

EXPERIENCE COMPRESSOR_

impression point of Jimbolia

TB_0000



Theme and presentation

Questions you have to answer

- What is the specific problem that the project wants to solve?
- What is the project hypothesis?
- What are the project's objectives?
- Which are the desired outcomes?

THINK ERASMUS

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What is the specific problem that the project wants to solve?

The scope of the project does not seek to address the more objective problems, but focuses on the place and its emotions. It seeks to reinforce the attachment to a place that is already emerging, and to germinate it in those in whom it has not yet taken root. Local problems are the sometimes excess brickwork in the city, the slight disorder of the place, and the lack of knowledge of place and history of the people who are essential to care. I don't see it as a problem that nature is trying to reclaim this area, the adventurous trails and desire to explore stems from this very thing, so I want to reinforce this.

What is the project hypothesis?

The project's premise is that a stronger attachment to a place encourages a greater care for it. Can learning about its history and adding new experiences to it develop this care for place? In a multicultural environment, can everyone put their own work and memories into it to unite? Can the collective building of community offerings serve to fuse the local community across ethnicities? Can this be an asset for local society ?

The project seeks to answer this hypothesis.

What are the project's objectives?

The aim is to create a building that attracts and distributes visitors (locals and others) in harmony with its surroundings, creating a lasting, local experience.

The concept is to summarise, foreshadow and add experiences of the place in form of a building. The impressions created by this can also be an incentive to explore and get to know the site or the city. (with it's history)

The design tool is the spatial representation of the sensations evoked. The spaces (in this case staircases and levels), made up of impressions, are grouped together in a vertical array.

The upward expansion allows the spatial sensations to be 'compressed' into a smaller floor area, this also creates a pair of mutually reinforcing opposites as a break in the horizontality that characterises this part of the Banat.

Building materials collected partly from local donations (surplus materials lying around the yard), that are closely linked to the tradition of the brick industry and the history of Jimbolia. Local people can be involved in the construction process. This form of community architecture results in a closer relationship with the place.

Which are the desired outcomes?

The ultimate goal is to connect local community (and even strangers) more closely with the site, with the help of experiences, donations and care. Not only does this do something for the environment, but personal stories can be enriched. The building makes recreational items available for everyone, so we don't have to bring them with us, and the toilets and the appreciation of the place can be increased. (less rubbish, more visitors)

The Impression Point of Jimbolia is an experiential way of getting to know the place, and experiences of this kind (together with the local history exhibition on the ground floor) will create more lasting memories, so there is a better chance that it is not just locals who will return time and time again.

The ultimate aim is to clean up the site and the area, making it even more attractive, by strengthening the attachment of locals and visitors to the place, through the experiences collected and shared here. In general, the reuse of bricks means less invested energy, which helps to protect our environment and is currently a priority.

The building is also intended to blend into the landscape as an interactive element, reminding visitors of the former function of the place as a sculpture, and to help this by reintroducing the ceramics, originally made here from the clay in the Bohn Brick Factory, into its homeland, which also completes the life cycle of the material.



The industrial 'artefacts' found on the site do not seem unfamiliar in this artificially created natural environment. The proposed building continues the series of 'found objects' with its object-like appearance, thus becoming an integral part of the site, identical to its identity.



The concept assumes a linear approach, as the building can be the start/end of the experience. The endpoint of the peninsula, which extends into the largest lake and resembles a 'hugging arm' in plan view, perfectly met this condition. The longitudinal side of the building, almost parallel to the shoreline, could be interpreted as a continuation of a path leading to the vertical compression point at the tip of the peninsula.

The ground-floor block is a slight dividing line between the larger, naturally separated and more tangible part of the lake. The building opens up towards the latter, and the intention is to use this smaller body of water for recreational activities, so that the larger pond can be preserved for the various species of birds that nest and seek refuge here. At the same time, visibility and accessibility are not obstructed by the ground floor block.

SITE PLAN
1:1000

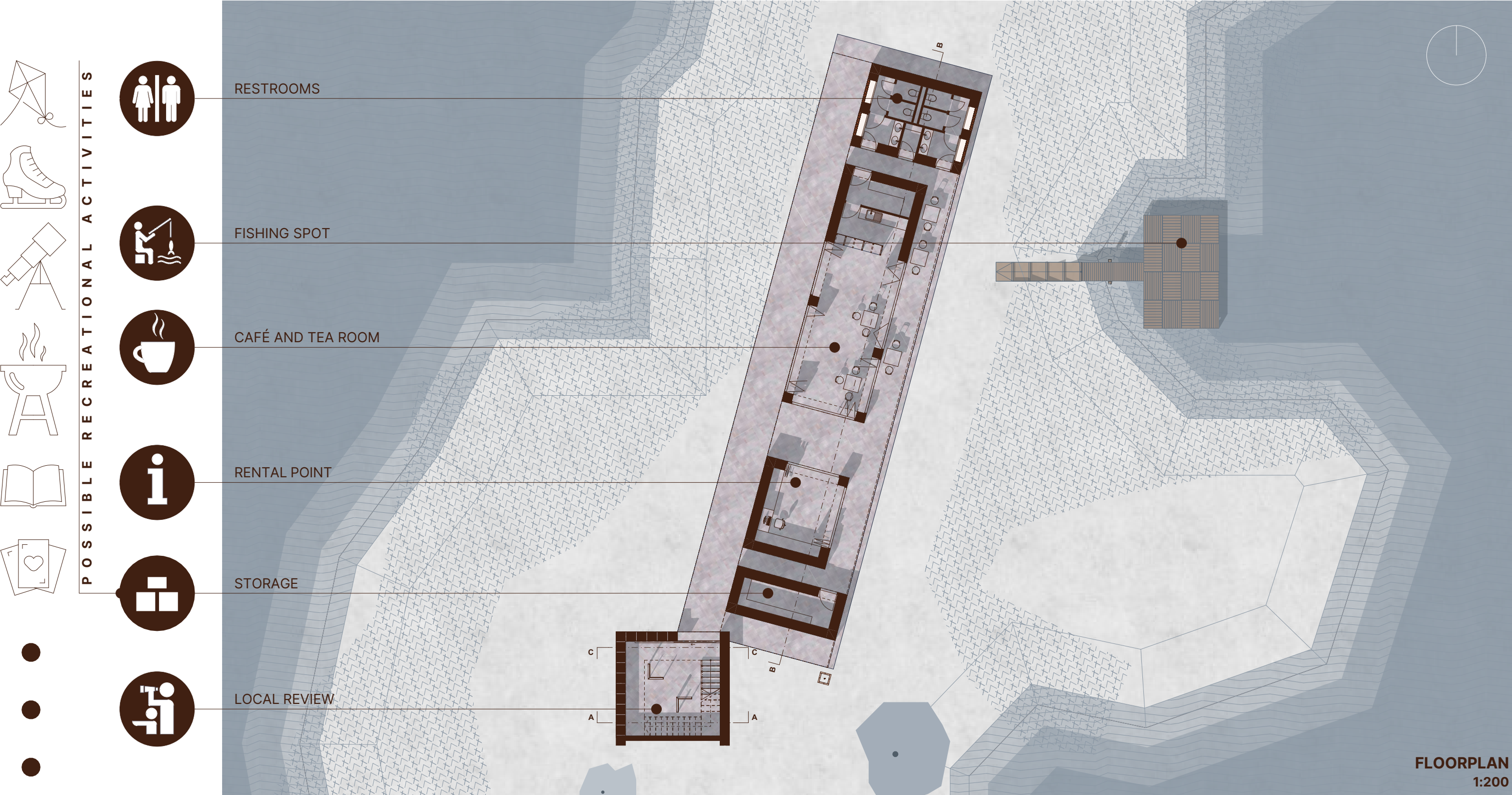
The horizontal array is made of functionally separate arrays that are linked by a flat roof and is opening out towards the two lakes and forming a permeable space. That is also encourages a variety of experiences, facilitated by the rental shop and the café/tea room.

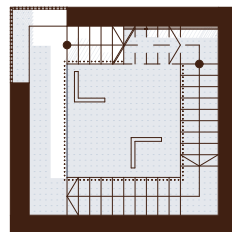
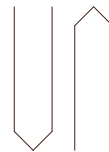
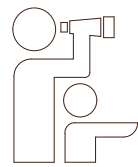
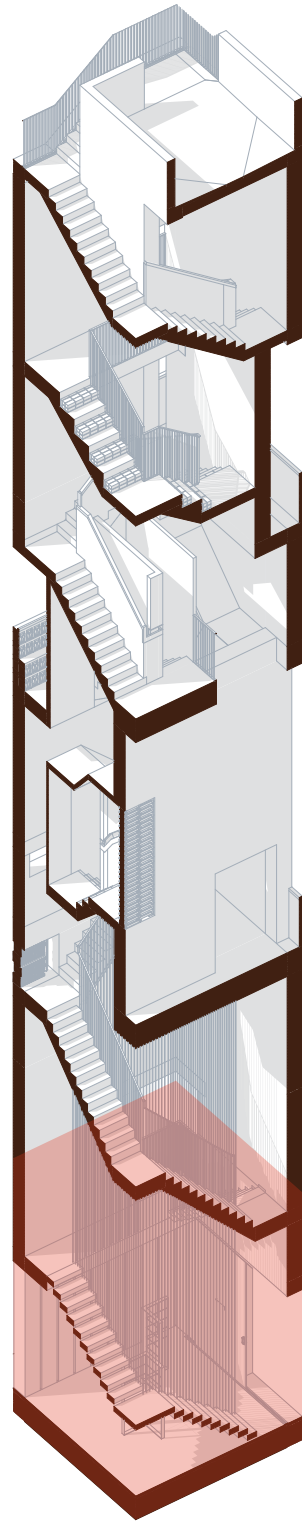
The two building masses are connected by a canopy, which also defines the access path.

The vertical block provides information about the site through an adventurous wayfinding system, serves as a meeting and resting point and signals the presence of the natural oasis to travellers and visitors from afar.

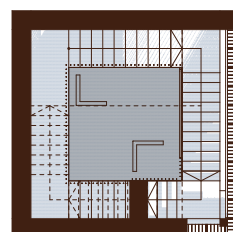
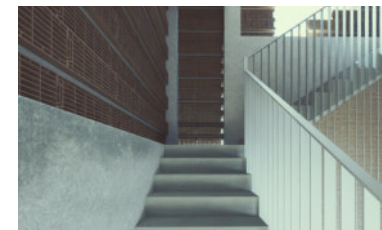
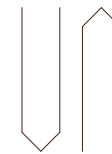
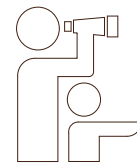
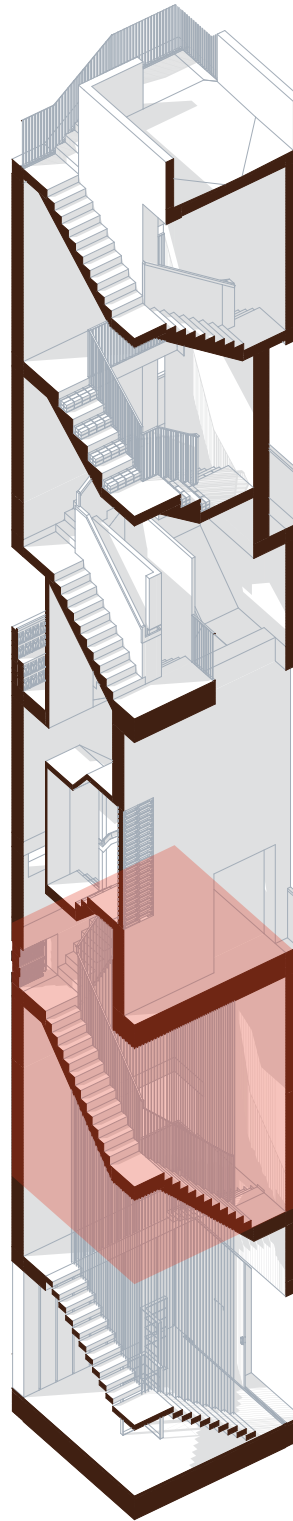
This is complemented by a ground-floor building that also serves basic functions, providing space and facilities for a variety of recreational activities in mutual harmony with the vertical axis, while meeting basic comfort needs

(one of the major problems in this type of undeveloped, more open-air site is the lack of toilets and littering). This ensures that visitors can spend a whole day here without any particular difficulties or compromises.

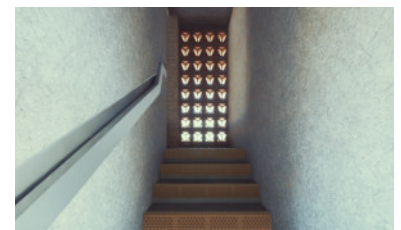
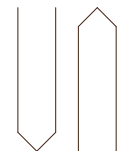
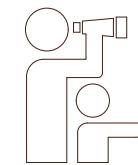
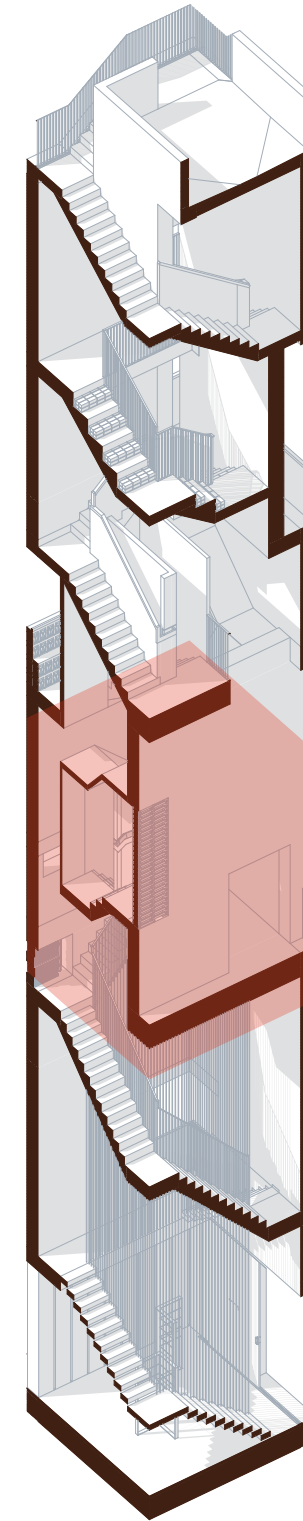




1. FLOOR 1:200

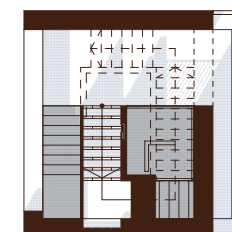


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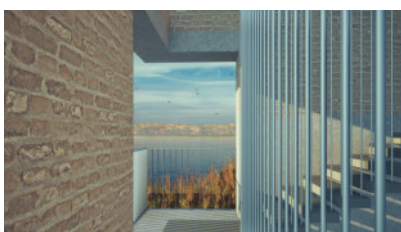


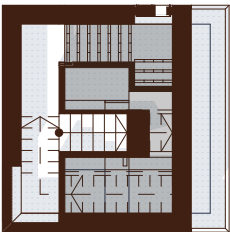
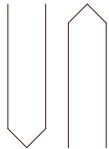
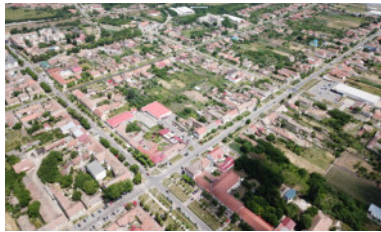
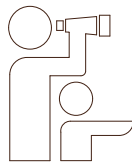
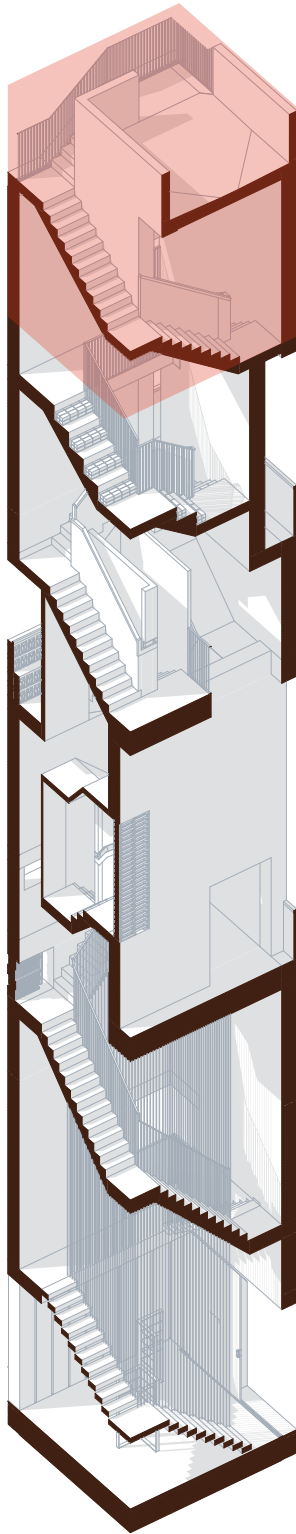
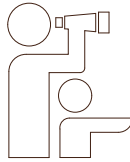
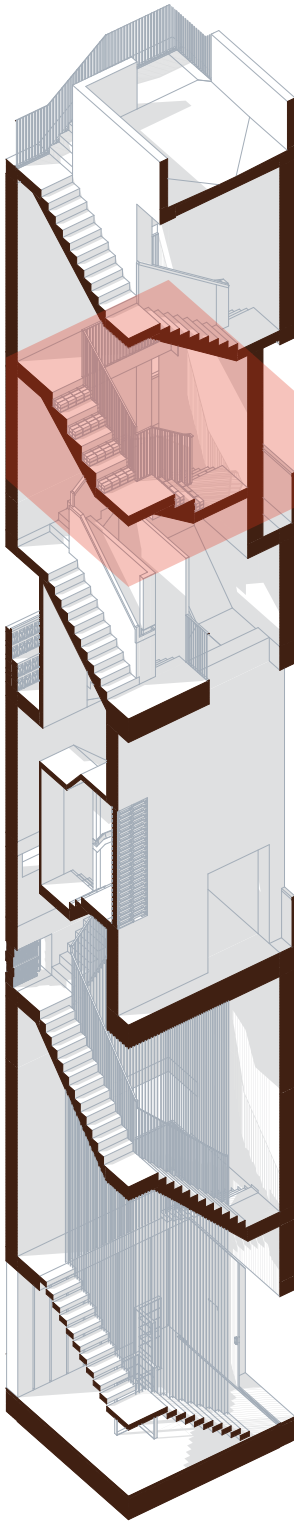
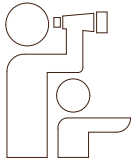
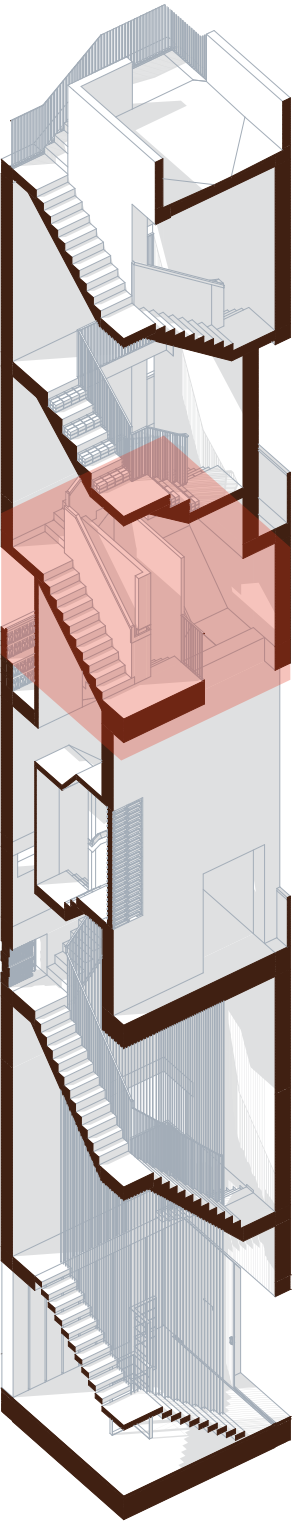
The design tool is the spatial representation of the sensations evoked. The spaces (in this case staircases and levels), made up of impressions, are grouped together in a vertical array.

The end points of the levels always provide a view of the location that evokes the particular atmosphere.

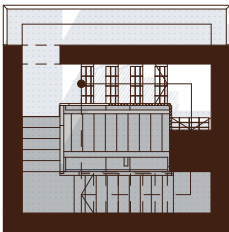


3. FLOOR 1:200

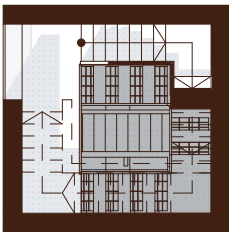




4. FLOOR 1:200



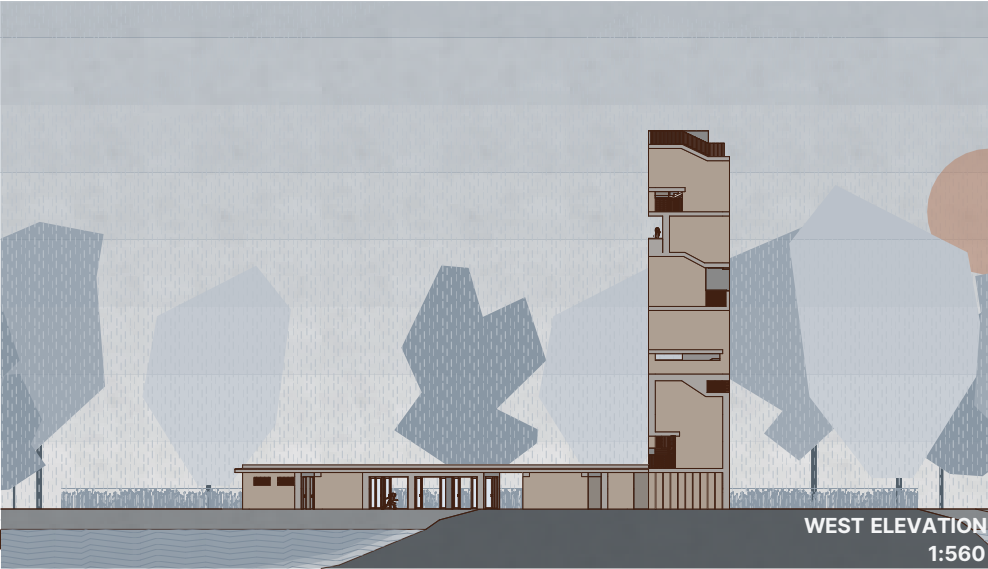
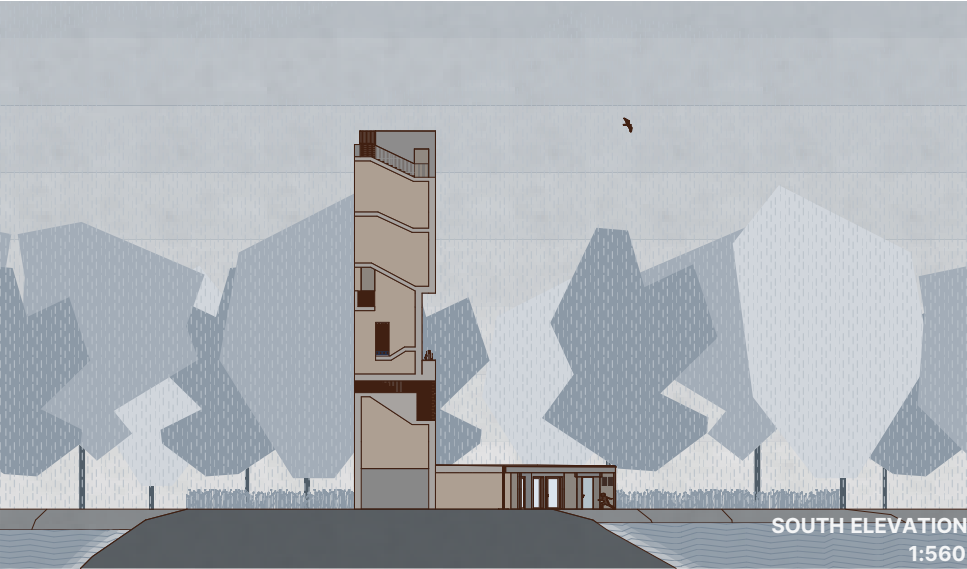
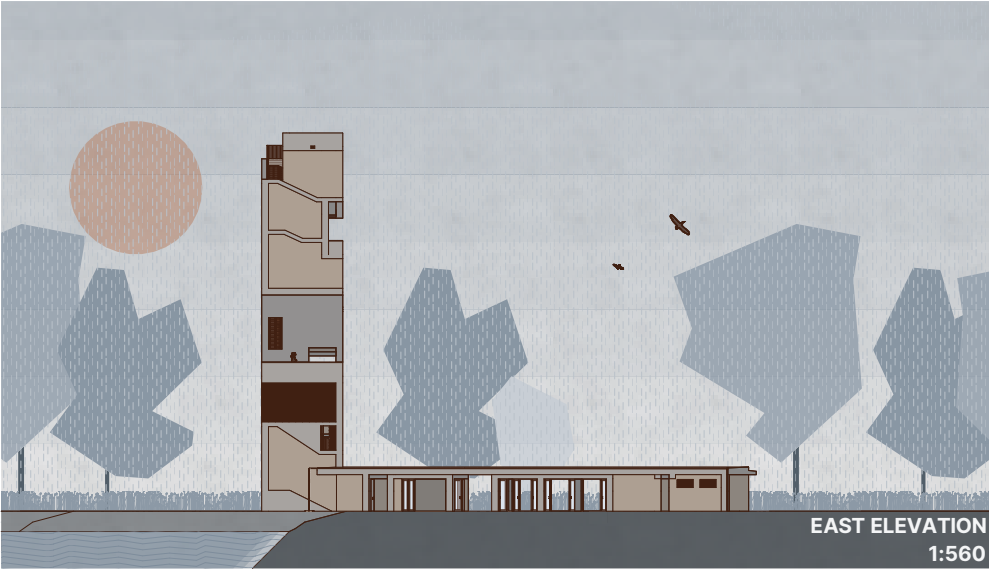
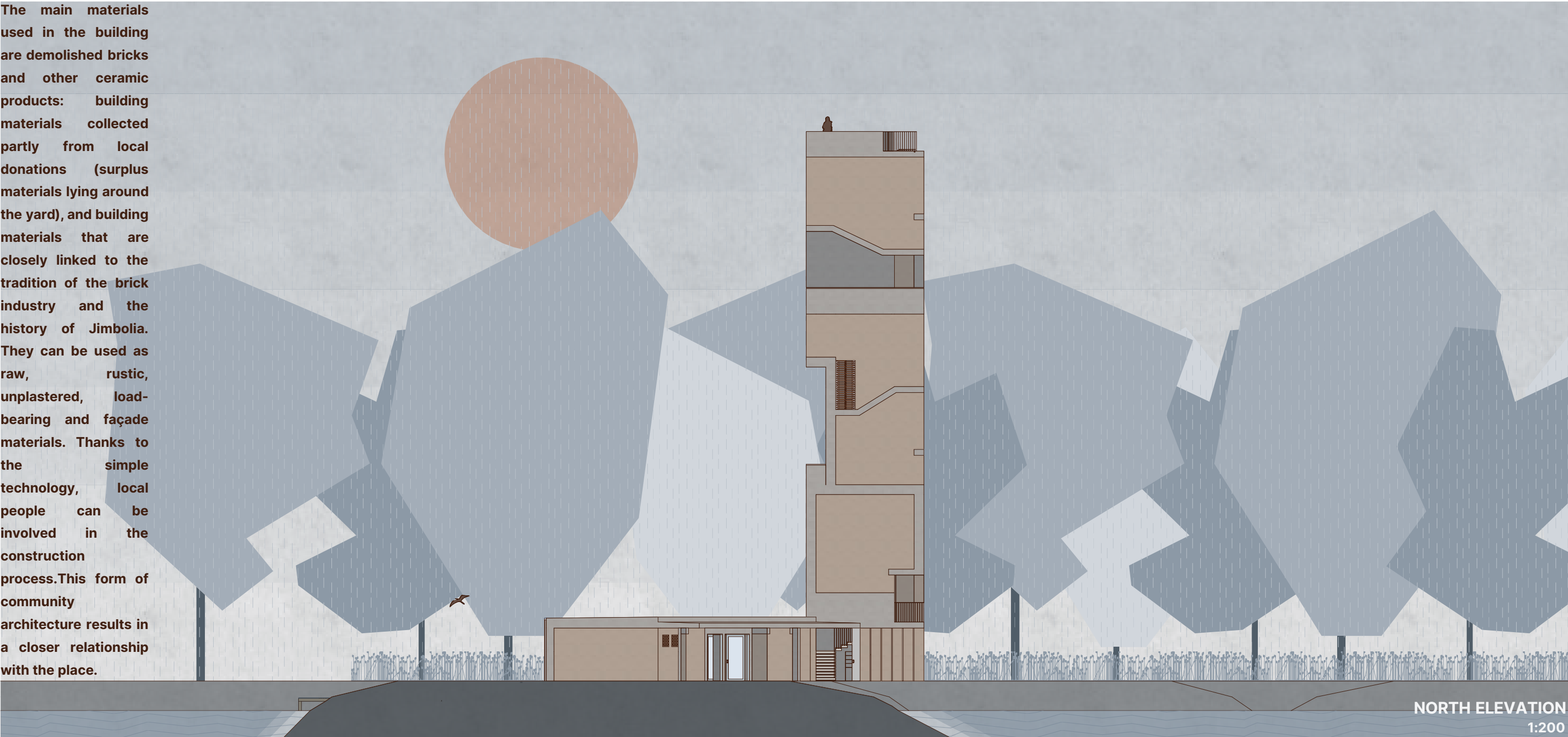
5. FLOOR 1:200



6. FLOOR 1:200

On the basis of the impressions created by the site, the feelings to be expressed by the architectural means are strung as stairs on the vertical path:
borderlessness-movement,
uncertainty-despair,
comfort-homeliness,
withdrawal-memory, calm-
stasis, narrowness-
transgression...

The main materials used in the building are demolished bricks and other ceramic products: building materials collected partly from local donations (surplus materials lying around the yard), and building materials that are closely linked to the tradition of the brick industry and the history of Jimbolia. They can be used as raw, rustic, unplastered, load-bearing and façade materials. Thanks to the simple technology, local people can be involved in the construction process. This form of community architecture results in a closer relationship with the place.





The proportions of the adjacent ground floor block are almost identical. It can also be seen as a 'knocked down' pair of the vertical building. MULTIPLE RECREATIONAL ACTIVITIES



ARRIVAL



LOCAL HISTORY EXHIBITION



CONTINUING THE PATH