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Diplomarbeit

Center for Contemporary Motion Picture -
Zentrum für zeitgenössischen Film -
New York, Brooklyn, Navy Yard

ausgeführt zum Zwecke der Erlangung des
akademischen Grades eines Diplom-Ingenieurs
unter der Leitung von

Manfred Berthold
Ao.Univ.Prof. Arch. Dipl. -Ing. Dr. techn.

e253 Institut für Architektur und Entwerfen

eingereicht an der Technischen Universität Wien
Fakultät für Architektur und Raumplanung

von

Ana Burkus
0827681

Märzstraße 89-91 / 43
1150 Wien

Wien, am 25.01.2017

**CENTER FOR
CONTEMPORARY
MOTION PICTURE**

NEW YORK BROOKLYN NAVY YARD

CENTER FOR CONTEMPORARY MOTION PICTURE
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NEW YORK BROOKLYN NAVY YARD

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The design connects Cinema and Film studio at the old harbour pier Navy Yard on the banks of the East Rivers in Brooklyn, New York, Vis-a-vis of the peninsula of Manhattan. The project discusses the future of cinema in relation to the development of new media and technology. The special site, an old pier, is located within the 300-acre Navy Yard, once one of the most important shipbuilding sites in the United States. Today the Navy Yard has become a model for sustainable urban industrial parks by investing in new green buildings and infrastructure.

The location houses artists, designers, craftsmen, studios and workshops as well as film and television companies and the second largest film studio outside Hollywood, the Steiner Studios.

As a geometrical starting point, the flat pier surface is modulated and multiplied as it becomes the new building interior as well as the cinema screen itself.

The now vertical pier becomes interior and exterior space, walk able cinema canvas as well as a spatially visual experience.

The starting point for the design are the three components of the building, the studio, the cinemas and the public areas. The geometric composition forming from these three parts allows mutual interaction. The linear element of the studio extends through the entire building length.

The specially developed types of cinema spaces are selectively allocated along this distance. These new cinema spaces are developed with parameters like body position, field of view, movement as well the merging of man and film.

These types of cinema space together with contemporary technology represent an extension to the capabilities and qualities of the classical cinema space and create new future ways to see and experience film and space.

Der Entwurf vereint Kinocenter und Filmstudio am alten Hafenpier Navy Yard am Ufer des East Rivers im New Yorker Stadtteil Brooklyn, vis-a-vis der Halbinsel von Manhattan. Er setzt sich mit der Frage auseinander, wie die Zukunft des Kinos aussehen kann im Hinblick auf die Entwicklung neuer Medien und Technologien.

Das besondere Grundstück, ein alter Pier, befindet sich am Gelände des 300 Hektar großen Navy Yards, das einst eines der bedeutendsten Schiffbau Standorte der USA war und heute durch Investitionen in neue grüne Gebäude und Infrastruktur zu einem Modell für nachhaltige städtische Industrieparks geworden ist.

Der Standort vereint Künstler, Designer, Handwerker, Studios und Werkstätten sowie Film und Fernsehunternehmen und das zweitgrößte Filmstudiogelände außerhalb Hollywoods, die Steiner Studios.

Als geometrischen Ausgangspunkt wird die flache Pierfläche moduliert und aufgestellt, multipliziert und so zum neuen Innenraum sowie zur Kinoleinwand selbst.

Der nun vertikale Pier wird so zum Innen und Außenraum, wird zur begehbaren Kinoleinwand sowie zum räumlich visuellen Erlebnis.

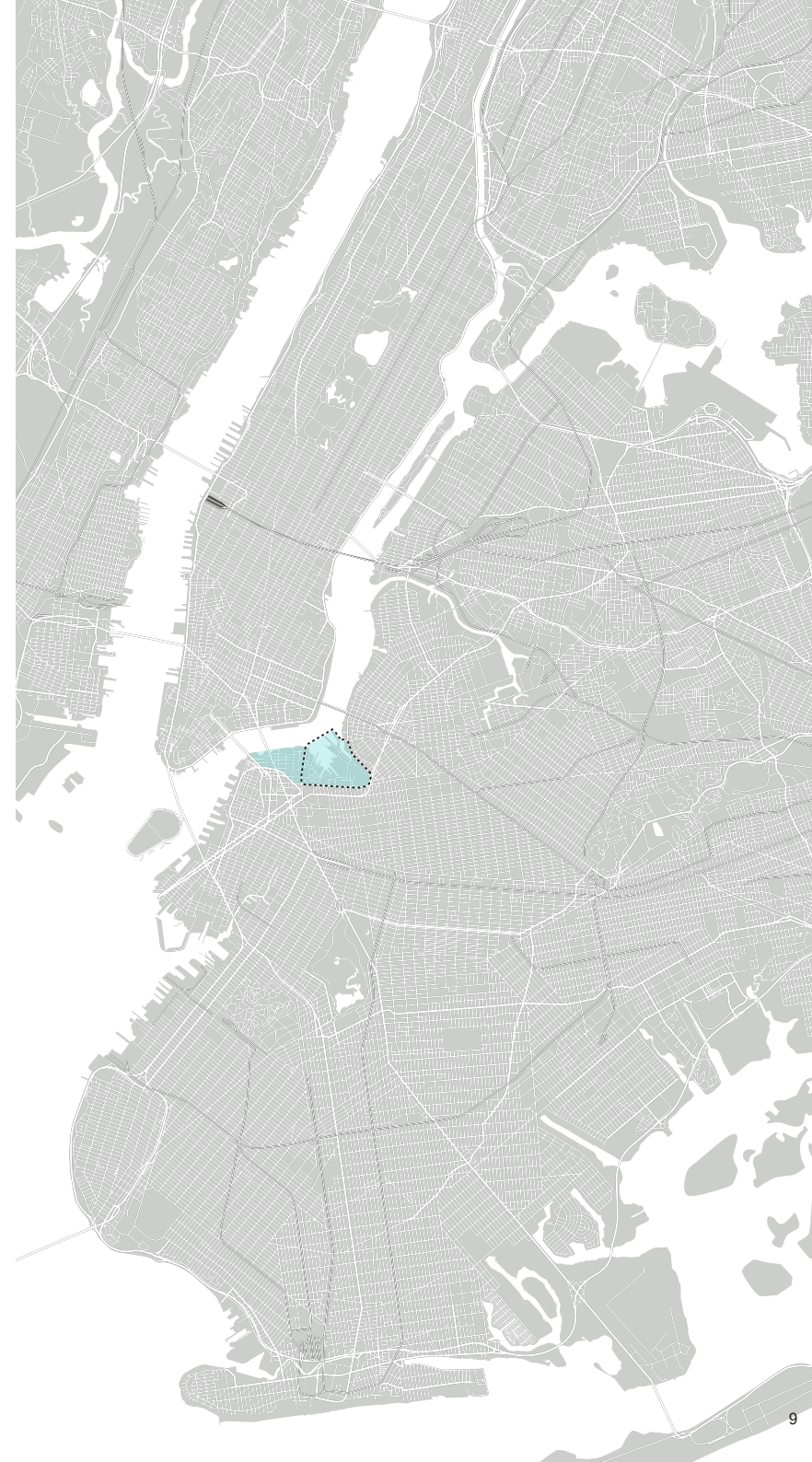
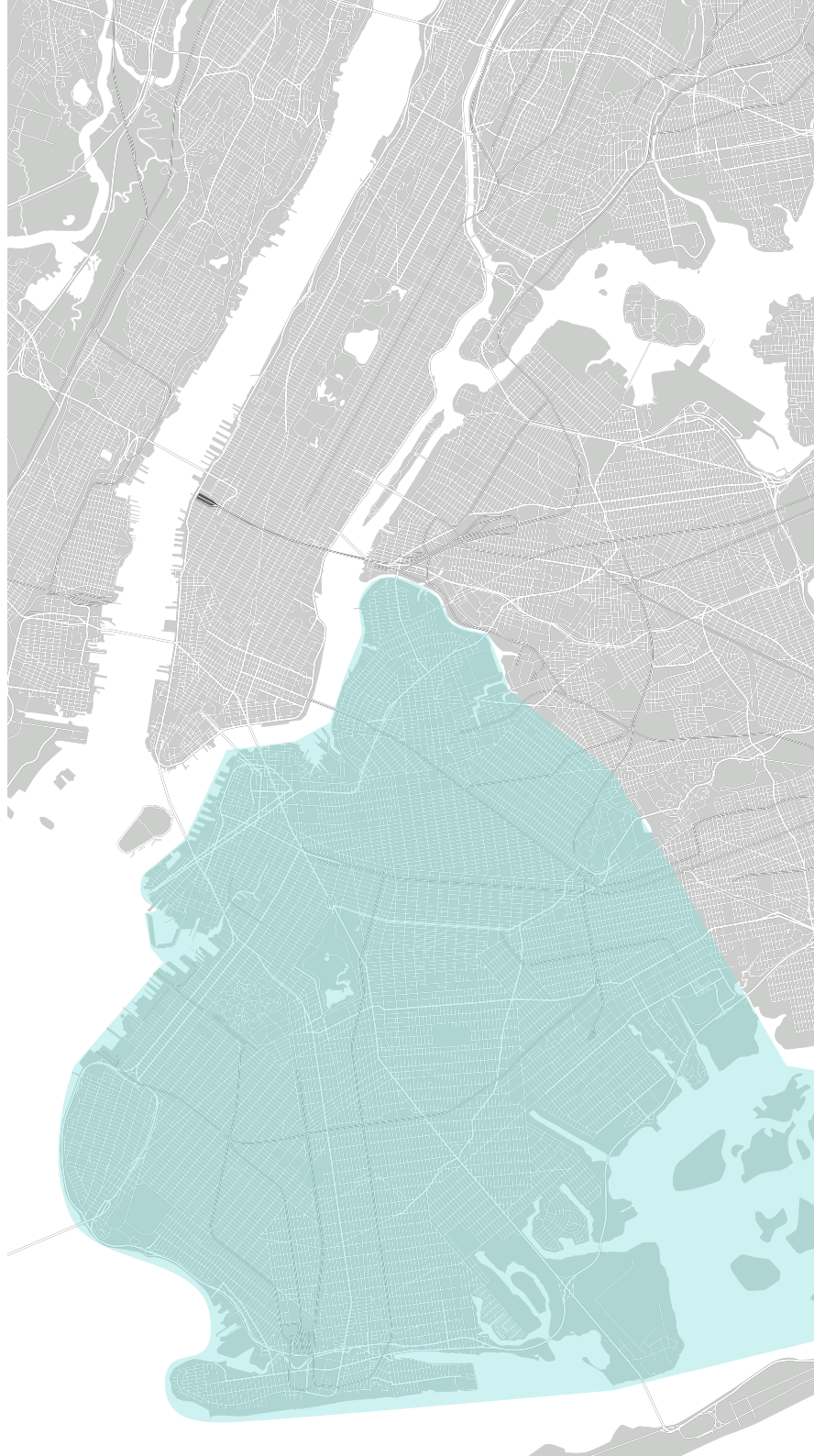
Ausgangspunkt für den Entwurf waren die drei Bereiche des Gebäudes, das Studio, die Kinosäle sowie die öffentlichen Bereiche.

Aus diesen drei Komponenten entwickelt sich eine geometrische Komposition aus wechselseitigem Zusammenspiel. Das lineare Element des Studios erstreckt sich durch die gesamte Gebäudelänge. Die Kino Innenräume sind entlang dieser Strecke punktuell angeordnet und entsprechen jeweils einem eigens entwickelten Typ von Raum. Diese neuen Kinoräume wurden über Parametern wie Körperposition, Blickfeld, Bewegung sowie dem Verschmelzungsgrad von Mensch und Film entwickelt. Diese Kino Typen stellen eine Erweiterung gegenüber den Möglichkeiten und Fähigkeiten des klassischen Saals dar und bieten in Zusammenhang mit hochentwickelten Technologien einen neuen Anreiz des Sehens und Erlebens von Film und Raum.

CENTER FOR CONTEMPORARY MOTION PICTURE
ABSTRACT
NEW YORK BROOKLYN NAVY YARD

NEW YORK
SITE
BROOKLYN NAVY YARD

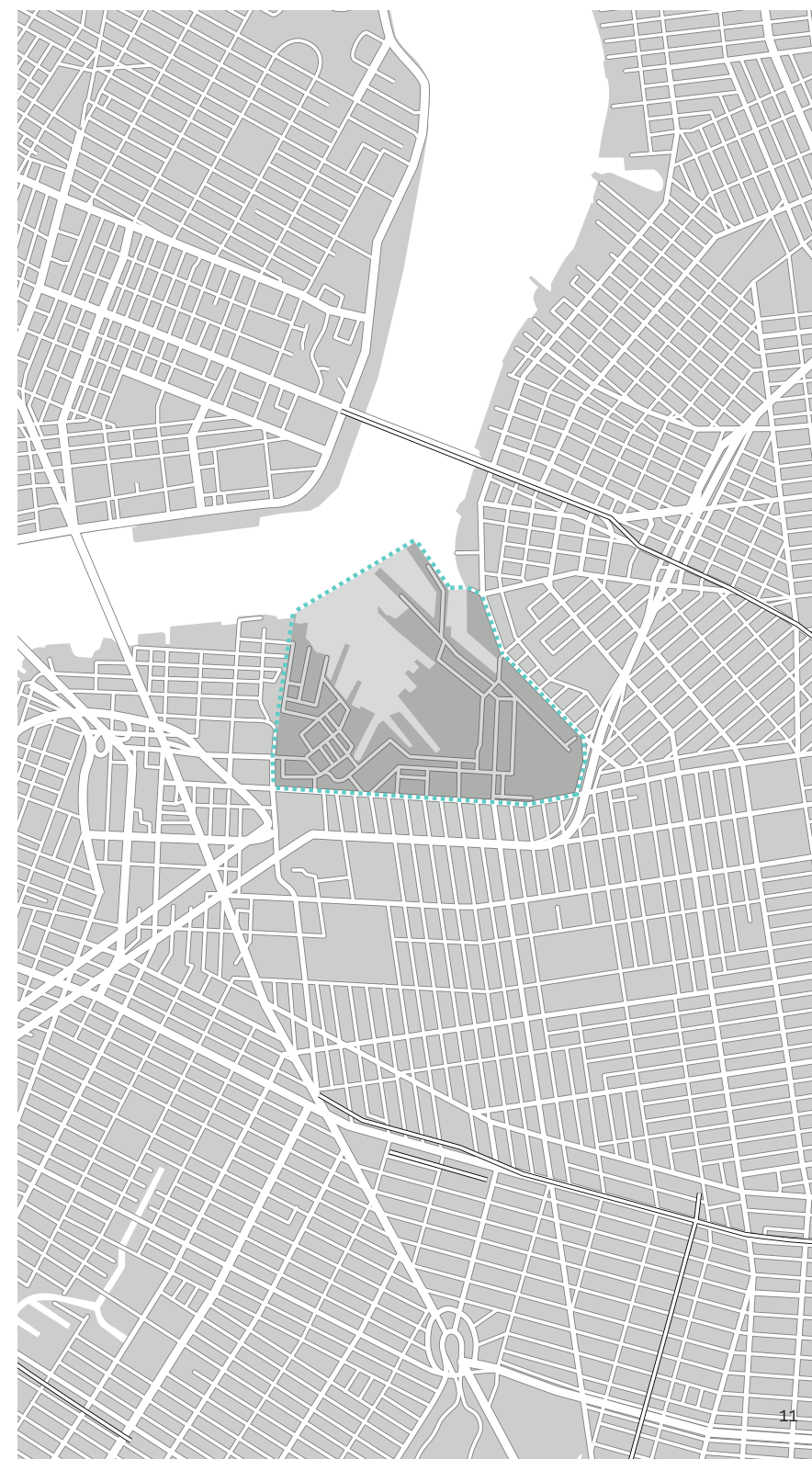






NEW YORK SITE BROOKLYN NAVY YARD

founded 1801 as one of the first naval shipyards
closed 1966
industrial park since 1969
120 hectare
over 40 buildings
over 330 tenants
industrial, commercial and retail space
NYC landmarks

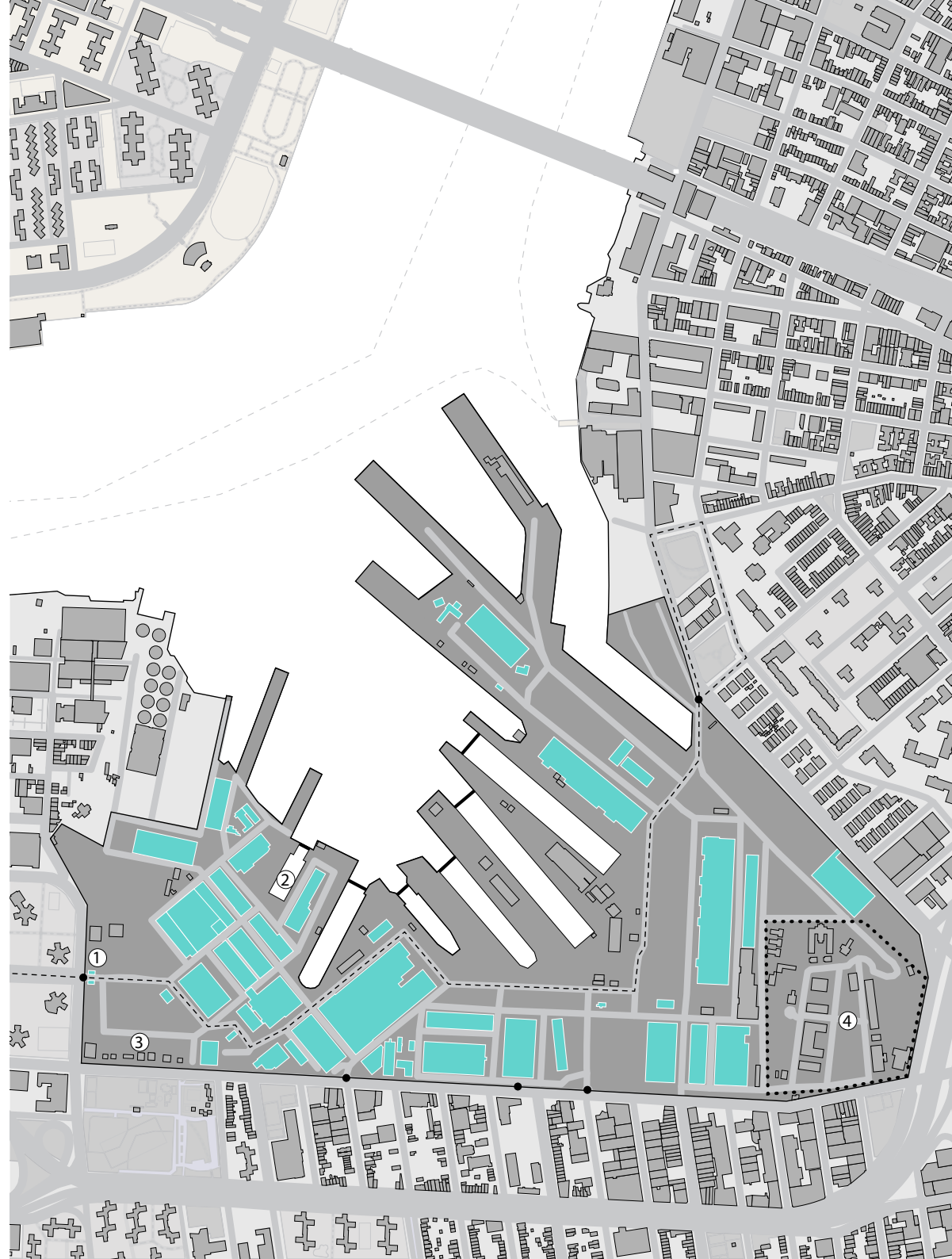




BROOKLYN NAVY YARD
SITE
POINTS OF INTEREST

landmarks:

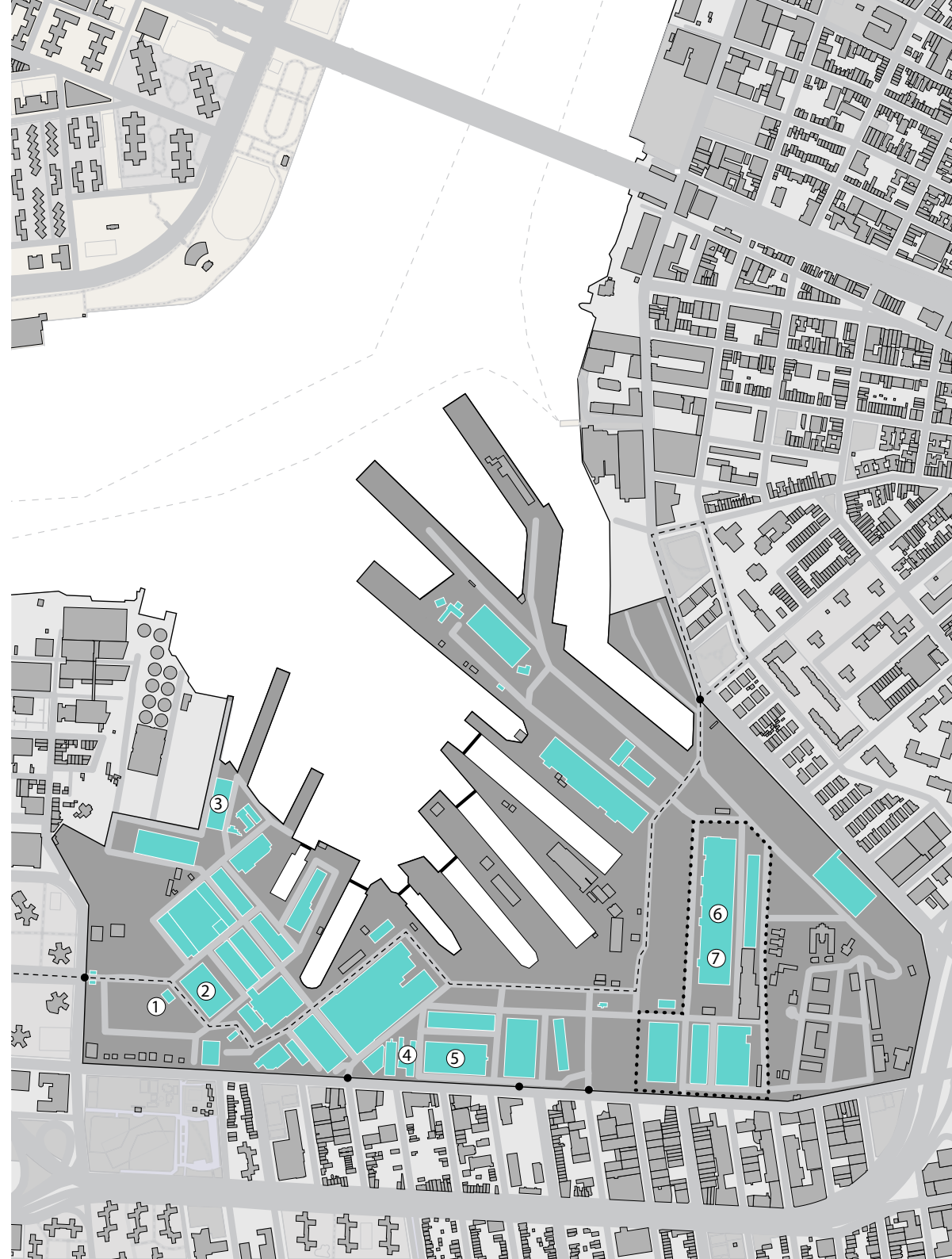
- sands street gate house 1
- dry dock #1 2
- admiral's row 3
- old united states naval hospital 4



BROOKLYN NAVY YARD
SITE
POINTS OF INTEREST

key buildings:

- | | |
|--|---|
| kings county distillery | 1 |
| perry building [green building] | 2 |
| duggal greenhouse [venue] | 3 |
| brooklyn navy yard center at building 92 | 4 |
| brooklyn grange rooftop farm | 5 |
| steiner studios | 6 |
| feirstein school of cinema | 7 |

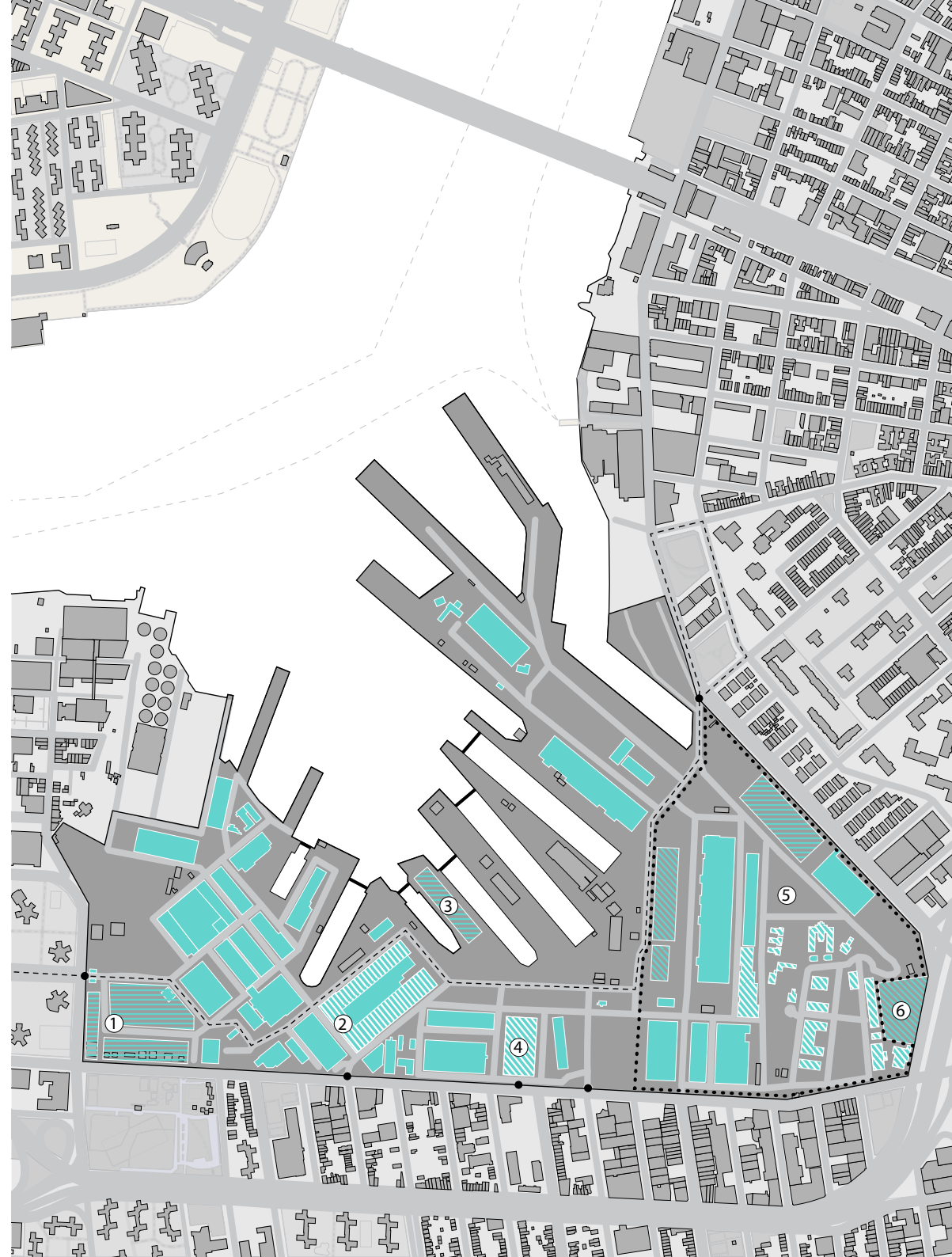




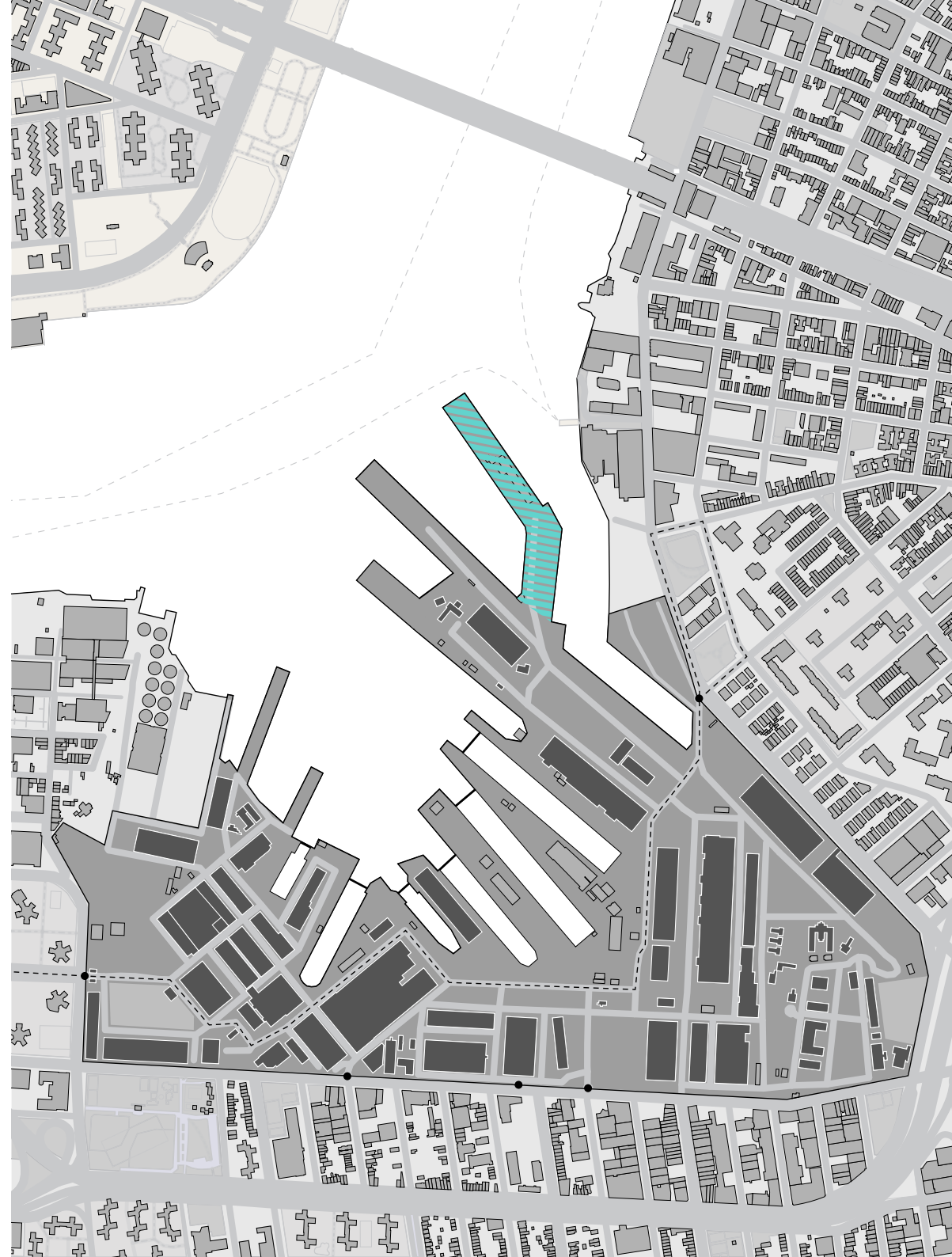
BROOKLYN NAVY YARD SITE DEVELOPMENTS

current expansions:

- 1 retail center at admiral's row
- 2 green manufacturing center
- 3 dock 72
- 4 building 77
- 5 steiner studios expansion
- 6 naval cemetery memorial park



BROOKLYN NAVY YARD
SITE
PIER K



area:
pier K 28.500m²

STUDIO + CINEMA
IDEA
THEORY

FILM STUDIO + CINEMA

FILM STUDIO + CINEMA

CONCEPT IDEA

THEORY

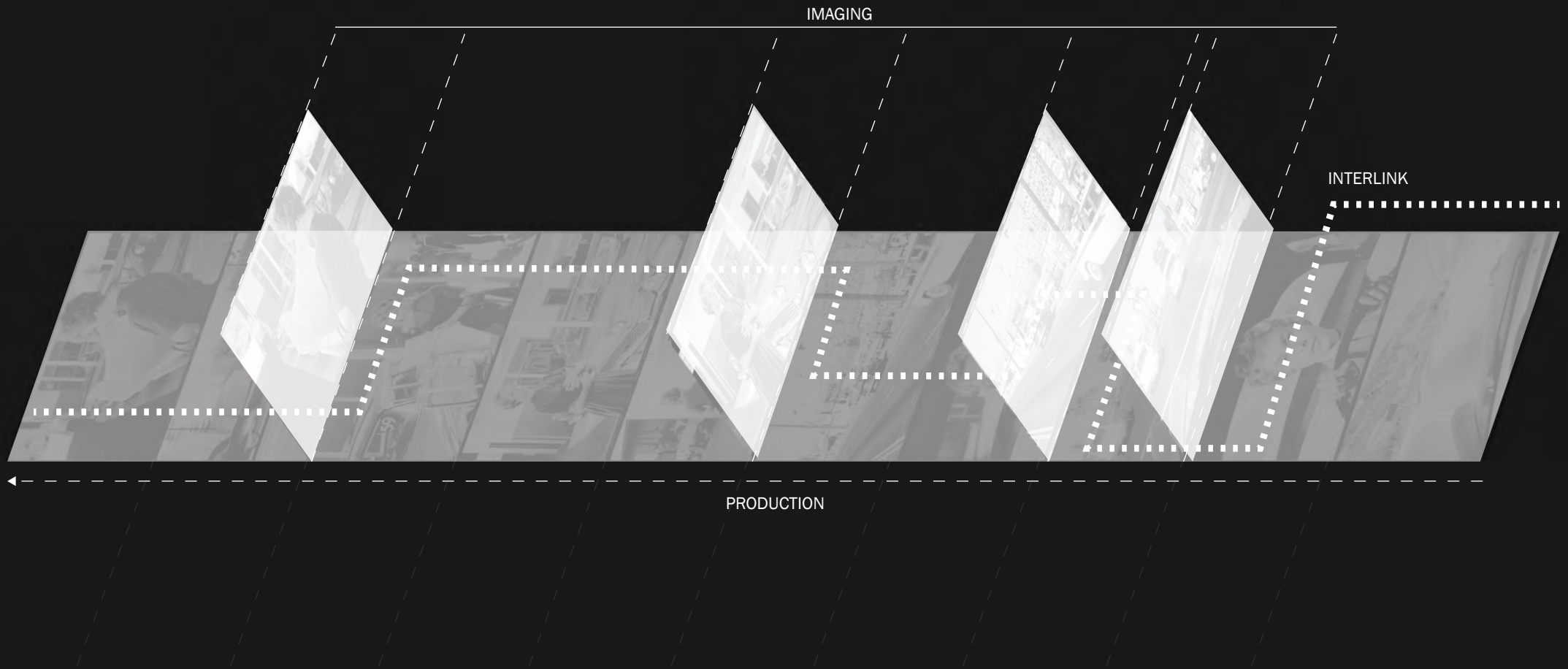
EXTRACTION OF SINGLE FRAMES

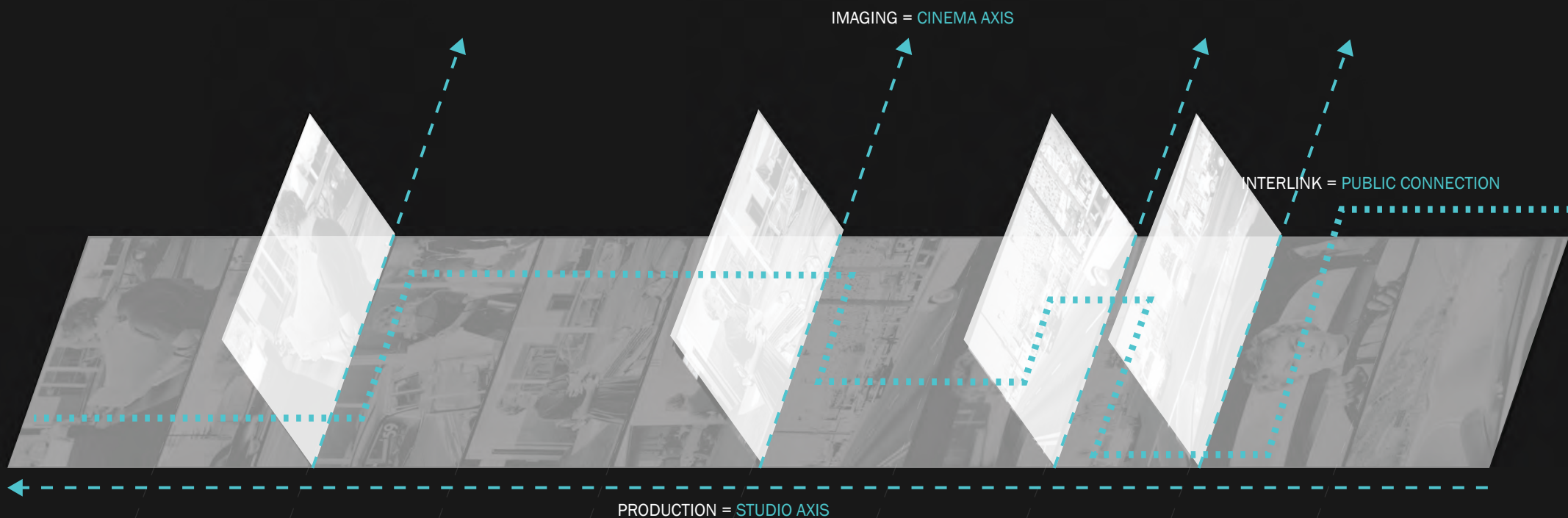


TIME + PROGRESS

FILM

FILM STUDIO + CINEMA
**CONCEPT
IDEA**
THEORY

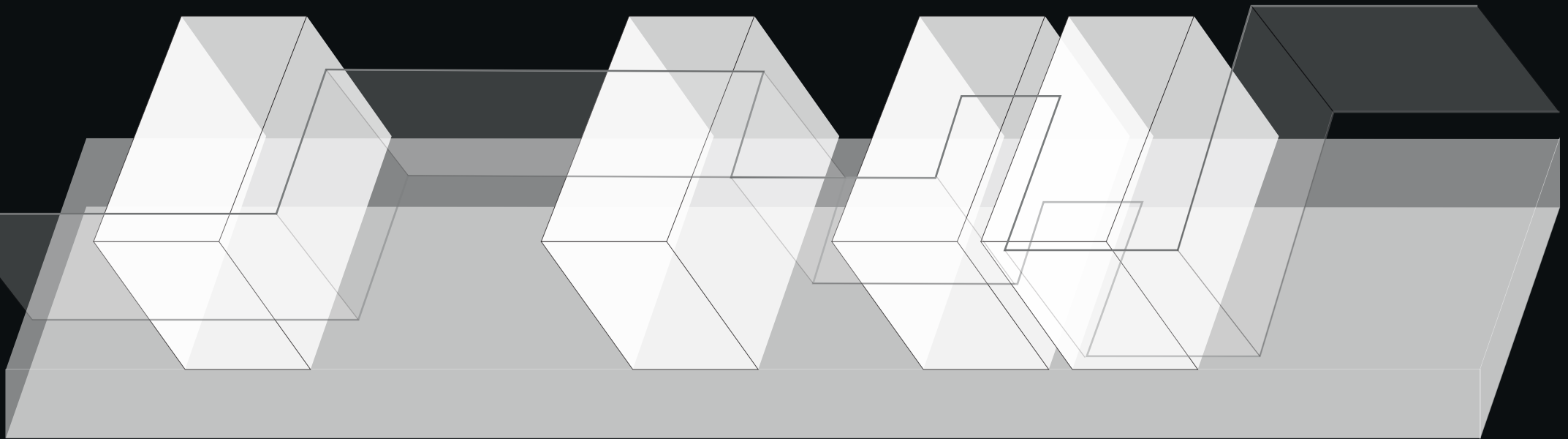




FILM STUDIO + CINEMA
**CONCEPT
IDEA**
THEORY

BOXES - INDOOR CINEMAS

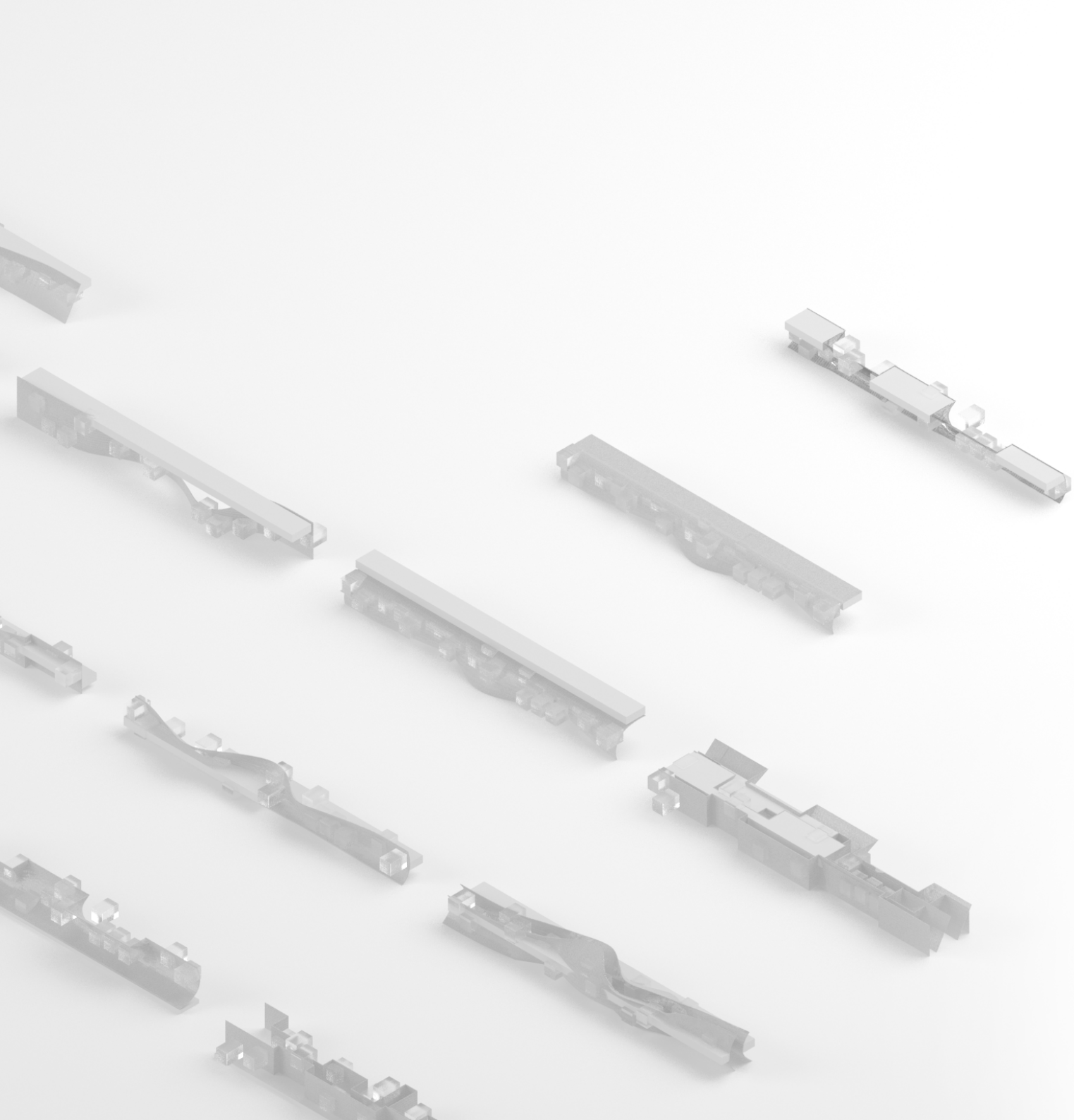
SURFACE - OUTDOOR CINEMAS & PUBLIC

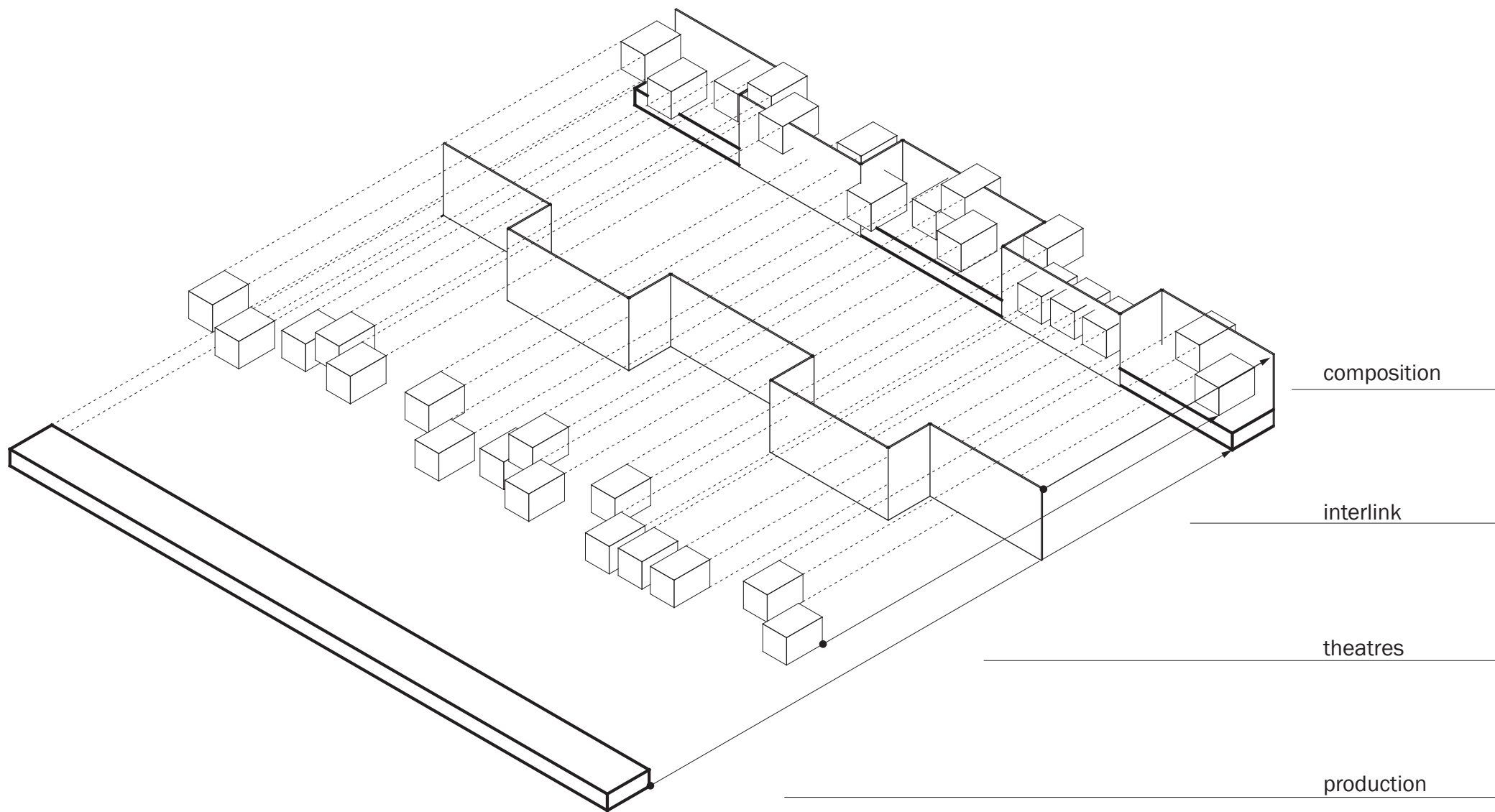


BLOCK - STUDIO FACILITIES

GEOMETRY STUDIES
CONCEPT
PIERSTRATEGY

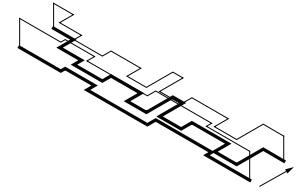
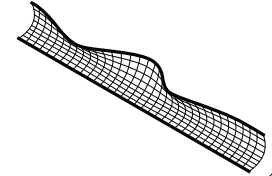
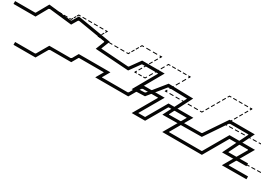
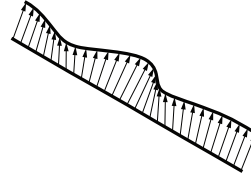
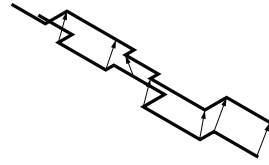
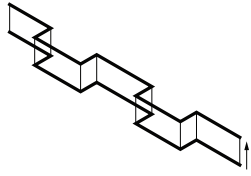
FILM STUDIO + CINEMA
**GEOMETRY
STUDIES**





interlink + theatre

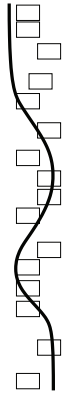
interlink + theatre
+ studio



A1



A2



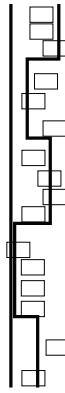
B1



C1



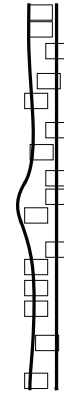
C2



D1



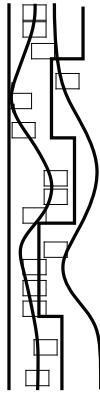
E1



E2



F1



symmetry

asymmetry

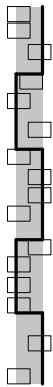
blending

altitude

bending

multiplica-

R1-A1



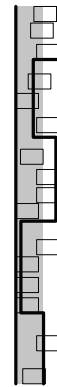
R1-B1



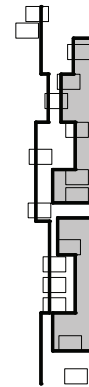
R1-C1

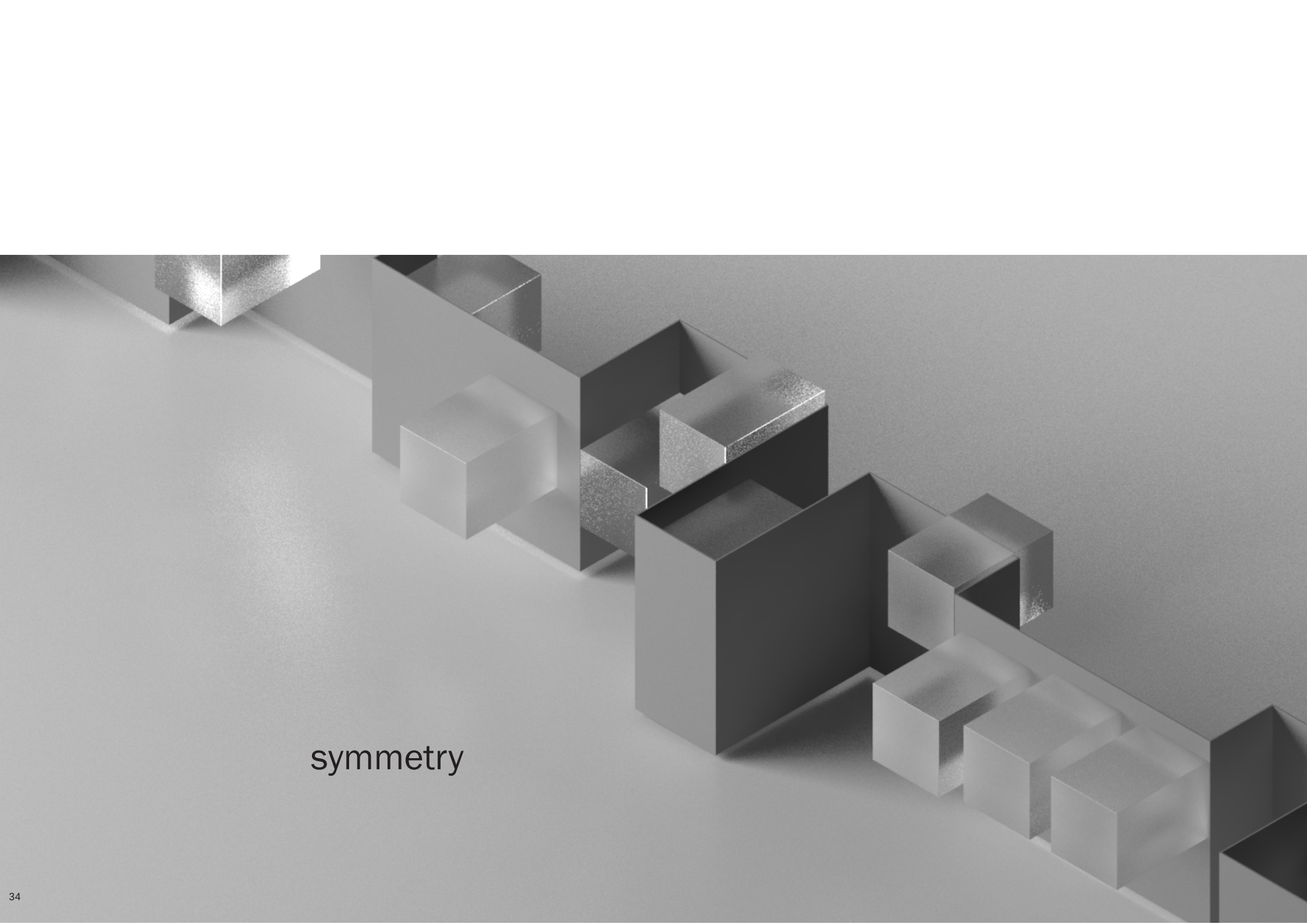


R1-D1

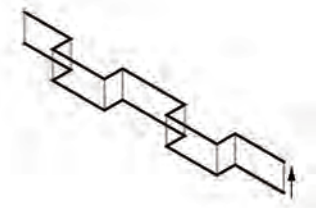
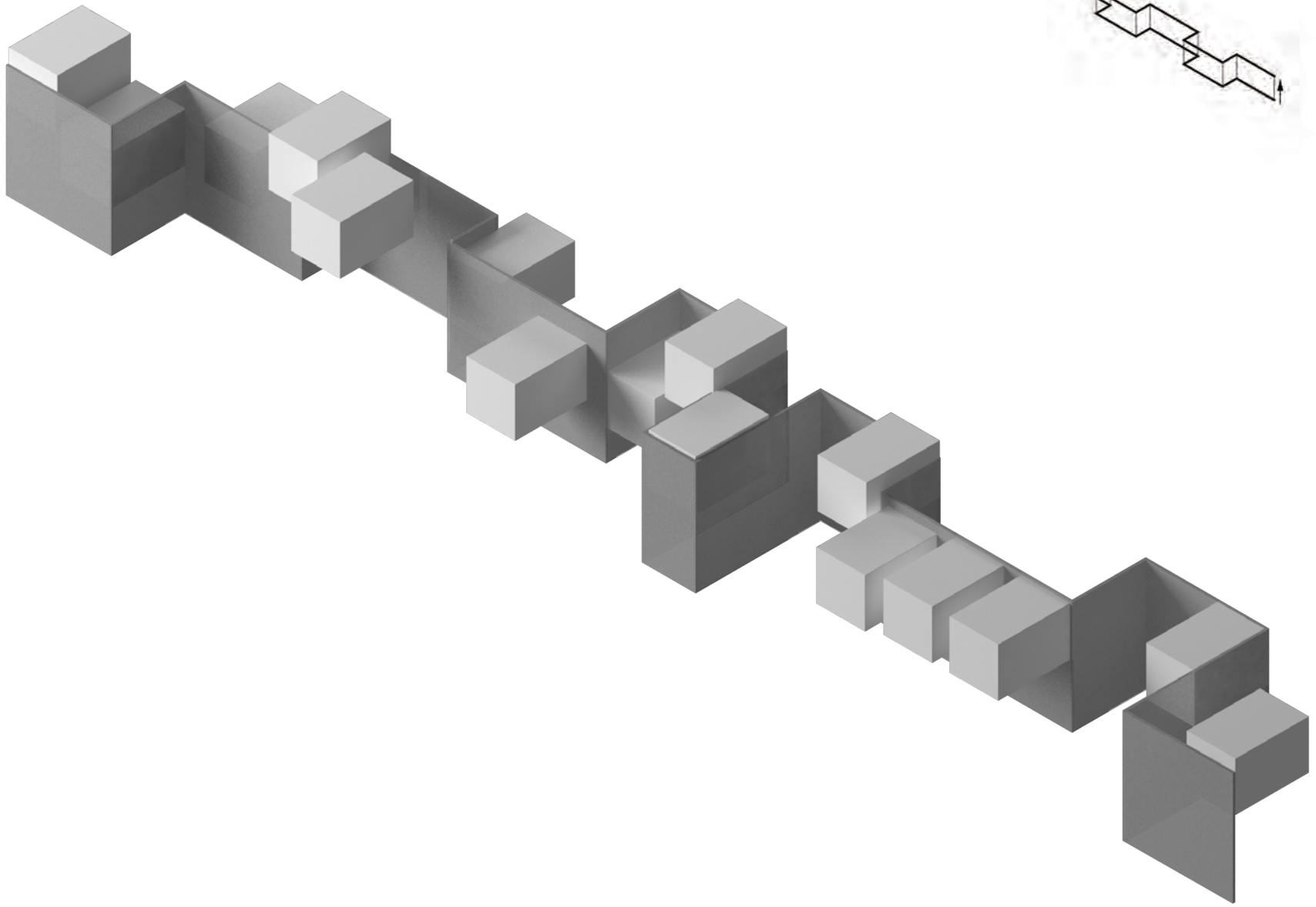


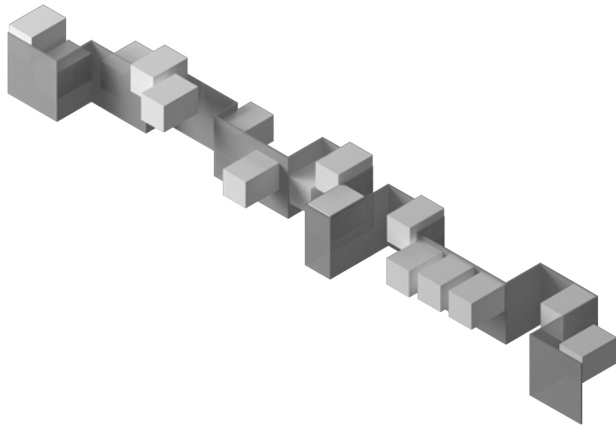
R1-E1



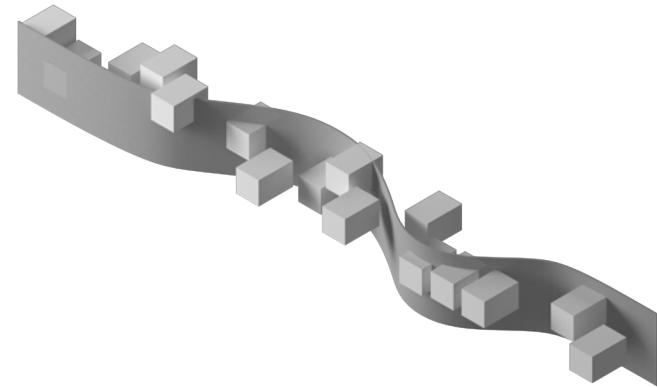
An abstract, grayscale isometric composition featuring a variety of three-dimensional geometric shapes. The scene includes several cubes of different sizes, some solid and some hollow, as well as rectangular blocks and stepped structures. These elements are arranged in a complex, layered fashion on a flat, light-colored surface. The lighting is soft and directional, coming from the upper left, which creates subtle gradients and casts long, gentle shadows to the right, enhancing the three-dimensional quality of the forms. The overall aesthetic is minimalist and architectural.

symmetry

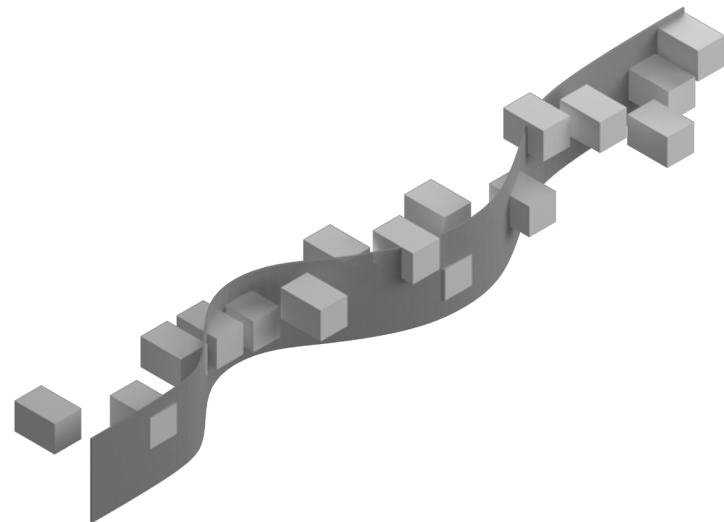
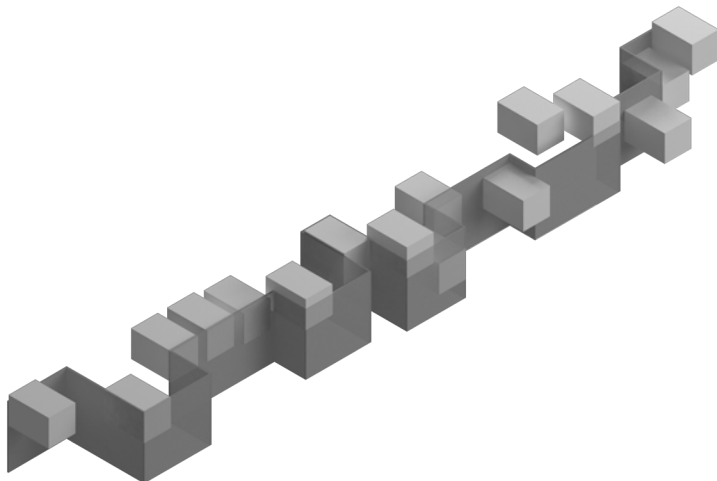


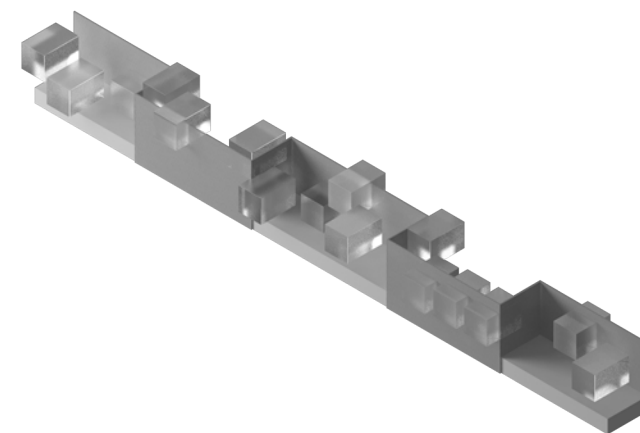
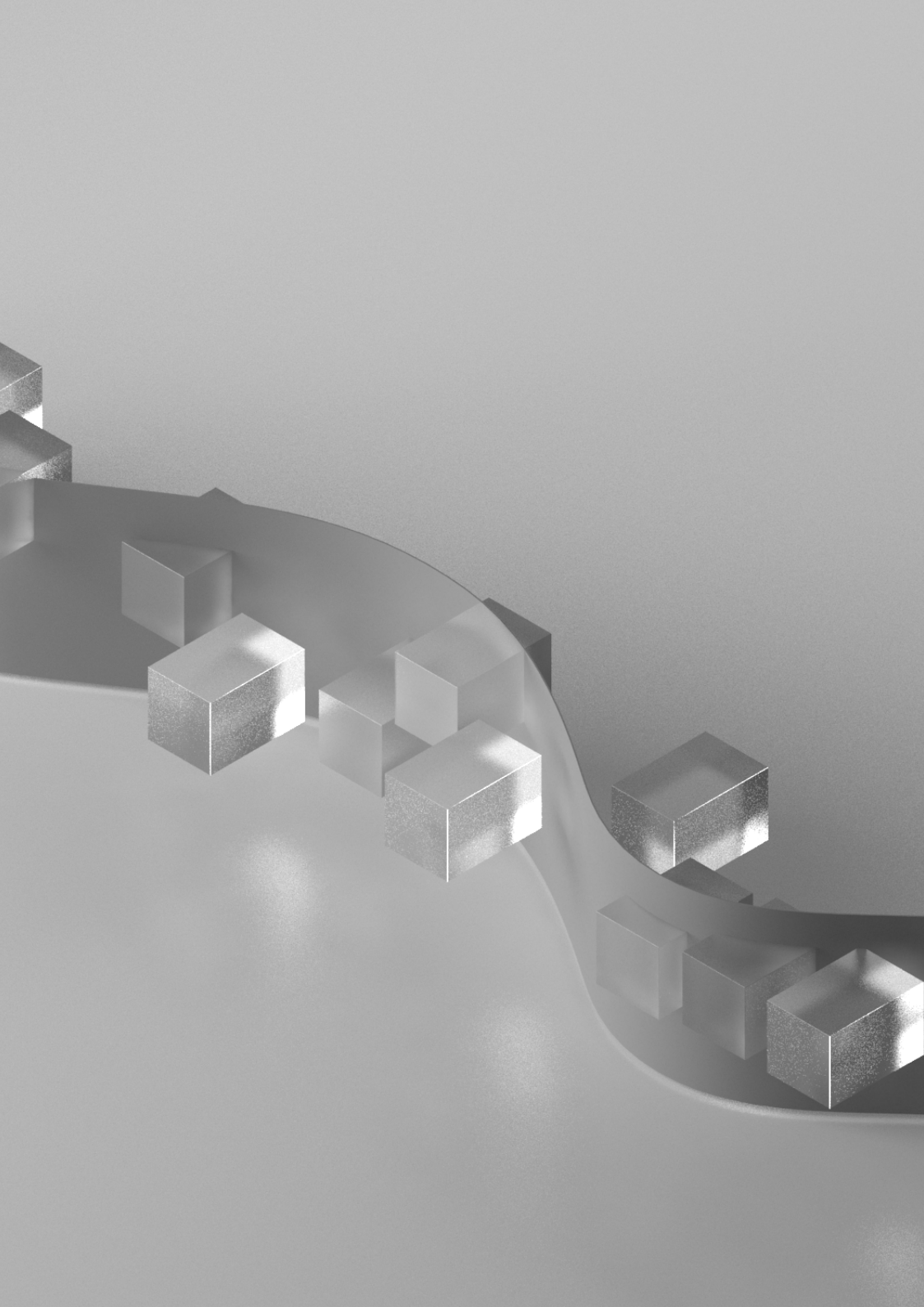


A1

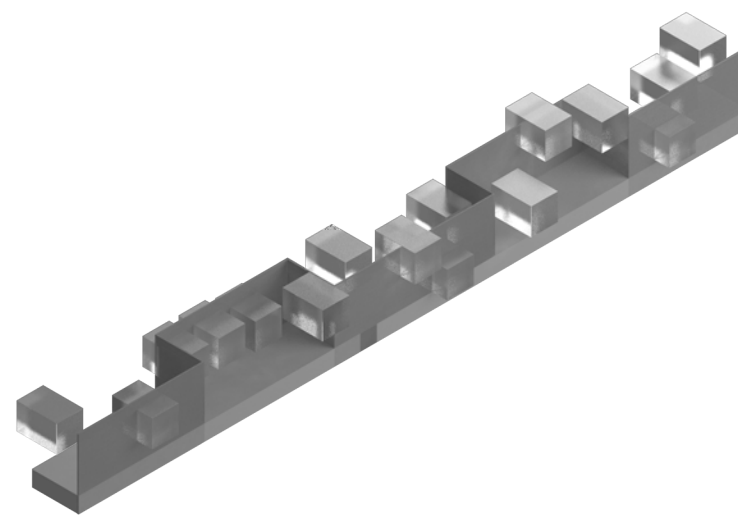


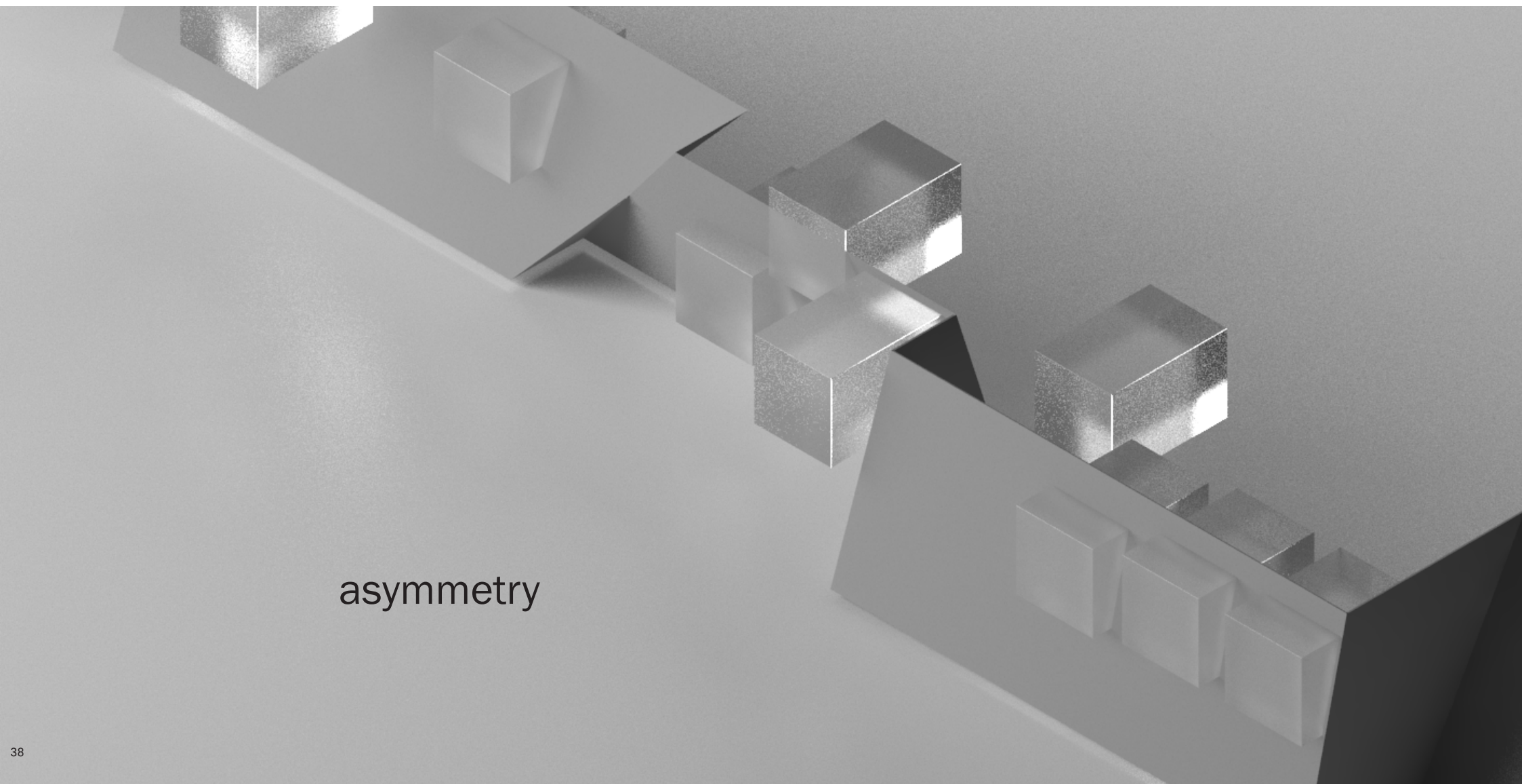
A2



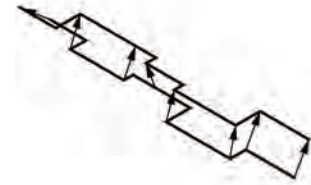
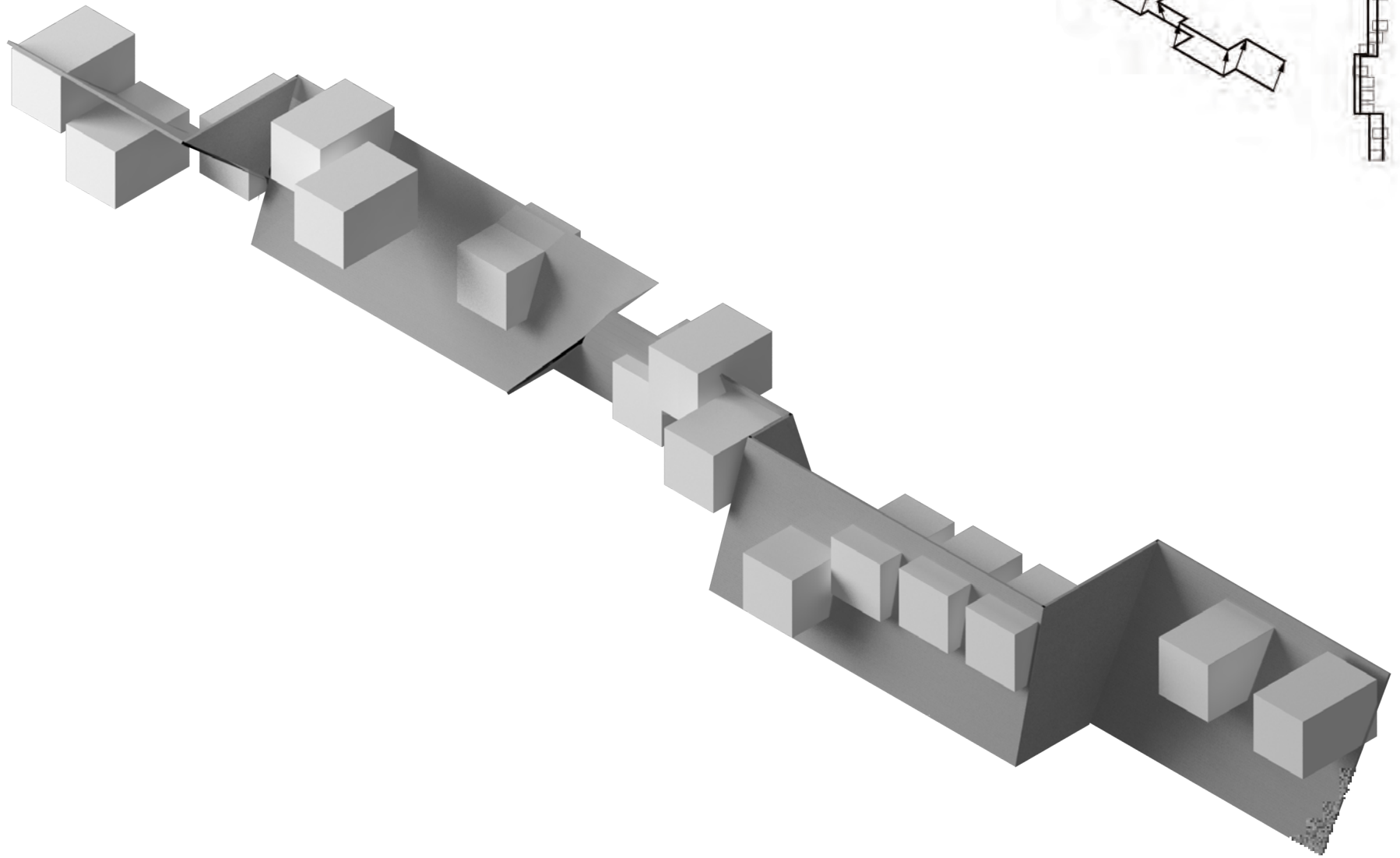


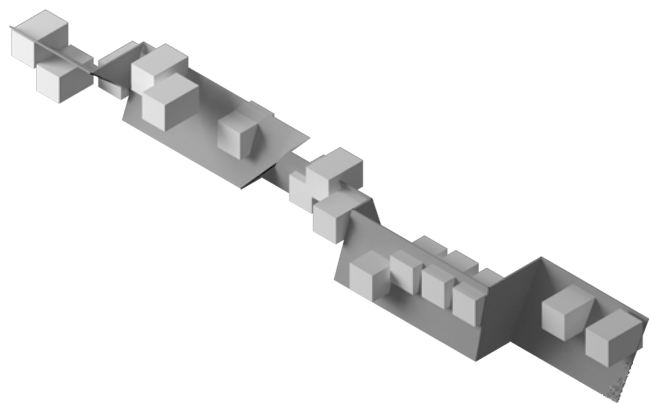
A1.1



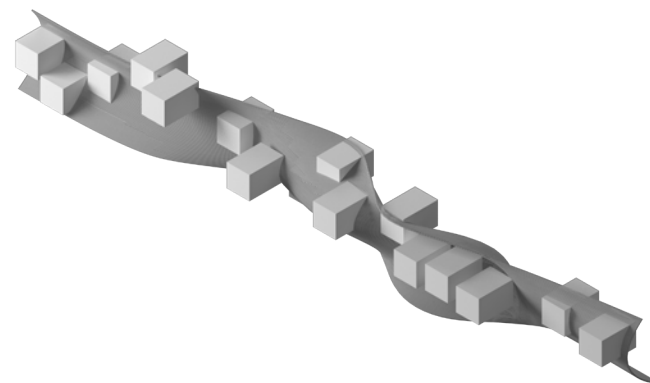


asymmetry

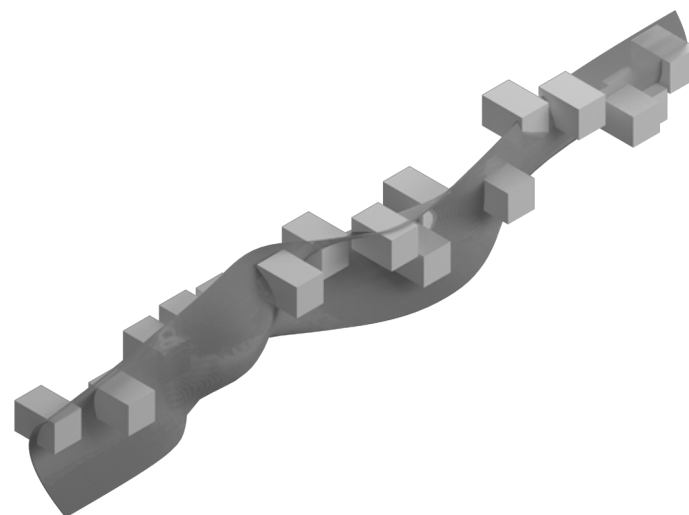
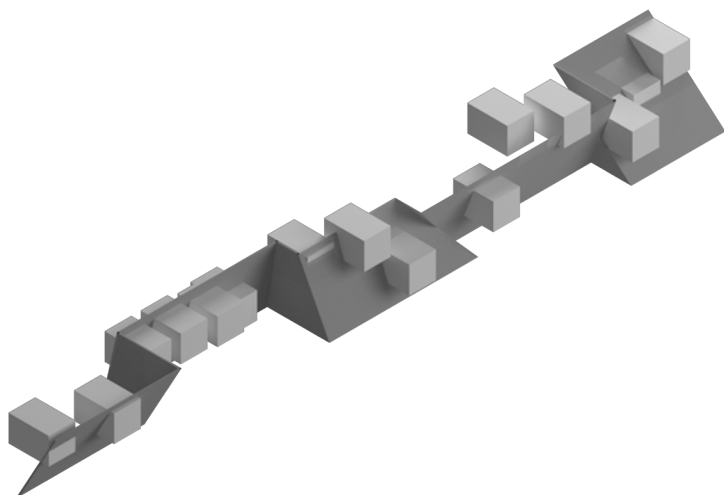


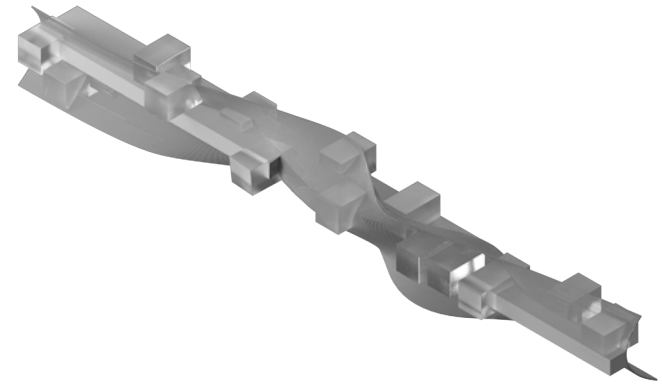
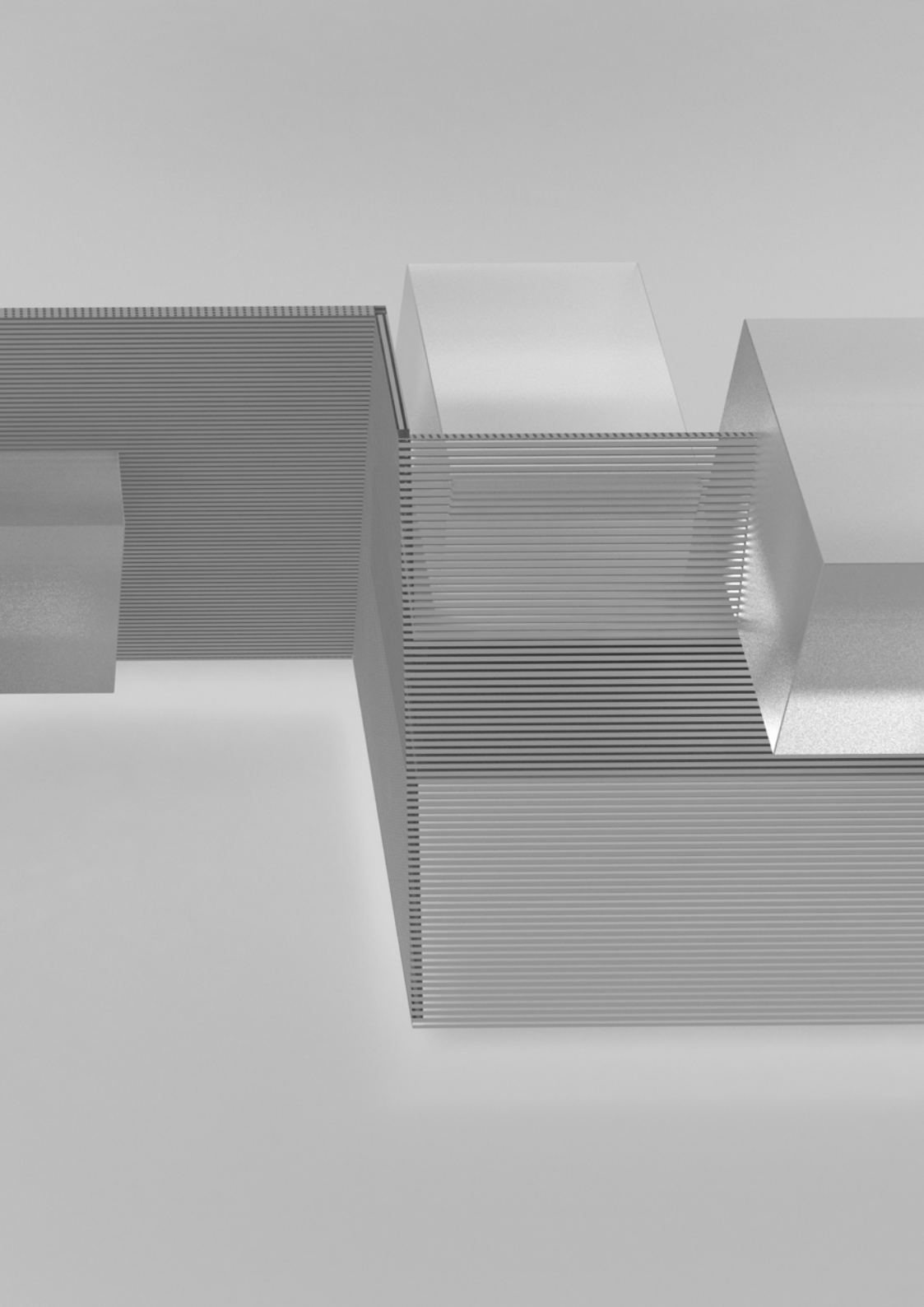


B1

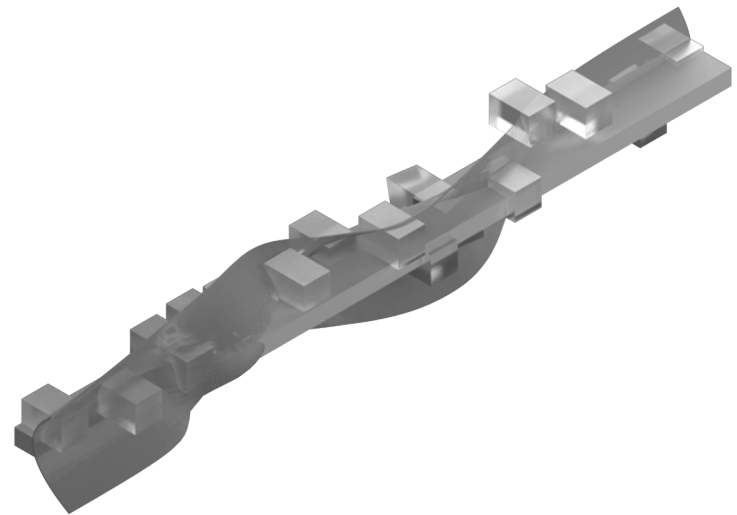


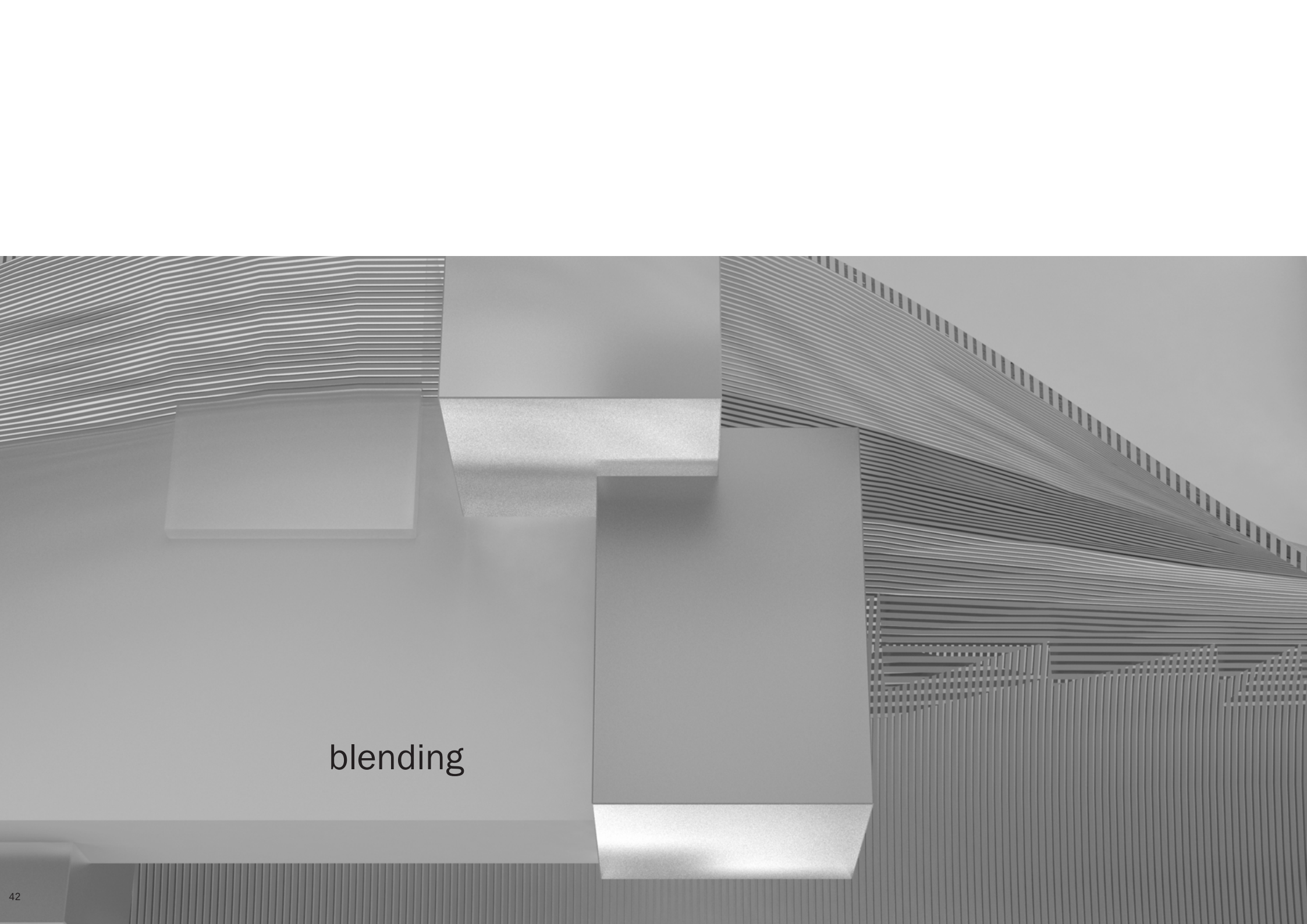
B2



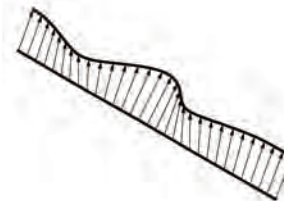
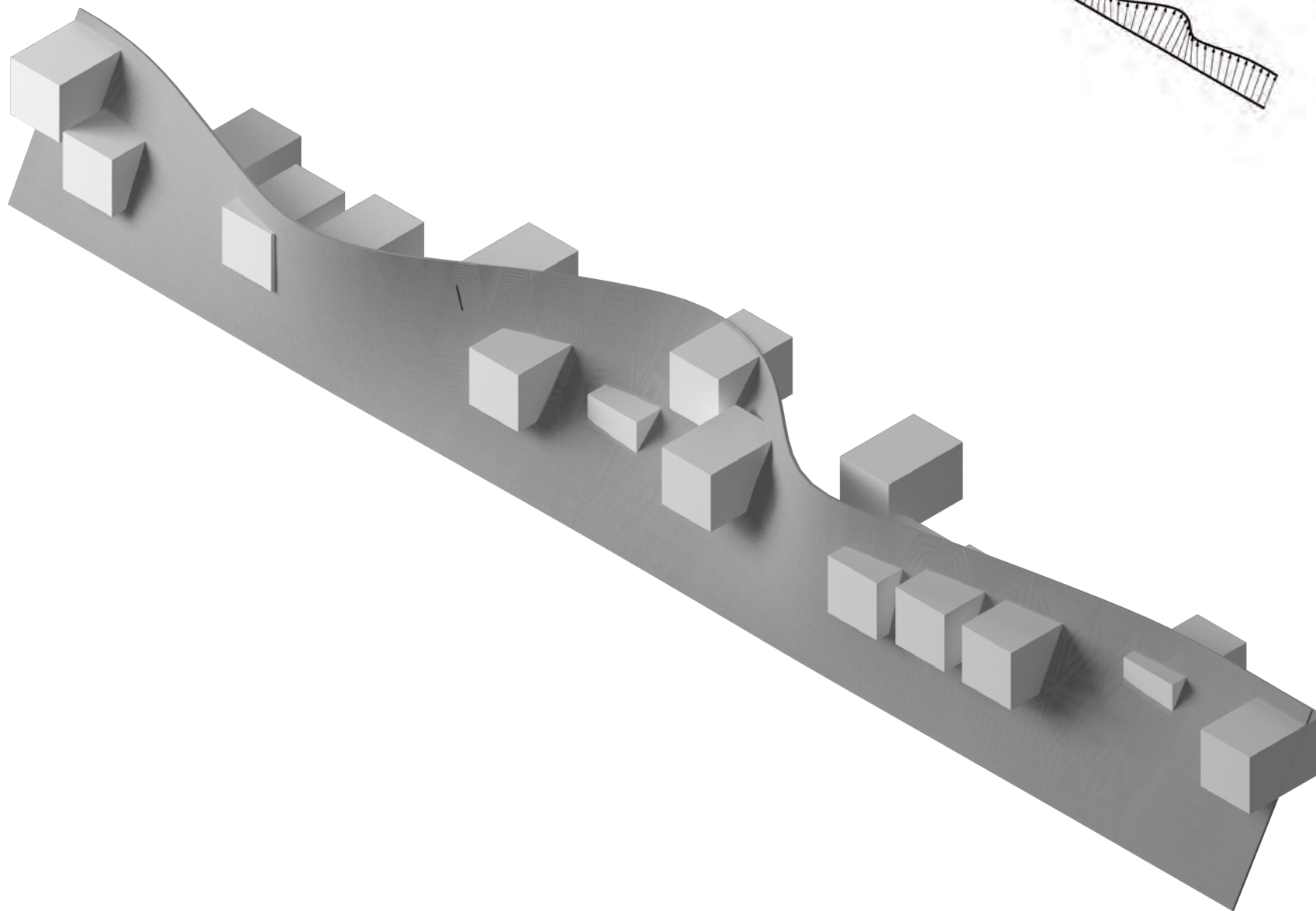


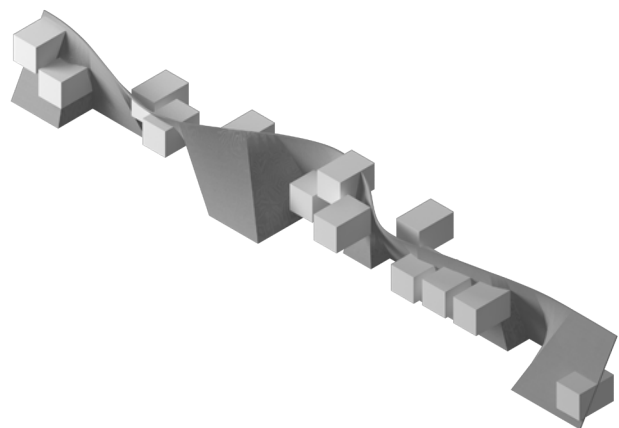
B1.1



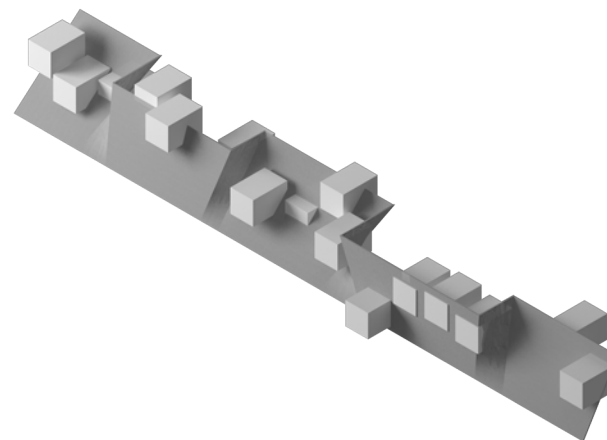
An abstract geometric composition featuring several overlapping rectangular planes in various shades of gray. The background is filled with dense, wavy, horizontal lines that create a sense of depth and movement. The planes are arranged in a way that suggests a three-dimensional space, with some planes appearing to float or be attached to others. The overall effect is a complex, layered visual structure.

blending

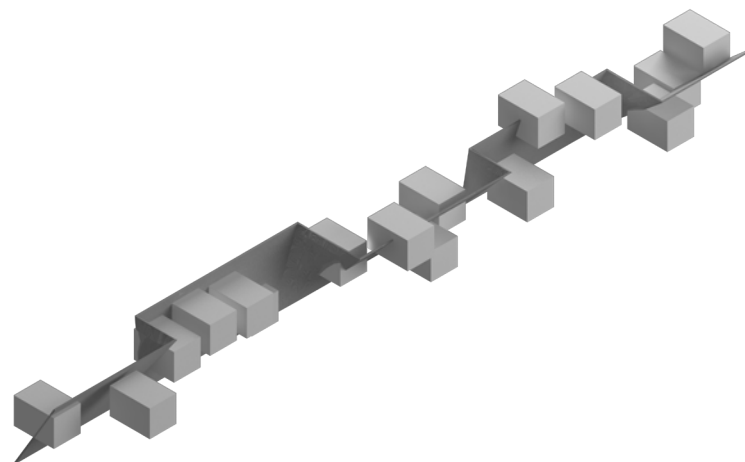
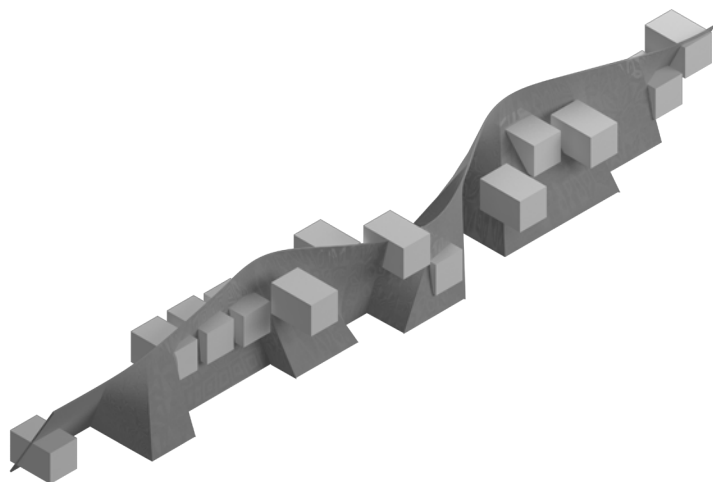


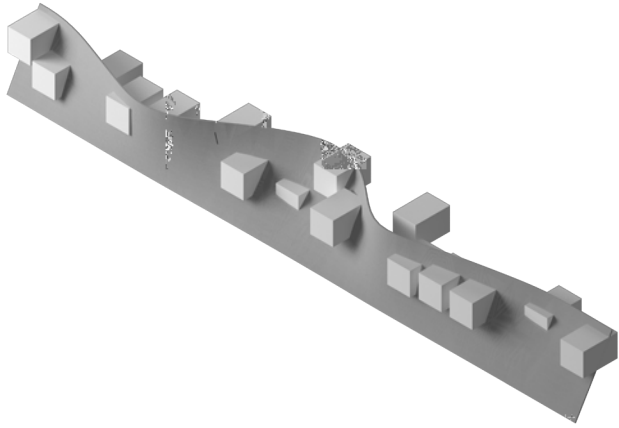


C1

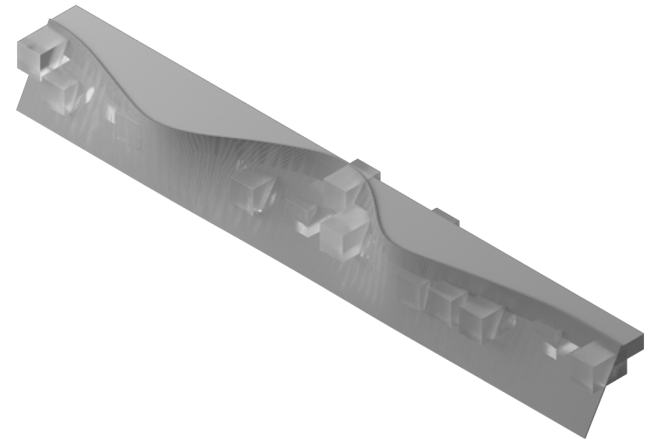


C2

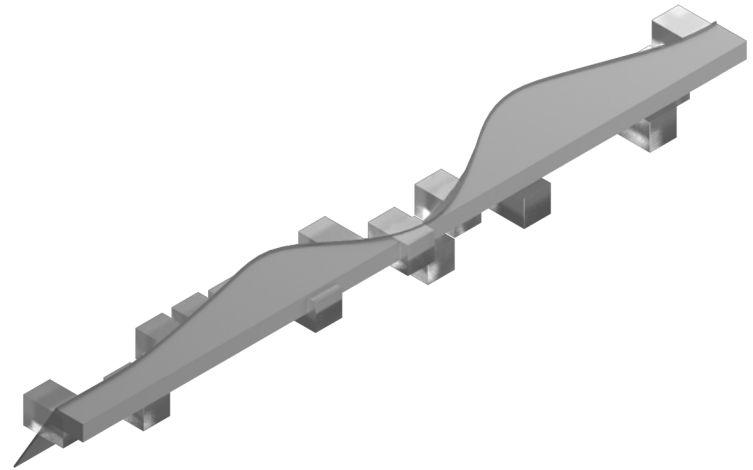
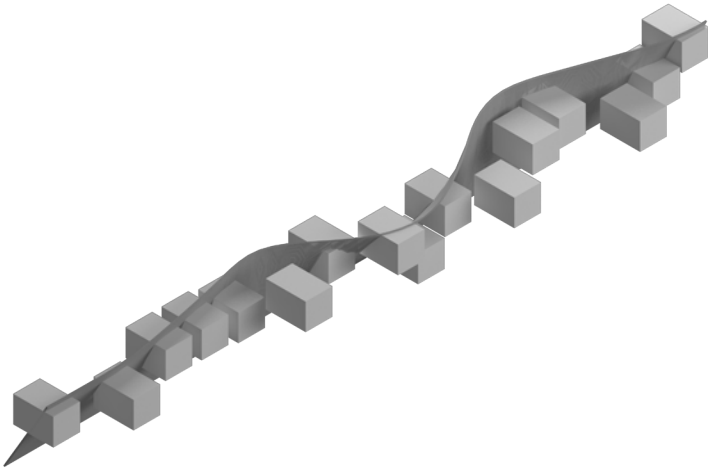


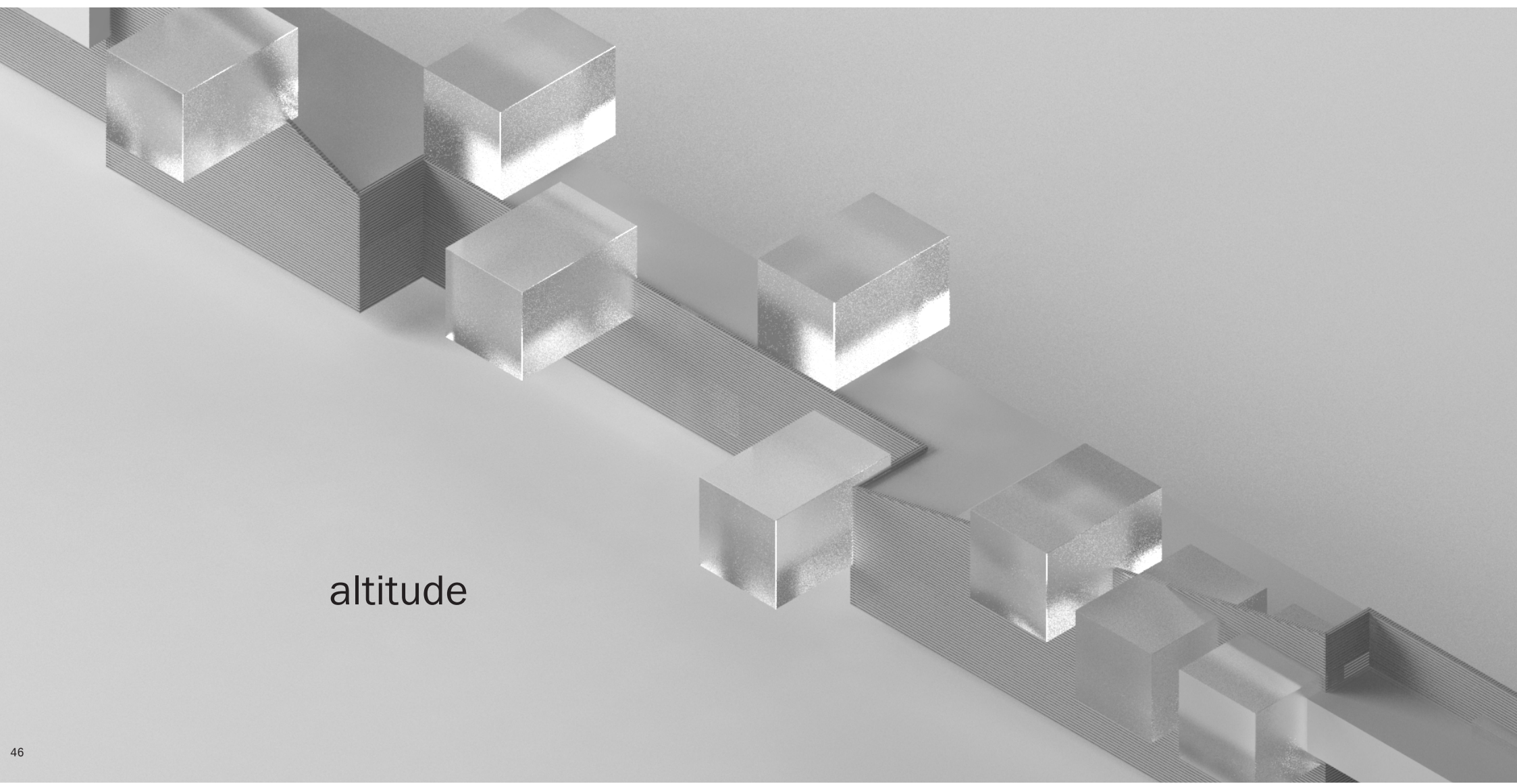


C3

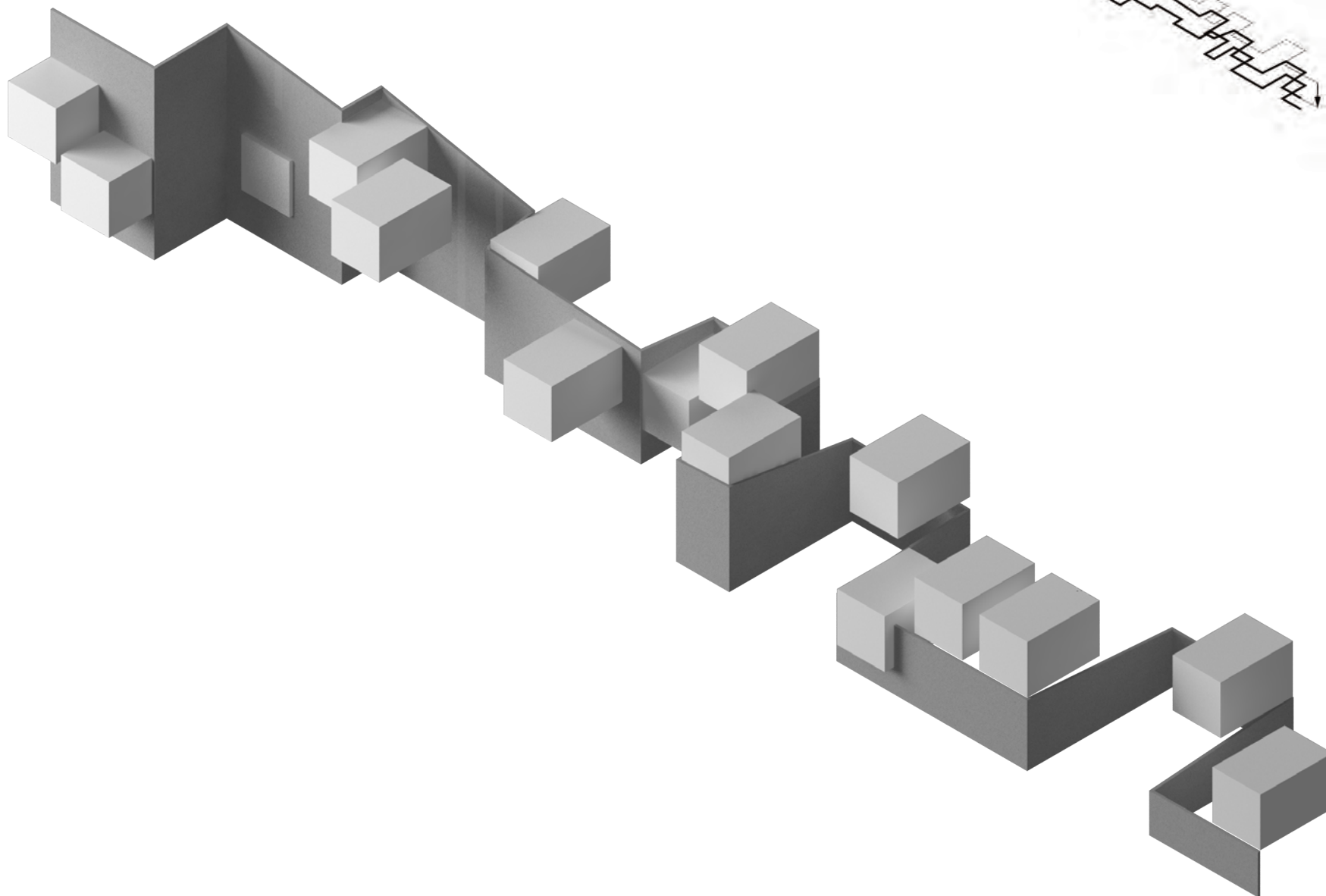
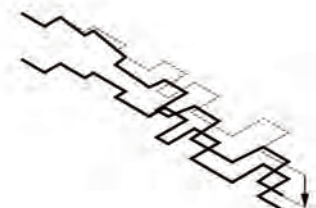


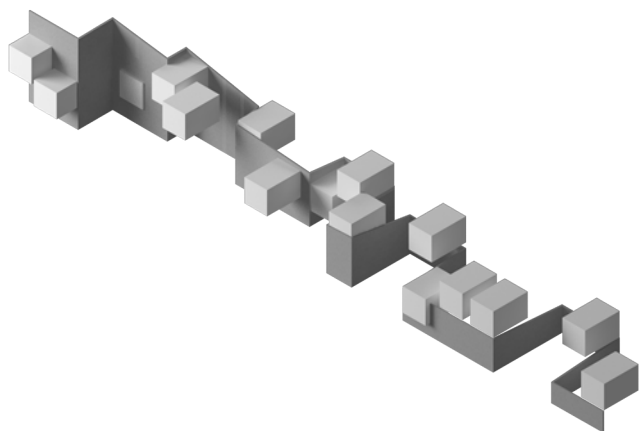
C2.1



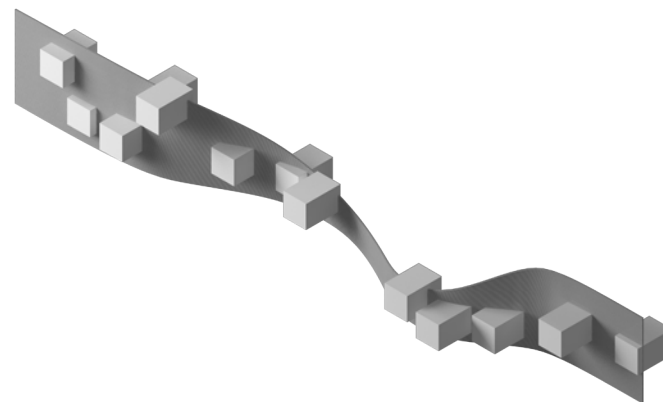


altitude

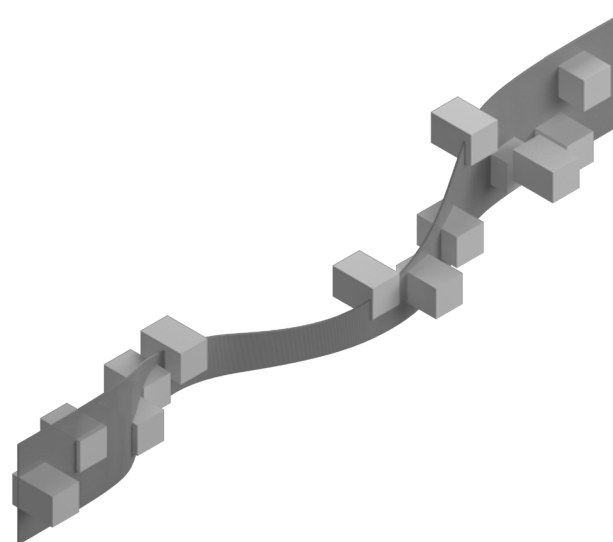
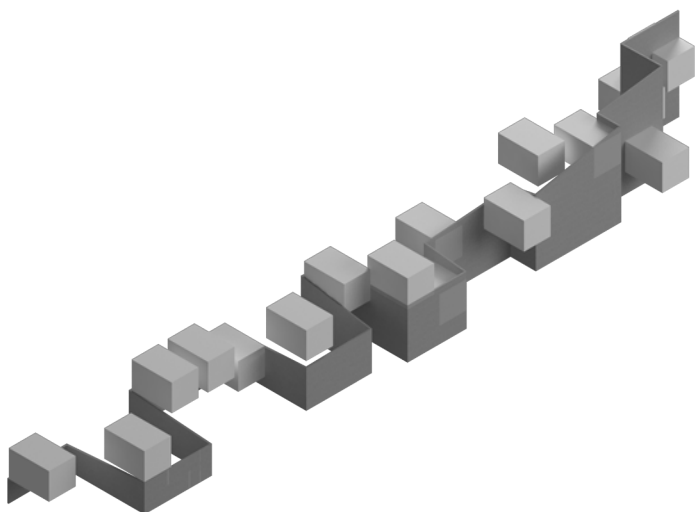


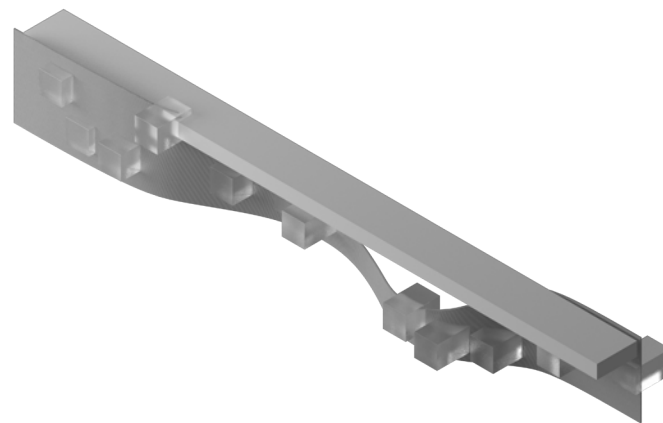
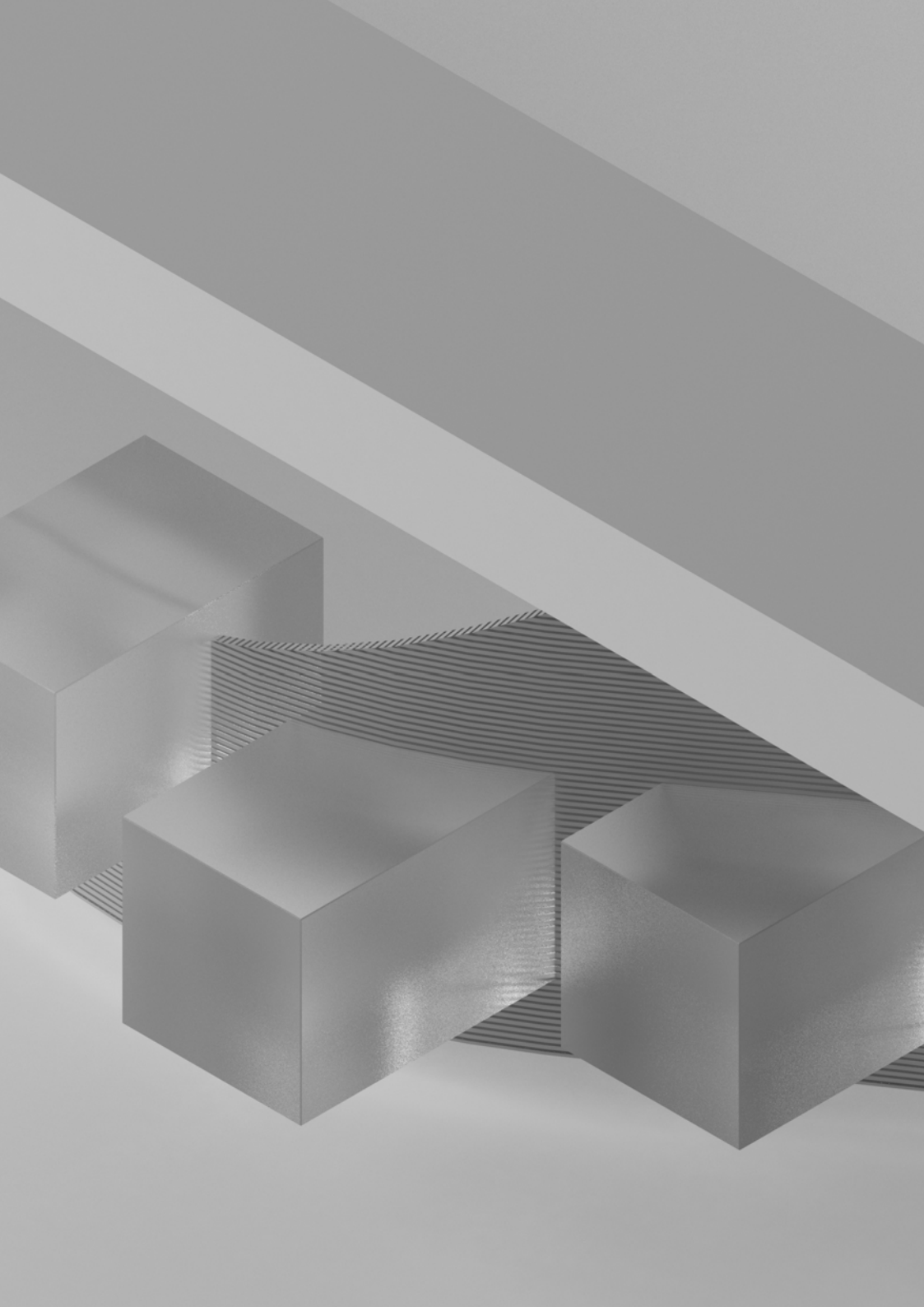


D1

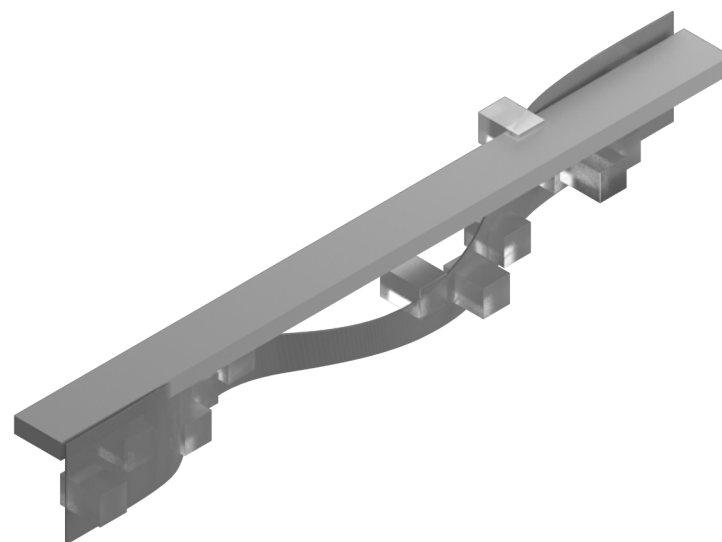


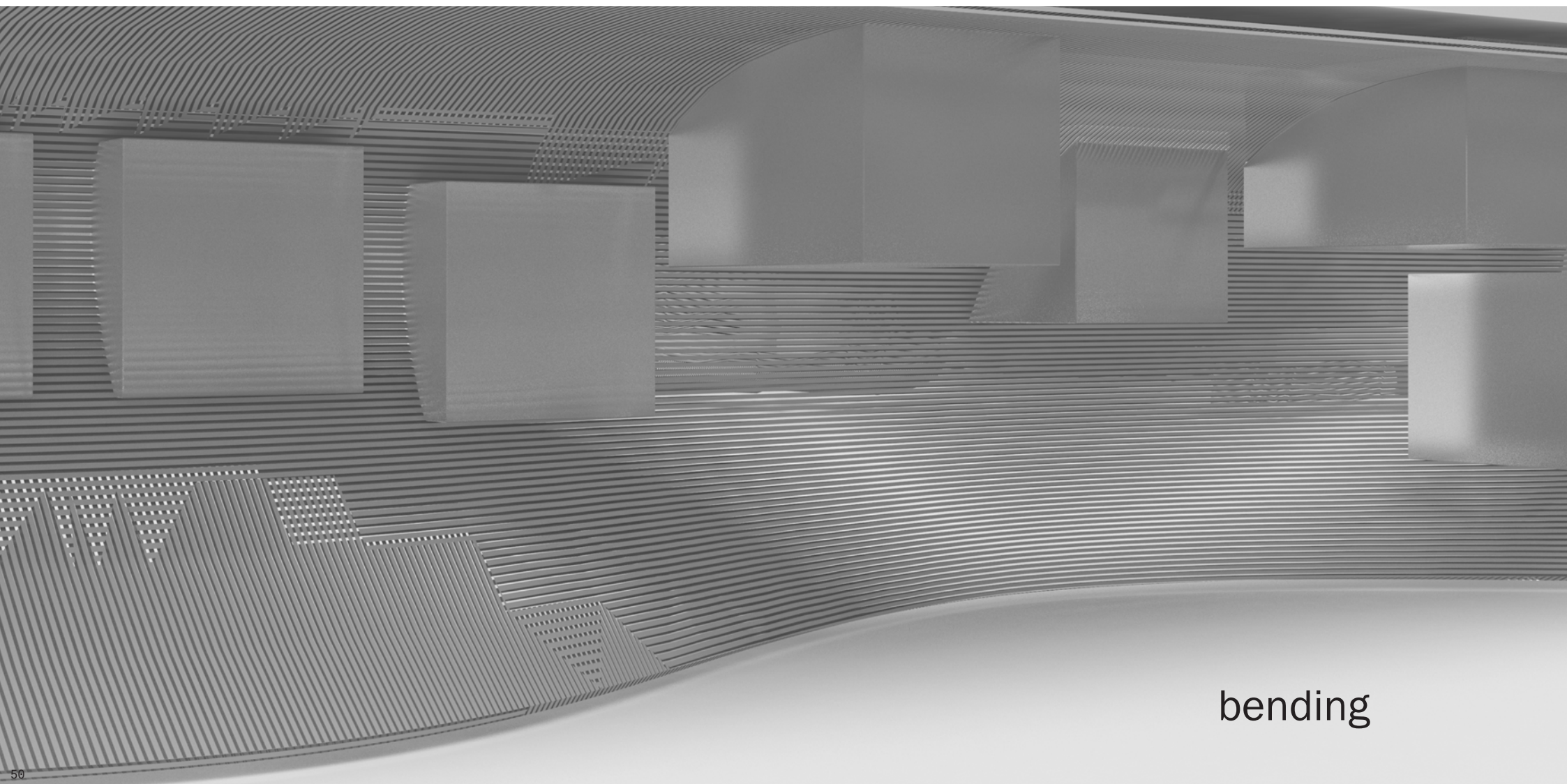
D2



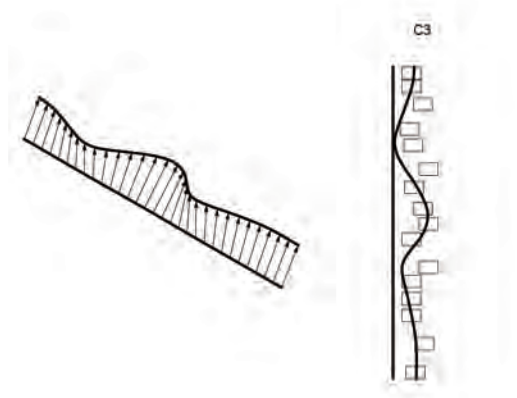
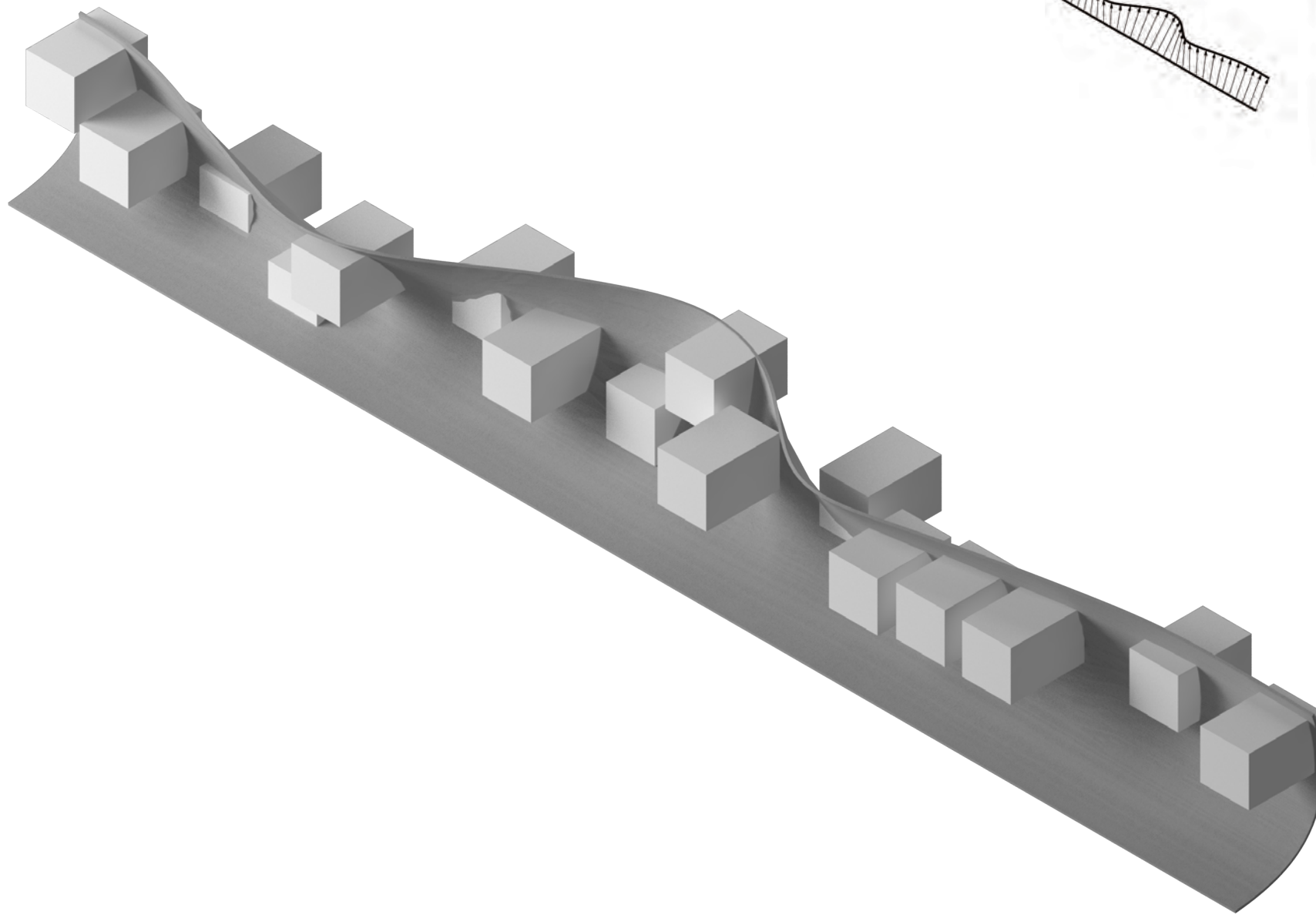


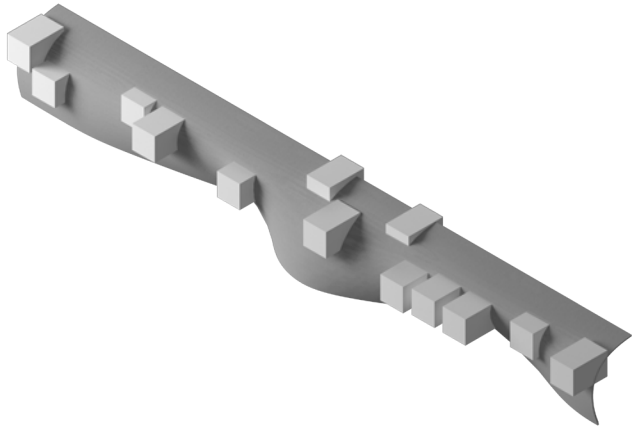
D2.1



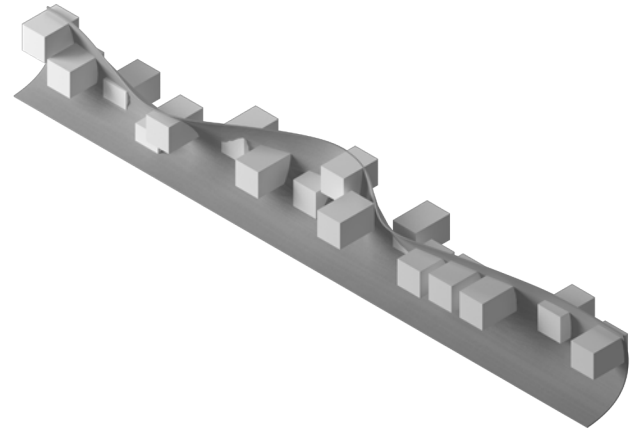


bending

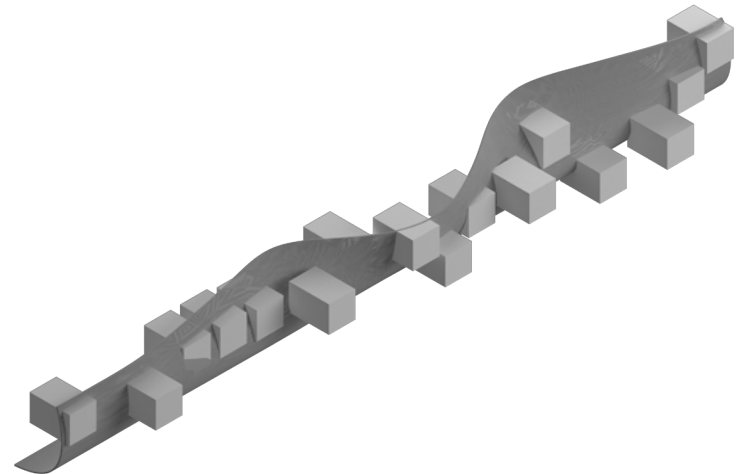
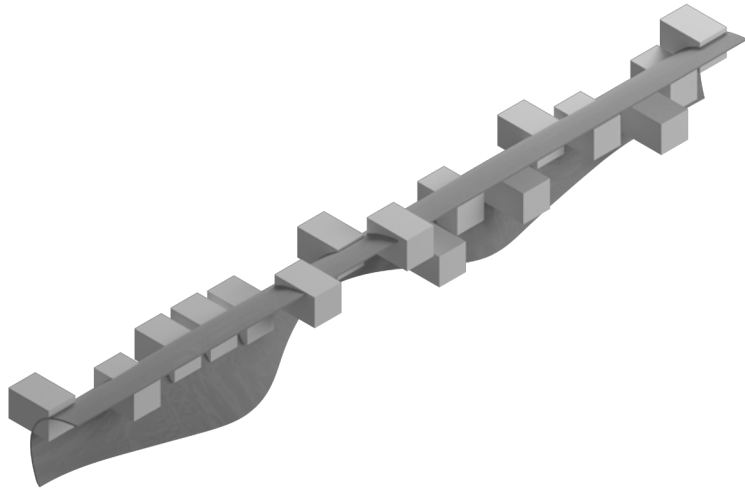


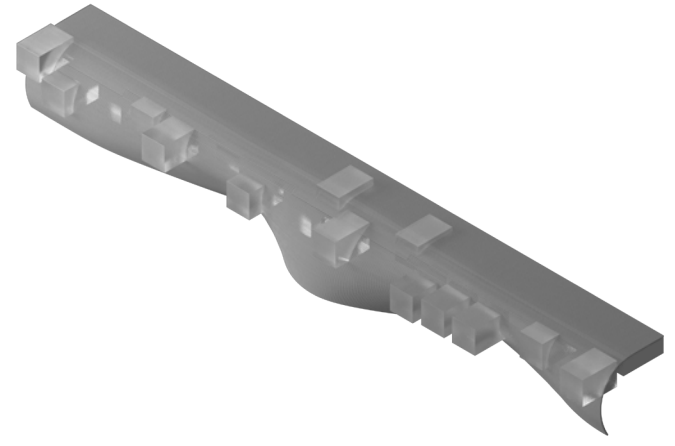
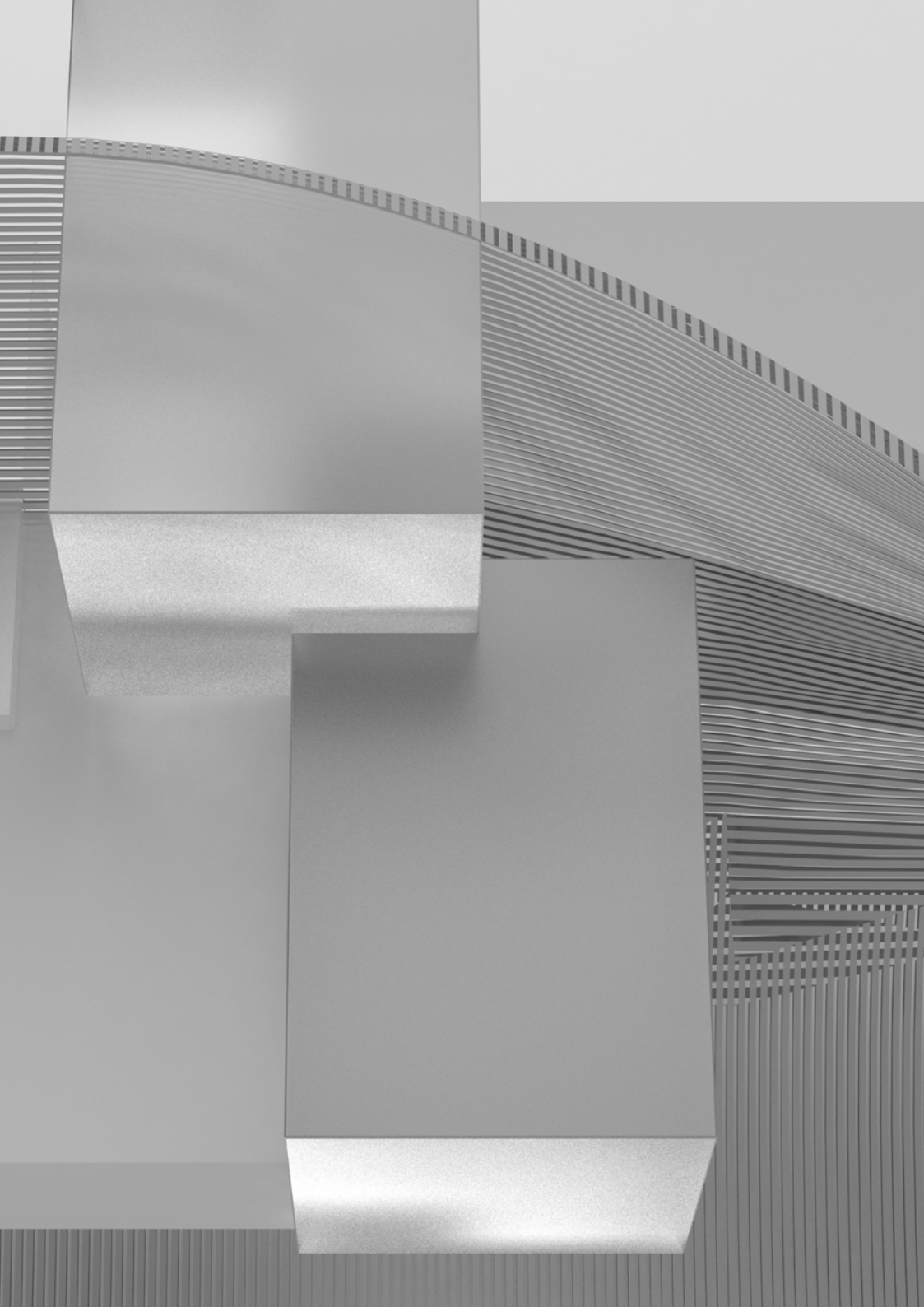


E1

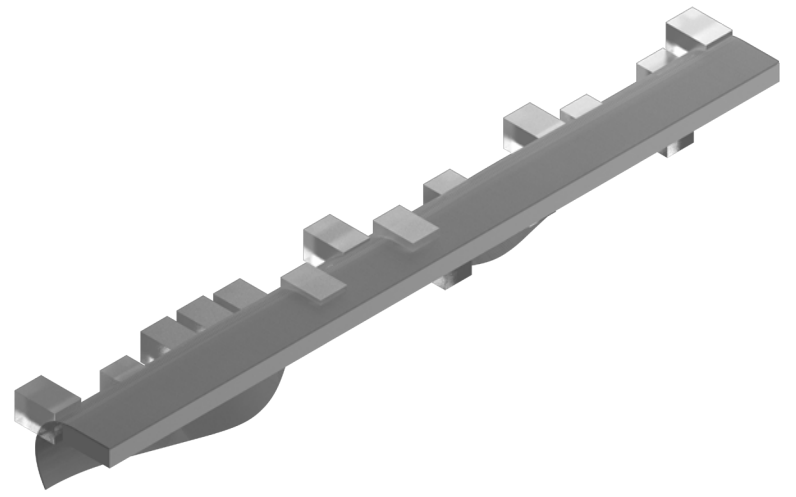


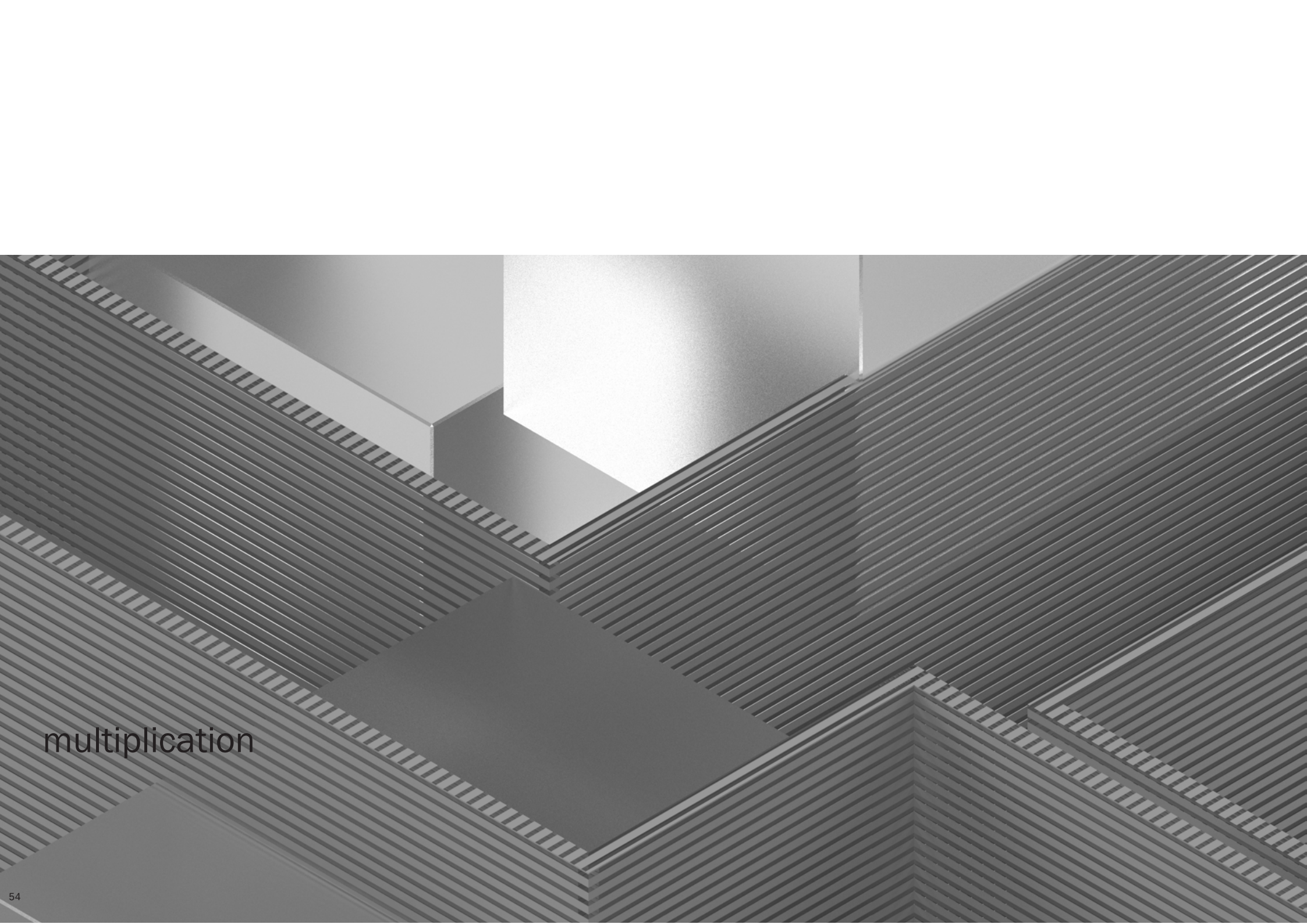
E2



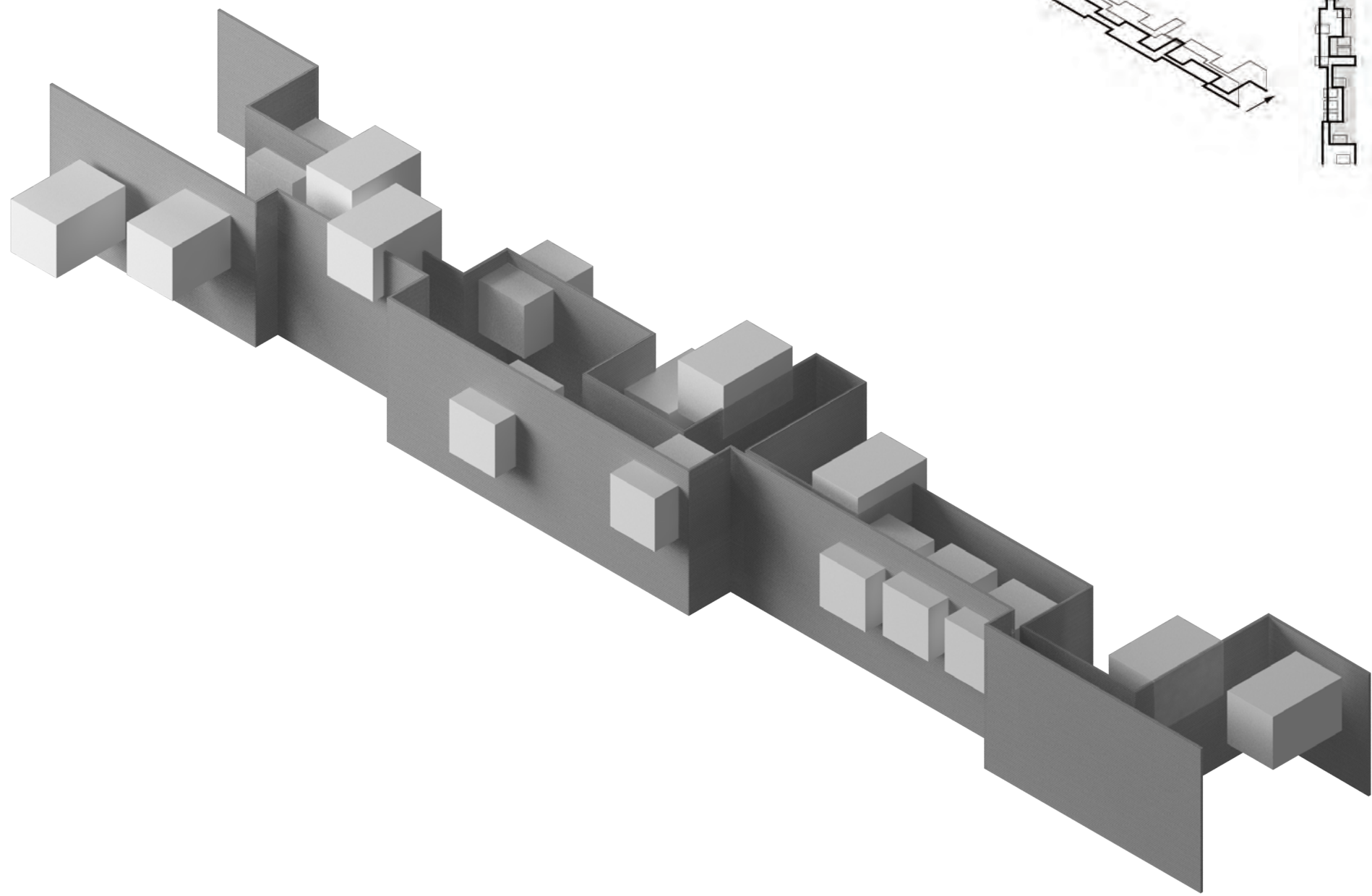
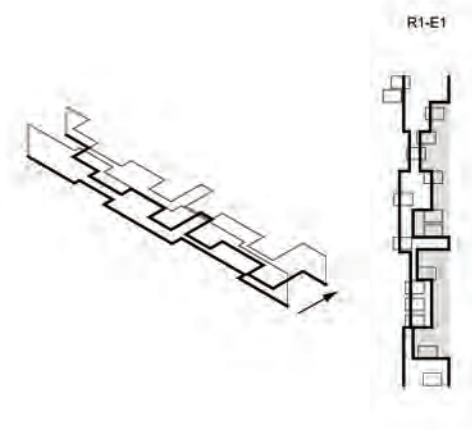


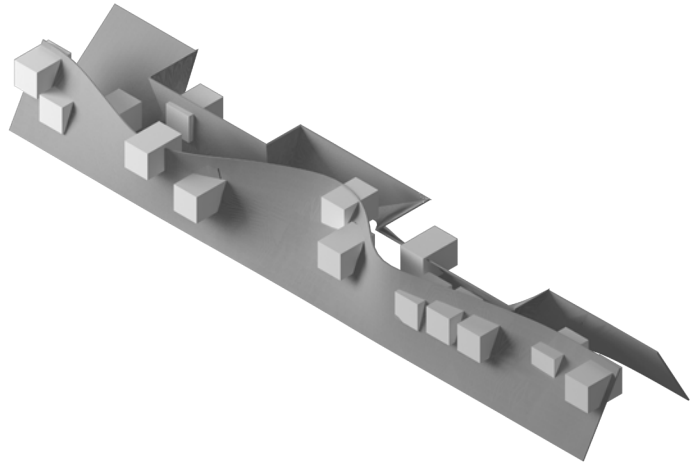
E2.1



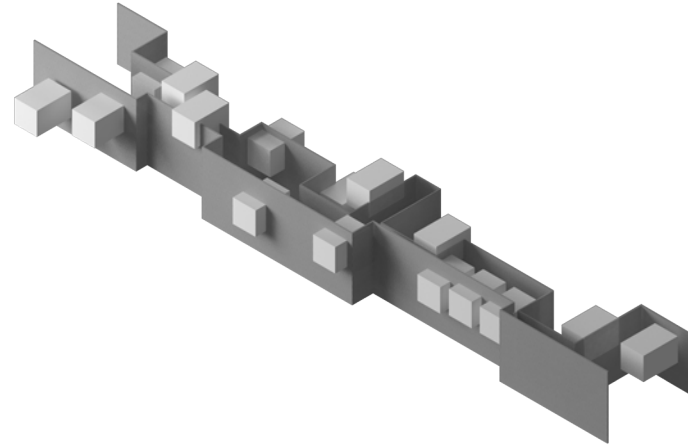
The background is a complex, abstract geometric composition. It features several overlapping planes and surfaces in various shades of gray. A prominent feature is a series of parallel lines that create a sense of depth and perspective, resembling a staircase or a series of steps. The lighting is soft, highlighting the edges and surfaces of the geometric forms. The overall effect is a modern, architectural aesthetic.

multiplication

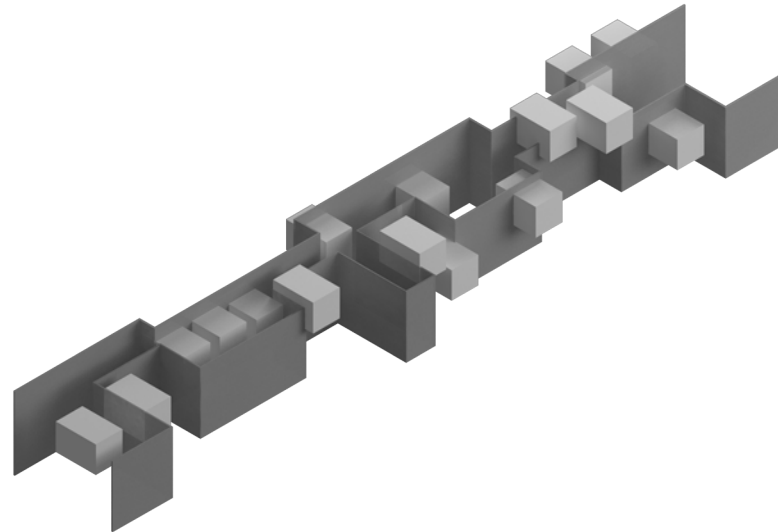
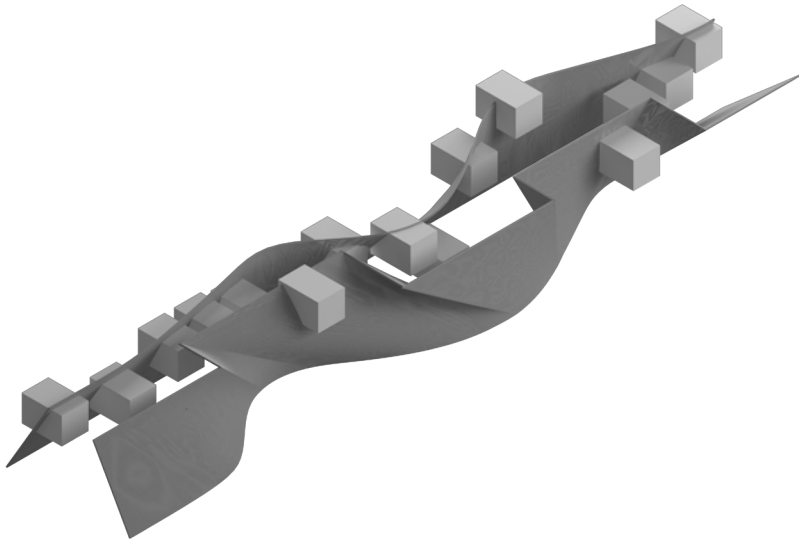


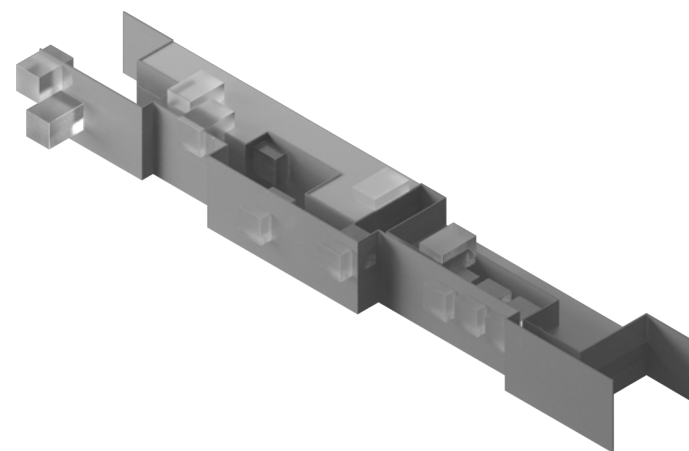
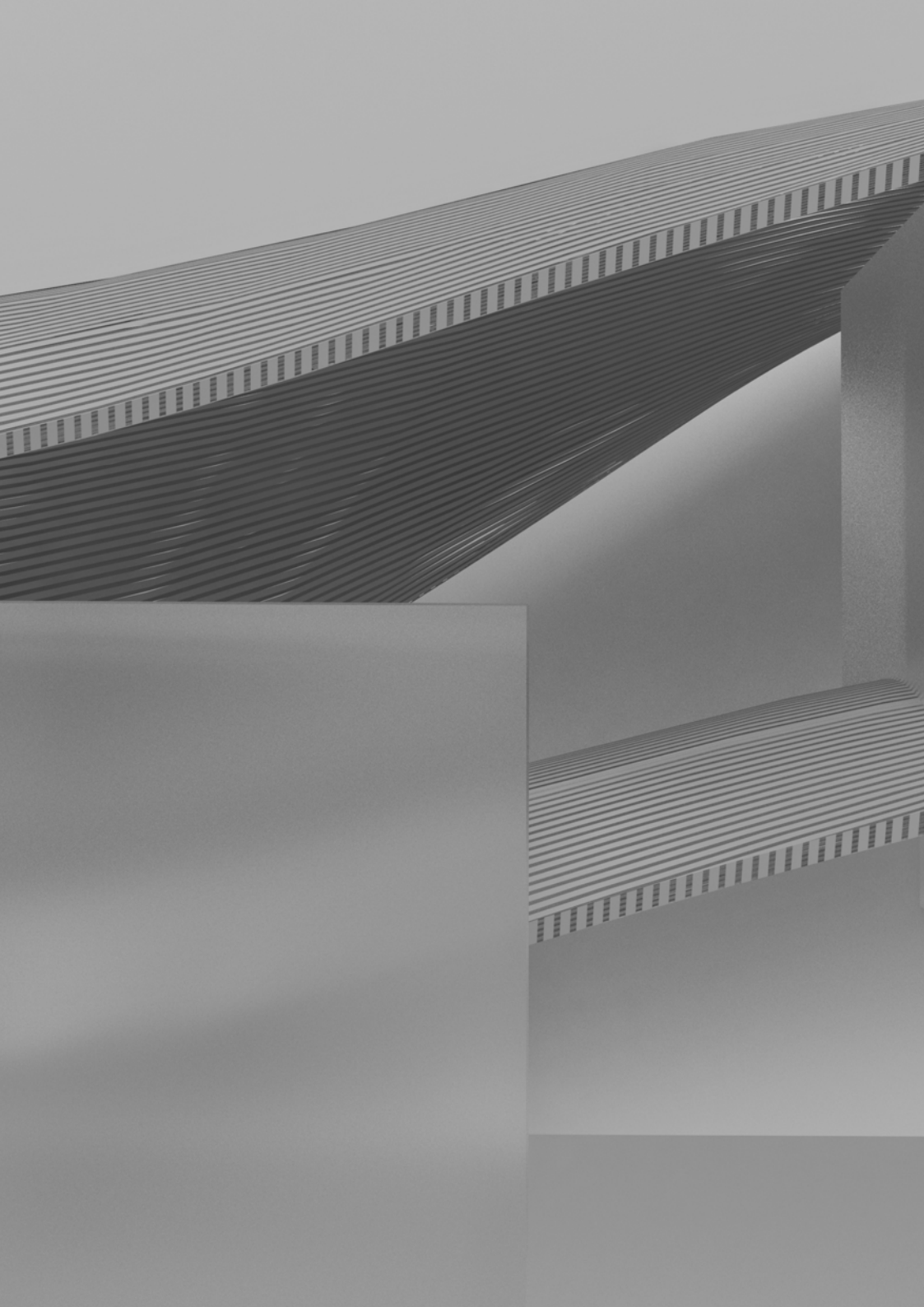


F1

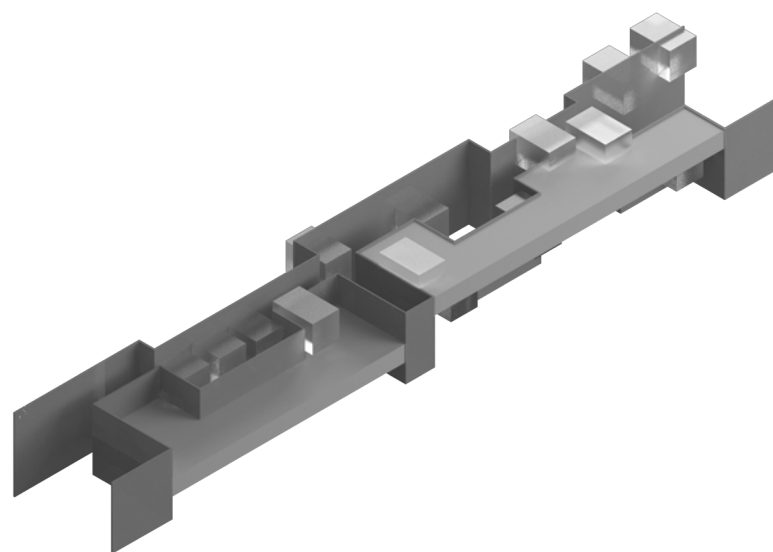


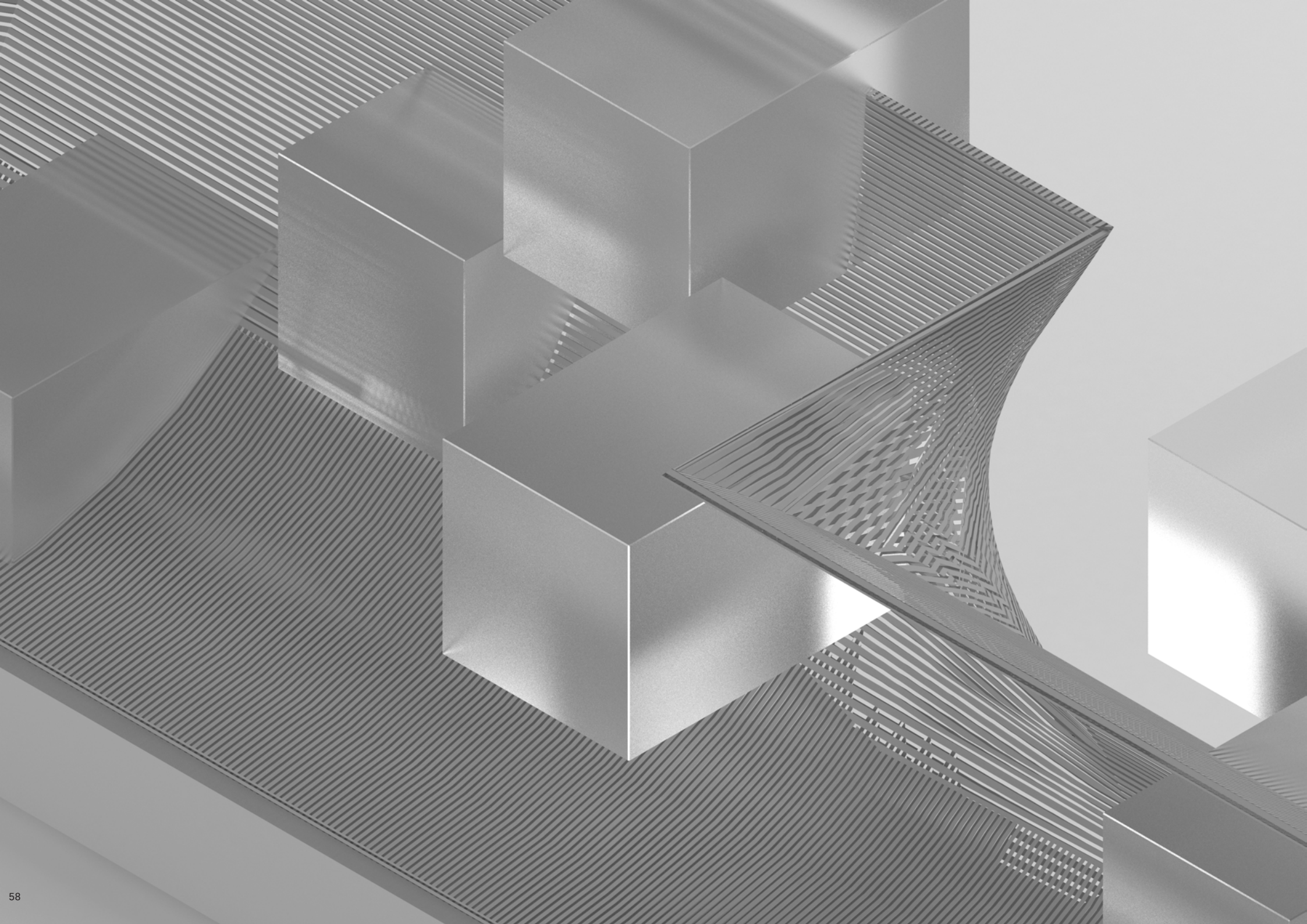
F2

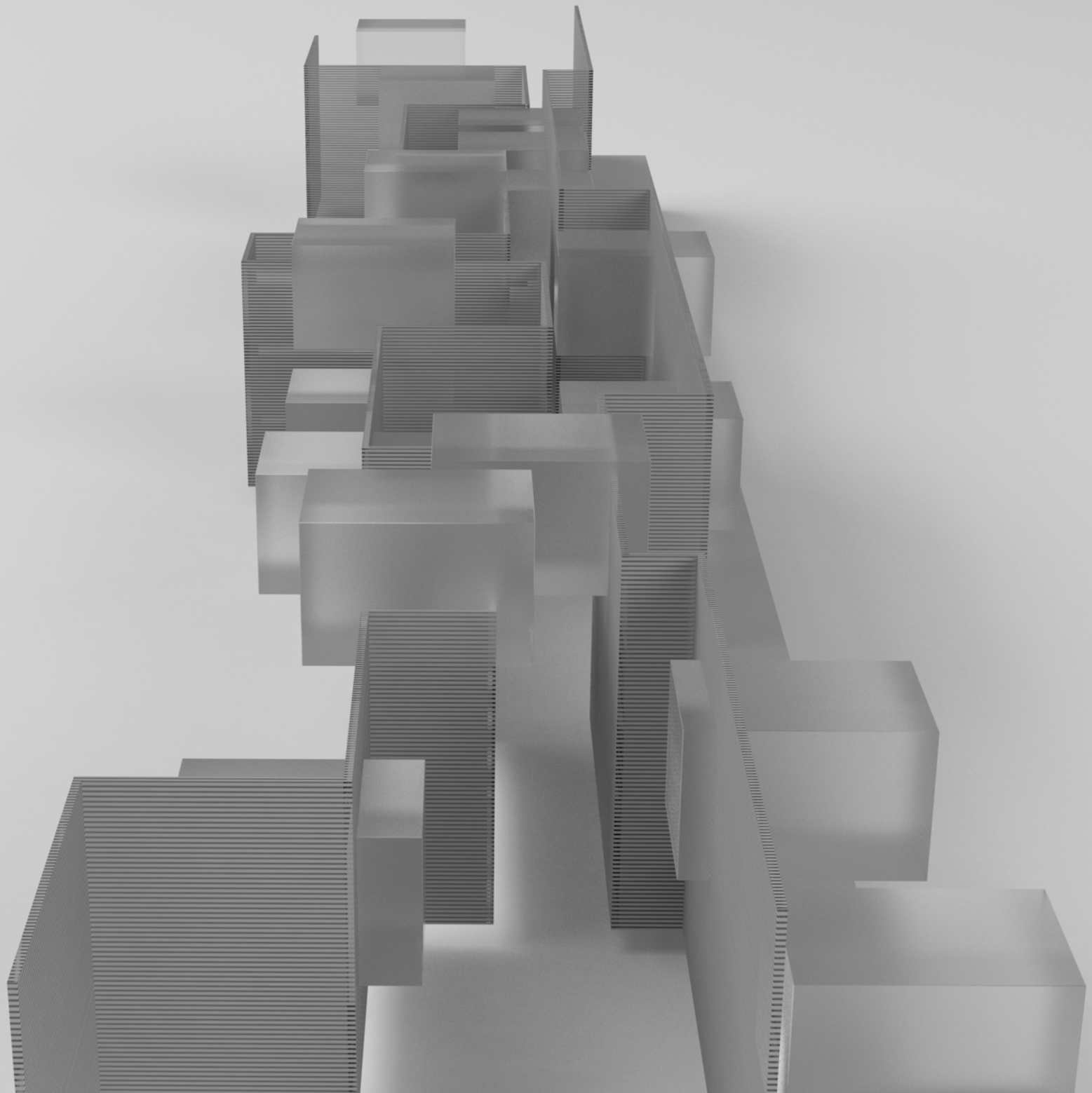




F2.1



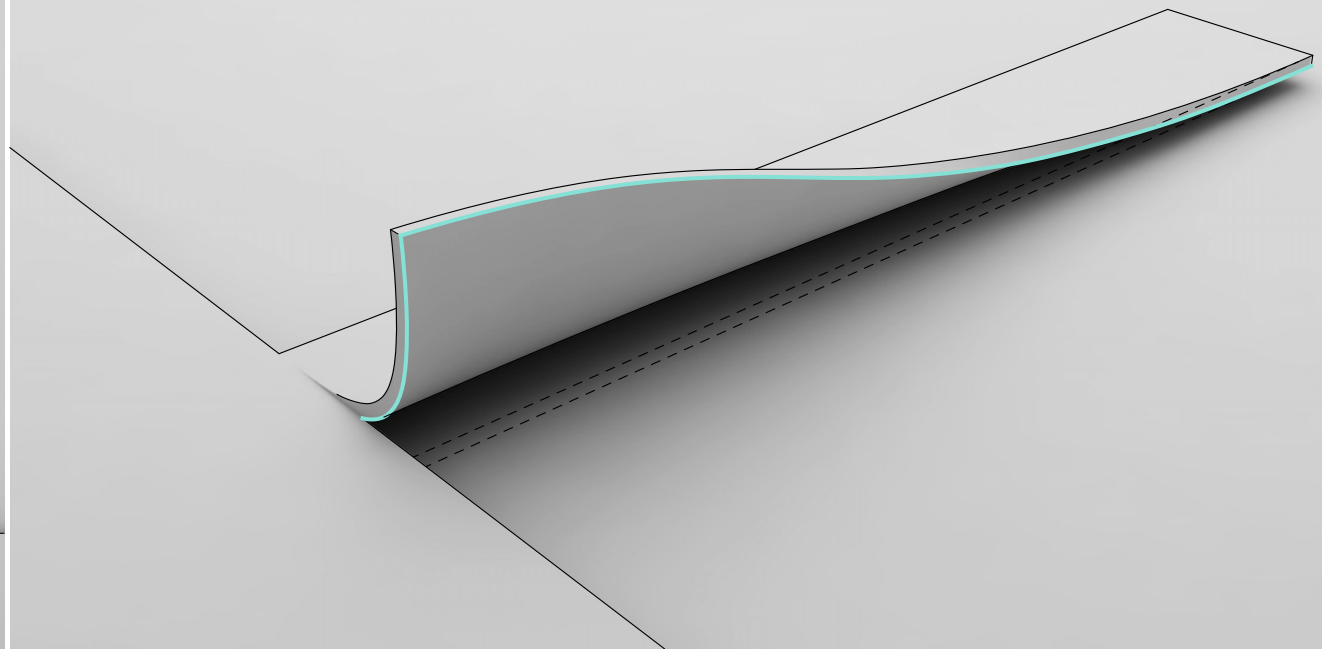




EDGE DISSOLVING

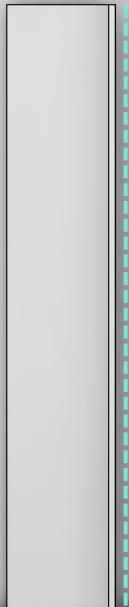


SURFACE GRADIENT

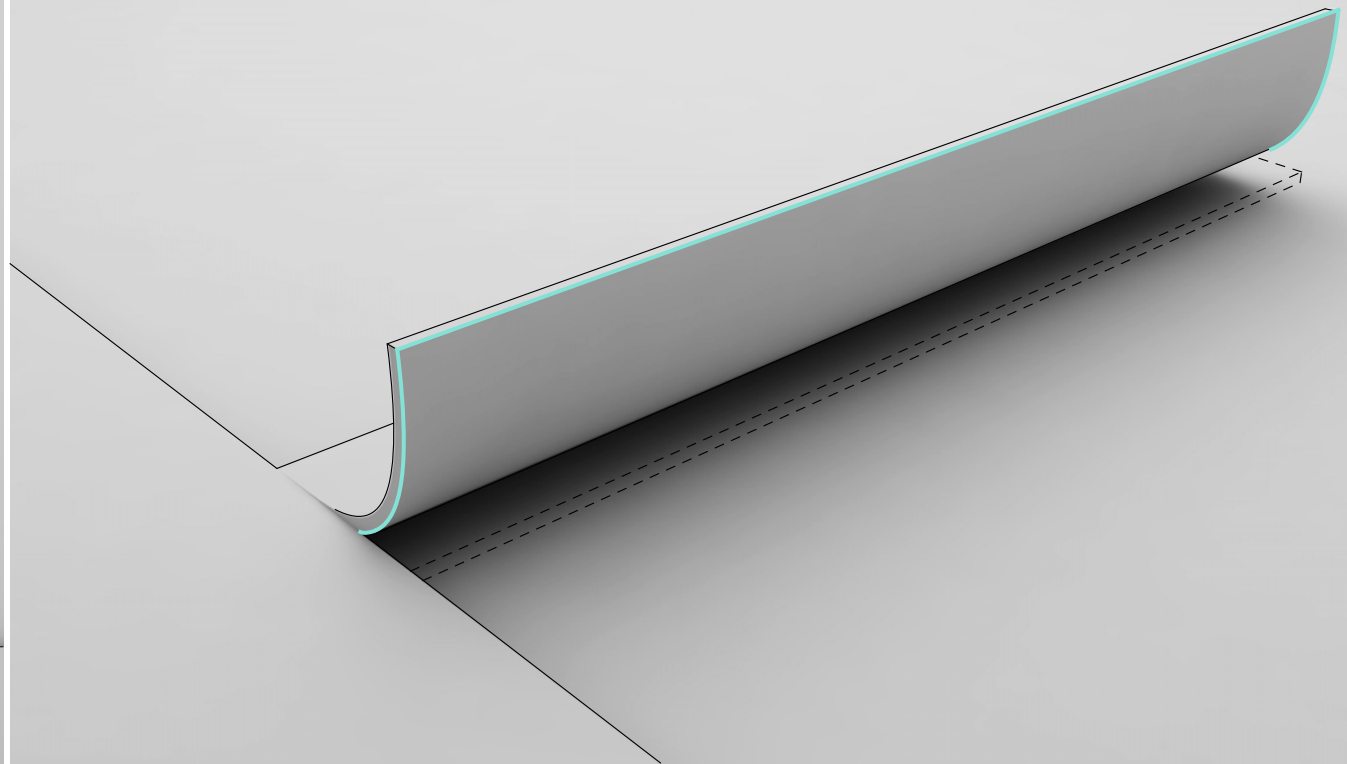


CONCEPT
**PIER
STRATEGY**
GEOMETRY

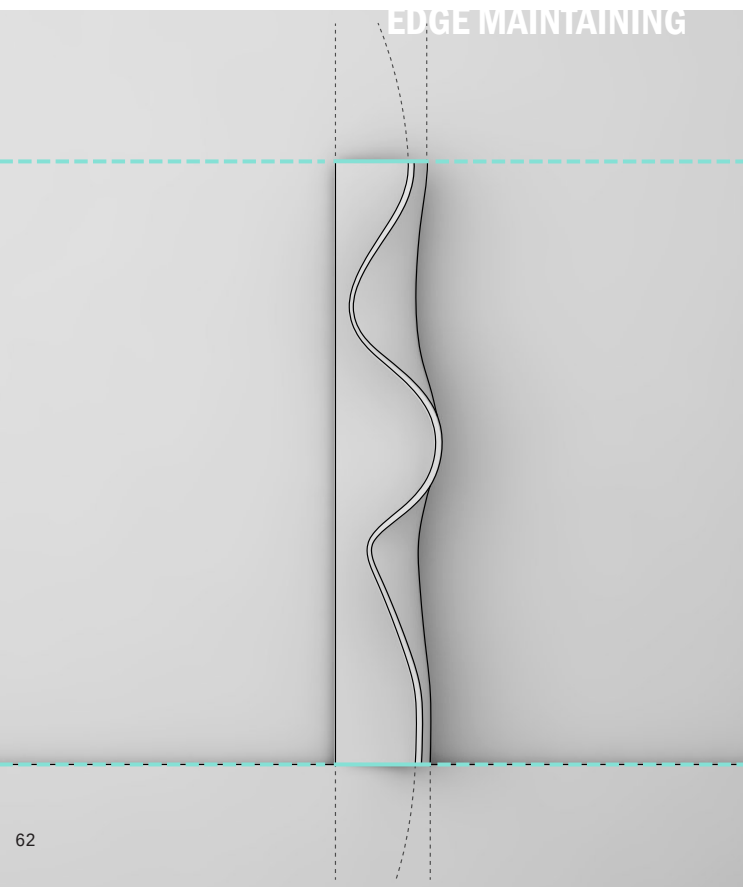
EDGE VANISHING



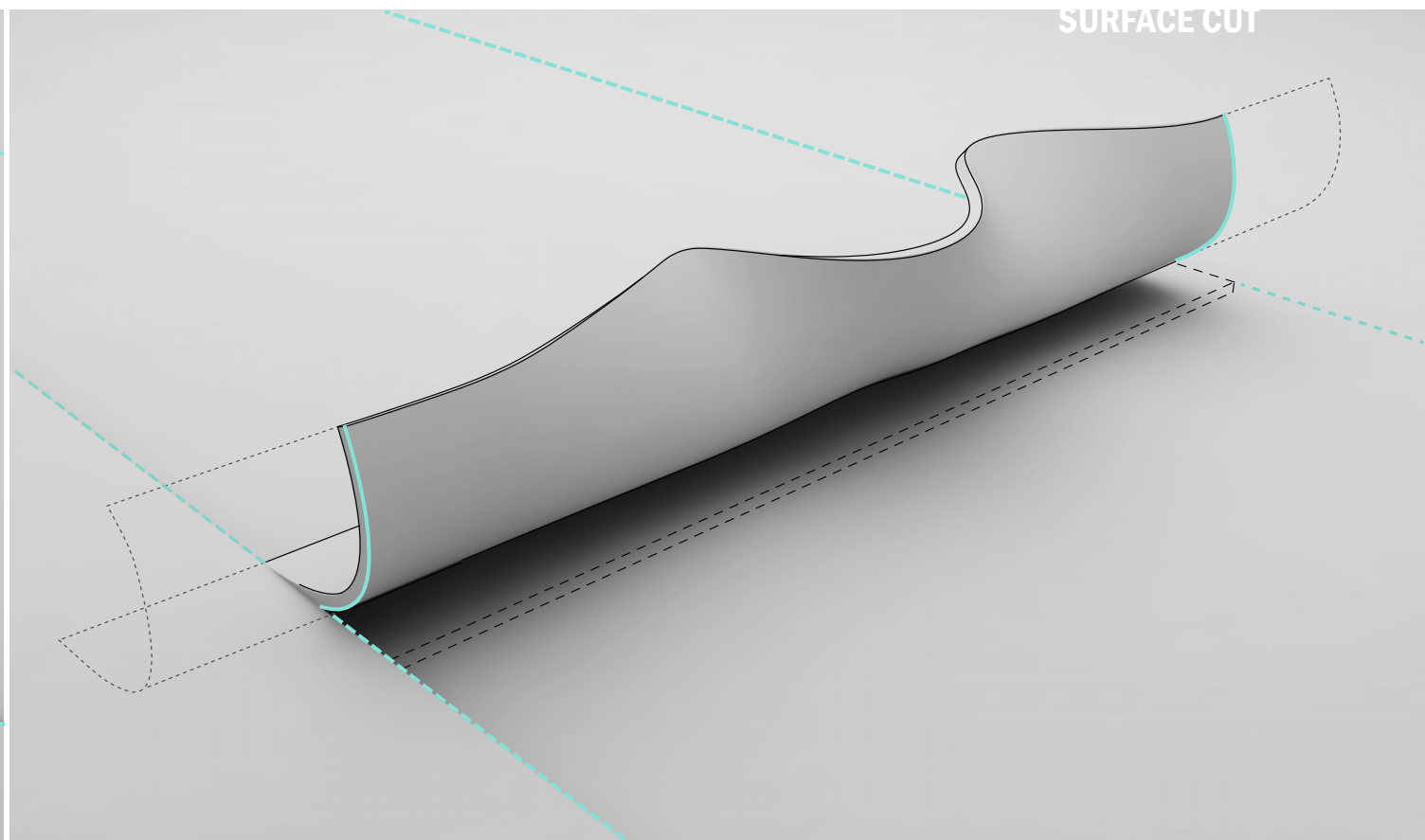
SURFACE CURVATURE



EDGE MAINTAINING

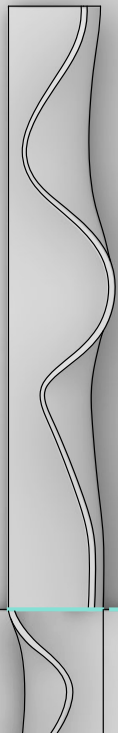


SURFACE CUT

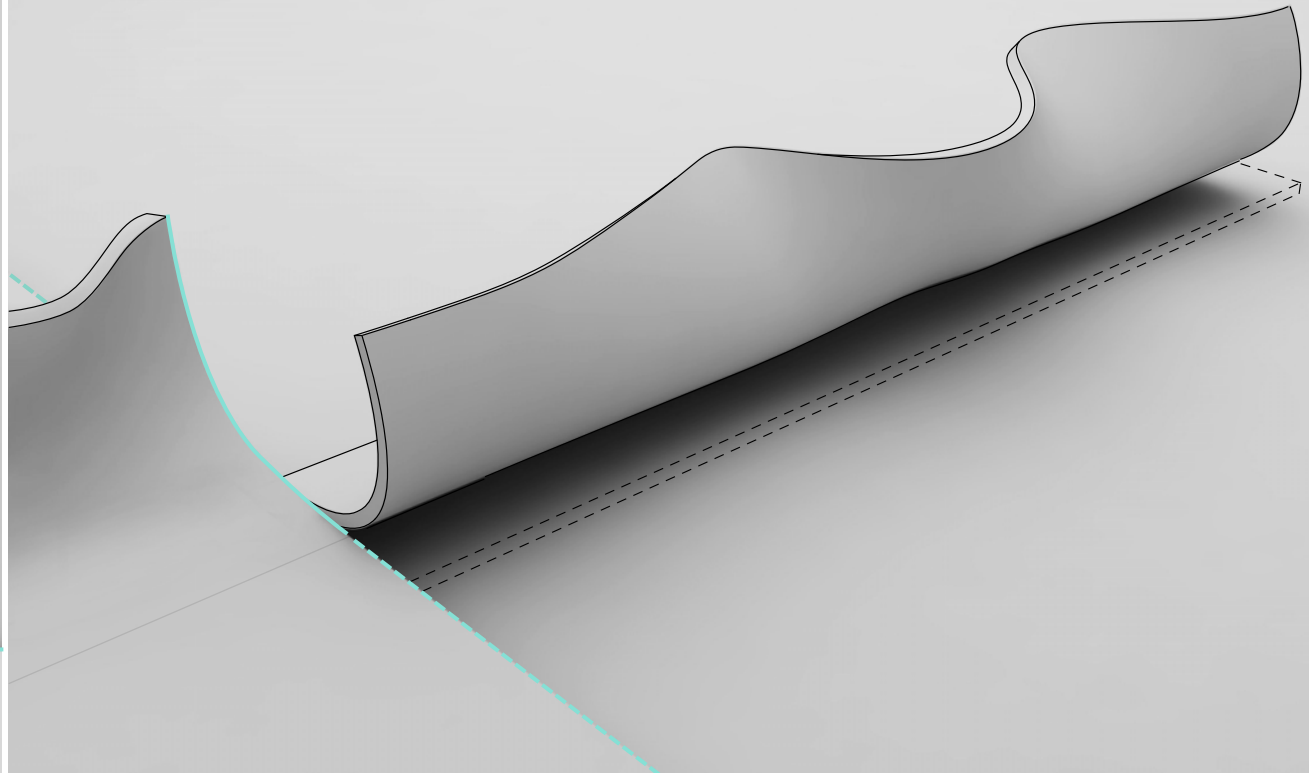


CONCEPT
**PIER
STRATEGY**
GEOMETRY

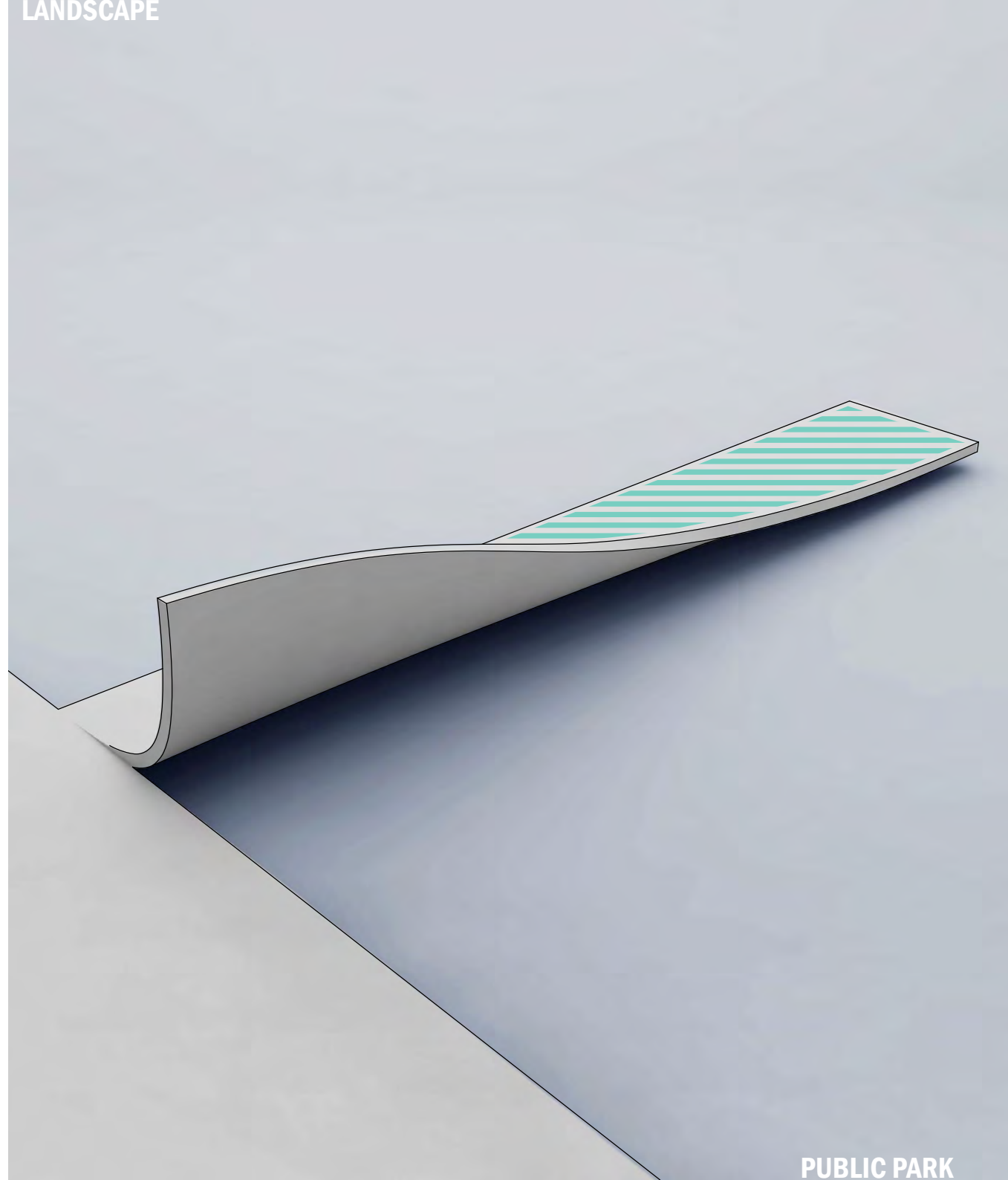
EDGE PROJECTING



SURFACE FLIP



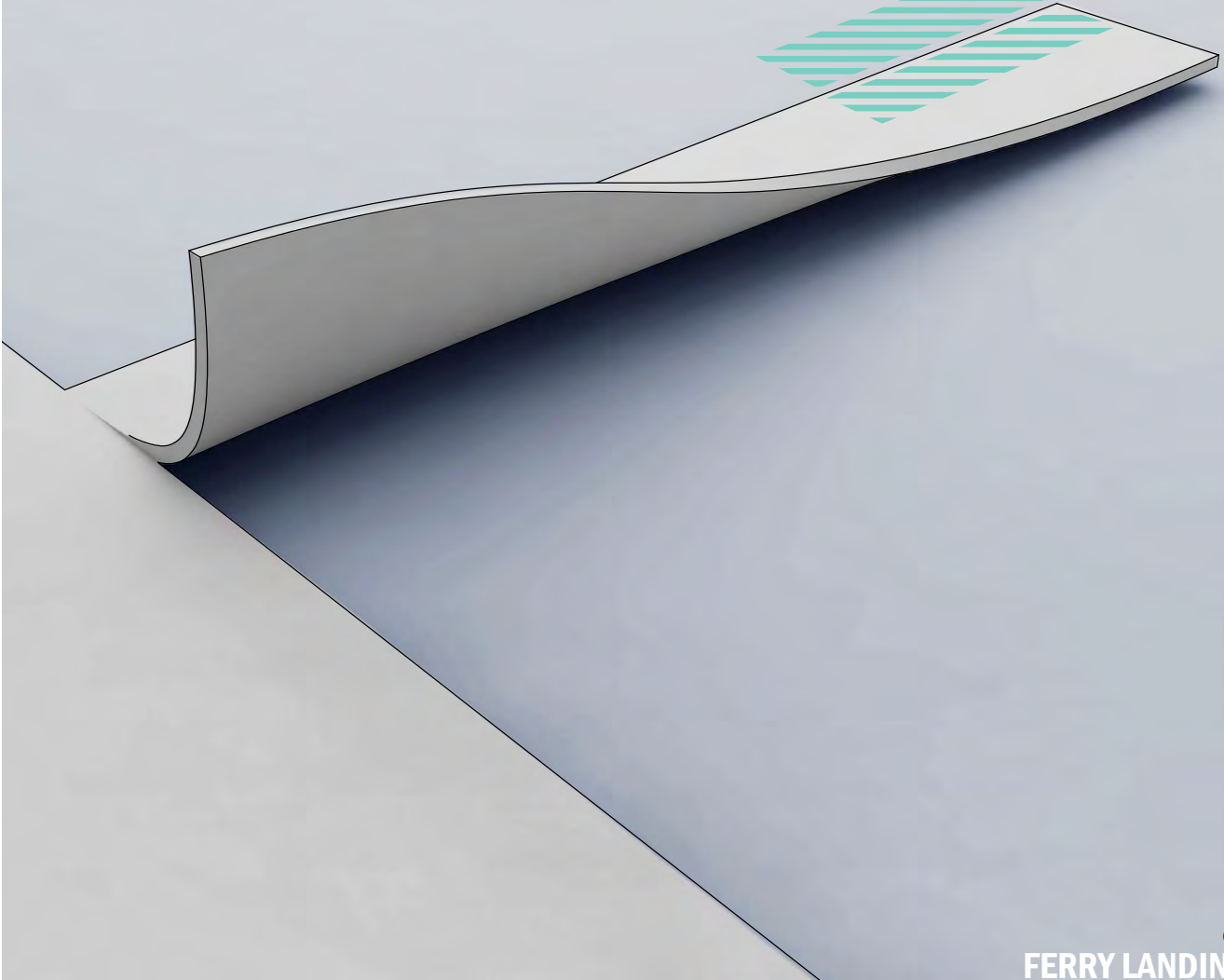
LANDSCAPE

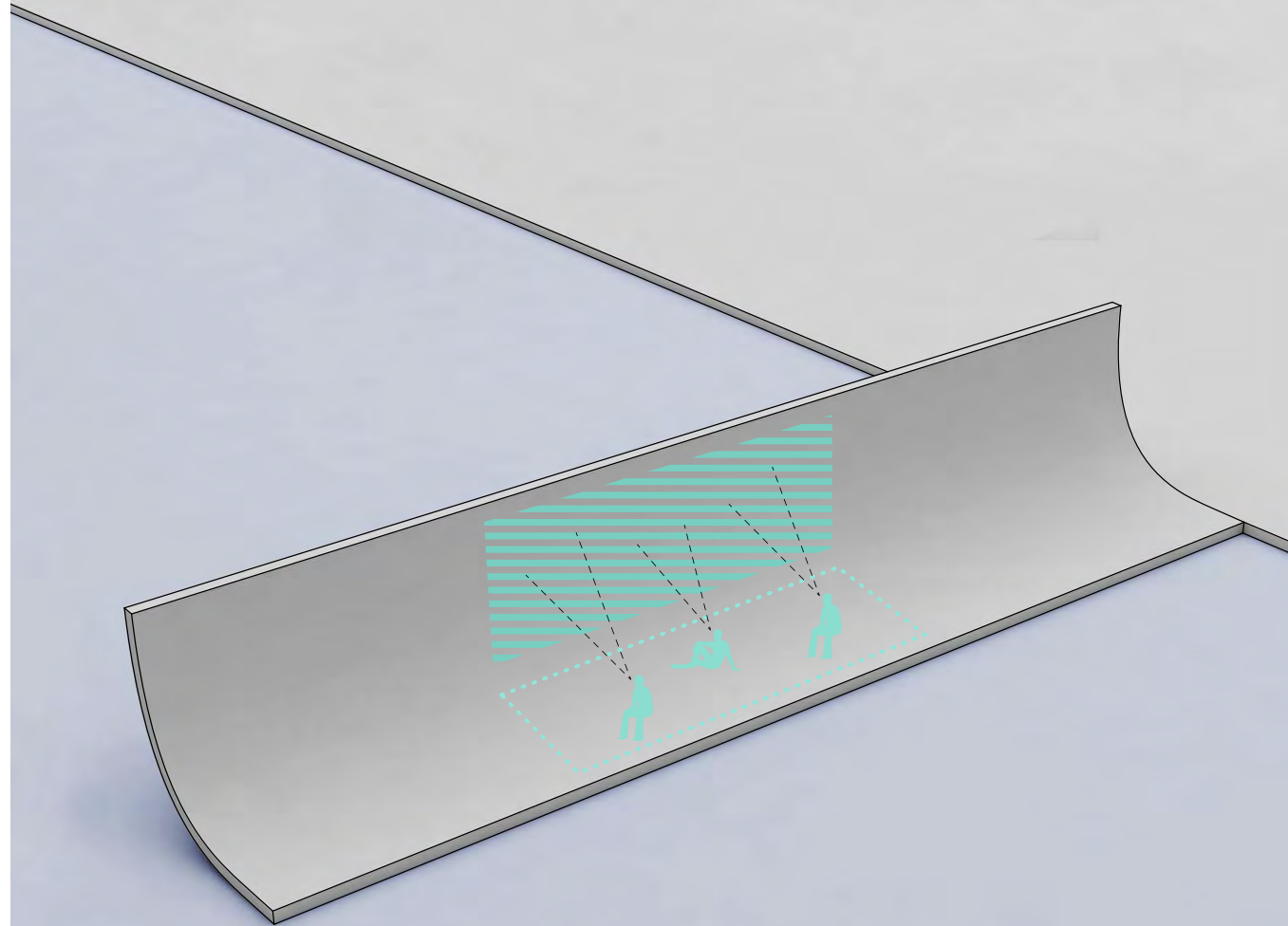


PUBLIC PARK

CONCEPT
**PIER
STRATEGY**
NEW PIER CAPABILITY

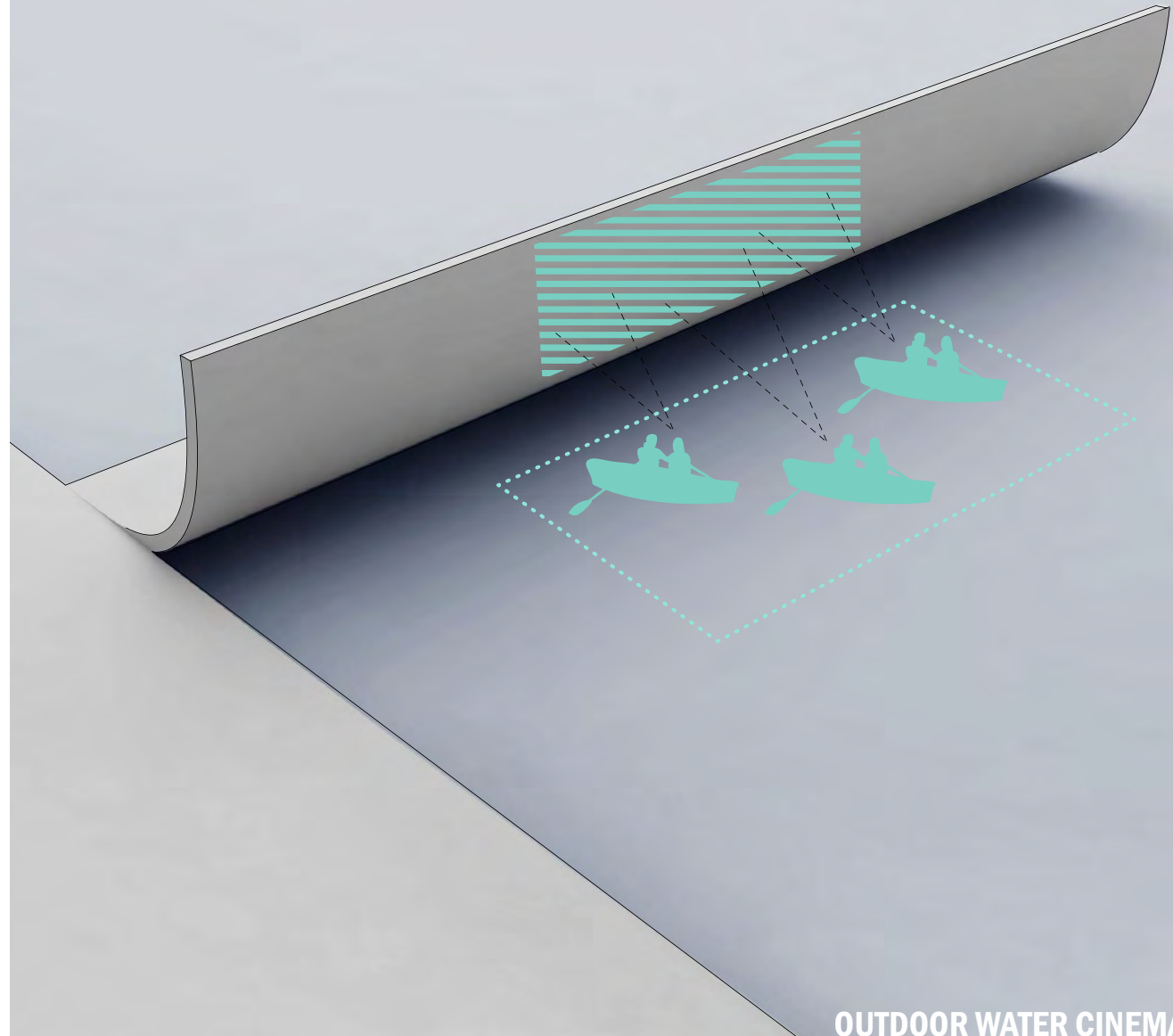
LANDSCAPE

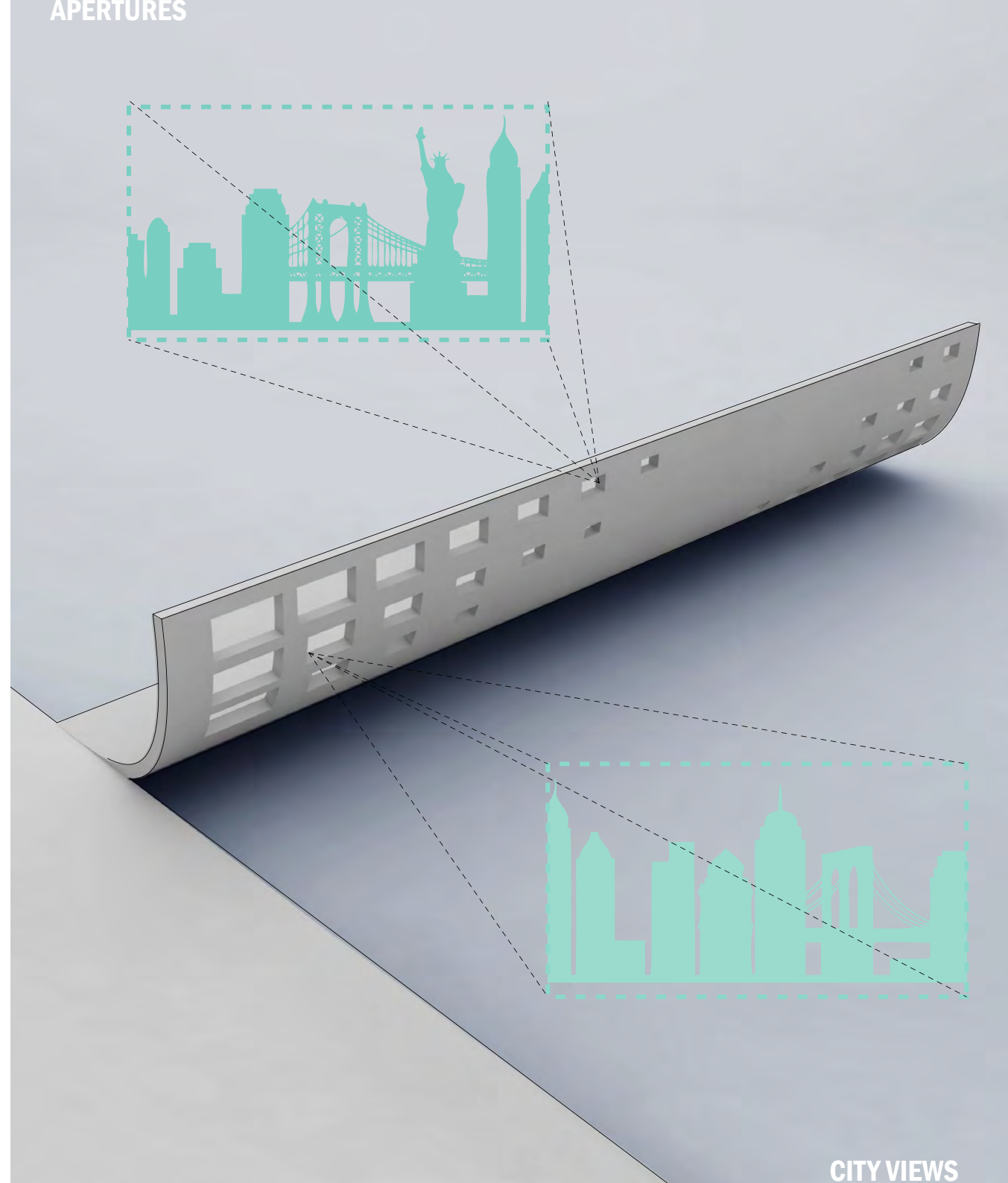




CONCEPT
**PIER
STRATEGY**
NEW PIER CAPABILITIES

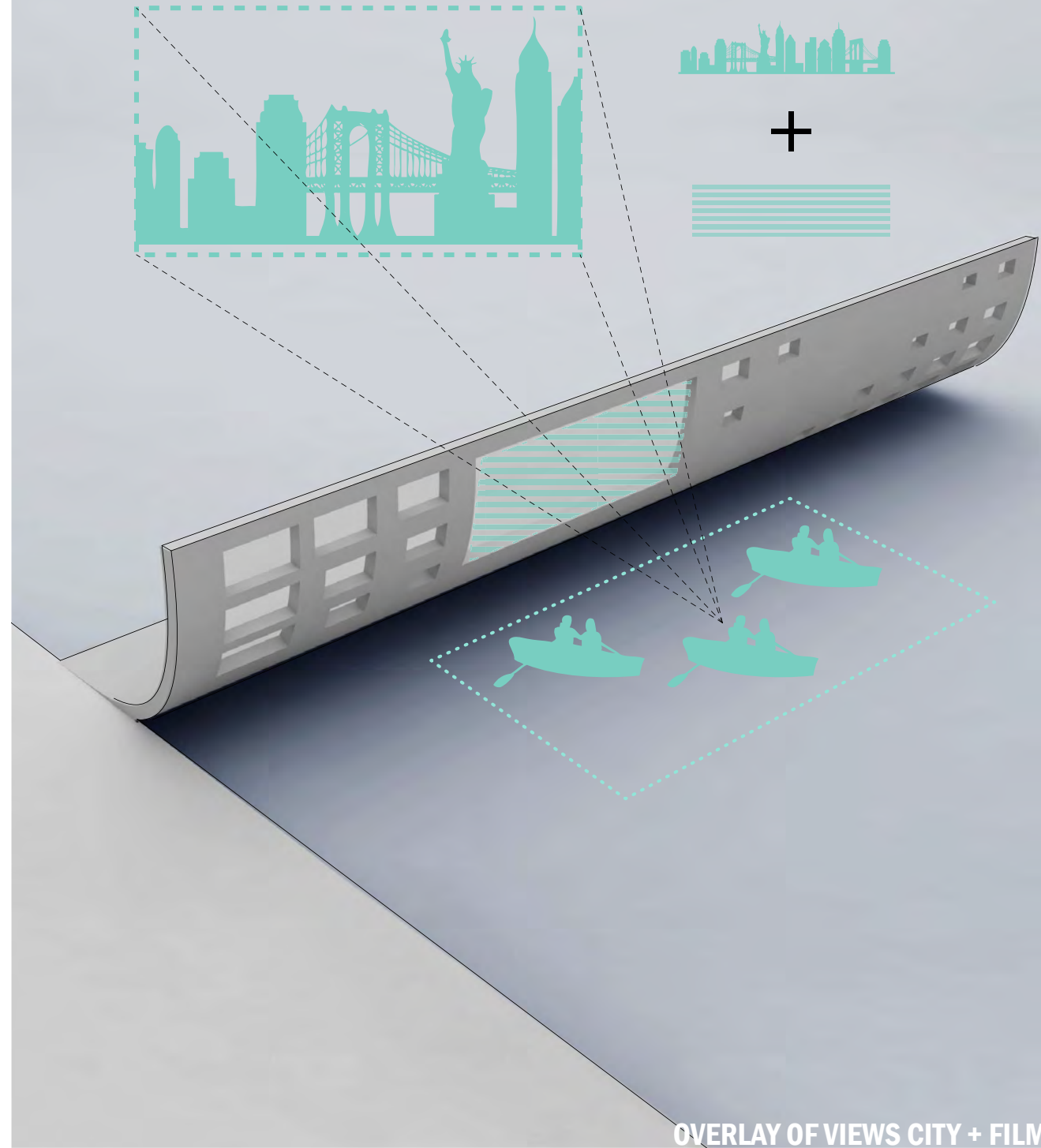
SCREENS AND PROJECTIONS





CONCEPT
**PIER
STRATEGY**
NEW PIER CAPABILITY

APERTURES



BUILDING AND PIER
DESIGN
INTERIOR AND EXTERIOR

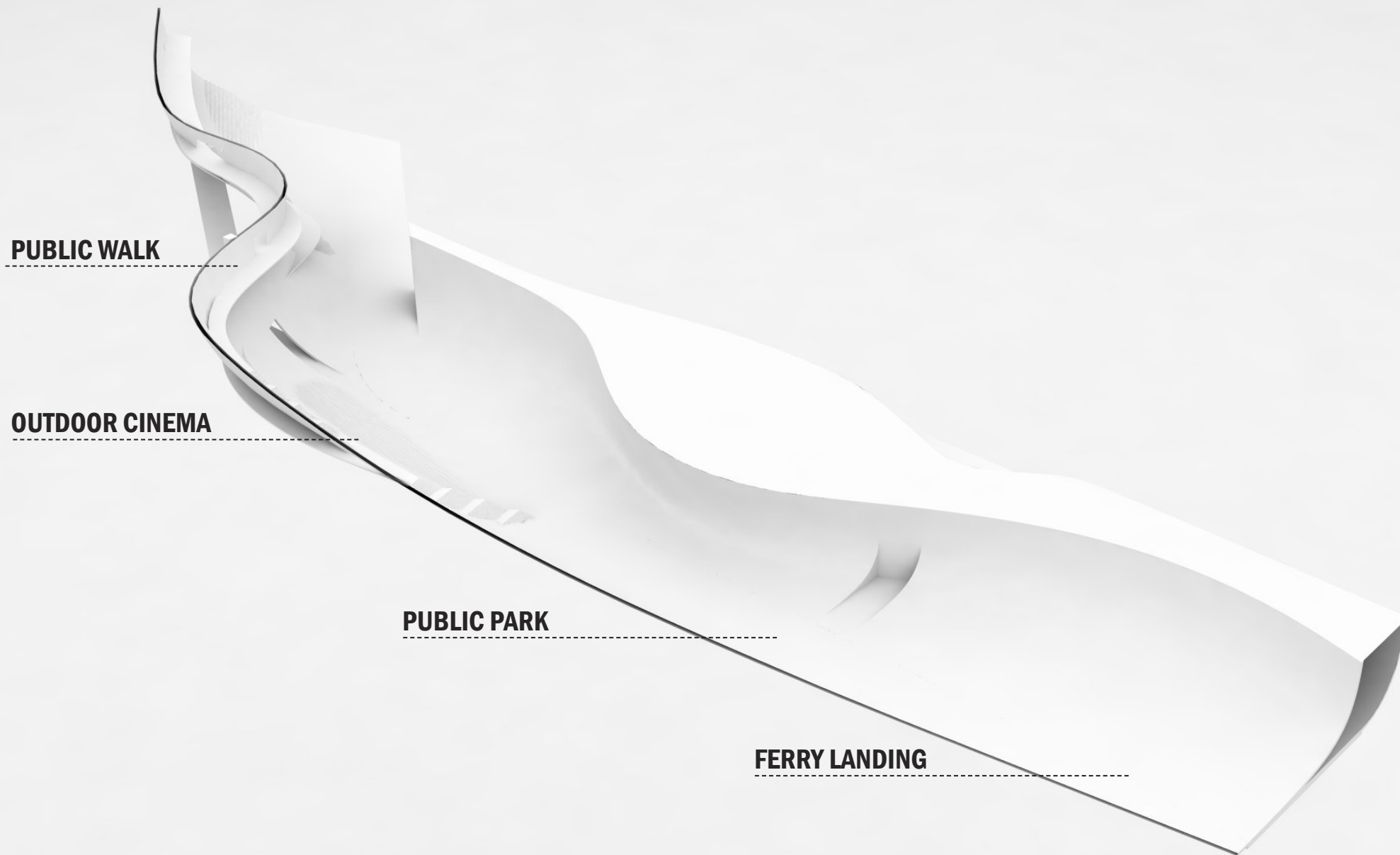
DESIGN
SITE
POSITION
VOLUME AND MASSING

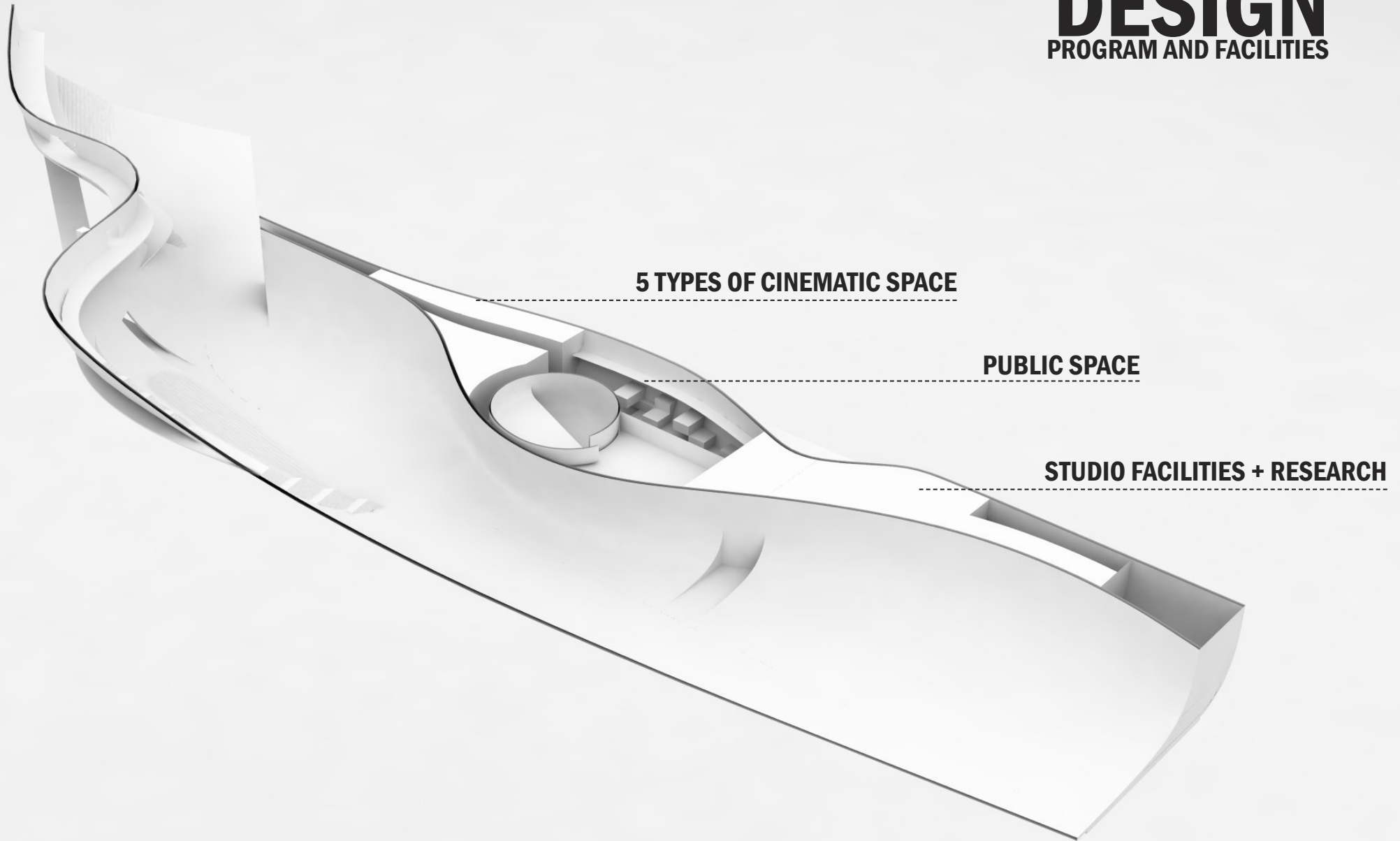


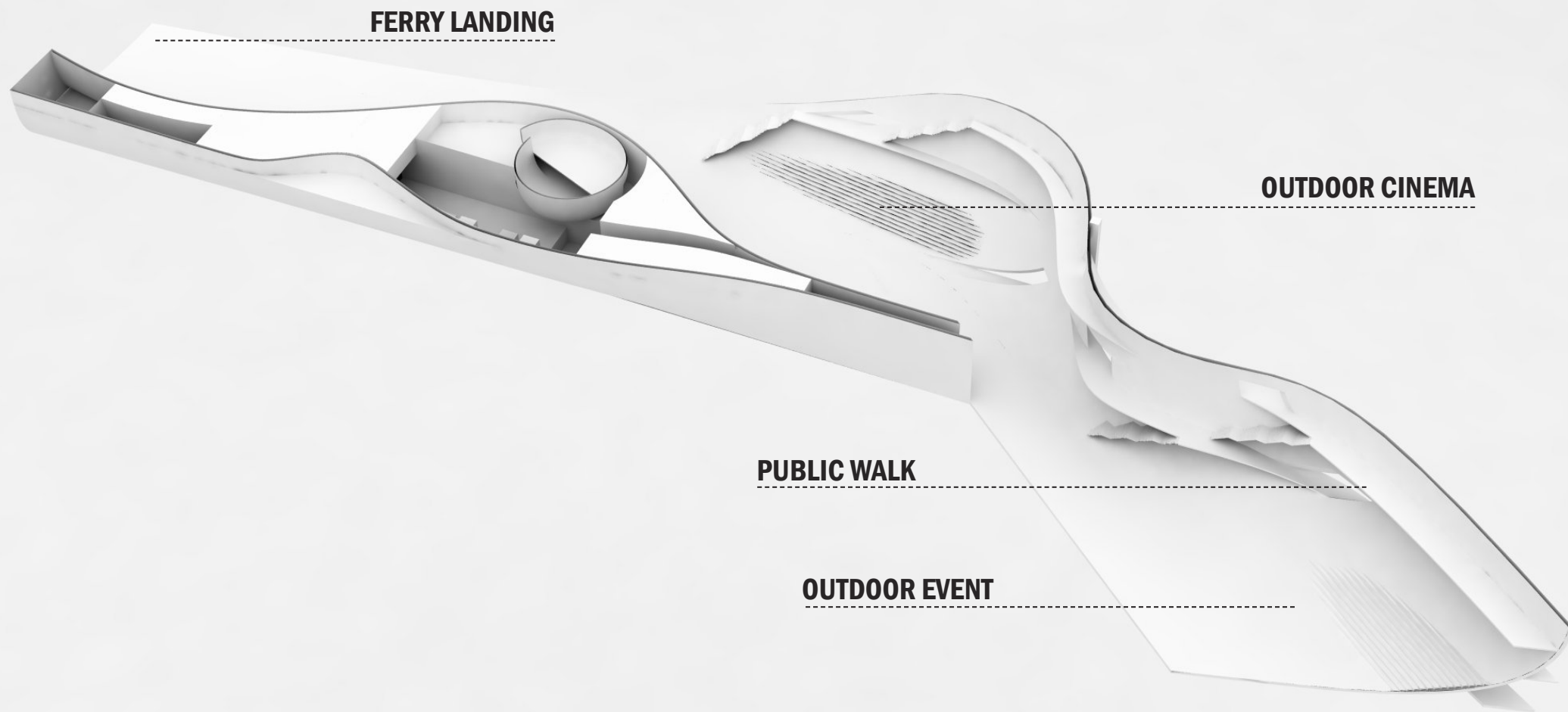










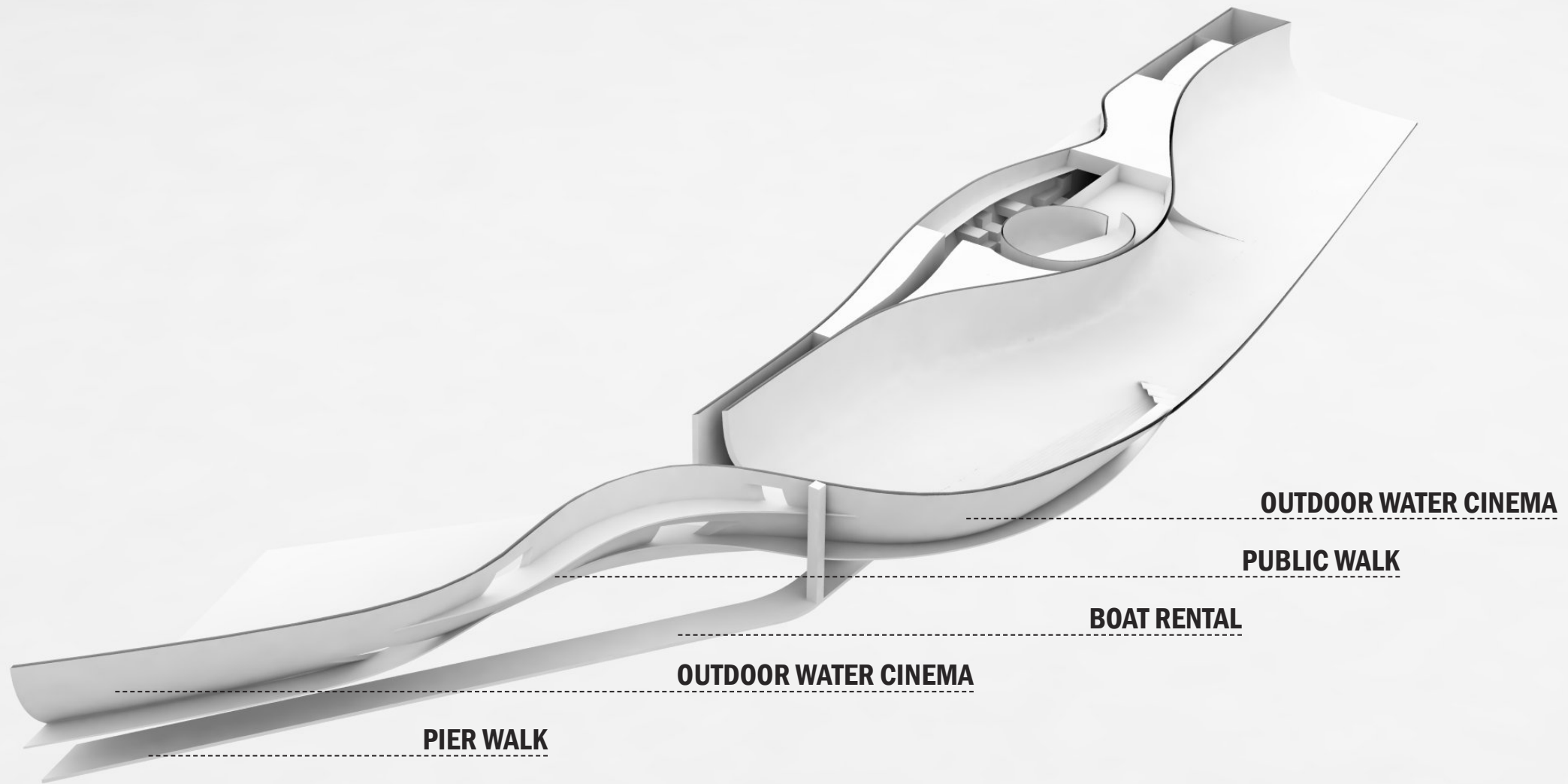


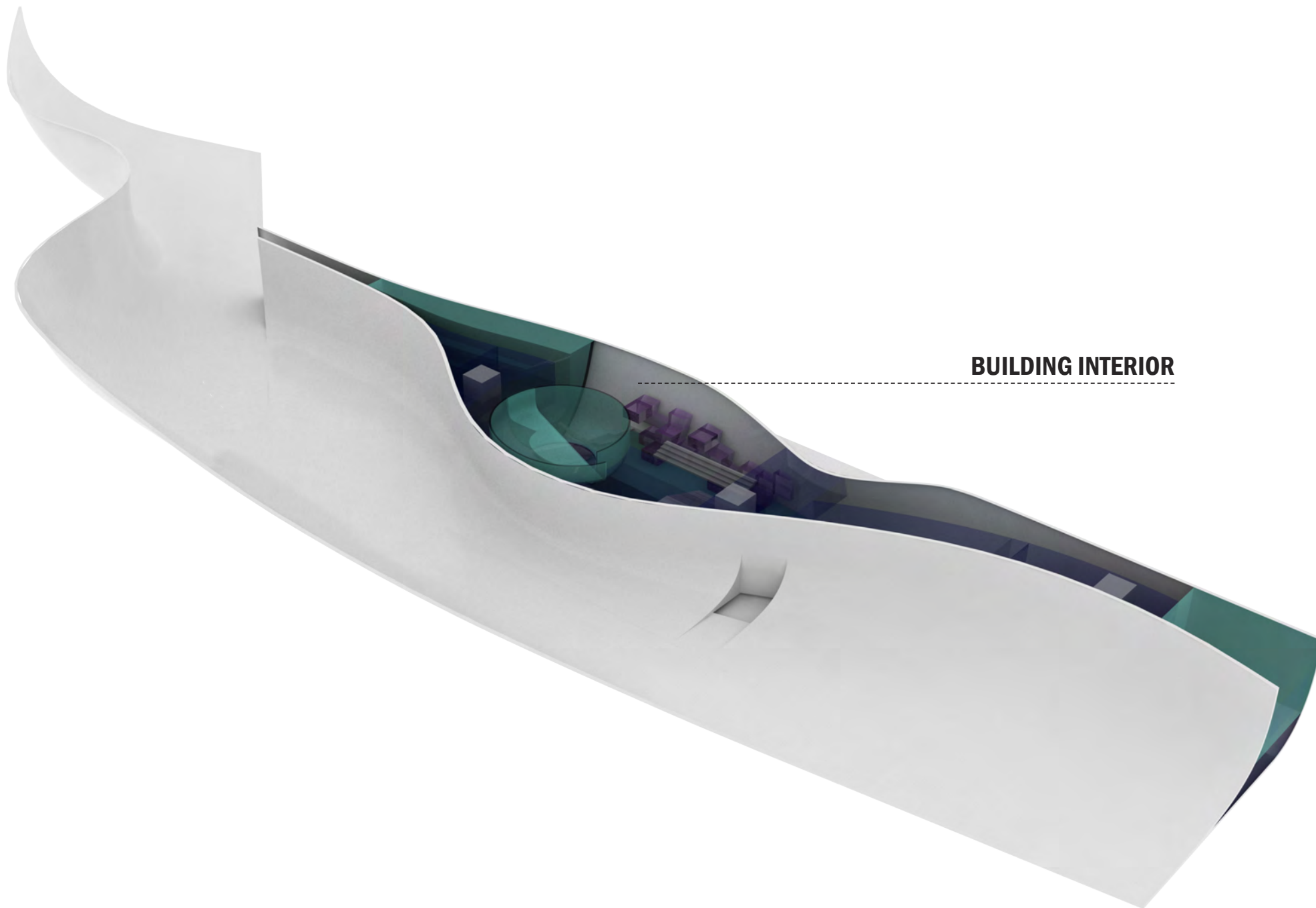
FERRY LANDING

OUTDOOR CINEMA

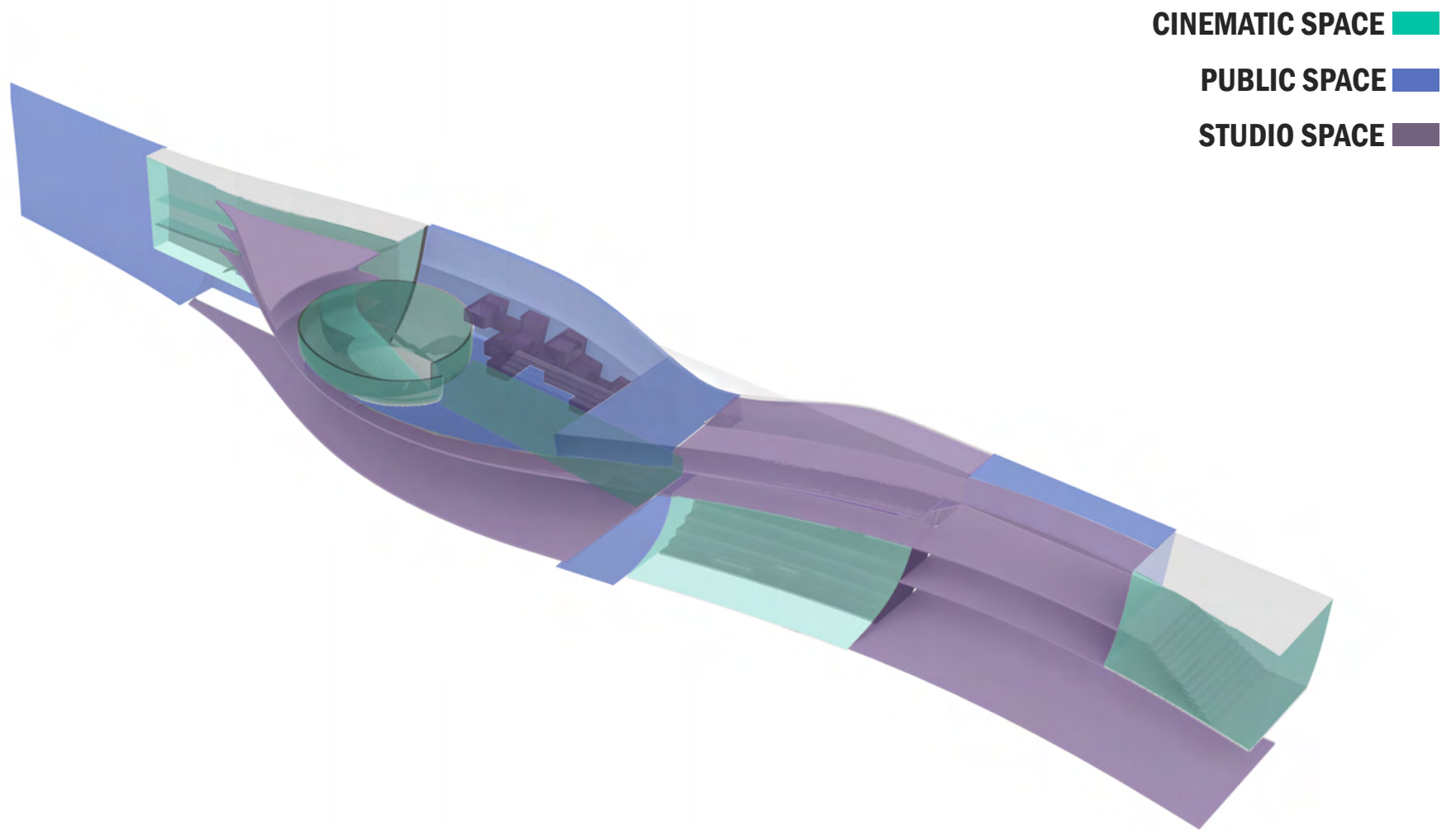
PUBLIC WALK

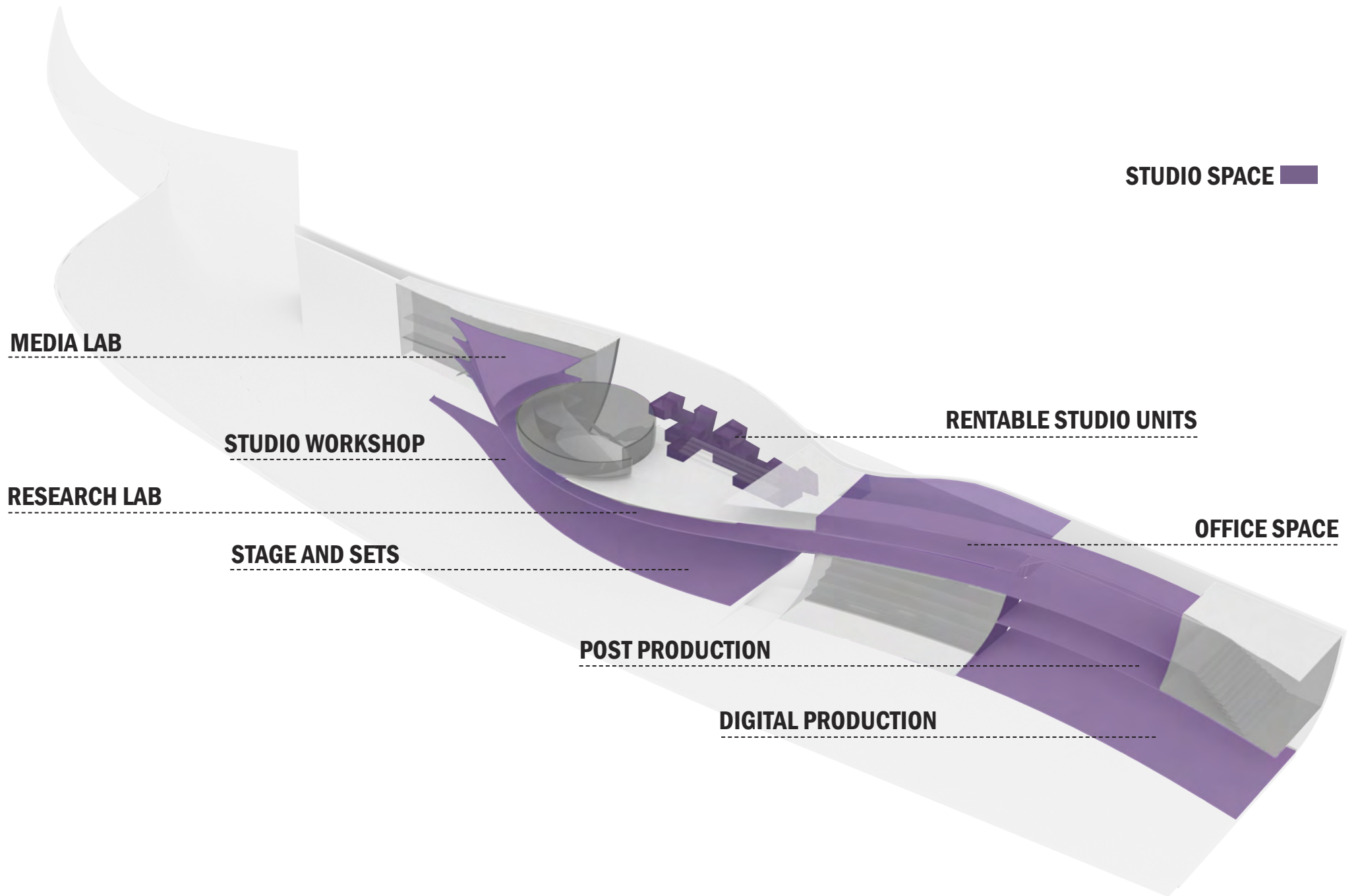
OUTDOOR EVENT





BUILDING INTERIOR





STUDIO SPACE ■

MEDIA LAB

STUDIO WORKSHOP

RESEARCH LAB

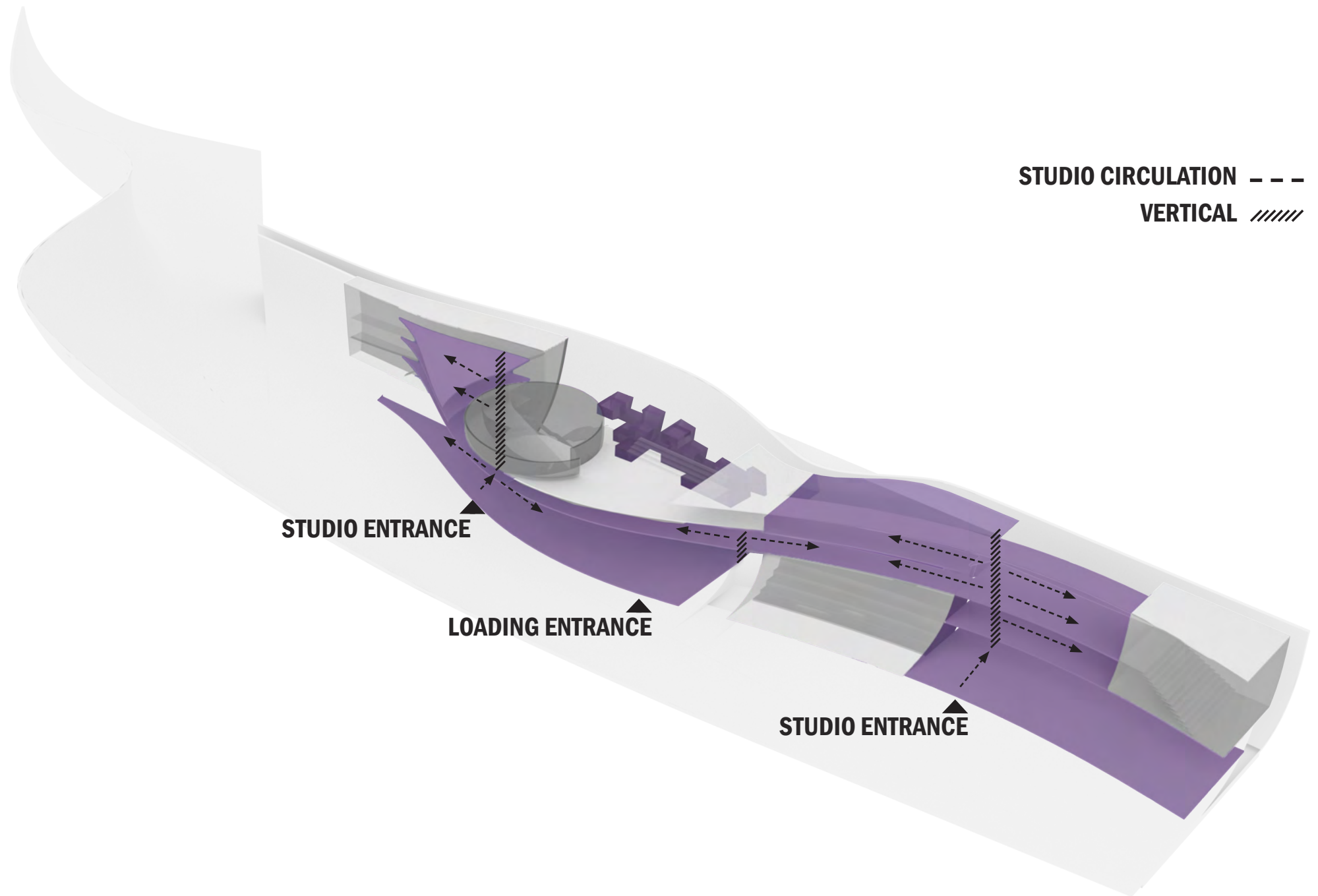
STAGE AND SETS

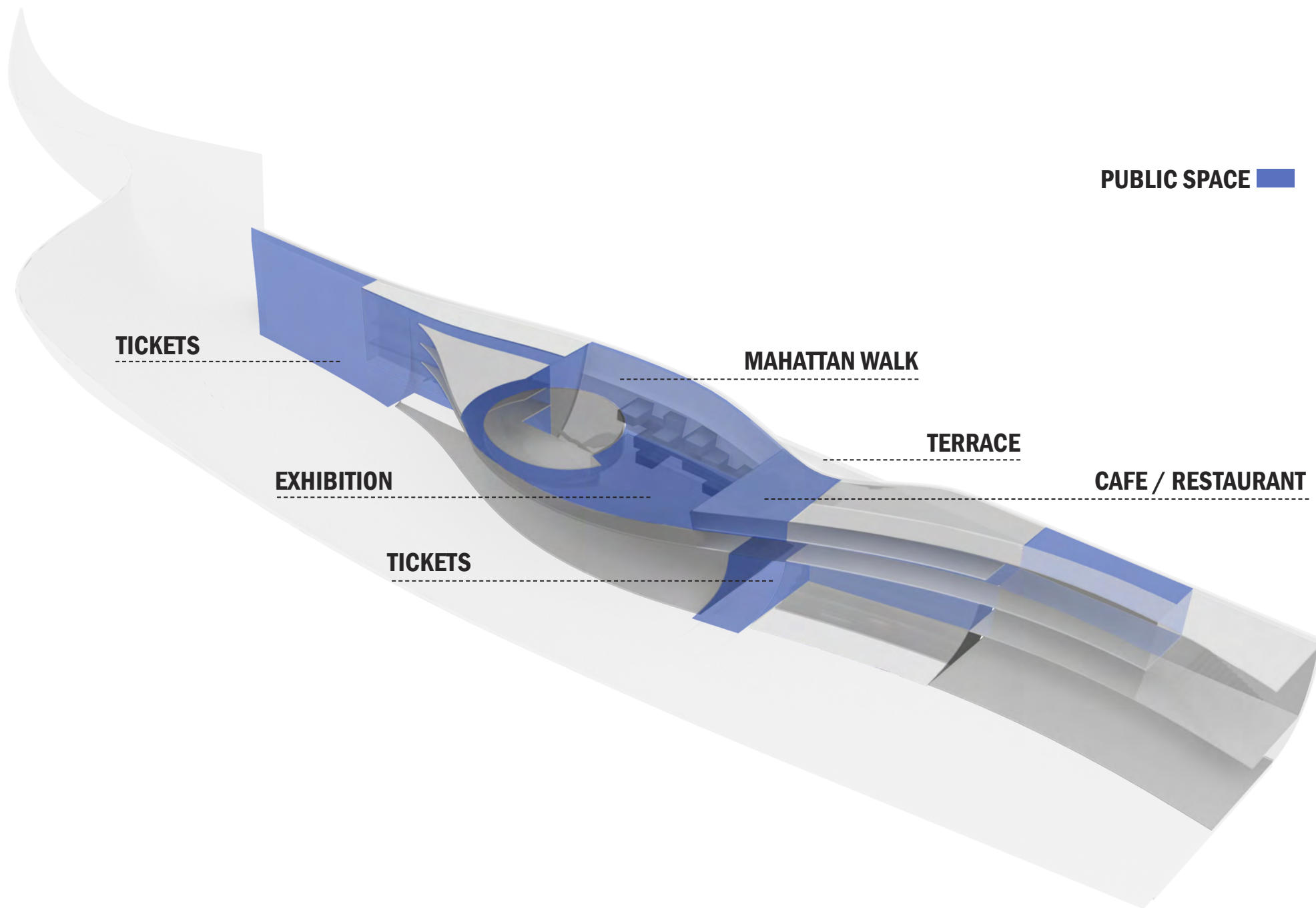
POST PRODUCTION

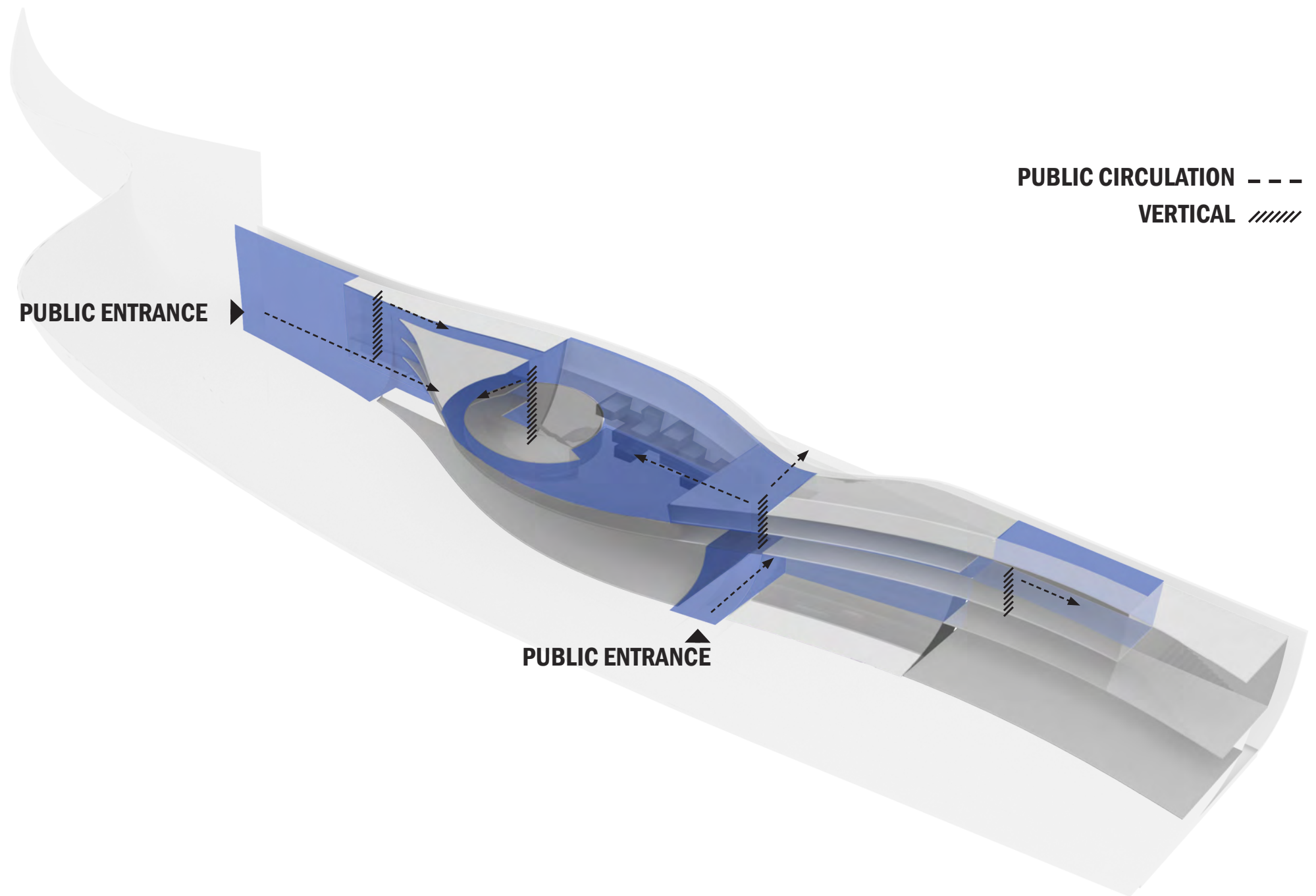
DIGITAL PRODUCTION

RENTABLE STUDIO UNITS

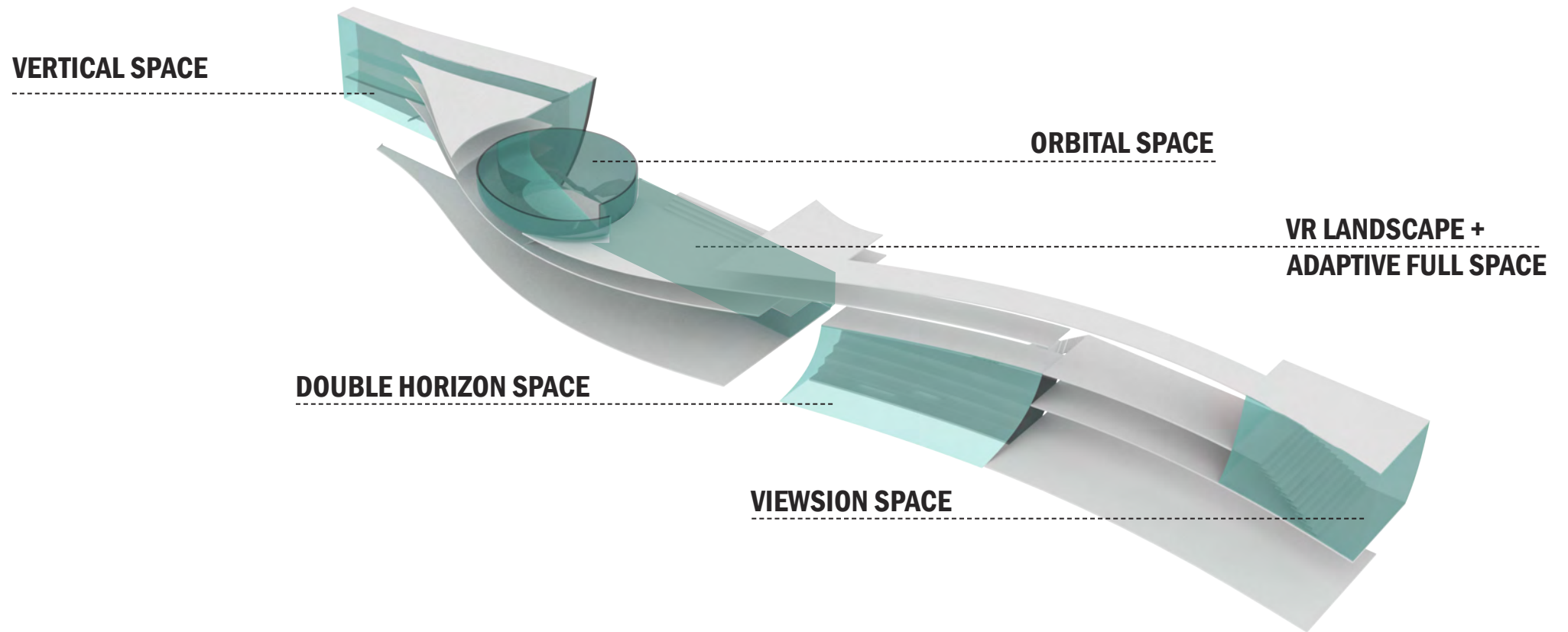
OFFICE SPACE







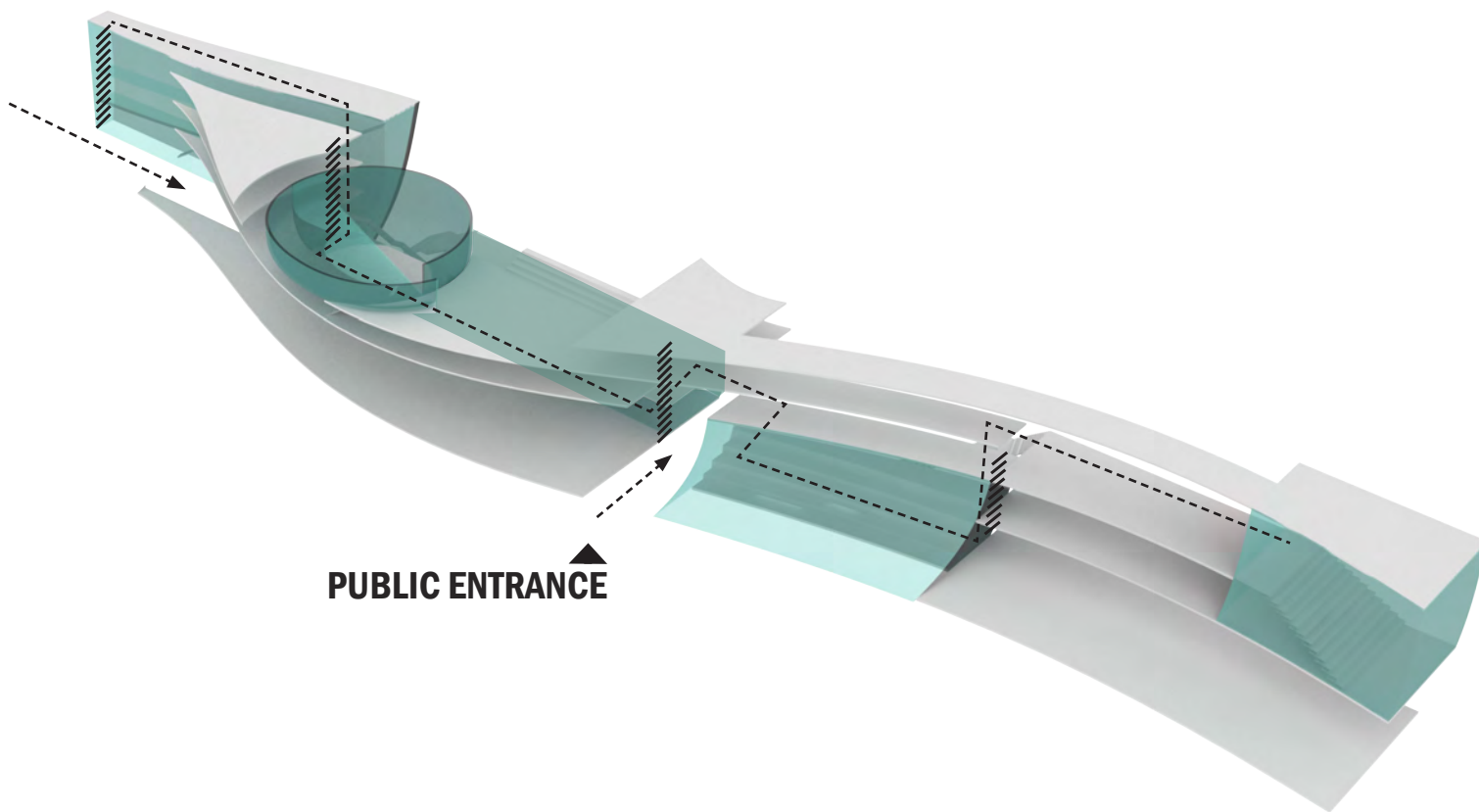
5 TYPES OF CINEMATIC SPACE



PUBLIC CIRCULATION - - -
VERTICAL //

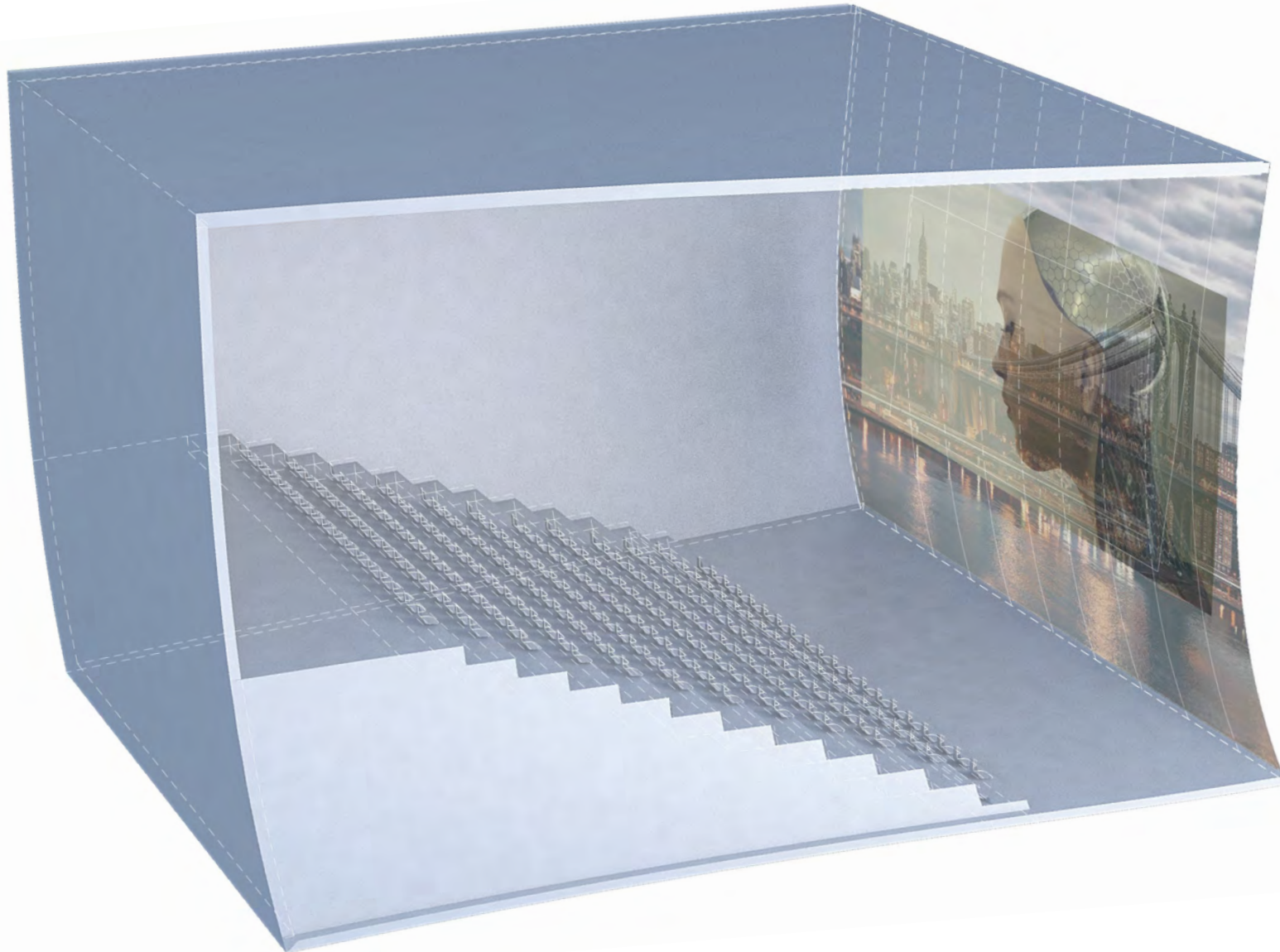
PUBLIC ENTRANCE ►

PUBLIC ENTRANCE ▲

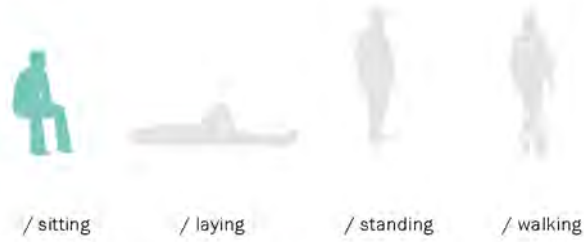


DESIGN
CINEMATIC
SPACE
CHARACTERISTICS

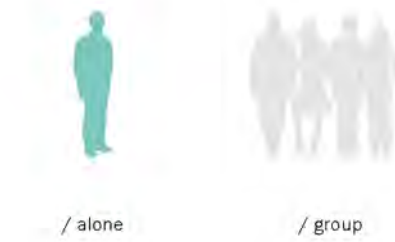
DESIGN
**CINEMATIC
SPACE**
VISION SPACE



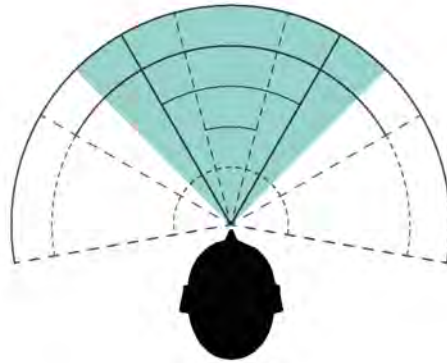
BODY POSITION



SOCIALITY



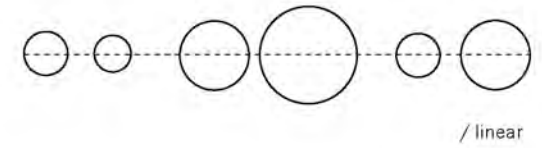
FIELD OF VIEW HORIZONTAL



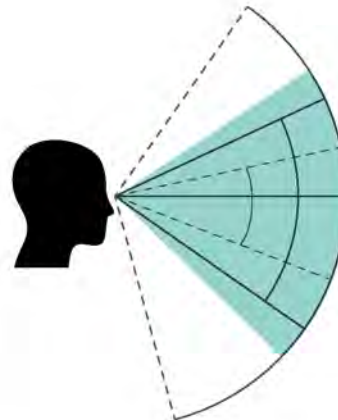
AUTONOMY



STORYTELLING



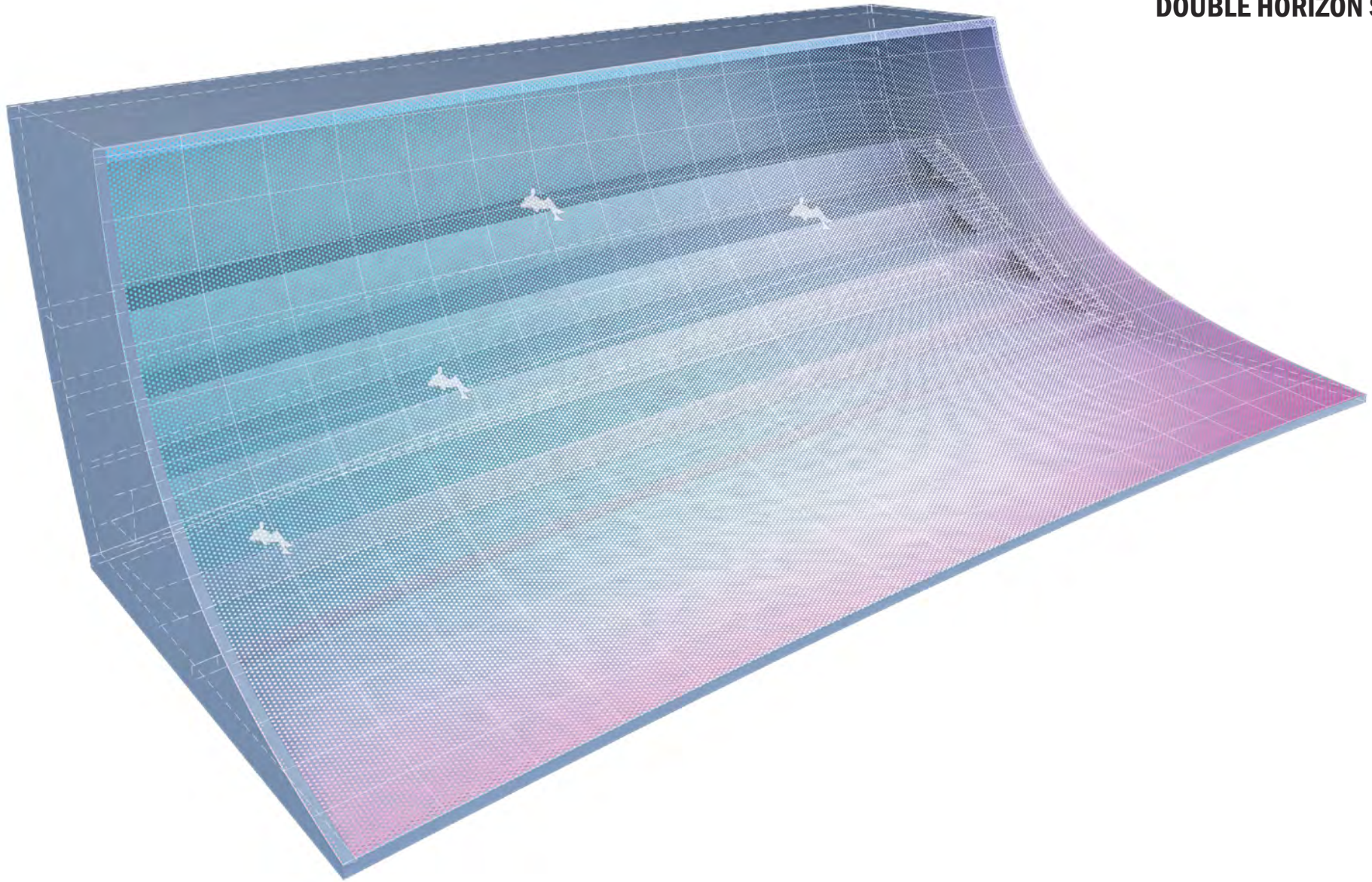
FIELD OF VIEW VERTICAL



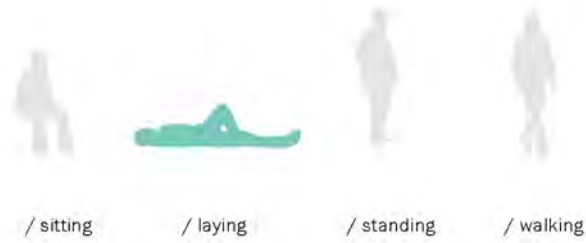
TECHNOLOGY



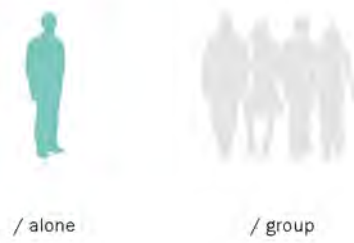
DESIGN
**CINEMATIC
SPACE**
DOUBLE HORIZON SPACE



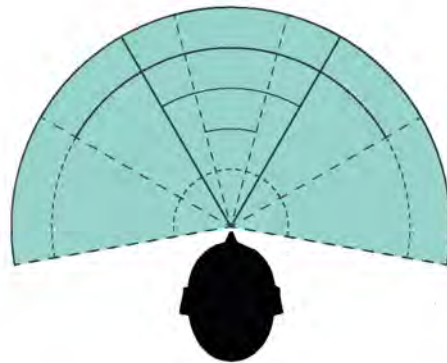
BODY POSITION



SOCIALITY



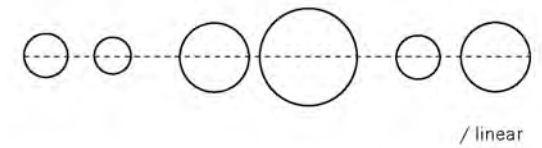
FIELD OF VIEW HORIZONTAL



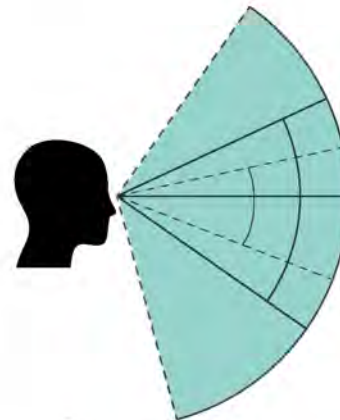
AUTONOMY



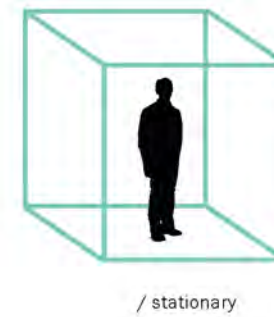
STORYTELLING



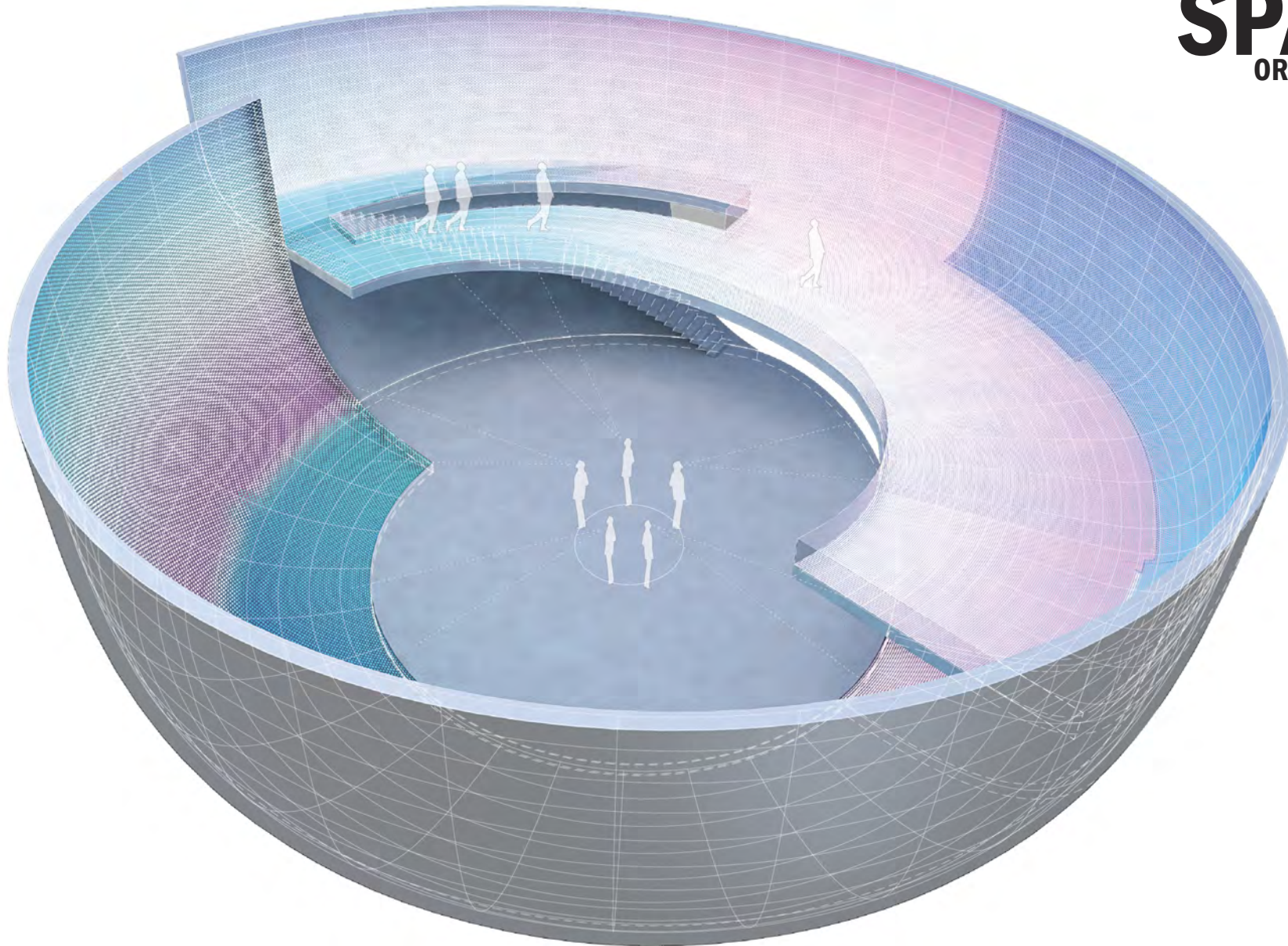
FIELD OF VIEW VERTICAL



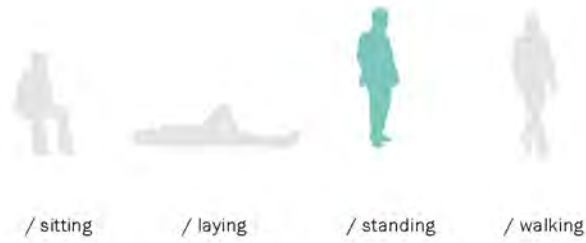
TECHNOLOGY



DESIGN
**CINEMATIC
SPACE**
ORBITAL SPACE



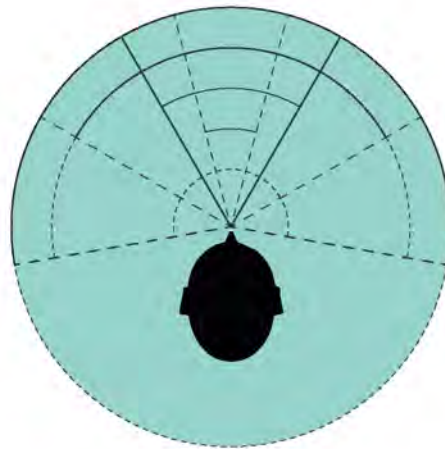
BODY POSITION



SOCIALITY



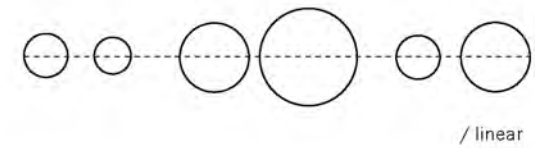
FIELD OF VIEW HORIZONTAL



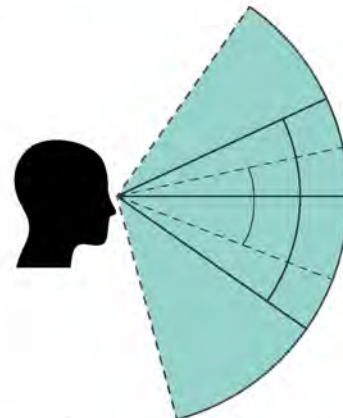
AUTONOMY



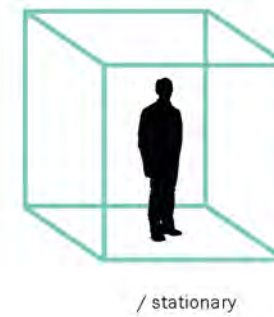
STORYTELLING



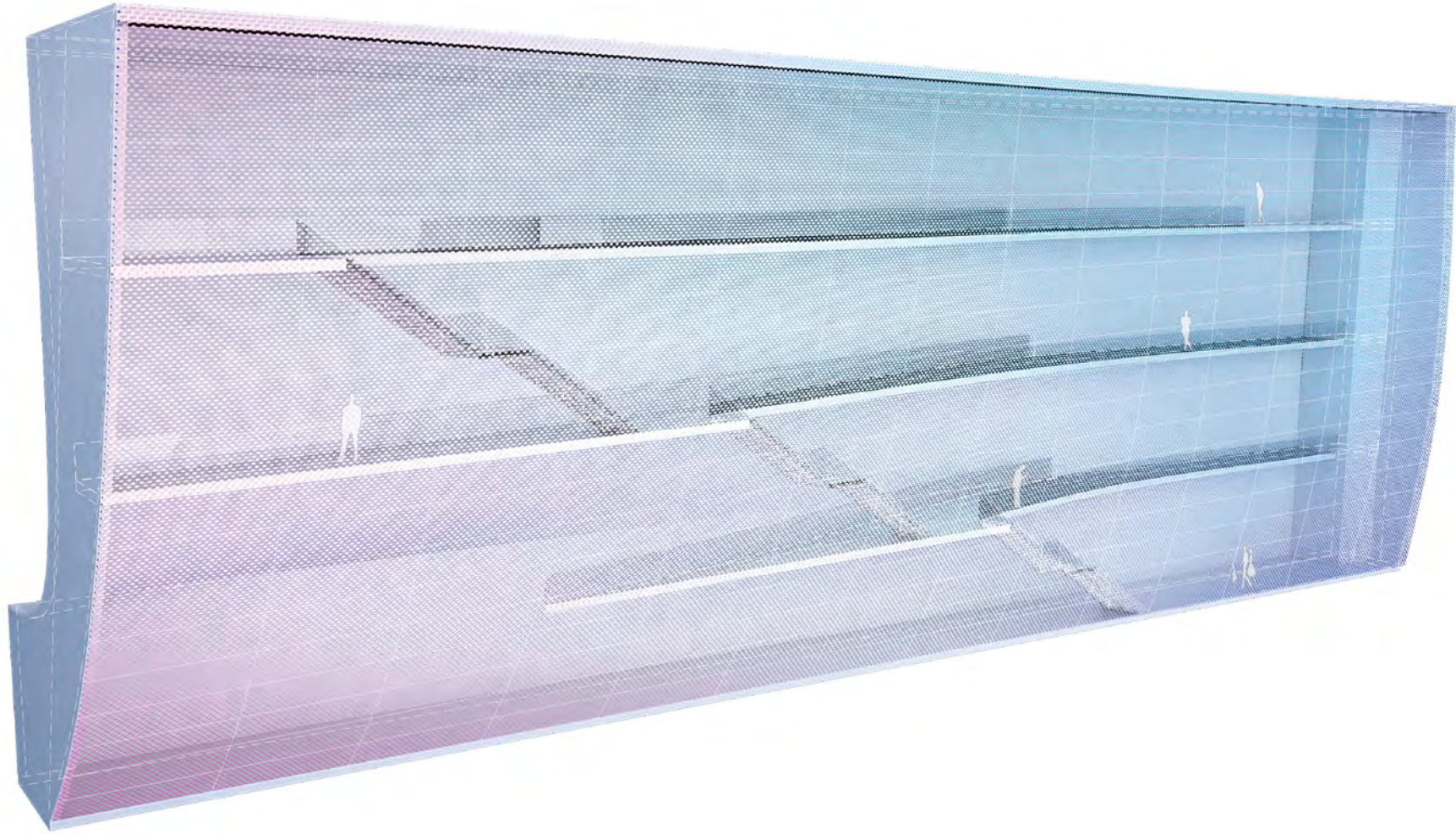
FIELD OF VIEW VERTICAL



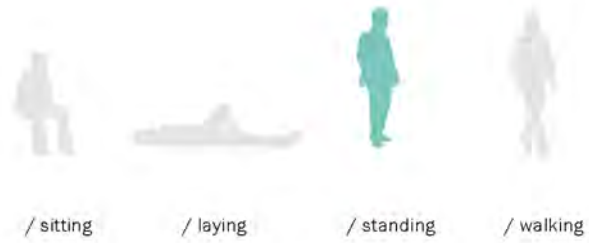
TECHNOLOGY



DESIGN
**CINEMATIC
SPACE**
VERTICAL SPACE



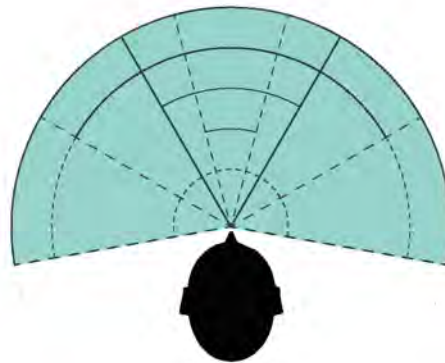
BODY POSITION



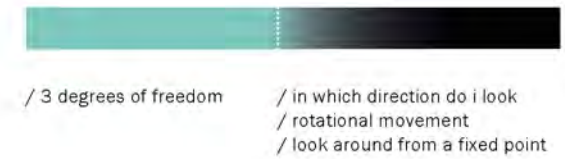
SOCIALITY



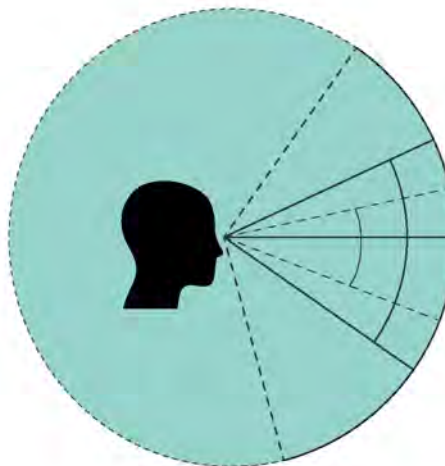
FIELD OF VIEW HORIZONTAL



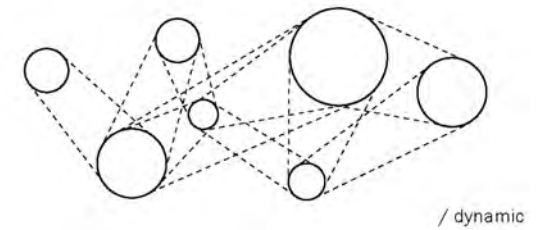
AUTONOMY



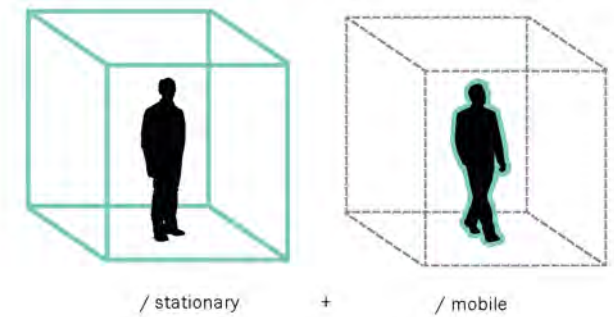
FIELD OF VIEW VERTICAL



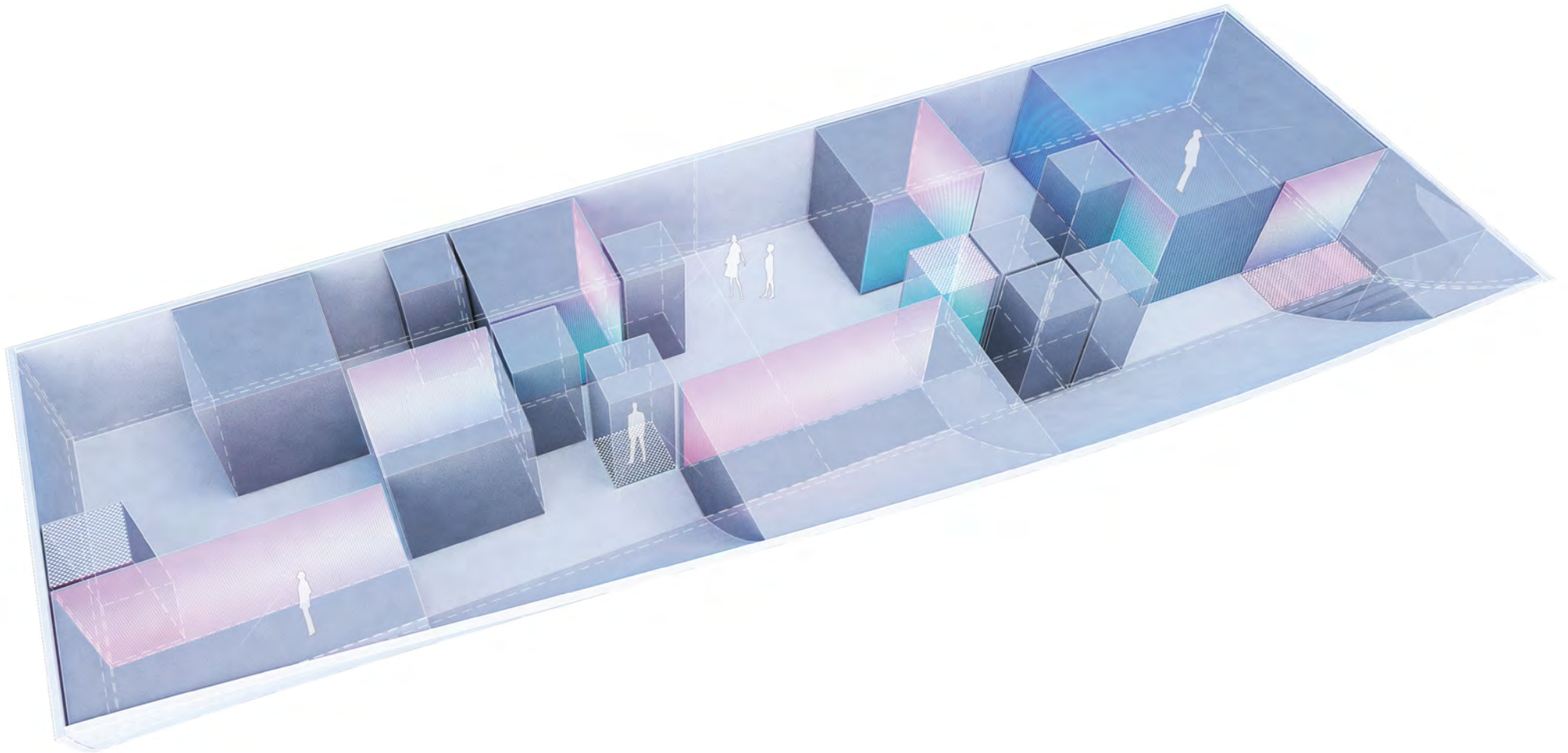
STORYTELLING



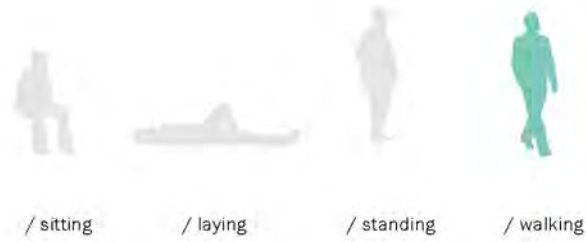
TECHNOLOGY



DESIGN
**CINEMATIC
SPACE**
ADAPTIVE FULL SPACE



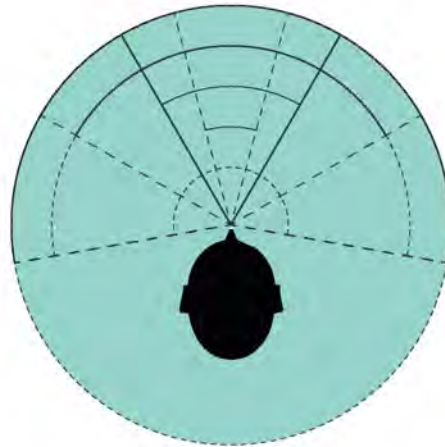
BODY POSITION



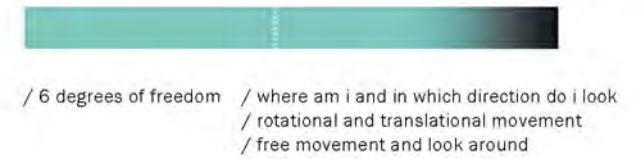
SOCIALITY



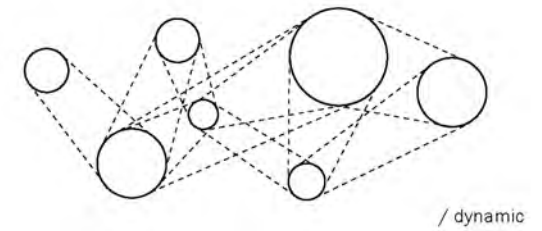
FIELD OF VIEW HORIZONTAL



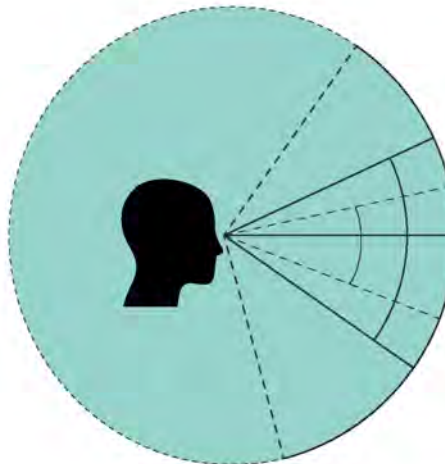
AUTONOMY



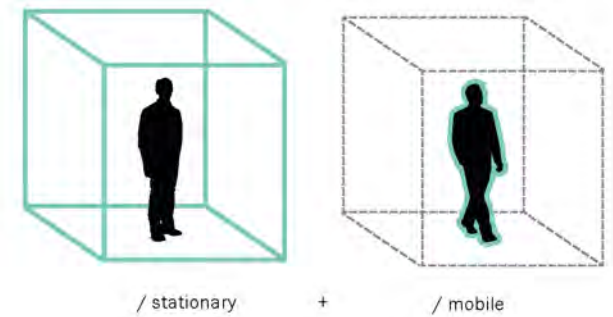
STORYTELLING



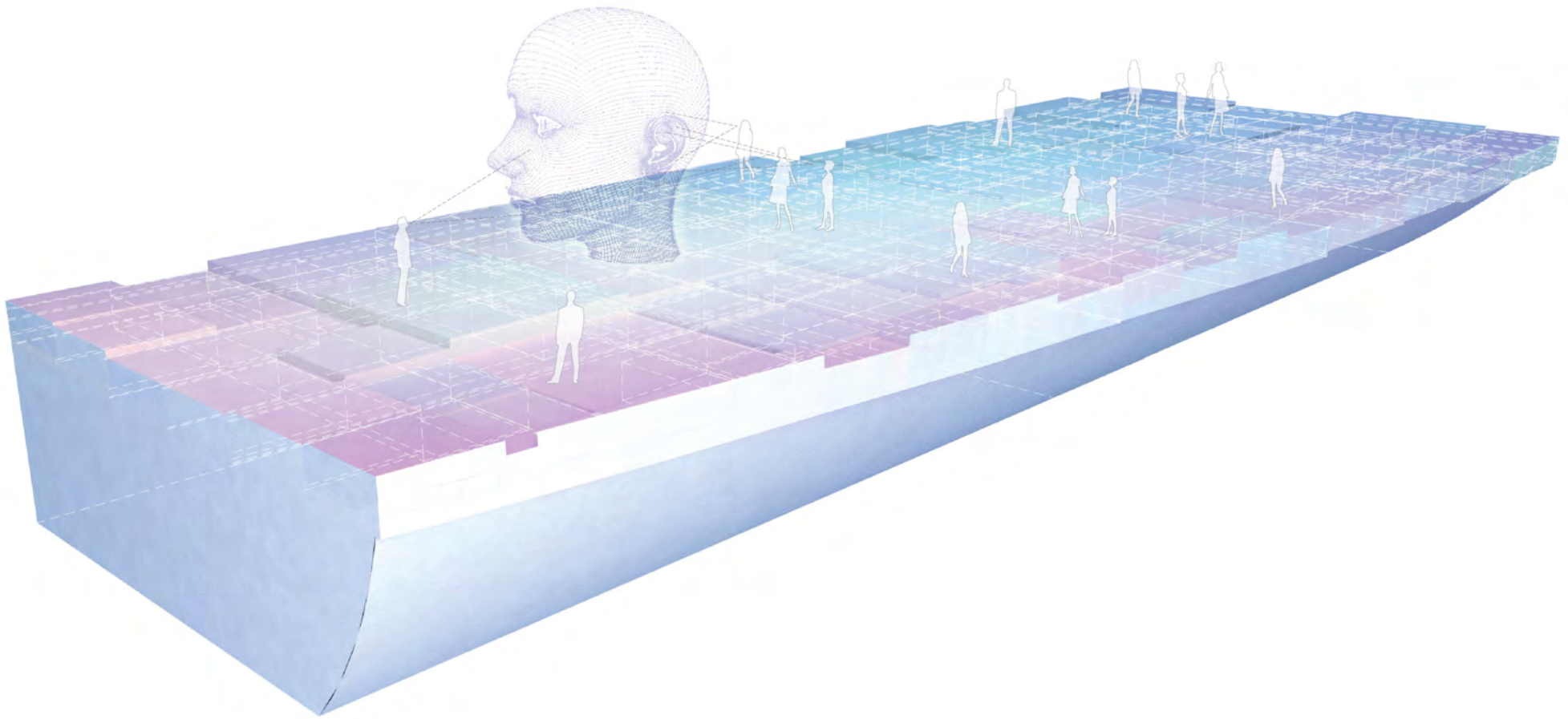
FIELD OF VIEW VERTICAL



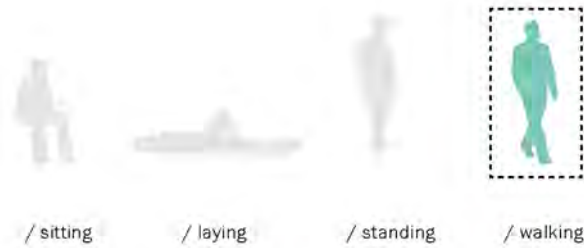
TECHNOLOGY



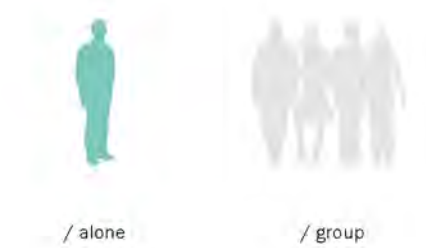
DESIGN
**CINEMATIC
SPACE**
VIRTUAL REALITY LANDSCAPE



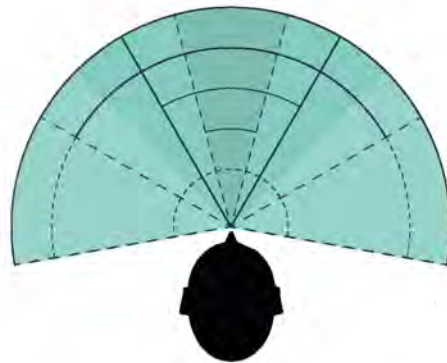
BODY POSITION



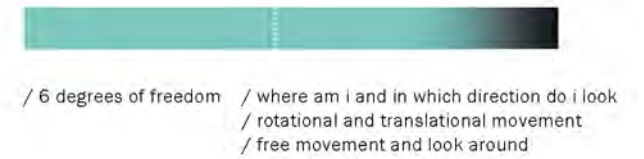
SOCIALITY



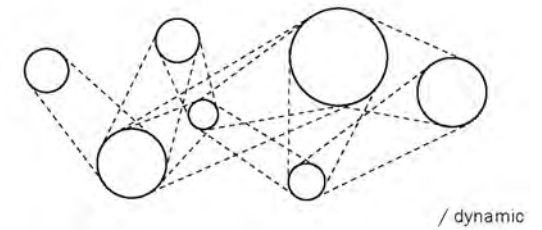
FIELD OF VIEW HORIZONTAL



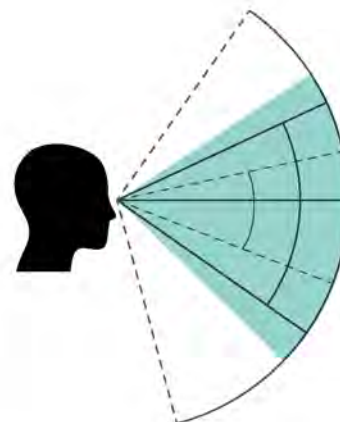
AUTONOMY



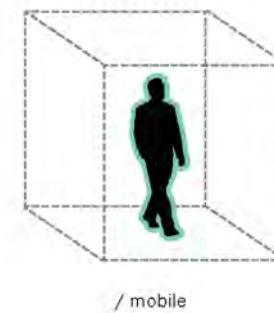
STORYTELLING



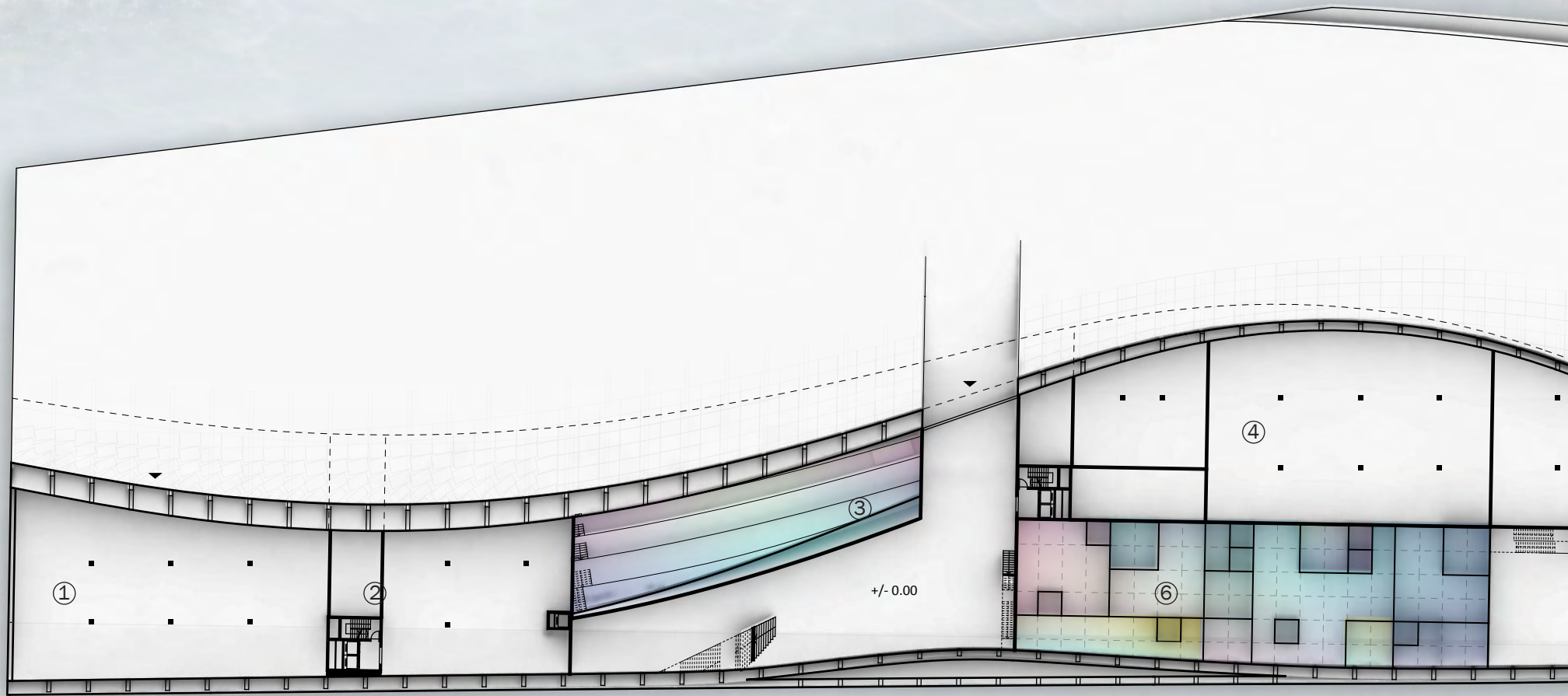
FIELD OF VIEW VERTICAL

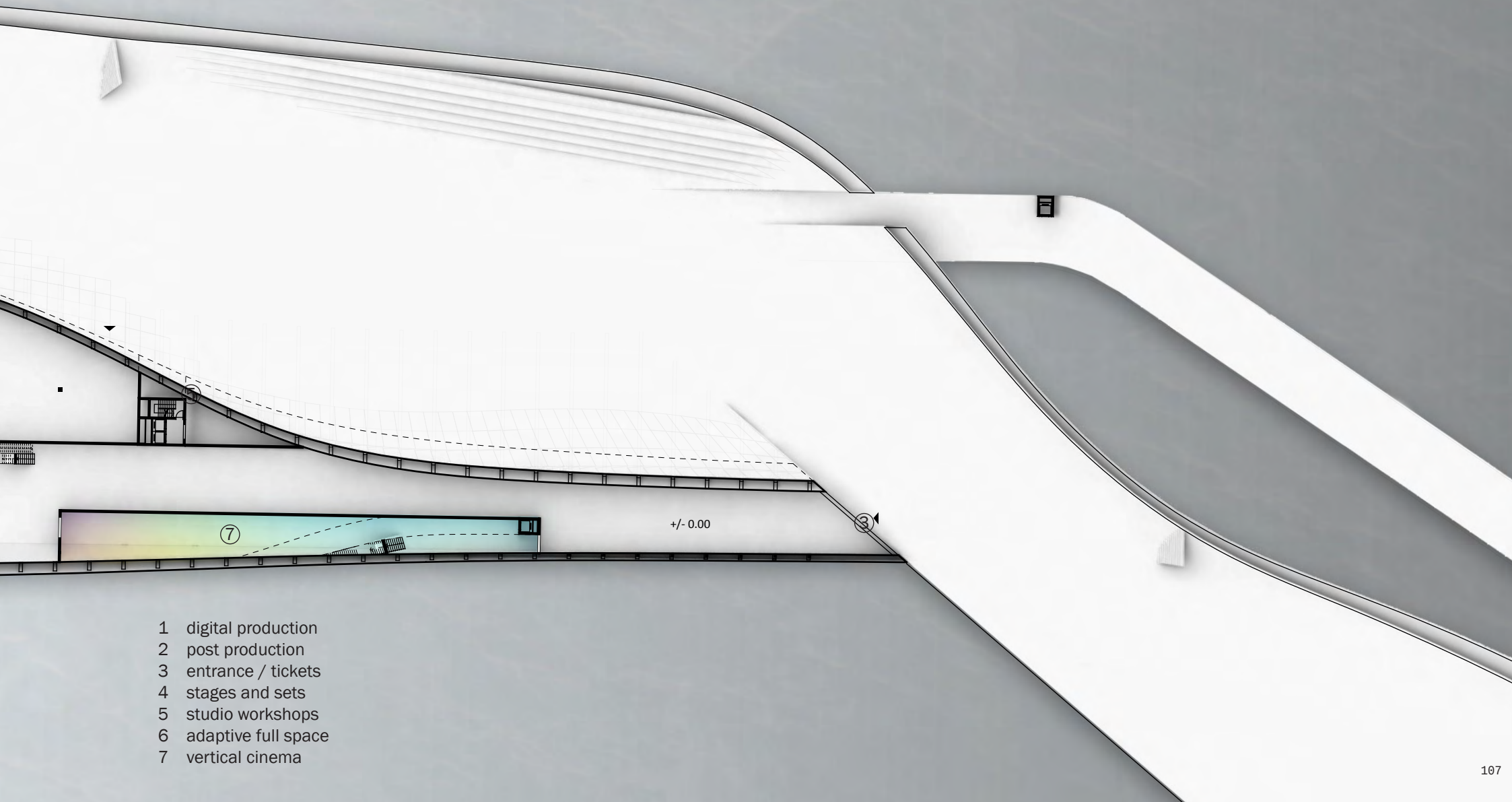


TECHNOLOGY

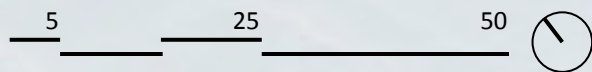
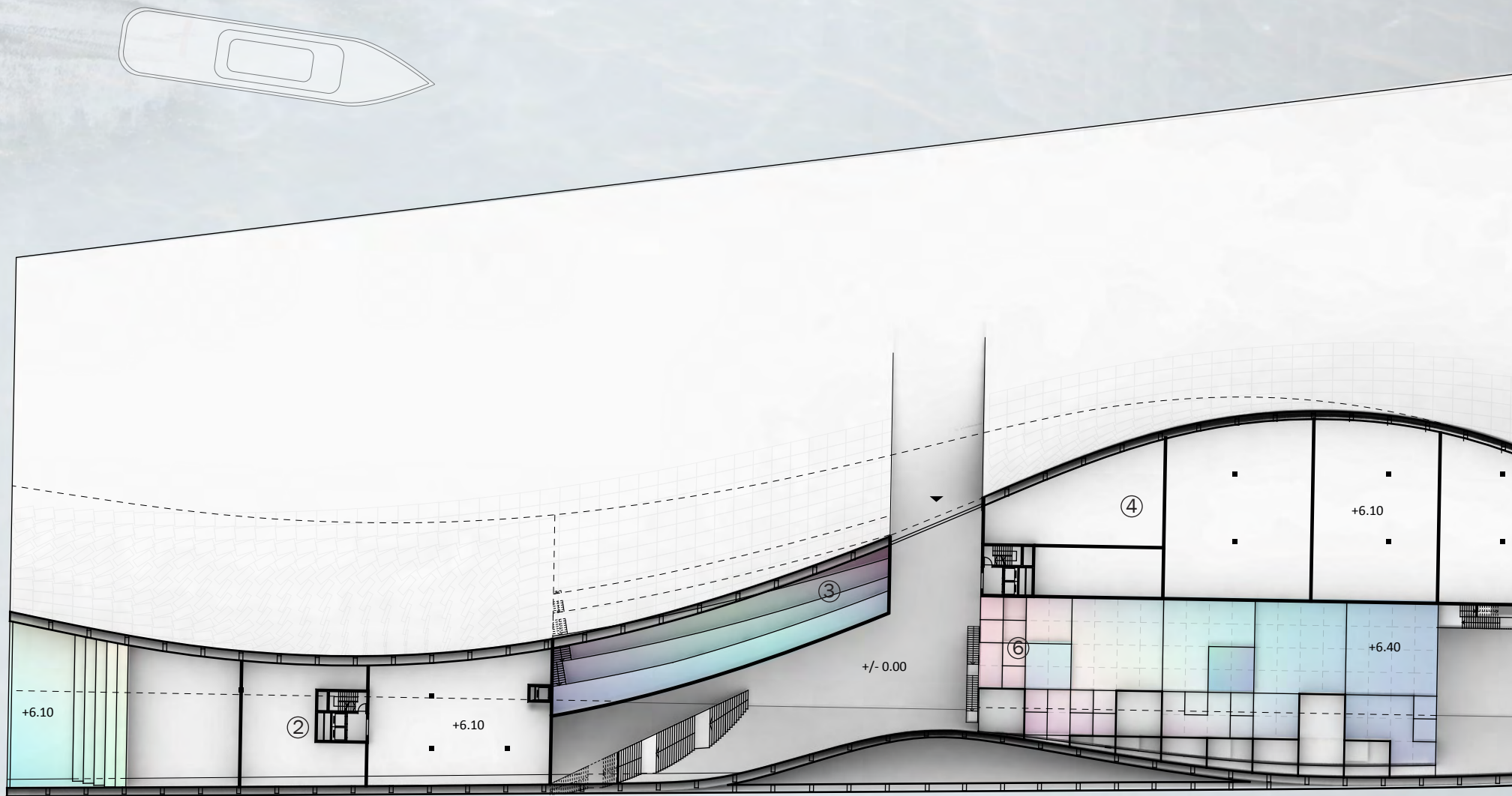


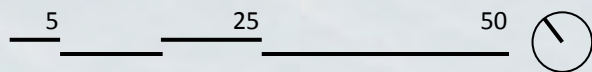
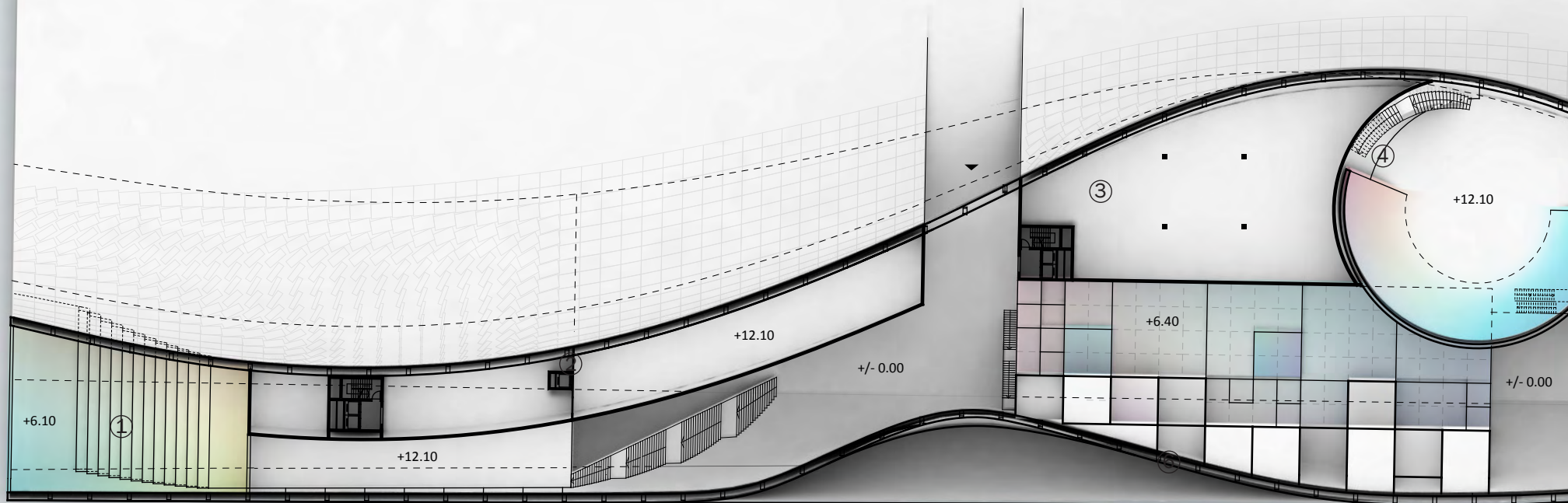
FLOORPLANS
PLANS
SECTIONS





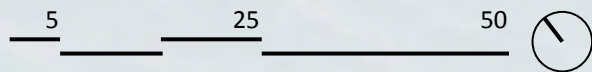
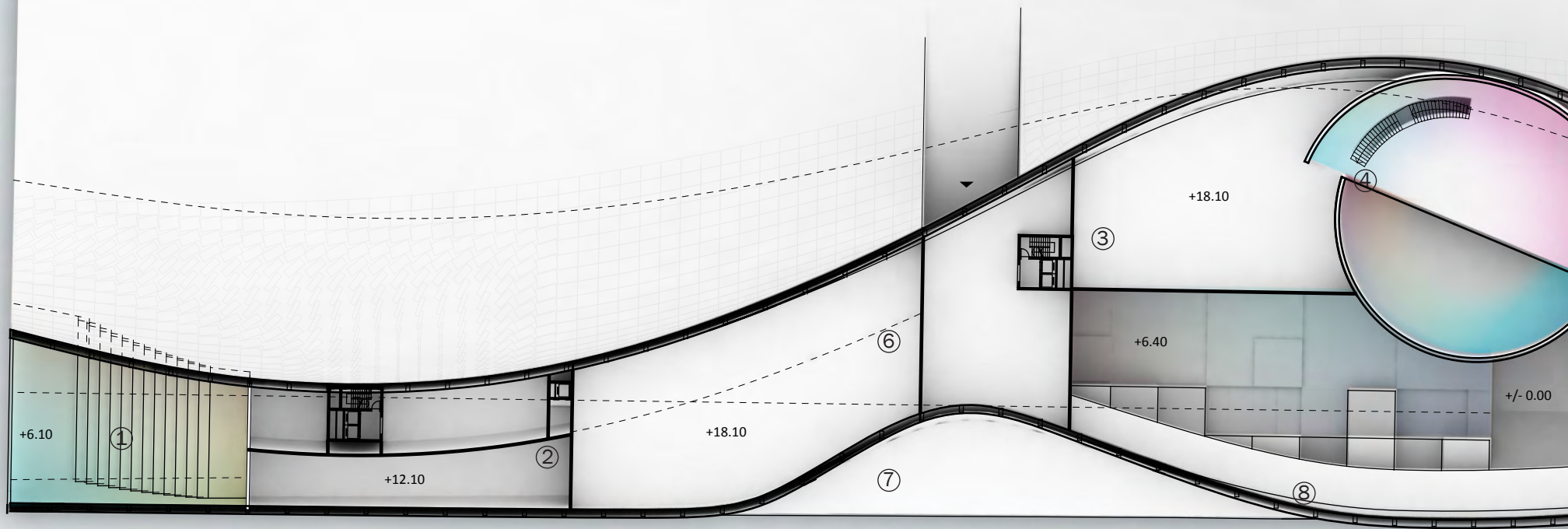
- 1 digital production
- 2 post production
- 3 entrance / tickets
- 4 stages and sets
- 5 studio workshops
- 6 adaptive full space
- 7 vertical cinema





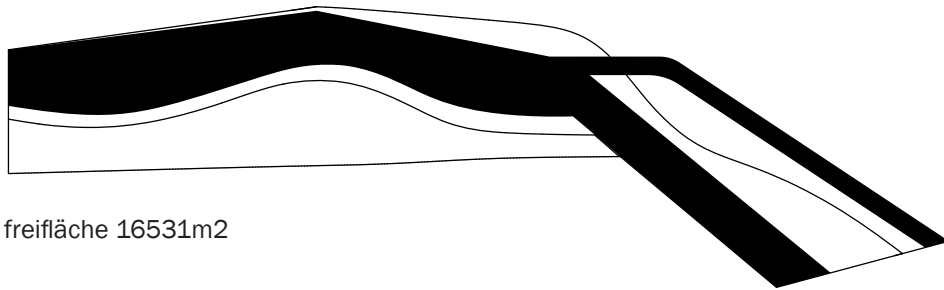


- 1 view-sion space
- 2 office space
- 3 research lab
- 4 orbital space
- 5 media lab
- 6 artists studio units
- 7 vertical cinema

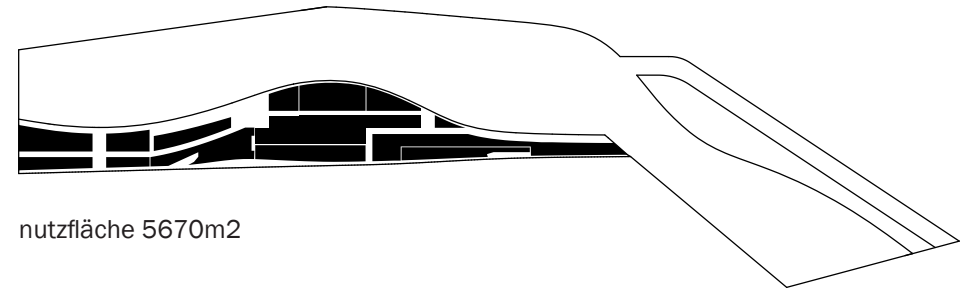




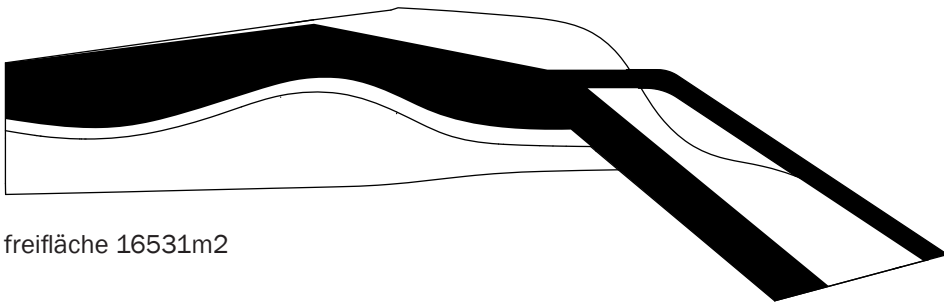
- 1 view-sion space
- 2 office space
- 3 exhibition
- 4 orbital space
- 5 media lab
- 6 cafe and restaurant
- 7 terrace
- 8 manhattan walk
- 9 vertical space



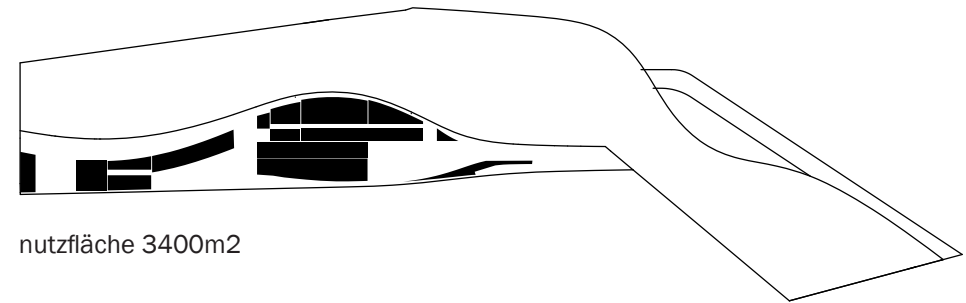
freifläche 16531m²



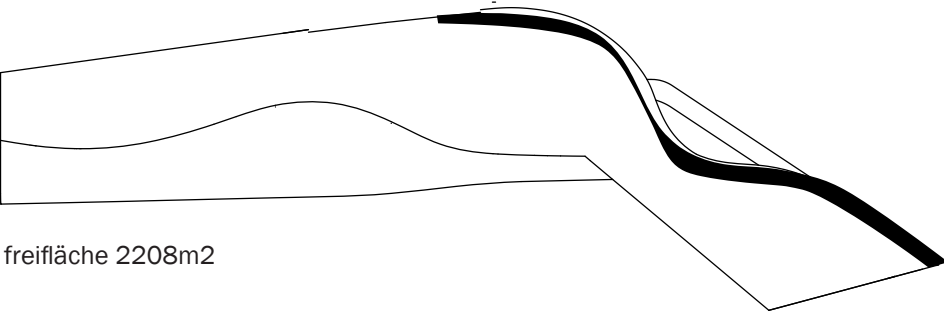
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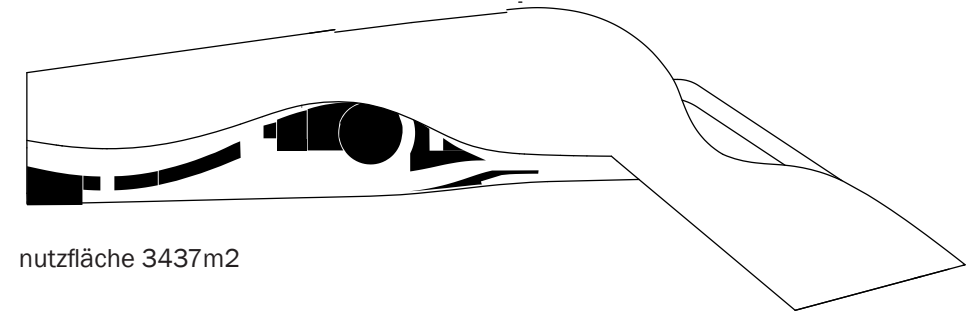
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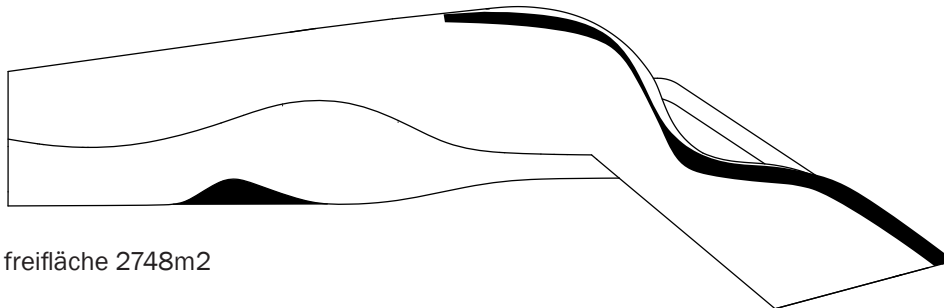
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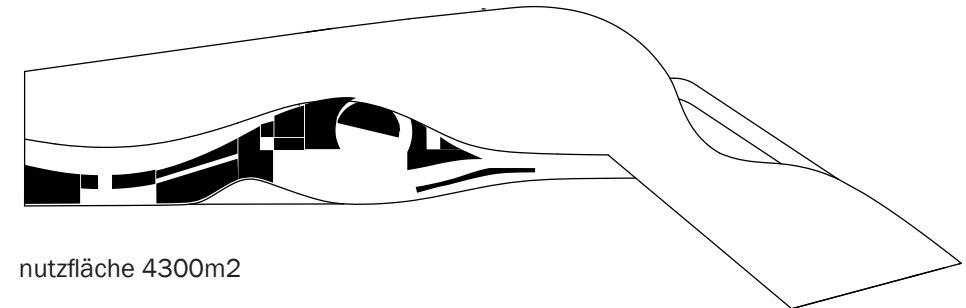
freifläche 2208m²



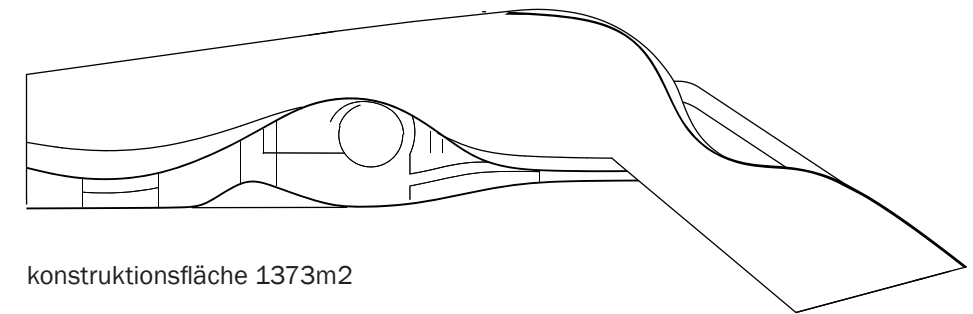
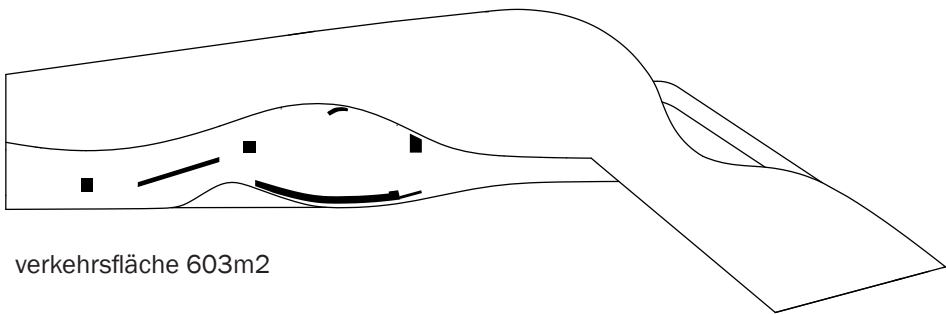
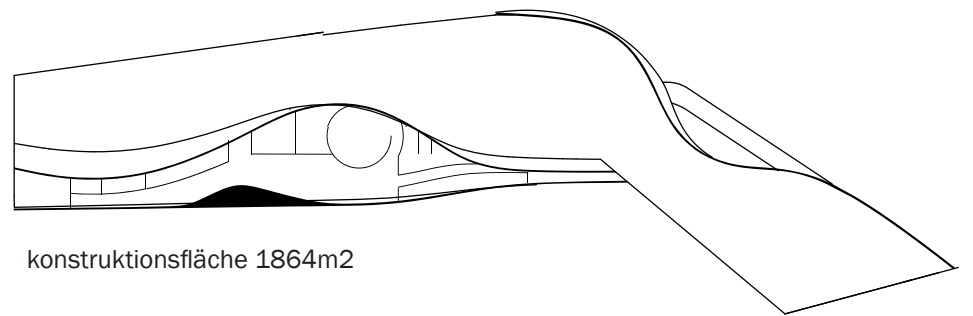
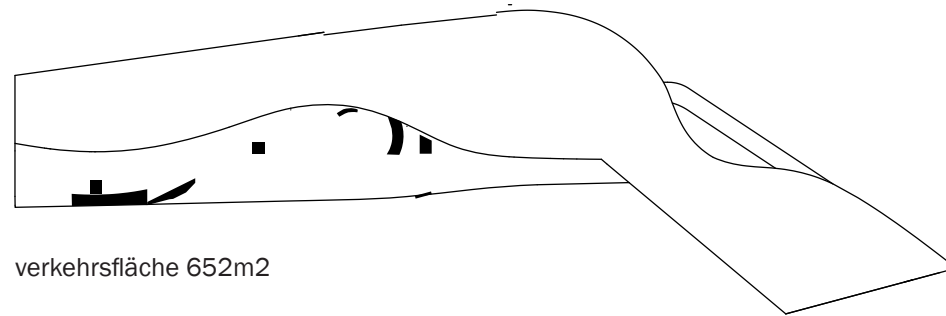
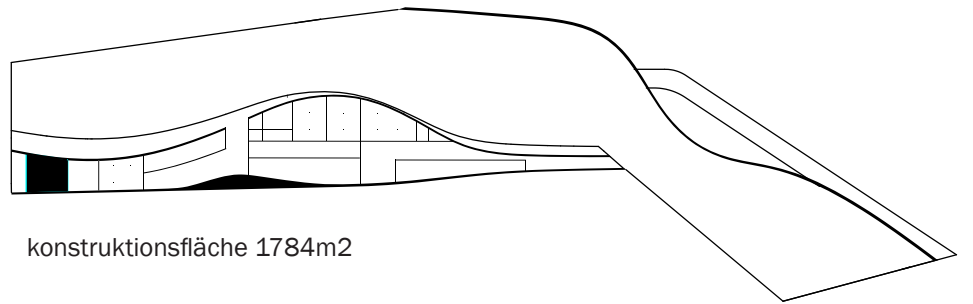
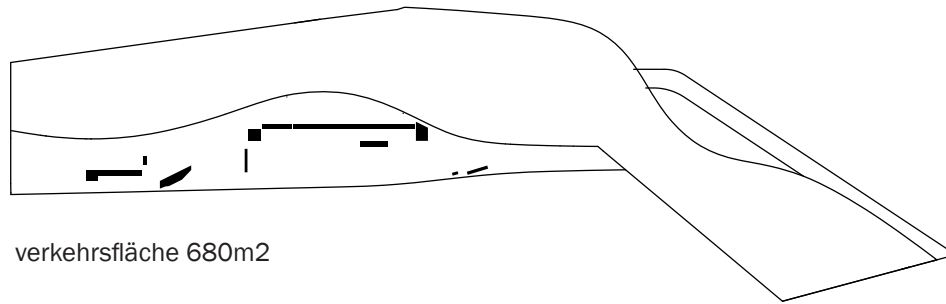
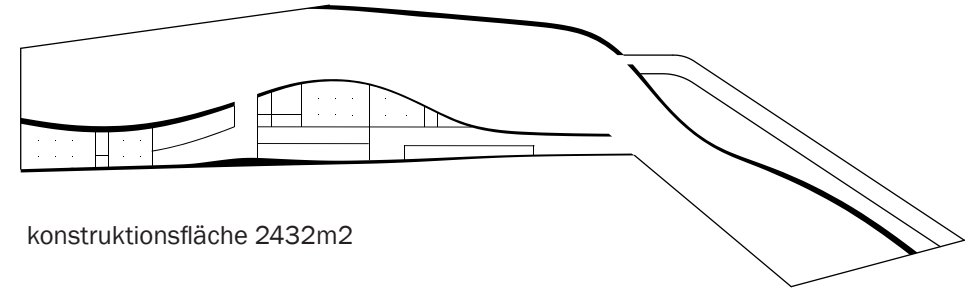
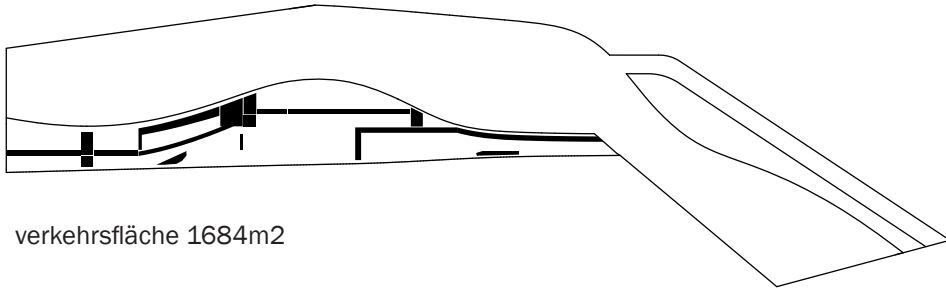
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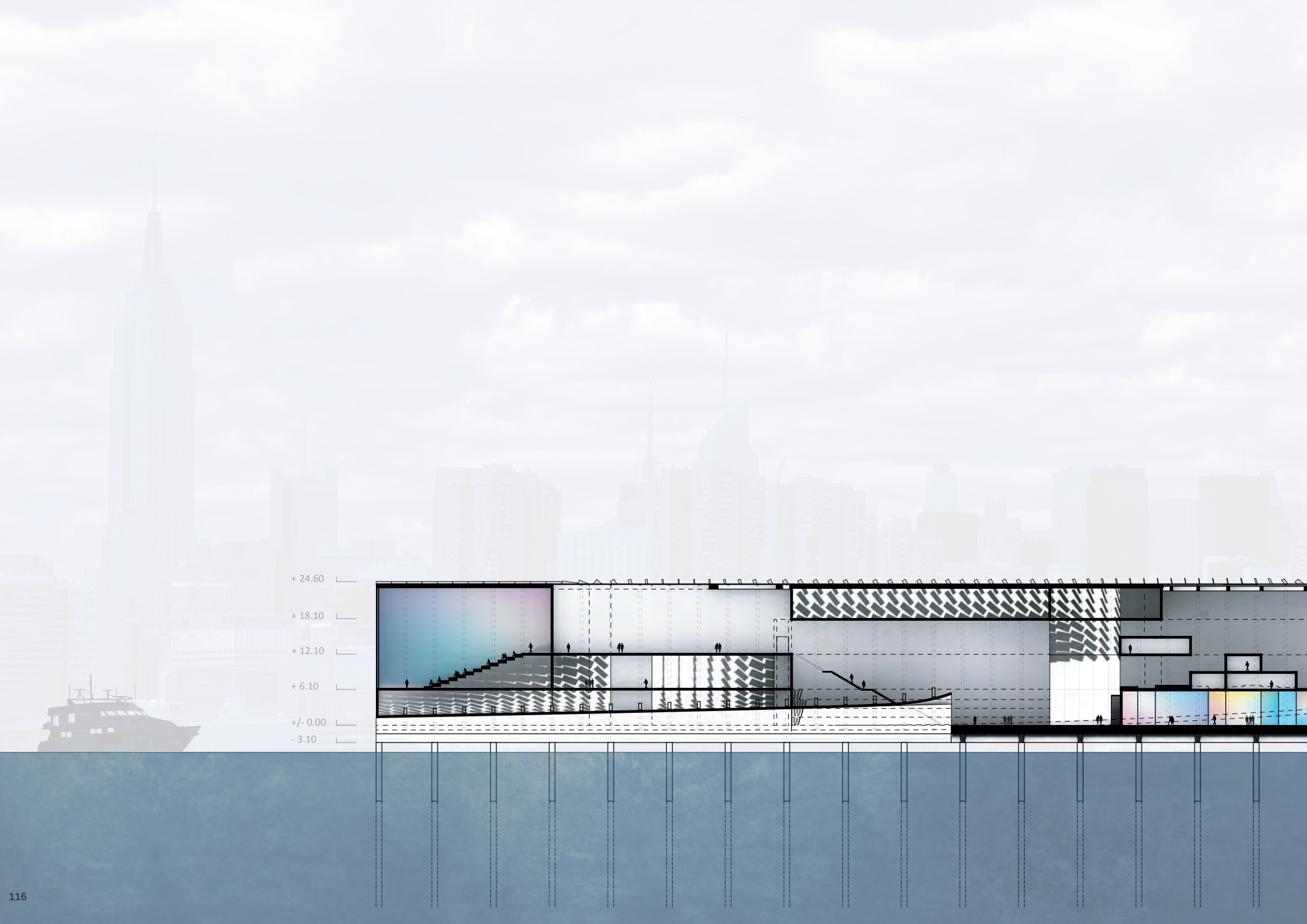


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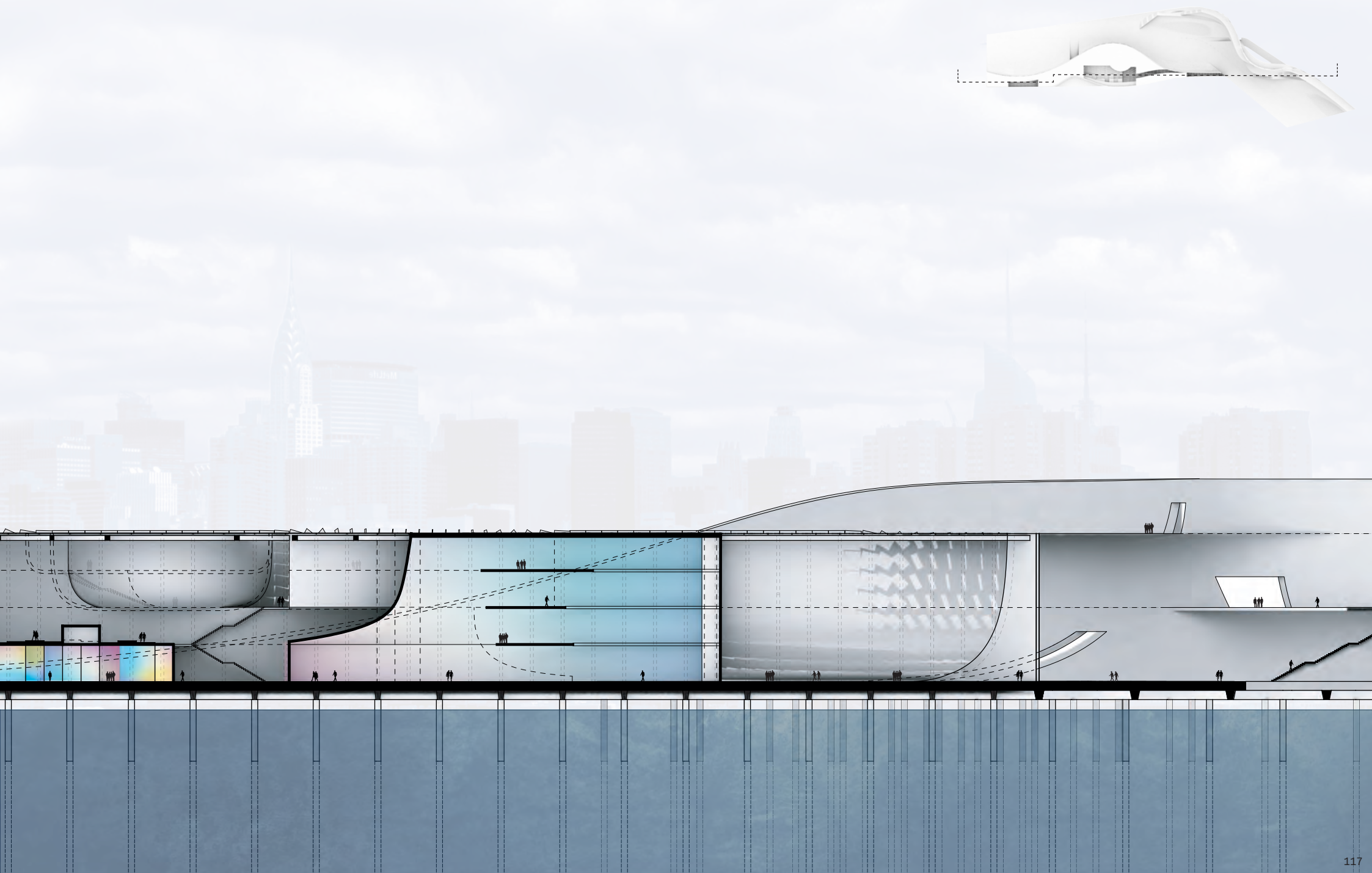


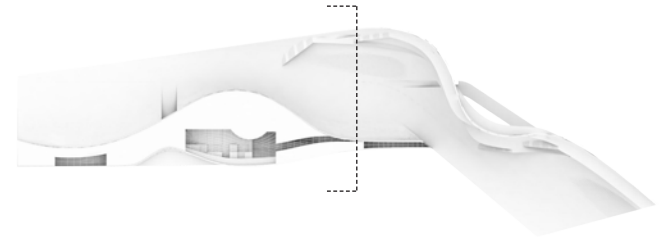
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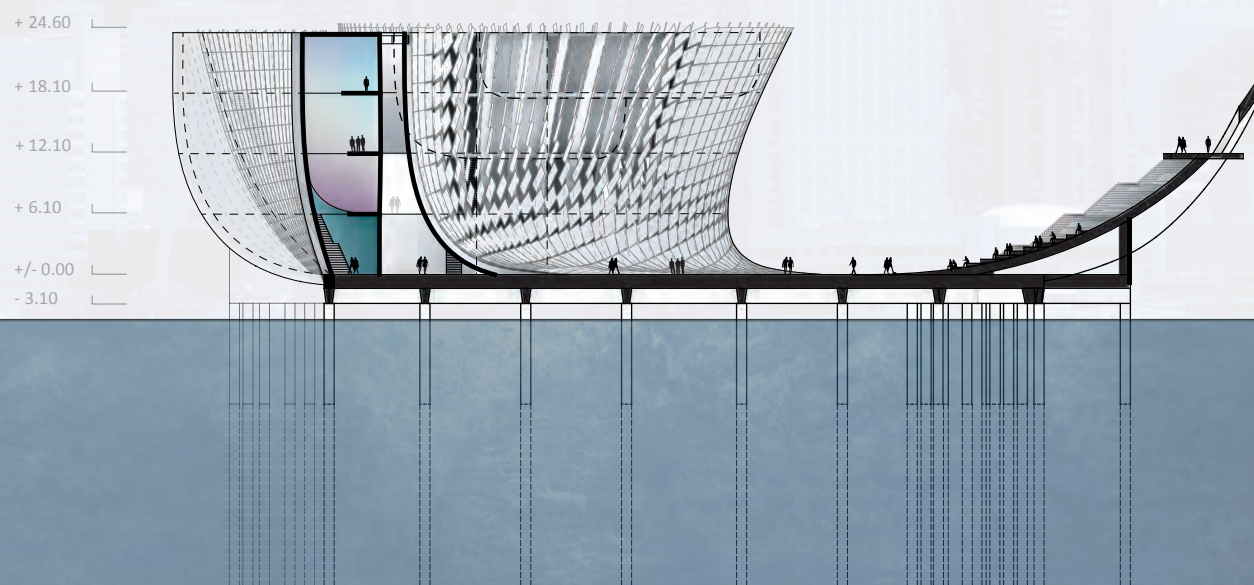


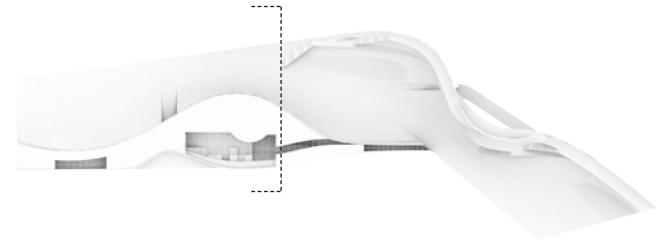


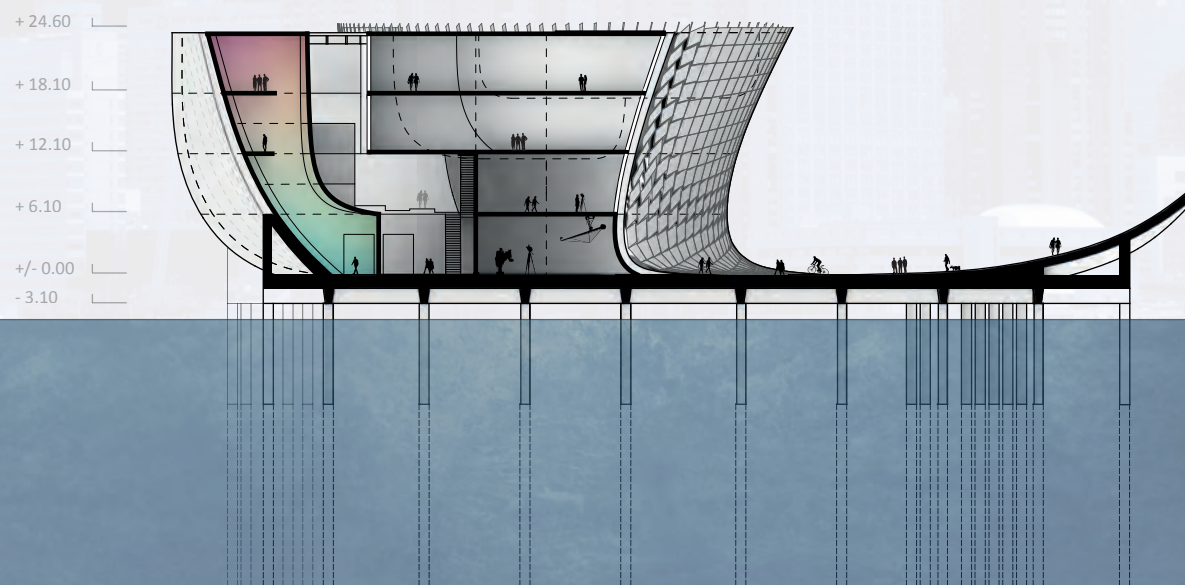
+ 24.60
+ 18.10
+ 12.10
+ 6.10
+/- 0.00
- 3.10

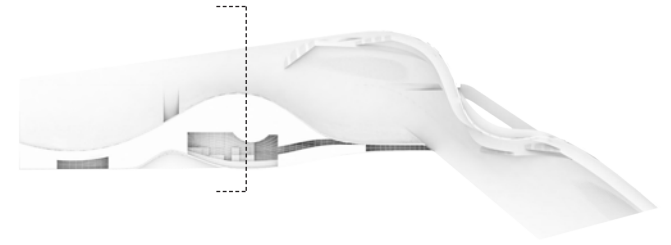


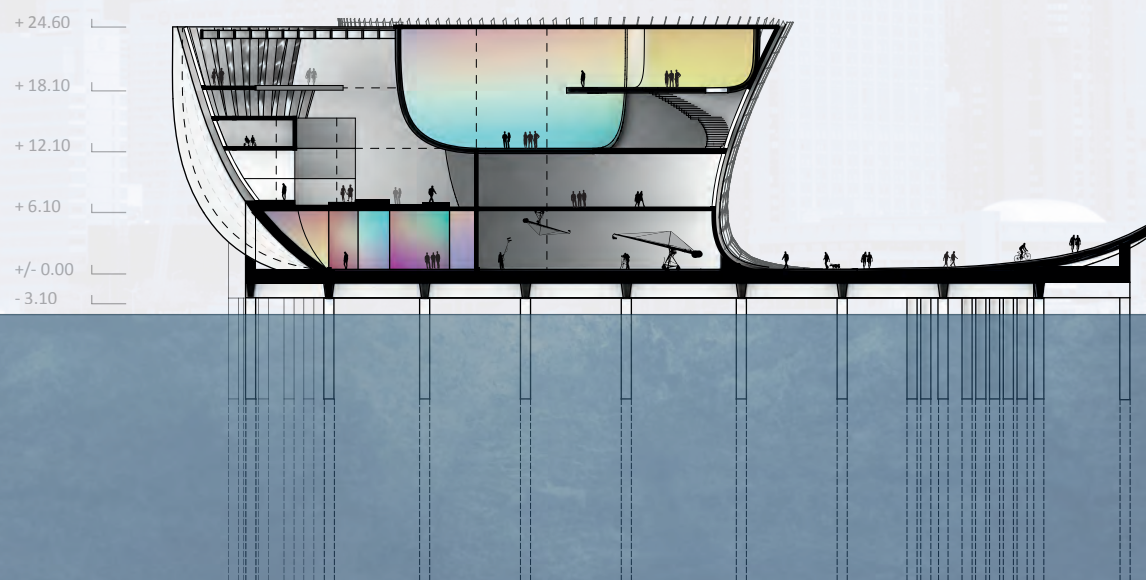


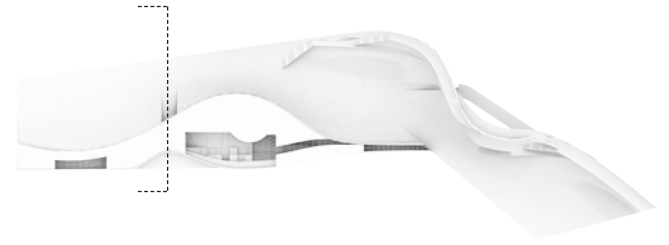


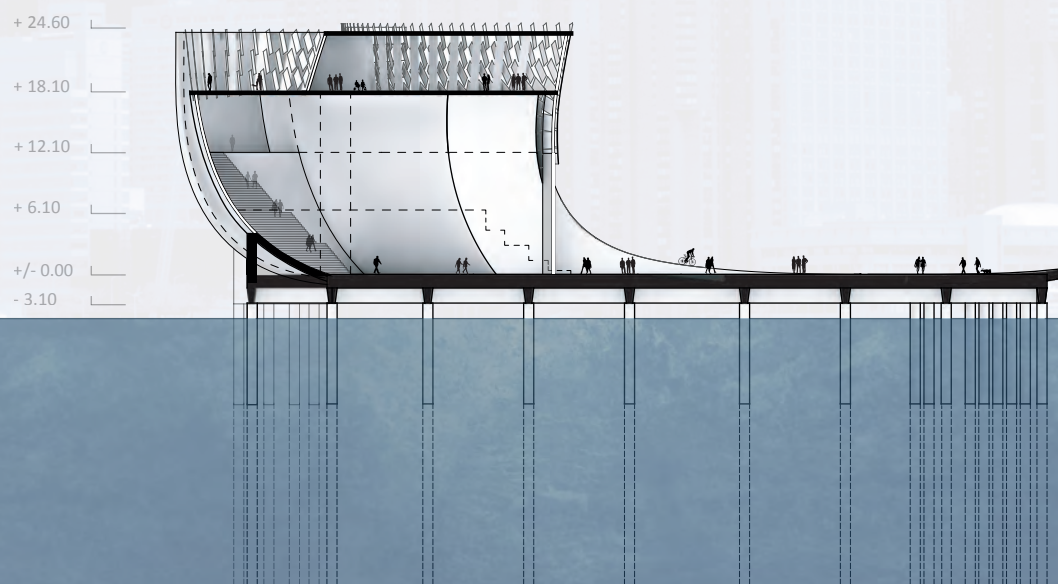






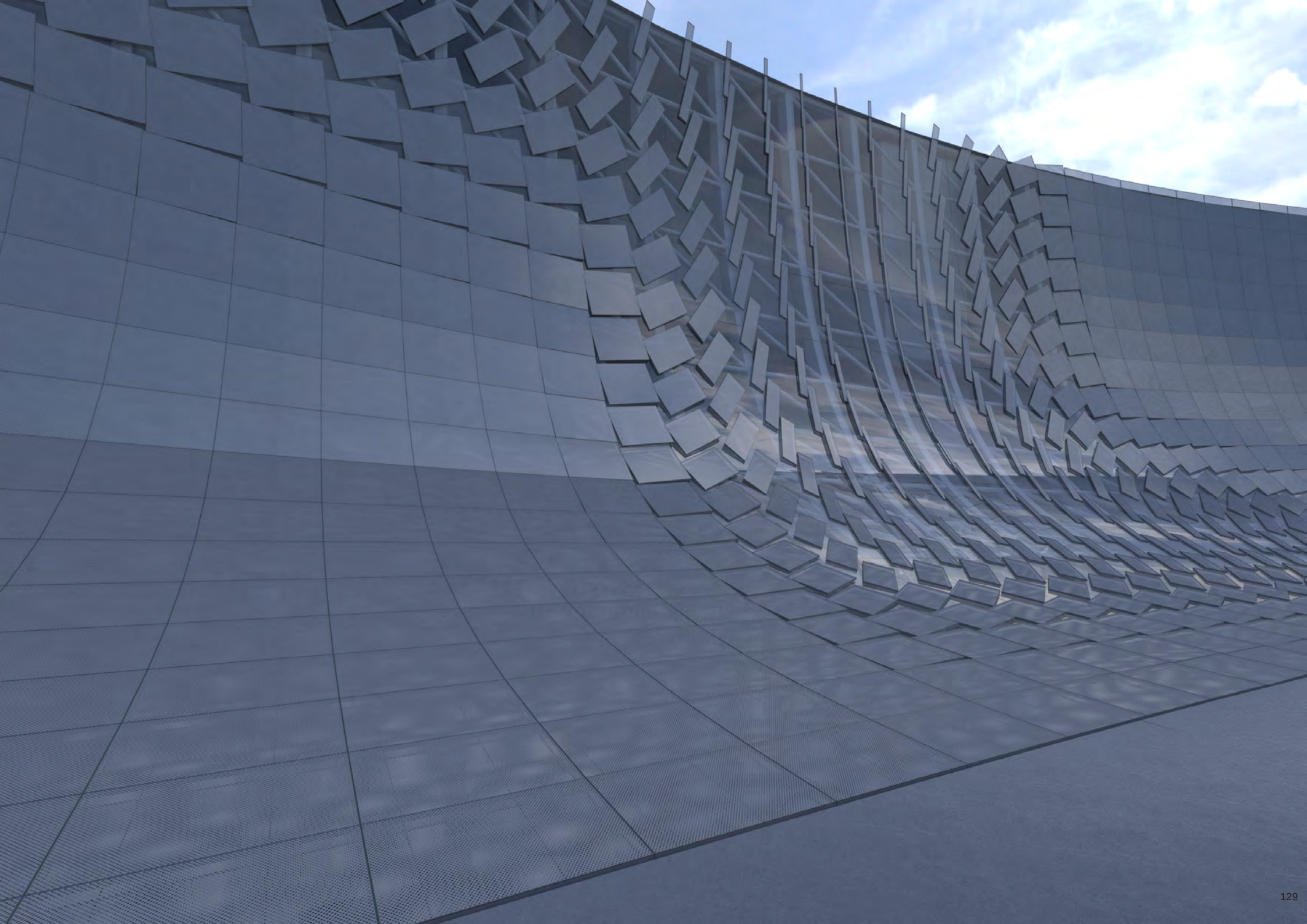


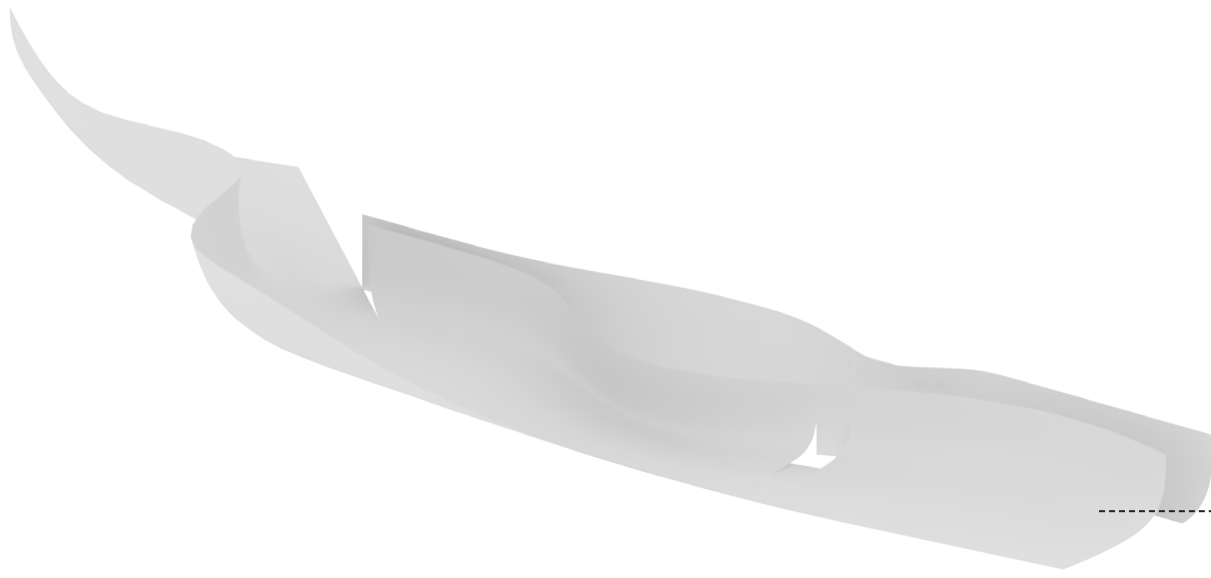




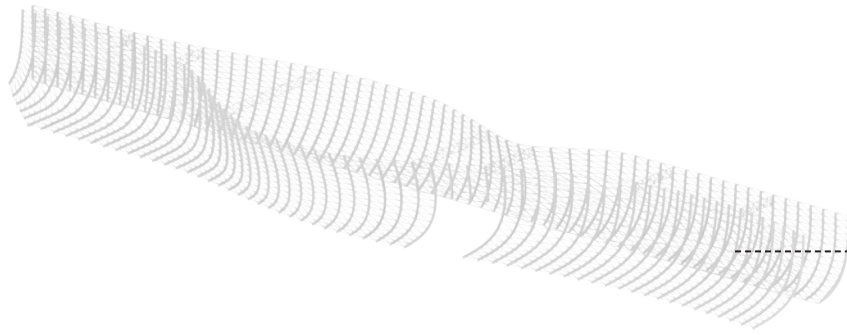
DESIGN
STRUCTURE
SYSTEM + FACADE + DETAILS

DESIGN
STRUCTURE
SYSTEM + FACADE + DETAILS

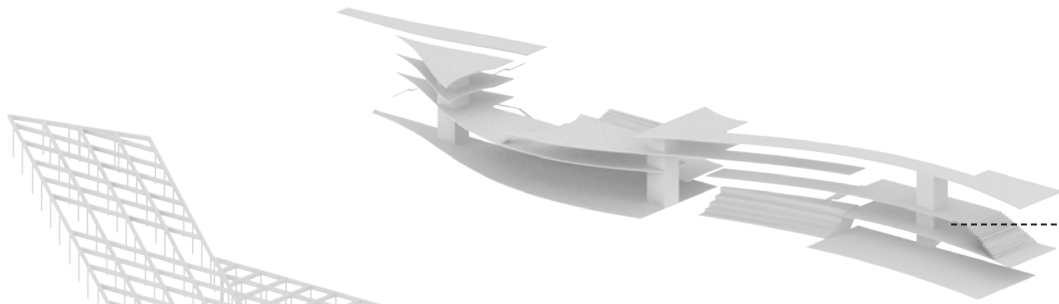




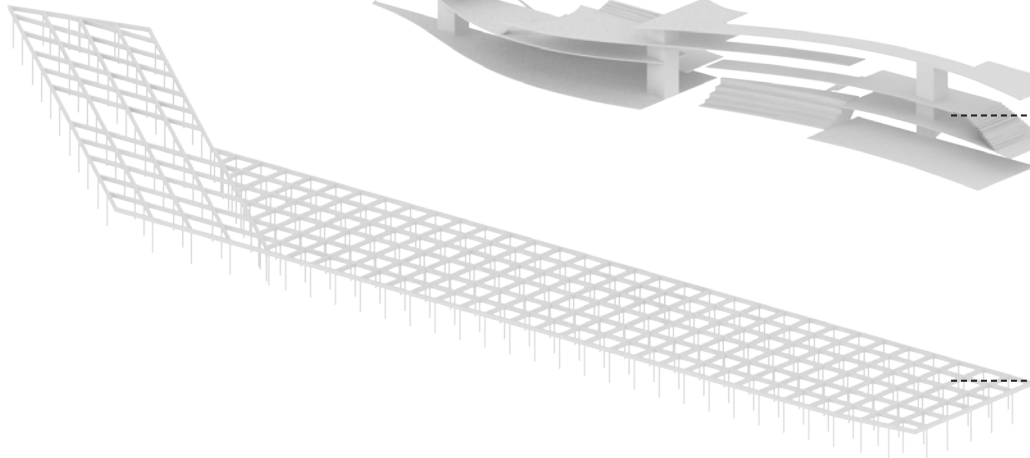
FACADE



STRUCTURAL SYSTEM



INTERIOR SPACE STRUCTURE



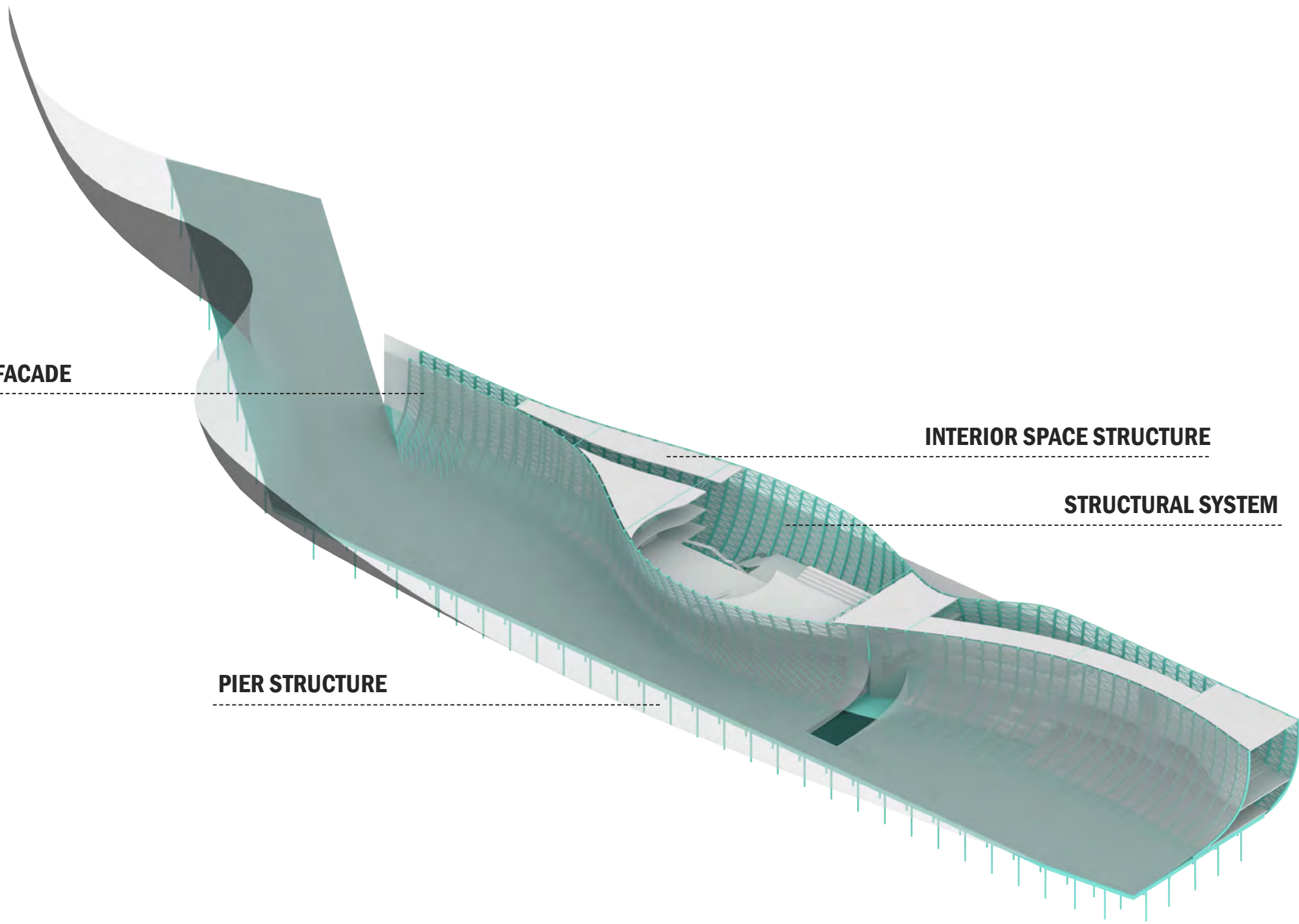
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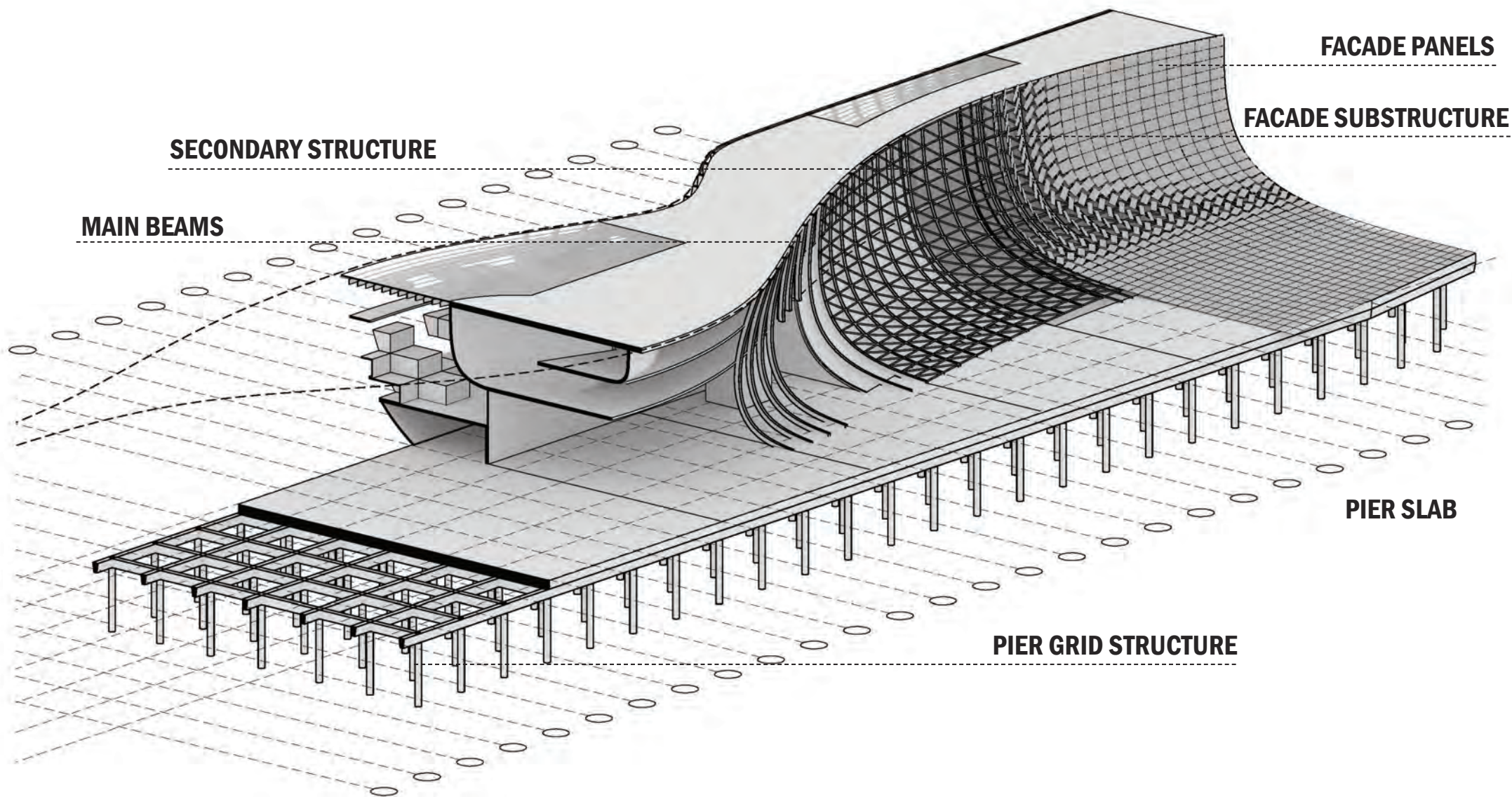
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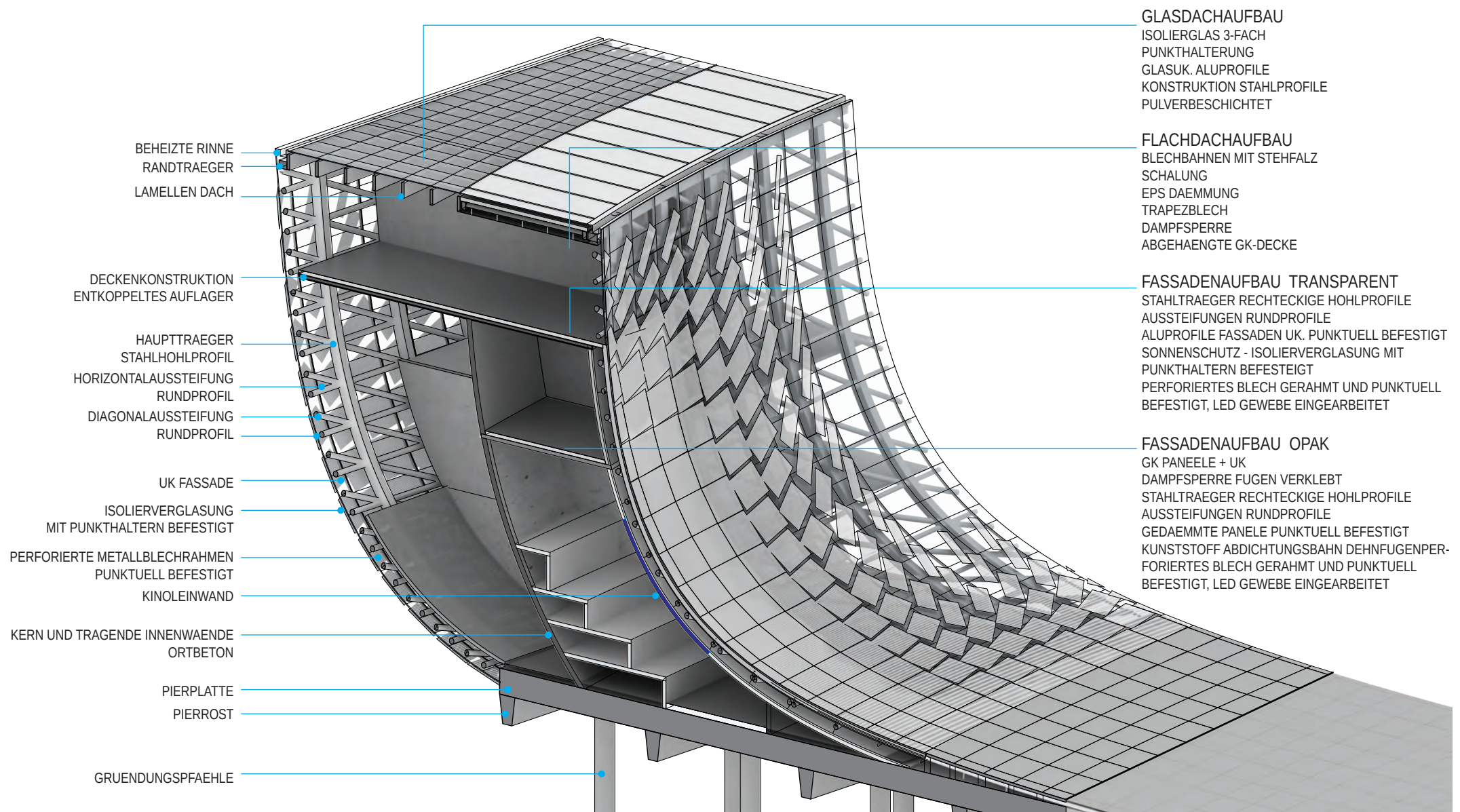
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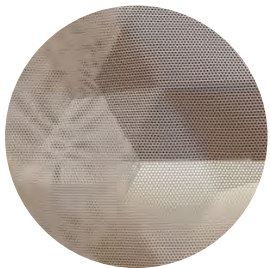
STRUCTURAL SYSTEM

PIER STRUCTURE

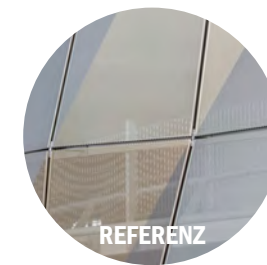




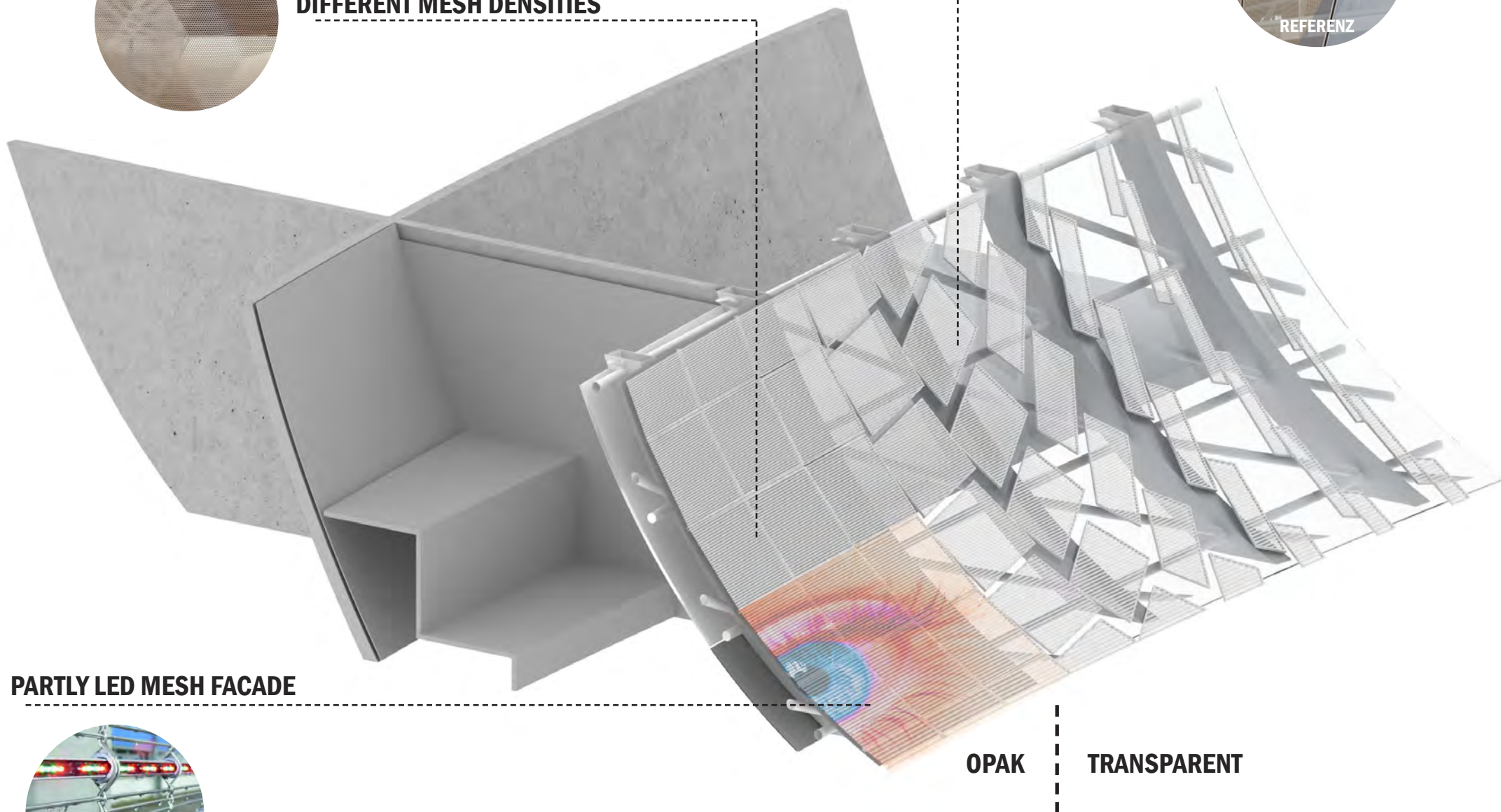




DIFFERENT MESH DENSITIES



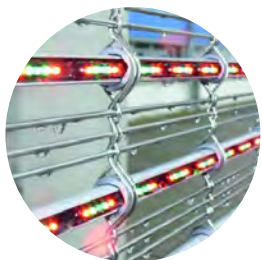
METAL MESH TILING



PARTLY LED MESH FACADE

OPAK

TRANSPARENT



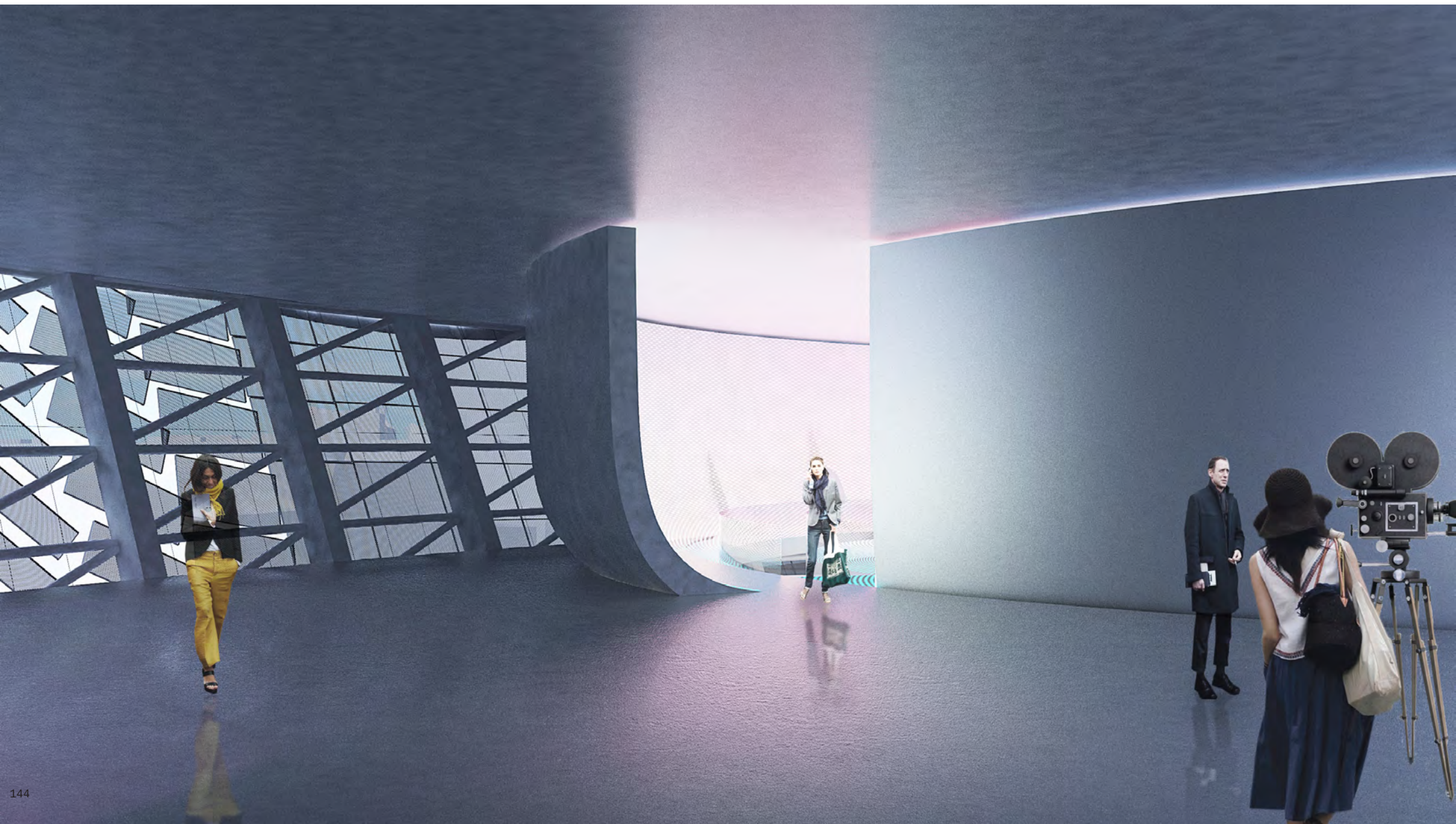
DESIGN
VIEWS
INTERIOR AND EXTERIOR

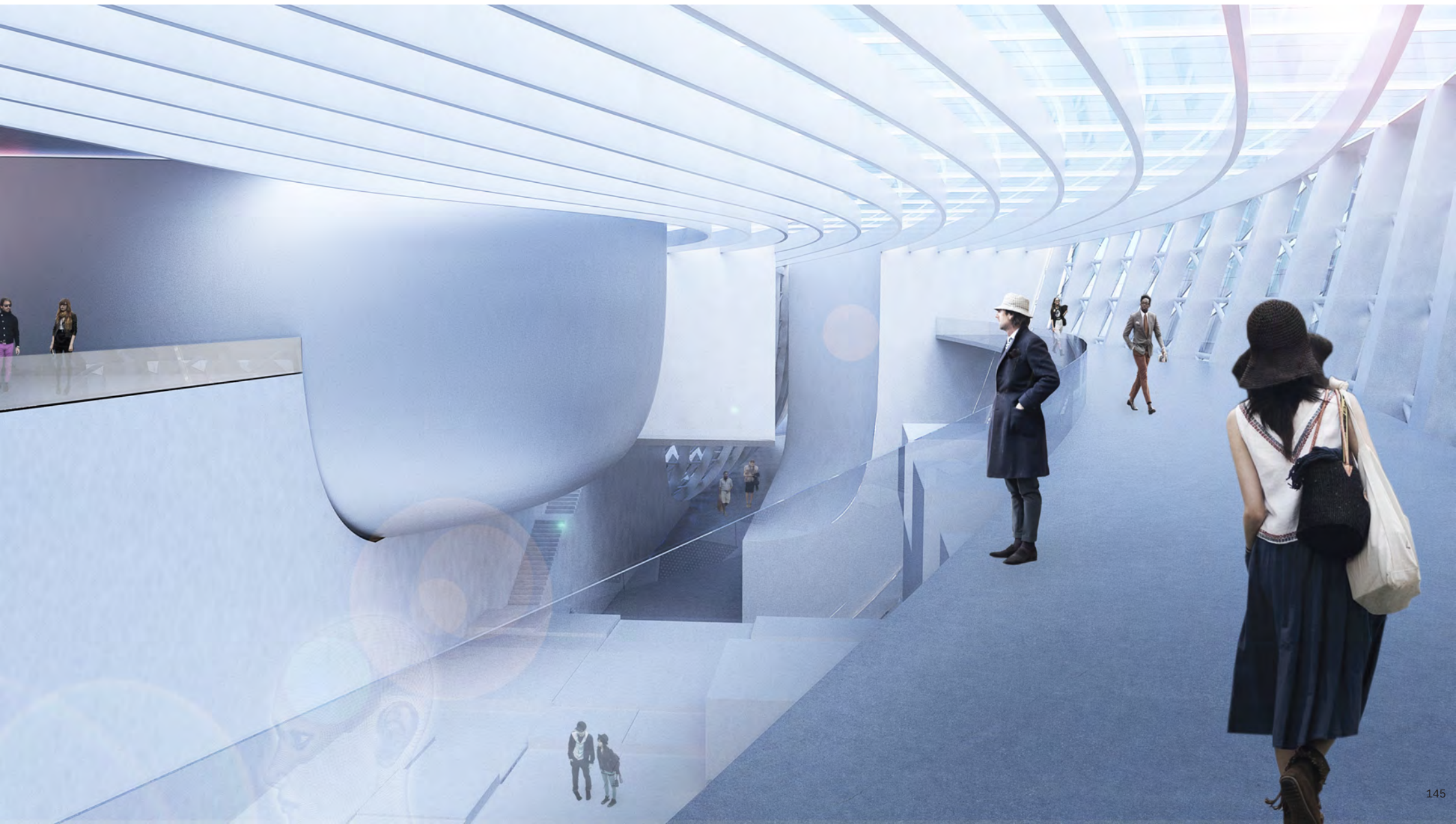




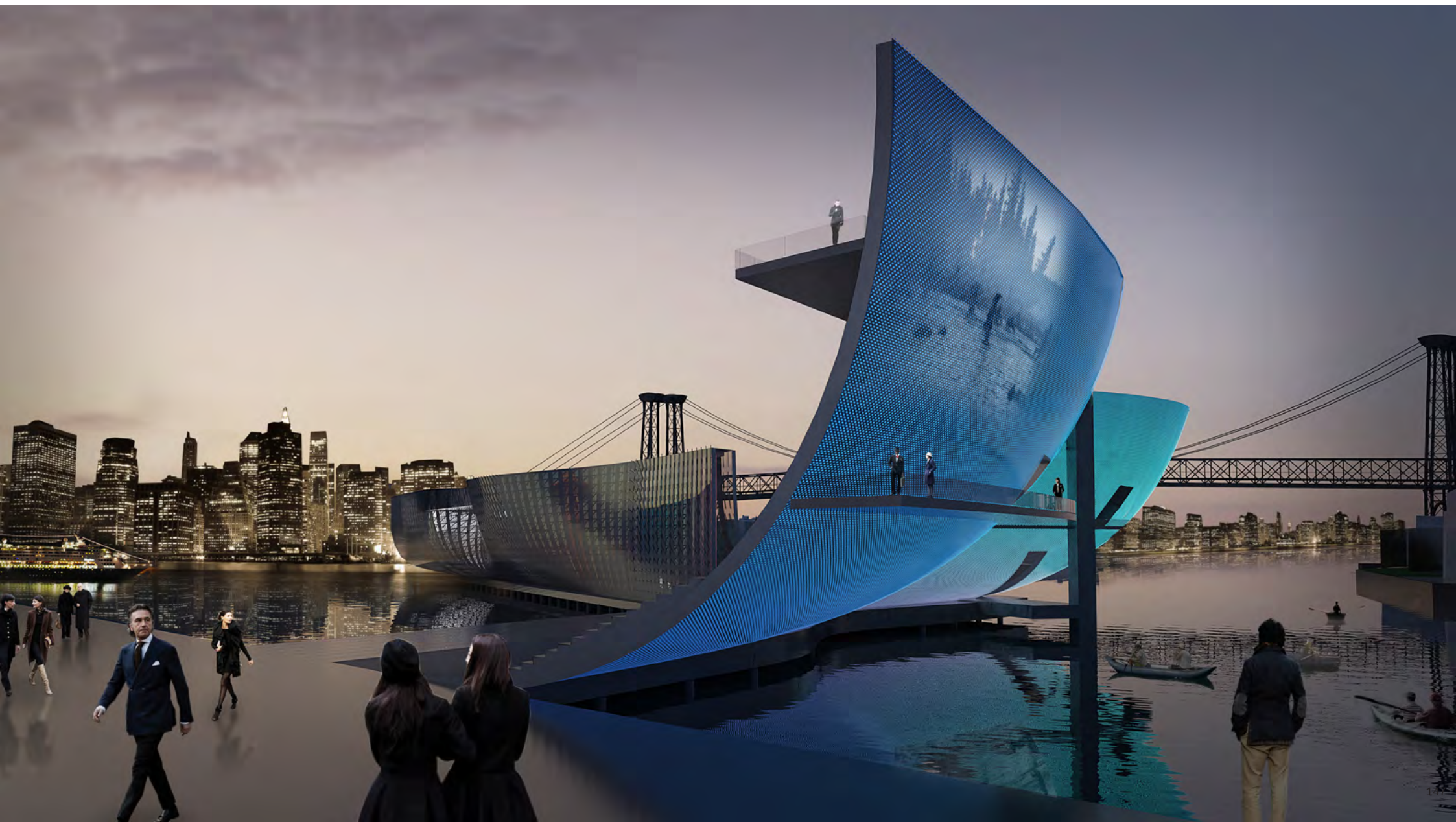




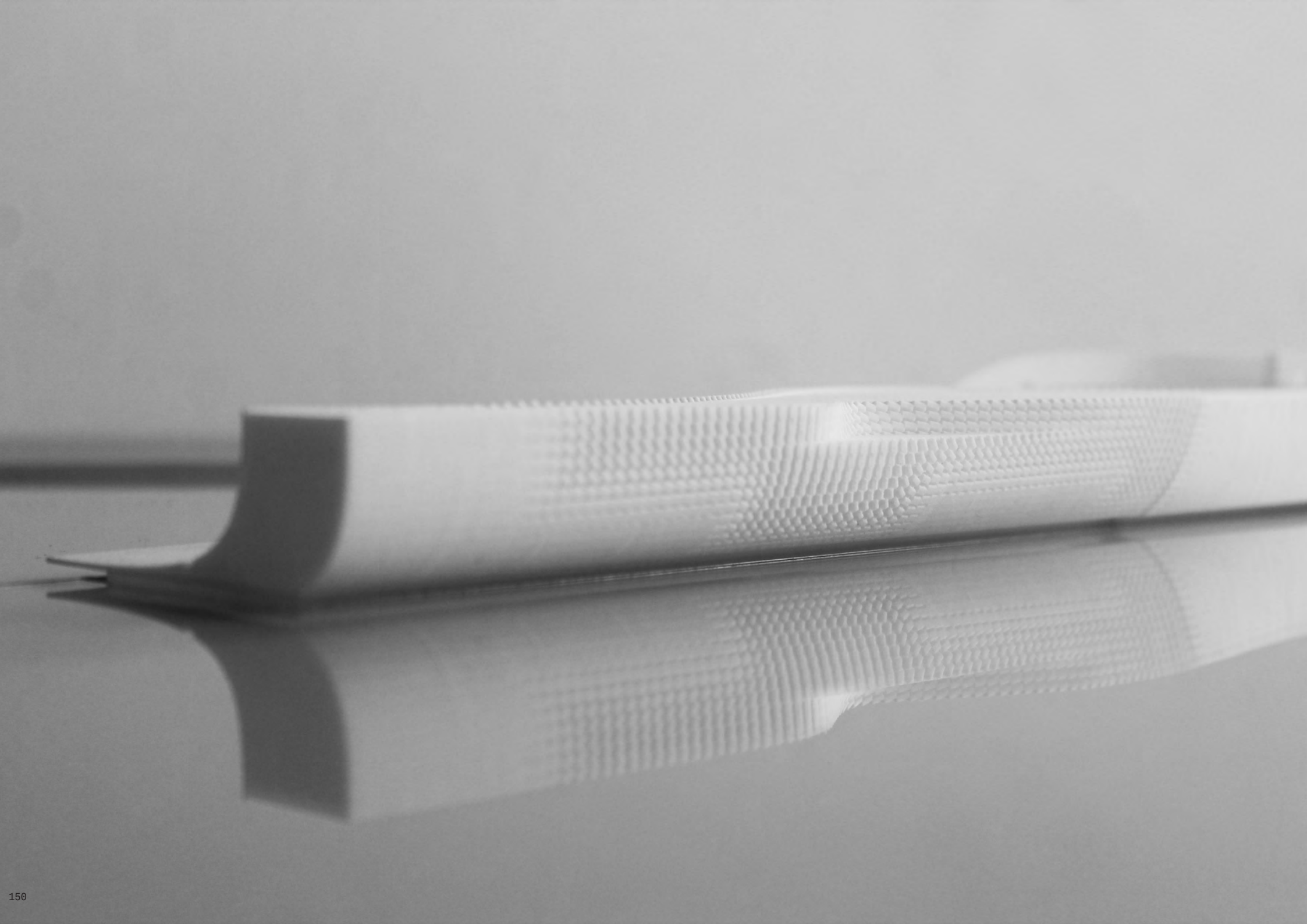


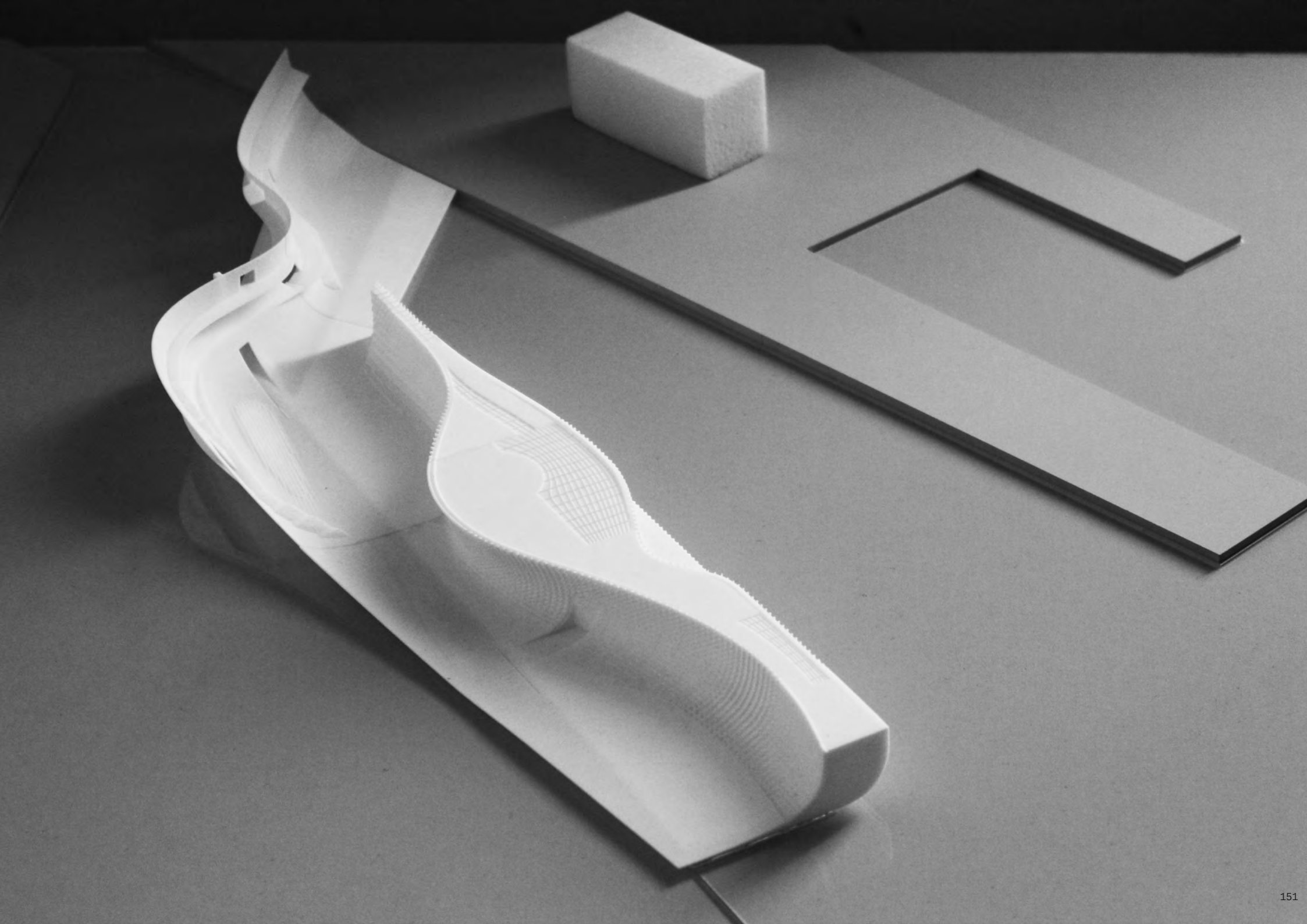


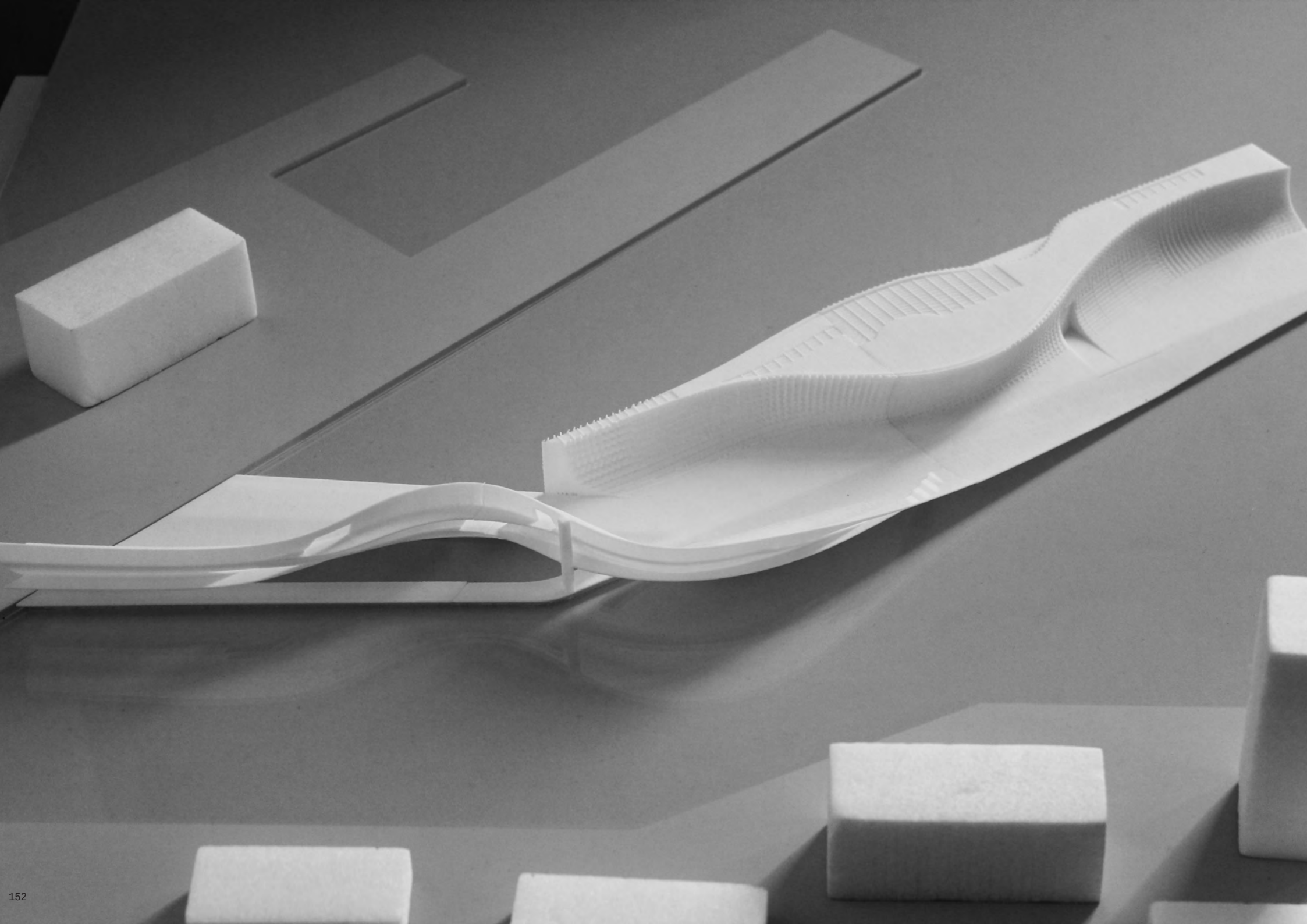


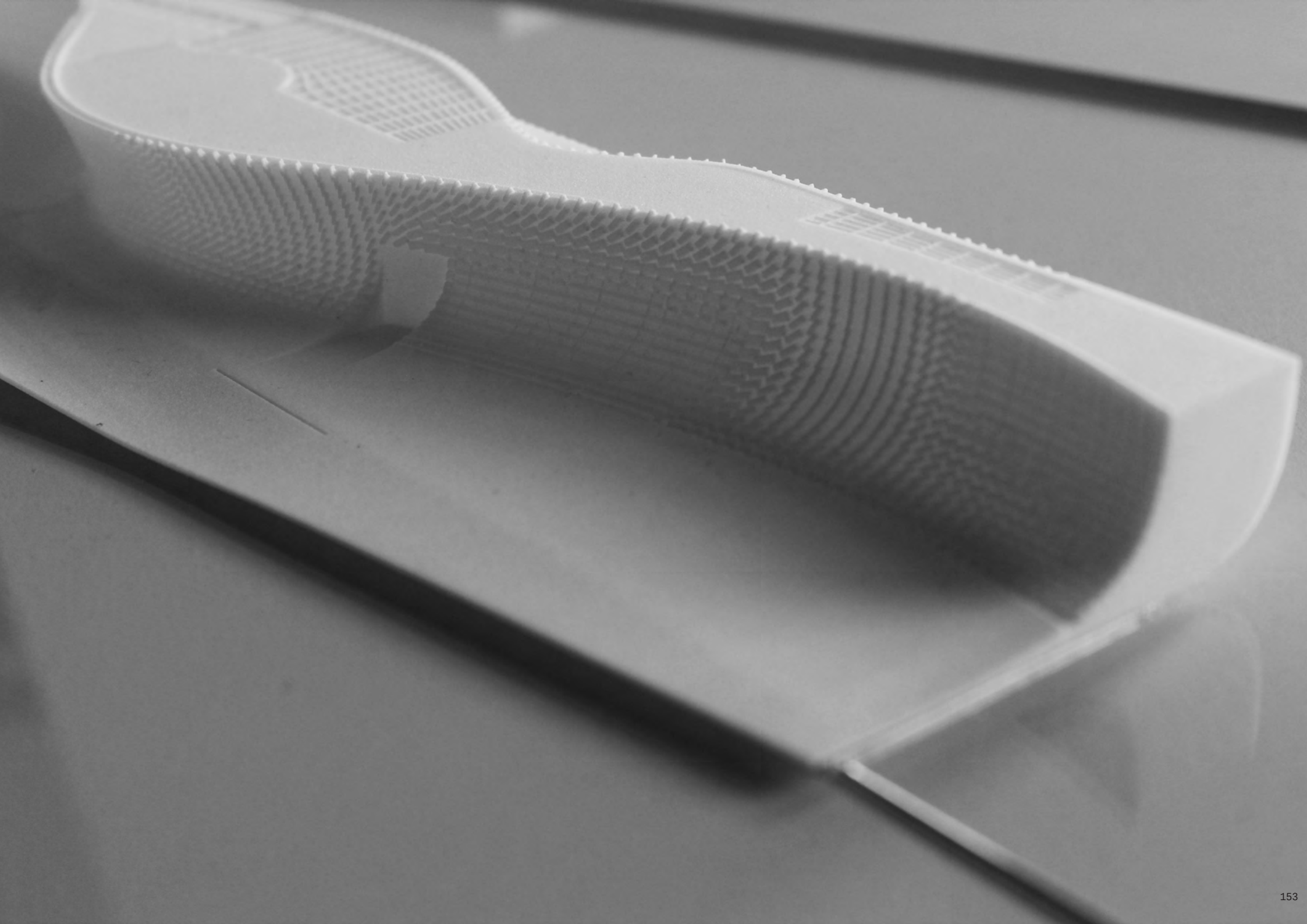


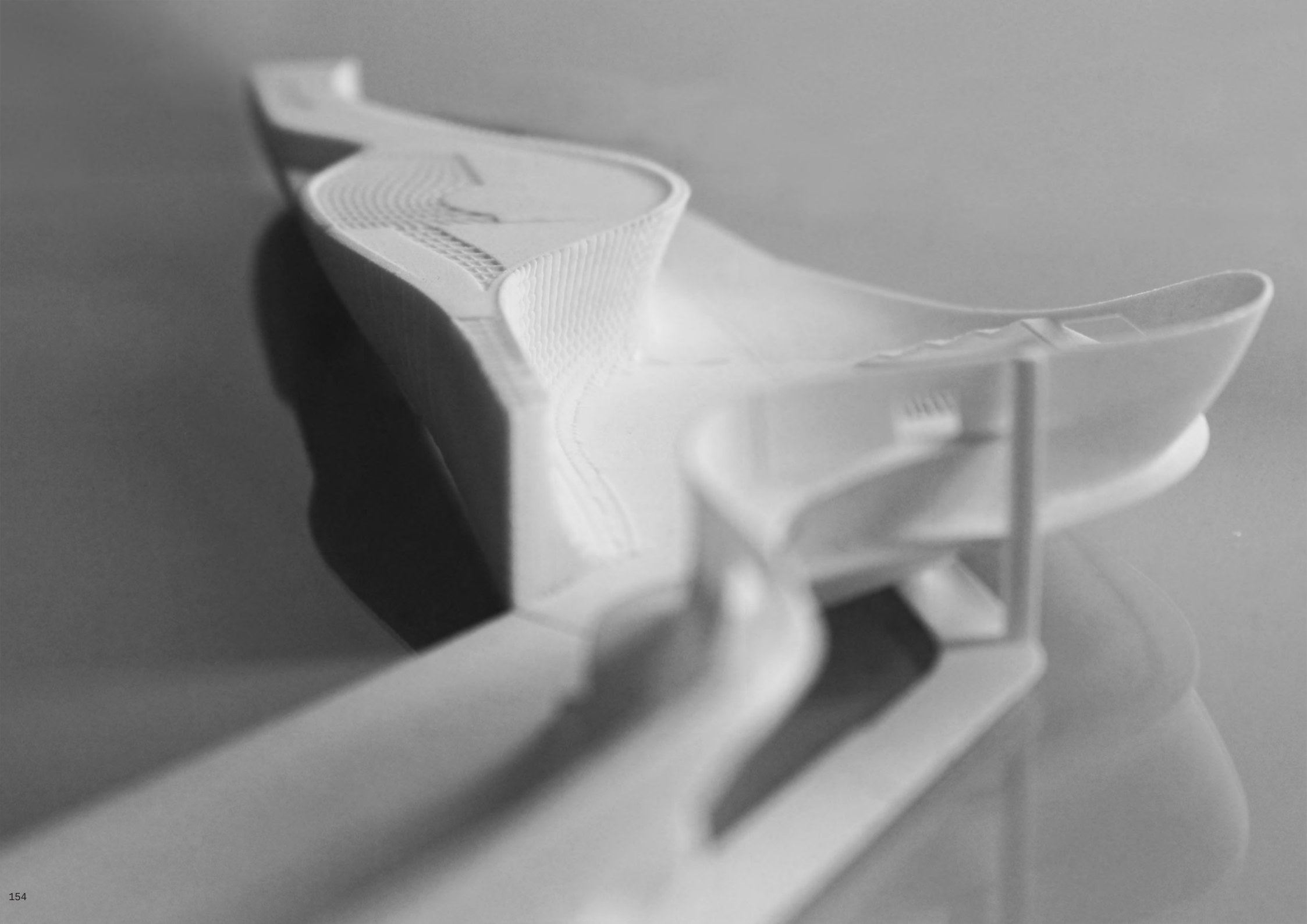
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MODEL
PHOTOGRAPHS

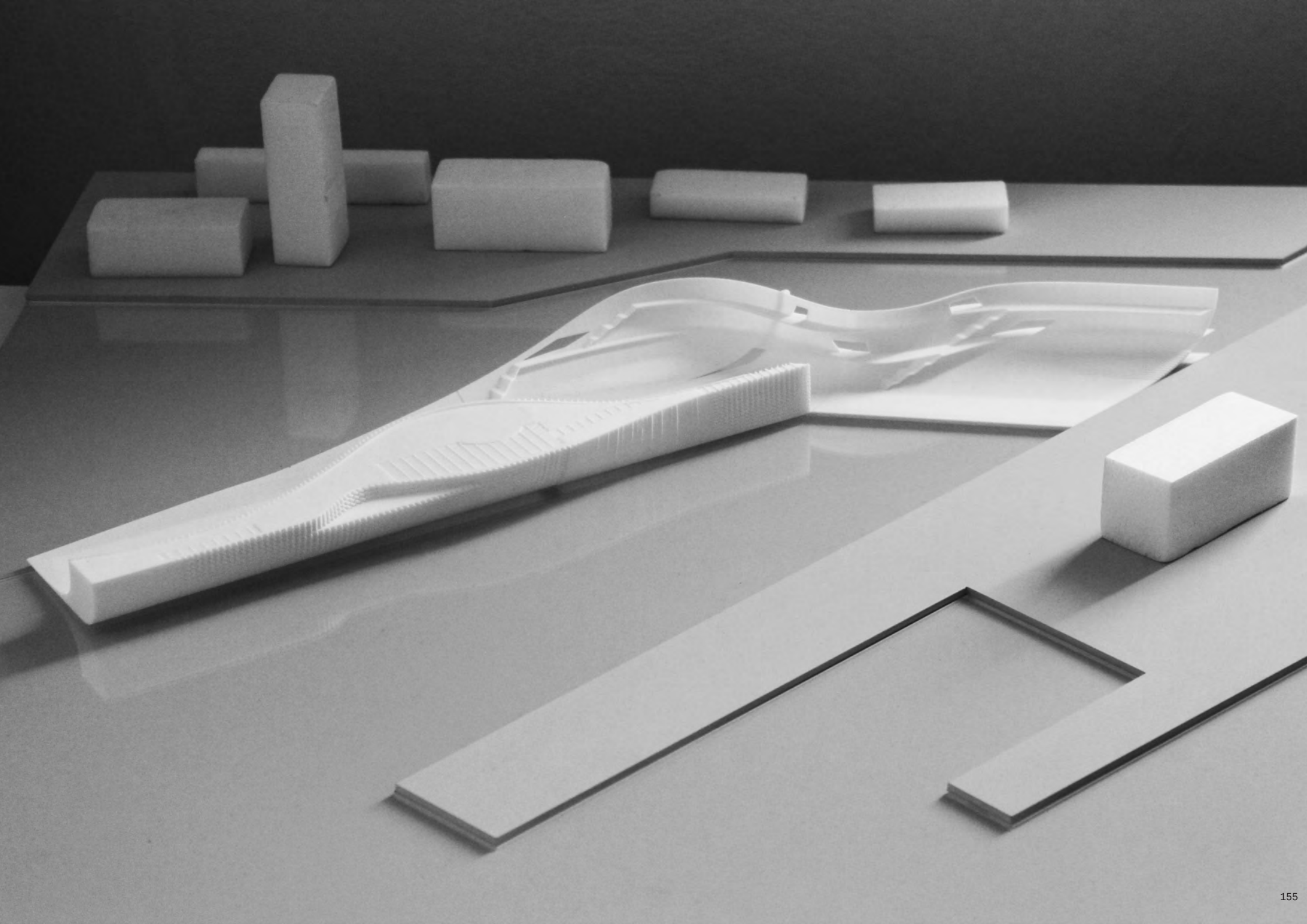


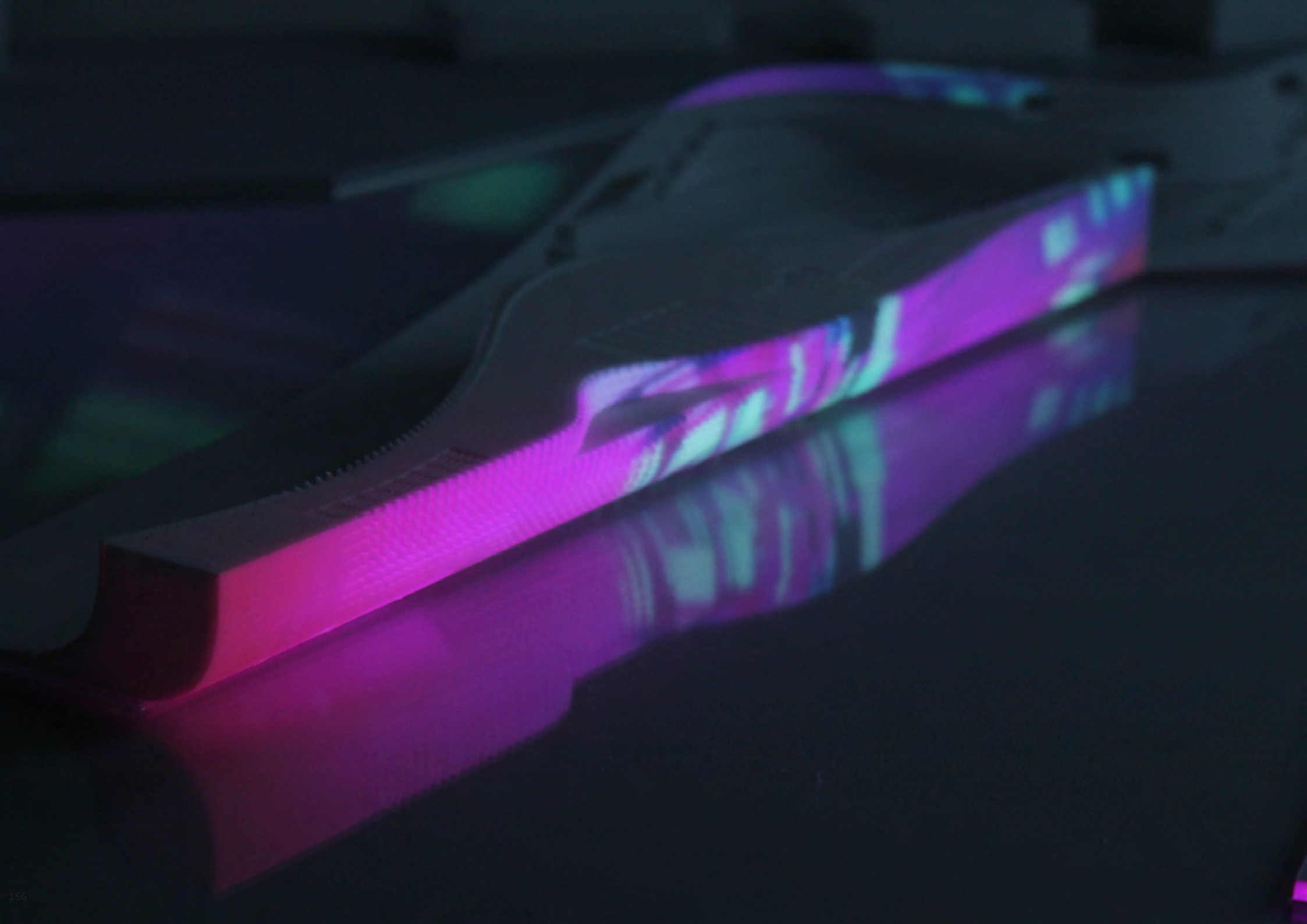


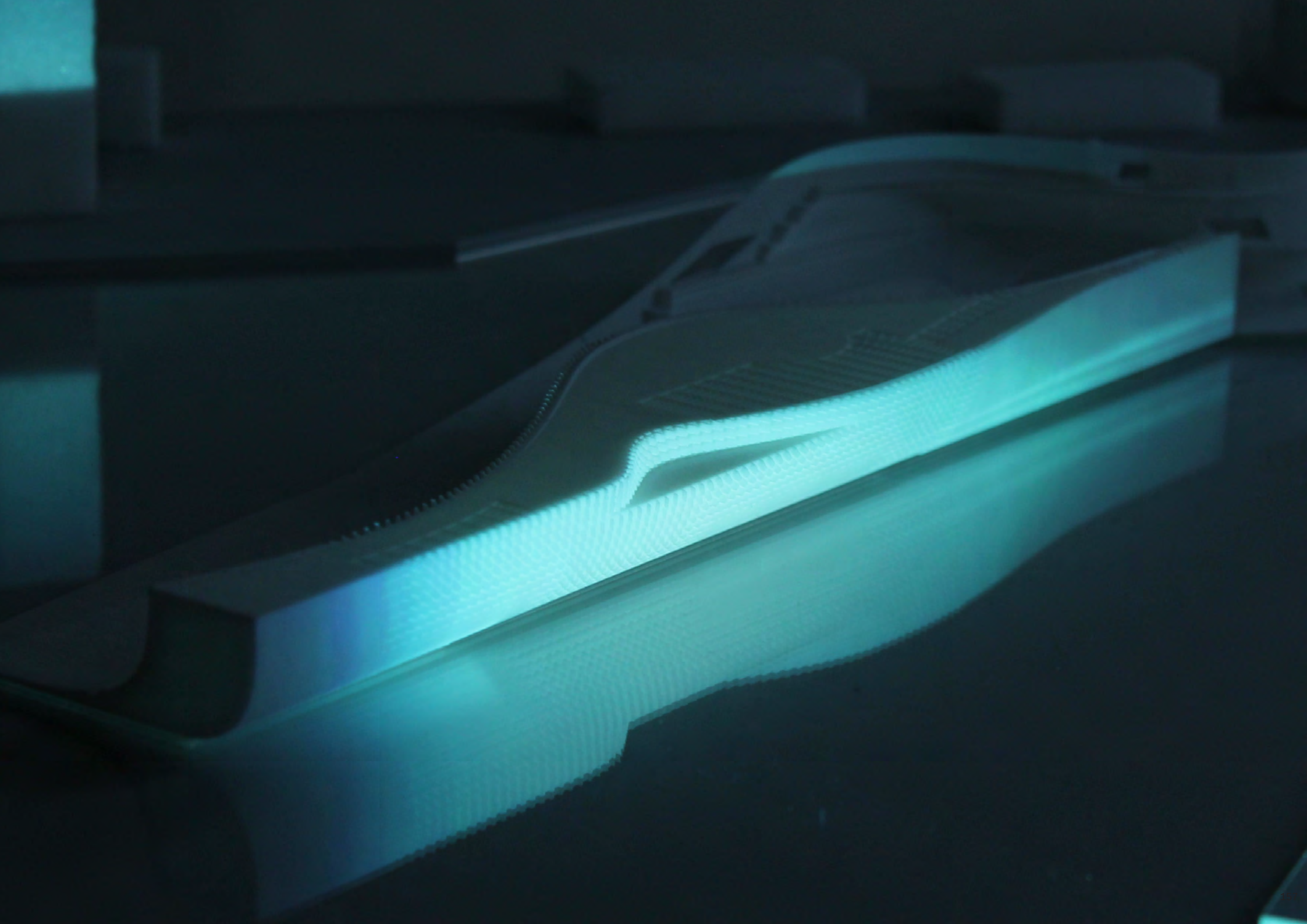


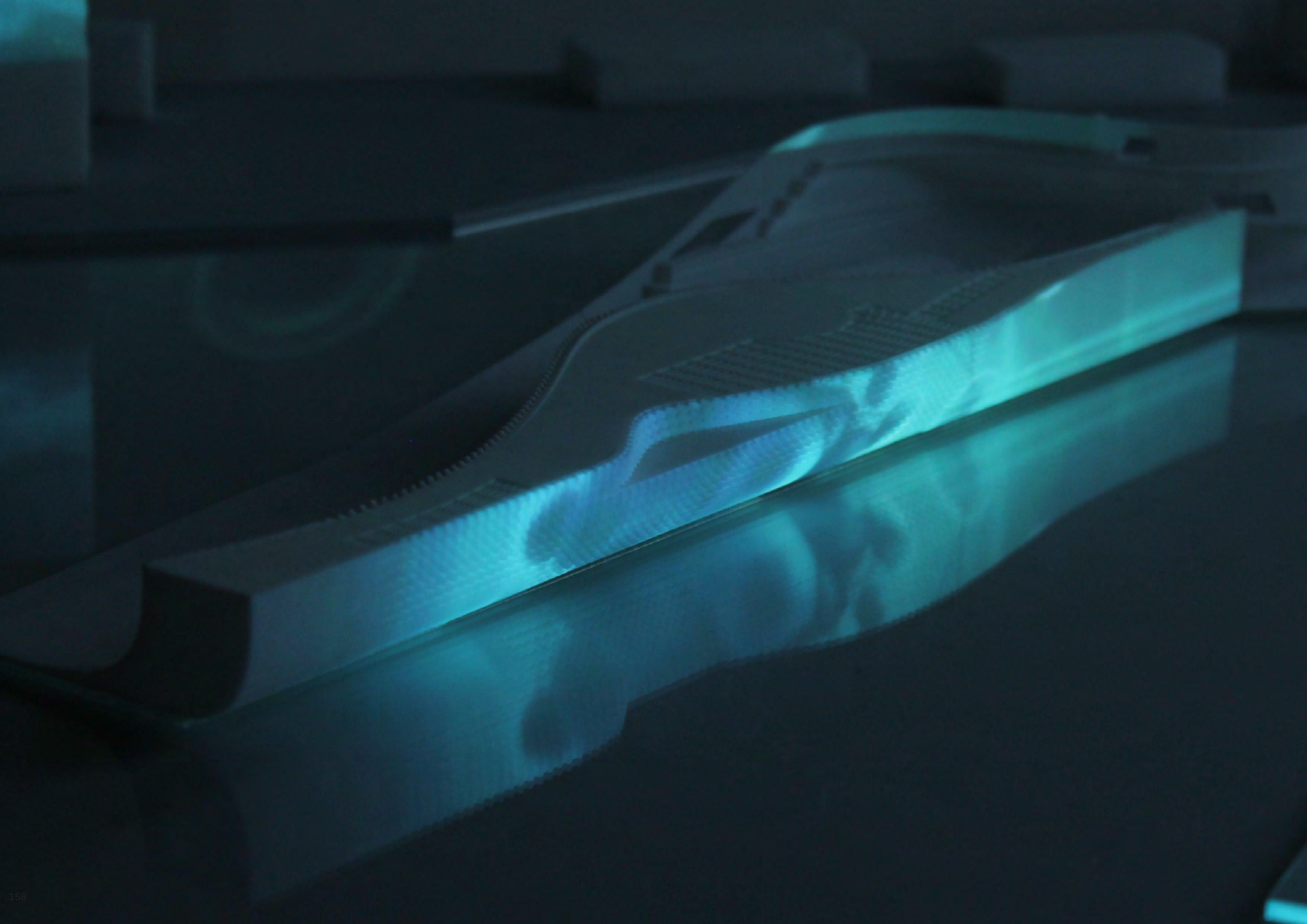


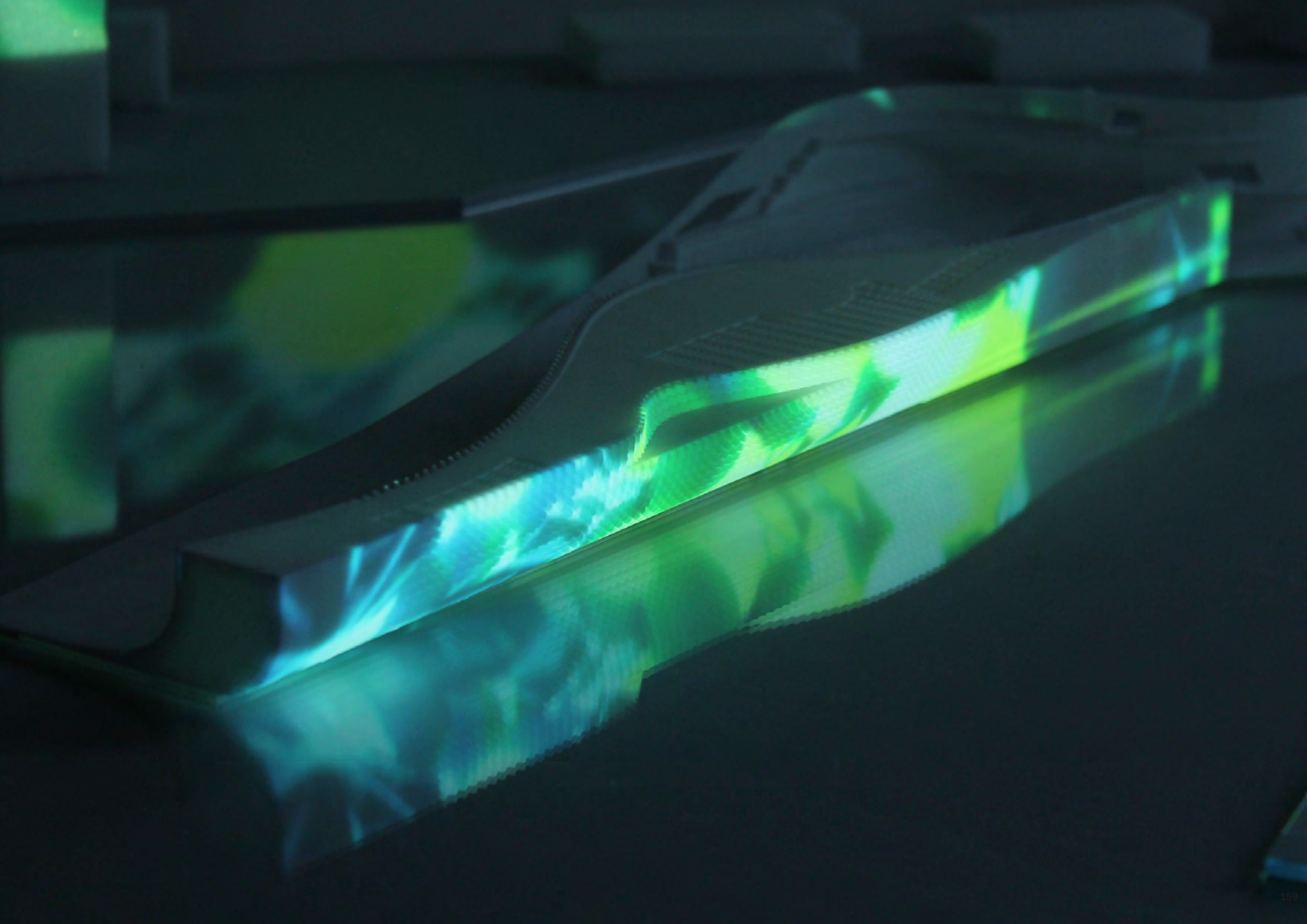












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ABBILDUNGEN

Nach Reihe der Erscheinung:

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GRAFIKEN

sämtliche grafiken stammen vom autor dieser arbeit selbst

PLÄNE

sämtliche plandarstellungen stammen vom autor dieser arbeit selbst

MODELLFOTOS

sämtliche photographien sind vom autor dieser arbeit selbst

BÜCHER

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DANKE

stephan
mama, papa, philip
barbara, peter, petra, felix
johanna, josef, marie
simon, pat
alex, kathi,tini, tati



BURKUS ANA
MÄRZSTRASSE 89-91 / 43
1150 WIEN
Tel: 0650 7091988
burusana@yahoo.de

PRAKTIKA

ARBEITSERFAHRUNG

AUSZEICHNUNG

INTERESSEN

GEB: 7. SEPTEMBER 1988

ORT: PRN.JAVOR | BOSNIEN UND HERZEGOWINA

STAATSANGEHÖRIGKEIT: ÖSTERREICH

2003-2008 HTL BAU UND KUNST / INNSBRUCK
ABTEILUNG: HOCHBAU UNO PROJEKTMANAGEMENT
ABSCHLUSS: MATURA JUNI 2008

SEIT OKT 2008 ARCHITEKTUR STUDIUM AN DER TU WIEN

SPRACHEN: GUTE ENGLISCH KENNTNISSE IN WORT UND SCHRIFT
MUTTERSPRACHE SERBISCH / BOSNISCH / KROATISCH,
KYRILLISCHE SCHRIFT

EDV / CAD: AUTOCAD, ARCHICAD, CINEMA 4D, RHINO, GRASSHOPPER BASICS,
MAYA POLYGON MODELLING, V-RAY, MAXWELL STUDIO, ADOBE
PHOTOSHOP, ILLUSTRATOR, INDESIGN, MS OFFICE;

SONSTIGES: FÜHRERSCHEIN B

I. PRAKTIKUM JULI - AUGUST 2005
BAUUNTERNEHMEN GOIDINGER IN ZAMS
TÄTIGKEITSBEREICH:
MITARBEIT AN BAUSTELLE HOTEL MONTANA / ST. ANTON
PRAKTISCHES ANWENDEN UNO FESTIGEN DES TECHNISCHEN
GRUNDWISSENS

II. PRAKTIKUM JULI - AUGUST 2007
ARCHITEKTURBURO OHNMACHT- FLAMM IN INNSBRUCK
TÄTIGKEITSBEREICH:
MITARBEITEN AN EINREICH UNO AUSFUHRUNGSPLANUNG,
MODELLBAU, VISUALISIERUNGEN, HOMEPAGE

III. PRAKTIKUM AUGUST - MÄRZ 2011/12
ARCHITEKTURBURO THENEXT ENTERPRISE IN WIEN
TÄTIGKEITSBEREICH:
MITARBEITEN AN WETTBEWERBSPROJEKTEN;
KONZEPT / ENTWURF / DESIGN / AUSARBEITUNG, MODELLBAU

MITARBEITERIN OKTOBER 2014 - FEBRUAR 2016
PROJECT ANALYST BEI CBRE GMBH
TÄTIGKEITSBEREICH:
RETAIL UND OFFICE, INTERIOR DESIGN, MATERIALKONZEPTE, MÖBELDESIGN,
BELEGUNGSPLANUNG, REFURBISHMENTS

HAUS DER TECHNIK LEISTUNGSPREIS:
BESTE DIPLOMARBEIT DES ABSCHLUSSJAHRGANGS 2008;
FACH: BAUSTILKUNDE THEMA: BAUTEN IM KONTEXT MIT MUSIK

ARCHITEKTUR, DESIGN, KUNST, FOTOGRAFIE, MUSIK, REISEN;

09.01.2017

CONTENT RESUME NEW YORK BROOKLYN NAVY YARD