

# The pier of Scheveningen

The Netherlands  
Concept + design

1901

Wilhelmina pier  
Kurhaus

Architect W.B. Liefland



1961

New pier was built because the Wilhelmina pier is broken down in World War II

architects  
Huig Maaskant,  
Dick C. Apon and  
D. Dijk



2013

The pier has changed in identity because the last owner (Van der Valk) tried to get more consumers on the pier. They made a glass tunnel on the bridge and build a new restaurant on it. Yet the pier bankrupt again, which it already did twice before.



## Who?

My name is Maryn Hekker (1989) and this has been my graduation project at the Willem de Kooning Academy in Rotterdam. I studied to be an interior architect or how I rather like to call myself: a special designer. I've made a plan for the redevelopment of the pier in Scheveningen (The Hague).

## What?

The pier is an iconic building which bankrupt for the fourth time, what is not quite strange to be honest. Based on urban, local and programmatic analysis that I made for this project, I realised that the pier shouldn't be used for the retail or hospitality industry. I do think that there is a need to make a better link between the building, it's context and the seaside visitor, like what the pier is actually meant to be for. Basically, the pier will be simplified in my design, though it will be unique again!

## Why?

The beach is a very special landscape. It has a lot of character, temper and also a poetic feature. When I am at sea, I'd rather think of nothing than I would pay attention to my daily issues. It's remarkable that a landscape like this has such an influence on a man's mood. The infinite view at sea, the waves, the sky and the sun makes you instantly feel happy and not worried at all. The design tries to create an extension of this feeling. An extension in time, activity, discovery, relationships and happiness.

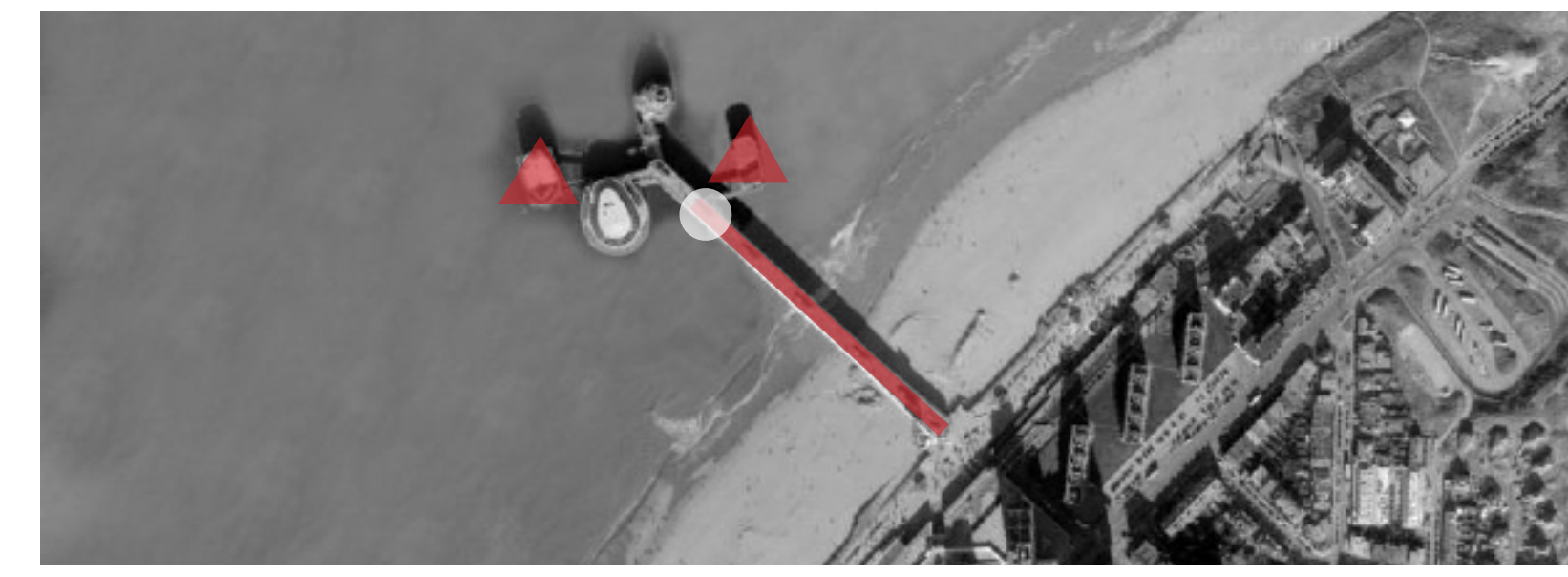
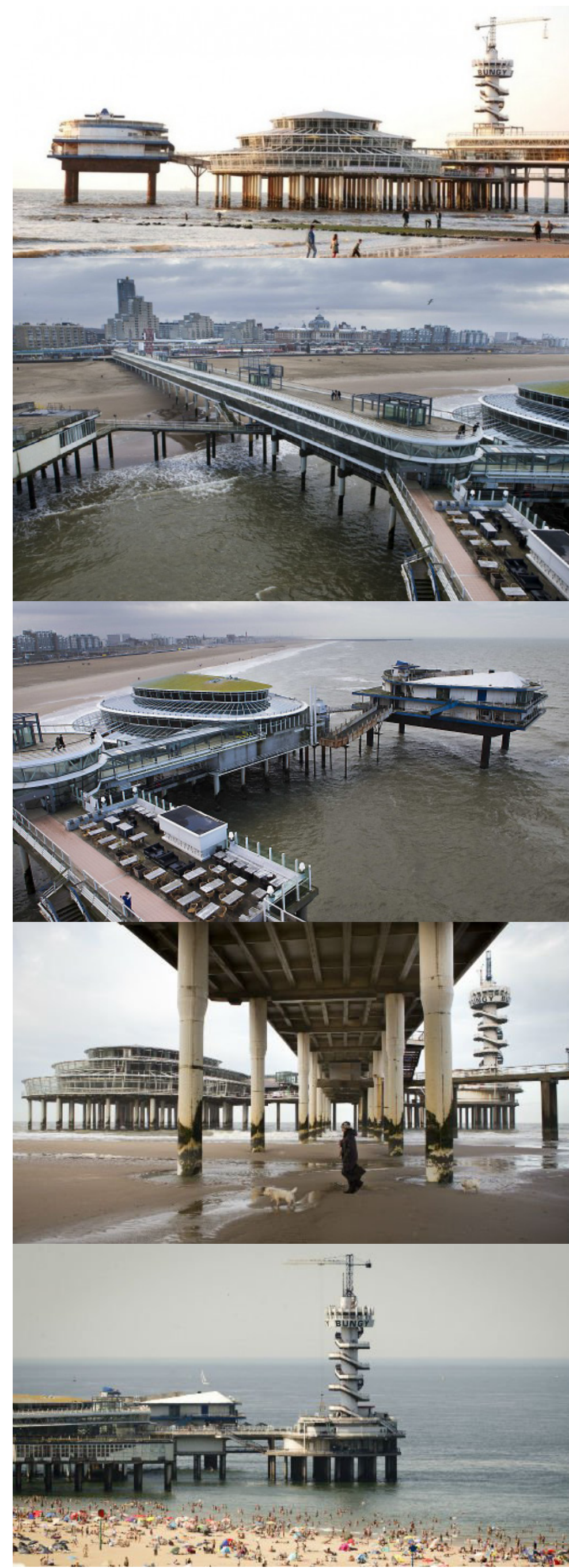
## How?

I think you always have to look for the 'huh?' factor in your projects as a designer. In this case, it was a priority to find the relationship between the pier (architecture), the beach visitors (users) and the context (the seandscape). That's why I've made a radical choice to erase the 'bridge' until the end of the pier. This is how an island arises. A place to really take distance from your normal daily routine and problems.

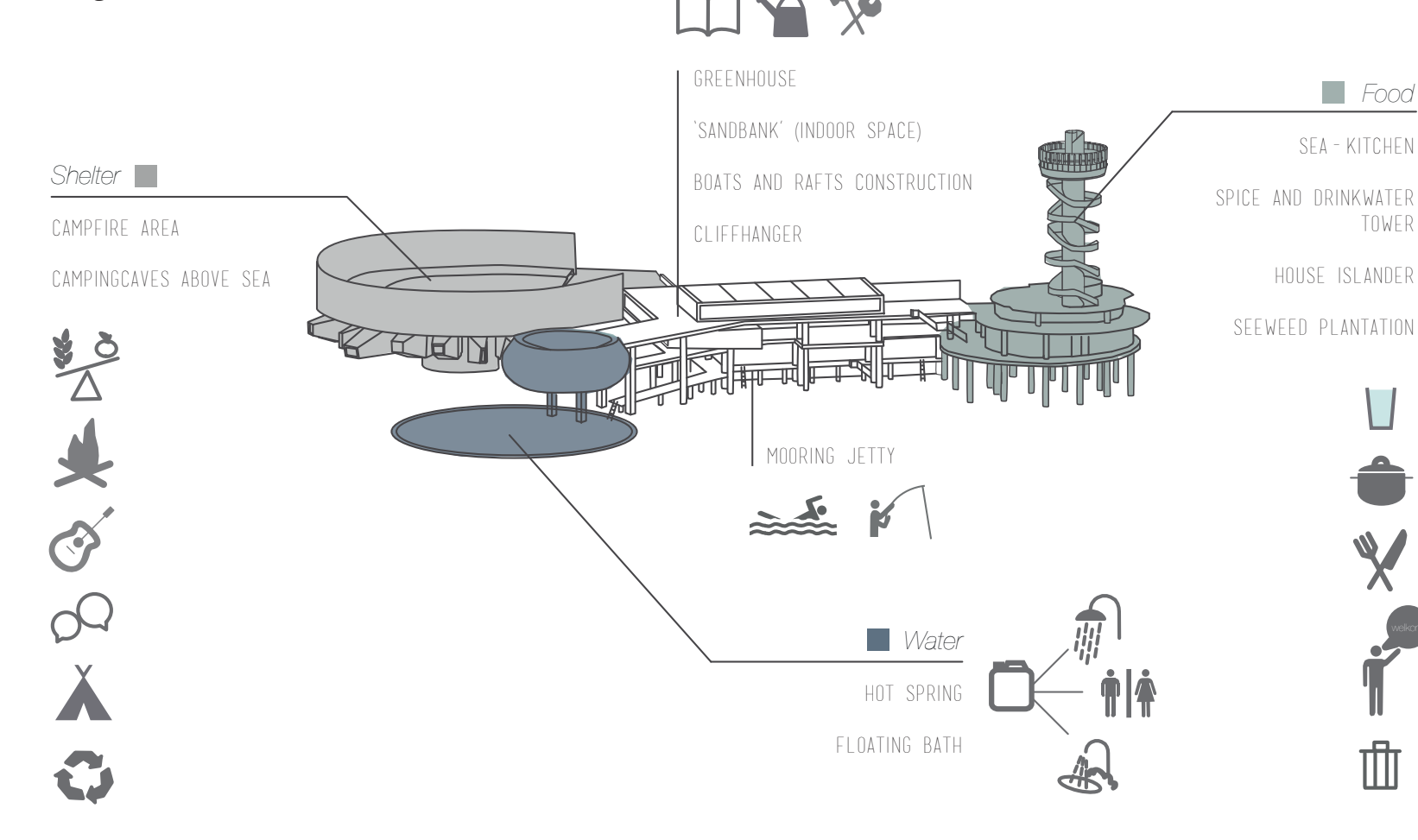
The island is self-containing and completely sustainable. It contains itself in energy, drinkwater and even in food. A passionate islander will maintain the island with minimal voluntary support of the visitors. This is how a real social network will be born! Visitors can stay as long as they desire and sleep in architectural campingcaves and they'll learn how to prepare sea-vegetables and fish together which they harvested or caught at the pier. But there is more to do and experience. Basically it's a platform to go back to your basics. Freedom, reflection and consciousness are very special emotions what people, who are in need of this, are trying to find in nature. The pier in this design, gives a deeper meaning to this experience.

The (programmatic) design is based on three survival needs: water, food and shelter. On the island is a (sustainable) hot spring, a sea-kitchen, campingcaves which are hanging above the sea, a seaweed plantation, a 'sandbank' as livingroom, a watertower, a campfire area, a greenhouse (for sea-vegetables & seaweeds = the future in our foodsources in the Netherlands) and more indoor and outdoor areas.

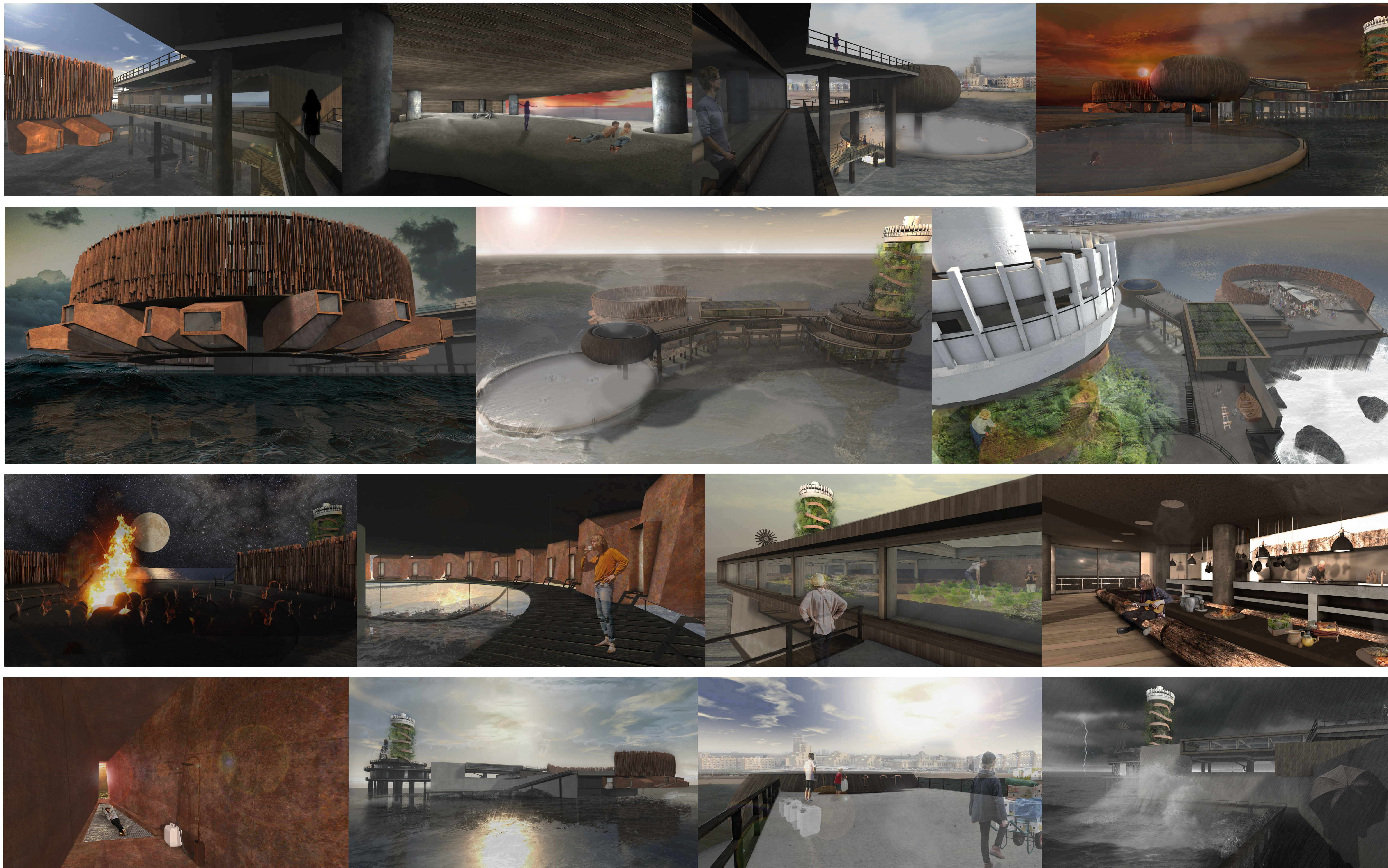
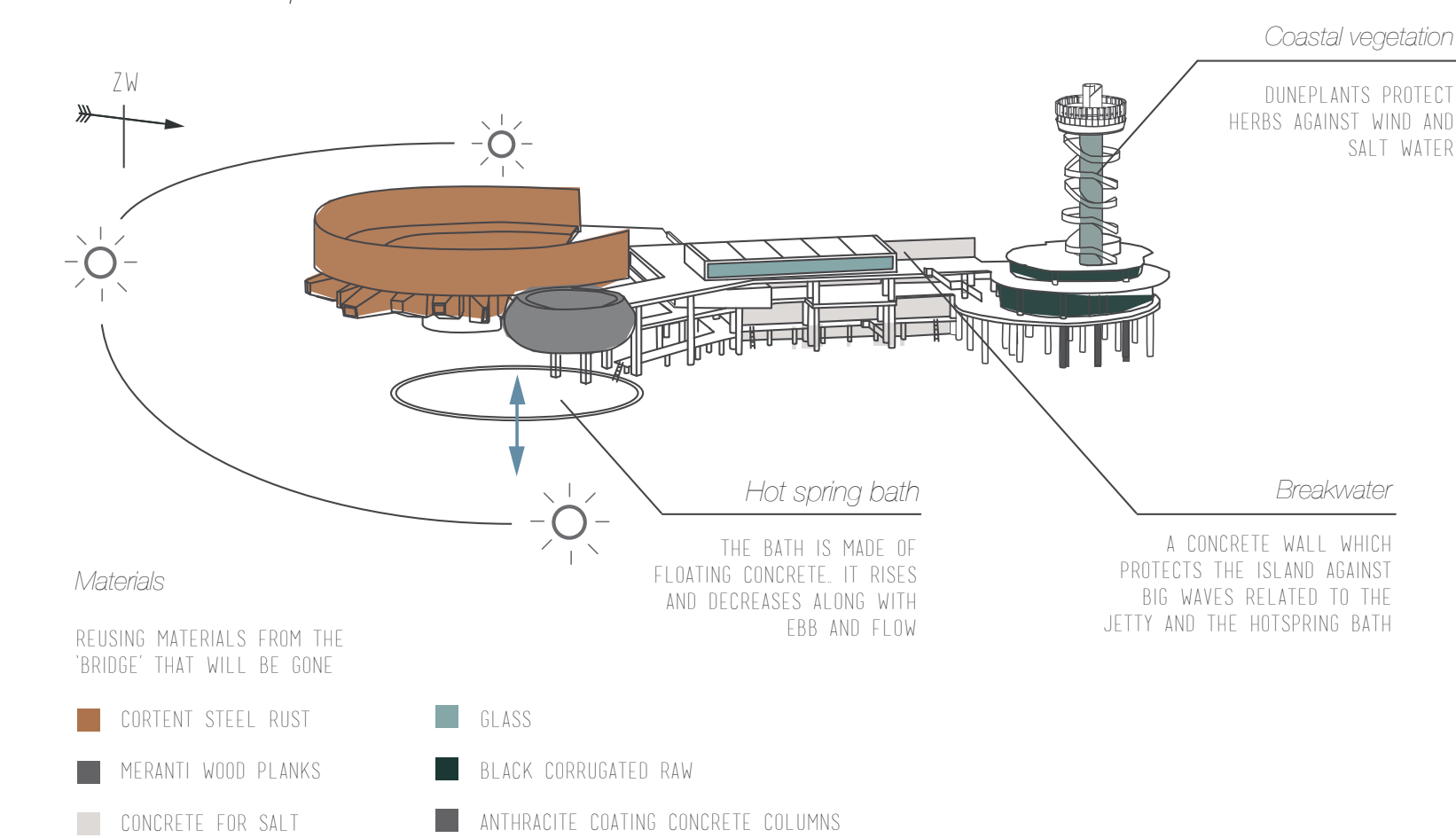
It is a public island which can be visited all year and where the interior and architecture closely relate to the landscape and the climate. It always will feel like you're outside in nature, even when you're inside. This will be experienced by the basic materials and it's minimalistic design. A very laid-back public space where you can strength your roots, all by yourself or with others! The journey to the island should also be an exciting part of the experience as well. To reach it, you will have to go there by kano, boat or simply swim. Do you have the guts?



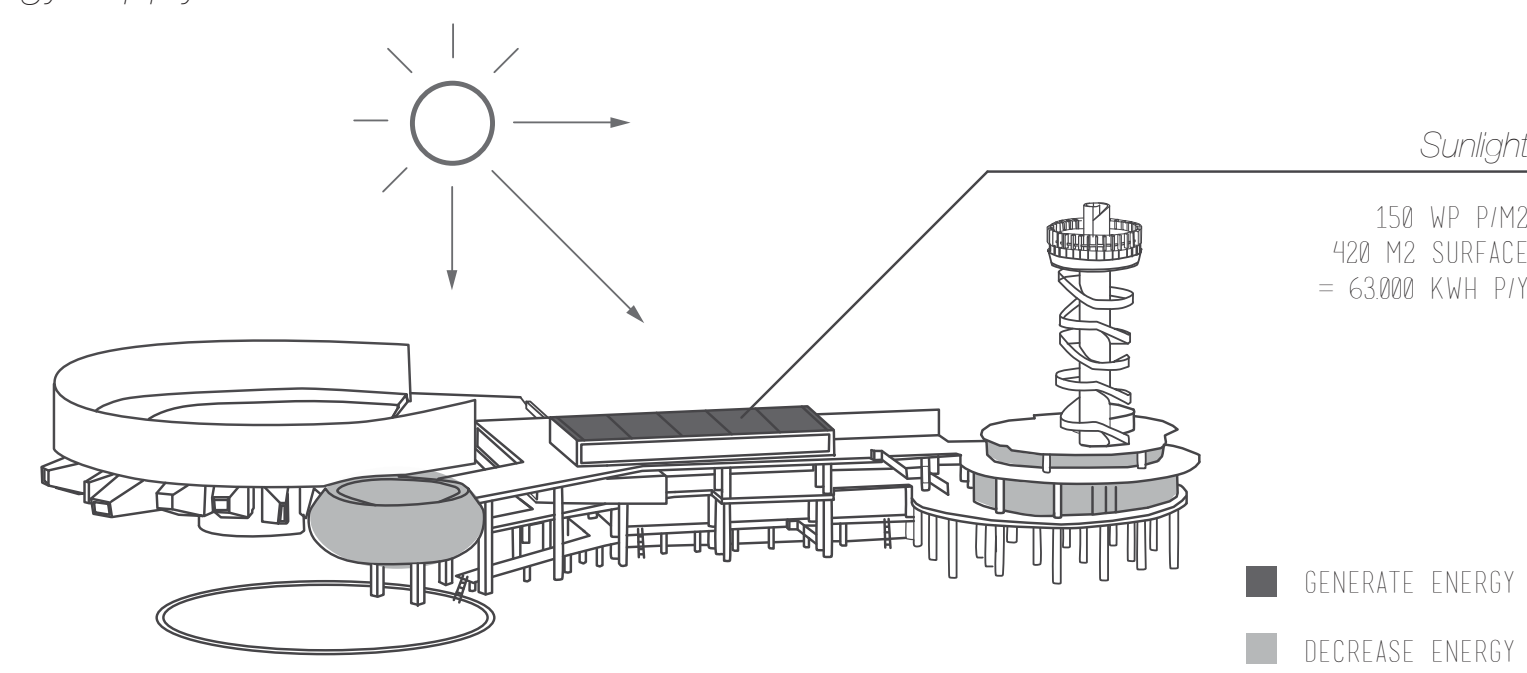
## Program and activities



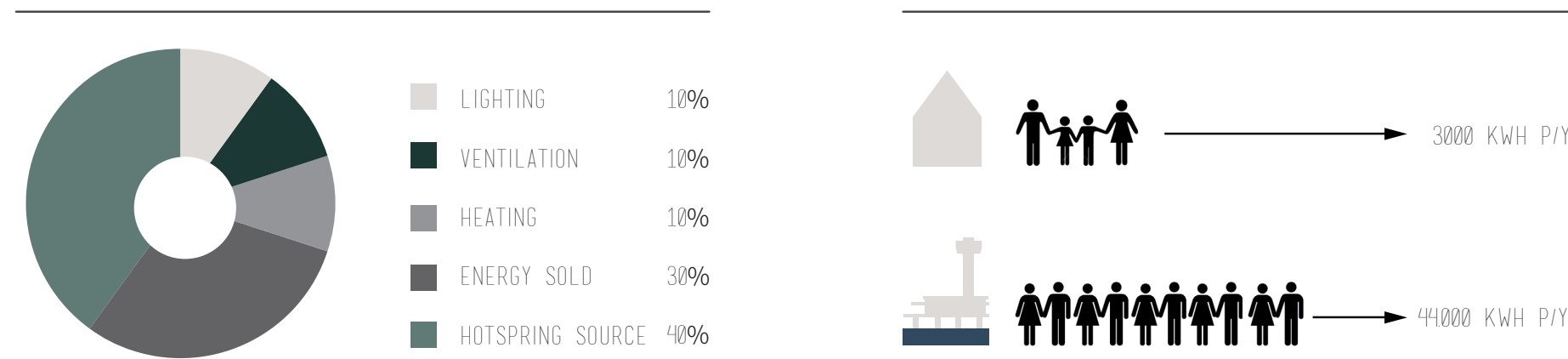
## Link to landscape



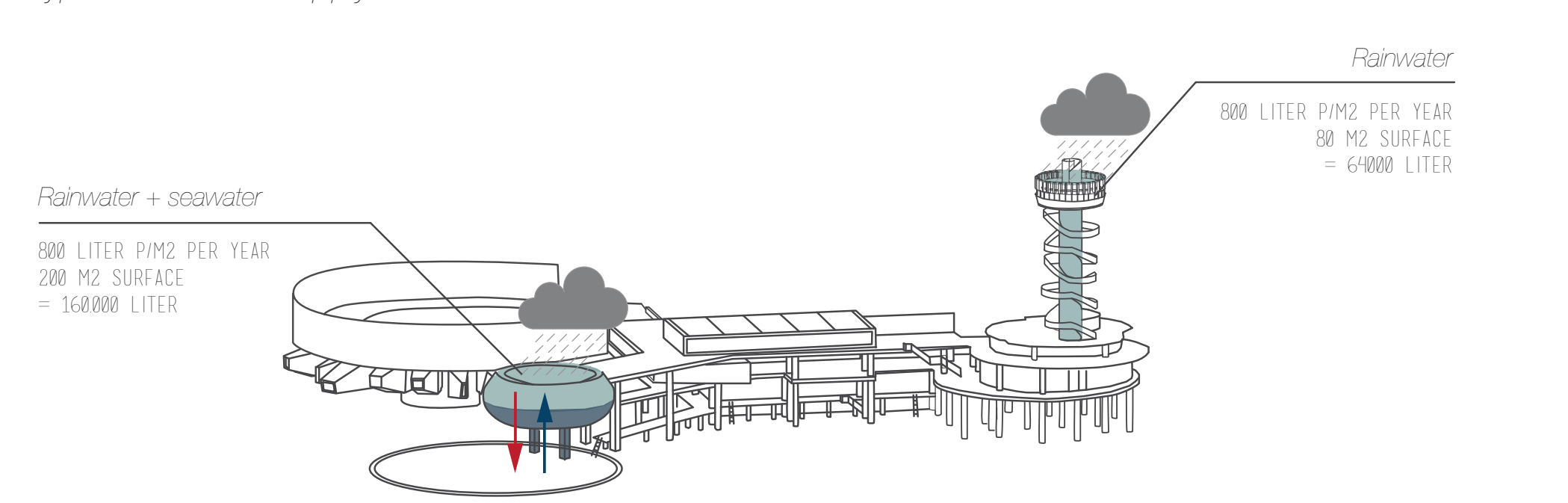
## Hypothesis energy supply



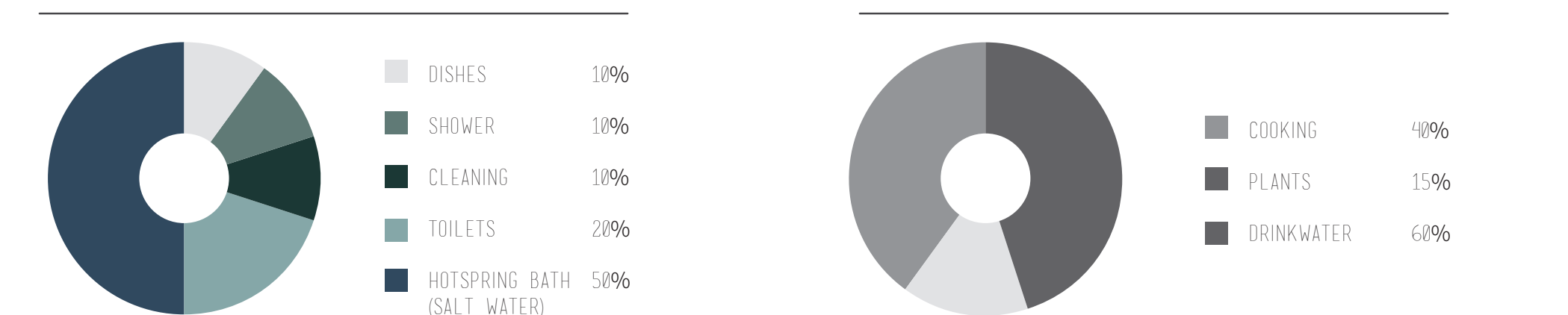
## Energy consumption



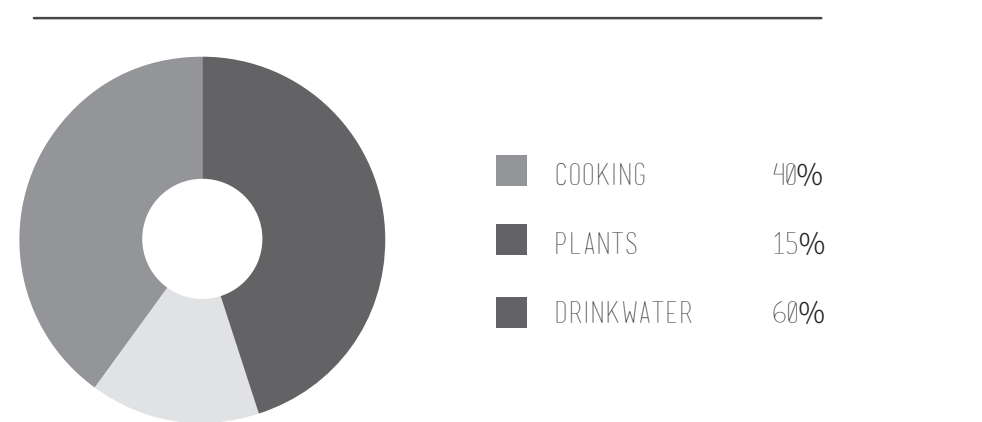
## Hypothesis water supply



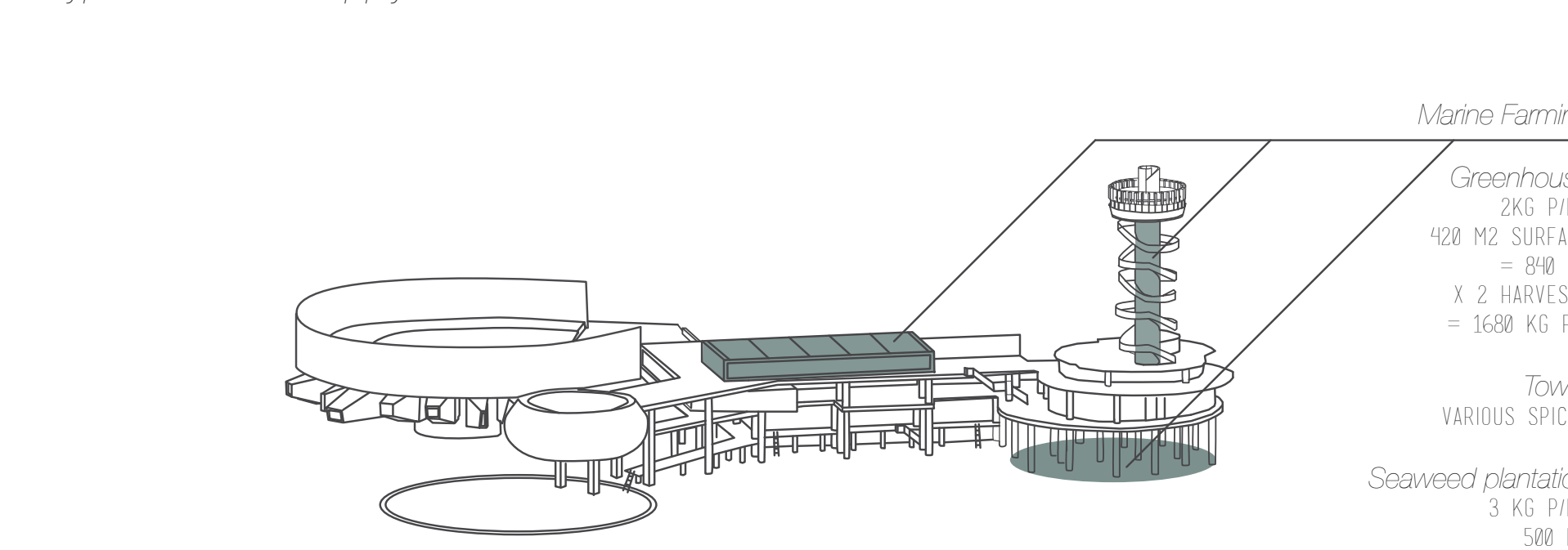
## Water consumption salt / brackish (hot spring sources)



## Water consumption rainwater (watertower)



## Hypothesis food supply

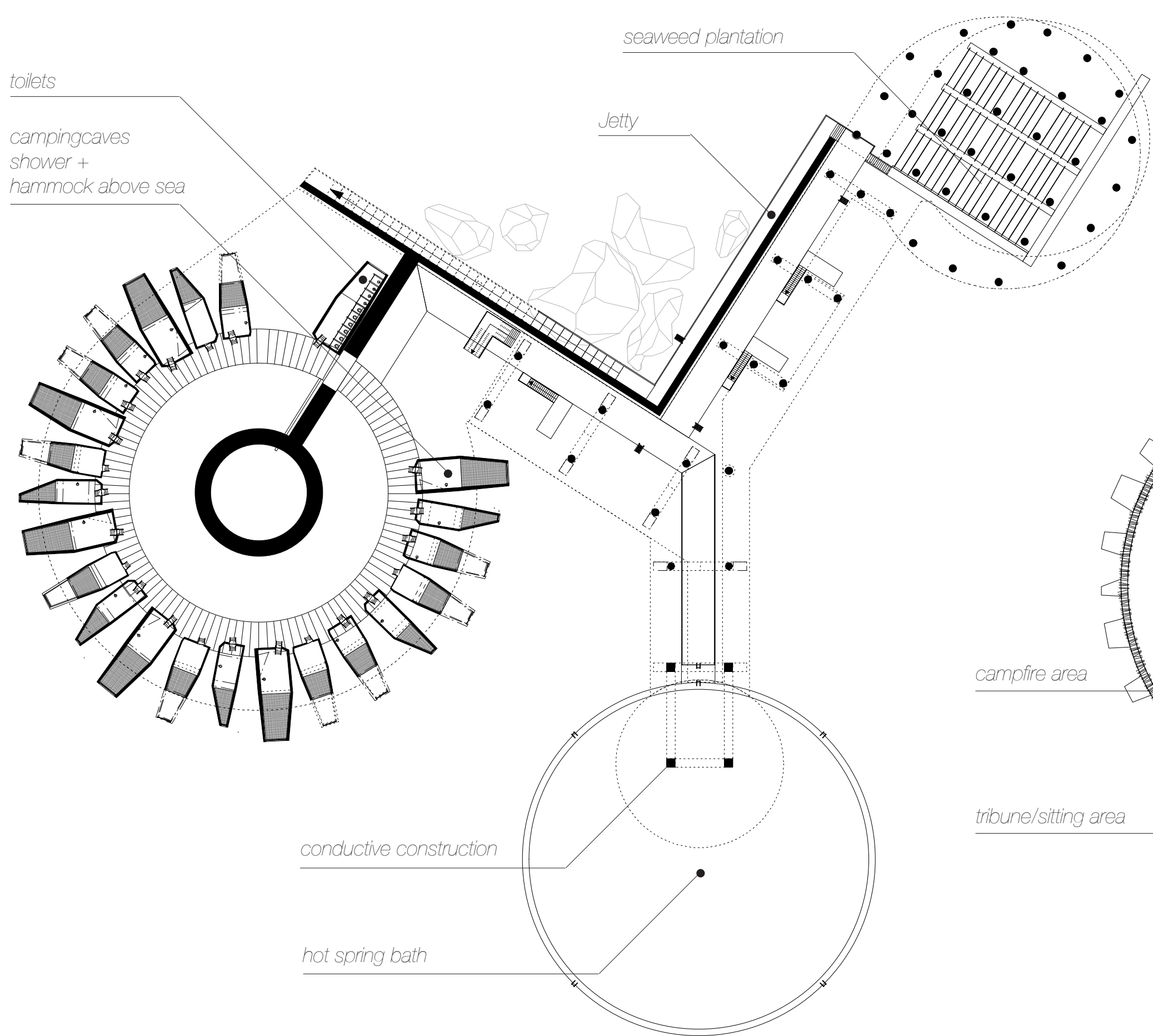


## Food consumption

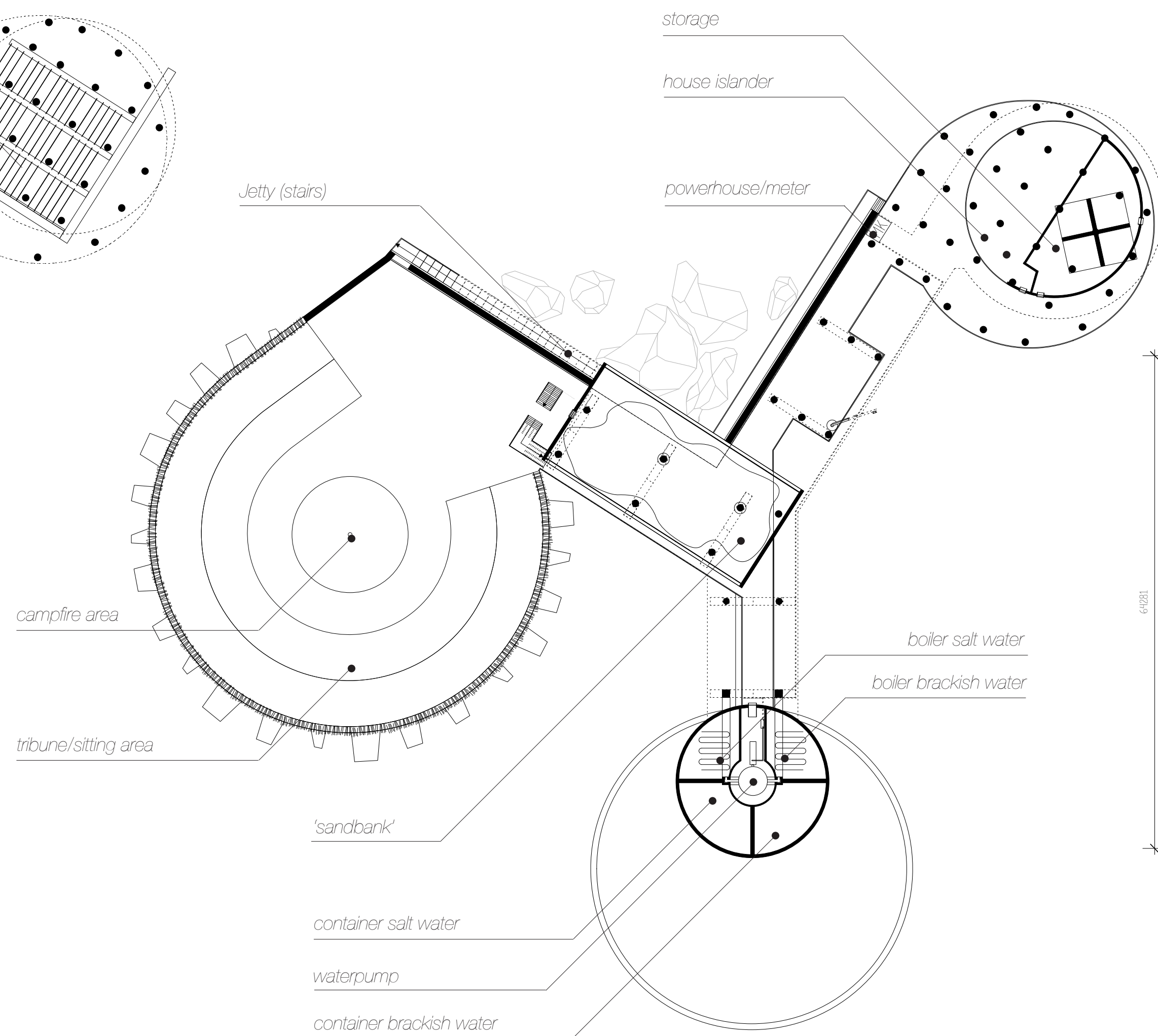


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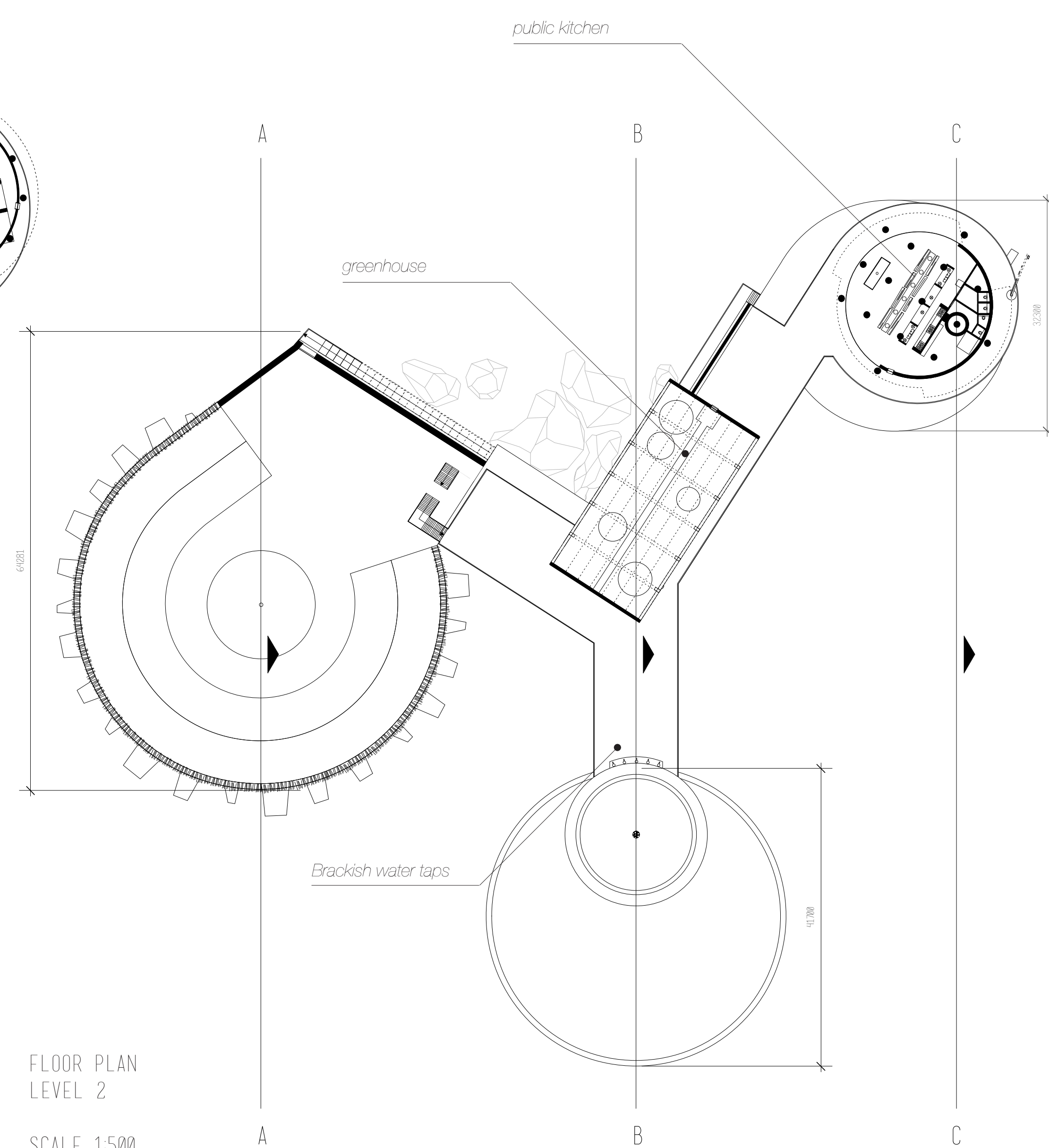
The Netherlands  
Technical drawings + 2d views



FLOOR PLAN  
LEVEL 0  
SCALE 1:500



FLOOR PLAN  
LEVEL 1  
SCALE 1:500



FLOOR PLAN  
LEVEL 2  
SCALE 1:500

