Zone 6 - hotel+congress hall
Roman Krajger

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The concept for this hotel proposal is based on the swarm behavior approach. It means that in this hotel the room units are able to move. Several parameters which can be weather conditions or the users can decide personally are directing the movement. this is affecting the whole system
>>>"searching for the best place"<<<

The object is connecting mainly to plot07 which is also the main structural support and allows the circulation. The so called connector includes the lobby, congress hall and is also the main entrance.
Cross points are the fixed units and are the starting points to reach the room units. There is a specific program for several target groups included in this cross points. The target groups are divided in >>>family\\culture\\leisure\\sport\\entertainment\\info\\

Each movable unit includes three rooms. The room has a fixed inner space and a "nozzle" which is able to rotate. This rotation allows different spatial configurations >>>"space transformer"
Also the whole unit is able to rotate. The double layered skin allows the rotation and in this way also produces energy. This mainly can happen when the units are empty.

design concept

SPHERE

wind
light a.
networking
cirkulation
rain
influences
communication
function
structure
program of demands
virtual
database

movable system parameter for interaction><
weather conditions
wind
sun | direction
view
neighbour plots

neighbours
vertical connect
neighbours
connector FIXED

neighbours
vertical connect
neighbours
connector FIXED

main connection   connector   system02|crosspoints   room units   room units|structure

pos.01   pos.02   pos.03   pos.04

rotation||energy><space transformer
1. whole system
2. the nozzle itself

double layered skin||
the external layer is rotating
the inner layer is staying horizontal

nozzle||
is a free room>>>rotation defines the space or function...
aerodynamic shape

inside the sphere main functions (bathroom, bedroom, kitchen...)

rotating layer

attached nozzles

horizontal layer
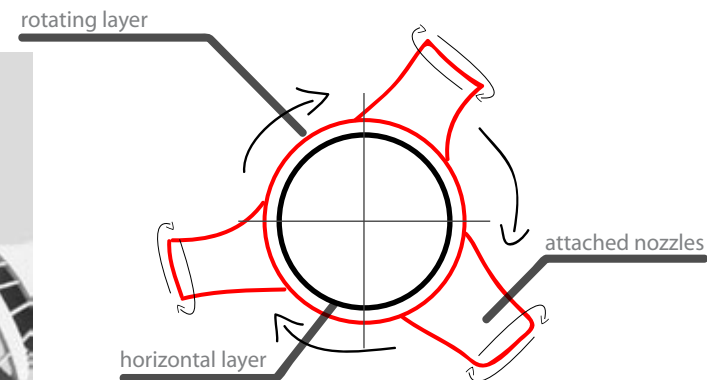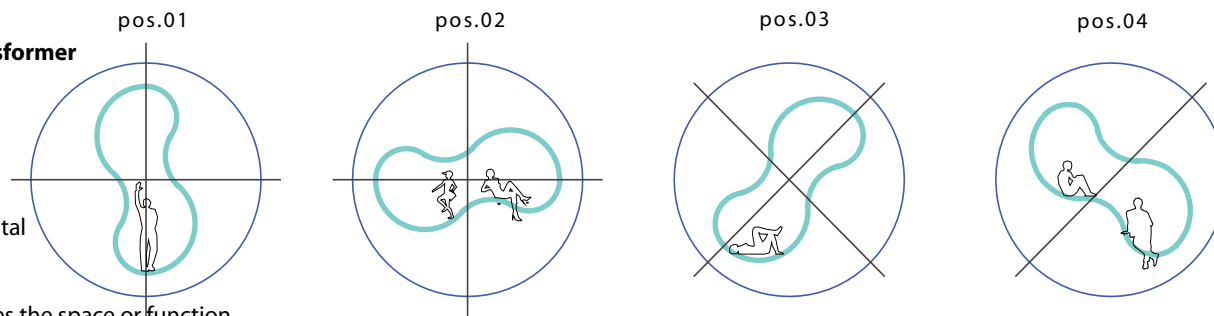
\\\transport system
\\\between the crosspoints escalator
the idea is to have a quick and comfortable
transport from crosspoint to crosspoint!
\\\to the room units is planned a magnetic rail
the connection tube to the room units has
a diameter about 2.5m.
the transport unit itself is a sphere in wich
sould fit at least three people!

crosspoint diameter = 10m
cutout diameter = 6m
distance between crosspoins = 25m
tube =min diameter 2.5m
materials\\\leightweight
steel
alu
titanium
steel cable
membrans
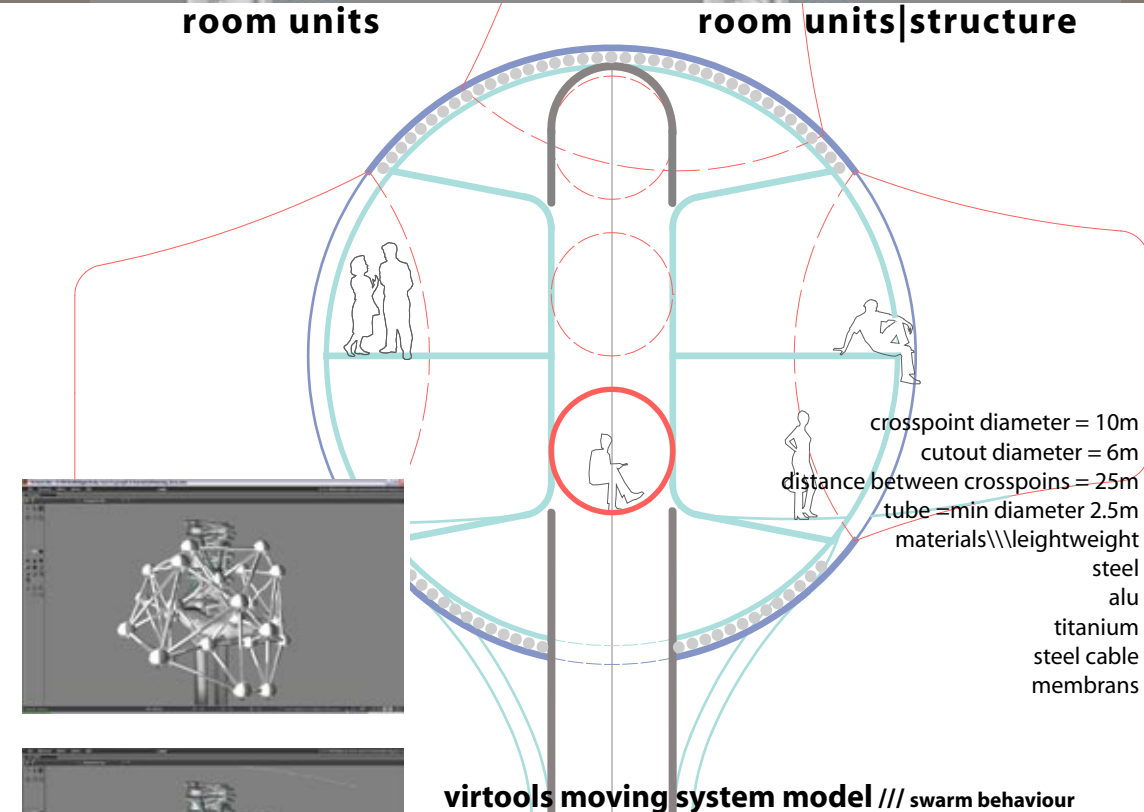
virtools moving system model /// swarm behaviour
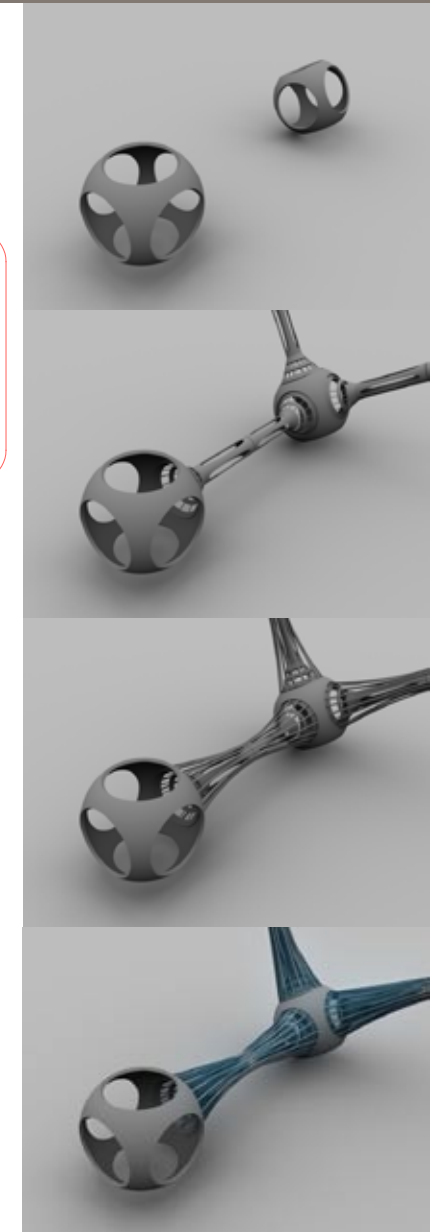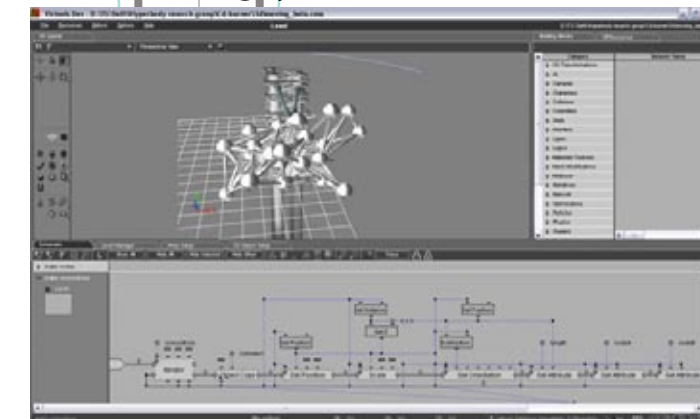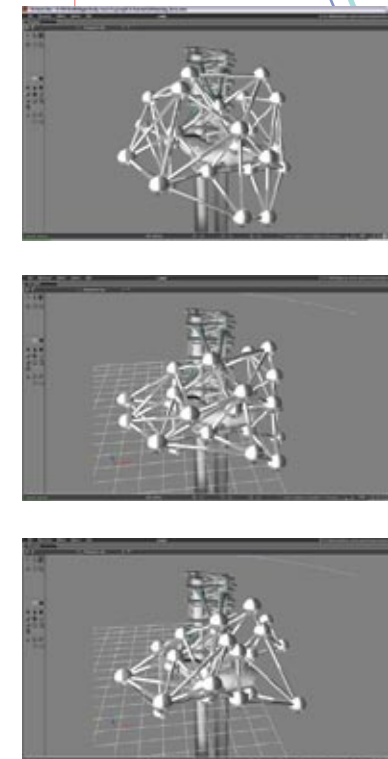
myspace music

Click here!

my hive music Tune in Now to check out the Top Artists

kimkong

Male
28 years old

Beijing

View My: Pics | Videos

Last Login:
11/30/2006

Eftermiddagshorisont
Nils
playing

00:04

Total Plays: 1019   Downloads Today: 1   Plays Today: 16

Contacting kimkong

Send Message   Forward to Friend
Add to Friends   Add to Favorites
Instant Message   Block User
Add to Group   Rank User

your hive network

räuberhöhle   Nina   Gaffaman   NORA BELOW   sara olausson
                 Hemmingsson

RÄUBER

HÖHLE

units

transport

users

skin

factory

orientation GYRO
acceleration ACCELEROMETER
heat COMPOSITE
position RFID
inhabited? RFID
connections PRESSURE
size F-MEMORY
user preferences F-MEMORY
function F-MEMORY
position RFID
acceleration POSITION/TIME
task POLL
virt. position COMPUTER
IP adress web-history
status F-INPUT
income stock
preferences F-INPUT
education work interests social factors

position RFID
orientation GYRO
connections PRESSURE
size F-MEMORY
flow type F-MEMORY
flow rate RFID/CAMERA

pressure PRESSURE
light PHOTOMETER
position RFID
neighbour awareness F-MEMORY + CONNECTION
edge length FESTO
wind ANEMOMETER
temperature THERMOMETER

modification script
production script
transport script
flow regulation
utilities script
transition script
design script
connection script
structure script
postition script
movement script
expansion/contraction
destruction script
ecology script
addition script
production schedule script
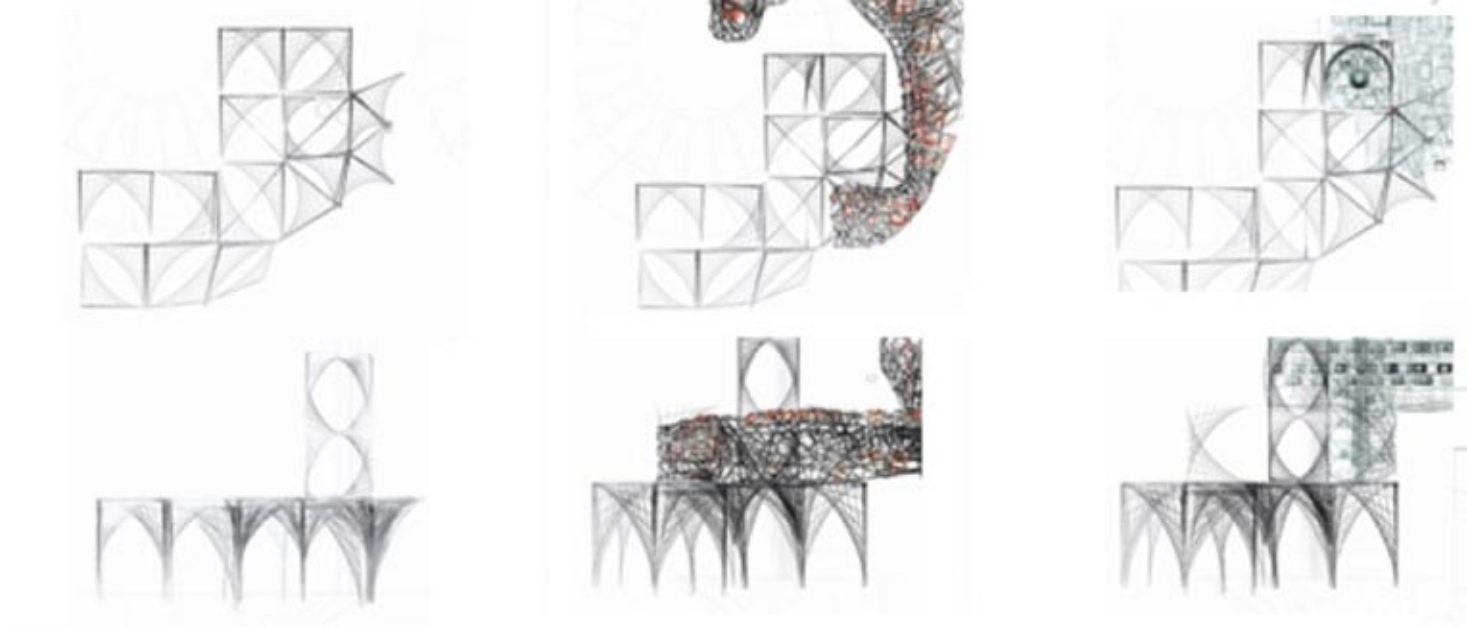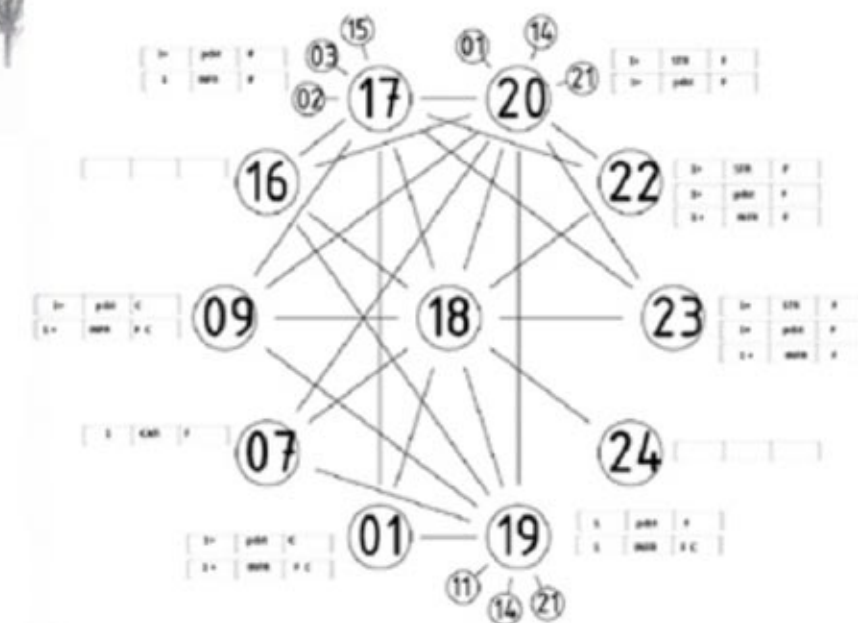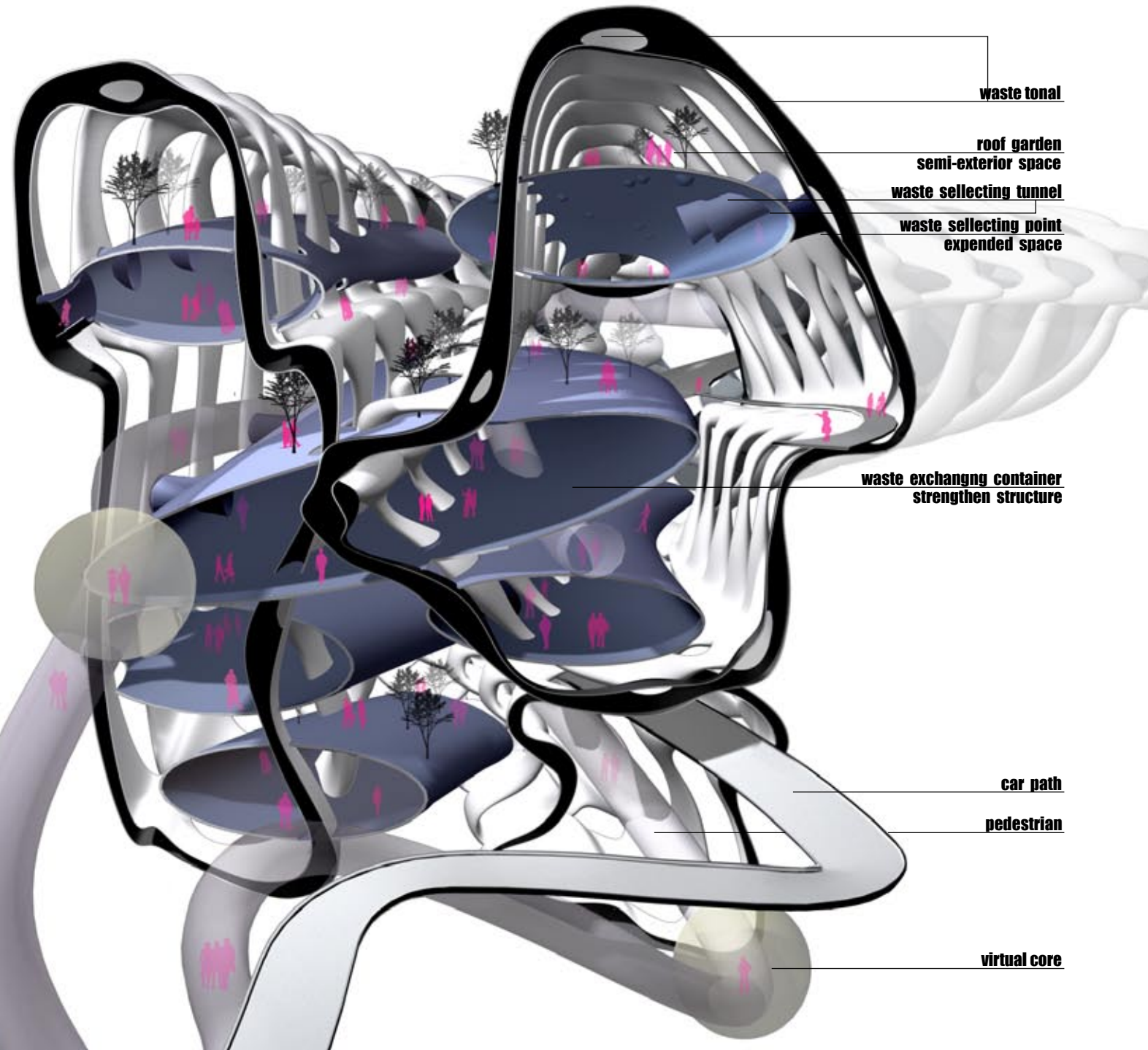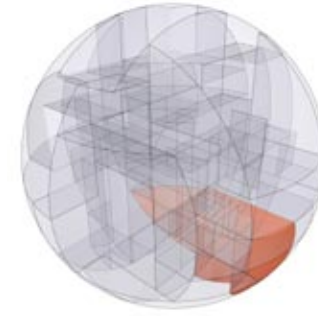
information flow in the hive
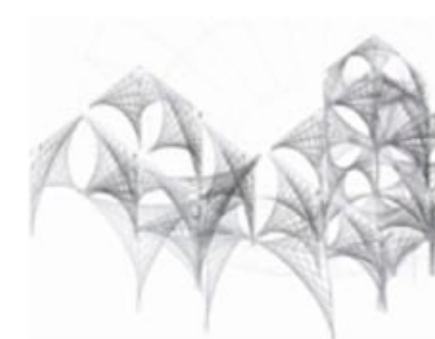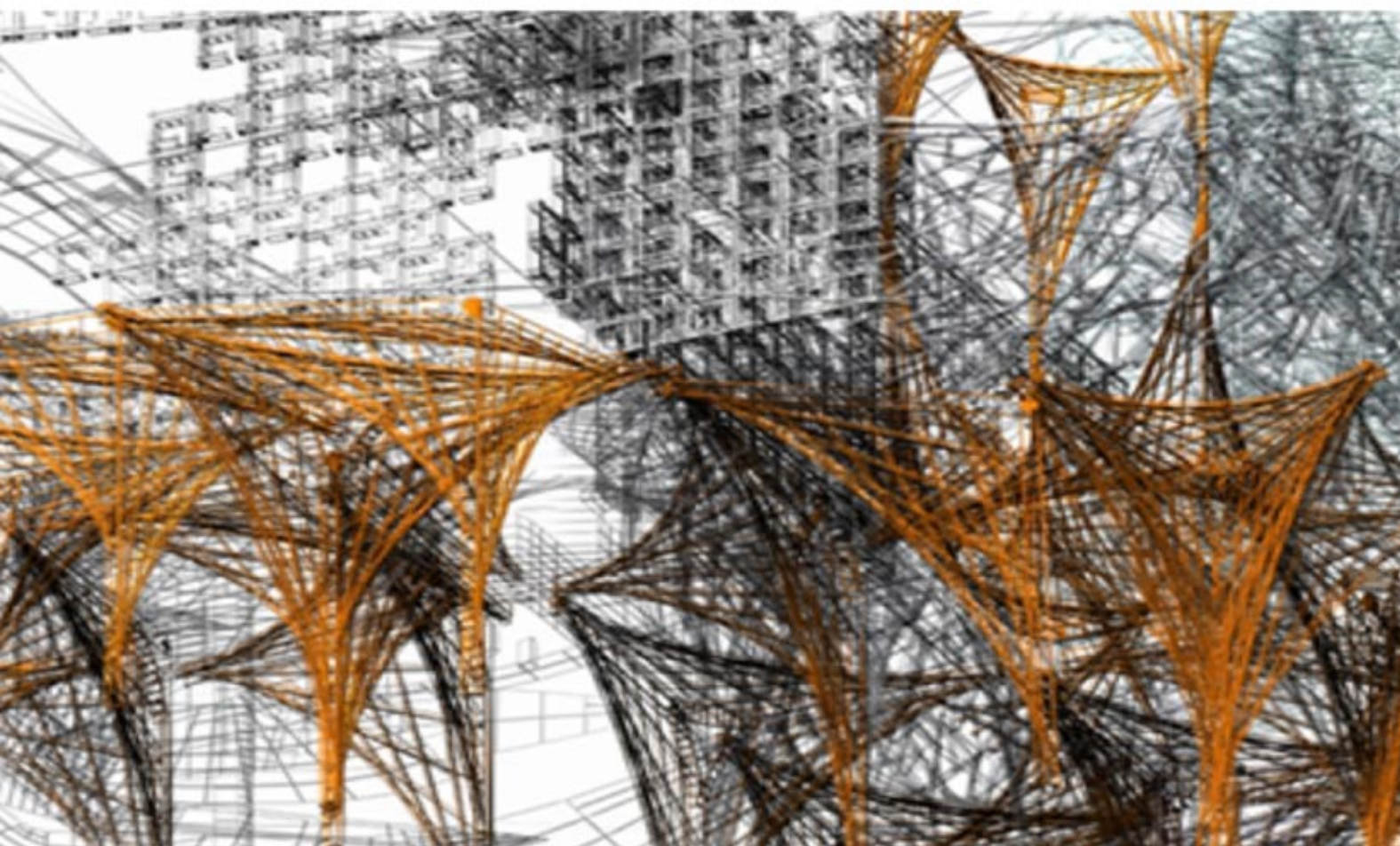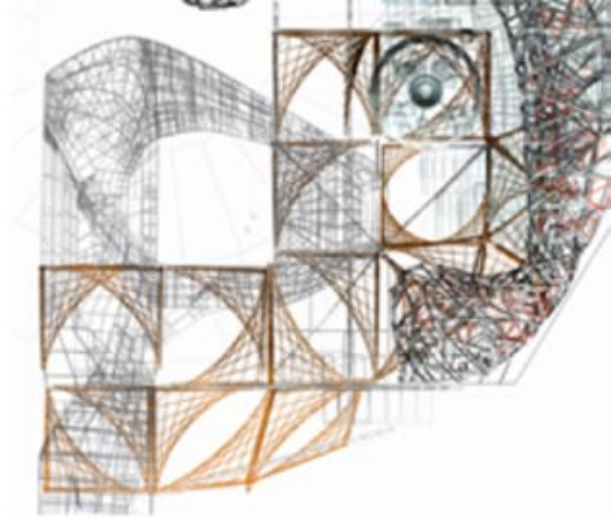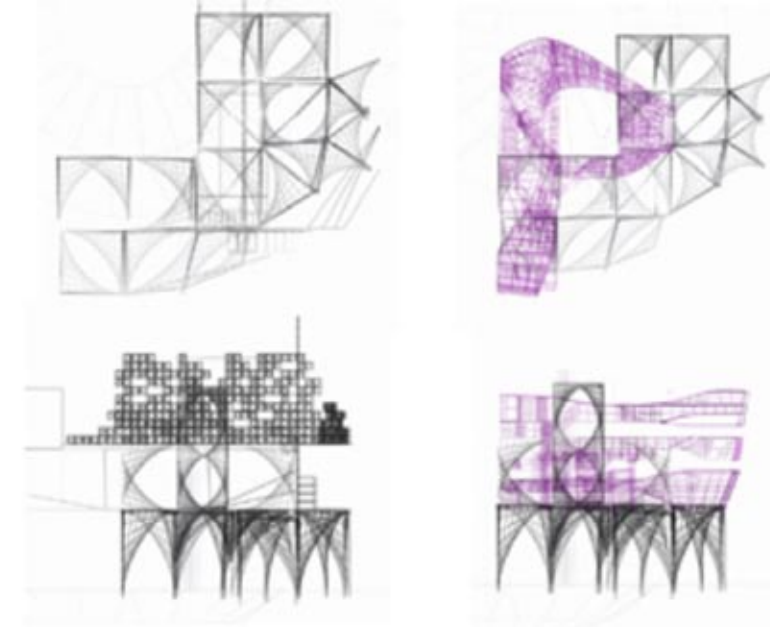
[18]-[01]: infrastructural
[18]-[07]: pedestran flow, car connection
[18]-[09]: structural, pedestrian flow
[18]-[16]: not defined
[18]-]17]: pedestrian flow
[[18]-[19]: infrastructural, pedestrian flow
[18]-[20]: structural, pedestrian flow
[18]-[22]: structural, pedestrian flow
[18]-[23]: structural, pedestrian flow
[18]-[24]: not defined

waste tonal

roof garden
semi-exterior space

waste sellecting tunnel

waste sellecting point
expended space

waste exchangng container
strengthen structure

car path

pedestrian

virtual core

该建筑像胃一样服务于地处北京751的超合球体。它从周围的地块收集垃圾，其中一部分被来自其他地块的艺术家选为艺术品的材料，剩余的被回收转化为能源供给其他地块。

其他地块的艺术事件将被追踪纪录并转化为抽象的虚拟影像输入到虚拟核心中，而这些虚核根据每两块地块的物理核心在球体中的拓扑关系挤压定位于该地块中。人们在虚核内看到影像时的本能反应，将通过脑电波触发虚核表皮的交互变化。
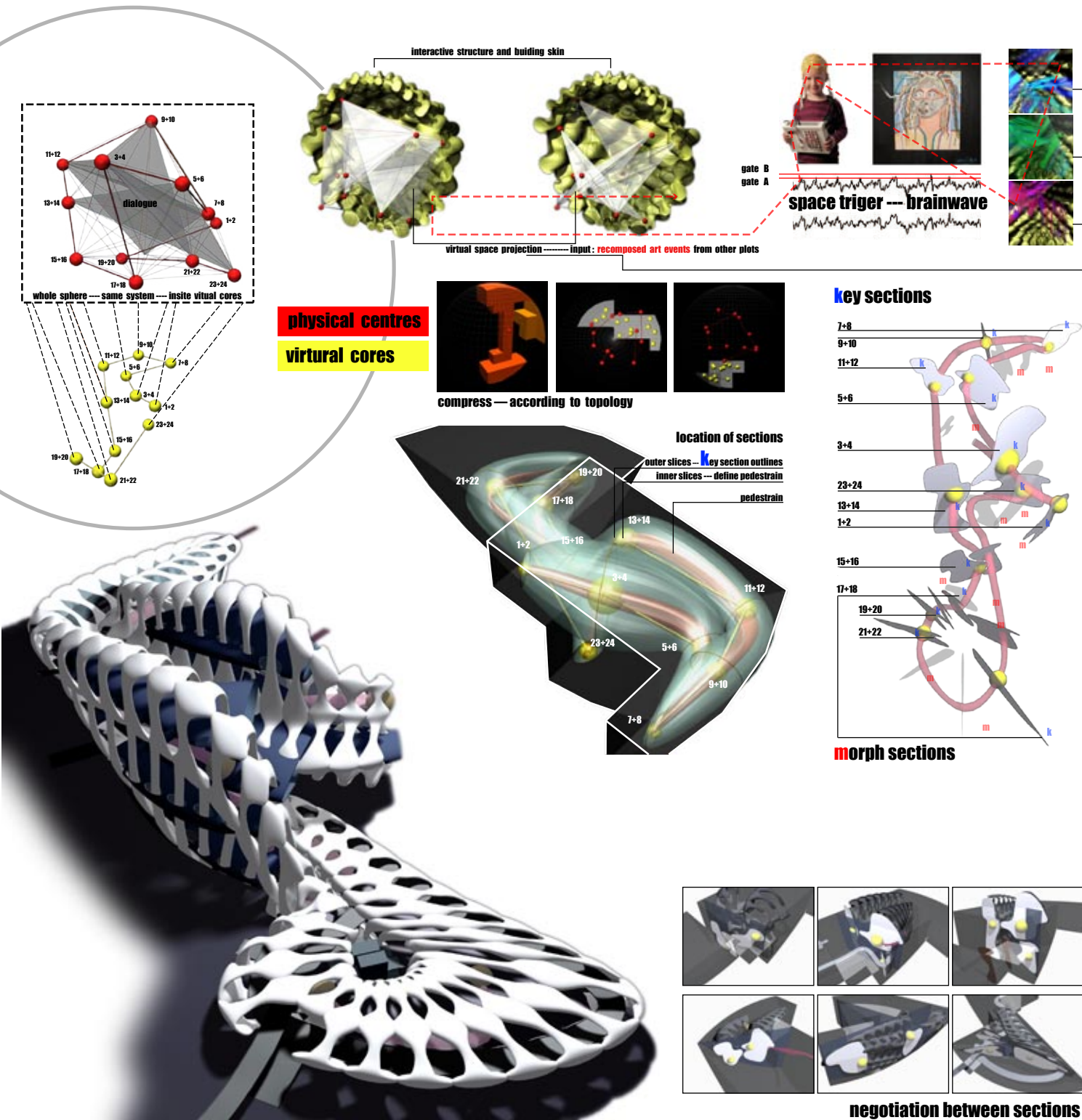
该地块在球体中的位置以及垃圾传输、转化的功能决定了结构系统的形式。该建筑的表皮系统通过编程控制其生成。只要给定两条曲线，就可以运行程序生成具有细部的建筑表皮。其中的每个构件具有不同的符合力学逻辑的尺寸。建筑的几种主要功能（商业/办公/文化/停车场）服务于共同的主题——垃圾。

This building serves as a stomach of the hybird sphere in Beijing 751. It collects waste from other plots. Some of that waste can be be selected as material for art. The rest gets recycled and transfered into energy.
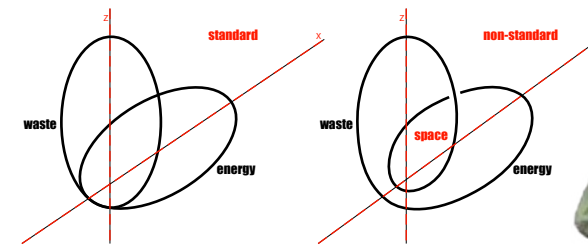
Art events from the other plots become an input for virtual cores, which are located according to the topology of plot's physical centers. In these virtual cores, people's reaction toward virtual image will activate the skin of the virtual core by the brainwaves of users.

The position of site and waste transfer function together and form the structure of the system. The building has a parametric skin system. So long as there are two curves, a set of non-standard detailed skins can be generated by a running script, according to the logic of force. In this zone, there are several main kinds of functions: commercial, office, culture and parking. All of them relate to the main topic: waste.
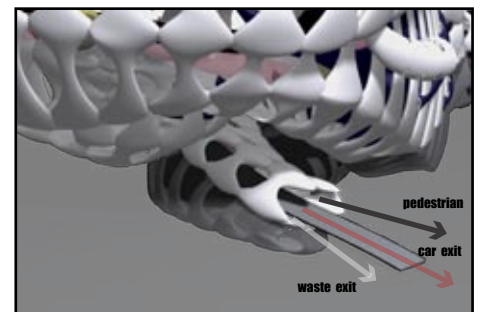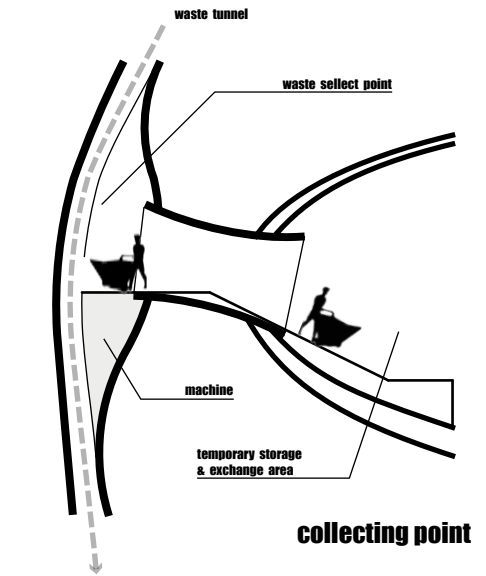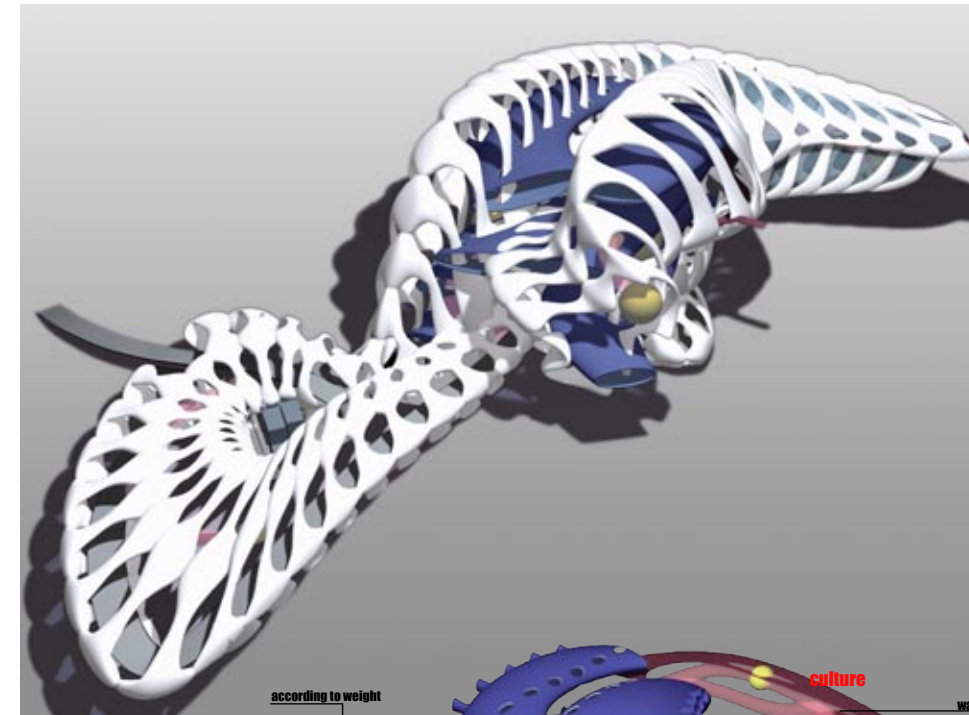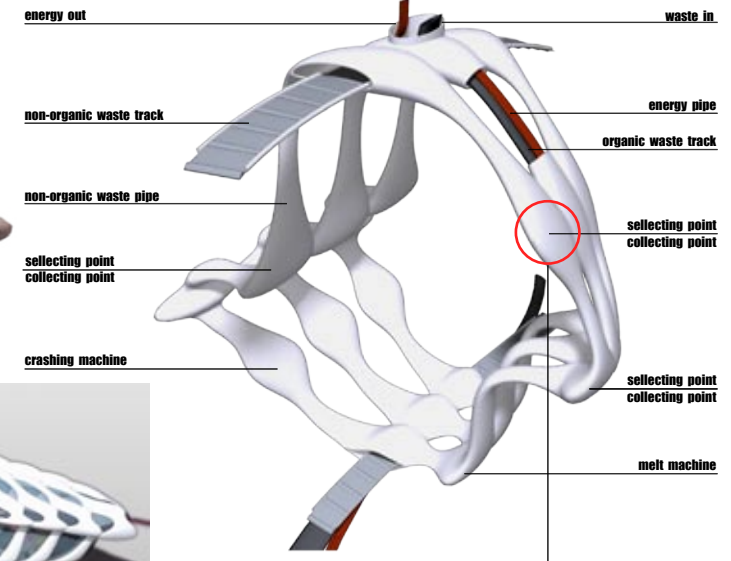
interactive structure and buiding skin

gate B
gate A

space triger --- brainwave

virtual space projection --------- input : recomposed art events from other plots

9+10
11+12   3+4
5+6
13+14   dialogue   7+8
1+2
15+16   19+20
17+18   21+22   23+24
whole sphere ---- same system ---- insite vitual cores

19+16
11+12   7+8
5+6
13+14   3+4   1+2
23+24
15+16
19+20
17+18   21+22

physical centres
virtural cores

compress — according to topology

key sections

7+8
9+10
11+12
5+6
3+4
23+24
13+14
1+2
15+16
17+18
19+20
21+22

morph sections

location of sections

outer slices --- key section outlines
inner slices --- define pedestrain

pedestrain

21+22   19+20
17+18   13+14
1+2   15+16
3+4   11+12
23+24   5+6
9+10
7+8

negotiation between sections

position + function ➜ structure system

standard   non-standard

waste   waste   space
energy   energy

body under pressure

energy out   waste in
energy pipe
non-organic waste track   organic waste track
non-organic waste pipe
sellecting point   sellecting point
collecting point   collecting point
crashing machine
sellecting point
collecting point
melt machine

waste tunnel
waste sellect point

machine

temporary storage
& exchange area

collecting point

according to weight   culture
fibre   waste exhibition area
paper   virtual core
prastic   commercial & office   waste sellection tunnel
woods
others   waste sellecting and exchanging container
metal   virtual experience pedestrian
main entrance   car path
car elevator   bio-waste water container
parking   energy plant

function

pedestrian
car exit
waste exit

exit