

SSYS

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s h a p i n g   y o u r   s p a c e

portfolio

# About SSYS

Studio SSYS is an architecture and consultancy office based in Rotterdam. The company is run by its founder Klaas Boersma.

Klaas graduated from the Delft University of Technology november 2010. With SSYS he was able to work professionally before he graduated as a freelance agent for various projects.

Studio SYS has proven to work efficiently, analytical and with a vision.

This Portfolio contains professional work and some study projects as indicated.

For more information about SSYS and its founder please contact the office.

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www.SSYS.nl (currently under construction)





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## Study projects

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- Scheveningen harbour (bachelor phase)

# Borgo Gaia Sabina

project details:

**role:** architect/consultant

**client:** Family Veeman

**status:** Building in progress (finish june 2011)

**assignment:** To create a traditional italian Borgo on 1,5 acre in the Sabina of Italy (near Rome).

The Borgo needs a possibility of two appartmetns, swimmingpool with pool house, garage for 3 cars. Landscaping of the garden and terraces, overal consultant for all external and internal esthetic decisions, techincal solutions with light.























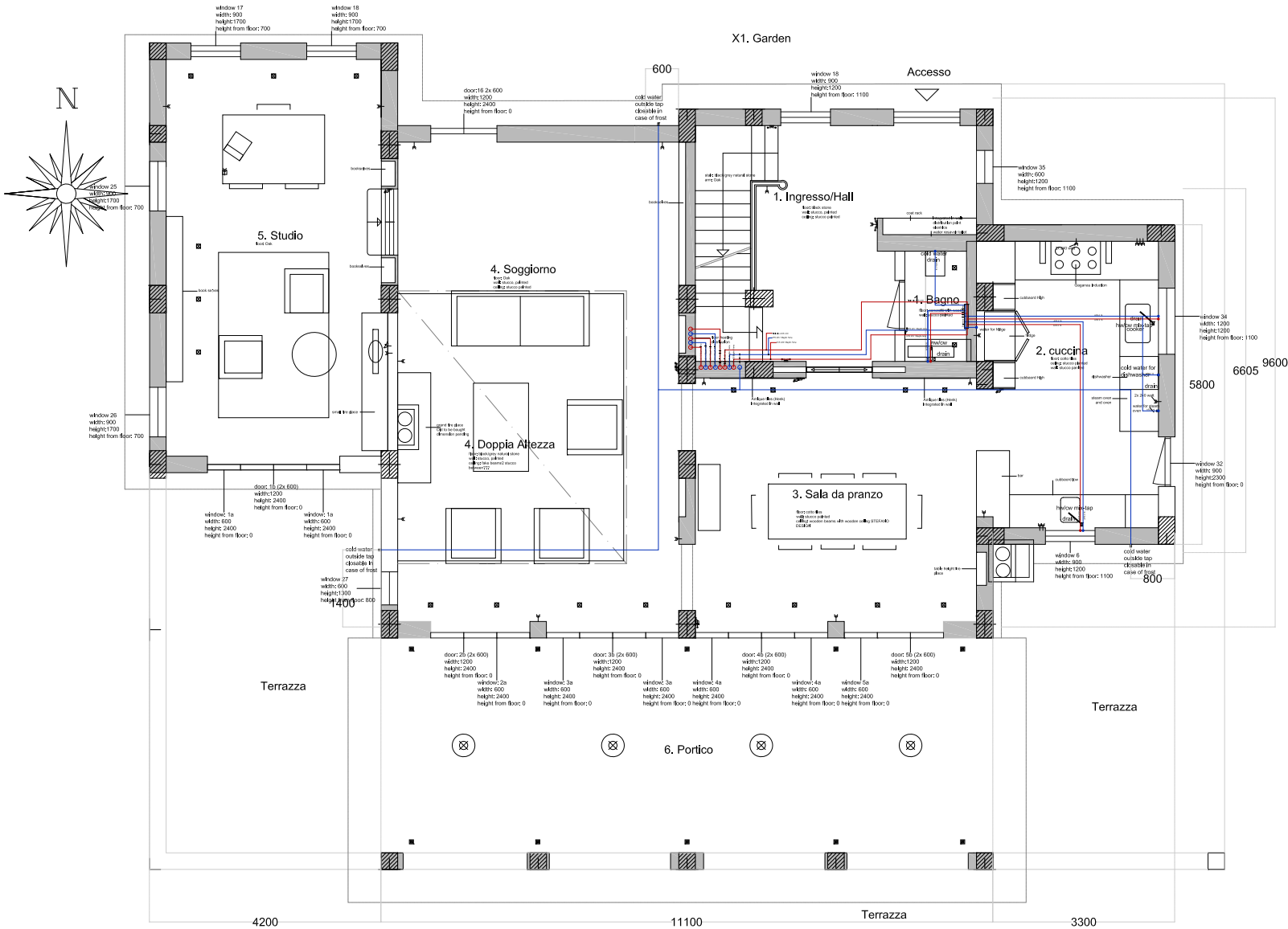




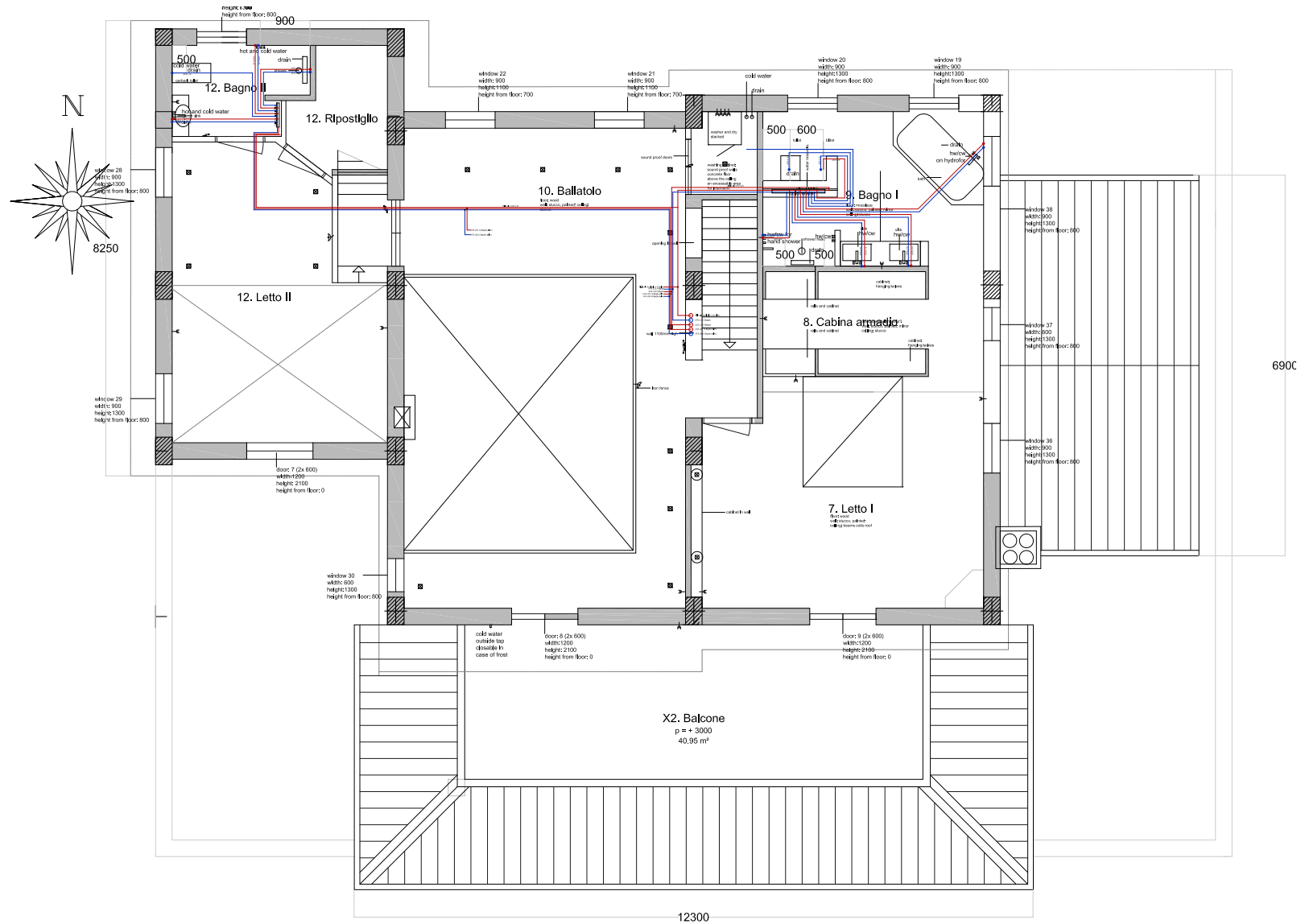




# Borgo Gaia Sabina



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# De Beurs

project details:

**role:** architect/ draftsmen

in collaboration with Barzileye concept design

**client:** Chiel jongeman

**status:** opened

**assignment:** To create a cafe for students in de center of Rotterdam. De beurs had always been the place for students to go, lately it had slipped from that position leaving the students no alternative. New owner Chiel Jongeman was dedicated to give these students a place to eat, drink and socialize.

**Extra:**

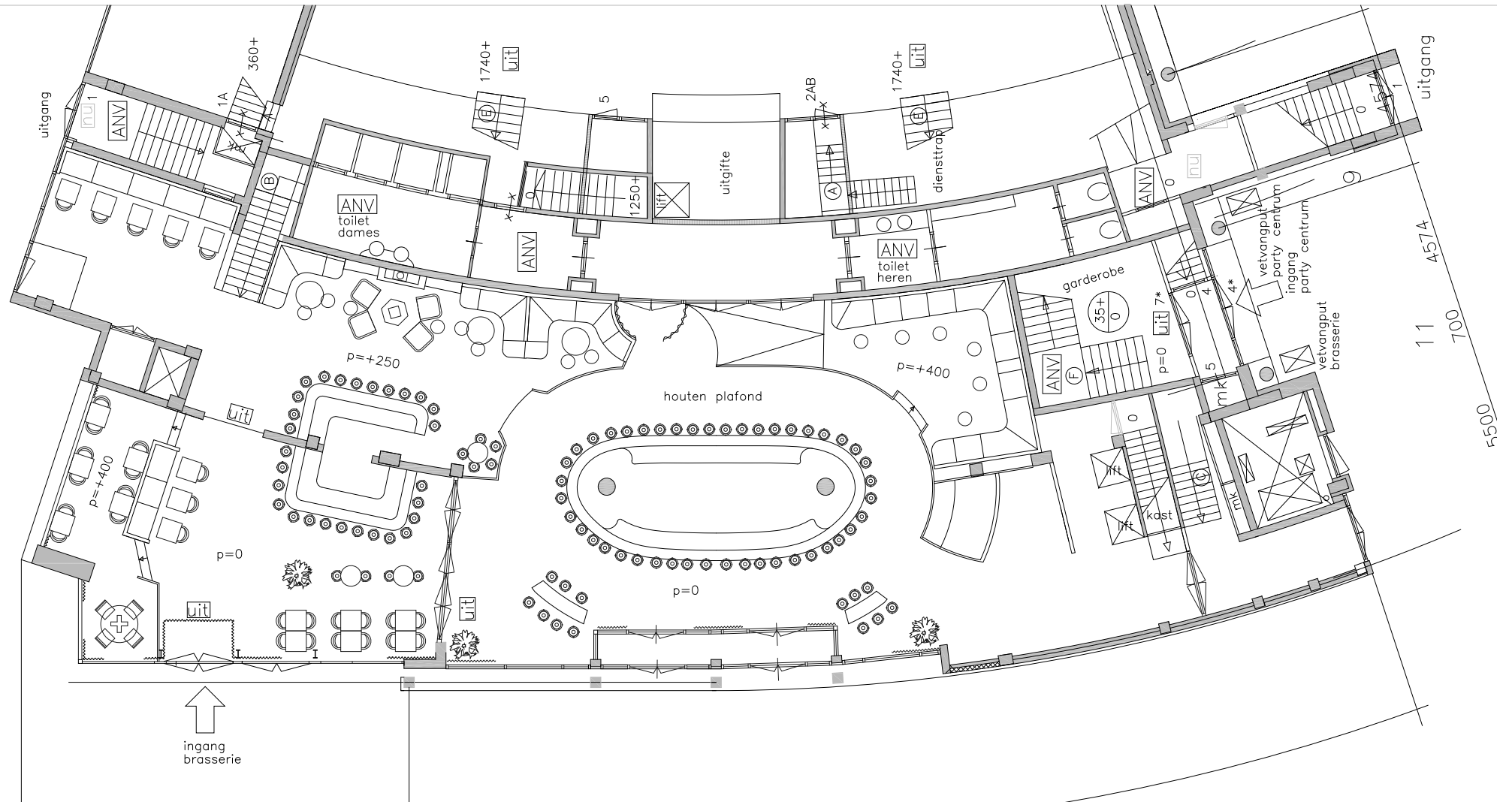
expected publication: Veneuz march edition 2011







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# Club Kubrick

project details:

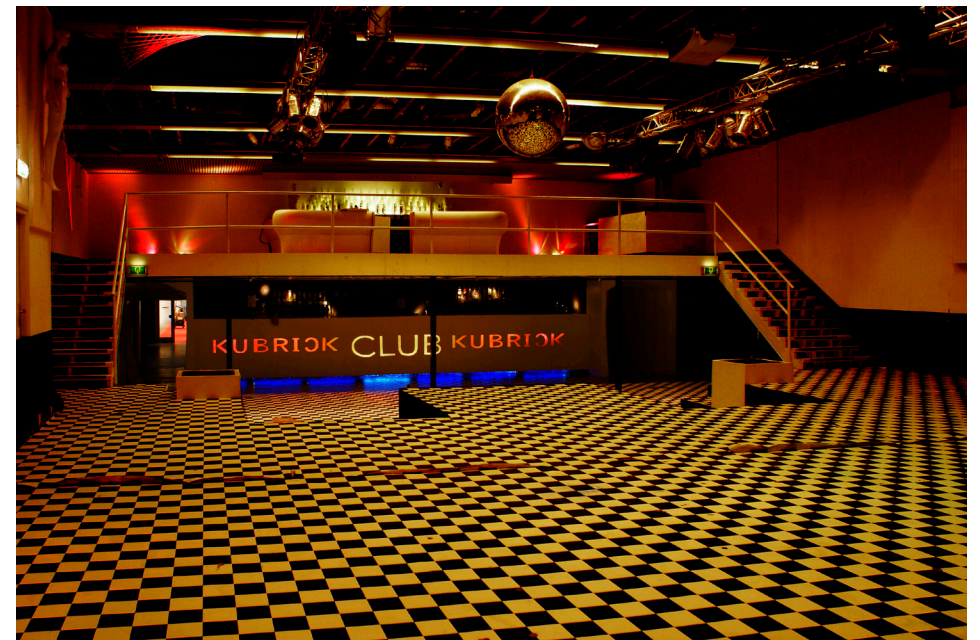
**role:** architect

**client:** Verticale 6 Delfsch studenten Corps

**status:** demolished

**assignment:** To create the biggest club area for the Lustrum of DSC in 2008. The competition for this venue was won in 2007. Realisation of the project commenced in march 2008 for a two week club in july 2008.

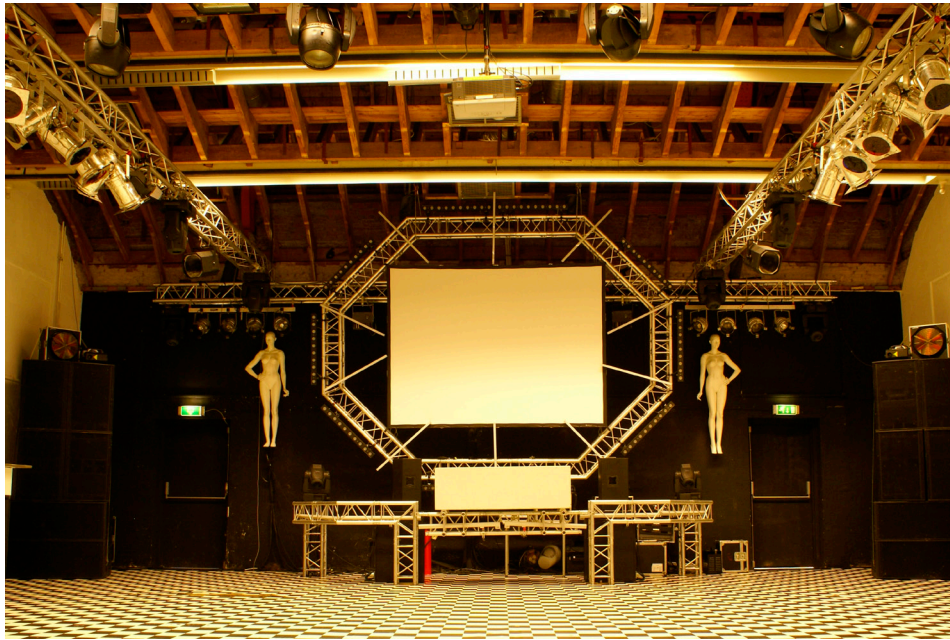
**extra:** [www.clubkubrick.nl](http://www.clubkubrick.nl) (unfortunately offline now)



## CLUB KUBRICK

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# Tamminga bathroom

project details:

**role:** architect

**client:** Family Tamminga

**status:** pending

**assignment:** Design a 2 new bathrooms and wash-room for the tamminga family house, Warmond



# Boersma house

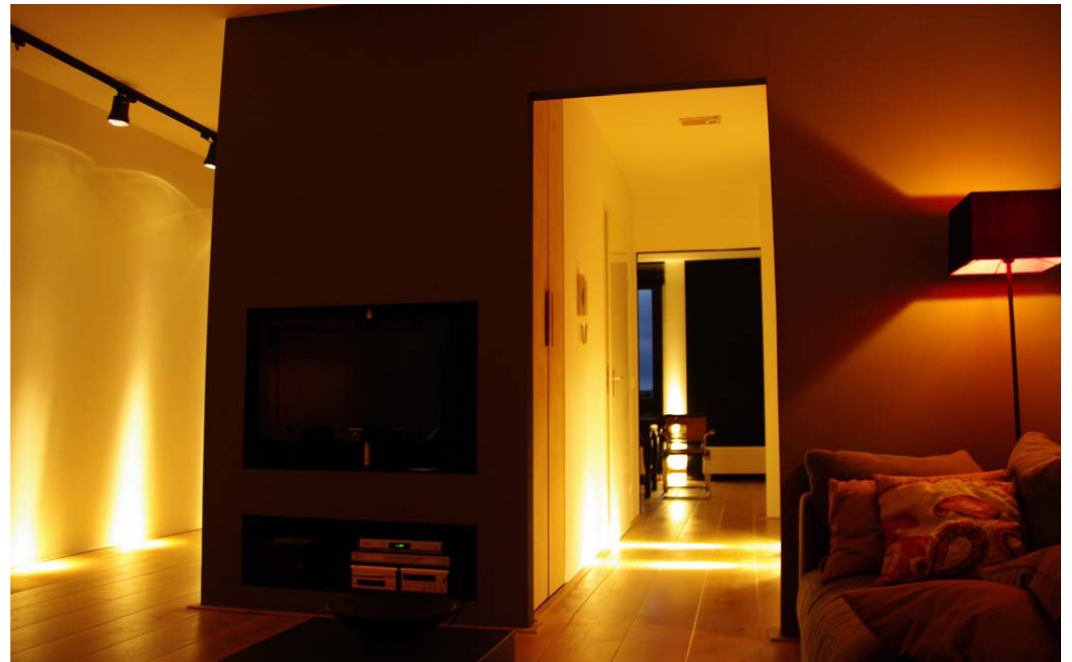
project details:

**role:** architect/furniture design/light consultant/  
constructor and installment

**client:** Boersma family

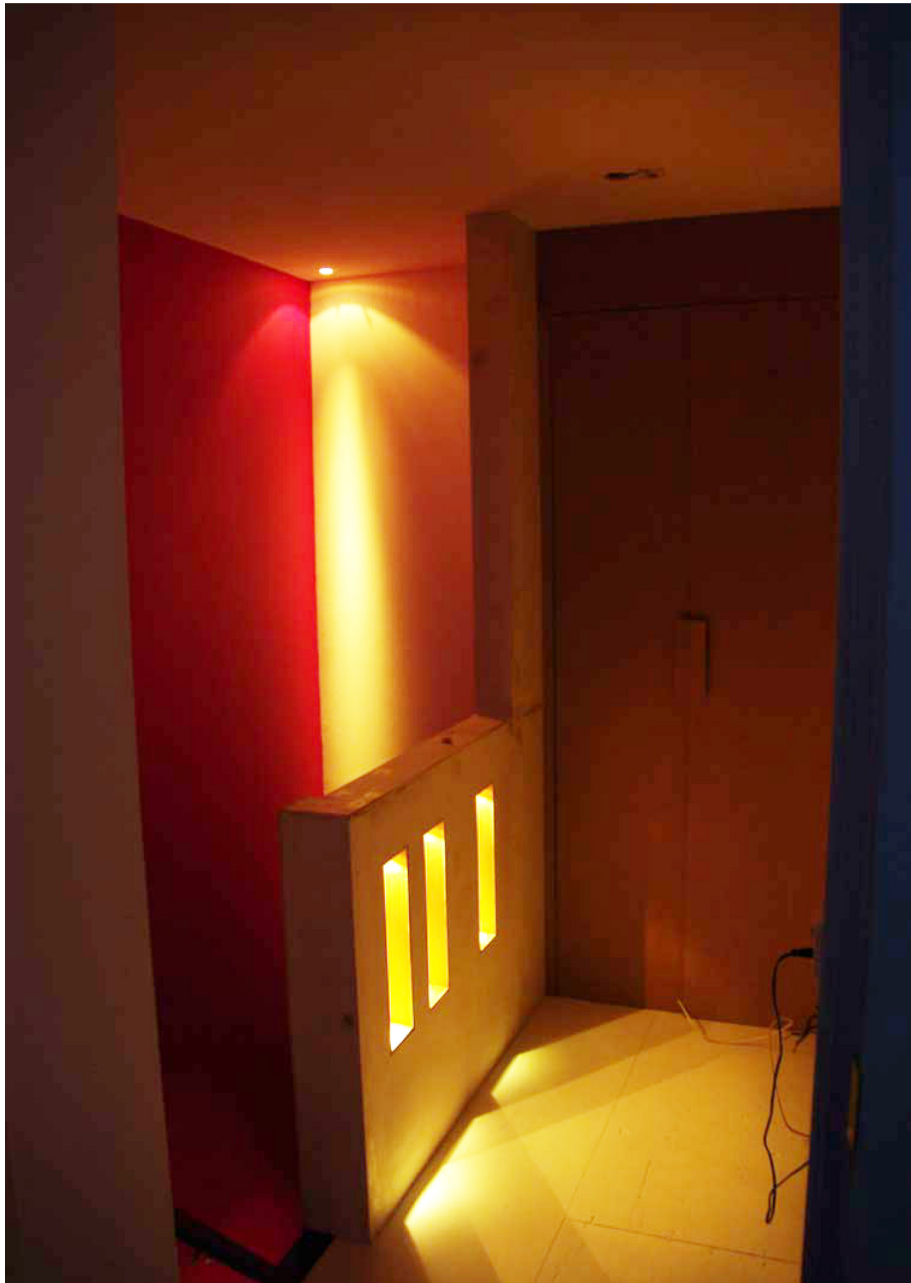
**status:** under construction

**assignment:** To create the perfect house to live and  
work in









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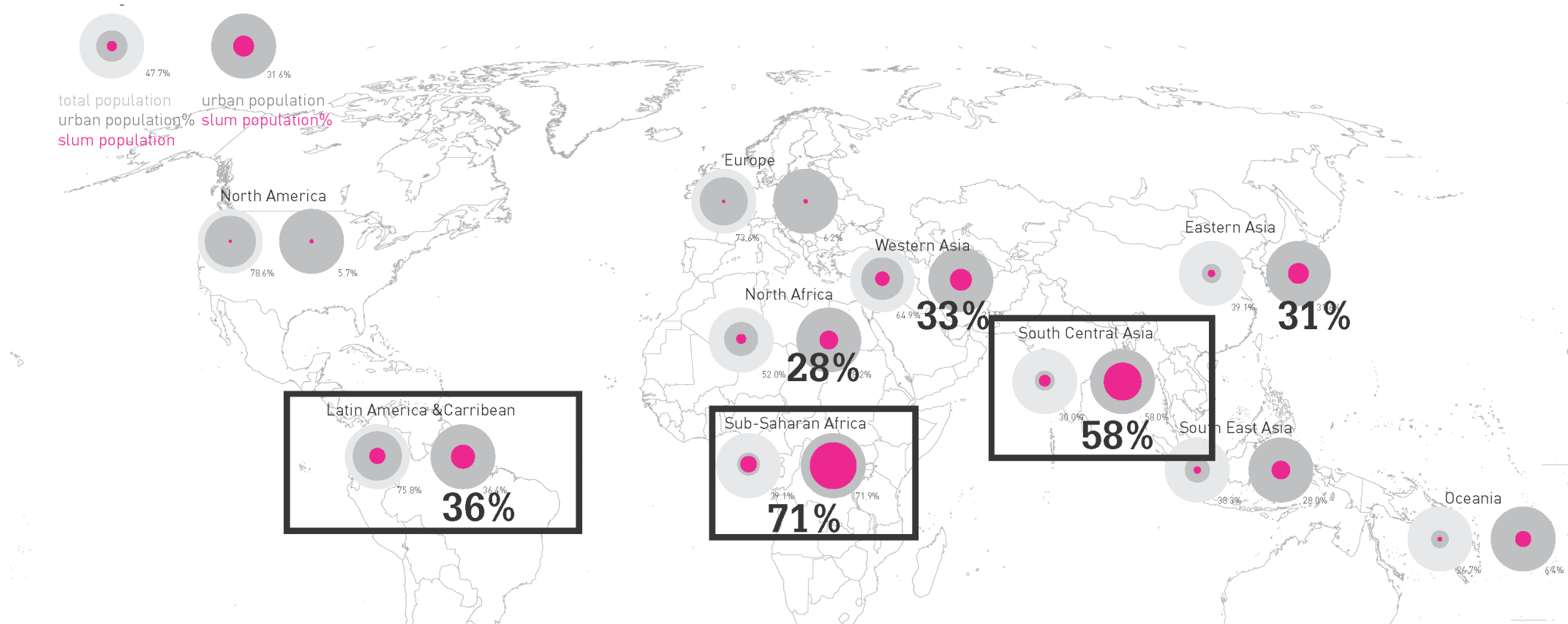
# Slum booster

project details:

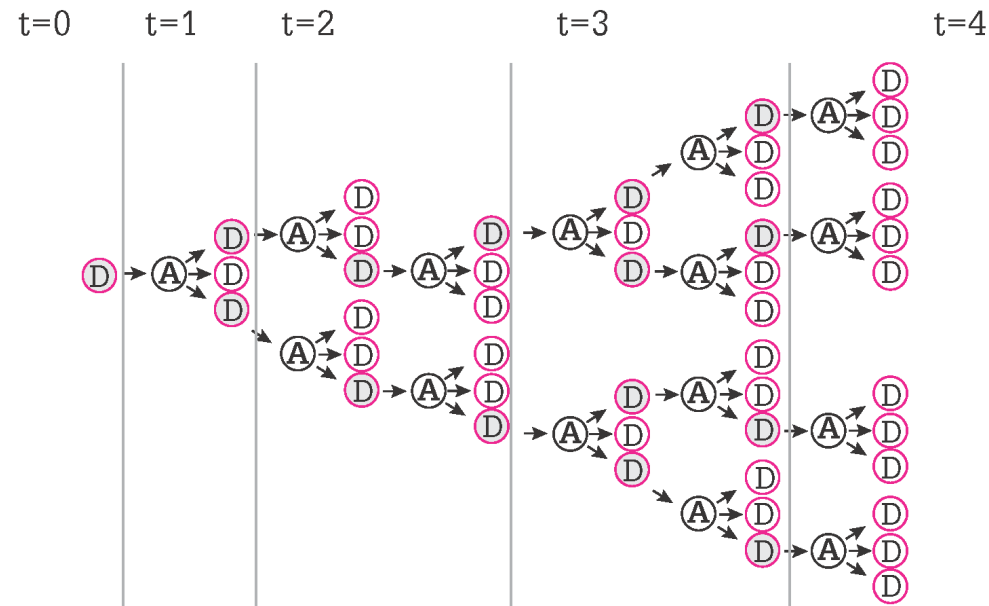
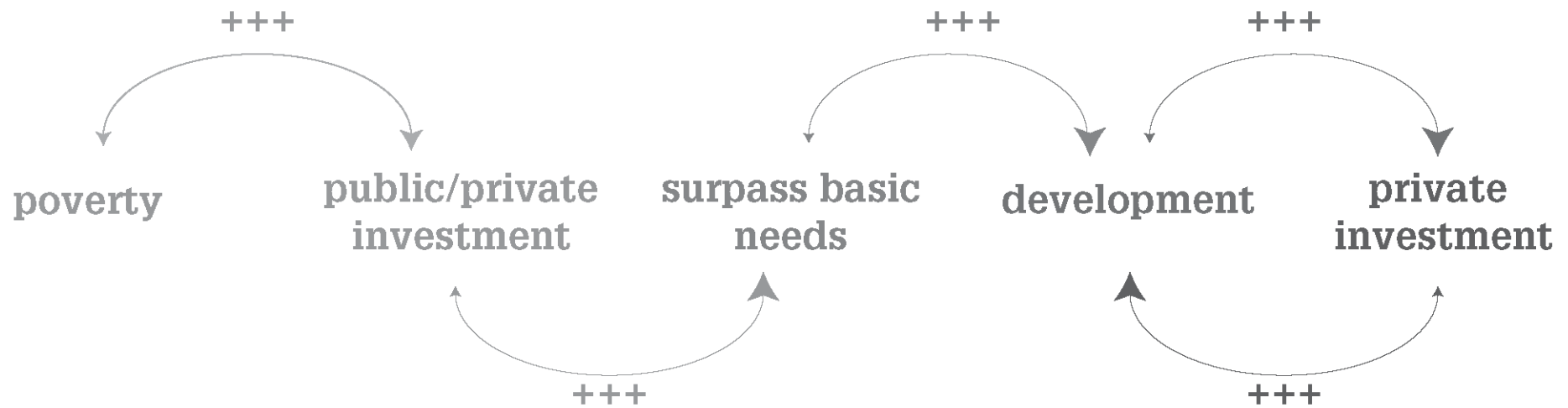
**role:** graduation project at the TUDelft

**assignment:** propose a world wide urgency and solve it

thesis: Slum booster: investigation of reciprocating economic systems to boost informal urban areas into and are of sustained growth

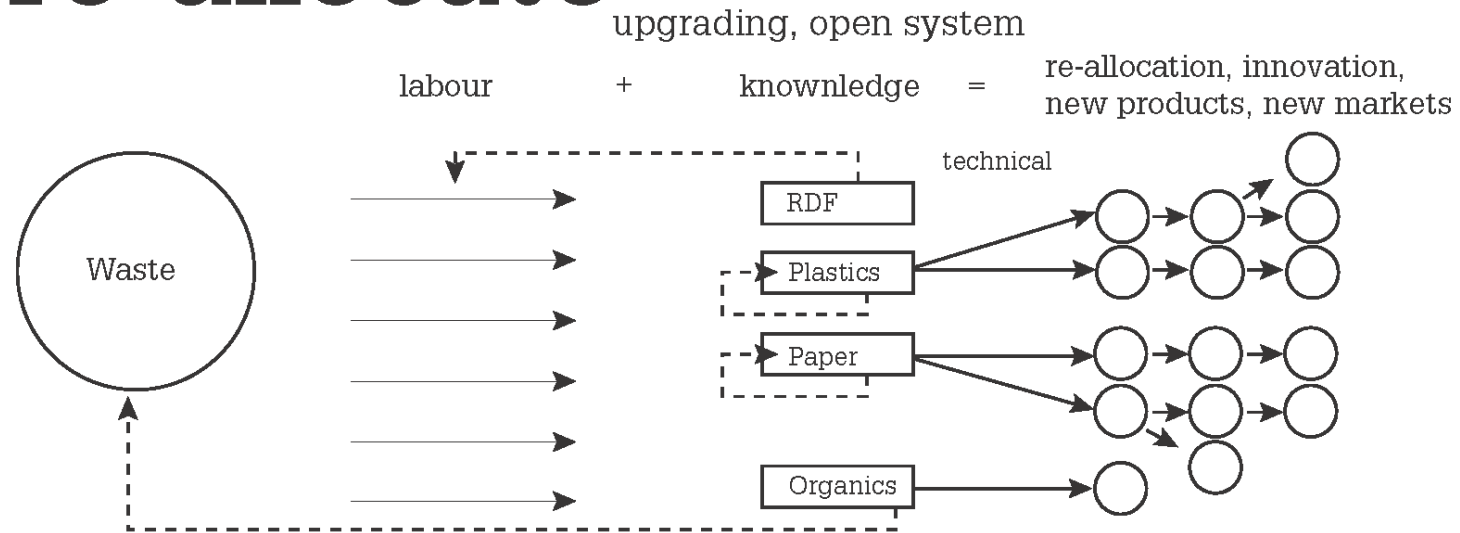


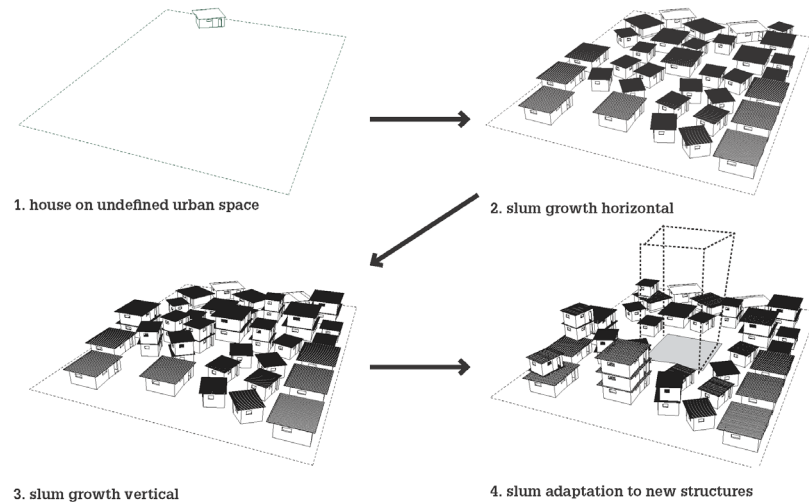
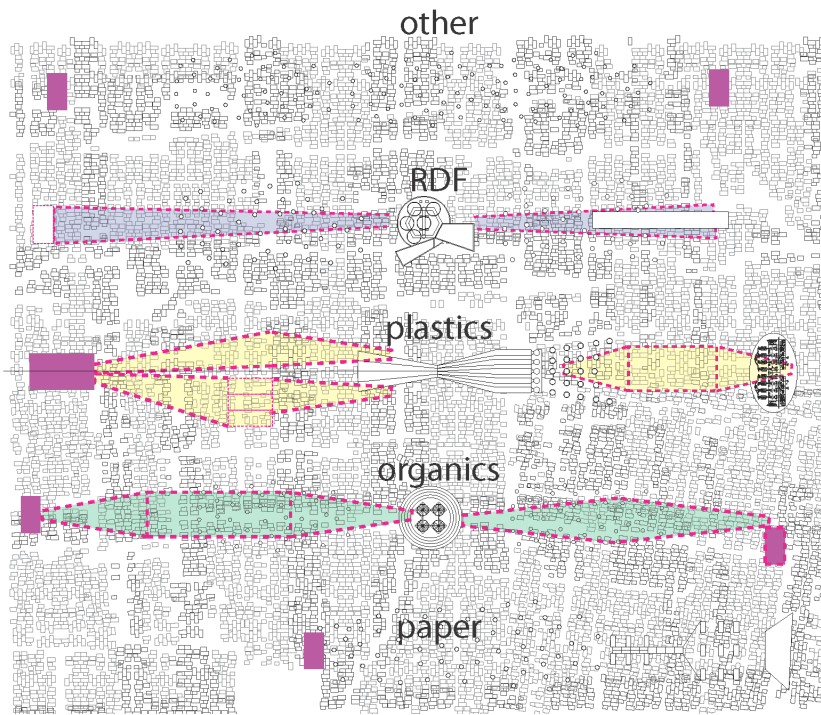
# ending the poverty trap



Jane Jacobs, The economy of cities

# re-allocate





Before implant  
average income generic slum: \$ 93.35/month

After implant:  
 $\$45\text{mln}/30\,000 = \$1500/\text{year} = \$125/\text{month} = 34\%$   
 increase

**34% raise income workers**

Before implant  
average income generic slum: \$ 93.35/month  
 $500\,000 \times 93.35 = \$46\,675\,000$

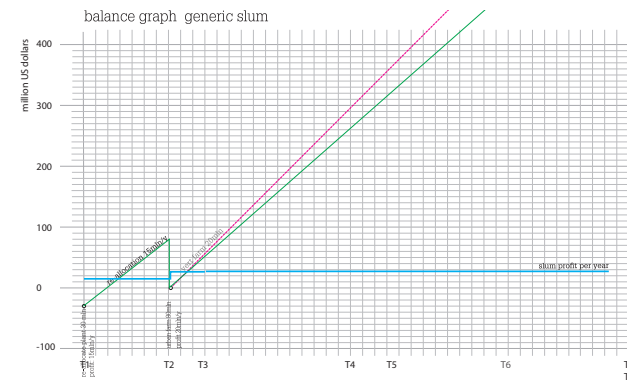
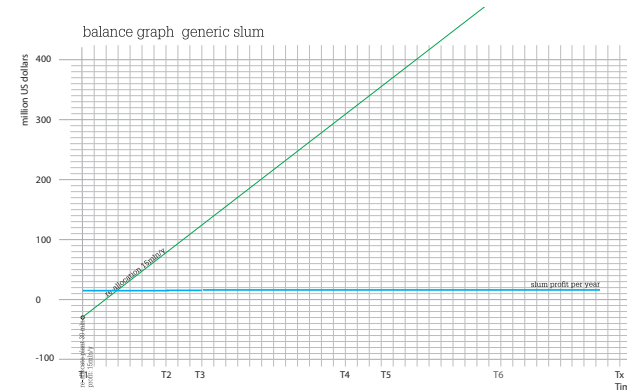
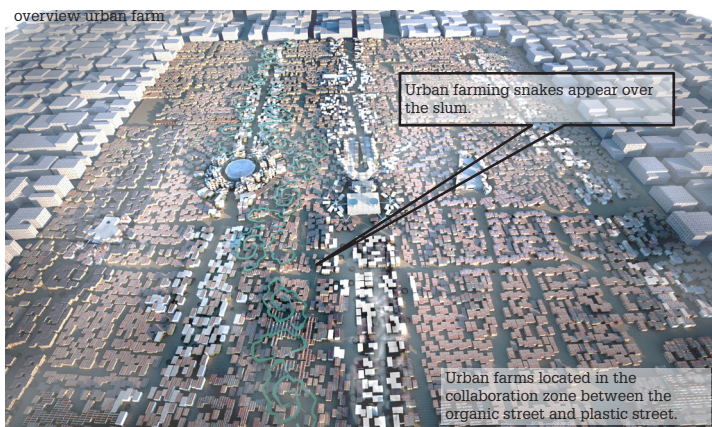
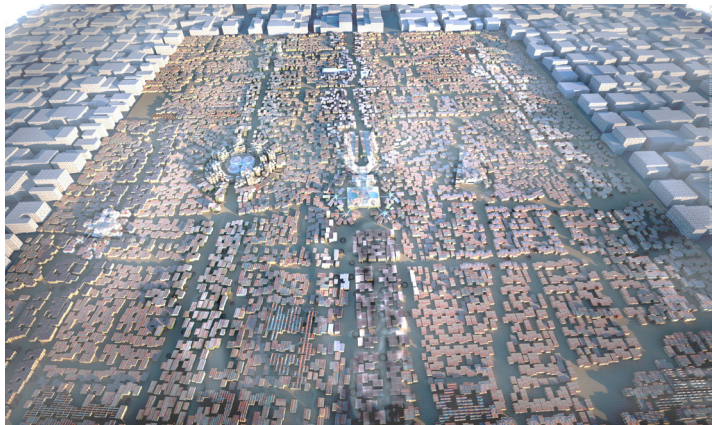
After implant:  
 $470\,000 \times 93.35 = 43\,874\,500$   
 $30\,000 \times 125 = 3\,750\,000$   
 $3\,750\,000 + 43\,874\,500 = 47\,624\,500$

**2% raise income generic slum  
+ 15mln profit**

After implant:  
 $47\,624\,500 + 15\,000\,000 = 62\,624\,500$   
 $62\,624\,500 / 46\,675\,000 = 1,34$

**34 % GDP slum**

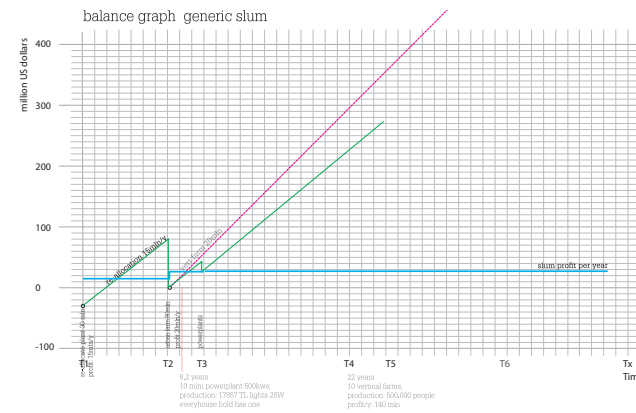




**T=1**  
implemetation reallocation process  
in place.

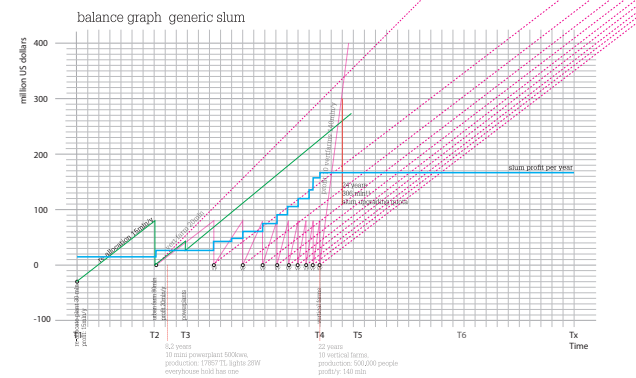
**T=2**  
evolution to urban farming on  
rooftops.





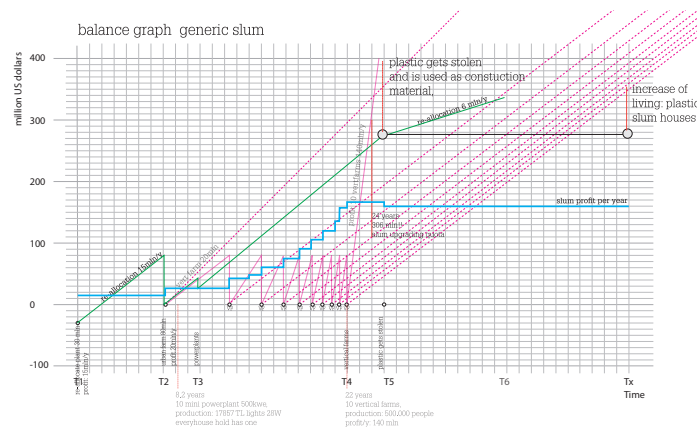
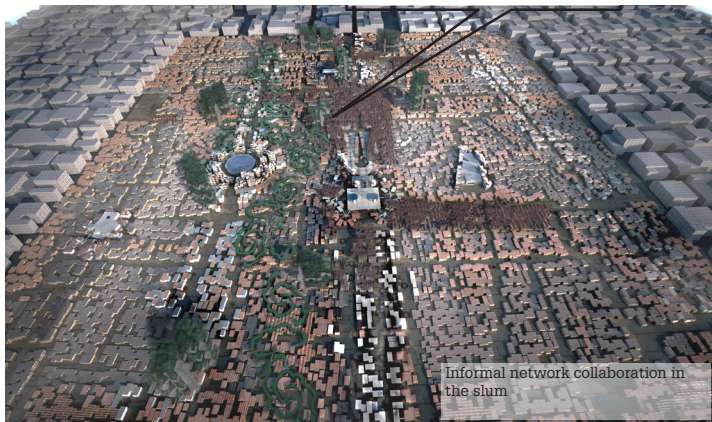
**T=3**

biomass/gas allow for electricity



**T=4**

electricity allows for the evolution to vertical farms in the area



**T=5**

plastic gets stolen due to the enormous attention to vertical farms









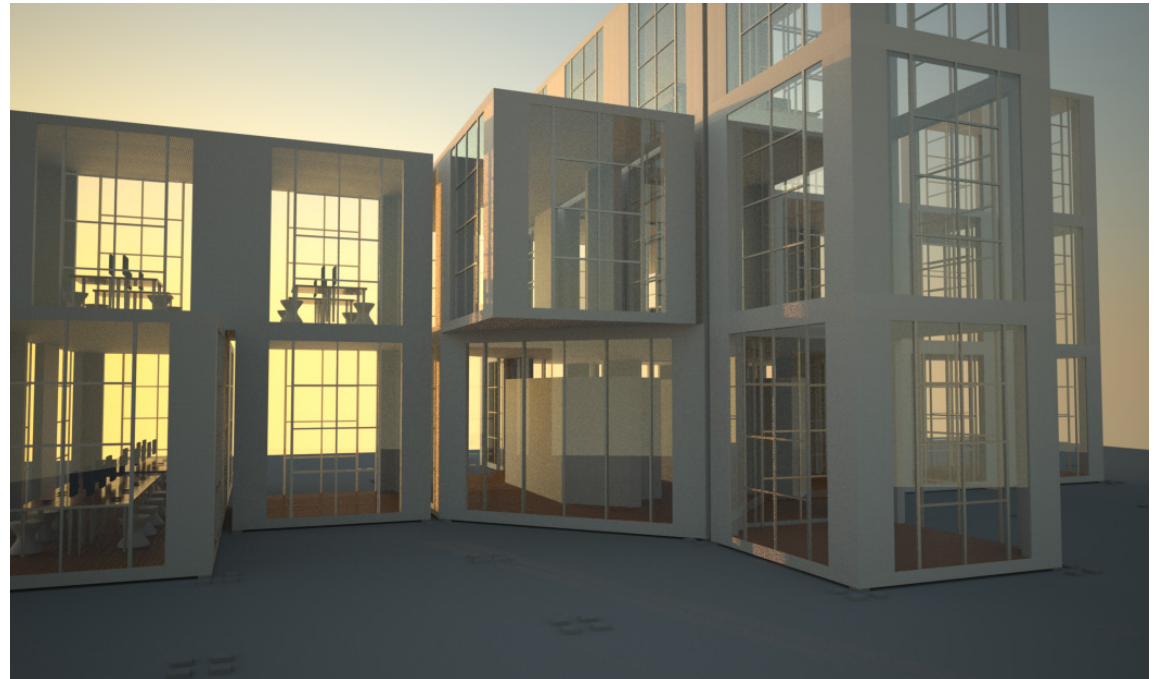


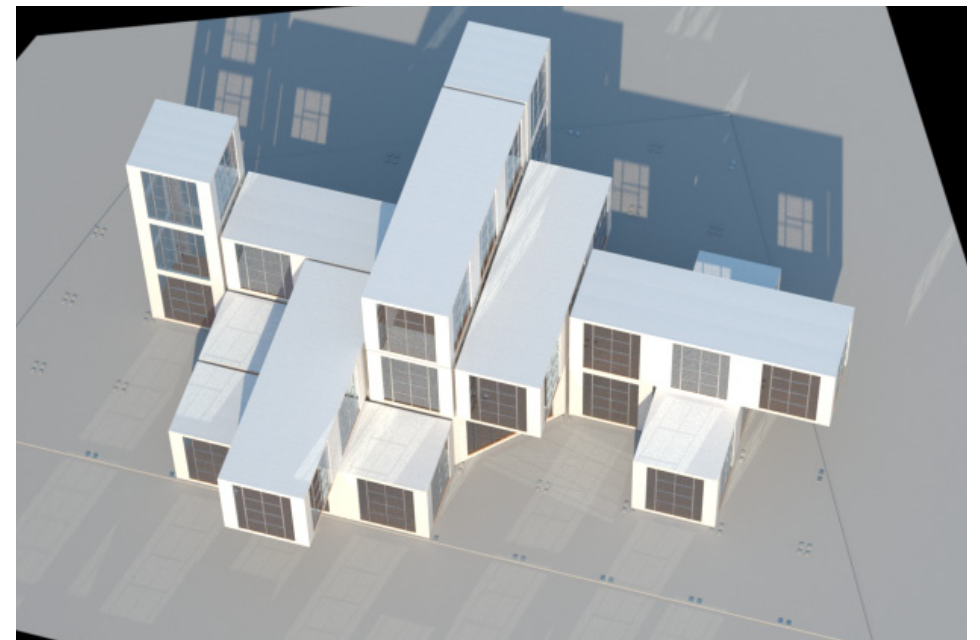
# Future faculty

project details:

**role:** Master 2 emester student

**assignment:** propose a concept for the new architecture faculty after the old one burned away.







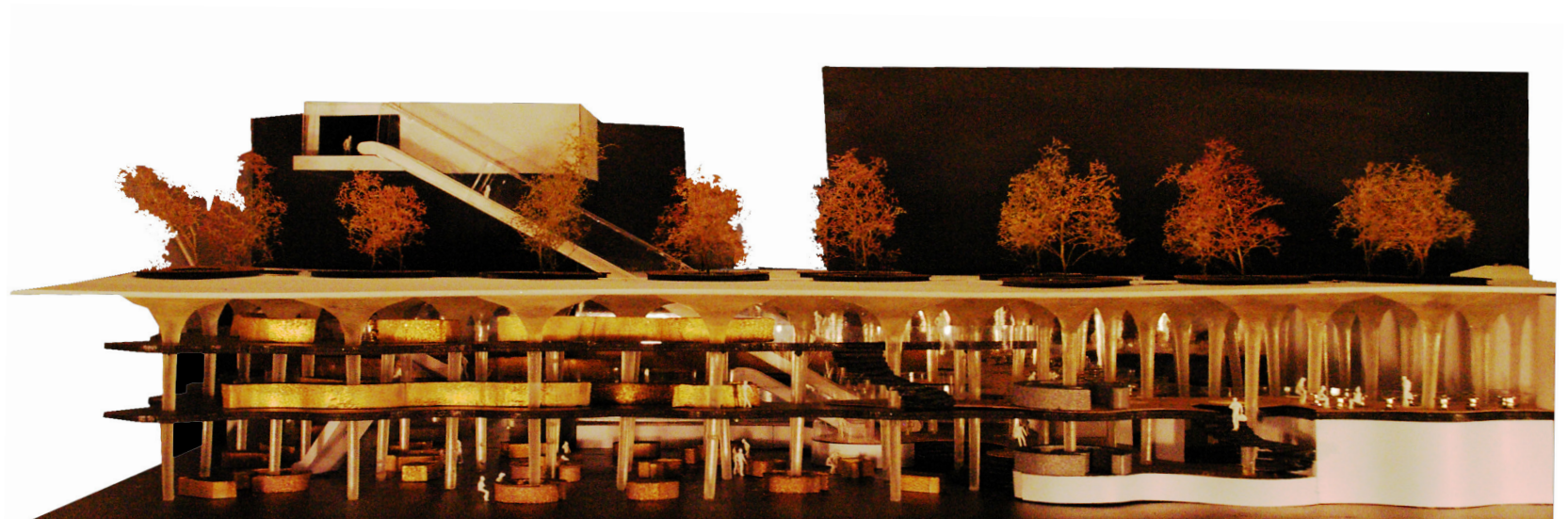
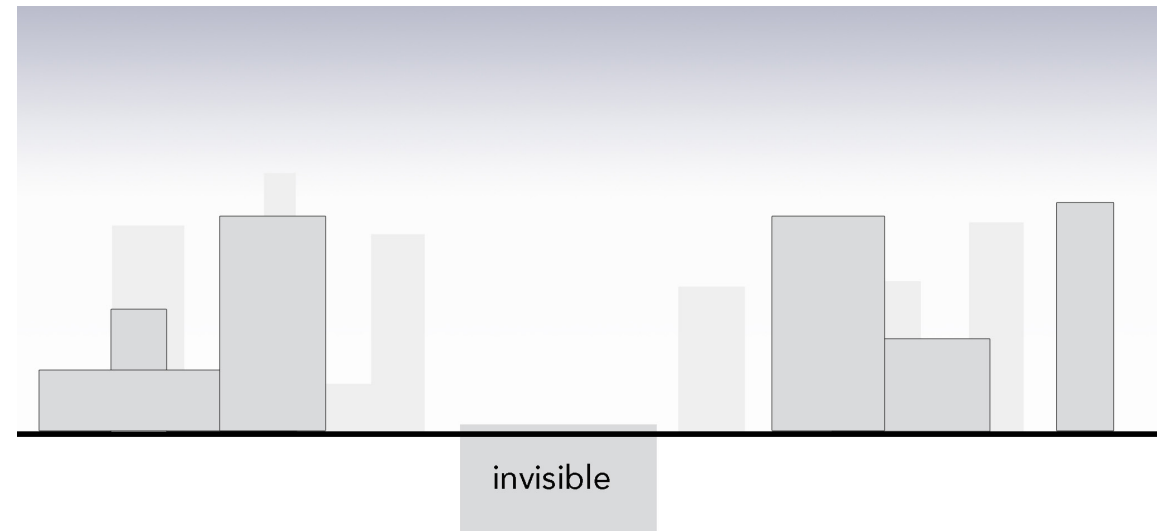
# Casino

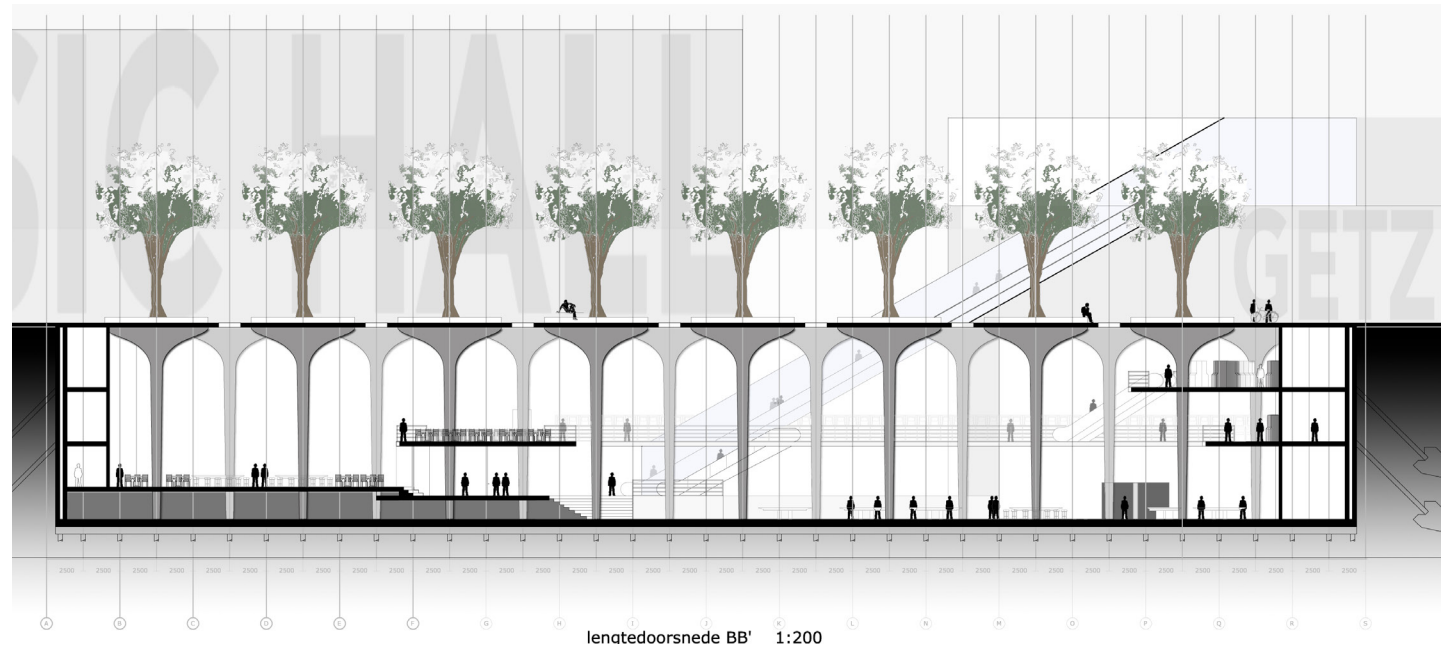
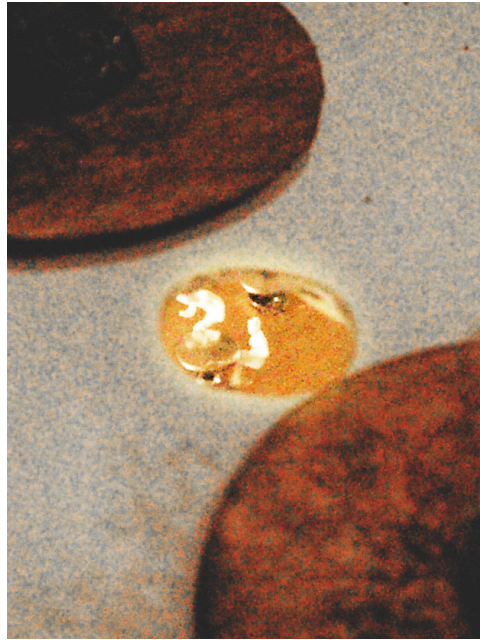
project details:

**role:** Master 1 semester student

**assignment:** Create something on the edge on bijlmer and A3 kantorenwijk that could create livelihood in the area.

Because of spatial issues the casino is envisioned underneath the Arena boulevard, invisible yet extremely central.







# Scheveningen harbour

project details:

**role:** bachelor phase student

**assignment:** Create a new urban concept and buildings for the “visafslag” Scheveningen, The Hague.

In this project it turned out necessary to redevelop a large part of schevening village in order to create better excess to the new harbour and it's facilities.

