

Hippie Central



Groeten uit
Rendendam

Yuppie central. Gentrification station. The paradox concerning neighbourhood improvement. It's great that there are local entrepreneurs in a repurposed train station. However, the urbanite claims its position in the street and inside the hip coffee place. The modern flaneur drifts around the spaces around the spaces where I do my groceries.

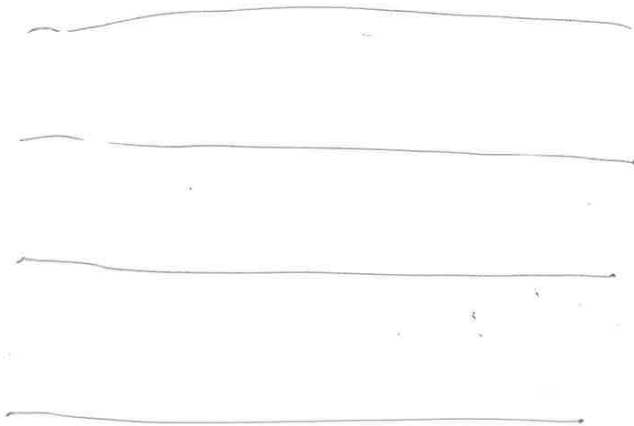
The yupperclass shows off their lifestyle, it is zoned at a local square where multiple groups of people hang out, or wait for the municipal building.

An invisible income barrier starts to exist when the foodhall looks at the neighborhood.

The hotspots provide distraction as they improve the area. The question I ask myself: what do they offer to their location? Do they improve the neighborhood, or facilitate leisure for the people that can afford this? It depends on the intentions.

The pizza bakery next to my mothers house is a group that feel like neighbours, contrasting to the hip juice café at the end of the street, generating a certain livelyhood. Again, the paradox: a meeting place that also expresses a certain disregard for the context of the situated ev. I call this archetypal behavior: SusanBij(1)olence: a certain socialite/urbanite elitist: 'look how culturally high standardered I am'.

Groeten uit
Renderdam



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Groeten
uit
Rendendam



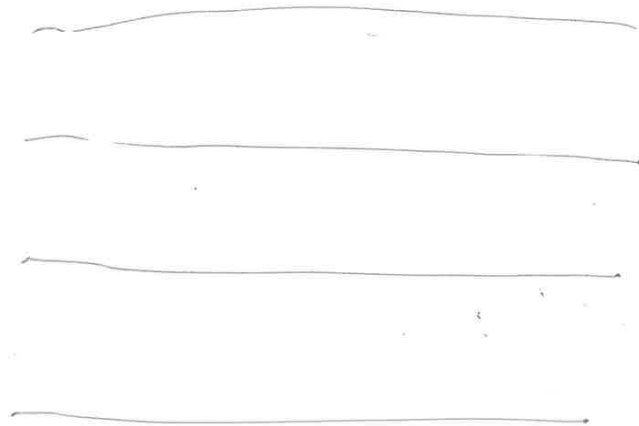
In this drawing, I made a triptych of three things I see and read about every once in a while.

On the left, the tower emerges from the post office next to the City Hall. I see it when I walk to the academy and back and it gives me the 'live feed feeling' that architecture is being rendered. Under this building, the top surfaces of the Timmerhuis are visible. It is a modern apartment complex that situates a brewery, Museum Rotterdam and municipal service offices. It is quite typical that these are together, because in the Timmerhuis, the municipal office of VONK (the Innovation Center of the Municipality of Rotterdam) is located there.

On the right is a portrait of the remains of the Tweebosbuurt (South of Rotterdam) with a sign next to it saying: WATCH OUT, INHABITANTS. This location carries the history of the social housing demolition and is currently being held up by the last inhabitants who are refusing to leave because of the poor conditions and unfair compensation of their proposed replacement housing.

On the bottom is the inside of the Pompenburgflat, which spells SLOOP ONS NIET (DON'T DEMOLISH US). Havensteder is planning to break down this building and put three new living towers there.

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Groeten uit Renderdam

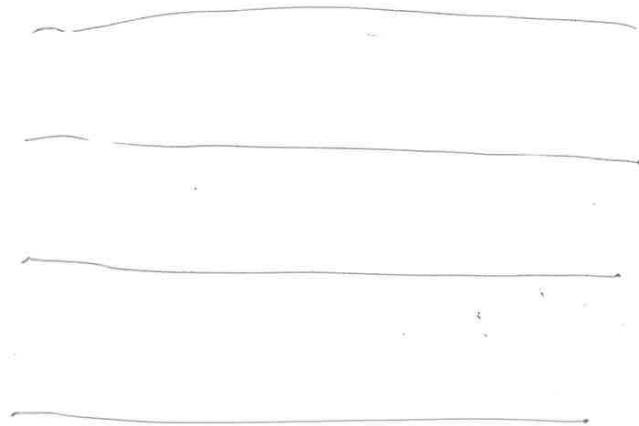
This drawing was triggered through coverage by OPEN Rotterdam. Fast food concerns filling up the seemingly deserted shopping spaces across the terraces at the Stadhuisplein. The interviewer asked how bystanders would fill these spaces.

The local shoppers said: 'Nice shops, places to learn to cook for the youth' / 'a place for people with less income to eat'. Although the intention of this person was clearly not meant in a bad way, I read it as 'a place where people on terraces can watch the lower class do their food groceries'.

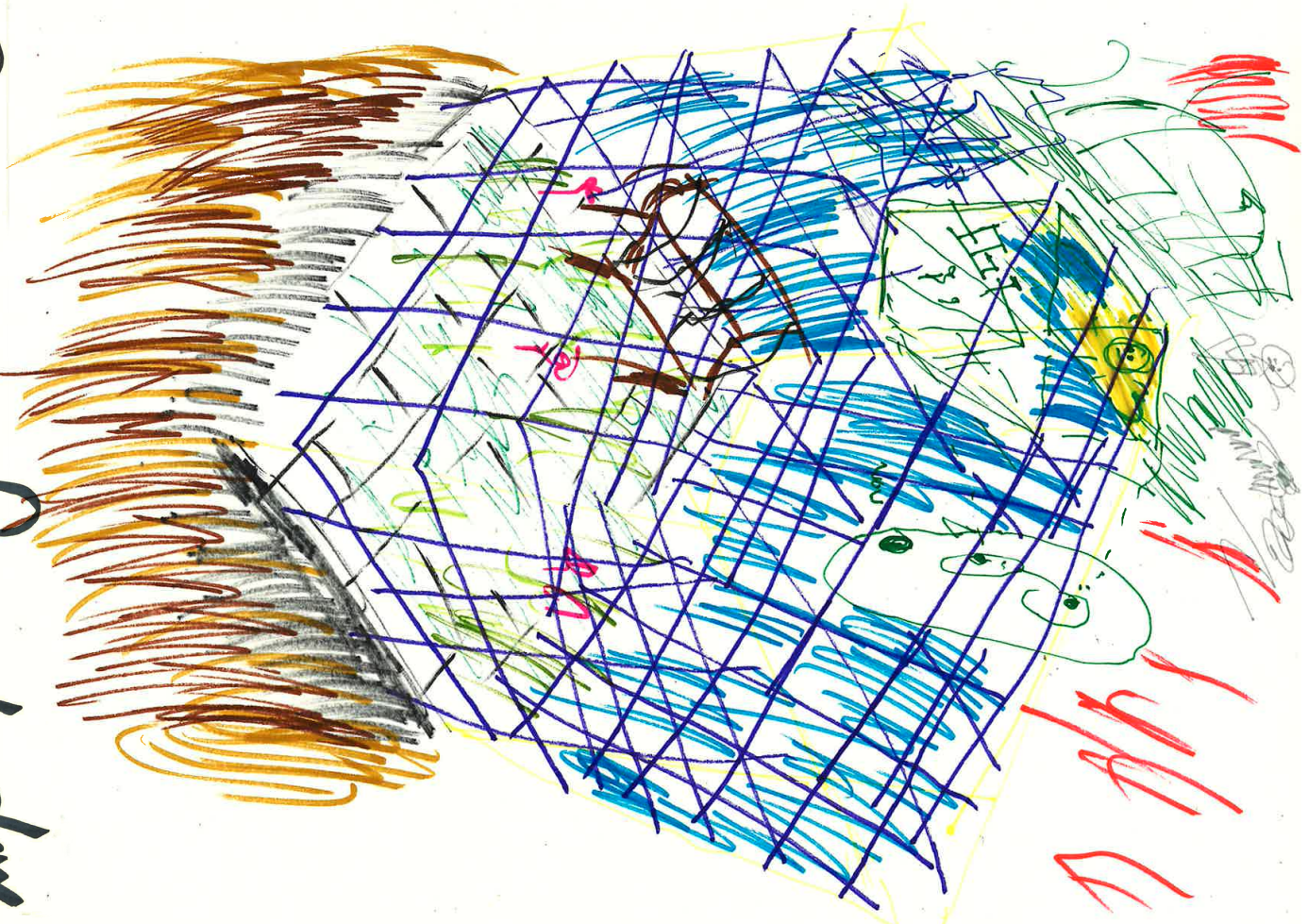
This mimics the voyeurist effect of the CrackCity010 (instagram). It embraces the cracks and the imperfections in Rotterdam which is seemingly getting "smoother" over time but visually revealing the cracks.

While people share imagery with the intent of laughing at 'crackies' (Dutch translation of the derogatory 'junkies'). The idea of city planning of living, shopping space and a future that does not exist, in contrast to the paradise-like garden space render of the Hofplein square with less (violent) traffic, which influenced my idea for this project. This vision is in contrast with new skyscrapers and other inaffordable, unlivable, liminal buildings that are eternally for rent or sale. The spaces remain empty sites with the same hollowness as the 3D rendered software it was designed with.

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uit
Renderdam



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Groeten uit
Perderdam

Welcome to Renderdam: the rendered version of Rotterdam. A research project based on accessibility in and around the city. There are multiple thresholds in the provided interfaces that often limit the movements to either go from A to B or to get things done.

In contrast, a lot of toxic positivity is found: "Rotterdam, make it happen" and "The city of tomorrow, we build today."

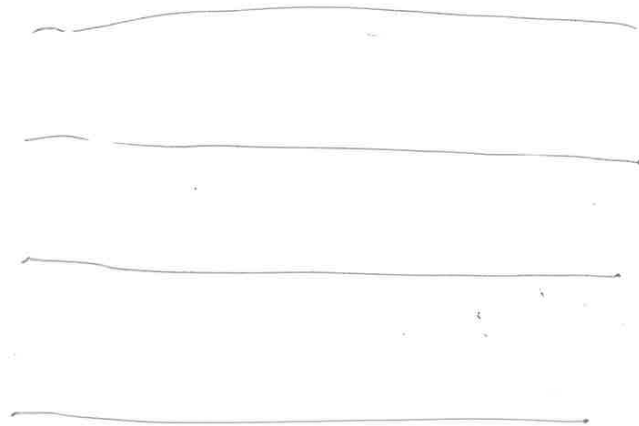
The futuristic image smoothens out the struggles based on i.e. accessibility, disability and affordance.

Renderdam is a collection of outcomes in analysis and critique around limited movements, innovation, marketing, artist impressions, personal stories and annotated drawings.

The virtual promise of a city is but a framed version. While remaining in the 3D scope of the architecture, it is still is a sliced out sampled version, cutting away the outside context. The confines of Renderdam are limited to the end user.

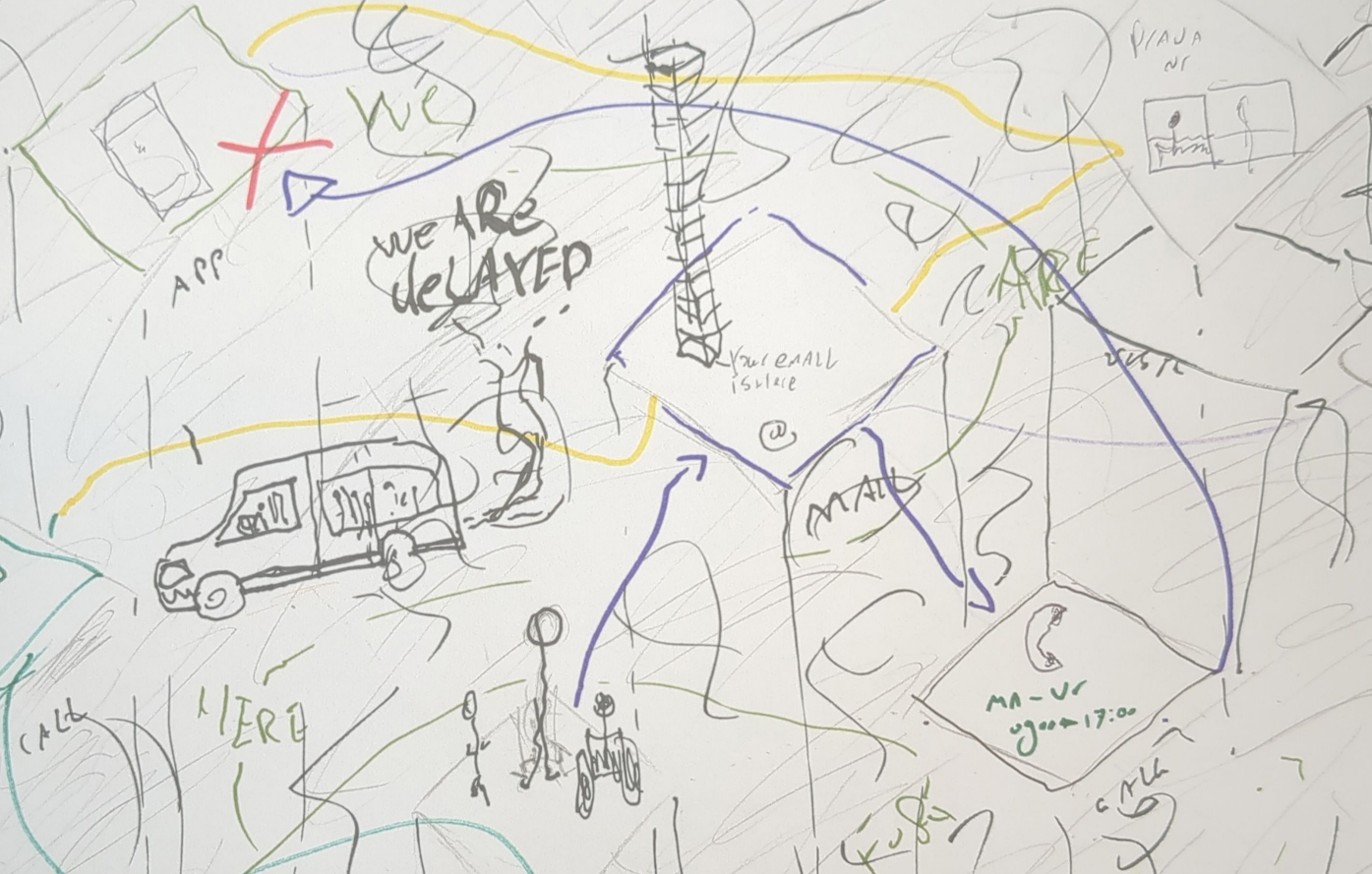
Renderdam becomes some sort of Simulacra or Plato's Cave. The idea of the rendered future cool new innovative city.

Groeten uit
Renderdam



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Groeten uit Rensderdam



In this drawing I show the complications of getting around from one level to another. These situations are so bizarre that they become a caricature of itself.

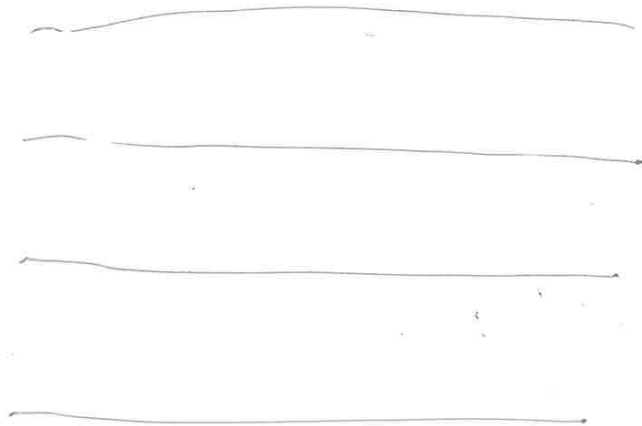
It's a Shitty City Situation where thresholds up and down are met in social boundaries, to access(ible) location and information. Through bureaucratic protocols of local, municipal and national governments. Paving the way to a city more appealing to the idea of the city than to focus on the problems of the city, looking at the places where the new destination plans demolish the 'raw edges' of the city;

My thesis, Renderdam: A thesis on CounterTextures explores the thresholds in cultural locations that are painful. An overview is difficult, but that doesn't mean looking away, it needs a case by case study, and that is where Counter Textures come into existence.

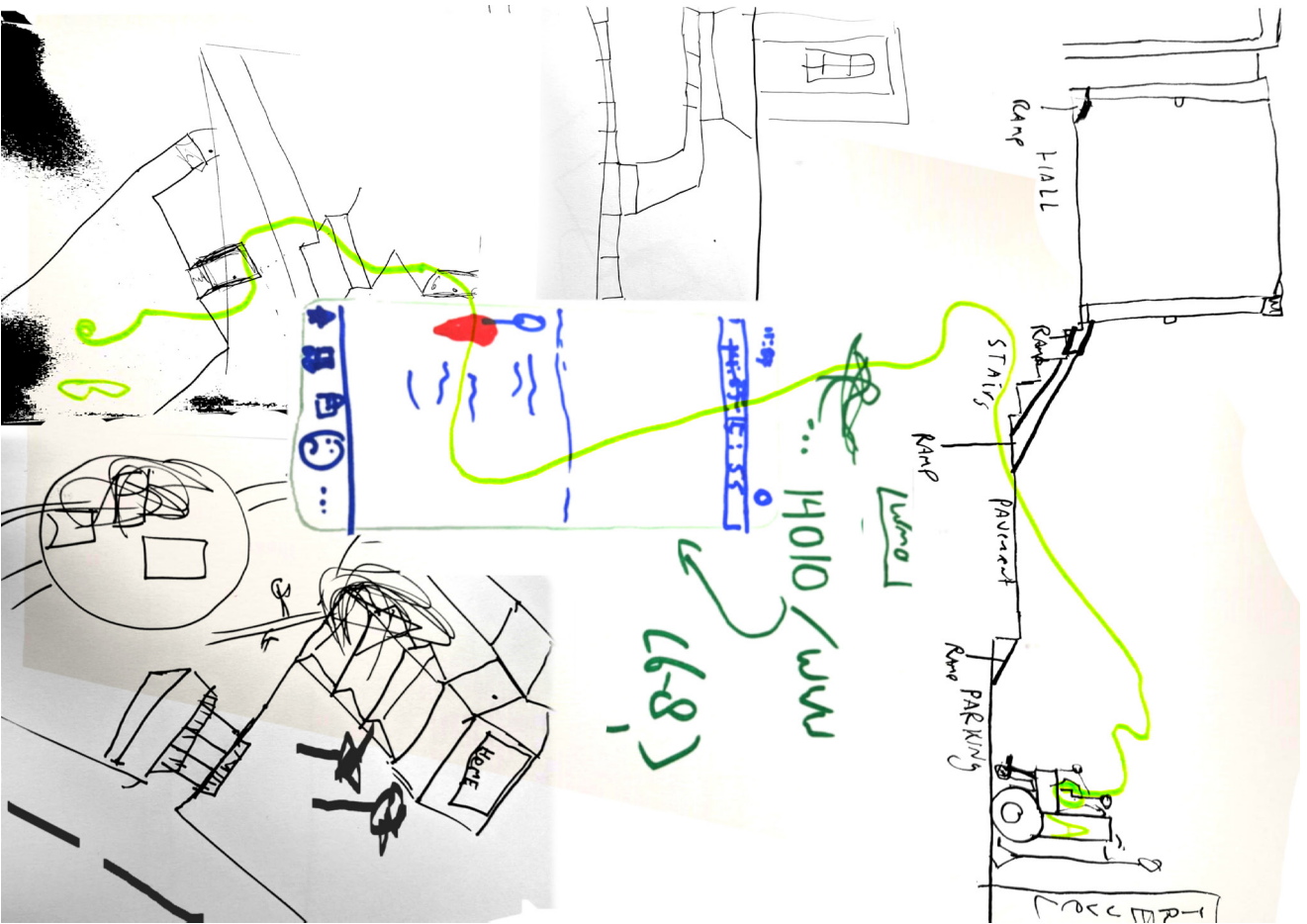
CounterTextures meaning: Textures that counter the Rendered City Textures with context and textures of experiencing both virtual and physical interfaces, thresholds and surfaces.

These issues become invisible. When people do not see them, they do not exist.

Groeten uit
Renderdam



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Greeter mit Renderdam

In this drawing, I show the hecticcity of getting around. It deals with the logistic struggles we go through when meeting in places and using interfaces and the barriers that come along.

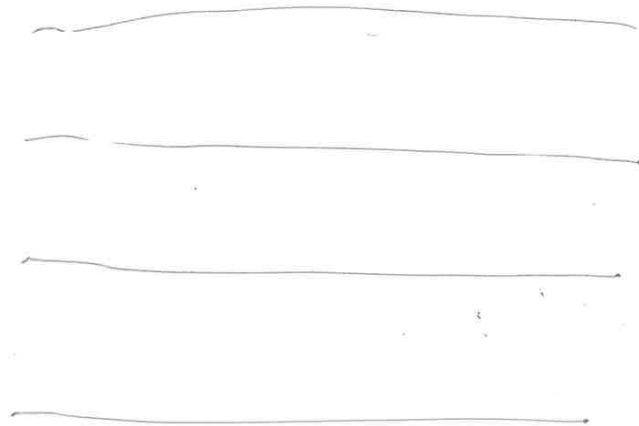
The drawing has two elements with a sketch of me pushing my brother from street level, to pavement, over the ramp inside onward towards inside. Next to this, we mostly need to do the calculations if its even possible. Social gatherings become big operations considering all the instances that are needed to meet up.

The next situation of planning visits at family members and calculating the possibilities. Which is in this case a multi-threshold construction of tiles, bricks and pavements.

The Trevvel (social taxi) app-interface based sketch is centered. Above this screen is a sketch of the Rotterdam Municipality logo with the word of WMO (law for societal support) and the number 6-8, indicating the weeks it can take before you know if you qualify for TREVVEL.

The A to B line in bright green hovers over the different thresholds. To show what bizarre detours have to be done to get complete the route, not even mentioning the delays.

GROeten
mit
Renderdam



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