

AquaTektur

The Bathroom in the Dialogue of Cultures – Japan 2008

■ Kalin Čakov, cakov-makara s.r.o, Bratislava-Slovakia ■ Felix Robbins, Make, Great Britain ■ Markus Sporer, Bentheim Crouwel, Aachen-Germany ■ Jacek Syropolski, APA Kurylowicz & Associates, Warsaw-Poland ■ Francisco Villeda, JDS – Julien de Smedt Architects, Copenhagen-Denmark ■ Kazuhiro Kojima und Kazuko Akamatsu, CAT Coelacanth and Associates, Tokyo-Japan ■ Taira Nishizawa, Taira Nishizawa Architects, Tokyo-Japan ■ Takaharu Tezuka, Tezuka Architects, Tokyo-Japan ■ Wong Mun Summ, WOHA, Singapore ■ Erwin Viray, Singapore



Imprint

Editor

Axor – Hanagrahe AG, D-Schönbach

Publisher

Verlagsanstalt Axelberg KG
D-Lainfelden-Eichstätt

Concept

Philippe Grégoire, Dr. Dietmar Dasser

Print

Druckerei Rolsch GmbH + Co. KG, Reutlingen

ISBN 978-3-87422-821-3

© 2009 Axor – Hanagrahe AG, D-Schönbach

Index

006

"AquaTektor": Source of inspiration
Interview with Philippe Grégoire

012

The bathroom in the dialogue of cultures
Statements of the participants

016

Participants

016 Kalin Cekov, cekov-makara s.r.o.,
Bratislava

018 Felix Robbins, Make, London
020 Markus Sporer, Bentham Crouwel,
Aachen/Amsterdam

022 Jacek Syropolski, APA Kurylowicz &
Associates, Warsaw

024 Francisco Villeda, JDS - Julien de
Smedt Architects, Copenhagen

026 Kazuhiko Kojima, CAI Coelacanth and
Associates, Tokyo

028 Kazuko Akamatsu, CAI Coelacanth
and Associates, Tokyo

028 Taira Nishizawa,
Taira Nishizawa Architects, Tokyo

030 Takaharu Tezuka,
Tezuka Architects, Tokyo

032 Wong Mun Summ, WOHA, Singapore

034 Erwin Viray, Singapore

036

Summary of the projects

038

Projects

039 Kalin Cekov:
Capsule for Tomorrow

047 Felix Robbins:
Synthetic Transitions

055 Markus Sporer:
Share a dinner & share a bath

063 Jacek Syropolski:
Private Water – Public Water

073 Francisco Villeda:
The WET Module

081 Kazuhiko Kojima:
Consciousness Space

089 Kazuko Akamatsu:
Open bath space

099 Taira Nishizawa:
How water decided our culture

107 Takaharu Tezuka:
The nomadic Bath

117 Wong Mun Summ:
Bathing ideas

125 Erwin Viray:
Naoshima sketches

132

The reality of private water
by Erwin Viray

140

Retrospect of AquaTektor
2002, 2003, 2004 and 2006

144

Photographs



"For me the Workshop was a great event. Throughout history we have understood that knowledge and progress are the result of constant debates and discussions. Creativity is enhanced when different minds with different backgrounds, cultures and talents are focused on a common goal. Therefore, I find that initiatives such as the Aquatektur workshop are a global necessity. They help to create a network of talented studios and people that are capable of producing interesting and useful responses to the future challenges in architecture and design."

Francisco Villeda

"The dialogue between western and eastern concepts of architecture and water in the context of the "bathroom" provided a fascinating demonstration of the inherent complexity of cultures and the variety of architectural consequences of varying attitudes to bathing. The workshop held in Kyoto and on Naoshima island in the context of a specific Japanese attitude to water provided the perfect environment to experience, discuss and inquire into how bathing could be re-conceived."

Felix Robbins

"To me the workshop in Japan was an extraordinary experience! The places we visited and the site where the workshop was held offered an inspiring atmosphere for the discussion of ideas and the exchange of thoughts. The intense talks on a wide range of concepts were intensified by this very special group of people from different cultural backgrounds. I really enjoyed being part of this workshop!"

Markus Sporer

"It was interesting and fun to get away from our routine and stressful work environment just to talk about water. It was enlightening to consider different points of view about people, culture and context, but at the end of the day, in Taira's words, we are all equal – as each and every one of us is made up of 80% water."

Wong Mun Summ





VM Houses, Ørestad

Francisco Villeda

1980 Born in Mexico-City (Mexico)
 2003-2004 Worked at Serrano + Monjaraz
 Architects, Mexico-City
 2004 Bachelor's degree (architecture) at the
 Iberoamericana University, Mexico-City
 2004-2005 Worked at Load Architecture Office,
 Barcelona
 2005 Master's degree (architecture) at the
 Institute for Advanced Architecture of Catalonia,
 Barcelona
 2005-2007 Worked at Willy Müller Architects,
 Barcelona
 2006-2007 Doctoral studies in Digital Tectonics,
 Institute for Advanced Architecture of Catalonia,
 Barcelona
 2006-2007 Assistant Teacher at the Institute for
 Advanced Architecture of Catalonia, Barcelona
 Since 2008 Architect at JDS Architects,
 Copenhagen

JDS – Julien de Smedt Architects (DK)

After the closing of the PLOT office partnership with
 Bjarke Ingels, Julien de Smedt founded the architectur-
 al office JDS Architects in 2006. 45 employees are
 working in Copenhagen and in the Brussels branch
 opened in 2006. JDS Architects is a multi-disciplinary
 office with the emphasis on architecture and design:
 extensive urban-development projects as well as furni-
 ture construction and design are among its tasks. In
 2007, JDS Architects won the international competition
 for the new ski jump at the Holmenkollen in Oslo.

Owner
 Julien de Smedt

Projects	
Mountain apartment house, Ørestad	2008
Sjakket community centre, Copenhagen	2007
Psychiatric hospital, Helsingør	2006
Model row house, Copenhagen	2006
VM apartment house, Ørestad	2005
Maritim Youth House, Copenhagen	2004
Harbour Bath, Copenhagen	2003

Address
 JDS – Julien de Smedt Architects
 Vesterbrogade 69 D
 DK-1620 Copenhagen V
 Tel.: +45/33781010
 Fax: +45/33781029
 office@jdsarchitects.com
 www.jdsarchitects.com





Page 39-45: Kalin Cakov



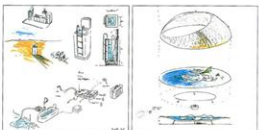
Page 47-53: Felix Robbins



Page 73-79: Francisco Villeda



Page 99-105: Taira Nishizawa



Page 107-115: Takaharu Tezuka



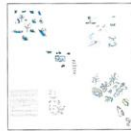
Page 55-61: Markus Sporer



Page 63-71: Jacek Syropolski



Page 81-87: Kazuhiro Kojima



Page 89-97: Kazuko Akamatsu



Page 117-123: Wong Mus Sumn



Page 125-131: Erwin Viray



The W.E.T. Module

Globalization brings foreign cultures and ways of living closer to us – and thus also different customs of taking a bath, Francisco Villeda thinks. With the design of a multi-function bathroom module, he offers the possibility to create different bathroom situations and atmospheres.

The W.E.T. Module

The word "health" is being slowly replaced by other terms, such as comfort and wellness. Consequently the act of bathing is undergoing critical changes in our perception of its uses and our understanding of its purpose. To a certain degree, this unclear conceptual state is the result of a larger and increasingly evident commingling of ideas and traditions between people.

Worldwide tourism has made it possible for people to enjoy different ways of bathing through their travels to Japan, India, Latin America, Central Europe and Scandinavia. Here they can experience places and traditions which were once distant and unknown. Today people know more and want to enjoy experiences faster and more easily, and the technological and financial means are available to do so.

The question is, if there is a global fusion of different cultures and information influencing architecture, fashion, education and food, why would this not affect the way we use and understand the bathroom? And should not everybody be able to experience this fusion of cultures, even in the bathroom? In his workshop project, Francisco Villeda uses a single space where he gathers together all the factors that make the bathroom a relevant and constant topic in daily life and which determine its architectural role in our buildings. The project tries to answer questions such as: can we

make a single space that will be capable of producing different bathing experiences? Can the fixtures in the bathroom become more than simple add-ons, and instead be the ones that generate the space? How can technology expand the bathing experience?

He proposes to create a single element that can serve as floor, roof or wall and which incorporates all the technology needed to recreate any bathing experience. The module can generate rain for a relaxed outdoor feeling, or, using different perforations, it can recreate a waterfall.

The surface of the module is touch-sensitive and the controls have been incorporated for easy touchscreen adjustment. The "screen" recreates images and sounds, as well as scents, to create a full sensory experience. But the surface is not only about projections; it can radiate heat or cold to produce steam (like a Turkish or Roman bath) or generate the same feeling as a snow bath (like a Japanese onsen or a Finnish bath) – warm and cold in a single element.

Air is an important feature: it can be used for drying in the form of a "mild breeze" or can reproduce a storm. The panel has different depths and compartments to create shallow bathtubs or pools. This is serves to expand the social use of the bath, allowing the whole family to enjoy it at the same time. The bathroom is the new centre of the household.

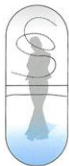
SMELL
SENSE
SIGHT



HUMID
WATER
WEATHER



CAPSULE



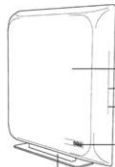
To intensify the sensory experience when taking a bath, the module can be assembled into a closed capsule. This can be put up in any chosen place – inside as well as outside.

THE MODULE



SCREEN

• Perforated for water/hot/steam supply
• Touchscreen surface



SHELL

VENTILATION

CONNECTION UNIT
(for other similar elements or base)

WATER IN/OUT
ELECTRICITY IN

BASE (separate element)

DIFFERENT MODULAR POSSIBILITIES



01



02



03



04

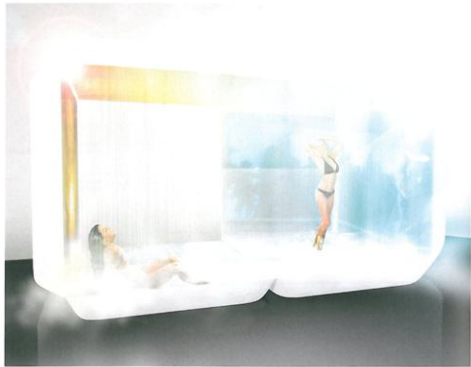


05



06

As a wall-, floor- or ceiling element, the module can be assembled into different shapes and sizes – from a single wall segment to the closed capsule. Water and vapour penetrate the perforated Corian surface.



The module has several functions: In addition to the water- and vapour outlets, images can be projected onto the Corian surface and different audio- and scent programmes can be activated.



The W.E.T. module can also be used as a paddling pool outside. With a touch screen on the wall surface, the parameters for the individual bathing experience such as water temperature, scent or sound can be controlled.