

Programmatic Structure - Who works Where?

Nighttime

A structure of five levels sits in the gap creating space for people to produce and store their goods and materials.



-7-



-8-



-9-

???

-10-

Daytime

During the day, the structure opens up the public. The different levels are pulled out of the gap like drawers, changing from being production zone to become market and shops. Hereby, backside of the gap becomes empty, letting light fall through and even the basement becomes a bright space.

Third Level

Third Level

Second Level

Second Level

First Level

First Level

Groundlevel

Groundlevel

Basement

Basement

The groundfloor is meant to always remain empty in order to attract people in as customers as well as new producers. Through this open space, market and production space begin to mix up during the day.



-1-



-2-

-1- The Cabinetmaker
- works during the day, so he has got daylight in the basement
- makes heavy furniture, so needs to be closest to the market (transportation, delivery of material)

-3- The Tailor
- all his work is custom fitted. Therefore he needs to be closest to the customers to measure them.
- production and selling mixes up

-5- The Jeweler
- same as the hatmaker, least of his products are custom made and very light in weight. Therefore he is able to produce on the second floor and bring everything down for the market

-7- The Hatmaker
- his products are less custom made and less heavy. Therefore he is able to produce on the second floor and bring everything down for the market

-9- The Lampmaker
- his work is about creating artificial light
- therefore, his work can be of great use to squat the Wickham building at night, providing everyone with light

-2- The Baker
- starts producing at 3 am and finishes when the market opens, so the whole structure opens, he gets fresh air to cool his bread and effectively, the smell will attract people to come in

-4- The Shoemaker
- much of his work is custom fitted of special repair service that needs a close interaction between customer and producer

-6- The Ceramicist
- needs a lot of daylight for his production
- the produce is not heavy, so it can be carried easily
- therefore he uses the top level to produce

-8- The Umrellamaker
- his work is about the protection from rain and wind
- therefore, he can be very useful on the top of the building, helping people to squat the department store, even when it rains

-10- ???
many more other producer to squat the Wickham building