

Global Design Studio 852316 - 2024S

BOKU-MATE Design workshop, Budapest

PRESENTED BY:

Adriana Ágnes Áron Iga Lucas

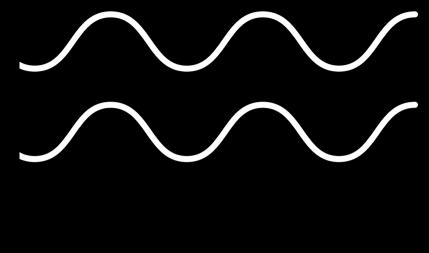


Project location









Big scale

History of the place





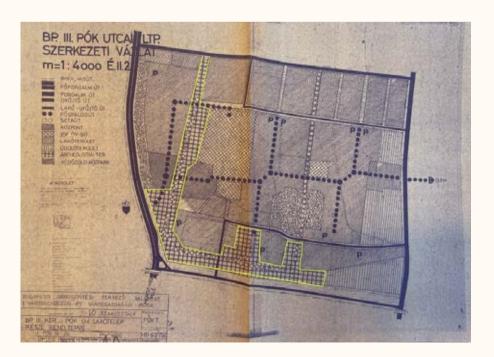
1965





1996

- The housing estate has rich history that streches back to roman times
- In the 60s and 70s the estate was a suburban agricultural area
- The suburban railways were built already
- In the 80s the estate and the buildings were built, but there was no vegetation
- The main roads and path were visible
- The public parks were built at the same time as the estate
- In the 90s the estate was finished and the vegetation was planted



Connection with surroundings

Connection within the estate



- Green car access to the estate
- Purple suburban railway stop to Szentendre and Batthány square
- Yellow local bus to Göncz Árpád square

- most of the roads are car/pedastrain roads
- lack of sidewalks people walking on the street
- shortage of parking people park on the street
- bad condition of the roads
- pedastrian roads are mostly in building complexes

Functions of the place



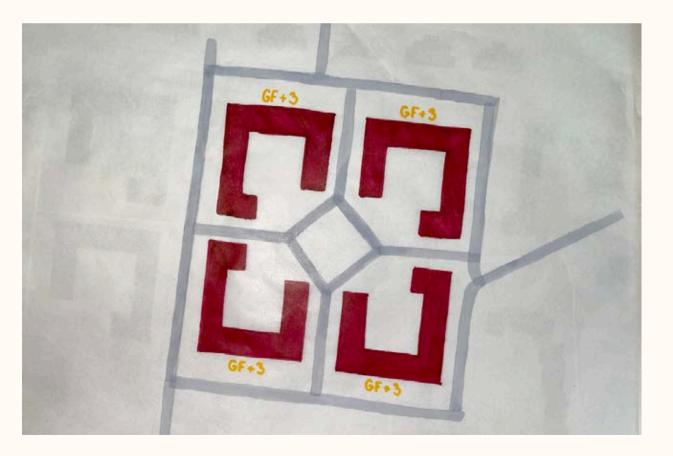
The highest density of funcitons at the west side of the estate near the Szentendrei road
High density of functions around the long park axis
A few number of service functions located in the west

Building heights



There are four types of buildings in the area

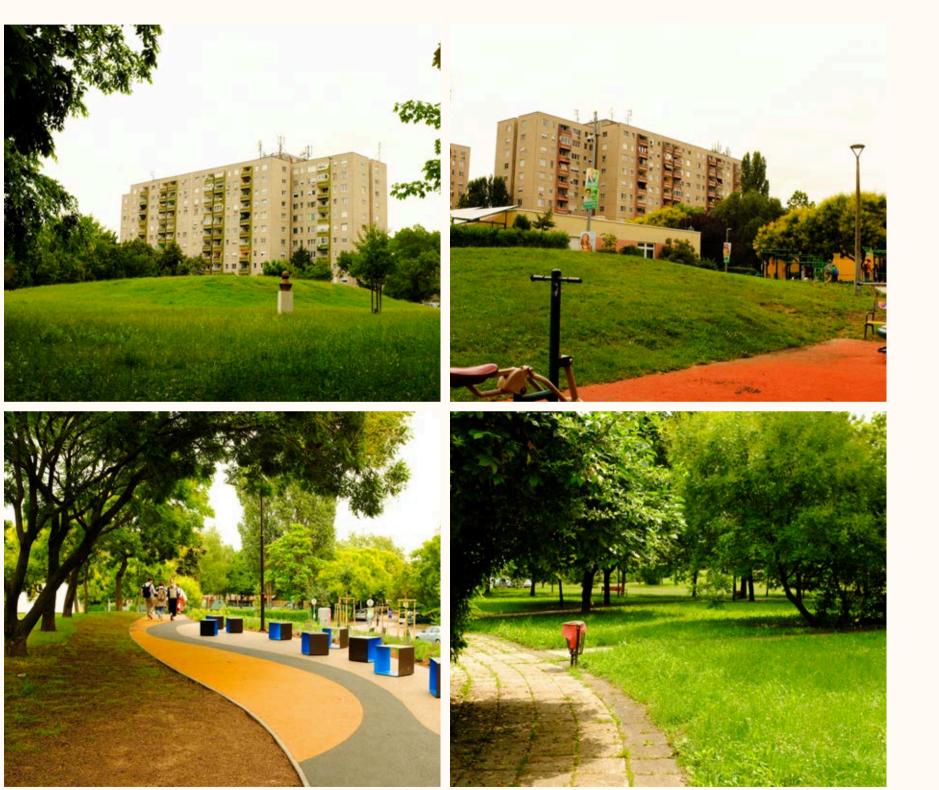
- Ground floor + 10
- Ground floor + 4
- Ground floor + 3
- Groond floor + 2
- Human scale housing estate

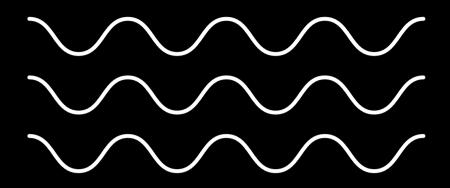


Green areas



- green areas are dominating in the estate
- most of green areas are associated greenery
- 5 parks can be distinguished
- most of green areas don't have programs

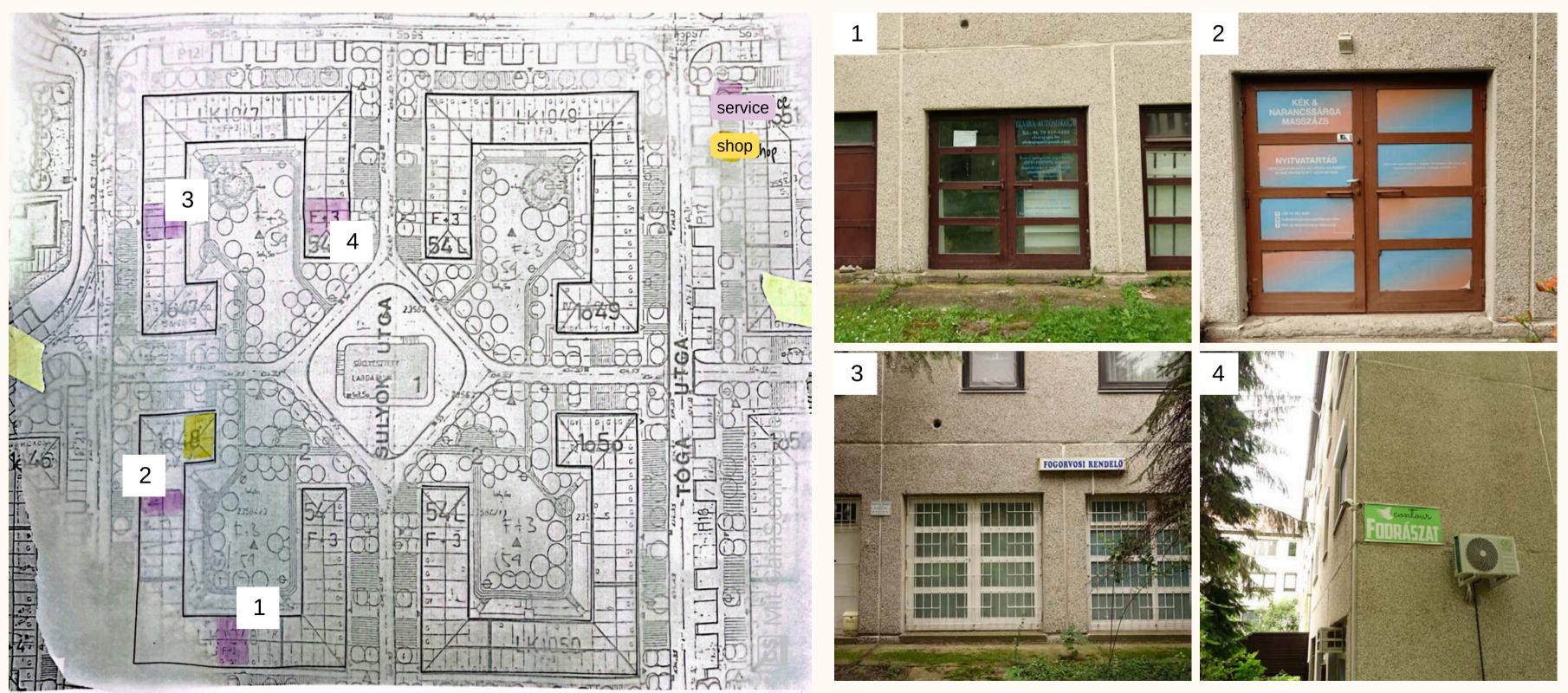




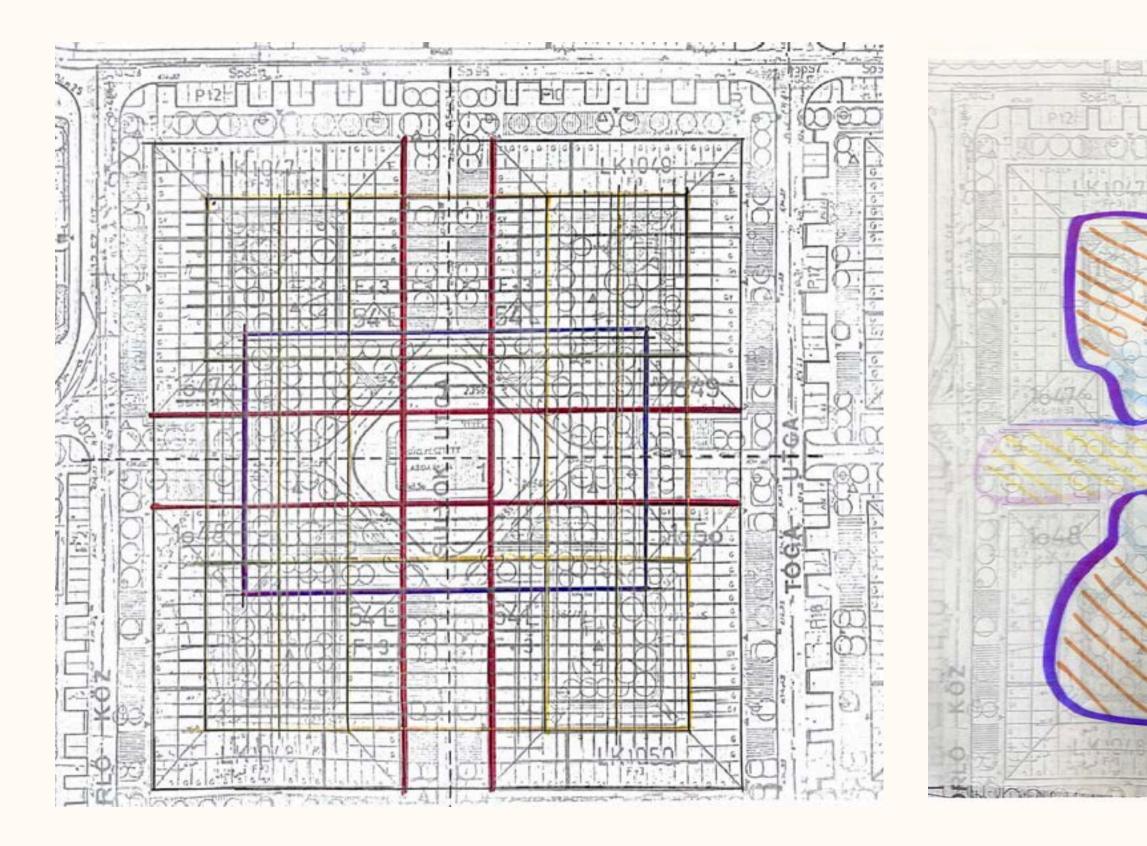
Small scale

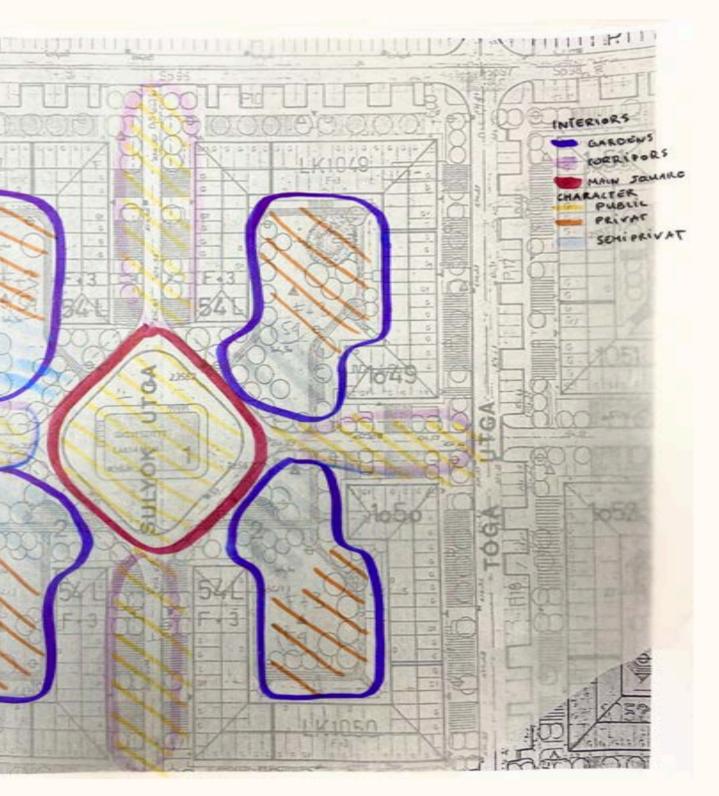
Ground level

• spaces contain some services & shop; most are used for private storage

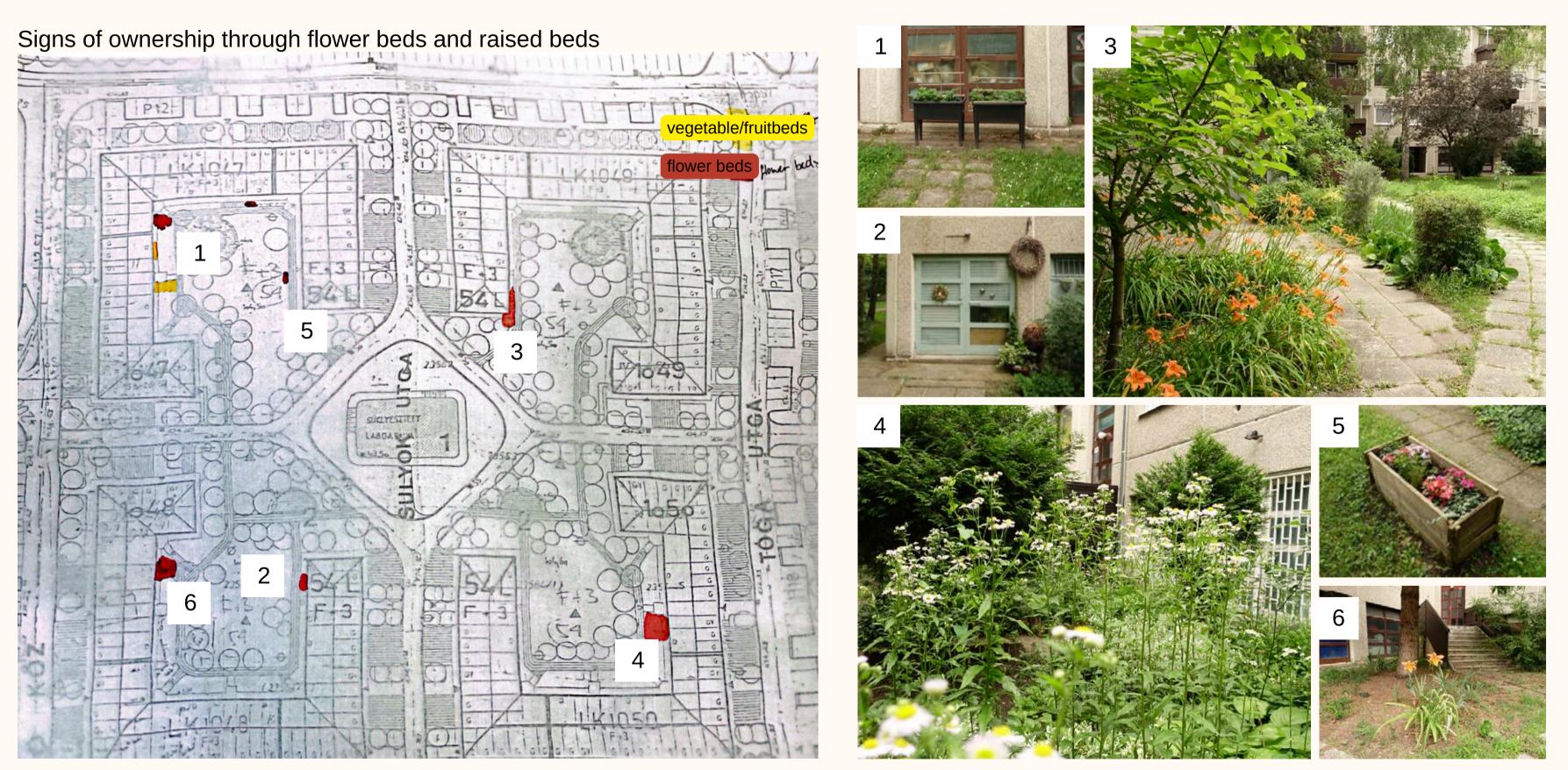


Composition





Signs of ownership



Connections & Entrances



- 3
- TOGA U.S. 16

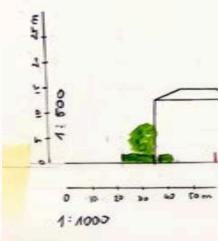
Vegetation







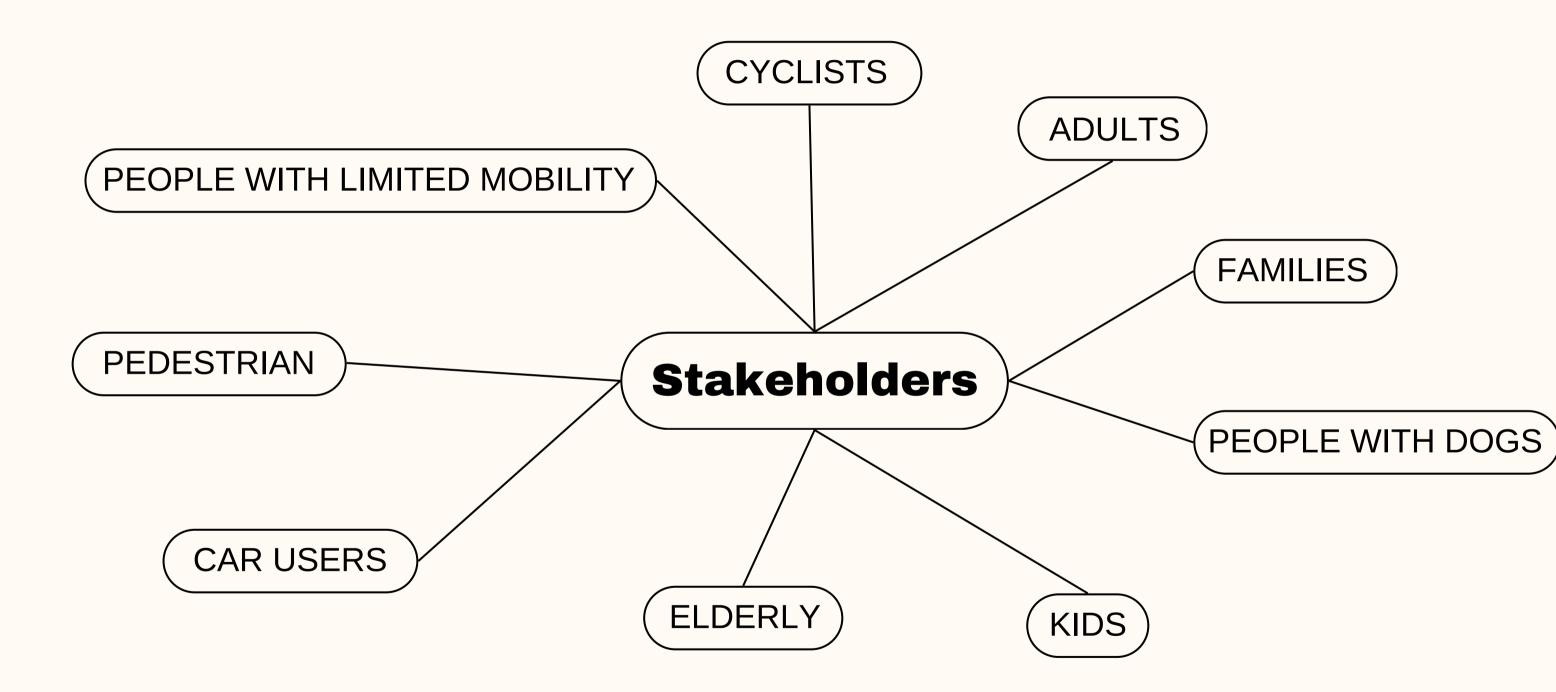
Section A-A'



- trees are dominating
- mostly leafy greens
- each yard has different layout of greenery
- On the outskirts, scarce vegetation
- in the central yard new trees
- entrances highlighted by hedges
- pathways around central yard mostly shaded
- mostly older greener, size of the buildings

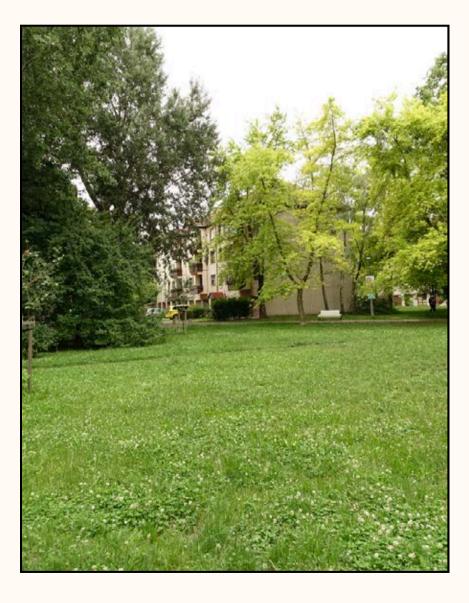


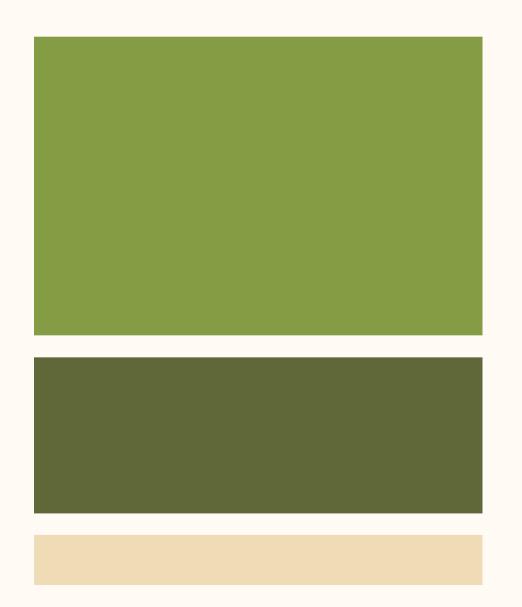
Stakeholders

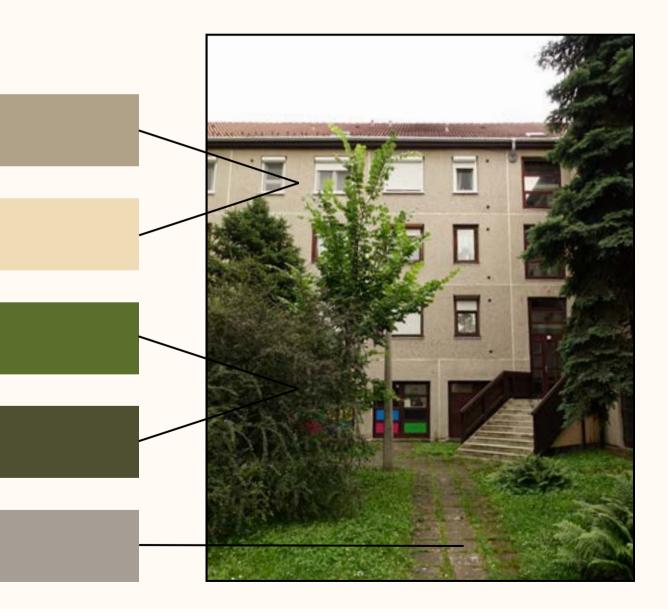


Color analysis

- not a lot of different color
- green is dominating
- reaches from bright green areas to darker ones







Material analysis

- differenciation green and sealed surfaces
- poor condition of surfaces

- not a lot of varienty
- chaos in the hierarchy



- a lot of grey surfaces
- asphalt as the main surface

Element analysis

- seating and bins
- "planted" vegetation

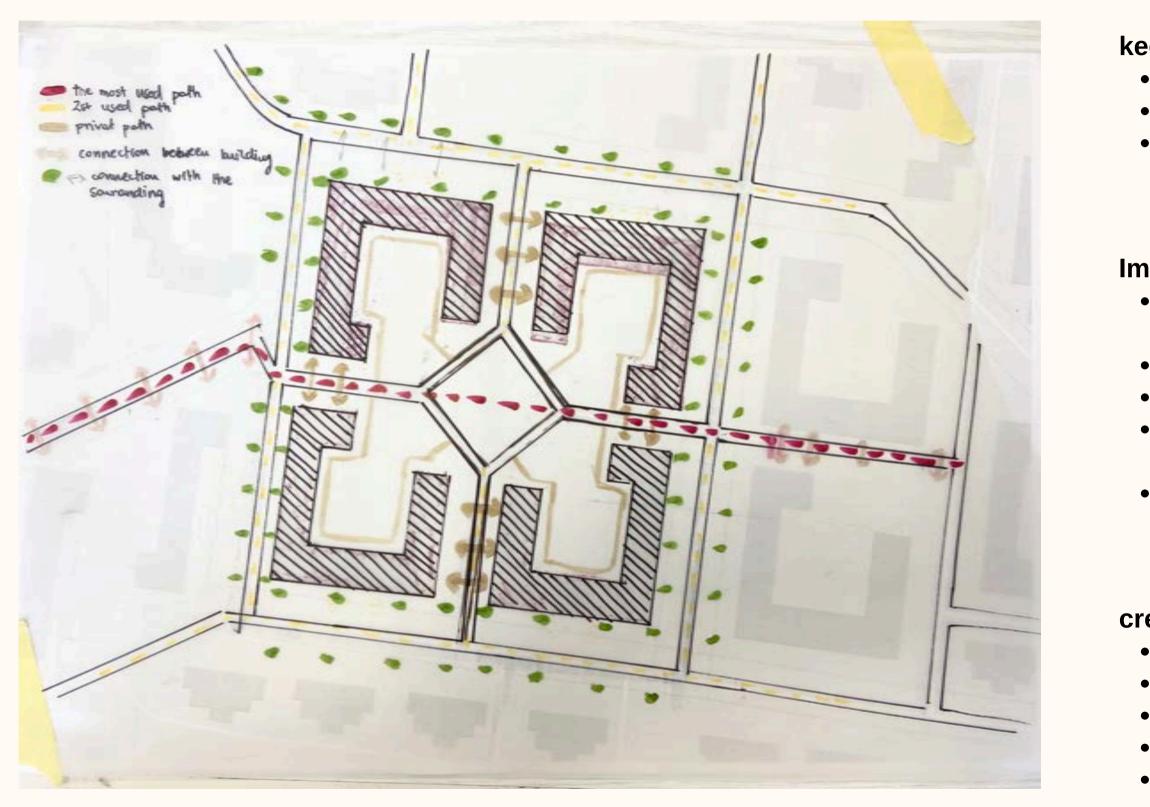
- tree support
- drainage

- car defences
- stairs



- little planters
- entrances and garages

Guideline



keeping

- keeping privacy in the smaller courtyards
- keep hierachy in the path structure
- keep spatial quality in the central part

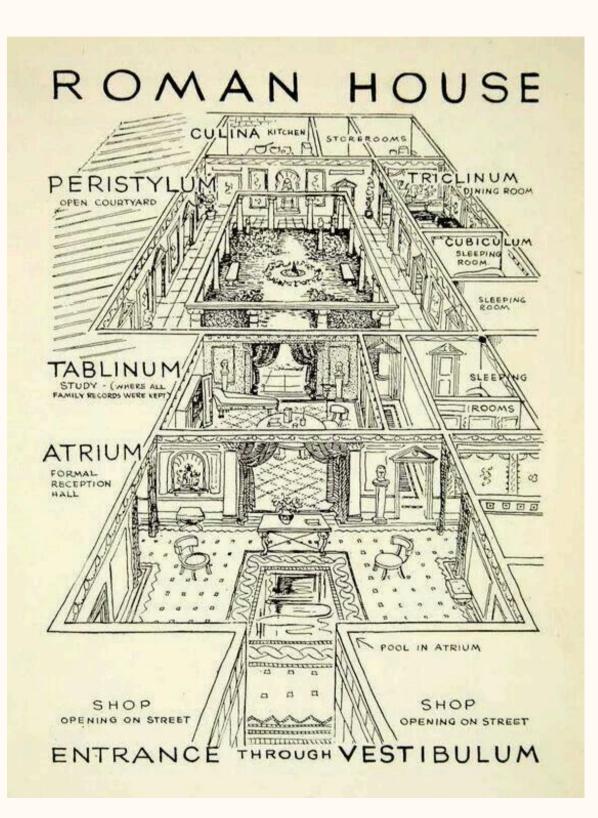
Improving

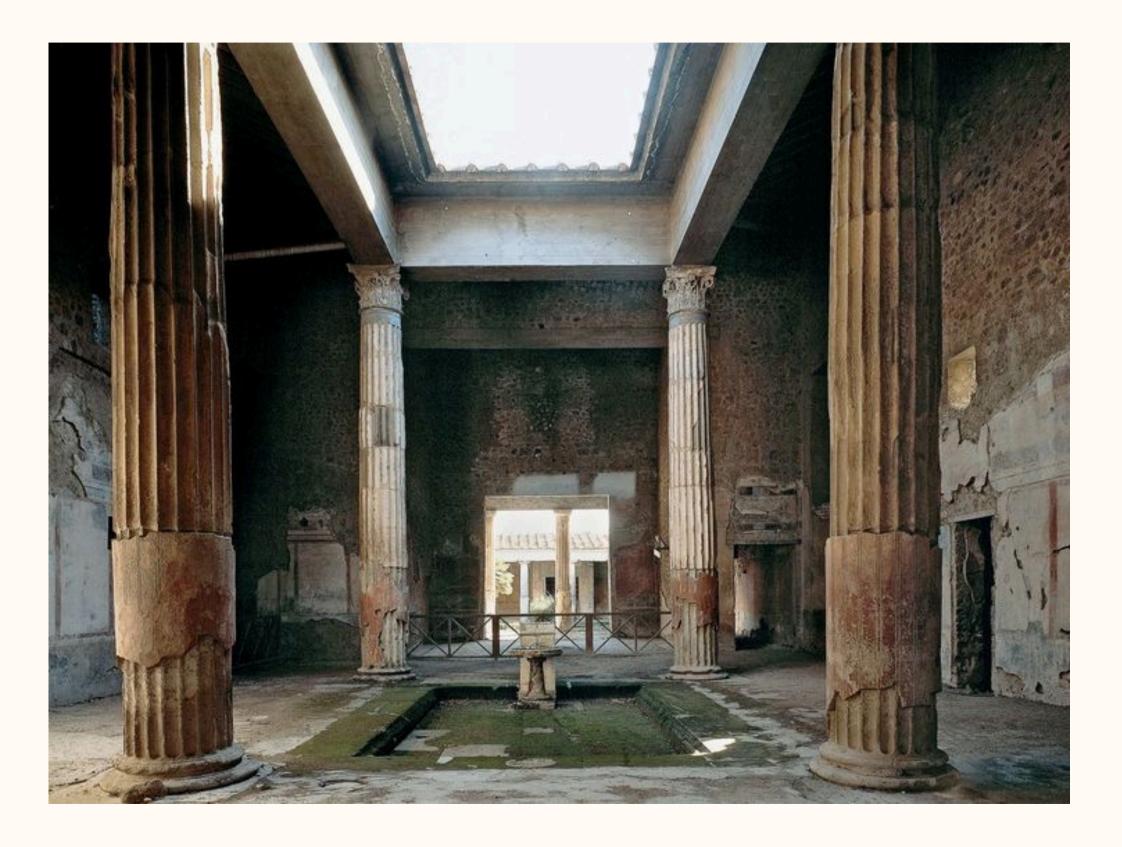
- improving the communication passage ways
- strengthen the central part for socializingimproving surface materials
- enhance historical design language
- through the grid and Roman history
- enhance colour through vegetation

creating

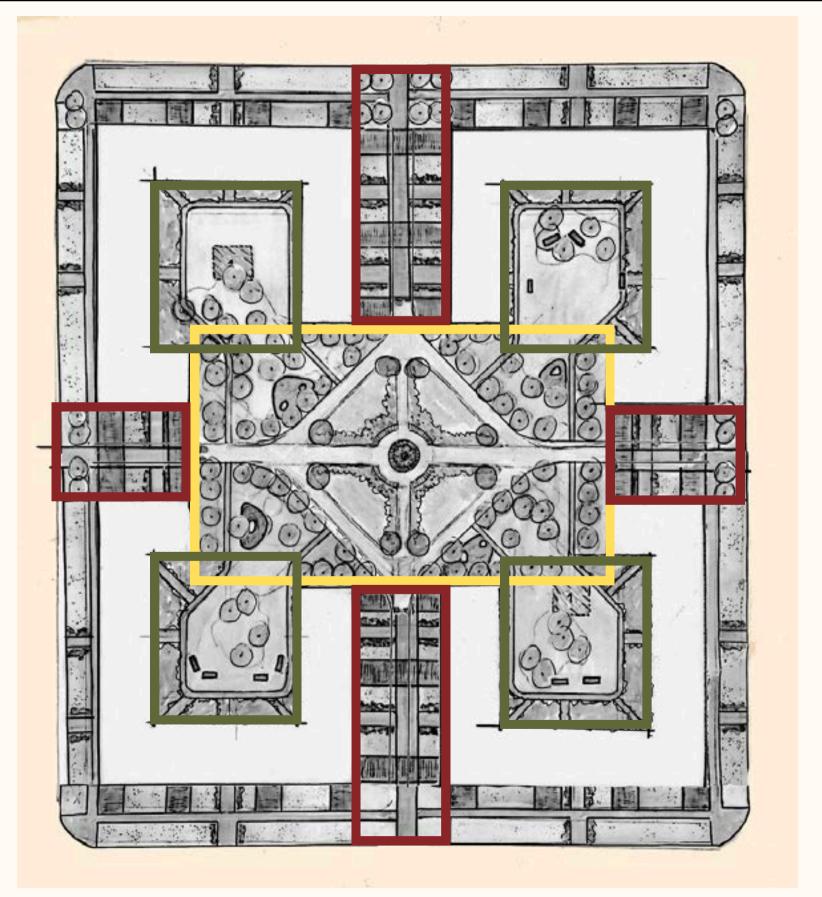
- connect courtyard with the surrounding
- create structure though surfaces
- userfriendly communication
- implement colour through vegetation
- ceate level differences

DOMUS - INSPIRATIONS





DOMUS - FUNCTION



ATRIUM

- main yard
- representative character
- place for socialising
- on the edges semi- privat spots for leisure time

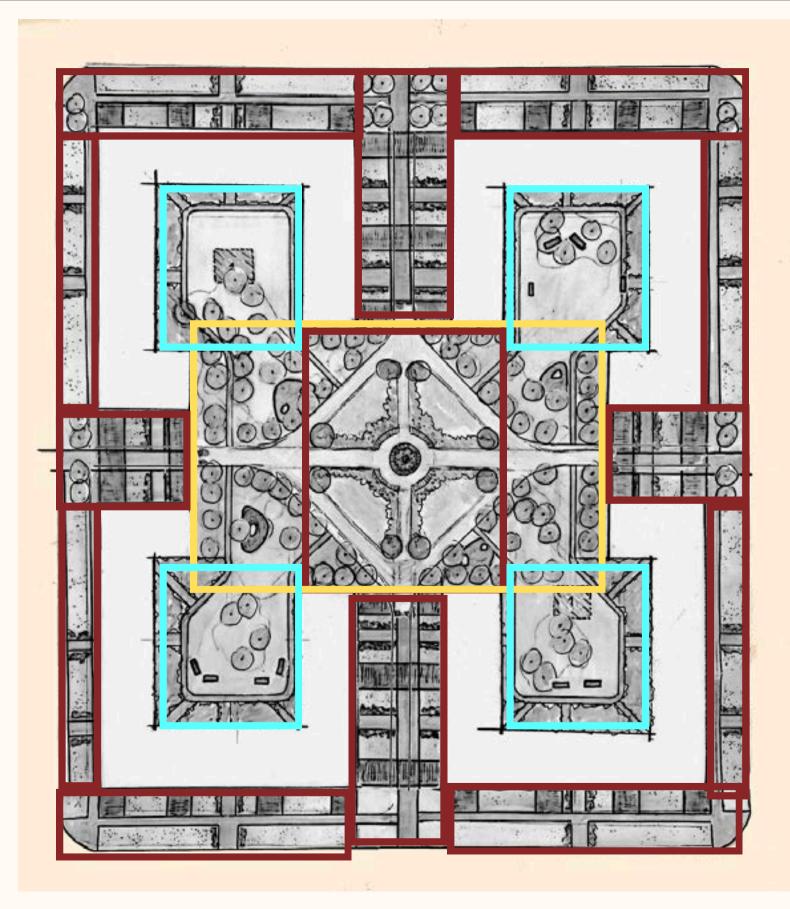
HORTUS

- private gardens, mostly for residents
- place for community garden
- place for leisure activity
- loose program

PERYSTYL

- invites visitors to explore the site
- links between the outside and the inside
- A collection of pergolas forming a gate, also place for socializing

DOMUS - CHARACTER OF THE PLACE





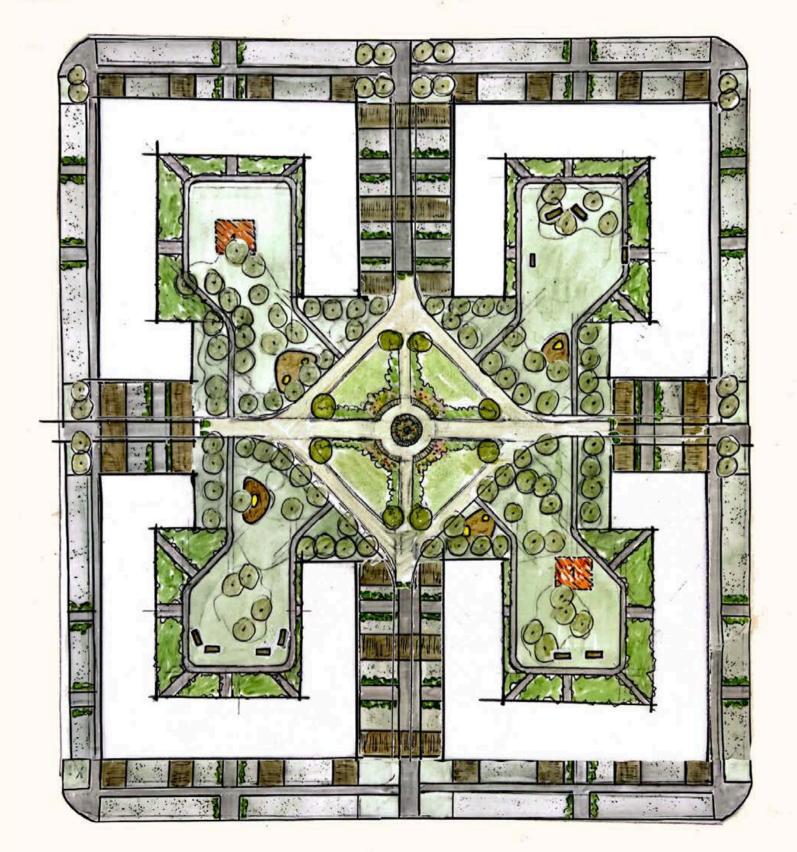
PUBLIC

SEMI PRIVATE

PRIVATE

DOMUS - DESIGN





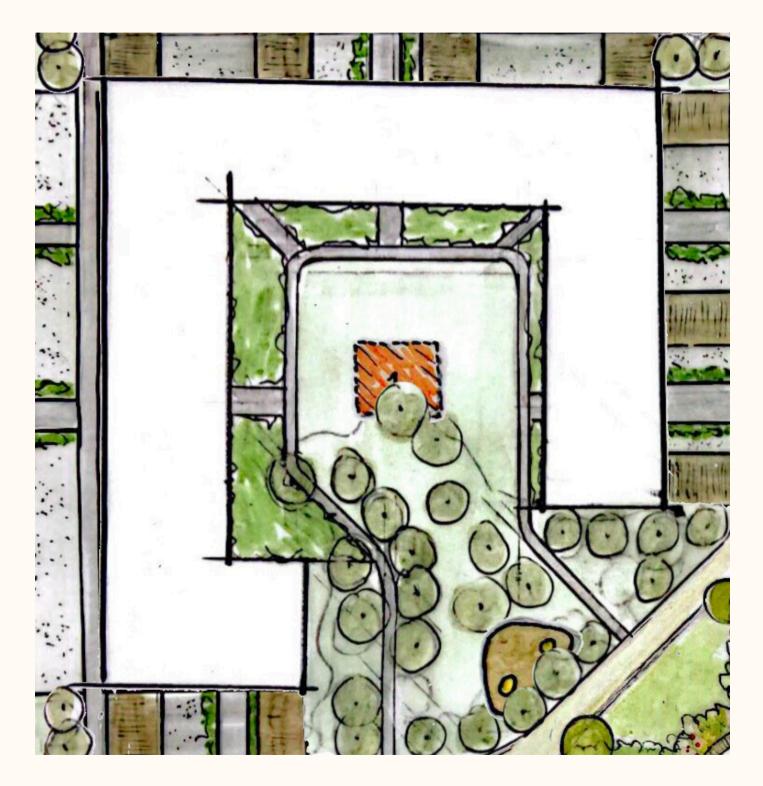
In ancient Rome, DOMUS means house. The nature of our place with its layout and history of the site inspired us to use the Roman term and refer to the traditional Roman nomenclature in our design.

CENTRAL PART - ATRIUM

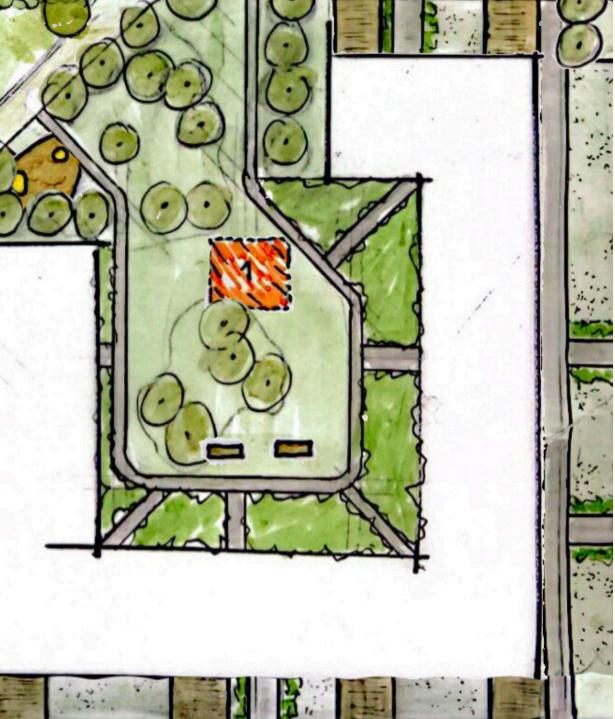


DOMUS - DESIGN

PRIVATE GARDENS - HORTUS

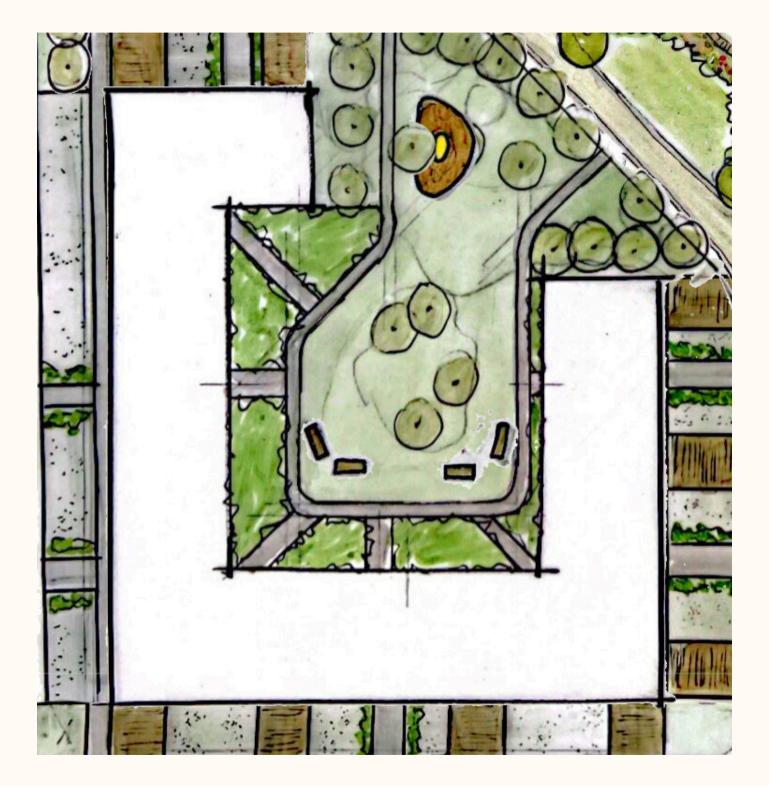






DOMUS - DESIGN

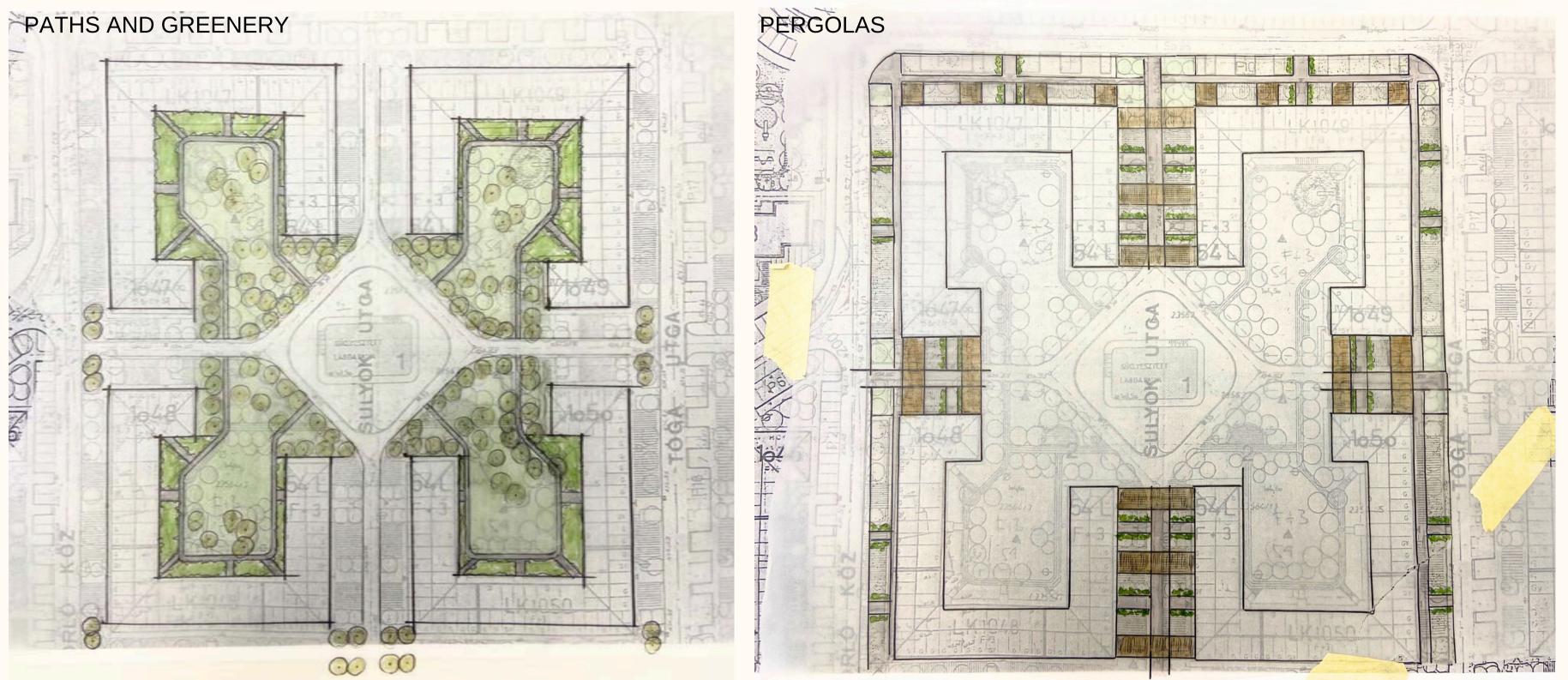
PRIVATE GARDENS - HORTUS







DOMUS - ELEMENTS OF DESIGN



- creating structure in the hortus through structure
- soft border (vegetation) to seperate the perystyl from the atrium and the atrium from the hortus
- space

• creating a perystyl through pergolas to connect living spaces with outdoor

• creating living space extension at the entrances

DOMUS - ELEMENTS OF DESIGN



- creating central space for gatherings
- supporting main and minor axis through vegetation and surface materials
- central monument as a highlight/view point

- seating opportunities

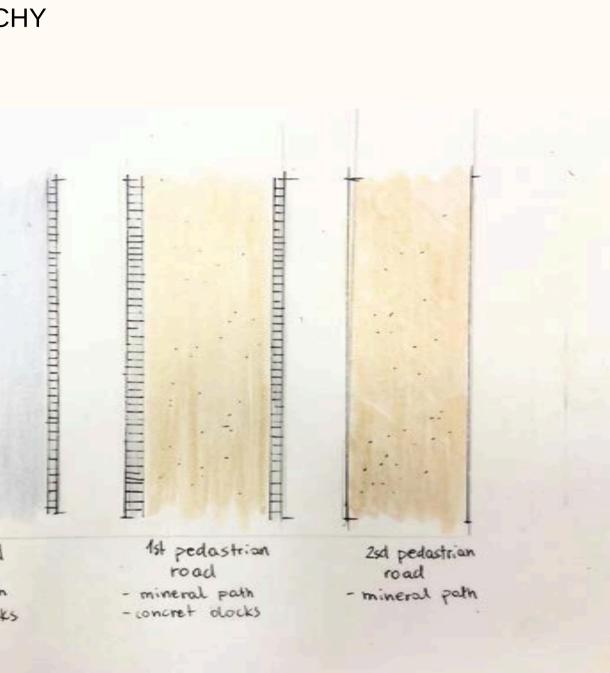
• adding seating opportunities in the atrium • differentiating the hortus through raised vegetable beds, hammocks and

DOMUS - SKETCHES

PERYSTYL - PERGOLAS

ROAD HIERARCHY





DOMUS - SKETCHES

BENCHES IN PRIVATE AREAS

BENCHES IN SEMI - PRIVAT AREAS





Thank you!