

ABANDONMENT

When looking at abandonment through the eyes of architecture, spaces are often seen as dark, scary, avoidable and empty of life. They are associated with a negative connotation. Our aim for this project was to shift this narrative. When a structure is abandoned, it is being left by someone and through time exposed to the elements. Nothing can truly be just abandoned or free if it was not previously experienced. The spatial experience of an abandoned structure will be explored in this project through the sensations and perceptions that come along with it.



The abandoned space we chose for sensemaking lies at the edge of Cologne.
Built in 1886 by Eduard von Oppenheim, "Haus Fühlingen" moved from owner to owner
until around 1967 when it was entirely abandoned and left for decay. Today, it is known
as a place of mystery and mythology for urban explorers.



During an on-site visit, we captured the sense of abandonment through photogrammetry, photography, audio-visual recordings, and sketching. We also took note of the sensations & perceptions our bodies processed throughout explorable areas of the house.



Our recordings show the typical conditions of an abandoned space: deteriorating textures, vandalism, and a ghastly atmosphere.

PHOTOGRAMMETRY SCAN (exterior)



Scan to experience the space.



PHOTOGRAMMETRY SCAN (ground floor)

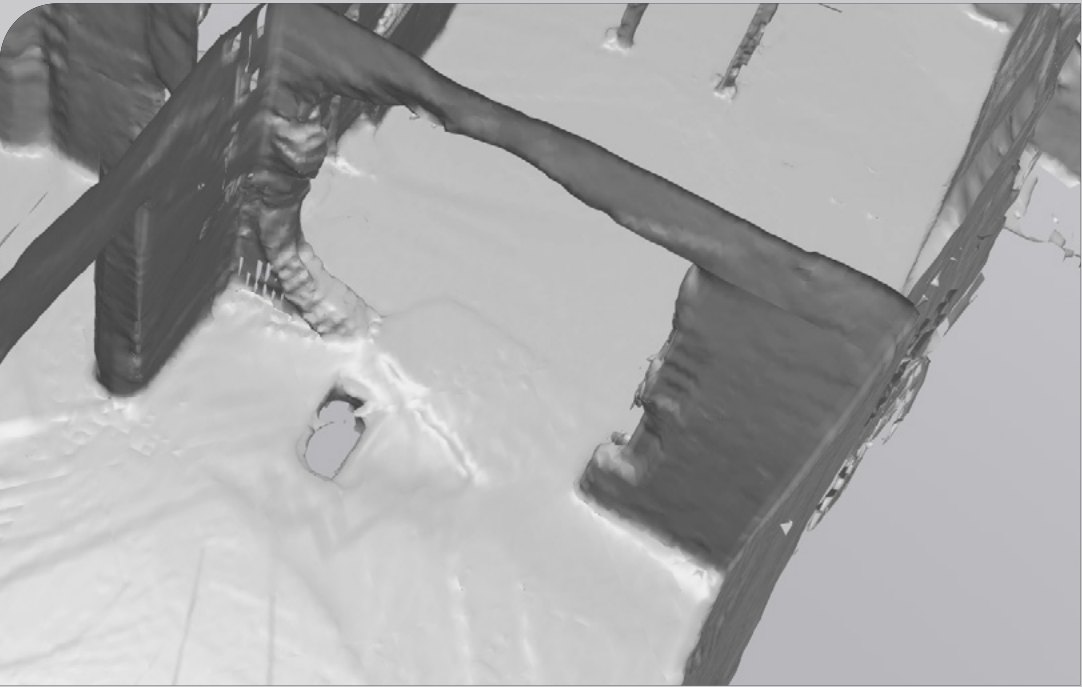


Arched Gallery on Ground Floor
(acts as a transition space between public and private)

PHOTOGRAMMETRY SCAN (first floor)

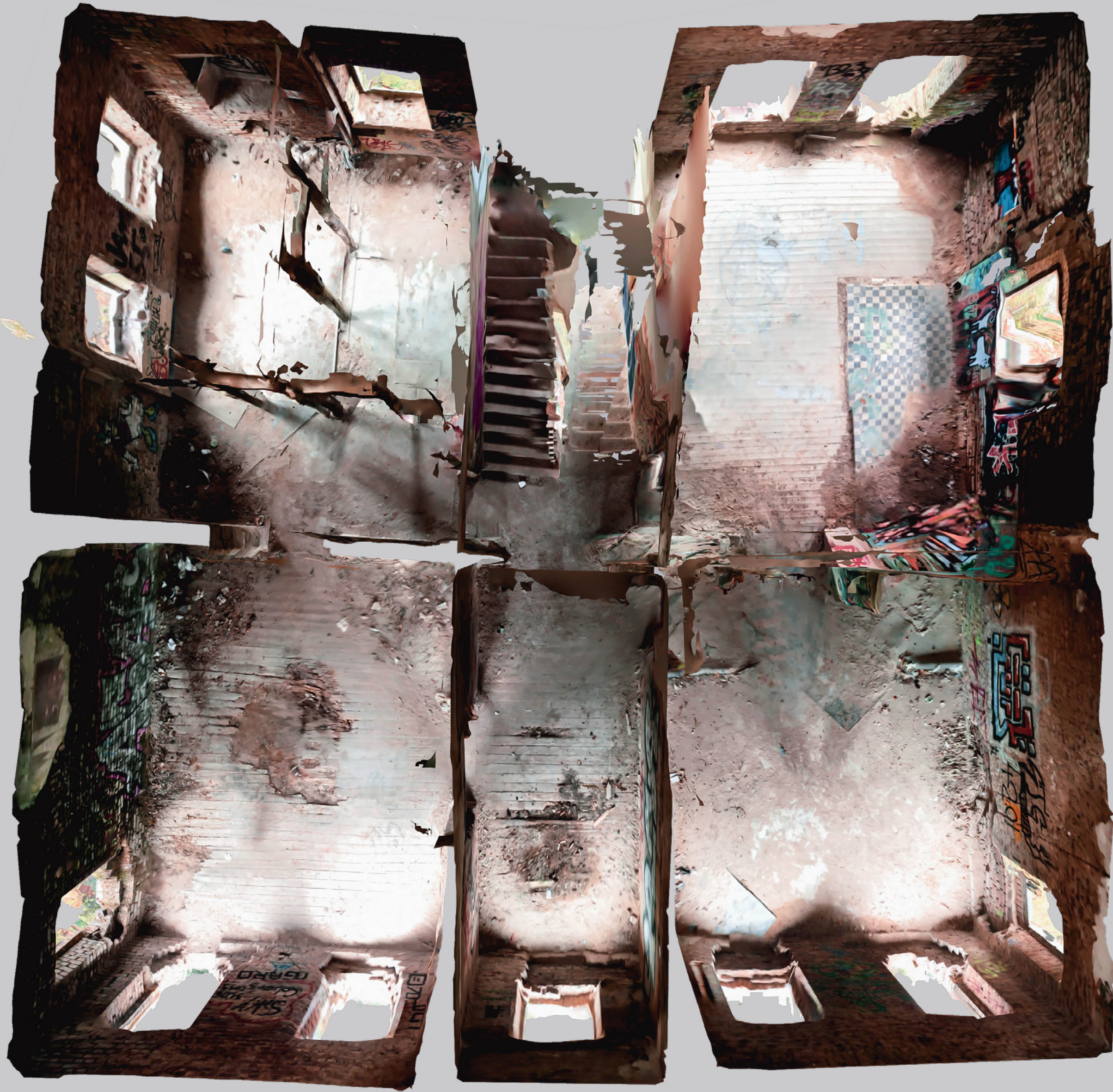


Staircase leading to a blocked wall.



Photogrammetry detects different openings in the walls (doors/windows) and in the floors (holes)

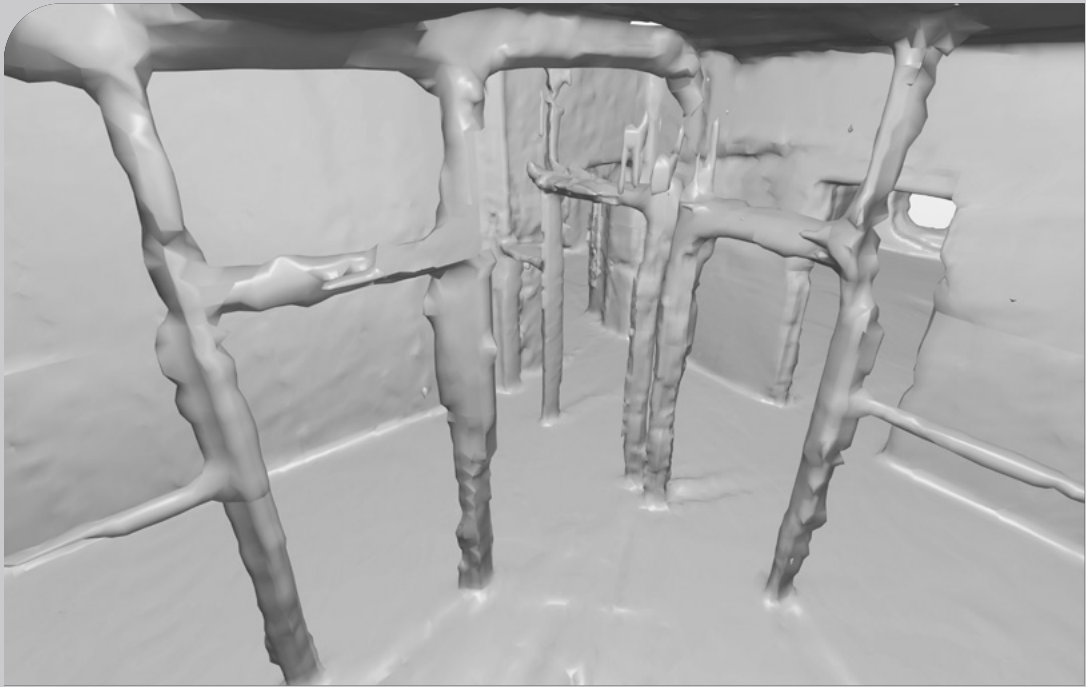
PHOTOGRAMMETRY SCAN (second floor)



Different flooring textures show each room's function.



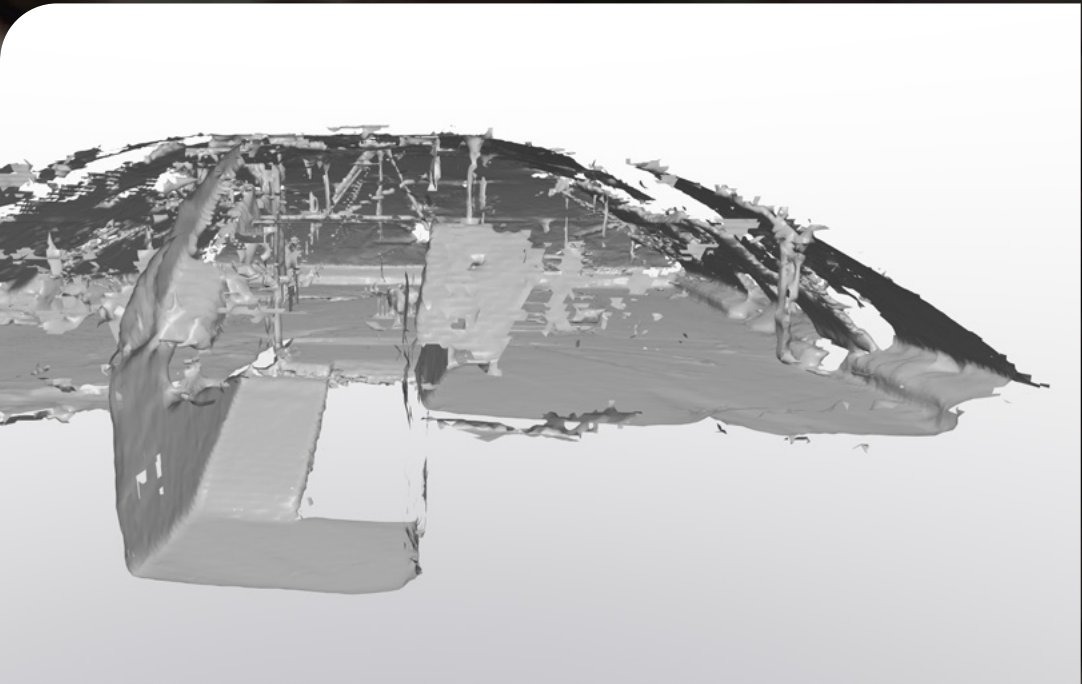
Vaulted ceiling allows more light to reflect in the room.



Photogrammetry captures structural components.



The roof is made up of a steel structure with wooden cladding.



PHOTOGRAMMETRY SCAN (exterior)

We like how the imperfect visuals captured through 3D scanning matches the deteriorating quality of the abandoned house.

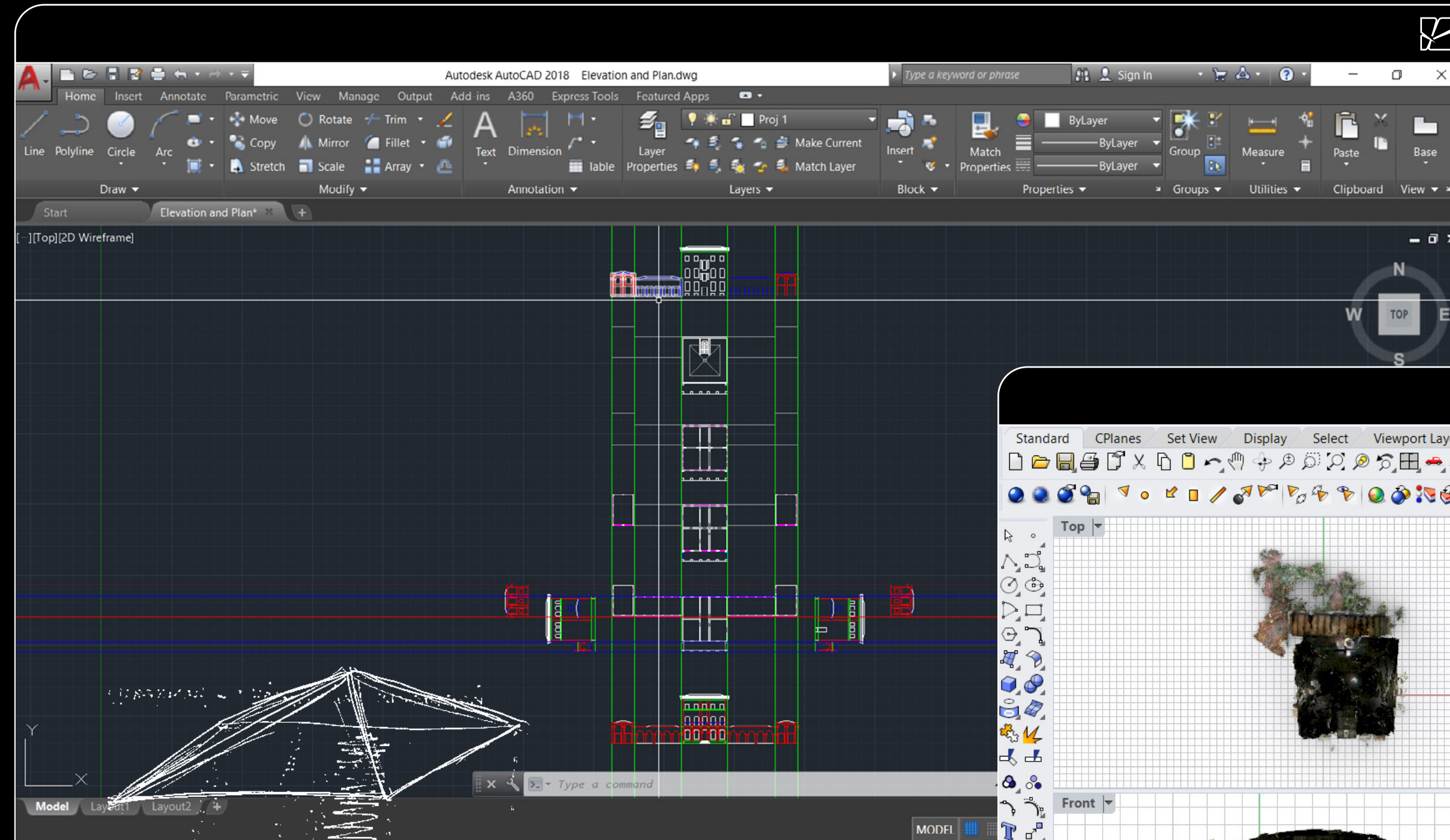


PHOTOGRAMMETRY SCANS

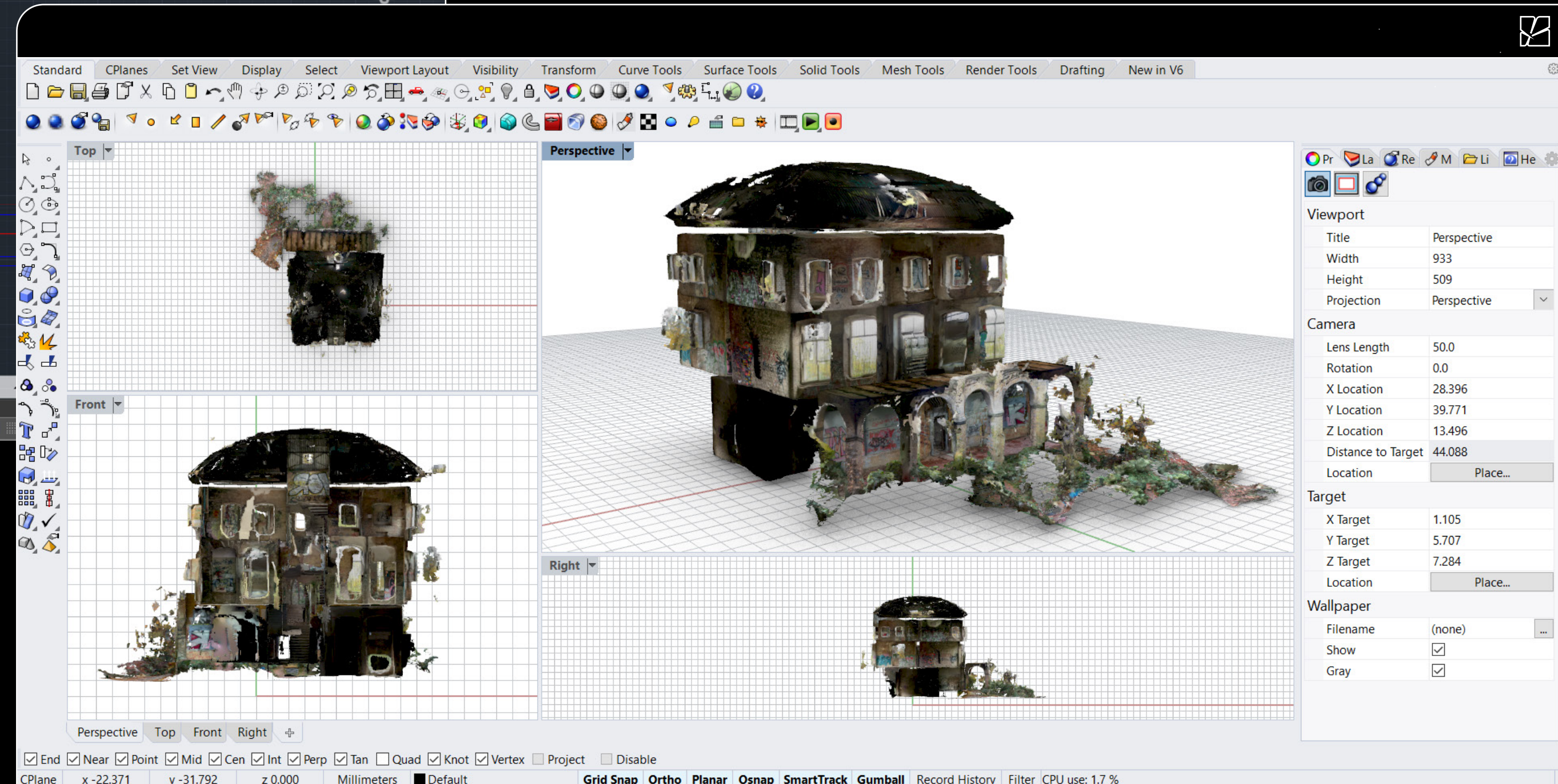
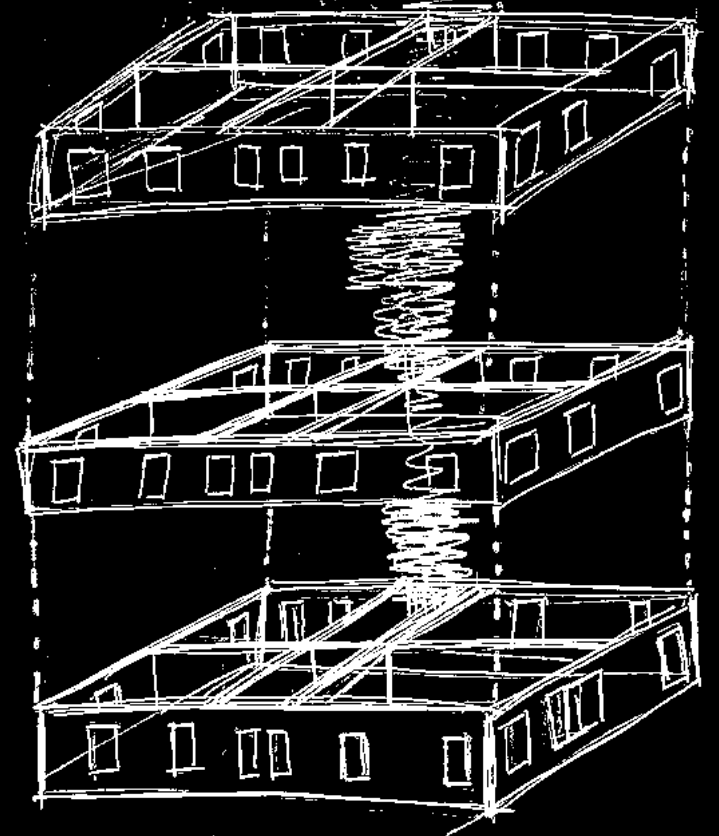
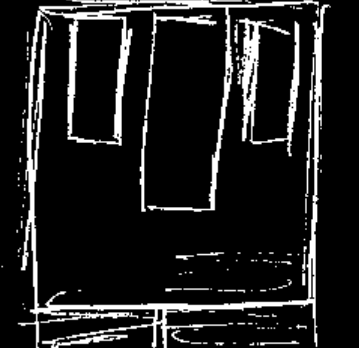
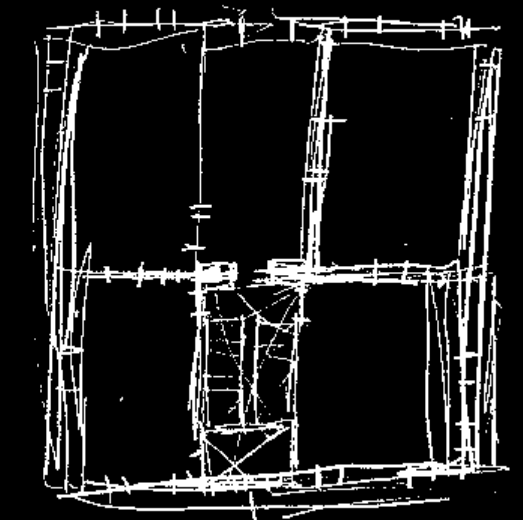
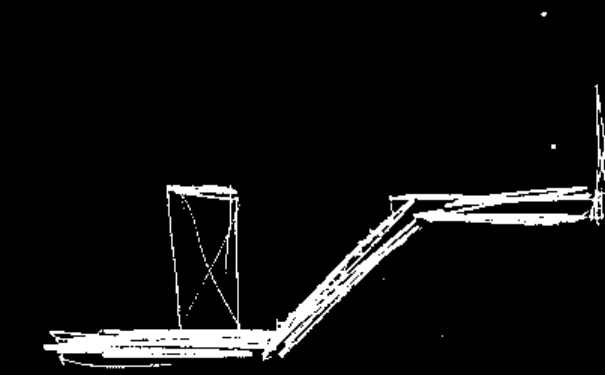
Scan to experience the space.



SENSEMAKING PROCESS



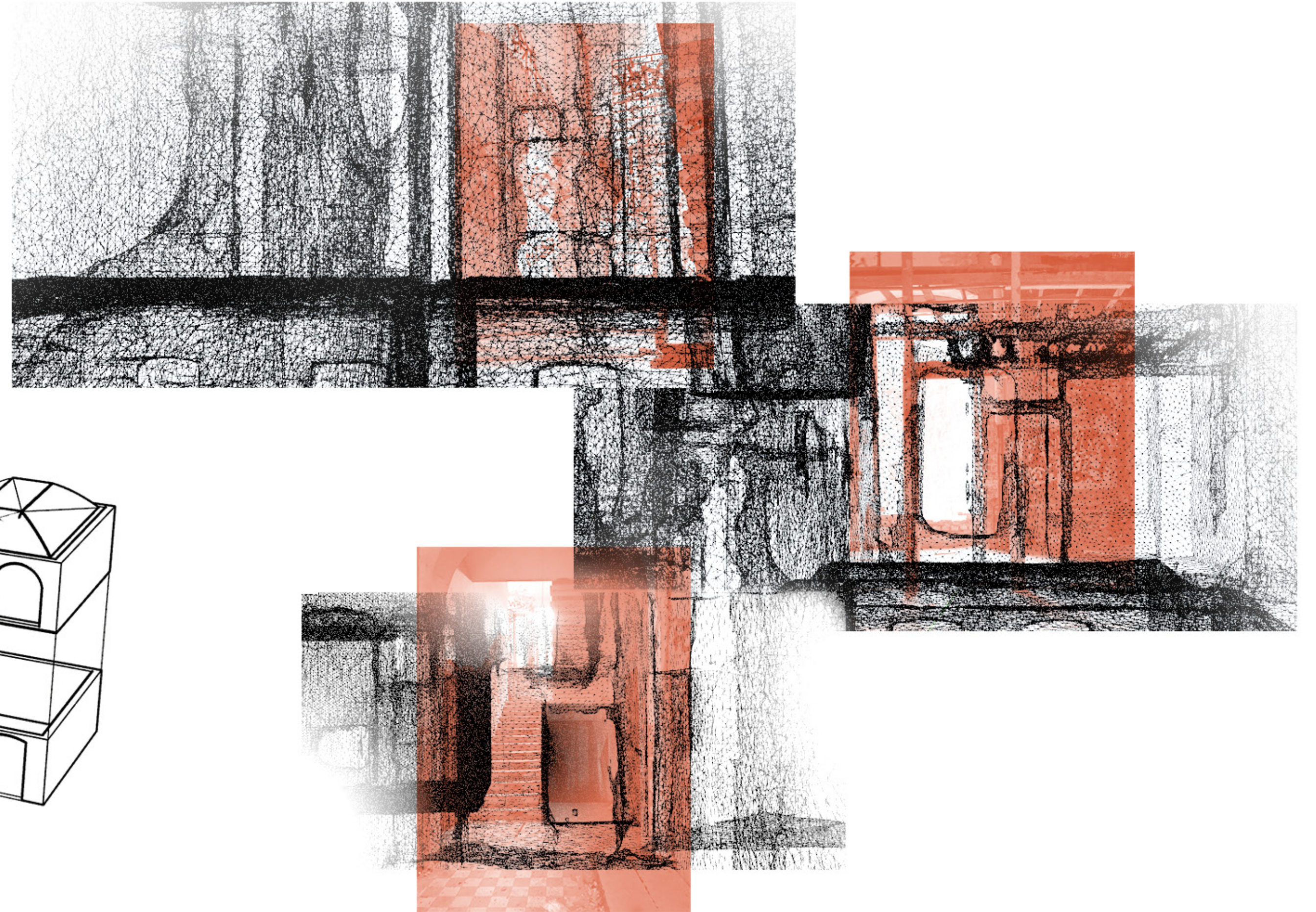
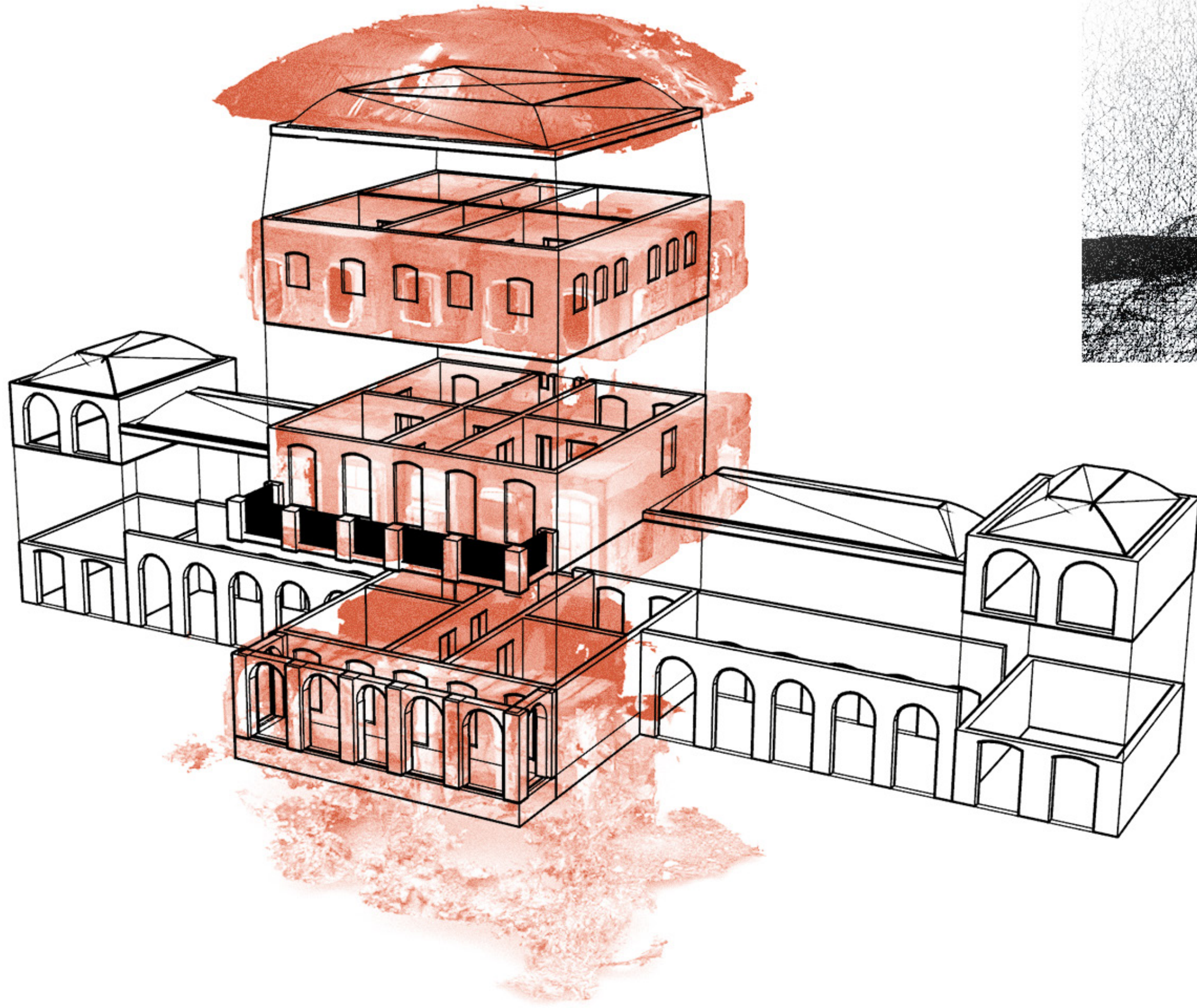
Haus Fühlingen



INTERPRETING ABANDONED SPACE

Using Rhino & AutoCAD, we created a 2D & 3D drawing package of Haus Fühlingen. Scaled plans, elevations, and 3D models were made based on our on-site sketches and 3D scanning. This package allowed us to understand the house physically, even the inaccessible parts of the abandoned space.

SENSEMAKING PROCESS



LAYERING SENSATION & PERCEPTION

After the collective spatial experience through various modes and methods of exploration, we experimented with different forms of expression. To visualize the moods and atmospheres of architecture, we resorted to a series of 2D and 3D collages. These collages combine different moments of the spatial experience through line drawings, photographs, 3D scans, sensations and the perceptions of space.

SENSEMAKING PROCESS



Collages help us collectively reimagine the sense of abandonment.

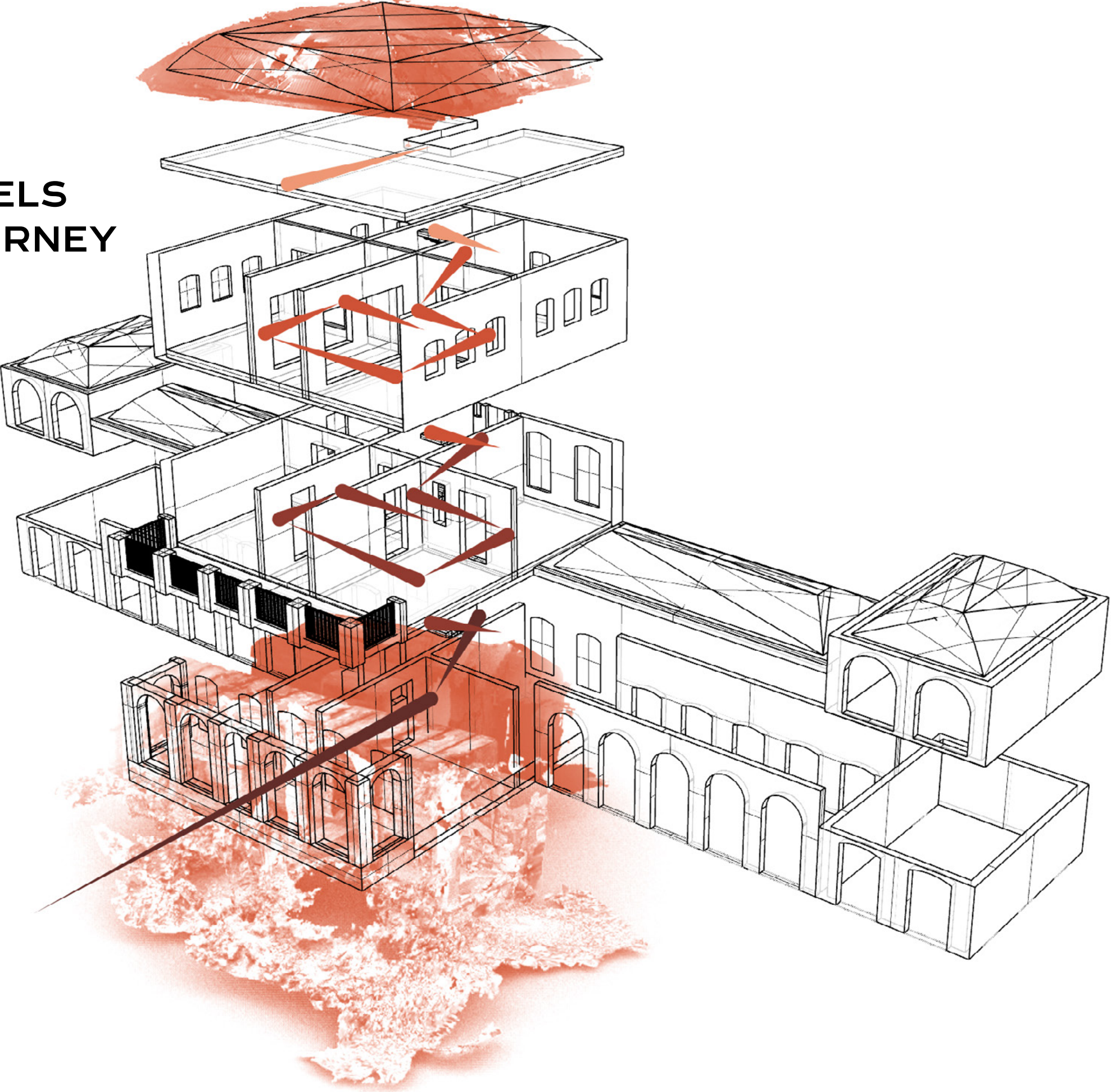


SENSEMAKING

From spatial to psychological, abandonment can be understood in many ways. For this abstract concept to make sense for us, we developed our own process of analyzing the sensations & perceptions in an abandoned space, which we called sensemaking. Coincidentally, sensemaking in social psychology is a process that gives meaning to people's collective experiences. Therefore, how people perceive abandonment can only be shifted through a collective reimagining of a space.

SENSEMAKING HAUS FÜHLINGEN

LEVELS
JOURNEY



● ATTIC



● SECOND FLOOR



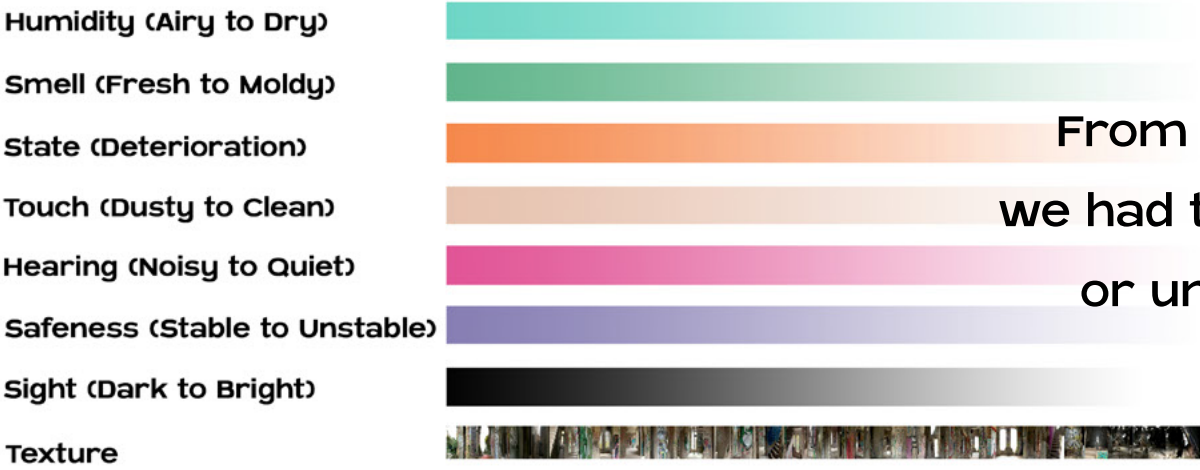
● FIRST FLOOR



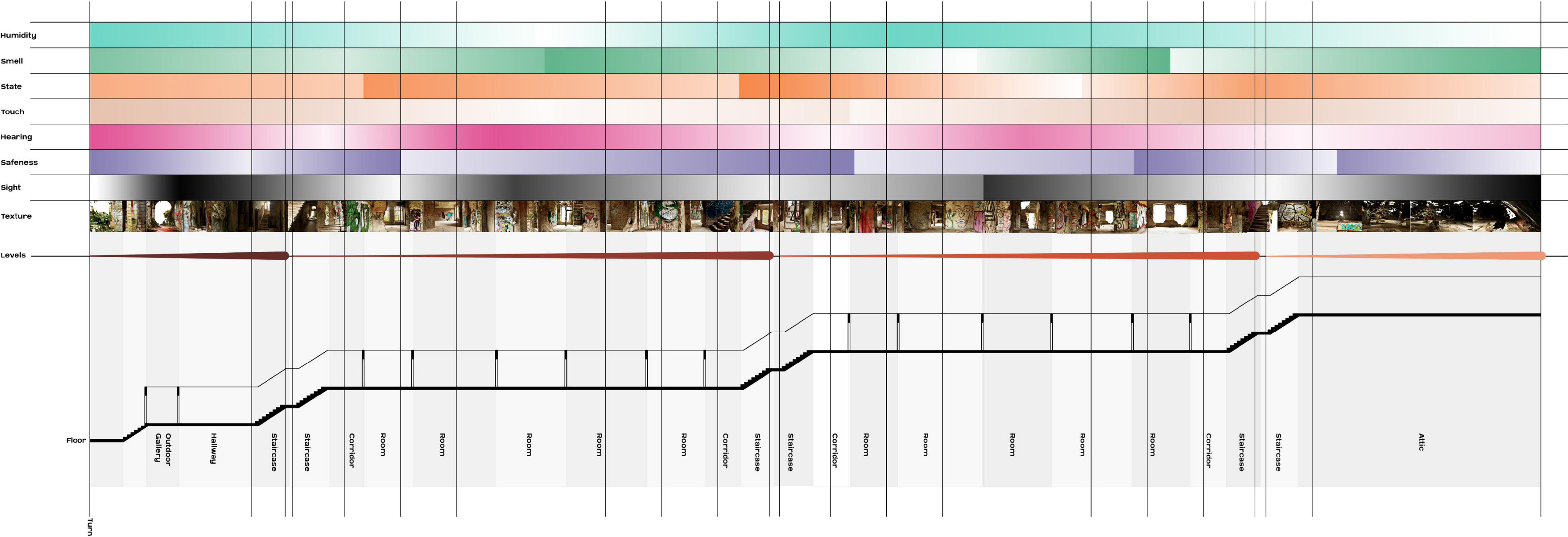
● GROUND FLOOR

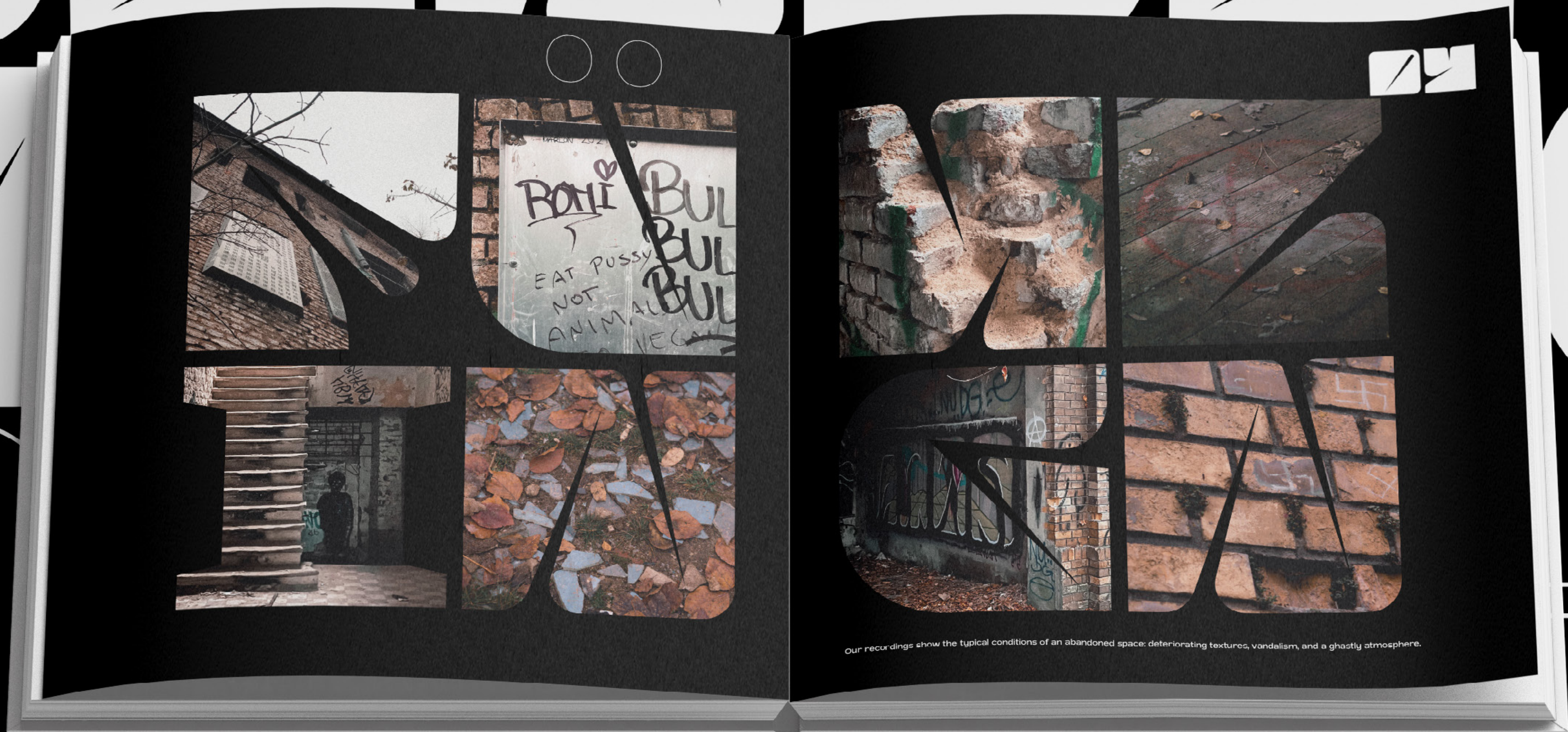
SENSEMAKING DATA

SENSES (SENSATIONS) & QUALITIES (PERCEPTIONS)



From the different sensations and perceptions that were collected from the abandoned space, we had to make sense of it. So in architecture, one way of visualizing a 3D house was by unraveling or unfolding it two-dimensionally. The flat infographic shows the different areas of the house our journey took place in, the sensations that were felt all throughout, and also how we as designer and architect perceived the abandoned space.





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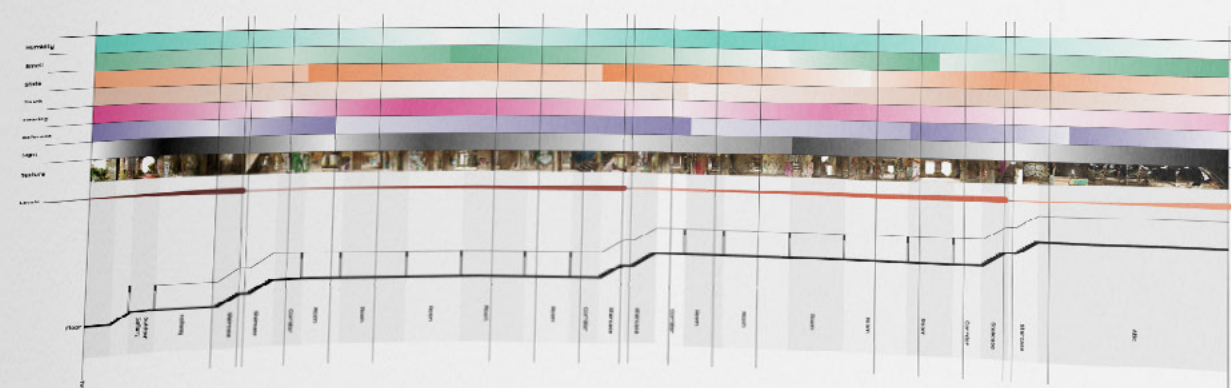


Staircase leading to a blocked wall.

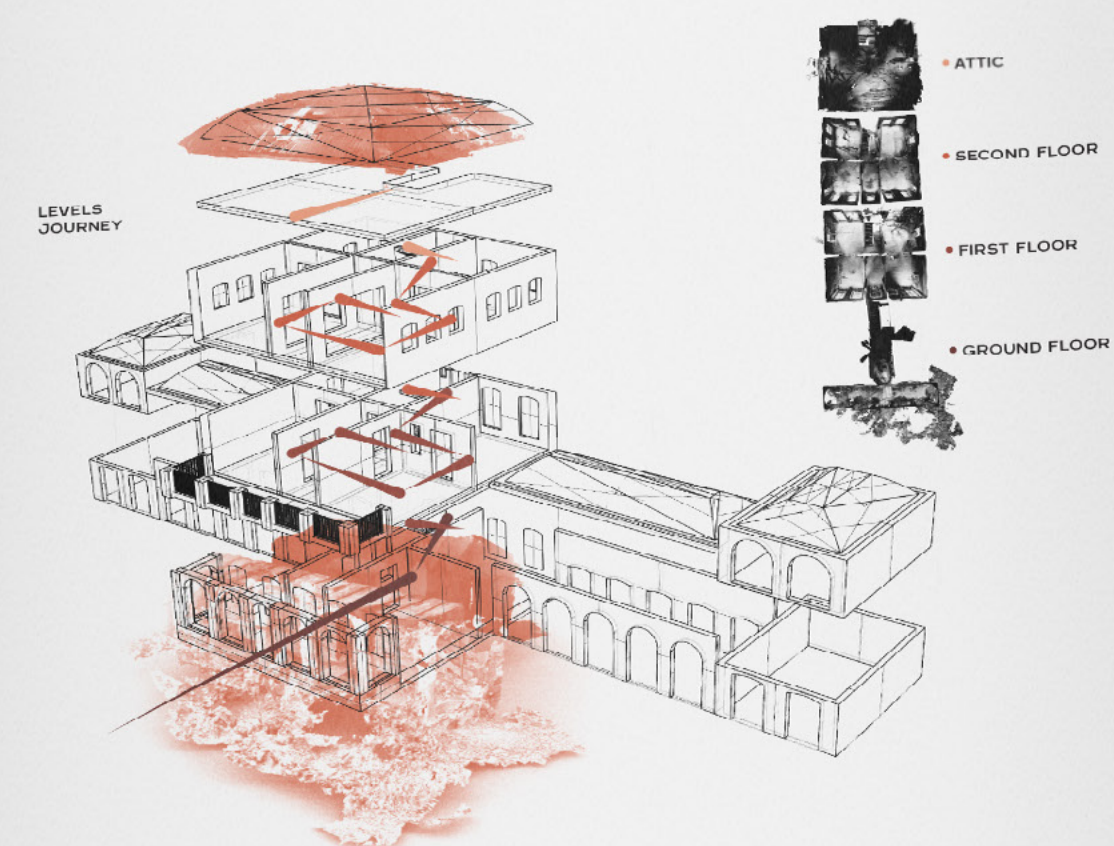
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SENSEMAKING HAUS FÜHLINGEN





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