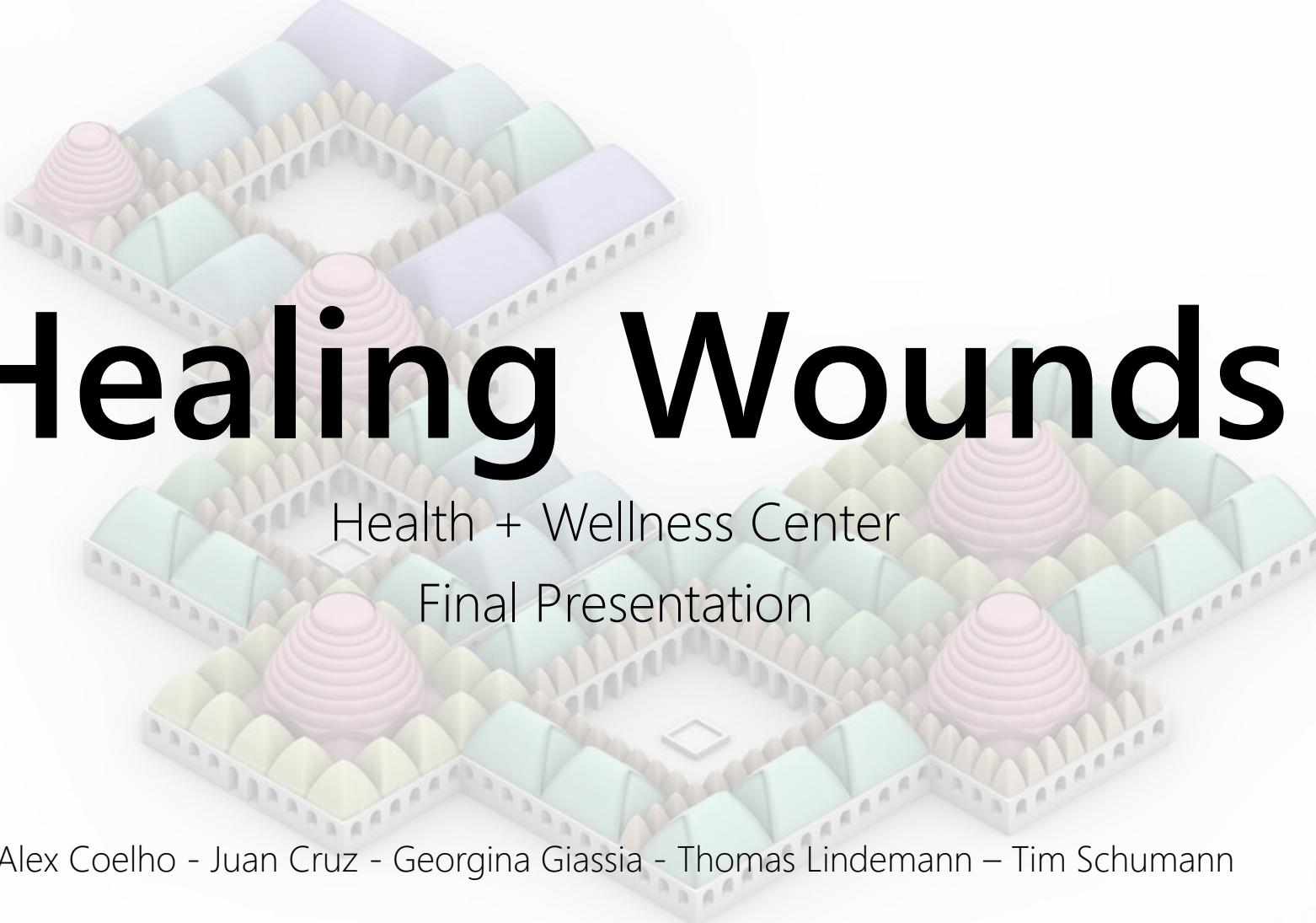


# Healing Wounds



Health + Wellness Center  
Final Presentation

Alex Coelho - Juan Cruz - Georgina Giassia - Thomas Lindemann – Tim Schumann

**00\_Concept**



lack of social space



social problems

physical suffering :



lack of water hygiene



injuries and infections



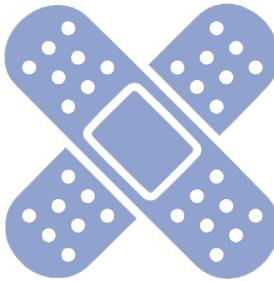
mental health problems



Reduce Mental Stress



tightening society:  
**community center**



Reduce Physical Pain



increase wellbeing:  
**Sports Center +  
Thermal Bath**



Prevent Illness



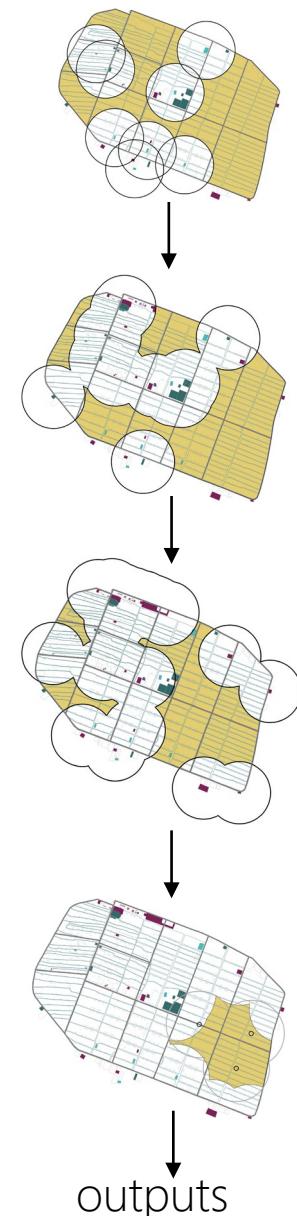
prevention + education:  
**Health Center**

## **02\_Urban Analysis**

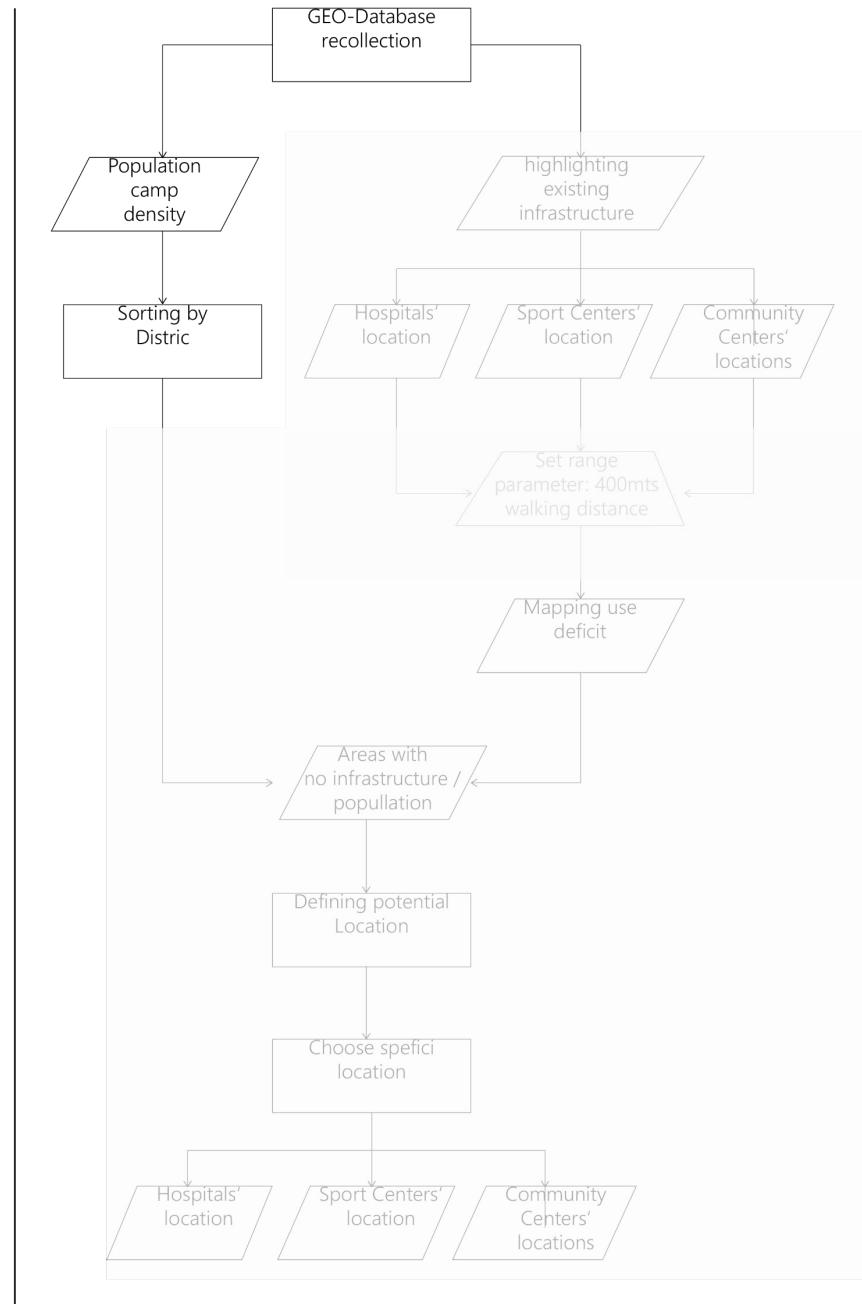
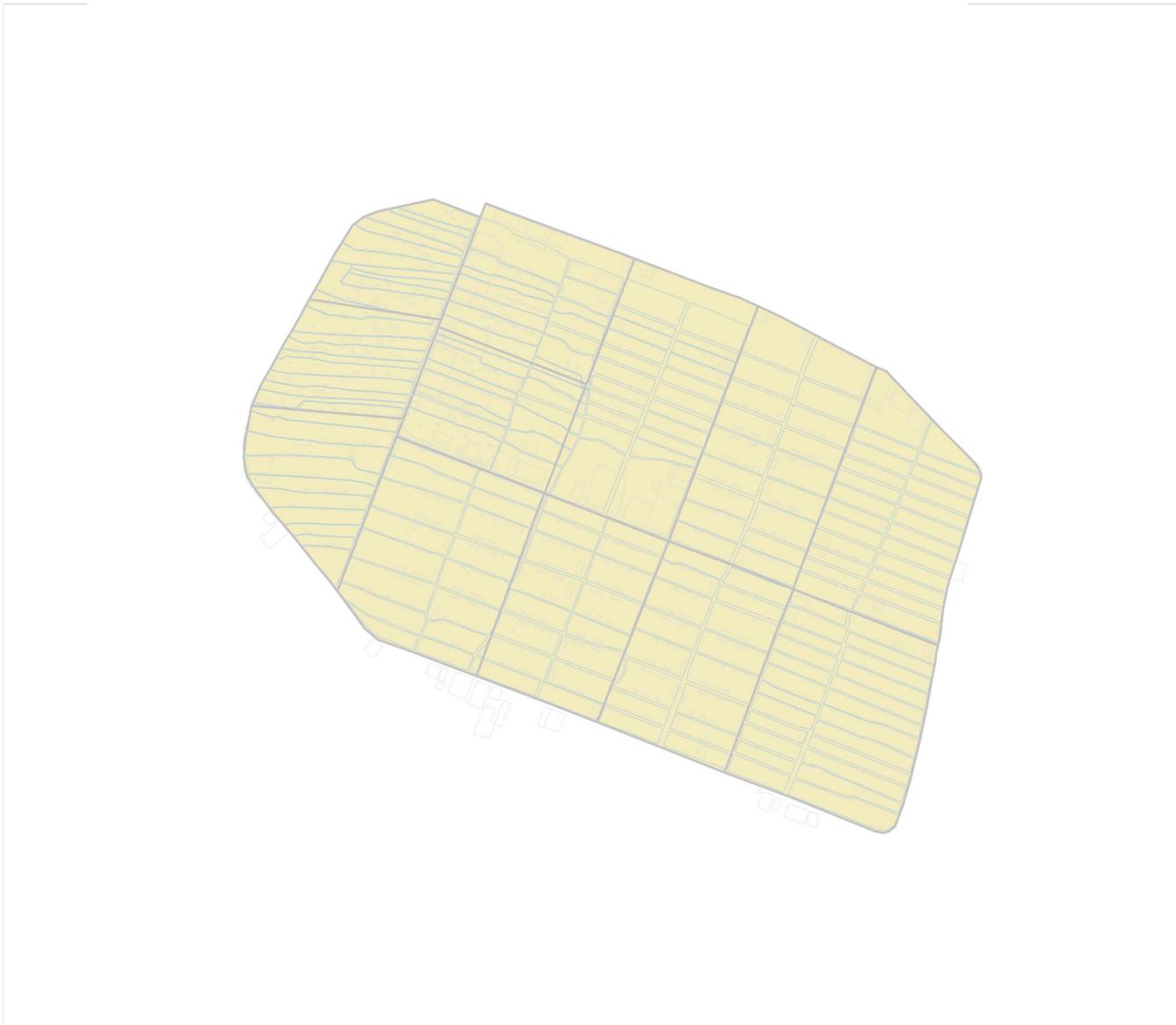
## 01\_Urban Analysis| Zaatari Population Density



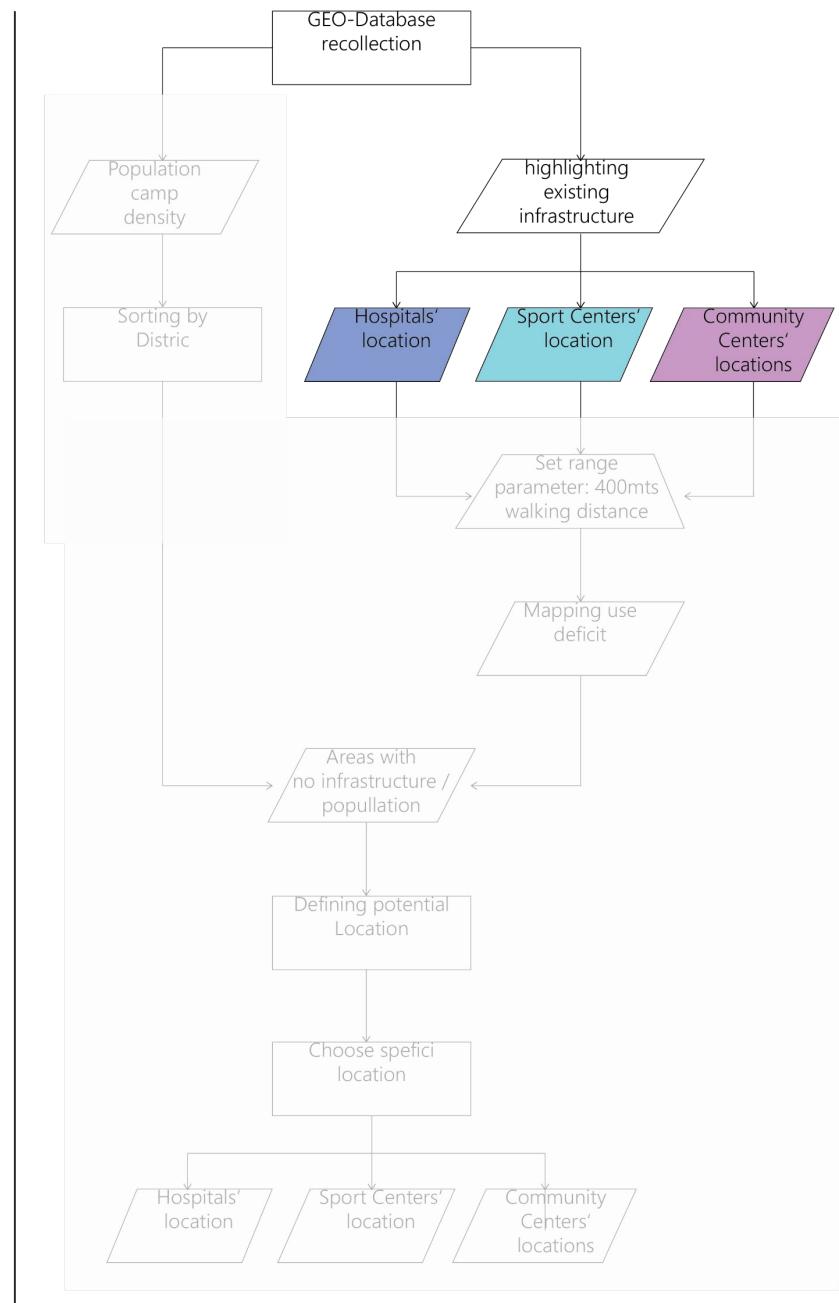
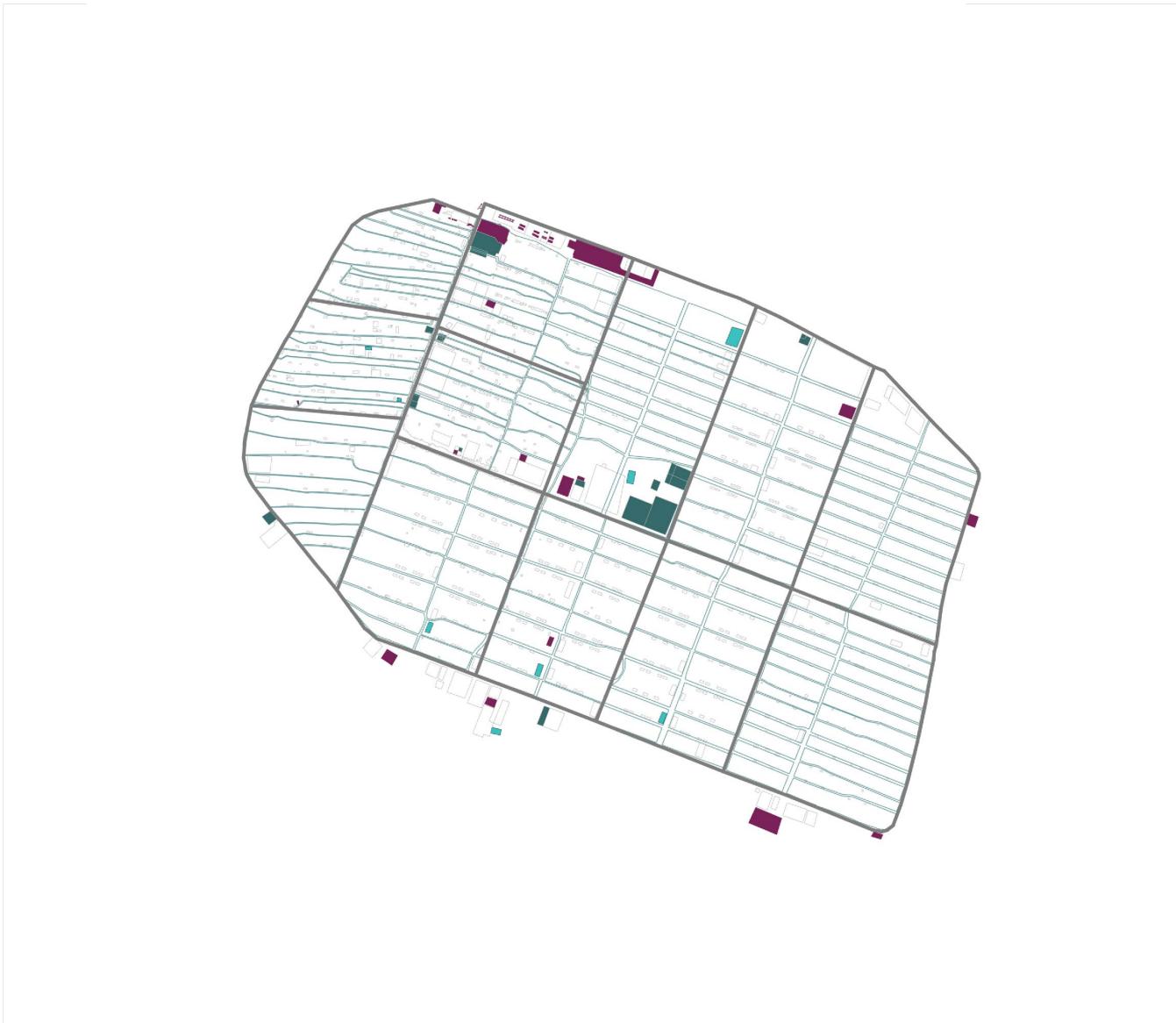
inputs



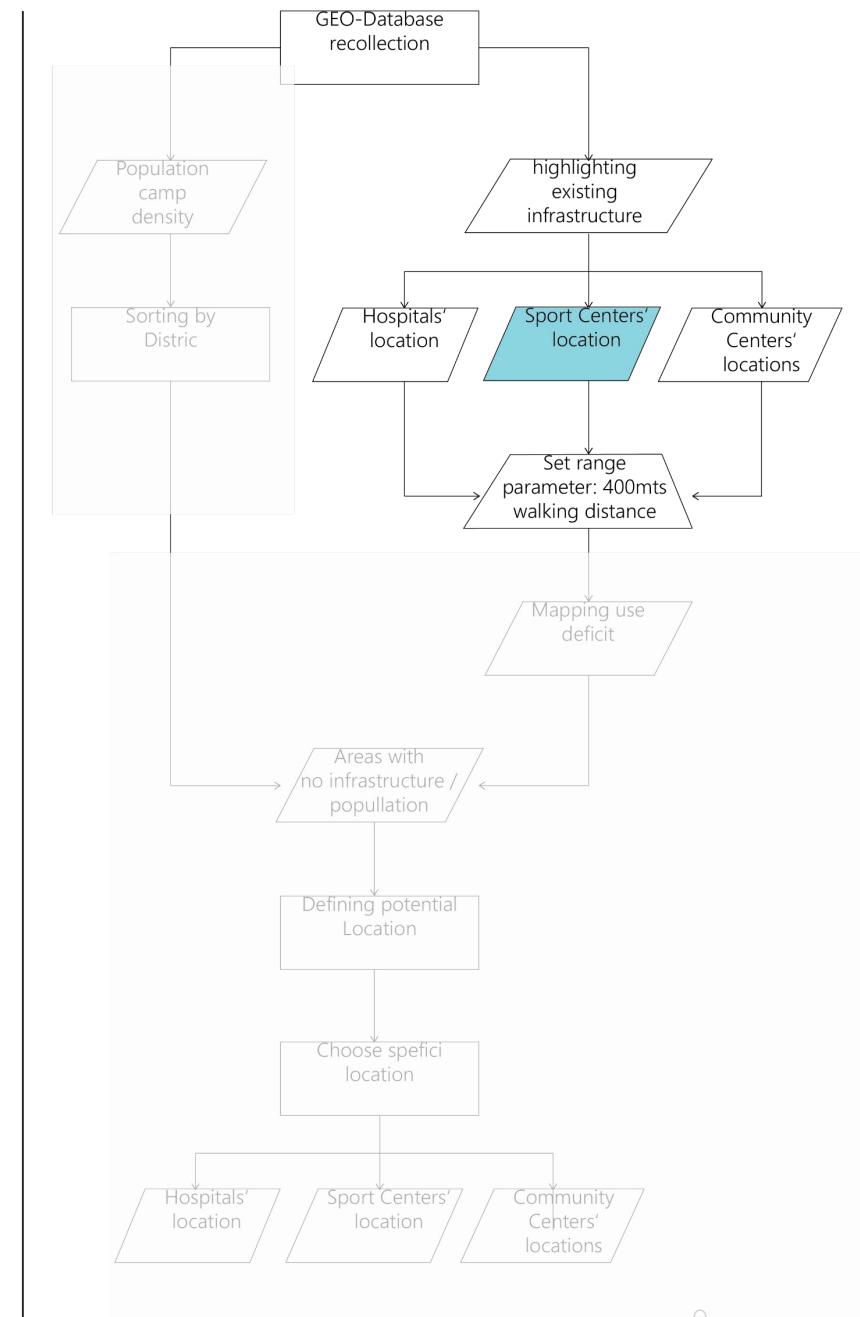
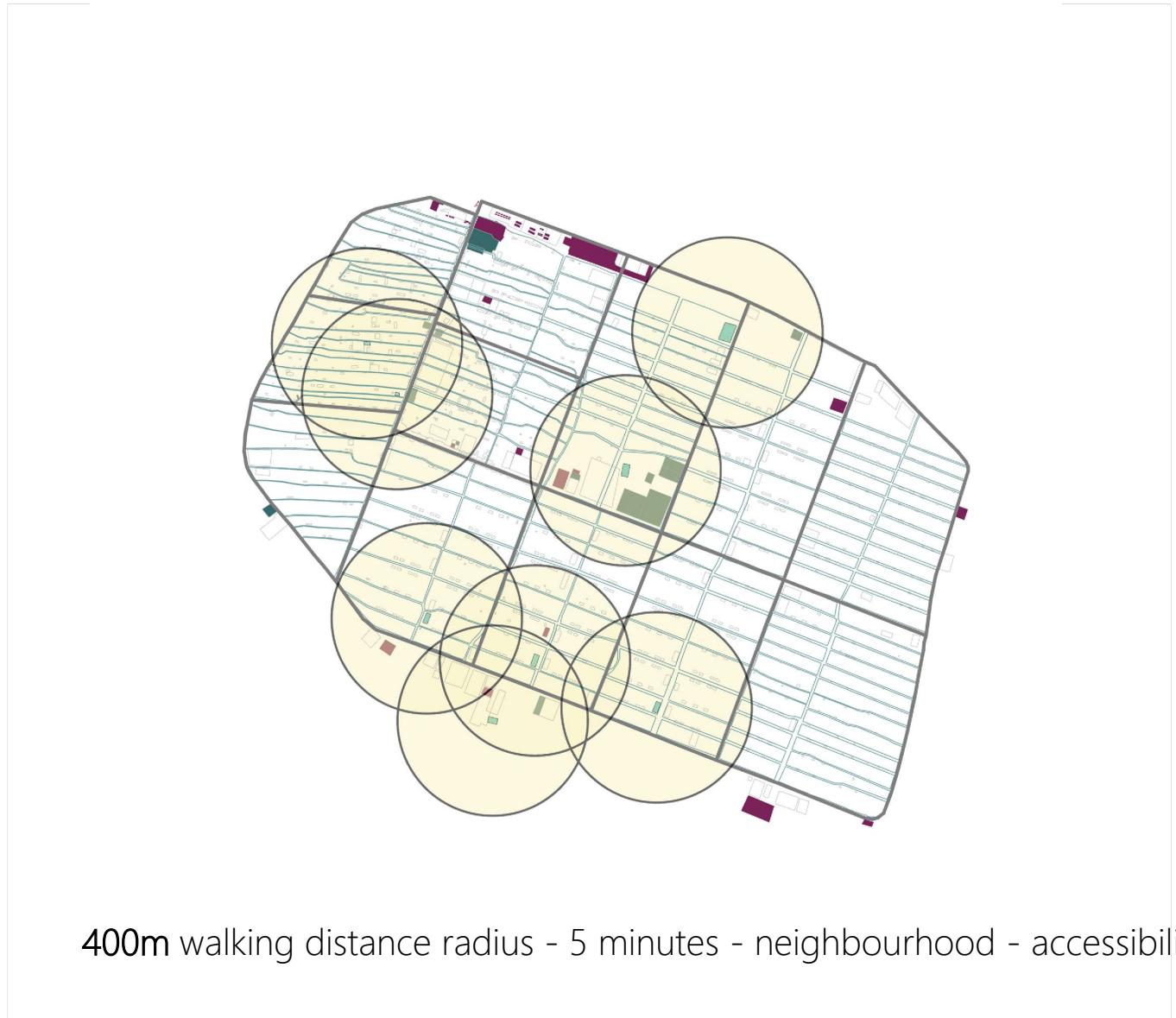
# 01\_Urban Analysis| Zaatari Population Density



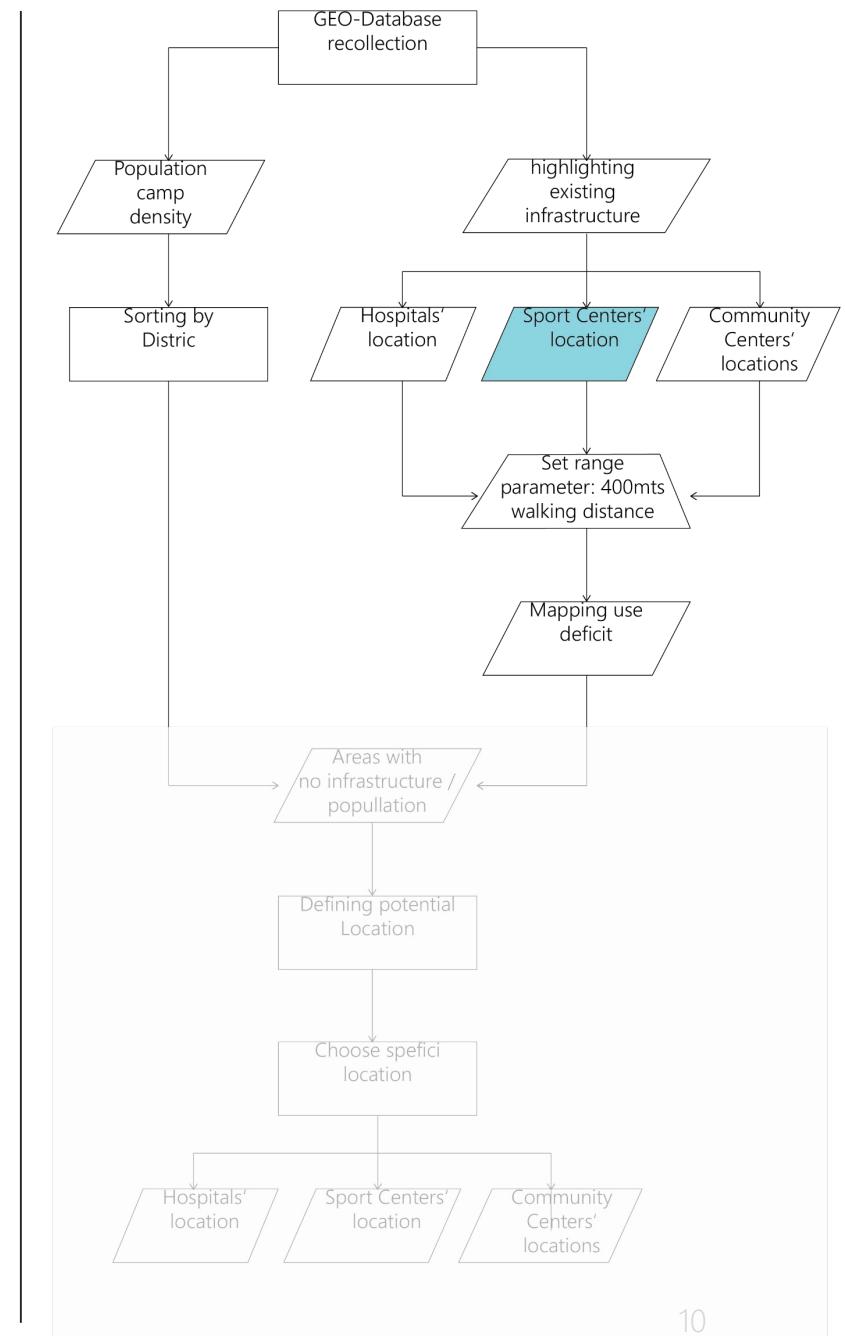
# 01\_Urban Analysis| Zaatari Infrastructure Map



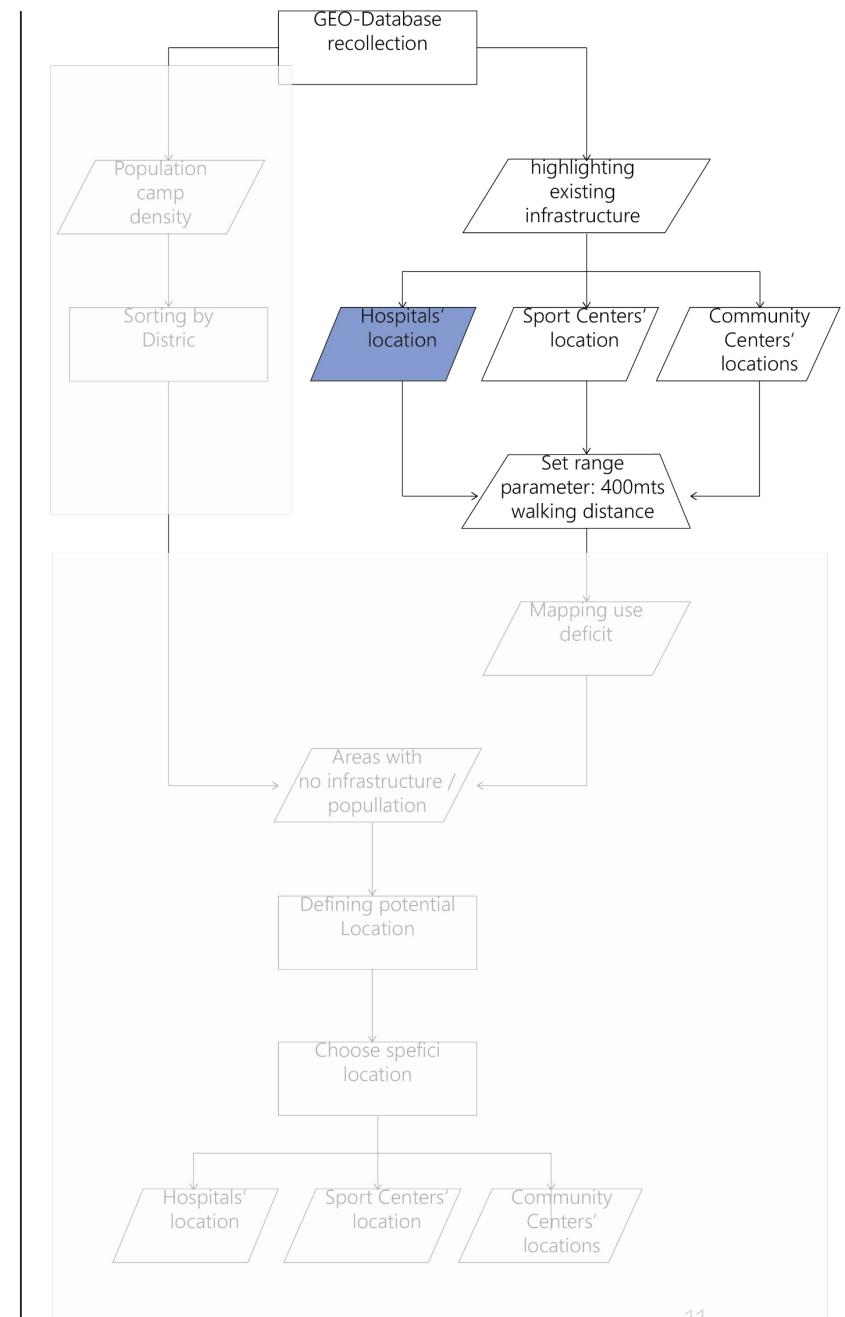
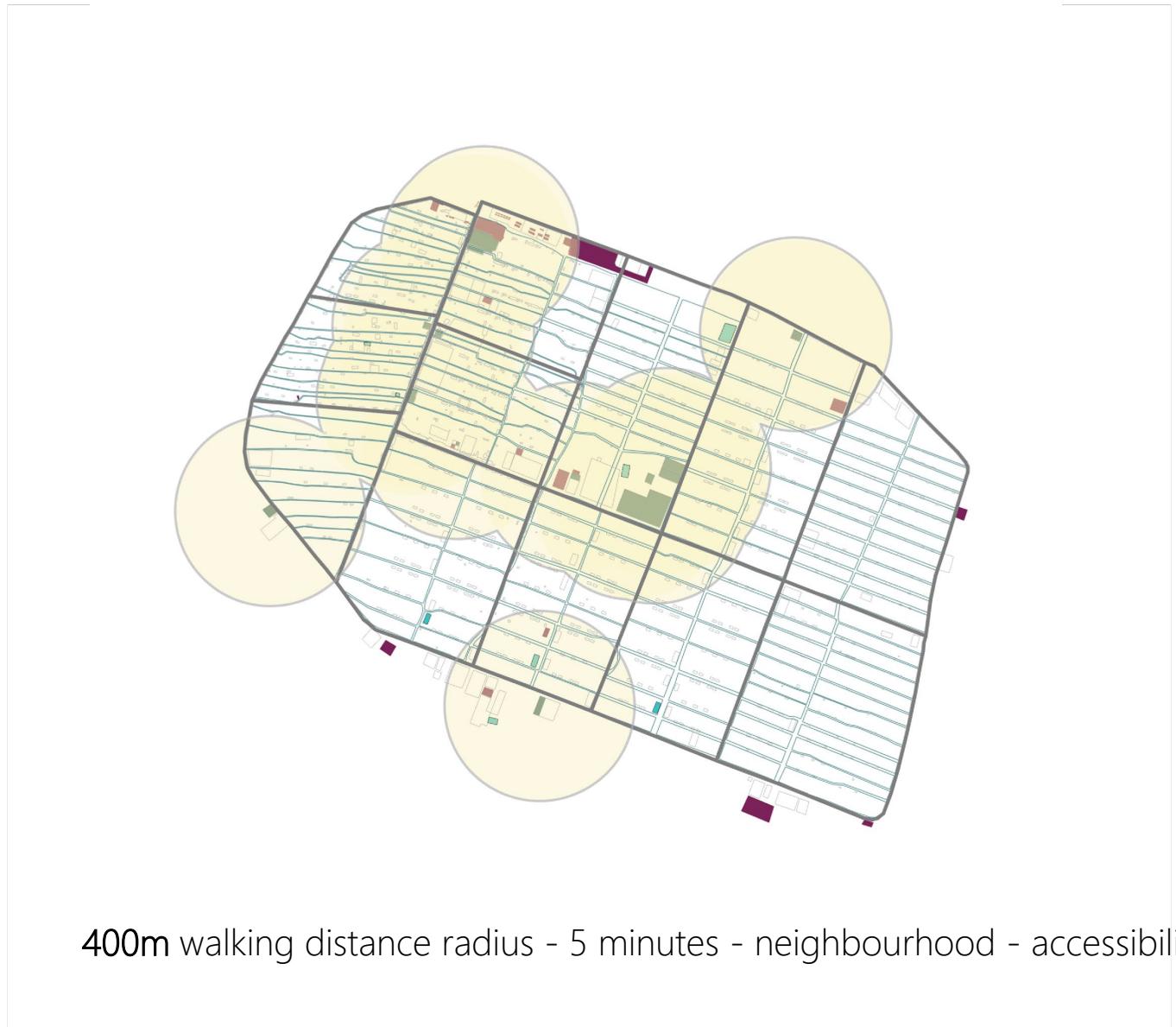
# 01\_Urban Analysis| Infrastructure Location - Sports



## 01\_Urban Analysis| Infrastructure Deficit - Sports



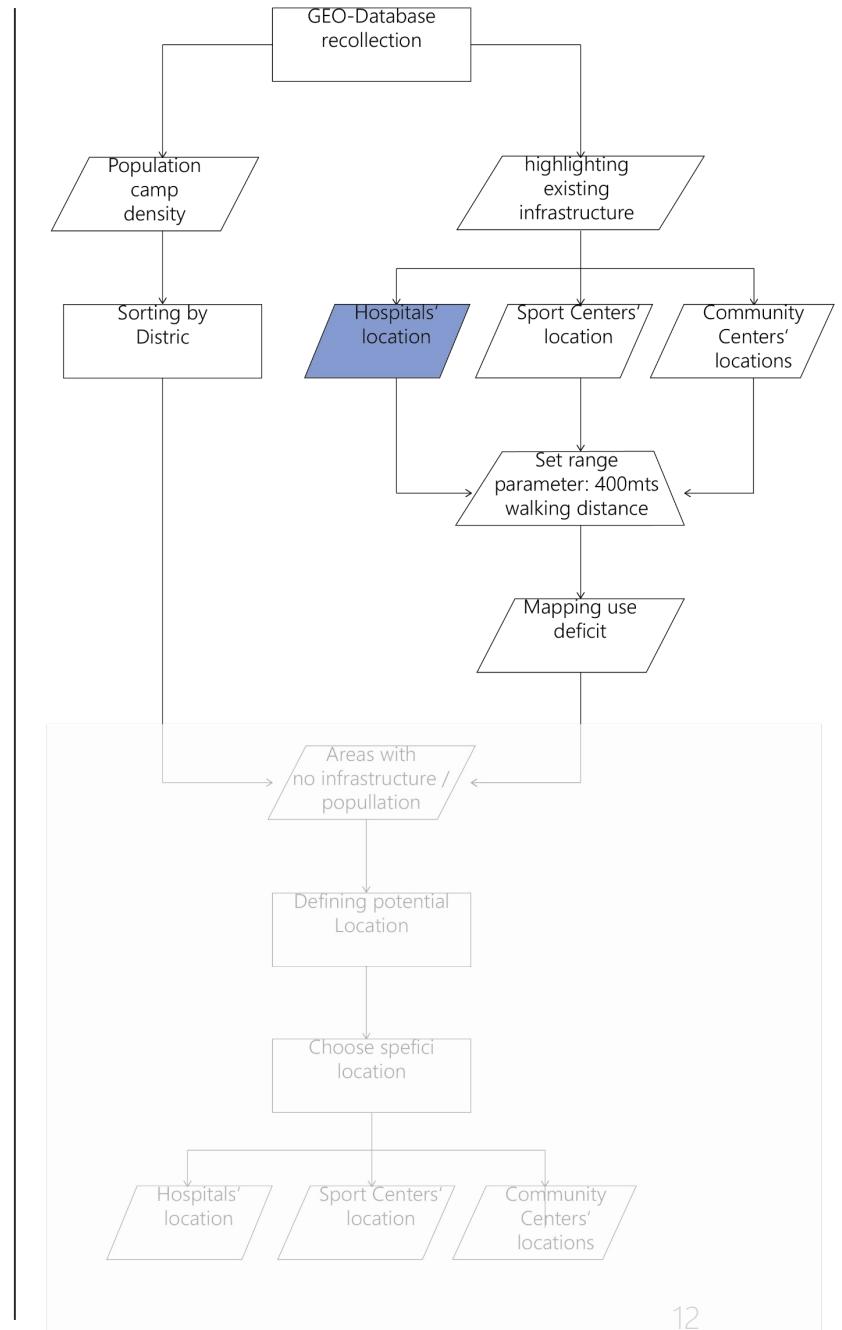
# 01\_Urban Analysis| Infrastructure Location – Health Centres



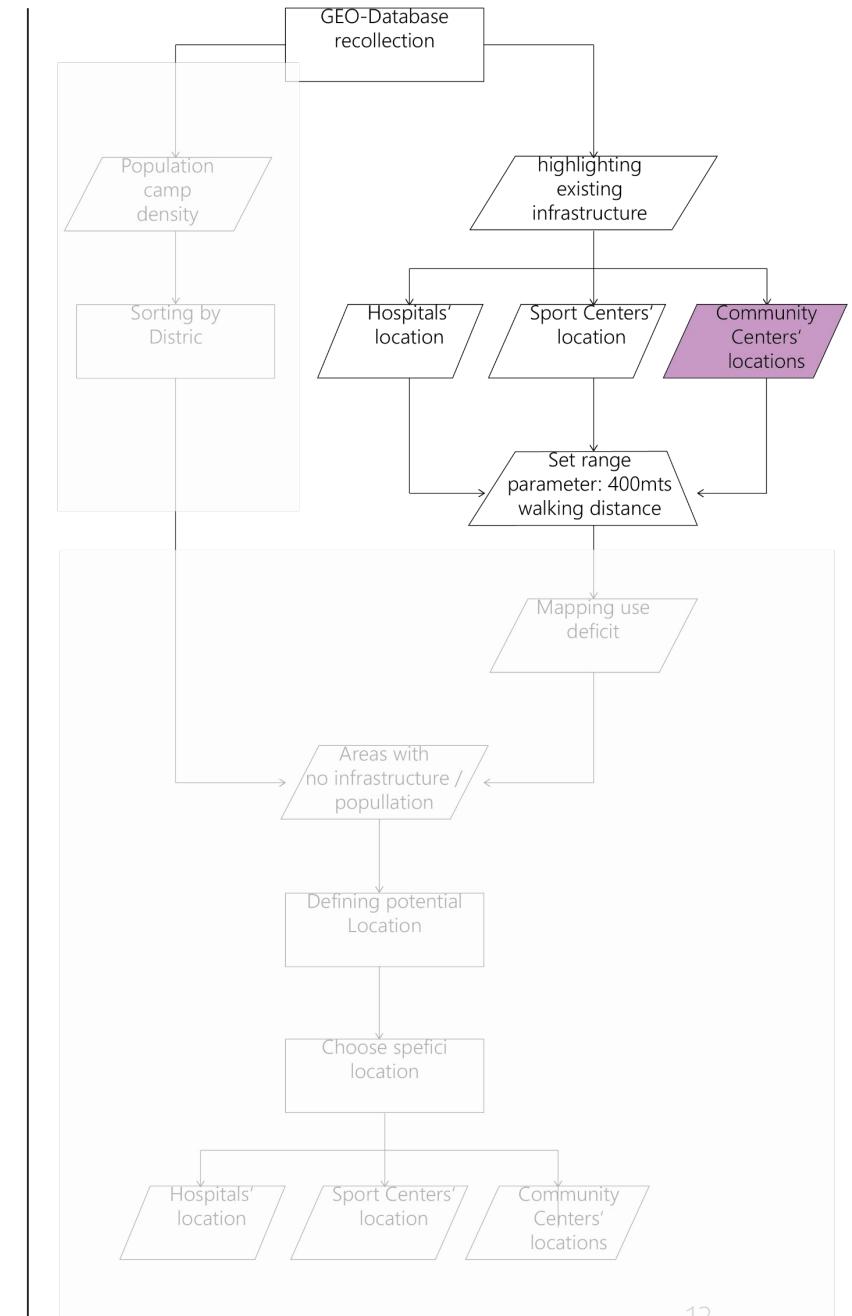
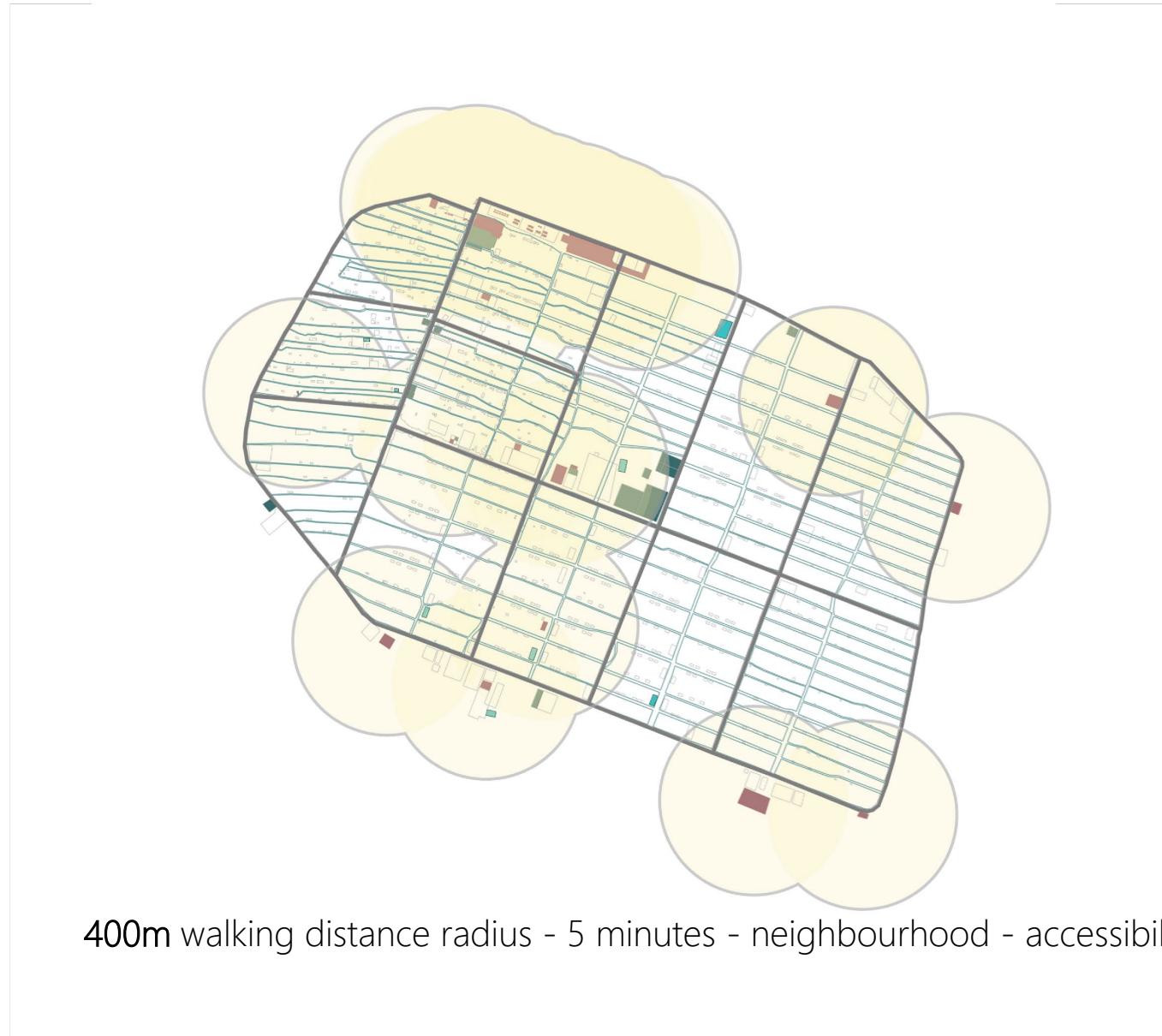
## 01\_Urban Analysis| Infrastructure Deficit – Health Centres



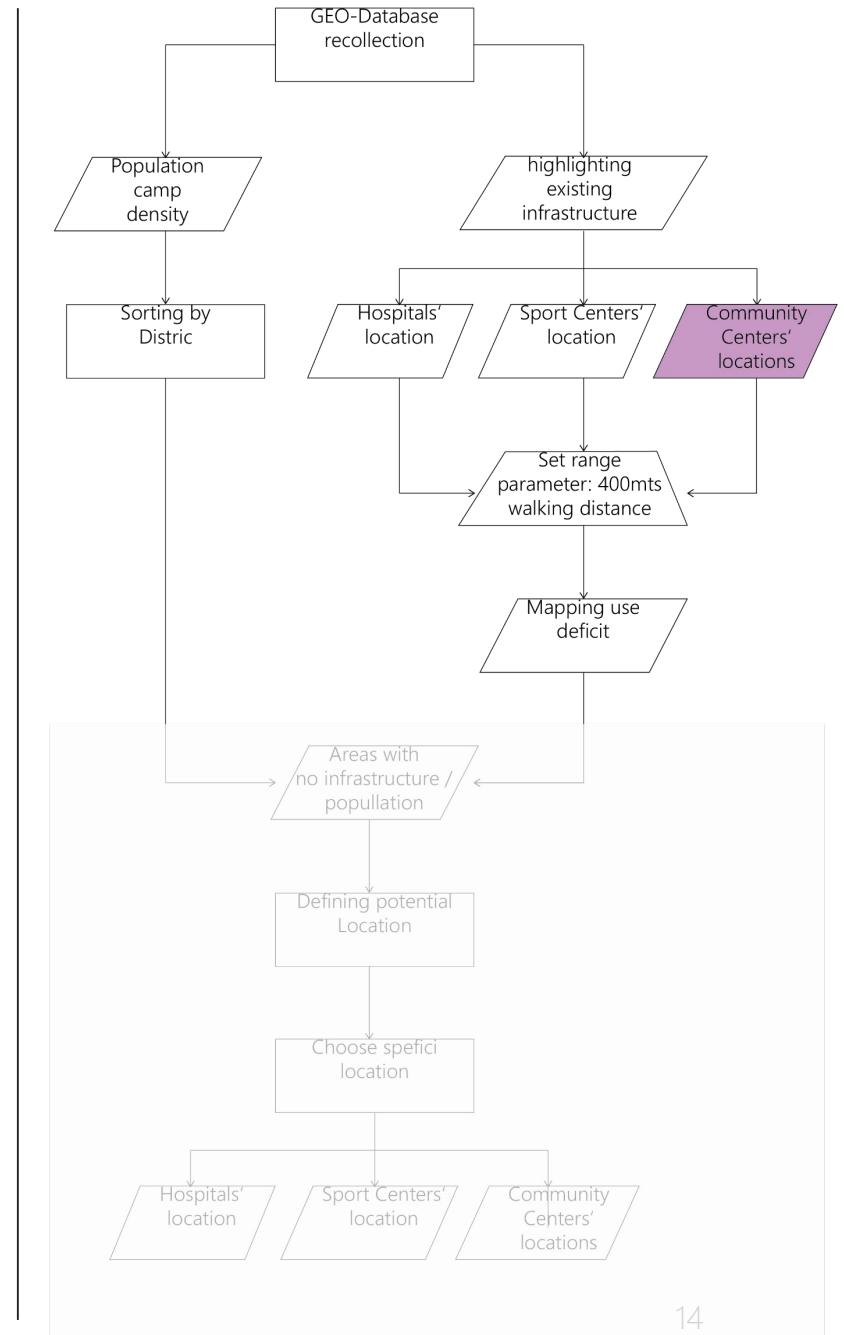
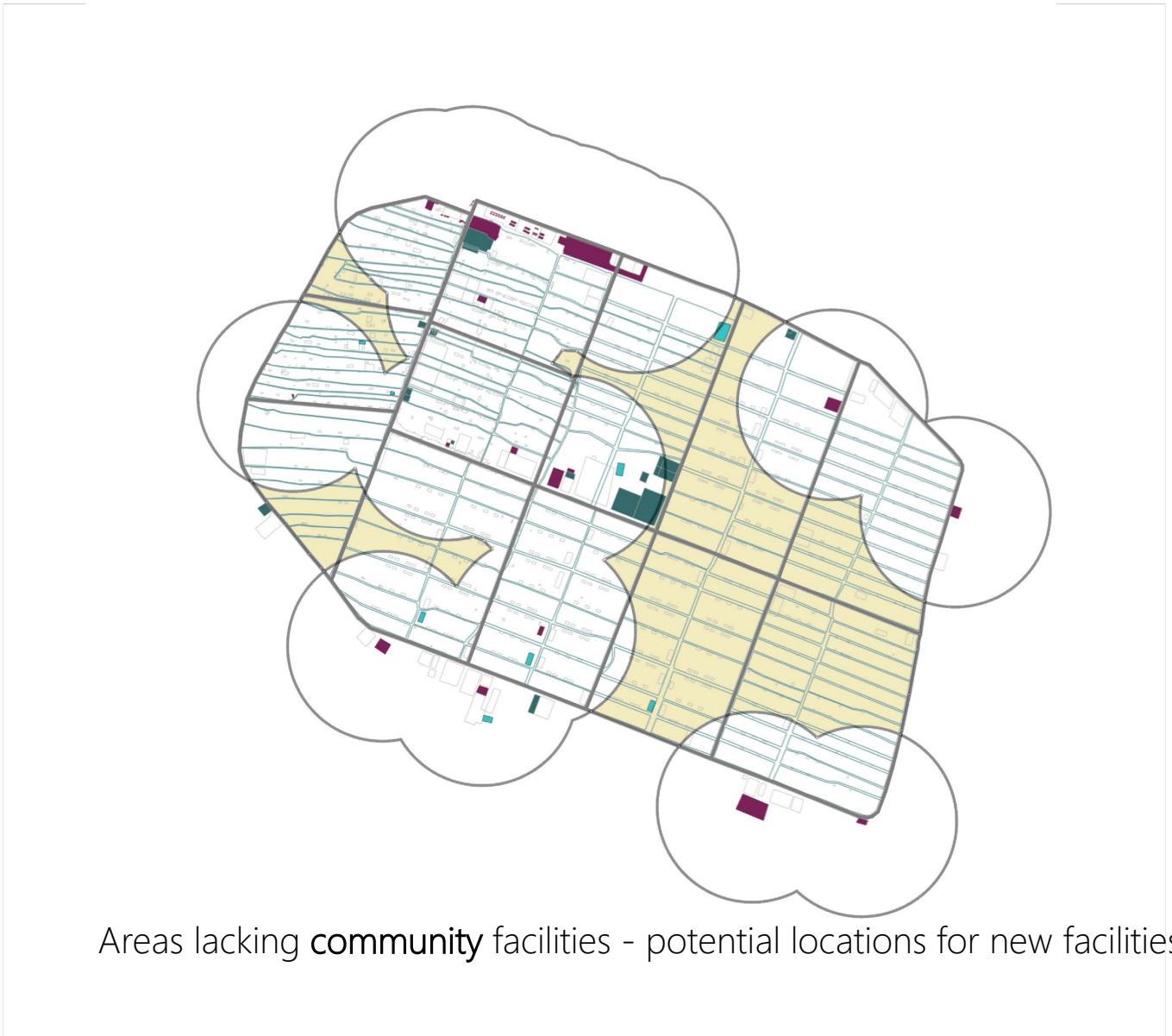
Areas lacking **health** facilities - potential locations for new facilities



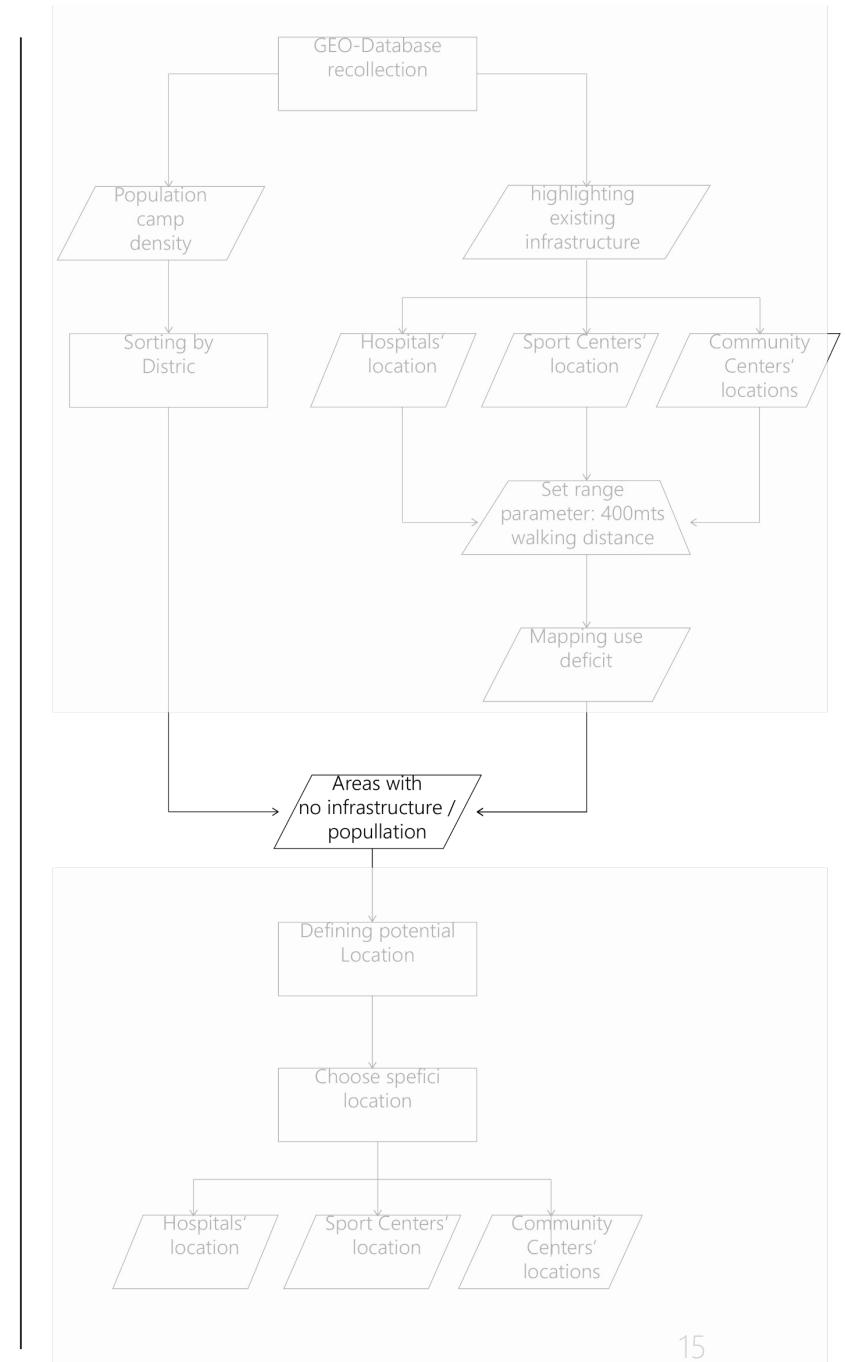
# 01\_Urban Analysis| Infrastructure Location – Community



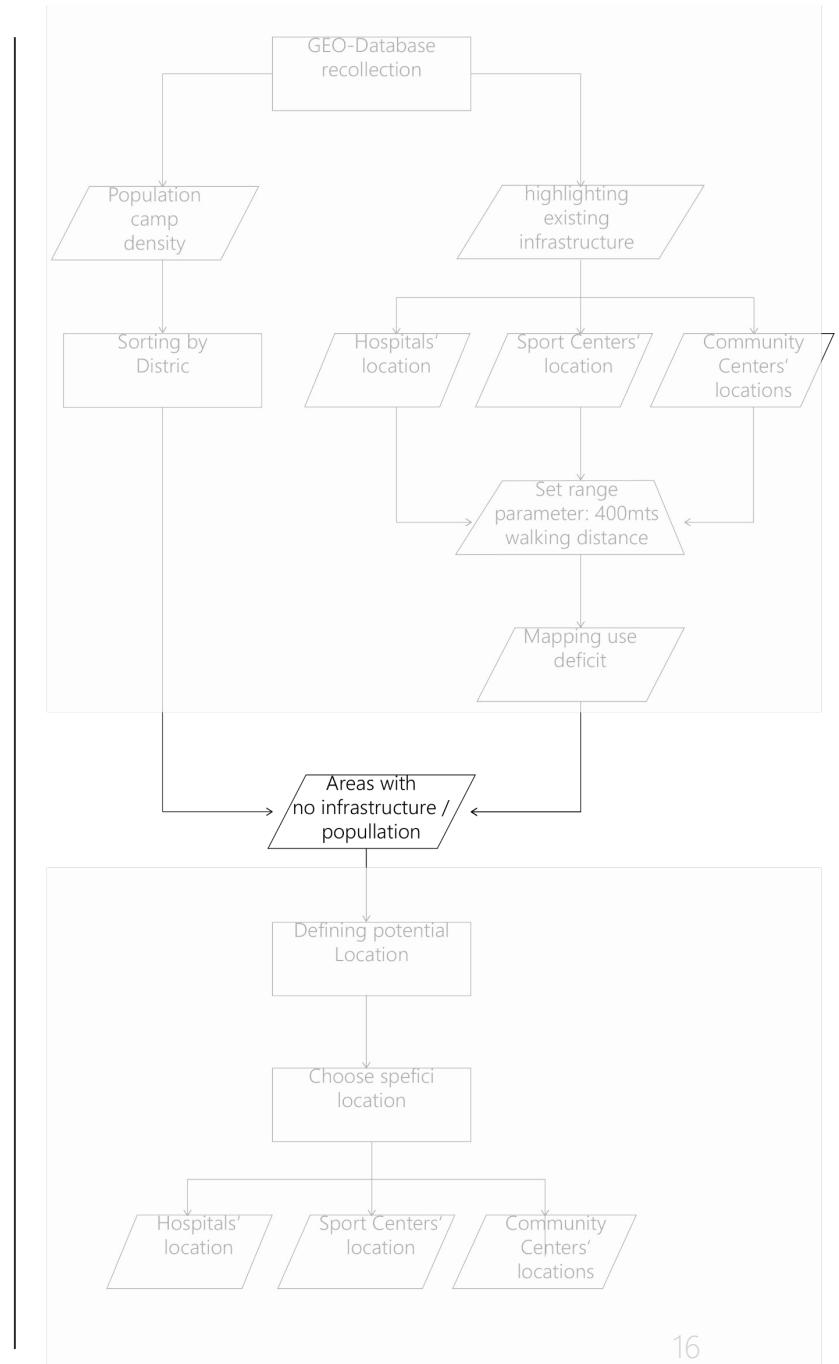
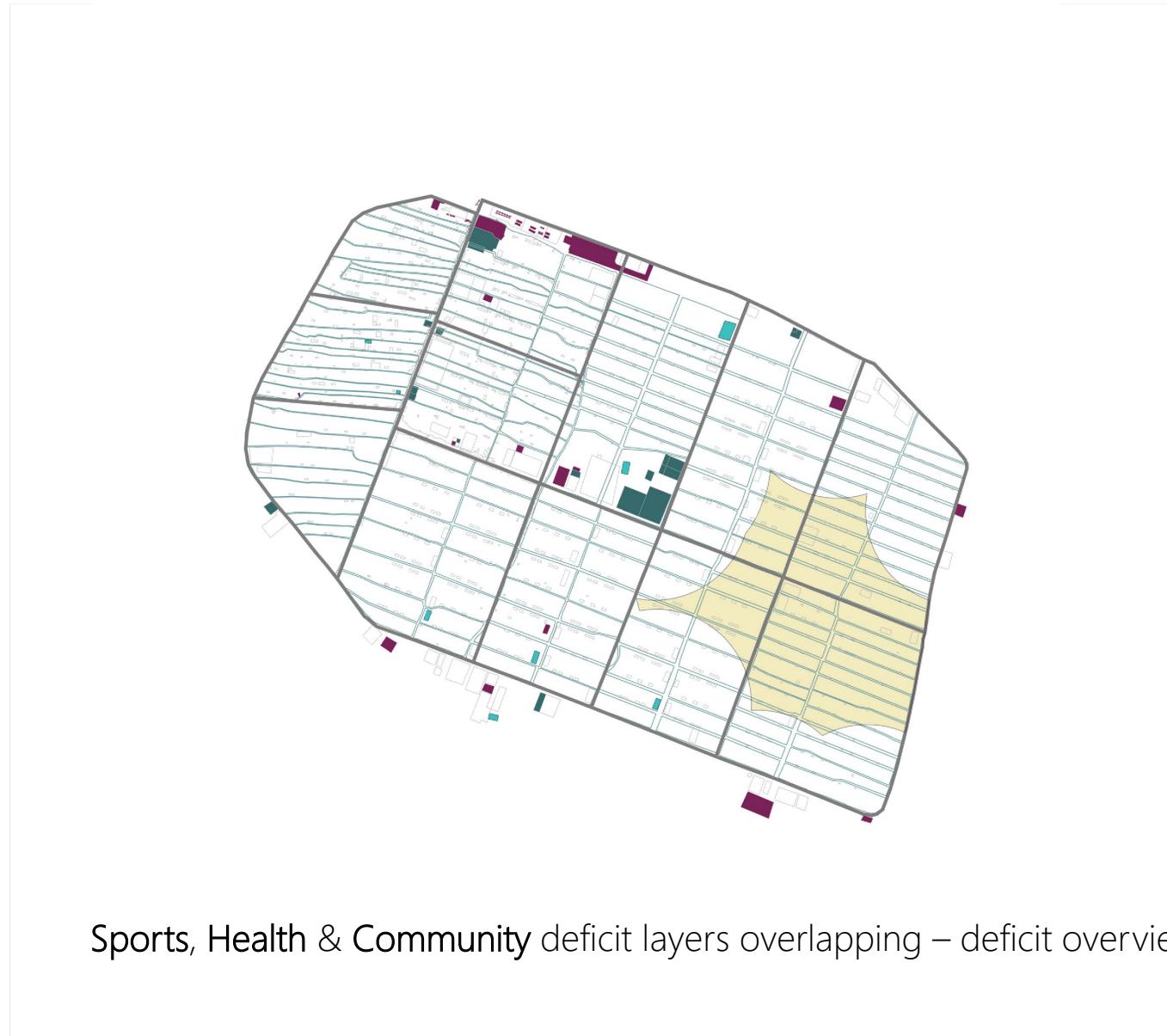
## 01\_Urban Analysis| Infrastructure Deficit – Community



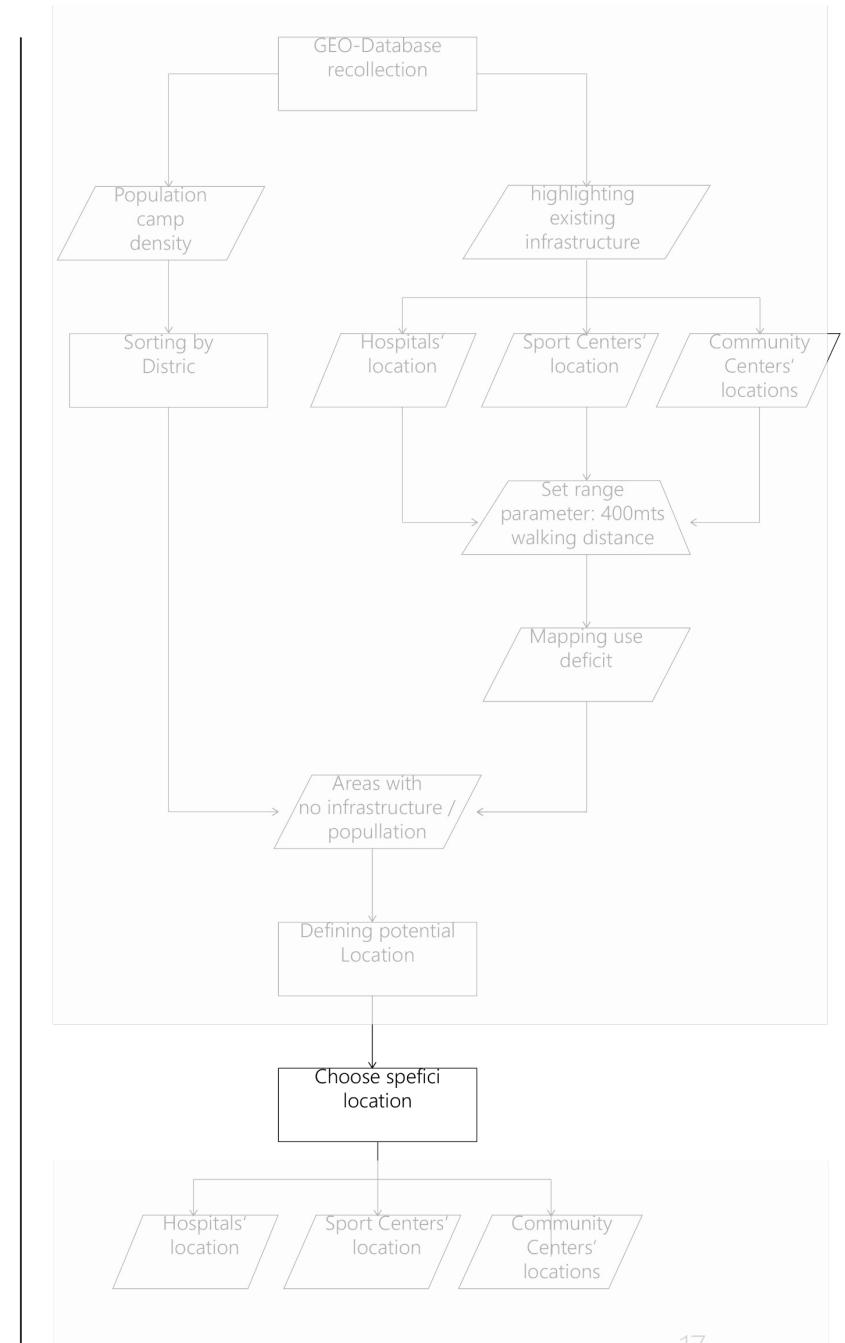
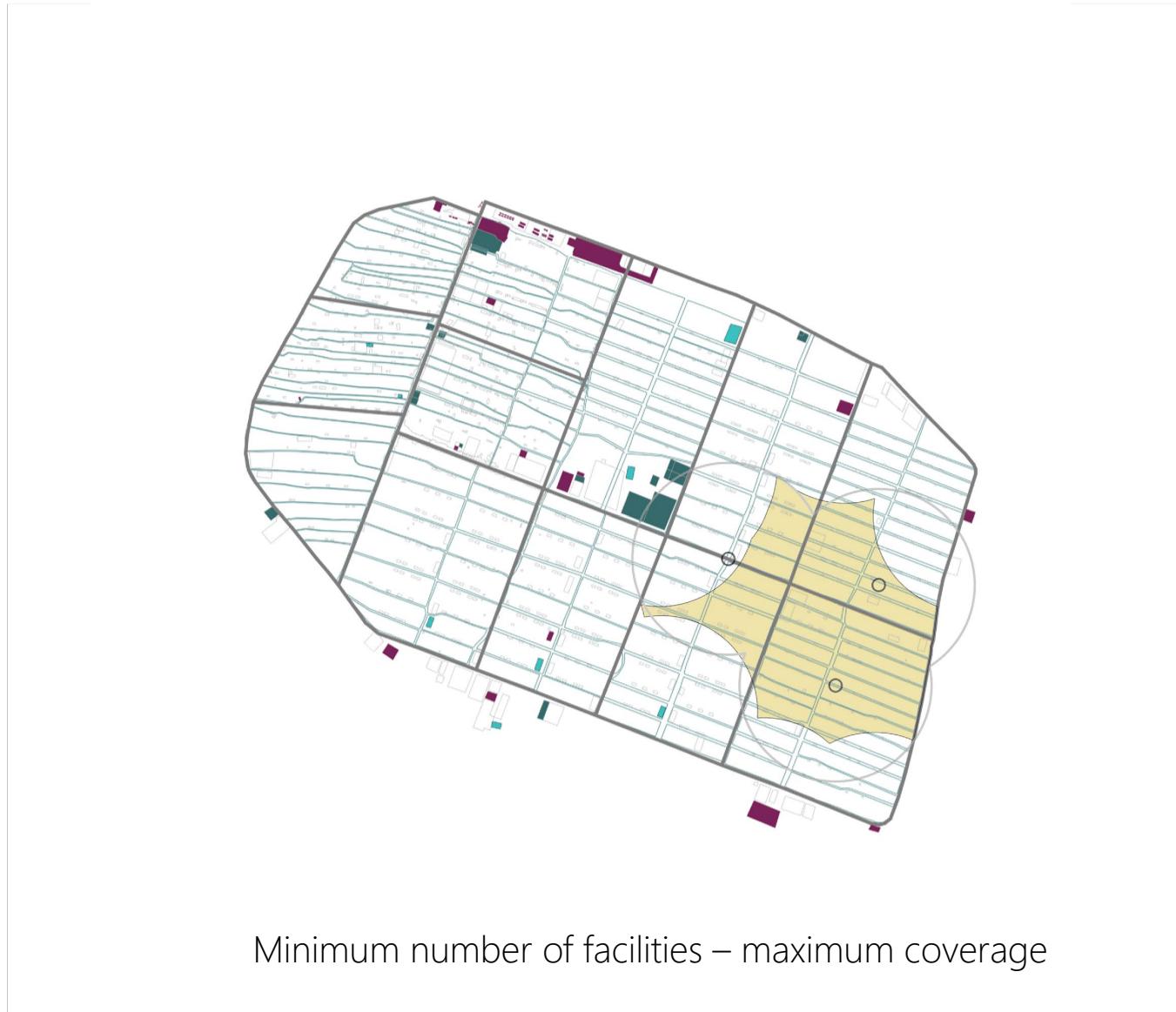
## 01\_Urban Analysis| Infrastructure Coverage



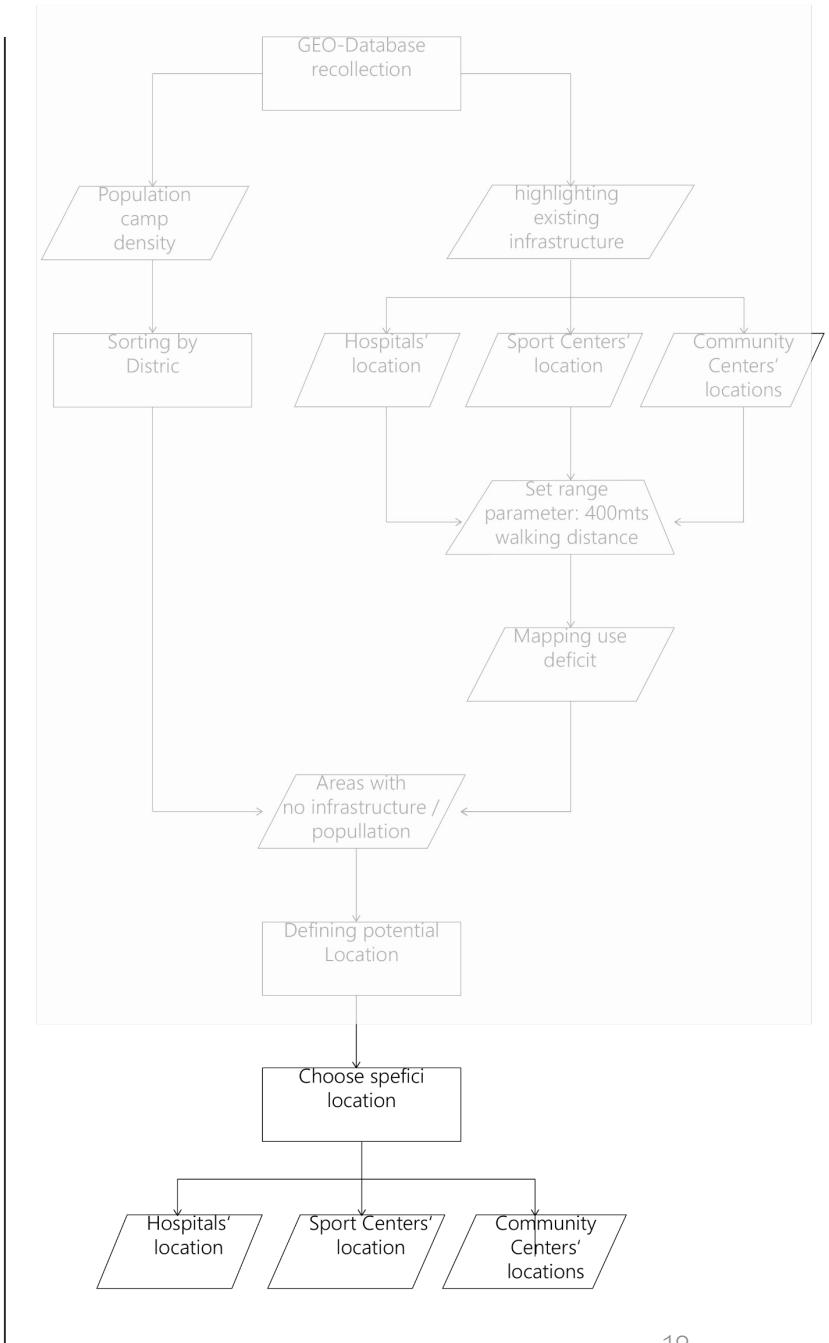
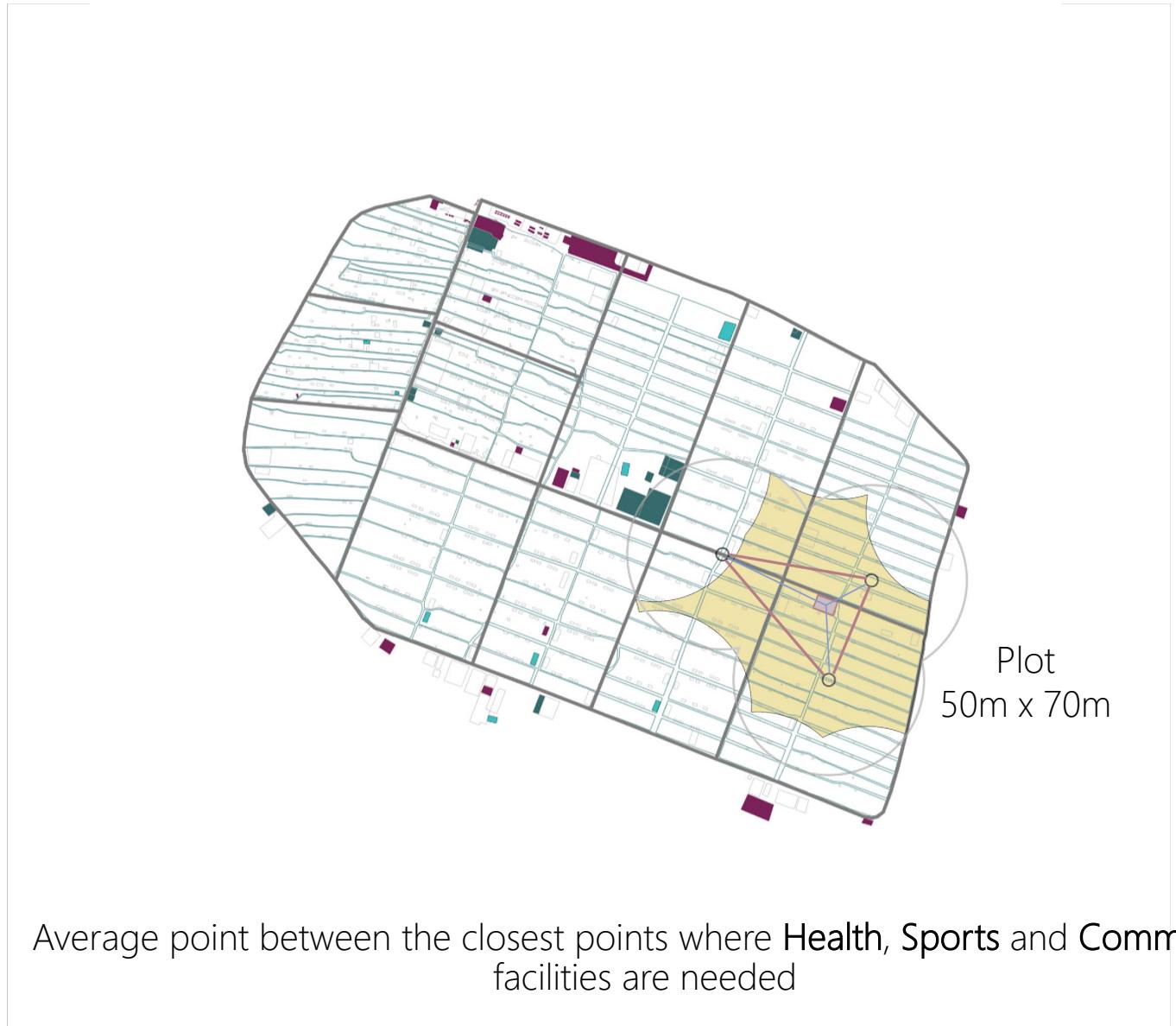
# 01\_Urban Analysis| Infrastructure Deficit



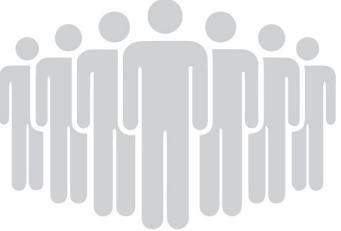
## 01\_Urban Analysis| Potential Locations



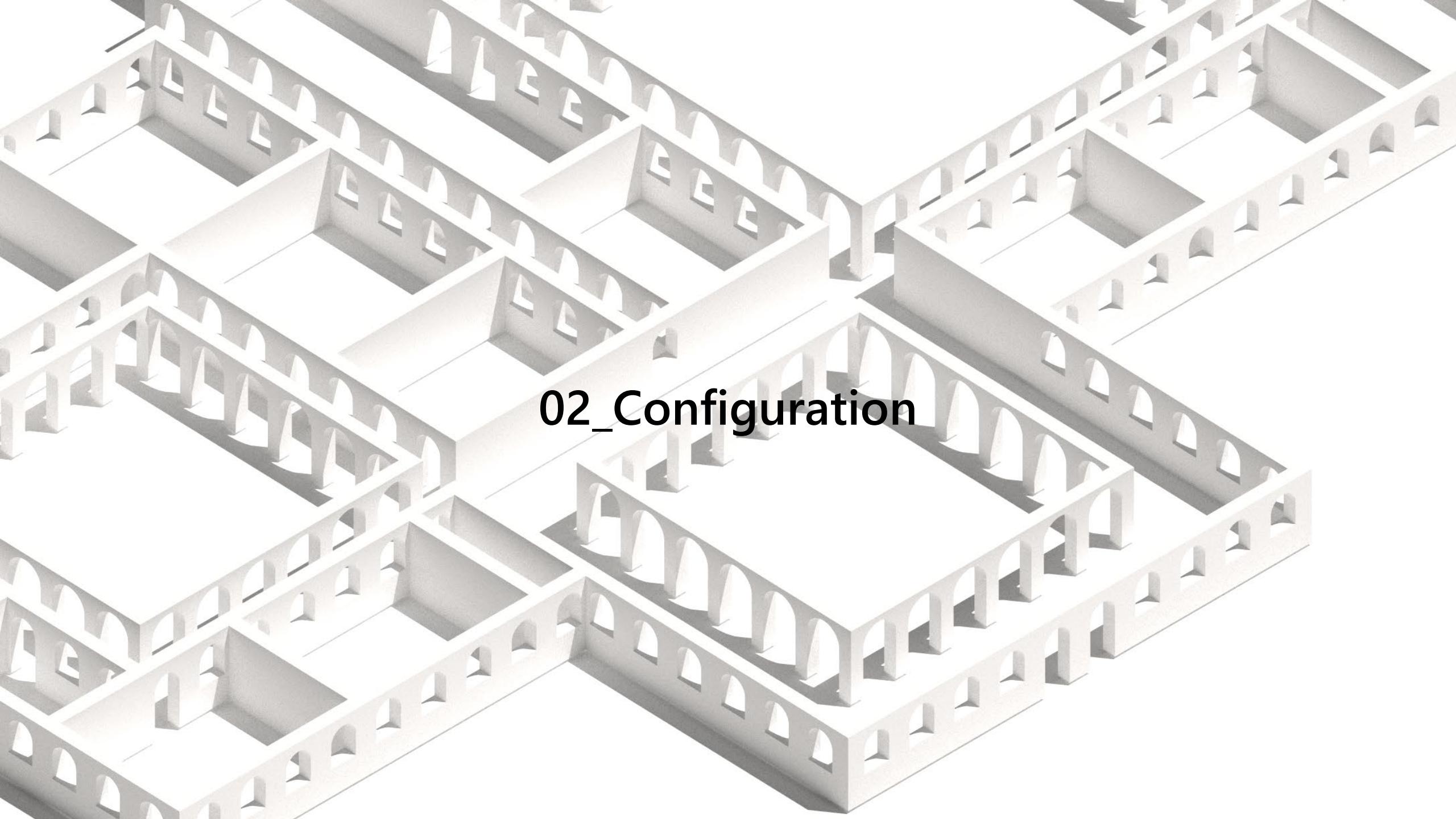
# 01\_Urban Analysis| Project Location



## 01\_Urban Analysis| Target Population per Function

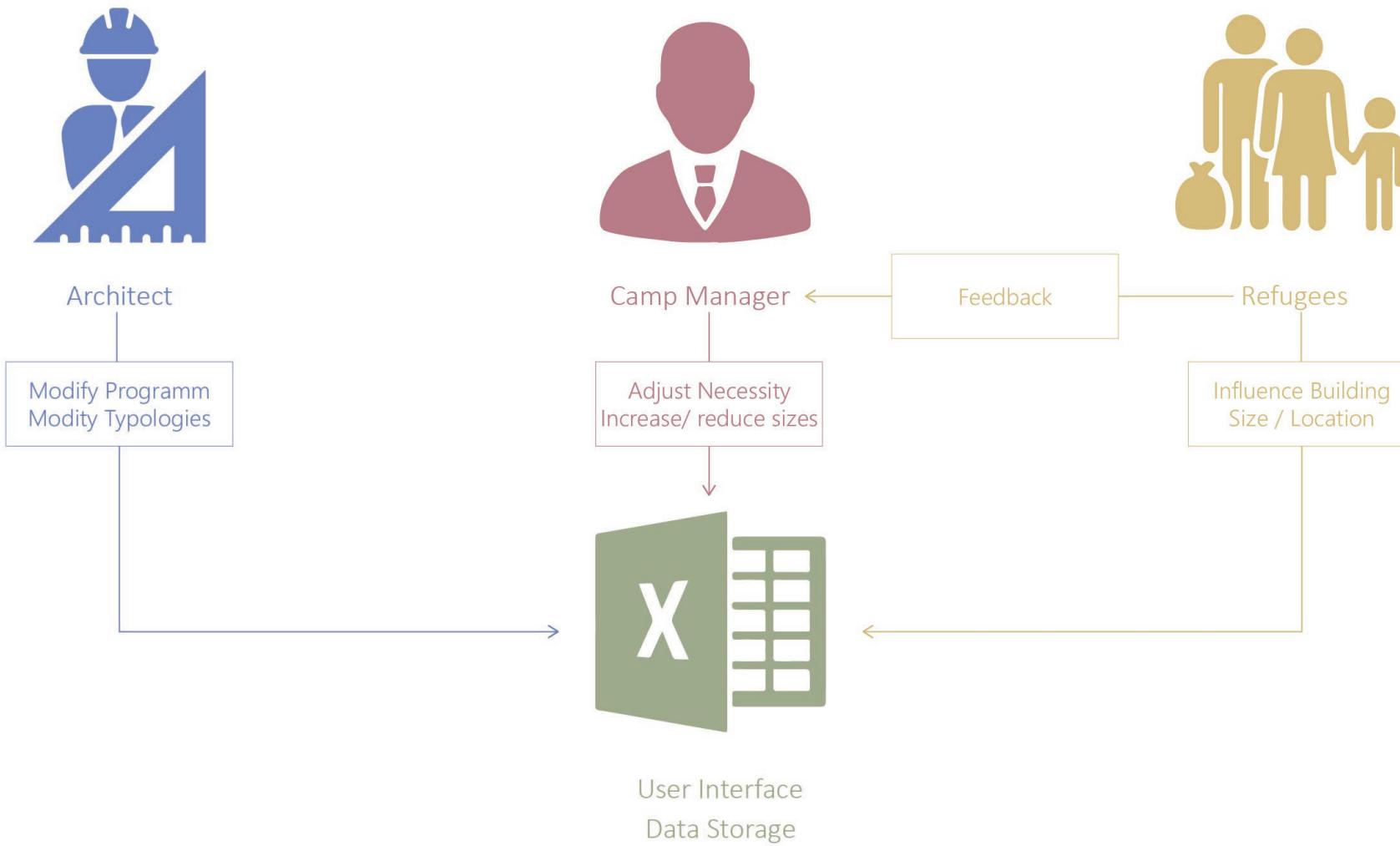
	Existing Facilities qty	Approx Rate users per centre	Needed Facilities qty	Total Facilities qty	Equal Populational Distribution inhabitants	Target Population inhabitants
	8	9,760	7	15	5,205	5,205
	17	4,590	9	26	3,003	3,003
	9	8,670	7	16	4,880	4,880

78,086



## 02\_Configuration

## 02\_Configuration | Multi-Player-Input



Excel Sheet as central data platform

## 02\_Configuration | User Interface

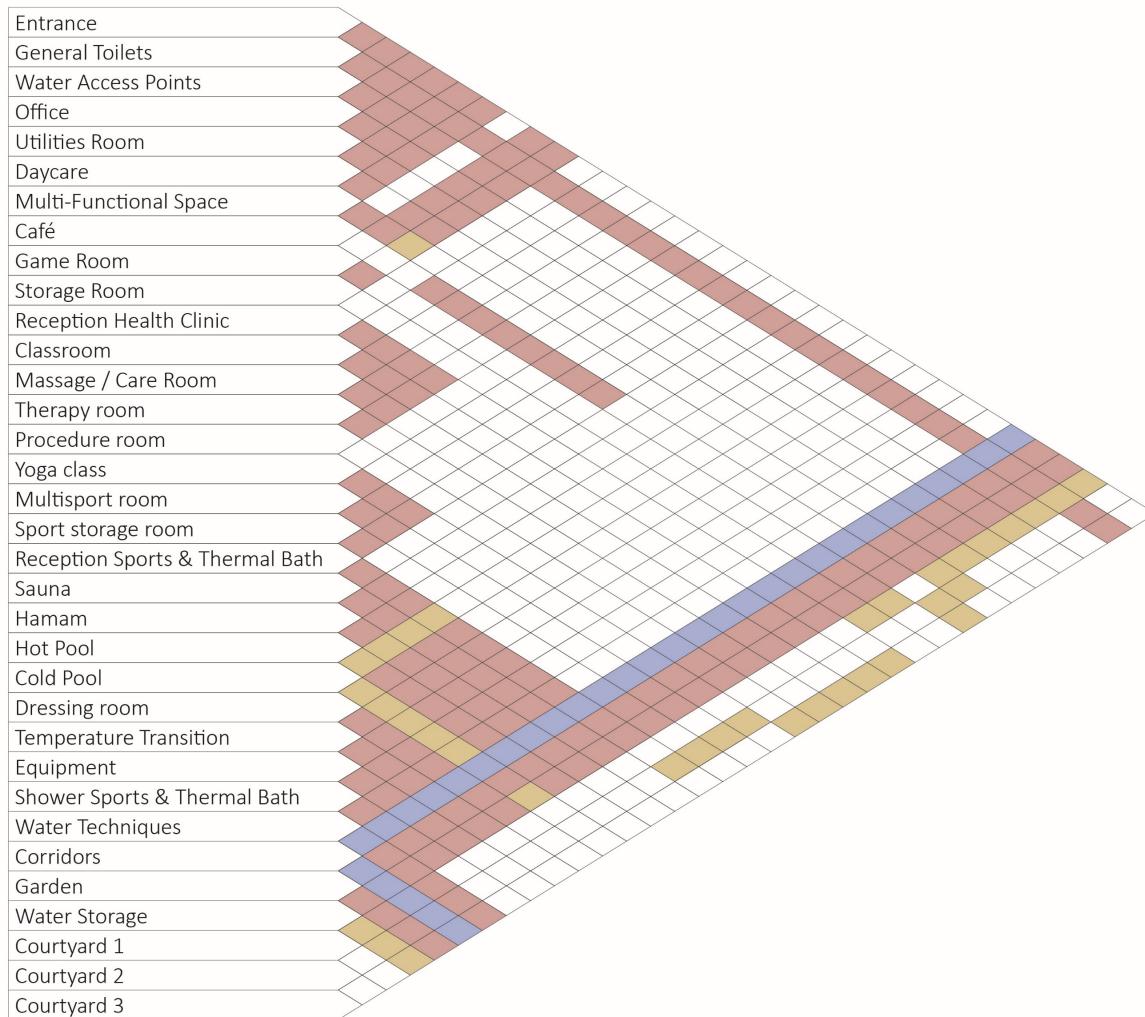
Number	Class	Name	Index	Matrix_Shape	Area_Person	Min_Space	Max_Space	Necessity	Priority
1	General	Entrance	U_01		0.12	15	50	1	2
2		General Toilets	U_02	2, 3	0.07			1	99
3		Water Access Points	U_03	1, 1	0.03			1	99
4	Community	Office	C_01		0.2	10	30	1	11
5		Utilities Room	C_02	1, 3	0.005			1	11
6		DayCare	C_03		0.2	10	70	1	11
7		Multi-functional space	C_04		0.50	20	150	1	3
8		Café	C_05		0.7	50	250	1	20
9		Game room	C_06		0.2	10	70	0	11
10		Storage room	C_07		0.2	2	50	0	11
11		Reception Health Clinic	H_01		0.1	10	40	0	31
12		Classroom	H_02		0.35	40	50	1	31
13	Health Clinic	Massage / care room	H_03	2, 4	0.09			0	31
14		Therapy room	H_04	2, 4	0.09			0	31
15		Procedure room	H_05	2, 4	0.09			0	31
16	Sport Center	Yoga class	S_01		0.25	20	70	0	21
17		Multipsport room	S_02		0.45	50	150	1	21
18		Sport storage room	S_03		0.2	2	50	0	21
19		Reception Sports & Thermal Bath	T_01		0.15	15	70	1	21
20		Sauna	T_02	2, 2	0.06			1	21
21		Hamam	T_03	2, 2	0.06			1	21
22		Hot pool	T_04		0.15	30	9999	0	21
23		Tepid bath	T_05		0.10	20	9999	0	21
24	Thermal Bath	Cold pool	T_06		0.4	70	9999	1	21
25		Dressing room	T_07		0.2	20	30	1	21
26		Temp Transition	T_08	1, 4	0.08			0	21
27		Equipment	T_09		0.12	20	60	0	21
28		S & ThB Toilets	T_10	3, 4	0.05			0	21
29		Showers	T_11	2, 3	0.03			1	99
30		Water Technics	T_12		0.15	10	30	1	21
31		Sport hall (court)	X_01	10, 17	1.5			0	21
32		Corridors	X_02	1, 1	0.01			1	0
33		Garden	X_03		0.01			1	0
34	Special Spaces	Courtyard 1	X_04		0.01			1	1
35		Courtyard 2	X_05		0.01			1	10
36		Courtyard 3	X_06		0.01			1	20
37		Water Storage + Stairs	U_04	4, 4	0.2			1	99

Influence by Architect / Camp Manager:

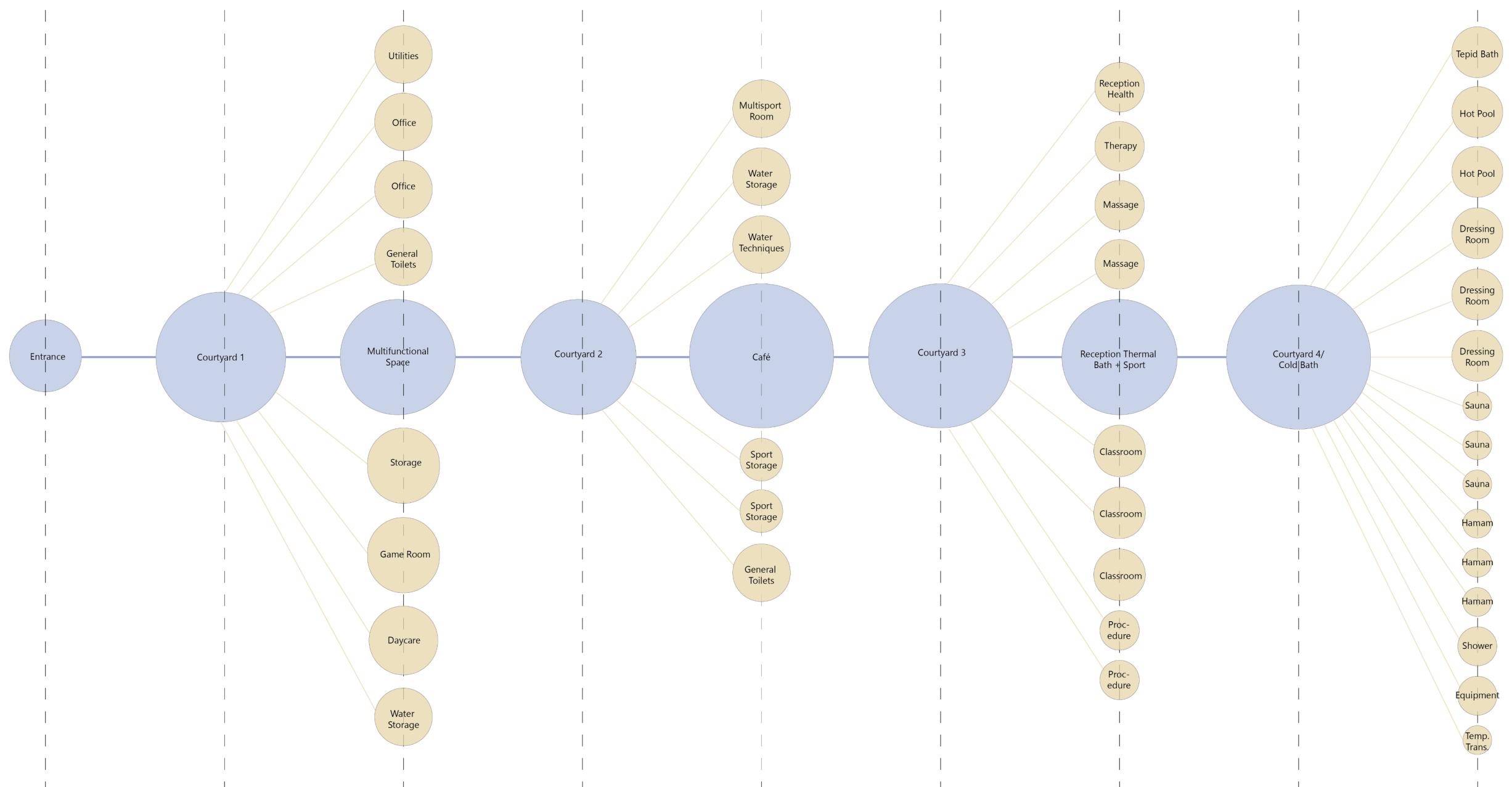
1. add / delete necessity (is the room needed or not)
2. add / reduce area of functional functions
3. change shape of functional rooms
4. add / delete rooms (change building typology)

User Interface of the Excel Input Sheet

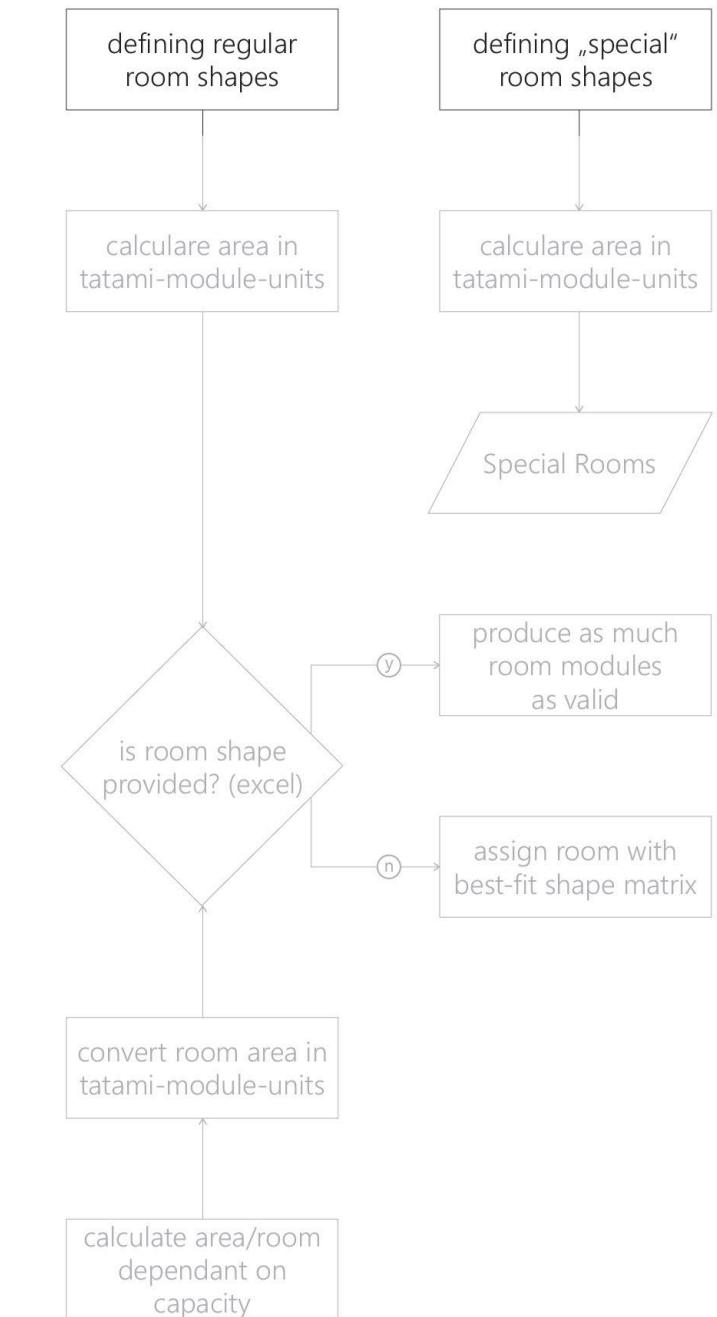
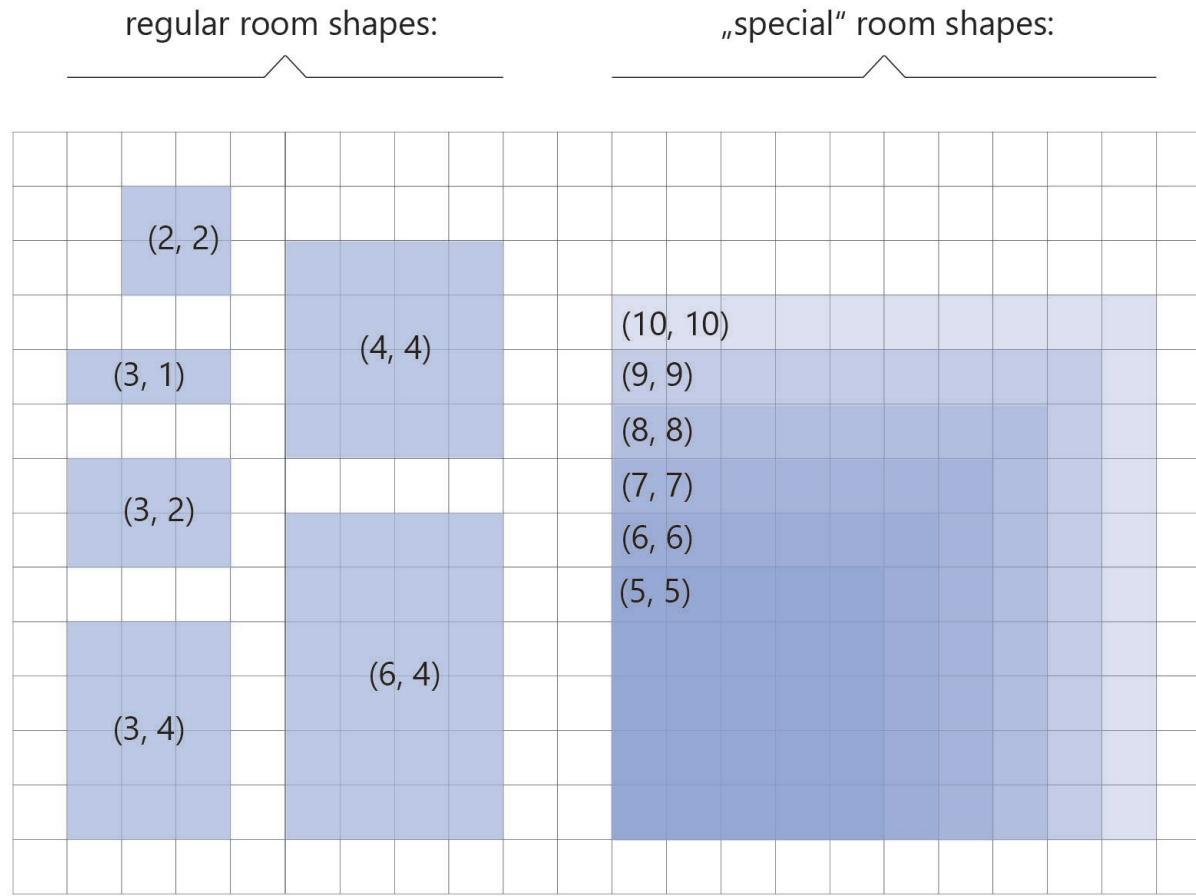
## 02\_Configuration | REL Chart



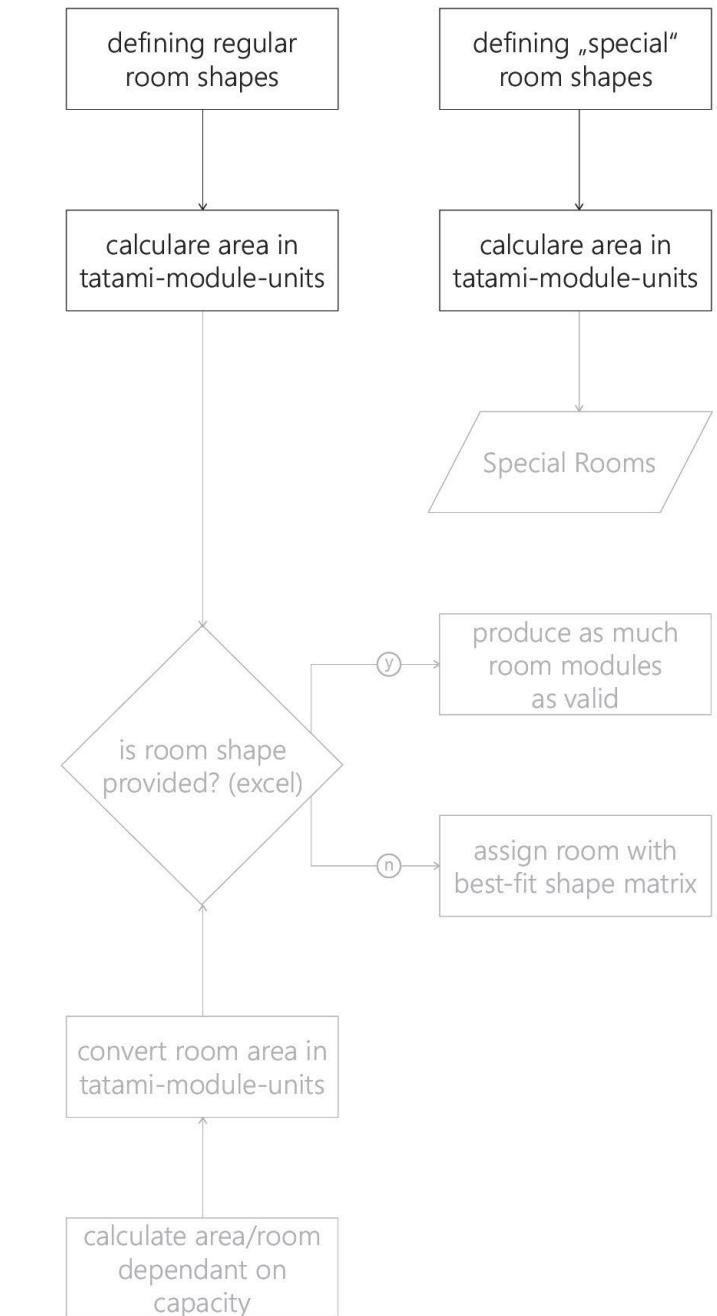
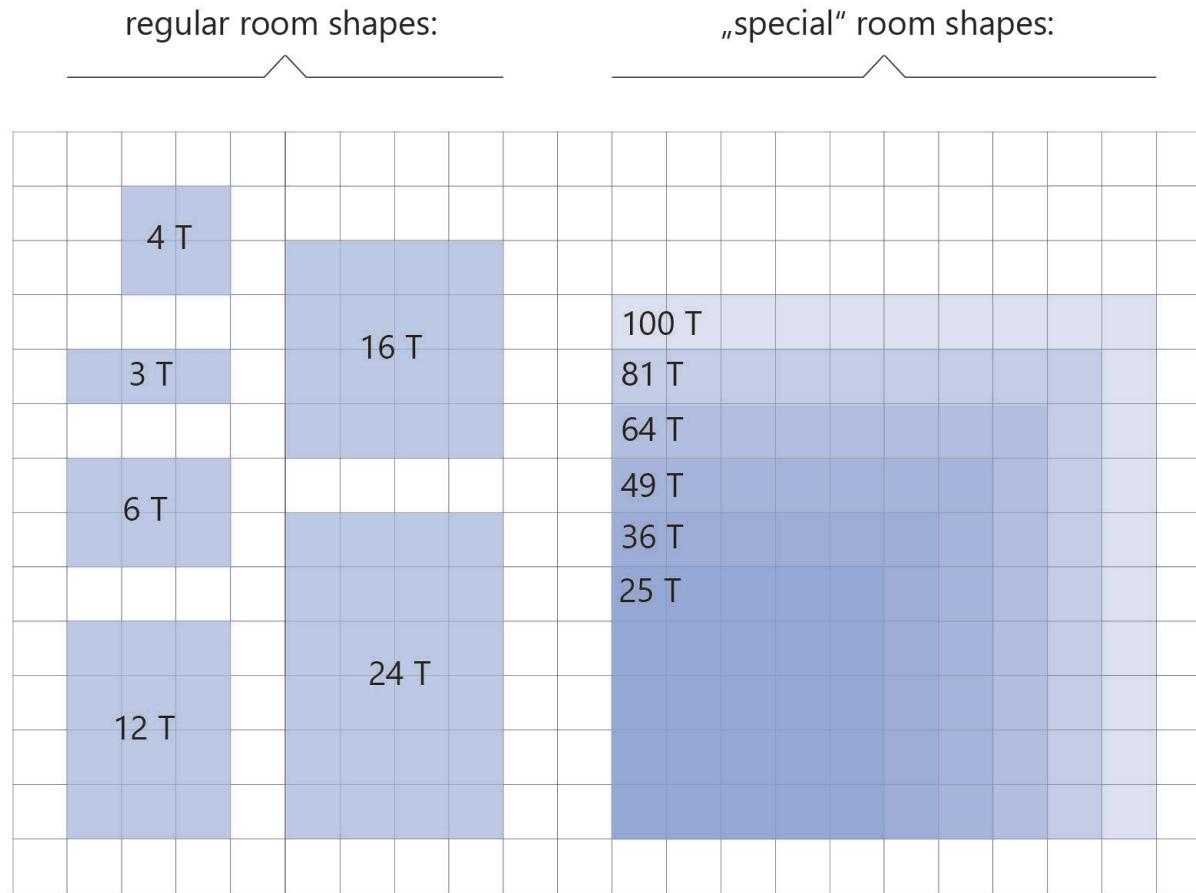
## 02\_Configuration | Depths Diagramm



## 02\_Configuration | From Functions to Spaces



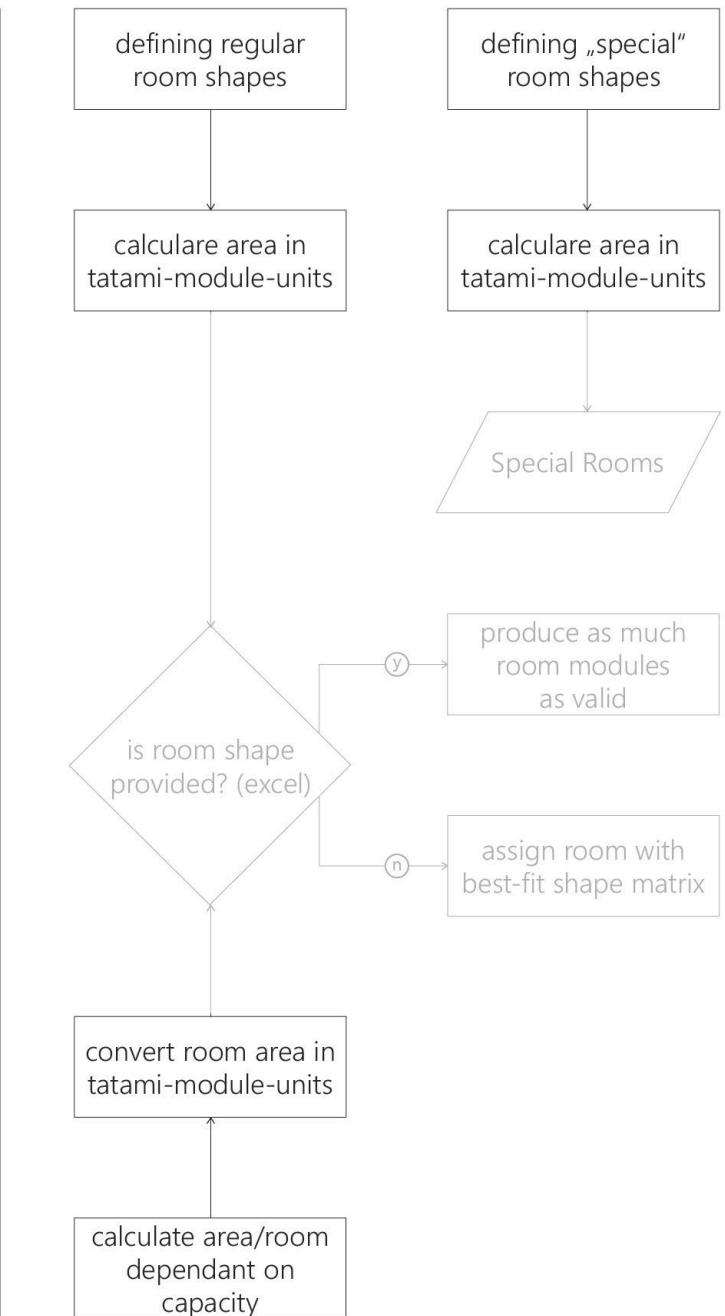
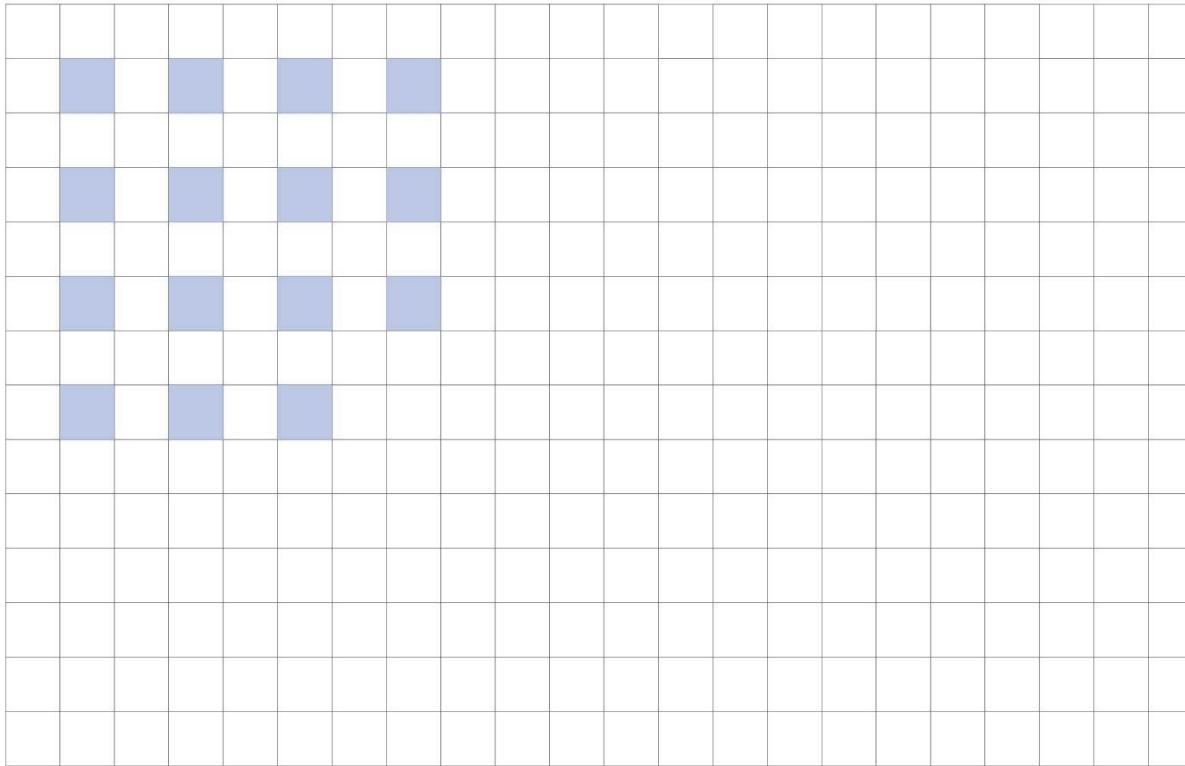
## 02\_Configuration| From Functions to Spaces



## 02\_Configuration| From Functions to Spaces

### Room 2 : General Toilets

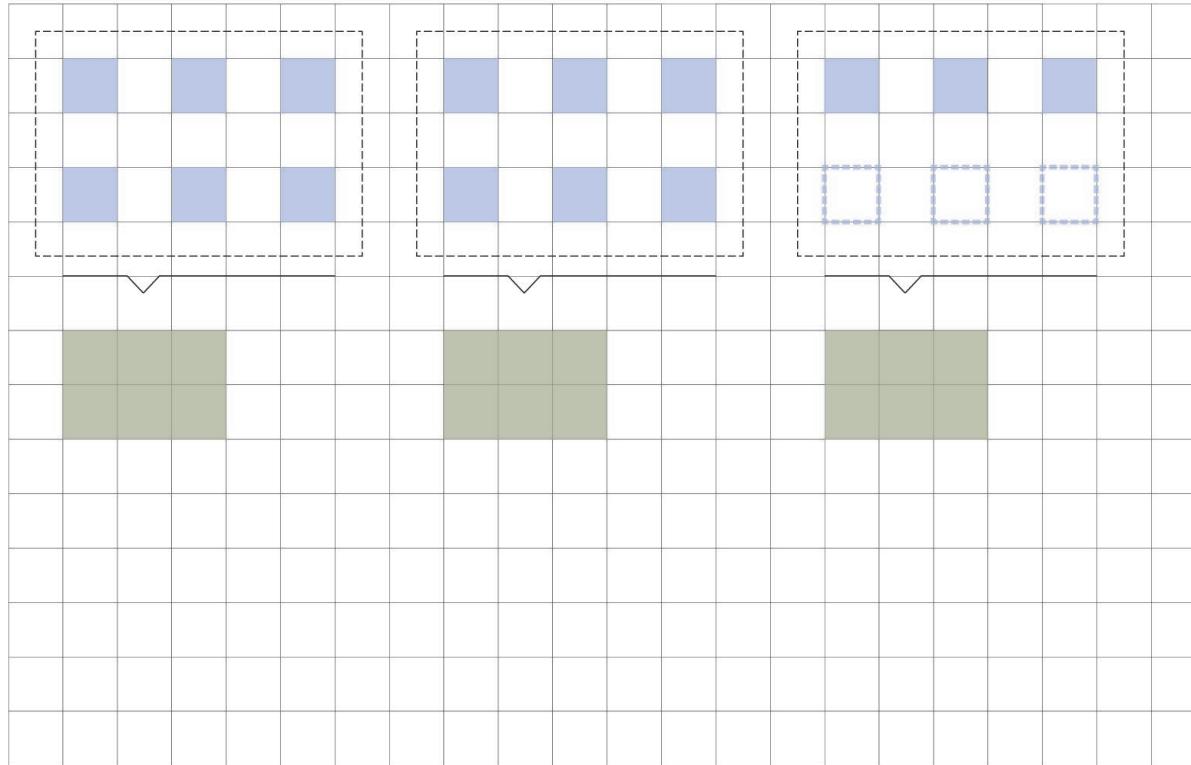
area per person: 0.11 m<sup>2</sup>      resulting area : 5.1 m<sup>2</sup>  
number of users: 321                  number of tatami-modules: 15



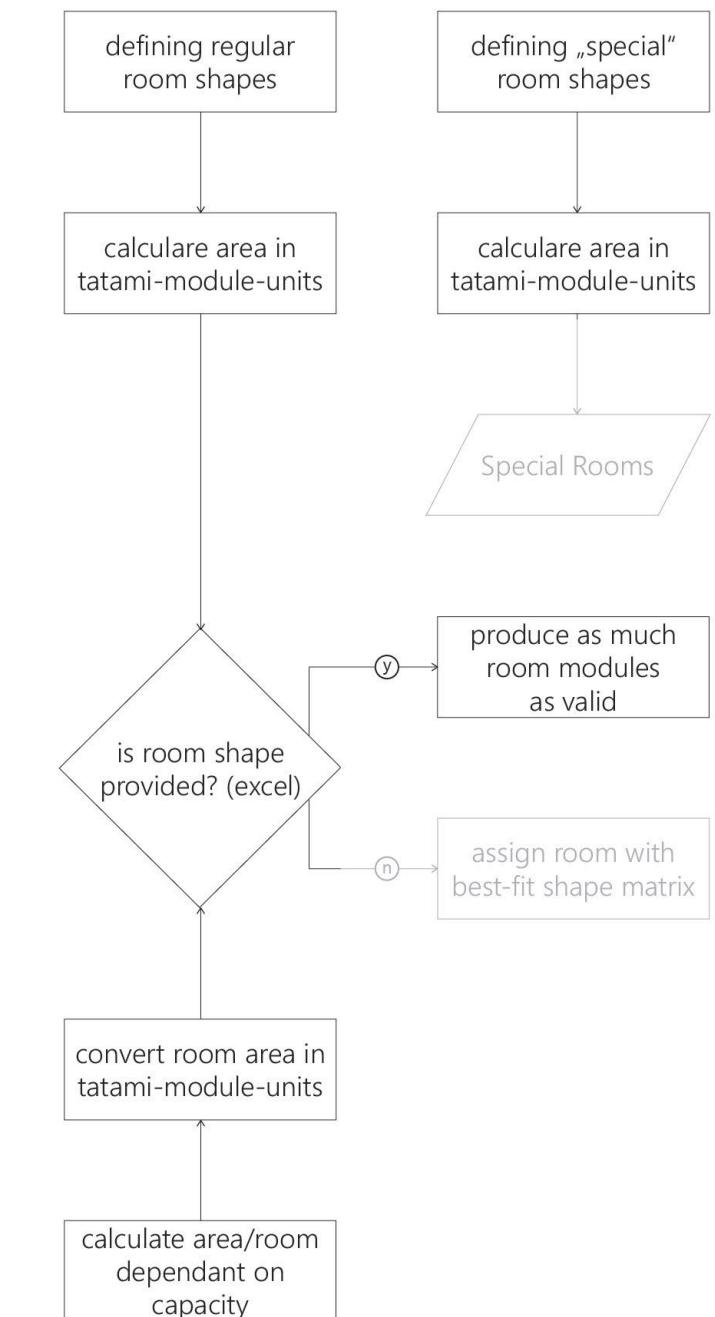
## 02\_Configuration| From Functions to Spaces

### Room 2 : General Toilets

area per person: 0.11 m<sup>2</sup>      resulting area : 35.1 m<sup>2</sup>      number of tatami-modules: 15  
number of users: 321



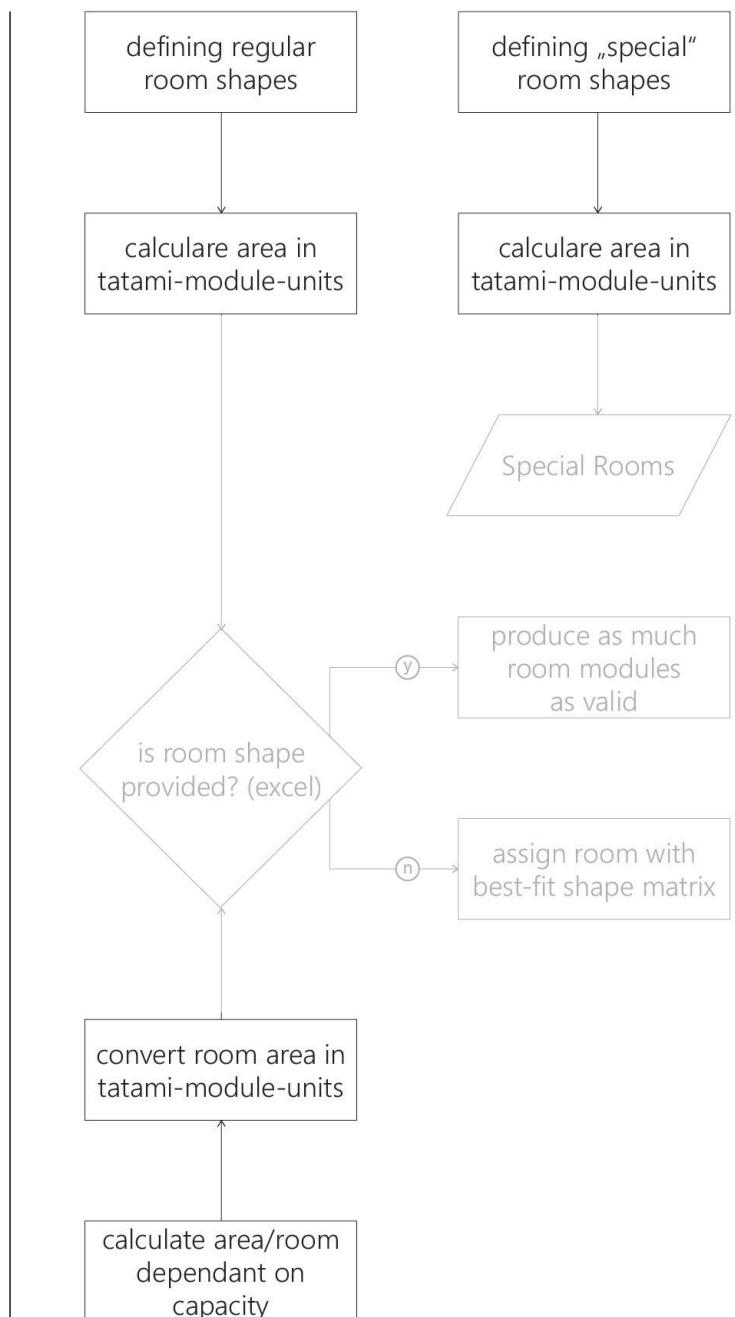
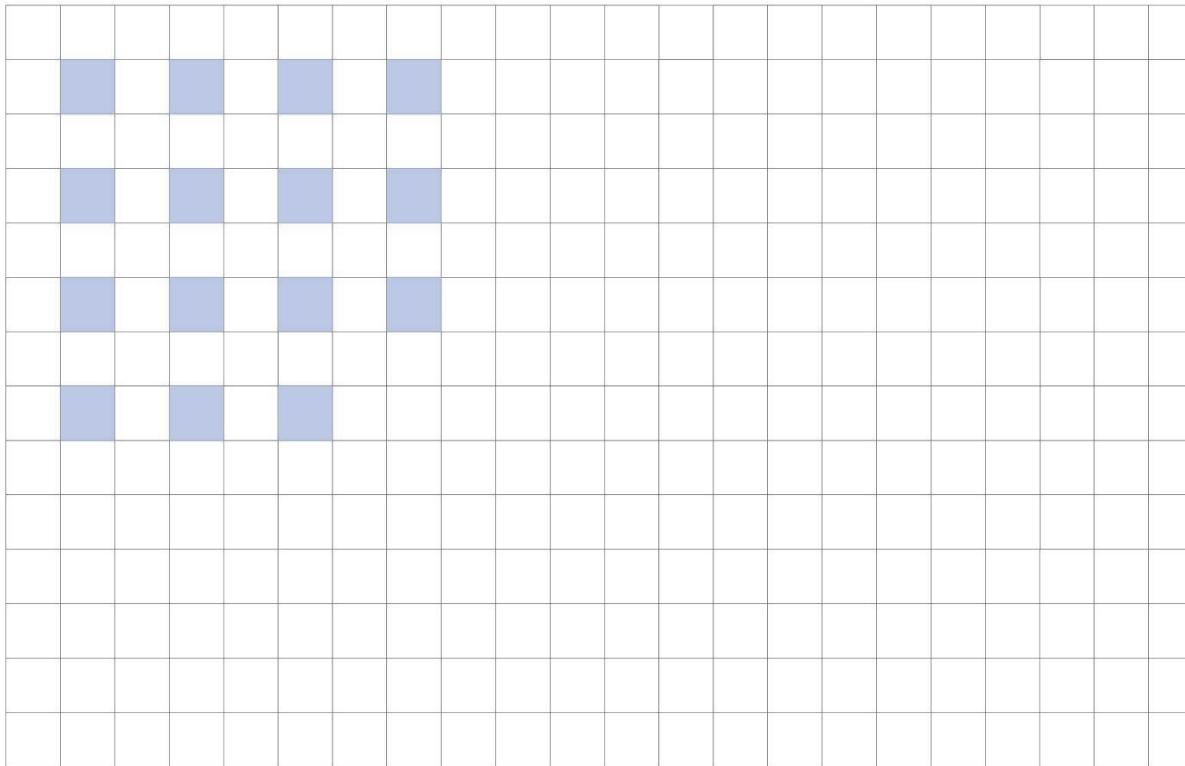
fixed matrix given : (3, 2)



## 02\_Configuration| From Functions to Spaces

### Room 1 : Entrance

area per person: 0.11 m<sup>2</sup>      resulting area : 35.1 m<sup>2</sup>      number of tatami-modules: 15  
number of users: 321



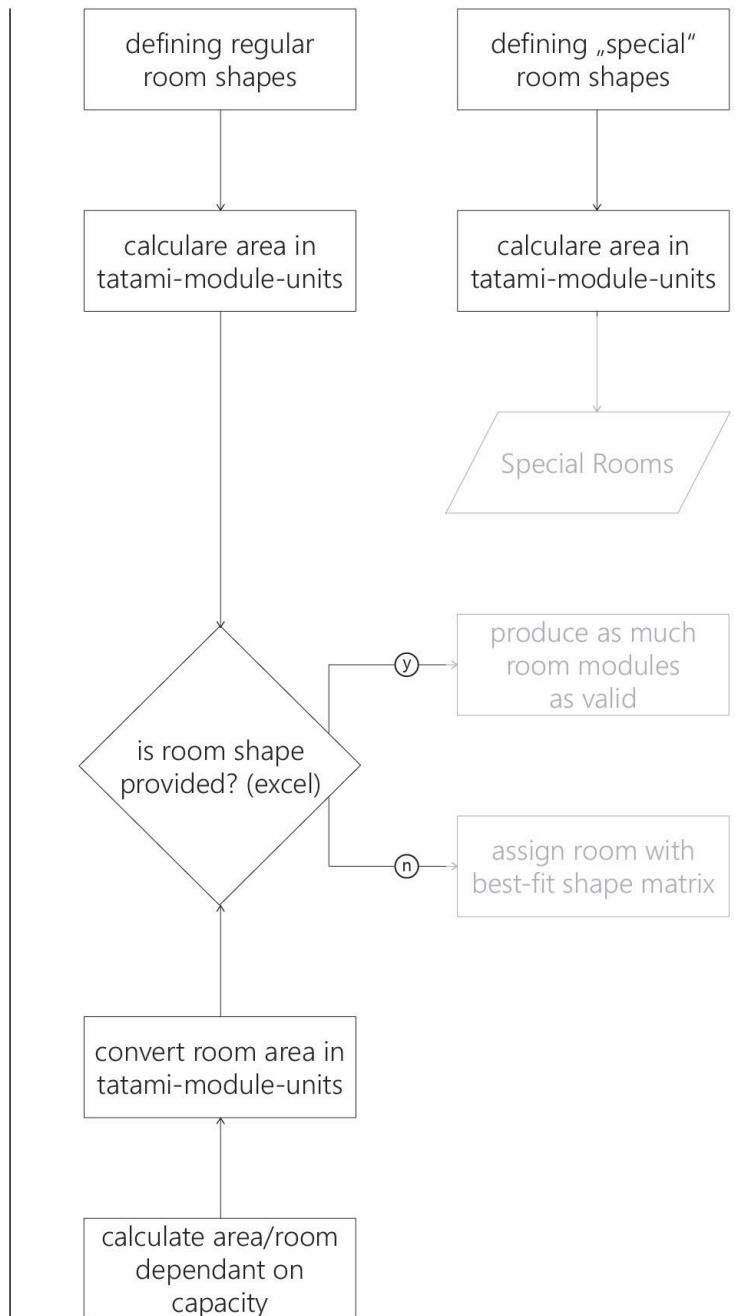
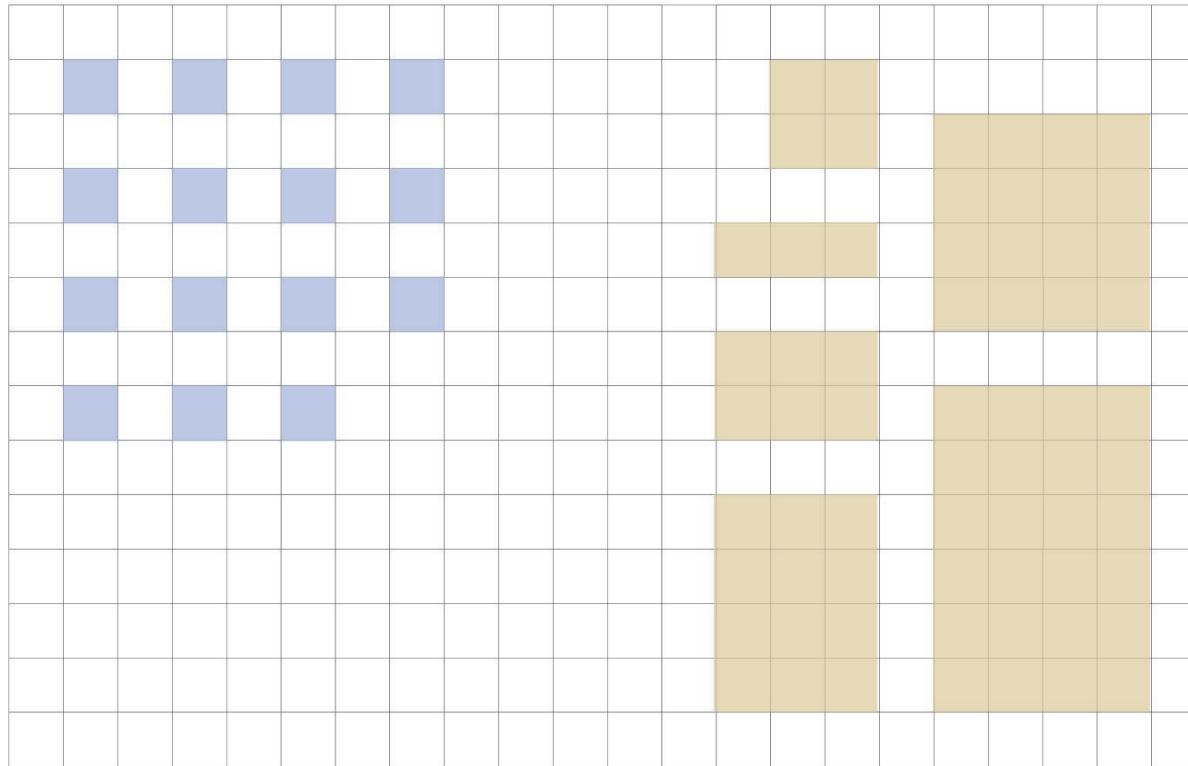
## 02\_Configuration| From Functions to Spaces

### Room 1 : Entrance

area per person: 0.11 m<sup>2</sup>  
number of users: 321

resulting area : 35.1 m<sup>2</sup>

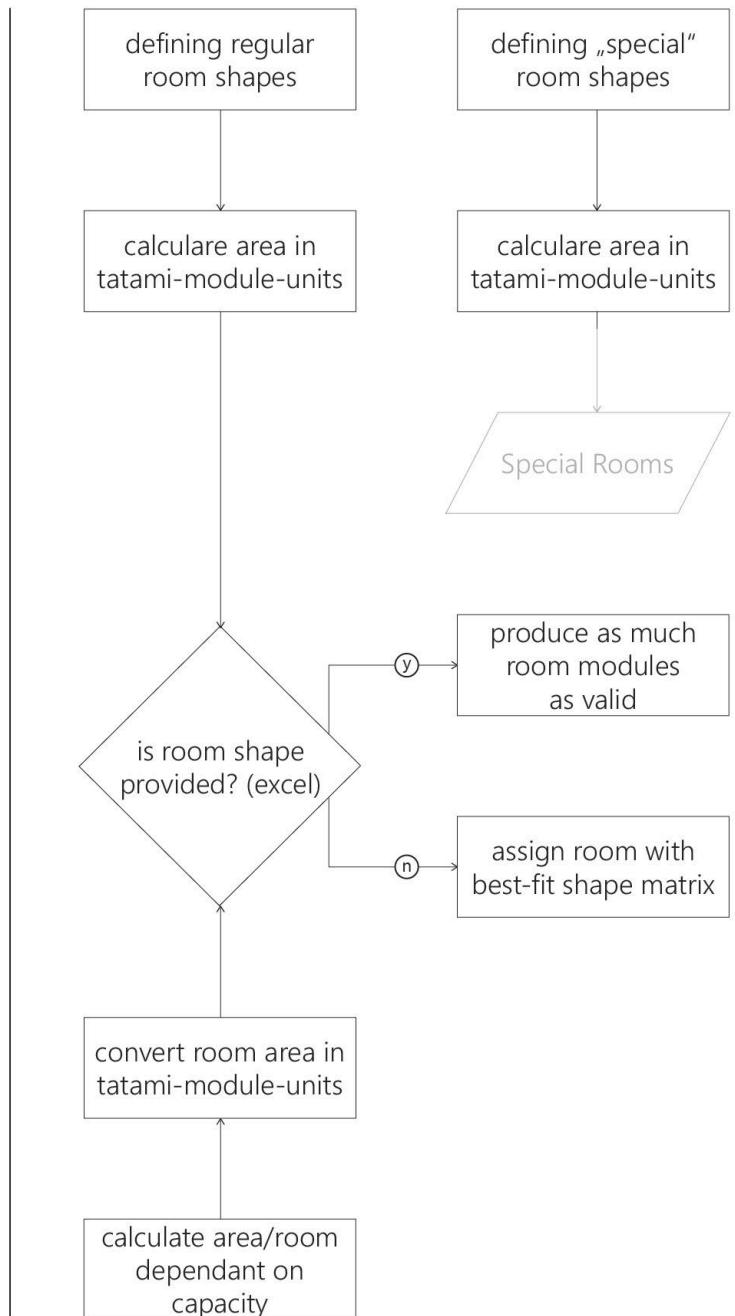
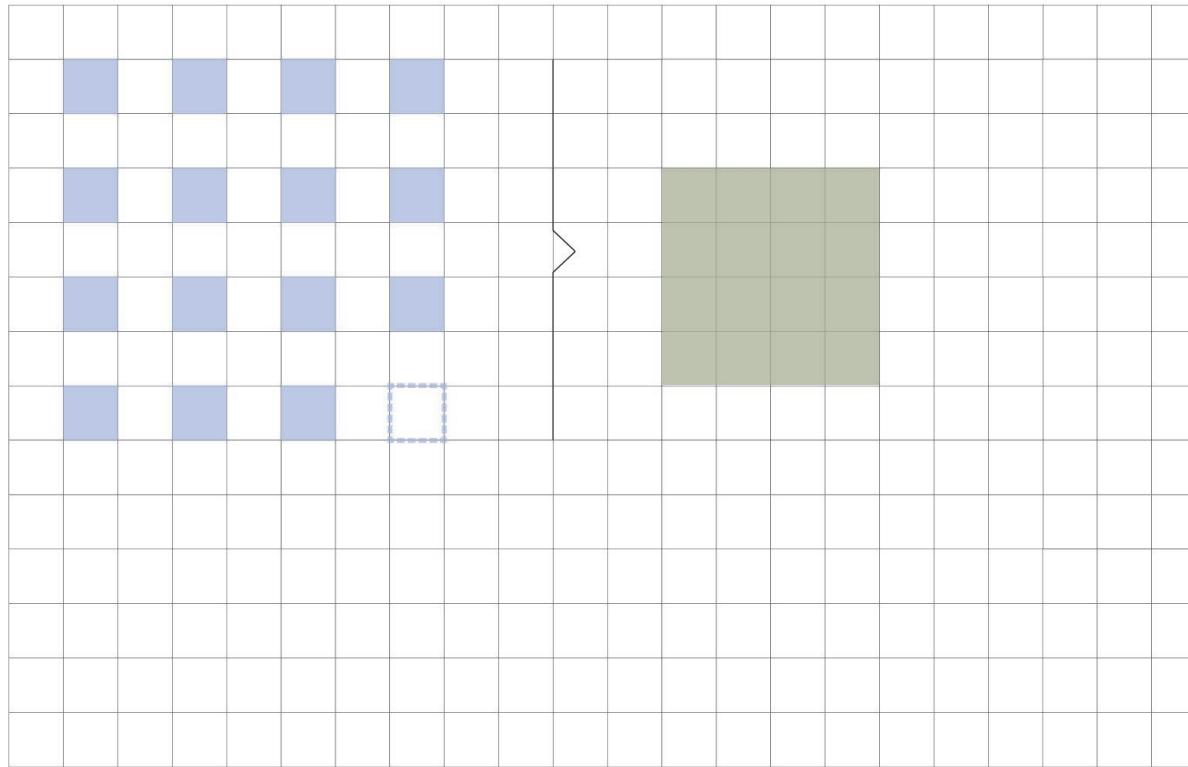
number of tatami-  
modules: 15



## 02\_Configuration| From Functions to Spaces

### Room 1 : Entrance

area per person: 0.11 m<sup>2</sup>      resulting area : 35.1 m<sup>2</sup>      number of tatami-modules: 15  
number of users: 321



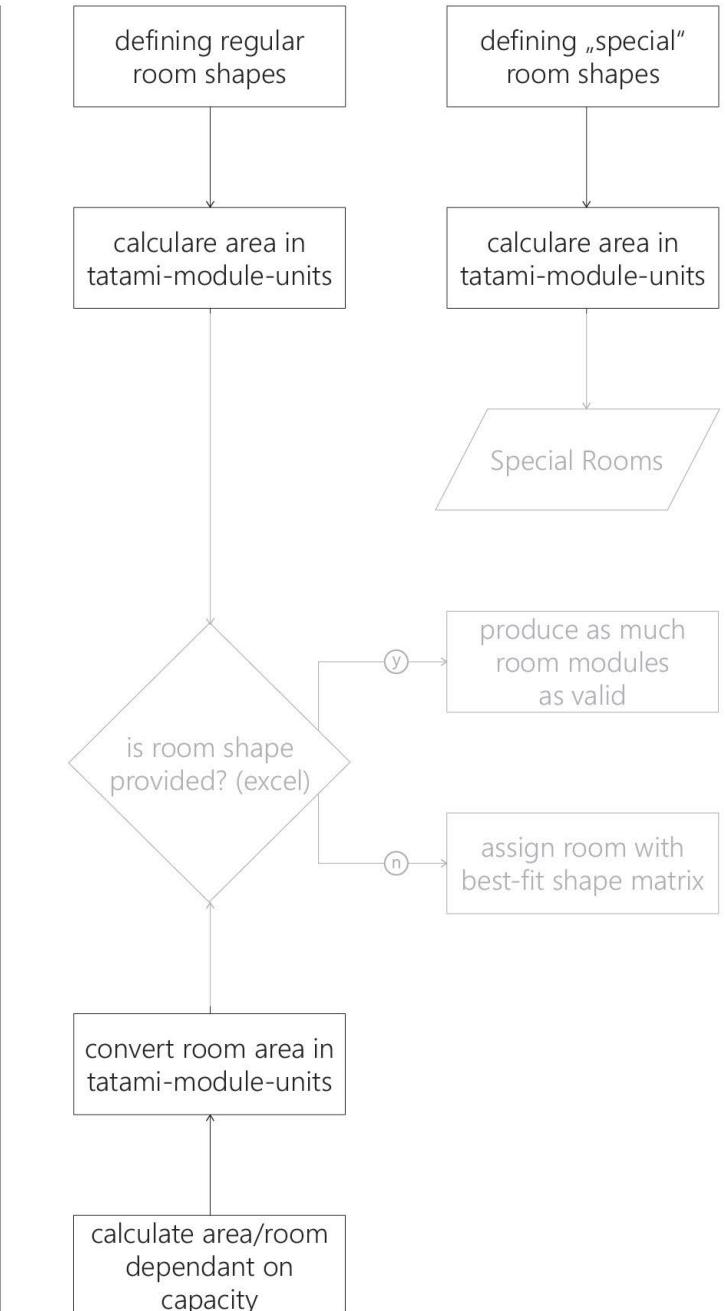
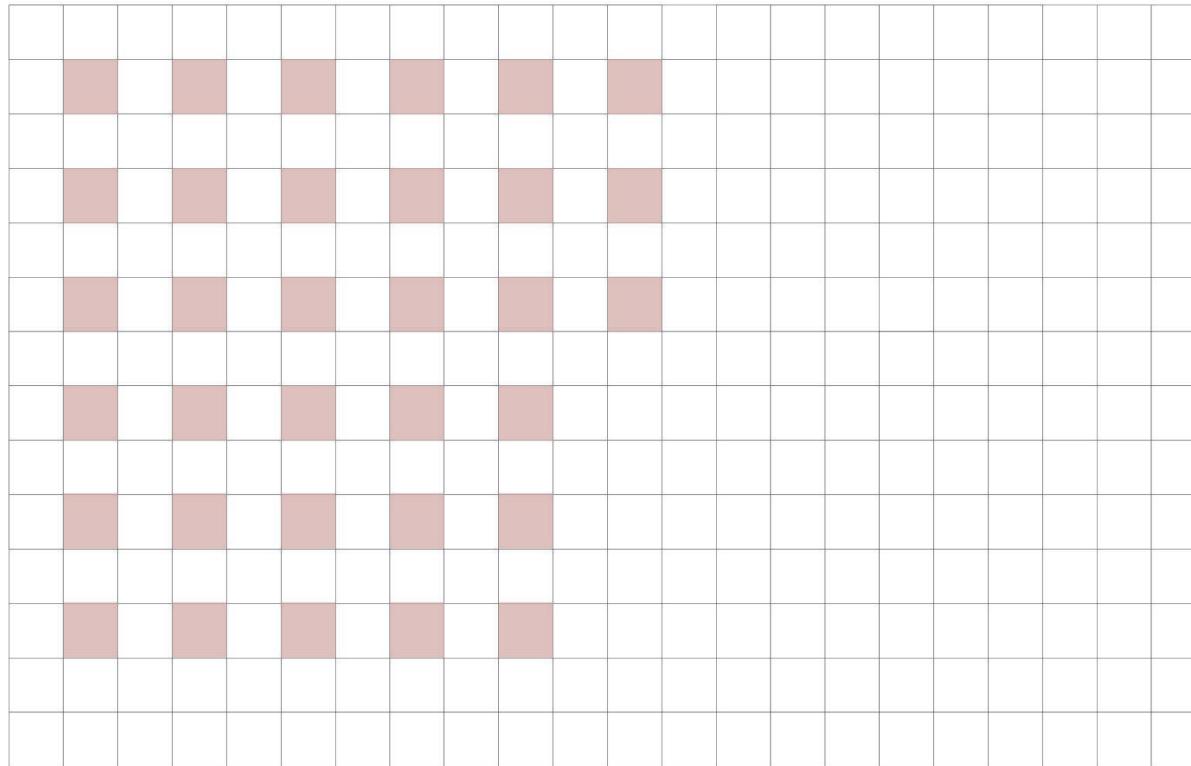
## 02\_Configuration| From Functions to Spaces

### Room 4 : Office

area per person: 0.2 m<sup>2</sup>  
number of users: 375

resulting area : 75 m<sup>2</sup>  
**maximum area: 30**

number of tatami-  
modules: 33



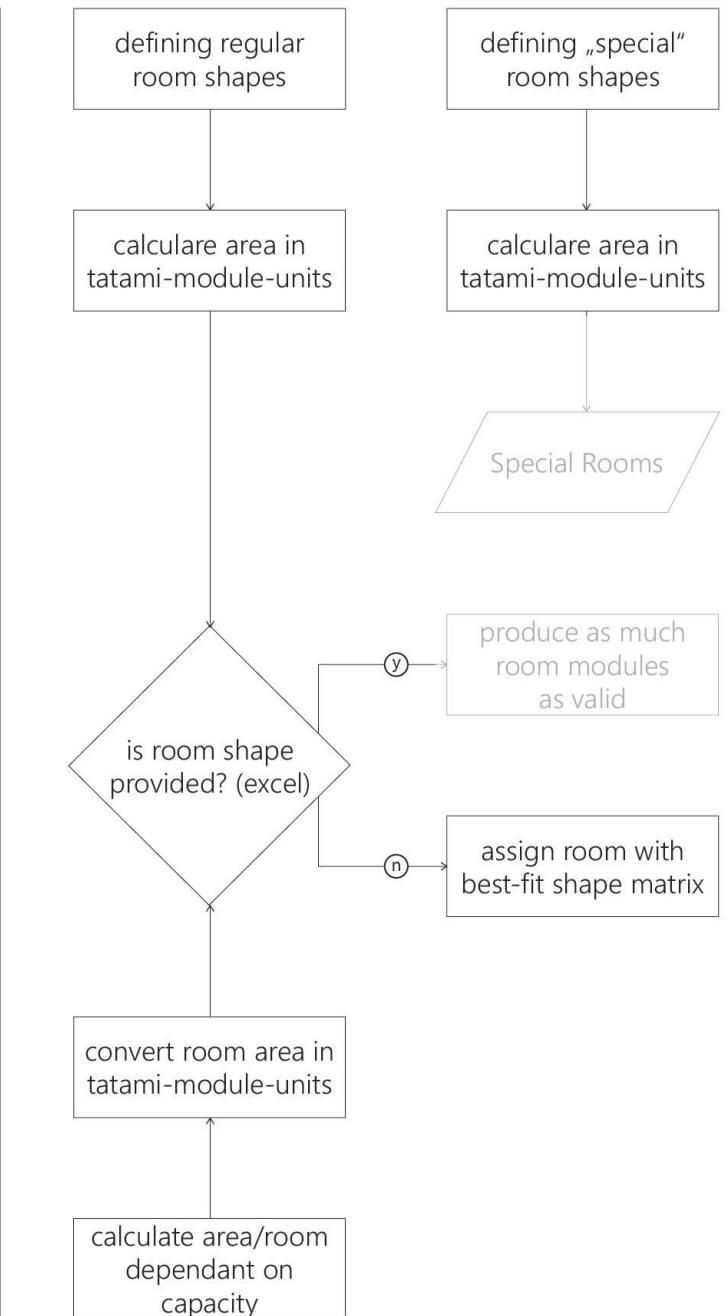
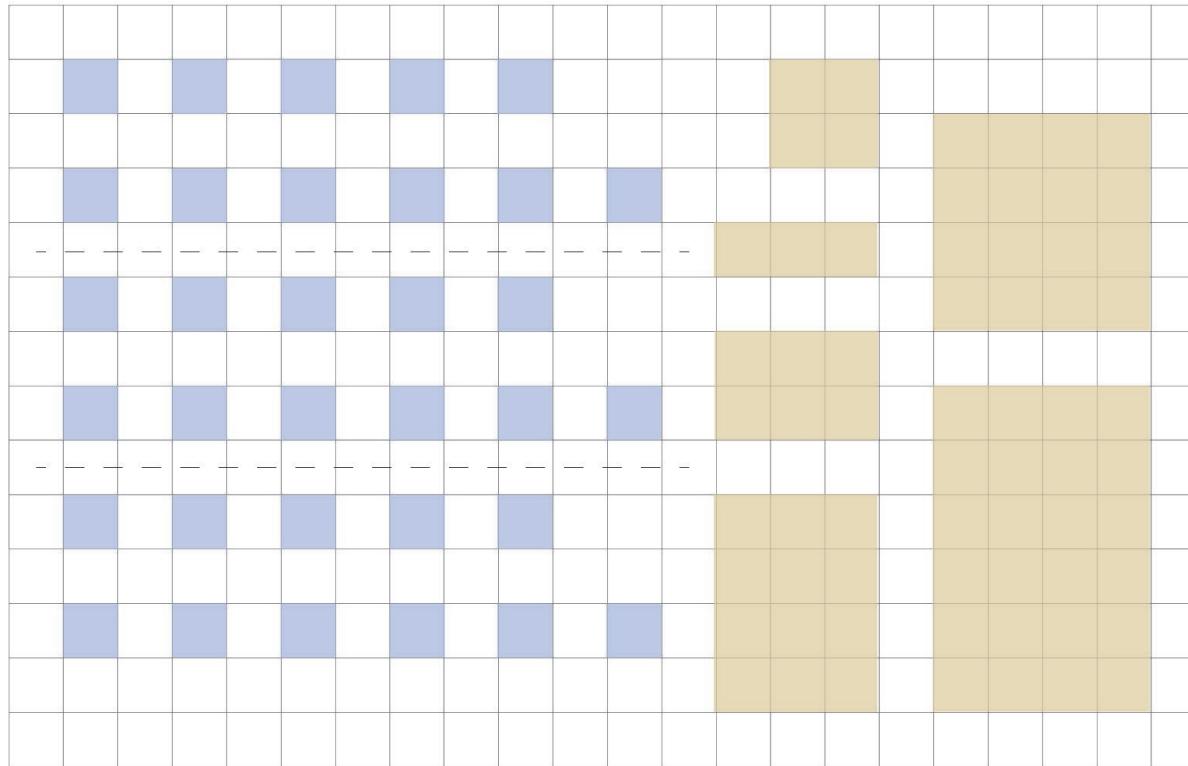
## 02\_Configuration| From Functions to Spaces

### Room 4 : Office

area per person: 0.2 m<sup>2</sup>  
number of users: 375

resulting area : 75 / 3:  
25 m<sup>2</sup> (3x)

number of tatami-  
modules: 11 (3x)



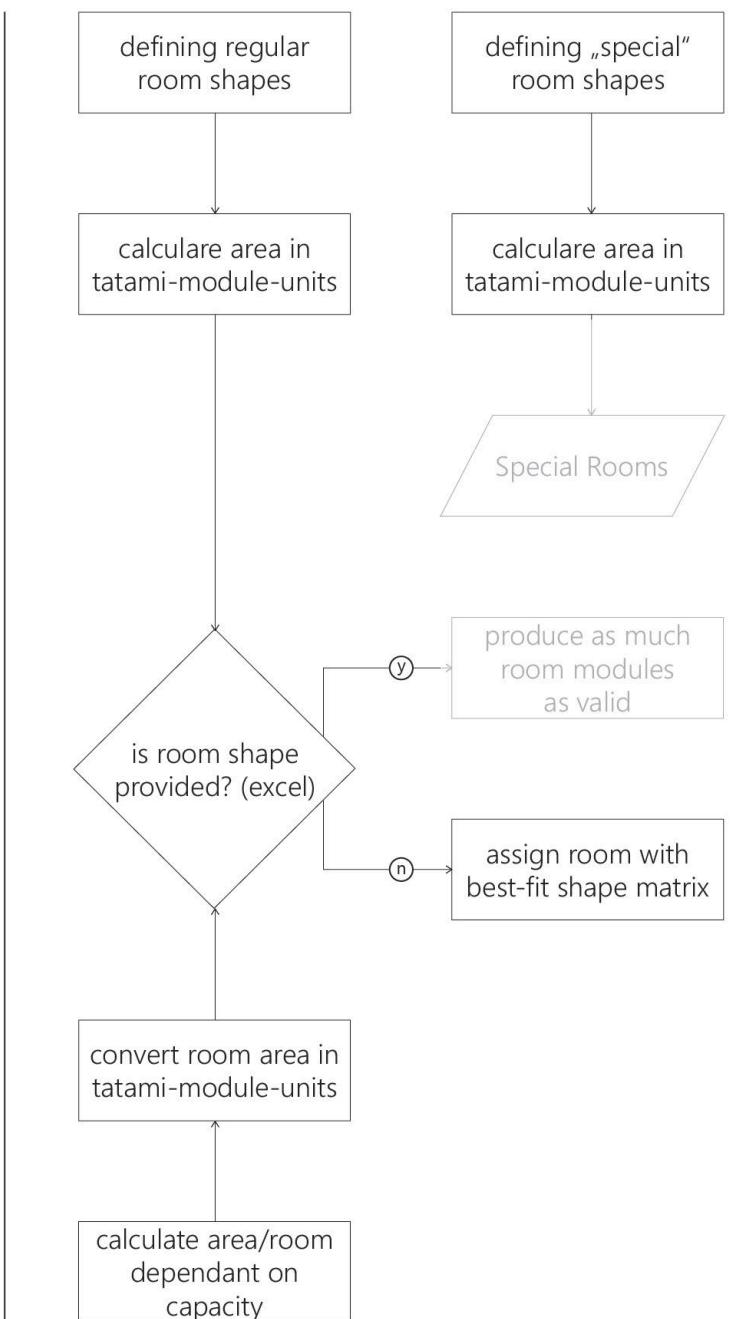
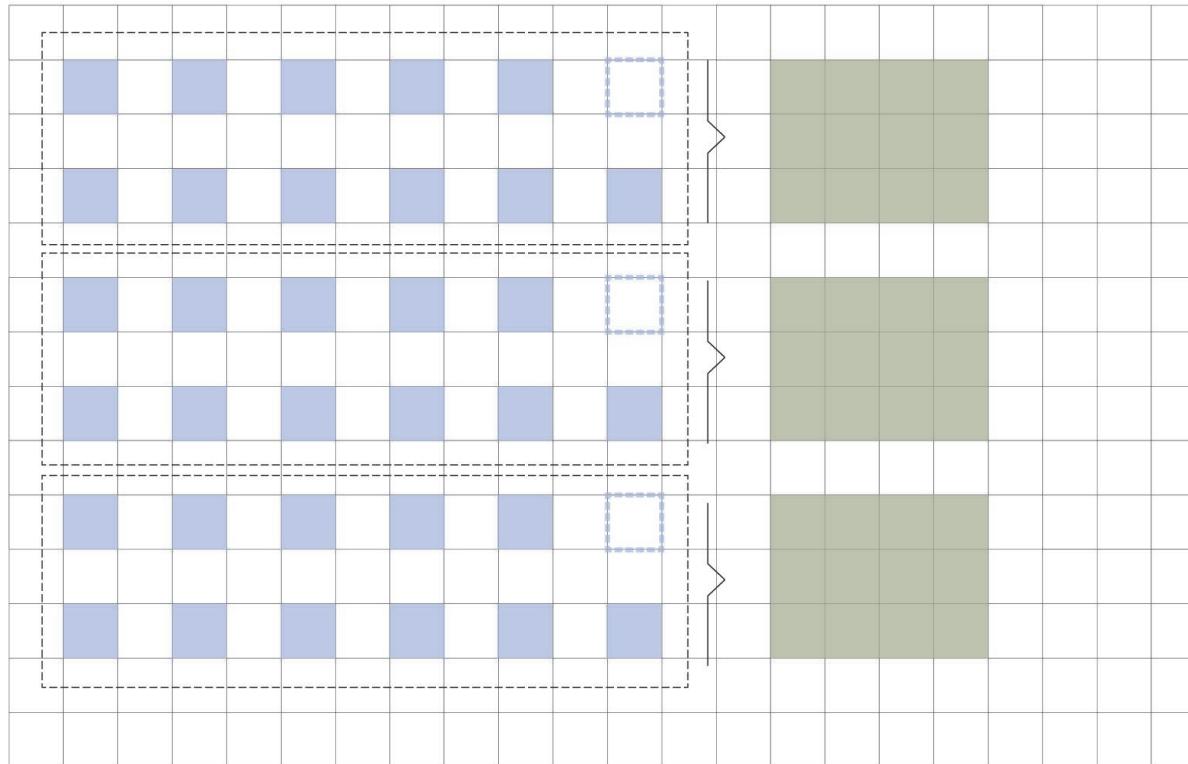
## 02\_Configuration| From Functions to Spaces

### Room 4 : Office

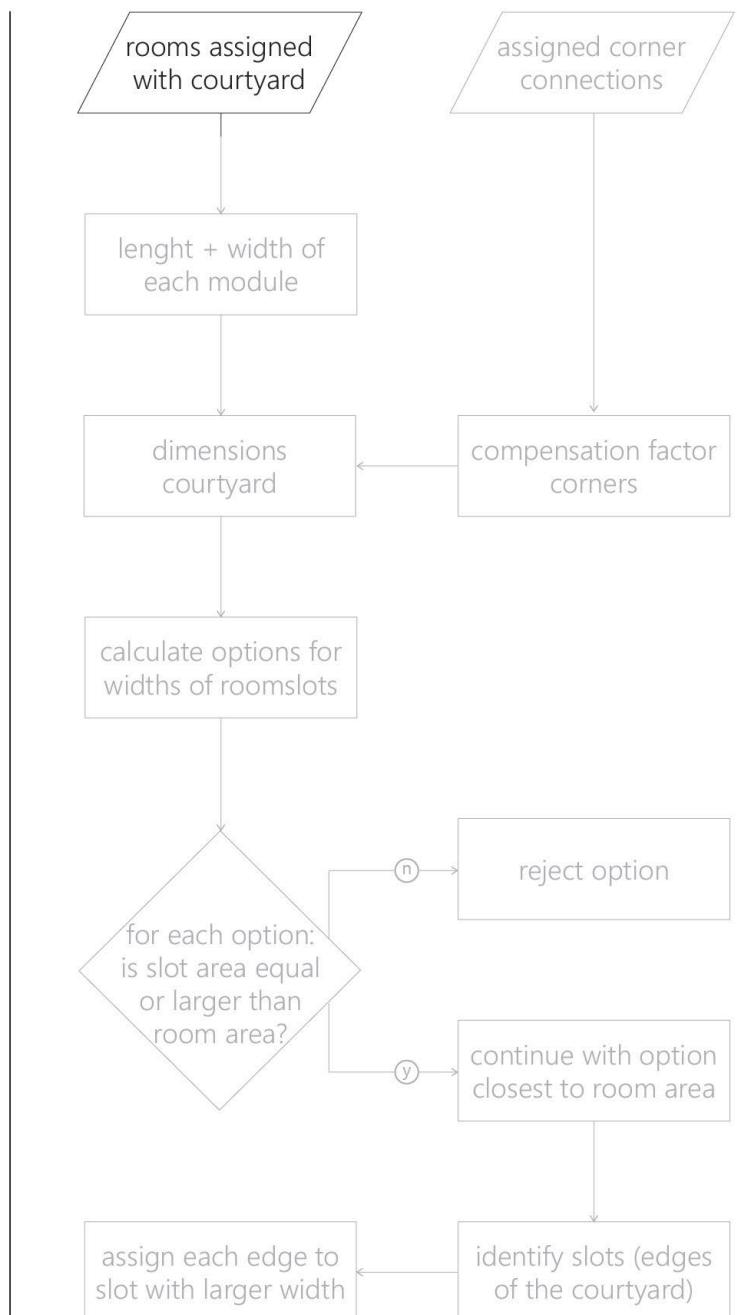
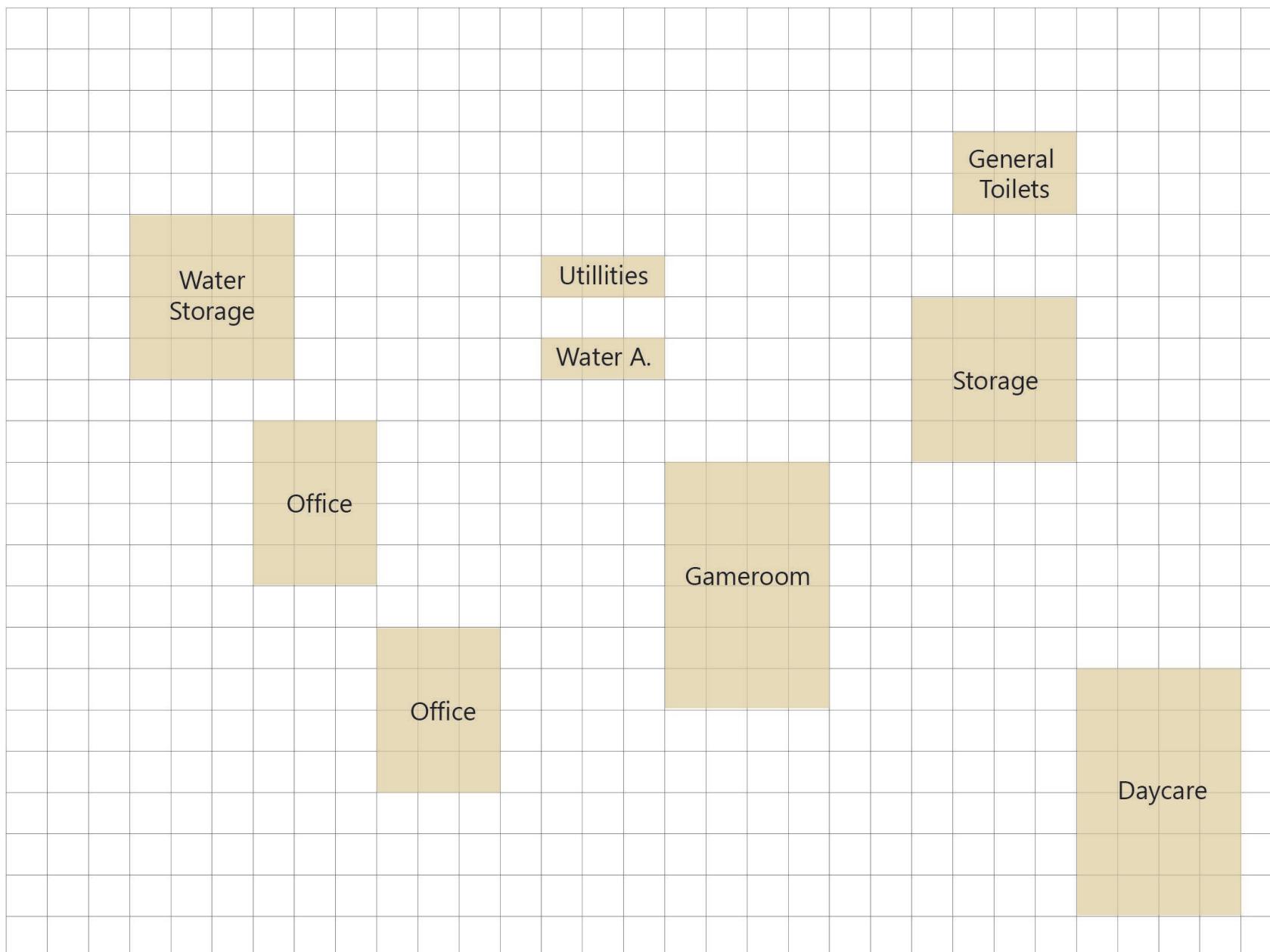
area per person: 0.2 m<sup>2</sup>  
number of users: 375

resulting area : 75 / 3:  
25 m<sup>2</sup> (3x)

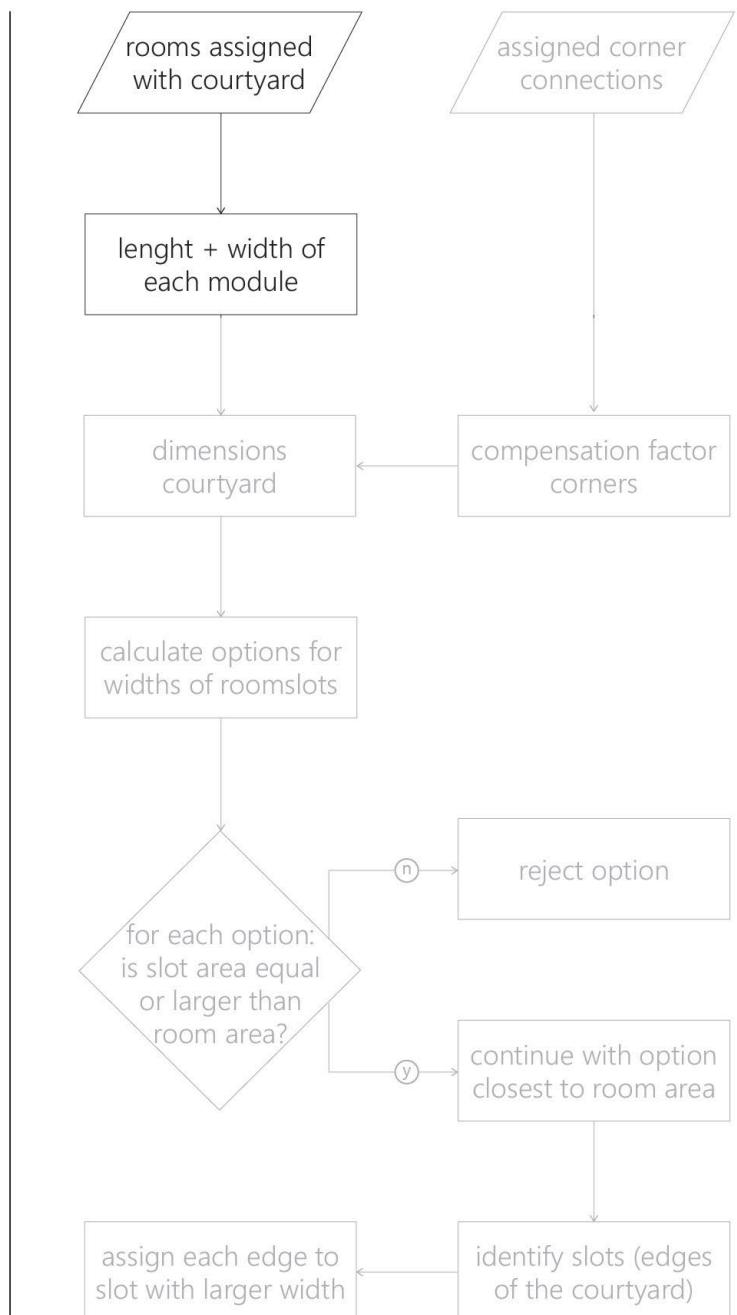
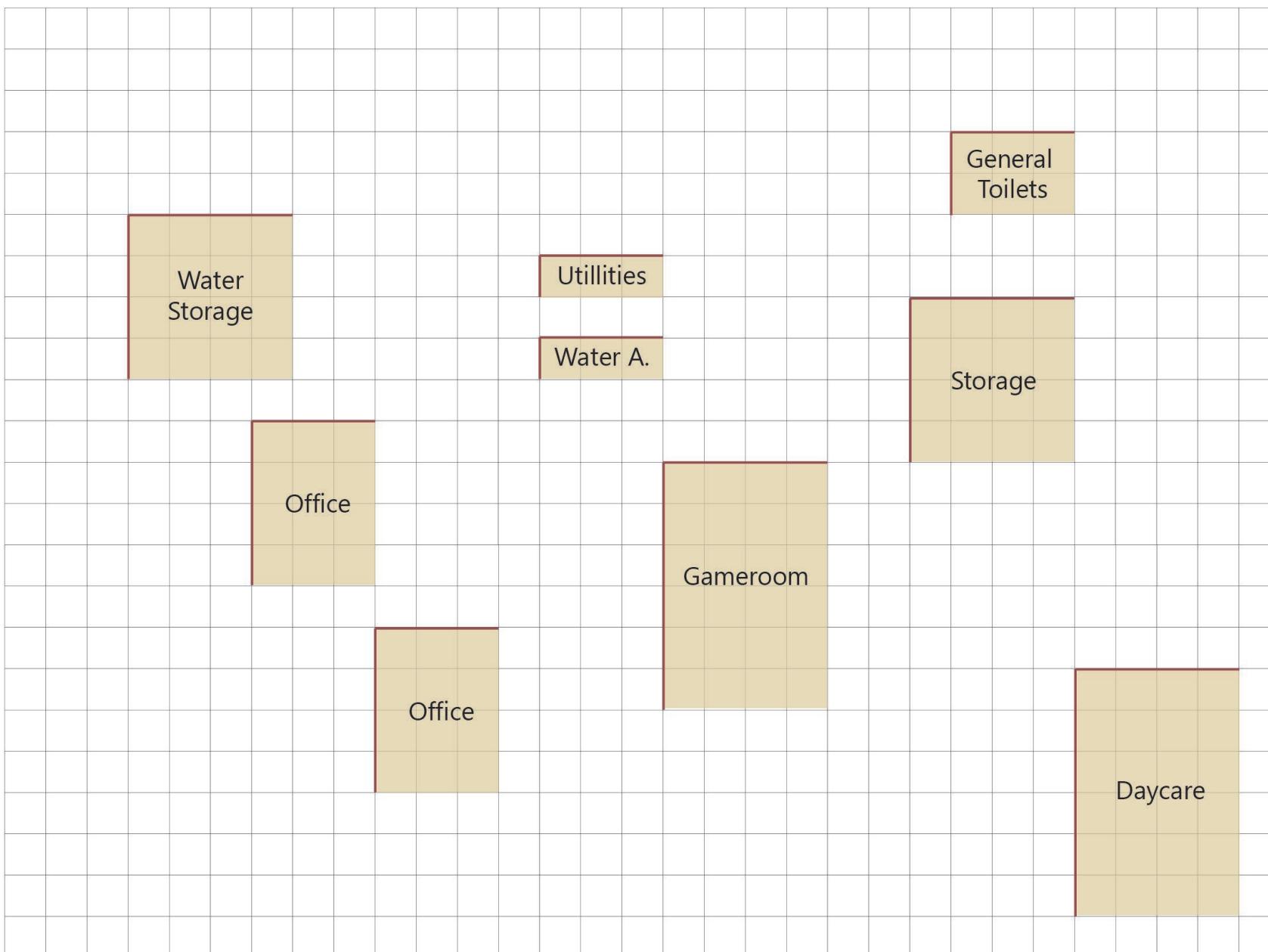
number of tatami-  
modules: 11 (3x)



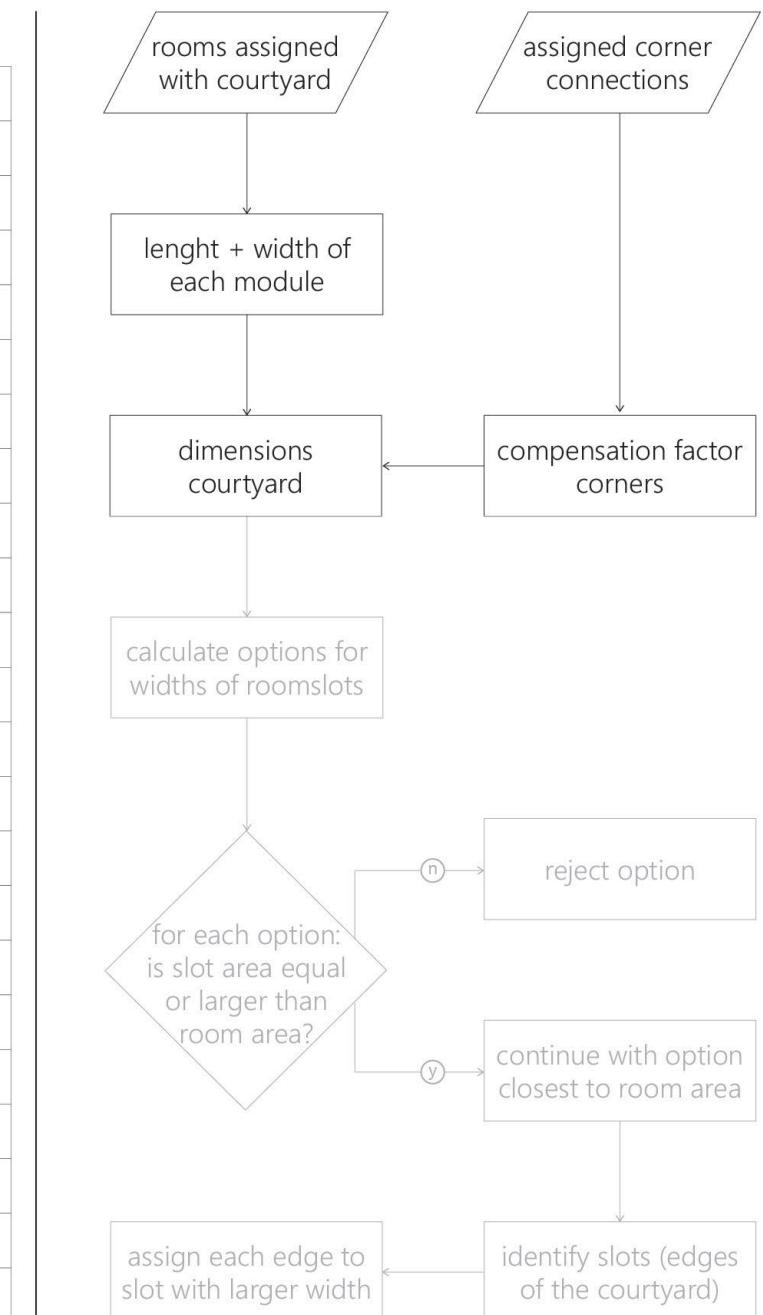
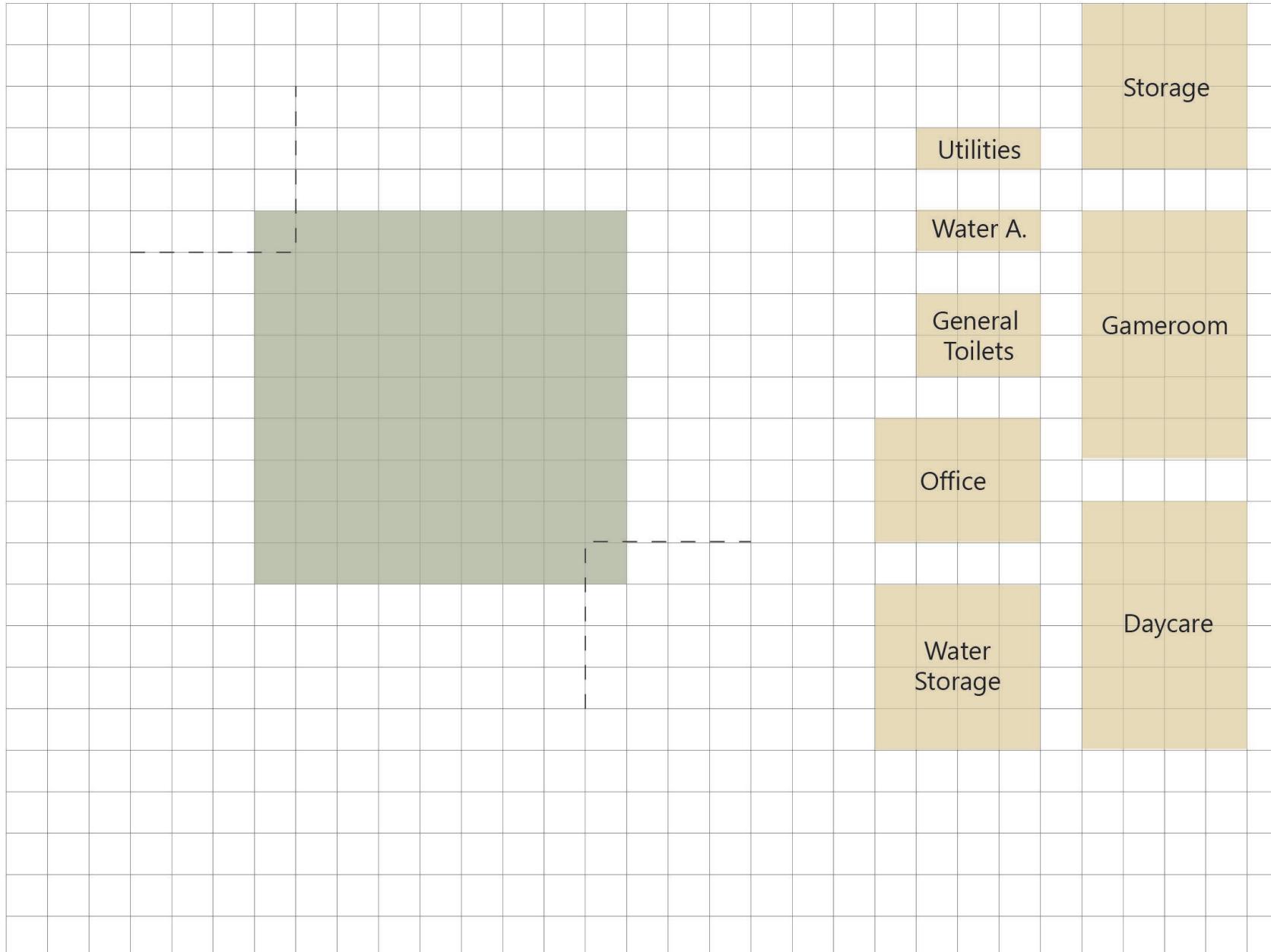
## 02\_Configuration| From Spaces to Courtyards



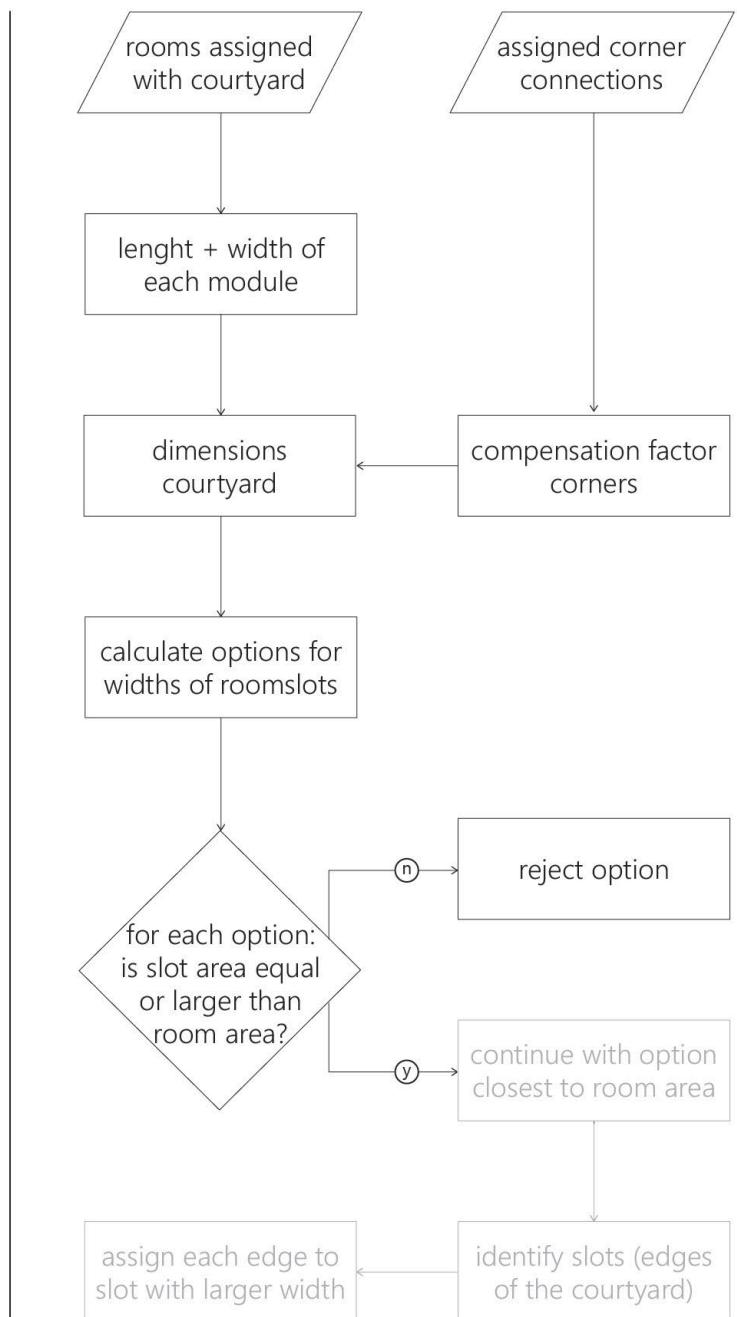
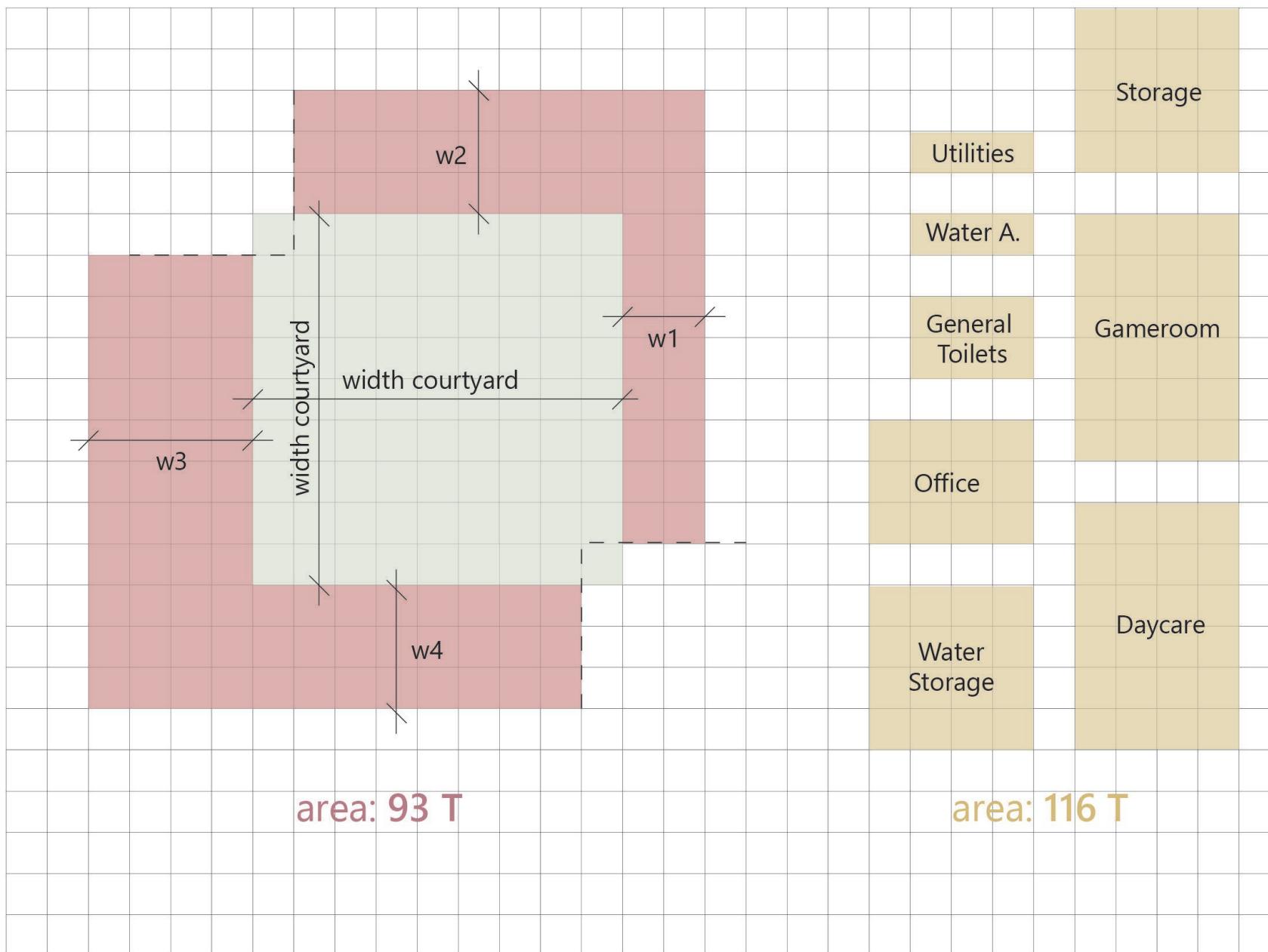
## 02\_Configuration| From Spaces to Courtyards



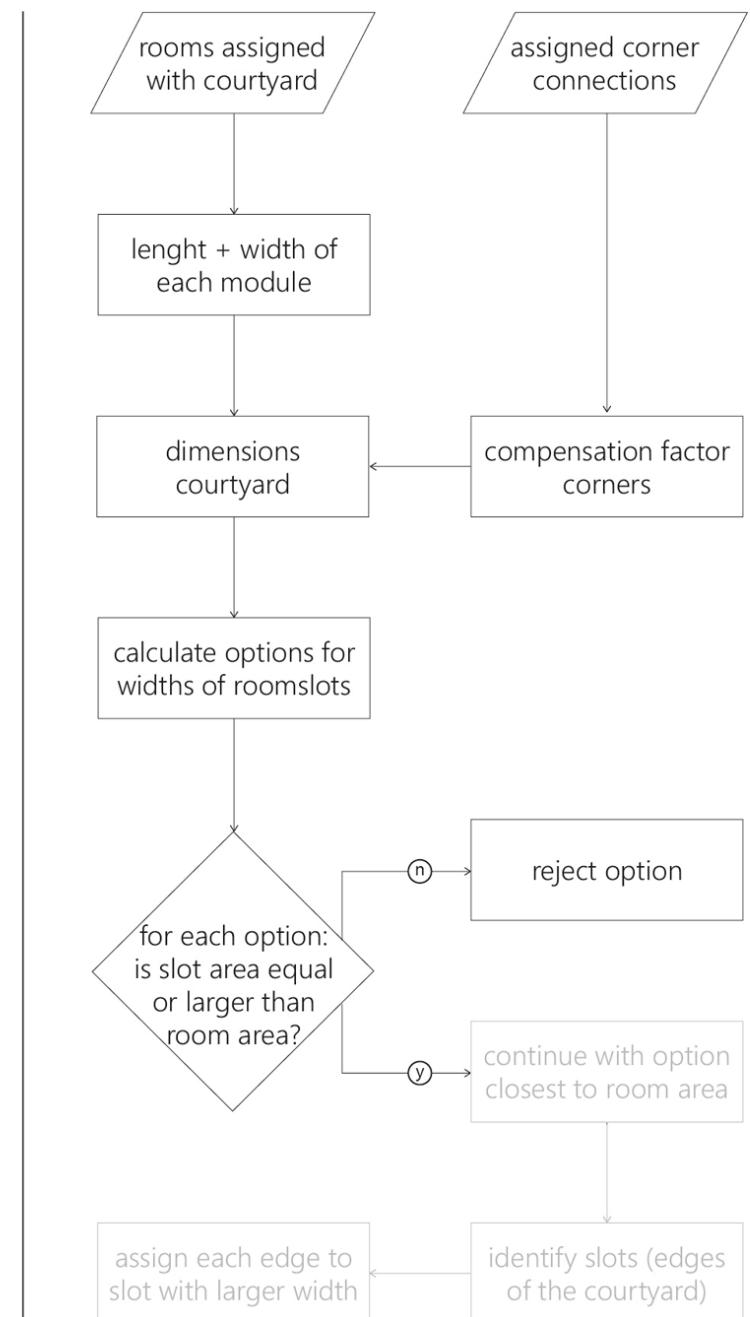
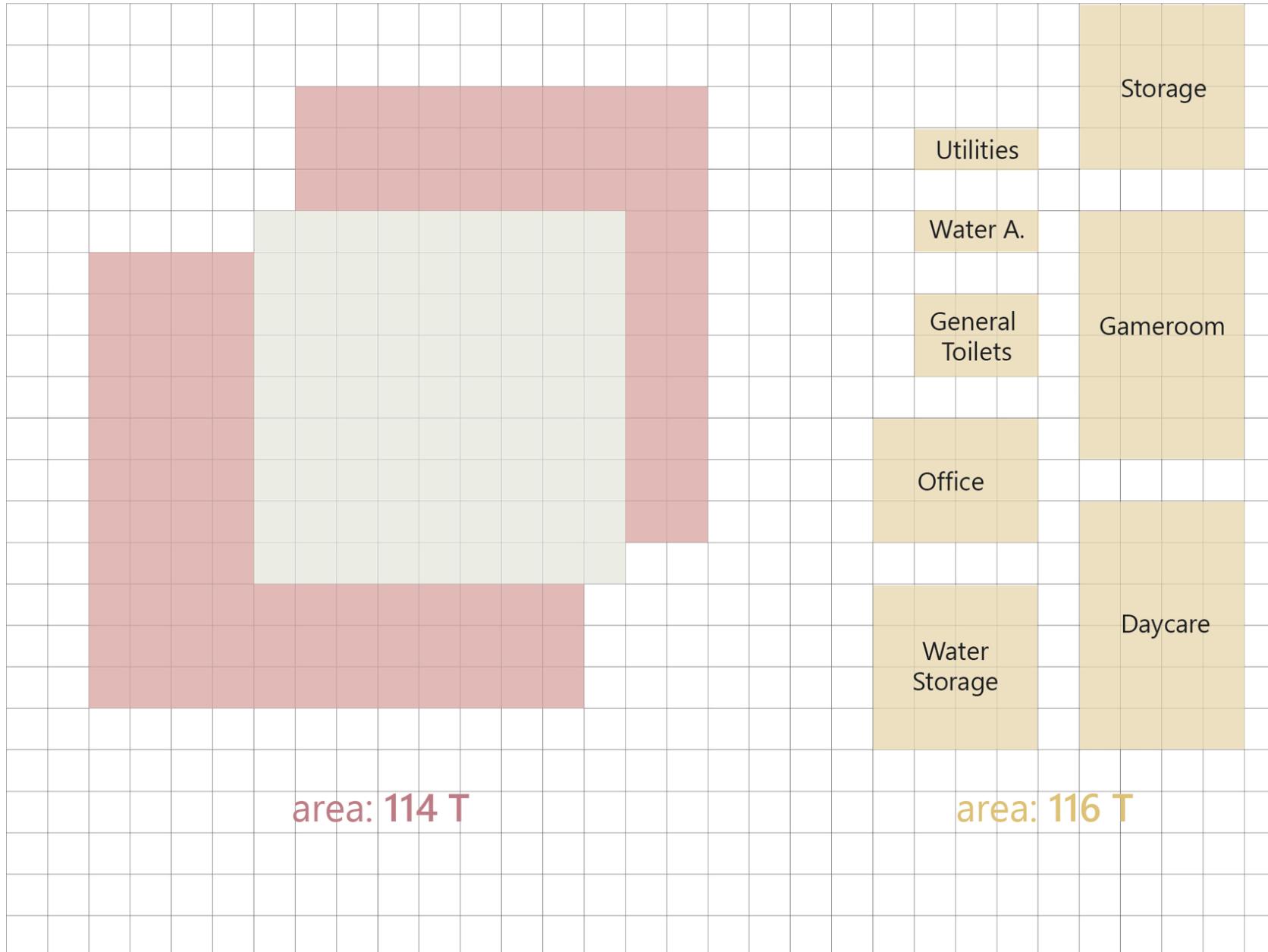
## 02\_Configuration| From Spaces to Courtyards



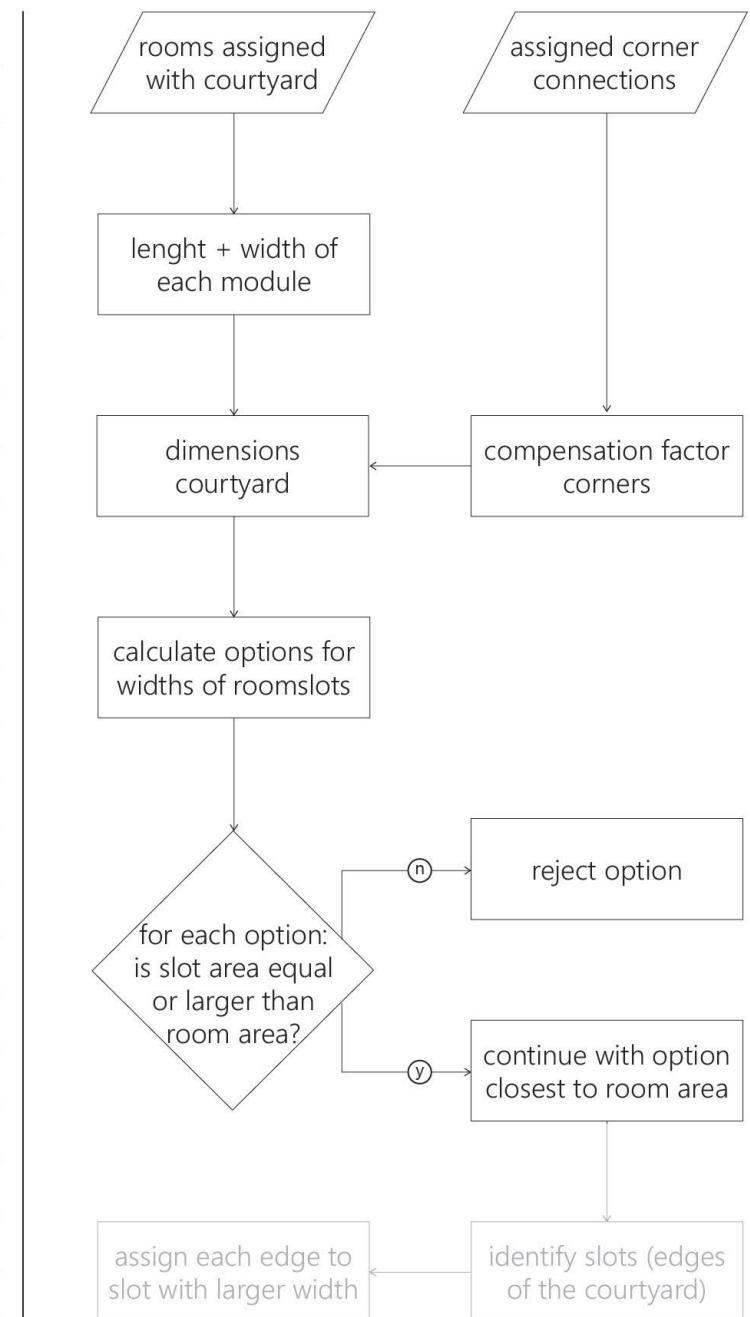
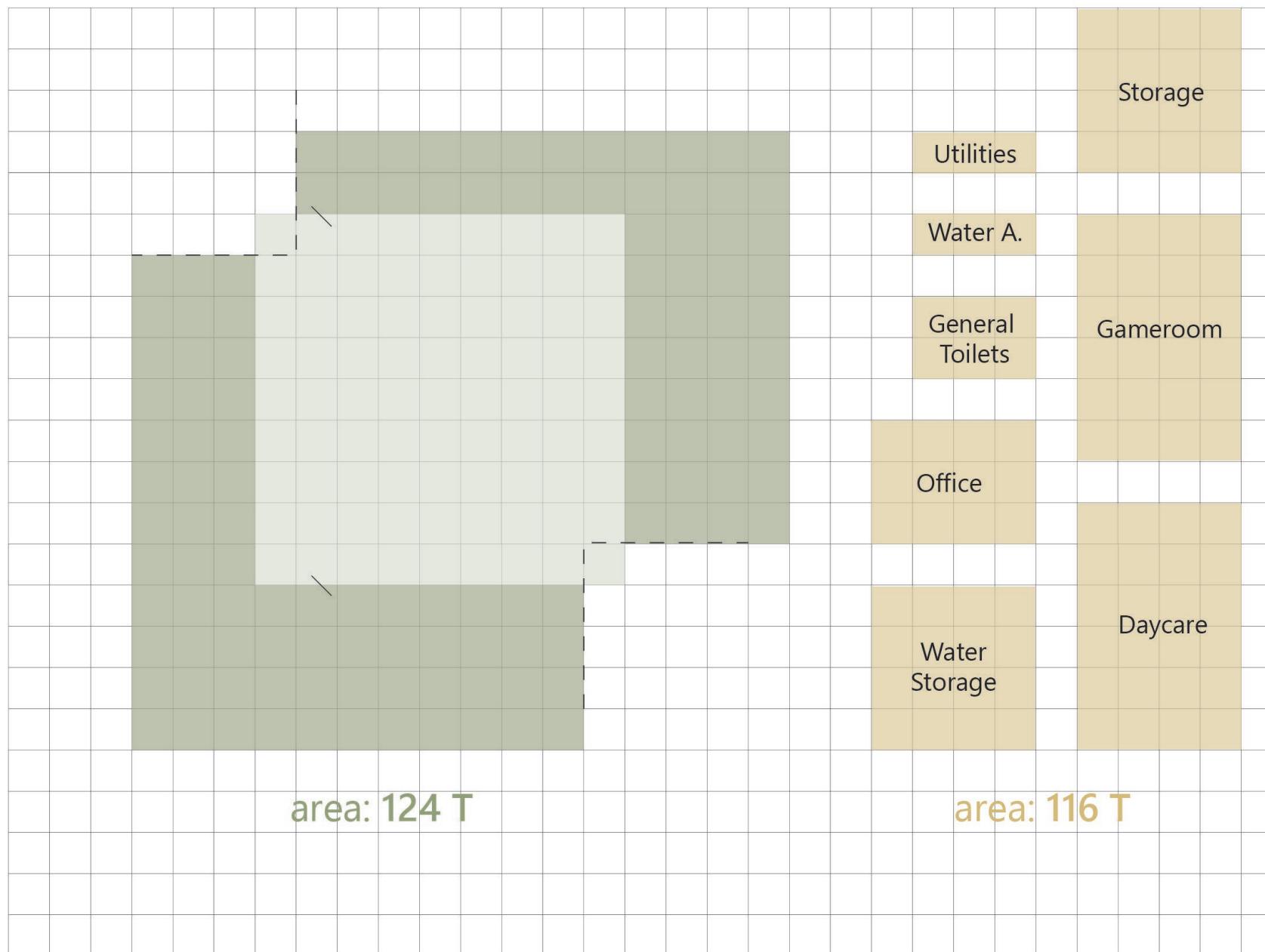
## 02\_Configuration| From Spaces to Courtyards



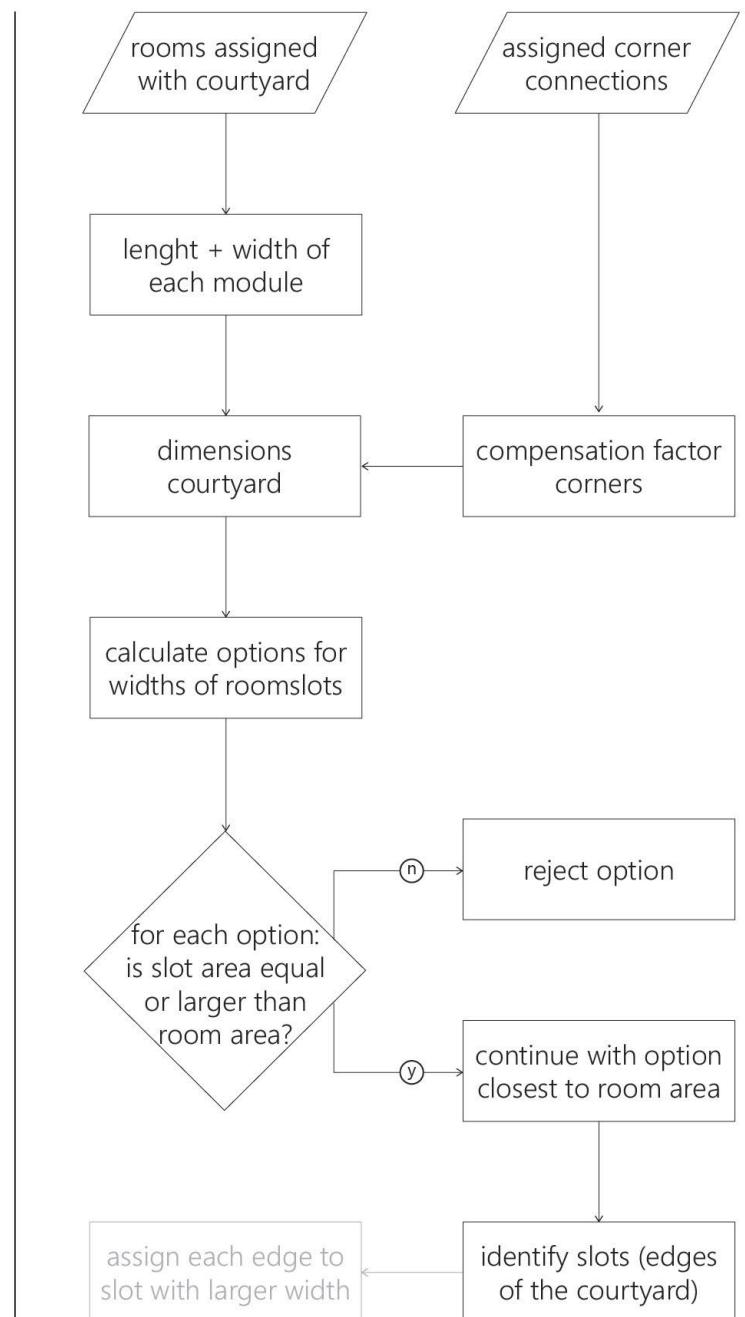
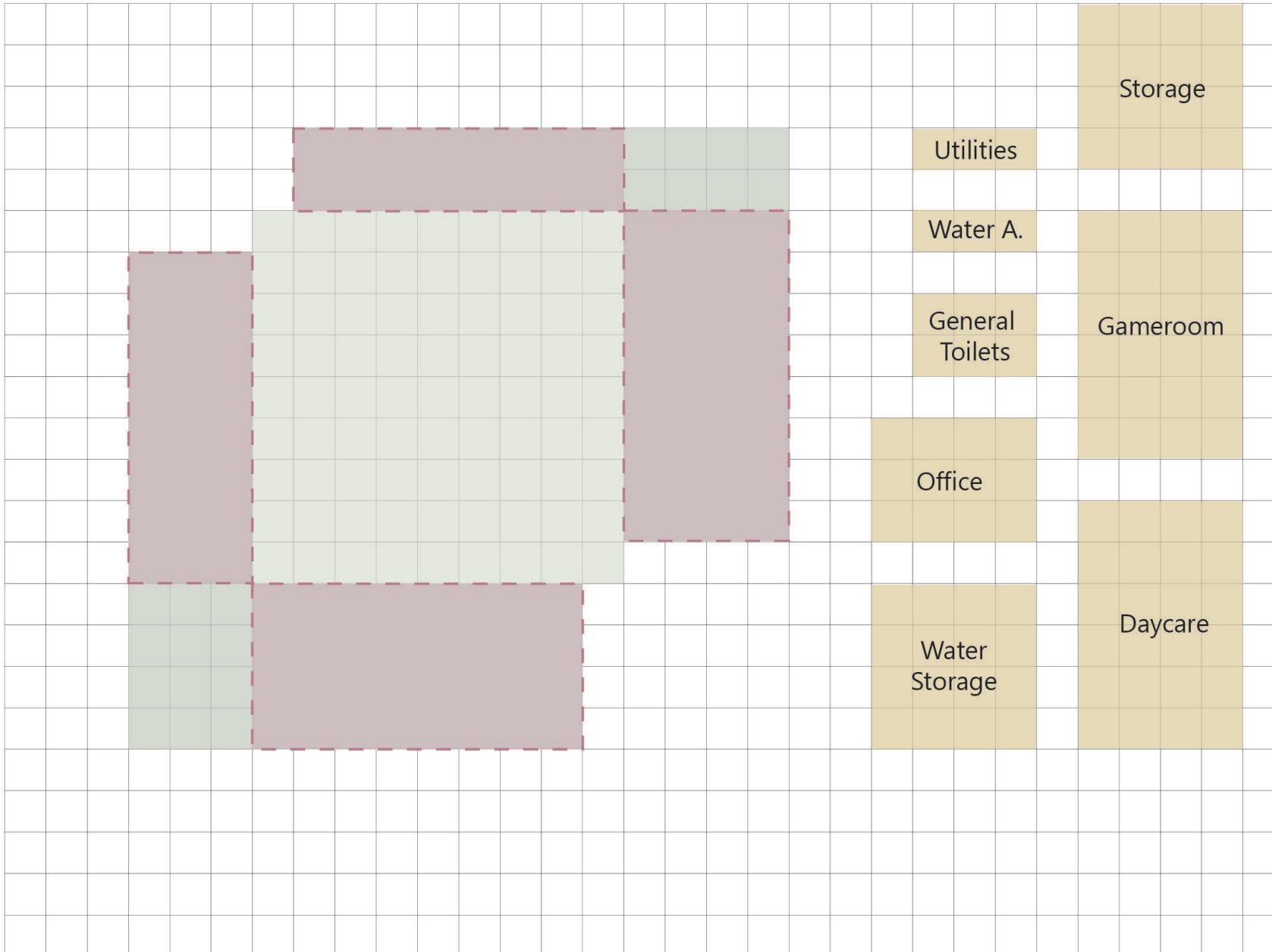
## 02\_Configuration| From Spaces to Courtyards



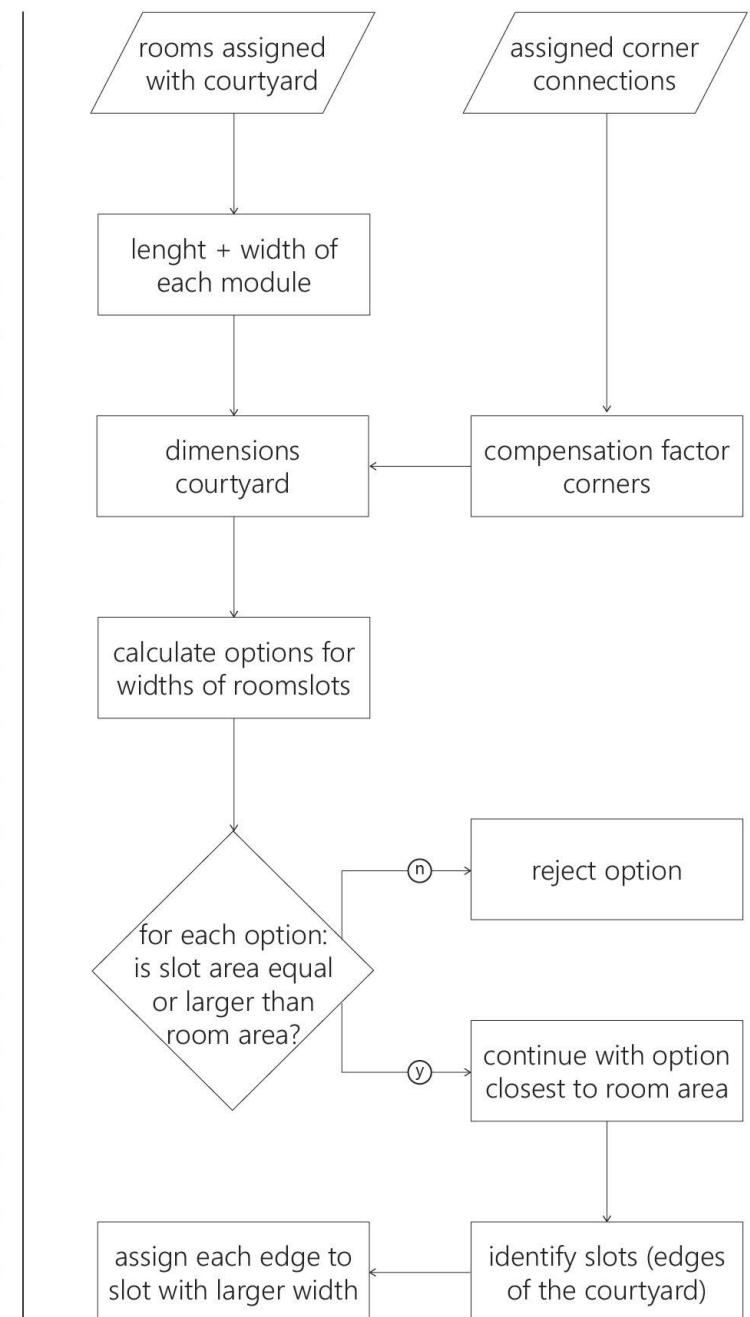
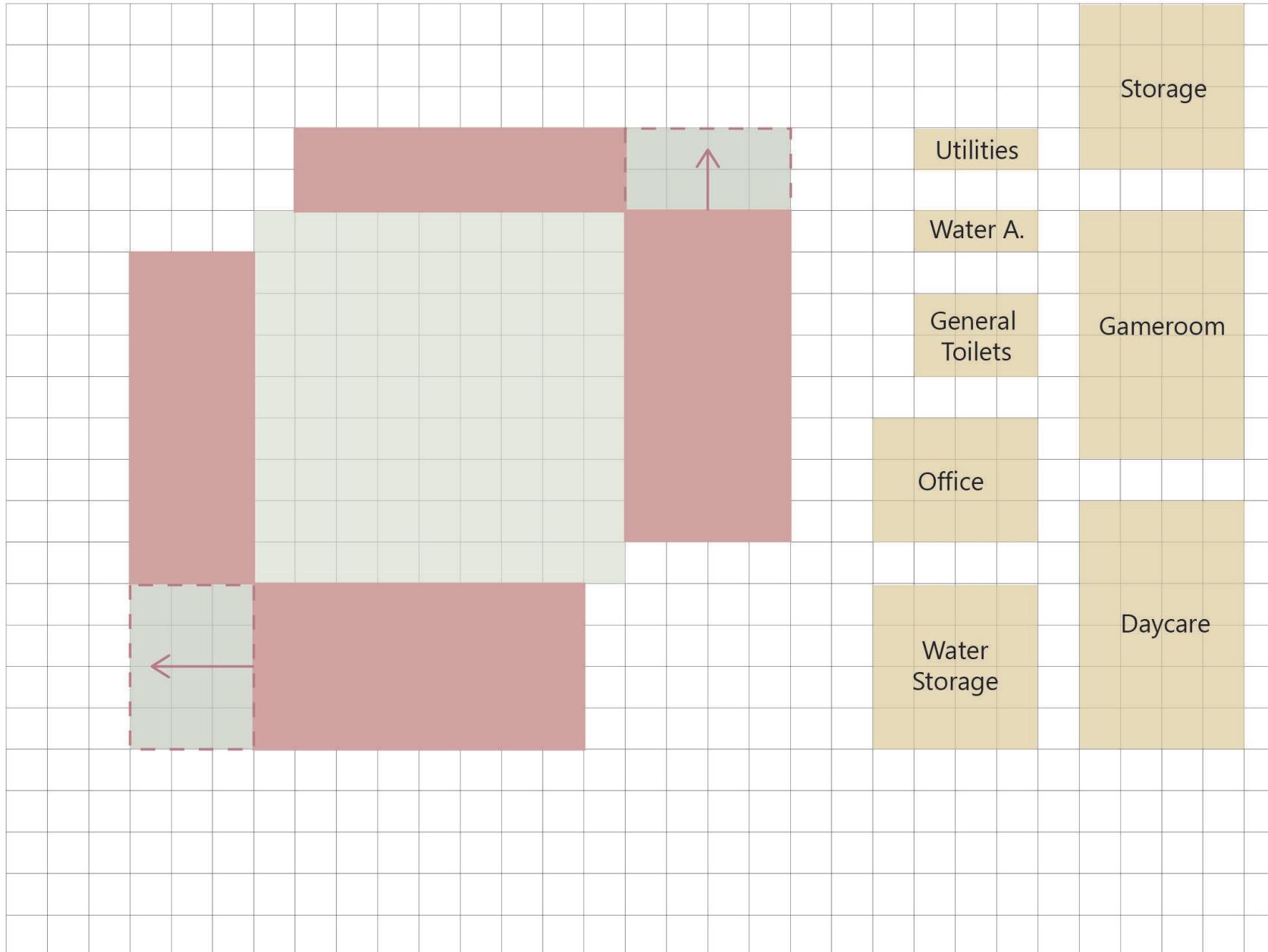
## 02\_Configuration| From Spaces to Courtyards



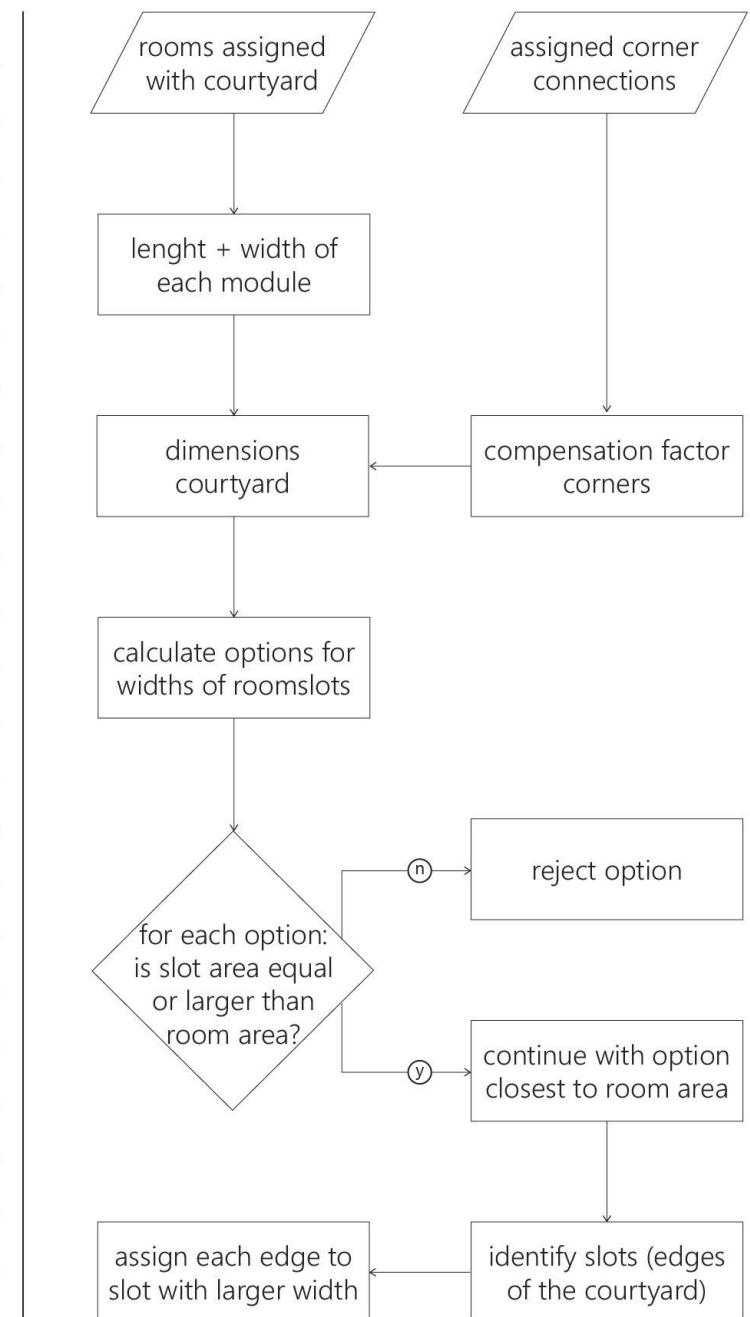
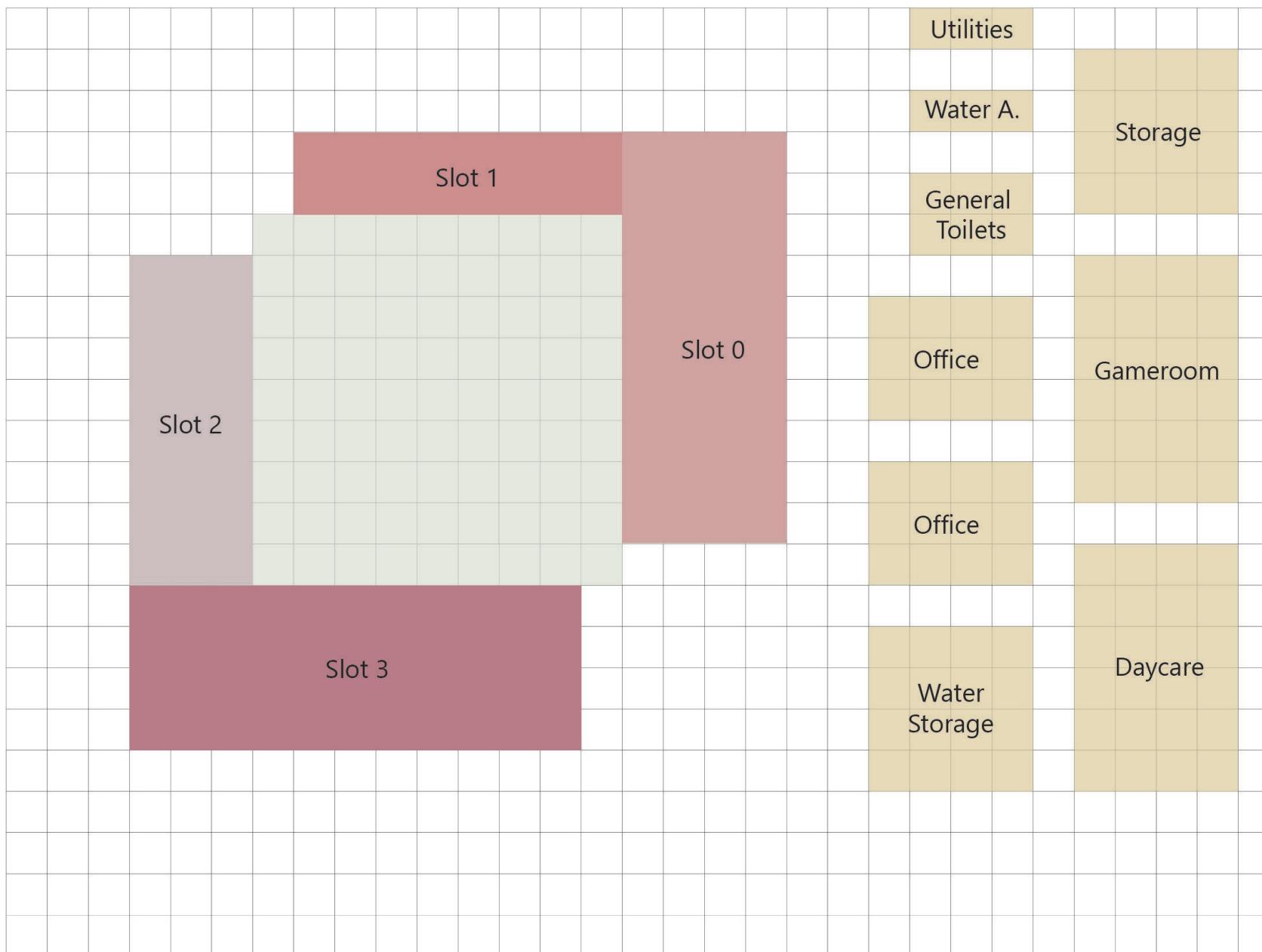
## 02\_Configuration| From Spaces to Courtyards



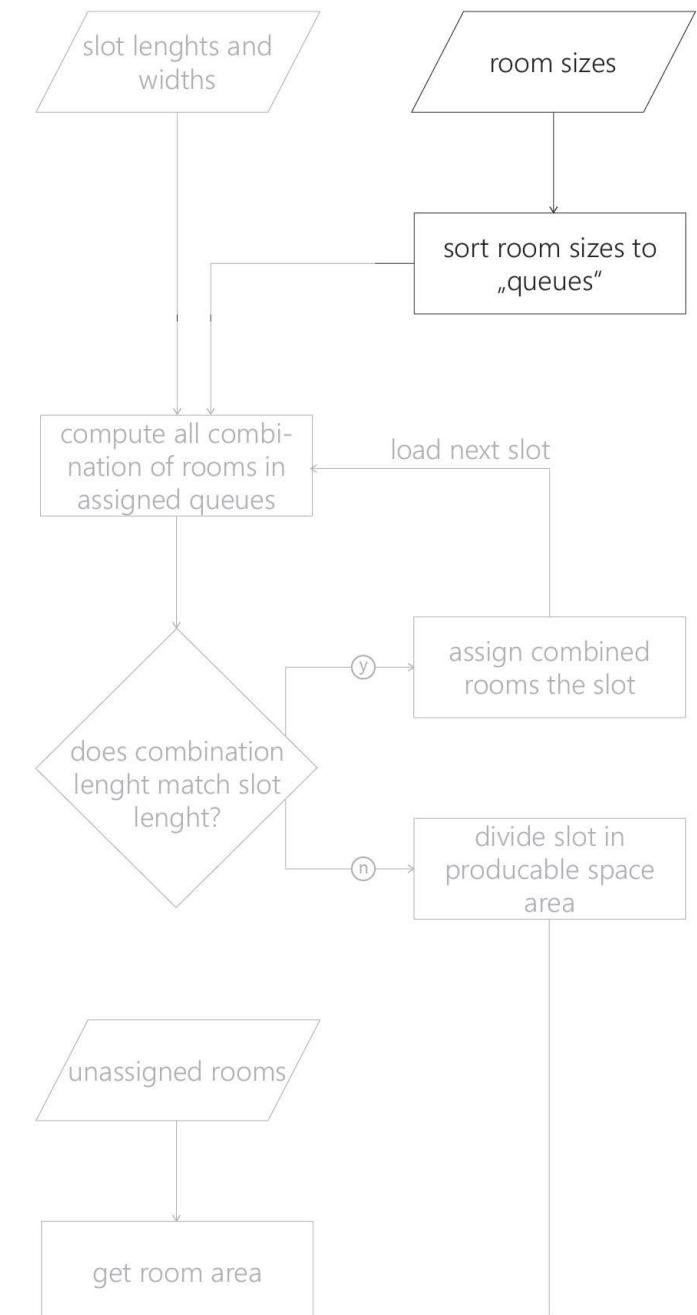
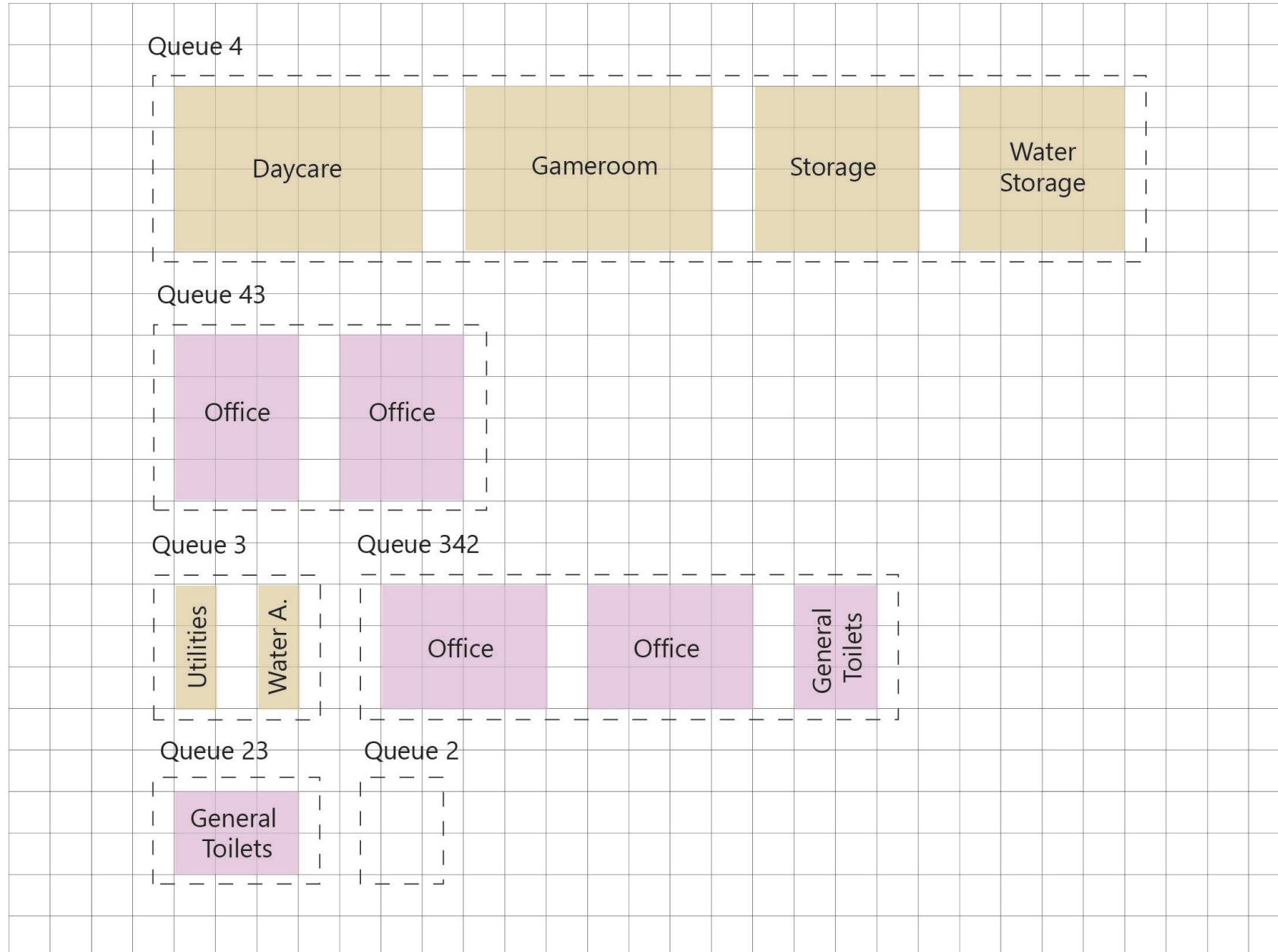
## 02\_Configuration| From Spaces to Courtyards



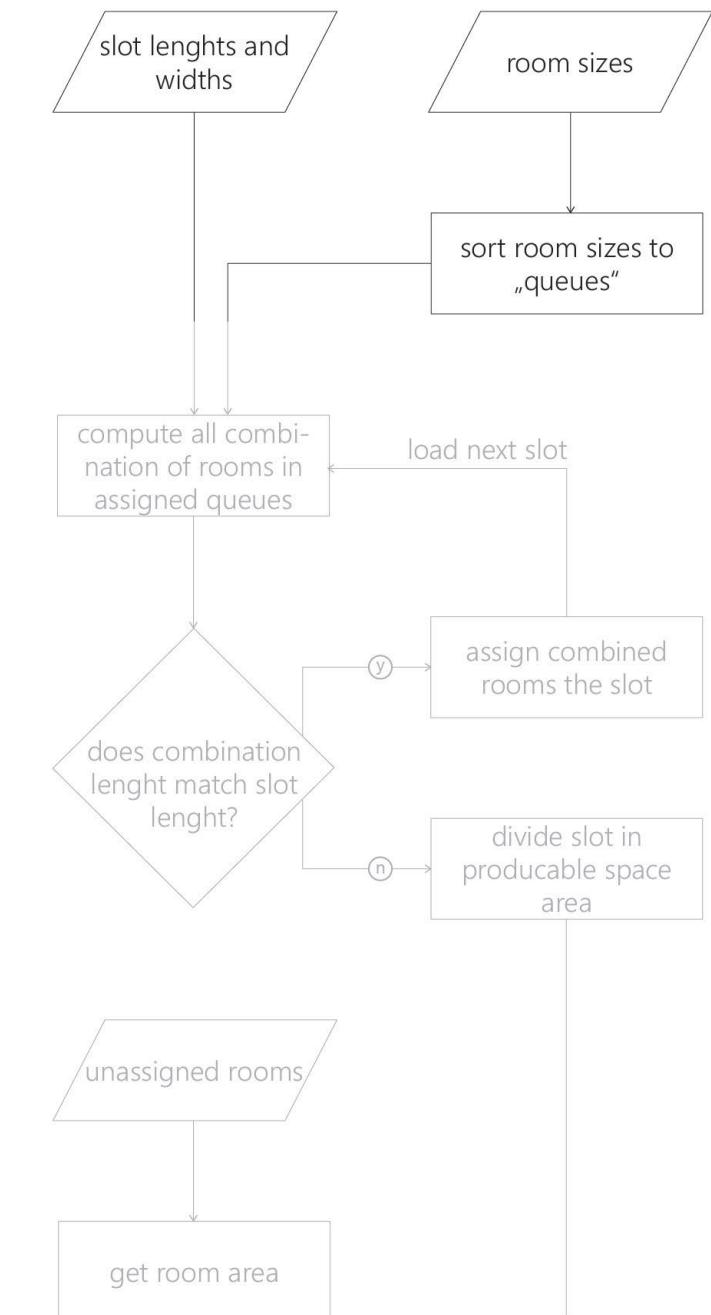
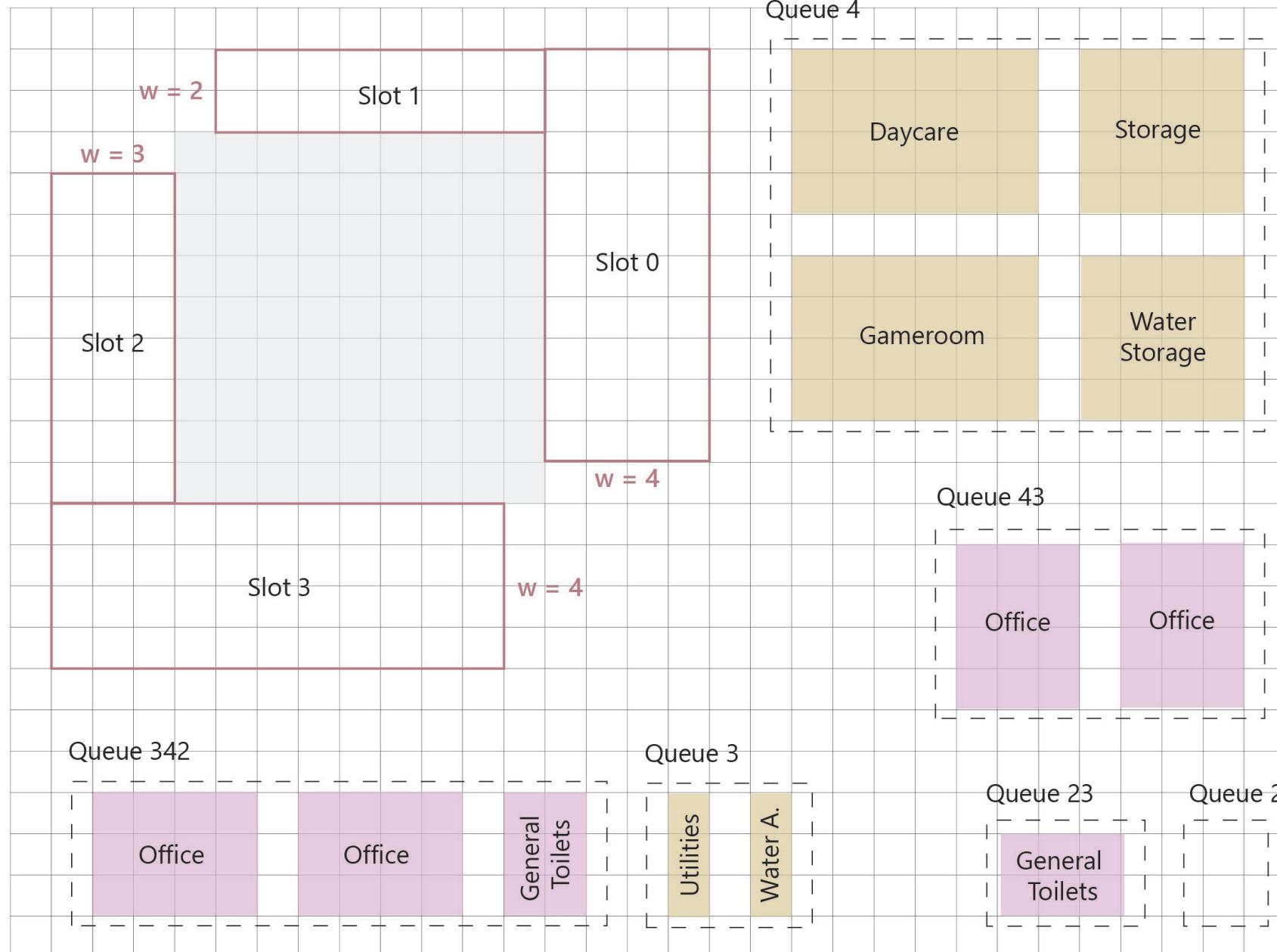
## 02\_Configuration| From Spaces to Courtyards



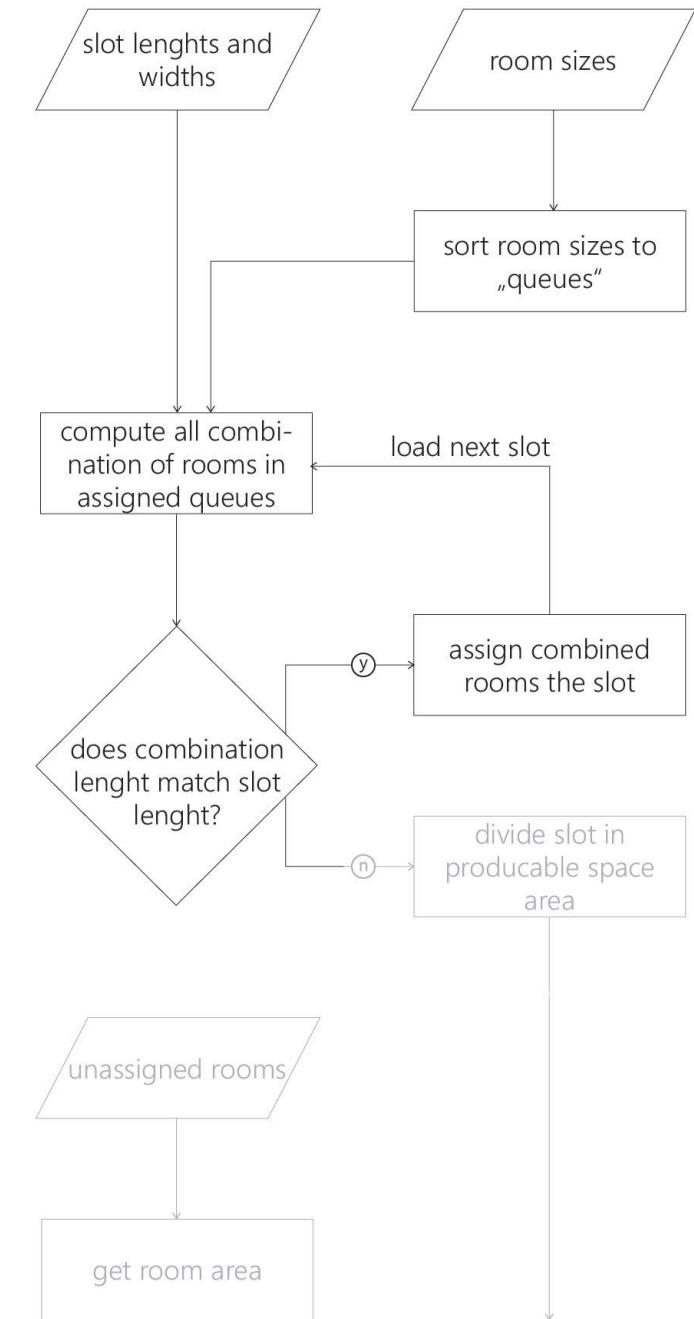
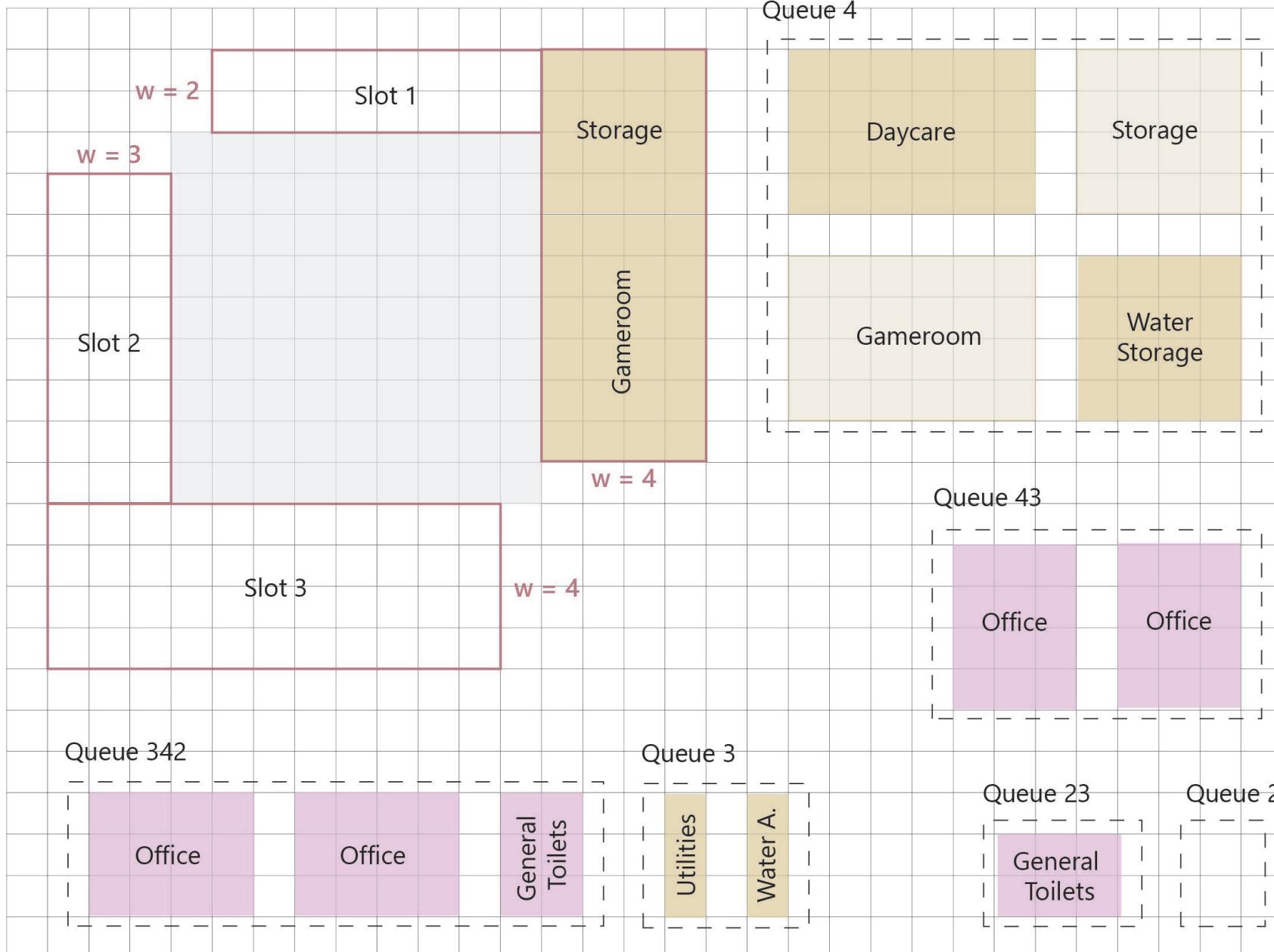
## 02\_Configuration| From to Courtyards to Buildings: "Knapsack"



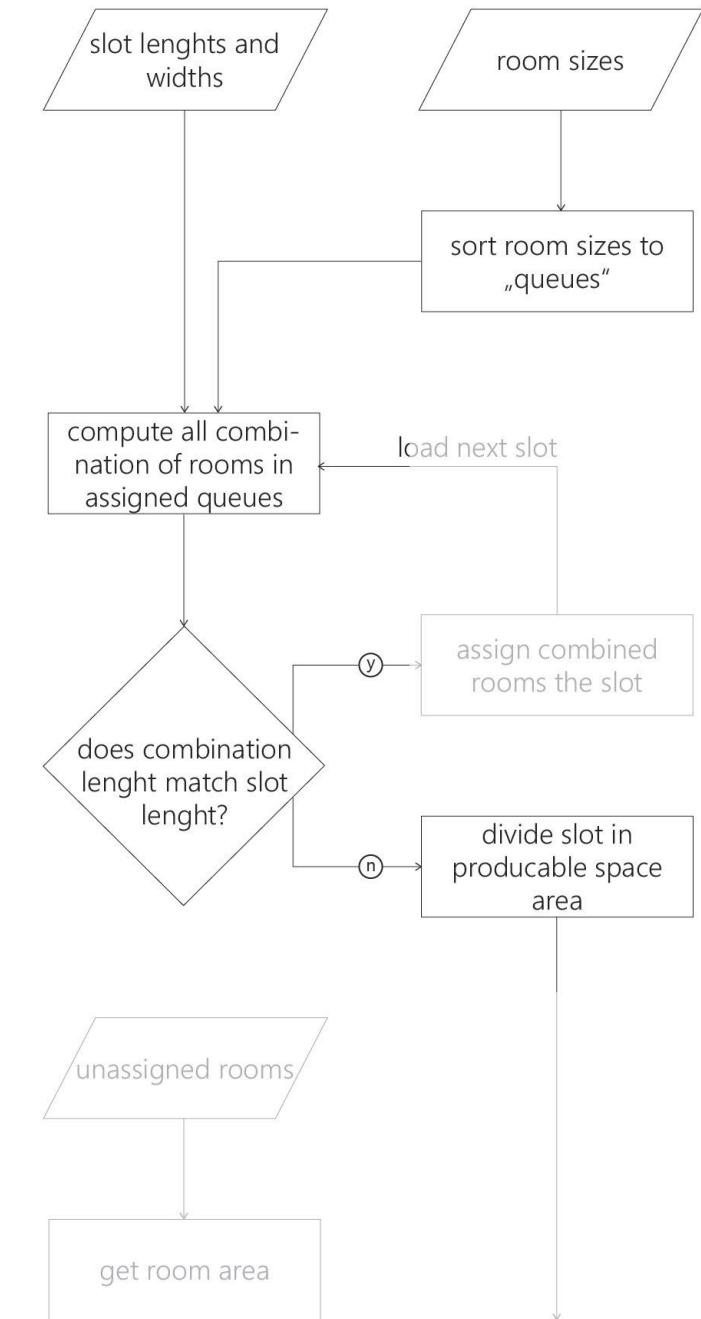
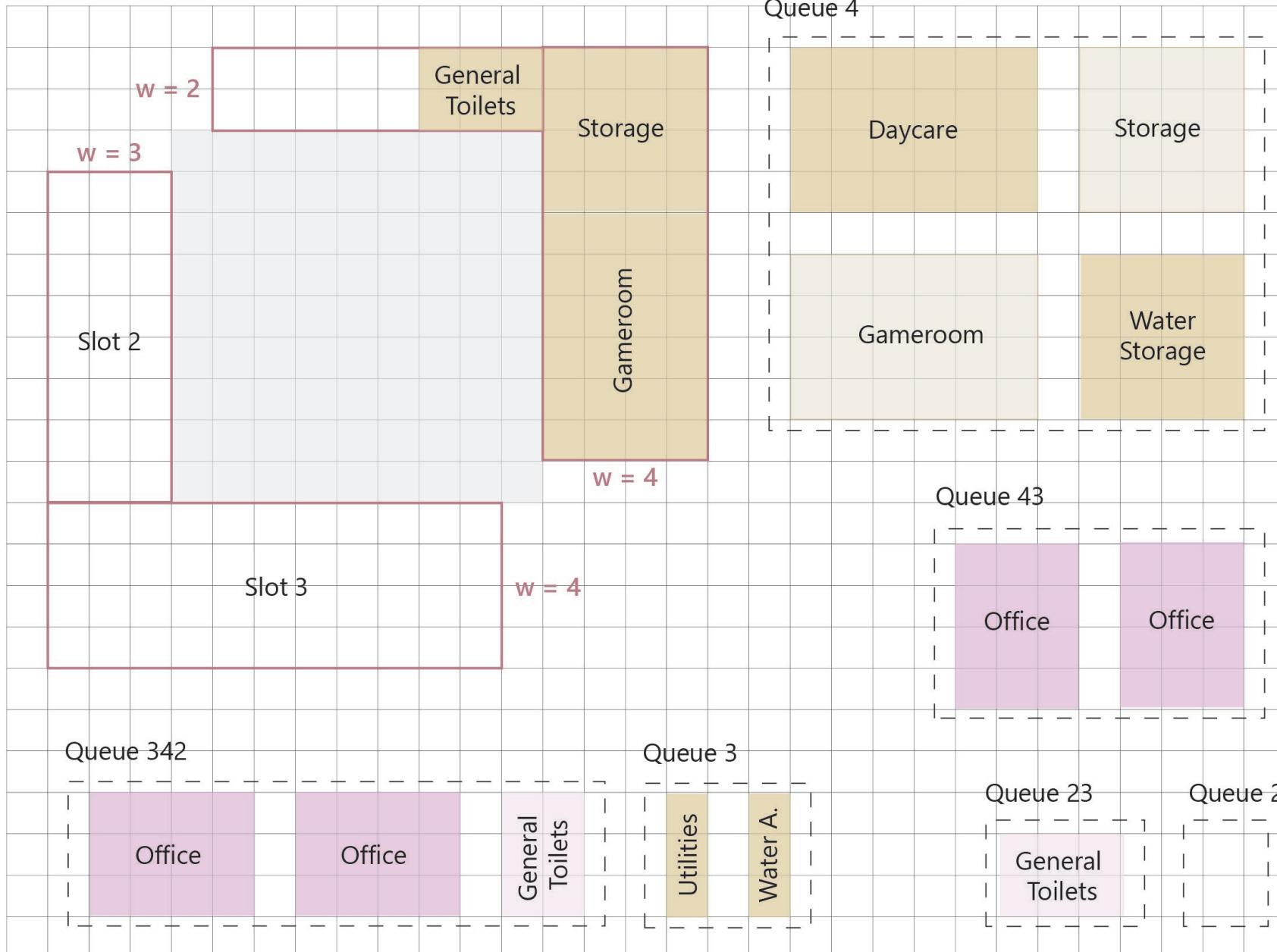
## 02\_Configuration| From to Courtyards to Buildings



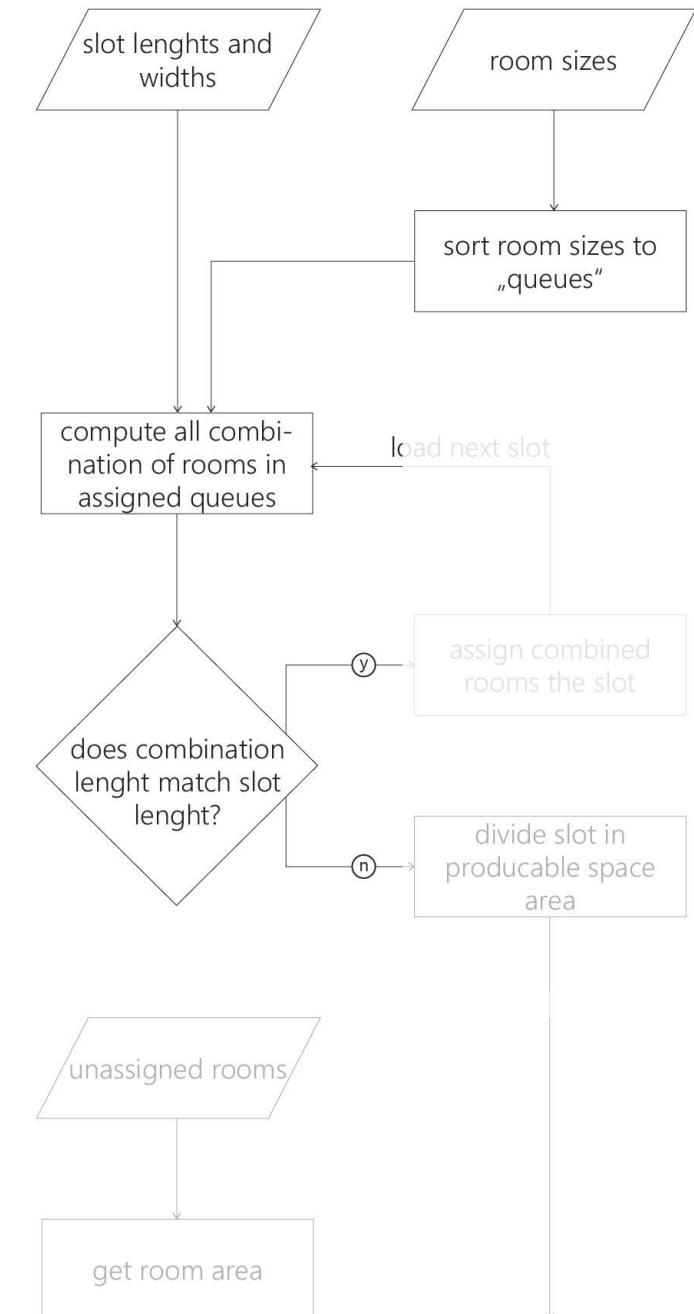
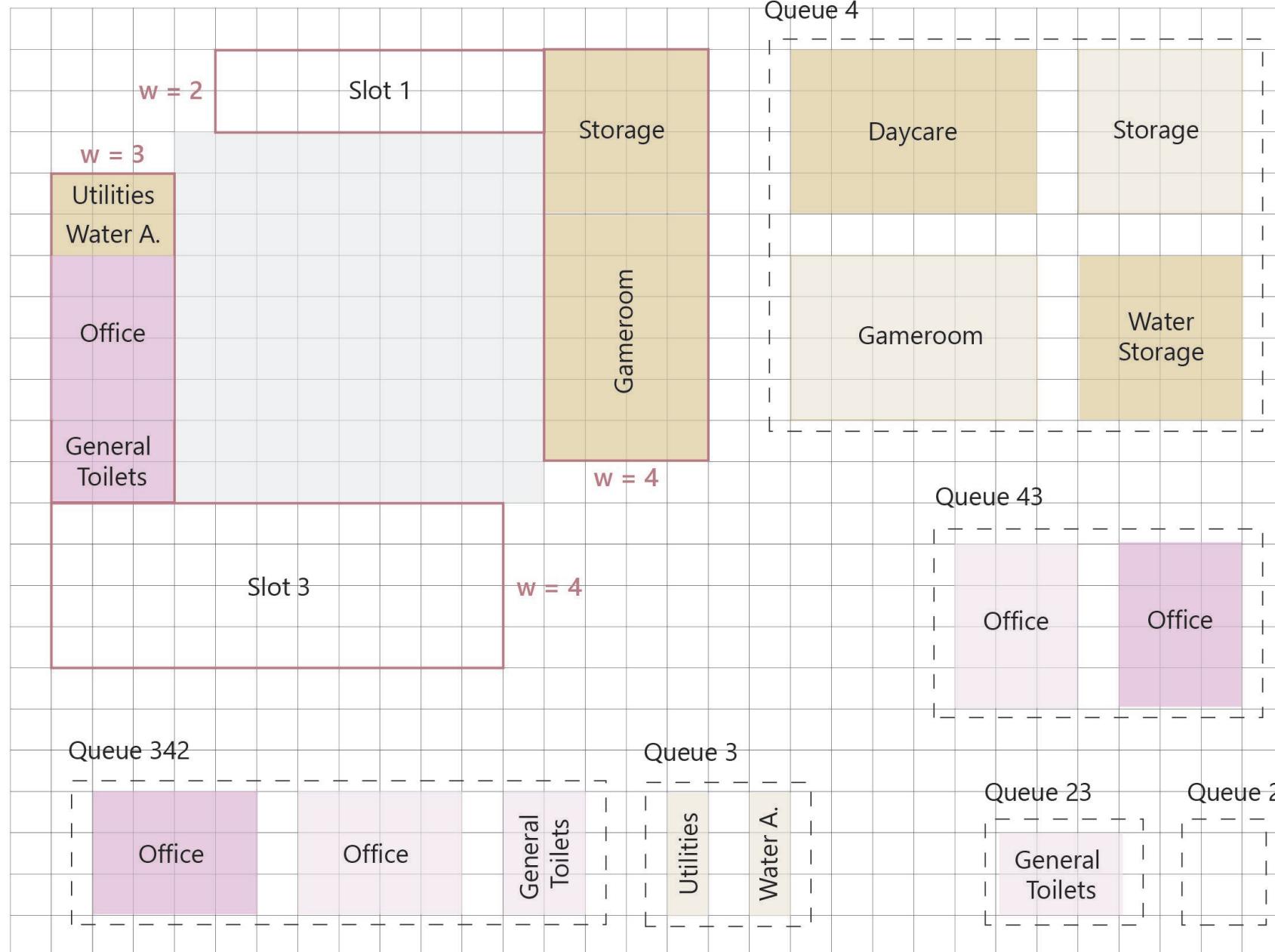
## 02\_Configuration| From to Courtyards to Buildings



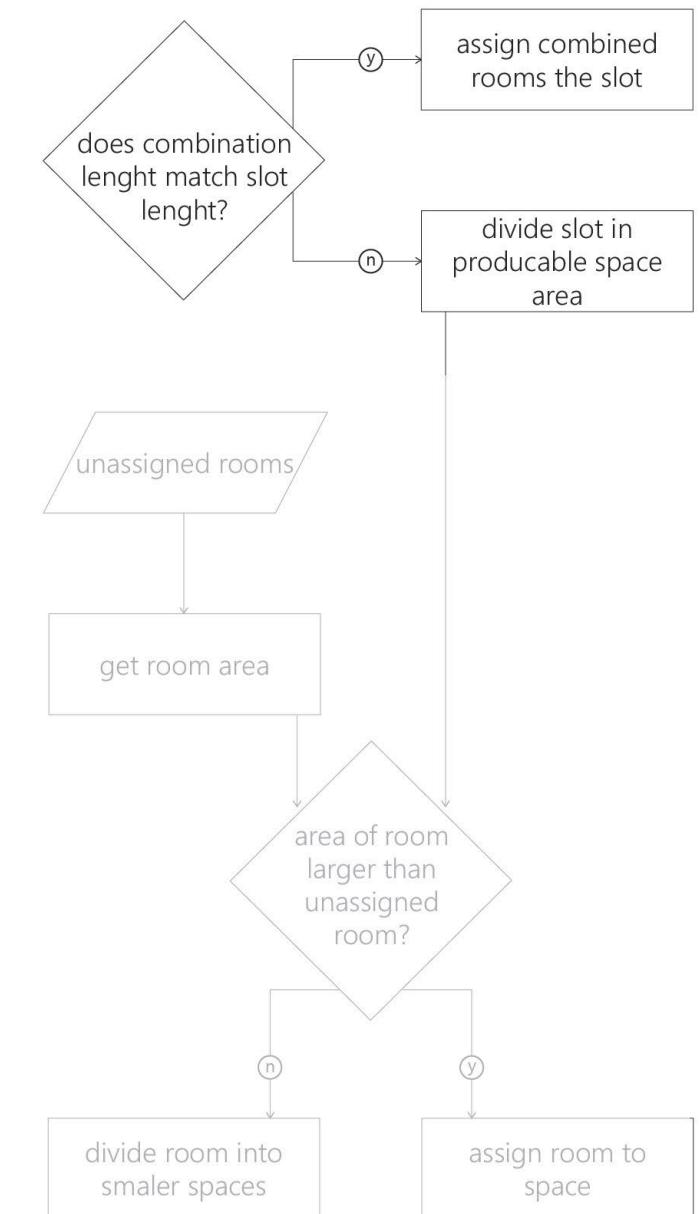
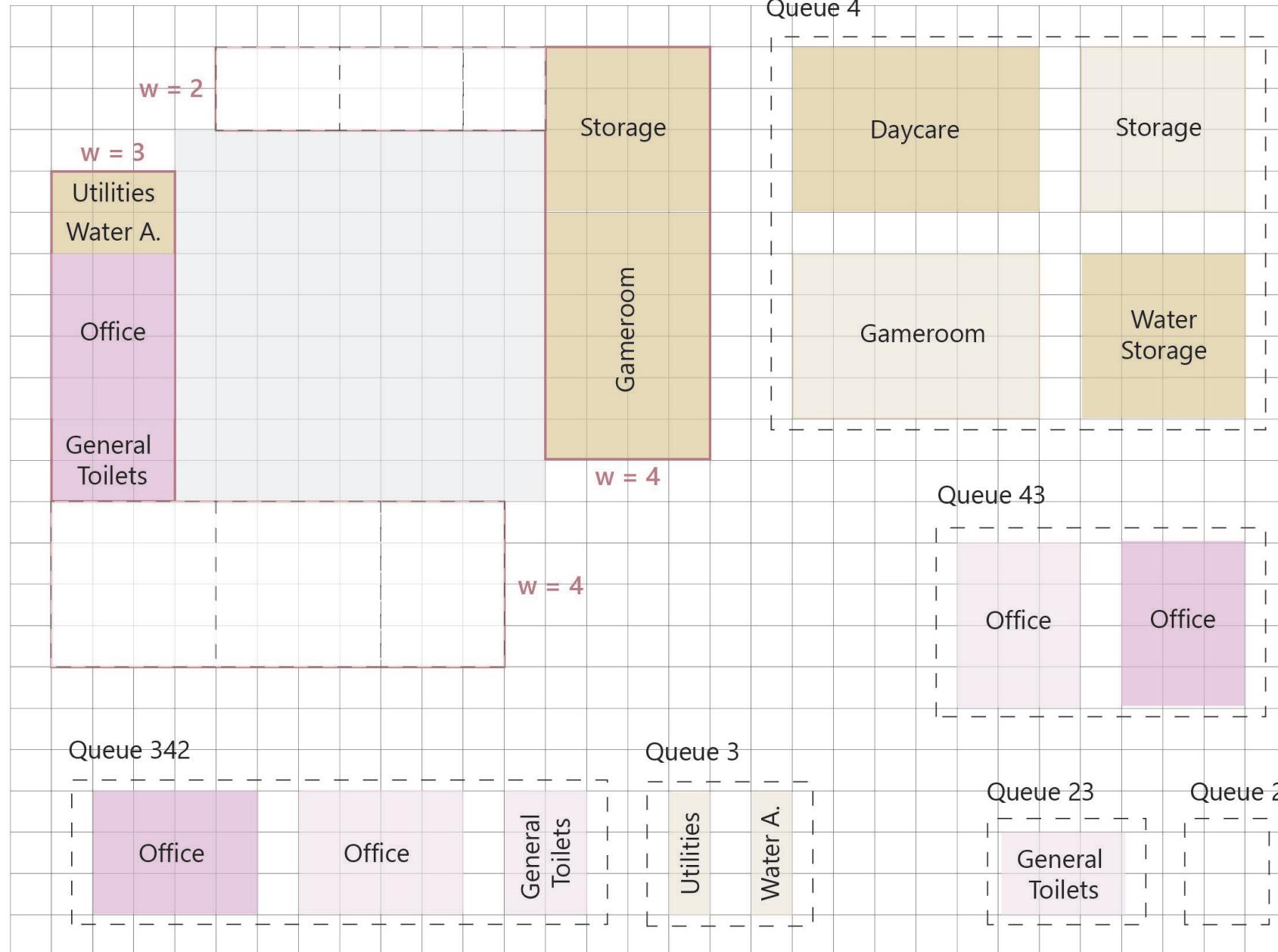
## 02\_Configuration| From to Courtyards to Buildings



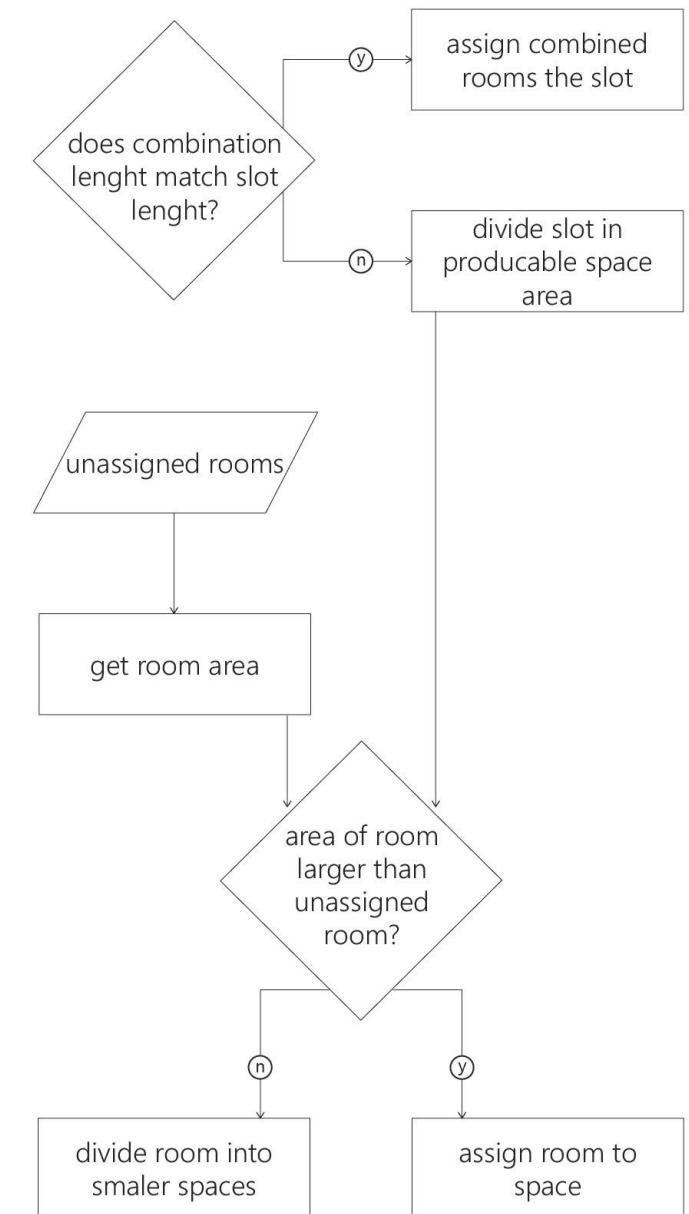
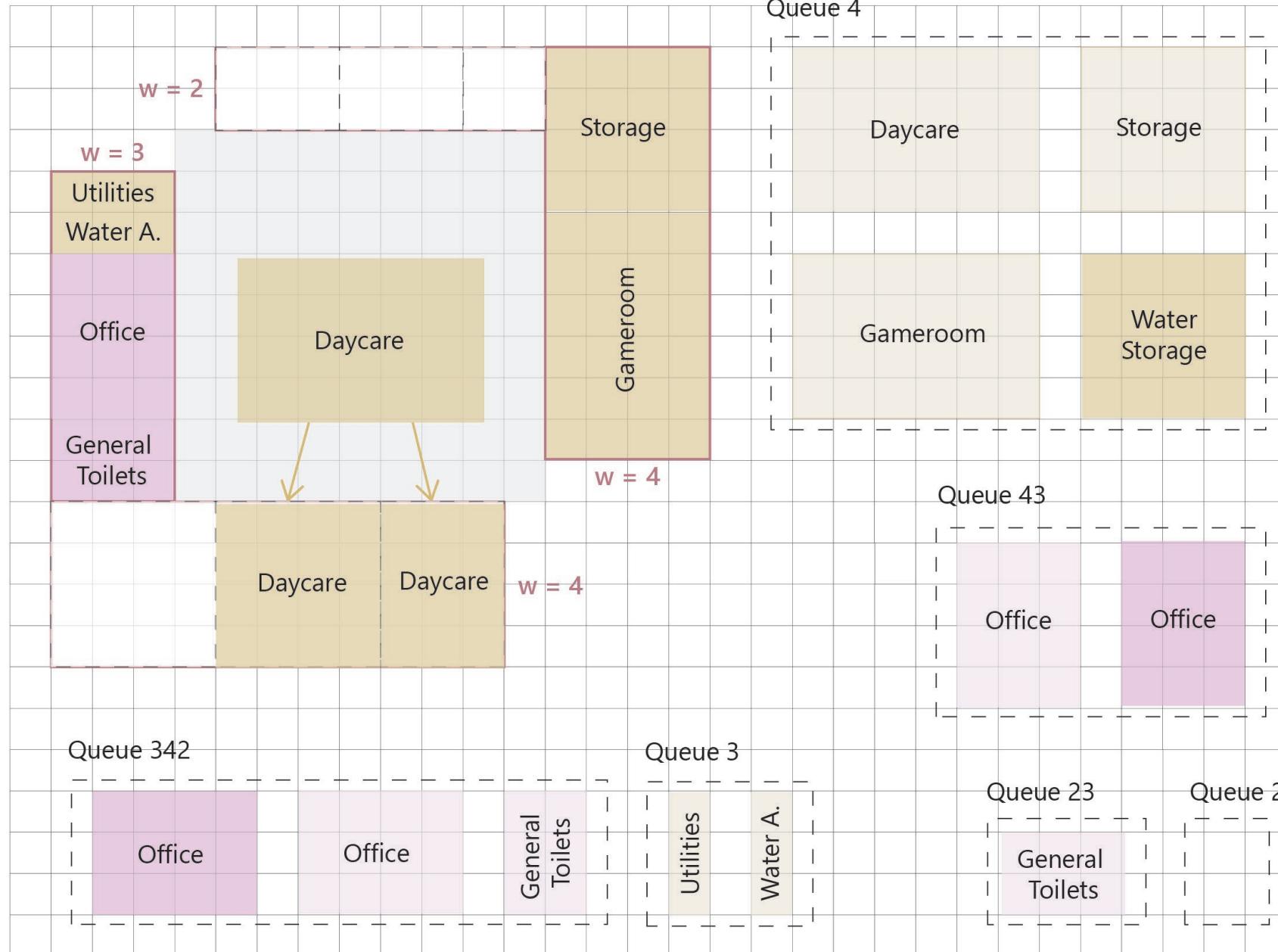
## 02\_Configuration| From to Courtyards to Buildings



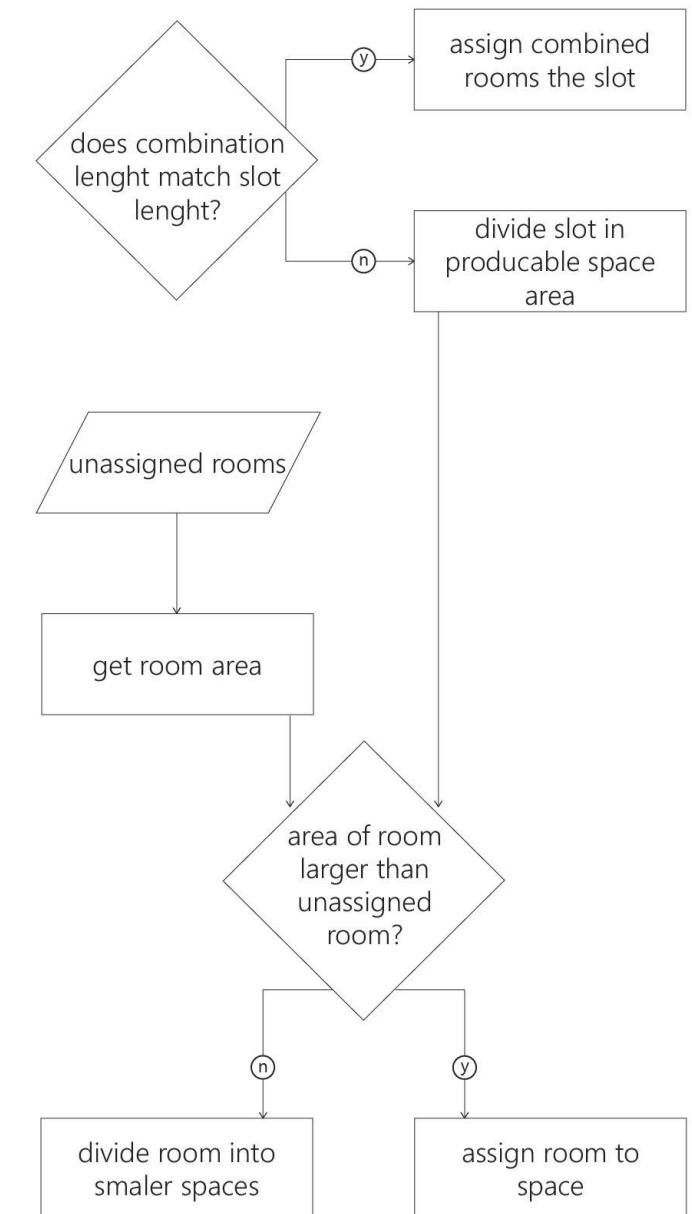
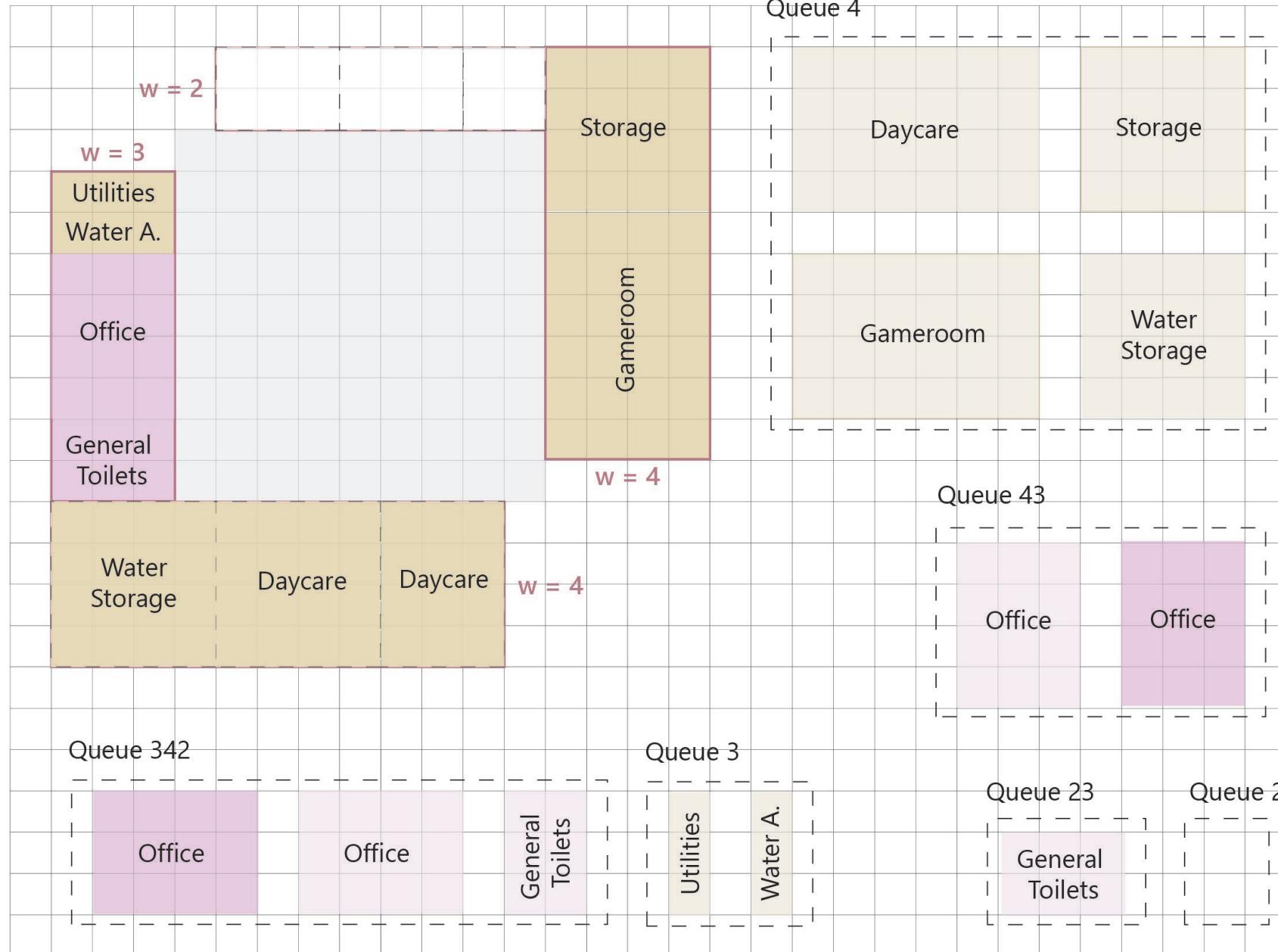
## 02\_Configuration| From to Courtyards to Buildings



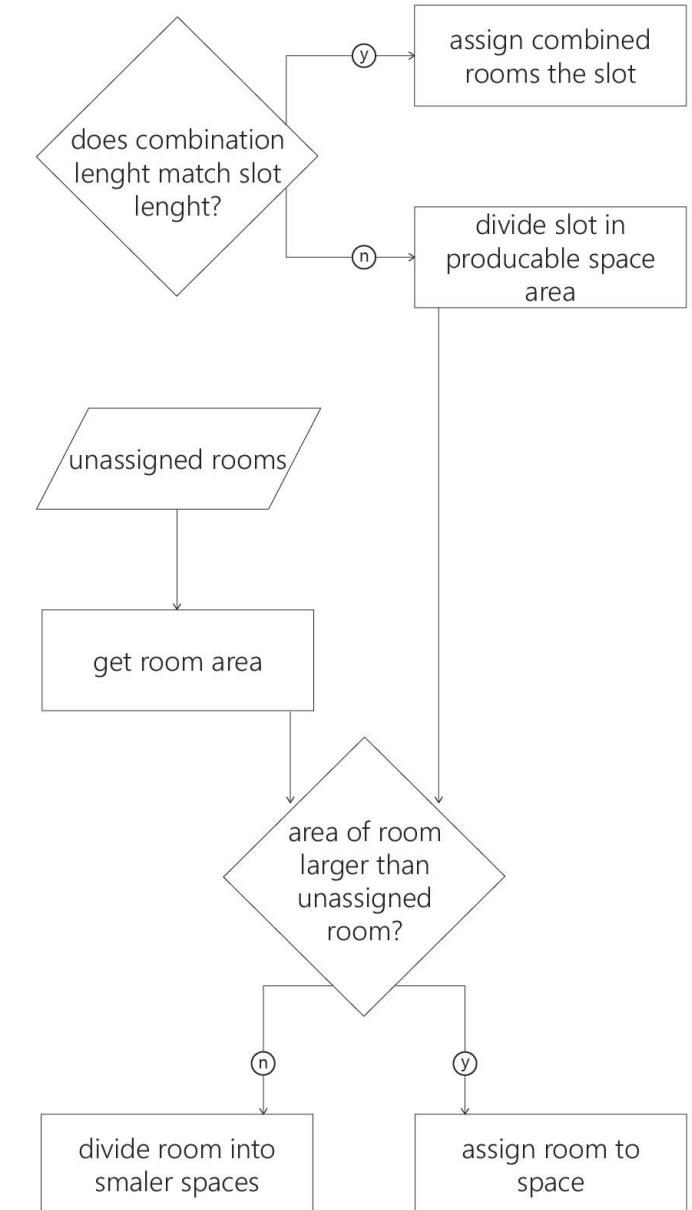
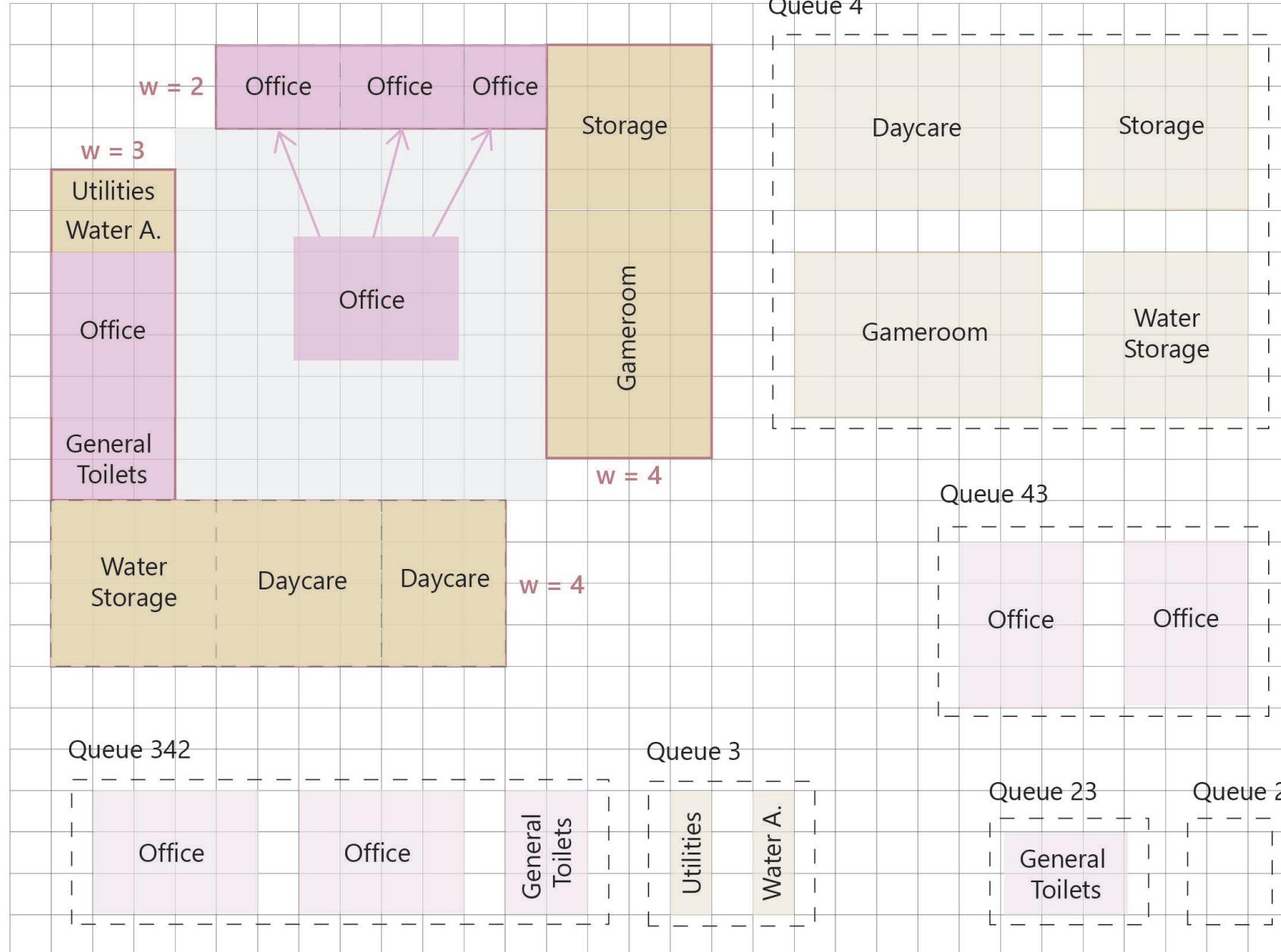
## 02\_Configuration| From to Courtyards to Buildings



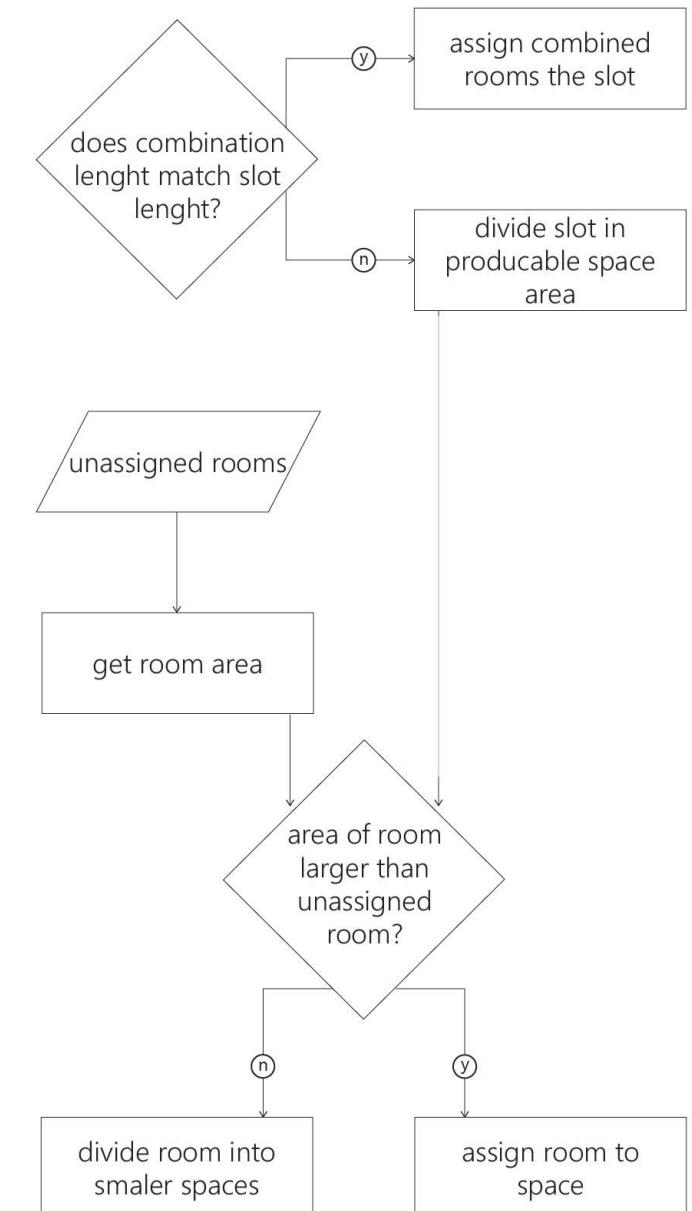
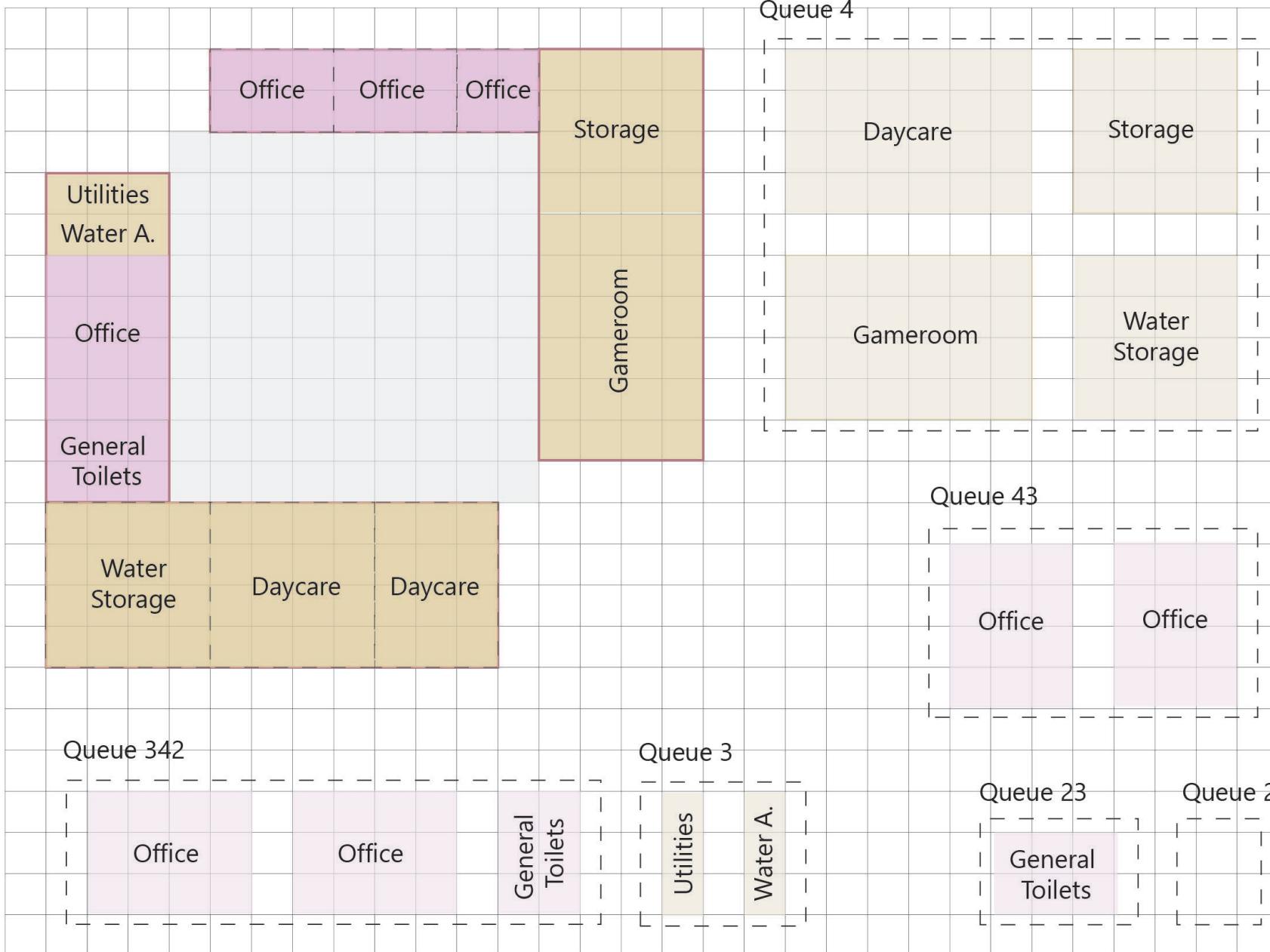
## 02\_Configuration| From to Courtyards to Buildings



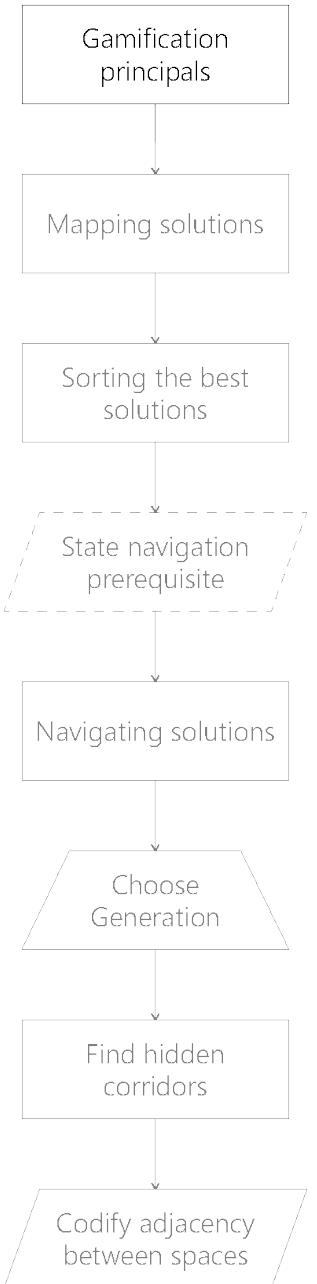
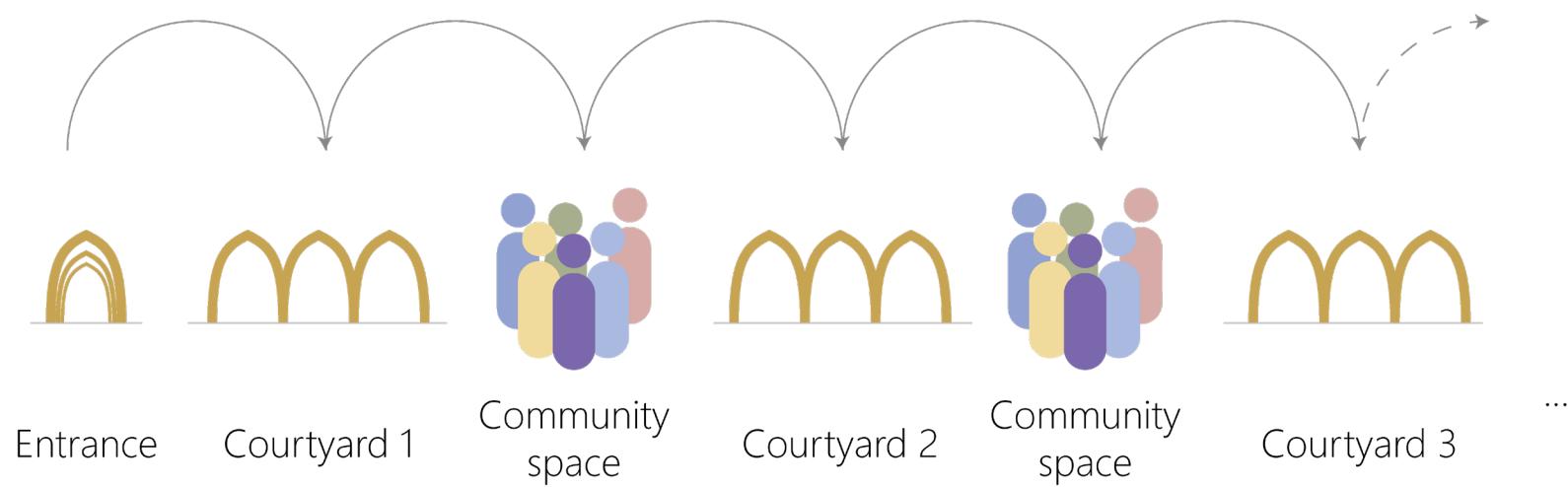
## 02\_Configuration| From to Courtyards to Buildings



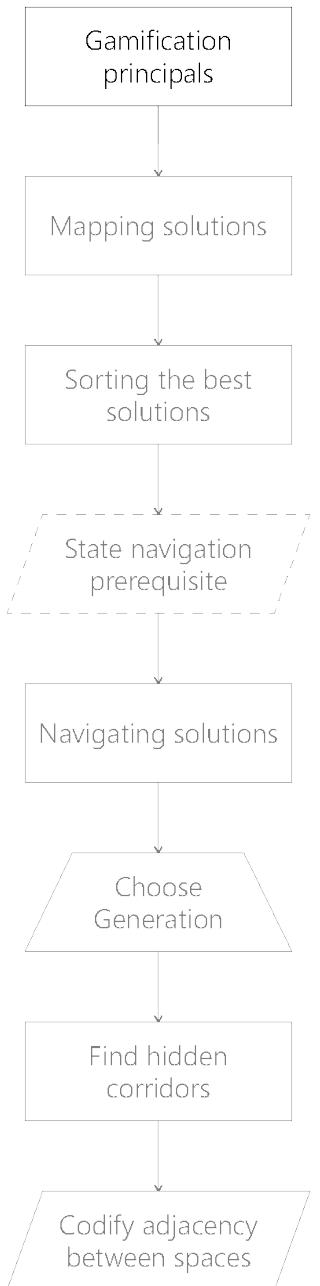
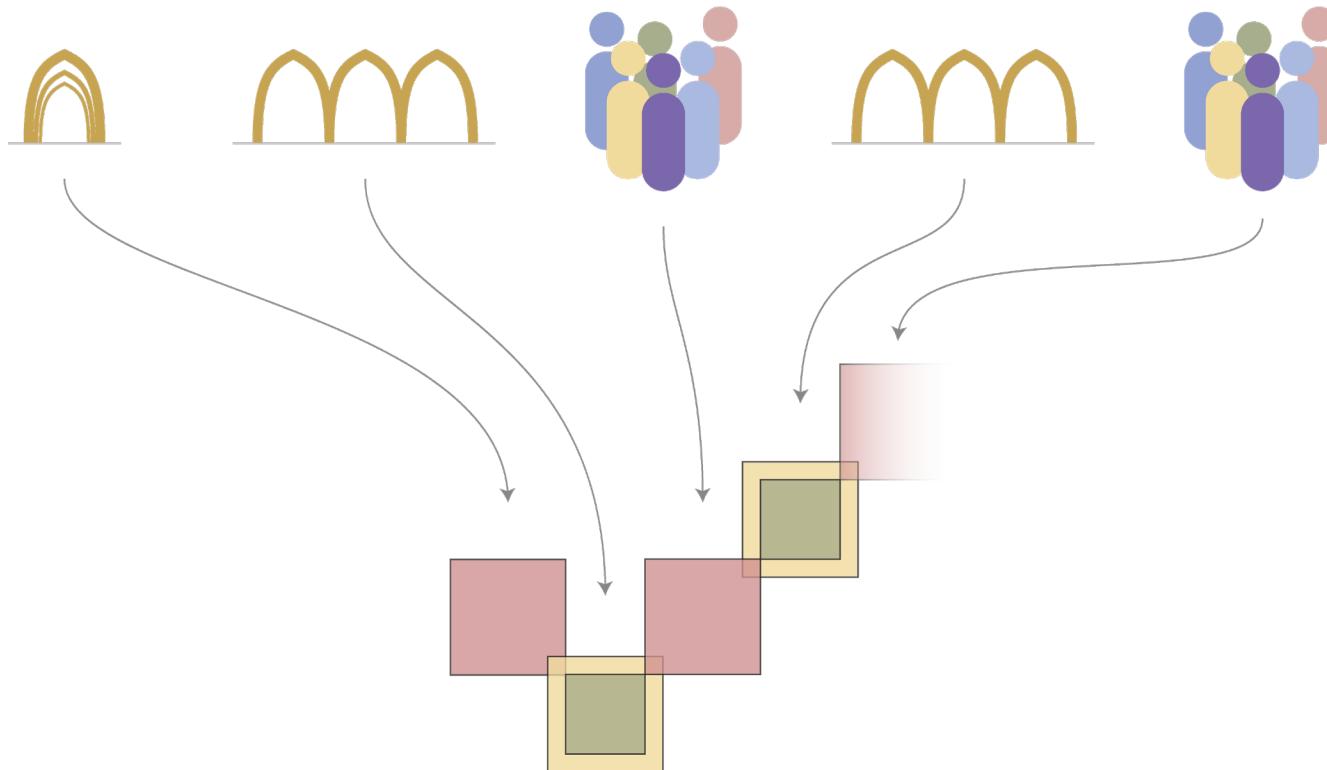
## 02\_Configuration| From to Courtyards to Buildings



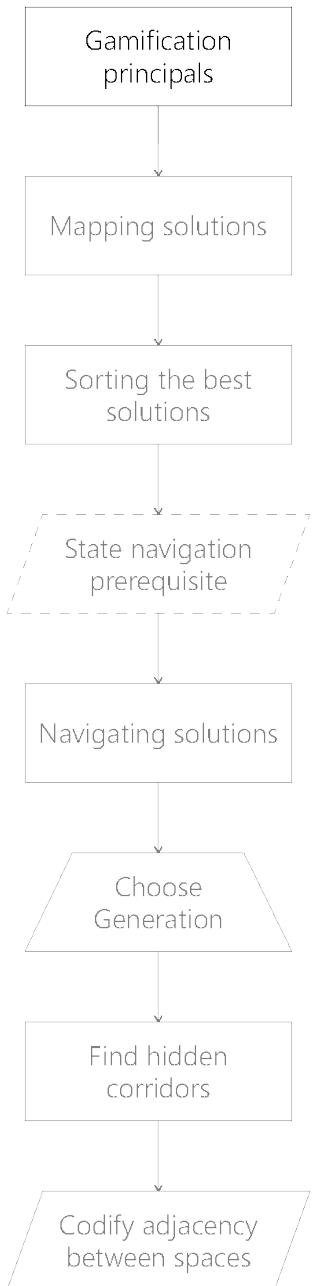
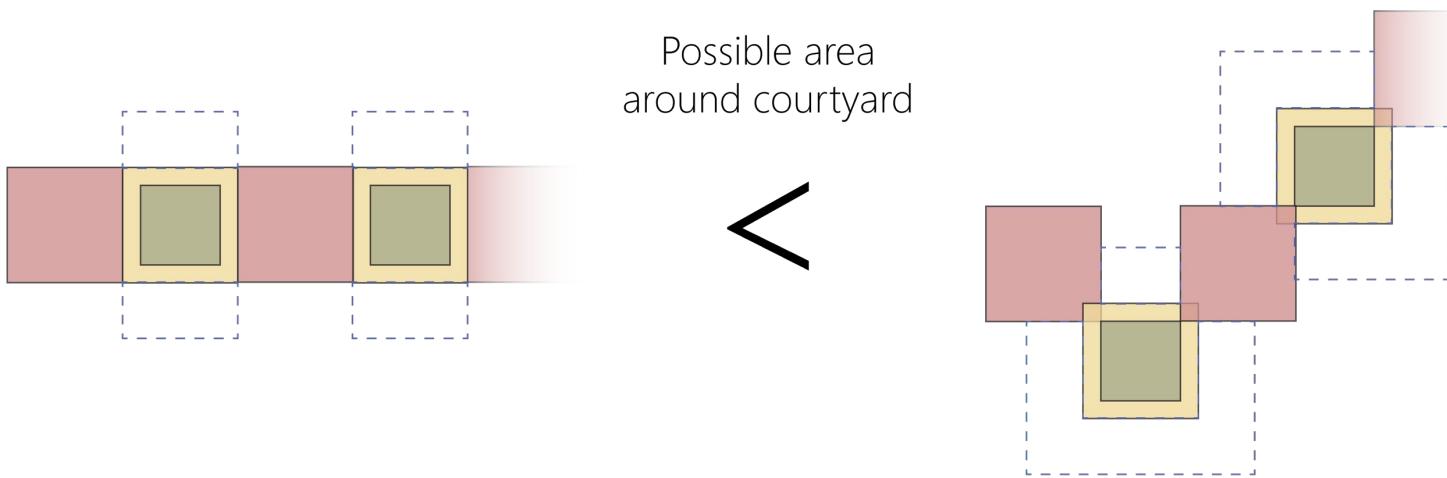
## 03\_Gamification| Principal rules



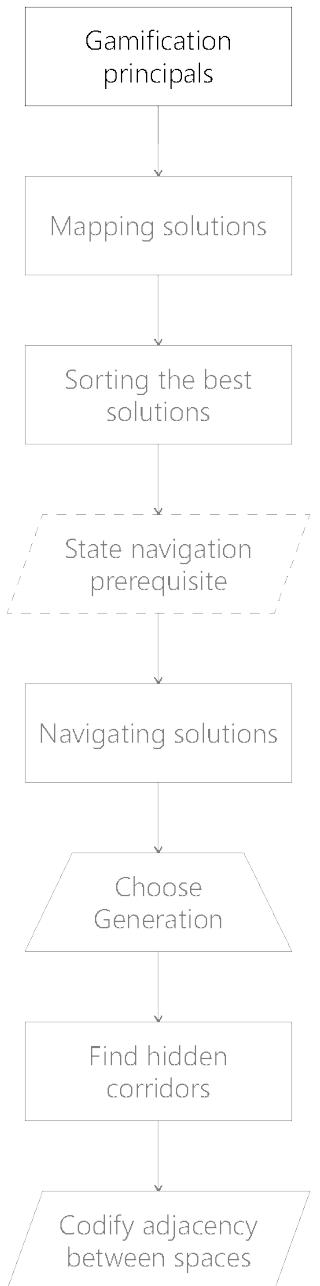
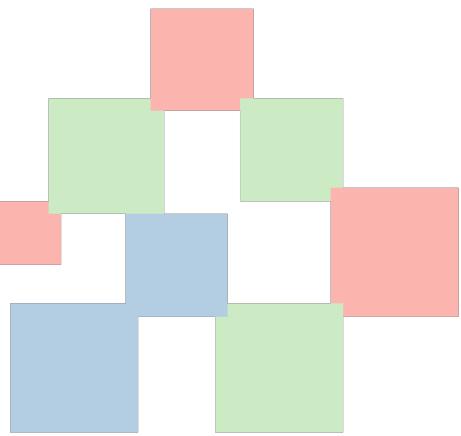
## 03\_Gamification| Principal rules



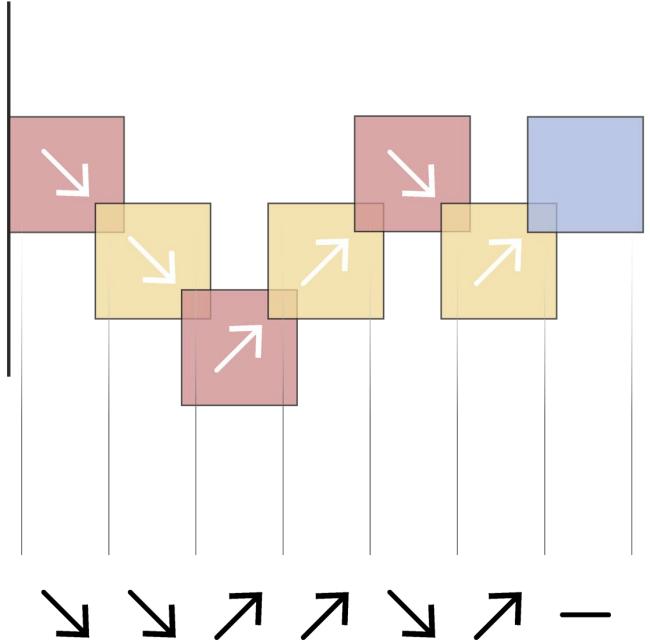
## 03\_Gamification| Principal rules



## 04\_Mapping solutions| Options of configurations



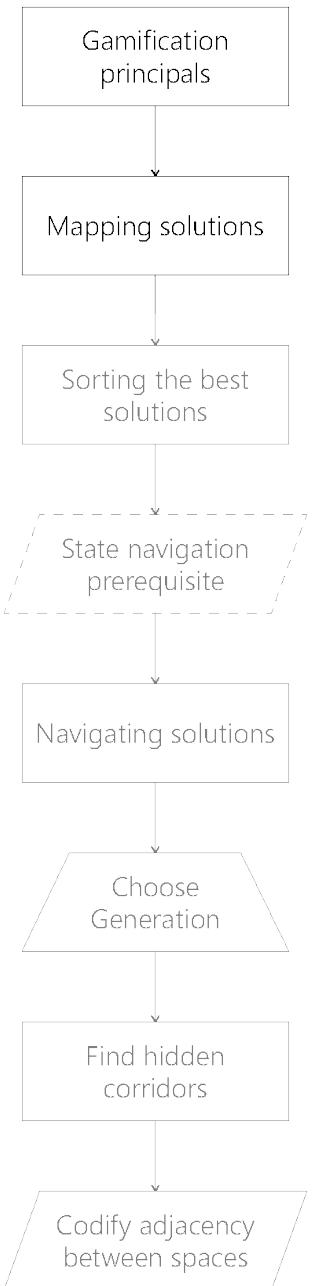
## 04\_Mapping solutions| Codifying gamification rules



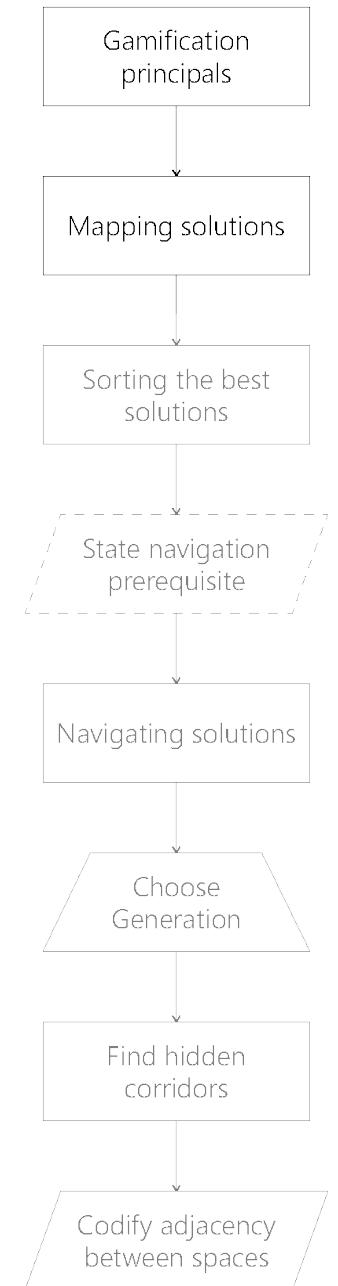
From Directions

2 2 3 3 2 3

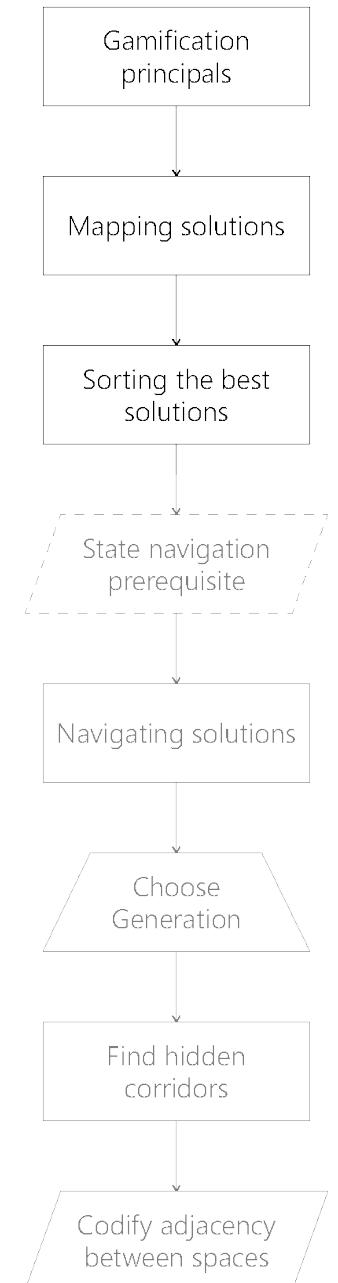
to ID generation



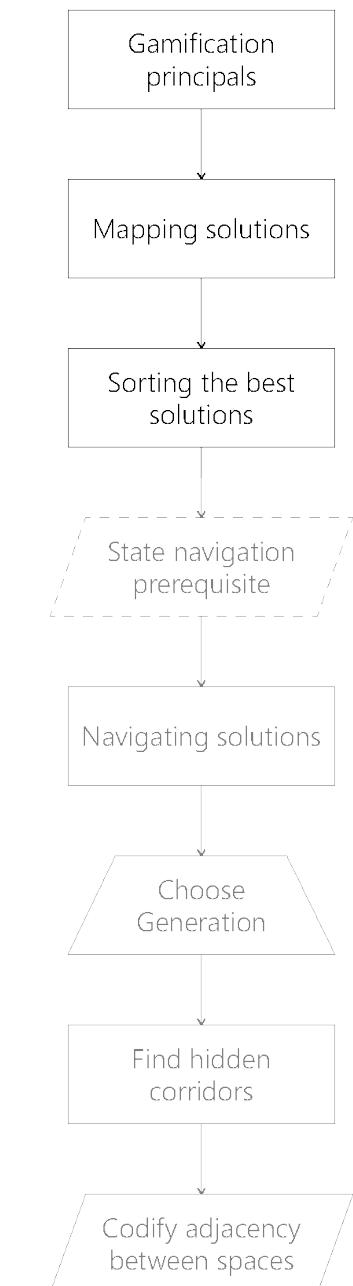
## 04\_Mapping solutions| Resulting IDs



04\_Mapping solutions | Quantify quality



## 04\_Mapping solutions | Quantifying quality

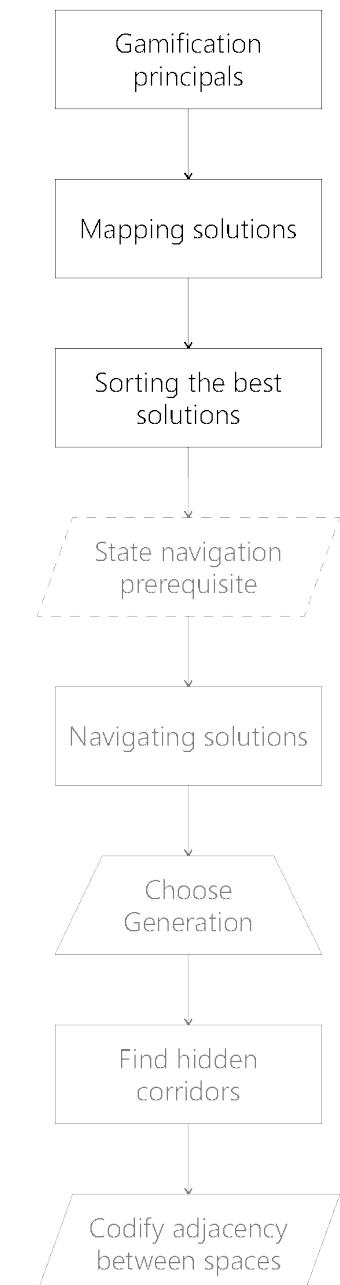


## 04\_Mapping solutions | Quantifying quality

**Variety: 1**

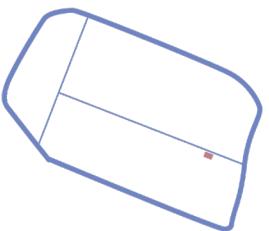
**Variety: 3**

**222222222223313**

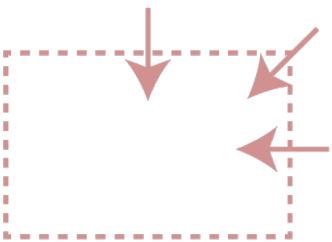


## 04\_Navigating solutions| Navigation prerequisite

Plot size from the urban Analysis

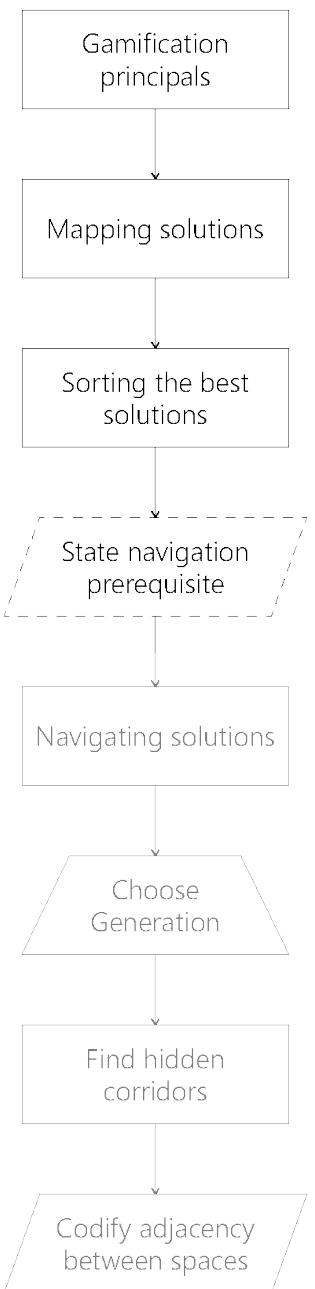


Location of the entrance on the plot



Formulation of the program

Cluster Entrance:	Cluster Health:
Office	Classroom
Daycare	Massage room
Storage room	Water access point
Game room	Therapy room
Utilities room	Procedure room
Water storage	Toilets
Toilets	
Cluster Sport:	Cluster Thermal baths:
Reception	Sauna
Dressing room	Hamman
Yoga room	Hot pool
multisport room	Tepid pool
Toilets	Cold pool
	Equipment
	Water storage
	Water technics
	Showers



## 04\_Navigating solutions| Successfull generations



Entrance at bottom right corner



Entrance at the side

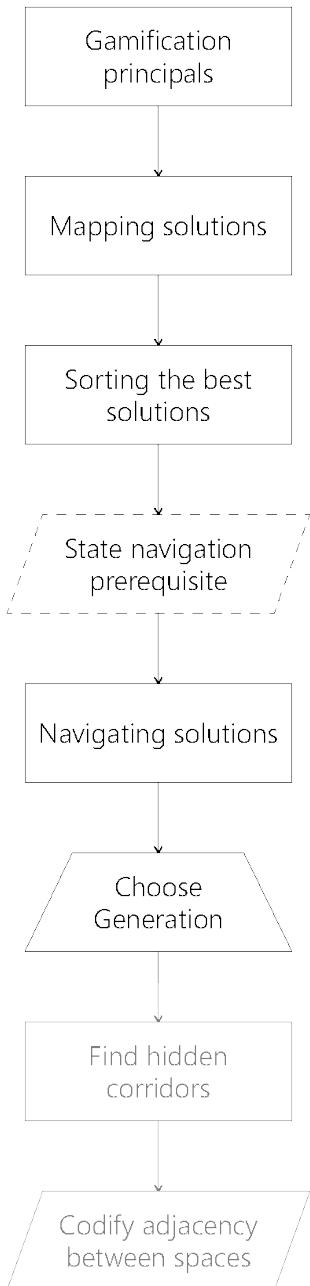


Entrance from main street

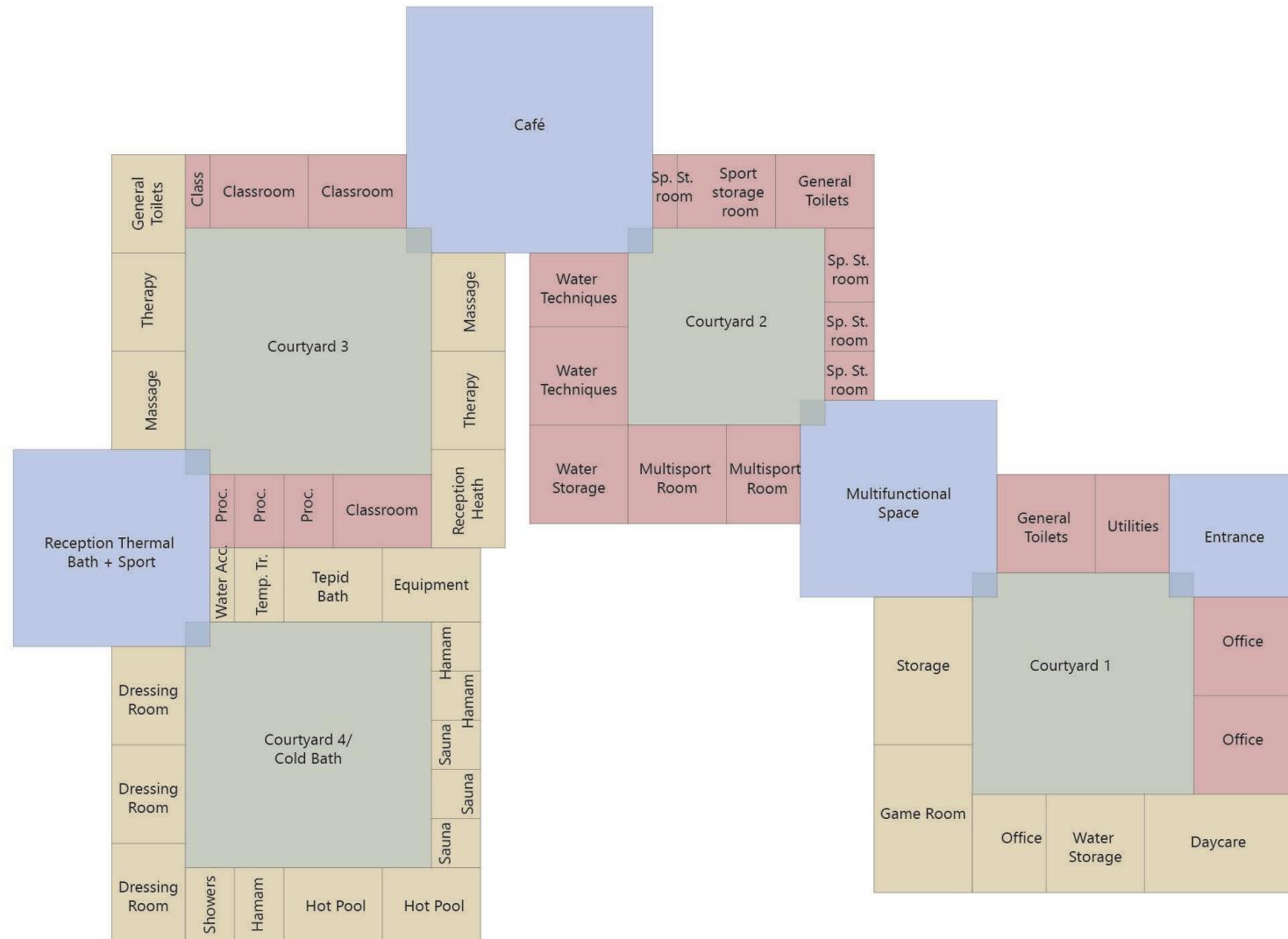
## 04\_Navigating solutions| Chosen generations



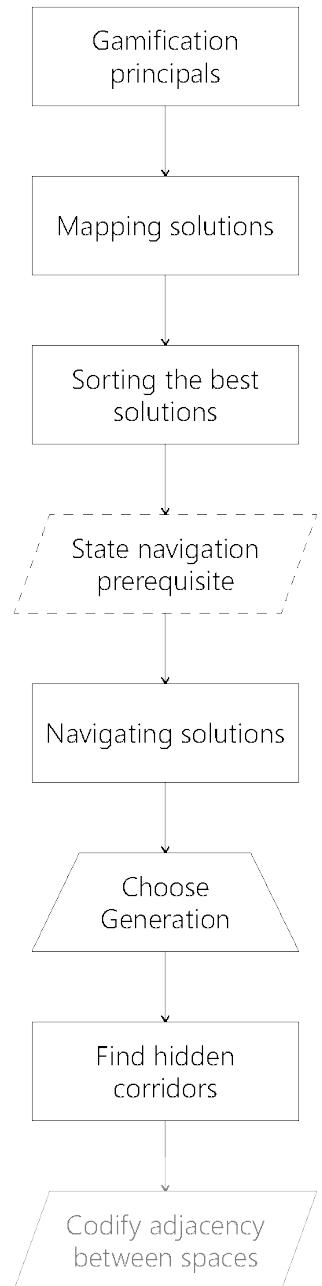
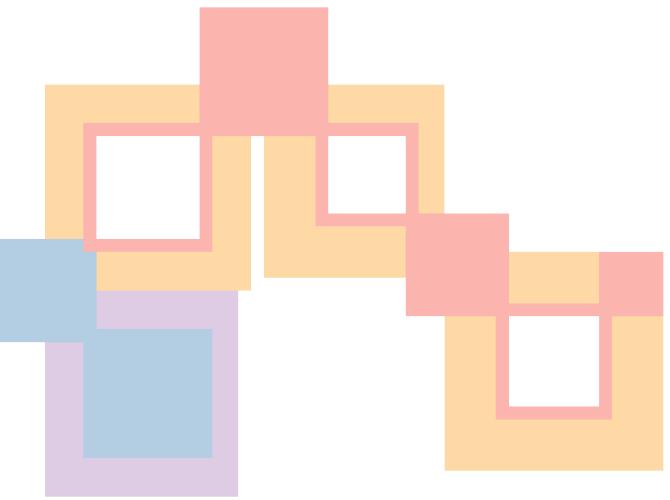
Selected generation - ID 359/2187  
ID 3222330



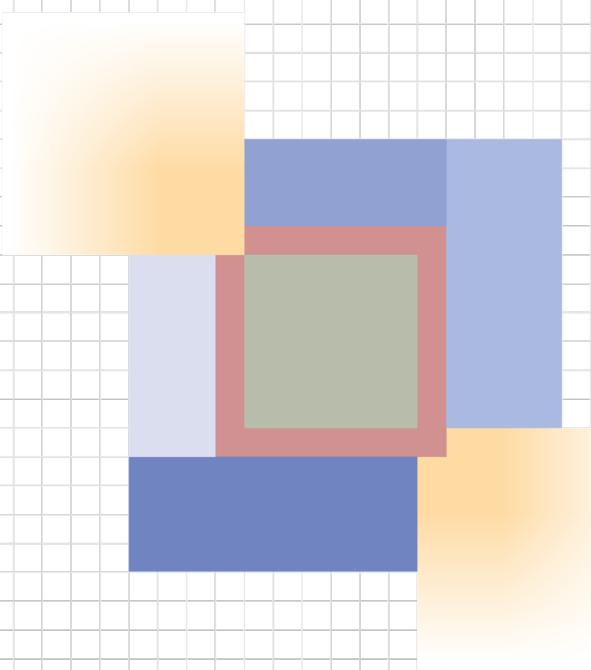
## 04\_Final result | Functional Floor Plan



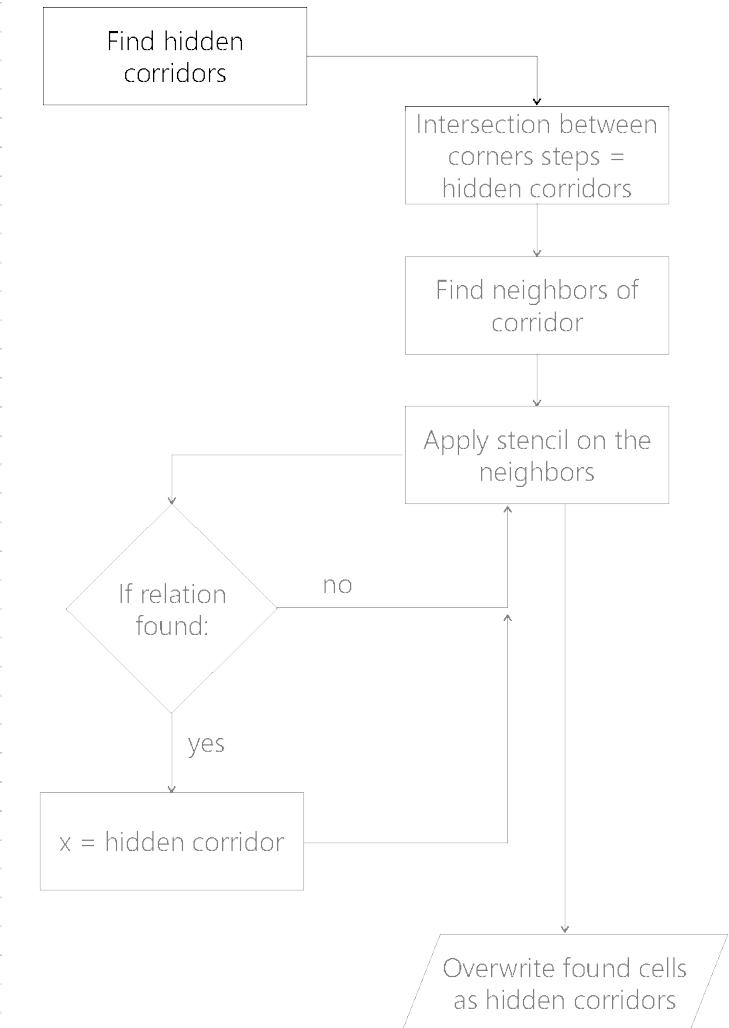
## 05\_Adjacencies| Computing hidden corridors: methodology



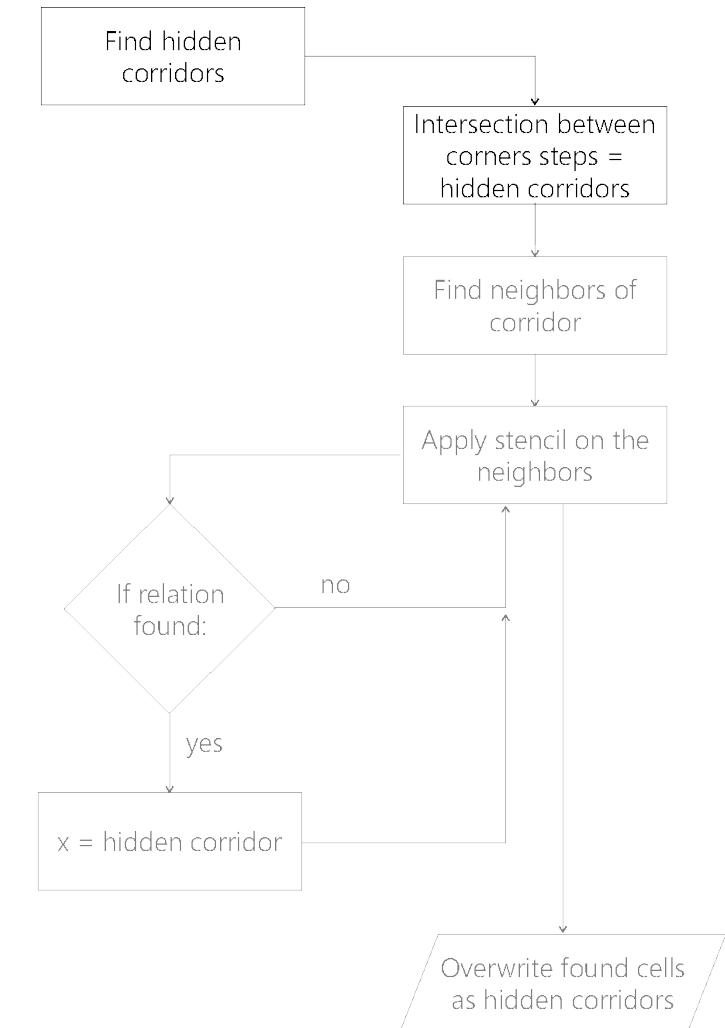
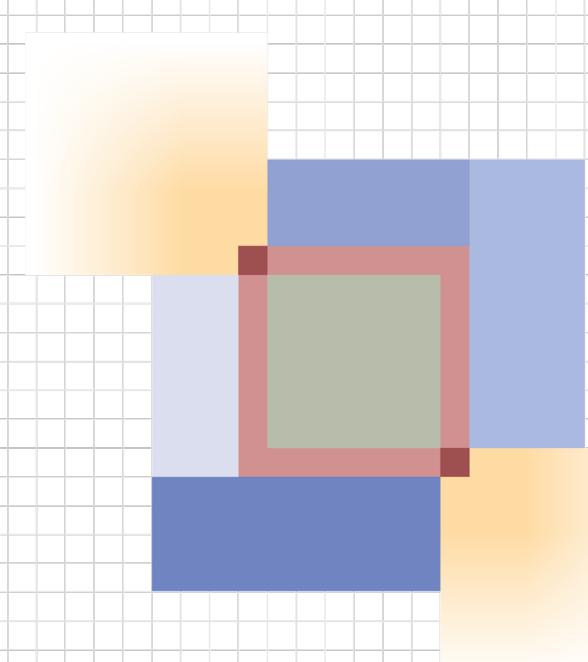
## 05\_Adjacencies| Computing hidden corridors: methodology



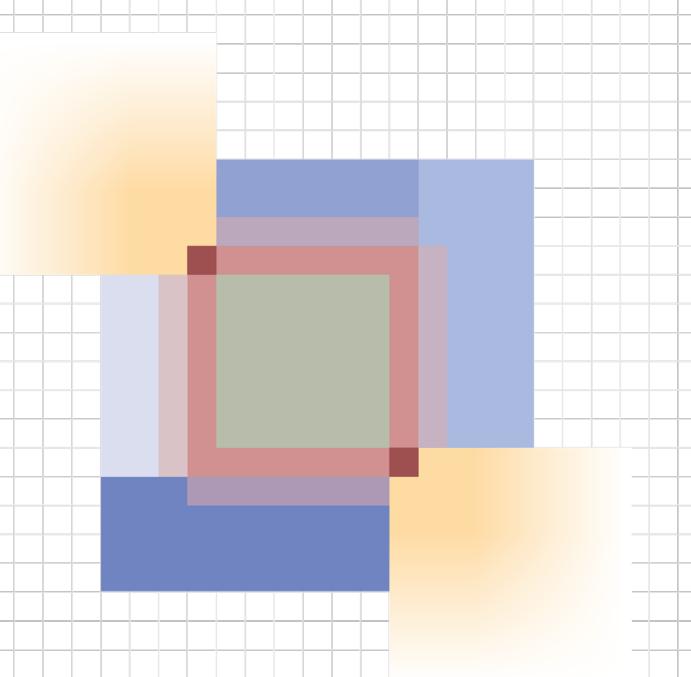
Output of the generation



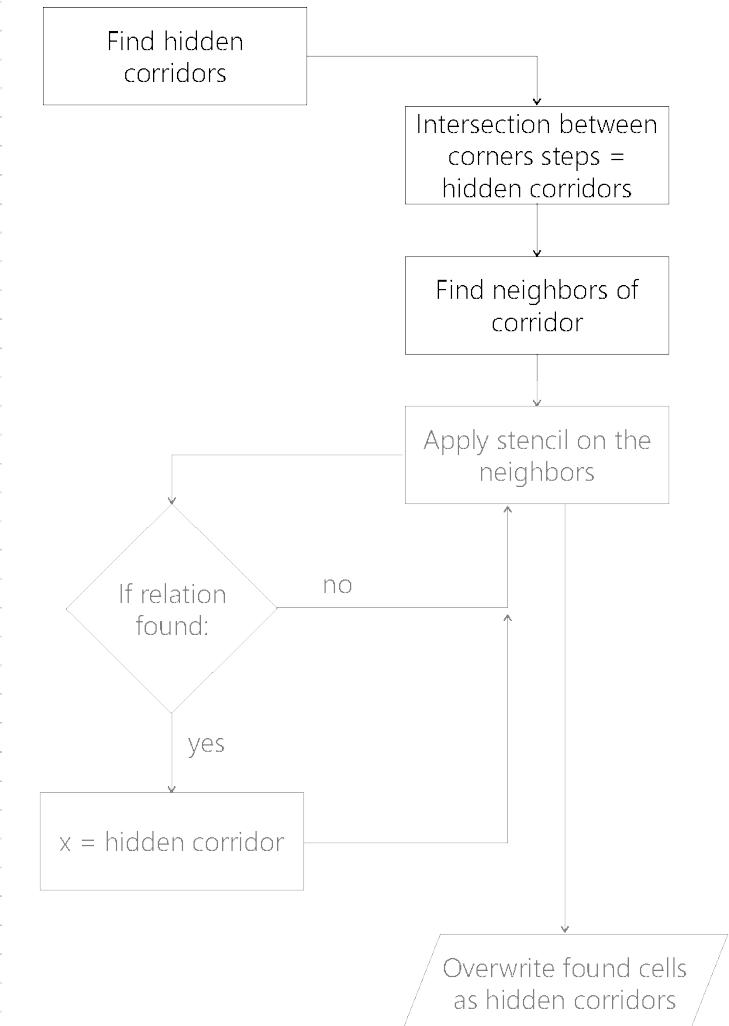
## 05\_Adjacencies| Computing hidden corridors: methodology



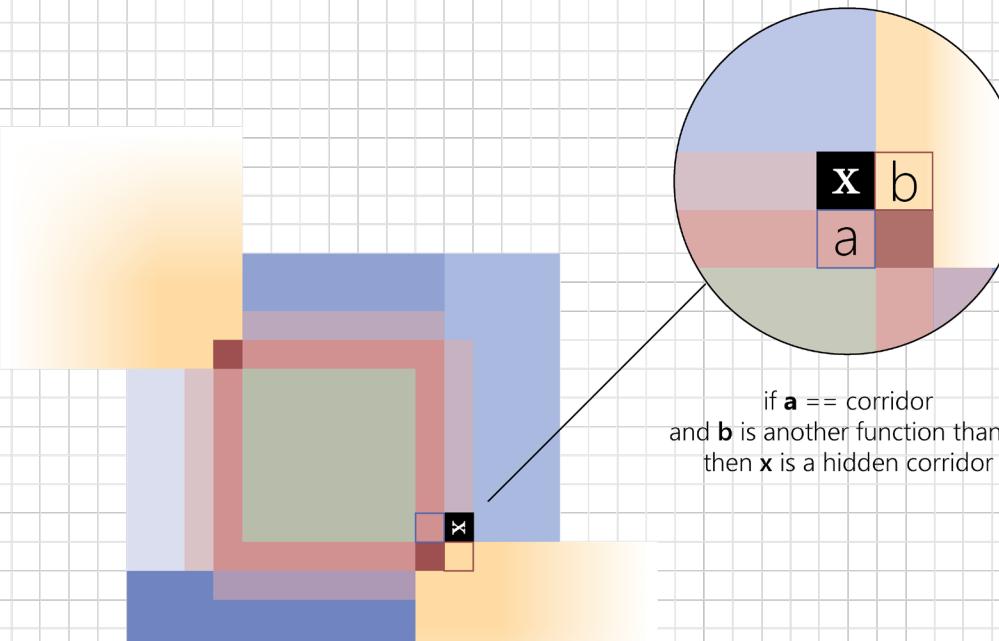
## 05\_Adjacencies| Computing hidden corridors: methodology



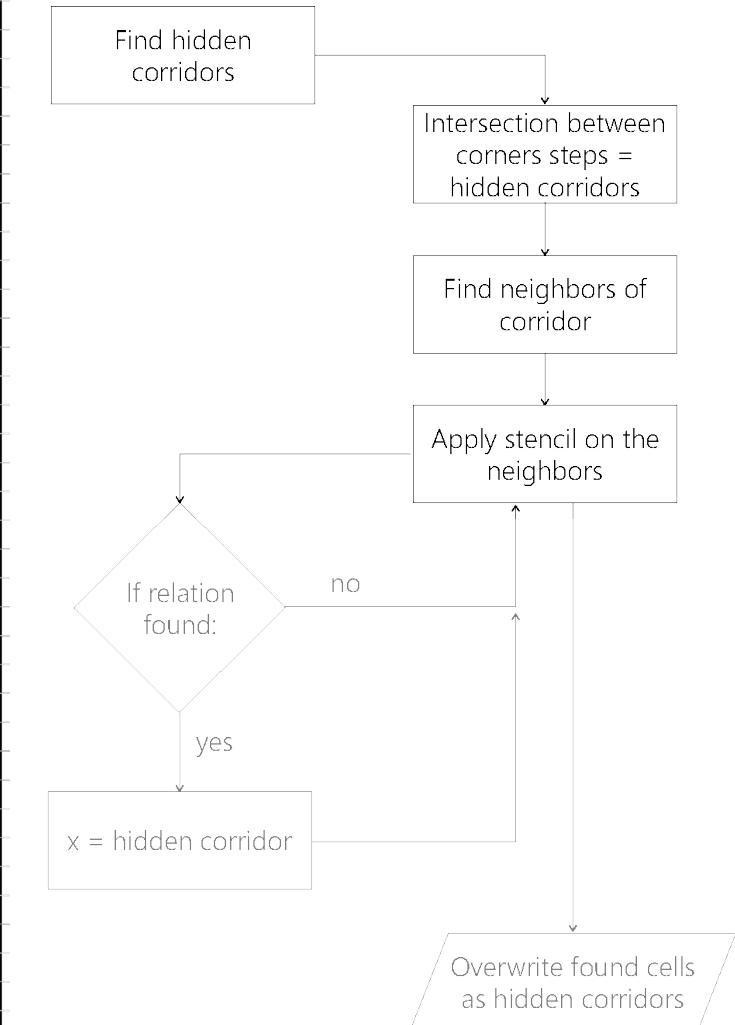
Find the neighbors  
of the corridor



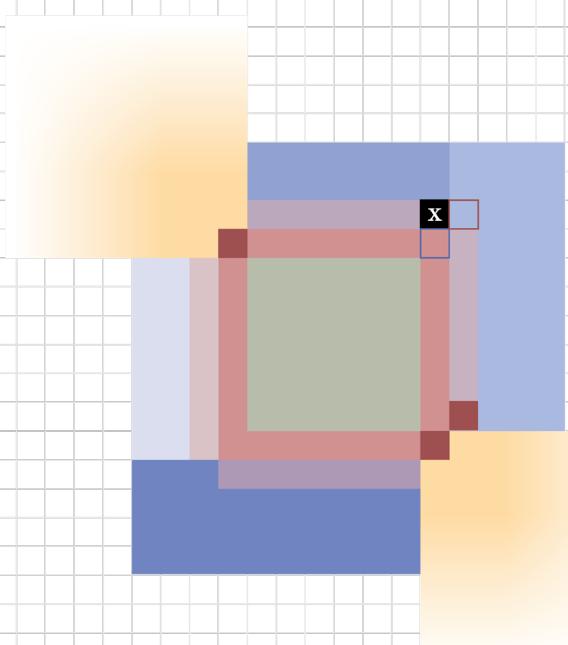
## 05\_Adjacencies| Computing hidden corridors: methodology



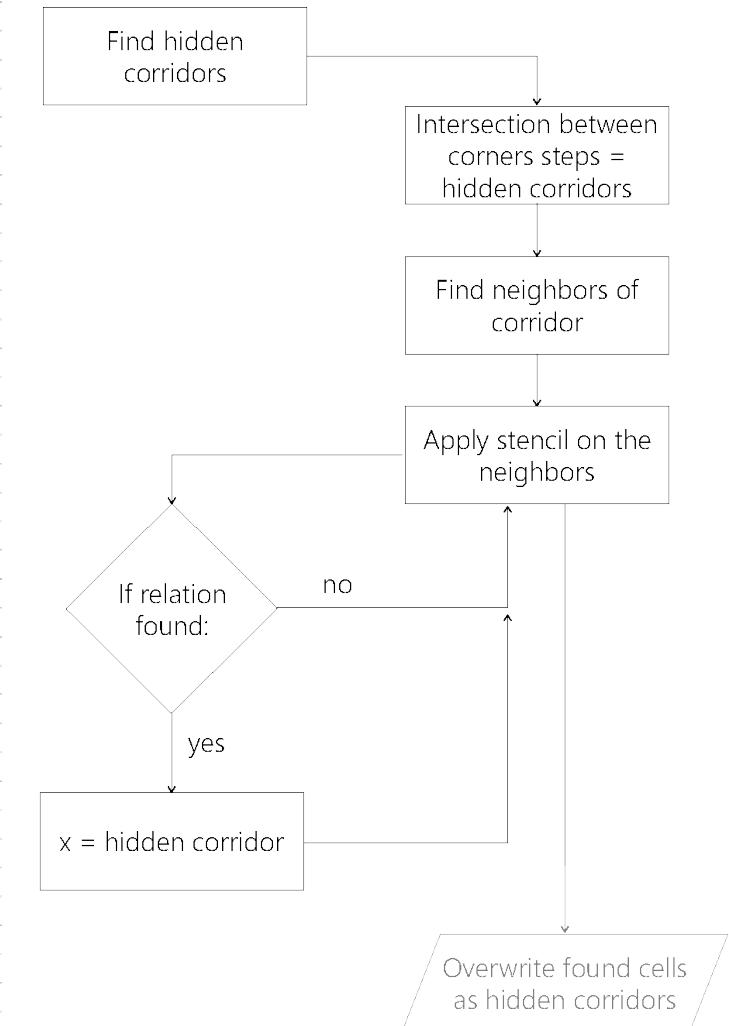
Apply a stencil to detect  
the hidden corridors  
around the courtyard



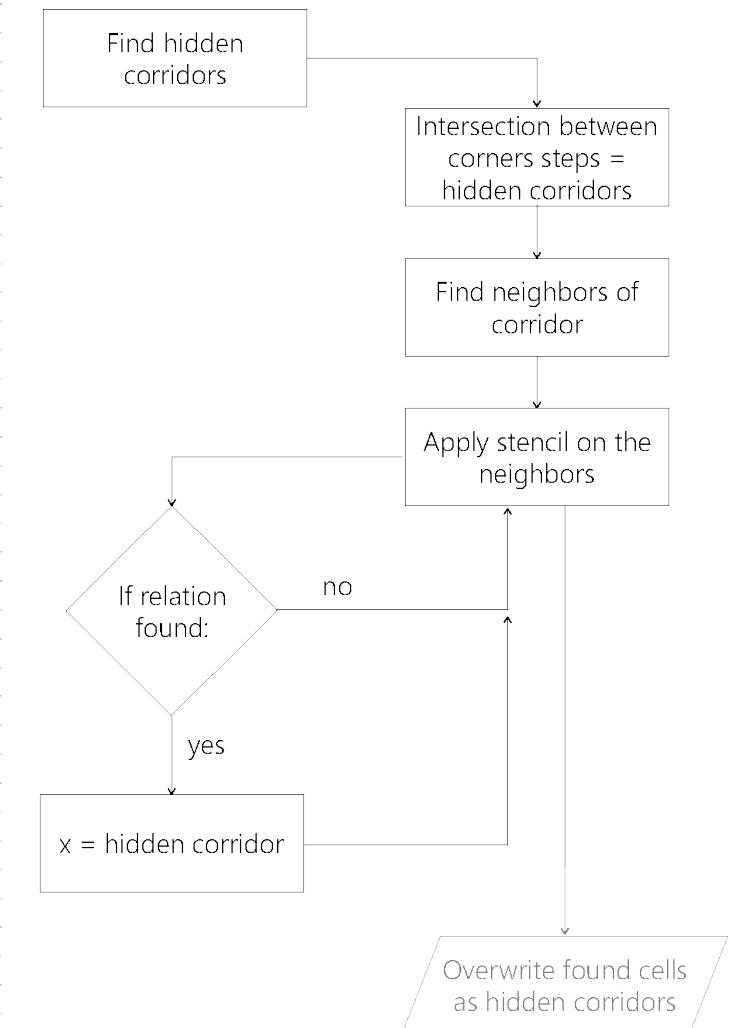
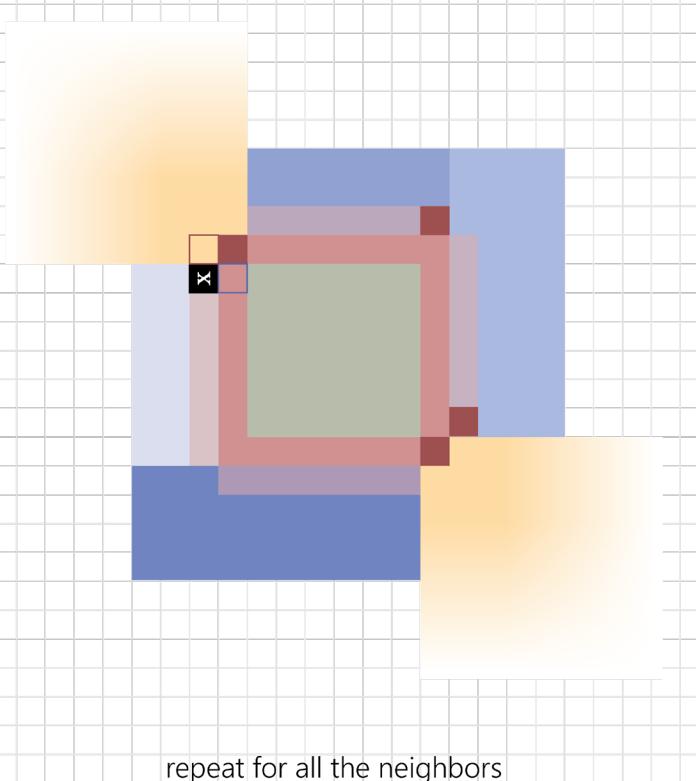
## 05\_Adjacencies| Computing hidden corridors: methodology



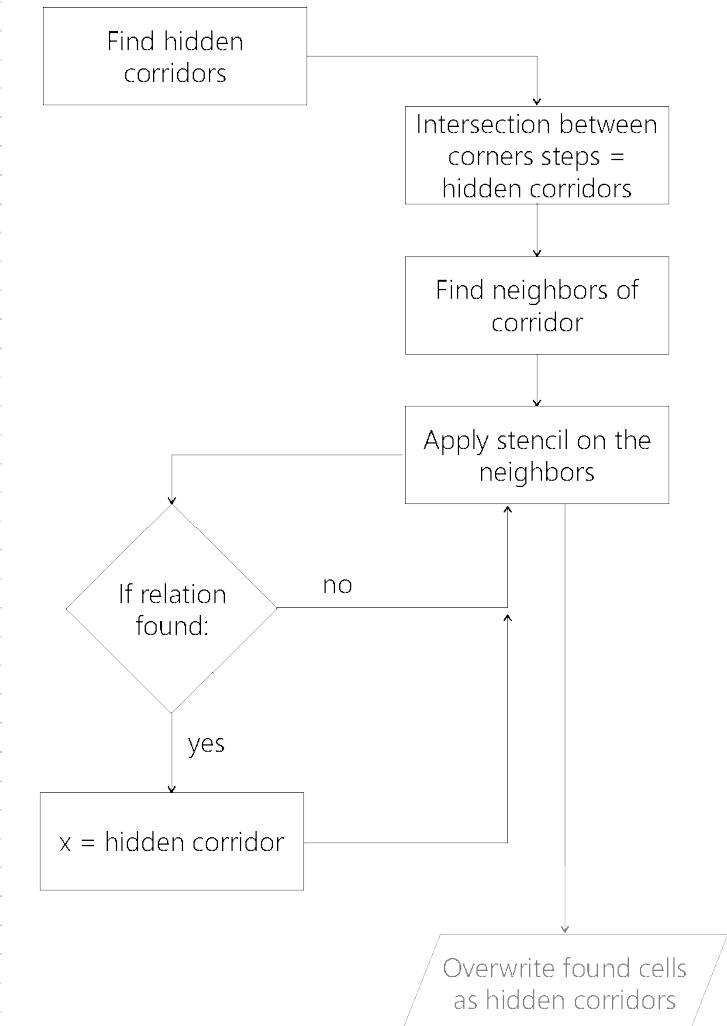
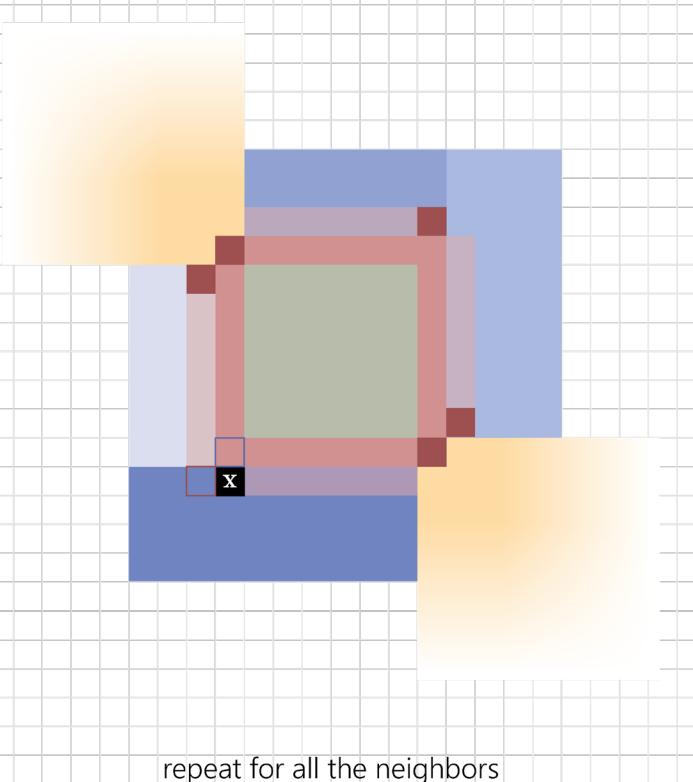
repeat for all the neighbors



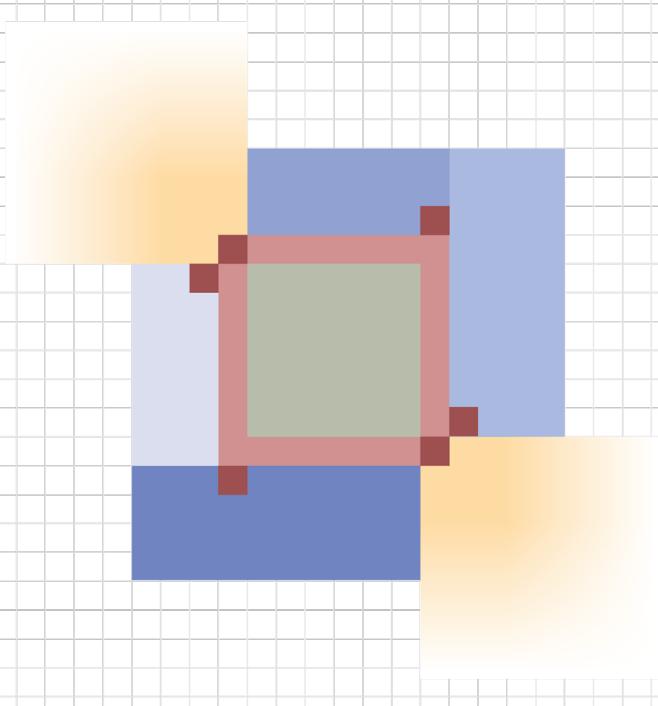
## 05\_Adjacencies| Computing hidden corridors: methodology



## 05\_Adjacencies| Computing hidden corridors: methodology

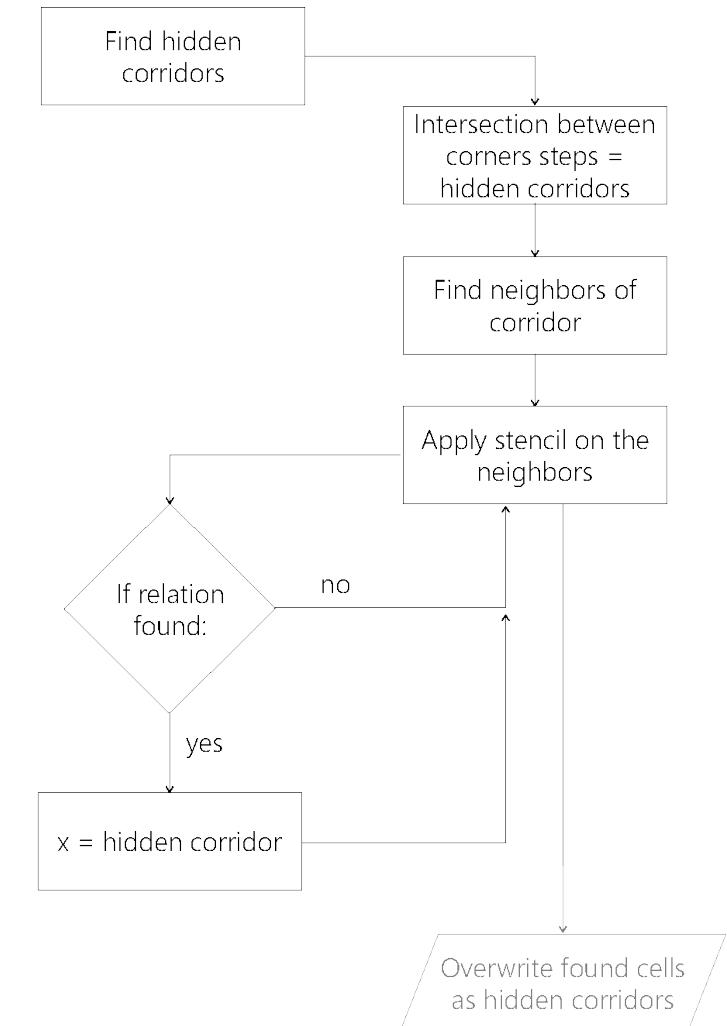


## 05\_Adjacencies| Computing hidden corridors: methodology

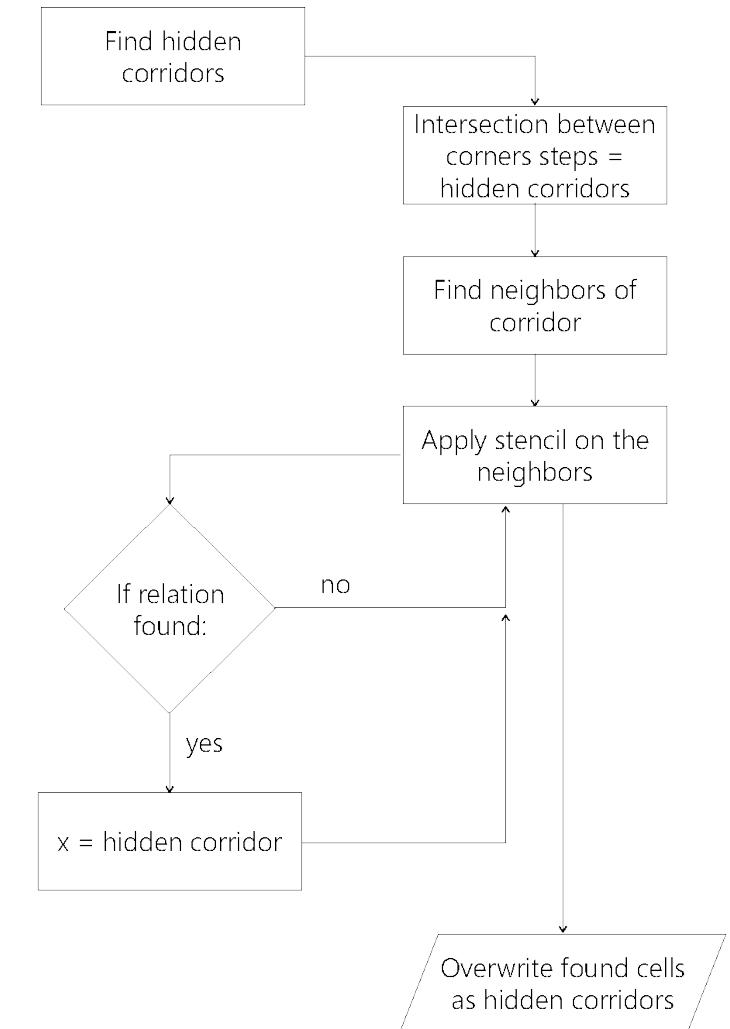
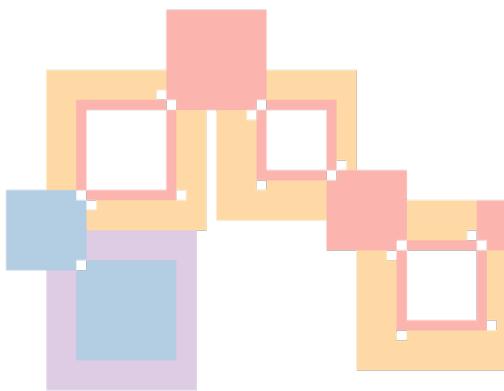
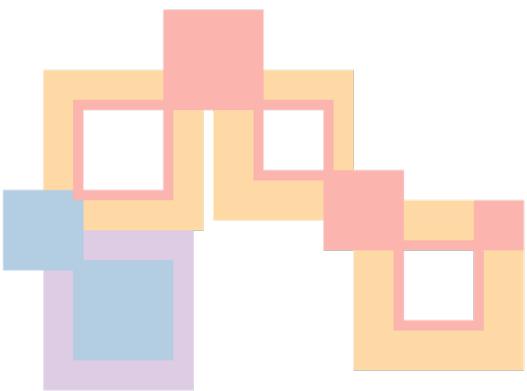


When all hidden corridors are found the adjacencies can be solved.

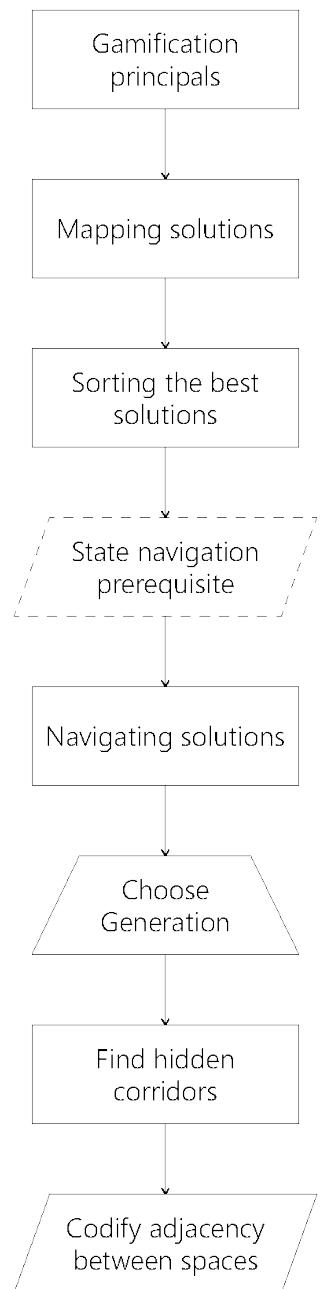
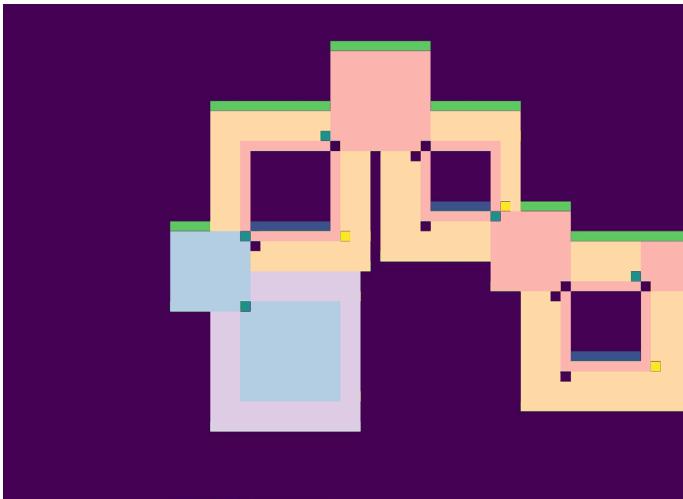
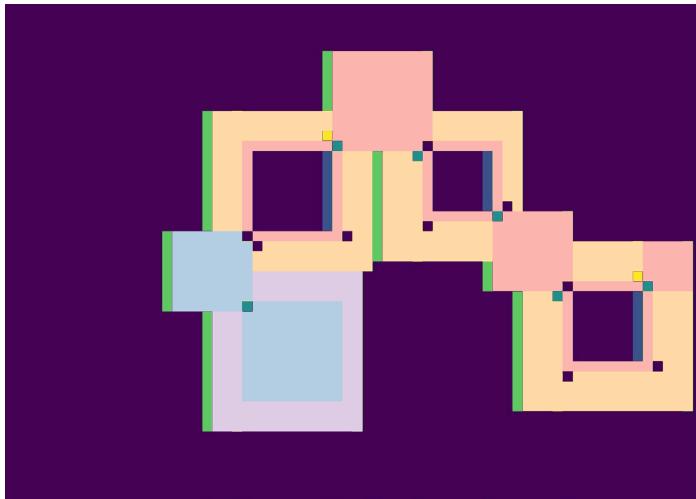
Hidden corridor//Corridors = door placed



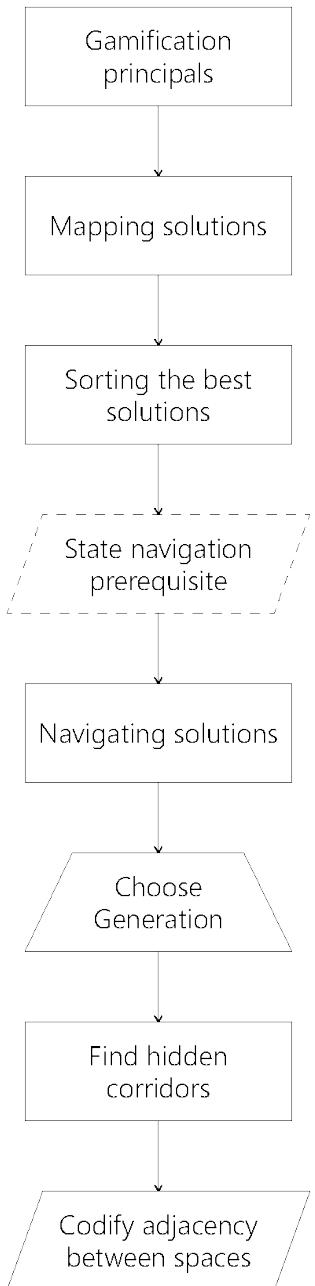
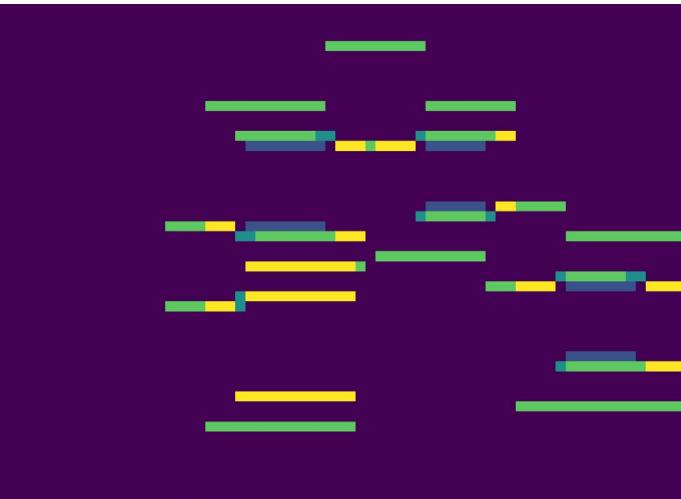
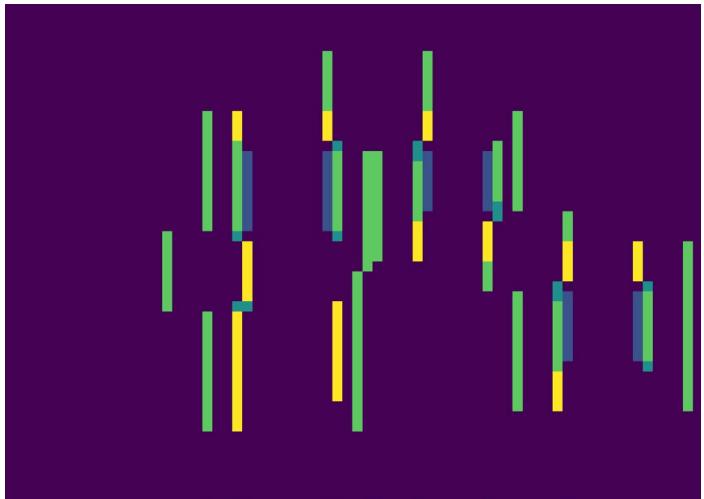
## 05\_Adjacencies| Placing hidden corridors: generalised

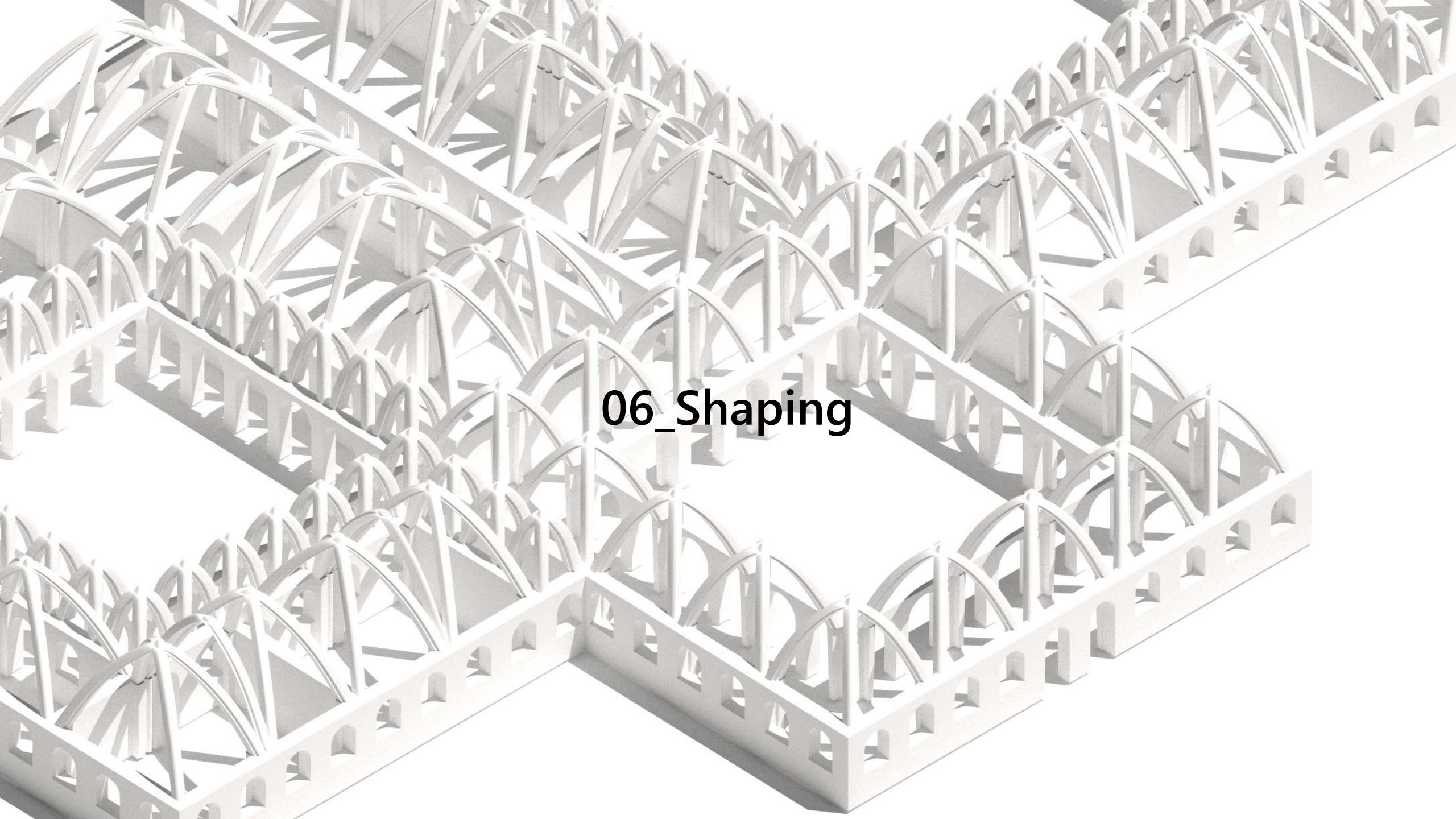


## 05\_Adjacencies| Codify adjacencies



## 05\_Adjacencies| Codify adjacencies





## 06\_Shaping



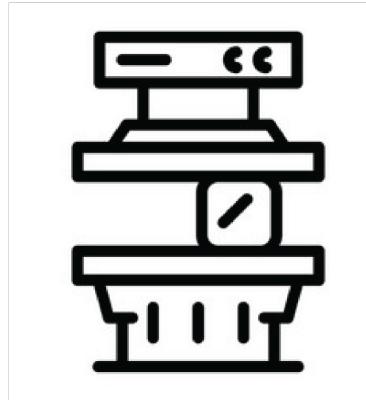
## PREPARATION OF SOIL

CLAY 35 %  
SAND 35 %  
CEMENT 7 %  
WATER 10 %  
AGGREGATE 13 %



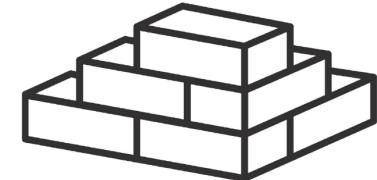
## MATERIAL BINDER MIX

MANUAL STEP



## COMPRESS EARHT BLOCK MACHINE PROCESS

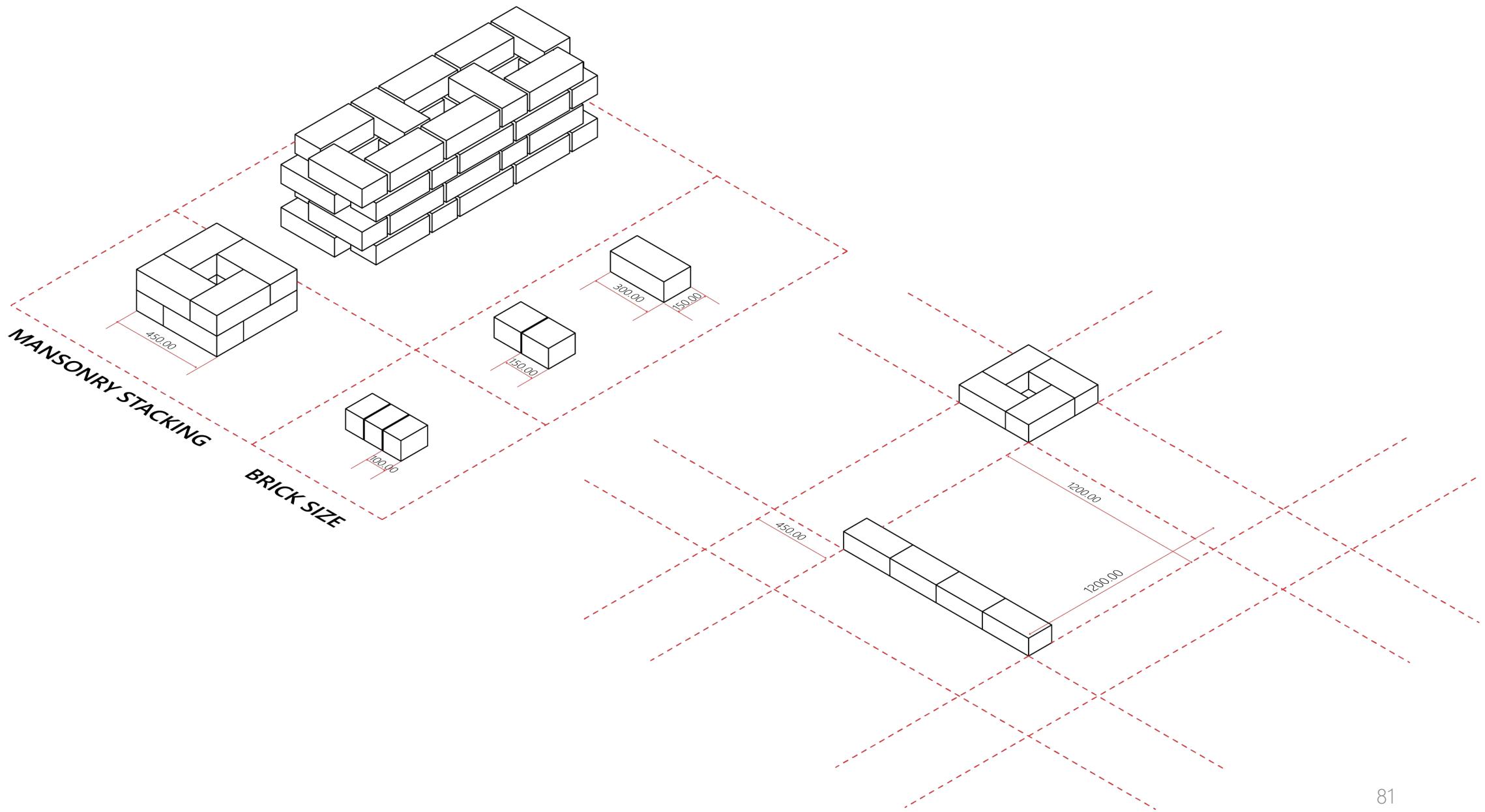
360 BLOCKS  
PRE HOUR



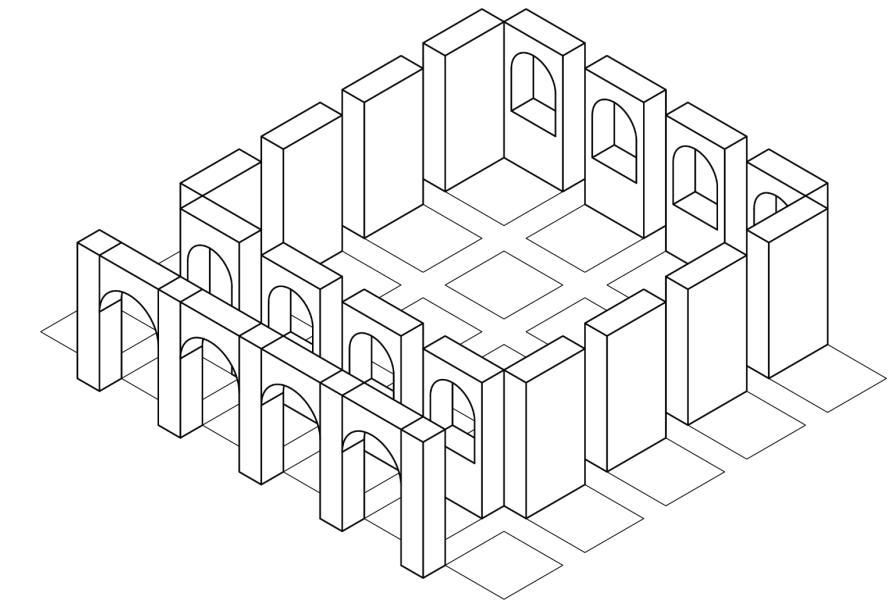
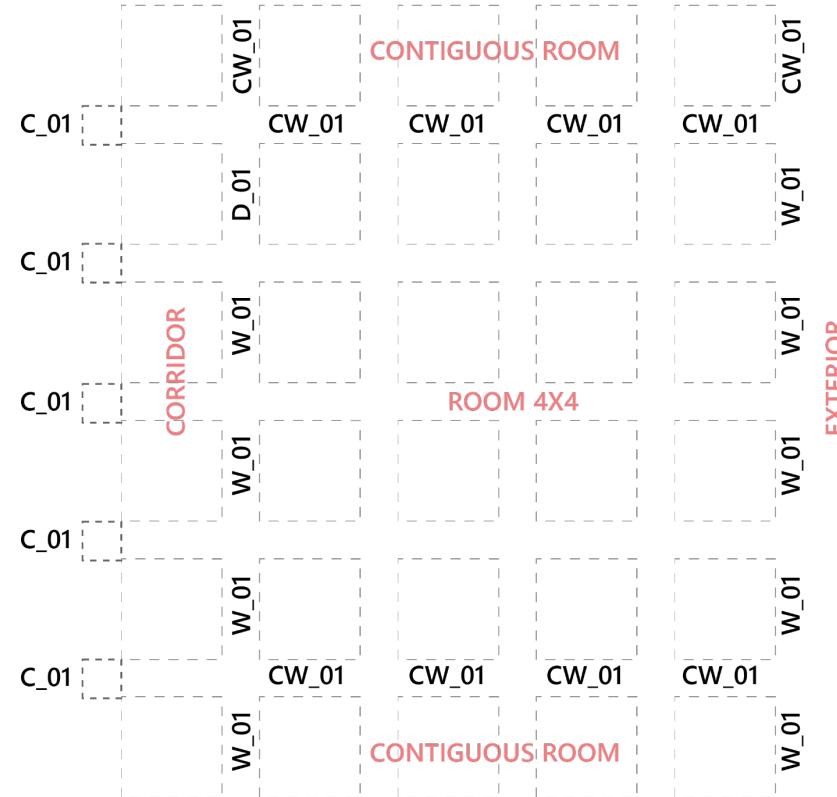
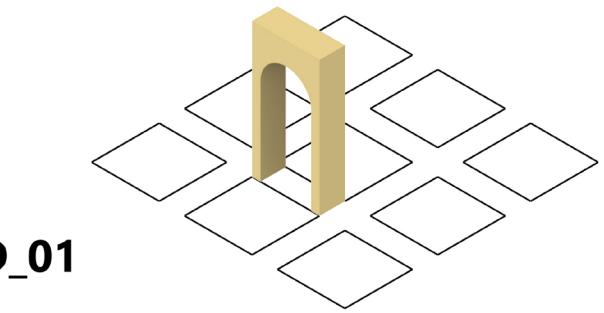
## CURE / DRYING BLOCK STAGE

32 HOURS DRYING  
PROCESS

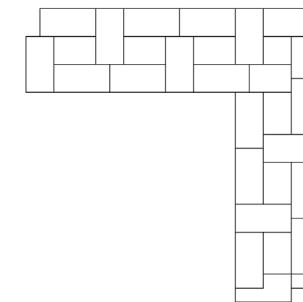
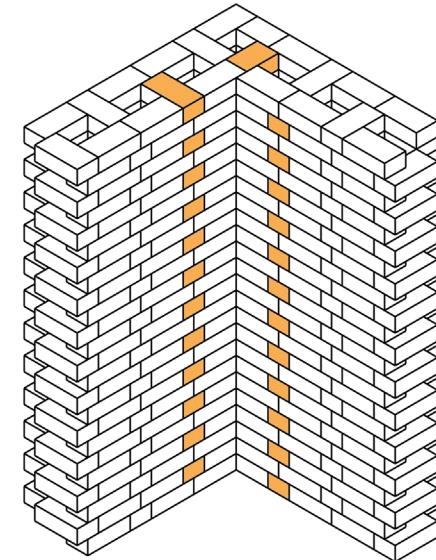
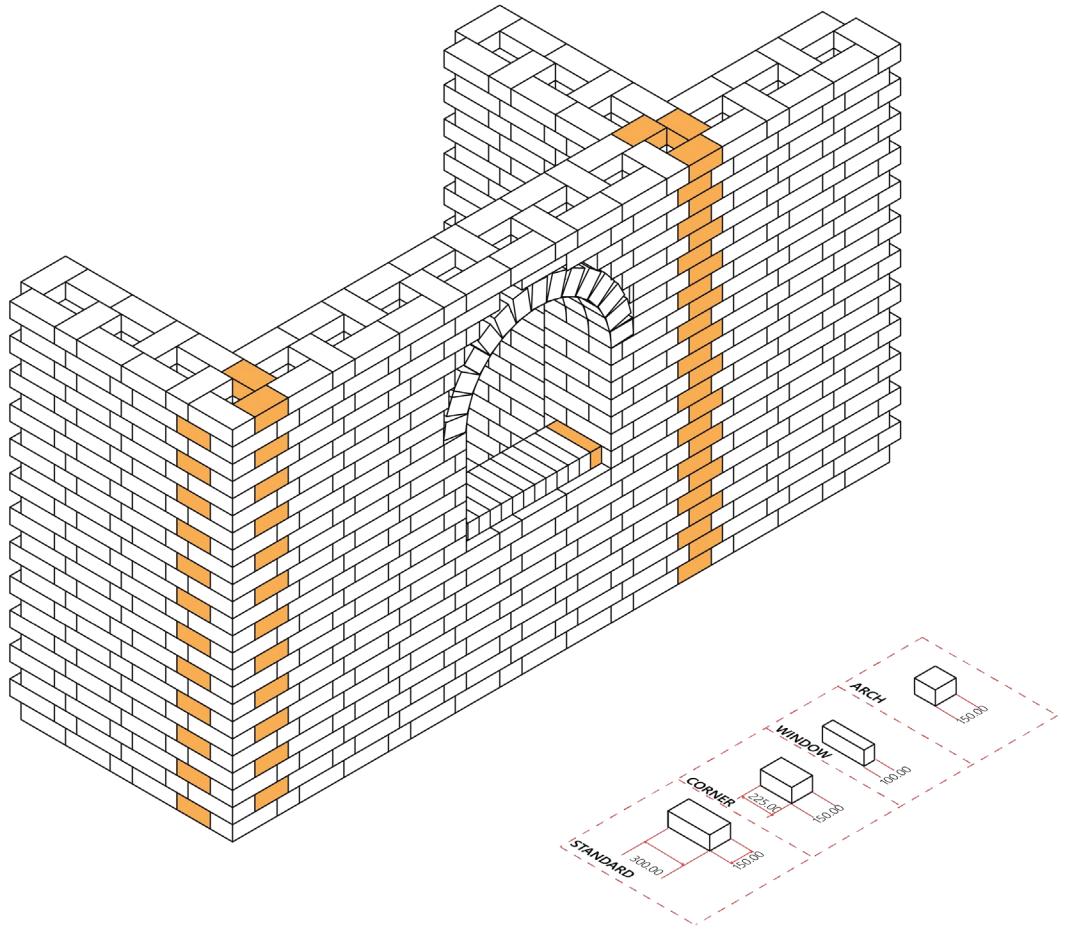
## 06\_Shaping| From Brick Size to Tartan Grid



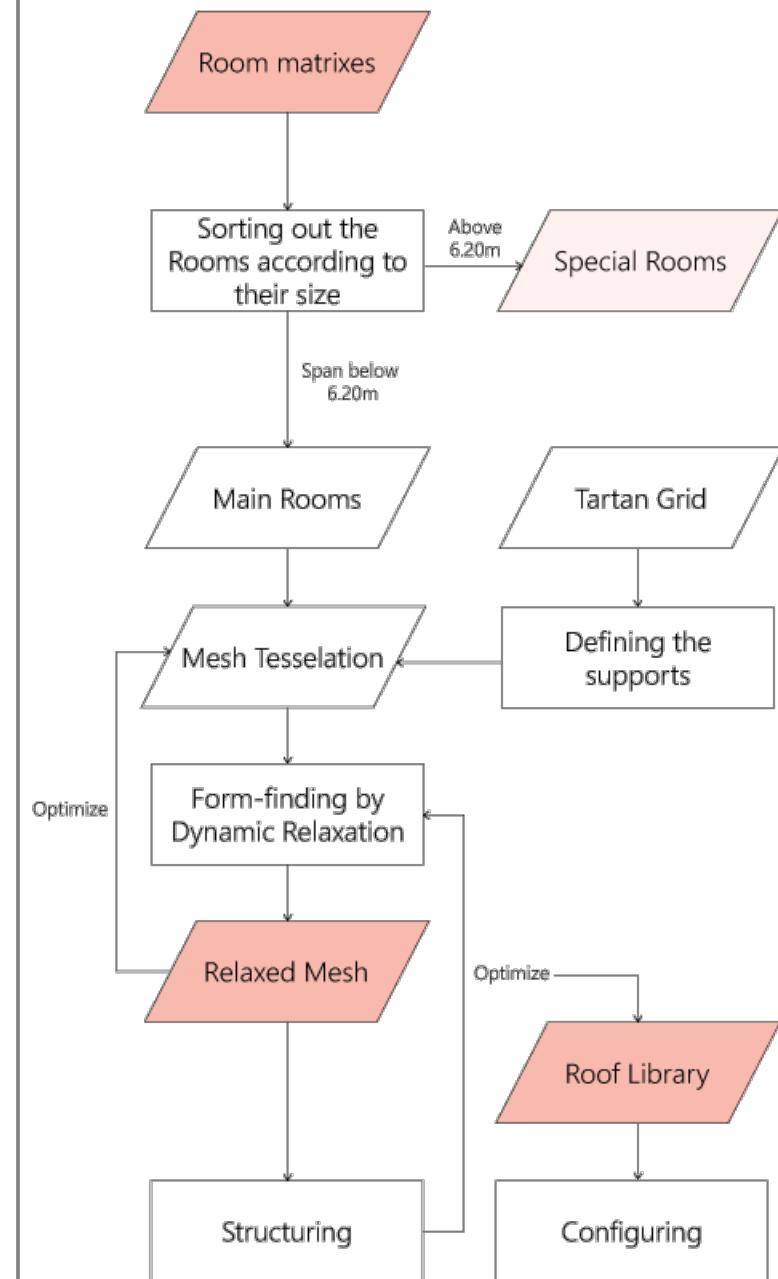
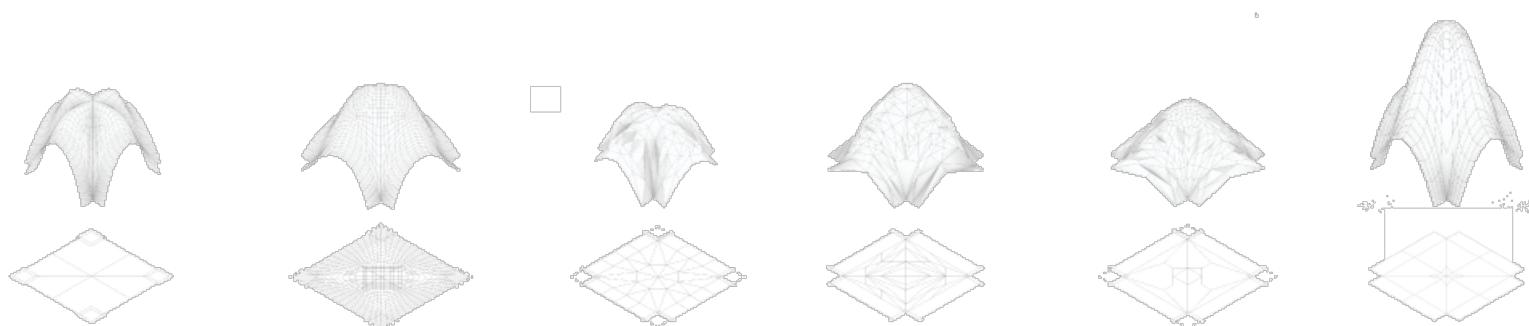
## 06\_Shaping| Placement logic of Walls



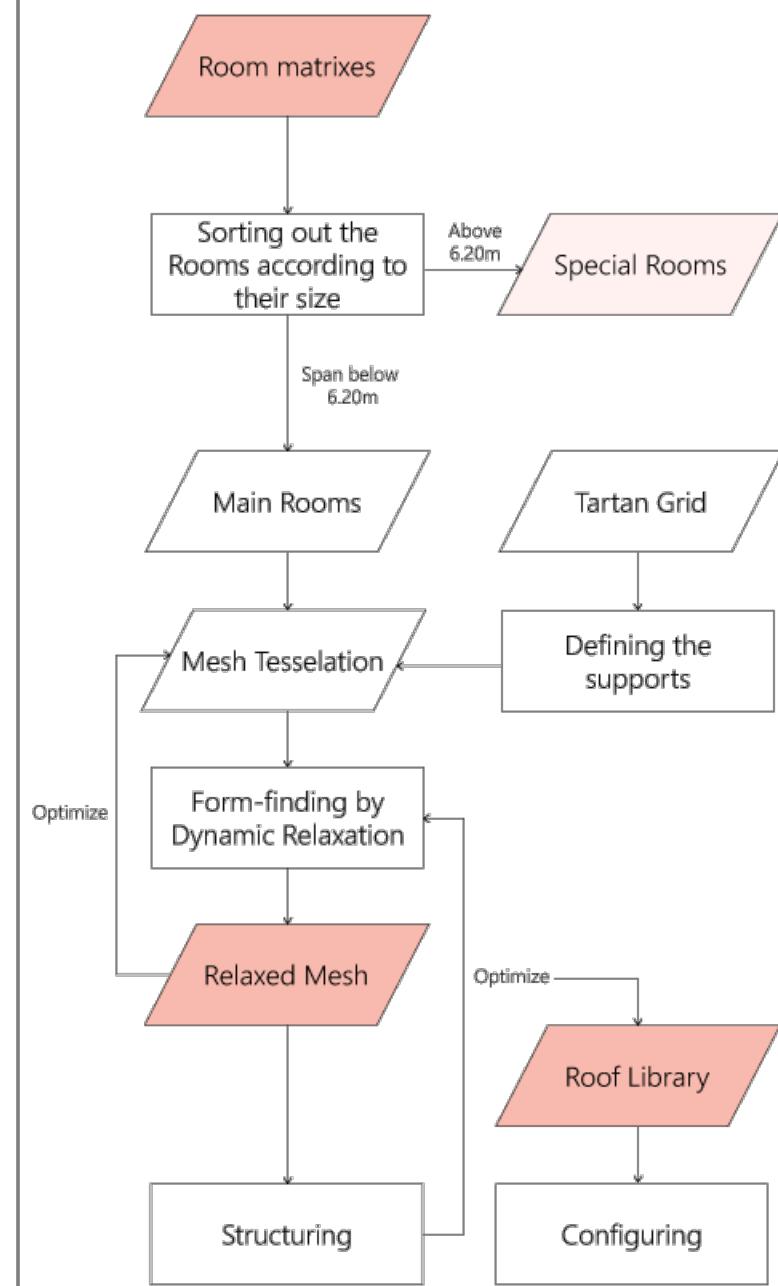
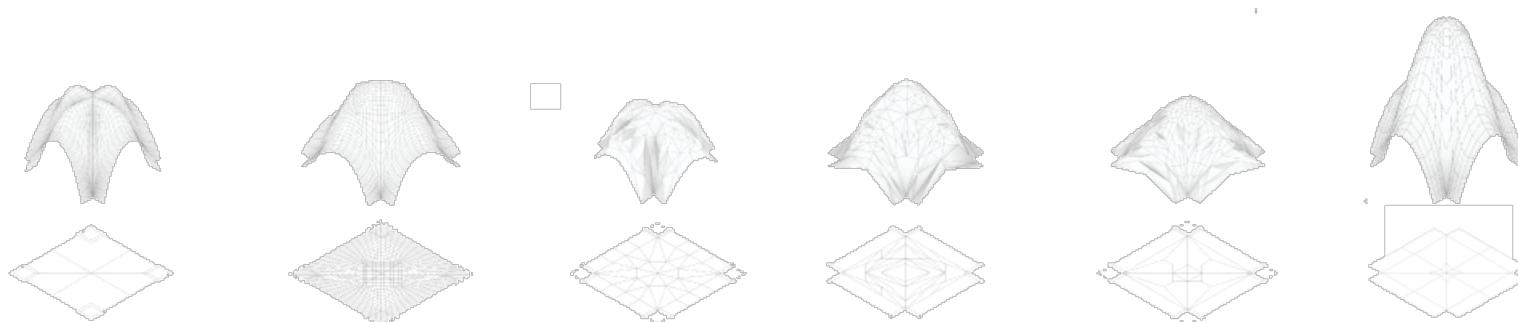
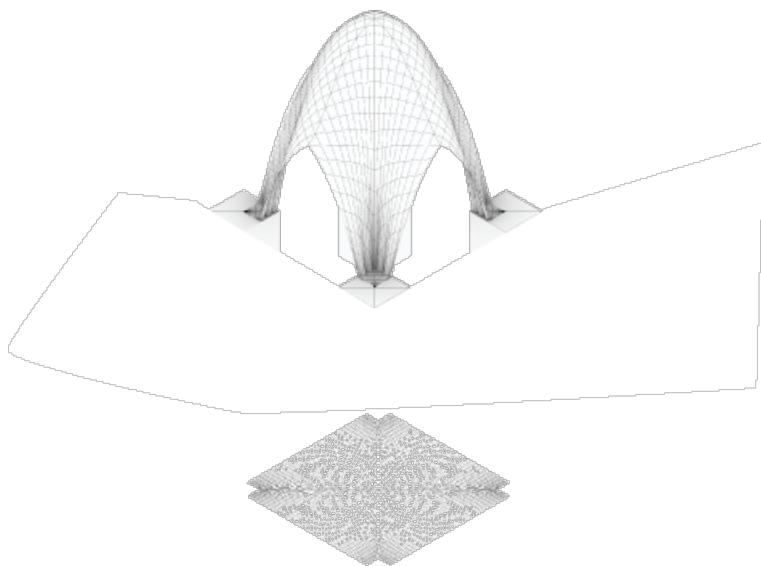
## 06\_Shaping| Brick Stacking & Components



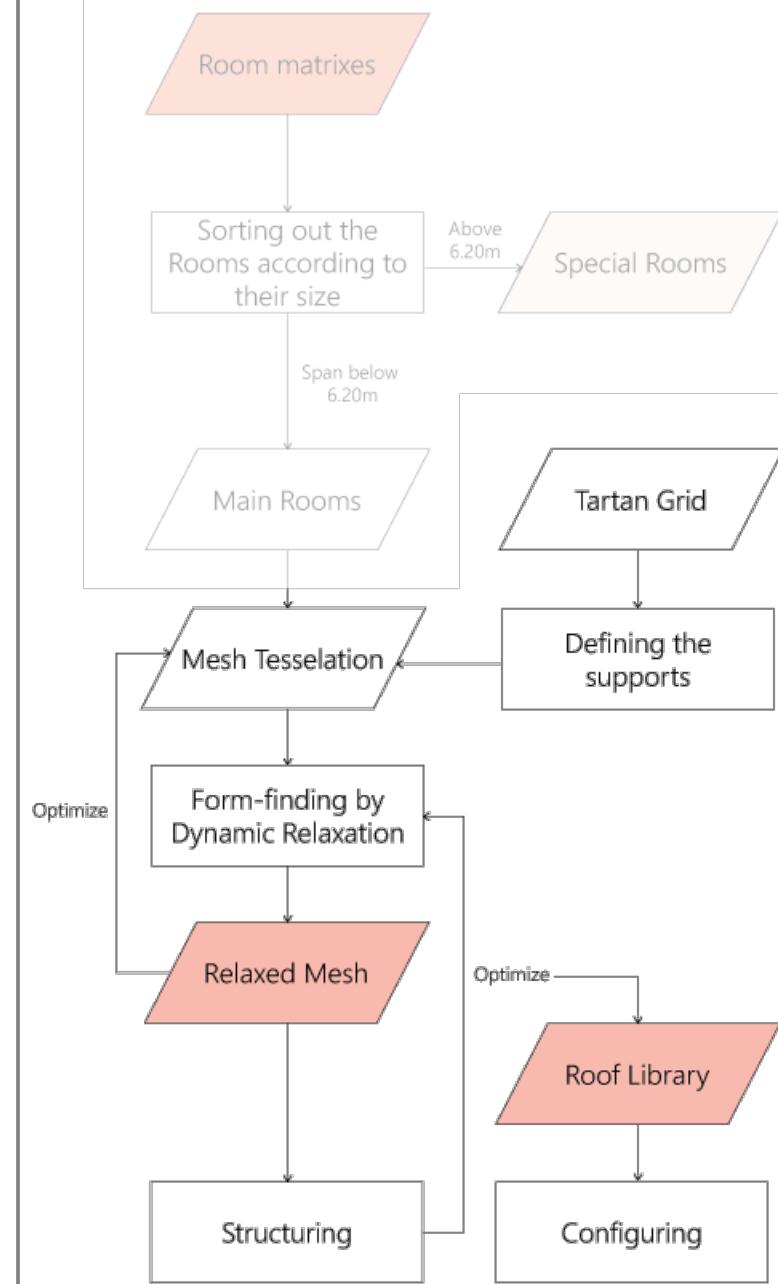
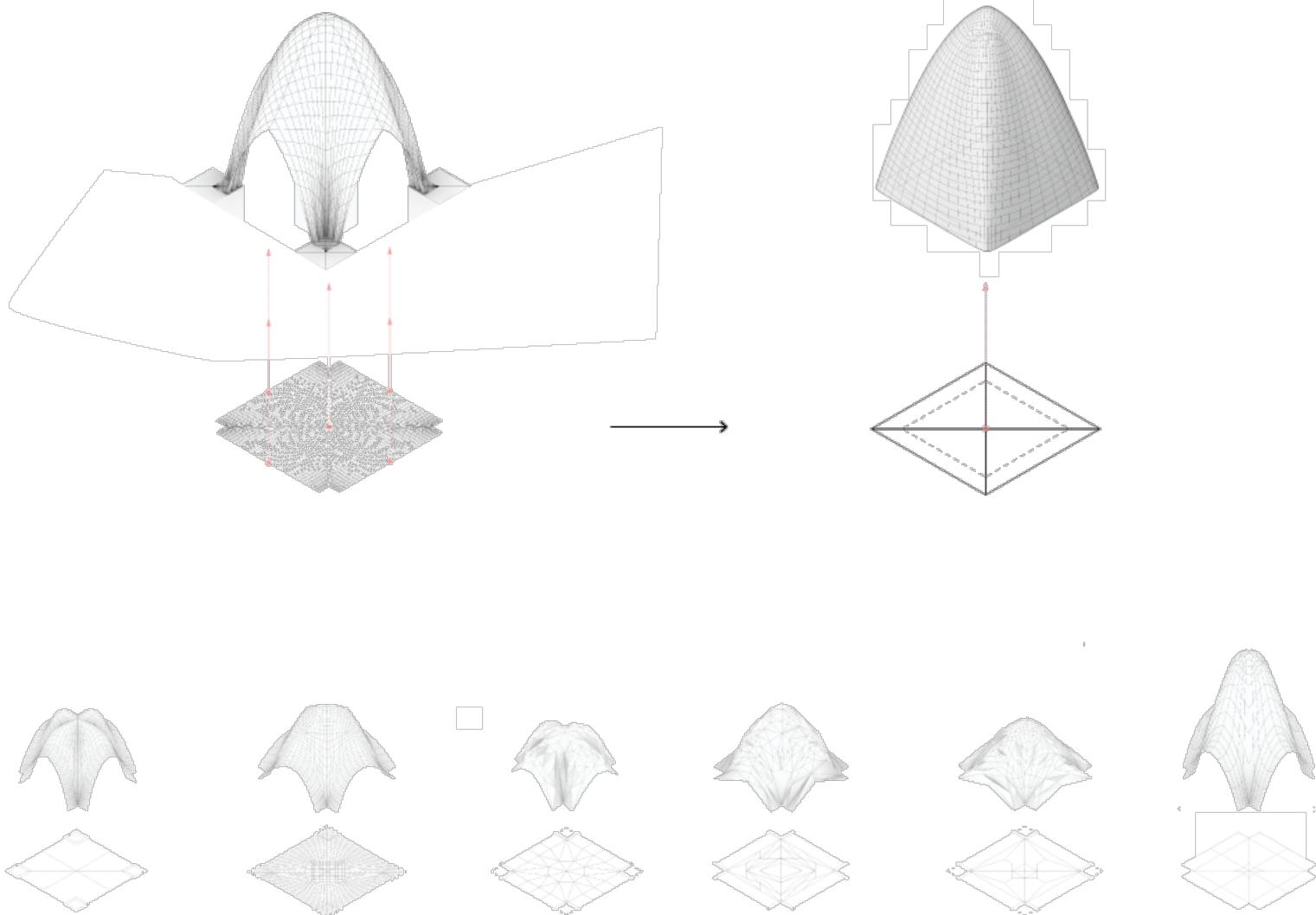
## 06\_Shaping| Vault Tessellations



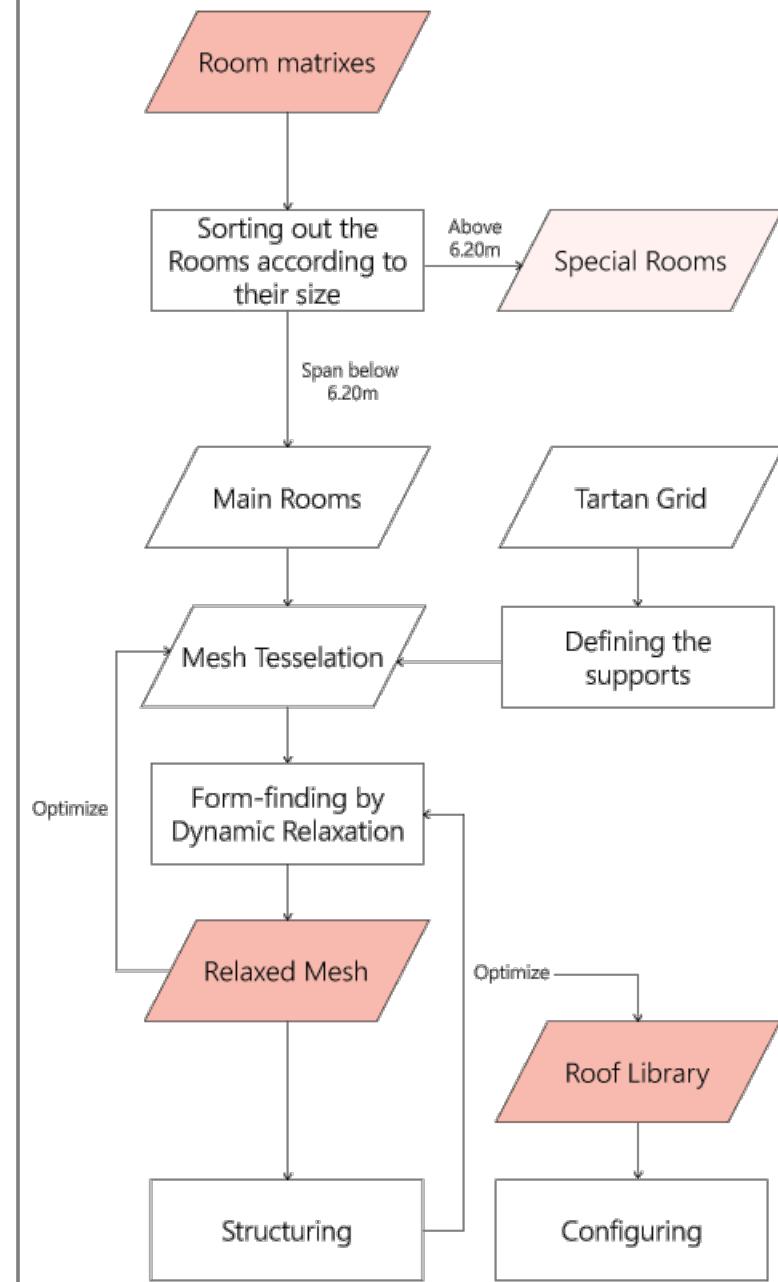
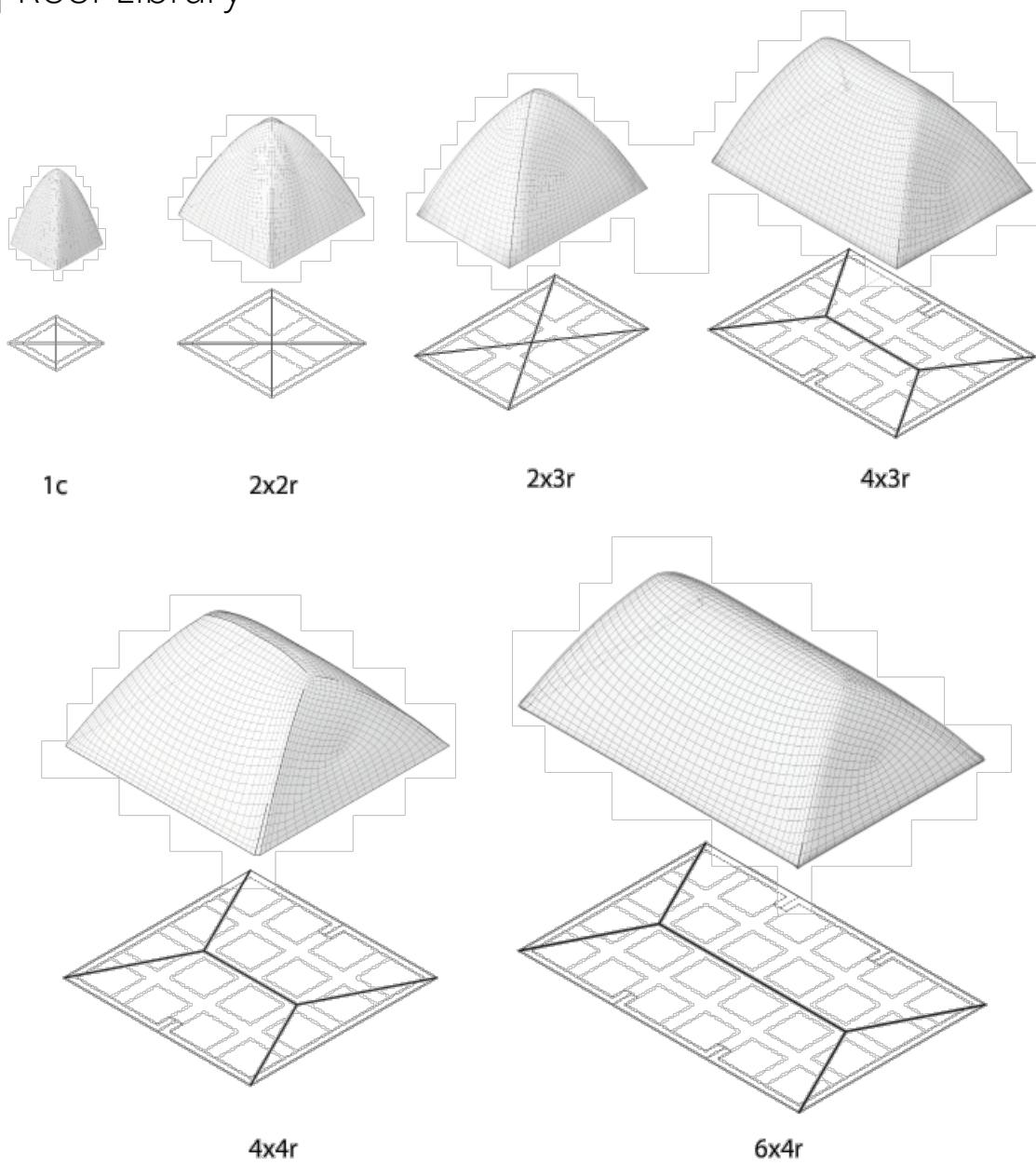
## 06\_Shaping| Vault Tessellations



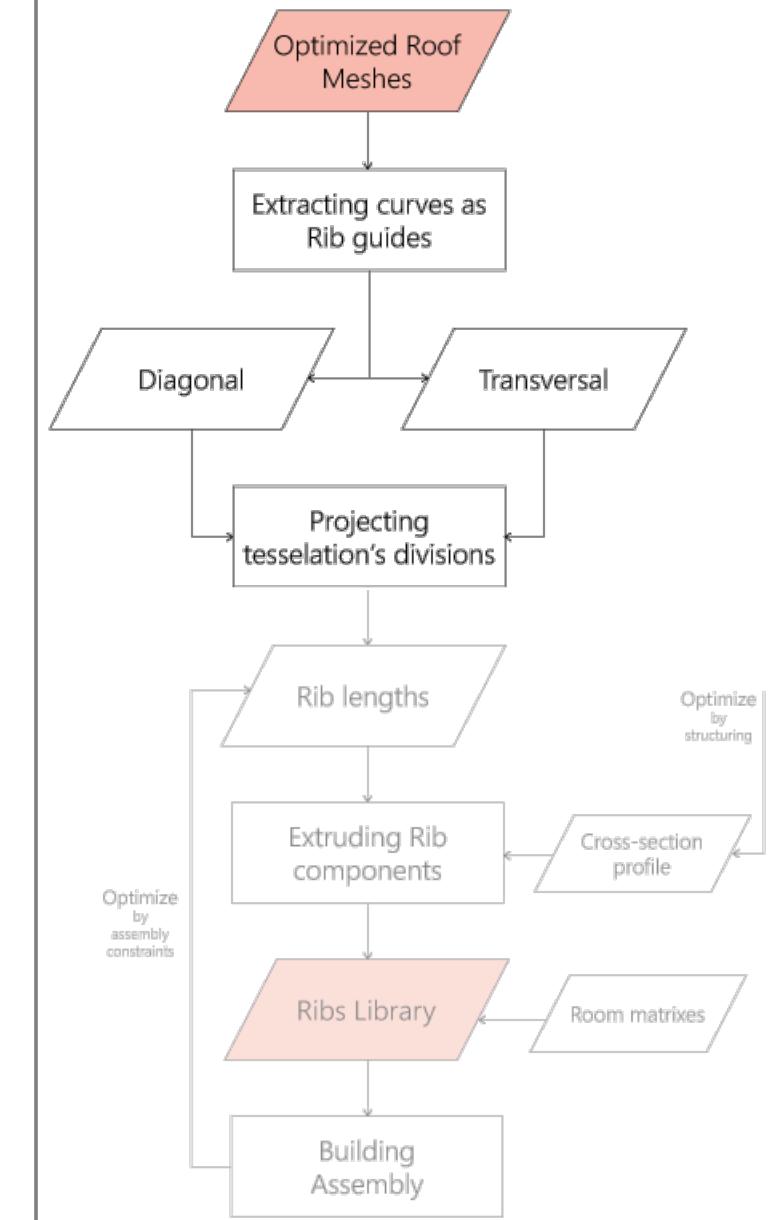
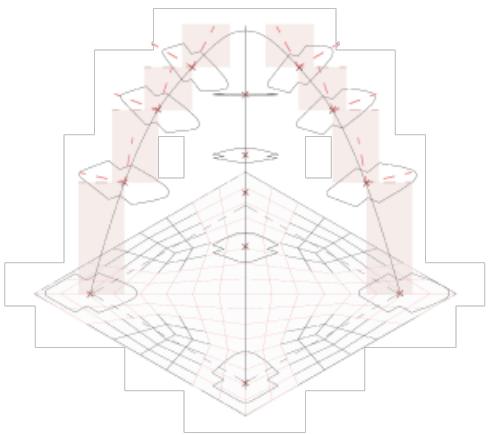
## 06\_Shaping| Vault Tessellations



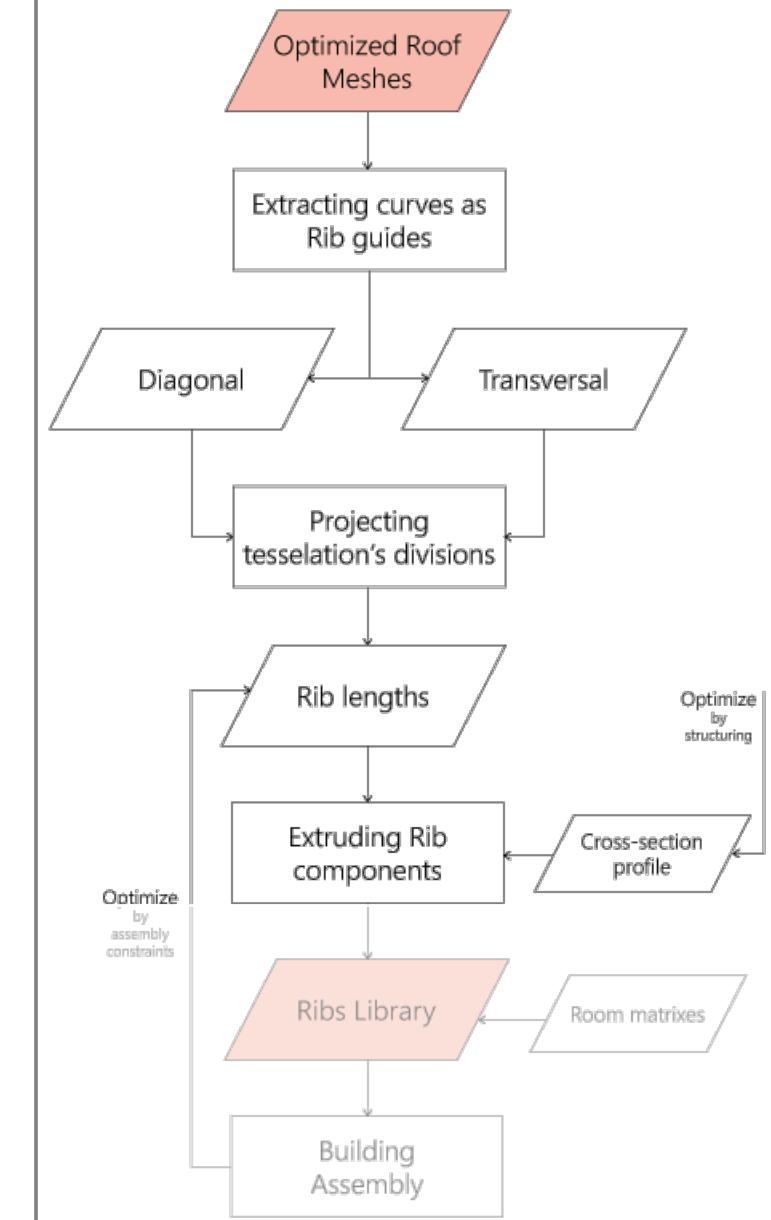
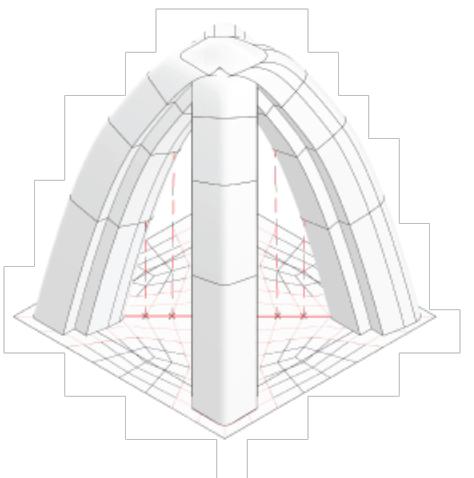
## 06\_Shaping| Roof Library



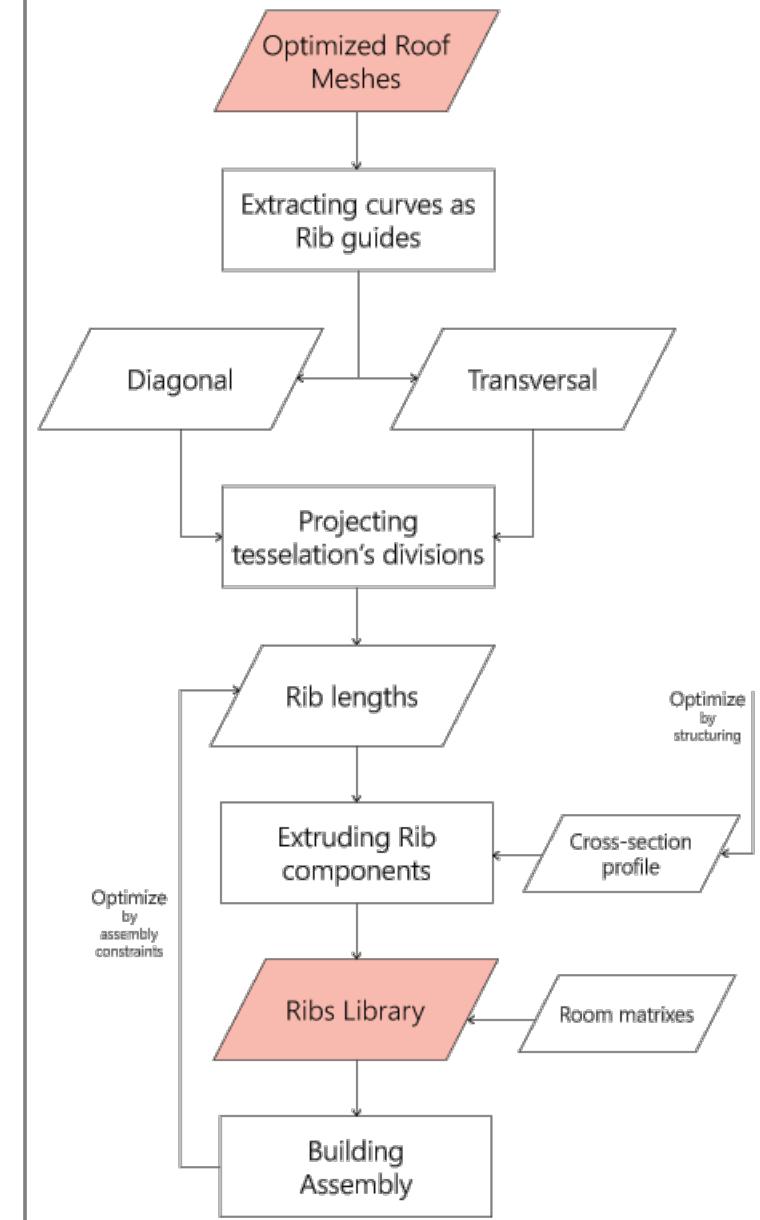
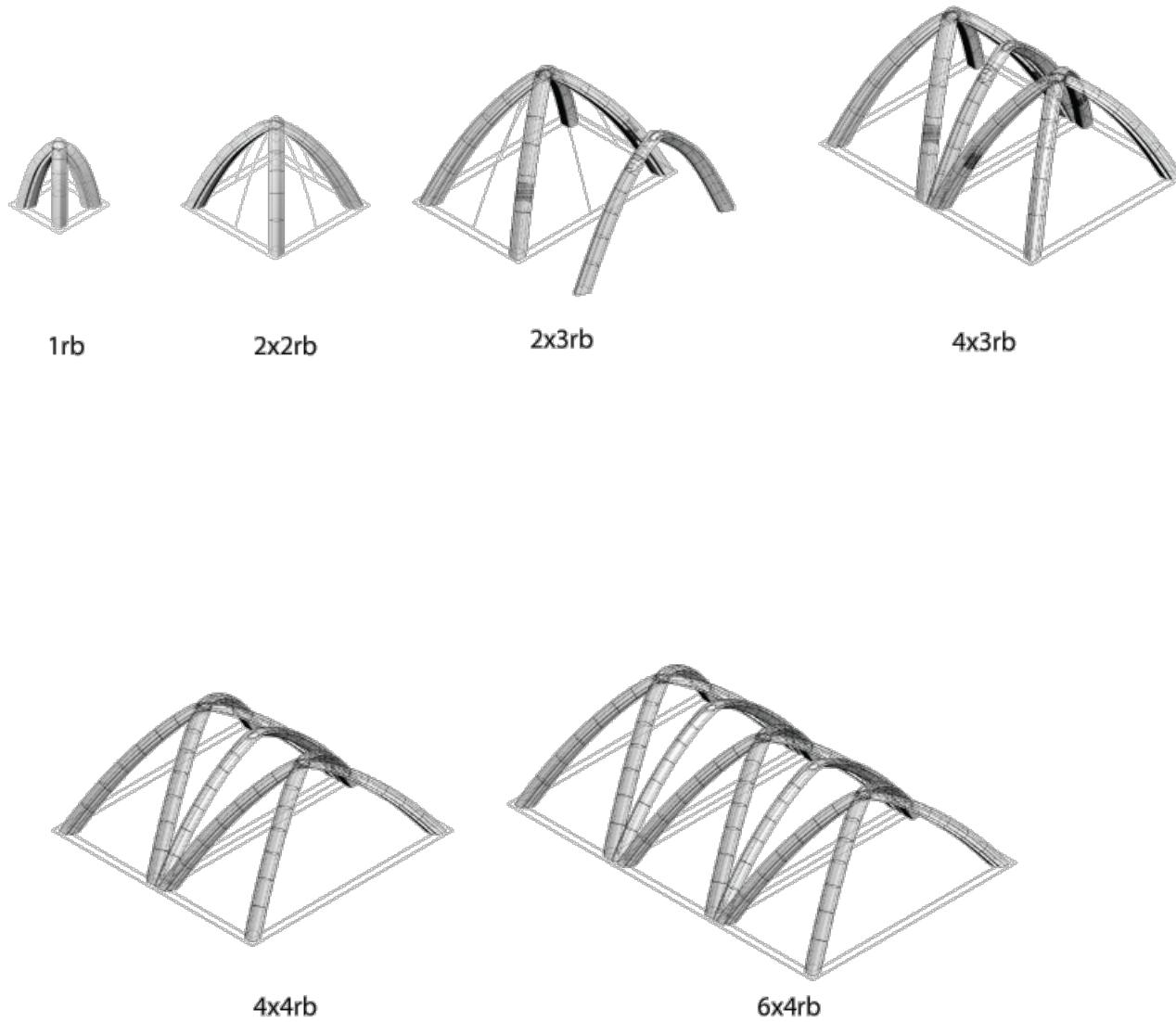
## 06\_Shaping | Ribs design



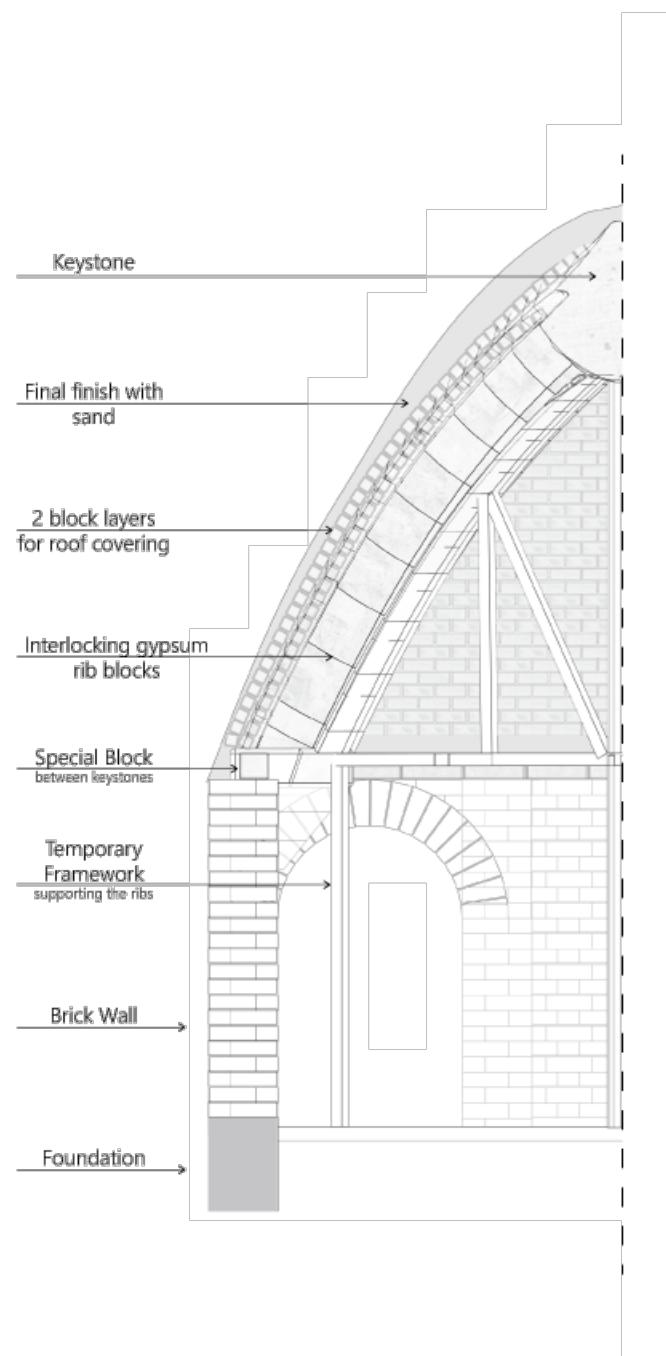
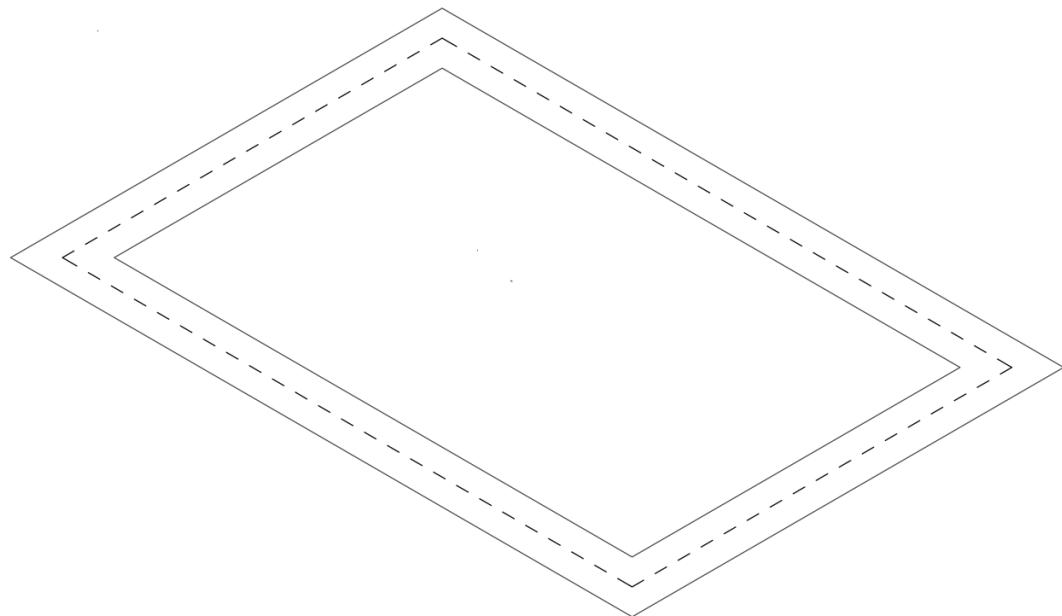
## 06\_Shaping | Ribs design



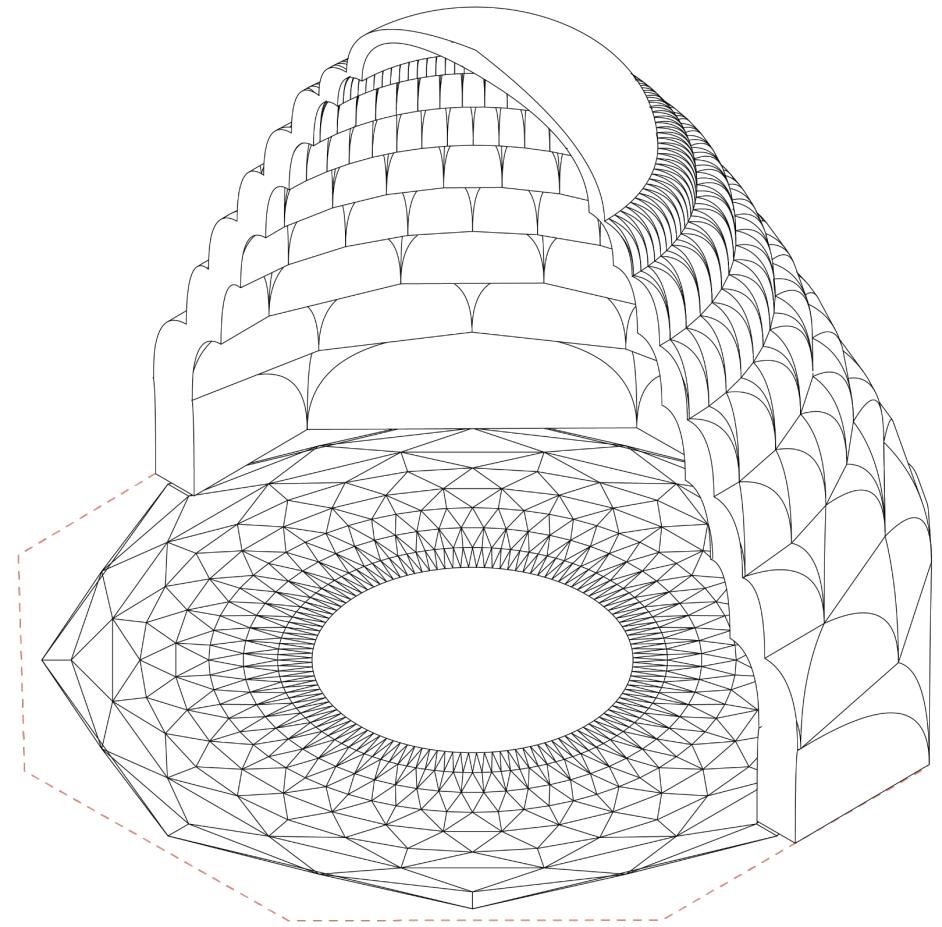
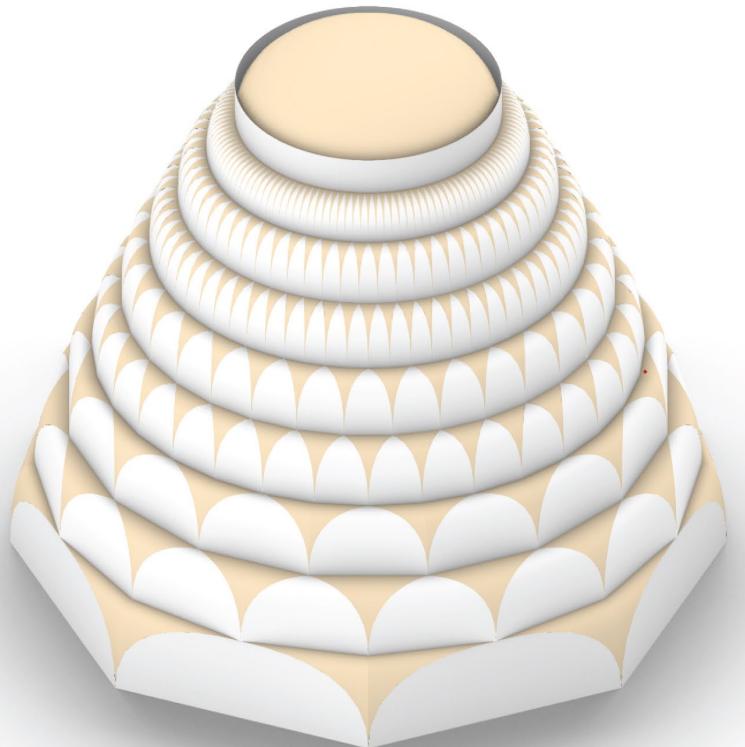
## 07\_Structuring| Ribs design



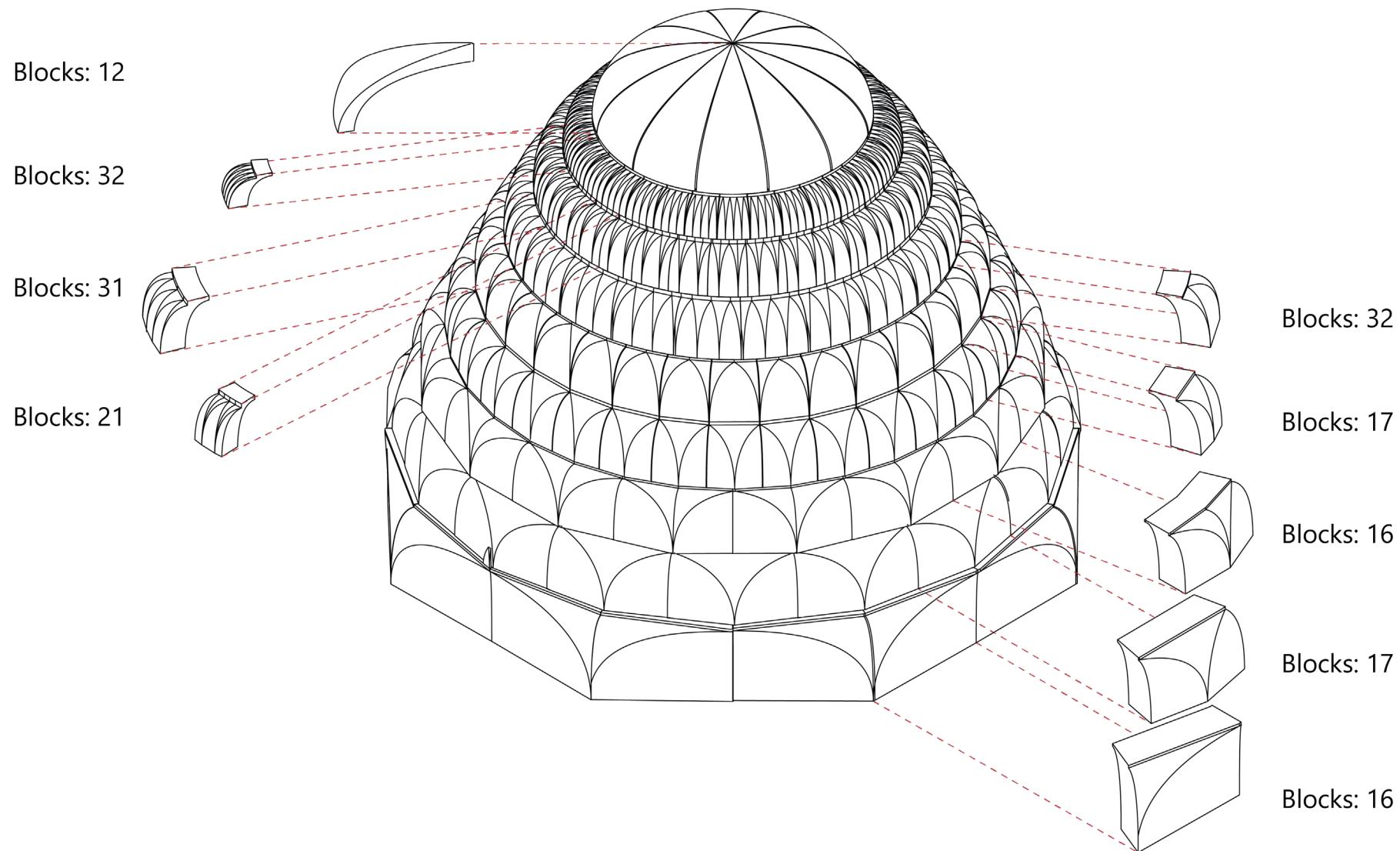
## 07\_Structuring| Construction Assembly



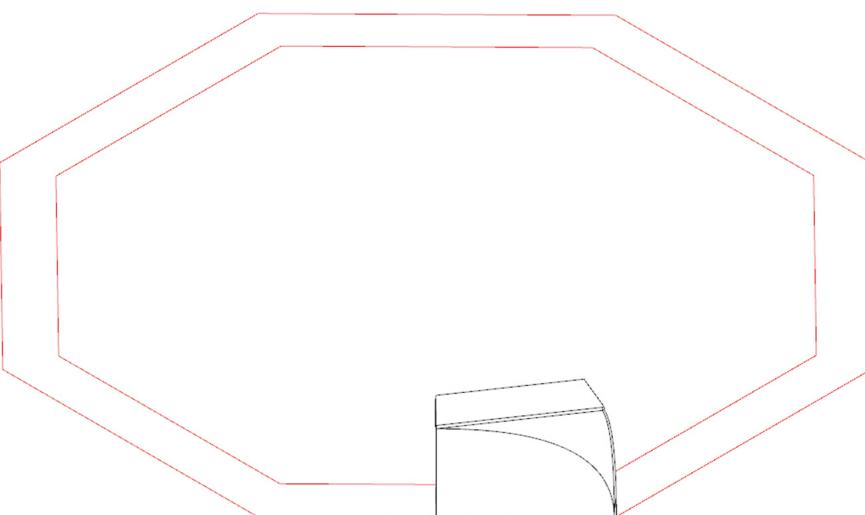
## 06\_Shaping| Muqarnas Tessellations

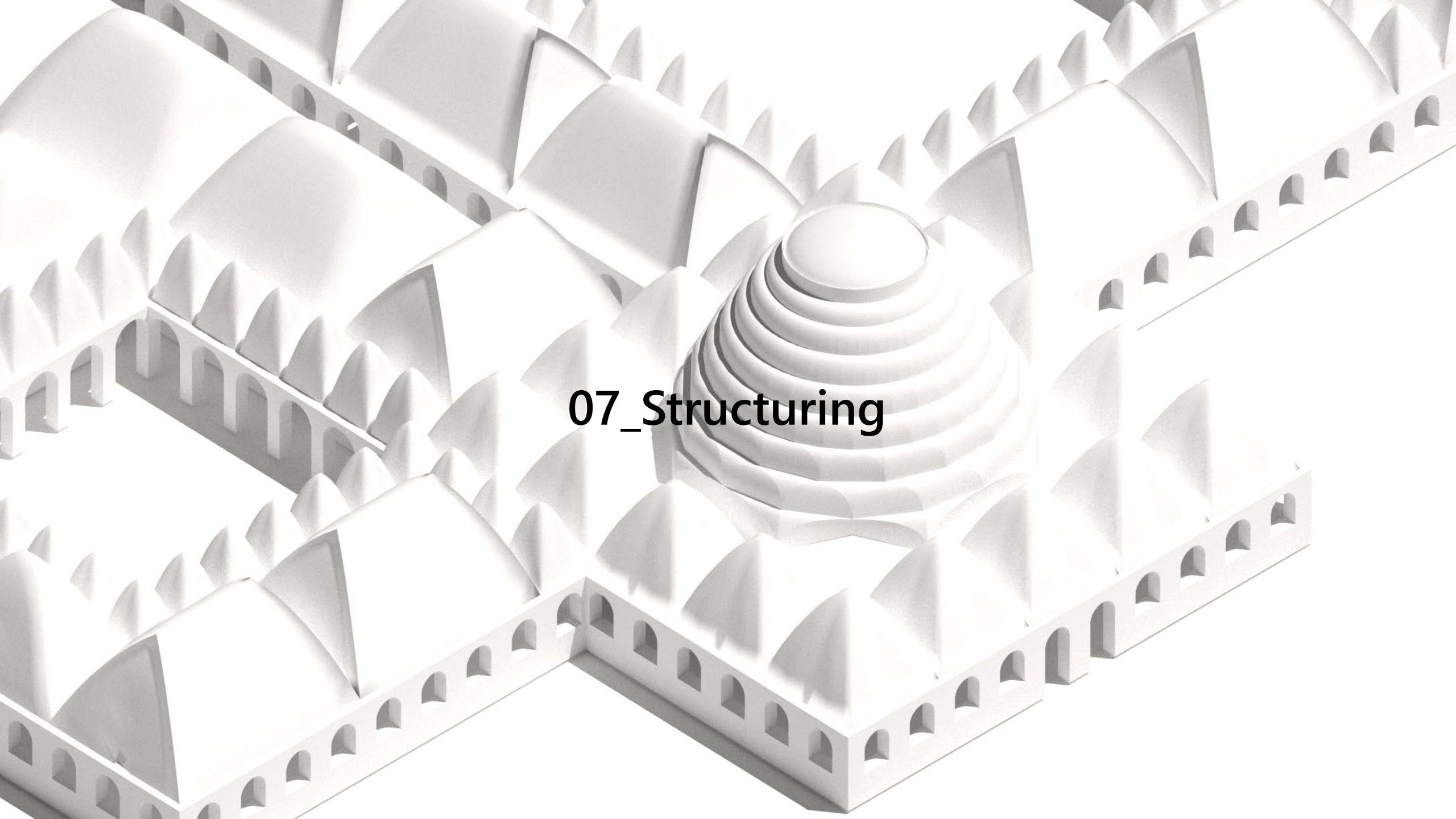


## 06\_Shaping| Muqarnas Tessellations



## 06\_Shaping| Muqarnas Assembly





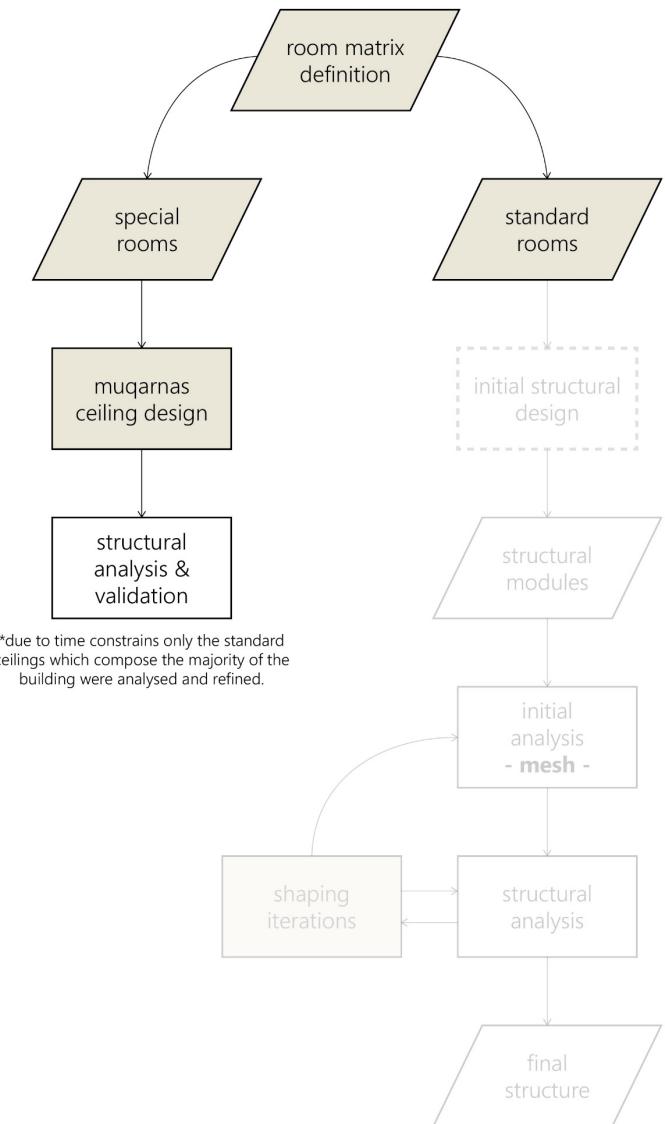
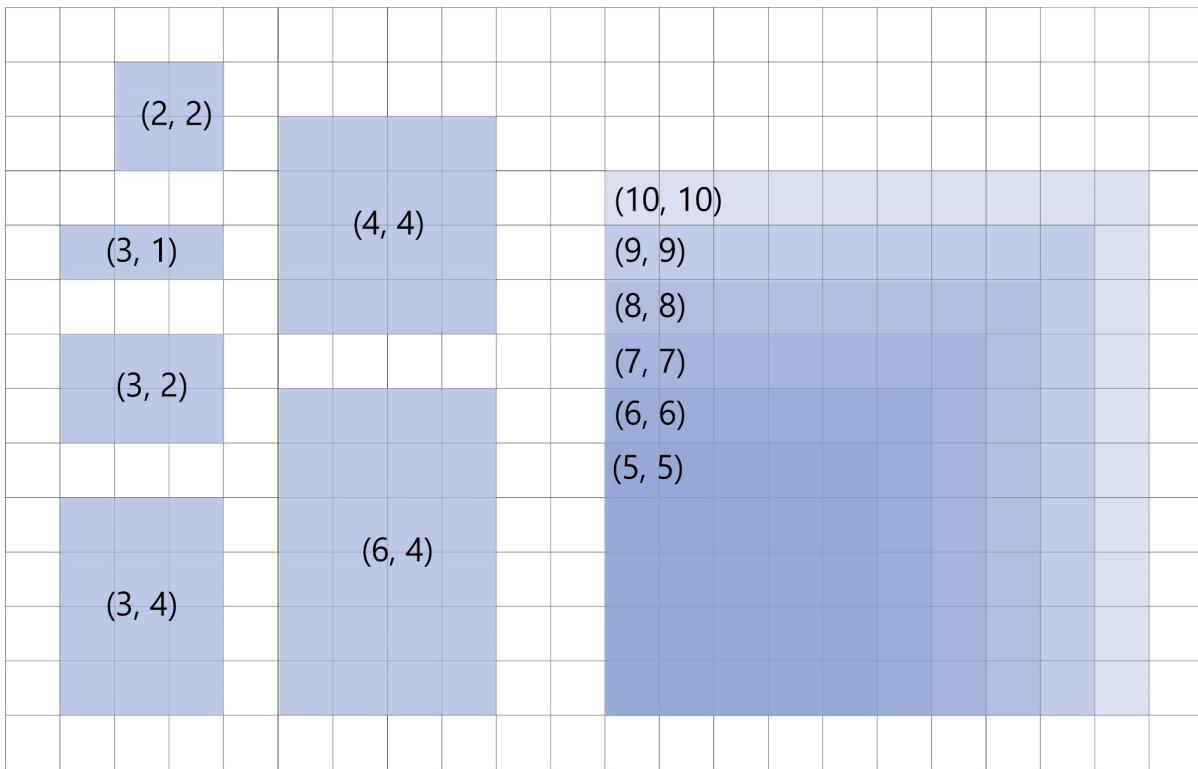
## 07\_Structuring

## 07\_Structuring| Structural Logic

## regular room shapes:

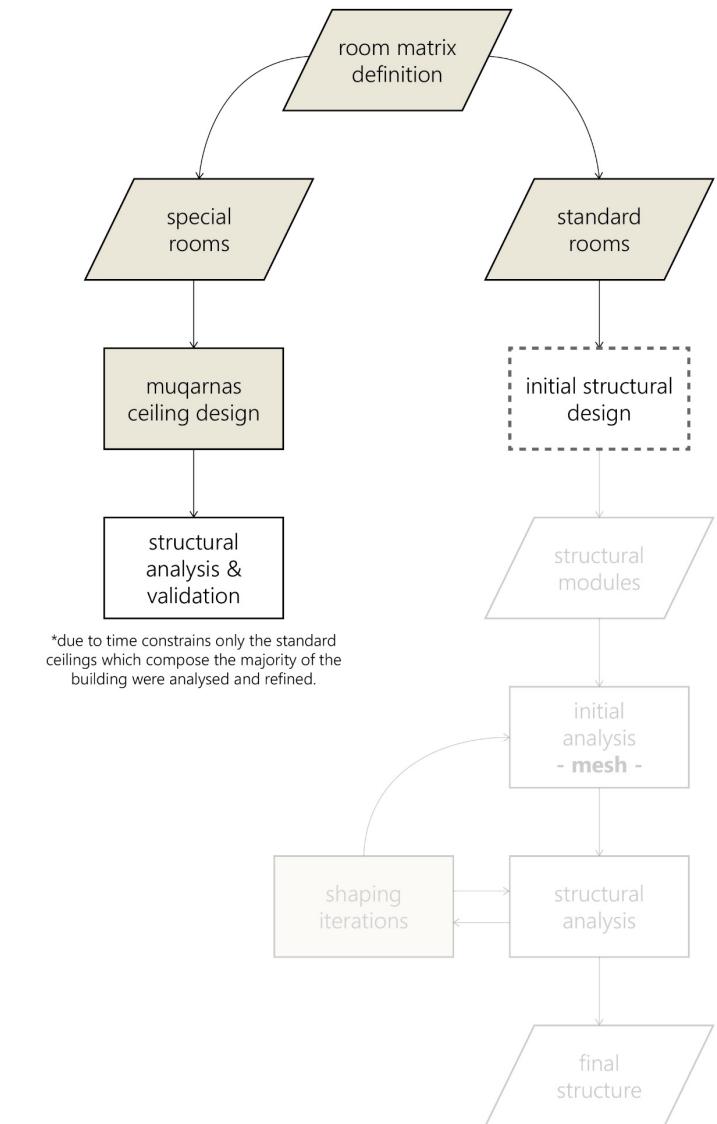
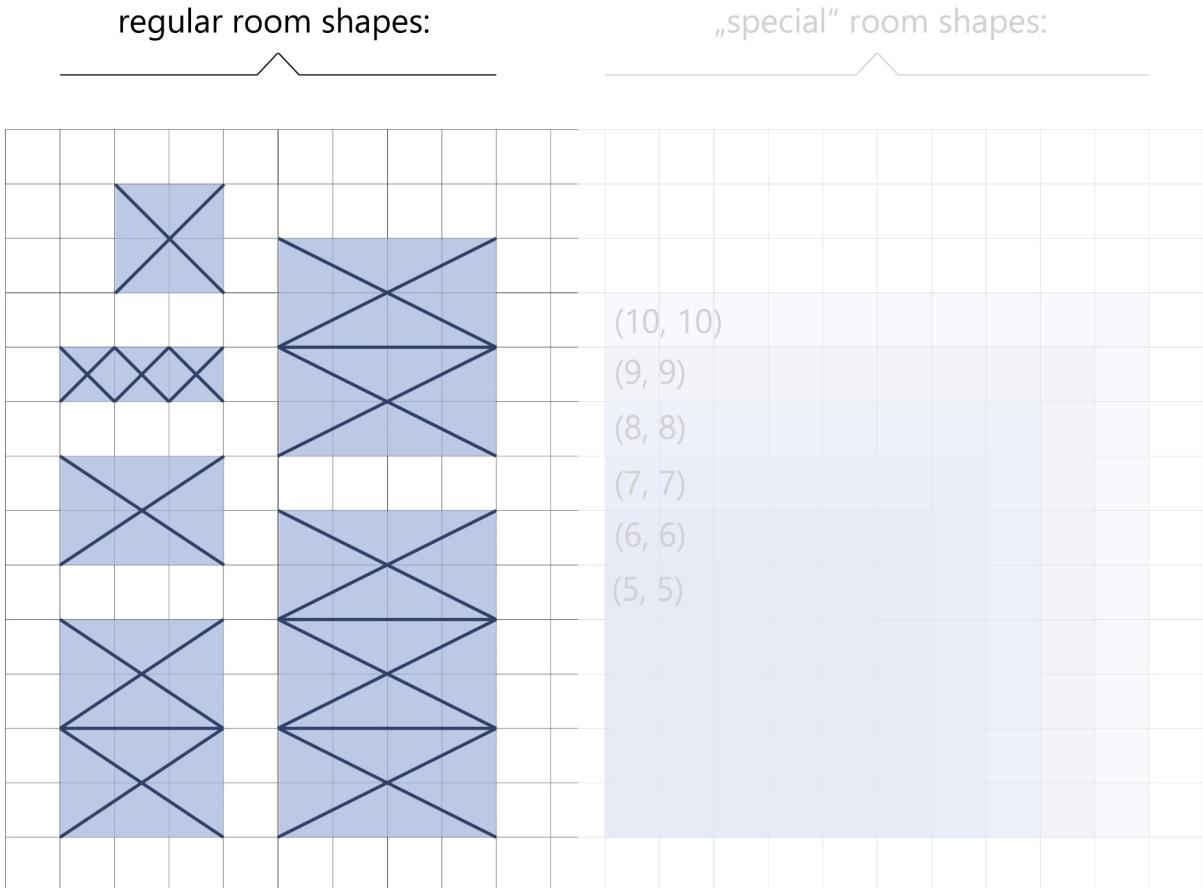


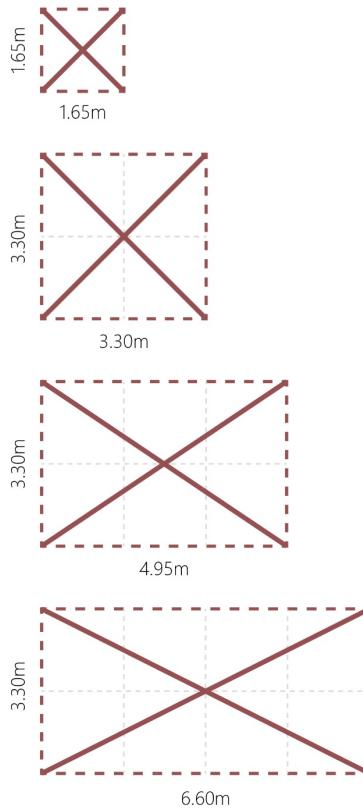
## „special“ room shapes:



\*due to time constrains only the standard ceilings which compose the majority of the building were analysed and refined.

## 07\_Structuring| Structural Logic





## CEILING MODULE 1 = STRUCTURAL MODULE 1

1 Grid Unit X 1 Grid Unit

## CEILING MODULE 2 = STRUCTURAL MODULE 2

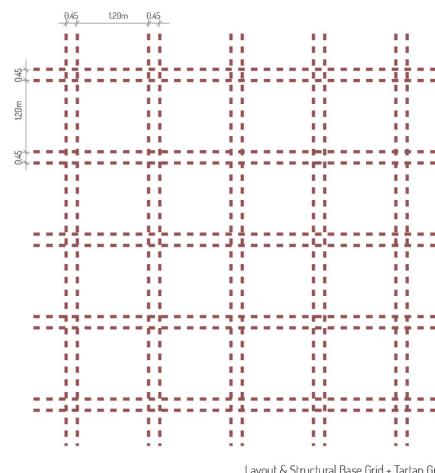
2 Grid Units X 2 Grid Units (+ tartan)

## CEILING MODULE 3 = STRUCTURAL MODULE 3

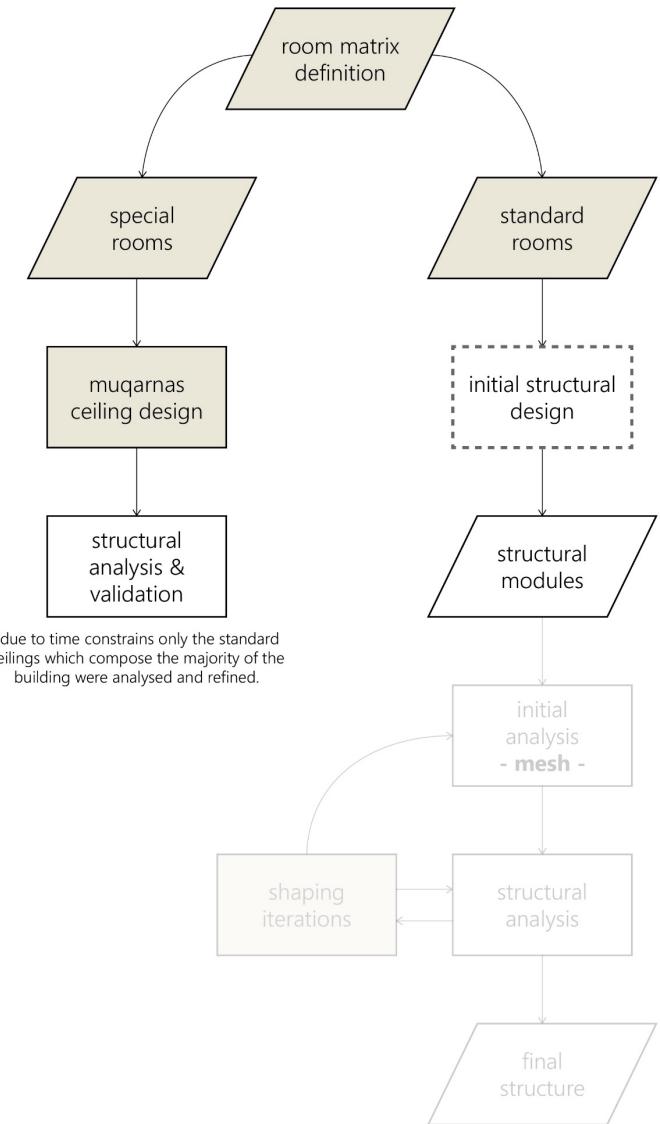
2 Grid Units X 3 Grid Units (+ tartan)

## CEILING MODULE 4 = STRUCTURAL MODULE 4

2 Grid Units X 4 Grid Units (+ tartan)



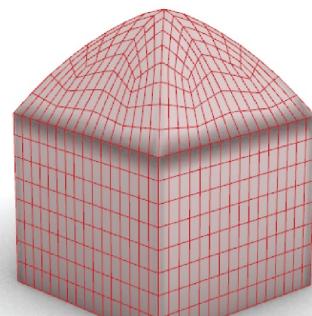
\*due to time constrains only the standard ceilings which compose the majority of the building were analysed and refined.



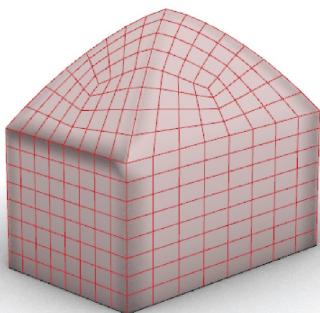
### Shaping Input | Structural Modules + dynamic relaxed mesh combining walls & ceilings



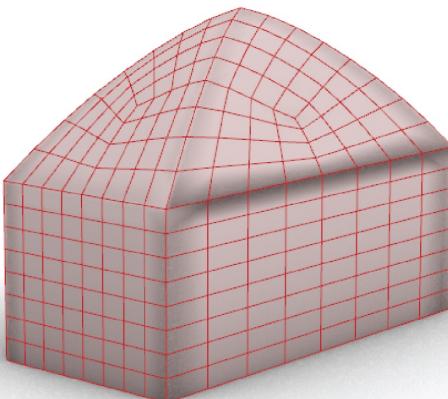
1x1



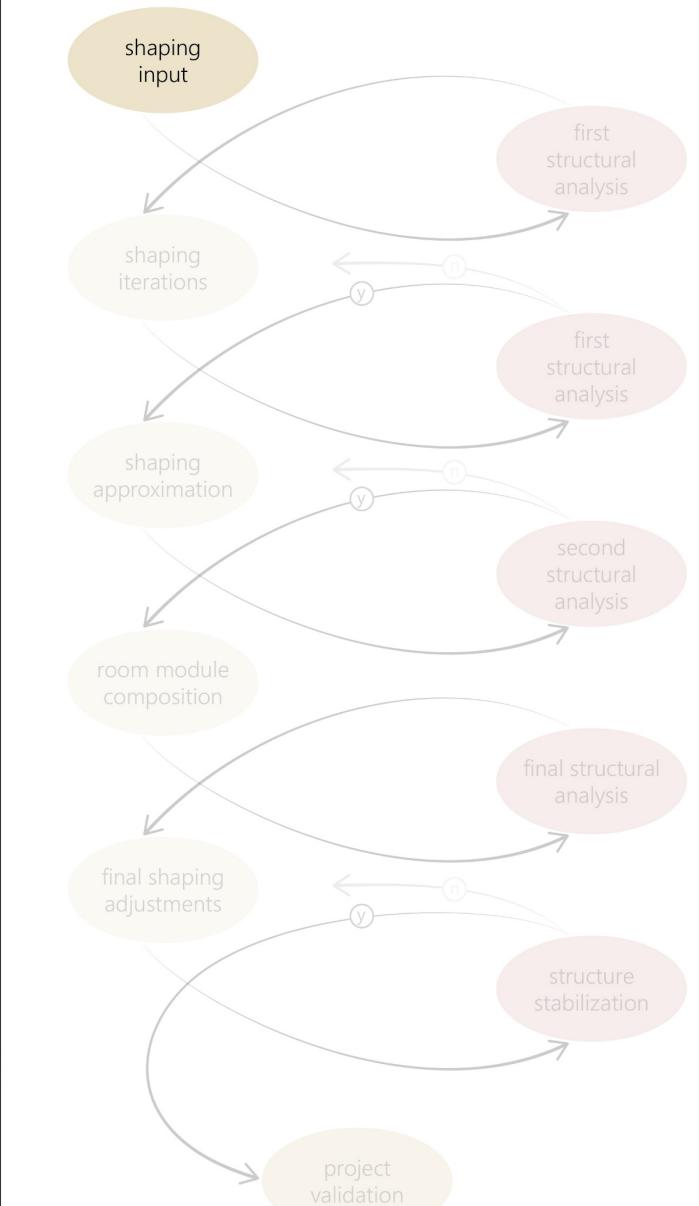
2x2



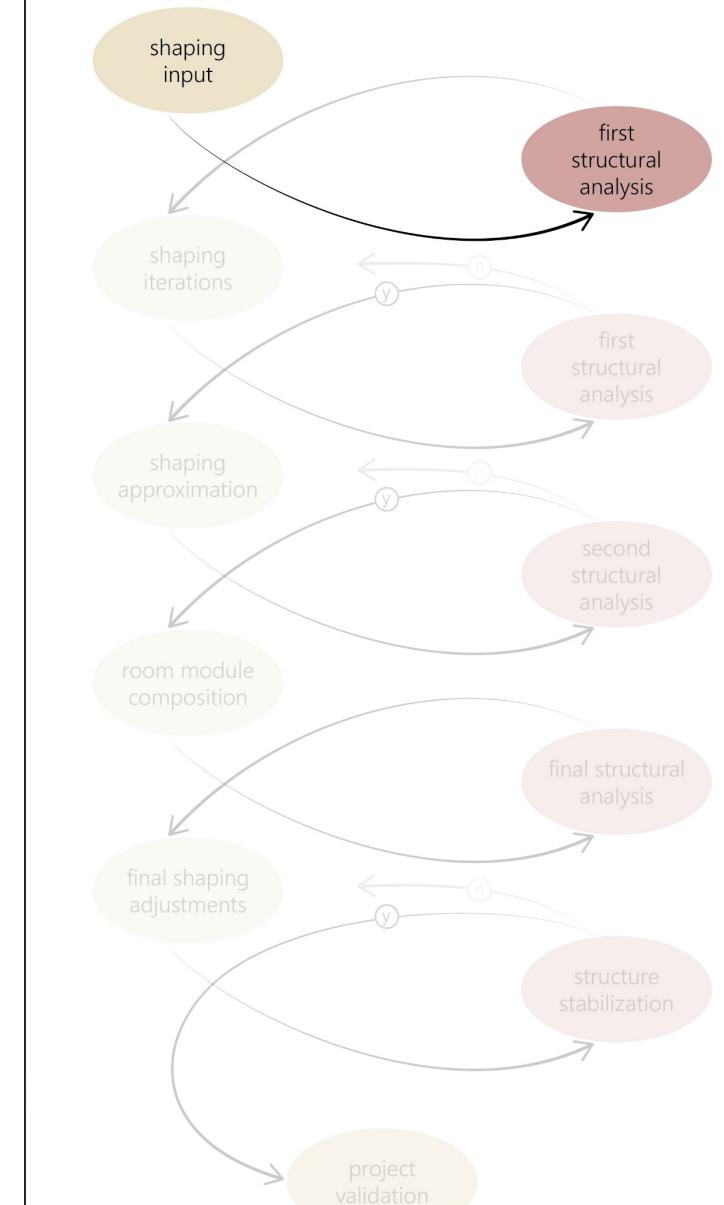
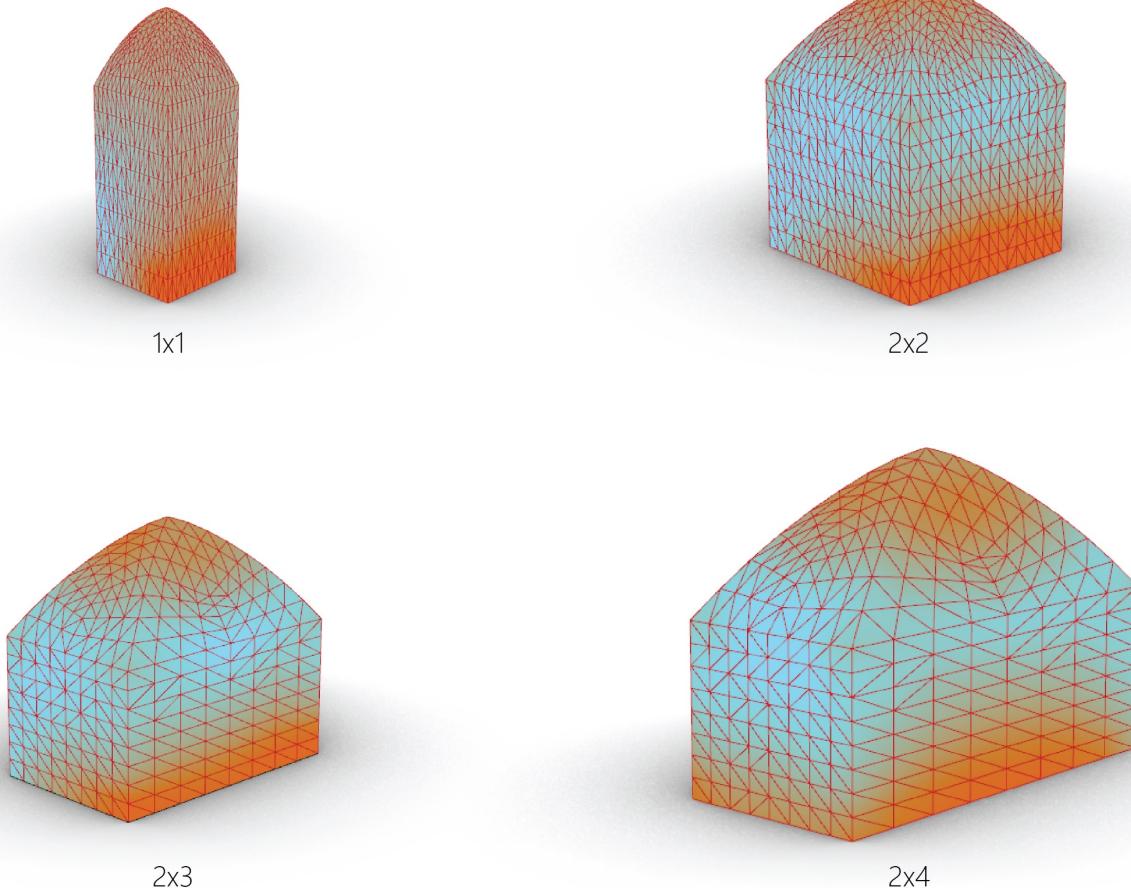
2x3



2x4



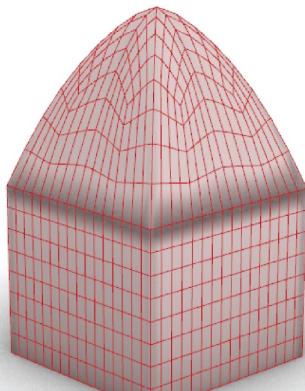
**First Analysis |** Walls & ceilings combined as a shell to identify the ideal form and height for the ceilings.



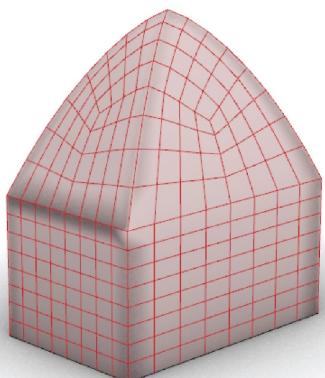
### Shaping Iterations | Alternatives to the ceiling height through relaxation parameters and to the walls through shell thickness



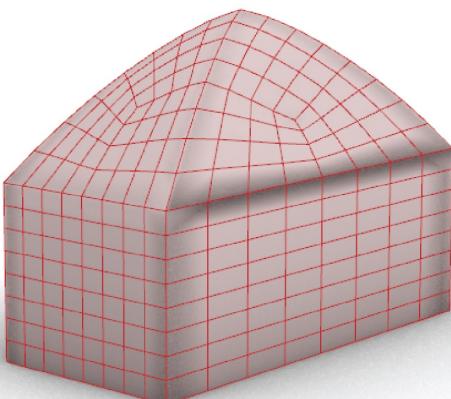
1x1



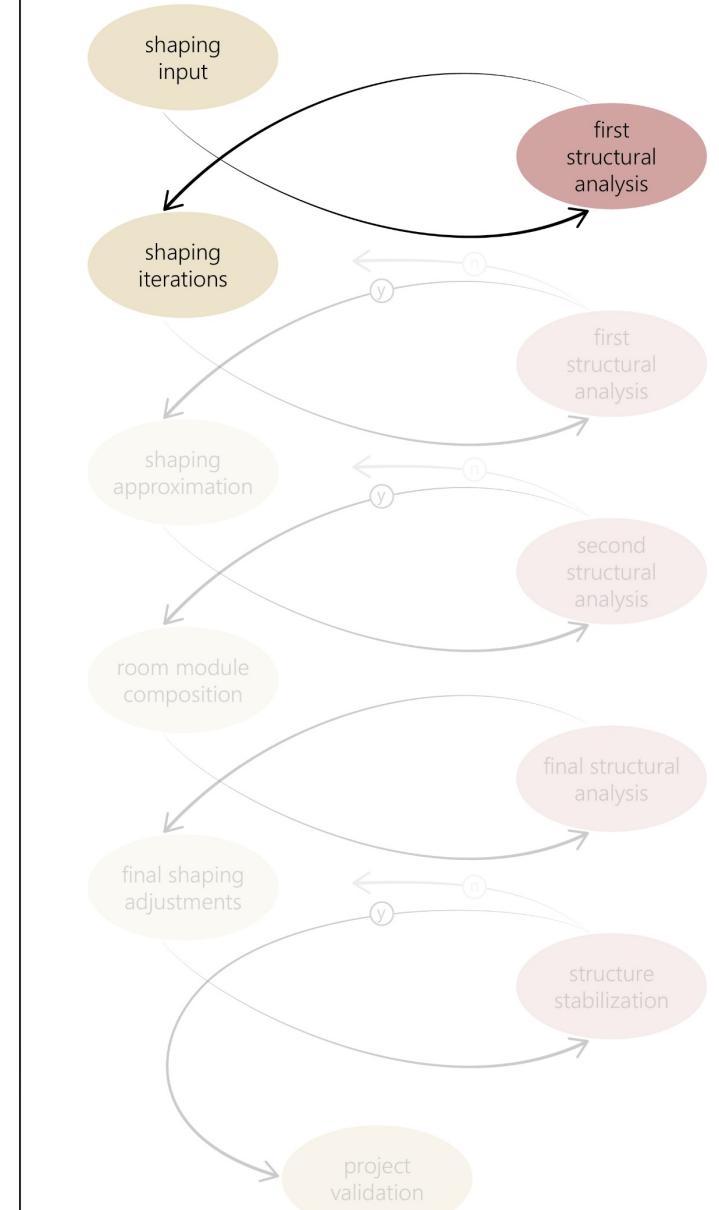
2x2



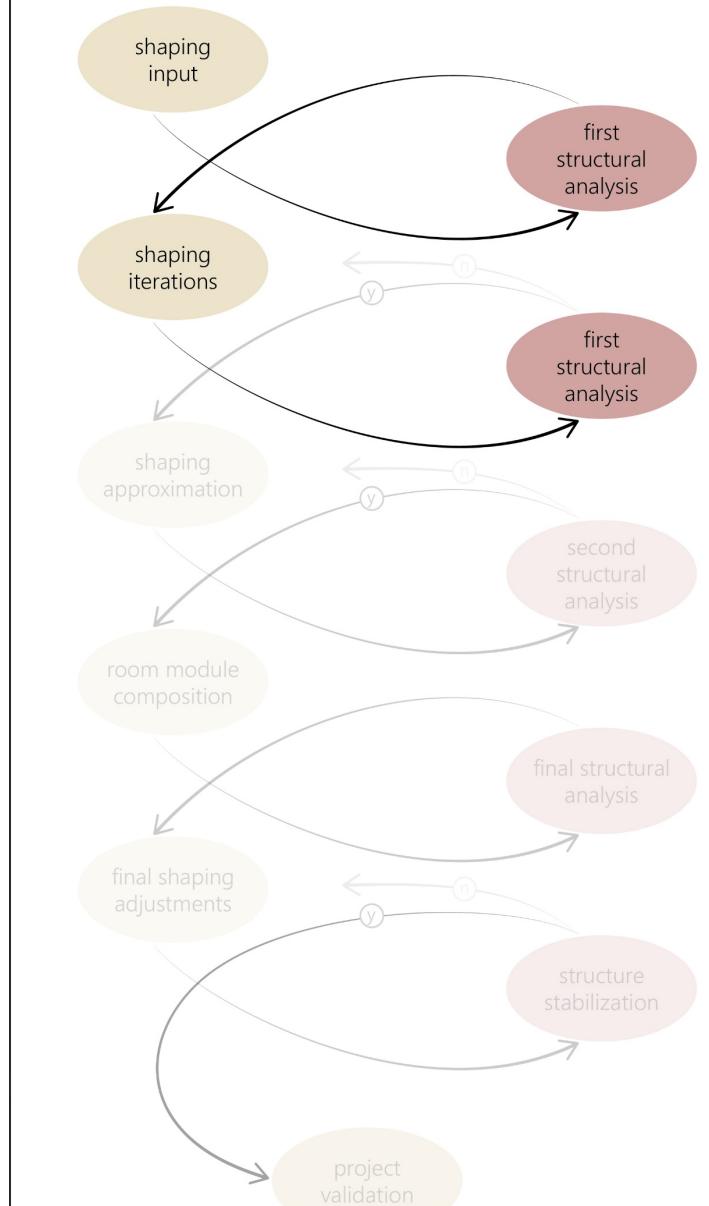
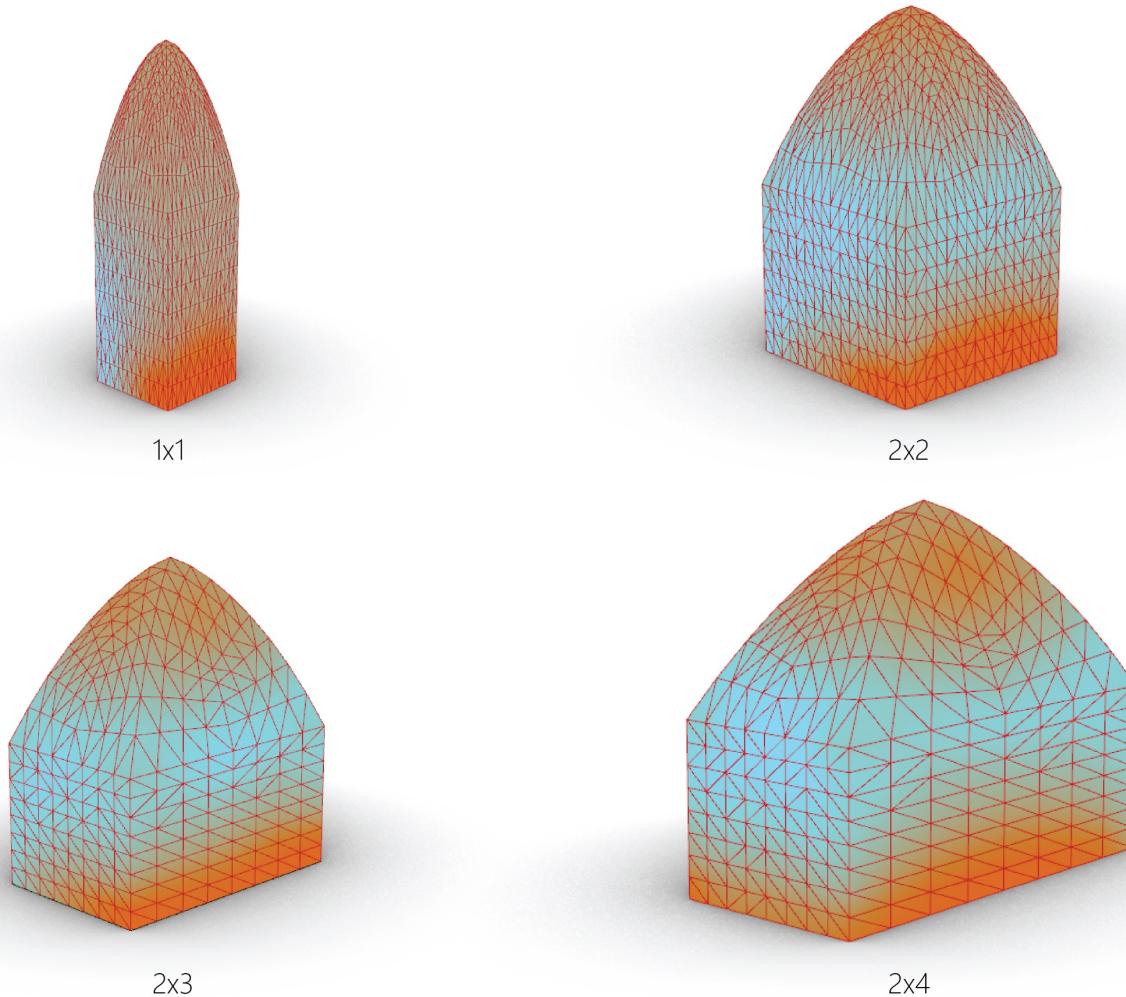
2x3



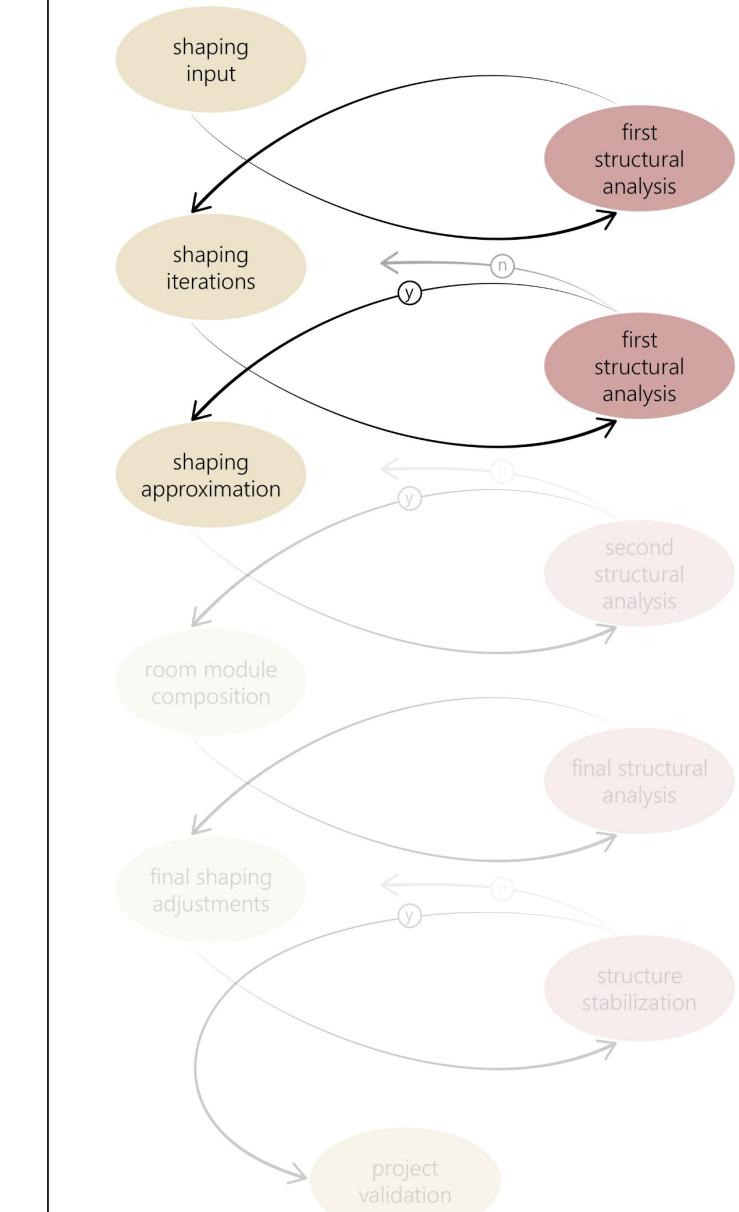
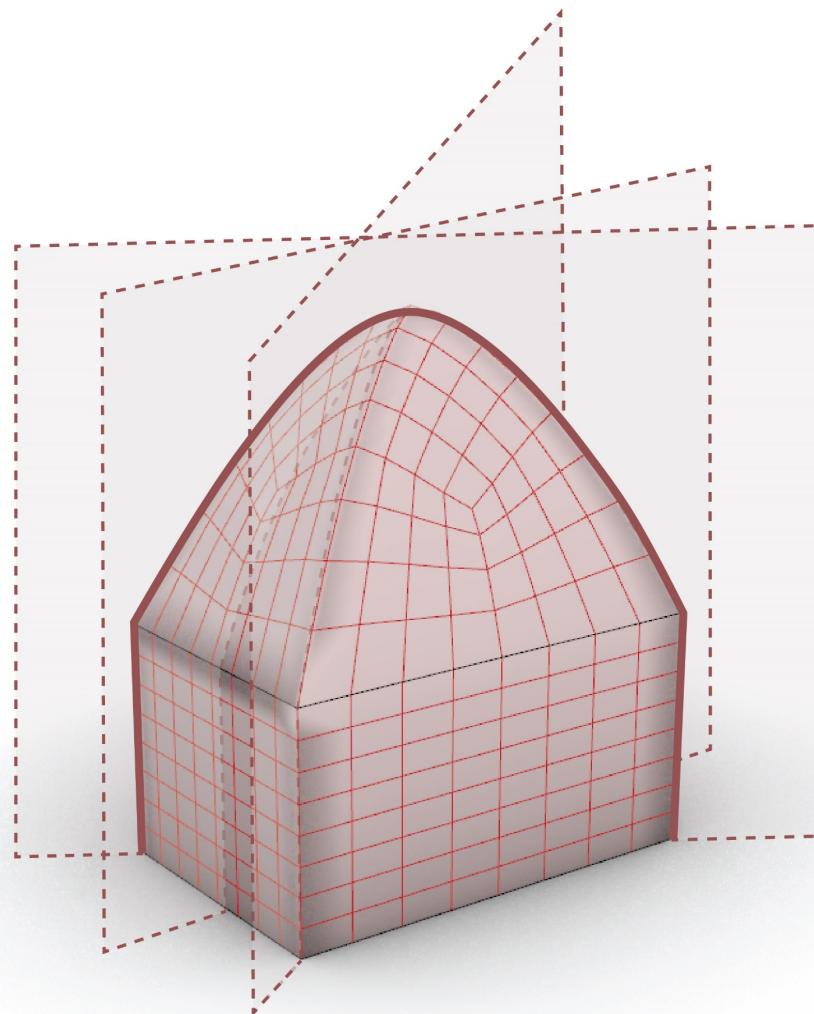
2x4



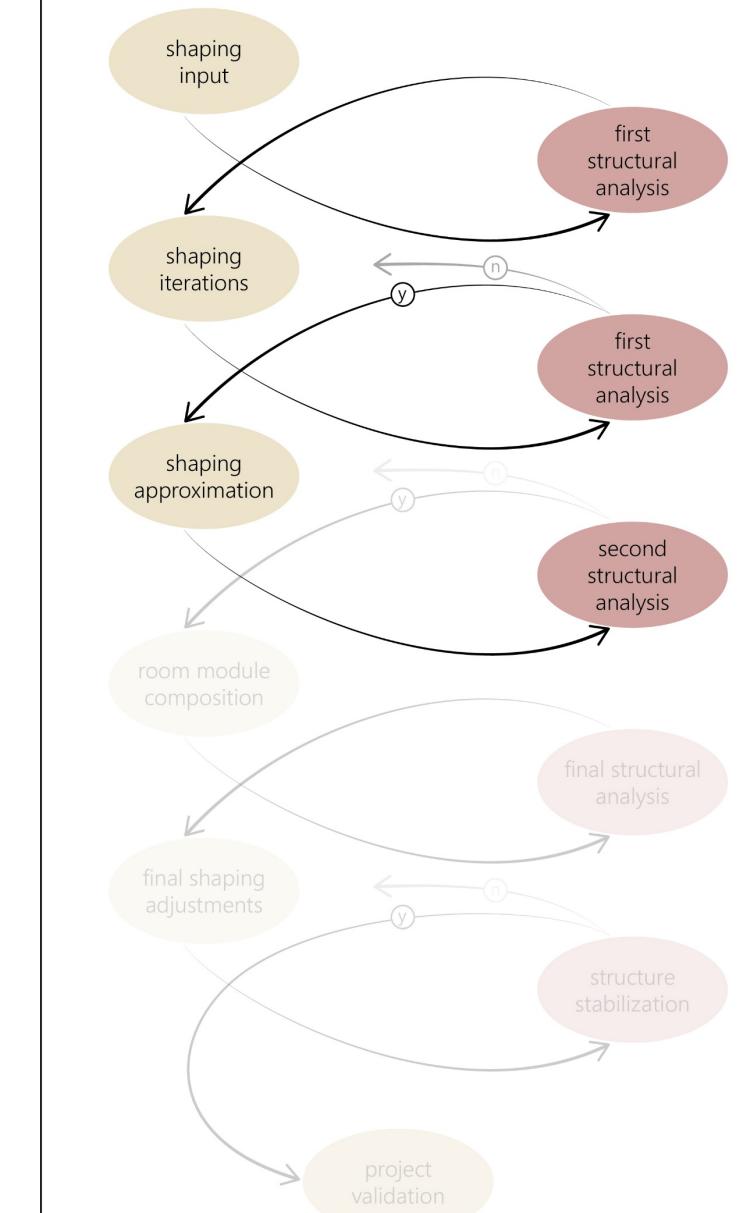
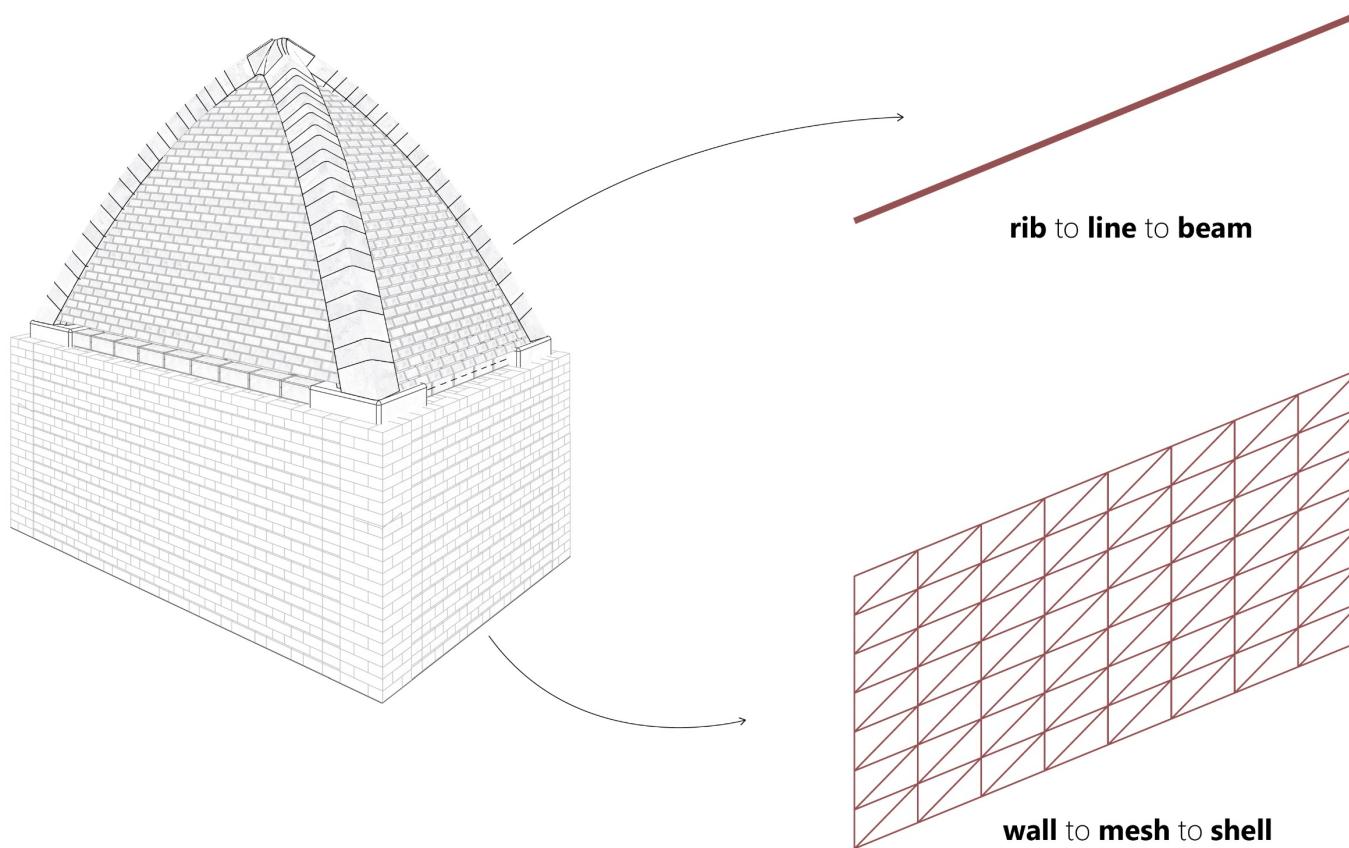
**First Analysis** | Revised structural analysis and comparison of the results to define the ideal parameters and final form-finding



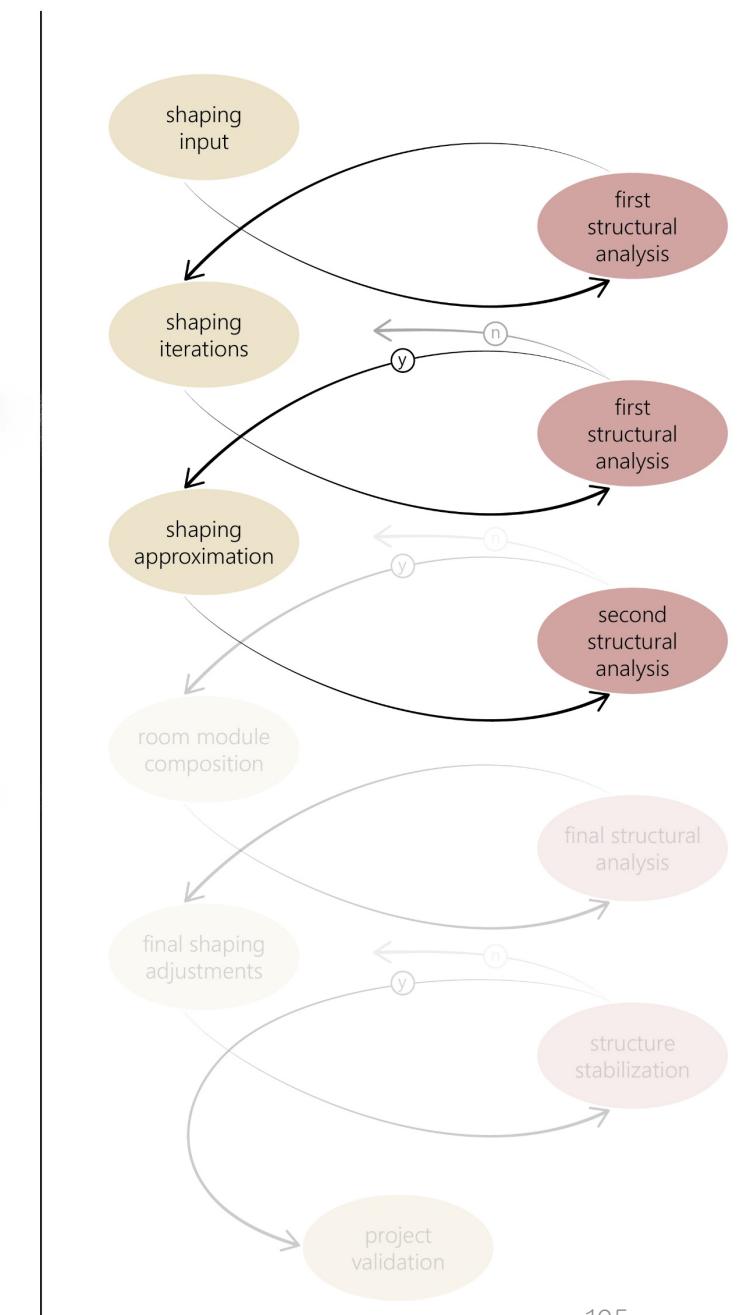
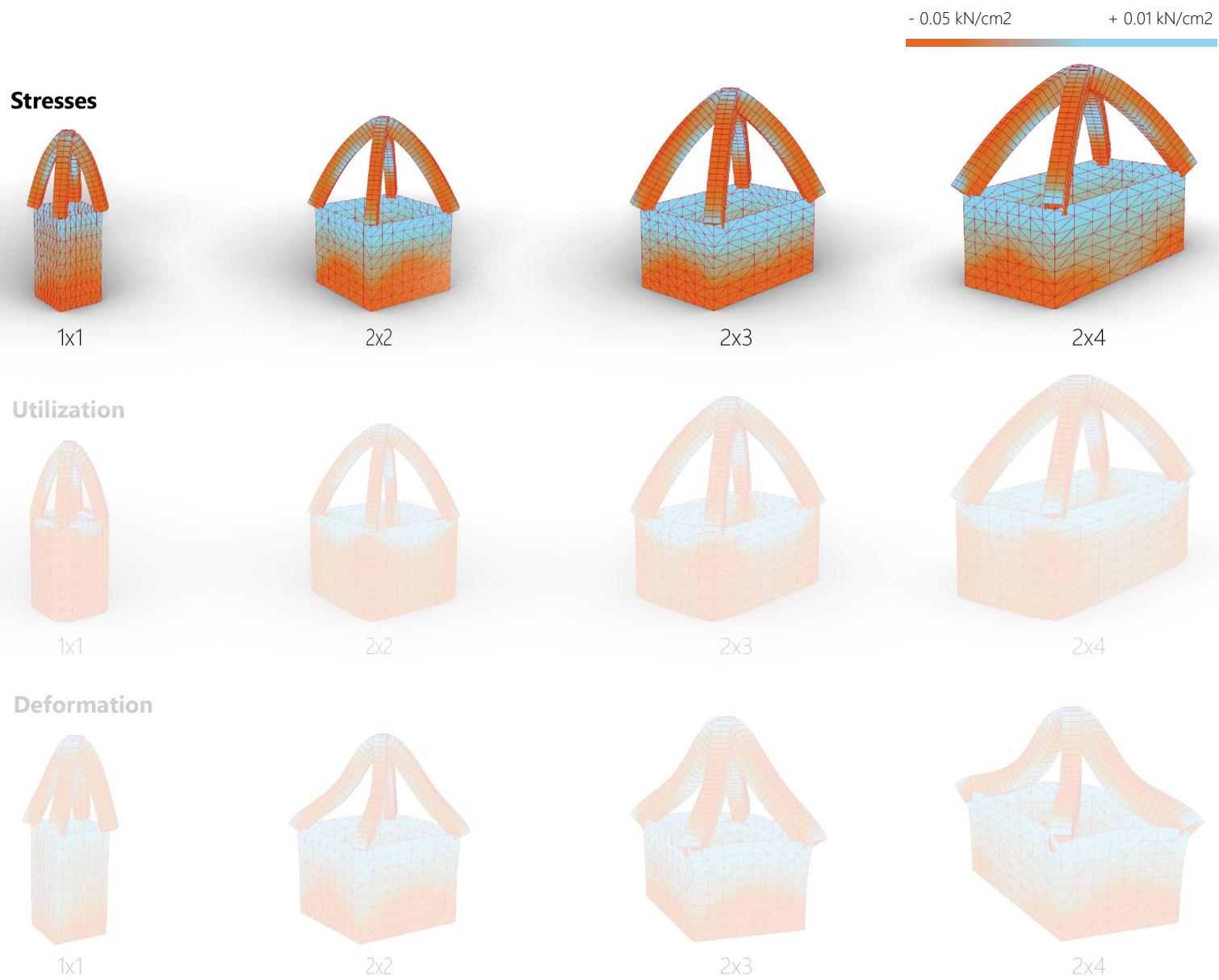
**Shaping Approximation** | Extract the diagonals & transversal catenaries from the relaxed ceilings to design the ribbed arches



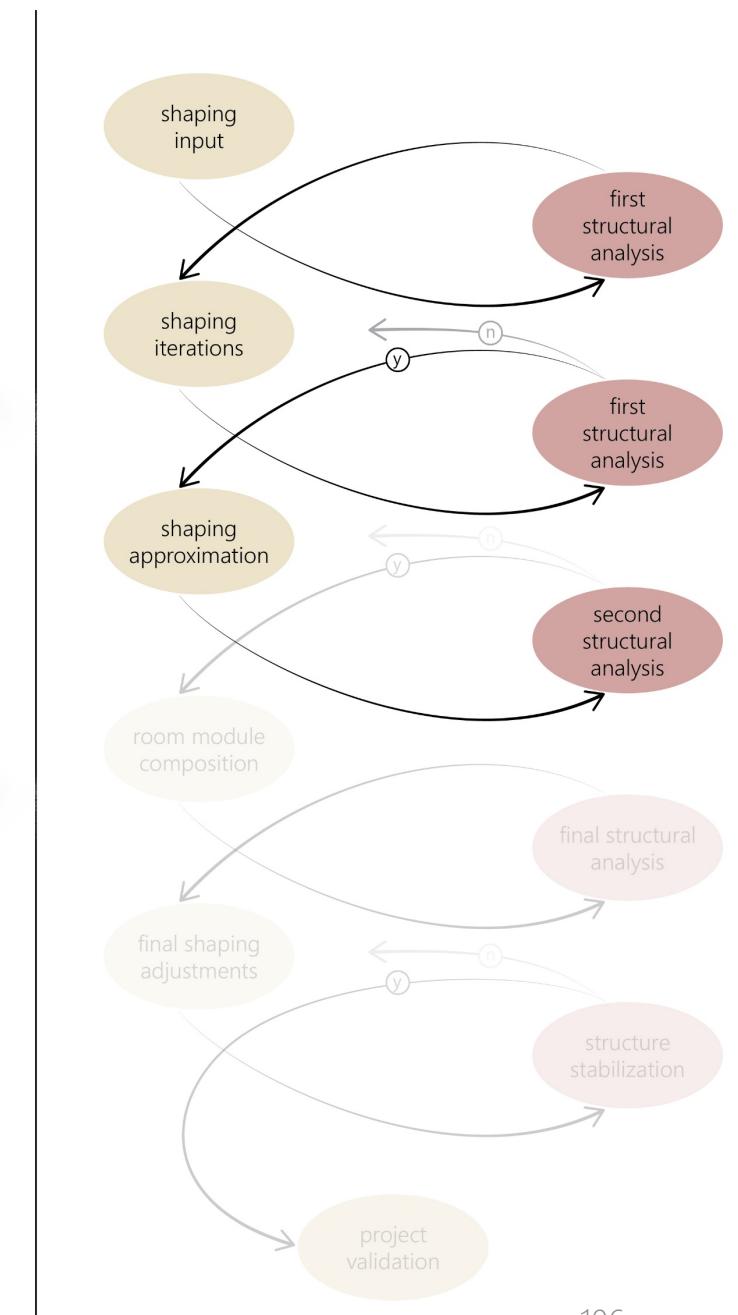
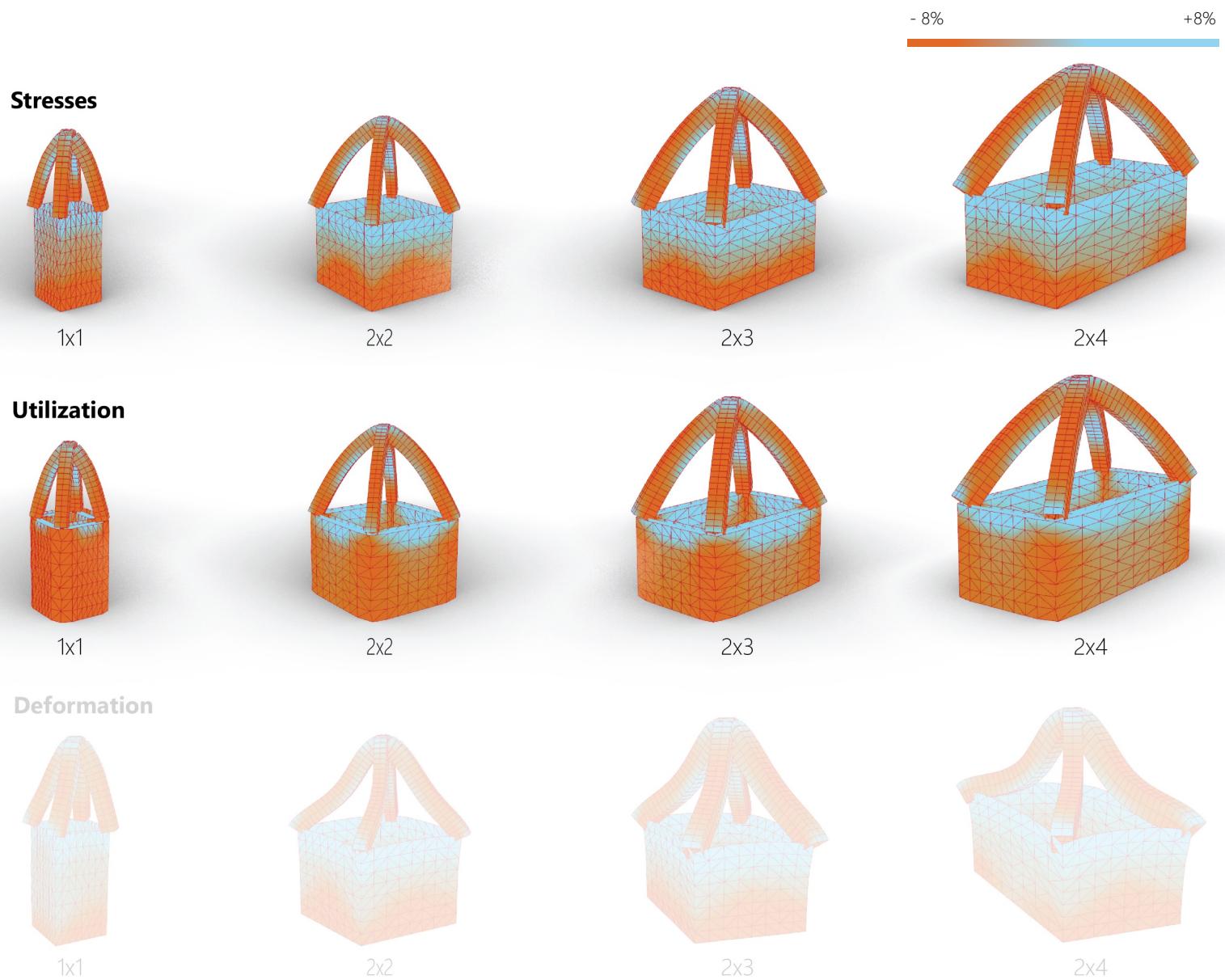
**Second Analysis |** Walls defined as meshes and ceilings as a ribbed arch system with block infill and sand finishing on the outside



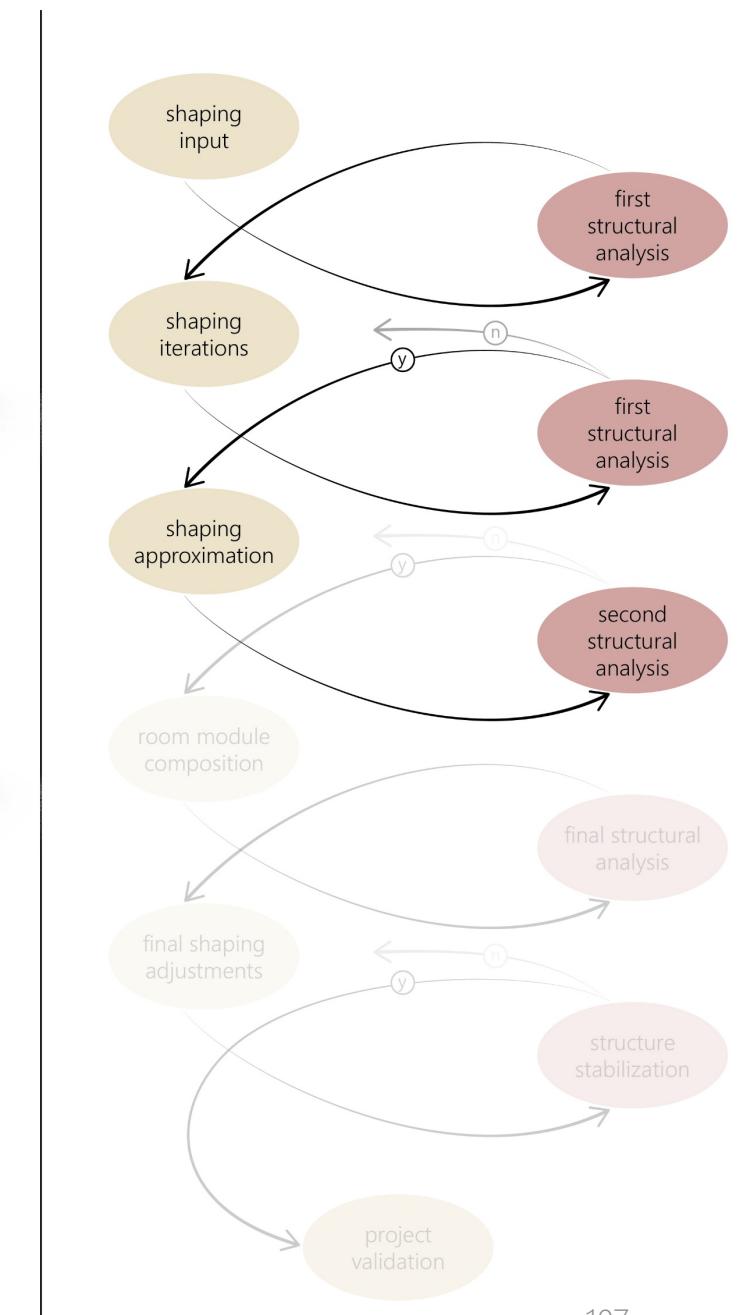
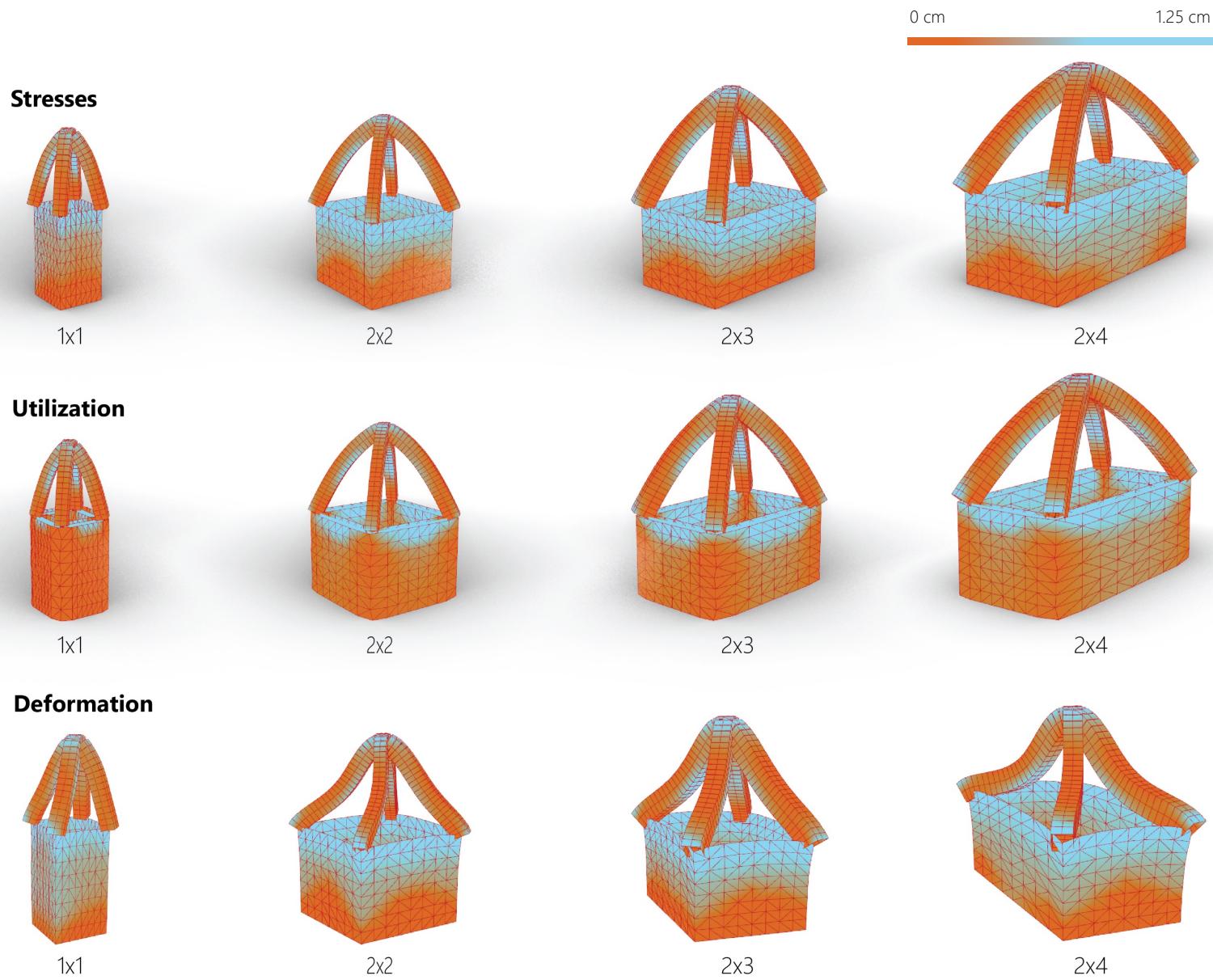
## 07\_Structuring| Structural Analysis



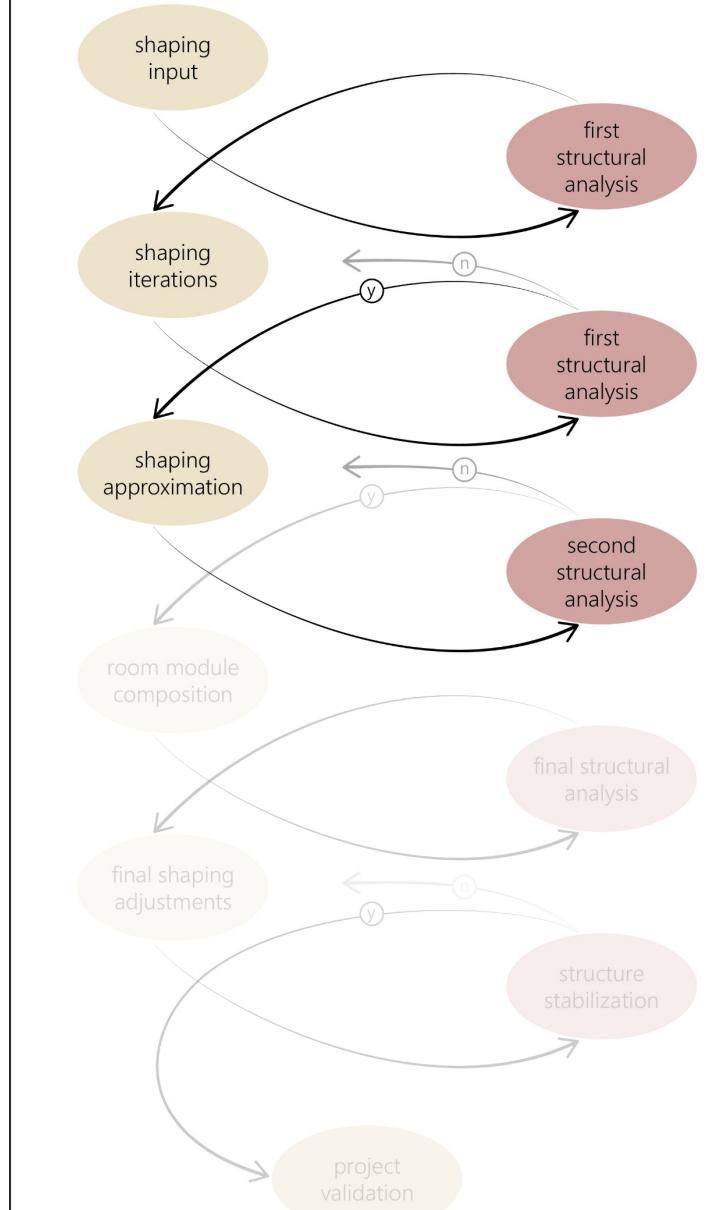
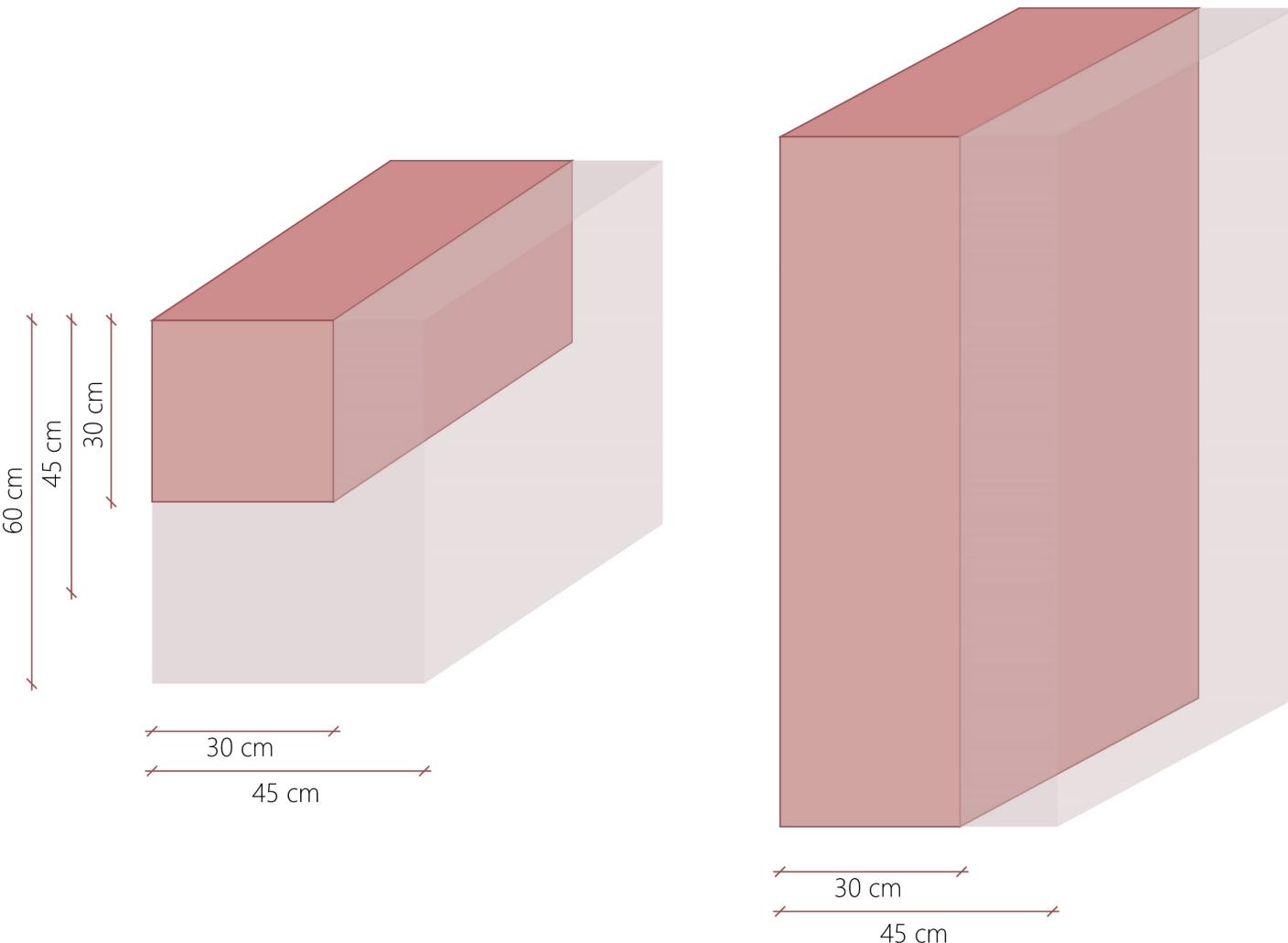
## 07\_Structuring| Structural Analysis



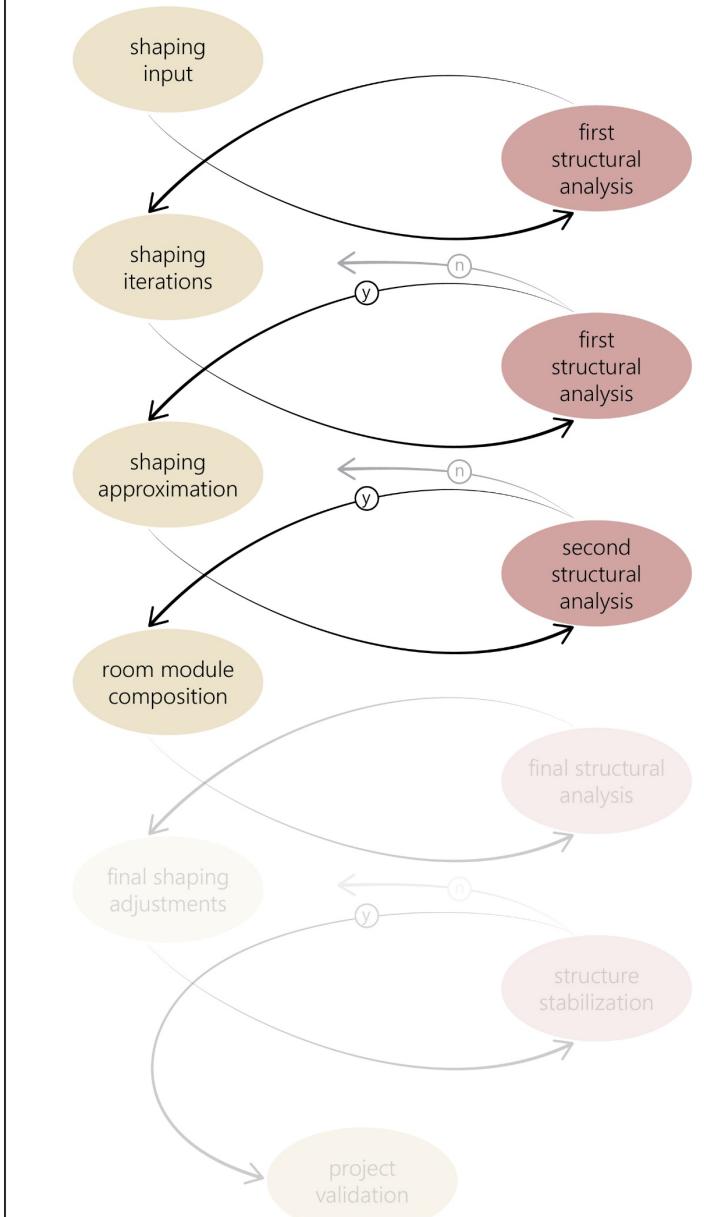
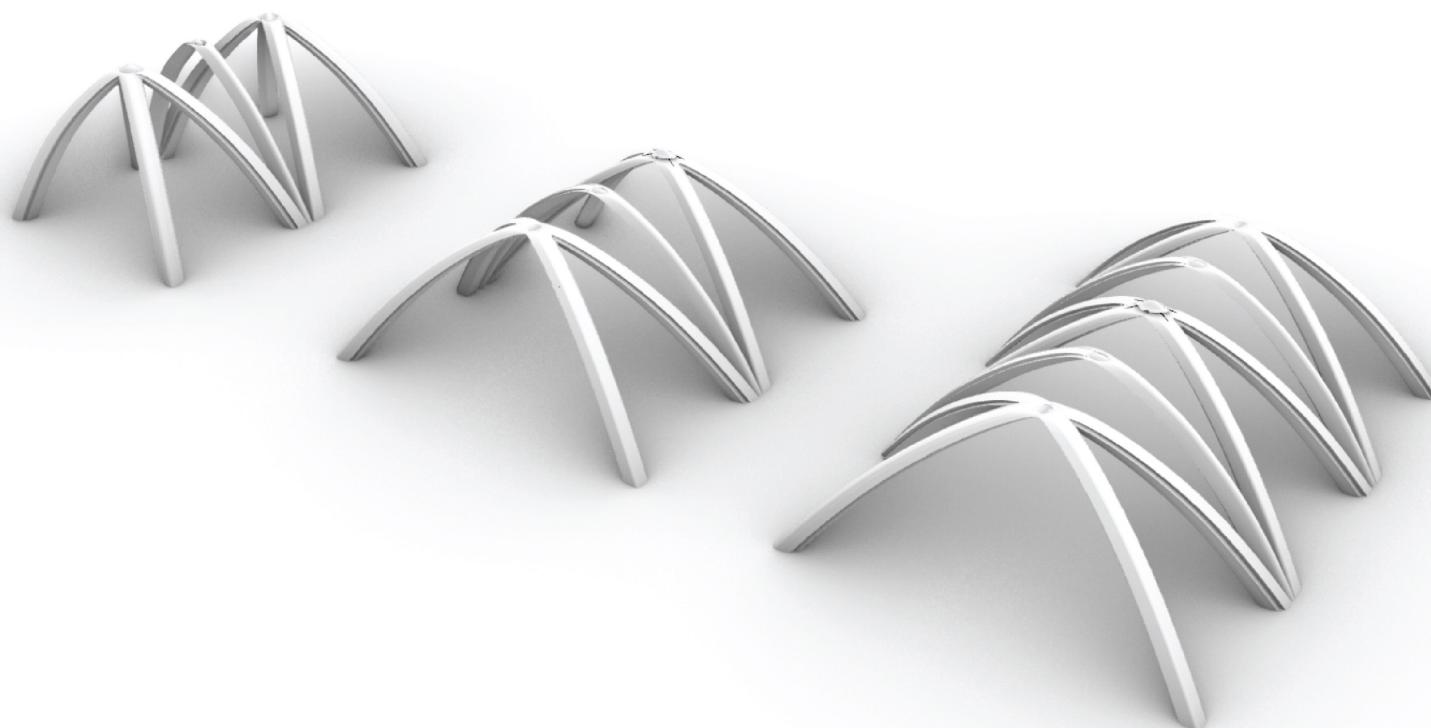
## 07\_Structuring| Structural Analysis



**Shaping Approximation** | Adjustments to width and height of ribs and thickness of walls

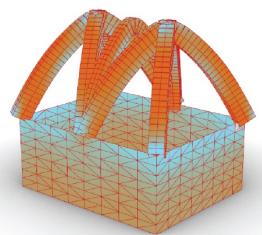


### Room Composition | Combine structural modules to assemble the larger standard rooms

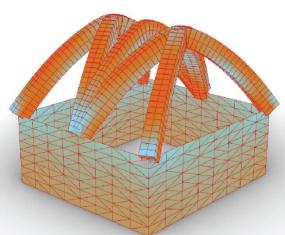


## Final Analysis | Analysis of the room models assembled with 2 or more structural modules

**Stresses**

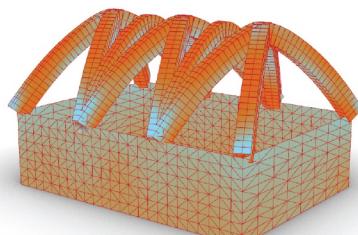


4x3



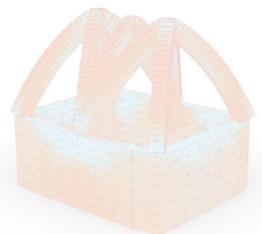
4x4

- 0.05 kN/cm<sup>2</sup> + 0.03kN/cm<sup>2</sup>

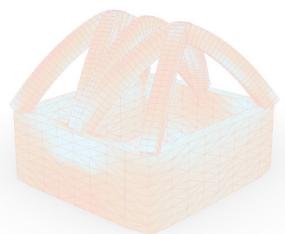


6x4

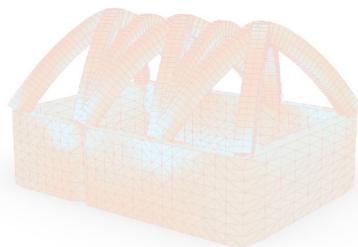
**Utilization**



4x3

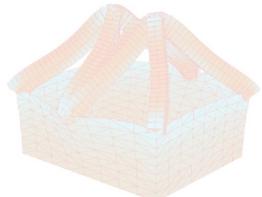


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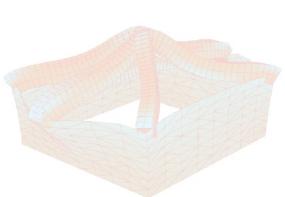


6x4

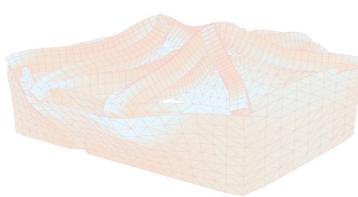
**Deformation**



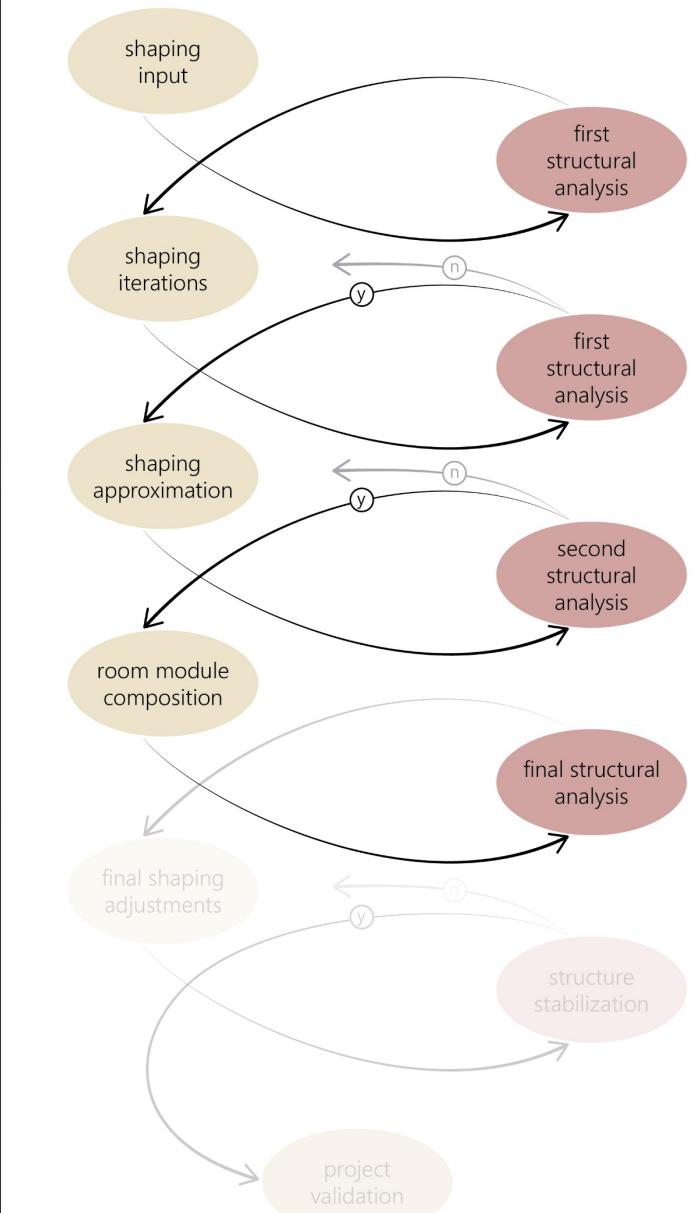
4x3



4x4

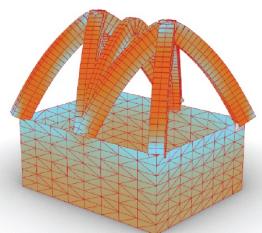


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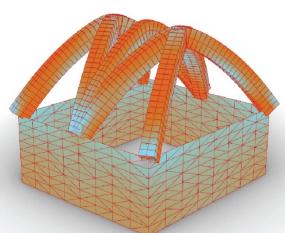


## Final Analysis | Analysis of the room models assembled with 2 or more structural modules

**Stresses**

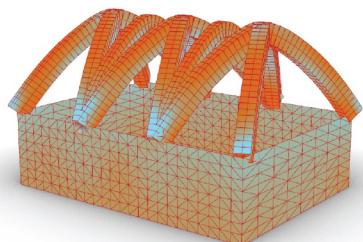


4x3



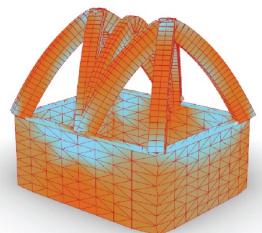
4x4

- 8% (- 50% max) +8% (+50% max)

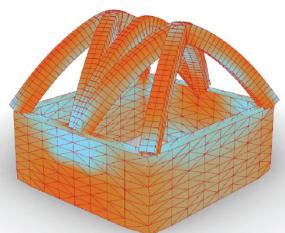


6x4

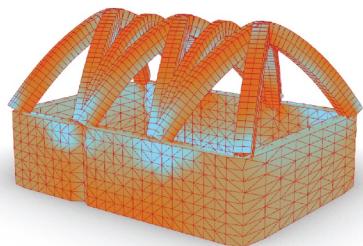
**Utilization**



4x3

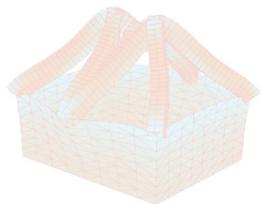


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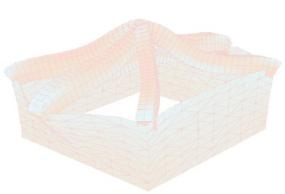


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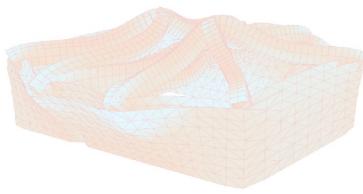
**Deformation**



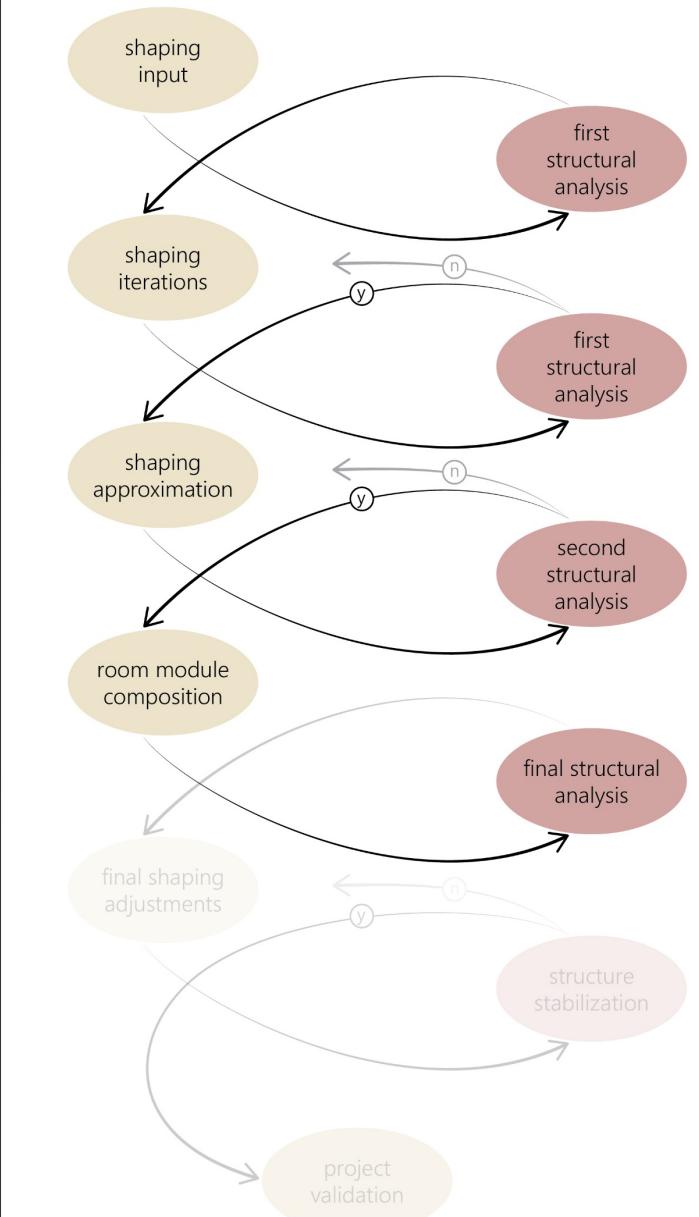
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4x4

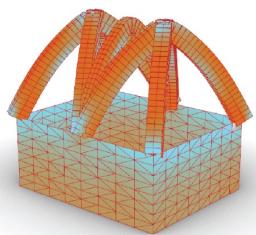


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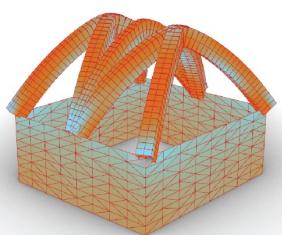


### Final Analysis | Analysis of the room models assembled with 2 or more structural modules

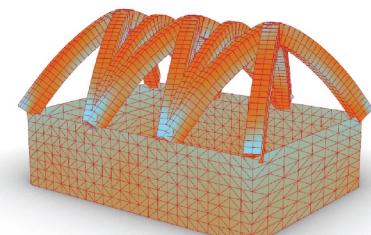
Stresses



4x3

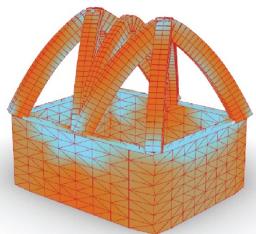


4x4

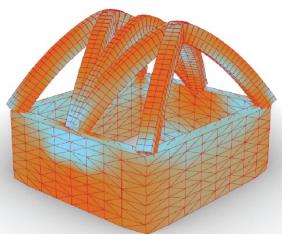


6x4

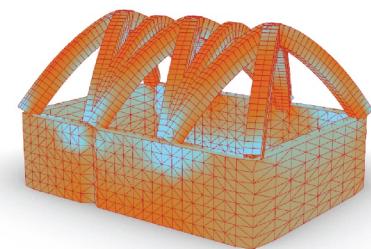
Utilization



4x3

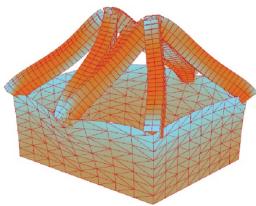


4x4

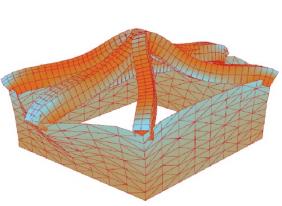


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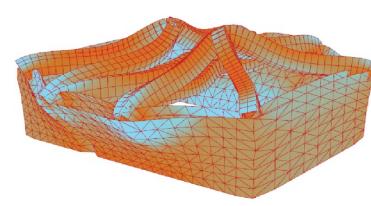
Deformation



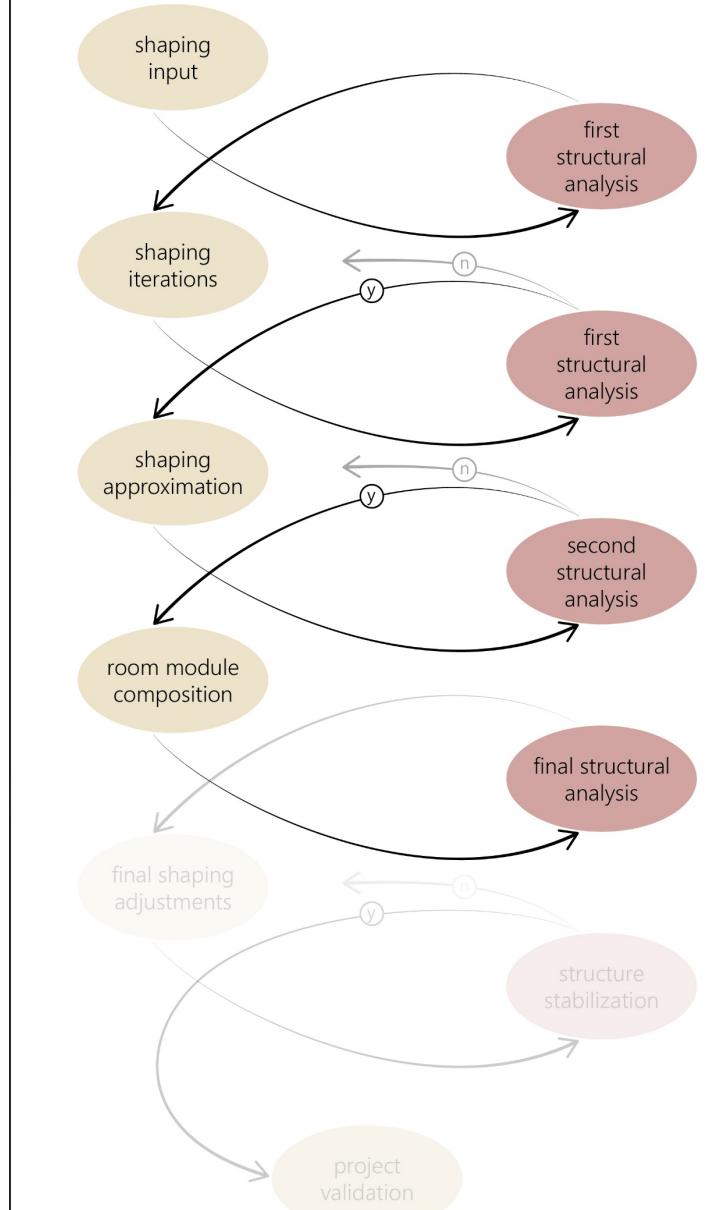
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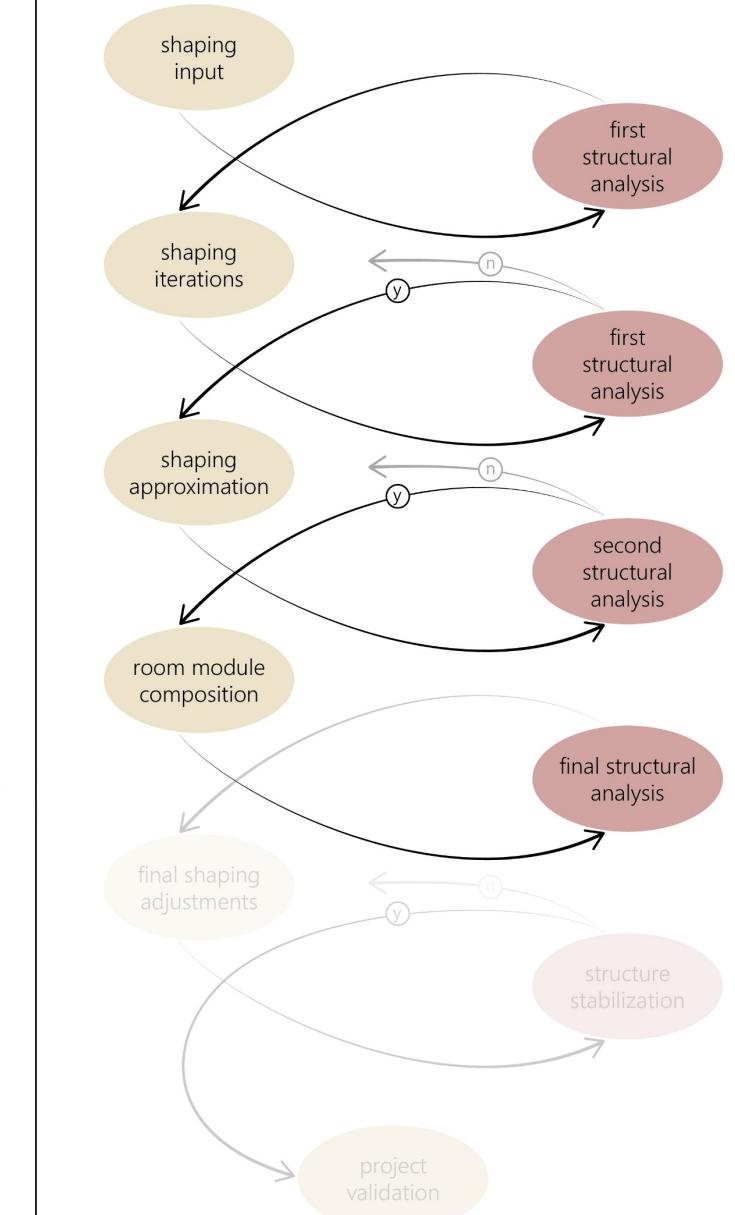
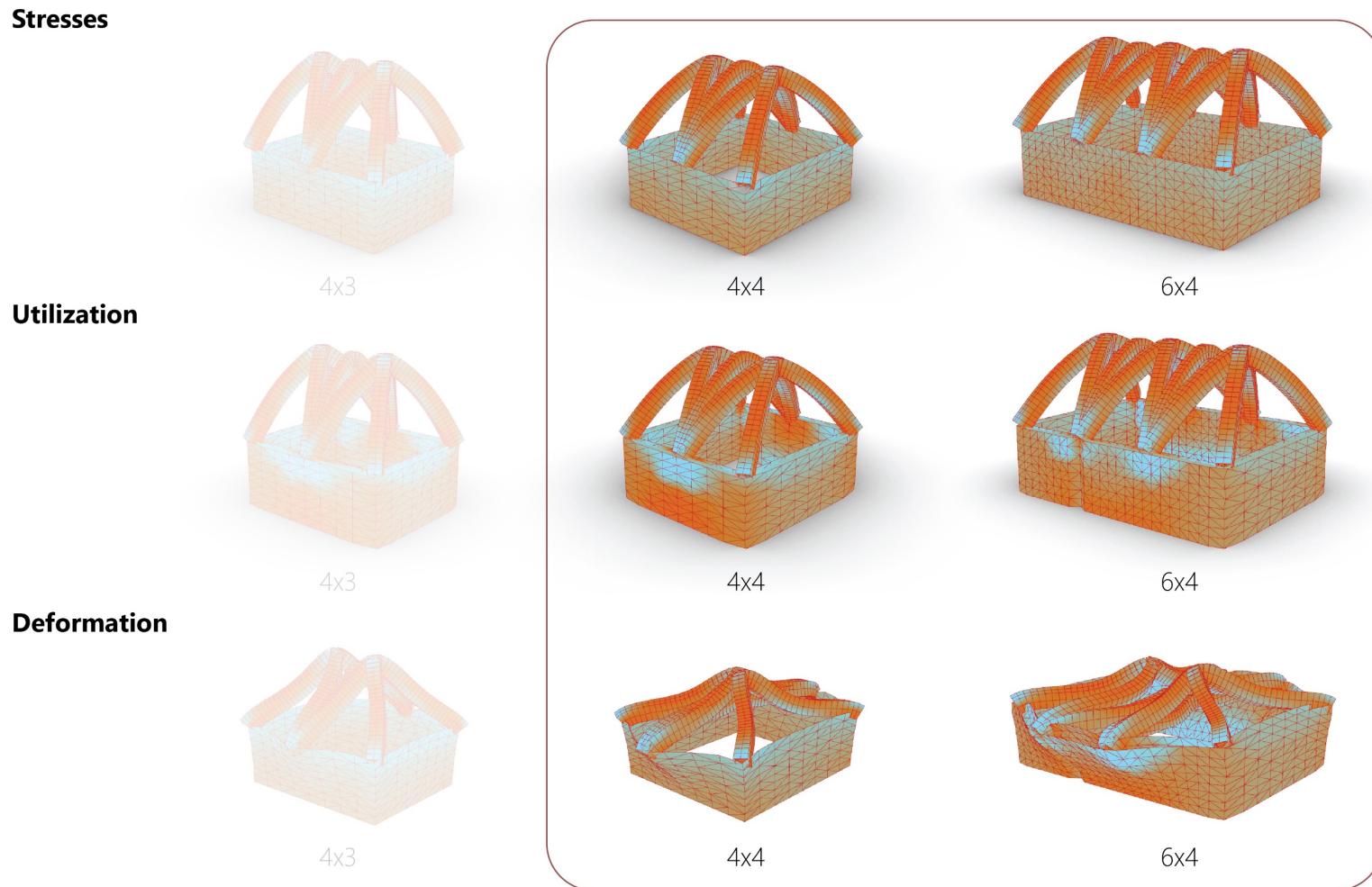
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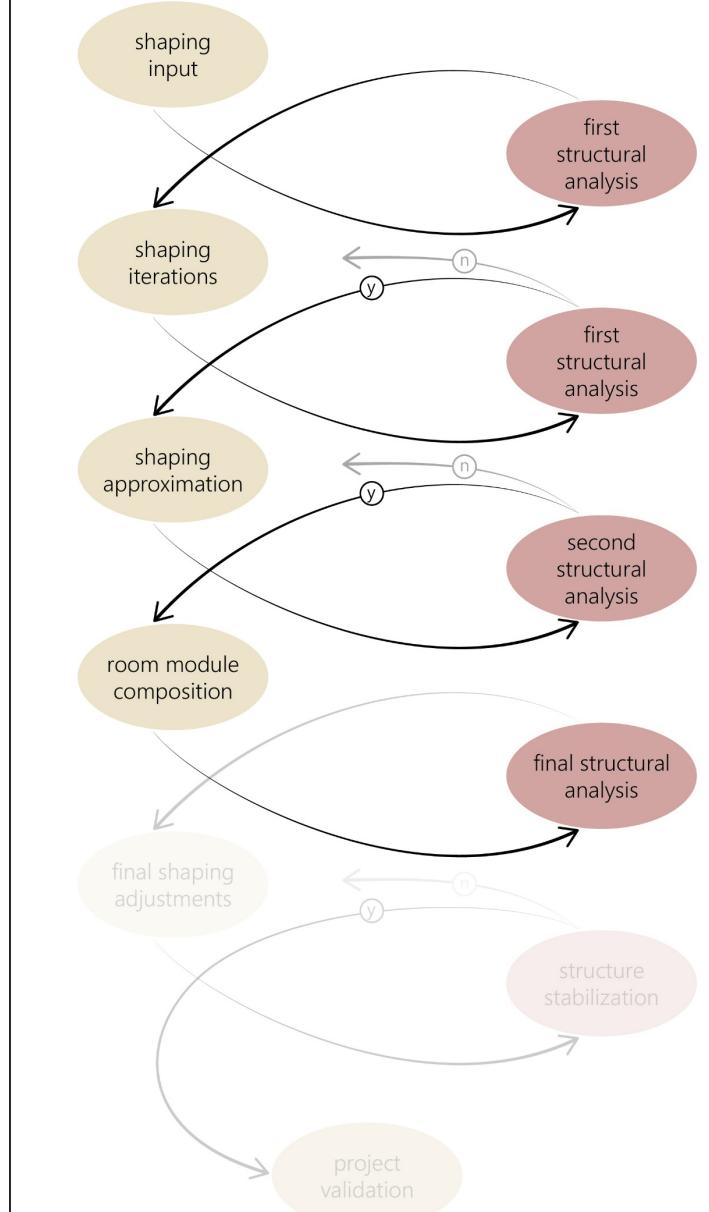
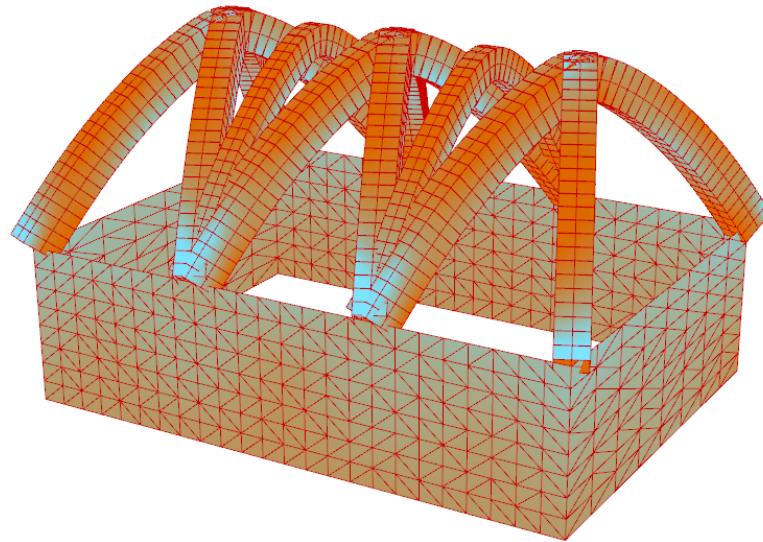
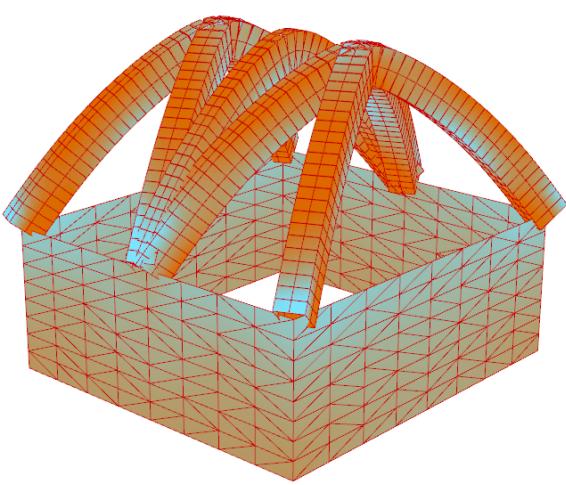
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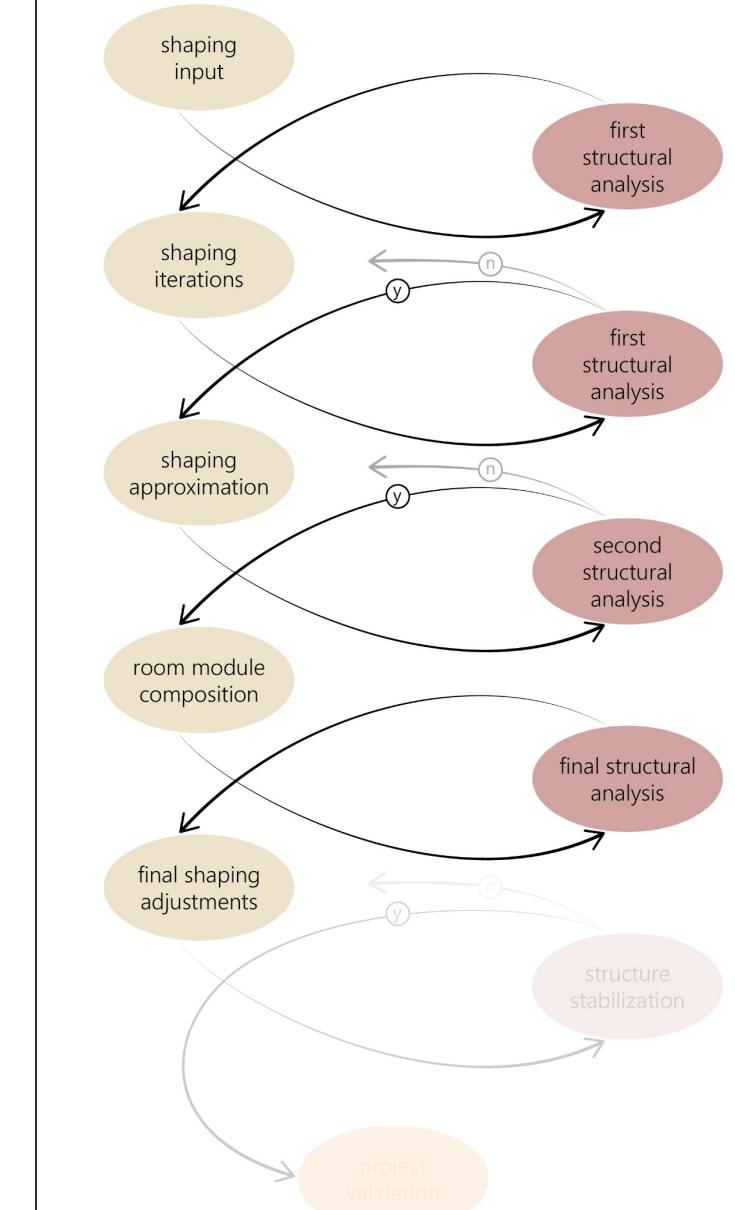
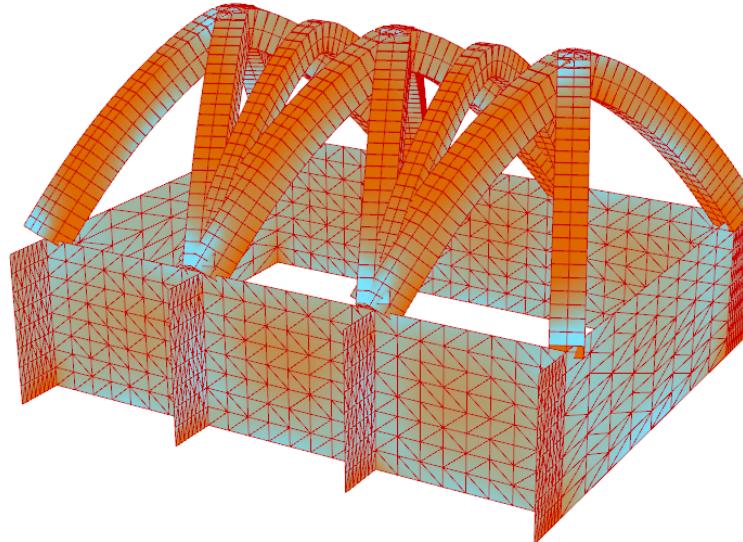
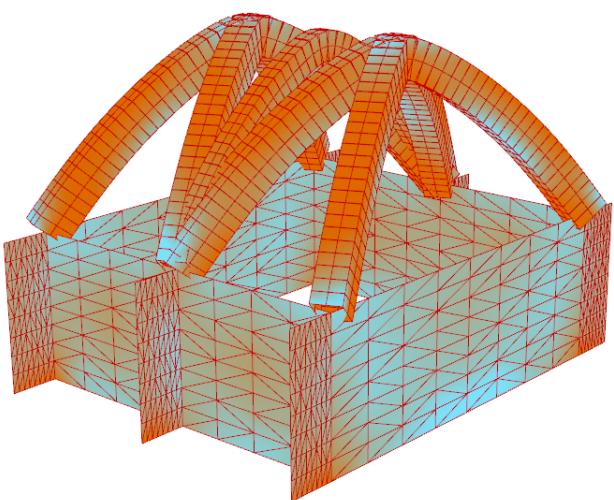
**Final Analysis** | Largest modules show risk of collapse due to increased tensile stresses at the centre of longest walls - lack of support for ribs



**Final Analysis** | Simulation of the collapsing structure of the largest room sizes

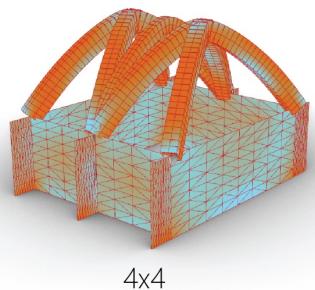


**Shaping Adjustments** | Adding buttresses at the centre and corners of walls identified in the previous analysis

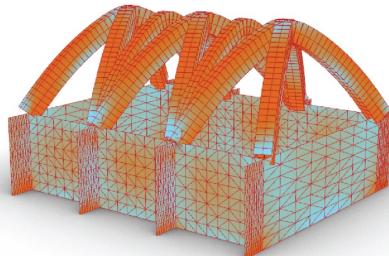


## Structure Stabilization | Stresses above the compressive and tensile threshold - addition of buttresses at weak points (ribs x walls)

Stresses

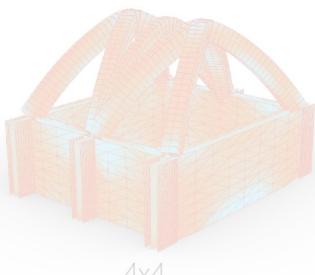


4x4

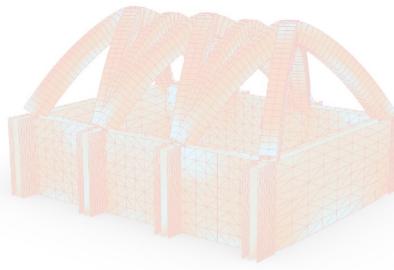


6x4

Utilization

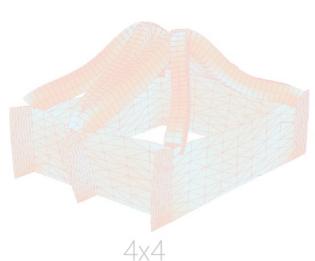


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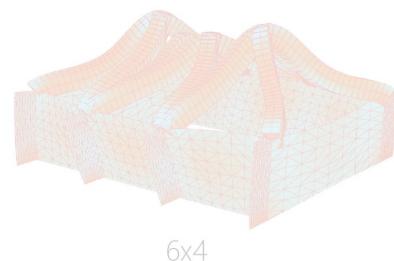


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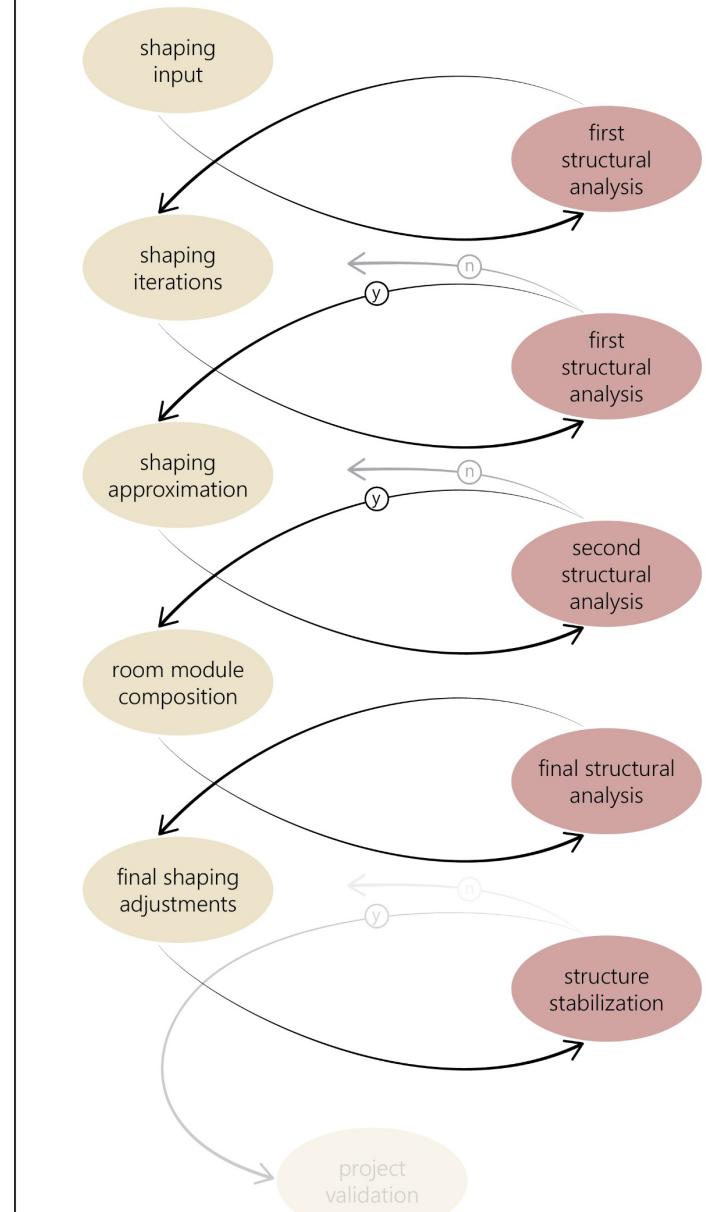
Deformation



4x4

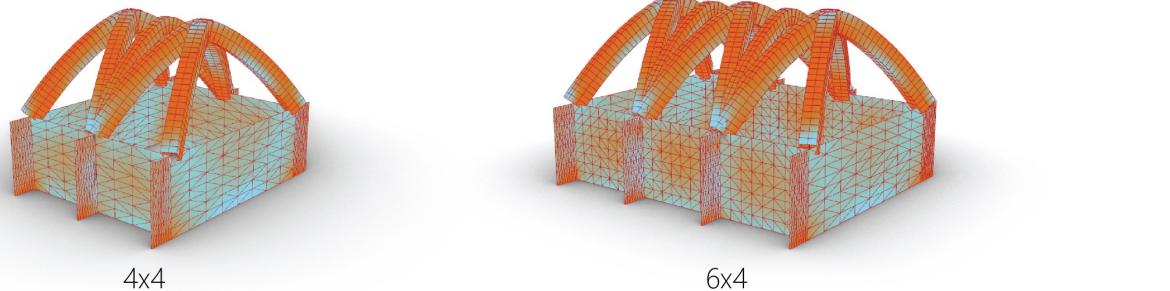


6x4



## Structure Stabilization | Stresses above the compressive and tensile threshold - addition of buttresses at weak points (ribs x walls)

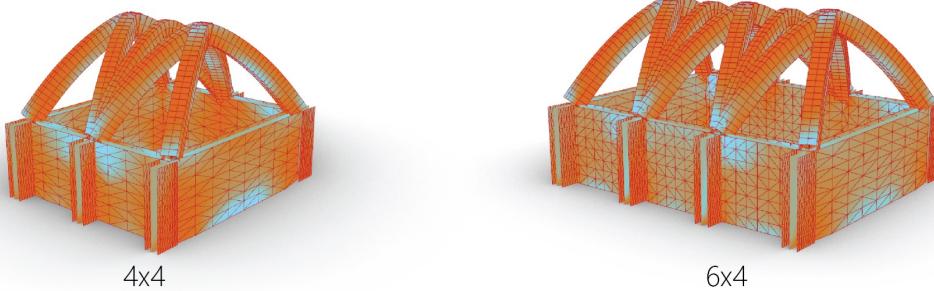
**Stresses**



4x4

- 8% +8%

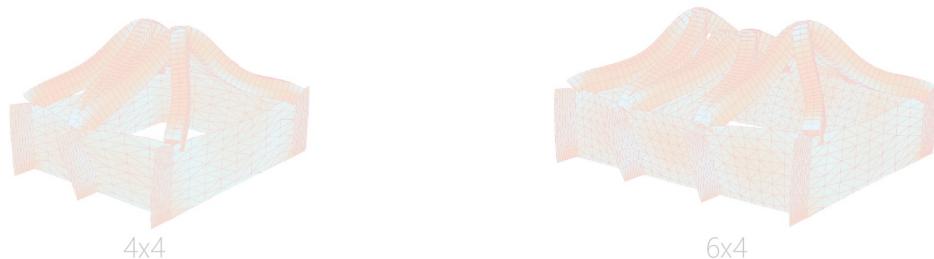
**Utilization**



4x4

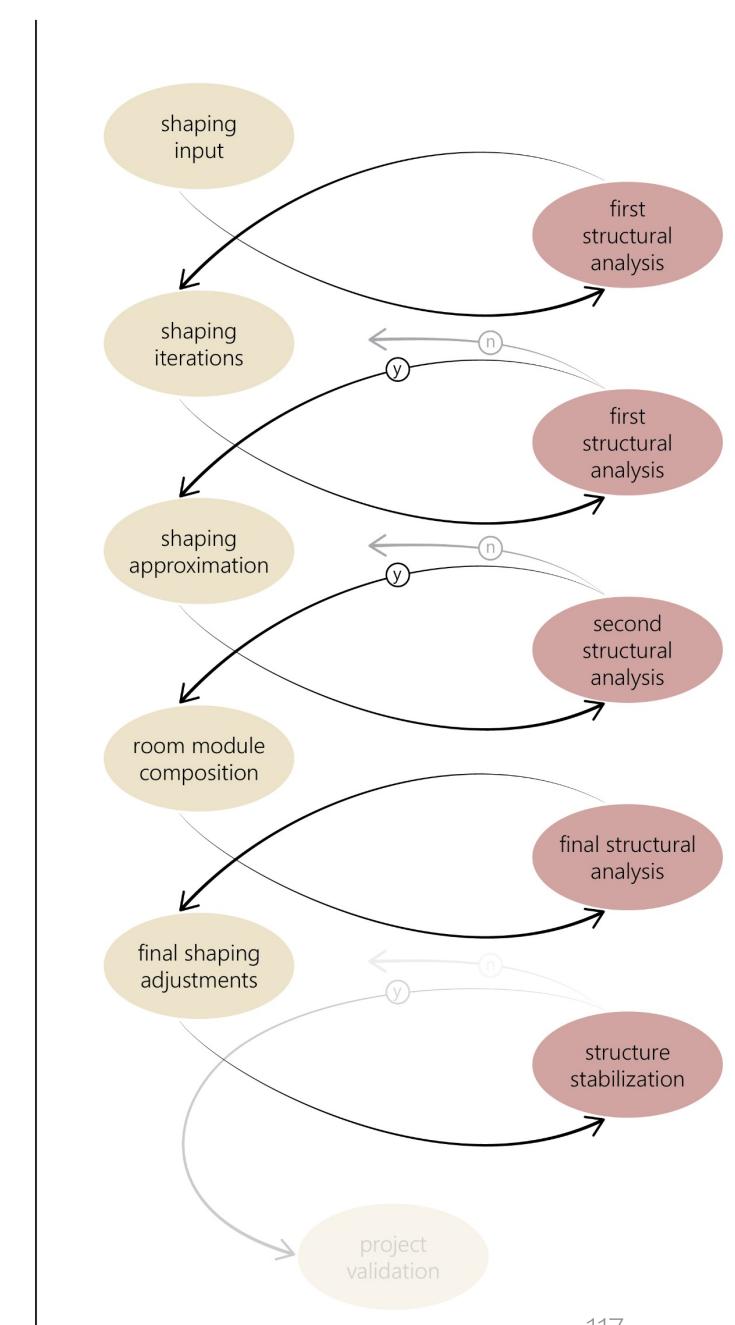
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**Deformation**



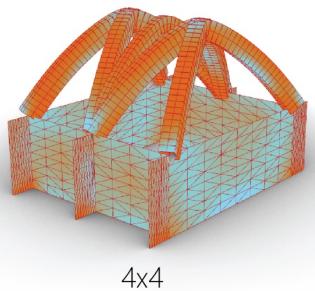
4x4

6x4



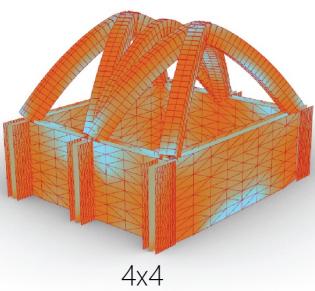
**Structure Stabilization** | Stresses above the compressive and tensile threshold - addition of buttresses at weak points (ribs x walls)

## Stresses



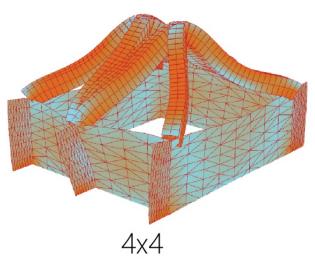
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## **Utilization**

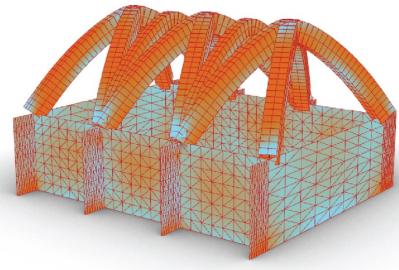


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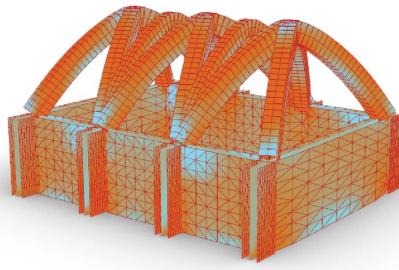
## Deformation



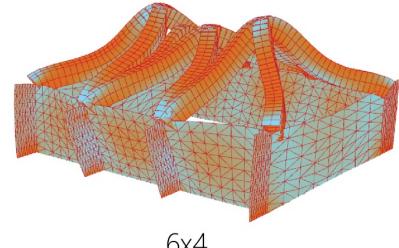
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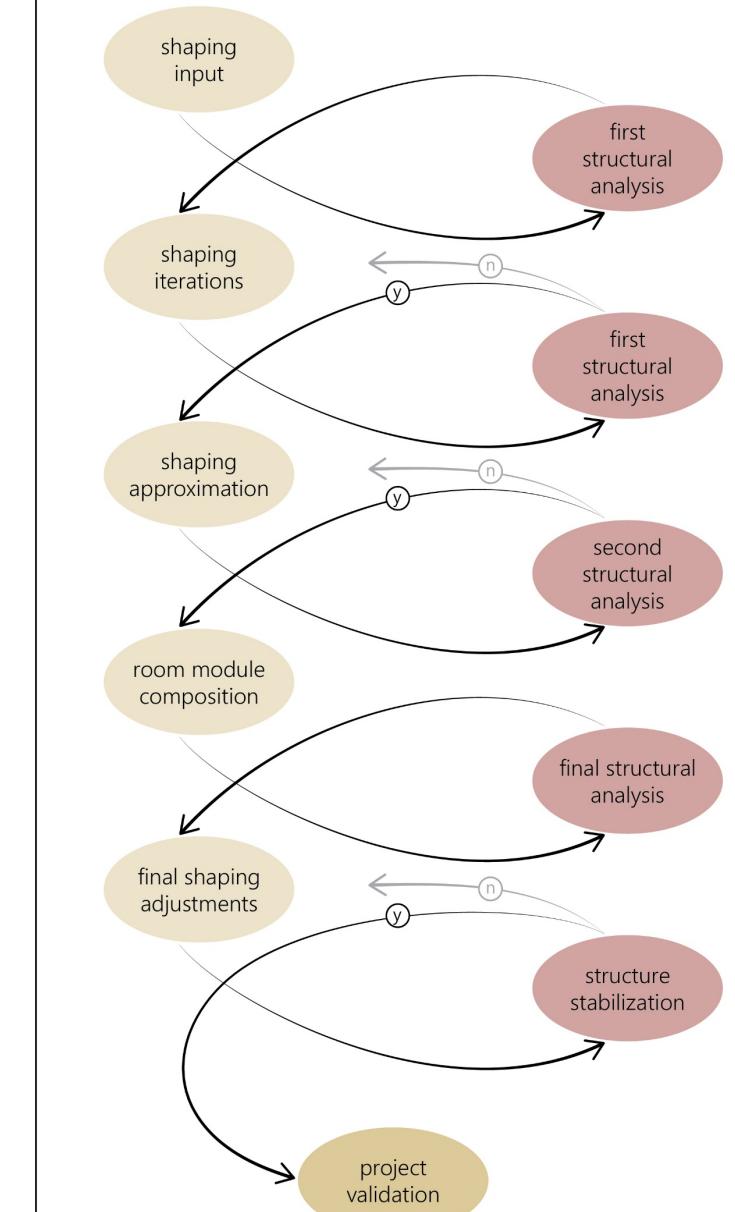
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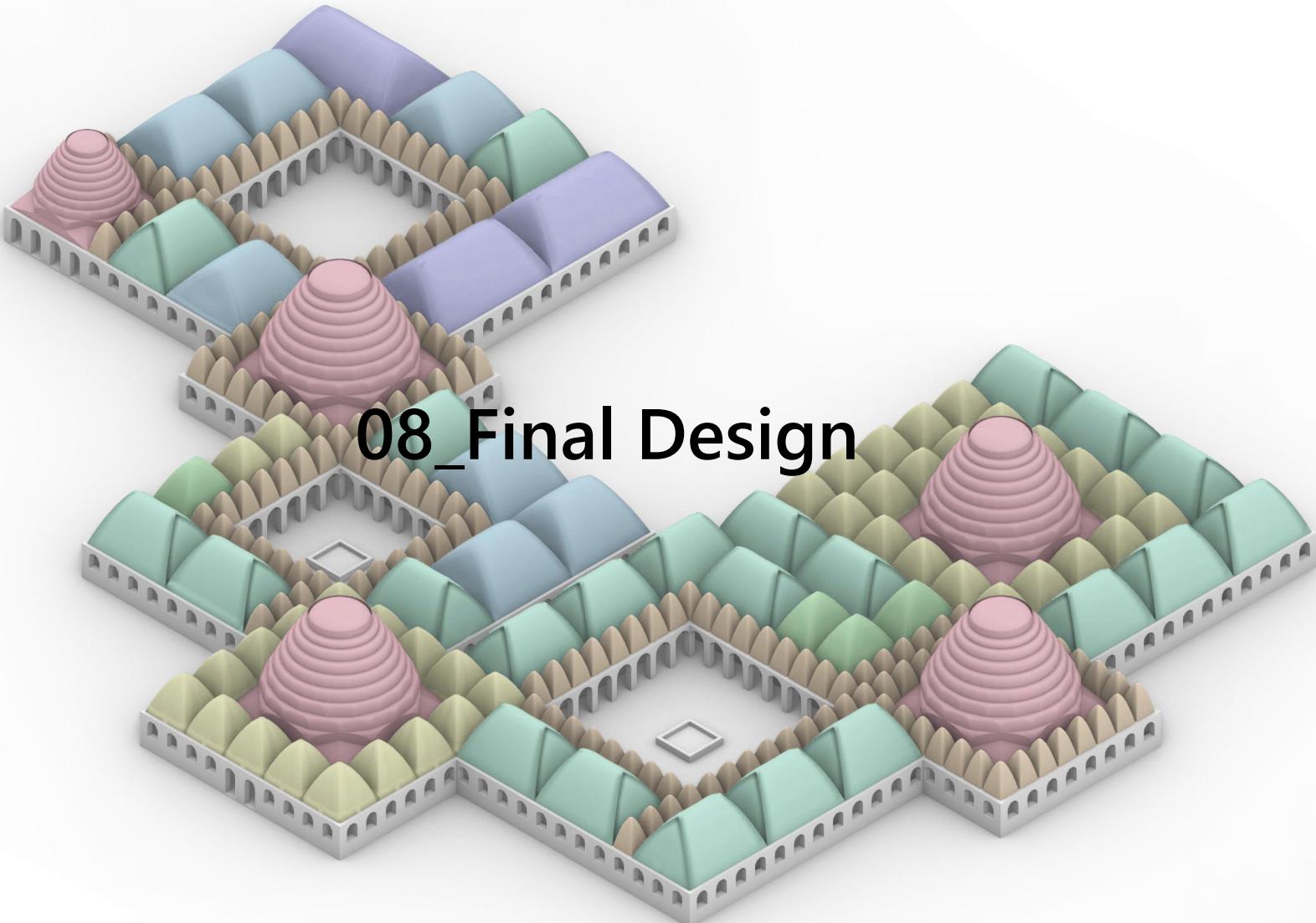
6x4



6x4

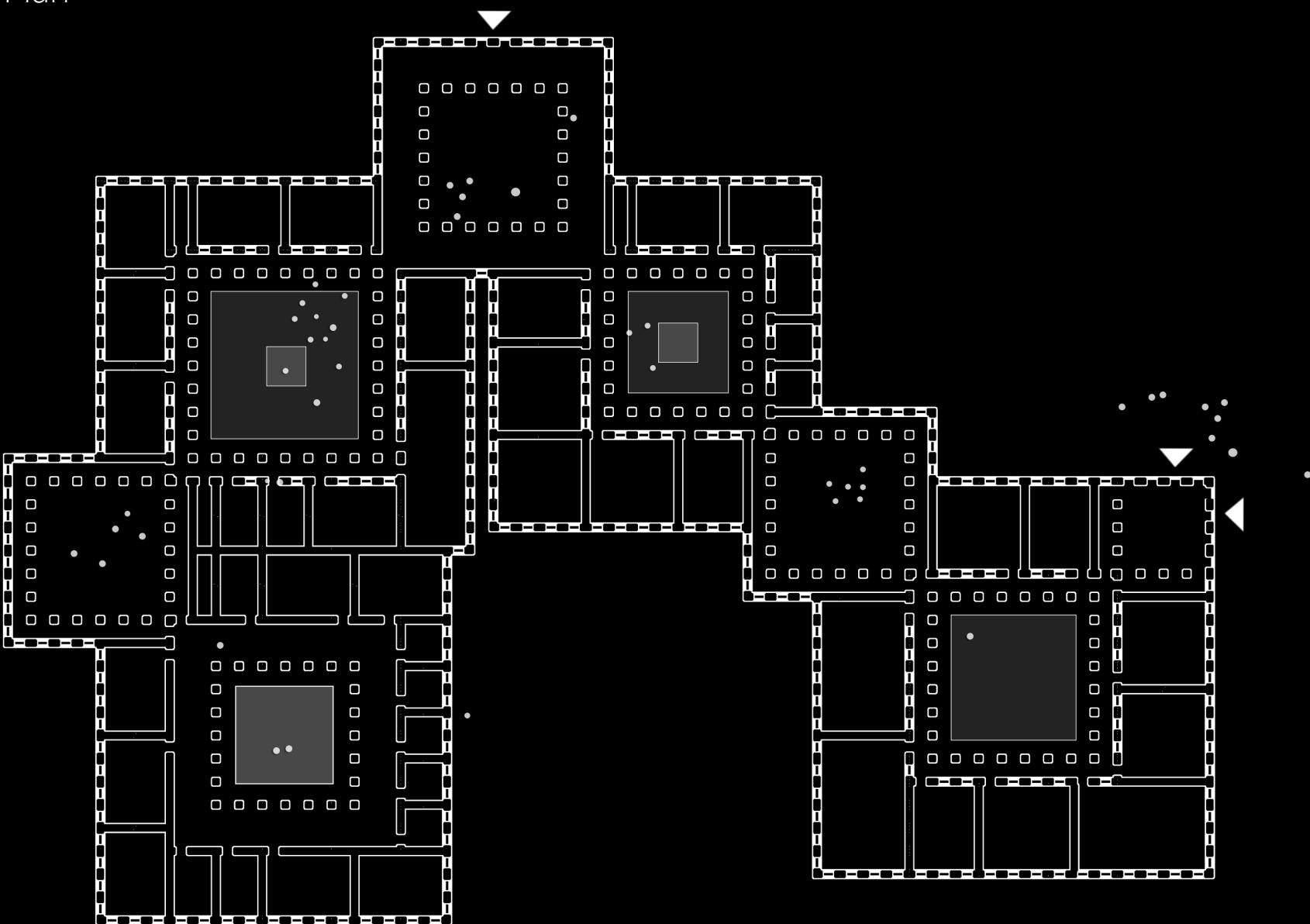


## 06\_Shaping| Building assembly

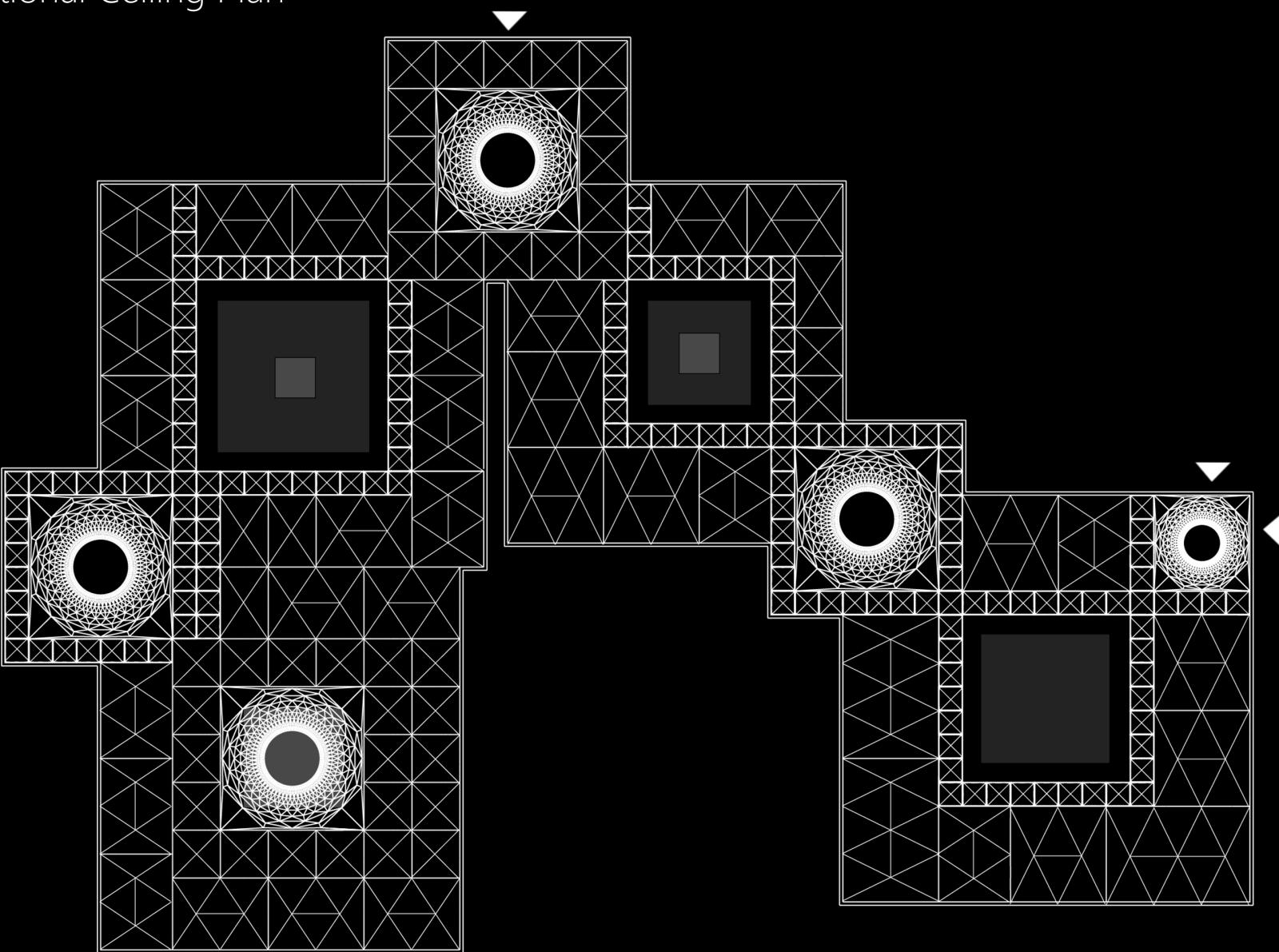


08\_Final Design

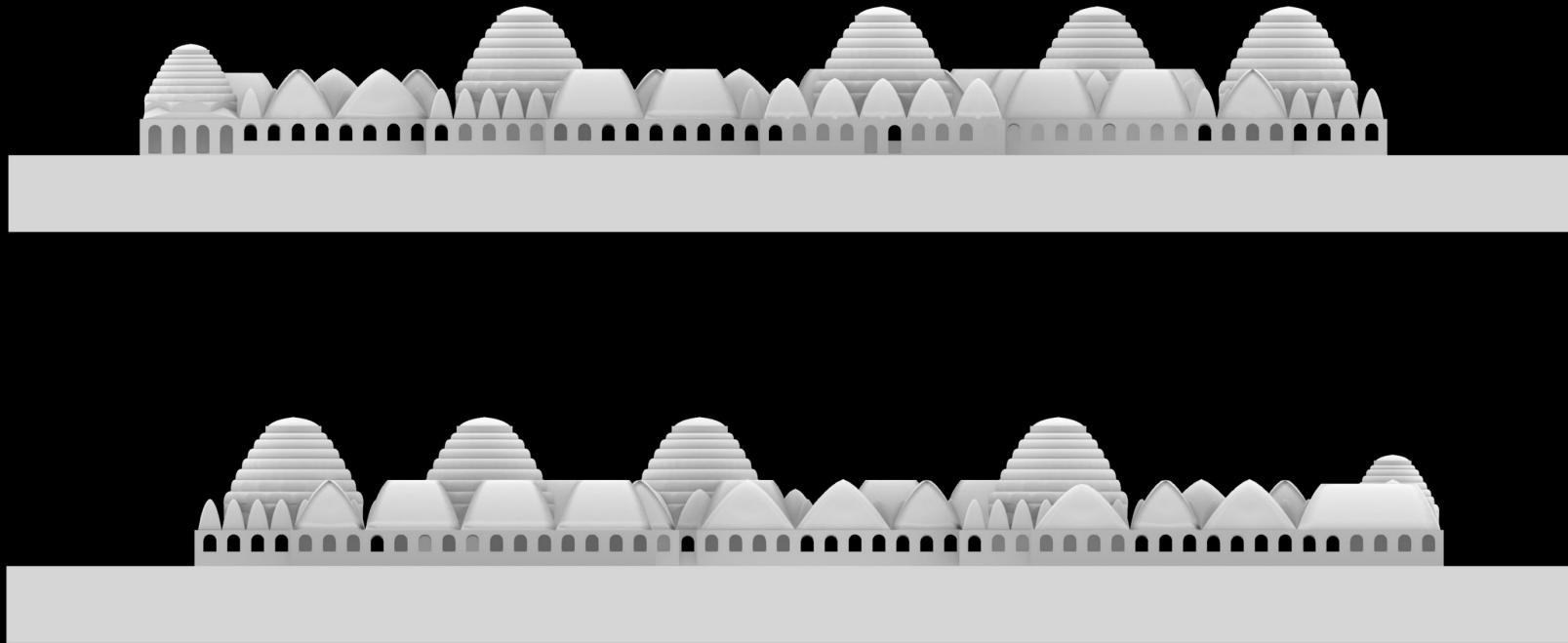
## 08\_Final Design | Floor Plan



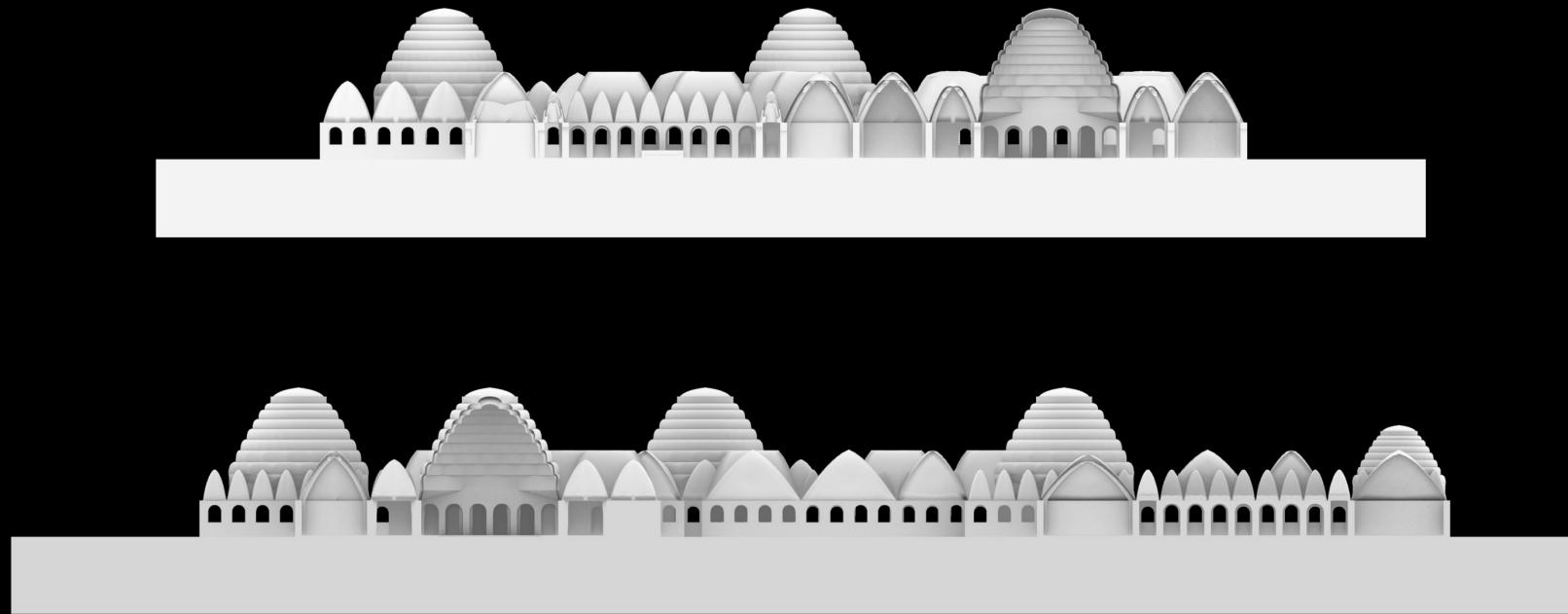
## 08\_Final Design | Functional Ceiling Plan



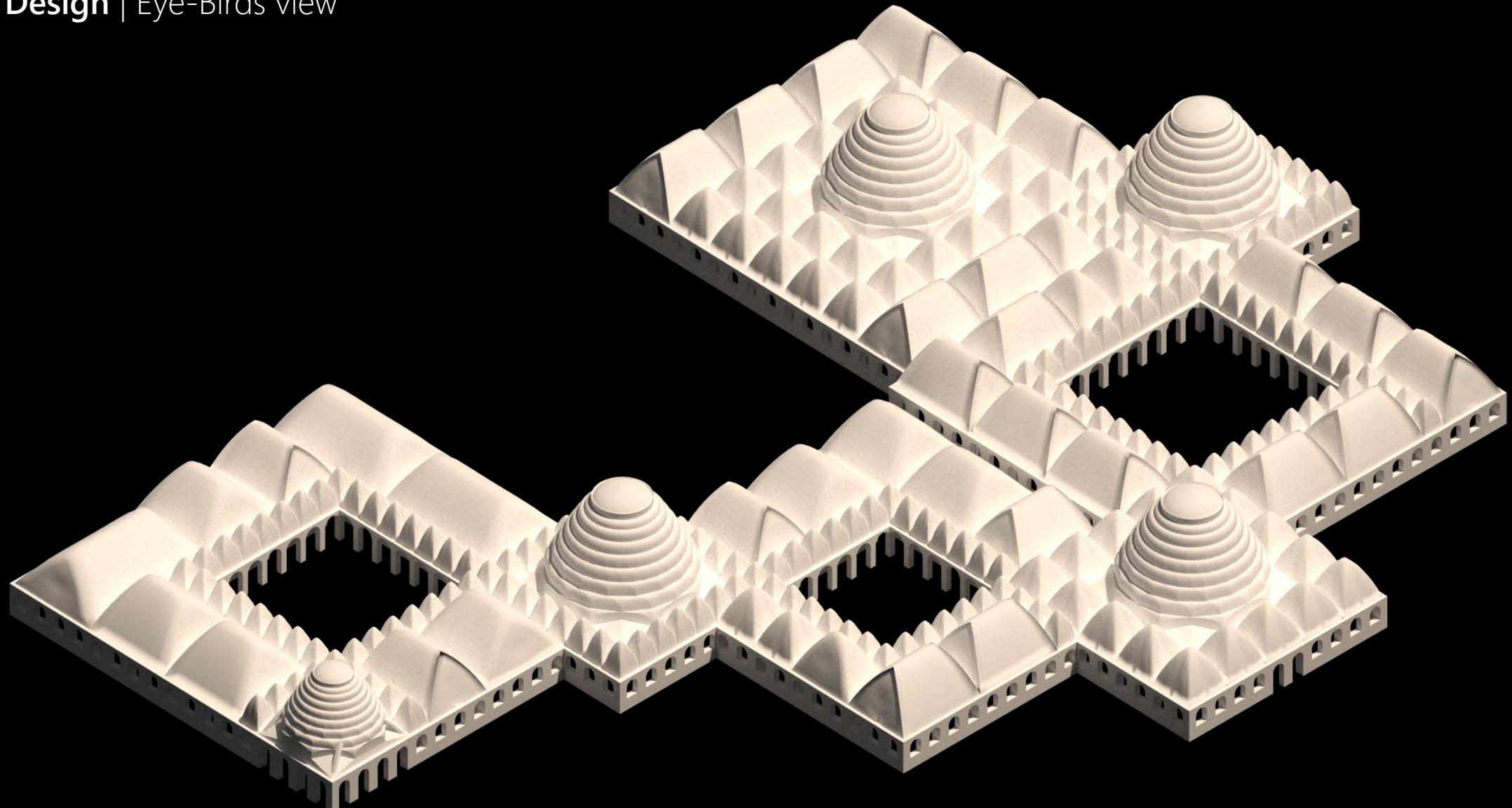
## 08\_Final Design | Elevations



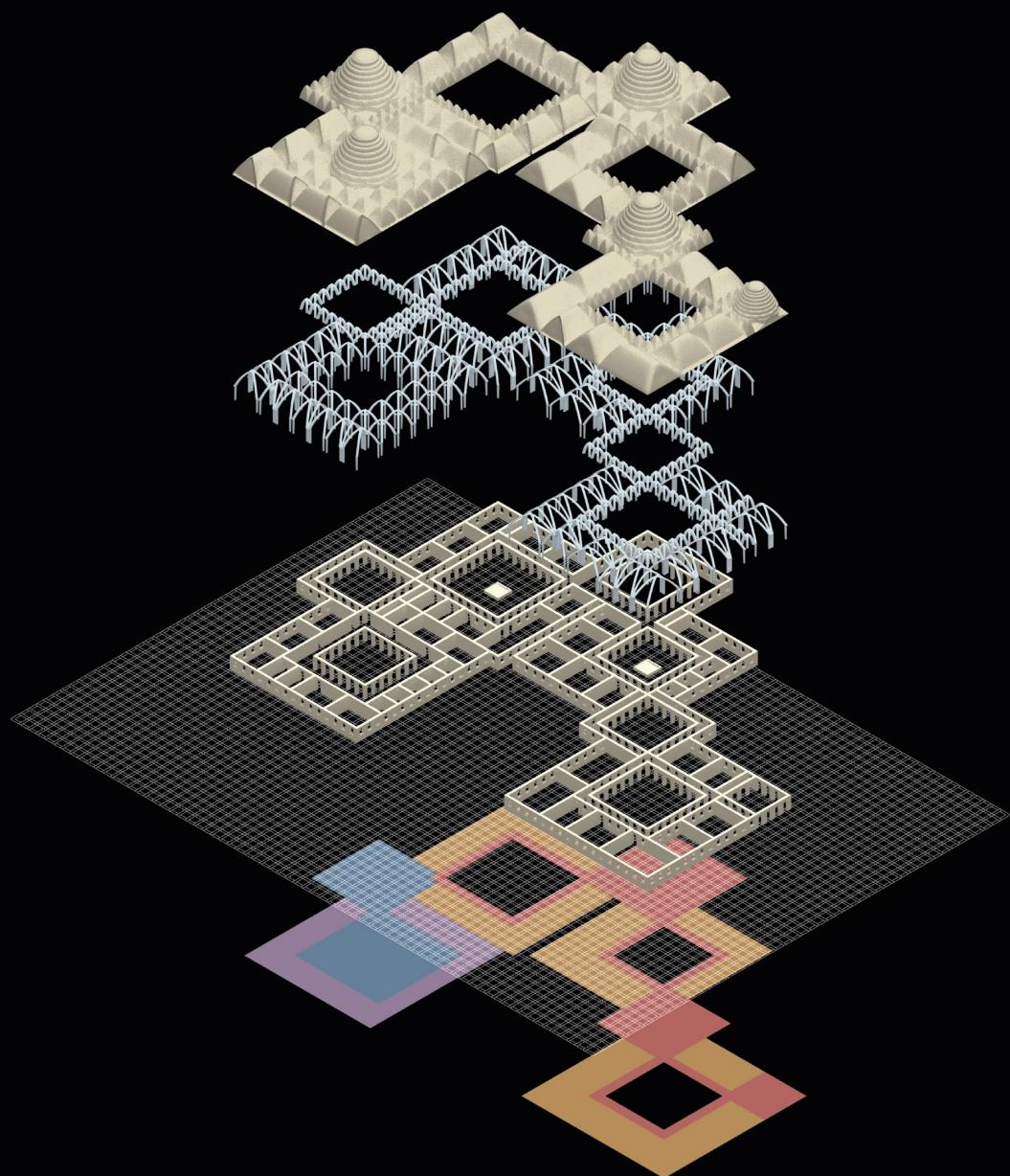
## 08\_Final Design | Sections



## 08\_Final Design | Eye-Birds view



## 05\_Final Design | Overview Project Components



Muqarnas & filling

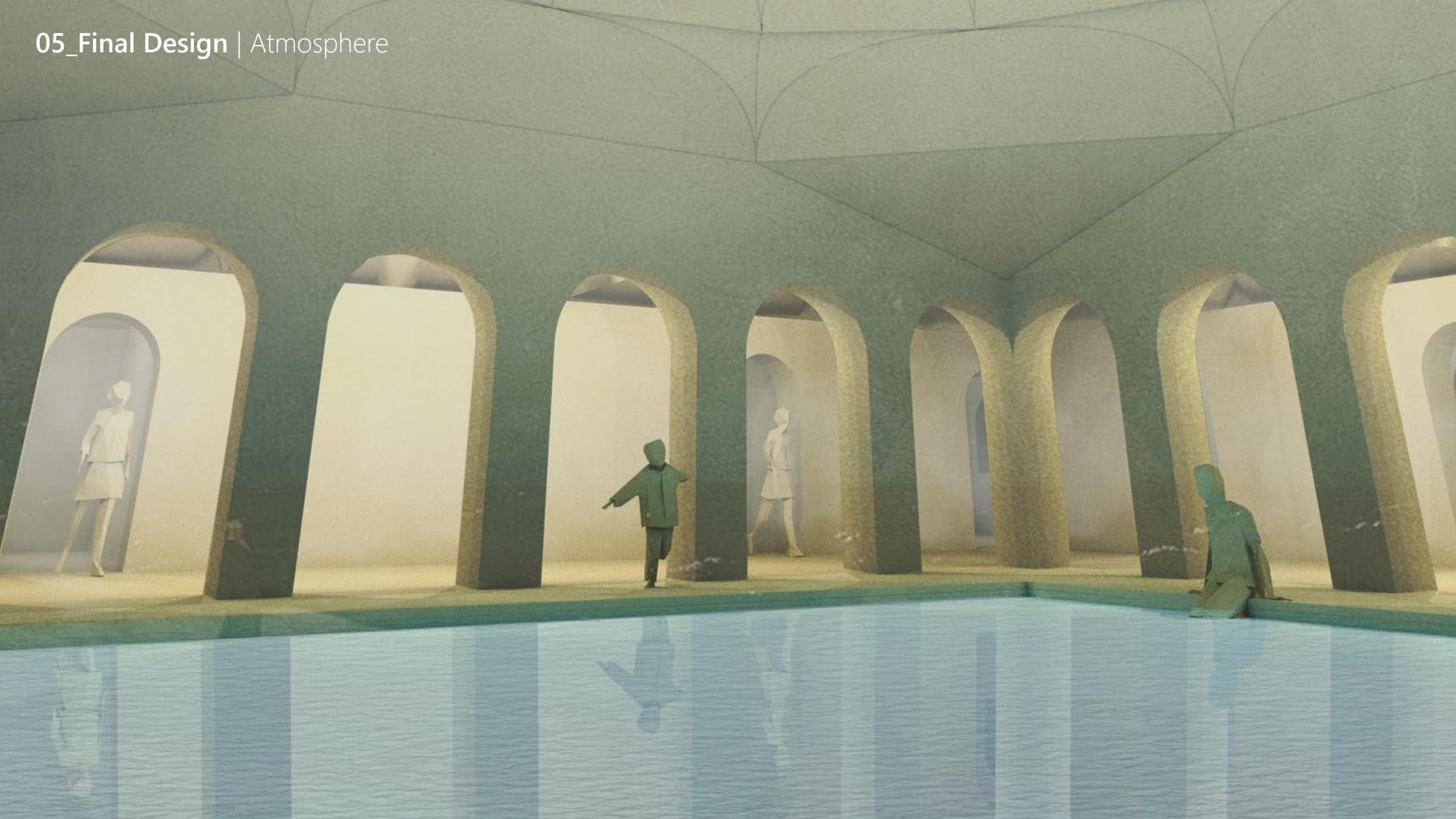
Ribs construction  
Structural analysis

Wall placement

Brick and grid definition

Generated layout - ID 3222330

## 05\_Final Design | Atmosphere



### What have we learned?

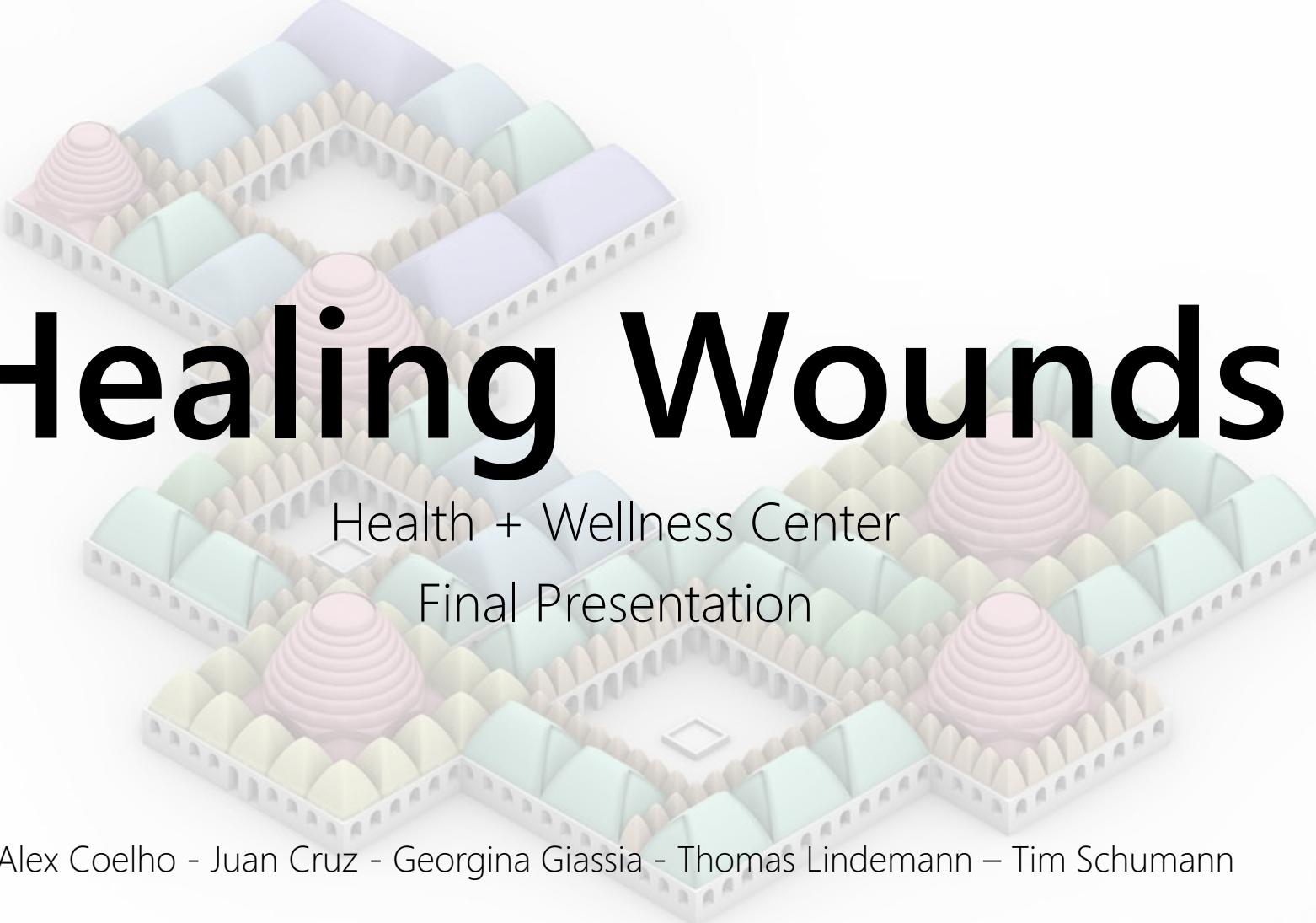
- Think architecture with a mathematic mindset
- Principles of Generative Design

### What could we have done differently?

- Spend less time on urban analysis and start sooner with the configuring
- Spend less time in the program formulation

### How can we continue?

- Make the configuring script work in all usecases
- Implement more typologies
- Integrate 2nd floor
- Standardize more the unique rib blocks
- Vertical elements: Wind catchers and water storage tower



# Healing Wounds

Health + Wellness Center  
Final Presentation

Alex Coelho - Juan Cruz - Georgina Giassia - Thomas Lindemann – Tim Schumann