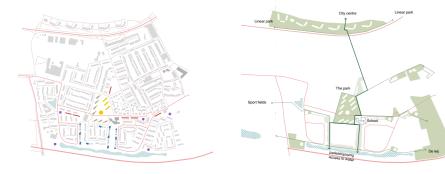
GROENEWOUD (NL) GROENEWOUD (NL) GROENEWOUD (NL)

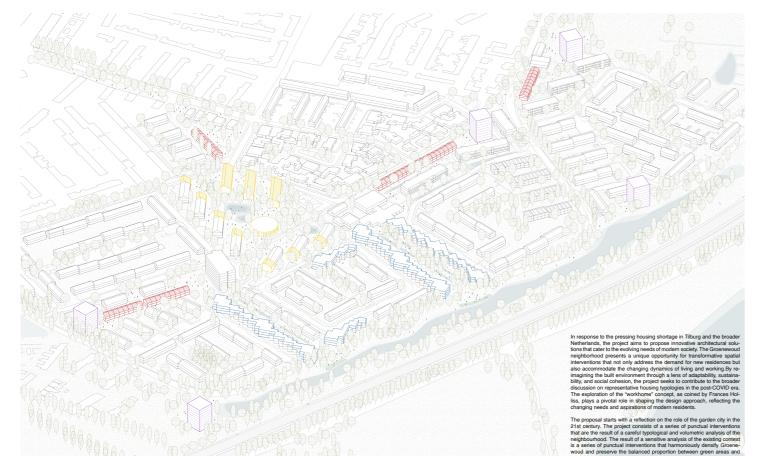
First floor plan, scale 1:200

# BRICOLAGE CITY





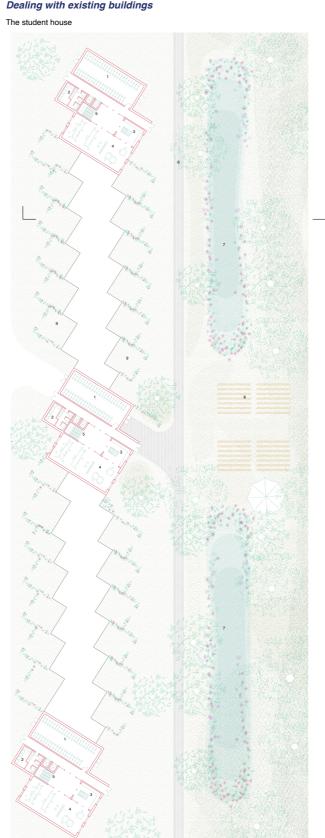
Flood risk and system of bioswale





# Bioswale system

Dealing with existing buildings





Involving the extension of the existing buildings in Ar-dennentaan, Vogazenlaan, and Juralaan, the student house exemplities the combination of living and stud-ying spaces. The repetition of volumes in the exis-ing building provides each house with multiple orien-tations, fostering a storag connection to the outdoors. The ground floor serves as a communal huy, offering shared spaces (kitchens, diring rooms, and study are-as) and facilitating interaction and community-building among students. Moreover, the top floor features a se-quence of shared terraces, creating an inviting outdoor space for social gatherings and collaborative activities.

# Rethink thresholds

Green borders









Bike parking and storage, scale 1:200

The design redefines spatial boundaries by incorporating vegetation as a pivotal element. The existing brick walls are transformed into green limits. Green spaces act as natural dividers, delineating private, semi-public, and public areas within the residential complex. The strategic placement of vegetation fosters a sense of harmony and balance, enhancing the quality of life for residents and promoting a strong sense of community.

## New construction

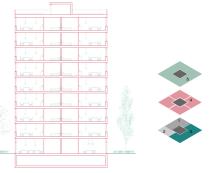
First floor plan, scale 1:200

Ground floor plan, scale 1:200

Dealing with existing buildings

The house-atelier (single module)

The tower



Symbolizing the city's boundaries and offering captivating views of the butch landscape, the tower integrates seamlessly with its surroundings. The permeable ground floor offers shared amentiles andworkspaces, promoting inclusivity and collaboration. The upper floors comprise traditional apartments. Finally, the top floor hosts shared gardens, fostering a sense of camaraderie and shared responsibility among the tower's inhabitants.

The longhouse

Ground floor plan, scale 1:200

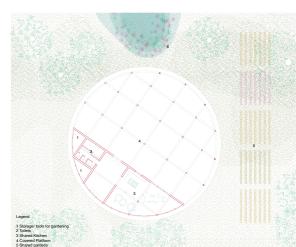
# The house-atelier (shared)



Ground floor plan, scale 1:200

# Activating the park

The shared pavilion



First floor plan, scale 1:200





