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Headquarters for the BBB artist community
continuation of the Msc03 researchproject (pag 7,8,9)

On an island in Berlin that has become a no-mans land during the Berlin Wall period, this project aims to be a bridge in many disciplines:

Play&Learn, Art&Technology, Nature&Culture

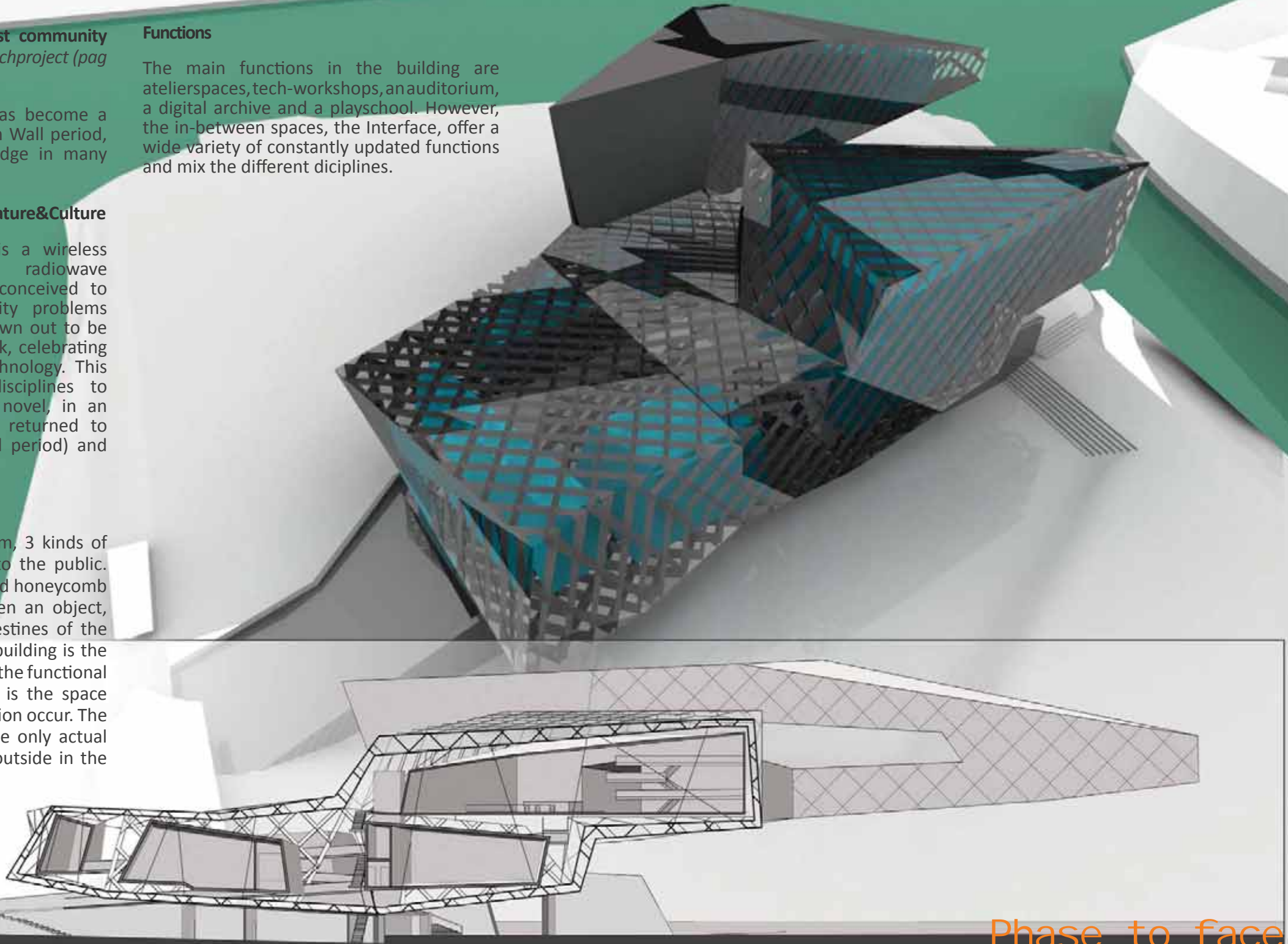
The Berlin BackBone (BBB) is a wireless computernetwork, using radiowave connection (Wifi). Originally conceived to overcome internet connectivity problems in Berlin, this network has grown out to be a high-tech grass-roots network, celebrating the link between art and technology. This headquarter brings these disciplines to the public, both expert and novel, in an environment that was partly returned to nature (during the Berlin Wall period) and partly industrial.

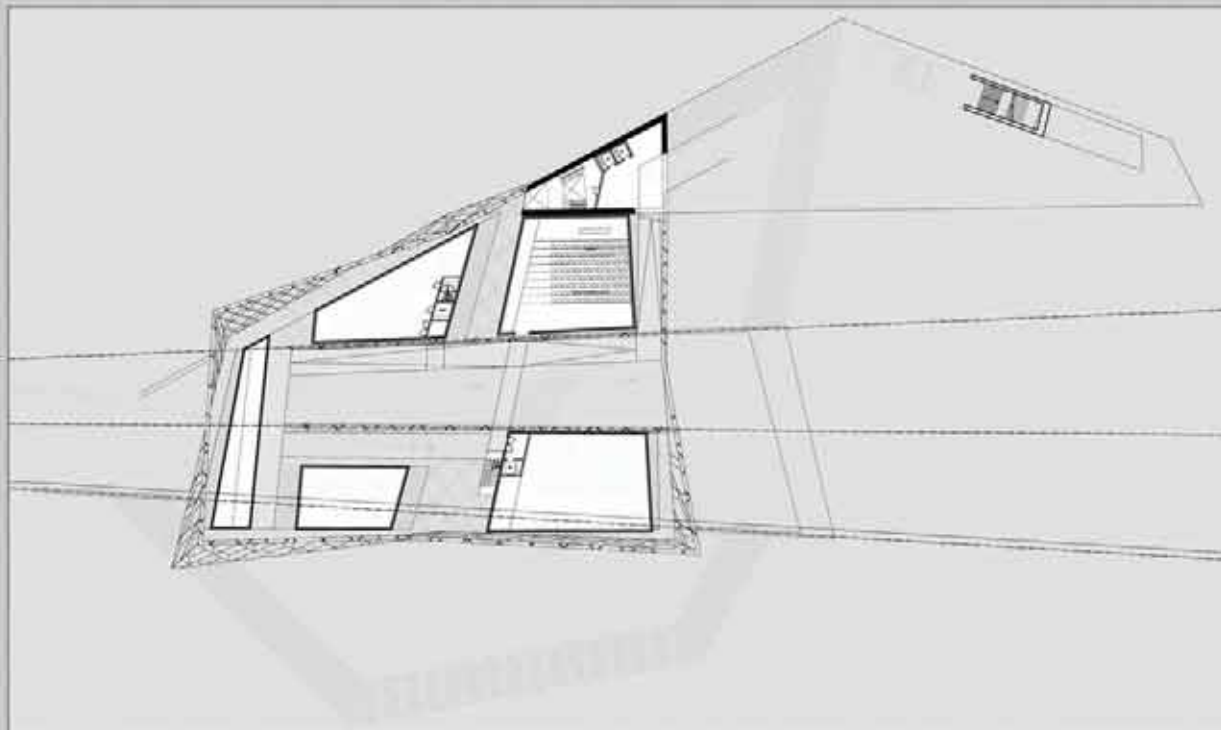
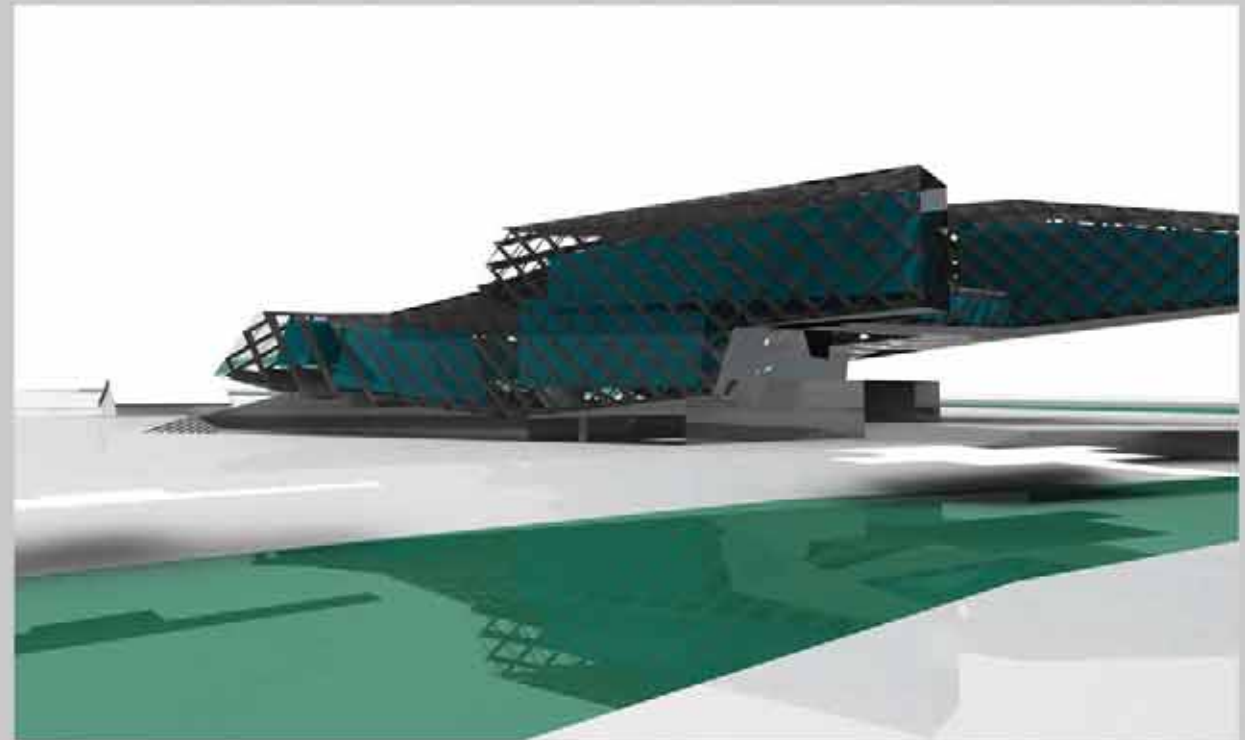
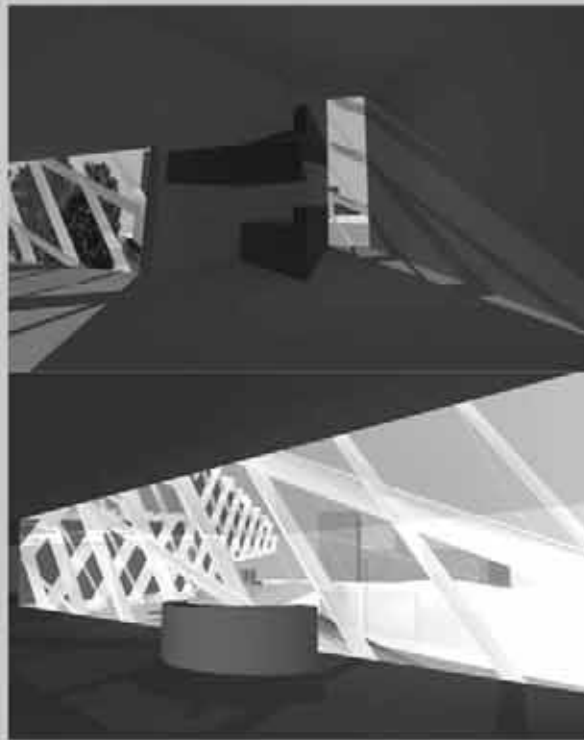
SurFace - InterFace - Façade

Using a versatile routing system, 3 kinds of spaces open up the building to the public. The *SurFace* of the building, a 3d honeycomb structure is rather a space then an object, giving a clear view of the intestines of the building. The *InterFace* of the building is the space between the Surface and the functional spaces of the building, and it is the space where various forms of interaction occur. The *Façades* of the building are the only actual divisions between inside and outside in the building.

Functions

The main functions in the building are atelierspaces,tech-workshops,an auditorium, a digital archive and a playschool. However, the in-between spaces, the Interface, offer a wide variety of constantly updated functions and mix the different diciplines.





Location

The building is situated on the Lohemüller Insel, which is a kind of no-mans land, resulting from its enclosure during the wall period. The building becomes a part of a recreational routing. It exists of childrens play-space, partly (new and overgrown) natural space, industrial space, squatting artist area's and a waterfront. By continuing these routes, the location becomes an integral part of various neighborhoods, so far completely cut off from each other.

Connections

Connections also take place in the virtual realm. The BBB is a network made by radiobeams, dependant on open space. The building was conceived in such a way that various beams, from different areas penetrate the building, and intersect in its interface, where these overlaps are used to connect these neighborhoods.

Mapping Project

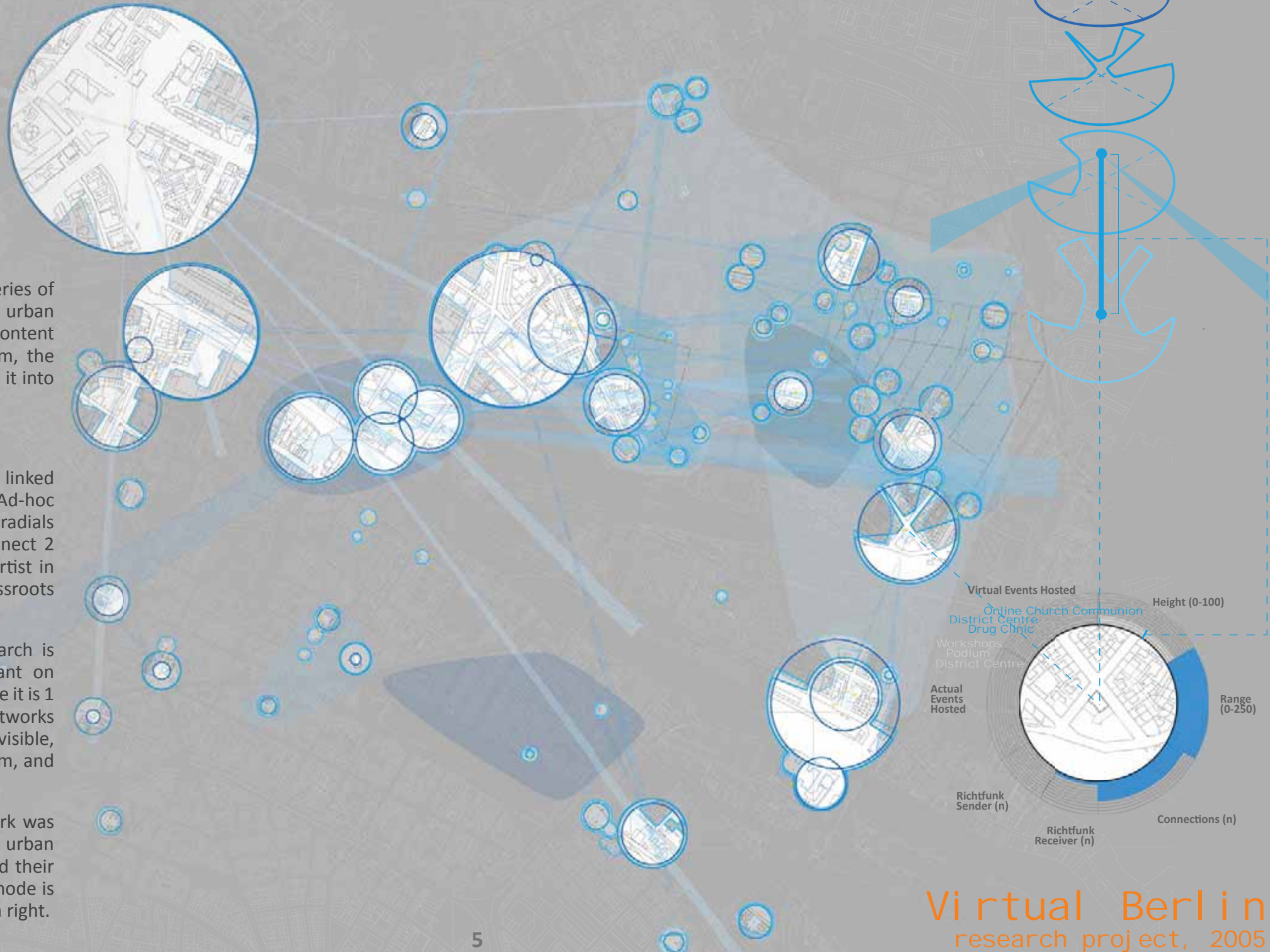
This research project, resulting in a series of maps and an essay investigates the urban structures, the schematics and the content of a new urban infrastructural system, the Berlin Backbone (BBB) and transforms it into a design method.

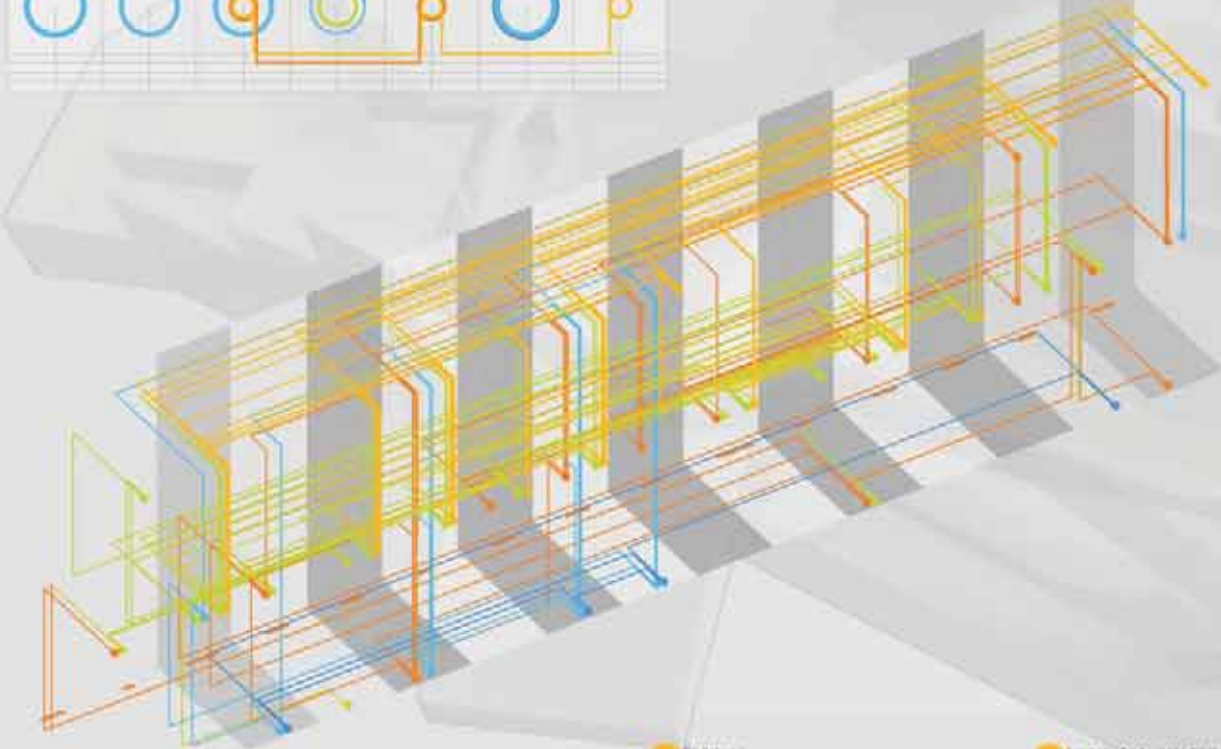
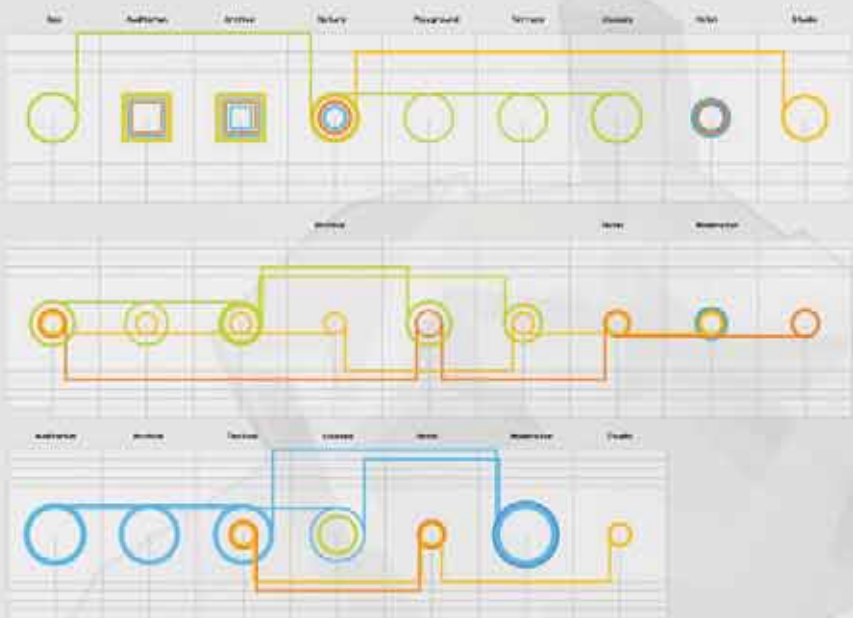
The Berlin Backbone

The BBB is a network of computers, linked through radio beams over Wifi and Ad-hoc protocols. The antennas send either in radials (to serve an area) or directly (to connect 2 or more important nodes). Built by artist in a very low-tech way, it is a typical grassroots project, and it spreads rapidly.

The interesting thing for urban research is that this network is highly dependant on location and the urban fabric. Therefore it is 1 of the first places where computer networks get urban characteristics, which are visible, both in the actual and the virtual realm, and on all urban scales.

This map investigates how the network was built around, and responds to the urban fabric of Berlin. It shows all nodes and their connectivity on several heights. Each node is also indexed like shown on the bottom right.





- Children
- Other recreational users
- Artists working on location
- Art related visitors
- Tech & Inno workers on location
- Tech & Inno Visitors
- Local Art related
- Urban Art related
- Global Art related
- Local recreation
- Urban recreation
- Global recreation

Sculpting

The map shown on page 7 was used as an input for the design process, as is shown on the left. Radio beams of data from nodes in reach with the location intersect with the basic shape. These areas have connection possibilities. To maximize the area that would interact with the data-beams, the intersection was sliced diagonally. (left column, middle)

As a second step I looked at how several intersections would obstruct the beams for other intersections, and subtracted further parts of the shape. (left column, bottom)

Finally a routing system was subtracted from the basic shape. It now existed of holes, intersections and untouched areas. The untouched area's were designed to finalize the shape.

Routing

After defining the final shape, an extensive set of data was used as input for a complex 3d relational schematic, looking at functions, themes, routings and user groups.

This way a distinction could be made between the routing for children playing in and around the building (whom I try to bring into the cultural manifestations in the building) and professional visitors, or between recreational users and tenants. These routes would separate where necessary, but their main goal is to superimpose the needs of different usergroups, and where they are beneficiary to each other, make (spatial) connections, to improve unforeseen exchange.



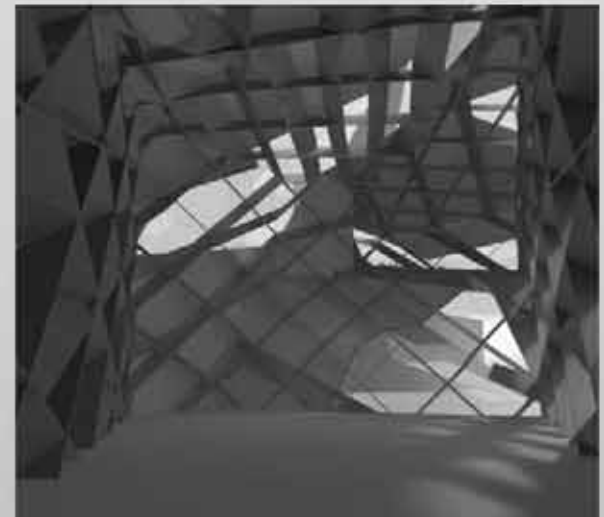
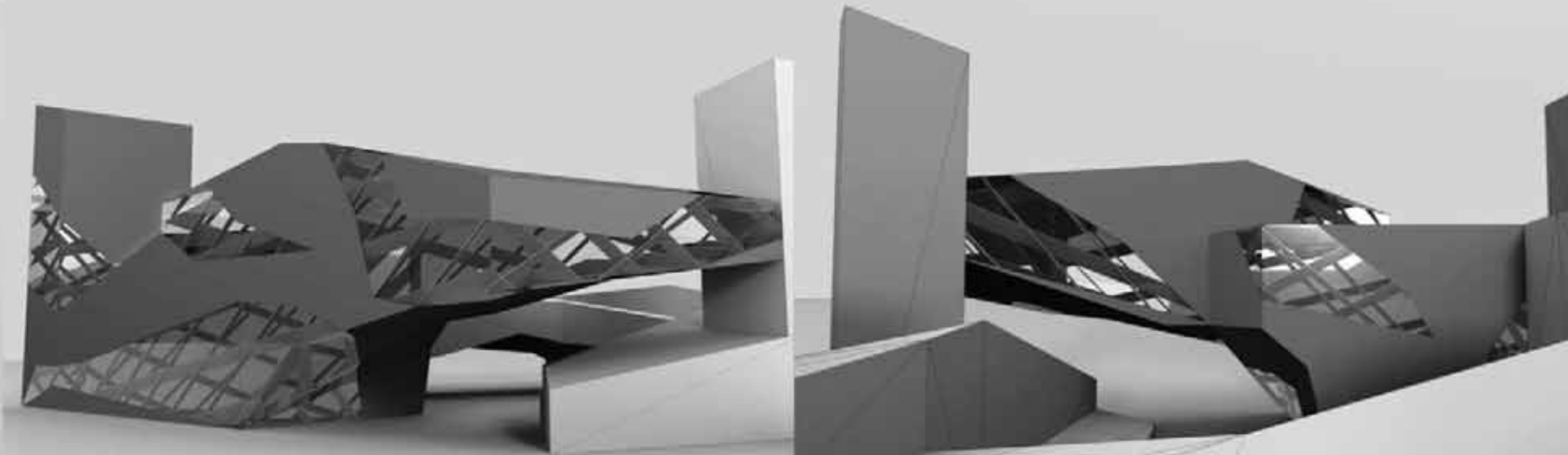
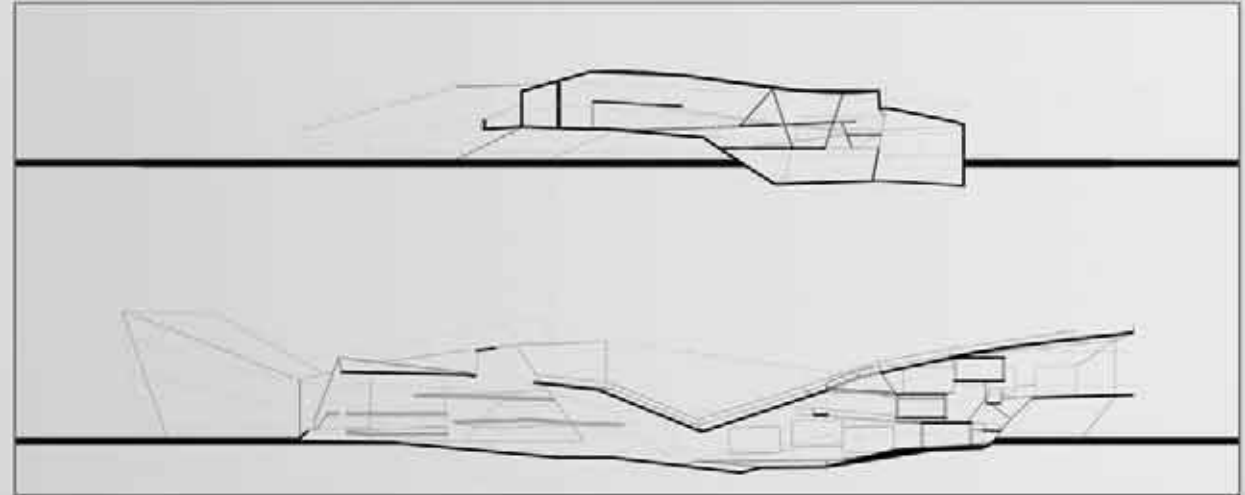
Synthesis

The final result of the research, analysis, and schematics was this building. It reacts with the newly grown rough nature at the limits of the site. A park is created, varying from rough nature, to clean parks, and from rough industrial area's to public cultural expositions.

Moving along, over and through the building the routes invite the casual recreational user

to interact with the users and, in a playful way learn more about their culture, and the technology they use. The 2 innercourts are used for public cultural manifestations, but also bring social shelter for children playing in the area.

The complexity of the project led to a downscaling, which resulted in the "Phase to Face" project (see pag. 5,6)





Team

Design, construction and (2 week) operation of a temporal night-space.

In a building designated for demolition, this space was created as a team effort. During the concept phase and design I worked together with 2 other designers. During the construction I supervised a group of approximately 25 people.

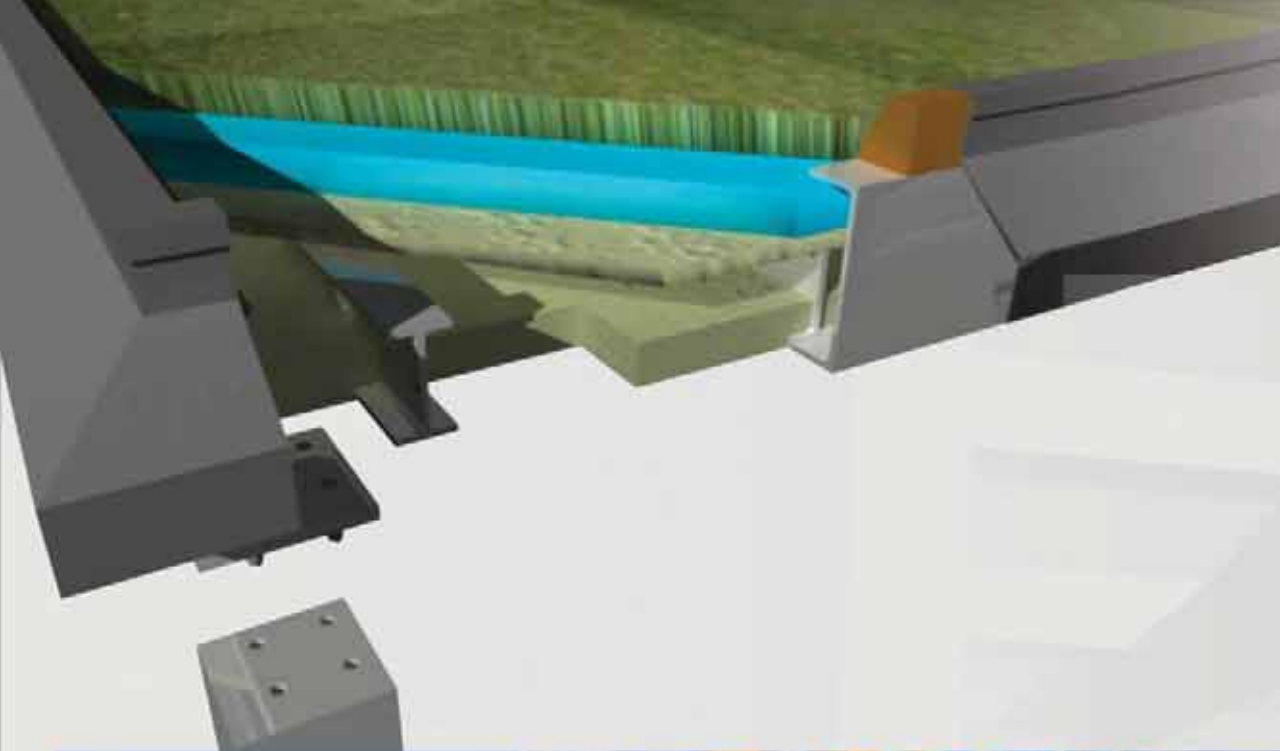
Design

The bar was formed by a 5x5 meter sized S (for SOho). The top curve of the S was the DJ-booth. The lower curve of the S was reflected in the bar, which also served as a dancing area. Throughout the space several platforms were created. The lighting existed out of 250 TL-armatures, split up into 5 groups, each with their own color. The (white) space would completely take over the color of the light. Underneath the lighting system, a translucent curved ceiling was placed.

The bar was such a succes, that in 2008, a succesor is being built.



The SOho-project
realized, 2003



Alternative

On the basis of the research project Virtual Berlin (pag. 7,8,9,) a radically different design from the Phase to Face project (pag. 5,6) was made as actual graduation project.

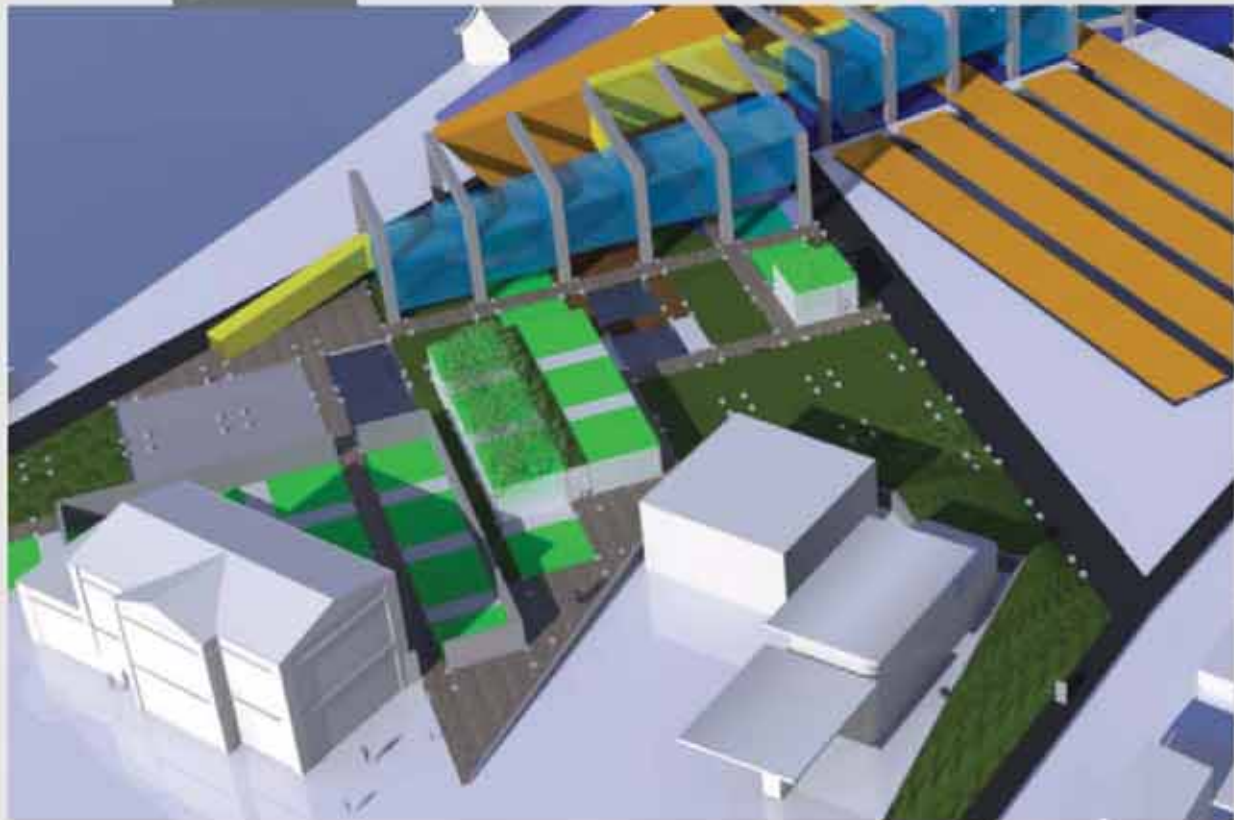
Data Technology

This project reflects the ephemeral state of hi-tech technology in general, and of wireless data networks especially. The project renders this state into a constantly changing, but accurately present structure, both on its actual (building-)site and on its virtual (web-)site.

Updateable park

The design consists of a permanent area, and an updateable park. The park consists of tiles placed on a grid. The park-tiles can be lifted from their place and become the roofs of a temporal structure. The grid provides technological connections. The structures are meant for either artists who experiment with new technology, sponsored by the second user group; the technological innovator. They show and test their innovations, and sponsor the artists on site with their technology. This way the outer limits of the technology can be tested, as well as the response of the public.

The standard building materials are stored underneath the park. The building aids (like small cranes) are stored in the permanent part. Façade materials are constantly updated by technological innovators and made available to the temporal users to experiment with.



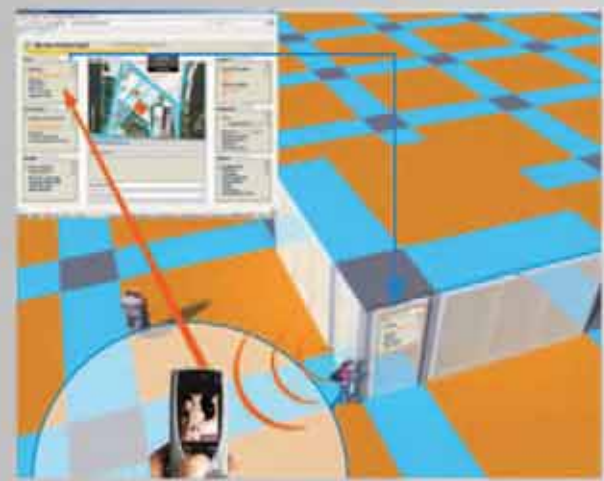
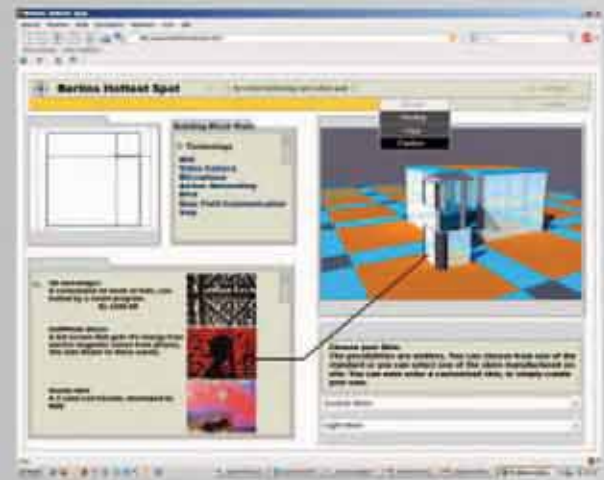


Virtual - Actual

For every (actual) structure a virtual counterpart is automatically created as a webpage. The building design is done on the general website of the location. As soon as a structure is placed on the grid, the grid detects the building parts as one whole, and gives a sign to the digital structure to make a standardized webpage for the structure.

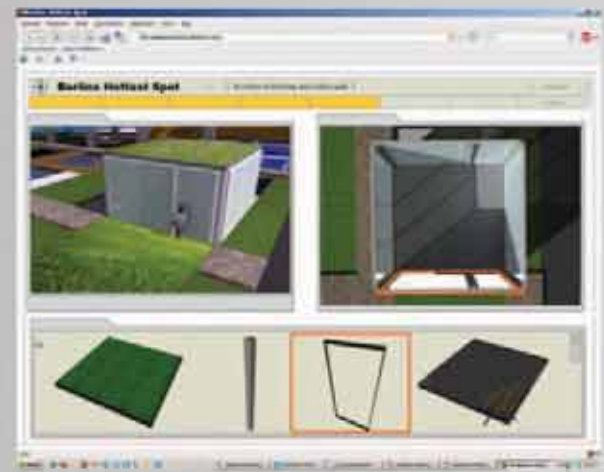
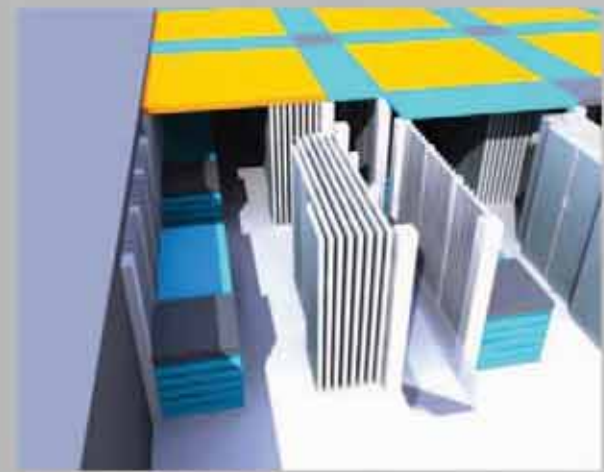
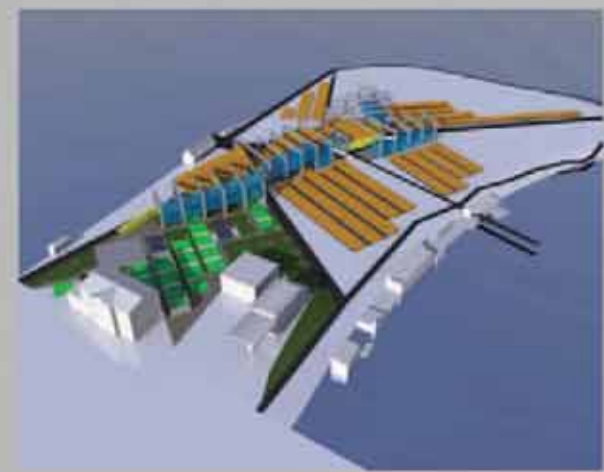
Data

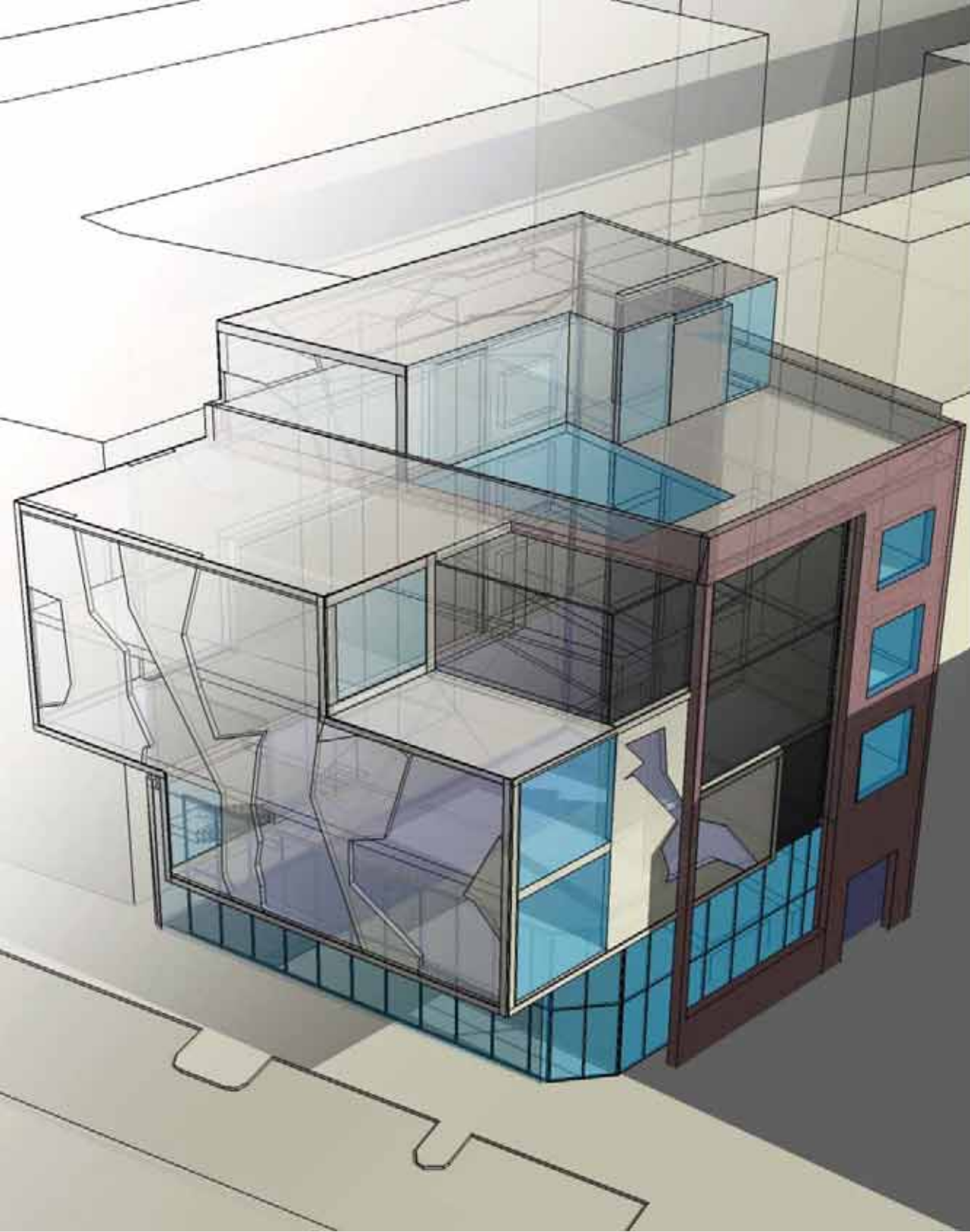
Both the website and the structure deliver several connection methods, updated with every restructuring. Data can be down- or uploaded to the website and will be automatically redirected to the structure, and vice versa. This way each pavilion generates and offers data, that will be used as input for the artists, working on site, but might also become a communication platform for casual users. Web 2.0 features can already be implanted in the digital structure to allow for optimal communication. As soon as a structure proves to be out of date, it will be disconnected, and returned to the park, awaiting a technological update and a new user.



History

The dataflow of the project is constantly recorded. This way it generates an on-the fly written historical archive on the state of contemporary technology.





Assignment

The assignment was to create novel ways of using hotels. In this project the standard in day-night time regime in hotels gets turned around by focusing on musicians - and DJ's especially - as their main target group. This way, the hotel will be used mostly during nighttime the way DJ's live their live, without the rush of getting up at 10 o'clock AM. Without the usual pressure of standard hotel times, the DJ now has time to interact with his or her (local) colleagues.

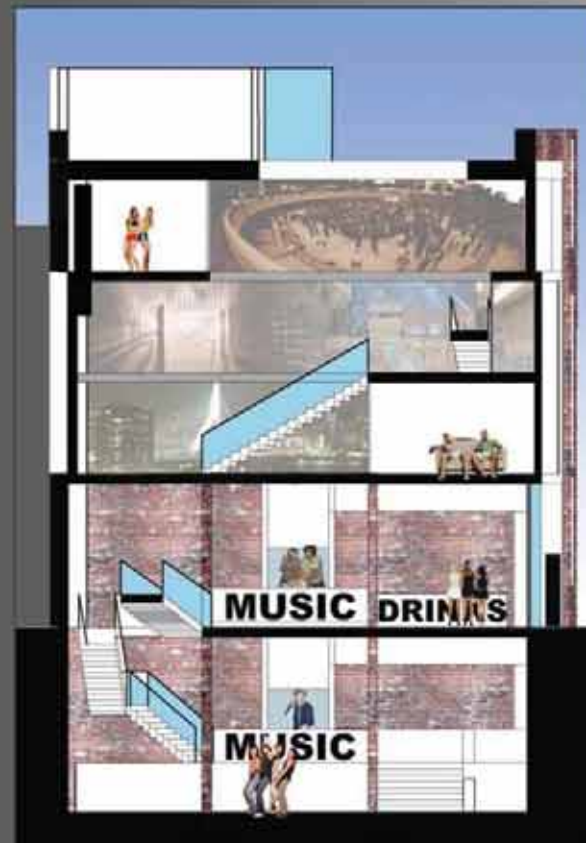
Detroit - Berlin - Rotterdam

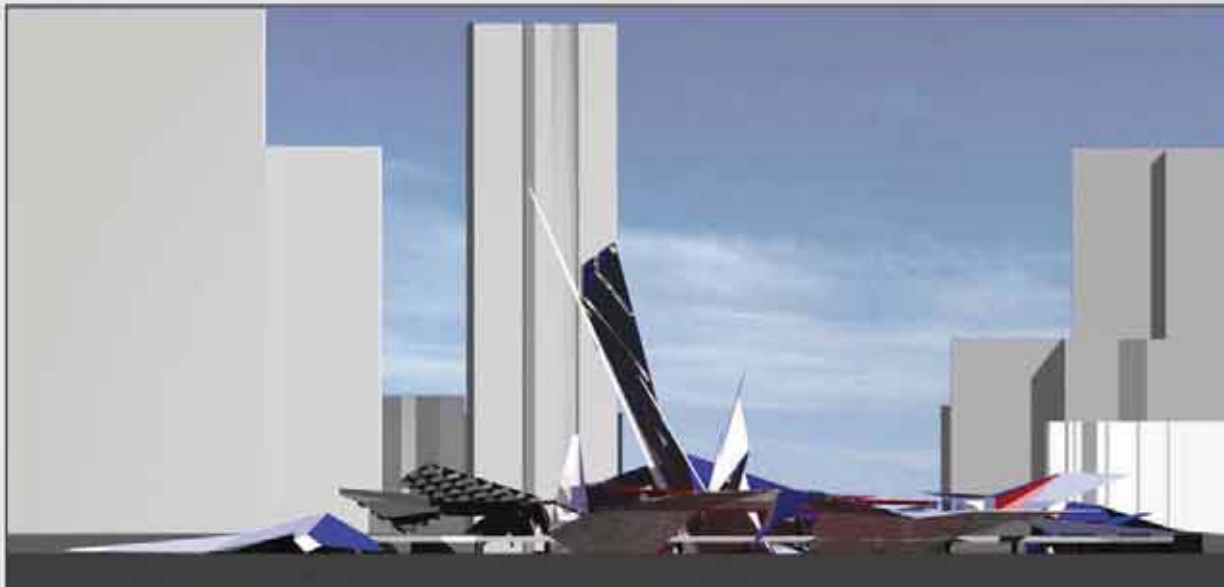
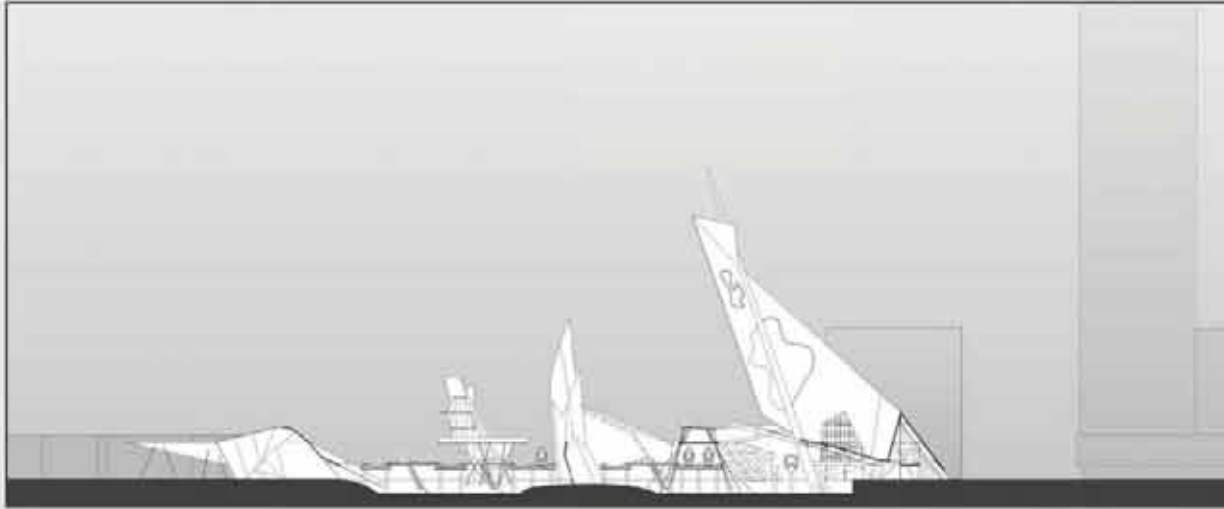
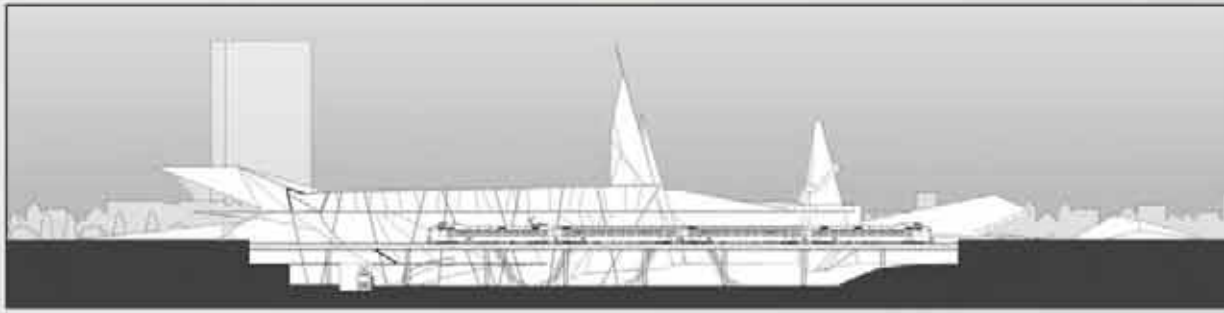
The hotel is thematic: Three floors, three breedinggrounds for modern electronic music; Detroit, Berlin & Rotterdam. On the basis of their city plans a screen façade was conceived that binds together the shared living rooms on each of the floors.

Stage

These living rooms can be combined to form a common interaction place for the guests. This combined space can also be connected to the public music café and nightclub that serve as a stage for the guests and for local talent.

The sleeping rooms and all serving areas are placed in a slab at the back of the hotel, which is thoroughly acoustically insulated.

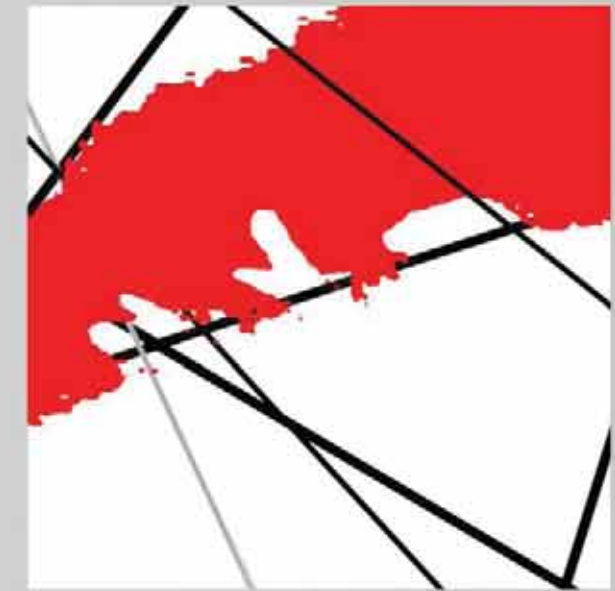


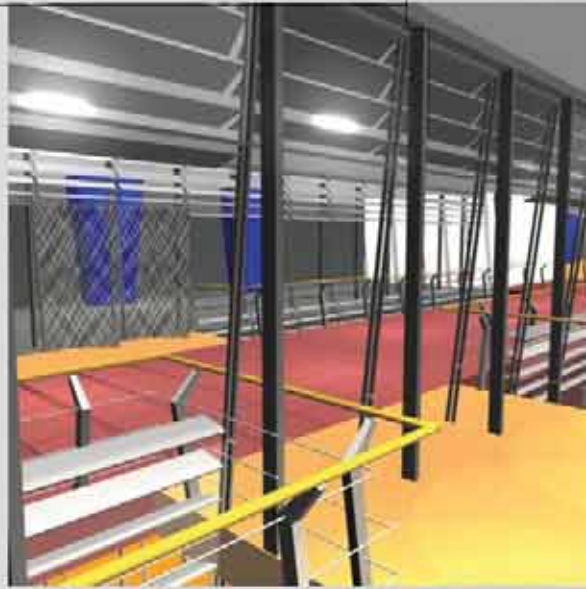


Modifiers

For the “objet trouvé” assignment I went into Rotterdam and recorded samples interesting to the project. These samples (two of them are shown below) were schematised and modified. Later an assemblage of these modifiers led to a line pattern, which served as a basis for the folded forms that finally formed the building.

the modifier technique was used all throughout the project, as a design process for the shape, the urban setting and the floorplan, which led to an organic connection of the various spaces and floor levels.





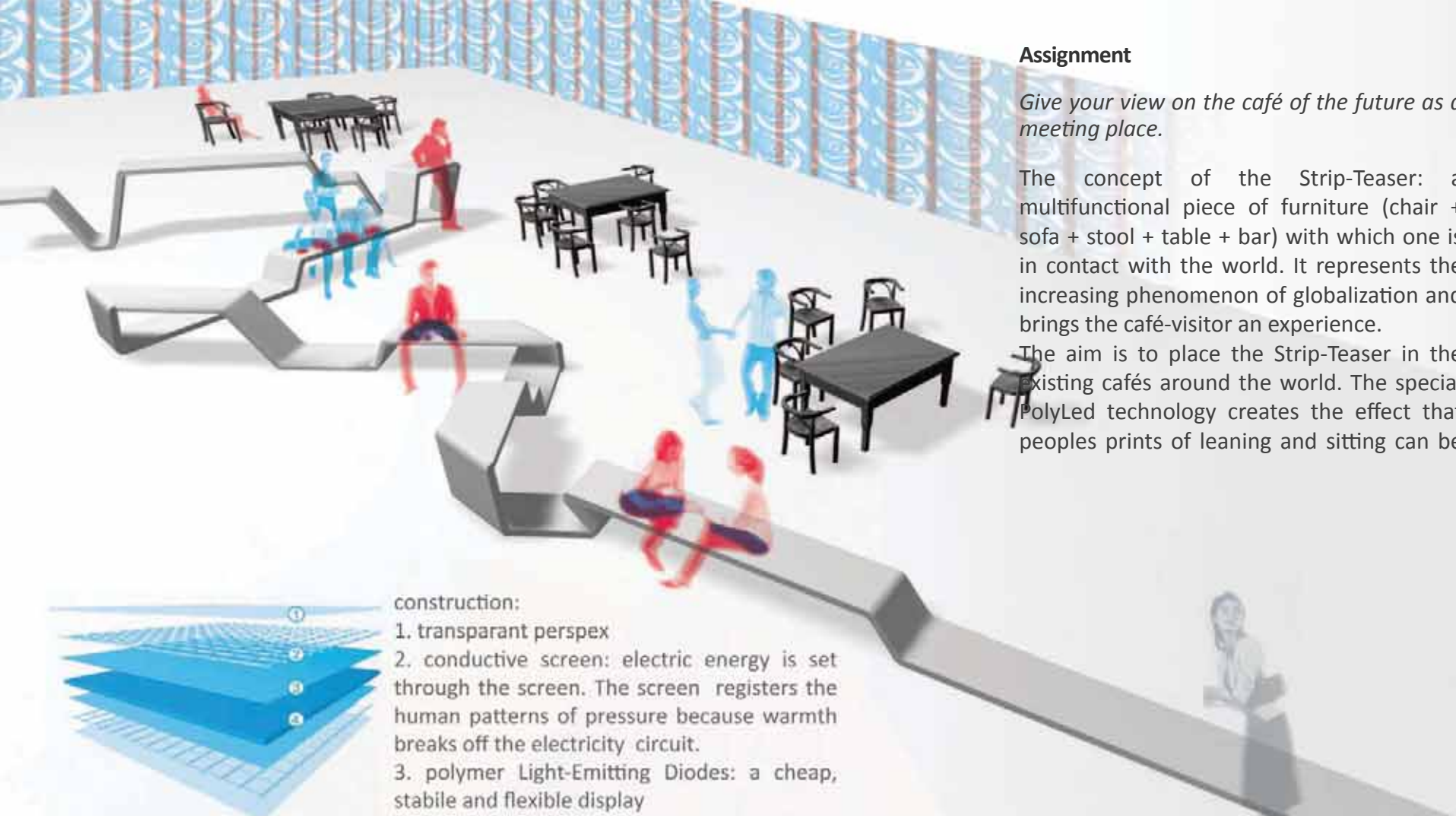
Transition space

The biker tunnel at Rotterdam CS is a dark and uncanny place. By introducing light and action I aim to make this transition space a pleasant place.

Light pillars, cutting through the platforms and a reflective lamella system introduce a new daylight experience.

The space between the tunnel and the actual station is filled with cultural functions to accommodate both the commuter and locals from both the north and the south side of the city. The functions, a music store, a dance school, a cinema/auditorium and a bar serve the actual user, but also offer a pleasant scene or quick peek for the commuter who has a few minutes to kill. By making transparent spaces over several floors, the entire area becomes a broad network of spaces, instead of a linear transit space.





Assignment

Give your view on the café of the future as a meeting place.

The concept of the Strip-Teaser: a multifunctional piece of furniture (chair + sofa + stool + table + bar) with which one is in contact with the world. It represents the increasing phenomenon of globalization and brings the café-visitor an experience.

The aim is to place the Strip-Teaser in the existing cafés around the world. The special PolyLed technology creates the effect that peoples prints of leaning and sitting can be



construction:
 1. transparent perspex
 2. conductive screen: electric energy is set through the screen. The screen registers the human patterns of pressure because warmth breaks off the electricity circuit.
 3. polymer Light-Emitting Diodes: a cheap, stable and flexible display

displayed on another Strip-Teaser at the other side of the world. This effect also takes place vice versa.

This way the café-visitor can have contact with other people all over the world in a passive, subtle and unrestrained way. The real strength of a café in general is the true and physical meetings that take place there. The Strip-Teaser stimulates accidental and spontaneous meetings in the café through the shared experiences of watching the prints on the Strip-Teaser. The Strip does not tell the actual action at the other side of the world that causes the print. It only 'teases' by giving suggestions and leaves the rest up to the imagination.

Presentation

The presentation used coloured glasses. Using the red glasses rendered the effects in the New-york Strip-teaser, the blue glasses rendered the the barcelona version.

