

Layout of common space  
for 10-unit office

17,000 sf

20 sf per person, gross density.

# PROCESS A.

## BASIC PRINCIPLES:

1. We want to create clusters of centers, distributed evenly within the floor area.
  - Each cluster contains one major center.
  - All clusters are connected with reception
  - Other centers are placed on the passages connecting Reception with the major center.
2. Total common space area: 20% of floor area
3. Number and size of centers defined at the beginning.

## PROCESS A.

### THE STEPS:

I. The attached list contains various spaces of which the common space can be made.

DEFINE :

- How many of each kind you want,
- How big—in size—each one is,
- For as many of them as possible, define whether: they are centrally located, they have view to the outside, they have any other special characteristics

→ All the common space together will occupy 20% of the total floor area.

- II.
1. Define which center—of the ones on the list—is at the entrance. Place it.
  2. Place Reception. Connect Reception with center placed at step 1.
  3. Define the 2 major centers (3a, 3b). Place them.
  4. Define how you arrive from 1 to 3a and 3b:
    - a. Along a corridor?
    - b. Through a sequence of corridors/rooms?Draw the one you chose.

5. If the answer to 4 was a: Place other centers along the sides of the corridors.

If the answer to 4 was b: Define which centers the rooms are.

6. Place any other centers which should be connected with the two major centers  $3a, 3b$ .

7. Place other local centers within the total floor area.

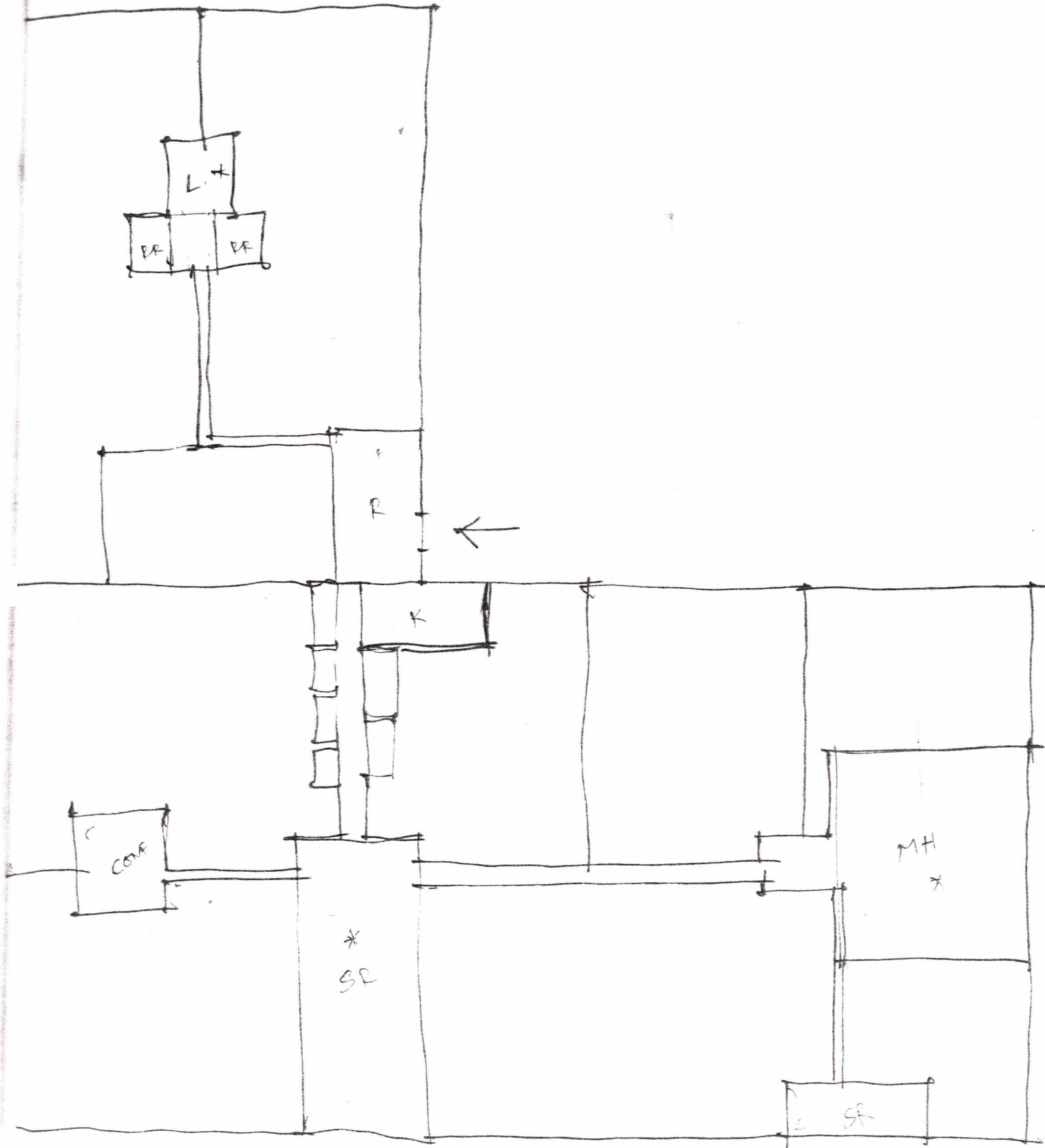
8. Connect centers <sup>placed at step</sup>  $\sqrt{7}$  to the main realm of common space

9. Are all the centers of the list placed by now?  
If not, place them within the realm that has been already generated. —

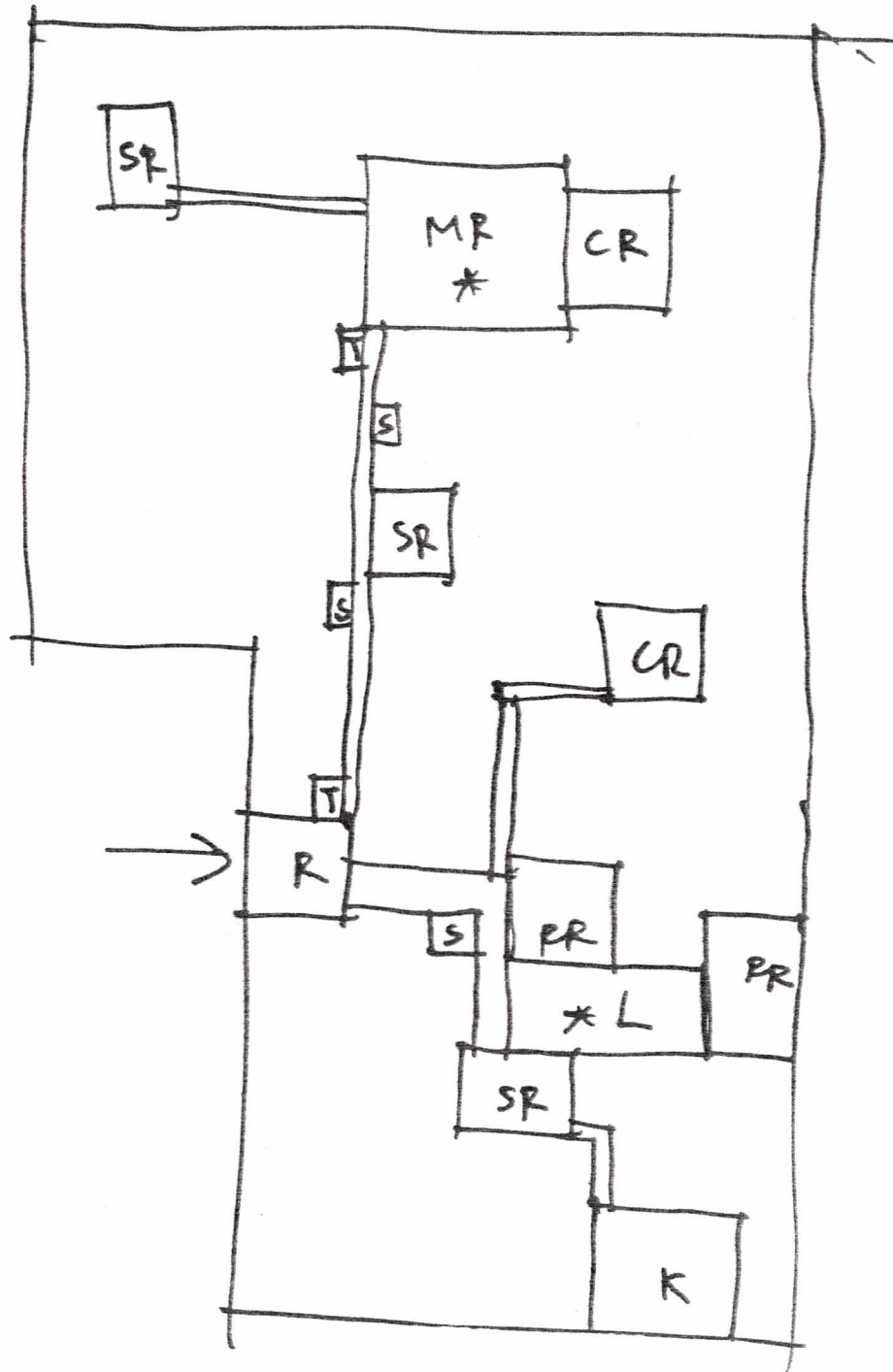
## LIST OF COMMON SPACE TO BE SHARED BY ALL UNITS.

- Meeting Room (Hall) for all workers - and guests, possibly.
- Library
- Reading Rooms
- Sitting Rooms
- Kitchen
- Corridors
- Reception
- Special Technical facilities
- Telephone alcoves
- Sitting alcoves for 1-2 persons
- Conference Rooms for meetings between units, or meetings with guests.

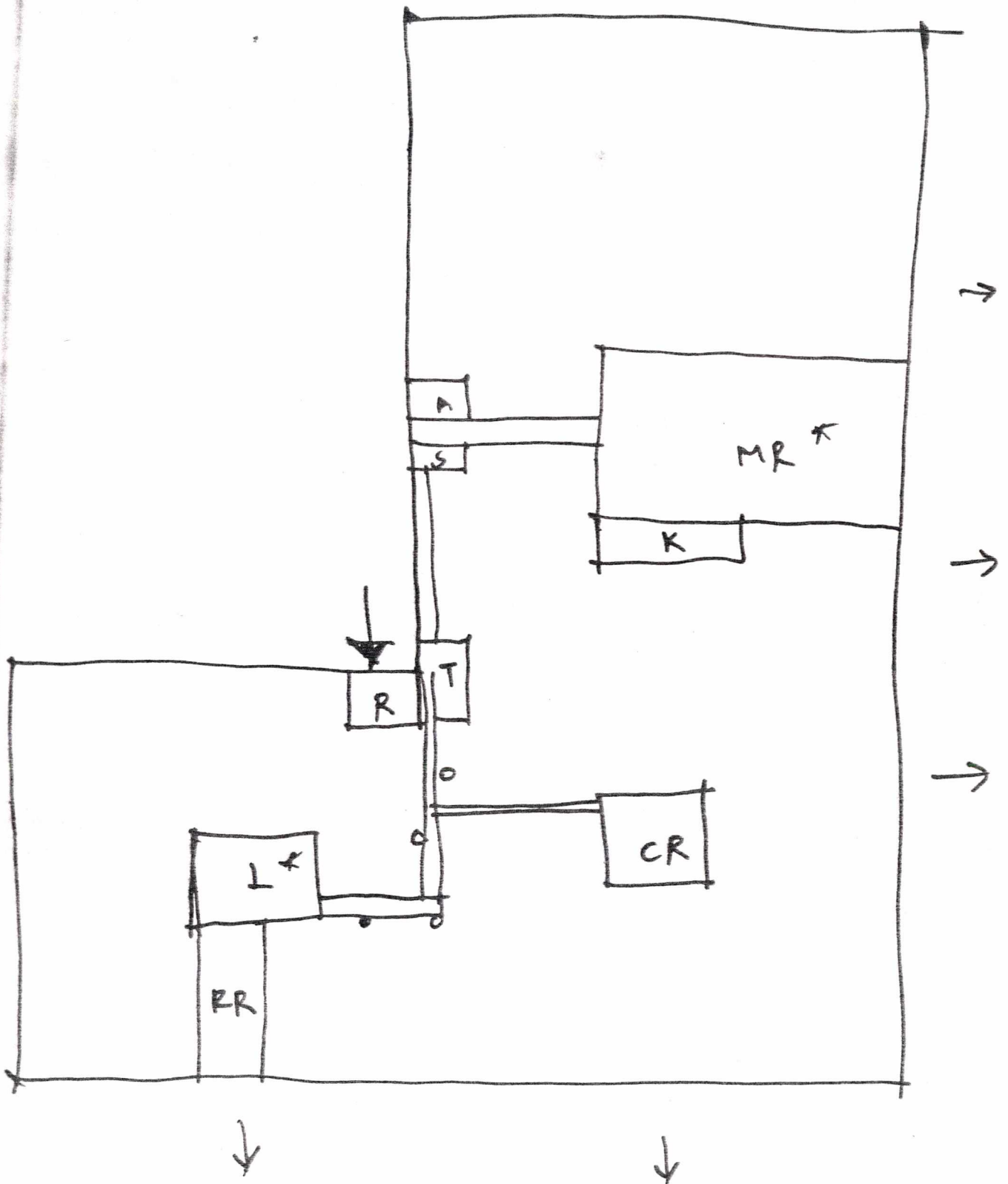
# Simulation A1



# Simulation A<sub>2</sub>



# Simulation A3





## PROCESS B

### BASIC PRINCIPLES:

- Principles 1, 2, 3 of Process A remain valid, with one change: we use 3 major centers instead of 2.

Also, new elements are introduced:

1. Total area of major centers accounts to 50% of total common space.
2. A rough definition of unit space is embodied into the process, after the basic layout of common space is established.

## PROCESS B

### THE STEPS:

I. The list attached contains various spaces of which the common space can be made.

DEFINE :

- How many of each kind you want

- The 3 major centers.

These centers must be distinct from each other ~~and~~ in their use, size, shape.

Consider whether they are centrally located, they have view to the outside, other special characteristics.

All three together occupy 50% of the total common space.

- The size of each of the remaining centers.

All common space amounts to 20% of floor area.

II. 1. Place Reception at the entrance.

2. Place the 3 major centers ( $2a, 2b, 2c$ ).

Remember, they are distinct from each other in shape.

3. Now, you are going to connect Reception with  $2a, 2b, 2c$ . You have two options:

a. To use only corridors,

b. To use a sequence of corridors and rooms.

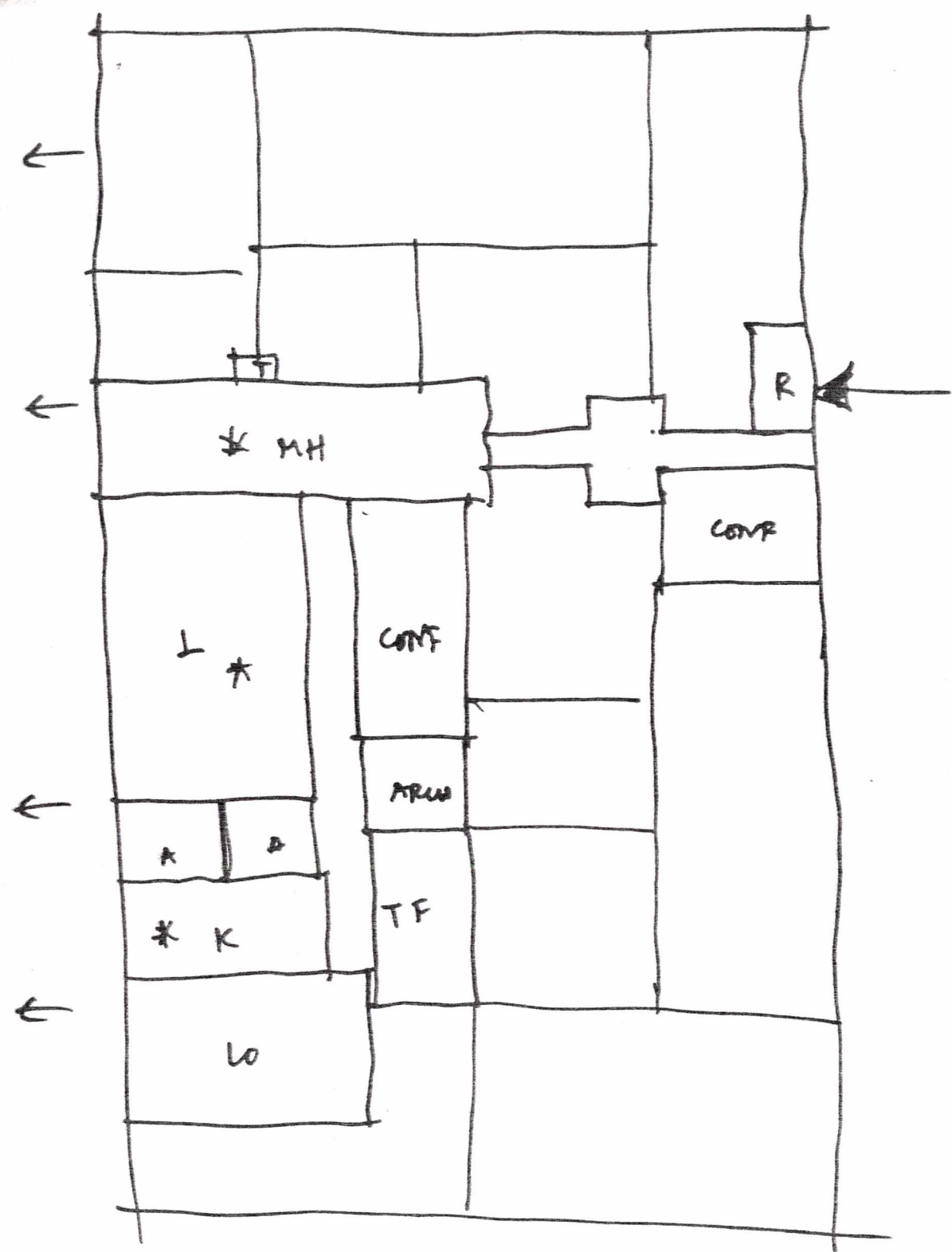
Draw the one you chose.

4. Place any other centers which have access from the corridor.
  - If you chose option b, define which centers the rooms are.
5. Define roughly the area for each unit.
6. Are there any centers with access from the major centers?  
In order for you to place them, decide whether:
  - a. They are adjacent to the major centers,
  - b. They are connected with the major centers with corridor.
7. Are all the centers on the list placed by now?  
If not, place the rest in the realm that has been already generated.

## LIST OF COMMON SPACES TO BE SHARED BY ALL UNITS.

- Lounge
- Kitchen
- Reception
- Sitting Rooms
- Library
- Conference Rooms for meetings between units, or meetings with guests.
- Special Technical facilities
- Small sitting alcoves
- Telephone alcoves
- Corridors
- Meeting Hall for all employees and possibly guests.
- Archives.

Simulation B1



## PROCESS C

### BASIC PRINCIPLE:

Placement of either common space or unit, indiscriminately.

(It did not work out).



## PROCESS D

### BASIC PRINCIPLES:

- Principle 3 of Process A, and principles 1 and 2 of Process B remain valid.

However, the basic structure of common space changes:

1. Total common space area: 30% of floor area.
2. • We want to create one continuous sequence of centers.
  - The most important part of this sequence is the one between the 2 major centers.
  - To lay out this sequence, we first place the 2 major centers at selected places, and only then we draw the configuration of common space, by connecting Reception to the centrally located major center, and that one to the second major center.

## PROCESS D.

### THE STEPS:

2. The attached list contains various spaces of which the common space can be made.

DEFINE : How many of each kind you want.

DEFINE : The 2 major centers.  
These centers should be distinct from each other and from all the other centers.

In order for you to define the distinct character of each one, consider:

- Is it centrally located?
- Does it have view to the outside?
- Does it receive sun?
- What is the scale of its size, and its configuration.

→ Total common space: 30% of floor area

→ Total area of major centers: 50% of total common space

DEFINE : The area of each remaining center on the list

II. 1. Place Reception at the entrance.

2. Place the 2 major centers (2a, 2b).

3. Connect Reception with the largest centrally located of the major centers (2a).

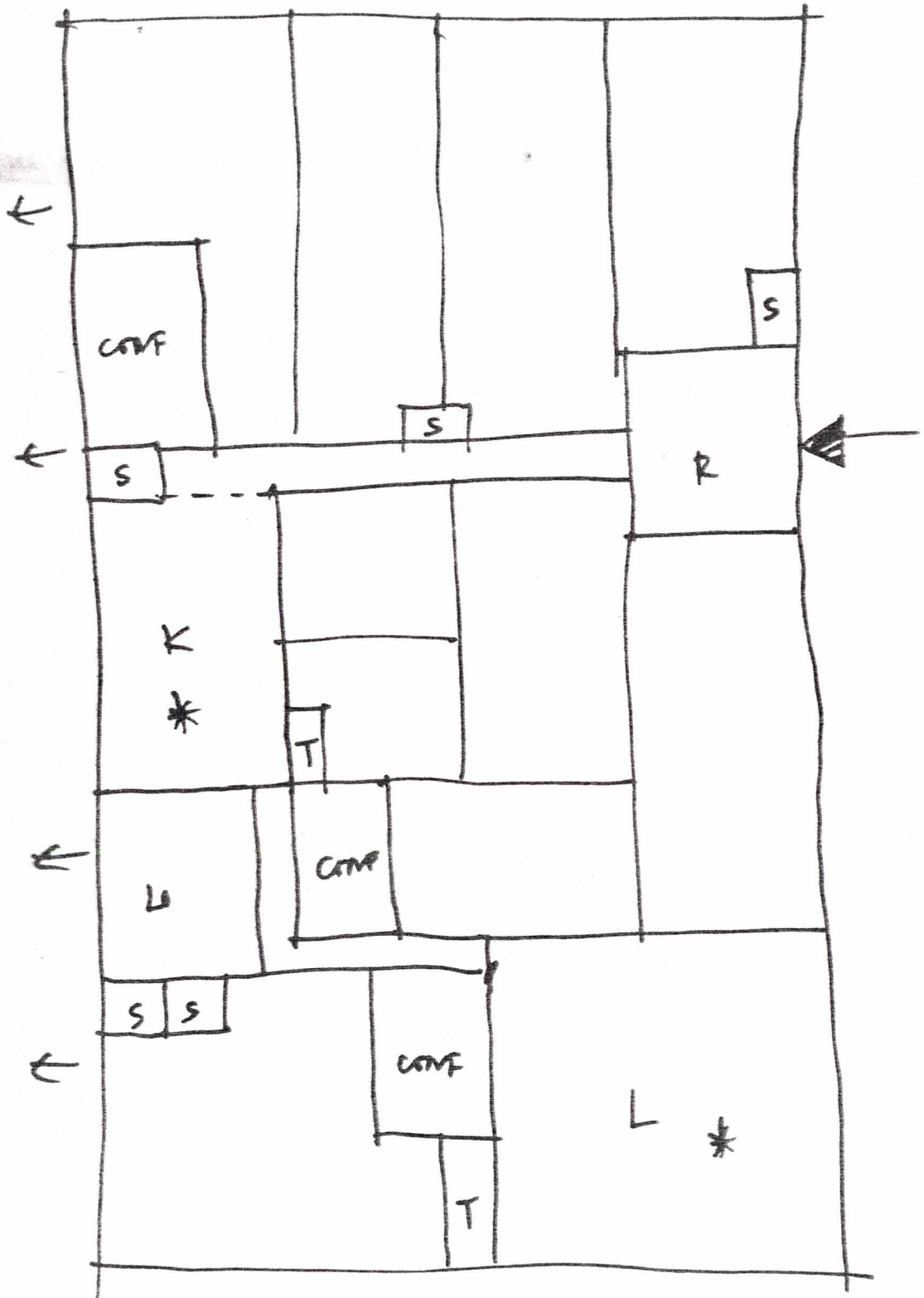


4. Place any other centers which have access from the passage you drew in step 3.
5. Connect  $z_{01}$  with  $z_b$  (the two major centers).
6. The passage connecting the two major centers is the most important part of common space.  
Place other important centers along it.
7. Define roughly the area of each of the 10 units.
8. Are there any other centers ~~with~~ direct access from the major centers?  
Place them.
9. Place all remaining centers in the realm already generated.

## LIST OF COMMON SPACES TO BE SHARED BY ALL UNITS

- Lounge
- Kitchens
- Reception
- Sitting Rooms
- Library
- Conference Rooms for meetings between units, or meetings with guests.
- Special Technical facilities
- Small sitting alcoves
- Corridors
- Telephone alcoves
- Meeting Hall for all employees and possibly guests.
- Archives
- Gymnasium.

# Simulation D<sub>1</sub>



## PROCESS E

### BASIC PRINCIPLES:

- Principles 1 and 2 of Process D, and principle 1 of Process B remain valid.

The difference from Process D is in the following points:

1. Here, we do not start by placing the 2 major centers first; instead, we first draw a line (the configuration of common space) starting at the Reception. Then, we place the 2 major centers on the line.
2. Also, the size of the 2 major centers only is defined at the beginning - as 50% of the total common space - , but the size of the rest of the centers is established hierarchically only, not in number.

3. The destination point is one of the two major centers.

Choose which one can serve this purpose, and place it at the end of the line.

4. Now, you are going to place the other major center, also on the line.

Its location should be where a junction exists, or, at  $\frac{1}{3}$  the length of the line, from the Reception.

5. The part of line connecting the 2 major centers has the most important centers of the list.

Place them.

6. Place other minor centers either on the part of line connecting Reception to the major center placed at step 4, or, adjacent to other centers.



## LIST OF COMMON SPACES TO BE SHARED BY ALL UNITS.

- Lounge
- Kitchen
- Reception
- Sitting Rooms
- Library
- Conference Rooms for meetings between units, or meetings with guests.
- Special Technical facilities
- Small sitting alcoves
- Corridors
- Telephone alcoves
- Meeting Hall for all employees and possibly guests.
- Archives
- Gymnasium.

