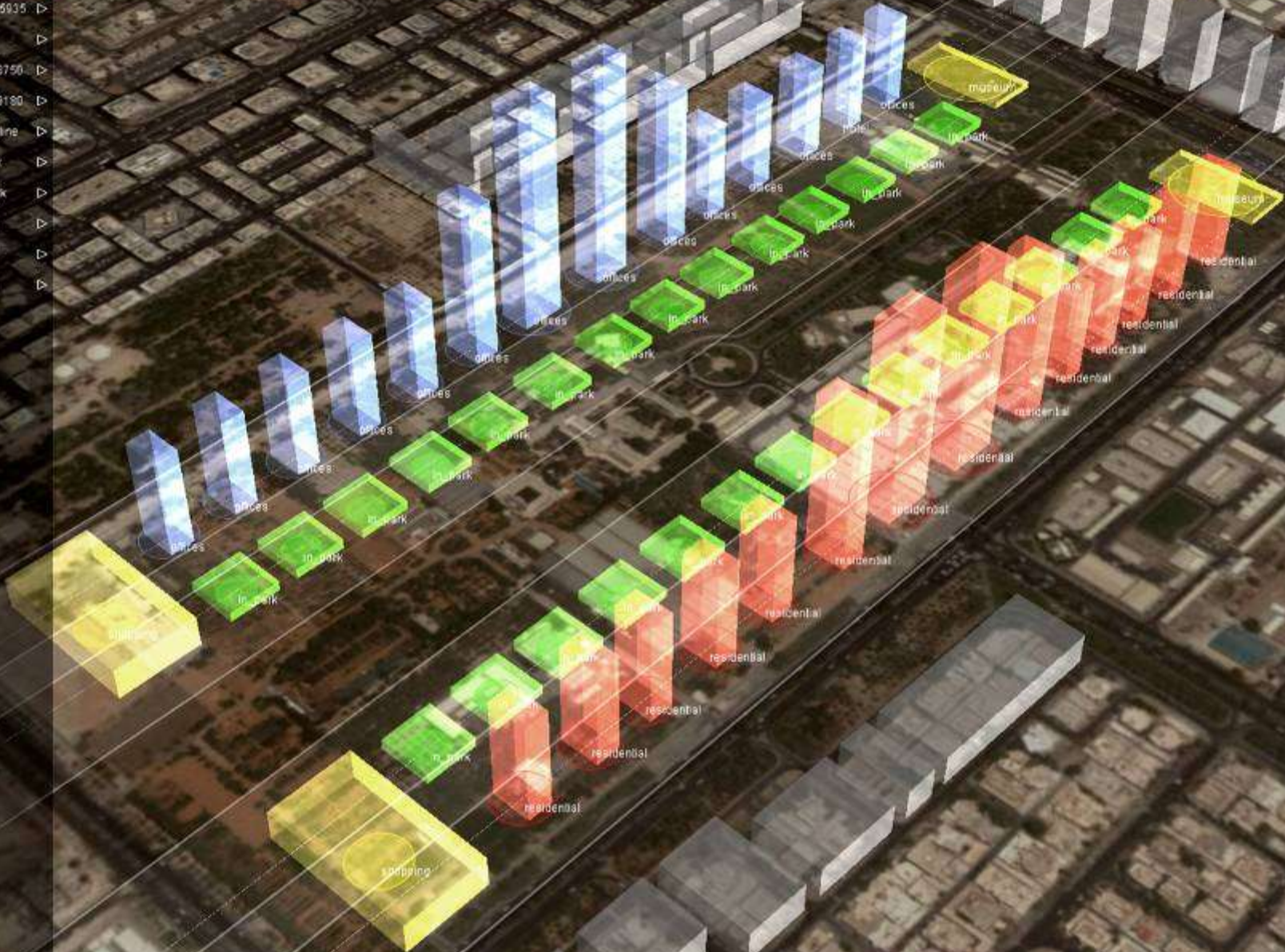




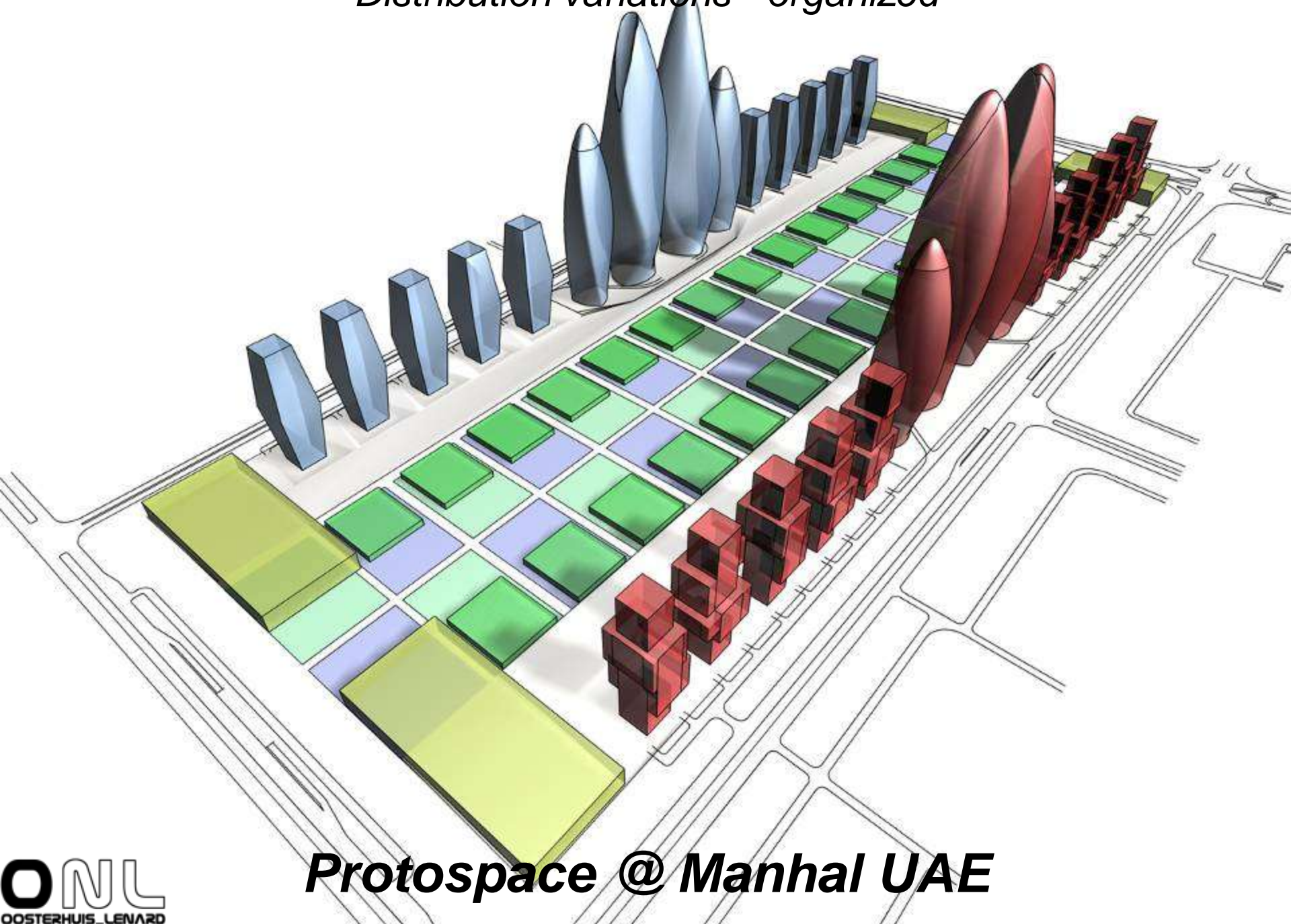
Distribution variations - organized

global parameters

- show names << x >>
- average local FS << 14.5935 >>
- city FSI << 4 >>
- plot area sum << 156750 >>
- site area << 579190 >>
- plot display << outline >>
- building display << box >>
- google earth << dark >>
- 3d site << off >>
- water layer << off >>
- green layer << on >>



Distribution variations - organized

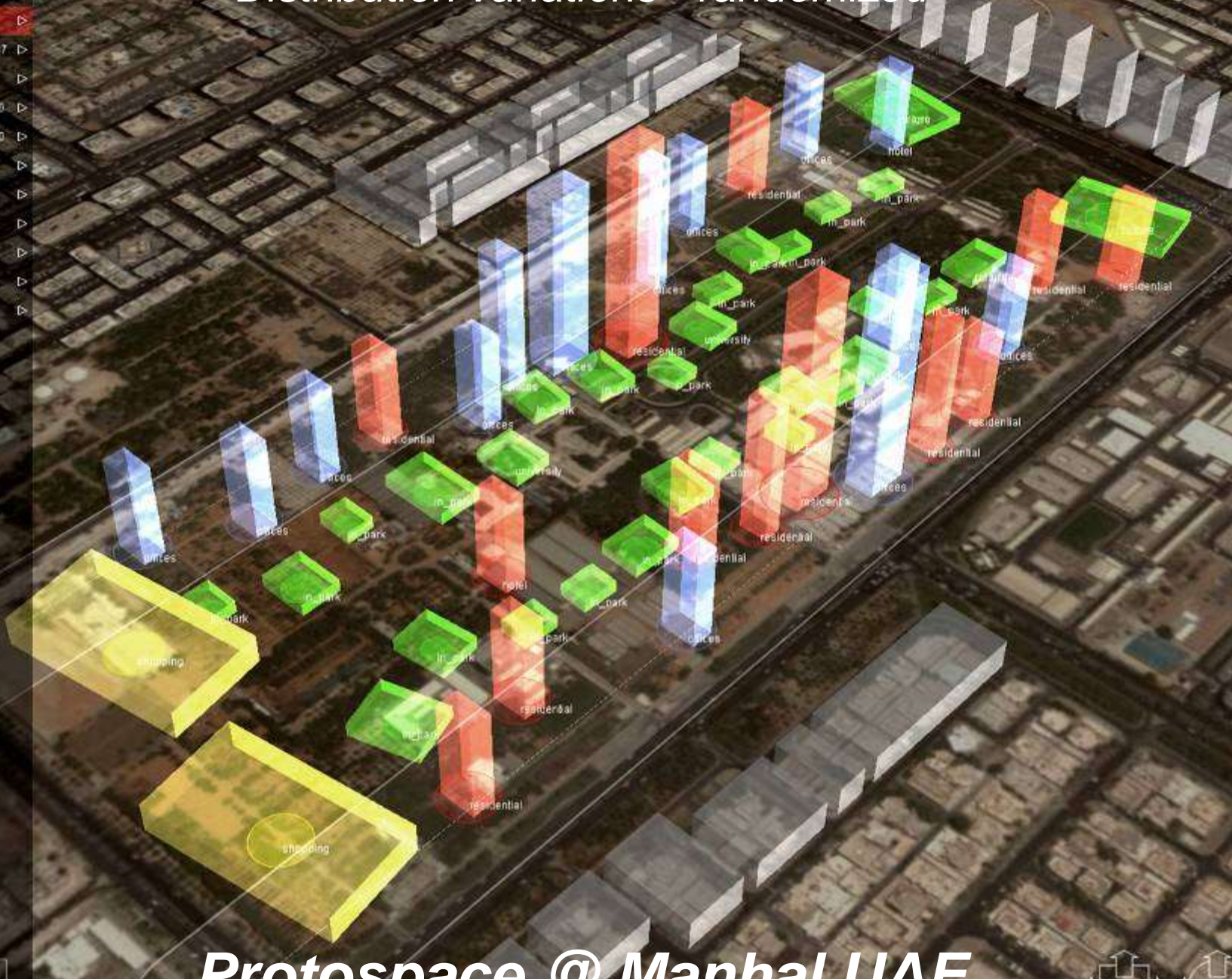


Protospace @ Manhal UAE

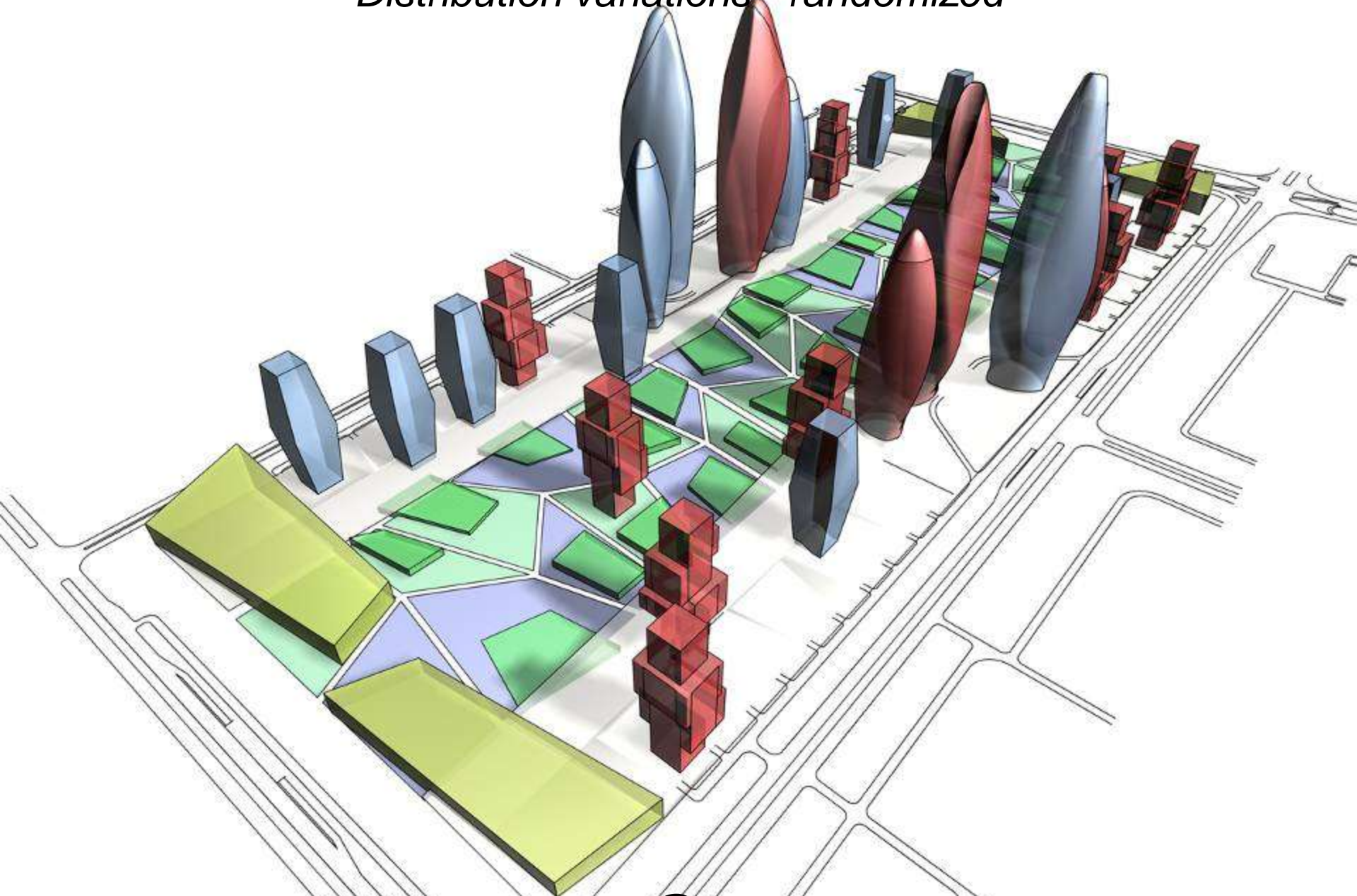
Distribution variations - randomized

global parameters

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- average local FS << 16.4307 >>
- city FSI << 4 >>
- plot area sum << 141000 >>
- site area << 579190 >>
- plot display << outline >>
- building display << box >>
- google earth << dark >>
- 3d site << off >>
- water layer << off >>
- green layer << on >>



Distribution variations - randomized

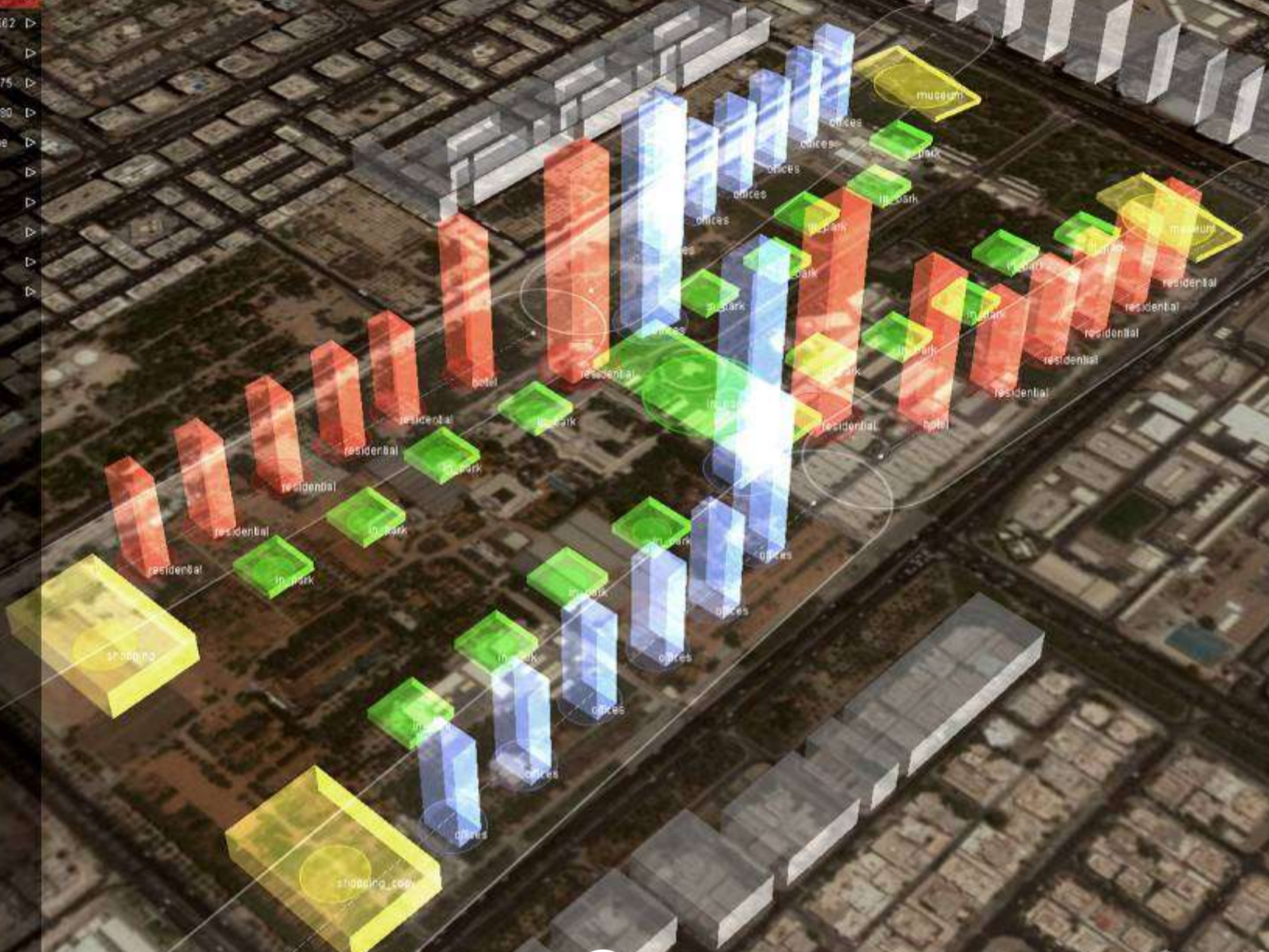


Protospace @ Manhal UAE

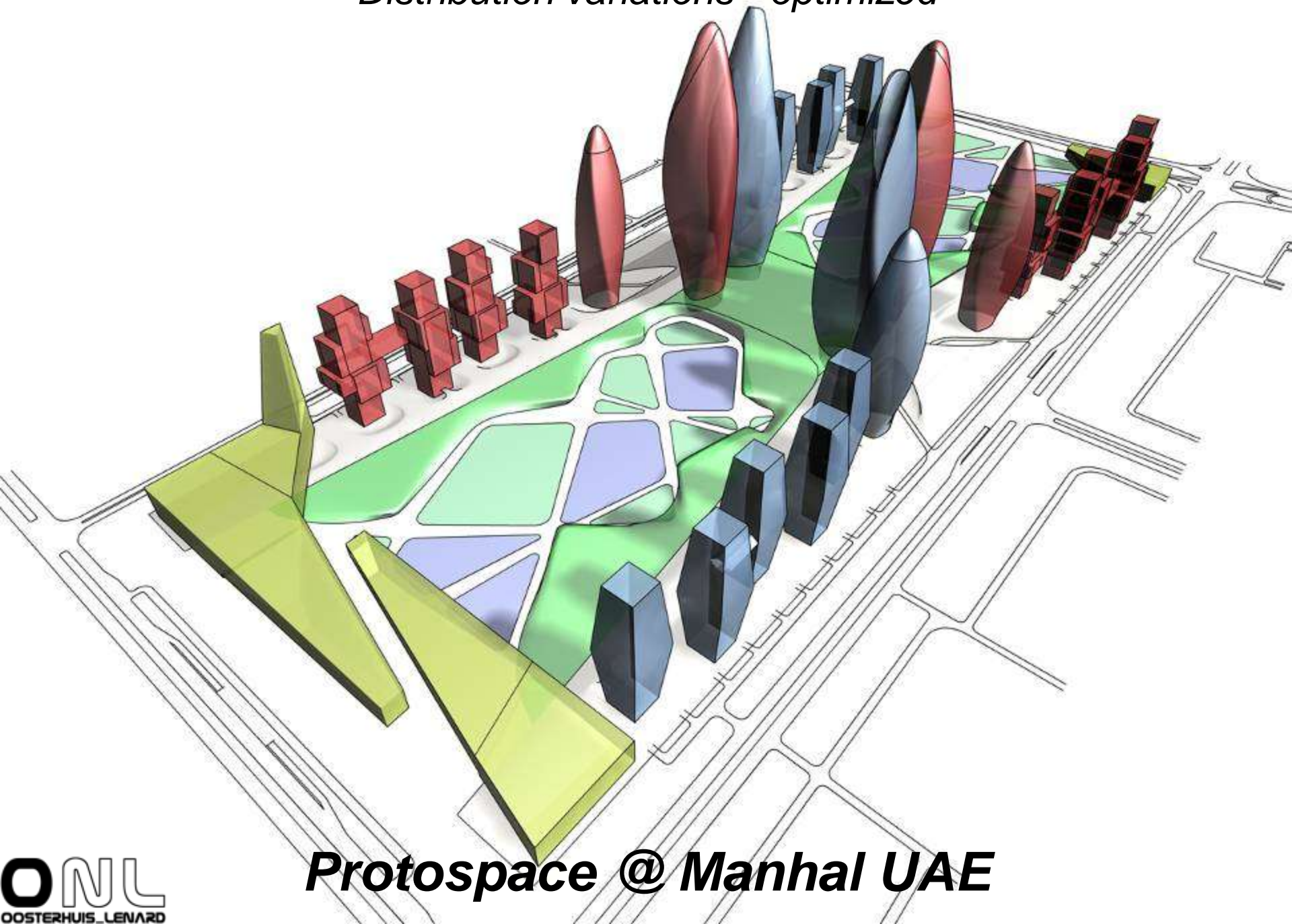
Distribution variations - optimized

global parameters

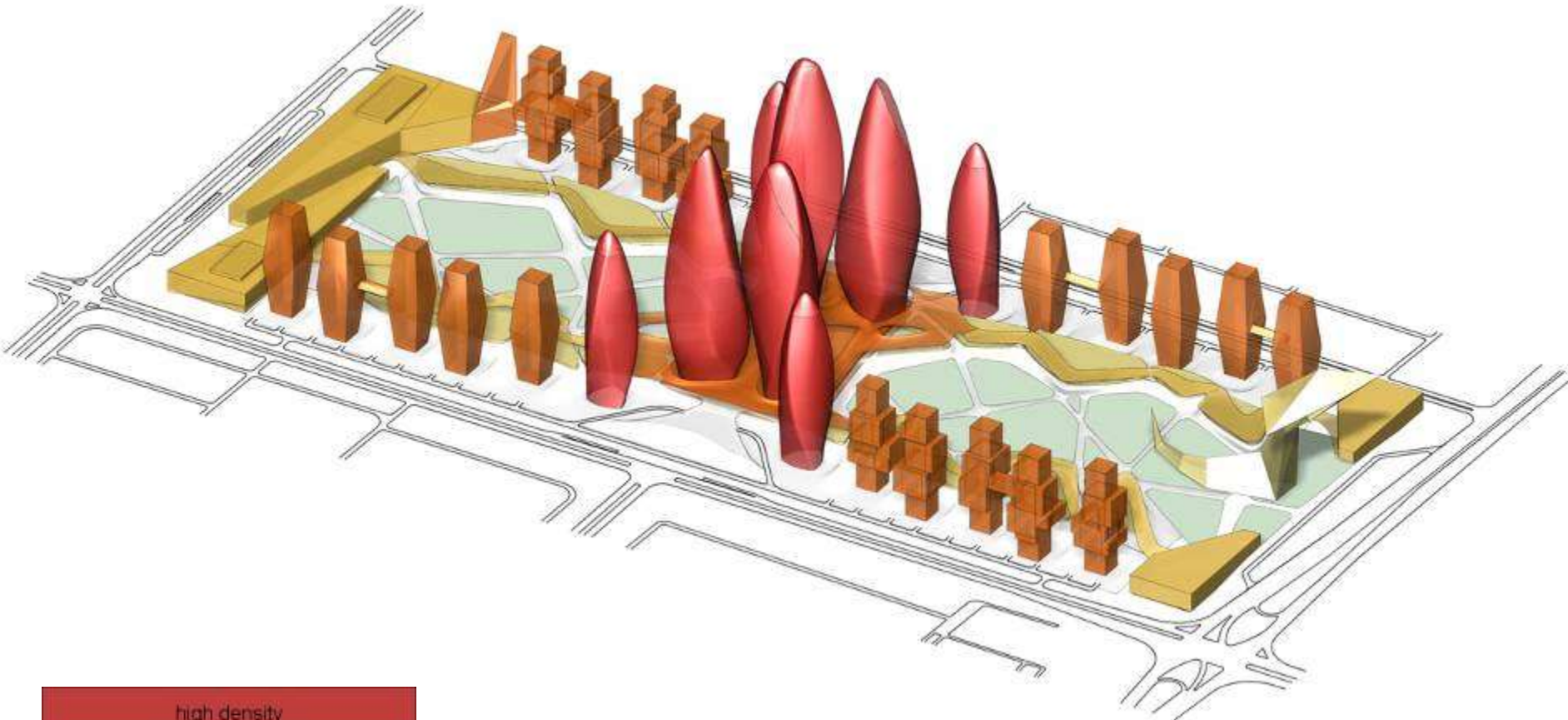
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- average local FS < 14.3502 >
- site FSI < 4 >
- plot area sum < 161375 >
- site area < 579190 >
- plot display < outline >
- building display < box >
- google earth < dark >
- 3d site < off >
- water layer < off >
- green layer < on >



Distribution variations - optimized

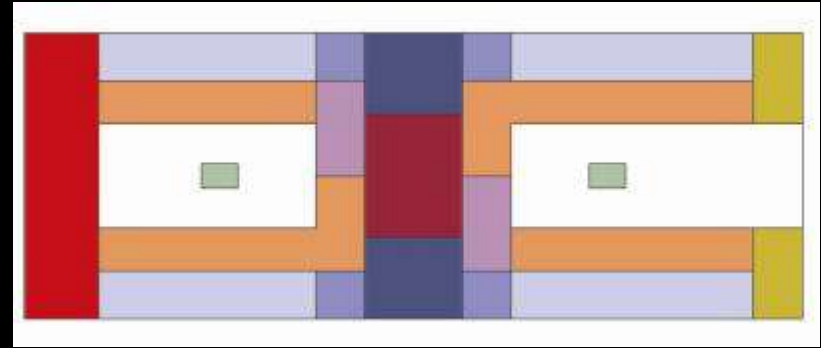
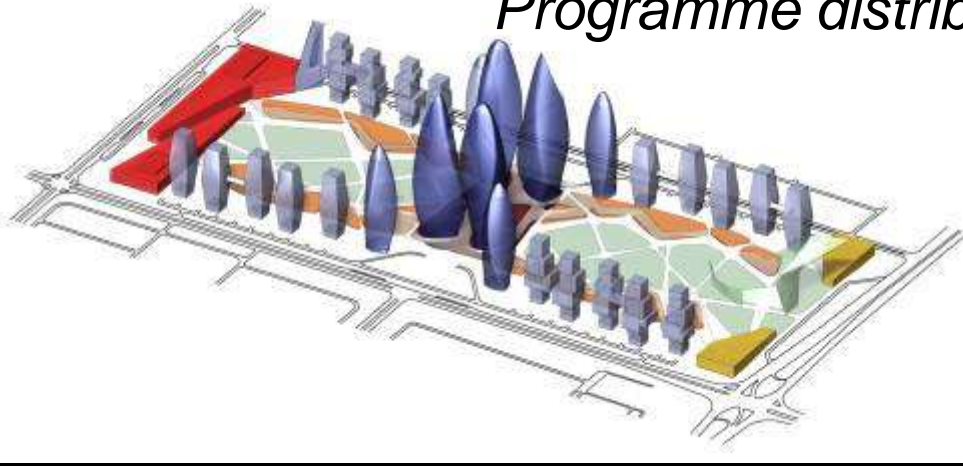


Protospace @ Manhal UAE



high density
medium density
low density

Programme distrib



	built floorspace	groundspace		floorspace		cost		elements	floors	parking area	
	%	sq. feet	sq. m	sq. feet	sq. m	dhs / sq. m	dhs	#	#	sq. feet	sq. m
shopping malls	8%	332.850	30.935	1.997.055	185.600	5.000	928.000.000	1	6	2.995.585	278.400
souk	5%	20.800	1.935	1.248.160	116.000	4.000	464.000.000	1	60	1.872.240	174.000
big landmark towers offices - residential	28%	116.495	10.825	6.989.695	649.600	6.000	3.897.600.000	4	60	4.892.785	454.720
landmark towers offices - hotel/residential	14%	77.665	7.220	3.494.850	324.800	7.000	2.273.600.000	4	45	2.446.400	227.360
generic towers offices-residential	34%	282.915	26.295	8.487.490	788.800	5.000	3.944.000.000	20	30	5.304.680	493.000
museums - cultural centers	3%	149.780	13.920	748.895	69.600	8.000	556.800.000	2	5	187.225	17.400
restaurants – café's	2%	166.420	15.465	499.265	46.400	5.000	232.000.000	2	3	7.48.900	69.600
educational – university – sport facilities	5%	416.050	38.665	1.248.160	116.000	6.000	696.000.000	20	3	312.040	29.000
mosques	1%	124.815	11.600	249.630	23.200	8.000	185.600.000	2	2	62.410	5.800
park - landscape	-	4.552.210	423.140	-	-	1.000	423.142.000	-	-	91.060	8.470
sum		6.240.000	580.000	24.963.200	2.320.000		13.600.742.000			18.913.325	1.757.750



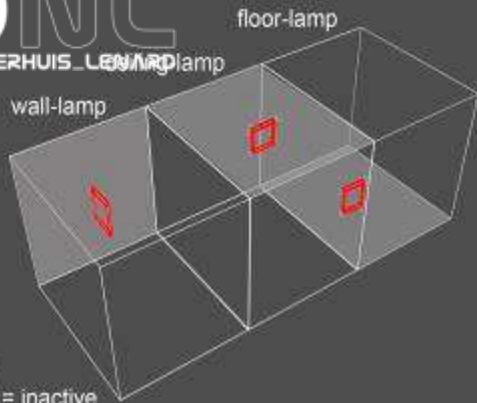
Master plan 2.000.000 m² - UAE



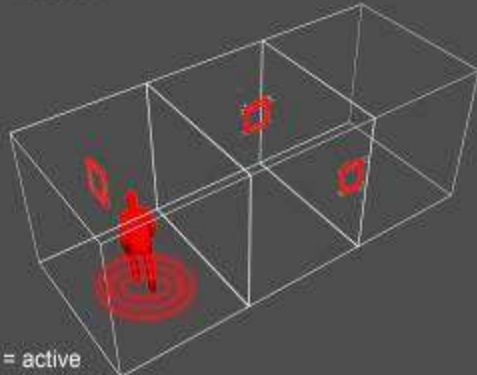
Master plan 2.000.000 m² - UAE

The image depicts a futuristic, high-tech interior environment. The scene is characterized by dark silhouettes of people in business attire, suggesting a professional or corporate setting. The space is illuminated by various digital and light elements: glowing blue and yellow dots, vertical light strips, and rectangular panels that appear to be part of a data visualization or control interface. The overall aesthetic is clean, modern, and technologically advanced. The floor is highly reflective, mirroring the silhouettes and lights above. The background features a grid-like structure, possibly representing a digital network or data flow.

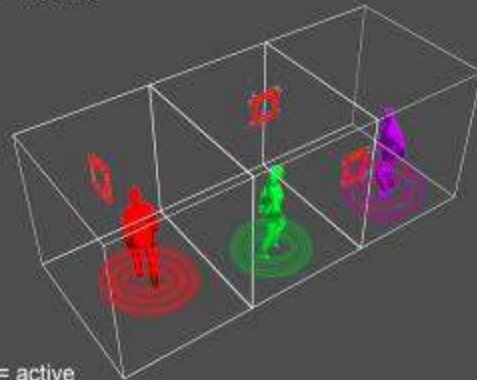
Transitions iTILE



time = 0
 0 visitors
 wall-lamp = inactive
 ceiling-lamp = inactive
 floor-lamp = inactive



time = 1
 1 visitor
 wall-lamp = active
 ceiling-lamp = inactive
 floor-lamp = inactive

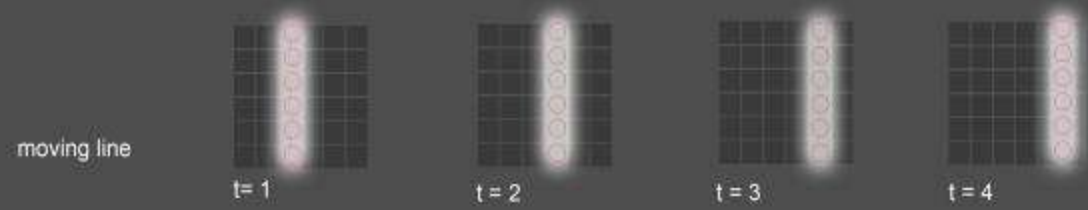
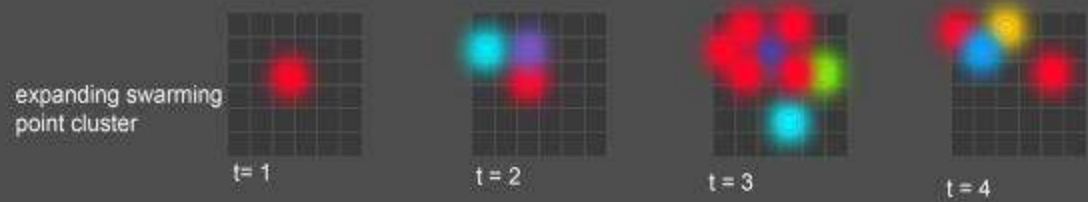
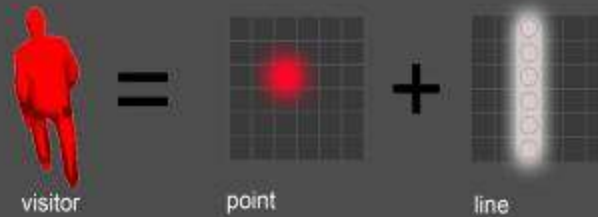


time = 2
 3 visitors
 wall-lamp = active
 ceiling-lamp = active
 floor-lamp = active

The container is subdivided in three zones. Each iLamp actively responds to the presence of visitors detected in that zone. The wall-lamp is triggered when the first visitor enters the container. According to the entering of the zone the graphical output is generated.

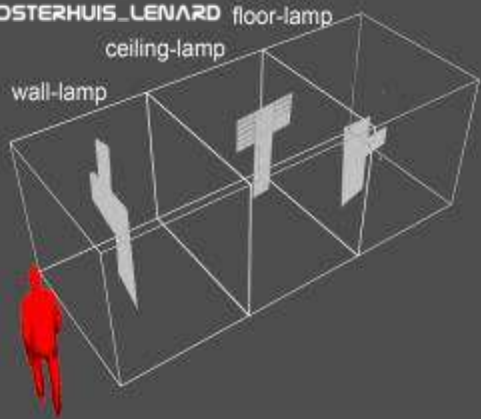
The graphical output consists of lines and points. The lines can move in x and y direction. A point is created and expands into a cluster of points.

When the visitor approaches an iLamp a point and line is generated for that person. The detection of a visitor in the particular zone will generate a line and a point on the nearest iLamp. The line will travel in a 2-d direction. The speed of the movement of the line is the result of the activity of the visitor. The point will also be generated on the nearest iLamp and starts expanding into the cluster. The cluster will travel from iLamp to iLamp, until it travels outside the spectrum of the iLamps. The expansion of this cluster is defined by the activity of the visitor.

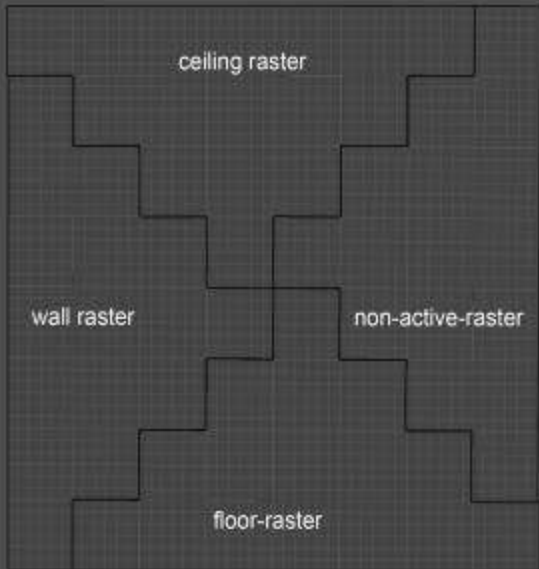


ONL

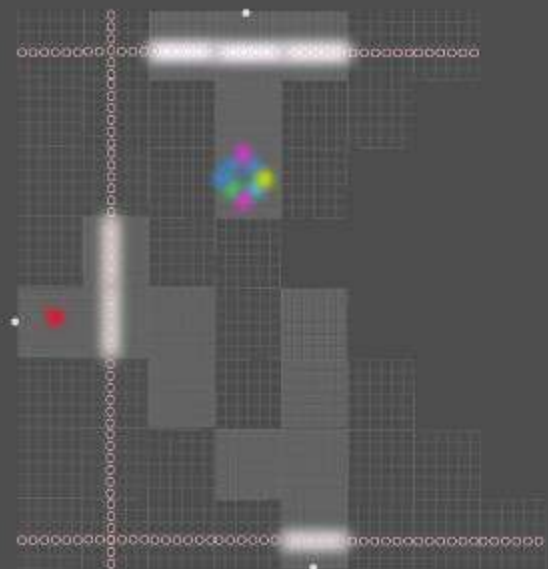
OOSTERHUIS_LENARD



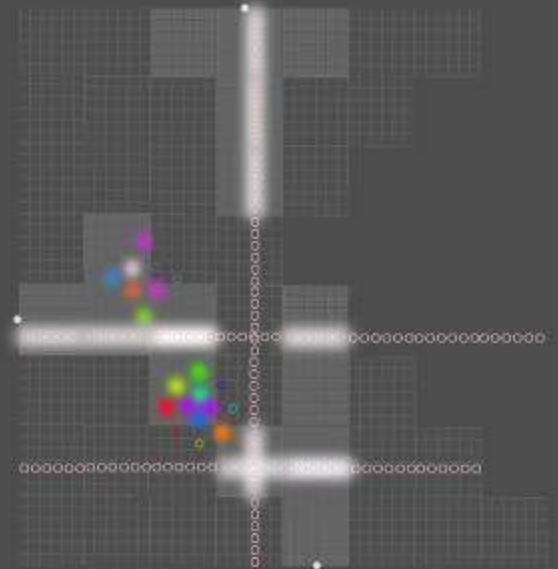
multiple lamp configurations



2-d raster defining image boundaries
Using 5 Tiles per Lamp, the modular placement of the Tiles is limited within it's specific boundary.



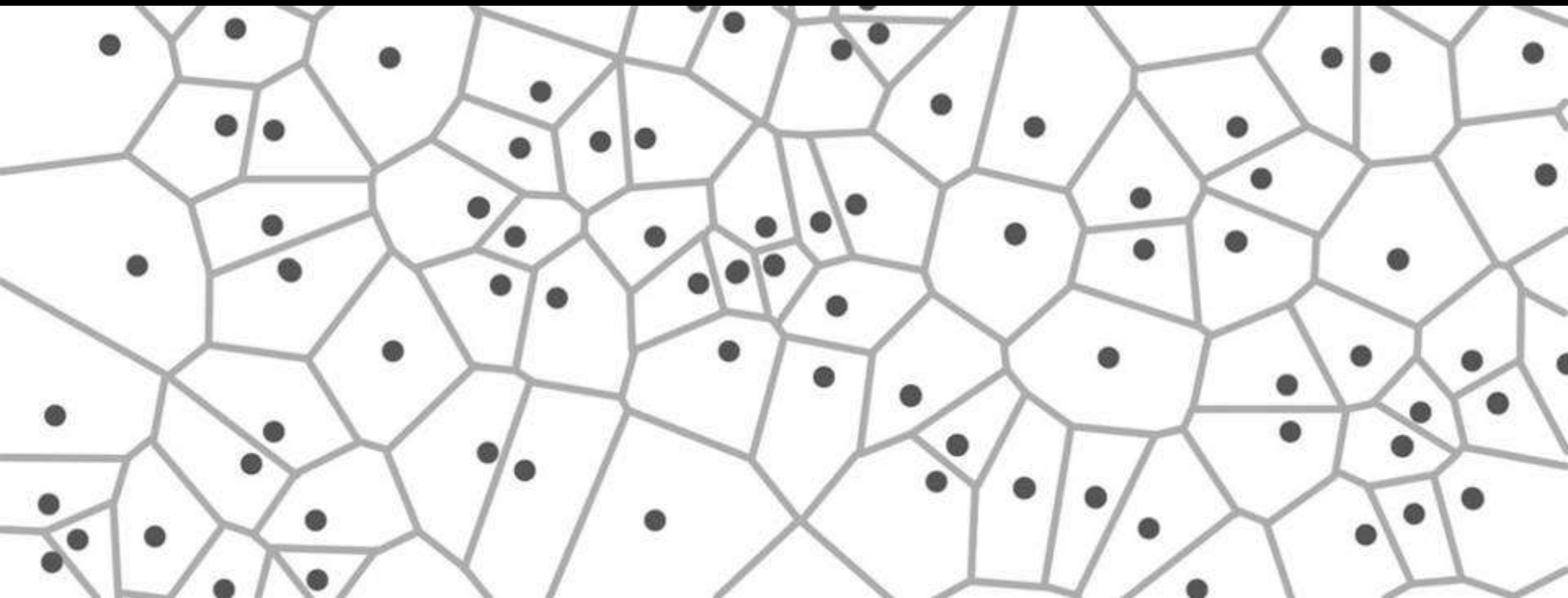
Gradual linear displacement of lines. The activity of the visitor is sensed resulting in speed of movement of the particular line.



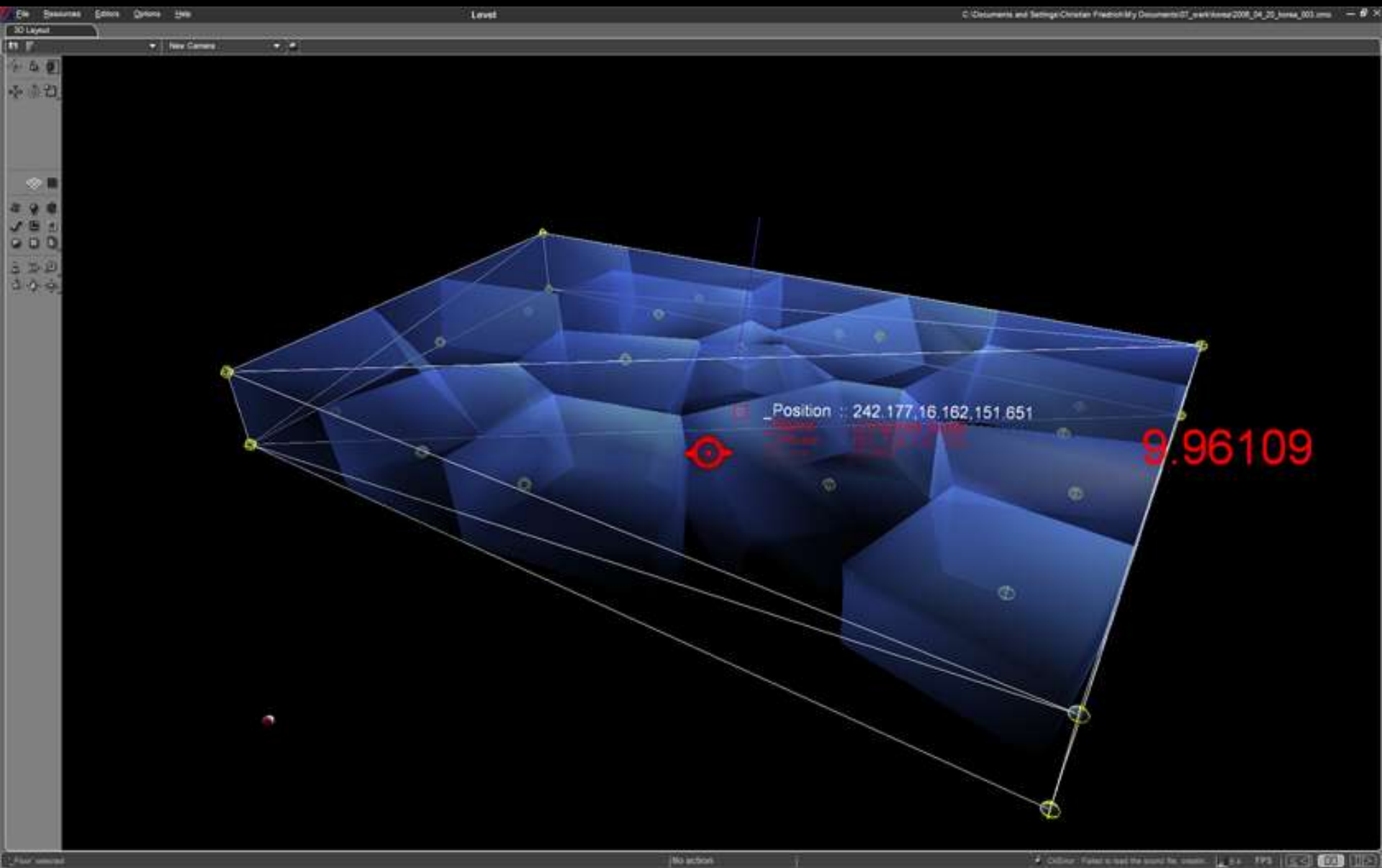
The inserted points behave with random displacement. The expansion of the point into a cluster is linked to the activity of the visitor.



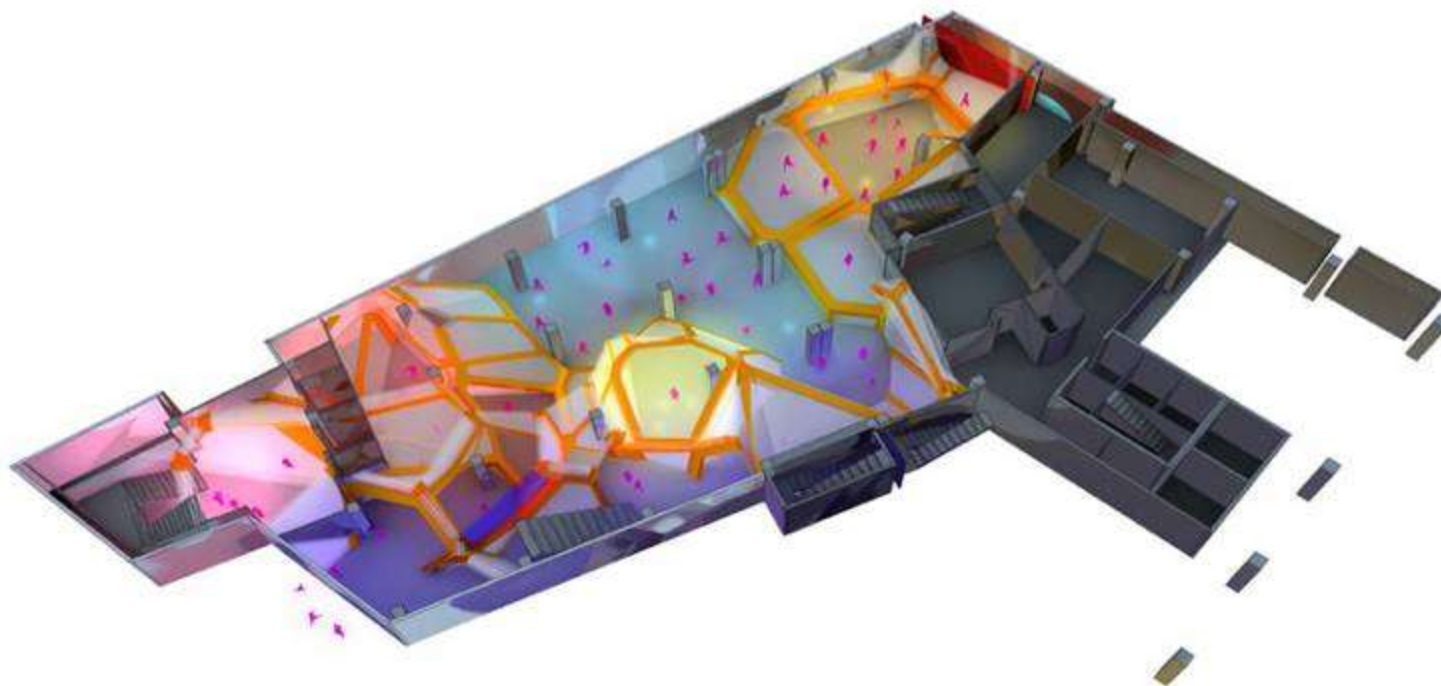
Transitions iTILE Milan



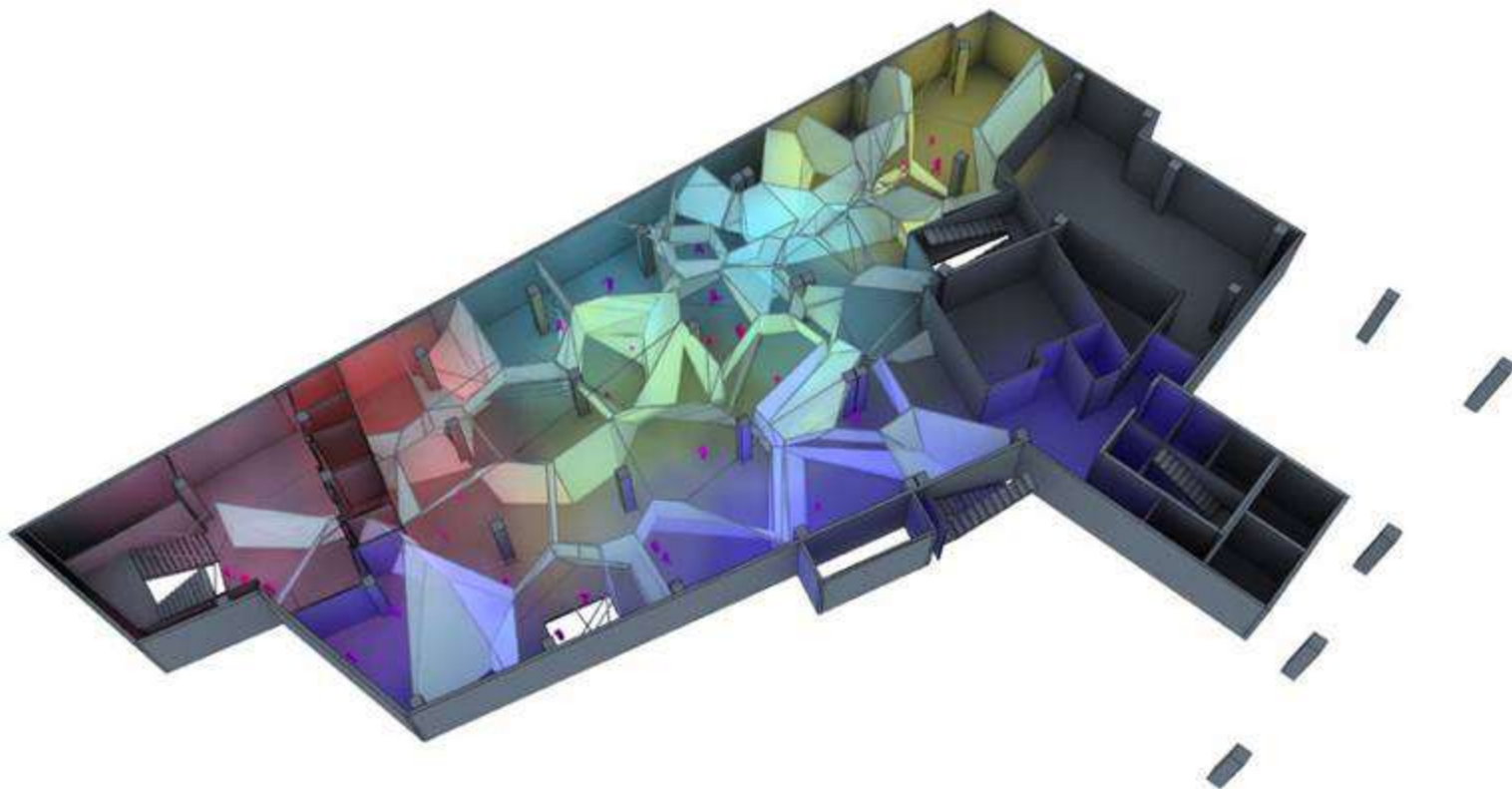
Digital pavilion



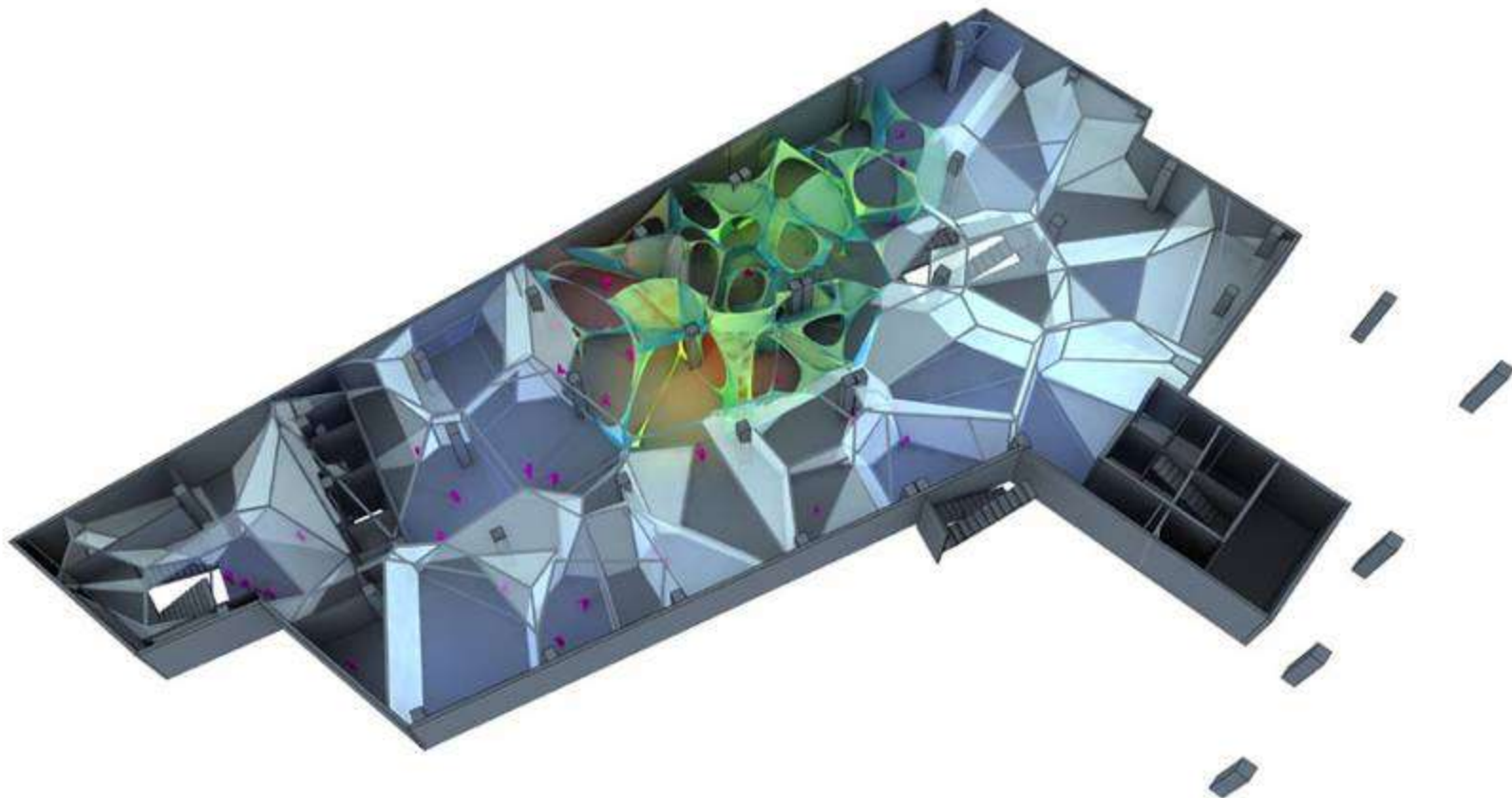
Digital pavilion



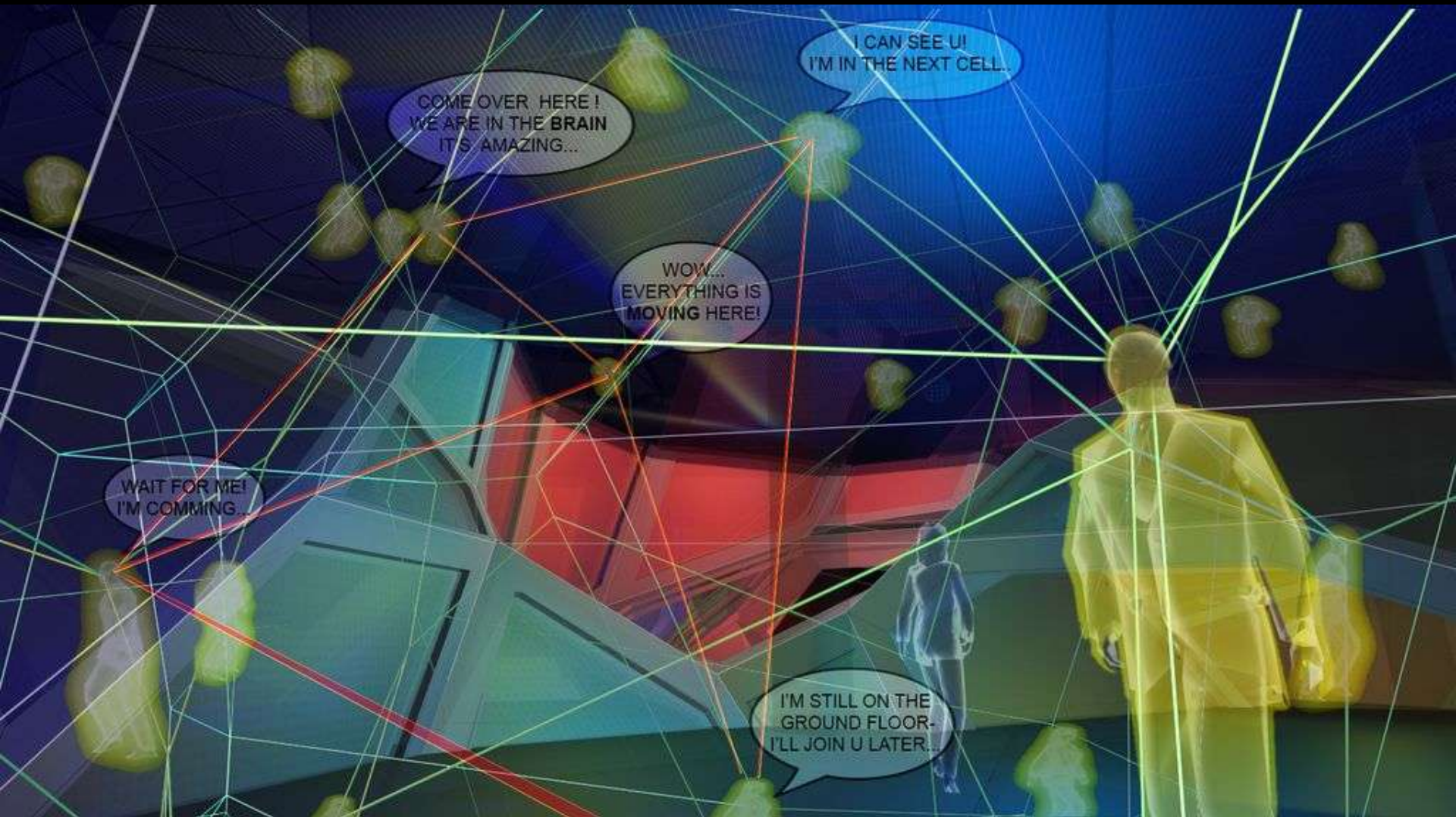
Digital pavilion level 0



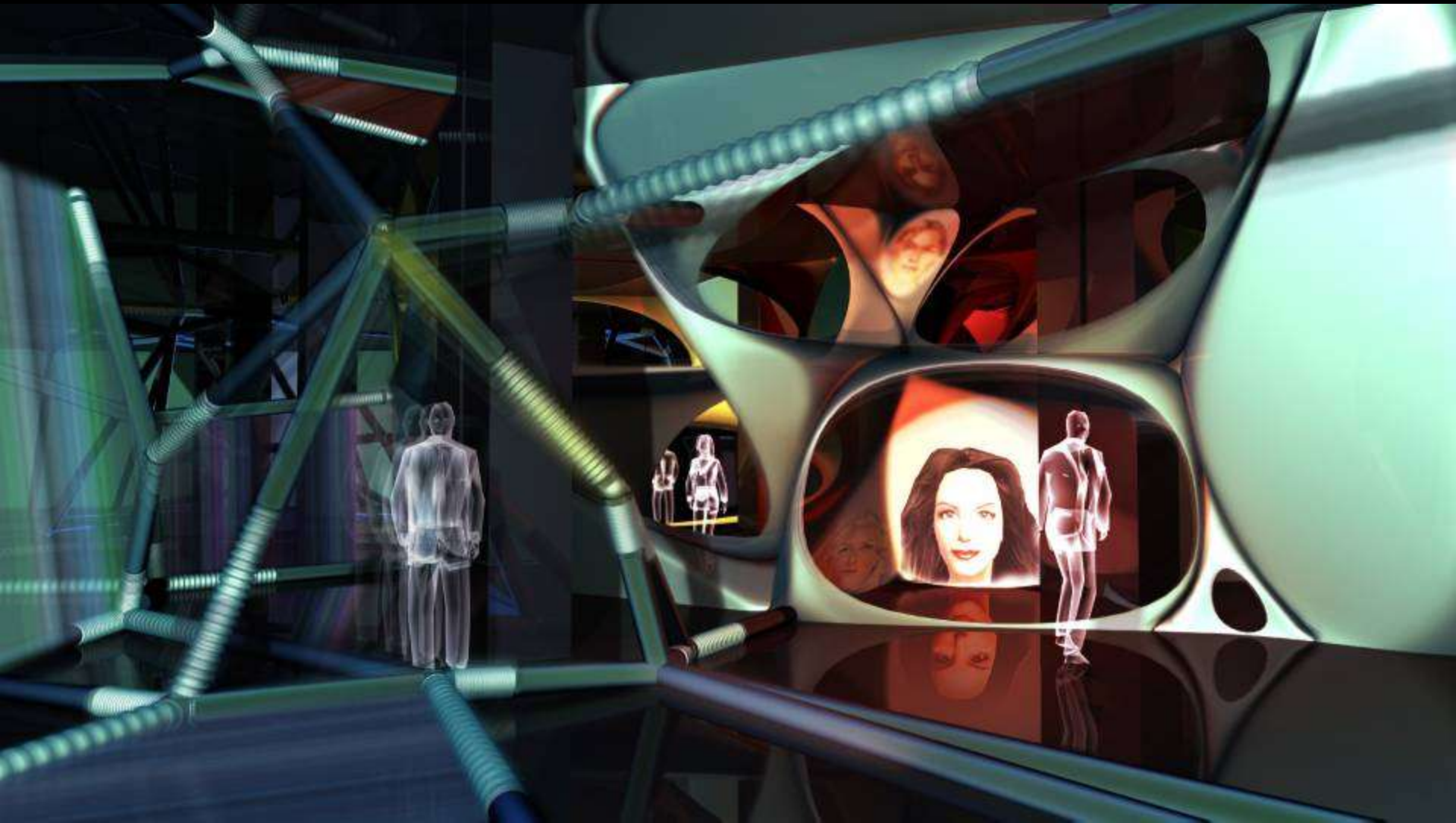
Digital pavilion level 1



Digital pavilion level 2



Digital pavilion



Digital pavilion



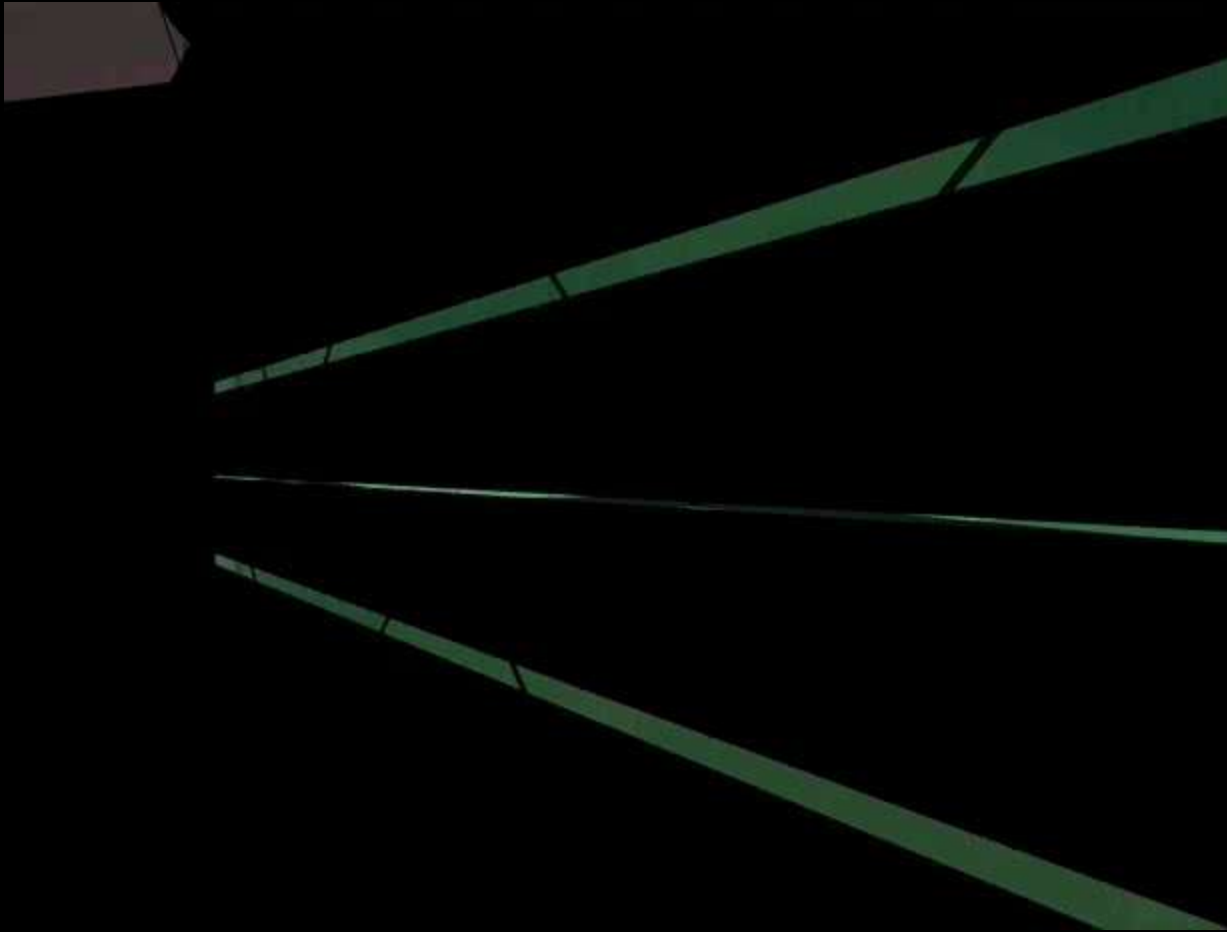
Digital pavilion



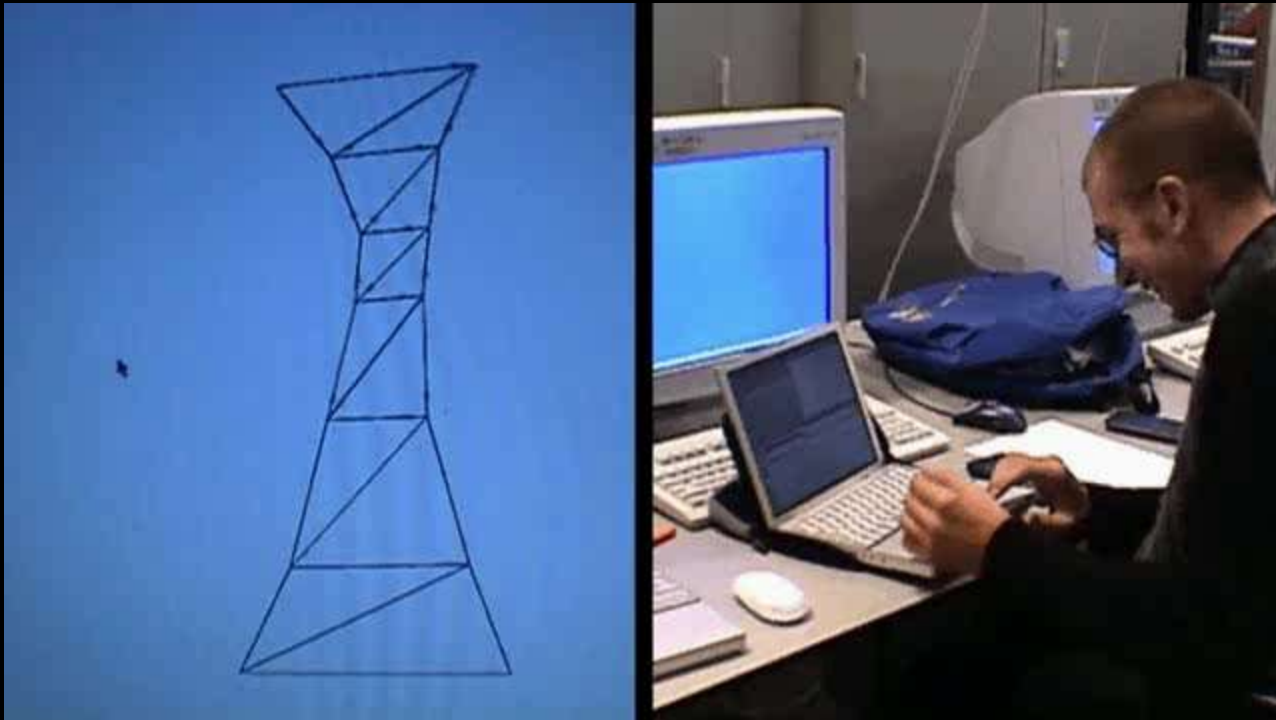
Digital pavilion



Adaptive facade



Adaptive facade



Hyperbody Muscle Tower