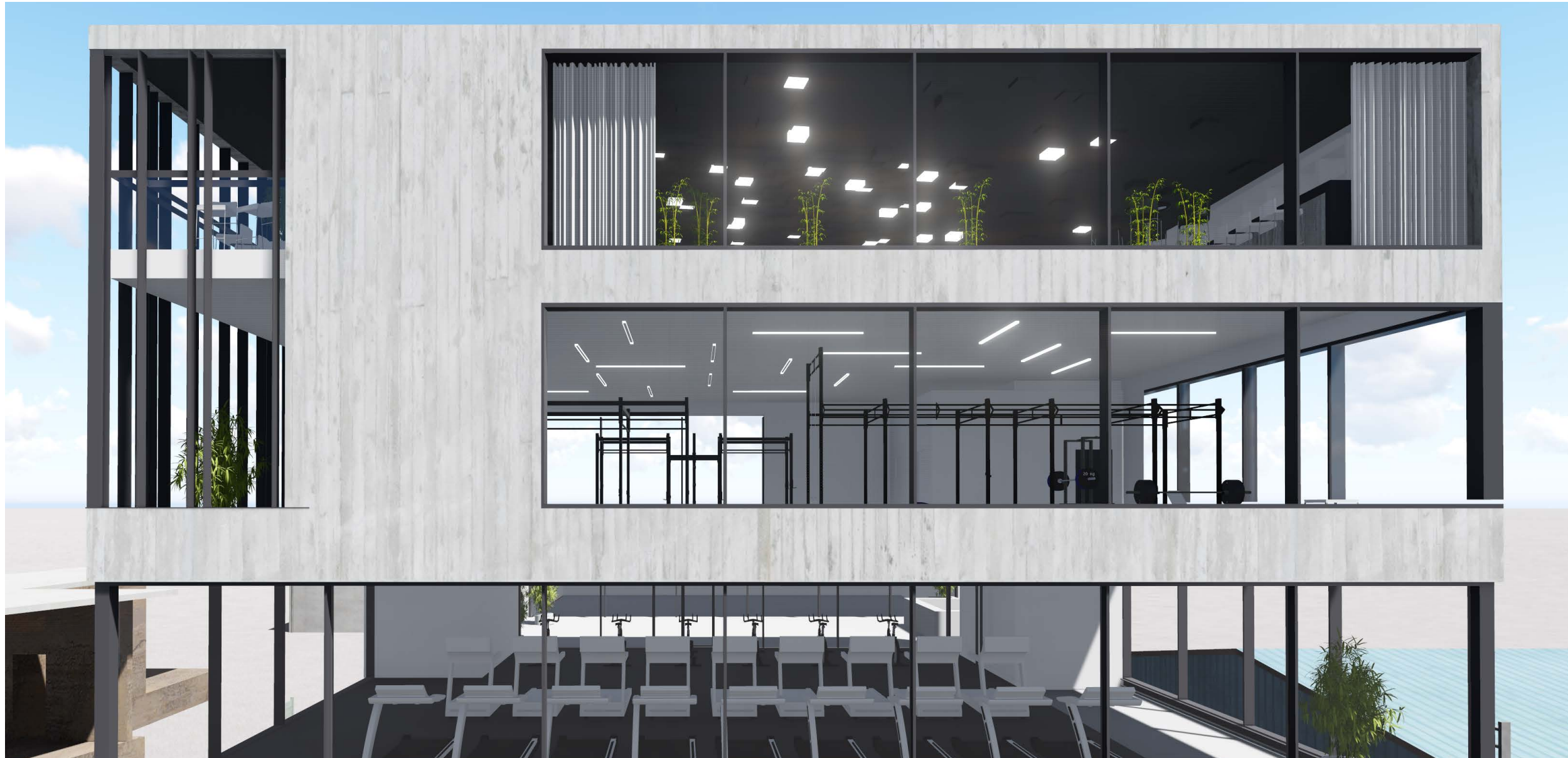


Selected
works of

BASS-E



Fitnesscentrum Zwanenburg Extension is a 3-storey extension of the existing sport centre. The client's requirement was to keep the existing structure intact and add a separate construction on top and sides of the current building to carry the extension itself. Considering the fact that the new construction would be placed externally and be visible, the concept was to use that characteristic and make it into an aesthetic advantage. In this way, the steel columns and thin steel slabs added in-between are creating an effect of separate external continuous facade. In addition, this intervention also deepens an industrial feeling that current sport centre already has, making it both raw and polished at the same time.

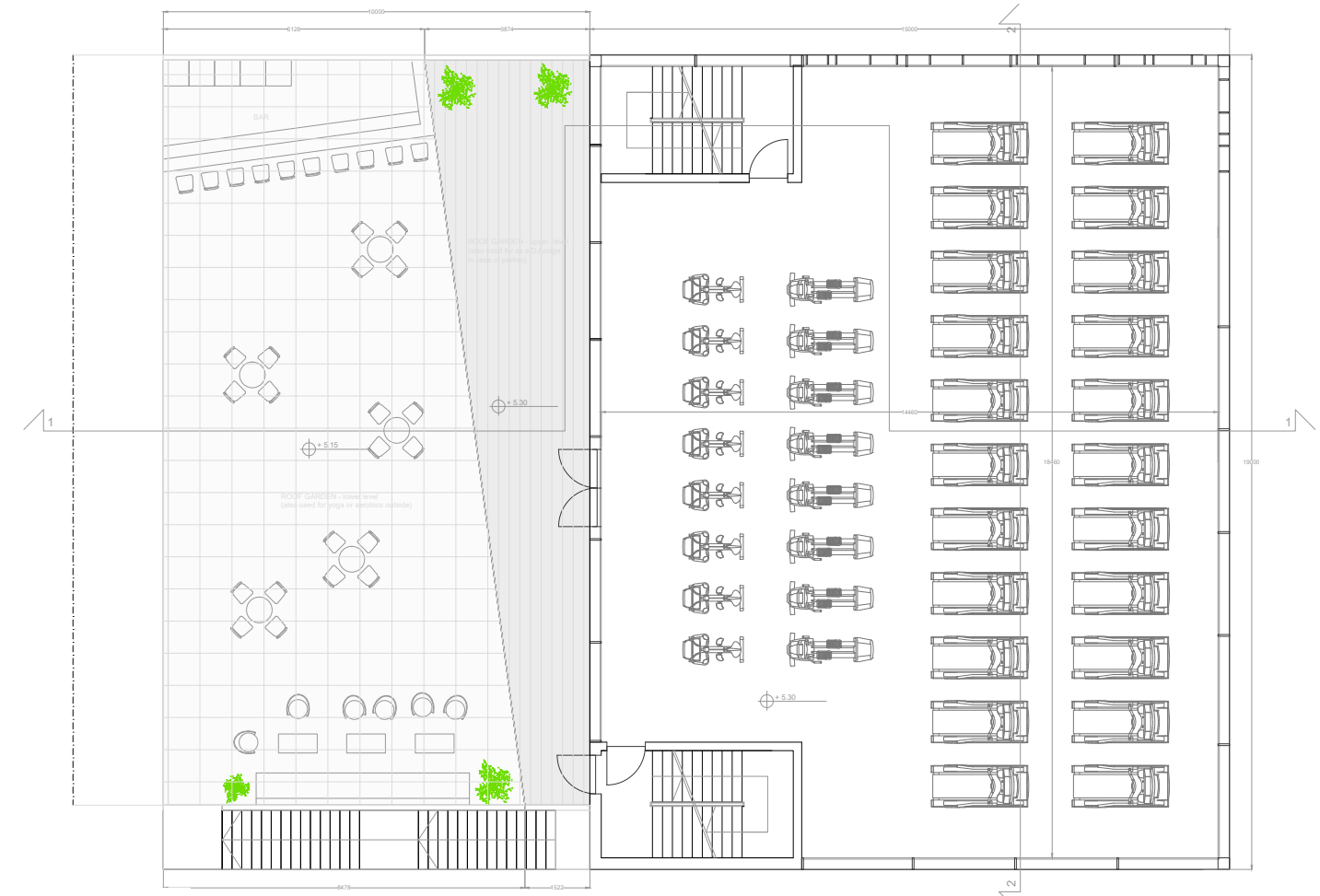
FZ Extension, Netherlands (BASS-E)

Fitnesscentrum Zwanenburg (client)

July 2016

Status: Concept design completed, phase 1 in process

Role: Concept Design & Development/Material Specifications/3D Modeling & Visualisations/Architectural Plans



1st Floor_Cardio & Roof Garden

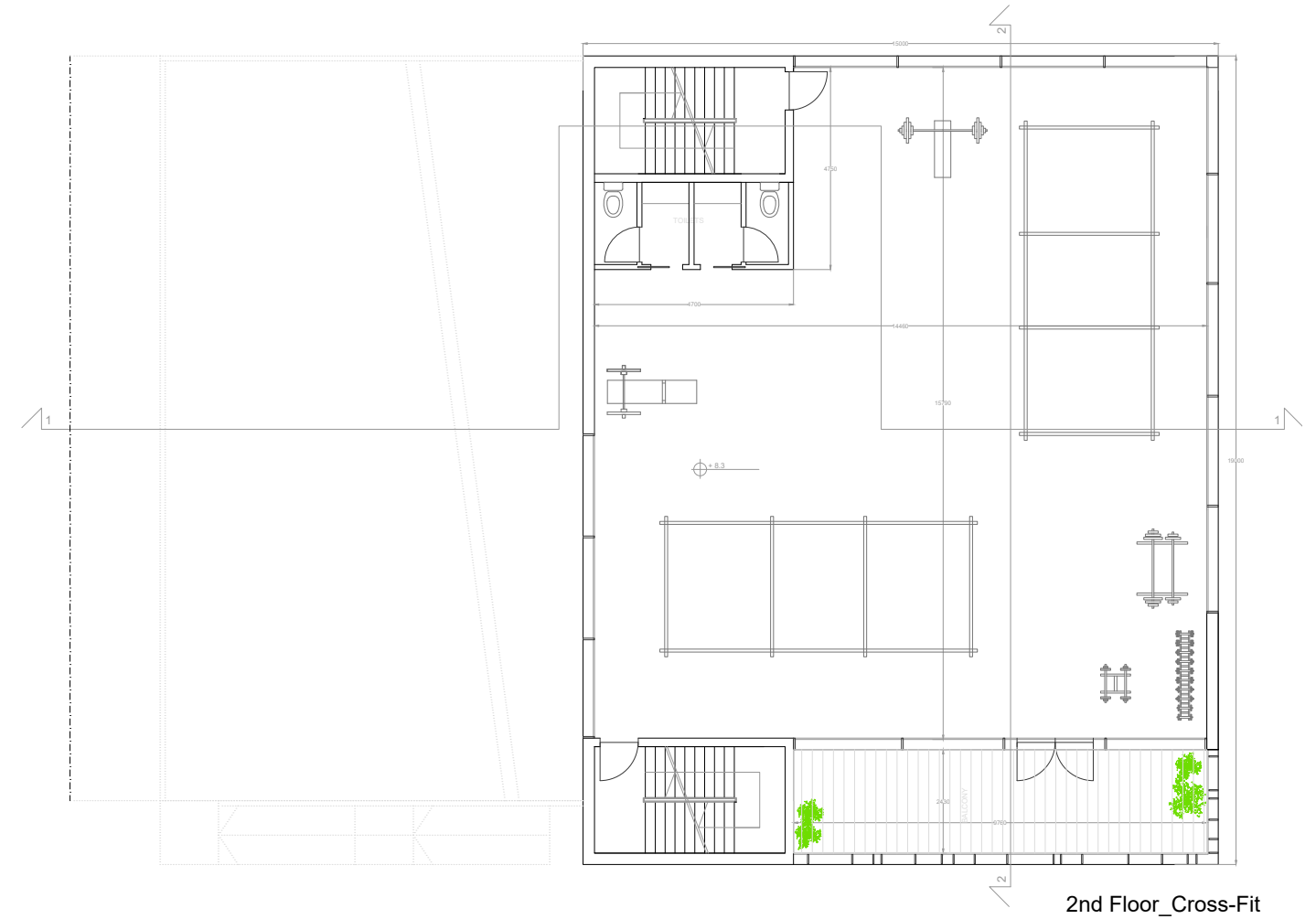
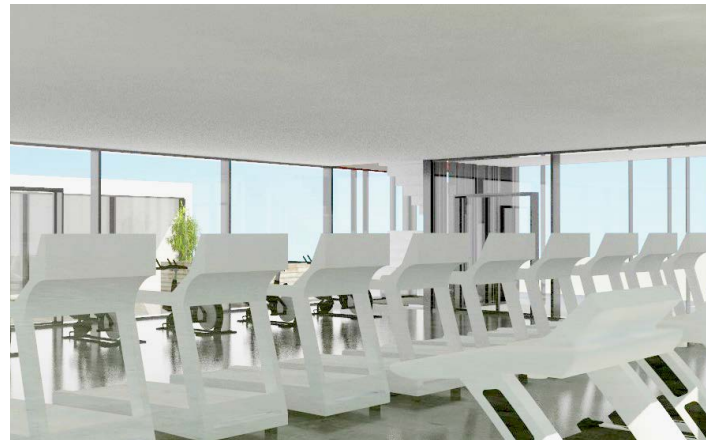
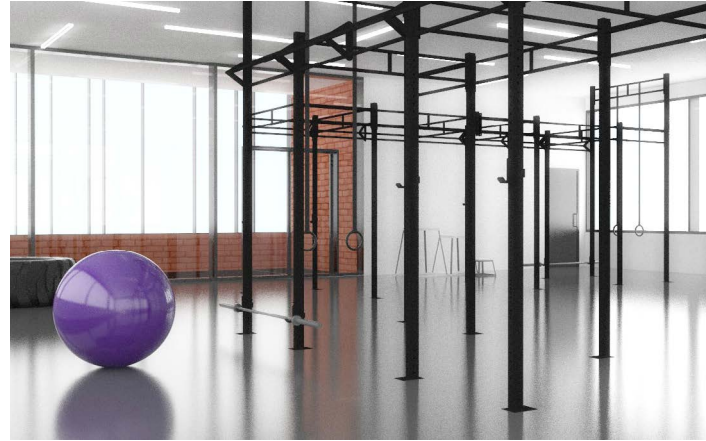
FZ Extension, Netherlands (BASS-E)

Fitnesscentrum Zwanenburg (client)

July 2016

Status: Concept design completed, phase 1 in process

Role: Concept Design & Development/Material Specifications/3D Modeling & Visualisations/Architectural Plans



FZ Extension, Netherlands (BASS-E)

Fitnesscentrum Zwanenburg (client)

July 2016

Status: Concept design completed, phase 1 in process

Role: Concept Design & Development/Material Specifications/3D Modeling & Visualisations/Architectural Plans



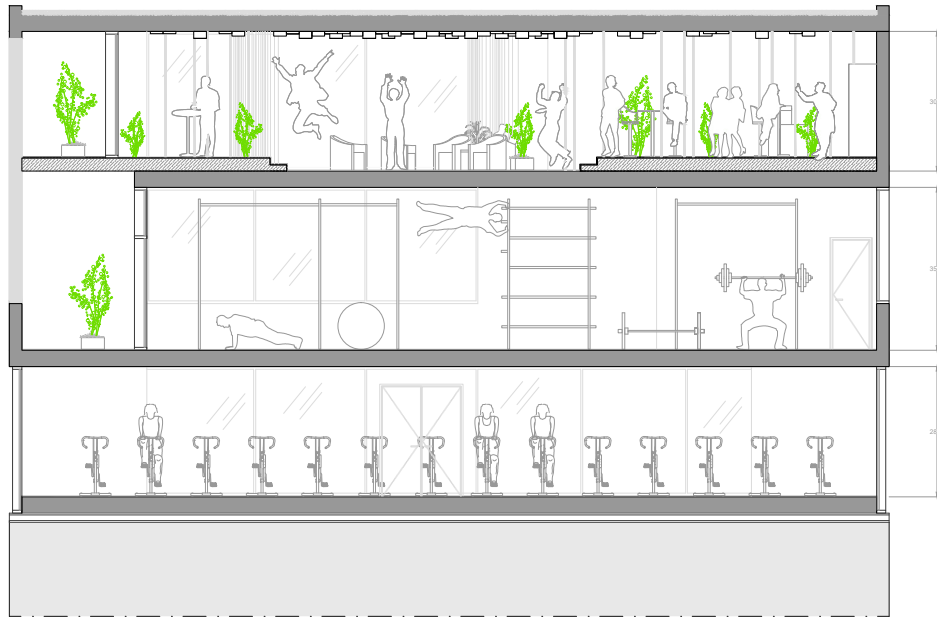
FZ Extension, Netherlands (BASS-E)

Fitnesscentrum Zwanenburg (client)

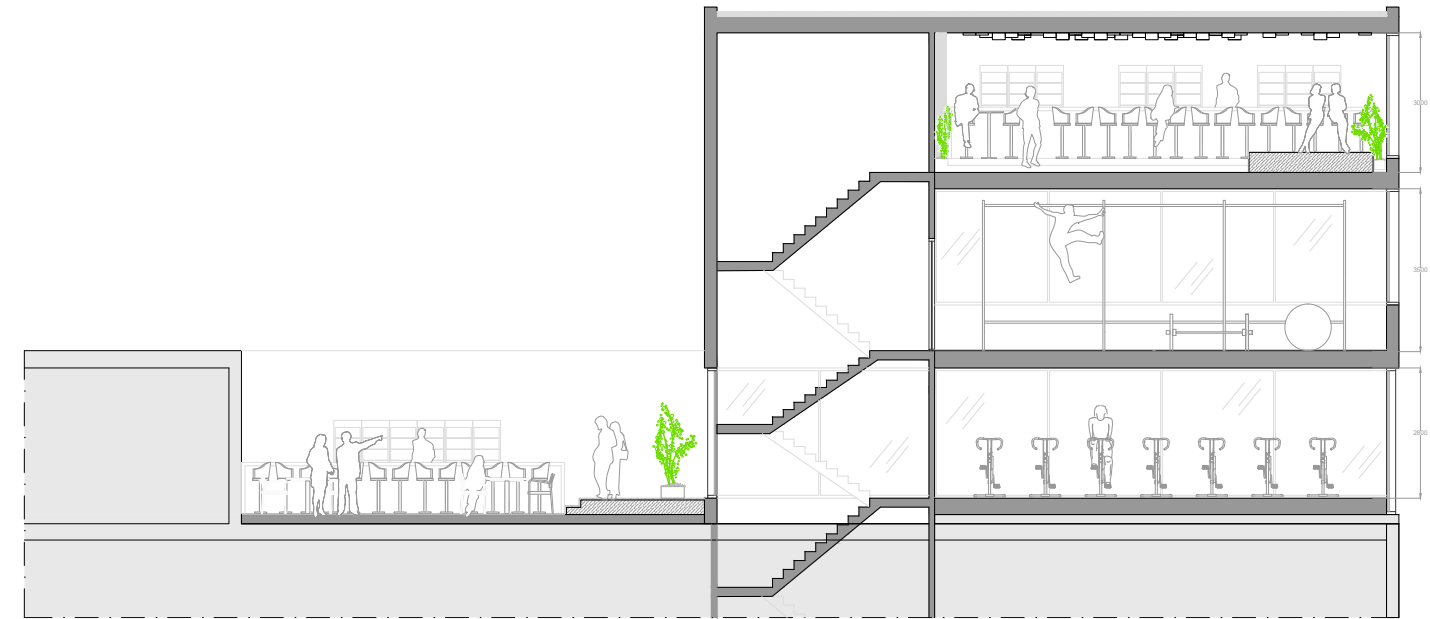
July 2016

Status: Concept design completed, phase 1 in process

Role: Concept Design & Development/Material Specifications/3D Modeling & Visualisations/Architectural Plans



Section 2-2



Section 1-1

FZ Extension, Netherlands (BASS-E)

Fitnesscentrum Zwanenburg (client)

July 2016

Status: Concept design completed, phase 1 in process

Role: Concept Design & Development/Material Specifications/3D Modeling & Visualisations/Architectural Plans



REMMAR Business Centre acts as a business hub for different companies, various both in size as in service. Offices offer several variations and all partitions are designed modular with the possibility of assembly/disassembly.

Signage has an important role in the aesthetics of the space. Office number graphics, acts as a wayfinding tool as much as a design tool that adds to an overall impression of the working environment. Each office is assigned one theme color, which together with random gradient carpet tiling, increases a level of playfulness in space. Lobby acts as both reception zone and pantry and due to its dual function, is designed as a semi-causal space, rather than a classic reception area.

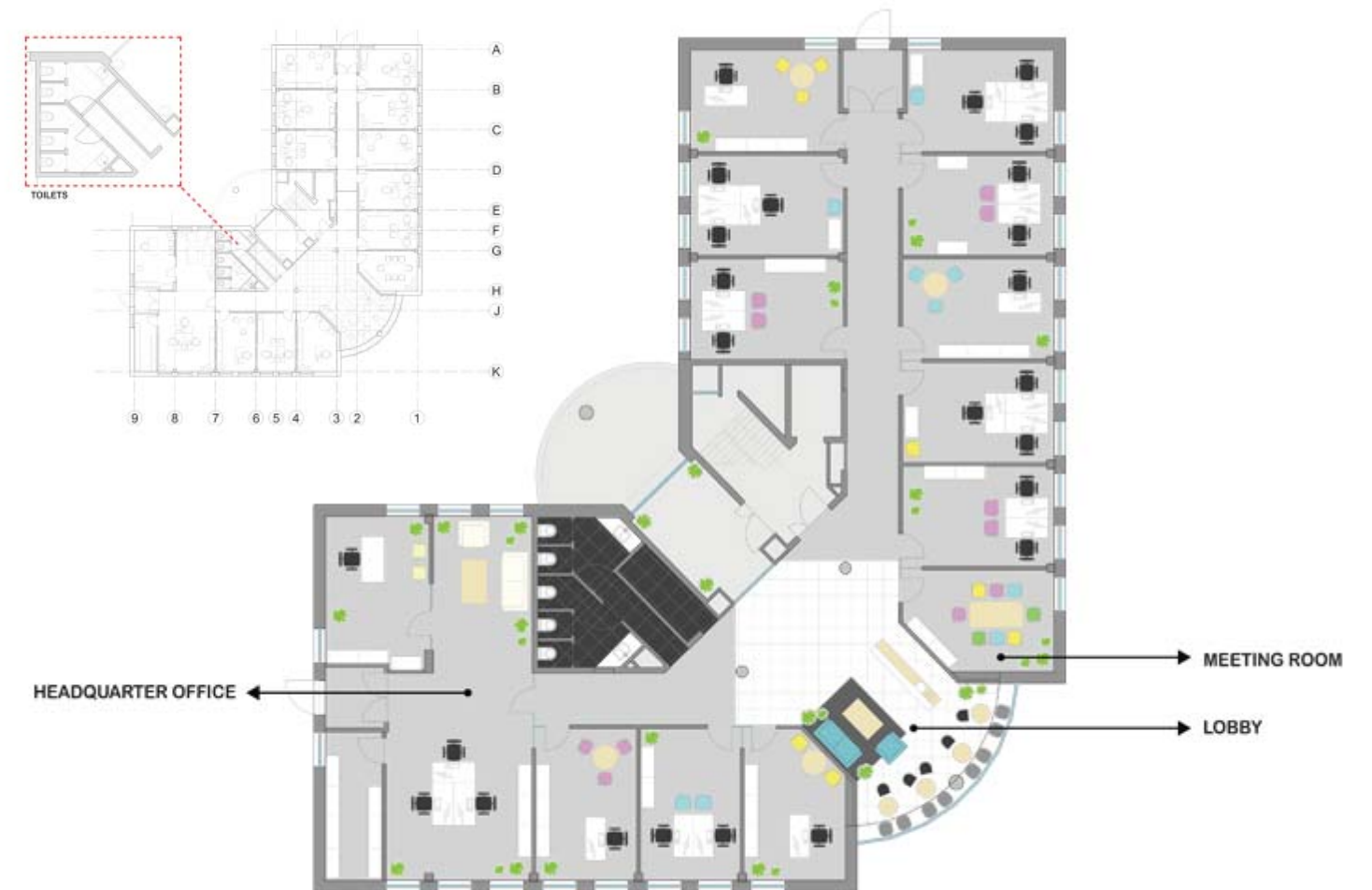
REMMAR Business Centre, Netherlands (BASS-E)

Elschot BV (client)

March 2016

Status: Completed

Role: Concept Design & Development/Material Specifications/3D Modeling & Visualisations/Architectural Plans



Layout

REMMAR Business Centre, Netherlands (BASS-E)

Elschot BV (client)

March 2016

Status: Completed

Role: Concept Design & Development/Material Specifications/3D Modeling & Visualisations/Architectural Plans



Due to an obvious lack of space, emphasis is put on white – walls, purlins, baseboard, window casing & door are all painted white. The furniture is made out of bright materials: natural & white gloss topcoat painted plywood, white desk chair, light grey carpet. Sleeping area is on top of the semi walk-in wardrobe – smart solution to fulfill client’s needs. The rest of the slab is designed as a storage unit , that serves at the same time as a “night stand”. This vertical zoning is highly optimized solution that allows better and more sufficient use of space. Final touch – chalkboard wall, brings playfulness into the room, making it more dynamic. Moreover, leaves the option for the client to be an active participant in the room’s interior design.

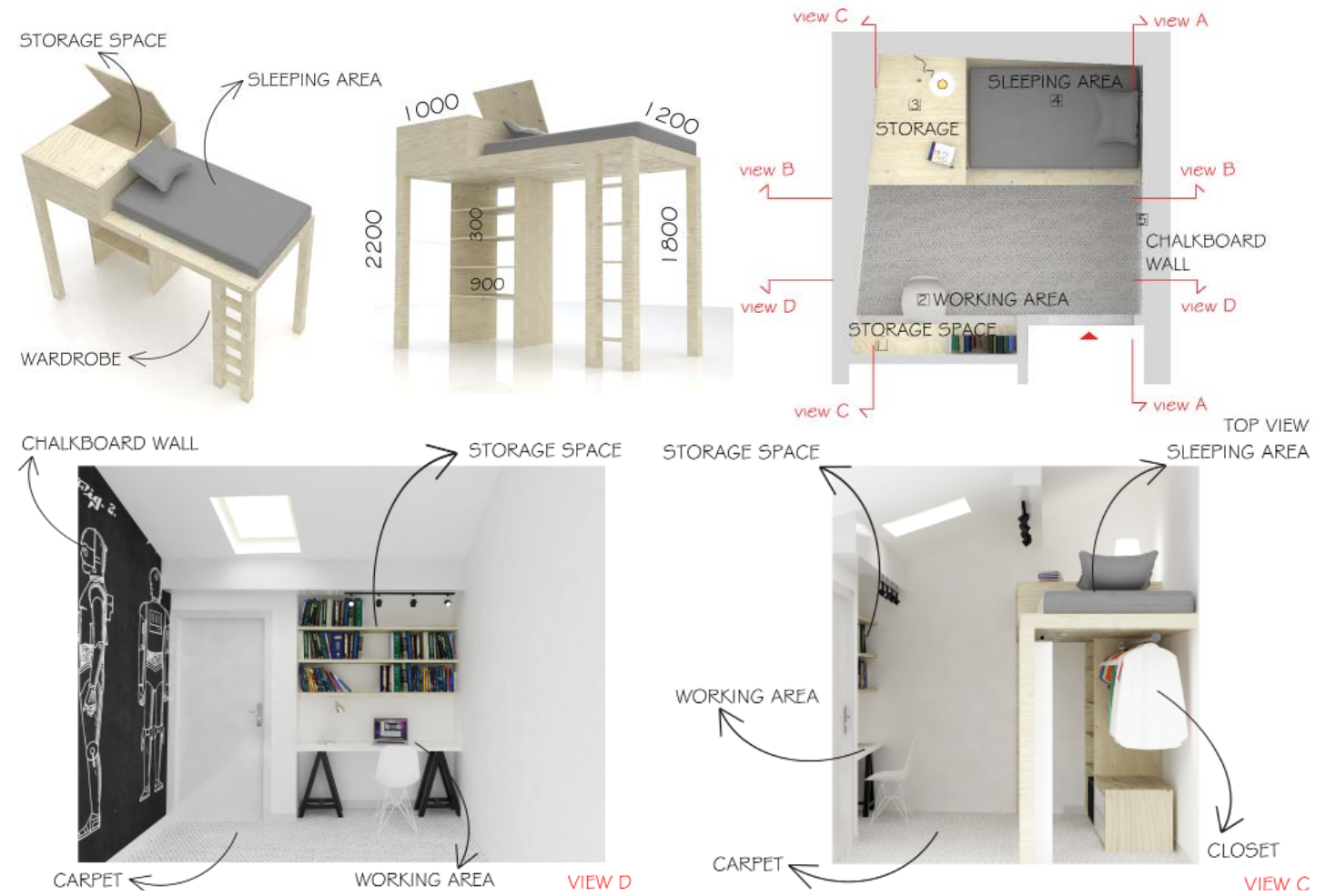
Student Bedroom Redesign, Italy (BASS-E & Aleksandra Tosman)

Competition (CoContest)

February 2016

Concept Design

Role: Concept Design & Development/Material Specifications/3D Modeling & Visualisations/Architectural Plans



Role: Concept Design & Development/Material Specifications/3D Modeling & Visualisations/Architectural Plans



Heineken VIP area at open air festival, Belgrade (BASS-E)

1st prize

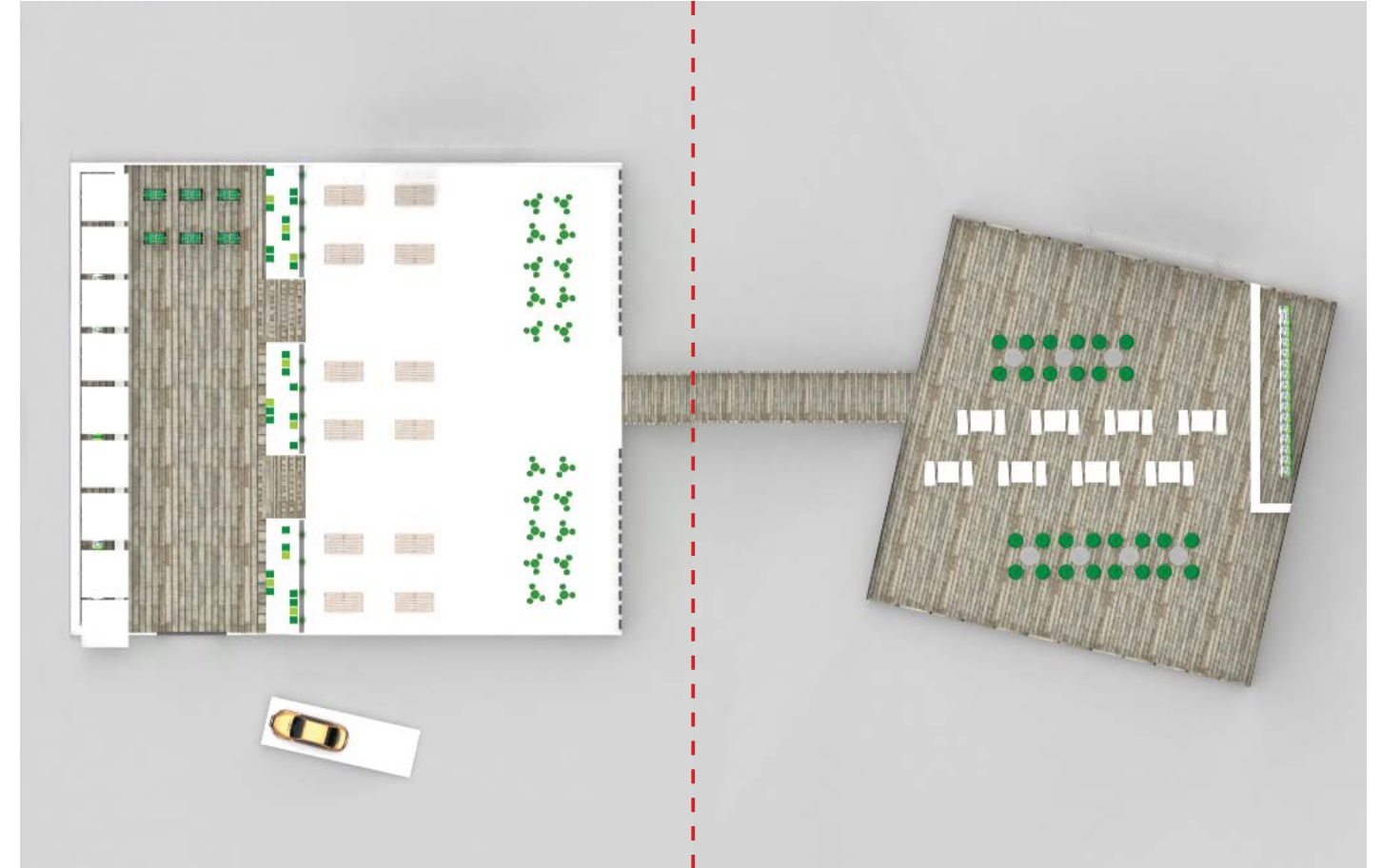
Belgrade Manifest (client)

November 2015

Status: Completed

Role: Concept Design & Development/Form Design & Research/Material Specifications/3D Modeling & Visualisations/Architectural Plans

The lower level consists of two parts. First level is designed to be mainly transit, and it includes bar area. The transition between the two levels are bleachers, used as a sitting area, where visitors can enjoy the view of the main music stage and concerts. The second part consists of different sitting arrangements, enabling the most enjoyable and comfortable experience. Big Heineken equalizers at far end of this level, programmed to follow music, would contribute to an overall impression of VIP area. From the second level, visitors could proceed on the upper terrace, using a wooden staircase uphill. The climax of the content at the VIP terrace will be the watching of the Finals of the Champions League and the magnificent firework before the kickoff.



Plan

Heineken VIP area at open air festival, Belgrade (BASS-E)

1st prize

Belgrade Manifest (client)

November 2015

Status: Completed

Role: Concept Design & Development/Form Design & Research/Material Specifications/3D Modeling & Visualisations/Architectural Plans



Marlboro VIP area at open air festival, Belgrade (BASS-E)

1st prize

Belgrade Manifest (client)

November 2015

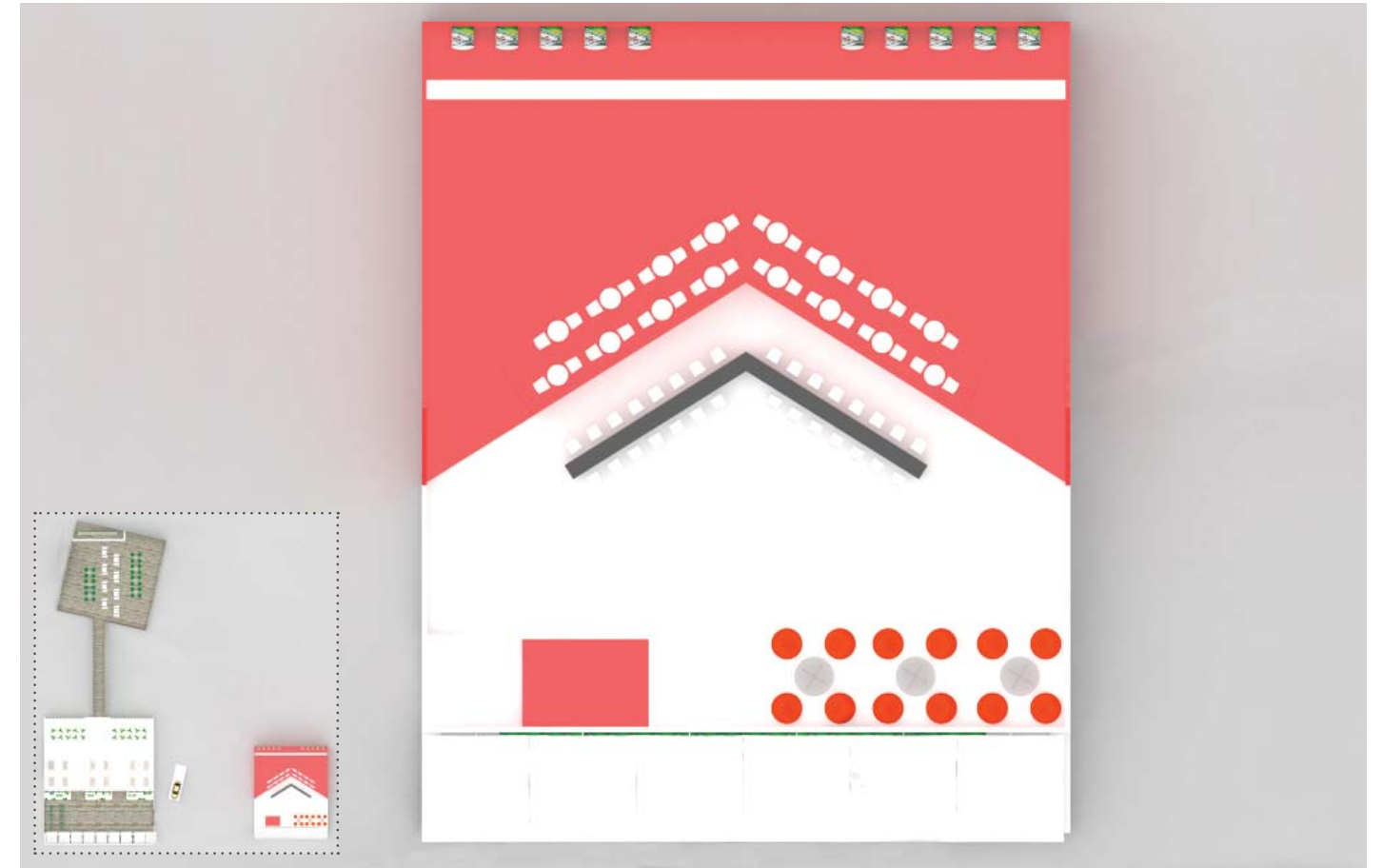
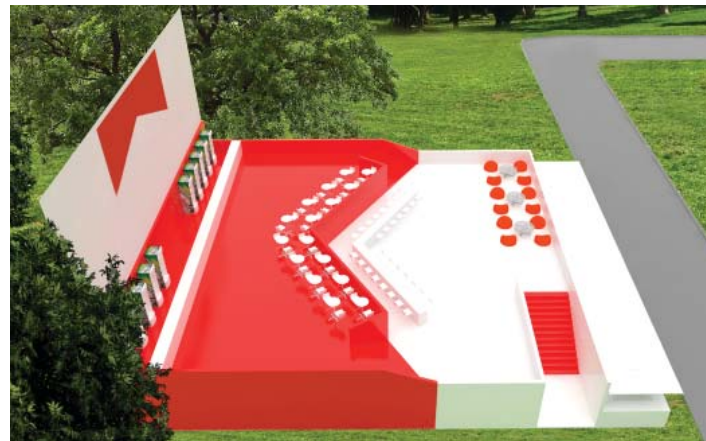
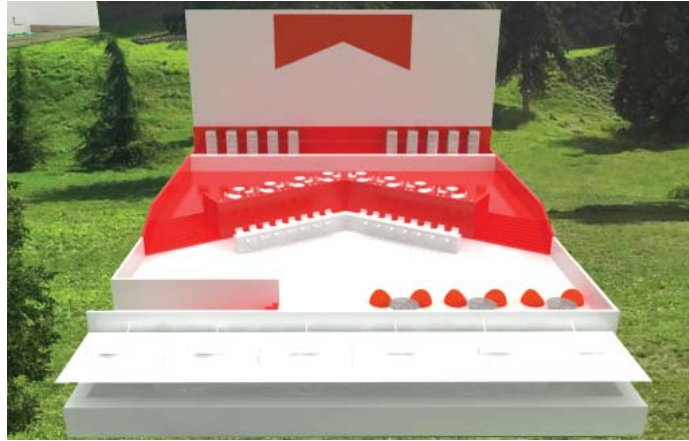
Status: Completed

Role: Concept Design & Development/Form Design & Research/Material Specifications/3D Modeling & Visualisations/Architectural Plans

Through its shape and choice of the materials, a whole area acts as a branding space. Therefore, the form is defined to resemble Marlboro pack, with the materials & colors matching the brand.

The levels are created in accordance with this concept. The first level gives users an excellent view towards the main music stage. It is primarily used for sitting/standing/dancing and includes several different sitting arrangements – from lazy bags with coffee tables to bar stools with customized tables.

From this level visitors could use one of two sets of stairs leading to an upper level whose rear serves as a bar. This area is designed to be mostly a sitting area, with bar stools and tables.



Plan

Marlboro VIP area at open air festival, Belgrade (BASS-E)

1st prize

Belgrade Manifest (client)

November 2015

Status: Completed

Role: Concept Design & Development/Form Design & Research/Material Specifications/3D Modeling & Visualisations/Architectural Plans



Locker Room FZ, Zwanenburg (BASS-E)

Fitnesscentrum Zwanenburg (client)

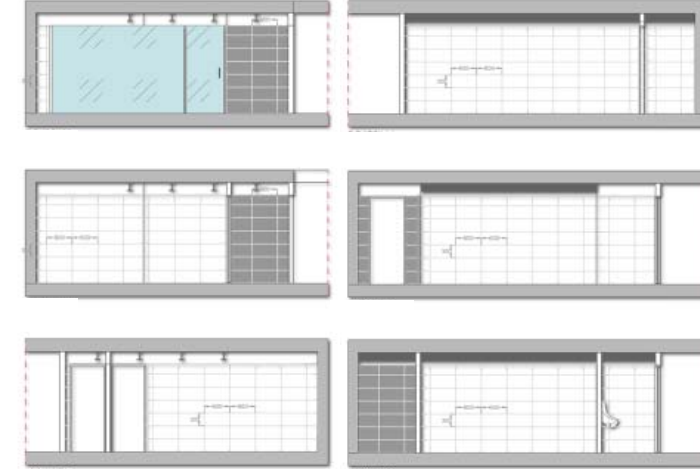
April 2015

Status: Completed

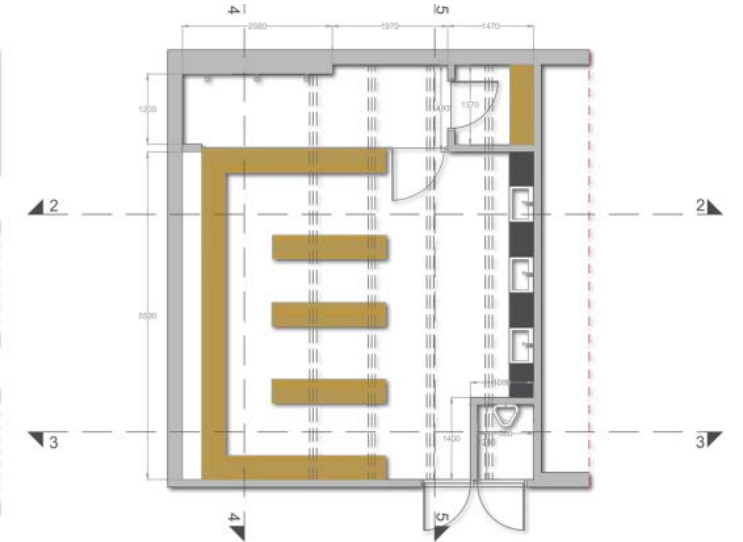
Role: Concept Design & Development/Form Design & Research/Material Specifications/3D Modeling & Visualisations/Architectural Plans

Gym locker room was designed to serve as a changing room, with special showers and sauna area.

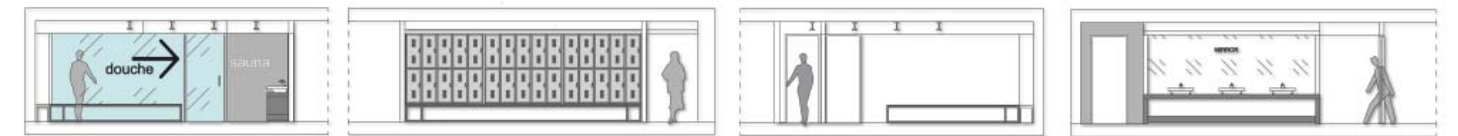
Aesthetics of the gym is based on the concept of a “hard-working place”, the structure is kept revealed, giving the industrial “raw” sensation. The same approach is used in the locker room, where all the existing structure was left visible, transferring the same dynamics to all its areas. The signage used in a locker room has a dual role. It acts as a wayfinding, environmental graphics that provides the information and location of the areas. At the same time, it serves as a design element that adds with its clarity to the impression of the working environment, which is the nurtured idea behind Fitnesscentrum Zwanenburg.



Elevations - Tiles



Plan



Elevations

Locker Room FZ, Zwanenburg (BASS-E)

Fitnesscentrum Zwanenburg (client)

April 2015

Status: Completed

Role: Concept Design & Development/Form Design & Research/Material Specifications/3D Modeling & Visualisations/Architectural Plans



Brouwhuis Toren, Breda (BASS-E)

Brainstorm en Concept (client)

September 2014

Role: Interior Design/3D Modeling/Visualisations/360 Pano/Layout Design

Designed for most part as one open space this area offers variety of different zones and functions. It includes office units (with desks, chairs, computers / laptops), two private meeting rooms (equipped for presentation), meetup hub / brainstorm zone, a bar and toilets.

Moreover, several sliding panels are introduced in the space, giving its users a unique flexibility of creating semi-private areas, according to their needs.

In addition, the photo realistic artist illustrations were produced for a catalog that would promote the space to its potential renters, as well as the 360° panoramas for better visualisation of the space itself.



Plan

Brouwhuis Toren, Breda (BASS-E)

Brainstorm en Concept (client)

September 2014

Role: Interior Design/3D Modeling/Visualisations/360 Pano/Layout Design



Pastorie Offices, Breda (BASS-E)

Brainstorm en Concept (client)

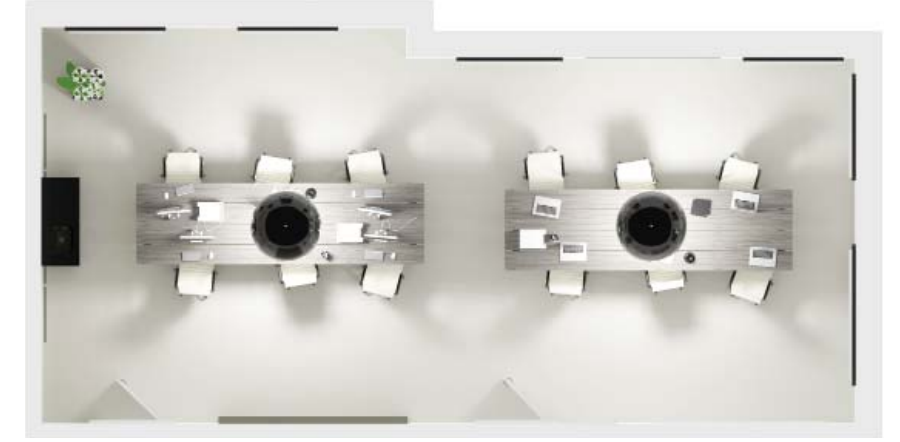
October 2014

Role: Interior Design/3D Modeling/Visualisations/360 Pano/Layout Design

The task was to renovate, redesign interior of two office spaces within the same building and reinvent what was once a conservative office space into coworking - shared working environment, attractive to work-at-home professionals, independent contractors etc.

The idea behind is a creation of an environment attractive for the future users, that enables productiveness, as well as potential for synergy that can happen from working with people who value working in the same place alongside each other.

The project offers minimally detailed, yet cozy and tastefully designed space that doesn't interfere with the aesthetics of the building itself and creates coworking place that is not only the physical place, but also a coworking community.



Room 1



Room 2

Pastorie Offices, Breda (BASS-E)
 Brainstorm en Concept (client)
 October 2014
 Role: Interior Design/3D Modeling/Visualisations/360 Pano/Layout Design



Heuvel 21, Oosterhout (BASS-E)

Brainstorm en Concept (client)

September 2014

Role: Interior Design/3D Modeling/Visualisations/360 Pano/Layout Design

The second project out of three done for the same client, with the task of redesigning the existing offices and creating a flexible working space, attractive to its future renters. Taking into consideration the potential diversity of its future renters, the offices are designed in a way to fulfill as much as possible renter's needs.

The ground level office offers a space that consists of both working units (desk, chair, computer/laptop) and the small meeting area equipped for presentations. In this way, each of the renters (the room serves 4), could gain certain level of privacy if needed.

The 1st floor office, positioned in a quiet area of the building, corresponds with that position and serves as a strictly working zone for 8 people.



Room 1



Room 2

Heuvel 21, Oosterhout (BASS-E)
Brainstorm en Concept (client)
September 2014
Role: Interior Design/3D Modeling/Visualisations/360 Pano/Layout Design



Solarium FZ, Zwabenburg (BASS-E)

Fitnesscentrum Zwabenburg (client)

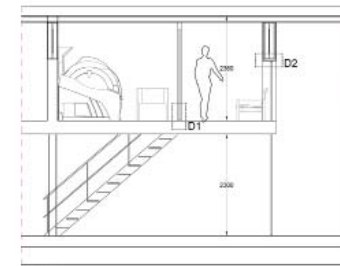
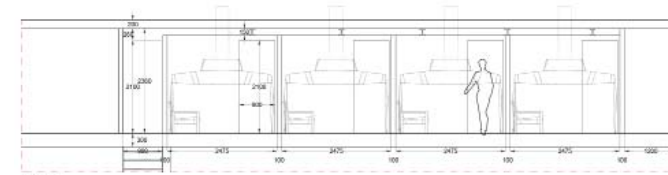
August 2014

Status: Completed

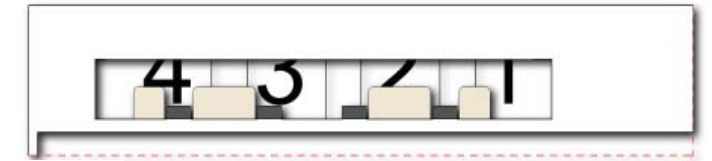
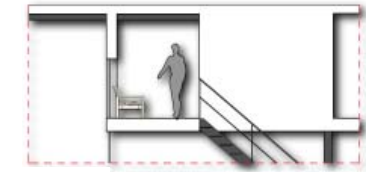
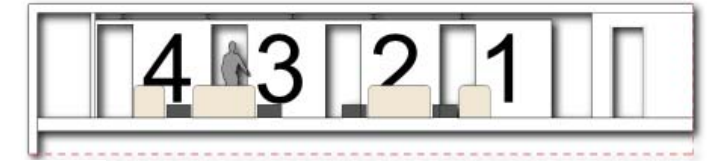
Role: Concept Design & Development//Material Specifications/3D Modeling & Visualisations/Architectural Plans

As in a Locker Room FZ project, the Solarium FZ was designed to match the existing environment of the gym (industrial “raw” aesthetics). The idea was to keep solarium in balance with the rest of the gym, while at the same time, being in a contrast with it. This was achieved by using white materials, clean uninterrupted surfaces, minimalistic shapes, giving a solarium a dual role: contrast to a “black / industrial / grey” environment of a gym and a consistency in a current “minimalistic” aesthetics of the gym.

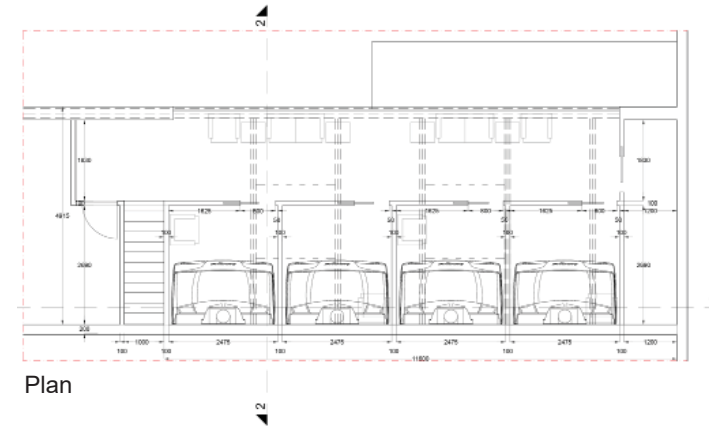
Signage plays equally important role, serving as an environmental graphics, that provides the information and as a design element that adds with its clarity to the impression of aesthetics of the Fitnesscentrum Zwabenburg.



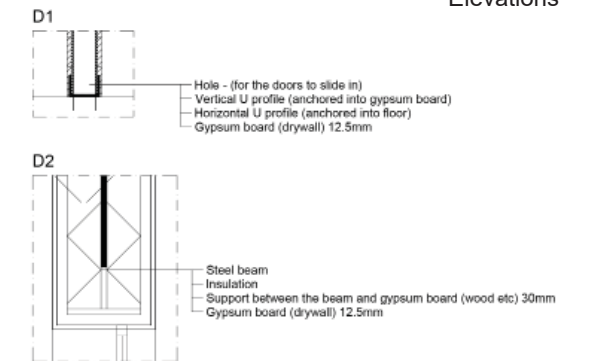
Sections



Elevations



Plan



Details

Solarium FZ, Zwanenburg (BASS-E)

Fitnesscentrum Zwanenburg (client)

August 2014

Status: Completed

Role: Concept Design & Development//Material Specifications/3D Modeling & Visualisations/Architectural Plans



The design was guided by the idea of presenting a different, exhibition-like booth, that would stick out from typical expo aesthetic. The solution is modular, flexible and durable.

The concept is defined in terms of 'sterile / clean' 'and' 'natural / healthy'. The materials, exhibit props, lighting, etc. are used to create a sense of trust with the visitor and make an impression of high-quality and professionalism. This impression is thus directly transferred to the company, as well as its products. Careful selection of materials and the introduction of greenery in the area, the desired effect is maximized and the user experience is complete. Space, and therefore the company and its products, are sending the desired message to its visitors.

Vetmedic VIV Europe 2014, Utrecht (BASS-E & Olja Cerović)

1st prize

Vetmedic d.o.o. (client)

March 2014

Status: Completed

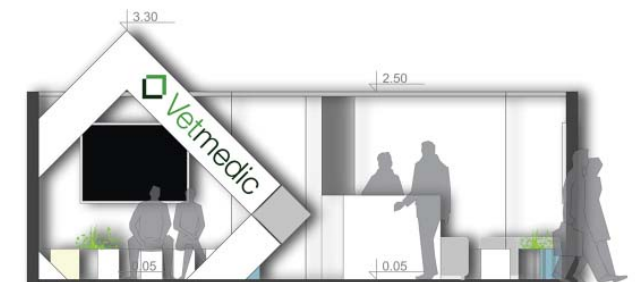
Role: Concept Design/Layout Design& Development/Material Specifications/3D Modeling & Visualisations/Architectural Plans/Detailing



Plan



Furniture Details



Front Elevation

Vetmedic VIV Europe 2014, Utrecht (BASS-E & Olja Cerović)

1st prize

Vetmedic d.o.o. (client)

March 2014

Status: Completed

Role: Concept Design/Layout Design& Development/Material Specifications/3D Modeling & Visualisations/Architectural Plans/Detailing



Wave Building, Belgrade

1st prize

Interdil (client)

December 2008 - April 2011

Status: Completed

Role: Concept Design/Interior & Layout Development/Roof Garden Design/3D Modeler

Wave building is a 6-floor mixed-use facility. The ground level has been designed as office space. The rest of the building is used as residential housing and contains 11 luxurious apartments, all different in structure (from 2-bedroom to 5-bedroom apartments on highest levels). Taking into consideration individual needs and diversity of future owners, every apartment is carefully designed as a unique unit, allowing greater choice.

Building's rooftop, located above the 6th floor penthouse, is created as an eco-friendly roof garden and represents a unique natural retreat for its residential inhabitants.



Apartments - Variations



Apartments - Interior Design

Wave Building, Belgrade

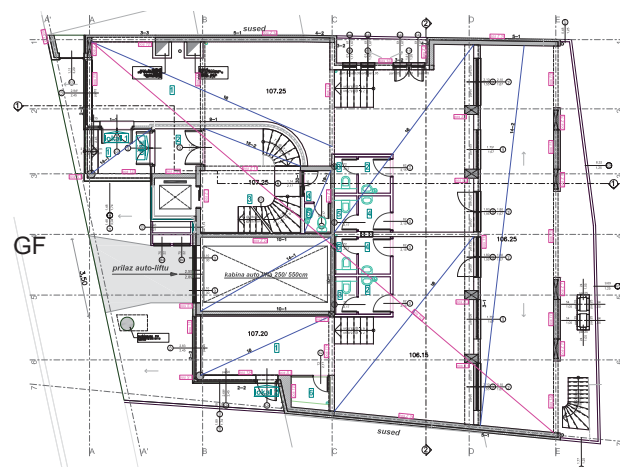
1st prize

Interdil (client)

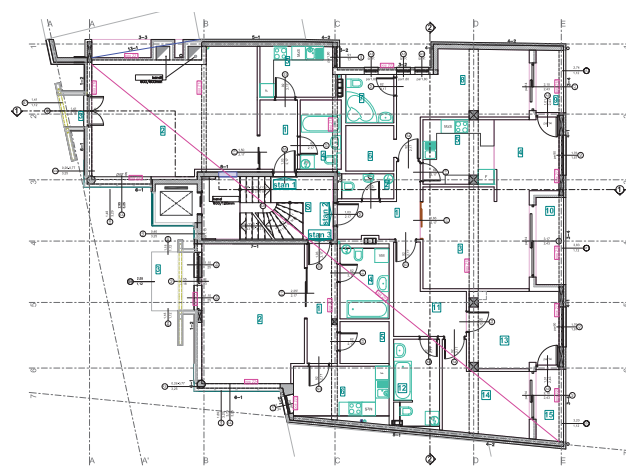
December 2008 - April 2011

Status: Completed

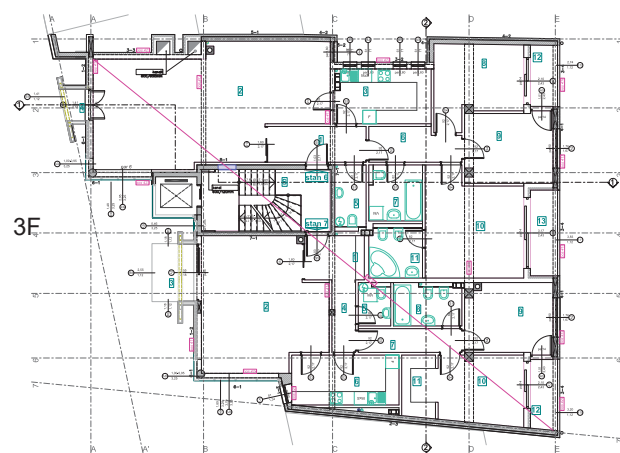
Role: Concept Design/Interior & Layout Development/Roof Garden Design/3D Modeler



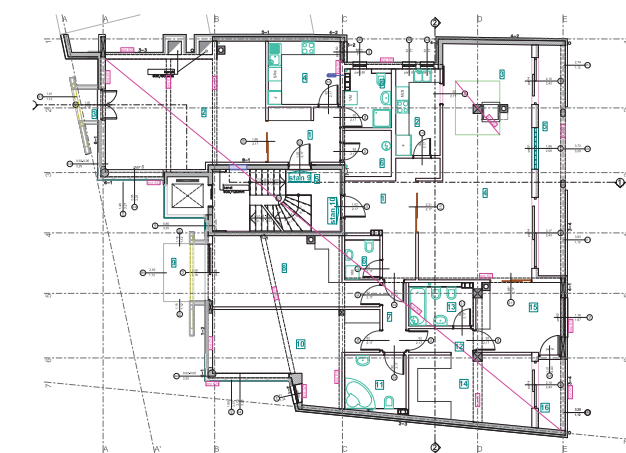
GF



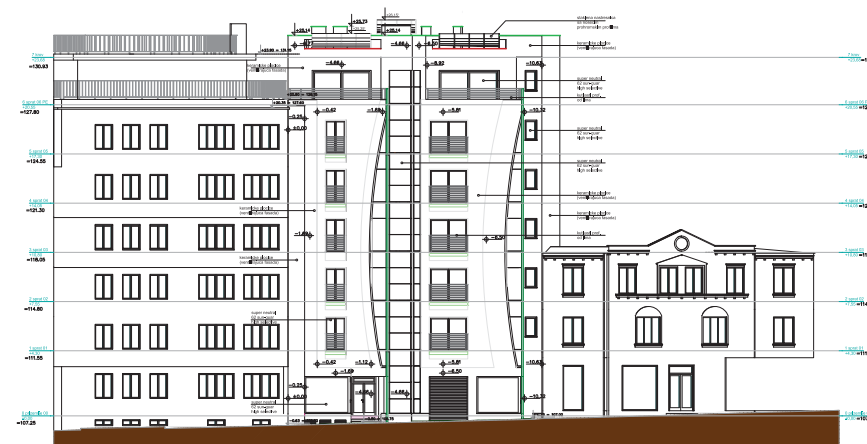
1F



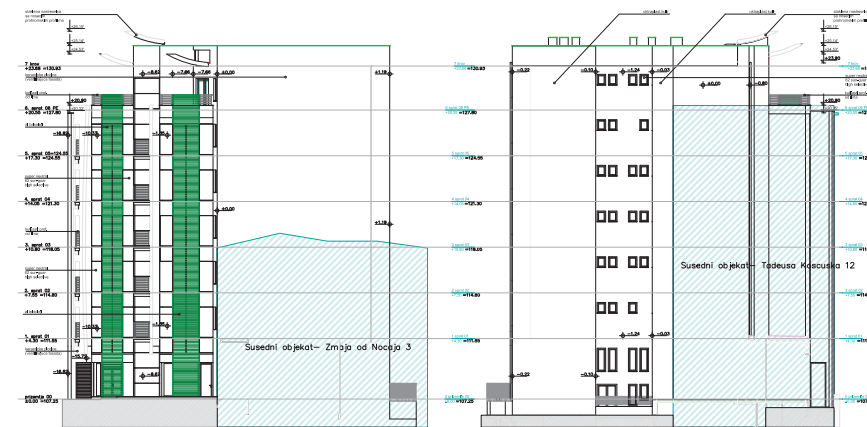
3F



5F



Street Elevation



Side Elevations - North & South



Section

Wave Building, Belgrade

1st prize

Interdil (client)

December 2008 - April 2011

Status: Completed

Role: Concept Design/Interior & Layout Development/Roof Garden Design/3D Modeler



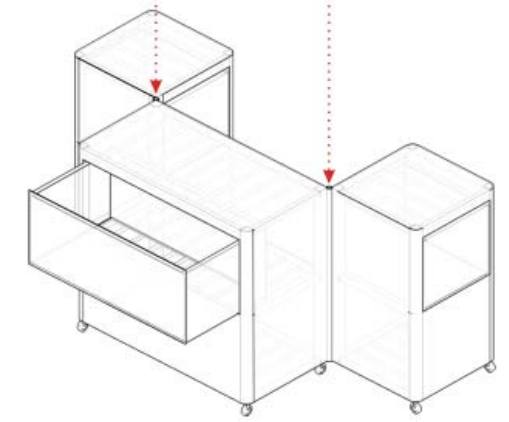
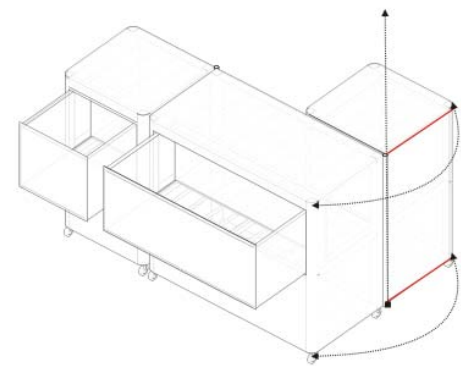
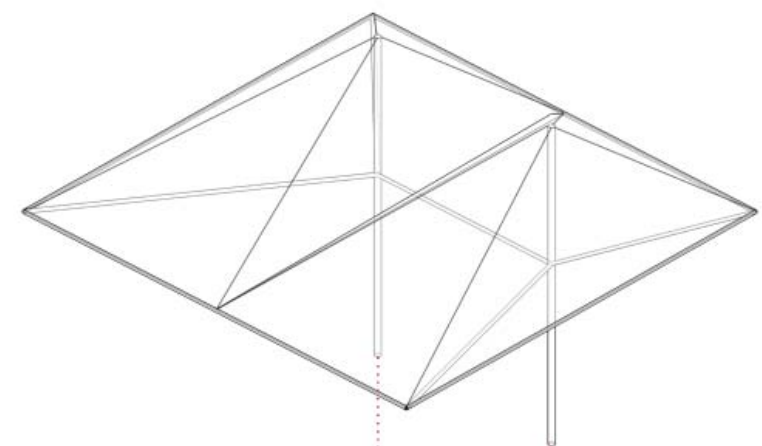
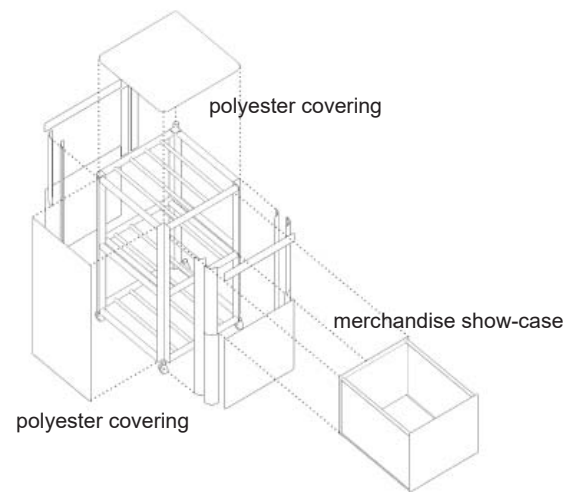
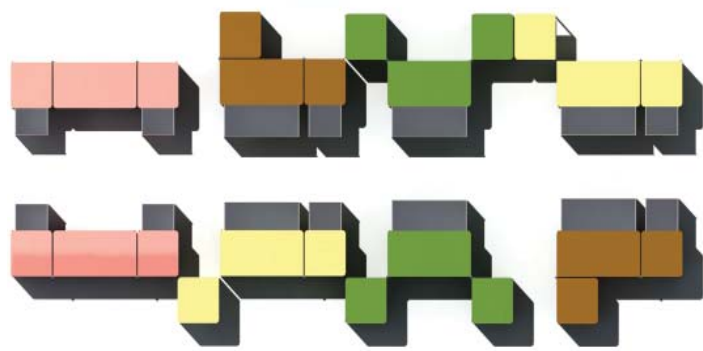
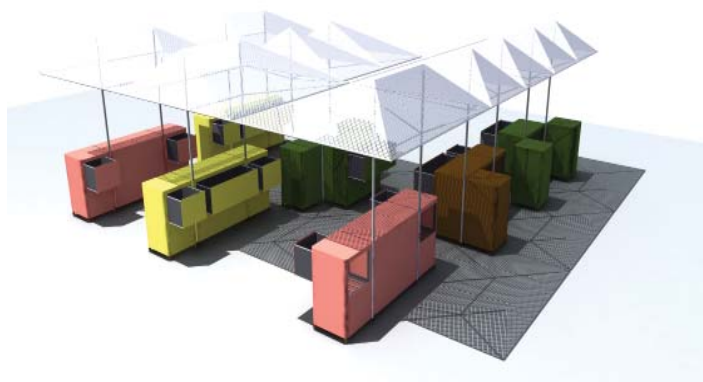
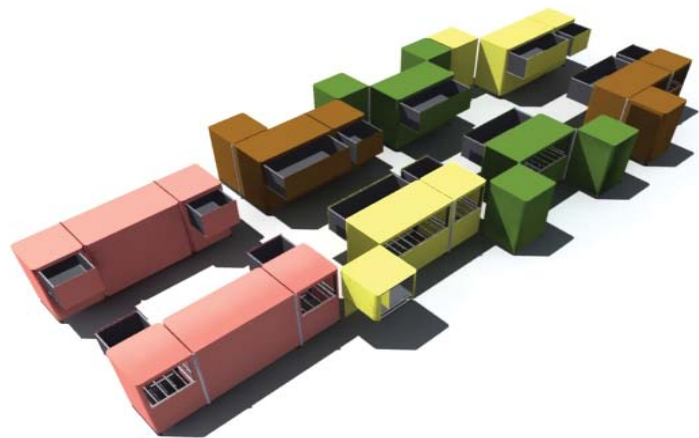
This concept, besides the idea of mobility, has joined the other key features of modern retail counter: flexibility and modularity. The basic unit of the counter consists of a main corpus and two lateral modules. These modules are connected to the link that enables them to rotate on a vertical axis. There are four possible individual combinations. Those variations allow the seller to choose the one that suits his merchandise the most. Thus, each vendor in the market has the ability to directly affect working environment. Market becomes “alive” spatial configuration. The buyer gets the chance to experience a new kind of market, interesting and dynamic.

Open Market Stall Design, Belgrade (BASS-E & Ivan Simić)

Competition

June 2010

Role: Team Leader/Product Design & Analysis/Form Design & Research/Presentation Design/3D Modeler



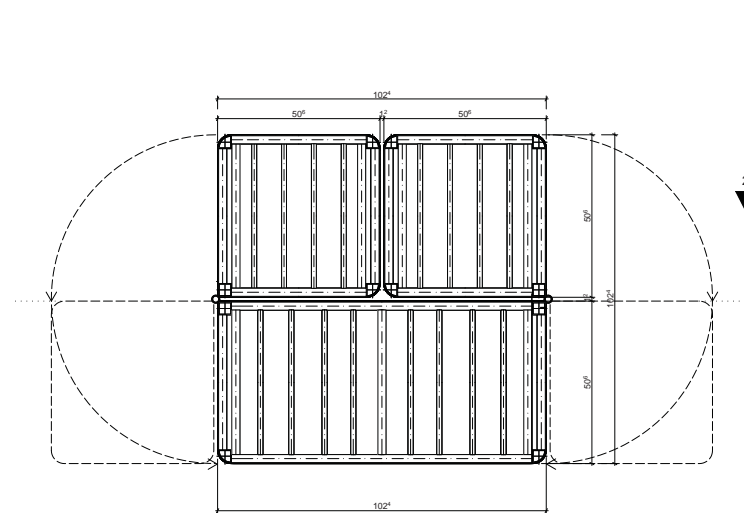
Customisation / Flexibility Analysis

Open Market Stall Design, Belgrade (BASS-E & Ivan Simić)

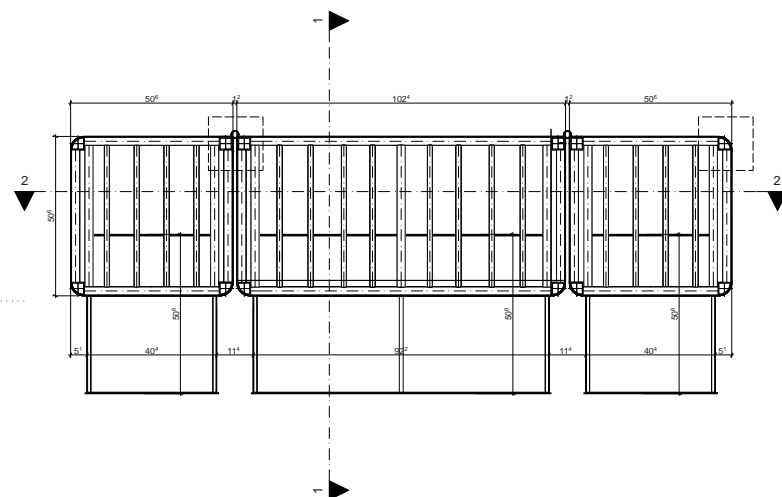
Competition

June 2010

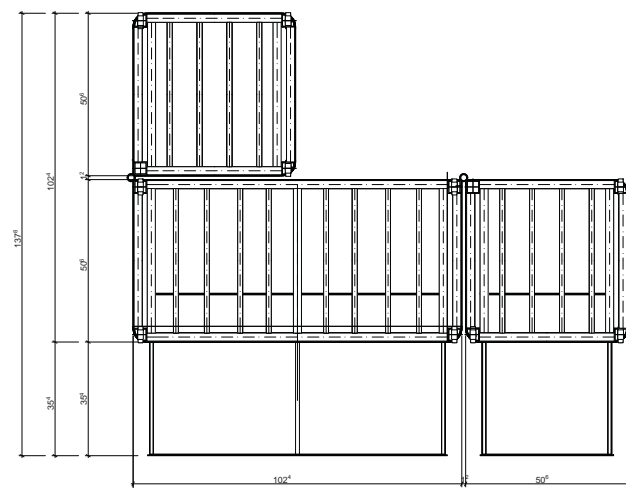
Role: Team Leader/Product Design & Analysis/Form Design & Research/Presentation Design/3D Modeler



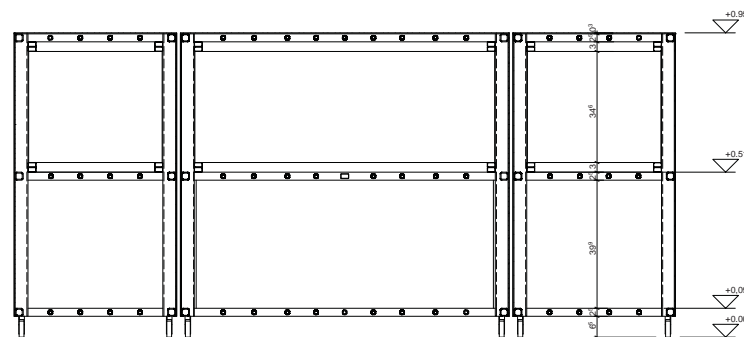
Top View - Folded



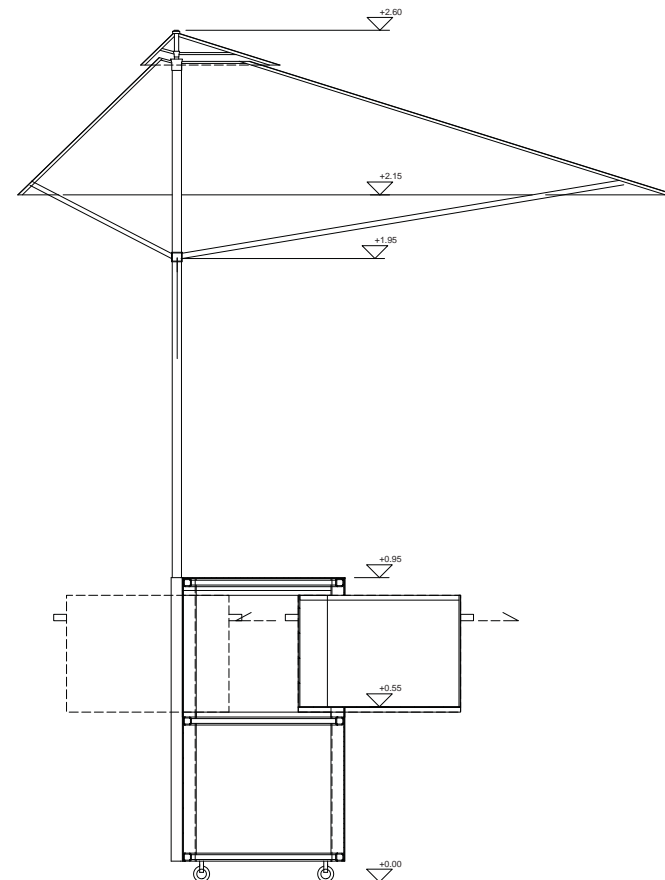
Top View - Unfolded



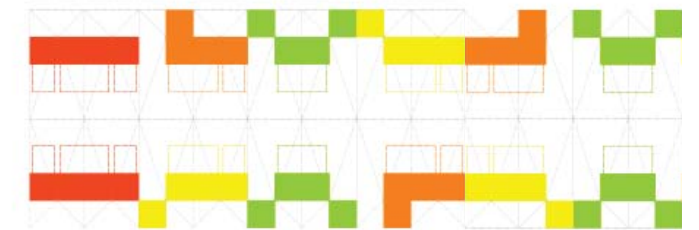
Top View - Variations



Section 2-2



Section 1-1



Flexibility Analysis - Variations

Open Market Stall Design, Belgrade (BASS-E & Ivan Simić)

Competition

June 2010

Role: Team Leader/Product Design & Analysis/Form Design & Research/Presentation Design/3D Modeler

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bass-e.nl