

Adobe Creative Community

A Skill Based Community Center

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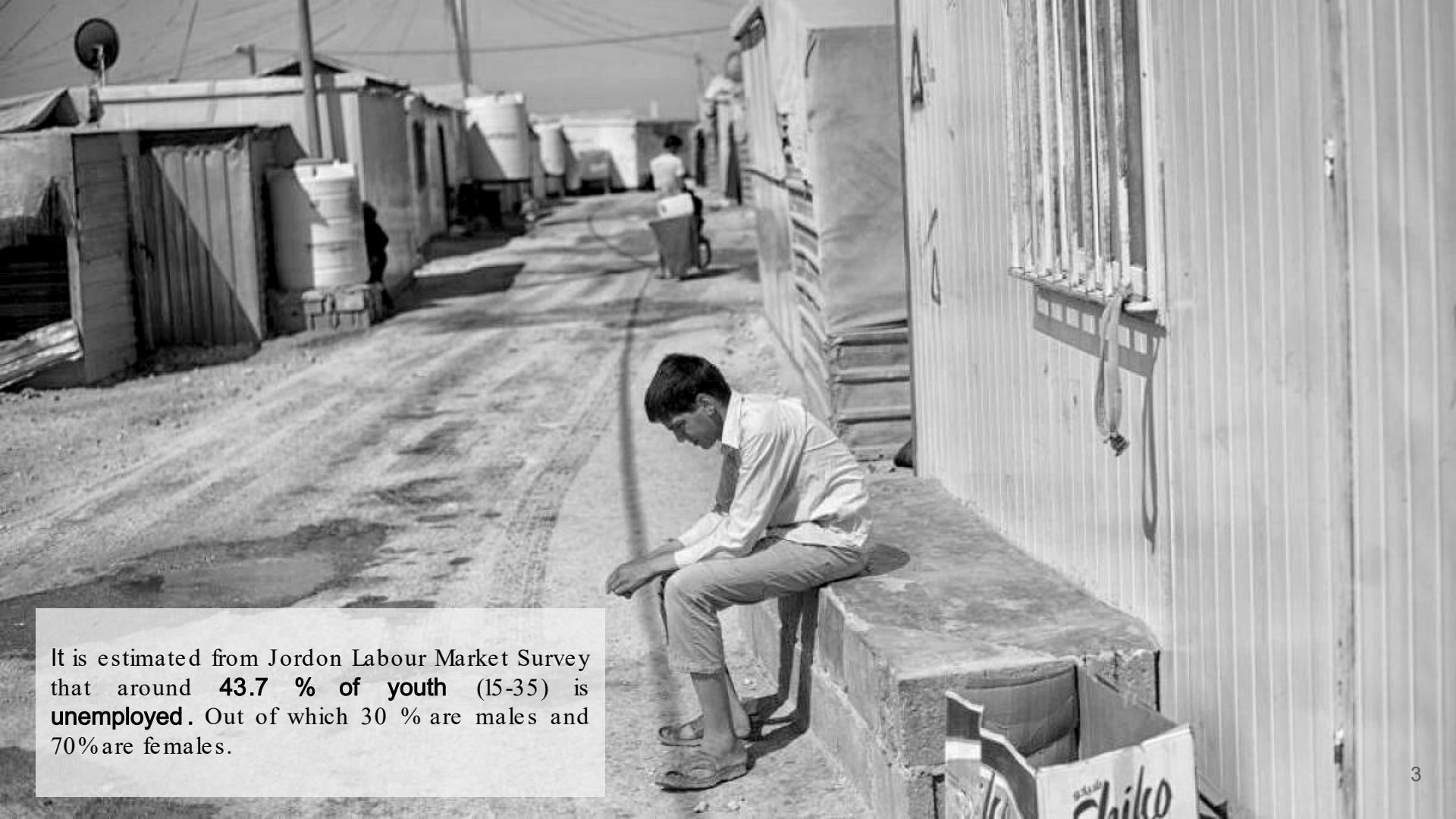
Mentors: Shervin Azadi, Hans Hoogenboom,
Dirk Rinze Visser, Fred Veer, Frank Schnater



*Youth are the **spirit of life**, they determine how developed or underdeveloped a nations is !!!...However, the **organisations lack a vision** for the youth in Zaatri.*

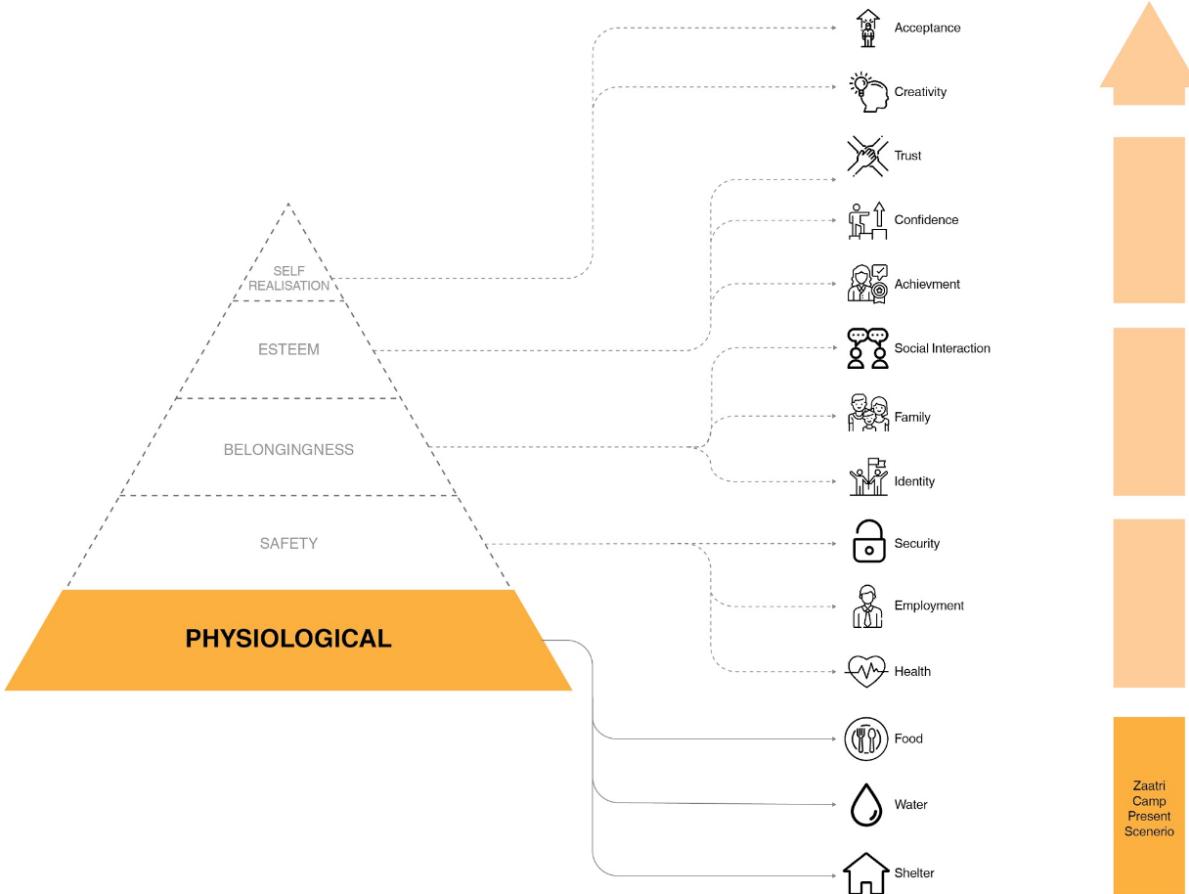
*My ambitions and dream were bigger in Syria, but **difficult reality in Zaatri Camp diminished our hopes.***

- Zaher , Syrian Refugee



It is estimated from Jordon Labour Market Survey that around **43.7 %** of youth (15-35) is **unemployed**. Out of which 30 % are males and 70% are females.

Concern of Basic Needs



Design Vision:

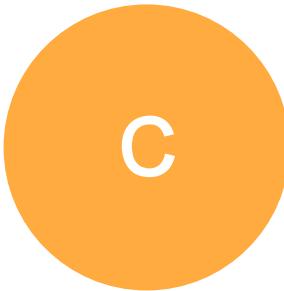
Provide a vocational and technical training for youth helping them climb the Maslow's Pyramid of Basic Needs.



Structure of Presentation



Research & Analysis
Analytical Research on current scenario, urban vision and design development goals.



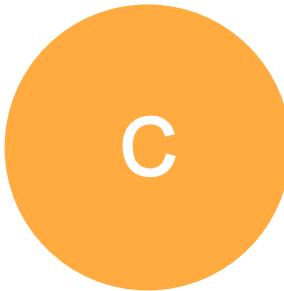
Configuring
POR, Layouting, Architectural Analysis, Configuring Rules, Architectural Drawings



Forming
Meshing rules, Shaping Process, Tessellation Rules



Structuring
Material Properties, Structural Classification, Analysis



Constructing
Construction types, process and details.

Anecdotes : Target Group (15-30 yrs)



Source: Youth Assessment Report, REACH, 2016



Distance
45% of the target population has more than 400m to the closest facility



Security
Most of the existing facilities have no access to main roads or public spaces.



Overcrowded
8 of 12 existing facilities serve less than 5m² per person



Distance
To locate a youth center within walking radius of 400m.



Security
Youth Center to be located in vicinity of **public spaces** and main roads.



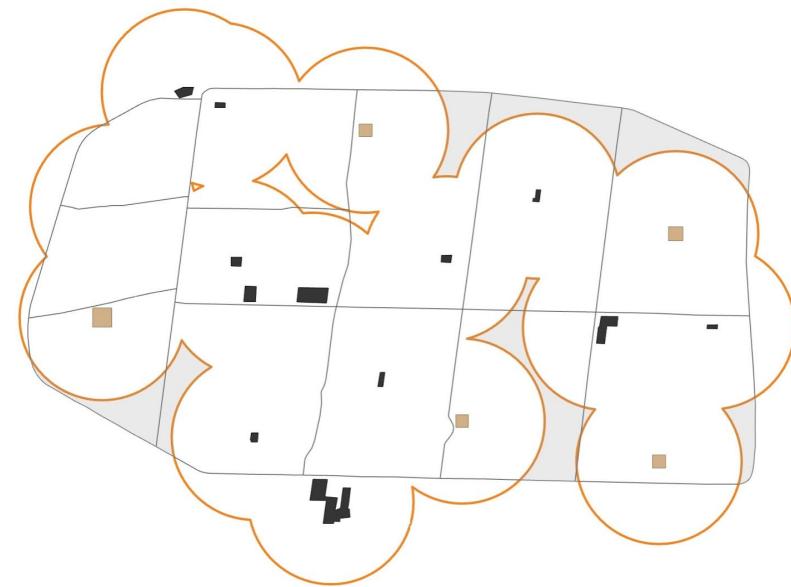
Overcrowded
Each youth center to cater requirement of **5m²/per person**.

Urban Scale: Coverage Map

Criteria : Minimum Distance of 400 m



Existing



Proposed

Urban Scale: Stress Map

Criteria : Stress on existing centers , 5m²/ person



Existing



Proposed

Urban Scale : Camp Development Strategy



Scenario	Decision
If population falls outside sphere of influence	Add new facility
If population in sphere of influence > capacity of facility	Increase capacity: <ul style="list-style-type: none"> • Expand current facility • Introduce time slots for use of facility
If population in sphere of influence < capacity of facility	Densify sphere of influence with population of 15-30 years old

Site Scale : Site Selection



Proximity

Main road, School, Clinic, Playground, Low dense area

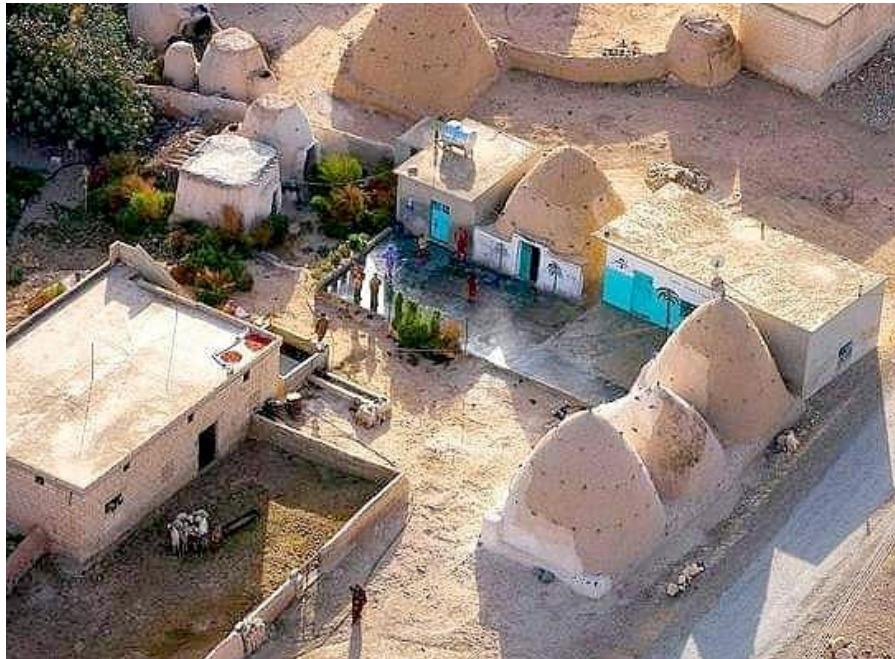
Possible Activities

Construction (the area will increase in future with new houses)
Basic needs

Number of unskilled people to design the space for

800

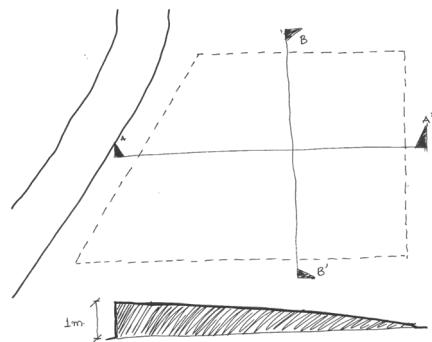
Architectural Language : Traditional BeeHive Architecture of Syria



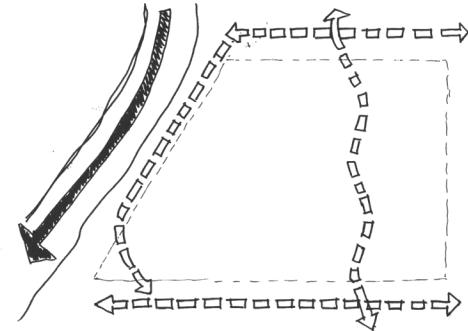
Source: Syria News Daily, 2019



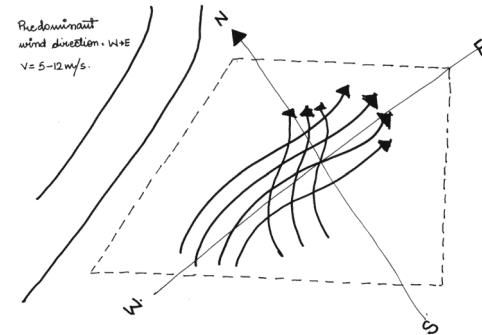
Site Scale : Site Analysis



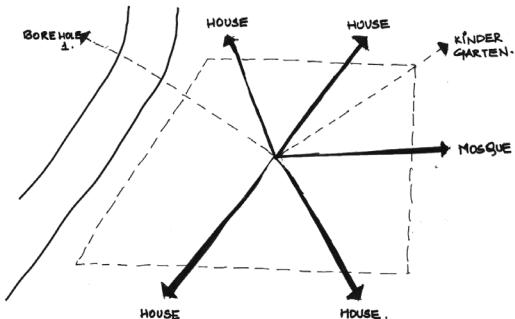
Contours



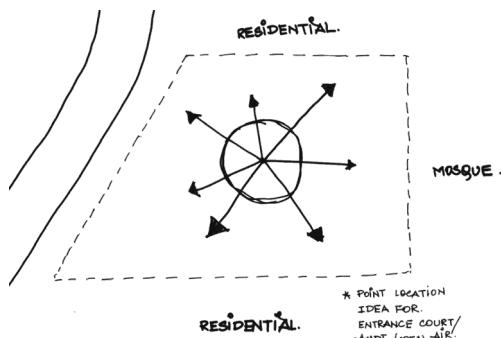
Vehicular and
Pedestrian Access



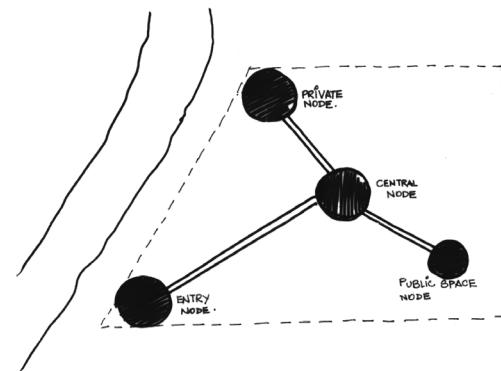
Wind Direction



Views

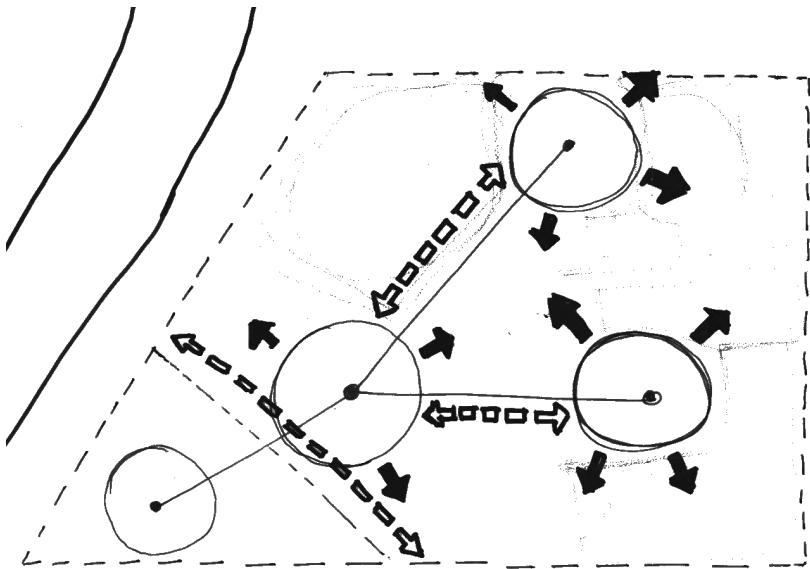


Central point

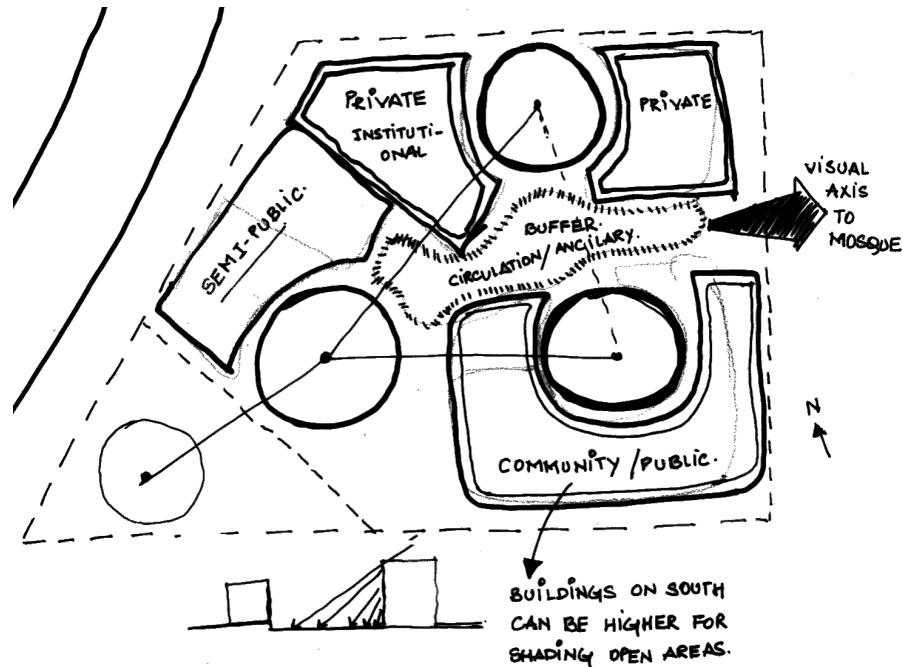


Nodes

Site Scale : Site Zoning

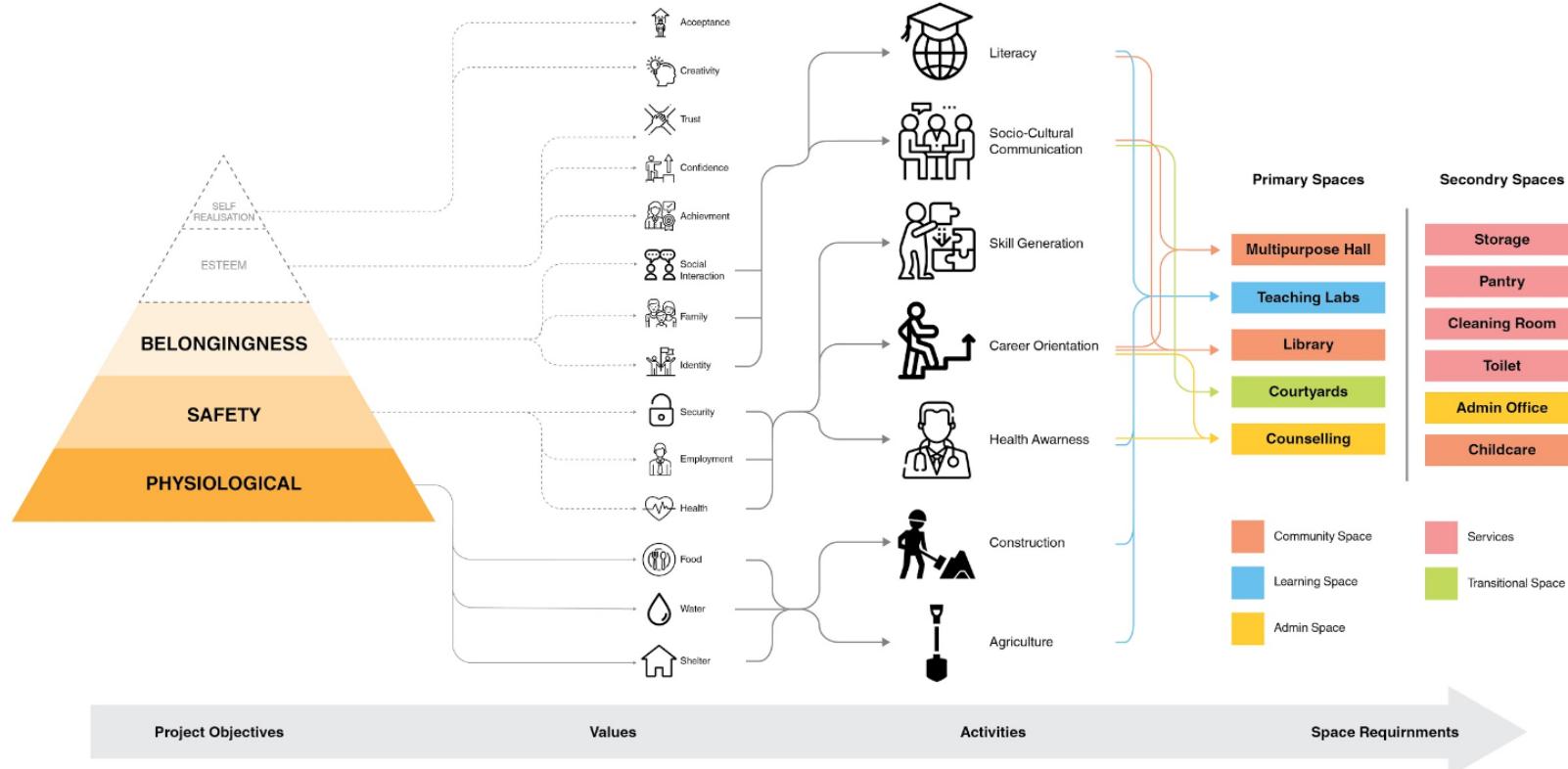


Courtyard Placements :
Fixing courtyard position and setting constraints
for its position and size.

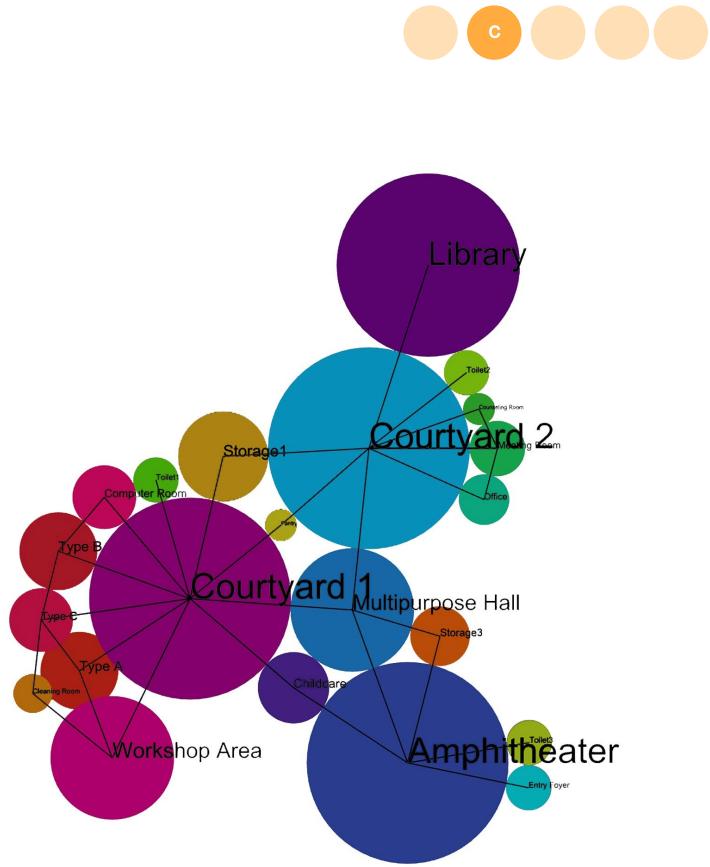
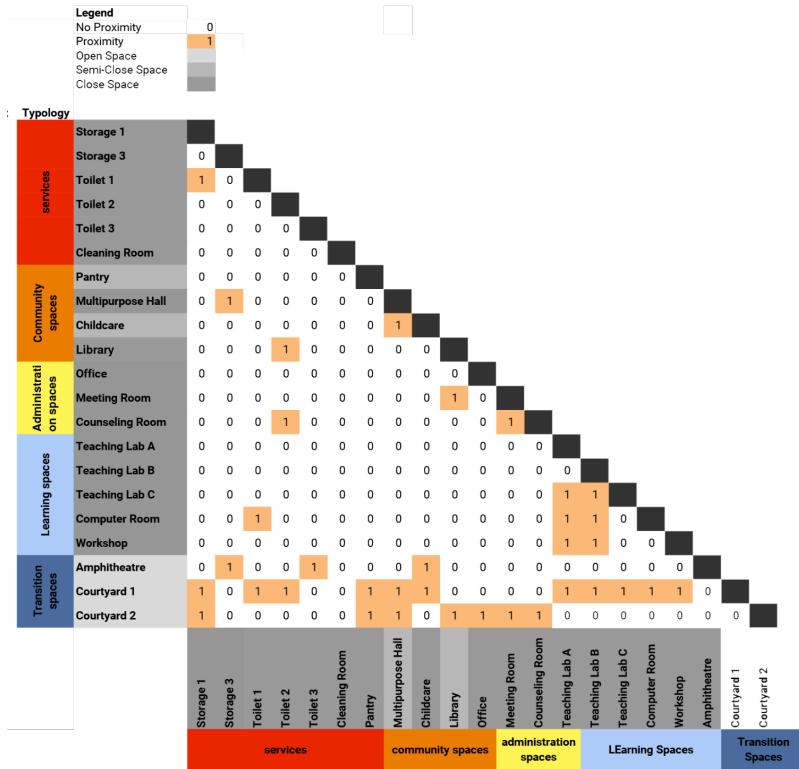


Juxtaposing Layers:
Site Zoning based on site analysis.

Building Scale : Developing Programme



Building Scale : Connections and Adjacencies

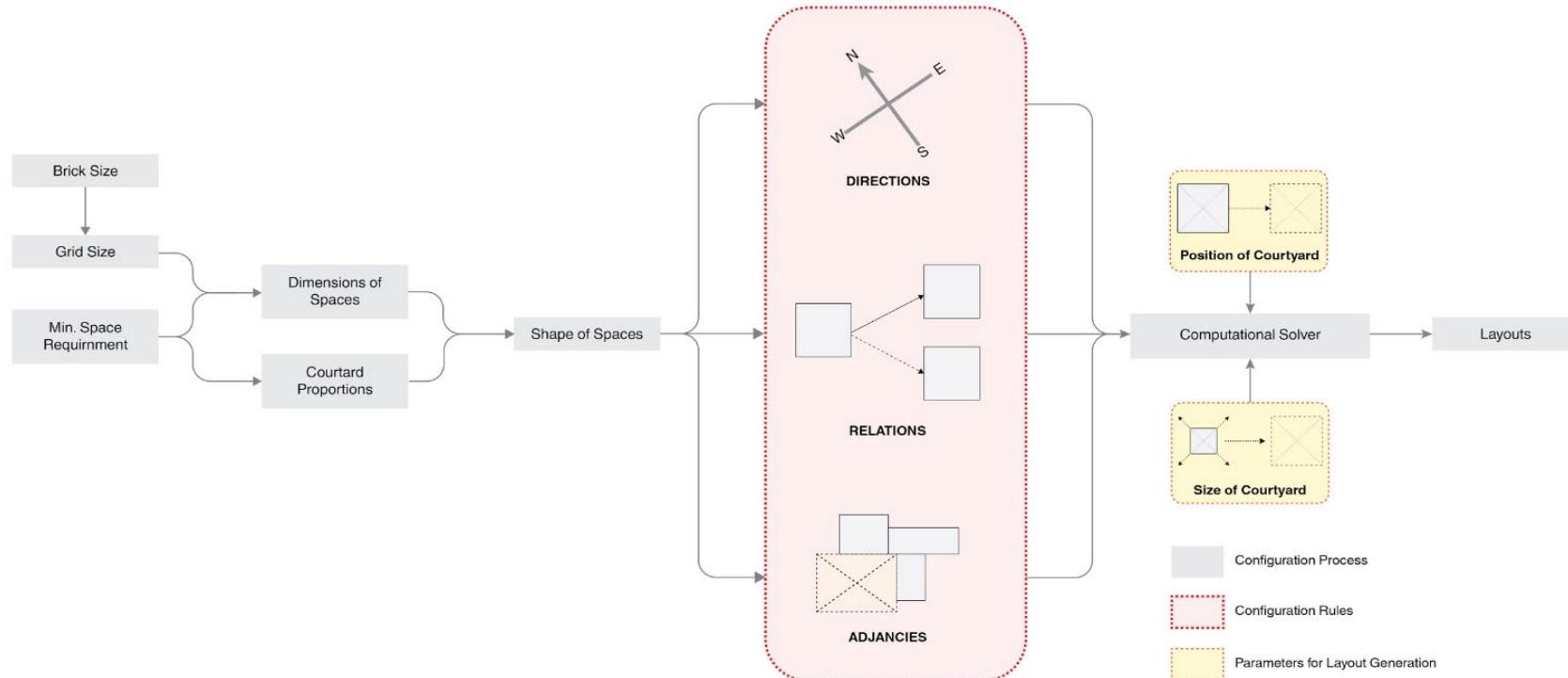


REL Chart: Relations in terms of proximities between spaces.

Bubble Diagram: Connections with adjacencies between spaces.

Building Scale : Configuration

c



Building Scale : Gradient Descent Optimization



File Home Insert Page Layout Formulas Data Review View Help Tell me what you want to do

Cut Copy Paste Format Painter

Clipboard Font Alignment Number Conditional Formatting

Wrap Text Merge & Center %

Format as Table Cell Styles Insert Delete Format

AutoSum Fill Sort & Filter

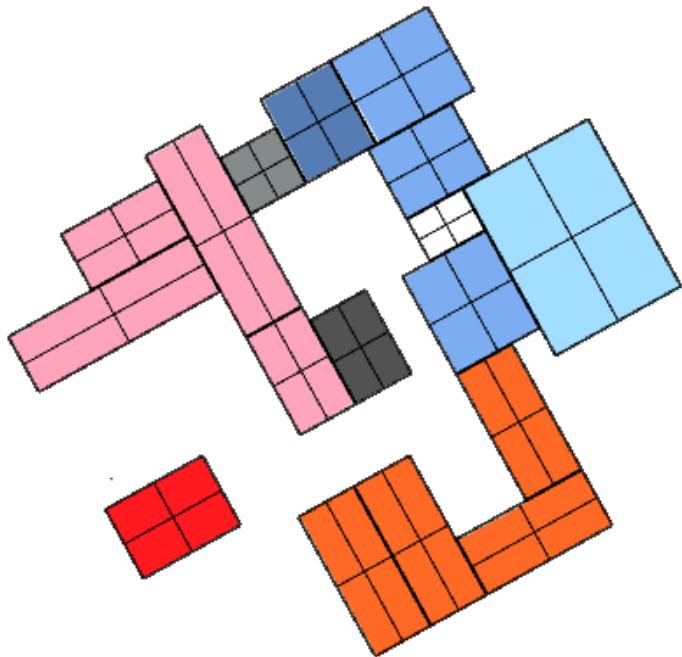
Clear Select

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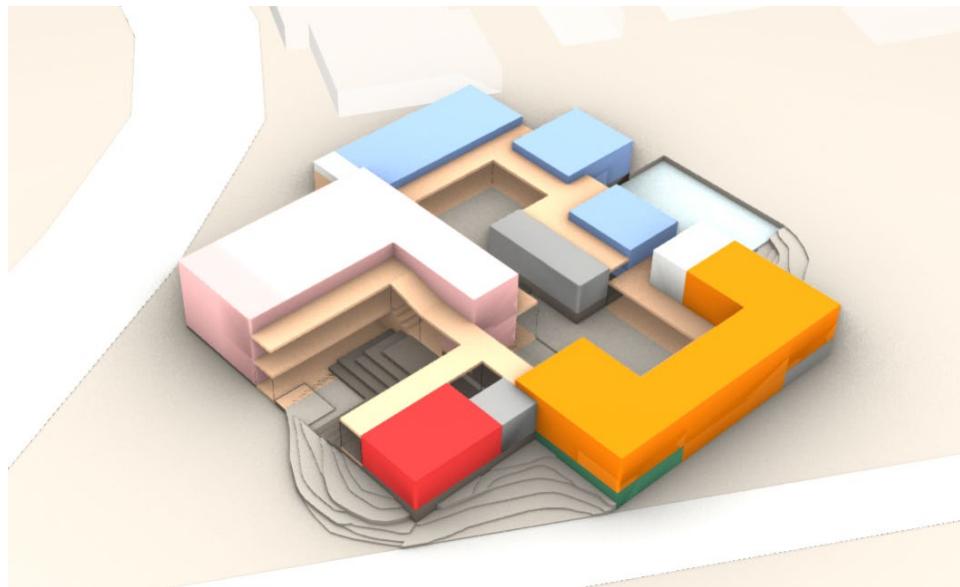
A B C D E F G H I J K L M N O P Q R S T U V W X

Spaces	Direction of Spaces	Length of Spaces (modules)	Width of Spaces (modules)		Construction module (m)	Additional services	R	G	B
Entry Foyer	S	0.1	0.1		0.12	0.12	2.4	0	0
Storage 1	N	4	6		4.8	7.2	2.4	50	50
Toilet 1	E	4	4		4.8	4.8	2.4	100	100
Cleaning Room	E	3	4		3.6	4.8	2.4	150	150
MH1	N	13	4		15.6	4.8	4.8	255	125
MH2	N	13	4		15.6	4.8	4.8	255	125
MH3	N	7	4		8.4	4.8	4.8	255	125
MH4	N	7	4		8.4	4.8	4.8	255	125
Childcare	E	7	5		8.4	6	3.6	255	0
LB1	W	10	4		12	4.8	4.8	255	71
LB2	W	10	4		12	4.8	4.8	255	71
LB3	W	9	4		10.8	4.8	4.8	Toilets 2 + Office	255
LB4	W	9	4		10.8	4.8	4.8	Meeting + Conseling	255
Teaching Lab A	W	7	6		8.4	7.2	3.6		93
Teaching Lab B	W	7	6		8.4	7.2	3.6		93
Teaching Lab C	N	6	5		7.2	6	3.6		93
Computer Room	N	6	5		7.2	6	3.6		61
Workshop	E	9	12		10.8	14.4	3.6		122
									177
									255

Building Scale : Layouting

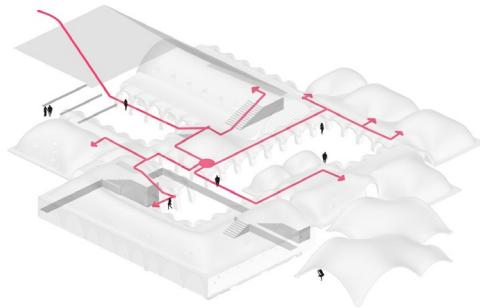


Selected Layout from Computational Output

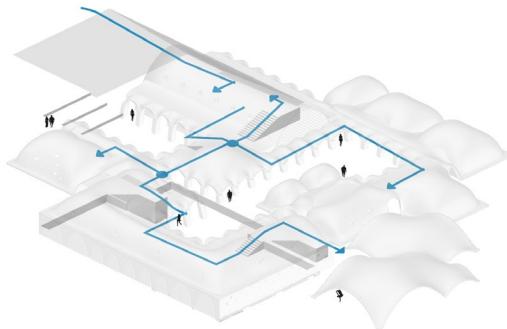


Volumetric Massing

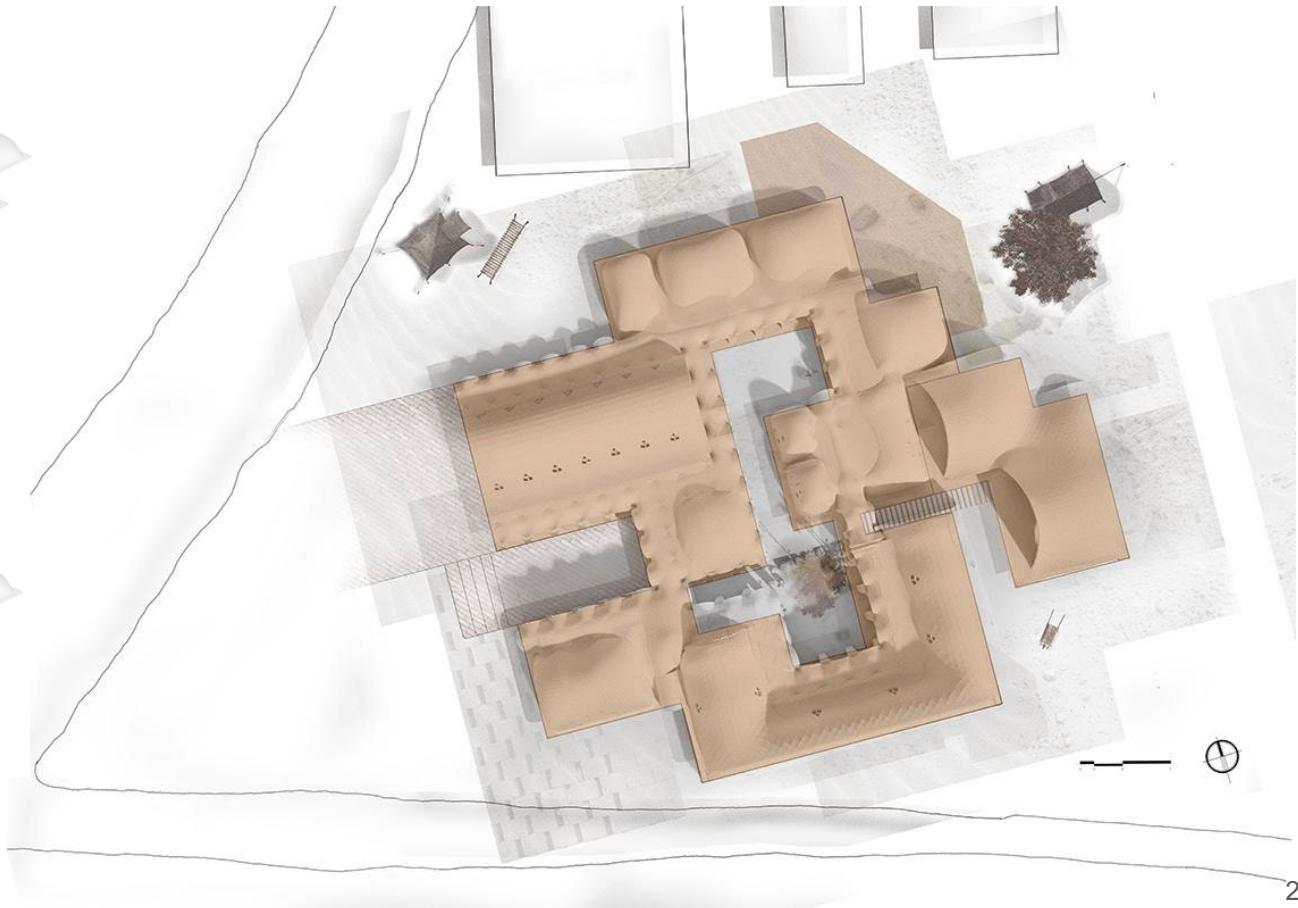
Architecture Scale : Site Plan



Circulation of User Group



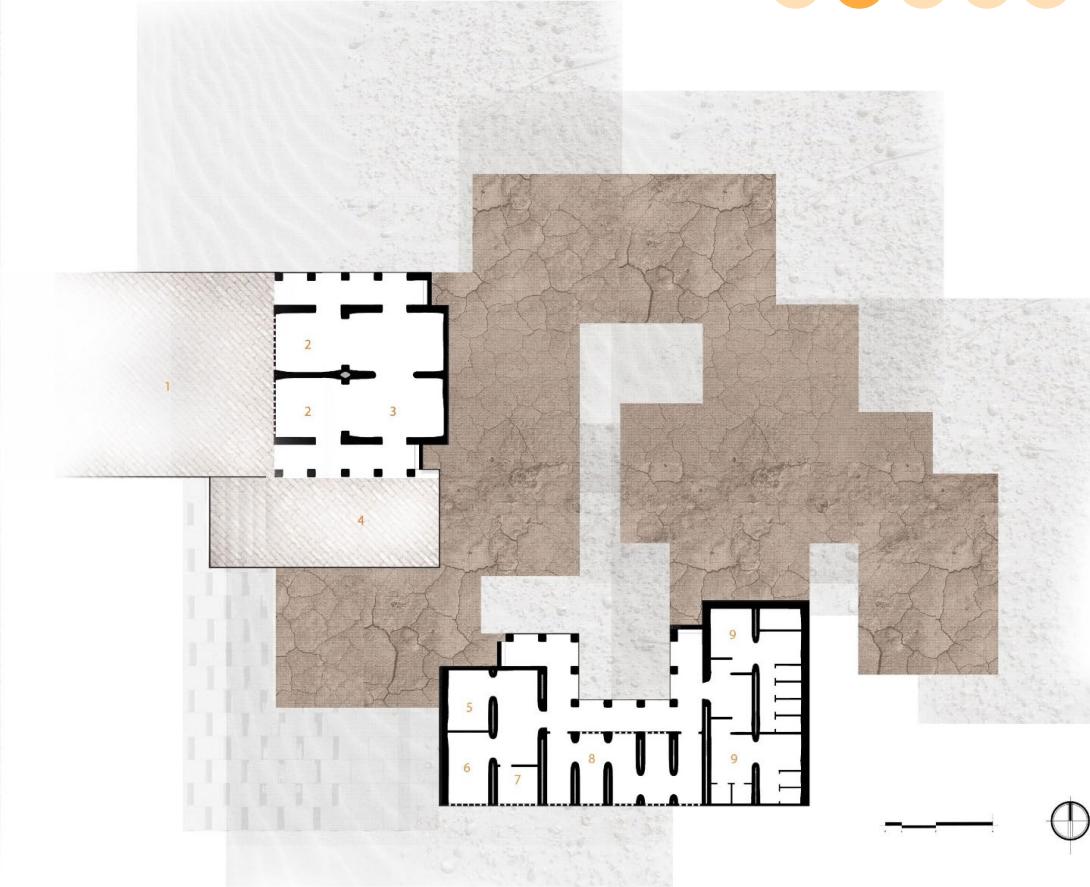
Circulation of Staff



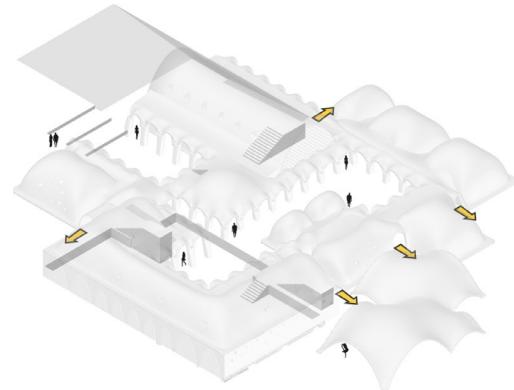
Architecture Scale : Lower Ground Floor Plan



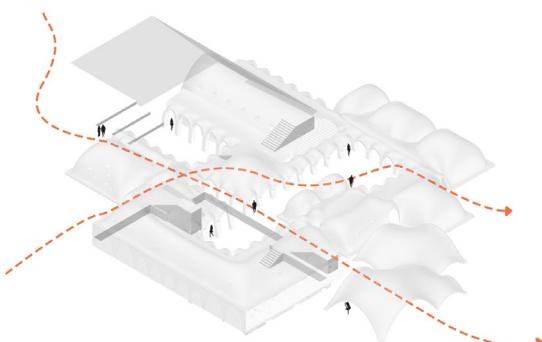
- 1. ENTRANCE FOYER
- 2. REGISTRATION DESK
- 3. STORAGE
- 4. AMPHITHEATRE
- 5. OFFICE
- 6. MEETING ROOM
- 7. MANAGER CABIN
- 8. LIBRARY
- 9. TOILET



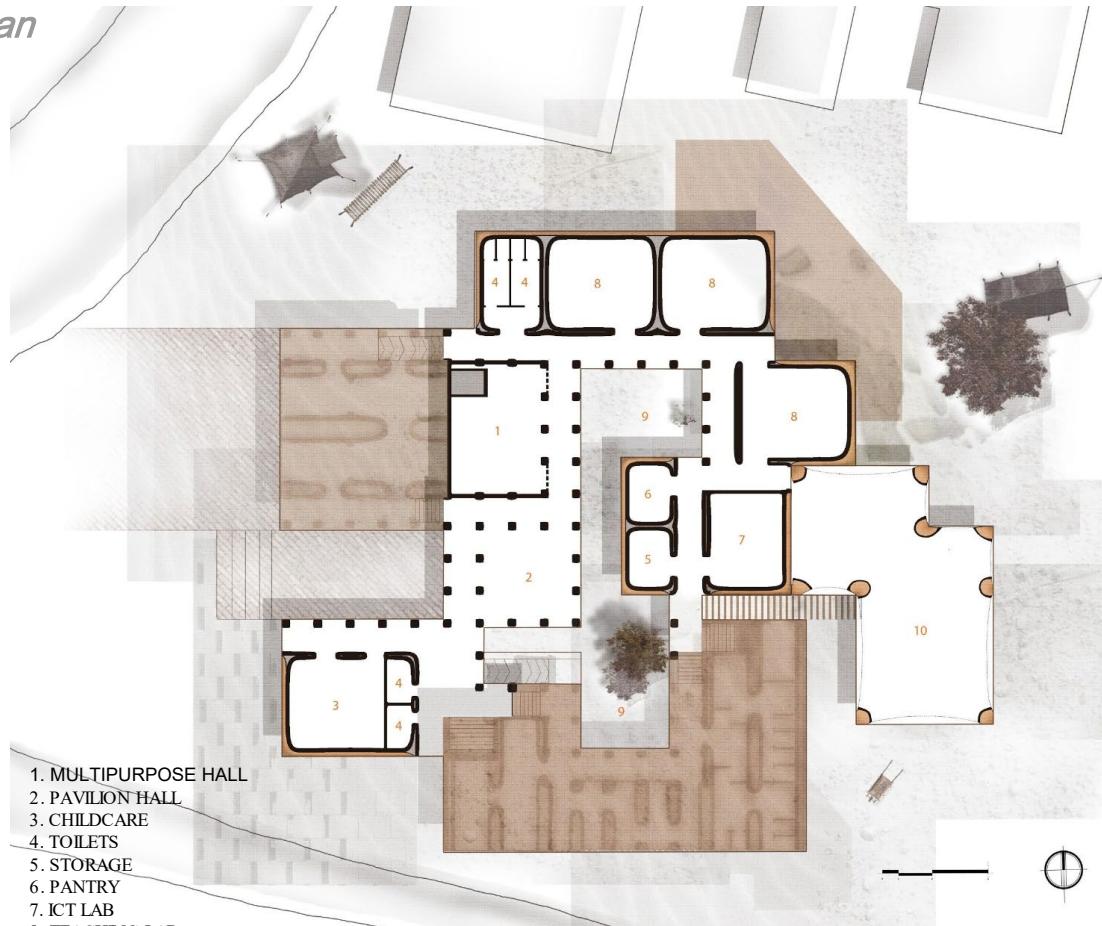
Architecture Scale : Ground Floor Plan



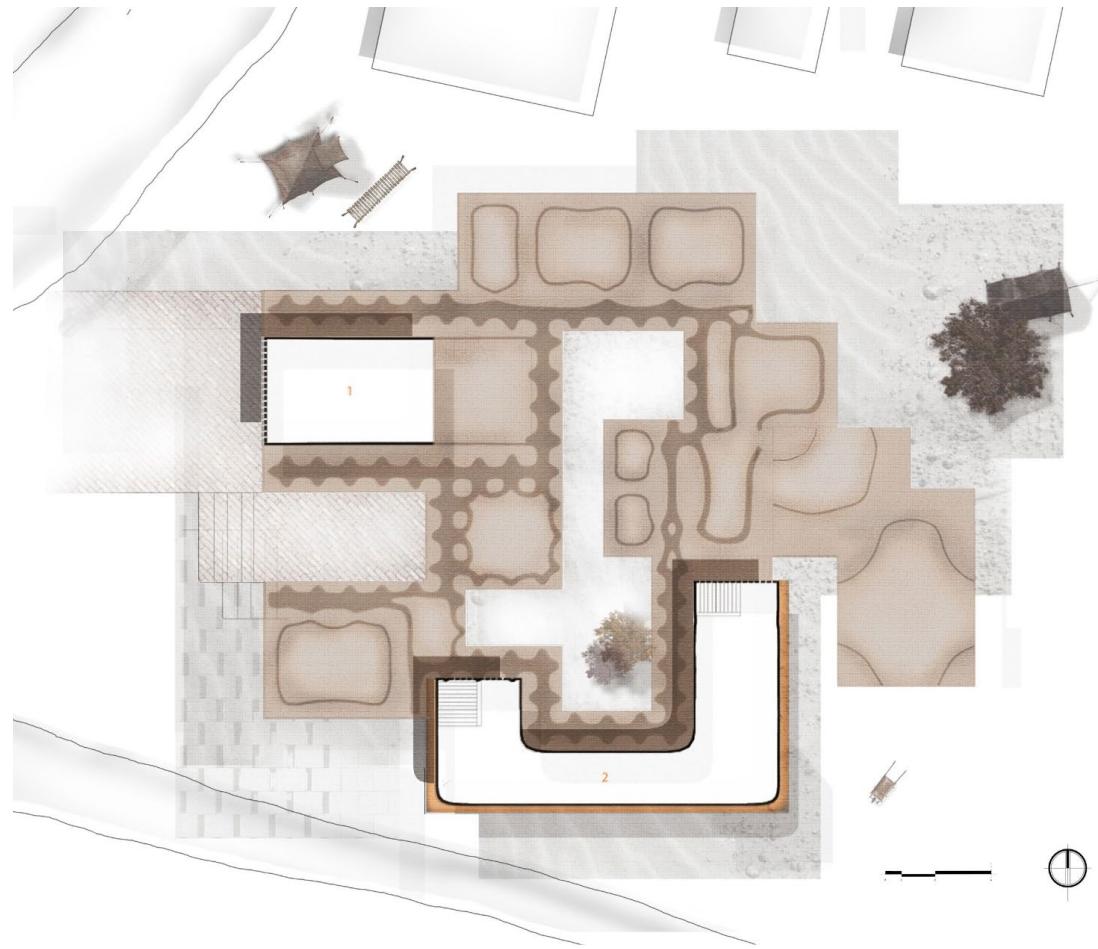
Fire Exits



Pedestrian Access Through Building

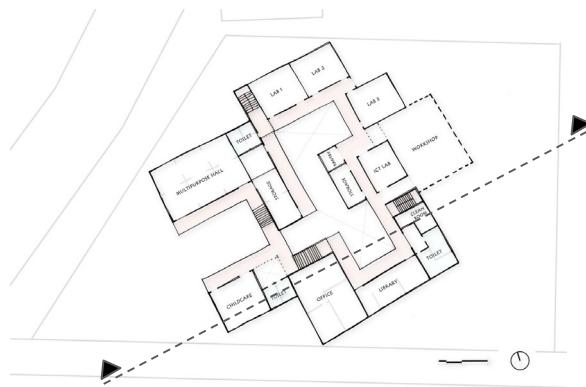
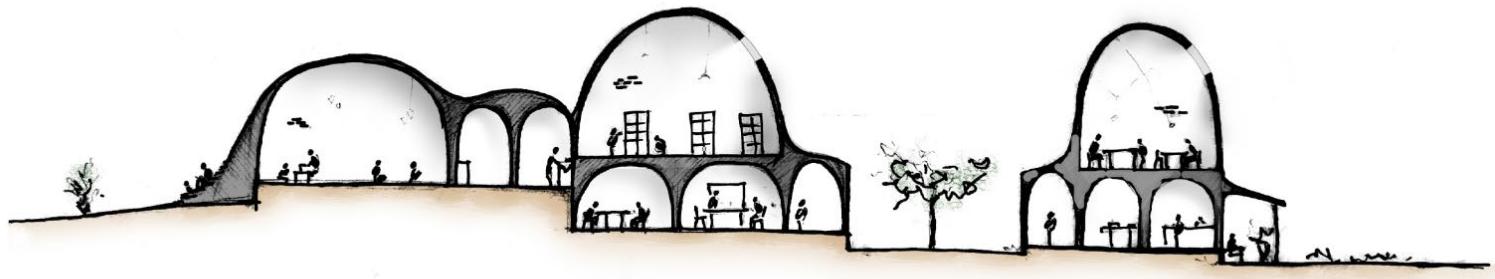


Architecture Scale : First Floor Plan

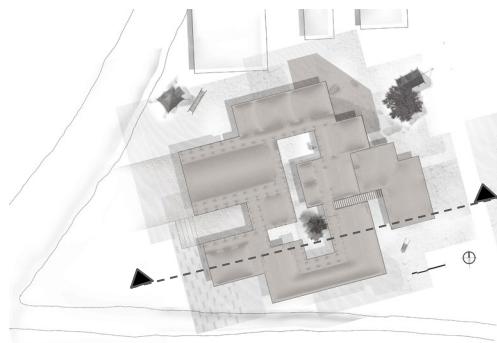


1. MULTIPURPOSE HALL
2. LIBRARY

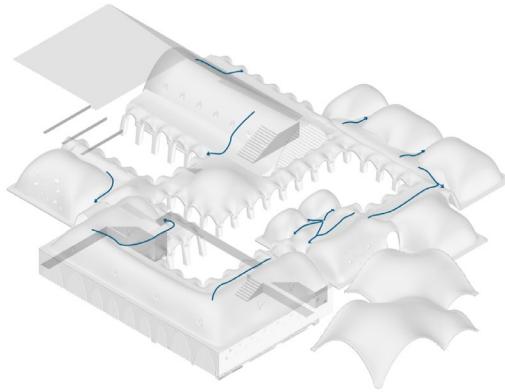
Architecture Scale : Schematic Section



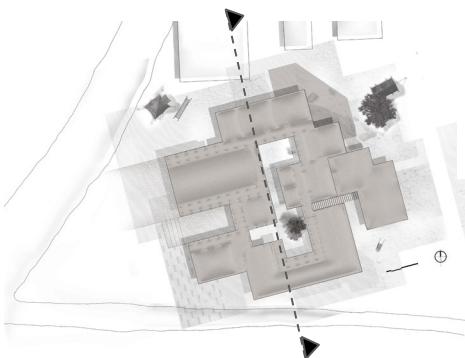
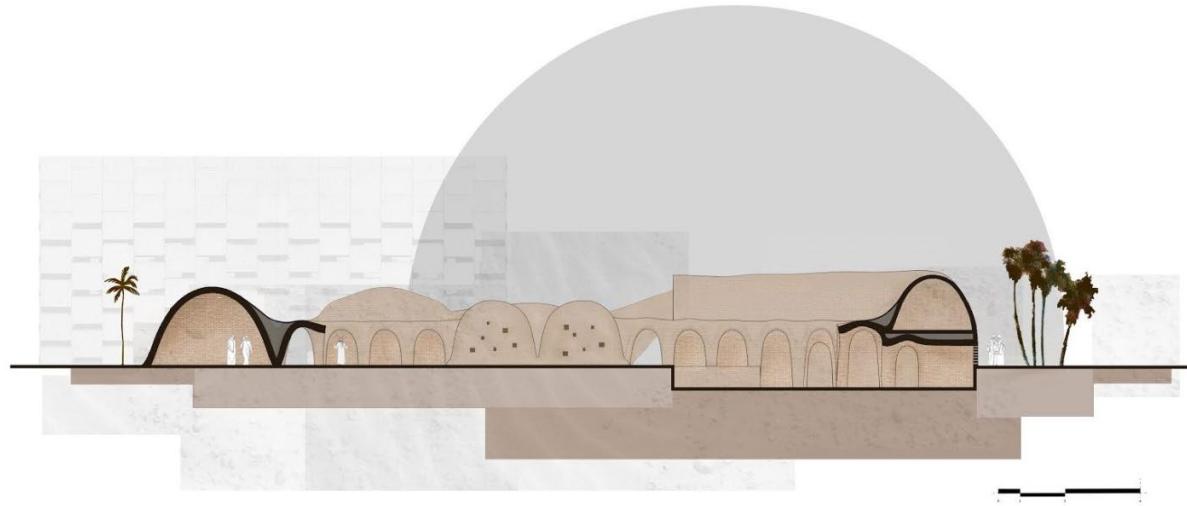
Architecture Scale : Sections



Architecture Scale : Sections



Drainage Pattern





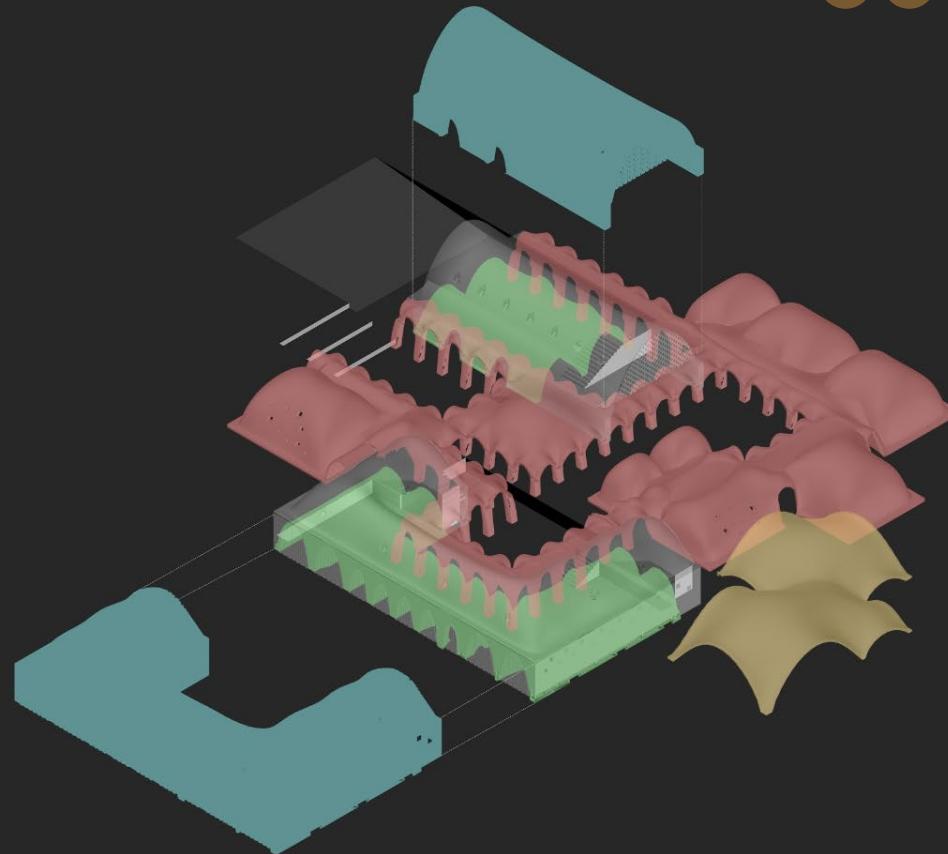
Material : Brick Testing Results



Brick Type	Sample Size	Compressive strength [MPa]		
		10% Deformatio n	At Break	S.F. = 2
Adobe Bricks	62	0.7	1.33	0.6
Adobe+Straw	32	0.8	2.7	1.35
Adobe+Wood Chips	22	0.9	2.1	1.05
Adobe+Straw+ Starch	5	1	6.22	3.11

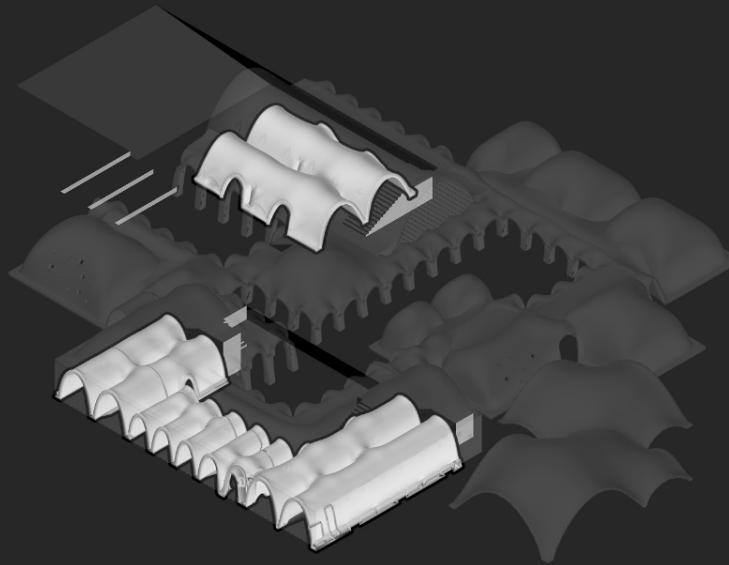
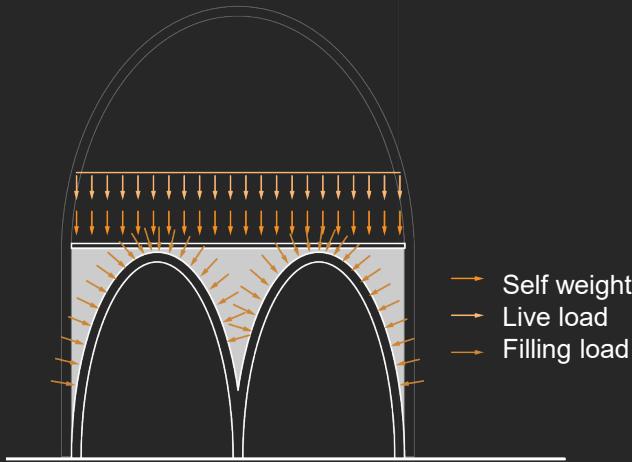
Design Values		
Brick Type	Adobe+Straw+ Starch	
Compressive Strength	1 MPa	
Young's Modulus	80 MPa	
Tensile strength (1/10 Compressive Strength)	0.1 MPa	

Structural Classification

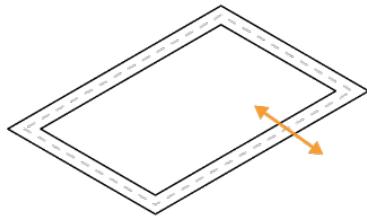


- █ Shell
- █ Nubian Vault
- █ Free Form Vaults
- █ Free Form Domes

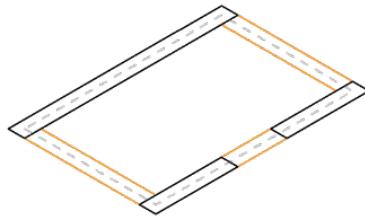
Structural Scheme: Nubian Vaults



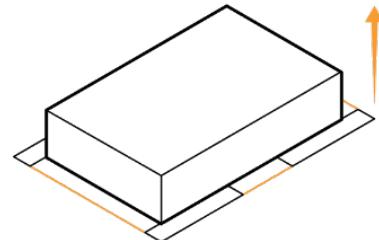
Tessellation : Ground Floor



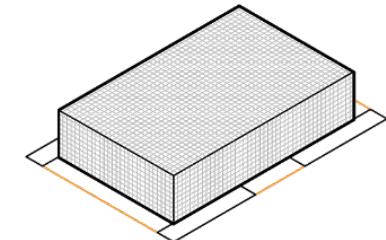
1. Offset of 0.6m for the walls



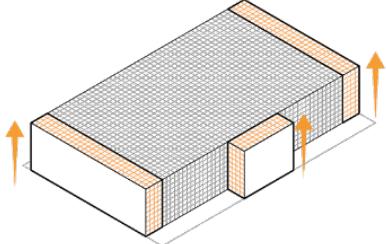
2. Identify the doors



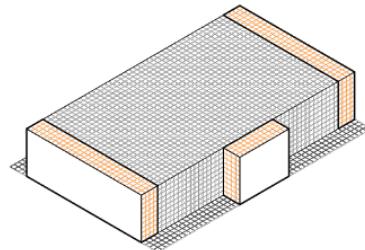
3. Extrude the room up to 1.5m



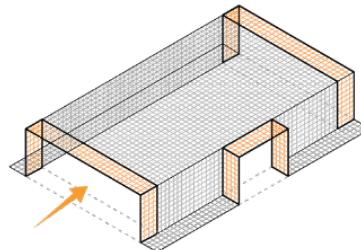
4. Regular grid of 0.15m



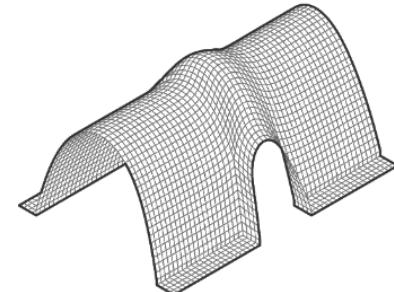
5. Extrude the doors



6. Regular grid to doors



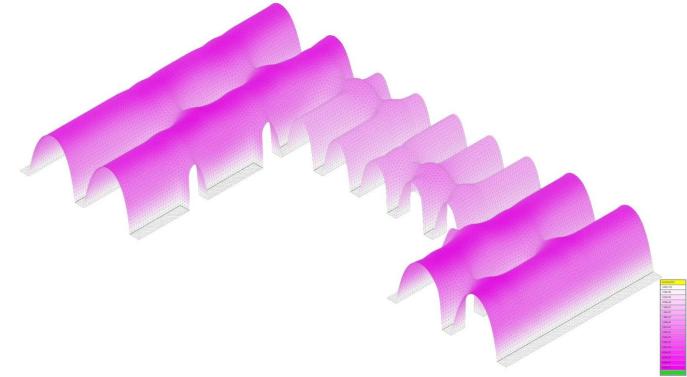
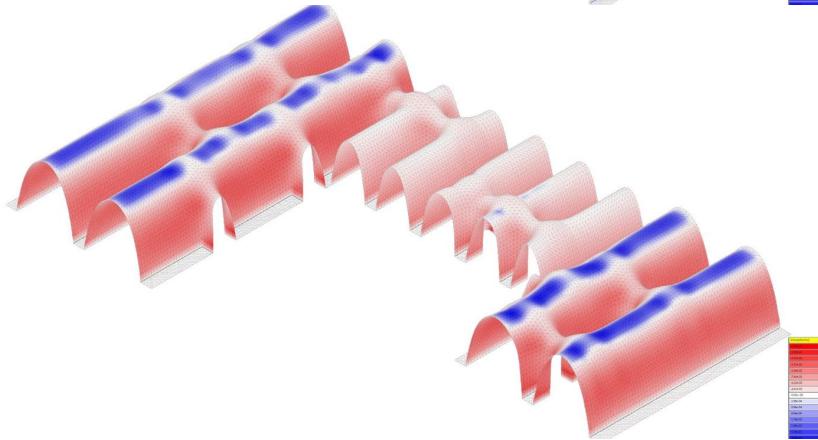
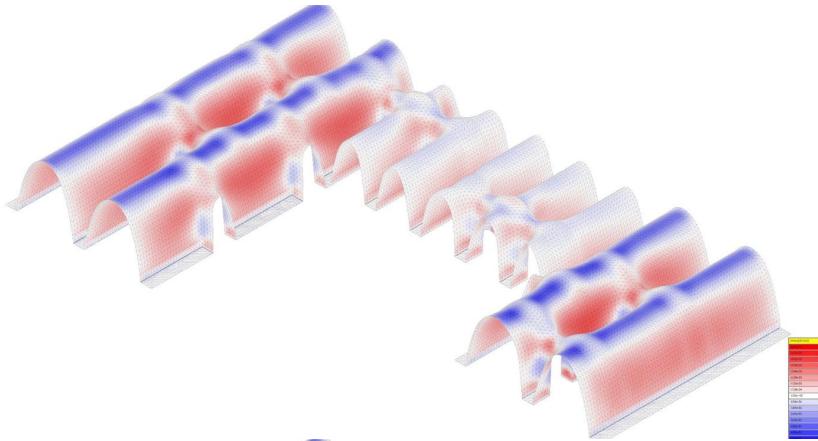
7. Final mesh to relax with openings



8. Final shape with anchor points up to 0.3m

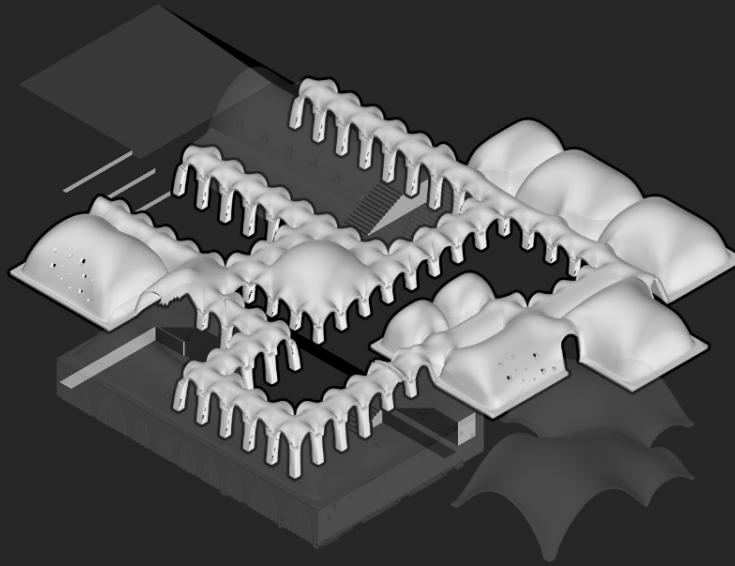
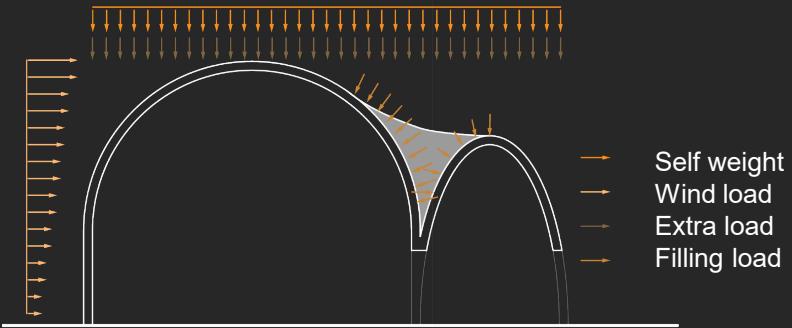
Structural Analysis

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	Peak	Allowable
Compressive Strength	0.2 MPa	1 MPa
Tensile strength	0.05 MPa	.05 MPa
Deflection (span / 400)	5 mm	7.5 mm
Young's Modulus	80 MPa	
Cross sectional Thickness	300 mm	

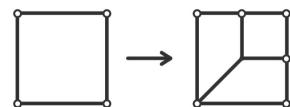
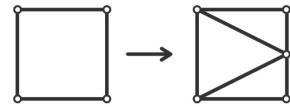
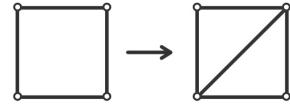
Structural Scheme: Free Form Domes



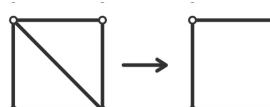
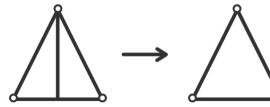
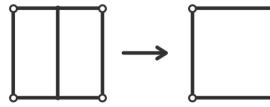
Tessellation Rules - Optimization through Topology as Structural Patterns



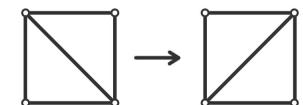
MESH RULES



Mesh Refining Rules



Mesh Coarsening Rules



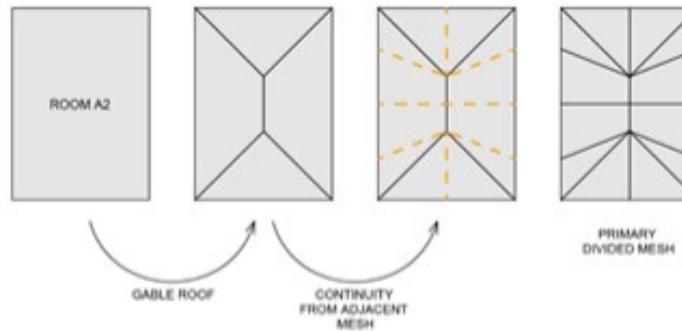
Mesh Directional Rule

SOFT RULES

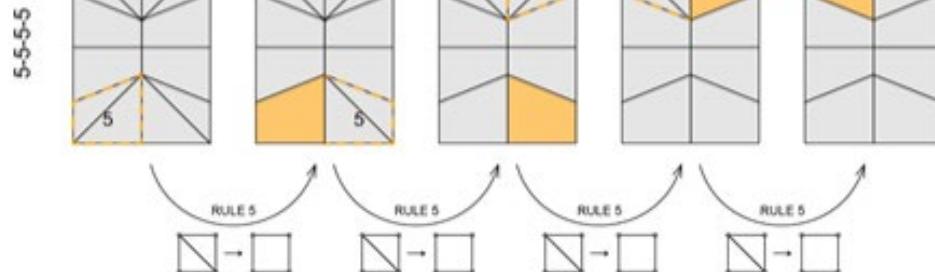
Symmetrical
Topological

Scalable

Tessellation Rules - Optimization through Topology as Structural Patterns

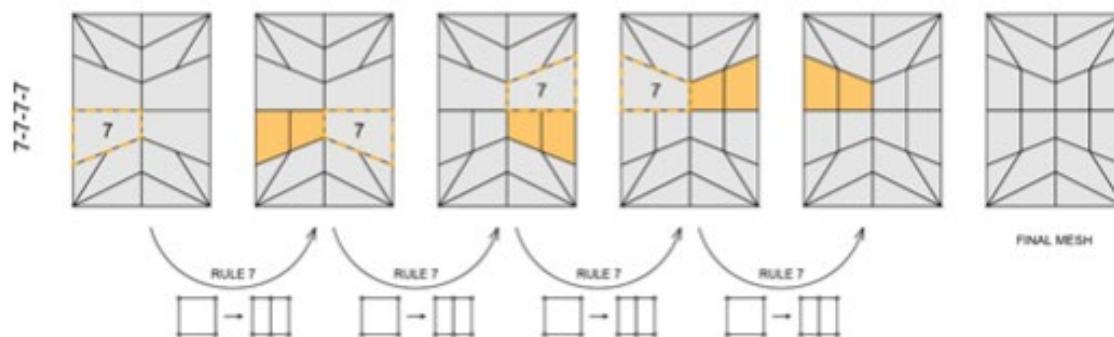
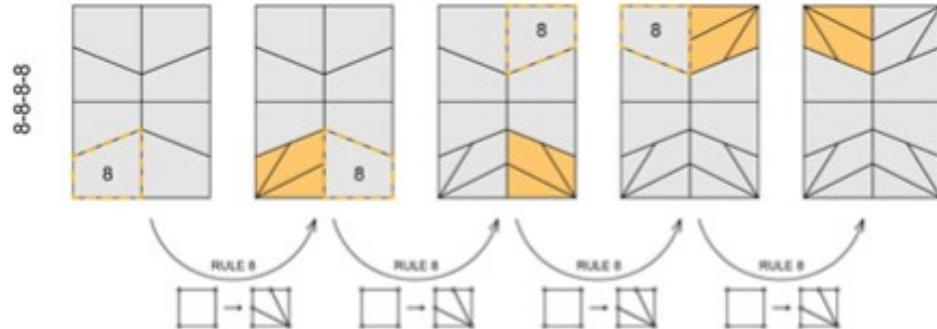


ROOM A2: 5-5-5-5 8-8-8-8 7-7-7-7



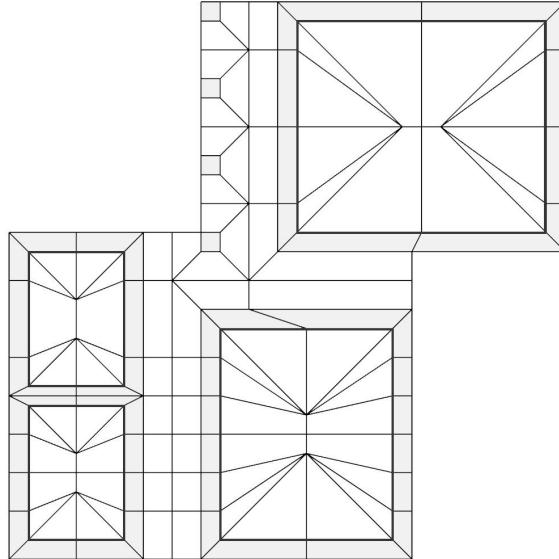
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Tessellation Rules - Optimization through Topology as Structural Patterns



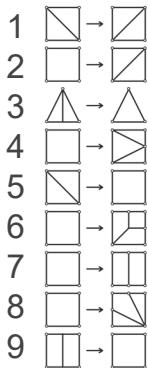
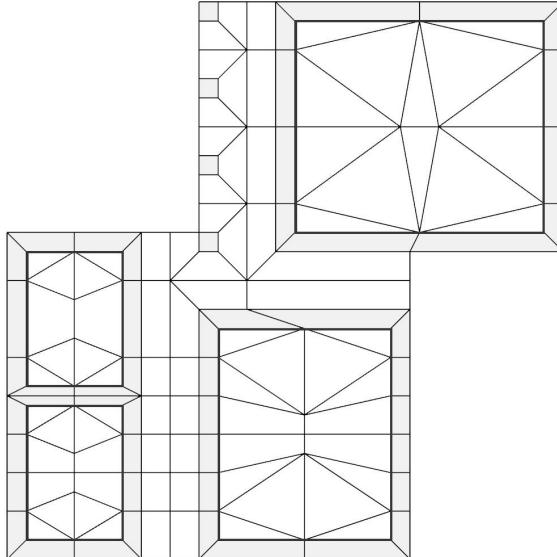
1	□ → □
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3	△ → △
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5	□ → □
6	□ → □
7	□ → □
8	□ → □
9	□ → □

Tessellation Evolution - 1



- 1 →
- 2 →
- 3 →
- 4 →
- 5 →
- 6 →
- 7 →
- 8 →
- 9 →

Tessellation Evolution - 2

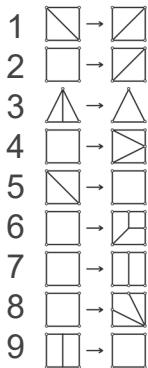
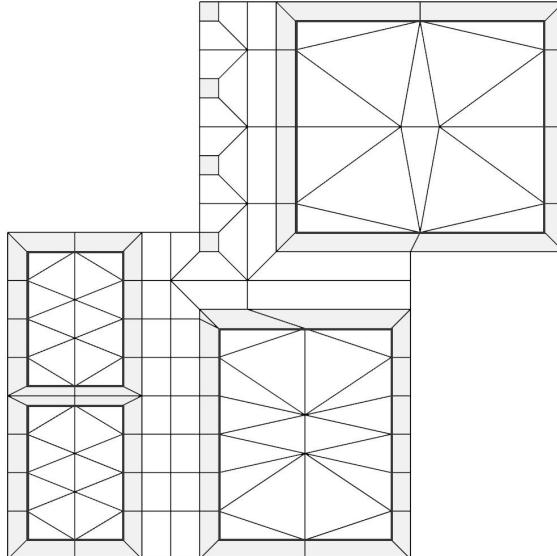


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Peak Compressive Stresses (MPa)
Change studied keeping constant thickness
and literature values

ROOM A1: 1-1-1-1
ROOM A2: 1-1-1-1
ROOM B1: 1-1-1-1
ROOM C1: 2-2 3-3 1-1-1-1

Tessellation Evolution - 2A



0.081

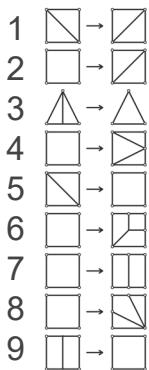
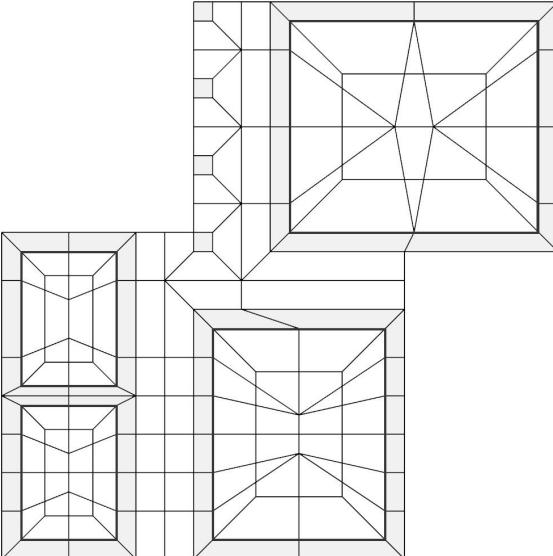
0.080

Peak Compressive Stresses (MPa)

Change studied keeping constant thickness
and literature values

ROOM A1: 1-1-1-1 4-4
ROOM A2: 1-1-1-1 2-2-2-2 3-3
ROOM B1: 1-1-1-1 2-2-2-2 3-3
ROOM C1: 2-2 3-3 1-1-1-1

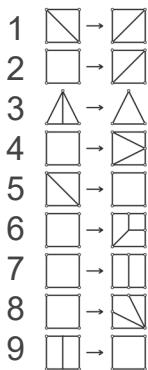
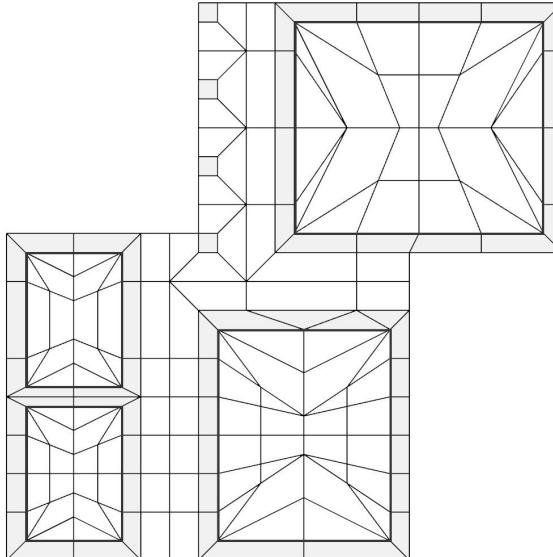
Tessellation Evolution - 3



Peak Compressive Stresses (MPa)
Change studied keeping constant thickness
and literature values

ROOM A1: 5-5-5-5 6-6-6-6 7-7-7-7
ROOM A2: 5-5-5-5 6-6-6-6 7-7-7-7
ROOM B1: 5-5-5-5 6-6-6-6 7-7-7-7
ROOM C1: 2-2 3-3 5-5-5-5 6-6-6 7-7-7-7-7

Tessellation Evolution - 4



0.081

0.080

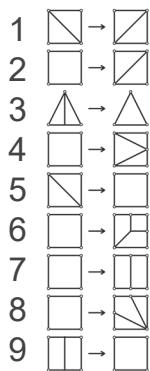
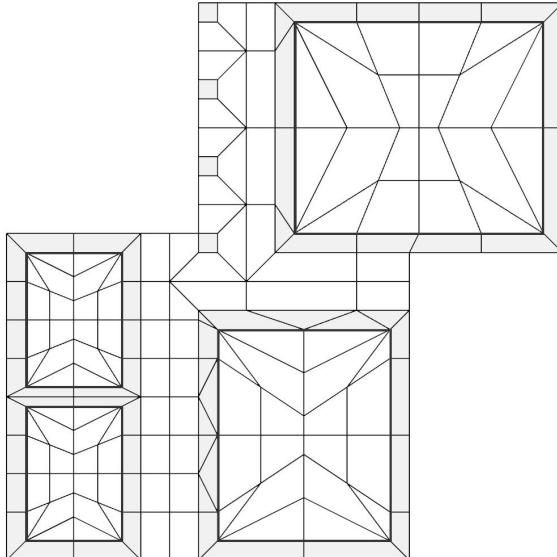
0.083

0.083

Peak Compressive Stresses (MPa)
Change studied keeping constant thickness
and literature values

ROOM A1: 5-5-5-5 8-8-8-8 7-7-7-7
ROOM A2: 5-5-5-5 8-8-8-8 7-7-7-7
ROOM B1: 5-5-5-5 8-8-8-8 7-7-7-7-7
ROOM C1: 7-7-7-7 3-3-3-3 3-3-3-3 8-8-8-8 7-7-7-7

Tessellation Evolution - 4A



0.081

0.080

0.083

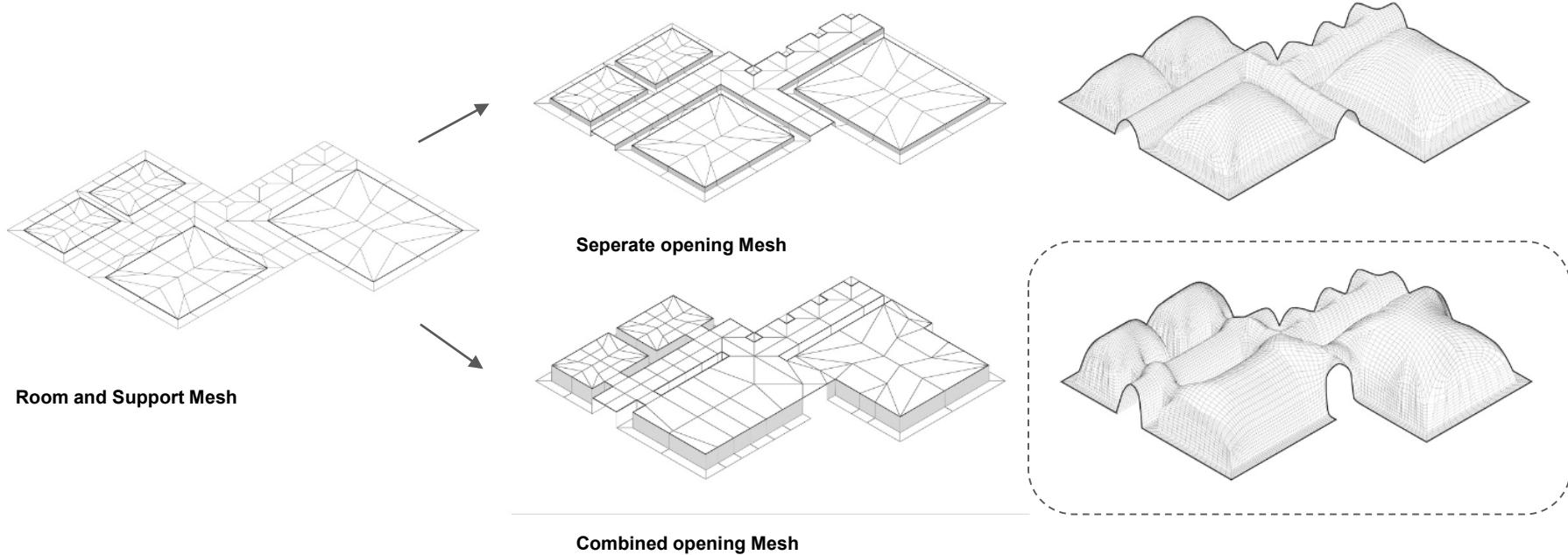
0.083

0.069

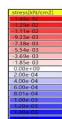
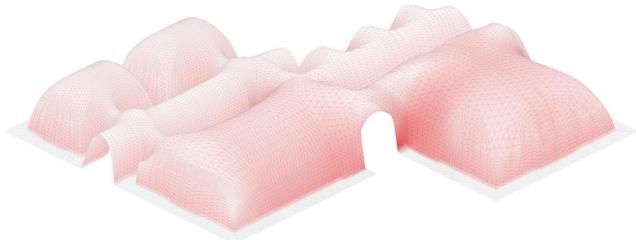
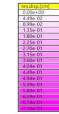
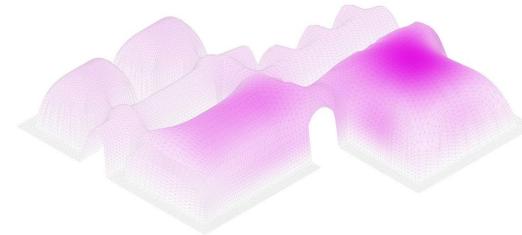
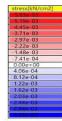
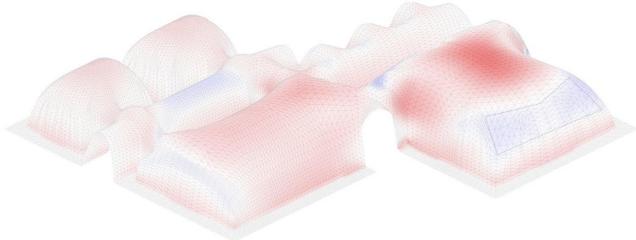
Peak Compressive Stresses (MPa)
Change studied keeping constant thickness
and literature values

ROOM A1: 5-5-5-5 8-8-8-8 7-7-7-7
ROOM A2: 5-5-5-5 8-8-8-8 7-7-7-7
ROOM B1: 5-5-5-5 8-8-8-8 9-9-9-9-9
ROOM C1: 7-7-7-7 3-3-3-3 3-3-3-3 8-8-8-8 7-7-7-7 3-3-3-3

Dynamic Relaxation

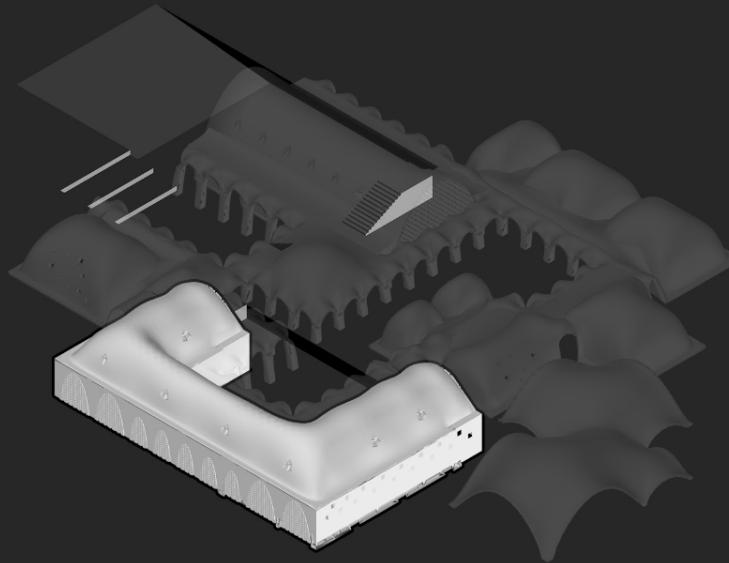
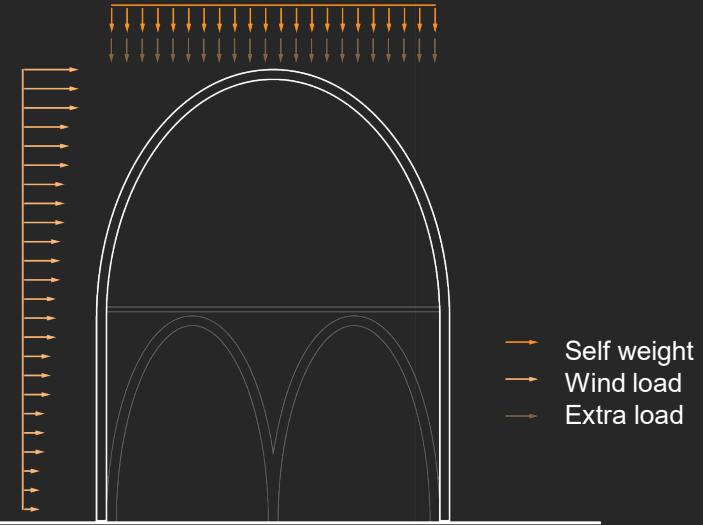


Structural Analysis

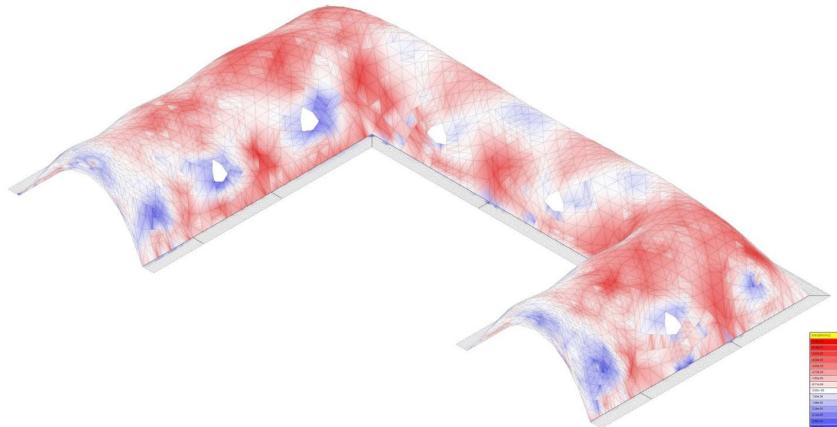
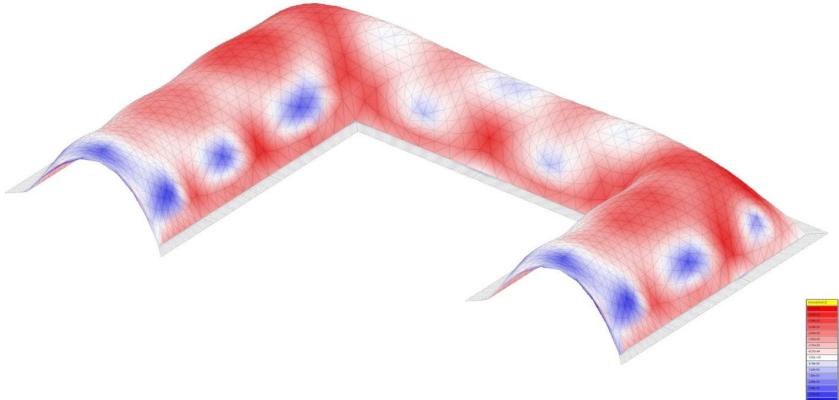


	Peak	Allowable
Compressive Strength	0.1 MPa	1 MPa
Tensile strength	0.03 MPa	0.1 MPa
Deflection (span / 400)	7 mm	18 mm
Young's Modulus	80 MPa	
Cross sectional Thickness	300 mm	

Structural Scheme: Free Form Vault



Structural Analysis : Openings



	Peak	Allowable
Compressive Strength	0.28 MPa	1 MPa
Tensile strength	0.06 MPa	.05 MPa
Deflection (span / 400)	14 mm	16.5
Young's Modulus	80 MPa	
Cross sectional Thickness	150 mm	



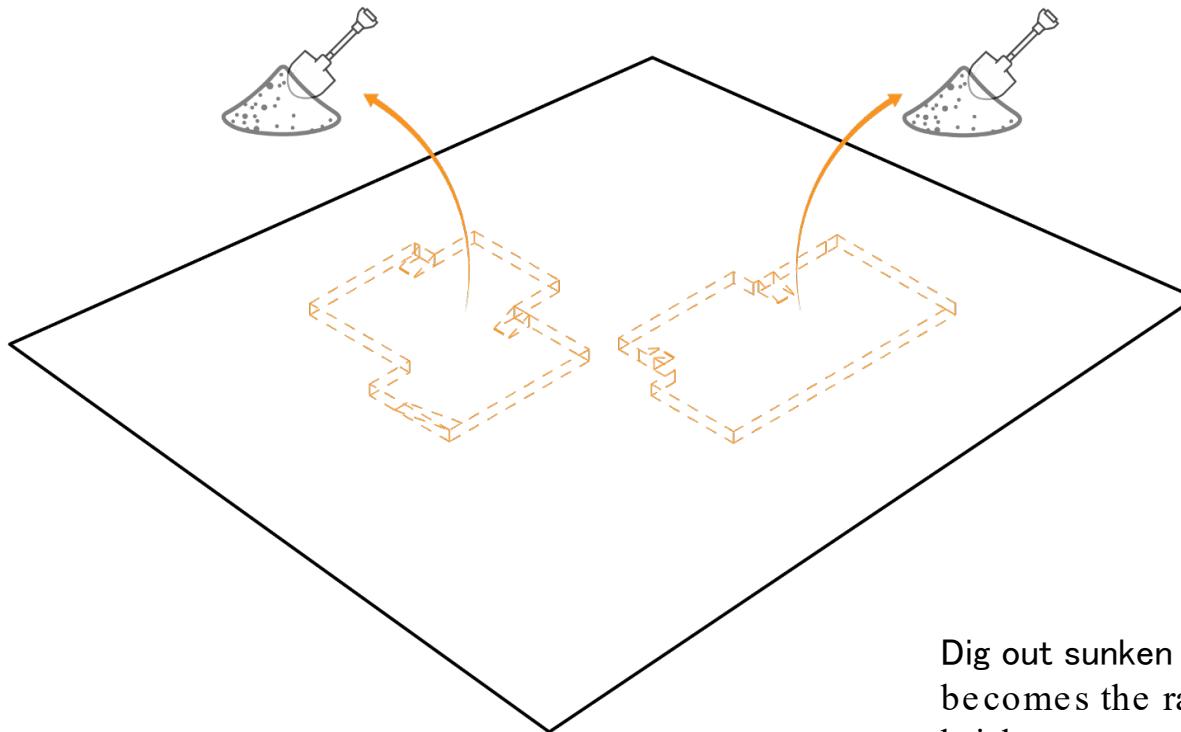


Brick Making : Tools



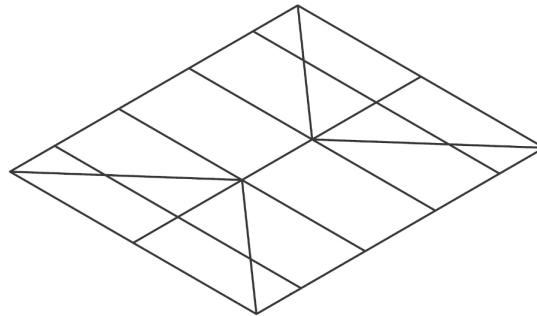
	 Shovel	 Handmixer	 Bucket	 Scrapwood	 Rope
Application	Digging site Moving earth	Mixing soil mixture	Container for mixture	To make brick moulds	Measuring
Sourcing	Hardware store UNHCR	Hardware store UNHCR	From Camp	Waste in camp	From camp
Re-usability	Used for construction workshops	Used for construction workshops	Used for construction workshops	Used for construction workshops	Used for construction workshops

Building Foundation: Site level

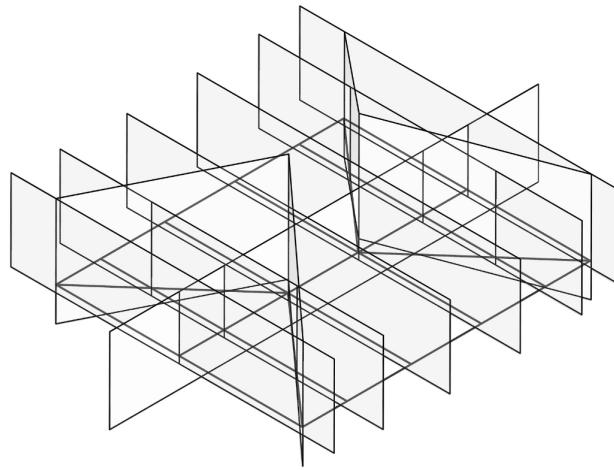


Dig out sunken parts of site → this becomes the raw material for bricks

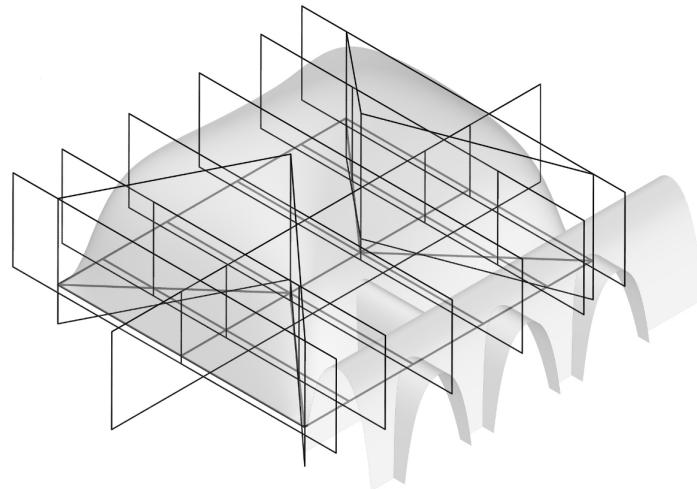
Building Process : Step 1- Tessellation



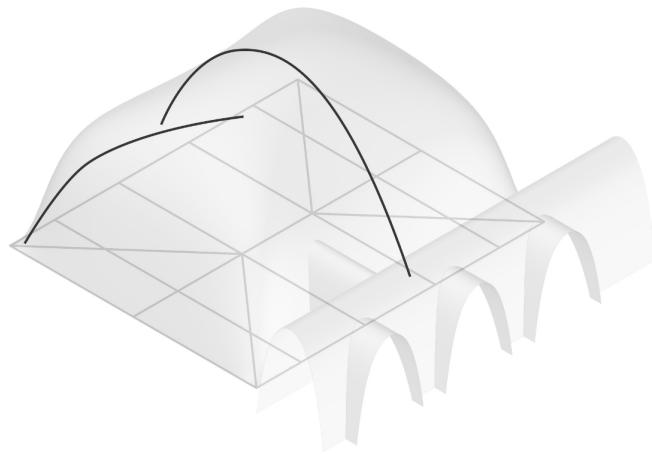
Building Process : Step 2 - Cutting Planes

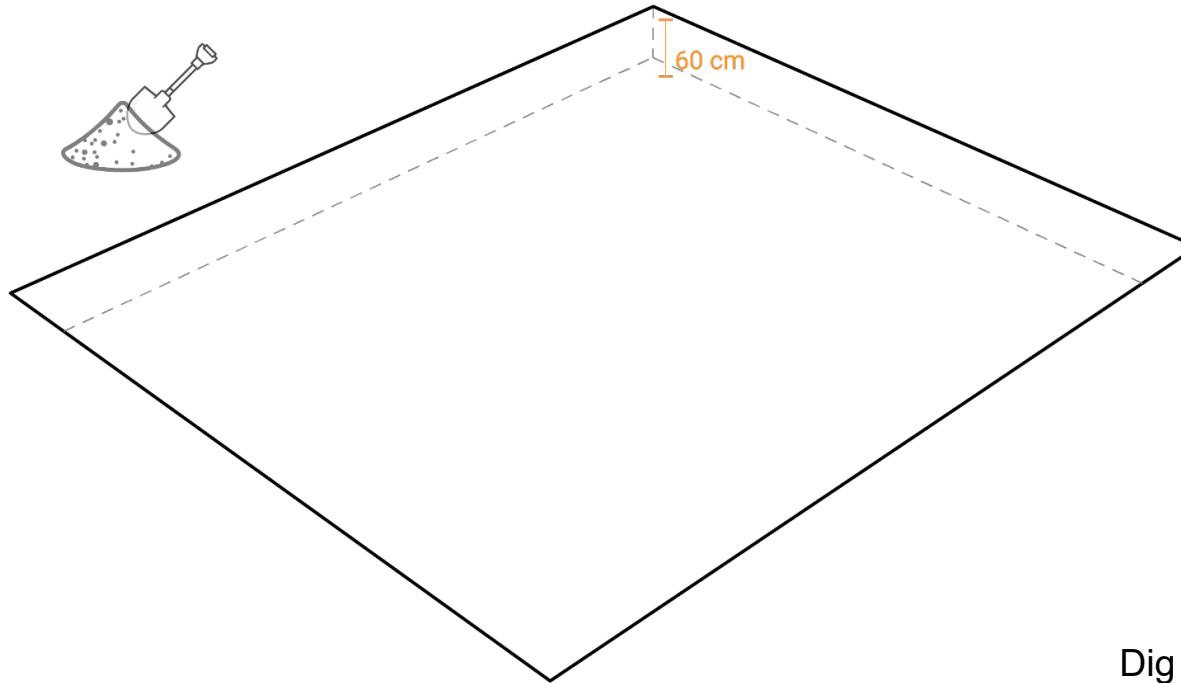


Building Process : Step 3 - Intersection with Shape



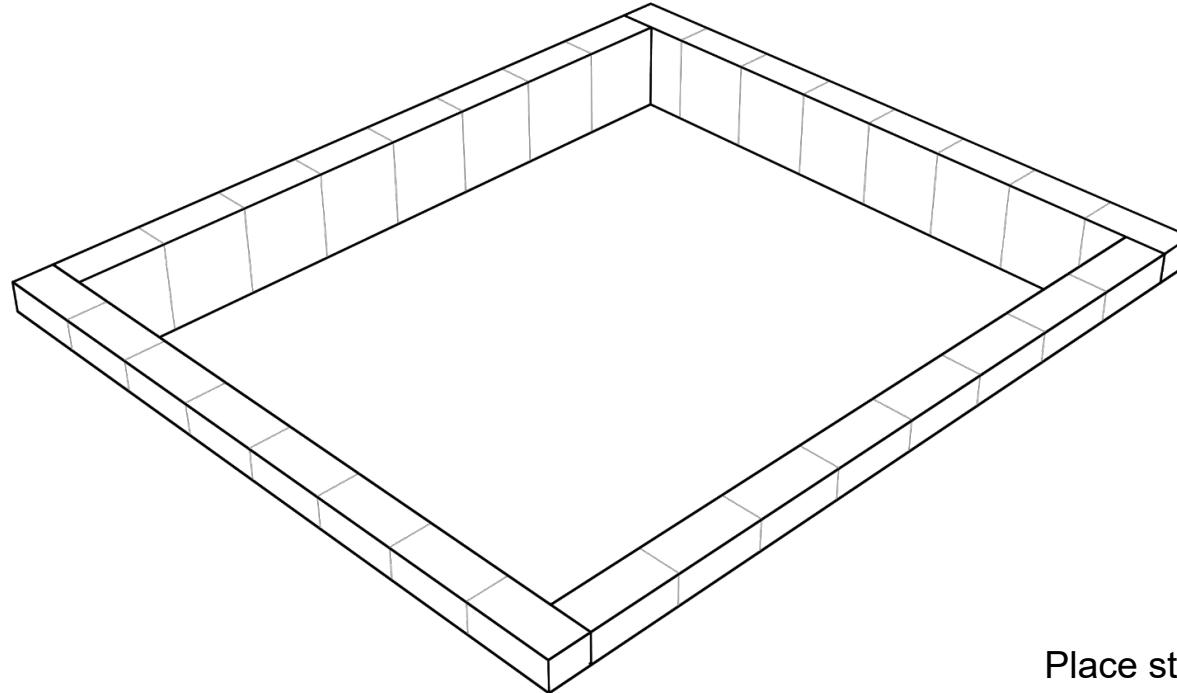
Building Process : Step 4 - Curves



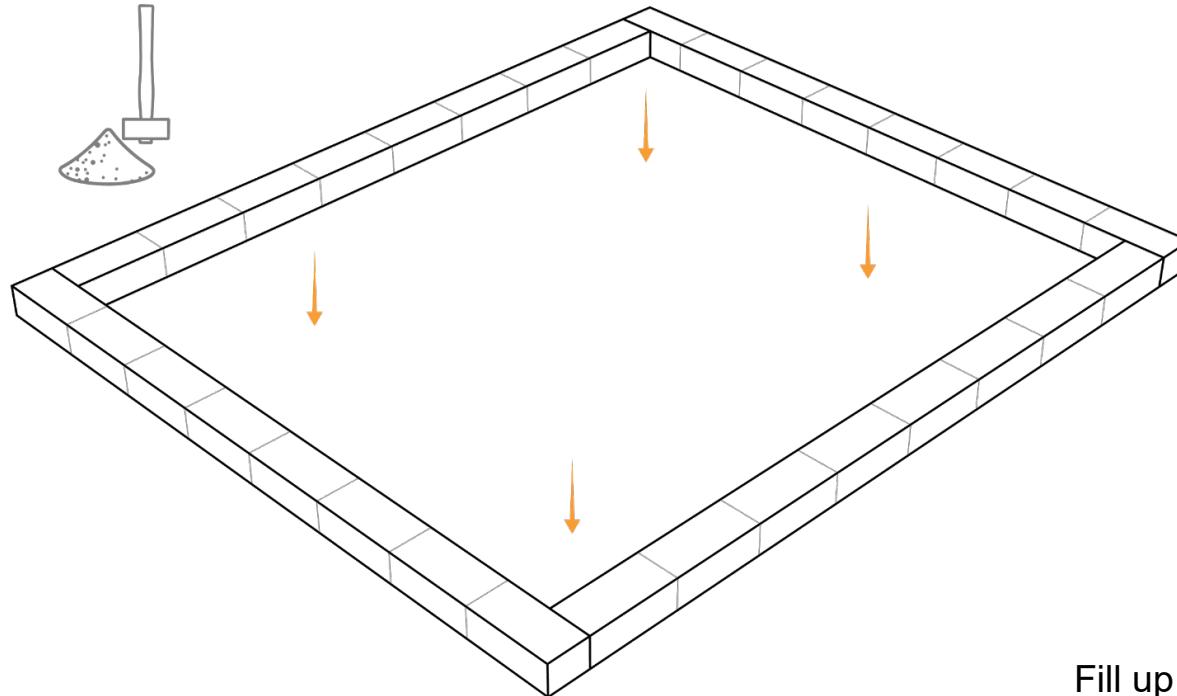


Dig the site

Building Foundation



Place stones along the perimeter



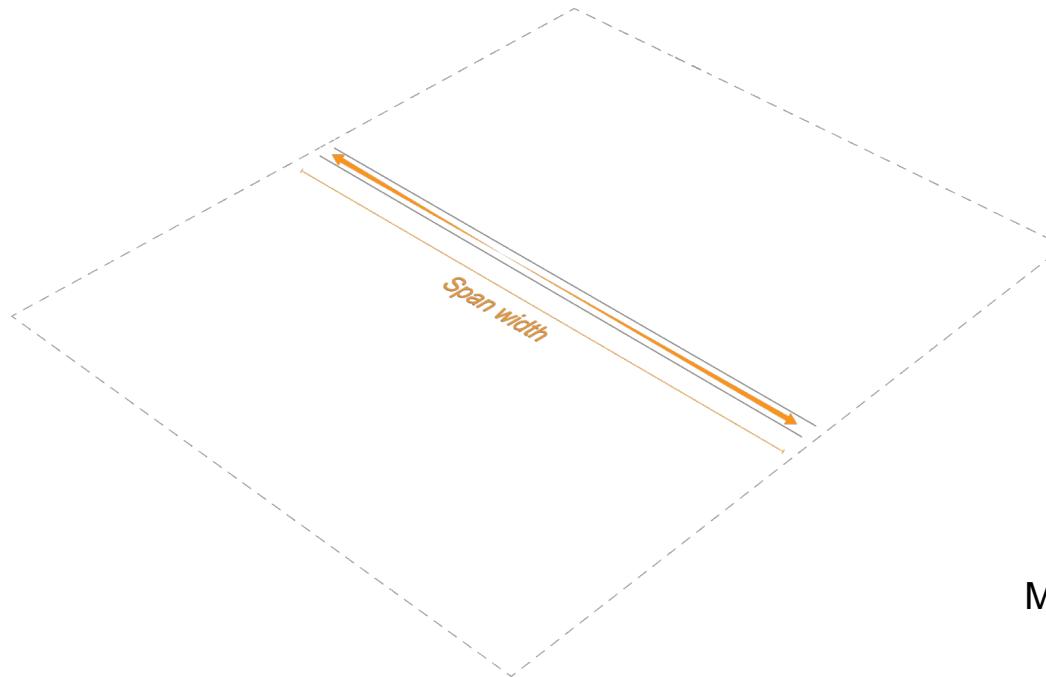
**Fill up flooring and ram
with hand rammer**

Guiding Tools: Materials



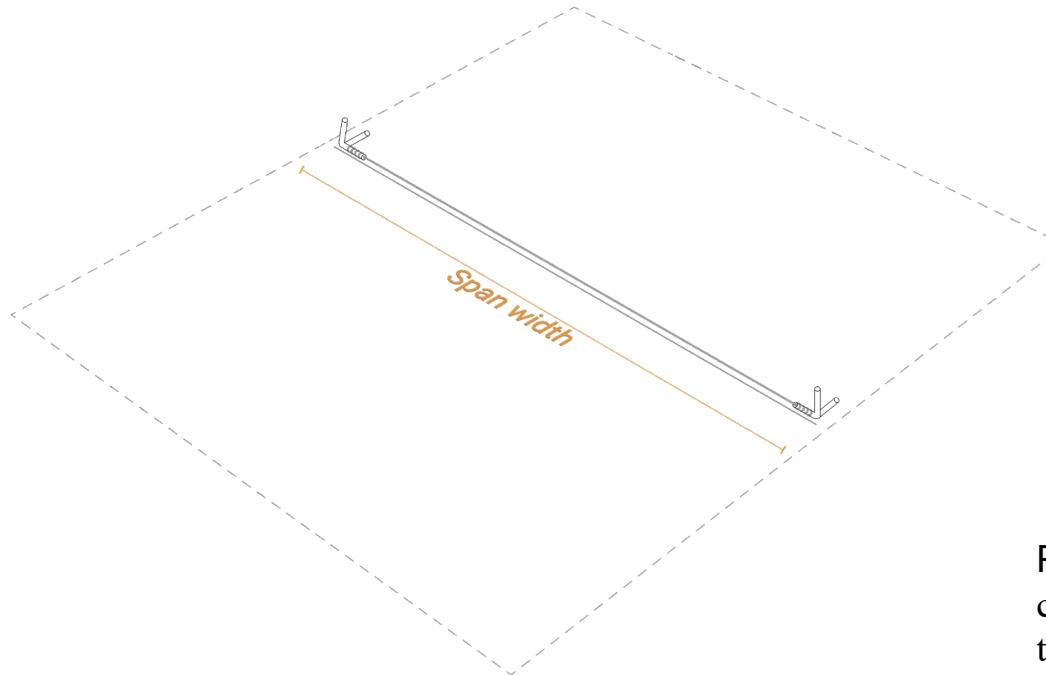
	 Plumbing connection	 Rebar rods	 Bolts	 Nails	 Rope
Application	Holding guiding rods	Act as guiding rod	Attache guiding rod to plumbing connection	Act as guide to shape guiding rod	Attach both ends of guiding rods. Support for bricks
Sourcing	Hardware store UNHCR	From camp UNHCR	Hardware store From camp	Hardware store From camp	From camp
Re-usability	Used for construction workshops	Used for construction workshops	Used for construction workshops	Used for construction workshops	Used for construction workshops

Building Process : Step 1



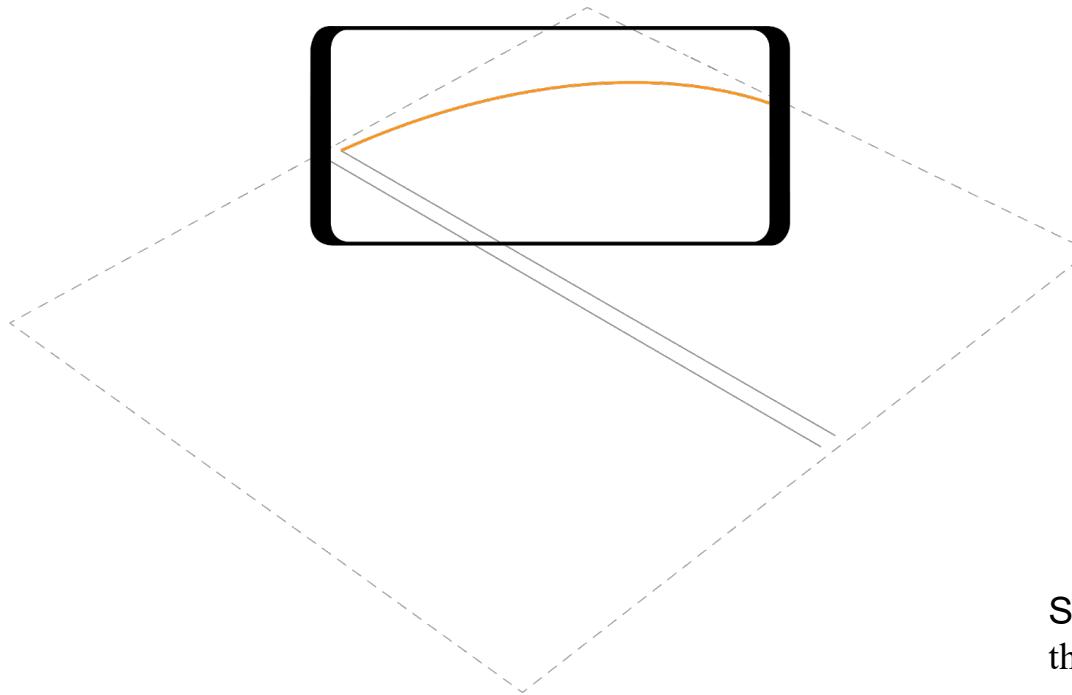
**Mark boundaries of
classroom**

Building Process : Step 2



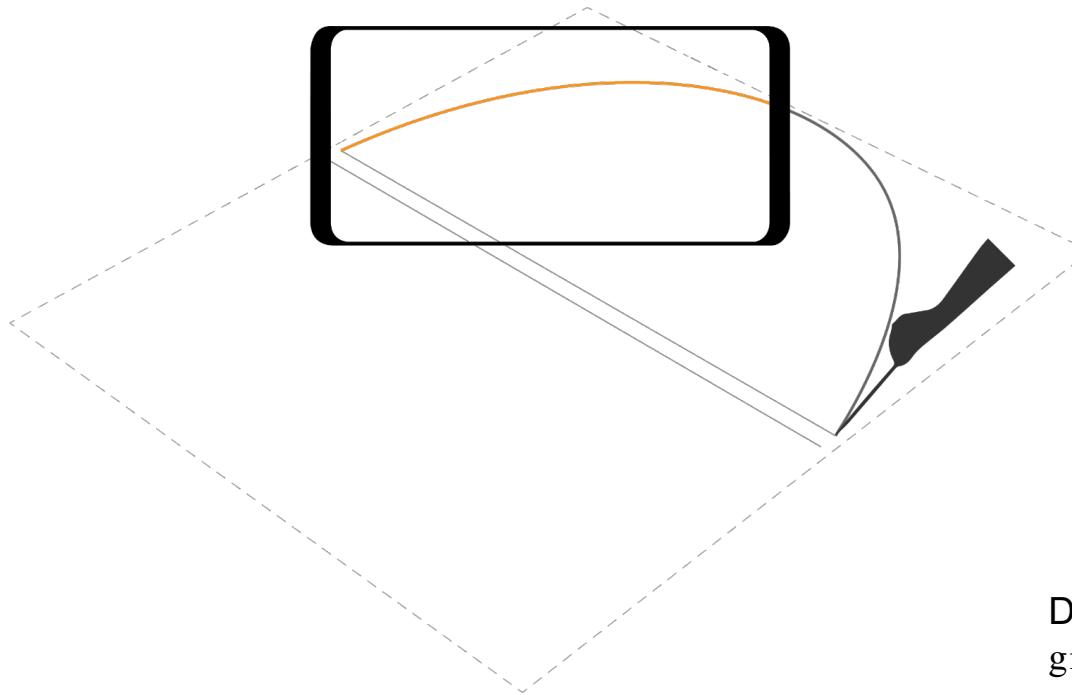
Placing the T-connection with the rope knotted to it

Building Process : Step 3



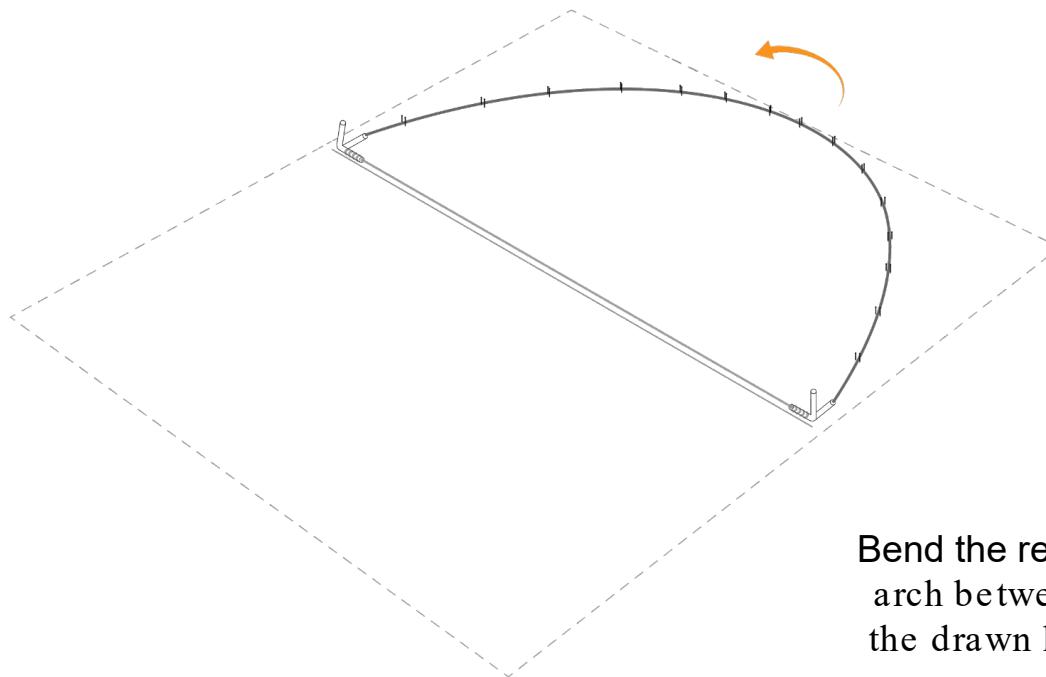
See curves
through
augmented reality
via smartphone

Building Process : Step 4



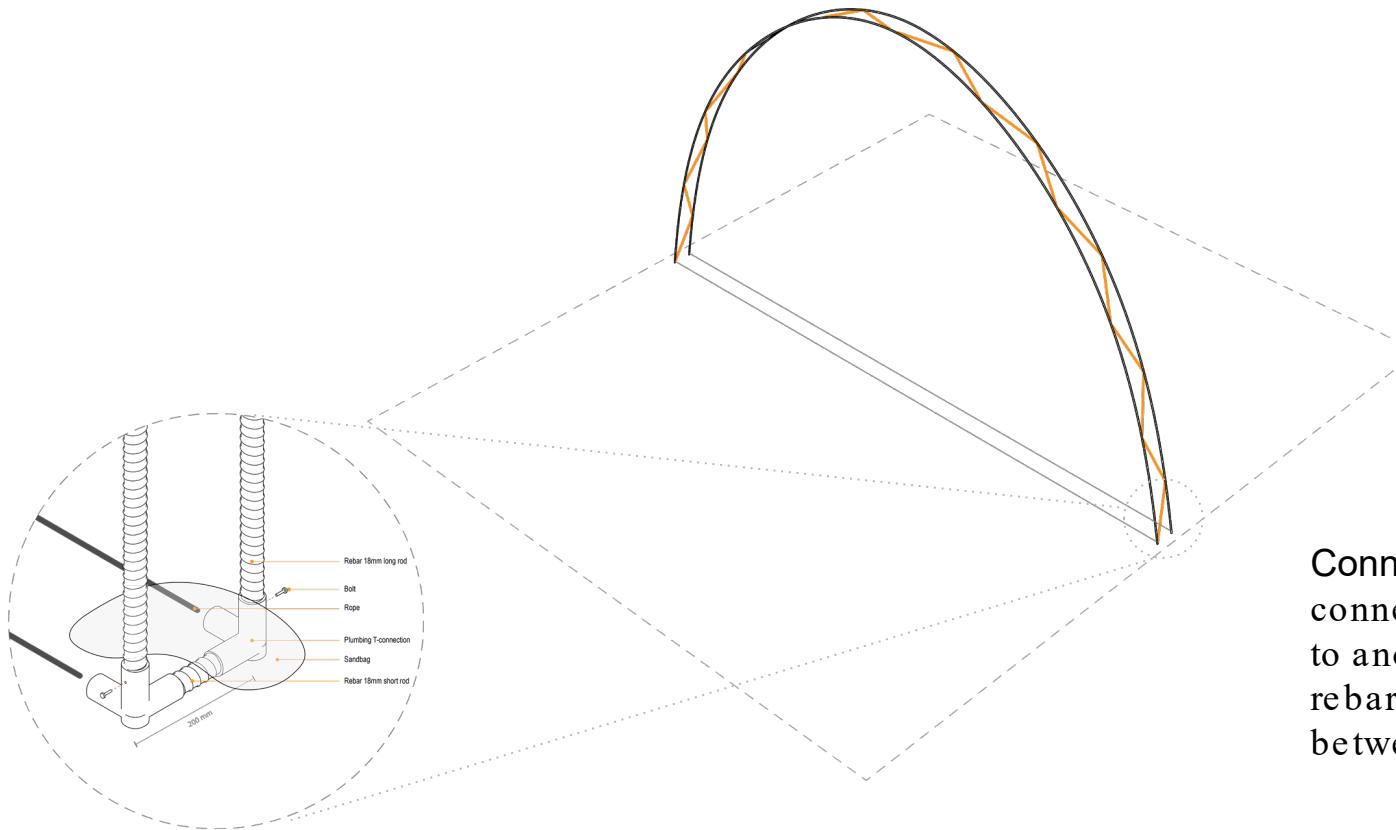
**Draw curve on
ground with
augmented reality
and smartphone**

Building Process : Step 5



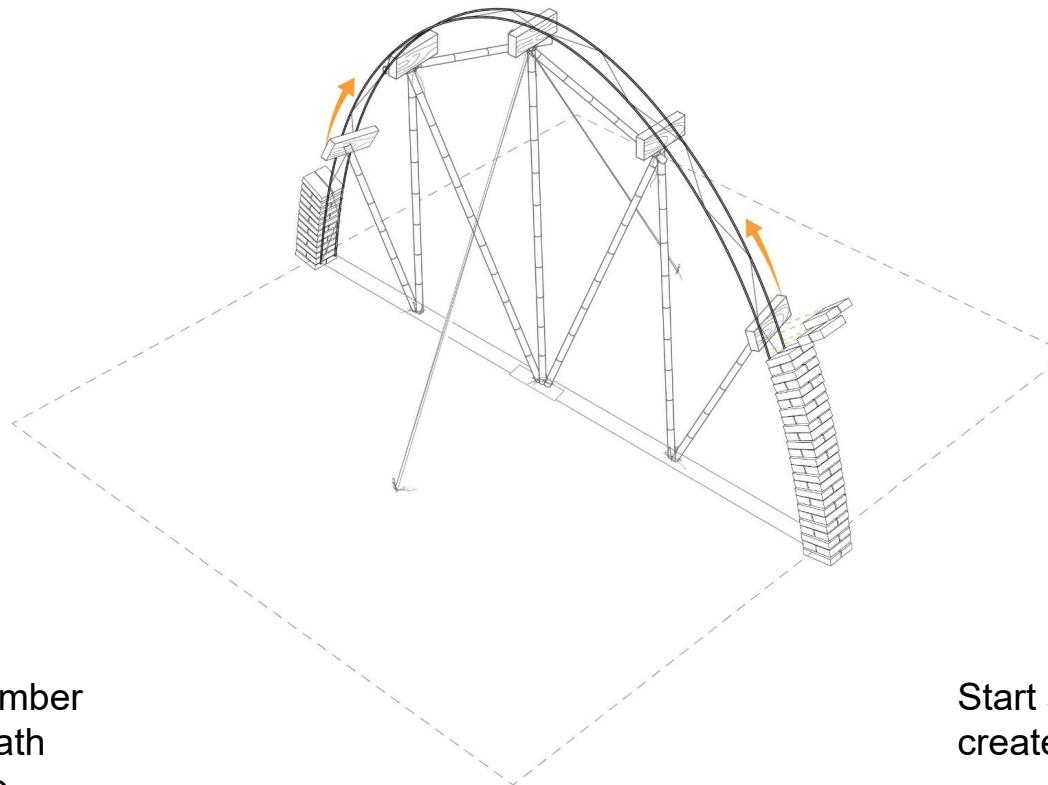
Bend the rebars into catenary arch between the nails using the drawn line on the ground

Building Process : Step 6



Connect rebars to T-connections with bolts and to another arch with short rebar and zigzag a rope between the two arches

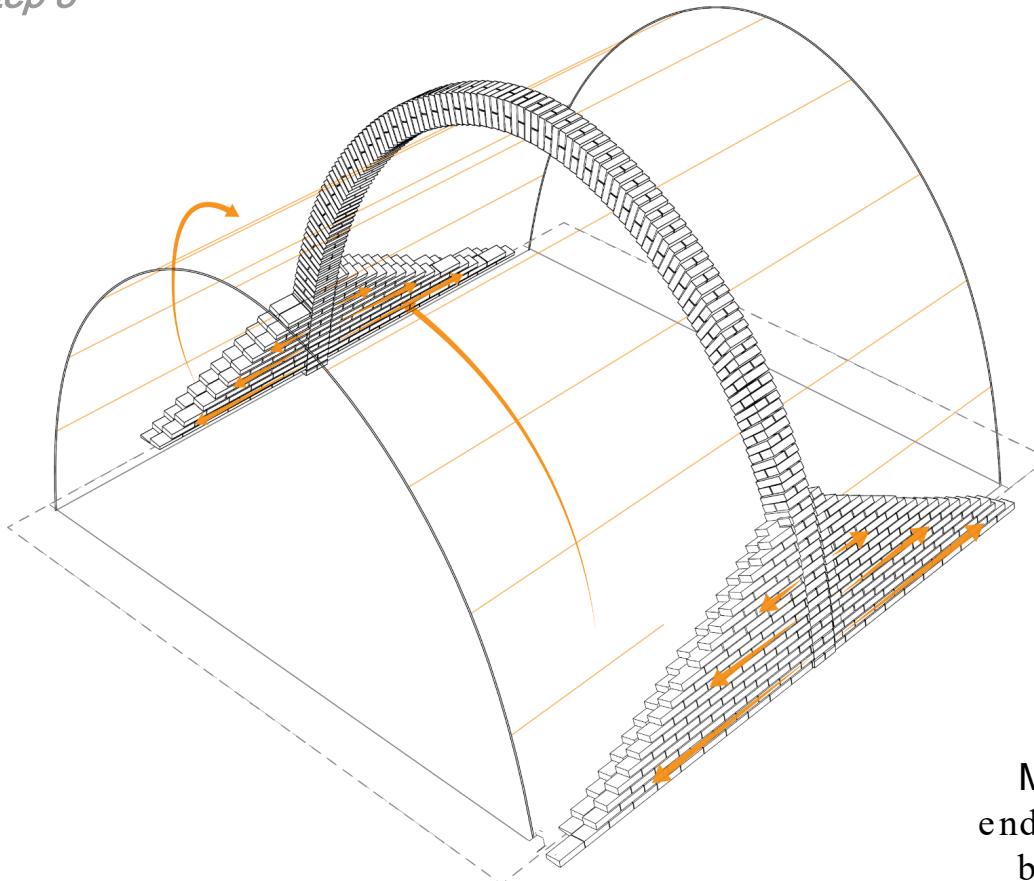
Building Process : Step 7



Build bamboo and timber scaffolding underneath arch and tie ropes to ground for stability

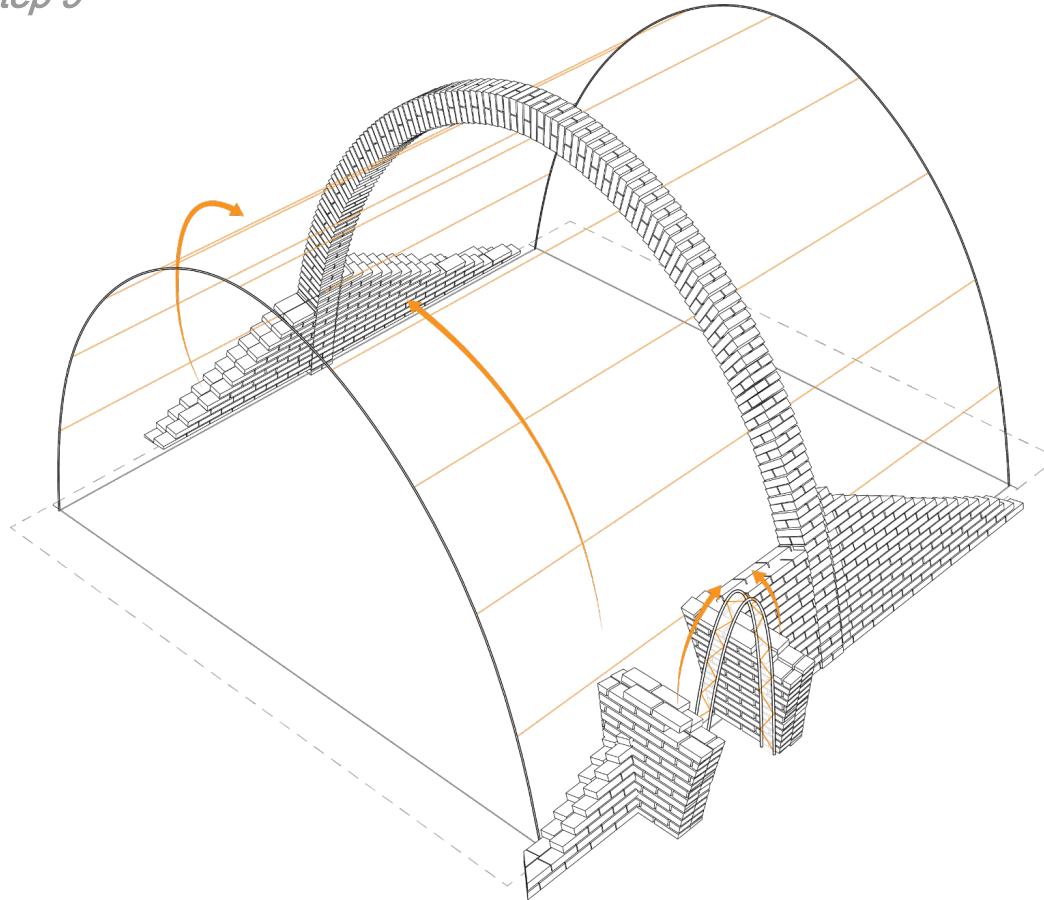
Start stacking bricks to create central catenary

Building Process : Step 8



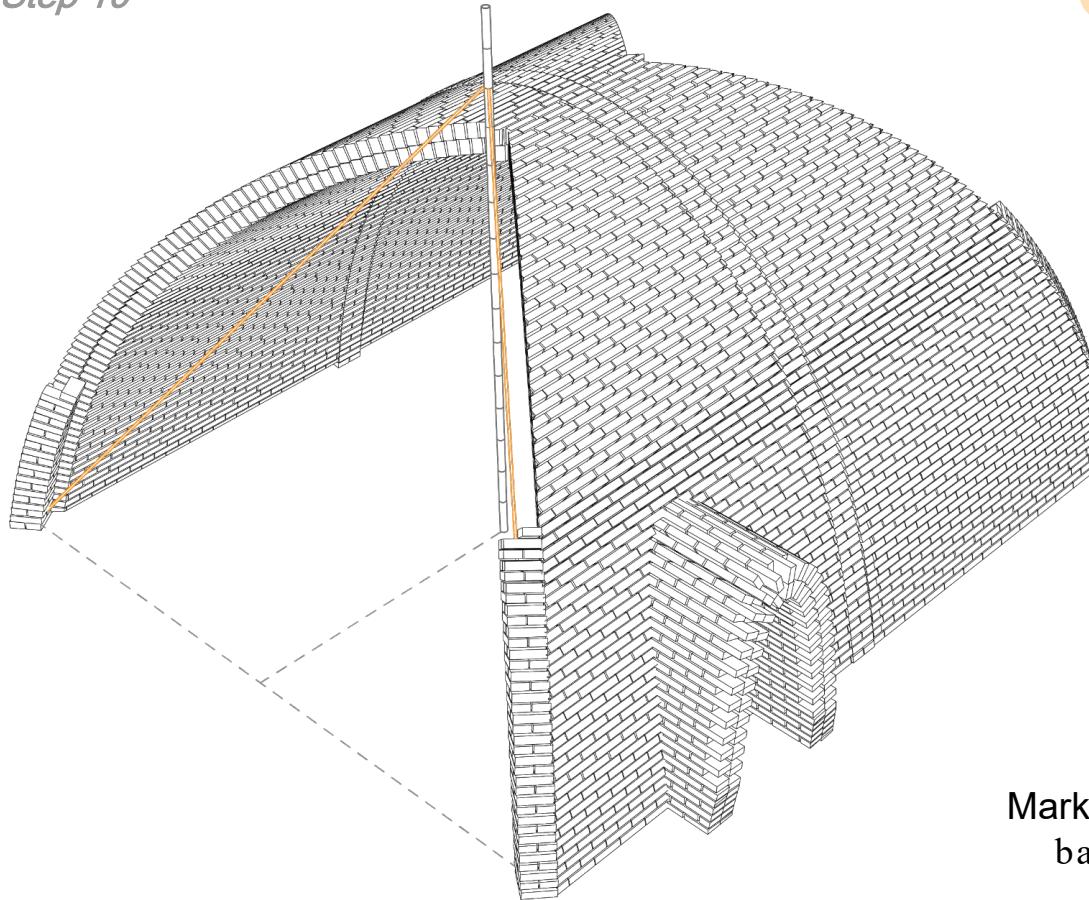
Move rebar supports to ends and span new ropes between them to act as guides for brick stacking

Building Process : Step 9



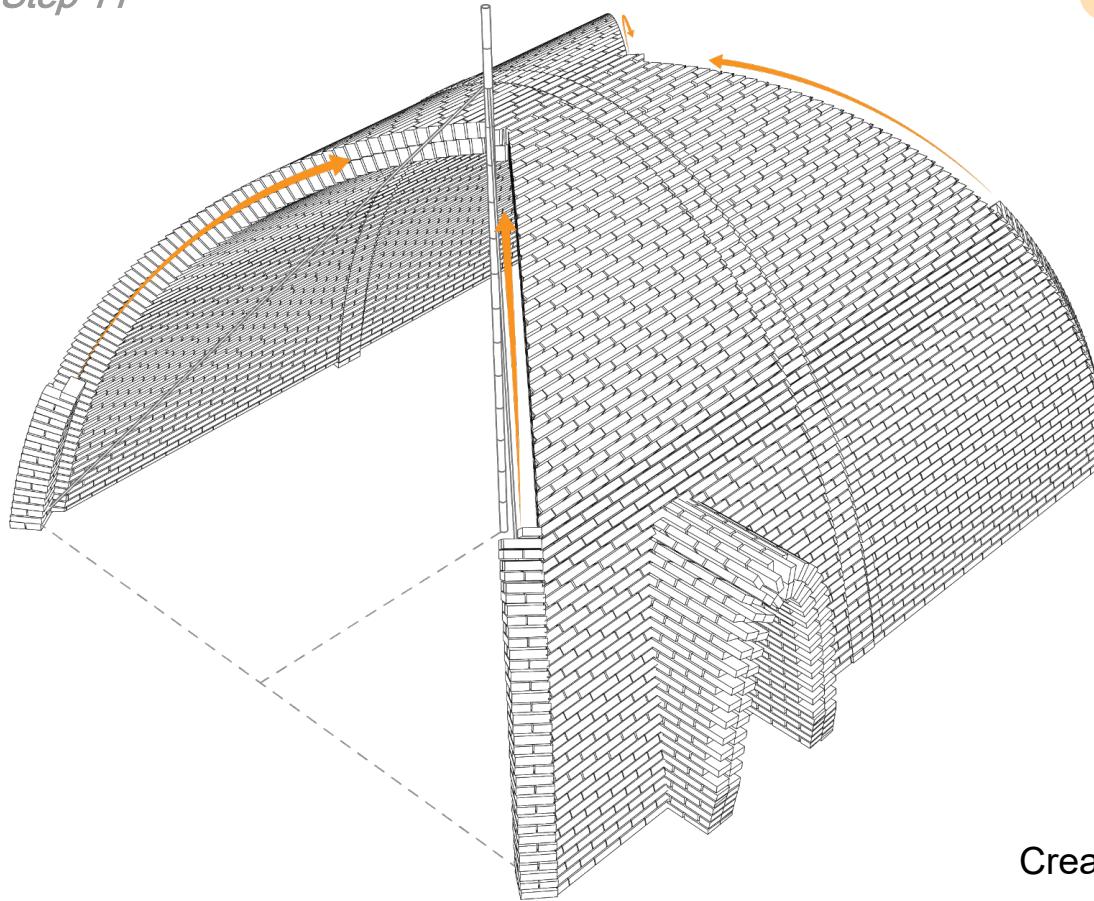
Use small rebar support to create openings to the corridor

Building Process : Step 10



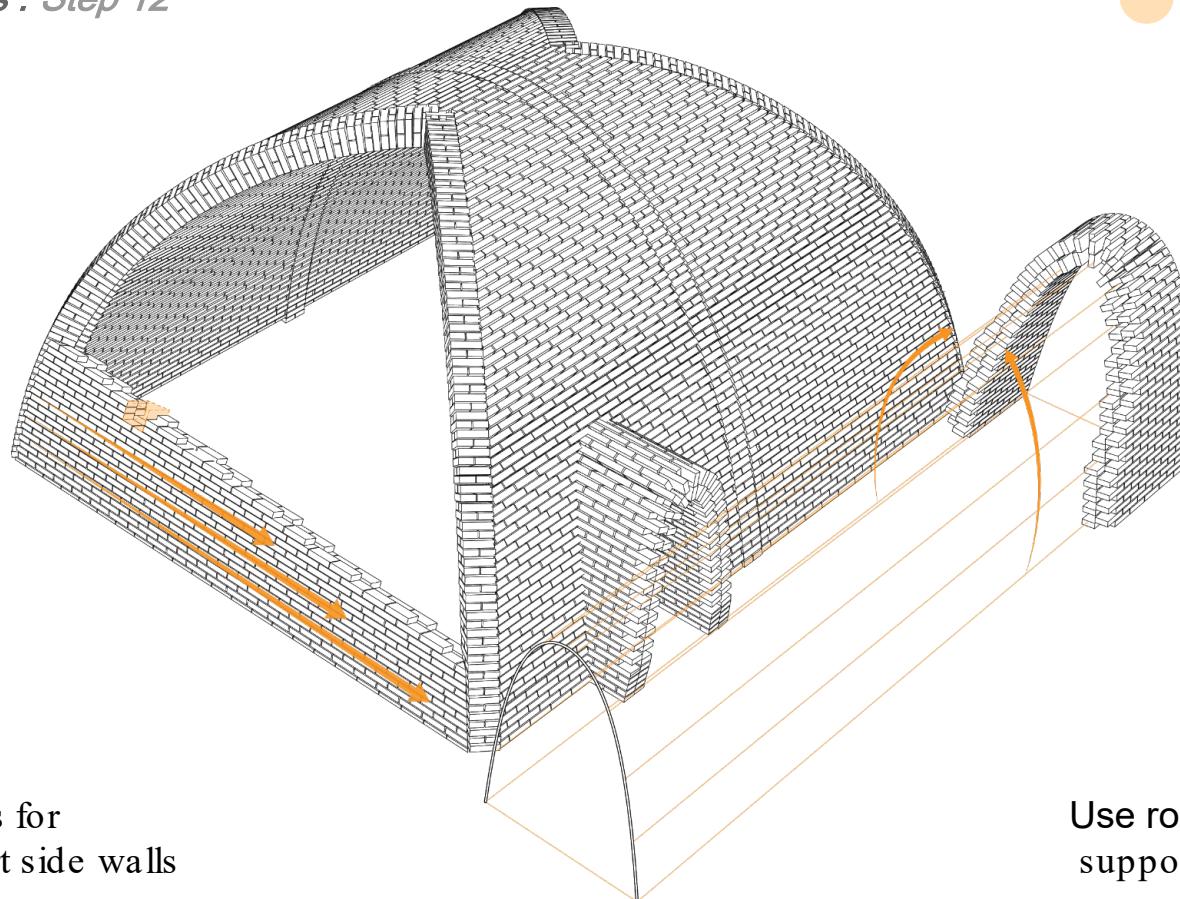
**Mark vault vertex with
bamboo and ropes**

Building Process : Step 11



Create corner arches

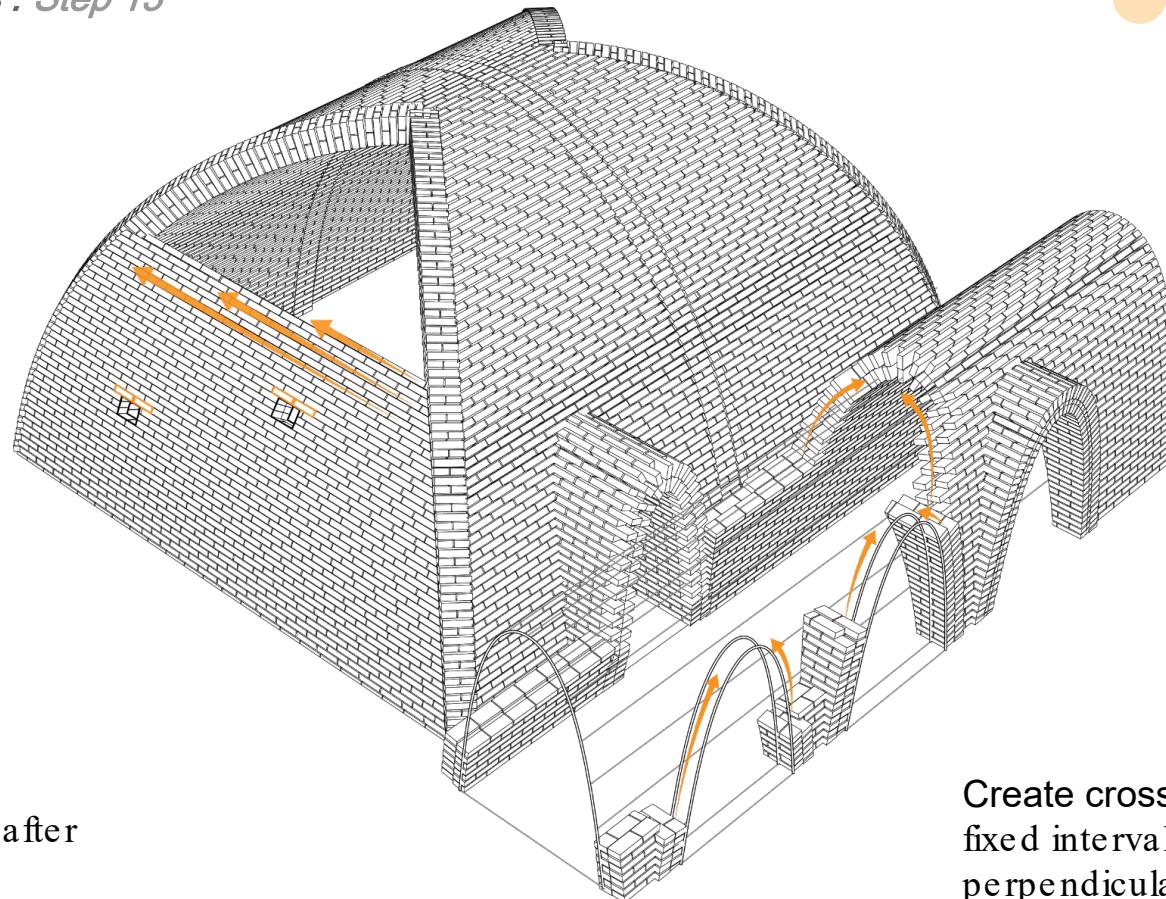
Building Process : Step 12



Leave brick gaps for
openings in short side walls

Use ropes and rebar
support create vault

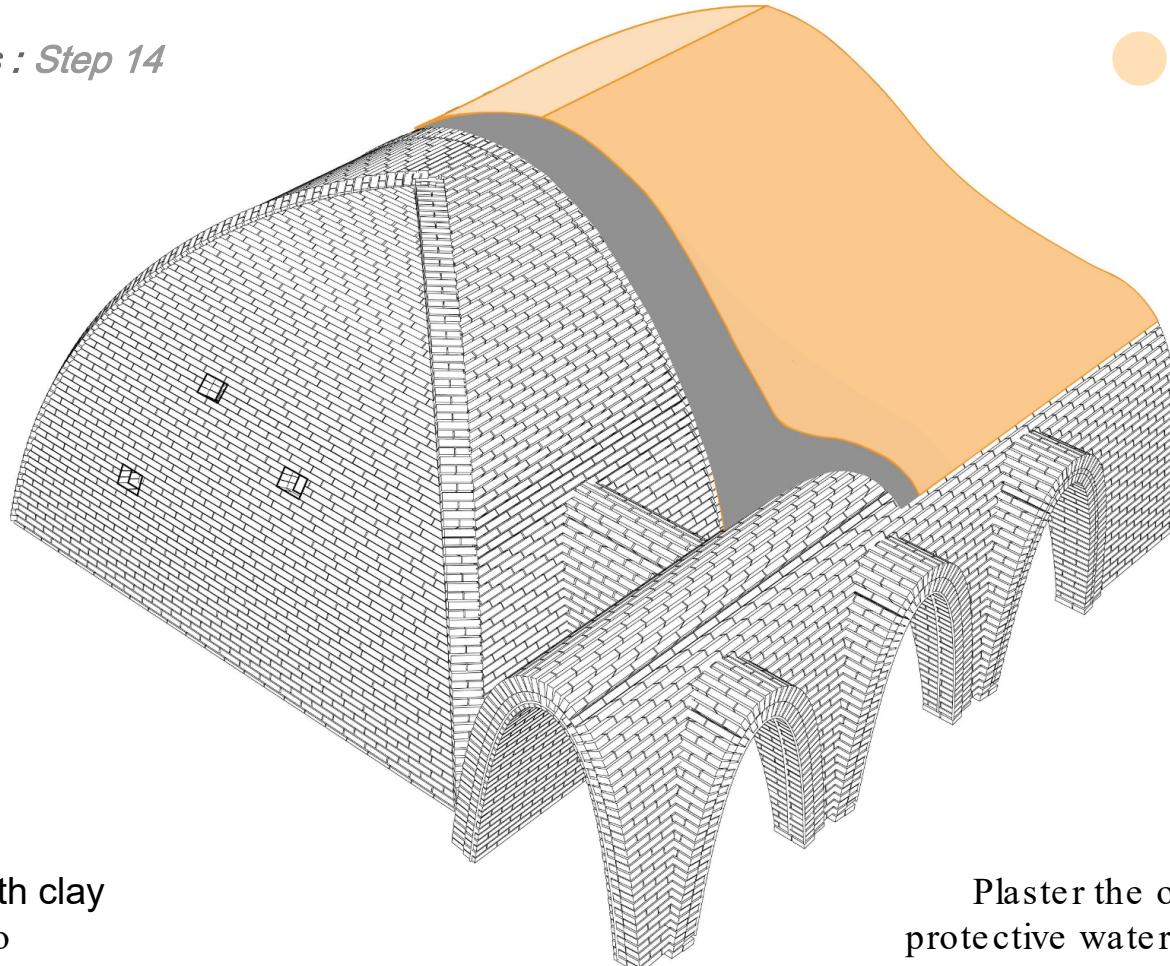
Building Process : Step 13



Close brick gaps after
three rows

Create cross vaults at
fixed intervals in
perpendicular direction

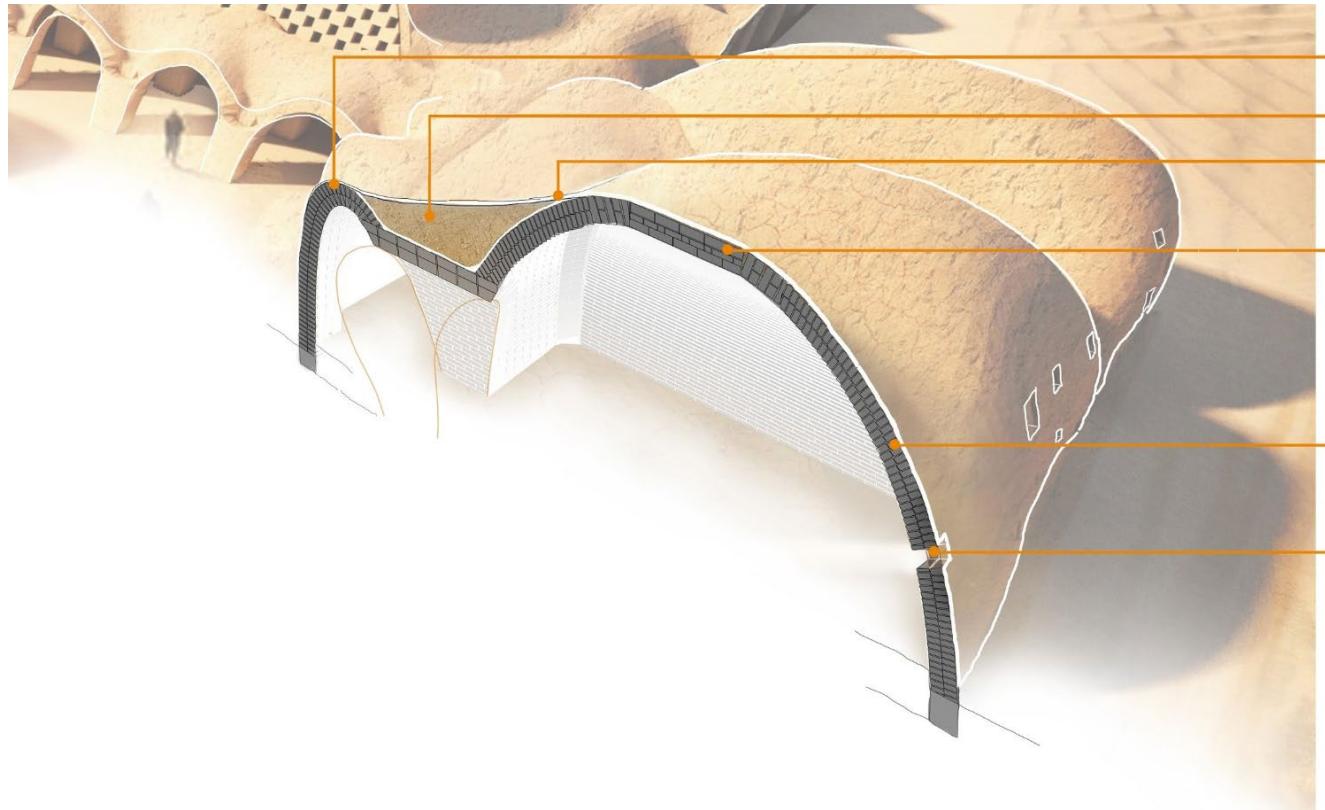
Building Process : Step 14



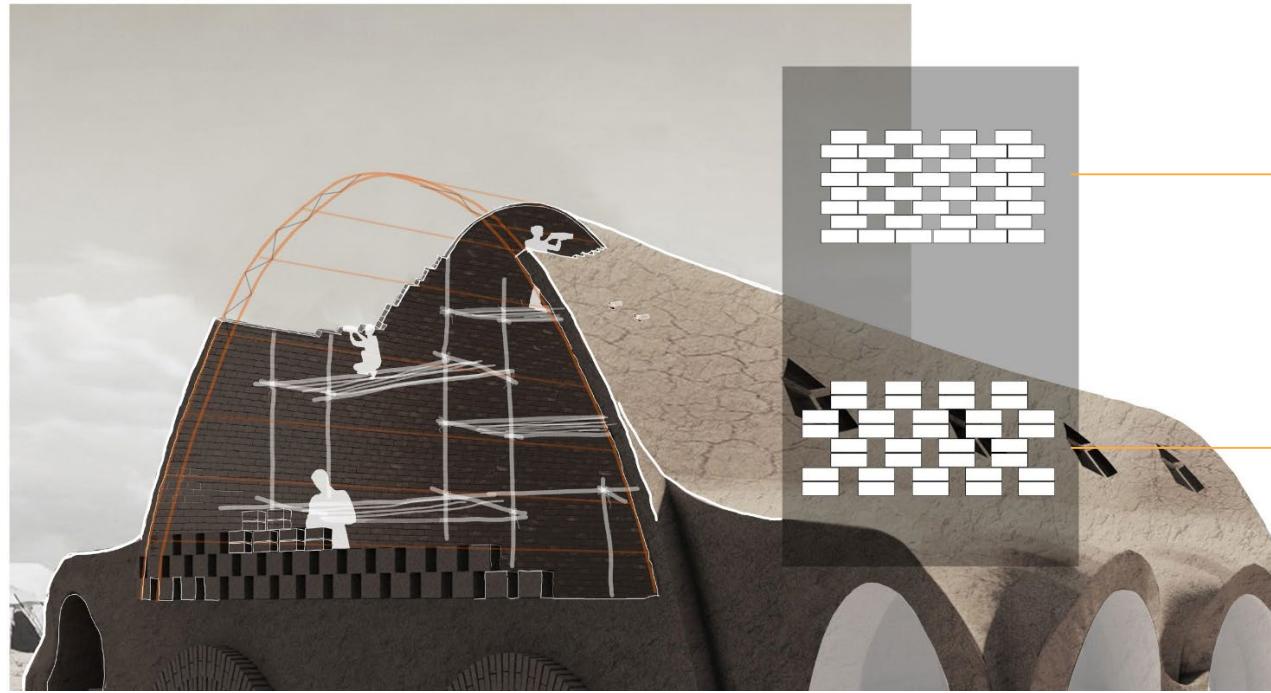
Fill in the gaps with clay
and hay mixture to
achieve the drain slope

Plaster the outer surface using
protective water-resistant clay mix.

Detail Section



Detail Section



Jali Screen patterns
(Half bat Brick openings)

Jali Screen patterns
(Soldier Brick openings)



Youth are the spirit of life, they determine how developed or underdeveloped a nations is !!!...

Syria will need this Youth Force to Build back their home....

Reflections

- Computational and Human approaches need to work in synergy for good design.
- Computational tools can generate many unbiased options based on predefined multi objective parameters and also analyse those much faster.
- The most suitable options have to be found manually from the clutter.

Role of designer in the future?

Designer

/dɪ'zainer/

Noun

An empathetic person who understand the human challenges and translates those challenges into quantitative parameters and can attain suitable solutions in cooperation with Artificial Intelligence.

