MATTEO LOMAGLIO

AHO OSLO SCHOOL OF ARCHITECTURE

40611 _ ACDL 24-HOURS OSLO
Versatile Architectures and New Demographies

Supervisors: Prof. Michael U. Hensel, Prof. Søren S. Sørensen,
Assistants: Joakim Hoen, Sofia Cunha, Sarah Saeidi

OSLO CONVERGENCE
24 HOURS HUB IN SLOTTSPARKEN
OSLO CONVERGENCE

This architectural project is based on the recognition of population growth and demographic change, as a significant opportunity for the city’s economic, social, cultural and environmental development and the types of architectures required to make appropriate provision for the purpose at hand.

Demographic change indicates a recognizable shift towards more multi-cultural and diverse age and interest groups that require new provisions spread over the time of the day past regular work hours, so as to be able to participate in cultural, educational and other desired activities. Today mixed activities and spaces for different age and interest groups is needed in contemporary urbanity that is undergoing marked demographic change and related diversified needs. The research commences with mapping in great detail circulation and activities in and around the selected site across different age groups, times of day, as well as seasons. The selected area of Slottsparken has the characteristics to act as a junction between two different conditions (Bogstadveien and Karl Johans Gate) and generator of new urbanity in the city, a mixed program area, with cultural richness, nightlife, commercial and a large amount of people going through it. It is a space of transition, a place where the scale, section and perception change.

In this context relevant art and culture-oriented activities require new approaches to architectures that can house such activities and deliver to them a spatial arrangement that expresses the Zeitgeist of the time while allowing for different uses accommodating future change. Time is something we use to articulate our succession of activities during the day, but how does that relate to architecture and its programmatic layout?

OSLO CONVERGENCE explores the concept of time as a flow, that continues with different interactions translated into the physical space where the rigidity of the regular relationship between walls and slabs give way to a continuous extended walk-able surface where it is impossible to define a start and an end, where horizontality meets verticality (rhematic surface), where interior meets the exterior (layered envelope). The spatial experience as experience of time, of a flow, with extreme possibility of circulation, where the path is always different and leads every time to different points. Along the continuous path of the project there is a succession of activities that are selected based on the detailed site analysis. This includes walk-by kiosks, displays and other items from the proposed new underground train stop to the ground floor, thus collecting and attracting different flows of movement. Further up a publicly accessible cooking school and an extension of the nearby music school are located together with a succession of exterior spaces to extend activities during the warm season. Located at the top of the building is a public garden. There are numerous choices of paths and experiences up and down the building that make it interesting to visit the project multiple times during the day as activities and there relations change over 24 hours. In so doing the project pursues an innovative approach towards attracting and managing talents and knowledge communities by way of 24-hour activities that emphasize a strong element of learning and exchange within a public setting. This makes it possible for typically more removed and controlled access activities to be exposed and more open to participation, distributing knowledge though experiences to a wider and more diverse public. The use and the generation of an associative model have been fundamental to undertake novel kinds of analysis that foreground change over time and to control the complexity of the overall design. This led to the possibility of testing the design strategies through an iterative process, which involved different and peculiar elements of the design, such as the geometry definition, the programmatic layout, sunlight and radiation analysis, structural analysis and the envelope system. The project is based on associative computational modeling integrating programmatic, spatial, structural and environmental criteria. Choice and distribution of activities are correlated with a multiple envelope strategy for the building, which provides fully enclosed and transitional spaces between the exterior and the interior. The integrated associative model serves to ensure that the open interior space without subdivision is making suitable provisions for its intended public and collective activities and sets out a vision for architecture that is informed by specific local conditions, demographic changes and diversifying needs of the citizens.
THE SITE

The selected area of Slottsparken has the characteristics to act as a junction between two different conditions (Bogstadsveien and Karl Johans Gate) and generator of new urbanity in the city, a mixed program area, with cultural richness, nightlife, commercial and a large amount of people going through it. It is a space of transition, a place where the scale, section and perception change.
OSLO CONVERGENCE explores the concept of time as a flow, that continues with different interactions translated into the physical space where the rigidity of the regular relationship between walls and slabs give way to a continuous extended walk-able surface where it is impossible to define a start and an end, where horizontality meets verticality (tectonic surface), where interior meets the exterior (layered envelope).
ITERATIVE PROCESS

The use and the generation of an associative model have been fundamental to undertake novel kinds of analysis that foreground change over time and to control the complexity of the overall design. This led to the possibility of testing the design strategies through an iterative process, which involved different and peculiar elements of the design, such as the geometry definition, the programmatic layout, sunlight and radiation analysis, structural analysis and the envelope system.
GRASSHOPPER ASSOCIATIVE MODEL
PROGRAMATIC LAYOUT
In this context, relevant art and culture-oriented activities require new approaches to architectures that can house such activities and deliver to them a spatial arrangement that expresses the Zeitgeist of the time while allowing for different uses accommodating future change. Time is something we use to articulate our succession of activities during the day, but how does that relate to architecture and its programmatic layout?
MATTEO LOMAGLIO

AHO OSLO SCHOOL OF ARCHITECTURE

40611 _ ACDL 24-HOURS OSLO
Versatile Architectures and New Demographies

Prof. Michael U. Hensel, Prof. Søren S. Sørensen, Joakim Hoen, Sofia Cunha, Sareh Saeidi

OSLO CONVERGENCE
24 HOURS HUB IN SLOTTSPARKEN