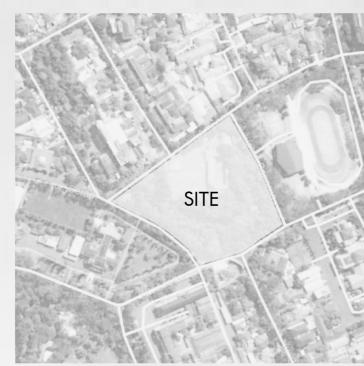
INDOOR SKATEPARK

In Bandung, Indonesia

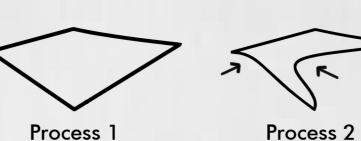
Project Background

Skating sports such as skateboard, inline skating, and motocross bike (BMX) are extreme sports that have a lot of enthusiasts in Indonesia. But Indonesia is lacking of a skatepark that follows international standards and suitable for the country's climate. The purpose of this design is to plan a skating sports facility that can accommodate all of the skate enthusiasts and athlete's activities, in accordance with the prevailing climates in Indonesia. The design process begins with a literature study of the main and supporting facilities of an international standard skatepark, then analyze and cultivate the site to create a building shape that has continuity between its inner and outer space. The result from this design process is an indoor skatepark that has an international standard facility such as street and park skating areas, locker rooms, skateshop, exhibition room, conference room, and medical room.

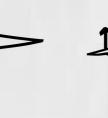


Maluku Park, Saparua St. Bandung, West Java, Indonesia

Design Process



Process 1
existing site of Maluku Park
existi



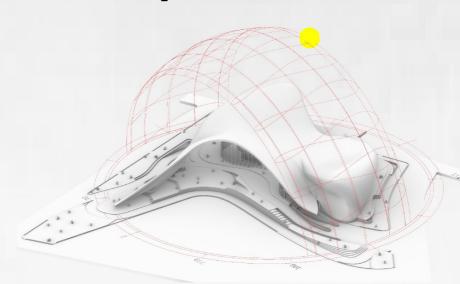
Process 3
giving elevation to provide space for activities under



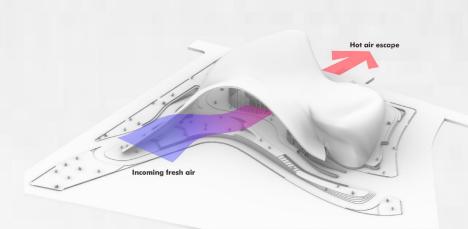
Process 4
pulling the surface to make it more dynamic as representation

of extreme sports characteristic

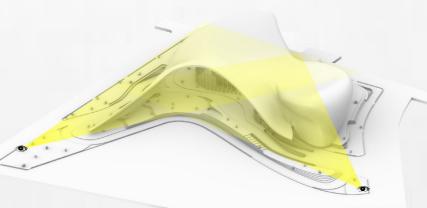
Site Analysis



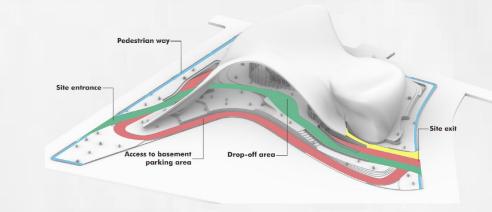
Sun Path
minimize openings in both left and right side
to reduce sun radiation



Wind
parallel openings to the breeze,
creating cross ventilation



View
optimized entrance area (focal point)
to enhance viewing experience



Circulation
providing safe and sound circulation
for all users

Elevation

Plan

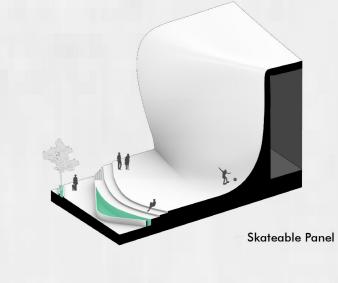




Right Side Elevation Left Side Elevation

Axonometric Section





Skateable Panel
the envelope is not only function to protect
what's under but also works as an obstacle
for skaters

Section

