



DESIGN STUDIO EFLER

DEPARTMENT OF

ARCHITECTURAL CONSERVATION

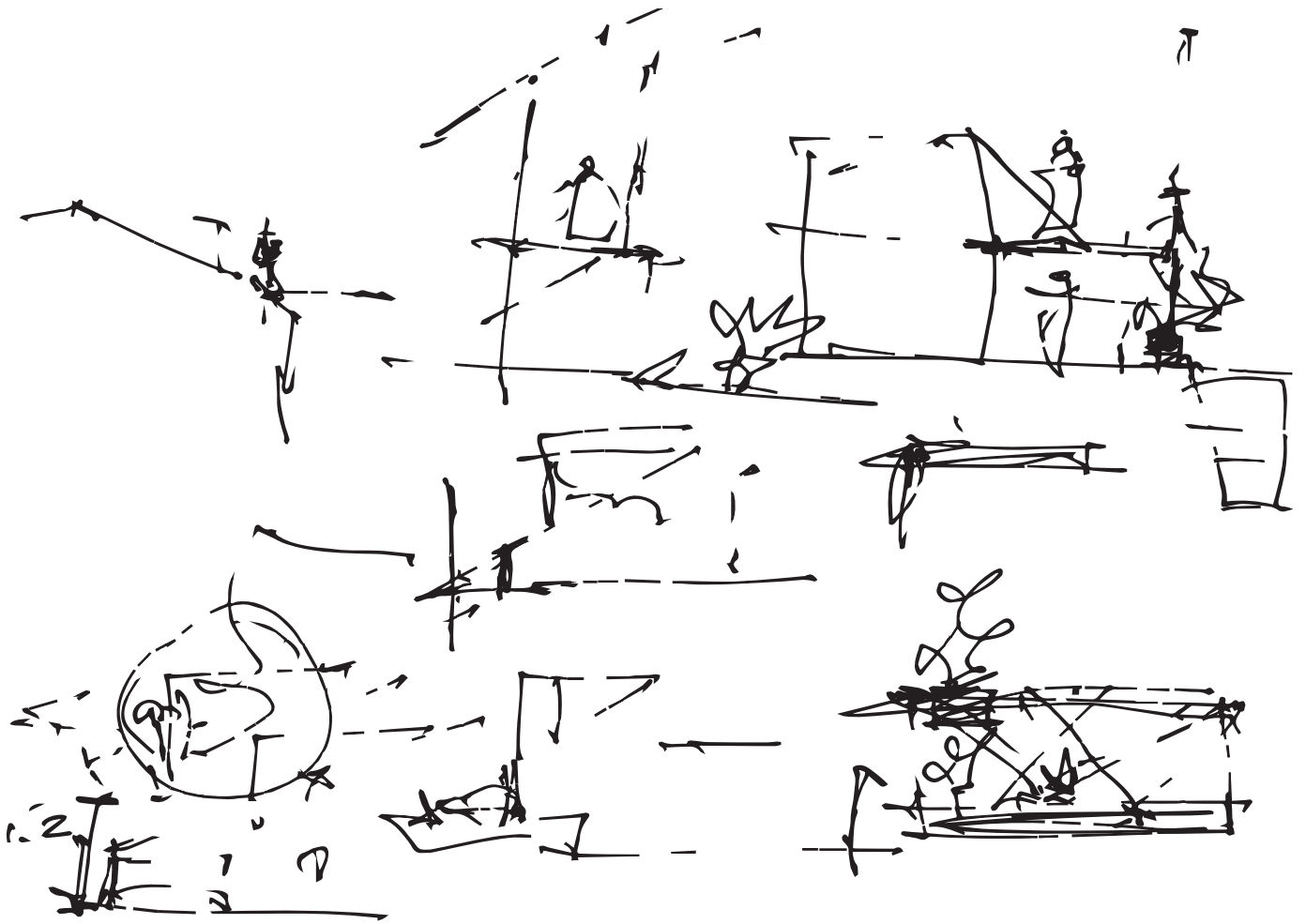
FA CTU IN PRAGUE

JULIETA BASURTO. MEXICO

ARCADE ROOMS

POLIČKA - NEW BUILDING ON THE CORNER

SUMMER SEMESTER 2022



INTRODUCTION

Polička is a town located in Czech Republic in the fronteir between Moravia and Bohemia. It is a protected town due it's history and architecture and because of this all the projects and designs have to be carefueelly thought and friendly with the existing buildings.

This projects proposes a new building in an empty corner plot a few streets away from the town center and after visiting the place and doing historical, social, and urbanistic research it was decided to design a complete new mixec used building.



The colonisation of Polička did not take place particularly quickly even though the first farming villages had been founded in close proximity to and serving the monastery. A more extensive colonisation of Polička took place until after the end of 1241, when the other surrounding villages were founded.

13th CENTURY

The first settlers arrived in the desolate land of Polička. A wooden chapel of the Virgin Mary roughly at the position where the Policko monastery was later to stand and began cutting the forest and working the land.

The town was founded by the Czech King Přemysl Otakar on September 27, 1265. Trade route connecting the center of Bohemia with the main Moravian centers.



15th CENTURY

The town was paved and a Gothic town hall was built in the middle of the square. The original wooden or half-timbered houses around the square were gradually rebuilt into stone ones.

Czech King Charles IV, who considered the place on the border of Bohemia and Moravia to be a strategic point of his kingdom, gave impetus to the construction of a massive stone fortification of the town, intended for protection against invasions by foreign troops.

At the beginning of the Hussite wars, Polička stood on the side of the queen. However, in the spring of 1421, opened its gates and joined the Prague City Union.



In 1436 the queen's chambers took over the supervision of the town again.

The Hussite revolution contributed to the completion of the Czech character of the city - the German Catholic patrician city was expelled and Polička became a purely Czech city.



16th CENTURY

A short period of peace and relative prosperity made it possible to make changes in the Renaissance style in the town, and the church of St. Michala.

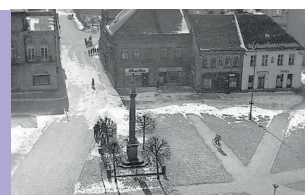
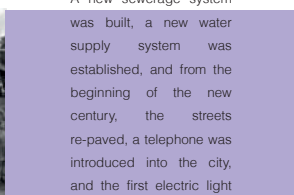


17th CENTURY

In 1613 a fire hit Polička, as a punishment for the resistance against the Habsburgs (1618 -1620) and the hardships of the subsequent Thirty Years' War caused the town to almost become depopulated.

18th CENTURY

Polička was one of the most spectacular Czech towns. During this period, a plague column was created on the square (1727). At that time, the Baroque town hall was also built.



20's CENTURY

A new sewerage system was built, a new water supply system was established, and from the beginning of the new century, the streets re-paved, a telephone was introduced into the city, and the first electric light bulbs illuminated the square and the main streets. Although the city did not lose its character as a rural town.

The city remained away from the emerging railway network around which the textile factory spread. It took almost 30 years before Polička was able to be connected by rail.

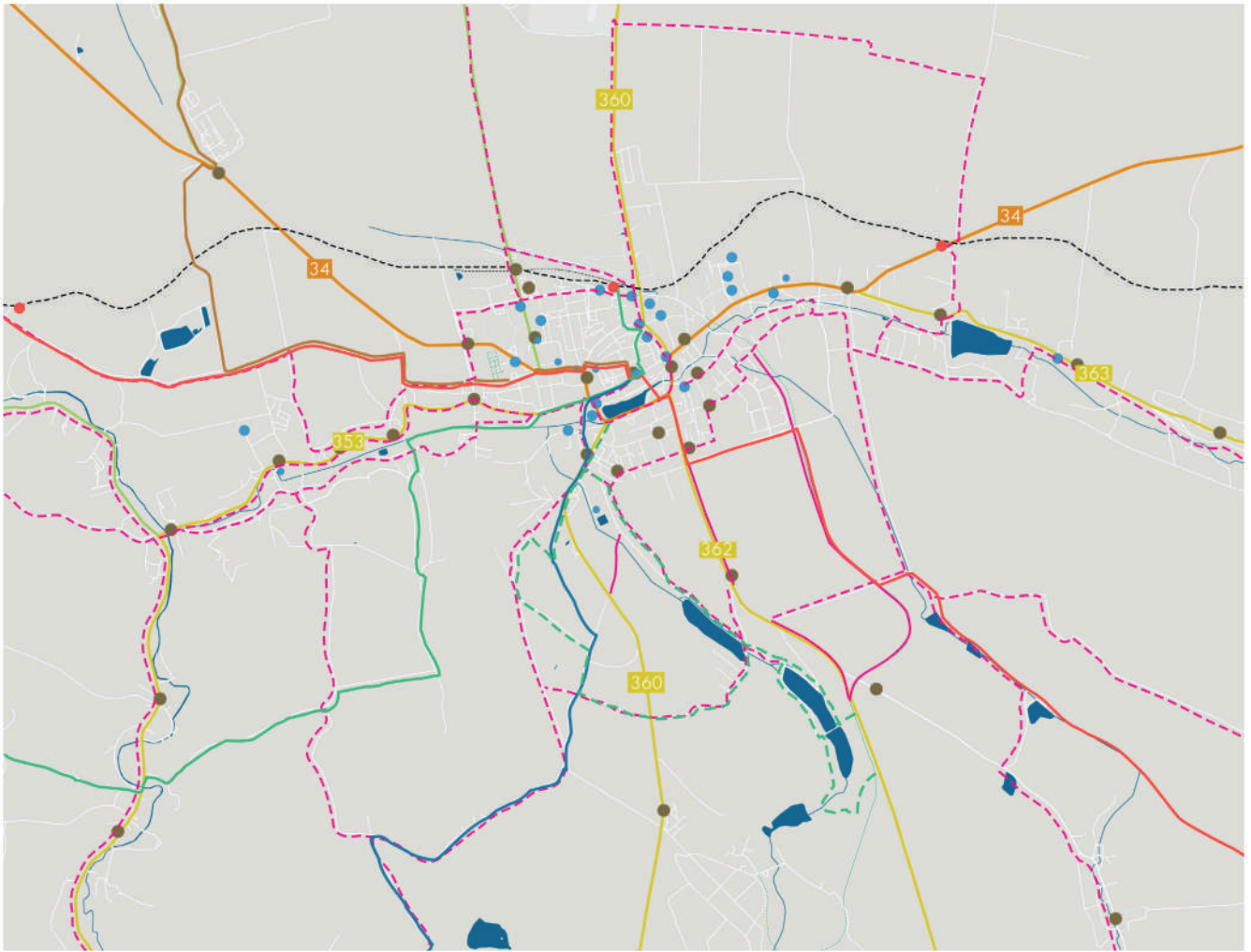
In 1990, Polička was declared a town monument zone. The increase in population and its stabilization was the result of extensive housing construction, whether state, cooperative or individual: after 1952, several colonies of family houses were established in both suburbs.



- educational
- religious
- restaurants
- commercial
- cultural
- sports
- others

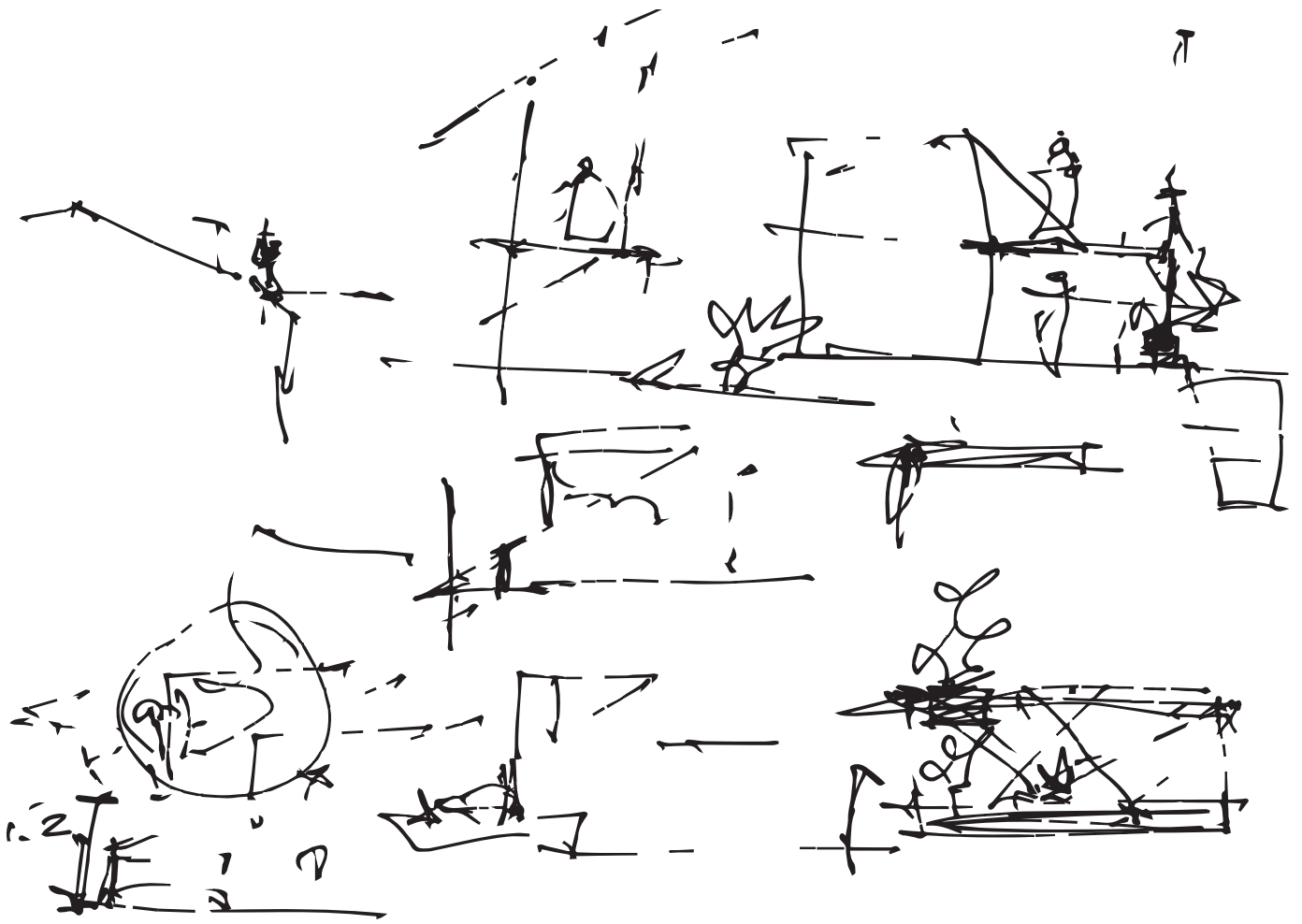
[studio work]

land use



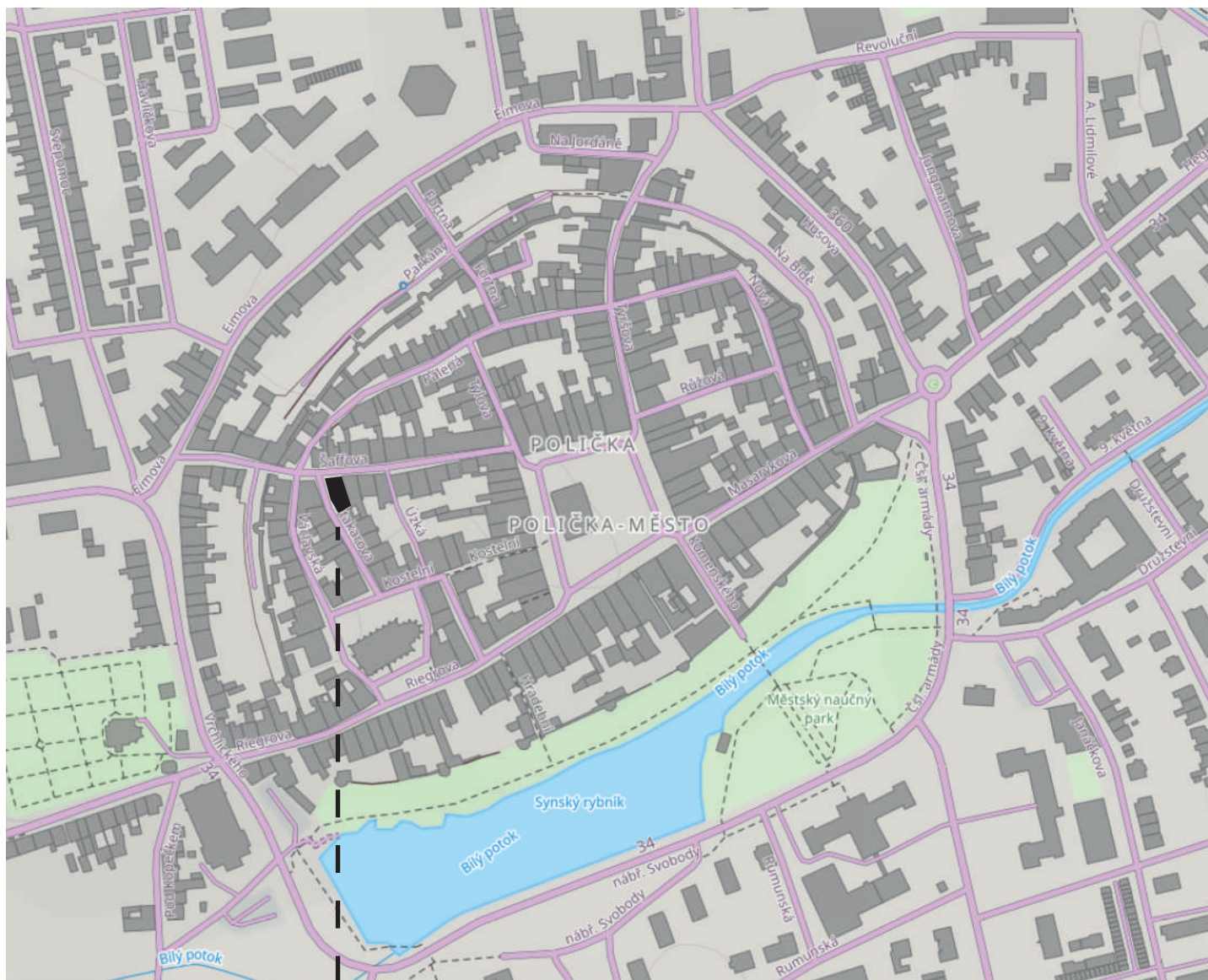
- bus stop
- train stop
- parking
- first category
- second category
- third category
- - railway
- cycling path
- - Marked cycling path
- main street
- local street
- short or connecting street
- long distance or mountain nature trail

[studio work]





current state

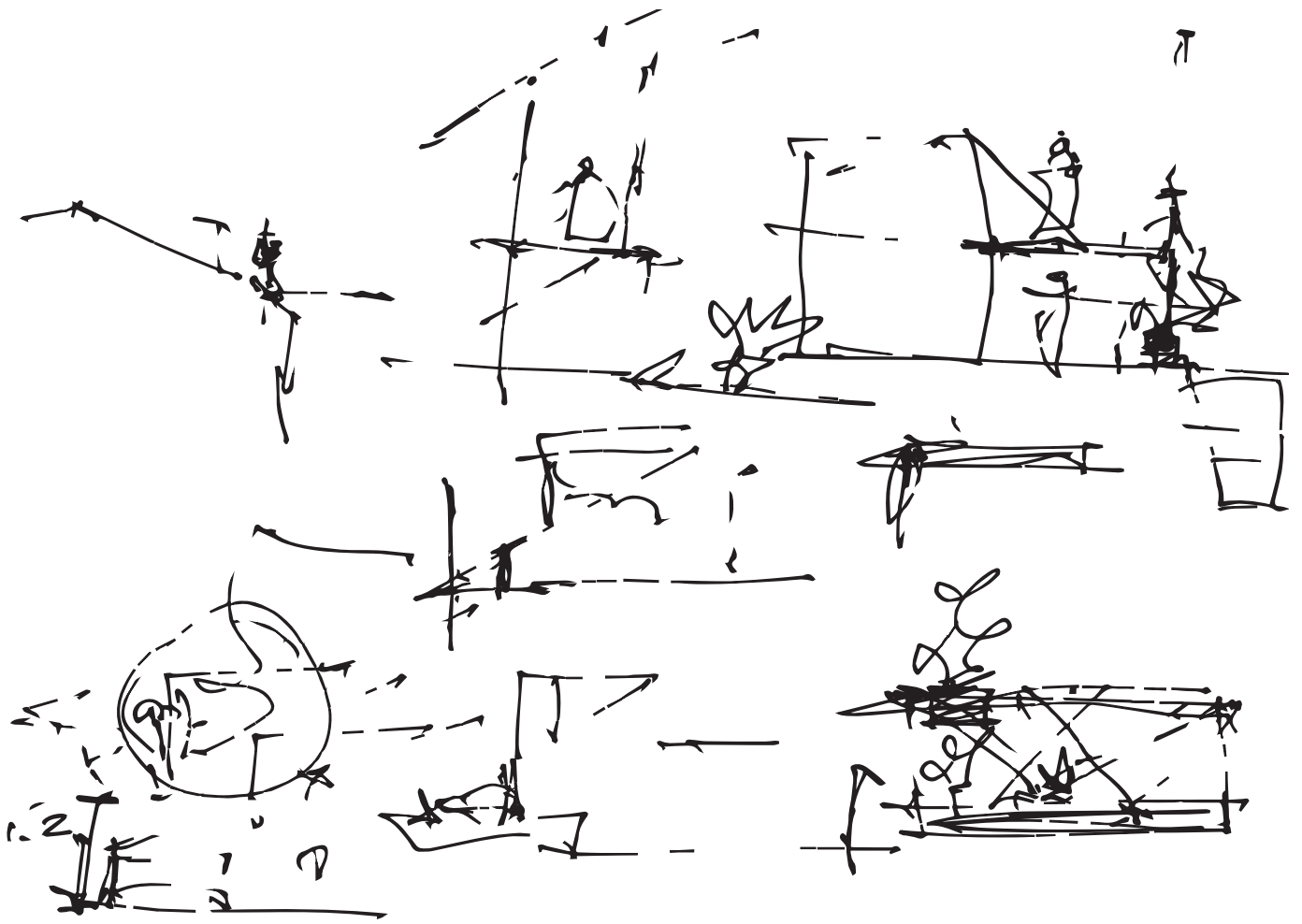


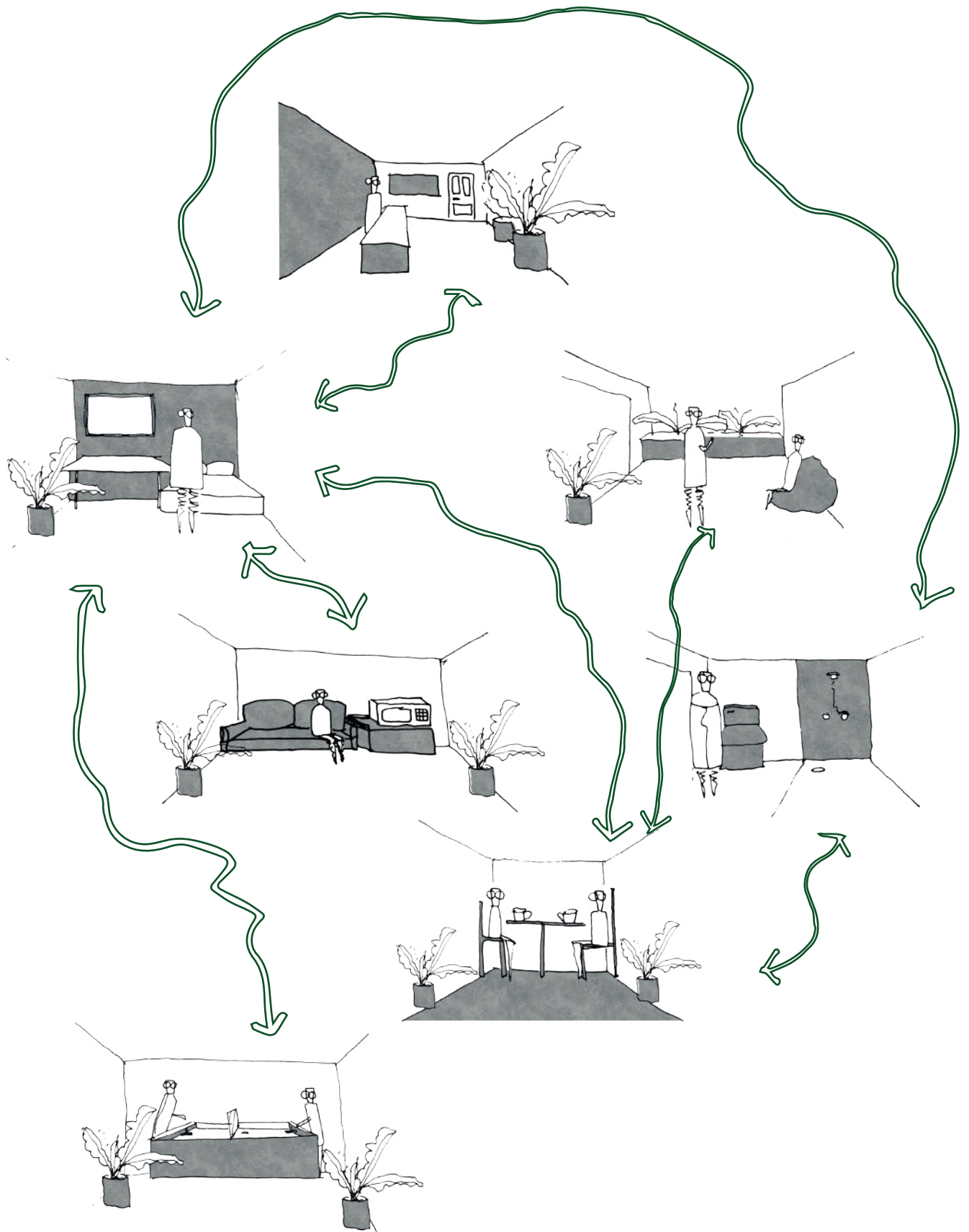
empty corner plot



- empty Plot
- sidewalk
- parking Places
- car Circulation

location





ARCADE

r o o m s

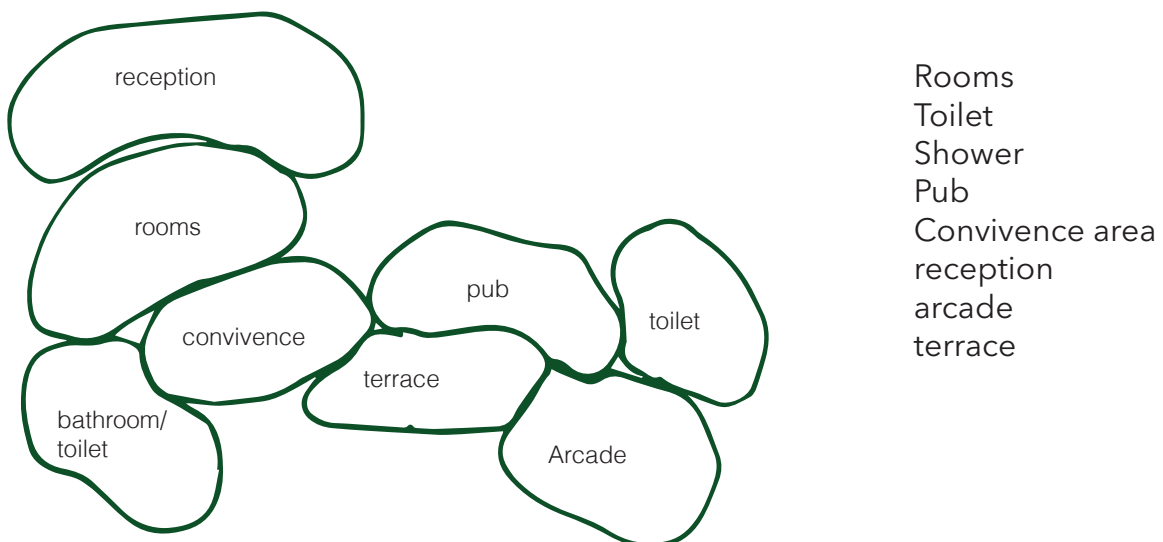
Arcade rooms is a project located in Polička, Czech Republic.

Currently the place where the project is projected is an empty corner near by the city center and this area is also consider protected because of the history and architecture of the place. In the design the aspects that are taken into account is the visuals of the context, needs of the town, location of the plot and it's relation to the street. Arcade rooms is a hostel combined with a arcade bar in the same building and the two activities are related in a way that they can be lived together but not mixed, separating the privacy from the hostel and the public area of the arcade bar.

sidewalk intervention



program and spaciality relation



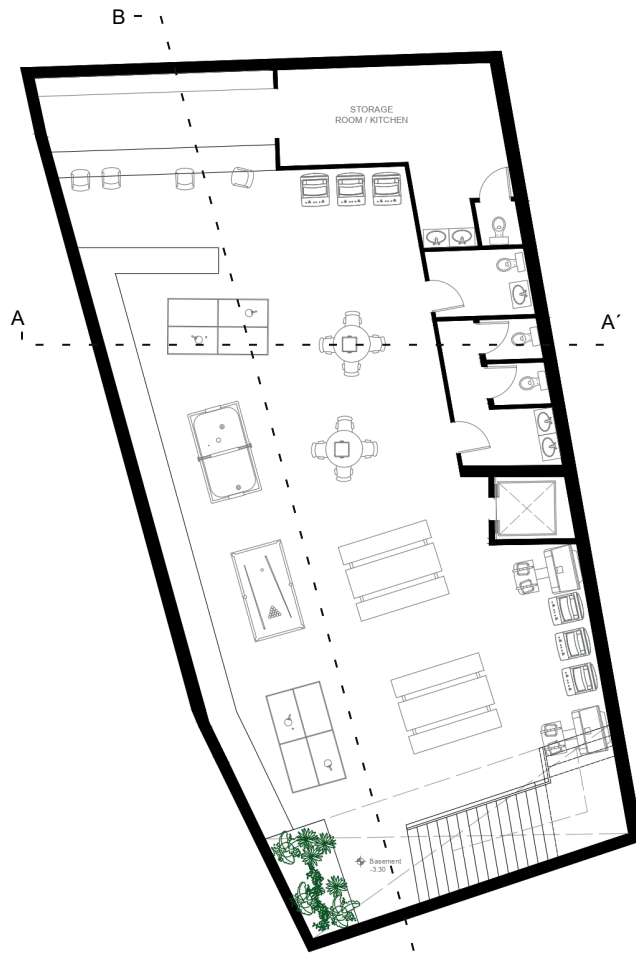
GROUND FLOOR



FIRST FLOOR

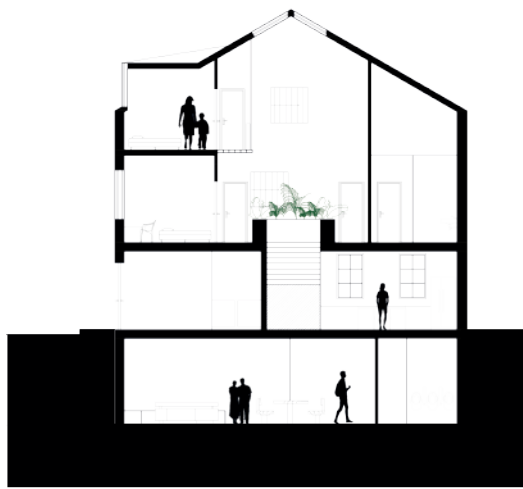


BASEMENT

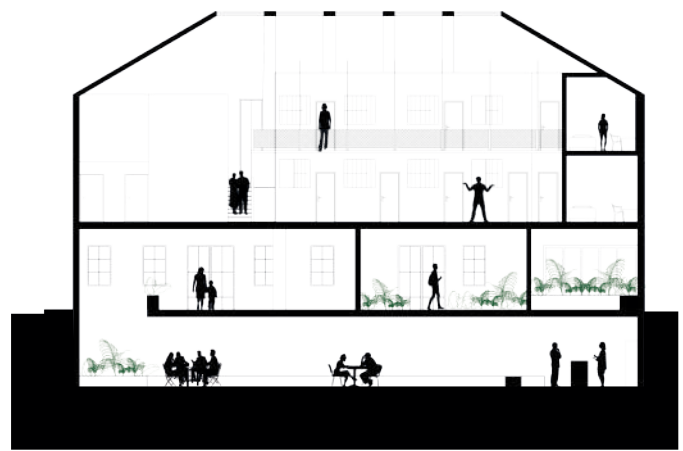


SECOND FLOOR





SECTION A - A'



SECTION B - B



[render of main facades facing Saffova and Otakarova]



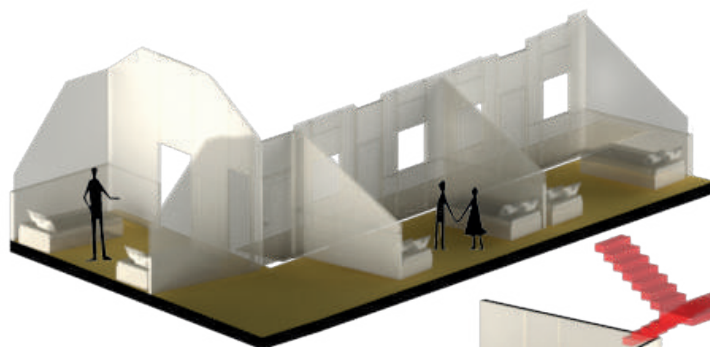
[render of arcade bar]



[render of second floor terrace]

SECOND FLOOR ROOMS

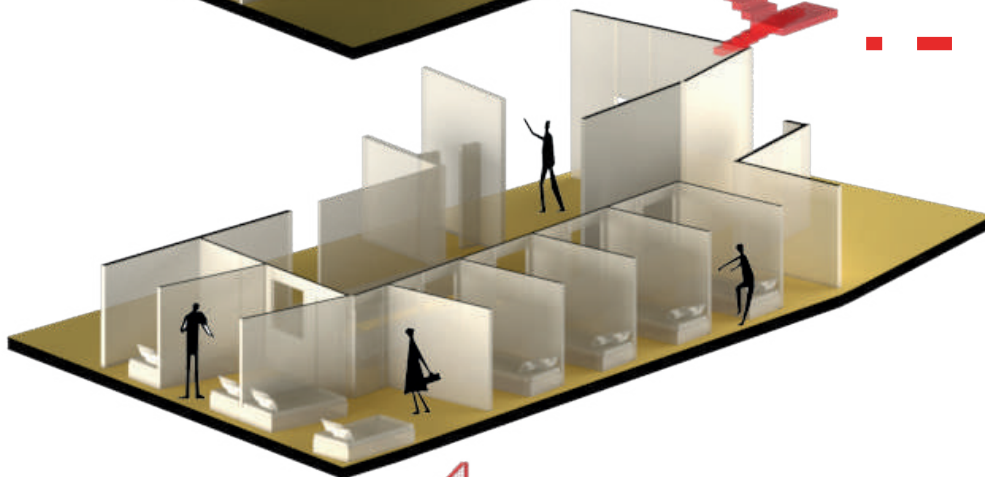
The third floor of the building or the attic corresponds to double rooms which are bigger and can be used as long term staying rooms.



VERTICAL CIRCULATION

FIRST FLOOR ROOMS

The second floor of the building corresponds to the single rooms, a terrace and two sets of shared toilets and showers that also serve the second floor of rooms.



VERTICAL CIRCULATION

RECEPTION AND COMMON AREAS

The ground floor is divided in two parts and counts with two entrances. This first side corresponds to the reception and common areas of the hostel and in this floor we also find the connection between the hostel and the arcade bar. This side of the ground floor is only available for the guests of the hostel.



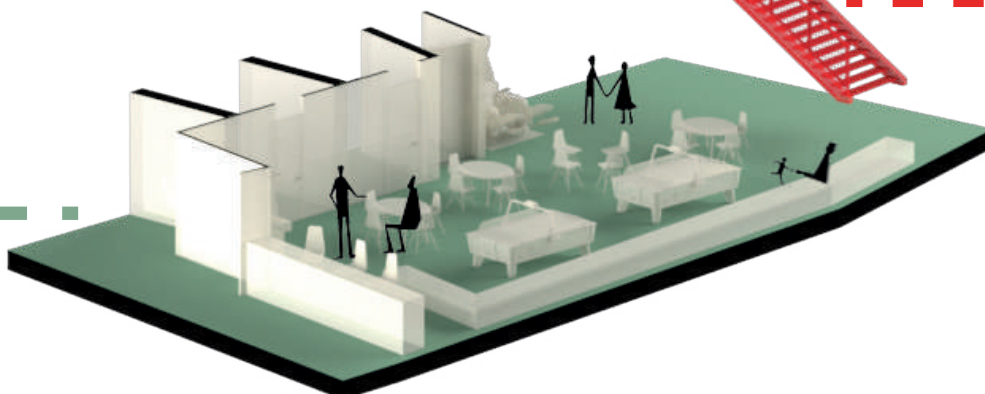
ARCADE BAR

In the second part of the ground floor we find the entrance to the arcade bar from the street. This side of the ground floor is open to the public and the guests from the hostel can access through a private door.

VERTICAL CIRCULATION

ARCADE BAR

The basement and last floor of the building is destined to the bar and arcade games in where we can also find table games.



[render of common areas of the hostel]



[julieta basurto]