

Site plan
總平面圖

Architect on site: Ulrich Wiesler
Structural engineer: Müller + Müller
Service engineer: Wetzstein
Landscape architect: Klaus Wiederkehr
Light engineer: Luna Lichtarchitektur
Building physics: Dr. Schaecke und Bayer
Client: Stadt Ostfildern, Germany
Photographer: David Franck
Competition: 1998
Project period: 1998-2001
Completion: 2001
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Venice Biennale 2004, Arsenale and German Pavilion

現場建築師: Ulrich Wiesler
結構工程師: Müller + Müller
維修工程師: Wetzstein
景觀工程師: Klaus Wiederkehr
照明工程師: Luna Lichtarchitektur
建築物理學: Schaecke 及 Bayer博士
客戶: 德國 Stadt Ostfildern
攝影師: David Franck
競賽日期: 1998年
項目時間: 1998年-2001年
竣工: 2001年
此項目版權屬於MoMA紹約
威尼斯2004年雙年展, 阿森納和德國展館

Townhall Scharnhauser Park, Mixed Used Civic Center, Ostfildern, Germany

德國Ostfildern Scharnhauser市政廳公園——混合使用的民事中心

Design company: Juergen Mayer H., Andre Santer, Sebastian Finckh, Andreas Berzborn, Markus Bonauer, Stefan Dambacher, Robert Frenzel, Martin Kühfuß, Kate Lemmen, Peter Martin, Marcello Mazzei, Sascha Nikolauschke, Julia Olsson, Dirk Reinisch, Gabriele Roy, Gunda Schulz, Jörg Stollmann, Georg Vrachliotis, Hans Weibel, Philip Welter, Sonja Wiese, Christoph Zeller

設計單位: Juergen Mayer H., Andre Santer, Sebastian Finckh, Andreas Berzborn, Markus Bonauer, Stefan Dambacher, Robert Frenzel, Martin Kühfuß, Kate Lemmen, Peter Martin, Marcello Mazzei, Sascha Nikolauschke, Julia Olsson, Dirk Reinisch, Gabriele Roy, Gunda Schulz, Jörg Stollmann, Georg Vrachliotis, Hans Weibel, Philip Welter, Sonja Wiese, Christoph Zeller

Stadt.Haus is located at the center of Scharnhauser Park, a former American military site next to Stuttgart airport. It is a multifunctional public building unifying municipal administration, civil services, a public library, an art gallery, classrooms for music lessons and evening school, a wedding room, office space, sports facilities and a multipurpose hall. This combination of different public services generates synergistic effects provoking programmatic and visual transparency. Spatially the entire building is considered as large, open public space with inlays of certain core elements. Floating within a space for mutual or strategic communication, these enclosed boxes structure the interior layout of the building. From the main square to the panorama deck on the roof, the stadt.haus interlocks with its context through cutouts and terraces. These open air spaces remain accessible beyond the main opening hours and therefore serve as spatial and programmatic extensions. Light and water animations are an integral part of the stadt.haus and include a subtle relationship between nature and technology. Framing the main entrance visitors will have to walk through a computer animated artificial rain dripping from underneath the flat cantilevered roof. The stadt.haus and square construct a new public building prototype by offering simultaneity of city life in real, mediated and virtual space.

Pitter.Patters - a computeranimated rain curtain

Framing the main entrance visitors will have to walk through a computer

Stadt.Haus sits in the center of Scharnhauser Park, a former American military site next to Stuttgart airport. It is a multifunctional public building unifying municipal administration, civil services, a public library, an art gallery, classrooms for music lessons and evening school, a wedding room, office space, sports facilities and a multipurpose hall. This combination of different public services generates synergistic effects provoking programmatic and visual transparency. Spatially the entire building is considered as large, open public space with inlays of certain core elements. Floating within a space for mutual or strategic communication, these enclosed boxes structure the interior layout of the building. From the main square to the panorama deck on the roof, the stadt.haus interlocks with its context through cutouts and terraces. These open air spaces remain accessible beyond the main opening hours and therefore serve as spatial and programmatic extensions. Light and water animations are an integral part of the stadt.haus and include a subtle relationship between nature and technology. Framing the main entrance visitors will have to walk through a computer animated artificial rain dripping from underneath the flat cantilevered roof. The stadt.haus and square construct a new public building prototype by offering simultaneity of city life in real, mediated and virtual space.

Pitter.Patters ——一個計算機動畫制作出的雨幕

主入口的框架處，遊客必須從扁平的懸臂式屋頂處低落下的計算機動畫設計的人工雨穿過。這個雨幕立面形成了一個處理作為瞬間外牆的入口提升的機密信息營造者。

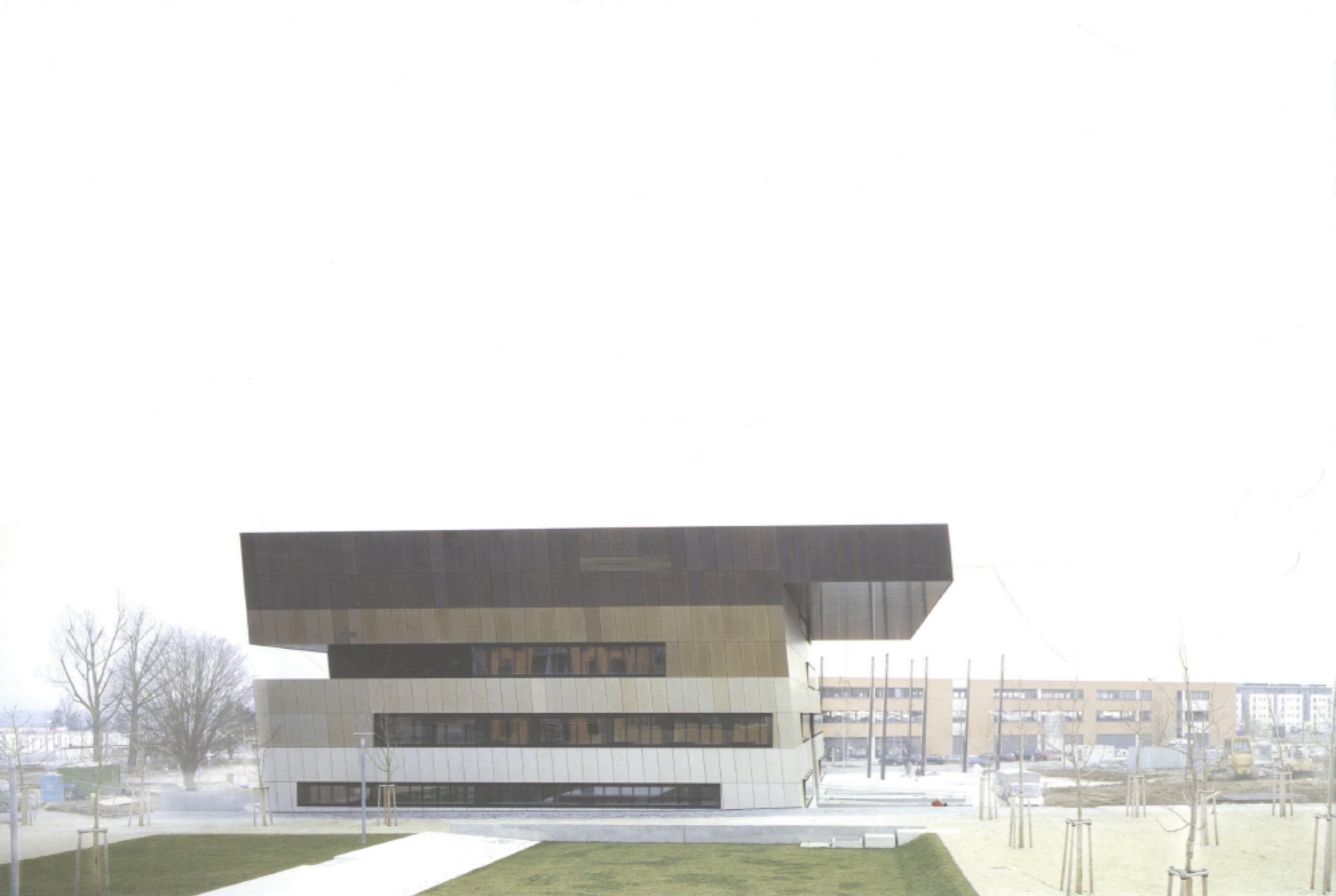
wind.light是毗鄰stadt.haus屋的輕型安置建築。懸挂的玻璃纖維電纜把光點投影，內置的網絡攝影機用監控軟件收集到所有的燈光點，受到風移動的激勵，給stadt.haus屋以及整個Ostfildern市的網絡帶來活力群的逼真形象。

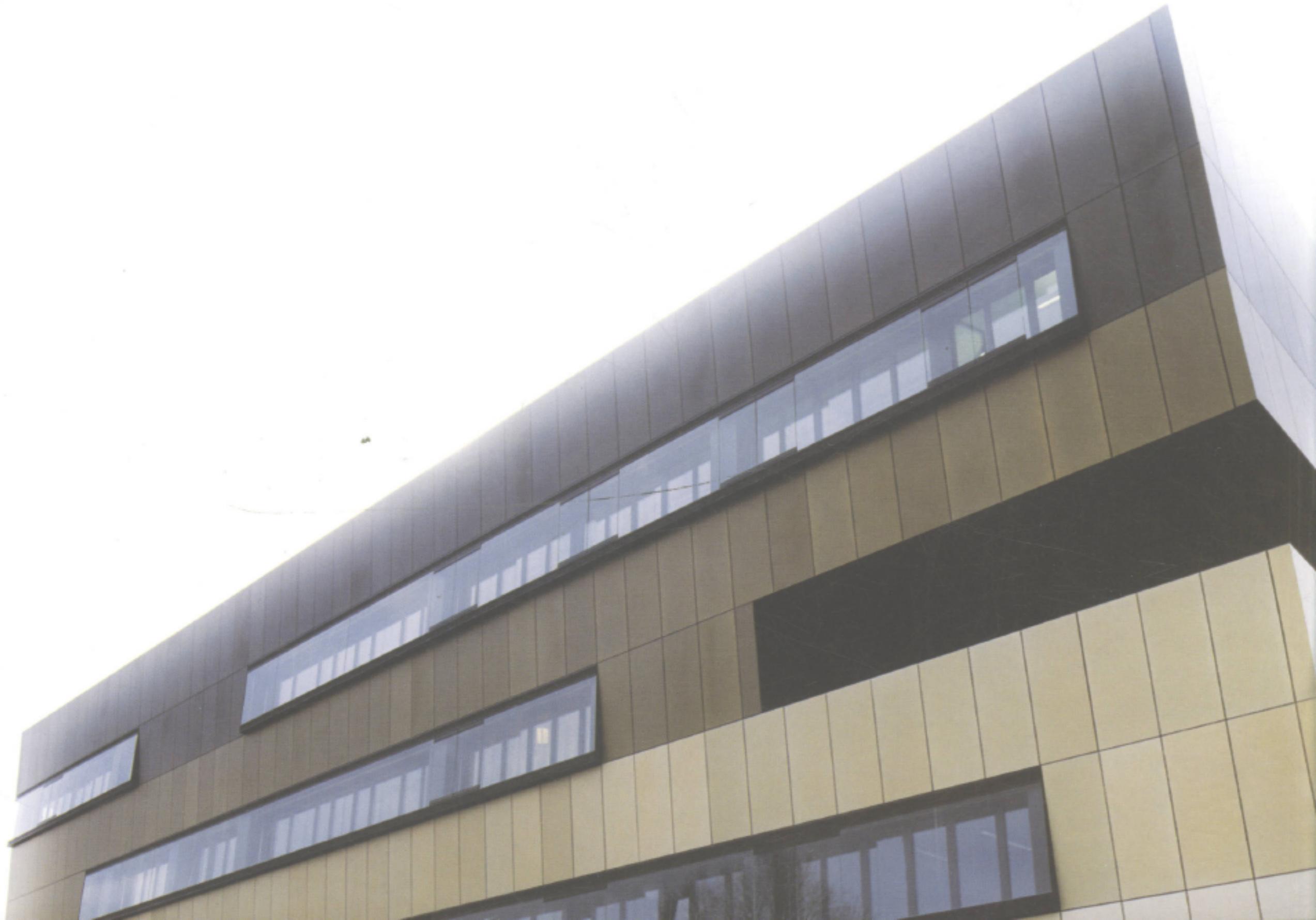
雷射建造的stadt.haus屋的電纜框模型















animated artificial rain dripping from the underneath the flat cantilevered roof. This water curtain facade becomes a secret information producer treating the entry elevation as ephemeral skin.

Wind.Light

wind.light is a light installation next to the stadt.haus. Hanging glass fibre cables project points of light onto the ground, animated by the movement of the wind. Built-in webcams collect all light points with a surveillance software and send a life image of its dynamic constellation into the stadt.haus and onto the website of the City of Ostfildern.

E.Gram

laserconstructed wireframe-model of the stadhous



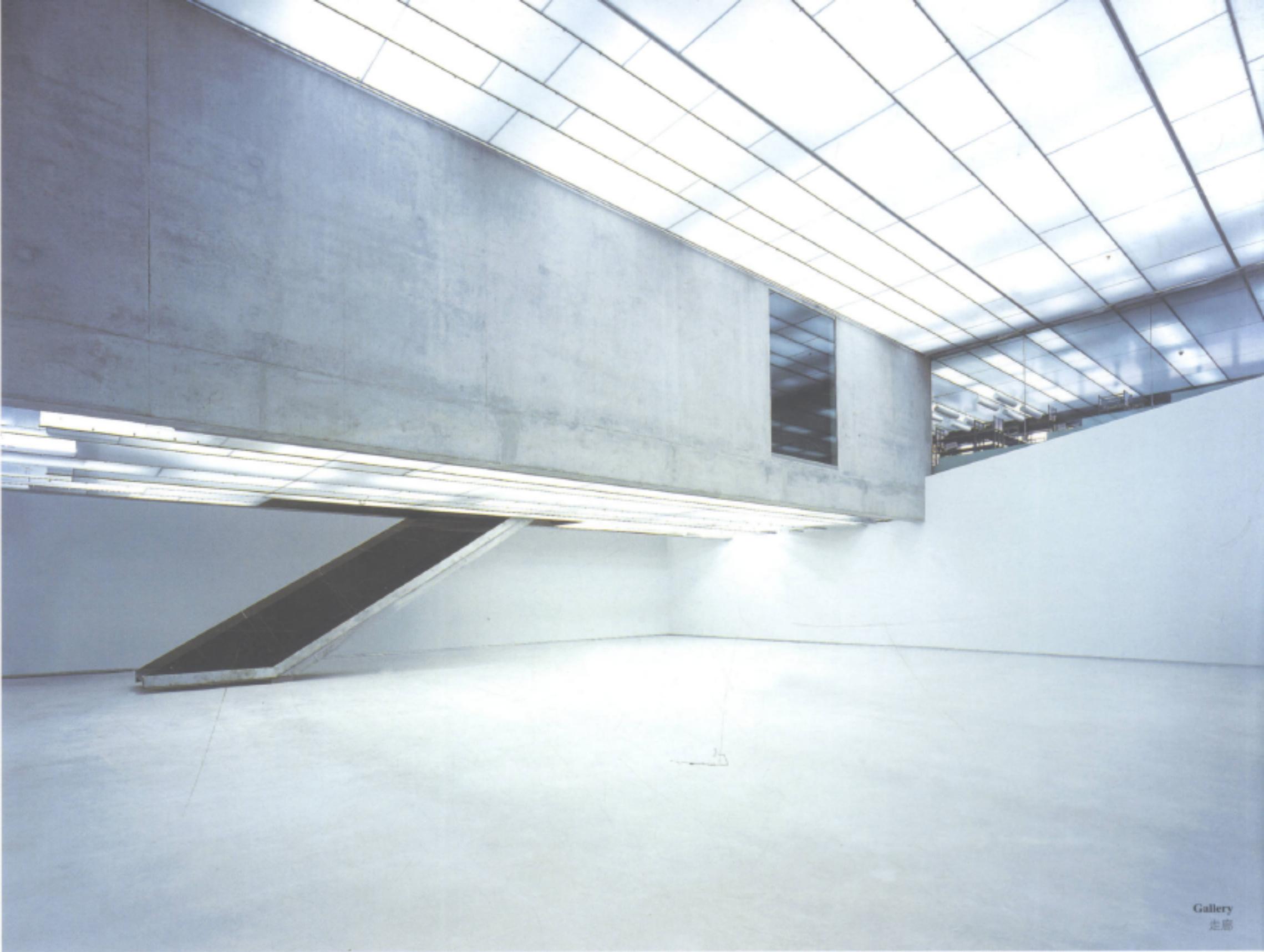
Main stairs
主要楼梯

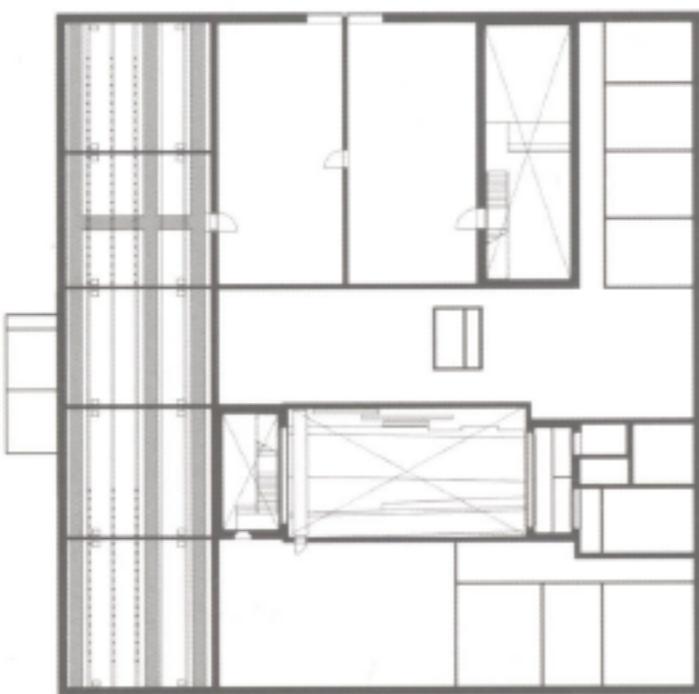


Main stairs
主楼梯

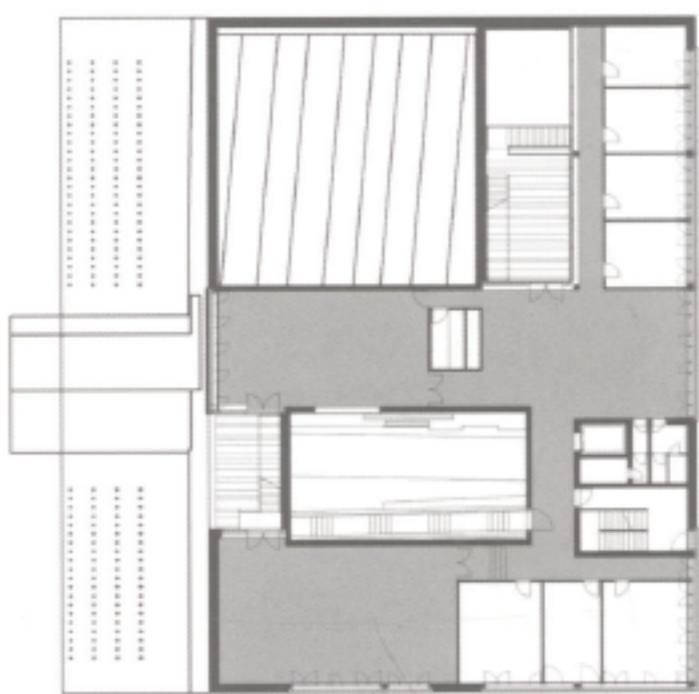


Multifunctional hall
多功能廳





4th floor plan
五層平面圖



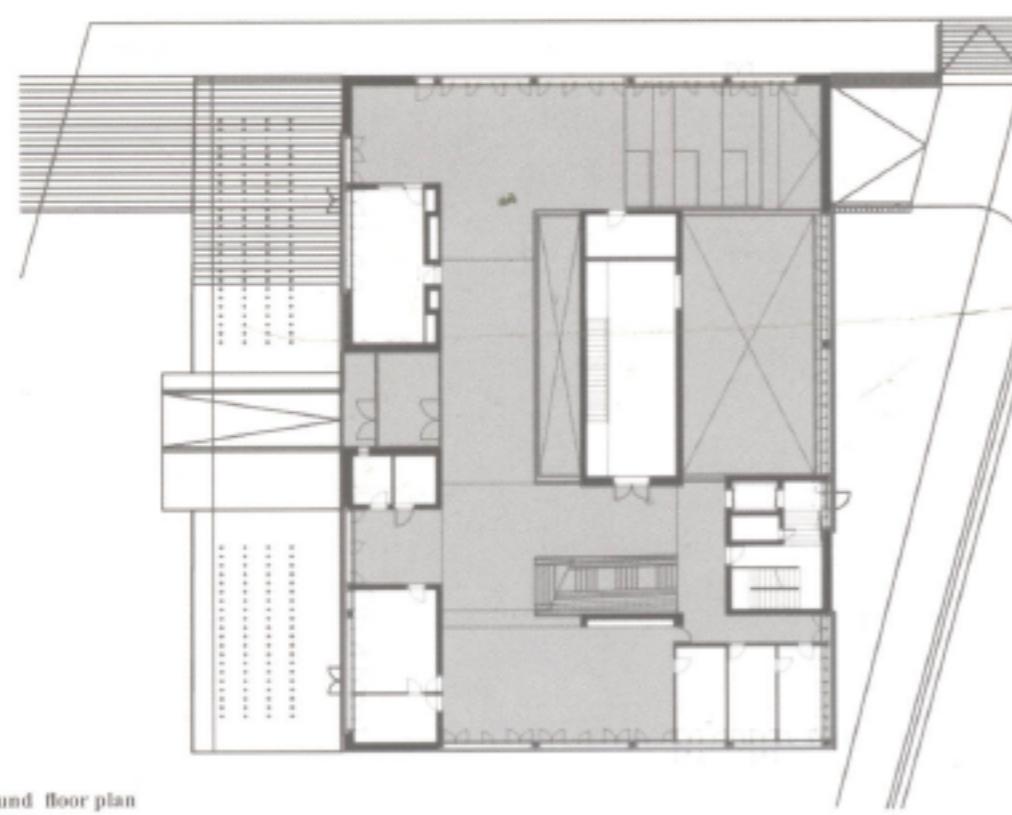
3rd floor plan
四層平面圖



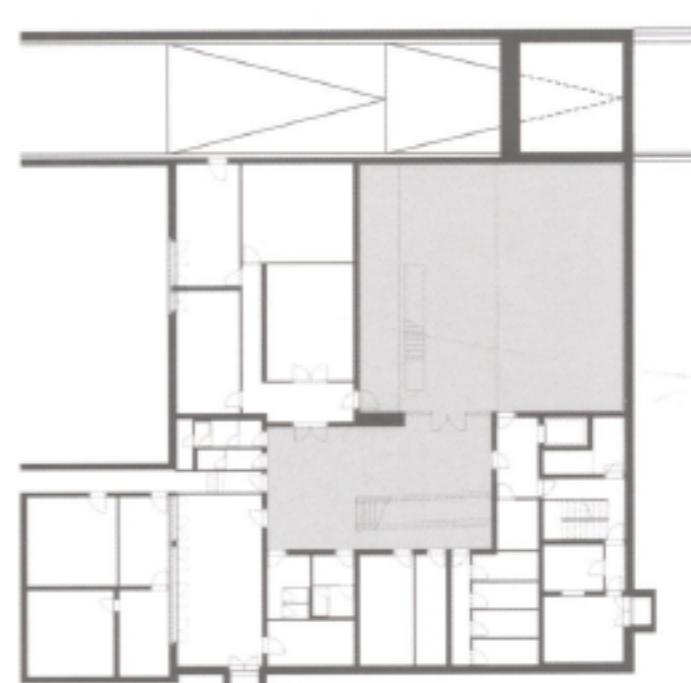
2nd floor plan
三層平面圖



1st floor plan
二層平面圖



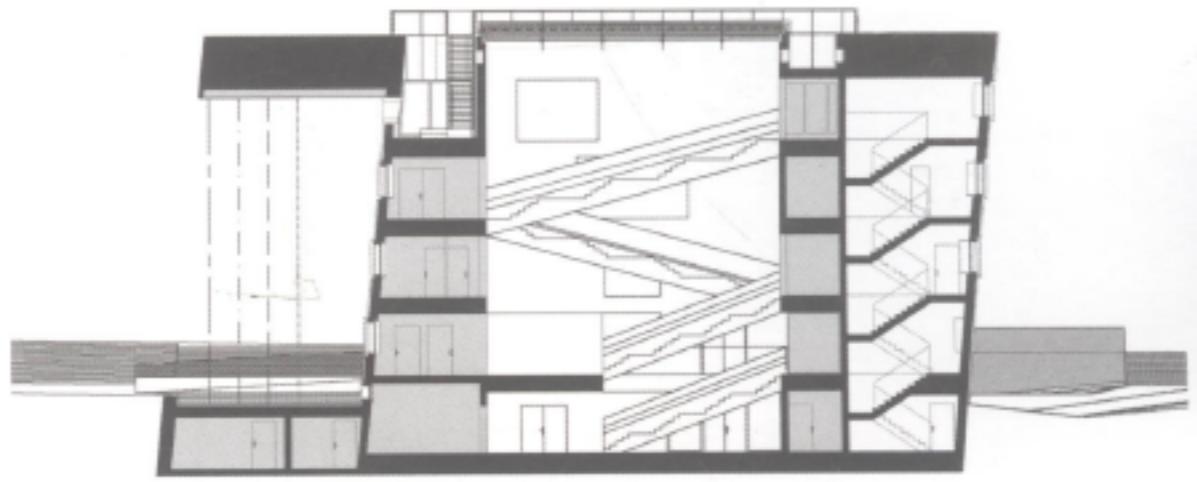
Ground floor plan
一層平面圖



Basement plan
地下一層平面圖



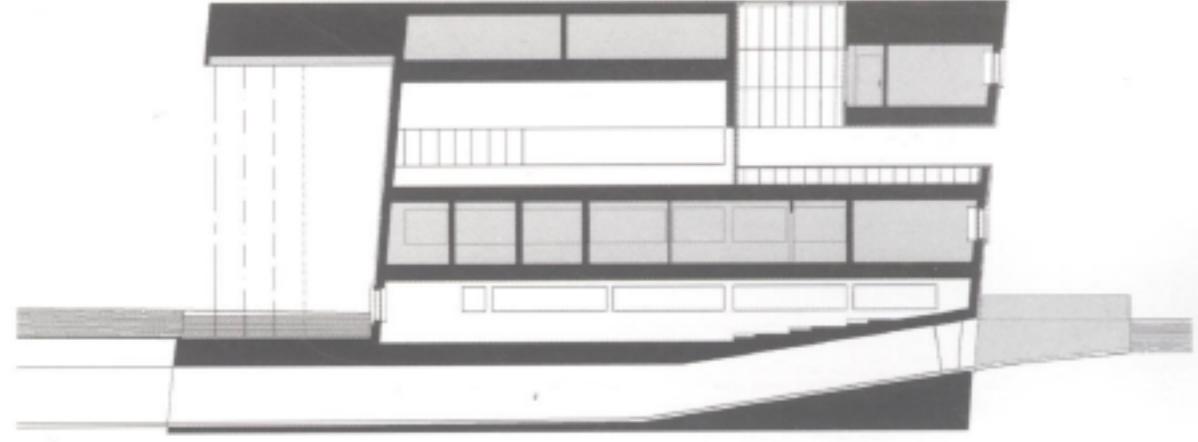
A-A Section
A-A剖面圖



B-B Section
B-B剖面圖



C-C Section
C-C剖面圖



D-D Section
D-D 剖面圖