

What can Analogue Urban Architecture contribute to durable cities?

Embrace the current uncertainty of use and real estate economics by separating a flexible interior layer from the long term development of qualitative casco buildings. On the long term real estate remains a safe and profitable investment.

To increase your success-rate through durability, you have to add a CULTURAL LAYER to project approach, design architecture based on classic grammar rules, perceived as a language, slow but inevitable changing because of social developments:

FORM FOLLOWS CULTURE

To reach this conclusion six months of research, project visits and sketching is done. Starting with Aldo Rossi's theory and leading to recent Solid buildings in Amsterdam.

Compressed into a 100 pages Tweetbook. It's 'Scale-Purpose model' is a starting point for the next step: to design your part of the durable city.

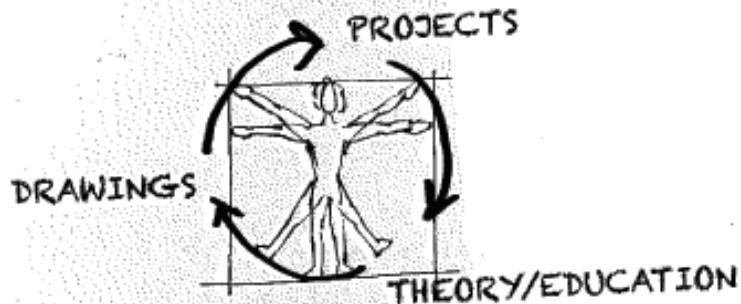


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WWW.PETERSEN-ARCHITECT.NL

Question 3: How did Rossi translate analogue theory into projects?

Answer 3:



#ffculture 51/100 answer3: The projects test the validity of his common theories and are proof of humanist approach.

Boomschlaeger Ebner Sutera, Delft / SPURQX
Alfredo de Gregorio & Partners

Bob van Reeth/AWG

Tony Fretton Architects

Umberto Bartolini / Studio

Hans v/d Heijden/BIG

Aldo Rossi Architettura



#ffculture 52/100 question 4: How do contemporary architects use the heritage of Rossi in their work?

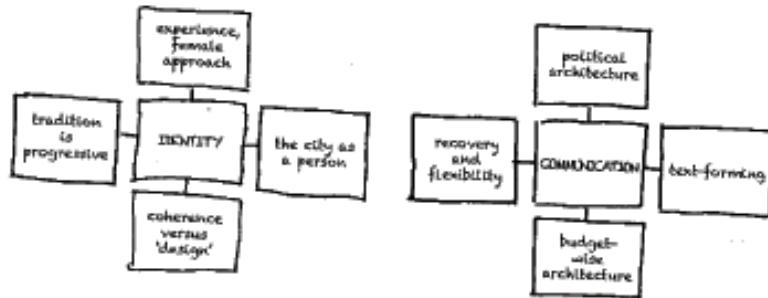
"The truth of this place is not like any other place. Buildings, streets, courts, neighborhoods vibrate on a rhythm, a biological clock, and have an irremovable quality. Every building, court, neighbourhood, ... buzzes with stories and emotions. Has its own identity."

Alfredo de Gregorio



#ffculture 50/100 research4: Alfredo de Gregorio & Partners, Hasselt BE: approach, theory and project.

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design philosophy in 10 concepts

(source: www.degregorio.be)



#ffculture 54/100 research4: De Gregorio&Partners: approach: 8 concepts round themes identity and communication.

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architettura povera

DE KUNST VAN HET GEWONE

alfredo de gregorio

INCLUDES WEB

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de kunst van het gewone
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www.roulartabooks.be

Alfredo de Gregorio



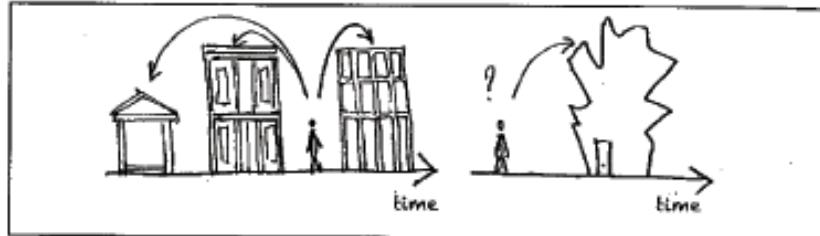
#ffculture 55/100 research4: De Gregorio&Partners: theory: book
Architettura Povera, 1997.

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City as synthesis of the seclusion of the village (first settlement since mankind lived in the Savanna) and the liberating anonymity and inspiring activity of surrounding neighborhoods

1. Liberate from the Savanna

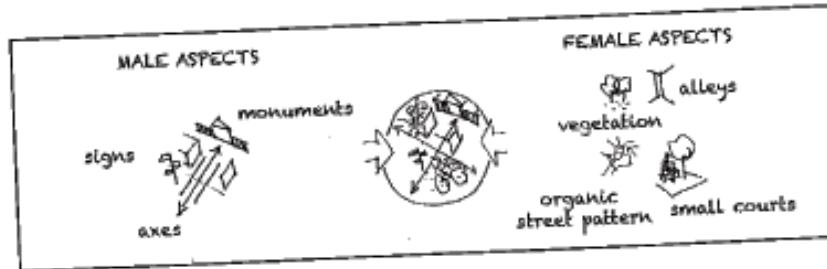


2. Tradition is progressive, learn from the past

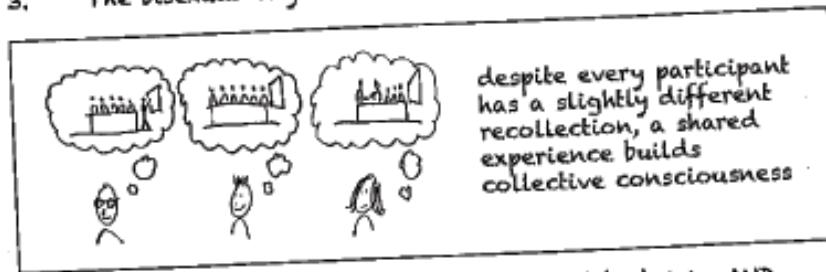


#ffculture 56/100 research4: Architettura Povera in 8 sketches, summary1/4.

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3. The bisexual city



4. Social public space in a city is formed by bricks AND mental space

#ffculture 57/100 research4: Architettura Povera in 8 sketches, summary 2/4.



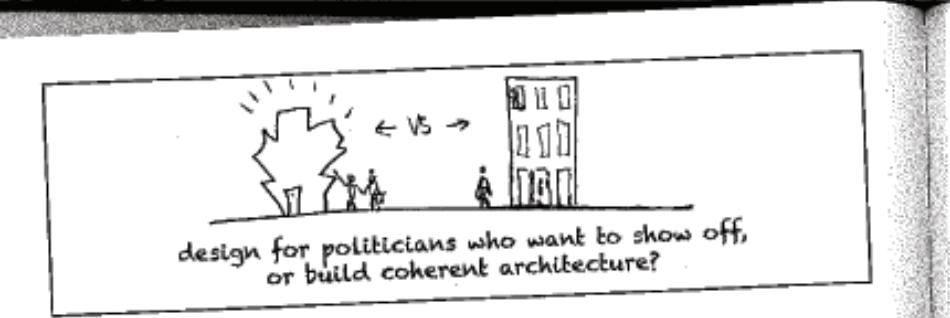
Guggenheim Bilbao:
= Gehry
≠ just a good museum

5. Design is the enemy

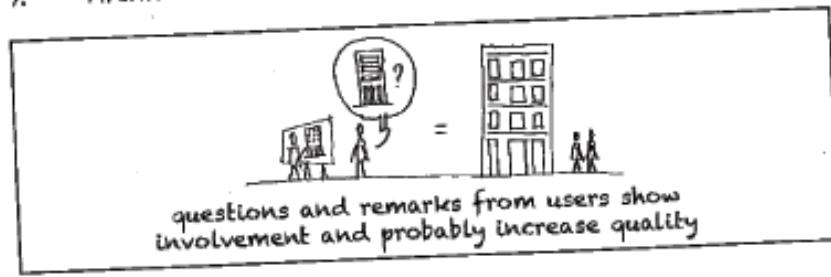


6. Architecture of excess

#ffculture 58/100 research4: Architettura Povera in 8 sketches, summary 3/4.



7. Architects dilemma



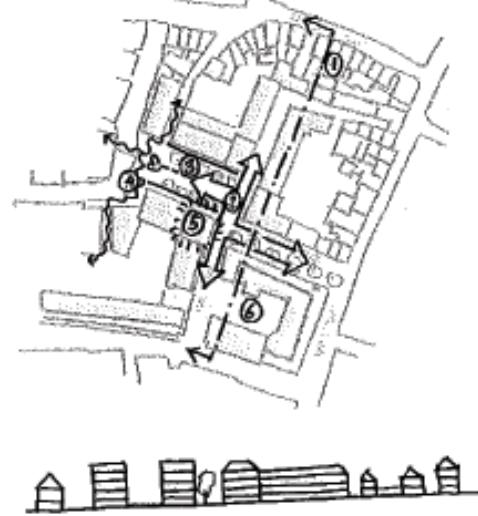
8. Architecture of the process



#ffculture 59/100 research4: Architettura Povera in 8 sketches,
summary4/4.



#ffculture 60/100 research4: Barbaraplaats, Leuven, De Gregorio & Partners with A33, Technum, Stabo, Grontmij, Daldalos.



section 1: reduce scale to adjust to medieval city center

- 1 reduce scale of blocks from south to north
- 2 hierarchy in the street pattern, from boulevard to small alleys
- 3 urban court
- 4 pedestrian bridge and parc near the 'Dijle' canal
- 5 tower as orientation point and symbolic center
- 6 office building excavated for light and air, changed to houses and shops



#ffculture 61/100 research4: Barbaraplaats: urban planning: scale, diversity, tension, male and female elements.

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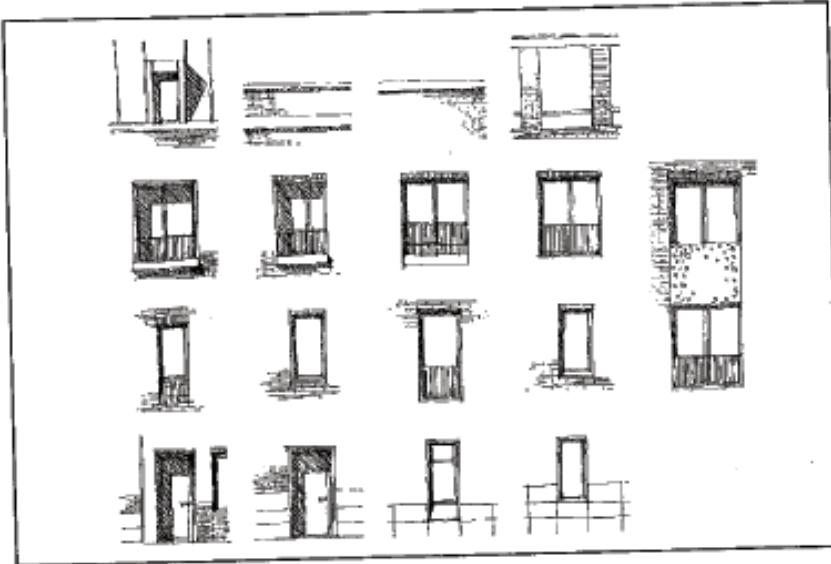


tower as landmark at the central court



#ffculture 62/100 research4: Barbaraplaats: architecture: few materials, more wall than window, no excessive details.

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a few of the elements of facade design



#ffculture 63/100 research4: Barbaraplaats: details: base, window types, cornices and exterior materials.