



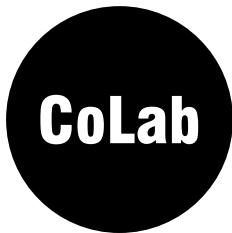
CoLab

Visual Design

Baulücken > Hybrid Buildings

WS 21/22 | FG Borrego

Collaborative Design Laboratory
Architekturdarstellung und Gestaltung



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We are

CoLab is a collaborative design laboratory whose aim is to examine certain interfaces that exist between design strategies and design processes in contemporary industry in order to apply a model - based on collective work in design practice and architectural representation.

Between designers and the manufacturing trades there is still a lack of communication and interaction. In order to bridge this gap and to promote good cooperation, design practice, architectural representation and production processes are included in projects, the success of which is based on working together.

CoLab Berlin is part of a larger network that also includes a team in Madrid where it was founded in 2009. CoLab Berlin is based in the department of architectural representation and design at TU Berlin.

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INTRO

On April 15, 2021, the Federal Constitutional Court declared the Berlin rent cap to be unconstitutional. This decision has far-reaching consequences for the capital and its residents. Only recently politicians have realised the importance of this topic and must now introduce smart housing in order to prevent the emigration of the social lower and middle classes. The new district in Tegel is a start but there are also lots of undeveloped areas in the city that can be used for this. Baulücken (vacant lots).

“In the case of high-rise buildings, undeveloped areas within built-up areas that are completely surrounded by buildings are referred to as vacant lots. These can be parts of the plot or multiple plots of local size. They can be built on immediately or at short notice and are located on a built-up road between other built-up lots.

Such inner-city gaps have their origin in demographic change or in the 2nd World War but at the same time they offer the opportunity to rethink living and to combine economically with innovative programs. To put it simply: residential buildings offer an additional, communal function in order to create a hybrid form of living. This year’s Venice Architecture Biennale already asked the question “How will we live together”.

What do we need to live?

What is essential - What things are unnecessary?

Which factors characterize inner-city living?

What part does the neighborhood and its residents play?

Which functions are missing so far? - How can these be integrated?

Where is the line between private / public / work?

How would we like to live in the future?





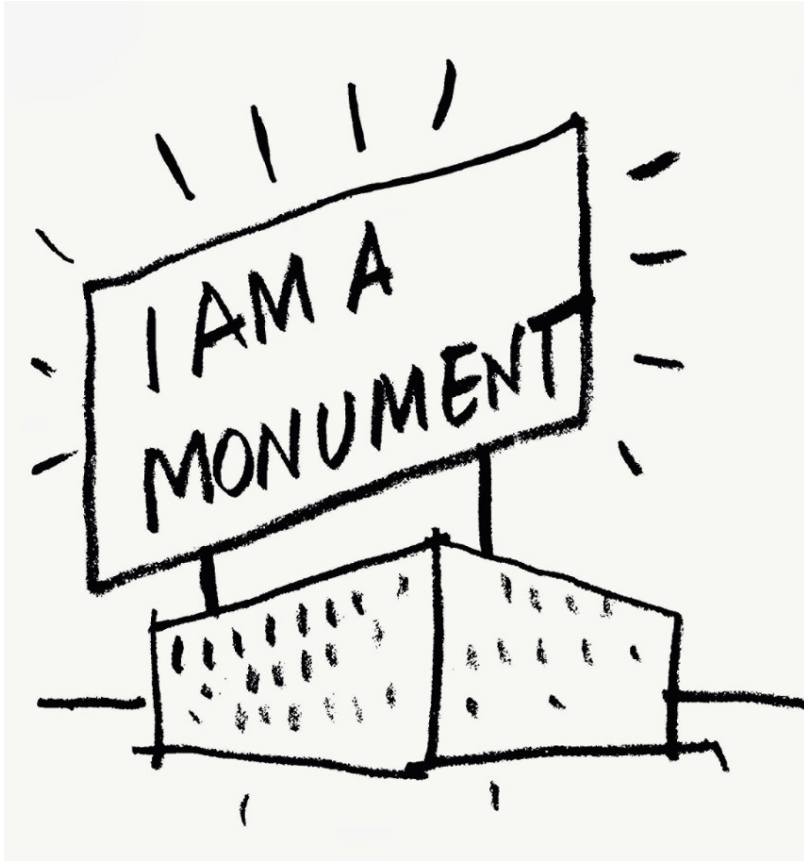
The Task

Aim

The aim is to design and visualize a hybrid building in an urban context in a photorealistic and atmospheric quality. It is up to you which vacant lot is used to carry out the task. The focus is in equal parts on the concept of the design, the integration of additional use and the quality of the illustrations that present the design.

A clear statement on the topic of contextualization is required, as well as an intensive examination of the technical requirements of the order.





Struktur

Process

The course can be completed individually or in groups of two. It is desirable that groups support one another and share newly acquired knowledge with one another.

Software

The core topic of the seminar is the realistic visualization of the design. During the semester, the following programs will be dealt with in detail.

- 3D Studio Max - **WINDOWS ONLY** (free autodesk student license)
- Corona Renderer plugin (45 days trial or € 24.99 per year as a student)
- Photoshop (7 days trial / 65% discount on subscription) as a student)

Other programs can be used, but for reasons of capacity no support can be offered for them.



Submission

Each group will design a hybrid building (living + additional use) and present it with a series of at least 3 photo-realistic visualizations. The following submissions must be submitted at the end of the semester.

- 01 Photographs: the vacant lot + surroundings
- 02 Sketches: first ideas, details, etc.
- 03 set up environment
- 04 Volume study 3D / setup environment
- 05 camera tests
- 06 light tests
- 07 material tests (shading)
- 08 References atmosphere
- 09 final pictures (2 exteriors, 1 interior)



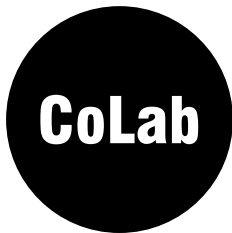
Calendar

	DATE	INFO
	Wednesday (online) 13:00 -15:00	
KW 42	20.10.21 Hello!	Intro Baulücke + Hand-out A1
KW 43	27.10.21 01 Photos	VL: Baulücken presentation A1 + Hand-out A2
KW 44	03.11.21 02 Sketches I	presentation A2 + supervision
KW 45	10.11.21 02 Sketches II	presentation A2 + Hand-out A3
KW 46	17.11.21 03 Setup Env	presentation A3 + Hand-out A4
KW 47	24.11.21 04 camera 6 light I	presentation A4 + supervision
KW 48	01.12.21 04 camera 6 light II	presentation A4 + supervision Ausgabe A5
KW 49	08.12.21 05 Materials I	presentation A5 + supervision
KW 50	15.12.21 Guest lecture!	Lecture on the topic of ArchViz
KW 51	22.12.21	Holidays



WS 21/22

	DATE	INFO
	Wednesday (online) 13:00 -15:00	
KW 52	29.12.21	Holidays
KW 01	05.01.22 05 Materials II	Präsentation A5 + supervision Hand-out A6
KW 02	12.01.22 06 Postproduktion I	supervision A6
KW 03	19.01.22 06 Postproduktion II	supervision A6
KW 04	26.01.22	supervision A6
KW 05	02.02.22 06 Postproduktion II	supervision
KW 06	09.02.22 06 Postproduktion II	supervision
KW 07	16.02.22 Finale!	final presentation
KW 08	23.02.	23.02. final submission Portfolio



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