

DAY1

パンデミック後のライフデザインと建築を探る Exploring Life Design and Architecture after the Pandemic

2020年12月10日(木) 15:00~17:30 | Dec. 10, 2020, 15:00-17:30



Nothing new? Architectural research for life (before and) after the pandemic

新しいものはないのか？パンデミック前と後の生活のための建築研究

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Summary 要旨

Life might not be radically different after the pandemic, but the pandemic has confronted us with the inefficiencies in the way our lives, and the built environment as an extension of this, have been organized. Why do we need to commute daily between residential, suburban neighborhoods and a Central Business District, when much of the same work can be done from the comfort of our home or distributed workplaces nearby. This question is not new, but the 'new normal' has prioritized it. When the School of Design and Environment at NUS conceived its new SDE4 building, it recognized that we must practice the sustainability we teach in Architectural education and designed and constructed a building that adopts, among other features, a hybrid cooling system where air is cooled to a higher degree, never recirculated, and ventilators assist in achieving a comfortable indoor climate. While increasing sustainability and improving well-being, it is also better adapted to the addressing the pandemic, with windows that can be opened and indoor air that is never recirculated but always drawn from the outside. None of

these ideas are new, but we have simply been too locked into our habitual ways of doing things. I will present a number of research projects that were all conceived off before the pandemic but will assist in designing for life and architecture after the pandemic.

パンデミック後の生活は根本的には変わっていないかもしれないが、パンデミックは私たちの生活とその延長線上にある建築環境の非効率性に直面している。同じ仕事の多くが自宅や近くの分散した職場で快適にできるのに、なぜ私たちは毎日、住宅地や郊外の住宅地と都心のビジネス街を行き来しなければならないのだろうか。この問題は新しいものではないが、「ニューノーマル（新常態）」はこの問題に優先権を与えている。国立シンガポール大学のデザイン環境学部が新しい SDE4 校舎を構想したとき、建築教育で教える持続可能性を実践しなければならないと認識し、他の特徴の中でも特に、空気をより高いレベルまで冷却し、決して再循環させず、換気装置が快適な室内気候を達成するために支援するハイブリッド冷房システムを採用した建物を設計・建設した。持続可能性を高め、幸福度を向上させる一方で、窓を開けることができ、室内の空気は決して再循環されず、常に外部から取り込まれるようになっているため、パンデミックへの対応にも適している。これらのアイデアはどれも新しいものではないが、私たちは習慣的なやり方に囚われすぎているだけである。私は、パンデミック前に考案された研究プロジェクトをいくつか紹介するが、パンデミック後の生活や建築の設計に役立つだろう。

Short bio 略歴

Rudi Stouffs is Dean's Chair Associate Professor and Deputy Head (Research) at the Department of Architecture, School of Design and Environment, National University of Singapore. He received his PhD in Architecture from Carnegie Mellon University, an MSC in Computational Design, also from CMU, and an MSc in Architectural Engineering from the Free University Brussels. He has held previous appointments at Carnegie Mellon University, ETH Zurich, and TU Delft.

At NUS, he leads the Architectural and Urban Prototyping lab, is Research Thrust Leader for Parametric BIM in the NUS Centre of Excellence in BIM Integration, and a Principal Investigator in the Future Resilient Systems II research programme at the Singapore ETH Centre. He is also vice-president (elect) of eCAADe, the association for Education and research in Computer Aided Architectural Design in Europe.

His research expertise and interests include computational issues of description, modelling, and representation for design, in the areas of shape recognition and design generation, building information modelling and analysis, virtual cities and digital twins.

ルディ・スタフスは、シンガポール国立大学デザイン環境学部建築学科長准教授、兼副学科長（研究）。カーネギーメロン大学で建築学の博士号、同じくカーネギーメロン大学でコンピューショナルデザインの修士号、ブリュッセル自由大学で建築工学の修士号を取得した。カーネギーメロン大学、ETH チューリッヒ、デルフト工科大学を経て、現在に至る。

国立シンガポール大学（NUS）では、建築・都市プロトタイプングラボを率い、NUS センターオブエクセレンスの BIM 統合におけるパラメトリック BIM の研究推進リーダー、シンガポール ETH センターの Future Resilient Systems II 研究プログラムの主任研究員を務めている。また、ヨーロッパのコンピュータ支援建築設計の教育と研究のための学術組織である eCAADe の副会長（選出）も務めている。

彼の研究の専門知識と関心は、形状認識とデザイン生成、建物情報のモデリング（BIM）と解析、仮想都市とデジタルツインの分野での設計のための記述、モデリング、表現の計算問題を含む。

NOTHING NEW? ARCHITECTURAL RESEARCH FOR LIFE (BEFORE AND) AFTER THE PANDEMIC


AIJISA – 10 DECEMBER 2020

Rudi Stouffs
Dean's Chair Associate Professor



SDE4 SINGAPORE'S FIRST NEW-BUILD NET-ZERO ENERGY BUILDING


Located within the National University of Singapore's School of Design and Environment, the new six-storey building is a living laboratory to demonstrate and explore human-centric approaches for integrated sustainable development. A suite of strategies are deployed to reduce the building's energy demands and to generate all the energy it requires.

 An array of 1,225 **solar photovoltaic panels** installed on the roof is capable of supplying more than 500 MWh of energy per year.

 An **innovative hybrid cooling system** supplies fresh air at higher temperatures and humidity levels than a conventional system, ensuring that rooms are not overly cooled.



 The **large overhanging roof** on the south, together with east and west facades, shade the building from the sun's heat and provide a cooler interior.

 Facades are amply shaded and provide **access to daylight**. This reduces the demand for electrical lighting and creates a more naturalistic experience.

 A series of **'floating boxes'** create a porous space which allows for cross ventilation, natural lighting, and views to the outdoors.

 **Air-conditioning is used only where needed**, as most of the rooms can be opened to let in natural breezes.

National University of Singapore



WELL BUILDING STANDARD

A COMPREHENSIVE
APPROACH TO **WELL**-BEING



AIR



WATER



NOURISHMENT



LIGHT



MOVEMENT



THERMAL
COMFORT



SOUND



MATERIALS



MIND



COMMUNITY



REPURPOSED SDE1 AND SDE3

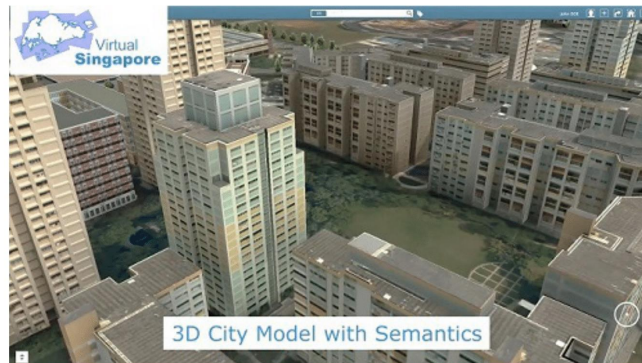


CONTENT

- data integration (GeoBIM)
- energy performance
- pedestrian comfort

VIRTUAL SINGAPORE

- dynamic 3D city model and collaborative data platform



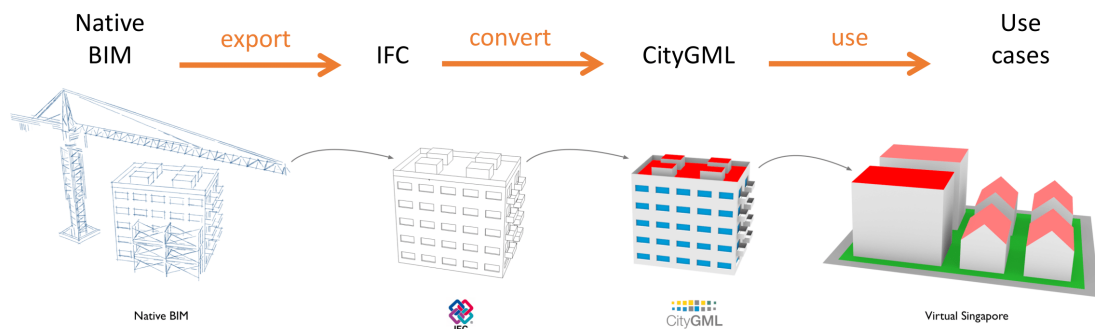
BIM SUBMISSION

- not yet obligatory in IFC-compatible form
- nevertheless, BIM models are becoming more widespread

compliance checking –and– development



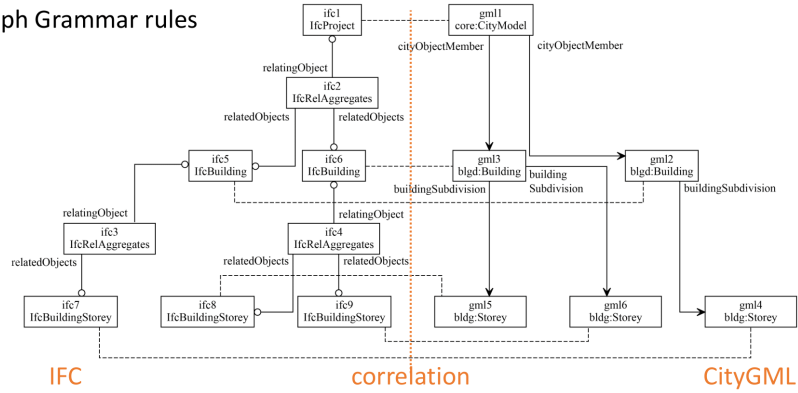
DATA FLOW



IFC – CITYGML



– Triple Graph Grammar rules

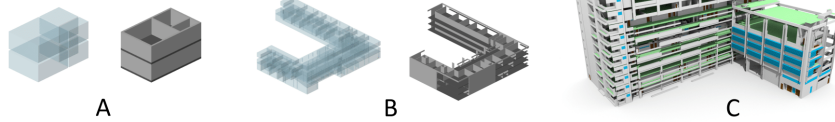


IFC – CITYGML

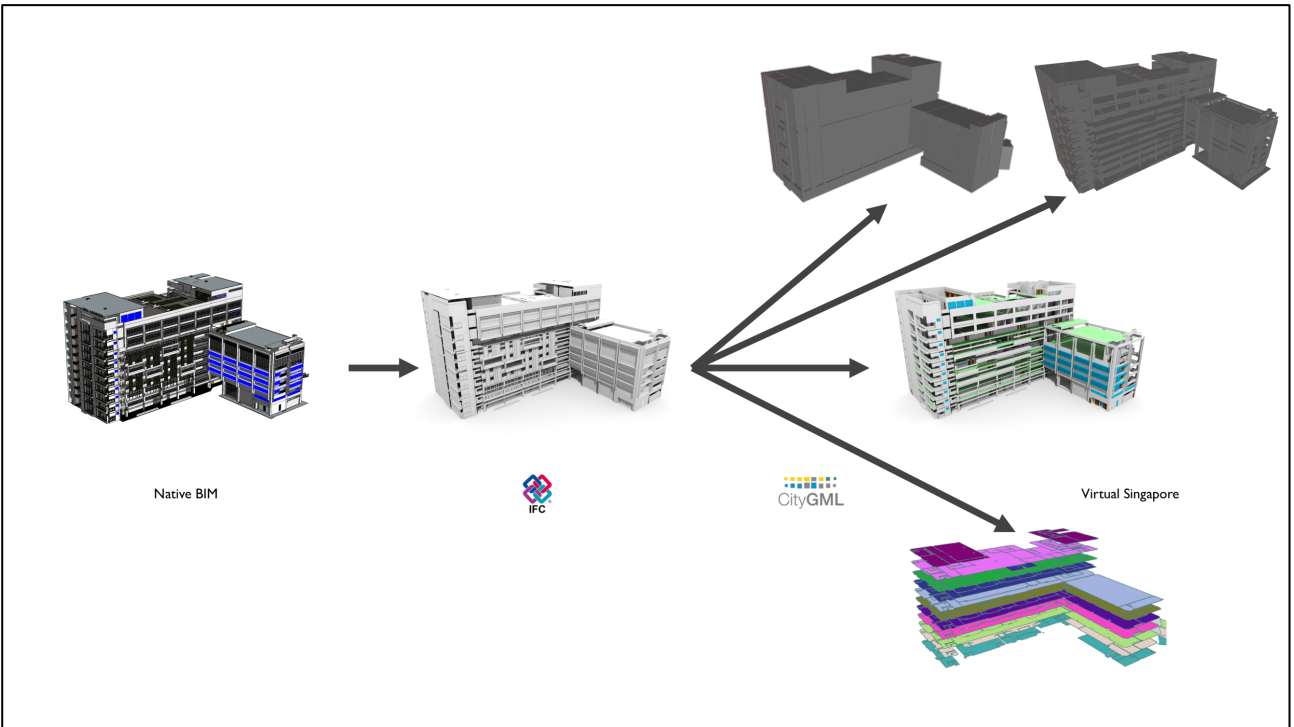
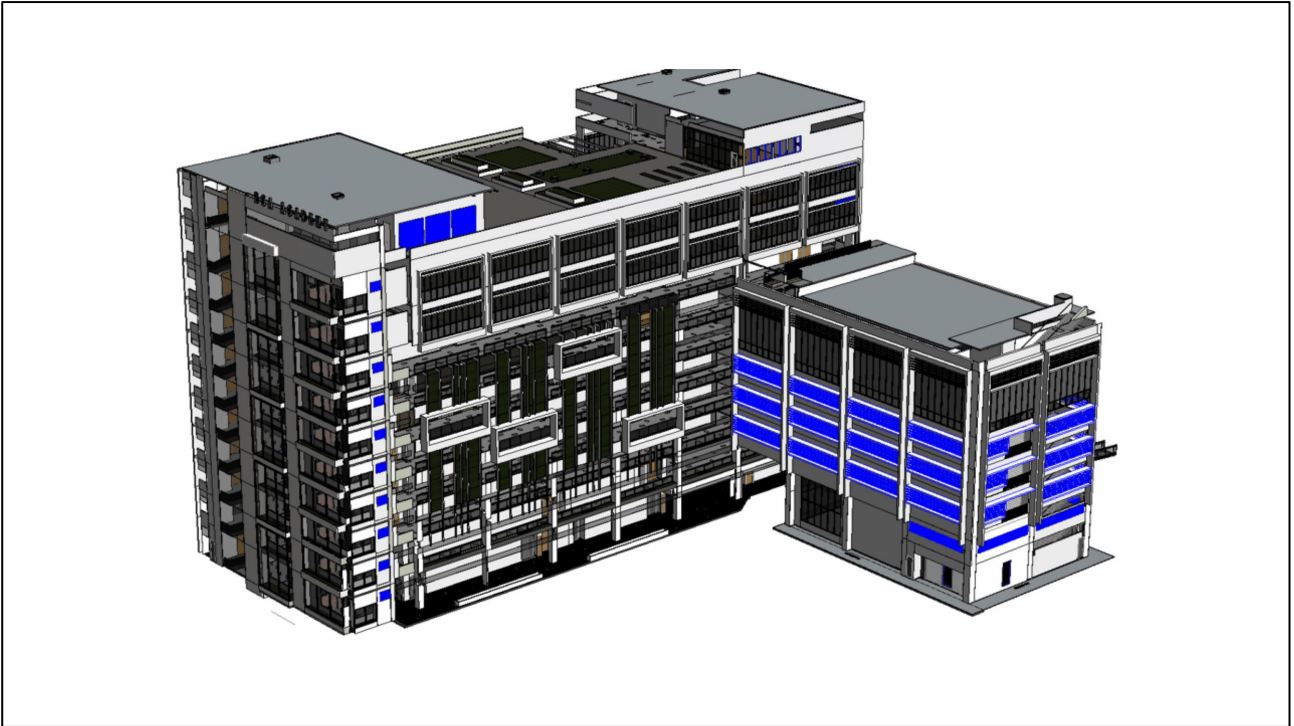


– Triple Graph Grammar rules

- structural rules (layer 1)
- creating objects (layer 2)
- adding geometry (layer 3)

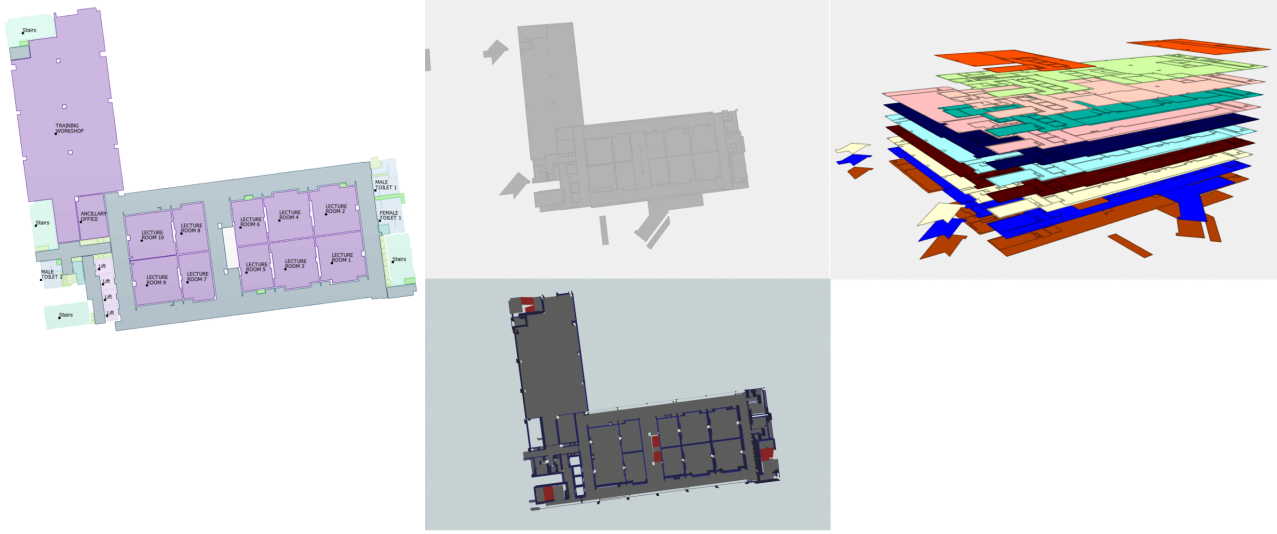


	Layer 1				Layer 2					Layer 3															
	1.1	1.2	1.3	1.4	2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	3.1	3.2	3.3	3.4	3.5	3.6	3.7	3.8	3.9	3.10	3.11	3.12	3.13
A	1	0	3	6	15	1	1	1	8	3	9	24	27	24	2	2	1	12	47	27	12	3	6	3	6
B	0	1	5	91	460	0	0	0	0	0	91	509	5411	5355	29	29	6	172	924	5411	172	5	91	0	91
C	0	1	16	709	11634	0	0	0	0	28	1533	6604	21970	21648	1400	1400	11	7555	11596	21970	7555	16	709	0	709

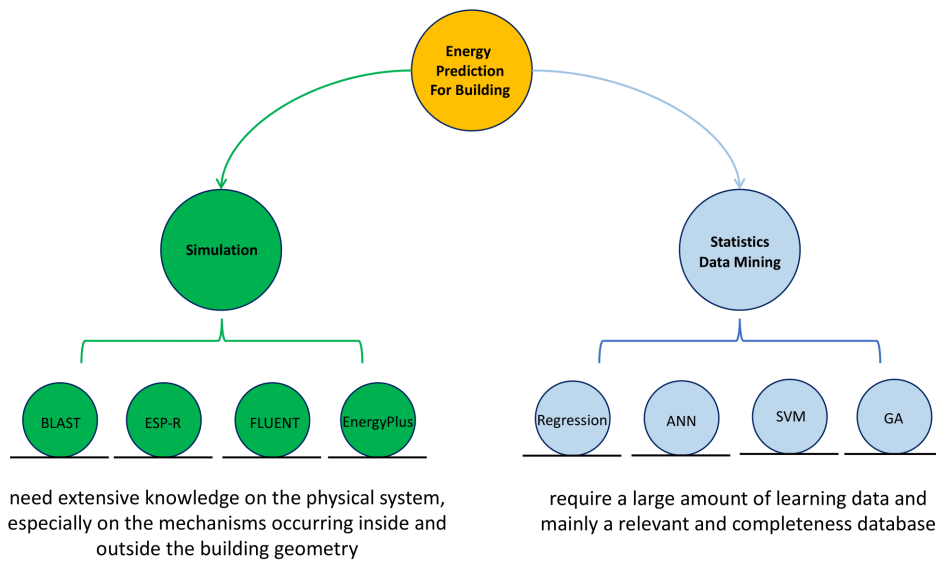


ANALYSES

– indoor navigation and mobility

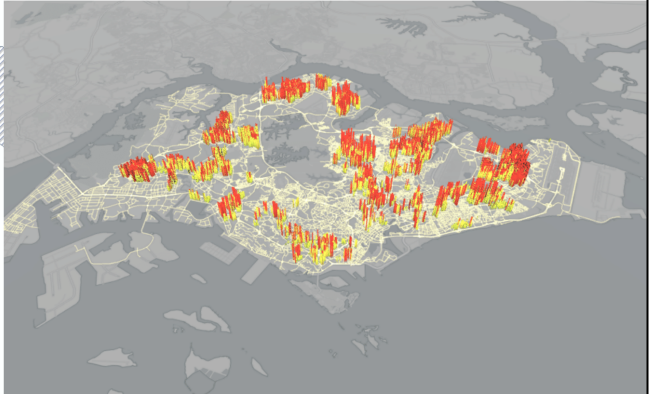
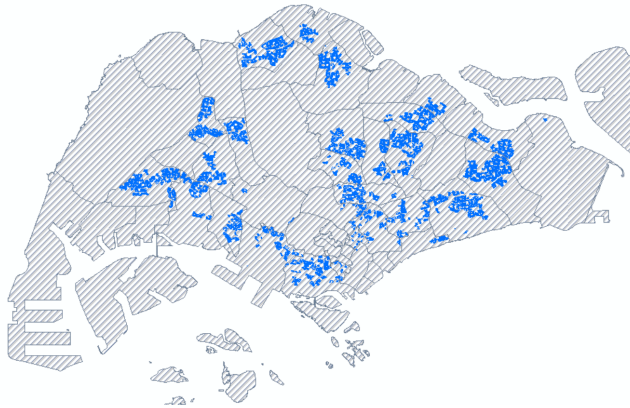


ENERGY PERFORMANCE PREDICTION



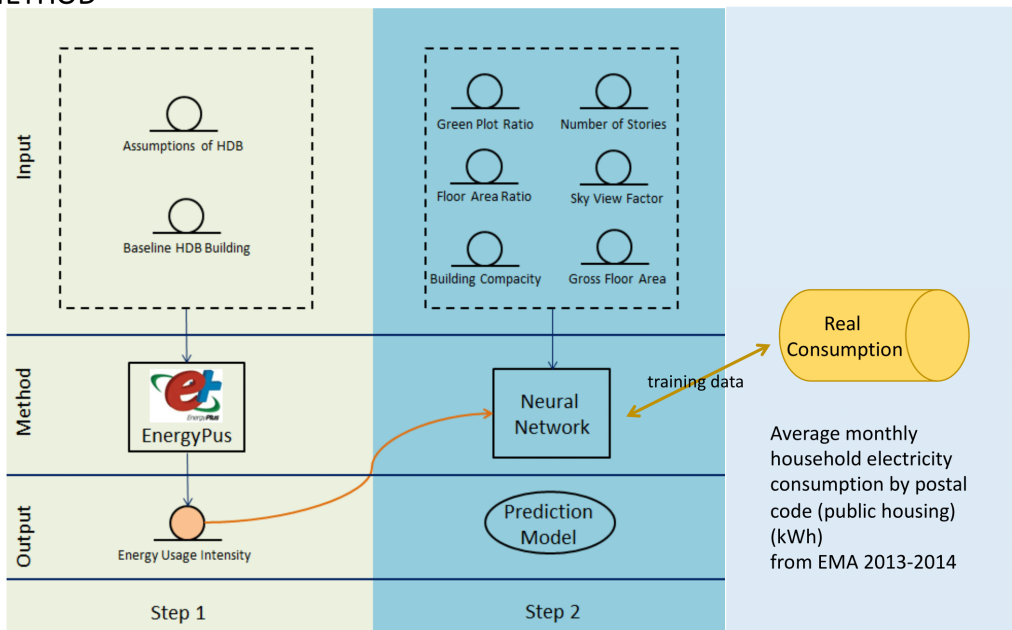
ENERGY PERFORMANCE OF RESIDENTIAL BUILDINGS

– Singapore public housing stock



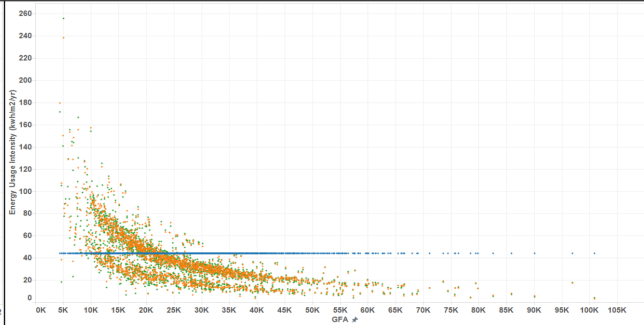
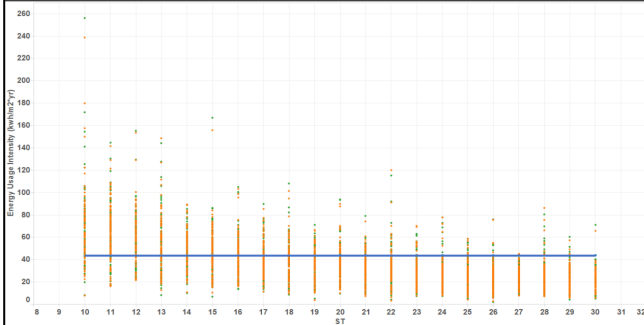
Data source: Energy Market Authority (EMA) Singapore

METHOD



ENERGY USAGE INTENSITY

- varies by number of stories
- varies by GFA
- varies by building compacity



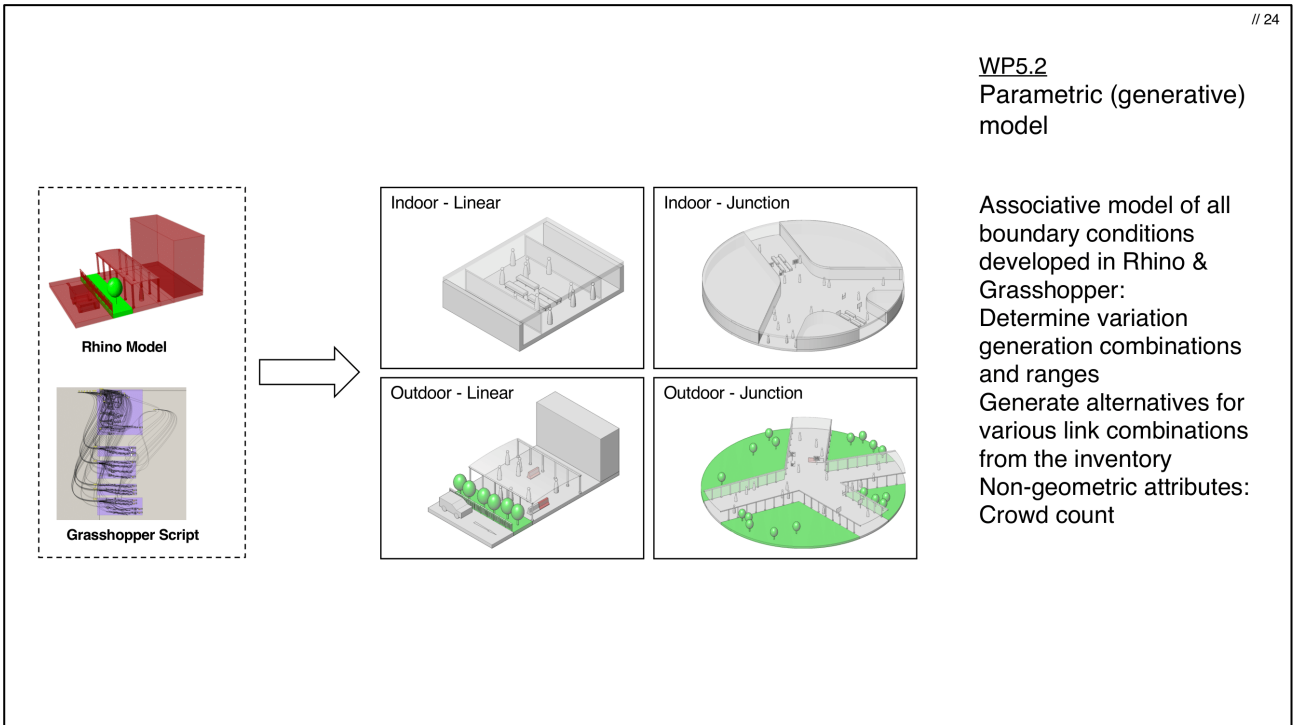
PEDESTRIAN COMFORT IN HIGH PEDESTRIAN ACTIVITY AREAS

- Pedestrian flow in tropical cities
- Wayfinding and subjective experience
- Design interventions
- New urban design guidelines

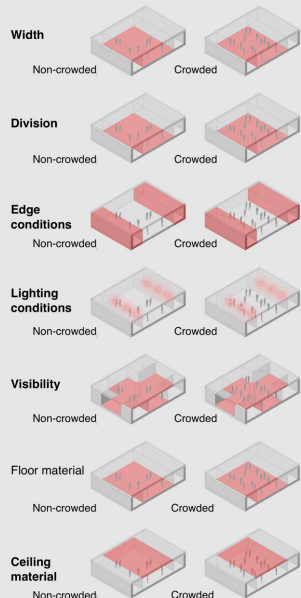
Partner institutions:
Singapore University of Technology and Design (SUTD)
Future Cities Laboratory / Singapore-ETH Centre (SEC)
National University of Singapore (NUS)
AGENCY

Collaborating with:
Urban Redevelopment Authority (URA),
Housing & Development Board (HDB)
Land Transport Authority (LTA)

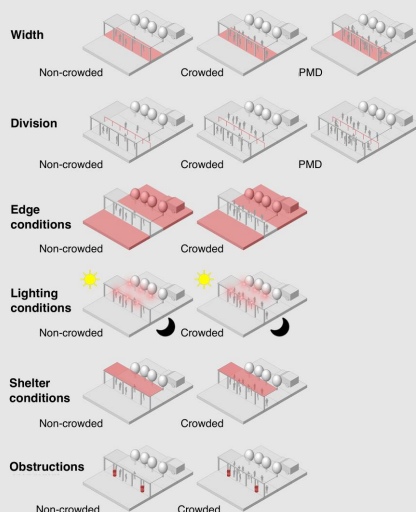




Indoor



Outdoor



**WP 5
Online Survey
Design parameters**

Brainstorming and sharing sessions with the various agencies. Identified a number of variables for each of the following categories:

- Width
- Division
- Edge conditions
- Lighting conditions
- Visibility
- Floor and ceiling material
- Shelter conditions
- Obstructions

Pedestrian Comfort

Each question presents two images and asks the respondent to select which one they prefer.

As part of your daily commute, imagine you are walking through this path. Which path do you prefer to be included as part of your daily commute? *



**WP 5
Online Survey
Design and structure**

- Total of 430 different questions
- Each question has a crowded and non-crowded variant
- Survey split into three
- Each survey includes almost equal number of questions from each category
- Each respondent answered 133 questions (with video pauses)

Choice		1	2	3	4	5	6	7
Width		Wide	Tapering (Inverse Y)	Tapering (Y-shaped)	Normal	Narrow		
		74.00	68.75	51.25	45.50	4.00		
Division		No Barrier	Seating	Arrows on Floor	Planters	Arrows on Ceiling	2 Floor Textures	Handrail
		78.00	64.50	56.30	49.20	49.10	49.10	30.25
Edge Condition		Curtain Wall	Commercial no Queue	Commercial with Queue	Seating	Blank Wall		
		76.13	64.63	56.88	38.25	14.13		
Visibility	Path Type	4 Point Cross Junction	Curved	3 Point T-Junction	Straight	Straight with stairs		
		56.00	54.88	53.50	47.75	37.88		
	Path Condition	Sky	Normal	Double height ceiling	Obstruction			
		68.17	59.20	49.03	23.60			
Lighting	Brightness	High	Normal	Low				
		64.50	51.75	33.75				
	Colour	Normal	Warm	Cool				
		58.75	62.25	29.00				
Floor	Material	Marble	Timber	Carpet	Concrete Imprint	Grass		
		70.50	68.50	56.50	37.13	17.38		
	Colour	Light	Dark					
		72.00	28.00					
Ceiling	Material	Plaster	Timber	Concrete Imprint				
		70.50	55.25	24.25				
	Colour	Light	Dark					
		81.50	18.50					

WP 5 Survey Analysis & Results Indoor Ranking

Aggregated responses







Each number represents the percentage of responses that chose that option over any other option compared to it.



WP5.3 Design Variations VR Demo

Link to video
<https://nextcloud.fcl.sg/nextcloud/index.php/s/pAwrKabs1tBX4ac>

Aggregated Values for **edge conditions** (%):

open edge	commercial edge	wall edge
		
76.13	64.63	14.13
		
73.50	52.27	13.18

Correlation between **age** and **open/enclosed edge condition** (outdoor non-crowded)

	Enclosed Edge	Open Edge
<30	365	779
30-39	432	1140
40-49	389	866
50-65	412	1017
P-value	0.04826	

WP 5
Key Findings
Edge conditions

Trends for edge conditions (indoor and outdoor)

- People prefer open edge conditions that provide a connection to the outdoors/surroundings more than edge conditions that provide enclosure or other functionality like shopping or seats
- Stronger preference in younger respondents in outdoor environments

Correlation between **gender** and **lighting condition** (indoor non-crowded)

	Brightness (High)	Brightness (Normal)	Brightness (Low)
Female	78	65	12
Male	64	53	28
P-value	0.00638		

Correlation between **gender** and **lighting condition** (outdoor non-crowded)

	Day	Night with light	Night with no lights
Female	80	72	3
Male	61	71	13
P-value	0.00154		

Correlation between **age** and **lighting condition** (outdoor non-crowded)

	Day	Night with light	Night with no lights
<30	30	29	4
30-39	38	44	6
40-49	37	28	5
50-65	36	42	1
P-value	0.03662		

WP 5
Key Findings
Lighting

Trends for lighting conditions (indoor and outdoor)

- People generally prefer brighter lighting in all conditions
- Females and Older respondents have stronger preferences, especially in non-crowded conditions suggesting that it may be due to perceived safety

Special Issue

Virtual 3D City Models

Special Issue Editors:

Dr. Rudi Stouffs: National University of Singapore, Singapore

Submission Link:

https://www.mdpi.com/journal/ijgi/special_issues/Virtual_3D

We are especially *interested in* use cases that have surpassed the conceptual and hypothetical realm and have seen some accomplishment in practice. We want to learn from both successful and less successful demonstrations of the use of virtual 3D city models to plan, simulate, and operate our urban environments. We are interested in potential best practices, as well as lessons learned, that can inspire others to follow up and explore similar or complimentary applications of virtual 3D city models. Obviously, no one size does not fit all and, as such, comparing successful practices and lessons learned is the best way forward to ensure a reasonable perspective of a complete, successful, and effective use of the potential of 3D virtual city models. This Special Issue aims to make an important step toward this ultimate objective, *including but not limited to*:

- 3D city models
- digital twins
- city information modeling
- urban simulation
- operational models
- urban environments



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Aims and Scope

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