THE

SYSTEM

analyzes different levels of



introduction

The idea of this system is based on the concept of PRIVACY. Analyzing what determine the privacy of a space, we understand that the actions we do inside it are the main responsable for that. So we create the FUNCTION SUBSYSTEM.

Moreover, we think that the transition between spaces of different levels of privacy is thought to be gradual, so someone will not arrive in a very private space coming from a very public one. In addition, we find that the size of the window has much to say about the level of privacy inside that room. So there we have the CIRCULATORY SUBSYSTEM and the FACADE SUBSYSTEM.

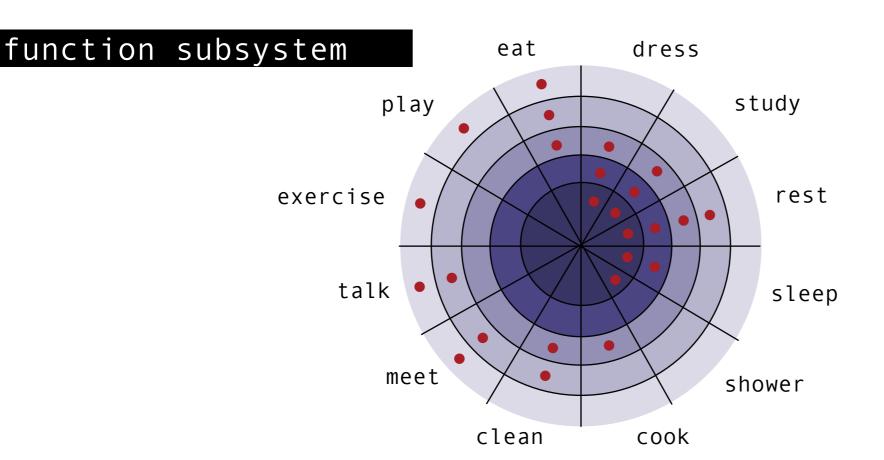
privacy system — circulatory subsystem — facade subsystem

privacy system

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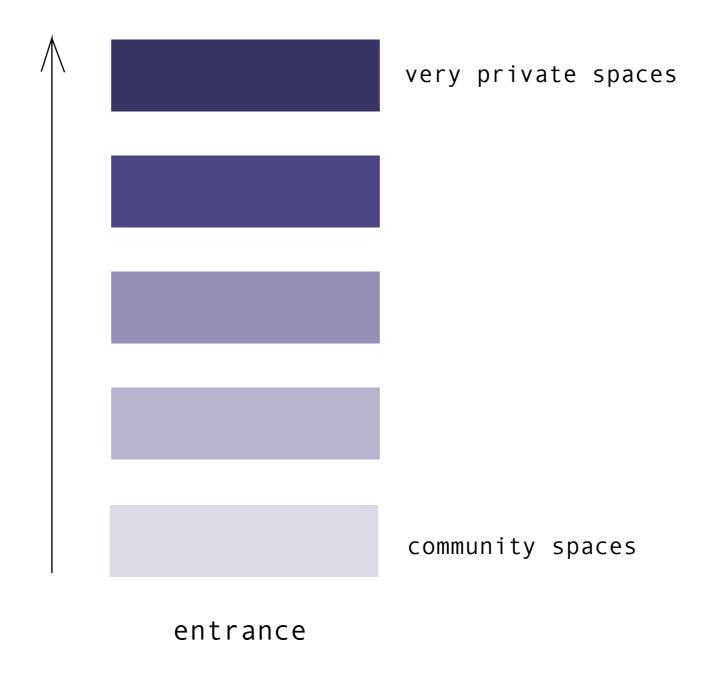
community spaces

very private spaces



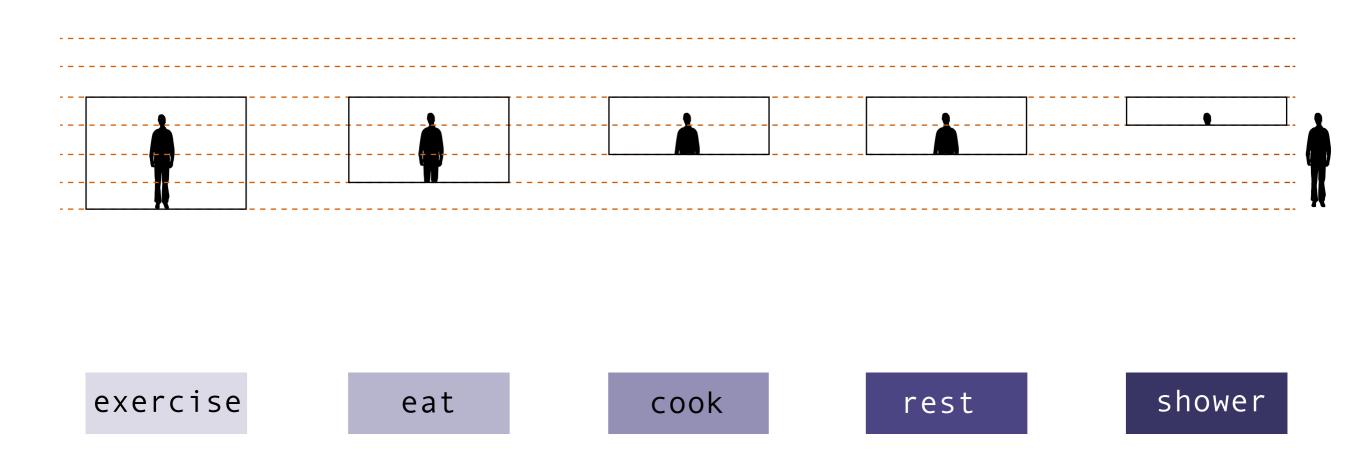
Each function can be classified by different levels of privacy according to the project. The diagram above is an example that classifies each function to its frequent level of privacy, but it can change as we will see in some examples of real projects at the end of this work.

circulatory subsystem



For you to go to a very private room, you usually have to pass through other levels of privacy spaces in order to be gradual.

facade subsystem

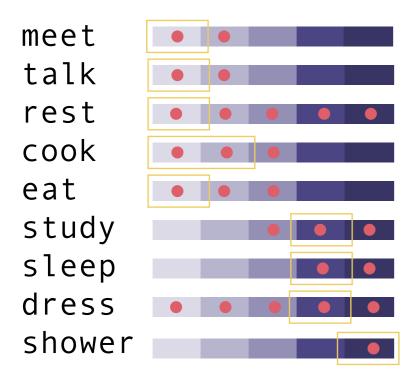


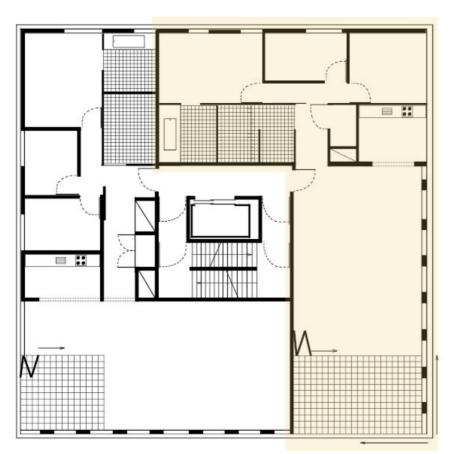
The privacy level of the space determines the size of the window. It shows that more private actions usually demand for smaller windows, but it is flexible and can change according to the project. It is a conceptual idea.

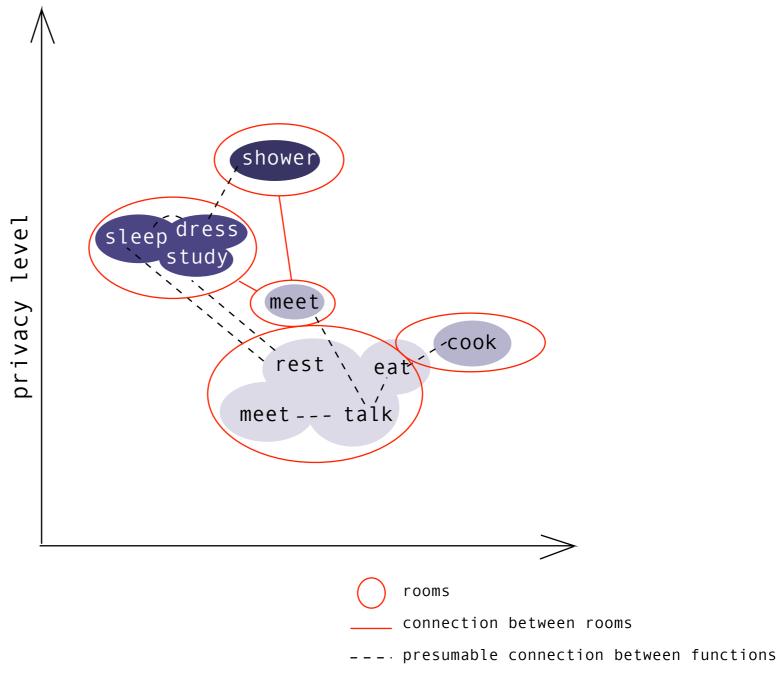
So let's see three examples of real projects and create a privacy system combined with the function subsystem.

example A

decisions:

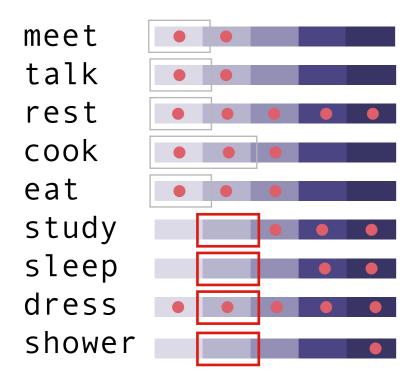


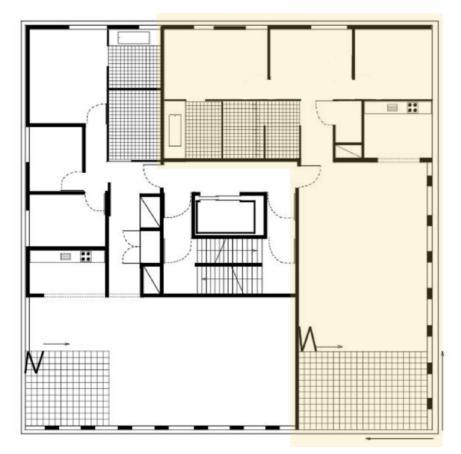


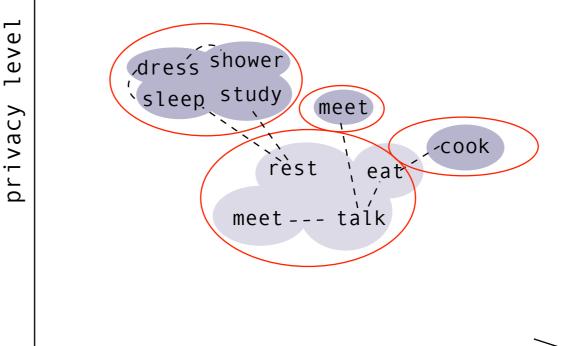


example A'

If we change the decisions:



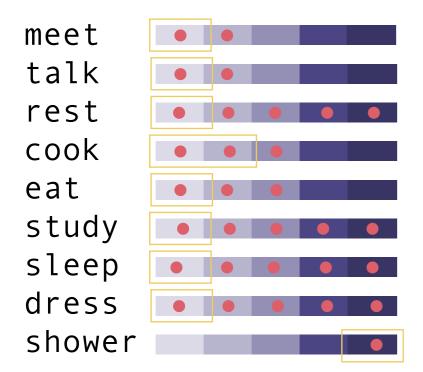


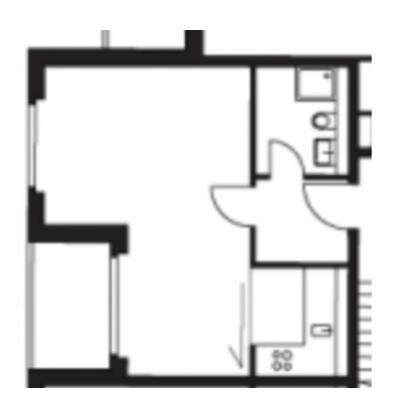


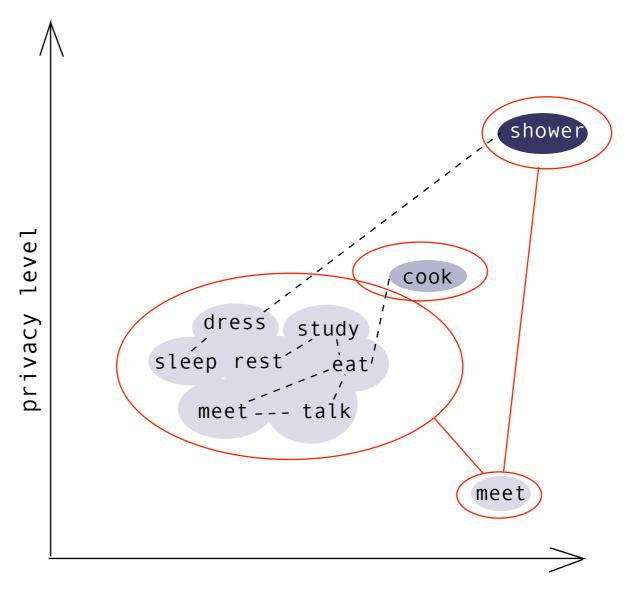
rooms
connection between rooms

example B

decisions:



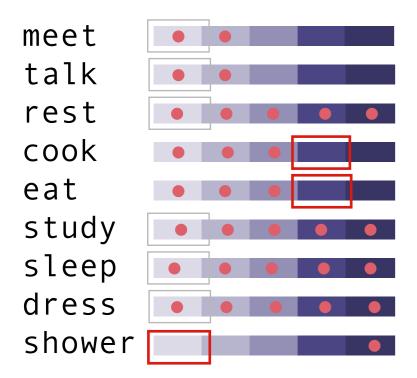




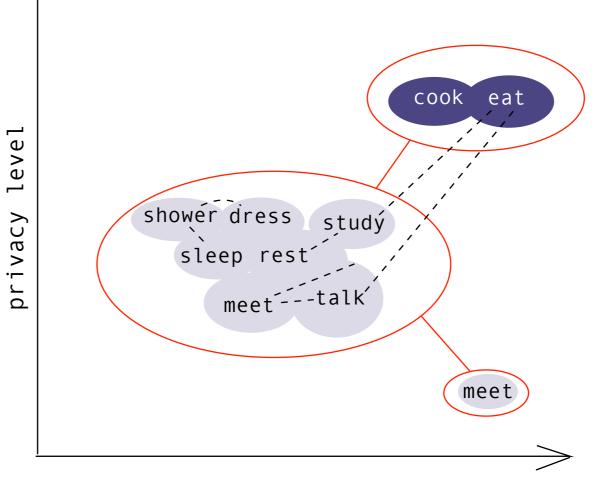
rooms
connection between rooms

example B'

If we change the decisions:



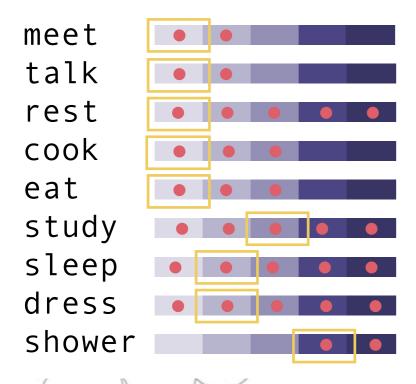


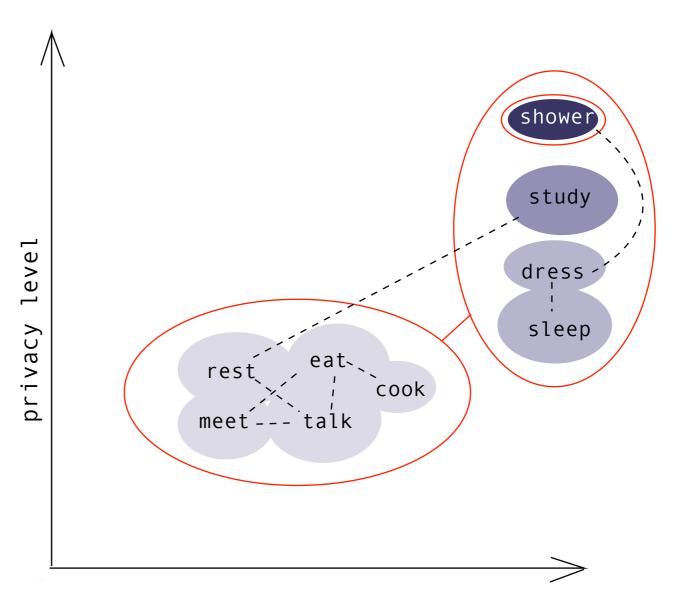


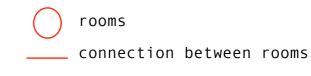
rooms
connection between rooms

example C

decisions:







example C'

decisions:

