

REIDENTIFY

RECONNECT

REVITALISE

SLENDER VILLE

NEW URBAN IDENTITIES

REDEMPTION

REFORMATION

REVOLUTION

REFORMING NEW URBAN IDENTITIES IN KAMPONG BHARU THROUGH CONSOLIDATION OF DEVELOPMENT RIGHTS INTO VERTICAL CITIES TO CONSERVE LAND FOR PLACEMAKING.

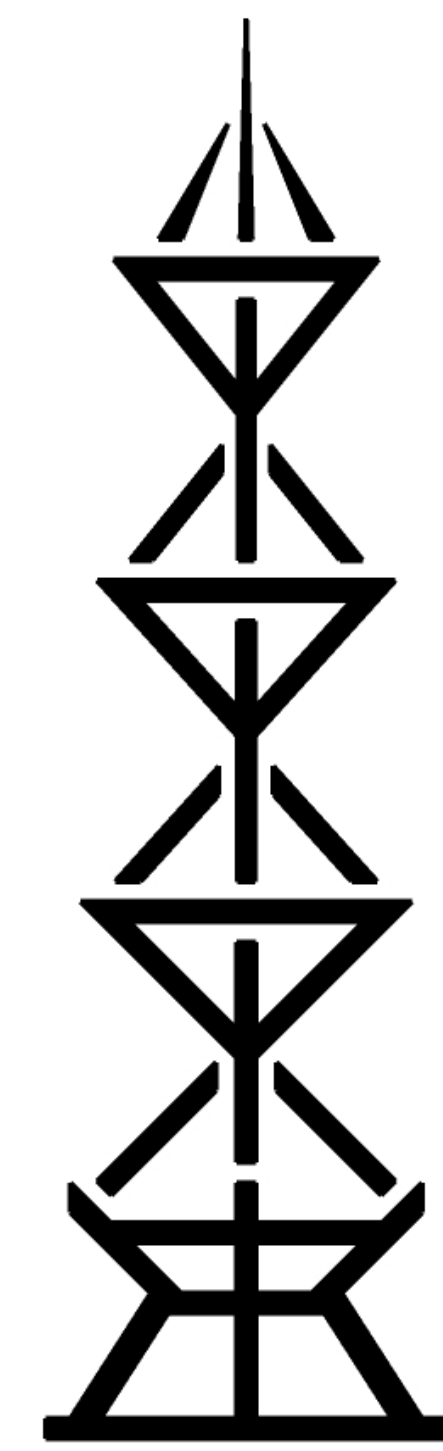
URBAN LIFE FAILURES



OVERBUILDING
DEVOID
MOVEMENT FREEDOM

VERTICALITY
DEVOID
LIFE & ACTIVITY

URBAN BARRIERS
DEVOID
VISUAL CONNECTIVITY



The Slender Ville: Bonfire is one of the Vertical Cities in future Kampong Bharu. It is a mega tower that forms micro society of its own. It is interlinked with other giants and is among the most prominent one. The design symbolises the "bonfire" of Kampong Bharu. It is the main place to be in within the region. The design has a hollowed base structure that allows social interaction and activities beneath the building. This breaks city block barriers that allows more freedom of movement from block to block and widens visual space in a city. The tower design integrates communities through a the unique vertical connector in the centre, this allows users to form micro communities and micro identities within each sector of the tower.



Need
Kampong Bharu requires redevelopment as it is the only remaining untouched area of the city. It is a very sensitive site, hence there is a need of a human-centric design approach.



Approach
To give back more open ground area to the public by consolidating the villages into slender vertical cities.



Benefits
Instead of sprawling development which creates boundaries and restrict movement, the vertical villages provide more open ground to reconnect people, hence reducing urban isolation.



Competitors
Existing master plan proposals by various parties were mostly investor-driven and they do not cater for the needs of those who live in Kampong Bharu.

KAMPONG BHARU



- 1/ UniKL
2/ Kelab Sultan Sulaiman (KSS)
3/ Kampong Bharu Gateway

- 4/ Masjid Jamek Kg. Bharu
5/ Plaza Rah
6/ Hospital Kuala Lumpur

- 7/ Cemetery
8/ Dewan Serbaguna Kg. Bharu
9/ Open Field

- 10/ PKNS Flats
11/ KLCC

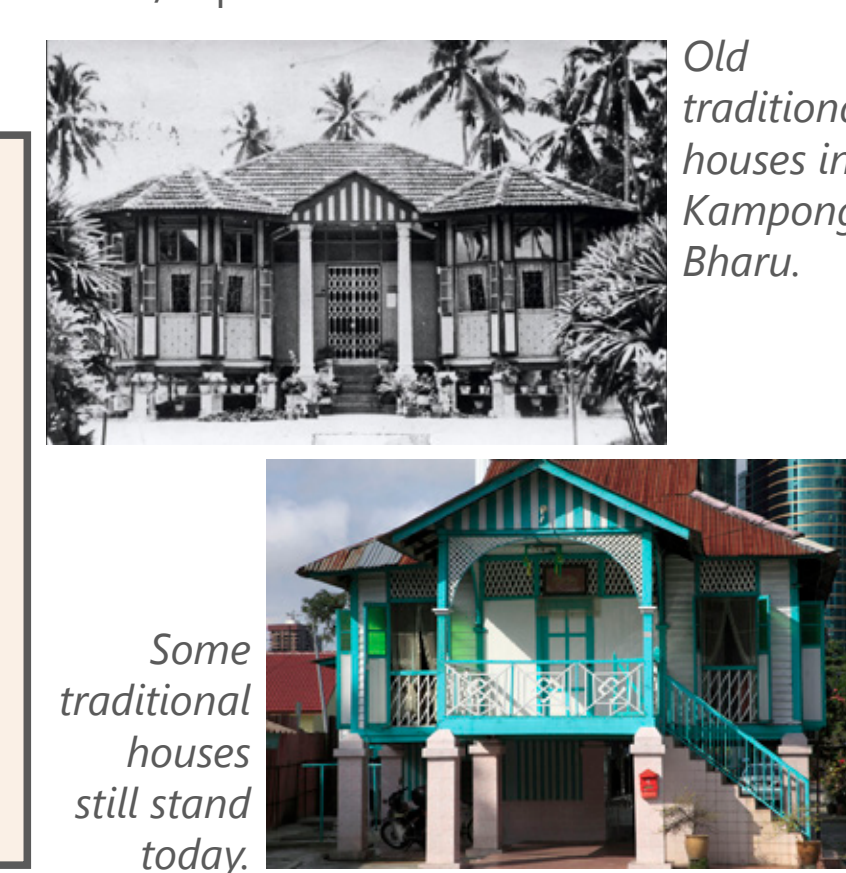
- A/ M101 Skywheel
B/ Legasi Kampong Bharu
C/ The Luxe

- i/ Bukit Nanas Monorail Station
ii/ Kampong Baru LRT Station
iii/ Kampong Baru MRT North Station

HISTORY

1900 Gazetted as Malay Agriculture Settlement (MAS).
1991 Failed attempt for a comprehensive development plan.

2011 Kampong Bharu Development Board (PKB) was formed.
2015 Kampong Bharu Comprehensive Development Plan 2035 implemented.



CITY IDENTITY



WHY KAMPONG BHARU?

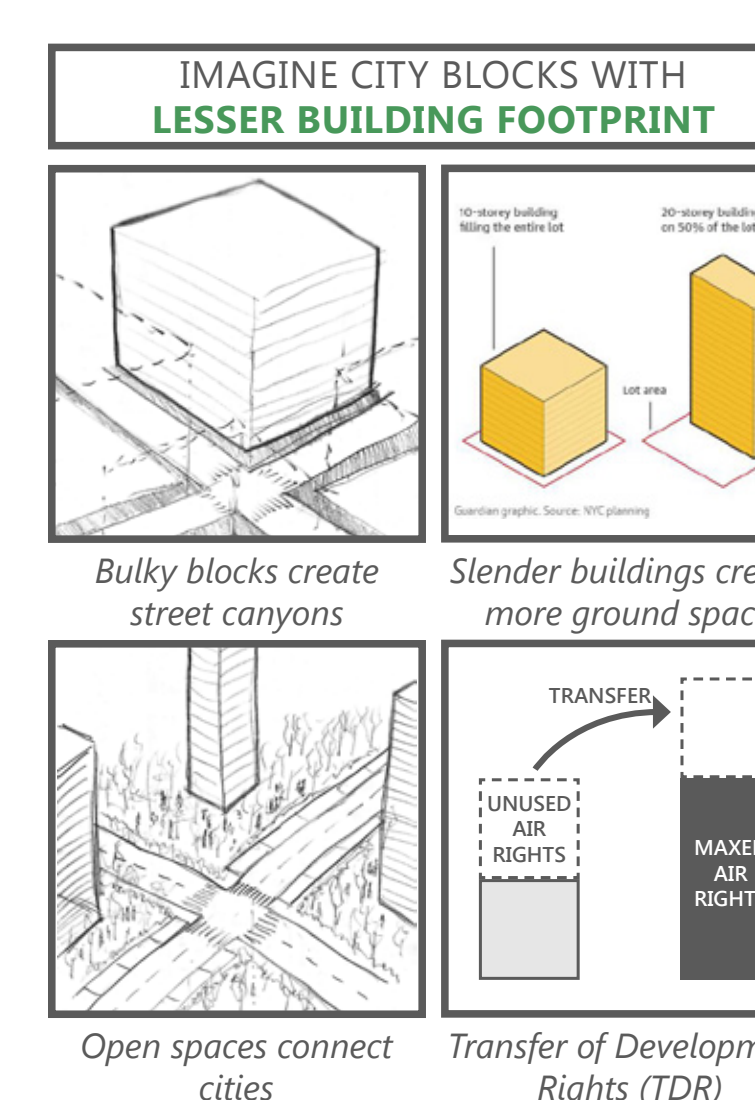
- Remains undeveloped
- Out of context with surrounding modern cities
- Requires redevelopment
- Region scale is fit for a master plan redevelopment
- Identity crisis

Land area : 223 acre
Since : 1899
Population : 18,000
Total lots : 890
Owners : 5,300
Plot ratio : 1:10

In the year 1900, His Royal Highness, the Sultan of Selangor, granted the land to the Malays under a special condition that only the Malays could own the land and reside in the area.

A "kampung" is defined as a Malay village determined as a locality with 10,000 or fewer people. A place of "traditional values, high morality, a space of resistance to the often alienating project of modernization, a space of community and support, neighborliness, and pride in one's community" (Bunnell, 2002).

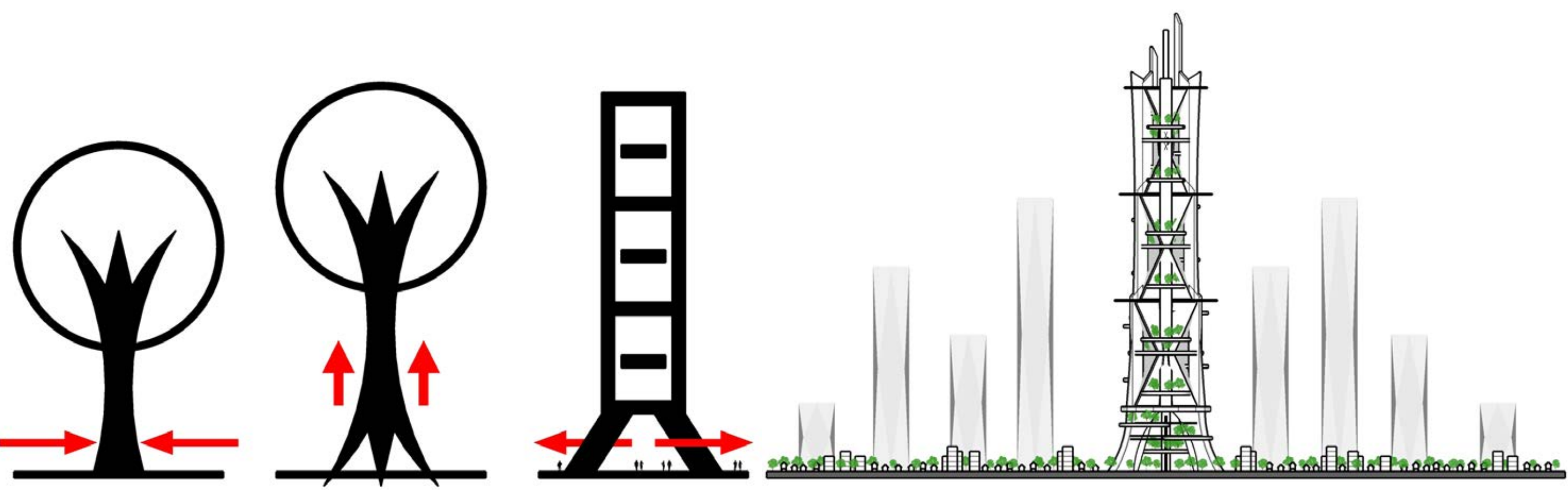
VISION

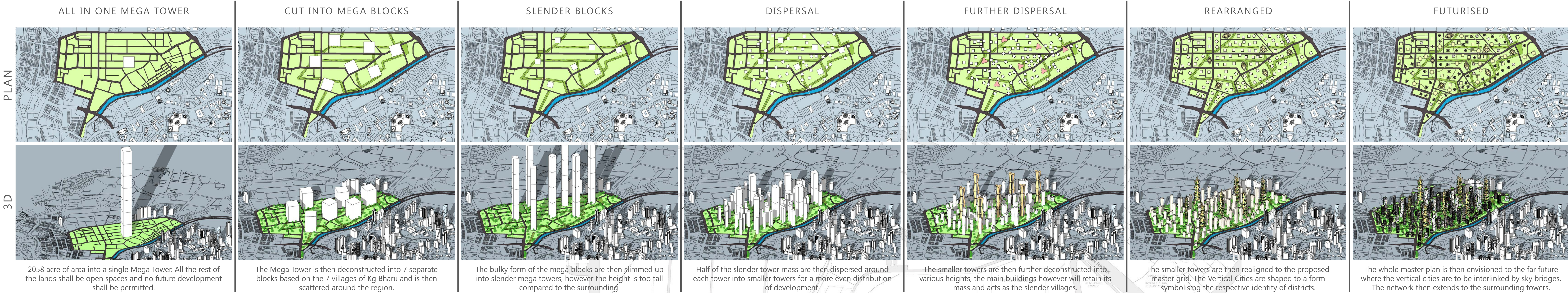


A tree stands tall, sturdy, and unmovable, we do not walk through it, hence we walk around it. Conventional buildings are like trees in a way that they create physical barriers between city blocks, thus we are only restricted to the grids that connect us. We are visually disconnected, confined by street canyons and claustrophobic spaces. Cities lack open grounds for freedom of movement and social interactions; and this has led to social isolation in urban areas.

The new way of developing cities is by "uprooting" the buildings. This creates open grounds underneath the building, giving back open spaces to the public to reconnect the people. This provides freedom of movement within city blocks where people are no longer bounded by city grids, people can walk through building blocks to reach anywhere as they want within the city.

The new urban identity here is the visionary hollowed base vertical cities as the prominent skylines of Kampong Bharu.





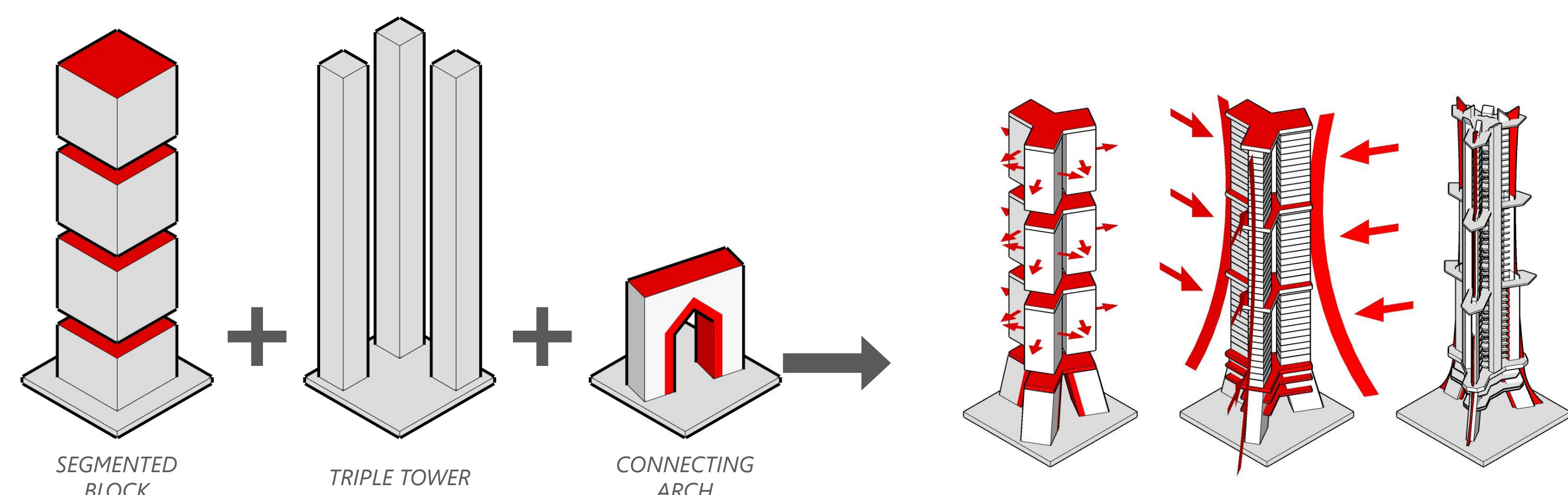
MASTER PLAN APPROACH



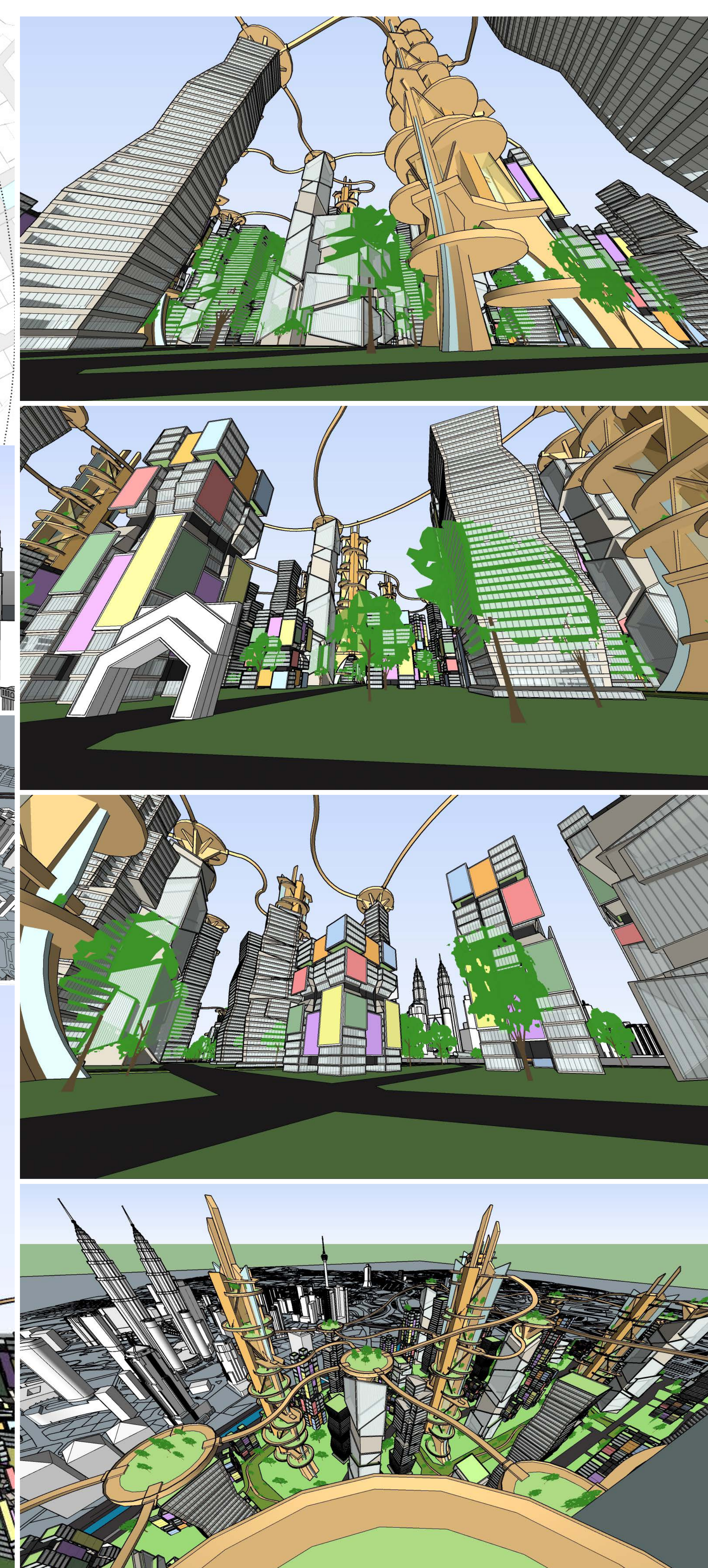
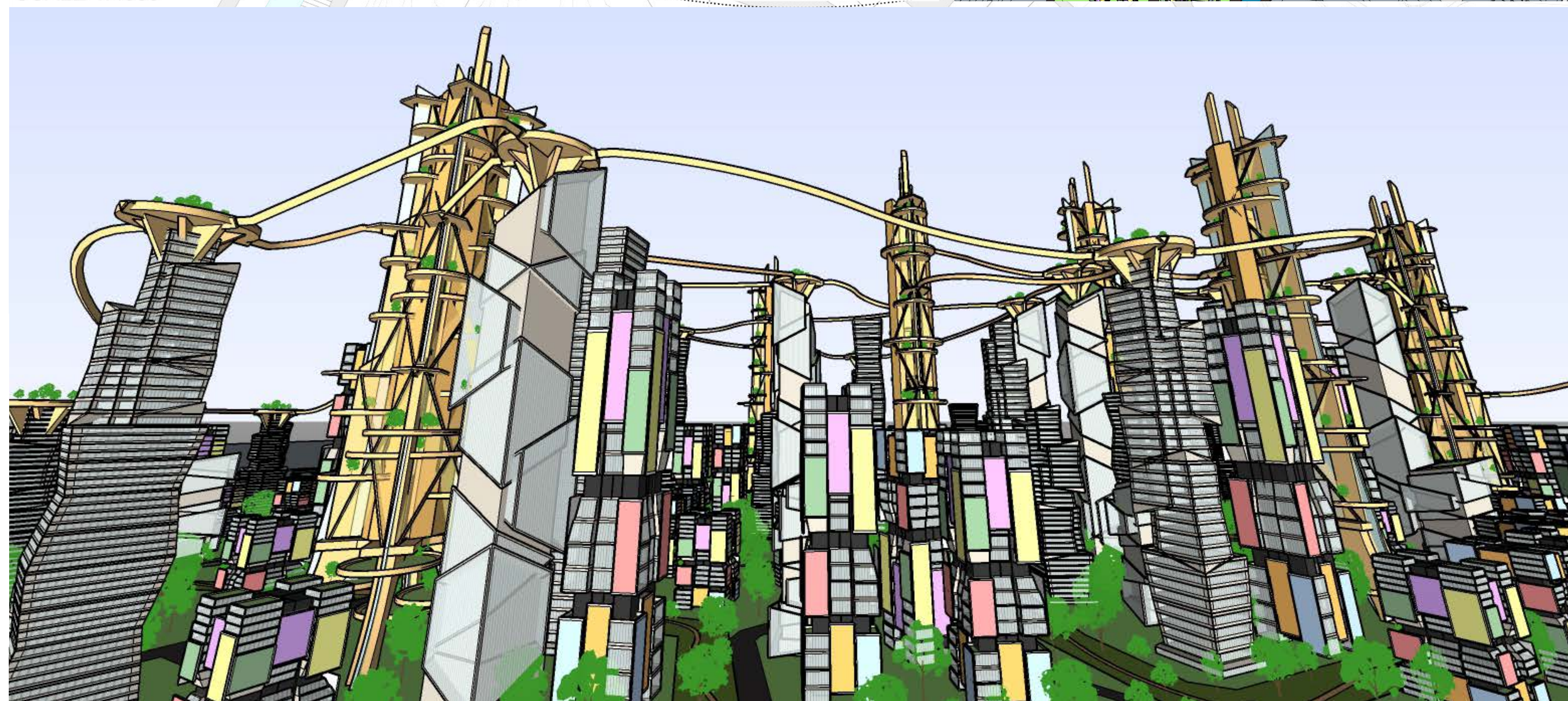
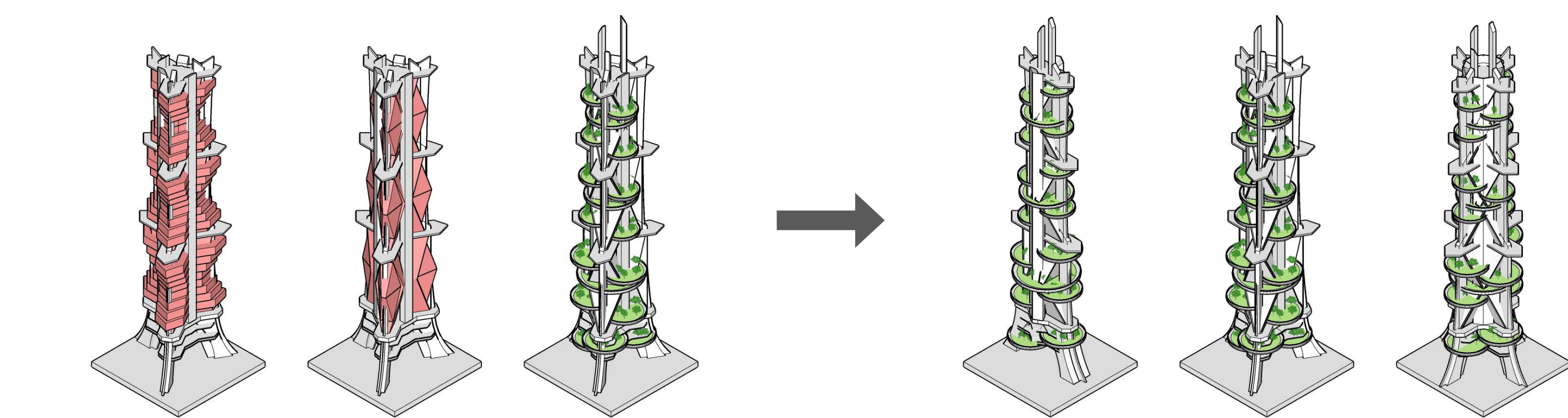
VERTICAL CITIES FORMS

It is imagined that a vertical cities are mega buildings that consist multiple buildings within a massive block, hence the whole development is perceived to have segments representing different buildings integrated and formed into a massive block. The massing starts with a combination of divided blocks, triple blocks, and archways on the bottom that connects all three blocks.

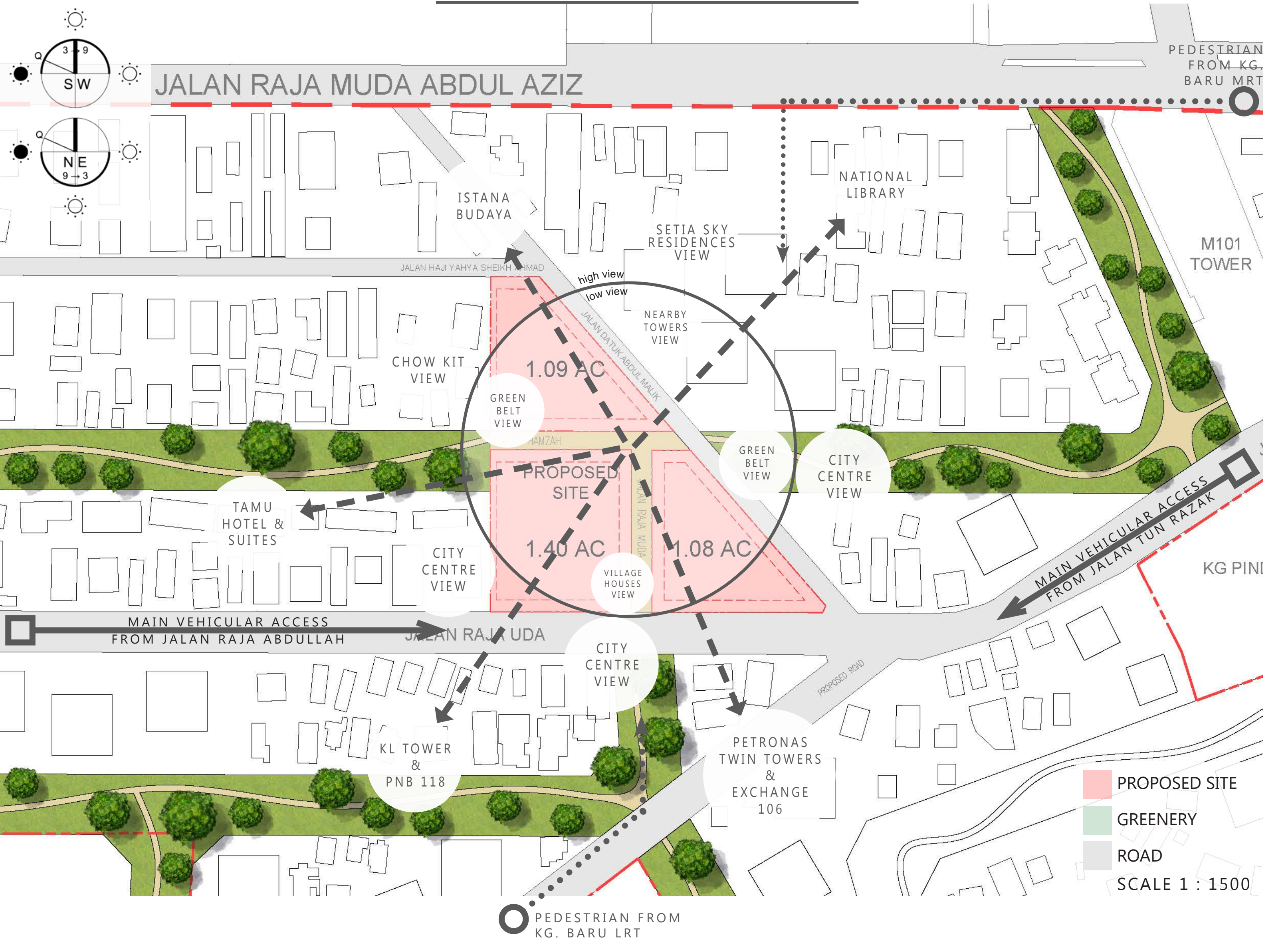
The combined block is then trimmed down and layered into various levels. The massing is then pushed inwards in a curving manner, creating a tapering effect on the block. Lastly, a series of tower massing sequence were done to form a suitable Slender Ville.



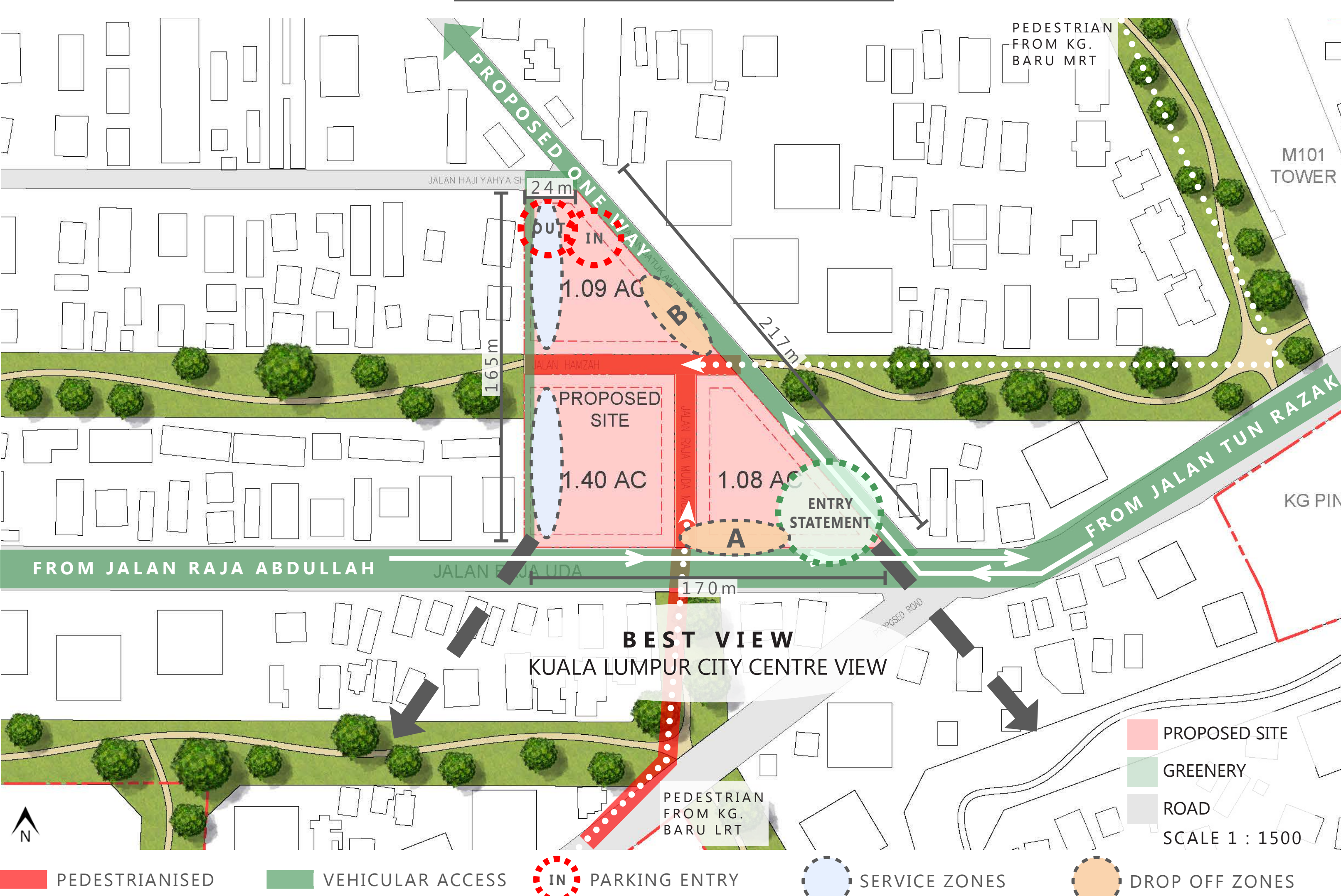
A typical Slender Ville has cross bracing structure in the middle with clusters of landscape decks arranged around the tower. The modular Slender Ville can also be in a variation of twin-, tri- or quad-winged layout formation.



SITE ANALYSIS

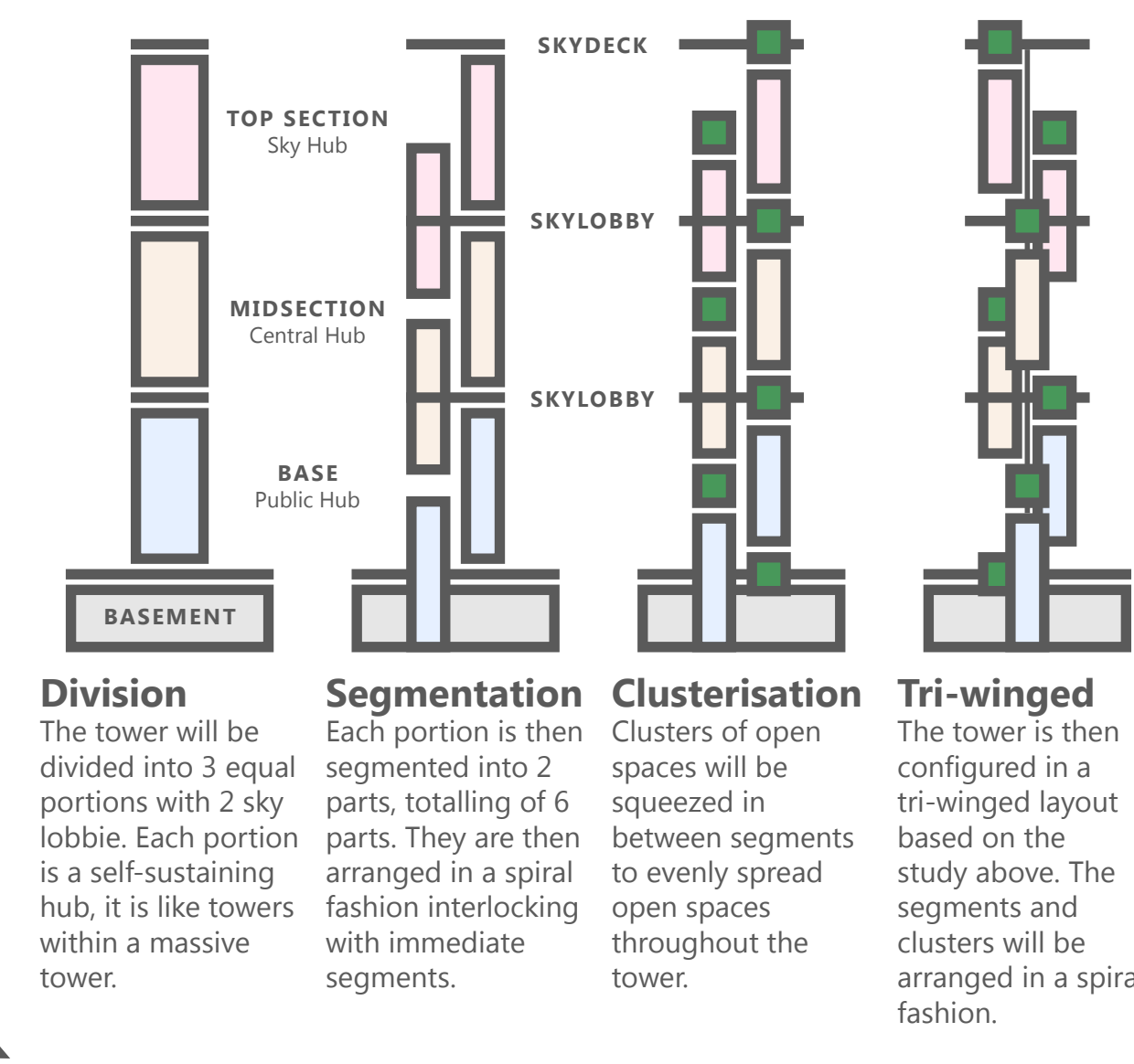


SITE SYNTHESIS

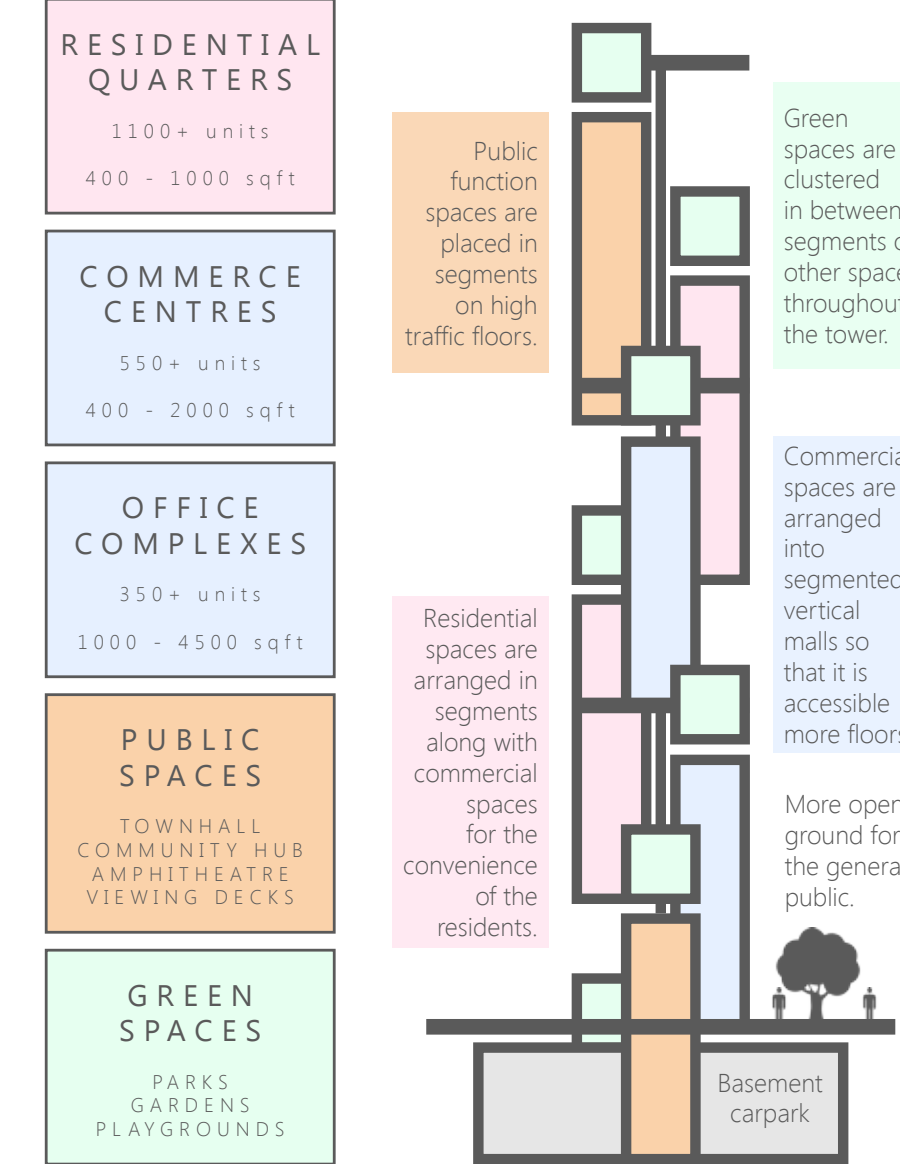


DESIGN APPROACH

SECTIONAL DESIGN



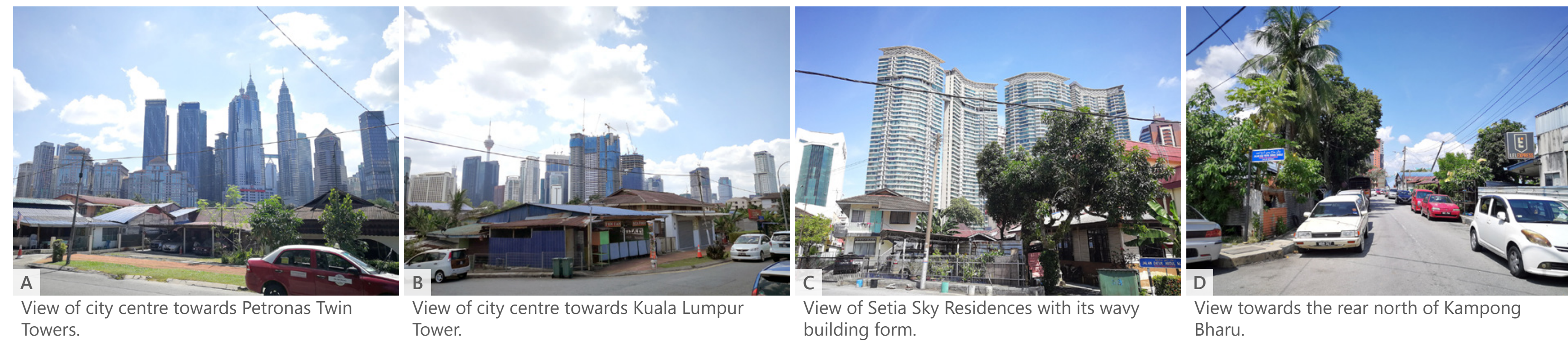
SPACE PROGRAMME



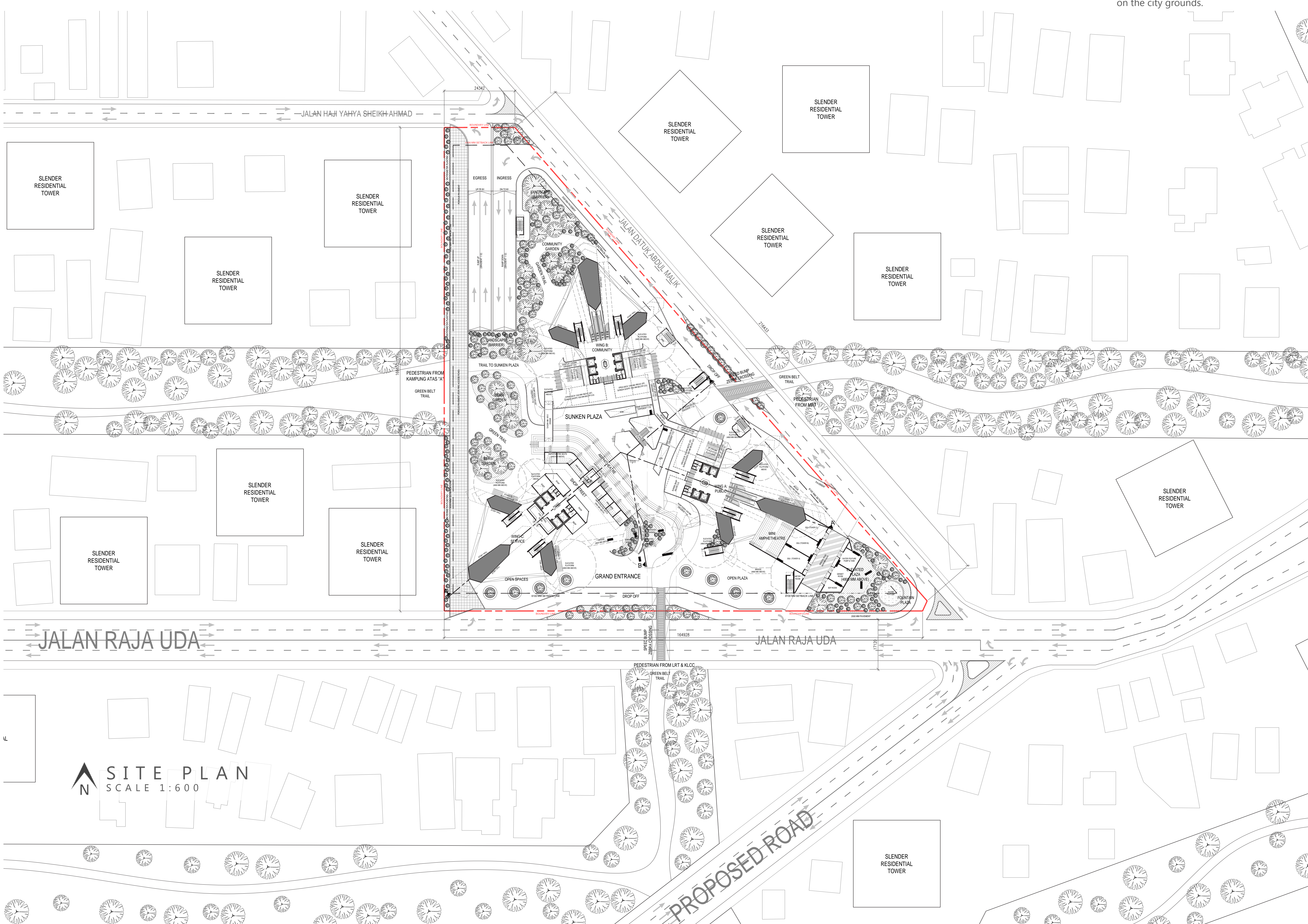
VIEWS OF SITE



VIEWS FROM SITE



LOCAL ACTIVITIES



DESIGN CONCEPT

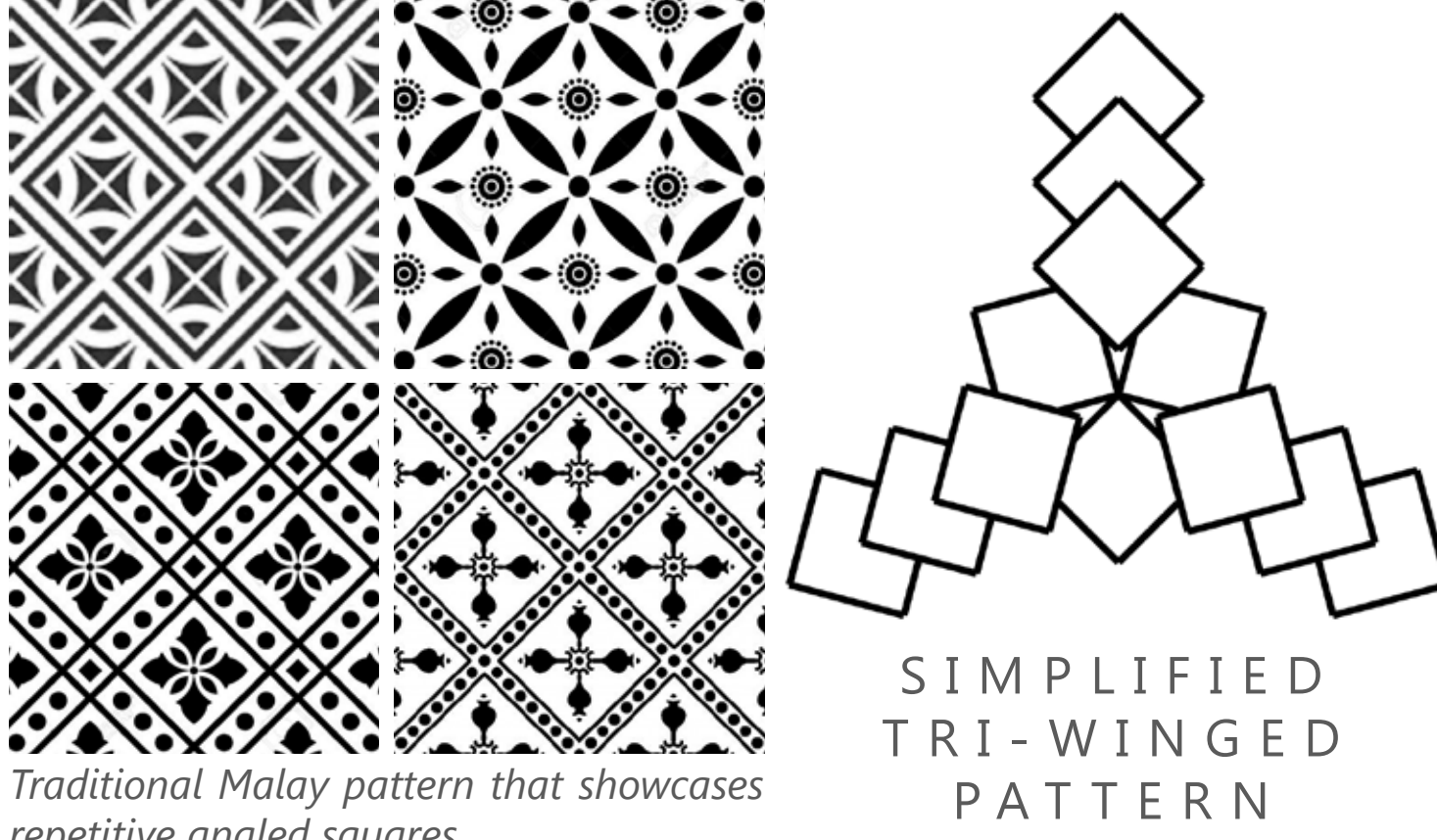
Traditionally the bonfire functions as the main gathering spot of a village. People gather around the fire pit for celebrations and activities. It is the main space for people to be in, it is the social connector of a village where people bond.

The building signifies the bonfire of Kampung Bharu. The building acts as the main people's plaza, where all the main events and happening are to be held in this building.



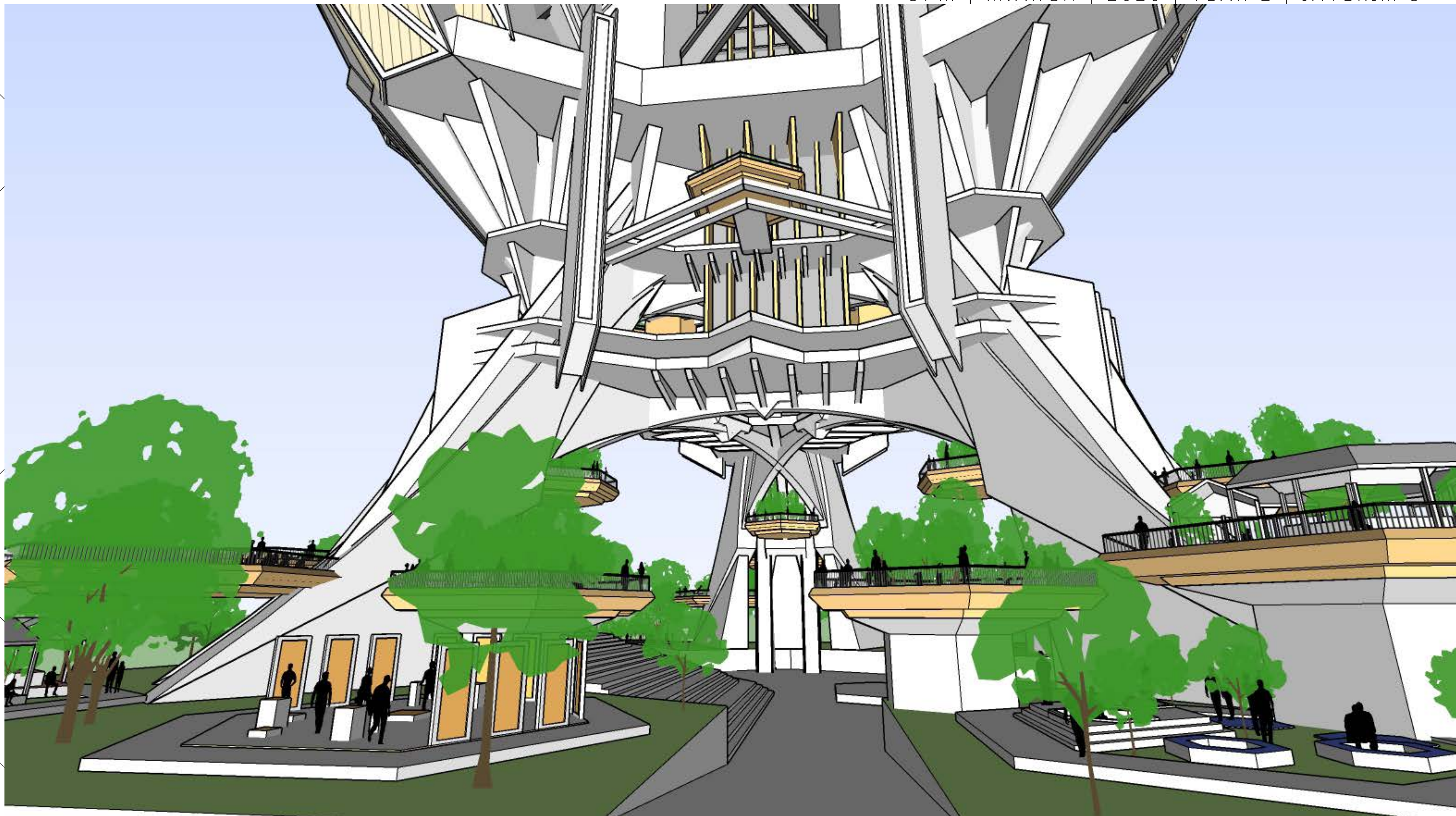
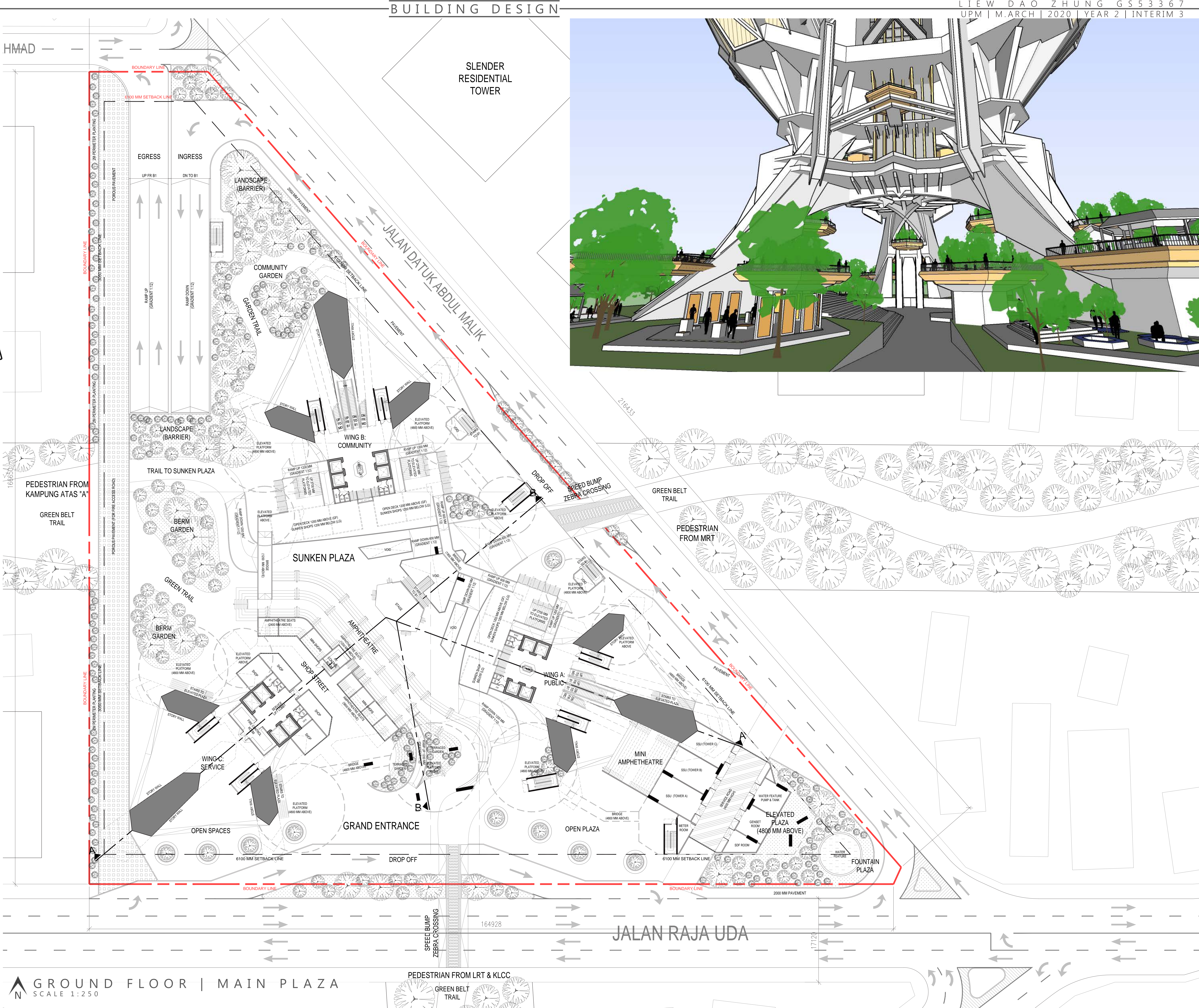
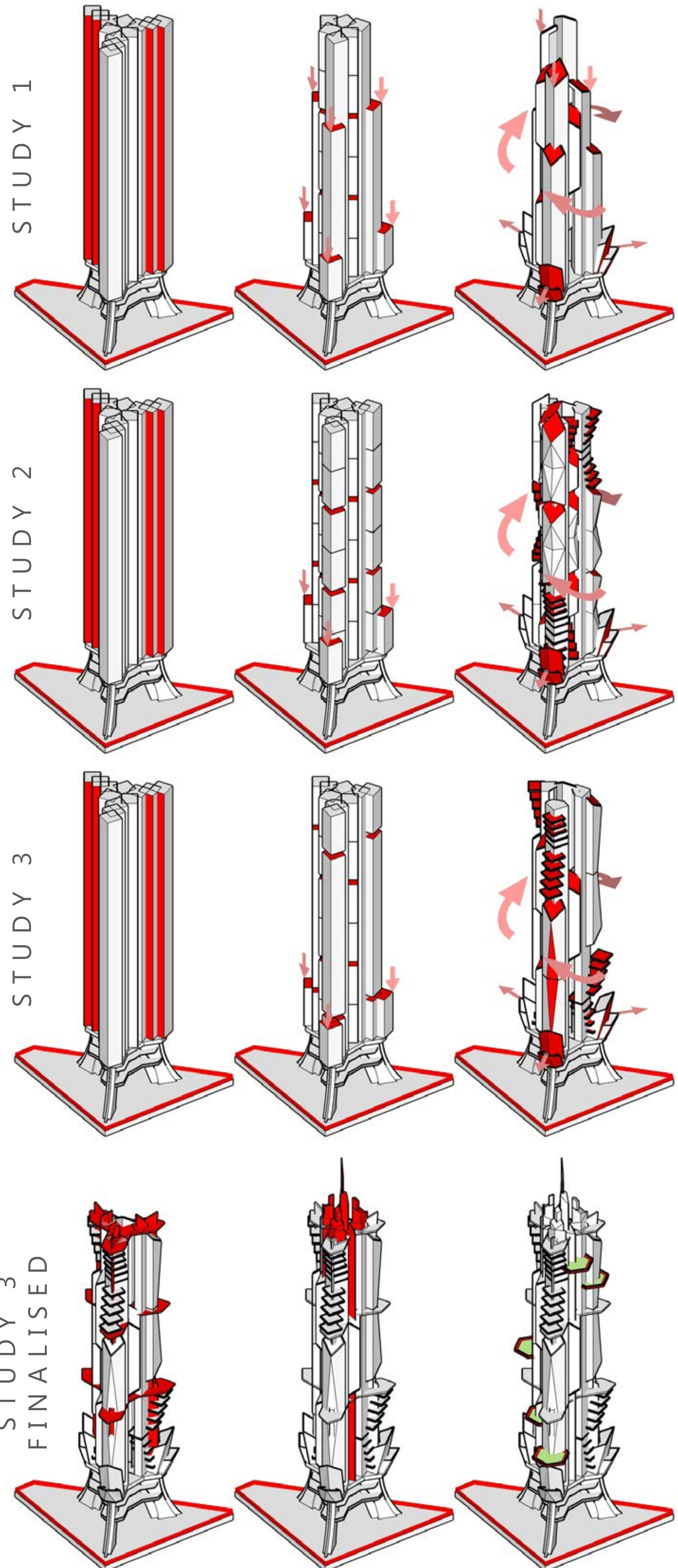
TOWER PROFILE

The tower profile is a series of repeated angled squares spreading out from the centre. The repetitive elements of the profile has a symbolic connection to the traditional Malay art pattern, whereby it utilises repetitive geometrical lines and shapes to form a recognisable pattern signifying their identity. The elements were simplified through a metaphoric process, forming into simple series of angled squares arranged in a triangular axis.



TOWER FORM

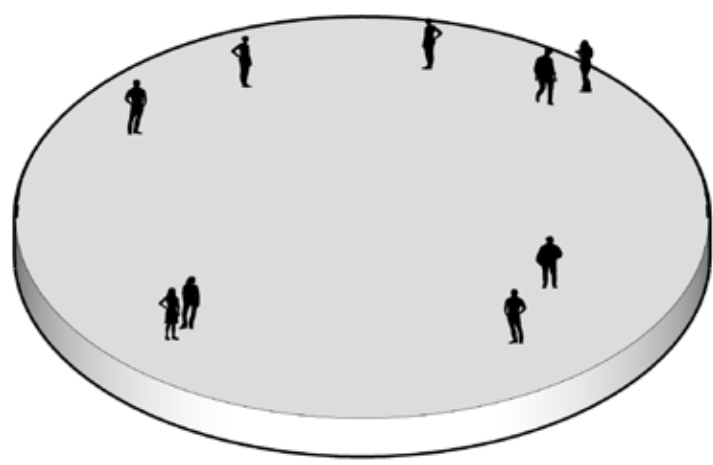
The profile is then extruded into a tall form, ready to be formed into a tower. Three series of massing studies were done to visualise the tower form. The first attempt one was inspired by the tapered form of Burj Khalifa where each wing is tapered in a clockwise manner up the tower. The second attempt was formed with fixed segmentation, this gives off a rigid modular look. The third attempt was a revised from the previous, where the block was segmented in an interlocking fashion where segments overlap each other in a spiral fashion. This gives off a more balanced and proportionate look to the building.



HEXA-PODS

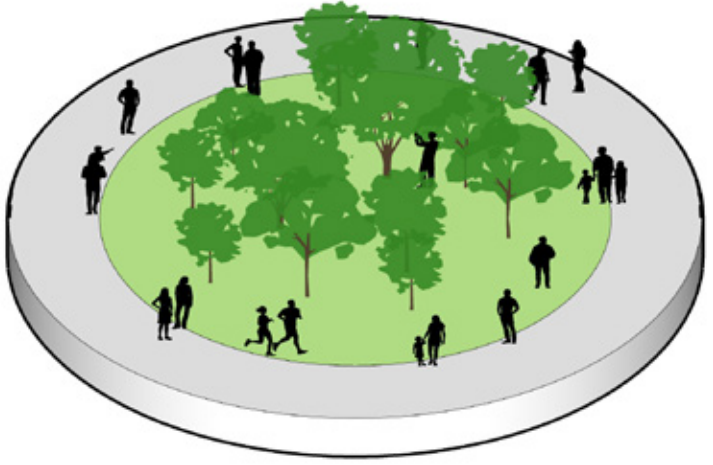
Kampong Bharu is mostly defined by its intangible identity, which is the the culture and life in within the urban village. The list of activities are as follow: pasar minggu, pasar malam, holiday market, street vending, cultural performances, wayang pak, Ramadhan square and local neighbourhood activities. The intangible cultures will always be there as long as there are appropriate spaces provided for such activities.

In order to enhance the identity and intrinsic value of the spaces, there should be a stronger sense of place, orientation and attachment to the activity spaces. Thus, the hexa-pods are designed to locate activities throughout the building to give a sense of attachment and belonging to the area.



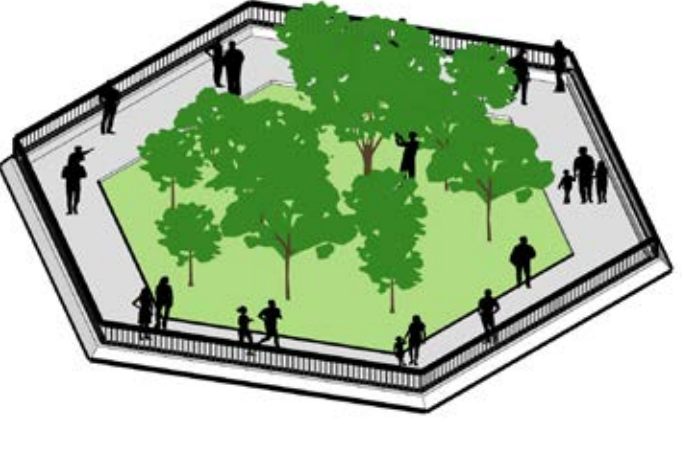
DISCONNECTED
CIRCLE OF PEOPLE

An empty space as a plaza disconnects people. It is pointless and not interesting for people to be in that space.



LIFE ATTRACTOR

Provide something for people to interact with on the centre of the space. People have reasons to come to the space.

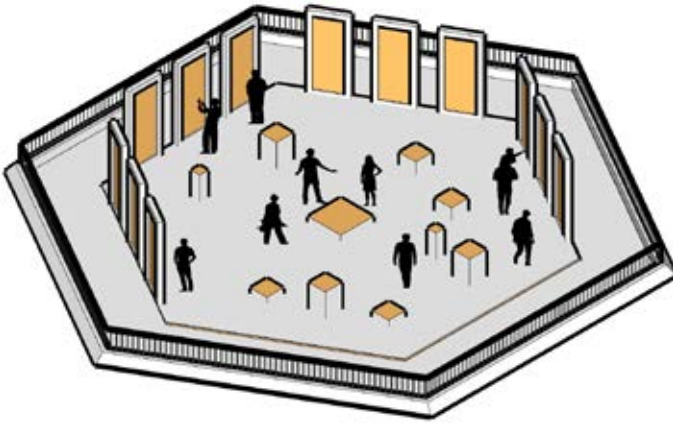


SHAPED TO HAVE
CORNERS

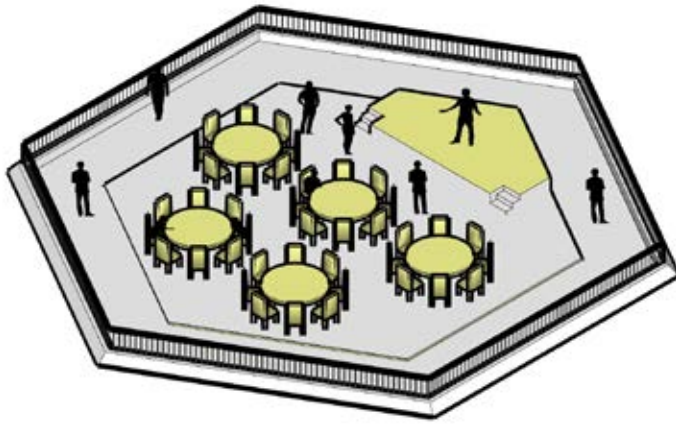
Providing corners to the space will divide the main space into separate smaller spaces. This gives identities to a space.



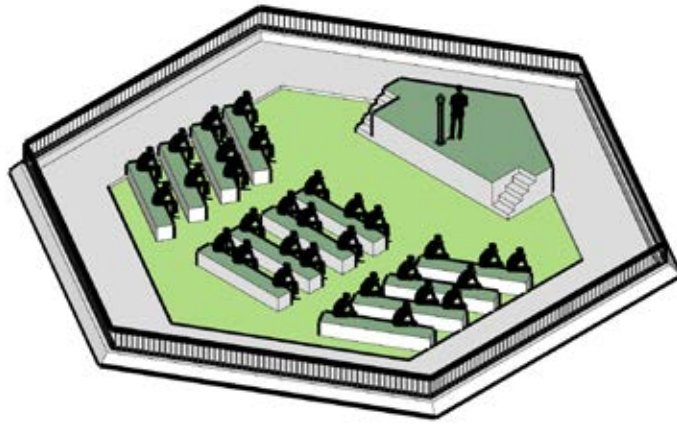
01 MARKET



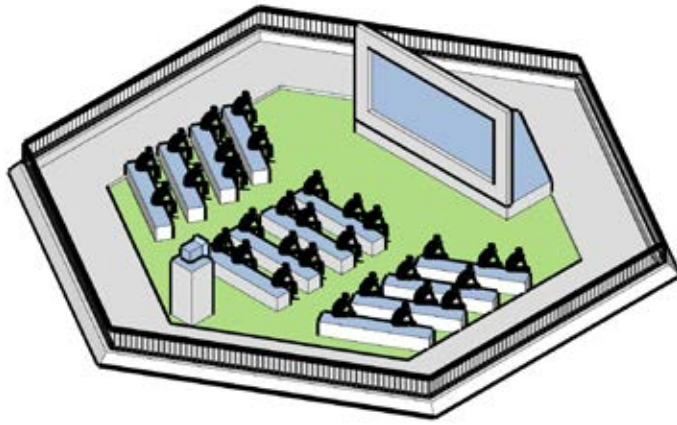
02 EXHIBITION



03 FUNCTION



04 PERFORMANCE



05 OPEN THEATRE

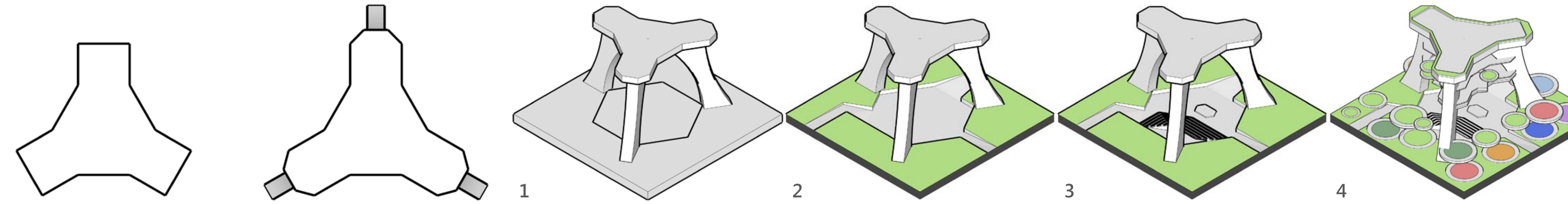


06 GATHERING



07 OUTDOOR
ACTIVITIES

HOLLOWED TRIPOD BASE



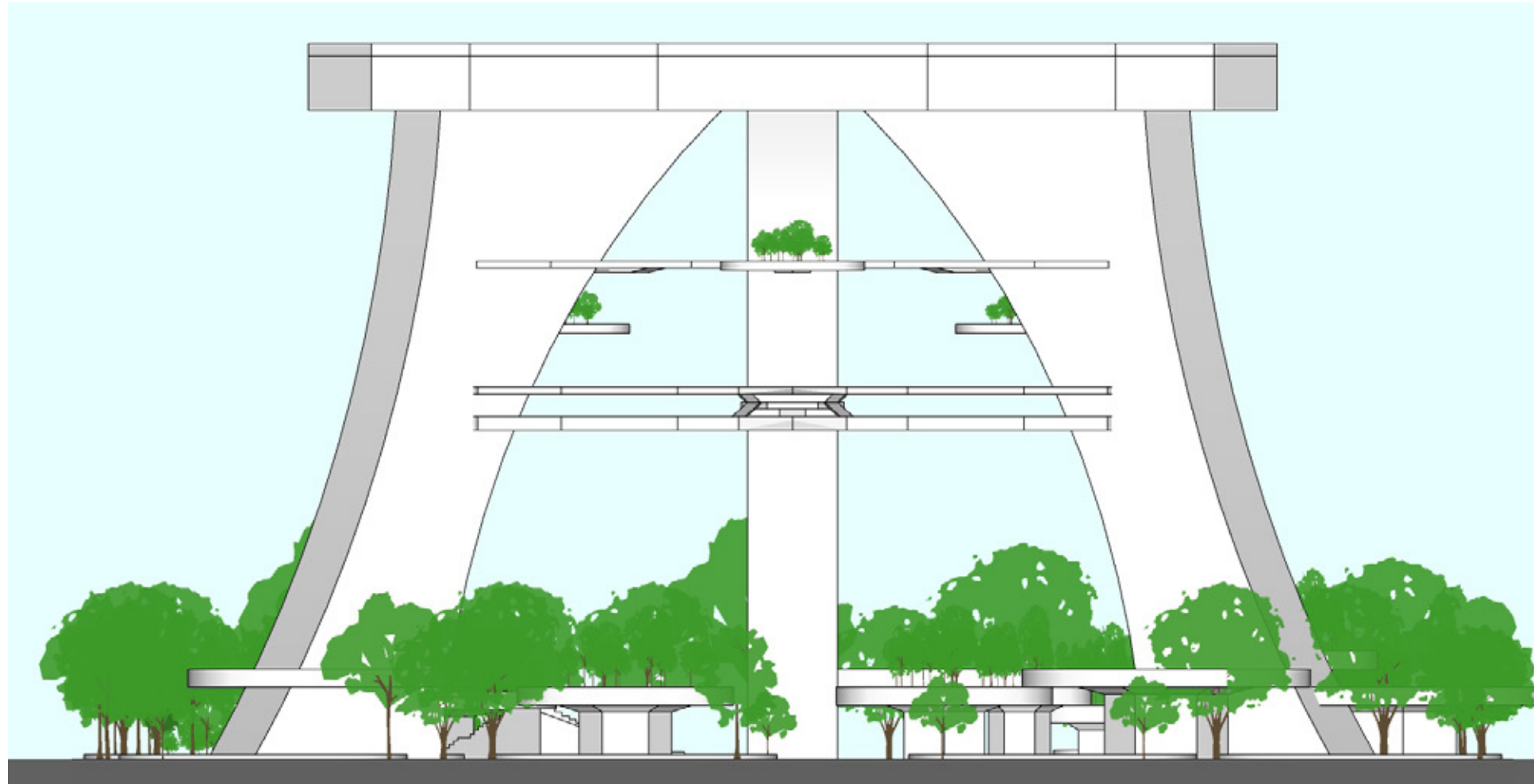
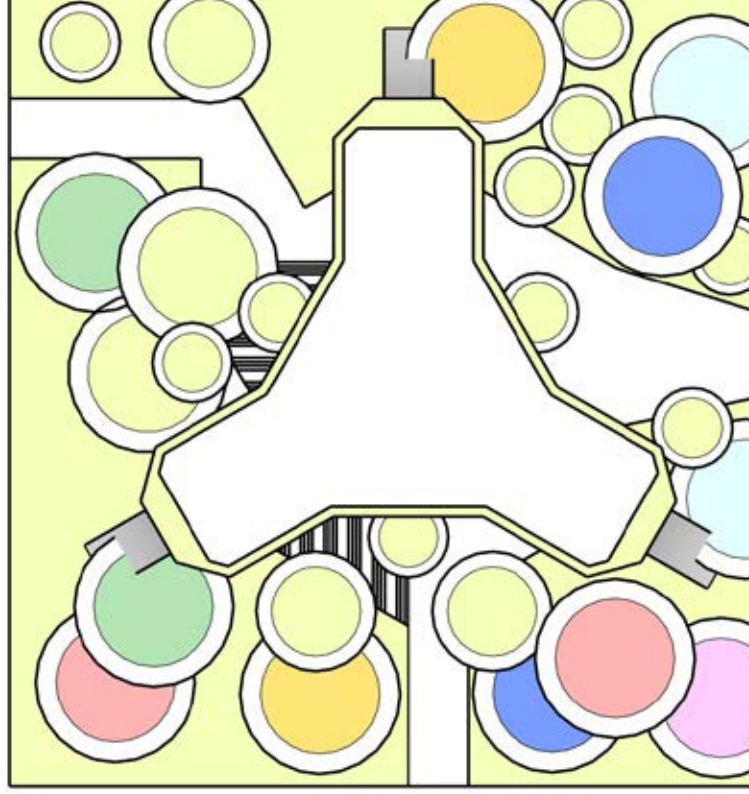
The project emphasises on the value of ground floor, hence the base has to be hollowed to allow the public to roam freely under it. The open base is the main space of the building located right at the bottom centre of the tower.

1/ It starts off with a hollow base structure on site.

2/ The site is the three-way junction of the greenbelt network.

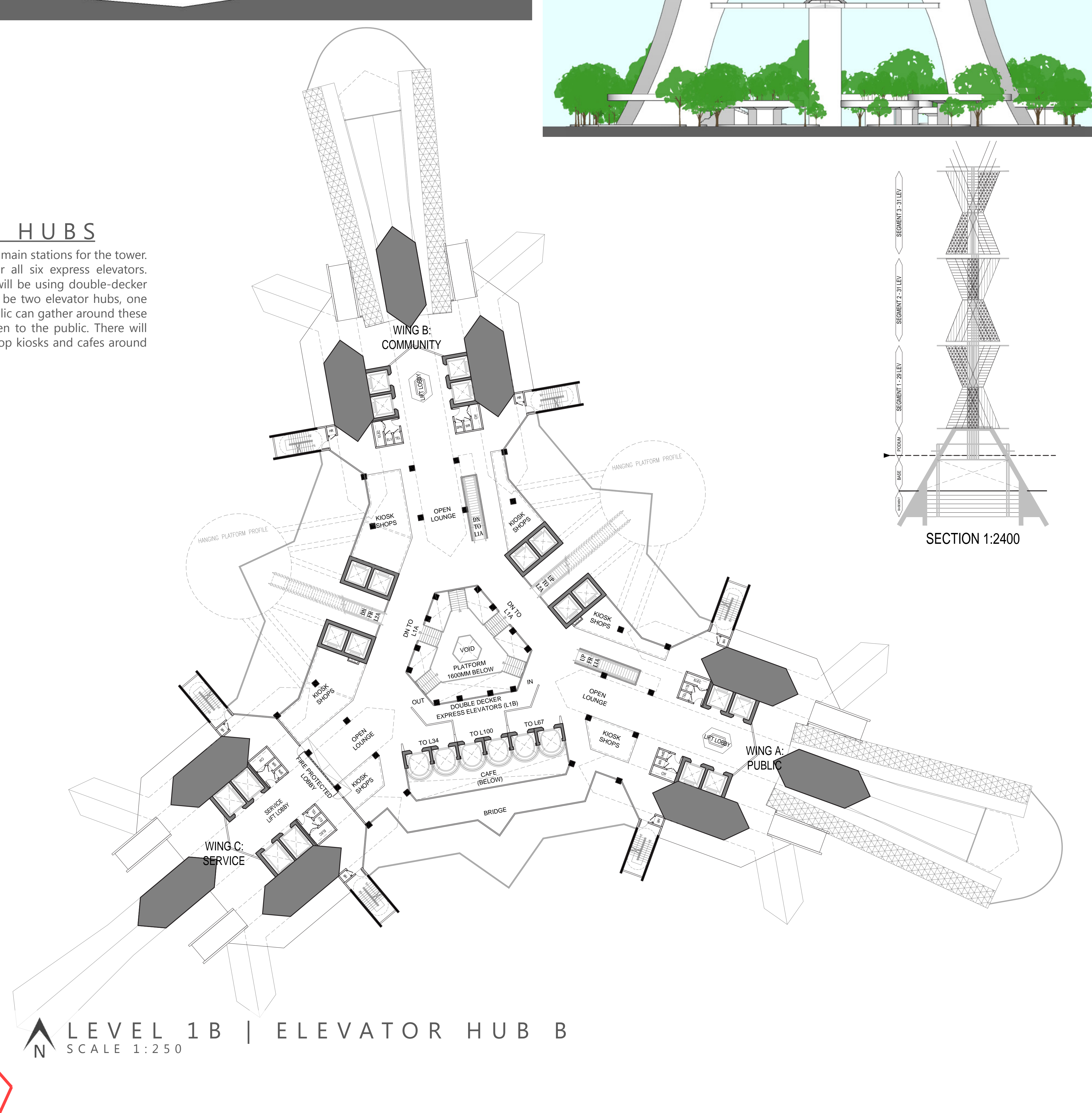
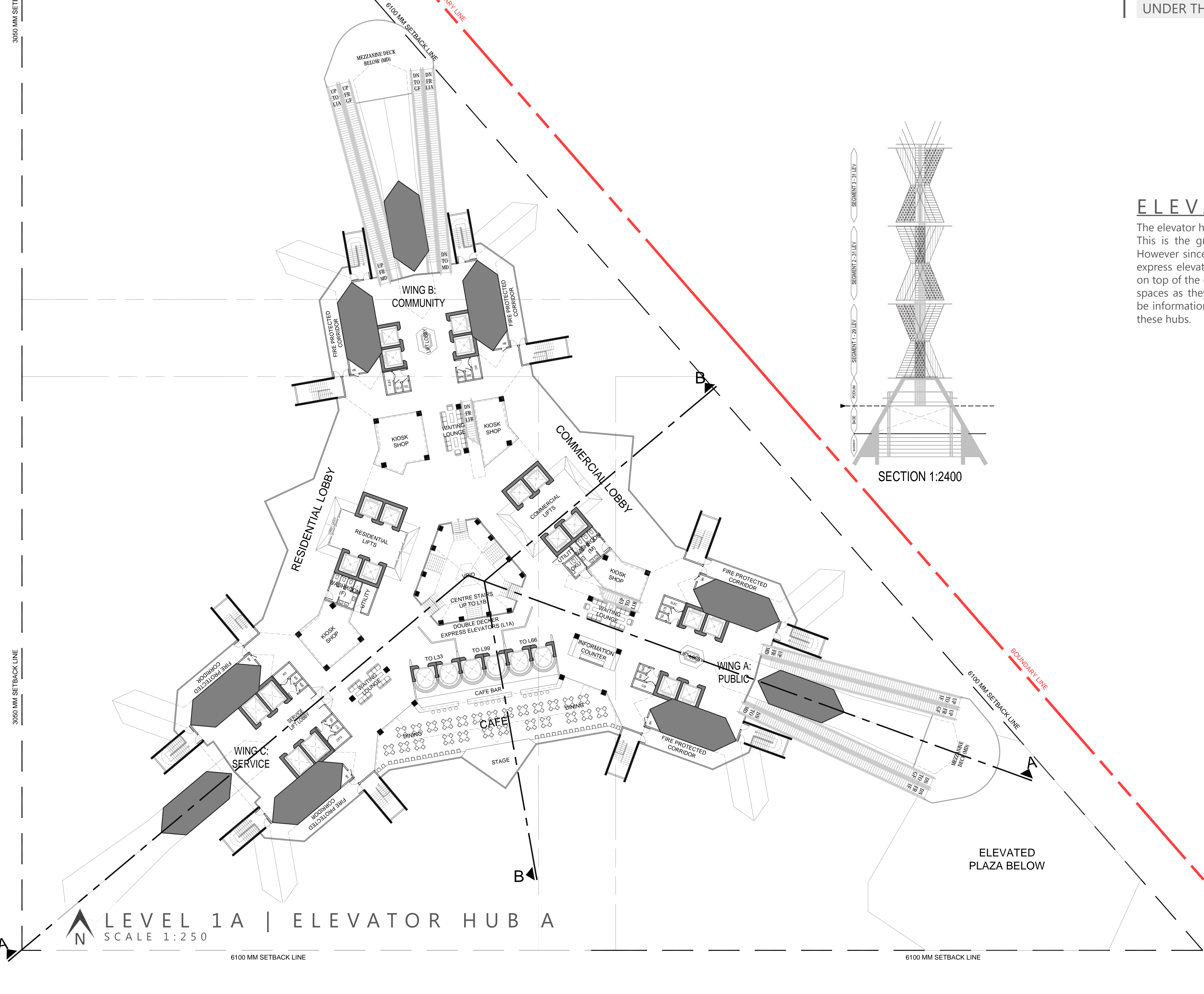
3/ The centre ground is then sunken down and accompanied by a proposed amphitheatre. The terraced form of the amphitheatre acts as a vertical connector on the ground floor as it connects spaces of various levels. People on the ground floor will feel less constraint by the difference of levels when they are visually connected to the spaces above and below them.

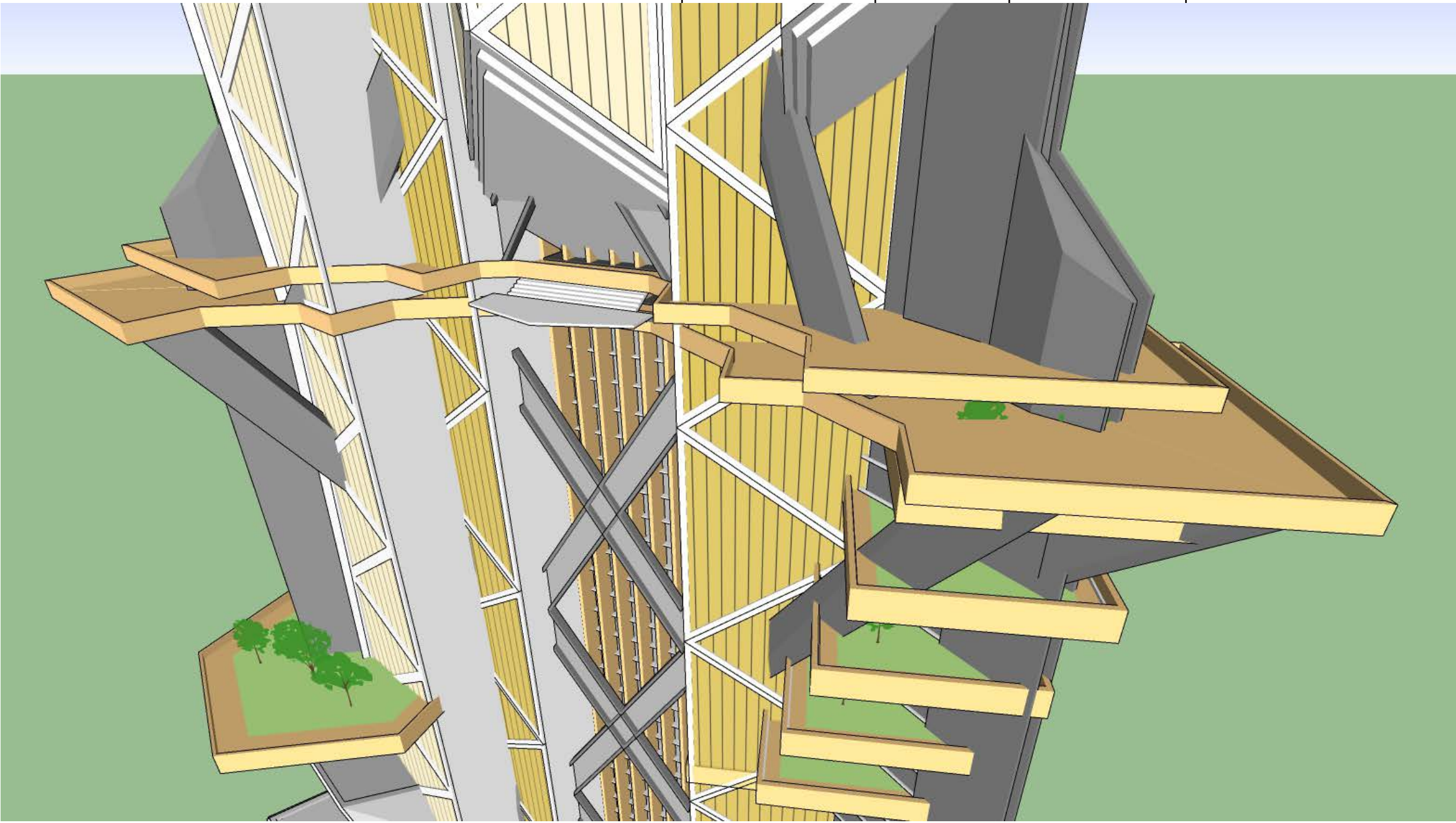
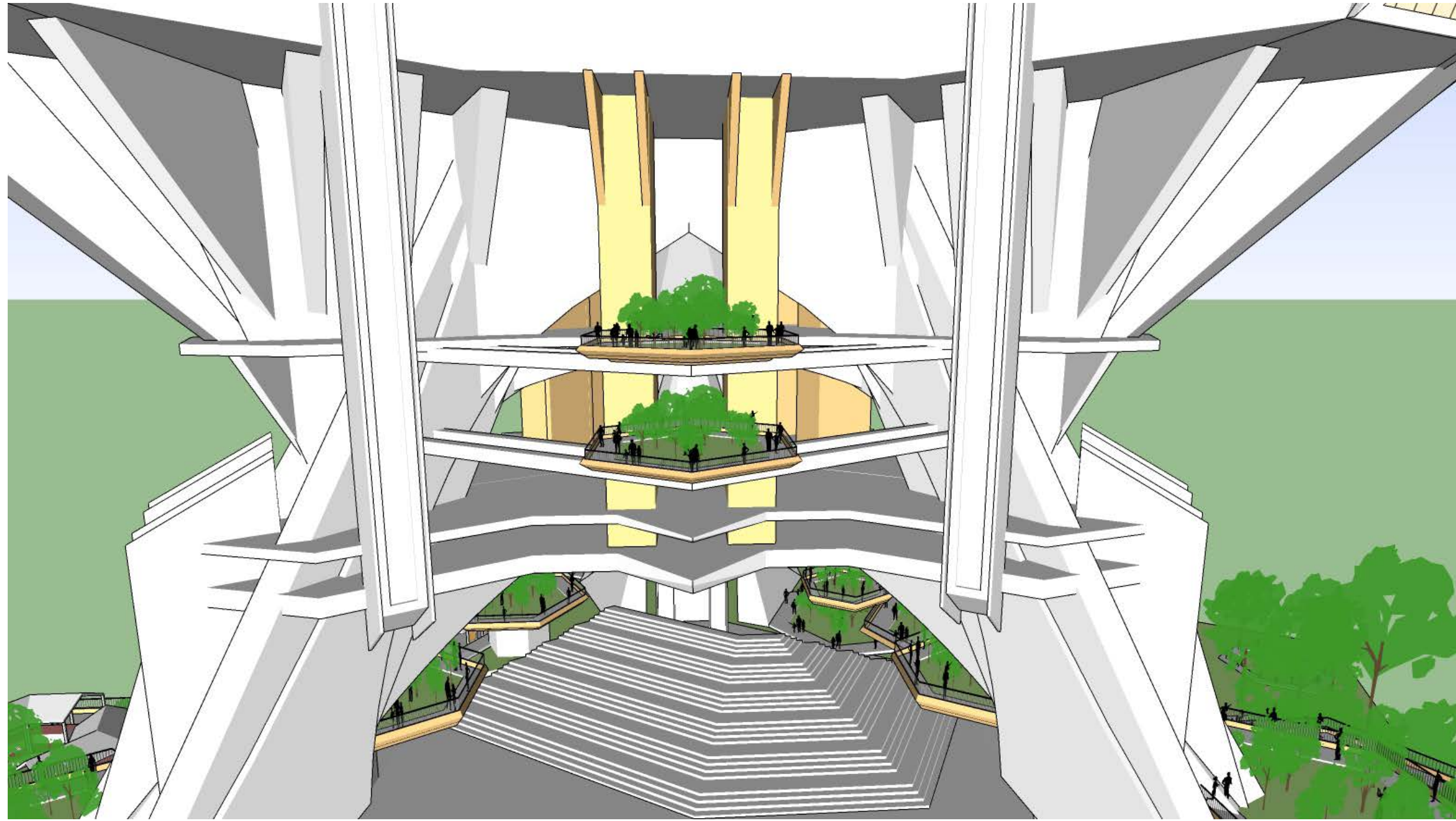
4/ The hexa-pods are scattered all around the ground floor, some hanging by the legs of the base.



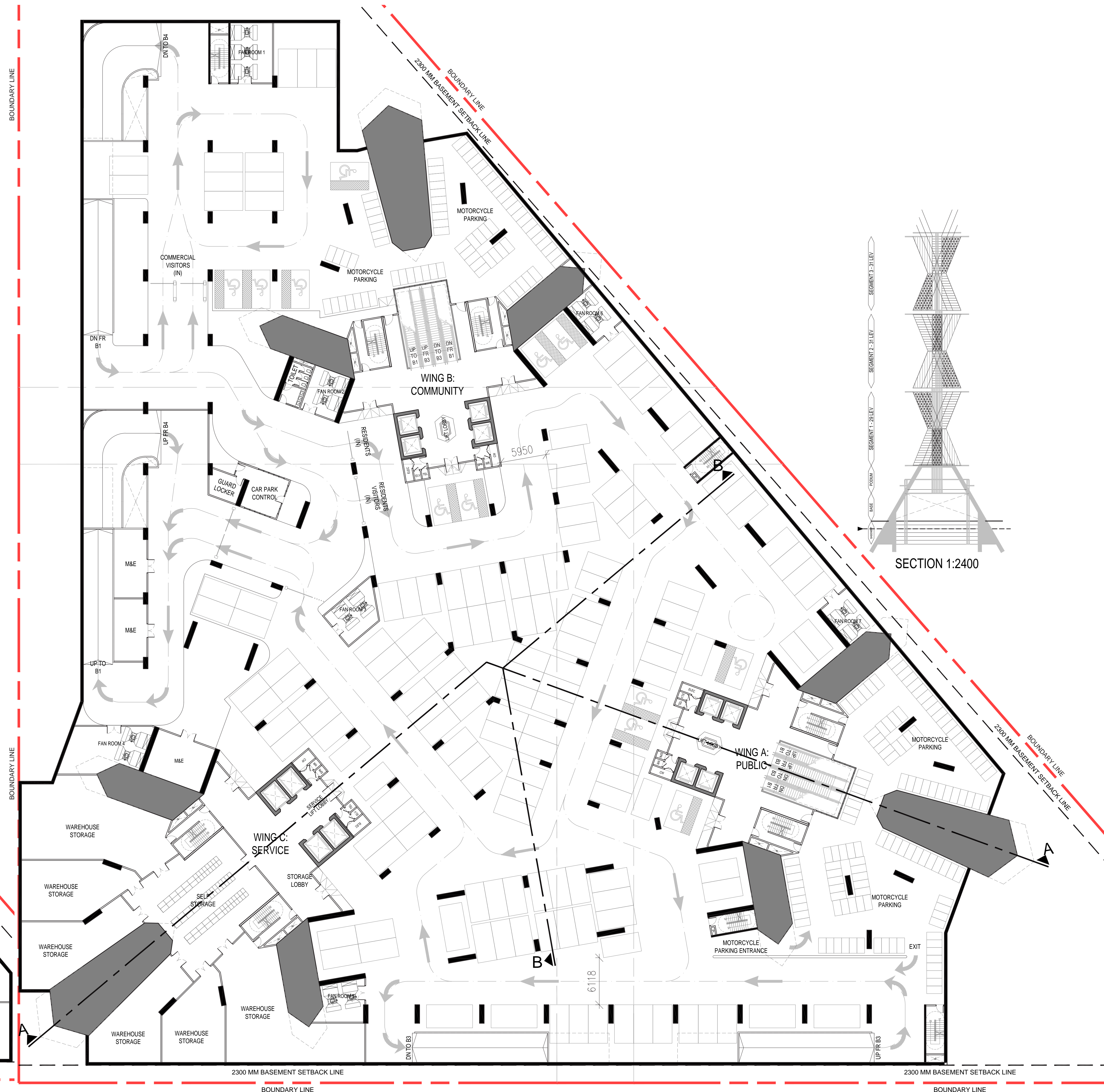
ELEVATOR HUBS

The elevator hubs act as the main stations for the tower. This is the ground zero for all six express elevators. However since the project will be using double-decker express elevators, there will be two elevator hubs, one on top of the other. The public can gather around these spaces as they are fully open to the public. There will be information counters, shop kiosks and cafes around these hubs.

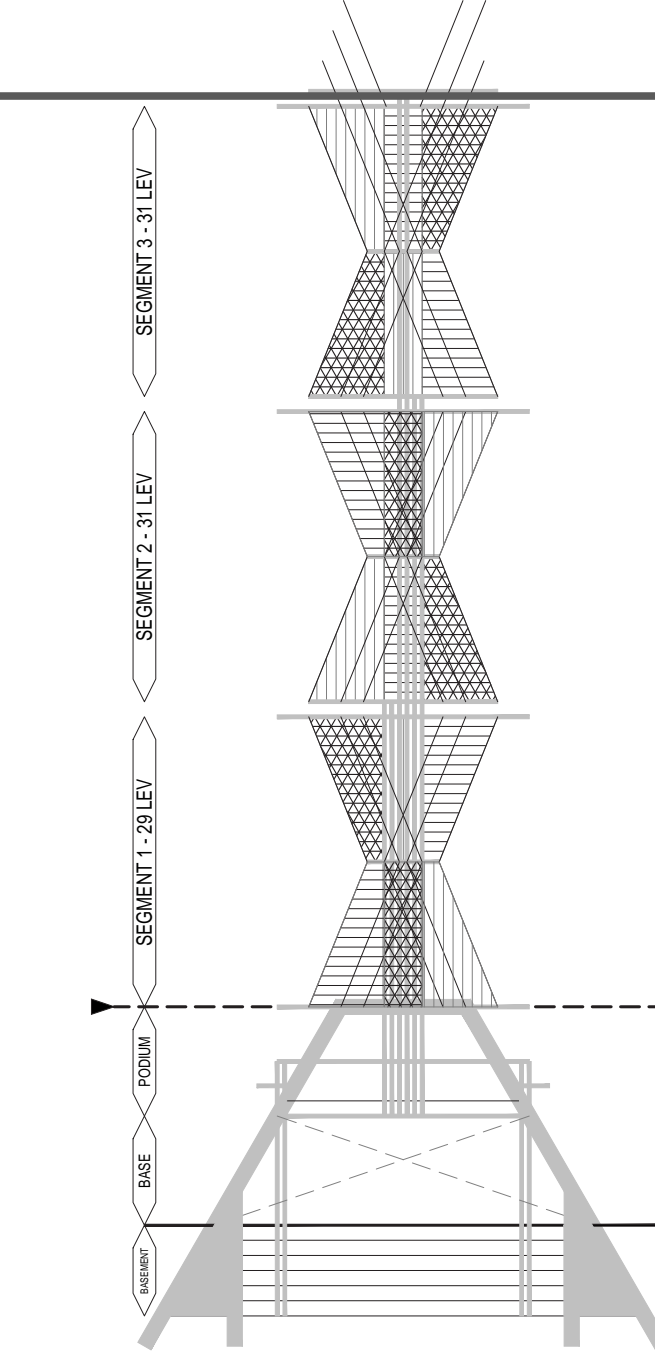




BASEMENT 1 | FOOD COURT & SERVICE LEVEL
SCALE 1:250



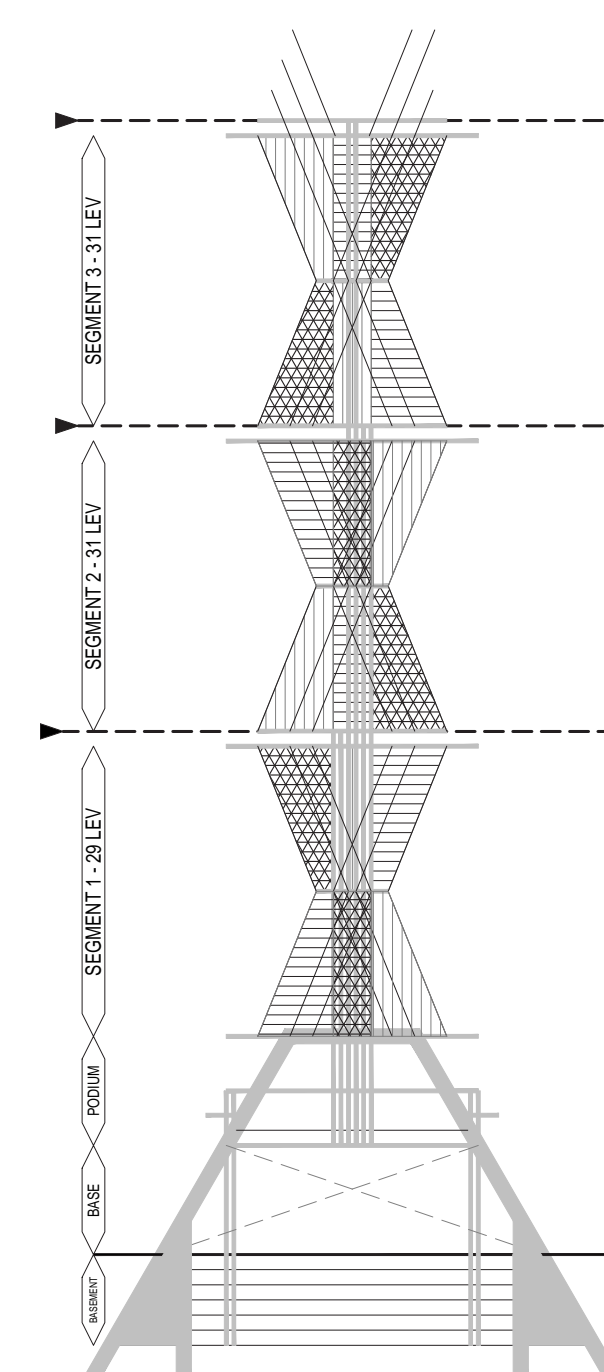
BASEMENT 2 | CARPARK
SCALE 1:250



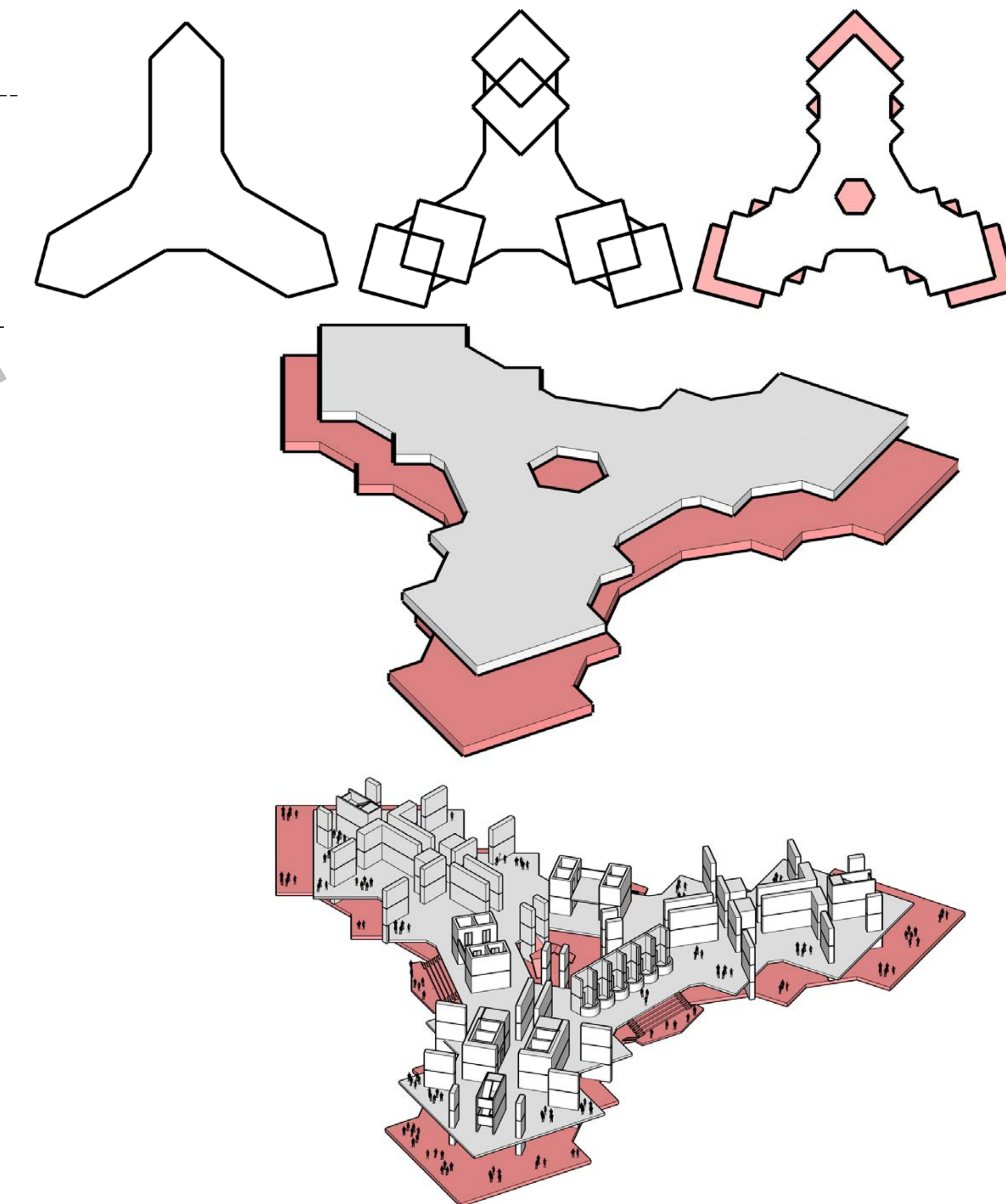
SECTION 1:2400

HALL
DESIGN

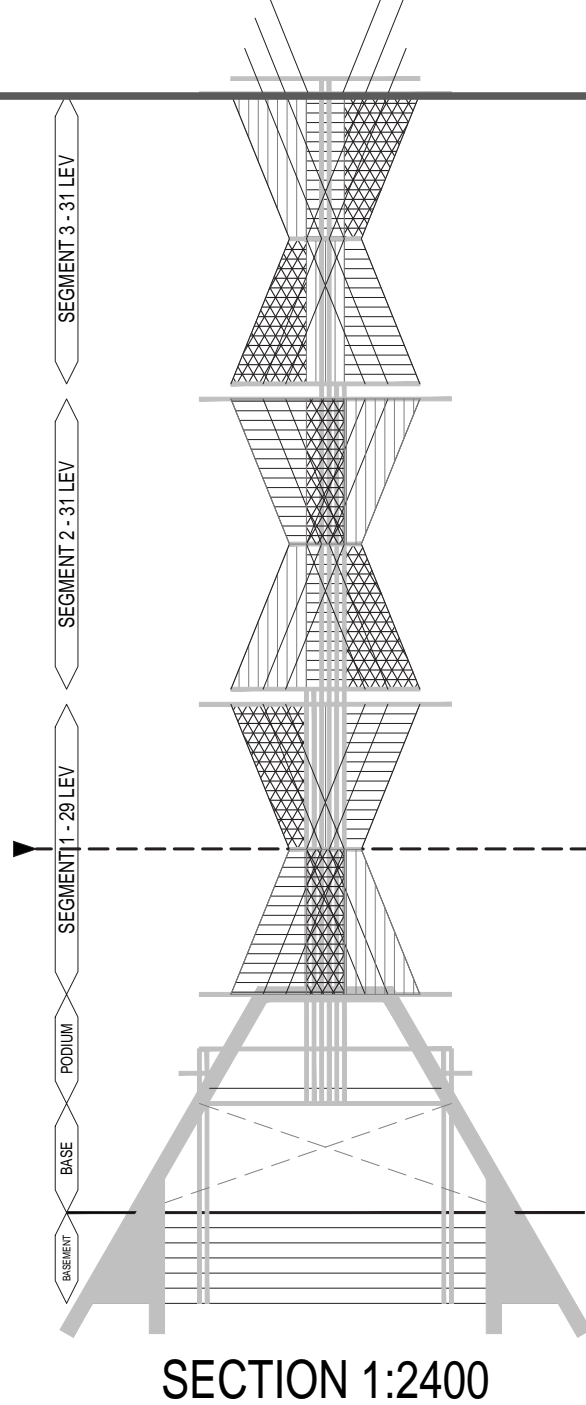
The shape of the profile was formed similarly to the tower profile with the repeated angled square pattern as the inspiration.



SECTION 1:2400



LEVEL 34, 67, 100 | SKY LOBBY B
SCALE 1:250



Micro Society (10000) > Segment Community (3300) > Micro Community (40) > Small Groups (5)

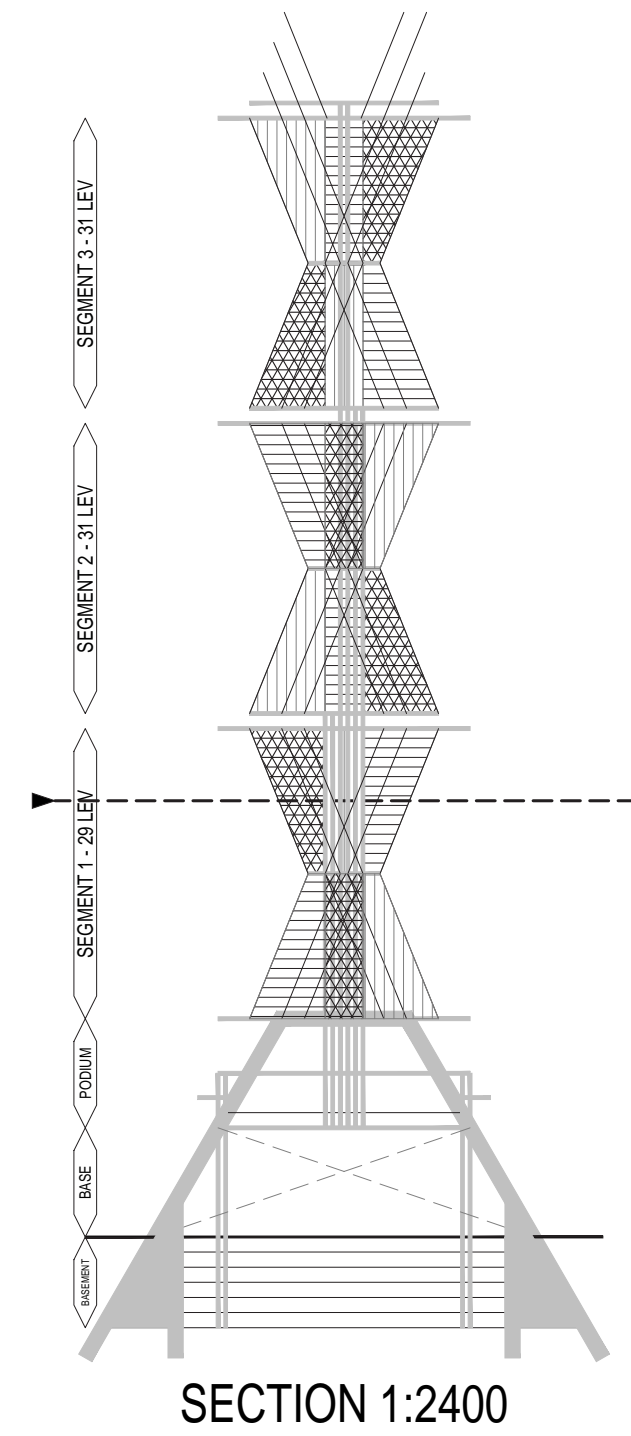
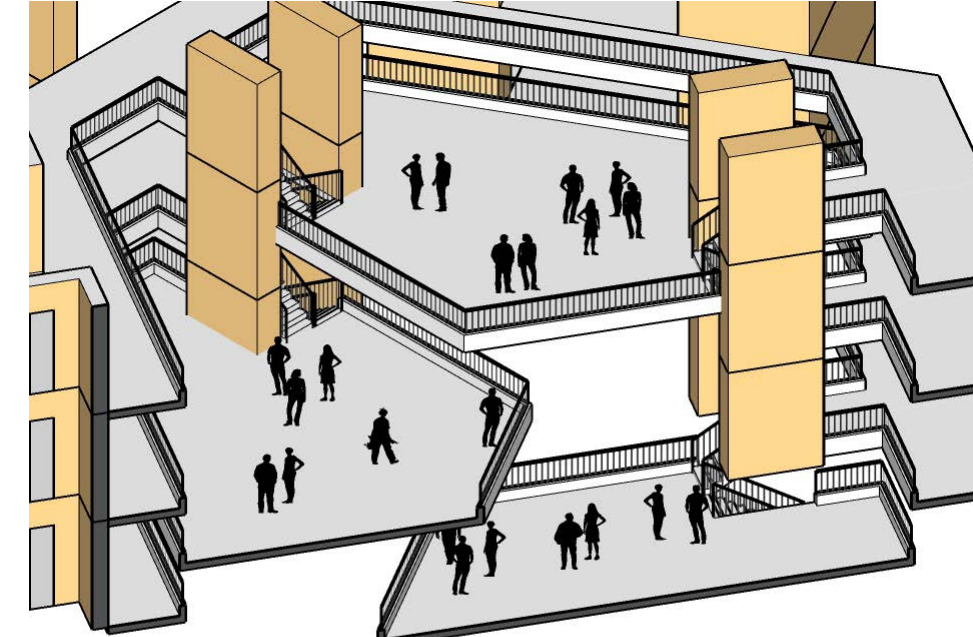
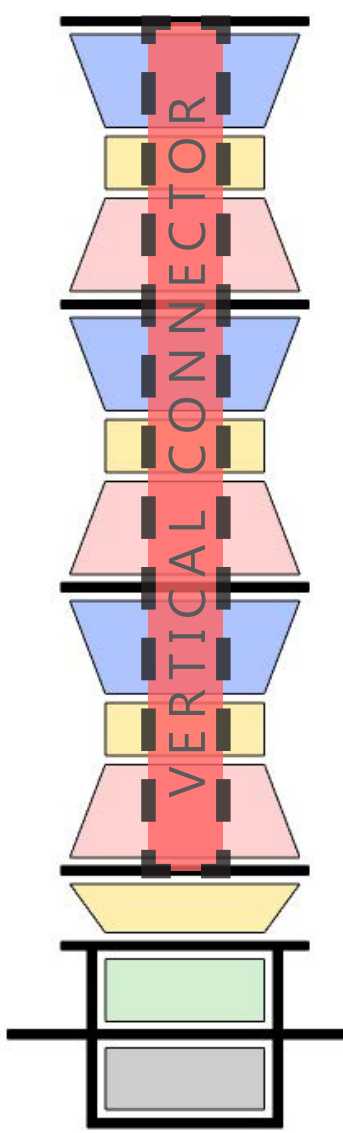
The tower forms a micro society of its own in a particular district of Kampong Bharu. The community within the tower is separated into three major Sectors. Each Sector consists of 3 segments of communities ranging from residential, office and commercial. Each floor represents its own micro community with various small groups of people. One Sector is self-sustaining in a way that people may not need to leave the building as the spaces to live, work and play exist in the Segment itself.

The diagram below shows the way the tower is segmented



The Vertical connector is located at the centre of the tower as highlighted in red shown on the section on the right.

This is an urban connector in vertical axis. The vertical connector is a series of spiral level decks that are arranged in a clockwise spiral manner as it goes up. This connects people vertically by feeling the sense of presence of others from various floors through visuals and sounds on the centre of the tower core. The arrangements create double volume space for the platforms, hence it only allows visual space of up to two levels above and below the observer. This is a reminiscence of the urban scale of the old Kampong Bharu where buildings were mostly single or double storey.



LEVEL 21-32 | VARIATION C (OFFICE)
SCALE 1:250



The roof of vernacular architecture is the main inspiration for the overall facade approach of this project. The traditional elements of the roof are then hybridised with contemporary architecture to form such facades as shown in the design. The facades of the neighbouring building such as Istana Budaya and National Library were used as reference to contemporary architecture inspired by vernacular architecture.



Facade Forms

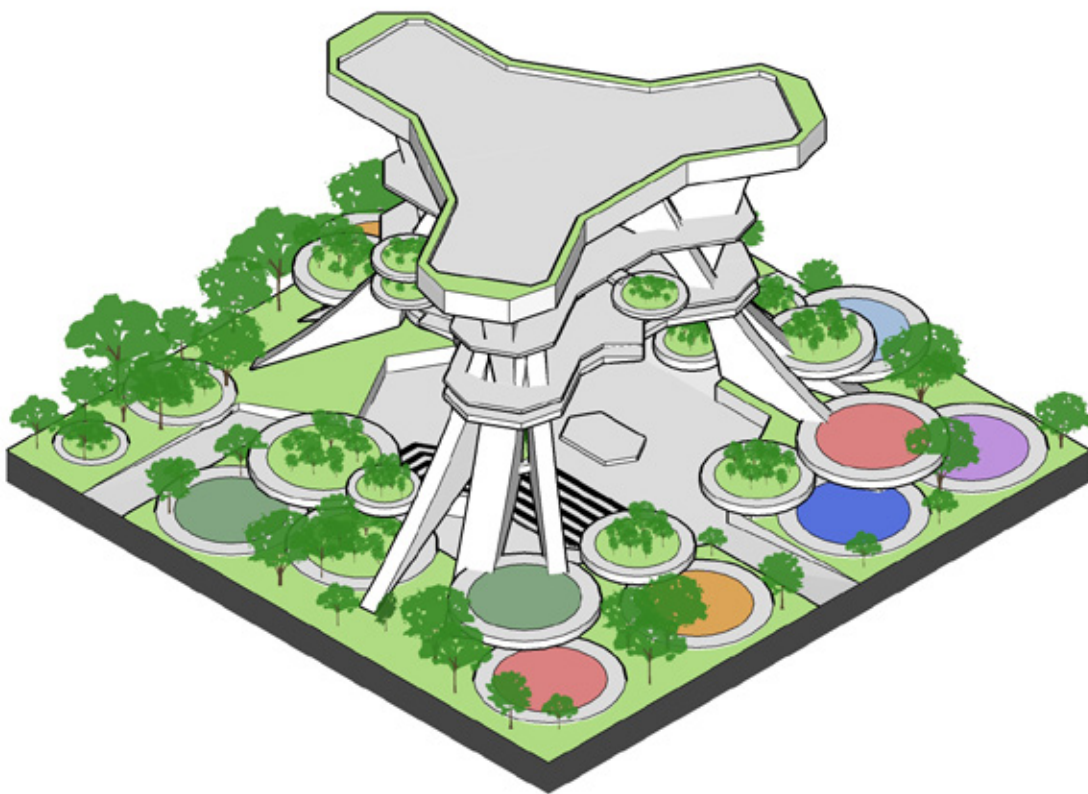
The angled roof profile, sharp edges and pointy forms of the abovementioned buildings are the main inspirations for the facade forms.

Facade Elements

The notable elements of the vernacular architecture as shown on the right are: pitched roof, layered roof, curved roof ridges as well as the ornament on the centre of the roof gable. These elements symbolises the core identity of Malay architecture and will be used throughout the design of the facade.



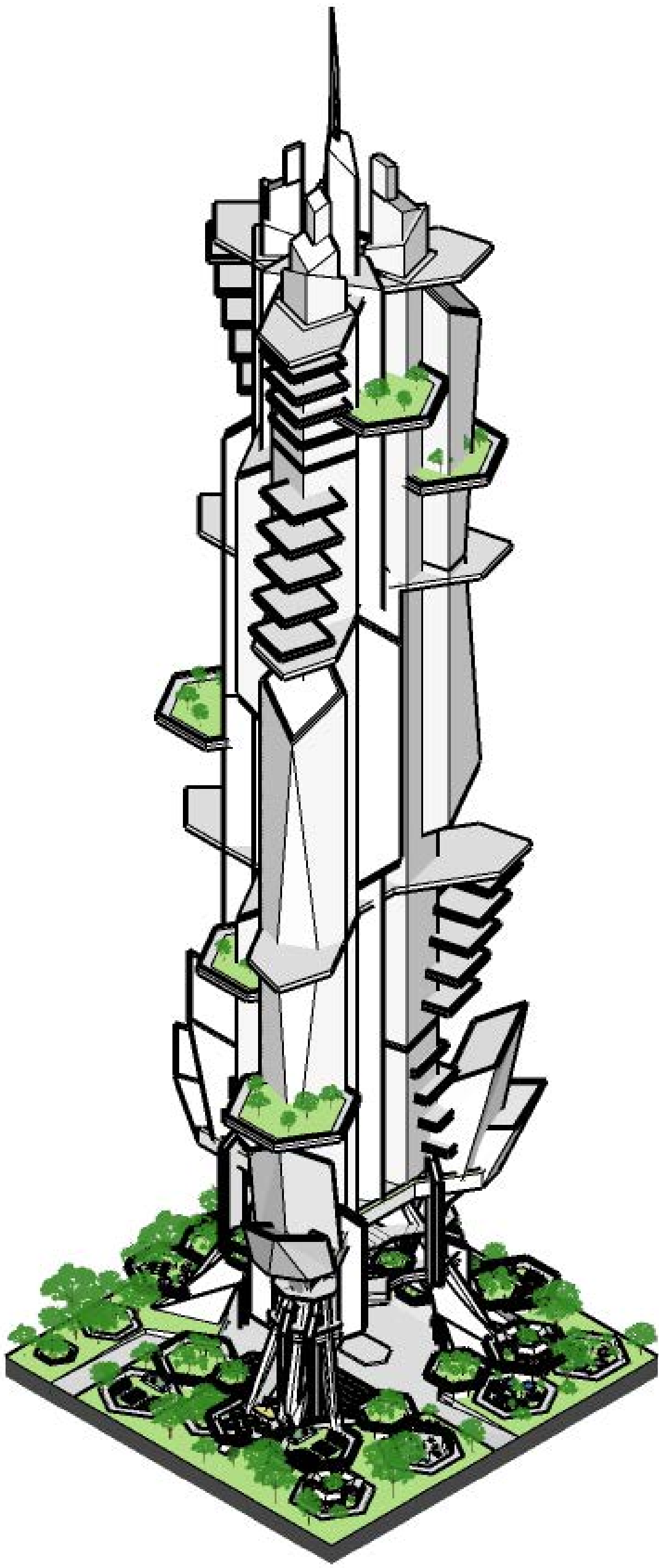
Various Malay architecture elements shown in the diagram.



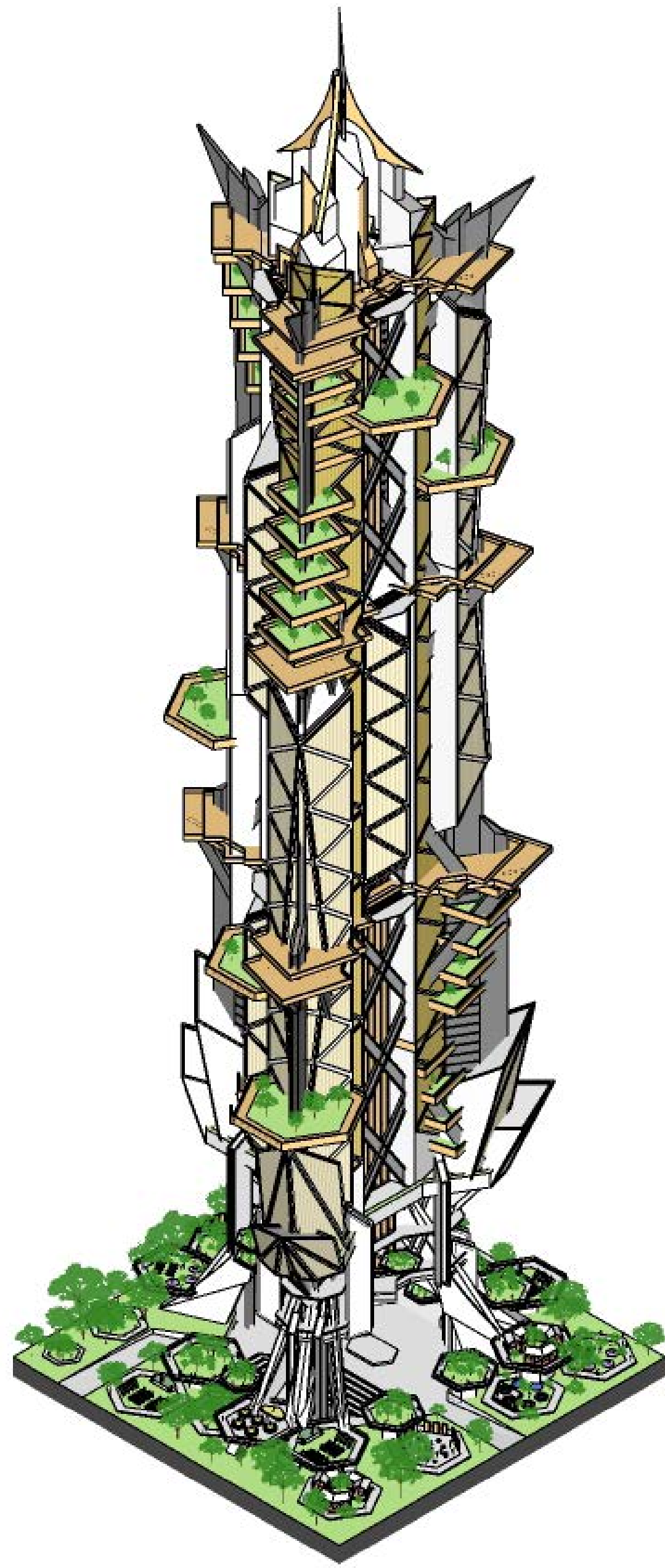
BASE STRUCTURE



BASE FACADE

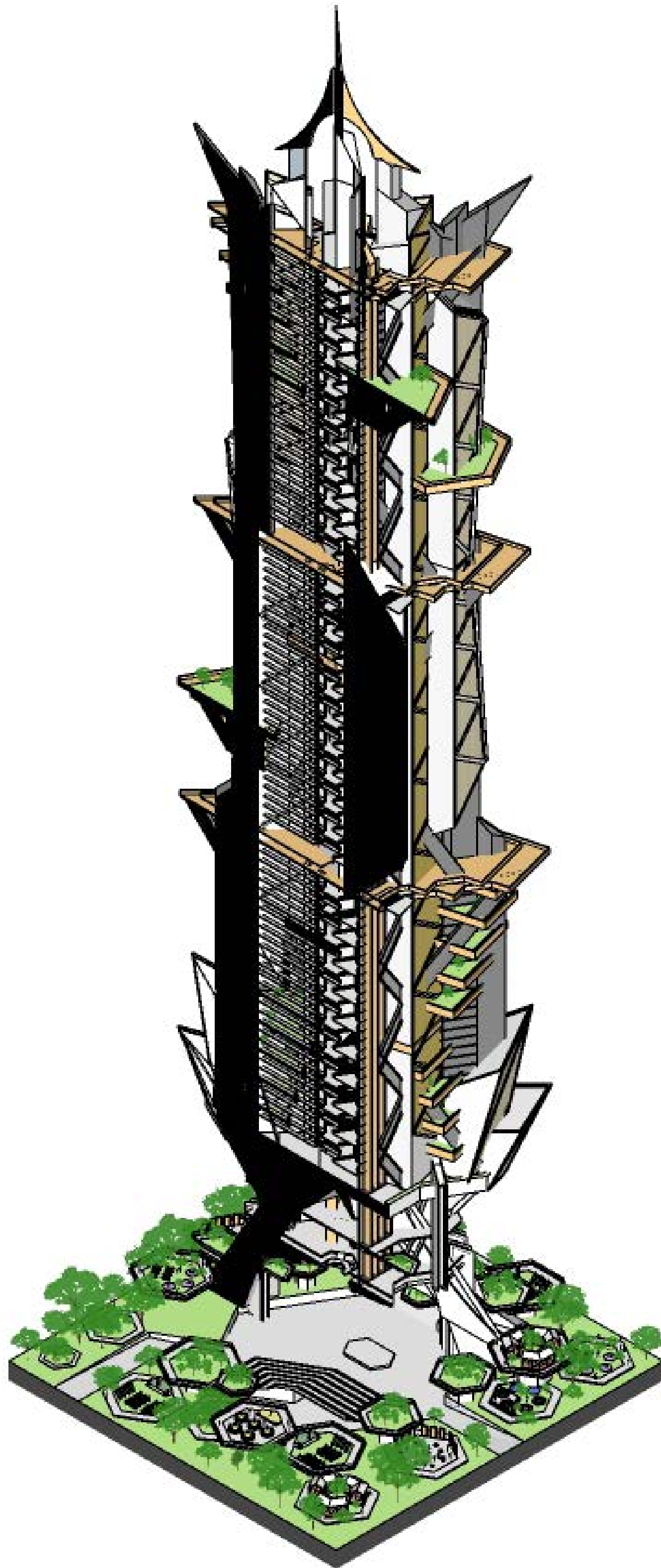
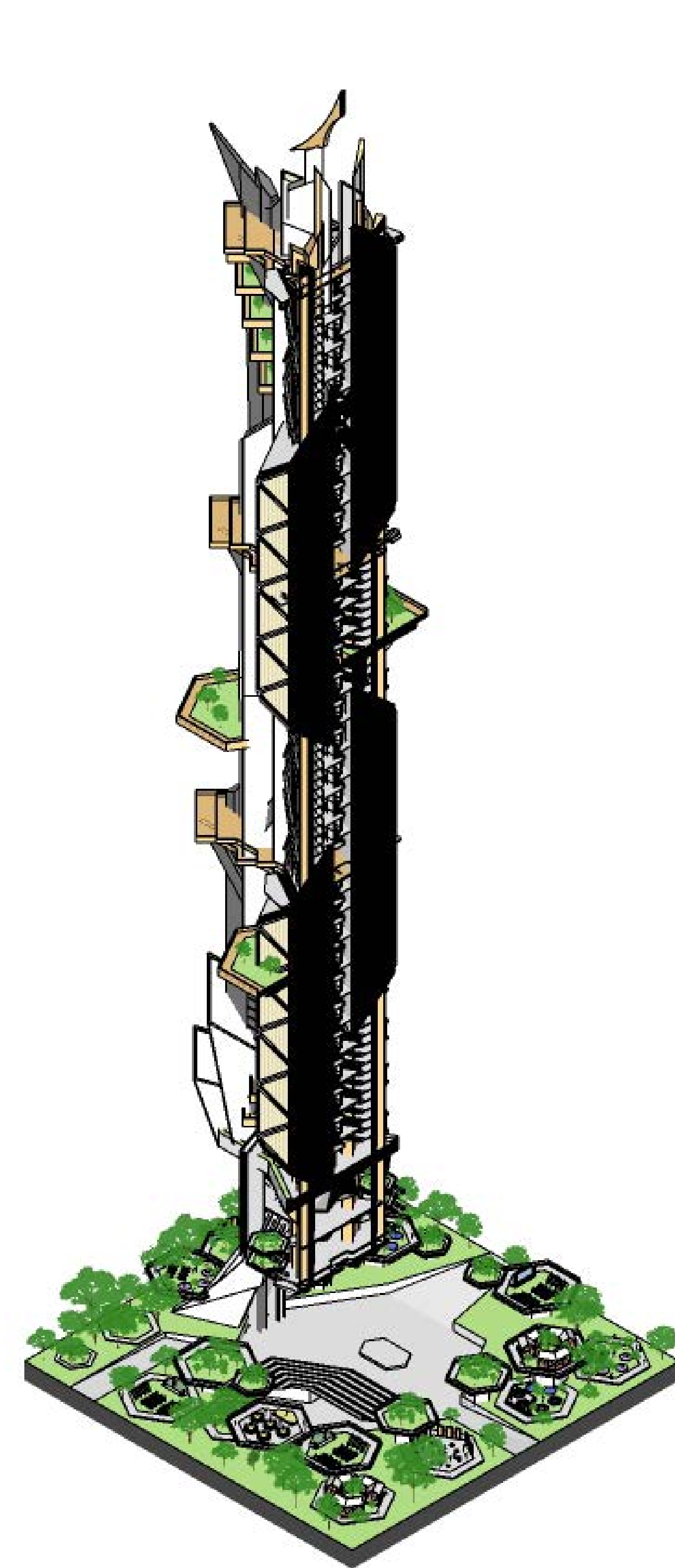


TOWER RAW FORM

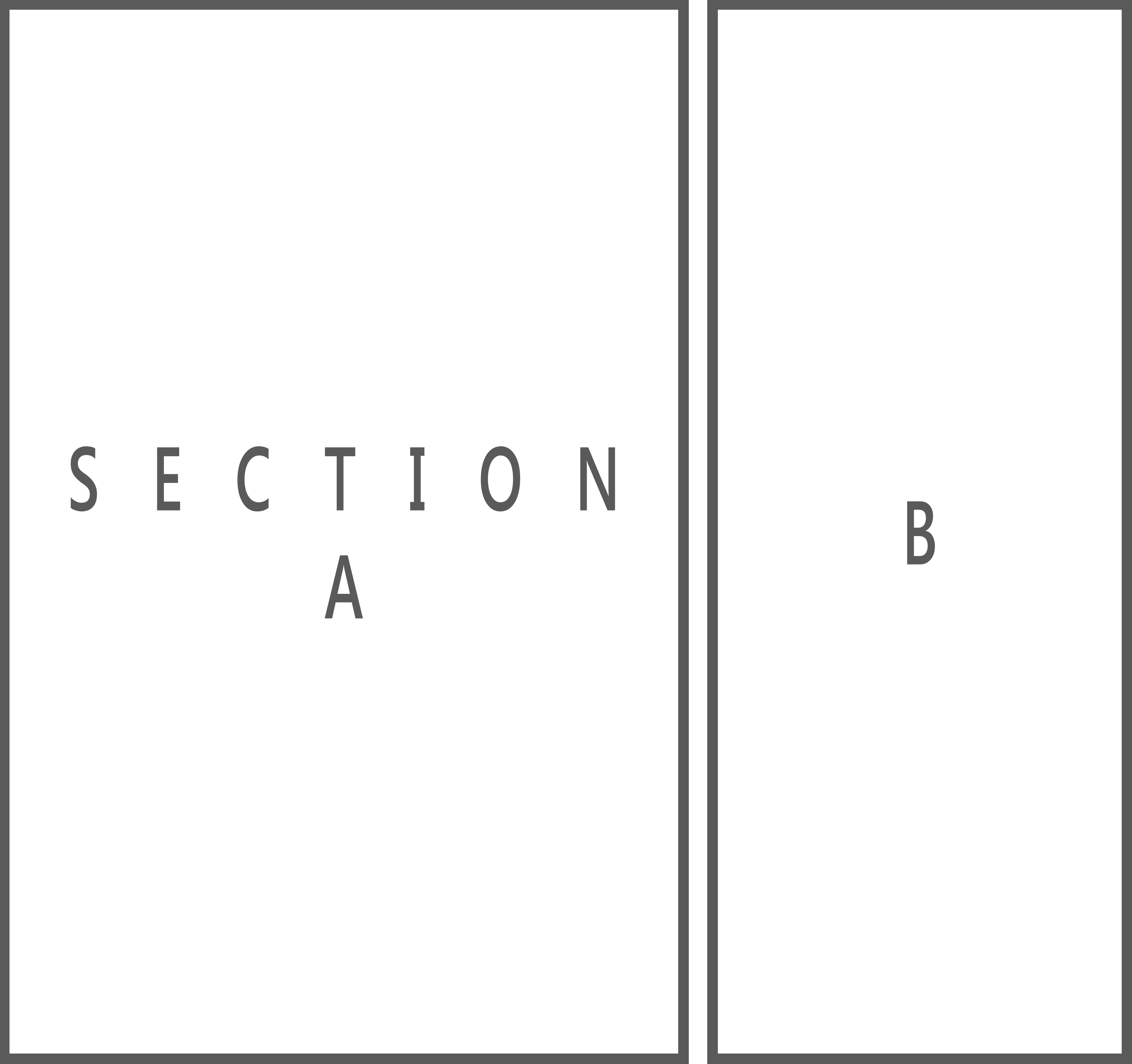


FINAL

SECTIONAL ISOMETRY



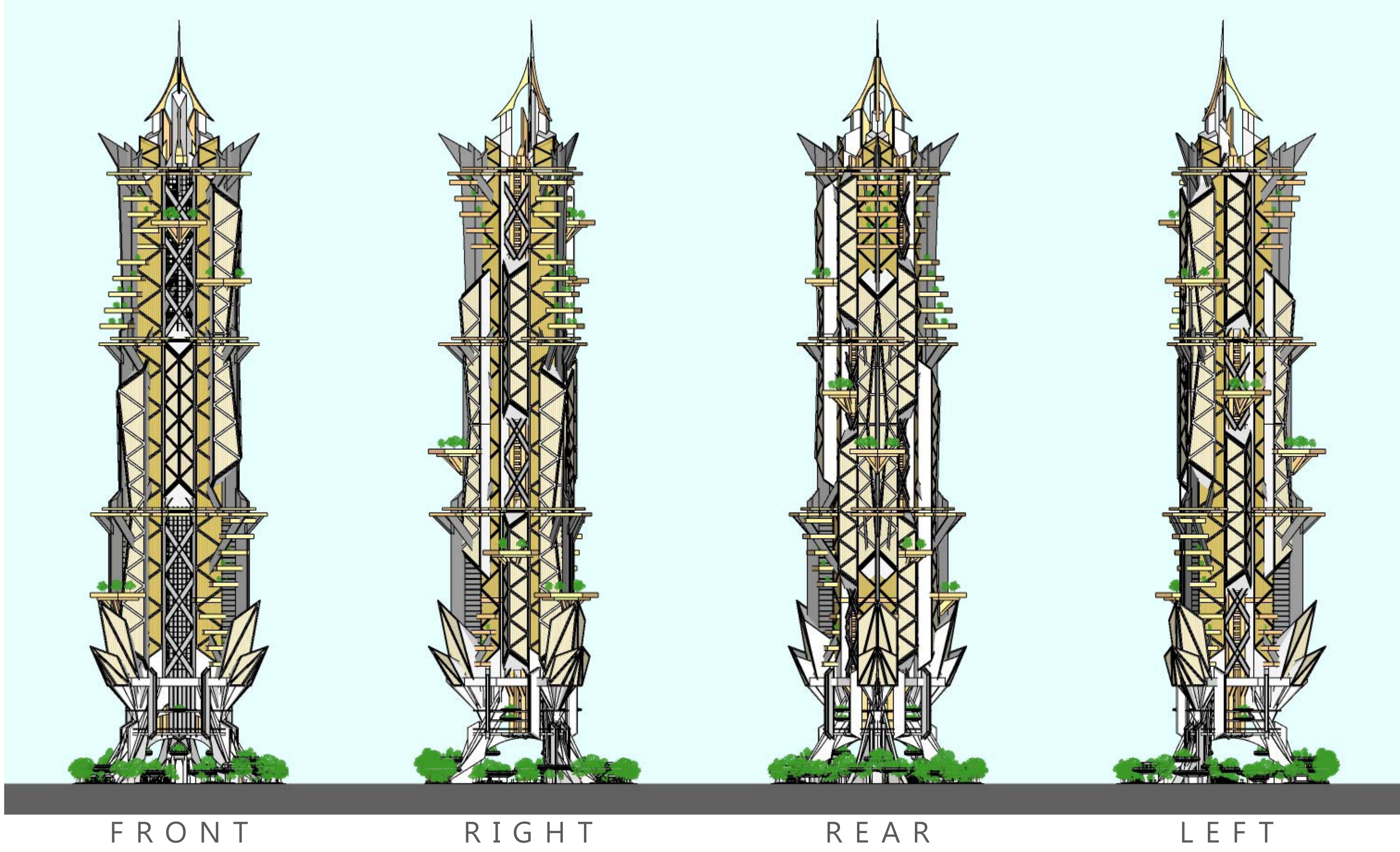
K I L L E R
P E R S P E C T I V E



SECTION A
SCALE 1:250

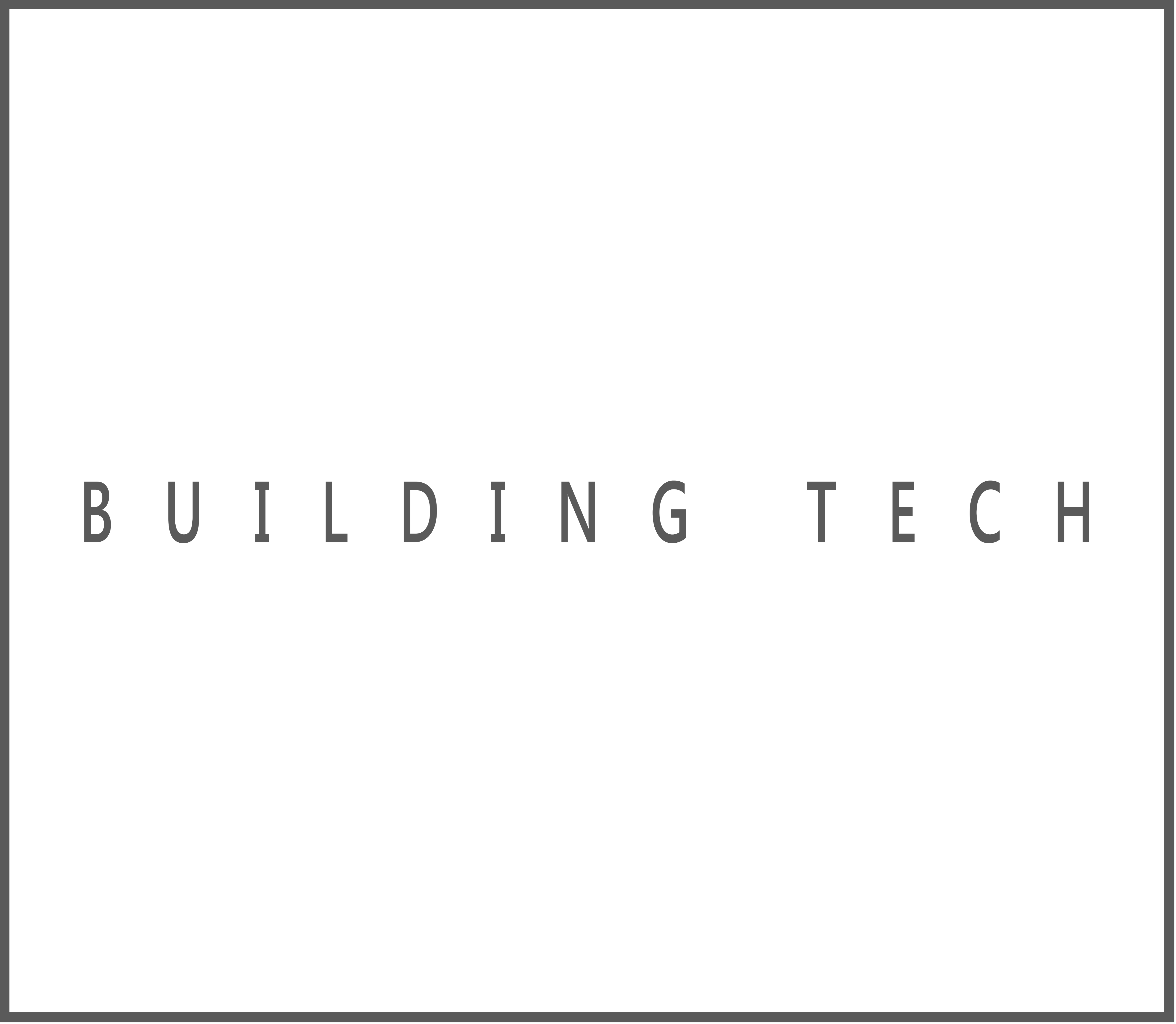
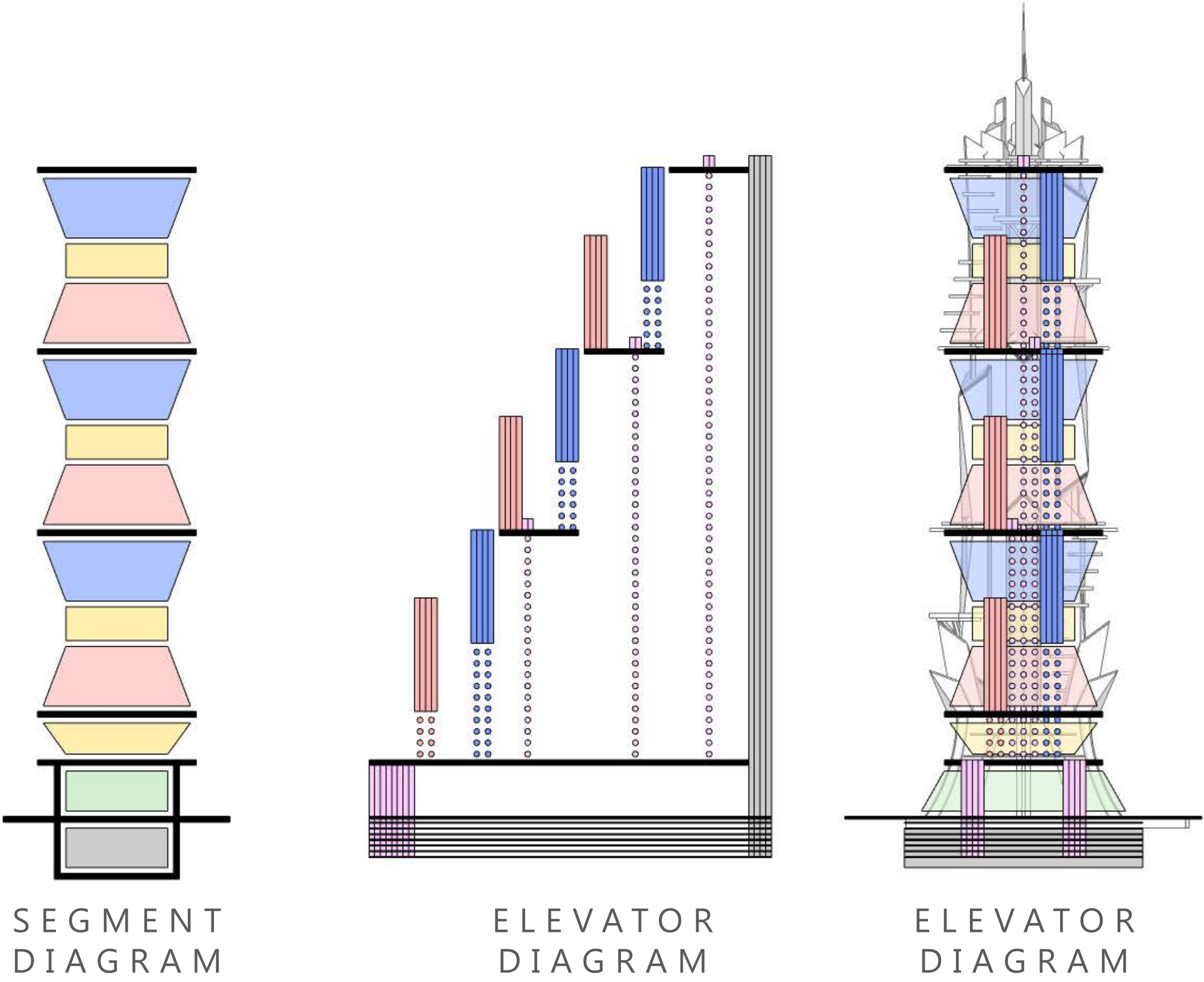
SECTION B
SCALE 1:250

ELEVATIONS



VERTICAL TRANSPORT SYSTEM

The building utilises double-decker express elevators for higher volume of passengers, thus it will only have a pair of express elevators for each sector.



BUILDING TECH