

NOUVEAU CAMPUS UNIVERSITAIRE DE VINCENNES

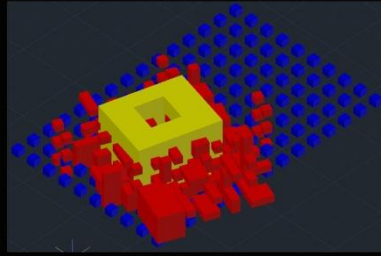
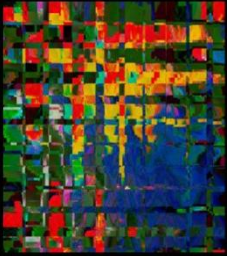
Leslie GOUVEIA

Liu WANG

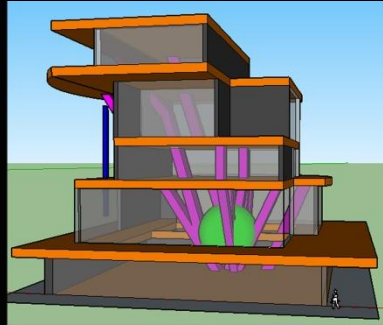
Yuqin SUN

Maxime DURIF

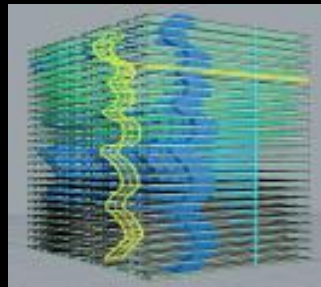
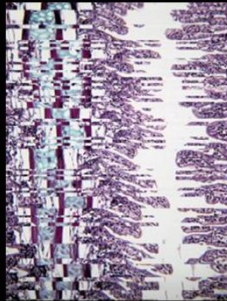
GLITCH INDIVIDUELS – Grands Principes (mots clés)



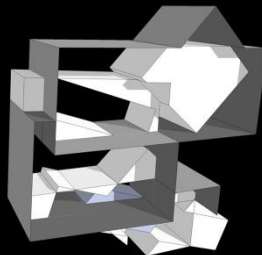
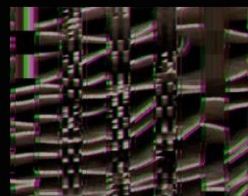
- Epicentre
- Plein-vide
- Maille



- Trame
- Direction
- Rythme

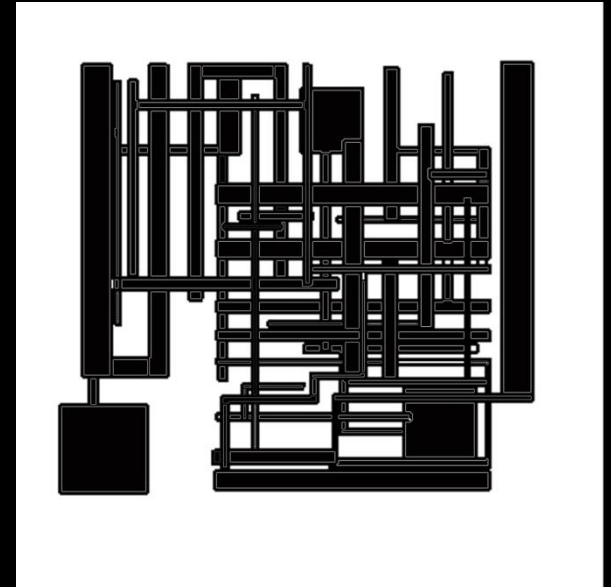
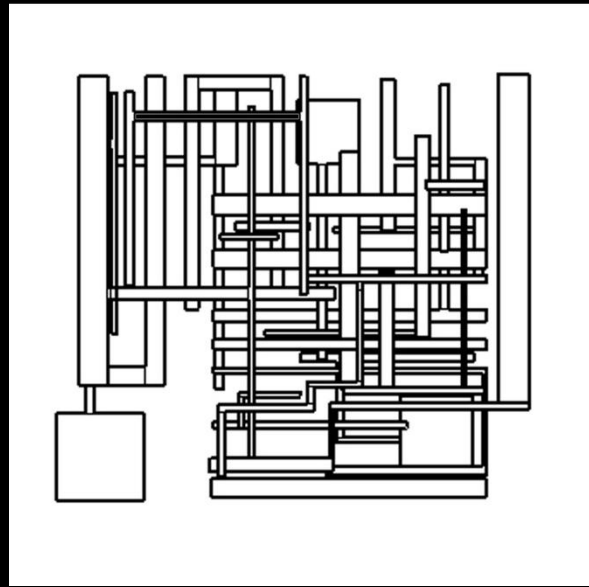
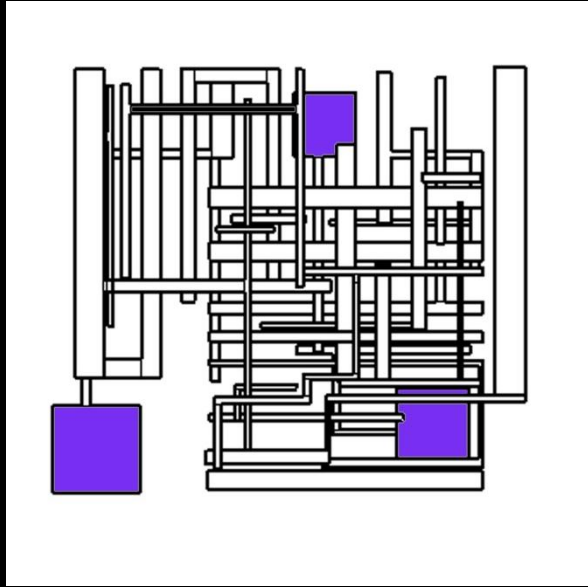


- Ondulation
- Maille
- Plein-vide

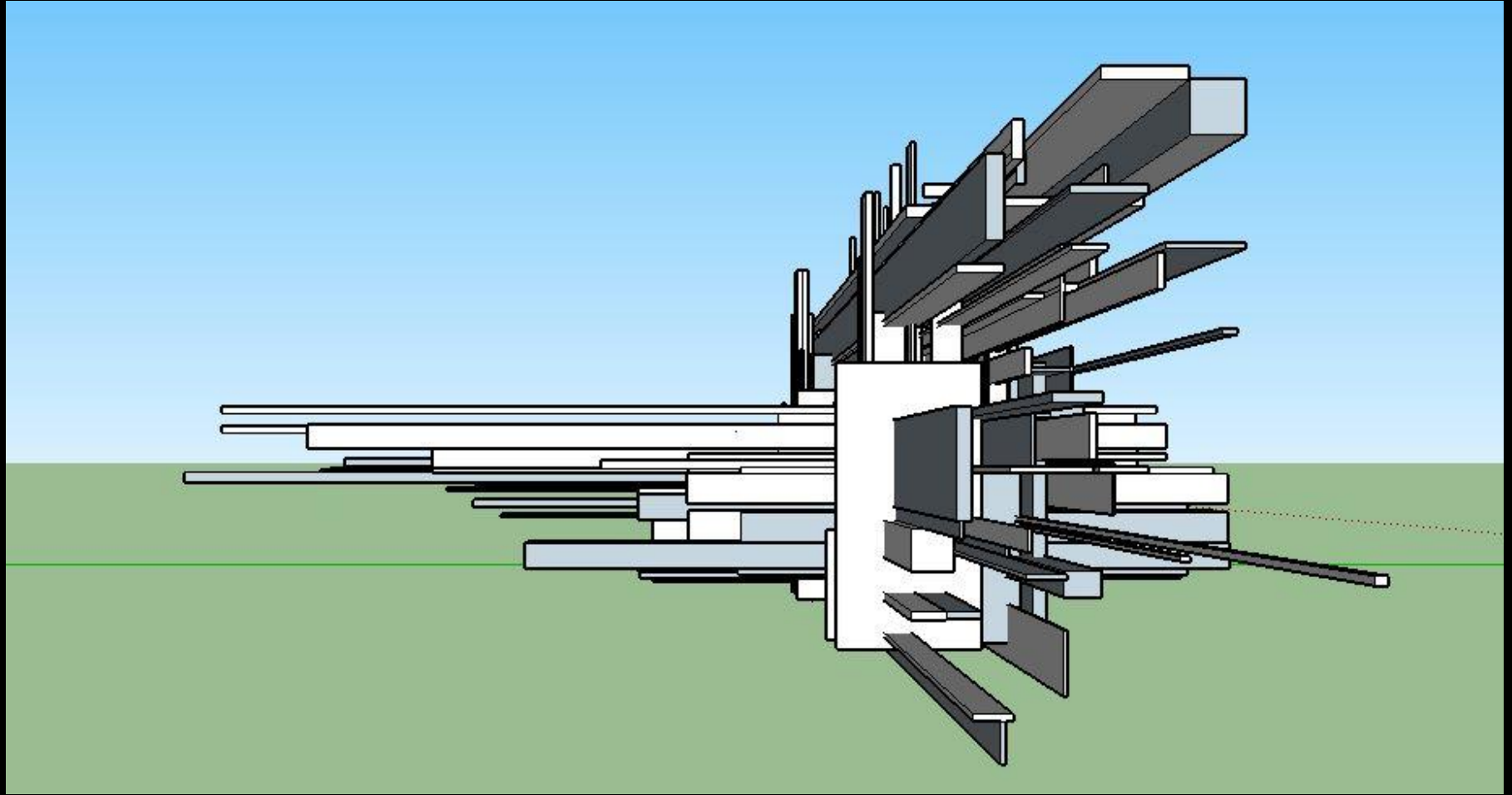


- Intersection
- Maille
- Décalage

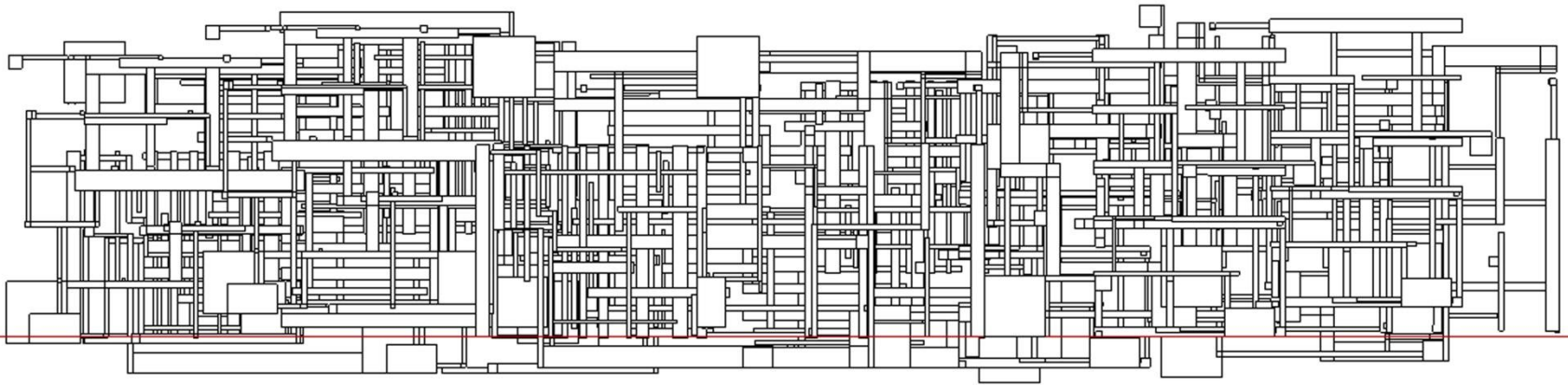
GLITCH COMMUN – Séquences définies à partir des principes individuels



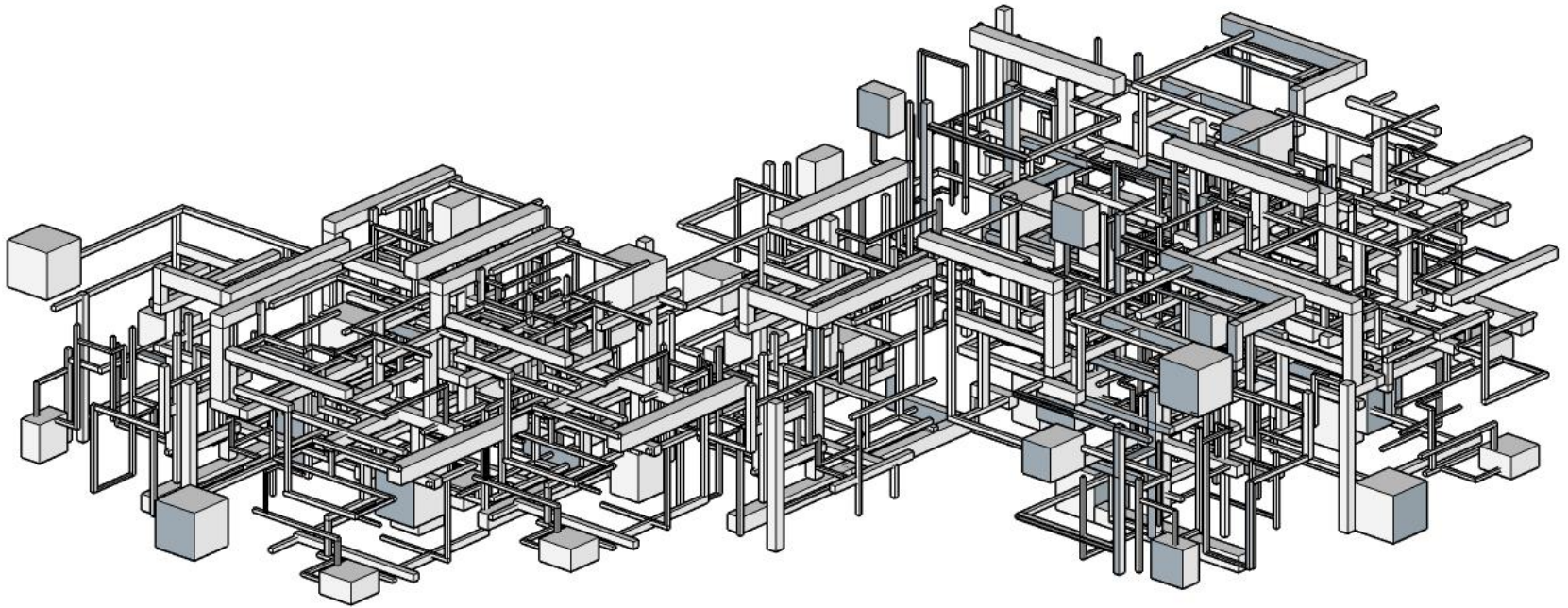
GLITCH COMMUN – Manipulation et reformulation



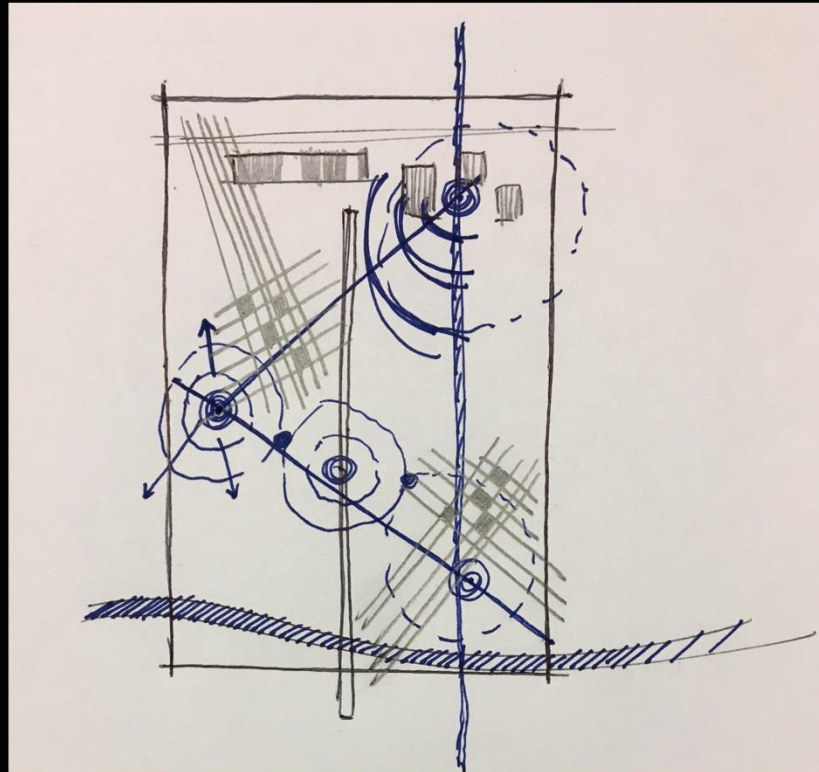
GLITCH COMMUN – Maquette collective



GLITCH COMMUN – Maquette collective



STRATEGIE D'INSERTION - COMPOSITION



Epicentre

Ondulation

Direction

Intersection

Maille - Plein-vidé - Trame - Rythme

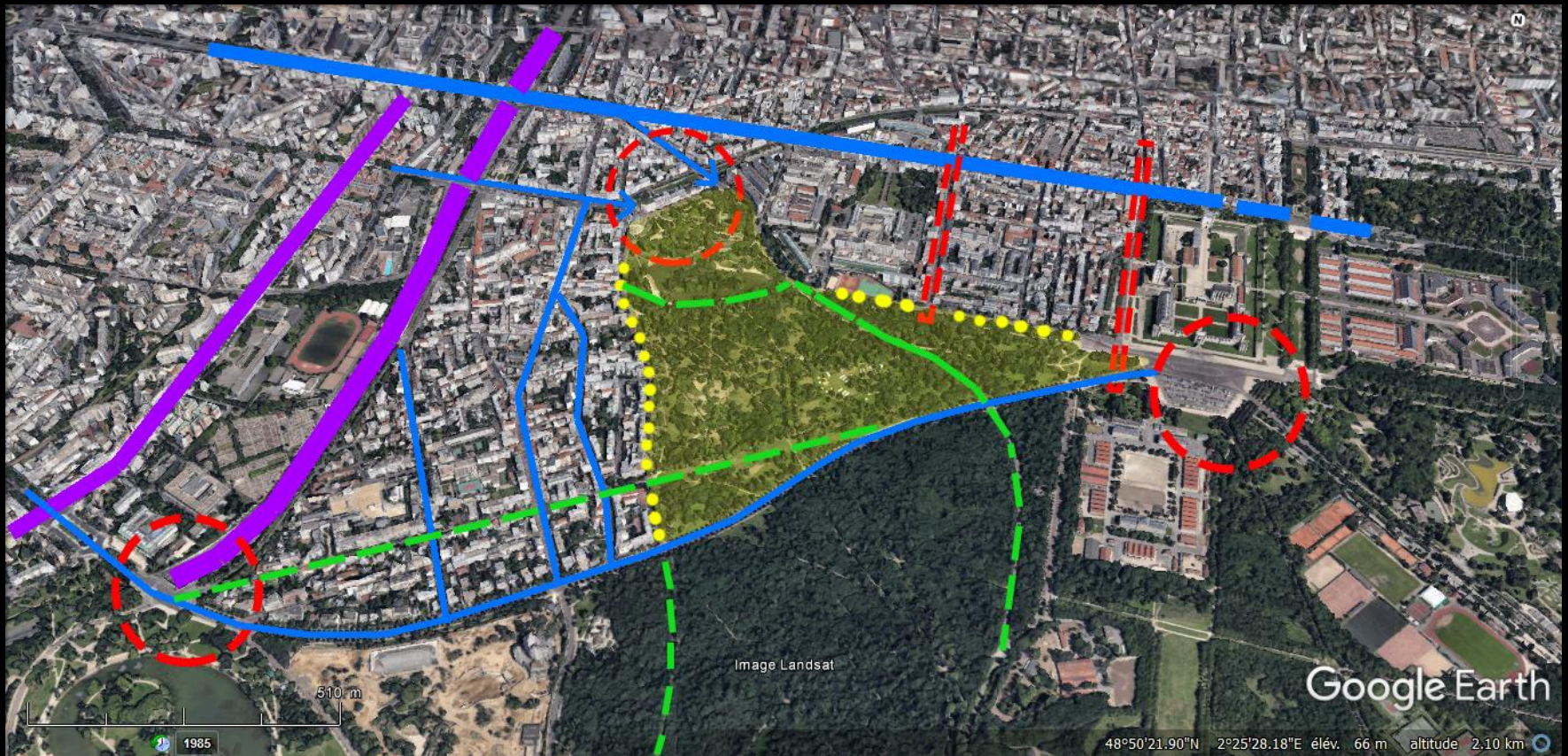
ANALYSE DE SITE – Transport et Mailles



ANALYSE DE SITE – Bâti existant



ANALYSE DE SITE – Affinage et détermination du périmètre d'intervention



GLITCH COMMUN – Insertion dans le site



LE CAMPUS, LABORATOIRE DE LA VILLE DE DEMAIN

2 - REPENSER LA VIE ETUDIANTE

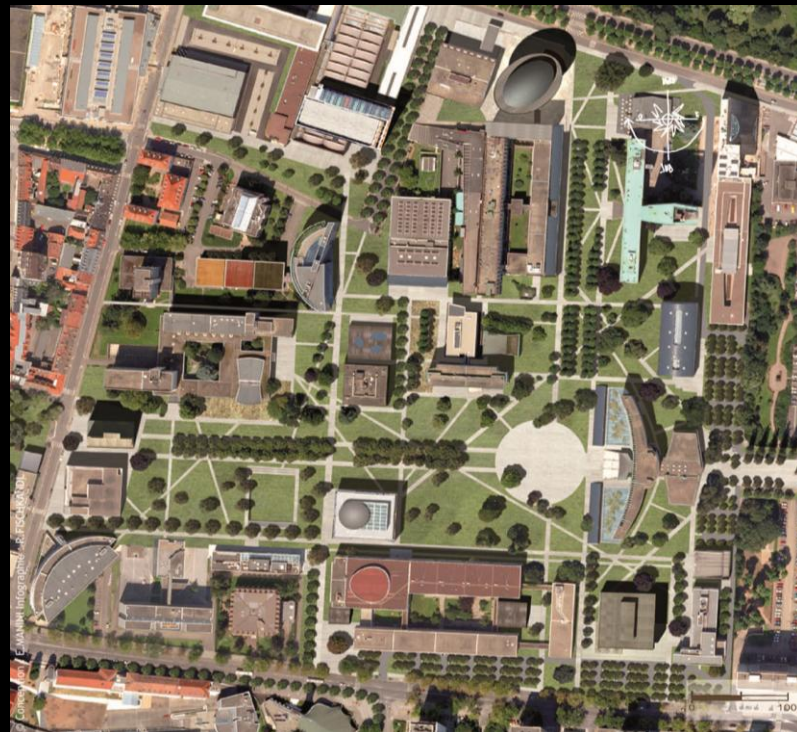
Vie de Campus - Favoriser les rencontres et l'échange – Des services diversifiés – Encourager la vie associative Créer de véritables lieux de vies – Le sport – Espaces de détente – Restaurants et cafés – Dynamisme global



LE CAMPUS, LABORATOIRE DE LA VILLE DE DEMAIN

3 - VALORISATION PAYSAGERE

Du grand ensemble universitaire vers le campus urbain – Approche territoriale – Logique de Parc – Repenser les modes de déplacements – Schéma directeur – Plans d'aménagements – Une gestion de la végétation – Trame Verte et espaces ouverts – Séquences paysagères



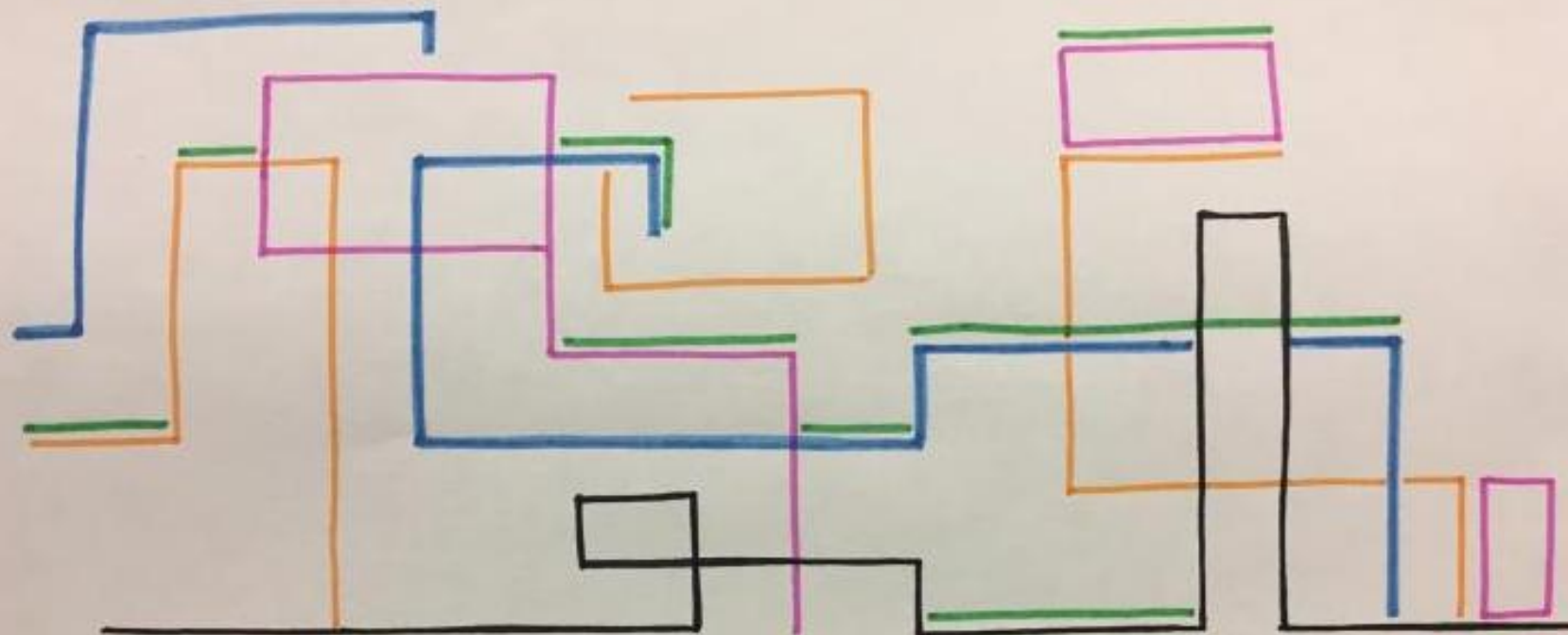
LE CAMPUS, LABORATOIRE DE LA VILLE DE DEMAIN

4 - LE POTENTIEL ARCHITECTURAL ET URBAIN

Gestion programmatique – Bâtiments sectorisés ? – Politique de site – Logique de quartier – Recomposition urbaine – Valorisation du bois de Vincennes – Plan masse – Cycle de vie du bâti – Programme diversifié

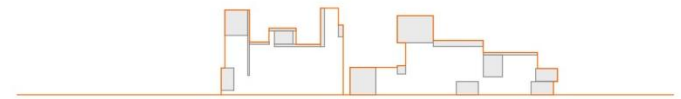
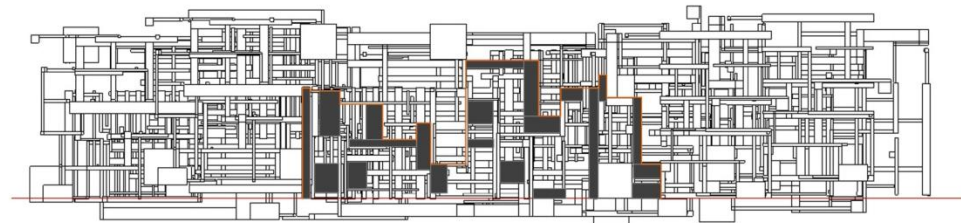
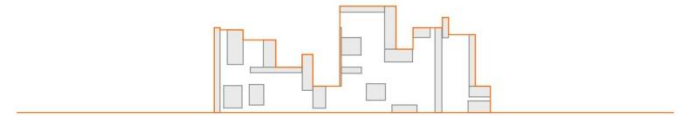
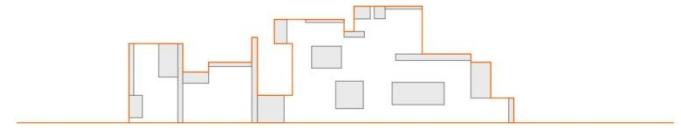
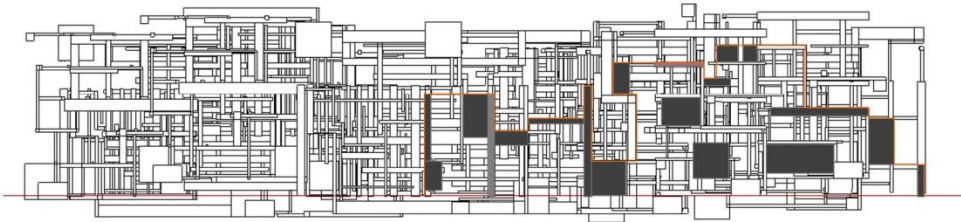
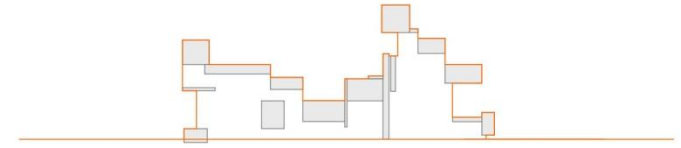
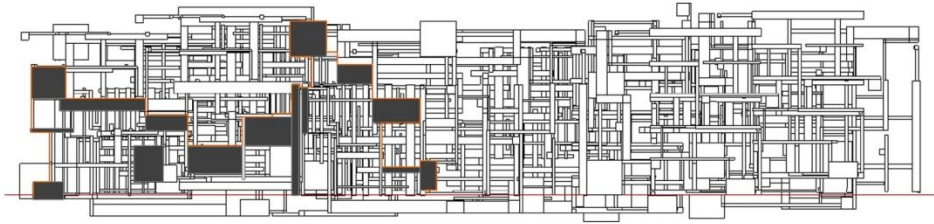


GLITCH COMMUN – Schéma d'intention



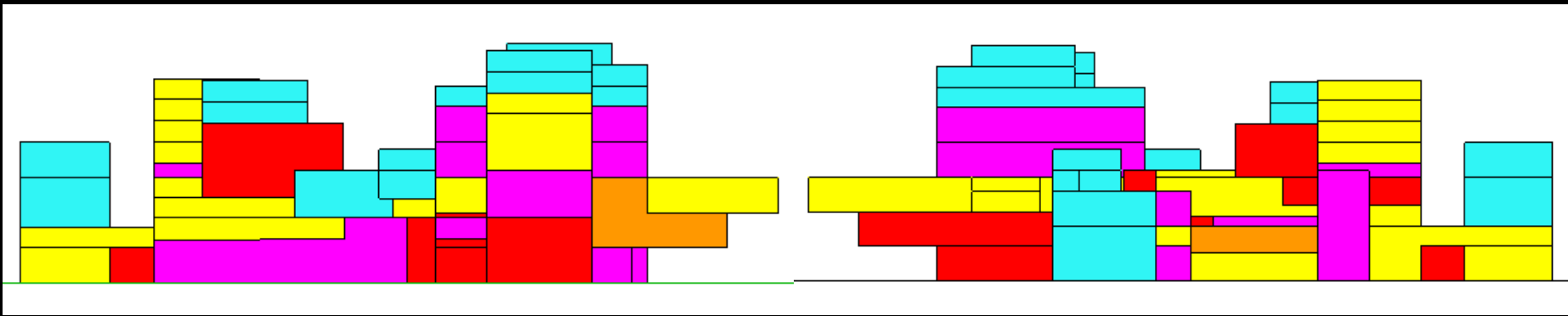
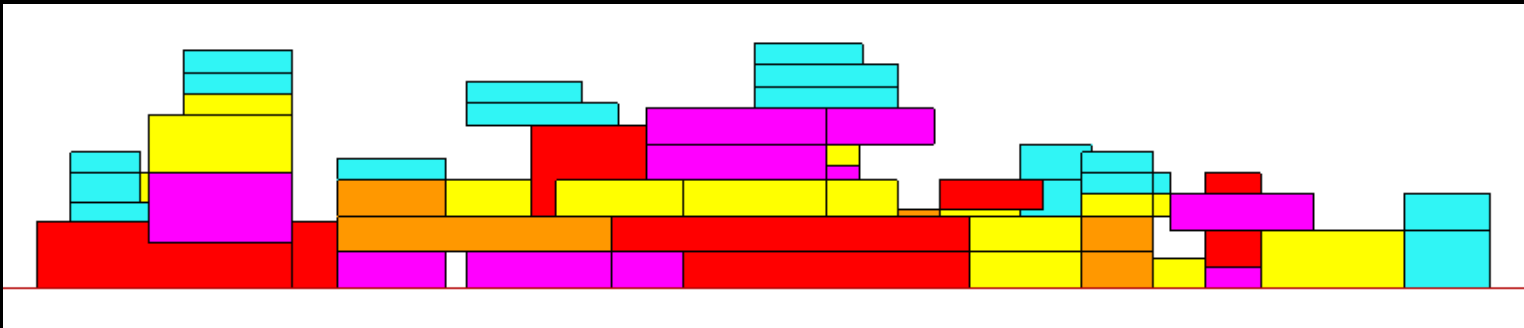
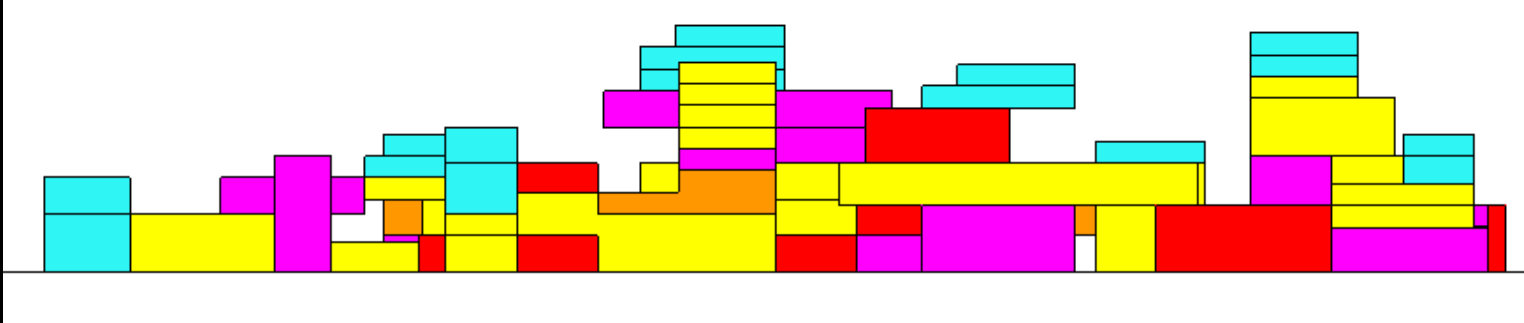
- enseignement
- bibliothèque / centre culturel
- logements
- Végétation, promenade, terrasse
- Niveau de référence / Espace public

GLITCH COMMUN – Application des principes et extraction formelle



PROGRAMMATION

- Centre Culturel
- Bibliothèque
- Logements
- Université



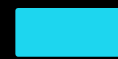
PROGRAMMATION



Centre Culturel



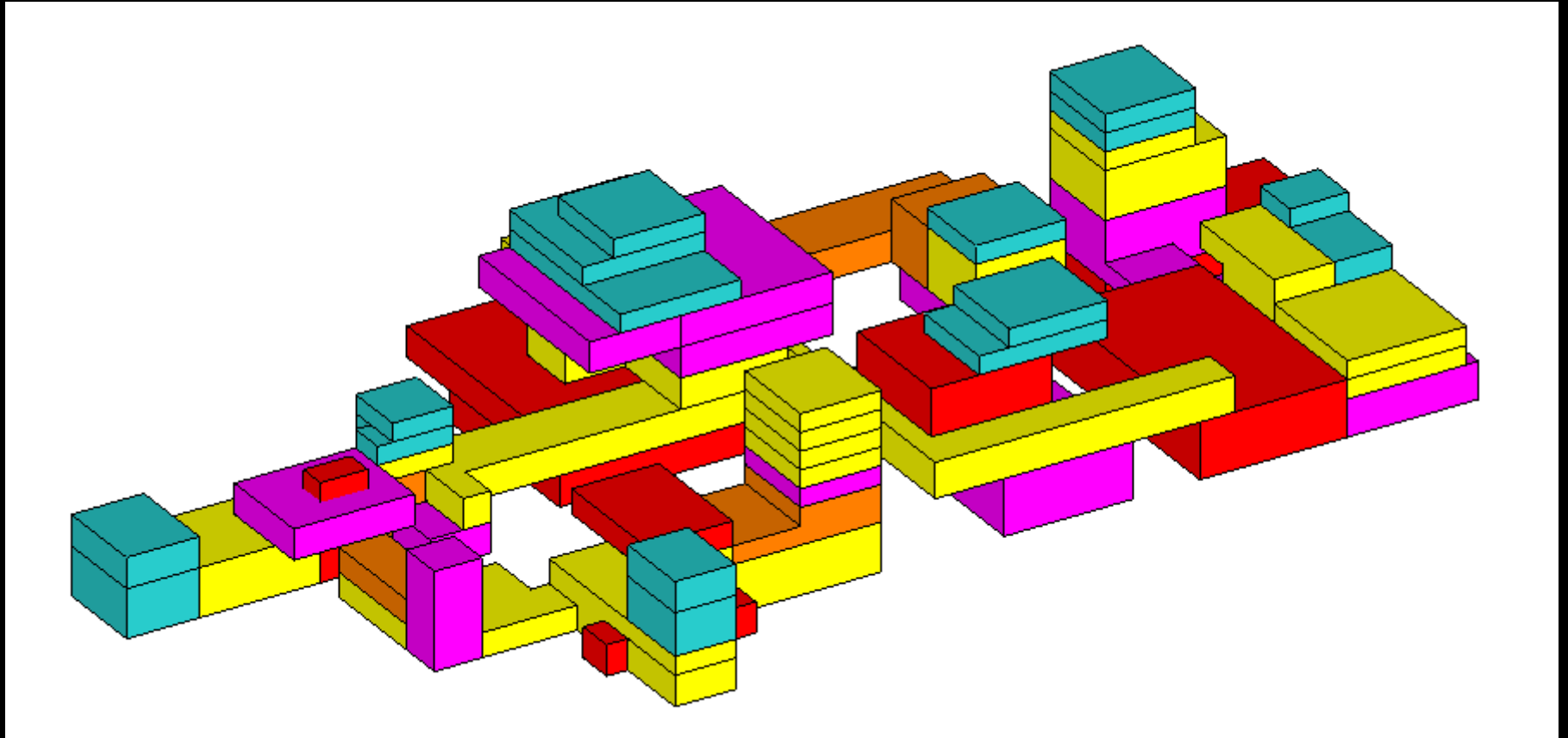
Bibliothèque



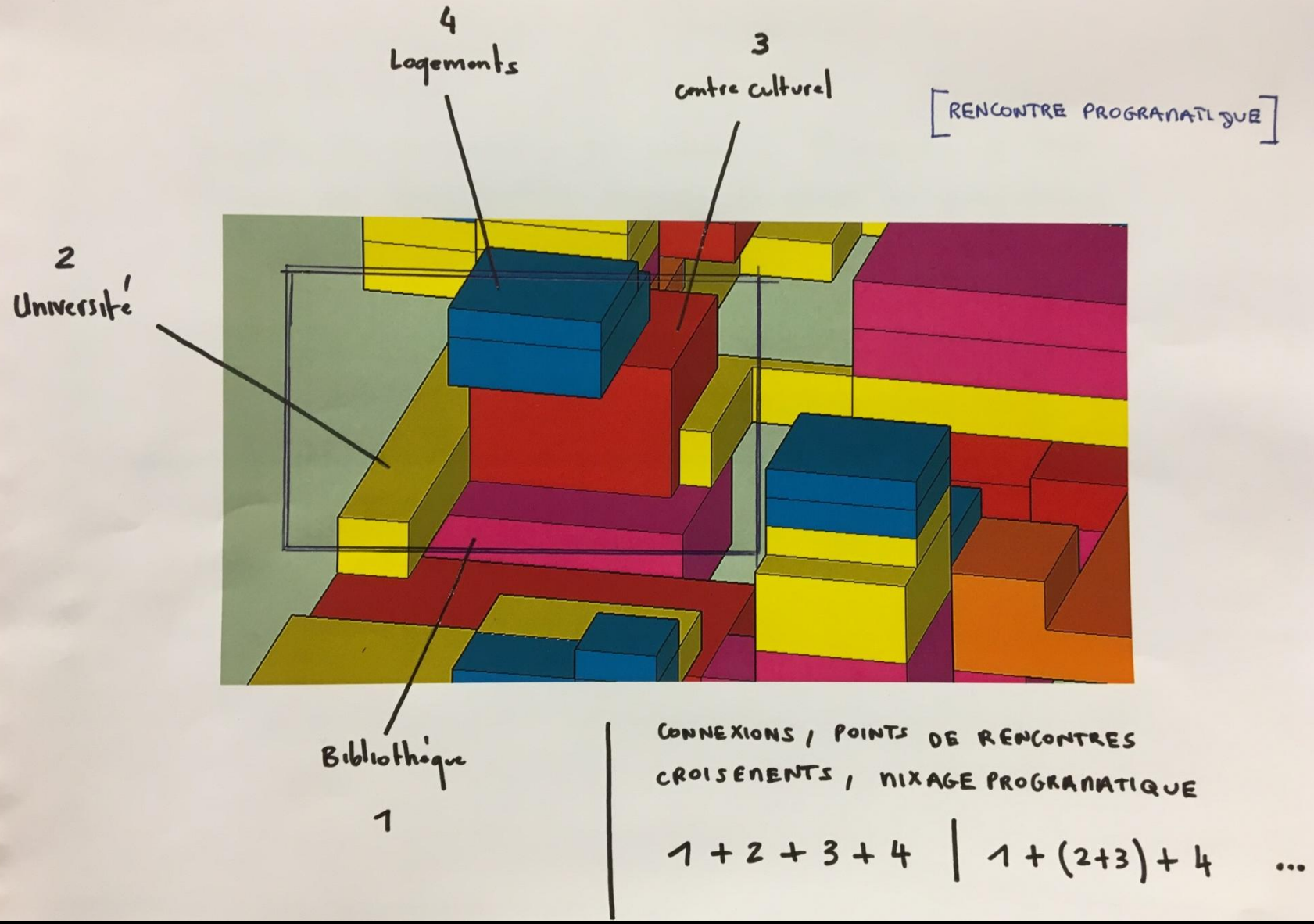
Logements



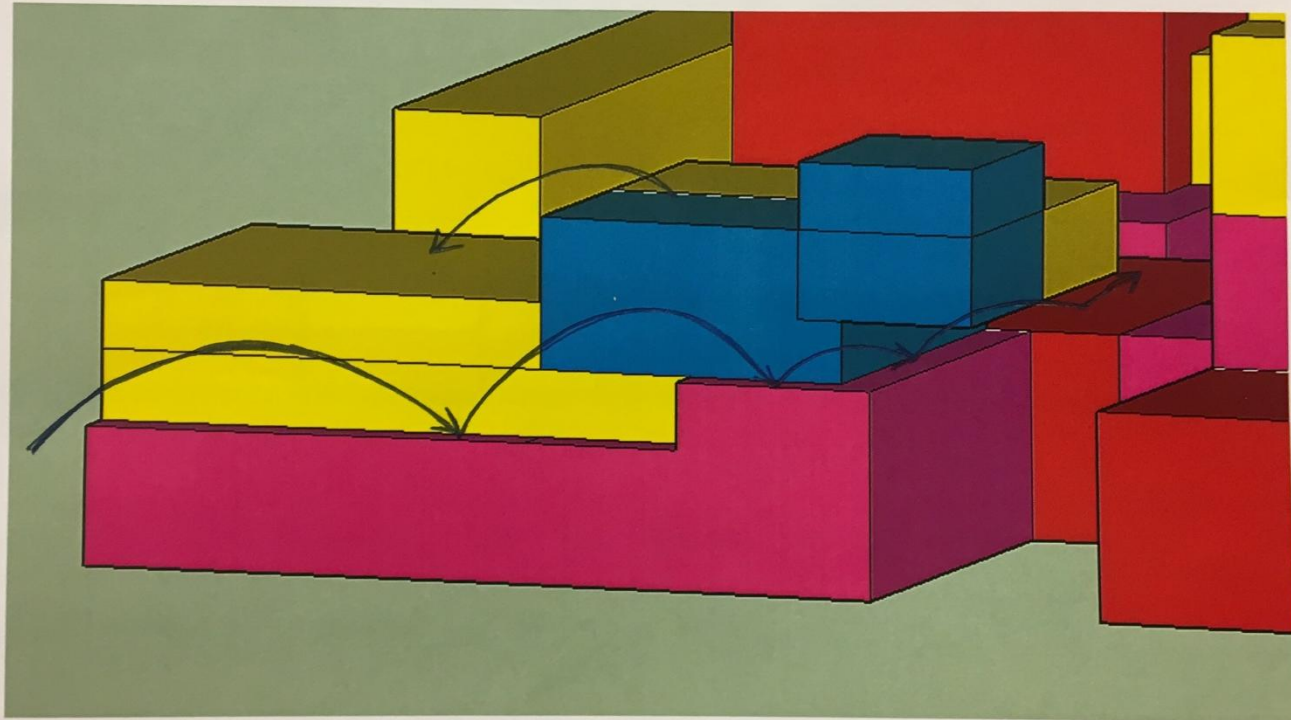
Université



RENCONTRE PROGRAMMATIQUE



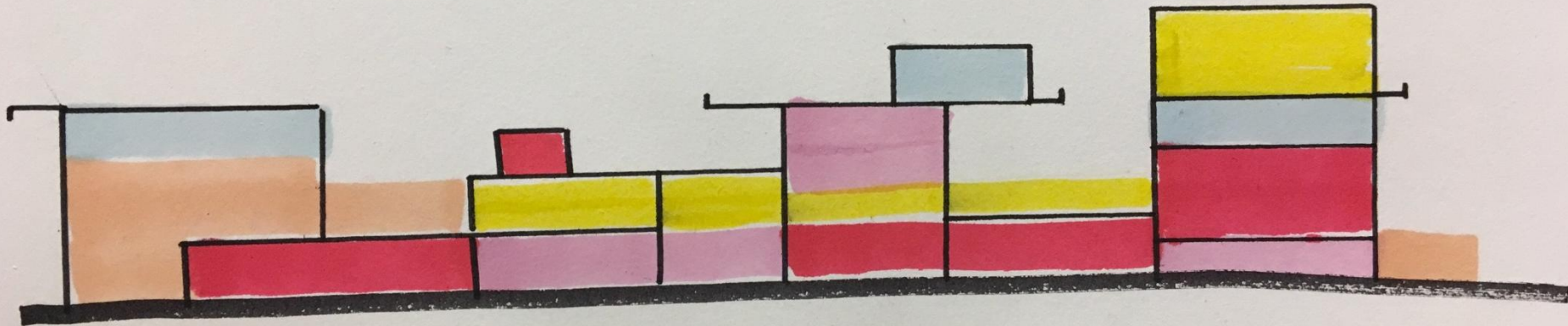
[PRATIQUER LE BÂTIMENT]



Créer des parcours (déambulation) - Mise en scène de l'objet bâti
Offrir des lectures différentes du bâtiments - Valoriser les programmes

TRAVAIL EN COUPE

Rencontre des programmes par volume - Programme = lien
Trouver par l'architecture moyens de mixer les programmes





Croiser les programmes et les flux de personnes -
Fixer limites / seuils d'accessibilité -
.....

RENCONTRE PROGRAMMATIQUE




▣ ETUDIANT      



▣ VISITEUR    




▣ ADMIN/ENSEIGNANT     

▣ PRONEUR / VELO  

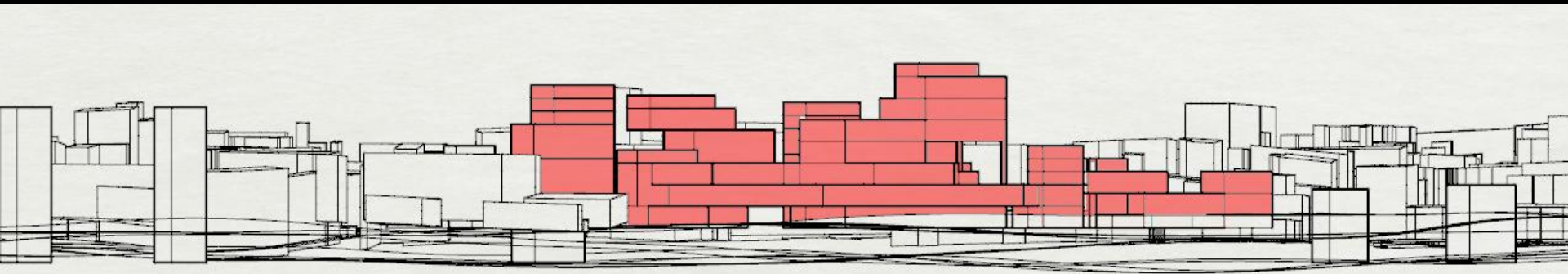
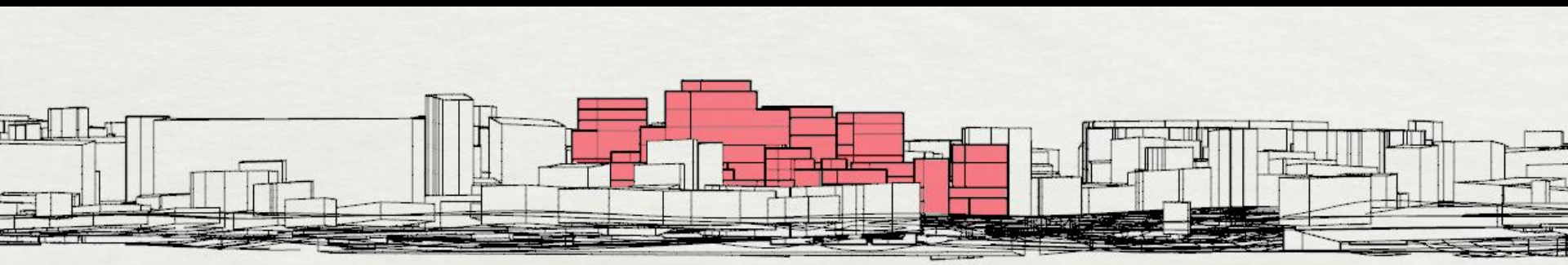
▣ RESIDENT     

 Université  Bibliothèque (univ + publique)  Centre Culturel

 Residence Universitaire + Logement  K Fet + Restaurants + Café

 Bois + Espace public extérieur  /  Accès et Limites

INSERTION DANS LE SITE



PROGRAMME PAR POLES

Programmes	Espaces	Surfaces / pôles
<u>Centre Culturel /</u> <u>Bibliothèque :</u>	- Salle Principale (théâtre, ciné, projection)	18 582 m²
	- Bibliothèque	
	- Espace d'exposition	
	- Bureau	
	- Salles d'activités	
	- Cafétéria – terrasse	

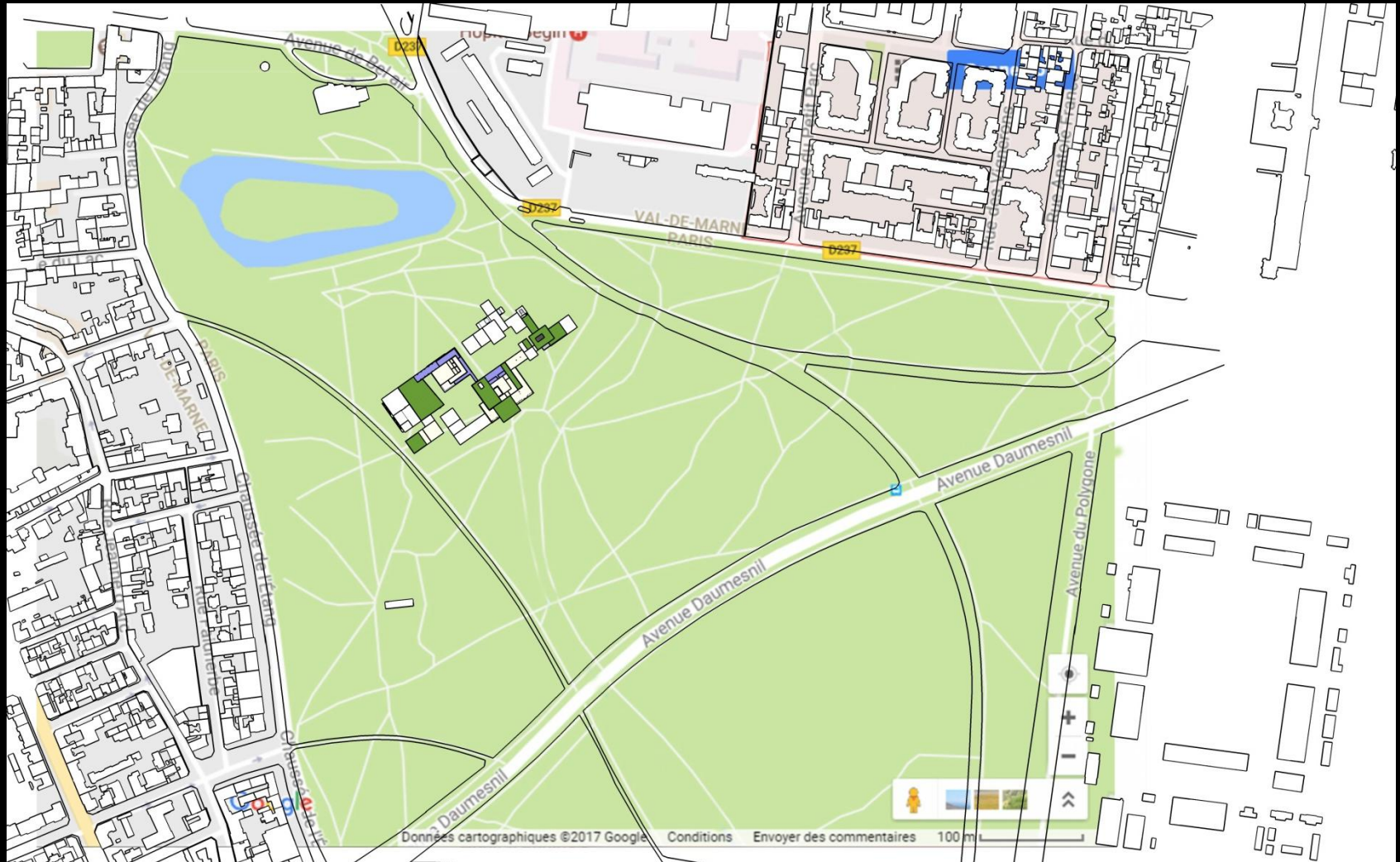
PROGRAMME PAR POLES

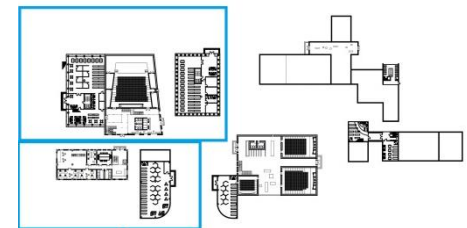
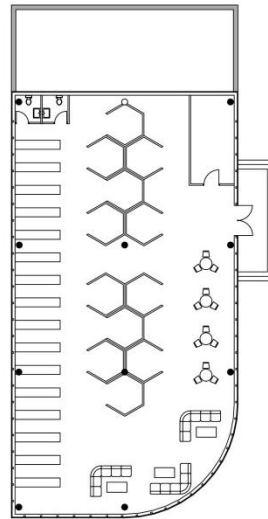
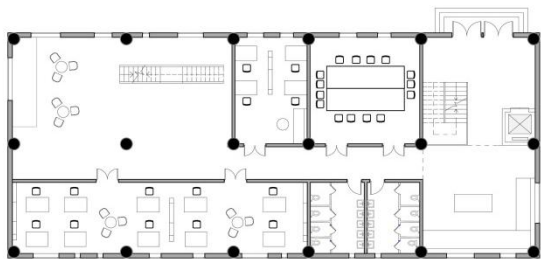
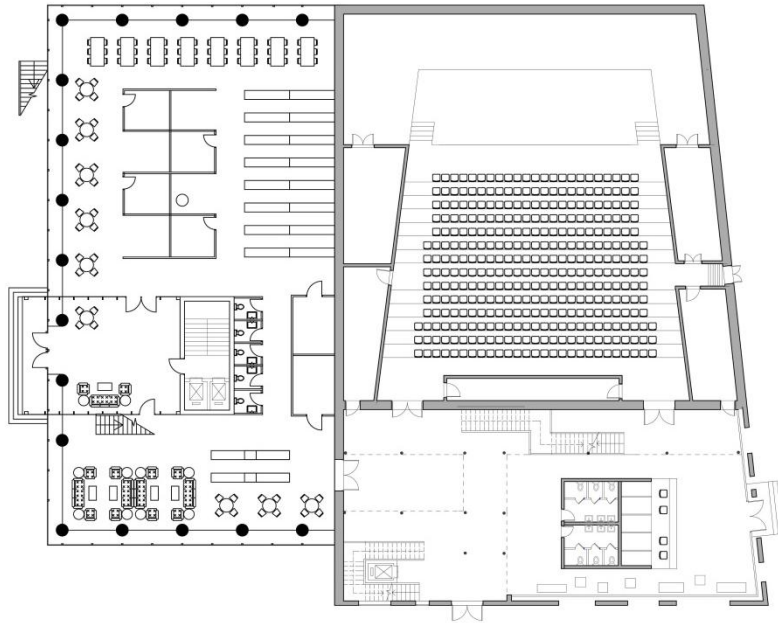
Programmes	Espaces	Surfaces / pôles
<u>Université :</u>	- Amphithéâtre	10 681 m²
	- Salle de cours	
	- Amphis secondaires	
	- Salle TV	
	- Administration	
	- Salle commune	
	- Circulations	
	- Ensemble de locaux	
	- Restaurant	

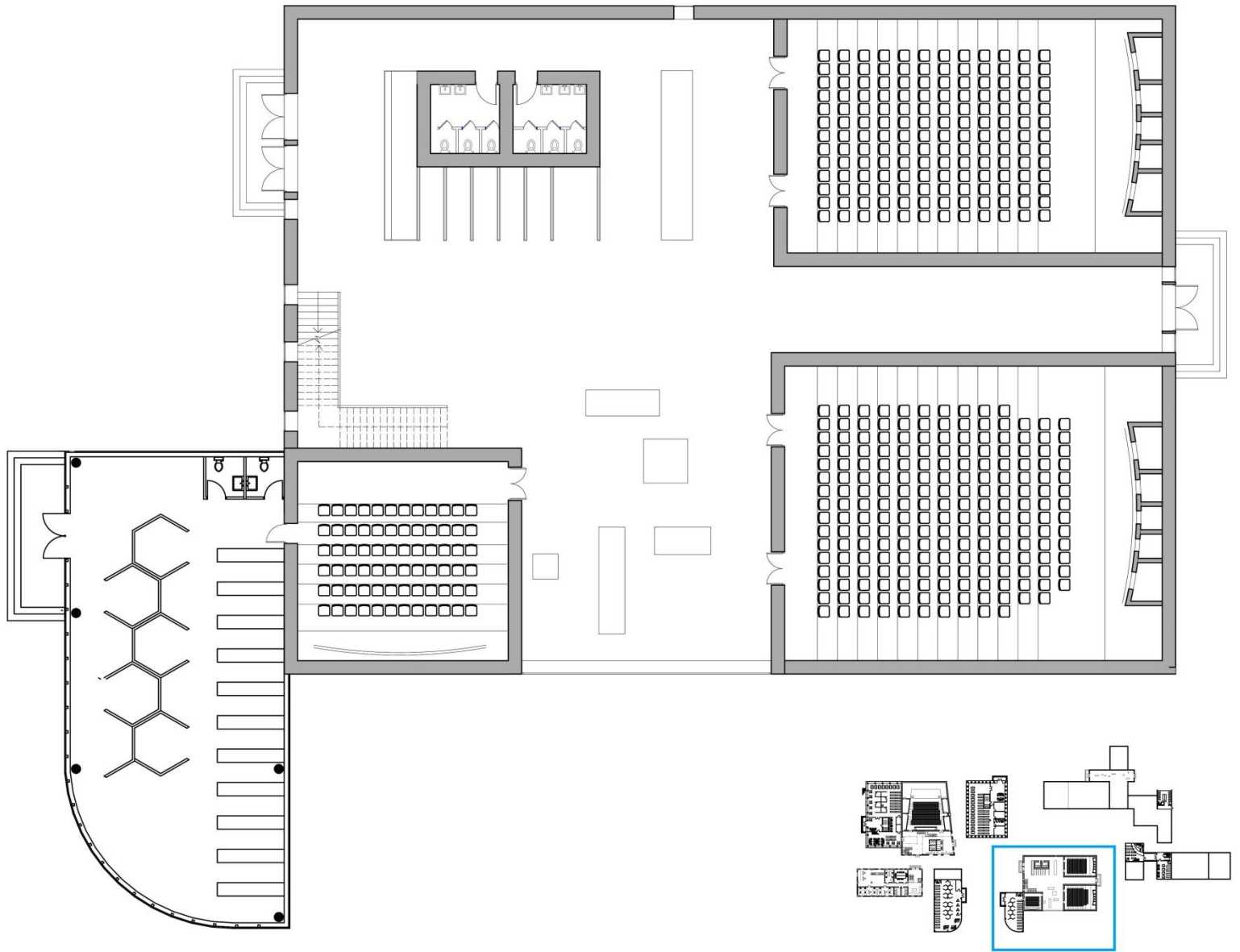
PROGRAMME PAR POLES

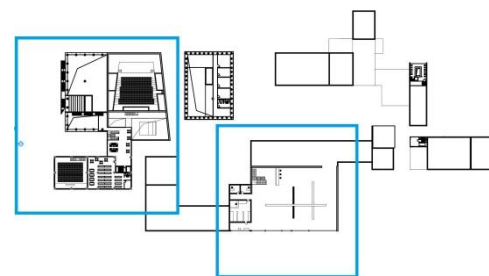
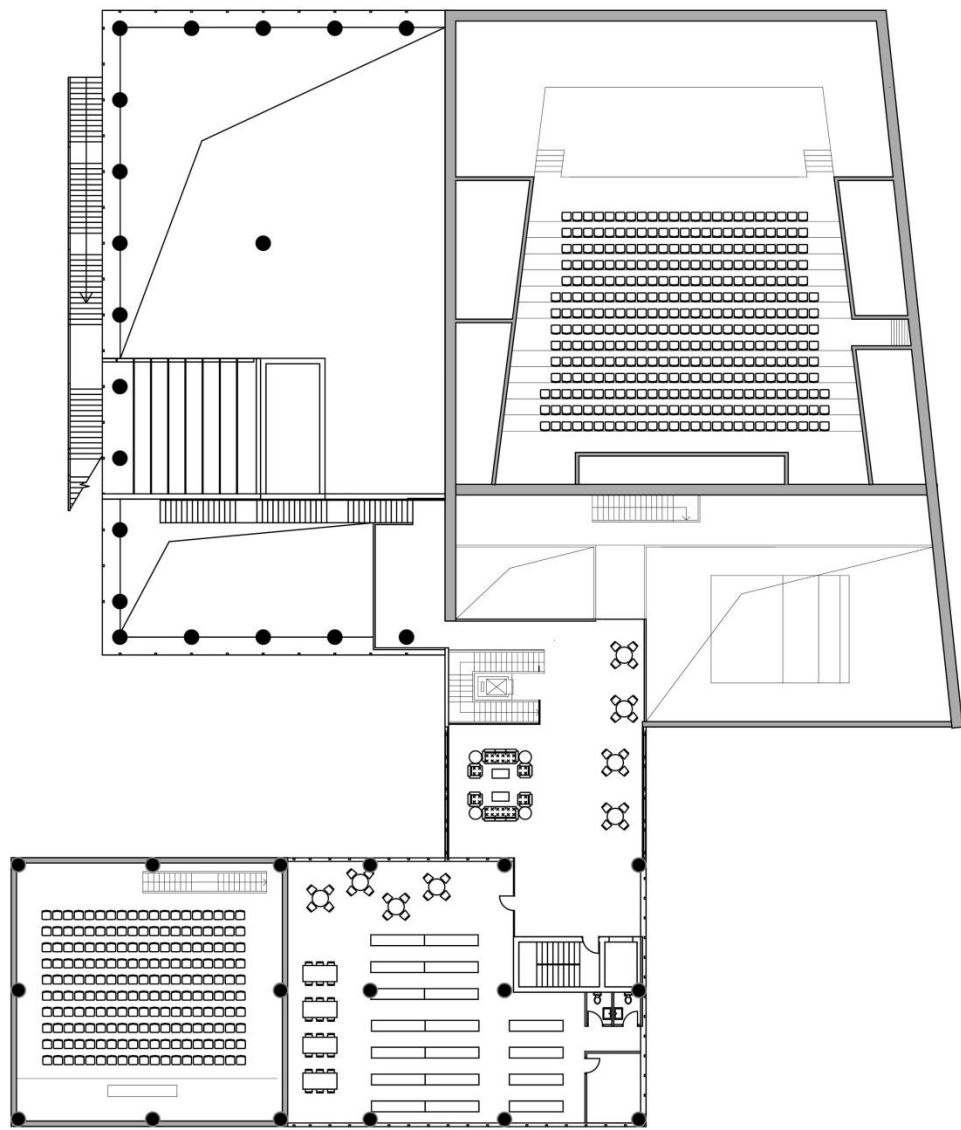
Programmes	Espaces	Surfaces / pôles
<u>Résidence</u> <u>Universitaire :</u>	- Logements	3 892 m²
	- Concierge	
	- Laverie	
	- Salle de détente	
	- Salle de sport	
	- Locaux technique	

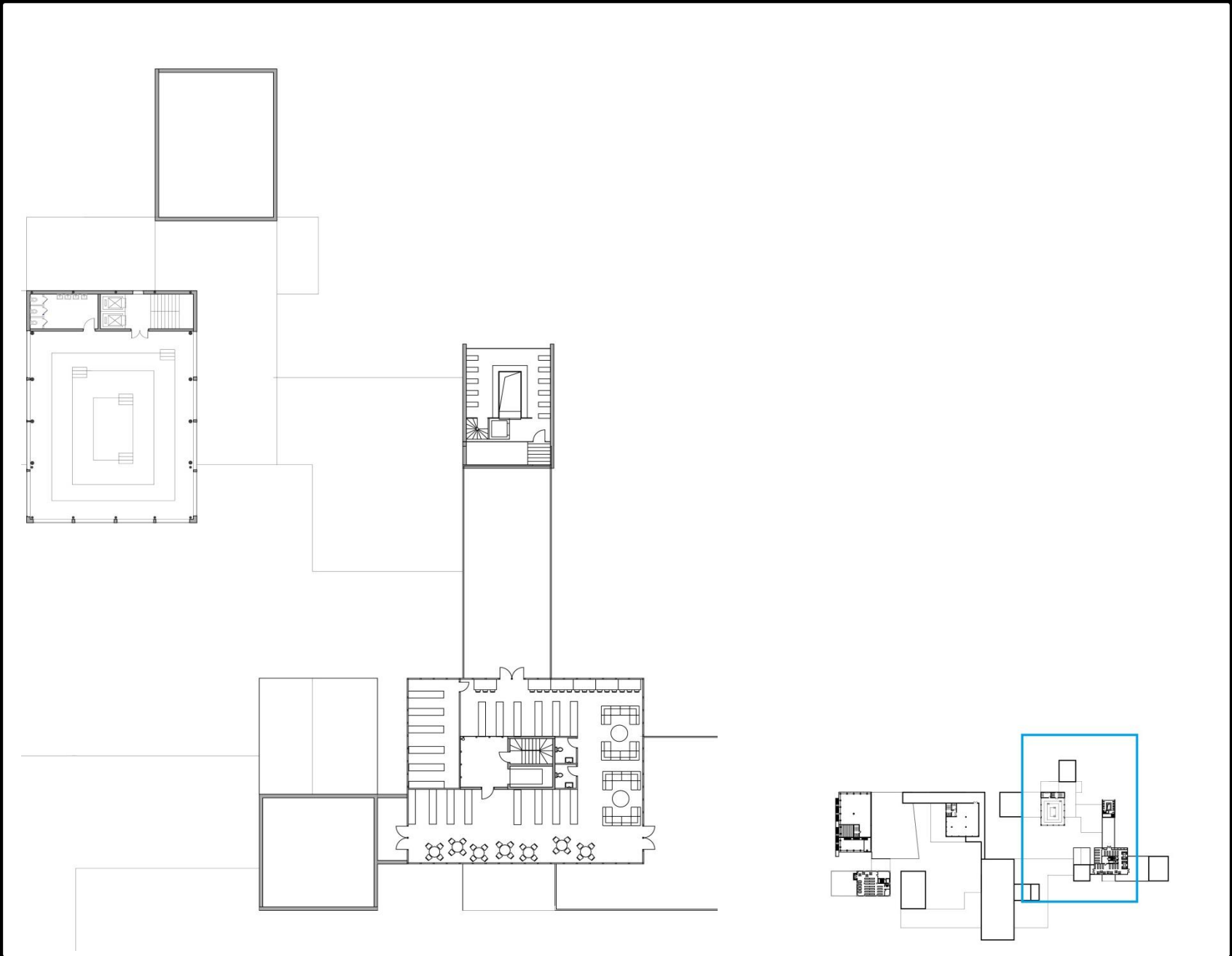
PLAN MASSE

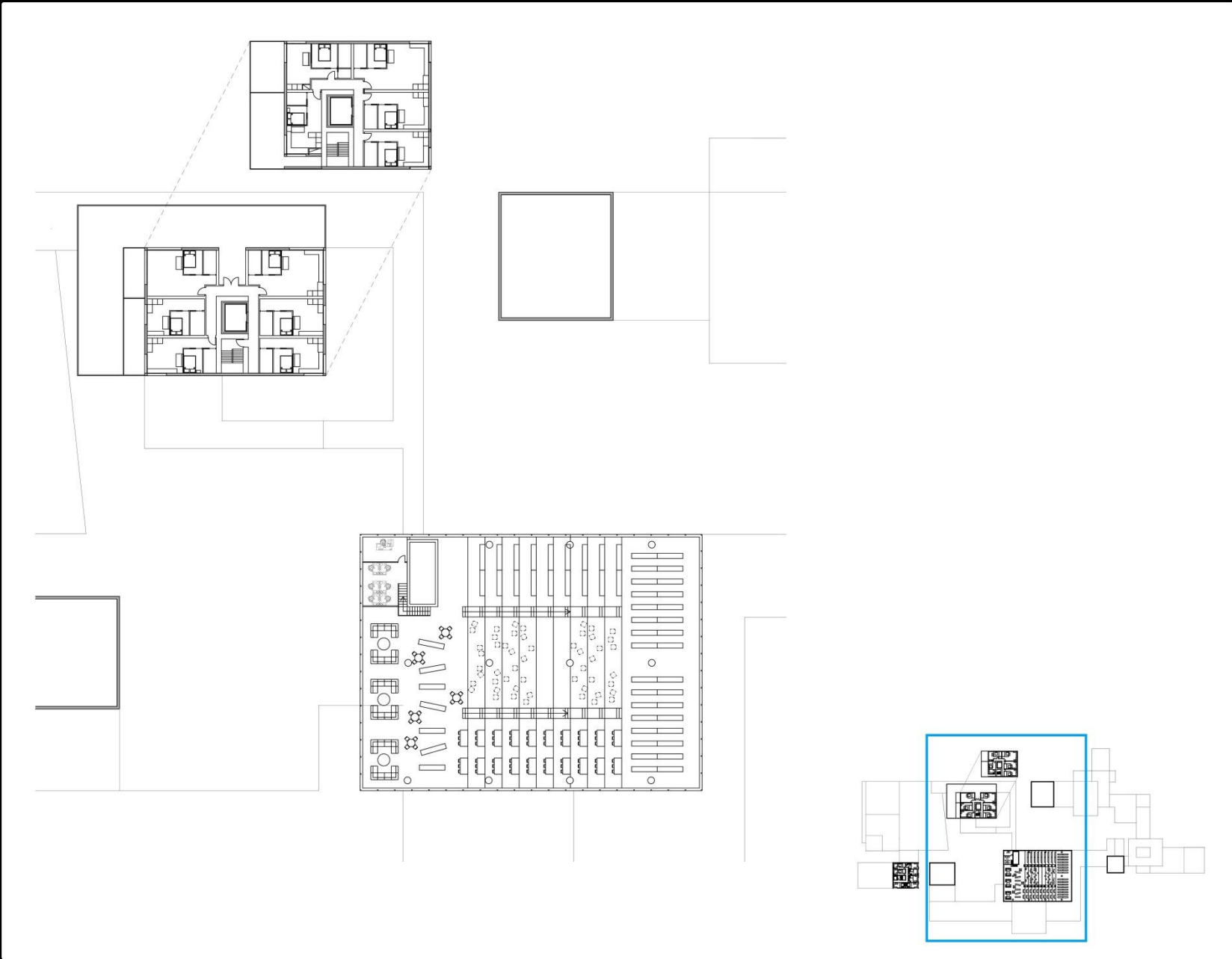






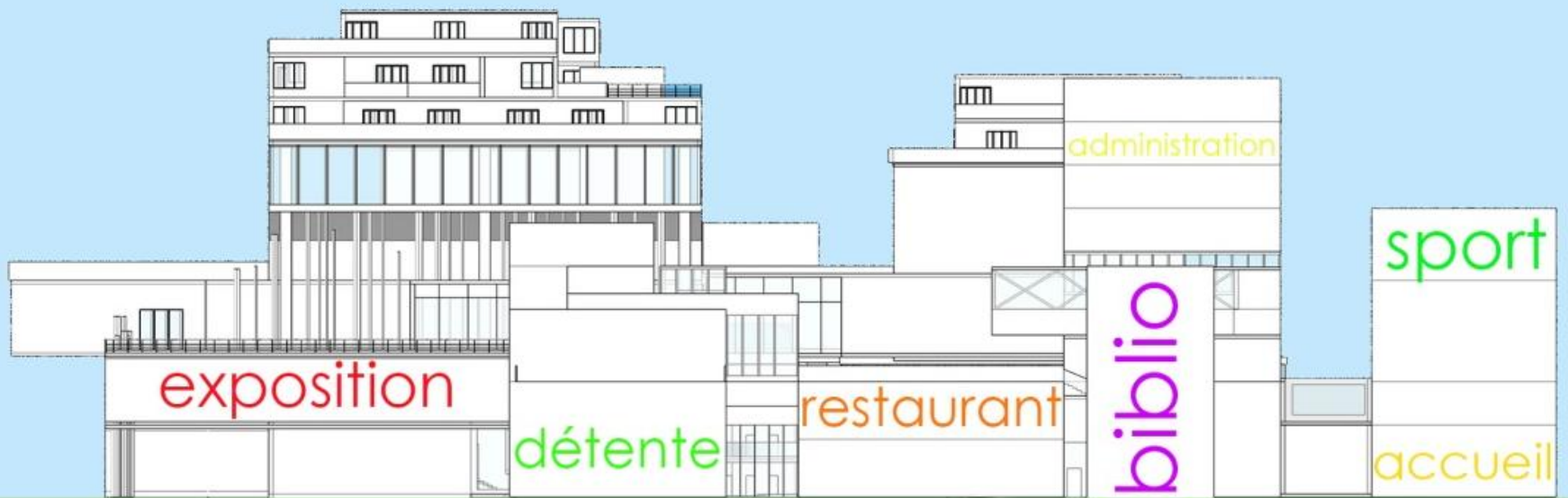






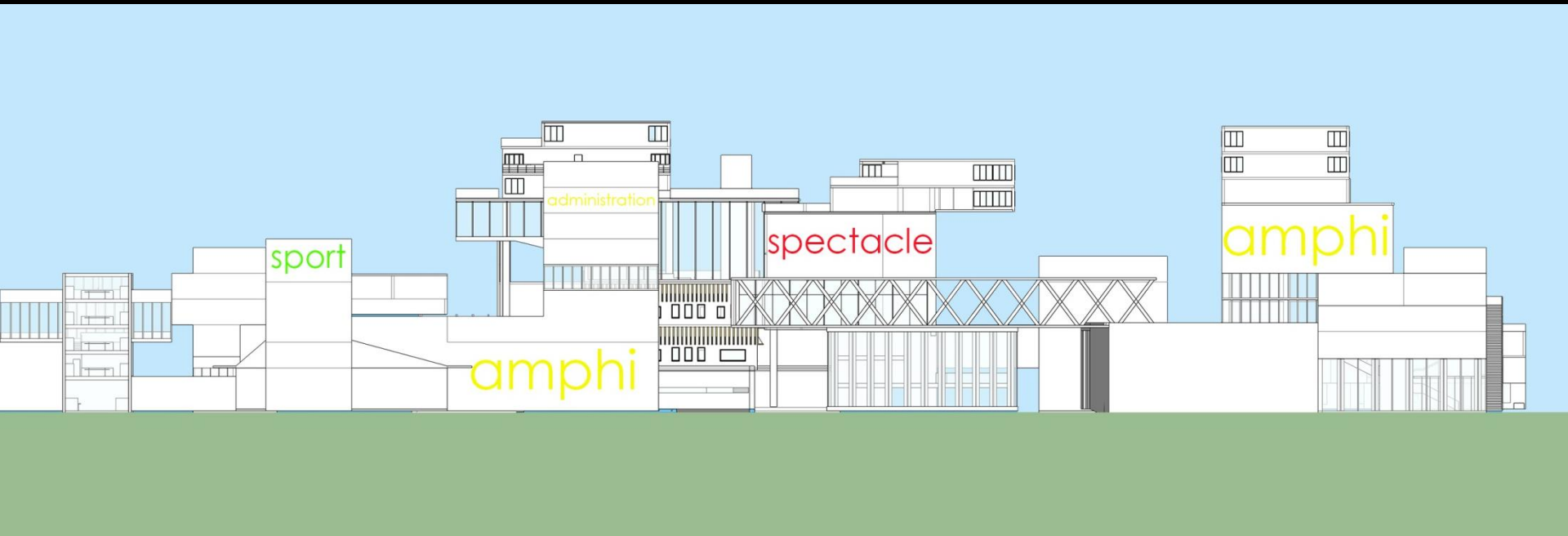


ELEVATION



Est

ELEVATION



Nord

ELEVATION



Ouest

ELEVATION



Sud

COUPES



Ouest

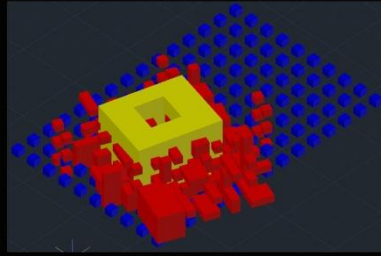
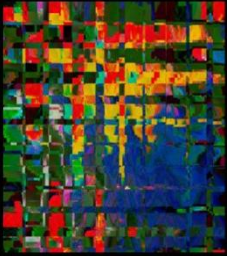
COUPES



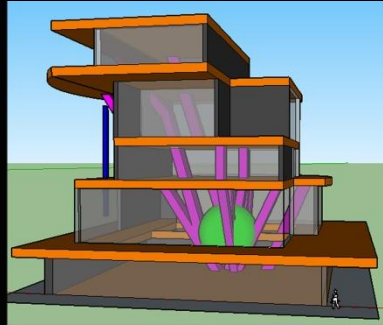
Sud

NOUVEAU CAMPUS UNIVERSITAIRE DE VINCENNES

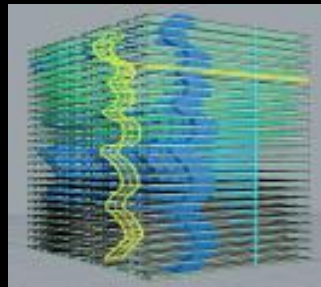
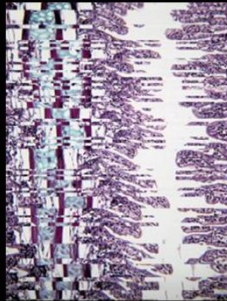
GLITCH INDIVIDUELS – Grands Principes (mots clés)



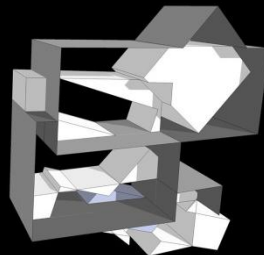
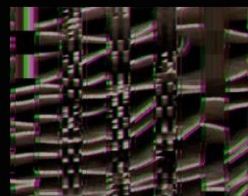
- Epicentre
- Plein-vide
- Maille



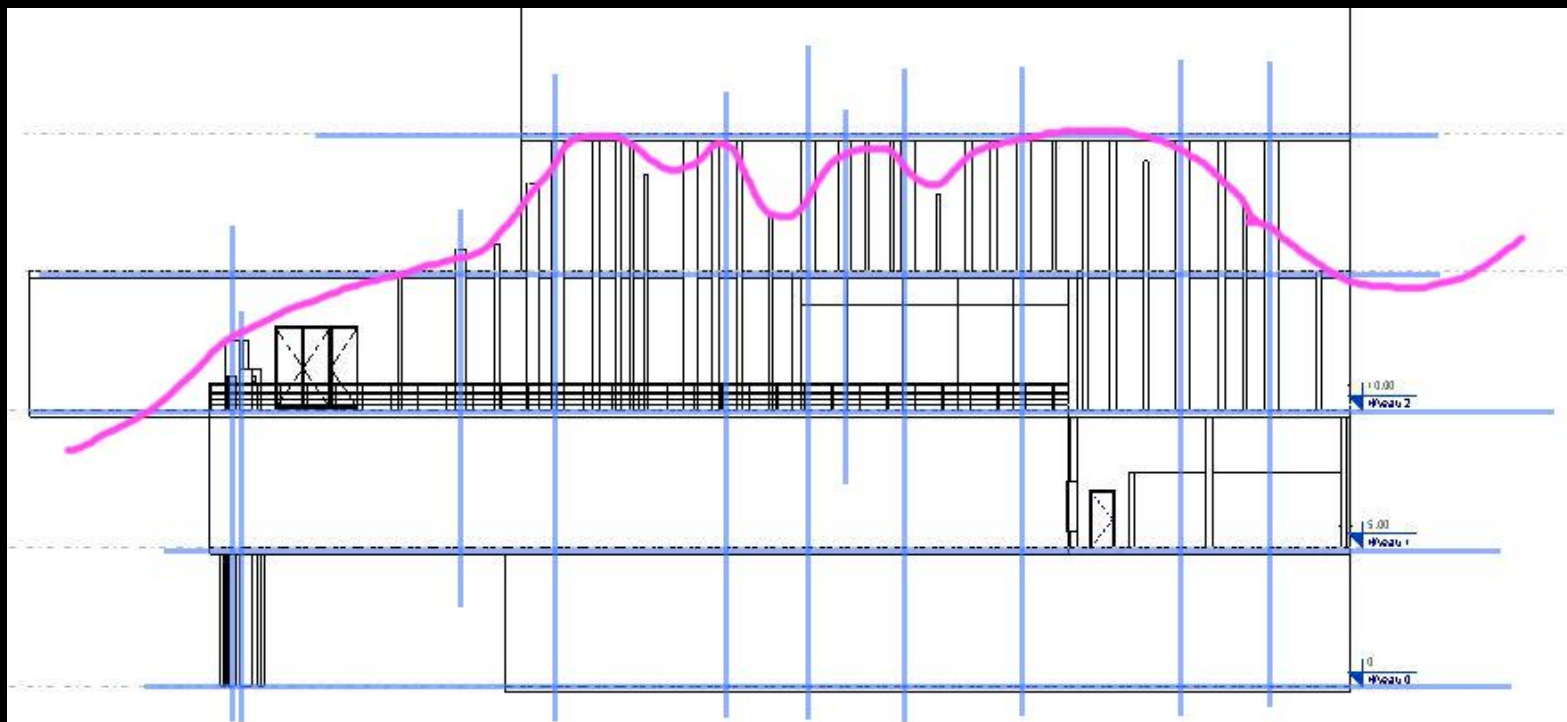
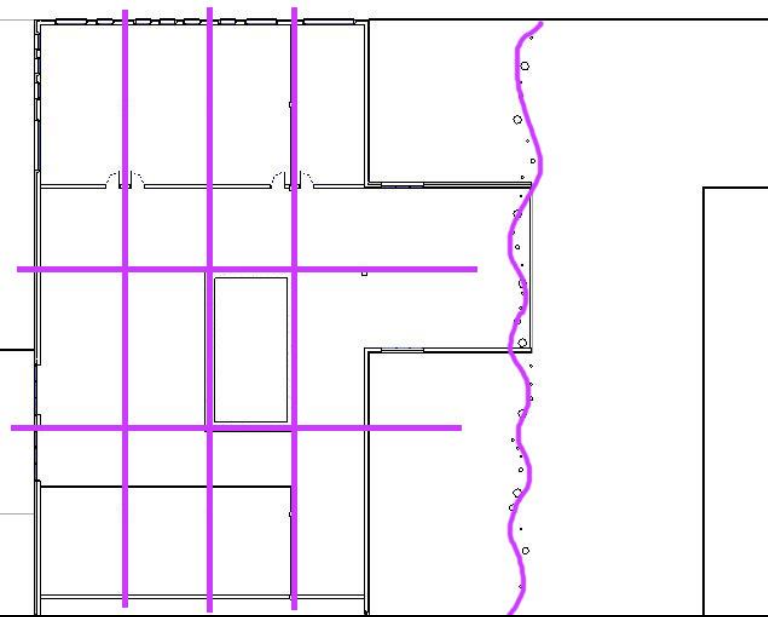
- Trame
- Direction
- Rythme



- Ondulation
- Maille
- Plein-vide



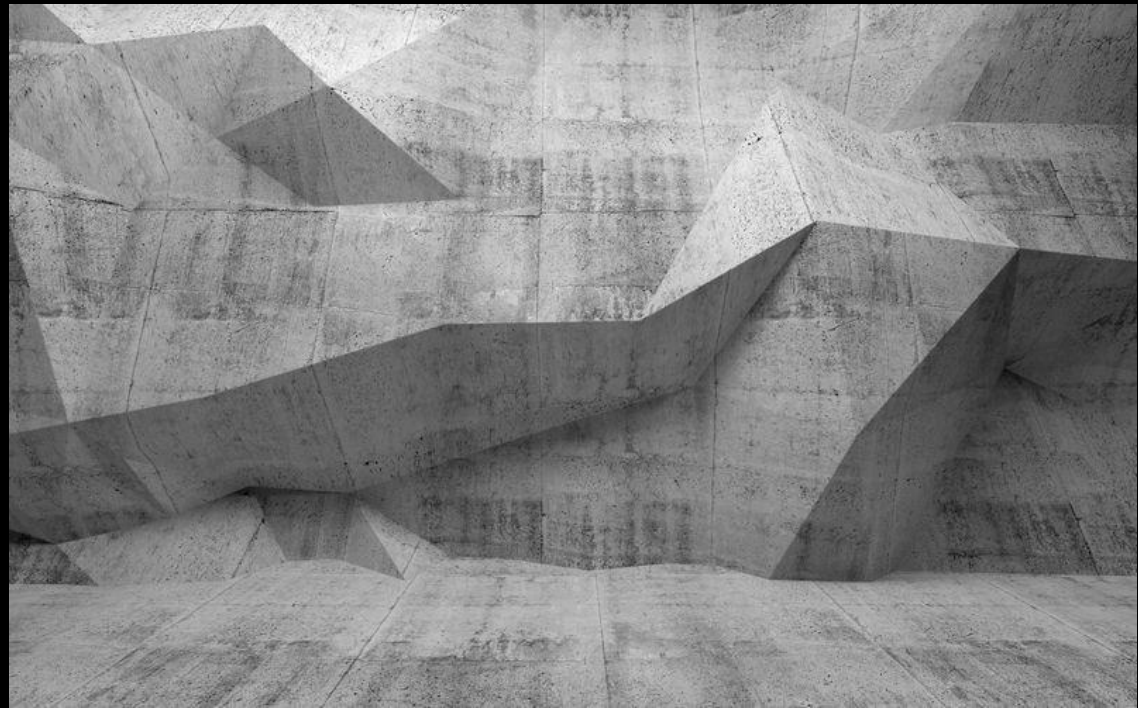
- Intersection
- Maille
- Décalage

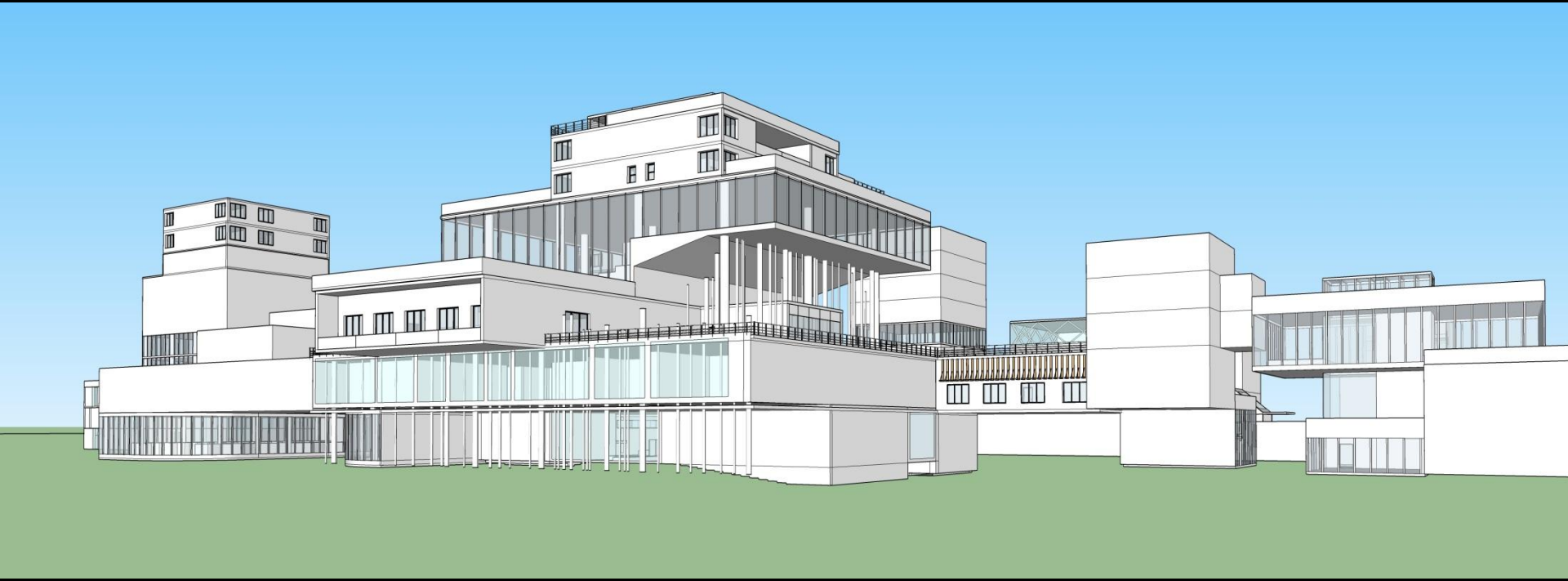


Quelques références

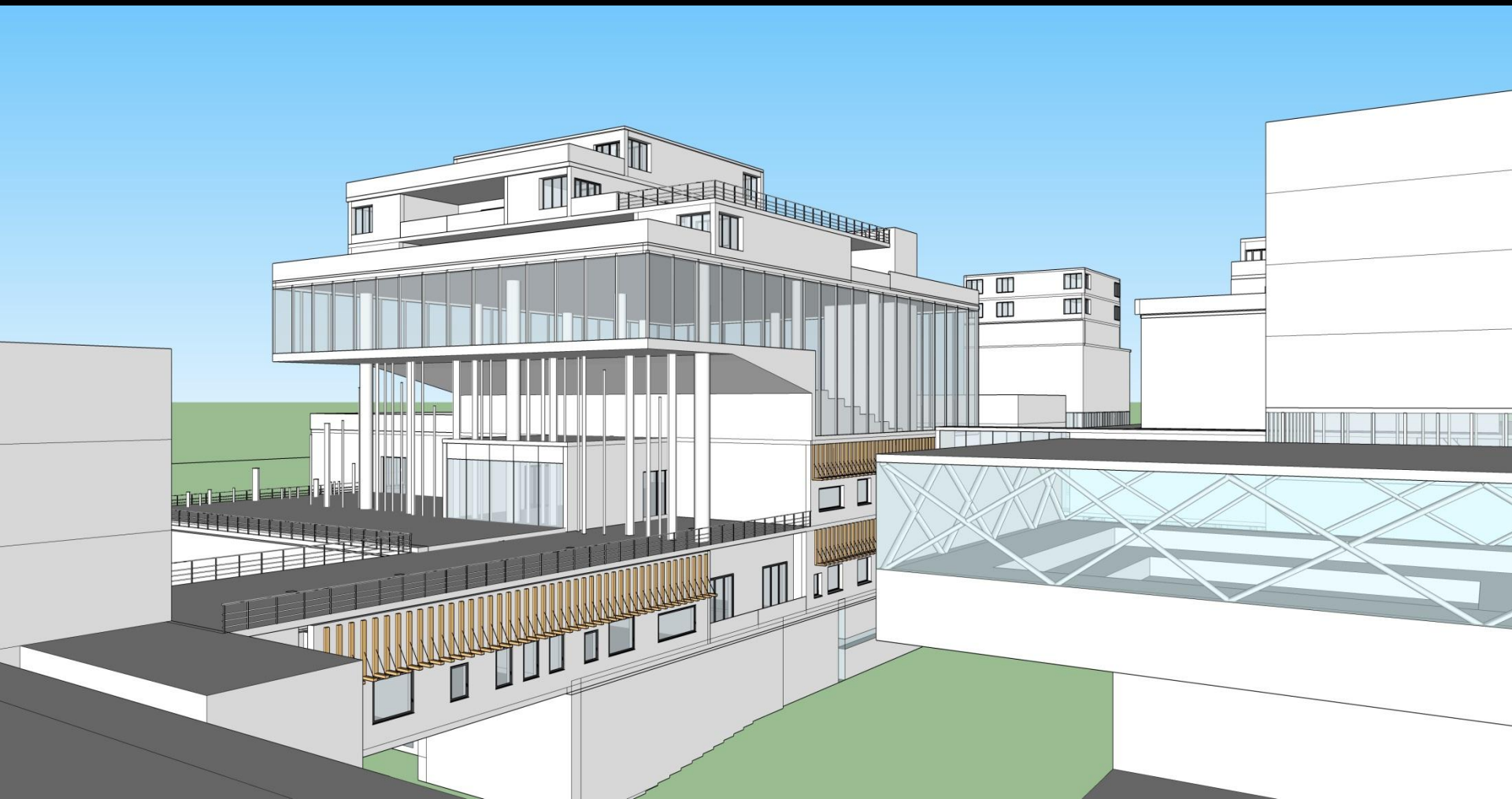


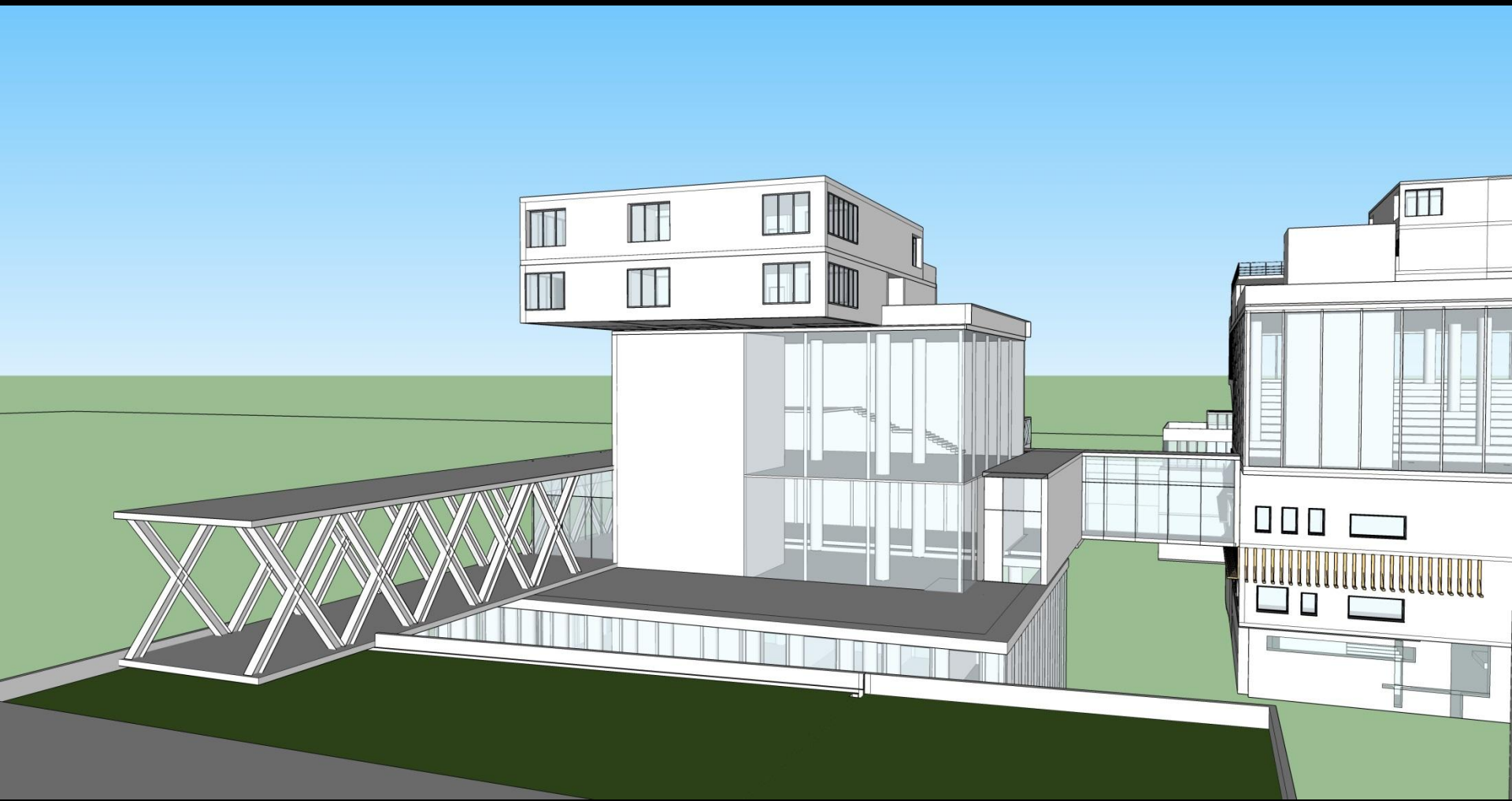
Matière - Matériaux





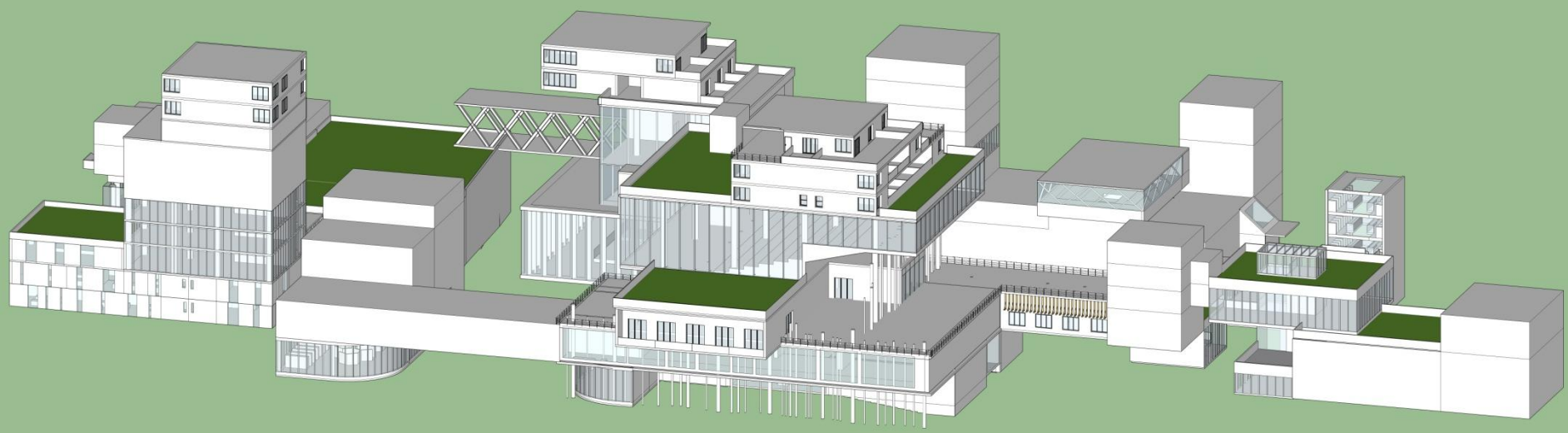
NOUVEAU CAMPUS UNIVERSITAIRE DE VINCENNES







NOUVEAU CAMPUS UNIVERSITAIRE DE VINCENNES



NOUVEAU CAMPUS UNIVERSITAIRE DE VINCENNES