

(JUNK)SCAPES

(JUNK)SCAPE PROPOSAL + APP

As questioned by Gareth E. Rees (2019): 'Are car parks simply slabs of tarmac or are they something more? Do they have the potential to contribute something of worth to society? Or are they pernicious entities?...' Following my re-evaluated view on the value of car parks, this project represents creative ways to transform these 'asphalt fillers' from (non-place) anonymity to (non-place) urban character and enable them to live.

(Junk)scape app aims to be a system and service that proposes efficient uses for 'wasted' spaces and energy around 'non-places' i.e. car parks. This app rethinks and recycles underutilised parking lots by using a renting and scheduling system. My primary design proposal for my rented 'non-place' explores 'placeless' people, in hopes to provide support for the local homeless community and raise awareness around this 'invisible class' through film. This proposal also aims to incorporate responsible involvement with Bizitegi, a non-profit organisation that contributed to the construction of services for individuals from the worlds of exclusion and mental illness in Bilbao. The targeted users involve the general public and primarily marginalised, and homeless communities that reside on the streets or abandoned buildings. Featuring products from the Bilbao Homeless Film Festival, the cinema would display emotional stories that document the reality of everyday social exclusion. Inspired by innovative solutions such as "Donating Metres" and "Beddown" that took advantage of parking to help the homeless, this parallel system looks to engage local communities with social impact on top of redefining 'non-places'.

If you want to read the visual essay, please click here.



If you want to read the thesis as a flipbook please click here.



(CONTEXT)

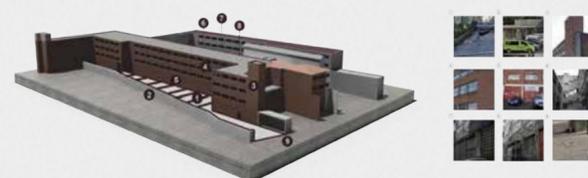
SITE IDENTITY

Filled 'Cultural Void'

As the first designed and built biscuit factory in Spain, Artiach was founded and designed by the José Artiach Gárate family in 1907. Artiach is now divided into different premises being occupied by different owners such as Comercil Férrica S.A. in Zorrozaurre. Since 2012, the building is home to thirty companies and associations (according to the MAS Context). Ranging from a skateboarding school and artisans to 3D printing and tech companies, these cultural associations are successfully filling 'cultural voids' in a place of transition and Artiach is one of the best examples of filled 'cultural voids'.

Carscape I Cars, Car, Cars

From observational images as well as Google Earth imagery, a large number of cars surrounding the Artiach building was noticed. In almost every ground-level image, cars were captured; suggesting that there is relatively high mobility and automobiles around the area. Due to limited information and data on the car park, this investigates its surrounding activities and businesses to analyse its 24-hour lifecycle and general operation. With its identity as an 'appropriate filler' and 'conditional space', car parks coexist in a dynamic 'conditional' relationship.

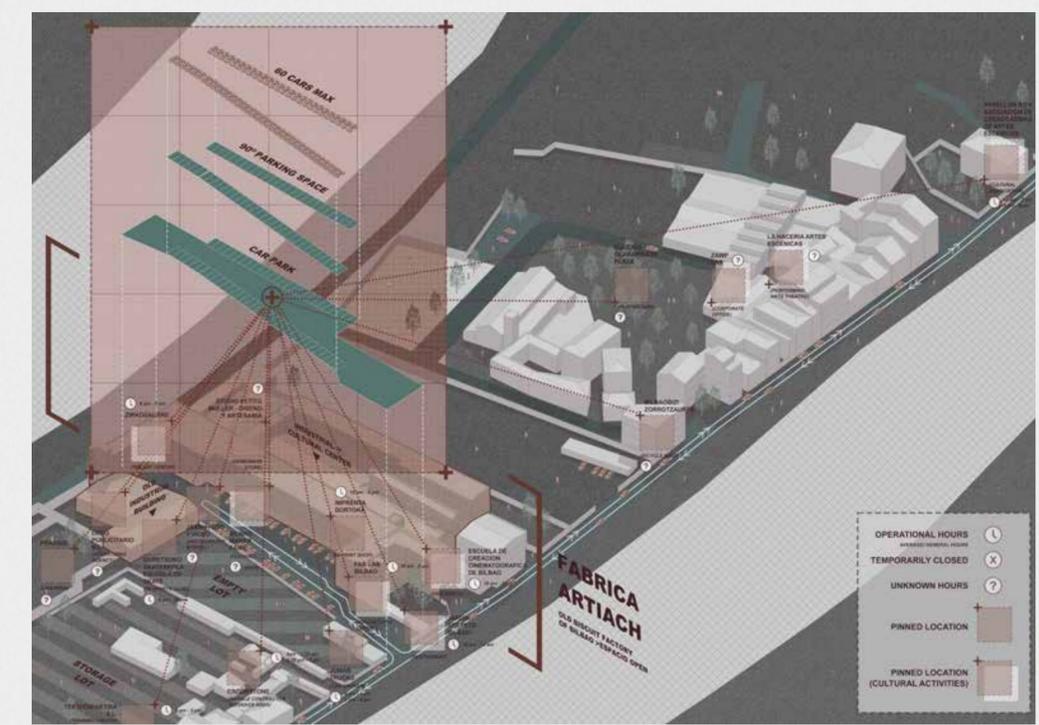
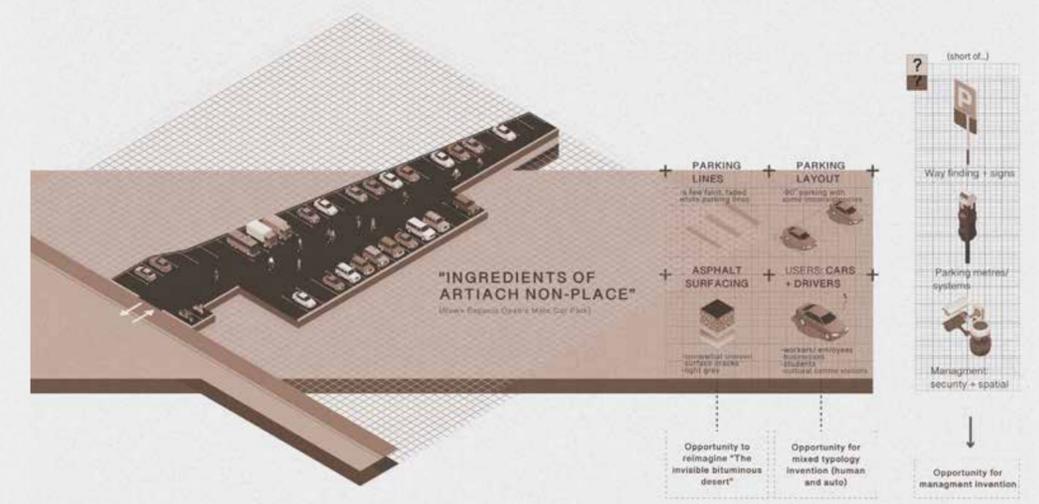
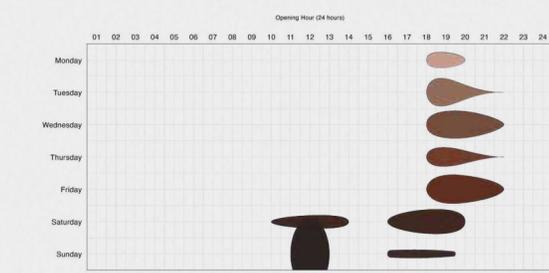
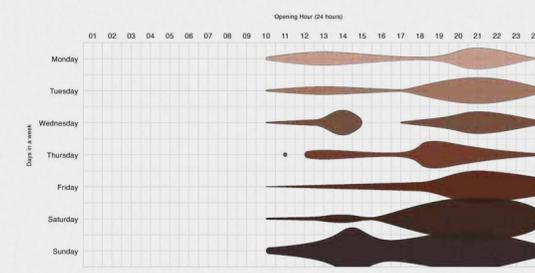
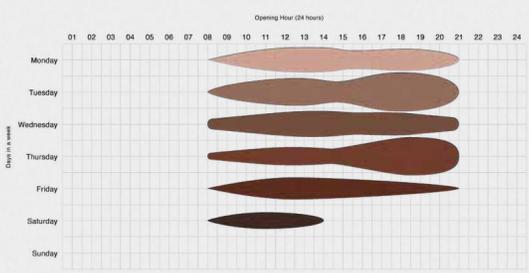


Zirkozaurre

Jardin Secreto Bilbao

Zirkozaurre

Guretxoko Skateskola Escuela De Skate



REIMAGINING NON-PLACE ACTORS | CARS

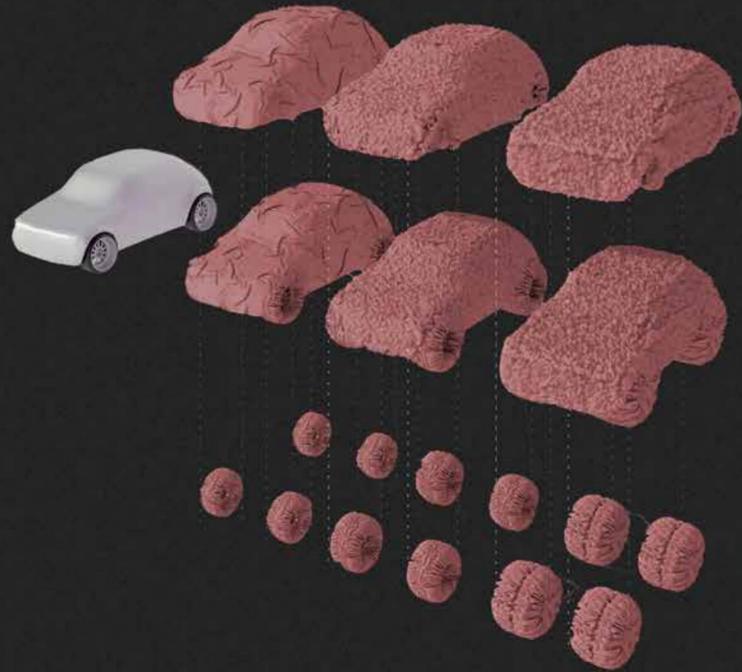
Actors as Materials | Fabric

Celebrating the artistic dimension of the automobile, exhibitions (like Automania, Motion. Autos, Art, Architecture, and Cars: Accelerating the Modern World) not only led me to re-explore the role of cars but also reimagine the new possibilities of architecture in the parallel worlds of painting, sculpture, architecture, photography and film. How can cars be manipulated? Can cars be more than 'transportation culture'? What are the possibilities for cars as materials?

It can be argued that many people treat their cars as a personal safe haven/ mobile dwelling and by adding, wrapping, layering fabric could create momentary internal closure of privacy and intimacy for passengers. This could be applied to the transformation of abandoned cars on the island into small homeless shelters and private seating with only fabric boundaries.



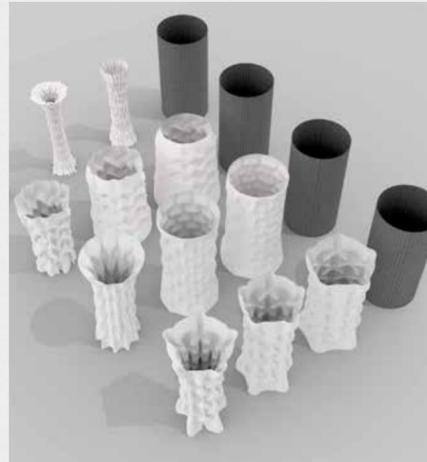
Wrinkle wrap Grasshopper script (Kangaroo deforming + inflation)



Smoothing: 3.500 Surface Increase: 0.500
 Smoothing: 2.500 Surface Increase: 1.535
 Smoothing: 1.500 Surface Increase: 2.345



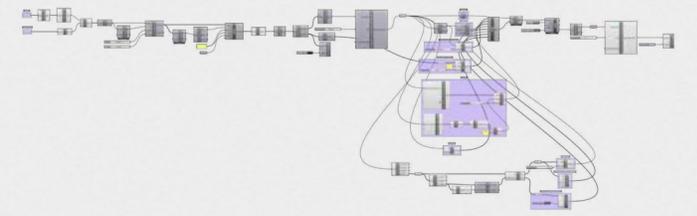
(PROCESS)



PRINTED SKINS | SMOCKING

Experimenting with Conceptual Skins

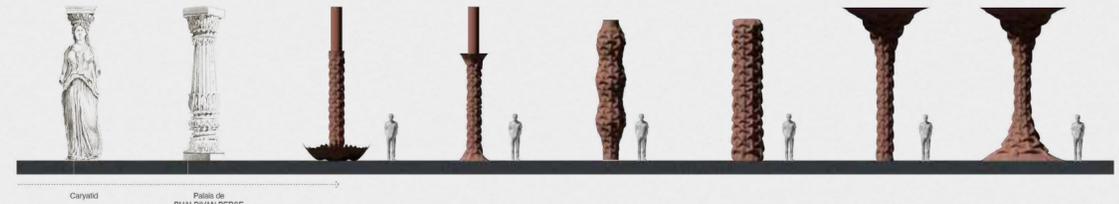
Adapting smocked meshes from Rhino, these models were 3D printed via Ultimaker Cura with different settings: spirals, filled and offset. Being as they are all successful prints, they allowed me to study and experiment with scale, order, lighting, and relationships... Within the site model, I was able to challenge the relationship between smocking and the facade of Artich building; as well as the positioning of patterns and columns. The process of organising scenes also led me to reconsider the programme.

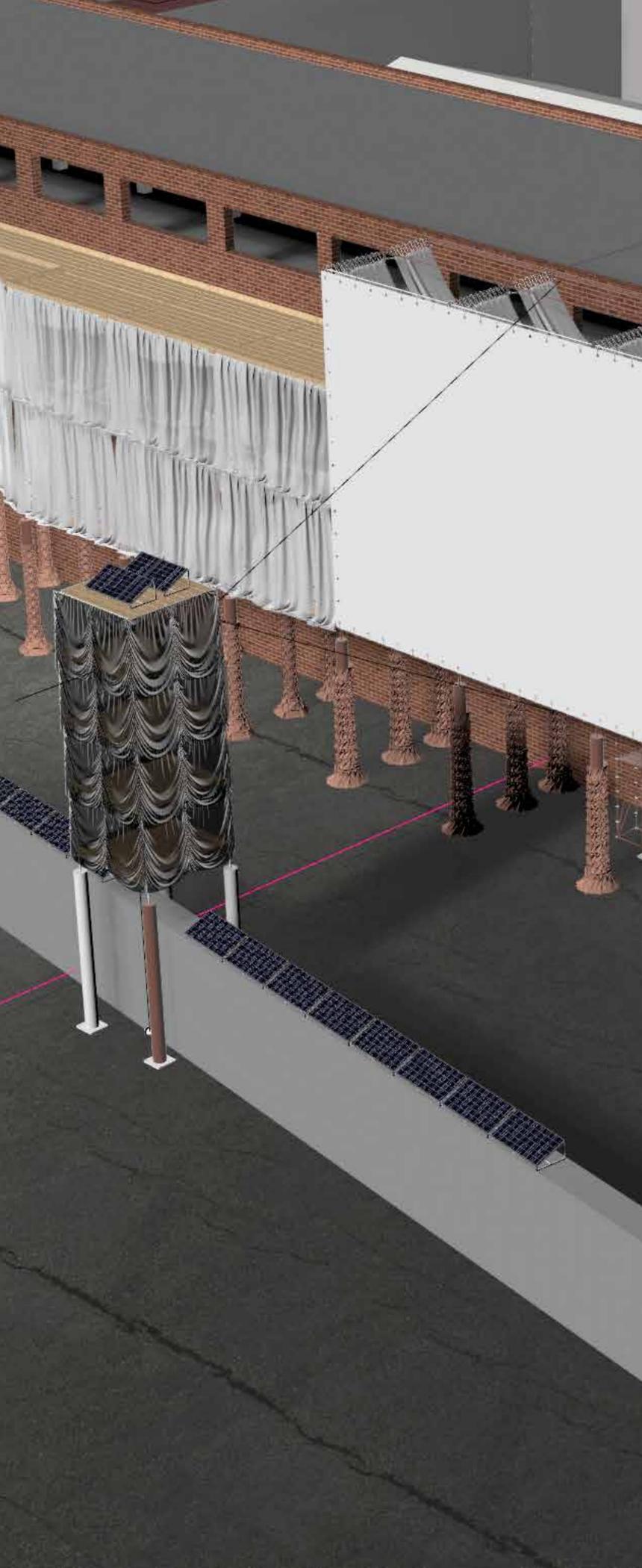


DIGITAL FABRIC SIMULATION | SMOCKING

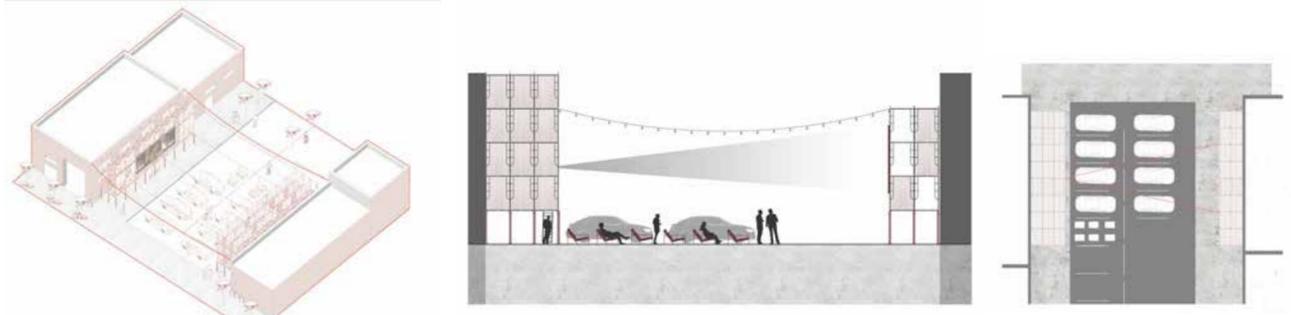
Smocking as Skin

Modernising smocking, these experimentations translates these embroidery techniques into digital simulations. Using a combination of Kangaroo, Grasshopper and Rhino, I managed to develop a parametric workflow for simulating the smocking process and pattern production. Dependent on the smocking pattern and pressure, the 'skin' manipulation could be relatively intense. Each column reacts differently to the program, producing an almost organic, alive process. It brings into question: how can smocking be parameterised and modified to articulate specific design languages? Can smocking be more than a material language?

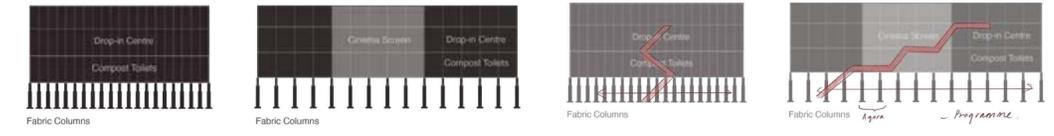




(PROGRAMME)

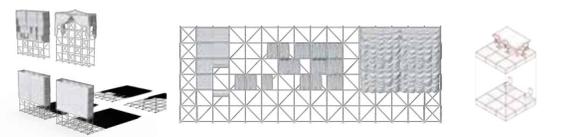


(Junk)scape Cinema Concept Diagrams

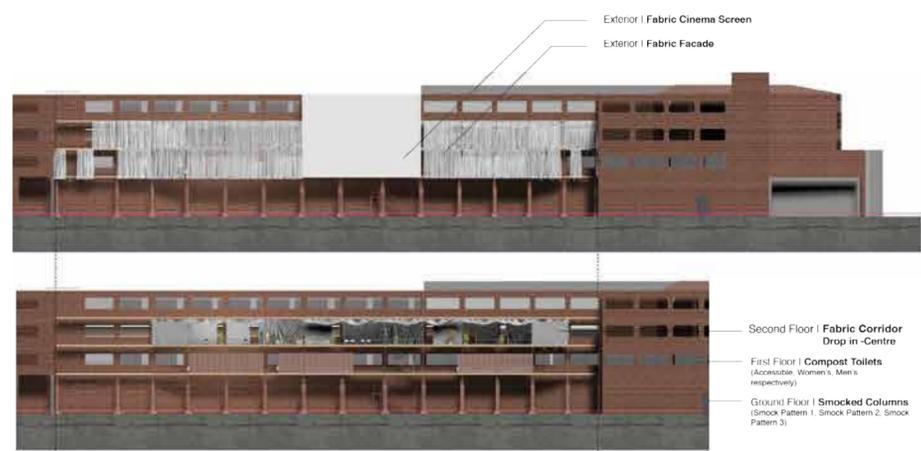


SCAFFOLDING AS CINEMA: (JUNK)SCAPE CINEMA

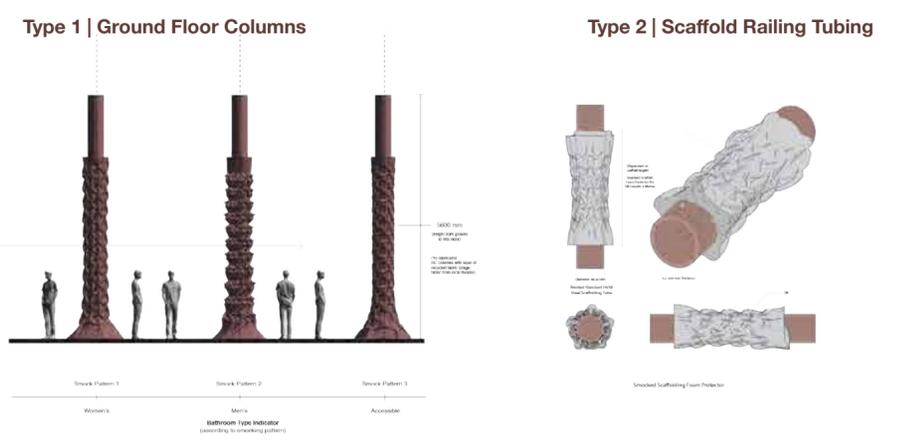
This proposal employs 'invisible architecture' –scaffolding together with fabric to reimagine Artiach's non-place as ephemeral cinema. Reconceptualising drive-in cinemas, this cinema challenges and amalgamate both human and car-centric typologies/ audiences. This order-oriented design will be a three-level scaffolding structure with a projection screen hanging on the façade of the scaffolding. As this is proposed to be in collaboration with Bizitegi, the structure will store all-accessible toilets on the first floor and house a drop-in centre on the second floor. Wrapping up, smocked fabrics and textiles will be dressed as the 'skin' of the scaffolding to supply a safer, welcoming atmosphere.



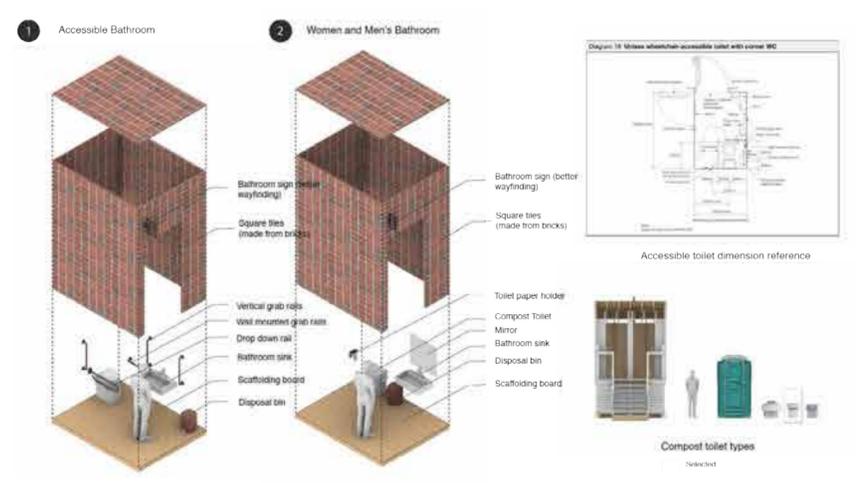
(Junk)scape Cinema Programmes



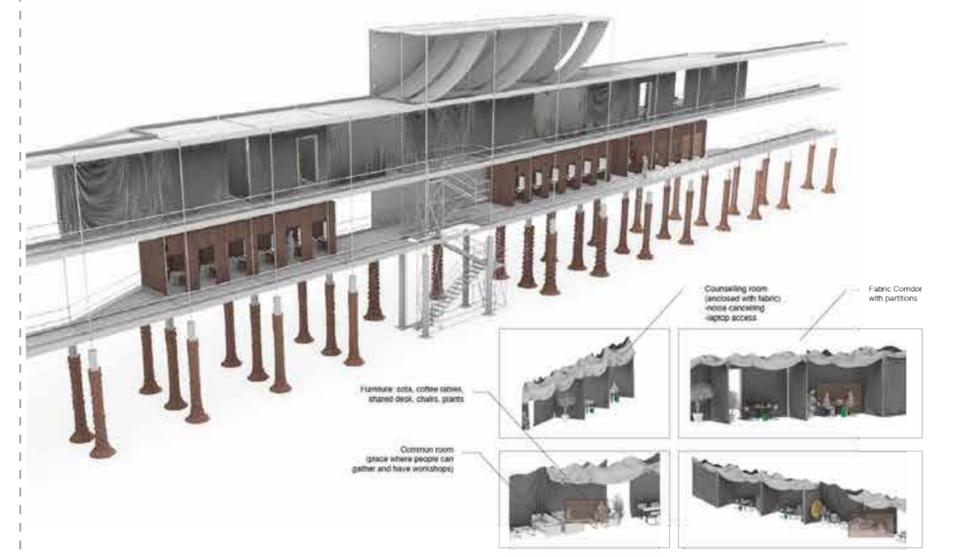
(Junk)scape Cinema Details | Smocked Columns



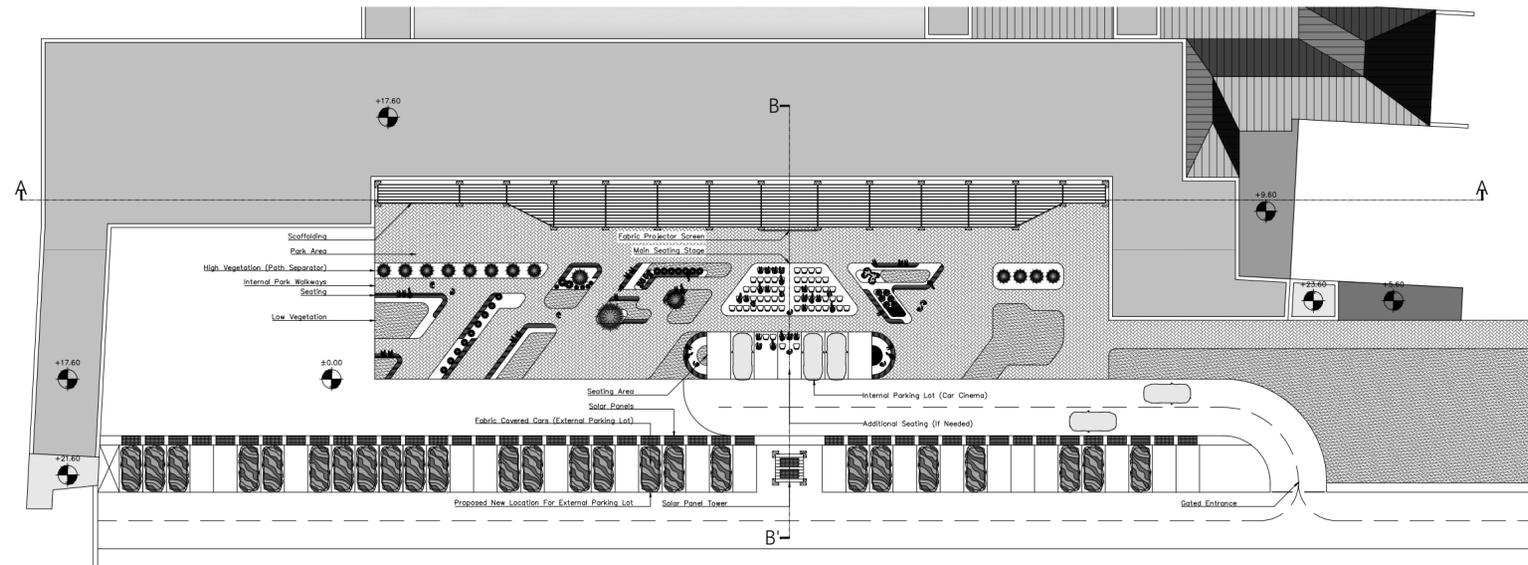
(Junk)scape Cinema Details | First Floor Compost Toilets



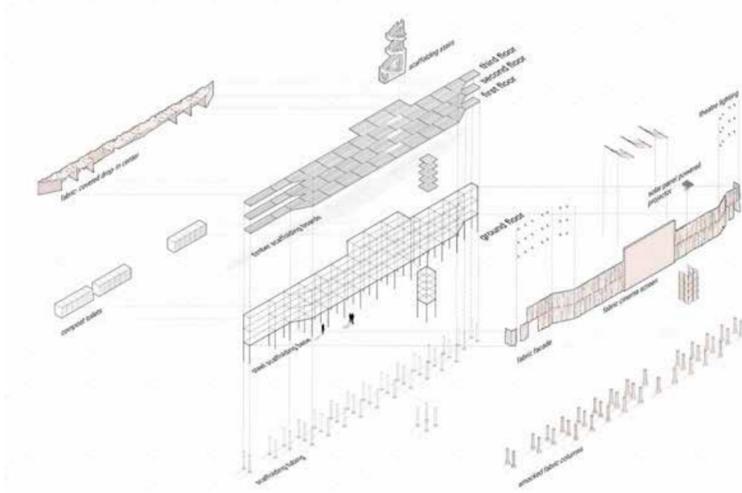
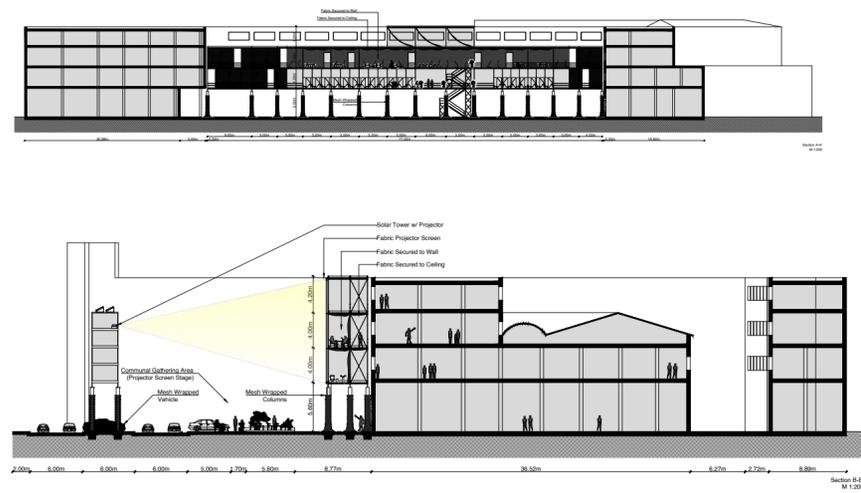
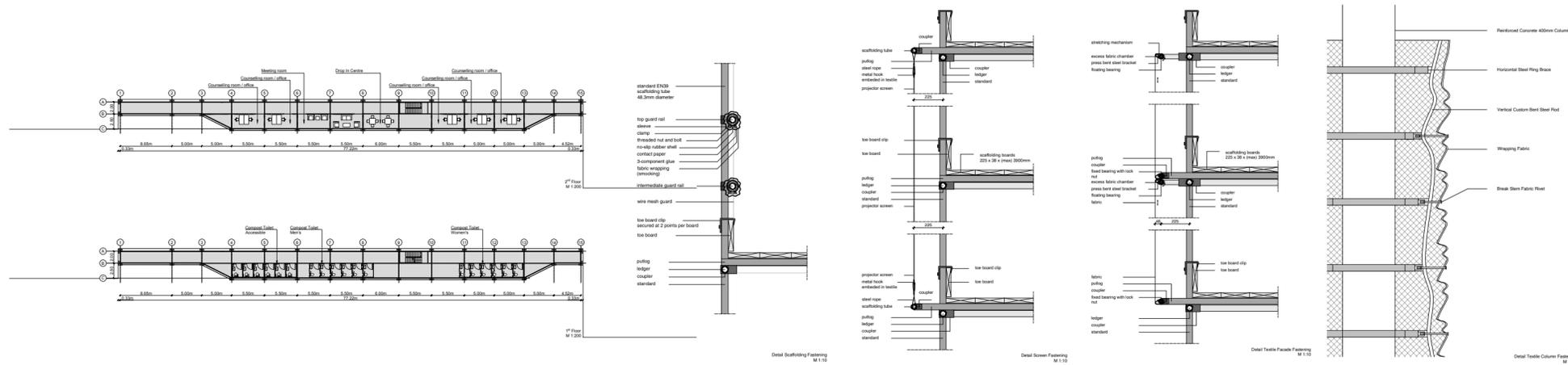
(Junk)scape Cinema Details | Second Floor Drop-in Centre



(CONSTRUCTION)



(Junk)scape Cinema Plans and Sections



Ground Floor Render



First Floor Render



Second Floor Render





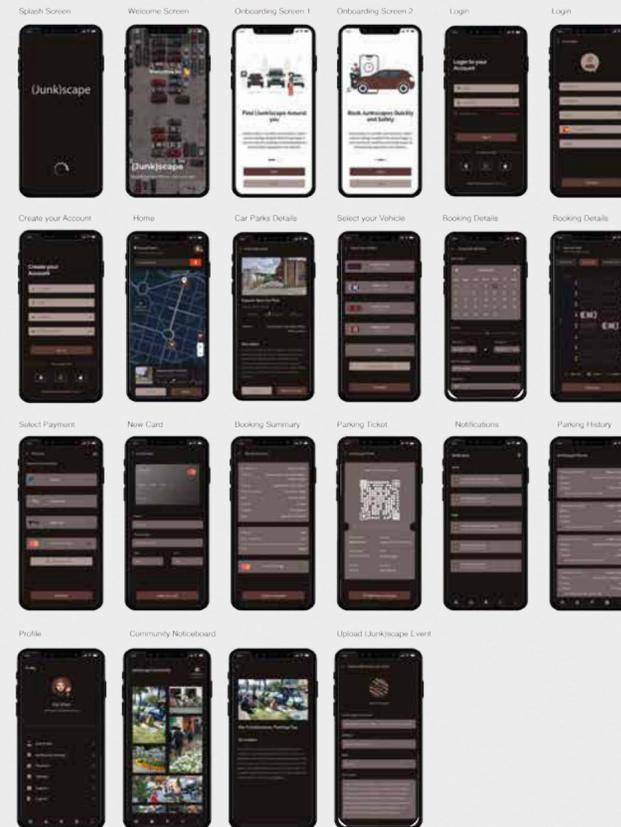
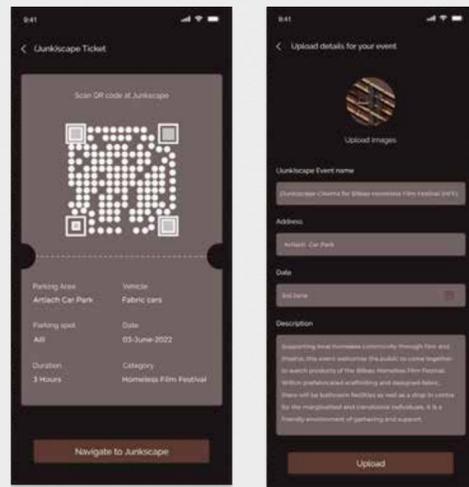
(Junk)scape Community and Events

(Junk)scape look to continuous, temporary reconstruction for the future of car parks. My design proposal for the Bilbao Homeless Film Festival is an ambitious example of what (Junk)scape could be. With (Junk)scape, the public can join this creative community and upload/ share their personal projects and events.

Despite that Park(ing) Day is a yearly event, I believe together (Junk)scape and Park(ing) could reinforce the alternative reality of parking and lead to positive expansion of cultural events.

(PROPOSAL)

OPEN SOURCE NON-PLACES: (JUNK)SCAPE APP



Sustainability Development Goals Focus: 1- No poverty 9- Industry, Innovation, and Infrastructures 11- Sustainable Cities and Communities

By designing a drop-in centre and providing easy access to toilets, these inclusive, empathetic systems move towards eradicating extreme poverty of all people everywhere (Target 1.1). Additionally, this alternative reuse of local car-centric and human resources also counteracts the environmental impacts of traffic, waste and pollution from car ownership and consumption.

Principles of the social support model



Type of activities



General Layout and System

(Junk)scape is a public participatory, open-source design project that encourages a community of creatives and businesses to temporarily repurpose non-places. Resembling the role of a parking meter, the app works around scheduling and renting available non-places. Simply put, it hopes to maximise the 24-hour lifecycle of non-places by involving creative and cultural activities besides solely parking.

CAR PARK REDESIGN PROPOSAL: (JUNK)SCAPE RE-MARK

Taking inspiration from the form of Artiach's specialised cookies and car park movement, I created three main re-mark proposals for the Artiach car park. Besides echoing Artiach's rich cookie-manufacturing past and glory, they also suggest forms of wayfinding and direction. The proposed colour for these designs is 'Bilbao blue' to mirror both colours of Aritach and Estuary of Bilbao.

