

Design Exploration: Zürich Film Festival in Schlieren

Task 3: Adaptation to Context



Warehouse in Schlieren, Zürich

Digital and physical models – Design variation

- Based on your initial exploration and concept, and given your assigned Bounding Box (see Input 2), rework Task 1 and Task 2 now taking into account the boundary conditions coming from the site. Integrate into your project inputs such as access, circulation, views and orientation.
- Take into account the spatial potential offered by the interstitial spaces generated between your structure and the existing building. You have the possibility here to activate these spaces by incorporating serving spaces, accesses, connection elements and by establishing a dialog between the new and the existing, the inside and the outside.
- Produce variations (digital and physical models) in order to test various spatial and structural configurations of your project and take decisions based on them.

Input 3: Site (SCHLIEREN)

