fast and slow practice

A visual essay of our design methodology in scenography and architecture

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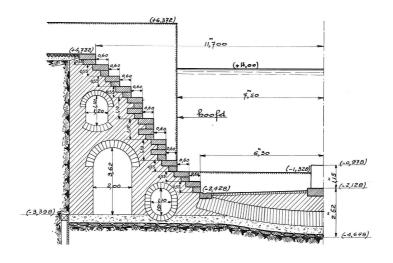
^{&#}x27;fast and slow practice' is a visual essay presented by Felix Schiettecatte, Lennart Vandewaetere, and Marius Vaneeckhoutte, upon direct invitation by the editors, and was not peer-reviewed. The following documents are part of the contribution presented at the Practice in Research conference held at CIVA&ULB in March 2023.

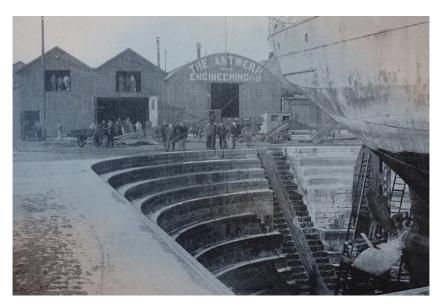
"Hush Hush Stage, Contrair Open air 2019

The idea grew out of the Port of Antwerp, more specific the dry dock which is located next to the site. This unique construction allows the water level to be controlled and boats can be maneuvered. As the water pours into the dry dock, dancing people stream in to the Hush Hush stage. The visitors are enclosed along either side by dance platforms, which seek tension with the crown of the existing row of trees. Physically enclosing the place creates an intimate club atmosphere. The DJ booth is located in the heart of this 'tub' and is integrated under a staircase construction that functions as a meeting place in the treetops near the main entrance to the site.



Festival site, Noordkasteel Antwerp

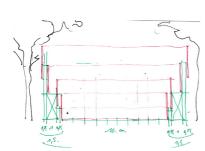




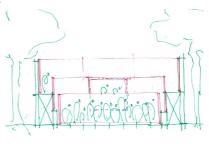
REFERENCE, Dry dock 4, Antwerp. Archief Gemeentelijk Havenbedrijf

FAST AND SLOW PRACTICE 1. 2. 3. 5. 6. 04 V 042 925. 1. 925. 7.

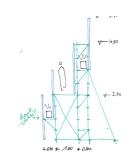
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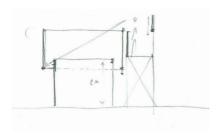
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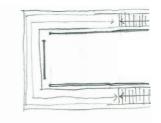
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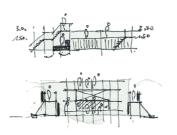
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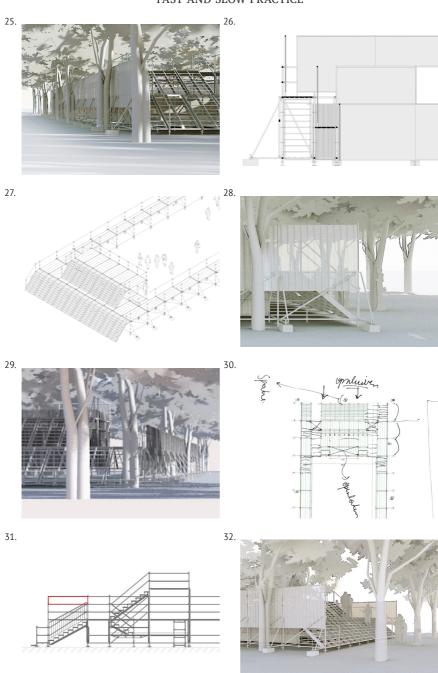
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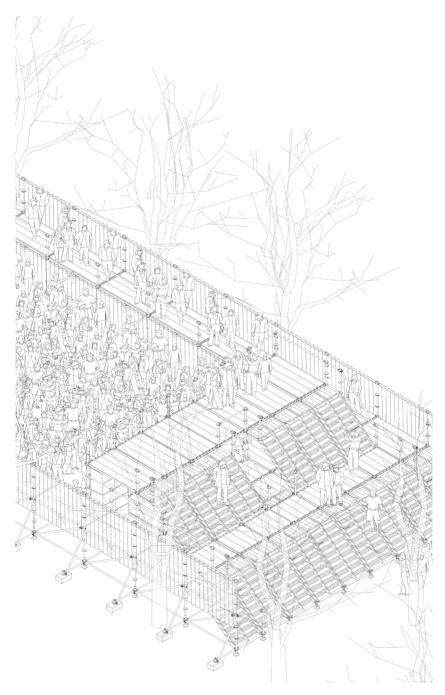
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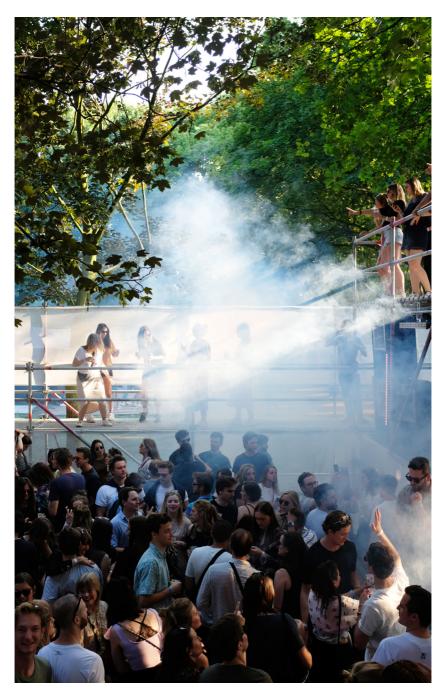


17. 18. 20. 19. 21. 22. 23. 24.

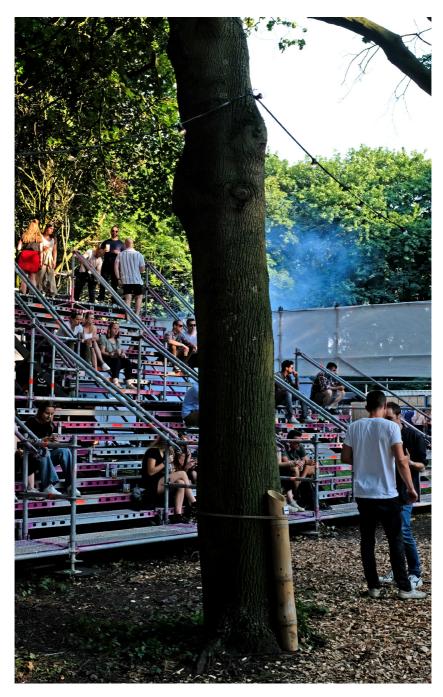


1. first idea sketch	17. model 1/50 lightning test
2. sketch of a podium idea	18. model 1/50 testing with scale figures
3. plan/section of possible layering of the stage	19. model 1/50 plan formation
4. perspective sketch inner atmosphere	20. model 1/50 outside façcade
5. idea for lighting system	21. axonometric drawing, 3D-model V1
6. section with measurements	22. exterior rendering, 3D-model V1
7. layering structure ideas	23. exterior rendering, 3D-model V1
8. drawing of the DJ-booth	24. plan, 3D-model V1
9. section with measurements	25. exterior rendering, 3D-model V2
10. section with measurements and DJ-booth	26. segment section, 3D-model V2
11. segment section with light concept	27. axonometric drawing, staircase, 3D-model V2
12.segment section	28. exterior rendering, 3D-model V3
13. segment section	29. exterior rendering, 3D-model V3
14. concept plan	30. plan, 3D-model V3, final adjustments
15. introduction of the staircase	31. contractor drawing, Allscaff scaffolding
16. atmosphere sketch	32. exterior rendering, 3D-model V3

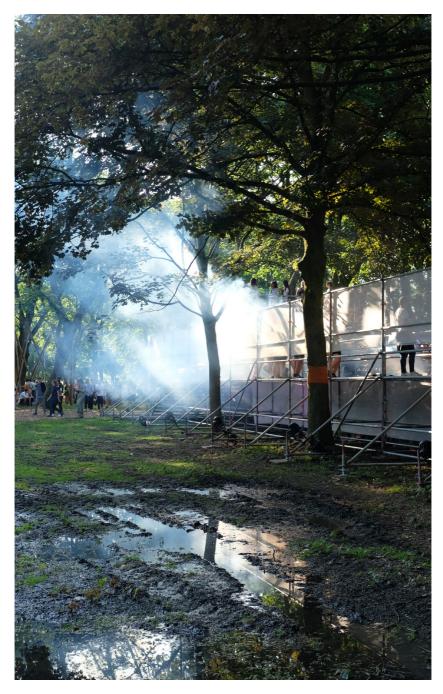




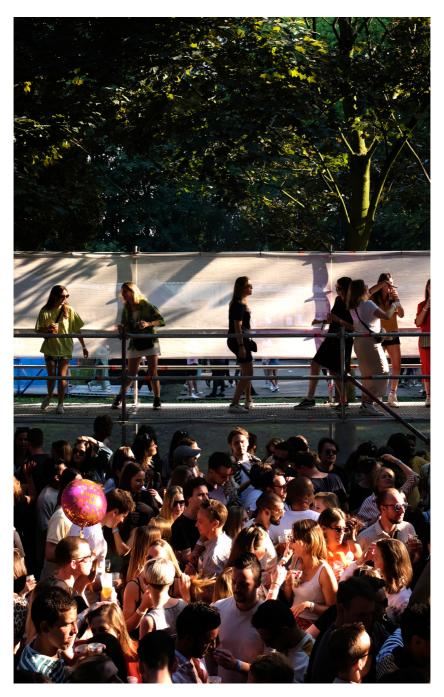
Contrair Open Air, June 2019, photo by Marius Vaneeckhoutte



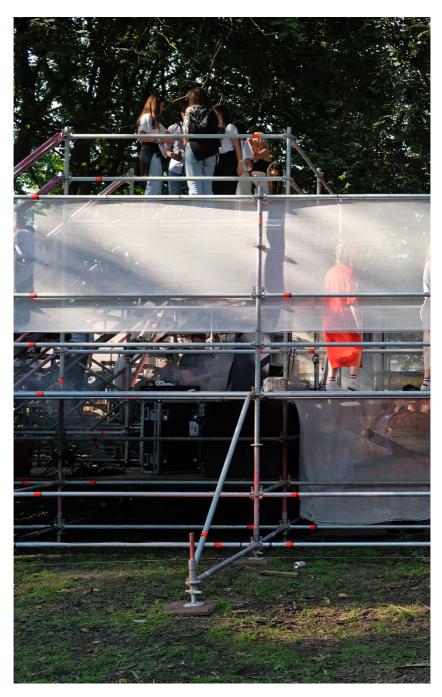
Contrair Open Air, June 2019, photo by Marius Vaneeckhoutte



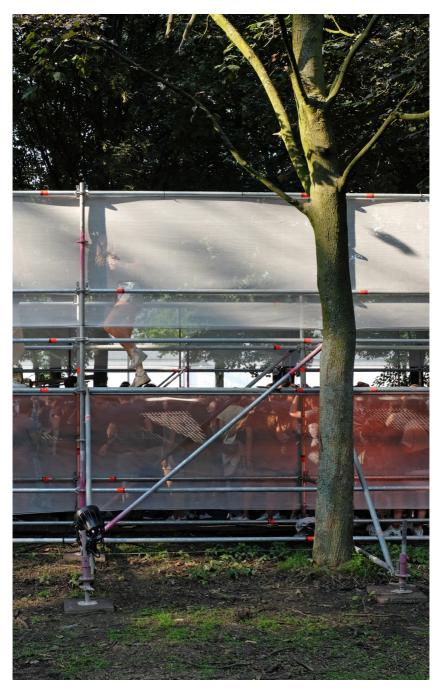
Contrair Open Air, June 2019, photo by Marius Vaneeckhoutte



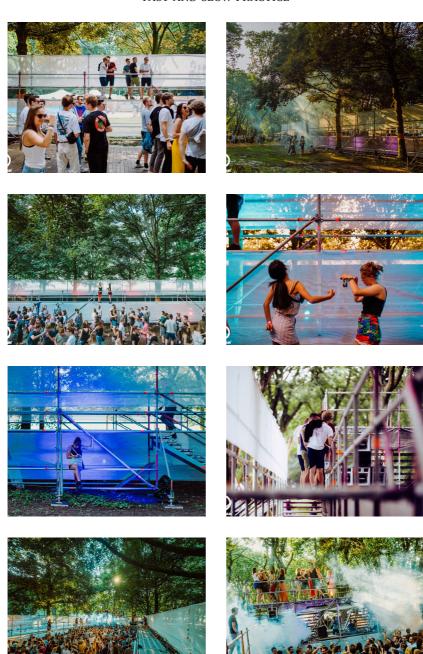
Contrair Open Air, June 2019, photo by Marius Vaneeckhoutte



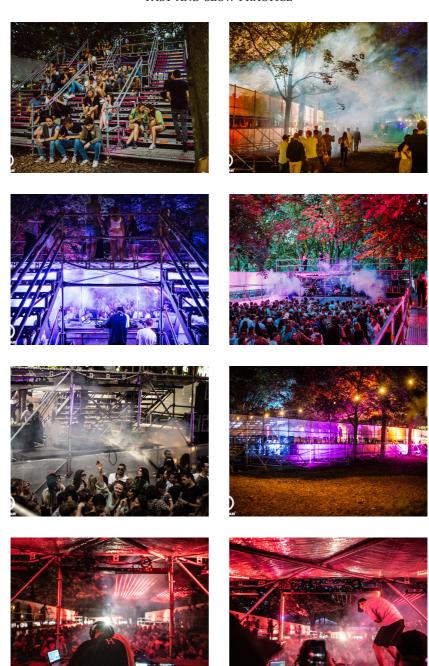
Contrair Open Air, June 2019, photo by Marius Vaneeckhoutte



Contrair Open Air, June 2019, photo by Marius Vaneeckhoutte



Contrair Open Air, June 2019, photos by Contrair



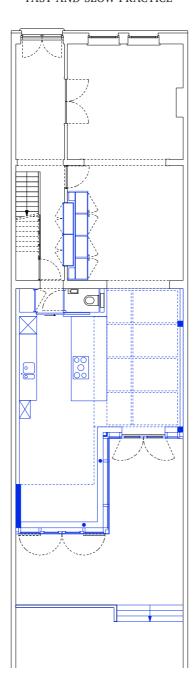
Contrair Open Air, June 2019, photos by Contrair

"Berchem", Renovation of a house 2020-2022

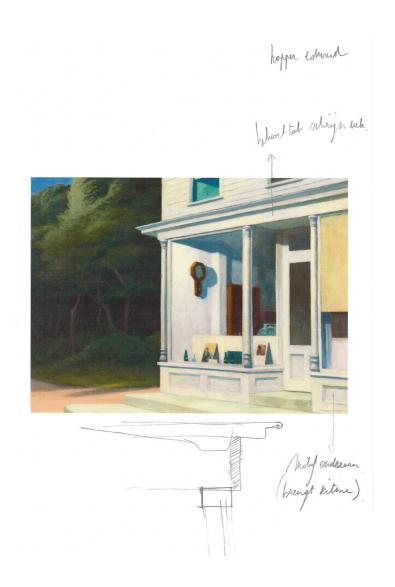
The project started by understanding and decomposing the house in its materiality and structure. Our goal was to strengthen – or perhaps merely support- the identity of the place through an addition or elimination. The house is solid and spacious, but the living room areas are lacking natural light and visual connection to the garden. Our main addition was the introduction of a 'concrete table', which supports the valuable bathroom volume on the first floor and allows us to eliminate the volumes underneath. This action created an opportunity to reorganize the spaces on the ground floor and allowed us the create a sequence of four rooms. This sequence creates a feeling of togetherness for the residents and allows light all the way through out the groundfloor plan.



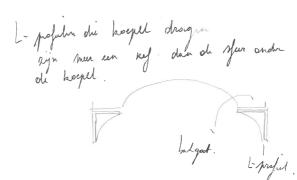
Project as found, 2020



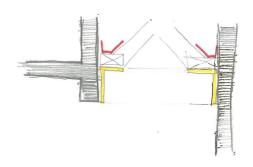
final design plan



REFERENCE, Edward Hopper, 7A.M. 1948





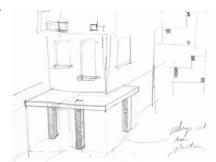


REFERENCE, Winter garden, Ursuline Institure, Mechelen

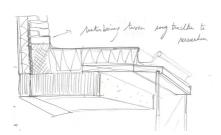
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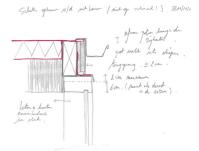
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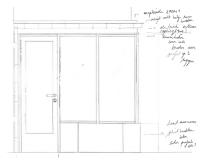
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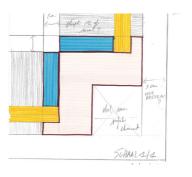
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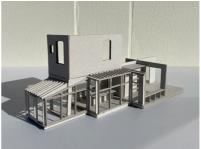


9. 10. 11. 12. 13. 14. 15. 16.

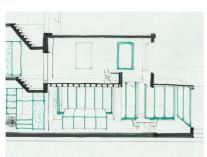
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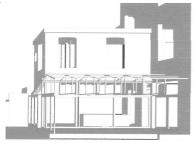
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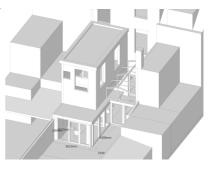
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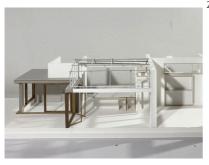
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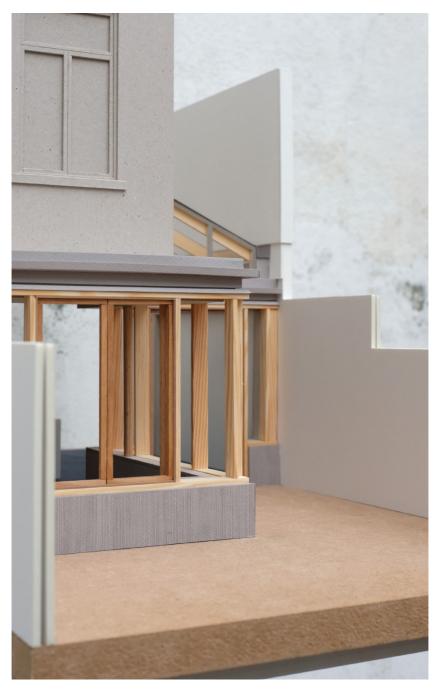


1. first idea of opening up to the garden	17. model 1/50 pre-design 1
2. concept drawing of a concrete table	18. model 1/50 pre-design 2 fragment
3. roof detail inspired by Edward Hopper	19. 3D model pre-design 2 section
4. roof detail alligned with the concrete table	20. model 1/50 pre-design 1
5. elevation sketch	21. 3D model pre-design 2
6. elevation fragment drawing 1/10	22. axonometric drawing, urban planning check-up
7. window joint drawing 1/1	23. model 1/50, pre-design 3
8. interior perspective sketch	24. model 1/50, interior light experiment
9. detail fragments of the gutter system	25. model 1/50, concrete table vs. skylight
10. skylight detailling 1/50	26. model 1/50, pre-design 3
11. skylight elevation drawing 1/10	27. 3d model exterior, building permit fase
12. back elevation 1/10	28. model, building permit fase
13. perspective drawing final desing	29. 3d model interior, building permit fase
14. perspective detail drawing final design	30. 3D-model tendering fase, interior research
15. interior perspective drawing final design	31. model tendering fase, exterior
16. exterior perspective drawing final design	32. model tendering fase, interior





Tendering fase, model 1/33

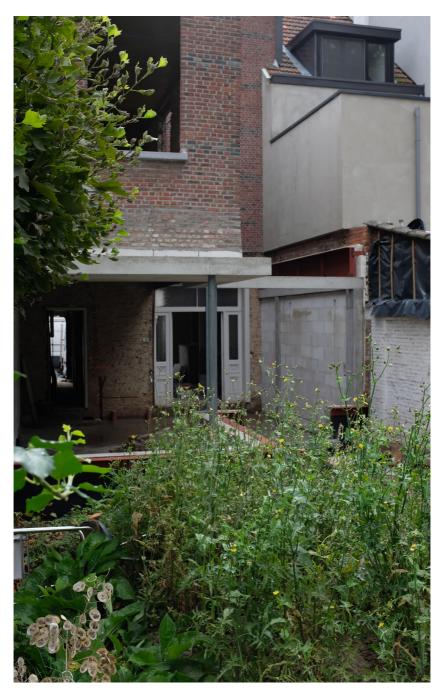


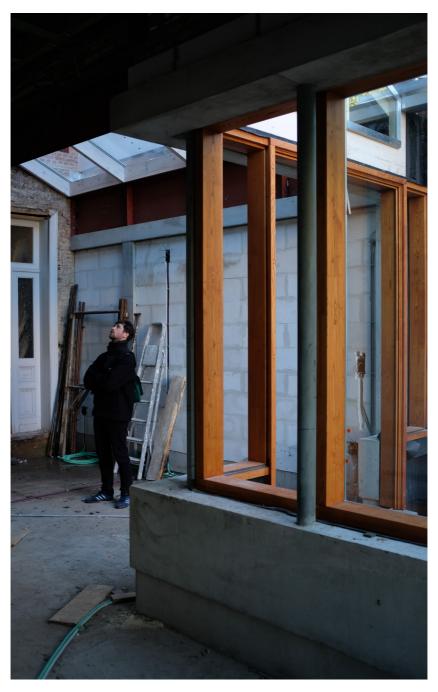
Tendering fase, model 1/33













construction site, 2021



Final result, summer 2022



Final result, summer 2022



Final result, summer 2022



Final result, summer 2022

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