Juel Daniel Foss Diploma Program fall 2021 AHO

CONTENT

INVESTIGATIVE WORK/FINDINGS

- -key word
- -SITE
- -SCALE
- -PROGRAM

Bibliography

Key word

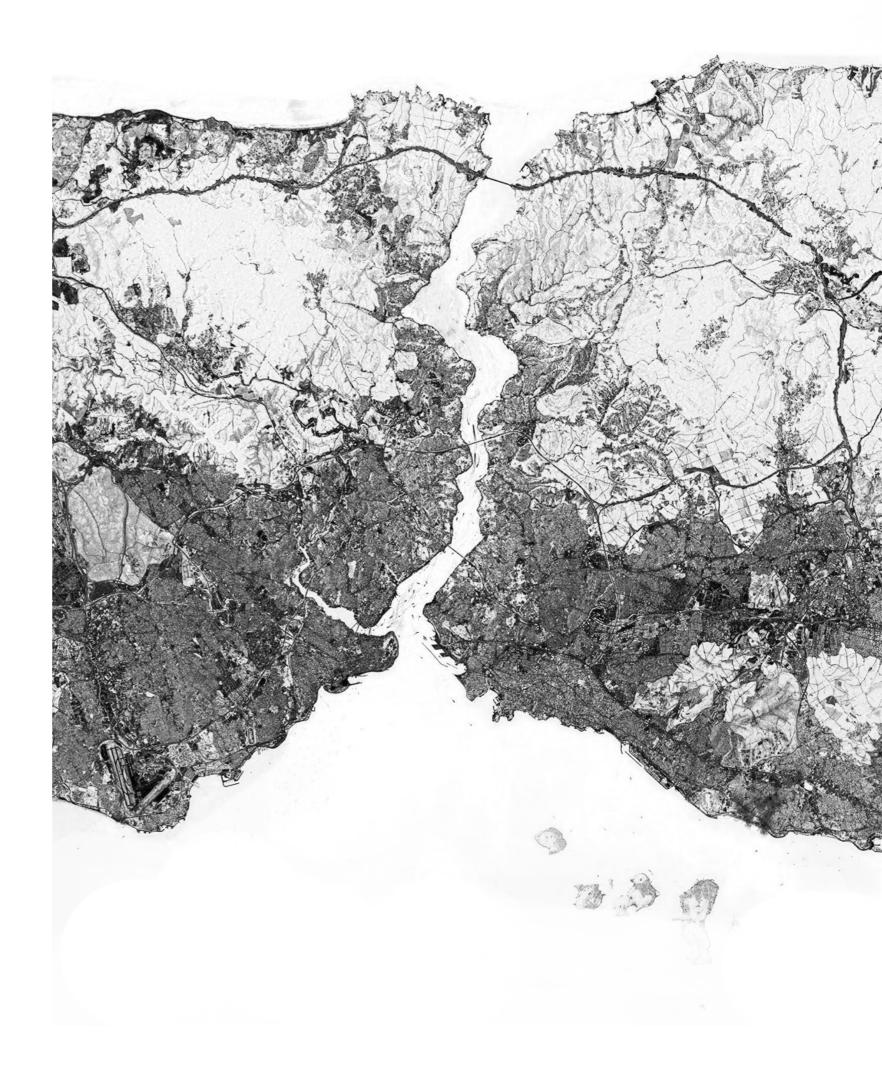
Key word:

interface

: a surface forming a common boundary of two bodies, spaces, or phases



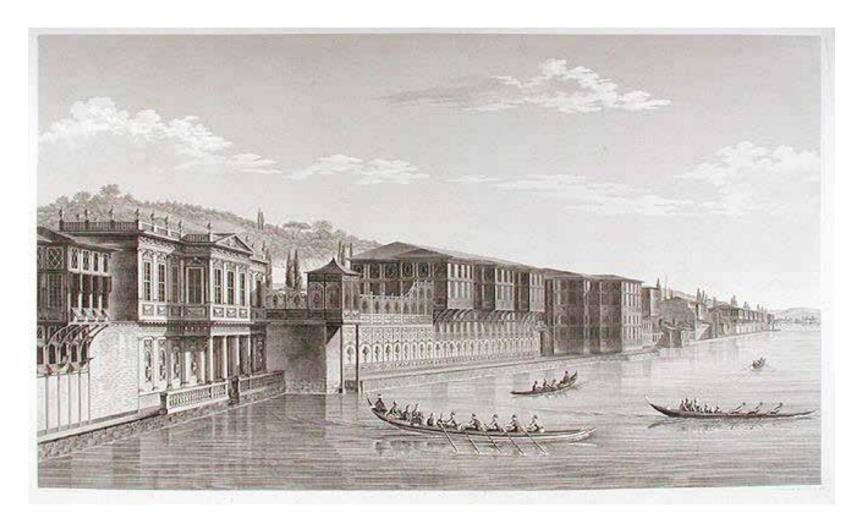
Istanbul is a city which in itself is an Interface. It is a city in between two continents, in between two religions and in between two periods of time(the greatness of the Ottoman empire, and the unpredictable future of a city in decline). The city is devided in the middle by the river bosporos with 60 % of the population living on the european side.



"If the city speeks of defeat, destruction, deprivation, melancholy and poverty, the Bosphoros signs of life pleasure and happieness. Istanbul draws its strengh from the Bosphorus."

-Orhan Pamuk

The river, Borphorus deviding the city in two also creates an interface between what is expected of the city and the life of the city.





Pamuk, O., & Freely, M. (2006). Istanbul: Memories and the city. New York: Vintage International.



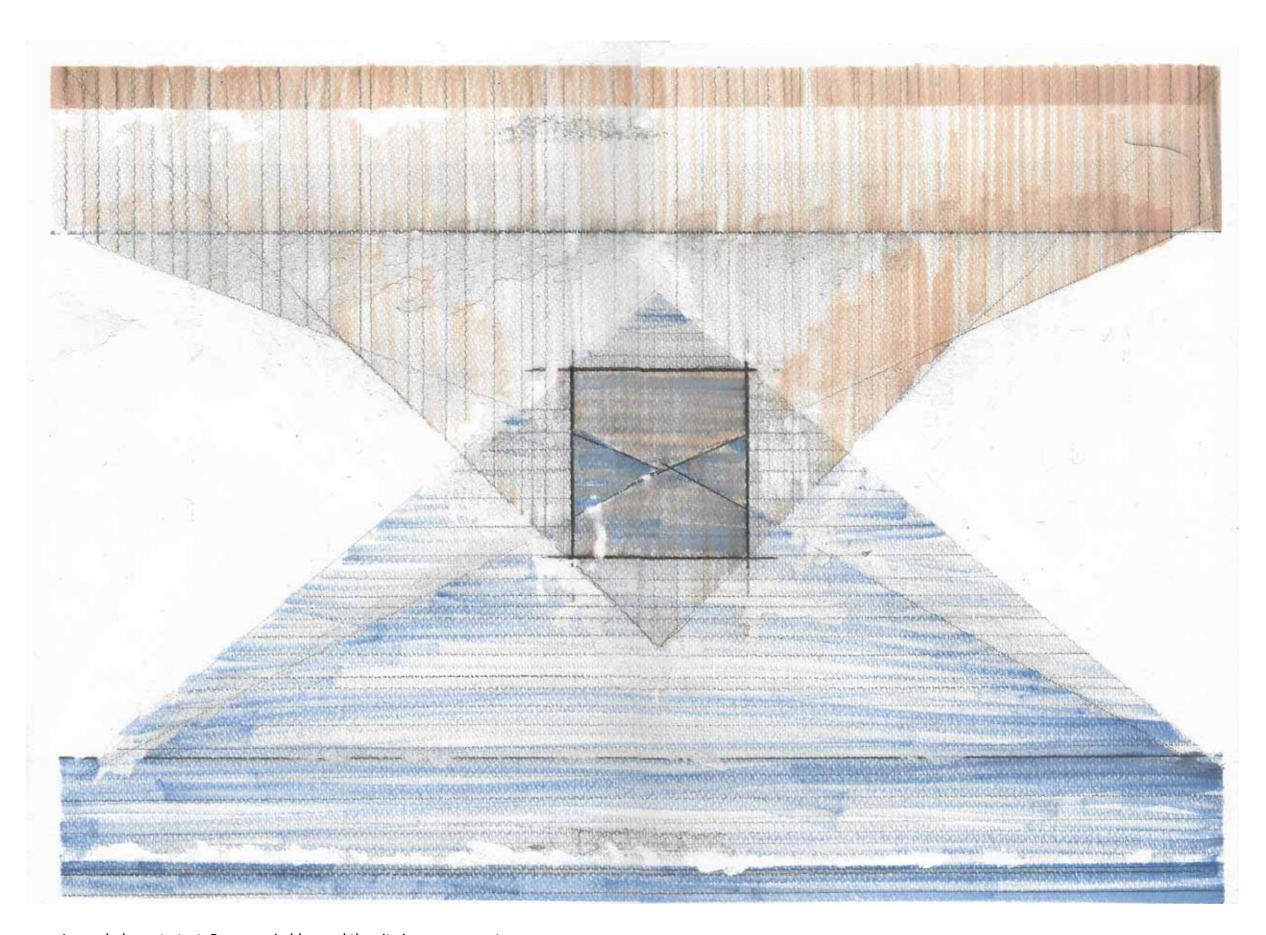


Image belongs to text. Bosporus in blue and the city in orange meet.

"If the city speeks of defeat, destruction, deprivation, melancholy and poverty, the Bosphoros signs of life pleasure and happieness. Istanbul draws its strengh from the Bosphorus."

Cukurcuma, which originates from the words 'cukur' meaning friday and 'cuma' meaning prayer is an area of cafes and shops, some of the buildings date back to the 1500-hundreds and were constructed during the ottoman empire.⁵



Parameters

Site Area	400 sqm (20mx20m)
maximum number of floors	6 floors (from street)
Temperature (celcius)	3°-29°
Height above sea level	70 m
Special Quality	View towards Bosporus

⁵ https://en.wikipedia.org/wiki/%C3%87ukurcuma

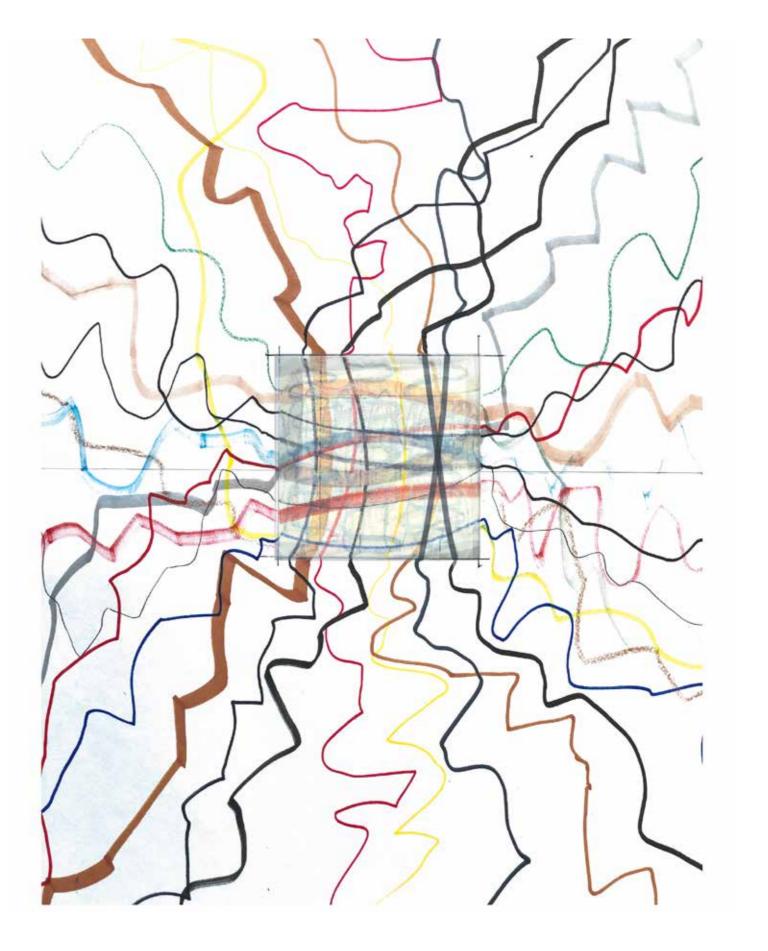




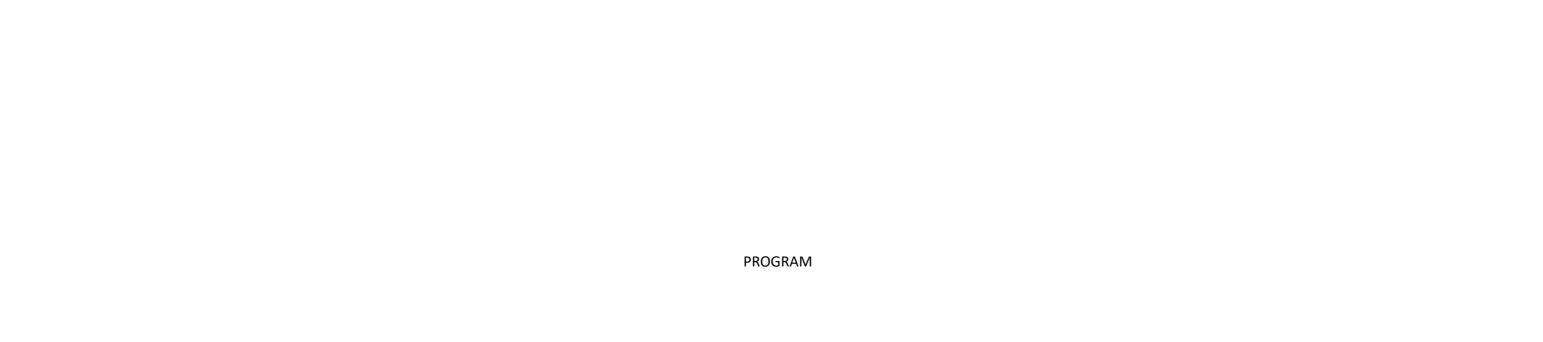


SCALE

The interface possibly created as a result of the building and its relationship to the environment ican be an important factor for the project. The intention of the scale should be so that the building's size is not significant in either direction compared to its neighbouring buildings. In a city, a medium sized building is something that I would like to work with. I imagine the building itself as its own patch in the city fabric, having a different tempo and a different space that its environment, creating an interface.

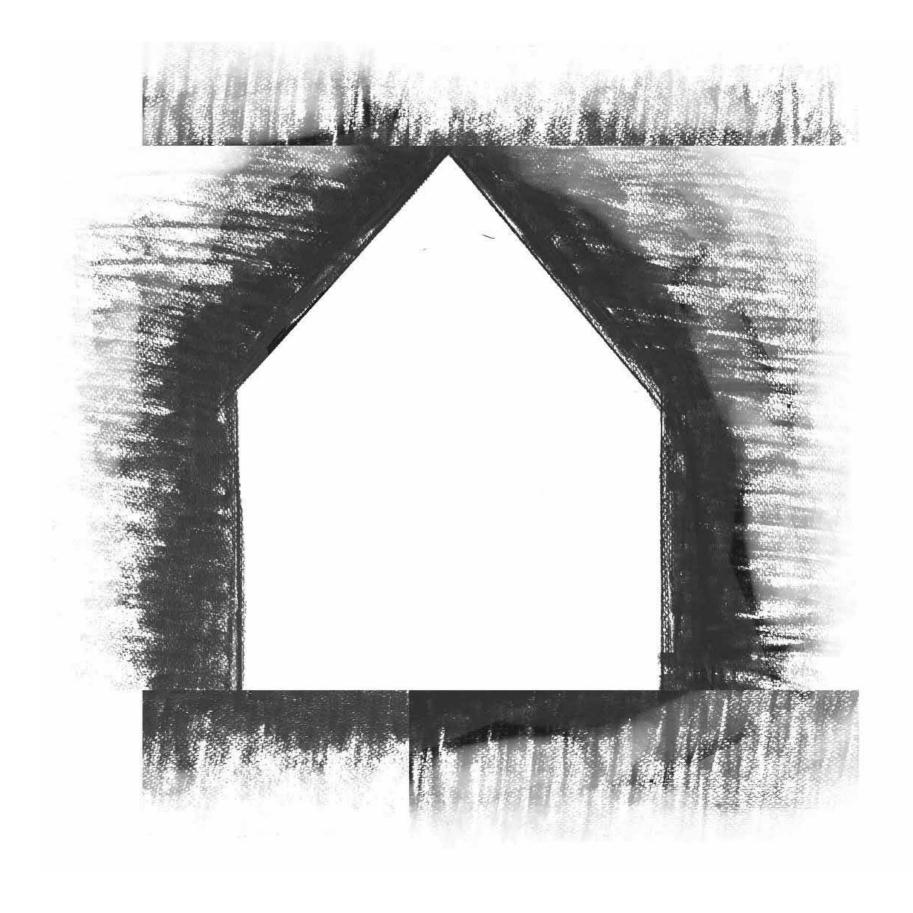


The building becomes its own world as it changes the tempo and the space for its users.



"A hotel, restless, cannot be a home, note even a home away from home; far from it. It puts the mockers on home and all that is homely. A ghost must be seen by the living in order to exist (if we are all dead, a ghost is nothing but a neighbor); a hotel sets itself apart from home, and in doing so, proves rather than denies home's existence."

-Joanna Walsh



Drawing belongs to text.- A drawing that tries to take the shape of a home, but creates a void, shaped in a home-like way.

For who? Guests

Tangible Intangible

Space for rest Feeling safe

Space to eat "part of a family"

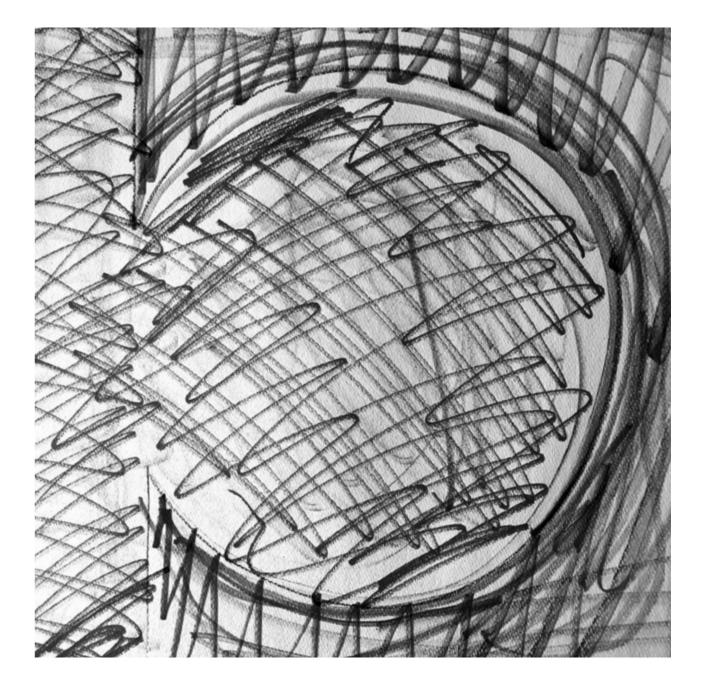
Space to regenerate Felling well

For who? Host

Tangible Intangible

Infrastucture for maintenence A sence of purpose

Space for working The feeling of giving



Relationship Guest/Host

370 Part 3. Development Guide 200 Goestroom mix (number of costs) King (50%) Double-double (42%) Hardisapped (2–3%) Sale (5%) Now and program Area in square tree Guestrooms Guestrooms, at 350 th² (32.5 m²) Suites, at 700 th² (85 m²) Support Sinen storage, vending, too 66,500 166,250 7,060 £,750 2,000 4,000 332.500 6.175 15.450 17.500 325 815 8.000 106 371 8,000 1,000 2,000 100 1,000 Food and beverage outlets
Cathe shop
Specially restaurus
Thome restaurus
Sucki senicar(seller ettal)
Lobby Inange
Cooksal louige
Cooksal louige
Entertament kongeliporis bar
Pool bar
Support (bar striage, loilets, caats, phones) Function areas
Balloom to Balloom type Junior Salloom type Junior Salloom type Bangar soons
Meeting rooms (Bauthoom Arspirilease Exhibit hall Support function and AV timage, projection tooth, tolists, proces) 70,000 2,500 4,000 1,000 3,000 2,400 400 1,200 21,000 5,000 12,000 3,000 6,000 1,000 1,500 20,000 1,000 4,000 10,000 93 371 Recreation
Swimming pool
Pool including clock, whirlippool
Lockers, tolliest, salars
Exercise room
Systemic playroom
Reception/invariage
Suppont (pool equipment and storage) 1,000 2,400 800 800 1,000 0 200 400 1,500 4,000 1,000 1,000 3,000 600 400 800 Table 22.7 Hotel and program—contined

500

And it square maters

Food preparation little stocker Stroped parity Specially reclaurant parity Sale stop Yourn service area

Development Planning 371 Ster of hotel (number of mores): Administration Front office Floot deak Floot office manager Assistant manager Death manager Death manager Death manager icoption/lecretary learnshors area lecensitions crurages lengture operators freezolve office
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f 300 200 600 150 375 200 400 120 240 225 300

13,000 2,000 1,200 1,000 500

	Size of hotel (number of nioms):					
	200	500	1,000	200	533	136
Chef's office	100	120	120	- 1	11	1.0
Dry food storage	300	T.000	1.800	29	93	
Retrigerated food storage:	200	800	1,200	19	74	
Beverage storage	150	500	1,000	14	45	
						- 19
Refrigerated beverage storage.	103	250	400		23	
China, silver, glass storage	200	500	1.000	19	45	- 36
Food controller office	100	120	129	9	- 13	
Tolets	100	150	130	3	.14	19
Receiving and storage						
Loading dock	200	400	500	19	37	
Receiving area	250	500	1,200	7.1	-45	
Receiving office	129	150	150	11	14	
Putchasing officer	120	175	200	11	16	
	100					
Locked storage		150	250	9	14	
hash recycling area	200	400	600	13	37	- 76
Grounds equipment storage	200	400	600	19	37	- 16
Seneral storage	1,000	2,000	4,000	93	186	25
Employee areas						
Personne/						
Personnel/reception	120	155	200	111.0	24	
Personnel manager	120	140	160	- 11	13	
Assistant personnel manager	0	120	120	9	- 11	
ritry law soms	100	100				
			200	9	9	- 3
framing soom	0	250	400	0	23	- 3
Files and storage	100	150	200	9	14	- 76
First will	80	100	150	ž -	. 9	- 76
Timekeeper.	100	120	120	9	.53	
Security		120	120	2	11	
Employee facilities						
Wen's lockers/follets	400	900	1,800	37	84	
Numen's lockers/tollers.	500	1,200	2.400	46	111	
Sanguel staff lockers		400	630	. 0	37	
Employed catheteria	600					- 25
substyles careera	616	1,000	1.800	56	93	
Laundry and housekeeping						
Laundry						
Solled lines room	100	150	250		14	
Jaindry	1,000	2,500	4,000	10	232	
Jointry Supervisor	. 0	100	120			
Zalet laundry	- 0	250	400		23	- 19
keples strage	50	125	200	5	12.	- 3
Yousekeeping	. 99		-5000		740.	
footeleaper	100	125	150		197	
				9	12	- 15
Assistant housekeeper	0	100	120	0	9	
Secretary	.0	100	100	0	9	- 79
Linen storage	500	1.500	3,000	45	139	25
hilloris lissus/storage	250	500	800	23	46	169
lopplies storage	0	100	200	0	3	- 3
	100	150	200	9	14	- 3
est and found						

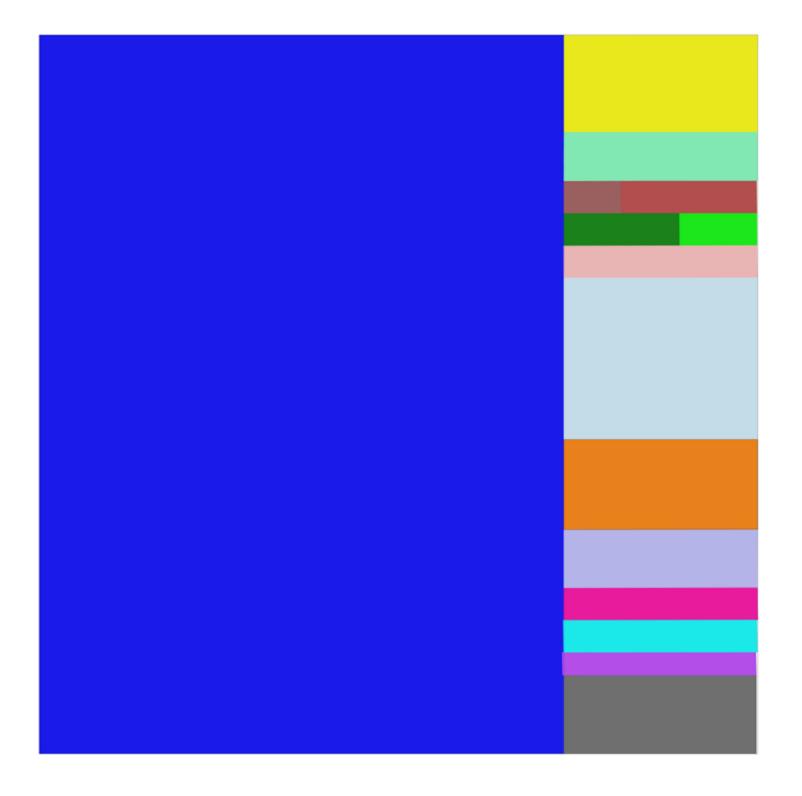
Development Planning 373

	Size of horse (n	umber at roor	m)			
	200	500	1,000	200	500	1,000
Impreering						
The state of the s	100	125	150	. 9	12	14
School angineer	0	100	100	0	. 9	. 9
Secritory	100	100	100	.9	. 9	. 9
WHITE STOP	300	400	500	28	37	56
Turning shop	0	200	300	.0	19	28
Michigan shop	9	200	300	- 8	19	56- 26 28
NE DO	0 :	200	300	10	19	28
miningened computer		120	120	. 0	.53	11
Managaran Street, Stre	300	600	1,000	28	56	91
Sectionical areas (epitrolet)						
Bernard plant	1,200	3.000	9.000	111	278	55T 139
Millettier town	400	1,000	1.500	37	93	139
Charles Sections	300	500	800	26	46	74
THE SET	30	100	190	- 5	0.9	. 14
	0	100	200	19		19
Chief twitzboard	200	600	1,000	19	56	- 33
Mally Highline born	100	400	800	. 9	37	74
Partie & suppriet room	100	400	800	9.	37	74

THE HT -20% in back-of-house areas.

Program Hotel with 200 rooms	m^2
Guestrooms	6700
Lobby	260
Function Area	470
Recreation	100
Administration	50
Office	60
Sales	70
Accounting	50
Food prep	300
Storage	200
Personnel area	50
Employee facilities	150
Laundry	100
Housekeeping	75
Engineering	80
Technical Spaces	220
TOTAL	8685

Data colleted to look at the typical distrubutio of space in a 200 room hotel.



guestrooms lobby function area Recriation Aministration Office Sales Accounting Food Prep Storage Personell Area **Employee Facilities** Laudary Houskeeping Engineering Technical Space

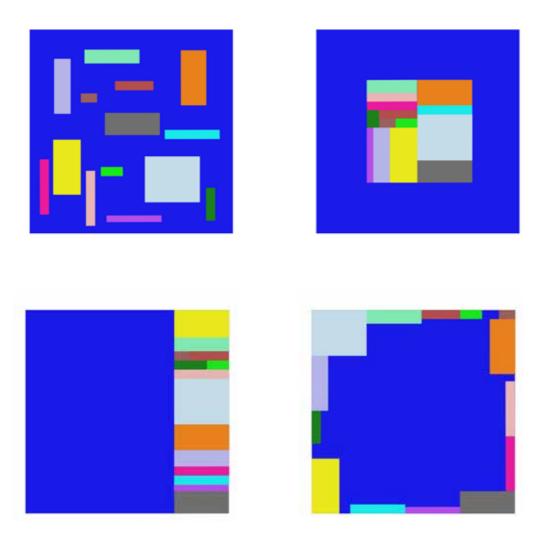
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Hotel

How we spend time in different spaces possibly defines experience. A hotel offers guests a different room and a different time than the room and the time that exists in the world the guest has left. So, what kind of time, and what kind of room?

Program

A hotel is a building that discusses architecture in its desire to accommodate guests and hosts in its own environment. Small and big spaces, private and public spaces, working and living spaces are all needed for a hotel to exist.



Program Hotel with 50 rooms	m^2
Guestrooms	1800
Lobby	85
Function Area	150
Recreation	30
Administration	15
Office	15
Sales	15
Accounting	15
Food prep	90
Storage	60
Personnel area	50
Employee facilities	30
Laundry	20
Housekeeping	15
Engineering	20
Technical Spaces	75
TOTAL	2250

Diploma semester plan: week 35- week 51 2021 16 weeks

BOOT CAMP

week 35, week 36, week 37. Structure, site, program/idea. Review 1

STUDY

Review (MIDTERM) 23.9.2021) Week 38, week 39, week40 Site Model, Site model, Detail Model. Week 41, week 42 Project, project. Review (MIDTERM) 21.10.2021)

Study trip

City visit

PRODUCE

Week 44, week 45, week 46, week 47 Review (LAST) 25.11.2021), week 48, week 49, week 50, week 51. Final project.

Weekly structure.

Monday- studio work
Tuesday- lecture
Wednesday - workshop/studio work
Thursday/REVIEW- Studio work
Friday- Pinup.

ASSIGNMENTS

Three weekly assignmets (boot camp)

1 Structure

2 Site

3 Program/Idea

Model Assignments

What:

Material

Scale

Purpose

Main brief

What are the:

Criterias

Direction

Deliverables

Programmatic constraints
Situational constraints

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ABSTRACT

Candidate: Juel Daniel Foss

Supervisors: Beate Hølmebakk, Chris Engh

HOTEL IN ISTANBUL

The project investigates how working with place, architectural program, and structure can generate an architectural project. This interest comes from, or more rightly put is a result of my urge to find out what the things that i work with are to me.

Istanbul is a city of perseverance.

Istanbul is a city that throughout its history has been subject to opposing forces. Whether it is about landlines, religion, political opinion, and almost all other imaginable types of friction, the city, or this peace of the world we now call Istanbul has experienced it. However, it is the atmosphere this produces that I have been interested in.

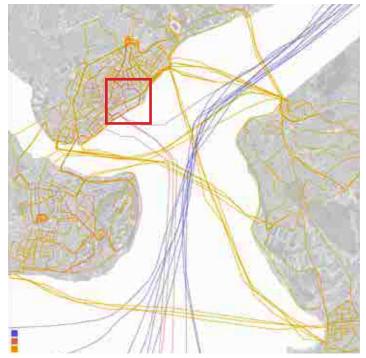
A hotel is a building where different individual experiences of life are shared. As with Istanbul the differences in experience of each space of the hotel are essential to the communal experience of the building. If everything's the same, what is left to share.

Structure has the ability to inhabit meaning. Working with structure as the main idea for the building, has given me the opportunity to investigate how, and if it is possible to charge a structure with an idea that goes beyond its ability to hold and provide for spaces.

Page 2 IDEAS ABOUT ISTANBUL Page 3 IDEAS ABOUT HOTELL Page 4 IDEAS ABOUT STRUCTURE

IDEAS ABOUT ISTANBUL

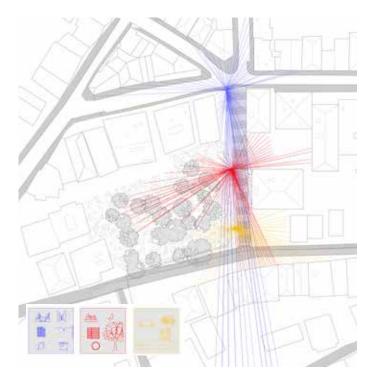
Istanbul is a city that, despite its geographical political and religious differences, is bound together by its inhabitants and the way it is used. One can actually argue that the different experiences the history and the ambitions the city offers enhance its life.





The distictly different qualites found in the city makes it nessesairy for many peaple to cross the Bosporus dayly. Perminant recidants cross from east to west to work, tourists travel from european to asian to historical part of town. The shipping industry uses the strait to ship goods from north to south. Bospuros is the glue that makes the city work.

The typogrophy of the Beyuglu area defines different districts of this part of the city. The Cukurkuma district as a lid on top of the city, being home to cafes galleries and bars, between them, a residential area.

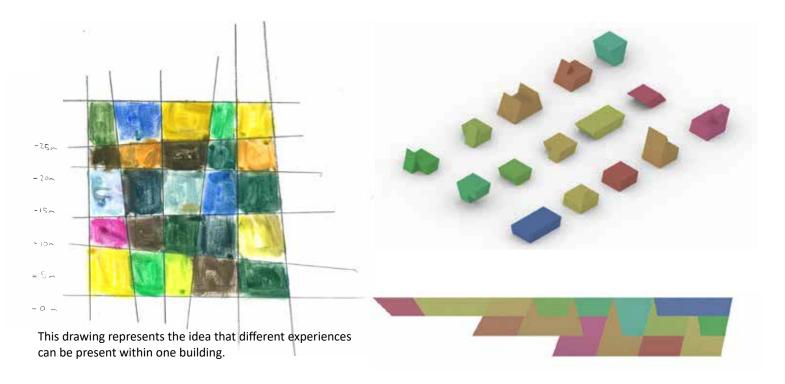


The staircase addiasent to the site connectint the more residential area of the city to the south cultural episenter of the city became a point of interest as it changes your realationship to the city as you move along it, both in plan and in section.



The platform created by the structure of the hotel serves as two resturants, for both the city and the guests that stay at the hotel. You enter this platform from north, leaving behind a specific experience of one part of the city. To the south, the platform relates to the Busposous,

IDEAS ABOUT HOTELL



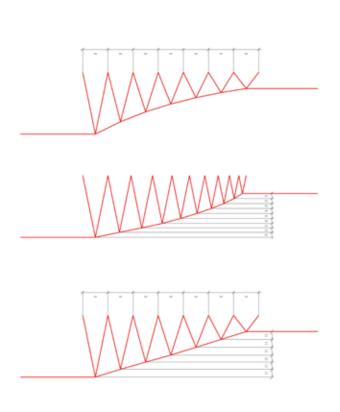
This hotel is a building that consists of 15 different hotel rom, the vary in shape and size, spacial relationship and reletaion to the site. The experience of each hotel room is unique to the guest or guests that inhabit it, while bulding as a whole relies on a communal experience shared by the guest staying at the hotel.



Plan Hotel rooms

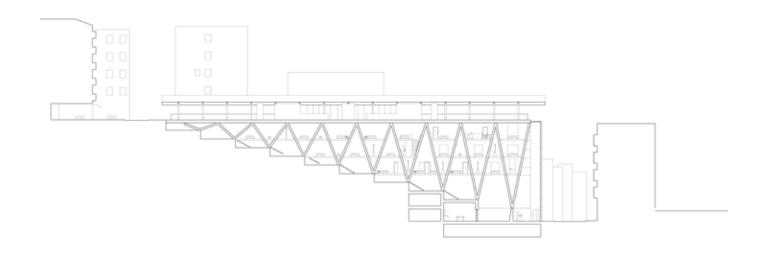
IDEAS ABOUT STRUCTURE

The structure allows for big and small spaces depending on what part of it you inhibit. The structure creates a platform in the city where the individual experiences are shared. The platform depends on the spaces of the hotel to exist.





Working on an inclined site it beacame inportant to find a structural system that was able to deal with diffrences in height in section and depth in plan.



The structure of the building is inhabited, piece by piece by each guest, the platform is a shared space for the city and the guest of the hotel.



