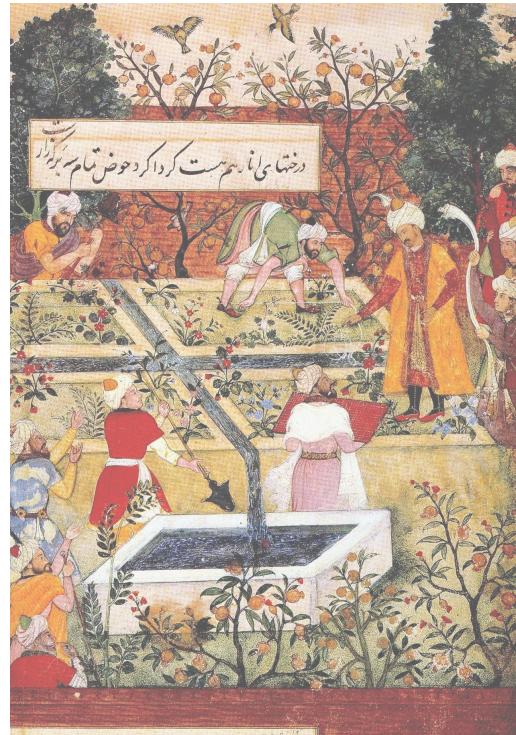


Jannat Al-Tohr



جَنَّةُ الْطَّهْرِ

A retreat from everyday life

Design vision

*"Our aim is to create a **relaxation place** in which showering and bathing facilities will be available to residents. A way of escaping the camp and find themselves in a calming environment."*



Our aim is to:

Reduce the waste water, provide it in **recreational places** (water usage)

Revive the former **cultural feature of hammam**

Improve the **hygiene situation**

Increase the **green spaces**

Create missing **relaxation areas**

Location

Selection of location based on:

- *Density*
- *Walking distance*
- *Water*
- *Other recreation*
- *Topology*



Our plot

We selected a location in district 10.

Size of the plot is

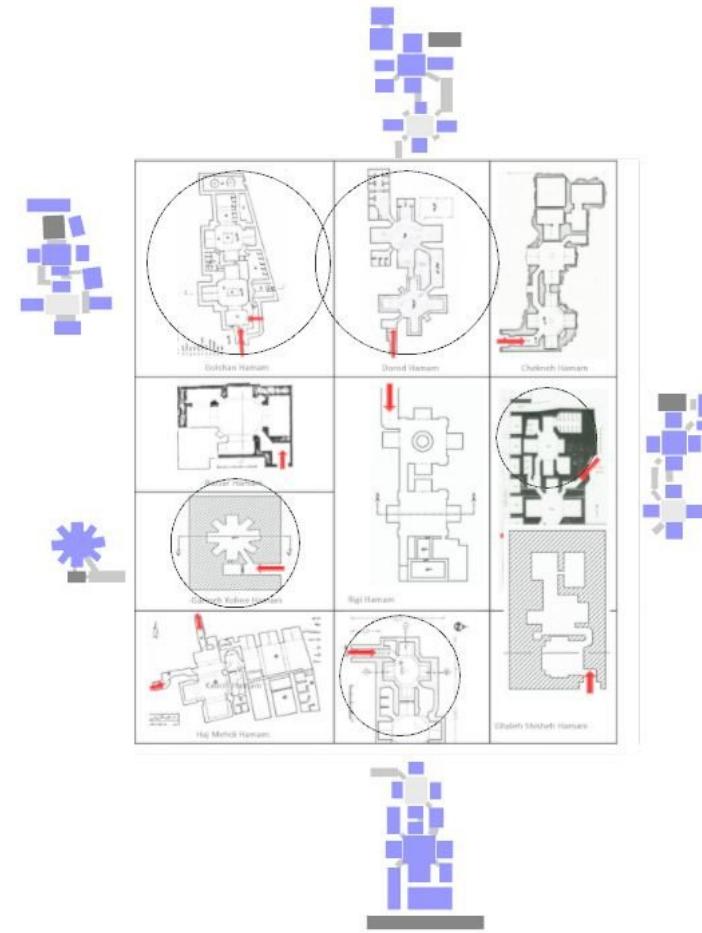
25 x 50m



Existing Hammam

We analysed **existing hammam** to look how they work

Base for our spaces
and how we make the bubble diagram

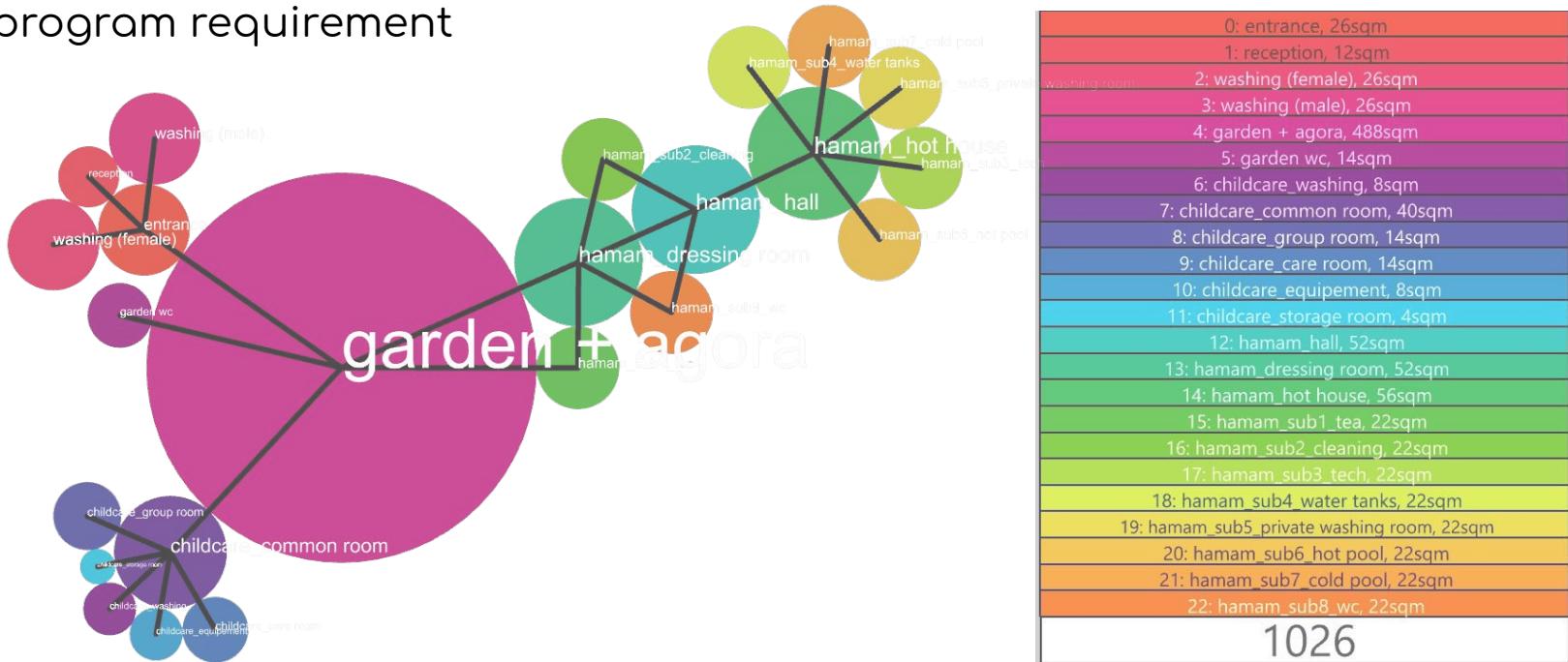


Spatial configuration of different hammam

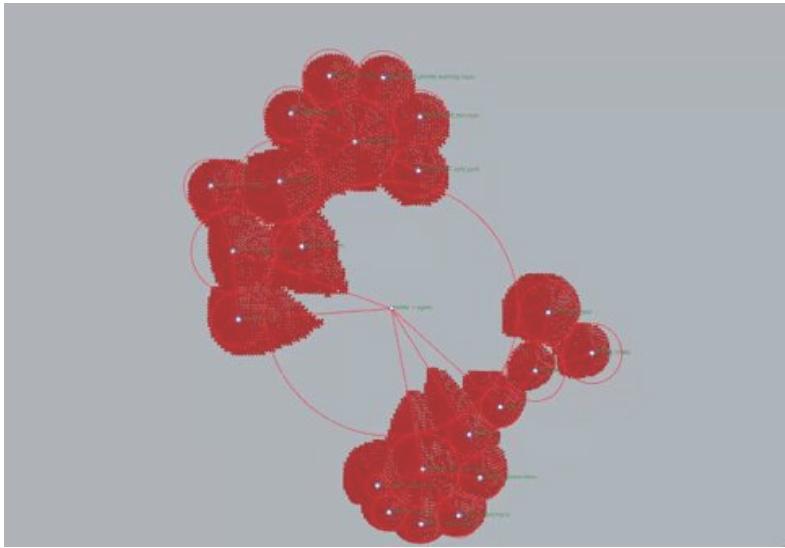
Garineh Kohne Hamam	total area	Golshan Hamam	total area	Dorod Hamam	total area	Chekneh Hamam	total area	Kaboli Hamam	total area	% percentages
	9		16		17		13		24	100%
	% of total area		% of total area		% of total area		% of total area		% of total area	% percentages
corridors		19		12		15		12		13
dressing room		24		12		10		12		13
hot house		24		11		11		13		14
subsidiary spaces		26		55		56		53		49
pool		7		9		8		11		11

Program of requirements, bubble diagram

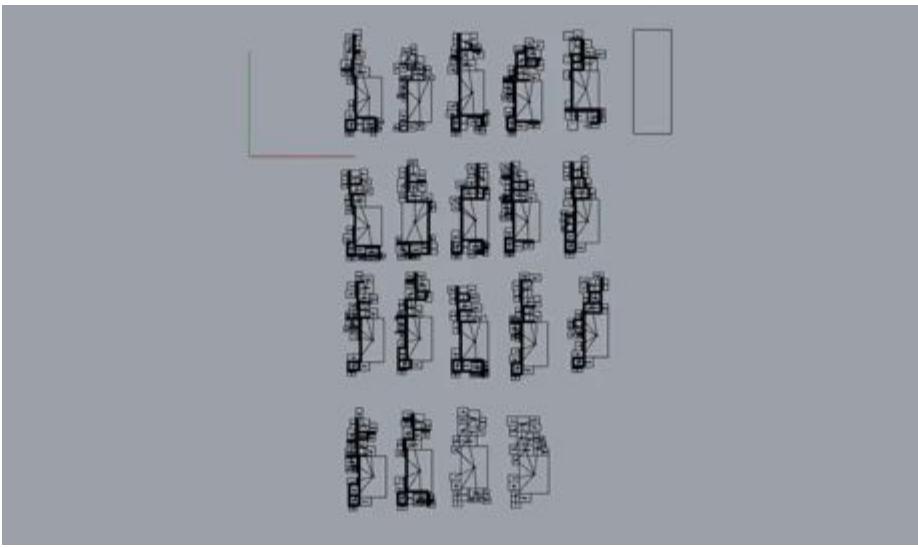
The analysis of the different historical hammams resulted in the program requirement



Computational approaches

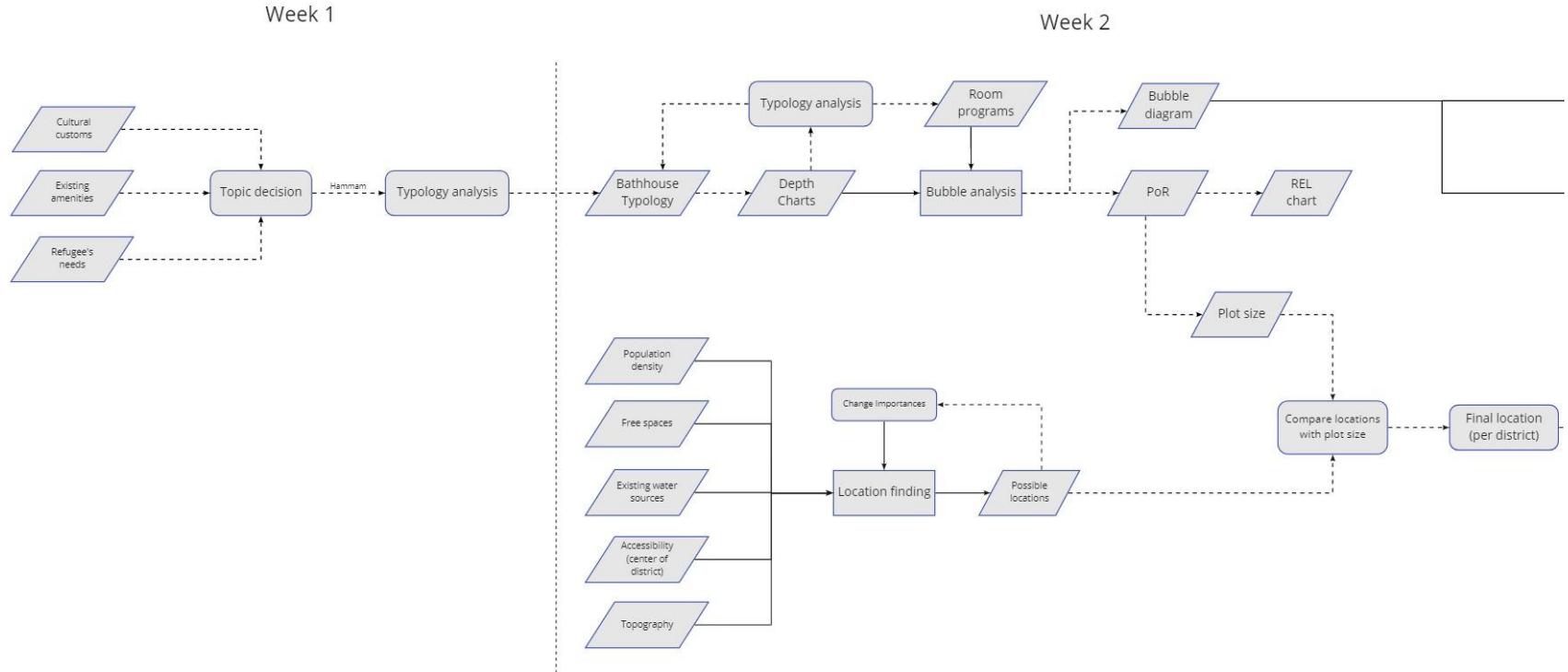


Literal take on the bubble diagram



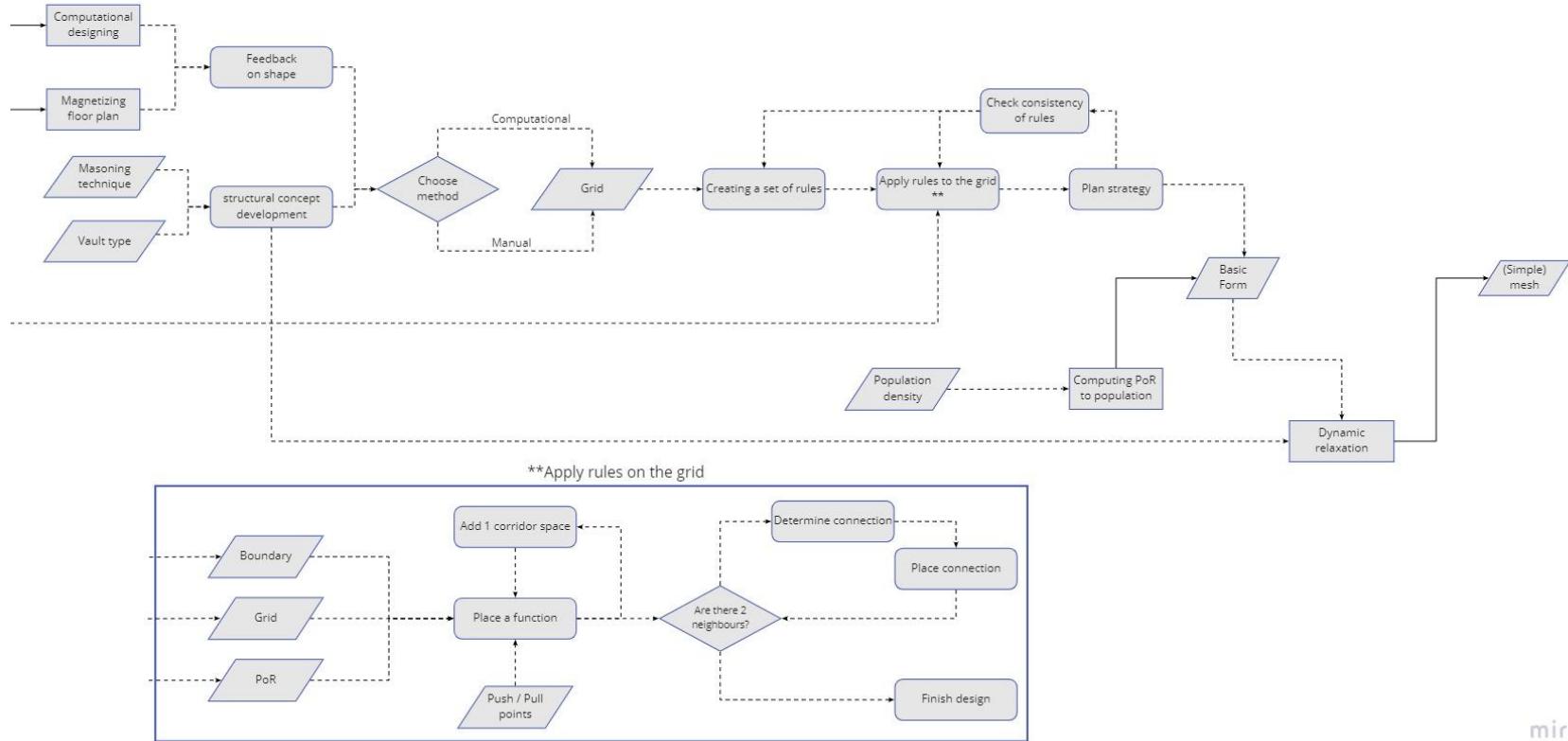
Magnetizing tool as configuration

Flowcharts



Flowcharts

Week 3-5



Triangular grid

Hexagons

*Compatible with
domes shapes*

Topology of Hammam,
*supports association
of the refugees*



THE GAME

Rule n01:

Stay on the grid

Rule n02:

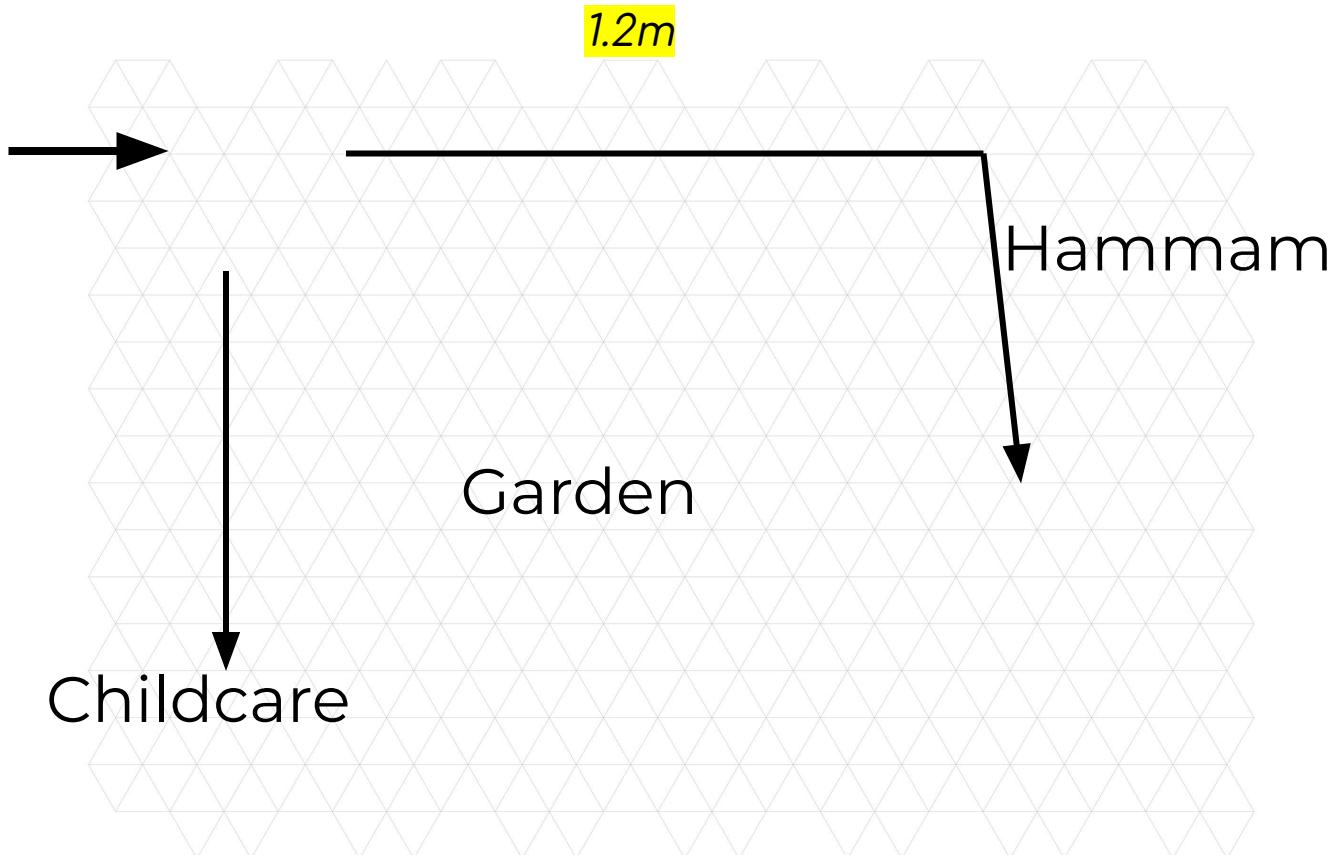
The entrance
near the streets

Rule n03:

The childcare on
the south and
Hammam to the
east

Rule n04:

As compact, court
as big as possible



THE GAME

Continuous deformation with a hole requires a topological switch from a “ball” to a “mug with handle”



as compact :
Oliebollen

Rule n04:
As **compact, court**
as big as possible



*as compact but
with a court:
Donut*

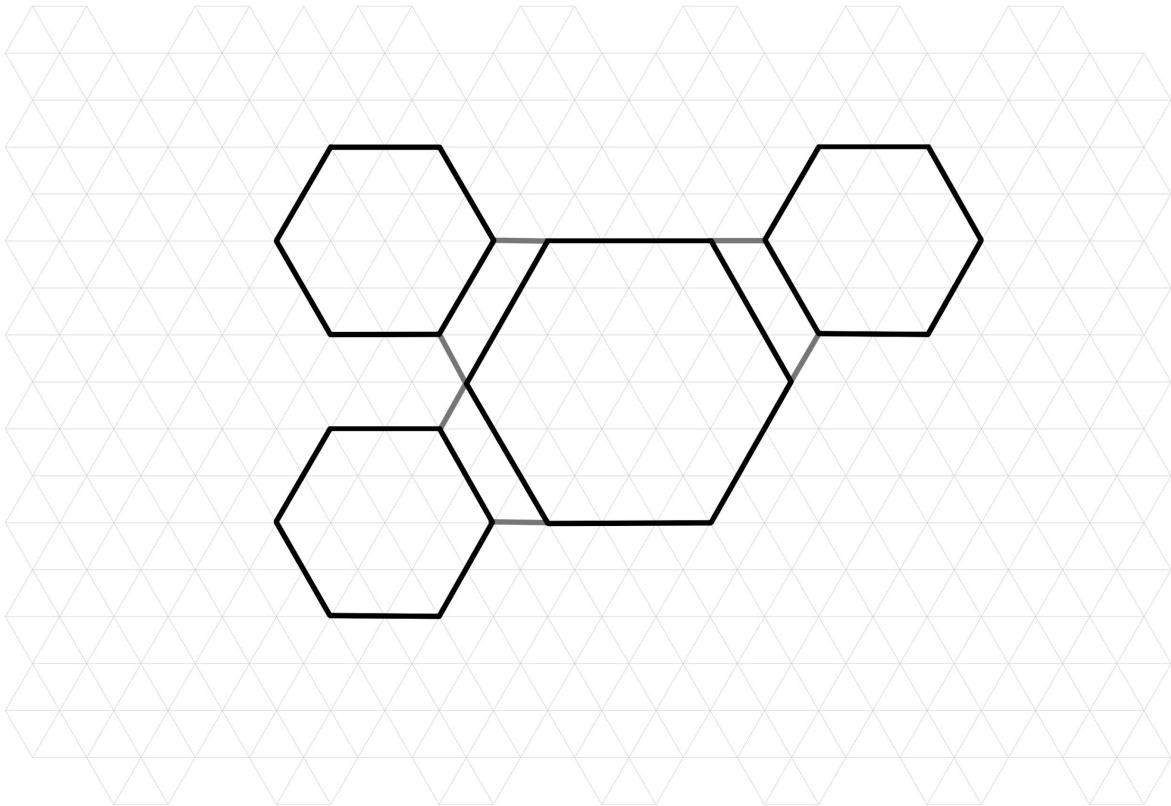
THE GAME (Placing the rooms)

Rule n05:

*After each room
add 1 row of
possible
corridors*

Rule n06:

*Apply
connections*

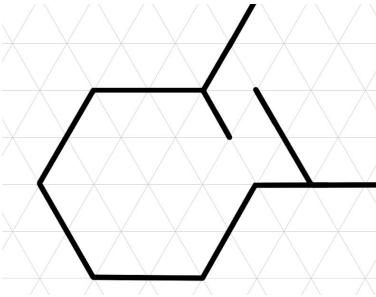


(Not on scale)

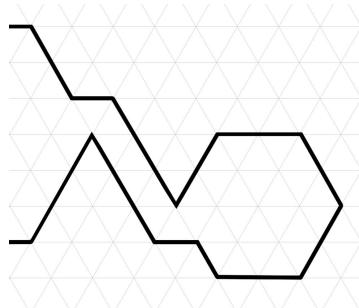
THE GAME (Placing the rooms)

Rule n05:

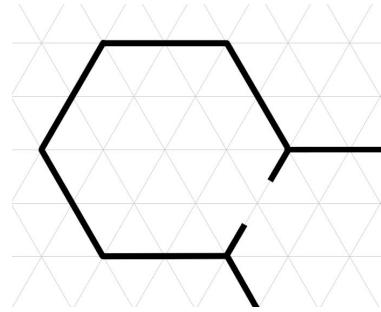
After each room
add 1 row of
possible
corridors



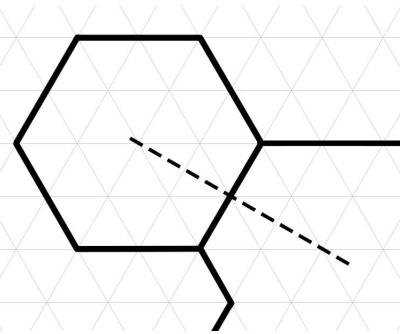
Thermal/privacy
difference



Large distance



Direct connection

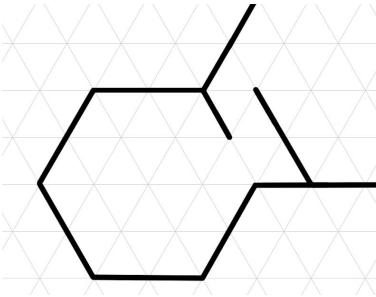


Optical
connection

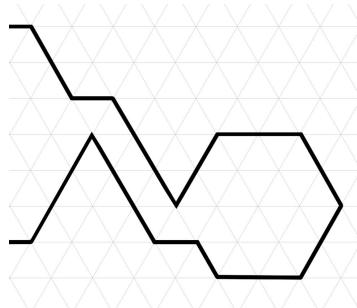
THE GAME (Placing the rooms)

Rule n05:

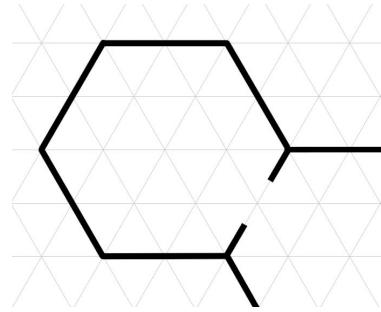
After each room
add 1 row of
possible
corridors



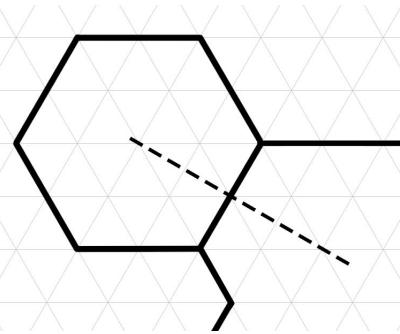
Thermal/privacy
difference



Large distance



Direct connection



Optical
connection

THE GAME (Placing the rooms)

Rule n05:

*After each room
add 1 row of
possible
corridors*

Rule n06:

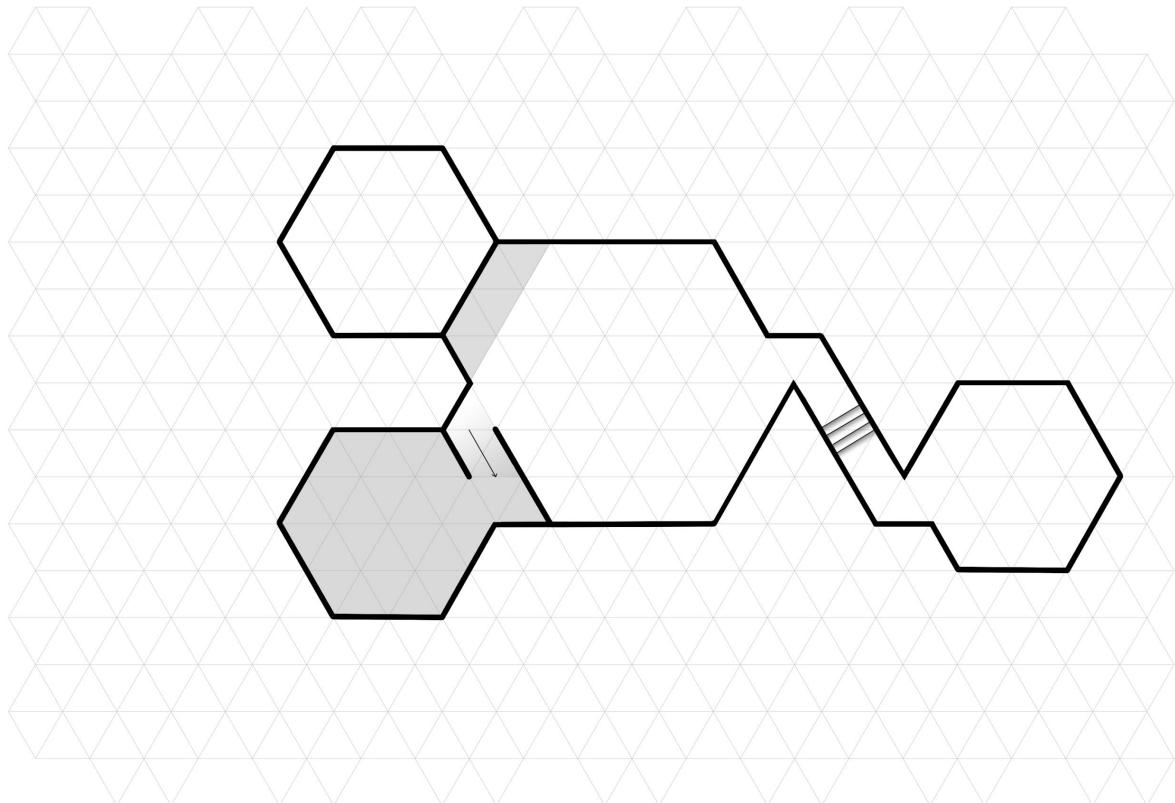
*Apply
connections*

Rule n07:

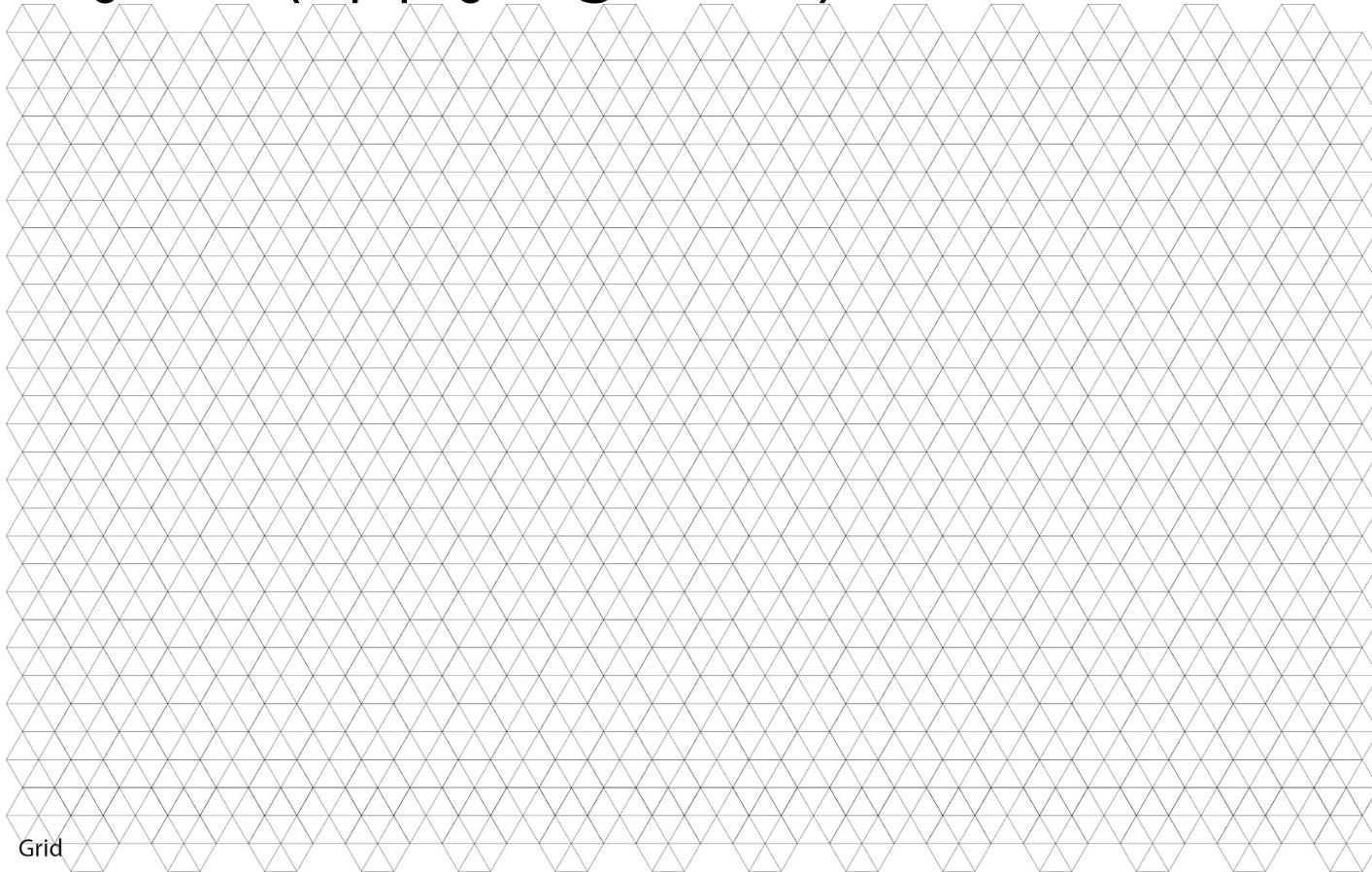
*Extend adjacent
rooms*

Rule n08:

*Adjust corridors
towards heights*

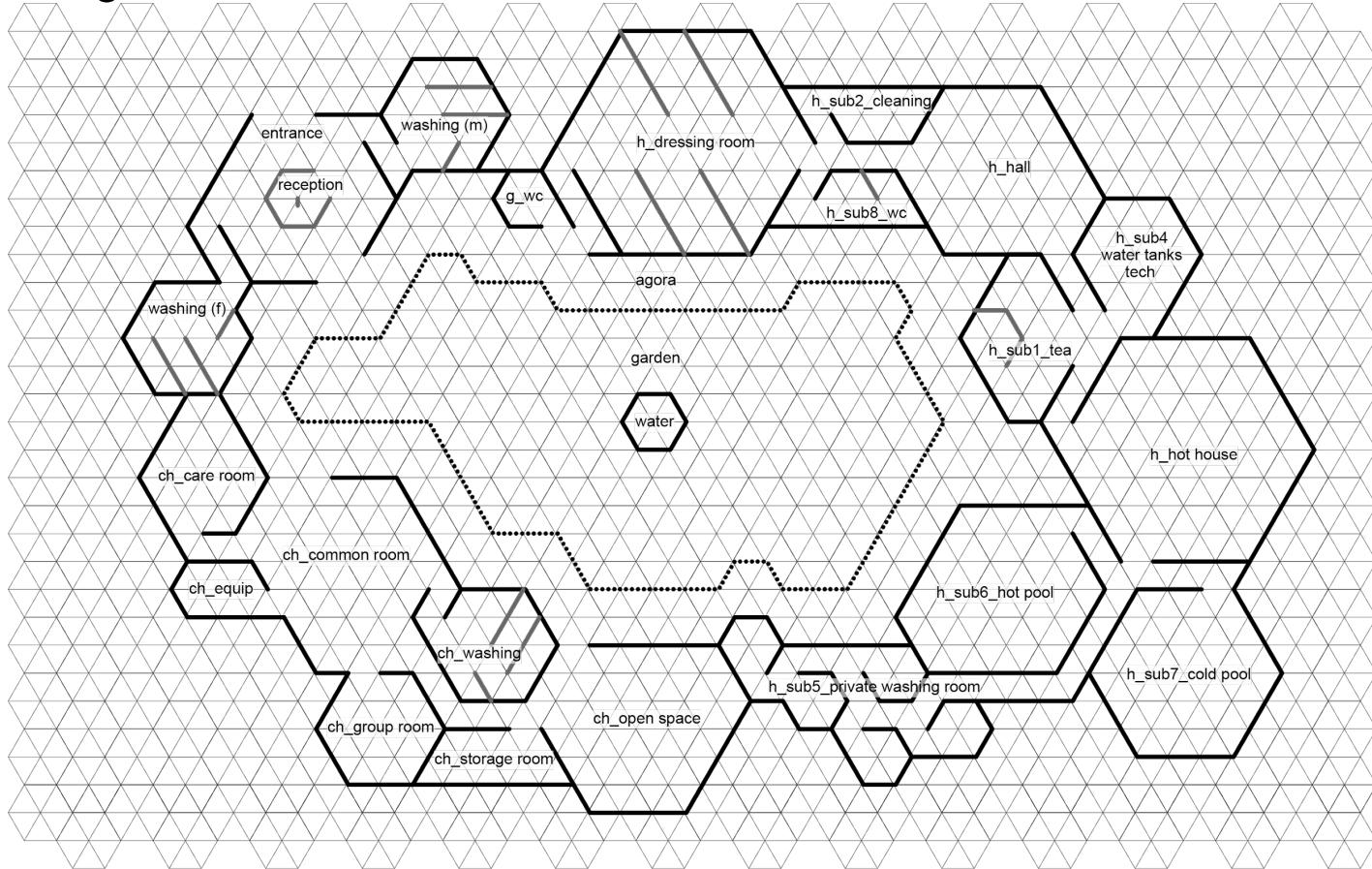


Final layout (applying rules)



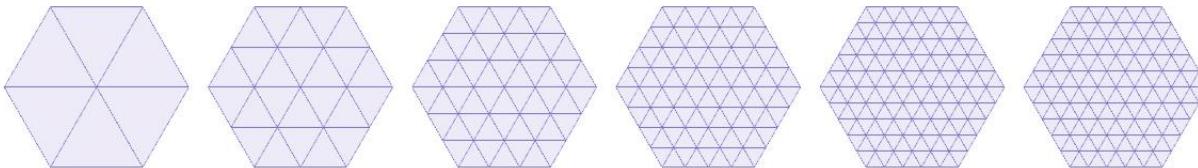
Grid

Final layout

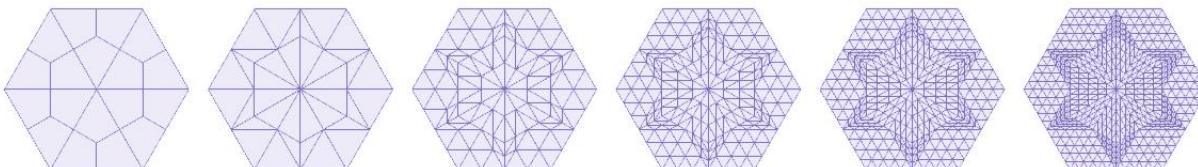


Tessellation

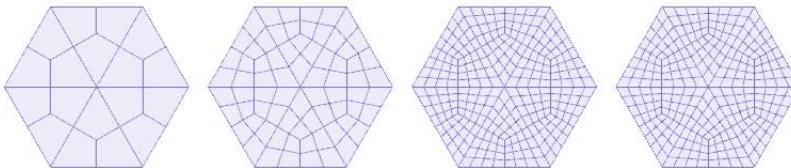
all triangulate



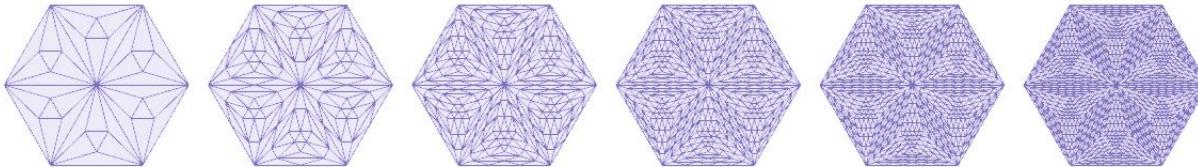
the 1st constant quad split
& the next triangulate



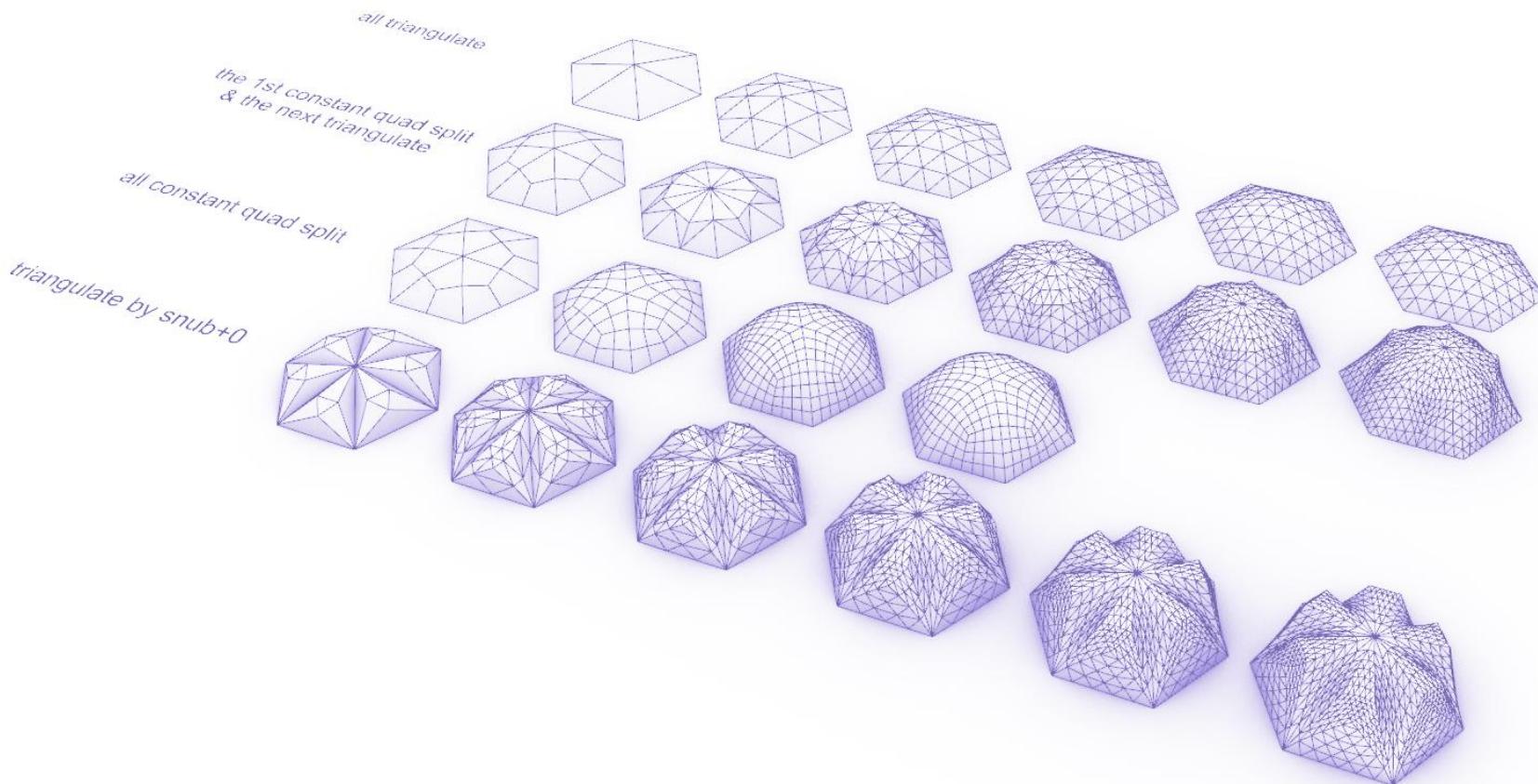
all constant quad split



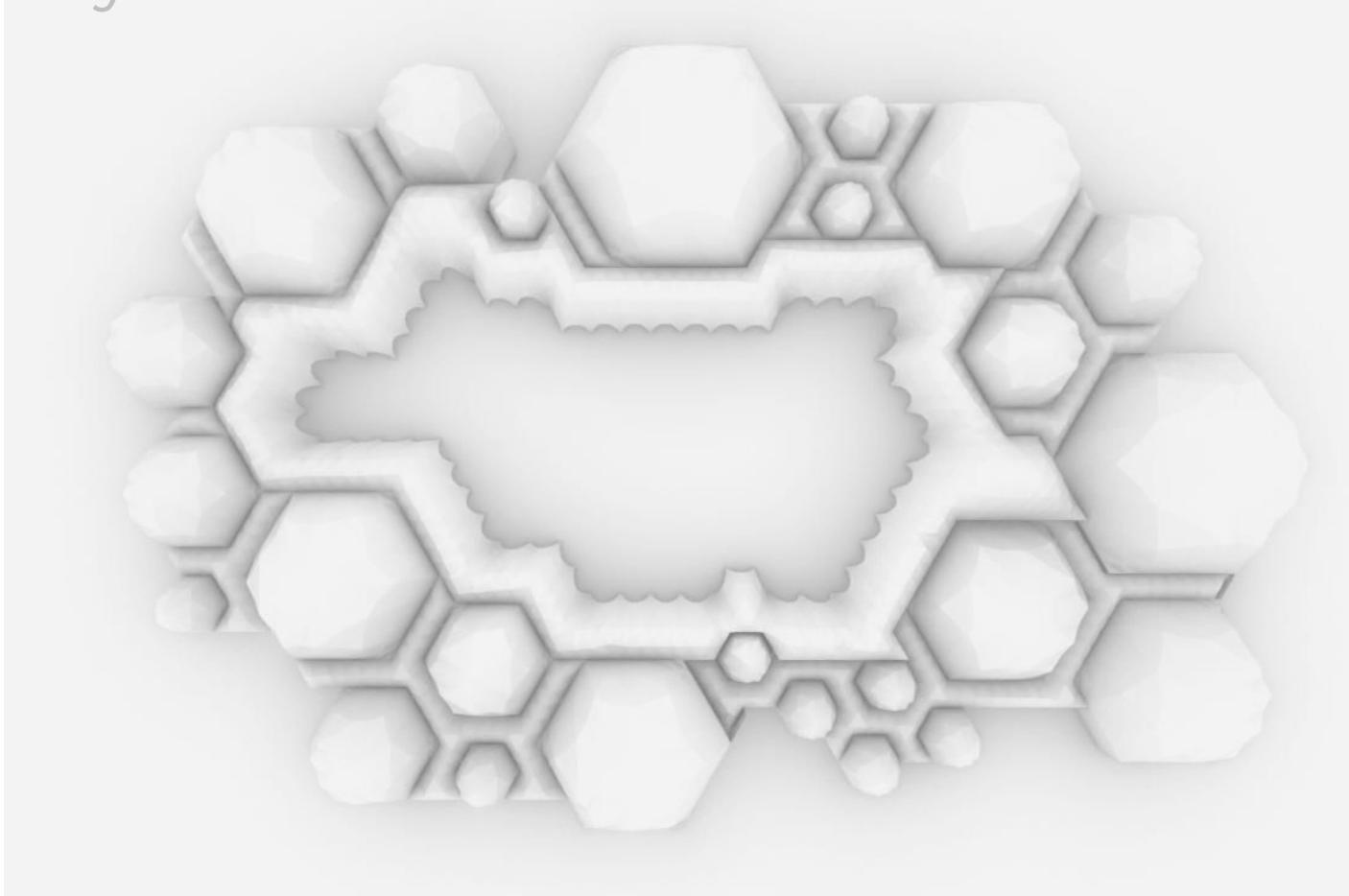
triangulate by snub+0



Tessellation

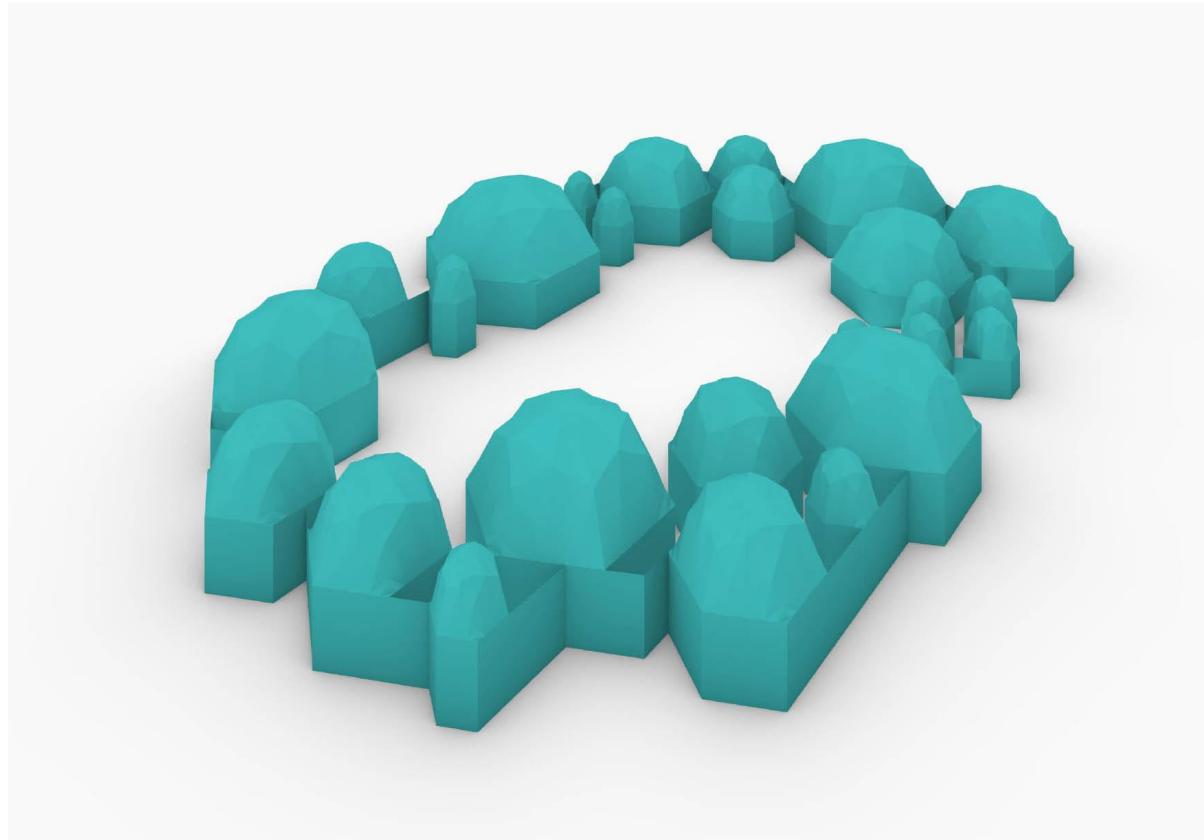


Final layout



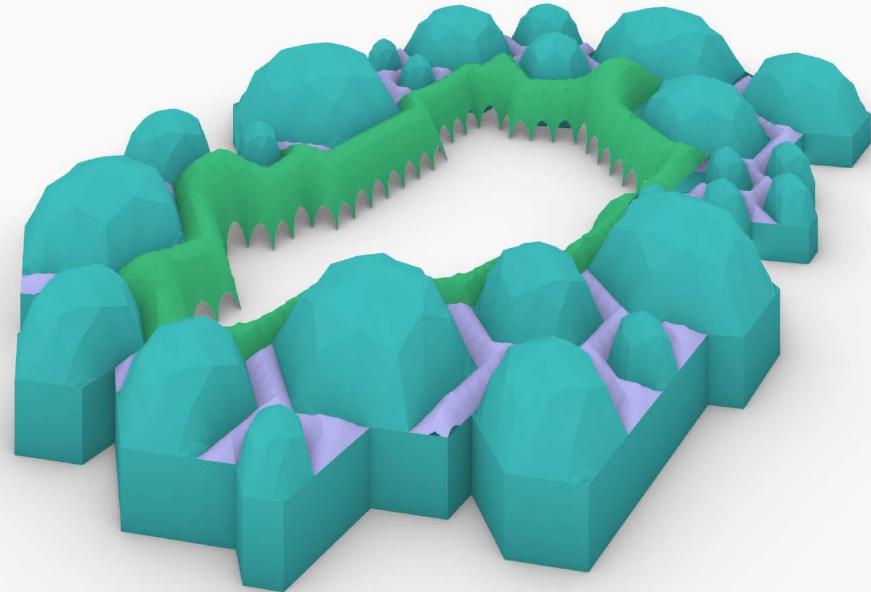
Domes

*The main room
structure will be
constructed with
domes*

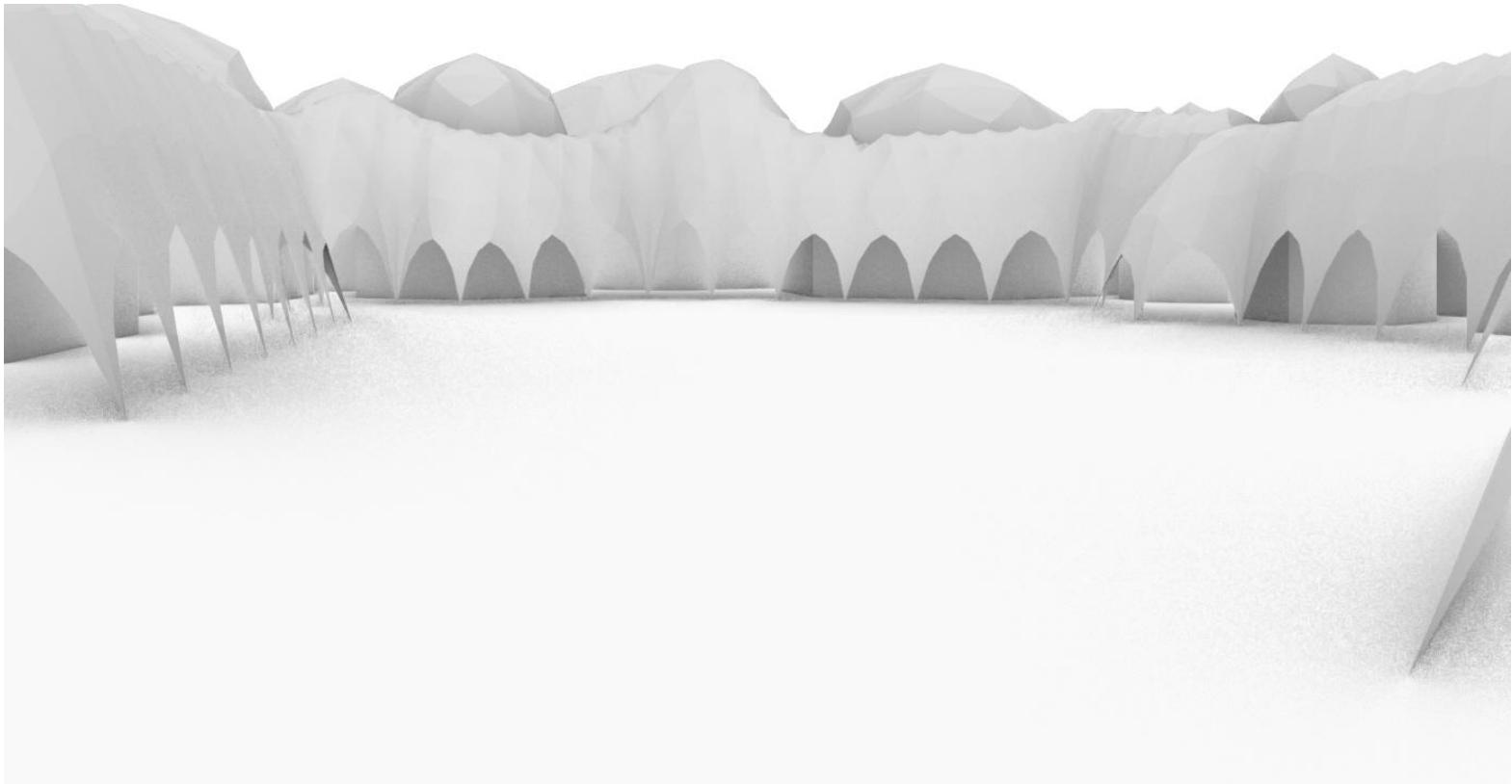


Vaults

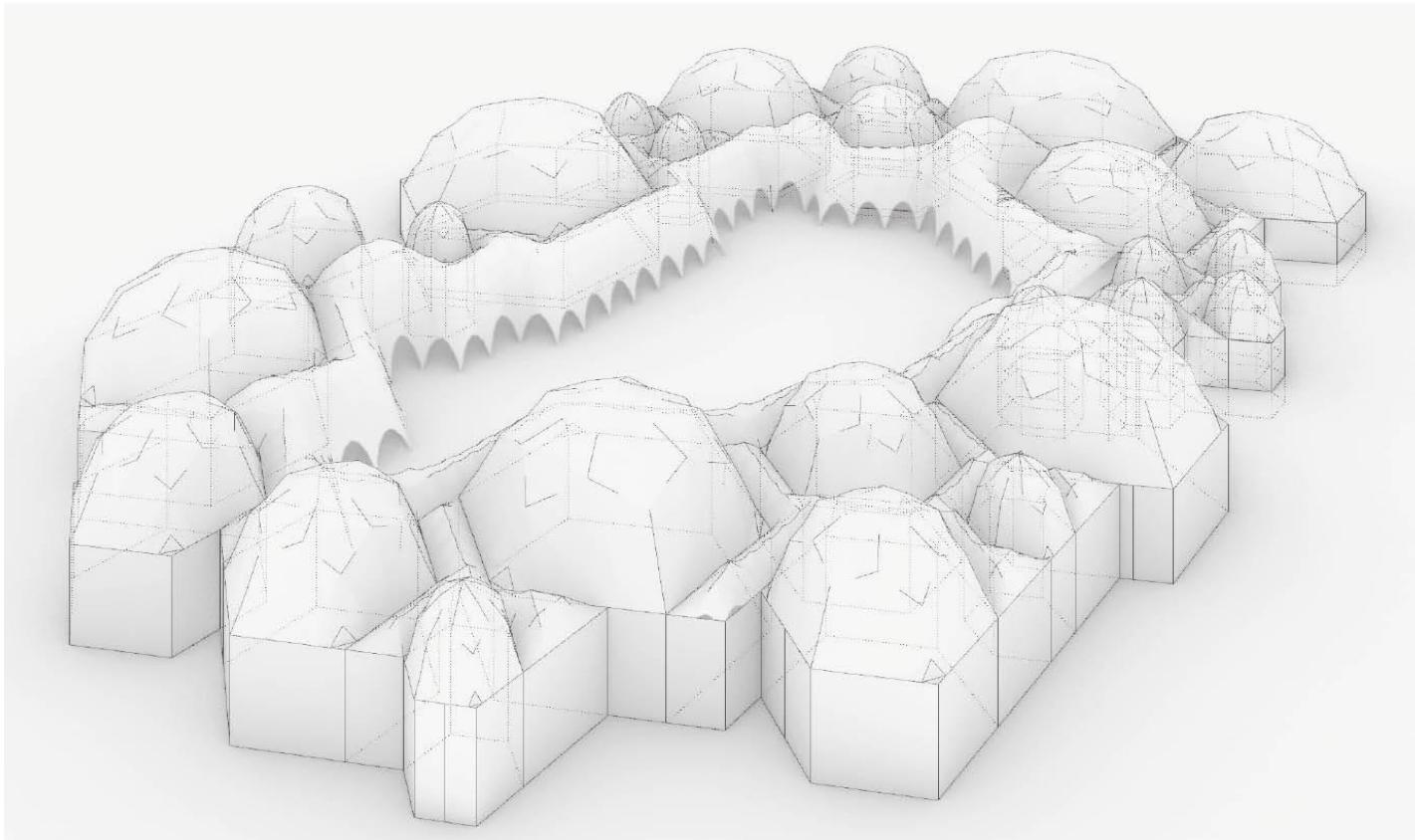
The connectional spaces and room extensions will be structured with vaults



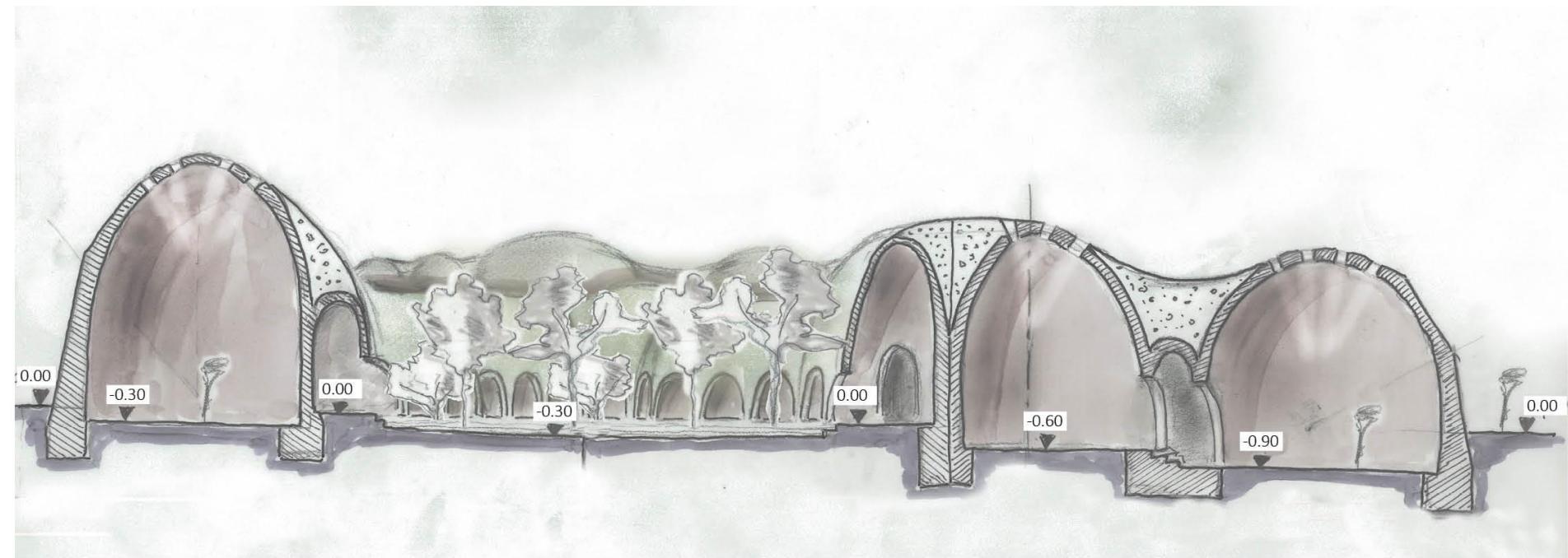
Stoa



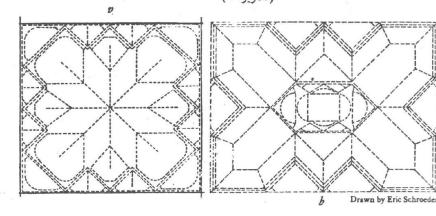
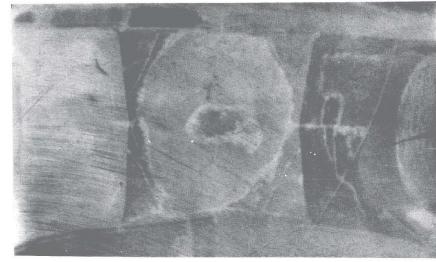
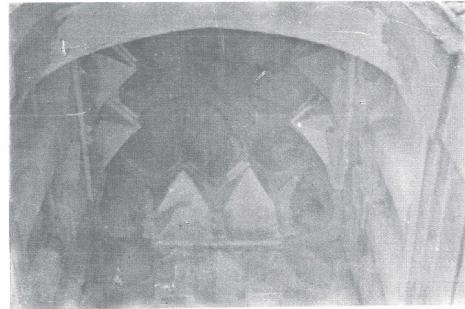
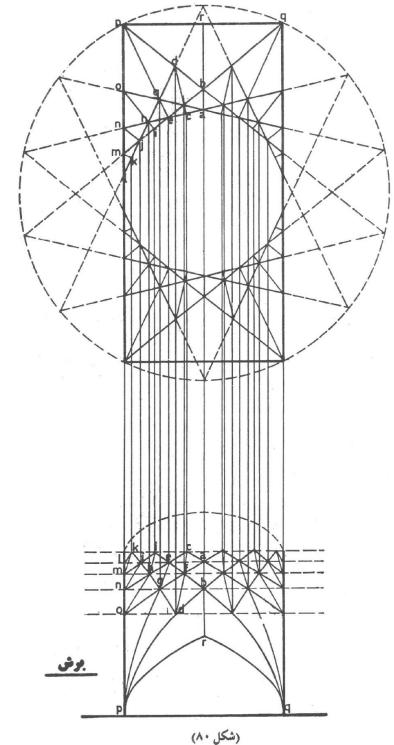
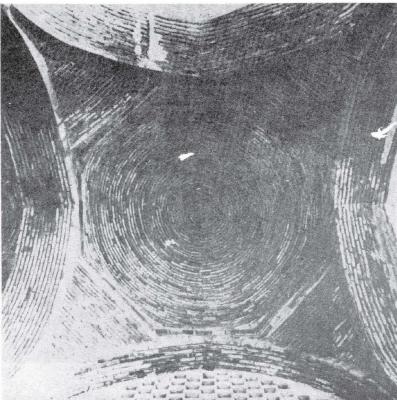
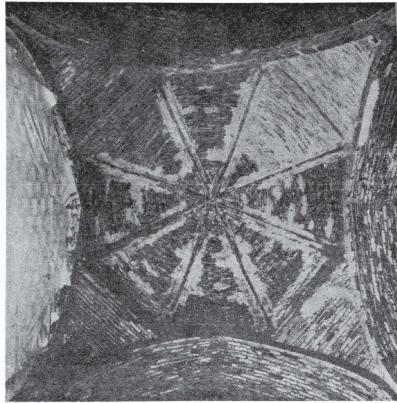
Final mesh



Section and different heights



How to make it possible?

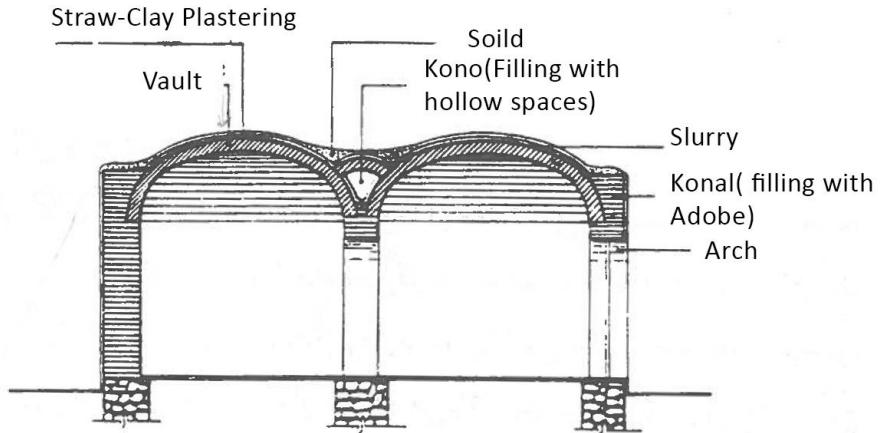


Source: G.Memarian, 1988, vaulted structures in islamic architecture,

How to make it possible?

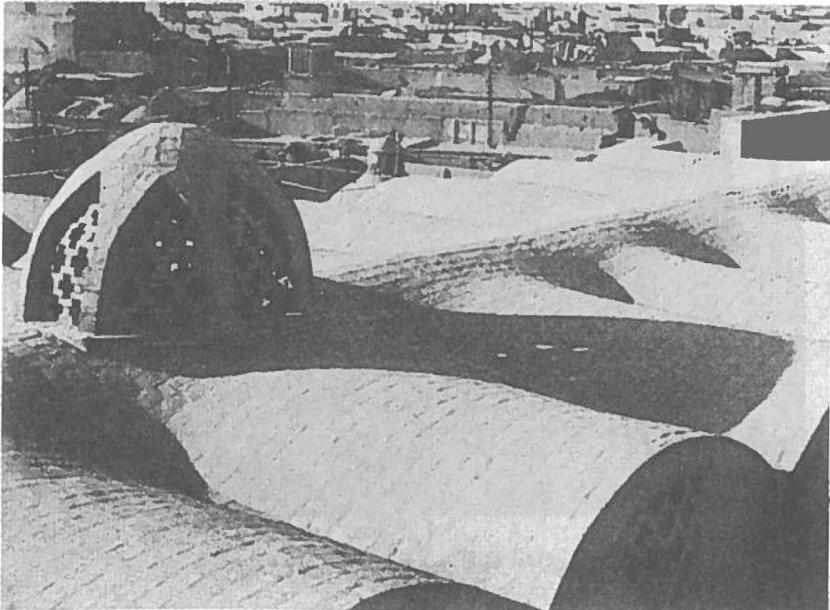


How to make it possible?



Source: Right:H.Houban & H.Guillard, Earth Construction handbook
Left: H.Zomorshedi, 1995, Construction with traditional building materials

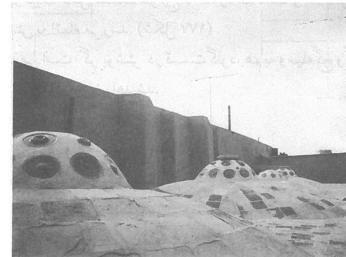
How to make it possible?



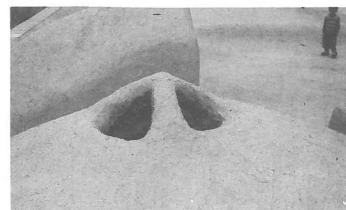
Perforated Wind Catcher for ventilation



Ventilation dome

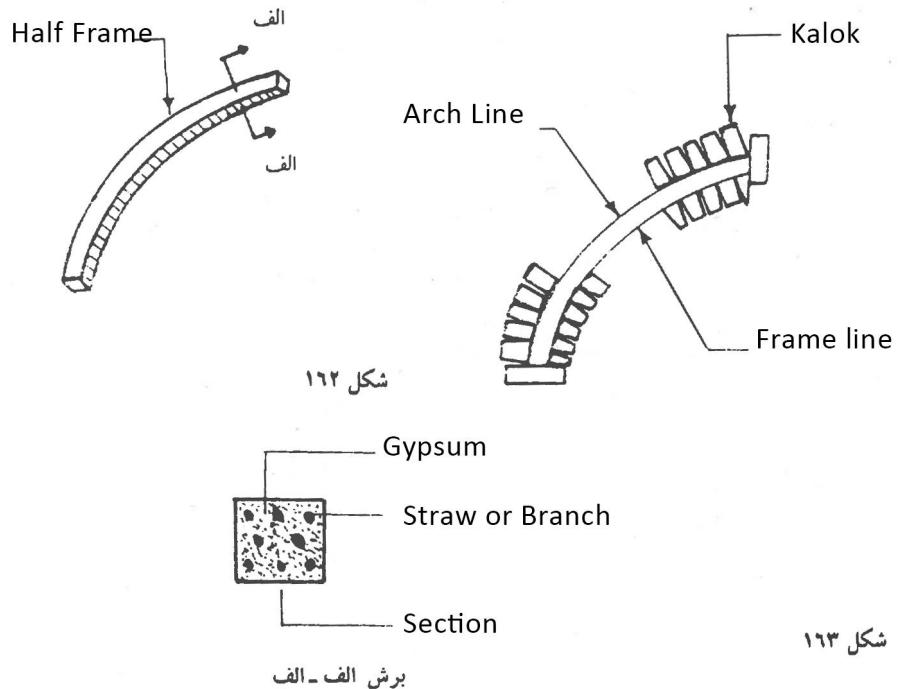


Roof light



Ventelation hole

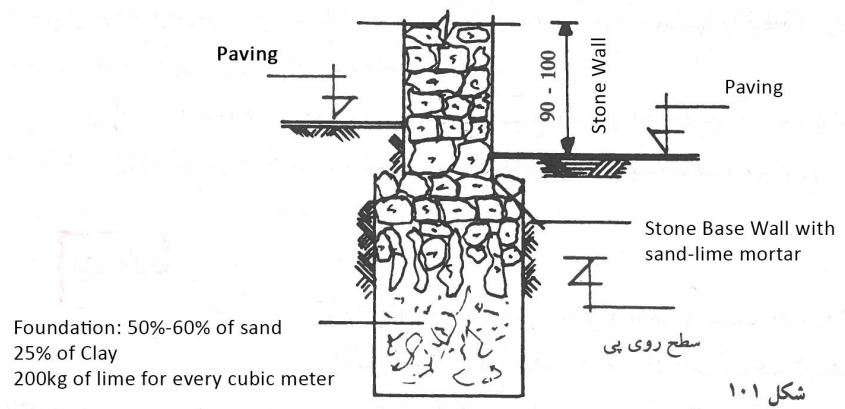
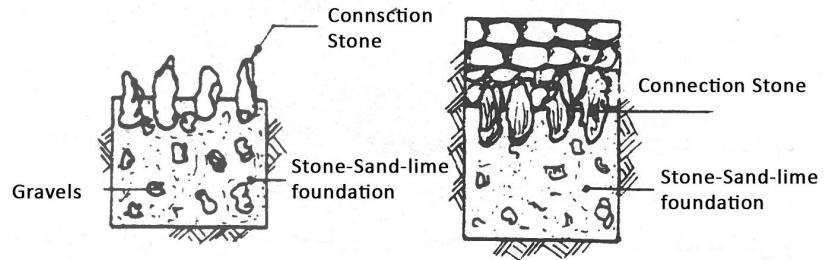
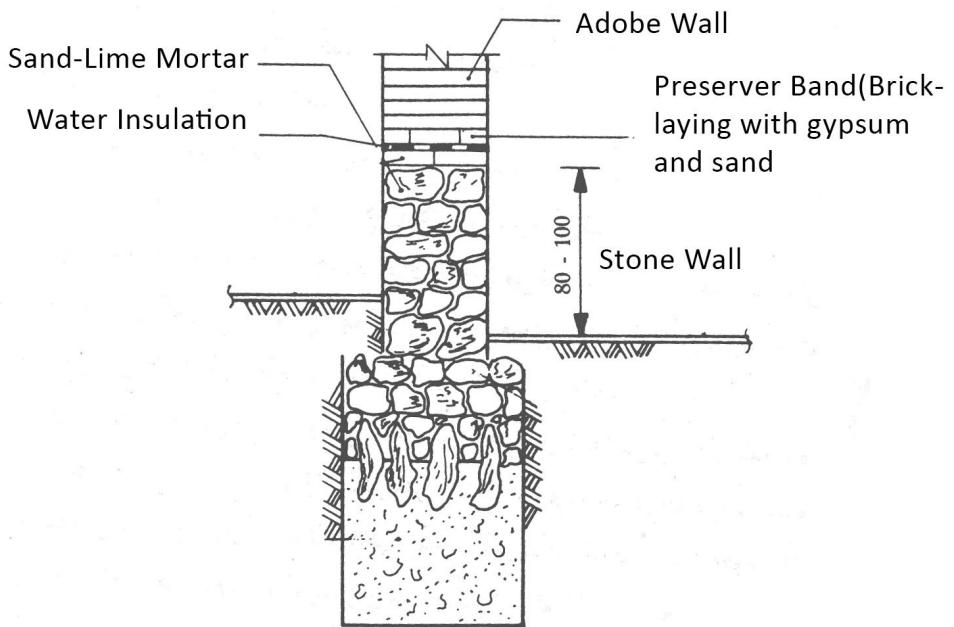
How to make it possible?



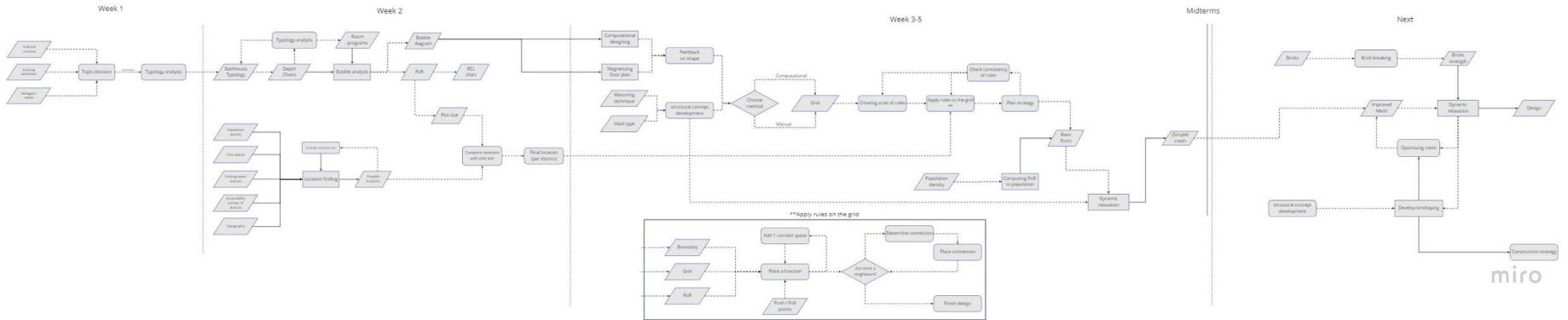
Source: Right: H.Zomorshedi, 1995, Construction with traditional building materials
Left: <http://memarima.ir>



How to make it possible?

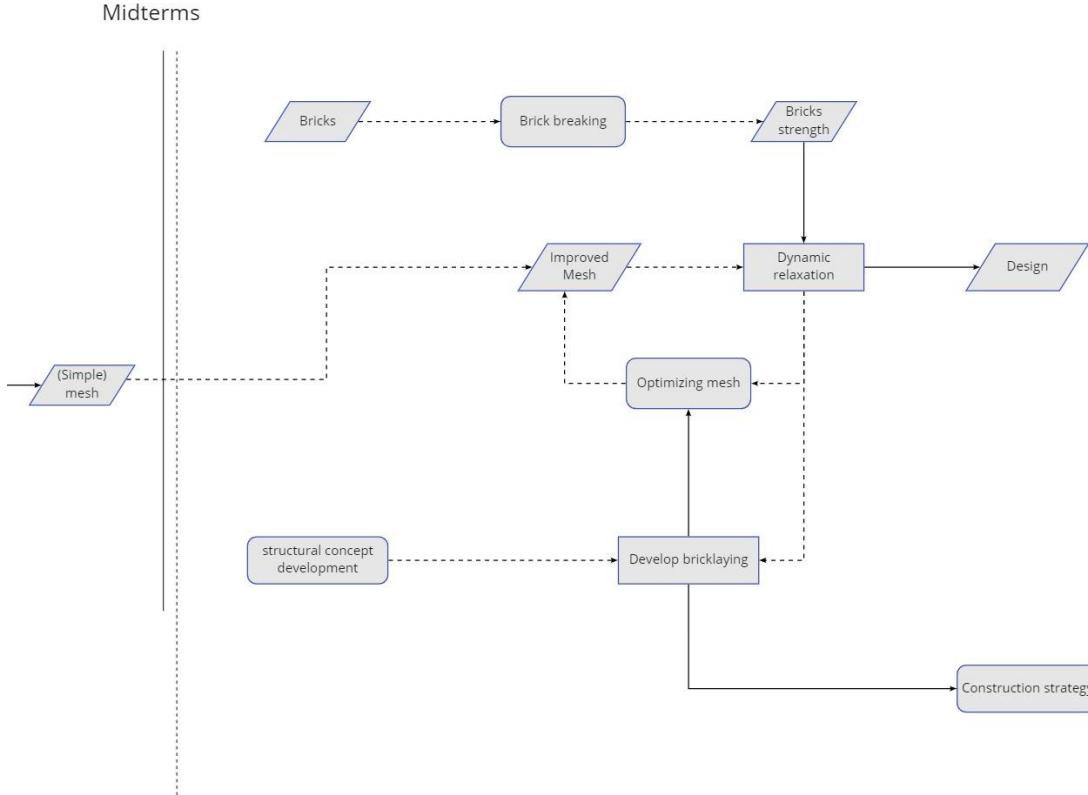


What next?



miro

What next?



Structural challenge

