

SSYS

shaping your space

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 SSYS 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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- Future faculty (master phase)
- Casino (master phase)
- 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).

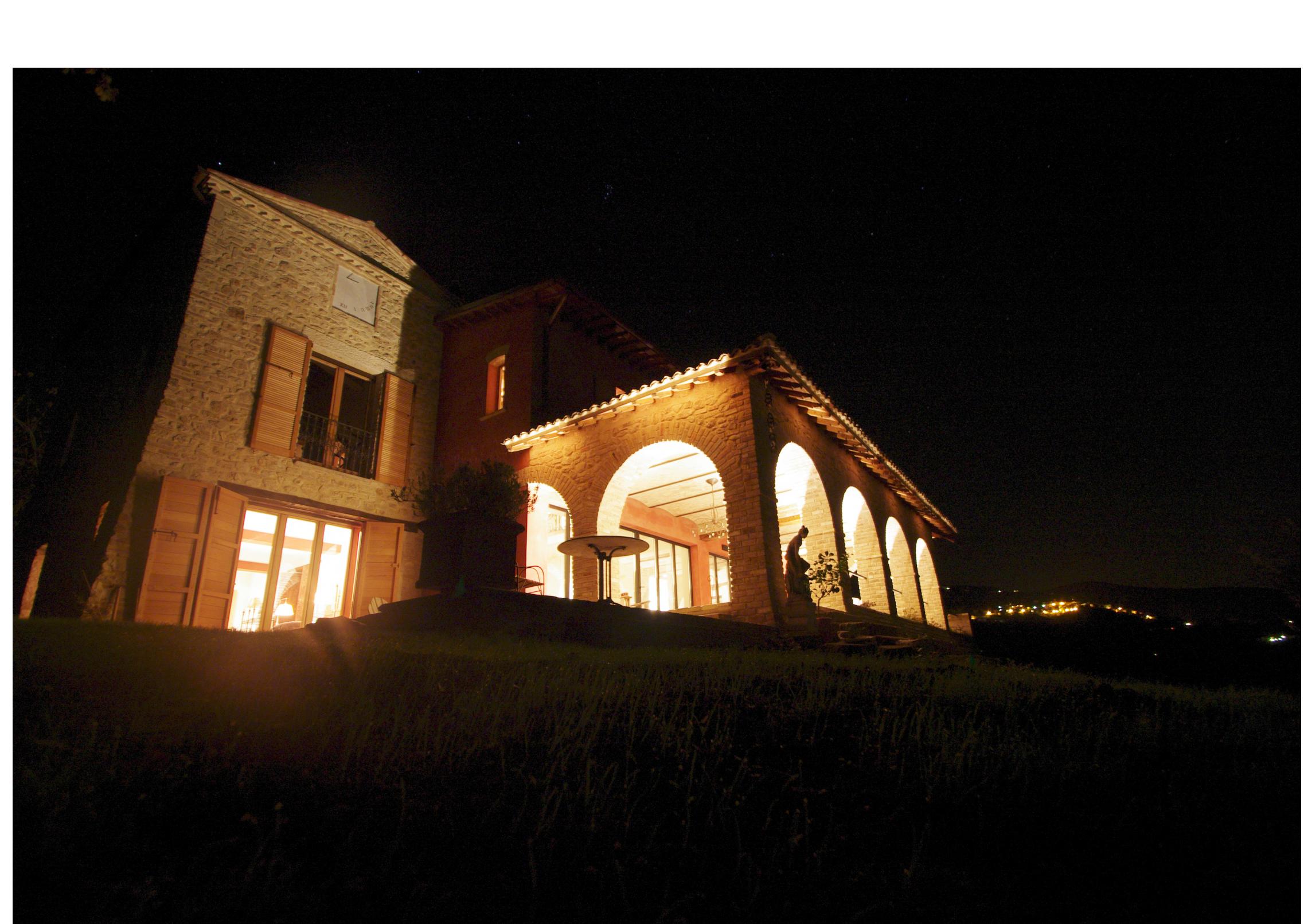
The Borgo needs a possibility of two appartments, swimmingpool with pool house, garage for 3 cars.

Landscaping of the garden and terraces, overall consultant for all external and internal esthetic decisions, technical solutions with light.





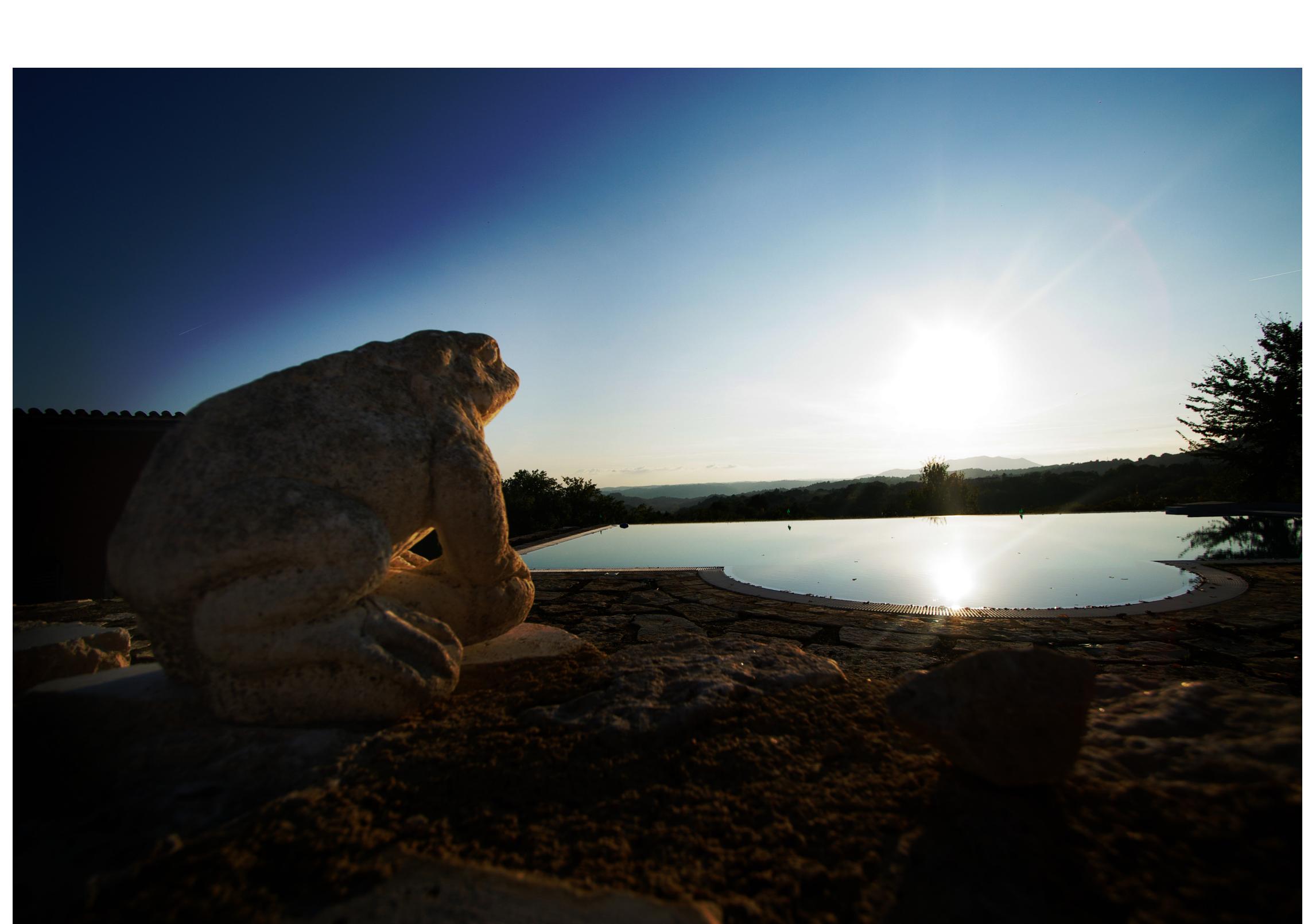




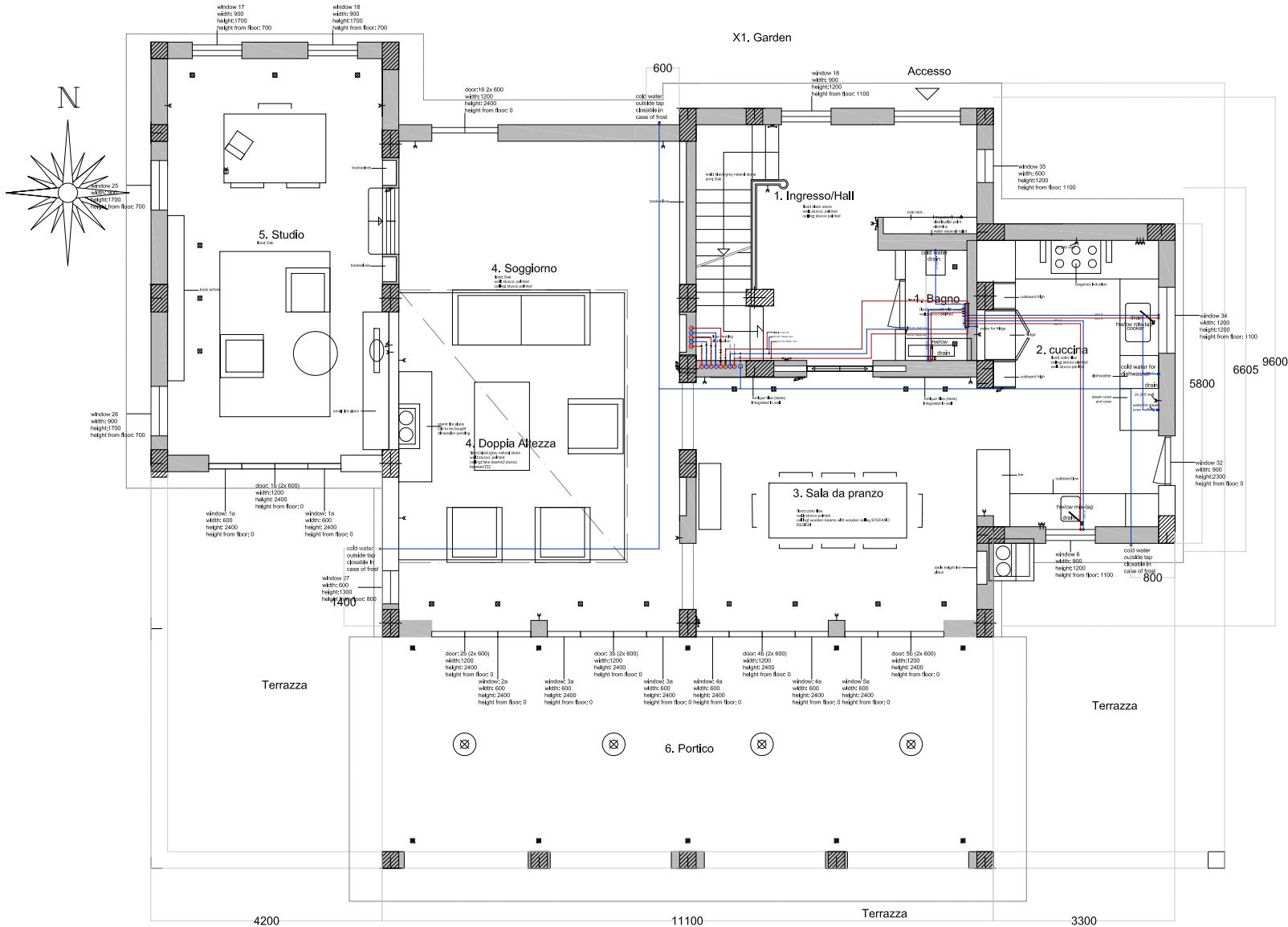




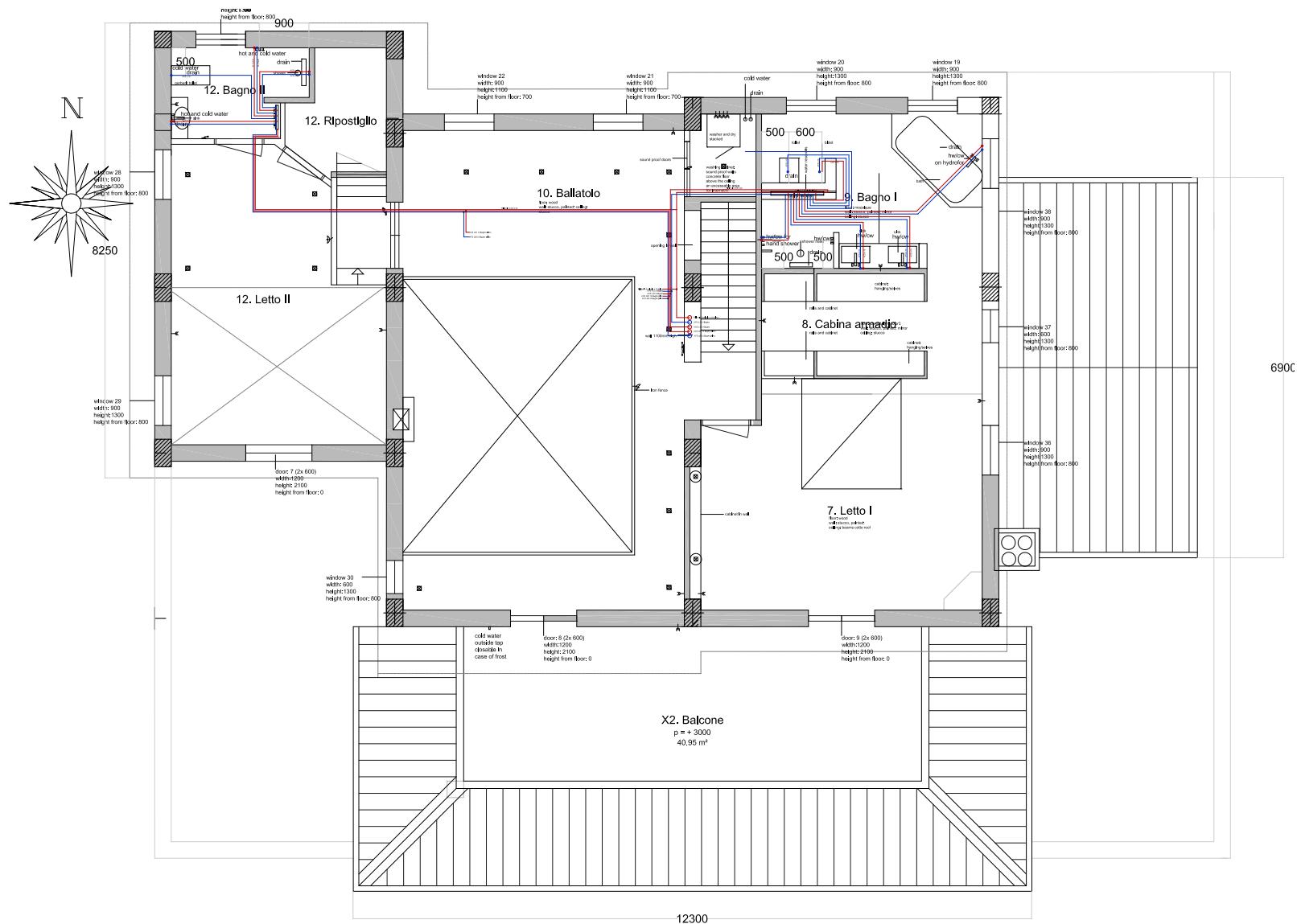




Borgo Gaia Sabina



Borgo Gaia Sabina



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.

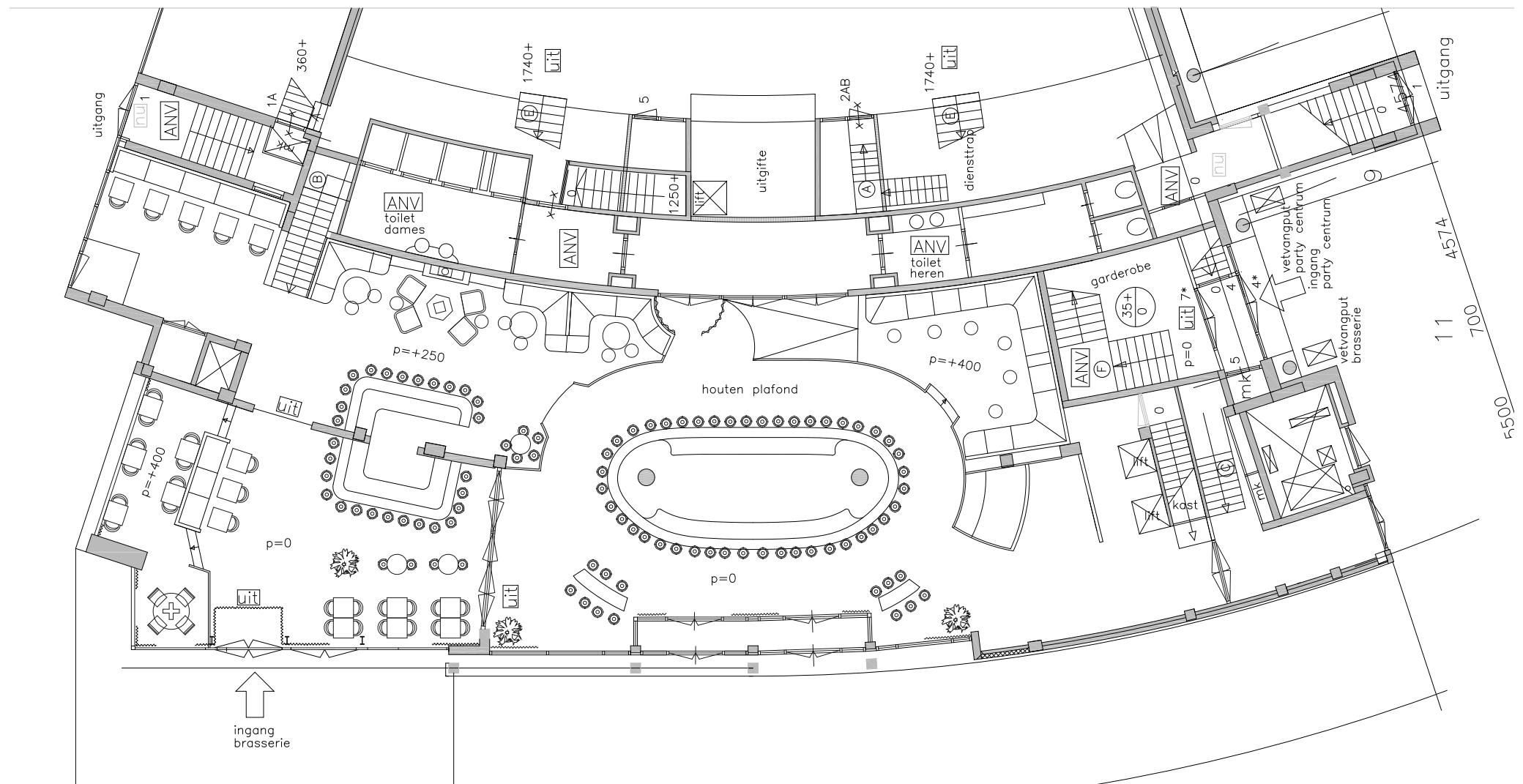
Extra:

expected publication: Veneuz march edition 2011





De Beurs



Club Kubrick

project details:

role: architect

client: Verticale 6 Delfsch studenten Corps

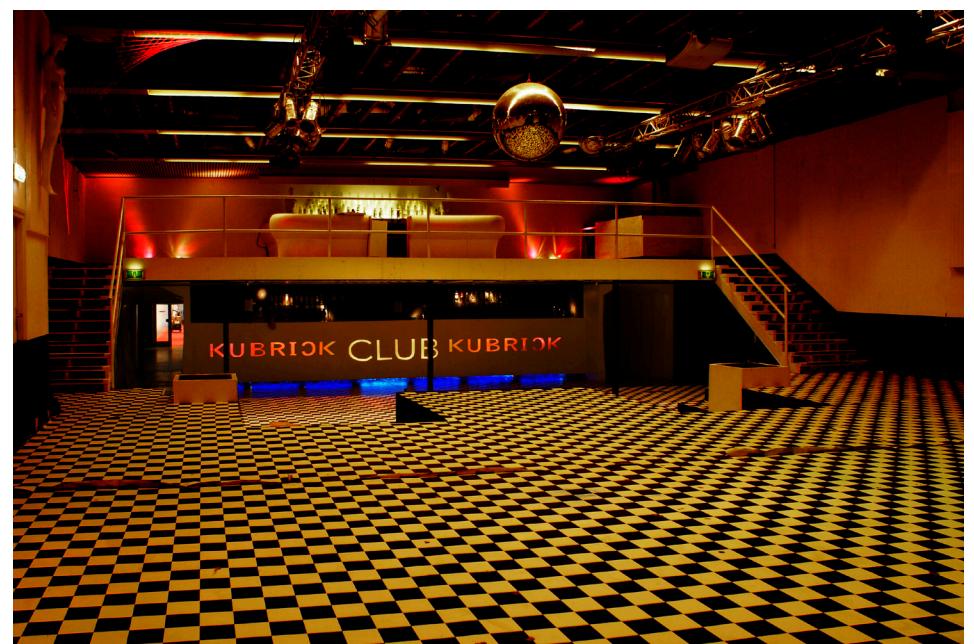
status: demolished

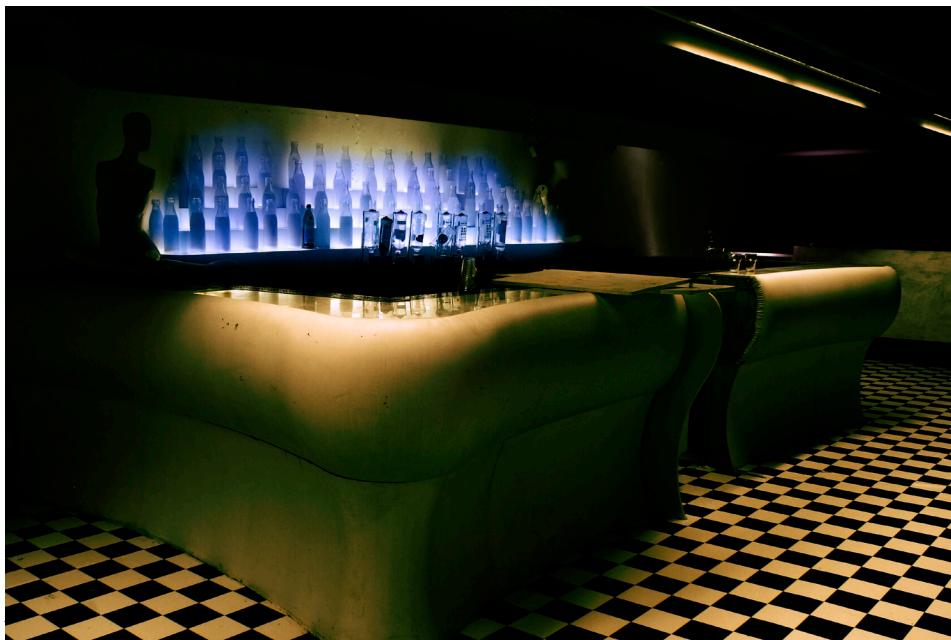
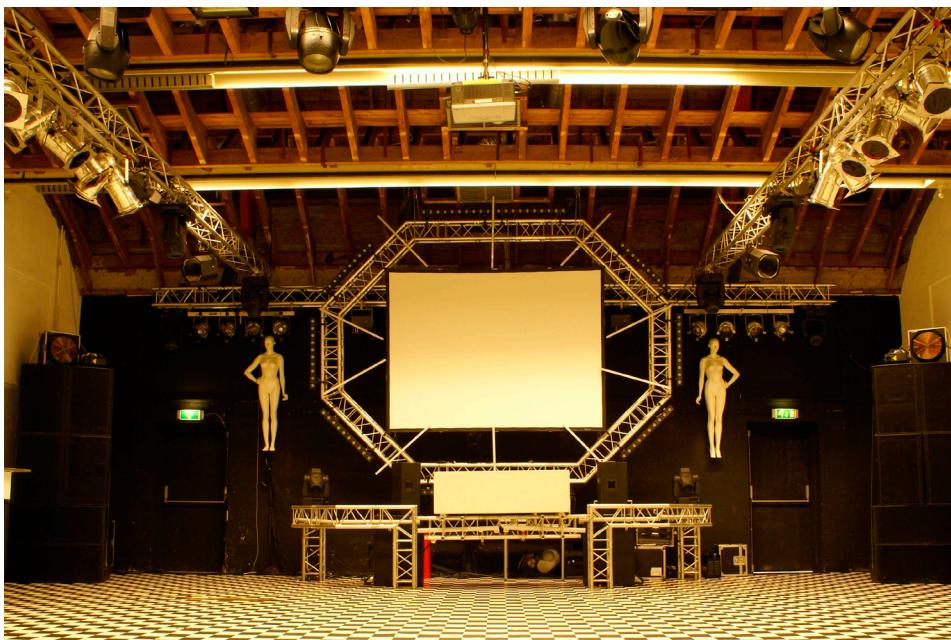
assignment: To create the biggest club area for the Lustrum of DSC in 2008. The competition for this venue was won in 2007. Realisation of the project commenced in March 2008 for a two week club in July 2008.

extra: www.clubkubrick.nl (unfortunately offline now)



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Tamminga bathroom

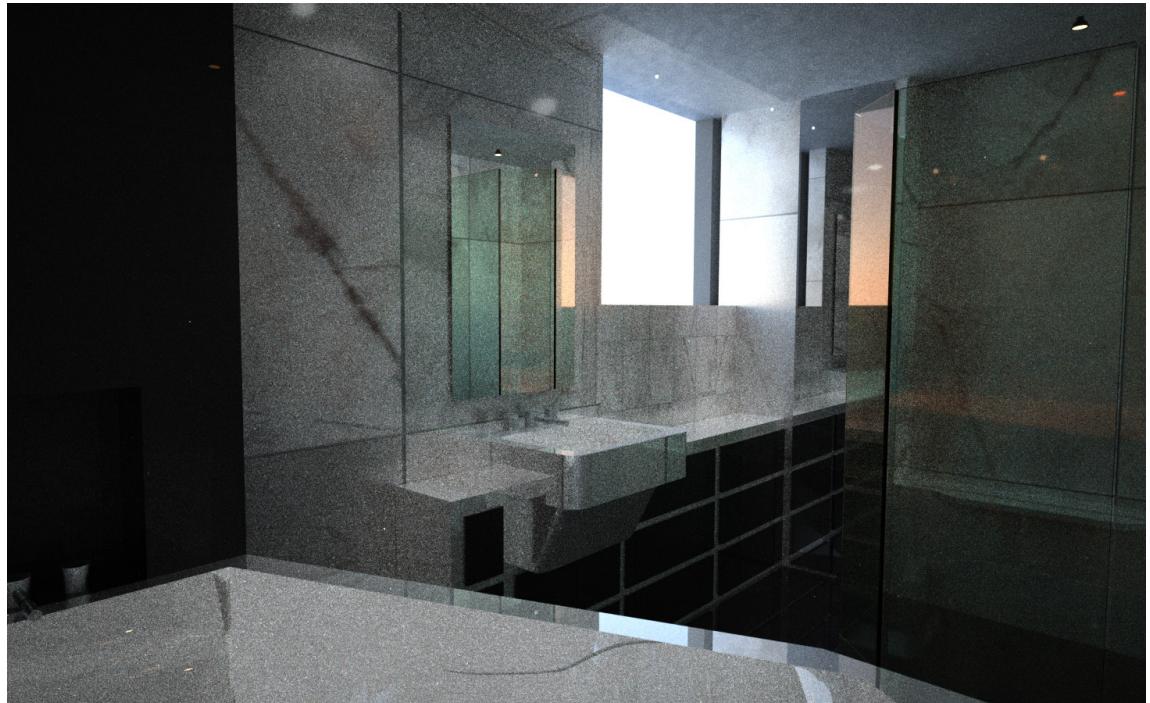
project details:

role: architect

client: Family Tamminga

status: pending

assignment: Design a 2 new bathrooms and washroom for the tamminga family house, Warmond



Boersma house

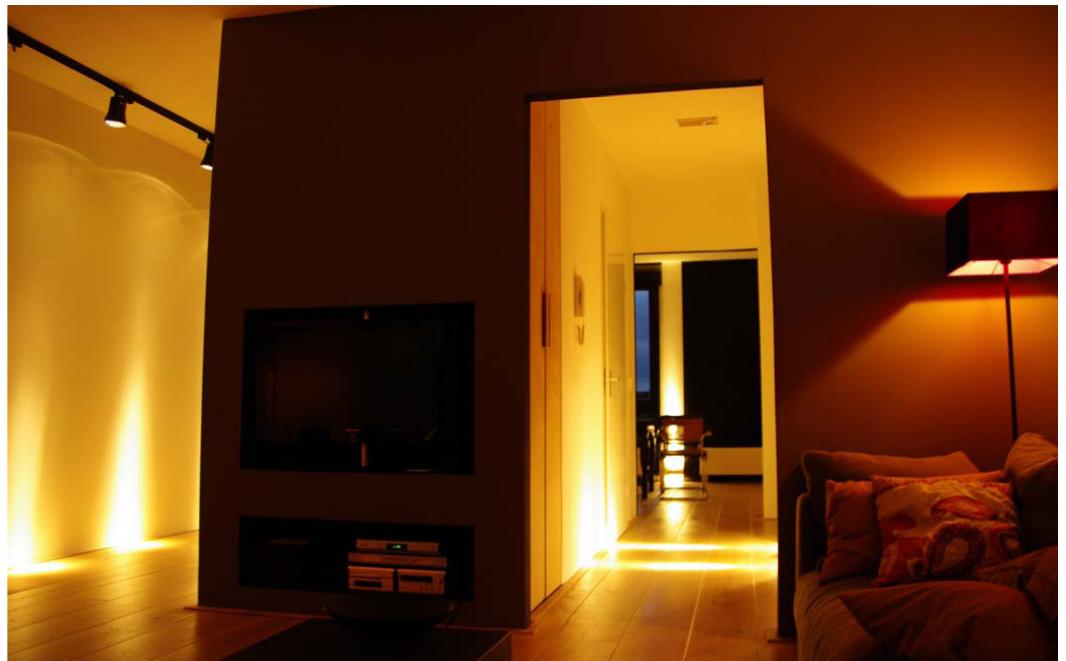
project details:

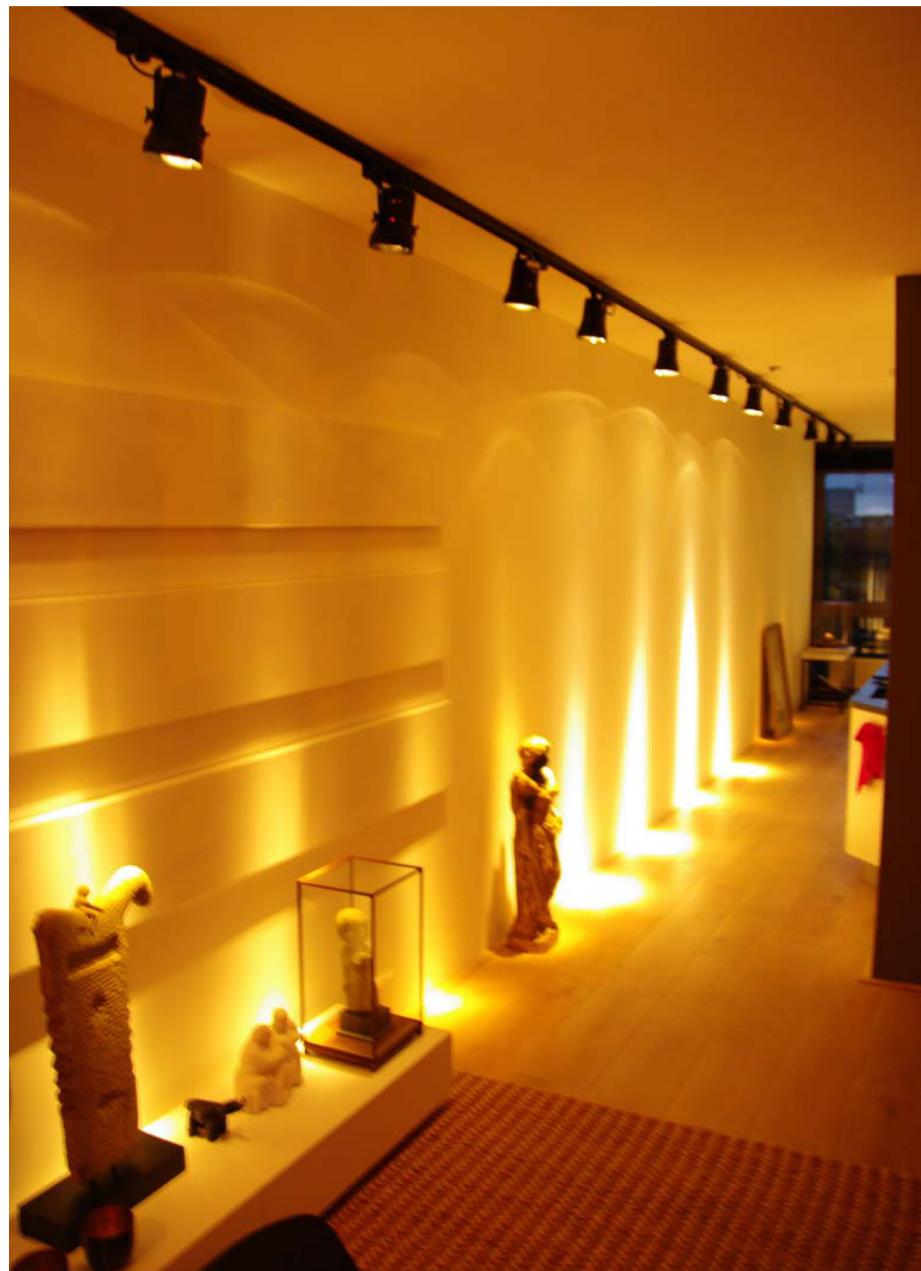
role: architect/furniture design/light consultant/
constructor and installment

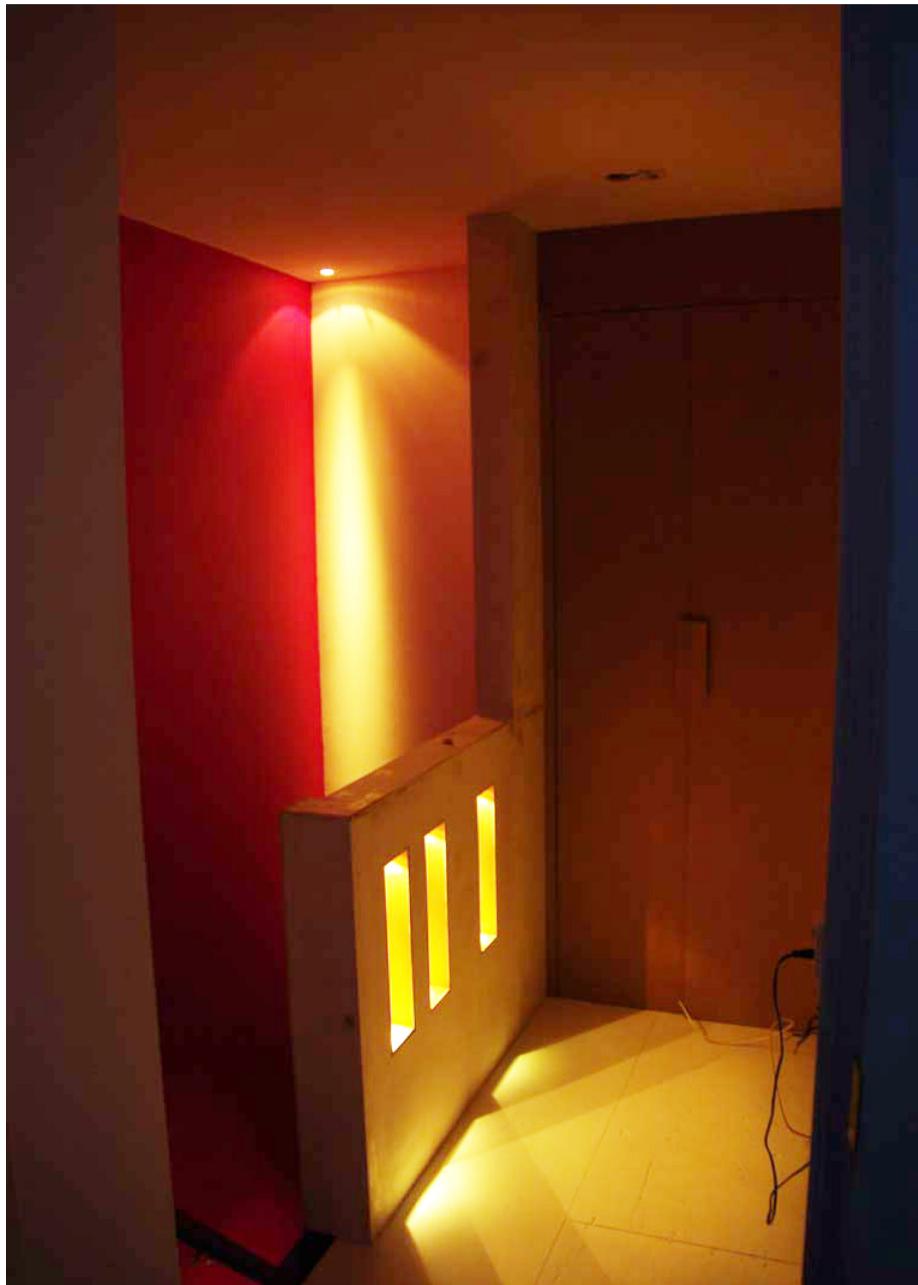
client: Boersma family

status: under construction

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







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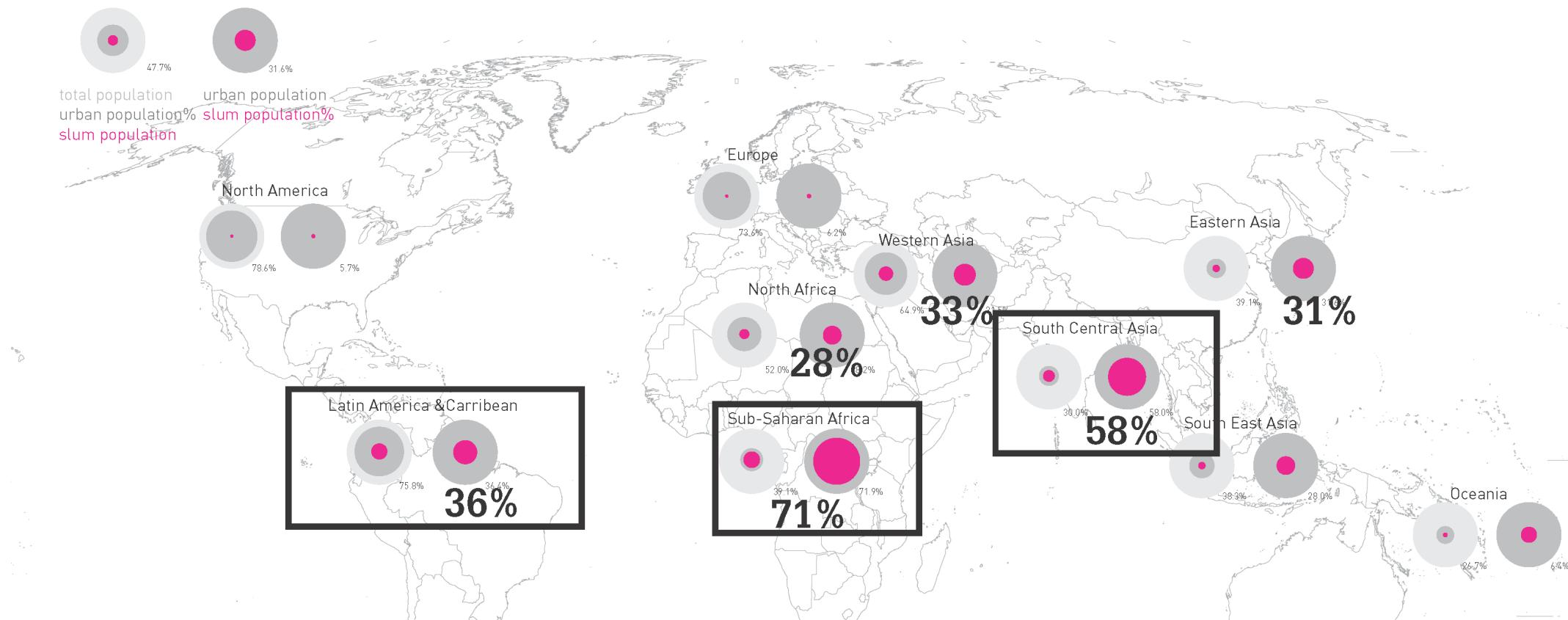
Slum booster

project details:

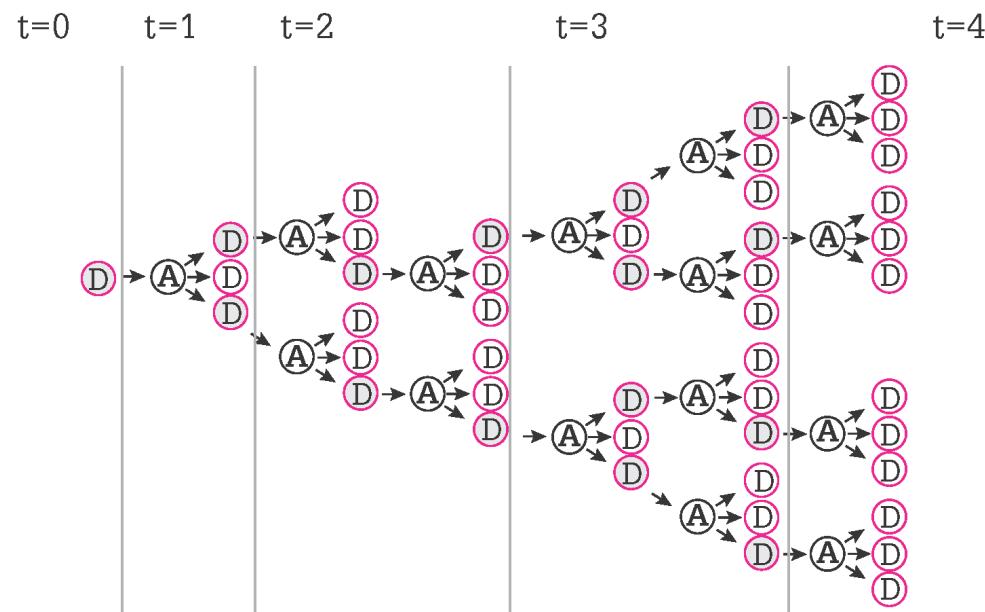
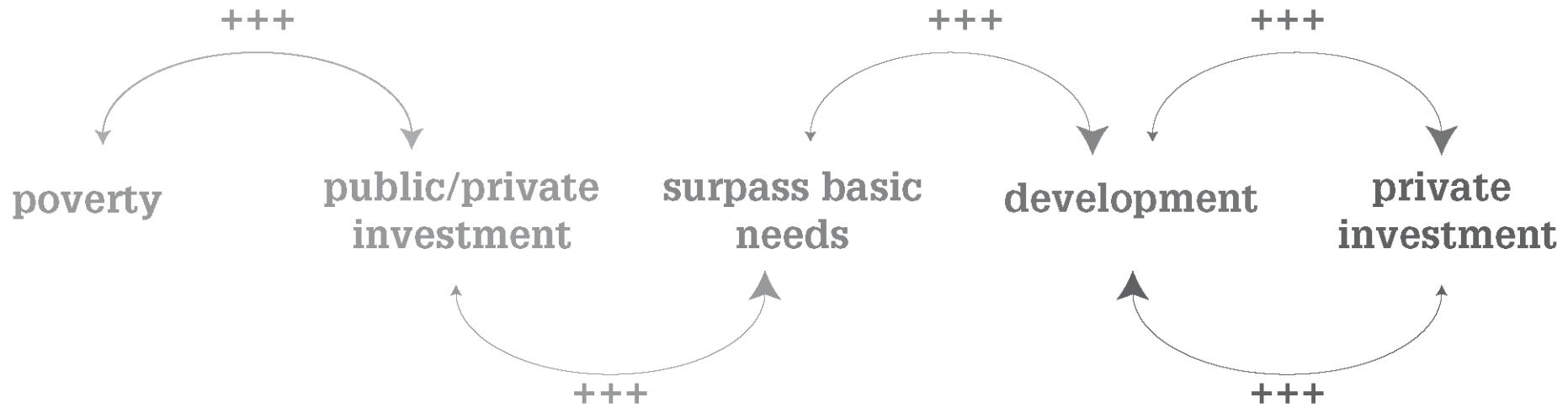
role: graduation project at the TU Delft

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

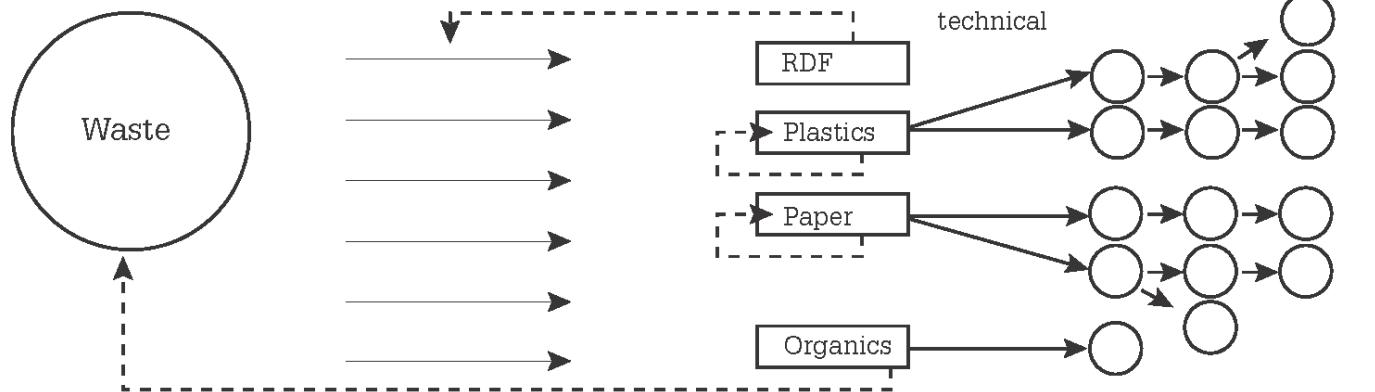
re-allocate

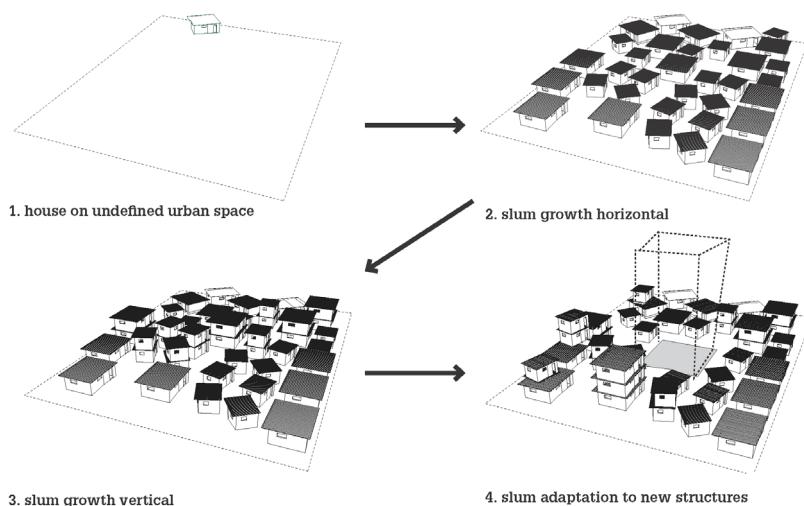
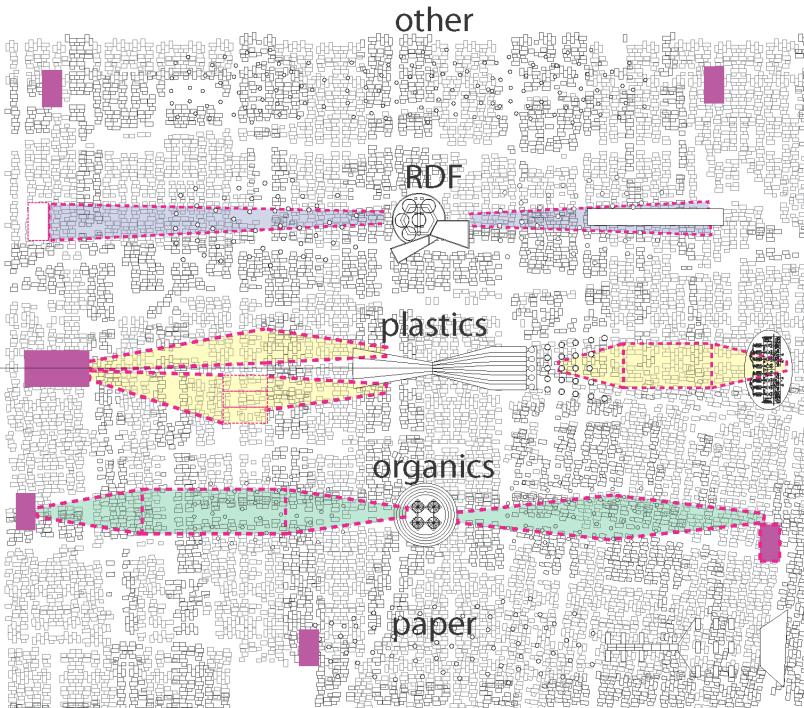
upgrading, open system

labour

+ knowledge

= re-allocation, innovation,
new products, new markets





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

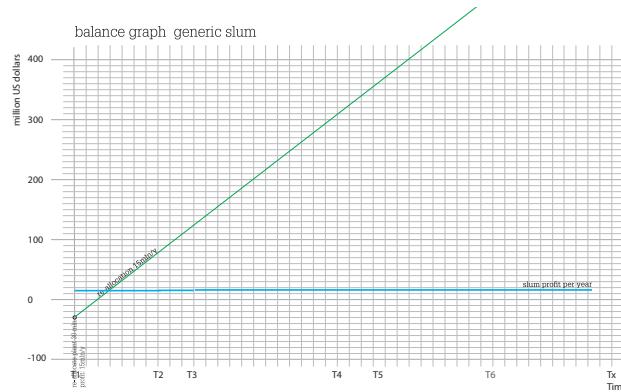
Before implant
average income generic slum: \$ 93.35/month
 $500\ 000 * 93.35 = \$46\ 675\ 000$

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

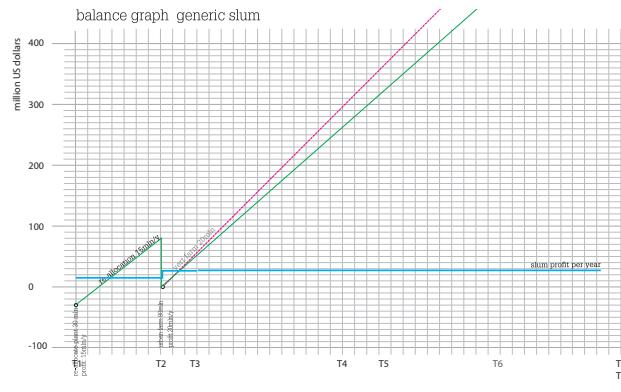
**2% raise income generic slum
+ 15mln profit**

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

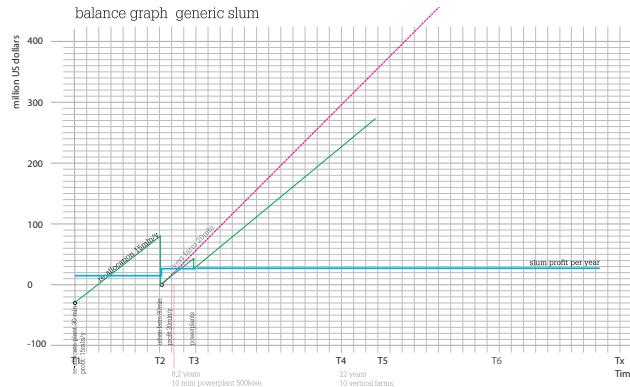
34 % GDP slum



T=1
implementation reallocation process
in place.

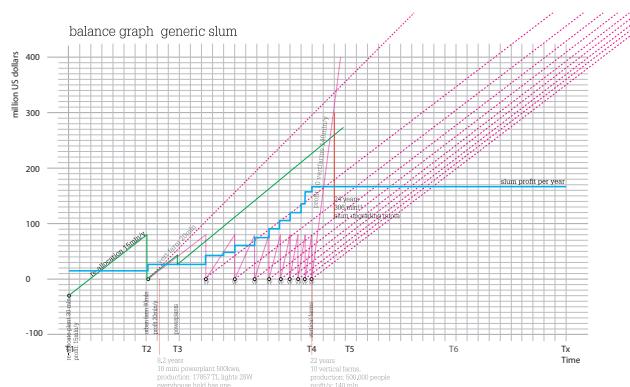
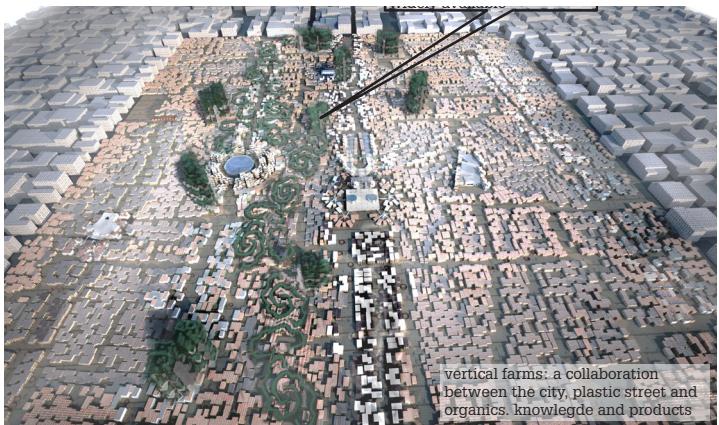


T=2
evolution to urban farming on
rooftops.



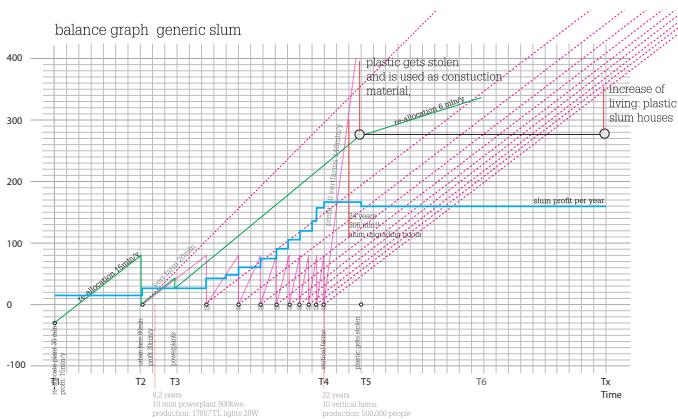
T=3

biomass/gas allow for electricity



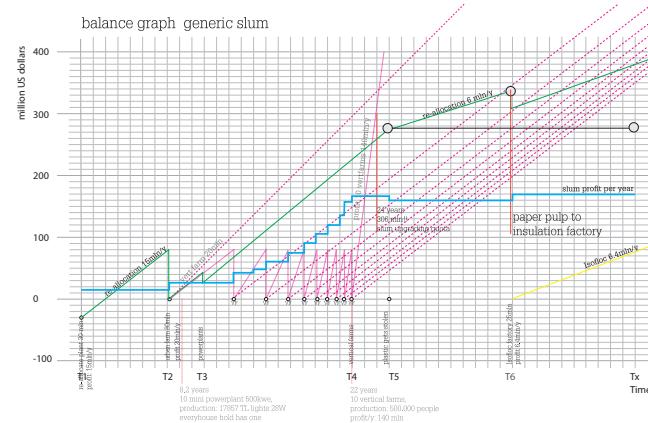
T=4

electricity allows for the evolution to vertical farms in the area



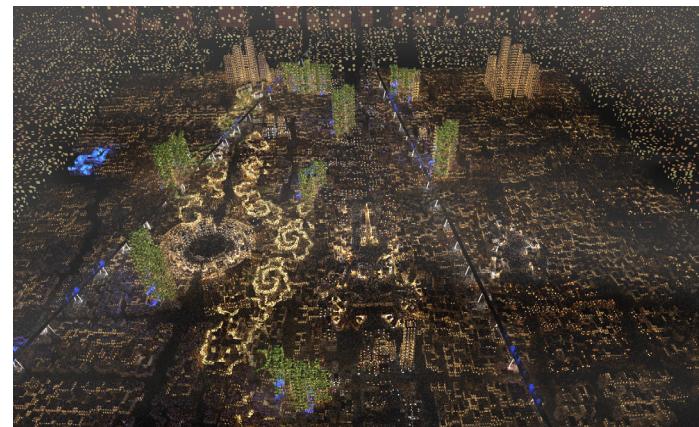
T=5

plastic gets stolen due to the enormous attention to vertical farms



T=6

along the paperline a paperpulp factory is built to increase living comfort by producing isolation.



T=x

the area has evolved into the motor behind the cities new found wealth and growth.



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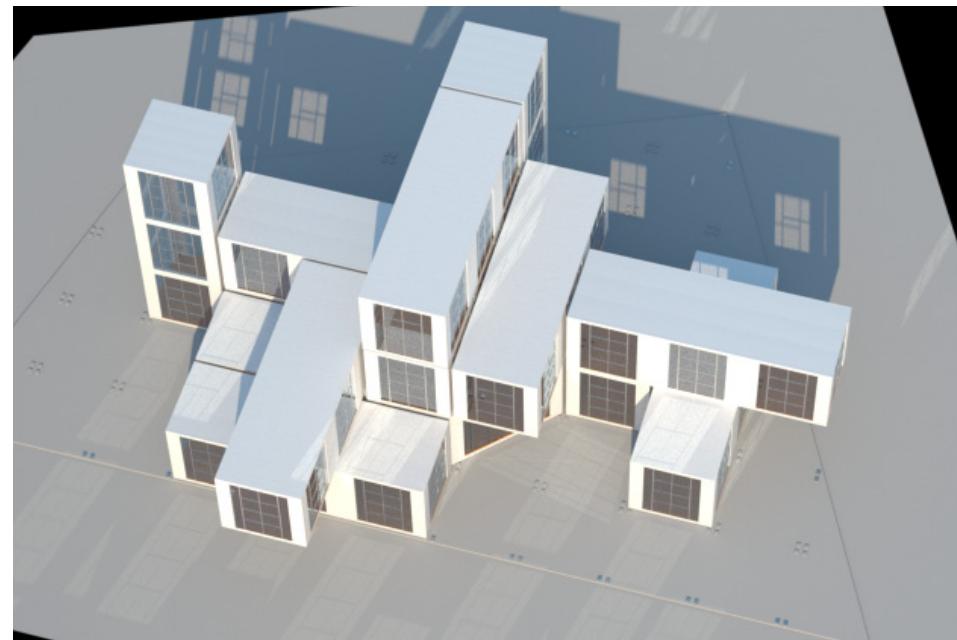
Future faculty

project details:

role: Master 2 semester student

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





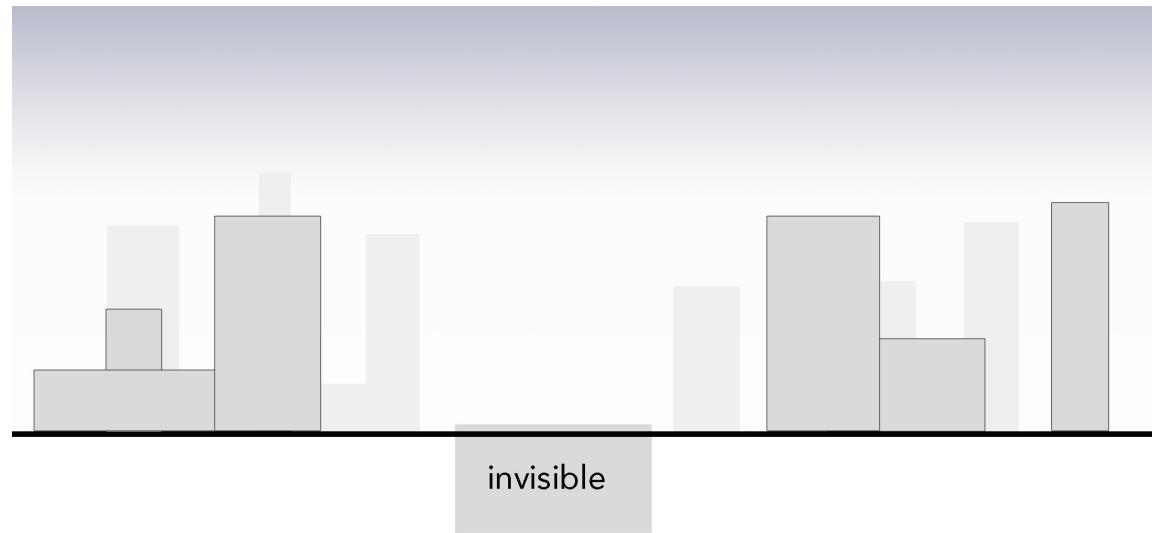
Casino

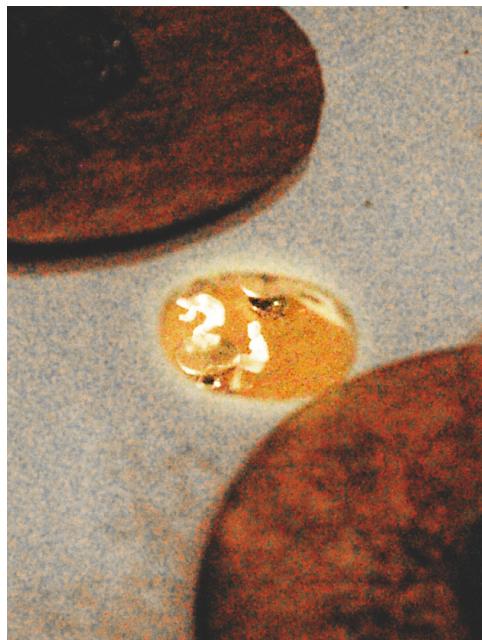
project details:

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.





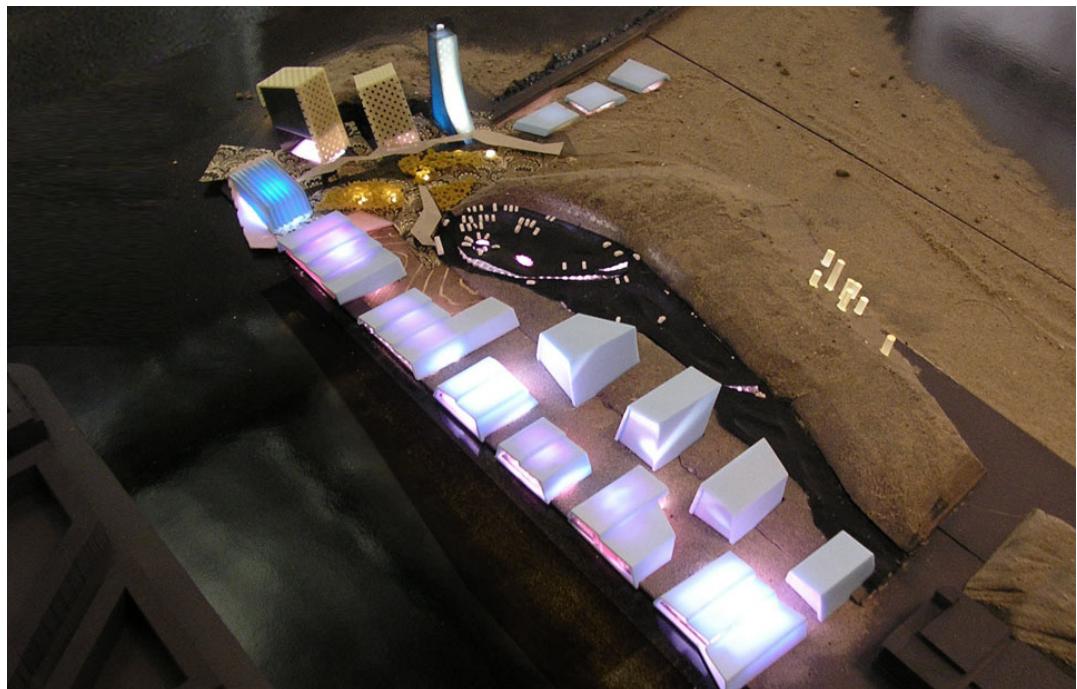
Scheveningen harbour

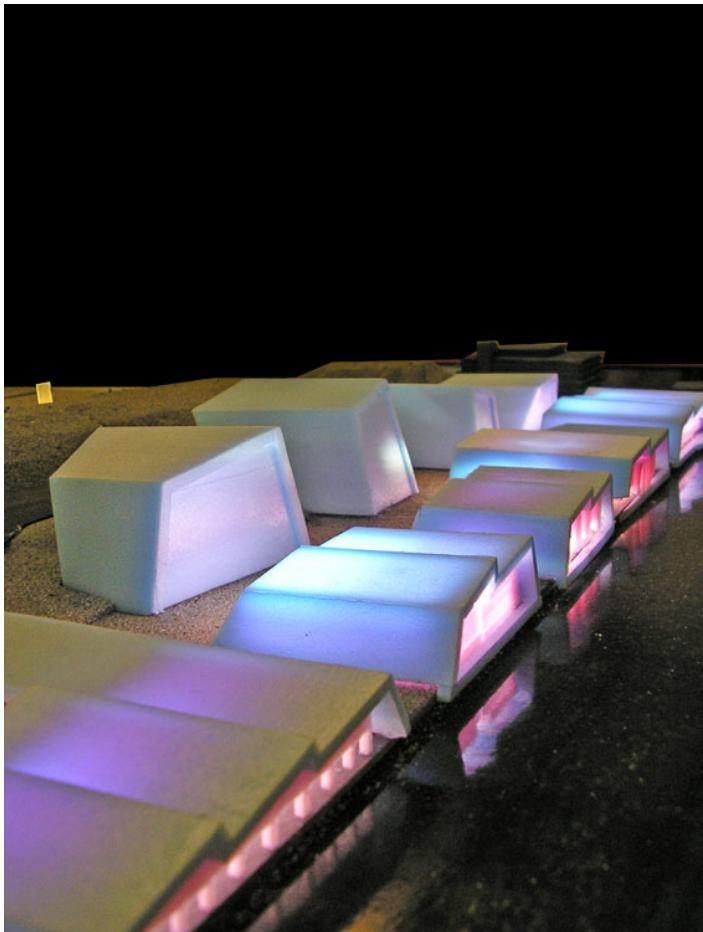
project details:

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 Scheveningen village in order to create better access to the new harbour and its facilities.





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