

Shellular Skate Park

Madrid, Spain Erika Meller, Munenari Hirrata, Zach Price, David Nunez

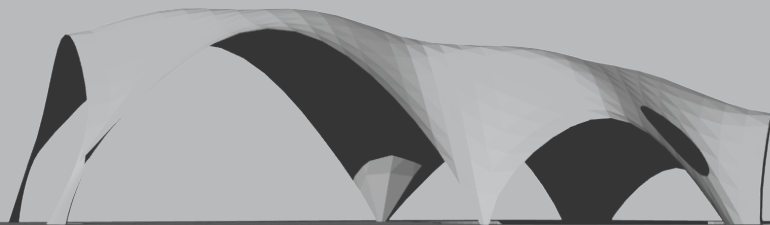


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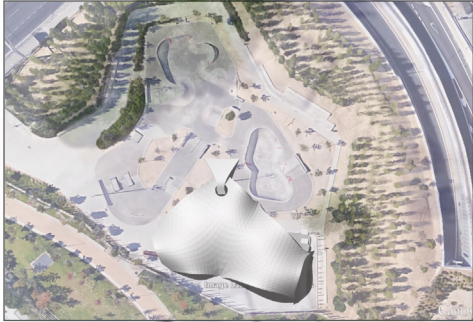
[Shellular Skate Park]

Madrid, Spain

The form of the shell appears to manipulate the ground plan as it ripples from the earth, mimicking the abstract curves of skating bowls and ramps. The foundation is hidden to emphasize how the shell flows seamlessly into the earth, to excite the minds of the skaters using the park. Hidden footings also give the illusion that our shell is structurally supporting itself.

Transition to the ground are designed using the natural curvature of our edge conditions, harmoniously integrating the shell to the existing park. A smooth shell also helps create seamless changes in thickness of the shell itself, allowing the shell to be very thin where it can be, and thicker where it structurally needs it to be. Promoting more skater interaction, the shell's large oculus is a skate-able opening equipped with a ramp which drops off into the skate bowl inside the shell. Two of the shell's ground points are cast-in seats. Two of the other legs of the shell allow for skating on up until a certain height, marked off by a change in surface textures.

During the day the shell allows in natural sunlight through the funicular openings and the small oculi patterns. Large funicular openings visually connects the interior of the shell to the exterior park. At night LED strips run along the opening lips and illuminate the shell. Additional ground lighting fixtures point out from the ground to illuminate the walls of the shell as well, expressing the smooth underside of the shell and its cohesiveness. The transition of passive day light to colored LED light at night invites occupants to take shelter in this structural haven.

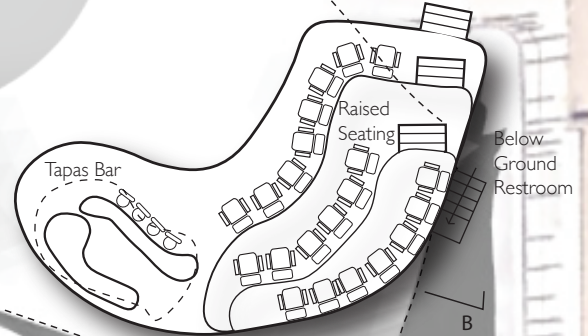


A

B

A

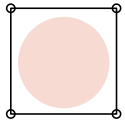
B



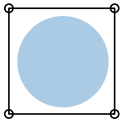
Level 1

Form Generation

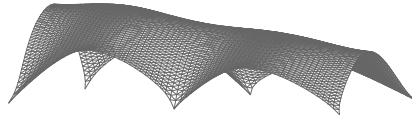
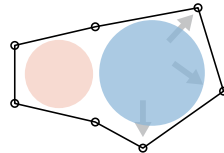
Tapas bar
and Seatings



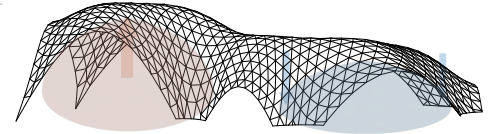
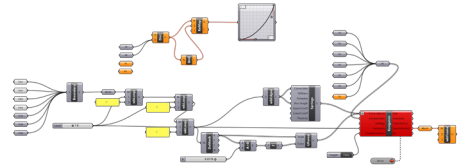
Skate bowl



Two Main Program

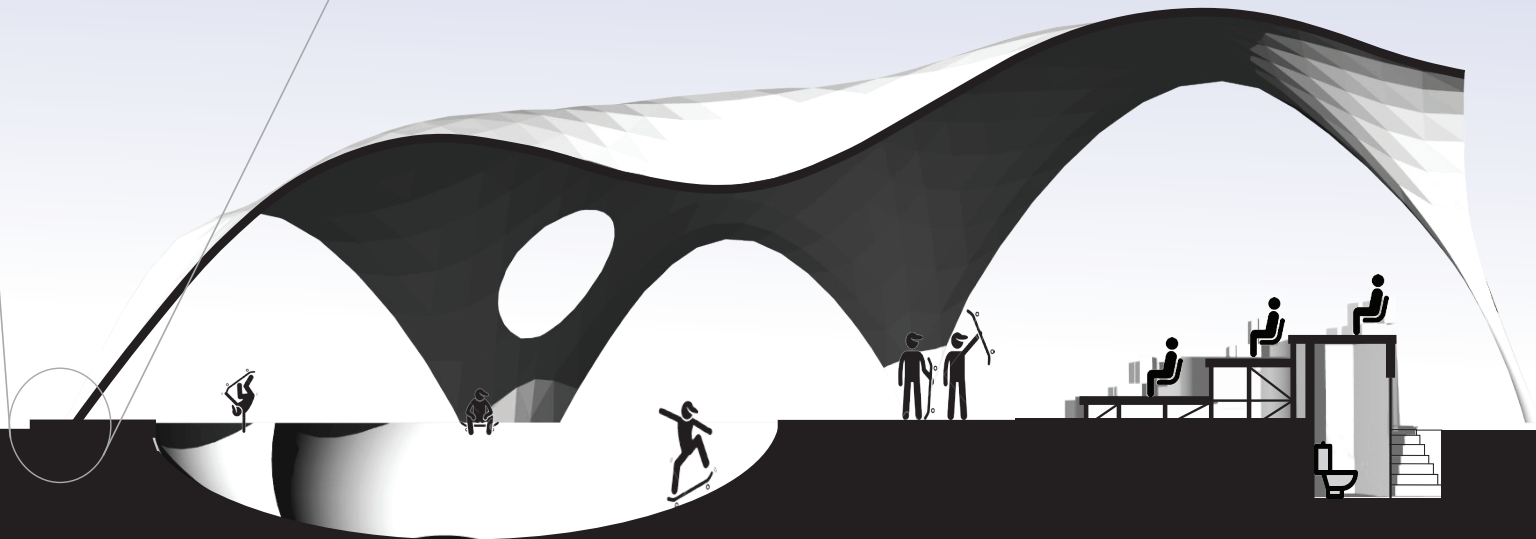
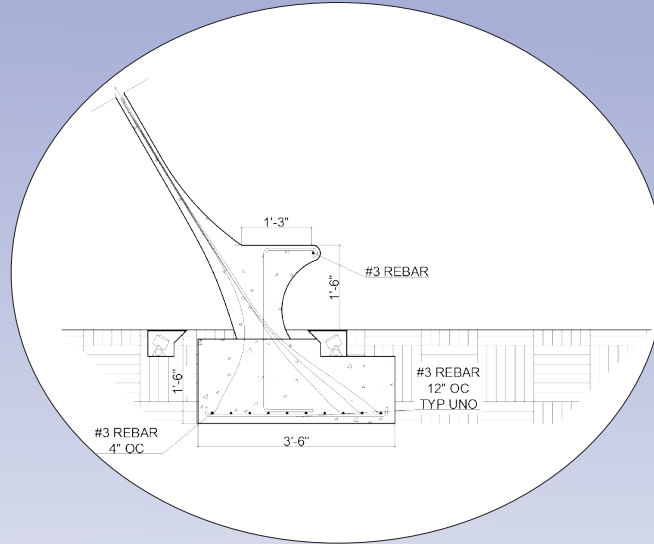
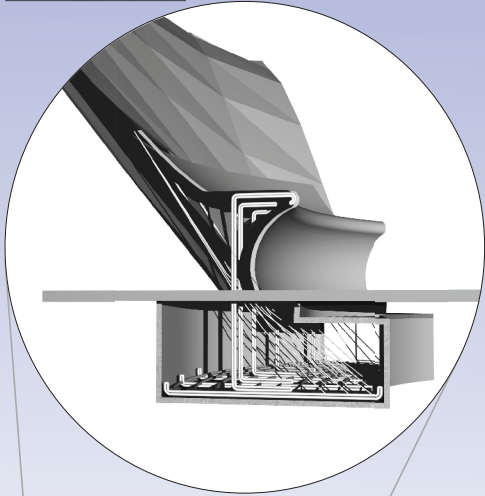
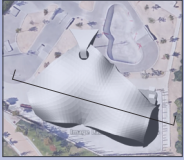


Combine and Expand

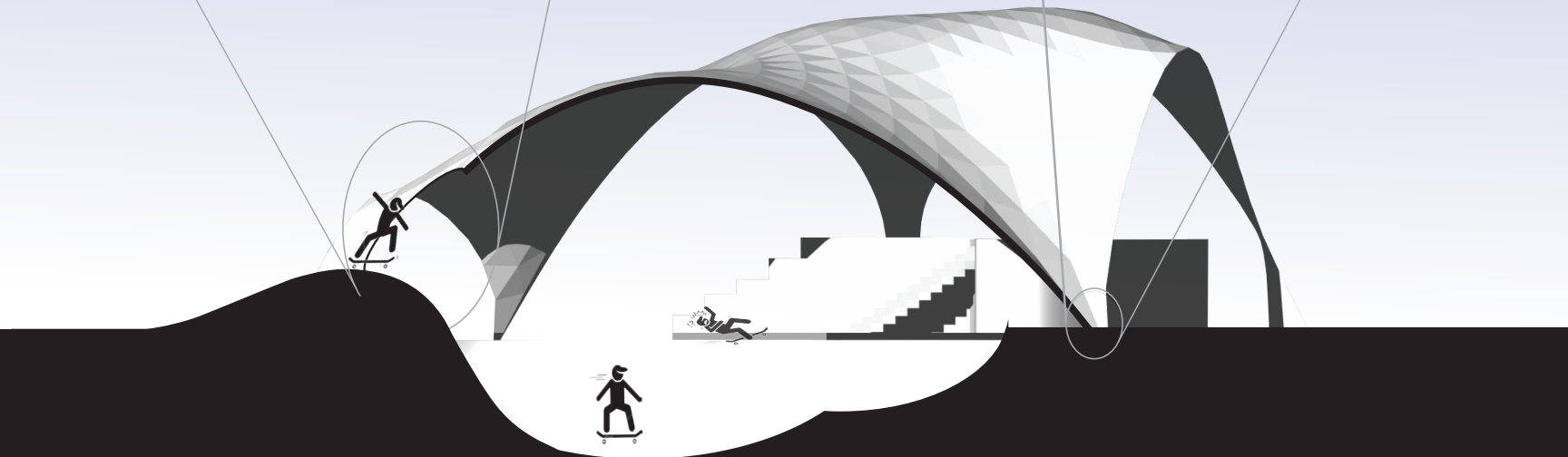
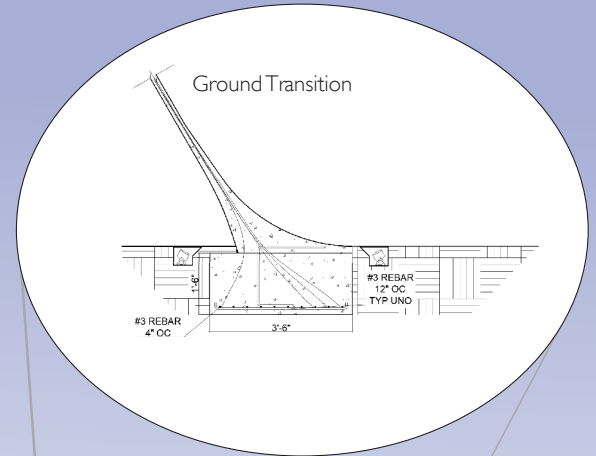
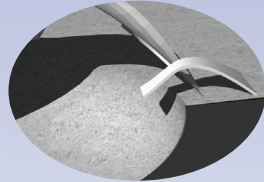
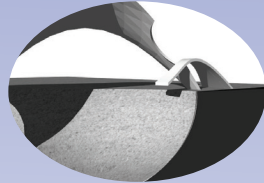
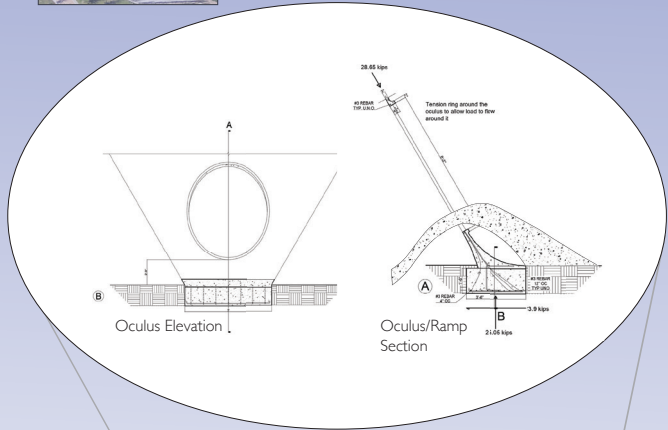
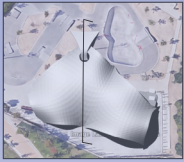


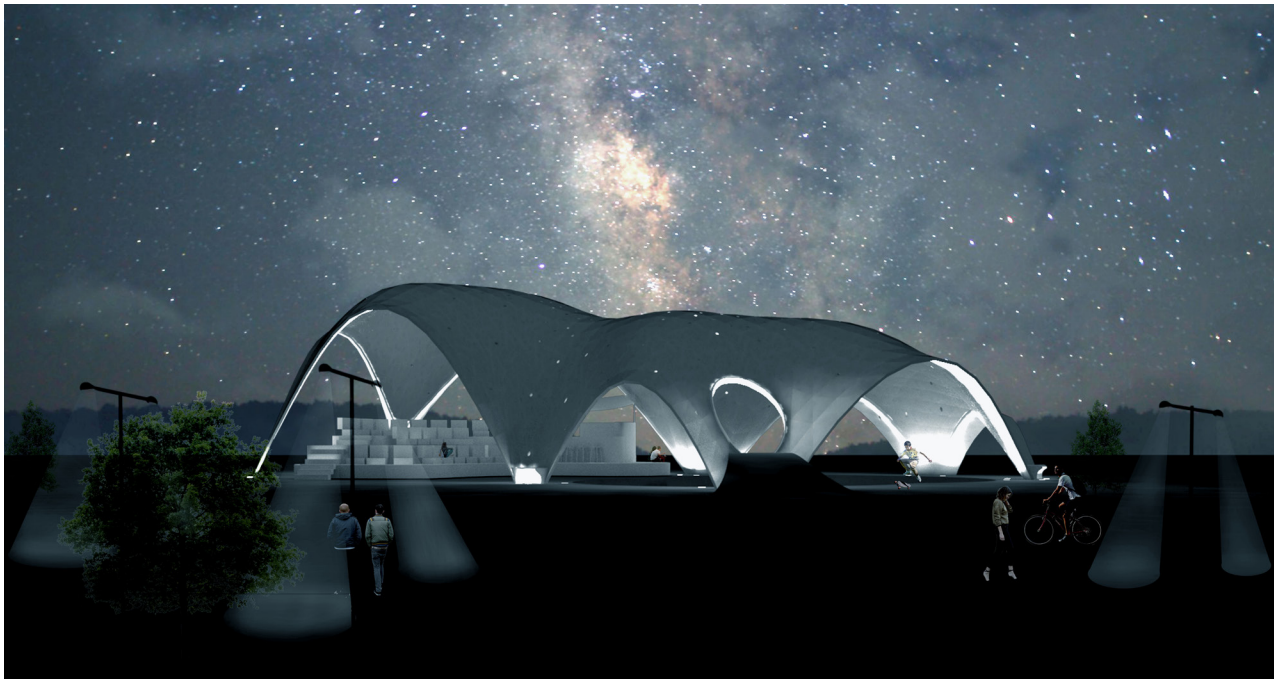
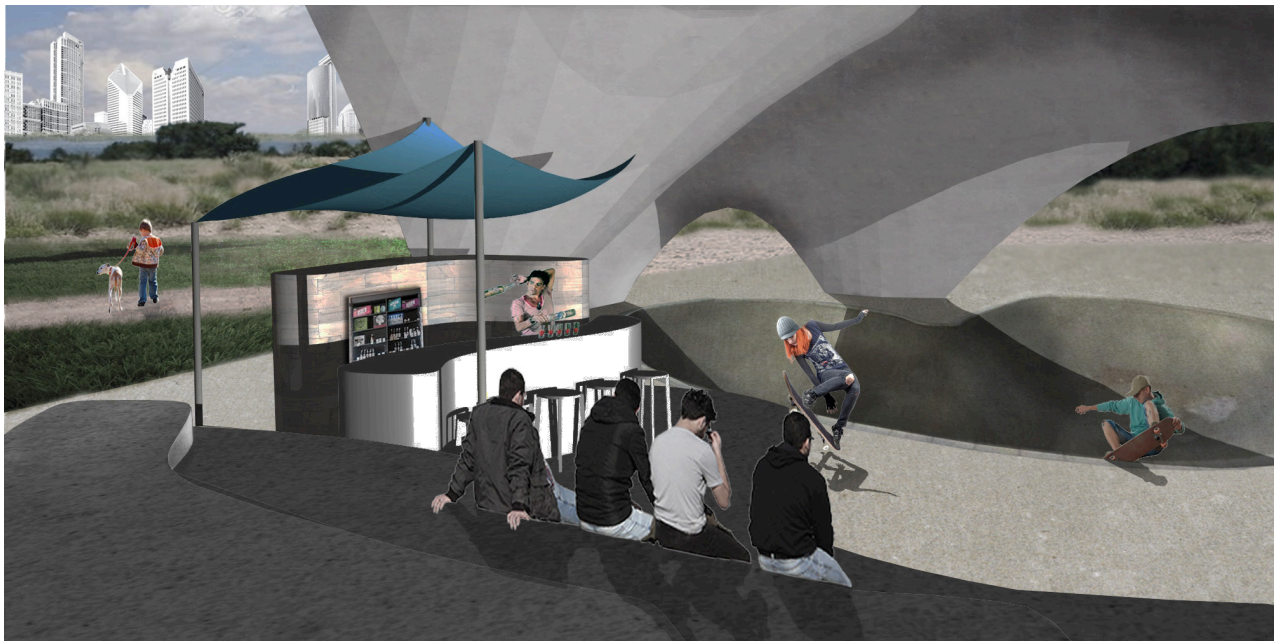
Changing Height

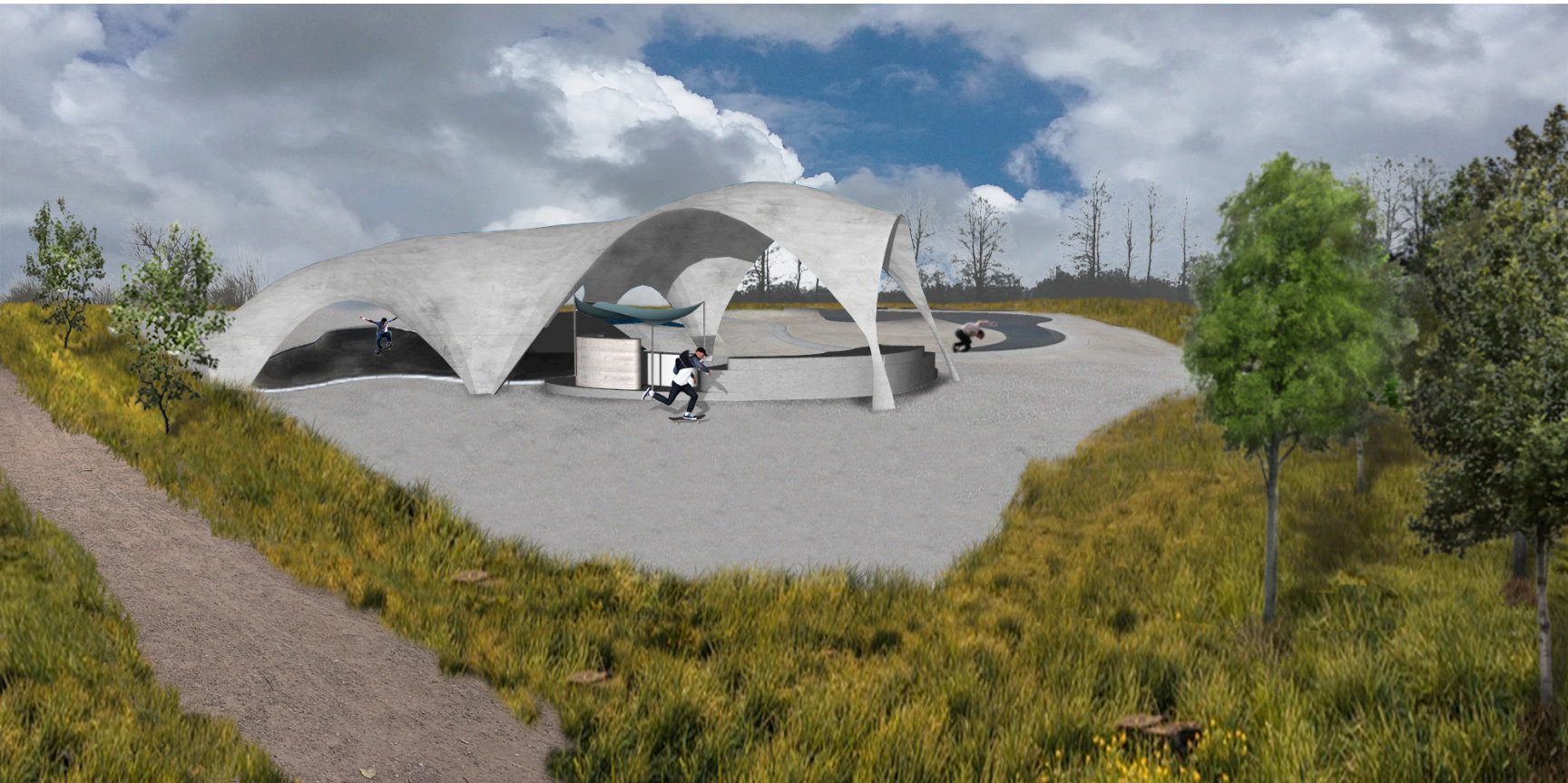
Section AA | Seat Foundation |



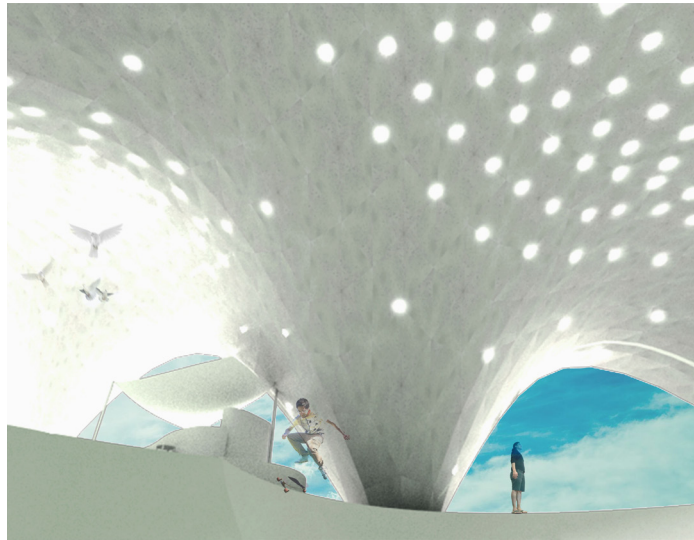
Section BB | Oculus Detail | Ramp Detail |



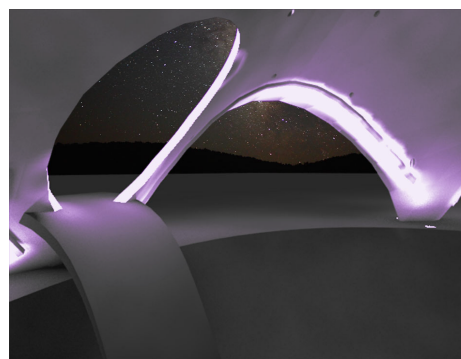
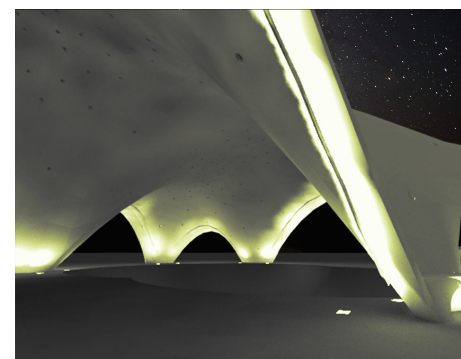
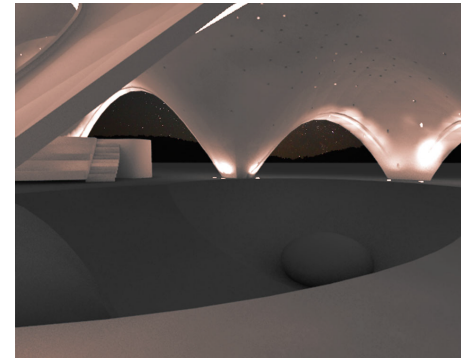
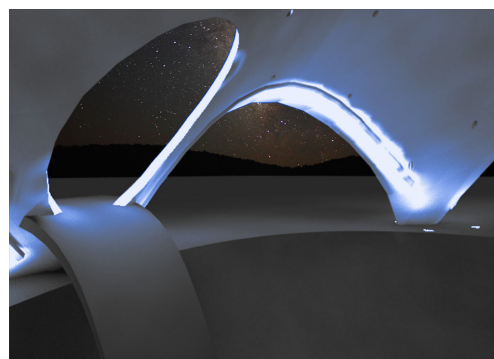
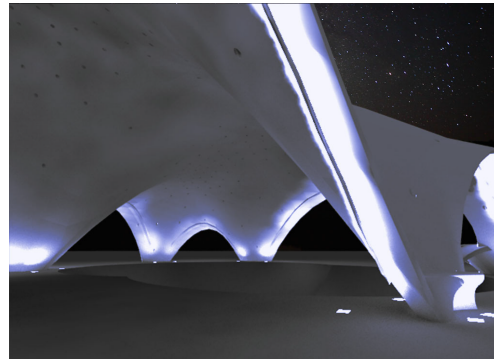
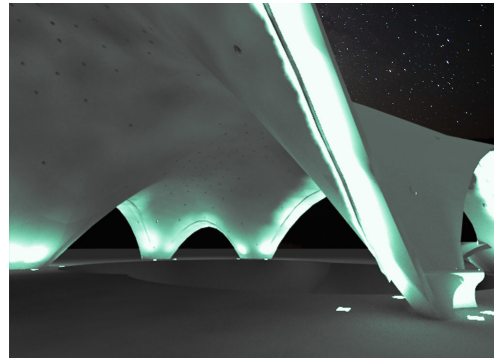


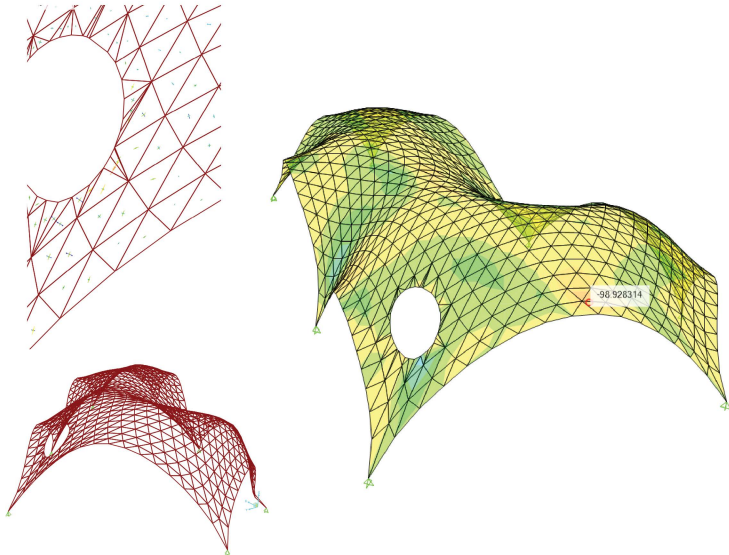


Passive Daylight Oculi

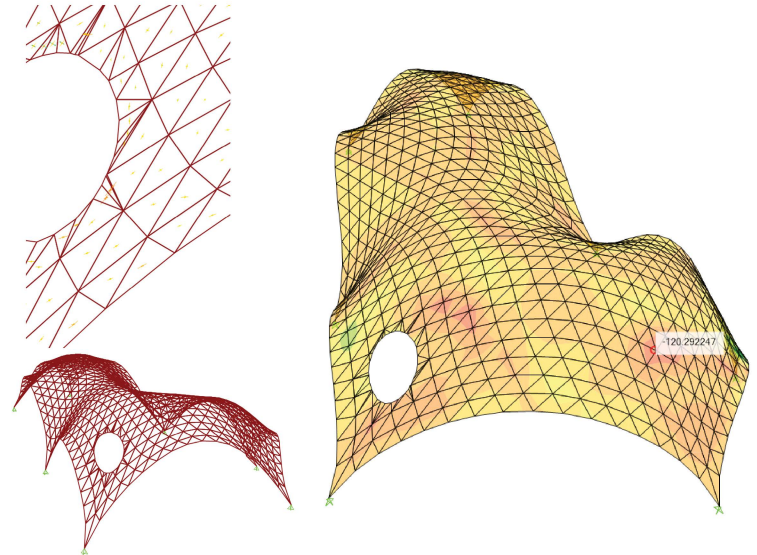


Night Time LED

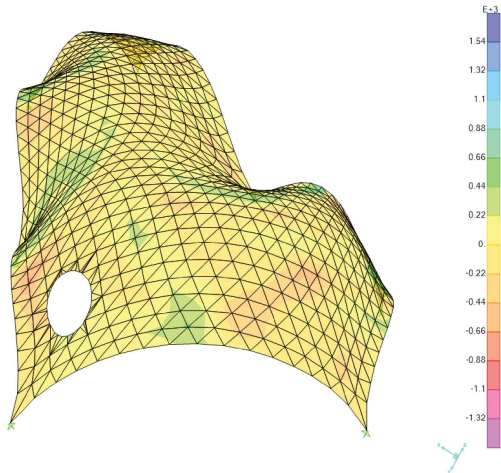




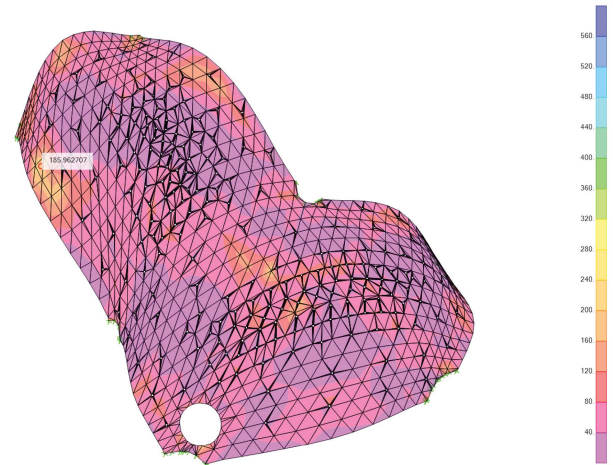
I.5 inch SAP model



Improved SAP



Lateral Gravity Load

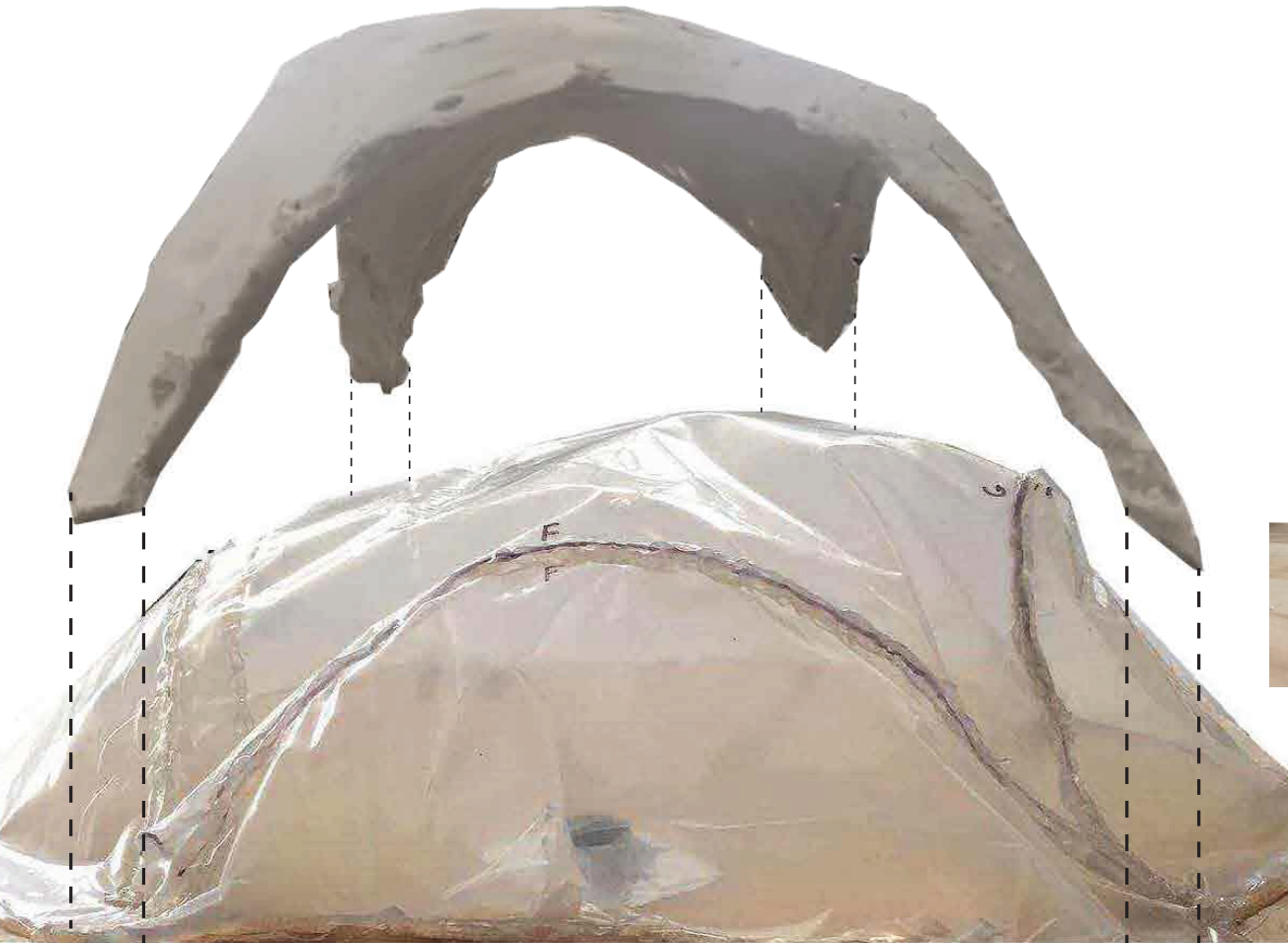


Max shell stress time history

Small Model Process

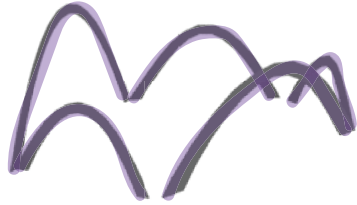
Plaster and 5mm plastic



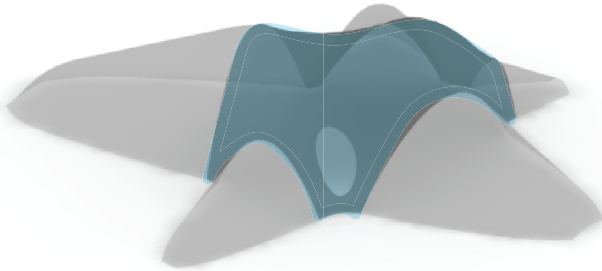


Formwork Process

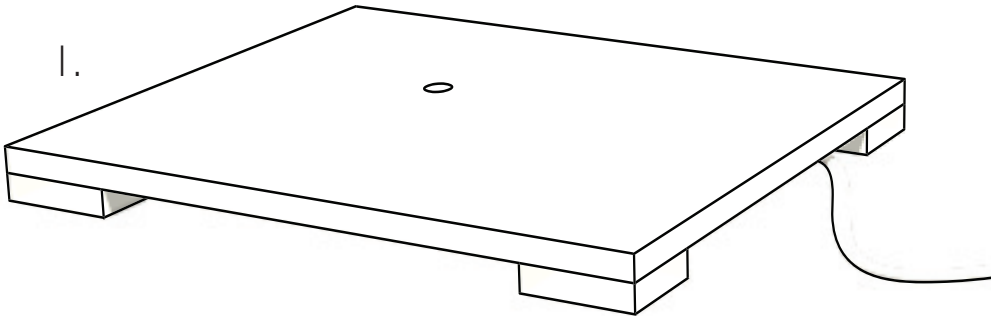
3.



2.



1.



Flattened Formwork

Flattened form generated from Squish command in Rhino

Cardboard Pattern



Flattened Formwork



Inflatable formwork works!



