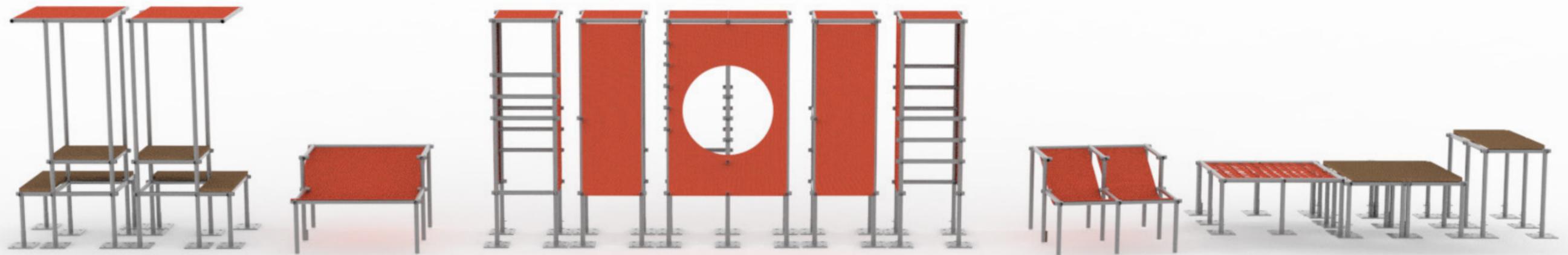


CARRÉ MODULAIRE

SITE 05 - PARC FONDERIE



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3	WORKSHOP DESCRIPTION
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WORKSHOP DESCRIPTION

This project explores the creation of a modular scaffolding structure consisting of multiple modules, with different functions, where play becomes the performance. Participants will work in sub-teams to finalize the design of the different modules that will allow visitors to engage in a variety of fun activities with a focus on positive social interactions to revive a sense of community. These structures would be placed in the Parc Fonderie, a spot that represented Brussels' industrial history but now remains underdeveloped and unused. This once industrial area has become a space that community members wish to use but are not able to due to its lack of amenities. It is the urban symbol of the disconnectedness between the past and the present, highlighting an opportunity to bring social cohesion into this area. This space has gone through many changes over the centuries, including being a steel production factory that was later turned into a park after bankruptcy. Our proposed structure not only aims to honour the the material history of this area, but also allow it to flourish and change as the city evolves. Creating several modular scaffolding structures that will allow activities* like sitting, climbing, dancing, and more will bring vibrancy into this area while also allowing for changes. The modules could be arranged in different ways depending on the need of the residents, making it easy to adjust to changes while actively creating a space that reunifies the sense of community in the park. The scaffolding structures are also able to be easily disassembled or moved, depending on the weather and their desired use. The workshop itself will encourage participants to grow their understanding of modular design and to think about how their designs will adapt and change over time in an environment that has already gone through many changes. In communication with the museums and locals, as well as by designing in small teams, participants will identify the needs of the different modules to help build positive social interactions within Parc Fonderie.

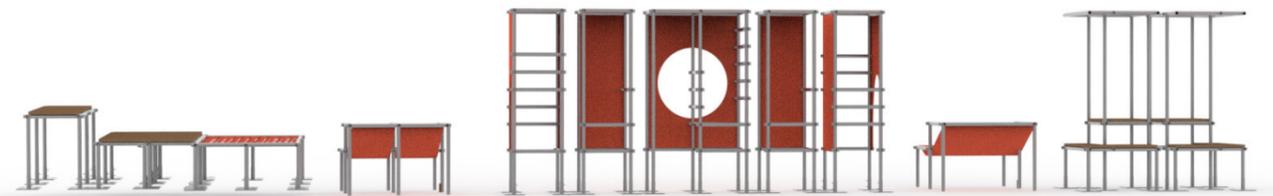
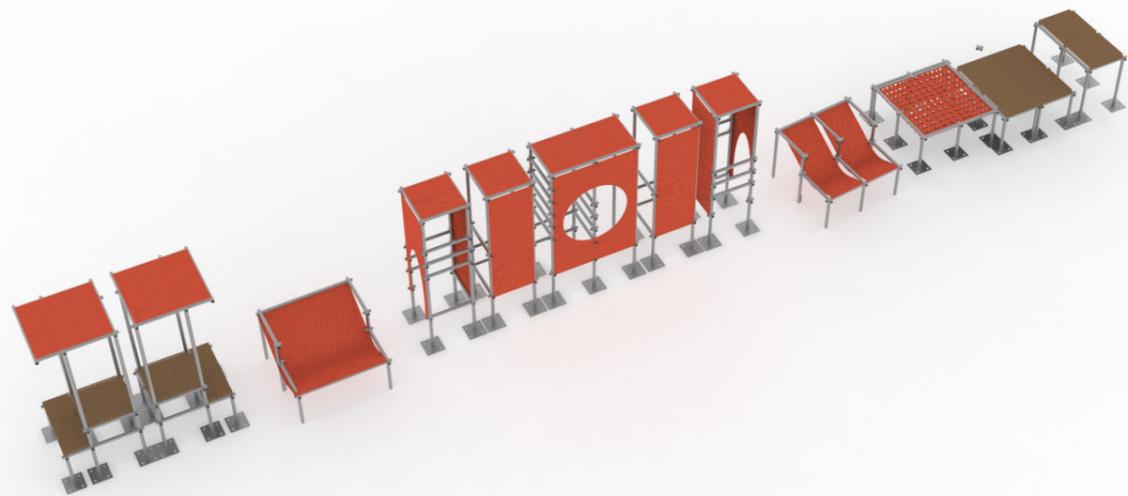
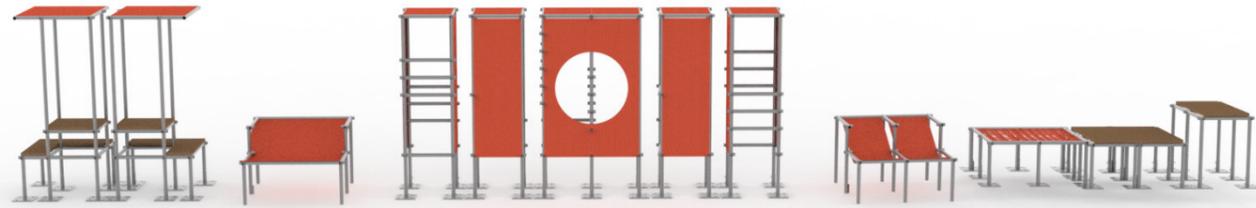
*For this workshop, we also propose potential collaboration with local organizations or other projects. teams to make an immersive temporary exhibition on one of the modular scaffoldings, which will be used as a projection screen/stage, honoring experiences of the local landscapes, memories, and more.



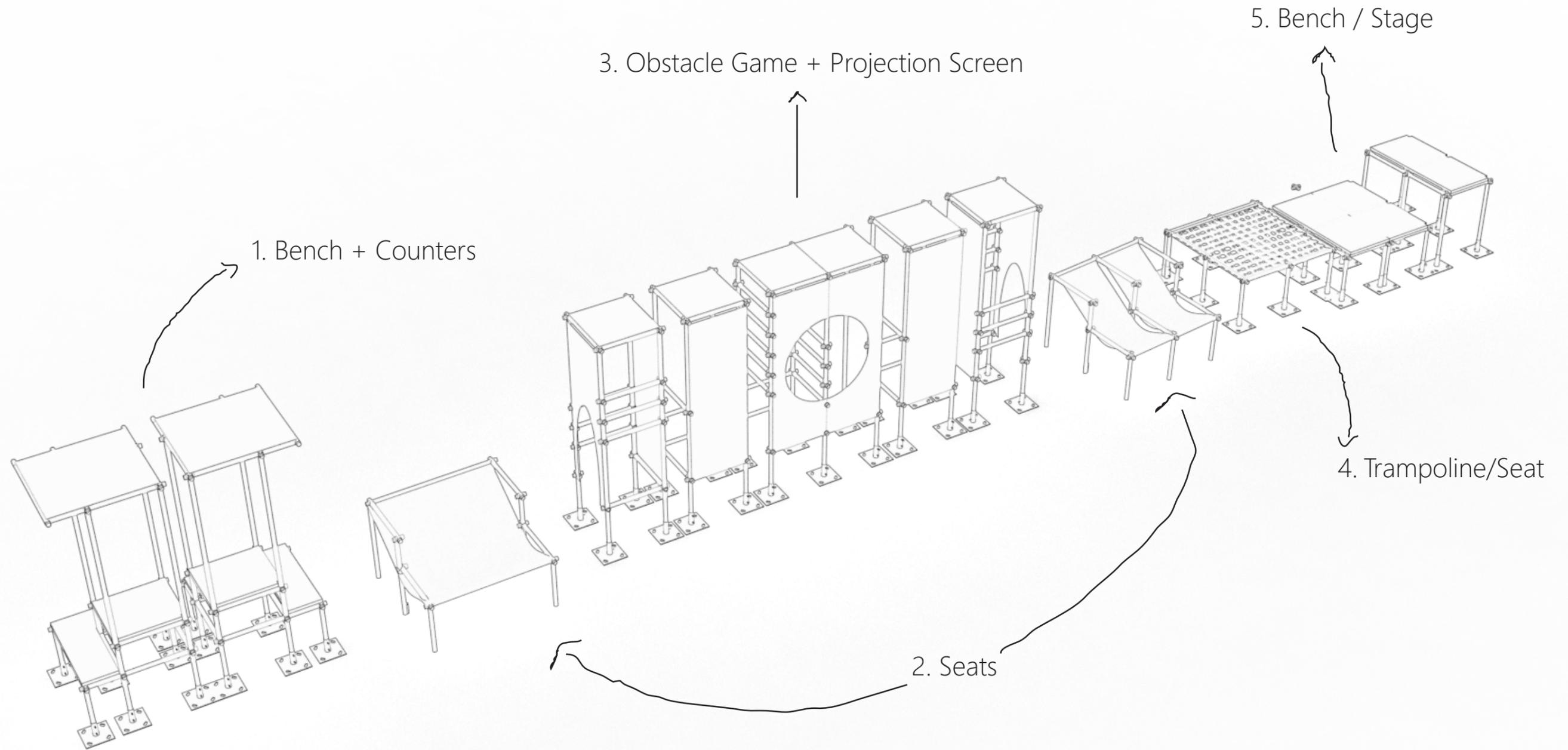
BRIEF

This project explores the creation of a modular scaffolding structure consisting of multiple parts with different functions, where play becomes the performance. These structures would be placed in Parc Fonderie, a once intense industrial centre, turned public space. Since 1990, this space was turned into a park, yet remains underdeveloped, highlighting an opportunity to bring vibrancy and social cohesion as Brussels leaves behind some of its industrial past. Our proposed structures not only aim to honour the history of this space, but also allow it to flourish and change. The modular design allows the museum and its users to rearrange and adapt it for different events or moments throughout the year, based on their specific needs. Through activities like sitting, climbing, dancing, the structures can be arranged to bring vibrancy to this area, while also allowing for different arrangements as the area continues to change.

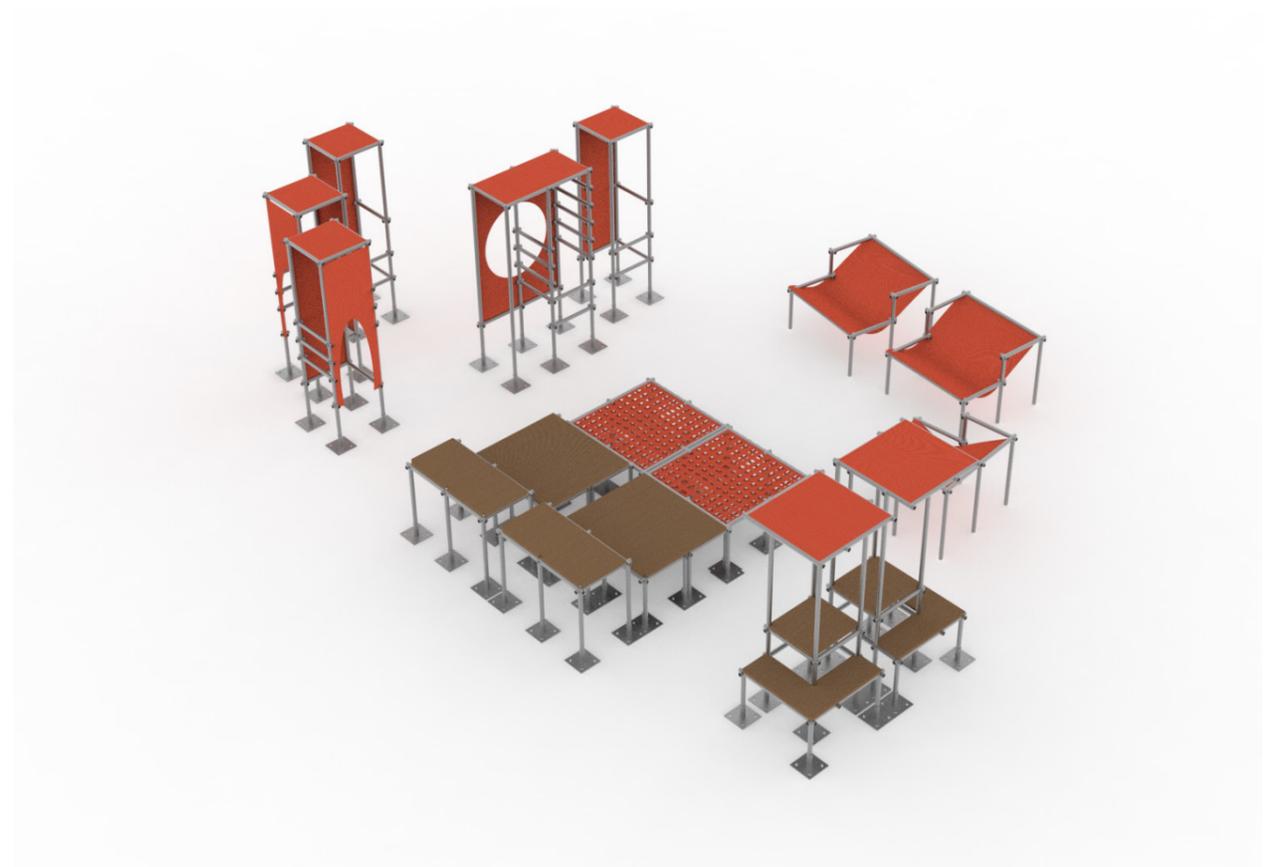
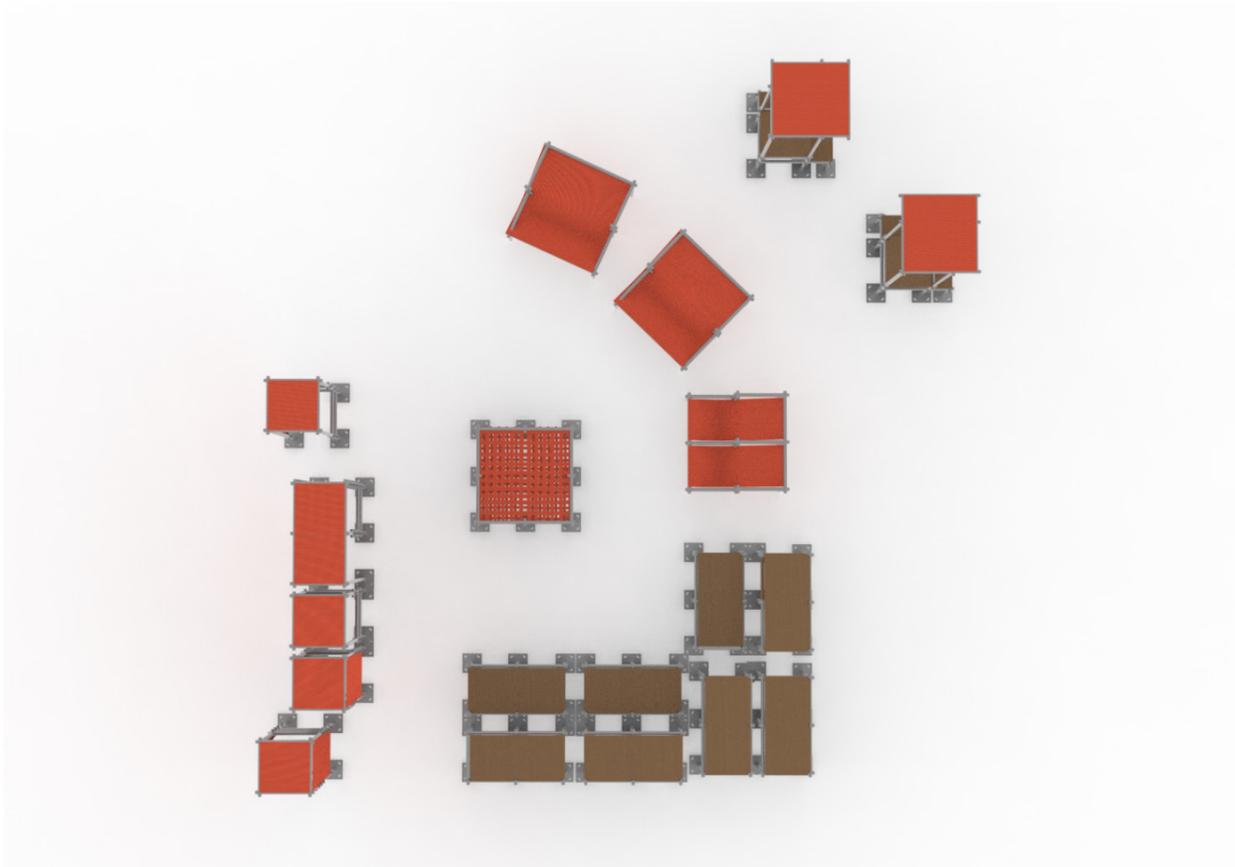
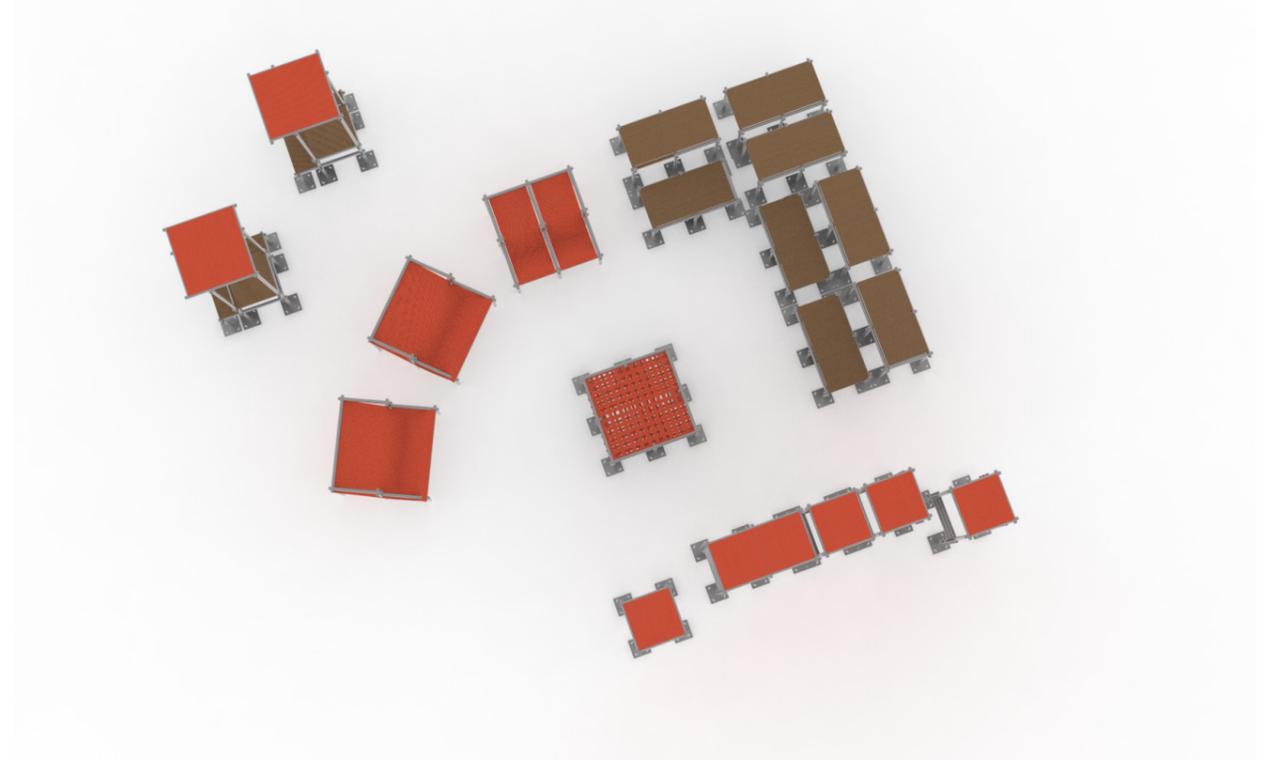
MODULES



FUNCTIONS



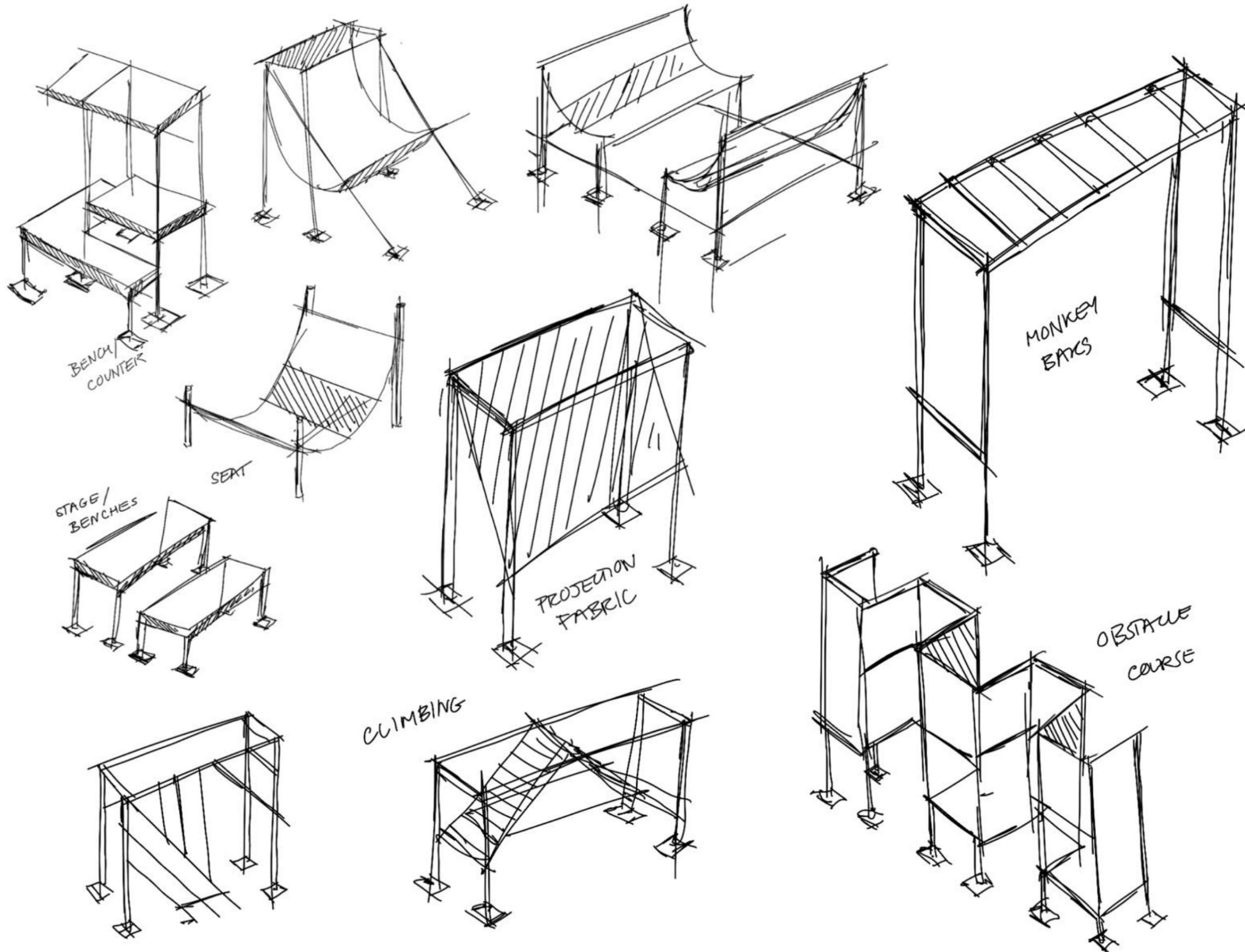
FLEXIBLE LAYOUT



INSPIRATION

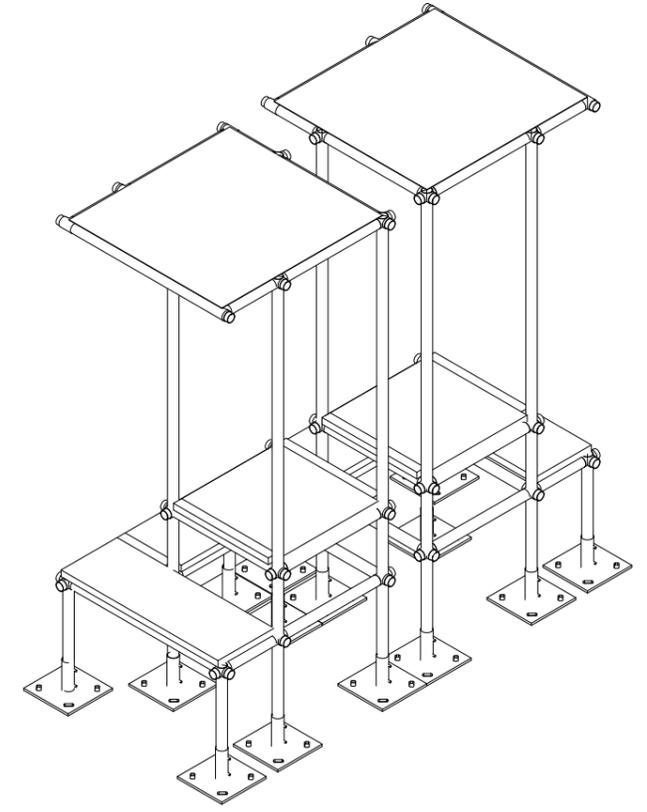
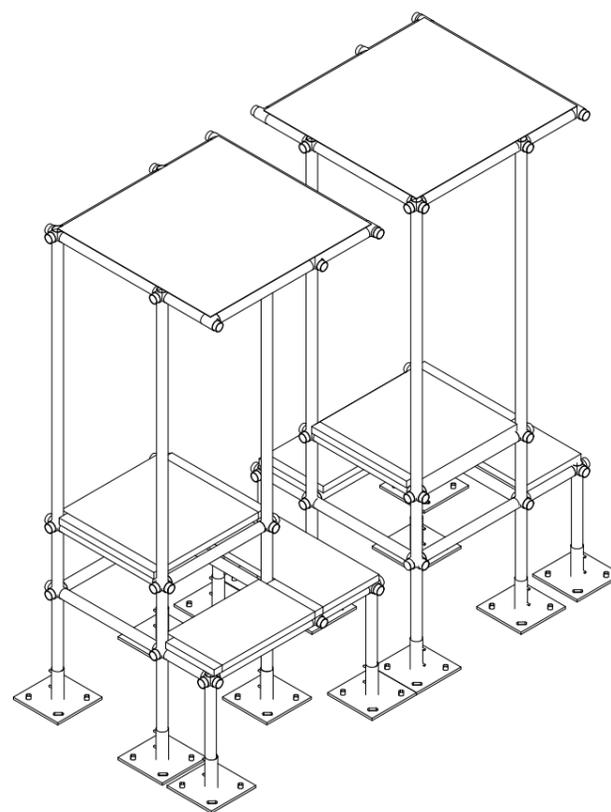
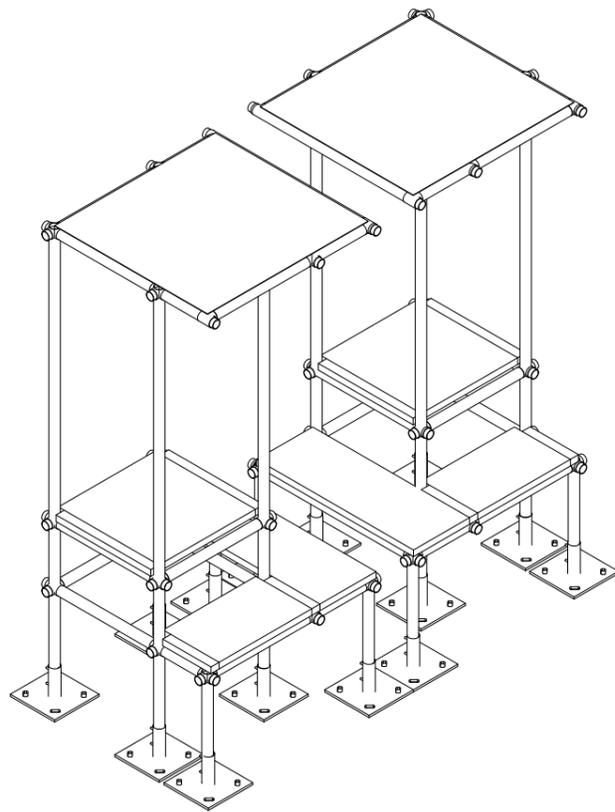
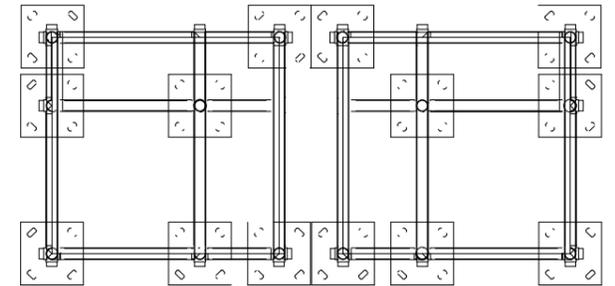
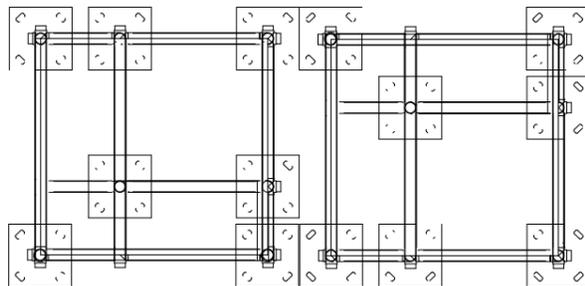
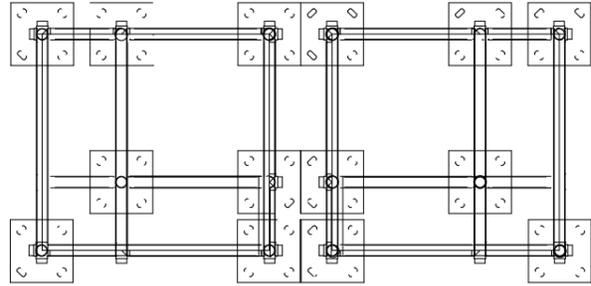


BRAINSTORMING



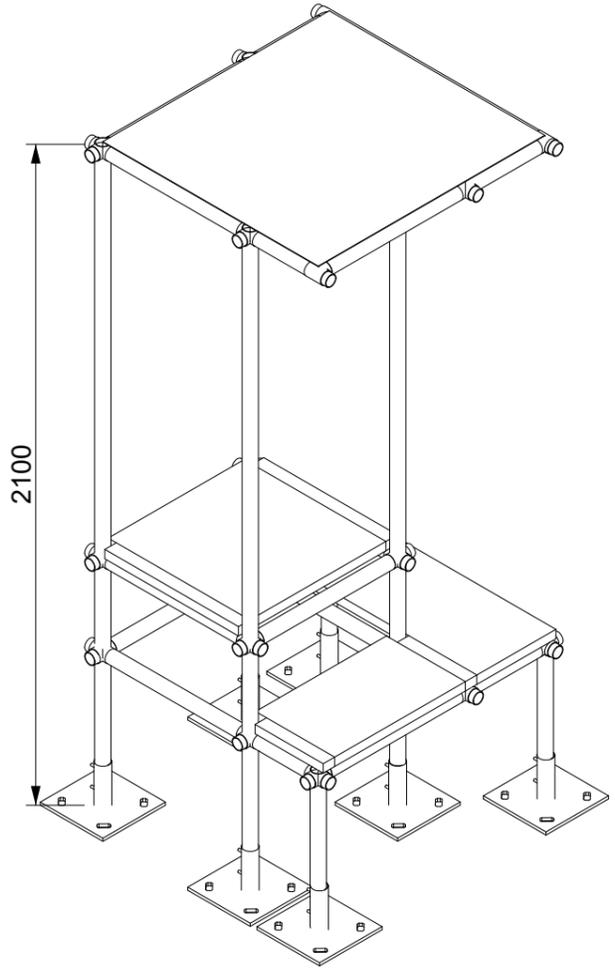
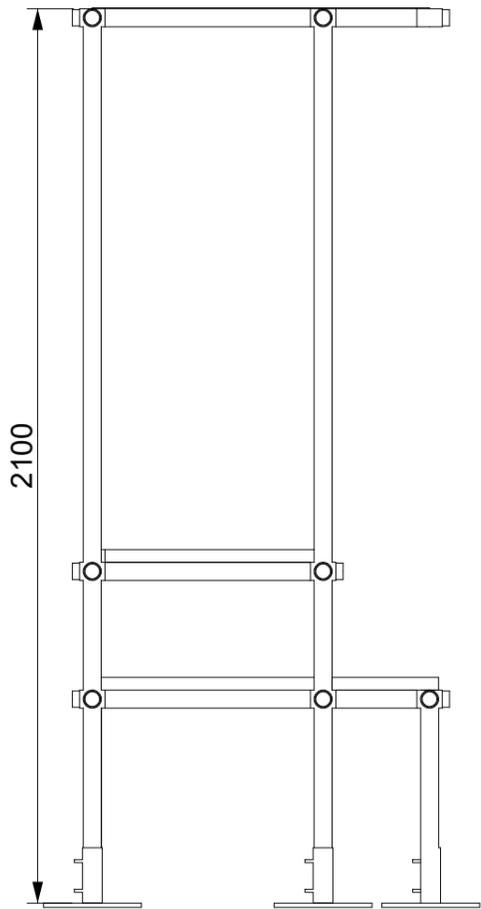
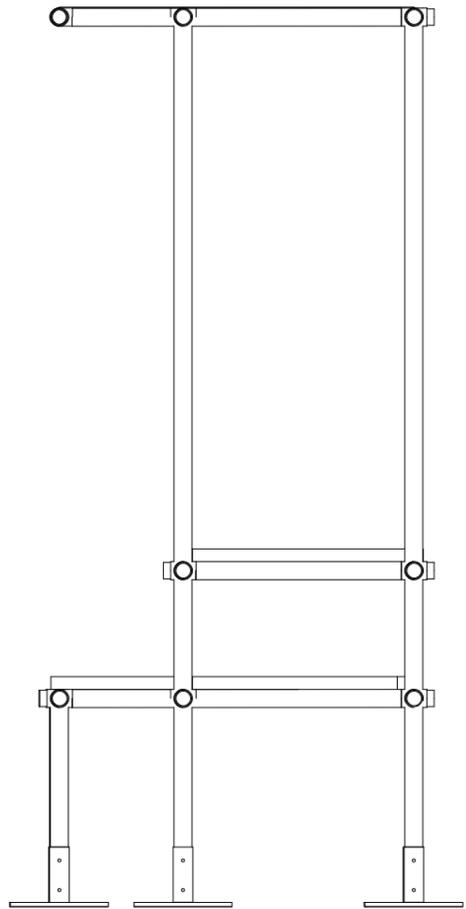
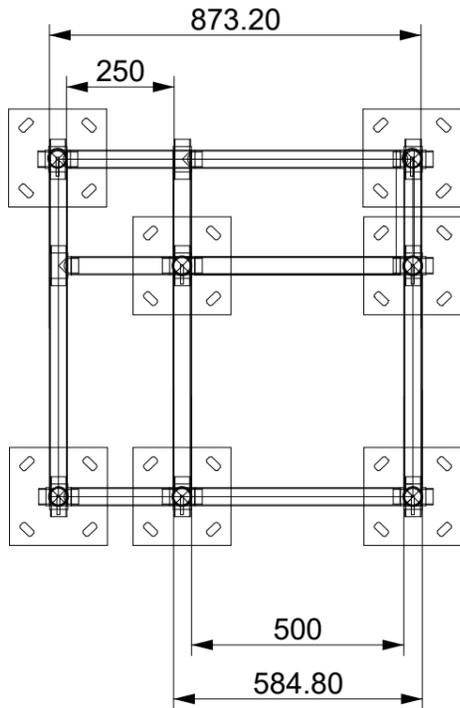
MODULE 1 - LAYOUTS

Bench + Counters



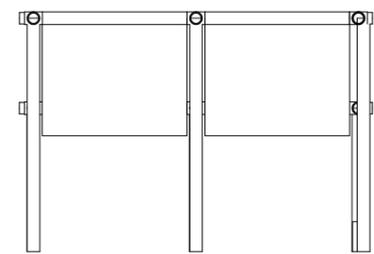
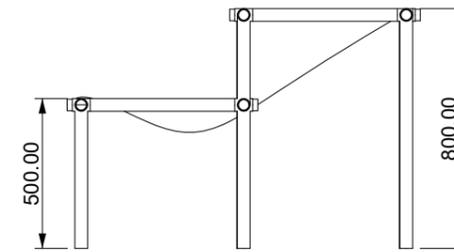
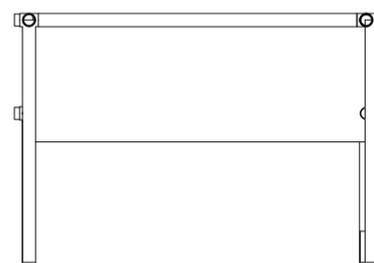
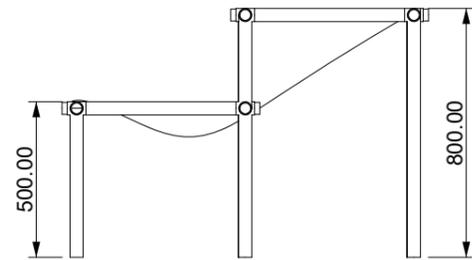
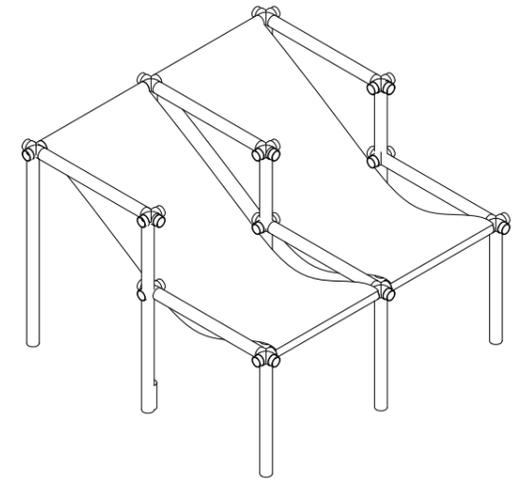
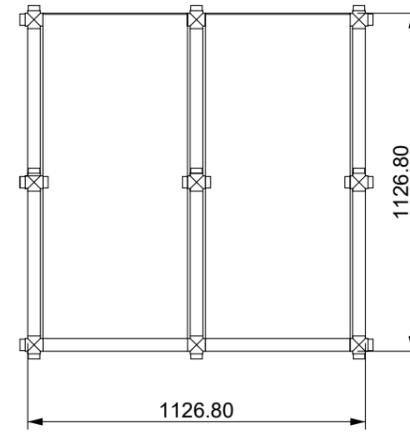
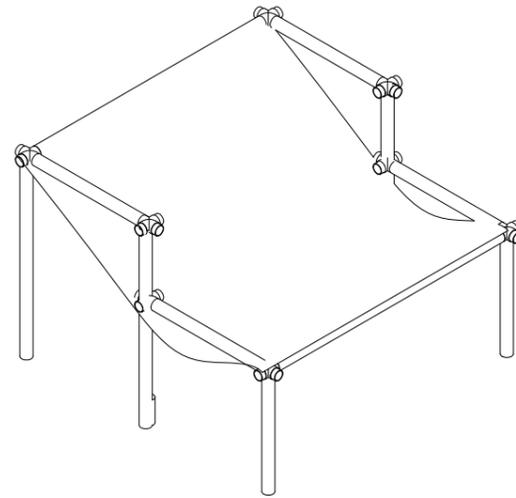
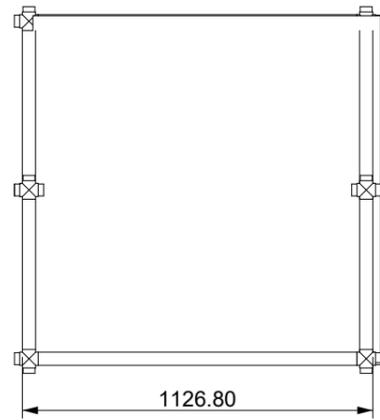
MODULE 1 - DIMENSIONS

Bench + Counters



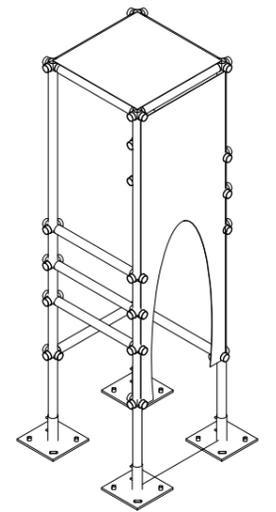
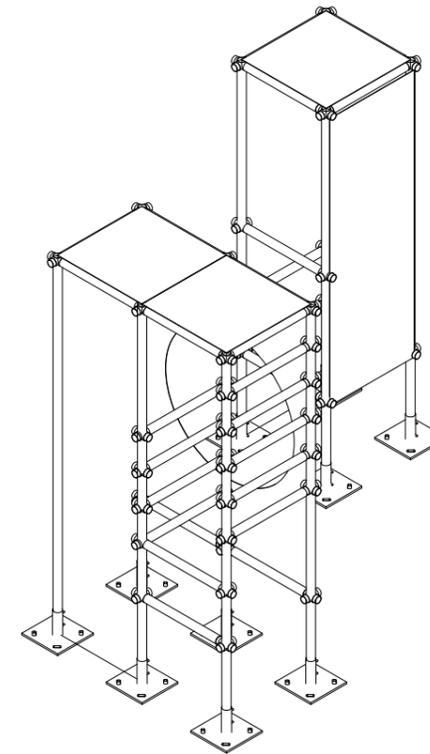
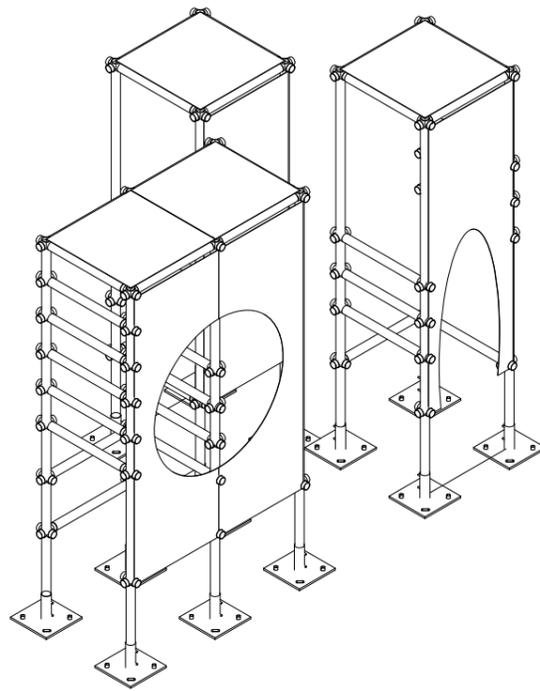
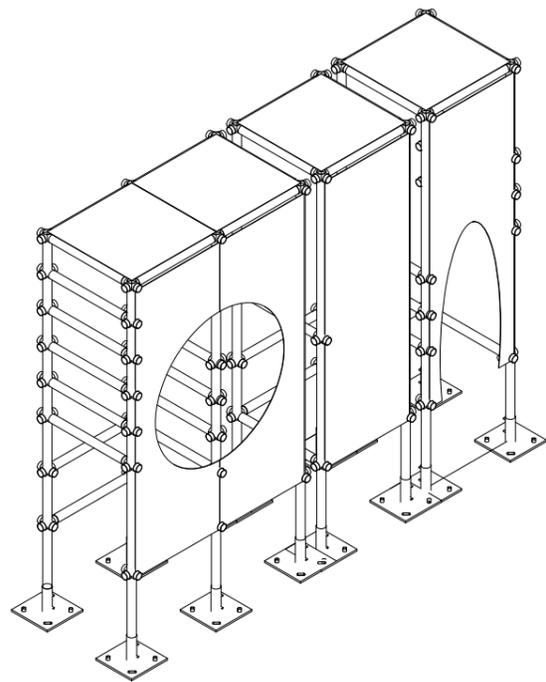
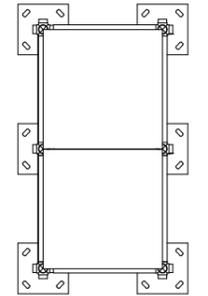
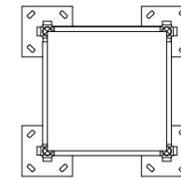
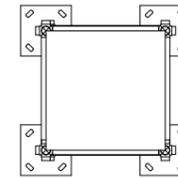
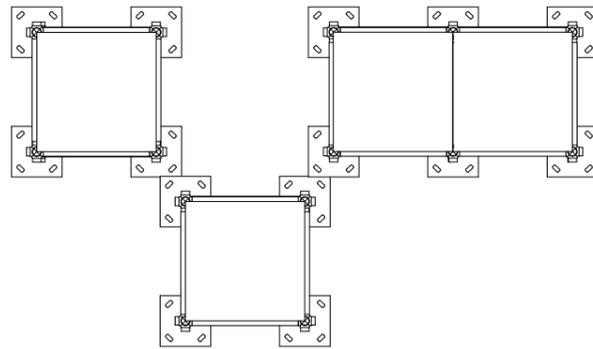
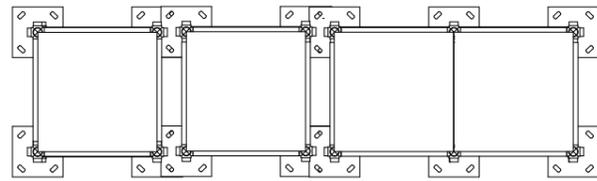
MODULE 2 - DIMENSIONS

SEATS



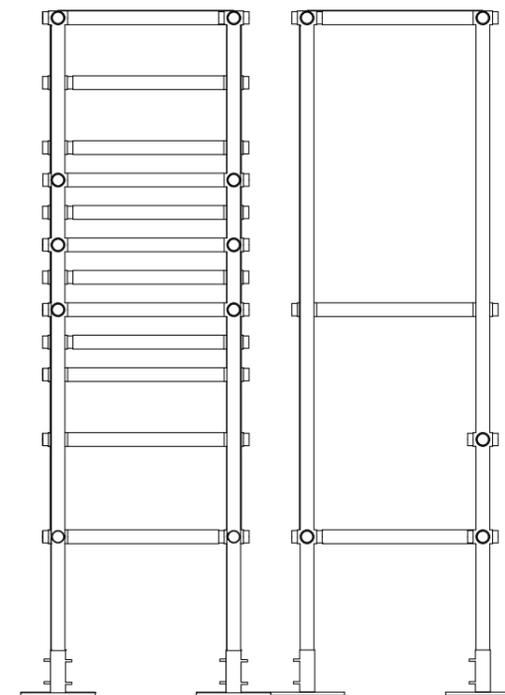
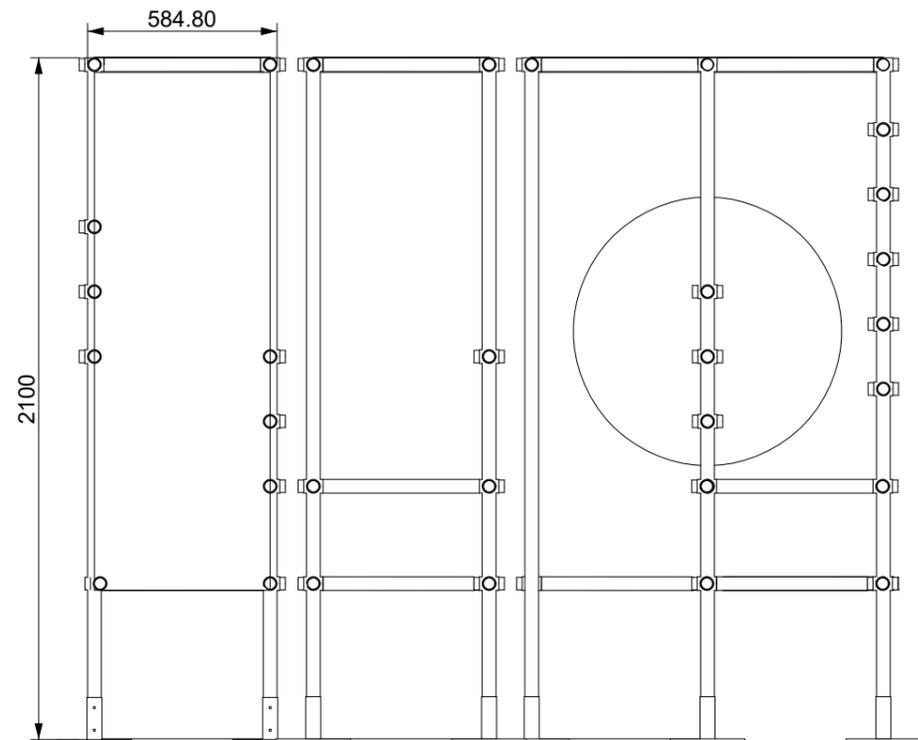
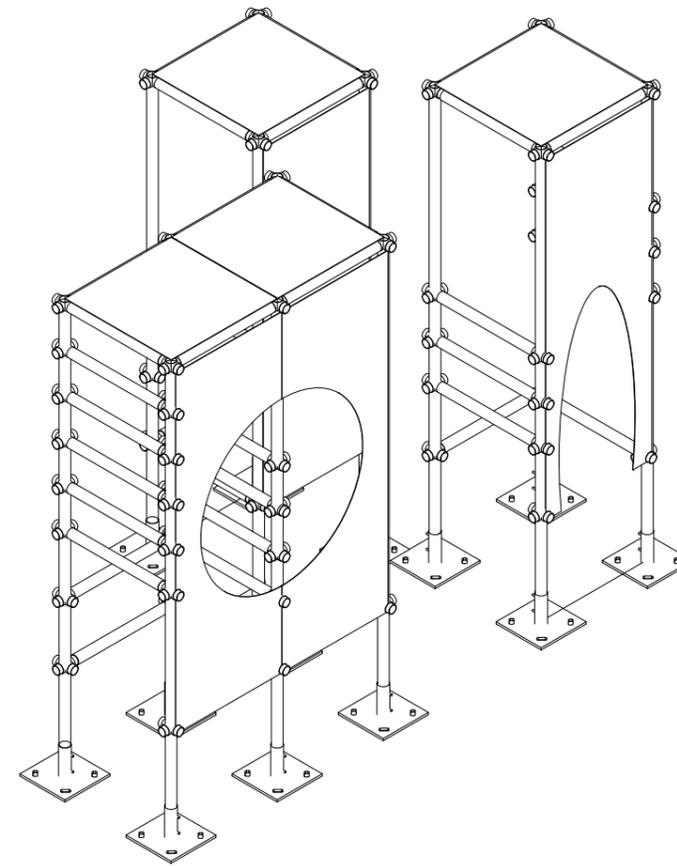
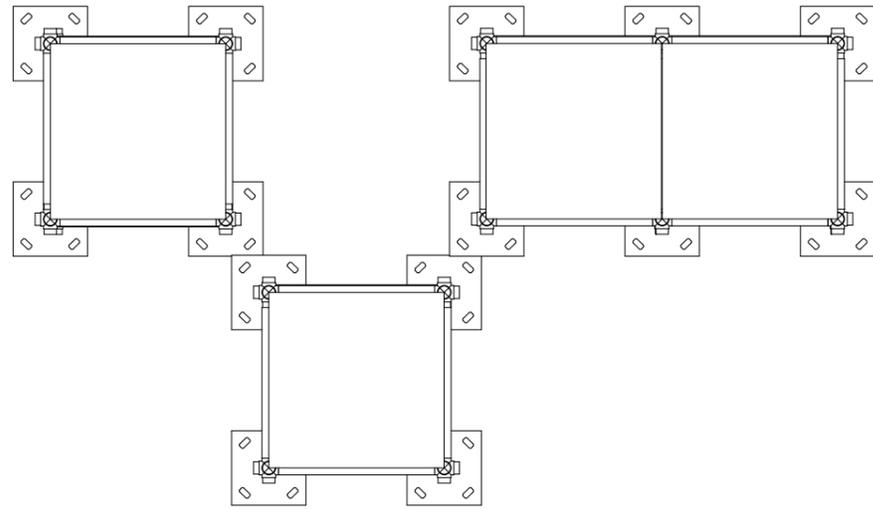
MODULE 3 - LAYOUTS

Obstacle Game + Projection Screen



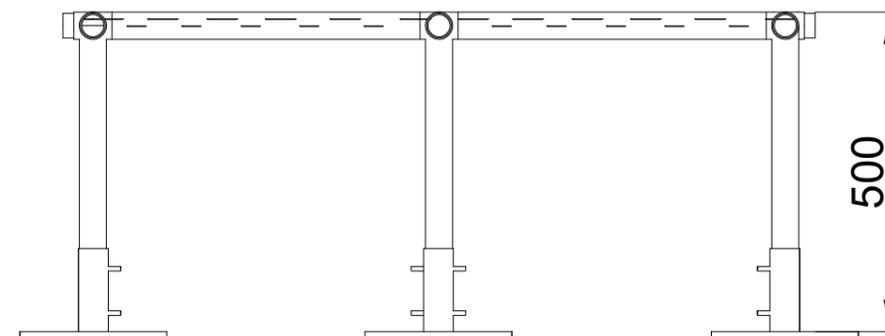
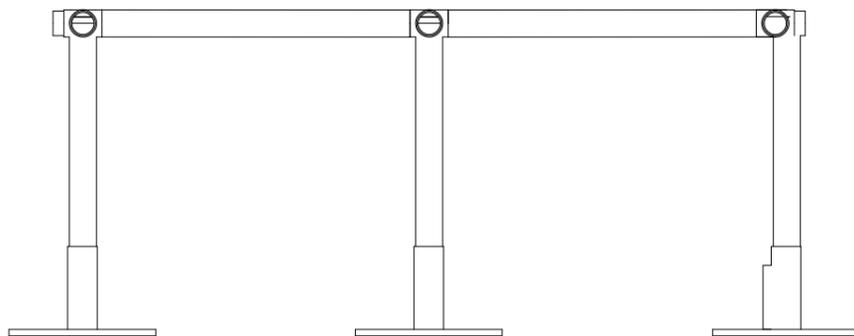
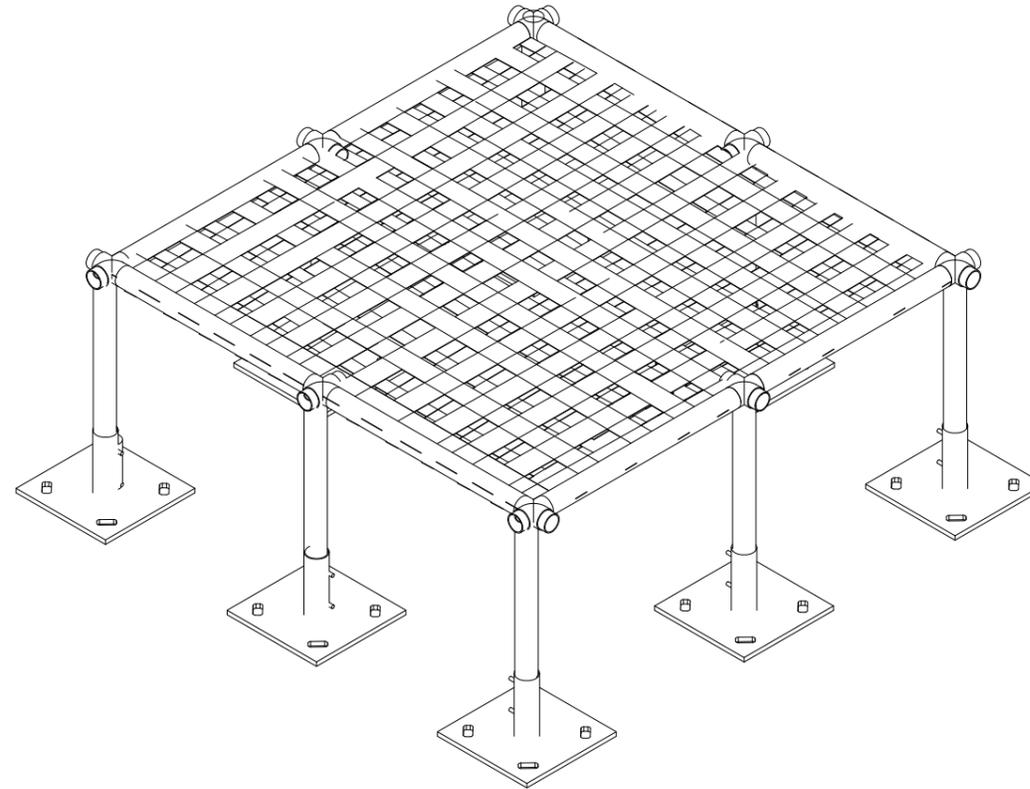
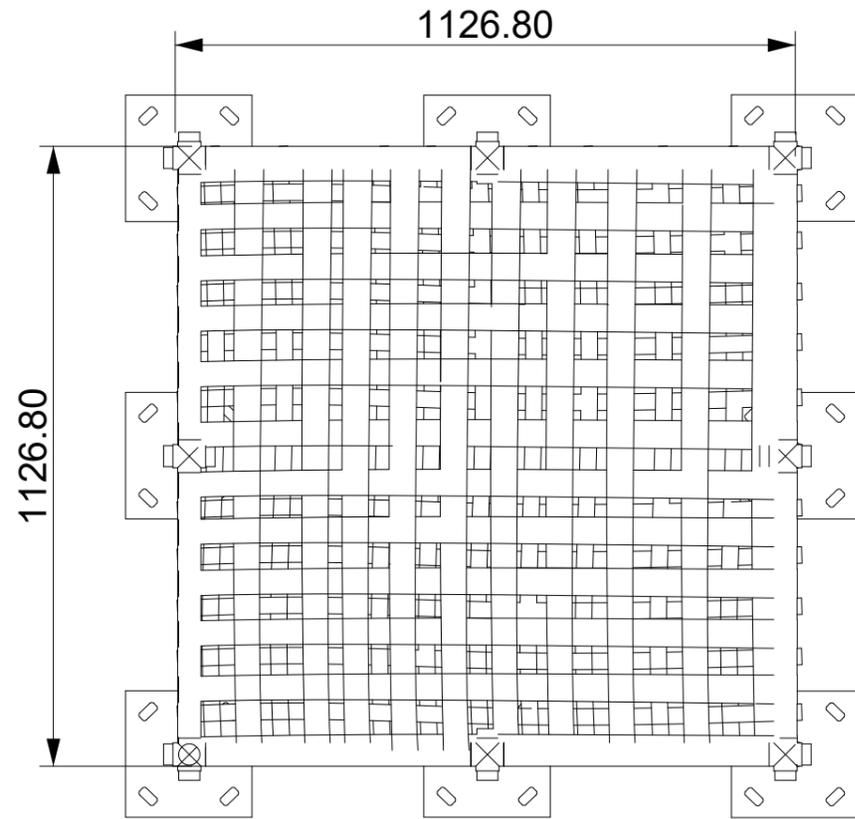
MODULE 3 - DIMENSIONS

Obstacle Game + Projection Screen



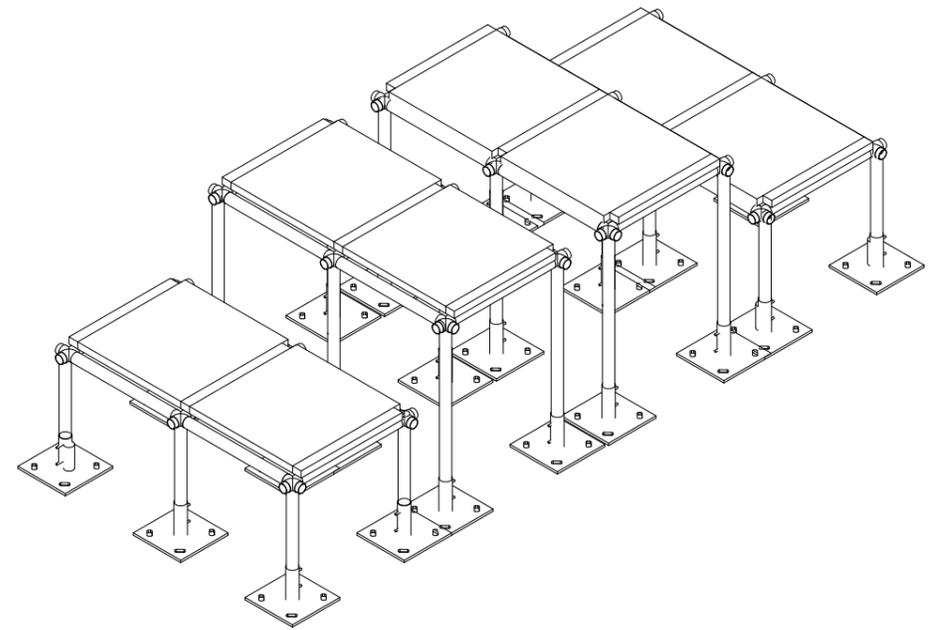
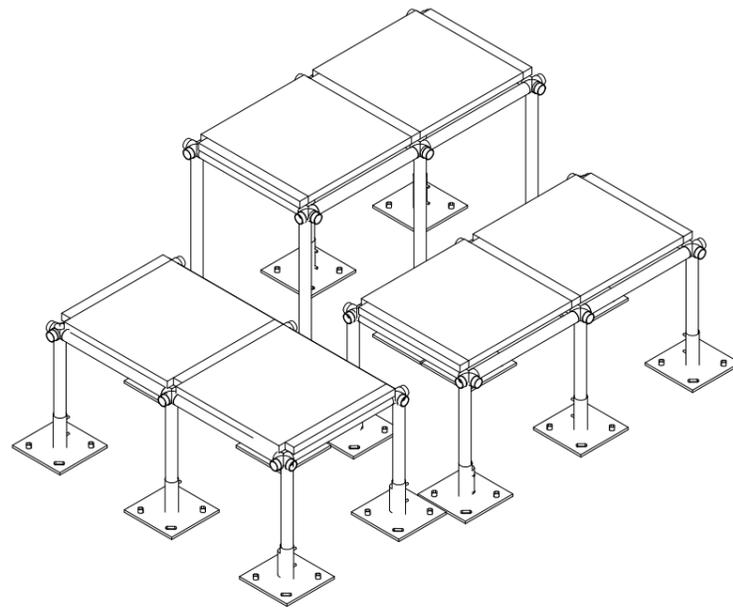
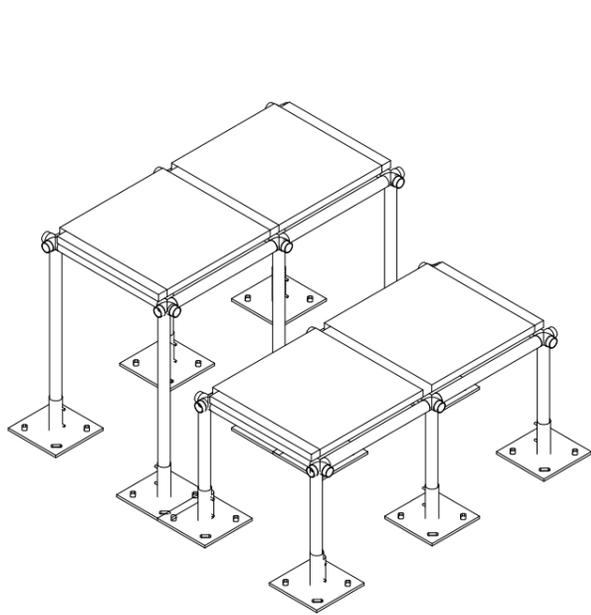
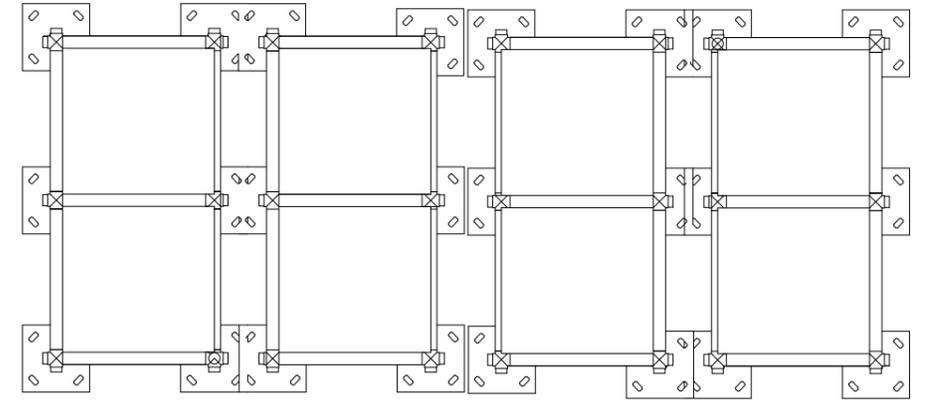
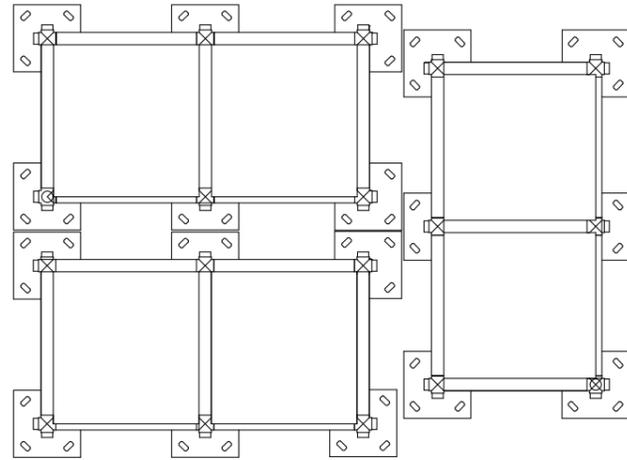
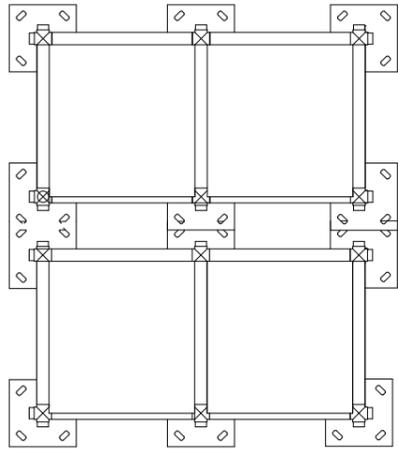
MODULE 4 - DIMENSIONS

Trampoline/Seat



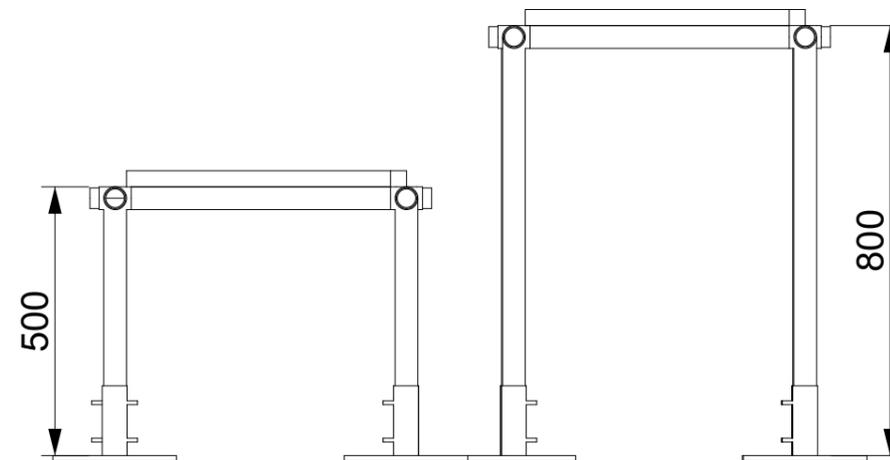
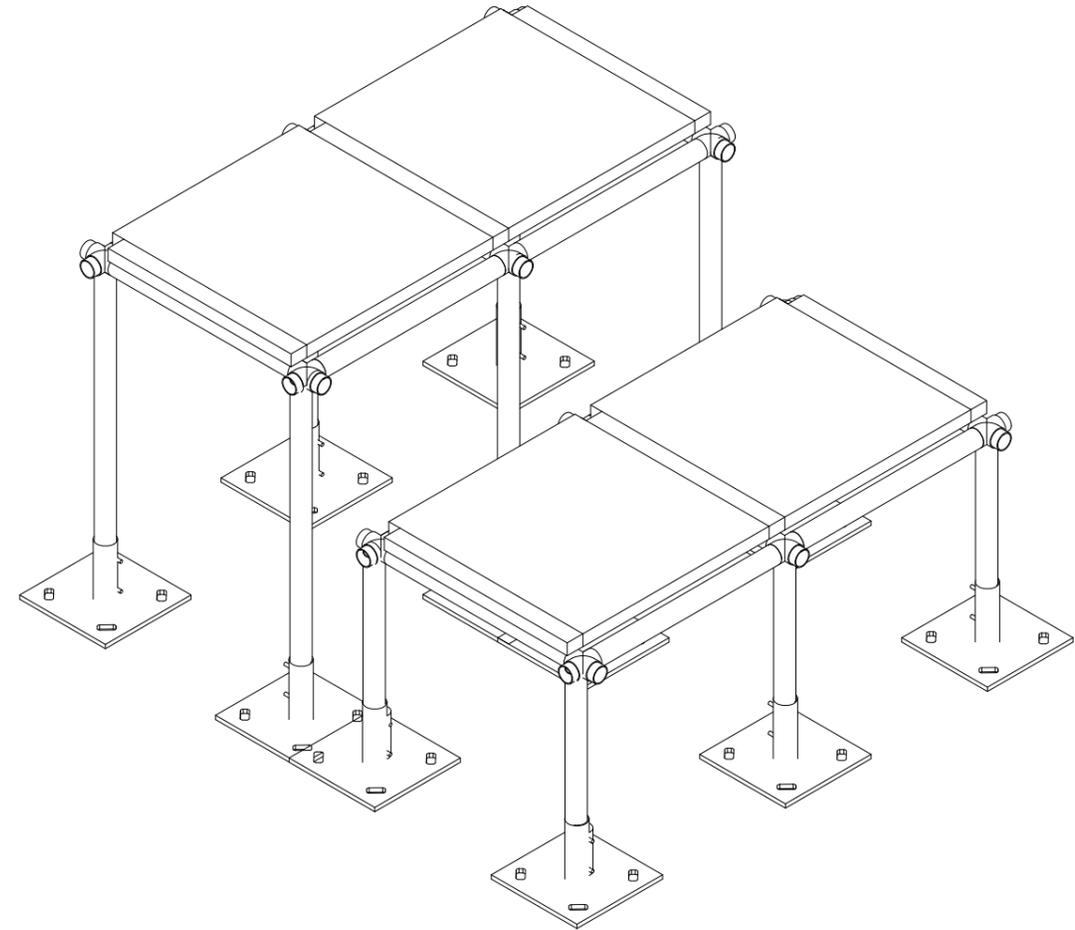
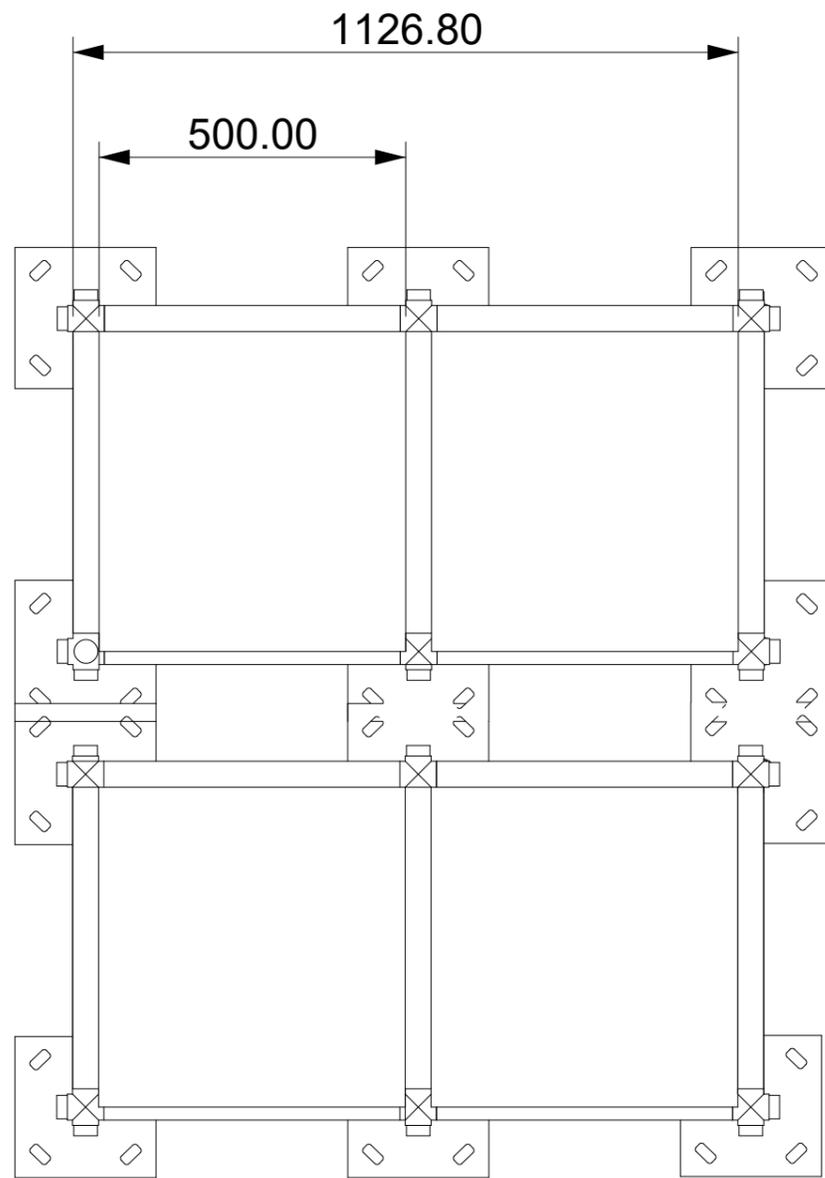
MODULE 5 - LAYOUTS

Bench / Stage

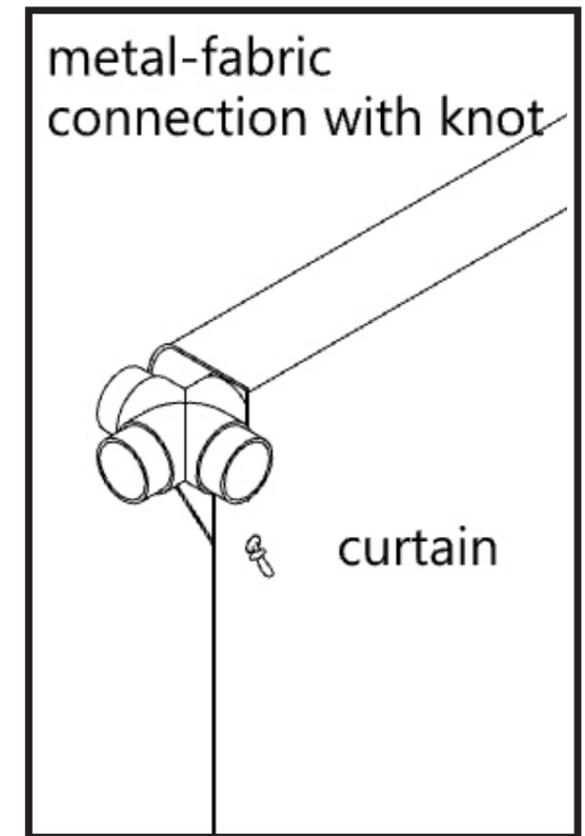
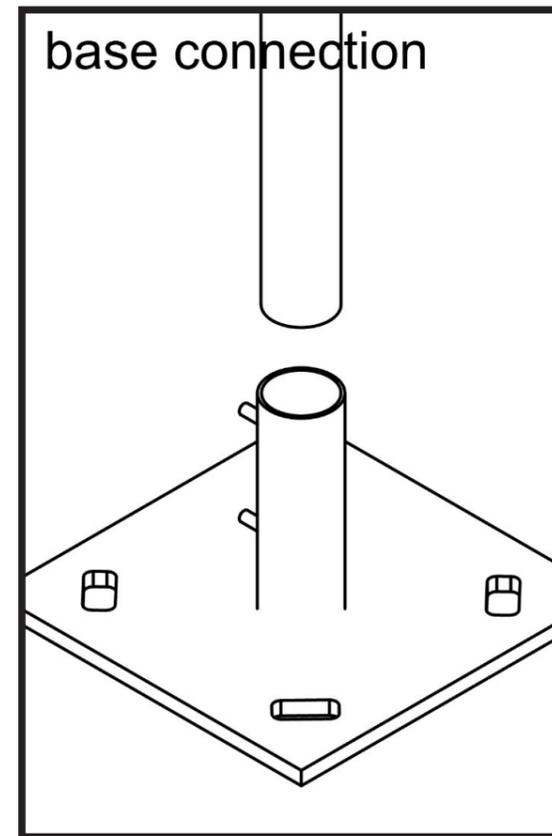
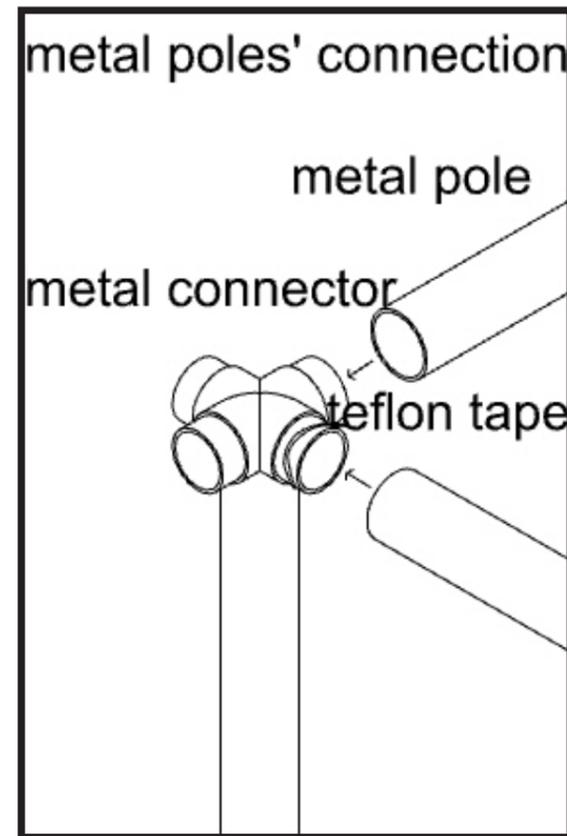
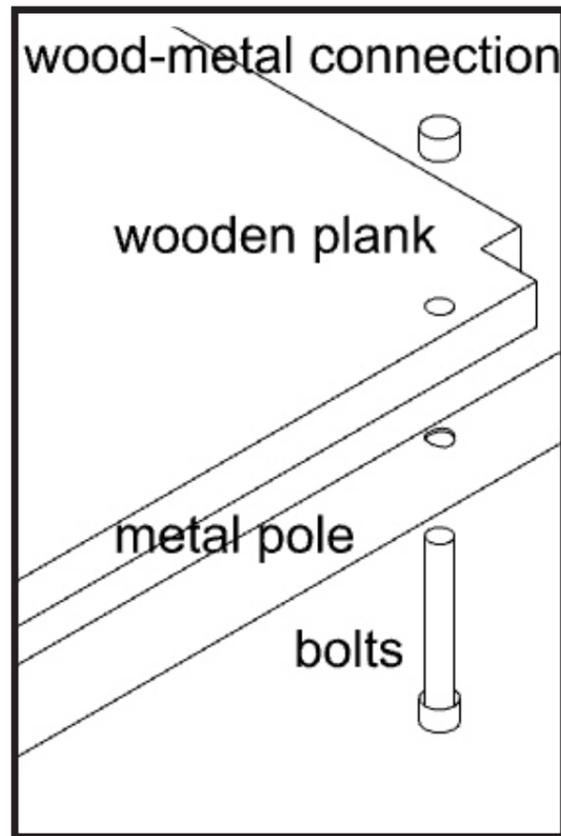


MODULE 5 - DIMENSIONS

Bench / Stage

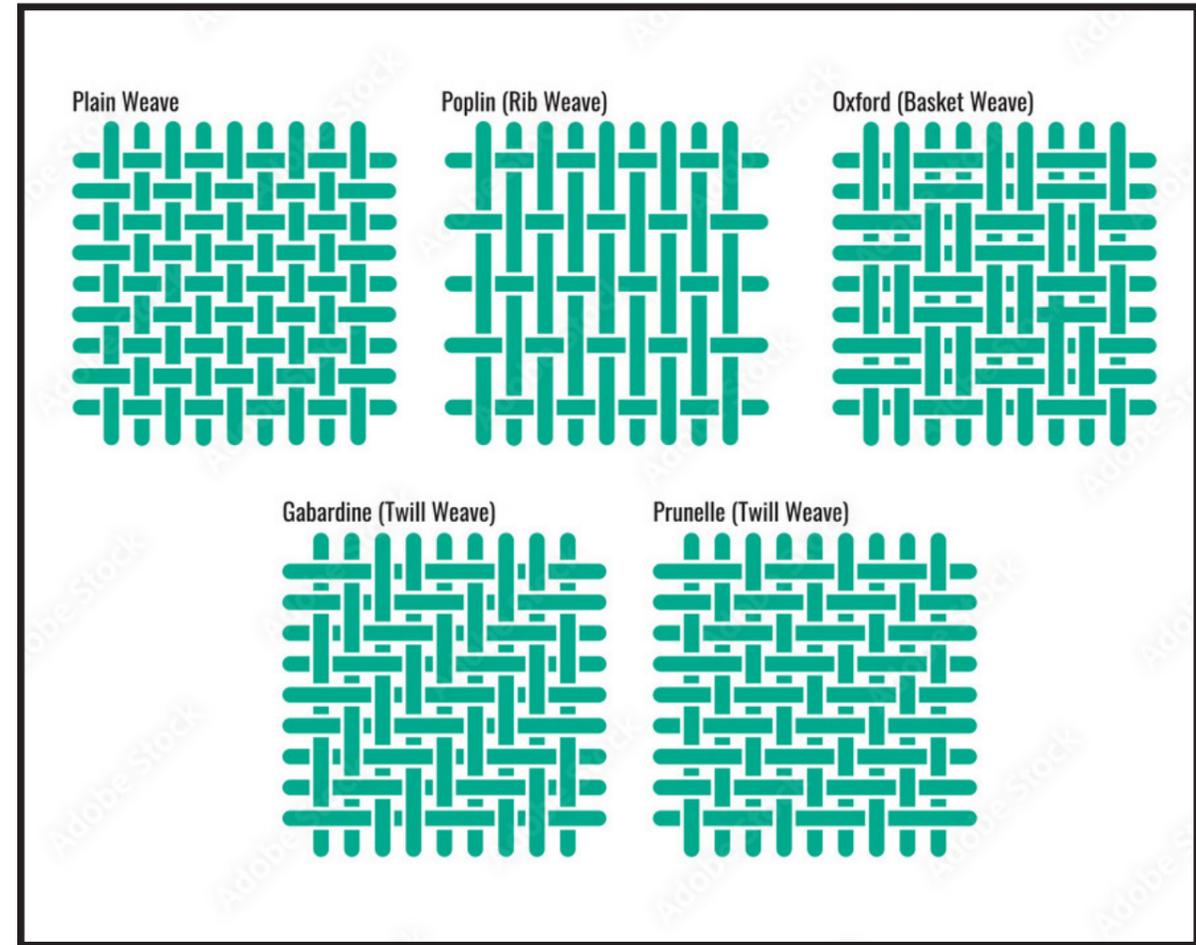
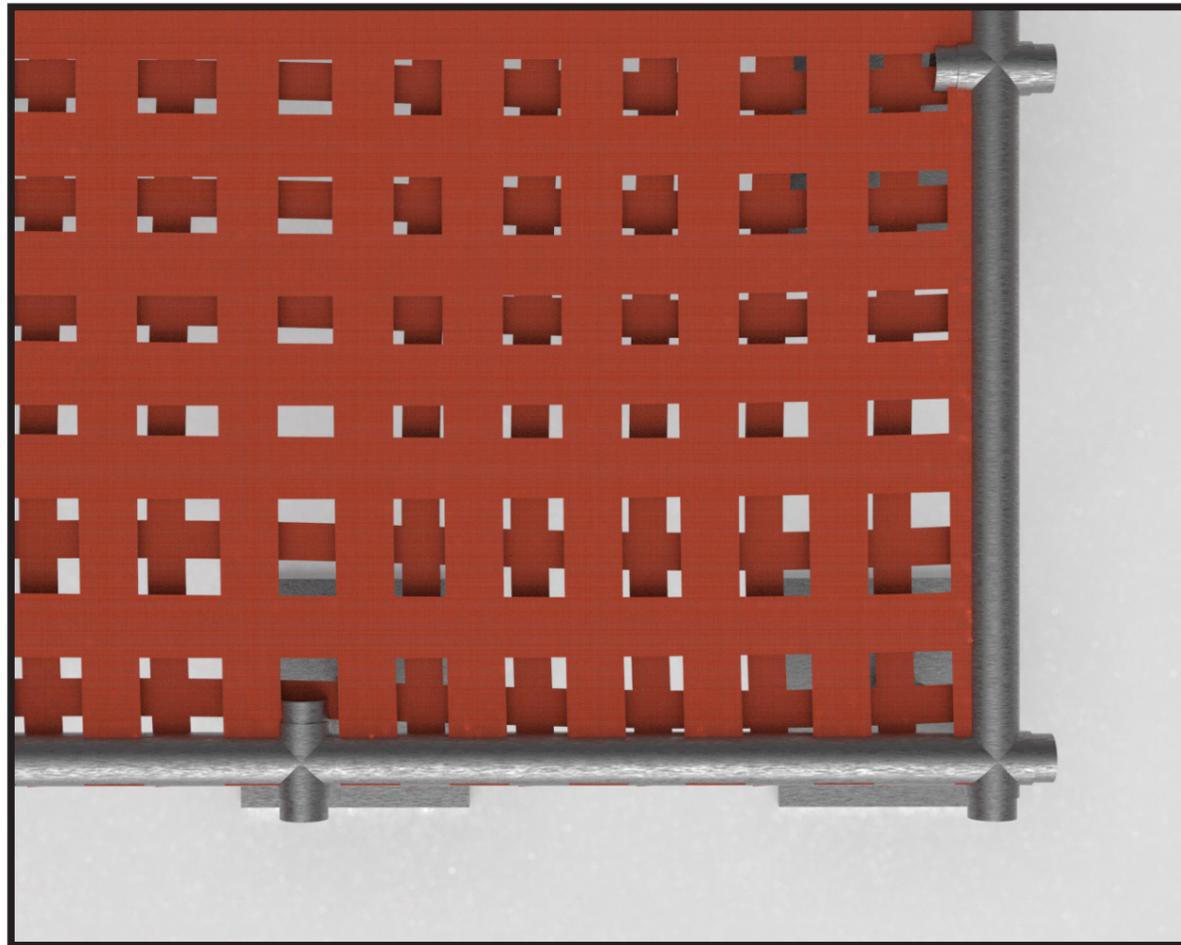


CONSTRUCTION DETAILS



CONSTRUCTION DETAILS

Trampoline/Seat element: Weaving technique exploration



TOOLS

Pliers	Handsaw (Wood)	Brushes
Wrenches	Circular Saw (Wood)	Ladder
Scissors (For Fabric)	Spirit Level	Gloves
Hacksaw (For Metal)	Electric Drill (+ Metal Drill Bits)	Glasses
Powered band saw or abrasive cut-off saw (For Metal)	Measuring Tape	Earmuffs
	Clamps	

MATERIALS

- PVC-Coated Polyester Fabric (PVC Tarpaulin) (for large areas - Game + Chairs) Red
18,90 euro / per 1 m x 2,04m
<https://www.dekzeilenshop.be/nl/pvc-zeildoek-600-204m-breed.html?id=174150443&quantity=1> and
<https://www.dekzeilenshop.be/nl/pvc-zeildoek-650-250m-breed.html?id=82730264&quantity=1&custom%5B2427677%5D=>
26,50 euro / per 1m x 2,50m
- Elastic Upholstery Webbing Band (For Chairs + Woven Structure)
(orange) <https://www.cordage.be/en/articles/polyester-webbing-orange-or-black-width-50-00mm-5f80eac9>
or///// (red on request)
or/ <https://www.cordage.be/en/articles/polyester-webbing-colour-on-demand-width-50-00mm-100m-c7b6f6ac>
2.46 Euro /per stuk
50 mm width x 1 m
- Hex Bolts galvanized steel length 60 mm
M8 → standard joints
<https://www.brico.be/nl/ijzerwaren/technische-bevestigingsmaterialen/bouten/zeskantbouten/sencys-zeskantbout-met-moer-staal-m8x60-mm/5367571>
11,99 Euro / per stuk (10 pieces)
M10 → main load points
<https://www.brico.be/nl/ijzerwaren/technische-bevestigingsmaterialen/bouten/zeskantbouten/sencys-zeskantbout-met-moer-staal-gegalvaniseerd-m10x60-mm/5367548>
6,29 Euro / stuk (5 pieces)
- Nut (Both Sides)
M8 → standard joints
<https://www.brico.be/nl/ijzerwaren/technische-bevestigingsmaterialen/moeren/zeskantmoeren/sencys-zeskantmoer-m8-rvs-10-stuks/5367603>
5,9 Euro / per stuk (10 pieces)
M10 → main load points
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4,8 Euro / stuk (5 pieces)
- Washers (Both Sides)
M8 → standard joints
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8,99 Euro / per stuk (50 pieces)
M10 → main load points
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4,70 Euro / stuk (10 pieces)

COST PER UNIT

Module 1 (Bench + Counters): €680 – €750 per unit

Module 2 (Chairs): €280 – €330 per unit

Module 3 (Obstacle Game + Projection Screen): €350 – €410 per unit

Module 4 (Trampoline + Seat): €350 per unit

Module 5: (Bench/Stage): €300 - €400 per unit

ESTIMATED TOTAL COST IF ALL MODULES ARE BUILT: 1,200 – 2000 EUROS

The cost for building all units is cheaper per unit because we would use large poles and cut them respectively for the creation of each module.

SITE RESPONSE

Parc Fonderie traditionally served as an industrial centre, but then slowly become a public space. However, it has become a drought of social interaction. This workshop intends to honour the once booming industry of the location through its materials while looking towards its future by bringing fun activities that engage residents and visitors of all ages. We hope to create structures that are enjoyable and adaptable, allowing fun moments to be introduced to this barren space, even while it changes and hopefully grows. Also, for the museum, it can serve as an activity area where the structures function as a stage, a small speech area, a space for concentration, and a lunch area, while also bringing the community together. To users of this area the project could serve as an attraction that holds the community together, a playful activity for the kids, and a place to rest for the elderly.

METHODOLOGY

For this workshop, we plan on understanding the history of the site, the activities that used to take place in these space from first-hand accounts from users and stakeholders such as employees. We also would like to engage in participatory design practices, such as co-creation workshops or ethnographic studies with the participants to understand the needs and desires of the space, as well as how it is currently being used. These activities and desires will then be turned into design prompts for the participants to address. Participants will be split into sub-teams, where each team will be working on a module for a different function with specific criteria to ensure modularity.



ROLE AS TUTORS

Our role as tutors will be to facilitate the workshop, 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.

We will provide the general uses, potential functions and our idea on which participants will be able to make changes or additions to the proposed designs through design sessions at the beginning of the workshop. This will be intended to help them get to know each other, get the feeling of ownership and have an impact on the design and get their creativity flowing.

Participants will then be split into sub-teams (ex: 5 teams of 2), where each team will be working on one module, with specific criteria to ensure flexibility and adaptability while keeping the general idea of the project. These modules will be adjusted to fit in an overall setting that will allow the different modules to be arranged and configured in different ways, providing residents with a different experience each time. The modularity will also make it easy to assemble and disassemble the structure, which will be necessary due to the changes that the town is going through.

NUMBER OF PARTICIPANTS

min. 10 - max. 12

5 Teams of 2 = 10 people (based on the number of structures - 2 people per structure)

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 museum and users to understand their expectations and desires for the use of the space and brainstorm ideas for the modules. Then, split participants into sub-teams and do a co-creation session with stakeholders and participants to develop the concept and initial 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

Days 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 first models and test. (1 of each type)

Day 7: Continue measuring and cutting materials for the rest of the modules

Day 8: Partial Assembly at the working area and move parts in the location

Day 9: Move all part at the location, start assembling altogether (No more sub-teams)

Day 10: Final On-Site Assembly

Day 11: Exhibition

FIRST DAY

The first day of a workshop can be a bit awkward at first, which is why we would start with a warm-up exercise to make sure everyone starts feeling more comfortable. We can then move into doing a design activity to start seeing how their different backgrounds, skills, and experiences work together to conceive an idea. We will do a site visit to explain the idea and the prompts for the design modules, on which they can adjust with their ideas and visions during the co-creation session that will be held the next days.

SITE VISIT + STORAGE

We need a storage space for the fabrics and the machinery during the building phase.

2 site visits at the beginning (visit + measure space), 3rd for setup: build basic connections at workspace (1 module to prepare) + cut everything, assemble them on site

AFTERLIFE

The project is designed to be used daily for activities like, sitting, laying or lunching and ephemerally in exhibitions, festivals, community gatherings, and other events, however, the chosen materials are able to withstand harsh weather conditions. The nature of the scaffolding structures allow it to be sturdy, movable, and resistant to the weather. It can easily be moved and disassembled and stored in a small storage for when it is not used. If the structure is being left out for longer periods of time, parts that are more susceptible to damage, such as the small wooden seating parts, can be easily stored away when it is not being actively used. In case of damage, the fabrics, which will be waterproof, can also be replaced easily. Overall, this project aims to use repurposed materials by reusing discarded textiles and old scaffolding structures from local construction sites or other industrial spaces.

The ease of disassembly will also allow for them to be rearranged in different configurations based on the different needs of the space. The different modules are designed in a grid configurations allowing them to be arranged in different combinations for various events. This design is meant to change and adapt not only to the rainy and cold weather conditions of Brussels, but also the changes it goes through as the space is revived. Currently, the space has minimal furniture, forcing people to sit on the ground or simply not allowing them to use the space. This shows a clear need for more furniture/interactive elements within the space, as the the desire to use the space is there, but its users are limited by the (lack of) existing facilities. We hope to connect this project to Brussels' industrial heritage, while allowing users, both during and after the workshop, to enjoy this space more freely.

