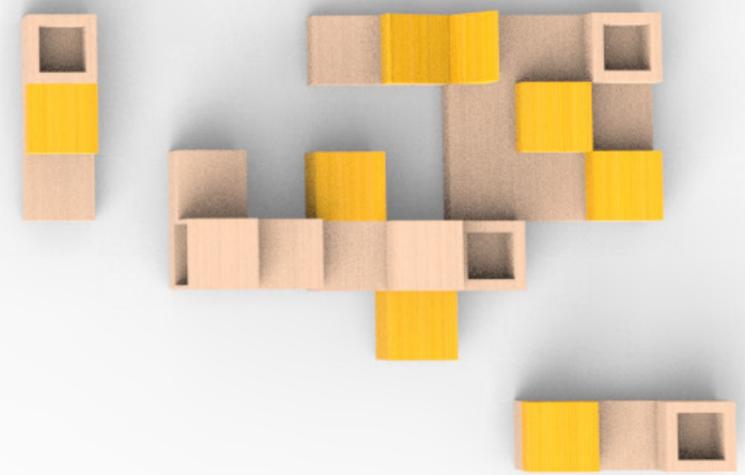
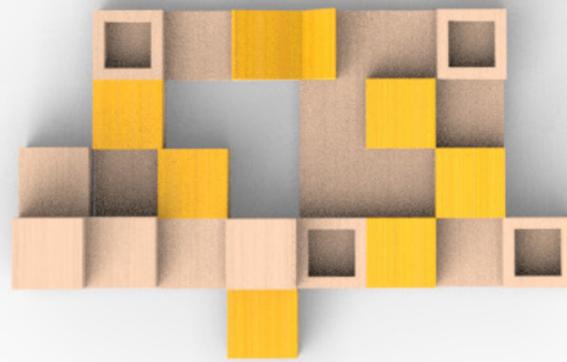
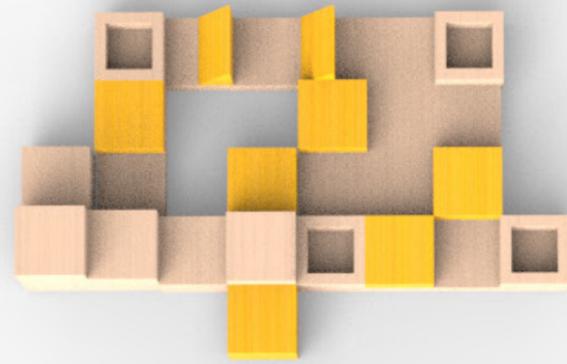
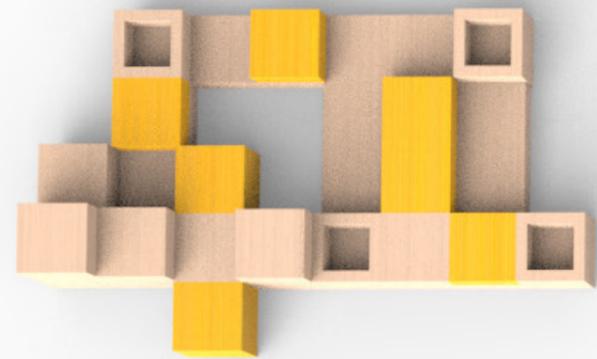


FLIP & SIT

SITE 06 - COUR CIRCULARIUM



CONTENTS

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FULL WORKSHOP DESCRIPTION

This project explores the creation of modular furniture consisting of multiple parts with distinct functions, where various activities are supported.

Participants will work in sub-teams to ensure modularity of the designs for various different activities, while keeping in mind the use of discarded materials and sustainable building practices.

These structures would be placed in the the area of Circularium, a hub for many local businesses. This space has a variety of users, however, it lacks sufficient seating, highlighting an opportunity to bring vibrancy and social cohesion to this diverse workspace. This space is open to people of different backgrounds and different goals, showing an opportunity to bring the community together through an adaptable central structure.

The modular structures will allow for activities like sitting, laying, standing, eating, and more to bring more vibrancy and flexibility into this space. The modules can be configured in different ways to adapt to different groups, activities, and needs. The ease of adjusting the structure allows them to be easily moved in case they need to be removed due to weather or different events.

The design of the workshop is also meant to support participants in their understanding and development of modular design techniques, as well as designing sustainably and with the future in mind.



BRIEF DESCRIPTION OF THE PROJECT

This project explores the creation of modular furniture consisting of multiple parts with distinct functions, where various activities are supported. This space is a hub for many local businesses, highlighting an opportunity to bring vibrancy and social cohesion to this diverse workspace. Our proposed structures aim to create a variety of sitting spaces to allow more users of the space to use the area at once, bringing more activity into the outdoor area and also repurposing scrap materials from the workshop. Through activities like sitting, laying, standing, and more, the structures can be arranged to bring vibrancy to this area, while also allowing for different arrangements as the needs of the users change. The flexible modules can be easily reconfigured, offering a unique experience for every user function.



SITE RELEVANCE

The Circularium is located in the Heyvaert district and still retains traces of its industrial past. For decades, the area functioned as an international hub for car export and trade. The creative space we are designing aims to reactivate the urban environment and support local furniture enterprises.

However, social interactions and urban systems require further development to fully revitalize the area, providing functional spaces for both focused work and active engagement.

Due to increasing urban density and the site's industrial transition, significant amounts of discarded material have been left behind, presenting an opportunity for creative reuse and circular design.

In response to the evolving urban landscape of the Heyvaert district, this project introduces a modular furniture system designed for adaptability. By enabling flexible configurations, the intervention empowers diverse local communities to reclaim the space according to their specific needs, whether for quiet concentration or collaborative production.

This workshop seeks to honor the site's once-lively activities through a variety of uses. We aim to create structures that are practical, enjoyable, and adaptable, allowing users to meet everyday needs as well as engage in playful or social moments. In the future, users will be able to modify the structures by adding or removing components using other scrap materials available to them.

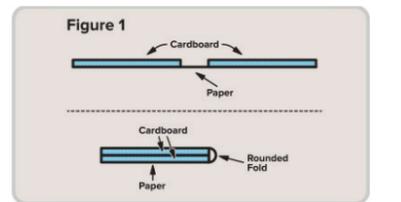
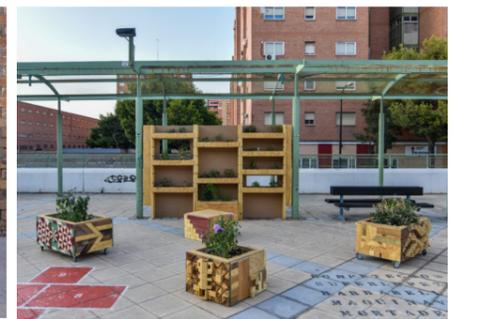
GOALS & METHODOLOGY

For this workshop, we intend to understand the needs of the space from the people who are currently using it. Currently, the area has some structures for sitting and other activities, however, it requires more. We would like to see what specific activities are underrepresented within the space and create opportunities for the space to become more engaging. We would like to do this through participatory design, including co-creation sessions with the participants to make changes to the proposed designs and make adjustments to take the scrap materials into account.

REFERENCES



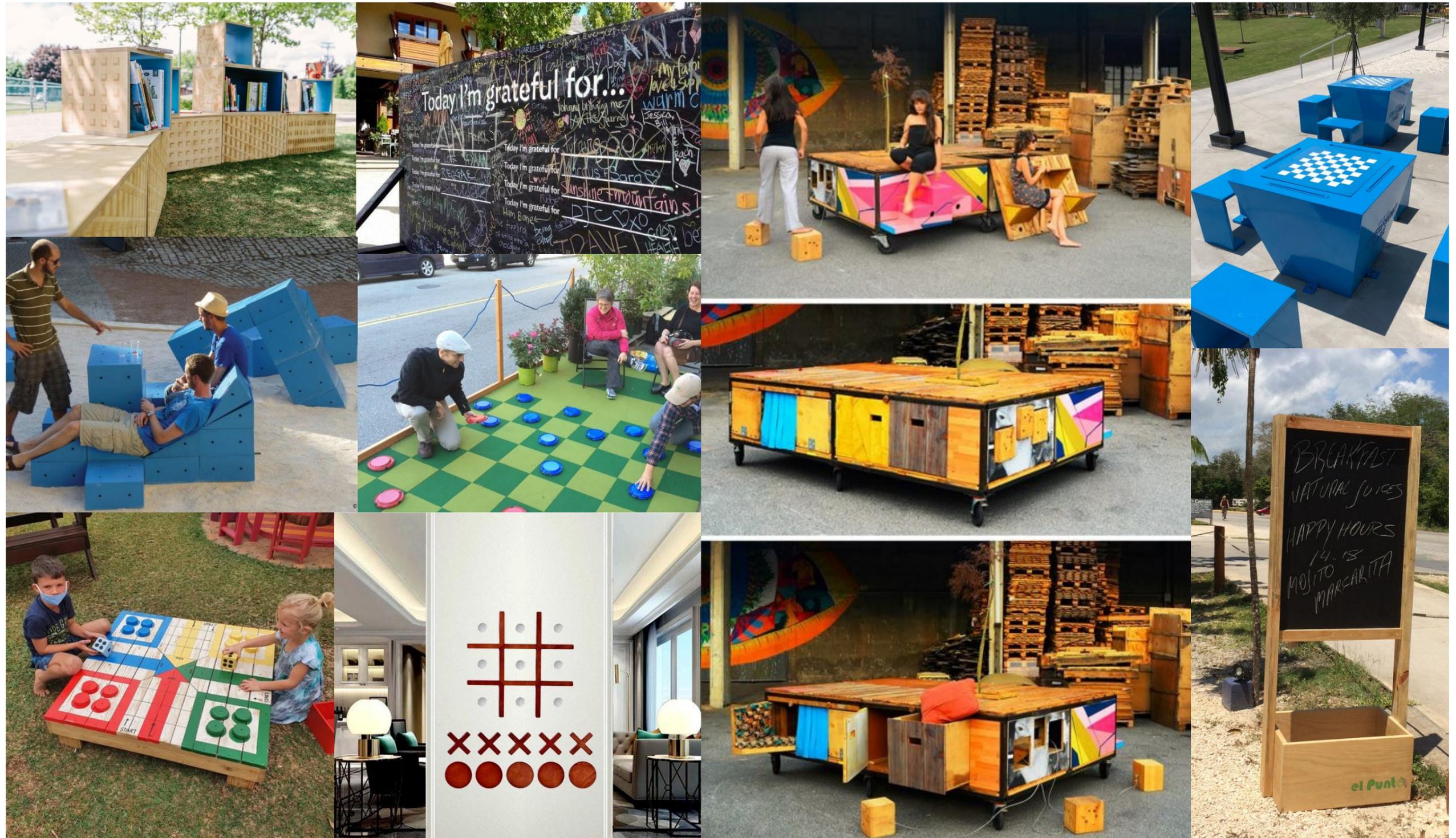
Decorations



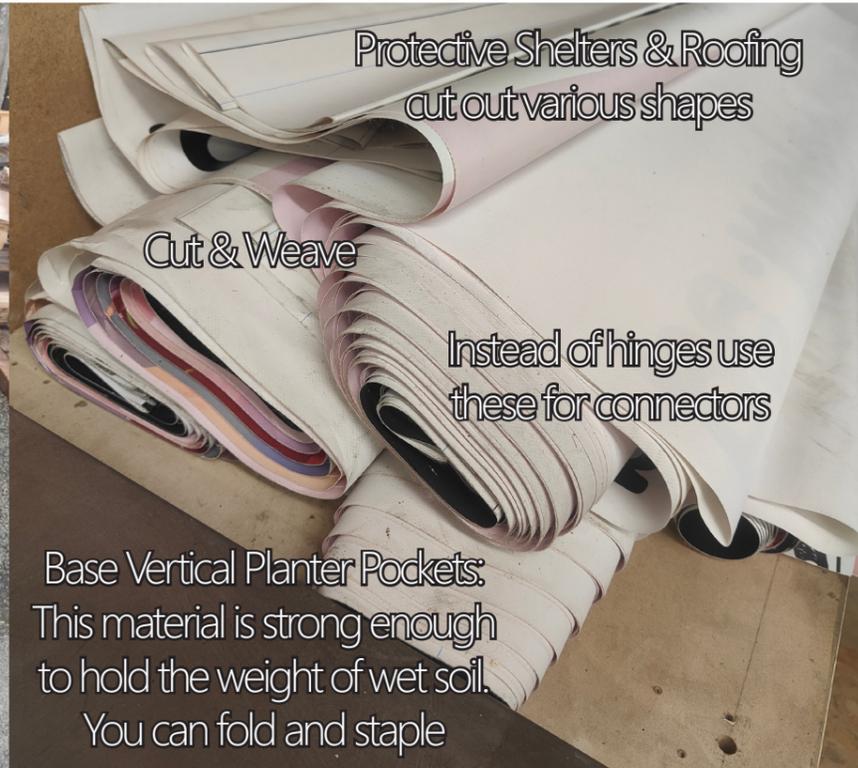
General structure

Connections with recycled materials

POSSIBLE ADDITIONS - GAMES



(RE)USE OF MATERIALS



USE, MATERIALS, DURABILITY

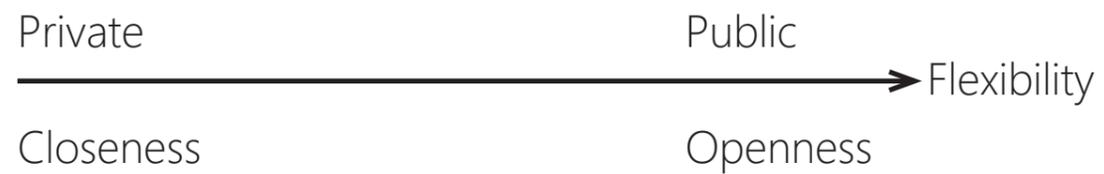
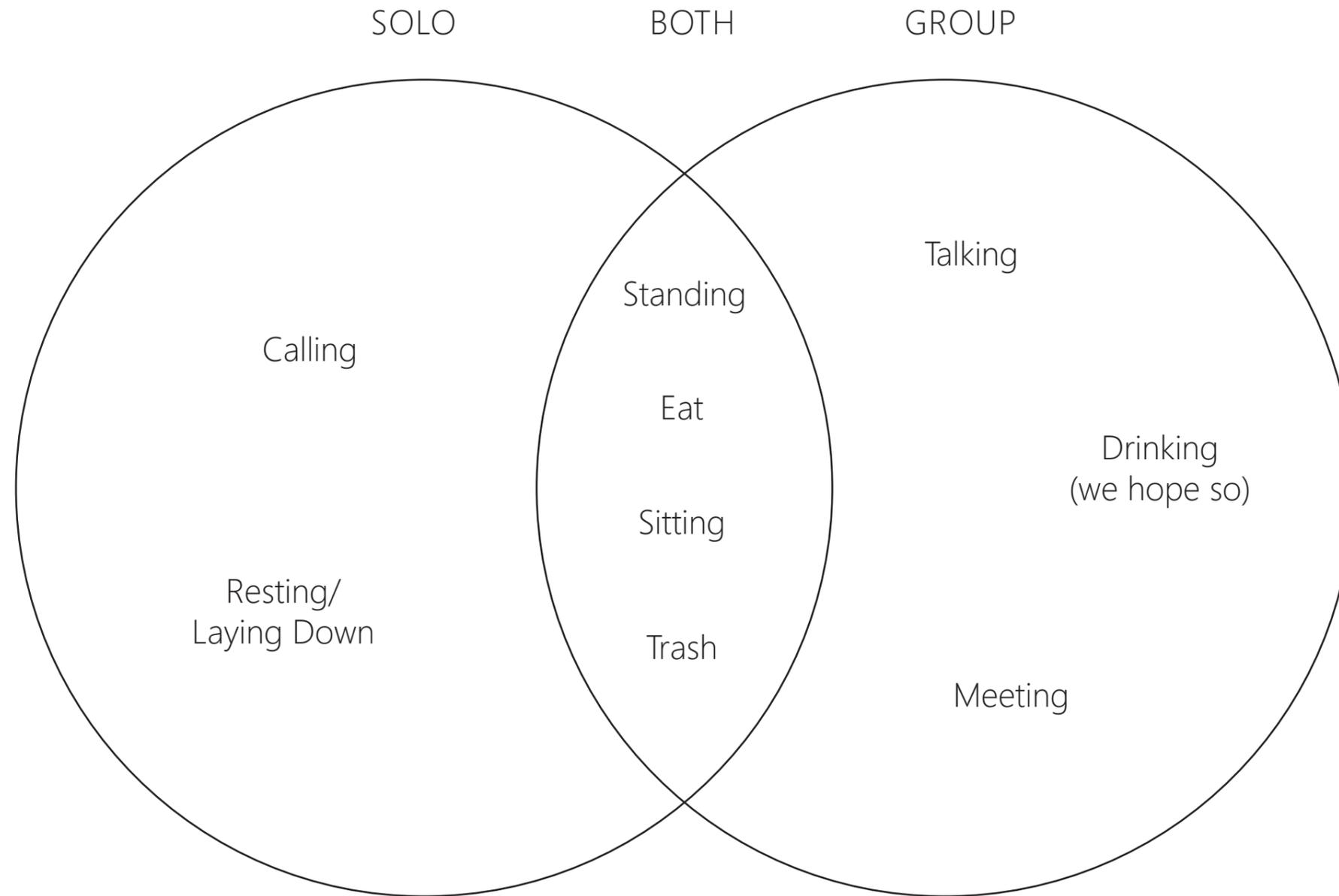
This project is designed to be used by the different members of the Circulariam space, including those working at the workshops, the vintage store, the catering company, and other visitors. The flexible structure allows for different users to adapt it based to their needs and the activities that are taking place in the space.

The project will use repurposed wood and vinyl to make a flexible 'grid' that can be adjusted according to different needs. This will allow it to be easily moved if more space is needed in the space or to be stored if it is not being used. The connections between the different pieces will be easy to replace if necessary and the vinyl will prevent damage from the weather. The use of repurposed materials will be both a benefit to the users of the space and the environment, as it will create a vibrant area that utilises materials that would have otherwise been discarded.

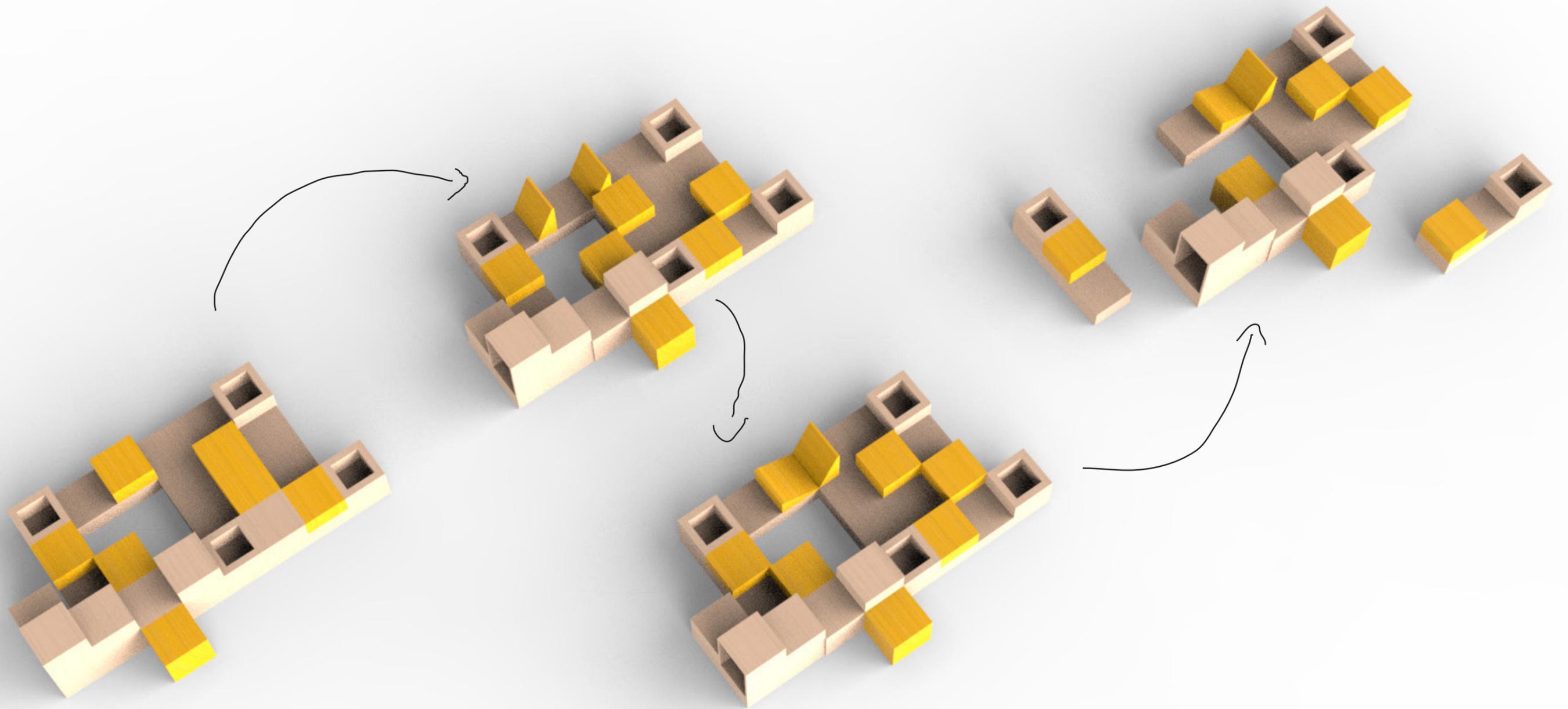
The flexibility of the grid structure can allow for endless configurations to be made based on the needs of the space. They can be adapted to activities like lunches, after-work drinks, events, or in passing. Currently, the space is lacking sufficient seating, limiting the use of a space that has the opportunity to become more active. With this addition to the space, we hope to connect the users of the surrounding facilities to the space and to each other, while producing a sustainable addition using scrap materials. The goal of this project is both environmental impact and social connection.

CONCEPT

Activities in the space



DIFFERENT CONFIGURATIONS

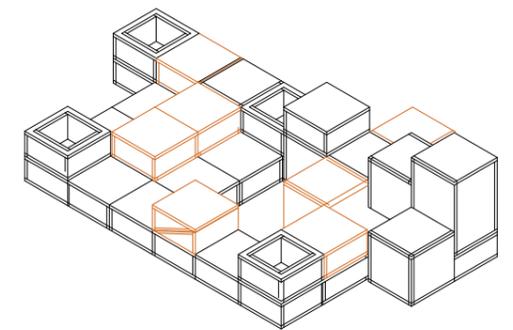
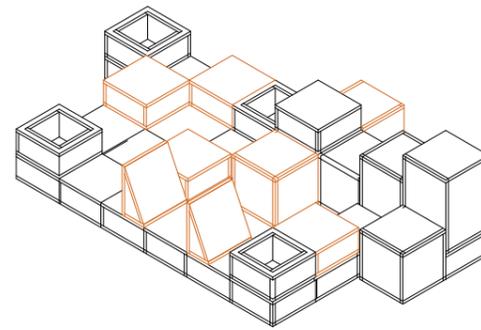
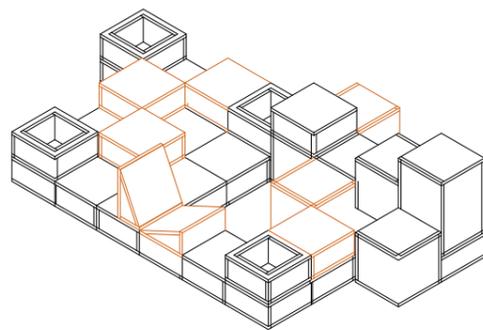
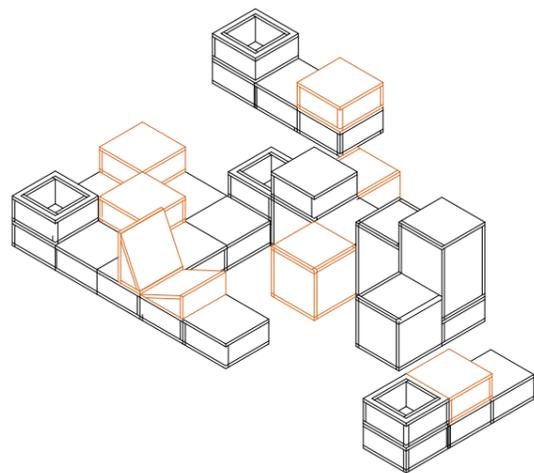
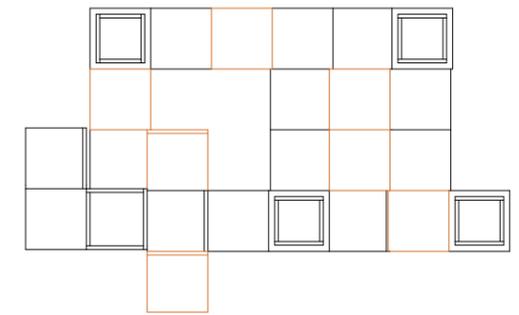
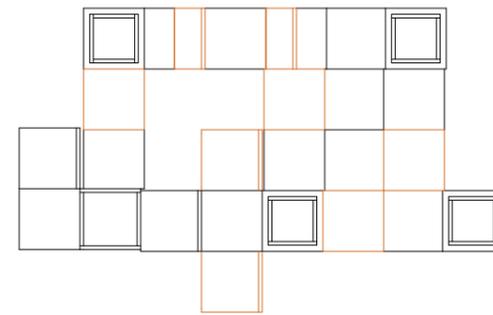
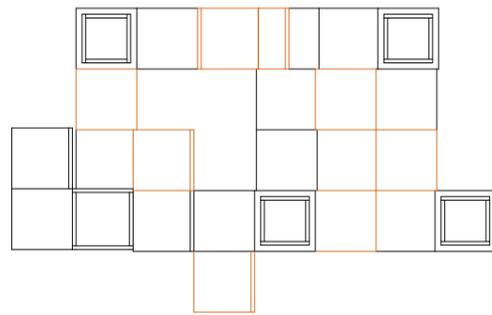
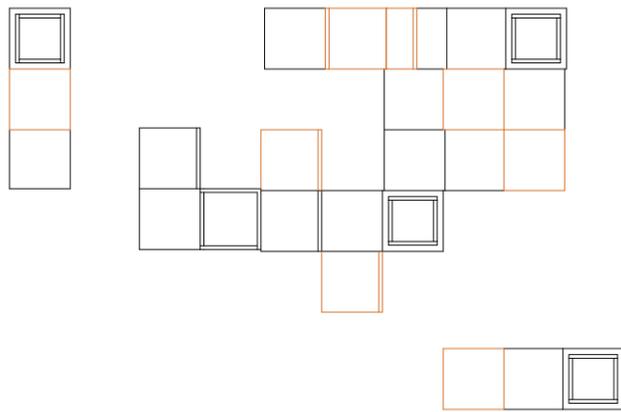


FLEXIBLE LAYOUT

1-MAIN FUNCTIONS: BOX - SITTING, STANDING

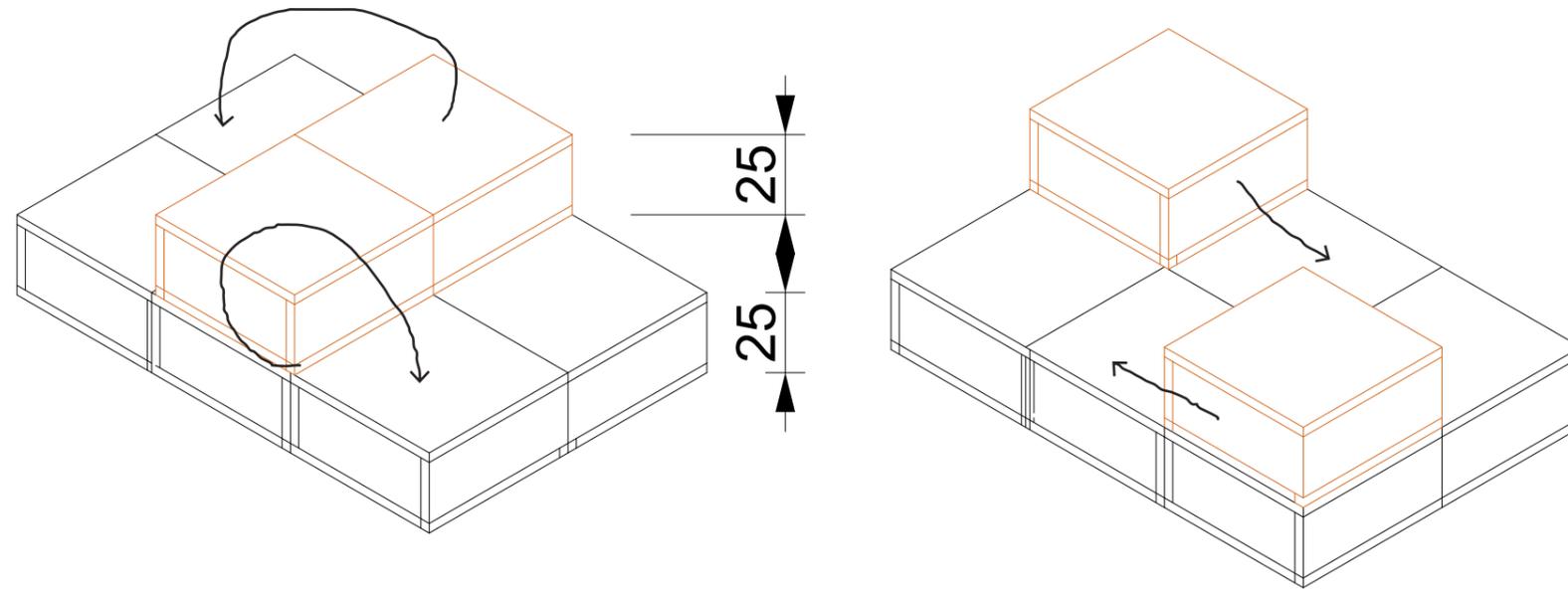
2-CONCAVE UNIT: TRASH/PLANTER/FILLING WITH SOMETHING

3-SPECIAL FUNCTION: COVER FOR PRIVACY



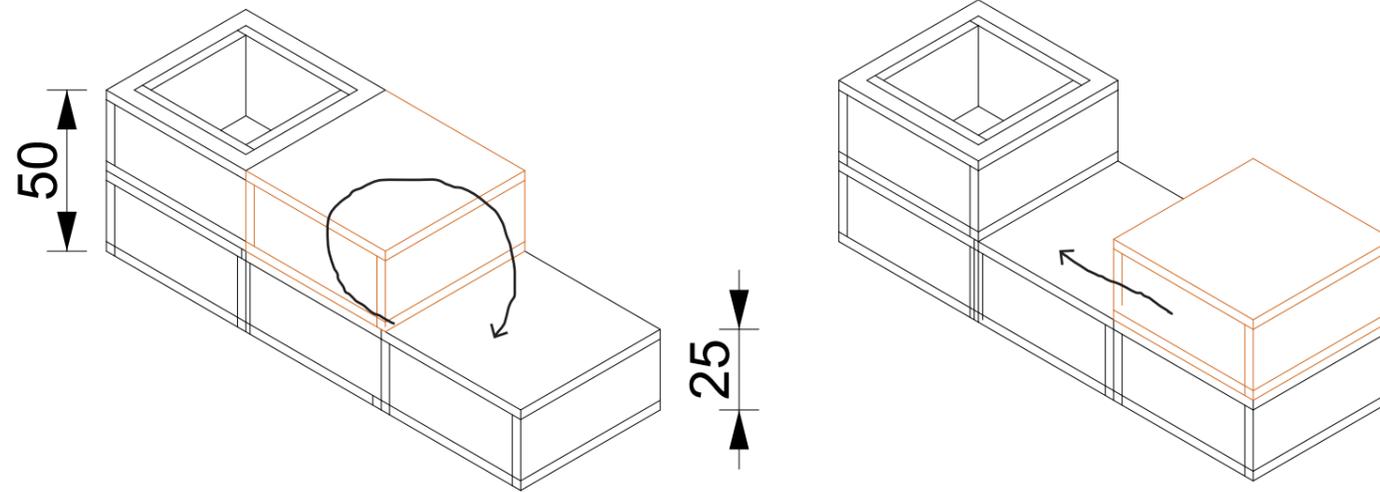
MODULE 1 - DIMENSIONS

1-MAIN FUNCTIONS: BOX - SITTING, STANDING



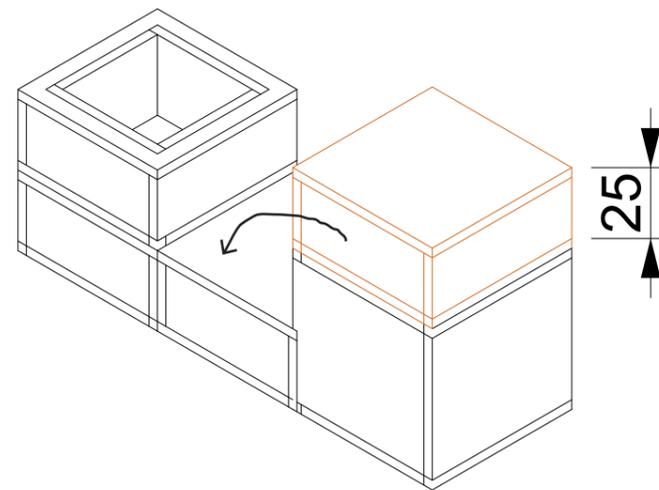
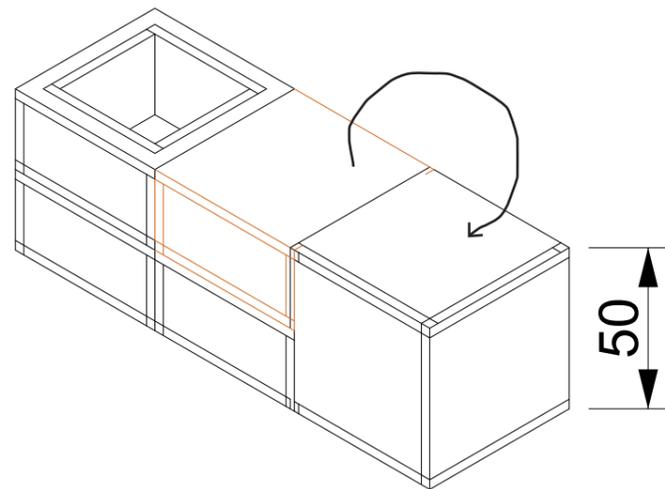
MODULE 2

- 1-MAIN FUNCTIONS: BOX - SITTING, STANDING
- 2-CONCAVE UNIT: TRASH/PLANTER/FILLING WITH SOMETHING



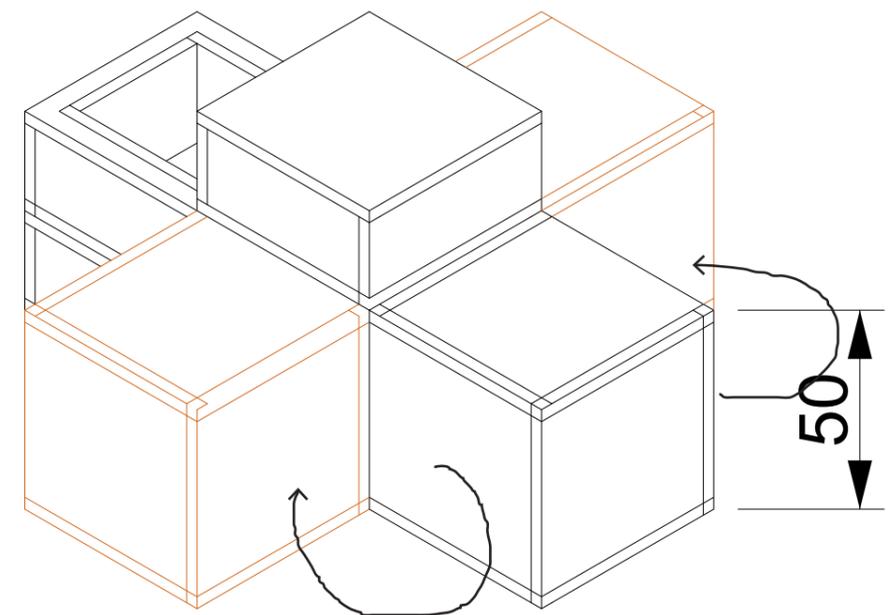
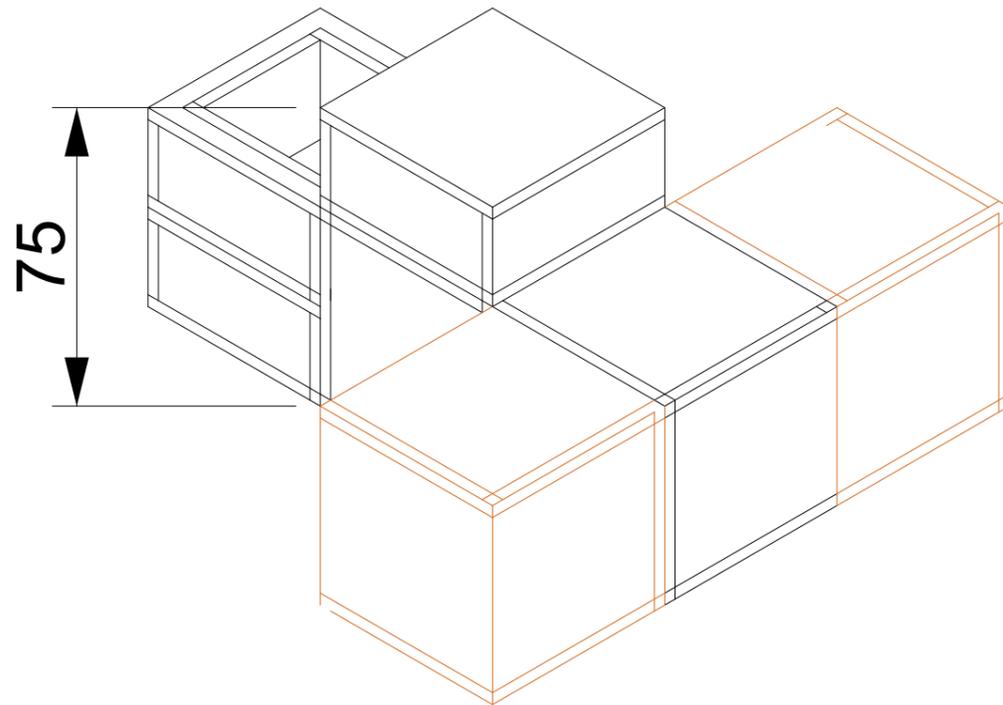
MODULE 3

- 1-MAIN FUNCTIONS: BOX - SITTING, STANDING
- 2-CONCAVE UNIT: TRASH/PLANTER/FILLING WITH SOMETHING



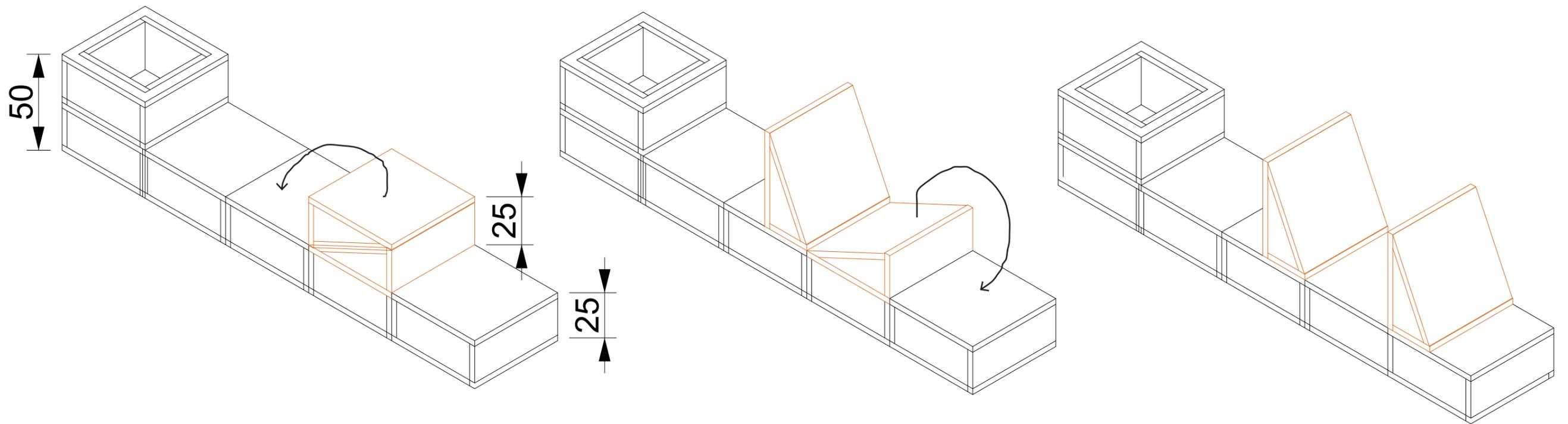
MODULE 4

- 1-MAIN FUNCTIONS: BOX - SITTING, STANDING
- 2-CONCAVE UNIT: TRASH/PLANTER/FILLING WITH SOMETHING



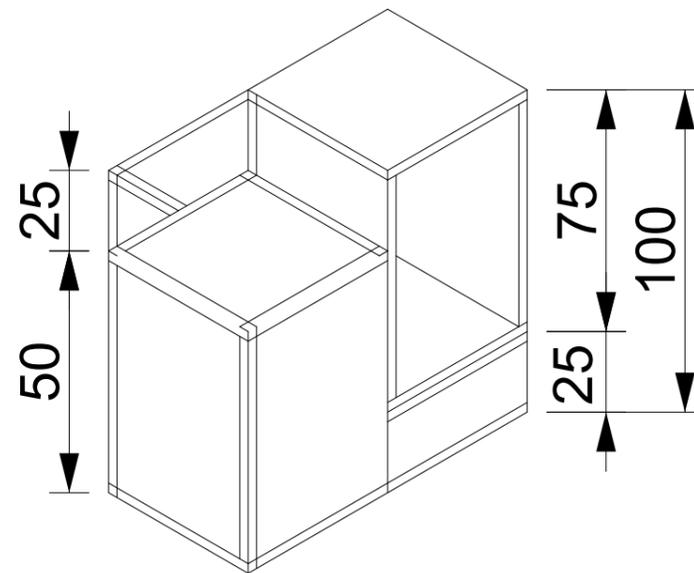
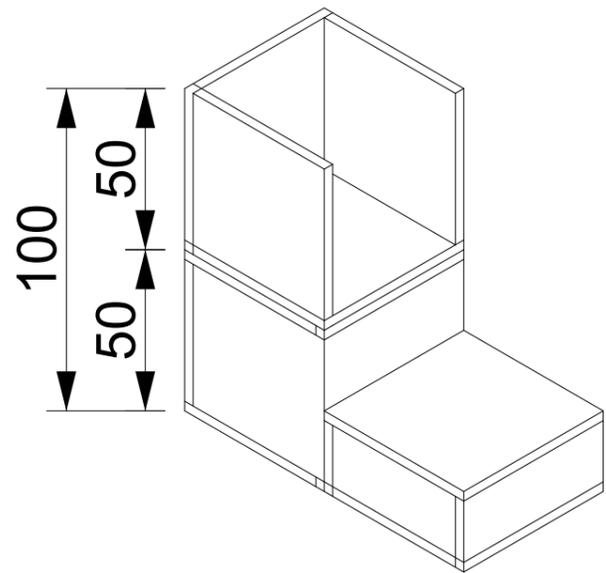
MODULE 5

- 1-MAIN FUNCTIONS: BOX - SITTING, STANDING
- 2-CONCAVE UNIT: TRASH/PLANTER/FILLING WITH SOMETHING



MODULE 6

3-SPECIAL FUNCTION: COVER FOR PRIVACY



TOOLS

Pliers	Spirit Level	Ladder
Wrenches	Electric Drill (+Metal Drill Bits)	Gloves
Scissors (For Fabric)	Measuring Tape	Glasses
Handsaw (For Wood)	Clamps	Earmuffs
Circular Saw (For Wood)	Brushes	

MATERIALS

- Plywood - Marine B/BB: 150cmx150cm sheet, 4mm
EUR 67.97/piece - 18 pieces: EUR 1,339.52
<https://www.tosize.be/en-be/plywood-marine-b-bb?thickness=130>
- Ball Head Screws: 3x10mm, 30 pieces EUR 3.79/pack - 33 packs: EUR 125.07
<https://www.gamma.be/fr/assortiment/vis-a-tete-boule-spax-wirox-3x10-mm-30-pieces/p/B507462>
- Metallic Corners (40x40x15) EUR 0.79/piece - 100 pieces: EUR 79.00
<https://www.gamma.be/fr/assortiment/equerre-de-chaise-magnodur-40x40x15/p/B260505>
- Fixed Wheels (max 100kg) EUR 8.29/piece - 16 pieces: EUR 132.64
<https://www.gamma.be/fr/assortiment/roulette-fixe-sur-plaque-dornerhelm-pp-80-mm-max-100-kg/p/B255337>
- Varnish (500ml) EUR 9.00/piece - 6 pieces: EUR 54.00
<https://www.kwantum.be/vernis-extra-mat-transparent-0320103>
- Primer White 2.5L EUR 61.90/piece - 3 pieces: EUR 185.70
<https://www.painttrade.be/fr/peintures-interieures/87-crown-trade-wood-primer.html#/63-quantites-25l>
- Paint (Yellow 250mL) EUR 12.80/piece - 6 pieces: EUR 76.80
<https://www.brico.be/fr/peintures-papiers-peints-revetements-muraux/peinture/peinture-exterieure/peintures-metal-exterieur/peinture-metal-combicolor-jaune-clair-brillant-250ml/2256394>
- Plastic Plant Pots (D32,5cm x H24,5cm) EUR 11.18/piece - 4 pieces: EUR 44.72
https://www.bol.com/be/fr/p/pot-de-fleurs-terra-pour-interieur-exterieur-plastique-de-haute-qualite-o-32-5-x-h-24-5-cm/9300000184104170/?cid=1774210659775-3627518981029&bltgh=35bbb755-586c-4bf6-badd-ef368c0f12d2.ProductList_Middle.12.ProductTitle

Total Cost = EUR 1,992.73

#URBAN FURNITURE #CONSTRUCTION 2,500

ROLE AS TUTORS

Our role as tutors will be to facilitate the workshop and give guidance to the participants while still having a hands-on approach. First and foremost, it is our responsibility to ensure that the workshop is executed in a timely and safe manner. This means overseeing the process to ensure participants are working safely (wearing protective gear, using proper techniques, etc.), as well as ensuring materials are being used responsibly (not being wasted or damaged). It is also important to us to ensure that all participants get the same experience of trying new techniques and implementing their own voice and design vision into the project. Therefore, participants will be able to make changes or additions to the proposed designs through co-designing sessions at the beginning of the workshop. This will be intended to help them get to know each other and get their creativity flowing. Participants will then be split into sub-teams (ex: 3 teams of 3 and 4 people - for a 10 people's team), where each team will be working with specific criteria to ensure the modularity, but will be designing a module for a different function.

NUMBER OF PARTICIPANTS

min. 10 - max. 12

3 Teams of 3 people and 1 of 4 - 10 participants

11-DAY TIMELINE

(Day 1) First day Site Visit + Discussion

(Day 2) Co-Creation Session

Visit the space with participants to experience it.

Talk to stakeholders from the micro-factory and users to understand their expectations and desires for the use of the space and brainstorm ideas for the modules.

Split participants into sub-teams and do a co-creation session with stakeholders and participants to finalize the concept and design.

(Day 3) Co-creation session in sub-teams continues, sub-teams will vote for the structure typologies they like (sitting, standing, laying, etc.) and finalise the design

(Day 3 - 4) Finalize designs and create cut sheets based on grid and criteria.

Each team will begin measuring and collecting materials for their module.

(Day 5) Start cutting materials for modules

(Day 6) Assemble models and test.

(Day 7 - 8) Teams divided into: Cutting - Sanding - Varnishing - (When parts are Dry) Assembling

(Day 9) Finish with parts: Teams divided into: Cutting - Sanding - Varnishing - (When parts are Dry) Assembling

Move all part at the location, start assembling altogether (No more sub-teams)

(Day 10) Final On-Site Assembly

(Day 11) Exhibition

FIRST DAY

On the first day of the workshop, we will begin with warm-up activities to help everyone meet the team and connect. Participants will then introduce themselves, sharing their backgrounds, skills, experiences, and goals for the workshop. Next, we will visit the site and provide an introduction to the project. Afterward, we will divide participants into two sub-teams. We will conclude the day by communicating the goals for the module functions, explaining that participants will have the opportunity to contribute their own ideas and vision during the co-creation session that will be held the next day.

SITE VISIT + STORAGE

- 2 official site visits at the beginning (visit + measure space + Co-creation session), 3rd for setup, but there can also be informal site visits in between if necessary since the workspace is close by
- Build at workspace + cut everything + assemble 1 module at the workspace, then finish at the site

