

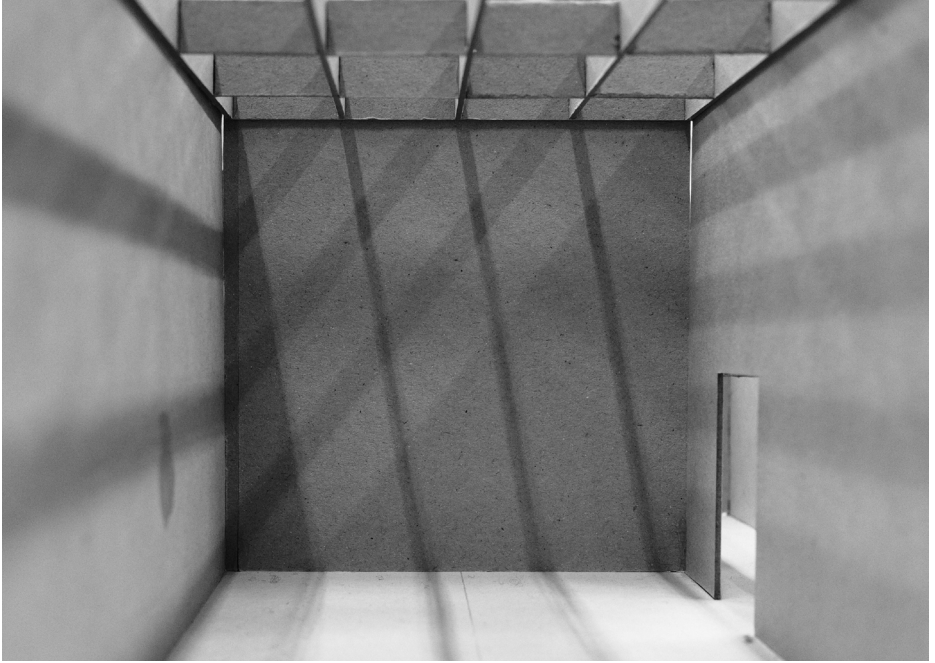
MODEL PHOTOS

GROUP
D



inhabitation, step 1:

The first model was made of white cardboard and colored paper. The staircase and a curved room form a space.



inhabitation, step 1:

An open roof structure spreads light throughout the room, creating an interplay of light and shadow.



inhabitation, step 2:

In the next step, we took the plans more literally and added furniture.



inhabitation, step 2:

To inhabit means to live in a place: furniture and colors that you can make your own.



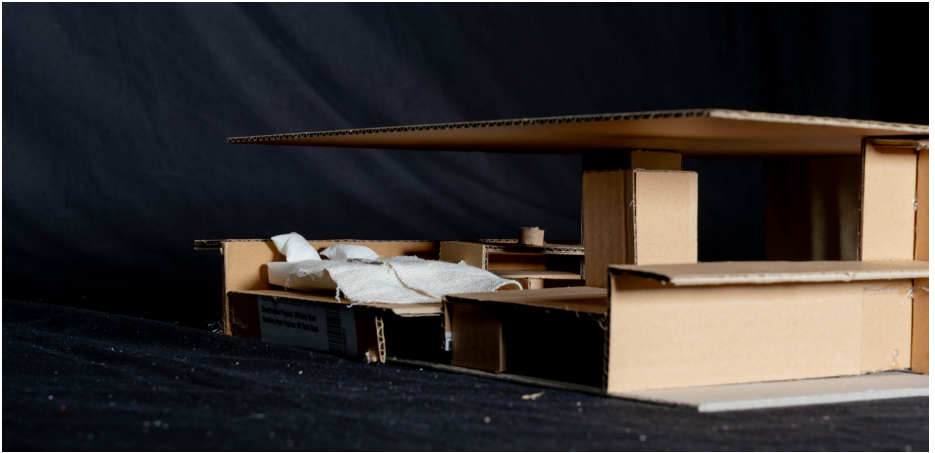
inhabitation, step 3:

Took the furnitures and other elements like the window from the film and combined text, film and plans.



inhabitation, step 3:

A home with colorful elements, curtains, motorcycle. An attempt to recreate the living room scene from Jubilee.



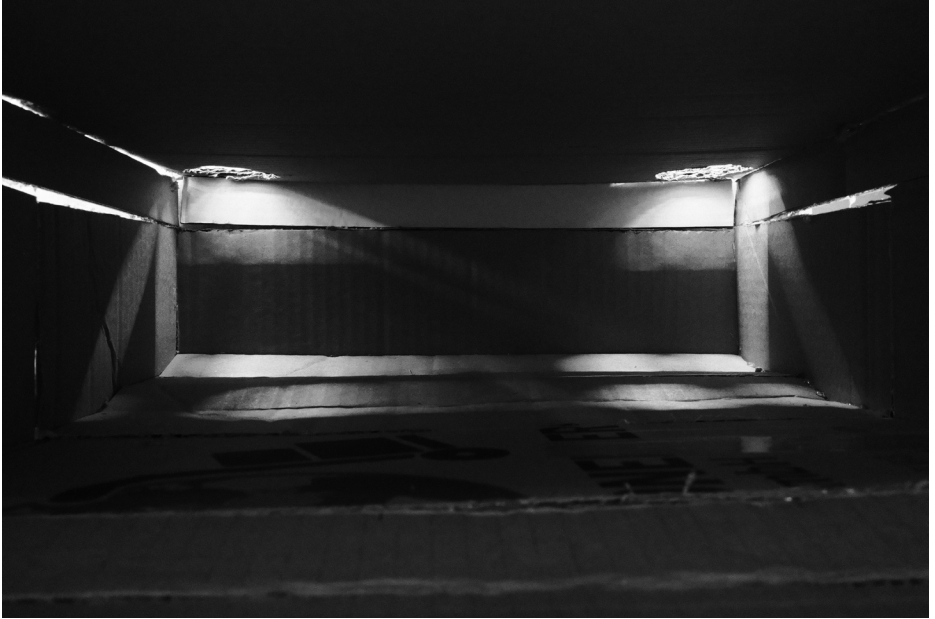
inhabitation, step 3:

The plan gave us opportunities to design our own living space, such as a seating area.



inhabitation, step 4:

Added further elements from the film and combined them with the Le Fresnoy plan.



occupation, step 1:

Designed a black box out of cardboard and played with the lighting. A rough modeling style that represents the film.



occupation, step 2:

Adding a white bed from the film scene. The contrast with the black room creates a feeling of comfort and security where you can reflect and let your thoughts run free.



occupation, step 3:

Adding details like the windows, beam and radiators.



occupation, step 3:

Adding a glossy wallpaper and flooring with flowers that reflect the light.



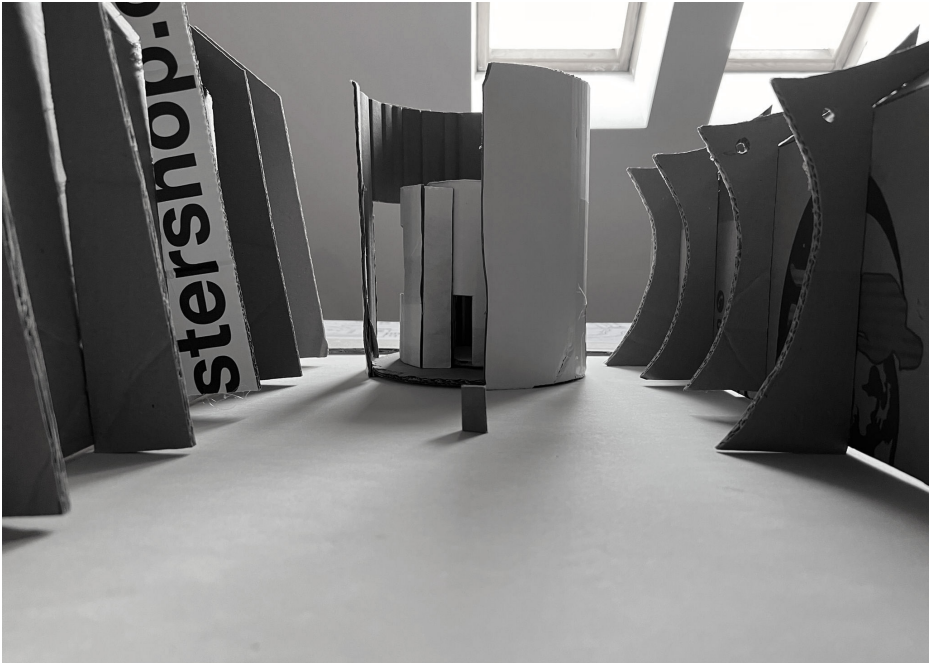
occupation, step 3:

The open window where the light comes in. And the white bed contrasting with the black room, where you can reflect.



occupation, step 3:

View through the bright, higher room into the darker, lower room.



appropriation, step 1:

Created a theater-like space with a stage, representing our first performance.



appropriation, step 2:

Two different spaces that can be appropriated. A gentrified side and an occupied side, and how the outcomes differ.



appropriation, step 3:

An enfilade representing the palace scene from the film.



appropriation, step 3:

Different rooms, each wrapped in its own character and wallpaper.



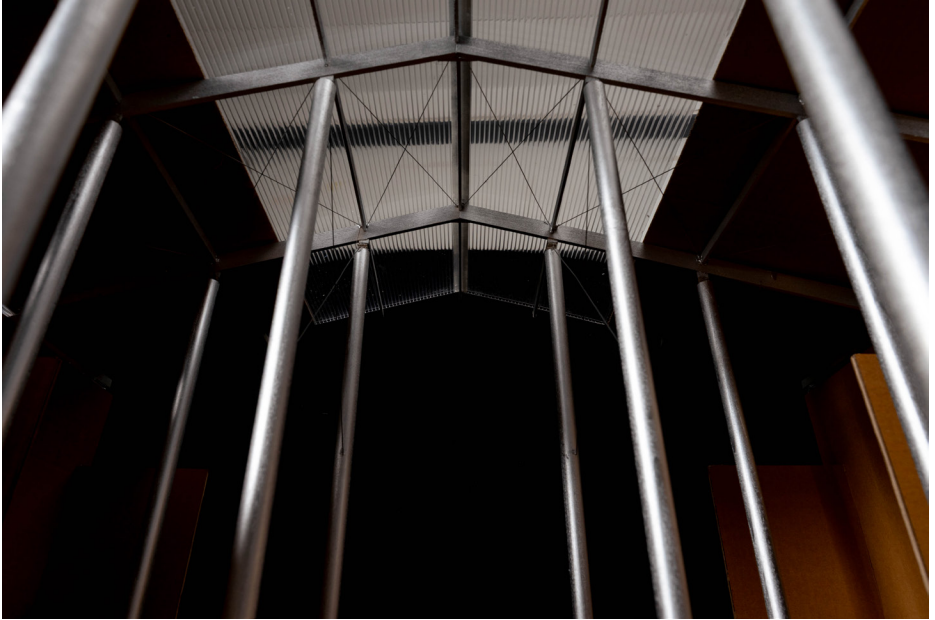
appropriation, step 4:

To take the plans more literally we used the proportions and scale from Bernard Tschumi's Le Fresnoy Art Center.



appropriation, step 4:

Columns support the internally braced roof.



appropriation, step 4:

Above the public space, where people can interact, the roof is made of glass to let light in.



appropriation, step 4:

The columned hall is the public area, while the niches are the private areas.