

# THE CLOUD

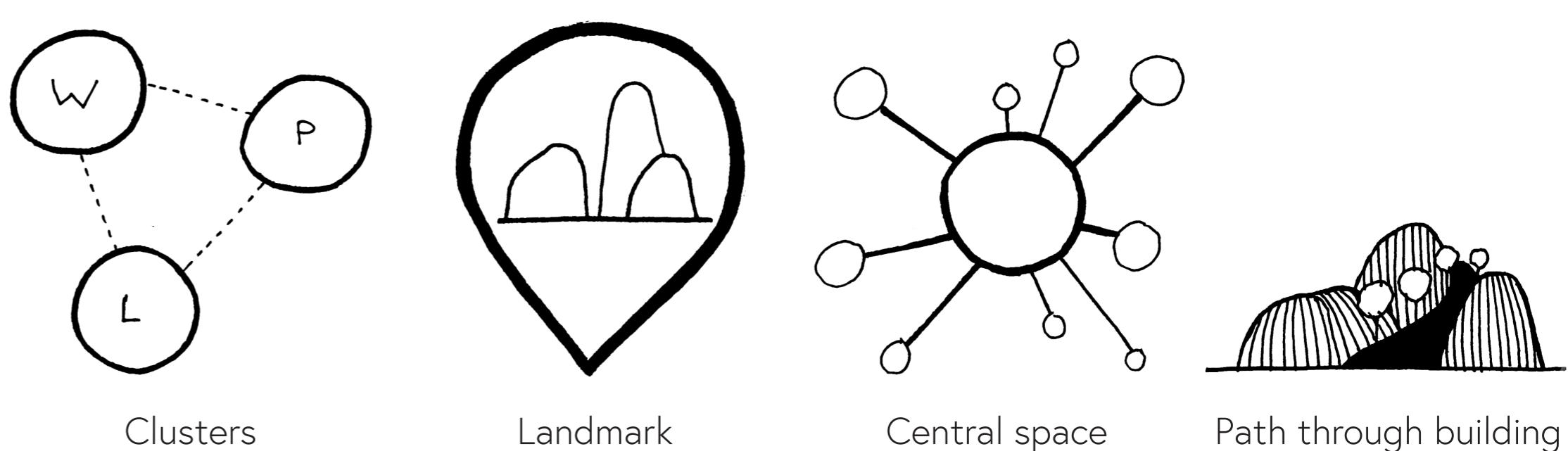
## A live-work-play environment

### Design Intent

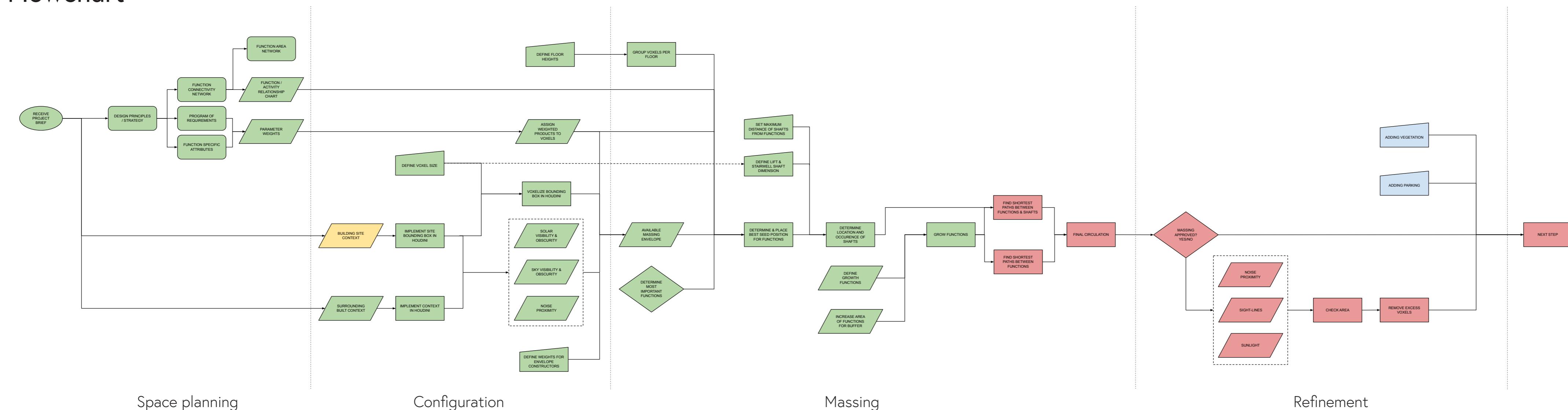
This design aims to bring together the three important areas of life: LIVE, WORK & PLAY.

In order to achieve this, we have come across these important problems and questions:

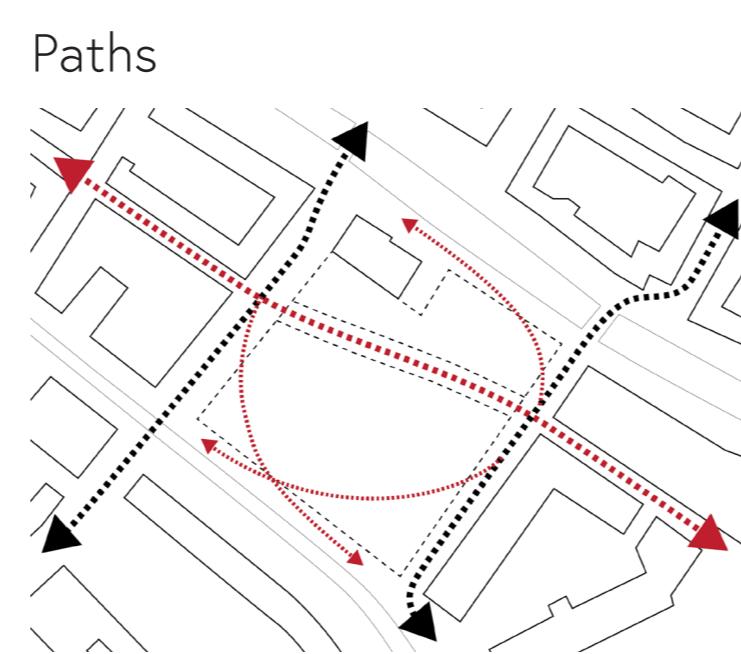
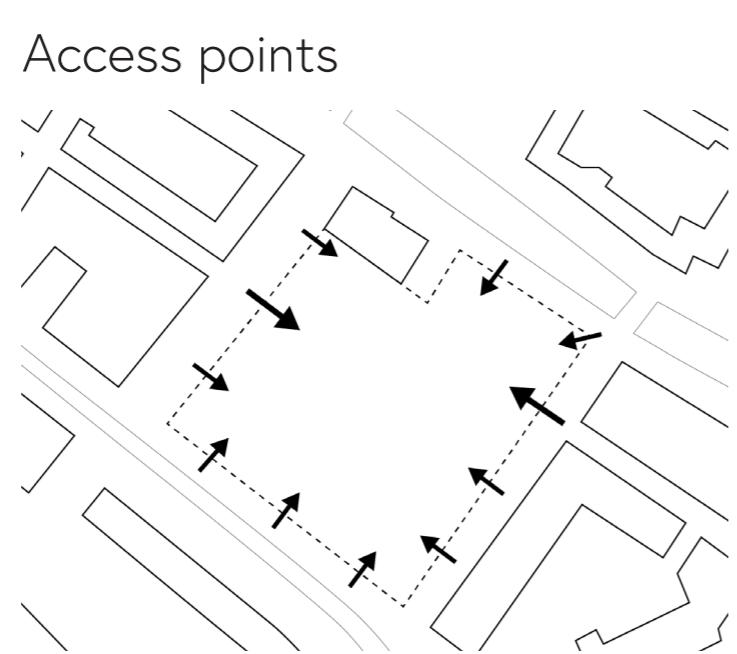
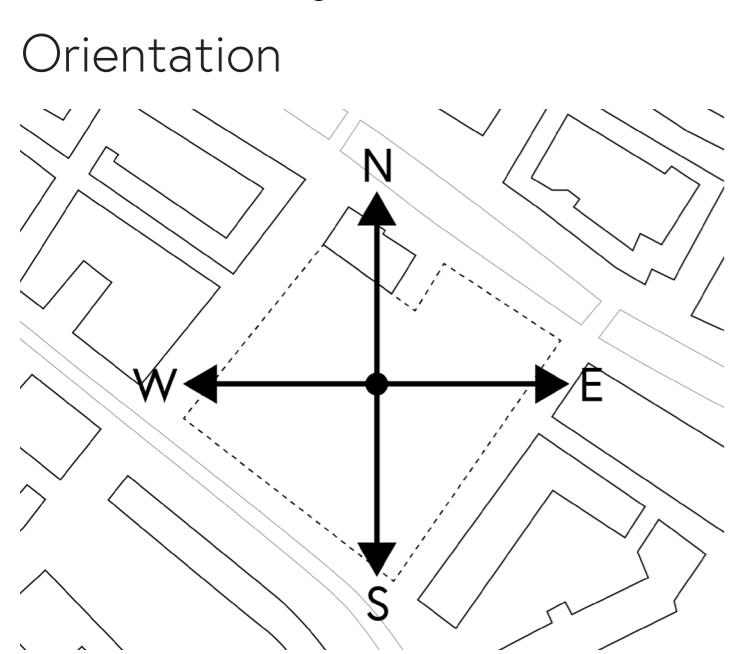
- Promoting co-existence between the three main clusters.
- How to provide adequate sunlight & other necessities?
- Creating a divide between the public and private.
- How can the building become a landmark within the city?
- Can a social central gathering space be created?



### Flowchart

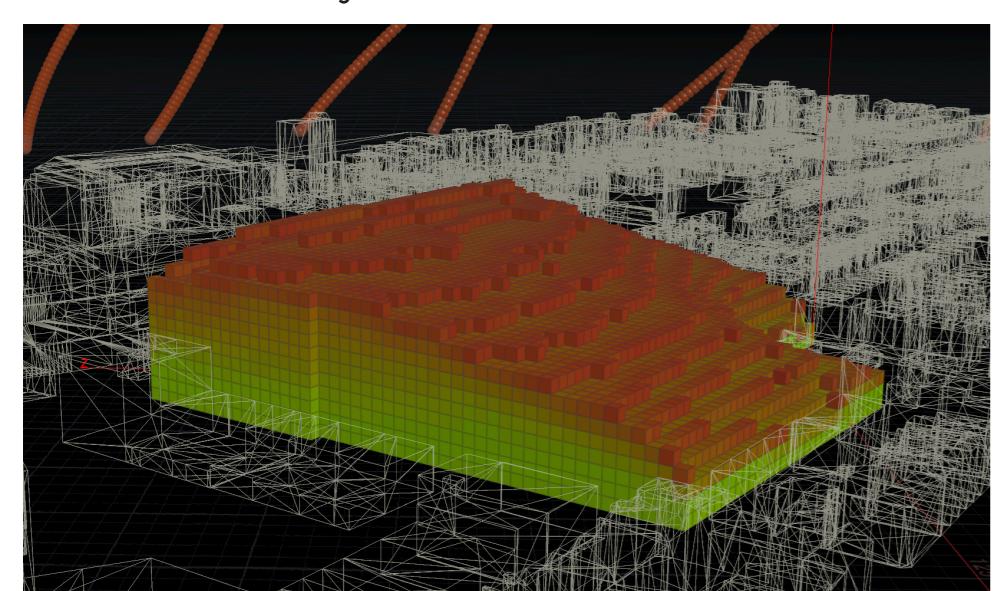


### Site Analysis

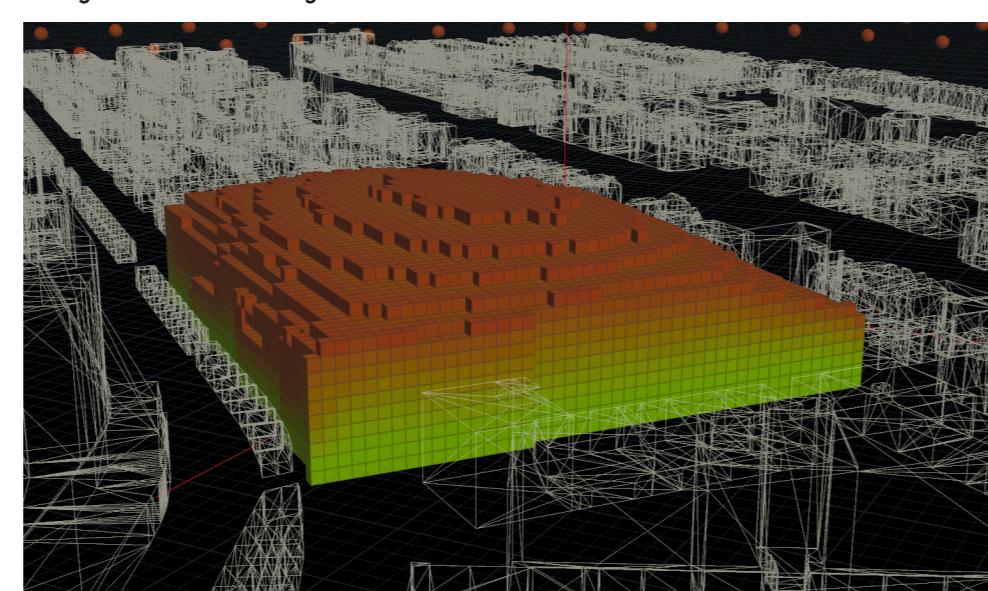


### Massing Envelope

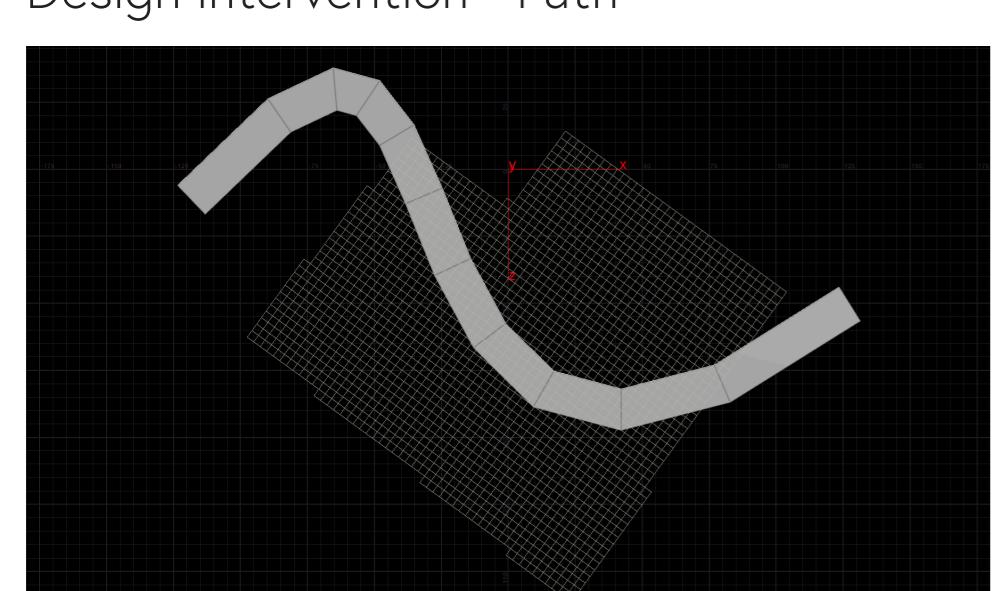
Solar obscurity (for context)



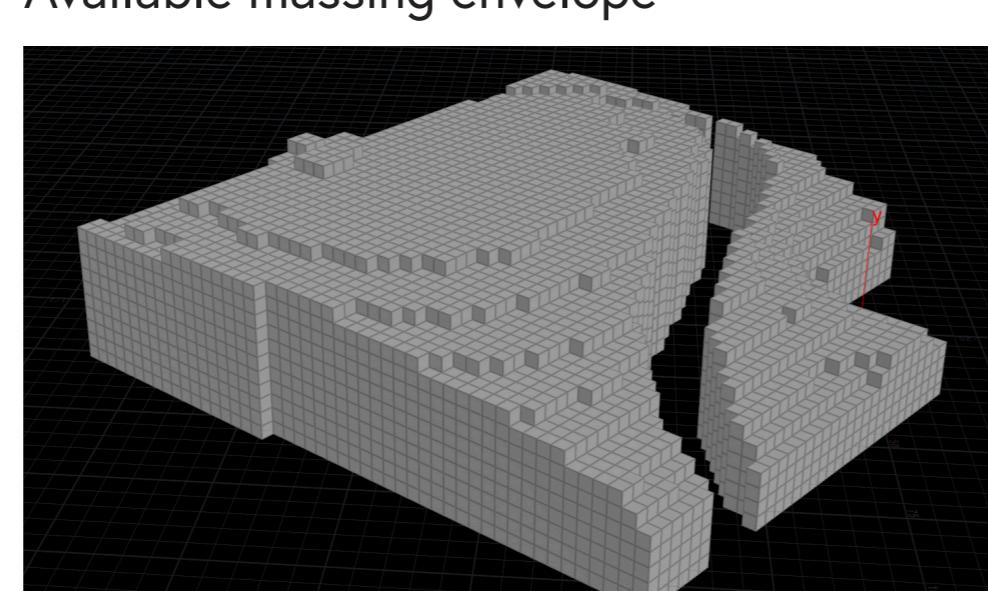
Sky obscurity (for context)



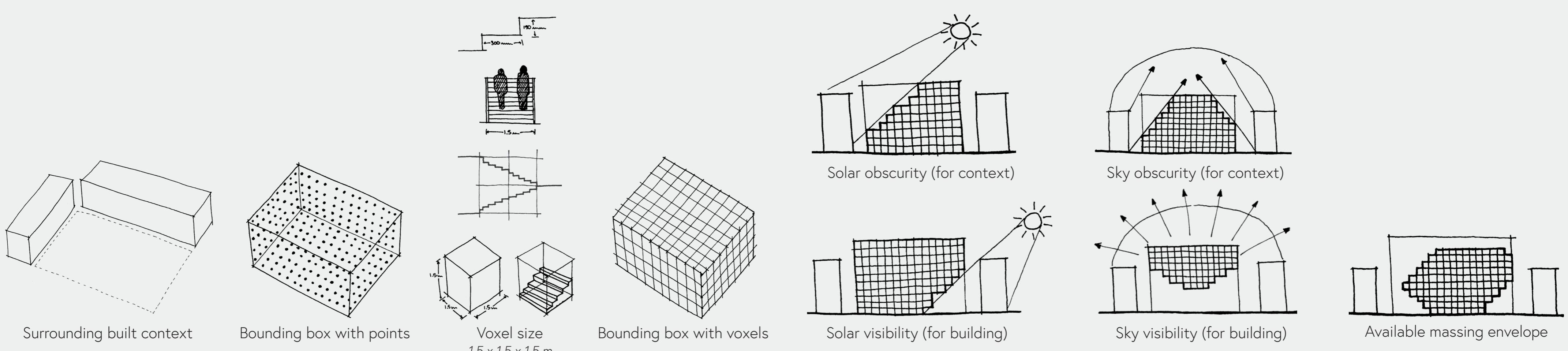
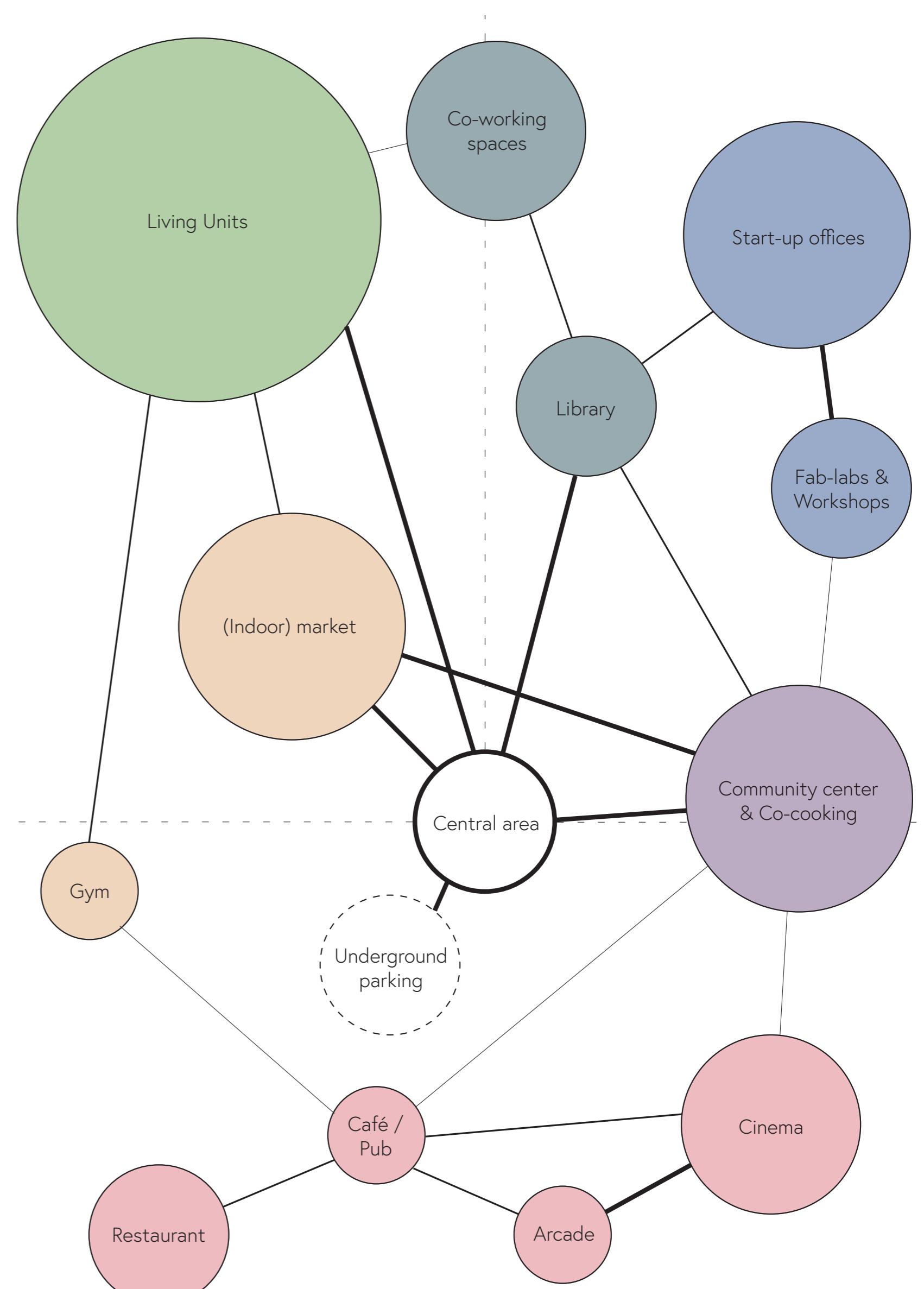
Design intervention - Path



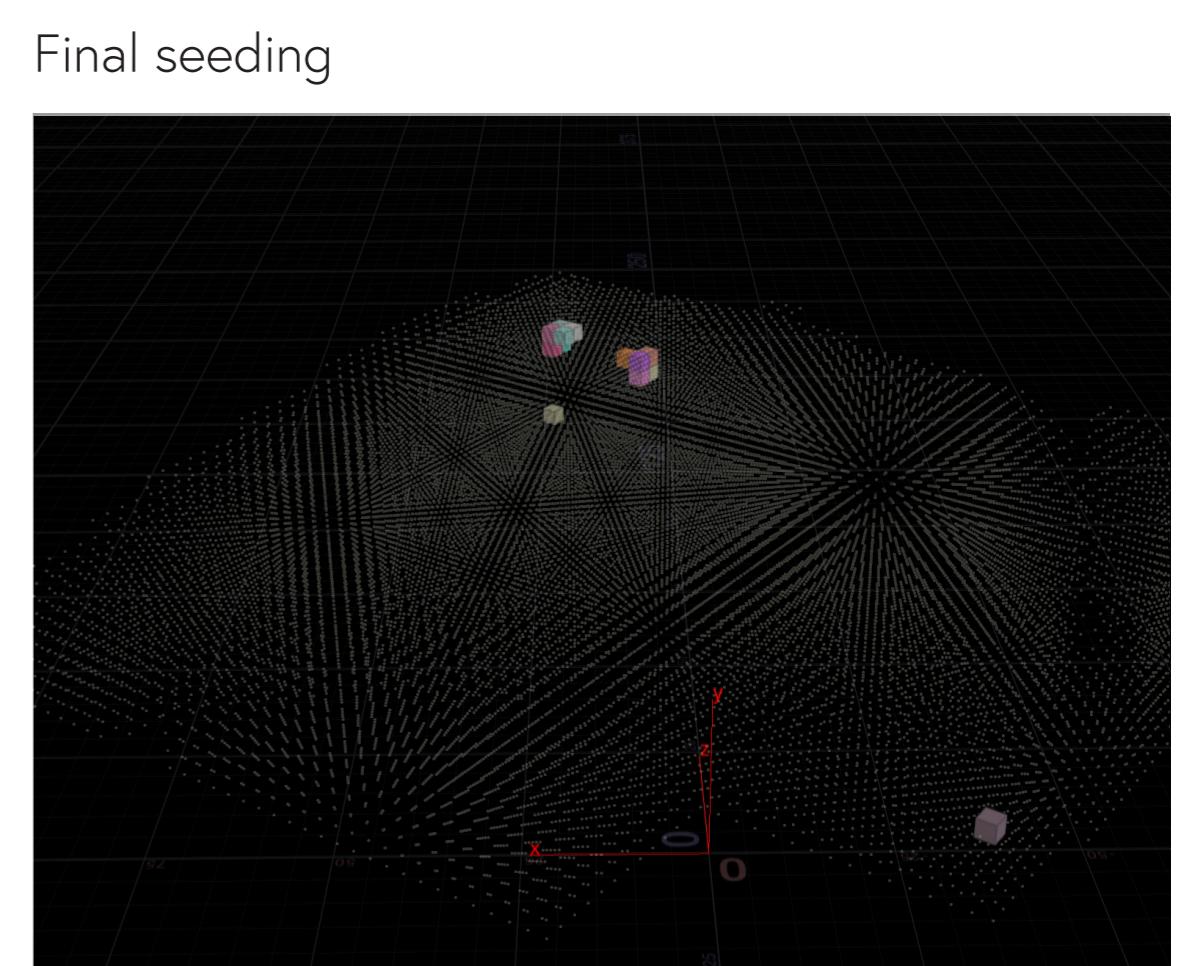
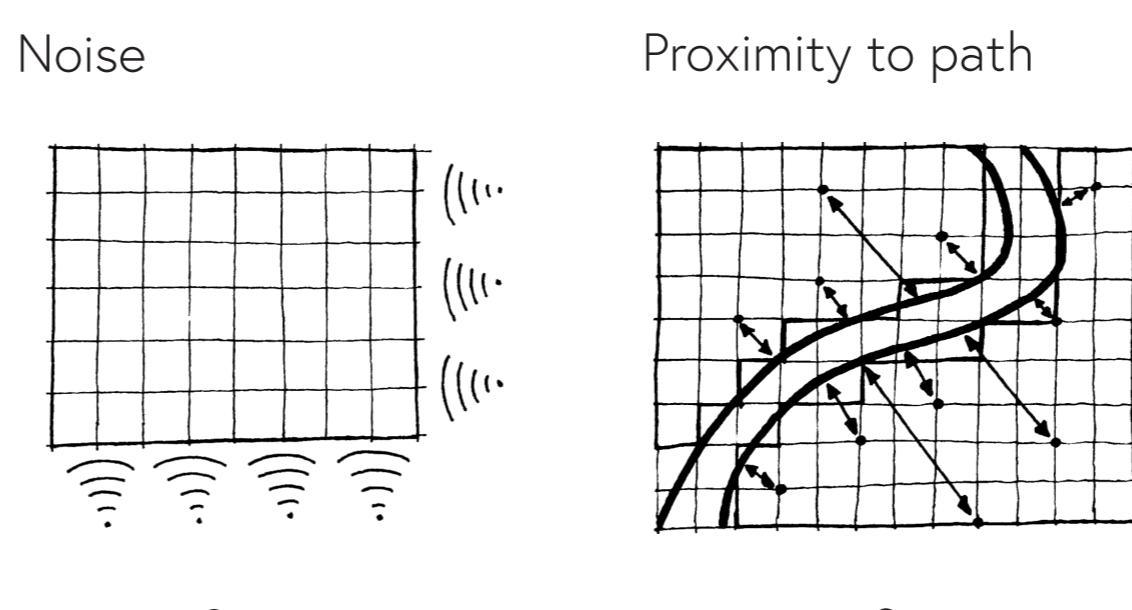
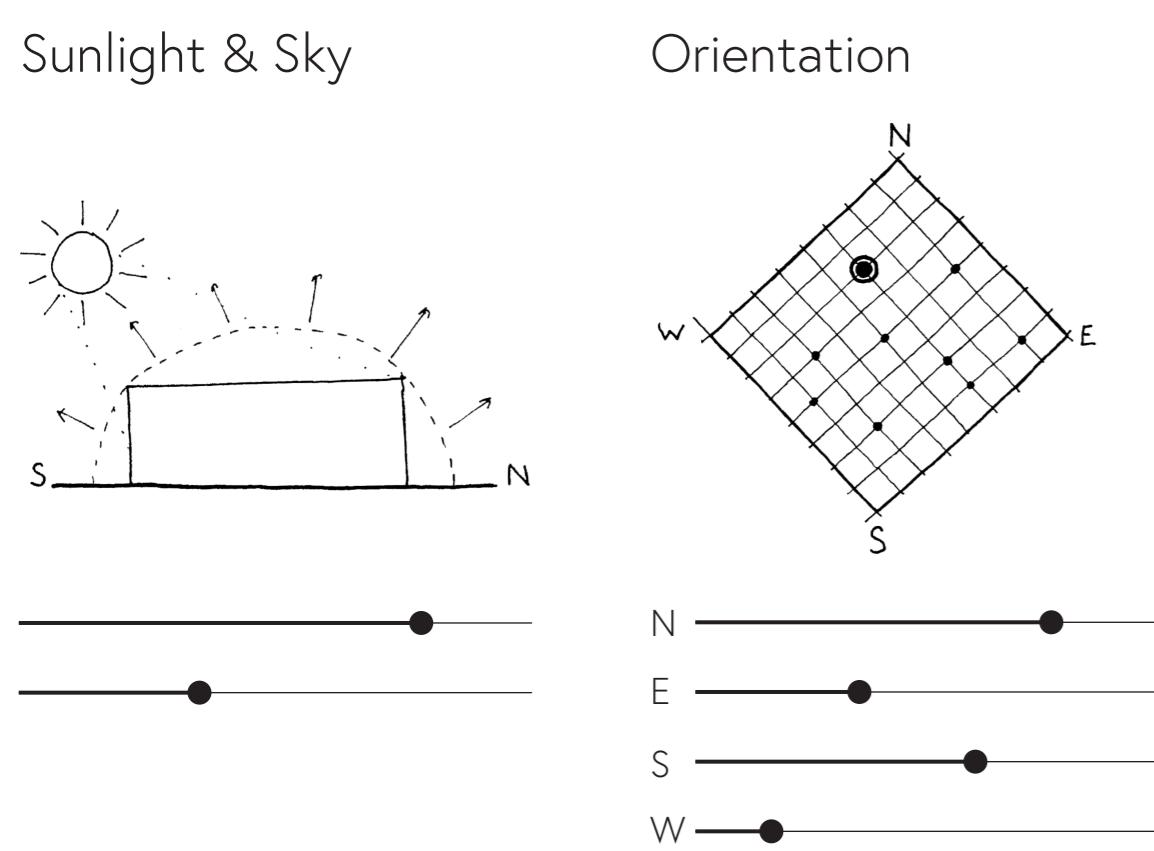
Available massing envelope



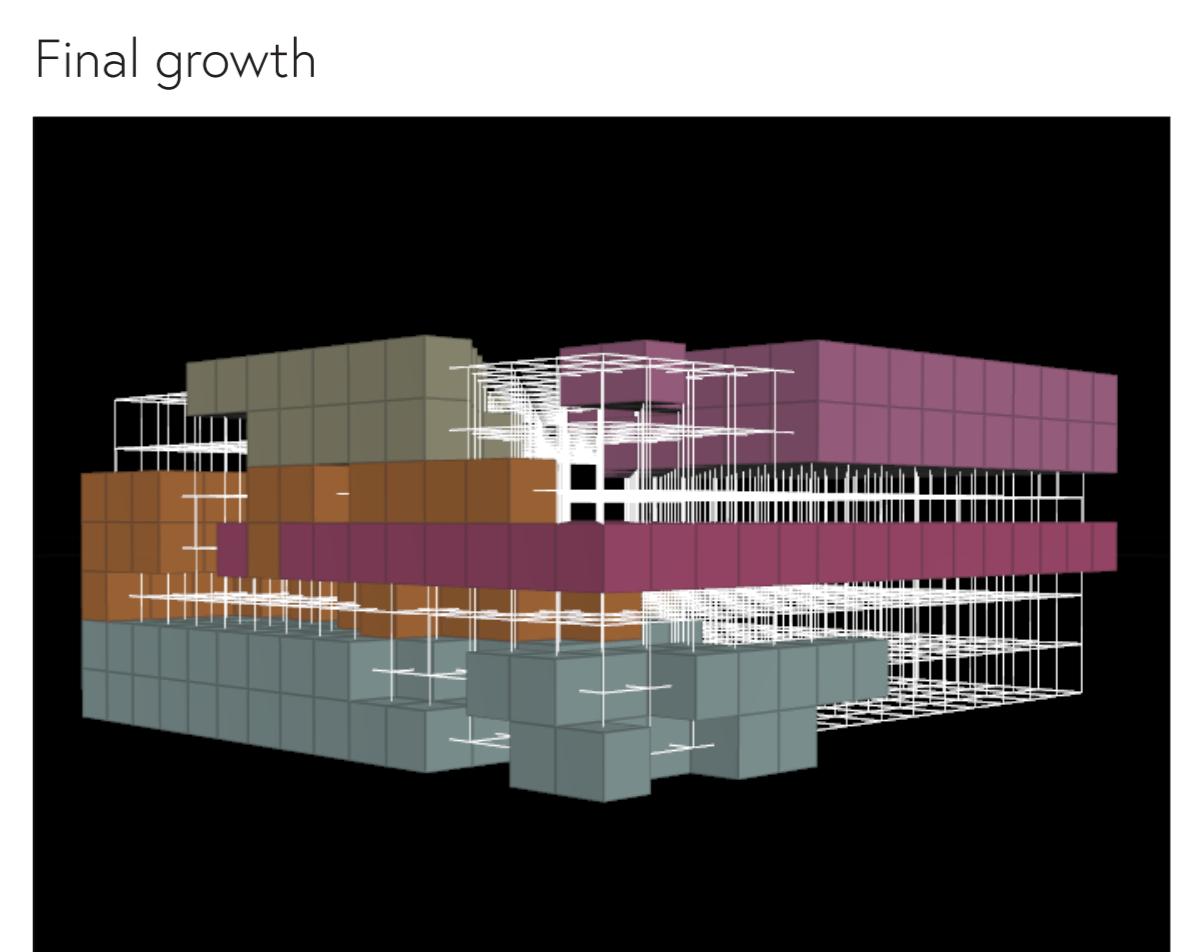
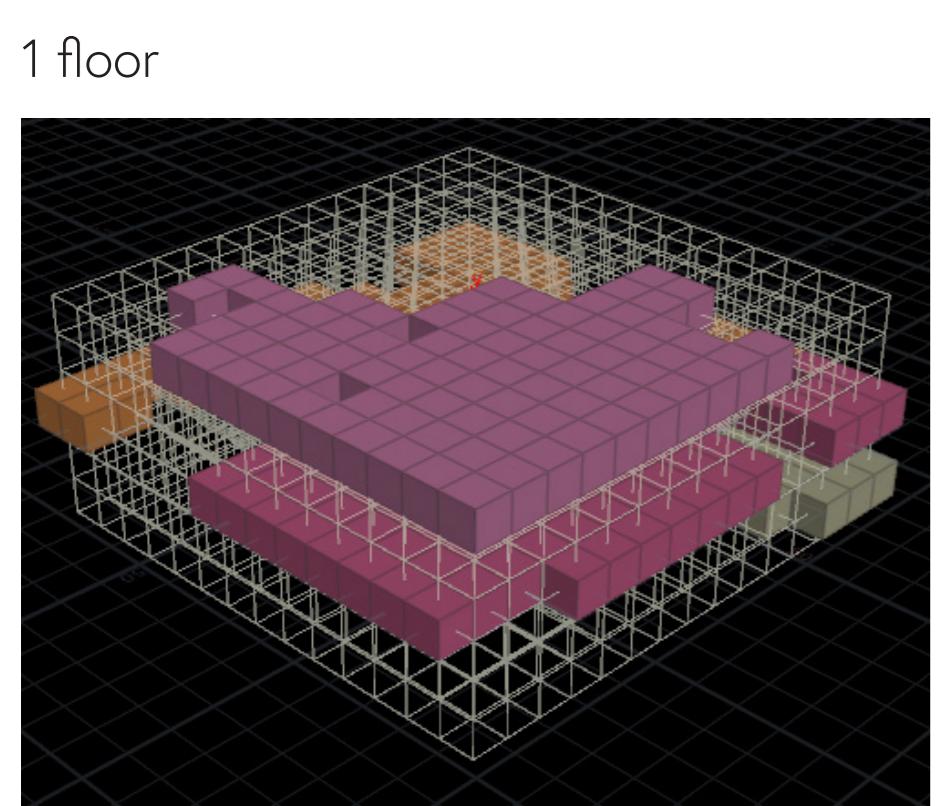
### Function network



## Seeding



## Growth



## Vertical circulation shafts

Max. distance from function to shaft

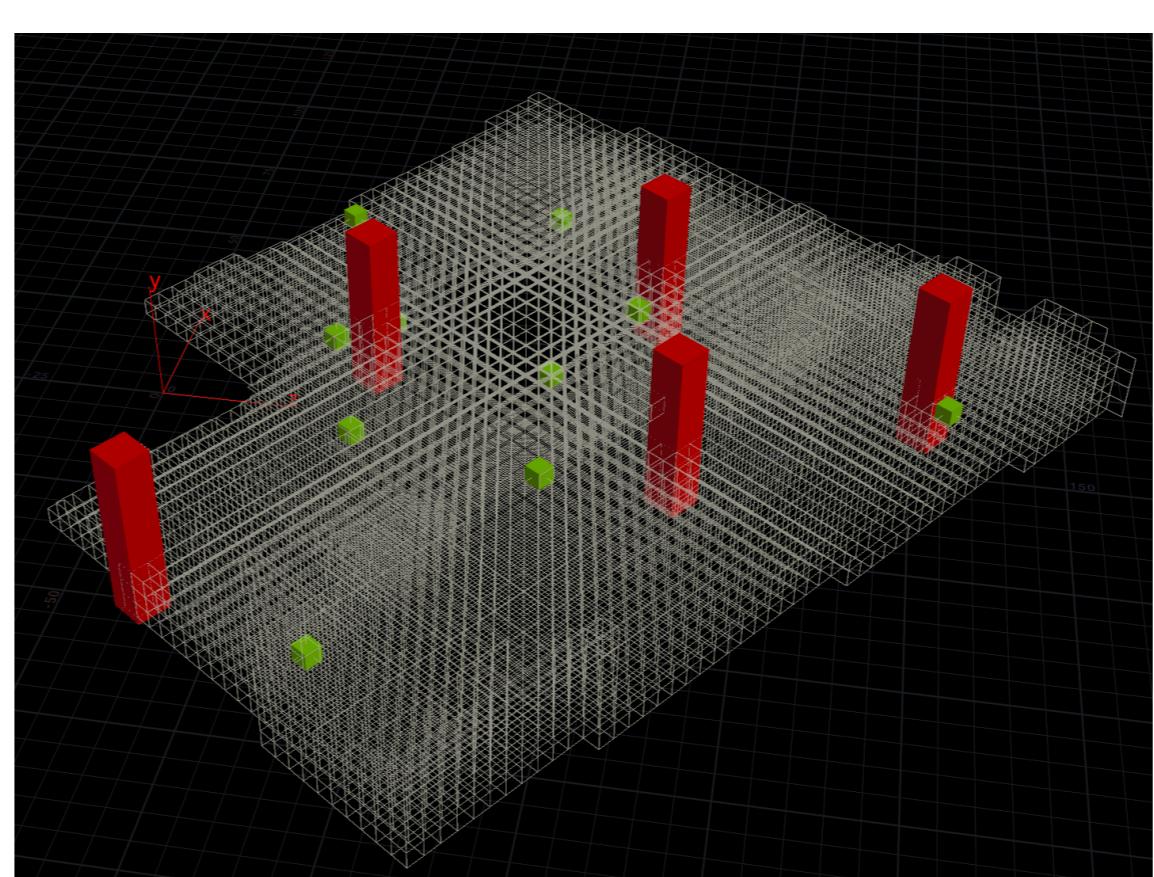
25 m

Min. distance between shafts

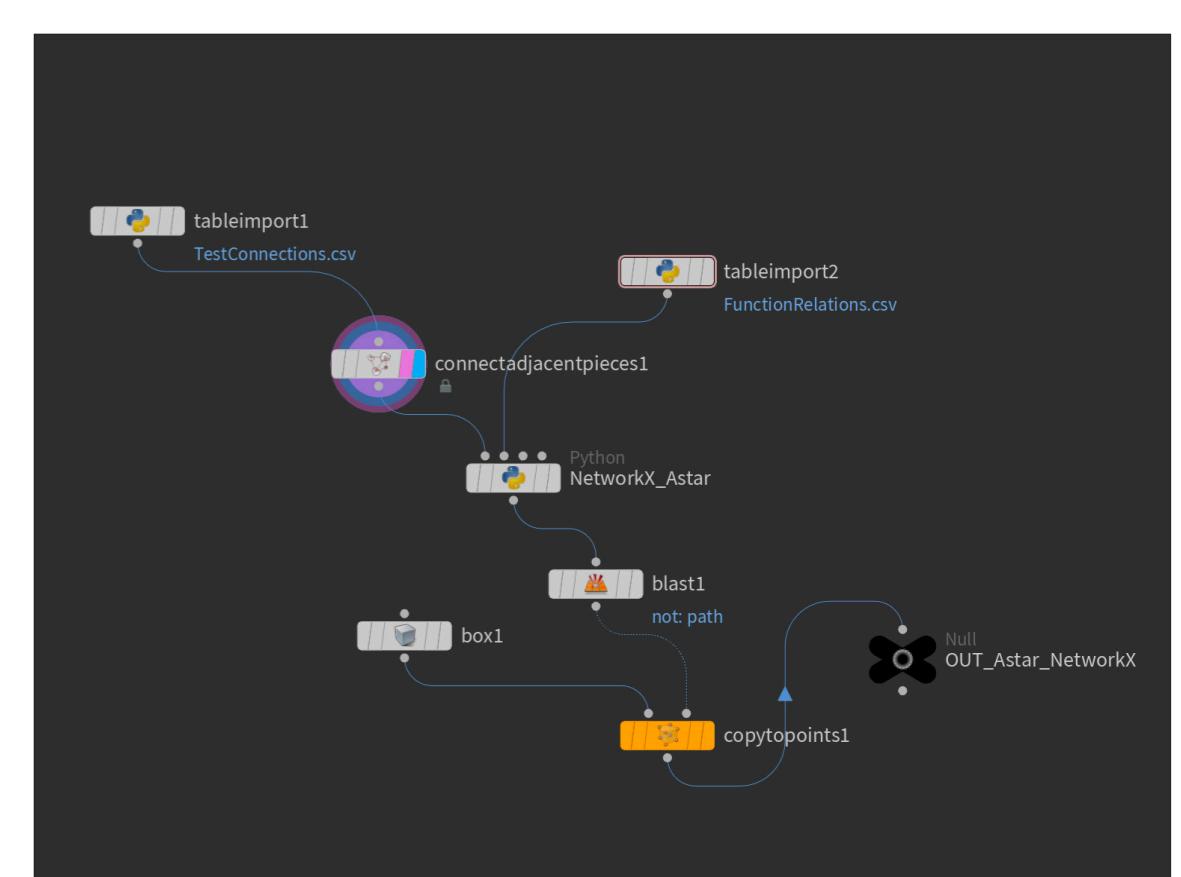
25 m

Number of shafts

5

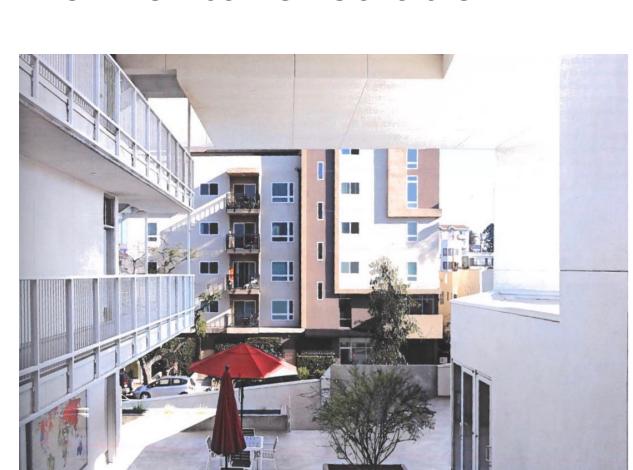


## Shortest path-finding

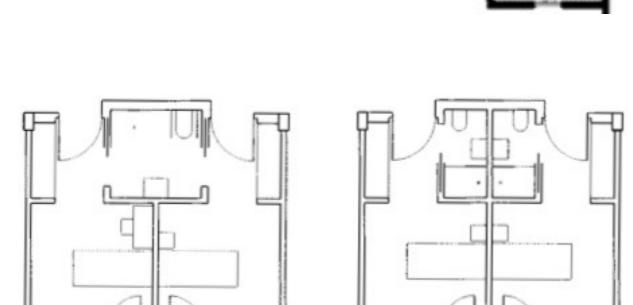


## Next steps

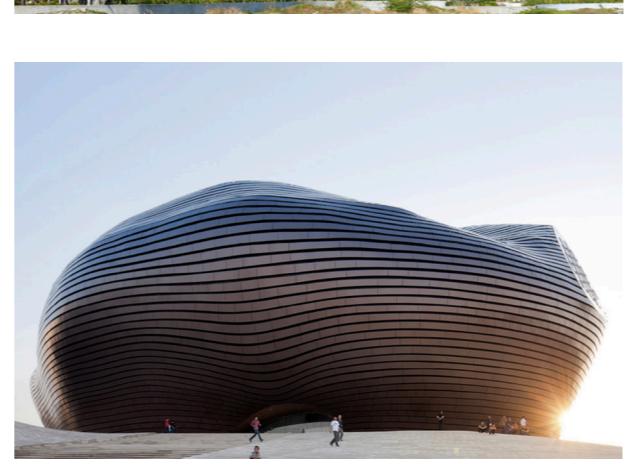
Horizontal circulation



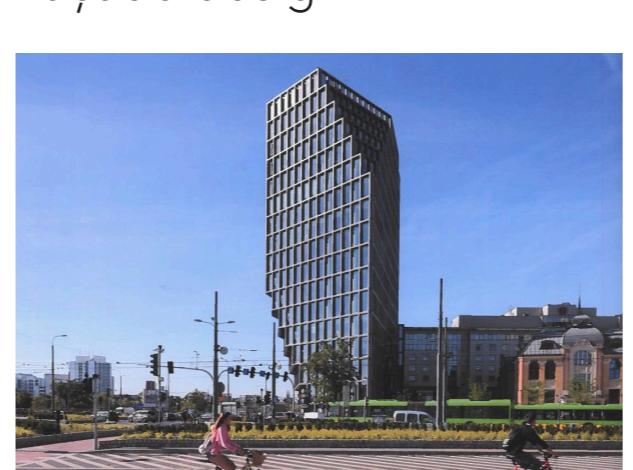
Example floorplans



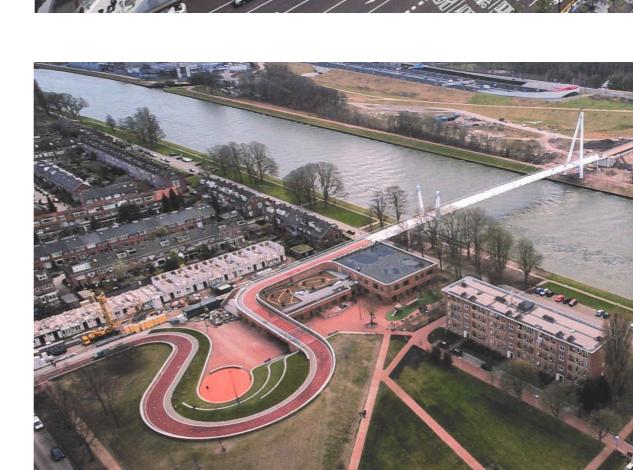
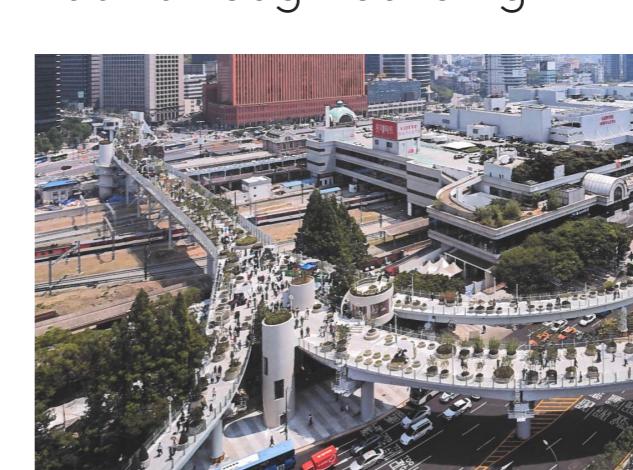
Shape refinement



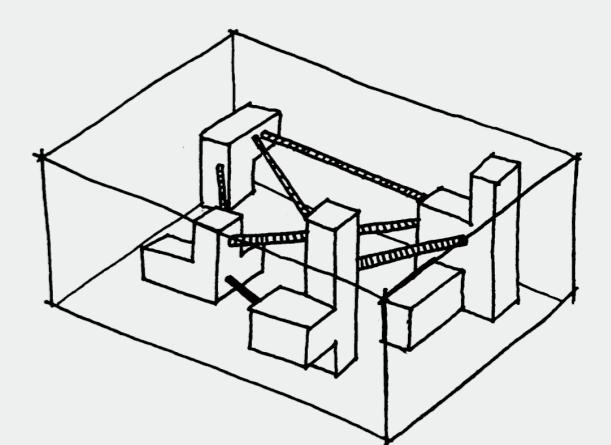
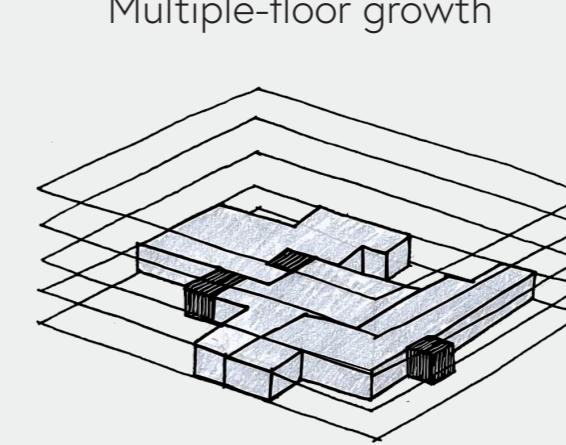
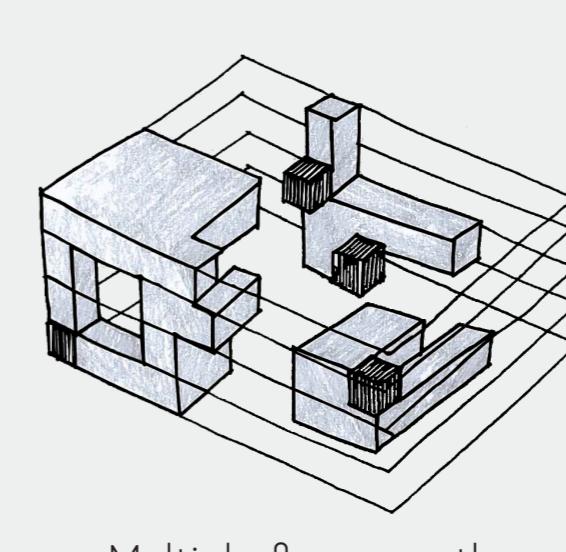
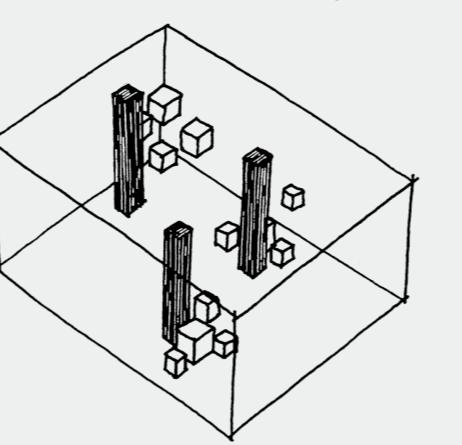
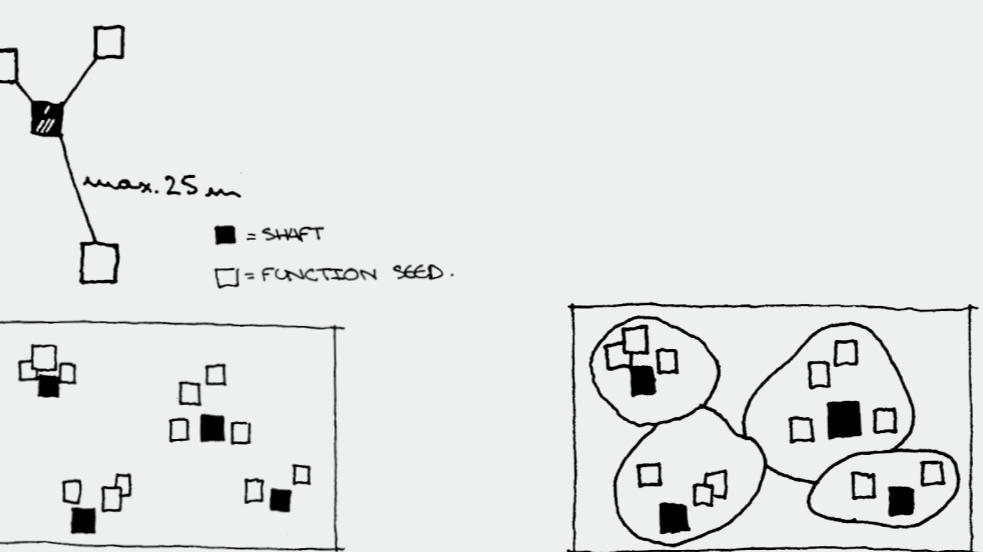
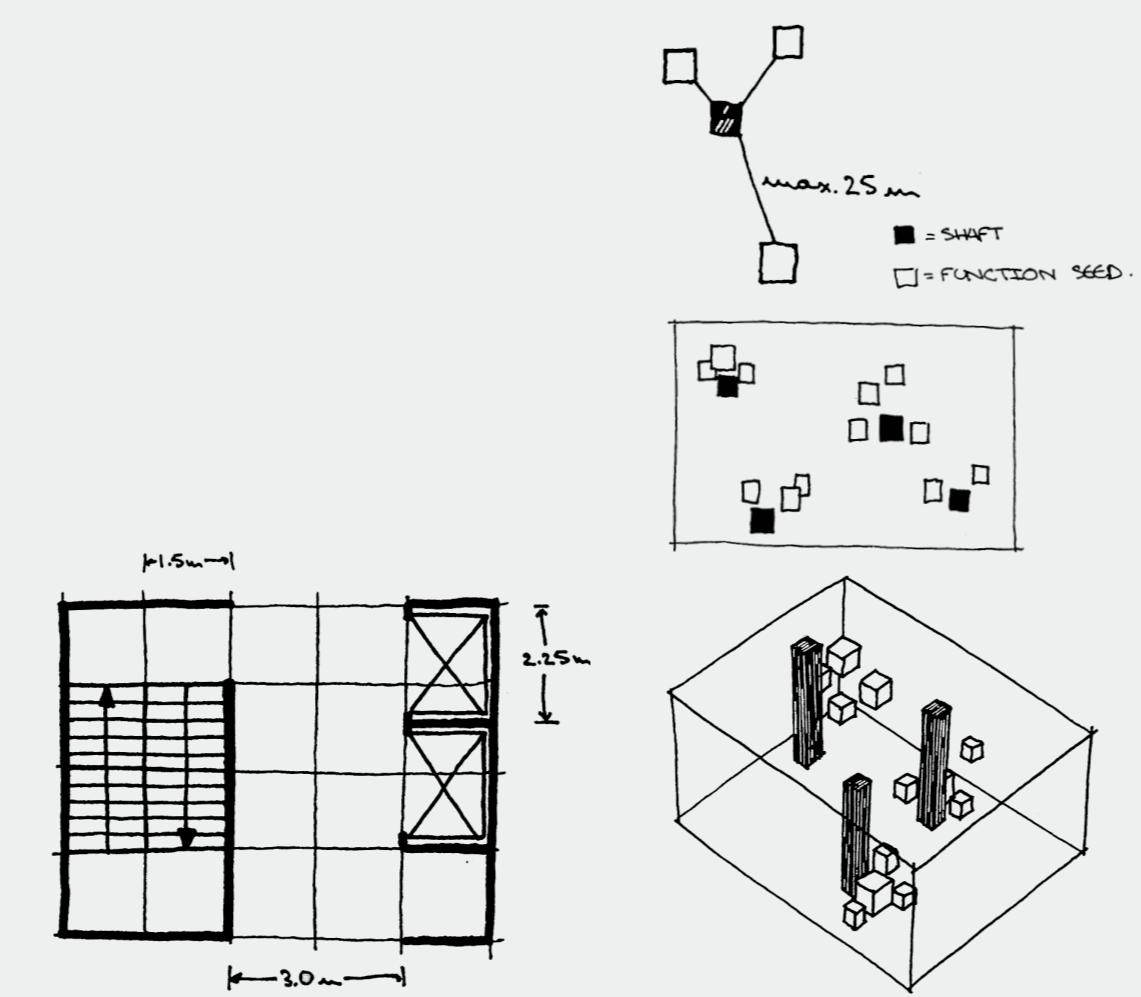
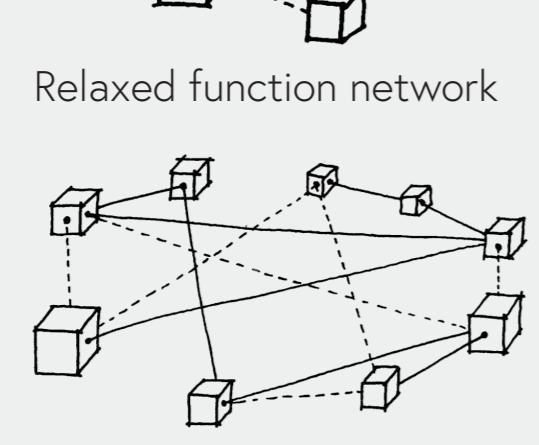
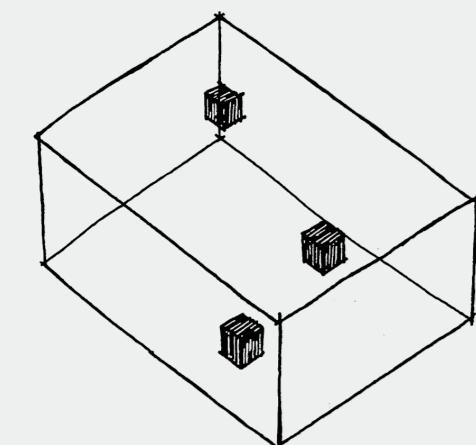
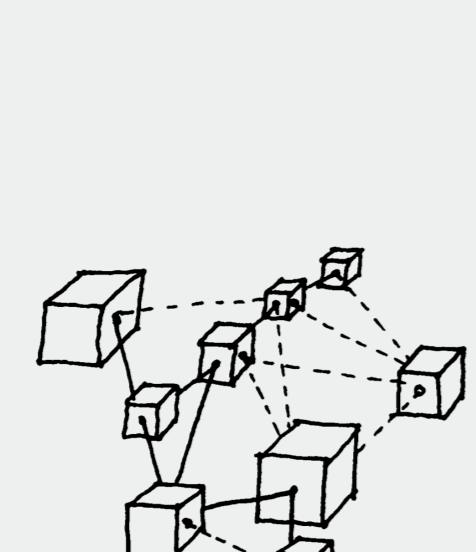
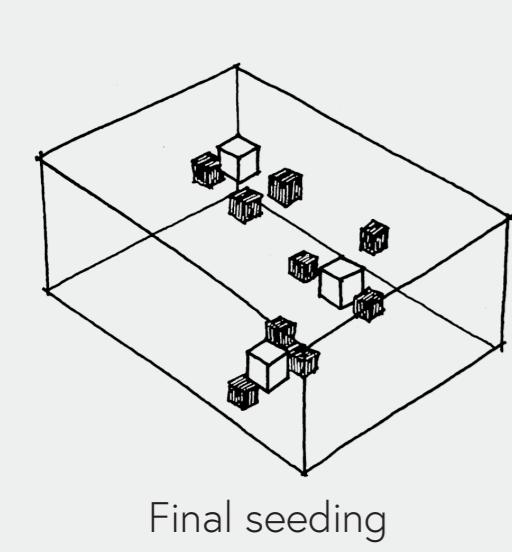
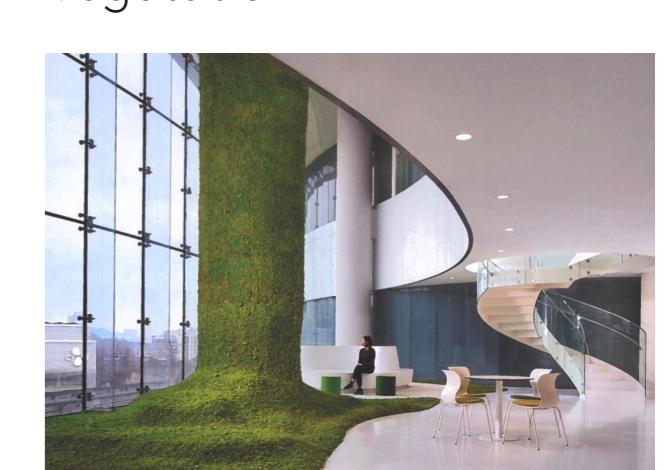
Façade design



Path through building



Vegetation



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