



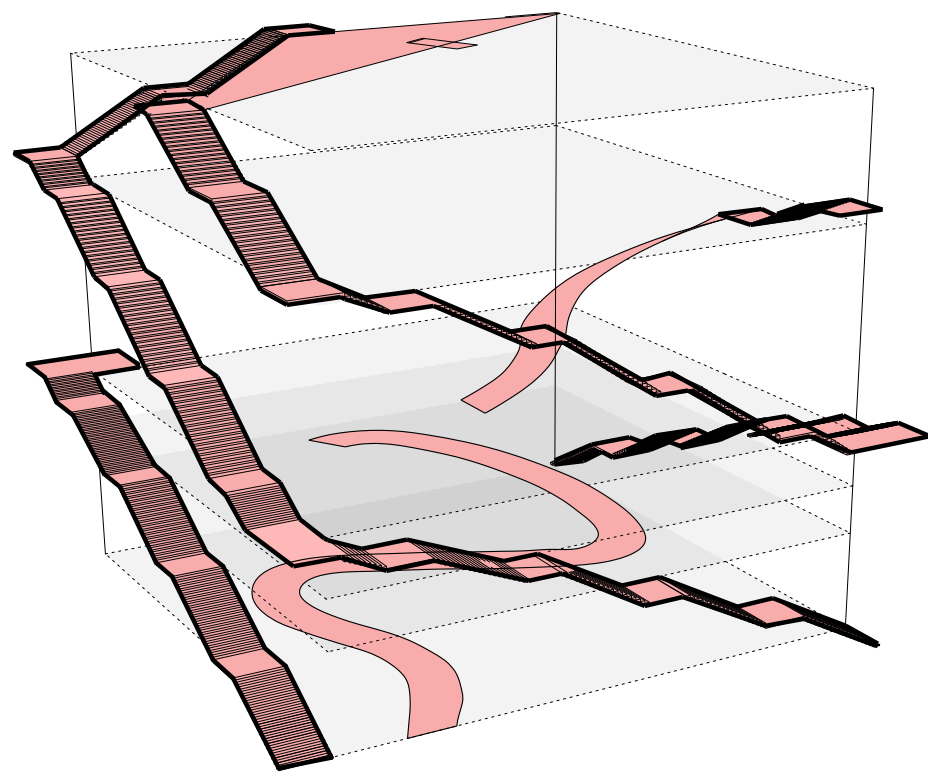
Project 1> Name / Location: Expo 2000 Netherlands Pavilion / Hanover, Germany

This project was designed by MVRDV for the Netherlands Pavilion in the 2000 World Expo in Hanover, Germany. The idea behind the design was to resolve an ongoing problem of limited land to develop in the Netherlands. MVRDV constructed a series of environments stacked onto one another in order to create a vertical ecosystem. This project is very much guided by the program of each individual ecosystem and its needs; they were also to make the building entirely self sufficient by the arrangement of program. at the top there is a water feature that drops down into the floor below to create a rain environment, that then passes on to the forest environment to moisten the plants to seep down into the potted environment to water the trees to then go into the green house environment to water the flowers to ultimately be filtered by the dune environment and ready to be pumped back up to the water feature at the top. each environment governs the design in terms of circulation and height of each floor.

Formal Syntax: #stacked #extruded #circulation #ecology #filtering

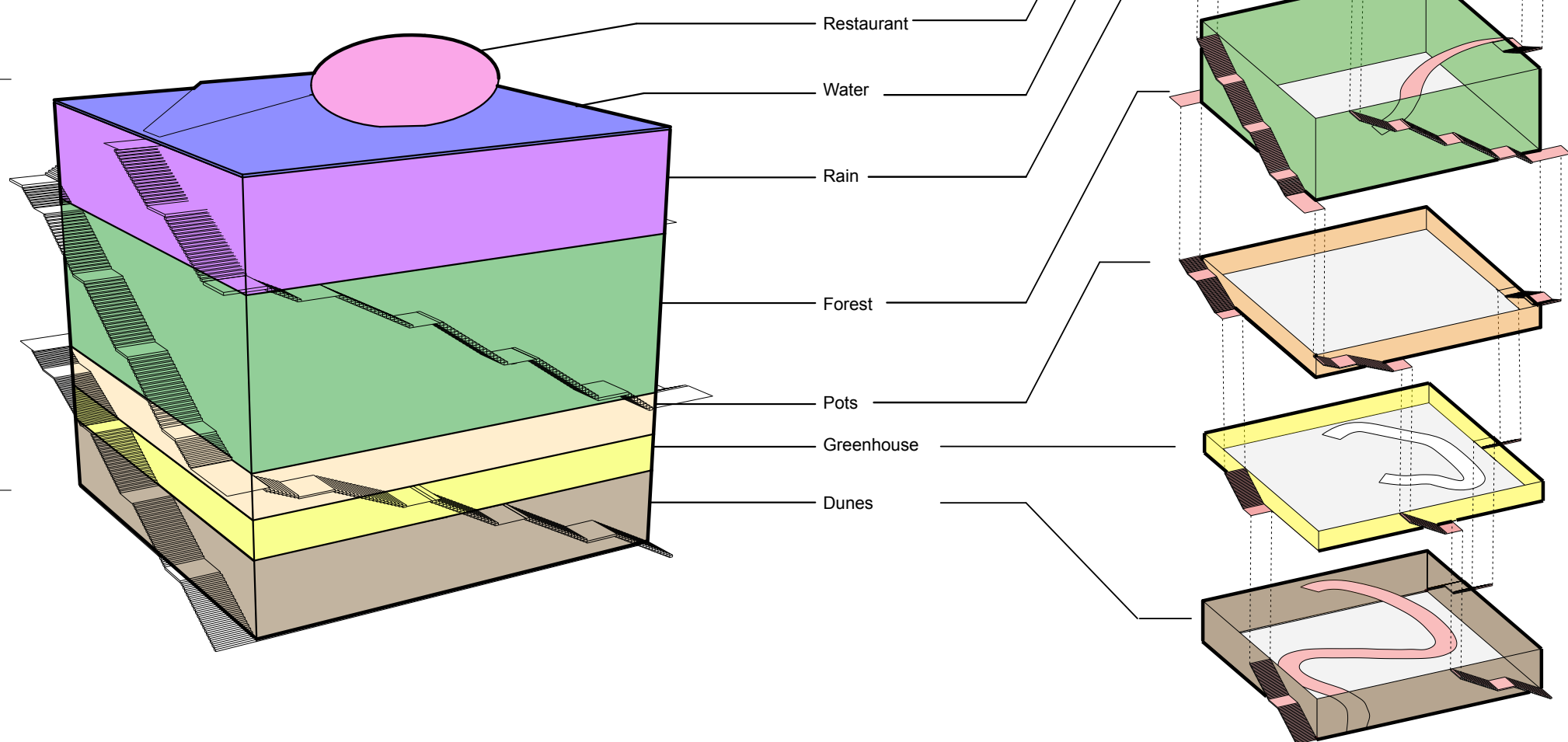
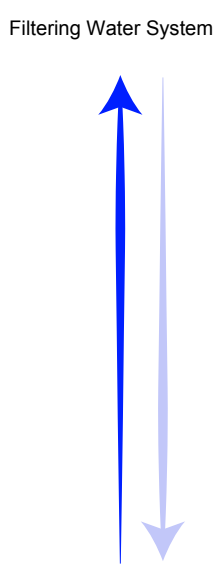
Circulation

The circulation for the most part wraps around the building beginning on 3 of the 4 corners of this building. There is no circulation on the back of the building as the mechanical system resides there. There are 2 floors that have different circulation paths as to give different views of the environment they reside in.

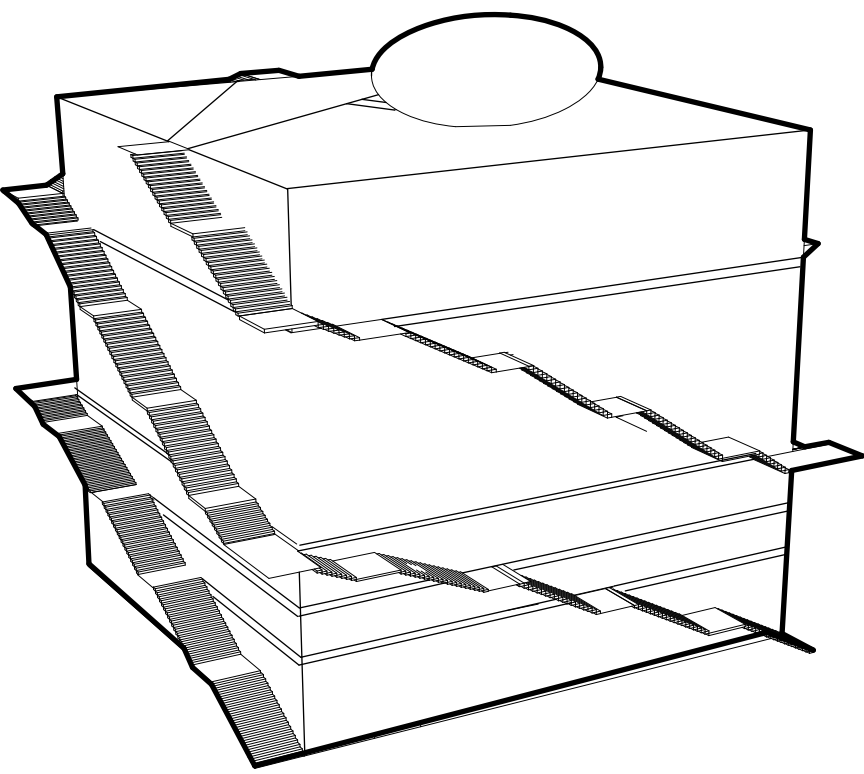


Environment Program

The environments are stacked in this manner to recycle and filter the water. It begins at the pond on the roof and showers down the rain floor to then sprinkle the trees in the forest and water their pots in the potted floor and then water the flowers in the greenhouses and ultimately be filtered by the sand dunes to then be returned to the pond.



Final Form



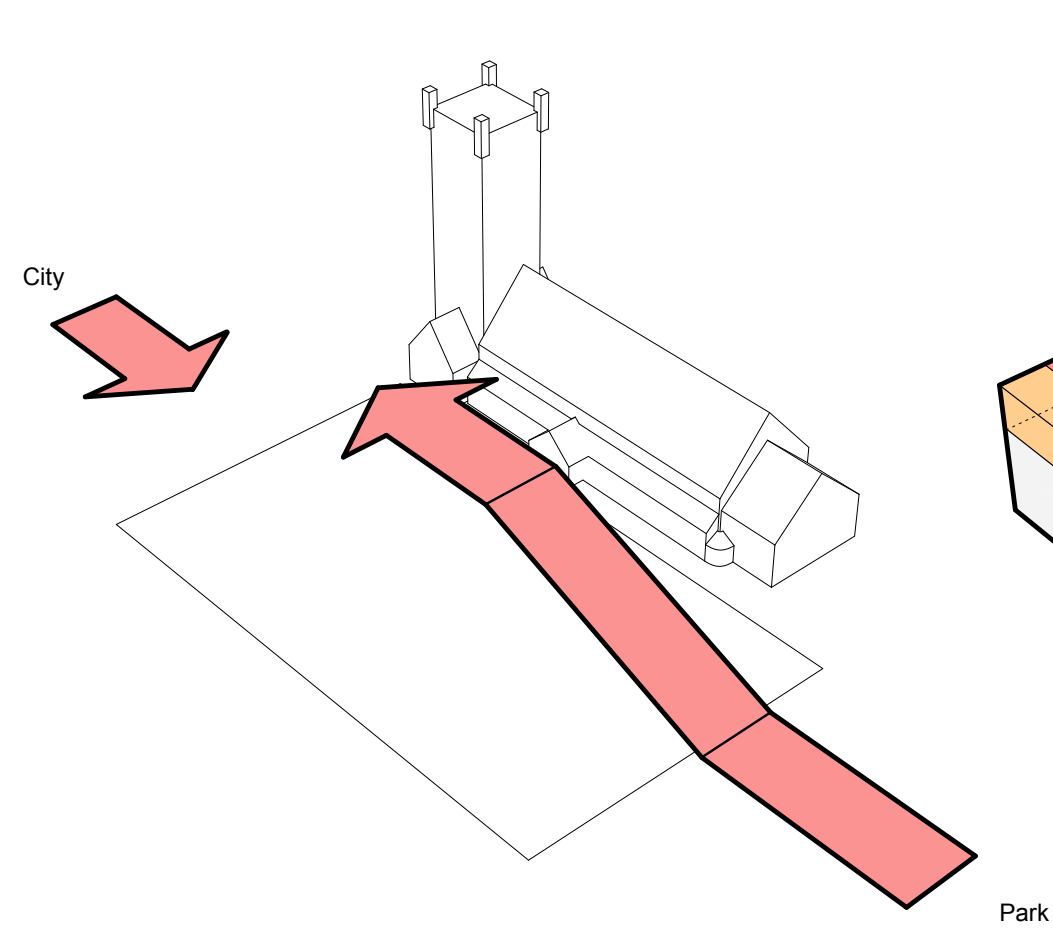
Project 2> Name / Location: National Museum of Beaux-Art / Quebec

This for of this project relies on programming on two levels, urban and building. The urban program reflected in the verticality of the design, leaving room for the city to ooze in through the ground level and park to be reflected in the stair like design. The interior building programming reflected the squarefootage of each floor level and distribution of overall space.

Formal Syntax: #offset #diagonal #zigzag

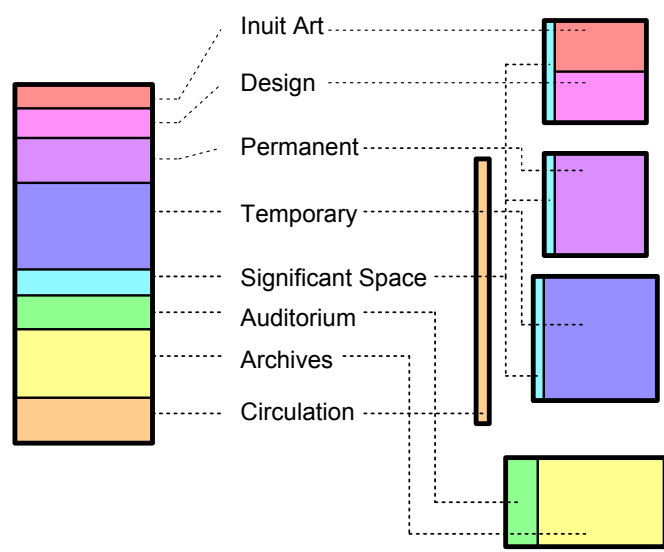
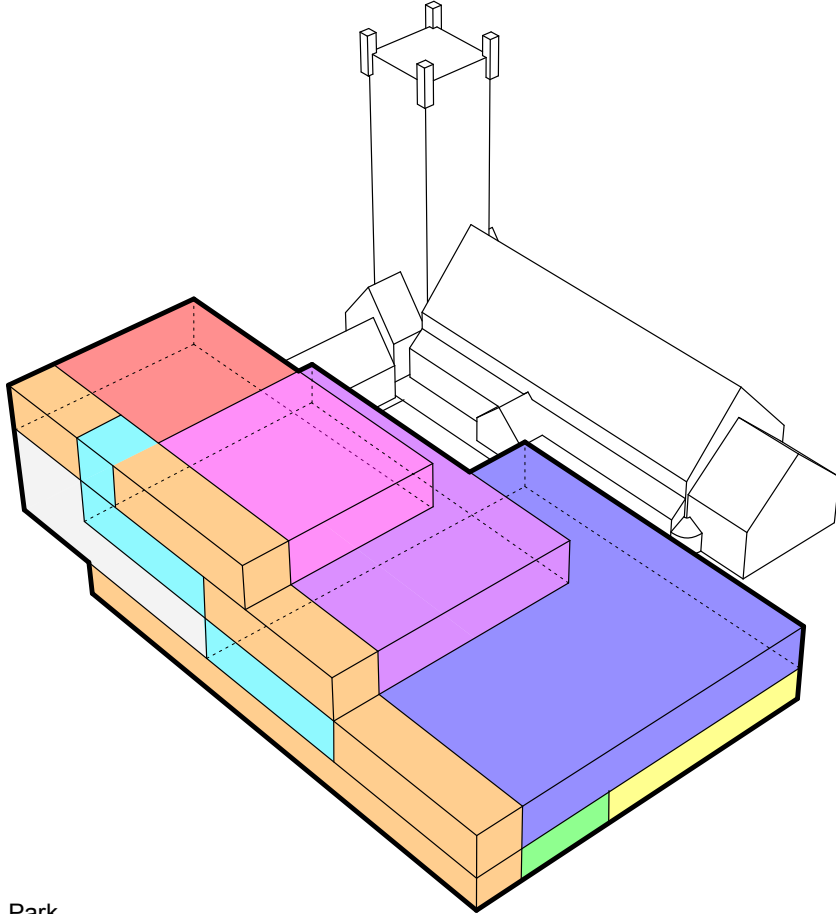
Urban Programming

The overall form of the building derives from the desire to incorporate the city and the park into the building. By having a covered plaza the city is able to convene at the bottom, while having an offset green roof will provide park space.

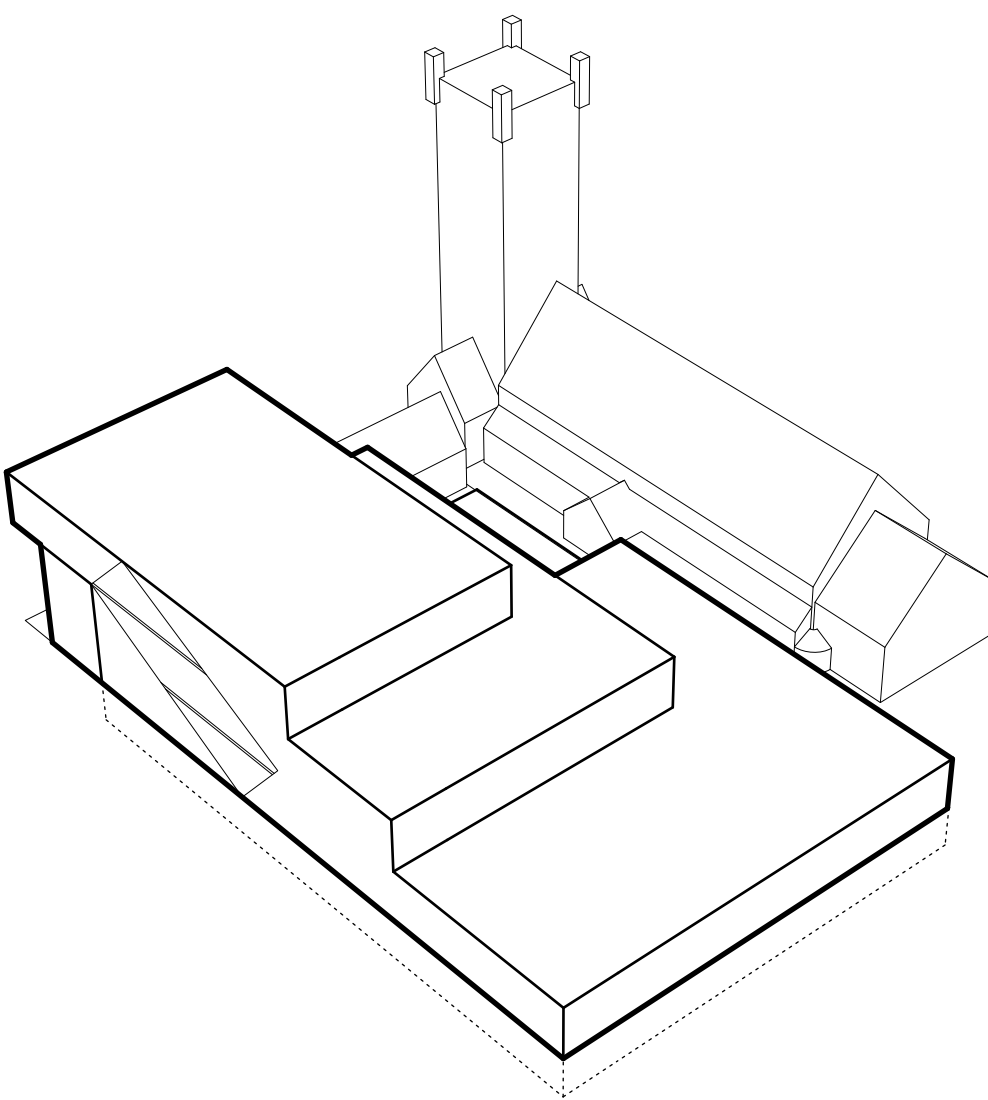


Building Programming

The program derives from the general program of a museum and the collection of art the museum possesses. The amount of art and allowable space was what let the size of each individual floor. The circulation is what connects each individual floor on one side.



Final Form



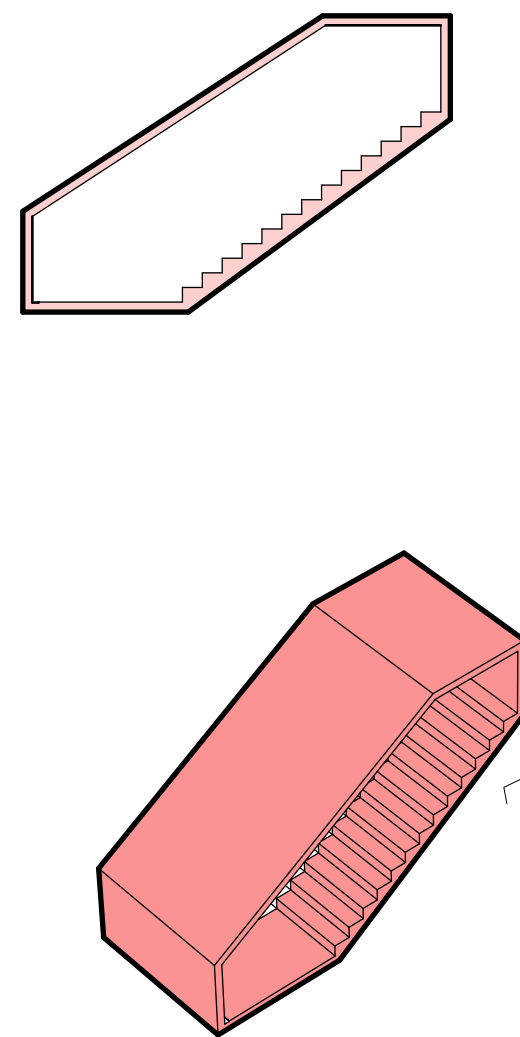
Project 3> Name / Location: Hanzhou Music Museum / Hanzhou

The form of this project relates directly with its program, auditoriums. Steven Hall literally took forms of various auditoriums and aggregated them together to make this specific form.

Formal Syntax: #aggregation #unit #box

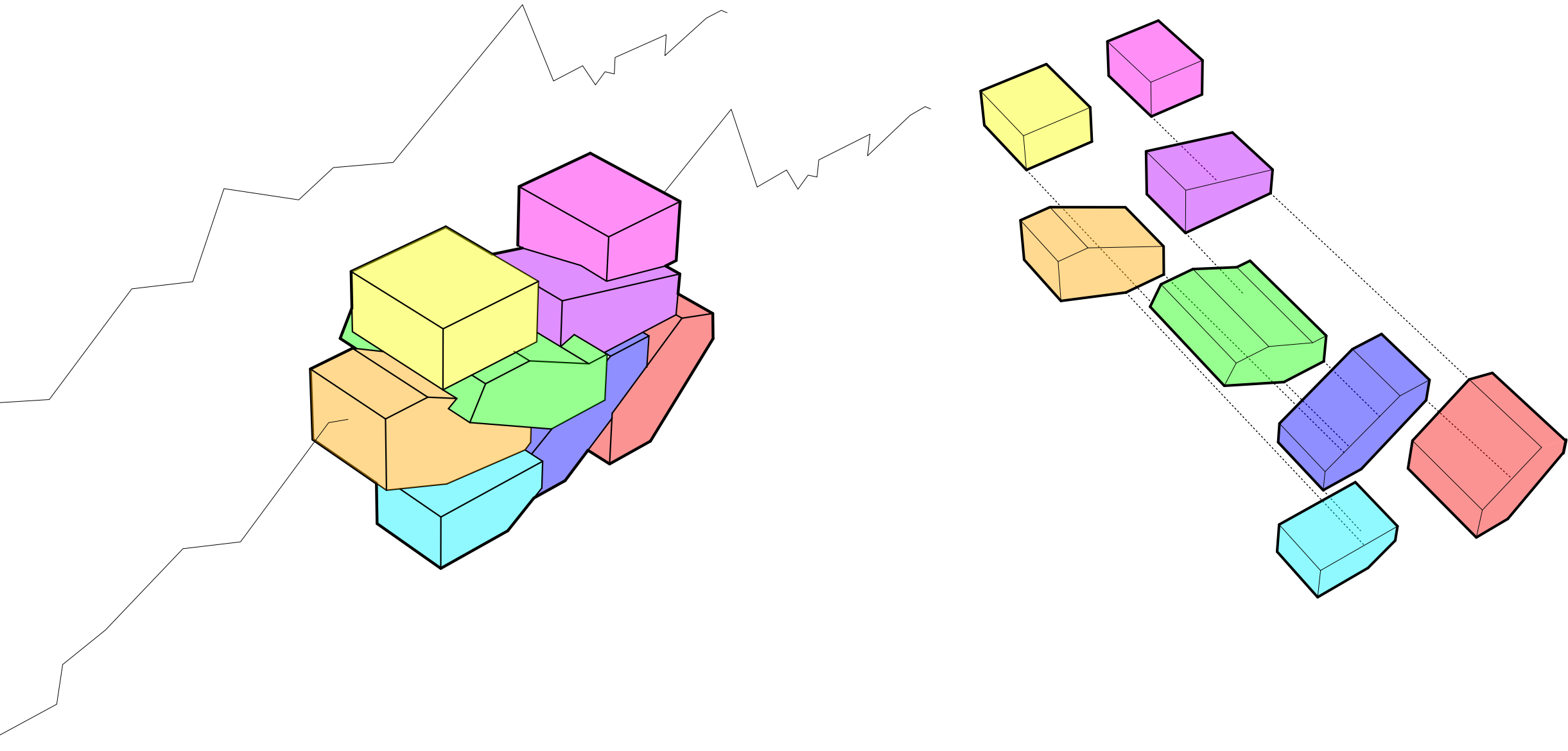
Typology

The typology of this building comes from its main program, music. The best way to show music and listen to is in an auditorium. This building's main program is to show, play and listen to music.



Aggregation

The form of the building comes from the placing of auditoriums on top of one another. Each unit is different from one another but all come from the same typology, the auditorium.



Final Form

